

Arcade cabinet

AN-002
HOW IT WORKS
UPRIGHT, 1981 STYLE

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

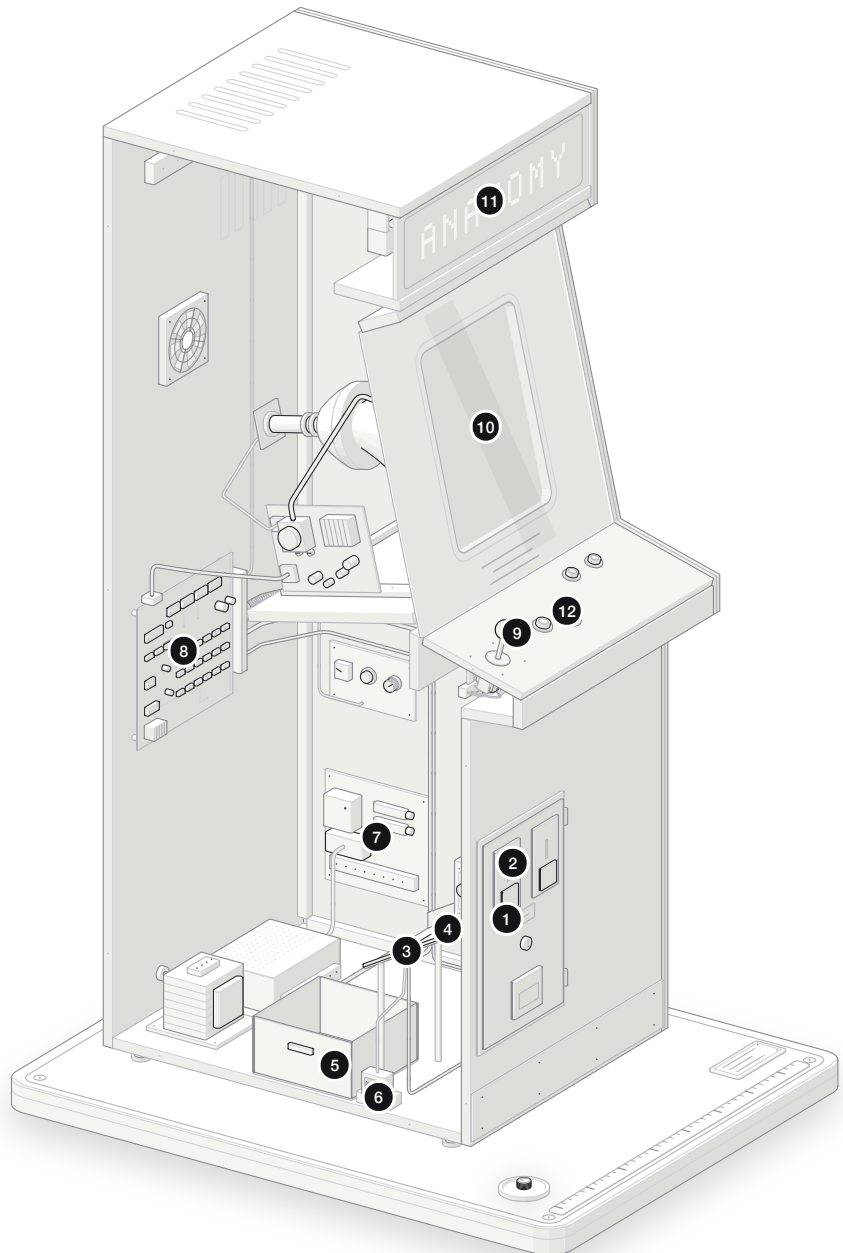
DROP INTO THE CASH BOX

224 × 288 px

PICTURE, ON ITS SIDE

15.734 kHz

LINE RATE



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