

THE GRID



CHAPTER

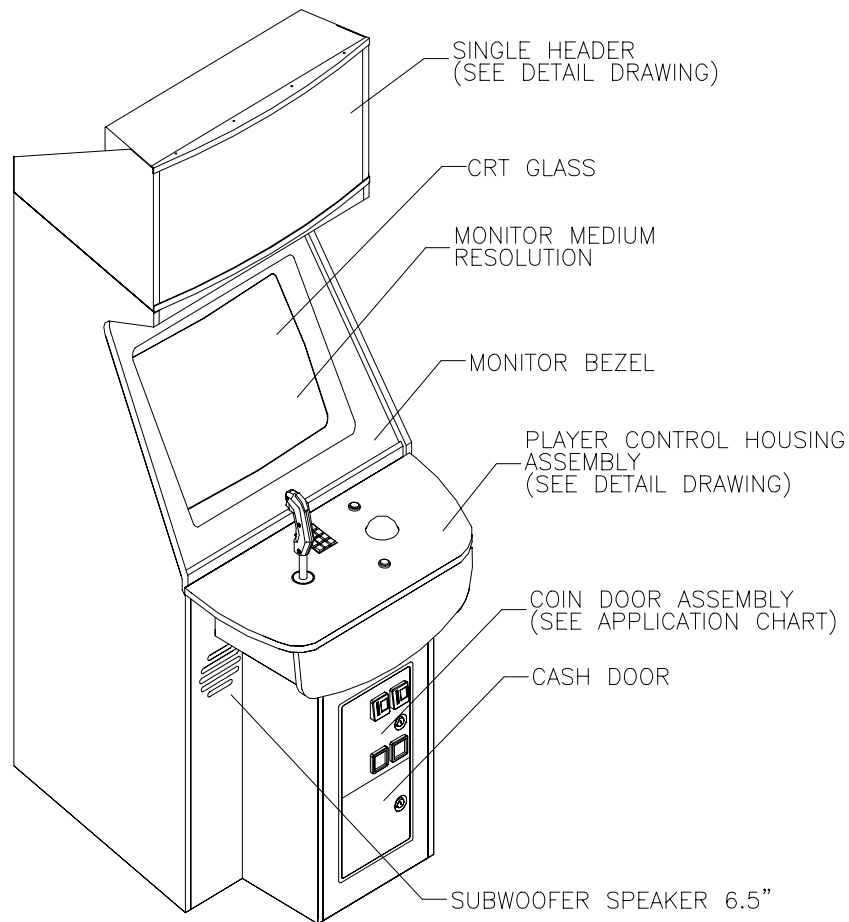
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Service



NOTICE: Information in this manual may change without notice. Midway Amusement Games, LLC reserves the right to make improvements in equipment function, design, or components as progress in engineering or manufacturing methods may warrant.

Servicing Cabinet



Marquee and Marquee Artwork

Remove four screws on marquee retaining strip. Remove Plexiglas and artwork.

Header

Turn off AC power and unplug line cords on cabinets whose headers need repair. Remove Torx screws from Light Box. Slowly pull Light Box off Top Panel until AC connector is accessible. Detach connector from fluorescent light and set Light Box aside. Repeat for double and triple headers.

Reaching through hole in Top Panel, remove wood screws that hold Base or Bases to cabinet. After removing all screws, seek assistance when lowering header assembly off cabinets.

Fluorescent Lamp

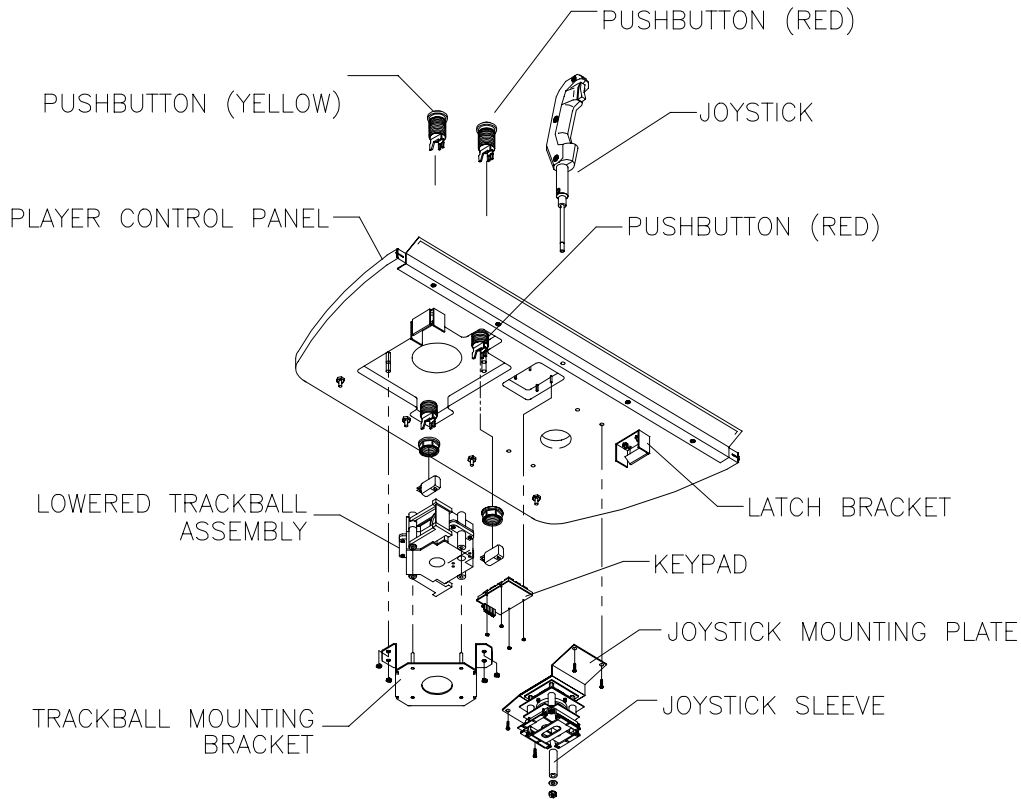
Turn off AC power and unplug line cord. Remove bolts holding back plate onto header. Pull backplate slightly away from header. Reach in and disconnect lamp assembly from AC harness.

Remove retaining clips at either end of fluorescent tube. Grasp tube firmly and twist it a quarter turn to remove from sockets. Carefully place new tube into sockets and rotate a quarter turn to reinstall. Reinstall retaining clips so as to restrain the tube during future moves. Clean tube to remove fingerprints and dust.

Control Panel

Reach in coin door and release latch on either side of control panel. Pull joystick to swing panel forward.

Controls



BUTTONS. Pry tab on bottom of button assembly to release switch. Unscrew plastic nut beneath control panel and remove button housing through top of control panel.

JOYSTICK. Disconnect wiring to joystick. Remove nut at bottom center of joystick bottom. Remove joystick sleeve and electronics beneath mounting plate. Pull joystick out through top of control panel. When replacing, apply Loctite to hex standoffs before screws are secure. See “JOYSTICK ASSEMBLY (20-10684.1)” on page 53 for details.

KEYPAD. Remove connector from bottom of keypad. Remove four small nuts and pull keypad out through bottom of control panel.

TRACKBALL. Remove nut to release two ground lugs and disconnect wiring to trackball. Remove four nuts holding mounting bracket to underside of control panel. Lift trackball off mounting bracket studs.

Speakers

LOWER WOOFER. Turn off AC power and remove rear door. Remove connectors and ground lug, noting function of each wire for reinstallation. Remove nuts holding speaker on studs. Pull speaker out and replace with identically rated speaker.

UPPER SPEAKERS. Remove eight wood screws holding grille. Remove grille and set aside. Unscrew two screws holding speaker to cabinet. Pull speaker gently forward and remove connectors. Replace with identical rated speaker.

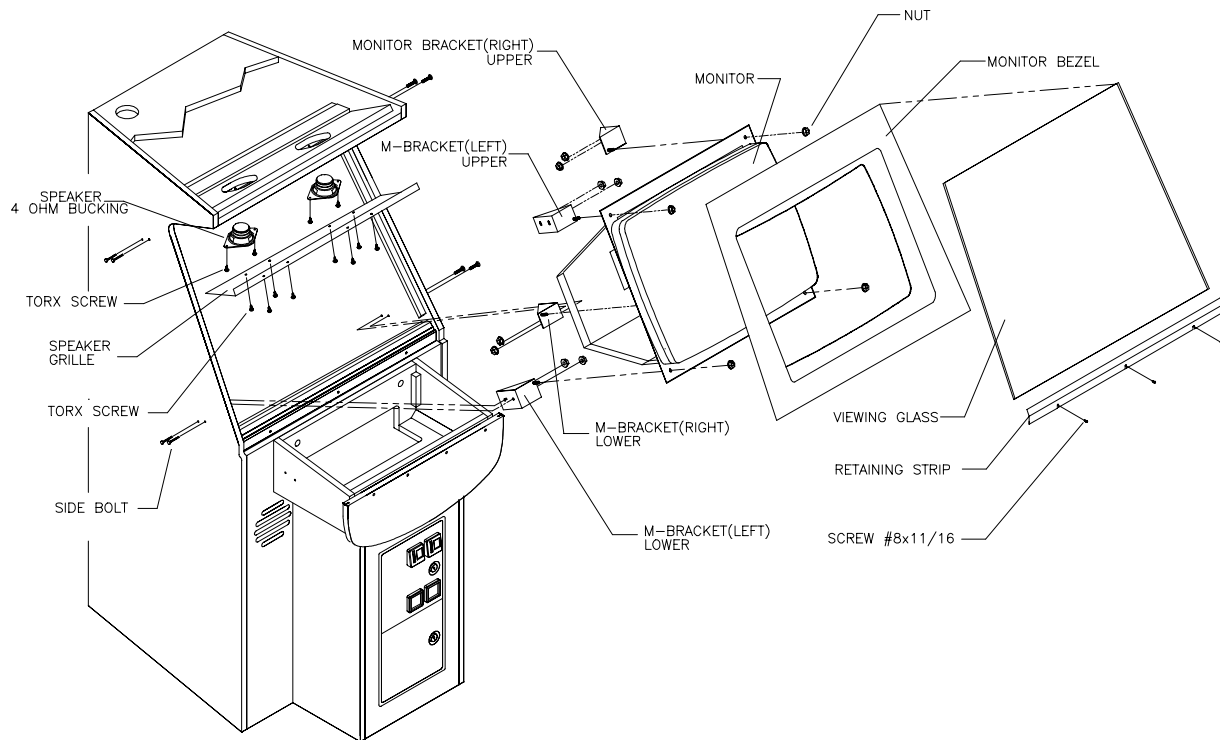
Viewing Glass

Open control panel. Loosen three screws holding retaining strip. Support glass while removing retaining strip. Slide glass down and off cabinet.

Bezel

Remove viewing glass. Pull bezel forward off cabinet.

Monitor



Remove viewing glass and bezel. Remove nuts holding monitor to brackets. Perform anode discharge.

ANODE DISCHARGE. Connect a well-insulated ground strap to metal chassis. Slide free end of ground strap under CRT anode cap until you make contact with anode. Wait two minutes for charge recovery. Repeat this process a second time.

Disconnect monitor board from power supply. Lift monitor out front of cabinet.

Fuses

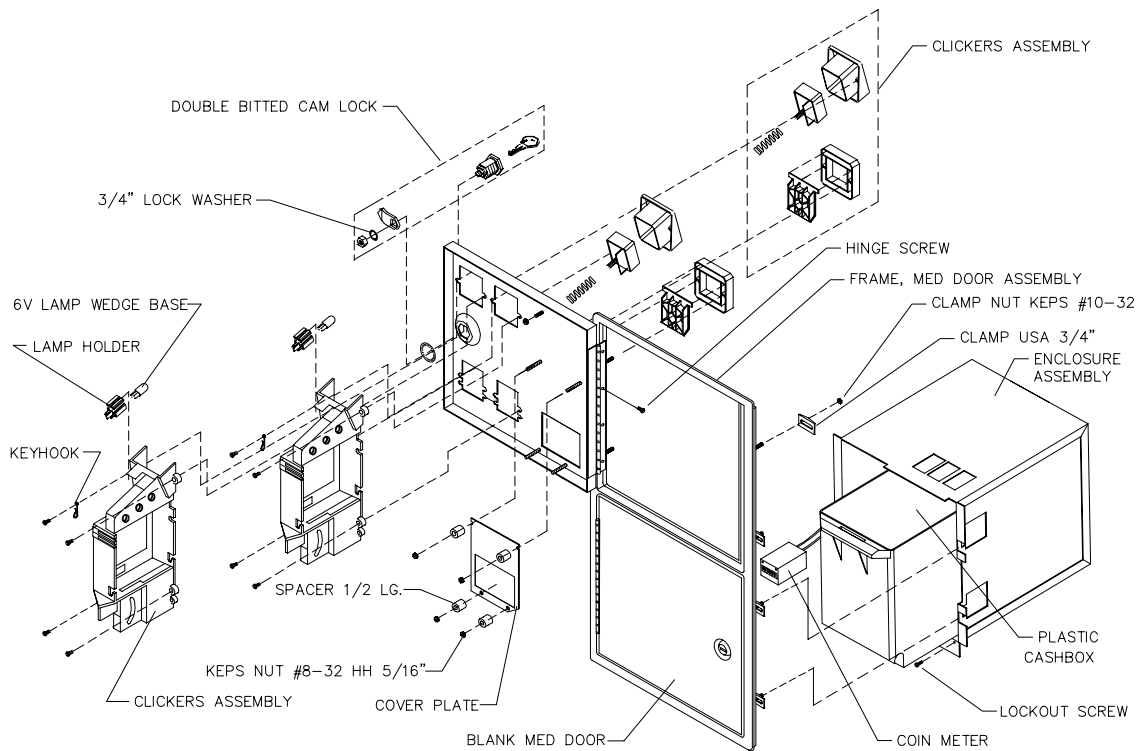
	CAUTION. Use proper fuse. To avoid electrical shock, all replacement fuses must match the type, voltage, rating, and current rating of original fuse.
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Extra fuses are located in the spare parts bag. There are two fuses on the CPU board, two on the right side panel and one inside the power inlet. (USA-4A, otherwise 2A)

Coin Meter

Open lower cash door. Unlock cash door and swing it open. Remove cash tub. Meter is on a plate at the bottom of the lower cash chamber. Remove screws and lift plate just enough to disconnect meter wires from harness. Record meter count before testing or replacing.

Coin mechanism



Turn off AC power. Unlock coin door and swing open. Unlatch and remove each coin mechanism separately to clean or replace with different type. Ensure mechanism seats fully in holder upon reinstallation. Close and lock release latch, then close door. Turn on game and change mechanism setup. Test known good and bad coins to verify operation.

CPU Board Assembly



CAUTION. Discharge static electricity buildup in your body by touching power supply chassis *before* touching any electronic assembly. Do not remove or connect any electronic assemblies when AC power is on. Doing so will damage assemblies and void warranty.

Turn off AC power. Unlock and remove rear door. Remove JAMMA connector and other connectors to CPU Board Assembly. Remove 30 screws holding cover to groundplane. Remove cover and set aside.



CAUTION. Store electronic assemblies in an anti-static area. Use anti-static bags to store or transport all electronics.

Remove screws holding CPU Board Assembly to groundplane. Retrieve the spacers behind the board for later use.

Alternately, you may only need to remove the three screws holding the electronics assembly access panel, if you wish to access only the portion visible directly beneath the panel.

Power Supply

Turn off AC power and unplug line cord. Remove rear door. Unplug DC connector from power supply. Unscrew bolts that hold power supply onto side brackets. Remove power supply from cabinet and replace with identically rated power supply.