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# WARRANTY

Seller warrants that its microprocessor unit and parts thereon, are and shall remain free from defects in material and workmanship under normal use and service for a period of six months from date of purchase.

Seller warrants that other products or parts thereof shall remain free from defects in material and workmanship under normal use and service for a period of 90 (ninety) days from date of purchase.

If the products described in this manual fail to conform to this warranty, seller's sole liability shall be at it's option to repair, replace or credit buyer's account for such products which are returned to seller during said warranty period, provided:

- a) Seller is promptly notified in writing upon discovery by Buyer that the said products are defective.
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- c) Seller's examination of said products discloses to seller's satisfaction that such alleged defects existed and were not caused by accident, neglect, alteration, improper repair, installation or improper testing.
- d) Only seller's recommended or approved electronic components are used as service replacements.

In no event shall seller be liable for loss of profits, loss of use, incidental or consequential damages.

Except for any express Warranty set forth in a written Contract between Seller and Buyer which Contract is expressed to supersede the terms of this warranty, all implied warranties and conditions as to quality or fitness for any particular purpose are hereby expressly excluded.

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**ALL WARRANTY CLAIMS FOR THIS MACHINE WILL BE DEALT WITH BY THE BELL-FRUIT GAMES AFTERSALES DEPARTMENT.**

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**E-MAIL: [technical@bellfruitgames.co.uk](mailto:technical@bellfruitgames.co.uk)**

## **SAFETY INSTRUCTIONS**

### **3.1 Product Safety**

An equally wide range of manufacturers supplies the wide range of components used in the machine. It is therefore impracticable for this document to provide comprehensive safety data for each product used. Manufacturers data sheets can be supplied upon request.

All the items contained within the machine are used within their specification limits and in accordance with sound engineering practice.

### **3.2 Electrical Safety General**

All machines are tested for electrical safety prior to being despatched. The tests are for Earth Bond and Insulation. It is recommended that these tests are repeated annually or whenever safety critical parts and connections are replaced.

Disconnect the mains power supply before attempting to dismantle or repair any part of the machine.

Always observe high voltage and hazard warning labels.

Be aware of capacitors fitted to the machine PSU. Use only the specified fuses stated in the machine and in this manual.

Always refit safety covers and safety earth wires connected to metal parts.

Earth/Insulation specifications for BFG machines are: -

Insulation > 2 Megohms @ 500V dc.

Earth Bond < 0.25 ohms @ 25 amps.

## **SAFETY INSTRUCTIONS**

### **3.3 Chemical Safety**

Attention is drawn to the possible effect of accidental damage to components where they contain chemicals that may be hazardous. Components that fall into this category are: -

**Electrolytic Capacitors**

**Nickel Cadmium Batteries**

**Semi-Conductors containing Beryllium Oxide and  
Gallium Arsenide**

**Opto-Electronic devices using Gallium Phosphide**

As the chemicals are corrosive or flammable, particular care must be exercised in case of spillage. Any part of the body that accidentally comes into contact with these chemicals must be thoroughly washed in cold running water, particularly if the eyes are affected. Medical advice should be sought.

### **3.4 Fire Safety**

Outer casings of the majority of the components used are made of heat resistant material. Excessive electrical overload conditions may generate sufficient heat to ignite chemical substances within the components themselves or adjacent components, harnesses etc.

**NOTE: It is imperative that only identical value components are used as replacements for the original equipment supplied and that correct polarity of assembly is observed when applicable.**

## **SAFETY INSTRUCTIONS**

### 3.4 **Fire Safety** (continued)

Materials that fall into the Fire Hazard category are: -

**Chipboard and MDF** - releases Formaldehyde vapours when ignited, causes discomfort to the eyes and mucous membranes.

**Plastic Laminates** - plastic and rubber mouldings, wire insulation etc., release noxious fumes, which if inhaled may cause irritation depending on the sensitivity of the individual.

**Glass** - extreme heat will cause the glass to crack thereby causing injury.

**Electrolytic Capacitors** and **Batteries** - may explode if subjected to fire.

**Foamex** – flammable.

### 3.5 **Disposal of Hazardous Components**

As a general rule, electronic components should not be incinerated due to the possible danger of noxious fumes being released, or components exploding due to a build up of internal pressures created by expanding gases.

## INSTALLATION INSTRUCTIONS & DAILY CHECKS

### 4.1 General

It is the policy to ensure that all products are designed, manufactured, tested and released to conform to statutory safety requirements. In support of this policy the information contained within this manual is intended as a guide to the safe installation, reliable working and efficient operation of the machine supplied.

Therefore prior to installation or when servicing, reference to the service manual and all **WARNING LABELS** provided is strongly recommended. Failure to observe any information may result in a safety hazard.

**CAUTION:** Under no circumstances should any major form of installation, repair, adjustment or maintenance be attempted by any other than qualified personnel.

### 4.2 Physical Check

Ensure that the machine is positioned on a level stable surface and remove all of the transit packaging. Open all doors and check that all parts are secured, electrical connectors are correctly mated and that no components or assemblies have been damaged in transit.

### 4.3 Internal Electrical Connectors

The introduction of insulation displacement connectors (IDC) and the use of lighter cables emphasise the need for care when removing and replacing connectors.

When removing connections, pull on the connector and not the wires; when replacing connections ensure that (i) the harness housing is being connected to the correct wafer (ii) the housing is the correctly oriented (Observe positions of polarising pins).



## INSTALLATION INSTRUCTIONS & DAILY CHECKS

### 4.4 Electrical Supply

**WARNING: This Apparatus must be EARTHED.**

Connect the machine to the mains supply (110/120Vac) using an approved plug. The mains lead is factory fitted to the machine.

**IMPORTANT:** The wires in the mains lead are coloured in accordance with the following code.

GREEN	:	EARTH
WHITE	:	NEUTRAL
BLACK	:	LIVE

As the colours of the wires in the mains lead may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows.

1. EARTH: The wire coloured GREEN must be connected to the terminal marked 'E' or by the safety earth symbol or coloured GREEN.
2. NEUTRAL: The wire coloured WHITE must be connected to the terminal marked 'N'.
3. LIVE: The wire coloured BLACK must be connected to the terminal marked 'L'.

## INSTALLATION INSTRUCTIONS & DAILY CHECKS

### 4.5 Power Supply Unit

The Scorpion 4 power supply consists of a mains switched mode power supply providing steady D.C voltages from a mains input supply.

The mains input is fed via an IEC plug, mains filter and double pole switch and is protected by a 5 Amp anti surge fuse.

### Supply Outputs

The Power Supply outputs are:-

- a) 43vdc +5% -10% This supply is used for the lamps matrix.
- b) 24vdc +/- 10% This supply is used for the hoppers.
- c) 13.5vdc +/- 5% This supplies the MPU, Coin Acceptor and Reel Mechanism.
- d) 5vdc +/- 5% This is the I.C. supply on the MPU.

### Power Supply Removal

To remove the power unit from the machine disconnect the Power Supply harness and the earth ring tags from the stud.

**CAUTION: Extra care should be taken when finally lifting the power supply from the machine.**

When replacing the unit ensure that all the earth ring tags are securely fastened to the stud (identified by means of an earth symbol and that the plug is reconnected

## INSTALLATION INSTRUCTIONS & DAILY CHECKS

### 4.6 Microprocessor Connections & Functions

The microprocessor unit MPU (Designated Scorpion 4 ) is mounted horizontally on the back panel of the machine. Harnesses to the MPU are generally direct from each assembly and colour coded. Harnesses are terminated by polarised IDC connectors of 0.156 and 0.1"pitch.

#### **Additional Functions**

Reset LED            A red LED indicates the state of the system reset. It will illuminate at power up and extinguish after 2 seconds showing that the system reset has taken place. A red button adjacent to the Dip switches resets the MPU (normally used when bench testing).

Game / Sound Card            The game card has both game and sound proms and should be fitted to the 64 way connector Plug Z1 on the Microprocessor. The other 64 way connector Plug Z2 is used for expansion facilities where necessary.

LED Indicators            Four green LED's are provided to indicate the presence of the 49.5vdc,24vdc,13.5vdc and 5vdc supplies to the MPU.

## INSTALLATION INSTRUCTIONS & DAILY CHECKS

### Microprocessor Connections

PLUG FUNCTION		CONNECTOR SIZE	NO. PINS	POLARISED PIN
A	Power Supply	0.156	14	4
B	Drives & Notch Sensor	0.156	13	5
C	Not Used			
D	Test Box	0.1	11	3
E	Slam/Tilt	0.1	14	7
F	Not Used			
G	Not Used			
H	Ticker Dispenser	0.1	17	5
J	Not Used			
K	Meters	0.1	11	9, 10
L	Not Used			
M	Coin Switches	0.1	19	6
N	Not Used			
O	Not Used			
P	Not Used			
Q	Ticket Door	0.1	17	15
R	Not Used			
S	Speaker	0.1	10	6
T	Not Used			
Z1	Game Card	DIN41612	64	-
Z2	Not Used			

## INSTALLATION INSTRUCTIONS & DAILY CHECKS

### PLUG A - POWER SUPPLY

14 - Way 0.156 Molex

1. +5vdc
2. 0v
3. 0v
4. Polarised
5. +43vdc
6. +43vdc
7. +13.5v
8. 0v
9. +13.5vdc
10. +13.5vdc
11. +24vdc
12. +24vdc
13. +13.5vdc
14. +13.5vdc

### PLUG B - PAYOUT

13 - Way 0.156 Molex

1. Payout 0
2. Payout 1
3. Payout 2
4. Payout 3
5. polarised
6. Input 0
7. Input 1
8. Input 2
9. Input 3
10. 0v
11. +13.5vdc
12. +24vdc
13. Input 4

### PLUG C - RS232

25 - Way 'D' Connector

1. 0v
2. Receive Data
3. Transmit Data
4. Ready to Send
5. Clear to Send
6. -
7. 0v
11. -13.5v
18. 0v
25. +13.5vdc

### PLUG D - ALPHANUMERIC

11 - Way 0.1 Molex

1. +13.5V
2. Clock
3. Polarised
4. Data
5. Reset
6. 0v
7. +13.5vdc
8. Clock 2
9. Data 2
10. Reset 2
11. 0v

## INSTALLATION INSTRUCTIONS & DAILY CHECKS

### PLUG E – SLAM/TILT SWITCHES

22 - Way 0.1 Molex

- |    |                  |     |        |
|----|------------------|-----|--------|
| 1. | Divert 1         | 8.  | 0v     |
| 2. | Divert 2         | 9.  | Strobe |
| 3. | Divert 3         | 10. | Data 0 |
| 4. | Divert 4         | 11. | Data 1 |
| 5. | Coin Jam Input   | 12. | Data 2 |
| 6. | Coin Alarm Input | 13. | Data 3 |
| 7. | polarised        | 14. | Data 4 |

### PLUG H – TICKET DISPENSER

17 - Way 0.1 Molex

- |     |                    |
|-----|--------------------|
| 1.  | 6 Input            |
| 2.  | 5 Input            |
| 3.  | 0v (Output Common) |
| 4.  | 1 Input            |
| 5.  | Polarised          |
| 6.  | 2 Input            |
| 7.  | 3 Input            |
| 8.  | Select             |
| 9.  | 4 Input            |
| 10. | 4 Inhibit          |
| 11. | +13.5vdc           |
| 12. | 0v                 |
| 13. | 3 Inhibit          |
| 14. | 2 Inhibit          |
| 15. | 1 Inhibit          |
| 16. | 5 Inhibit          |
| 17. | 6 Inhibit          |

## INSTALLATION INSTRUCTIONS & DAILY CHECKS

### PLUG K - METER OUTPUTS

11 - Way 0.1 Molex

1. +13.5vdc
2. Meter 0
3. Meter 1
4. Meter 2
5. Meter 3
6. Meter 4
7. Meter 5
8. Meter 6
9. Polarised
10. Polarised
11. Meter 7

### PLUG M – COIN SWITCH MATRIX

19 - Way 0.1 Molex

1. Input 1
2. Input 2
3. Input 3
4. Input 4
5. Input 5
6. Polarised
7. Strobe 0
8. Strobe 1
9. Strobe 2
10. Strobe 3
11. Strobe 4
12. Strobe 5
13. Strobe 6
14. Strobe 7
15. Strobe 8
16. Strobe 9
17. Strobe 10
18. Strobe 11
19. N.C.

### PLUG S - AUDIO OUTPUT

10 - Way 0.1 Molex

1. Output Upper
2. 0v
3. Output Lower
4. 0v
5. Dpot Out Left
6. Polarised
7. Dpot Out Right
8. 0v
9. +13.5V
10. +24vdc

## INSTALLATION INSTRUCTIONS & DAILY CHECKS

### PLUG Q - LAMP MATRIX

17 Way - 0.1 Molex

1. Lamp Data 0
2. Lamp Data 1
3. Lamp Data 2
4. Lamp Data 3
5. Lamp Data 4
6. Lamp Data 5
7. Lamp Data 6
8. Lamp Data 7
9. Lamp Data 8
10. Lamp Strobe 1
11. Lamp Strobe 2
12. Lamp Strobe 3
13. Lamp Strobe 4
14. Lamp Strobe 5
15. Polarised
16. Lamp Strobe 6
17. Lamp Strobe 7



## INSTALLATION INSTRUCTIONS & DAILY CHECKS

4.7	<u>Dimensions</u>	Height with Top Display	7' 6"
		Height without Top Display	4' 6"
		Depth	3'
		Width	6'
		Weight	960 lbs (approx)

### 4.7 Abbreviations:

- **Coin Entry** - one or more slots in the coin entry panel where player may insert coin of play.
- **Coin chute** - metal chute that guides the coin from coin entry slot to centre pin perspex.
- **Centre pin perspex** - large perspex panel fitted with scatter pins that guide the coin down onto the pusher pad.
- **Pusher pad** - the moving pad assembly located at the rear of the playfield.
- **Playfield** - flat bed holding the coins to be pushed into the win chute.
- **Win chute** - large metal form located under front edge of playfield to guide falling coins to the pay tray.

### 4.8 Daily Checks:

- Check the machine is clean inside and outside
- Check all the lamps are working.
- Check pusher pads are moving.
- Check coin chutes are clear of any jammed coins or foreign matter.

## Machine description and Coin prime.

### 5.1 General Description

**This manual refers to the the Scorpion 4 processor Input/Output Allocations throughout. Please note that**

**Position 1** refers to the Left-hand Bed (looking at the machine from the front)

**Position 2** refers to the Centre Bed (looking at the machine from the front)

**Position 3** refers to the Right-hand Bed (looking at the machine from the front)

Coins are inserted on to each play-field via 1 sliding coin entry slot. Each coin entry has a micro-switch, which detects the coin. The coins fall onto the moving bed and eventually pushed off the play-field. Coins can exit either via lose chutes either side of the main field, or fall off the front. These “winning” coins fall into the hoppers where they are ‘counted’, before being deposited into the cash-box.

When the machine is switched on the count hoppers are enabled for approximately 15 seconds in order to empty them of any coins that may have been dislodged from the playfield. These coins are fed to the cashbox and are recorded on the cashbox meter.

When a player inserts a coin the hopper in the section being played is enabled. The hopper is enabled for approximately 15 seconds or for 15 seconds after the last winning coin counted by the hopper. (Also see TILT section)

### 5.2 Coin floating.

Switch on the machine and make sure all is working correctly.

Carefully remove the glass doors and store in a safe position.

Spread coins over the playfield and pusher pad in each play section so that there is a build up of coins at the win chute edge.

It will be necessary to feed a number of coins through each coin slot to settle the playfield area ready for play.

## Operator adjustments

### 6.1 Ticket Payout.

Each time a coin is inserted one or more tickets can be dispensed from the ticket dispenser, these are called “mercy ticket”. The operator using the setup menu can set the number of mercy tickets.

For each winning coin the ticket dispenser will dispense one or more tickets. The operator can adjust the number of tickets dispensed per winning coin.

When the ticket dispenser runs out of tickets (or fails to detect tickets being dispensed due to a fault) a warning lamp on the lower door illuminates and the software makes no further attempt to dispense tickets until the situation is resolved and the machine reset. The machine still operates and buffers the number of tickets owed to the player until the empty condition is cleared. (Also see TILT section).

### 6.2 Tilt.

There is one slam tilt assembly in each play-section located on the back of each Ticket Dispenser door.

This is accessible by removing the relevant ticket dispenser door.

This consists of a weighted contact fixed against the door panel surface, designed to detect banging of the cabinet or service door (See figure 2).



Figure 2 – Slam tilt contact.

## Operator adjustments

There is one pendulum tilt assembly located inside the top of the cabinet.

(See figure 3).

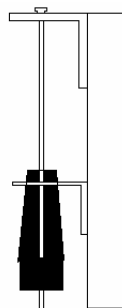


Figure 3 - pendulum tilt.

If any of the above switches are made during the operation of the machine an audible alarm is heard. The ticket dispensers are disabled and any pending tickets are cleared! The top sign illumination is switched off and during the tilt time the hoppers continue to count winning coins to the cash-box.

The length of the tilt period is adjustable by the operator (see set up menu below).

### Slam/Tilt Switches (Internal Switches) – Scorpion 4 MPU Connections

#### **Slam**

Position 1	Data 0	(Plug E Pin 10)
Position 2	Data 1	(Plug E Pin 11)
Position 3	Data 2	(Plug E Pin 12)
Pendulum	Data 3	(Plug E Pin 13)

## Operator adjustments

### 6.3 Set UpMenu

The machine is fitted with a test box, comprising of an alphanumeric display and seven switches.

ALPHANUMERIC DISPLAY						
BUTTON 1	BUTTON 2	BUTTON 3	BUTTON 4	BUTTON 5	BUTTON 6	BUTTON 7

The functions of these buttons are:

BUTTON1 = SETUP ENTRY/EXIT

BUTTON7 = ENTER/EXIT TEST

BUTTON5 = STEP DOWN THROUGH OPTIONS

BUTTON6 = STEP UP THROUGH OPTIONS

The operator presses and holds down BUTTON1 for 5 seconds to enter the setup menu.

The alphanumeric will show "SETUP MENU IN 5" and count down and then show "SETUP MENU" followed by a confirmation beep. Releasing Button1 will the show the first setup option.

The setup options are:

- VOLUME
- MERCY TICKETS
- TICKETS/COIN
- TILT TIME
- ATTRACT TIME

The operator can use BUTTON5 and BUTTON6 to step through the options which display there current settings. If the operator wishes to change the setting he presses BUTTON7 and then can setup through the possible settings for that option, pressing BUTTON7 will save the new setting and return to the menu. Pressing BUTTON1 will exit the setup menu.

## Operator adjustments

**NB** the operator must use BUTTON7 to save any changes to the options. The alphanumeric will confirm the change to the option.

Currently the options can be set thus

VOLUME	-	1-100	Minimum/Maximum volume
MERCY TICKETS	-	0-10	0 = No Tickets, a max of 10 per coin
TICKETS/COIN	-	0-10	0 = No Tickets, a max of 10 per coin
TILT TIME	-	10-30	10-30 seconds in steps of 5 seconds
ATTRACT TIME	-	0-360	Time between OCD sounds (0=disable)

### 6.4 Adjustment of “lose” hole size.

The “lose” holes are located one each side of the front edge of the play-field, are factory set. It is not recommended changing this setting. Other lose hole adjusters are within the cash box.

### 6.5 Playfield Riser.

Located at the play-field front edge. The angle of the triple riser is set.

### 6.6 Ticket Dispensers. – Scorpion 4 MPU Connections

Please note that the dispenser interface boards (36.045.001) are fitted to the rear of each ticket door.

#### **Position 1**

Drives	Coin 1 Inhibit	(Plug H Pin 15)
Notch Sensor	Coin 1 I/P	(Plug H Pin 4)

#### **Position 2**

Drive	Coin 2 Inhibit	(Plug H Pin 14)
Notch Sensor	Coin 2 I/P	(Plug H Pin 6)

## Operator adjustments

### Position 3

Drive	Coin 3 Inhibit	(Plug H Pin 13)
Notch Sensor	Coin 3 I/P	(Plug H Pin 7)

## 6.7 Universal Hoppers (Payout) – Scorpion 4 MPU Connections

### Position 1

Drive	Payout 0	(Plug B Pin 1)
Sensor	Input 0	(Plug B Pin 6)

### Position 2

Drive	Payout 1	(Plug B Pin 2)
Sensor	Input 1	(Plug B Pin 7)

### Position 3

Drive	Payout 2	(Plug B Pin 3)
Sensor	Input 2	(Plug B Pin 8)

## 6.8 Coin Switches (Switch Matrix) – Scorpion 4 MPU Connections

### Position 1

Switch 1	(Plug M Pin1/Pin15 Strobe2/Input1)
Switch 2	(Plug M Pin2/Pin15 Strobe2/Input2)
Switch 3	(Plug M Pin3/Pin15 Strobe2/Input3)
Switch 4	(Plug M Pin4/Pin15 Strobe2/Input4)

### Position 2

Switch 1	(Plug M Pin1/Pin14 Strobe1/Input1)
Switch 2	(Plug M Pin2/Pin14 Strobe1/Input2)
Switch 3	(Plug M Pin3/Pin14 Strobe1/Input3)
Switch 4	(Plug M Pin4/Pin14 Strobe1/Input4)

## Operator adjustments

### Position 3

Switch 1	(Plug M Pin1/Pin13 Strobe0/Input1)
Switch 2	(Plug M Pin2/Pin13 Strobe0/Input2)
Switch 3	(Plug M Pin3/Pin13 Strobe0/Input3)
Switch 4	(Plug M Pin4/Pin13 Strobe0/Input4)

### 6.9 Door Ticket Empty Lamps (Lamp Matrix) – Scorpion 4 MPU Connections

Position 1	(Plug Q Pin1/Pin9)	Data 0 – Strobe 0
Position 2	(Plug Q Pin1/Pin10)	Data 0 – Strobe 1
Position 3	(Plug Q Pin1/Pin11)	Data 0 – Strobe 2

### 6.10 Mechanical Meters (Meters) – Scorpion 4 MPU Connections

#### Position 1

Cash In	-	Meter 0	(Plug K Pin 2)
Ticket Out	-	Driven off ticket dispenser.	
Cash Box	-	Meter 1	(Plug K Pin 3)

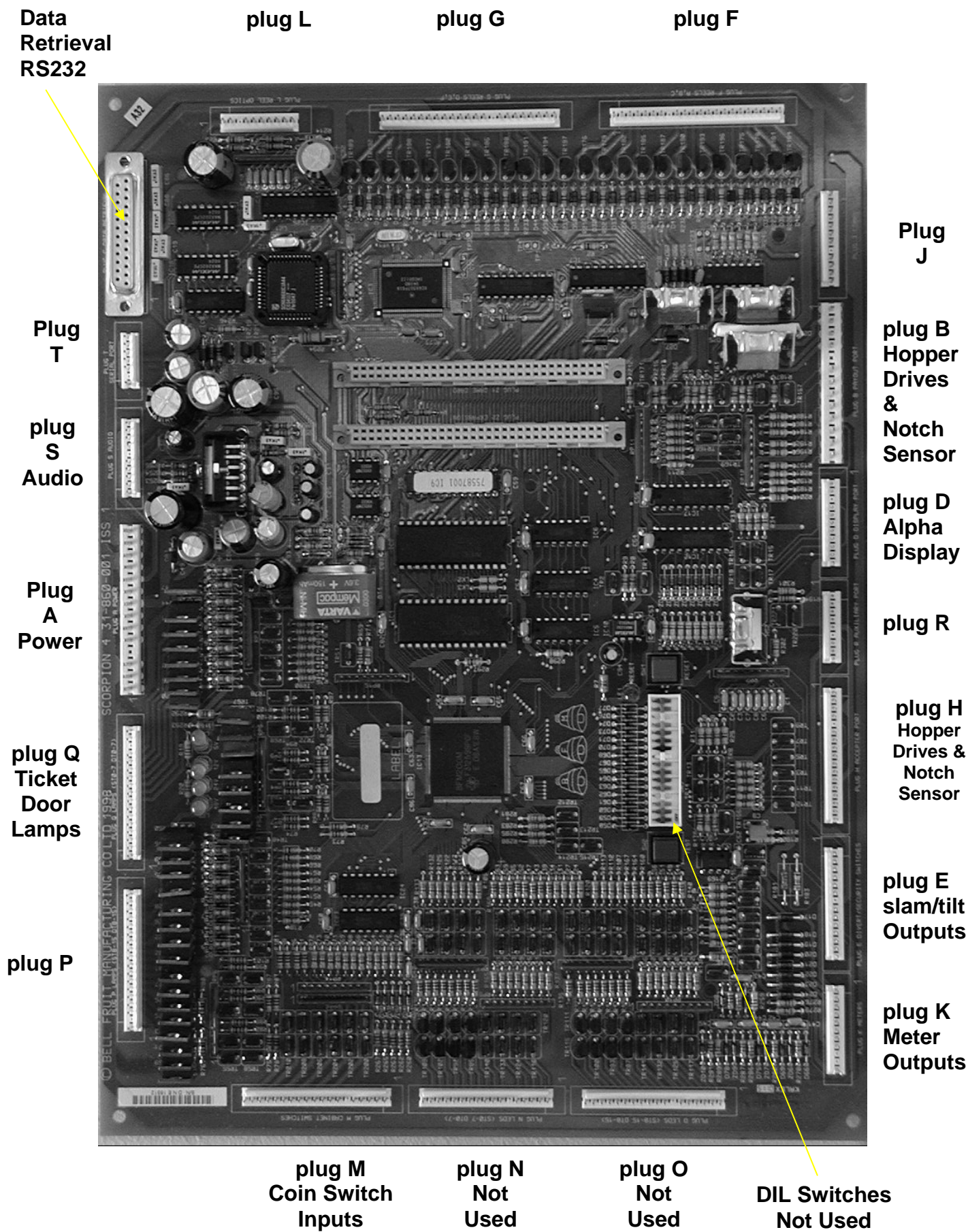
#### Position 2

Cash In	-	Meter 2	(Plug K Pin 4)
Ticket Out	-	Driven off ticket dispenser.	
Cash Box	-	Meter 3	(Plug K Pin 5)

#### Position 3

Cash In	-	Meter 4	(Plug K Pin 6)
Ticket Out	-	Driven off ticket dispenser.	
Cash Box	-	Meter 5	(Plug K Pin 7)





## **Fault - finding guide.**

### **7.1 The machine does not work**

#### **Check**

- Mains wall outlet is switched “on”.
- “On/off” switch in play section 1 is switched “on”.
- Damage to mains inlet cable.
- Power Supply Unit Fuse.

### **7.2 Pusher motor not running.**

#### **Check**

- Power Supply Unit Fuse.

### **7.3 The tilt does not work.**

When the machine is tilted an audible alarm is heard. The ticket dispensers are disabled and any pending tickets are cleared! The top sign illumination is switched off and during the tilt time the hoppers continue to count winning coins to the cash-box.

#### **Check**

- The tilt contacts are not dirty or so far apart they do not touch when the machine is banged.
- The cable connected to every tilt contact ending up at the tilt detects input .

### **7.4 The tilt will not stop.**

#### **Check**

- The tilt contacts are not bent together.
- The pendulum tilt is operating

## **Fault - finding guide.**

### **7.5    No ticket pays out**

#### **Check**

- There are tickets at ticket dispenser.
- There are no ticket jams.
- Electrical connections to ticket dispenser.
- Check the center perspex micro switch or loom is all working.
- Check the coin count hopper is functioning correctly

### **7.6    The halogen lamps do not work.**

#### **Check;**

- The fuses and wiring connections.



## Machine BOM (Illustrated)



Coin Entry Panel 91.020.352



Ticket Door Panel 91.020.361



Display Front Bottom 91.020.404



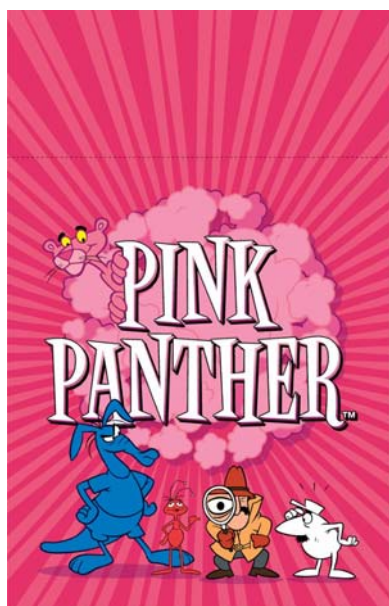
Top Fillets

Left  
91.020.353

Centre Left  
91.020.354

Centre Right  
91.020.355

Right  
91.020.356



Back Perspex  
91.019.634



Playfield Dividers

Left  
91.020.357

Centre Left  
91.020.358

Centre Right  
91.020.359

Right  
91.020.360



Top Sign Left  
91.020.349



Top Sign Centre  
91.020.350



Top Sign Right  
91.020.351

## Machine BOM

### PINK PANTHER 3 STAGE PUSHER 93.738.257



## Machine BOM

00395	1/4 FEMALE AMP CONNECTOR	3 off
36045001	PCBA Entropy 2000 Interface	3 off
36063002	PCBA Graphic Display Panel (Var brightness)	1 off 36072004
	PCBA Auxillary Scorp 4, 8 Meg Sound Prom	1 off
36073001	Scorpion 4 MPU (2004)	1 off
36809002	PCBA Switch Breakout Scorpion 4 Issue 2	1 off
40001612	M6 X 12mm Pan Head Pozi Screw Zinc	6 off
40051320	M3 x 20mm M/C SCREW C/S POZI	42 off
40051410	M4 x 10mm M/C SCREW COUNTERSUNK POZI	16 off
40051425	M4 x 25mm M/C SCREW COUNTERSUNK POZI	4 off
40055310	M3 x 10mm M/C SCREW ROUND HEAD POZI	12 off
40056320	M3 x 20mm SET SCREW PAN HEAD POZI	150 off
40061512	M5 x 12mm C/SUNK HEAD MACHINE SCREW	6 off
40062320	3mm x 20mm Countersunk Pozi Chipboard Screw	4 off
40131625	M6 x 25mm Hex Head Bolt	4 off
40131625	M6 x 25mm Hex Head Bolt	12 off
40131650	M6 x 50mm Hex Head Bolt	1 off
40145430	M4 x 30mm Coachbolt Black Finish	4 off
40146630	M6 X 30mm FLAT HEAD COACHBOLT BLACK	2 off
40237	No.8 x 5/8" Round Head T/F Pozi Woodscrew	38 off
40300516	M5 x 16mm Button Head Allen Screw	1 off
40326	No.6 x 1/2" Pan Head Pozi Self Tap Screw	51 off
40421412	M4X12MM SELF CLINCH STUD CAD	14 off
40421512	M5 x 12mm Self Clinch Stud Cad	18 off
40421520	M5 x 20mm Self Clinch Stud Cad	6 off
40620605	NO6X1/2 PAN HD TAMPER PROOF W/SCREW	6 off
40626414	NO.4X3/4 RD HD POZI WOOD SCREW	2 off
41133	DIODE IN4001	3 off
41221	Fuseholder 20 x 5mm Panel Mounted	1 off
41685	Heat Shrink Sleeve	8 off
41709	45 DEG ANGLE SPADE TERMINAL AMP	2 off
43152080	M8 PLAIN WASHER (17MM O/D) ZINC PLT	2 off
43214040	M4 Spring Washer	4 off
43214050	M5 Spring Washer Singlecoil Square	2 off
43214080	M8 Spring Washer	2 off
43220006	M6 STARLOCK WASHER	3 off
44012066	P Clip 1/4"	3 off
44055095	Cable Clip Self Adhesive 9.53mm Brandau ACC-02	6 off
44112521	Cable Tie 144mm Long Insuloid TI8I	1 off
48011101	Plastic Rivet 4mm Dia. Moss 39158 or 32517	27 off
48011106	4MM PLASTIC RIVET BLK RICHCO SR4080	8 off
48011107	4mm Plastic Rivet Black Richco SR4050	16 off
48811103	Lock, Cam & Washer	3 off
49412002	Stud Fitting PCB Support Richco SFCBS-M4-12M-01	3 off
49412035	PCB SUPPORT RICH SRSCBS-M4-12-01	2 off
49412036	M4 HEX NYLON NUT RICHCO HN-M4-01	2 off
49412042	PCB SUPPORT RICHCO SRLCBS-7-01	3 off



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49412228	Barbed Push Fastener Richco BPF-F4410	12 off
49420010	LINEAR GUIDE CZ0201-3094	6 off
49420028	Hexagon Nylon Spacer G&B HNP30-A-M3x12mm	6 off
51520287	Hopper 'U' Medium Bowl	3 off
51730014	Fan 12 Volts 80 x 80mm Crouzet 99484301	2 off
51900010	Motor 110 Volt 24 RPM	1 off
52292734	7 DIGIT COUNTER GREY 12V OEM	9 off
52910003	SPEAKER RS267-6902	3 off
53100009	Entropy 2000 Ticket Dispenser TD-963CR	3 off
53713355	Lighting Transformer TT2317	1 off
54000390	3 Pin Mains Inlet Plug RS 195-912	1 off
54761170	11 Way Wafer 4030-11BJ .1 Interconnecting	3 off
54800050	Polarising Key 0.1" Molex 0150 4-0292	6 off
54861170	11 Way Housing .1 IDC A-7690S C11 38-00-2401	3 off
54900211	Fuse 2 Amp 20mm x 5mm Glass Anti Surge	1 off
55806302	Insulating Sleeve 1/4" I/D Amp 154509-44509	3 off
55806304	Insulating Boot Type C Mains Filter	1 off
56129009	M262 DICHROIC LAMP 12V 20W COOL BEAM	6 off
56605030	12v 2.2w MES CLEAR LAMP	3 off
56605031	RED INDICATOR LENS RS 589 799	3 off
56609000	MES LAMPHOLDER RS 589 777	3 off
56701080	Fluorescant Strip Light 4' 120V Long Hedley & El	1 off
57330000	Microswitch Otehall BB1/R-S10	12 off
57520040	Push Switch Double Pole Cherry UE79-30AB 1/4"	1 off
57611002	SLAM TILT SWITCH 22-2201-11	3 off
6000310	M3 x 10mm Pan Head Pozi Screw	6 off
6000410	M4 X 10mm Pan Head Pozi Screw	12 off
6000412	M4 X 12mm Pan Head Pozi Screw	6 off
6010310	M3 X 10mm Countersunk Head Pozi Screw	4 off
62003NN	M3 Nyloc Nut	202 off
62004HN	M4 Hex Nut	38 off
62005HN	M5 Hex Nut	8 off
62006HN	M6 Hex Nut	1 off
62008HN	M8 Hex Nut	2 off
62103ND	M3 Plain Washer	210 off
62104IS	M4 Shakeproof Washer	6 off
62104ND	M4 Plain Washer	28 off
62105ND	M5 Plain Washer	8 off
62106LD	M6 Large Washer	22 off
62106MD	M6 Mudguard Washer	12 off
73799002	Inline Diode Holder (IDC) Black	6 off
73799003	Inline Link Holder (IDC) White	6 off
75781170	IC SGS 27C4001-12F1E-Prom STM	2 off
75781181	IC 8 Meg OPT E-Prom M27C801-100B1 DIL	1 off
78500006	Mains Filter Schaffner FN9222R-6-06	1 off
90301929	MPU Cover Eclipse 2001	1 off
90307068	Plate Fan Vent Grill	1 off

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90442238	TILT WEIGHT	1 off
90442240	STEEL BALL- 3/8" DIA	3 off
90442242	SPACER	57 off
90520132	RISER PLAYFIELD USA 8 PLAYER PUSHER	3 off
90520235	Plate Pusher Track / Playfield 3 Way Pusher	3 off
90520267	Motor Bracket EA (11528)	1 off
90520278	Glass Back Plate 3 Player Pusher	6 off
90520288	Cashbox 3 Player Pusher Ref (11543)	3 off
90520302	Washer Lock	3 off
90520318	Plate Motor Link	1 off
90520329	Reject Tray	3 off
90520337	Cover Transformer Connectors	1 off
90520349	Chassis Top Sign Support	1 off
90520359	Plate Speaker Blanking	2 off
90520385	Plate Lose Hole Blanking LH 3 Player Pusher USA	3 off
90520386	Plate Lose Hole Blanking RH 3 Player Pusher USA	3 off
90520387	Plate Back 3 Player Pusher USA	3 off
90520389	Plate Sliding 3 Player Pusher USA	3 off
90522807	MPU Base Eclipse 2001	1 off
90623021	Drive Arm 3 Way Pusher	2 off
90623022	Pivot 3 Way Pusher	1 off
90623028	Drive Arm (11610)	1 off
90623048	Pin Drive	3 off
90623050	Pivot Drive Arm	1 off
90623052	Cam Formed Lock	3 off
90623059	Bezel Coin Entry 0.984 Token	3 off
90623374	WEIGHT WIRE	1 off
90623375	Bracket Tilt Weight Contact	1 off
90850181	Bracket Pusher Frame 3 Way Pusher	3 off
90850190	Bracket Pusher Front High	3 off
90850261	Bracket Nylon Block Retaining	3 off
90850265	Bracket Playfield Side LH	3 off
90850266	B Bracket Playfield Side RH	3 off
90850270	Bracket Window Trim Top	2 off
90850271	Bracket Window Trim Bottom	2 off
90850272	Bracket Window Trim RH	2 off
90850273	Bracket Window Trim LH	2 off
90850282	Bracket Top Door Trim	3 off
90850283	Bracket Lower Glass Retainer	3 off
90850286	Bracket Win Chute Support	3 off
90850287	Bracket Lose Hole Adjuster	3 off
90850288	Bracket Lose Hole Adjuster	3 off
90850289	Bracket RH Inner Lose Tube	2 off
90850290	Bracket LH Inner Lose Tube	2 off
90850291	Bracket LH Outer Lose Tube	1 off
90850292	Bracket RH Outer Lose Tube	1 off
90850293	Bracket Lamp	6 off



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90850300	Bracket Support	2 off
90850301	Bracket Side Window Trim	1 off
90850302	Bracket Side Window Trim	1 off
90850303	Bracket Side Trim	1 off
90850304	Bracket Side Trim	1 off
90850306	Bracket Pin Panel Side Trim RH	1 off
90850307	Bracket Pin Panel Side Trim LH	1 off
90850308	Bracket Pin Panel Centre Trim	1 off
90850309	Bracket Mains In & Fan Mounting	1 off
90850316	Bracket Transformer Mounting	1 off
90850321	Bracket Trim Securing	6 off
90850391	Bracket Hopper Support	3 off
90850433	Bracket Coin Deflector	3 off
90850437	Bracket Coin Entry Retainer	3 off
90850513	Bracket Hopper Mounting	3 off
90850704	Bracket Vac Form Retaining	2 off
90857577	Bracket Mech Location	3 off
90866632	Bracket Tilt Wire Support	1 off
91010083	Skimmer	3 off
91010116	Side Baffle Block USA 3 Player Pusher	6 off
91010146	Front Panel USA 3 Player Pusher	3 off
91010147	Front Panel USA 3 Player Pusher	6 off
91010148	Coin Guide USA 3 Player Pusher	9 off
91010149	Coin Guide Long USA 3 Player Pusher	6 off
91010150	Centre Guide USA 3 Player Pusher	9 off
91010151	Outer Guide USA 3 Player Pusher	6 off
91010152	Side Strip USA 3 Player Pusher	6 off
91018812	Side Window RH 3 Player Pusher	1 off
91018813	Side Window LH 3 Player Pusher	1 off
91018814	Centre Window Screened 3 Player Pusher	2 off
91020349	Top Sign Left Elipse Pink Panther 3PP	1 off
91020350	Top Sign Centre Pink Panther 3PP	1 off
91020351	Top Sign Right Elipse Pink Panther 3PP	1 off
91020352	Coin Entry Panel Pink Panther 3PP	3 off
91020353	Top Fillet LH Pink Panther 3PP	1 off
91020354	Top Fillet Centre Left Pink Panther 3PP	1 off
91020355	Top Fillet Centre Right Pink Panther 3PP	1 off
91020356	Top Fillet RH Pink Panther 3PP	1 off
91020357	Playfield Divider LH Pink Panther 3PP	1 off
91020358	Playfield Div Centre LH Pink Panther 3PP	1 off
91020359	Playfield Div Centre RH Pink Panther 3PP	1 off
91020360	Playfield Divider RH Pink Panther 3PP	1 off
91020361	Ticket Door Panel Pink Panther 3PP	3 off
91020362	Pin Panel Back Perspex Pink Panther 3PP	3 off
91020404	Display Front Bottom Panel Pink Panther 3PP	3 off
91451484	MPU Insulating Plate	1 off
91682505	Drive Link 3 way Pusher	4 off

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91682506	Slide Block	3 off
91682514	Pusher Block End	18 off
91682515	Pusher Block Centre	6 off
91771354	Test Box Vac Forming Casino Top Box	1 off
91771355	Test Box Cover Vac Forming Casino Top Box	1 off
91771377	Win Chute Vac Forming 3 Player Pusher	3 off
91802123	RH Lose Tube	3 off
91802124	LH Lose Tube	3 off
91802137	Hopper Tube Assy	3 off
91891458	Main Cab Moulding Pink Panther 3PP	1 off
91891459	Top Sign Moulding Pink Panther 3PP	1 off
91891460	Door Surround Moulding Silver Sparkle	3 off
92207553	Game Manual (93738207) Pink Panther 3PP	1 off
92930710	Mirror 3 Way Pusher	3 off
92933719	Glass Door Screened 3 Way Pusher	3 off
94895099	Pusher Pad 3 Way Pusher	3 off
94895126	Back Panel Centre Top Sign	1 off
94895127	Top Panel Side Top Box	2 off
94895143	Hopper Mounting Board	3 off
96001812	6 Way Strip Block Inlet Schurter 470.40000	1 off
96832604	IEC 320 SKT To IEC 320 PLUG 2M Lead UL	1 off
96832606	Mains Lead UL SO1.CO2.EO2.06.B	1 off
96861737	PSU Live Link Assy UL	1 off
96861738	PSU Earth Link Assy 150mm UL	1 off
96876091	TOP BOX TEST UNIT HARNESS	1 off
96876119	Hal Lamp Holder Harness UL	6 off
96876318	Pad Motor Assy Harness UL	1 off
96876731	Dichroic Lamp Harness UL USA 3 Player Pusher	1 off
96876741	Coin Switches Harness (UL)	1 off
96876743	Motor Supply Harness (UL)	1 off
96876744	PSU to MPU & Fans Harness (UL)	1 off
96876783	TT2317 Transformer Outlet Harness	1 off
96876838	Front Door Harness	3 off
96876839	Main Harness	1 off
96877057	Top Box lamps Harness USA 3PP	1 off
96941342	PSU Sanken 44Volts Mk2 SPS077W-44	1 off
97651301	DOUBLE TICKET BIN	3 off
97953831	Isolating Switch Bracket & Stud	1 off
97956108	Game Card Cover Assy Eclipse 2001 AWP	1 off
99955061	3 Stage Pusher Wooden Cabinet Complete USA	1 off