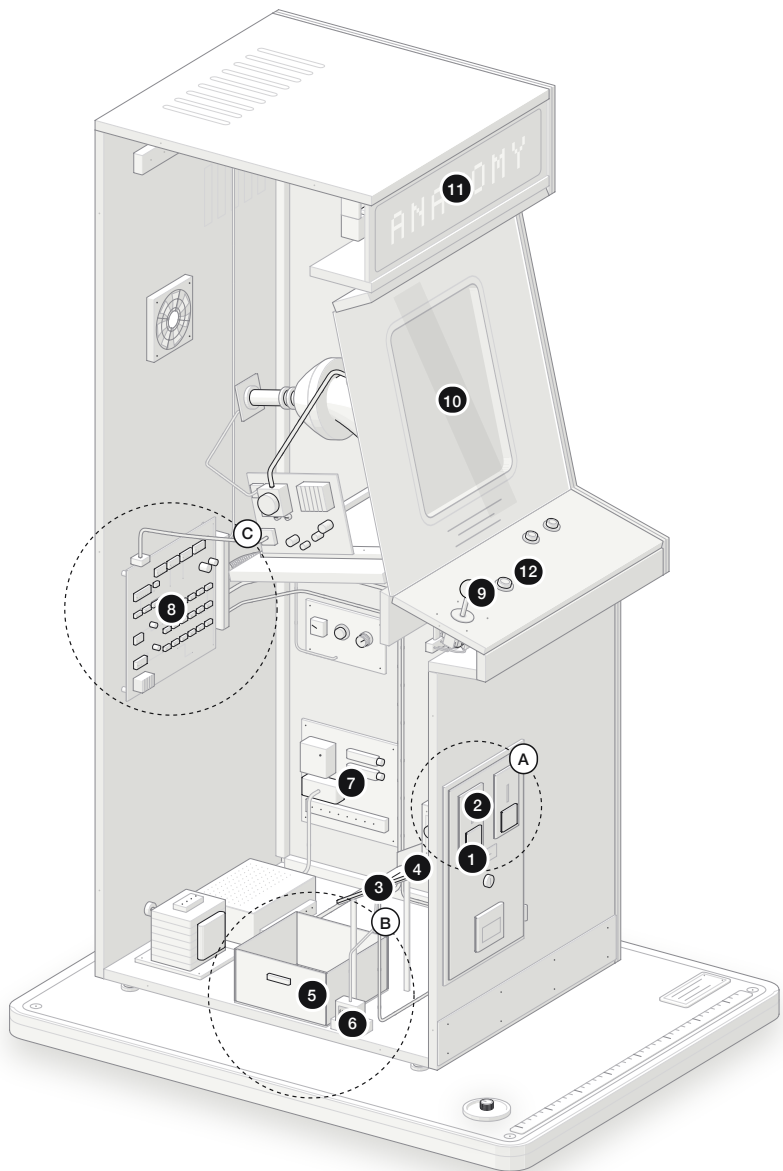


Arcade cabinet

AN-002
UPRIGHT, 1981 STYLE
HOW IT WORKS · 1 / 2



What happens when you drop in a coin?

The quarter rolls through a mech that checks it, then falls past a thin switch wire into the cash box. That one pulse counts the coin, latches the power on, warms the picture tube, tests the game board and starts the attract mode.

178 cm
CABINET HEIGHT

24.26 mm
A US QUARTER

27 cm
DROP INTO THE CASH BOX

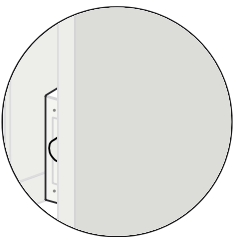
224 × 288 px
PICTURE, ON ITS SIDE

15.734 kHz
LINE RATE

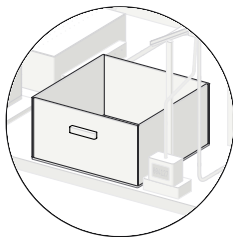
PARTS

- 01 Coin door and slot**
The quarter goes in here; a reject comes back out of the return.
- 02 Coin mech**
Checks the coin's size and metal before it lets it through.
- 03 Coin switch**
A thin wire the falling coin brushes past: one pulse per coin.
- 04 Coin chute**
A 30° slope the coin rolls down before it drops.
- 05 Cash box**
An open box the coin lands in, 27 cm below the chute.
- 06 Coin meter**
Counts every coin, pulsed by the switch.
- 07 Power relay, transformer and supply**
The first coin latches the relay and wakes the whole cabinet.
- 08 Game board**
CPU, RAM and ROMs: tests itself, then runs the game.
- 09 Harness and edge connector**
Carries the coin line, the controls and the video to the board.
- 10 Monitor: CRT and chassis**
Lies on its side for a vertical game; warms up in about 2 s.
- 11 Marquee lamp**
A fluorescent tube that strikes when the power comes on.
- 12 Control panel**
The stick closes a microswitch underneath; buttons fire and start.

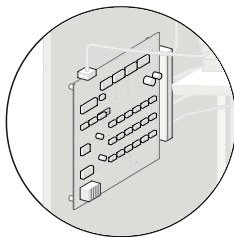
CLOSE-UPS



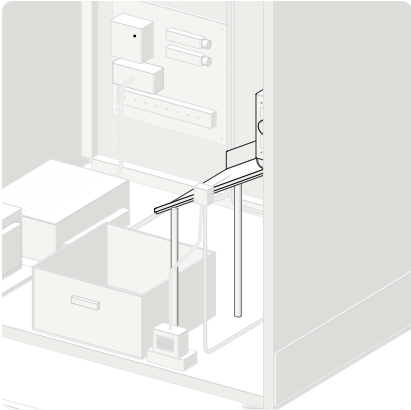
A Coin mech
Checks each coin before it reaches the chute.



B Cash box
Open at the top, so you can see the coins land.



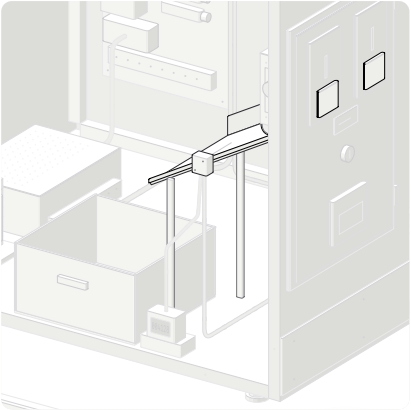
C Game board
The edge connector on the left carries every wire in and out.



01

The mech checks the coin

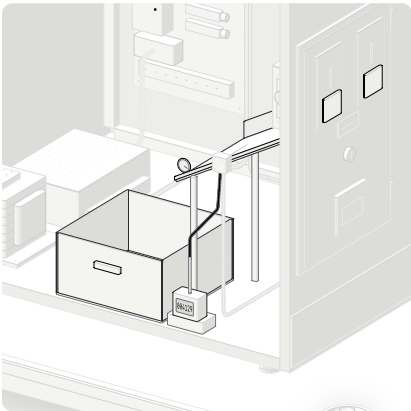
A 24.26 mm quarter goes in the left slot. The mech checks it and lets it roll on down the chute.



02

It brushes the switch wire

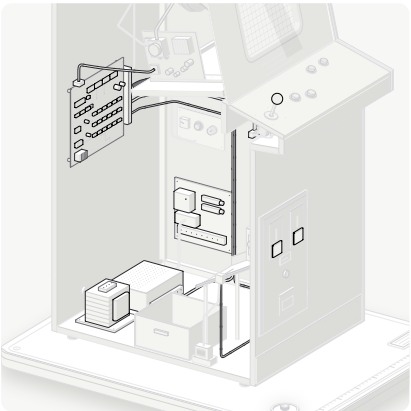
Rolling down the 30° chute, the coin pushes the thin switch wire aside. That is one pulse: one coin.



03

It drops into the cash box

The coin leaves the chute and falls 27 cm into the open cash box. The meter counts it.



04

The relay wakes the cabinet

The same pulse latches the power relay. The marquee strikes, the tube heats, and the board tests its RAM and ROMs.



05

Attract mode

After about 2 s the picture appears, drawn up and down the glass, and the game shows itself off until someone presses start.

WHY IS THE SCREEN ON ITS SIDE?

The game is taller than it is wide, so the monitor lies on its side. Its scan lines run up and down the glass instead of across, and when the power goes the picture collapses to a vertical line.

SPECIFICATION

Style	Upright, 1981
Height	178 cm
Coin	US quarter, 24.26 mm
Drop	27 cm into the cash box

Picture	224 × 288, on its side
Line rate	15.734 kHz
Warm-up	About 2 s