

# VANGUARD 

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## WARNING:

THIS EQUIPMENT GENERATES, USES AND CAN RADIATE RADIO FREQUENCY ENERGY AND IF NOT INSTALLED AND USED IN ACCORDDANCE WITH THE INSTRUCTIONS MANUAL, MAY CAUSE INTERFERENCE TO RADIO COMMUNICATIONS. AS TEMPORARILY PERMITTED BY REGULATION, IT HAS NOT BEEN TESTED FOR COMPLIANCE PURSUANT TO SUBPART J OF PART 15 OF F.C.C. RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE IN WHICH CASE THE USER AT HIS OWN EXPENSE WILL BE REQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.

(FIG,1) CABINET

## CABINET

(FIGURE 1)

## PARTS LIST

| NO. | CENTURI P/N: |
| :---: | :---: |
| 1. | 375-06-0100 |
| 2. | 361-04-1000 |
| 3. | 375-06-0500 |
| 4. | 50130070 |
| 5. | 375-06-0200 |
| 6. | ----------- |
| 7. | ----------- |
| 8. |  |
| 9. | 375-14-0100 |
| 10. | 360-14-0700 |
| 11. | 361-12-0900A |
| 12. | 375-01-0900 |
| 13. | 375-06-0300 |
| 14. | 343-03-0200 |
| 15. | 361-10-0200 |
| 16. | 361-03-0100 |

DESCRIPTION:
MARQUEE PANEL, SILK SCREENED
VIEWING GLASS
SILK SCREENED MONITOR OVERLAY
JOYSTICK, 8 POSITION
LEFT HAND SIDE DECAL
FIRE BUTTONS
ONE PLAYER START BUTTON
TWO PLAYER START BUTTON
CONTROL DECK WIRED ASSEMBLY
COINCO COIN DOOR (MODIFIED)
A.C. LINE CORD HARNESS

WOOD CABINET ASSEMBLY
RIGHT HAND SIDE DECAL
MARQUEE TOP HOLD DOWN BRACKET
VINYL TRIM, 7 1/2" LONG
MARQUEE BOTTOM HOLD DOWN BRACKET

VANGUARD is the newest addition in the line of centuri video games. With its many colorful visual effects and unusual audio effects, this game is sure to be a challenge to even the most experienced player.

In this game there are twelve tunnels (rounds) to accomplish, with eight stages of play in the first tunnel, each varying in the remaining eleven tunnels.

A tunnel barometer found in the upper right corner of the viewing glass indicates which tunnel of play your spaceship is in. It also points out the exact position of your spaceship in each tunnel of play.

The first stage in tunnel one begins with a commanding voice bidding, "BON VOYAGE" to the spaceship. The ship journeys through a tunnel bordered with mountains of cubes, hued in blue and green. A short distance into the tunnel, the spaceship encounters the enemy Harley ( 50 Points) and Mist ( 70 Points). The spaceship must protect itself by firing upon the enemy with its four-directional missiles. When the spaceship passes through an Energy Zone, it becomes "energized", enabling it to crash into enemy rockets and missiles, and bordering mountains without destroying itself.

When the ship has successfully completed its journey through this zone, it proceeds to meet the challenges of stage II.

In this second stage of play, the spaceship travels upward through the Rainbow Zone, a tunnel edged with a rocky canyon of blue and white. Here it must defend itself against Helm ( 80 Points), a hazy white enemy ship, while travelling clear of destructive obstacles.

When the spaceship has completed its journey through this zone, it enters the unknown dimensions of the Stick Zone.

In this third stage of play, the spaceship continues its journey through the Stick Zone, a tunnel bordered with bright colored mountains, peaked in sticks of orange and green. A short distance into this tunnel, the spaceship again encounters the enemy Harley ( 50 Points) and Mist ( 70 Points). Successfully defending itself against these enemy ships, the spaceship proceeds into the rocky dimensions of stage IV.

In this stage, the spaceship descends through a second Rainbow zone. Here it encounters the hazy pink enemy, Ammo (120 Points). Safely completing the distance of this Rainbow zone, the spaceship enters the challenges of the Stripe zone.

In this fifth stage of play, the spaceship must maneuver around mountains of stripes, bordered with a city of enemy bases and barriers.

These bases (100-400 Points) and barriers ( 800 Points), must be destroyed upon approach or the spaceship will explode upon contact. The spaceship must also dodge the path of Garime (100-400 Points), an enemy whose tentacles reel in and out waiting to destroy the passing spaceship.

When the end of the Stripe Zone is reached, the spaceship then ascends through another Rainbow Zone, encountering once again the enemy Helm (80 Points). This completes the spaceship's journey through stage VI.

Stage VII brings the spaceship into the dimensions of the Bleak Zone. Here a tunnel, bordered it tufts of finger-shaped obstacles, sweeps the spaceship upward where it first encounters the enemy Kemlus (100-400 Points), a laughing snake enemy. The spaceship may dock in the direct center of this enemy three times without being destroyed. With each successful dock a bonus of 1,090 Points is awarded.

Further into the Bleak Zone, the spaceship encounters a meteorlike enemy Romeda ( 100 Points). This enemy falls down through the tunnel in an attempt to crash into the spaceship and destroy it. Safely defeating the enemy of the Bleak Zone, the spaceship continues its journey to its final destination, stage VIII.

In this stage, the spaceship enters the Dock Zone, a tunnel outlined in silver and ruled by the enemy Gond (1,000-8,000 Points). When the spaceship has successfully attacked and destroyed this ruling enemy, a commanding voice shouts, "CONGRATULATIONS", while bursts of crystal light flash across the screen to designate a successful completion of the mission and the start of a new round.

## INSTALLATION

Your game was shipped from the factory in ready-to-play condition. A brief inspection is suggested before the machine is removed from the carton. If there is damage to the shipping carton, contact the freight carrier for claim purposes. External damage could indicate possible damage to the cabinet and/or electronics components.

After the carton has been satisfactorily inspected, remove the machine from the shipping carton.

Examine the interior of the game for disconnected wires, cables, or harnesses. Make sure the electronic devices are securely mounted in their sockets, etc. Record the game serial number since it will be required for reference and servicing.

## ELECTRICAL REQUIREMENTS

Unless otherwise specified, this game is set to operate at 110 Volts A.C. See Figure-8- and 110/220 VAC conversion instructions.

Power Supply Chasis schematic information and parts list are included in this manual.

## FIGURE -1-

## $110 / 220$ VAC CONVERSION INSTRUCTIONS

This video game has a harness configuration that allows the machine to be operated from either a 110 VAC or 220 VAC, 50 or 60 Hz power source. All games shipped from Centuri, Inc., are in the 110 VAC configuration. To change to the 220 VAC configuration perform the following:

FIRST: Unplug the machine from the wall outlet to completely eliminate shock hazards.

SECOND: Remove the single 3 AMP slow-blow fuse in the A.C. Distrubution Bracket, and install two (2) 1.5 AMP slow-blow fuses. Now cut the \#18 AWG. white jumper wire at both ends of the fuse holder and replace the cover.

THIRD: Locate the "orange" jumper plug marked 110 VAC on the game power transformer, on the floor of the machine. Unplug the "orange" jumper, and plug in the "red" jumper plug marked 220 VAC.

To change back to 110 VAC, replace the components changed in Steps above.
*NOTE: The common side of the A.C. Line must not be fused in the 110 VAC configuration - Replace the \#18 AWG., white jumper wire.

## VANGUARD <br> GAME INSTRUCTIONS

1. INSERT COIN (S).
2. SELECT 1 OR 2 PLAYER BUTTON.
3. USE THE JOYSTICK TO GUIDE YOUR SPACESHIP WITHIN THE TUNNEL BOUNDARIES WHILE AVOIDING OBSTACLES AND ENEMY MISSILES.
4. USE THE DIRECTIONAL FIRE BUTTONS TO DESTROY ATTACKING ENEMY.
5. ENTER THE ENERGY ZONE TO PROTECT YOUR SHIP AGAINST ATTACKING ENEMY AND OBSTACLES. SCORE POINTS BY CRASHING INTO ENEMY ROCKETS AND BASES.
6. UPON REACHING YOUR DESTINATION, MYSTERY CITY, SCORE A MYSTERY BONUS WHEN YOU HAVE SUCCESSFULLY ATTACKED THE GOND.
7. EARN EXTRA BONUS SHIPS AT 10,000 AND 50,000 POINTS.

|  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| $\underset{70}{\mathrm{MIST}}$ | $\begin{gathered} \text { HARLEY } \\ 50 \end{gathered}$ | $\begin{gathered} \text { HELM } \\ 80 \end{gathered}$ | $\begin{gathered} \text { AMNO } \\ 120 \end{gathered}$ |  |
|  |  |  |  | $\frac{\pi}{\sqrt{\Delta x}}$ |
| $\begin{aligned} & \hline \text { BASE I } \\ & 100 \sim 400 \\ & \hline \end{aligned}$ | $\begin{aligned} & \text { BASE II } \\ & 100 \sim 400 \end{aligned}$ | $\begin{aligned} & \text { BASE III } \\ & 100400 \end{aligned}$ | GARINE <br> $100 \sim 400$ | $\begin{gathered} \text { B ARRIE R } \\ 800 \end{gathered}$ |
|  |  |  |  |  |
| $\begin{aligned} & \hline \text { KEMLUS } \\ & 100 \sim 400 \end{aligned}$ | $\begin{aligned} & \text { ROMEDA } \\ & 100 \end{aligned}$ | $\begin{aligned} & \text { GOND } \\ & 1000 \sim 8000 \end{aligned}$ | POWE | ER UP |

## OPERATOR OPTIONAL SWITCH SETTINGS

The option switches are located on the SK-5 board. The option switches and audio control can be reached through the back of the machine.

OPTIONAL SWITCH SETTINGS
SWITCH 1: OFF- MUST REMAIN OFF FOR UPRIGHT CABINET ON- UPRIGHT CABINET SWITCH

SWITCH 2: FACTORY SETTING; REMAINS IN OFF POSITION
SWITCH 3: FACTORY SETTING; REMAINS IN OFF POSITION
SWITCH 4: FACTORY SETTING; REMAINS IN OFF POSITION

Switches 5 and 6 control the number of times the player may have his spaceship destroyed before the game is over. The following truth table lists these switch settings:

| SWITCH 5 SWITCH 6 | SWMBER OF SPACESHIPS |  |
| :---: | :---: | :---: | :---: |
| OFF | OFF | 3 |
| ON | OFF | 4 |
| OFF | ON | 5 |

```
SWITCH 7: OFF- 25 \(\ddagger\) PER GAME ON- 50¢ PER GAME
```

SWITCH 8: NON-FUNCTIONAL

Because of the solid state electronic circuitry, this machine should require very little maintenance and only occasional adjustments. However, it is necessary to take measures to insure this.

The volume control is located on the bottom side of the printed circuit board farthest from the side of the cabinet, and can be accessed through the rear door.

The video monitor has been properly adjusted before shipping. Occasionally minor adjustments are necessary. See monitor specifications and schematics for technical information. Adjustment controls for the monitor are located at the rear of the monitor.

This machine should be serviced only by a qualified technician.

Do not make any adjustments on this machine while the power is on.

For service information, contact: CENTURI, INC.

Customer Service Department \#800-327-7710 (Outside the state of Florida) \#305-556-5888(In Florida)

## POWER SUPPLY

The computer Board in this game operates most efficiently and reliably when the power supply is set so that the voltage on the board is 5.0 Volts, $\pm 0.1$ Volts. To check this, place a meter across 5 Volts and ground at the edge connector. If necessary, adjust the screwdriver control on the power supply so the meter reads between 4.9 and 5.1 Volts.

(FIG,4) CABINET CROSSECTION.

## CABINET CROSSECTION

(FIGURE 4)
PARTS LIST

| NO. | CENTURI P/N: |
| :---: | :---: |
| 1. | $361-14-0300 \mathrm{~A}$ |
| 2. | 50180031 |
| 3. | $361-04-1000$ |
| 4. | $375-06-0500$ |
| 5. | $375-14-0100$ |
| 6. | $360-14-0700$ |
| 7. | $276-01-44$ |
| 8. | $360-03-1200 \mathrm{~A}$ |
| 9. | $361-14-0200 \mathrm{~A}$ |
| 10. | $322-03-1300$ |
| 11. | $543-08-1400$ |
| 12. | 50200011 |
| 13. | 50250021 |
| 14. | 50130045 |
| 15. | 50340001 |
| 16. | 50350001 |
| 17. |  |

## DESCRIPTION:

FLOURESCENT LAMP \& WIRED ASS'Y.
G.E. 15 WATT FLOURESCENT LAMP

VIEWING GLASS
SILK SCREENED MONITOR OVERLAY CONTROL DECK WIRED ASS'Y.

COINCO COIN DOOR(MODIFIED)
CASH BOX WELDED ASS'Y.
CASH BOX COVER
ISOLATION TRANSFORMER WIRED ASS'Y.
LOUVRE PLATE
HANDLE, PULL
SPEAKER, 5" ROUND, 8 OHM, 8 WATT
WELLS-GARDNER COLOR MONITOR, 19"
C.R.T. ONLY- 19" COLOR

INTERLOCK SWITCH
LINE FILTER
POWER SUPPLY, SWITCHING REGULATOR
P.C. BOARDS ASS'Y., MODIFIED


| Index No. | Part No. | Description |
| :---: | :---: | :---: |
| 1 | 5301-10 | 25¢ Coin Acceptor |
| 2 | 400-4 | \#4-40 Self Locking Nut |
| 3 | 404351 | Coin Inlet Chute Assembly |
| 4 | 110-4-6 | $4 \times 3 / 8$ Screw |
| 5 | 904717 | Lamp Socket |
| 6 | 904716 | \#47 Lamp (6.3 Volt) |
| 7 | 904712 | Fastener |
| 8 | 404464 | Inner Panel/Lever Assembly |
| 9 | 404348 | Coin Return Button Assembly |
| 10 | 904591 | Coin Return Button |
| 11 | 904703 | 25¢ Price Decal |
| 12 | 904589-2 | Reject Cover Button (25¢) |
| 13 | 345-4-5 | \#4 x 5/16 Pan Head Screw |
| 14 | 406-10 | \#10-24 Hex Nut (Mounting Hardware) |
| 15 | 905022 | \#10-24 x 1-1/8 Carriage Bolt (Mounting Hardware) |


| Index <br> No. | Part <br> No. | $\quad$ Description |
| :---: | :--- | :--- |

```
2800-0 FRONT PLATE EXPLODED VIEW
                    (FIGURE 5)
PARTS LIST
```

| NO. | CENTURI P/N: | MANUFACTURING P/N: | DESCRIPTION: |
| :---: | :---: | :---: | :---: |
| 1. | 50270144 | 5031-10 | 25¢ COIN ACCEPTOR |
| 5. | 50270169 | 904717 | LAMP SOCKET |
| 6. | 50270170 | 904716 | \# 47 LAMP ( 6.3 VOLT) |
| 8. | 50270172 | 404464 | INNER PANEL/LEVER ASS'Y. |
| 10. | 50270145 | 904591 | COIN RETURN BUTTON |
| 11. | 50270146 | 904703 | 25¢ PRICE DECAL |
| 12. | 50270147 | 904589-2 | REJECT COVER BUTTON(25 ${ }^{\text {) }}$ |
| 16. | 50270149 | 904588 | COIN INLET HOUSING |
| 17. | 50270157 | 904590 | COIN RETURN BEZEL |
| 18. | 50270150 | 904599 | COIN RETURN DOOR |
| 19. | 50270173 | 404463 | FRONTPLATE ASS'Y. $\left(3^{1} / 8^{\prime \prime} \times 9 \frac{1}{4}{ }^{\prime \prime}\right)$ |
| 21. | 50270168 | 905115 | BAR |
| 25. | 50270141 | 900651 | RETAINER |
| 26. | 50270142 | 904710-1 | SWITCH-WIRE, SILVER |
| 27. | 50130061 | 904845 | SWITCH |
| 29. | 50270165 | 404354 | 12 VOLT C.R.E.M. ASS'Y. |
| 30. | 50270164 | 904762 | SWITCH COVER |

## 2800 SERIES COIN DOOR EXPLODED VIEW

25¢ U.S. COIN


2800 SERIES COIN DOOR EXPLODED VIEW<br>25 $\boldsymbol{2}$ U.S. COIN<br>(FIGURE 6)<br>PARTS LIST

| NO. | CENTURI P/N: | MANUFACTURING $\mathrm{P} / \mathrm{N}$ : | DESCRIPTION: |
| :---: | :---: | :---: | :---: |
| 1. | 50270160 | 404429 | $\begin{array}{r} \text { INNER PANEL w/LEVERS } \\ \text { SUBASS'Y. } \end{array}$ |
| 3. | 50130062 | 904782 | TOGGLE SWITCH |
| 4. | 50270161 | 904706 | TEST SWITCH DECAL |
| 5. | 364-62-1000A | ---ー-ー- | CUSTOM HARNESS ASS'Y. |
| 6. | 50270162 | 904822 | INSULATION |
| 7. | 50270140 | 404352 | COIN COUNTER ASS'Y. |
| 9. | 50270163 | 904722 | WIRE KEY HOLDER |
| 10. | 50270164 | 904762 | SWITCH COVER |
| 12. | 50270165 | 404354 | C.R.E.M. COIL ASS'Y. <br> (12 VOLT D.C.) |
| 17. | 50270142 | 904710-1 | $\begin{aligned} & \text { SILVER SWITCH WIRE- FOR } \\ & 25 \xi \text { U.S. COIN } \end{aligned}$ |
| 18. | 50130061 | 904845 | SWITCH |
| 19. | 50270143 | 904701 | COIN CHUTE |
| 20. | 50270166 | 904598 | COIN RETURN BOX |
| 21. | 50270167 | 404428 | SWITCH \& C.R.E.M. COIL BRACKET ASS'Y. |
| 22. | 50270144 | 5301-10 | 25¢ ACCEPTOR |
| 23. | 50270168 | 905115 | BAR. |
| 25. | 50270169 | 904717 | MINIATURE BAYONET-BASE LAMP SOCKET |
| 26. | 50270170 | 904716 | \# 47 LAMP (6.3 VOLTS) |
| 27. | 50270171 | 404418 | COIN INLET CHUTE-SUBASS'Y. |
| 31. | 50130063 | 904707 | SLAM SWITCH ASSEMBLY |

## 2800 SERIES COIN DOOR EXPLODED VIEW

25\$ U.S. COIN


| Index No. | Part No. | Description |
| :---: | :---: | :---: |
| 1 | 404341 | Coin Door Only (2 Coin) |
|  | 404341-1 | Coin Door Only (3 Coin) |
| 2 | 404348-1 | Coin Return Button Assembly for U.S. 254 Coin |
| 3 | 904591 | Coin Return Button |
| 4 | 904703 | U.S. 254 Price Decal |
| 5 | 904589-2 | Coin Return Button Cover for U.S. 254 Coin |
| 6 | 904707-1 | Lock Assembly |


| Index <br> No. | Part <br> No. | Description |
| :---: | :---: | :--- |
| 7 | $345-4-5$ | Screw |
| 8 | 904588 | Coin Button Housing |
| 9 | $325-4-4$ | Screw |
| 10 | 904590 | Coin Return Bezel |
| 11 | 904599 | Coin Return Cover |
| 12 | 904581 | Coin Door Frame, 11-5/8" $\times 13-3 / 8^{\prime \prime}$ <br> Mounts in a 10-3/8" $\times 12-3 / 16^{\prime \prime}$ |
|  |  | Opening |
| 13 | $406-416$ | Hex Nut |
| 14 | 904734 | Carriage Bolt |
| 15 | 404357 | Locking Arm Assembly |

2800 SERIES COIN DOOR EXPLODED VIEW
25 ¢ U.S. COIN
(FIGURE 7)
PARTS LIST

| NO. | CENTURI P/N: | MANUFACTURING $\mathrm{P} / \mathrm{N}$ : | DESCRIPTION: |
| :---: | :---: | :---: | :---: |
| 1. | 50270152 | 404341 | COIN DOOR ONLY (2 COIN) |
| 2. | 50270158 | 404348-1 | COIN DOOR BUTTON ASS'Y. FOR U.S. 25 ${ }^{\text {c }}$ COIN |
| 3. | 50270145 | 904591 | COIN RETURN BUTTON |
| 4. | 50270146 | 904703 | U.S. 25¢ PRICE DECAL |
| 5. | 50270147 | 904589-2 | COIN RETURN BUTTON COVER |
| 6. | 50270148 | 904707-1 | LOCK ASSEMBLY w/KEYS |
| 8. | 50270149 | 904588 | COIN BUTTON HOUSING (INLET HOUSING) |
| 10. | 50270157 | 904590 | COIN RETURN BEZEL |
| 11. | 50270150 | 904599 | COIN RETURN COVER |
| 12. | 50270151 | 904581 | COIN DOOR FRAME <br> (11 5/8"x13 3/8") |
| 15. | 50270159 | 404357 | LOCKING ARM ASSEMBLY |

## EXPLODED VIEW OF THE CONTROL PANEL

(FIGURE 2)
PARTS LIST

| NO. | CENTURI P/N: | DESCRIPTION: |
| :---: | :---: | :---: |
| 1, 10, 11. | 50270174 | KNOB \& SHAFT ASS'Y. w/ACTUATOR \& E RING |
| 2. | $\begin{aligned} & 50130048 \\ & 50130049 \end{aligned}$ | WHITE BUTTON ASSEMBLY RED BUTTON ASSEMBLY |
| 3. | 375-06-0400 | CONTROL PANEL OVERLAY |
| 4. | 375-03-0300A | CONTROL PANEL (SHEET METAL) |
| 5. | 50270175 | PLASTIC WASHER, 2" DIA. |
| 6. | 361-10-0600D | HINGE, CONTROL DECK |
| 7. | 10111006 | \#10-24x3/4" CARRIAGE BOLT, BLK. OXIDE |
| 8. | 50270177 | TOP PLATE FOR 8 POSITION JOYSTICK |
| 9. | 50130050 | PAL NUT |
| 12. | 10150007 | \#10-24 KEP NUT |

## 8 POSITION JOYSTICK ASSEMBLY- (WICO)

(FIGURE 3)
PARTS LIST

| NO. | CENTURI P/N: | MANUFACTURING P/N: | DESCRIPTION: | USAGE: |
| :---: | :---: | :---: | :---: | :---: |
| 1. | 50270174 | 151419-01 | KNOB \& SHAFT ASS'Y. w/ACTUATOR \& E RING | 1 |
| 2. | 50270175 | 15950401 | PLASTIC WASHER, 2"DIAM. | . 1 |
| 3. | 50270176 | 15954101 | TOP PLATE FOR 8 POSITION JOYSTICK | 1 |
| 4. | 50270177 | 15950501 | BOTTOM WASHER | 2 |
| 5. | 50270178 | 15952301 | DIAFRAGM | 1 |
| 6. | 50270179 | 15954201 | SWITCH MOUNTING PLATE | 1 |
| 7. | 50270181 | 15108401 | MOLDED BLADE SWITCH | 4 |
| 8. | 50270180 | 15954501 | ACTUATOR GUARD | 4 |
| 9. | 50270182 | 15950601 | SWITCH MOUNTING BRKT. | 4 |

SYMBOL: DESCRIPTION: USAGE:T1
TRANSFORMER, SINGLE PHASE, 2A VA ..... 1
L1L2, L4
L3
D 1
D2
D3, D6
D4
D5, D7
D12, D13
D14
RF1
Q1
Q2
Q3
Q4
IC1
PC1
R1
R8, R9
R3, 1-4
R4
R12
R28
R7
R26
R23
R10
R27
R2
R22
R21
R6
R11
R20
R17
R19
R18
R5
R16
R29
R39
R38
R24
R25
RV1

CHOKING COIL, $1.6 \mathrm{mH}, 1.5 \mathrm{~A} \quad 1$
CHOKING COIL, SF-T8-50S-03 2
CHOKING COIL, SF-HP-2A-03 1
DIODE, V19G 1
DIODE, V06C 1
DIODE, 1S1588 2
DIODE, S15S3 1
DIODE, 5CH1M 2
DIODE, F113B 2
DIODE, F113B 1
DIODE, S4VB40(BRIDGE TYPE) 1
TRANSISTOR, 2SC2504 1
TRANSISTOR, 2SD467(B) 1
TRANSISTOR, 2SC460(B) 1
TRANSISTOR, 2SA673(B) 1
INTEGRATED CIRCUIT, RM723DC or
HA17723G-02
PHOTO COUPLER, PS2001
RESISTOR, 2 WATT, 18 OHM 1
RESISTOR, 2 WATT, 47 K OHM 2
RESISTOR, 2 WATT, 15 OHM 4
RESISTOR, 1 WATT, 56 OHM 1
RESISTOR, 1 WATT, 100 OHM 1
RESISTOR, 1 WATT, 470 OHM 1
RESISTOR, 1 WATT, 0.56 OHM 1
RESISTOR, 1 WATT, 0.82 OHM 1
RESISTOR, $1 / 4$ WATT, 22 OHM 1
RESISTOR, $1 / 4$ WATT, 33 OHM 1
RESISTOR, $1 / 4$ WATT, 68 OHM 1
RESISTOR, $1 / 4$ WATT, 330-470 OHM 1
RESISTOR, $1 / 4$ WATT, 220 OHM 1
RESISTOR, $1 / 4$ WATT, 270 OHM 1
RESISTOR, $1 / 4$ WATT, 330 OHM 1
RESISTOR, $1 / 4$ WATT, 68 OHM 1
RESISTOR, $1 / 4$ WATT, 470 OHM 1
RESISTOR, $1 / 4$ WATT, 680 OHM 1
RESISTOR, $1 / 4$ WATT, 800 OHM 1
RESISTOR, $1 / 4$ WATT, 1.2K OHM 1
RESISTOR, $1 / 4$ WATT, 10K OHM 1
RESISTOR, $1 / 4$ WATT, 220K OHM 1
RESISTOR, 3 WATT, 27 OHM 1
RESISTOR, $1 / 4$ WATT, 4.7 K OHM 1
RESISTOR, $1 / 4$ WATT, 5.6K OHM 1
RESISTOR, $1 / 4$ WATT, 330 OHM 1
RESISTOR, $1 / 4$ WATT, 150 OHM 1
VARIABLE RESISTOR, RJ-6P501 1
C1, C2C3-1,-2C9, C10C11, C23C12, C13, C15
C27
C18, C19, C20C26
C21, C22, C25
C5
C6
C14, C16
C4
C8
C5-2
F1, F2
SYMBOL: DESCRIPTION: USAGE:
CAPACITOR, ECK-DAL102E ..... 2
CAPACITOR, 160VSN100 ..... 2
CAPACITOR, SM10VB-2200 ..... 2
CAPACITOR, SM10VB-2200 ..... 2
CAPACITOR, SL25VB-10 ..... 3
CAPACITOR, SL25VB-10 ..... 1
CAPACITOR, SM35VB-1000 ..... 3
CAPACITOR, SM35VB-1000 ..... 1
CAPACITOR, SM16VB-1000 ..... 3
CAPACITOR, DMY21H472K ..... 1
CAPACITOR, DMY21H104K ..... 1
CAPACITOR, DMY 21 H 222 K ..... 2
CAPACITOR, CM20XC511K5 ..... 1
CAPACITOR, MDD22G473K ..... 1
CAPACITOR, DMY21H222K ..... 1
ENCLOSED TYPE FUSE, 3A ..... 2

| NO. | PART NUMBER | DESCRIPTION: |
| :--- | :--- | :--- |
| 1. | 50010169 | $74 L S 154$ I.C. |
| 2. | 50010022 | $74 L S 86$ I.C. |

NO. PART NUMBER
51. 50030151
52. 50030150
53. 50030007
54. 50030011
55. 50030185
56. 50030162
57. 50030010
58. 50030051
59. 50030315
60. 50030256
61. 50030086
62. 50030104
63. 50030092
64. 50030159
65. 50030147
66. 50030063
67. 50030155
68. 50030146
69. 50030006
70. 50030197
71. 50030316
72. 50150317
73. 50150256
74. 50360006
75. 10010003
76. 10130001
77. 50150061
78. 50150060
79. 375-08-0500
DESCRIPTION:USAGE:
22K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 6
47 K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 5
100K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 2
220 OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 3
1.8 K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 1
560 OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 1
470 OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 16
1 K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 5
18 K OHM, $\frac{1}{2} \mathrm{~W} ., 5 \%$ RESISTOR ..... 1
100 OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 2
33K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 9
470K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 6
1M OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 4
1.5M OHM, $\frac{1}{4} W ., 5 \%$ RESISTOR ..... 3
6.8 K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 1
10K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 12
150K OHM, $\frac{1}{4} W ., 5 \%$ RESISTOR ..... 3
15 K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RSISTOR ..... 1
4.7K OHM, $\frac{1}{4} W ., 5 \%$ RESISTOR ..... 2
5.1K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR ..... 7
IK PCB TRIMMER POTENTIOMETER ..... 1
20-PIN RIGHT ANGLE PCB HEADER ..... 1
50-PIN RIGHT ANGLE PCB HEADER ..... 2
9-PIN RESISTOR PACK (S.I.P.), 1K OHM ..... 2
RD/PH/MS \#4-40 x 3/8" ..... 1
HEX NUT \#4-40 ..... 1
24-PIN SOLDER TRAIL SOCKET, LOW PROF. ..... 11
40-PIN SOLDER TRAIL SOCKET, LOW PROF. ..... 1
HEAT SINK

## SK-5

## PARTS LIST

| NO. | PART NUMBER | DESCRIPTION: | USAGE: |
| :---: | :---: | :---: | :---: |
| 1. | 50010019 | $74 \mathrm{LS74}$ I.C. | 1 |
| 2. | 50010262 | 74LS283 I.C. | 5 |
| 3. | 50010022 | 74LS86 I.C. | 4 |
| 4. | 50010005 | $74 \mathrm{LS} 04 \mathrm{I} . \mathrm{C}$. | 2 |
| 5. | 50010232 | $74 \mathrm{LS} 288 \mathrm{I} . \mathrm{C}$. | 2 |
| 6. | 50010045 | $74 \mathrm{LS157}$ I.C. | 11 |
| 7. | 50010197 | $74 \mathrm{LS} 05 \mathrm{I} . \mathrm{C}$. | 1 |
| 8. | 50010030 | 74 LS 174 I.C. | 5 |
| 9. | 50010248 | $74 \mathrm{LS} 138 \mathrm{I} . \mathrm{C}$. | 2 |
| 10. | 50010007 | 74LS10 I.C. | 4 |
| 11. | 50010273 | 74LS244 I.C. | 10 |
| 12. | 50010105 | 74LS 32 I.C. | 1 |
| 13. | 50010252 | $74 \mathrm{LS} 374 \mathrm{I} . \mathrm{C}$. | 6 |
| 14. | 50010096 | 74LS08 I.C. | 2 |
| 15. | 50010029 | $74 \mathrm{LSl} 66 \mathrm{I} . \mathrm{C}$. | 4 |
| 16. | 50010026 | 74LS $107 \mathrm{I} . \mathrm{C}$. | 1 |
| 17. | 50010002 | 74LS00 I.C. | 1 |
| 18. | 50010004 | $74 \mathrm{LS} 02 \mathrm{I} . \mathrm{C}$. | 1 |
| 19. | 50010275 | 74 LSl 36 I . C . | 1 |
| 20. | 50010093 | 74LSl5l I.C. | 2 |
| 21. | 50010141 | $74 \mathrm{LSl25}$ I.C. | 1 |
| 22. | 50010315 | 74LS240 I.C. | 1 |
| 23. | 50010316 | 46505 I.C. | 1 |
| 24. | 50010171 | 2716 I.C. | 2 |
| 25. | 50010317 | 2128 I.C. | 2 |
| 26. | 50010310 | 2114 I.C. | 6 |
| 27. | 50040001 | 0.1 MFD, 25V., DISC CERAMIC CAPACITOR | 27 |
| 28. | 50030010 | 470 OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR | 9 |
| 29. | 50030011 | 220 OHM, 年W., 5\% RESISTOR | 7 |
| 30. | 50030051 | lK OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR | 7 |
| 31. | 50030256 | 100 OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR | 1 |
| 32. | 50360006 | 9-PIN RESISTOR PACK (S.I.P.), lK OHM | 1 |
| 33. | 50130034 | 8-POSITION DIP SWITCH | 1 |
| 34. | 50150256 | 50-PIN RIGHT ANGLE PCB HEADER | 2 |
| 35. | 50150060 | 40-PIN SOLDER TRAIL SOCKET, LOW PROF. | 1 |
| 36. | 50150061 | 24-PIN SOLDER TRAIL SOCKET, LOW PROF. | 4 |
| 37. | 50150112 | 18-PIN SOLDER TRAIL SOCKET, LOW PROF. | 6 |
| 38. | 50150111 | 16-PIN SOLDER TRAIL SOCKET, LOW PROF. | 2 |

## PARTS LIST

NO. PART NUMBER

1. 50010248
2. 50010007
3. 50010030
4. 50010283
5. 50010171
6. 50010318
7. 50010319
8. 50010254
9. 50010266
10. 50010320
11. 50040001
12. 50060007
13. 50040053
14. 50040011
15. 50040120
16. 50060163
17. 50060193
18. 50100014
19. 50030146
20. 50030086
21. 50030155
22. 50030001
23. 50030007
24. 50030151
25. 50030149
26. 50030256
27. 50030092
28. 50150317
29. 50150315
30. 50150061
31. 50150062
32. 50150316
33. 50070017

DESCRIPTION:
USAGE:
74LS138 I.C. 1
74LS10 I.C.1

74LS174 I.C. 1
74LS365 I.C. 1

2716 I.C. 3
38882 I.C. 1
38880 I.C. 1
LM324 I.C. 1
14066 I.C. 1
17555 I.C. 1
0.1mfd, 25V., DISC CERAMIC CAPACITOR 15

470 mfd , 16V., ELECTROLYTIC RADIAL CAPACITOR 2
100pf, 25V., DISC CERAMIC CAPACITOR 2
.001mfd, 15V., DISC CERAMIC CAPACITOR 2
.0022 mfd , 25V., DISC CERAMIC CAPACITOR 2
1mfd, 25V., DIPPED TANTALUM CAPACITOR 2
2.2mfd, 25V., DIPPED TANTALUM CAPACITOR 2

IN914 1
15K OHM, 立W., 5\% RESISTOR 1
33K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR 2
150K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR 2

100K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR 3
22K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR 4
5.6K OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR 1

100 OHM, $\frac{1}{4} \mathrm{~W} ., 5 \%$ RESISTOR . 1
1M OHM, 䘮W., 5\% RESISTOR 1
20-PIN RIGHT ANGLE PCB HEADER 1
MOUNTED PCB BEAD PIN 1
24-PIN SOLDER TRAIL SOCKET, LOW PROF. 3
28-PIN SOLDER TRAIL SOCKET, LOW PROF. 1
42-PIN SOLDER TRAIL SOCKET, LOW PROF. 1
$640 \mathrm{KH}_{\mathrm{z}}$ CRYSTAL 1

THE MATERIAL CONTAINED HEREIN IS CONFIDENTIAL

|  |  |  |  | TOLERANCES |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | Unless Otherwise Specifiod |  |  |
|  |  |  |  | fractions DECIMALS 2 PL DECIMALS 3 PL | $\pm \quad 1 / 32$$+\quad .015$ |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| REV. | NO. | REVISION | BY | ANGLES <br> SHT. MET BENDS |  |  |







MEMORY ADDRESS ON DISPLAY



cmbin.






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FIGURE 8


NOTE: CONTROL PANEL HARNESS IS 375-12-0300

|  |  |  |  | TOLERANCES |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | Unless Otherwise Specified |  |  |
|  |  |  |  | FRACTIONS DECIMALS 2 PL DECIMALS 3 PL | $\pm$$\pm$+ | $\begin{aligned} & 1 / 32 \\ & .015 \end{aligned}$ |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  | . 005 |
|  |  |  |  | HOLES | + | . 003 |
| $\begin{aligned} & \text { REV. } \\ & \text { LET. } \end{aligned}$ | $\begin{aligned} & \text { ECN } \\ & \text { NO. } \end{aligned}$ | REVISION | BY | ANGLES <br> SHT. MET BENDS | $\pm$ | $\begin{array}{r} .001 \\ 1 / 2^{\prime} \\ 2^{\circ} \end{array}$ |

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HIALEAH, FLORIDA 33014

DEV.

## INISH




| $L E M / N$ | MOLEX 02-09-2116 |  |  |
| :---: | :---: | :---: | :---: |
| MP TERM. MOLEX O8-50-0106 |  |  |  |
| N $110<$ EX HOUS1NG 09.50.7061 |  |  |  |
| MOLEXPLUG 03-09-2061 |  |  |  |
| DESCRIPTION |  |  |  |
| OF MATEN/AL |  |  |  |
|  |  |  |  |
|  |  |  |  |
| OC. APV'D | PROD. APV'D | aTY. | ASSEMBLY NO |




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