

Space Invaders Frenzy™

Operator's Manual



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Safety

Operation

Before operating game, read this manual. Failure to properly install and operate this game could result in malfunction or accident. Operate the game in accordance with the manual.

Transporting

The cabinet is very heavy. Because the monitor is high, the cabinet is also very top-heavy. Use appropriate care when moving or transporting cabinet. It contains fragile glass and electronic components. Avoid rough handling.

Handling Components

Many components are extremely sensitive to handling, environmental and Electrostatic Discharge (ESD) events—especially the computer. Do not handle it roughly. Before servicing, call your distributor and inquire about the PC warranty. Use proper ESD procedures when servicing. Protect components from harmful environmental conditions, such as extreme temperatures, excessive moisture or other damaging effects.

Disconnect power

Always turn the power off and unplug the unit before servicing or making adjustments unless otherwise instructed. Installing or repairing components while power is on can damage the components and void the warranty.

Grounding

Avoid electrical shock. Do not plug in AC power until you have inspected and properly grounded the unit. Only plug into a grounded, three-wire outlet. Do not use a “cheater” plug or cut off the ground pin on the line cord.

Electrical Shocks

There is no isolation transformer in the cabinet. Disconnect AC power before servicing. However, be aware that lethal voltages can remain in the electronic components even when AC power is disconnected. Use extreme caution when servicing. Verify that there is a working ground connection. If the unit sustains water damage, cease using it immediately and unplug AC power.

Power Cord

If the power cord is damaged or lost, replace it with an identical cord as supplied by the manufacturer or an authorized service agent.

Surge Suppressor

It is recommended that you plug your game’s power cord into a surge suppressor to help protect from power surges that may damage sensitive electronic components.

Water and Other Liquid Sources

Do not install game near sprinkler or other water jet sources. Do not use water jet to clean game. Keep minimum clearance behind game and wall for proper ventilation but also prevent access of liquid from spills and sprays from entering ventilation holes.

Connectors

When servicing machine, ensure all connectors mate properly. If connectors do not slip in easily, do not force them. Connectors are often keyed and only connect one way. Check for correct orientation.

Computer

The computer contains sensitive components, including a hard drive. Do not handle it roughly. Call your distributor before servicing its internal components. Ask about warranty information as it relates to the PC. Do not turn the PC power switch on or off. It should remain permanently in the ON position.

Cycle AC power on or off with the cabinet power switch.

A dongle has been inserted into one of the USB ports. This is required for game play.

Do not remove the dongle except for troubleshooting purposes.

Hazard to Epileptics

A small portion of the population has an epileptic condition that may cause seizures. Affected persons experience seizure while watching some television pictures or playing certain video games. People who have not had seizures may still have an undetected epileptic condition. If anyone in your family has experienced epilepsy symptoms (seizures or loss of awareness), consult your physical before using video games. While children play video games, a parent should observe. Be alert to the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation or convulsions. If you or your child experiences these symptoms, discontinue use immediately and consult your physician.

Manual

Keep this manual available and ready for use. If the game fails to function properly, turn off the machine and unplug the AC line cord. Contact your local distributor. You may not reproduce this document or any of its contents without written authorization from Raw Thrills, Inc. or Play Mechanix™ Inc.

Specifications

For reasons such as performance, this product's specifications may change without notice. Federal patent, copyright and other intellectual property laws protect the content, devices and design of the game and its equipment.

Product Specifications

Electrical Power

United States, international and Japan

Operating AC Current: 5/2.5 Amps

Voltage: 115/230 ~ VAC 50/60Hz

Inrush AC Current: 5 Amps

Temperature

50° F to 104° F

(10° C to 40° C)

Humidity

Must not exceed 95% relative humidity

Dimensions

Seat Cabinet

Height: 55.0" (1.40 meters)

Width: 43.5" (1.10 meters)

Depth: 32.5" (0.83 meters)

Main Cabinet

Height: 46.0" (1.17 meters)

Width: 43.5" (1.10 meters)

Depth: 29.0" (0.74 meters)

Display: Deluxe (P7)

Height: 117.0" (2.97 meters)

Width: 68.0" (1.73 meters)

Depth: 35.5" (0.90 meters)

Display: Compact (P6)

Height: 117.0" (2.97 meters)

Width: 68.0" (1.73 meters)

Depth: 35.5" (0.90 meters)

Fuse Replacement Guide

NOTE: FOR CONTINUED PROTECTION AGAINST
FIRE AND ELECTRICAL DAMAGE, USE ONLY
SPECIFIED FUSE TYPE AND VALUE.

RIO:

5VDC = 3A 250V SLO-BLO

12VDC = 5A 250V SLO-BLO

Game Lighting:

5A 250V SLO-BLO (x4)

LED Display Panel:

5A 250V SLO-BLO (x9 PER QUADRANT)

Setup

Unpack Materials

1. Place the shipping crates on a flat, stable surface.
2. Cut the banding straps and remove the cardboard lids.
3. Lift off the large cardboard containers surrounding the front pedestal and monitor assemblies and remove any shipping cleats.
4. Remove the coin door key from the coin return slot.
5. Open the top coin door.
6. Locate the keys for the back door and the cash box door.
7. Open the cash box door and remove the cash box.
8. Check for shipping damage to the following:
 - Marquee and monitor
 - Cabinet decals
9. Check the AC line cord for visible signs of damage.
Pay particular attention to the plug and line cord insulation.

Check Electrical Settings

1. Verify the voltage in the nearest AC outlet.
2. Verify the AC outlet ground connection is present and working.
3. Open the service door of the main cabinet assembly
4. Locate the 24V power supply and verify the voltage selector switch is set to the correct AC voltage.
Please note: some 24V power supplies are universal and do not have a voltage selector switch.

LED Display Quick Set-up Guide

Important Note: This manual is accompanied by a separate document: “P7.62 LED Wall Assembly and Service Document”. Please refer to this document when installing, servicing and troubleshooting the LED display. It is a more comprehensive guide and provides more detail than the quick setup guide listed below. Keep this and other documentation for future reference. Additional information regarding the latest version of software and documents can also be found on our website:

www.rawthrills.com

Listed below is a step by step process to assemble the LED Display for Space Invaders Frenzy. For additional assistance, reference the full Assembly and Service Procedure included with the game. 2 people are required to do the assembly. Ladders are recommended when assembling the top quadrants of the LED screen. Refer to the "LED Wall Assembly and Service Document" for details.

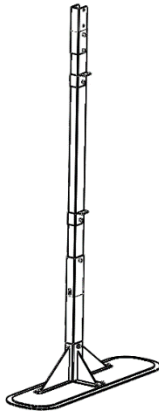
Required Tools:

M6 Allen Key, #2 Phillips Screwdriver, and a Level

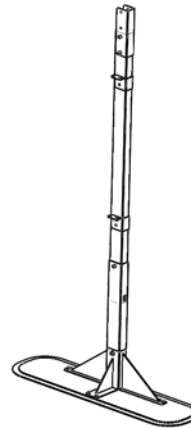
Parts Note:

All parts are labeled with decals. Refer to these decals when assembling the screen.

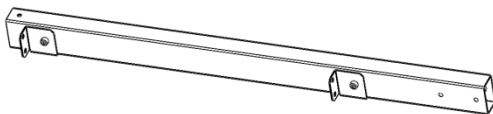
Frame Components (Not to Scale):



1 – Left Base Assembly (x1)



2 – Right Base Assembly (x1)



3 – Left Upper Tube Assembly (x1)



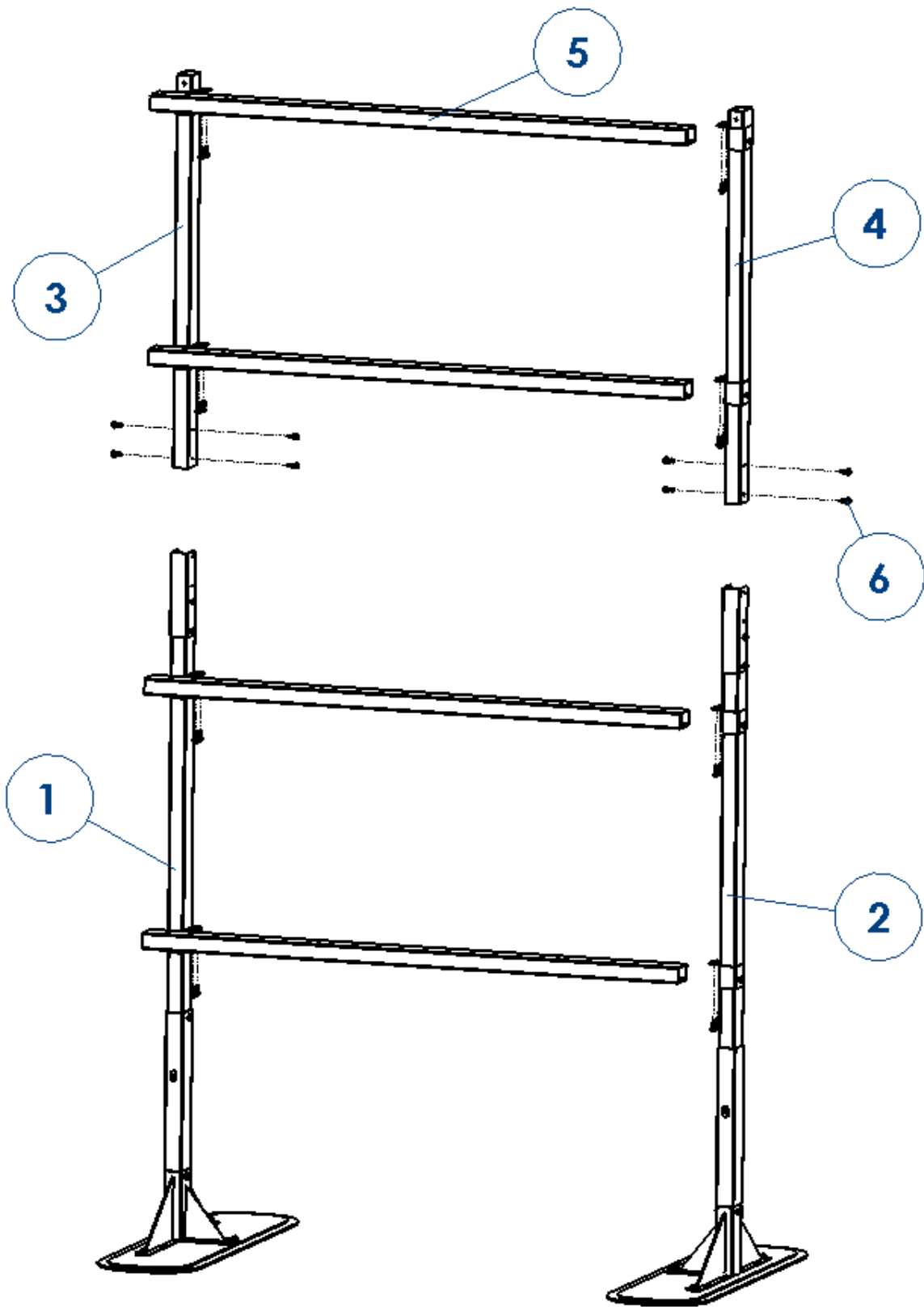
4 – Right Upper Tube Assembly (x1)



5 – Cross Tube (x4)

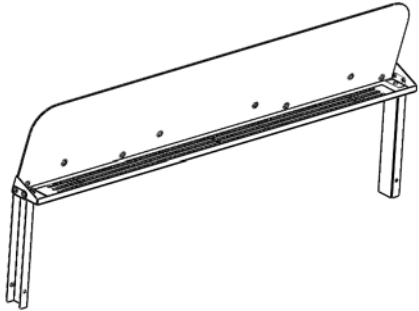


6 – M8x16mm Socket Head Cap Screw (x24)



VIEW FROM BACK

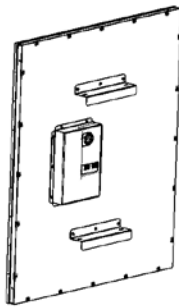
Quadrants and Marquee Components (Not to Scale):



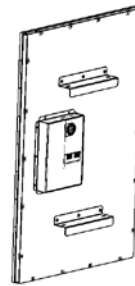
7: Marquee Assembly (x1)



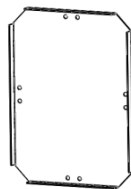
(Not Shown): Marquee Power Supply (x1)



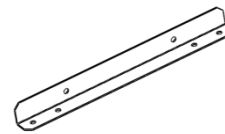
8: 4x9 Display Quadrant (x2)



9: 3x9 Display Quadrant (x2)



10: Center Planar Bracket (x1)



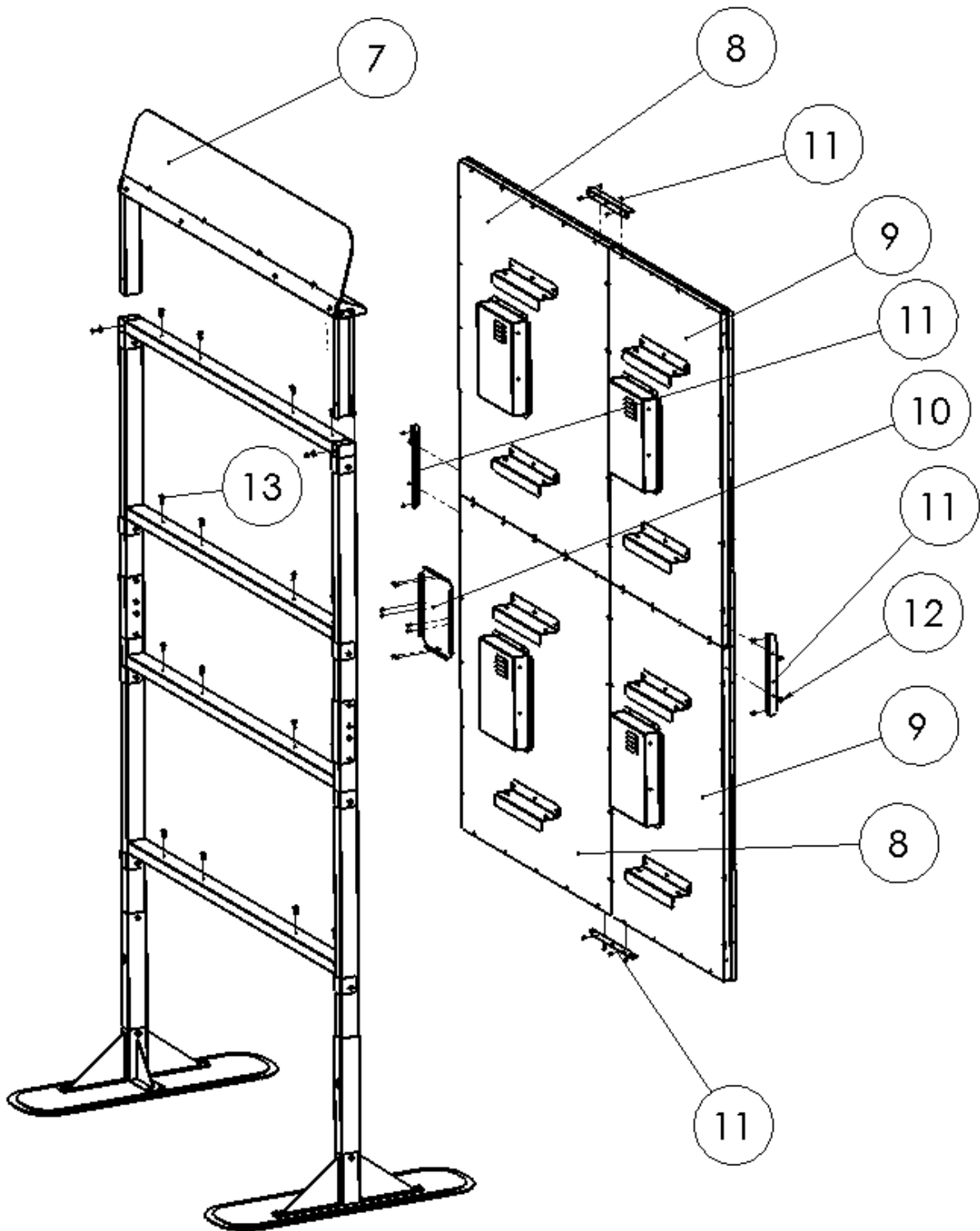
11: Side Planar Bracket (x4)



12: M5x8mm Phillips Head Screws (x8)



13: M8x16mm Socket Head Cap Screw (x16)

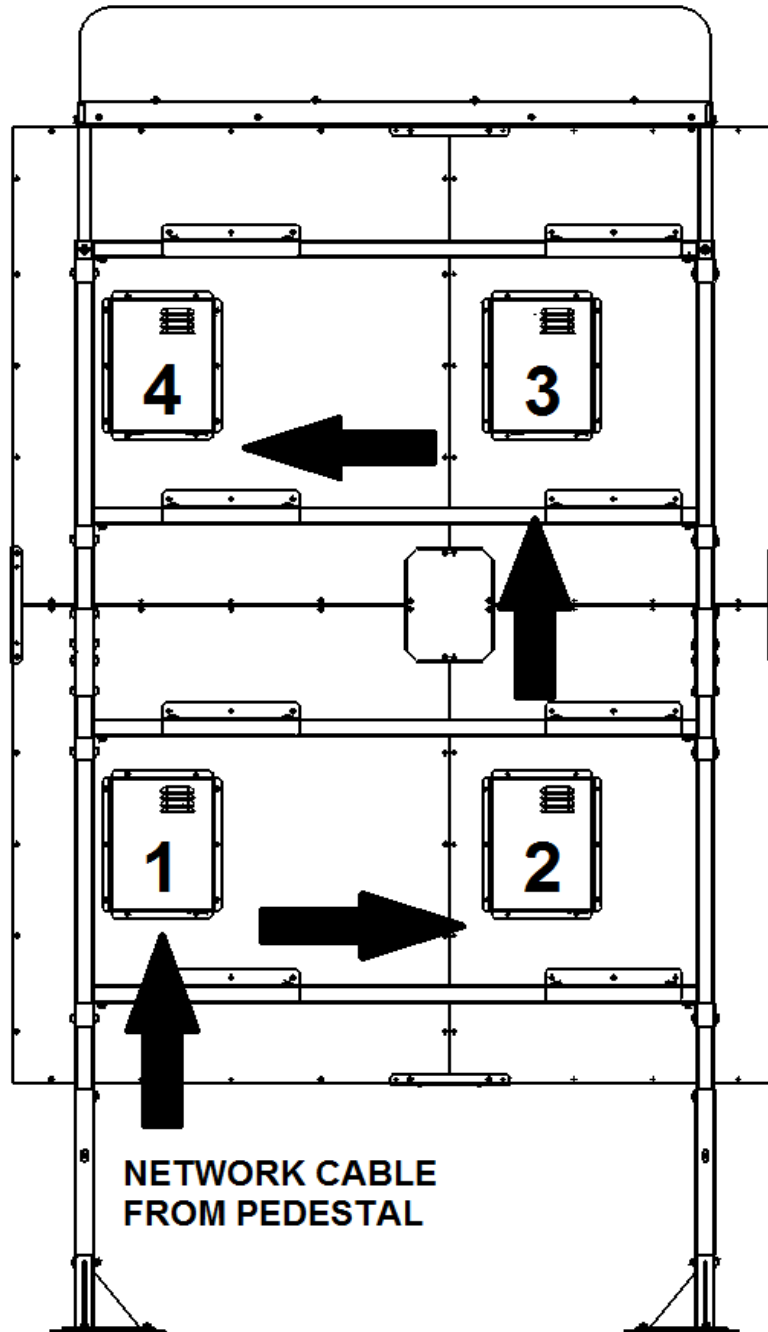


(Note- Install screen quadrants individually)

Marquee Power Supply:

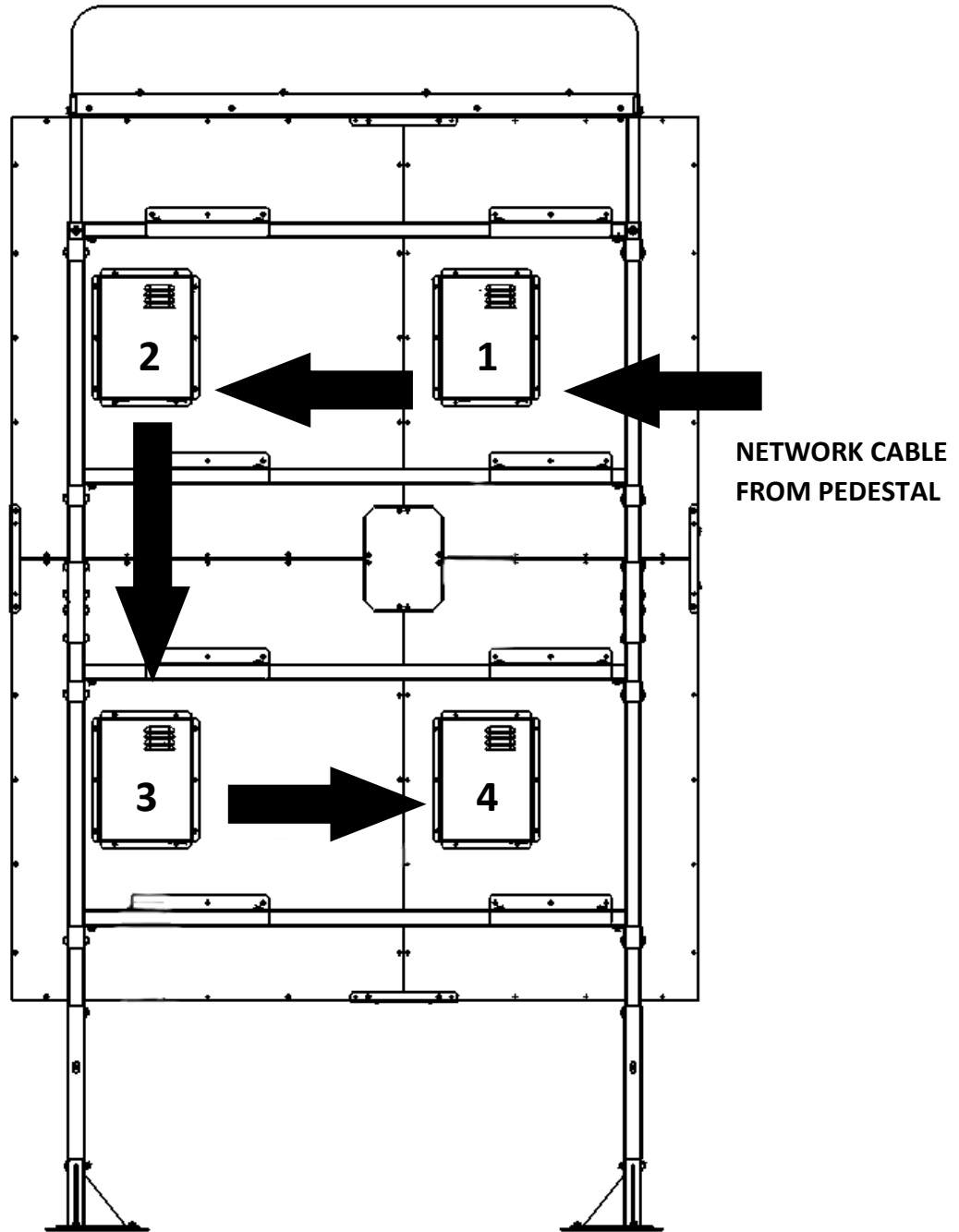


Network Cable Connections: Deluxe (P7)



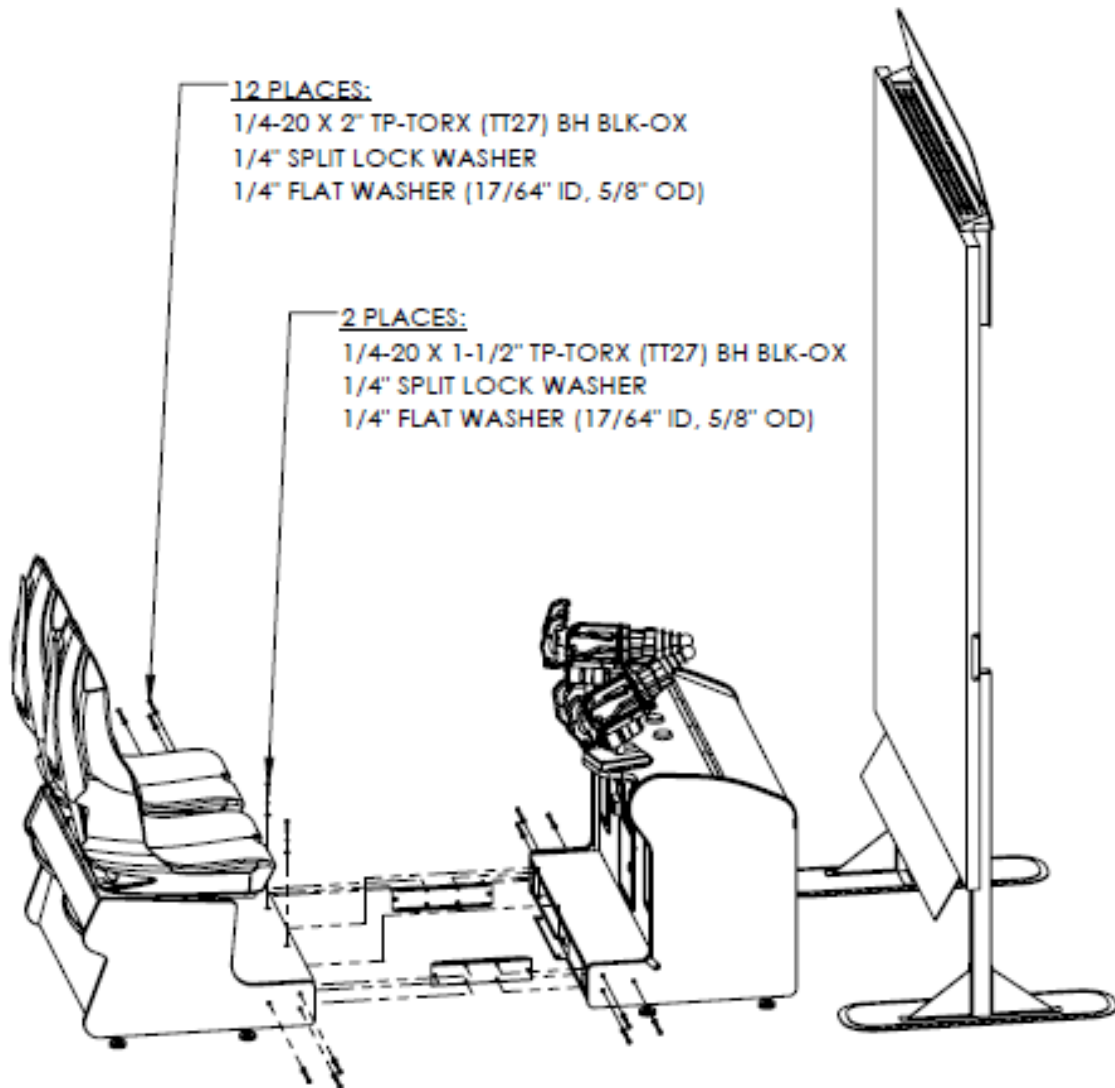
NETWORK CABLE CONNECTIONS
*NETWORK CABLES MUST BE CONNECTED
IN THE ORDER SHOWN ABOVE.*

Network Cable Connections: Compact (P6)



NETWORK CABLE CONNECTIONS
*NETWORK CABLES MUST BE CONNECTED
IN THE ORDER SHOWN ABOVE.*

Cabinet Assembly Setup Diagram

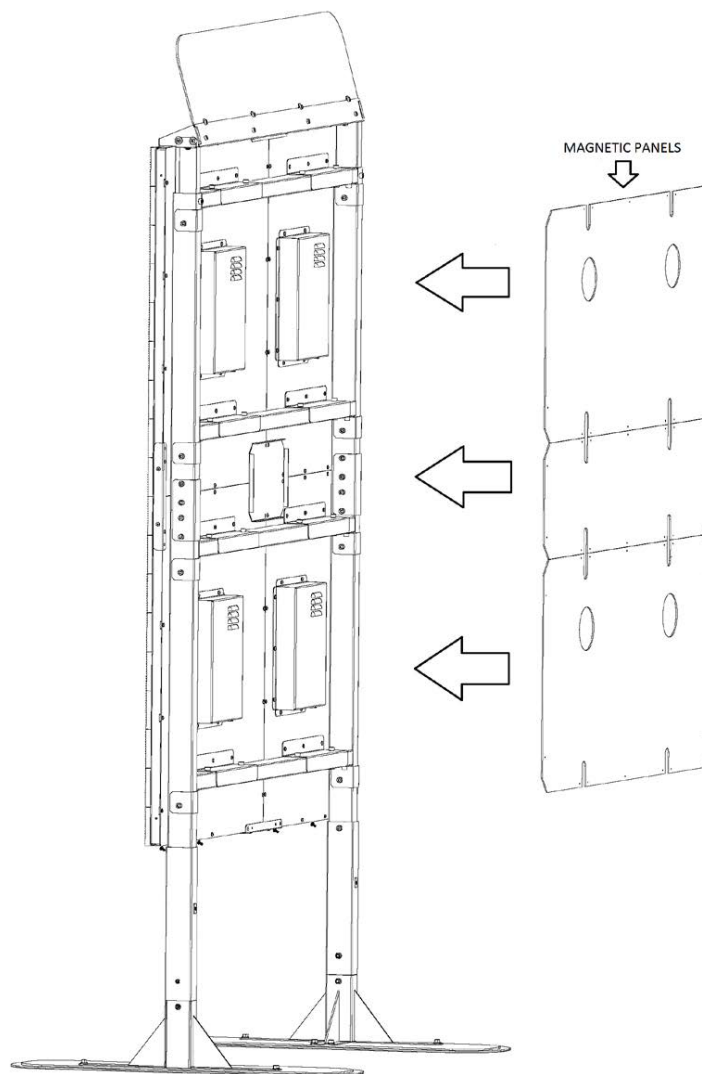


(Recommended *minimum* 100" distance from back of the LED base legs to the back of the seats)

Rear Cabinet Panel Covers:

Compact (P6) Version Only

1. Find and locate the magnetic panels shown on the right side of the diagram below.
2. Apply the magnetic panels one at a time in the way they are shown in the diagram below. These panels do not require any mounting hardware. The magnets will stick to the back of the cabinet metal.
3. Make sure the cooling fans are unobstructed by the panels. The circle cutouts of the panels should line up with the cooling fan.
4. Check to make sure the wires are dressed through the notches, so the panel is sitting flush against the cabinet.



Cabinet Assembly Instructions

1. Place control (gun) cabinet in front of LED display.
2. Locate the two connecting brackets and the following hardware: (6) black tamper proof Torx machine screws, ¼-20 thread, 1-1/2" long, and (6) ¼" black split lock washers, and (6) ¼" black flat washers. Using a T-27 bit, attach these connecting brackets to the inside of each cabinet side as shown in the cabinet assembly setup diagram.
3. Move pedestal assembly in front of control (gun) cabinet and connect harness. Locate the following hardware: (6) black tamper proof Torx machine screws, ¼-20 thread, 1-1/2" long, and (6) ¼" black split lock washers, and (6) ¼" black flat washers. Push cabinet halves (seat and gun section) completely together and be sure not to pinch wire harness. Using T-27 bit, connect the two cabinet halves with the hardware as shown in the cabinet assembly setup diagram.
4. Locate the following hardware: (2) black tamper proof Torx machine screws, ¼-20 thread, 2" long, and (2) ¼" black split lock washers, and (2) ¼" black flat washers. Install screws through pedestal floor to center connecting bracket.
5. Move the completed cabinet assembly into the desired position in front of the display. Raw Thrills recommends a *minimum* distance of 100 inches total depth from back of LED wall base legs to the back of the seats.
6. Connect the network CAT 5 cable between the back of the completed cabinet at the terminal near the on/off switch and the back of the LED wall assembly. Use supplied D-channel sleeve and carpet tape to properly dress the network cable on the floor.
7. Attach Marque Power Supply to frame and plug in the connector from marquee to marquee power supply.

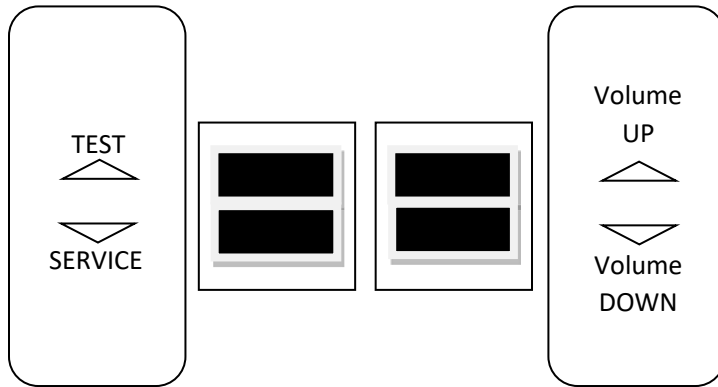
Startup Game

1. Plug in line cord to AC outlet.
2. Turn the power switch to ON.
3. Verify game display, sound, lights and controls are operating normally.
If not, turn off AC power and disconnect line cord. Refer to the diagnostic section of this manual.

Diagnostics and Adjustments

The Service Button Panel has four buttons, three of which can navigate the menu system.

The start buttons and gun buttons can also advance through test menu screens.



| Navigating the Test Menu | |
|------------------------------|----------------------------|
| Button | Action |
| TEST/BACK (Not in Test Menu) | Enters Test Menu |
| TEST/BACK (In Test Menu) | Selects Highlighted Option |
| SERVICE (On Main Menu) | Exits Test Menu |
| SERVICE (Not on Main Menu) | Cancels Selection |
| VOLUME UP | Move Up |
| VOLUME DOWN | Move Down |
| Start Buttons | Selects Highlighted Option |

An on-screen message acknowledges changes or when you exit a selection without making a change.

Basic Functional Test on Initial Power up

See the Diagnostic Section for further information.

1. Enter the Switch Test menu and verify all switches function.
2. Enter the Sound Test menu and verify the audio works and is not distorted.
3. Enter the Coin Meter Test menu and verify the operation of the coin meter.
4. Enter the Cabinet Lamps Test menu and verify that all cabinet lights work correctly.
5. Enter the Watchdog Test menu, which reboots the game.
6. Upon a successful reboot, you are ready to adjust pricing, volume and other functions found in the Adjustments, Audits, and Diagnostics section.

Test Menus

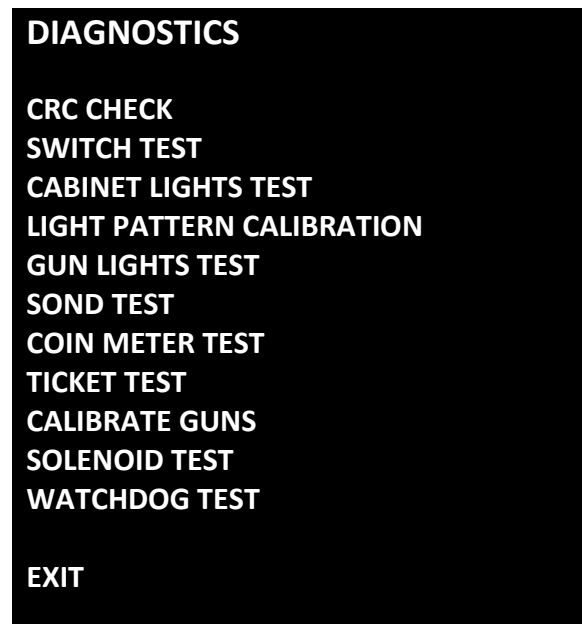
Main Menu

Choose from all available operator settings and menus here. You can use the test menu bracket and volume buttons to navigate. The guns, gun triggers, and start buttons also are available to use for easier navigation through these menus.



Diagnostics

This menu allows all game functions to be verified or diagnosed. You can improve collections by periodically verifying proper game function and operation. This includes periodic CRC checks to verify that software has not been corrupted or reporting an error.

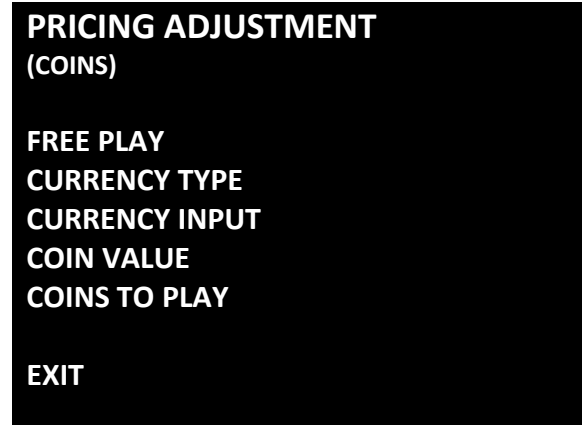


- **CRC Check**: Checks for errors in the game's files
- **Switch Test**: Test all the switches on the game
- **Cabinet Lights Test**: Test all cabinet lighting
- **Light Pattern Calibration**: Calibrate the LED-T Molding on the cabinet
- **Gun Lights Test**: Test gun lighting
- **Coin Meter Test**: Tests functionality of "hard meter"
- **Ticket Test**: Tests functionality of ticket mech(s)
- **Calibrate Guns**: Calibrate the aim of the guns
- **Solenoid Test**: Tests the functionality of the P1 and P2 guns
- **Watchdog Test**: Tests functionality of watch dog (if working properly, game will reboot).

Pricing Adjustments

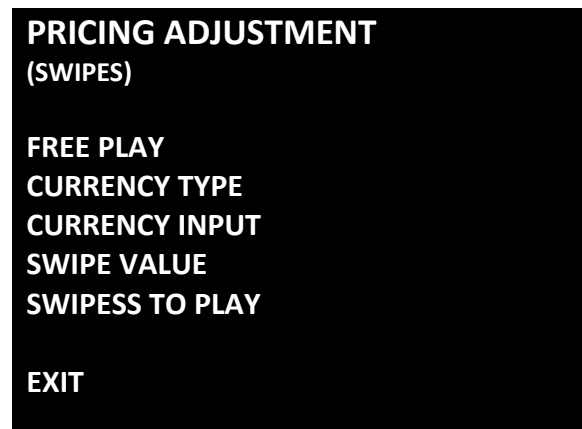
This allows customization of coin values, currency denominations, bill pulse, and swipe value.

Pricing Adjustments: Coins Active (Default)



- **Free Play:** No coins or swipes needed to play
- **Currency Type:** Choose between: Cash, Tokens, or Card Swipes
- **Coin Value:** Money value of a coin. This is a very important setting and impacts payout. Default value is \$0.25
- **Coins To Play:** Number of coins per credit

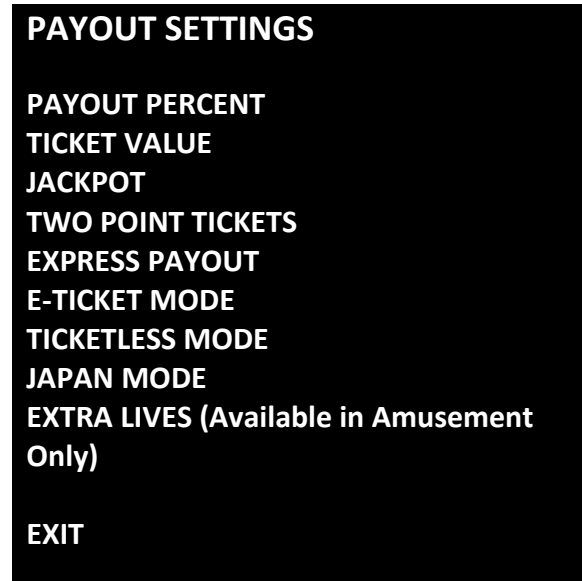
Pricing Adjustments: Swipes Active



- **Free Play:** No coins or swipes needed to play
- **Currency Type:** Choose between: Cash, Tokens, or Card Swipes
- **Swipe Value:** Money value of a coin. This is a very important setting and impacts payout. Default value is \$0.25
- **Swipes To Play:** Number of coins per credit

Payout Settings

This menu allows for customization of target compensation, payout percentage, ticket value, E-Ticket support (Paperless Tickets), and Jackpot compensation.



- **Payout Percent:** Set your targeted payout percentage. Game defaults to 40% which is the recommended setting. IMPORTANT NOTE- *Space Invaders Frenzy* has a dynamic targeted payout system in place but it is a skill based redemption game. There will be some slight volatility and variation in payout among different skill level players.
- **Ticket Value:** Set the value of your tickets. Default value: \$0.01 and is the recommended setting.
- **Jackpot:** Set the value of the game's jackpot award up to 1000 tickets. Default value is 500.
- **Two Point Tickets:** When set to ON, this setting allows a single ticket dispensed to be worth 2 points in the game.
- **Express Payout:** when set to ON, allows for tickets to be dispensed as tickets are earned (recommended setting). When set to OFF, ticket payout is dispensed after the completion of the current game.
- **E Ticket Mode:** Raw Thrills supports the use of paperless tickets or "E-TICKETS" with our new "ETicket Mode". If you are using digital tickets via a card based system like Embed, Intercard, Semnox or equivalent system, you will need to activate E-Ticket Mode. This mode provides E-Ticket support to a 2-player simultaneous play experience like *Space Invaders Frenzy*. It splits the credits and Eticket payout to the Player 1 and Player 2 sides of the game to two separate card swipers. Each player's payout and credits will be properly divided to the corresponding player's card.
- **Ticketless Mode:** This mode is a unique action arcade experience and is different than the video redemption mode. While the controls and general gameplay remain the same, "Ticketless Mode" has many various waves, power ups, bonus stages, and a continue feature with gameplay tailored towards a longer playing experience. The player plays only for points and to complete the game after all 100 stages are cleared. There are no tickets awarded during this mode. To turn on "Ticketless Mode", you can access it in the Payout Settings menu. This mode is perfect for non-ticket redemption locations and provides a more traditional longer play action arcade experience.

(Payout Settings Continued)

- **Japan Mode:** This mode is a unique action arcade experience and is different than the video redemption mode. While the controls and general gameplay remain the same, "Japan Mode" has many various waves, power ups, bonus stages, and a continue feature with gameplay tailored towards a longer playing experience. Additionally, this mode sets the pricing to "Yen" for the Japanese market. The player plays only for points and to complete the game after all 100 stages are cleared. There are no tickets awarded during this mode. To turn on "Japan Mode", you can access it in the Payout Settings menu. This mode is perfect for non-ticket redemption locations and provides a more traditional longer play action arcade experience.
- **Extra Lives:** This is an adjustment only available and accessible when Amusement Only is set to ON. Operator can adjust the number of lives given per credit.

Audits

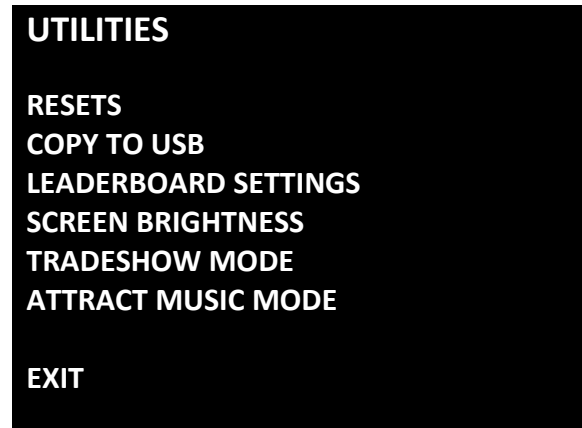
Audit screens help assess game performance, find intermittent problems, decide whether to adjust game difficulty and free game award and help maximize game earnings.



- **System Audits:** Logged information including boots, resets, game times, and more
- **Coin Audits:** Tracks income related information, coin slot usage, dollar bill usage, and more
- **Game Audits:** Tracks the gameplay habits of your customers. Average scores, bonuses, and more.
- **Game Audits 2:** Tracks the gameplay habits of your customers. How many bonus ships hit, how many bombs used per game, and more.
- **Payout Audits:** Tracks the gameplay habits of your customers. Number of jackpots won, payout percentage, and high scores, ad more.

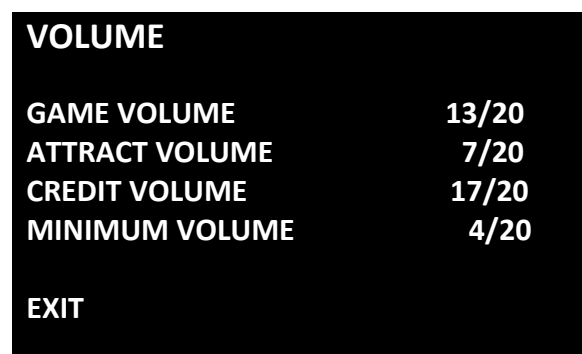
Utilities

Utilities is a miscellaneous menu of operator tools and settings



- **Resets:** All operator resets are available in this menu. Coins, tickets, audits, adjustments, high score leaderboards, are all accessible here. You can also factory reset the game from this menu which will restore all settings in the game to their original factory settings.
- **Copy to USB:** Allows you to upload your audits to an easy to read text file (.TXT) on a USB flash drive
- **Leaderboard Settings:** Allows you to turn high score leaderboards on and off. ON is the default and recommended setting.
- **Screen Brightness:** Adjust the brightness of your *Space Invaders Frenzy* screen. There are 6 levels of brightness to choose from. 6 is the default value and is the recommended setting.
- **Tradeshow Mode:** Turn this mode on when operating on a trade show, sales floor, or demo floor. The game runs on free play and also simulates ticket payouts without a ticket error appearing on the screen.
- **Attract Music Mode:** This allows you to set how frequently you want the volume to play during the attract mode. Choose from "ON", "Occasionally", and "OFF".

Volume



- **Game Volume:** Adjusts the volume level during gameplay
- **Attract Volume:** Adjusts the volume during the attract mode sequences
- **Credit Volume:** Adjusts the volume level of the credit chime only (Independent setting of game and attract volume)
- **Minimum Volume:** Adjusts the minimum floor the volume can be lowered

Advertising

Space Invaders Frenzy has an advertising feature that allows the operator to upload photos which will be displayed during the attract mode of the game.

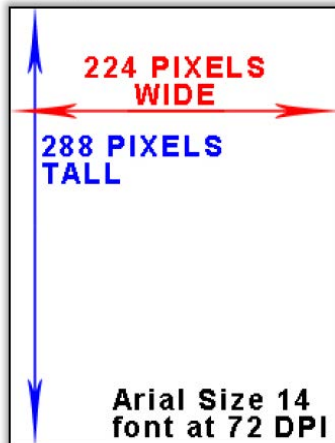


- **Ad Slot 1**: First of 4 available advertising file slots
- **Ad Slot 2**: Second of 4 available advertising file slots
- **Ad Slot 3**: Third of 4 available advertising file slots
- **Ad Slot 4**: Fourth of 4 available advertising file slots
- **Ad Length**: Adjusts the time duration that the advertising image appears

Advertising Menu User Guide

1. Identify and select advertising image files you would like to have displayed on the screen during the game's attract mode. On your personal computer or laptop, upload these advertising images to a USB flash drive. **Image files should be .TGA, .PNG, .JPG, or GIF format type.**

Sizing:



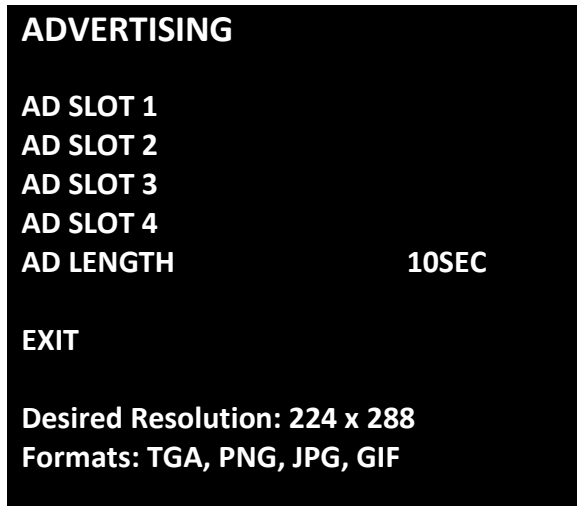
Note: The resolution of images should be 224 x 288 pixels. (224 x 288) Larger resolution files or different file types can cause an error or won't appear correctly on your *Space Invaders Frenzy* screen. (To be able to clearly read text and images, we recommend making your image 72 DPI, 224 x 288 resolution) Game can hold up to 5 images.

2. After you have your images picked out, sized, and copied to your USB flash drive, you are now ready to upload the images into *Space Invaders Frenzy*. Open the coin door and find the service bracket that has the test menu and service buttons. On this bracket, you will find a USB slot to insert your flash drive. *****Important*** Make sure to only insert your flash drive while the game is in attract mode. Never insert a flash drive while the game is booting up, or in the Test Menu.**

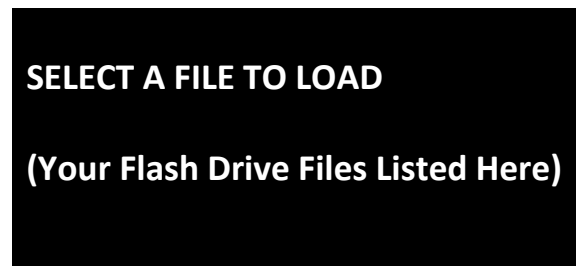


(Above: Image of the USB slot above the test menu buttons)

3. Once your USB flash drive is inserted into the USB slot on the service control panel, you can then press the "TEST" button to access the main menu.
4. Select "ADVERTISING" from the main menu to access the upload feature. From this menu, you can then select an ad slot for your image.



5. After you are in the "AD SLOT MENU" you can select "LOAD IMAGE" which generates a list of the file names of the image files that are on your USB drive. Navigate to the file name you would like to upload and select it. (See image below)



6. When you select the image you would like to upload, you will be presented with a preview of the image, which you can accept or decline. If you accept the image, you will be taken back to "AD SLOT MENU" which will allow you to load a different image, adjust the ad brightness, preview the image again, clear your image or exit the menu.

Please Note: If you have lighter colors or lots of white areas in your advertisement, we recommend that you adjust the ad brightness to a lower level. The default ad brightness is 6 but many advertisements have a better appearance at 3-5 brightness.

Advertising Image Troubleshooting

| Error | Solution |
|--|---|
| USB DEVICE NOT CONNECTED | Check your USB drive to ensure it is properly connected. Also, check to make sure your USB drive can be read on other devices. Ensure the coin door USB connection cable to the PC inside the cabinet did not become disconnected or dislodged. |
| INCORRECT RESOLUTION DETECTED | Please check the resolution of the image that you are trying to upload. Recommended image size is 224 x 288 pixels |
| NO IMAGES ON FLASH DRIVE IN AD SELECT SCREEN | Check to make sure your files have properly loaded on to your flash drive and ensure that they are in the proper .PNG, .TGA, or .JPG format. |
| FILES MISSING FROM AD SELECT SCREEN WHEN THE AD SELECT SCREEN HAS MORE THAN 1 PAGE | Please remove some files on your flash drive and check to make sure you do not have more than 10 files on the main USB flash drive folder |

Keys to Maximizing Your Earning and Collections

Card Swipe Locations

- Make Sure Your Game is Set to **Swipes Mode**:
 1. Hold the Test Button for 2 seconds to enter the Test Menu.
 2. Select "Pricing Adjustments" from the menu.
 3. Select "Currency Input" from the menu.
 4. Select "Swipes" from the menu.
 5. Set "Swipe Value" to the currency equivalent of your swipe, or the payout will be incorrect. **THIS SETTING IS EXTREMELY IMPORTANT!** (Example: If the card swipe is worth \$1.50 in your card system, set the swipe value to \$1.50 as well)

E-Ticket Locations

- Make Sure Your Game is Set to **E-Ticket Mode**:
 1. Hold the Test Button for 2 seconds to enter the Test Menu.
 2. Select "Payout Settings" from the menu.
 3. Select "E Ticket Mode" and set to "On"

IMPORTANT NOTE: You must have two card swipers for E-Ticket mode to work. One for Player 1 Gun and one for Player 2 Gun.

Coin Locations

- Make Sure Your **Pricing & Coin Value** are Correct:
 1. Hold the Test Button for 2 seconds to enter the Test Menu.
 2. Select "Pricing Adjustments" from the menu.
 3. Select "Coins to Play" and set the desired amount of coins per game of Space Invaders Frenzy™.
 4. After setting the coins per play, set "Coin Value" to the currency equivalent of your coin, or the payout will be incorrect. **THIS SETTING IS EXTREMELY IMPORTANT!** (Example: If your coin is worth \$0.25, set "Coin Value" to \$0.25 as well)

2 Point Ticket Locations

- Make Sure the **2 Point Ticket** Setting is Activated:
 1. Hold the Test Button for 2 seconds to enter the Test Menu.
 2. Select "Payout Settings" from the menu.
 3. Select "Two Point Tickets" and set to "On". (Your tickets are now worth 2Pts each)

IMPORTANT NOTE: Only use this setting if your tickets are worth *2 points per ticket* or the payout will be incorrect.

More Tickets = More Fun = Better Earnings

- We recommend using the default payout setting of 40% to maximize earning potential and fun factor for the players. To set the "Payout Percentage":
 1. Hold the Test Button for 2 seconds to enter the Test Menu.
 2. Select "Payout Adjustments" from the menu.
 3. Select "Payout Percent" and adjust to desired amount.

IMPORTANT NOTE: Space Invaders Frenzy™ will dynamically adjust to your desired payout setting.

PC Hardware

Your *Space Invaders Frenzy* game may ship with either a **DELL INSPIRON 3050** computer or a **Fujitsu IMP-3313-S4-4G-HD Mini PC computer** ("Fujitsu Mini PC"). The Dell Inspiron 3050 computer is square in shape has a "Dell" logo on it while the Fujitsu computer is rectangular in shape and has no logo. Listed below are the BIOS settings for each computer.

NOTICE

Both the **DELL INSPIRON 3050** and **FUJITSU MINI PC** ship with correct BIOS settings. Making changes to the BIOS different from the description below may adversely affect game functions.



(Above: Dell Inspiron 3050)



(Above: Fujitsu Mini PC)

Fujitsu Mini BIOS

To Access BIOS Settings:

With the computer powered off, plug a USB keyboard into an open USB slot. Hold the 'F2' key and turn the computer on. Continue holding the F2 key until the BIOS Setup screen appears.

Note: All settings not listed should remain their default values.

Advanced

- + Graphics Configuration
 - Internal Graphics [Enabled]
 - Primary Display [IGD]
 - IGD MEMORY [512M]

Power

- Power Failure Recover [Always ON]

Boot

- Prefer USB Boot [Enable]

Note: After exiting BIOS settings screen, power cycle the cabinet by using the cabinet's main power switch.

Dell Inspiron 3050 BIOS

To Access BIOS Settings:

With the computer powered off, plug a USB keyboard into an open USB slot, hold 'F12' key and turn the computer on. Continue holding the F12 key until a menu with a blue background appears. From the e menu, select 'BIOS Setup'

Power

- Nothing

Power

- Intel (R) SpeedStep™ [Enabled]
- Virtualization [Enabled]
- Integrated NIC [Enabled]
- SATA Operation [AHCI]
- Adapter Warnings [Enabled]
- + Graphics Configuration
 - Nothing
- + Power Options
 - Wake Up by Integrated LAN [Disabled]
 - AC Recovery [Power ON]
 - Auto Power On [Disabled]

Security

- Nothing

Boot

- Boot List Option [Legacy]
- File Brower Add Boot Option
- File Brower Del Boot Option
- Secure Boot [Disabled]
- Load Legacy Option Rom [Enabled]
- 1st Boot Priority [USB Storage Device]

Exit

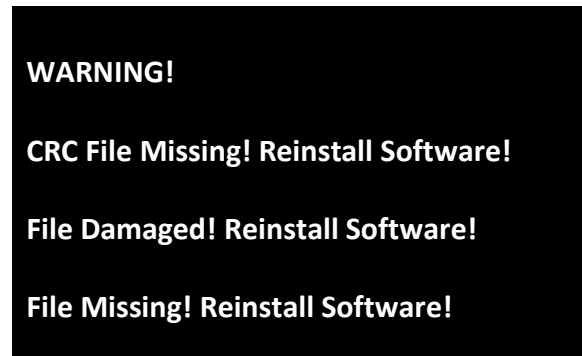
- Nothing

Note: After exiting BIOS settings screen, power-cycle the cabinet by using the cabinets main power switch.

PC Hard Drive Recovery

Symptoms requiring PC hard drive recovery include

- File Test reports bad or missing files.
- Game fails to finish loading during startup.
- After resetting the AC power, an error is reported.
- Erratic Game or Attract Mode.
- The following screen:



The only way to repair corrupt files is to reinstall the software as described below:

COMPUTER

The computer contains sensitive components. Do not handle roughly. Call your distributor before servicing its internal components. Ask about warranty information as it relates to the PC.

Do **not** use the PC on/off switch. Turn AC power on or off with the cabinet power switch.

Steps to Re-install the software:

(NO DVD Restoration. USB Thumb Drive is used on the *Dell Inspiron3050 PC* or *Fujitsu Mini*)

1. With game and PC on, verify that the RIO board has power. If not, see Troubleshooting.
2. Open the coin door
3. Insert the recovery USB thumb drive (included in your game) into the USB port on the Test button bracket inside the coin door.
4. Turn cabinet power switch to OFF. Wait 30 seconds.
5. Turn cabinet power switch to ON.
6. Select the *Space Invaders Frenzy* restore version from the menu and follow on screen instructions
7. If recovery does not begin, check to ensure USB Drive is inserted correctly and is not damaged.
8. Initial software loading may take several minutes. Check progress periodically.
Do not interrupt power or reset the game during recovery.
9. When software has been loaded, a message indicates that restore is complete. When instructed to remove USB Drive, wait 15 seconds to remove the drive from the PC.
10. Turn cabinet power switch off and then turn the cabinet on again. Your game will now be restored.

Troubleshooting

Warning: Review safety chapter before making any adjustments to game.

| Problem | Possible Cause | Solution |
|--------------------------------|---|---|
| Game will not power up. | Game not plugged in. | Plug game into AC outlet. |
| | Game not turned on. | Turn on main power switch. |
| | Game fuse is blown. | Check and replace fuse. See Specification section for fuse values. |
| | No power to receptacle. | Test AC outlet and plug game into powered outlet. |
| | PC BIOS set incorrectly. | See BIOS Settings section. |
| | Flash Drive Installer is left connected to PC. | Disconnect Flash Drive Installer and power cycle the game. |
| | Advertising USB flash drive left connected to PC. | Remove USB flash drive and power cycle the game |
| Buttons do not work. | Faulty micro switch. | Replace the micro switch on the button and re-test. Verify that the wires are connected to the correct spades on the micro switch. |
| | Faulty wiring. | Disconnect the cabinet from AC power. Verify that all wires are firmly connected to each button and the PCB. Verify that no wires are frayed or improperly shorting to ground. Verify that wires are connected to the correct spades on the micro switches. |
| | Faulty PCB. | Ensure all connections to PCB are secure. Replace PCB if faulty. |

| Problem | Possible Cause | Solution |
|--|---|---|
| Neither buttons nor audio work. | PCB connected to faulty USB port (boot message may indicate not detected) | To test a USB port, turn off the game, disconnect the device from the port, and then connect the game dongle to the port. Reboot the game. A No Dongle message indicates the port is bad. If the game starts, the port is working. After the test, reconnect all devices to the correct USB ports and reboot. |
| No sound or bad sound. | Bad connection. | Check connection to speakers. |
| | Volume set too low. | Use VOL UP button on Test panel to raise volume. |
| | Faulty wiring. | Verify all wires are firmly connected to the speakers, PCB, and green computer audio port. Verify that each wire is connected to the correct port and no wires are frayed or improperly shorting to ground. |
| | Blown speakers. | Remove the grill and inspect each speaker for visible damage. Run the Sound Test from System Tests in the Operator Menu to verify each speaker is working. |
| | Reversed wires. | A weak or low muffled sound is a sign of reversed speaker wires. Check for reversed wires on each speaker. |
| | Faulty PCB. | To verify audio is working at the computer, connect stereo headphones to the green computer audio port. |
| Constant low audio hum. | Faulty power supply. | Check external DC supply and the PC supply. |
| | Open ground. | Check all ground wires in cabinet. Ensure AC wall outlet is properly grounded |

| Problem | Possible Cause | Solution |
|---|---|--|
| Game does not load. | PC hard drive failure. | Recover hard drive. See Flash Installer Document or contact your distributor for the latest software revision. |
| PC Drive test reports “bad” or “missing” files. | | |
| Game fails to finish loading. | | |
| After resetting, game still reports an error. | | |
| Erratic game mode or attract mode. | | |
| WARNING! Data files Corrupted. (Game Operation May Become Unstable.) Use “Test” Switch to Enter Test Mode and Run “File Test.” | | |
| Game Resets | Bad file. | Run Flash Installer. |
| Coin meter does not click during test. | Faulty meter. | Replace coin meter. |
| | Blown fuse(s) on PCB | Replace 12vdc 5A fuse(s) on PCB. |
| | No pulse to meter. | Check wiring from meter to PCB board. |
| Dongle Not Present | Dongle missing or disconnected. | Find dongle cable and reseal in USB port. |
| | Faulty USB port. | Insert dongle cable in different USB port. |
| Improper number of credits given when coins or bills are inserted. | Incorrect setting in Pricing Adjustments. | Adjust pricing settings. |
| | Faulty wiring. | Disconnect cabinet from AC power. Verify wires are firmly connected to coin mech and bill validator and ground wires are properly connected. Verify no wires are frayed or shorting to ground. |
| | Faulty coin mech. | Verify coin mech is not jammed. Ensure coin mech is properly aligned and latched to coin door. |
| Exits Test Mode every 3 seconds. | Test button stuck in ON position. | Slide or toggle button off after Test Menu appears |

| Problem | Possible Cause | Solution |
|---|--|--|
| No Video | PC not turned on. | Turn PC power switch on. Ensure IEC cable tightly plugged in. Trace cable back to source to ensure continuity. |
| | Video cable not secure. | Check and secure DVI connector to LED controller card. Check and secure DVI or HDMI connector to PC. |
| | Network cable missing or not secure between cabinet and LED screen. | Connect network cable between RJ45 Network jack on the back of the cabinet and quadrant #1 of the LED screen. Power cycle the game after connecting the network cable. |
| | Network cable missing or not secure between LED controller card and RJ45 Network jack. | With the cabinet AC power off and the line cord removed, check the Ethernet cable between the LED controller card (Port "U") and the RJ45 Network jack on the inside of the cabinet. |
| | Faulty RJ45 pass-through Network jack. | Replace jack. |
| Connect RIO Board or RIO Board Missing. | USB cable disconnected. | Check USB connection from PC to RIO board. |
| | No Power to RIO board. | Check for proper voltage (+5V, +12V) at RIO P1 connector. |
| Dongle Not Present | Dongle missing or disconnected. | Find dongle cable and reseal in USB port. |
| | Faulty USB port. | Insert dongle cable in different USB port. |
| Defective single pixel. | Defective LED module. | Tap gently on defective pixel. |
| | | Replace LED module. |
| Several Defective pixels, but not all in same row or column. | Defective LED module. | Replace LED module. |

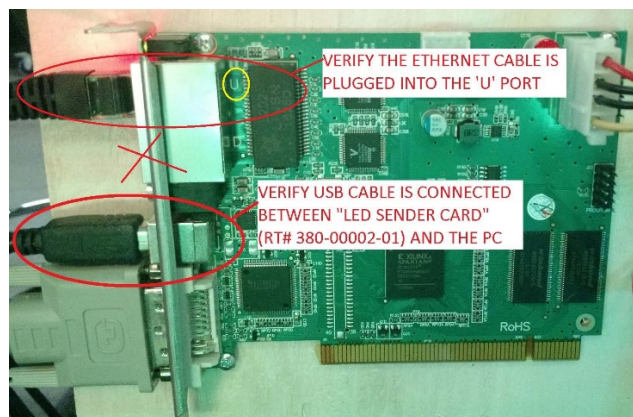
| Problem | Possible Cause | Solution |
|---|----------------------------------|--|
| <p>Entire row or column of defective pixels.</p> | <p>Faulty data transmission.</p> | <p>Check ribbon cable between malfunctioning module and module to the left (from the back).</p> |
| | | <p>Check/replace module to the left (from the back).</p> |
| | | <p>If module is left-most in quadrant (from the back):</p> <ul style="list-style-type: none"> • Check ribbon cable between module and LED display controller. • Check quadrant LED display controller. |
| <p>Entire module malfunctioning.</p> | <p>Faulty data transmission.</p> | <p>Check ribbon cable between malfunctioning module and module to the left (from the back).</p> |
| | | <p>Check/replace module to the left (from the back).</p> |
| | | <p>If module is left-most in quadrant (from the back):</p> <ul style="list-style-type: none"> • Check ribbon cable between module and LED display controller. • Check quadrant LED display controller. |
| | <p>Bad power.</p> | <p>Check power connection to LED module.</p> |
| | <p></p> | <p>Check quadrant fuse block for blown fuse.</p> |
| | <p>Defective LED module.</p> | <p>Replace LED module.</p> |

| Problem | Possible Cause | Solution |
|---|---------------------------|---|
| Entire module malfunctioning. | Faulty data transmission. | Check ribbon cable between malfunctioning module and module to the left (from the back). |
| | | Check/replace module to the left (from the back). |
| | | If module is left-most in quadrant (from the back): <ul style="list-style-type: none"> • Check ribbon cable between module and LED display controller. • Check quadrant LED display controller. |
| | Bad power. | Check power connection to LED module. |
| Check quadrant fuse block for blown fuse. | | |

Screen Note 1: Space Invaders Frenzy uses over 65,000 LEDs on its giant screen. It is normal for a few LEDs to fail over the course of operating the game. This will not affect normal operation or viewing of the game and most will not be noticeable to the eye.

Screen Note 2: This manual is accompanied by a separate document: "LED Display (P7.62 Version) Full Assembly and Service Procedure". Please refer to this document when servicing and troubleshooting the LED display. Additional information regarding the latest version of software and documents can also be found on our website: www.rawthrills.com

Screen Note 3: If the ethernet cable is plugged into the incorrect port, it can cause errors to occur. Make sure that the USB cable is plugged in and the ethernet cable is plugged into the "U" port. See diagram below:



Technical Support

Contact your distributor for support.

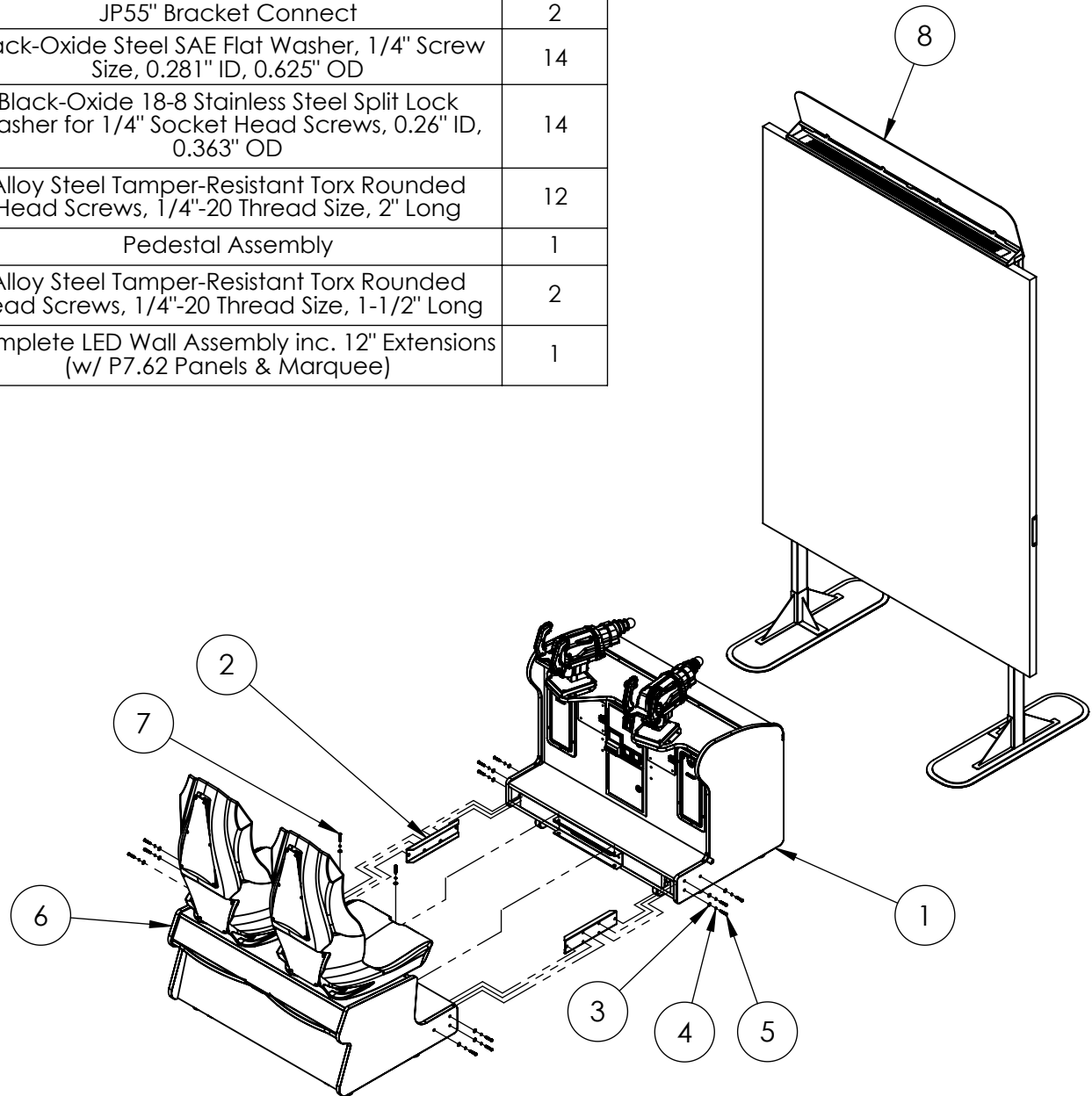
For a list of authorized distributors near you, check the Raw Thrills website at:

www.rawthrills.com

Electrical and Mechanical Illustrations

**NOTE: PLEASE CHECK FOR THE LATEST VERSION OF GAME SOFTWARE AND MANUAL AT
WWW.RAWTHRILLS.COM**

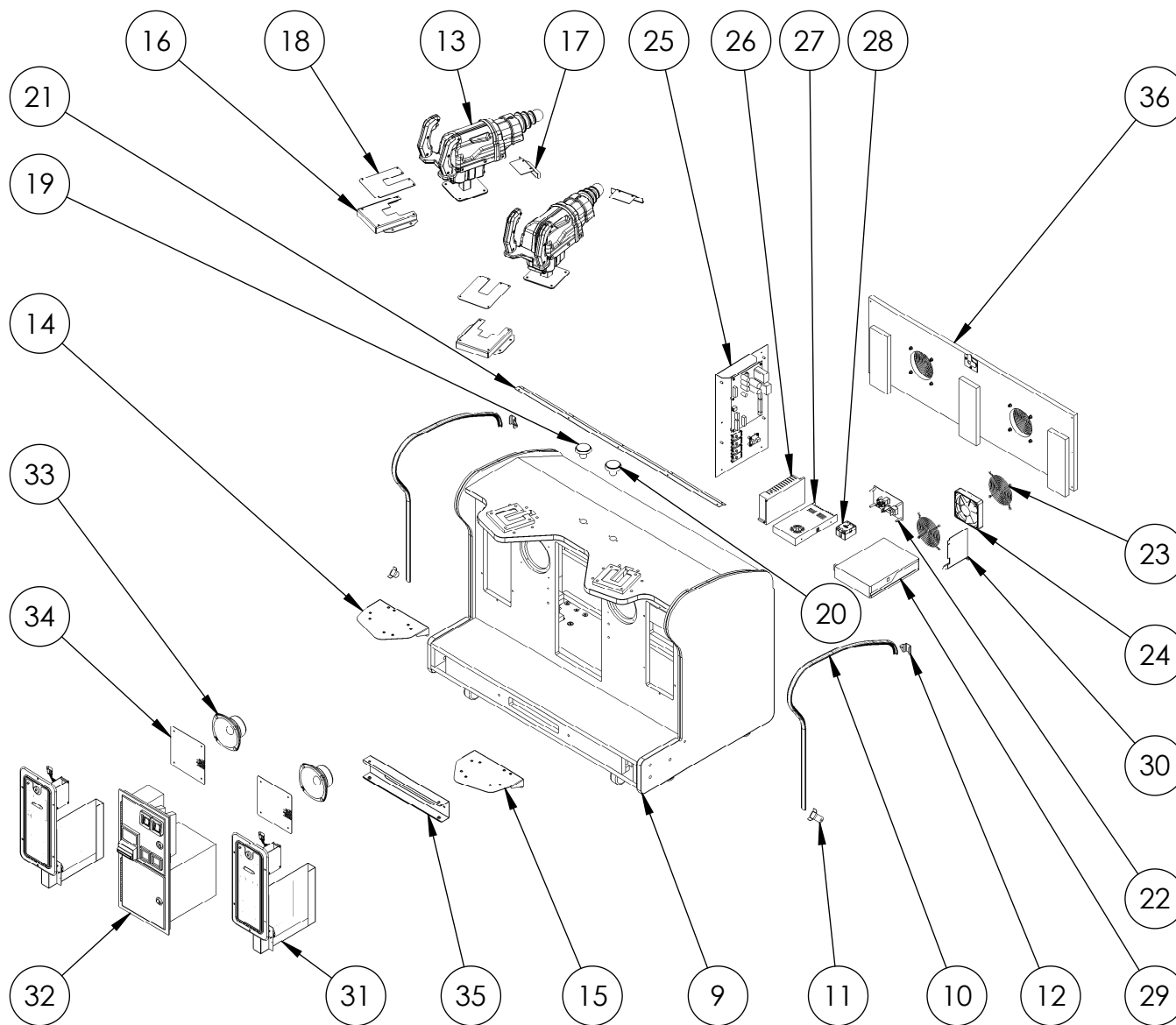
| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|---|---|------|
| 1 | Space_Invaders_Control_Assy | Control Cabinet Assembly | 1 |
| 2 | 600-01457-01 | JP55" Bracket Connect | 2 |
| 3 | McMaster-Carr - 97416A119 | Black-Oxide Steel SAE Flat Washer, 1/4" Screw Size, 0.281" ID, 0.625" OD | 14 |
| 4 | McMaster-Carr - 93711A500 | Black-Oxide 18-8 Stainless Steel Split Lock Washer for 1/4" Socket Head Screws, 0.26" ID, 0.363" OD | 14 |
| 5 | Special Order Hardware (not available at McMaster-Carr) | Alloy Steel Tamper-Resistant Torx Rounded Head Screws, 1/4"-20 Thread Size, 2" Long | 12 |
| 6 | Space_Invaders_Pedestal_Assy | Pedestal Assembly | 1 |
| 7 | McMaster-Carr - 96075A231 | Alloy Steel Tamper-Resistant Torx Rounded Head Screws, 1/4"-20 Thread Size, 1-1/2" Long | 2 |
| 8 | P7.62_LED_Wall_Assy | Complete LED Wall Assembly inc. 12" Extensions (w/ P7.62 Panels & Marquee) | 1 |



NOT SHOWN:
 > CABLES/HARNESING
 > CABLE MANAGEMENT WIRE CHANNEL
 - 5' LONG W/ ADHESIVE TAPE



Space Invaders Frenzy Assembly



NOT SHOWN:
> HARDWARE
> 500-00131-01 - RGB LED Strip Reel
- 2X 120CM / 72 LEDs (installed in #10)

Space Invaders Frenzy
Control Cabinet Assembly
(BOM on next page)

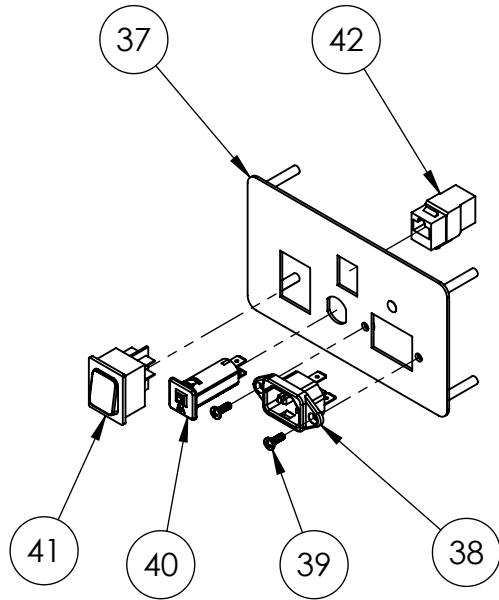




Space Invaders Frenzy - Control Cabinet Assembly: BOM

| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|-------------------------------|--|------|
| 9 | 601-00779-01 | Main Cabinet | 1 |
| 10 | 603-00718-01 (47.5 in) | LED T-Molding Extrusion - 47.5" | 2 |
| 11 | 600-01939-01 | Flanged LED T-Molding Clip | 2 |
| 12 | 600-01938-01 | LED T-Molding Clip | 2 |
| 13 | Space_Invaders-Ray_Gun_Assy | Space Invaders Gun Assembly (w/ Ray Gun Tip Assembly) | 2 |
| 14 | 600-01913-01 | Gun Gusset Bracket L | 1 |
| 15 | 600-01912-01 | Gun Gusset Bracket R | 1 |
| 16 | 600-01936-01 | Gun Plate Rear | 2 |
| 17 | 600-01937-01 | Gun Plate Front | 2 |
| 18 | 600-01486-01 | Dash Gun Cover Plate | 2 |
| 19 | 702-00015-01 | Large Round RED Pushbutton (Suzo-Happ) | 1 |
| 20 | 702-00019-01 | Large Round BLUE Pushbutton (Suzo-Happ) | 1 |
| 21 | 600-01944-01 | Cabinet Seam Plate | 1 |
| 22 | AC_Plate_Sub-Assy | AC Power Plate Assembly | 1 |
| 23 | 800-00001-00 | 120mm Wire Fan Guard | 2 |
| 24 | 820-00012-00 | Cooling Fan (standard size): 12VDC, 3W, 80CFM | 1 |
| 25 | Space_Invaders_RIO_Assy | RIO Assembly w/ Mounting Plate | 1 |
| 26 | 500-00187-01 | Switching Power Supply: 156W, 24V, 6.5A (Mean Well RS-150-24) | 1 |
| 27 | 500-00193-01 | Switching Power Supply: 320.4W, 12V, 26.7A, PFC (Mean Well RSP-320-12) | 1 |
| 28 | 800-00040-01 | Solid State Relay (Magnecraft 6210DSX-1) | 1 |
| 29 | 850-00024-01 | Fujitsu PC (IMP-3313-S4-4G-HD) | 1 |
| 30 | 380-00002-01 | LED Control Card | 1 |
| 31 | 800-00043-01 | Ticket Dispenser Door Assembly (Suzo-Happ) | 2 |
| 32 | 800-00005-01 | Mid-Width Coin Door Assembly (Suzo-Happ) | 1 |
| 33 | 2-1-10-00-00-000 | 5.25", 8 Ohm Full Range Speaker (Goldwood) | 2 |
| 34 | 600-01464-01 | JP55" Speaker Grill | 2 |
| 35 | 600-01458-01 | JP55" Center Bracket Connect | 1 |
| 36 | Space_Invaders_Back_Door_Assy | Back Door Sub-Assembly | 1 |

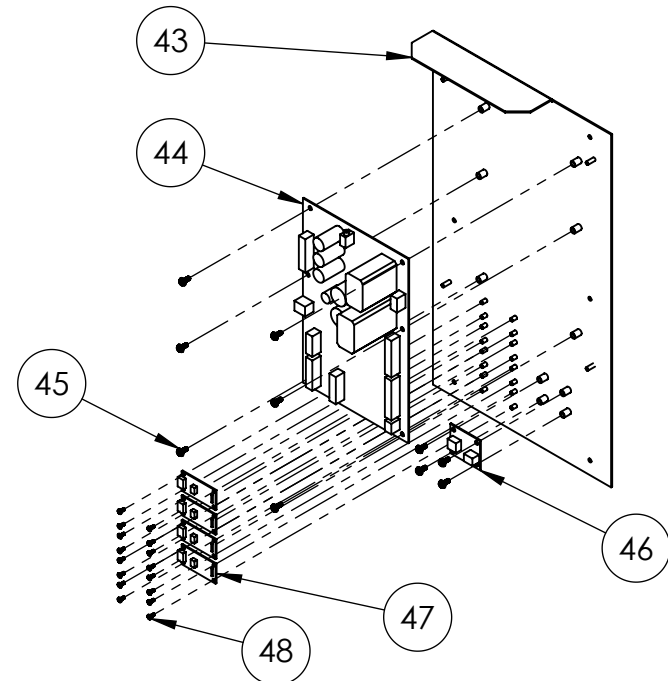
| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|---------------------------|---|------|
| 37 | 600-01754-01 | AC Electronics Plate | 1 |
| 38 | 703W-00/08 | AC Receptacle: 250V, 15A (Qualtek) | 1 |
| 39 | McMaster-Carr - 90272A146 | Steel Phillips Rounded Head Screws, 6-32 Thread Size, 3/8" Long | 2 |
| 40 | T9-611P-6 | Thermal Circuit Breaker: 240VAC, 6A, Snap-in, Fuseholder, 1-Pole (Schurter) | 1 |
| 41 | 1832.3312 | Rocker Switch (DPST): 250VAC, 20A (Marquardt) | 1 |
| 42 | 602690 | Cat5e Keystone Coupler: Black, RJ45F/RJ45F (CNAweb) | 1 |



Space Invaders Frenzy AC Power Plate Assembly

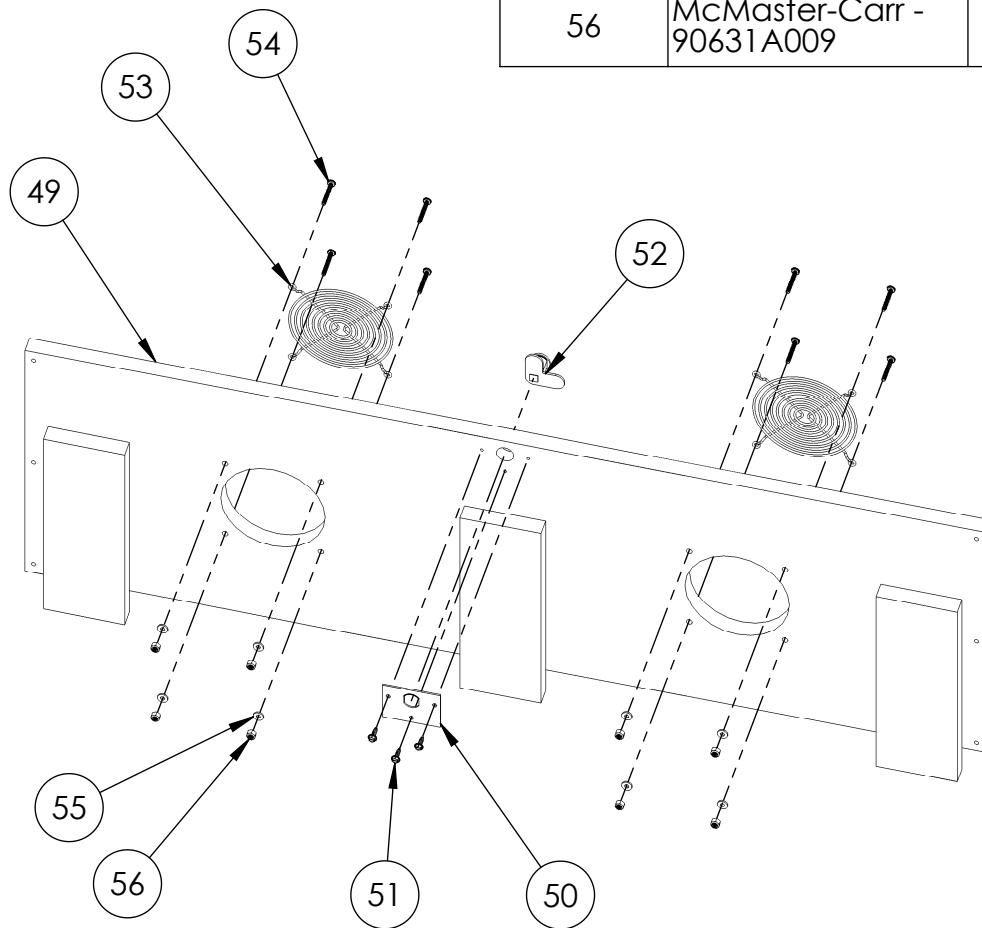


| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|---------------------------|--|------|
| 43 | 600-01914-01 | RIO Mounting Plate | 1 |
| 44 | 500-00040-01 | RIO PCB | 1 |
| 45 | McMaster-Carr - 90316A192 | 18-8 Stainless Steel Hex Washer Head Slotted Machine Screw, 8-32 Thread, 3/8" Length | 10 |
| 46 | 500-00194-01 | 5V, 5A Switching Regulator PCB (12V input) | 1 |
| 47 | 520-00024-01 | Aliens / Terminator Deluxe Gun Kickboard | 4 |
| 48 | McMaster-Carr - 90272A106 | Steel Phillips Rounded Head Screws, 4-40 Thread Size, 1/4" Long | 16 |



Space Invaders Frenzy RIO Assembly w/ Mounting Plate

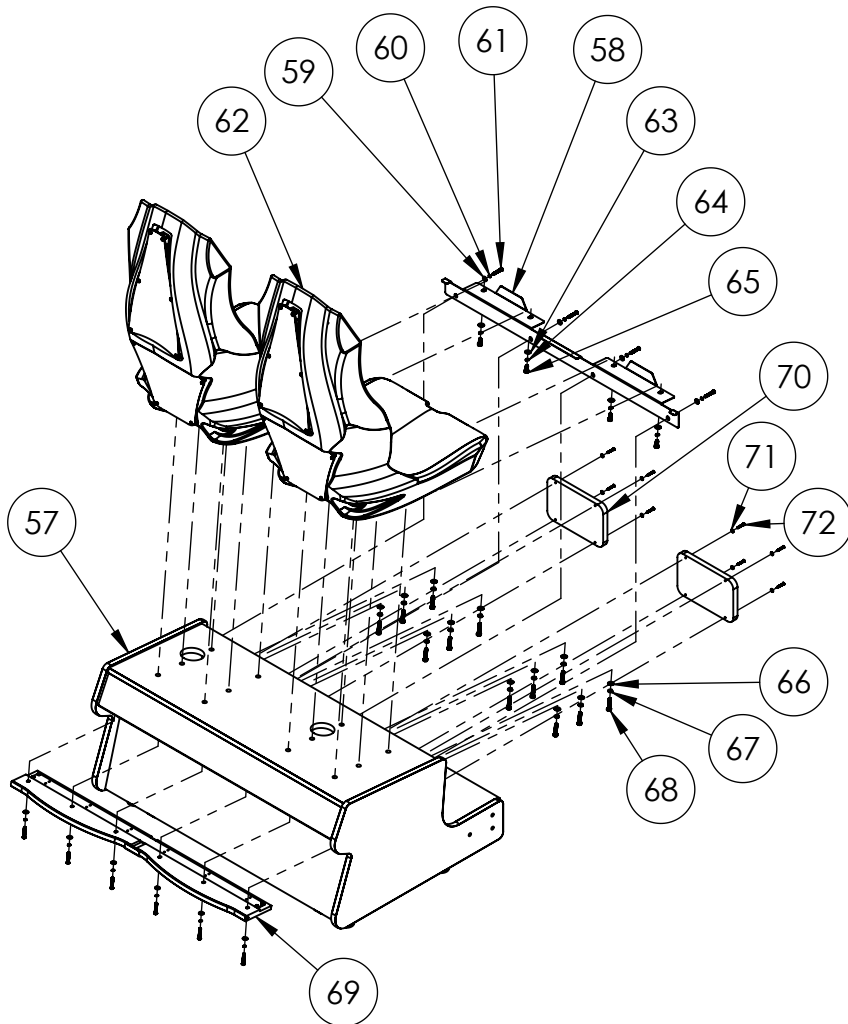
| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|---------------------------|--|------|
| 49 | 601-00780-01 | Back Door | 1 |
| 50 | 600-00043-01 | Lock Retainer Plate | 1 |
| 51 | McMaster-Carr - 90054A196 | Flanged Hex Head Screws for Sheet Metal, Zinc-Plated Steel, Number 8 Size, 5/8" Long | 3 |
| 52 | 150-00001-00 | Standard Door Lock Assembly (for 3/4" Panels) | 1 |
| 53 | 800-00001-00 | 120mm Wire Fan Guard | 2 |
| 54 | McMaster-Carr - 90272A201 | Steel Phillips Rounded Head Screws, 8-32 Thread Size, 1-1/4" Long | 8 |
| 55 | McMaster-Carr - 90126A009 | Zinc-Plated Steel SAE Washer for Number 8 Screw Size, 0.188" ID, 0.438" OD | 8 |
| 56 | McMaster-Carr - 90631A009 | Low-Strength Steel Nylon-Insert Locknut, Zinc-Plated, 8-32 Thread Size | 8 |



Space Invaders Frenzy Back Door Sub-Assembly



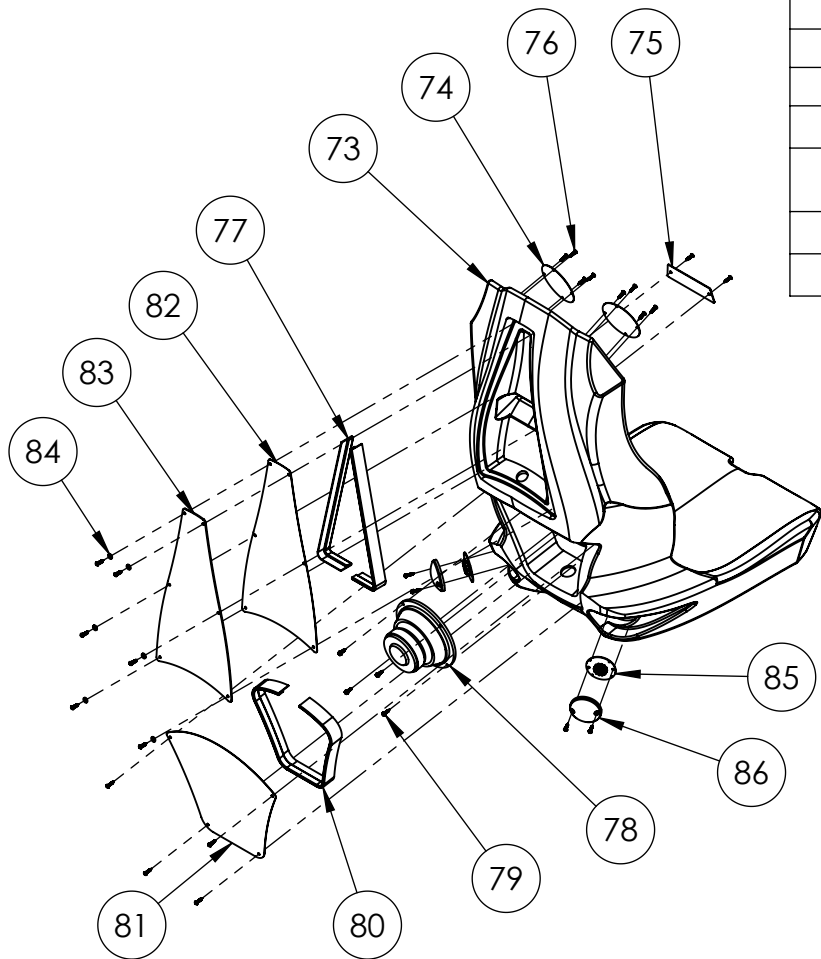
| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|---------------------------------------|--|------|
| 57 | 601-00781-01 | Seat Cabinet | 1 |
| 58 | 600-01915-01 | Seat Mount Bracket | 1 |
| 59 | McMaster-Carr - 97416A119 | Black-Oxide Steel SAE Flat Washer, 1/4" Screw Size, 0.281" ID, 0.625" OD | 10 |
| 60 | McMaster-Carr - 93711A500 | Black-Oxide 18-8 Stainless Steel Split Lock Washer for 1/4" Socket Head Screws, 0.26" ID, 0.363" OD | 10 |
| 61 | McMaster-Carr - 96075A231 | Alloy Steel Tamper-Resistant Torx Rounded Head Screws, 1/4"-20 Thread Size, 1-1/2" Long | 10 |
| 62 | Space_Invaders_Seat_Assy | Seat Assembly | 2 |
| 63 | McMaster-Carr - 96765A145 | Black-Oxide 18-8 Stainless Steel Washer for 5/16" Screw Size, 0.344" ID, 0.75" OD | 4 |
| 64 | McMaster-Carr - 93711A600 | Black-Oxide 18-8 Stainless Steel Split Lock Washer for 5/16" Socket Head Screws, 0.322" ID, 0.457" OD | 4 |
| 65 | McMaster-Carr - 92965A581 | Black-Oxide Grade 5 Steel Hex Head Screws, Medium-Strength, 5/16"-18 Thread Size, 3/4" Long | 4 |
| 66 | McMaster-Carr - 92141A030 | 18-8 Stainless Steel Washer for 5/16" Screw Size, 0.344" ID, 0.75" OD | 12 |
| 67 | McMaster-Carr - 91102A030 | Zinc-Plated Steel Split Lock Washer for 5/16" Screw Size, 0.322" ID, 0.583" OD | 12 |
| 68 | McMaster-Carr - 92865A587 | Medium-Strength Grade 5 Steel Hex Head Screw, Zinc-Plated, 5/16"-18 Thread Size, 1-1/2" Long, Fully Threaded | 12 |
| 69 | Space_Invaders_Rear_Seat_LED_Cap_Assy | Rear Seat LED Cap Assembly | 1 |
| 70 | 601-00783-01 | Seat Access Panel | 2 |
| 71 | McMaster-Carr - 97416A113 | Black-Oxide Steel SAE Flat Washer, Number 8 Screw Size, 0.188" ID, 0.438" OD | 8 |
| 72 | McMaster-Carr - 95638A201 | Tamper-Resistant Torx Rounded Head Screws for Sheet Metal, 18-8 Stainless Steel, Number 8 Size, 1-1/4" Long, PAINT BLACK | 8 |



Space Invaders Frenzy Pedestal Assembly

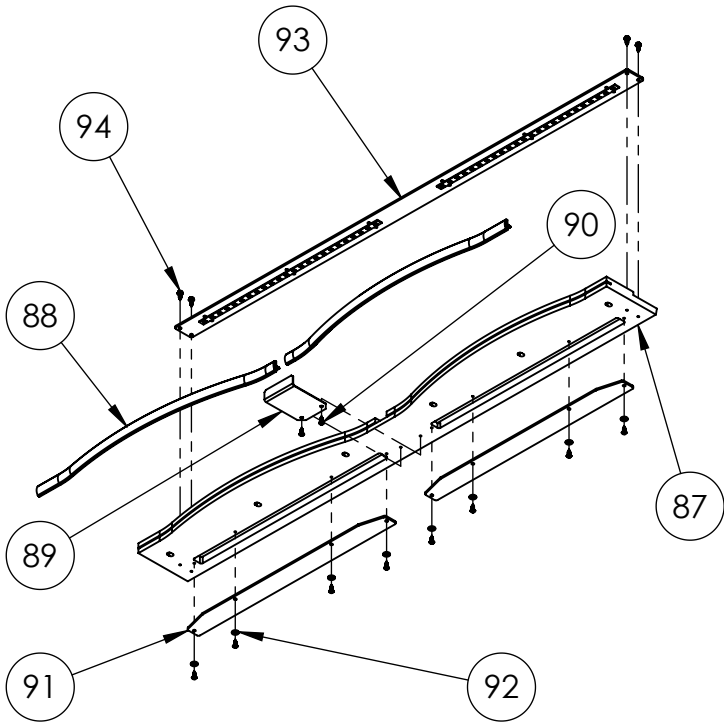


| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|---------------------------|--|------|
| 73 | 603-00523-01 | Plastic Seat - Red | 1 |
| 74 | 600-00105-01 | Seat Headrest Speaker Grill | 2 |
| 75 | 600-00620-01 | Middle Seat Plate | 1 |
| 76 | McMaster-Carr - 95638A197 | Tamper-Resistant Torx Rounded Head Screws for Sheet Metal, 18-8 Stainless Steel, Number 8 Size, 3/4" Long, PAINT BLACK | 24 |
| 77 | Seatback LED Assy | White LEDs w/ Foam (500-00093-01 - 35CM / 21 LEDs) & Plastic LED Extrusion (603-00762-01 - 16") | 2 |
| 78 | 807-00003-00 | 6.5" Woofer, 8 Ohm (Goldwood) | 1 |
| 79 | McMaster-Carr - 90054A196 | Flanged Hex Head Screws for Sheet Metal, Zinc-Plated Steel, Number 8 Size, 5/8" Long | 4 |
| 80 | Woofer LED Assy | ROB Side Emitting LEDs (500-00219-01 - 70CM / 63 LEDs) & Plastic LED Extrusion (603-00762-01 - 28") | 1 |
| 81 | 600-00106-01 | Woofer Grill | 1 |
| 82 | 606-01261-01 | Seatback Translite | 1 |
| 83 | 600-01840-01 | Seatback Clear Overlay | 1 |
| 84 | McMaster-Carr - 97416A113 | Black-Oxide Steel SAE Flat Washer, Number 8 Screw Size, 0.188" ID, 0.438" OD | 6 |
| 85 | 500-00065-01 | Red LED Puck Light w/ Black Face PCB | 2 |
| 86 | 603-00540-01 | LED Spotlight Lens - Red Tint | 2 |



Space Invaders Frenzy Seat Assembly





| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|-----------------------------------|---|------|
| 87 | 601-00782-01 | LED Cap Panel | 1 |
| 88 | 603-00718-01 (20.5 in) | LED-T-Molding Extrusion - 20.5" | 2 |
| 89 | 600-01744-01 | LED Cap Bracket | 1 |
| 90 | McMaster-Carr - 95638A194 | Tamper-Resistant Screw for Sheet Metal, Pin-in-Torx, 18-8 Stainless Steel, Button Head, Number 8 Size, 1/2" Long, PAINT BLACK | 10 |
| 91 | 603-00805-01 | LED Cap Lens | 2 |
| 92 | McMaster-Carr - 97416A113 | Black-Oxide Steel SAE Flat Washer, Number 8 Screw Size, 0.188" ID, 0.438" OD | 8 |
| 93 | Space_Invaders_Rear_Seat_LED_Assy | Rear Seat Light Assembly | 1 |
| 94 | McMaster-Carr - 90054A194 | Flanged Hex Head Screws for Sheet Metal, Zinc-Plated Steel, Number 8 Size, 1/2" Long | 4 |

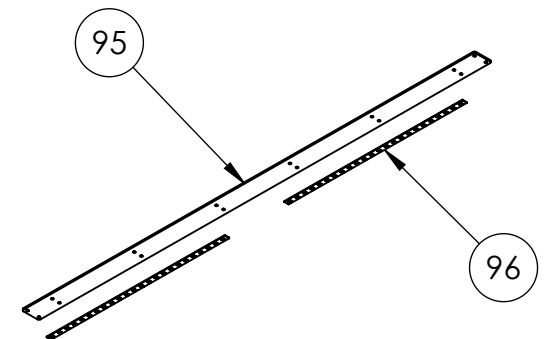
NOT SHOWN:

- > 500-00131-01 - RGB LED Strip Reel
- 2X 50CM / 30 LEDs (installed in #88)

Space Invaders Frenzy Rear Seat LED Cap Assembly



| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|----------------------|---|------|
| 95 | 603-00806-01 | LED Cap Back | 1 |
| 96 | 500-00162-01 (40 CM) | White LED Strip Reel w/ Foam Tape: 40CM / 24 LEDs | 2 |

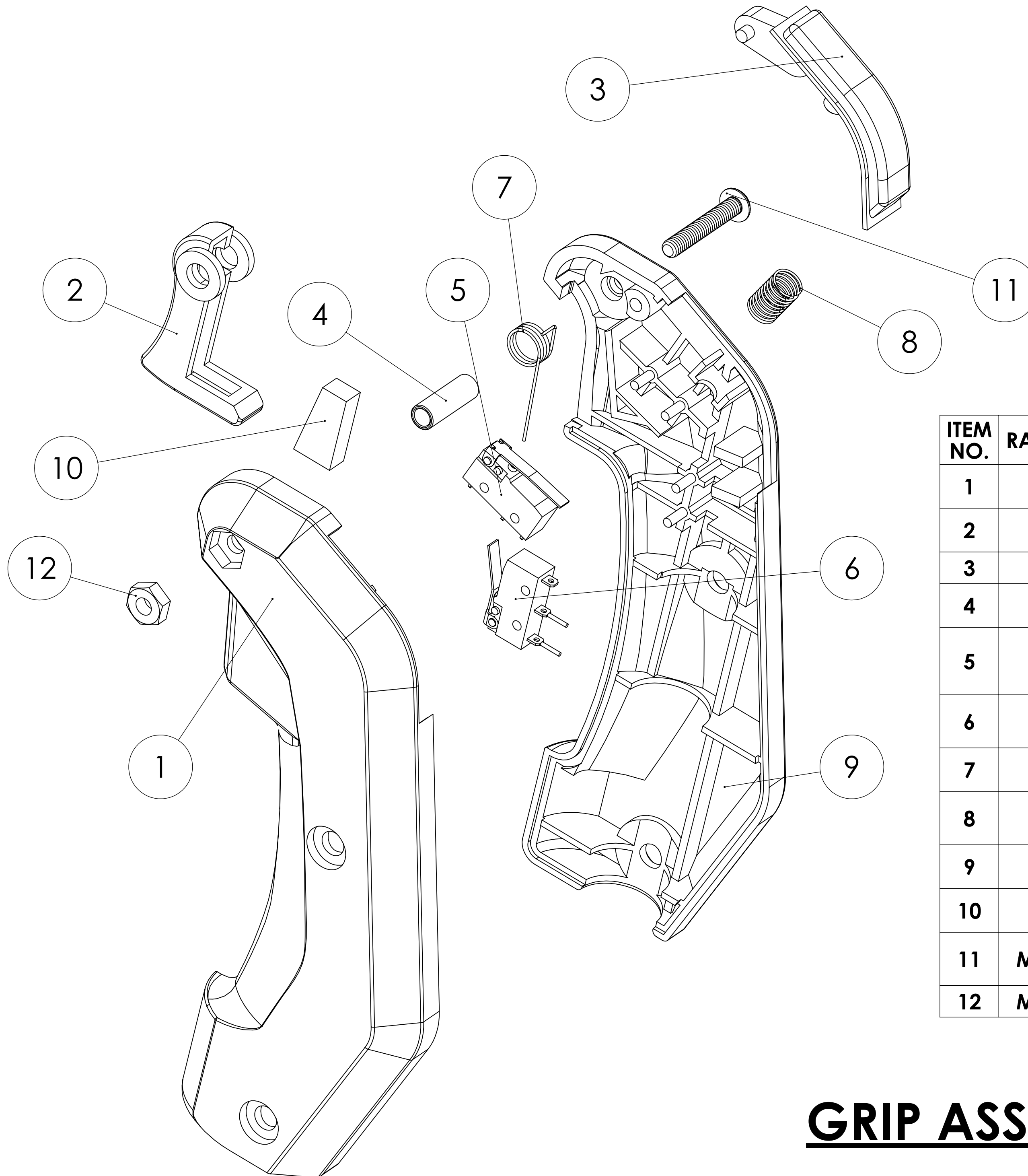


NOT SHOWN:
> 6X Wire Ties



Space Invaders Frenzy Rear Seat Light Assembly

| REV. | DESCRIPTION | DATE |
|------|-------------|----------|
| A | RELEASED | 11/17/10 |

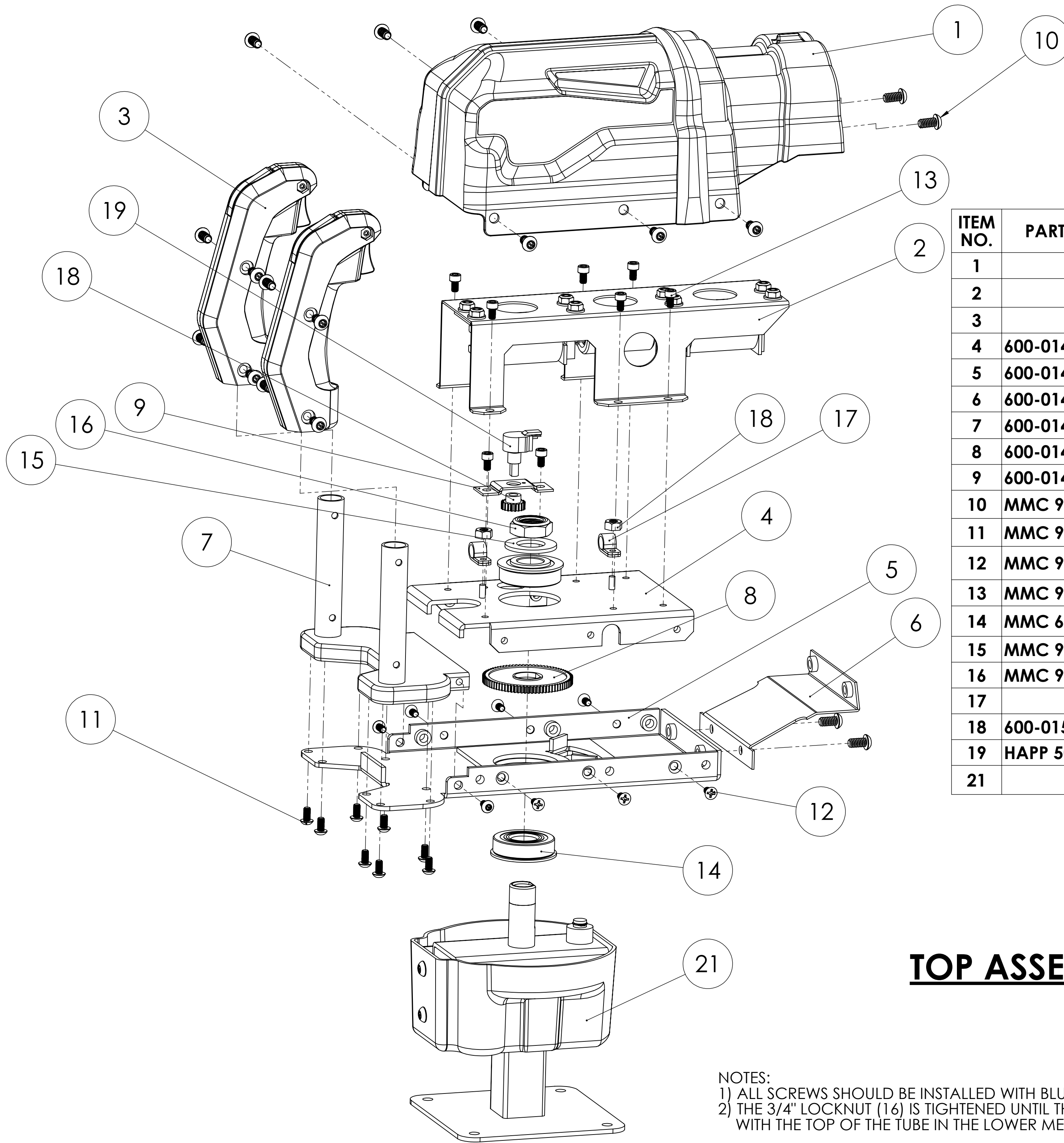


| ITEM NO. | RAW PART NUMBER | HAPP NUMBER | DESCRIPTION | QTY. |
|----------|-----------------|-------------|------------------------------|------|
| 1 | 608-00201-01 | 95-1294-00 | GRIP, LEFT HALF | 1 |
| 2 | 608-00204-01 | 95-1295-00 | TRIGGER, RED | 1 |
| 3 | 608-00203-01 | 95-1439-00 | LARGE THUMB BUTTON | 1 |
| 4 | 608-00205-01 | 95-1315-00 | SHAFT, TRIGGER | 1 |
| 5 | 608-00216-01 | 95-0259-00 | SWITCH ASSY FOR THUMB SWITCH | 1 |
| 6 | 608-00215-01 | 95-0028-00 | SWITCH ASSY. FOR TRIGGER | 1 |
| 7 | 608-00206-01 | 95-1297-00 | SPRING, TORSION | 1 |
| 8 | 608-00207-01 | 95-1298-00 | SPRING, COMPRESSION | 1 |
| 9 | 608-00202-01 | 95-1293-00 | GRIP, RIGHT HALF | 1 |
| 10 | 608-00218-01 | 96-0110-00 | TRIGGER BUMPER | 1 |
| 11 | MMC 96075A147 | 43-0378-00 | SCREW, #8-32 x 1 TP BLACK | 1 |
| 12 | MMC 86537A140 | 43-1124-00 | HEX NUT #8-32 BLACK | 1 |

GRIP ASSEMBLY

| | |
|--|-------------------|
| RAW THRILLS INC. | |
| TITLE: | GRIP ASSEMBLY |
| TOL: .X ±.030 .XX ±.015 .XXX ±.005 | MATERIAL: |
| HOLE: +.002/-0.00 | FINISH: SEE NOTES |
| ANGLE: ±0.5° | PART NO. |
| SHEET 1 of 1 | REV A |

| REV. | DESCRIPTION | DATE |
|------|----------------------|----------|
| A | RELEASED | 10/18/14 |
| B | REVISED | 1/9/15 |
| C | NO CHANGE THIS SHEET | 12/14/16 |



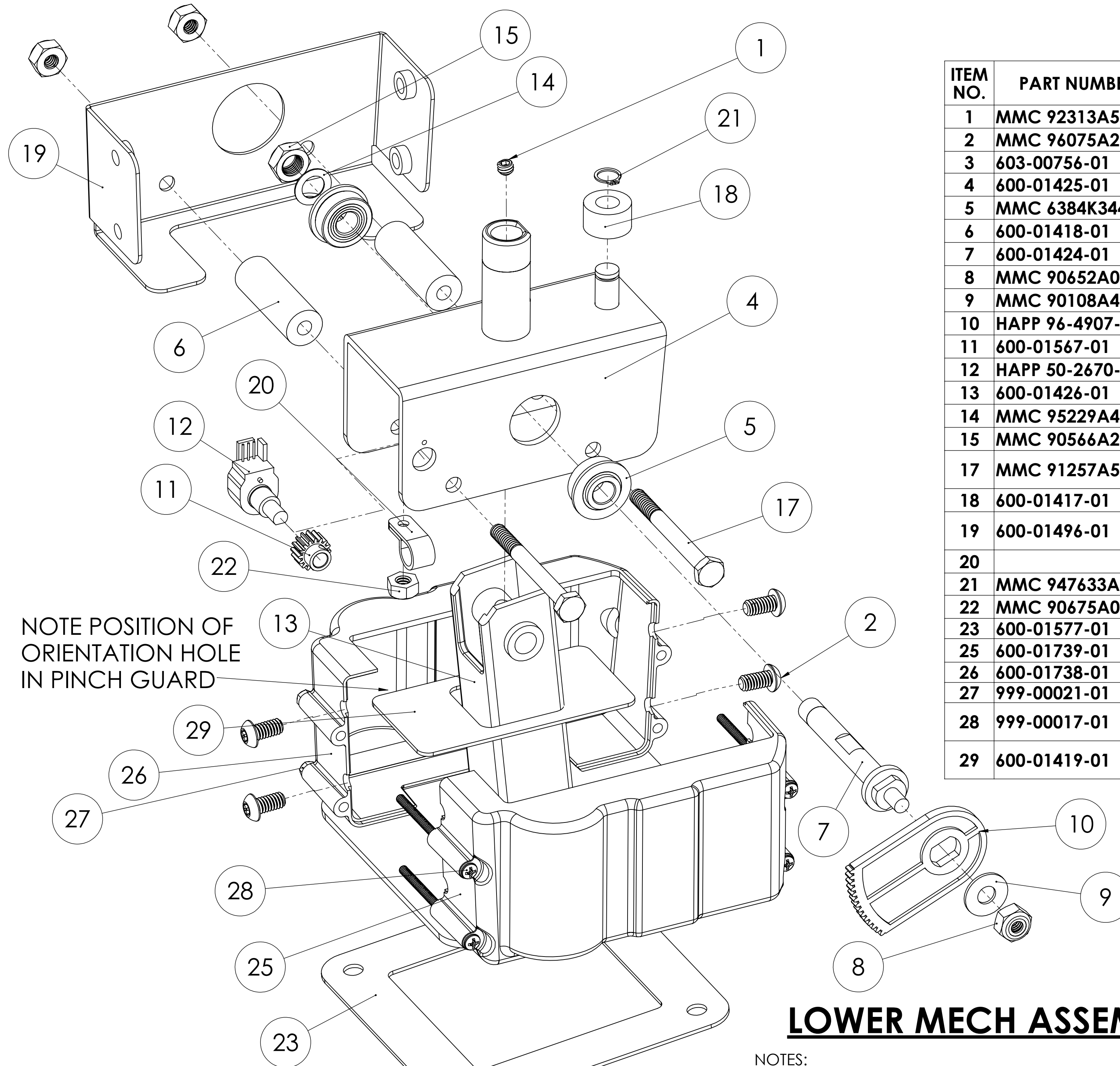
| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|-----------------|------------------------------|------|
| 1 | | UPPER VACFORM ASSEMBLY | 1 |
| 2 | | SHAKER ASSEMBLY | 1 |
| 3 | | GRIP ASSEMBLY | 2 |
| 4 | 600-01422-01 | PIN PLATE | 1 |
| 5 | 600-01423-01 | COVER BRACKET | 1 |
| 6 | 600-01495-01 | FRONT VACFORM BRACKET | 1 |
| 7 | 600-01411-01 | GRIP PLATE WELDMENT | 1 |
| 8 | 600-01420-01 | LARGE GEAR | 1 |
| 9 | 600-01491-01 | POT BRACKET | 1 |
| 10 | MMC 96075A211 | 1/4-20 X 1/2" BLK TP SCREW | 18 |
| 11 | MMC 96075A183 | 10-32 X 3/8" BLK TP SCREW | 10 |
| 12 | MMC 90273A827 | 10-32 X 3/8" FLAT HEAD SCREW | 6 |
| 13 | MMC 91251A337 | 10-32 X 5/16" CAP SCREW | 8 |
| 14 | MMC 6384K369 | 3/4" FLANGED BEARING | 2 |
| 15 | MMC 90126A036 | 3/4" WASHER | 1 |
| 16 | MMC 91342A240 | 3/4" LOCKNUT | 1 |
| 17 | | CABLE CLAMP | 2 |
| 18 | 600-01567-01 | SMALL POT GEAR | 1 |
| 19 | HAPP 50-2670-01 | POT - 5K | 1 |
| 21 | | LOWER MECH ASSEMBLY | 1 |

TOP ASSEMBLY

NOTES:
 1) ALL SCREWS SHOULD BE INSTALLED WITH BLUE LOCTITE 242 or 243.
 2) THE 3/4" LOCKNUT (16) IS TIGHTENED UNTIL THE TOP IS FLUSH WITH THE TOP OF THE TUBE IN THE LOWER MECH ASSEMBLY (21).

| | |
|--|-------------------|
| RAW THRILLS INC. | |
| TITLE: GUN MAIN ASSEMBLY | |
| TOL: .X ±.030 .XX ±.015 .XXX ±.005 | MATERIAL: |
| HOLE: +.002/-0.000 | FINISH: SEE NOTES |
| ANGLE: ±0.5° | PART NO. |
| SHEET 1 of 1 | REV. C |

| REV. | DESCRIPTION | DATE |
|------|-------------------------------|----------|
| A | RELEASED | 10/18/14 |
| B | REVISED | 1/9/15 |
| C | CHANGED TO MOLDED LOWER COVER | 12/14/16 |



NOTE POSITION OF ORIENTATION HOLE IN PINCH GUARD

| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|-----------------|---|------|
| 1 | MMC 92313A532 | 1/4-20 x 3/16" SET SCREW | 1 |
| 2 | MMC 96075A211 | 1/4-20 X 1/2" BLK TP SCREW | 4 |
| 3 | 603-00756-01 | LOWER VACFORM | 1 |
| 4 | 600-01425-01 | ROCKER BRACKET | 1 |
| 5 | MMC 6384K344 | 3/8" FLANGED BEARING | 2 |
| 6 | 600-01418-01 | TUBE STOP BUMPER - 5/8" OD | 2 |
| 7 | 600-01424-01 | SIDE PIN | 1 |
| 8 | MMC 90652A029 | 1/4-20 THIN LOCKNUT | 3 |
| 9 | MMC 90108A413 | 1/4-20 WASHER | 1 |
| 10 | HAPP 96-4907-00 | SEGMENT GEAR | 1 |
| 11 | 600-01567-01 | POT GEAR | 1 |
| 12 | HAPP 50-2670-01 | POT - 5K | 1 |
| 13 | 600-01426-01 | LOWER TUBE WELDMENT | 1 |
| 14 | MMC 95229A480 | 3/8" WASHER | 1 |
| 15 | MMC 90566A220 | 3/8" THIN LOCKNUT | 1 |
| 17 | MMC 91257A552 | 1/4-20 x 2 1/2 HEX HEAD - GRADE 8 | 2 |
| 18 | 600-01417-01 | SHORT STOP BUMPER - 3/4" OD | 1 |
| 19 | 600-01496-01 | LOWER VACFORM MOUNTING BRACKET | 1 |
| 20 | | CABLE CLAMP | 1 |
| 21 | MMC 947633A170 | RETAINING CLIP | 1 |
| 22 | MMC 90675A009 | 8/32" KEPS NUT | 1 |
| 23 | 600-01577-01 | GUN ISOLATOR | 1 |
| 25 | 600-01739-01 | BOTTOM COVER - RIGHT | 1 |
| 26 | 600-01738-01 | BOTTOM COVER - LEFT | 1 |
| 27 | 999-00021-01 | 6-32 HEX LOCKNUT - BLACK | 4 |
| 28 | 999-00017-01 | 6-32 X 2.5" PHILLIPS HEAD SCREW - BLACK | 4 |
| 29 | 600-01419-01 | PINCH COVER | 1 |

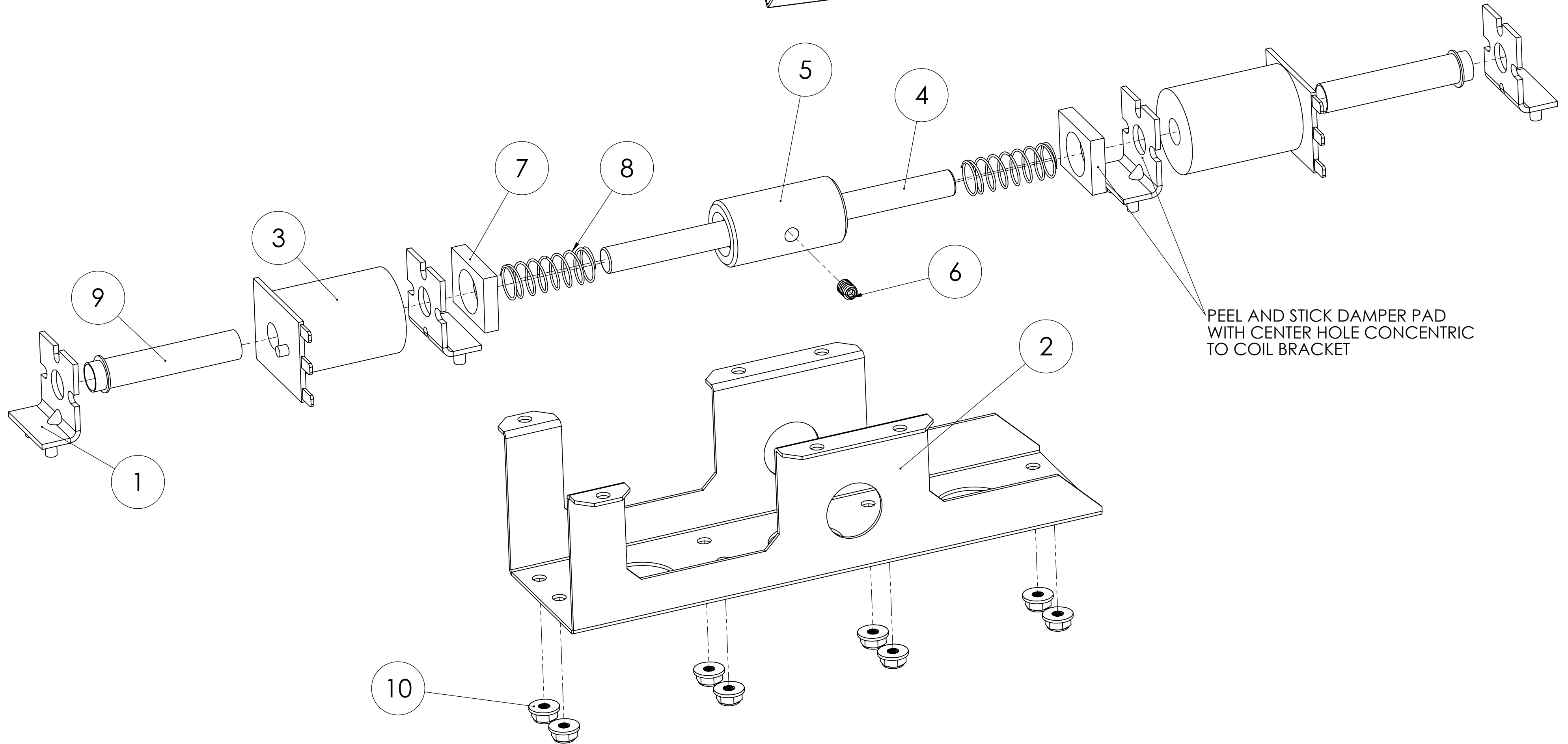
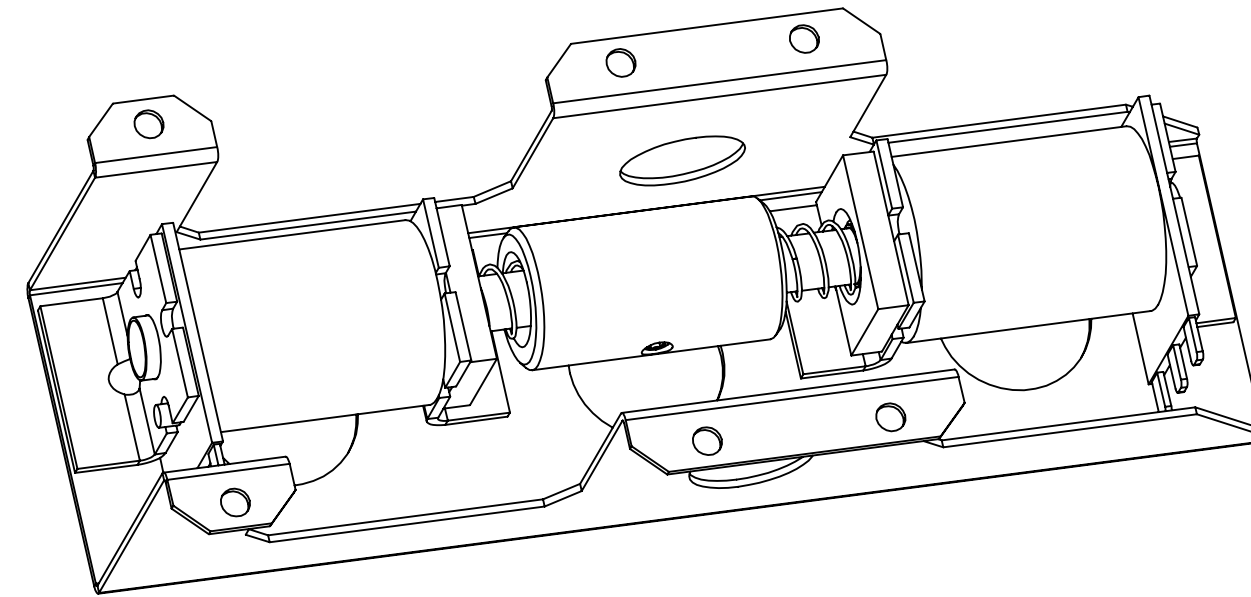
LOWER MECH ASSEMBLY

- NOTES:
 1) ALL SCREWS SHOULD BE INSTALLED WITH BLUE LOCTITE 242 or 243.
 2) PEEL AND STICK GUN ISOLATOR (#23) TO BOTTOM OF LOWER TUBE WELDMENT (#14)

| | |
|--|-------------------|
| RAW THRILLS INC. | |
| TITLE: | GUN MAIN ASSEMBLY |
| TOL: .X ±.030 .XX ±.015 .XXX ±.005 | MATERIAL: |
| HOLES: +.002/-0.00 | FINISH: SEE NOTES |
| ANGLES: ±0.5° | PART NO. |
| SHEET 1 of 1 | REV. C |

| REV. | DESCRIPTION | DATE |
|------|----------------------|----------|
| A | RELEASED | 10/18/14 |
| B | REVISED | 1/9/15 |
| C | NO CHANGE THIS SHEET | 12/14/16 |

| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|------------------|-------------------------|------|
| 1 | 600-01576-01 | COIL MOUNT BRACKET | 4 |
| 2 | 600-01412-01 | COIL BRACKET | 1 |
| 3 | HAPP FL11629 | COIL | 2 |
| 4 | 600-01413-01 | COIL ROD | 1 |
| 5 | 600-01414-01 | COIL WEIGHT | 1 |
| 6 | MMC 91375A535 | 1/4-20 x 3/8" SET SCREW | 1 |
| 7 | 680-00214-01 | BLUE DAMPER PAD | 2 |
| 8 | 608-00210-01 | COIL SPRING | 2 |
| 9 | HAPP #95-0637-00 | COIL SLEEVE | 2 |
| 10 | MMC 93298A109 | 10-32 FLANGED LOCKNUT | 8 |



SHAKER ASSEMBLY

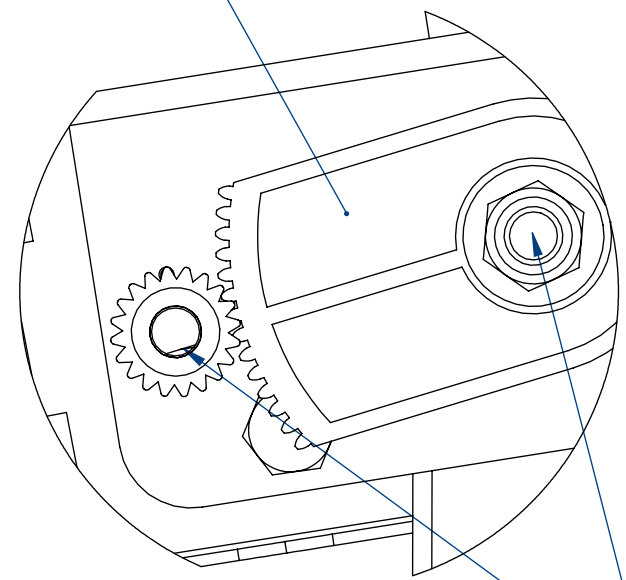
NOTES:

1) SET SCREW AND LOCKNUTS SHOULD BE INSTALLED WITH RED LOCTITE 262.

| | |
|--|-------------------|
| RAW THRILLS INC. | |
| TITLE: GUN MAIN ASSEMBLY | |
| TOL: .X ±.030 .XX ±.015 .XXX ±.005 | MATERIAL: |
| HOLES: +.002/-0.000 | FINISH: SEE NOTES |
| ANGLES: ±0.5° | PART NO. |
| SHEET 1 of 1 | REV C |

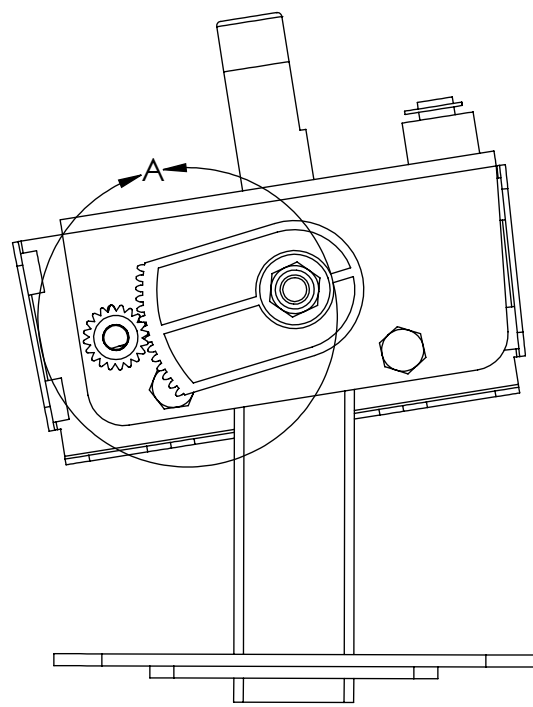
| REV. | DESCRIPTION | DATE |
|------|-------------|---------|
| A | RELEASED | 1/15/15 |
| | | |

2) INSTALL SEGMENT GEAR AFTER POT IS ALIGNED FOR EASIER ACCESS TO GEAR SET SCREW



DETAIL A
SCALE 1 : 1

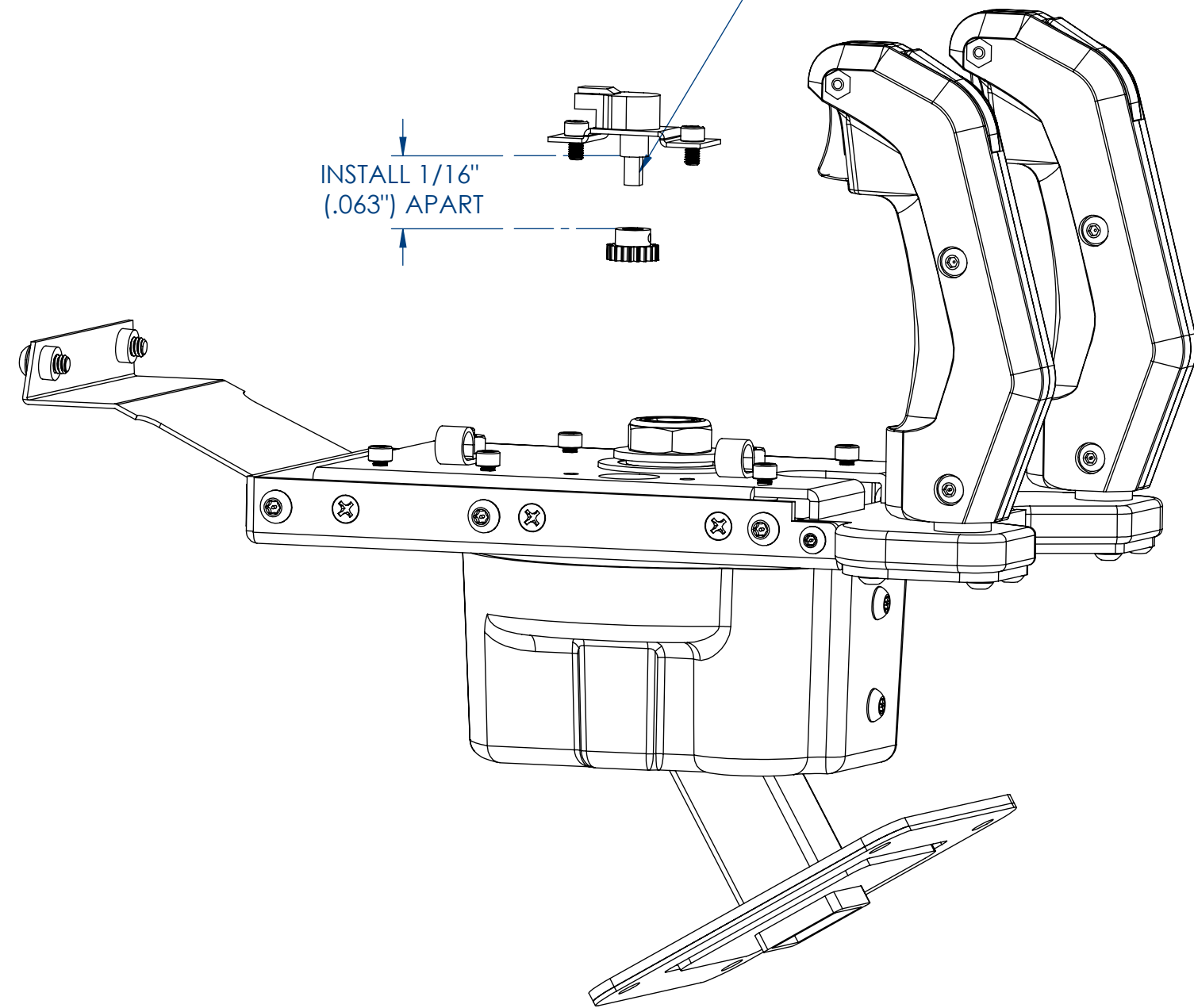
1) ALIGN FLAT ON POT DOWNWARD AND POINTING TOWARD CENTER OF SEGMENT GEAR



UP AND DOWN POT ALIGNMENT

INSTALL WITH GEAR INSTALLED AND POT FLAT POINTING TOWARD HANDLES

INSTALL 1/16"
(.063") APART

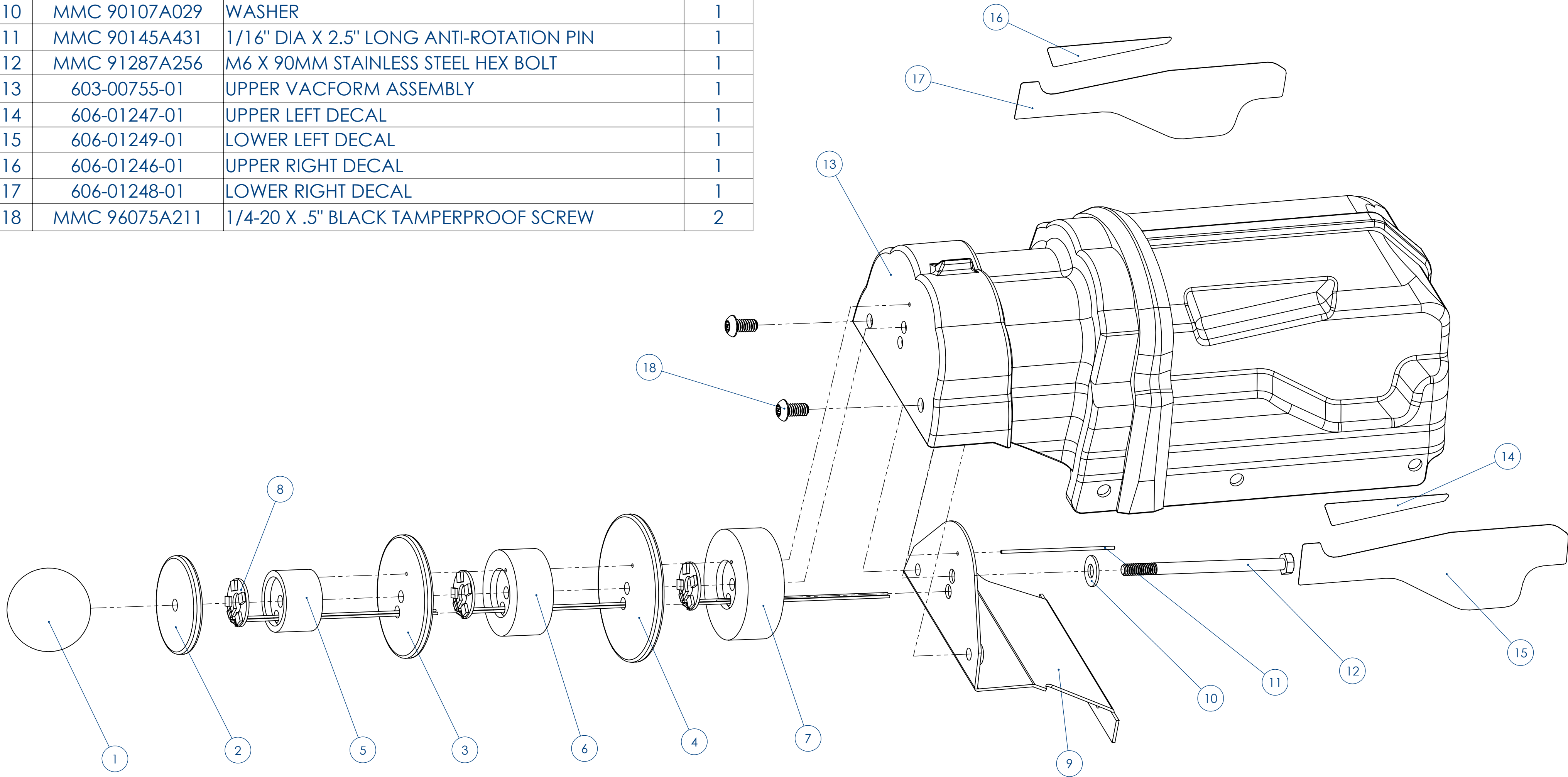


LEFT TO RIGHT POT ALIGNMENT

| | |
|--|----------------------------|
| RAW THRILLS INC. | |
| TITLE: POT ALIGNMENT DRAWING | |
| TOL: .X ±.030 .XX ±.015 .XXX ±.005 | MATERIAL: SEE NOTES |
| HOLES: +.002/-0.000 | FINISH: SEE NOTES |
| ANGLES: ±0.5° | PART NO. |
| SHEET 1 of 1 | REV A |

| REV. | DESCRIPTION | DATE |
|------|-------------|---------|
| A | RELEASED | 11/8/16 |

| ITEM NO. | PART NUMBER | DESCRIPTION | QTY |
|----------|---------------|---|-----|
| 1 | 608-00224-01 | GREEN BUBBLE BALL | 1 |
| 2 | 600-01922-01 | GREEN GUN ACRYLIC - SMALL | 1 |
| 3 | 600-01922-01 | GREEN GUN ACRYLIC - MEDIUM | 1 |
| 4 | 600-01922-01 | GREEN GUN ACRYLIC - LARGE | 1 |
| 5 | 600-01923-01 | BLACK GUN DISCS - SMALL | 1 |
| 6 | 600-01923-01 | BLACK GUN DISCS - MEDIUM | 1 |
| 7 | 600-01923-01 | BLACK GUN DISCS - LARGE | 1 |
| 8 | 500-00223-01 | GUN TIP PCB | 3 |
| 9 | 600-01924-01 | GUN TIP BRACKET | 1 |
| 10 | MMC 90107A029 | WASHER | 1 |
| 11 | MMC 90145A431 | 1/16" DIA X 2.5" LONG ANTI-ROTATION PIN | 1 |
| 12 | MMC 91287A256 | M6 X 90MM STAINLESS STEEL HEX BOLT | 1 |
| 13 | 603-00755-01 | UPPER VACFORM ASSEMBLY | 1 |
| 14 | 606-01247-01 | UPPER LEFT DECAL | 1 |
| 15 | 606-01249-01 | LOWER LEFT DECAL | 1 |
| 16 | 606-01246-01 | UPPER RIGHT DECAL | 1 |
| 17 | 606-01248-01 | LOWER RIGHT DECAL | 1 |
| 18 | MMC 96075A211 | 1/4-20 X .5" BLACK TAMPERPROOF SCREW | 2 |

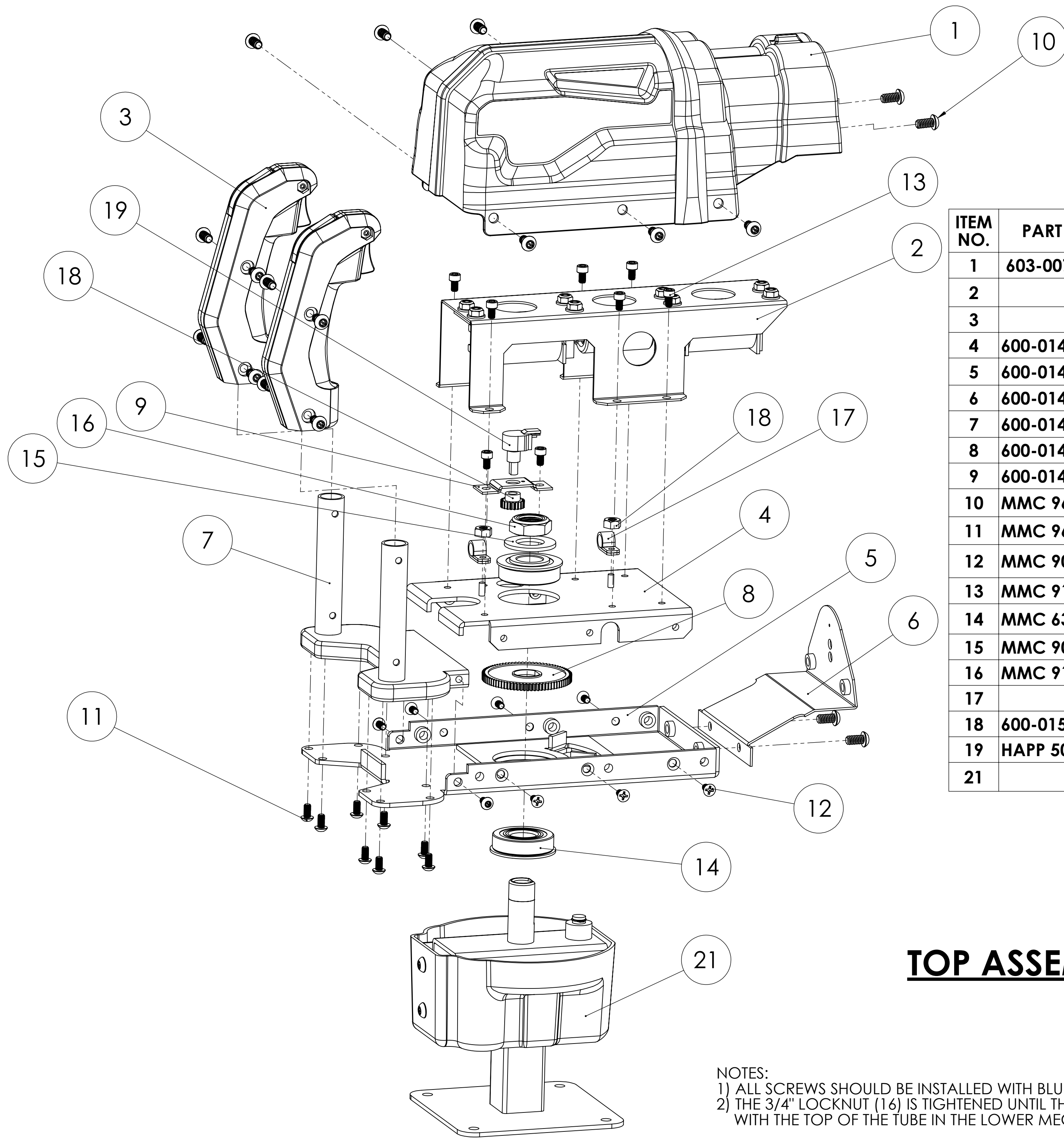


NOTES:

- 1) APPLY LOCTITE RED 271 TO HEX BOLT (ITEM 12) THREADS TO SECURE BUBBLE BALL (ITEM 1)
- 2) APPLY A RAW THRILLS APPROVED ADHESIVE TO THE END OF PIN (ITEM 11) AND INSERT IT INTO SMALL BLACK GUN DISC (ITEM #5)

| | |
|---|---|
| RAW THRILLS INC. | |
| TITLE: SPACE INVADERS GUN TIP ASSY | |
| TOL: .X ±.030 .XX ±.015 .XXX ±.005 | MATERIAL: SEE NOTES |
| HOLES: +.002/-0.000 ANGLES: ±0.5° | FINISH: SEE NOTES |
| SHEET 1 of 1 | PART NO. 600-01922-01 REV A |

| REV. | DESCRIPTION | DATE |
|------|---|----------|
| A | RELEASED | 10/18/14 |
| B | REVISED | 1/9/15 |
| C | NO CHANGE THIS SHEET | 12/14/16 |
| D | ADDED UPPER VACFORM PART NUMBER AND CORRECTED FRONT VACFORM BRACKET IMAGE | 5/10/19 |
| E | NO CHANGES THIS SHEET | 3/17/20 |



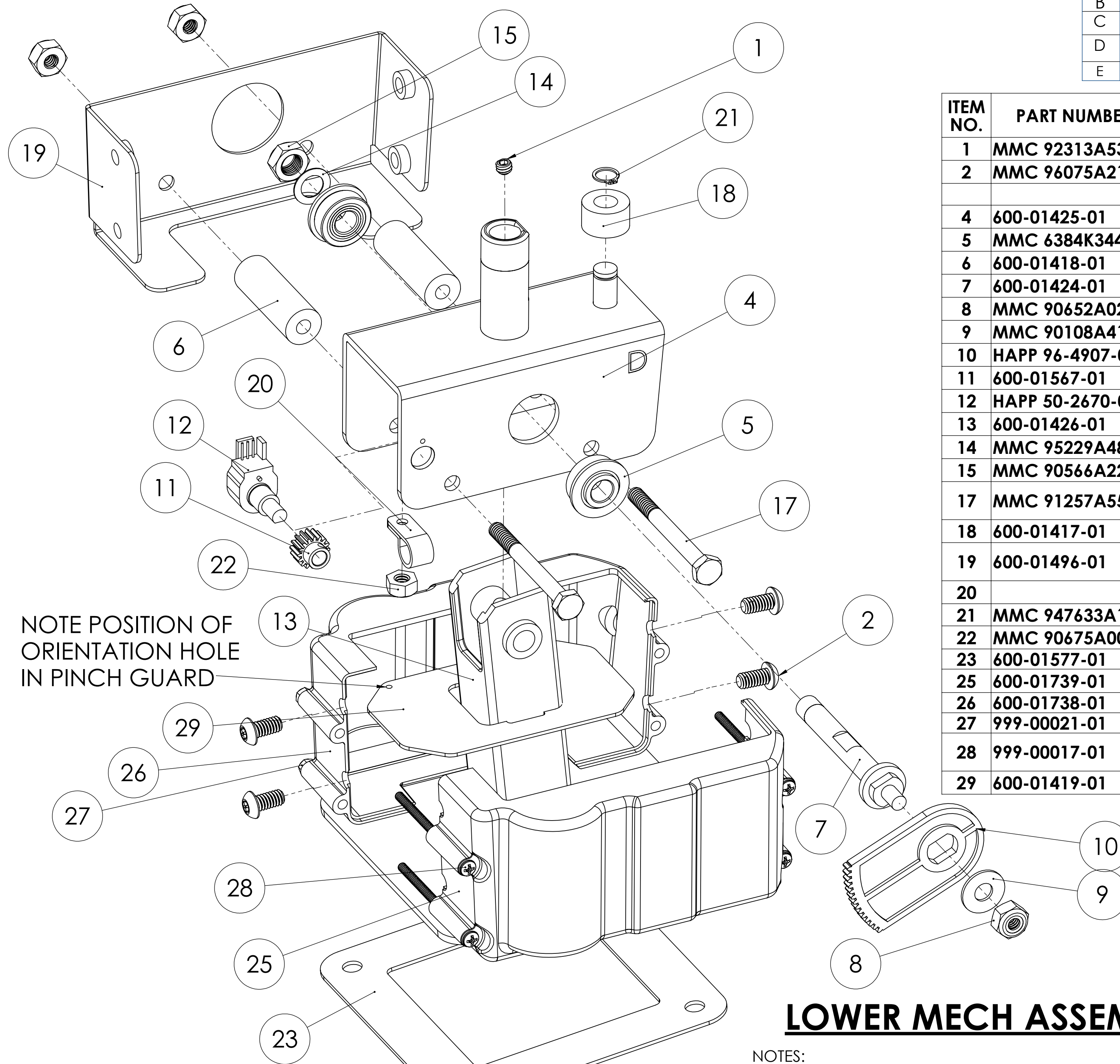
| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|-----------------|------------------------------|------|
| 1 | 603-00755-01 | UPPER VACFORM | 1 |
| 2 | | SHAKER ASSEMBLY | 1 |
| 3 | | GRIP ASSEMBLY | 2 |
| 4 | 600-01422-01 | PIN PLATE | 1 |
| 5 | 600-01423-01 | COVER BRACKET | 1 |
| 6 | 600-01495-01 | FRONT VACFORM BRACKET | 1 |
| 7 | 600-01411-01 | GRIP PLATE WELDMENT | 1 |
| 8 | 600-01420-01 | LARGE GEAR | 1 |
| 9 | 600-01491-01 | POT BRACKET | 1 |
| 10 | MMC 96075A211 | 1/4-20 X 1/2" BLK TP SCREW | 18 |
| 11 | MMC 96075A183 | 10-32 X 3/8" BLK TP SCREW | 10 |
| 12 | MMC 90273A827 | 10-32 X 3/8" FLAT HEAD SCREW | 6 |
| 13 | MMC 91251A337 | 10-32 X 5/16" CAP SCREW | 8 |
| 14 | MMC 6384K369 | 3/4" FLANGED BEARING | 2 |
| 15 | MMC 90126A036 | 3/4" WASHER | 1 |
| 16 | MMC 91342A240 | 3/4" LOCKNUT | 1 |
| 17 | | CABLE CLAMP | 2 |
| 18 | 600-01567-01 | SMALL POT GEAR | 1 |
| 19 | HAPP 50-2670-01 | POT - 5K | 1 |
| 21 | | LOWER MECH ASSEMBLY | 1 |

TOP ASSEMBLY

NOTES:
 1) ALL SCREWS SHOULD BE INSTALLED WITH BLUE LOCTITE 242 or 243.
 2) THE 3/4" LOCKNUT (16) IS TIGHTENED UNTIL THE TOP IS FLUSH WITH THE TOP OF THE TUBE IN THE LOWER MECH ASSEMBLY (21).

| | |
|--|-----------------------------|
| RAW THRILLS INC. | |
| TITLE: GUN MAIN ASSEMBLY | |
| TOL: .X ±.030 .XX ±.015 .XXX ±.005 | MATERIAL: |
| HOLES: +.002/-0.000 ANGLES: ±0.5° | FINISH: SEE NOTES |
| SHEET 1 of 3 | PART NO. _____ REV E |

| REV. | DESCRIPTION | DATE |
|------|-------------------------------|----------|
| A | RELEASED | 10/18/14 |
| B | REVISED | 1/9/15 |
| C | CHANGED TO MOLDED LOWER COVER | 12/14/16 |
| D | CORRECTED NOTE #2 | 5/10/19 |
| E | DELETED ITEM #3 | 3/17/20 |



NOTE POSITION OF ORIENTATION HOLE IN PINCH GUARD

| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|-----------------|---|------|
| 1 | MMC 92313A532 | 1/4-20 x 3/16" SET SCREW | 1 |
| 2 | MMC 96075A211 | 1/4-20 X 1/2" BLK TP SCREW | 4 |
| 4 | 600-01425-01 | ROCKER BRACKET | 1 |
| 5 | MMC 6384K344 | 3/8" FLANGED BEARING | 2 |
| 6 | 600-01418-01 | TUBE STOP BUMPER - 5/8" OD | 2 |
| 7 | 600-01424-01 | SIDE PIN | 1 |
| 8 | MMC 90652A029 | 1/4-20 THIN LOCKNUT | 3 |
| 9 | MMC 90108A413 | 1/4-20 WASHER | 1 |
| 10 | HAPP 96-4907-00 | SEGMENT GEAR | 1 |
| 11 | 600-01567-01 | POT GEAR | 1 |
| 12 | HAPP 50-2670-01 | POT - 5K | 1 |
| 13 | 600-01426-01 | LOWER TUBE WELDMENT | 1 |
| 14 | MMC 95229A480 | 3/8" WASHER | 1 |
| 15 | MMC 90566A220 | 3/8" THIN LOCKNUT | 1 |
| 17 | MMC 91257A552 | 1/4-20 x 2 1/2 HEX HEAD - GRADE 8 | 2 |
| 18 | 600-01417-01 | SHORT STOP BUMPER - 3/4" OD | 1 |
| 19 | 600-01496-01 | LOWER VACFORM MOUNTING BRACKET | 1 |
| 20 | | CABLE CLAMP | 1 |
| 21 | MMC 947633A170 | RETAINING CLIP | 1 |
| 22 | MMC 90675A009 | 8/32" KEPS NUT | 1 |
| 23 | 600-01577-01 | GUN ISOLATOR | 1 |
| 25 | 600-01739-01 | BOTTOM COVER - RIGHT | 1 |
| 26 | 600-01738-01 | BOTTOM COVER - LEFT | 1 |
| 27 | 999-00021-01 | 6-32 HEX LOCKNUT - BLACK | 4 |
| 28 | 999-00017-01 | 6-32 X 2.5" PHILLIPS HEAD SCREW - BLACK | 4 |
| 29 | 600-01419-01 | PINCH COVER | 1 |

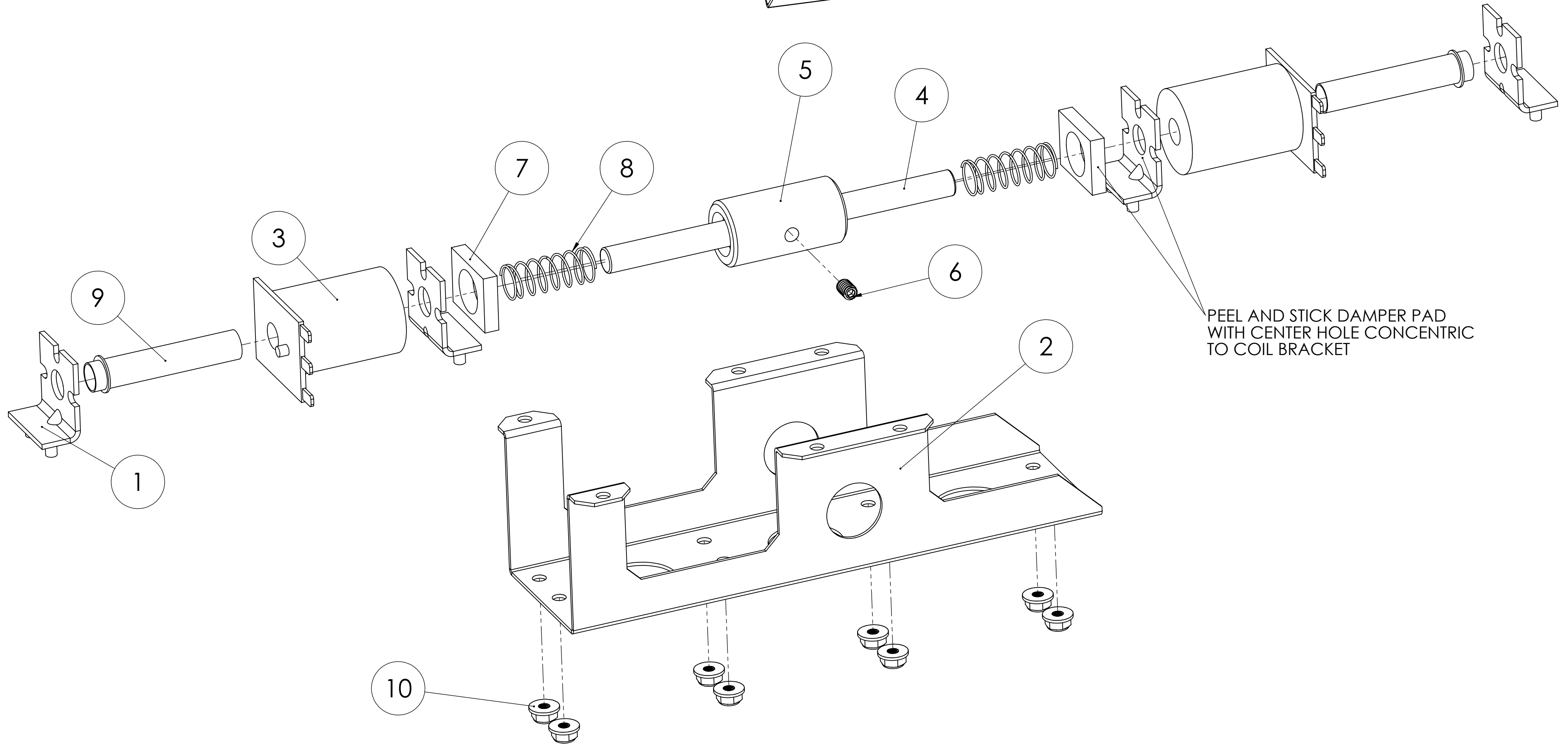
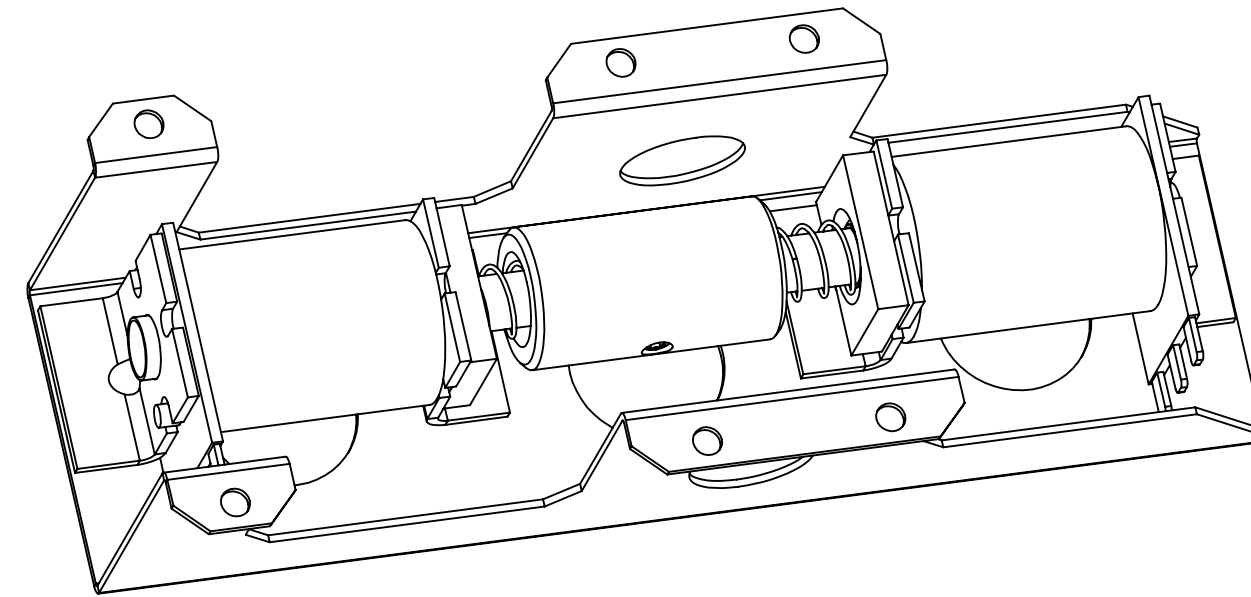
LOWER MECH ASSEMBLY

- NOTES:
 1) ALL SCREWS SHOULD BE INSTALLED WITH BLUE LOCTITE 242 or 243.
 2) PEEL AND STICK GUN ISOLATOR (#23) TO BOTTOM OF LOWER TUBE WELDMENT (#13)

| | |
|--|-------------------|
| RAW THRILLS INC. | |
| TITLE: GUN MAIN ASSEMBLY | |
| TOL: .X ±.030 .XX ±.015 .XXX ±.005 | MATERIAL: |
| HOLES: +.002/-0.000 | FINISH: SEE NOTES |
| ANGLES: ±0.5° | PART NO. |
| SHEET 2 of 3 | REV E |

| REV. | DESCRIPTION | DATE |
|------|--|----------|
| A | RELEASED | 10/18/14 |
| B | REVISED | 1/9/15 |
| C | NO CHANGE THIS SHEET | 12/14/16 |
| D | NO CHANGE THIS SHEET | 5/10/19 |
| E | ADDED RAW THRILLS PART NUMBER TO ITEM #9 | 3/17/20 |

| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|---------------|-------------------------|------|
| 1 | 600-01576-01 | COIL MOUNT BRACKET | 4 |
| 2 | 600-01412-01 | COIL BRACKET | 1 |
| 3 | 608-00216-01 | COIL FL11629 | 2 |
| 4 | 600-01413-01 | COIL ROD | 1 |
| 5 | 600-01414-01 | COIL WEIGHT | 1 |
| 6 | MMC 91375A535 | 1/4-20 x 3/8" SET SCREW | 1 |
| 7 | 680-00214-01 | BLUE DAMPER PAD | 2 |
| 8 | 608-00210-01 | COIL SPRING | 2 |
| 9 | 608-00218-01 | COIL SLEEVE | 2 |
| 10 | MMC 93298A109 | 10-32 FLANGED LOCKNUT | 8 |



SHAKER ASSEMBLY

NOTES:

1) SET SCREW AND LOCKNUTS SHOULD BE INSTALLED WITH RED LOCTITE 262.

| | |
|--|-------------------|
| RAW THRILLS INC. | |
| TITLE: GUN MAIN ASSEMBLY | |
| TOL: .X ±.030 .XX ±.015 .XXX ±.005 | MATERIAL: |
| HOLES: +.002/-0.000 | FINISH: SEE NOTES |
| ANGLES: ±0.5° | PART NO. |
| SHEET 3 of 3 | REV E |

TO DASH, GUN AND CABINET CONTROLLED LIGHTING

RELAY CONTROLLED POWER
120V/240V

AUDIO OUT

USB-A

USB-A

USB AUDIO ADAPTOR

SECURE KEY

USB-A

USB-A

VIDEO OUT

DVI RJ-45
LINSN RCVR

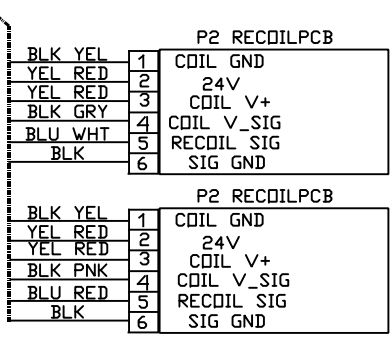
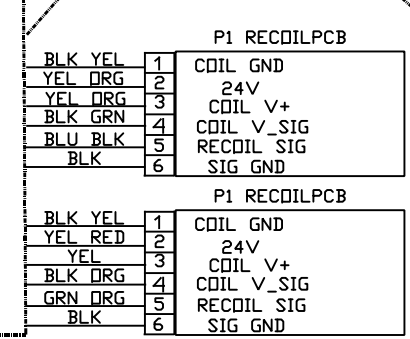
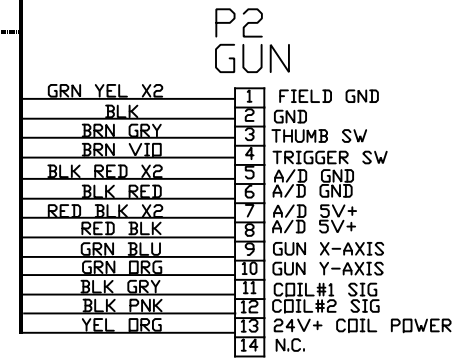
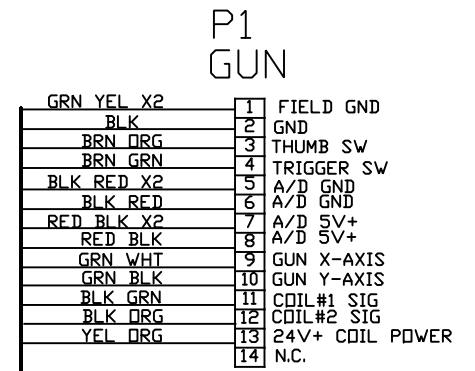
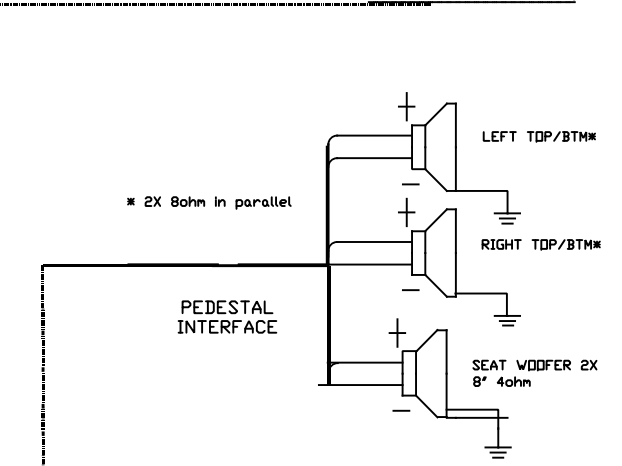
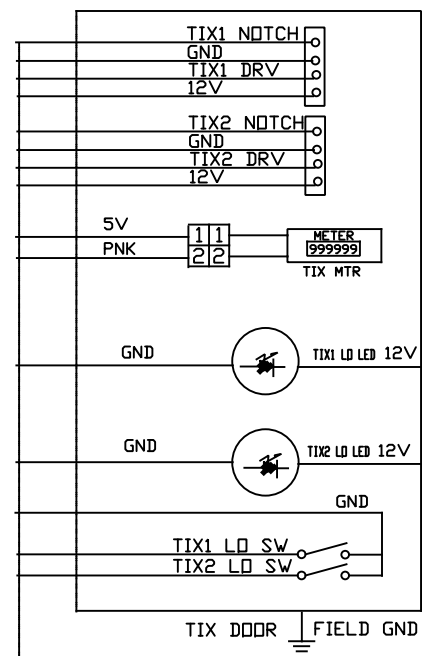
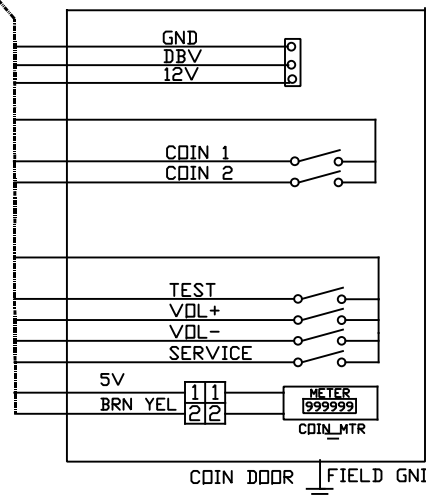
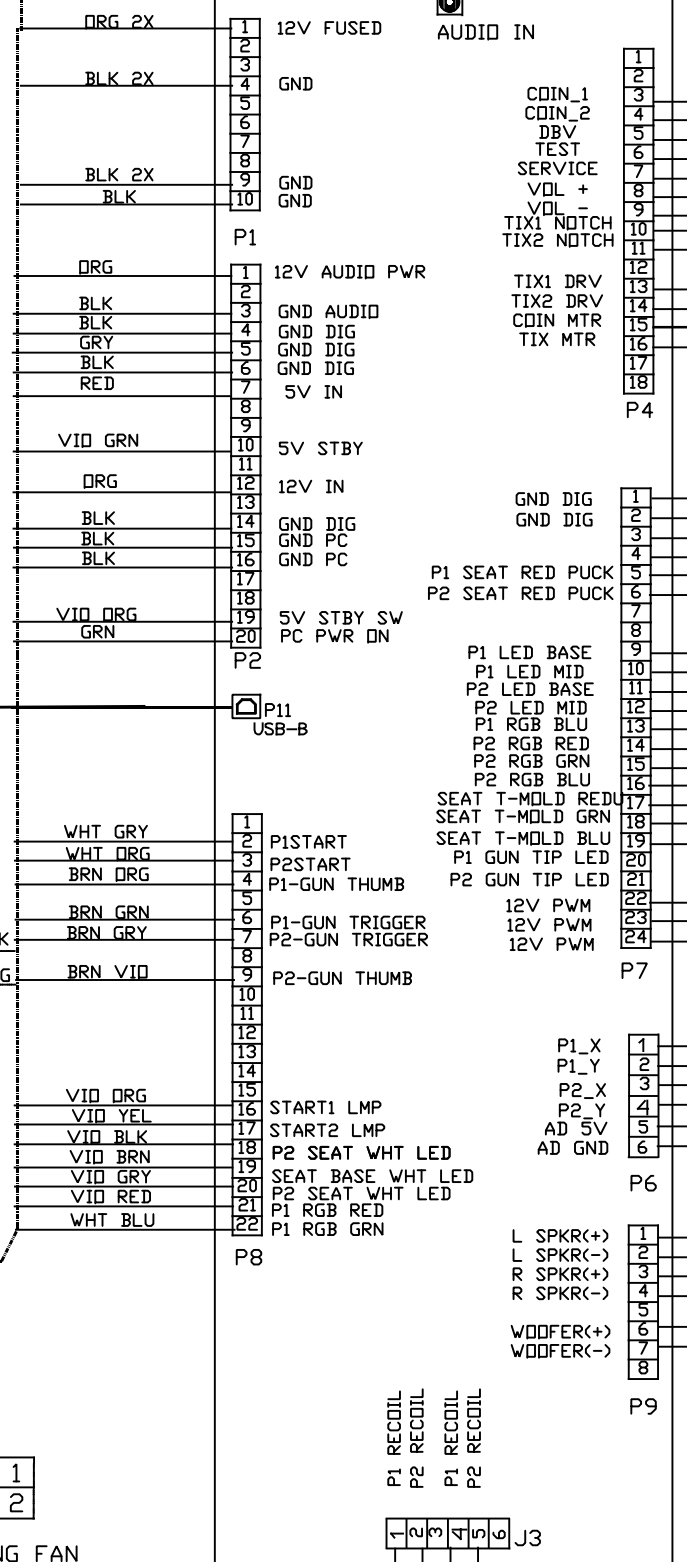
(1) GND 12V
CONTROLLED LIGHTING POWER

PC WATCHDOG RELAY
MAGNECRAFT
PN 6210AXXSZS-DC3

RJ-45
TO LED
DISPLAY

FAN 12VDC
CABINET COOLING FAN

(2) 24V GND 24V
RECOIL PCB POWER



NOTE: FOR CONTINUED SAFETY
USE ONLY SPECIFIED FUSE
RATING.

SPACE INVADERS FRENZY