PA-D

BALLY SENTE MAINFRAME
Master Cable Modification Notice

The Master Cable Assembly in your Bally Sente Mainframe Unit (Sac 1, Sac 1A, Sac 1B, Sac-Man or C.T. Mainframe) may have (as shown in its wiring diagram):

1. One wire connected between jack connector J14 (to coin door) & jack connector P19 (to power supply).

2. One wire connected between jack connector J20 (to control panel) & jack connector P19 (to power supply).

If not, then Master Cable Assembly must be modified (using Master Cable Kit) as follows:

A. Cut green or green-white (G-W) wire at location K of cable connector P7 (22-position).

B. Connect green-white (G-W) wire from kit to cable connector P19 at pin 10 (to power supply). Connect other end of wire, using wire nut, to cut wire going to coin door jack connector J14 at pins 5 & 8 (Sac 1, Sac 1A, & Sac 1B); pin 3 (C.T. mainframe) or loose wire going to two "12V" positions on J14 (Sac-Man).

C. Cut green or green-red (G-R) wire at location L of cable connector P7.

D. Connect green-red (G-R) wire from kit to cable connector P19 at pin 11 (to power supply). Connect other end of wire, using wire nut, to cut wire going to control panel jack connectors J16 at pin 5 and J20 at pin 5.

NAME THAT TUNE

OPTION SWITCH SETTINGS - DIP SWITCH "H1"

COINS PER CREDIT

VARIOUS CREDIT OPTIONS	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
FREE PLAY	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
* 1 COIN / 1 CREDIT	ON	ON						
1 COIN / 2 CREDITS	OFF	ON						
2 COINS / 1 CREDIT	ON	OFF						
3 COINS / 1 CREDIT	OFF	OFF						

COINS ADD BONUS COINS

	SW#3	SW#4	SW#5
* NO BONUS COINS	ON	ON	ON
2 COINS ADDS 1 BONUS COIN	OFF	ON	ON
3 COINS ADDS 1 BONUS COIN	ON	OFF	ON
4 COINS ADDS 1 BONUS COIN	OFF	OFF	ON
4 COINS ADDS 2 BONUS COINS	ON	ON	OFF
5 COINS ADDS 1 BONUS COIN	OFF	ON	OFF
5 COINS ADDS 2 BONUS COINS	ON	OFF	OFF
5 COINS ADDS 3 BONUS COINS	OFF	OFF	OFF

COIN MECH MULTIPLIER

	SW#6
* LEFT COIN MECH X 1	ON
LEFT COIN MECH X 2	OFF

	SW#7	SW#8
* RIGHT COIN MECH X 1	ON	ON
RIGHT COIN MECH X 4	OFF	ON
RIGHT COIN MECH X 5	ON	OFF
RIGHT COIN MECH X 6	OFF	OFF

* **INDICATED FACTORY RECOMMENDED SETTINGS**

PART NO. M051-00E54-A007

NAME THAT TUNE

OPTION SWITCH SETTINGS - DIP SWITCH "G1"

VARIOUS GAME PLAY OPTIONS

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* BEST 3 OF 5 WINS ROUND	OFF					XX		
BEST 4 OF 7 WINS ROUND	ON					XX		
* 18,000 FOR BONUS ROUND		OFF	OFF					
21,000 FOR BONUS ROUND		ON	OFF					
15,000 FOR BONUS ROUND		OFF	ON					
ALWAYS PLAY BONUS ROUND		ON	ON					
* SHOW CORRECT ANSWER				OFF				
DO NOT SHOW CORRECT ANSWER				ON				
* DOES **NOT** RESET AVAILABLE SONGS					OFF			
RESET **ALL** SONGS AT GAME START					ON			
* 1 PLAYER PER CREDIT							OFF	
1 OR 2 PLAYERS PER CREDIT							ON	
NO SOUNDS IN ATTRACT								OFF
* SOUNDS IN ATTRACT								ON

*** INDICATED FACTORY RECOMMENDED SETTINGS**

PART NO. M051-00E54-A007

Name That Tune game review

Please disregard Self-Test and Attract Mode information shown on page 6 of Bally-Sente Field Conversion Kit Manual (M051-00C47-A019). Refer to information on this page instead.

Self Test

Due to the tremendous amount of data in this game, no Self Test is available.

Attract Mode

- When game is first powered on, a blank screen with the message, "Please stand by..." appears for approximately 10 seconds while the sound board is being initialized. When the message begins to pulsate, final initialization will be taking place. If there are any sound board error modes, they will be displayed at this time.
- Title screen will appear (approx. 18 seconds).
- Tune Topics screen with four song titles will appear (approx. 18 seconds).

If attract sound is enabled, 1 out of every eight screens will play a song.

- High score screen will appear (approx. 18 seconds).
- Cycle repeats from step 2.

Game Description

Name That Tune is a 1 or two player game. The game consists of three rounds: Tune Topics, Bid A Note, and a bonus round called Golden Medley. In order to play the bonus round, the player must obtain a switch-selectable number of points; or this round can be selected to always be played. The basic play consists of hearing a song play and selecting one of four choices using the answer buttons.

Play begins with the computer randomly choosing a Topic, e.g., "For the Birds", which contains such songs as Woody Woodpecker, When Doves Fly, etc. The player(s) then hear the first song from the Topic. Four Song Titles are displayed on the monitor. As the song plays, the song value and bonus value for the round count down. The faster the player answers, the higher his score. In a two player game, an incorrect answer gives the other player a chance to correctly answer the tune. If neither player wins, no bonus points are awarded. The number of songs heard in each round is switch-selectable (best of 5 or best of 7).

The next round is Bid A Note. A clue is displayed, e.g., "A 1972 Top 10 Hit"; The player(s) then "Bid" on the number of notes they need to name the tune. The lower the bid, the higher the song value. The bidding starts at 9 and can go down to 1. In this round, only the melody of the song is heard as played on a piano. In a two player game, an incorrect answer causes the points to be awarded to the other player.

The Golden Medley can always be played or set to be played only on scoring 5,000, 18,000, or 21,000 points. This is played only by the winning player in a two player game. The player has 15 seconds to name five songs correctly. He may pass and go on to the next song. An incorrect answer ends the game and no bonus points are scored.

Whether or not the correct answer is displayed is switch-selectable.

Important Note: Please be advised that when converting a game it is adviasable that all former trademark and copyright registrations be removed in the conversion process.

NAME THAT TUNE

OPTION SWITCH SETTINGS - DIP SWITCH "H1"

COINS PER CREDIT

VARIOUS CREDIT OPTIONS	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
FREE PLAY	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
* 1 COIN / 1 CREDIT	ON	ON						
1 COIN / 2 CREDITS	OFF	ON						
2 COINS / 1 CREDIT	ON	OFF						
3 COINS / 1 CREDIT	OFF	OFF						

COINS ADD BONUS COINS

	SW#3	SW#4	SW#5
* NO BONUS COINS	ON	ON	ON
2 COINS ADDS 1 BONUS COIN	OFF	ON	ON
3 COINS ADDS 1 BONUS COIN	ON	OFF	ON
4 COINS ADDS 1 BONUS COIN	OFF	OFF	ON
4 COINS ADDS 2 BONUS COINS	ON	ON	OFF
5 COINS ADDS 1 BONUS COIN	OFF	ON	OFF
5 COINS ADDS 2 BONUS COINS	ON	OFF	OFF
5 COINS ADDS 3 BONUS COINS	OFF	OFF	OFF

COIN MECH MULTIPLIER

	SW#6
* LEFT COIN MECH X 1	ON
LEFT COIN MECH X 2	OFF

	SW#7	SW#8
* RIGHT COIN MECH X 1	ON	ON
RIGHT COIN MECH X 4	OFF	ON
RIGHT COIN MECH X 5	ON	OFF
RIGHT COIN MECH X 6	OFF	OFF

* **INDICATED FACTORY RECOMMENDED SETTINGS**

PART NO. M051-00E54-A007

NAME THAT TUNE

OPTION SWITCH SETTINGS - DIP SWITCH "G1"

VARIOUS GAME PLAY OPTIONS

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* BEST 3 OF 5 WINS ROUND	OFF					XX		
BEST 4 OF 7 WINS ROUND	ON					XX		
* 18,000 FOR BONUS ROUND		OFF	OFF					
21,000 FOR BONUS ROUND		ON	OFF					
15,000 FOR BONUS ROUND		OFF	ON					
ALWAYS PLAY BONUS ROUND		ON	ON					
* SHOW CORRECT ANSWER				OFF				
DO NOT SHOW CORRECT ANSWER				ON				
* DOES **NOT** RESET AVAILABLE SONGS					OFF			
RESET **ALL** SONGS AT GAME START					ON			
* 1 PLAYER PER CREDIT							OFF	
1 OR 2 PLAYERS PER CREDIT							ON	
NO SOUNDS IN ATTRACT								OFF
* SOUNDS IN ATTRACT								ON

*** INDICATED FACTORY RECOMMENDED SETTINGS**

PART NO. M051-00E54-A007

KIT PARTS LIST: NAME THAT TUNE U.R.
PART NO. GE54-00001-0000

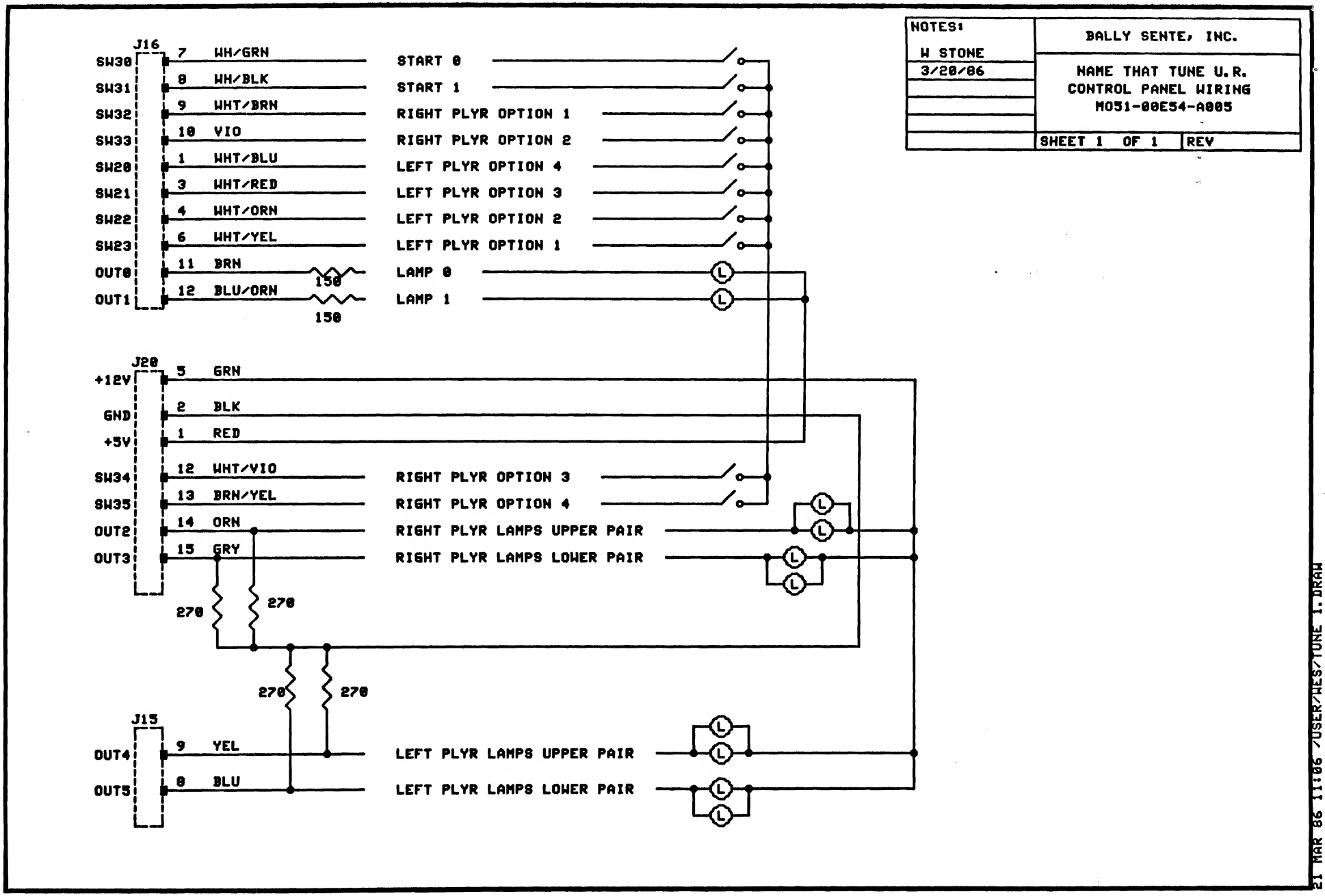
ORDER BY PART NUMBER **ONLY**

ITEM	PART NO.	DESCRIPTION
1	AE54-00004-0000	CONTROL PANEL ASSY.
	AE54-00005-0000	INSERT CABLE ASSY.
	0E54-00100-00XF	PANEL: INSERT ASSY.
	0017-00032-0092	SWITCH: SPDT P.C. MOMENT LED (2 REQ'D.)
	0017-00032-0150	SWITCH ASSY. P.B. SPST-RED (4 REQ'D.)
	0017-00032-0151	SWITCH ASSY. P.B. SPST-YELLOW (4 REQ'D.)
	0017-00042-0310	CABLE - CLAMP (2 REQ'D.)
	0017-00103-0089	NUT 5/8 - 24 (2 REQ'D.)
	0017-00104-0112	WASHER 650 - .87 - 22 (2 REQ'D.)
	0929-00905-00XF	BEZEL: SWITCH (2 REQ'D.)
2	AE54-00300-0000	KIT INSTRUCTION ASSY.
	M051-00E54-A007	TAG: OPTION SWITCH SETTING (2 REQ'D.)
	M051-00C47-A019	MANUAL: CONVERSION KIT
	M051-00E54-A006	GAME REVIEW SHEET: NAME THAT TUNE
	M051-00E54-A009	PARTS LIST: NAME THAT TUNE U.R. KIT
	M051-00E54-A005	CONTROL PANEL WIRING DIAGRAM: NAME THAT TUNE U.R.
	M051-00139-A002	SENTE MAINFRAME - MASTER CABLE MOD. WIRING DIAGRAM
	M051-00C47-A003	SAC 1A WIRING DIAGRAM
	M051-00E19-B003	SAC 1B WIRING DIAGRAM
	M051-00E23-A005	SAC-MAN WIRING DIAGRAM
	M051-00114-A148	COMPONENT LAYOUT: 256K CARTRIDGE
	M051-00114-A149	SCHEMATIC: 256K CARTRIDGE BD.
3	A084-91856-AE54	PROG. 256K CARTRIDGE: NAME THAT TUNE
4	U858-00632-0802	6 - 32 X 8 SOC BUTTON HD SCREW (9 REQ'D.)

KIT PARTS LIST: NAME THAT TUNE U.R.
PART NO. GE54-00001-0000

ORDER BY PART NUMBER **ONLY**

ITEM	PART NO.	DESCRIPTION
5	0E54-00900-0000	HEADER: UNDERLAY
6	0017-00103-0052	NUT 6 - 32 LOCKING (9 REQ'D.)
7	AE54-00006-0000	MASTER CABLE KIT
	M051-00139-A001	SENTE MAINFRAME - MASTER CABLE MOD. NOTICE SHEET



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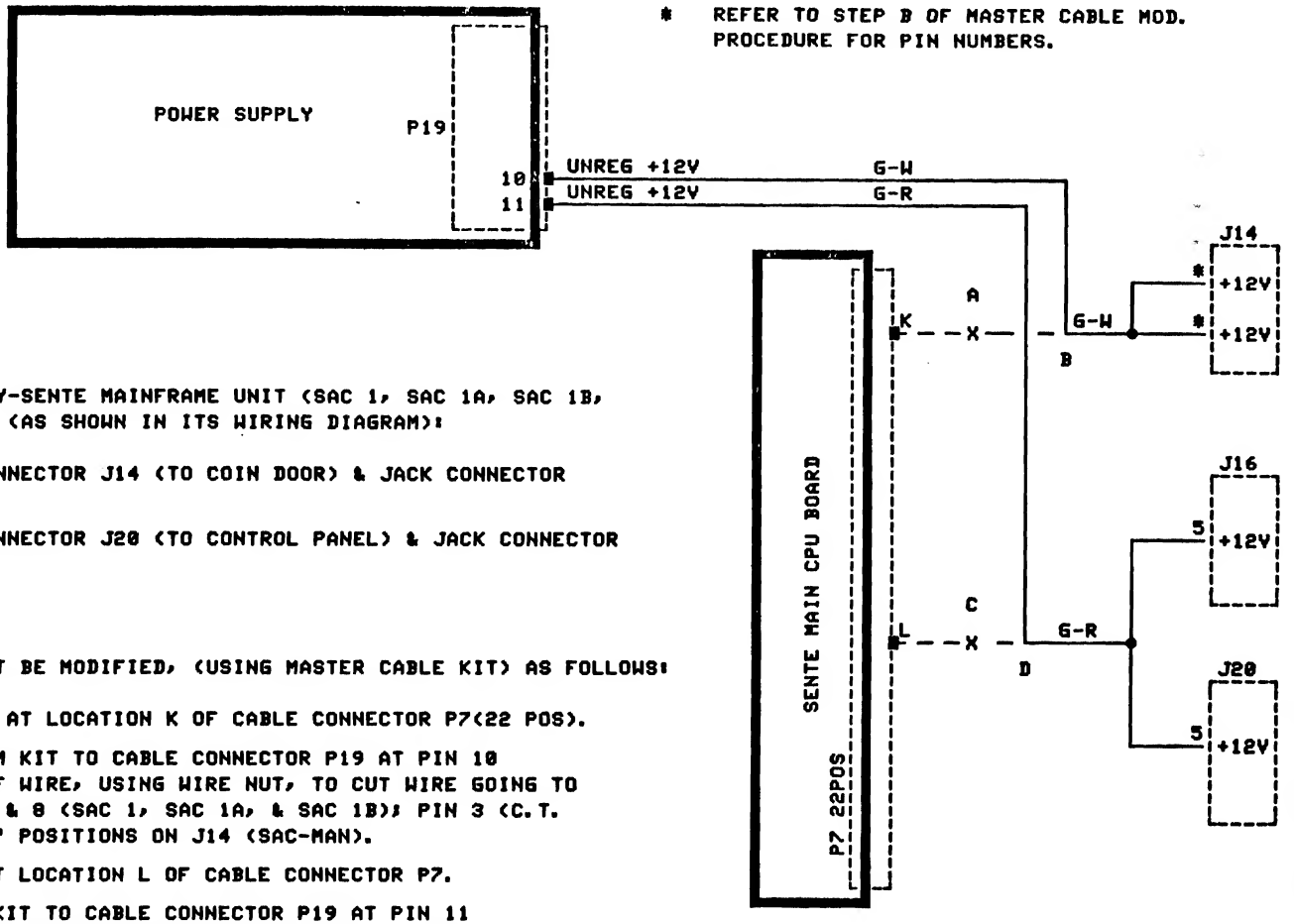

* REFER TO STEP B OF MASTER CABLE MOD. PROCEDURE FOR PIN NUMBERS.

THE MASTER CABLE ASSEMBLY IN YOUR BALLY-SENTE MAINFRAME UNIT (SAC 1, SAC 1A, SAC 1B, SAC-MAN OR C.T. MAINFRAME) SHOULD HAVE (AS SHOWN IN ITS WIRING DIAGRAM):

1. ONE WIRE CONNECTED BETWEEN JACK CONNECTOR J14 (TO COIN DOOR) & JACK CONNECTOR P19 (TO POWER SUPPLY).

2. ONE WIRE CONNECTED BETWEEN JACK CONNECTOR J20 (TO CONTROL PANEL) & JACK CONNECTOR P19 (TO POWER SUPPLY).

IF NOT, THEN MASTER CABLE ASSEMBLY MUST BE MODIFIED, (USING MASTER CABLE KIT) AS FOLLOWS:

A. CUT GREEN OR GREEN-WHITE (G-W) WIRE AT LOCATION K OF CABLE CONNECTOR P7(22 POS).

B. CONNECT GREEN-WHITE (G-W) WIRE FROM KIT TO CABLE CONNECTOR P19 AT PIN 10 (TO POWER SUPPLY). CONNECT OTHER END OF WIRE, USING WIRE NUT, TO CUT WIRE GOING TO COIN DOOR JACK CONNECTOR J14 AT PINS 5 & 8 (SAC 1, SAC 1A, & SAC 1B); PIN 3 (C.T. MAINFRAME) OR LOOSE WIRE GOING TO "12V" POSITIONS ON J14 (SAC-MAN).

C. CUT GREEN OR GREEN-RED (G-R) WIRE AT LOCATION L OF CABLE CONNECTOR P7.

D. CONNECT GREEN-RED (G-R) WIRE FROM KIT TO CABLE CONNECTOR P19 AT PIN 11 (TO POWER SUPPLY). CONNECT OTHER END OF WIRE, USING WIRE NUT, TO CUT WIRE GOING TO CONTROL PANEL JACK CONNECTORS J16 AT PIN 5 AND J20 AT PIN 5.

NOTES:	BALLY SENTE, INC.	
W STONE	SENTE MAINFRAME MASTER CABLE MODIFICATION DIAGRAM. M051-00139-A002	
3/20 86		
	SHEET 1 OF 1	REV

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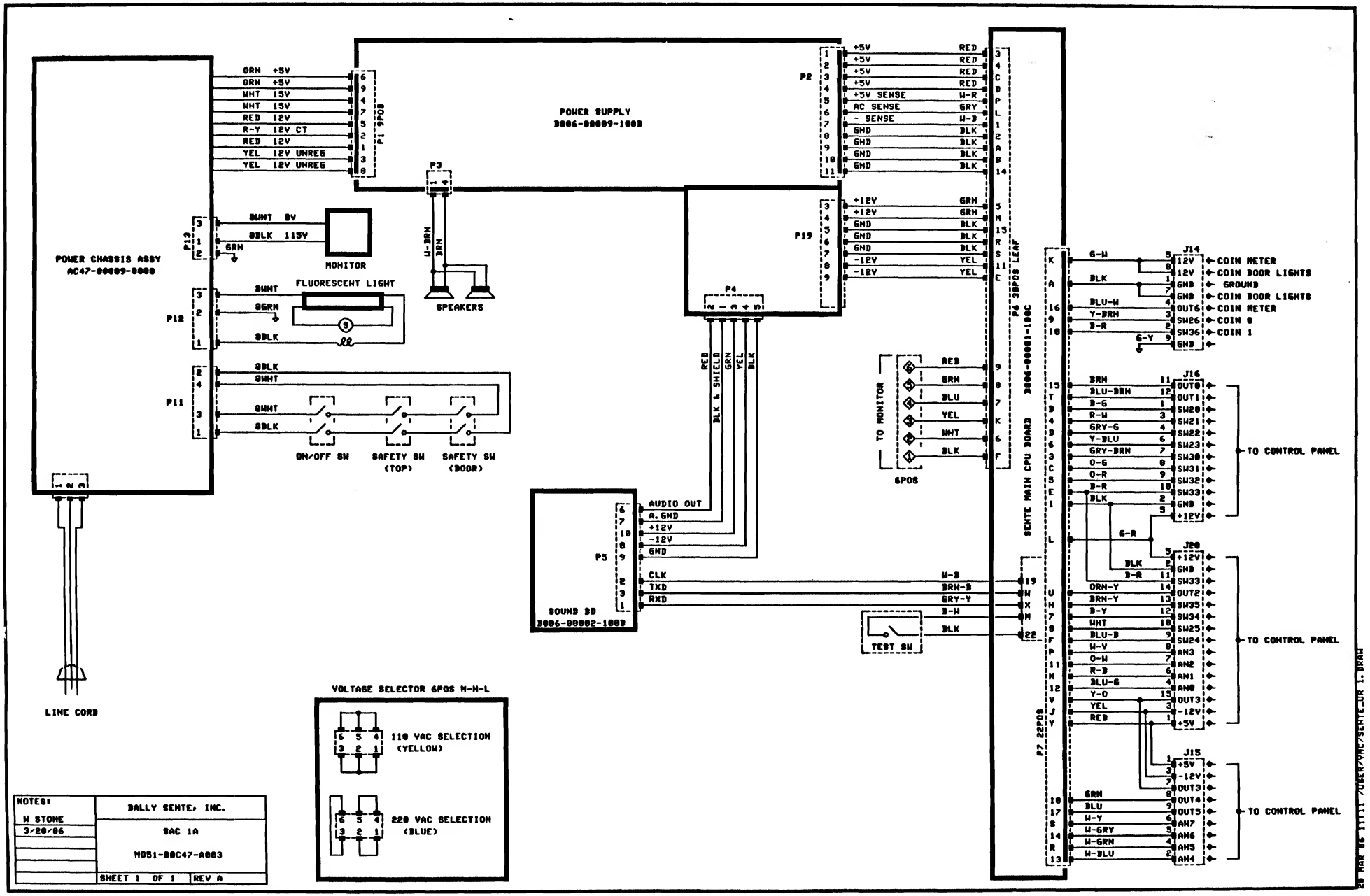
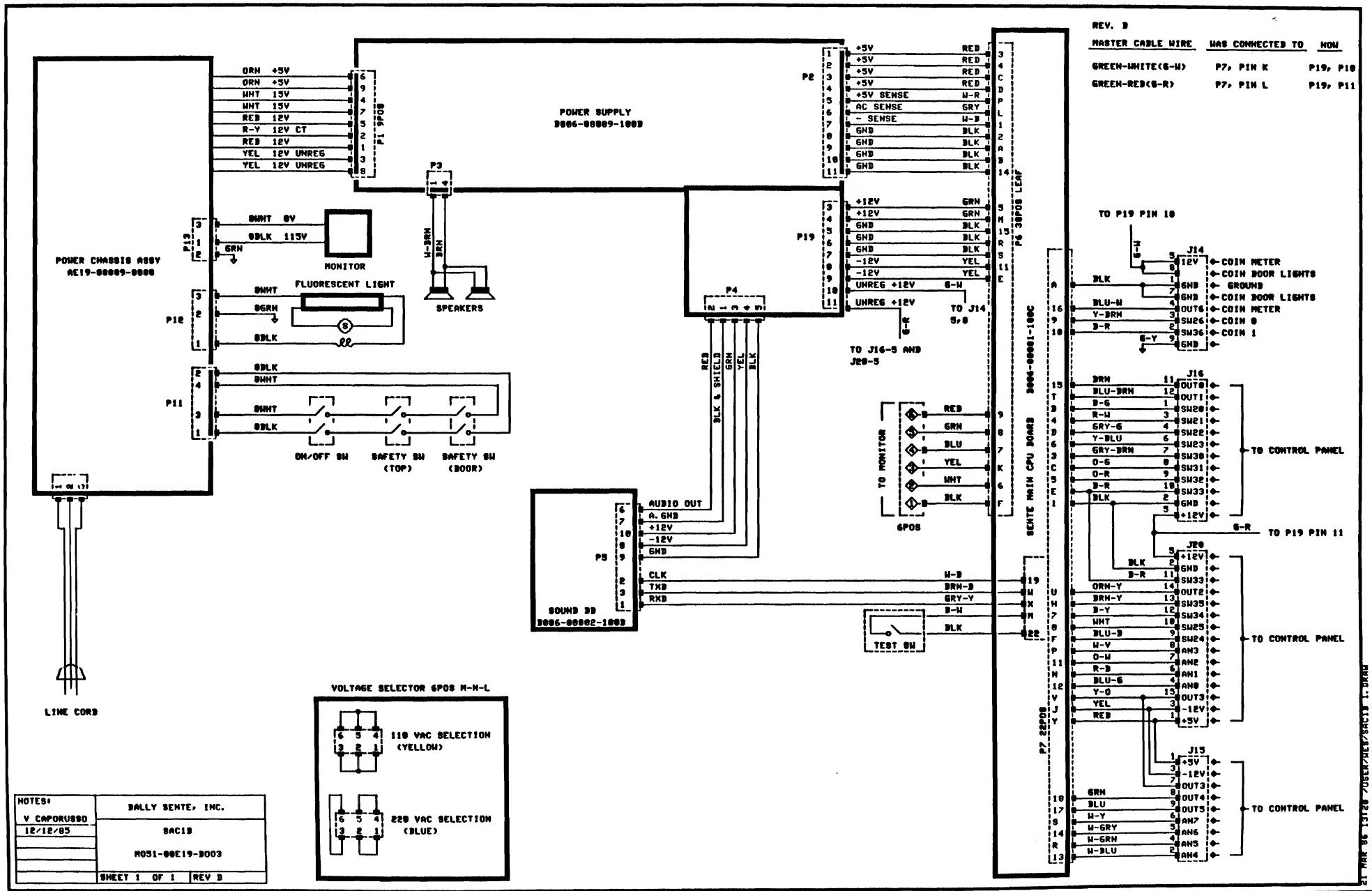
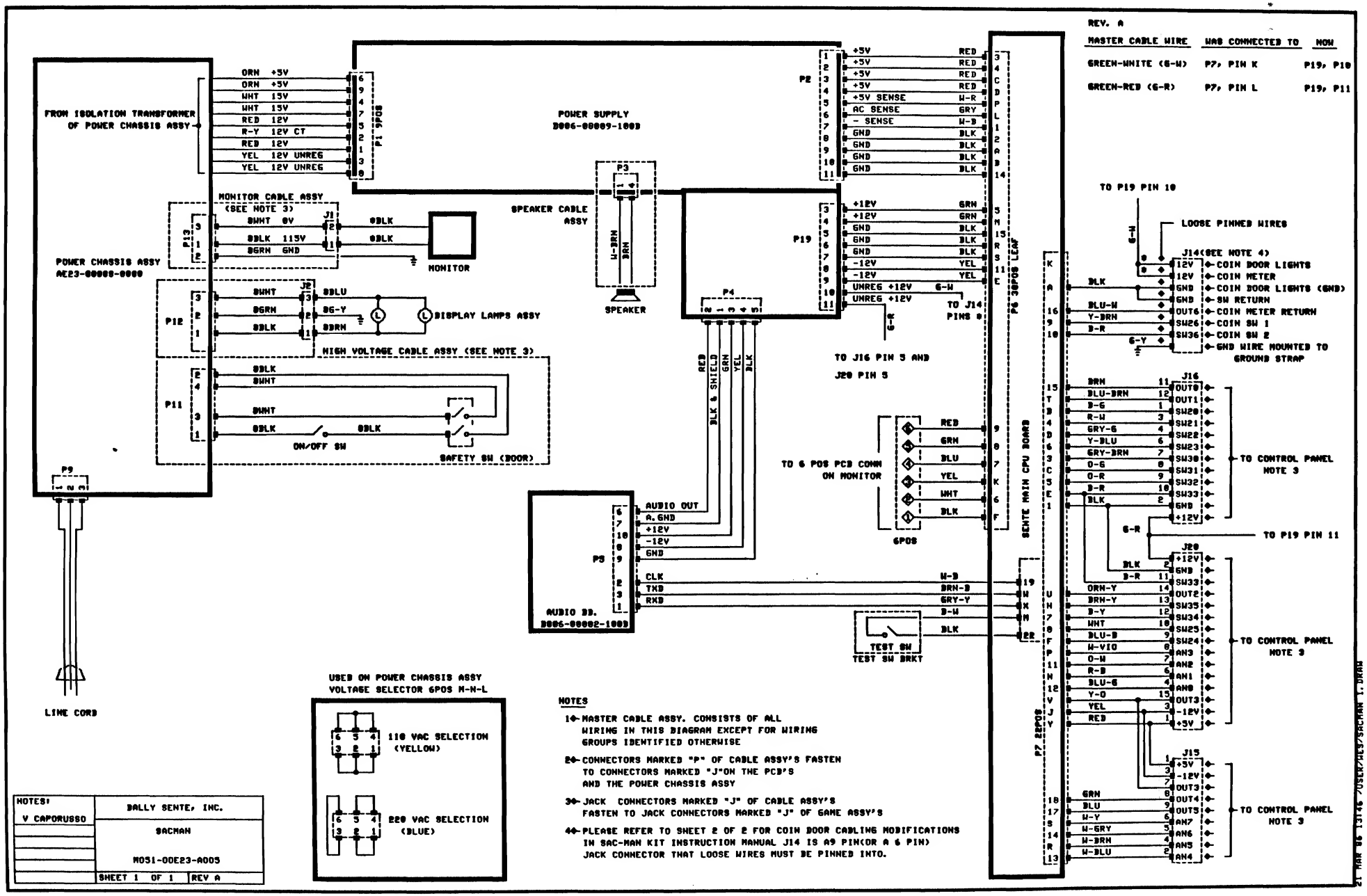

POWER CHASSIS ASSY
AC47-00009-0000
ORN +5V
ORN +5V
WHT 15V
WHT 15V
RED 12V
R-Y 12V CT
RED 12V
YEL 12V UNREG
YEL 12V UNREG
P1 9POS
POWER SUPPLY
0006-00009-1000
P2
+5V RED
+5V RED
+5V RED
+5V RED
+5V SENSE W-R
AC SENSE GRY
- SENSE W-B
GND BLK
GND BLK
GND BLK
GND BLK
P3
W-BRN
BRN
SPEAKERS
P19
+12V GRN
+12V GRN
GND BLK
GND BLK
GND BLK
-12V YEL
-12V YEL
P4
RED
BLK & SHIELD
GRN
YEL
BLK
P12
9WHT 9V
9BLK 115V
GRN
MONITOR
9WHT
9GRN
9BLK
FLUORESCENT LIGHT
P11
9BLK
9WHT
9WHT
9BLK
ON/OFF SW
SAFETY SW (TOP)
SAFETY SW (DOOR)
TO MONITOR
RED
GRN
BLU
YEL
WHT
BLK
6POS
P5
AUDIO OUT
A. GND
+12V
-12V
GND
CLK
TXD
RXD
SOUND BD
0006-00002-1000
TEST SW
P6 36POS LEAF
SENTE MAIN CPU BOARD
0006-00001-100C
P7 22POS
J14
12V COIN METER
12V COIN DOOR LIGHTS
GND GROUND
GND COIN DOOR LIGHTS
OUT6 COIN METER
SW26 COIN 0
SW36 COIN 1
J16
OUT0
OUT1
SW20
SW21
SW22
SW23
SW30
SW31
SW32
SW33
GND
+12V
TO CONTROL PANEL
J20
+12V
GND
SW33
OUT2
SW35
SW34
SW25
SW24
AN3
AN2
AN1
AN0
OUT3
-12V
+5V
TO CONTROL PANEL
J15
+5V
-12V
OUT3
OUT4
OUT5
AN7
AN6
AN5
AN4
TO CONTROL PANEL
LINE CORD
VOLTAGE SELECTOR 6POS H-M-L
110 VAC SELECTION (YELLOW)
220 VAC SELECTION (BLUE)
NOTES:
W STONE
3/20/86
BALLY SENTE, INC.
SAC 1A
M051-00C47-A003
SHEET 1 OF 1
REV A


POWER CHASSIS ASSY
AE19-00009-0000
LINE CORD
P13
P12
P11
ORN +5V
ORN +5V
WHT 15V
WHT 15V
RED 12V
R-Y 12V CT
RED 12V
YEL 12V UNREG
YEL 12V UNREG
P1 9POS
WHT 0V
BLK 115V
GRN
MONITOR
FLUORESCENT LIGHT
WHT
GRN
BLK
BLK
WHT
WHT
BLK
ON/OFF SW
SAFETY SW (TOP)
SAFETY SW (DOOR)
P3
W-BRN
BRN
SPEAKERS
POWER SUPPLY
0086-00009-1000
P2
+5V RED
+5V RED
+5V RED
+5V RED
+5V SENSE W-R
AC SENSE GRY
- SENSE W-B
GND BLK
GND BLK
GND BLK
GND BLK
P19
+12V GRN
+12V GRN
GND BLK
GND BLK
GND BLK
-12V YEL
-12V YEL
UNREG +12V G-W
UNREG +12V
TO J14 5,8
TO J16-5 AND J20-5
P4
RED
BLK & SHIELD
GRN
YEL
BLK
P5
AUDIO OUT
A.GND
+12V
-12V
GND
CLK W-B
TXD BRN-B
RXD GRY-Y
B-W
BLK
SOUND II
0086-00002-1000
TEST SW
TO MONITOR
RED
GRN
BLU
YEL
WHT
BLK
6POS
P6 30POS LEAF
SENTE MAIN CPU BOARD 0086-00001-100C
P7 22POS
REV. B
MASTER CABLE WIRE | WAS CONNECTED TO | NOW
GREEN-WHITE(G-W) | P7, PIN K | P19, P10
GREEN-RED(G-R) | P7, PIN L | P19, P11
TO P19 PIN 10
G-W
J14
12V COIN METER
BLK GND COIN DOOR LIGHTS
GND GROUND
BLU-W GND COIN DOOR LIGHTS
Y-BRN OUT6 COIN METER
B-R SW26 COIN 8
G-Y SW36 COIN 1
GND
J16
BRN OUT0
BLU-BRN OUT1
B-G SW20
R-W SW21
GRY-G SW22
Y-BLU SW23
GRY-BRN SW30
O-G SW31
O-R SW32
B-R SW33
BLK GND
+12V
TO CONTROL PANEL
G-R
TO P19 PIN 11
J20
+12V
BLK GND
B-R SW33
ORN-Y OUT2
BRN-Y SW35
B-Y SW34
WHT SW25
BLU-B SW24
W-V AN3
O-W AN2
R-B AN1
BLU-G AN0
Y-O OUT3
YEL -12V
RED +5V
TO CONTROL PANEL
J15
+5V
-12V
OUT3
GRN OUT4
BLU OUT5
W-Y AN7
W-GRY AN6
W-GRN AN5
W-BLU AN4
TO CONTROL PANEL
VOLTAGE SELECTOR 6POS M-N-L
110 VAC SELECTION (YELLOW)
220 VAC SELECTION (BLUE)
NOTES:
V CAPORUSSO
12/12/85
BALLY SENTE, INC.
SAC1B
M051-00E19-B003
SHEET 1 OF 1
REV B
21 MAR 86 13:28 /USER/MEB/SAC1B 1.DRAW


REV. A
MASTER CABLE WIRE | WAS CONNECTED TO | NOW
GREEN-WHITE (G-W) | P7, PIN K | P19, P10
GREEN-RED (G-R) | P7, PIN L | P19, P11
FROM ISOLATION TRANSFORMER OF POWER CHASSIS ASSY
ORN +5V
ORN +5V
WHT 15V
WHT 15V
RED 12V
R-Y 12V CT
RED 12V
YEL 12V UNREG
YEL 12V UNREG
P1 9POS
POWER SUPPLY D006-00009-100B
P2
+5V RED
+5V RED
+5V RED
+5V RED
+5V SENSE W-R
AC SENSE GRY
- SENSE W-B
GND BLK
GND BLK
GND BLK
GND BLK
P6 30POS EDGE
MONITOR CABLE ASSY (SEE NOTE 3)
P13
WHT 0V
BLK 115V
GRN GND
J1
BLK
BLK
MONITOR
SPEAKER CABLE ASSY
P3
W-BRN
BRN
SPEAKER
P19
+12V GRN
+12V GRN
GND BLK
GND BLK
GND BLK
-12V YEL
-12V YEL
UNREG +12V G-W
UNREG +12V
TO J14 PINS 8
TO J16 PIN 5 AND J20 PIN 5
POWER CHASSIS ASSY AE23-00000-0000
P12
WHT
BLU
GRN
BG-Y
BLK
BRN
J2
DISPLAY LAMPS ASSY
HIGH VOLTAGE CABLE ASSY (SEE NOTE 3)
P11
BLK
WHT
WHT
BLK
BLK
ON/OFF SW
SAFETY SW (DOOR)
P4
RED
BLK & SHIELD
GRN
YEL
BLK
P9
LINE CORD
P5
AUDIO OUT
A.GND
+12V
-12V
GND
CLK W-B
TXD BRN-B
RXD GRY-Y
B-W
BLK
AUDIO BD. D006-00002-100B
TO 6 POS PCB CONN ON MONITOR
RED
GRN
BLU
YEL
WHT
BLK
6POS
SENTE MAIN CPU BOARD
P7 22POS
TEST SW
TEST SW BRKT
TO P19 PIN 10
LOOSE PINNED WIRES
G-W
J14 (SEE NOTE 4)
12V COIN DOOR LIGHTS
12V COIN METER
GND COIN DOOR LIGHTS (GND)
GND SW RETURN
OUT6 COIN METER RETURN
SW26 COIN SW 1
SW36 COIN SW 2
GND WIRE MOUNTED TO GROUND STRAP
BLK
BLU-W
Y-BRN
B-R
G-Y
J16
BRN
BLU-BRN
B-G
R-W
GRY-G
Y-BLU
GRY-BRN
O-G
O-R
B-R
BLK
OUT0
OUT1
SW20
SW21
SW22
SW23
SW30
SW31
SW32
SW33
GND
+12V
TO CONTROL PANEL NOTE 3
G-R
TO P19 PIN 11
J20
+12V
GND
SW33
OUT2
SW35
SW34
SW25
SW24
AN3
AN2
AN1
AN0
OUT3
-12V
+5V
BLK
B-R
ORN-Y
BRN-Y
B-Y
WHT
BLU-B
W-VIO
O-W
R-B
BLU-G
Y-O
YEL
RED
TO CONTROL PANEL NOTE 3
J15
+5V
-12V
OUT3
OUT4
OUT5
AN7
AN6
AN5
AN4
TO CONTROL PANEL NOTE 3
GRN
BLU
W-Y
W-GRY
W-BRN
W-BLU
USED ON POWER CHASSIS ASSY
VOLTAGE SELECTOR 6POS M-N-L
110 VAC SELECTION (YELLOW)
220 VAC SELECTION (BLUE)
NOTES
1- MASTER CABLE ASSY. CONSISTS OF ALL WIRING IN THIS DIAGRAM EXCEPT FOR WIRING GROUPS IDENTIFIED OTHERWISE
2- CONNECTORS MARKED "P" OF CABLE ASSY'S FASTEN TO CONNECTORS MARKED "J"ON THE PCB'S AND THE POWER CHASSIS ASSY
3- JACK CONNECTORS MARKED "J" OF CABLE ASSY'S FASTEN TO JACK CONNECTORS MARKED "J" OF GAME ASSY'S
4- PLEASE REFER TO SHEET 2 OF 2 FOR COIN DOOR CABLING MODIFICATIONS IN SAC-MAN KIT INSTRUCTION MANUAL J14 IS A9 PIN(OR A 6 PIN) JACK CONNECTOR THAT LOOSE WIRES MUST BE PINNED INTO.
NOTES: V CAPORUSSO
BALLY SENTE, INC.
SACMAN
M051-00E23-A005
SHEET 1 OF 1
REV A
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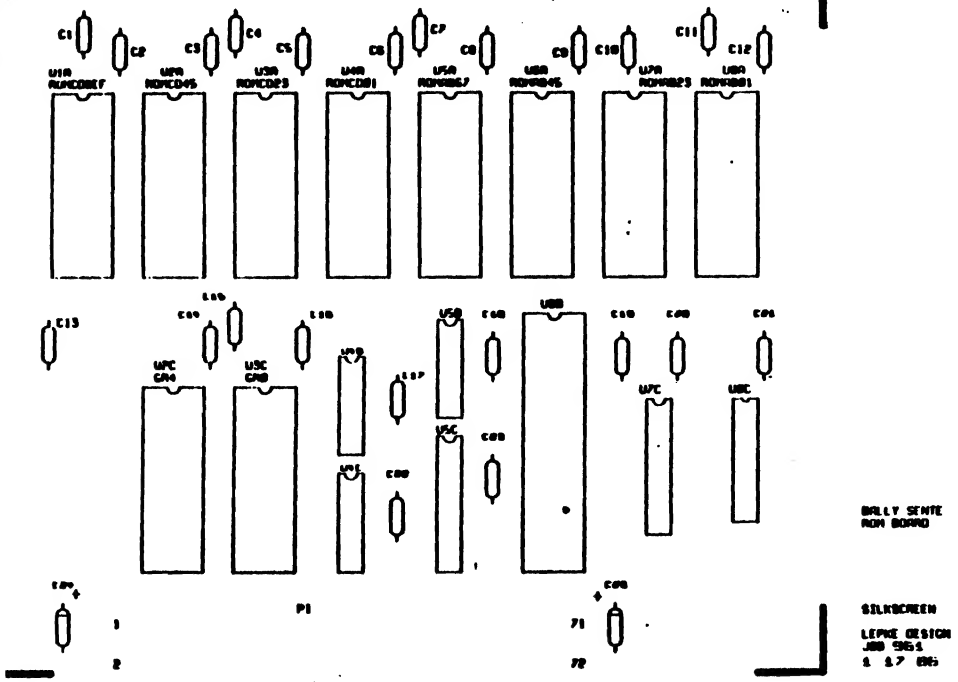

ULTRA SECURE CARTRIDGE, 256K BOARD
U006-08030-010A
A082-91856-A000
M051-00114-A148

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
P.C. BOARD	1		U007-08030-010A
ST1002 CUST.	1	U6R	U260-00050-010A
X2212 RAM	1	U8C	U230-00007-0100
74LS245	1	U5C	U200-00056-0100
74LS74	1	U4R	U200-00044-0100
74LS10	1	U4C	0360-00803-0046
74LS139	1	U5R	U200-00049-0100
28 PIN SOCKET	10	U1A,U2A,U3A,U4A U5A,U6A,U7A,U8A U2C,U3C	110E-00001-0010
40 PIN SOCKET	1	U6R	110E-00001-0011
20 PIN SOCKET	1	U7C	U510-00017-0100
2.2UF TANT 20V	2	C24,C25	U310-00013-0100
.1UF 50V	23	C1 - C23	U300-00004-0100
CONNECTOR (2-102584-0)	1	P1	U550-00064-0100

Rel JJ - 3-27-86

REL FOR PRODUCTION

THE SAC 1B PARTS & OPERATING MANUAL WAS NOT AVAILABLE AT THE TIME OF PRODUCTION. PLEASE REQUEST THE MANUAL BY COMPLETING & RETURNING THE "INCOMPLETE MANUAL" CARD ENCLOSED WITH YOUR GAME.