



Bikini Bottom Bowling



Operator's Manual

Chicago Gaming Company, 4616 W. 19th Street, Cicero, IL 60804

(Rev 1.0)

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Safety Notices

The following safety instructions apply to all game operators. We recommend that you read this page before setting-up Bikini Bottom Bowling. Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety.

- Use with only 115 volts/60 Hz
- To help prevent electric shock, plug the system power cables into properly grounded power sources. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs.
- To help protect your system from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner or uninterruptible power supply (UPS).
- Do not spill food or liquid on your system.
- Do not push any objects into the openings of the system. Doing so can cause fire or electric shock by shorting out interior components.
- Keep your game far away from radiators and heat sources.
- Do not block cooling vents.
- Before working on the machine be sure to unplug it.
- Be sure to use fuses that meet the specified rating. (5A, 250V Fast-blow) Using fuses exceeding the specified rating can cause a fire and electrical shock.

FCC Compliance

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Setting the game up for the Desired Payout Percentage

The payout percent can be adjusted in the Ticket Adjustment Menu. Turn to **page 10** for instructions on accessing and making changes to this menu.

Cost To Play (Main Menu→Operator Adjustments→Player Cost)

This setting determines the number of coins that have to be inserted for one credit. The default setting is one coin per play. This can be changed from \$0.25 to \$63.75. Instructions for accessing and making changes to this setting can be found on **page 13**.

Balls Per Frame (Main Menu→Operator Adjustments→Game Adjustments)

The Balls Per Frame setting determines how many balls a player receives for a credit entered into the machine. If this is set to one ball per frame, the player will receive one ball to throw. If this is set to two balls per frame, the player will receive a second chance after the first ball. If the player bowls a strike, they are allowed to bowl up to two more frames for a chance to win the bonus. Instructions for accessing and making changes to this setting can be found on **page 9**.

Ticket Payout Table (Main Menu→Operator Adjustments→Ticket Adjustments)

This table adjusts tickets awarded for number of pins knocked down, spares, strikes, and the three strike in a row jackpot. Instructions for accessing and making changes to this menu can be found on **page 11**.

Opening the Ticket Drawer

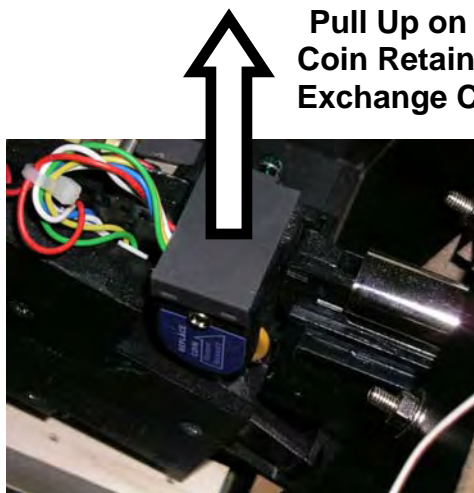
The ticket drawer is located on the front left side of the unit and must be opened using a key. To open the drawer, turn the key clockwise and pull on the small handle at the top of the drawer. After unlocking the drawer, the key must either be held in position or removed while in the unlocked position. Leaving the key in will allow the locking mechanism to fall back into the locked position. Note that the ticket drawer slides out on rollers, like a drawer, rather than tilting open.



Setting Coin Comparator

Bikini Bottom Bowling ships with a faux plastic token installed in the coin comparing mechanism. Follow the instructions below to set up the machine to accept the preferred coin or token.

- 1) Using the key, open the control panel.
- 2) Locate the coin comparator mechanism on the right side. (See image below)
- 3) Making sure not to drop the token, lift up the coin retainer holding the token in place.
- 4) Remove the token and set to the side.
- 5) Lift the coin retainer and place the new coin or token in the slot (It may be easier to place the coin in the underside of the top of the retainer, then lower it into place.)
- 6) After making sure the coin is in place, close the control panel.
- 7) The coin comparator automatically adjusts when a new coin or token is inserted.



**Pull Up on The
Coin Retainer to
Exchange Coins**



Reinstalling Software



**HIGH VOLTAGE PRESENT.
SHOULD BE PERFORMED BY
TRAINED TECHNICIAN**

- 1) With the power on, open the control panel
- 2) Being careful not to disconnect any wires, reach down to the computer and open the disc drive.
- 3) Place the Restore DVD in the tray and close the disc door.
- 4) Using the switch on the back of the game, turn the power off for 30 seconds.
- 5) Turn the power back on.
- 6) The small green light near the disc tray will blink erratically, and then turn off for 35-40 seconds.
- 7) The disc read light will rhythmically flash for 20-25 minutes. **DO NOT TURN THE UNIT OFF DURING THIS TIME.**
- 8) After this time, the light will stop flashing.

- 9) Again, carefully reach in to open the disc tray and remove the disc.
- 10) Turn the unit off.
- 11) Wait 30 seconds, or until the cooling fan has stopped spinning.
- 12) Turn the unit back on. The software is now reinstalled.

Service Menu

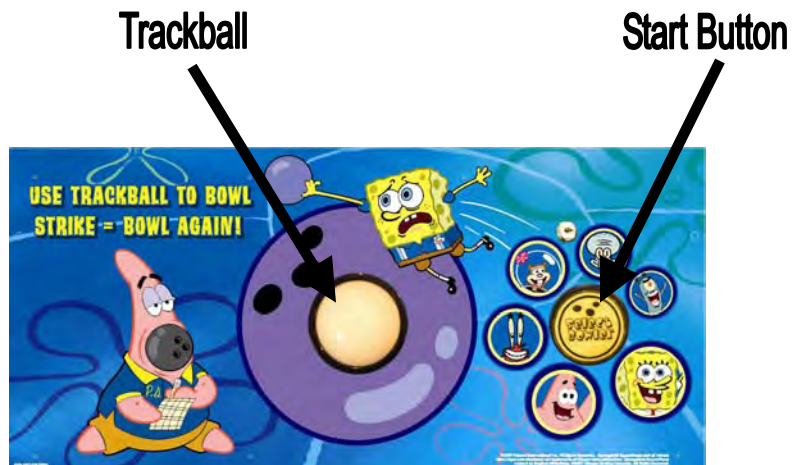
The **Service Menu** allows operators to adjust game, coin, and ticket settings, check audits, and perform system tests. The list of service menu items and settings starts on the next page.

The **Service Menu** buttons are located behind the ticket door. Press the “Test” button to enter the **Service Menu**. Once in the **Service Menu**, press the “Test” button again to advance to the next Service Menu item.

Service Menu items are adjusted by using the “Up” and “Down” buttons, or by using the trackball.

To exit the **Service Menu** and save settings, or to go back a menu, select **EXIT** and press the test button.

Service Panel



Main Menu Map

Operator Adjustments	General Audits
<p>Game Adjustments</p> <ul style="list-style-type: none"> Bowler Balls Per Frame Trackball Sensitivity Trackball Deadzone <p>Ticket Adjustments</p> <ul style="list-style-type: none"> Ticket Value Credit Value Target Payout Pct. Ticket Payout Table <p>Coin Adjustments</p> <ul style="list-style-type: none"> Freeplay Currency Type Currency Unit Value Coin 1 Value Coin 2 Value Coin 3 Value Maximum Credits Bonus Award Units for Bonus <p>Player Cost</p> <ul style="list-style-type: none"> Cost to Play <p>Volume</p> <ul style="list-style-type: none"> Game Volume Attract Volume Minimum Volume Attract Sounds 	<p>Game Audits</p> <ul style="list-style-type: none"> Games Played Extra Throws Awarded Total Spares Hit Total Strikes Hit 2 Strikes Hit Jackpots Hit Zeros Hit 2X Hit Avg. Pins Per Ball <p>Ticket Audits</p> <ul style="list-style-type: none"> Total Tickets Dispensed Avg. Tickets Payout Pct. Tickets Owed <p>System Audits</p> <ul style="list-style-type: none"> Play Time Up Time Watchdogs Exceptions Bad Traps <p>Coin Audits</p> <ul style="list-style-type: none"> Total Coin 1 Total Coin 2 Total Coin 3 Bonus Coins Lifetime Coin Count Service Credits
Reset Menu	System Tests Menu
<p>Reset Game Audits</p> <p>Reset Credits</p> <p>Reset Tickets</p> <p>Reset Coin Counters</p> <p>Reset Adjustments</p> <p>Factory Reset</p>	<p>Version List</p> <p>Switch Test</p> <p>Screen Tests</p> <p>Sound Test</p> <p>File Test</p> <p>Coin Meter Test</p> <p>Ticket Dispenser Test</p> <p>Dipswitch Settings</p> <p>Lamp Flash Test</p> <p>Watchdog Test</p> <p>Trackball Test</p>

Main Menu

Main Menu

To enter the Main Menu, press the "Test" Button located on the Service Panel. Navigate the Menus using the Trackball or Vol+ / Vol- to move. Use "Test" or the Start Button to select an item.

SpongeBob Bowling Version: 1.02

MAIN MENU

EXIT
OPERATOR ADJUSTMENTS
GENERAL AUDITS
RESET MENU
SYSTEM TESTS MENU

Current Date & Time: 06.22.2007 11:07:41
Use Trackball or Vol+/Vol- to Move and Start to Select

Main Menu

Operator Adjustments

Operator Adjustments Menu

From the Main Menu, select Operator Adjustments. From here, you can select gameplay, ticket, coinage, or sound adjustments. Then go to the selected menu and tailor the game to your installation.

SpongeBob Bowling Version: 1.02

OPERATOR ADJUSTMENTS

**EXIT
GAME ADJUSTMENTS
TICKET ADJUSTMENTS
COIN ADJUSTMENTS
PLAYER COST
VOLUME**

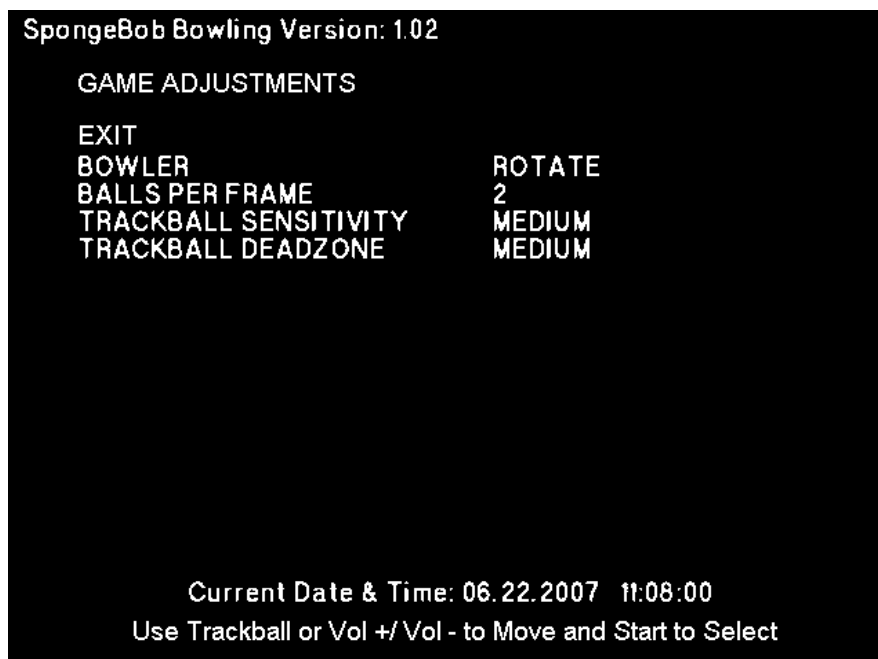
Current Date & Time: 06.22.2007 11:07:51

Use Trackball or Vol+ / Vol- to Move and Start to Select

Main Menu
Operator Adjustments Menu
Game Adjustments Menu

Game Adjustments Menu

From the Operator Adjustments Menu, select Game Adjustments. From here, you can adjust several gameplay aspects.



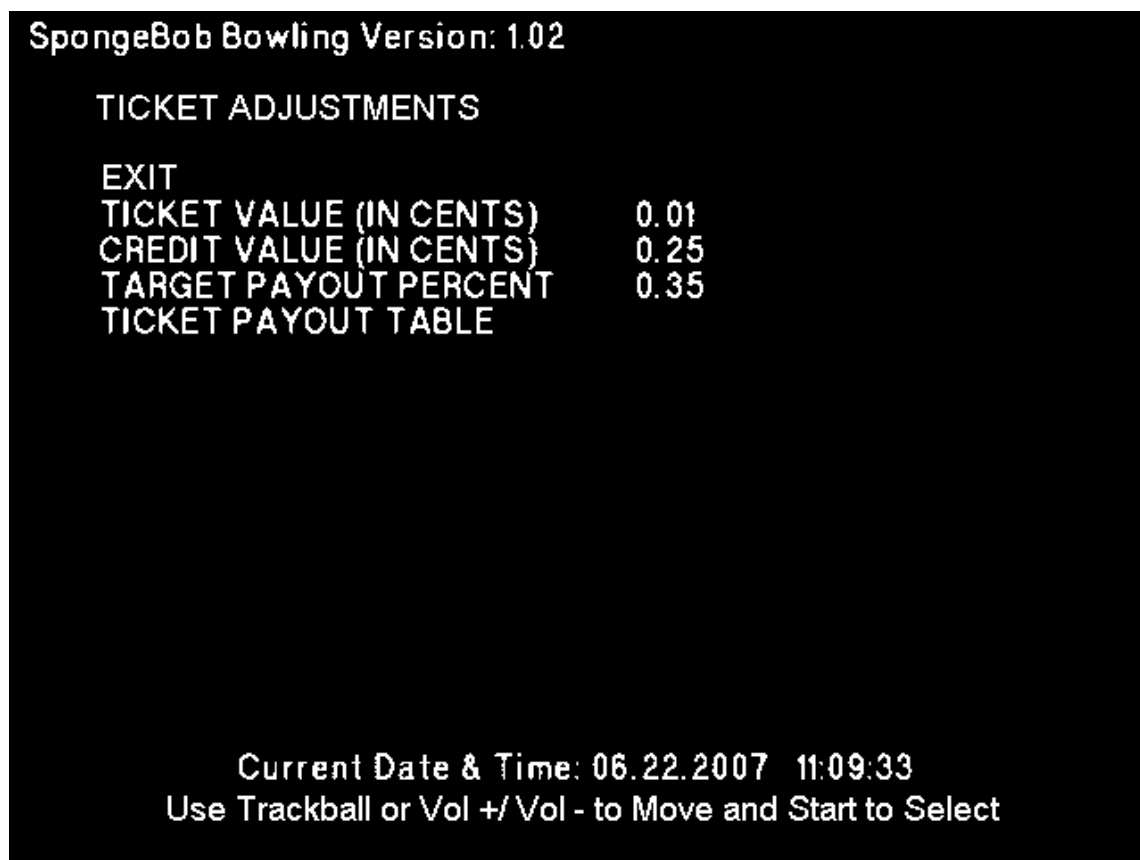
Settings, Defaults & Choices

Setting Name	Description	Default	Choices
Bowler	Choose one all-time bowler, or allow player to rotate between	Rotate	Rotate, Spongebob, Patrick, Mr. Krab, Sandy, Squidward, Plankton
Balls Per Frame	Changes how many balls a player receives per credit	2	<ul style="list-style-type: none"> 1: 1 Ball Per Frame 2: 2 Balls Per Frame
Trackball Sensitivity	Adjusts sensitivity of trackball	Medium	Very Slow, Slow, Medium, Fast, Very Fast
Trackball Deadzone	Adjusts area around trackball where movement is not recorded	Medium	None, Very Small, Small, Medium, Large, Very Large, Extra Large

Main Menu
Operator Adjustments Menu
Ticket Adjustments Menu

Ticket Adjustments Menu

From the Operator Adjustments Menu, select Ticket Adjustments. This menu accesses changes to ticket and credit value, target payout percentage, and the ticket payout table.



Settings, Defaults & Choices

Setting Name	Default	Choices
Ticket Value (IN CENTS)	0.01	0.01 - 1.00
Credit Value (IN CENTS)	0.25	0.01 - 1.00
Target Payout Percent	0.35	0.01 - 1.00
Ticket Payout Table	N/A	SEE TICKET PAYOUT TABLE ON NEXT PAGE

Main Menu
Operator Adjustments Menu
Ticket Adjustments Menu
Ticket Payout Table Menu

Ticket Payout Table Menu

From the Ticket Adjustments Menu, select Ticket Payout Table. The Ticket Payout Table adjusts the number of tickets awarded per number of pins knocked down and for number of strikes in a row. The jackpot is awarded after 3 strikes in a row.

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SpongeBob Bowling Version: 1.02

TICKET PAYOUT TABLE

EXIT
TICKETS FOR 0 PINS           1
TICKETS FOR 1 PIN           1
TICKETS FOR 2 PINS           2
TICKETS FOR 3 PINS           3
TICKETS FOR 4 PINS           4
TICKETS FOR 5 PINS           5
TICKETS FOR 6 PINS           6
TICKETS FOR 7 PINS           7
TICKETS FOR 8 PINS           8
TICKETS FOR 9 PINS           9
TICKETS FOR 1ST STRIKE       10
TICKETS FOR 2ND STRIKE       20
TICKETS FOR JACKPOT          100

Current Date & Time: 06.22.2007 11:09:33
Use Trackball or Vol +/- Vol - to Move and Start to Select

```

Settings, Defaults, & Choices

Number Of Pins	Default	Choices
0 Pins	1	0-10
1 Pin	1	0-10
2 Pins	2	0-10
3 Pins	3	0-10
4 Pins	4	0-10
5 Pins	5	0-10
6 Pins	6	0-10
7 Pins	7	0-10
8 Pins	8	0-10
9 Pins	9	0-10
1 st Strike	10	0-50
2 nd Strike	20	0-100
Jackpot	100	0-1000

Main Menu
Operator Adjustments Menu
Coin Adjustments Menu

Coin Adjustments Menu

From the Operator Adjustments Menu, select Coin Adjustments. From here you can adjust freeplay, currency settings, coin values, and bonus award settings.

Note: The boundaries for this menu are dependant upon Currency Type and Currency Unit Value. The choices in the guide below are shown with Currency Type set to Dollar and Currency Unit Value set at \$0.25.

```

SpongeBob Bowling Version: 1.02

COIN SETTINGS

EXIT
FREEPLAY                OFF
CURRENCY TYPE           Dollar
CURRENCY UNIT VALUE     0.25
COIN 1 VALUE            $0.25
COIN 2 VALUE            $0.25
COIN 3 VALUE            $0.25
MAXIMUM CREDITS         $500.00
BONUS AWARD             $0.00
UNITS FOR BONUS         $0.00

Current Date & Time: 06.22.2007 11:08:24
Use Trackball or Vol +/Vol - to Move and Start to Select

```

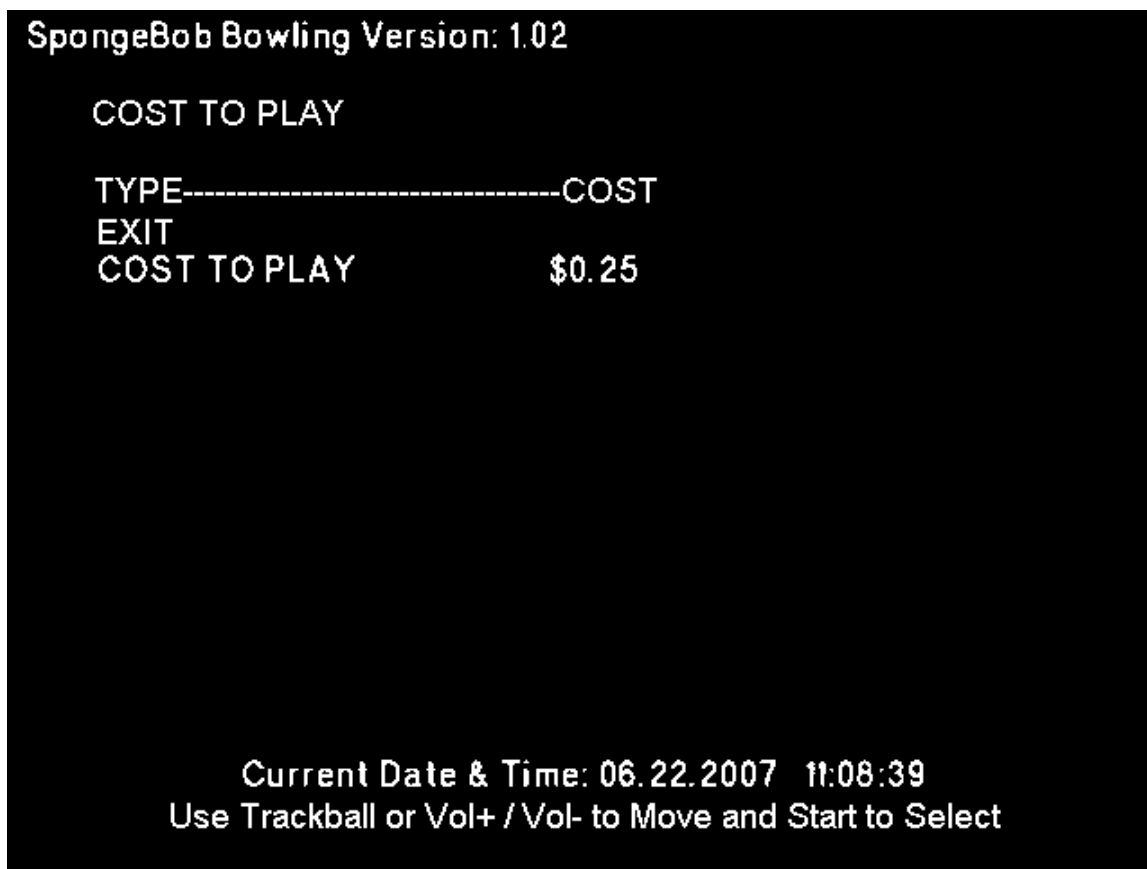
Settings, Defaults, & Choices

Setting Name	Description	Default	Choices
Freeplay	This turns Freeplay on or off.	Off	<ul style="list-style-type: none"> On: No coins are required for play Off: Normal pay required
Currency Type	Adjusts which form of currency the machine is accepting. The system automatically adjusts the rest of the menu accordingly.	Dollar	Dollar, AUS Dollar, Pound, Rand, NZ Dollar, Euro, Coins, CAN Dollar, Franc, Guilder, Krona, Peso, Ruble, Won, Yen
Currency Unit Value	This sets the value of the coin in the coin comparator.	\$0.25	\$0.25 - \$63.75
Coin 1 Value	This sets the value of the coin in coin comparator 1.	\$0.25	\$0.25 - \$63.75
Coin 2 Value	This sets the value of the coin in coin comparator 2.	\$0.25	\$0.25 - \$63.75
Coin 3 Value	This sets the value of the coin in coin comparator 3.	\$0.25	\$0.25 - \$63.75
Maximum Credits	This sets the limit for credits that can be put on the machine.	\$500.00	\$125 - \$500
Bonus Award		\$0.00	\$0 - \$5.00
Units for Bonus		\$0.00	\$0 - \$50.00

Main Menu
Operator Adjustments Menu
Player Cost Menu

Player Cost Menu

From the Operator Adjustments Menu, select Player Cost. From here, you can adjust how much to charge for one credit of play.



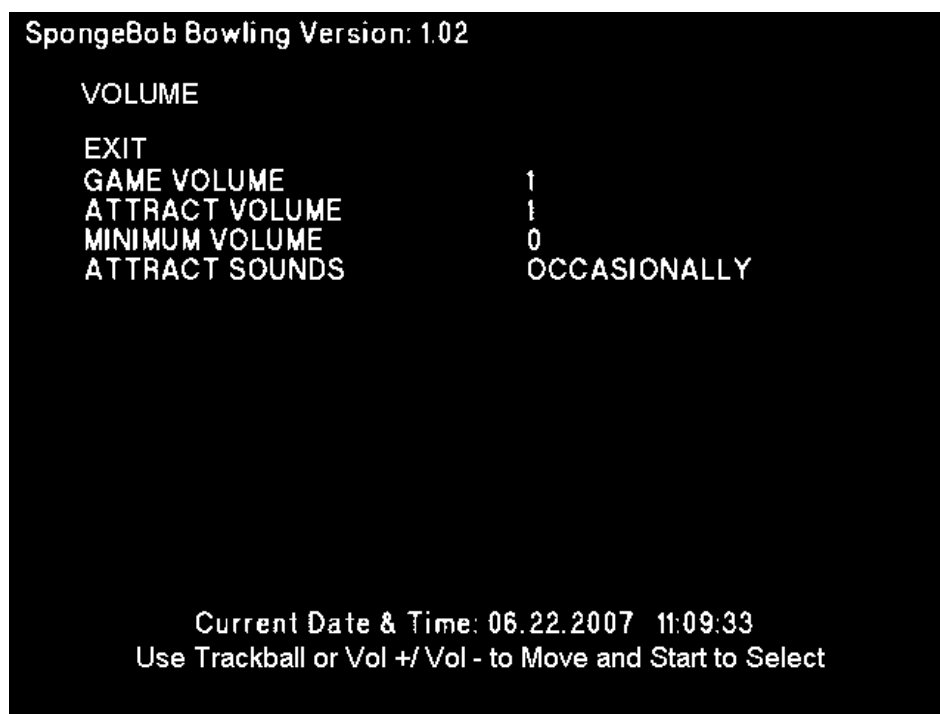
Settings, Defaults, & Choices

Setting Name	Description	Default	Choices
Cost to Play	This setting adjusts the cost of 1 credit (1 frame) of play	\$0.25	\$0.25 - \$63.75

Main Menu
Operator Adjustments Menu
Volume Menu

Volume Menu

From the Operator Adjustments Menu, select Volume. From here, you can make adjustments to the game's sound.



Settings, Defaults, & Choices

Setting Name	Description	Default	Choices
Game Volume	Sets gameplay volume	1	Minimum Volume – 32
Attract Volume	Sets attract sound volume	1	Minimum Volume – 32
Minimum Volume	Sets lower boundary for volume	0	0 - 32
Attract Sounds	Select how often Attract Sounds will play	Occasionally	<ul style="list-style-type: none"> • Off: Never Plays Attract Sounds • Occasionally: Sometimes plays Attract Sounds • Always: Constantly Plays Attract Sounds

Main Menu

General Audits Menu

General Audits Menu

From the Main Menu, select General Audits. From here, you can view records of different aspects of the game, ticket payouts, and coin records.

SpongeBob Bowling Version: 1.02

GENERAL AUDITS

EXIT

GAME AUDITS

TICKET AUDITS

SYSTEM AUDITS

COIN AUDITS

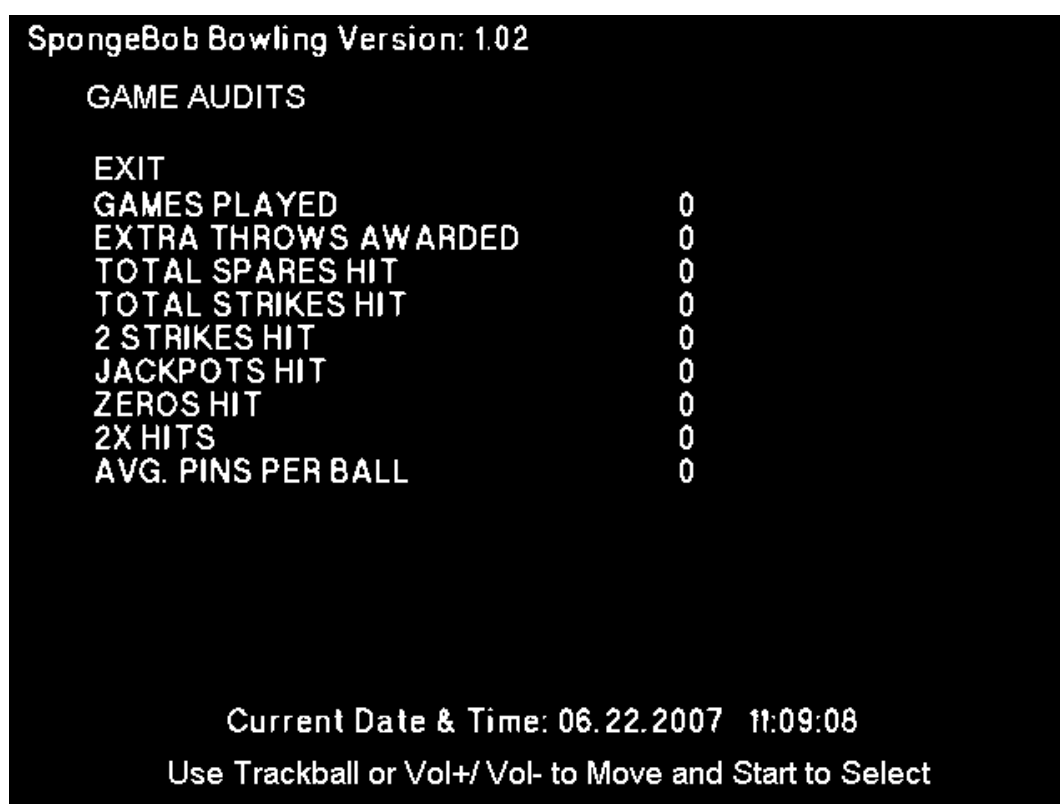
Current Date & Time: 06.22.2007 11:09:00

Use Trackball or Vol+ / Vol- to Move and Start to Select

Main Menu
General Audits Menu
Game Audits Menu

Game Audits Menu

From the General Audits Menu, select Game Audits.

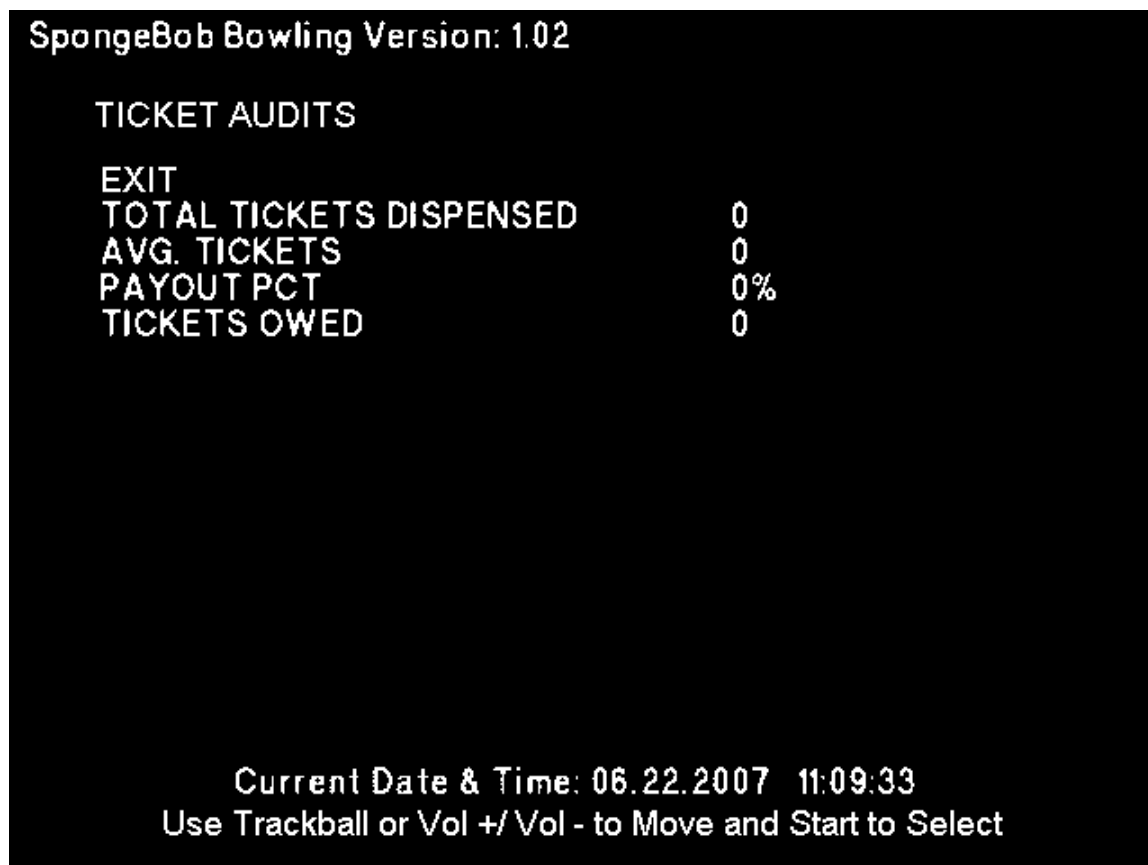


Audit Name	Description
• Games Played	Displays total number of games played.
• Extra Throws Awarded	Displays total number of extra throws awarded.
• Total Spares Hit	Displays total number of spares hit.
• Total Strikes Hit	Displays total number of strikes hit.
• 2 Strikes Hit	Displays total number of times players have hit 2 strikes in a row.
• Jackpots Hit	Displays total number of times players have hit 3 strikes in a row.
• Zeros Hit	Displays total number of 0 pins hit.
• 2X Hits	Displays total number of 2X multipliers hit.
• Avg. Pins Per Ball	Displays average number of pins knocked down per ball

Main Menu
General Audits Menu
Ticket Audits Menu

Ticket Audits Menu

From the General Audits Menu, select Ticket Audits.

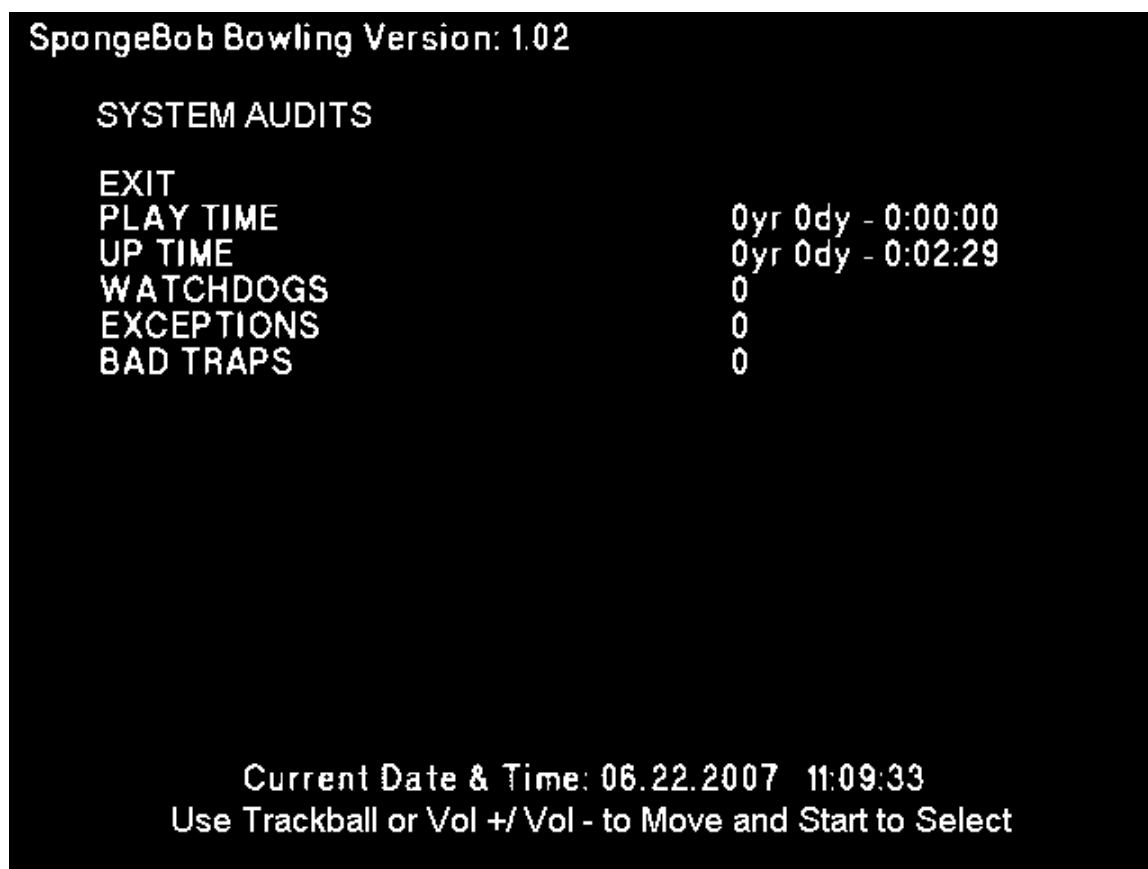


Audit Name	Description
<ul style="list-style-type: none"> Total Tickets Dispensed 	Displays total number of tickets dispensed.
<ul style="list-style-type: none"> Avg. Tickets 	Displays average number of tickets dispensed per play.
<ul style="list-style-type: none"> Payout Pct. 	Displays actual payout percent.
<ul style="list-style-type: none"> Tickets Owed 	When the ticket dispenser is empty, yet tickets are owed to a player, the machine tracks how many tickets are owed. This audit displays the number of tickets currently owed.

Main Menu
General Audits Menu
System Audits Menu

System Audits Menu

From the General Audits Menu, select System Audits.

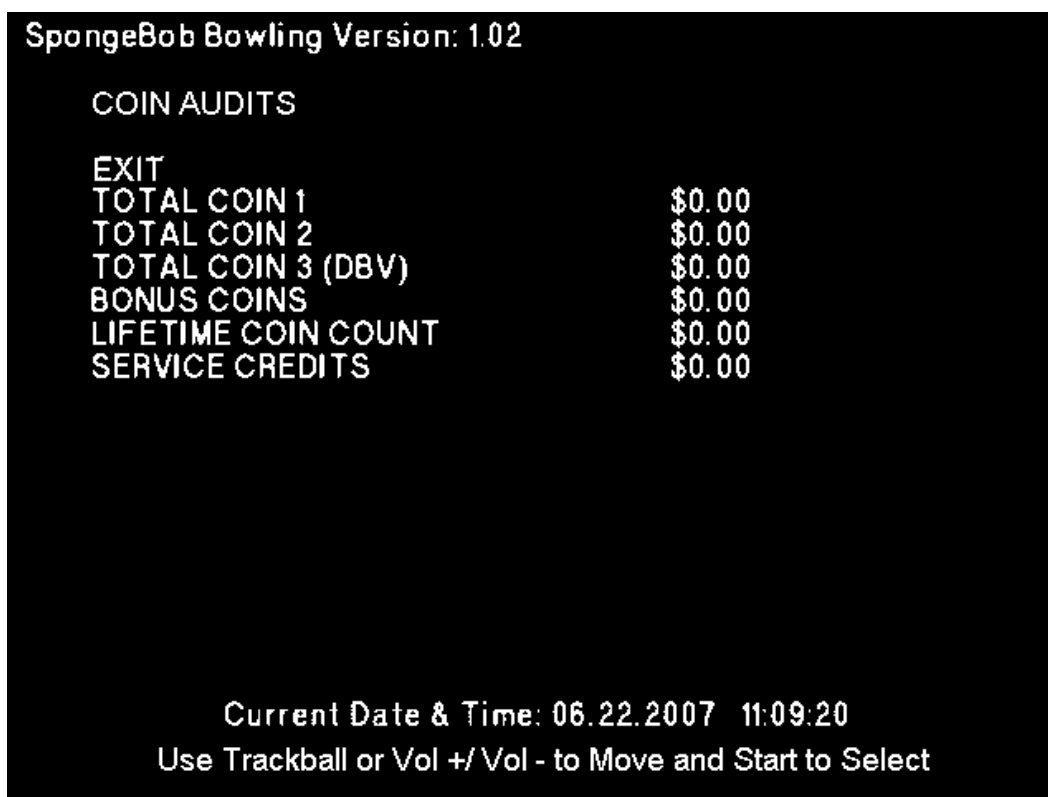


Audit Name	Description
• Play Time	Displays amount of time the game has been played.
• Up Time	Displays amount of time the system has been active.
• Watchdogs	Displays number of times the watchdog reset the system.
• Exceptions	Displays total number of exceptions that have occurred.
• Bad Traps	Displays total number of Bad Traps that have occurred.

Main Menu
General Audits Menu
Coin Audits Menu

Coin Audits Menu

From the General Audits Menu, select Coin Audits.



Audit Name	Description
• Total Coin 1	Displays total number of coins inserted in coin comparator 1
• Total Coin 2	Displays total number of coins inserted in coin comparator 2
• Total Coin 3 (DBV)	Displays total number of coins inserted in coin comparator 3
• Bonus Coins	Displays total number of bonus coins awarded
• Lifetime Coin Count	This displays the total number of coins accepted by the machine. It is NEVER reset.
• Service Credits	This displays the total number of service credits ever added to the machine. It is NEVER reset.

Main Menu

Reset Menu

Reset Menu

From the Main Menu, select Reset Menu. Selecting any of these options will result in a reset to the default values. **Note: Lifetime Coin Count and Service Credits are not reset.**

SpongeBob Bowling Version: 1.02

RESET MENU

EXIT

RESET GAME AUDITS

RESET CREDITS

RESET TICKETS

RESET COIN COUNTERS

RESET ADJUSTMENTS

FACTORY RESET

Current Date & Time: 06.22.2007 11:09:33

Use Trackball or Vol +/Vol - to Move and Start to Select

Main Menu

System Tests Menu

System Tests Menu

From the Main Menu, select System Tests Menu. From here, you can perform tests to ensure that your system is functioning properly.

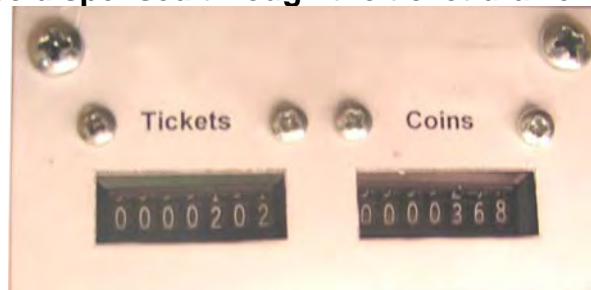
SpongeBob Bowling Version: 1.02

SYSTEM TESTS

EXIT
VERSION LIST
SWITCH TEST
SCREEN TESTS
SOUND TEST
FILE TEST
COIN METER TEST
TICKET DISPENSER TEST
DIPSWITCH SETTINGS
LAMP FLASH TEST
WATCHDOG TEST
TRACKBALL TEST

Current Date & Time: 06.22.2007 11:09:33
Use Trackball or Vol +/ Vol - to Move and Start to Select

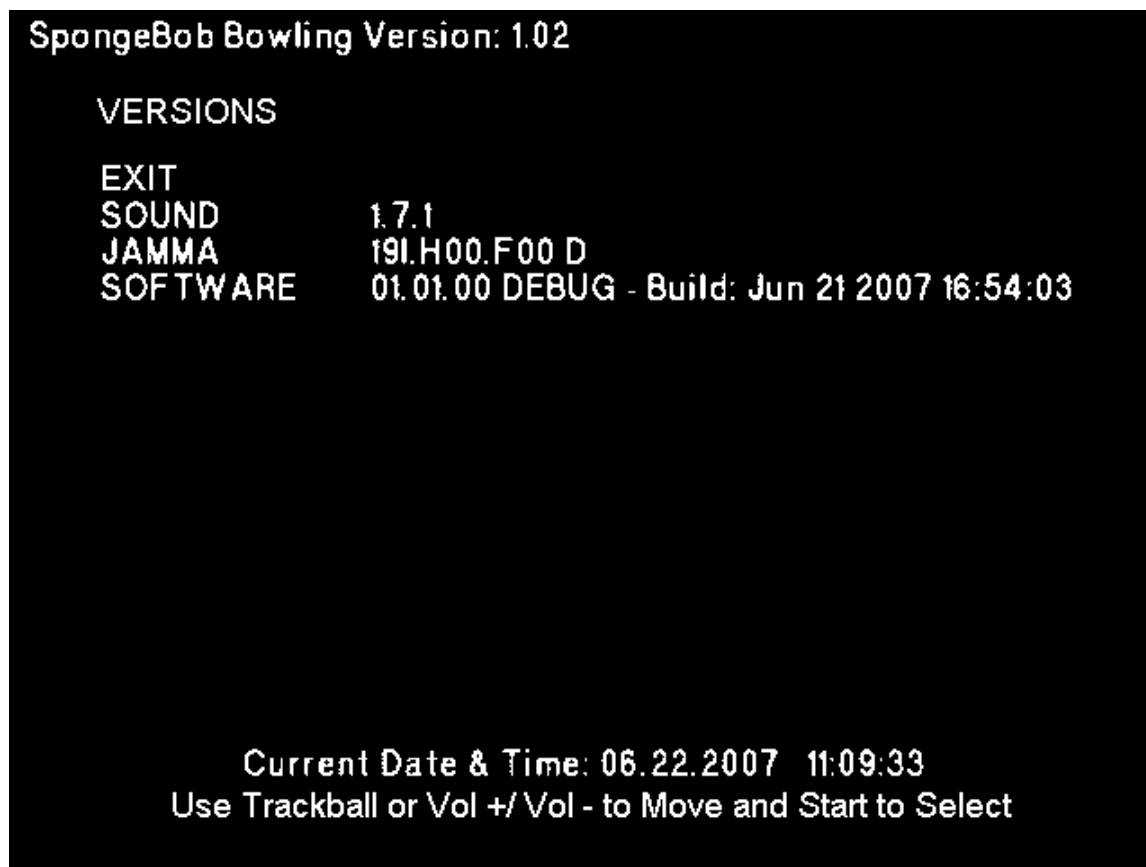
Note: The Coin Meter Test and Ticket Dispenser Test do not open up submenus. To perform a Coin Meter Test, open the coin collection door and locate the Coin Meter. Selecting Coin Meter Test should cause the coin meter to add another number. Selecting Ticket Dispenser Test should cause a ticket to be dispensed through the ticket drawer.



Main Menu
System Tests Menu
Version List Menu

Version List Menu

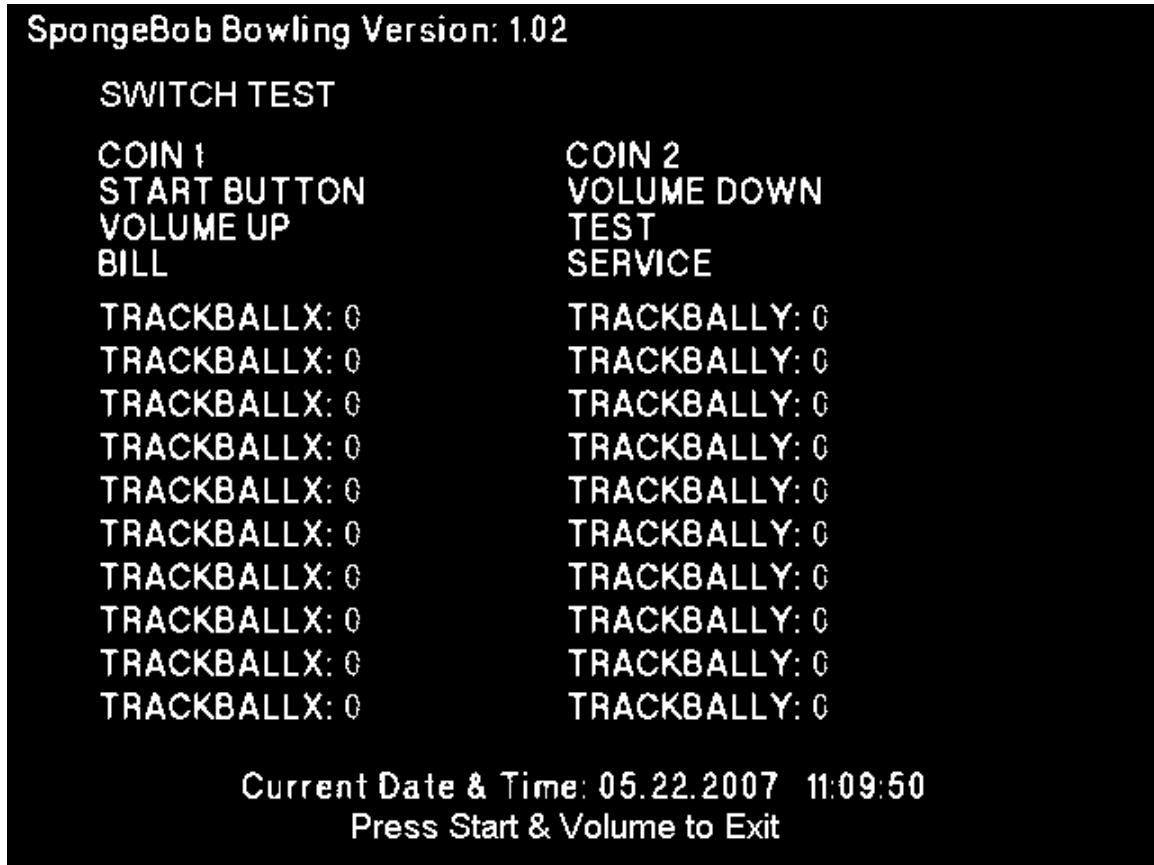
From the System Tests Menu, select Version List. This displays the versions of software, JAMMA, and sound on the machine.



Main Menu
System Tests Menu
Switch Tests Menu

Switch Tests Menu

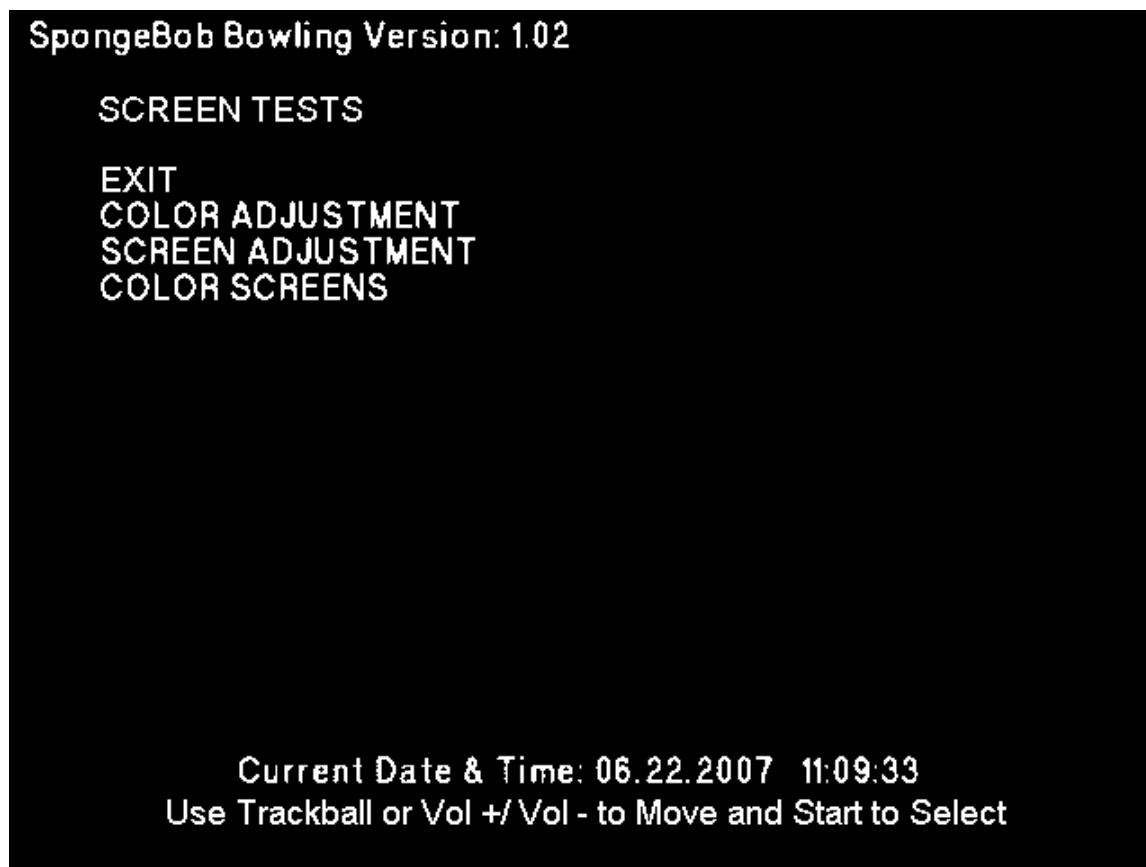
From the System Tests Menu, select Switch Tests. In this test, pressing buttons should cause the corresponding name to be highlighted in the menu.



Main Menu
System Tests Menu
Screen Tests Menu

Screen Tests Menu

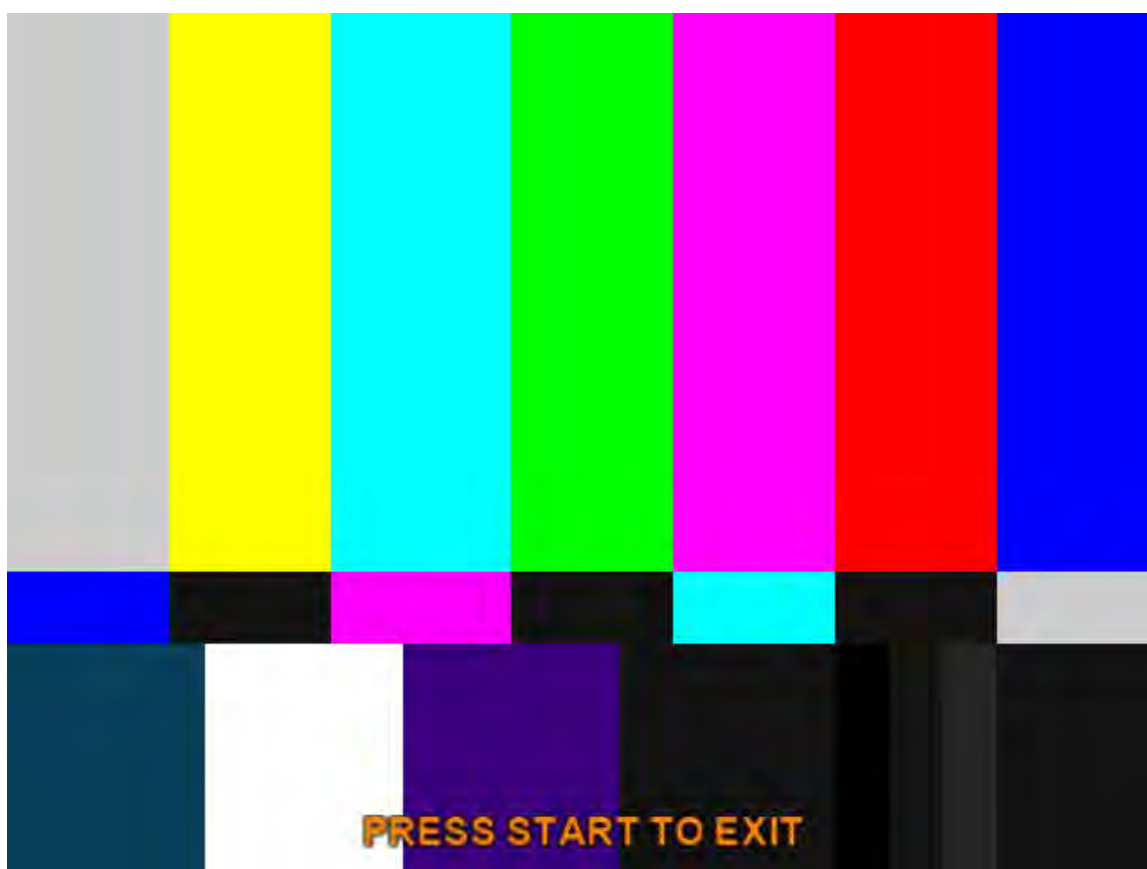
From the System Tests Menu, select Screen Tests.



Main Menu
System Tests Menu
Screen Tests Menu
Color Adjustment

Color Adjustment

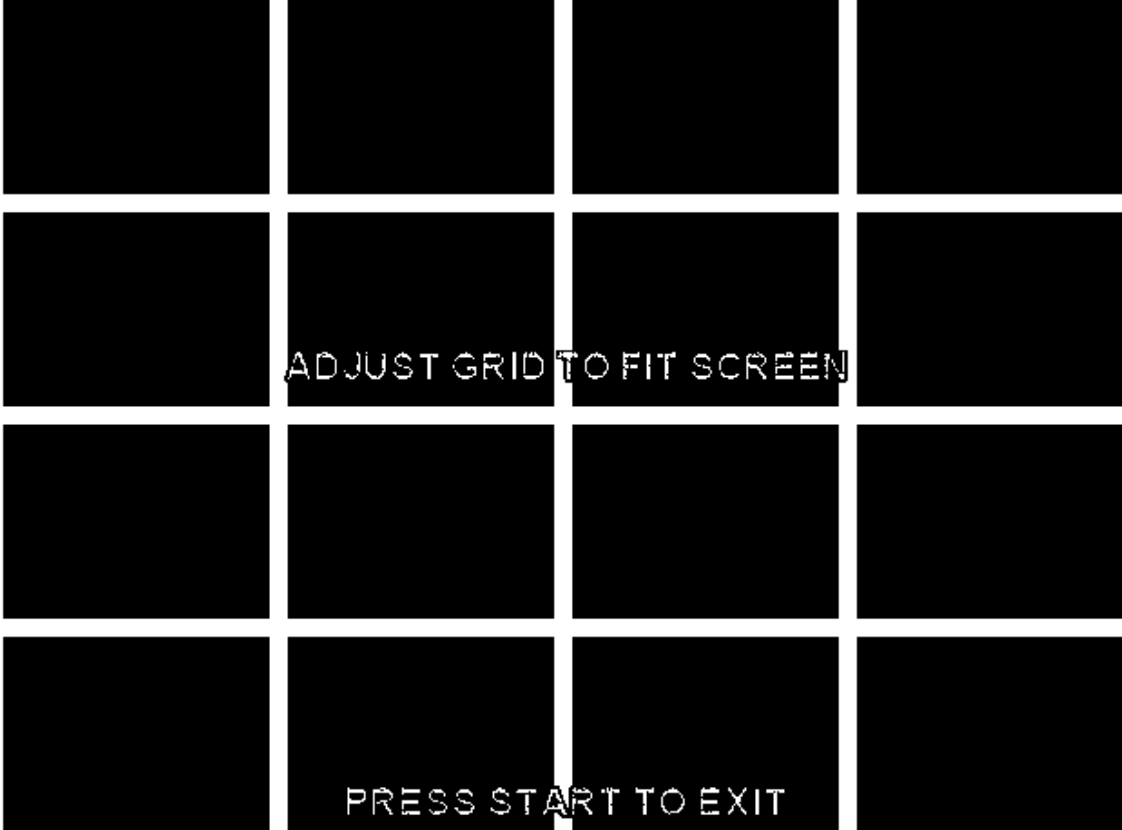
From the Screen Tests Submenu, select Color Adjustment. The color bars help when making adjustments to the monitor. Press Start to exit.



Main Menu
System Tests Menu
Screen Tests Menu
Screen Adjustment

Screen Adjustment

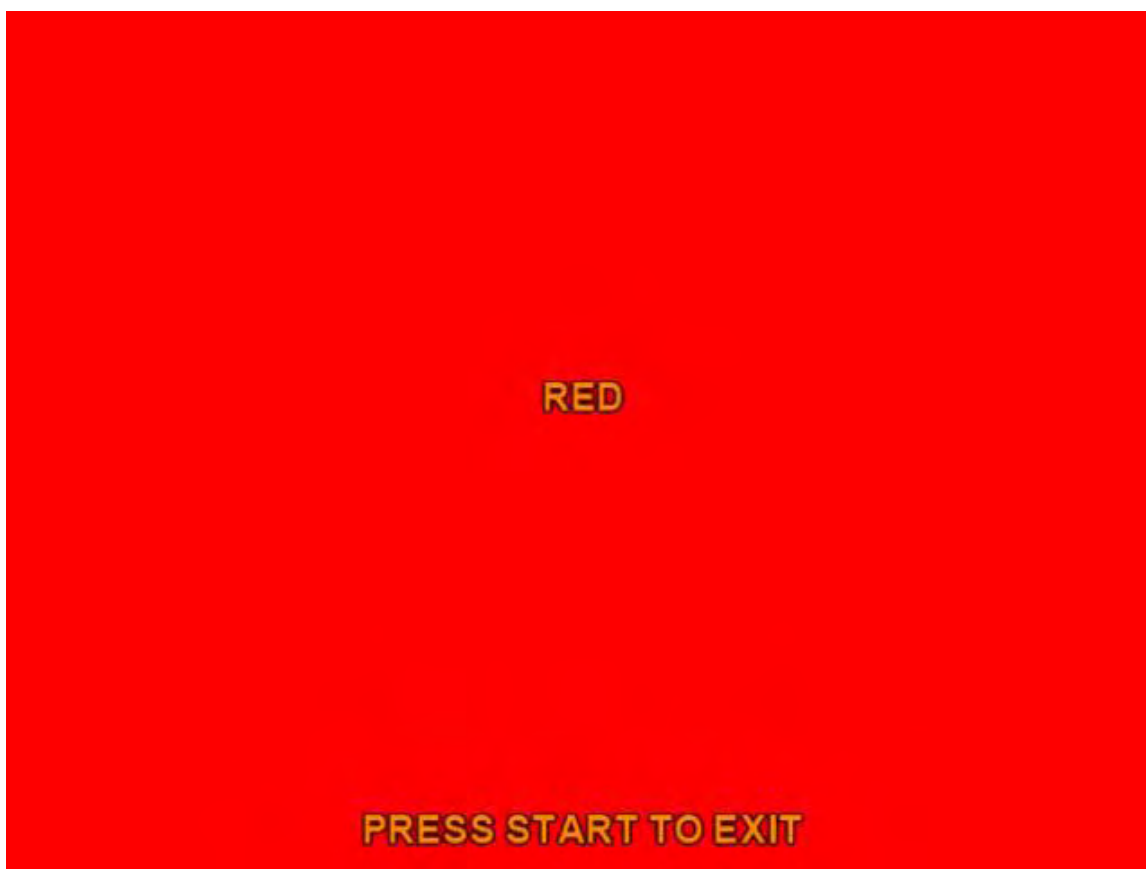
From the Screen Tests Submenu, select Screen Adjustment. The Screen Adjustment Grid helps in adjusting the size and position of the monitor screen.



Main Menu
System Tests Menu
Screen Tests Menu
Color Screens

Color Screens

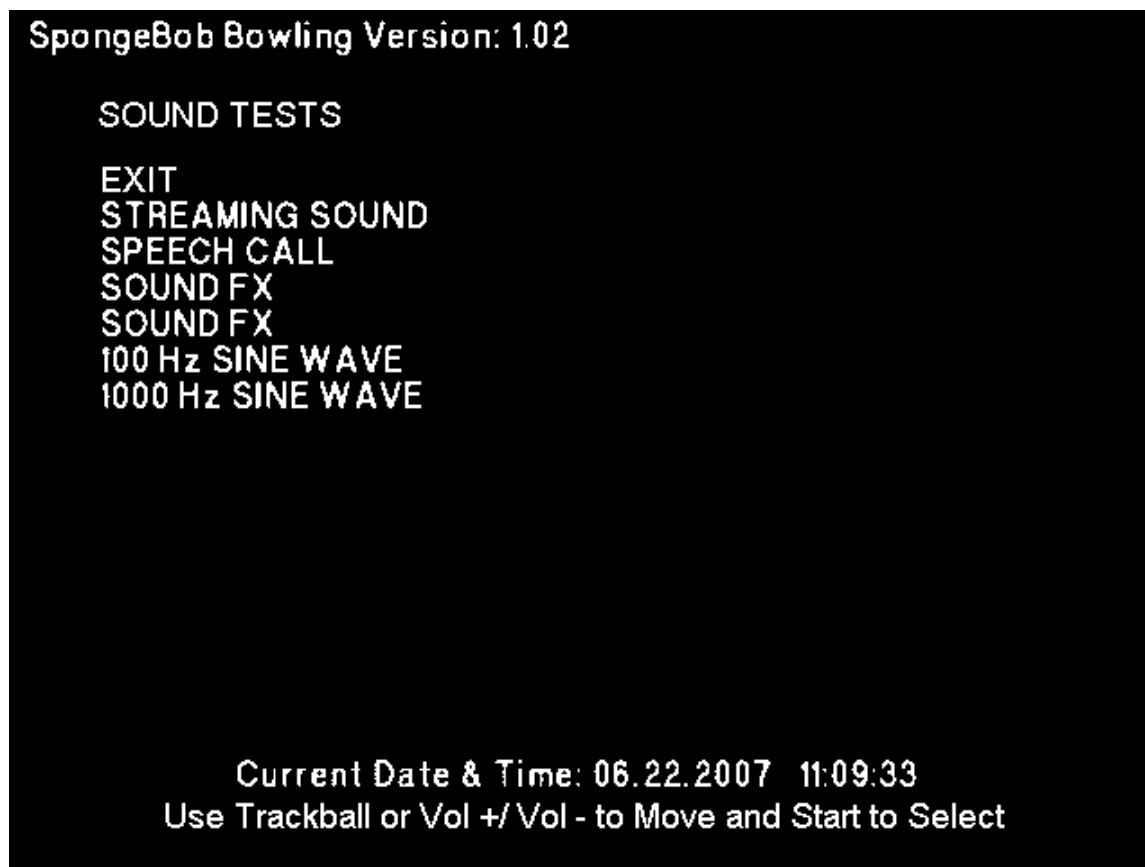
From the Screen Tests Menu, select Color Screens. Pressing the Start button will cycle through the different color screens, which are Black, White, Green, Red, and Blue.



Main Menu
System Tests Menu
Sound Tests Menu

Sound Tests Menu

From the System Tests Menu, select Sound Tests. From here, you can test that different sounds are working properly.

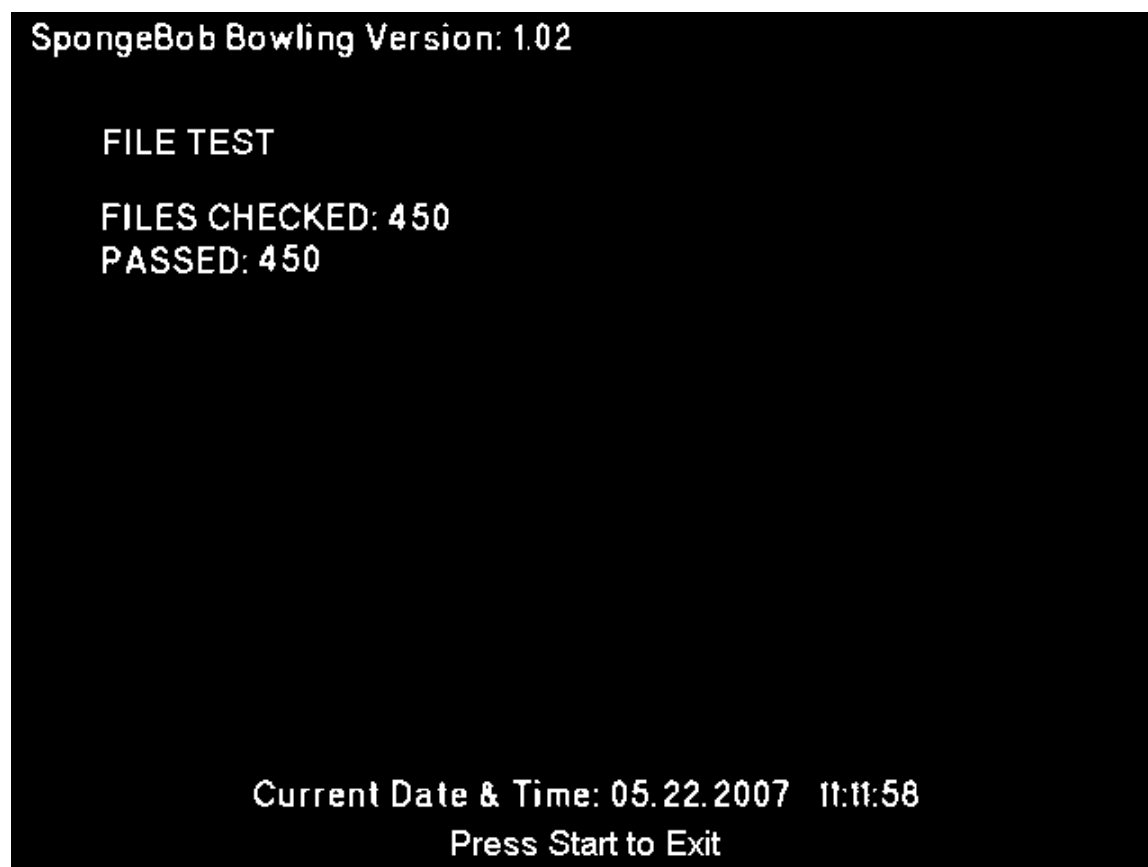


Sound Test	Description
• Streaming Sound	Selecting this test plays the games music.
• Speech Call	Selecting this test plays Spongebob's voice.
• Sound FX	Selecting this test plays the bubble effect.
• Sound FX	Selecting this test plays the pin crash effect.
• 100 Hz Sine Wave	Selecting this test plays a 100 Hz sine wave.
• 1000 Hz Sine Wave	Selecting this test plays a 1000 Hz sine wave.

Main Menu
System Tests Menu
File Test

File Test

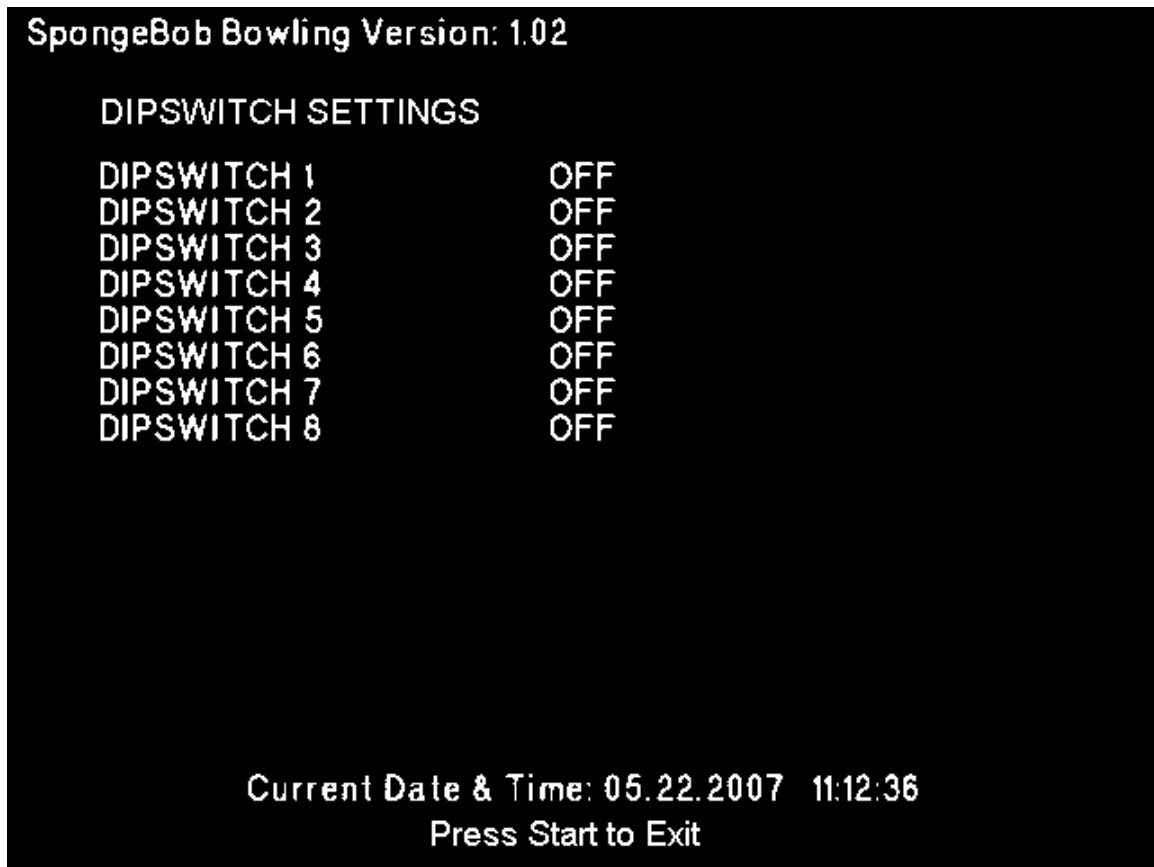
To run the File Test, select File Test from the System Tests Submenu.



Main Menu
System Tests Menu
Dipswitch Settings

Dipswitch Settings

From the System Tests Menu, select Dipswitch Settings. This displays the current position of the dipswitches. The default dipswitch settings are OFF, or in the up position on the I/O board.



Main Menu
System Tests Menu
Lamp Flash Test

Lamp Flash Test

From the System Tests Menu, select Lamp Flash Test. The Lamp Flash Test begins. During this test, the Start button should be lit up when the screen indicates so. The button should be dark when the lamp is off. Press Start to exit.



Main Menu
System Tests Menu
Watchdog Test

Watchdog Test

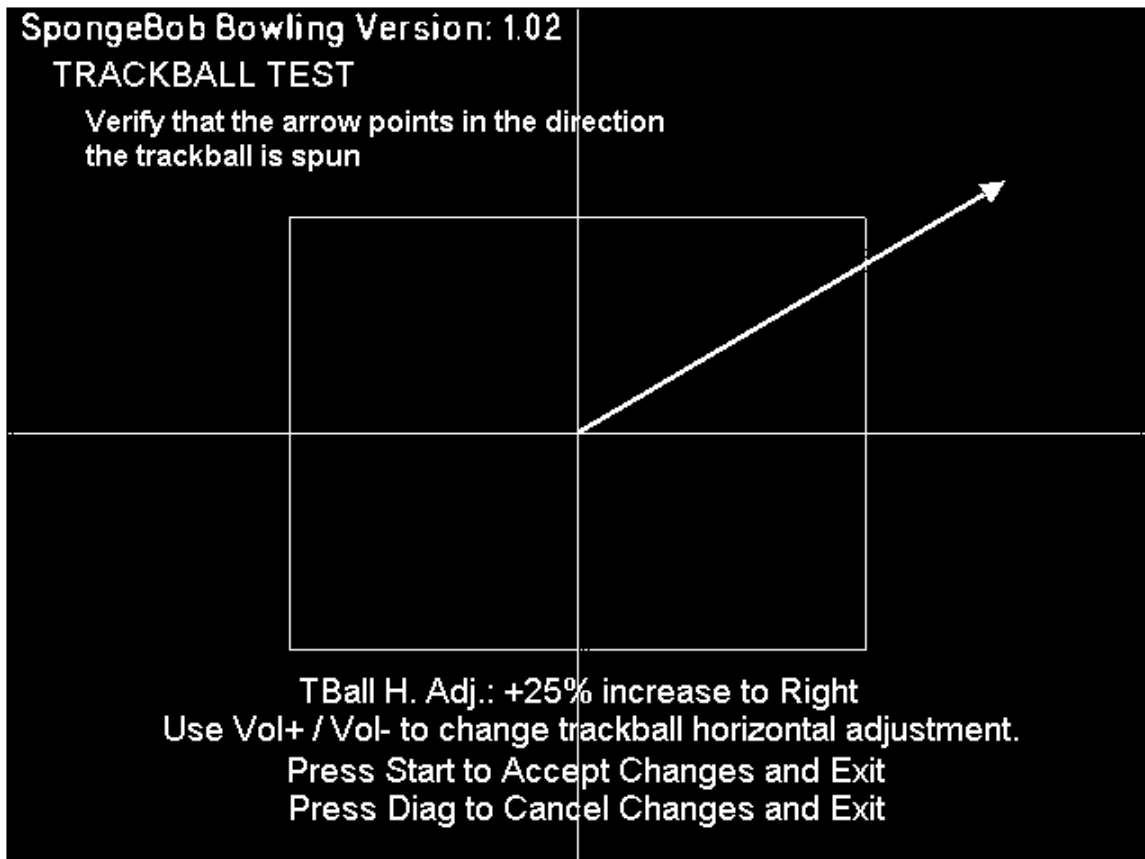
To begin the Watchdog Test, select Watchdog Test from the System Tests Menu. Pressing Start or Volume will exit the Watchdog Test.



Main Menu
System Tests Menu
Trackball Test

Trackball Test

To initiate Trackball Test, select Trackball Test from the System Tests Menu. The screen shows the direction the trackball is rolled. If the arrow does not point in the correct direction, the trackball can be horizontally calibrated to correct for the error. Vol+ increases the calibration to the right, while Vol- increases the calibration to the left. The trackball can be set between 100% to the left and 100% to the right.



Main Cabinet







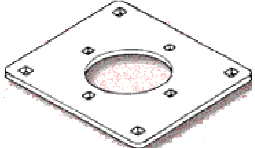
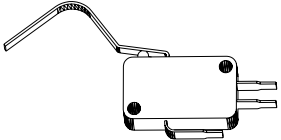
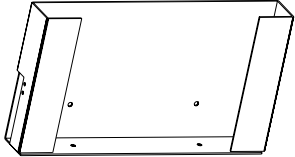



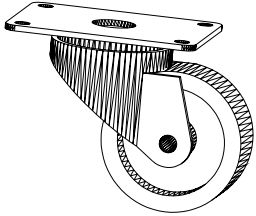

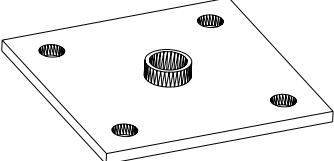
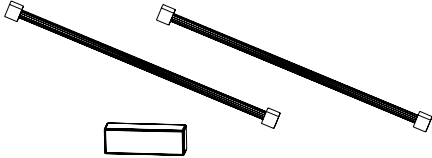


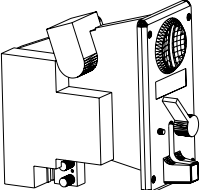

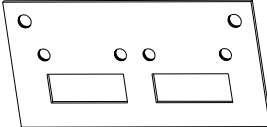
Parts List

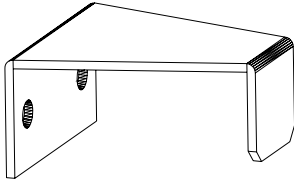

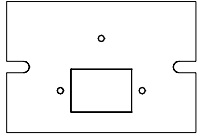
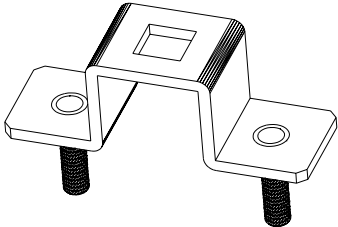
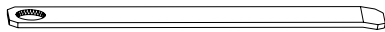
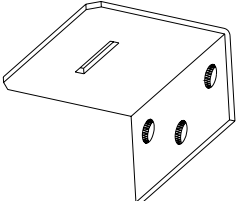

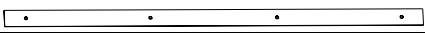
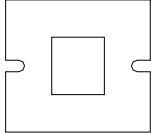
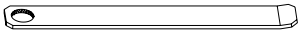
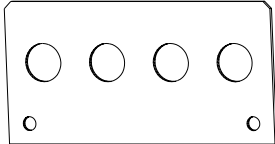
Part Picture	CGC Part Number	Part Name	QTY
	BBB-ART-BEZEL	Bezel Art	1
	BBB-ART-LFTSIDE	Left Side Art	1
	BBB-ART-LOWERFT	Lower Front Panel Art	1
	BBB-ART-LOWMARQ	Lower Marquee Art	1
	BBB-ART-POLYCPO	Control Panel Overlay	1
	BBB-ART-RGTSIDE	Right Side Art	1
	BBB-ART-TOPMARQ	Top Marquee Art	1
	BBB-ART-UPPERFT	Upper Front Panel Art	1

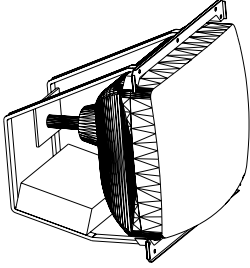

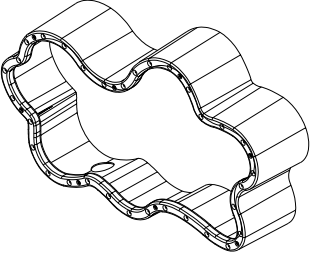
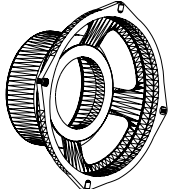
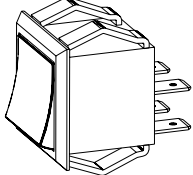
Part Picture	CGC Part Number	Part Name	QTY
	BBB-CAB-BACDOOR	Back Door	1
	BBB-CAB-CPSHELF	Computer Shelf	1
	BBB-CAB-MAINCAB	Main Cabinet	1
	BBB-CAB-TOPBOX1	Top Box Wood Panel	1
	BBB-CBL-BJAMMA	JAMMA Cable	1
	BBB-CBL-CHSPWR	BBB Chase Light Power	1
	BBB-CBL-MLAMP1	Marquee Lamp 1 Cable	1
	BBB-CBL-MLAMP2	Marquee Lamp 2 Cable	1
	BBB-CBL-MLAMP3	Marquee Lamp 3 Cable	1
	BBB-CBL-MLAMP4	Marquee Lamp 4 Cable	1
	BBB-CBL-PCPOWR	PC Power Cable	1
	BBB-CBL-POWER	BBB A/C Power	1
	BBB-CBL-TICKLOW	Ticket Low Cable	1
	BBB-CBL-TRCKBAL	BBB Trackball Cable	1

Part Picture	CGC Part Number	Part Name	QTY
	000-ELE-ACFAN	A/C Fan	1
	BBB-ELE-COMPUT1	CPU ASSEMBLY	1
	BBB-ELE-DONGLE	Security Dongle	1
	000-ELE-FILTINL	Filter, Yunpen 6A, IEC connector	1
	000-ELE-FUSHOLD	Fuse Block	1
	BBB-ELE-IOPCB1	I/O Board	1
	000-ELE-WHT5LED	Bright White LED T5	32
	000-FUS-5A250V	5A 250V Fast Blow Fuse	1
	000-GLS-239375S	23 15/16" x 23 15/16" Front Glass	1
	000-HAP-3TBALL	3" Trackball (white) (Happ Part # 56-0100-11HLB)	1
	000-HAP-5VMETER	5V Meter (Happ Part # 42-0756-07)	2

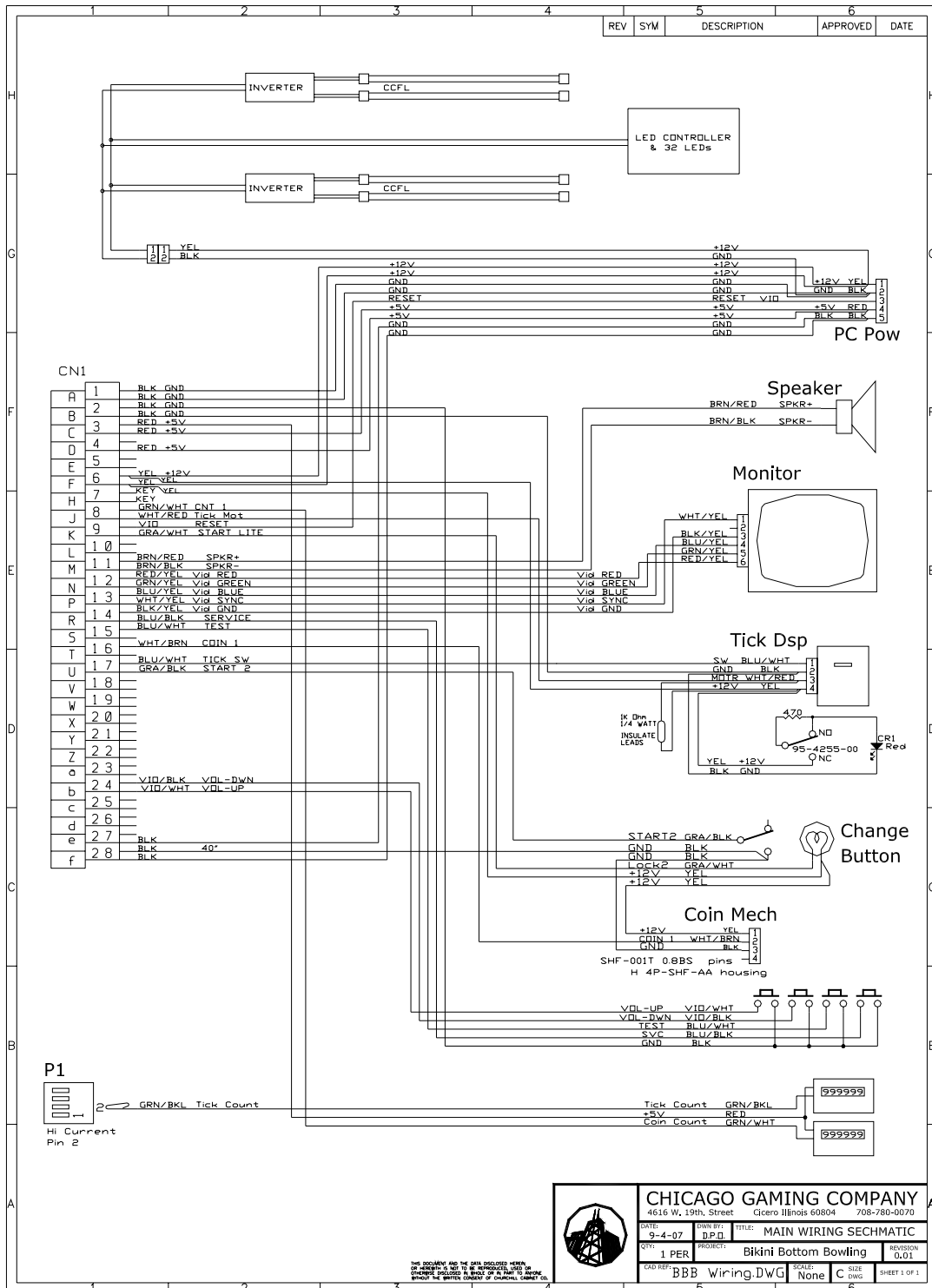
Part Picture	CGC Part Number	Part Name	QTY
	000-HAP-COINBOX	Plastic Coin Box (Happ Part # 42-1102-10)	1
	000-HAP-DISPLAT	Ticket Dispenser Mounting Plate (Happ Part # 42-1268-00)	1
	000-HAP-LAMPPCB	Top Box PCB (Happ Part # 104-0050)	1
	000-HAP-LBUTTON	Large Round Button (Illuminated, Yellow) (Happ Part # 54-0004-15)	1
	000-HAP-MBUTTON	Miniature Round Pushbutton (Black Bezel, Yellow Center) (Happ Part # 49-0577-05)	4
	000-HAP-SMDOOR	Coin Door (Blank) (Happ Part # 40-0057-00)	1
	000-HAP-TBALPLT	3" Trackball Plate (Happ Part # 55-0265-00)	1
	000-HAP-TICSWIT	Ticket Switch (Happ Part # 95-4255-10)	1
	000-HAP-TICTRAY	Ticket Tray (Happ Part # 42-0539-00)	1
	000-HDW-18GLIDE	18" Drawer Glide	4

Part Picture	CGC Part Number	Part Name	QTY
	000-HDW-3SCASTE	3" Swivel Caster	4
	000-HDW-5LEGLEV	1/2 " Leg Leveler	4
	000-HDW-5LEGPLT	1/2" Leg Leveler Plate	4
	000-LMP-12CCFL	12" Cold Cathode Florescent Light Kit	1
	000-LMP-18FLORE	18" Florescent Lamp	1
	000-LMS-18-FLORE	Florescent Light Fixture (Single Bulb 18" Long)	1
	000-MCH-COINCOM	Electronic Coin Mech. (Betson Part # 40-1500-02)	1
	000-MCH-DL1275	Ticket Dispenser Deltronics DL-1275 Continuous Type	1
	BBB-MLS-CNTRBRK	Counter Mount Bracket	1

Part Picture	CGC Part Number	Part Name	QTY
	BBB-MLS-DRWRPUL	Drawer Pull Tab	1
	000-MLS-FANPLAT	Fan Plate	1
	000-MLS-FUSPLT	Power Inlet Plate	1
	BBB-MLS-LOCKCAM	Lock Dual Cam	1
	BBB-MLS-LONGLAT	Lock Long Latch	1
	BBB-MLS-LSUPRT	Latch Support Bracket	2
	BBB-MLS-MARQBOT	Marquee Bottom Bowling	1
	BBB-MLS-MARQTOP	Marquee Mount Top	1
	000-MLS-PWRPLT	Power Switch Plate	1
	BBB-MLS-SHORTLAT	Lock Short Latch	1
	BBB-MLS-SVCPNL	Service Button Panel	1

Part Picture	CGC Part Number	Part Name	QTY
	000-NEO-24S501	24" CGA Monitor (Neotec Part # S-501)	1
	000-PLF-24BEZEL	Bezel	1
	BBB-PLF-TOPBOX1	Top Box Vacuum Form	1
	000-SPK-5IN8OHM	Speakers 8 Ohm 5-1/2" (5060CESH)	1
	000-SWC-ALCO16A	Alcoswitch, 16A, Double Pole, Single Throw, Rocker, Black	1

Wiring Schematic



For Technical Assistance and parts call Chicago Gaming Company at (708) 780-0070