



Celebrating our 5th Anniversary
in Pinball

STAR TREK[®]

25th Anniversary Pinball



"Live long and prosper."

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DATA EAST PINBALL[®]

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780-5014-00

GAME SPECIFIC FEATURES

Skill Shot (View Screen)

Shoot Warships (located in the display) with flashing Photon Torpedo Launch button (located at cabinet front).

Multiball

Shoot flashing crystals (1) to Lite the primary Crystal. Shoot the lit Primary Crystal (3) to open the Transporter Ramp (2). Shoot the ball under Transporter Ramp (2) to beam & Transport crew (Located in Back box) Auto 3 Ball begins.

Ramps in multiball collect 500K.
Multiball scores 1 Million Points.

Jackpot

In Multiball, shoot the moving Primary Crystal target (3) to re-open the Transporter Ramp (2). Shoot under the Ramp (2) to collect the Jackpot.

Additional Jackpots require completing the Left & Right Ramps and then shooting the Primary Crystal to open the Transporter.

Jackpot Sequence:

5, 10, 15, 20, 25 Million

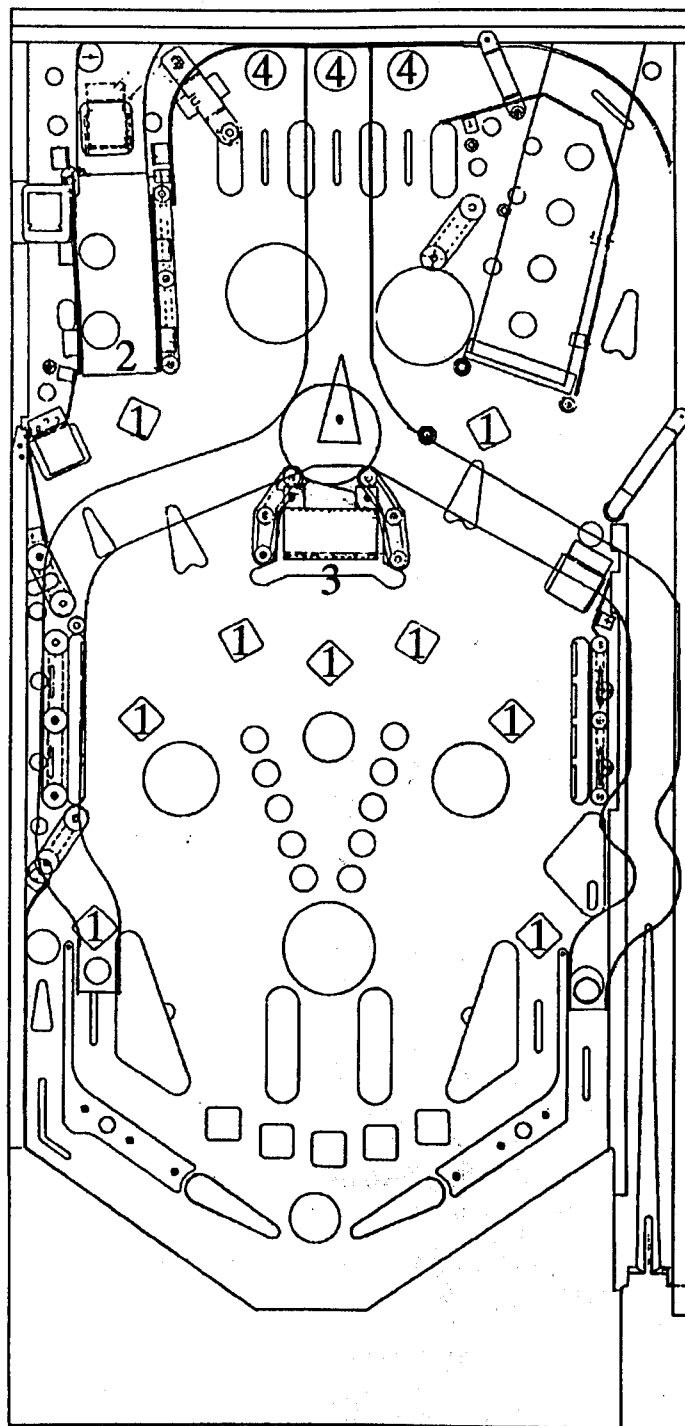
50 Million -Super Jackpot &

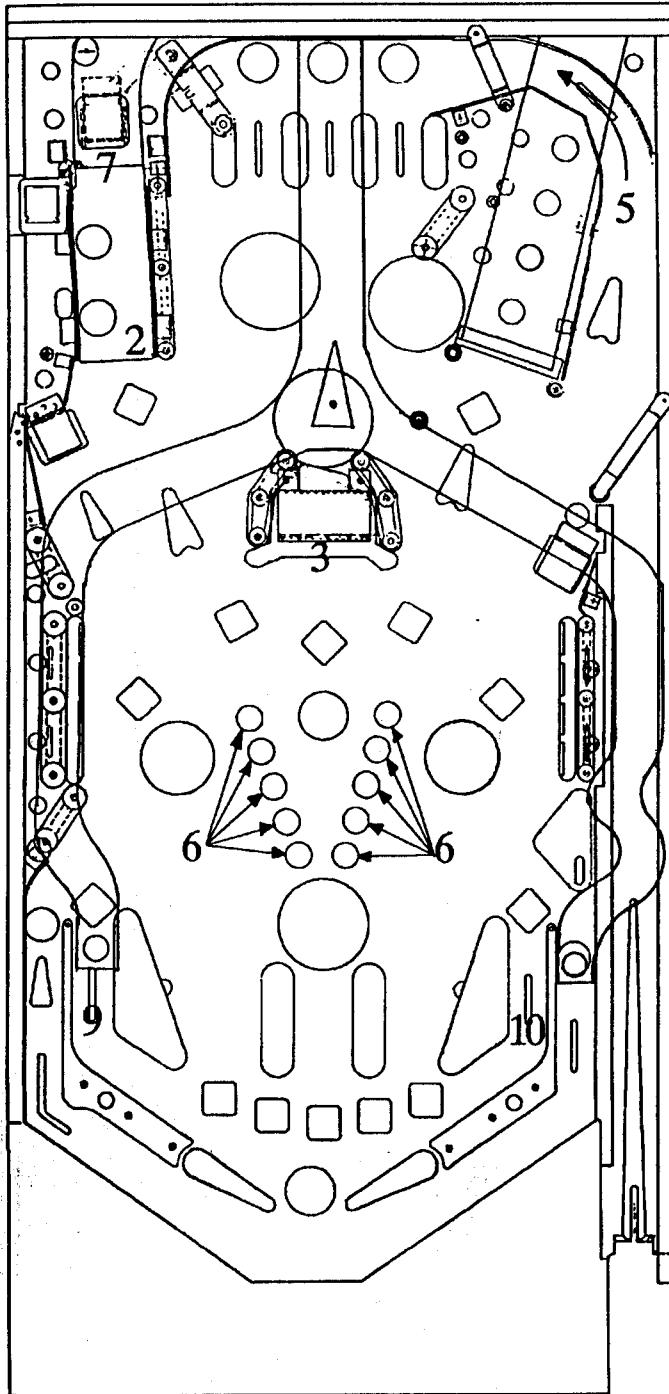
100 Million Super Duper Jackpot.

Multiplier

Completing the Top 3 Lanes (4) advances the Multiplier.

The Scanner also lites the " X " Values.





Laser Kick

Shoot Lanes (5) to re-lite Laser Kick (6).
The Scanner will also randomly relite the
Laser Kick

Primary Crystal

Shoot the Primary Crystal (Moving Target) (3)
to advance phasers for Unlimited Millions.
Shoot the Primary Crystal to open the
Transporter for Multiball & Jackpot.

Unlimited Millions

Shoot Left and Right Ramps (7) & (8) or the
Primary Crystal to advance phasers (6). When
phasers (6) are complete, Target (3) is lit for
Unlimited Millions (Timed Event).

Video Mode

Video mode starts with the scanner selection
of Video Mode.

The player has 12 seconds, 10 ships and 10
shots.

Each ship, shot in Video Mode is worth
1,000,000 points. Shooting all 10 ships awards
a 5 Million point Sharp Shooter Bonus.

Ice Planet

During the player's 2nd or 3rd ball the Random Ice planet will begin. Light (11) or (12) will illuminate. Based upon which lamp is lit, complete the associated remaining Drop targets (13) or (14) to collect an Extra Ball for (11) or 10 Million points (12).

Scanners

Shoot Left hole (15) to lite Scanner value.
Shoot Right hole to collect value.

Special

The Special is lit randomly from the Scanner.
Shoot the open Transporter Ramp to collect.

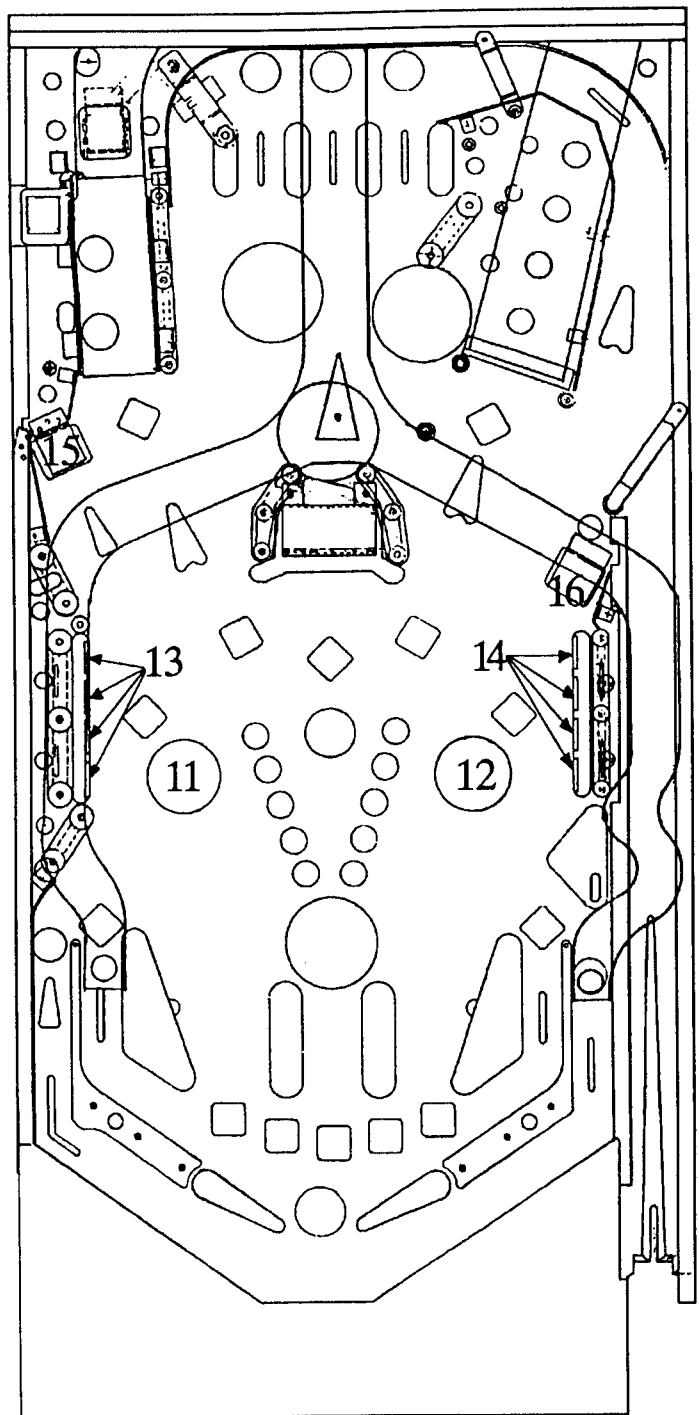
Victory Laps

After collecting Replay shoot the Right and Left Ramps for the next 15 Seconds to earn 1 Million points for each completed Ramp shot.

Each successive Ramp completion also advances the Ramp Value by 500K on the next Ramp shot.

Bonus

5,000 points per switch.
500,000 points maximum.
5 Million points Total Bonus per ball utilizing the Bonus multiplier.



Switches

Switches are configured in an 8 x 8 matrix of columns (switch drives) and rows (switch returns) with up to 64 switches possible. The switch tests include three parts; switch test, active switches, and bad switches. Row and column wire colors are indicated in each test using corresponding resistor color code numbers.

Switch Test

From the Display Manual test, operate STEP push-button switch. Player 1 and 2 displays indicate SWITCH TEST. Close each switch and observe the displays. The Player 1 and 2 displays will indicate the switch name, the Player 3 display indicates the row and column wire colors, and the Player 4 display indicates the switch number. When a switch is released, the name and number disappear until another switch is closed or the test is exited.

Active Switches

Operate the STEP push-button switch from the Switch Test. Player 1 and 2 Displays indicate ACTIVE SWITCHES. If any switches are stuck closed (or made from the presence of a ball), the Player 1 and 2 displays sequence through switch names, the Player 3 display indicates the row and column wire colors, and the switch numbers are indicated in the Player 4 display. This cycle continues until all switches are cleared or until the STEP push-button switch is depressed.

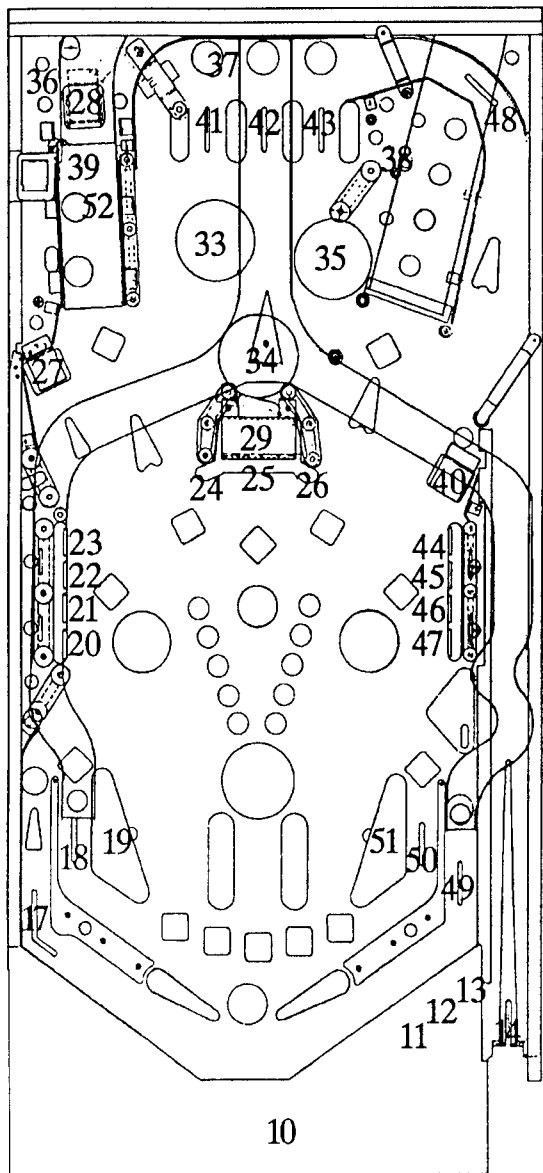
SWITCH MATRIX CHART

COLUMN ROW	1 Q55 GRN-BRN CN8-1	2 Q54 GRN-RED CN8-2	3 Q53 GRN-ORN CN8-3	4 Q52 GRN-YEL CN8-4	5 Q51 GRN-BLK CN8-5	6 Q50 GRN-BLU CN8-7	7 Q49 GRN-VIO CN8-8	8 Q48 GRN-GRY CN8-9
1 WHT-BRN CN10-9	Plumb Tilt 1	Not Used 9	Left Outlane 17	Moving Target 25	Left Turbo Bumper 33	Left Top Lane 41	Right Outlane 49	Not Used 57
2 WHT-RED CN10-8	Not Used 2	Outhole 10	Left Return 18	Right Standup Tgt. 26	Center Turbo Bumper 34	Center Top Lane 42	Right Return 50	Not Used 58
3 WHT-ORN CN10-7	Credit Button 3	Trough #1 Left 11	Left Slingshot 19	Lower Left Hole 27	Right Turbo Bumper 35	Right Top Lane 43	Right Slingshot 51	Not Used 59
4 WHT-YEL CN10-6	Right Coin 4	Trough #2 Center 12	Left Drop Tar. 1 Bot. 20	Upper Left Hole Top 28	Enter Left Ramp 36	Right Drop Tar. 1 Top 44	Upper Left Hole Bottom 52	Not Used 60
5 WHT-GRN CN10-5	Center Coin 5	Trough #3 Right 13	Left Drop Tar. 2 21	Moving Target Hole 29	Exit Center Ramp 37	Right Drop Tar. 2 45	Not Used 53	Not Used 61
6 WHT-BLU CN10-3	Left Coin 6	Shooter Lane 14	Left Drop Tar. 3 22	Ball Launch Button 30	Enter Right Ramp 38	Right Drop Tar. 3 46	Not Used 54	Not Used 62
7 WHT-VIO CN10-2	Slam Tilt 7	Left EOS 15	Left Drop Tar. 4 Top 23	Transp. Crew Visible 31	Up/Down Ramp Up 39	Right Drop Tar. 4 Bot. 47	Not Used 55	Not Used 63
8 WHT-GRY CN10-1	Not Used 8	Right EOS 16	Left Standup Tgt. 24	Transp. Crew Gone 32	VUK 40	Top Right Rollover 48	Not Used 56	Not Used 64

Star Trek- Switch Part Numbers

Number	Description	Part No.	Number	Description	Part No.
01*	Plumb Tilt	See Cabinet	10	Out Hole	180-5011-00
02	Not Used	-	11	Trough #1 (Left)	180-5009-00
03*	Credit Button	500-5097-02	12	Trough #2 (Center)	180-5009-00
04*	Right Coin	180-5024-00	13	Trough #3 (Right)	180-5010-00
05*	Center Coin	180-5024-00	14	Shooter Lane	180-5053-00
06*	Left Coin	180-5024-00	15*	Left Flip. Cab. Switch	180-5067-00
07*	Slam Tilt	180-5022-00	16*	Right Flip. Cab. Switch	180-5067-00
08	Not Used	-	17	Left Outlane	500-5142-00
09	Not Used	-	18	Left Return Lane	500-5142-00
			19	Left Slingshot Sw. (2)	180-5054-00
			20	Left Drop Target 1 Bottom	180-5092-00
			21	Left Drop Target 2	180-5092-00
			22	Left Drop Target 3	180-5092-00
			23	Left Drop Target 4 Top	180-5092-00
			24	Left Stand-Up Target	500-5336-08
			25	Moving Target	180-5081-08
			26	Right Stand-Up Target	500-5336-08
			27	Lower Left Hole	180-5057-00
			28	Upper Left Hole Top	180-5057-00
			29	Moving Target Hole	180-5057-00
			30 *	Ball Launch Button	500-5410-02
			31	Transport Crew Visable	180-5094-00
			32	Transport Crew Gone	180-5094-00
			33	Left Turbo Bumper	180-5015-00
			34	Center Turbo Bumper	180-5015-00
			35	Right Turbo Bumper	180-5015-00
			36	Enter Left Ramp	500-5382-00
			37	Exit Center Ramp	500-5382-00
			38	Enter Right Ramp	500-5382-00
			39	Up/Down Ramp - Up	180-5010-00
			40	VUK	180-5064-00
			41	Left Top Lane	515-5138-00
			42	Center Top Lane	515-5138-00
			43	Right Top Lane	515-5138-00
			44	Right Drop Target 1 Top	180-5092-00
			45	Right Drop Target 2	180-5092-00
			46	Right Drop Target 3	180-5092-00
			47	Right Drop Target 4 Bottom	180-5092-00
			48	Top Right Rollover	515-5138-00
			49	Right Outlane	500-5142-00
			50	Right Return Lane	500-5142-00
			51	Right Slingshot Sw. (2)	180-5054-00
			52	Upper Left Hole Bottom	180-5057-00
			53	Not Used Through 64	

* Indicates Cabinet Switches



Switch Locations

LAMP TESTS

Controlled lamps are configured in an 8 x 8 matrix of columns (lamp drives) and rows (lamp returns) with up to 64 lamps possible. The lamp tests include four parts, all lamps, lamp return (row), lamp drive (column), and discrete (individual) lamps. Row and column wire colors are indicated in the discrete lamp test using corresponding resistor color code numbers.

All Lamps

From the Active Switch test, operate the STEP push-button switch. Player 1 and 2 displays indicate ALL LAMPS and all controlled lamps will light.

Lamp Returns

From the ALL LAMPS test, depress the STEP push-button switch. The top display indicates LAMP RETURNS and the Bottom display indicates wire color and the LAMP RETURN driver transistor. All controlled lamps in row 1 should be lit. Operating the Game Start push-button switch cycles through each of the rows separately.

Lamp Drives

From the LAMP RETURNS test, depress the STEP push-button switch. The Top display indicates LAMP COLUMNS and the bottom display indicates wire color and the LAMP DRIVES driver transistor. All controlled lamps in column 1 should be lit. Operating the Game Start push-button switch, cycles through each of the columns separately.

Single Lamp

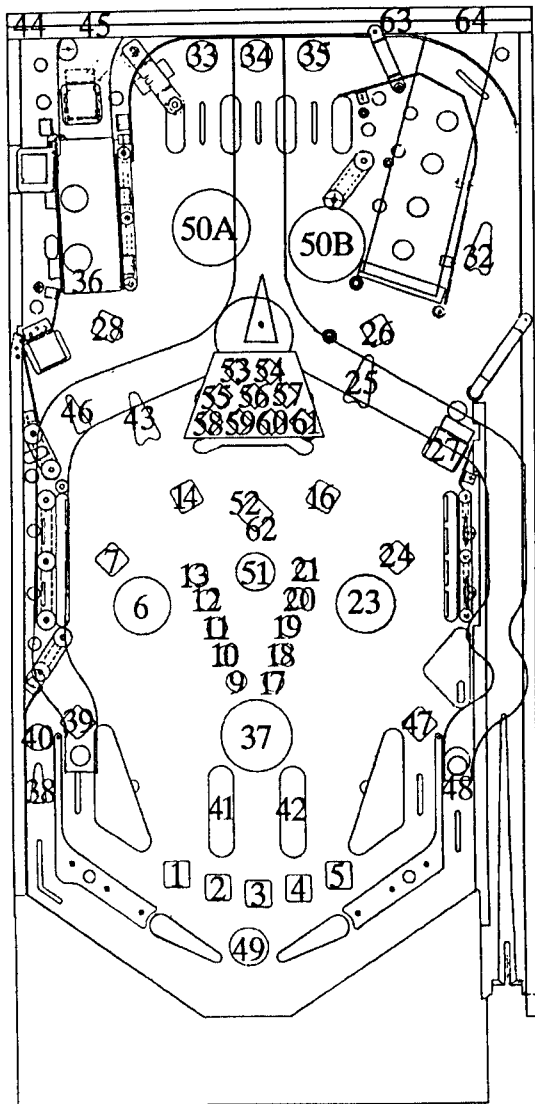
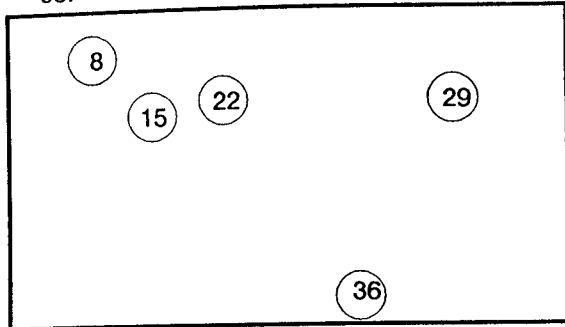
From the LAMP DRIVES test, depress the STEP push-button switch. The top display indicates lamp name. The bottom display indicates the row and column wire colors and the lamp matrix number. Lamp 01 should light. With the FORWARD/REVERSE push-button switch in the FORWARD (up) position, operating the Game Start push-button switch selects higher-numbered lamps; with it in the REVERSE (down) position, Game Start selects lower-numbered lamps.

LAMP MATRIX CHART

ROW \ COLUMN	1 Q71 YEL-BRN CN7-1	2 Q70 YEL-RED CN7-2	3 Q69 YEL-ORN CN7-3	4 Q68 YEL-BLK CN7-4	5 Q67 YEL-GRN CN7-6	6 Q66 YEL-BLU CN7-7	7 Q65 YEL-VIO CN7-8	8 Q64 YEL-GRY CN7-9
1 Q72 RED-BRN CN6-1	2X 1	Left Phaser #1 9	Right Phaser #1 17	Extra Ball Arrow 25	Left Toplane 33	Ship's Left Engine 41	Shoot Again 49	Crystal Bank #5 57
2 Q73 RED-BLK CN6-2	4X 2	Left Phaser #2 10	Right Phaser #2 18	Playfld. Crystal #2 26	Center Toplane 34	Ship's Right Engine 42	L.&R. Turbo Bumper 50	Crystal Bank #6 58
3 Q74 RED-ORN CN6-3	6X 3	Left Phaser #3 11	Right Phaser #3 19	Right Scoop 27	Right Toplane 35	Jackpot Arrow 43	Unlimited Millions 51	Crystal Bank #7 59
4 Q75 RED-YEL CN6-5	8X 4	Left Phaser #4 12	Right Phaser #4 20	Playfld. Crystal #1 28	Backbox #5 36	Left Ramp Red 44	Playfld. Crystal #4 L. 52	Crystal Bank #8 60
5 Q76 RED-GRN CN6-6	10X 5	Left Phaser #5 13	Right Phaser #5 21	Backbox #4 29	Ship's Body 37	Left Million Green 45	Crystal Bank #1 53	Crystal Bank #9 61
6 Q77 RED-BLU CN6-7	Ice Planet X-Ball 6	Playfld. Crystal #3 14	Backbox #3 22	Ball Launch Button 30	Laser Kick 38	Lite Scanner Arrow 46	Crystal Bank #2 54	Playfld. Crystal #4 R. 62
7 Q78 RED-VIO CN6-8	Playfld. Crystal #7 7	Backbox #2 15	Ice Planet 10 Mil. 23	Cab.-Start Button 31	Playfld. Crystal #6 39	Playfld. Crystal #9 47	Crystal Bank #3 55	Right Million Green 63
8 Q79 RED-GRY CN6-9	Backbox #1 8	Playfld. Crystal #5 16	Playfld. Crystal #8 24	Re-lite Laser Kick 32	Left Shields On 40	Right Shields On 48	Crystal Bank #4 56	Right Ramp Red 64

Lamp Number Description

- 01. 2X
- 02. 4X
- 03. 6X
- 04. 8X
- 05. 10X
- 06. Ice Planet Extra Ball
- 07. Playfield Crystal #7
- 08.* Backbox #1
- 09. Left Phaser #1



Lamp Locations

- 10. Left Phaser #2
- 11. Left Phaser #3
- 12. Left Phaser #4
- 13. Left Phaser #5
- 14. Playfield Crystal #3
- 15.* Backbox #2
- 16. Playfield Crystal #5
- 17. Right Phaser #1
- 18. Right Phaser #2
- 19. Right Phaser #3
- 20. Right Phaser #4
- 21. Right Phaser #5
- 22.* Backbox #3
- 23. Ice Planet 10 Million
- 24. Playfield Crystal #8
- 25. Extra Ball Arrow
- 26. Playfield Crystal #2
- 27. Right Scoop
- 28. Playfield Crystal #1
- 29.* Backbox #4
- 30. Ball Launch Button
- 31. Cabinet Start Button
- 32. Re-Lite Laser Kick
- 33. Left Top Lane
- 34. Center Top Lane
- 35. Right Top Lane
- 36.* Backbox #5
- 37. Ships Body
- 38. Laser Kick
- 39. Playfield Crystal #6
- 40. Left Shields On
- 41. Ships Left Engine
- 42. Ships Right Engine
- 43. Jackpot Arrow
- 44. Left Ramp Red
- 45. Left Million Green
- 46. Lite Scanner Arrow
- 47. Playfield Crystal #9
- 48. Right Shields On
- 49. Shoot Again
- 50. Left & Right Turbo Bumper
- 51. Unlimited Millions
- 52. Playfield Crystal #4 Left
- 53. Crystal Bank #1
- 54. Crystal Bank #2
- 55. Crystal Bank #3
- 56. Crystal Bank #4
- 57. Crystal Bank #5
- 58. Crystal Bank #6
- 59. Crystal Bank #7
- 60. Crystal Bank #8
- 61. Crystal Bank #9
- 62. Playfield Crystal #4 Right
- 63. Right Million Green
- 64. Right Ramp Red

* Indicates Insert Panel or Backpanel Lamps

FLASH LAMP COIL TESTS

Twenty-Two regular (pulsed under microprocessor control) coil drivers are provided to switch ground to coils. The Left/Right relay is used in conjunction with drives 1 through 8 to switch +32 volts between coils or flash lamps; these sets are termed "left" and "right". This relay is located on the PPB board which provides isolation diodes and current limiting resistors. This effectively provides 29 regular coils.

Flash Lamp

From the Single Lamp test, depress the STEP push-button switch. All Flash lamps will fire randomly. This allows the Technician to easily spot any burned out bulbs and replace them without stepping through the tests below.

Automatic Test

From the Flash Lamps test, depress the STEP push-button switch. Player 1 and 2 displays indicate ALL COILS. The test pulses each regular solenoid or flash lamp sequentially with the coil/flash lamp name indicated in the Player 1 and 2 displays and the wire colors in the Player 3 and 4 displays.

Select Coil

From the Coil Test, depress the STEP push-button switch. Player 1 and 2 displays indicate SELECT COIL and then the name of 1st drive, the wire colors are indicated in the Player 3 and 4 displays. Operate either Flipper push-button switch to select the coil or flash lamp to be tested. With the desired drive number indicated in the Player 4 display, depress the START push-button switch to cause it to be pulsed repeatedly.

RETURN TO GAME OVER

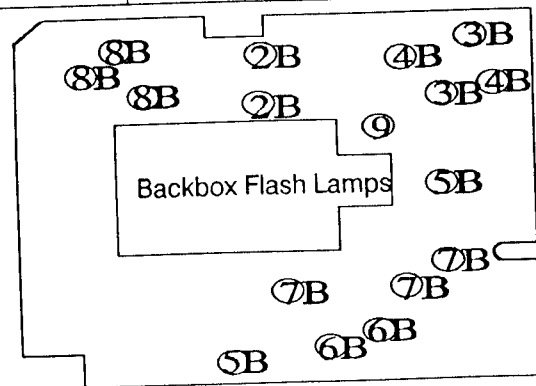
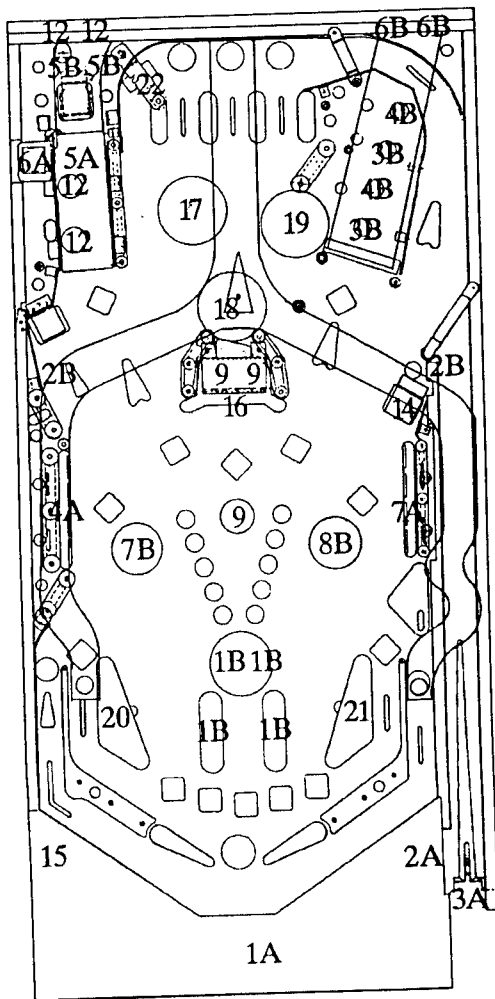
From the Select Coil test, depress the STEP push-button switch once. The game returns to the game-over mode.

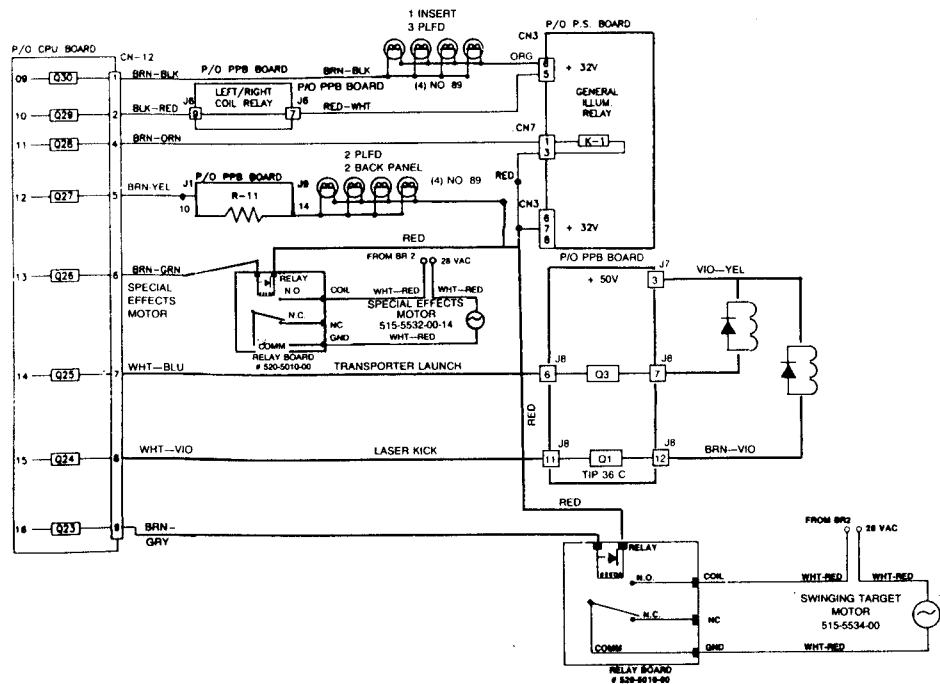
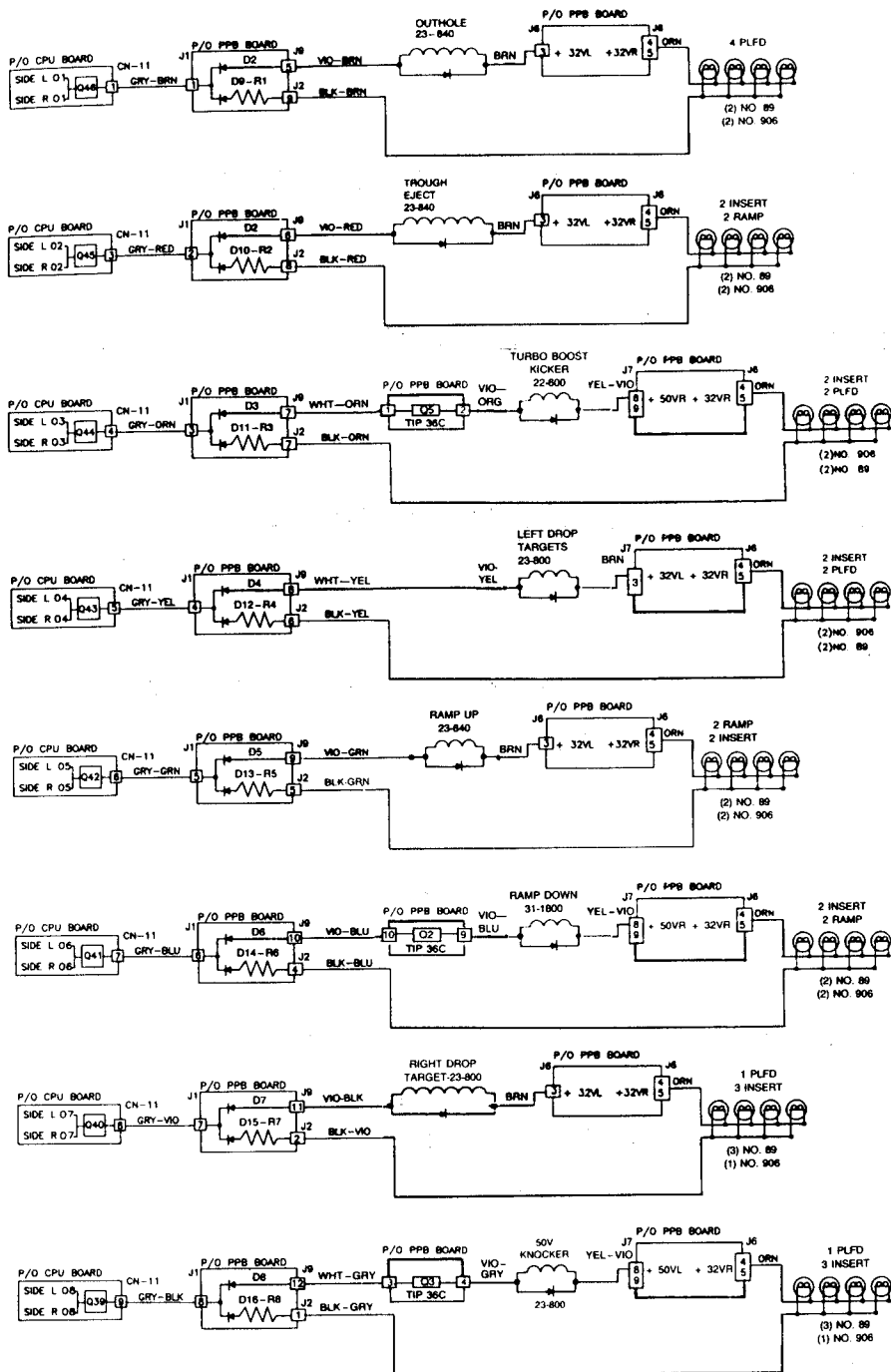
CPU Controlled Auxillary Solenoids

Coil Number	Coil Description	Control Line (CPU to Coil)	Power Line (PS to Coil)	Drive Transistor	Coil Type
17	Left Turbo Bumper	BLU-ORN CPU CN19-3	RED PS CN3-6	Q8	23-800
18	Center Turbo Bumper	BLU-RED CPU CN19-4	RED PS CN3-6	Q9	23-800
19	Right Turbo Bumper	BLU-YEL CPU CN19-6	RED PS CN3-6	Q10	23-800
20	Left Slingshot	BLU-BRN CPU CN19-7	RED PS CN3-6	Q11	23-800
21	Right Slingshot	BLU-GRN CPU CN19-8	RED PS CN3-6	Q12	23-800
22	Gate(See Schematic)	BLU-BLK CPU CN19-9	RED PS CN3-6	Q13	31-1800

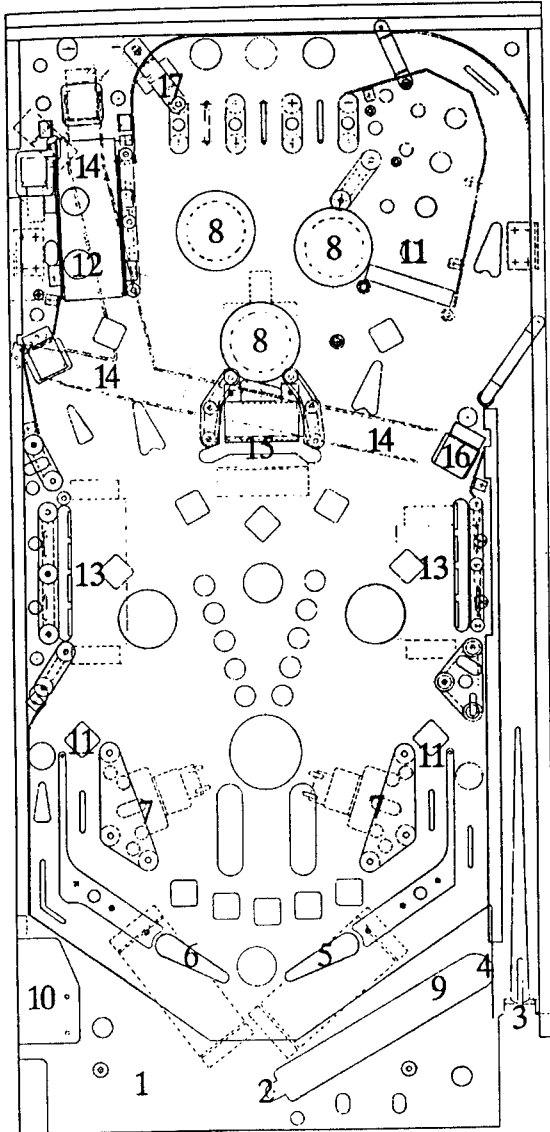
Flipper Solenoids

Coil Description	Flipper GND CPU to Coil	Flipper GND Sw. to Flip.PCB	Power Lines FlipPc toCoil	Coil Type	Power Input To Flip PCB
Left Flipper 090-5030-00	ORN-GRY CPU CN19-2	BLU-GRY CN1-9	GRY-YEL CN2-1,2	23-1100	BLK-WHT 50VDC
Right Flipper 090-5030-00	ORN-VIO CPU CN19-1	BLU-VIO CN1-1	BLK-WHT CN1-1	23-1100	GRY, GRY-GRN 8VAC





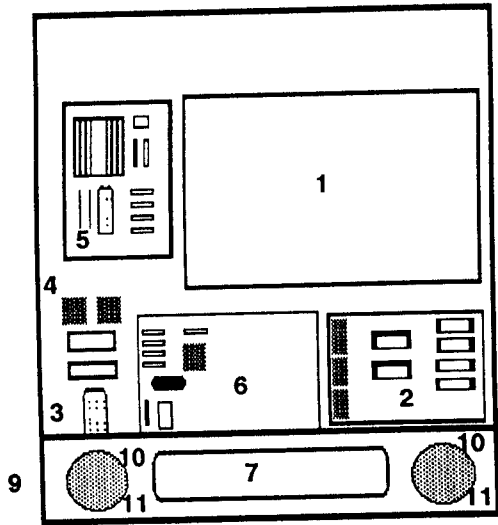
Playfield - Major Assemblies



Item	Description	Part Number
1.	Bottom Arch	545-5231-04
2.	Outhole Kicker	500-5082-00
3.	Turbo Kicker	500-5406-00
4.	Ball Trough Eject	500-5012-01
5.	Flipper Assy. Right	500-5177-71
6.	Flipper Assy. Left	500-5177-72
7.	Sling Shot Assy.	500-5226-00
8.	Turbo Bumper Assy.	500-5227-00
9.	Ball Trough	500-5044-00
10.	Kick Back Assy.	500-5080-00
11.	Plastic Ramp Assy.	500-5377-00-14
12.	Up/Down Ramp parts	See Page 34
13.	Drop Target 4 Bank	500-5437-02
14.	Under Chute Assy.	500-5400-00
15.	Moving Target Assy.	500-5370-00
16.	Super VUK	500-5116-05
17.	Gate Lift Coil Plate Assy.	515-5465-00

Individual part breakdowns for most of these assemblies can be found on pages 34 through 41 and 63 64& 65.

BACKBOX PARTS ILLUSTRATION



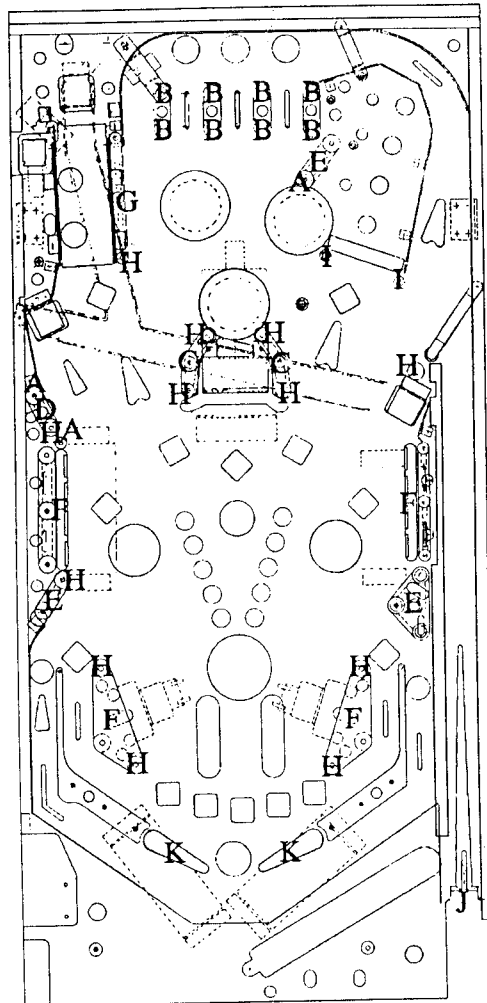
Item	Description	Part No.
1	CPU Board Assy.(Non-Reflex)	520-5003-03 †
2	Sound Board Assy	520-5050-01†
3	Capacitor 2C1	125-5000-00
4	Bridge Rectifiers	112-5000-00
5	Power Supply Bd. Assy	520-5047-00
6	PPB Board	520-5021-05
7	Dot Matrix Display Bd	520-5042-00 †
8	Display Ribbon Cable*	036-5000-24-10
9	Speaker Housing	515-5416-00
10	Speakers (2)	031-5004-00
11	Speaker Grill (2)	830-5612-00
12	Back Box Glass (Clear)*	660-5000-00
13	Roto-Lock Top*	355-5006-02
14	Backglass Artwork*	830-5214-01
15	Chaser Light PCB.*	520-5054-00

* Not Shown

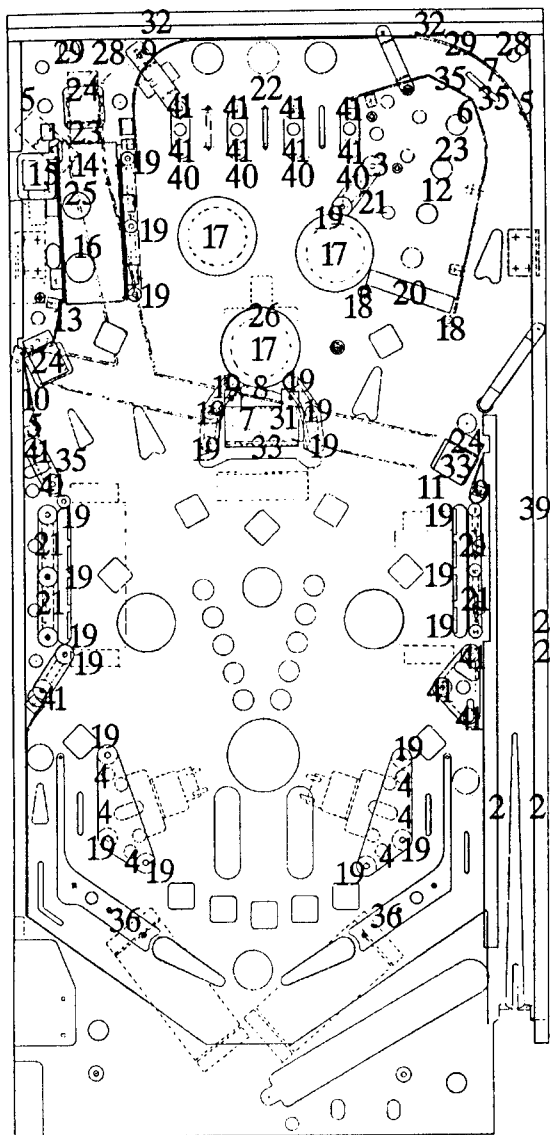
† When ordering PC Boards with ROMs please specify game name

RUBBER PARTS ILLUSTRATION

Item	Description	Part #
A.	$\frac{3}{16}$ " (3)	545-5025-01
B.	$\frac{5}{16}$ " (8)	545-5025-02
C.	1" (2)	545-5025-05
D.	$1\frac{1}{4}$ " (1)	545-5025-06
E.	$1\frac{1}{2}$ " (3)	545-5025-07
F.	$2\frac{1}{2}$ " (4)	545-5025-09
G.	3" (1)	545-5025-10
H.	Rubber Post -Short (13)	545-5151-00
I.	Rubber Post -Long(2)	545-5260-00
J.	Shooter Tip	545-5276-00
K.	Flipper (2)	545-5277-00



Playfield Parts



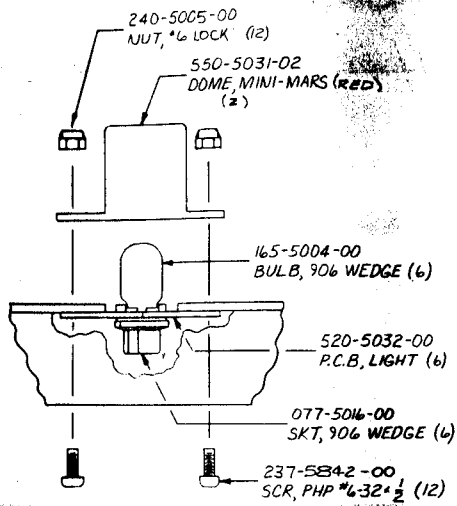
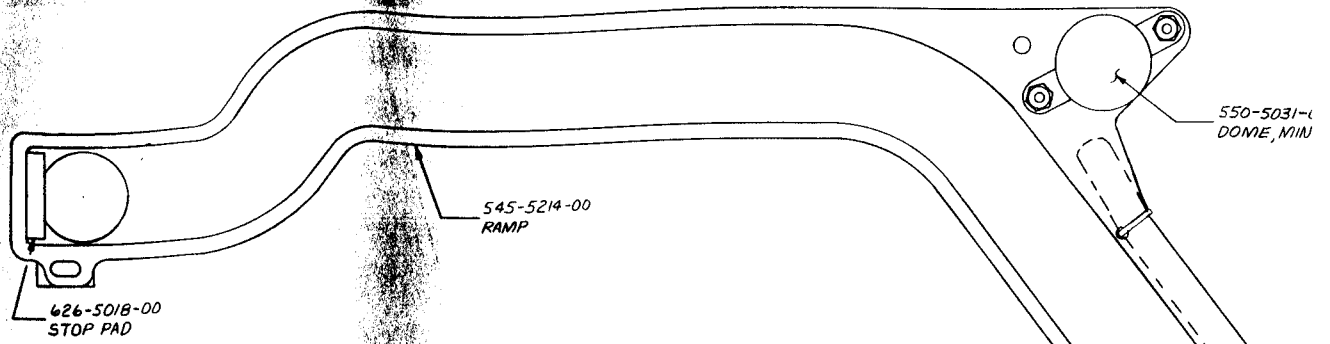
No. Description

Part Number

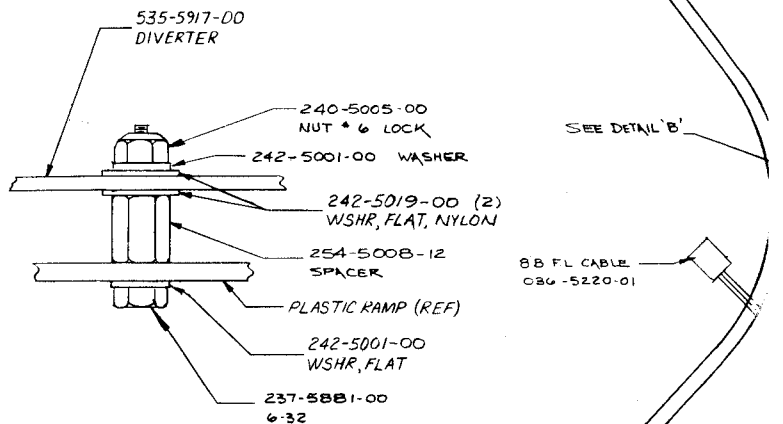
- | | |
|------------------------------------|----------------|
| 1. Chase Lights* | 165-5009-01 |
| 2. Plastic Spacer (4) | 254-5000-02 |
| 3. $\frac{5}{8}$ " Hex Spacer (2) | 254-5008-02 |
| 4. $4\frac{1}{2}$ " Hex Spacer (3) | 254-5008-03 |
| 5. $1\frac{1}{2}$ " Hex Spacer (3) | 254-5008-09 |
| 6. Ball Guide Assy. | 500-5288-00 |
| 7. Ball Guide Assy. | 500-5290-00 |
| 8. Crystal Sign | 500-5379-00-14 |
| 9. Ball Guide Assy. | 500-5380-00 |
| 10. Ball Guide Assy. | 500-5383-00 |
| 11. Stand Up Sign | 500-5393-00-14 |
| 12. Screened Plastic Set | 830-5427-XX |
| 13. Ball Guide | 500-5405-00 |
| 14. Ball Guide | 515-5431-00 |
| 15. Pivot Side Plate | 515-5459-00-14 |
| 16. Mtg. Brkt. Transporter | 535-6120-00 |
| 17. Turbo Bumper Caps (3) | 545-5225-01 |
| 18. Bumper Post (2) | 530-5007-00 |
| 19. Metal Standoff (23) | 530-5035-01 |
| 20. Spring Plate | 535-5022-00 |
| 21. Wire From 1" (5) | 535-5300-05 |
| 22. Wire Gate | 535-5625-00 |
| 23. Wire Gate | 535-5960-02 |
| 24. Ball Deflector | 535-5308-01 |
| 25. Wire Form | 535-5642-00 |
| 26. Diverter | 535-5917-00 |
| 27. Ball Deflector | 535-6101-00 |
| 28. Light Cover Red | 545-5014-02 |
| 29. Light Cover Green | 545-5014-04 |
| 30. Light Cover Yellow | 545-5014-06 |
| 31. Crystal Insert | 545-5274-00 |
| 32. Mirror Back Panel | 545-5275-00 |
| 33. SB Mini Mars Red | 550-5031-02 |
| 34. SB Mini Mars Yellow | 550-5031-06 |
| 35. SB Mini Mars Blue | 550-5031-05 |
| 36. Return Lane Guides | 550-5037-01 |
| 37. Decal Sheet* | 820-5061-XX |
| 38. P/F Mylar* | 820-5819-00 |
| 39. Screened Plastics* | 830-5427-XX |
| 40. Plastic Hood (4) | 545-5012-01 |
| 41. Plastic Post (14) | 545-5013-01 |

Note:
See page 25 for switch part numbers

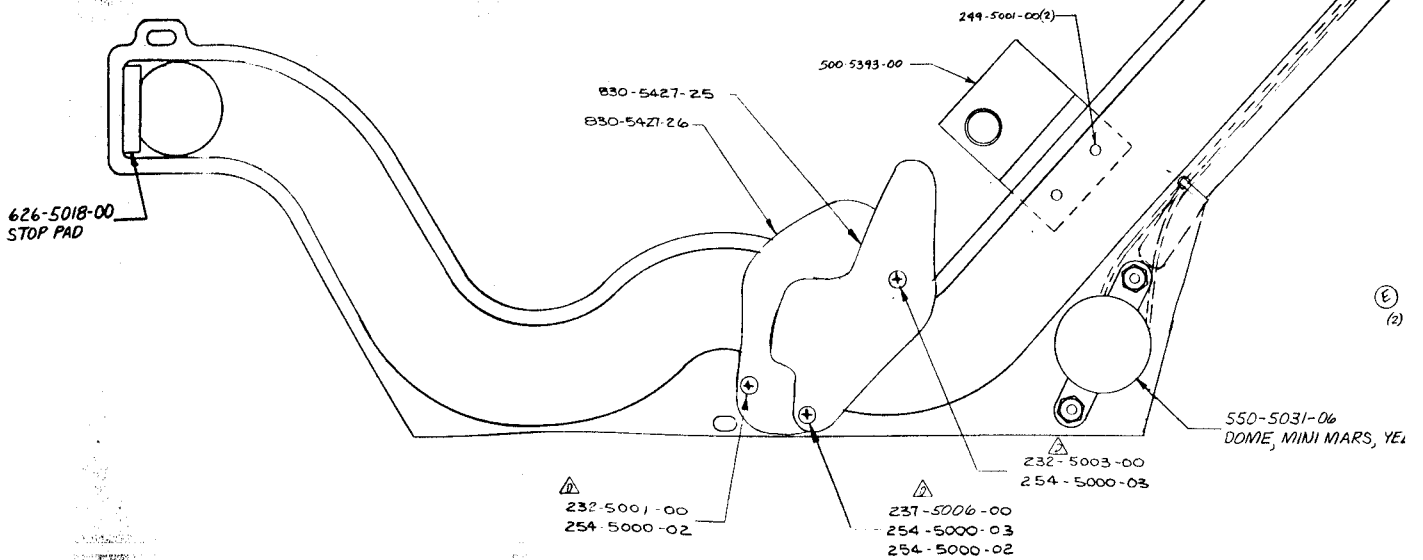
* Indicates not shown



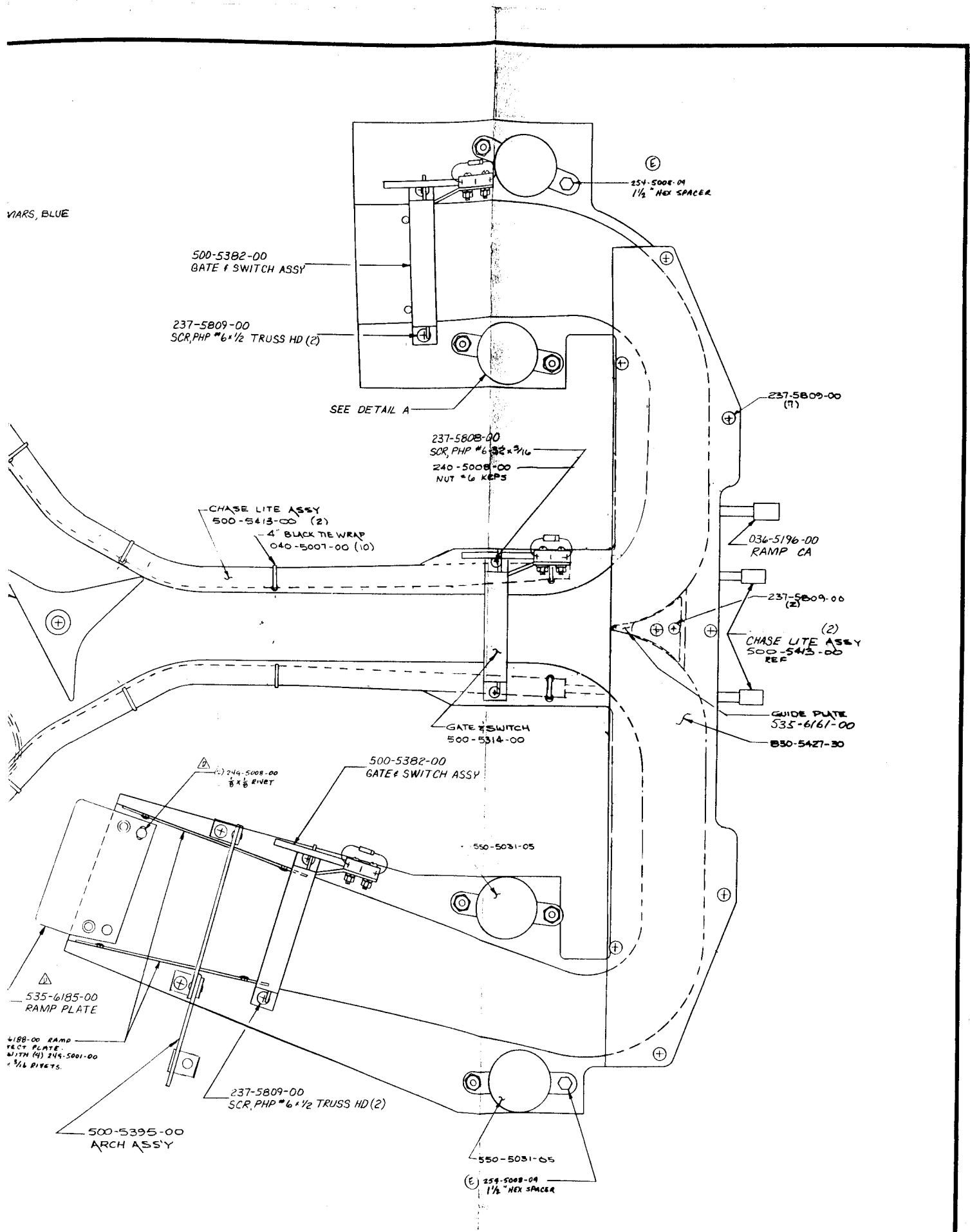
DETAIL A



DETAIL B



VARS, BLUE

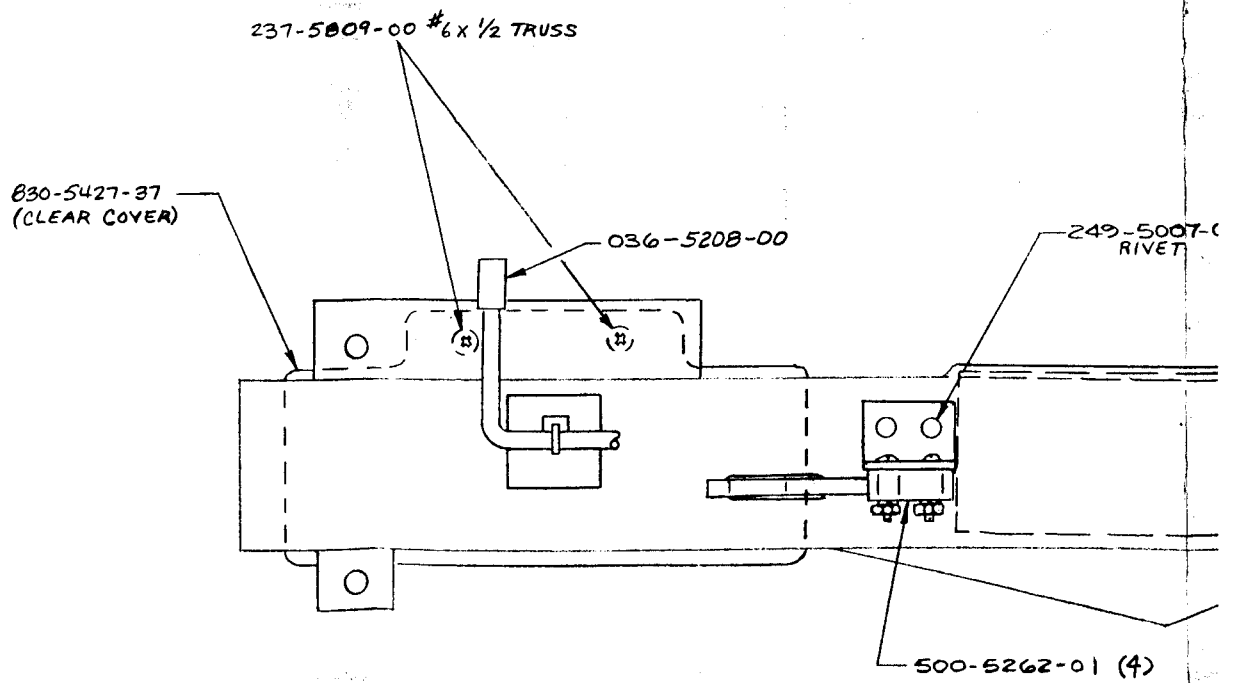


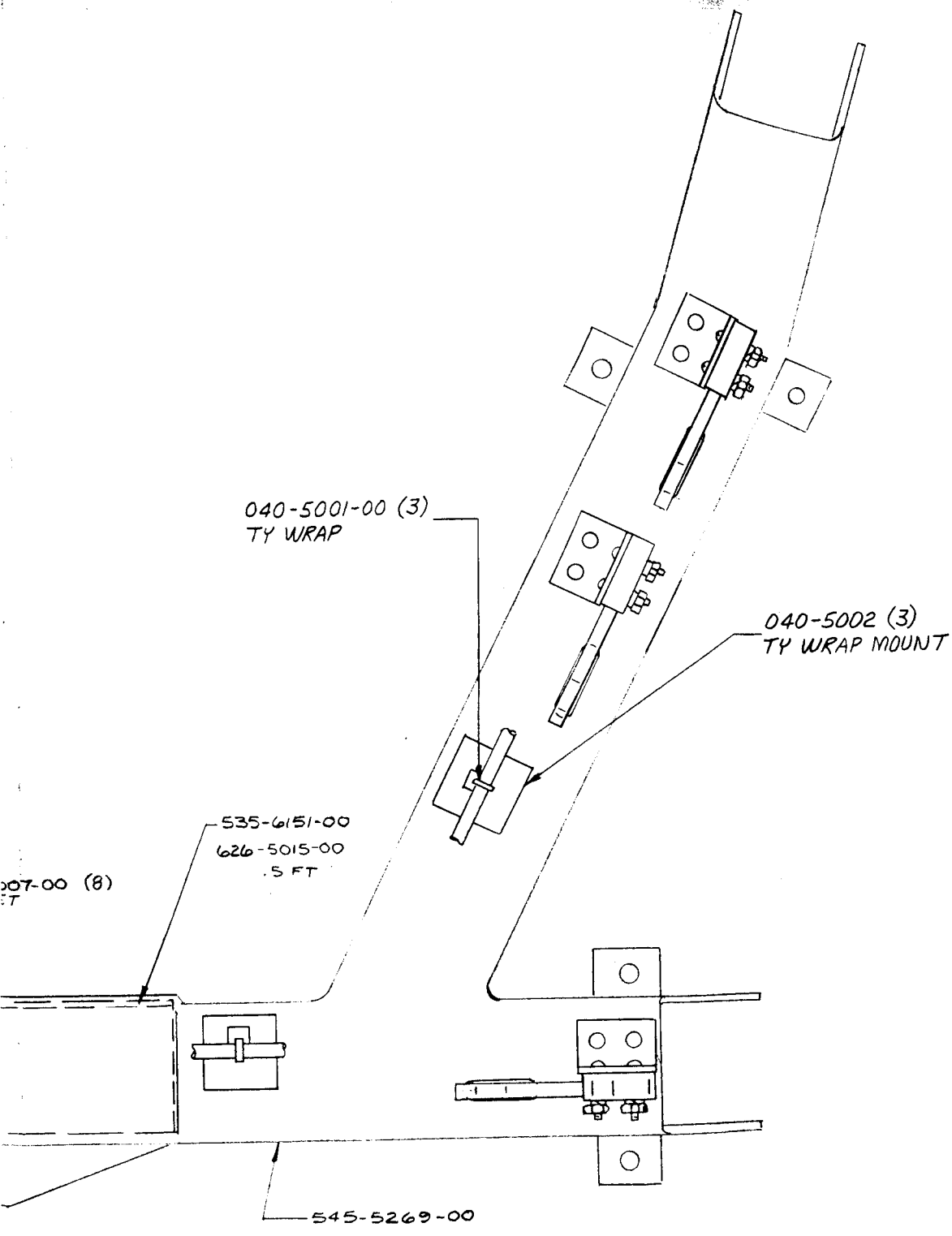
TOLERANCE UNLESS OTHERWISE SPECIFIED

FIN. 1/2 05 X XXX & 005
X XX & 015 X XXX & A

FRACTIONAL - 1/16

REQ. 1	NEXT ASSEM.	QTY. 1	DATE 5-7-71	TITLE
MAT.	CHFD.	SCALE	PLASTIC RAMP ASSY	
P.T.			DATA EAST PINBALL, INC.	
P.R.			1980 JANICE AVE., MELROSE PARK, IL 60160	PART NO. 500-5377-00





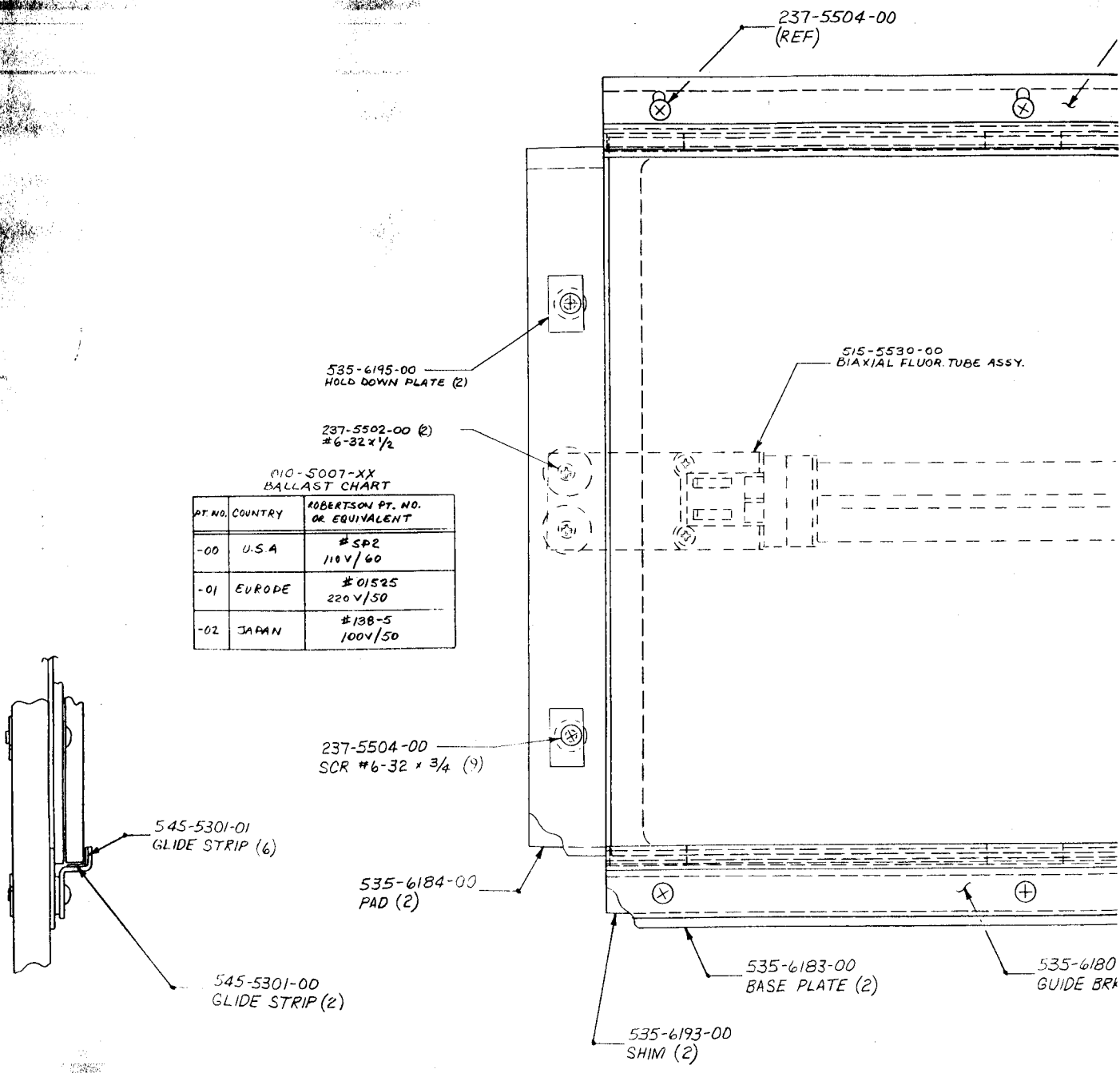
TOLERANCE UNLESS OTHERWISE SPECIFIED

DIM X.X ± .05 X.XXX ± .005
 X.XX ± .015 X.XXXX ±

ANGULAR
 XX ± 5'
 XXX ± 1"

FRACTIONAL ± 1/64

REQ. 1	NEXT ASSEM.	DWN. JLL	DATE 4-26-91	TITLE
MAT. —		CHKD.	SCALE 1:1	BOTTOM RAMP ASS'Y
H.T. —		DATA EAST PINBALL, INC. 1990 JANICE AVE., MELROSE PARK, IL. 60160		PART NO.
FIN. —				500-5400-00



910-5007-XX
BALLAST CHART

PT. NO.	COUNTRY	ROBERTSON PT. NO. OR EQUIVALENT
-00	U.S.A	#SP2 110V/60
-01	EUROPE	#01525 220V/50
-02	JAPAN	#138-5 100V/50

237-5504-00
(REF)

535-6195-00
HOLD DOWN PLATE (2)

237-5502-00 (2)
#6-32 x 1/2

515-5530-00
BIAXIAL FLUOR. TUBE ASSY.

237-5504-00
SCR #6-32 x 3/4 (9)

545-5301-01
GLIDE STRIP (6)

535-6184-00
PAD (2)

545-5301-00
GLIDE STRIP (2)

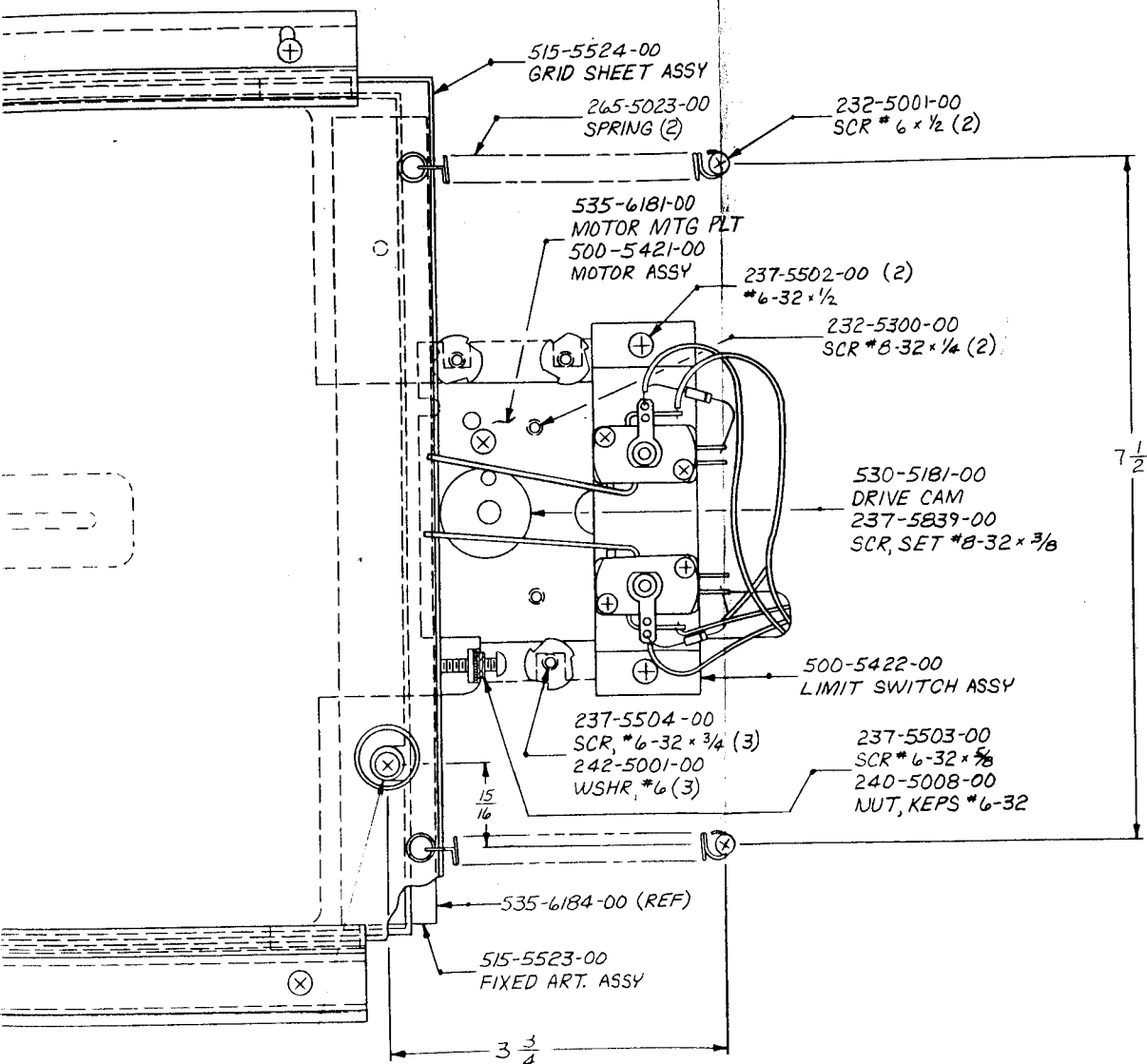
535-6183-00
BASE PLATE (2)

535-6180
GUIDE BRK

535-6193-00
SHIM (2)

BACKSIDE OF ASSEMBLY
545-5289-00 LIGHT DEFUSER (WHITE)
545-5298-00 REFLECTOR (MIRROR)

535-6180-01
GUIDE BRKT TOP



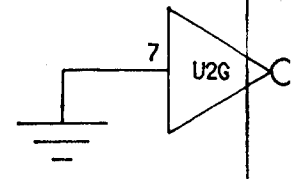
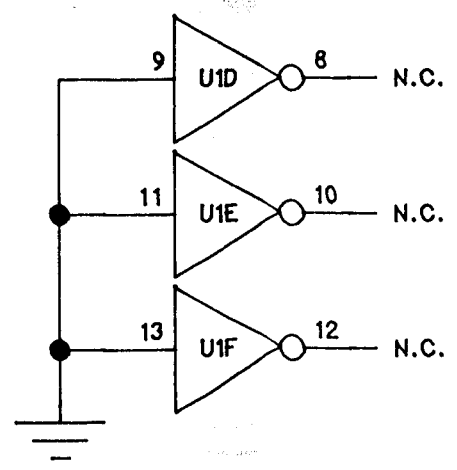
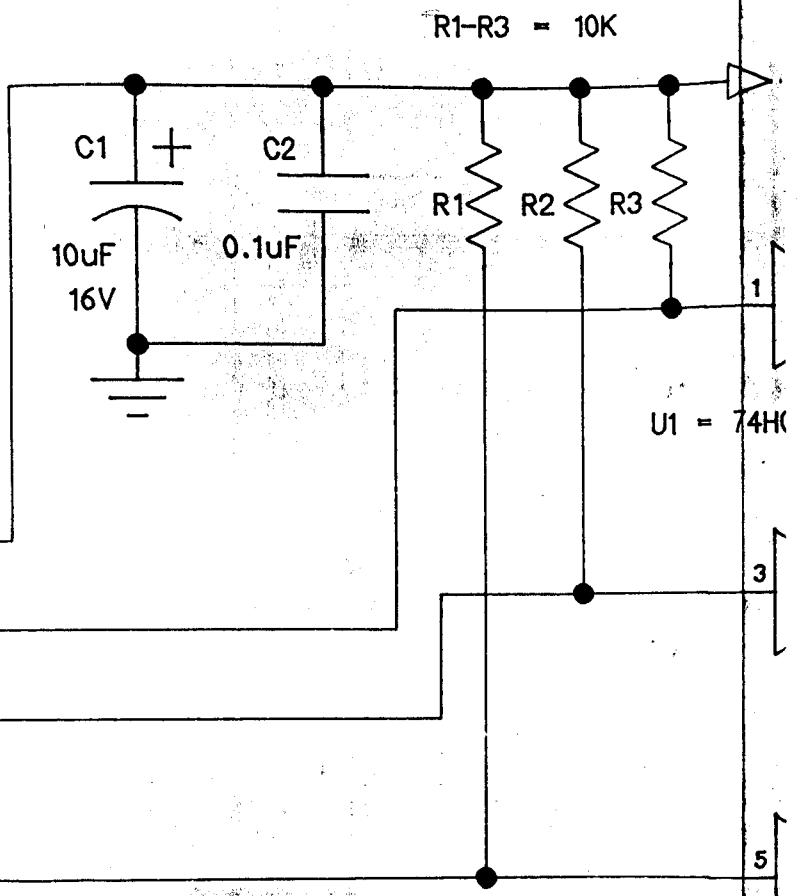
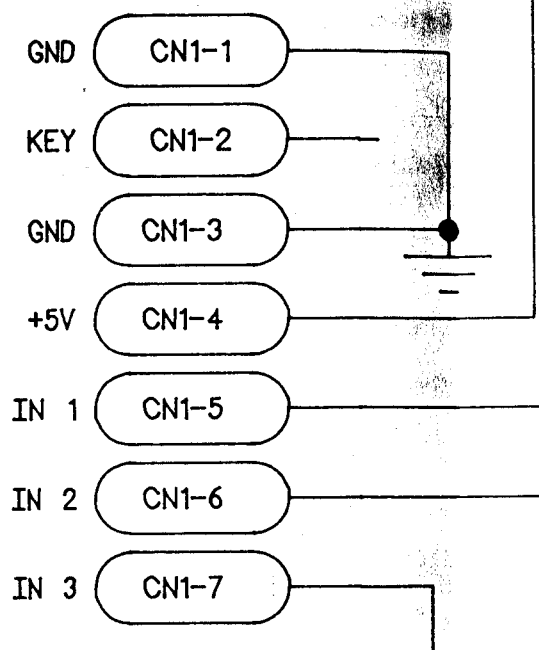
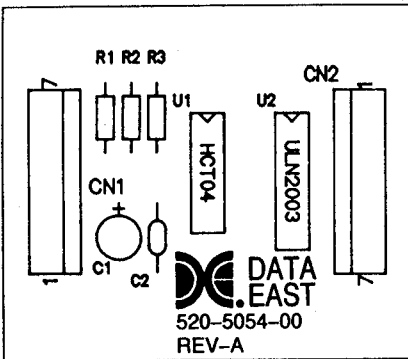
10
BOT.

242-5015-00
WSHR #6 (1)

(LAR)

S/T INSERT/SPECIAL EFFECT UNIT/IN-HOUSE ASSY.		
SCALE: 1:1	APPROVED BY	DRAWN BY
DATE: 9-30-91		
		DRAWING NUMBER

4 3



NOTES:
 - ALL RESISTOR VALUES ARE IN OHMS, 1 5% UNLESS OTHERWISE SPECIFIED.
 - ALL CAPACITOR VALUES ARE IN MICROF UNLESS OTHERWISE SPECIFIED.

4 3

D

C

B

A

2

1

REVISIONS

DESCRIPTION

DATE

APPROVED

D

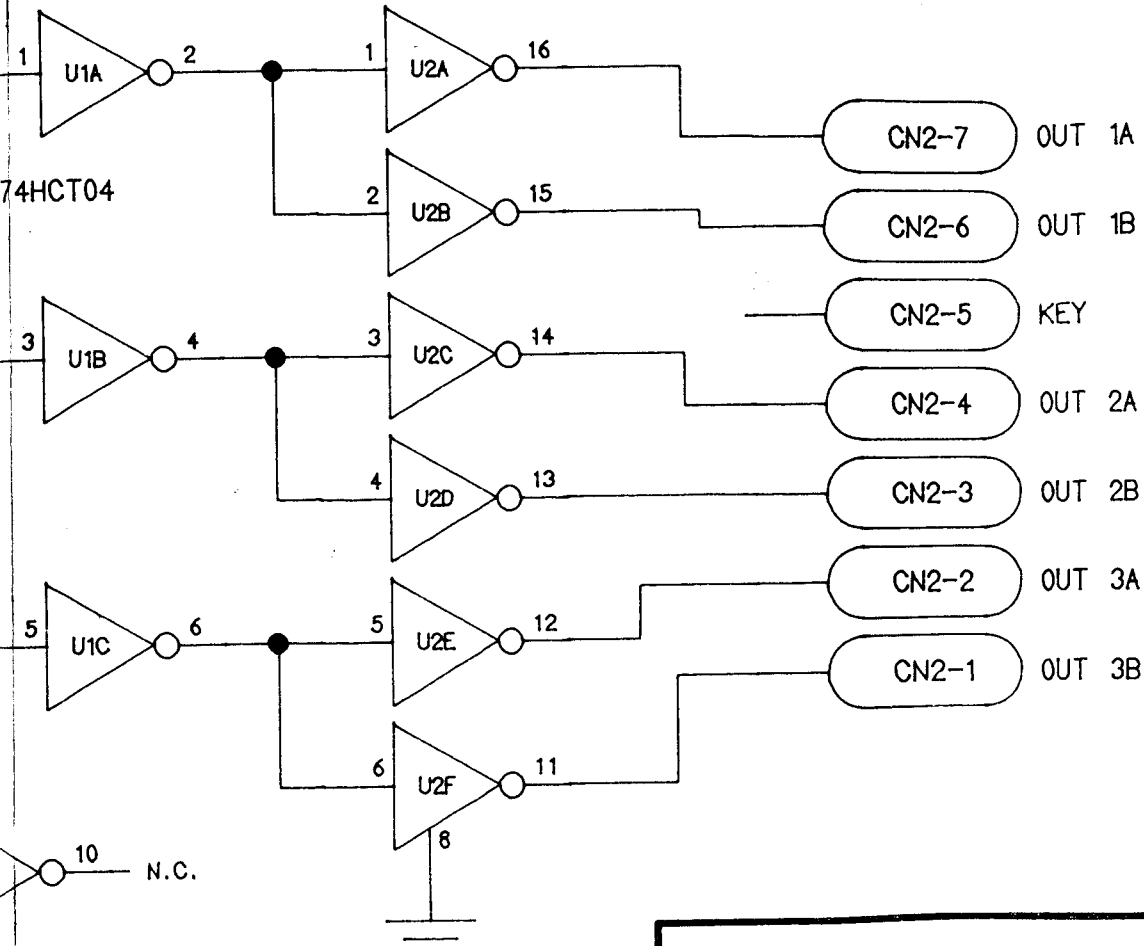
C

B

A

+5V

U2 = ULN2003



DATA EAST

LIGHT CHASER BOARD

SIZE PART NO.

B

520-5054-00

REV.

A

PREPARED BY:

C.E.S. INC.

SHEET

1

OF

1

2

1

HMS, 1/4W.
D.
MICROFARADS