

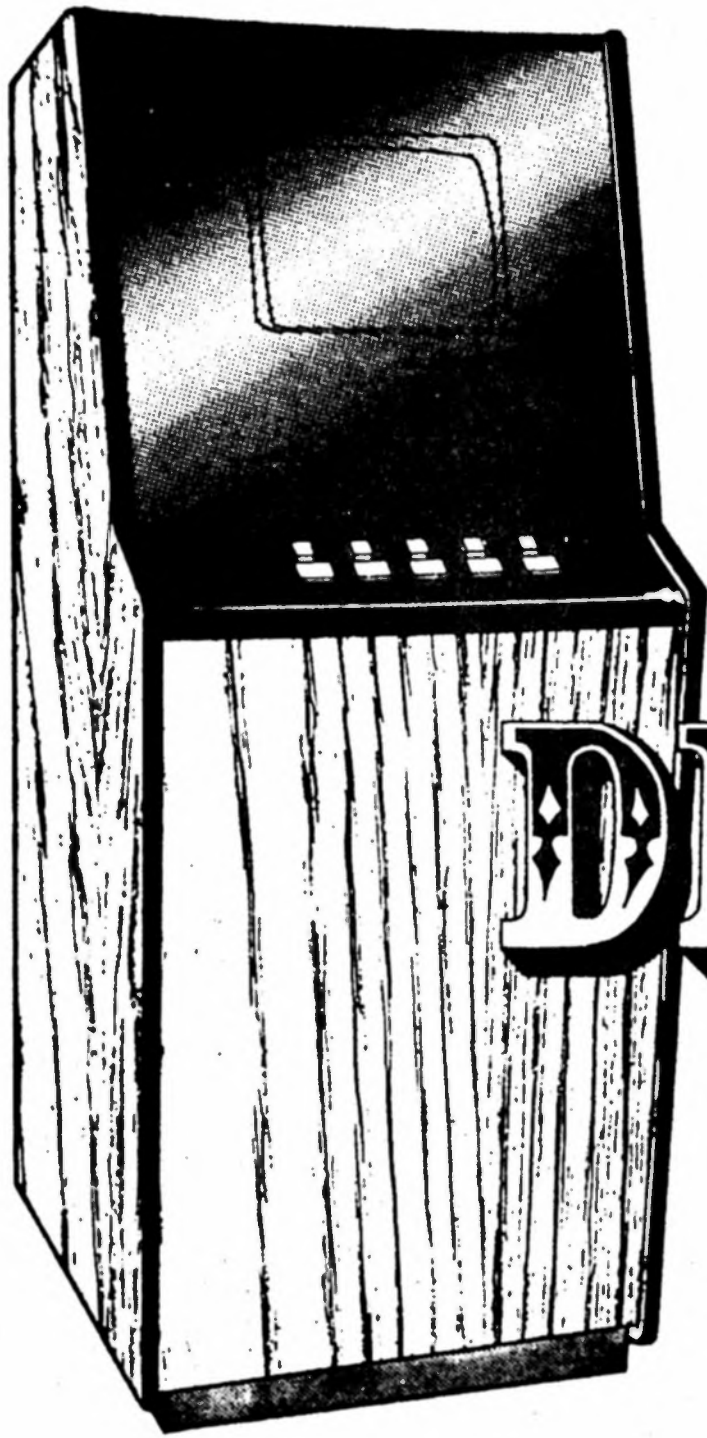
2

DRAW POKER III

*Another Winner
from*

e electro-sport inc.

OWNER'S MANUAL



DRAW POKER III

*Another Winner
from*

Si electro-sport inc.

OWNER'S MANUAL

041-1016

FOREWORD

This manual is and contains confidential trade secret information of Electro-Sport, Inc.

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electro-sport. inc.

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Features

- * "8085" State of the Art Technology
- * All Modular Construction
- * 512x224 High Resolution Card Graphics
- * Full Face Cards
- * 13" Color Monitor
- * Up to (10) Skill Points Per Play
- * Operator Selectable Options
- * Complex Sound Generator
- * Advanced Computerized Draw Poker Play
- * For Amusement Purposes Only
- * Screen Displays all Credits
- * Dual Coin Entry Door

W A R N I N G

This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions manual, may cause interference to radio communications.

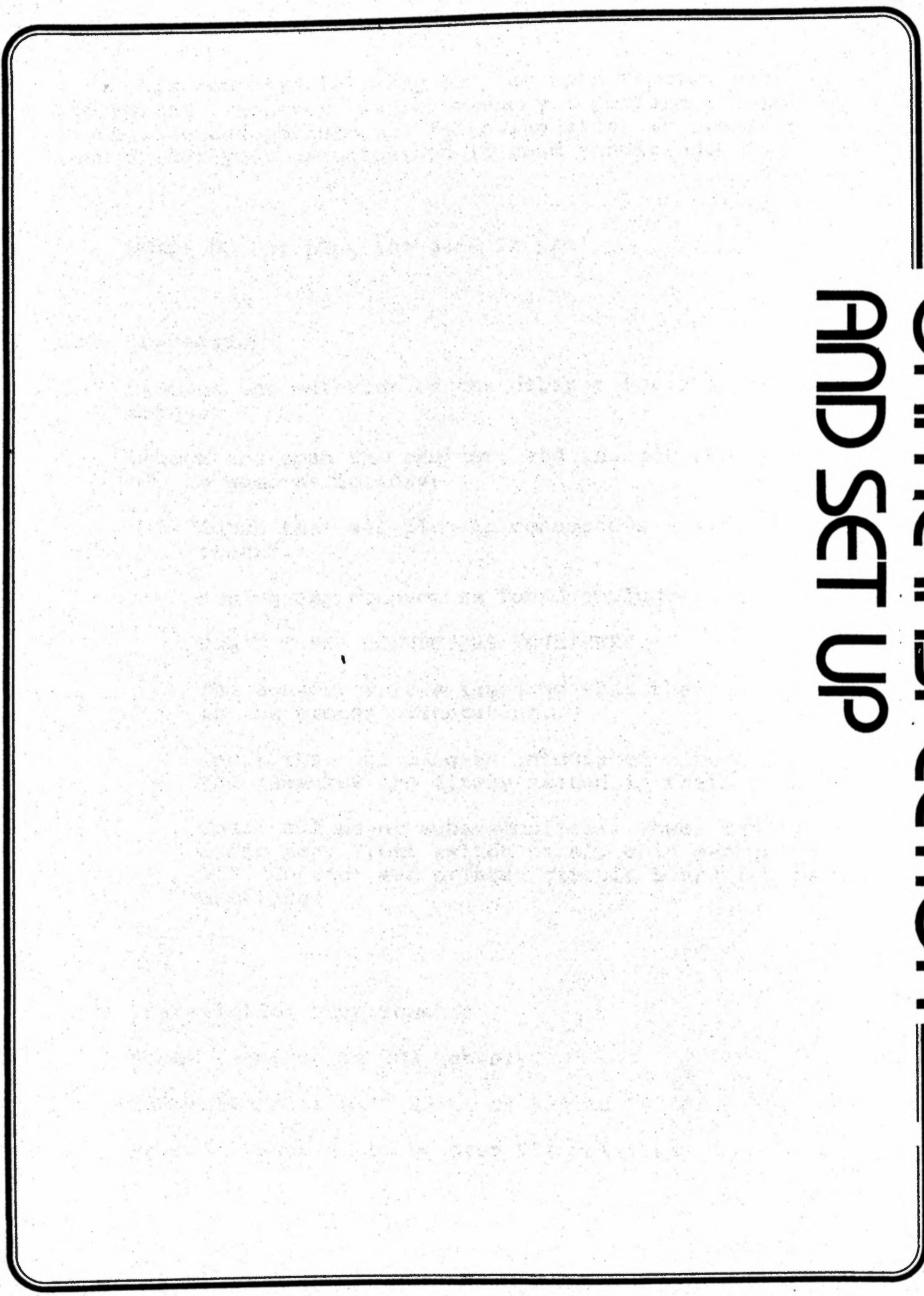
As temporarily permitted by regulation, it has not been tested for compliance pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference.

Operation of this equipment in a residential area is likely to cause interference, in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

W A R N I N G

For you and your customer's protection, Draw Poker III is equipped with a three-prong (grounding) plug to guard against shock hazards. The plug should be plugged directly into a properly grounded three-prong receptable. Where a two-prong wall receptable is encountered, it must be replaced with a properly grounded three-prong receptable in accordance with the national electric code and local codes and ordinances. The work should be done by a qualified electrician.

GAME INSPECTION AND SET UP



This new game is ready to play upon removal from the carton. However, we recommend you perform a careful inspection and perform the following steps in order to insure that your game arrived in good condition.

NOTE: Do not plug the game in yet!

Game Inspection

Examine the exterior of the cabinet for shipping damage.

Unlock and open the cabinet, and inspect the interior of the game as follows:

Check that all plug-in connectors are firmly seated.

Replug any connectors found unplugged

DON'T FORCE CONNECTORS TOGETHER.

The connectors are keyed so that they only go in the proper orientation.

Check that all plug-in integrated circuits on the game PCB are firmly seated in their sockets.

Check all major subassemblies: Power Supply/ Audio Amp, front switch panel, coin mechanism, T.V. Monitor and printed circuit board for secure mounting.

Game Installation Requirements

Power required is 200 watts.

Temperature is 0 to 38°C. or 32° to 100°F.

Humidity should not be over 95% relative.

POKER III TEST MODE

The Poker III system has a built in test mode that allows a quick check of the machine status, which facilitates the analysis of possible machine failures in the field. The test mode is entered by switching a small toggle switch located on the coin door (note: the front door must be open to gain access to the button). When this switch is turned on, displayed on the screen are two columns of numbers - ten rows of numbers in each column.

Note: Entering into a test mode is only allowed when the "GAME OVER" message is displayed in the bottom right hand corner of the video display.

The left hand column of numbers deals with the status of the coins inserted, points, accumulated hands played, hands won, etc... The right hand column of numbers displays the statistics of the game.

The test display chart defines the machine register displayed in each row of numbers.

All of the register totals are stored by the micro-processor using an error detection and correction system. This system will not zero out any of the register totals even if an error occurs that can not be corrected. If it is necessary to clear all of the registers, it may be done by pressing the five discard buttons in the order of 1,4,1,4,2,1,3,5.

When in the test mode, the switch inputs to the game may be tested by closing the switches one at a time and observing the switch input test display.

The five discard switches activate the complex sound generator for a complete audio test.

While in the test mode, the game will cycle through all of the lamp outputs to test for proper operation. Also the cancel switch may be pressed to turn on all of the lamps at the same time.

TYPE OF
WINNING
HANDS

INPUT SWITCH
TEST DISPLAY

COIN IN 1	000017675	0000000		
COIN IN 2	00020561	0000000	C1	D1
COIN IN 3	000000000	0000000	C2	D2
POINTS TOTAL	000000000 1	0000000	C3	D3
TOTAL PLAY CREDITS	000000000 2	0000000	PC	D4
CREDITS WON	000000000 3	0000000	DL	D5
HANDS PLAYED	000000000	0000000	DR	X1
HANDS WON	000000000	0000000	ST	TS
TOTAL TEST	000000000	0000000	CN	X2
PCB. SW. SETTING	000000000	0000000	0000000	

PAIR ACES
 2 PAIR
 3 OF A KIND
 STRAIGHT
 FLUSH
 FULL HOUSE
 4 OF A KIND
 ST. FLUSH
 5 OF A KIND
 ERRORS
 RANDOM NO.

PROGRAM REVISION 000000 0000000000000000
 (C) 1982 ELECTRO SPORT

C1 - COIN IN 1
 C2 - COIN IN 2
 C3 - COIN IN 3
 PC - PLAY CREDITS
 DL - DEAL
 DR - DRAW
 ST - STAND
 CN - CANCEL

D1 - DISCARD 1
 D2 - DISCARD 2
 D3 - DISCARD 3
 D4 - DISCARD 4
 D5 - DISCARD 5
 X1 -
 TS - TEST SWITCH
 X2 -

POKER III TEST MODE

POKER III SET UP MODE

The Poker III (Model #034) game includes a set up mode so the game operator may change the game to meet the requirements of any location. The setup mode may be entered and used as follows:

1. Place the game in the test mode by activating the test switch located on the coin door.
2. Press the four corner switches on the player panel (Discard 1, Discard 5, Play Credits, and Cancel) simultaneously. The game should now be in the setup mode.
3. Four of the front panel lights should now be on, Discard 1, Discard 4, Discard 5, and Cancel. The screen now displays a menu of the operator selectable options (See attached drawing).
4. The two lighted switches on the left of the player panel are used to move a pointer up or down on the left side of the display. The pointer indicates which setup mode function is to be changed.
5. The two lighted switches on the right side of the player panel are used to change each of the setup functions.
6. The setup screen display may be changed back to the test mode display at any time by pushing the play credits switch.

SETUP FUNCTIONS

The following functions may be changed by the operator in the setup mode:

1. Maximum Play Credits.

The maximum number of credits that can be played on any hand of poker is adjustable from 1 up to 99. When sent from the factory the game is set for 20 credits per hand.

2. Jokers Chosen By Minimum Bet or By Percent.

Jokers may be put in the deck by either of two methods. The first method uses the number of credits played to select no

Poker III Setup Mode

jokers, one joker, or two jokers. In the play mode, the number of jokers in the deck is displayed when the minimum number of credits has been played. The second method of putting jokers in the deck is to have a set percentage of hands with one or two jokers. In the play mode, the number of jokers in the deck will be displayed only after the hand is dealt.

When sent from the factory, the game is set to select jokers by minimum play credits.

3. One Joker.

The number to the right of the one joker display is the number of credits that must be played to have one joker in the deck when jokers are chosen by minimum bet. When jokers are chosen by percent, it is the percentage of hands that will have one joker.

When sent from the factory, this number is set to eight.

4. Two Jokers.

The number to the right of the two joker display is the number of credits that must be played to have two jokers in the deck. When jokers are chosen by percent it is the percentage of hands that will have two jokers. In this mode the numbers to the right of the one and two joker displays may not add to more than 100 percent.

When sent from the factory, this number is set to twelve.

5. Music Enable, Disable.

This display will determine whether or not the music will be played when a hand of poker is won.

It is set to enable at the factory.

6. Double Up.

The number to the right of the double up display is the percentage of winning poker hands that the player is allowed to double on. When the player is allowed to double, he will be alerted by an audio tone and an invitation to double or take his score is flashed on the screen. If the player decides to double, he will then be asked to choose whether

Poker III Setup Mode

he will be dealt a high or low card by the game. If the player is right, his winnings will be doubled. If the player is wrong, he will lose his winnings.

When sent from the factory, the game is set to double on 100 percent of the winning hands. It is adjustable from 0 to 100%.

7. Allowed.

The number to the right of the allowed display is the number of times that the player will be allowed to double on a winning hand. It may be set for 1, 2, or 3 doubles.

8. Raise

The raise feature is programable from 00% to 10% (see dip switch setting #5 on page 11). On 00% the raise option is not offered to the player. When set to 10%, the player will receive this option 10 percent of the time, after the first five cards have been dealt. Any amount from 01% to 10% will be the frequency of times this feature appears on the screen.

When sent from the factory, the raise feature is set at 09%, and dip switch #5 is set to ON.

9. Jacks/Aces or Better

The operator has the option of Jacks or Better, or Aces or Better as the bases of a winning hand.

When sent from the factory, it will be set for Jacks or Better.

To change any of the above operator selectable options, press one of the lighted switches on the left of the player panel until the pointer is next to the function to be changed. Then press one of the lighted switches on the right of the switch panel until the desired number or function is reached.

To put the game back into the normal play mode, put the test switch back in its original position.

Any of the setup functions may be changed to the factory settings by moving the pointer until it is next to the function to be changed, and pressing the Discard 3 switch.

SETUP MODE

MAXIMUM PLAY 20
JOKERS CHOSEN BY MINIMUM PLAY
ONE JOKER 08
TWO JOKERS 12
MUSIC ENABLED
DOUBLE UP 100 PERCENT
ALLOWED 01 TIMES
RAISE 09 PERCENT
JACKS OR BETTER WINS
©1981 ELECTRO SPORT INC.

<i>DRAW POKER III SETUP MODE</i>		
SCALE:	APPROVED BY:	DRAWN BY <i>P. Keane</i>
DATE: <i>12-9-82</i>		REVISED
		DRAWING NUMBER

SWITCH SELECTION OPTIONS

				Switch Settings							
Coin Input	1	2	3	1	2	3	4	5	6	7	8
	2	2	8	OFF	OFF						
Games per Coin	1	2	4	OFF	ON ✓						
	1	1	4	ON	OFF						
	½	½	2	ON	ON						
Accepts only one coin per game						OFF					
Accepts multiple coins per game ✓						ON					
Coin input tilt disabled							OFF				
Coin input tilt enabled							ON				
Raise on 0 to 10 percent of hands								OFF			
Raise allowed on every hand ✓								ON			
Setup Mode disabled									OFF		
Setup Mode enabled ✓									ON		
Royal Flush awards	250 to 1									OFF	OFF
Royal Flush awards	150 to 1									ON	OFF
Royal Flush awards	100 to 1									OFF	ON
Royal Flush awards	50 to 1 ✓									ON	ON ✓

POWER SUPPLY/AUDIO AMP

The PS/AA is a modular Power Supplu/Audio Amplifier combination. This unit contains all the required components to operate this amusement game.

The factory sets the input boltage range by the use of V1* to the 110-120 VAC.

If you should install your game in a location with any other voltage, you must change V1* from its present state to the proper voltage select plug.

* See drawing #90-1425

GAME OPERATION

Insert Coin(s), credits will be added to the credit display.

Press the play credits switch, one credit will be transferred from the credit display to the right side of the screen. The play credits switch may be held down to automatically play any number of credits up to the set maximum. If the maximum number of credits is played, the game will automatically deal the cards.

Press the deal switch to be dealt a hand of cards. (If less than maximum credits played). To keep the first five cards dealt, press the stand switch

To discard any of the cards, press the discard switches under the cards.

To cancel a discard, press the cancel switch.

To be dealt new cards, after discard, press the draw switch.

If no cards are discarded, the draw switch will draw five new cards.

Play the game to achieve the best possible poker hand,

If a winning hand is achieved and the game is set for double up, the player will be invited to take a chance on doubling his winnings. An audio tone will sound, the take and double lamps will flash, and the screen will display "PRESS TAKE OR DOUBLE UP".

Press the take switch to add the credits won to the credits display and not double.

Press the double switch to enter the double mode. The screen will now display an invitation to select either HI or LO and the corresponding switch lamps will flash.

When one of the switches is pressed, the game will deal one card. If HI or LO was guessed properly, the number of credits won will be doubled.

The double procedure may be repeated if the game is set up for two or three doubles.

GENERAL MAINTENANCE

[The main body of the page is a large, empty rectangular area enclosed by a double-line border, intended for handwritten notes or maintenance records.]



The Electro-Sport, Inc. Draw Poker Game requires a certain amount of preventive maintenance to keep it in good working order. Clean and properly maintained games attract more players and earn higher profits.

NOTE: Be sure to unplug the game before cleaning the interior.

General Maintenance

Cleaning Exterior

The exterior of the game cabinet, the metal, and acrylic surfaces may be cleaned with any non-abrasive household cleaner.

A special coin machine cleaner that leaves no residue can be obtained from your distributor.

DO NOT dry-wipe any of the acrylic plastic panels because any particle can scratch the surface and result in fogging of the plastic.

Cleaning Interior (Upright models)

To clean inside the front title panel, first disconnect the operating panel connector from the PC board and unscrew the screw down tyrap.

Unlatch the operating panel retaining clips and lift panel up and outward.

Carefully slide the front panel downward to clear the top retaining bracket. Bend the panel out in the center in order to clear the side retaining channel.

Cleaning Interior (All games)

Clean the monitor face, bezel, and inside front panel as per instructions for cleaning exterior of the game cabinet.

Use a vacuum cleaner to remove dust from inside of the cabinet. Be sure not to be careless with the vacuum nozzle, because the nozzle can damage the interworkings of the game.

Make certain the vents, PS/AA cover, T.V. Monitor, and circuit board are free of dust. This will help to prolong the life of the game and reduce the number of service calls.

Lamp Replacement For Win Indication Lights

When cleaning the front panel, replace win lamp with a #44 bulb*. See General Maintenance Cleaning Instructions.

If a bulb needs to be replaced and you are not in cleaning process, please use the following procedure:

Open rear door to monitor and gently insert a flat bladed screwdriver under the lip of the lamp holder.

Gently pry the lamp outward and replace the lamp with a #44 Bulb*.

Slightly bend the retaining fingers outward as to make a good fit before reinserting lamp holder into bezel.

Lamp Replacement for Operating Switches

Open front door and locate defective switch.

Grasp the microswitch assembly and pull downward with a slight rocking motion.

Remove the defective lamp from the socket and replace it with one of the same type (259).

Replace the microswitch assembly by pushing it into the switch shaft.

Operating Switch Replacement

If only the microswitch is defective, it may be replaced by bending out the large white plastic retaining clip and rotating the switch away from the holder.

If the entire switch must be replaced, first remove the microswitch/lamp assembly (See Lamp Replacement above).

Unscrew the black retaining nut from the switch shaft.

Remove the switch from the player panel.

To replace the switch, reverse the above procedure.

* Industry Standard Baynet type bulb.

Legend Replacement for Operating Switches

Remove the microswitch/lamp assembly. (See Lamp Replacement above).

Press the two white plastic actuator retaining clips together and up into the switch shaft.

Pull the actuator out of the top of the switch.

Use a knife to pry the clear plastic lense cover from the actuator.

Remove the paper legend from inside the lense cover and replace.

To re-assemble the switch, reverse the above procedure.

T.V. Monitor Replacement

WARNING: High voltage may exist in any television unit, even when the power is disconnected. Use extreme care and do not touch any electrical parts or the T.V. picture tube area with your hands or any conducting object.

If you drop the T.V. monitor and it breaks, it WILL IMplode! Shattered glass and the yoke can fly (6) six feet or more from the implosion, even though the tube has a built in implosion protection system. Be sure to wear protective clothing and eye protection when working on the monitor.

Open the rear door to the monitor, unsolder or unplug the A.C. line cord on the monitor's P.C. board.

Disconnect the video cable from the monitor.

Unbolt the retaining bolts and lift monitor up and outward.

To replace monitor into the game, reverse the above procedure.

Printed Circuit Board Replacement

To remove the game board, unplug the (5) connectors A, B, P, C, D and unscrew the P.C. board retaining screws.

PS/AA Replacement

Unplug the AC line cord from the wall outlet and the PS/AA connector.

Remove the cabinet mounting screws.

Unplug the monitor cable (4 pin connector) from the "M" connector on the PC board.

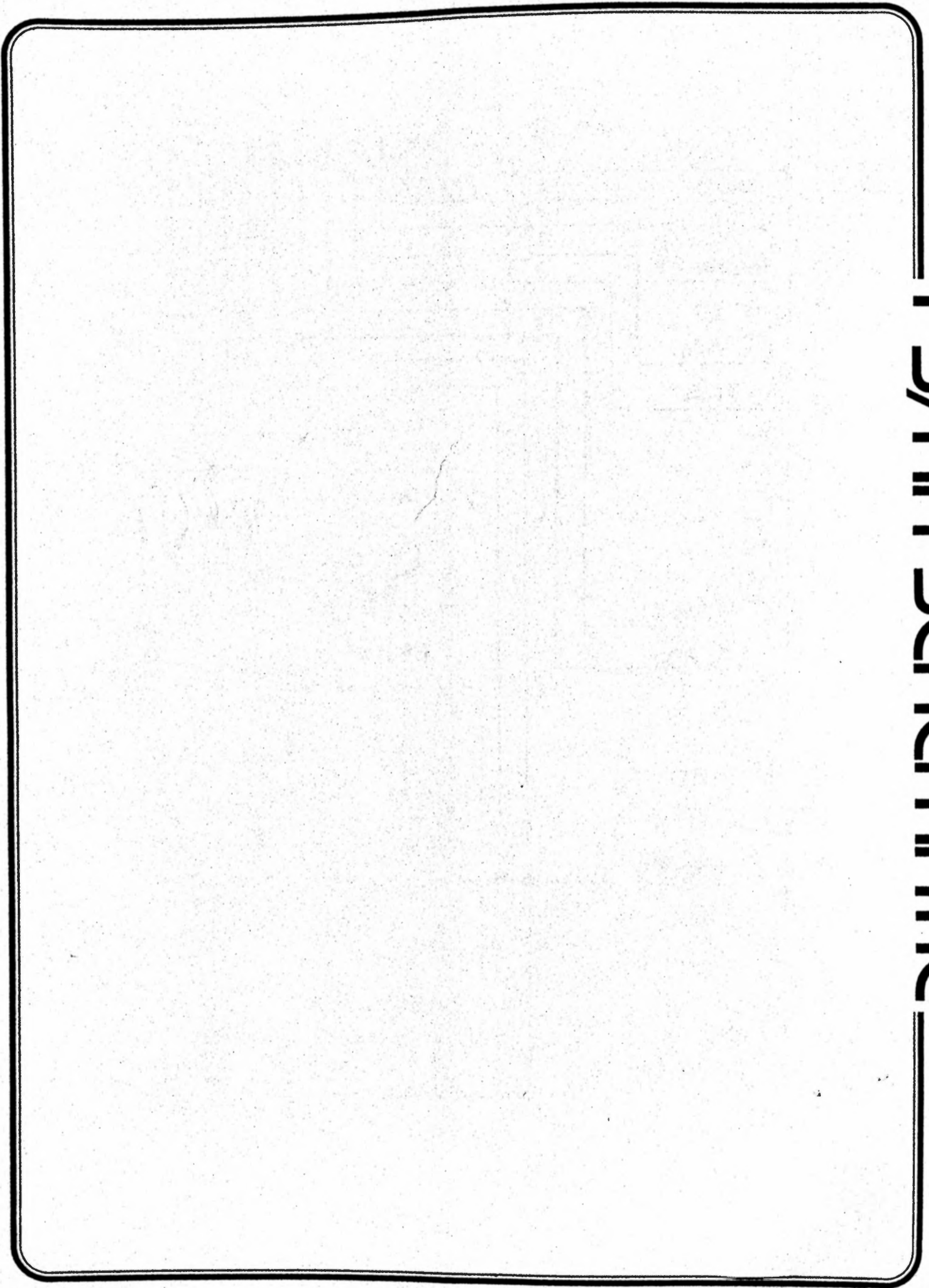
Unplug the speaker cable (3 pin connector) from pins 13, 14, & 15 of the "P" connector on the PC board.

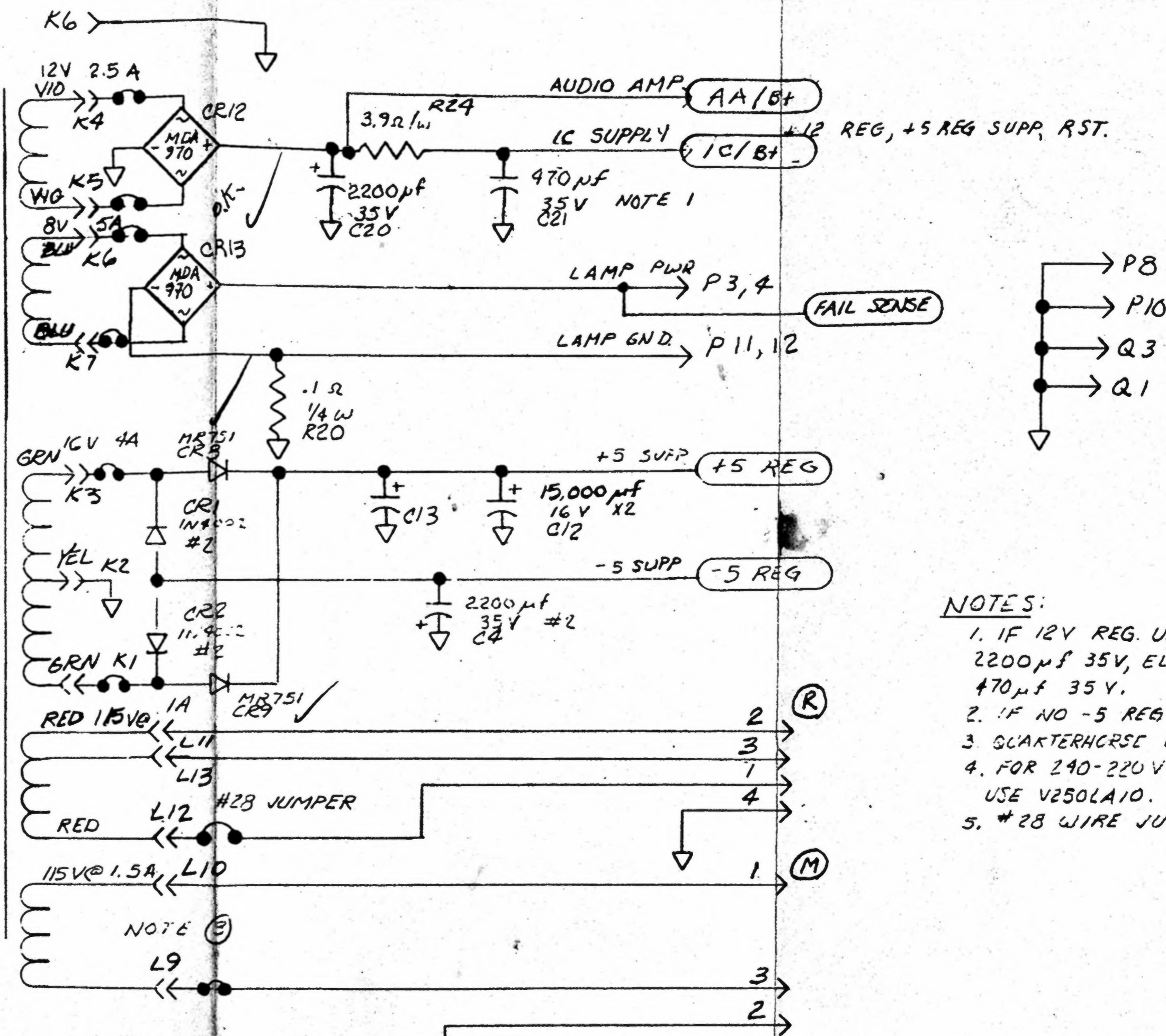
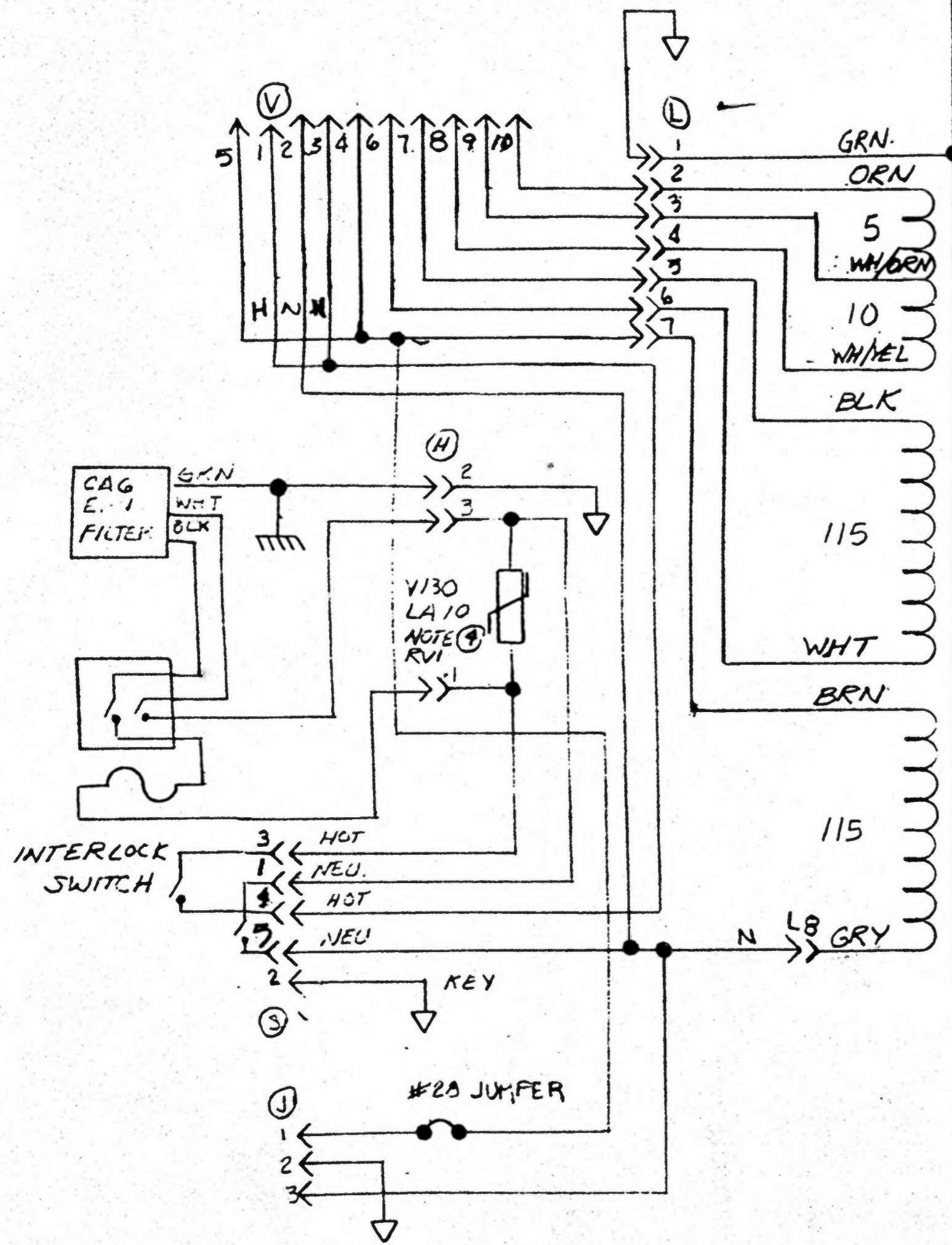
Unplug the power cable (12 pin connector) from pins 1-12 of the "P" connector on the PC board.

Remove the PS/AA unit from the cabinet.

To reinstall the PS/AA, reverse the above steps.

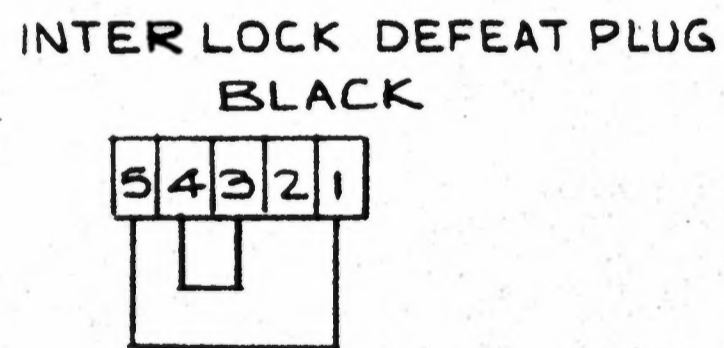
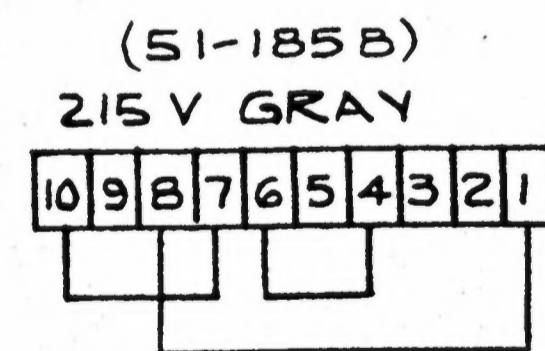
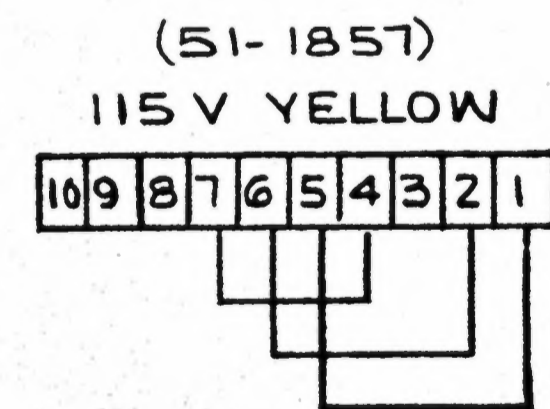
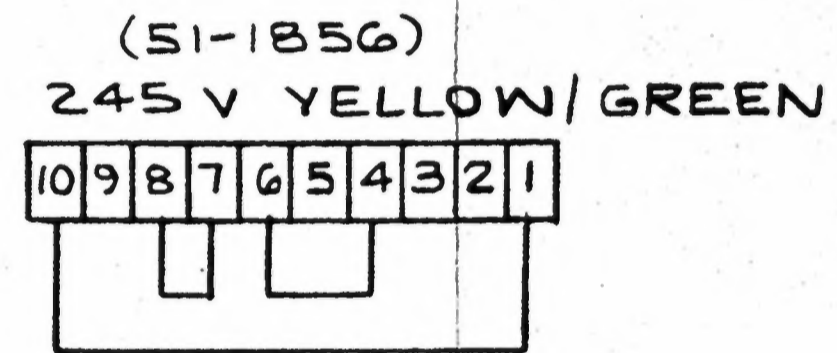
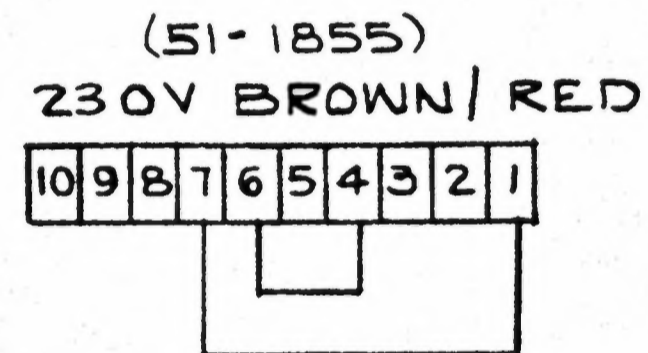
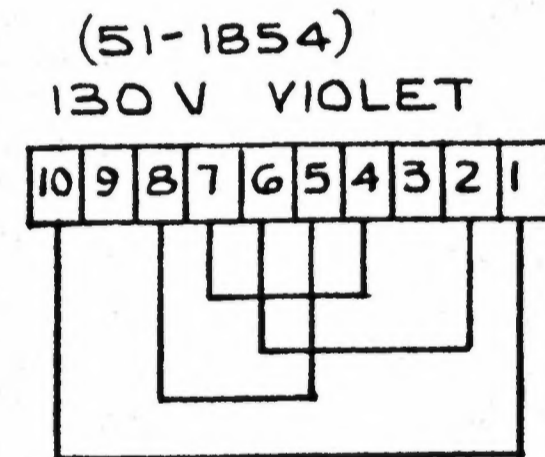
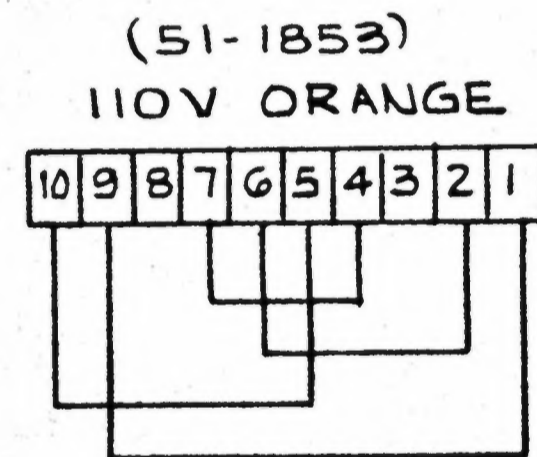
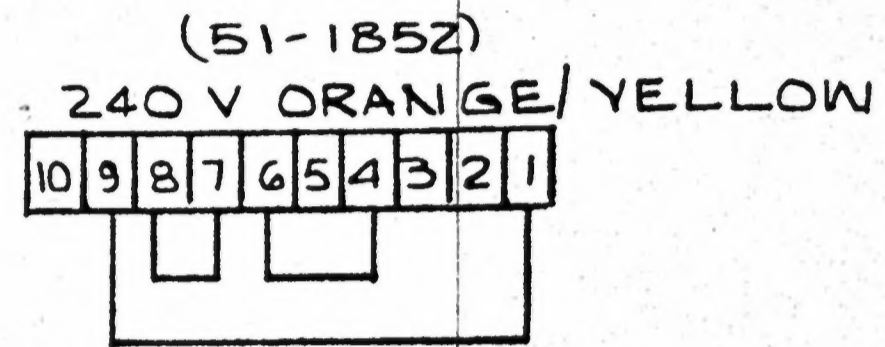
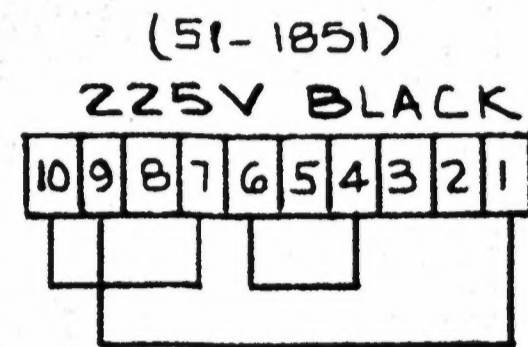
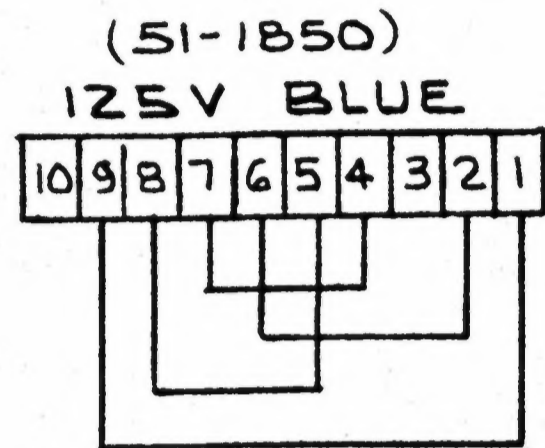
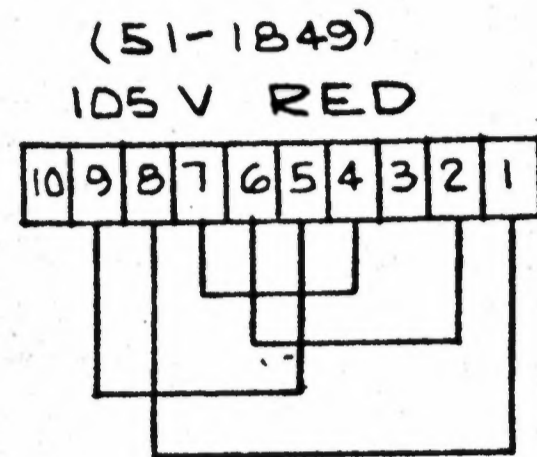
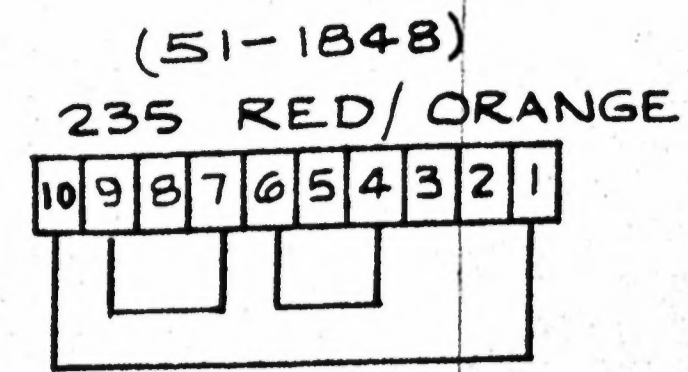
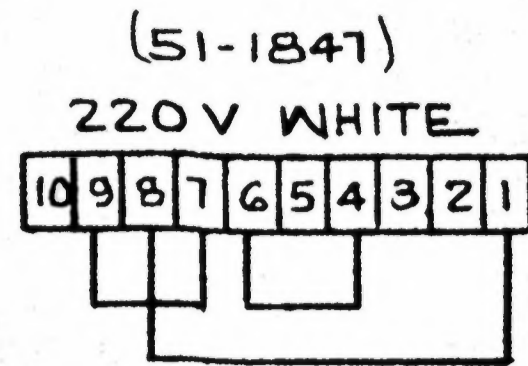
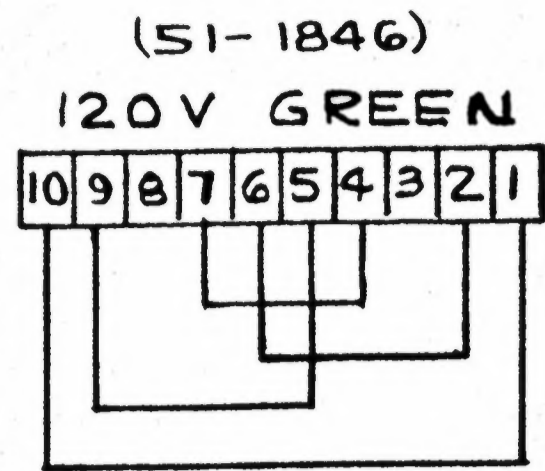
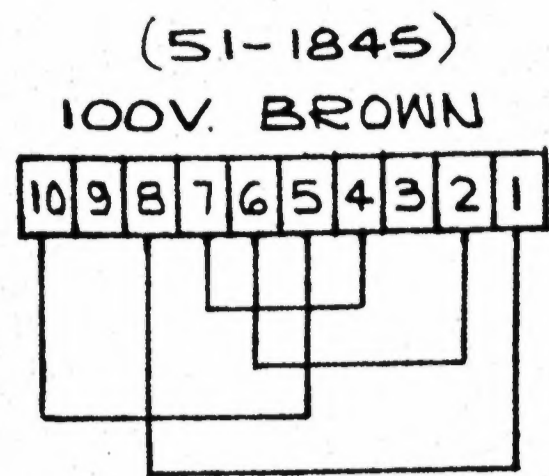
PS/PAA SCHEMATIC





- NOTES:
1. IF 12V REG. USED 2200µF 35V, ELSE 470µF 35V.
 2. IF NO -5 REG OMIT.
 3. QUARTERHORSE ONLY.
 4. FOR 240-220V OPERATION USE V250LA10.
 5. #28 WIRE JUMPER

ELECTRO-SPORT INC.		
SCALE: NONE	APPROVED BY:	DRAWN BY FRANKIN
DATE: 4-22-82		REVISED SEPT. 82
PS/AA II SCHEMATIC		
SHEET 1 OF 2		DRAWING NUMBER 93-1157



NOTE: ALL WIRE TO BE 22 GAUGE FOR USE ON A CE 156-F22-10 PANDUIT CONNECTOR P/N 18-1425 AND A PANDUIT EC-156-10 COVER P/N

ELECTRO-SPORT INC.

SCALE: NONE

APPROVED BY:

DRAWN BY: *Amik Oka*

DATE: 2.7.82

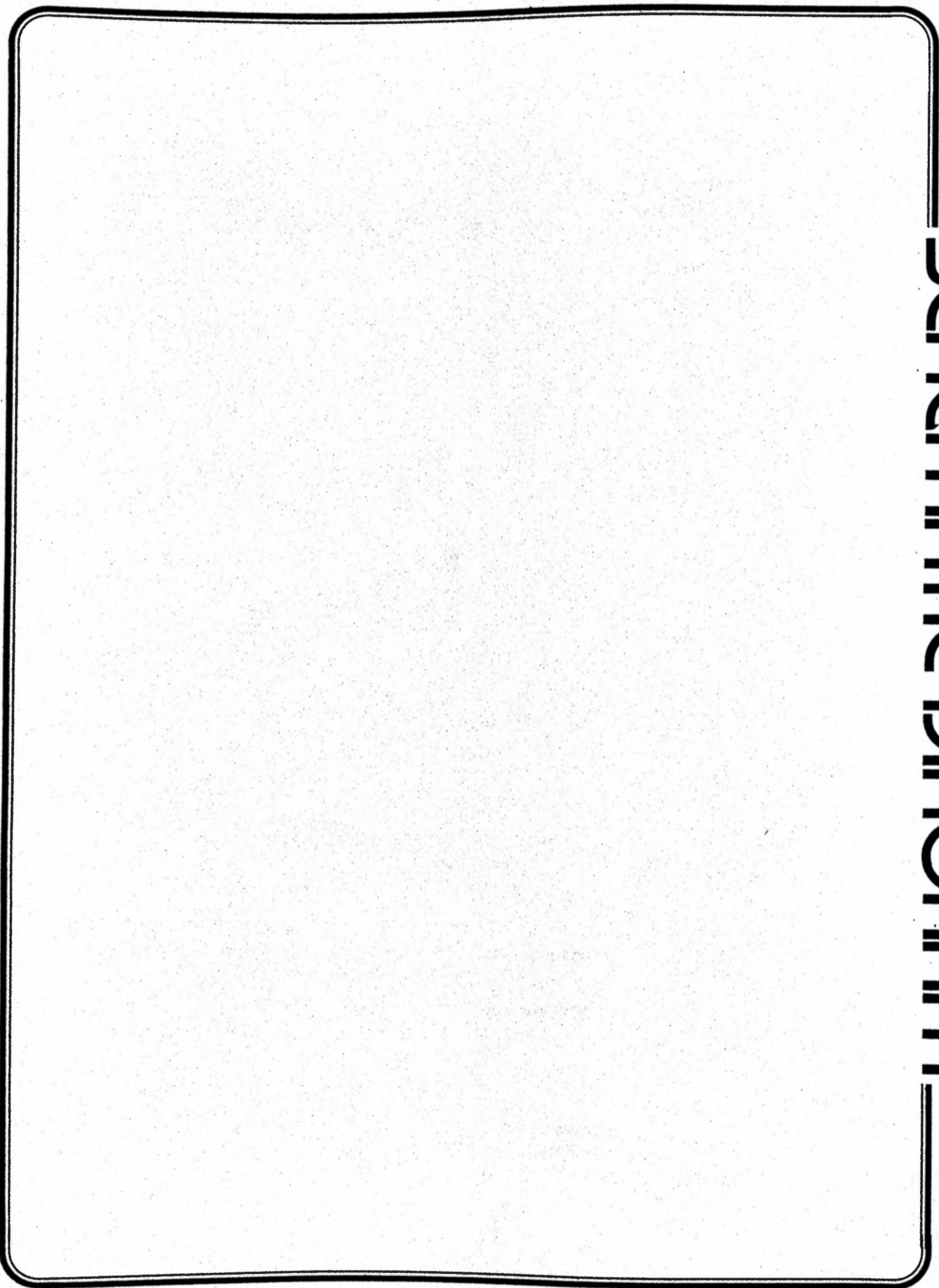
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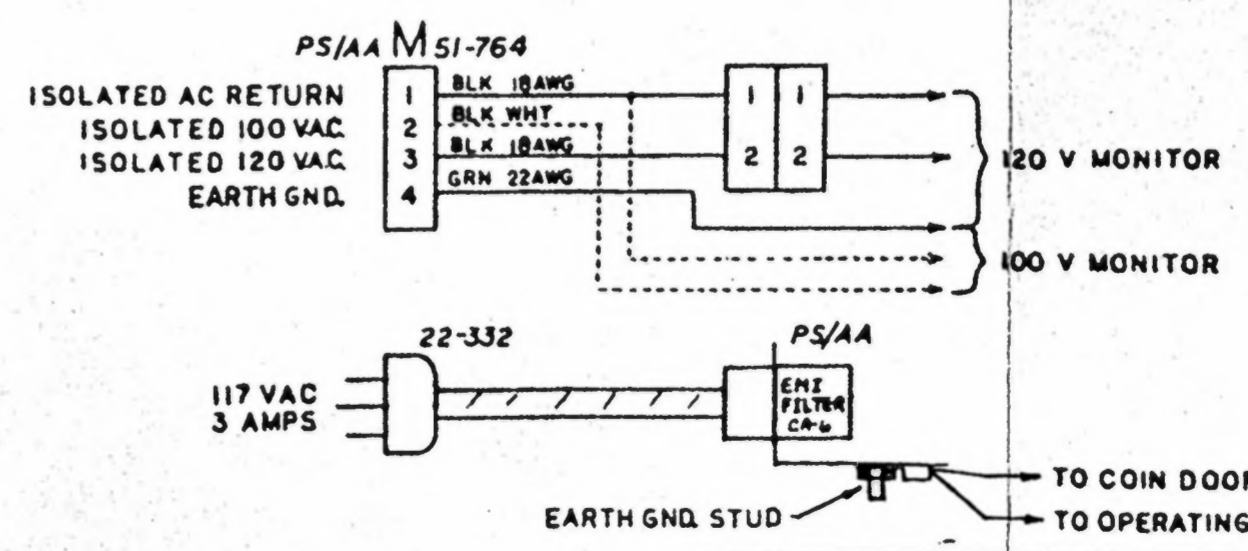
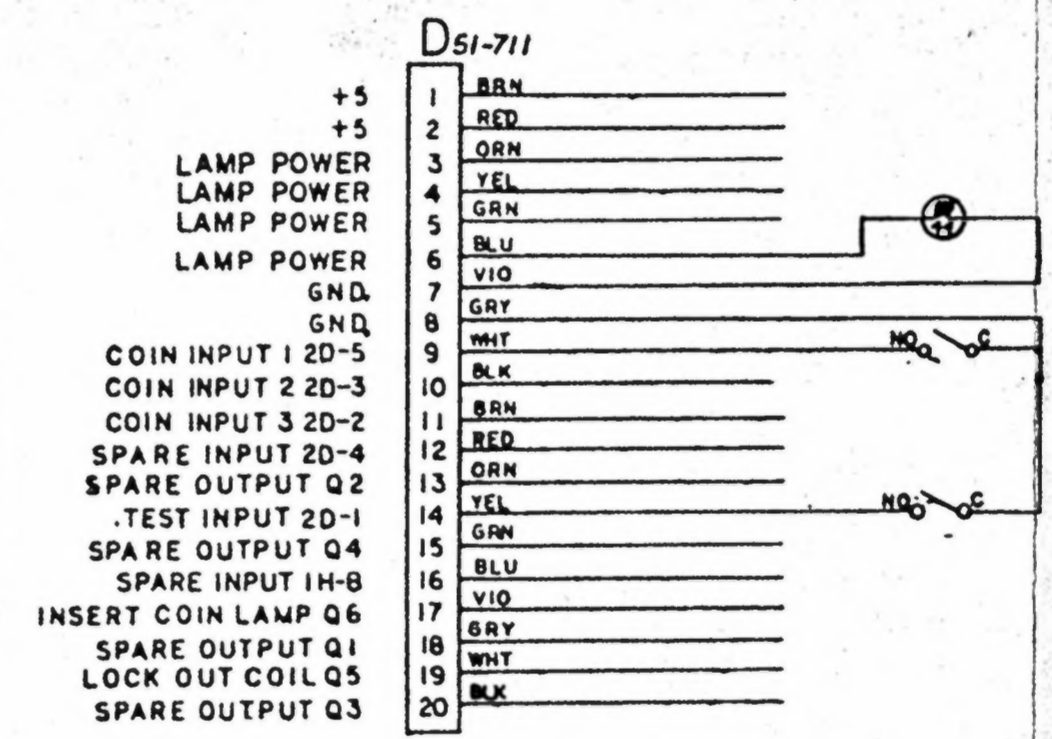
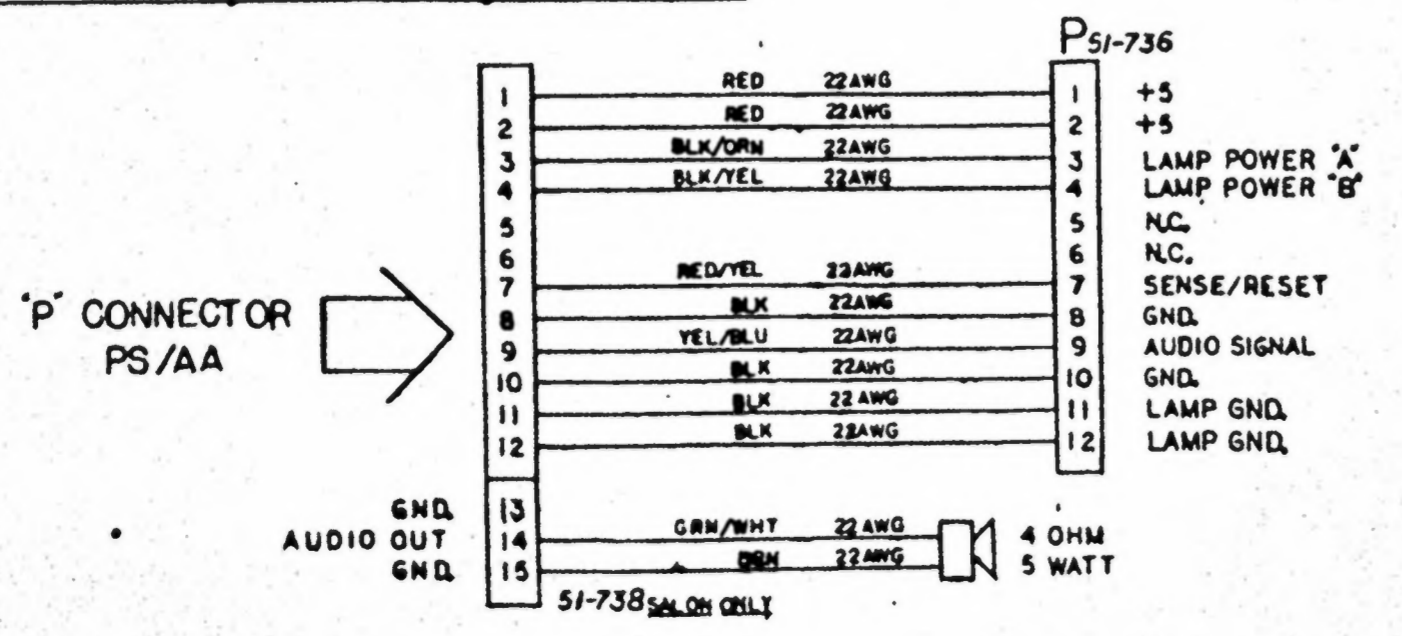
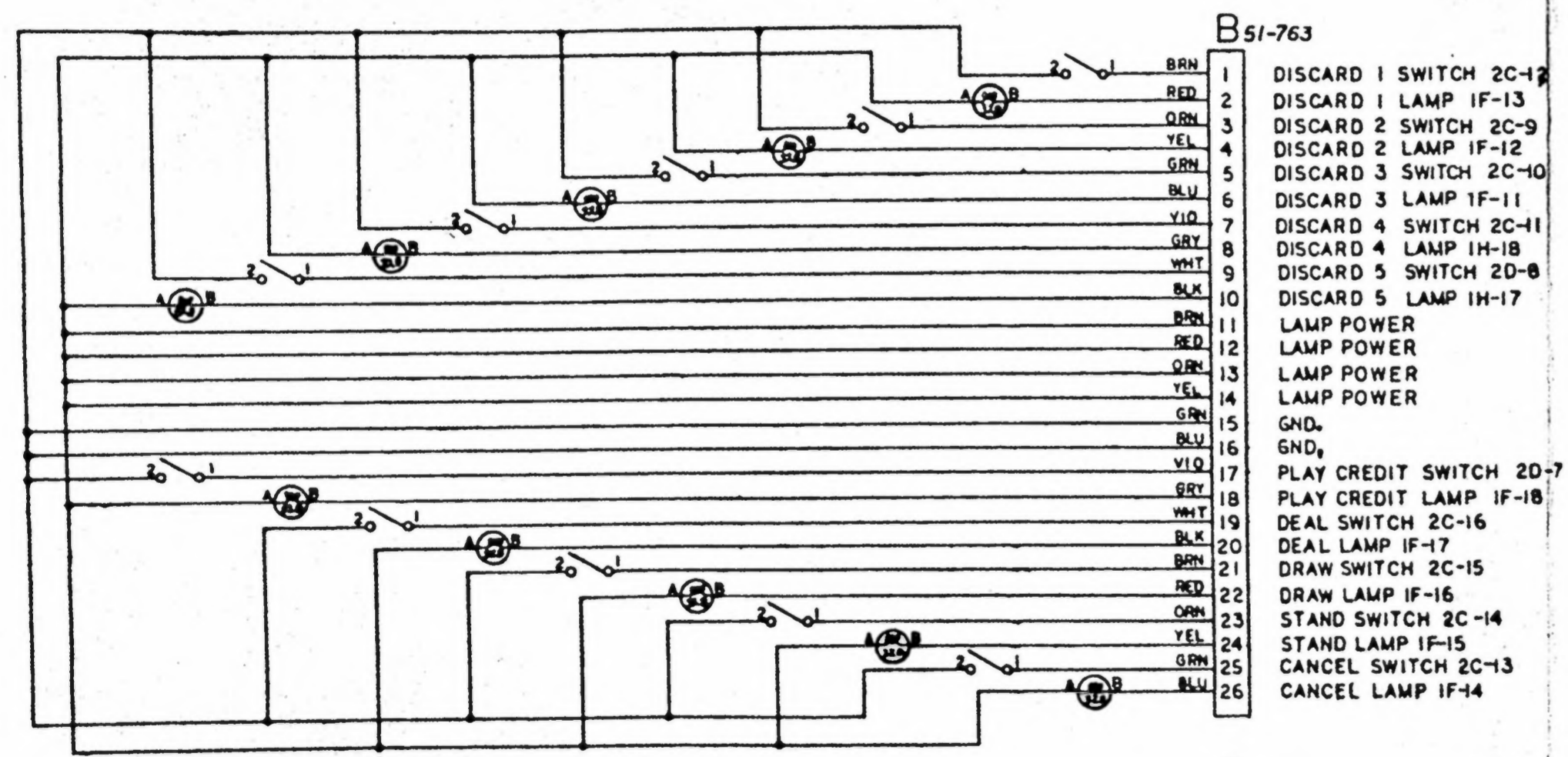
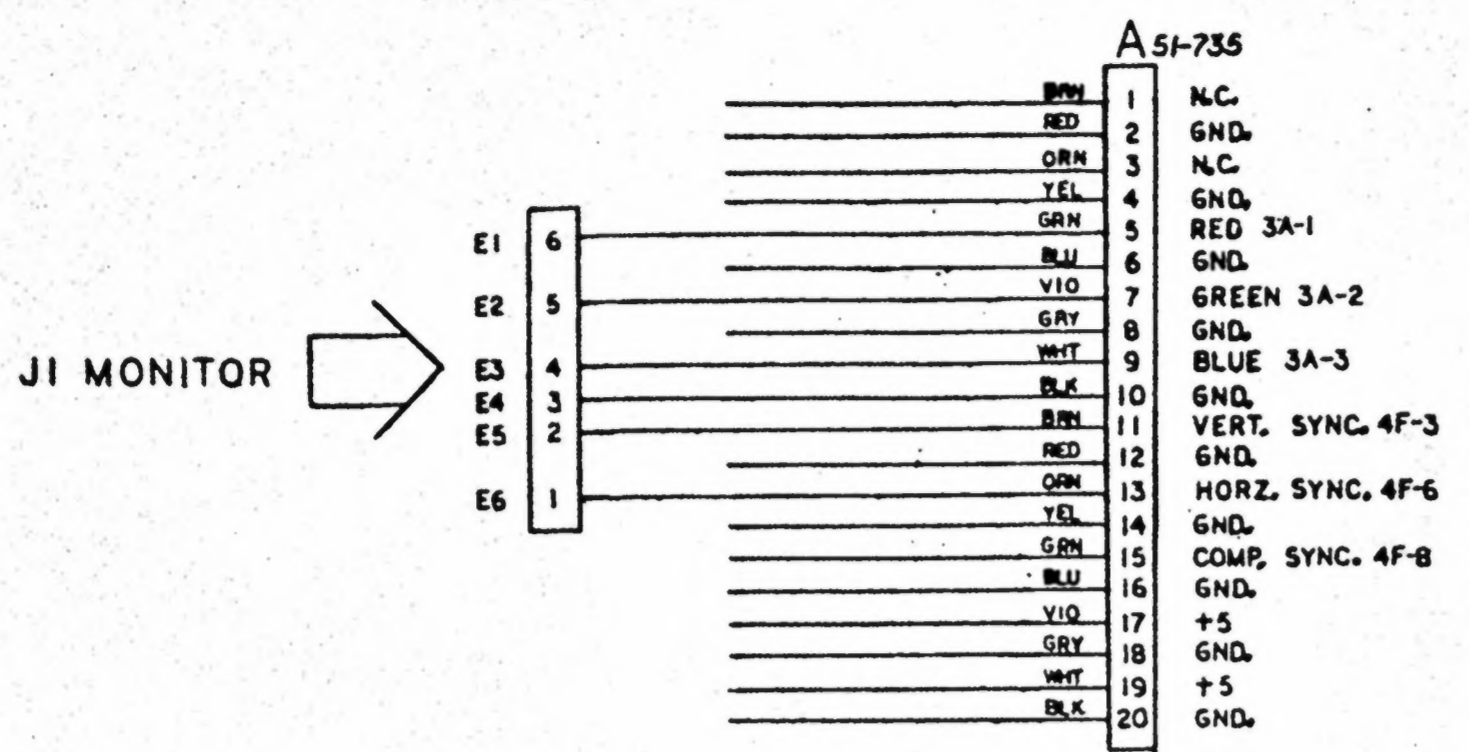
VOLTAGE SELECT PS/AA II

DRAWING NUMBER

90-1425

SCHEMATIC DIAGRAM

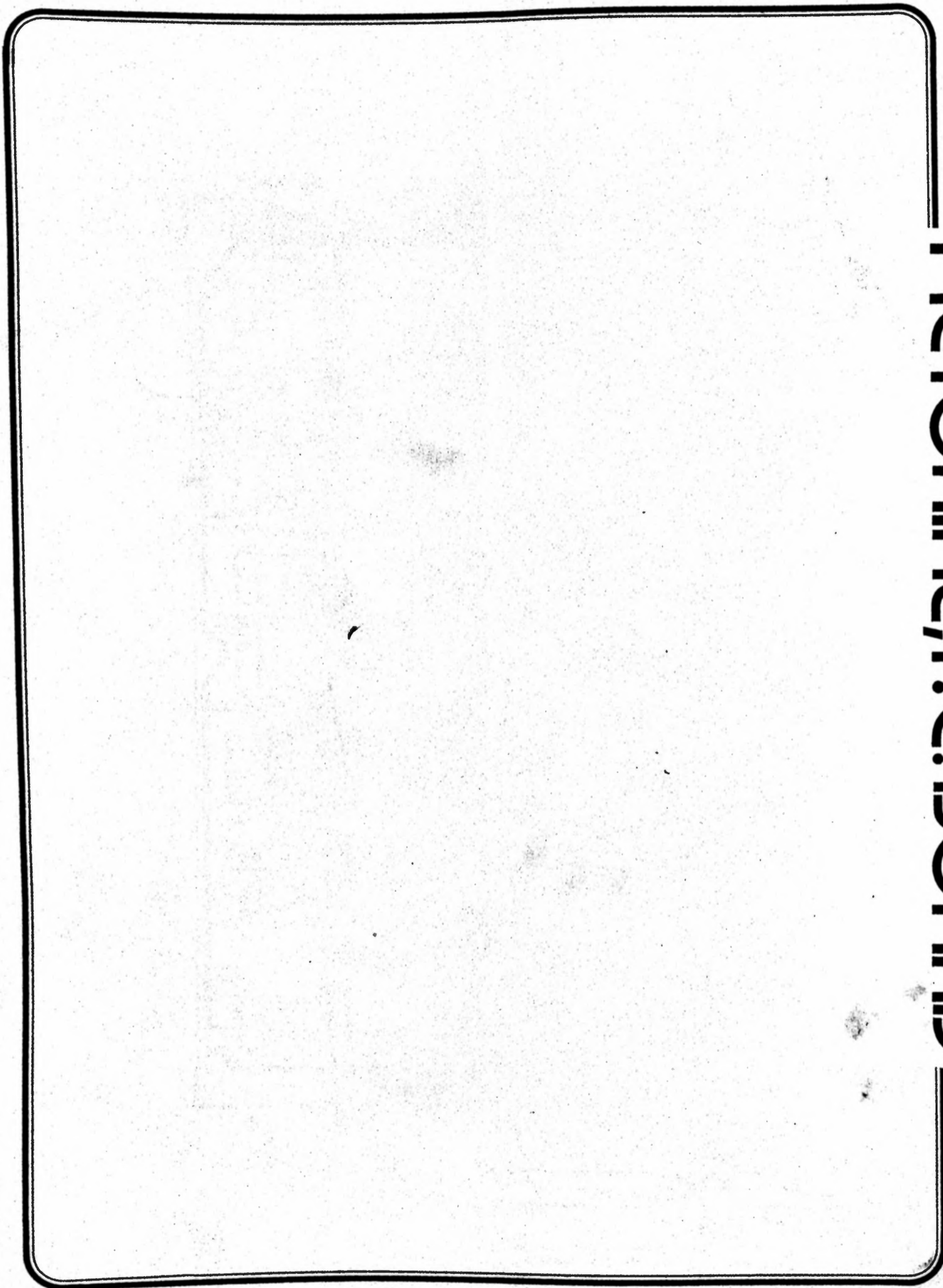




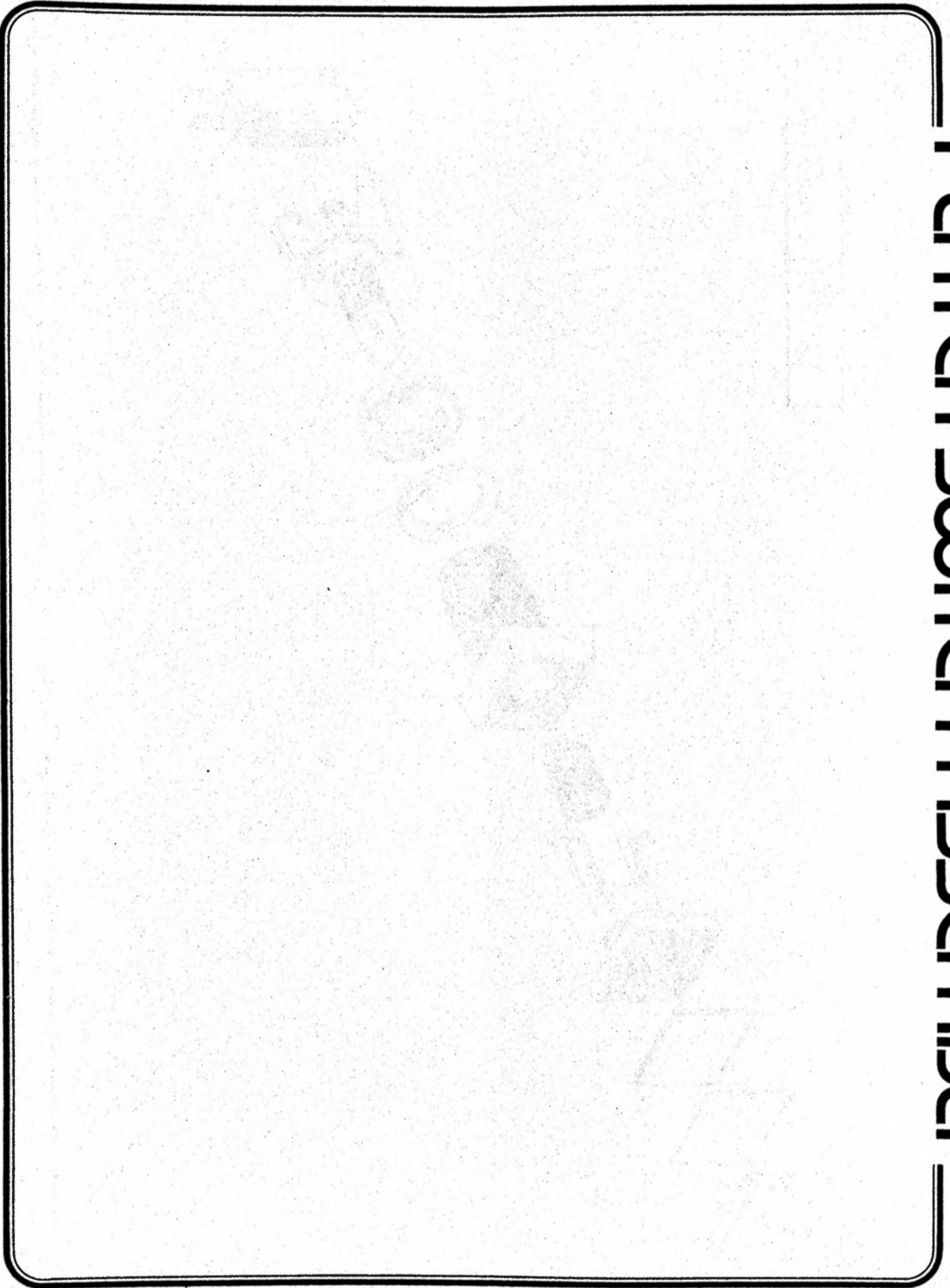
QTY REQD	PCB NO.	PART OR IDENTIFYING NO.	NOMENCLATURE OR DESCRIPTION	MATERIAL SPECIFICATION
PARTS LIST				
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ARE: FRACTIONS DECIMALS ANGLES XXX:XXX				
CONTRACT NO.			ELECTRO-SPORT INC.	
APPROVALS		DATE		
DRAWN BY: S. SHEDD		4-30-81		
CHECKED BY: J. Lambert		5-81		
NEXT ASSY		USED ON		REV. NO. 93-717
				A

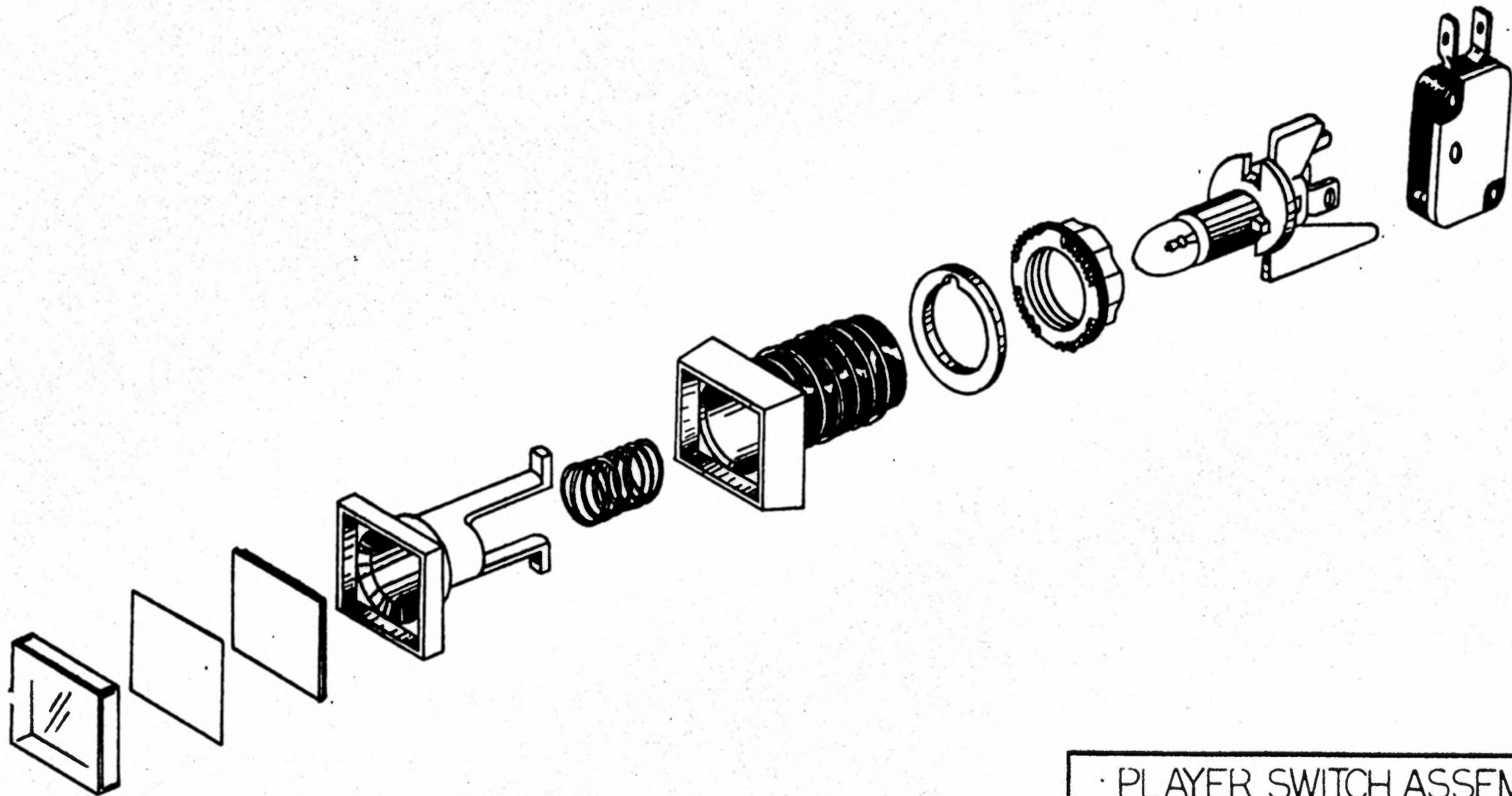
APPLICATOR DO NOT SCALE DRAWING SHEET 1 OF 1

PICTORIAL, P.C. BOARD



PLAYER SWITCH ASSEMBLY

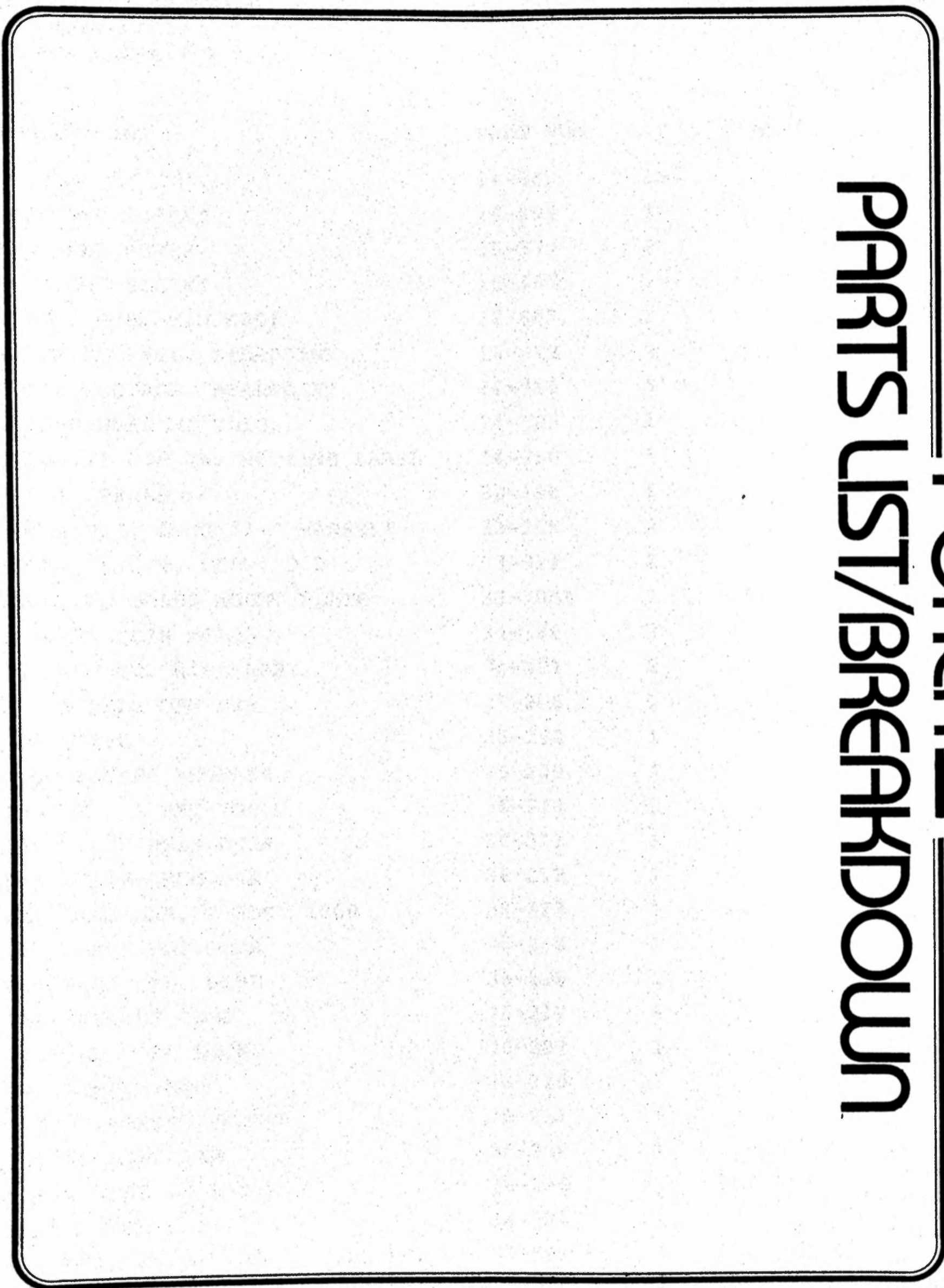




PLAYER SWITCH ASSEMBLY		
SCALE: NA	APPROVED BY:	DRAWN BY MICHAEL R. SPY
DATE: 4/82	L. LAMBERT	REVISED
ELECTRO SPORT INC.		
		DRAWING NUMBER
		09-989

POKER III

PARTS LIST/BREAKDOWN



Parts List/Breakdown
 Draw Poker III
 Cabinet & Monitor

Description	PART NUM	QTY	COMMENTS
#44 LAMP	14-088	12	
7-40 LAMP SOCKET	15-096	3	
7-14 LAMP SOCKET	15-579	8	
7-20 LAMP SOCKET	15-587	1	
SWITCH, SUB. MIN SPST	16-809	1	
SWITCH, F. PANEL, STARPOINT	16-922	5	
SWITCH, SQUARE, STARPOINT	16-989	5	
LABEL-DANGER HI VLTG.	24-183	1	
POKER III DIP SW. SETTING LABEL	24-750	1	
SP 4-1 SPEAKER	30-196	1	
LOCK W/KEY, LONG (1+ BARREL)	33-218	2	
HINGE, 15 3/4, FLAT, D D	33-921	2	
HINGE, PC BOARD MOUNT PLATE	33-1054	1	
130-4-25 COIN MC 25	34-586	2	
1700-15C SW. WIRE ASSY	34-621	2	
1078 SCREEN DRW PKR	35-206	1	
1076 BEZEL	35-248	1	
1056 BRACKET LEVELER	36-209	4	
1055 DR LCK BKT-TOP	36-210	1	
1058 PLATE-REAR DOOR	36-211	1	
1059 GUIDE-LKNG BAR	36-212	1	
CAM, LAOC-BAR, 2 POS, 1060	36-213	1	
1062 PLATE FRT DOOR	36-215	1	
1063 BRKT CAB, SIDE	36-216	1	
1064 LEVELER FOOT	36-217	4	
1089 BKT-DOOR LOCK	36-227	1	
1091 SCREEN-MESH	36-229	1	
1093 BKT-RESET SWITCH	36-231	1	
1057 LOCKING CAM	36-236	1	
SCREEN MESH 8x10 BLK	36-296	1	
SCREEN MESH 5x5	36-474	1	
1038 DUAL FRONT PNL	36-581	1	

Parts List/Breakdown
 Draw Poker III
 Cabinet & Monitor
 (Continued)

Description	PART NUM	QTY	COMMENTS
1037 COIN DIVERTER	36-582	1	
DA-1 CHANNEL	36-583	2	
DA-1 CHUTE	36-584	2	
1038A COIN ACP. RAMP	36-615	2	
1700-7 L SW.CHUTE	36-622	2	
1700-16 U SW. SHUTE	36-623	2	
BKT, SW. MT COIN DOOR	36-625	2	
BAR, LOCKING, SHORT, P2 D.D.	36-913	2	
PLATE, 13-637, MOUNTING	36-1018	1	
BRACKET, RETAINING, PC ASSY	36-1079	1	
BAR, GRA, RETAINING, TOP, 034	36-1087	1	
CHANEL, GRA., RETAINING, SIDE 034	36-1088	2	
PANEL, FRONT, OPERATING, 034	36-1089	1	
MONITOR, RGB, 13", ALGOL INC.	39-984	1	
AC LINE CORD W/IEC	42-332	1	

Parts List/Breakdown
 Printed Circuit Board
 #51-603

Description	PART NUM	QTY	COMMENTS
1N914, 1N414S SW. DIODE	06-039	2	1 ADDED FOR ECO 94
IN4002 DIODE	06-436	5	AS OF ECO 98
2N2222 TRANSISTOR	07-043	1	
TRANS. POWER TIP 42H	07-449	2	
7400 TTL I.C.	08-049	3	
7404 TTL I.C.	08-050	2	DO NOT USE- 74LS04 OR 74L04
7432 TTL I.C.	08-052	1	
7442 TTL I.C.	08-053	2	
7445 TTL I.C.	08-054	1	
74107 TTL I.C.	08-056	1	
74153 TTL I.C.	08-059	2	
74175 TTL I.C.	08-061	1	
74161 TTL I.C.	08-416	1	
MK 2114 RAM I.C.	08-426	6	
8085A CPU 8 BIT	08-638	1	
74LS244 TTL I.C.	08-639	2	
74LS245 TTL I.C.	08-640	1	
74LS363/74LS373 TTL I.C.	08-641	1	
6513-? CMOS RAM	08-642	2	PRODUCTION TEST SHALL INSTALL PARTS IN TEST
74LS257 TTL I.C.	08-643	1	
MC14011, 4011 CMOS I.C.	08-644	2	CAUTION STATIC DAMAGE POSSIBLE
AY-3-8910 COMP COUND GEN. I.C.	08-645	1	
7408 TTL I.C.	08-646	1	
7486 TTL I.C.	08-647	1	
7414 TTL I.C.	08-648	3	
8275 CRT CONTROLLER	08-649	1	
74174 TTL I.C.	08-650	1	
7405 TTL I.C.	08-651	1	
74LS364/ 74LS374 TTL I.C.	08-652	2	

Parts List/Breakdown
Printed Circuit Board
#51-603 (Continued)

Description	PART NUM	QTY	COMMENTS
74LS273 TTL I.C.	08-653	3	
ULN-2803A I.C.	08-654	4	
SWITCH, 16PN DIP 8PST	16-421	1	
10.595 MHZ XTAL	25-417	1	
3N-100AA BATTERY	27-190	1	
HEAT SINK, OUTPUT DRIVES	36-776	1	
PROM BLANKS FOR POKER/DWARF	51-901	1	

WARRANTY

[This area contains a large, faint watermark or ghosted text that is illegible. It appears to be a standard warranty disclaimer or terms of service text, but the characters are too light to transcribe accurately.]

WARRANTY

ELECTRO-SPORT, INC.

Seller warrants that its printed circuit boards and parts contained thereon when shipped to the Buyer in a new condition and in the original container are free from defects in workmanship and material for the period of ninety (90) days under normal use and maintenance conditions. Seller warrants that its video monitors (in games supplies with monitors) when shipped to the Buyer in a new condition and in the original container are free from defects in workmanship and material for a period of thirty (30) days under normal use and maintenance conditions. None of the other products or parts thereof are warranted!

The Seller's sole obligation under this warranty is the repair, replacement, or credit of Buyer's account, at Seller's option, of such products represented in this manual which fail to conform to this warranty provided:

(a) Buyer promptly notifies Seller in writing of such defective products as are causing malfunction;

(b) Products failing to comply to warranty are returned to Seller within the warranty period;

(c) Such defective products are returned to Seller's plant freight prepaid; and

(d) Seller's inspection of said products reveals to Seller's satisfaction that such declared defects existed and were not the result of misuse, accident, neglect, alteration, improper repair, installation or improper testing.

Seller shall not be liable for direct, special, incidental resulting or consequential damages, or loss of profits, arising out of any breach of warranty or contract or in tort.

Except for any express warranty set forth in a written contract between Seller and Buyer which contract supersedes the terms of this order, there are no warranties which extend beyond the description of the face of this document. All other warranties, express or implied, including the warranties of merchantability, fitness for use and fitness for a particular purpose, are excluded.

For your benefit it is imperative that we receive all advance replacement boards, etc. within 14 days as stated on our memo billings. This enables us to have the boards, etc. repaired in a prompt manner and put back into our stock. If this policy is abused by any particular customer, Electro-Sport has the option of refusing further shipments of advance replacement items to the customer in question.

According to the terms of the above warranty, the use of any non-Electro-Sport parts may void your warranty. In order to insure your safety, be very cautious in employing non-Electro-Sport supplied components with our games. The employment of non-Electro-Sport components may adversely affect the safety of your game and inflict injury on yourself and others.

Electro-Sport distributors are independent, being privately owned and operated. In their judgement they may sell parts or accessories other than those supplied by Electro-Sport. Electro-Sport cannot be responsible for the suitability, quality, or safety of any non-Electro-Sport part or any modification including labor which is performed by such distributor.

Operation on machine with a disabled or disconnected cooling fan, voids all warranty.