



SERVICE MANUAL

NSW / ACT

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PC3 Service Manual

NSW & ACT Edition DOC-0003-B

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This publication has been compiled and written for Stargames Corporation Pty Ltd.

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Related Documentation –

PC3 Operation Manual

PC3 Installation Guide

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Release Information

Date	EAA	Description	Issue
12/11/01		Draft Release – requested by Stargames Engineering	A
28/2/02		Updated procedures for NVRAM Reset	B

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1. INTRODUCTION

This document is intended to assist with the installation and trouble shooting of Stargames PC3 electronic gaming machine (EGM) for NSW / ACT jurisdictions. This manual describes the servicing of all major components and peripherals, wiring harnesses, signal connections and trouble shooting procedures.

This manual is a supplement to the PC3 Operation Manual. The PC3 Operation Manual has a description of the error messages and procedures on how to recover from basic error conditions. It is assumed that the technician using this manual is licensed to service Electronic Gaming Machines and has some basic electrical or electronic qualifications. Please refer to 'PC3 Operation Manual' for description of Audit and Test Menus.

Anti static precautions should be used when handling circuit boards. The edge connectors should NEVER be touched to avoid leaving finger acids on the contacts. In general the field technician is expected to troubleshoot down to major component level or wiring problems only.

NOTE: A licensed and authorized technician only should perform the following procedures.

1.1 Disclaimer

The contents of this document are provided without warranty. Although Stargames Corp Pty Ltd endeavours to ensure that the content of this document is accurate and without error, it in no ways guarantees the accuracy of this document. The operation and maintenance of a gaming machine is a complex process and though this document provides some guidance, it in no way substitutes for the specialized training and certification required to conduct the activities described in this document.

Operation of gaming equipment is heavily controlled. Operators of gaming equipment should be thoroughly aware of the licensing, reporting and controls required for operating this equipment. Stargames Corp Pty Ltd takes no responsibility for any violation of legislation, regulation or technical standards that may occur as a result of incorrect operation of this equipment.

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2. EGM DESCRIPTION



2.1 Machine Features

The Stargames PC³ machine is multi-processor controlled and has the following features:

- Modular design for easy access and replacement of all major components.
- On board NVRAM (Non-Volatile RAM) memory which allows configuration data to be preserved in the machine even in the event of changing the main processor board.
- Comprehensive test facility to greatly simplify installation and maintenance.
- Large 19-inch high-resolution colour screen for displaying all messages and accounting information, in addition to displaying the game.
- Expansion facilities to provide for future platform upgrades and game specific hardware.

2.2 Security Features

The Stargames PC³ machine provides a range of features to ensure a high level of security.

Cabinet

- All steel construction with Perspex paneling for artwork.
- Gives the machine its appeal and the added strength against tampering.
- All components are housed inside this cabinet.
- Access to them is possible only by opening the one of the external doors using the required door key.

Main door

- Full steel door with Perspex panel for artwork and a full-length locking bar.
- The main door can only be opened using a key.
- Opto-electronic sensors located on the inside of the door are used for detection of door open condition.
- With the door opened, play is disabled and a door open alarm will sound.
- These sensors are always enabled when power is switched on.

Coin input

- Electronic coin mechanism and separate Opto-electronic sensors for cash-box / hopper input.
- The coin mechanism and sensors are housed inside the cabinet, behind the main door.
- Access to sensors is possible only by opening the main door.

Note Acceptor

- The note acceptor assembly and stacker are housed within a steel-mounting frame inside the cabinet.
- The stacker can only be accessed via the Main door and note stacker door.
- When the door is opened, play is disabled and a door open alarm will sound.

Logic boards

- Logic circuit boards are caged in steel case, which is housed inside the cabinet, below the monitor.
- To access the logic boards, the main door must first be opened and then the steel cage. Both require the use of keys.
- Micro-switch sensor is used for the detection of the door open.
- With the door opened, play is disabled and a door open alarm will sound.

Cash Box Door

- The cashbox door is located in the console on which the machine stands on.
- Micro-switch sensor is used for detection of door open.
- With the door opened, play is disabled and a door open alarm will sound.

2.3 Microprocessor Controlled Security Features

In addition to the security provided by the cabinet design, the PC³ machine provides a high level of microprocessor-controlled security. These include the following:

- On board battery backed memory ensures maximum accounting security.
- CRC check on NVRAM data provides maximum data security in case of logic board failure.
- Reels return to last displayed position after door closed or play is interrupted.
- Integrated hopper unit ensures reliable operation and is continuously monitored for invalid operation or jamming.
- Hopper time-out for hopper empty condition.
- Coin optics continuously monitor for jammed coins, Optic failure, incorrect coin travel or incorrect diverter operation.
- High-speed coin sensing for fast input.
- Continuously self-monitoring processors detect errors in NVRAM data (self audit of accounting meters) and EPROM program change to prevent tampering.

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4. EGM INSTALLATION

4.1 Initial Inspection

Prior to installing the machine on the console the machine should be checked to ensure that it has not been damaged whilst being transported from the factory. Check to the following areas prior to commencing the installation.

- Inspect the exterior of the machine to ensure that is free from damage.
- Verify that the monitor is secure and has not been damaged in transit.
- Ensure that all components are supplied as ordered, paying particular note to the provision of touch screen if ordered.

4.2 Fixing on a Console

After completing the initial inspection, the machine must be then be fitted securely to the console and the mains power leads routed into the cabinet.

Note: Do not have the mains power switched on whilst fitting to the console. Injury to the installer or damage to the machine may result.

Mount the EGM on a suitable console ensuring the power cable is not pinched. The power lead can enter directly through the base of the console or be routed through the channel available in the base for rear access. The power cable should enter directly into the filter box with excess cable to be located outside the cabinet. Large amounts of power cable within the EGM can result in electrical noise induced machine malfunctions.

1. Align the 3 mounting holes ensuring the cutout holes for cables and cashbox line up with the corresponding holes on the console (Refer EGM mounting base drawing).
2. Fit 3 fixing bolts (10mm) between the base of the EGM and the top of the console. Verify that the machine is secure and that the machine remains stable when subject to rocking motions.
3. Fit the cash door micro-switch on the console, ensuring the cash door turns it ON and OFF when closed and opened respectively. If the console is not equipped with a door switch, ensure that the terminator is plugged into the cash door switch harness connection.

4.3 Fitting Locks

The cabinet has a main door lock for securing access to the machines interior. Prior to operation of the machine the transport lock provided by the manufacturer should be removed and a lock keyed for the venue fitted. The locking tongue is reversible to cater for different styles of approved locks.

Venues that have their own locks for logic areas, note acceptor door and note stackers may require that these locks also be changed. Unlocking the logic door, opening it and then detaching the door provides the best access for changing logic door lock. The note acceptor door lock can be changed in place. The note stacker can be removed after opening the note acceptor door.

Main door lock

1. Remove the transport lock from the main door.
2. Fit the main door lock provided by the venue.
3. Verify the main door is locking properly and door optic sensors are aligned correctly.

Logic door lock

1. Open the main door.
2. Open the logic cage and remove the logic door.
3. Remove the standard lock.
4. Fit the logic door lock provided by the venue.
5. Replace the logic door.
6. Verify that the logic door detection micro-switch activates when the door is locked. The switch generates an audible click when activated. Adjust the lock tongue as required to ensure that the switch is activated.

Note Acceptor door lock

1. Open the main door.
2. Open the note acceptor door.
3. Remove the standard lock.
4. Fit the note acceptor door lock provided by the venue.
5. Verify that the note acceptor door detection micro-switch activates when the door is locked. The switch generates an audible click when activated. Adjust the lock tongue as required to ensure that the switch is activated.

Note Stacker lock

1. Open the main door.
2. Open the note acceptor door.
3. Remove the stacker.
4. Remove the standard lock.
5. Fit the note stacker lock provided by the venue.
6. Replace the stacker.

Note: Ensure that if a spare stacker has been supplied that its lock is also replaced.

Refer to the instructions for accessing these components provided in later sections for more details on removal of the logic door and stacker.

4.4 Machine Power Up

After conducting the initial inspection and mounting the machine on the console, the machine requires a detailed inspection to ensure that all connections, board and devices are located correctly. The following items should be checked.

Note: Removal of the hopper will facilitate checking the following areas.

High Voltage Connections

- Check mains power leads to the remote power switch are inserted.
- Check mains power leads to the main power supply are inserted.
- Check mains power leads to the 24v supply are inserted
- Check mains power leads to the 110v supply located either in the top box are player tracking module are inserted.

Back Plane IO and Low Voltage connections

- Check the main power supply is connected to the left hand side of the back plane.
- Check the 24v supply is connected to the center of the back plane.
- Check the power down and subsidiary power connection from the main power supply to the center of the back plane.
- Check that all sub-harnesses are connected to the labeled locations on the back plane. Note that all connectors are unique and should be able to be inserted in the correct connector only.
- Check that the video cable is connected to the back plane.

Logic Area

- Check that all boards are securely located.
- Verify that the memory board has the kernel EPROM fitted and a game flash rider board installed.
- Verify that the IO board has the firmware EPROM installed.
- Verify that the sound card audio output jack, located on the side of the left hand side of logic box is connected.
- Verify that the main processor board is installed and has a processor and memory installed.
- Verify the NSW communications board is installed and power connected and the communication ribbon cable installed. All unused ports should have terminators installed.
- Ensure the mechanical meter harness is connected in the center top of the logic box.

- If a printer is installed, verify that the communications cable is connected to the parallel port located on the left hand side of the logic box.

Hopper

- Install the hopper taking care to ensure that it is located correctly.

Note Acceptor

- Check the note acceptor head is undamaged and correctly located.
- Check the note stacker is installed and mated correctly with the stacker.
- Verify that the note head is connected.

Printer (if fitted)

- Check the power lead is connected to the top of the printer.
- Check the communications cable is connected to the top of the printer.
- Ensure that paper is installed correctly and that the roll is securely located.

Touch Screen (if fitted)

Door

- Verify the coin acceptor is installed and connected.
- Check the diverter mechanism moves freely.
- Check the button harness is connected to the board located on the door and that this connects to the panel buttons.
- Check that the fluorescent lights are installed and undamaged.
- Verify that the fluorescent starters are installed.

Connect the mains cable to an outlet and turn on the mains. Turn on the remote power switch located at the base of the note acceptor. It should illuminate to indicate that power is being supplied. Check that the switch on the main supply is also illuminated, if it is not the switch on the main supply should also be activated. When both these switches are illuminated the machine should operate.

The monitor and fluorescent lamps should turn on within 15-20 seconds after the power is switched on. The monitor should make a warming up noise similar to domestic television and power supply unit may give a temporary hum. After boot up program loads (~1minute), some sort of display should appear on the screen. This could be machine configuration setup screen or an error message. In the event that nothing happens or the machine fails to operate correctly please refer to the trouble-shooting guide for assistance.

4.5 Machine Set Up

If it is machine setup required message on display, then turn the Attendant key to the accountancy position. The machine should automatically enter the setup menu. The different setup menus are then presented in the following order.

1. Hardware configuration setup
2. Machine secure settings configuration
3. Note acceptor configuration
4. Standard machine setup
5. Real time clock setup

Refer to Audit / Test menus section of the PC3 operations manual for detailed descriptions of the setup options and how to configure the machine.

Note: Ensure when configuring Hardware and Secure setting that the values chosen correspond correctly to the hardware installed, the game installed, the machine denomination and line and bet setups. Incorrect setting will once confirmed require a RAM clear to reconfigure.

Adjust the monitor settings so that the picture is clear, centered in the display area and correctly sized. Full detailed instruction on this process, refer to monitor setup section of the PC3 Operations Manual.

Close main door and turn Key to Attendant position on/off to clear errors and display game screen. In the event of problems refer the trouble-shooting section of this guide for assistance.

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5. NVRAM Reset Procedure

When an “Unrecoverable memory corruption” error, “Self-audit error”, or “Pentium code changed” error is detected, the NVRAM may be reset through the “Error recovery” menu available in Audit mode.

To enter Audit mode, turn the key to “Accountancy” position, a menu titled “RAM ERROR RECOVERY MENU - AUDIT MODE” will then appear. The menu contains selectable items: “Metering Information”, “Previous Games History” and “Error Recovery”. To verify any meters or previous game information before erasing the memory, select relevant menu item. To erase NVRAM and recover from the lockup disabled state select “Error Recovery”, open Main Door and select **YES** to the “Reset NVRAM YES/NO” question.

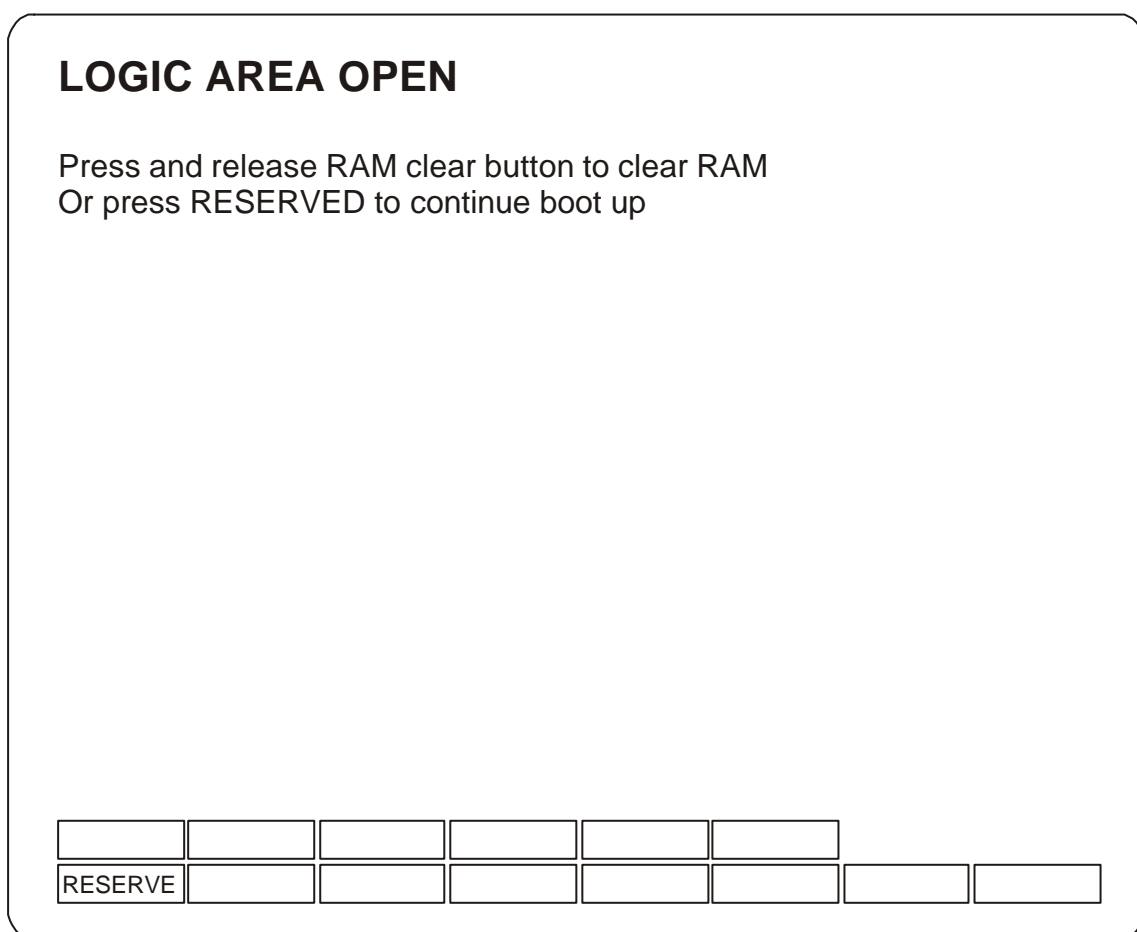
RAM ERROR RECOVERY MENU						AUDIT MODE	
<p>Note: Metering Information may contain invalid data Previous games history may contain invalid data</p>							
<p>Metering Information Previous Game History Error Recovery</p>							
Select						Prev	Next

It takes 2 to 4 seconds to clear NVRAM and when cleared, Machine Setup menus appear in sequence. Select the required machine options for: Hardware, Software, Banknote Enable/Disable and Standard Machine Setups. Set Date & Time from Set Machine options ⇨ Real Time Clock Setup. Turn key to neutral position to exit from Audit Mode menus.

When none of the errors allowing access to the ram clear option have occurred, the ram may be cleared by one of the following procedure.

5.1 Procedure 1 (Preferred Procedure)

1. Turn off EGM.
2. Open logic door.
3. Turn on EGM.
4. After initialisation, the following screen appears.



5. Follow the instructions displayed on the screen.
6. If the **RESERVE** button is pressed, the EGM will continue to boot up **without** clearing the RAM.
7. If the 'RAM clear' button (SW1) on the I/O board is pressed, the following screen is displayed.

Perform RAM clear?

Reserved
No

Gamble
Yes

RESERVE						GAMBLE	

8. Again, follow the instructions displayed on the screen.
9. If the **RESERVE** button is pressed, the EGM will continue to boot up **without** clearing the RAM.
10. If the **GAMBLE** button is pressed, the RAM is cleared, **then** the EGM continues to boot up.

5.2 Procedure 2

1. Turn off EGM.
2. Open logic door.
3. Turn on EGM.
4. Wait till decompression of the ROMs starts.
5. Press and hold the 'RAM clear' button (SW1) on the I/O board until the following screen appears.

RAM CLEAR BUTTON PRESSED

Release button now



6. Release button as instructed. The following screen will be displayed.

Perform RAM clear?

Reserved
No

Gamble
Yes

RESERVE						GAMBLE	

- Again, follow the instructions displayed on the screen.
- If the **RESERVE** button is pressed, the EGM will continue to boot up **without** clearing the RAM.
- If the **GAMBLE** button is pressed, the RAM is cleared, **then** the EGM continues to boot up.

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6.1 Standard Machine Setup

The standard machine setup screen appears as below:

STANDARD MACHINE SETUP						AUDIT MODE	
Hopper Refill Amount		100 coins					
Maximum Hopper Payout		50 coins					
Main Volume		3					
Alarm Volume		3					
Large Win		\$10000					
Save Standard Setup							
Back	-1	-10	-100				
	+1	+10	+100			Prev	Next

Pressing the “**Back**” button will take the screen back to “Set Machine Options” menu.

The highlighter can be scrolled up and down using “**Prev**” and “**Next**” buttons.

The **-1**, **-10**, **-100**, **+1**, **+10**, **+100** buttons can be used to set required value to highlighted option.

Select “**Save Standard Setup**” to save all the values.

6.2 Hardware Secure Setup

The hardware secure setup screen appears as below:

[illegible]

Pressing the “**Back**” button will take the screen back to “Set Machine Options” menu.

The (-), (+) buttons can be used to scroll through available options for each selection. For example, options available for Coin Validator are: CN133A or none.

The cursor (highlight) can be scrolled up and down by using “**Prev**” and “**Next**” buttons.

Select “Save Setup” to save all the values. Saving is allowed only after a RAM reset.

6.4 Banknote Secure Setup

The banknote secure setup screen appears as below:

BANKNOTE ENABLE/DISABLE SETUP						AUDIT MODE	
Note Acceptor	Enabled						
\$5	Enabled						
\$10	Enabled						
\$20	Enabled						
\$50	Enabled						
\$100	Enabled						
Save Banknote Setup							
Back	Disable						
	Enable					Prev	Next

Pressing the “**Back**” button will take the screen back to “Set Machine Options” menu.

The highlighter can be scrolled up and down using “**Prev**” and “**Next**” buttons.

The “**Disable**” and “**Enable**” buttons can be used to set the required value to highlighted option.

Select “Save Banknote Setup” and open and close main door to save all the values.

6.5 Real Time Clock Setup

The real time clock setup screen appears as below:

REAL TIME CLOCK SETUP				AUDIT MODE			
Year:	2000						
Month:	Nov						
Day:	30						
Hour(24):	12						
Minute:	30						
Second:	45						
Save Setup							
Back	-1	-10					
Select	+1	+10				Prev	Next

Pressing the **“Back”** button will take the screen back to “Set Machine Options” menu.

The highlighter can be scrolled up and down using **“Prev”** and **“Next”** buttons.

The **“-1, -10, +1, +10”** buttons can be used to set the required values to a highlighted option.

Select “Save Setup” to save all the values.

6.6 Error Recovery

An example error recovery screen is shown below:

ERROR RECOVERY						AUDIT MODE	
Select an error to get instructions on rectifying it							
Unrecoverable NVRAM Corruption							
Pentium Code has changed							
I/O Controller program changed							
Machine Setup Required							
Main Door open							
Back							
Select						Prev	Next

Pressing the “**Back**” button will take the screen back to “Main” menu.

Pressing the “**Select**” button will display instructions on how to recover from the error selected.

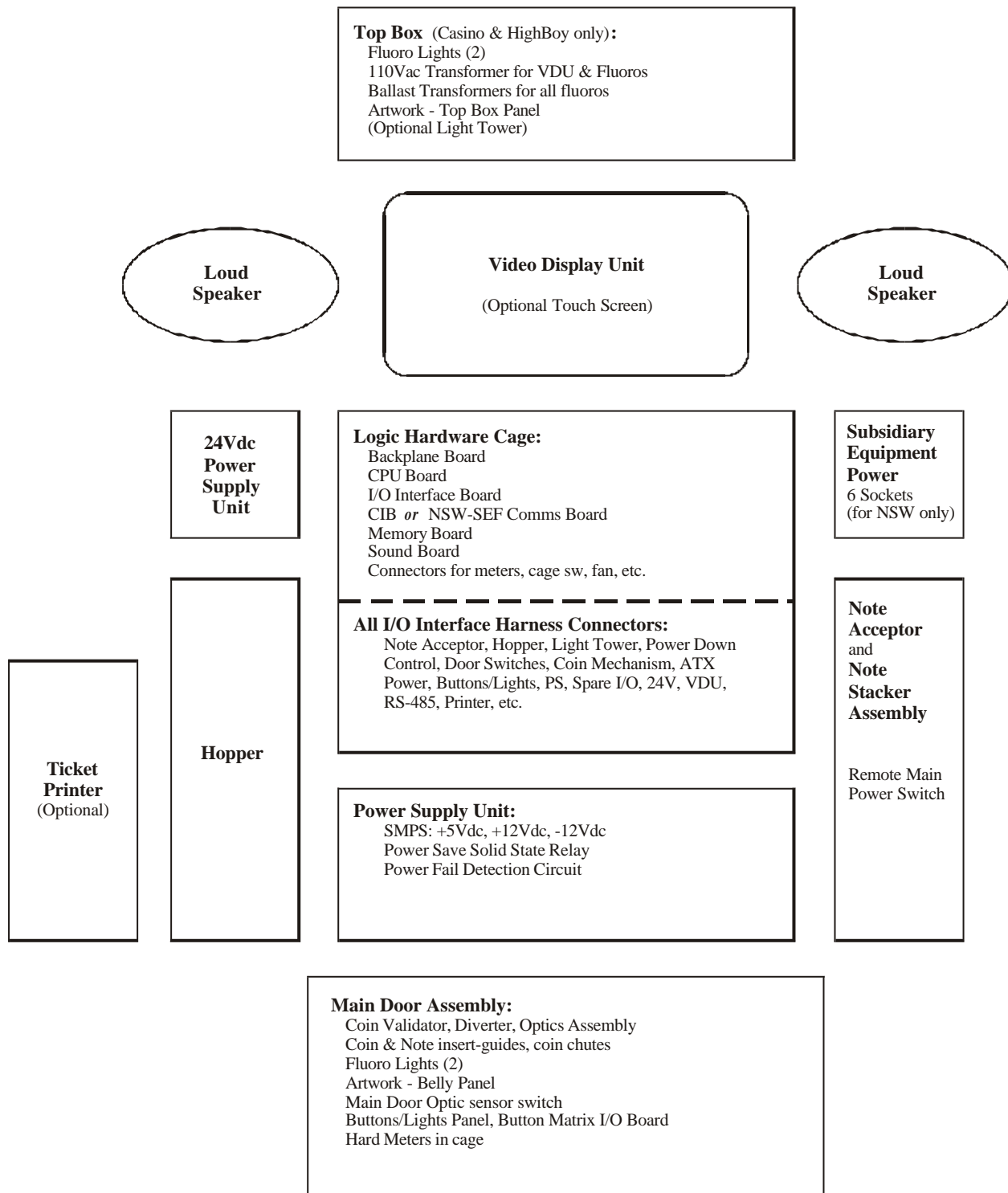
The error messages can be cleared, after clearing the error condition, by turning the key to attendant position. Should the error condition still persist, a technician may need to be called.

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7. PC3 CABINET DIAGRAM

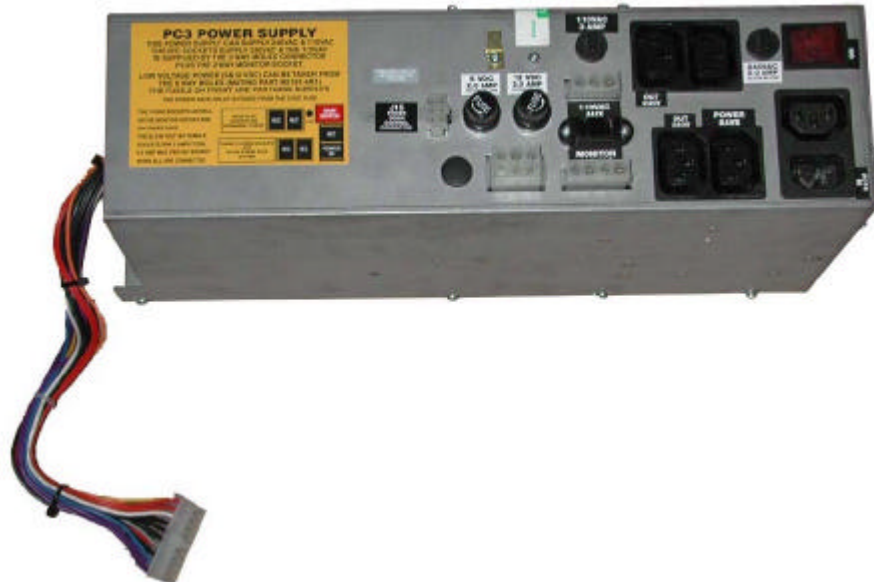


7.1 PC³ Block Diagram – Major Components



8. MAJOR COMPONENTS

8.1 Main Power Supply



The main power supply is responsible for the following areas of machine operation.

- Power distribution
- Power control
- Low voltage supplies
- Power failure detection
- Power save mode
- Supply fusing
- Master power switch
- Ancillary main outlets

The main power supply is located at rear of the cabinet and is secured by a nut on the right hand side. The left hand side has a locating nut only.

8.1.1 Replacement Procedure

To remove the power supply:

- Turn OFF the mains power to the EGM.
- Remove the right hand side nut, move the right hand side of the power supply forward a little, then slide the power supply to the right to disengage from the locating nut on the left hand side.

Replacement is the reverse of the removal procedure. Ensure that the right hand nut is securely fastened to ensure that the unit is well earthed.

8.2 110 volt Power Supply



The 110 volt supply provides 110 volts AC to various high voltage devices such as the monitor and fluorescent lighting devices. The unit is located in the top box of casino and high top models, but is located in the player-tracking module for the low-boy model.

8.2.1 Replacement Procedure (Casino & High Top Models)

To remove the power supply:

- Turn OFF the mains power to the EGM.
- Open the top box and remove the light assembly by removing the four mounting screws located on the left and right hand side.
- Disconnect all cables, remove the two power supply mounting screws, and remove the power supply.

Replacement is the reverse of the removal procedure.

8.2.2 Replacement Procedure (Low-Boy Models)

To remove the power supply:

- Turn OFF the mains power to the EGM.
- Open the cabinet door, disconnect the monitor power cable and video cable, remove the two monitor locking screws, then slide the monitor forward to allow access to the screws securing the fascia plate of the player-tracking module.
- Remove the two fascia securing screws and remove the player-tracking module fascia.

- The player-tracking module cover is secured by 6 bolts through key-shaped holes. Loosen the front four bolts (two on each side) and slide the cover forward then lift the cover off the mounting bolts.
- Disconnect the cables to the power supply, remove the two mounting screws, and remove the power supply.

Replacement is the reverse of the removal procedure.

8.3 24 volt Power Supply



The 24 volt power supply is used to supply both the hopper and note validator motor units and is mounted in the left rear of the cabinet.

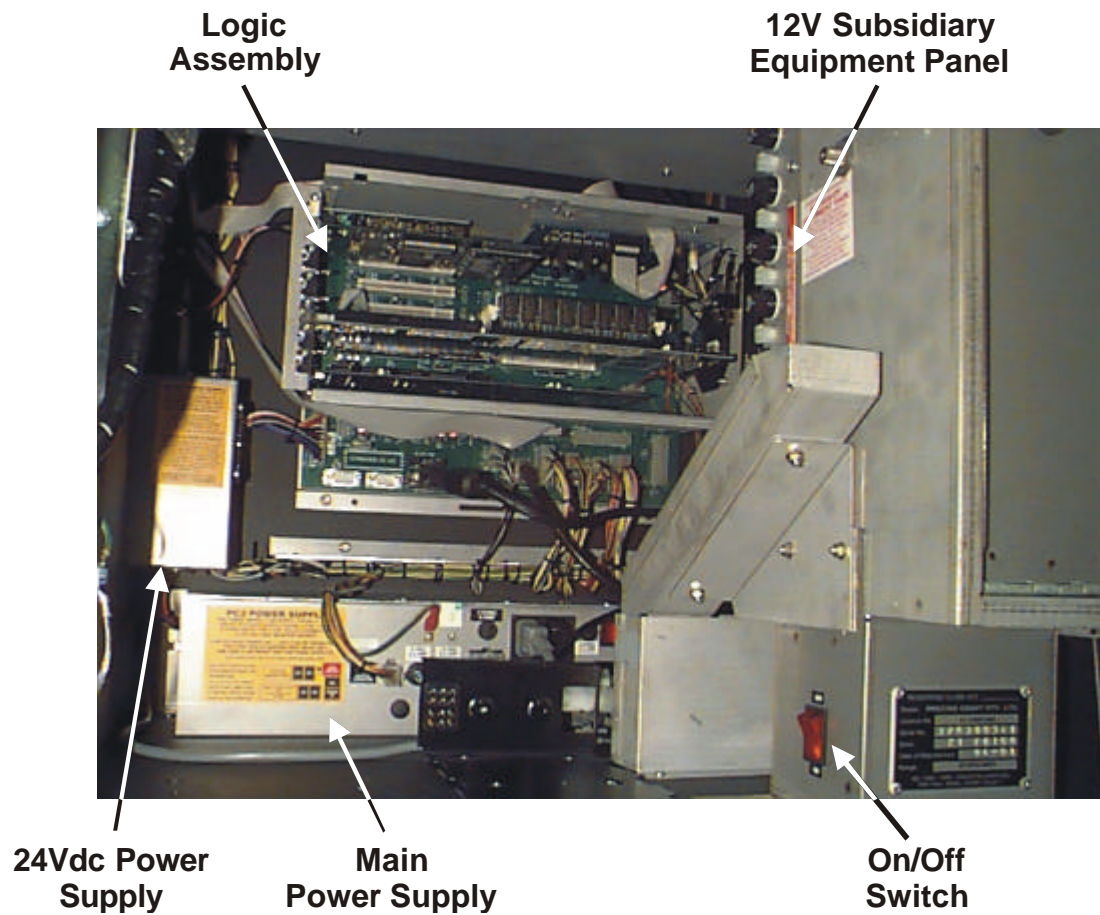
8.3.1 Replacement Procedure

To remove the power supply:

- Turn OFF the mains power to the EGM.
- Remove the two mounting screws and carefully withdraw the power supply only far enough to be able to remove all power cables.
- **CAUTION:** Access to the power connector is limited. **DO NOT** remove the power supply from the cabinet before removing the all power cables.

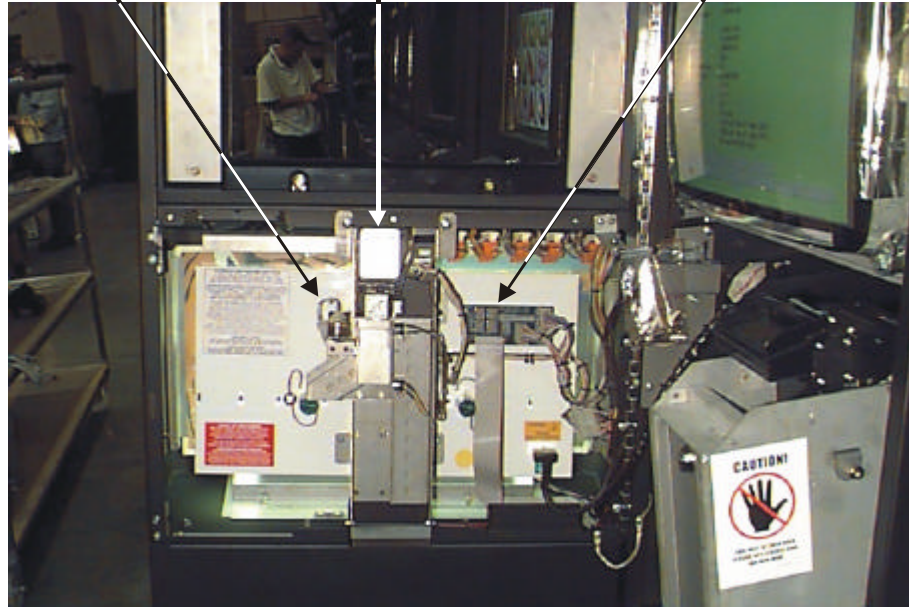
Replacement is the reverse of the removal procedure. Ensure that the power cable is connected prior to mounting the power supply.

8.4 Machine Internals

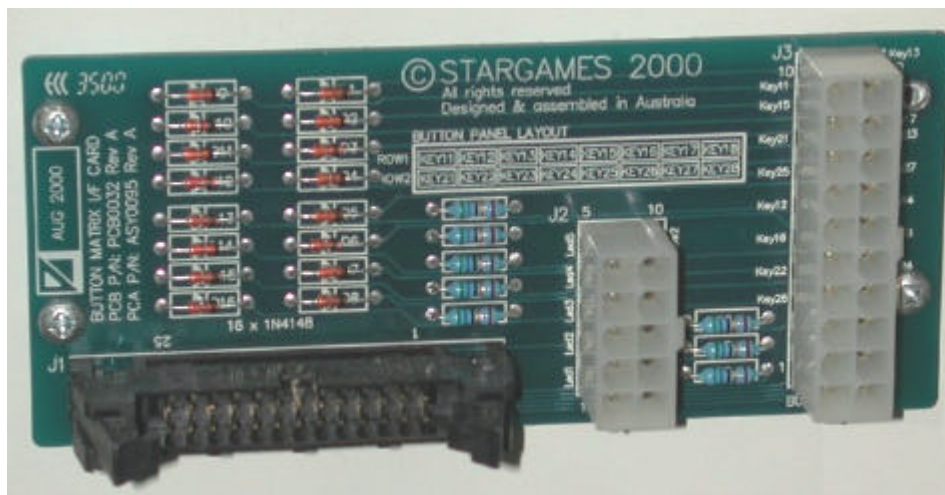


8.5 Door Back

Coin Diverter Coin Validator Button Matrix Interface



8.6 Button Matrix I/F Board

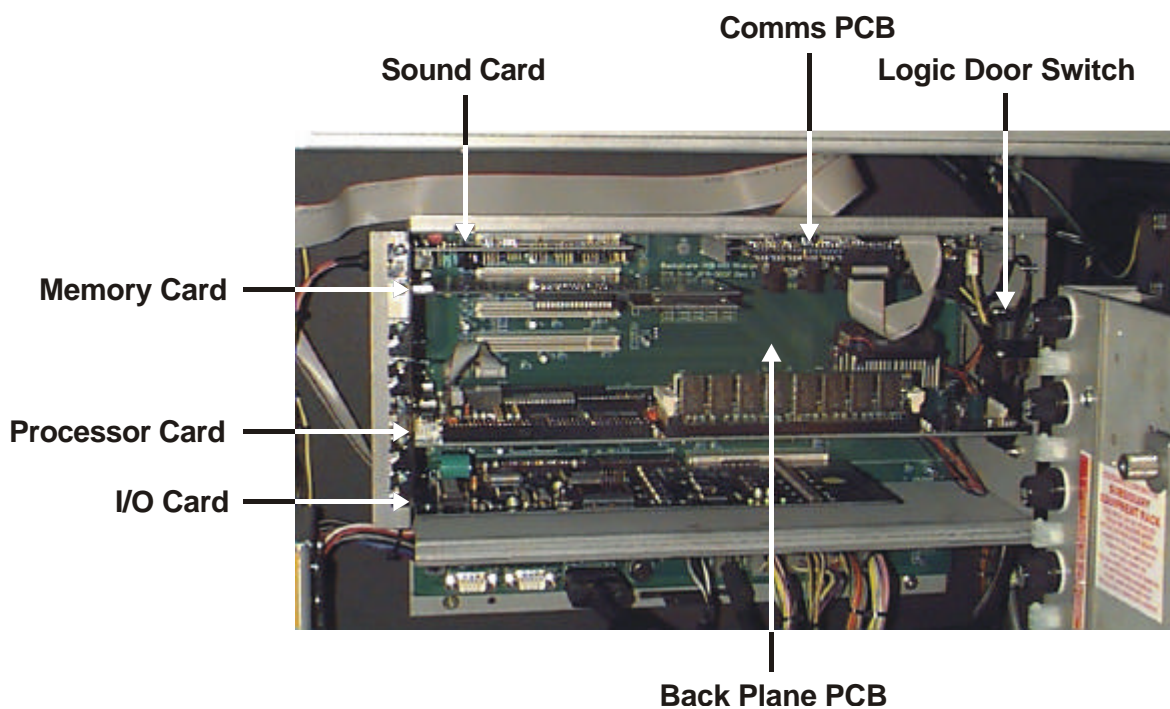


The matrix interface board controls the signals between the buttons on the button panel and the I/O board in the logic cage. It also includes the resistors necessary for current control of the button LEDs.

8.7 Logic Enclosure

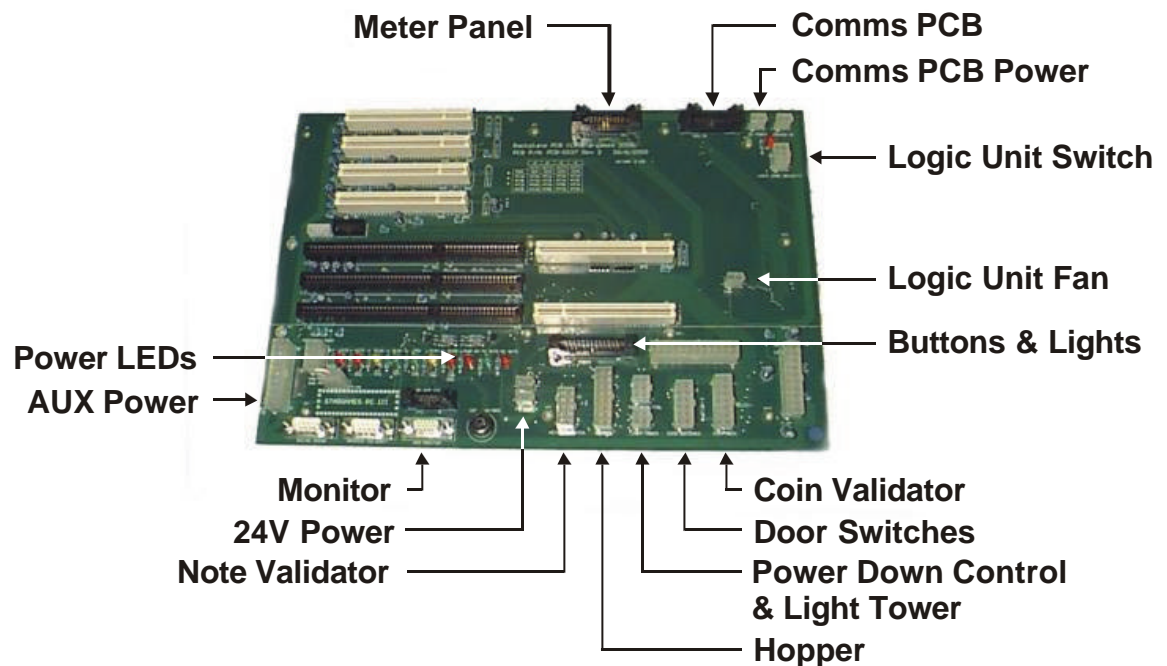
The logic enclosure contains the sensitive electronic assemblies used to control the machine it contains the following components.

- Back Plane Board
- Main Processor Board
- Memory Board
- Flash Rider Board
- I/O Board
- Sound Card
- NSW Communications Board
- Cooling Fan



The enclosure is secured via a physical lock. A seal should be fitted through the tab provided. Monitoring of the door to this unit is via a micro-switch.

8.8 Back Plane Board



The Back Plane Board is a passive component used to inter-connect all the other boards and provide connections to external harnessing.

Note: If the Back Plane Board requires replacing, it is best to replace the entire Logic Cage assembly.

8.8.1 Replacement Procedure

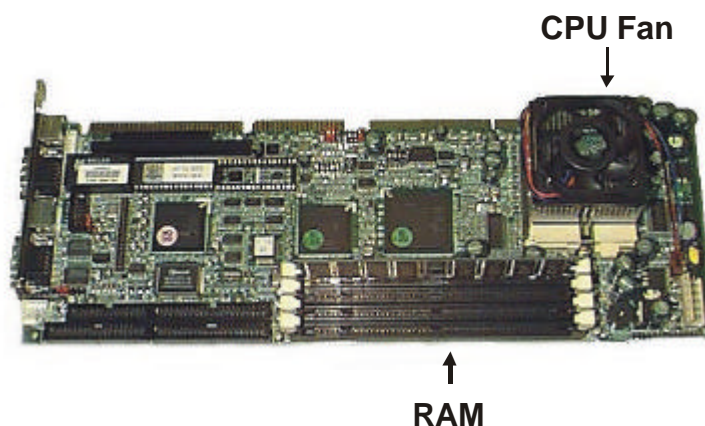
To remove the Logic Cage assembly:

- Turn OFF the mains power to the EGM.
- Remove all connectors from all circuit boards, then remove the circuit boards from the cage assembly.
- Ensure that all connectors are removed from the bottom of the cage assembly.
- Remove the two nuts from the bottom bracket of the cage assembly.
- Pull the assembly forward to clear the mounting tab located between the two nuts.
- Lift the cage assembly up and off the two locating studs at the top rear of the cage assembly.

Replacement is the reverse of the removal procedure.

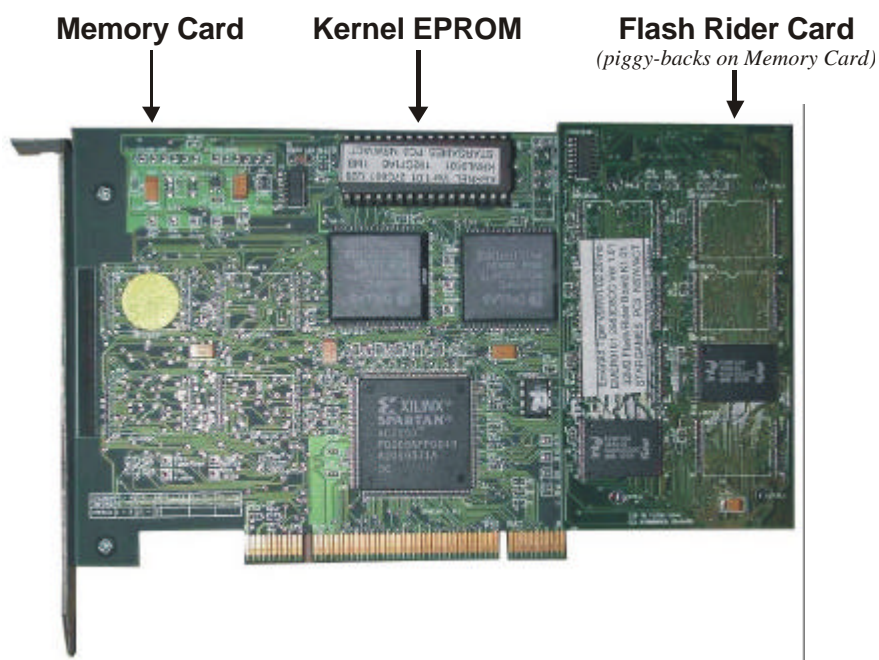
- Ensure all earthing connections are reconnected and secure.
- Replace all circuit boards and ensure they are reconnect correctly.

8.9 Main Processor Board



The main processor provides the primary operation of the machine. It is fitted with memory module, Celeron processor and cooling fan. Care should be taken to ensure that the routing of cables within the logic box does not impair the cooling fans operation.

8.10 Memory Board



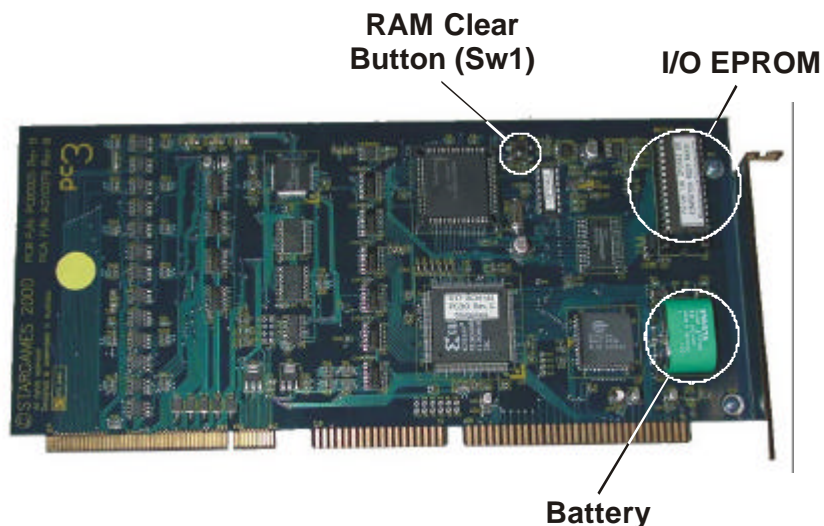
The memory board contains the machines non-volatile memories and provides the sockets for the kernel EPROM and game flash rider board. Attention should be paid to ensuring that devices are inserted correctly when applying conversions to the unit.

8.11 Flash Rider Board



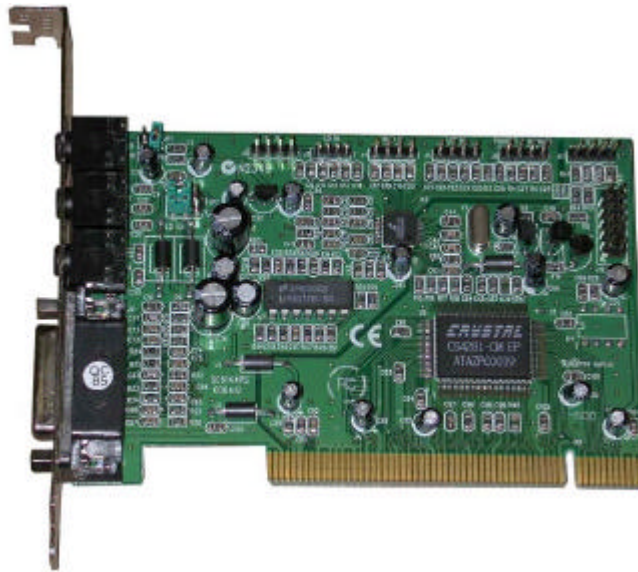
The Flash Rider Board is used for the storage of game media for the machine and can be interchanged with other approved game media modules to change the game characteristics. The board is fitted into the two parallel sockets located on the tail of the memory board. Although the module is designed so that it can be fitted in only one way, care should be taken to ensure that the pins within the connectors are not damaged when fitting this unit to the memory board.

8.12 I/O Board



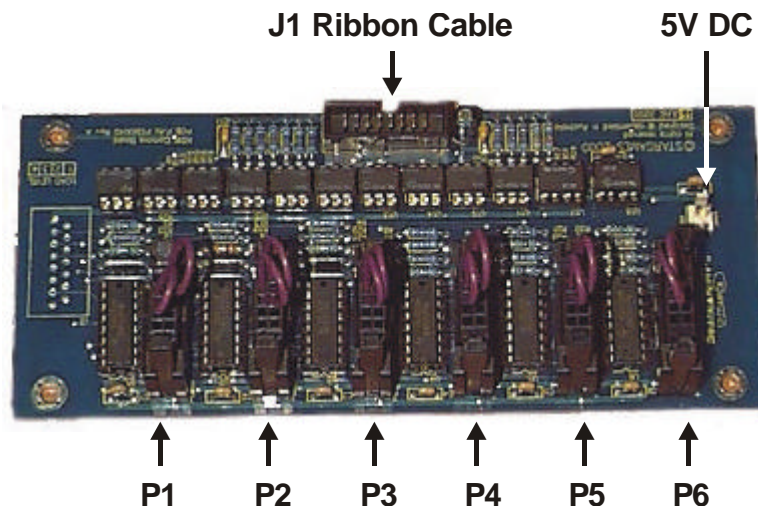
The I/O board is used for controlling and monitoring the various input and output devices fitted to the machine. It is also responsible for the transmission of communication packets via the NSW communications board. The board is fitted with a single EPROM device that controls the boards operation. When fitting this EPROM, ensure that the device is oriented correctly in the socket to prevent damage to either the board or the device.

8.13 Sound Card



The sound card provides the audio output for the machine. Under the machines control it can output alarm and game sounds. The connection to the speakers is via a connector located at the side of the card. When inserted the correct socket is the rear most audio jack. Incorrect insertion should not cause damage though no sound will be audible.

8.14 NSW Communications Board

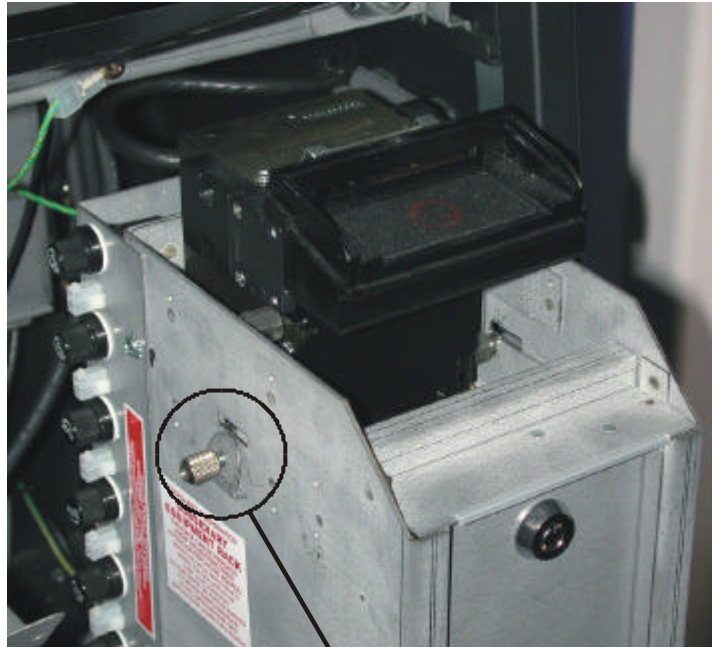


Note: Comms PCB is displayed upside-down

The NSW Communications board provides the six subsidiary equipment communication channels required for NSW machines. When no subsidiary equipment is connected to a port a terminator must be fitted for machine operation. A total of six terminators being required no not subsidiary equipment is connected.

8.15 Note Validator Head

Note: If any trouble is encountered with the Validator Head, replace it, DO NOT attempt to repair it.



**Locking Clamps
(on each side)**

8.15.1 Replacement Procedure

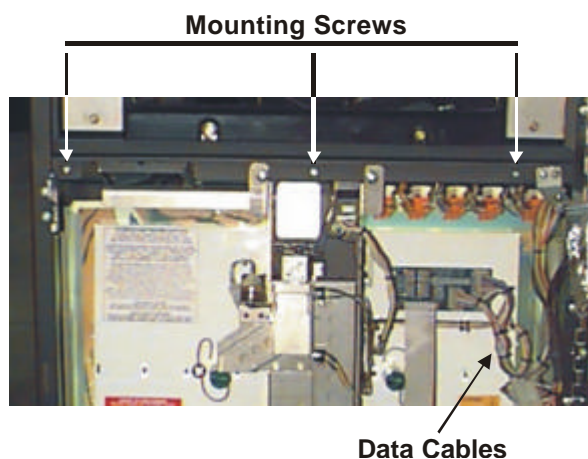
To remove the Validator Head assembly:

- Turn OFF the mains power to the EGM.
- Loosen the locking tabs on either side of the Note Validator.
- Lift the Validator Head UP then FORWARD.
- Tilt the Validator Head forward and disconnect the data cable from the rear of the Head.
- Carefully remove the Head.

Replacement is the reverse of the removal procedure.

- Ensure data connection is reconnected properly and secure.
- Ensure the locking tabs are in the correct position and secure.

8.16 Button Panel



8.16.1 Replacement Procedure

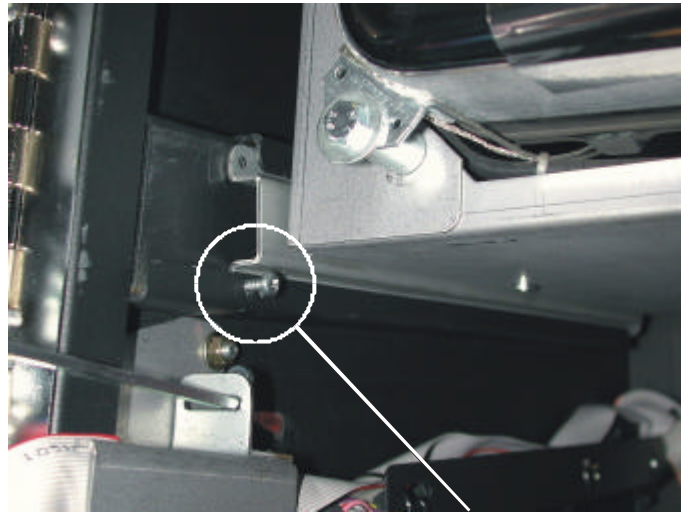
To remove the Button Panel assembly:

- Turn OFF the mains power to the EGM.
- Disconnect the two cables going to the Button Matrix I/F Board.
- Remove the three securing screws.
- Carefully remove the Button Panel.

Replacement is the reverse of the removal procedure.

- Ensure both cables are reconnected properly and secure.

8.17 Monitor



Securing Screw
(one each side of monitor)

8.17.1 Replacement Procedure

To remove the Monitor assembly:

- Turn OFF the mains power to the EGM.
- Disconnect the Power cable and video cable from the bottom of the Back Plane Board.
- Remove the monitor slide securing screw on each side of the monitor. The screw goes through the slide rail and into the slide bar.
- Carefully slide the Monitor forward.
- Carefully remove the Monitor from the mounting rails.

Replacement is the reverse of the removal procedure.

- Ensure both cables are reconnected properly and secure.

8.18 Changing Panels

8.18.1 Replacement Procedure (Upper Panel)

To remove the Upper Panel:

- Unlock and remove the front cover containing the upper panel.
- Remove the upper securing bracket.
- Loosen the brackets on the two sides *and* bottom of the panel.
- Carefully slide the panel out of the brackets.

Caution: This may require that the panel to be bent to get it out.

Replacement is the reverse of the removal procedure.

- Exercise extreme caution not to scratch the panel installing.

8.18.2 Replacement Procedure (Lower Panel)

To remove the Lower Panel:

- Turn OFF the mains power to the EGM.
- Remove the Button Panel (refer to Section 8.16).
- Remove the two knurled screws securing the coin validator.
- Carefully lower the coin validator – **do not** place excess strain on the cables between the Button Panel and Button Matrix I/F Board.
- Remove the upper securing bracket.
- Loosen the brackets on the two sides *and* bottom of the panel.
- Carefully slide the panel out of the brackets.

Caution: This may require that the panel to be bent to get it out.

Replacement is the reverse of the removal procedure.

- Exercise extreme caution not to scratch the panel installing.

8.19 Replacing Fluorescent Lights

8.19.1 Replacement Procedure (Upper Panel Lighting)

To replace upper fluorescent tubes:

- Turn OFF the mains power to the EGM.
- Remove the front cover from the top box.
- Remove tubes or starters as required.

Replacement is the reverse of the removal procedure.

8.19.2 Replacement Procedure (Lower Panel Lighting)

To replace the fluorescent tube starters:

- Turn OFF the mains power to the EGM.
- The starters are located one on either side of the coin validator – replace as required.

To replace lower fluorescent tubes:

- Turn OFF the mains power to the EGM.
- Remove the two knurled screws securing the coin validator.
- Carefully lower the coin validator – **do not** place excess strain on the cables between the Button Panel and Button Matrix I/F Board.
- Replace tubes as required.

Replacement is the reverse of the removal procedure.

- Ensure both cables from the Button Panel are reconnected properly and secure.

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9. TROUBLE SHOOTING

Note: a licensed and authorized technician only should perform the following procedures. Take care to ensure that you are not exposed to high-voltage supplies whilst power is applied. Use anti-static procedures when working within the logic area.

SYMPTOM	POSSIBLE CAUSE	REMEDY
NO DISPLAY OR FLUOROS	No mains power Power supply switch and remote power switch do not illuminate when mains power is not available.	<ul style="list-style-type: none"> • Check machine is correctly plugged into an active power point. • Check both power supply unit and remote switch are turned on. • Check mains harness connections to/from power supply.
	No low voltage power No low voltage indicator LED's on the back plane PCB are illuminated.	<ul style="list-style-type: none"> • Check all fuses • Switch mode supply may have failed
	Standby power only The SB5V LED is the only illuminated indicator on the back plane PCB	<ul style="list-style-type: none"> • Check that PS_ON power link is inserted on the back plane PCB and must be inserted for correct operation • Remove power, wait for PS_ON to extinguish, reapply power • Disconnect I/O sub-harness to identify faulty sub-harness • Disconnect logic box fan to identify faulty fan • Remove PCBs except main processor PCB to identify the faulty unit.
	No 110V supply The standby LED on the monitor control panel does not flash	<ul style="list-style-type: none"> • Check & replace 110V power supply/fuses • Check the mains harness's related to 110V transformer • Check the power down control harness is connected between the back plane PCB and the power supply • Faulty I/O PCB may need replacing

NO DISPLAY BUT FLUOROS ON	Faulty connection The standby LED on the monitor control panel does not flash	<ul style="list-style-type: none"> Check monitor power is connected to the power supply Faulty monitor may need replacing
	No Video Signal The standby LED on the monitor control is flashing	<ul style="list-style-type: none"> Check the video cable is connected on the back plane PCB Check the video link cable inside the logic area is connected to the processor PCB and back plane PCB Faulty PCB in logic area may need replacing
NO DISPLAY & FLUOROS, YET HAVE BUTTON LAMPS	Power save activated	<ul style="list-style-type: none"> Press any button to quit power save mode Check the power down control harness is connected between the back plane PCB and the power supply Solid state relay in the power supply may have failed Faulty I/O PCB may need replacing
	No 110V supply The standby LED on the monitor control panel does not flash	<ul style="list-style-type: none"> Check the mains harness's related to 110V transformer Check & replace 110V power supply/fuses

9.1 No Fluorescent Panel Lighting

SYMPTOM	POSSIBLE CAUSE	REMEDY
NO PANEL LIGHTS	Wiring Problem All panel lighting is off	<ul style="list-style-type: none"> Check that all 110V wiring for the lights is securely connected Verify that the power is available at the lights
	Absent/Faulty Fluorescent Tubes Full or partial lighting failure	<ul style="list-style-type: none"> Check tubes installed Replace tubes with new items
	Absent/Faulty Starter Full or partial lighting failure	<ul style="list-style-type: none"> Check starter installed in lighting panels - One for each tube Replace starters
	Faulty ballast Full or partial lighting failure	<ul style="list-style-type: none"> Replace ballast

9.2 Faulty Picture on Monitor

SYMPTOM	POSSIBLE CAUSE	REMEDY
NO PICTURE	<ul style="list-style-type: none"> Faulty connection No power to monitor Faulty monitor chassis Faulty logic PCB 	<ul style="list-style-type: none"> Check harness connections to monitor Check 110V connection, check 110V power supply and fuse Replace monitor chassis Replace CPU PCB
	<ul style="list-style-type: none"> Faulty monitor chassis Faulty connection Faulty logic PCB 	<ul style="list-style-type: none"> Replace monitor chassis Check video connector Replace CPU PCB

9.3 No Sound

SYMPTOM	POSSIBLE CAUSE	REMEDY
NO SOUND YET HAVE GAME RUNNING	<ul style="list-style-type: none"> Low sound volume Setup Faulty sound card Faulty speakers Faulty connection 	<ul style="list-style-type: none"> Adjust sound volume setup Replace sound card Replace speakers behind the monitor Check & rectify harness

9.4 Touch Screen Operation Faults (where fitted)

SYMPTOM	POSSIBLE CAUSE	REMEDY
NO OPERATION OF TOUCH SCREEN	<ul style="list-style-type: none"> Faulty connection Faulty touch screen control Faulty touch screen 	<ul style="list-style-type: none"> Check connection to the logic unit Replace touch screen controller Replace monitor tube assembly
OPERATION NOT IN CORRECT LOCATION	<ul style="list-style-type: none"> Out of calibration Faulty touch screen 	<ul style="list-style-type: none"> Re-calibrate touch screen Replace monitor tube assembly
NO TOUCH SCREEN ON POWER UP	<ul style="list-style-type: none"> Faulty controller Faulty logic PCB 	<ul style="list-style-type: none"> Check connection or replace controller Replace I/O or CPU PCB

9.5 Coin Validator Operation Faults

SYMPTOM	POSSIBLE CAUSE	REMEDY
COIN JAM	<ul style="list-style-type: none"> Coin jammed in validator Coin jammed in diverter 	<ul style="list-style-type: none"> Remove validator, open front cover and clear coin jam Check that the diverter solenoid is pulling in correctly. Replace solenoid if necessary
COINS ACCEPTED BUT NO CREDITS GIVEN	<ul style="list-style-type: none"> Faulty connection Faulty coin validator Faulty logic unit 	<ul style="list-style-type: none"> Check harness, repair or replace as necessary Replace coin validator Replace I/O PCB or CPU in logic unit
COINS GO TO INCORRECT LOCATION	<ul style="list-style-type: none"> Hopper full Faulty connection Coin diverter faulty 	<ul style="list-style-type: none"> Clear hopper Check harness, repair or replace if necessary Check operation of diverter, repair or replace if necessary
REJECTING ALL COINS	<ul style="list-style-type: none"> Invalid coins Machine in alarm condition Faulty connection Coin validator not located in position correctly Faulty coin validator Faulty logic unit 	<ul style="list-style-type: none"> Use valid coins Rectify alarm condition Check harness, repair or replace as necessary Reposition coin validator into correct position Replace coin validator Replace I/O or CPU PCB in logic unit

9.6 Note Validator Operation Faults

SYMPTOM	POSSIBLE CAUSE	REMEDY
NO RUNWAY LIGHTS	<ul style="list-style-type: none"> • After note clearance • After note jam • Faulty harness • Faulty logic unit • Faulty validator head • No stacker 	<ul style="list-style-type: none"> • Reseat stacker correctly • Power up reset • Check connector & crimps (replace if necessary) • Replace I/O or CPU PCB in logic unit • Replace validator head • Install stacker
POWER LED NOT ON	<ul style="list-style-type: none"> • Faulty validator head • Faulty 24V Power supply • Faulty harness 	<ul style="list-style-type: none"> • Replace validator head • Check 24V If not present replace power supply or harness • Check connector & crimps (replace if necessary)
REJECTS SOME NOTES (But Not All)	<ul style="list-style-type: none"> • Out of calibration • Dirty optics • Note validator setup not to accept certain notes • Faulty connection • Faulty validator head 	<ul style="list-style-type: none"> • Recalibrate note head • Clean optics • Correct setup as required • Check harness (replace if necessary) • Replace validator head
REJECTS ALL NOTES	<ul style="list-style-type: none"> • Note validator setup not to accept any notes • Faulty optics • Faulty validator head • Faulty logic unit 	<ul style="list-style-type: none"> • Correct setup • Replace validator head • Replace validator head • Replace I/O or CPU PCB in logic unit

9.7 Hopper Operation Fault

SYMPTOM	POSSIBLE CAUSE	REMEDY
NOT DISPENSING COIN AFTER PRESSED "COLLECT"	<ul style="list-style-type: none"> • Not enough credits for one coin • Hopper pay out setup incorrect • Machine half way between game • Hopper not in correct position • Faulty connection • Faulty hopper • Faulty logic unit 	<ul style="list-style-type: none"> • Cancel credit or play up credit • Set up hopper pay out correctly • Finish game • Place hopper in correct position • Check, repair or replace harness • Replace hopper • Replace I/O or CPU PCB in logic unit

9.8 Disconnected Meter Fault

SYMPTOM	POSSIBLE CAUSE	REMEDY
"METER DISCONNECTED" DISPLAYED ON SCREEN	<ul style="list-style-type: none"> • Faulty meter or cage switch • Faulty connection • Faulty logic unit 	<ul style="list-style-type: none"> • Replace appropriate meter, meter cage switch • Check ribbon cable at meter PCB & logic unit interface - Re-connect or replace cable • Replace I/O or CPU PCB in logic unit

9.9 Door Open Faults

SYMPTOM	POSSIBLE CAUSE	REMEDY
'CASH DOOR OPEN' MESSAGE ON SCREEN	Cash box door open or door switch malfunction	<ul style="list-style-type: none"> • Cash box not present • Cash box not installed correctly • Check alignment or replace door switch • Check harness (replace if necessary) • Replace I/O or CPU PCB in logic unit
'TOP DOOR OPEN' MESSAGE ON SCREEN	Top door open or door switch malfunction	<ul style="list-style-type: none"> • Close top door • Check alignment of switch • Check harness (replace if necessary) • Replace I/O or CPU PCB in logic unit
'LOGIC DOOR OPEN' MESSAGE ON SCREEN	Logic cage door open or meter cage switch open or door switch malfunction	<ul style="list-style-type: none"> • Close logic cage / meter cage door • Check alignment of logic door switch • Check harness/switch (replace if necessary) • Replace I/O or CPU PCB in logic unit
'NOTE DOOR OPEN' MESSAGE ON SCREEN	Note door open or door switch malfunction	<ul style="list-style-type: none"> • Close note stacker door • Check alignment of switch • Check harness (replace if necessary) • Replace I/O or CPU PCB in logic unit
'MAIN DOOR OPEN' MESSAGE ON SCREEN	Main door open	<ul style="list-style-type: none"> • Close main door • Check alignment of main door optic • Check harness (replace if necessary) • Replace main door optics • Replace I/O or CPU PCB in logic unit

9.10 Machine Freezing Faults

SYMPTOM	POSSIBLE CAUSE	REMEDY
HAS PICTURE BUT CANNOT PLAY GAME	Logic unit stopped operation	<ul style="list-style-type: none"> • Check logic unit voltages (back plane PCB LEDs) • Cycle power to recover • Check operation of logic unit CPU fan • Check logic unit side fan, replace if necessary • Replace CPU PCB in logic unit

9.11 Buttons / Lamps Not working

SYMPTOM	POSSIBLE CAUSE	REMEDY
BUTTONS DO NOT OPERATE	<ul style="list-style-type: none"> • Faulty wiring to the switches • Voltage to buttons missing • Button switch mounting fault 	<ul style="list-style-type: none"> • Check wiring to the switches • Check voltage on button matrix PCB • Push up lower micro-switch of the button
BUTTON LAMP(S) DOES NOT LIGHT UP	<ul style="list-style-type: none"> • Faulty wiring • Voltage to lamps missing • Faulty LED mounting 	<ul style="list-style-type: none"> • Check wiring to the button matrix PCB • Check voltage to LED lamps • Check LED polarity and firm contact

Note Validator Maintenance and Calibration Procedures

This procedure is based on a technical note by GPT, the manufacturer of the Note Validator IDS Generation II.

Note: The Note Validator is prone to build-up of dirt typically accumulated on notes and transferred during general operation. Through proper cleaning and in some cases video level calibration, trouble free validator performance can be optimized.

9.12 Note Val Preventive Maintenance Procedure:

Occasional wiping of the plastic bezel surface with a soft lint free cloth dampened with a 90% solution of Isopropyl Alcohol is required to remove surface deposits, smudges etc.

***Caution** must be exercised not to flood the bezel area with liquids due to the electronics integrated within the bezel and to prevent the migration of liquid down into the validator unit.*

***DO NOT** use any other solvents as permanent damage to the bezel assembly may result.*

With constant use, a build-up of dirt transferred from the surface of the notes will accumulate on the pressure rollers, drive belt surfaces and validation optics. These should be cleaned to ensure reliable operation. The procedure is as follows:

1. Power down the Gaming Machine. Open the Main Door.
2. Swing the front note-guide assembly to the front to give access to the bill channel.
3. Using a soft lint free cloth dampened with 90% isopropyl alcohol, wipe the bill channel surfaces on both front and back note-guides to remove any surface dirt in evidence. Pay particular attention to the optics area and the magnetic head in removing deposits from those surfaces.
4. For cases of build-up of dirt in difficult to access areas around the optics, a cotton bud dampened with 90% isopropyl alcohol may be used. Ensure that the cotton bud is not used in an aggressive manner so as to cause abrasion damage to the optics.

***DO NOT** use any abrasive material as damage to the opto assembly may result.*

NOTE: Step 4. Must be executed within 5 seconds of step 3.

3. Apply power to the validator **OR** alternatively close the currency channel.
4. Insert the video level calibration paper into normal validator note entry area.
5. The validator will step the paper out as it performs the video calibration. The procedure is complete when the paper is fully ejected.
6. Turn dip switch #9 off.
7. Cycle power to the validator or alternatively open and close the currency channel.

The video level adjustment procedure is now complete.

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10. Harness Pin Outs

STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-00

**MAIN HARNESS PIN OUTS FOR;
STARGAMES PC3 POKER MACHINE**

P/N 00-001(A CABINET)

P/N 00-002(B CABINET)

P/N 00-003(C CABINET)

SHT.00 OF 39

SERVICE & INSTALLATION MANUAL

STARGAMES CORPORATION PTY. LTD.

13 Sheridan Close, Milperra; N.S.W. 2214. Tel;(02)97730255

Manufactures of Stargames Gaming Machines

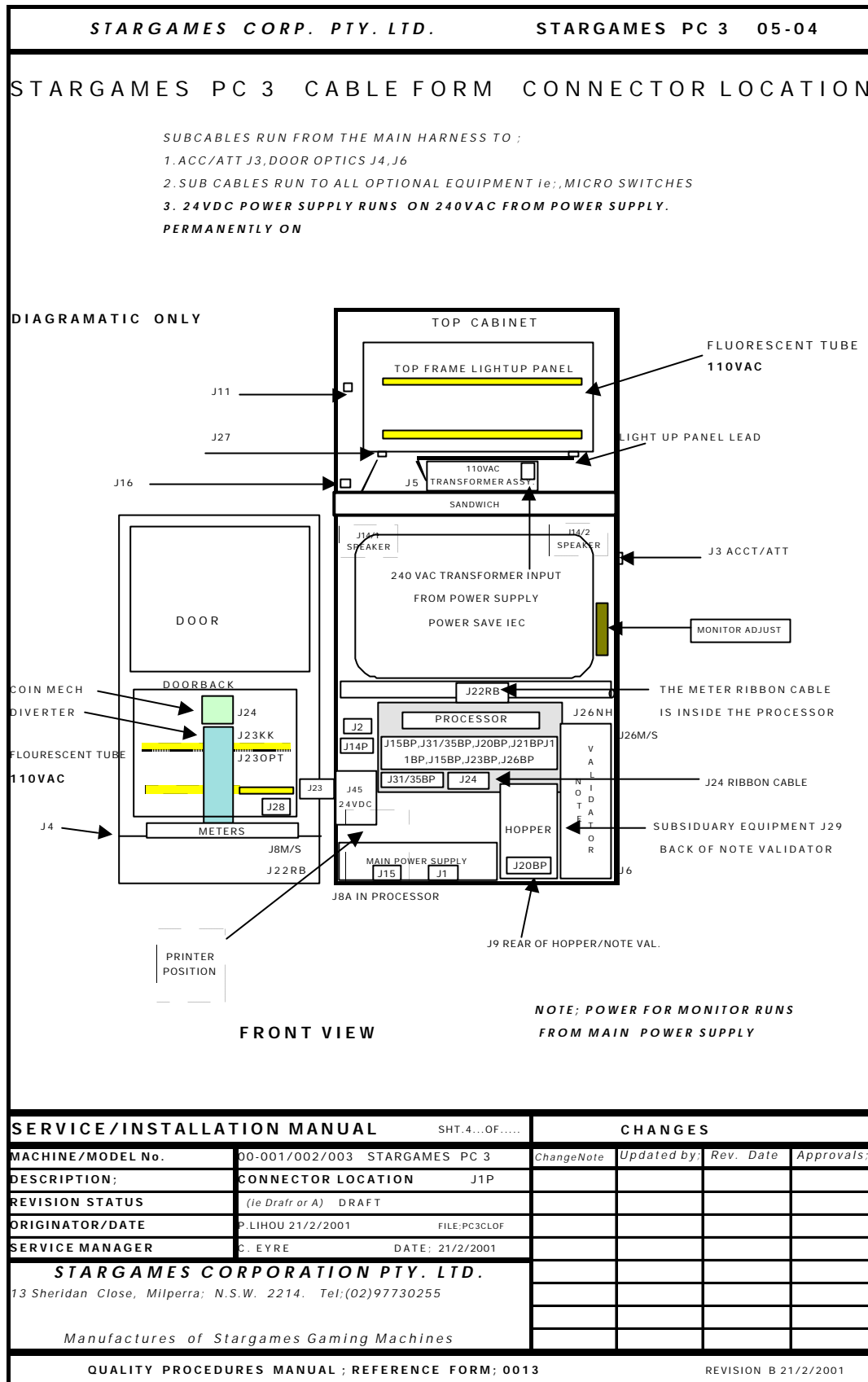
QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0015

REVISION B 21/2/2001

STARGAMES CORP. PTY. LTD.			STARGAMES PC 3 05-02		
ITEM	MATERIAL DESCRIPTION	PART No.	QTY.	CIR.REF.	REMARKS
1	CONNECTOR MOLEX 4 WAY FEMALE	31-M1490-4R	1	J1	M1490-4R POWER PLUG 110VAC
2	CONNECTOR MOLEX 2 WAY MALE	31-M5559-02P	1	J2	M5559-02P TOUCH SCREEN POWER
3	CONNECTOR MOLEX 6 WAY MALE	31-M5559-06P	1	J3	M5559-06P ACC/ATT
4	CONNECTOR MOLEX 2 WAY MALE	31-M5559-02P	1	J4	M5557-2R DOOR OPTIC RECEIVER
5	CONNECTOR MOLEX 4 WAY FEMALE	31-M1490-4R	1	J5	M1490-4R TRANSFORMER 110VAC
6	CONNECTOR MOLEX 3 WAY MALE	31-M5559-03P	1	J6	M5559-03P DOOR OPTIC TRANSMITTER
7					
8W/S	UTILUX Q.C RECEPTACLE 4.8MM RED	31-H3563	2	J8BMS	H3563 M/SW CONNECTOR. METERS
9	CONNECTOR MOLEX 6 WAY FEMALE	31-M5557-06R	1	J9	M5557-06R CASHBOX MICRO/SWITCH
10	CONNECTOR MOLEX 20 WAY FEMALE	31-M5557-20R	1	J10	M5557-20R SWITCH MODE P/S
11	CONNECTOR MOLEX 4 WAY MALE	31-M5559-04P	1	J11	M5559-04P LIGHT TOWER
11BP	CONNECTOR MOLEX 4 WAY FEMALE	31-M5557-04R	1	J11BP	M5557-04R LIGHT TOWER BACK PLANE
12					
13					
14					
14P	CONNECTOR STEREO PLUG		1	J14P	GENERIC TYPE(DICKSMITH)
14/1	CONNECTOR MOLEX 2 WAY MALE	31-M5559-02P	1	J14/1	M5559-02P SPEAKER 1
14/2	CONNECTOR MOLEX 2 WAY MALE	31-M5559-02P	1	J14/2	M5559-02P SPEAKER 2
15	CONNECTOR MOLEX 6 WAY FEMALE	31-M5557-06R	1	J15	M5557-06R POWER DOWN CONTROL P/S
15BP	CONNECTOR MOLEX 6 WAY FEMALE	31-M5557-06R	1	J15BP	M5557-06R POWER DOWN CONTROL BP
16	CONNECTOR MOLEX 6 WAY FEMALE	31-M5557-06R	1	J16	M5557-06R TOP FRAME M/S
17					
18					
19					
20BP	CONNECTOR MOLEX 16 WAY FEMALE	31-M5557-16R	1	J20BP	M5557-16R HOPPER BP
20H	CONNECTOR 12 WAY FEMALE	31-XXX	1	J20H	BLACK 12 WAY HOPPER
21BP	CONNECTOR MOLEX 12 WAY FEMALE	31-M5557-12R	1	J21BP	M5557-12R DOOR & CABINET SWITCHES
22RB	RIBBON CABLE HEADERS 20 WAY	TBA	2	J22RB	20 WAY IDC CONNECTORS METERS
23BP	CONNECTOR MOLEX 14 WAY FEMALE	31-M5557-14R	1	J23BP	M5557-14R COIN MECH ASSY
23CD	CONNECTOR MOLEX 2 WAY FEMALE	31-M5557-2R	1	J23CD	M5557-2R COIN DIVERT SOLENOID
23KK	MOLEX HEADER 7 WAY	31-M6471-7-1	1	J23KK	M6471-7-1 COIN MECHANISM
23/OPT	CONNECTOR MOLEX 6 WAY MALE	31-M5559-06P	1	J23/OPT	M5559-06P COIN DIVERT OPTICS
24RB	RIBBON CABLE HEADERS 26 WAY	TBA	2	J24RB	26 WAY IDC CONNECTORSKB LIGHTS/SWITCHES
25					
26BP	CONNECTOR MOLEX 10 WAY FEMALE	31-M5557-10R	1	J26BP	M5557-10R NOTE ACCEPTOR
26NH	CONNECTOR AMP HEADER FEMALE	AMP 2-87631-0	1	J26NH	AMP 2-87631-0 NOTE HEAD
26W/S	UTILUX Q.C RECEPTACLE 4.8MM RED	31-H3563	2	J26W/S	H3563 M/SW CONNECTOR. NOTE VAL.
27	CONNECTOR MOLEX 4 WAY FEMALE	31-M1490-R	1	J27	M1490-R 110V TOP LIGHT UP OUT
28	CONNECTOR MOLEX 4 WAY FEMALE	31-M1490-R	1	J28	M1490-R 110V DOOR FLUROS
29	CONNECTOR MOLEX 2 WAY FEMALE	31-M5557-2R	1	J29	M5557-2R 12VDC SIBSIDUARY RACK
30	CONNECTOR MOLEX 2 WAY FEMALE	31-M5557-2R	1	J30	M5557-2R SUB. EQUIP OR AUX. FAN.
31BP	CONNECTOR MOLEX 2 WAY FEMALE	31-M5557-2R	1	J31BP	M5557-2R 24VDC POWER
32					
33					
34					
35BP	CONNECTOR MOLEX 2 WAY FEMALE	31-M5557-2R	1	J31BP	M5557-2R 24VDC POWER
36					
37					
38					
39					
40					
41					
42					
43					
44					
45	CONNECTOR MOLEX 4 WAY MALE	31-M5559-02P	1	J45	M5559-02P 24V SWITCH MODE P/S
46					
47					
48					
49					

VIDCO POKER MACHINES			STARGAMES PC 3 05-03		
ITEM	MATERIAL DESCRIPTION	PART No.	QTY.	CIR.REF.	REMARKS
51					
52					
53					
54					
55					
56					
57					
58					
59	TERMINAL CRIMP UTILUX	32-H9001	AS REQUIRED	J1,J5,J27,J28	UTILUX H9001
60					
61					
62	TERMINAL CRIMP MOLEX FEMALE	32-M5556-T-L	AS REQUIRED	ALL M5557-**R	M5556-T-L
63	TERMINAL CRIMP MOLEX MALE	32-M5558-T-L	AS REQUIRED	ALL M5559-**P	M5558-T-L
64					
65	TERMINAL CRIMP AMP FEMALE	AMP 166310-2	AS REQUIRED	J26NH	
66	TERMINAL CRIMP UTILUG YELLOW	32-H4231	AS REQUIRED	CAB EARTH	UTILUX H4231 (SUPERGRIP) 100 PACK
67	TERMINAL EARTH	30-H2759	AS REQUIRED	ALL EARTH	UTILUX H2759 OR ALTERNATIVES
68	UTILUX Q.C RECEPTACLE 4.8MM RED	31-H3563	AS REQUIRED	J8BMS	H3563 MICRO SWITCH CONNECTOR.
69					
70					
71	NOTE: NUMBERS IN THIS COLUMN				
72	REFER TO ITEM ON BILL OF MATERIAL				
73					
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SERVICE & INSTALATION MANUAL		SHEET..2..OF.2..		CHANGES	
MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	ChangeNote	Updated by:	Revision/Date	Approvals:
DESCRIPTION;	CONNECTOR LIST				
REVISION STATUS	(ie Draft or A) DRAFT				
ORIGINATOR/DATE	P.LIHOU 21/2/2001	FILE:PC3J1FUN			
SERVICE MANAGER	C. EYRE	DATE: 21/2/2001			
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 <i>Manufactures of Stargames Gaming Machines</i>					
QUALITY PROCEDURES MANUAL ; REFERENCE FORM No; 0013		REVISION B 21/2/2001			



STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-01

SECTION 05 - # #

HARNESS PIN OUTS FOR STARGAMES PC3 POKER MACHINES

INDEX

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CONNECTOR LISTINGS		05-03	DRAFT24/4/01
CONNECTOR LOCATION'S		05-04	DRAFT24/4/01
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CONNECTOR J2 TOUCH SCREEN POWER		05-06	DRAFT24/4/01
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CONNECTOR J10 SWITCH MODE POWER	PURCHASED ITEM	05-13	DRAFT24/4/01
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CONNECTOR J31 BP 24VDC POWER	FROM 24VDC SW/MODE	05-37	DRAFT24/4/01
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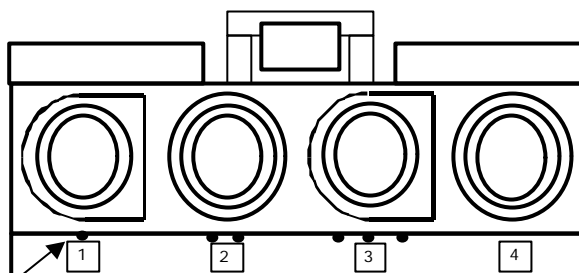
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MACHINE MODEL No.	00-101/102/103 STARGAMES PC 3		ChangeNote	Updated by:	Rev. Date	Approvals:
DESCRIPTION;	INDEX		J11B ADDED	P. LIHOU	DRAFT 24/4/01	P.M
REVISION STATUS	(ie Draft or A) DRAFT					
ORIGINATOR/DATE	P. LIHOU 21/2/2001	FILE:PC3INDEXF				
SERVICE MANAGER	C. EYRE	DATE: 21/2/2001				
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 Manufactures of Stargames Gaming Machines						
QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013			REVISION B 21/2/2001			

STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-05

110 VOLT AC POWER SUPPLY CONNECTOR J1

CONNECTS THE 110VAC TRANSFORMER TO THE POWER SUPPLY
AND RETURNS 110 VAC (FUSED) TO TRANSFORMER ASSEMBLY
FOR DISTRIBUTION VIA. 3 WAY CONNECTORS.
SUPPLIES THE 110VAC ON MAIN POWER SUPPLY FOR MONITOR .



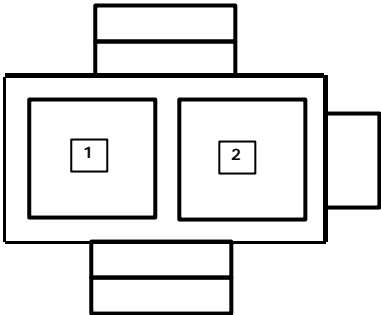
RIDGES INDICATE PIN NUMBER

DIAGRAMATIC ONLY
NOT TO SCALE

FEMALE CONNECTOR FRONT VIEW

CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
1	BROWN 24/.2	J5 PIN 1	110 VOLT LIVE
2	SHIELD 24/.2	J5 PIN 2	CHASSIS EARTH/ SHIELDING
3	BLUE 24/.2	J5 PIN 3	110 VOLT NEUTRAL
4	WHITE 24/.2	J5 PIN 4	110 VOLT LIVE(RETURN)

SERVICE/INSTALLATION MANUAL		SHT.5 .. OF ...		CHANGES			
MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	ChangeNote	Updated by:	Rev. Date	Approvals:		
DESCRIPTION;	SIGNAL FUNCTION J1						
REVISION STATUS	(Ie Draft or A) DRAFT						
ORIGINATOR/DATE	P.LIHOU 21/2/2001	FILE:PC3J1FUN					
SERVICE MANAGER	C. EYRE	DATE: 21/2/2001					
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 <i>Manufactures of Stargames Gaming Machines</i>							
QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013						REVISION B 21/2/2001	

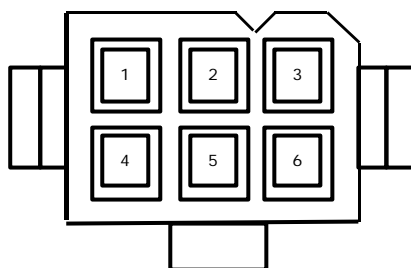
STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-06																													
<p>TOUCH SCREEN CONNECTOR J2</p> <p><i>CONNECTS 12VDC TO TOUCH SCREEN CONTROL; WHEN FITTED.</i></p> <div style="text-align: center; margin: 20px 0;">  </div> <div style="display: flex; justify-content: space-between; align-items: flex-start;"> <div style="width: 40%;"> <p><small>DIAGRAMATIC ONLY NOT TO SCALE</small></p> </div> <div style="width: 55%; text-align: center;"> <p>MALE CONNECTOR FRONT VIEW</p> </div> </div> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 20px;"> <thead> <tr> <th style="text-align: center;">CONNECTOR PIN NUMBER</th> <th style="text-align: center;">WIRE COLOUR & STRANDINGS</th> <th style="text-align: center;">CONNECTED TO; CONNECTOR & PIN</th> <th style="text-align: center;">FUNCTION</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">YELLOW 10/.25</td> <td style="text-align: center;">J20BP PIN 5</td> <td style="text-align: center;">+12VDC</td> </tr> <tr> <td style="text-align: center;">2</td> <td style="text-align: center;">BLACK 10/.25</td> <td style="text-align: center;">J20BP PIN 15</td> <td style="text-align: center;">GND</td> </tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>				CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION	1	YELLOW 10/.25	J20BP PIN 5	+12VDC	2	BLACK 10/.25	J20BP PIN 15	GND																
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2	BLACK 10/.25	J20BP PIN 15	GND																												
SERVICE/INSTALLATION MANUAL		CHANGES																													
MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	ChangeNote	Updated by: Rev. Date Approvals;																												
DESCRIPTION;	SIGNAL FUNCTION J2																														
REVISION STATUS	(ie Draft or A) DRAFT																														
ORIGINATOR/DATE	P.LIHOU 24/1/2000 FILE:PC3J2FUN																														
SERVICE MANAGER	C. EYRE DATE: 24/1/2001																														
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 <i>Manufactures of Stargames Gaming Machines</i>																															
QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013		REVISION B 21/2/2001																													

STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-07

ACCOUNTANCY & ATTENDANT CONNECTOR J3

CONNECTS ACCOUNTANCY/ATTENDANT SWITCH
TO BACKPLANE (PROCESSOR)

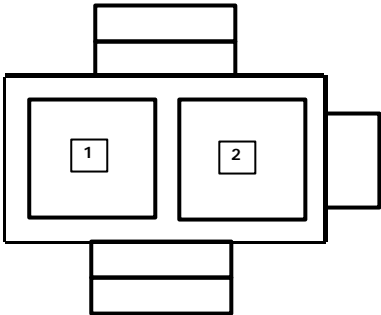


DIAGRAMATIC ONLY
NOT TO SCALE

MALE CONNECTOR FRONT VIEW

CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
1	BLACK 10/.25	J21BP PIN 12	GND
2	GREY/BLUE 7/.25	J21BP PIN 7	ATT. KEY
3	GREEN/RED 7/.25	J21BP PIN 6	ACCT. KEY
4	BLACK 10/.25	J21BP PIN 12	GND
5	N/A	NOT CONNECTED	NO FUNCTION
6	N/A	NOT CONNECTED	NO FUNCTION

SERVICE/INSTALLATION MANUAL		CHANGES			
MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	Change Note	Updated by:	Rev. Date	Approvals:
DESCRIPTION;	SIGNAL FUNCTION J3				
REVISION STATUS	(ie Draft or A) DRAFT				
ORIGINATOR/DATE	P. LIHOU 24/2/2001 FILE:PC3J3FUN				
SERVICE MANAGER	C. EYRE DATE: 24/2/2001				
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 Manufactures of Stargames Gaming Machines					
QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013		REVISION B 21/2/2001			

STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-08																													
DOOR OPTIC (RECEIVER) DOOR SIDE CONNECTOR J4 <i>CONNECTS THE OPTIC RECEIVER TO THE BACKPLANE (PROCESSOR)</i>																															
																															
<small>DIAGRAMATIC ONLY NOT TO SCALE</small>		MALE CONNECTOR FRONT VIEW																													
<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="width: 25%;">CONNECTOR PIN NUMBER</th> <th style="width: 25%;">WIRE COLOUR & STRANDINGS</th> <th style="width: 25%;">CONNECTED TO; CONNECTOR & PIN</th> <th style="width: 25%;">FUNCTION</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>RED/BLACK 7/.25</td> <td>J21BP PIN 1</td> <td>RECEIVER RETURN</td> </tr> <tr> <td>2</td> <td>BLACK 10/.25</td> <td>J21BP PIN 12</td> <td>GND</td> </tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>				CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION	1	RED/BLACK 7/.25	J21BP PIN 1	RECEIVER RETURN	2	BLACK 10/.25	J21BP PIN 12	GND																
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SERVICE/INSTALLATION MANUAL		SHT. 8.. OF ...																													
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REVISION STATUS	(ie Drafr or A) DRAFT																														
ORIGINATOR/DATE	P.LIHOU 24/1/2001 FILE:PC3J4FUN																														
SERVICE MANAGER	C. EYRE DATE: 24/1/2001																														
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel;(02)97730255 <i>Manufactures of Stargames Gaming Machines</i>		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 15%;">ChangeNote</th> <th style="width: 15%;">Updated by;</th> <th style="width: 15%;">Rev. Date</th> <th style="width: 15%;">Approvals;</th> </tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </table>		ChangeNote	Updated by;	Rev. Date	Approvals;																								
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QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013		REVISION B 21/2/2001																													

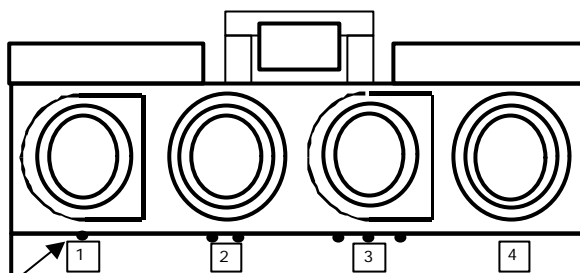
STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-09

110 VOLT AC POWER SUPPLY CONNECTOR J5

CONNECTS THE 110VAC FROM THE TRANSFORMER ASSEMBLY
TO THE MAIN POWER SUPPLY WHERE IT IS FUSED AND
RETURNED TO THE 3 WAY CONNECTORS ON TRANSFORMER
ASSEMBLY .

ALSO SUPPLIES 110VAC ON FRONT OF MAIN POWER SUPPLY
FOR THE MONITOR POWER .



RIDGES INDICATE PIN NUMBER

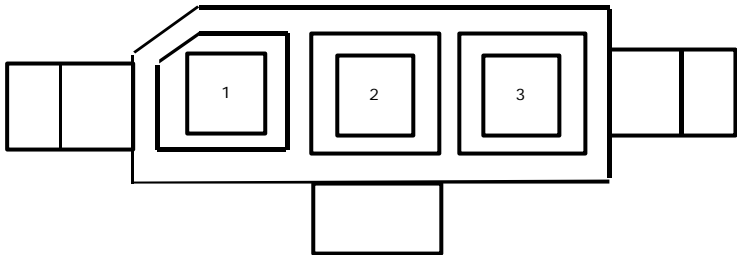
DIAGRAMATIC ONLY
NOT TO SCALE

FEMALE CONNECTOR

FRONT VIEW

CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
1	BROWN 24/.2	J1 PIN 1	110 VOLT LIVE
2	SHIELD 24/.2	J1 PIN 2	CHASSIS EARTH/SHIELDING
3	BLUE 24/.2	J1 PIN 3	110 VOLT NEUTRAL
4	WHITE 24/.2	J1 PIN 4	110 VOLT LIVE(RETURN)

SERVICE/INSTALLATION MANUAL		CHANGES			
MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	ChangeNote	Updated by:	Rev. Date	Approvals:
DESCRIPTION;	SIGNAL FUNCTION J5				
REVISION STATUS	(ie Draft or A) DRAFT				
ORIGINATOR/DATE	P.LIHOU 24/2/2001 FILE:PC3J5FUN				
SERVICE MANAGER	C. EYRE DATE: 24/2/2001				
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 Manufactures of Stargames Gaming Machines					
QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013		REVISION B 21/2/2001			

STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-10																													
DOOR OPTIC (TRANSMITTER) CABINET SIDE CONNECTOR J6 CONNECTS OPTIC (TRANSMITTER) TO BACKPLANE (PROCESSOR)																															
																															
DIAGRAMATIC ONLY NOT TO SCALE		MALE CONNECTOR FRONT VIEW																													
THIS CONNECTOR IS IN CABINET (RIGHT BOTTOM)																															
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center;">CONNECTOR PIN NUMBER</th> <th style="text-align: center;">WIRE COLOUR & STRANDINGS</th> <th style="text-align: center;">CONNECTED TO; CONNECTOR & PIN</th> <th style="text-align: center;">FUNCTION</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">RED/YELLOW 7/.25</td> <td style="text-align: center;">J21BP PIN 11</td> <td style="text-align: center;">12VDC</td> </tr> <tr> <td style="text-align: center;">2</td> <td style="text-align: center;">N/A</td> <td style="text-align: center;">NOT CONNECTED</td> <td style="text-align: center;">NO FUNCTION</td> </tr> <tr> <td style="text-align: center;">3</td> <td style="text-align: center;">YELLOW/RED 7/.25</td> <td style="text-align: center;">J21BP PIN 2</td> <td style="text-align: center;">DOOR STROBE</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </tbody> </table>				CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION	1	RED/YELLOW 7/.25	J21BP PIN 11	12VDC	2	N/A	NOT CONNECTED	NO FUNCTION	3	YELLOW/RED 7/.25	J21BP PIN 2	DOOR STROBE												
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2	N/A	NOT CONNECTED	NO FUNCTION																												
3	YELLOW/RED 7/.25	J21BP PIN 2	DOOR STROBE																												
SERVICE/INSTALLATION MANUAL		SHT. 10 ... OF ...																													
CHANGES																															
MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	Change Note	Updated by:																												
DESCRIPTION;	SIGNAL FUNCTION J6	Rev. Date	Approvals;																												
REVISION STATUS	(ie Draft or A) DRAFT																														
ORIGINATOR/DATE	P. LIHOU 24/2/2001 FILE: PC3J6FUN																														
SERVICE MANAGER	C. EYRE DATE: 24/2/2001																														
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel: (02) 97730255 Manufactures of Stargames Gaming Machines																															
QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013		REVISION B 21/2/2001																													

STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-11

METER CAGE MICRO SWITCH CONNECTOR J8MS

CONNECTS METER CAGE MICRO SWITCH TO
BACKPLANE (PROCESSOR)



DIAGRAMATIC ONLY
NOT TO SCALE

NOTE;
THE BLACK GOES ON THE COMMON AND THE
PINK/BLACK GOES ON NORMALLY OPENED

CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
1	PINK/BLACK 7/.25	J21BP PIN 10	METER CAGE(ALARM)
2	BLACK 10/.25	J21BP PIN 12	GROUND

SERVICE/INSTALLATION MANUAL

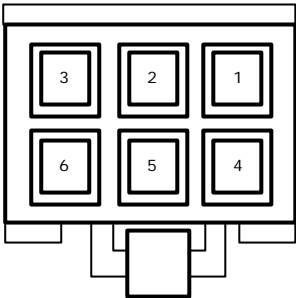
SHT. 11.. OF ...

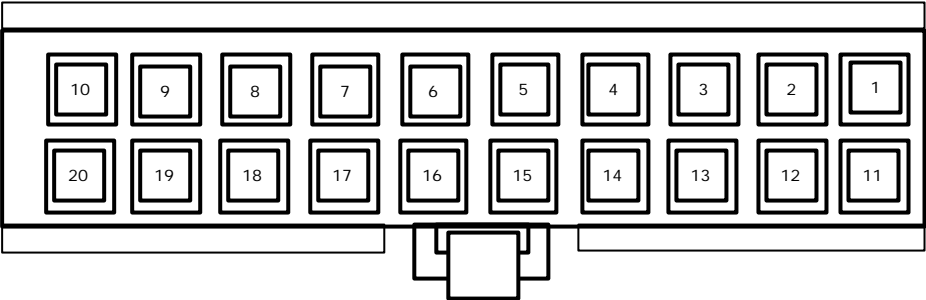
CHANGES

MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	ChangeNote	Updated by;	Rev. Date	Approvals;
DESCRIPTION;	SIGNAL FUNCTION J8MS				
REVISION STATUS	(ie Draft or A) DRAFT				
ORIGINATOR/DATE	P. LIHOU 24/2/2001 FILE:PC3J8MSFUN				
SERVICE MANAGER	C. EYRE DATE: 24/2/2001				
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 <i>Manufactures of Stargames Gaming Machines</i>					

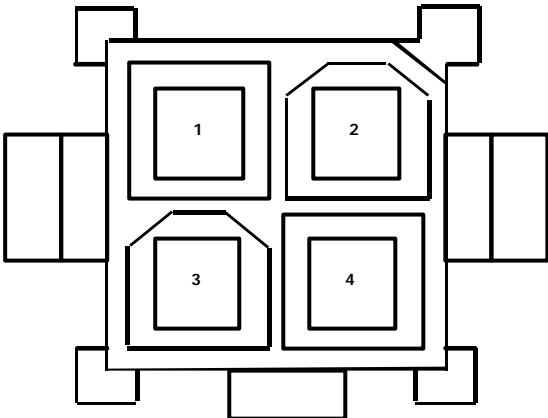
QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013

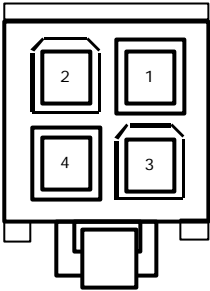
REVISION B 21/2/2001


STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-12																																																	
<p>CASH BOX MICRO SWITCH CONNECTOR J9</p> <p><i>CONNECTS CASH BOX MICRO SWITCH WITH BACKPLANE (PROCESSOR)</i></p>																																																			
																																																			
<p><small>DIAGRAMATIC ONLY NOT TO SCALE</small></p>		<p>FEMALE CONNECTOR FRONT VIEW</p>																																																	
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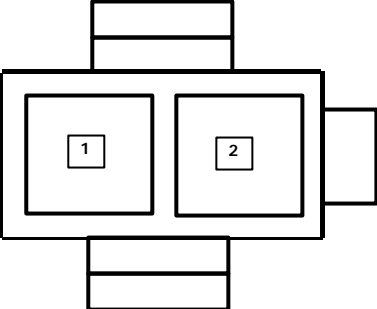
STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-13	
SWITCH MODE MAIN POWER SUPPLY CONNECTOR J10BP			
<i>CONNECTS THE SWITCH MODE POWER SUPPLY TO BACKPLANE (PROCESSOR)</i>			
<i>NOTE; THIS CONNECTOR WILL ALSO PLUG INTO J34 BP AUX. PWR OR A SEPERATE CONNECTOR ADDED TO J34BP TO TAKE THE REQUIRED POWER OFF.</i>			
			
<small>DIAGRAMATIC ONLY NOT TO SCALE</small>		FEMALE CONNECTOR FRONT VIEW	
CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
1	PURPLE (AS SUPPLIED)	SWITCH MODE P/S 1	+3.3 VDC
2	PURPLE (AS SUPPLIED)	SWITCH MODE P/S 2	+3.3 VDC
3	BLACK (AS SUPPLIED)	SWITCH MODE P/S 3	GND
4	RED (AS SUPPLIED)	SWITCH MODE P/S 4	+5 VDC
5	BLACK (AS SUPPLIED)	SWITCH MODE P/S 5	GND
6	RED (AS SUPPLIED)	SWITCH MODE P/S 6	+5 VDC
7	BLACK (AS SUPPLIED)	SWITCH MODE P/S 7	GND
8	ORANGE (AS SUPPLIED)	SWITCH MODE P/S 8	POWER OK/POWER GOOD
9	BROWN (AS SUPPLIED)	SWITCH MODE P/S 9	+5 VDC STAND BY
10	YELLOW (AS SUPPLIED)	SWITCH MODE P/S 10	+12 VDC
11	PURPLE (AS SUPPLIED)	SWITCH MODE P/S 11	+3.3 VDC
12	BLUE (AS SUPPLIED)	SWITCH MODE P/S 12	-12 VDC
13	BLACK (AS SUPPLIED)	SWITCH MODE P/S 13	GND
14	GREY (AS SUPPLIED)	SWITCH MODE P/S 14	PS ON
15	BLACK (AS SUPPLIED)	SWITCH MODE P/S 15	GND
16	BLACK (AS SUPPLIED)	SWITCH MODE P/S 16	GND
17	BLACK (AS SUPPLIED)	SWITCH MODE P/S 17	GND
18	WHITE (AS SUPPLIED)	SWITCH MODE P/S 18	-5 VDC
19	RED (AS SUPPLIED)	SWITCH MODE P/S 19	+5 VDC
20	RED (AS SUPPLIED)	SWITCH MODE P/S 20	+5 VDC

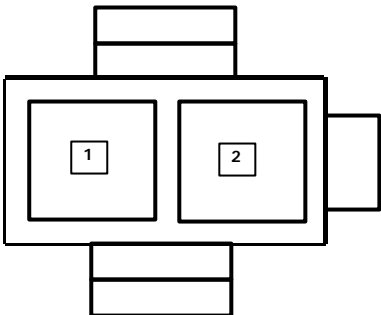
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<p>LIGHT TOWER CONNECTOR J11</p> <p><i>CONNECTS LIGHT TOWER TO BACKPLANE(PROCESSOR)</i></p> <div style="text-align: center; margin: 20px 0;">  </div> <div style="display: flex; justify-content: space-between; align-items: flex-end; margin-top: 20px;"> <div style="width: 40%;"> <p><i>DIAGRAMATIC ONLY</i></p> <p><i>NOT TO SCALE</i></p> </div> <div style="width: 55%; text-align: center;"> <p>MALE CONNECTOR</p> <p>FRONT VIEW</p> </div> </div> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 20px;"> <thead> <tr> <th style="text-align: center;">CONNECTOR PIN NUMBER</th> <th style="text-align: center;">WIRE COLOUR & STRANDINGS</th> <th style="text-align: center;">CONNECTED TO; CONNECTOR & PIN</th> <th style="text-align: center;">FUNCTION</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">YELLOW 10/.25</td> <td style="text-align: center;">J11BP PIN 1</td> <td style="text-align: center;">+12VDC</td> </tr> <tr> <td style="text-align: center;">2</td> <td style="text-align: center;">N/A</td> <td style="text-align: center;">NOT CONNECTED</td> <td style="text-align: center;">NO FUNCTION</td> </tr> <tr> <td style="text-align: center;">3</td> <td style="text-align: center;">GREEN 7/.25</td> <td style="text-align: center;">J11BP PIN 3</td> <td style="text-align: center;">LIGHT WR R</td> </tr> <tr> <td style="text-align: center;">4</td> <td style="text-align: center;">PURPLE 7/.25</td> <td style="text-align: center;">J11BP PIN4</td> <td style="text-align: center;">LIGHT WR Y</td> </tr> </tbody> </table>				CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION	1	YELLOW 10/.25	J11BP PIN 1	+12VDC	2	N/A	NOT CONNECTED	NO FUNCTION	3	GREEN 7/.25	J11BP PIN 3	LIGHT WR R	4	PURPLE 7/.25	J11BP PIN4	LIGHT WR Y
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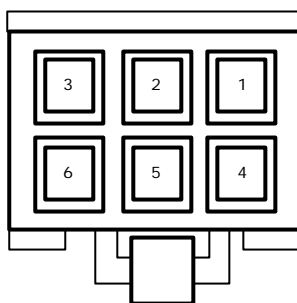
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DESCRIPTION;		SIGNAL FUNCTION J14/2																													
REVISION STATUS		(ie Draft or A) DRAFT																													
ORIGINATOR/DATE		P. LIHOU 24/1/2000 FILE: PC3J142F																													
SERVICE MANAGER		C. EYRE DATE: 24/1/2001																													
<p>STARGAMES CORPORATION PTY. LTD.</p> <p>13 Sheridan Close, Milperra; N.S.W. 2214. Tel: (02) 97730255</p> <p><i>Manufactures of Stargames Gaming Machines</i></p>		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center;">Change Note</th> <th style="text-align: center;">Updated by:</th> <th style="text-align: center;">Rev. Date</th> <th style="text-align: center;">Approvals:</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>		Change Note	Updated by:	Rev. Date	Approvals:																								
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STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-19

POWER DOWN CONTROL CONNECTOR J15

CONNECTS POWER DOWN CONTROL J15 ON
POWER SUPPLY TO BACKPLANE (PROCESSOR)

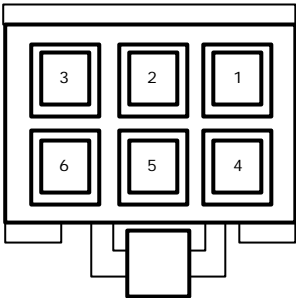


DIAGRAMATIC ONLY
NOT TO SCALE

FEMALE CONNECTOR FRONT VIEW

CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
1	LT.GREEN(LIME)/BLACK 7/.25	J15BP PIN 1	SE GND
2	RED/WHITE 7/.25	J15BP PIN 2	SE 5V
3	GREEN/YELLOW 7/.25	J15BP PIN 3	GND (CHASSIS)
4	WHITE/BROWN 10/.25	J15BP PIN 4	PWR GOOD E
5	YELLOW/BROWN 10/.25	J15BP PIN 5	PWR GOOD C
6	BLACK/RED 7/.25	J15BP PIN 6	POWER SAVE

SERVICE/INSTALLATION MANUAL		CHANGES			
MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	ChangeNote	Updated by;	Rev. Date	Approvals;
DESCRIPTION;	SIGNAL FUNCTION J15				
REVISION STATUS	(ie Draft or A) DRAFT				
ORIGINATOR/DATE	P. LIHOU 21/2/2001 FILE:PC3J15FUN				
SERVICE MANAGER	C. EYRE DATE: 21/2/2001				
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 Manufactures of Stargames Gaming Machines					
QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013		REVISION A 11/11/96			

STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-20																													
<p>POWER DOWN CONTROL CONNECTOR J15BP</p> <p><i>CONNECTS BACKPLANE (PROCESSOR) TO POWER DOWN CONTROL CONNECTOR ON FRONT OF POWER SUPPLY.</i></p>																															
																															
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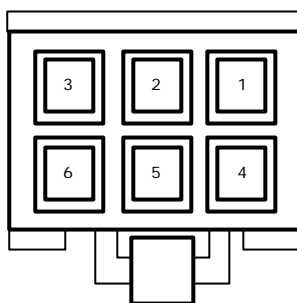
STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-21

TOP FRAME MICRO SWITCH CONNECTOR J16

CONNECTS THE TOP FRAME MICRO SWITCH
BACKPLANE (PROCESSOR)

A MICRO SWITCH CONNECTS PINS 1 & 4
A LINK IS NORMALLY FITTED TO THIS CONNECTOR



DIAGRAMATIC ONLY
NOT TO SCALE

FEMALE CONNECTOR FRONT VIEW

CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
1	BLACK 10/.25	J21BP PIN 12	SE GND
2	NOT CONNECTED	N/A	NO FUNCTION
3	RED/YELLOW	J21BP PIN 11	NO FUNCTION
4	WHITE 7/.25	J21BP PIN 5	TOP FRAME MICRO/SW.
5	NOT CONNECTED	N/A	NO FUNCTION
6	YELLOW/RED 7/.25	J21BP PIN 2	NO FUNCTION

SERVICE/INSTALLATION MANUAL

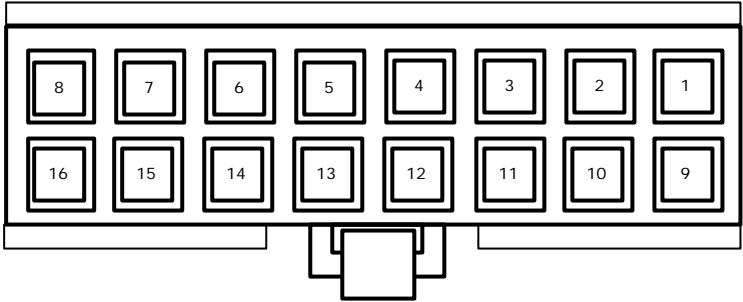
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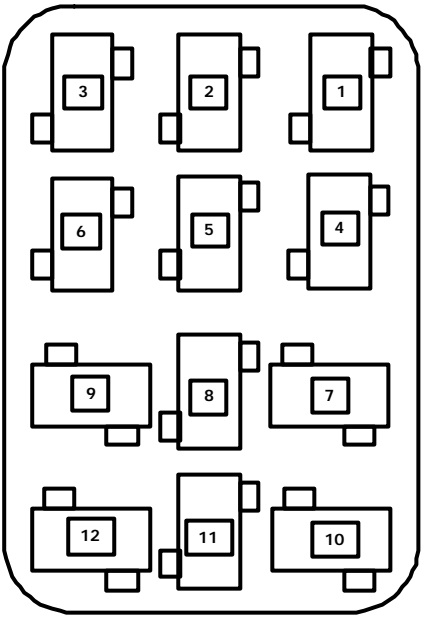
CHANGES

MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	Change Note	Updated by;	Rev. Date	Approvals;
DESCRIPTION;	SIGNAL FUNCTION J16				
REVISION STATUS	(ie Draft or A) DRAFT				
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SERVICE MANAGER	C. EYRE DATE: 21/2/2001				
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QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013

REVISION B 21/2/2001

STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-22																																																																					
<p>HOPPER CONNECTOR J20BP</p> <p><i>CONNECTS BACKPLANE(PROCESSOR)TO HOPPER</i></p>																																																																							
																																																																							
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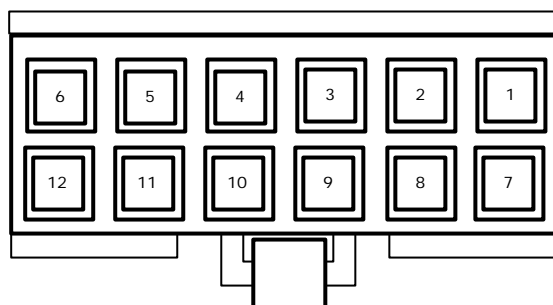
STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-23																																																					
<p>HOPPER CONNECTOR J20H</p> <p><i>CONNECTS HOPPER TO BACKPLANE(PROCESSOR)</i></p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  </div> <div style="text-align: left;"> <p><small>DIAGRAMATIC ONLY NOT TO SCALE</small></p> <p>NOTE ; SOCKET HAS BEEN DRAWN AS IT SITS IN THE MACHINE.</p> <p>BLACK SOCKET FEMALE CONNECTOR</p> <p>FRONT VIEW</p> </div> </div> <p style="text-align: center; margin-top: 10px;">BLACK SOCKET</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th>CONNECTOR PIN NUMBER.</th> <th>WIRE COLOUR & STRANDINGS</th> <th>CONNECTED TO</th> <th>FUNCTION</th> </tr> </thead> <tbody> <tr><td>1</td><td>BLACK 10/.25</td><td>J20BP PINS 11-16</td><td>GND</td></tr> <tr><td>2</td><td>BLACK 10/.25</td><td>J20BP PINS 11-16</td><td>GND</td></tr> <tr><td>3</td><td>LT. GREEN/BLACK 7/.25</td><td>J20BP PIN 8</td><td>SENSOR HOPPER OUTPUT</td></tr> <tr><td>4</td><td>BLACK 10/.25</td><td>J20BP PINS 11-16</td><td>GND</td></tr> <tr><td>5</td><td>WHITE/RED 7/.25</td><td>J20BP PIN 7</td><td>HOPPER FAULT</td></tr> <tr><td>6</td><td>PURPLE/YELLOW 7/.25</td><td>J20BP PIN 6</td><td>HOPPER FULL</td></tr> <tr><td>7</td><td>N/A</td><td>NOT CONNECTED</td><td>NO FUNCTION</td></tr> <tr><td>8</td><td>BLACK 10/.25</td><td>J20BP PINS 11-16</td><td>GND</td></tr> <tr><td>9</td><td>WHITE/GREY 10/.25</td><td>J20BP PIN 2</td><td>24VDC(POSITIVE)</td></tr> <tr><td>10</td><td>YELLOW 10/.25</td><td>J20BP PIN 4</td><td>+12 VDC(LOGIC SUPPLY)</td></tr> <tr><td>11</td><td>N/A</td><td>NOT CONNECTED</td><td>NO FUNCTION</td></tr> <tr><td>12</td><td>GREEN/GREY 7/.25</td><td>J20BP PIN 9</td><td>HOPPER SPIN</td></tr> </tbody> </table>				CONNECTOR PIN NUMBER.	WIRE COLOUR & STRANDINGS	CONNECTED TO	FUNCTION	1	BLACK 10/.25	J20BP PINS 11-16	GND	2	BLACK 10/.25	J20BP PINS 11-16	GND	3	LT. GREEN/BLACK 7/.25	J20BP PIN 8	SENSOR HOPPER OUTPUT	4	BLACK 10/.25	J20BP PINS 11-16	GND	5	WHITE/RED 7/.25	J20BP PIN 7	HOPPER FAULT	6	PURPLE/YELLOW 7/.25	J20BP PIN 6	HOPPER FULL	7	N/A	NOT CONNECTED	NO FUNCTION	8	BLACK 10/.25	J20BP PINS 11-16	GND	9	WHITE/GREY 10/.25	J20BP PIN 2	24VDC(POSITIVE)	10	YELLOW 10/.25	J20BP PIN 4	+12 VDC(LOGIC SUPPLY)	11	N/A	NOT CONNECTED	NO FUNCTION	12	GREEN/GREY 7/.25	J20BP PIN 9	HOPPER SPIN
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STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-24

DOOR & CABINET SWITCHES CONNECTOR J21BP

CONNECTS DOOR OPTICS AND MICRO SWITCHES FOR
METER S ,NOTE VALIDATOR ,TOP DOOR,CASHBOX AND
ACCOUNTANCY.ATTENDANT SWITCHES
TO THE BACKPLANE(PROCESSOR)



DIAGRAMATIC ONLY
NOT TO SCALE

FEMALE CONNECTOR FRONT VIEW

CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
1	RED/BLACK 7/.25	J4 PIN 1	DOOR OPTIC (RECEIVER)
2	YELLOW RED 7/.25	J6 PIN 3	DOOR OPTIC STROBE
3	DARK BLUE 7/.25	J9 PIN 4	CASHBOX M/SWITCH N/O
4	LT.GREEN(LIME)/BLACK 7/.25	J26 M/S	NOTE VAL. M/SW NO
5	WHITE 7/.25	J16 PIN 4	TOP FRAME M/SWITCH N/O
6	DK.GREEN/RED 7/.25	J3 PIN 3	ACCOUNTANCY
7	GREY/BLUE 7/.25	J3 PIN 2	ATTENDANT
8	BROWN 7/.25	J21 SPARES	PD RESDOOR IN
9	BROWN/WHITE 7/.25	J21 SPARES	PD RESDOOR STROBE
10	PINK/BLACK 7/.25	J8 M/S	METERS. M/SW NO
11	RED/YELLOW 7/.25	J6 PIN 1	OPTIC STROBE
12	BLACK/GREEN 24/.25	J3 ,J4,J8,J9,J16	MICRO SWITCH GNDS

SERVICE/INSTALLATION MANUAL

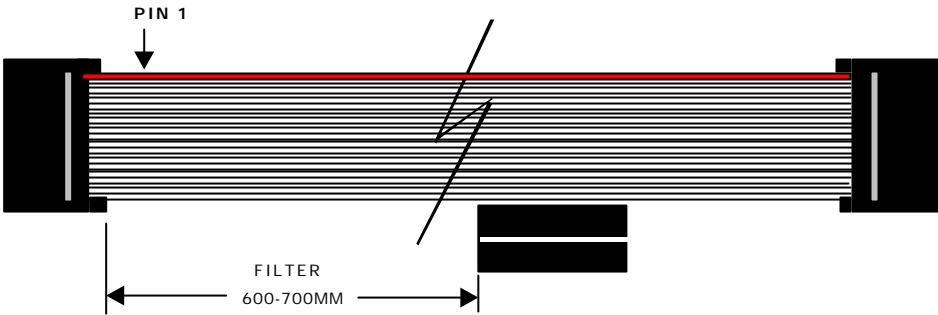
SHT.24 .. OF ...

CHANGES

MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	ChangeNote	Updated by:	Rev. Date	Approvals;
DESCRIPTION;	SIGNAL FUNCTION J21BP				
REVISION STATUS	(ie Draft or A) DRAFT				
ORIGINATOR/DATE	P.LIHOU 21/2/2001 FILE:PC3J21BF				
SERVICE MANAGER	C. EYRE DATE: 21/2/2001				
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 Manufactures of Stargames Gaming Machines					

QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013

REVISION B 21/2/2001

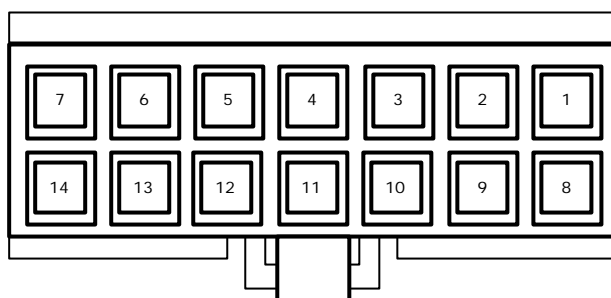
STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-25																																																																																												
<p>METERS LIGHT TOWER CONNECTOR J22RB</p> <p><i>CONNECTS BACKPLANE (PROCESSOR) TO METERS IN FRONT DOOR</i></p>																																																																																														
																																																																																														
<p>DIAGRAMATIC ONLY NOT TO SCALE</p>		<p>THIS CABLE HAS A FILTER FITTED 600-700MM FROM METERS END</p>																																																																																												
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STARGAMES CORP. PTY. LTD.

STARGAMES PC 2 05-26

COIN MECH. ASSEMBLY CONNECTOR J23BP

CONNECTS COIN MECH FUNCTIONS TO
BACKPLANE (PROCESSOR)

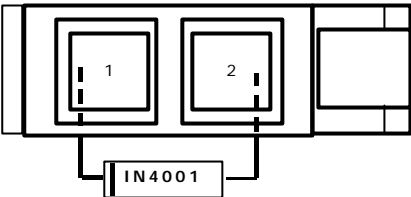


DIAGRAMATIC ONLY
NOT TO SCALE

FEMALE CONNECTOR FRONT VIEW

CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
1	YELLOW/PURPLE 24/.2	J23CD PIN 1	12VDC COIN DIVERTOR
2	YELLOW/PURPLE 24/.2	J23KK PIN 6	12VDC COIN MECH.
3	WHITE/RED 7/.25	J23KK PIN 2	VACS
4	LT.BLUE/BLACK 7/.25	J23KK PIN 4	COIN CREDIT
5	PURPLE/WHITE 7/.25	J23KK PIN 3	COIN FAULT
6	GREY 7/.25	J23KK PIN 7	COIN ENABLE
7	PINK/PURPLE 24/.2	J23CD PIN 2	DIVERT CONTROL
8	GREY/BLUE 7/.25	J23OPT. PIN 6	COIN DIVERT T2CBX
9	GREY/RED 7/.25	J23OPT. PIN 3	COIN DIVERT T2HPR
10	BLACK 10/.25	J23KK PIN 1	GND
11	YELLOW/GREEN 7/.25	J23OPT. PIN 1	DIVERTOR OPTICS(STROBE)
12	BLACK 10/.25	J23OPT. PINS 2	GND
13	BLACK 10/.25	J23OPT. PINS 2	GND
14	BLACK 10/.25	J23	SPARE

SERVICE/INSTALLATION MANUAL		CHANGES			
MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	ChangeNote	Updated by:	Rev. Date	Approvals:
DESCRIPTION;	SIGNAL FUNCTION J23BP				
REVISION STATUS	(ie Draft or A) DRAFT				
ORIGINATOR/DATE	P.LIHOU 21/2/2001 FILE:PC3J23PFUN				
SERVICE MANAGER	C. EYRE DATE: 21/2/2001				
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 Manufactures of Stargames Gaming Machines					
QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013		REVISION B 21/2/2001			

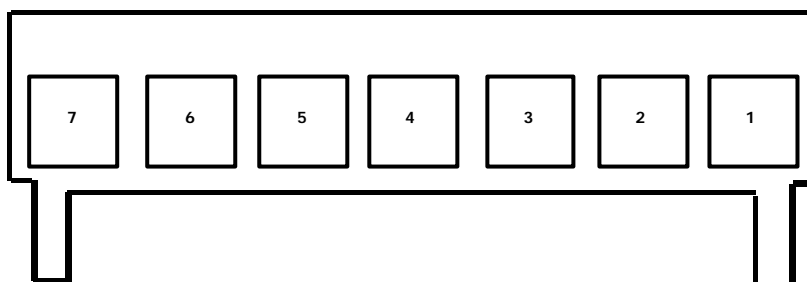
STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-27																													
<p>DIVERTOR SOLENOID CONNECTOR J23CD</p> <p><i>CONNECTS THE COIN DIVERTOR TO THE BACKPLANE (PROCESSOR)</i></p> <div style="text-align: center; margin: 20px 0;">  </div> <p style="text-align: center; margin-top: 20px;"> FEMALE CONNECTOR FRONT VIEW </p>																															
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STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-28

COIN MECHANISM CONNECTOR J23KK

CONNECTS THE COIN MECH TO THE
BACKPLANE (PROCESSOR)



DIAGRAMATIC ONLY
NOT TO SCALE

FEMALE CONNECTOR FRONT VIEW

NOTE, PIN1 ALTERNATE COLOUR IS BLACK/YELLOW

CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
1	BLACK 7/.25	J23BP PIN 10	GND
2	WHITE/RED 7/.25	J23B PIN 3	VACS
3	PURPLE/WHITE 7/.25	J23BP PIN 5	COIN FAULT
4	LT.BLUE/BLACK 7/.25	J23BP PIN 4	GROUND
5	N/A	NOT CONNECTED	NO FUNCTION
6	YELLOW 10/.25	J23BP PIN 2	12VDC
7	GREY 7/.25	J23BP PIN 6	COIN ENABLE

SERVICE/INSTALLATION MANUAL

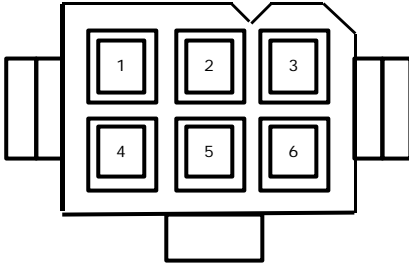
SHT.28. OF ...

CHANGES

MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	ChangeNote	Updated by:	Rev. Date	Approvals:
DESCRIPTION;	SIGNAL FUNCTION J23KK				
REVISION STATUS	(ie Draft or A) DRAFT				
ORIGINATOR/DATE	P.LIHOU 21/2/2001 FILE:PC3J23KF				
SERVICE MANAGER	C. EYRE DATE: 21/2/2001				
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 <i>Manufactures of Stargames Gaming Machines</i>					

QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013

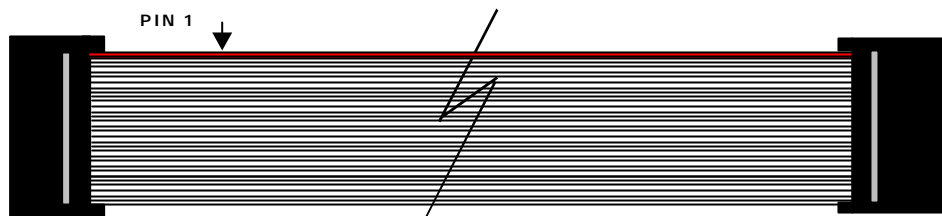
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STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-29																																																													
<p>COIN MECH DIVERTOR CONNECTOR J23/OPT</p> <p><i>CONNECTS ACCOUNTANY/ATENDANT SWITCH TO BACKPLANE (PROCESSOR)</i></p>																																																															
																																																															
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STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-30

KEYBOARD & KB LIGHTS CONNECTOR J24RB

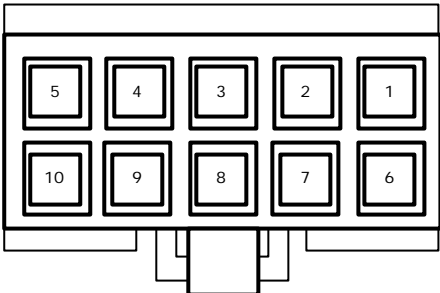
CONNECTS BACKPLANE(PROCESSOR) TO
FRONT PANEL KEYBOARD & LIGHTSDIAGRAMATIC ONLY
NOT TO SCALE

NOTE;

THE DOOR END OF THIS CABLE PLUGS INTO A PCB ON THE
DOOR BACK PANEL, PLEASE REFER TO BUTTON PANEL SCHEMATIC
FOR MORE DETAILS OF FUNCTIONS AND WIRING.

CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
24	CONNECTOR 26 WAY IDC MALE R/A.		
TBA	26 WAY RIBBON CABLE	1.6 METERS LONG	
1	RIBBON CABLE 1	RIBBON CABLE 1	LED 1
2	RIBBON CABLE 2	RIBBON CABLE 2	LED 2
3	RIBBON CABLE 3	RIBBON CABLE 3	LED 3
4	RIBBON CABLE 4	RIBBON CABLE 4	LED 4
5	RIBBON CABLE 5	RIBBON CABLE 5	LED 5
6	RIBBON CABLE 6	RIBBON CABLE 6	LED 6
7	RIBBON CABLE 7	RIBBON CABLE 7	LED 7
8	RIBBON CABLE 8	RIBBON CABLE 8	LED 8
9	RIBBON CABLE 9	RIBBON CABLE 9	HOPPER GND
10	RIBBON CABLE 10	RIBBON CABLE 10	HOPPER GND
11	RIBBON CABLE 11	RIBBON CABLE 11	N/A
12	RIBBON CABLE 12	RIBBON CABLE 12	RES OUT 5
13	RIBBON CABLE 13	RIBBON CABLE 13	RES OUT 6
14	RIBBON CABLE 14	RIBBON CABLE 14	RES OUT 7
15	RIBBON CABLE 15	RIBBON CABLE 15	RES OUT 8
16	RIBBON CABLE 16	RIBBON CABLE 16	N/A
17	RIBBON CABLE 17	RIBBON CABLE 17	BUTTON 1
18	RIBBON CABLE 18	RIBBON CABLE 18	BUTTON 2
19	RIBBON CABLE 19	RIBBON CABLE 19	BUTTON 3
20	RIBBON CABLE 20	RIBBON CABLE 20	BUTTON 4
21	RIBBON CABLE 21	RIBBON CABLE 21	N/A
22	RIBBON CABLE 22	RIBBON CABLE 22	N/A
23	RIBBON CABLE 23	RIBBON CABLE 23	N/A
24	RIBBON CABLE 24	RIBBON CABLE 24	N/A
25	RIBBON CABLE 25	RIBBON CABLE 25	N/A
26	RIBBON CABLE 26	RIBBON CABLE 26	N/A

SERVICE/INSTALLATION MANUAL		CHANGES			
MACHINE/MODEL No.	00-001/002/003 STARGAMES PC 3	ChangeNote	Updated by:	Rev. Date	Approvals;
DESCRIPTION;	SIGNAL FUNCTION J24RC				
REVISION STATUS	(ie Draft or A) DRAFT				
ORIGINATOR/DATE	P.LIHOU 21/2/2001 FILE:PC3J24F				
SERVICE MANAGER	C. EYRE DATE: 21/2/2001				
STARGAMES CORPORATION PTY. LTD. 13 Sheridan Close, Milperra; N.S.W. 2214. Tel:(02)97730255 Manufactures of Stargames Gaming Machines					
QUALITY PROCEDURES MANUAL ; REFERENCE FORM; 0013		REVISION B 21/2/2001			

STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-31																																													
<p>NOTE ACCEPTOR CONNECTOR J26BP</p> <p><i>CONNECTS NOTE VALIDATOR FUNCTIONS TO BACKPLANE (PROCESSOR)</i></p>																																															
																																															
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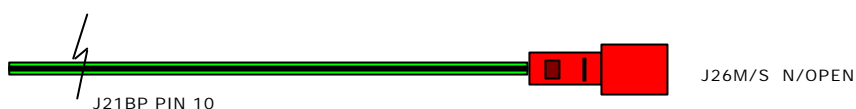
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STARGAMES CORP. PTY. LTD.

STARGAMES PC 3 05-33

NOTE VALIDATOR MICRO SWITCH CONNECTOR J26MS

CONNECTS NOT VALIDATOR DOOR MICRO SWITCH TO
BACKPLANE (PROCESSOR)



DIAGRAMATIC ONLY
NOT TO SCALE

NOTE;
THE BLACK GOES ON THE COMMON AND THE
LT.GREEN/BLACK GOES ON NORMALLY OPENED

CONNECTOR PIN NUMBER	WIRE COLOUR & STRANDINGS	CONNECTED TO; CONNECTOR & PIN	FUNCTION
1	LT.GREEN(LIME)/BLACK 7/.25	J21BP PIN 4	NOTE VALIDATOR(ALARM)
2	BLACK 7/.25	J21BP PIN 12	GROUND

SERVICE/INSTALLATION MANUAL

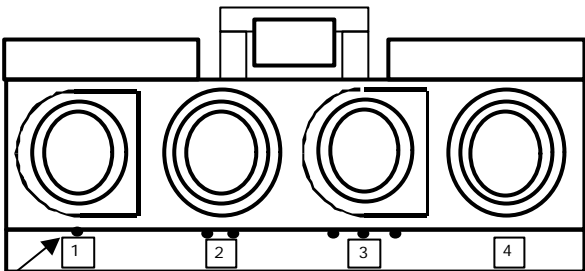
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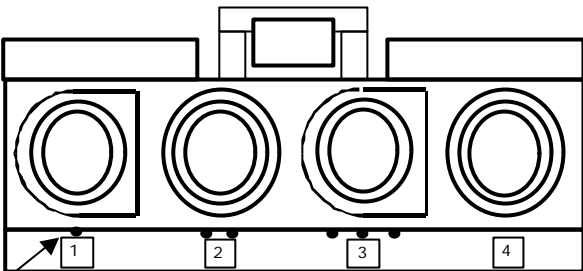
CHANGES

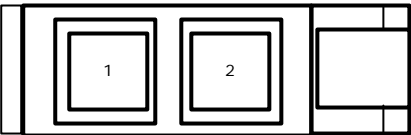
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DESCRIPTION;	SIGNAL FUNCTION J26MS				
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SERVICE MANAGER	C. EYRE DATE: 24/2/2001				
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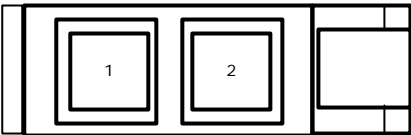
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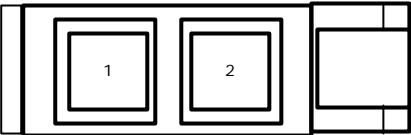
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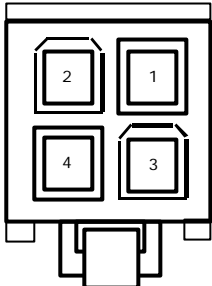
STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-34																					
110 VOLT AC TOP LIGHT UP PANEL CONNECTOR J27																							
<p><i>CONNECTS THE 110VAC FROM THE LIGHT UP PANEL TO THE DOOR BACK J28</i></p>																							
																							
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<p>REVISION STATUS</p>		<p>J28</p>																					
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<p>SERVICE MANAGER</p>		<p>P.LIHOU 24/2/2001</p>																					
<p>DATE: 24/2/2001</p>		<p>FILE:PC3J28FU</p>																					
<p>STARGAMES CORPORATION PTY. LTD.</p>		<p>CHANGES</p>																					
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STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-36																													
12 VOLT DC SUBSIDIARY EQUIPMENT CONNECTOR J29 <i>CONNECTS 12 VDC TO THE SUBSIDIARY EQUIPMENT RACK</i>																															
																															
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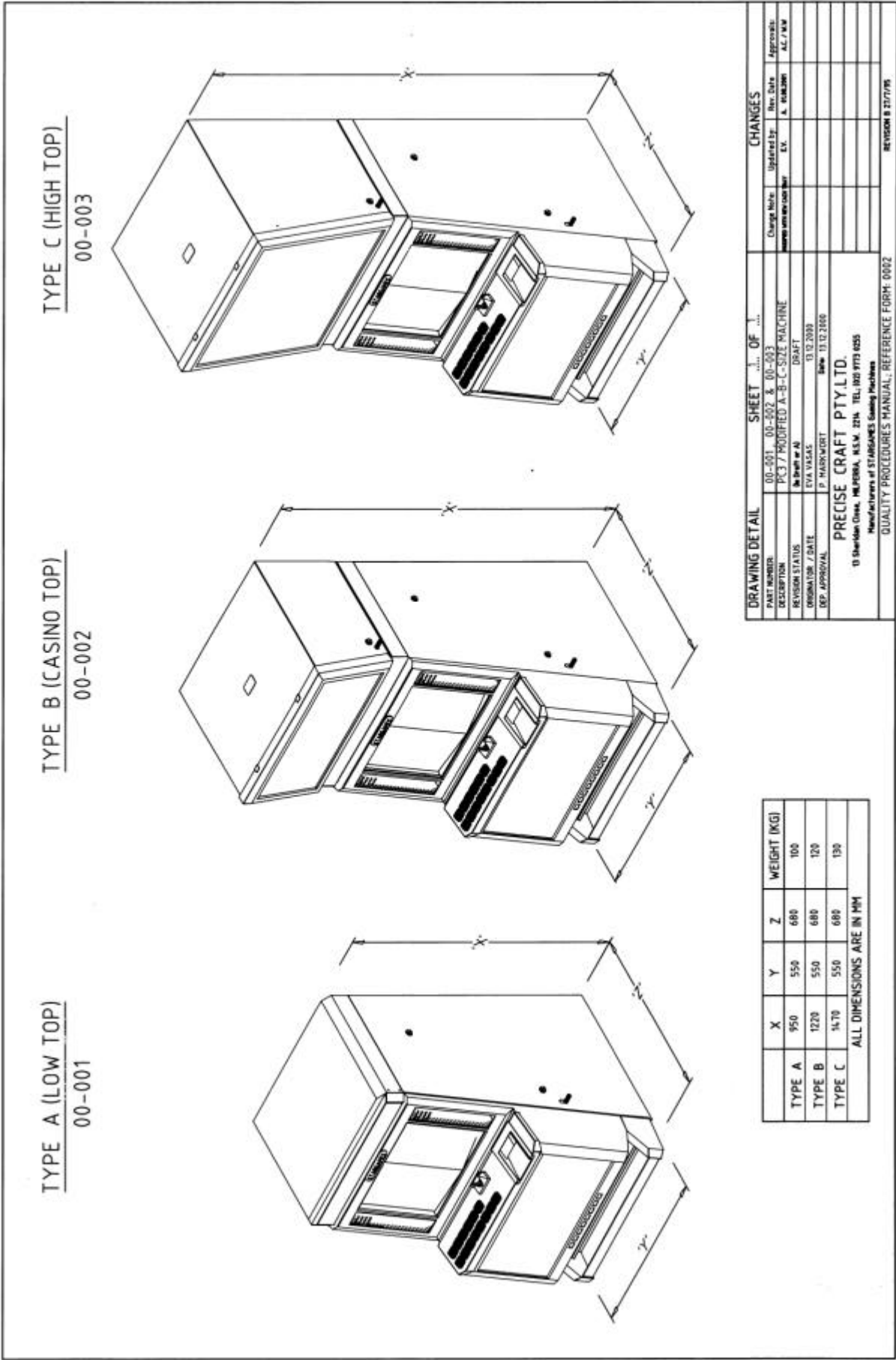
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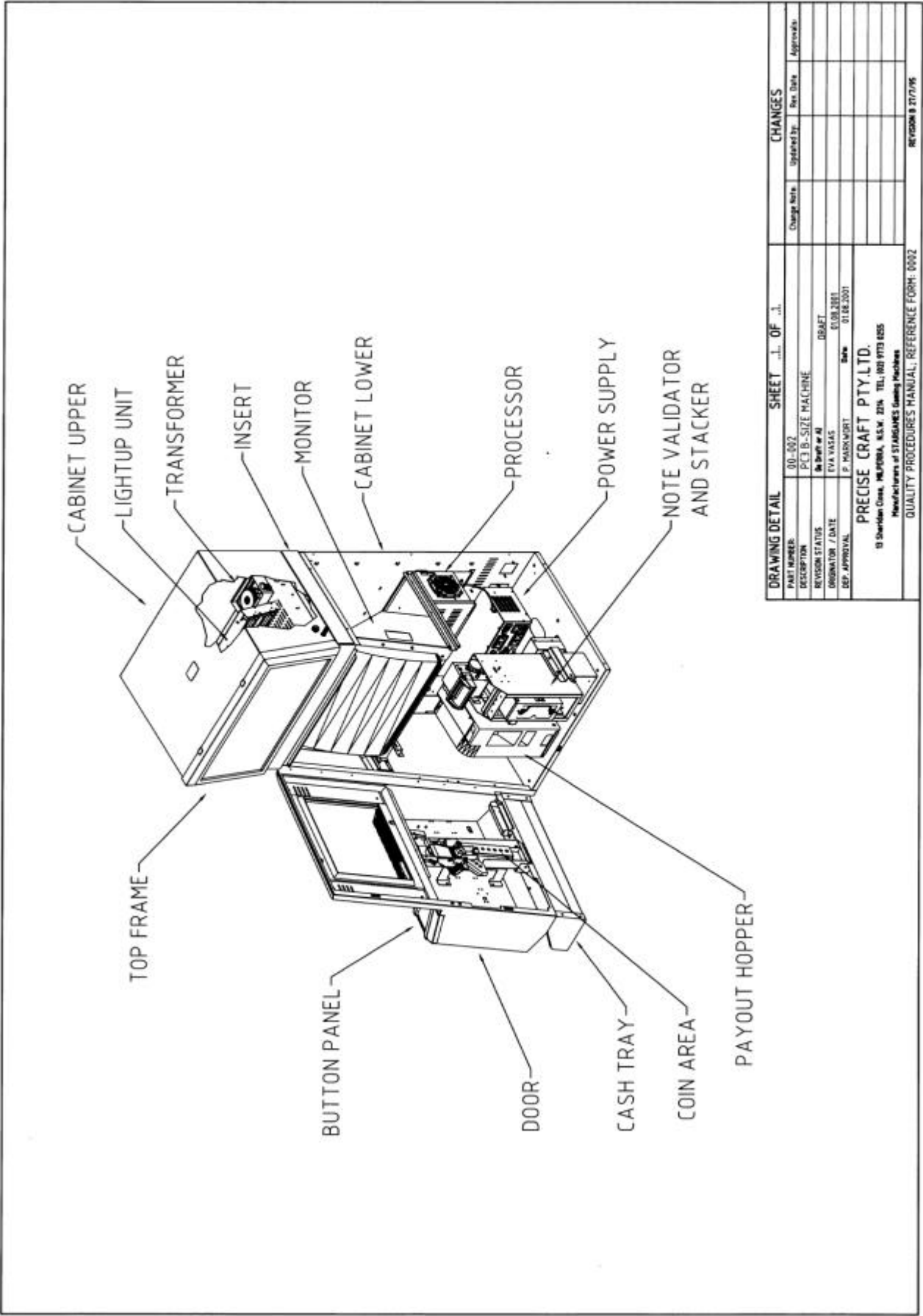
STARGAMES CORP. PTY. LTD.		STARGAMES PC 3 05-38																													
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STARGAMES CORP. PTY. LTD.	STARGAMES PC 3 05-39																												
24VDC SWITCH MODE POWER SUPPLY CONNECTOR J45																													
<p><i>CONNECTS THE BACKPLANE (PROCESSOR) TO THE 24VDC SWITCH MODE POWER SUPPLY</i></p>																													
																													
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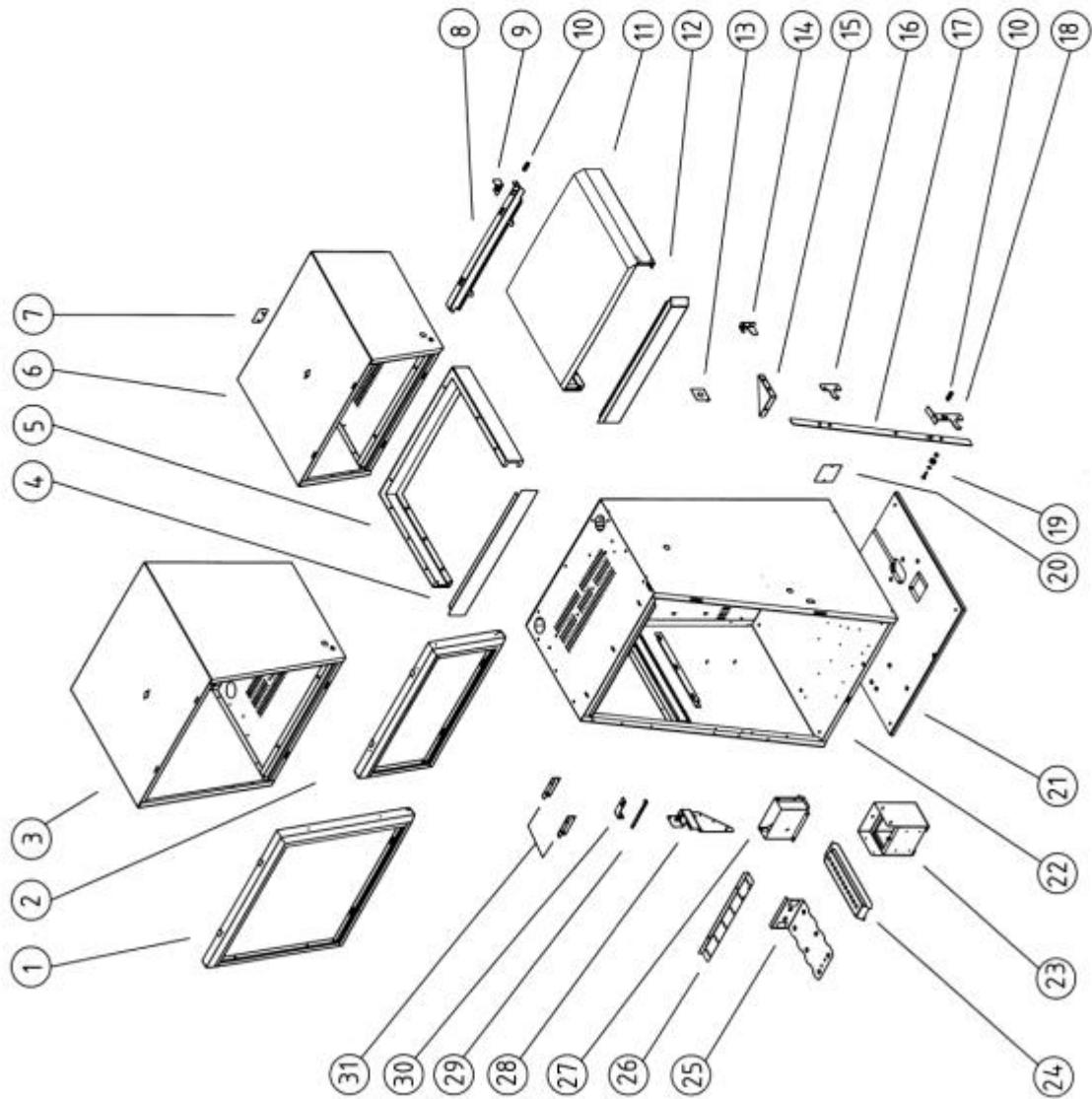
11. DRAWINGS & DIAGRAMS

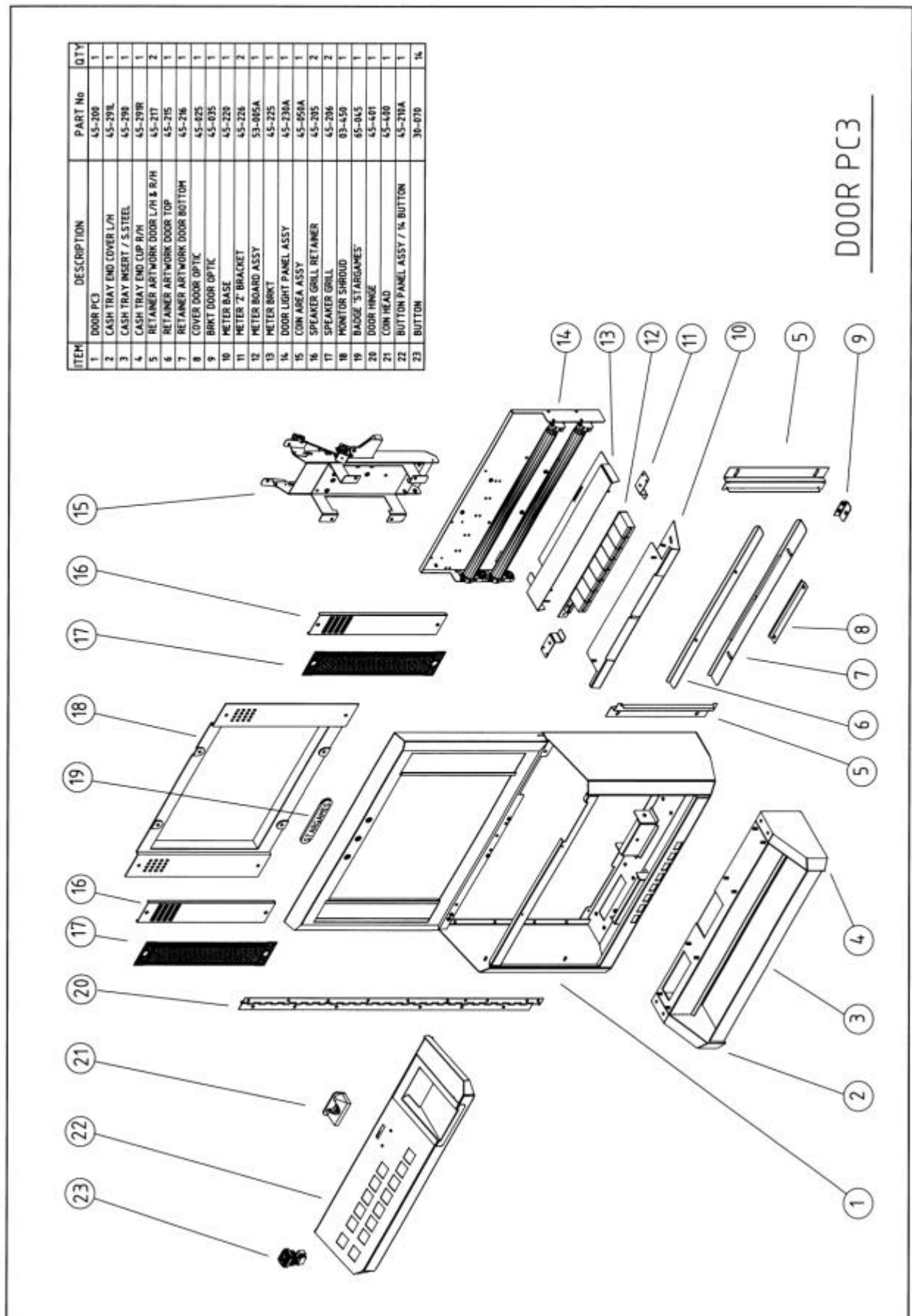




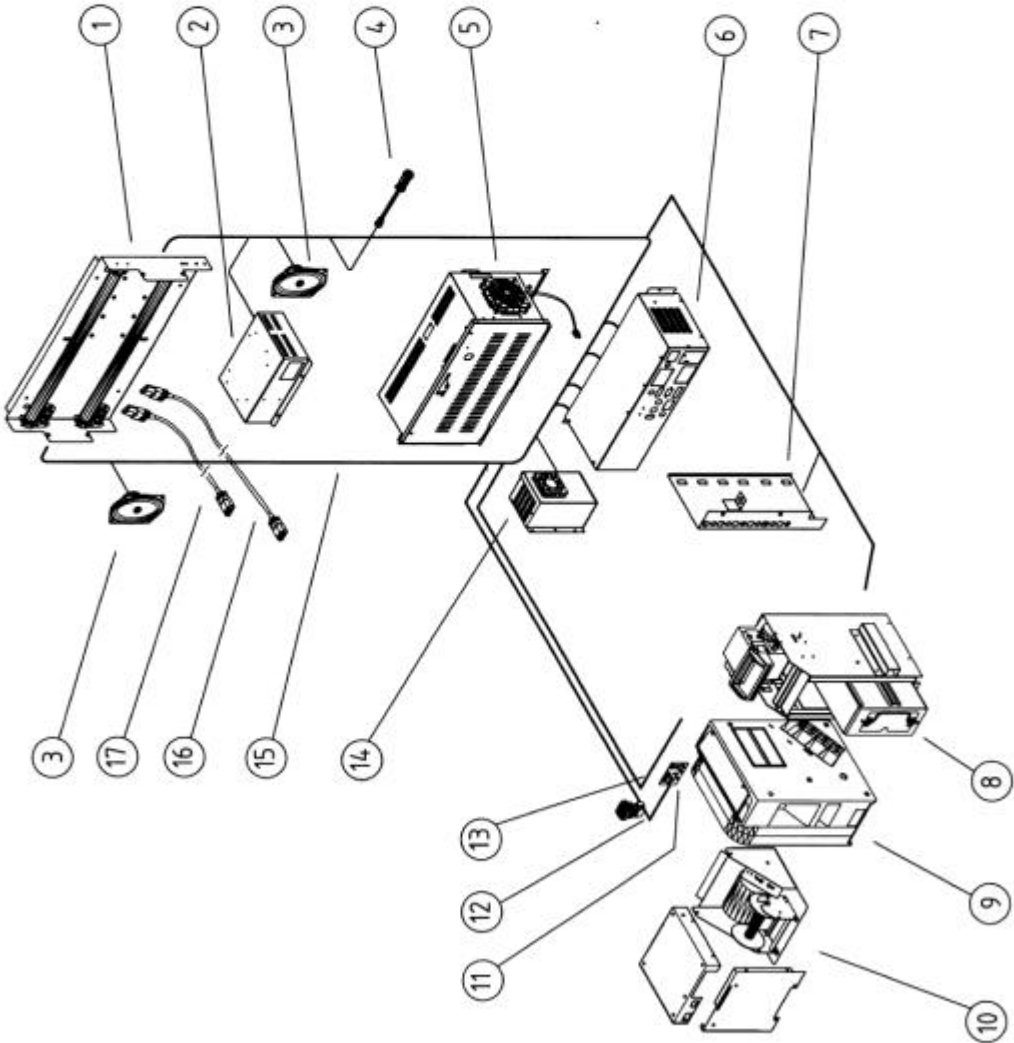
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1	CABINET TOP FRAME "HBOY"	45-136	1
2	CABINET TOP FRAME "CASINO"	45-145	1
3	CABINET UPPER "HBOY"	45-135	1
4	CABINET INSERT BLANK	02-583	1
5	CABINET INSERT PC3	45-129	1
6	CABINET UPPER "CASINO"	45-140	1
7	CABINET TOWER LIGHT PLUG	02-655	1
8	CABINET LOCKING BAR UPPER	02-618	1
9	CABINET LOCKING BAR UPPER ADJ. BRKT	02-628	1
10	CABINET LOCKING KNOB	02-014	2
11	CABINET UPPER "LOBOY"	45-139	1
12	CARD READER BLANKING PLATE	45-181	1
13	ACTY/ATT KEY SWITCH EARTH BRKT	45-019	1
14	DOOR LIFT YOKE	02-651	1
15	VALIDATOR SUPPORT BRKT	45-240	1
16	CABINET LOCKING TOP TANG	02-607	1
17	CABINET LOCKING BAR	02-606	1
18	CABINET LOCKING LOWER TOUNGE	02-608	1
19	BEARING	02-653	1
20	CABINET HOLE BLANKING PLATE	45-165	1
21	BASE WIDOWE PC3 CABINET	45-001	1
22	CABINET LOWER PC3	45-180	1
23	VALIDATOR HOUSING MOUNT	45-245	1
24	CASH BOX TOP CHUTE	45-070	1
25	HOPPER BASE / STANDARD	09-403 B	1
26	BRKT MAIN HARNESS	45-110	1
27	CASH BOX SHUTE	45-065	1
28	BRKT L/M SIDE SHELF SUPPORT	02-629	1
29	LEVER DPOOR STOP CABINET	02-622	1
30	DOOR STOP SUPPORT BRKT	45-115	1
31	SPEAKER BRKT	02-425	2

CABINET PC3

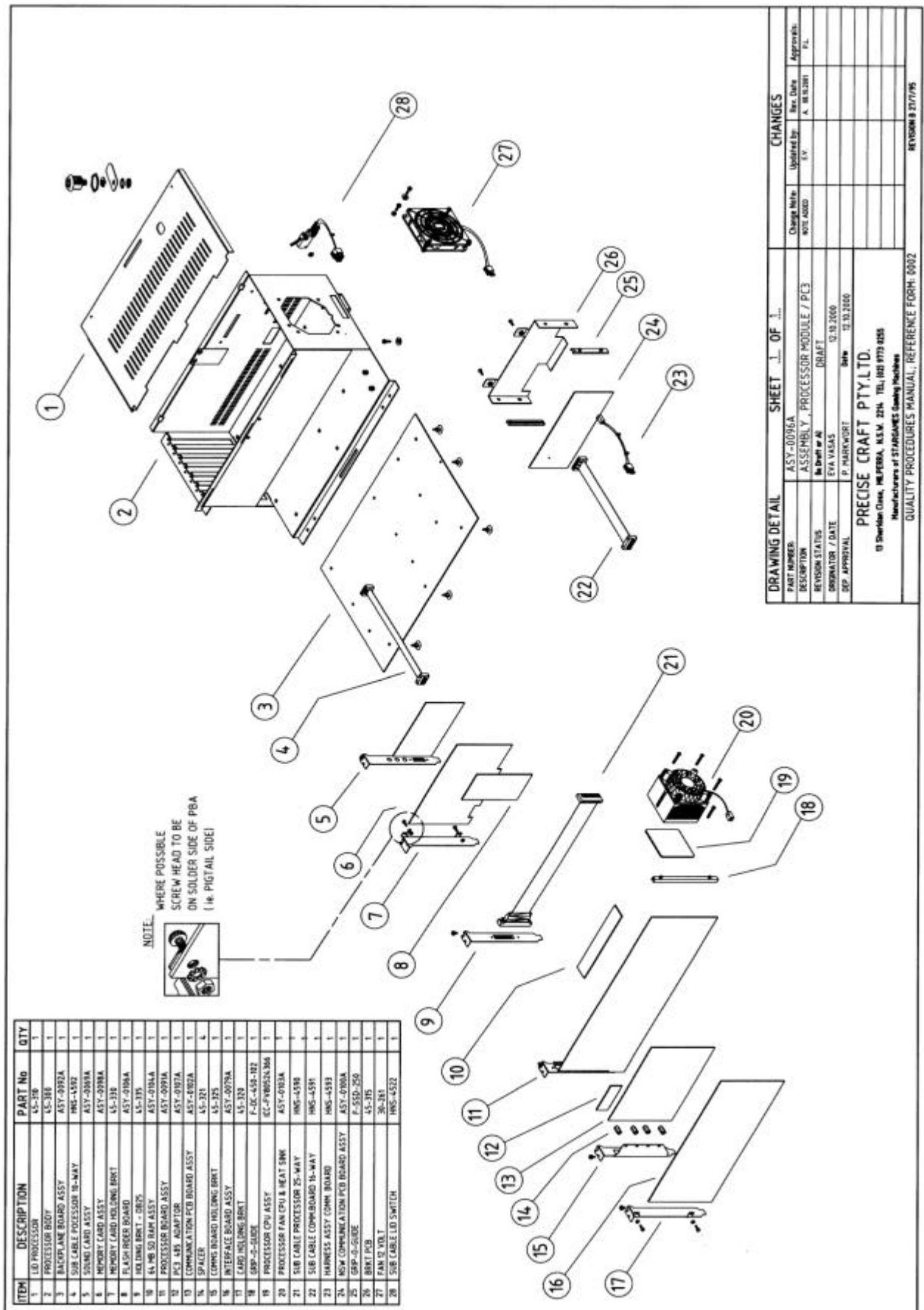




ITEM	DESCRIPTION	PART No	QTY
1	UPPER LIGHTUP ASSY	04-450A	1
2	TRANSFORMER ASSY	53-007A	1
3	SPEAKER	30-222	2
4	ACCT KEY SWITCH ASSY	08-050A	1
5	PROCESSOR ASSY	AS7-0076A	1
6	POWER SUPPLY ASSY	06-000A	1
7	SUBSIDIARY EQUIPMENT	45-045A	1
8	VALIDATOR ASSY	45-250A	1
9	HOPPER ASSY	09-000B	1
10	PRINTER ASSY	50-030A	2
11	KEY BOARD MATRIX	AS7-0076A	2
12	BUTTON HARNESS	HNS-1505	1
13	MAIN HARNESS	HNS-1500	1
14	24V POWER SUPPLY ASSY	50-030A	1
15	MAIN HARNESS ASSY	HNS-1500	1
16	IC EXTENSION CABLE / 2.0 M	33-229	1
17	IC EXTENSION CABLE / 0.5 M	33-230	1



INTERIOR PC3



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ACN : 001 660 537