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LUCKY & WILD™

1. SPECIFICATIONS

POWER SUPPLY: PC XT Type Switching Power Supply – 150 Watts

POWER CONSUMPTION: 120VAC, 5.0 AMP

DIMENSIONS:	Width	Depth	Height
Cabinet Assembly	34 1/4"	49"	72 1/2"
Seat Assembly	36 1/4"	22 1/8"	39 1/2"
Assembled Game	36 1/4"	71 1/8"	72 1/2"

CRATED DIMENSIONS:	Width	Depth	Height
Cabinet Assembly	37"	50"	73 3/4"
Seat Assembly	37 3/4"	24 1/2"	40"

SHIPPING WEIGHT:

Cabinet Assembly	420 lbs.
Seat Assembly	110 lbs.

MONITOR: One (1) standard 27" Color Monitor
with auto degause and remote adjustment board

ACCESSORIES:

Keys: (Coin Box)	2
(Coin Door)	2
(Rear Door)	2
Security Wrench	1
Instruction Manual	1

Note: Specifications may change without prior notice. Modification and/or alteration of the LUCKY & WILD™ game with kits or parts not supplied by NAMCO may void the warranty.

2. PRECAUTIONS

2-1 Cautions When Installing

This game is designed for indoor use only. The game must not be installed outdoors or under the following conditions:

- In areas directly exposed to sunlight, high humidity, direct water contact, dust, high heat or extreme cold.
- In locations that would present an obstacle in case of emergency, i.e. near fire equipment or emergency exits.
- On an unstable surface or subject to floor or other vibration.

2-2 Caution **When Handling**

- a. AC power must always be turned OFF, and the game unplugged, before replacing any parts or connecting/disconnecting connectors.
- b. When unplugging the game from an **electrical** outlet, always grasp the plug, not the cord.
- c. Do not subject game to physical shock when transporting or moving it.
- d. The power supply range is between 110-120VAC, (switchable to 220 VAC).
- e. The cabinet must be grounded with a securely connected ground plug.
- f. Care must be taken at all times to avoid electrical shock whenever inspecting or adjusting the game, particularly around the monitor.
- g. Always return the levelers to the extreme “up” position before moving the game, and separate the game into its two assemblies – cabinet and seat.
- h. Adjustment is required whenever the game PC board, gun, steering wheel, pedal assemblies or potentiometers are changed,
- i. DO NOT attempt to repair the Printed Circuit Board (PCB). It contains sensitive chips that could easily be damaged by even the *small* internal ‘voltage of a multi-meter. Always return the PCB to your distributor for any repairs.

3. **INSPECTION**

NOTE: The Control Panel (dashboard) is shipped separately with the Monitor Cabinet, and must be installed by the operator as described in Section 4-2.

The LUCKY & WILD Game cartons should be carefully inspected upon receipt to insure that the game is complete and was delivered in good condition.

Inspect the game cabinet by doing the following:

1. Examine the cabinet exterior for dents, chips, or broken parts.
2. Unlock and open the rear service door and the front coin door.

Inspect the interior of the cabinet as follows:

- a. Verify that all plug-in connectors (on the cabinet harnesses) are firmly plugged in. DO NOT force connectors together. The connectors are keyed so they fit only in the proper orientation. A reversed edge connector can damage a PCB and will void your warranty.
- b. Inspect the power cord to insure that there are no cuts or dents in the insulation.
- c. Inspect the power supply connectors.
- d. Inspect other major sub-assemblies, such as the video display monitor, PCB, gun assemblies, steering assembly and speakers. Make sure that they are mounted securely and that all ground wires are firmly connected.

4. INSTALLATION

4-1 Game Components

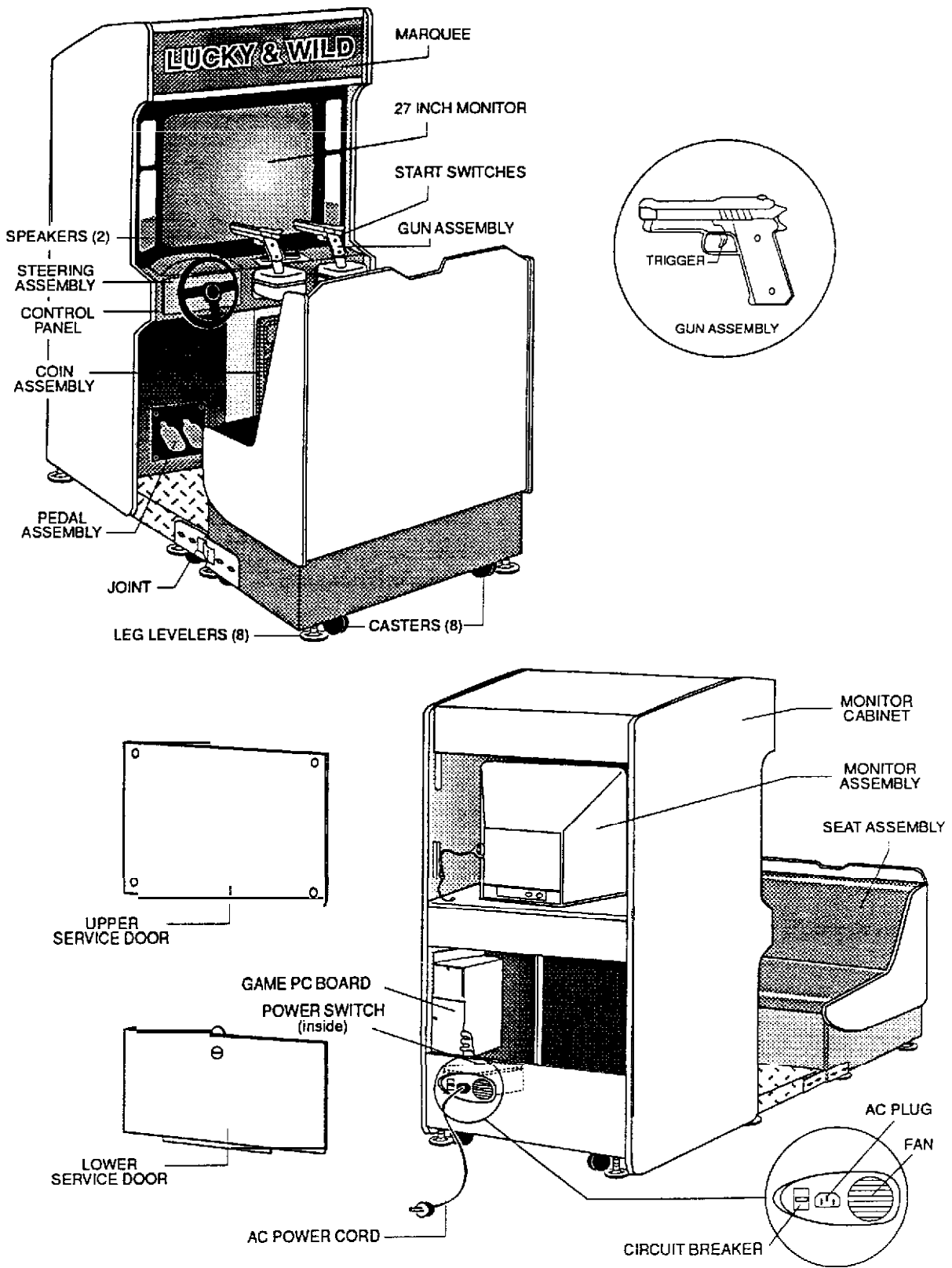


Illustration 4-1, 3/4 FRONT and BACK VIEW OF GAME

4-2 Installing the Control Panel Assembly

- a. Remove the control panel from its carton.
- b. Insert the **three** (3) preinstalled bolts (studs) of the control panel hinge through the holes on the lower of the two control panel shelves on the monitor cabinet.
- c. Place three (3) nuts onto the hinge bolts and tighten to secure the **control** panel assembly to the lower **control** panel shelf of the cabinet.
- d. Connect the control panel wiring harnesses to the steering assembly and the left and right **gun assemblies**.
- e. Lift and pivot the control panel assembly up and closed. Secure its top edge to the upper control panel shelf of the cabinet with four (4) bolts.

4-3 Attaching the Seat Assembly to the Monitor Cabinet

- a. Roll the monitor cabinet to its intended operating area.
- b. Roll the seat assembly up to and touching the front edge of the foot rest on the front of the monitor cabinet.
- c. Connect the two assemblies together by bolting the metal joints to the assemblies with the eight (8) bolts provided, as shown below.

NOTE: Whenever separating/moving the game, temporarily replace and tighten the bolts into their respective assemblies to prevent losing them.

- d. *Lower the* eight (8) levelers (4 on each assembly) of the game, and adjust all levelers until the entire game is stable and rests firmly on the floor.

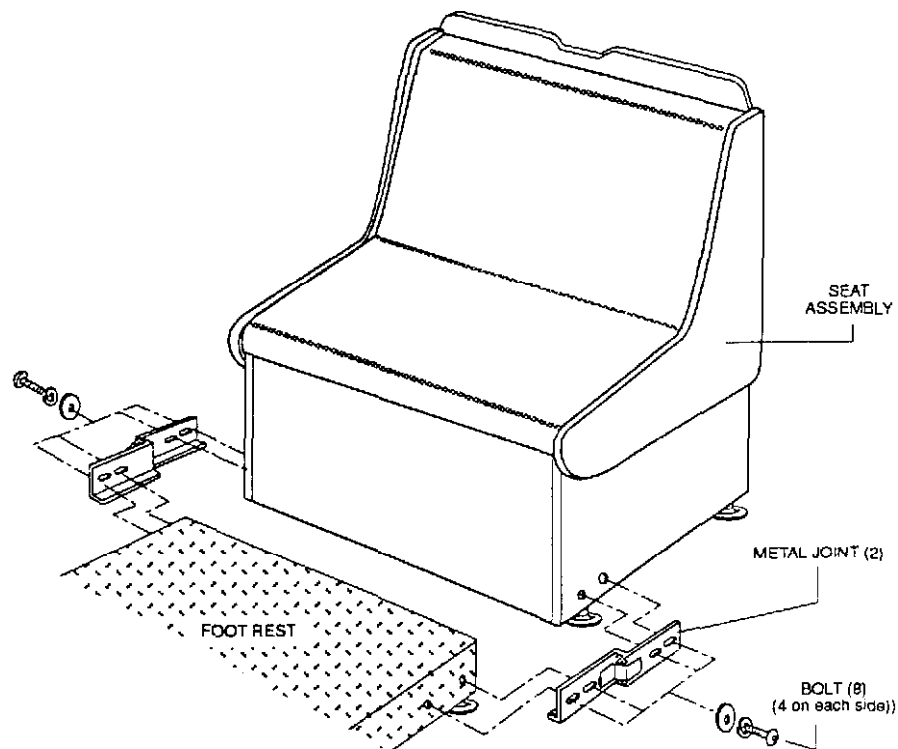


Illustration 4-2, JOINING SEAT ASSEMBLY TO CABINET

5. ADJUSTMENTS

5-1 Power on

When installation is complete, connect the power cord to an AC outlet and turn the power on. The Power on/off Switch is located on the lower right side of the back of the cabinet.

5-2 Adjustment switches on the Service Panel

The Service Panel is located behind the coin door. It has **controls** for adjustment of the speaker volume, and switches for accessing the test modes.

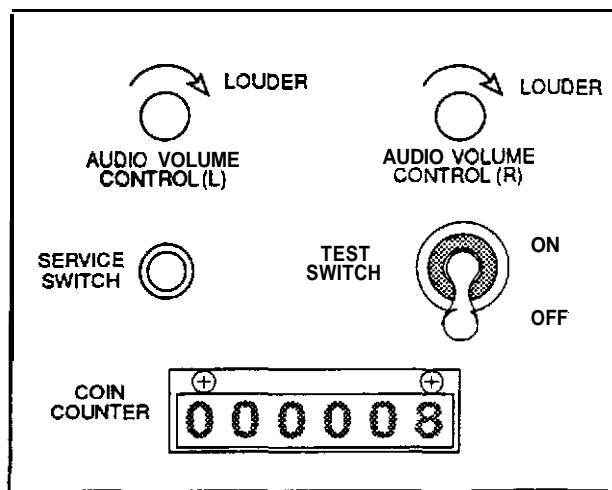


Illustration 5-1, SERVICE PANEL

1. Test Switch

Turning this switch "ON" enters the Test Mode, and activates the Game Option Screen on the monitor. This is where the self-tests are performed, and game variables (pricing, level of difficulty, potentiometer adjustment etc.) are set/changed (Ref. 5-3-3). Turn the test switch to the "OFF" position at any time to return to the Game Mode.

2. Audio Volume Control

Stereo left and right audio volume adjustment is made separately for left/right speakers located on the monitor side panels.

3. Service Switch

By pressing this switch, credits can be issued without advancing the coin counter. This switch is also used to change screens in the Test Mode.

5-3 Test Mode

The self-test function is activated by using the test switch, which also displays the Game Option Screen where the game pricing is changed. Additionally, there are five (5) test mode screens where various tests for each control are performed.

1. Self-test

Open the coin door and move the test switch to the “ON” position. The “Game Option” Screen is displayed on the monitor.

2. Test Mode

Pressing the credit switch while the Game Option Screen is displayed, causes the various Test Screens 1 through 5 (Switch Test Screen, Gun Initialize Screen, Cross Hatch Pattern (2) and Color Bar Test Screen) to appear. Refer to Section 5-4, Test Screens, for information regarding each screen. At the end of testing, turn the test switch “OFF”, and the display will return to the Attract Mode.

3. Changing the game settings (Game Option Screen)

Turning the Test Switch “ON” displays the Game Option Screen, allowing game pricing and other settings to be changed.

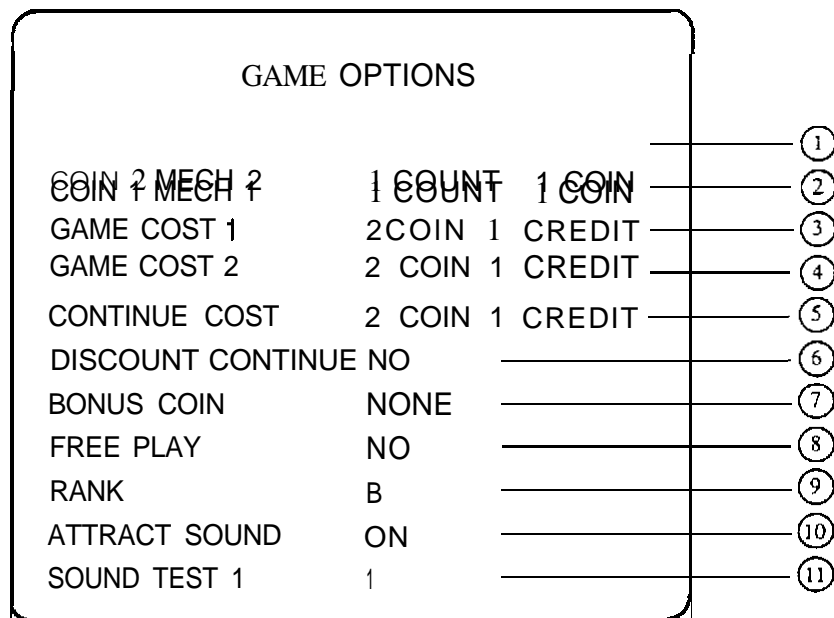


Illustration 5-2, GAME OPTION SCREEN

a. Selecting Item to Change

Select an item to be changed by turning the steering wheel until the desired item is illuminated in red letters. Select the settings according to the TABLE OF GAME OPTION SETTINGS (below).

b. Changing Settings

To change the content of the selected item, squeeze the trigger of the left gun (driver's side - 1P).

After all desired changes have been made, you may exit the Test Mode by turning "OFF" the Test Switch (all changes will be retained), or press the Service Switch, and various test screens will appear in sequence EACH TIME THE SERVICE SWITCH IS PRESSED.

ITEM		CONTENT (◀ standard setting)	
①	COIN MECH 1	1 Coin counts as "X" credit(s)	1-9 (original setting is 1◀)
②	COIN MECH 2	1 Coin counts as "X" credit(s)	1-9 (original setting is 1 7)
③	GAME FEE 1 (for player 1)	Number of credits to start the left player	1-9 (original setting is 2◀)
④	GAME FEE 2 (for player 2)	Number of credits to start the right player	1-9 (original setting is 2◀)
⑤	CONTINUE FEE	Number Of coins to continue Play (one or both players)	1-9 (original setting is 24)
⑥	DISCOUNT	Continue game at one-half fee	NO ◀ YES
⑦	BONUS COIN	A bonus coin is added when the specified number of coins is entered	NONE ● 2-9 coins gives 1 extra coin
⑧	FREE PLAY	NO 4 YES	
⑨	RANK (difficulty)	A (Easy) - D (Difficult) (Original setting: B◀)	
⑩	ATTRACT SOUND	SOUND ON ◀ SOUND OFF	
⑪	SOUND TEST	Effect sound tests (e.g., 1 for testing both speakers)	1-4 (original setting is 1◀)

EXAMPLE of GAME FEES	GAME FEES			① & ②	③	④	⑤	⑥	⑦
	P1	P2	Continue						
	\$.50	\$.50	\$.50	1 COIN	2 COINS	2 COINS	2 COINS	NO	1 COIN
	\$.50	\$.25	\$.50	1 COIN	2 COINS	1 COIN	2 COINS	NO	1 COIN
	\$.25	\$.25	\$.25	1 COIN	1 COIN	1 COIN	1 COIN	NO	1 COIN

Illustration 5-3, TABLE OF GAME OPTION SETTINGS

5-4 Test Screens

1. Switch Test Screen

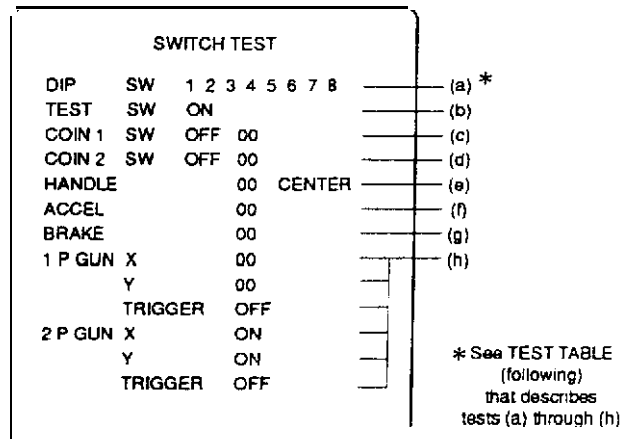


Illustration 5-4, SWITCH TEST SCREEN

SWITCH BEING TESTED	TEST DESCRIPTION and RELATED ACTION
(a) DIP SW	This test displays the status of the option switches on the game PC board (CPU-PCS). Any number displayed in RED , indicates it is turned 'ON'.
(b) TEST SW	If 'ON' is displayed in RED, the condition is normal.
(c) COIN 1 SW	'ON' is displayed in RED when the coin 1 switch is turned 'ON'. and the numbers will advance. (The coin meter will not advance)
(d) COIN 2 SW	Not used.
(e) HANDLE (Steering)	If the following values are displayed when the steering wheel is operated. the condition is normal. <ul style="list-style-type: none"> • With hands off the steering wheel, '00 CENTER' is displayed. • With the steering wheel turned to the left, 'LEFT OK' is displayed and the numbers decrease. -With the steering wheel turned to the right, 'RIGHT OK' is displayed and the numbers increase.
(f) ACCEL	When the accelerator pedal is depressed. the value increases and 'OK' is displayed.
(g) BRAKE	When the brake pedal is depressed. the value increases and "OK" is displayed.
(h) 1 P (LEFT) GUN	This test is used to test the gun volume and switch. If the values change as follows. the condition is normal. <ul style="list-style-type: none"> • Move left or right..."X" value changes. • Move up or down..."Y" value changes. • Pull the trigger..."ON" is displayed.
(h) 2 P (RIGHT) GUN	<ul style="list-style-type: none"> • Move left or right..."X" value changes. • Move up or down..."Y" value changes. • Pull the trigger..."ON" is displayed.

Illustration 5-5, SWITCH TEST TABLE

2. Gun Initialization Screen. (Ref. 5-5)
3. Cross Hatch Pattern Screen. (Ref. 5-7)
4. Cross Hatch Pattern Screen with White Block Adjustment. (Ref. 5-7)
5. Color Bar Test Screen. (Ref. 5-7)

5-5 Gun Adjustments

For normal game play, the guns must be adjusted whenever replacing the game PCB, gun assembly or potentiometers, by following the procedure described below:

1. Open the coin door.
2. Set the test switch to "ON". Press the service switch several times until Screen 1 (below) is displayed.

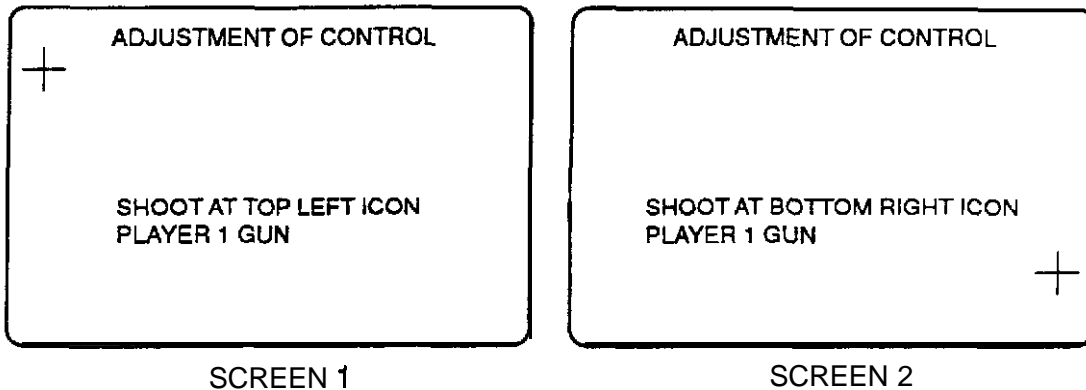


Illustration 5-6, GUN ADJUSTMENT SCREENS

3. The Player one (1P) gun **MUST** be adjusted **first**. Calibration is performed as follows:
 - a. Rotate the left gun (1P) until it is aligned with the upper left "+" icon. Be careful not to align the gun higher than the "+" icon as this will cause the gun to move abnormally during game play.
 - b. When the gun and "+" are aligned, squeeze the trigger. This will cause Screen 2 to be displayed.
 - c. Rotate the left gun (1P) until it is aligned with the lower right "+" icon. Be careful not to align the gun lower than the "+" icon as this will cause the gun to move abnormally during game play. When properly aligned, squeeze the trigger. This completes adjustment for the left gun.
4. Adjust the right gun (2P) in the same manner following steps 3a through 3c above. When "OK ADJUSTMENT END" is displayed on the screen, the proper gun **adjustment** has been completed.
5. Press the service switch to move to the next test screen, or return the test switch to "OFF" to return to the attract mode.

NOTE: If gun's aim appears to be improper during game play, adjust the gun(s) by following the procedure above.

5-6 Initializing Controls

When replacing the game PCB, the Steering Assembly, the Gas Pedal and Brake Assembly, or the potentiometers, be sure to follow the procedures below.

1. Open the coin door.
2. Remove hands and feet from the steering wheel, accelerator pedal and brake pedal.
3. With the game screen displayed on the monitor screen, set the test switch to "ON" while pressing the service switch.

SWITCH TEST								
DIP	SW	1	2	3	4	5	6 7 8	
TEST	SW	ON						
COIN 1	SW	OFF	00					
COIN2	SW	OFF	00					
HANDLE			00	CENTER				
ACCEL			00					
BRAKE			00					
1 PGUN	X		00					
	Y		00					
	TRIGGER		OFF					
2PGUN	X		ON					
	Y		ON					
	TRIGGER		OFF					
INITIALIZE COMPLETED								

INITIALIZE
DISPLAY

Illustration 5-7, SWITCH TEST SCREEN - INITIALIZED

4. When "INITIALIZE COMPLETED" is displayed on the monitor screen, the adjustment has been completed.
5. Return the test switch to "OFF" to return to the attract mode.

5-7 Monitor Adjustment

The monitor remote adjustment **control** is located by opening the control panel.

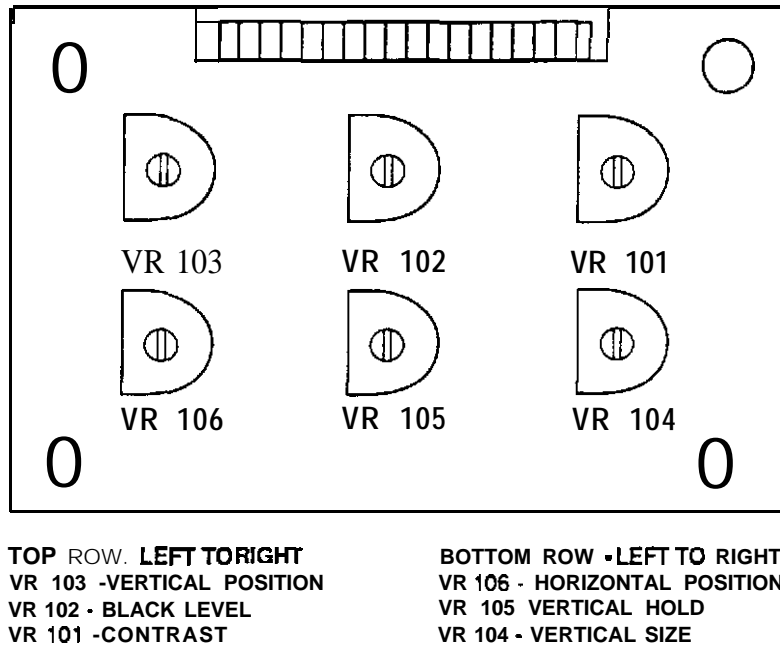


Illustration 5-8, MONITOR REMOTE ADJUSTMENT BOARD

5-7-1 Cross Hatch Pattern

To center cross hatch pattern:

- Use VR 103 (V-POS) to adjust cross hatch UP or DOWN.
- Use VR 106 (H-POS) to adjust cross hatch LEFT or RIGHT.

5-7-2 Cross Hatch Pattern with White Block Adjust

White block **adjustment** should not be necessary-just insure that the block is centered in the **cross** hatch, and is white. If not, call a qualified Service Technician.

5-7-3 Color Bar Test **WARNING - HIGH VOLTAGE**

Color should not need adjusting, but if the white fade test (the bottom white bar) is tinted an off color, adjustment can be made with the appropriate color gun adjustment on the CRT neck board, i.e. RED - VR202, GREEN - VR204, BLUE - VR206. This procedure **MUST** be performed by a qualified Service Technician.

6. HOW TO PLAY

- LUCKY & WILD is a game that allows one or two players to shoot and destroy enemies that emerge on the screen by operating the steering wheel, the accelerator and the brake. The left (1P) player operates the steering wheel, the accelerator, the brake and the left gun. If there is a second player, that player operates the right (2P) gun.
- Up to two players can play. When one player is playing the game, another player can join in at any time. When two people are playing, the game ends, or continues, at the same time for both players.
- After inserting the proper coin(s), a player(s) starts the game by pushing the white start switch(s) located on the top of the dashboard.
- The gun(s) is fired with each pull of the trigger. If a player keeps the trigger depressed, the gun fires continuously.
- The enemies emerge on the screen and attack using a machine gun and grenades.
- The player(s) attempts to repel the enemy attacks and avoid taking damage either from the enemy's bullets, grenades, or by colliding with another vehicle or enemy wreckage. Each hit or collision reduces the "damage left" gauge.
- The game is over when the "damage gauge" in the middle of the bottom of the screen runs out.
- The game has six stages. Each stage has a time limit. Stages are completed if the player successfully arrests the boss within the time limit of the stage.
- If the player(s) fails to arrest the boss within the time limit of any stage, the stage ends, but the boss gets away and the game still continues.
- Players can enter their high scores by using the steering wheel to select and stepping on the gas pedal to set.
- Any initials entered are reset once the game's power is turned off.

7. MAINTENANCE

CAUTION
BE SURE TO UNPLUG THE AC POWER, BEFORE
CONDUCTING ANY MAINTENANCE PROCEDURES.

7-1 Replacing the Gun Assembly

1. Remove the eight (8) torque bolts (four on each cover) that secure the gun base covers (L) and (R). Carefully pull the two covers apart to remove.
2. Remove the two (2) cap screw bolts (M5 x 12) that secure the cover holder to the gun on the side opposite the gun base. Remove the cover holder.
3. Carefully disconnect the 9-pin (Amp) connector.
4. Remove the two (2) bolts holding the gun base to the dashboard.
5. Tilt and lift the gun base to remove the gun assembly.
6. To reinstall, hook the gun base on the screw protruding from the dashboard, and reinstall the bolts. Install the gun base covers being careful to make sure that the slide plate is above the slide table.

NOTE: Whenever the gun assembly or gun potentiometer are replaced, the gun adjustment procedure (Section 5-5) must be completed.

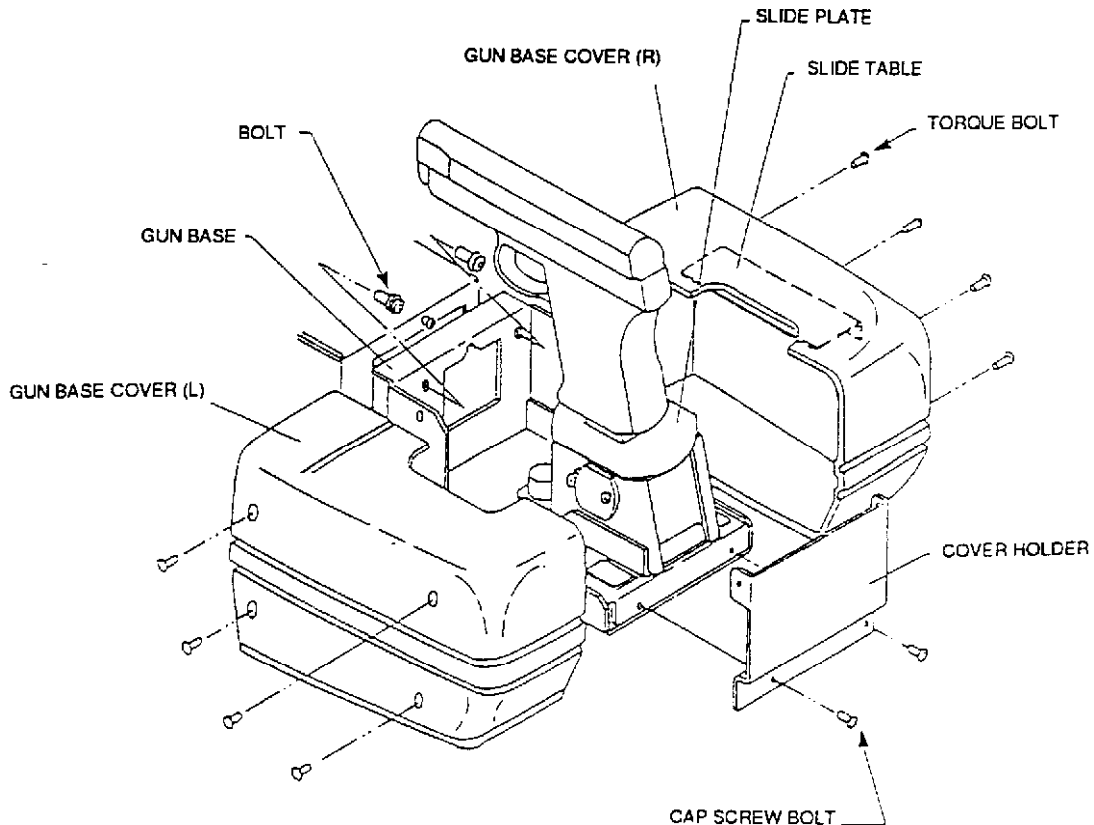


Illustration 7-1, REPLACING THE GUN ASSEMBLY

7-2 Replacing the Fluorescent Lamp

1. Remove the four (4) bolts securing the upper marquee bracket to the top of the game cabinet.
2. Loosen, but don't remove the four (4) bolts on the lower marquee bracket.
3. Remove the upper bracket, and remove the marquee panel by sliding up and out.
4. Remove the fluorescent lamp from its holders by rotating tube and pulling outward.
5. Replace with a new 20 watt fluorescent lamp.

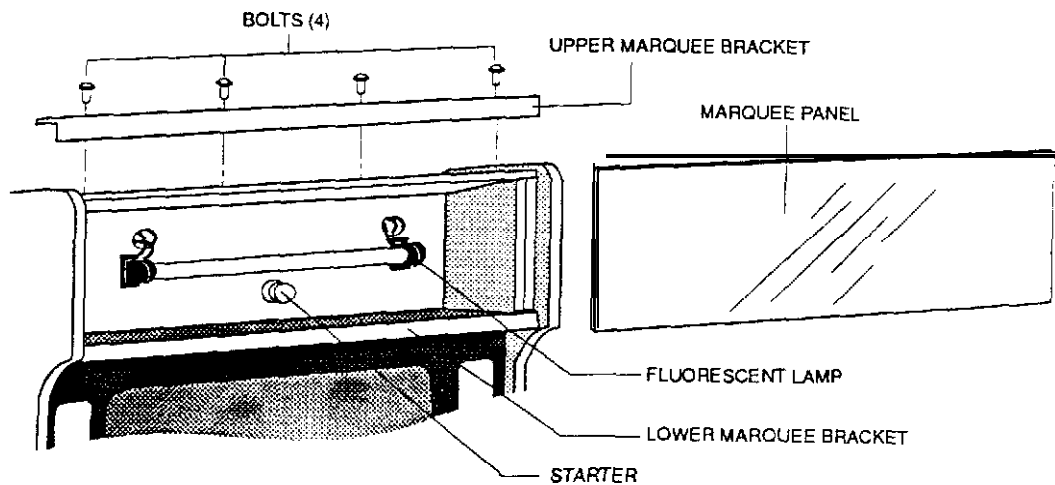


Illustration 7-2, REPLACING FLUORESCENT LAMP

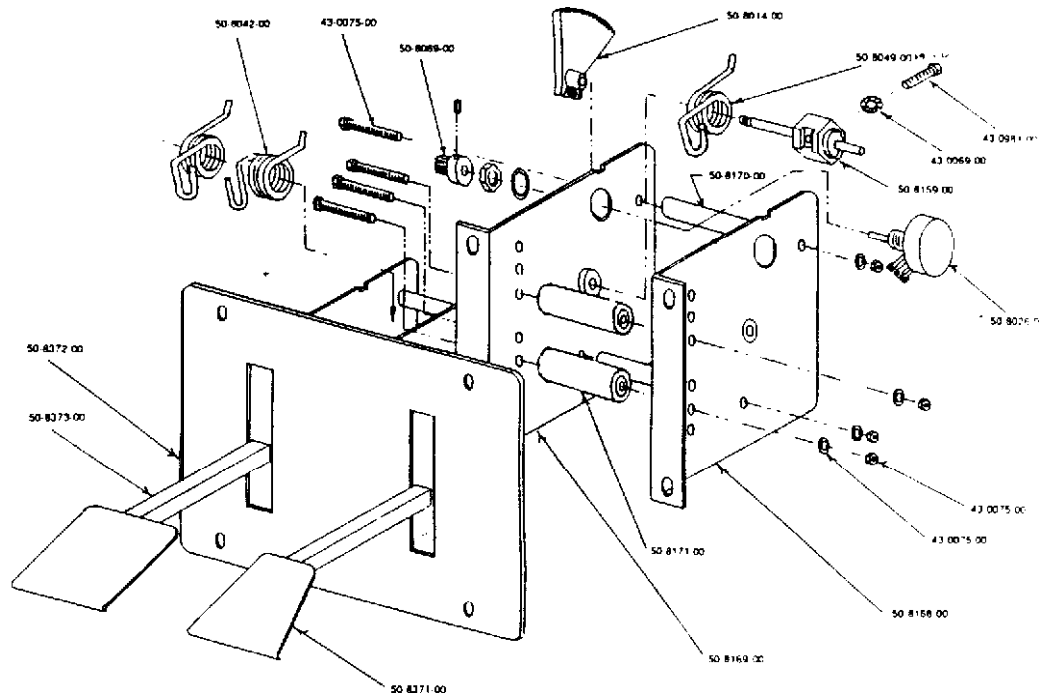
7-3 Opening the Control Panel

The control panel **is heavy**, OPEN WITH CAUTION.

Remove the upper four (4) security bolts with the wrench provided. Pivot the control panel open on the bottom control panel hinge.

7-5 Brake & Accelerator Pedal Assembly

NOTE: LUCKY & WILD uses a HAPP CONTROLS pedal mechanism.



NOTE: Numbers shown are Happ Controls Part Numbers.
Illustration 7-4, **HAPP DUAL PEDAL ASSEMBLY**

7-5-1 Replacing the Brake & Accelerator Pedal Assembly

- (1) Open the mar door and remove the connector to the pedal assembly.
- (2) The Pedal Assembly may now be removed from the front.
- (3) Using the security wrench, remove the four (4) security bolts that mount the pedal assembly to the cabinet, then the pedal assembly can be taken out from the front.

7-5-2 Replacing the Pedal Assembly Potentiometer

- (1) Remove the pedal assembly. (Ref. 7-5-1)
- (2) Remove the two (2) cap bolts that hold the potentiometer brackets.
- (3) Take out the **entire** potentiometer bracket including the gear.

* When replacing the brake pedal potentiometer, remove four (4) nuts, remove the brake unit, then follow procedures (2) and (3) above.

NOTE: * Since the potentiometer has a built-in stop, be sure that the stop won't over travel when reassembled.

* When replacing, set the potentiometer to have a value of $2.5K\ \Omega$ (mid range).

NOTE: Whenever the pedal assembly or potentiometers are replaced, the Initializing Controls procedure (Section 5-6) must be completed.

7-6 Removing the Game PC Board

CAUTION
Be sure to **unplug the AC power** before
conducting the following procedure.

1. **Open** the lower rear service door.
2. Disconnect the two connectors **from** the **EMI** board.
3. Remove **the** two (2) mounting screws securing the **EMI-PC** board to the PC board case.
4. Gently pull **the** EM.-PC board and the game PC board out to remove.
5. The entire PC game case may be removed after step 2, if required, by removing one (1) mounting screw securing the case to the back board to which it is attached, and carefully lifting it out.

NOTE:

Whenever the PC Board is replaced, the Initializing Controls procedure (Section 5-6) must be completed

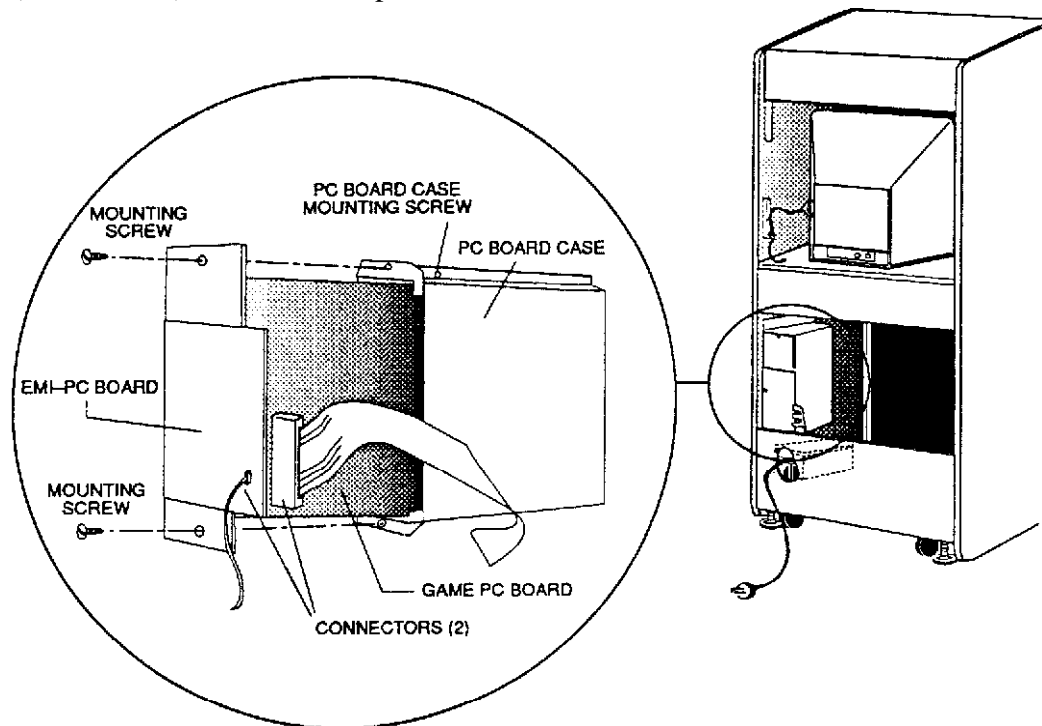
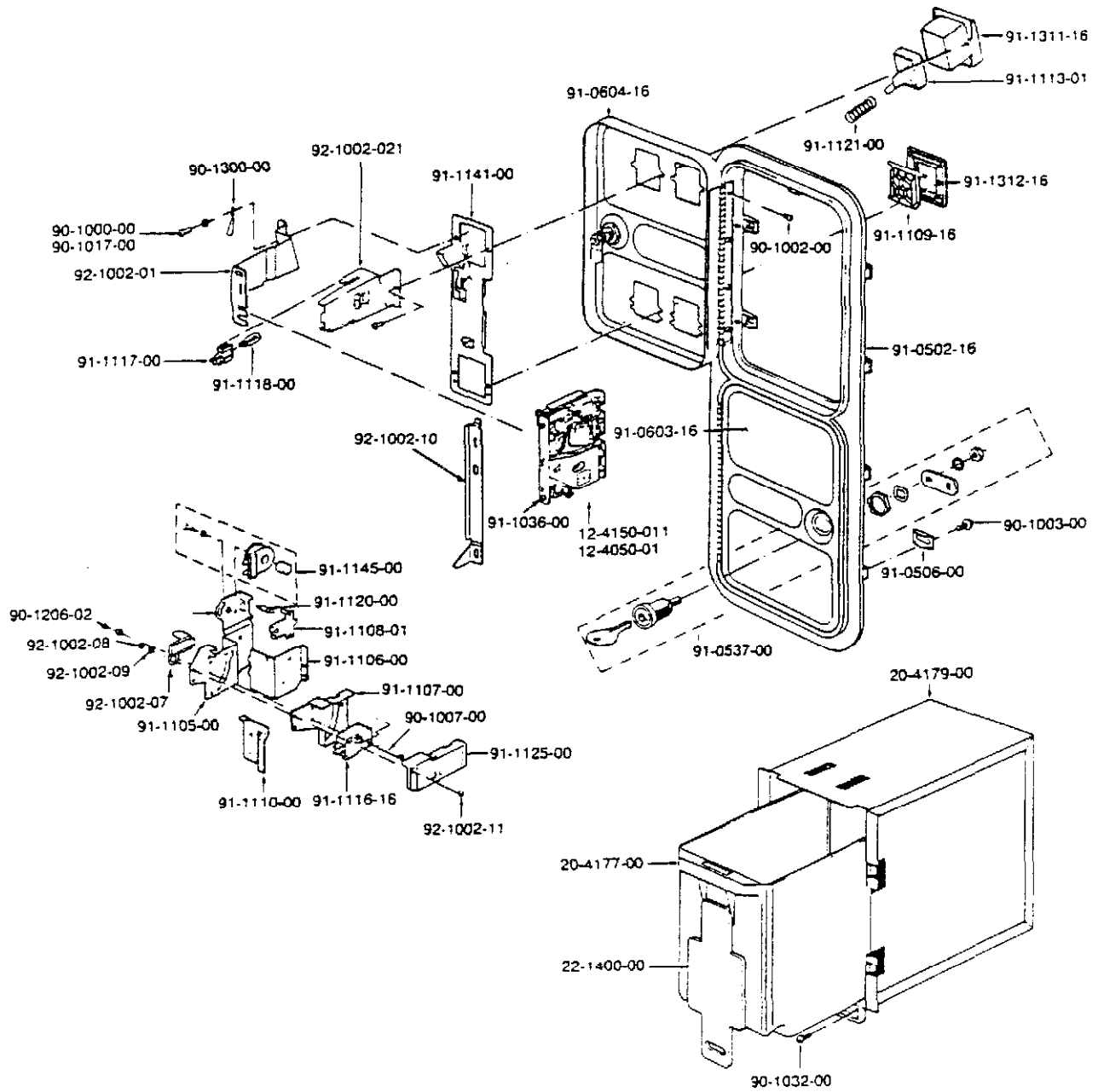


Illustration 7-5, REPLACING GAME PCB

TROUBLESHOOTING – GENERAL

If you suspect the game may be malfunctioning, the following steps should be taken before you make a service request.

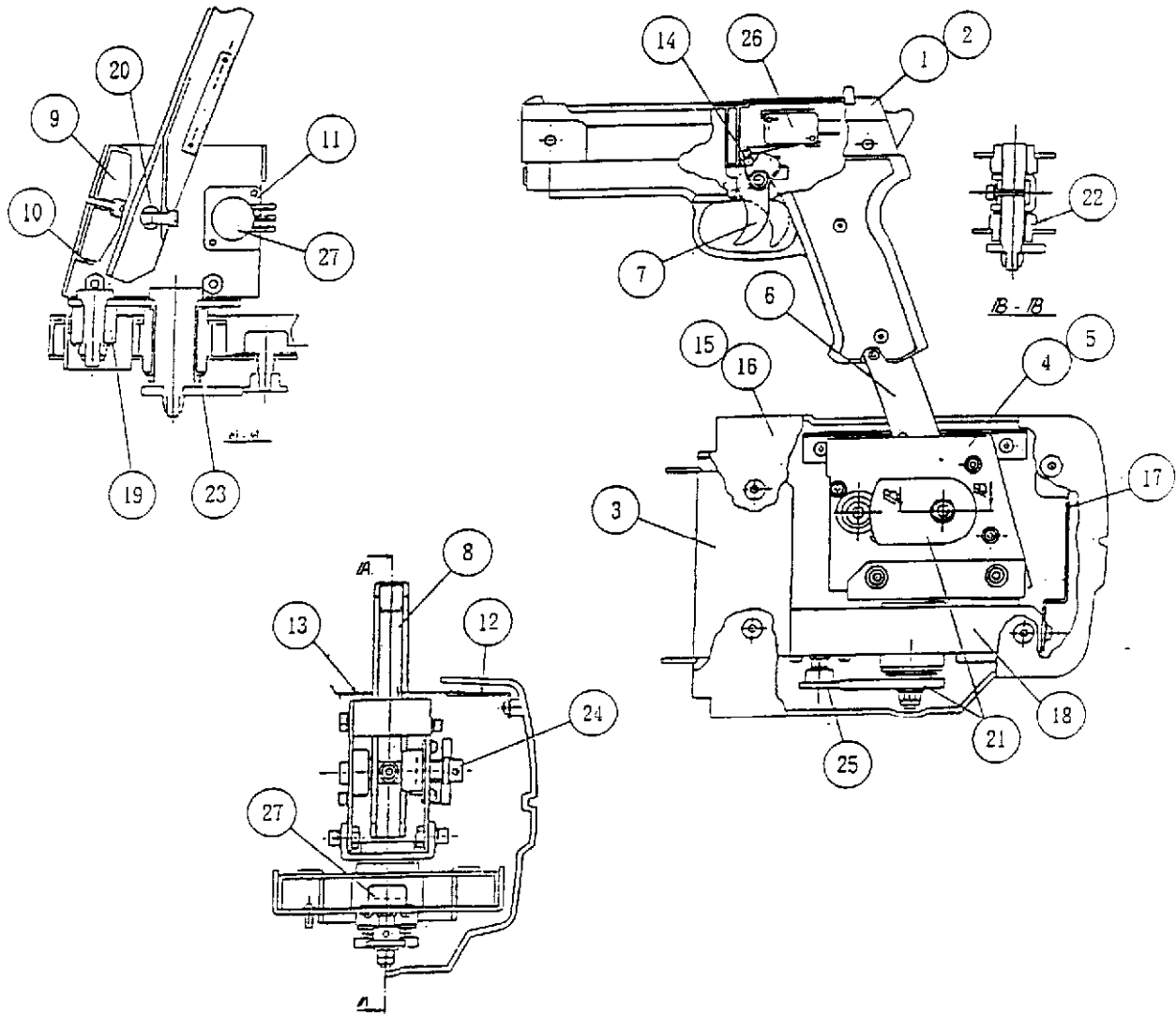
- (1) Check to see that the circuit breaker is properly set.
 - (2) The power supply should be set to either 110 or 220 Volts AC. However, when some other equipment (air conditioner, multiple pinball games, air compressors, etc.) are connected to the same power supply, the voltage may change beyond this range and cause game trouble or improper operation.
 - (3) When the game does not work with the power turned on, turn the power off, wait ten seconds, then turn the power back on. This may restart the game. If it still does not work, inspect the fuses.
 - (4) When the game PCB, the Guns, the Steering Assembly, the Gas Pedal Assembly, or the Potentiometers are replaced, it is necessary to make initialization adjustments to play normal games. Make appropriate adjustments referring to sections 5-5 and 5-6.
 - (5) Check all wiring connections as malfunctions can be caused by loose connections.
 - (6) Foreign substances or dust on the game PCB or on the monitor PCB, may cause malfunctions or improper operation. Check that the PCBs are clean.
 - (7) When you make electrical checks, use the wiring diagrams for reference.
- * If the above suggestions are not applicable, or no improvement is observed, contact your **distributor** or the service office printed on the back cover of this manual.
 - * **DO NOT ATTEMPT TO REPAIR THE GAME PCB YOURSELF.** Instead, please return the board to your distributor for any repairs. The PCB contains sensitive chips that could be destroyed even by the internal voltage of a multi-meter.
 - * When sending parts to be repaired, make sure to pack them firmly with a complete explanation of the problem. **When sending PCBs**, package them in anti-static foam or bubble wrap, and pack them in cardboard boxes to protect against impact damage during shipment. To ship monitors, pack them in wooden frames so that CRTs and PCBs are protected against excess load.



COIN CONTROLS COIN DOOR ASSEMBLY

Parts List

9. GUN ASSEMBLY



GUN ASSEMBLY - LW03-01418-00		
ITEM	DESCRIPTION	PART NO.
1	Gun Cover (Right)	LW09-270-311
2	Gun Cover (Left)	LW09-270-312
3	Gun Base	
4	Frame (Right)	LW09-270-314
5	Frame (Left)	LW09-270-315
6	Gun Grip	LW09-270-316
7	Trigger	LW09-270-317
8	Grip Cover	
9	Pot. Stopper	
10	Pot. Stopper Bracket	
11	Potentiometer Bracket	
12	Slide Table	
13	Slide Plate	LW09-270-323
14	Trigger Spring	LW09-270-324

GUN ASSEMBLY (cont.)		
ITEM	DESCRIPTION	PART NO.
15	Gun Base Cover (Left)	LW09-270-3325
16	Gun Base Cover (Right)	LW09-270-025
17	Cover Stopper	
18	Base Frame	
19	H Stopper	SG04-246-114
20	Grip Pin	SG04-246-125
21	Gear	SG04-246-140
22	Flange Bushing LFF-1212	SG04-246-142
23	Flang Bushing LFF-2212	SG04-246-143
24	Spar Gear S75B20B+0306	LW09-257-225
25	Spar Gear S75B30B+0306	LW09-108-002
26	Micro Switch V216-1C6	LW09-000-116
27	Potentiometer EWS-UOA20E53	SG09-008-006

9. PARTS (cont.)

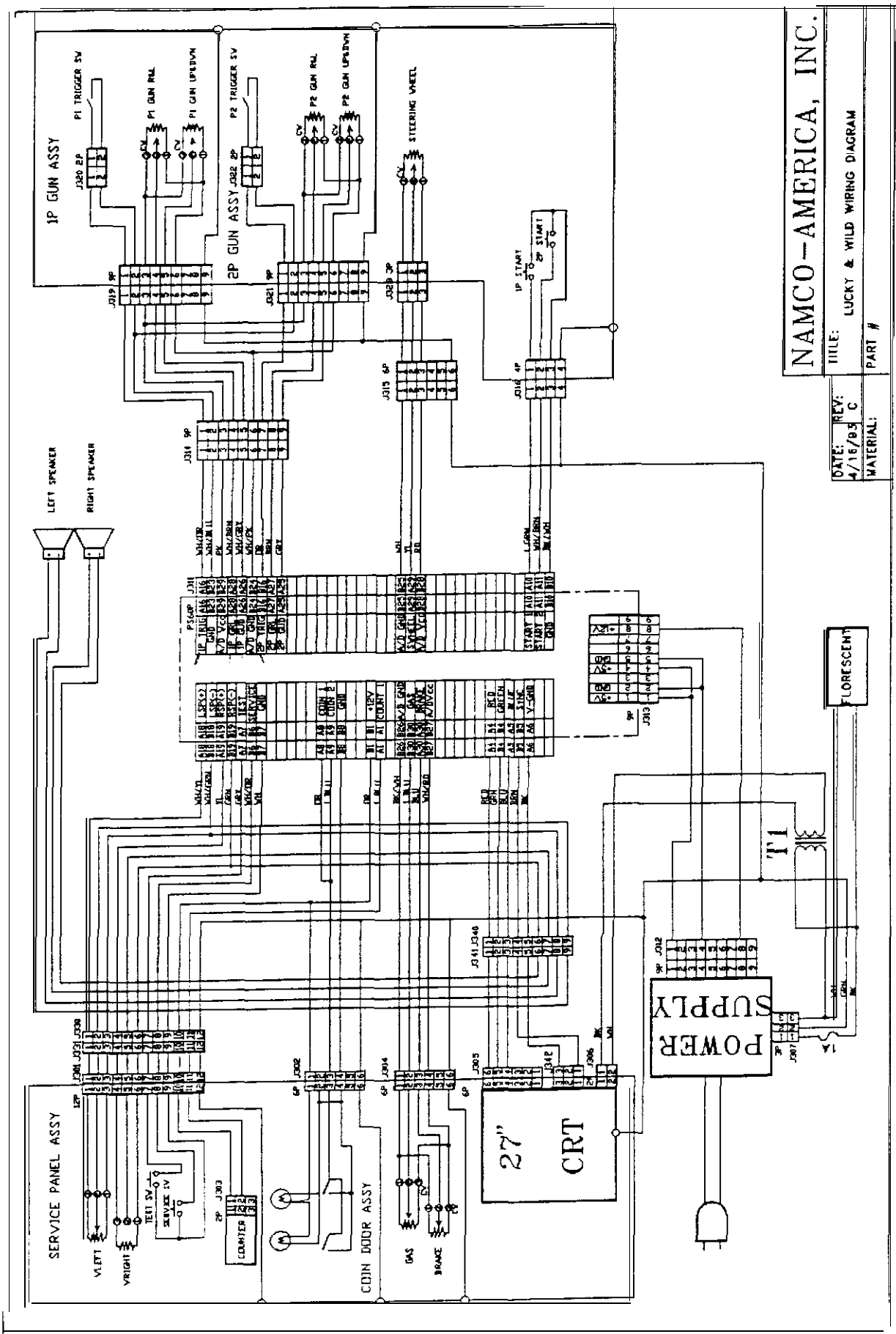
MONITOR CABINET ASSEMBLY		
ITEM	DESCRIPTION	PART NO.
1	Steering Wheel Assy., 270°	DV80-00075-00
2	Gun Assembly	LW03-01418-00
3	Dual Foot Pedal Assy.	DV80-00038-00
4	Monitor, 27" Univer Mount	VG85-01449-00
5	PCB	LW03-01413-00
6	EMI PCB	LW03-01414-00
7	Switching Power Supply, XT-150	VG88-00173-00
8	Isolation Transformer	VG56-00174-00
9	Speaker, Shielded	VG54-00753-00
10	Coin Counter	VG53-00090-00
11	Pushbutton, White 1P	VG80-01350-00
12	Pushbutton, White 2P	VG80-01356-00
13	Coin Door	FU87-00938-00
14	Fluorescent Fixture, 24"	VG57-01465-00
15	Lamp, Fluorescent, F20T12CW	VG57-01466-00
16	Guide, Nylon 4" 120-400	VG90-00155-00
17	Guide, Nylon 7"	VG90-00156-00
18	Grommet, Panel Tyton FHA	VG95-01260-00
19	Manual	LW45-01392-00

CABINET SHEET METAL		
ITEM	DESCRIPTION	PART NO.
1	Enclosure, Coin Housing	VG10-00465-00
2	Bracket, Marquee	LW10-01467-00
3	Plate, Caster/Leveler, Right	LW10-01468-00
4	Plate, Caster/Leveler, Left	LW10-01469-00
5	Plate, Diamond Floor	LW10-01470-00
6	Control Panel	LW10-01471-00
7	Speaker Panel	LW10-01472-00
8	Box, Steering Wheel	LW10-01473-00
9	EMI Cage	LW10-01474-00
10	EMI Cage, Lid	LW10-01475-00
11	Bracket, Connector, Right	LW10-01477-00
12	Bracket, Connector, Left	LW10-01478-00

HARNESS ASSEMBLY		
ITEM	DESCRIPTION	PART NO.
1	Harness, Coin Ground	LW50-01453-00
2	Harness, Main	LW50-01454-00
3	Harness, AC Power	LW50-01455-00
4	Harness, Guns & Steering	LW50-01456-00
5	Harness, DC Power	LW50-01457-00
6	Harness, Service/Test Ext.	LW50-01458-00
7	Harness, Service/Test	LW50-01464-00
8	Harness, Coin Door	LW50-01459-00
9	Harness, Audio/Video	LW50-01460-00
10	Harness, Steering	LW50-01461-00
11	Harness, Buttons	LW50-01462-00
12	Harness, Gas/Brake	LW50-01463-00

GRAPHICS KIT ASSEMBLY		
ITEM	DESCRIPTION	PART NO.
1	Decal, Seat, Right Side	LW40-01388-01
2	Decal, Seat, Left Side	LW40-01388-02
3	Decal, Seat, Back Side	LW40-01389-00
4	Decal, Monitor Cabinet, Right Side	LW40-01387-01
5	Decal, Monitor Cabinet, Left Side	LW40-01387-02
6	Decal, Instruction, Right	LW40-01390-01
7	Decal, Instruction, Left	LW40-01390-02
8	Control Panel Overlay	LW40-01391-00
9	Marquee	LW40-01386-00
10	Decal, Gun	LW40-01450-00

PLASTIC KIT ASSEMBLY		
ITEM	DESCRIPTION	PART NO.
1	Bezel	LW90-01410-00
2	Gun, Cover, Driver Side	LW90-01420-00
3	Gun, Cover, Passenger Side	LW90-01419-00
4	Steering Wheel Housing	LW90-01411-00



NAMCO-AMERICA, INC.

DATE: REV: 4/16/83 C

TITLE: LUCKY & WILD WIRING DIAGRAM

PART #

MATERIAL:

LUCKY & WILD™ WIRING DIAGRAM