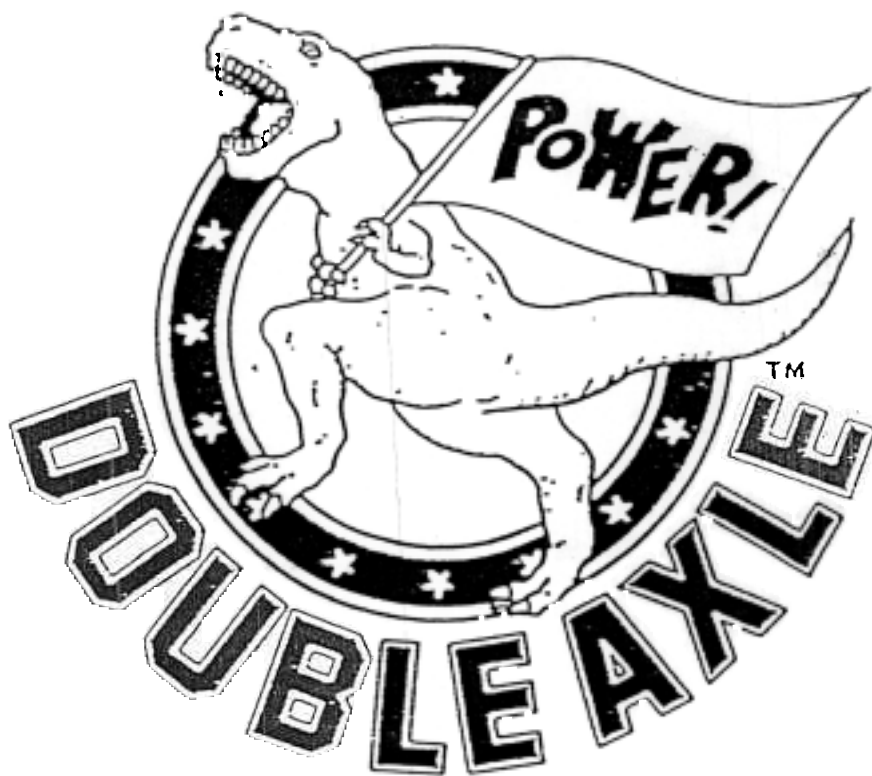


ELECTROCOIN AUTOMATICS LTD  
SERVICE MANUAL



o VERSION WITHOUT COMMUNICATION

TAITO CORPORATION

PART NO 64089



© TAITO CORP. 1991

BY DRIVING THIS 1,000-HP MACHINE, BEAT YOUR RIVALS!!

**1**

Select one class out of the beginner's, middle and upper classes, and pass through a check point within the limited time!

**2**

The winning trick of the game is your shifting technique!



L (Low) : Use this when accelerating the machine and running on bad roads!

H (High): For high speed running.

**3**

Make good use of the nitro to gain an advantage than others in the race!

When the nitro button is pressed, explosive power can be temporarily obtained.



**TAITO**  
TAITO CORPORATION

G35 00440A



## PRECAUTIONS TO BE OBSERVED WHEN INSTALLING MACHINE

THIS VIDEO GAME IS FOR INDOOR USE ONLY.  
WHEN INSTALLING AVOID PLACES MENTIONED BELOW

1. PLACES SUBJECT TO CONDENSATION DUE TO HUMIDITY.
2. IN THE PROXIMITY OF AN INDOOR SWIMMING POOL OR SHOWER.
3. PLACES SUBJECT TO DIRECT SUNLIGHT.
4. VICINITY OF HIGHLY INFLAMMABLE/VOLATILE CHEMICALS.
5. UNEVEN SURFACES.
6. VICINITY OF FIRE EXITS AND FIRE EXTINGUISHERS.
7. DUSTY ATMOSPHERE.

### INSTALLATION

IT IS IMPORTANT TO AVOID ROUGH HANDLING OF THIS MACHINE AS CERTAIN PARTS ARE FRAGILE.

UPON REMOVAL OF THE SHIPPING CARTON EXAMINE THE EXTERIOR OF THE CABINET FOR DENTS, CHIPS OR BROKEN PARTS.

ACCESS TO THE APPLIANCE SHOULD ONLY BE MADE BY QUALIFIED PERSONNEL FOR ANY PURPOSE.

INSPECT THE INTERIOR OF THE CABINET AS FOLLOWS:

A) CHECK THAT ALL THE PLUG IN CONNECTORS ARE FIRMLY SEATED i.e. THE EDGE CONNECTOR ON THE CPU BOARD. IF ANY CONNECTORS ARE FOUND UNPLUGGED IT IS IMPORTANT WHEN RE-PLUGGING NOT TO FORCE THE CONNECTORS TOGETHER. AS SOME MAY BE KEYED AND ONLY GO ON IN THE PROPER ORIENTATION.

B) CHECK THAT ALL PLUG-IN INTEGRATED CIRCUITS AND SUB BOARDS ON THE GAME PCB ARE FIRMLY SEATED IN THEIR SOCKETS.

C) CHECK ALL SUB ASSEMBLIES SUCH AS THE POWER SUPPLY FOR SECURE MOUNTING

ENSURE THE MAINS SUPPLY IS CORRECT FOR OPERATION OF THE MACHINE, AND THAT THE SUPPLY HAS A GOOD EARTH CONNECTION.

### SAFETY/MAINTENANCE

THIS VIDEO GAME REQUIRES CERTAIN MAINTENANCE TO KEEP IT IN GOOD WORKING ORDER.

IT IS ADVISED THAT THE SITE MANAGER CHECKS THE SERVICEABILITY OF THE MACHINE DAILY.

### WARNING

HIGH VOLTAGES EXIST WITHIN THE MACHINE SO IT IS ADVISABLE THAT ONLY QUALIFIED SKILLED PERSONNEL SHOULD TOUCH ANY INTERNAL PARTS OF THE MACHINE. THE HIGH VOLTAGES PRESENT MAY CAUSE SHOCK OR EVEN FATALITY WITH MISUSE. ALWAYS TURN THE MACHINE OFF BEFORE COMMENCING ANY WORK

HIGH VOLTAGES MAY EXIST IN ANY MONITOR UNIT, EVEN WITH THE POWER DISCONNECTED. USE EXTREME CAUTION AND DO NOT TOUCH ELECTRICAL PARTS, OR THE YOKE WITH YOUR HANDS OR WITH METAL OBJECTS HELD IN YOUR HANDS. INFORMATION ON THE MONITOR FUSES ARE CONTAINED IN THE MONITOR MANUAL SUPPLIED WITH THIS MACHINE.

### CAUTION

DO NOT USE FUSES OTHER THAN THOSE SPECIFIED, FOR THE CONTINUED PROTECTION OF YOUR GAME.

NEVER CONNECT OR DISCONNECT ANY CONNECTORS OF THE PCB, OR RESET THE DIP SWITCH SETTINGS WHILE THE POWER IS ON.

REGULARLY CLEAN THE OUTSIDE OF THE CABINET. DO NOT DRY WIPE ANY OF THE ACRYLIC PANELS, BECAUSE ANY DUST CAN SCRATCH THE SURFACE AND RESULT IN FOGGING THE PLASTIC. ACRYLIC SURFACES MAY BE CLEANED WITH ANY NON-ABRASIVE HOUSEHOLD CLEANER.

# WARNING

IN ORDER TO INCREASE THE LIFE OF YOUR MACHINE AND REDUCE GAME DOWN TIME, CERTAIN CHECKS SHOULD BE CARRIED OUT WEEKLY.

- 1) CHECK STEERING GEAR, LEVER AND FOOT PEDAL MOUNTING BOLTS FOR SECURITY & TIGHTEN IF NECESSARY.
- 2) INSPECT WIRING HARNESS GOING TO PLAY PANEL FOR SIGNS OF CHAFFING OR LOOSE CONNECTIONS.
- 3) LUBRICATE GEAR AND BEARINGS AT 3 MONTHLY INTERVALS.
- 4) PLAY PANEL LATCHES ARE ADJUSTABLE, ENSURE THEY ARE ALWAYS KEPT TIGHT.

NOTE:- THESE CHECKS SHOULD ONLY TAKE 5 MINUTES OF YOUR TIME, BUT COULD SAVE DAYS OF MACHINE DOWNTIME.

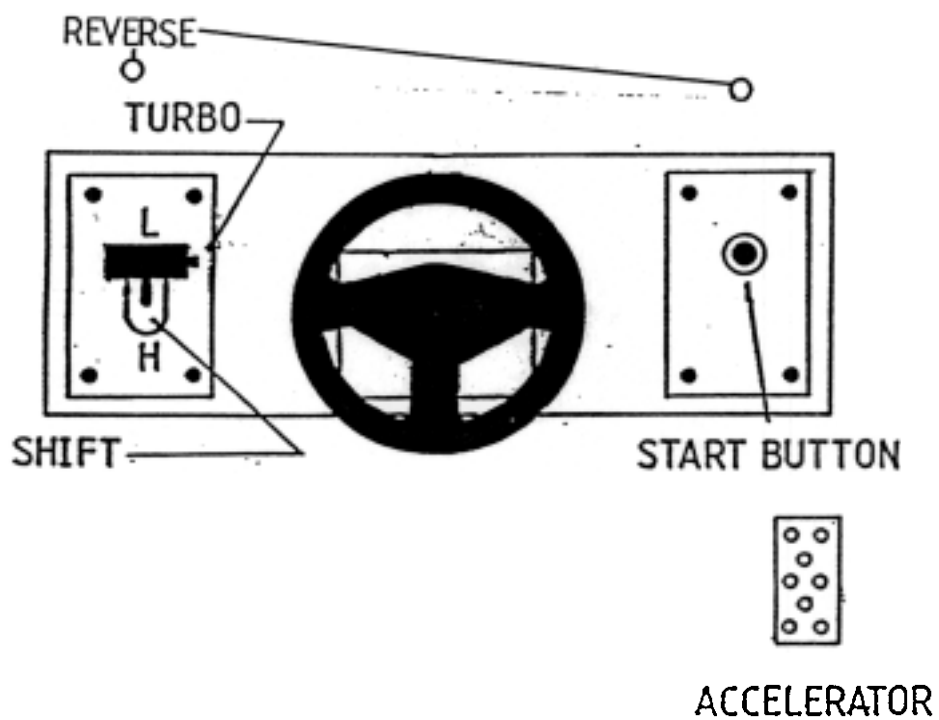


HOW TO PLAY

Insert coin(s) and press the start button.

Select the round you want to play by turning the steering wheel, then press the start button

EXPLANATION OF GAME CONTROLS



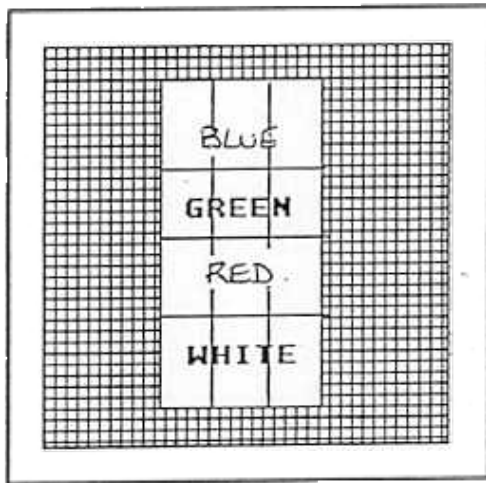
## TEST MENU

By turning on the Dip Switch A-3 located on the main PC board and by turning on the main power switch. The screen changes to the Test Mode menu.

### 1. CRT TEST

When the Cross Hatch and colour bars are displayed on the screen, colours and brightness can be adjusted.

#### CROSS HATCH



When the Start button is pressed the screen returns to the next test.

#### TEST MODE

COIN A : OFF  
SERVICE : OFF  
ACCEL : OFF  
BRAKE : OFF  
START : OFF  
HANDLE : 0000

COIN B : OFF  
TILT : OFF  
SHIFT : OFF  
NITRO : OFF  
BACK : OFF

DIP SW            8   7   6   5   4   3   2   1  
                  A   H   H   H   H   H   H   H   H   L= ON  
                  B   H   H   H   H   H   H   H   H   H= OFF

SOUND CODE        80:00

RAM    OK

ROM    OK





## COIN CONTROLS CCU

### TECHNICAL DATA

#### APPLICATIONS

##### CCU with sentinel

The CCU is designed to work with the sentinel 30 range of validators in a single or dual currency mode. All connections to the validators are directly from the CCU. Connections to the host machine being via the 6 way connector. If it is required that the host machine controls inhibits directly then the inhibit wiring will need to be modified to suit the application.

#### SWITCH SETTINGS FOR CCU

##### Totalising switch

As each coin is accepted, the number of credits generated by the coin are calculated by dividing the coin value by the price per credit. The result is added to the credit total. In non-totalise mode, if the coin is 20p or 10p, any money remaining after the credit calculation is added to the next 20p/10p entered before the next credit calculation is performed. If the coin is £1 or 50p then the additional credits will also be added to the credit total. In totalise mode all 20p and 10p coins are added together. Whenever this total exceeds £1 or 50p then the corresponding additional credits are added to the credit total. A time limit is placed on the totalisation to prevent the money total from being passed from one used to the next.

S11 ON - TOTALISE MODE  
S11 OFF - NON TOTALISE MODE

#### CURRENCY SELECT SWITCH

Most coin sets have a fixed ratio of 100, 50, 20, 10 eg. 100p, 50p, 20p, 10p, but a small number of coin sets possess a different ratio eg. 100 cents, 25 cents, 10 cents, 5 cents. On the CCU an option switch is available to allow an operator to select the coin set required. When the standard coin set is selected, the meter output pulses are in units of 10p. For the non-standard coin set, the meter output pulses are in units of 5c.

S12 ON - NON-STANDARD COIN SET (100, 25, 10, 5)  
S12 OFF - STANDARD COIN SET (100, 50, 20, 10)

#### INHIBIT SWITCHES

The inhibit switches are connected directly to the sentinel. There are individual switches for 11-14 and 15,6 and 17,8.

NOTE: When sentinel is used in dual currency mode, and 15,6 and 17,8 are enabled by setting SW17 and 18 on. Then both currencies must have the same coin ratios.

#### 4.4 PRICE SETTING

The price settings switches are arranged in three groups:- 5 switches for the basic price per credit, 3 switches for the number of additional credits bought by the highest value coin eg. £1.

2 switches for the number of additional credits bought by the second highest value coin eg. 50p.

PROGRAMMING INFORMATION

PRICE PER GAME FOR 100, 50, 20, 10 COIN SET

<u>SW1</u>	<u>SW2</u>	<u>SW3</u>	<u>SW4</u>	<u>SW5</u>	<u>UNITS/GAME</u>
X	ON	ON	ON	ON	5
X	OFF	ON	ON	ON	10
X	ON	OFF	ON	ON	20
X	OFF	OFF	ON	ON	30
X	ON	ON	OFF	ON	40
X	OFF	ON	OFF	ON	50
X	ON	OFF	OFF	ON	60
X	OFF	OFF	OFF	ON	70
X	ON	ON	ON	OFF	80
X	OFF	ON	ON	OFF	90
X	ON	OFF	ON	OFF	100
X	OFF	OFF	ON	OFF	110
X	ON	ON	OFF	OFF	120
X	OFF	ON	OFF	OFF	130
X	ON	OFF	OFF	OFF	140
X	OFF	OFF	OFF	OFF	150

X = DON'T CARE

ADDITIONAL GAMES FOR HIGHEST VALUE COIN(COIN 1)

<u>SW6</u>	<u>SW7</u>	<u>SW8</u>	<u>FUNCTION</u>
ON	ON	ON	NO ADDITIONAL GAMES
OFF	ON	ON	1 ADDITIONAL GAME
ON	OFF	ON	2 ADDITIONAL GAMES
OFF	OFF	ON	3 ADDITIONAL GAMES
ON	ON	OFF	4 ADDITIONAL GAMES
OFF	ON	OFF	5 ADDITIONAL GAMES
ON	OFF	OFF	6 ADDITIONAL GAMES
OFF	OFF	OFF	7 ADDITIONAL GAMES

ADDITIONAL GAMES FOR SECOND HIGHEST COIN (COIN 2)

<u>SW9</u>	<u>SW10</u>	<u>FUNCTION</u>
ON	ON	NO ADDITIONAL GAMES
OFF	ON	1 ADDITIONAL GAME
ON	OFF	2 ADDITIONAL GAMES
OFF	OFF	3 ADDITIONAL GAMES

TOTALISING SWITCHES

S11 ON	TOTALISE MODE
S11 OFF	NON-TOTALISE MODE

CURRENCY SELECT SWITCHES

S12 ON	NON-STANDARD COIN SET (100, 25, 10, 5)
S12 OFF	STANDARD COIN SET (100, 50, 20, 10)

INHIBIT SWITCHES

S13	COIN 1	ON = ACCEPT	OFF = INHIBIT
S14	COIN 2		
S15	COIN 3		
S16	COIN 4		
S17	COIN 5/6		
S18	COIN 7/8		

PINOUT INFORMATION

<u>PIN COLOUR</u>		<u>FUNCTION</u>
1. YEL/BLK	10p	MICROSWITCH OR N.P.N OPEN COLLECTOR INPUT.
2. N/C	10p	MICROSWITCH OR N.P.N. OPEN COLLECTOR INPUT.
3. WHT/BLU	10p	PNP INPUT (MS 111/SENTINEL)
4. N/C	20p	INPUT (MICROSWITCH)
5. WHT/GRN	20p	INPUT (MS 111/SENTINEL)
6. N/C	50p	INPUT (MICROSWITCH)
7. WHT/BLK	50p	INPUT (MS 111/SENTINEL)
8. N/C	£1	INPUT (MICROSWITCH)
9. WHT/YEL	£1	INPUT (MS 111/SENTINEL)
10. BLU/BLK	0	VOLTS (10p INHIBIT)
11. BLU/YEL	0	VOLTS (20p INHIBIT)
12. BLU/ORG	0	VOLTS (50p INHIBIT)
13. BLU/WHT	0	VOLTS (£1 INHIBIT)
14. BLACK	0	VOLTS
15. BLACK	0	VOLTS
16. N/C	0	VOLTS
17. N/C	0	VOLTS
18. ORANGE	+ 12v	DC
19. ORANGE	+ 12v	DC
20. ORANGE	+ 12v	DC
21. BLU/VIO	-	POSITIVE COMMON FOR MS111/SENTINEL
22. WHT/RED		METER OUTPUT (NPN OPEN COLLECTOR)
23. ORG/BLK		CREDIT OUTPUT (NPN OPEN COLLECTOR)
24. N/C	0	VOLTS

## NOTES:-

- 1) Use 0 volts for negative common if plugging into MS 125 seperator unit.
- 2) Ensure that there is no coin meter connected across any input, eg. via a microswitch or an adaptor card.

NOTE: On most unigame adaptors pin 10 is linked to pin 24, and pin 11 is linked to pin 25, these links should be removed completely. Then short pin 11 to pin 12 on the adaptor card. This then uses the output from the credit board meter drive.

- 3) The meter will always total cash in 10p units regardless of any credit setting.
- 4) More than one coin mech may be fed into the PCB.

e.g. A) S10 (up to four)  
 B) S10 X MS 111  
 C) S10 X MS 125  
 D) S10 X Sentinel

- 5) Most credit boards are supplied with a standard credit loom.  
 (Part No 16315) fitted with a male 6 way amp mate 'N' lock connector.

Pinouts are shown below.

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1. ORANGE	+12v	DC SUPPLY
2. PINK	+5v	DC (LAMP SUPPLY)
3. N/C		
4. WHT/RED		TO COIN METER
5. BLACK	0v	DC
6. ORG/BLK		COIN INPUT TO GAME PCB.

DIP SWITCH SETTINGS V-2

<u>FUNCTION</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>
<u>Bonus Games</u>	<u>Not used</u>							
None	on	on						
For every 50p	off	on						
For every £1	on	off						
For every £2	off	off						
1 Pulse per credit					on			
2 Pulses per credit					off			
<u>Price per play</u>								
10p					on	on	on	
20p					off	on	on	
30p					on	off	on	
40p					off	off	on	
50p					on	on	off	
60p					off	on	off	
£1					on	off	off	
£2					off	off	off	

Please Note:- A bonus game will only be awarded if the game price of play is less than the bonus value set. Also if a mixture of coins are inserted, the time interval between coins inserted must be of less than 5 seconds for the bonus to be awarded.

EXAMPLES OF SETTINGS (FOR £1 INSERTED).

Price of Play	Bonus Games	Credits	Bonus	Total
10p	off	10	None	10
10p	For every 50p	10	2	12
10p	For every £1	10	1	11
20p	off	5	None	5
20p	For every 50p	5	2	7
20p	For every £1	5	1	6
30p	off	3	None	3
30p	For every 50p	3	2	5
30p	For every £1	3	1	4
40p	off	2	None	3
40p	For every 50p	2	2	4
40p	For every £1	2		3
50p	off	2	None	2
50p	For every £1	2	1	3

DOUBLE AXLE  
EDGE CONNECTOR DIAGRAM

---

BLK	GROUND	A	1	GROUND	BLK
BLK	GROUND	B	2	GROUND	BLK
PNK	+5VDC	C	3	+5VDC	PNK
PNK	+5VDC	D	4	+5VDC	PNK
VIO	-5VDC	E	5	-5VDC	VIO
RED/BLK	+13VDC	F	6	+12VDC	ORG
	KEYWAY	H	7	KEYWAY	
WHT/YEL	METER B	J	8	METER A	WHT/ORG
		K	9		
		L	10	SPEAKER +	GRY/WHT
		M	11	SPEAKER -	WHT/GRY
		N	12		
		P	13		
SERVICE SW	RED/ORG	R	14	GROUND	BLK
BRAKE SW		S	15	GROUND	
COIN B	YEL/BLK	T	16	COIN A	ORG/BLK
REVERSE SW	PNK/BLK	U	17		
		V	18	NITRO SW	ORG/RED
START SW	GRN/BLK	W	19	CENTER SW	YEL/VIO
ACCEL. SW	YEL/BLU	X	20		
		Y	21		
		Z	22		
SHIFT LOW SW	PNK/BLK	Aa	23		
		Ab	24		
		Ac	25		
HANDLE B	GRN/BRN	Ad	26	HANDLE A	ORG/BRN
GROUND	BLK	Ae	27	GROUND	BLK
GROUND	BLK	Af	28	GROUND	BLK

CONNECTOR B+24v MOTOR5 WAY JST 0.1" PITCH

1	+24v IN	GRY
2	+24v IN	GRY
3	GND	BLK
4	GND	BLK
5	DRIVE	BLK/WHT

CONNECTOR DLOGIC PCB12 WAY MOLEX 0.156" PITCH KEYWAY PIN 10

1	GND	BLK
2	GND	BLK
3	GND	BLK
4	GND	BLK
5	+5v	PNK
6	+5v	PNK
7	+5v	PNK
8	+5v	PNK
9		
10	KEYWAY	
11		
12		

CONNECTOR CVIDEO7 WAY JST

1	VIDEO GND	BLK/BLU
2	VIDEO RED	
3	VIDEO GRN	
4	VIDEO BLU	
5	V-SYNC WHT	
6	NOT USED	
7	NOT USED	

CONNECTOR FMETER3 WAY AMP M+L SOCKET MALE PINS

	+5V	PNK
2	CREDIT BD	WHT/RED
3	METER A	WHT/ORG
4	METER B	WHT/YEL (tied back)

CONNECTOR GACCELERATOR4 WAY AMP MINI M+L SOCKET MALE PINS

1	GND	BLK
2	ACCEL	YEL/BLU
3	+5v	PNK
4	EARTH	GRN/YEL

CONNECTOR HMONITOR SUPPLY4 WAY AMP M+L PLUG MALE PINS

	0v	BRN
2	135v	RED
3	0v	ORG
4	220v	YEL

CONNECTOR I9 WAY AMP M+L PLUG FEMALE PINS

1	+13v	RED/BLK
2	+13v	RED/BLK
3	+13v	RED/BLK
4	GND	BLK
5	GND	BLK
6	GND	BLK
7	GND	BLK
8	+24v	GRY
9	+24v	GRY

CONNECTOR BOXCONNECTOR J9 WAY AMP M+L PLUG MALE PINS

1	+5v	PNK
2	+5v	PNK
3		
4	GND	BLK
5	GND	BLK
6	GND	BLK
7	GND	BLK
8	+12v	ORG
9	-5v	VIO

PSUCONNECTOR KMINI PUSH BUTTON (PART NO 43EC45A02)

1	GND	BLK
2	SERVICE SW	RED/ORG

SERVICE BRKTCONNECTOR L6 WAY AMP M+L SOCKET MALE PINS

1	+12v	ORG
2	+5v	PNK
3	COIN B	YEL/BLK
4	CREDIT BD	WHT/RED
5	GND	BLK
6	COIN A	ORG/BLK

COIN DOORCONNECTOR M15 WAY AMP MINI M+L SOCKET MALE PINS

1	+5v PNK	PNK	8	DRIVE	BLK/WHT
2	HANDLE (+)	ORG/BLU	9	+24v	GRY
3	HANDLE (-)	GRN/BRN	10	SHIFT SW 1	PNK/BLK
4	CENTRE	YEL/VIO	11	NITRO SW	ORG/RED
5	GND	BLK	12	GND	BLK
6	START SW	GRN/BLK	13		
7	SHIFT SW 2	PNK/BLU	14		
			15	EARTH	GRY/YEL

CONTROL MECH (STEERING)



CONNECTOR O

SPEAKERS

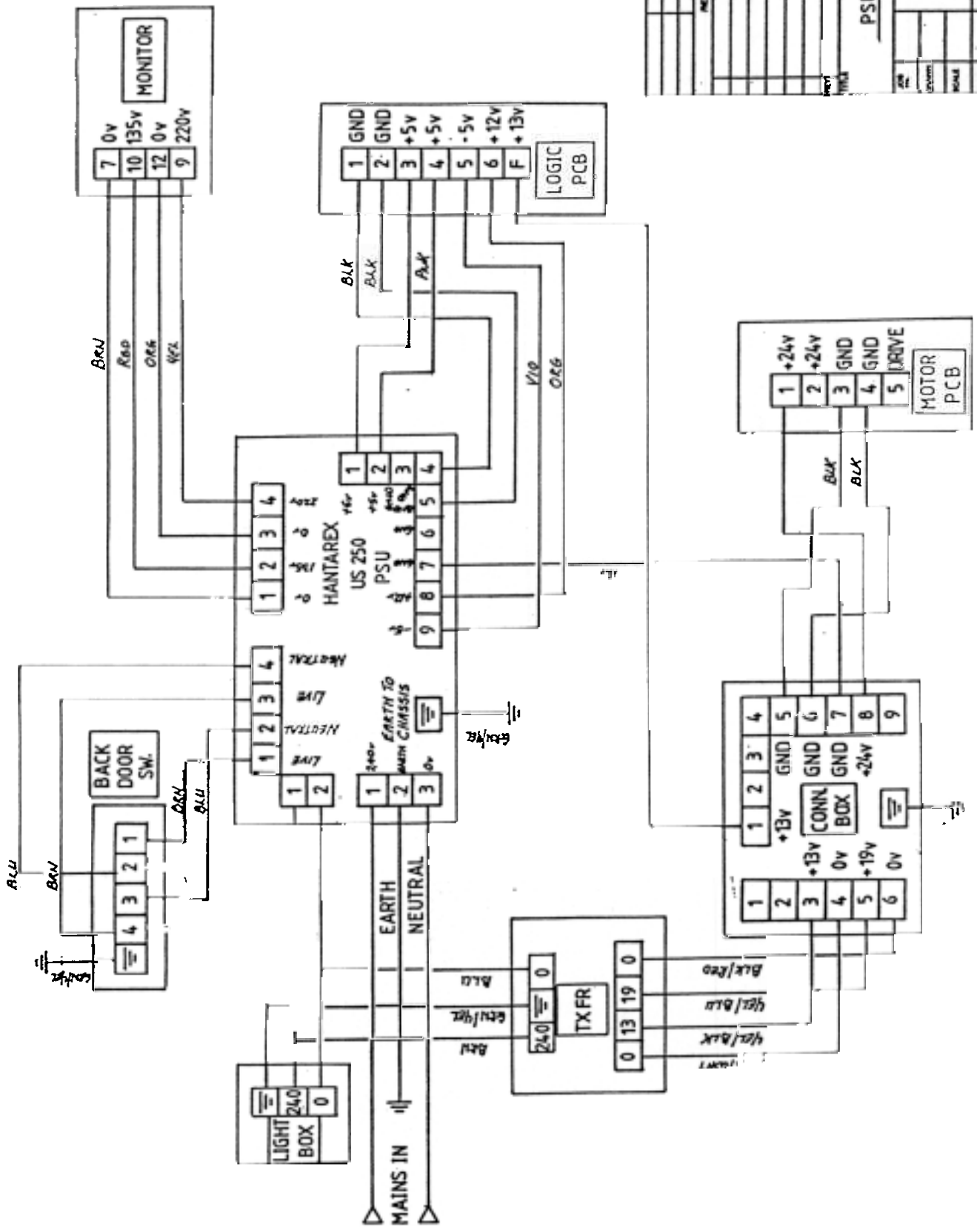
1	L SPEAKER (+)	GRY/WHT
2	L SPEAKER (-)	WHT/GRY

CONNECTOR P

MONITOR

12 WAY AMP M+L PLUG (RED) FEMALE PINS

2	VIDEO GND	BLK/BLU
3	VIDEO BLU	BLU
4	V-SYNC	WHT
5	VIDEO RED	RED
6	VIDEO GRN	GRN
7	0v	BRN
8		
9	220v	YEL
10	135v	RED
11		
12	0v	ORG



REFERENCE DRAWINGS

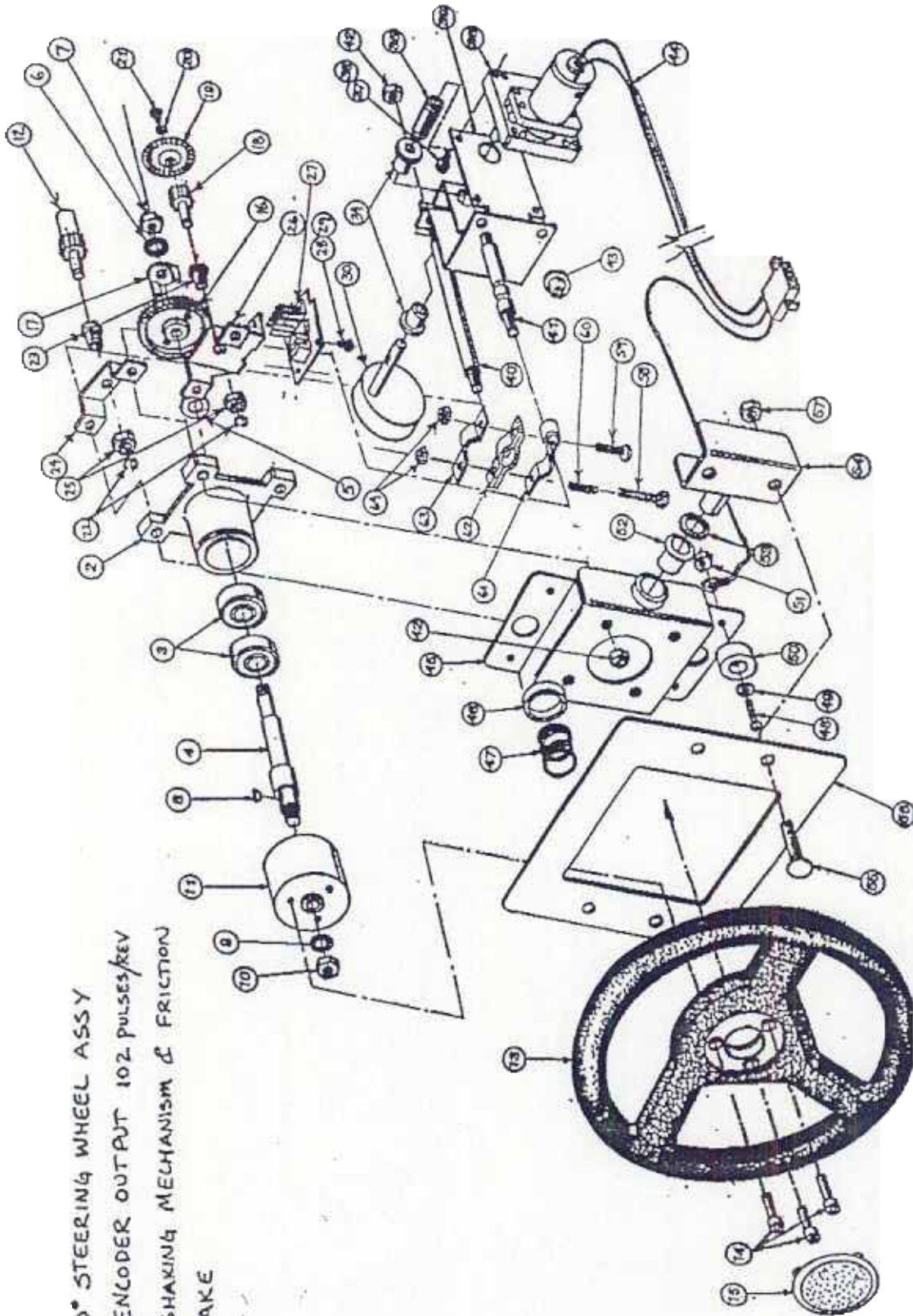
PSU SCHEMATIC DRWG

ELECTROCOIN AUTOMATICS LTD.  
 100 INDUSTRIAL ESTATE  
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 GOSWELL  
 IPSWICH  
 SUFFOLK  
 IP11 2JY

**PARTS CATALOGUE**

**STEERING**

**ASSEMBLY**



60° STEERING WHEEL ASSY  
 W/ENCODER OUTPUT 102 PULSES/REV  
 W/SHAKING MECHANISM & FRICTION  
 BRAKE

STEERING WHEEL ASSEMBLY  
PARTS LIST

KEY	DESCRIPTION	REF NO.	PART NO.
2	CAST BEARING HOUSING	50812900	31251
3	BALL BEARINGS	50813000	31252
4	MAIN SHAFT	50808300	31253
5	FLAT WASHER M10	43003300	31254
6	LOCK WASHER M10	43003400	31255
7	NUT, M10	43003500	31256
8	KEY, WOODRUFF	50808400	31257
9	LOCKWASHER, M12	43003600	31262
10	NUT, M12	50808200	31263
11	HUB	50802700	31264
12	GEAR & SHAFT (4T, 1 MOD, FRICTION BRAKE	50824200	31265
13	3 SPOKE WHEEL ONLY	50812500	31266
14	SOCK, HD. CAP SCR. M6 X 15	95803000	31267
15	CAP F/3 SPOKE WHEEL	50803100	31268
16	GEAR, 60 T, 1 MOD.	50824300	31269
17	GEAR RETAINER	50827100	31270
18	GEAR & SHAFT, 14 T, 1 MOD.	50814100	31271
19	ENCODER DISC, PLAT. 24 SLOT	50814200	31272
20	FENDER WASHER, #8	43099700	31273
21	PHIL. HD. MACH. SCR. M4 X 6	43003200	31274
22	E-RING, 4MM	43099600	31275
23	PANEL BUSHING, LONG	96609000	31276
24	BRACKET, GEAR & SHAFT FRICTION BRAKE	96602600	31277
25	NUT, JAM, 3/8-24	43098900	31278

STEERING WHEEL ASSEMBLY  
PARTS LIST (CONT.)

KEY	DESCRIPTION	REF NO.	PART NO.
26	BRACKET, ENCODER MTG.		31279
27	P.C. BOARD ASSY.	A04910100	31280
28	PHIL. HD. MACH. SCR. 4-40 X 1/4 T. R.	95000300	31281
29	LOCKWASH, EXT. STAR, #4	43099300	31282
30	ECCENTRIC SHAFT ASSY.	50822500	31283
34	BUSHING, ECC. SHAFT	50820100	31284
35	COUPLING	50820200	31285
36	GEAR MOTOR	50818100	31286
37	HEX HD. MACH. SCR. 10-32 X 1/2	43000200	31287
38	LOCK WASHER EXT. STAR, #10	43003700	31288
39	BRKT. ASSY. SHAKER	50821000	31289
40	SUPP. COLUMN, LONG	96602800	31290
41	SUPP. COLUMN, SHORT, WITH GROOVES	96603000	31291
42	LOCKNUT, NYLON, THIN, 3/8 UNC	43098700	31292
43	E-RING, 1/2"	43011900	31293
44	HARNES, MOTOR	50824400	31294
45	MOUNTING PLATE, MAIN HOUSING	96601800	31295
46	SPRING HOLDER	96601200	31296
47	SPRING	96601300	31297
48	PHIL. HD. MACH. SCR. 10-32 X 3/4	43099400	31298
49	WASHER, #10 SAE	43099500	31299
50	BUMPER	96601100	31300
51	NUT, KEP. 10-32	42009300	31301

STEERING WHEEL ASSEMBLY  
PARTS LIST (CONT.)

KEY	DESCRIPTION	REF NO.	PART NO
52	BUSHING	50820000	31302
53	SPACER WASHER	43098600	31303
54	MOUNTING TRUNNION	96601500	31304
55	CARR. BOLT. 5/16 X 1 1/4, BLK.	43098800	31305
56	FRONT PLATE	96610000	31306
57	LOCKNUT, NYLON, 5/16 UNC.	43099100	31307
58	SCREW, *10-32 X 1/4, S. H. H. M. S.	43013000	31308
59	SCREW, *10-32 X 3/4, S. H. H. M. S.	43013100	31309
60	SPRING, COMPRESSION FRICTION BRAKE	50828800	31310
61	BRAKE, SHOE BRACKET, INNER	50828900	31311
62	BRAKE, LINER, NYLON	50829000	31312
63	BRAKE SHOE COVER, OUTER	50829100	31313
64	NUT *10 SAE	43013200	31314

## *ELECTROCOIN AFTERSALES & SERVICE LTD*

The above company has been formed as part of the Electrocoin Automatics Group at the Cardiff factory to provide the AfterSales Service necessary to support the variety of machines manufactured by Electrocoin Automatics Ltd. The company will be responsible for servicing both Spares and Technical requirements for all U.K. manufactured Electrocoin machines, all "Famous Games" products, and all Board Games distributed by Electrocoin Ltd.

Normal working hours are Monday to Friday 08.00 to 17.30  
and Saturday morning 08.00 to 12.30.

AfterSales & Service Tel No: 0222 615100 during working hours,  
0836 536195 after hours/weekends.  
Please contact the following staff for:-

PARTS ENQUIRIES	- GARY SCOBLE
TECHNICAL INFORMATION	- IAN COLLEY
ACCOUNTS ENQUIRIES	- JULIE TIPPER
WORKSHOP SUPERVISOR	- CLAUDE LEWIS
MONITOR TECHNICIAN	- MIKE DANDO
CREDIT CONTROLLER	- STEPHEN HARRIS

PLEASE REMEMBER, TO HELP US HELP YOU, PROMPT RETURN OF  
FAULTY PARTS IS ESSENTIAL.

Assuring you of the best attention at all times.

JEFF LANGLEY  
General Manager

ELECTROCOIN AFTERSALES & SERVICE LTD.