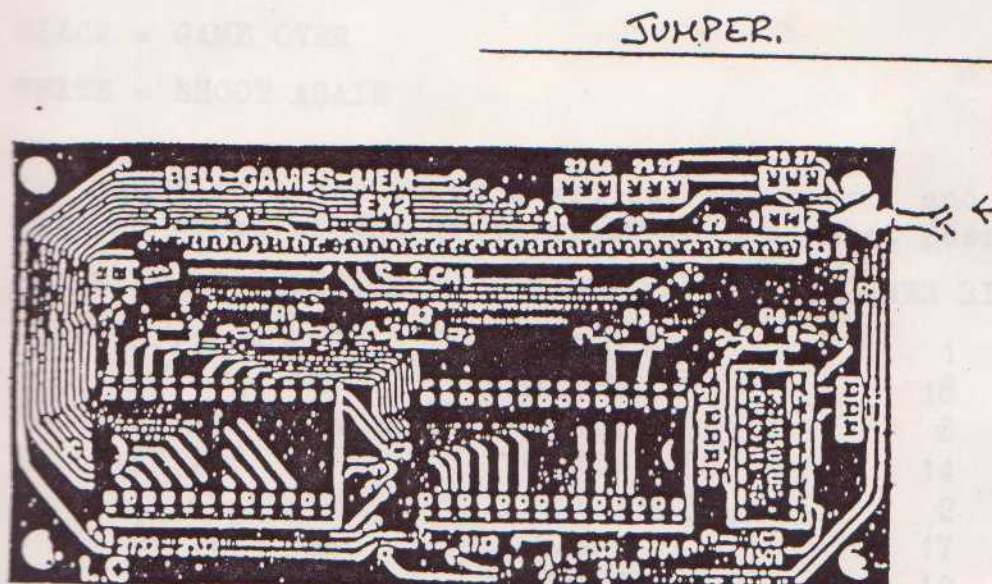




bell games

SATURN 2

- a) Mount on the display our 0 and behind put one lamp 7 volts and connect with the other lamps.
- b) Take out from MPU logic board the old memories game in the position U1, U2, U3, U4, U5, U6.
 If your MPU is the old one with the connector J 5 with 32 pins, look the MPU on the side components and cut the connection between the connector J 5 position 32 and the other components.
 In solder side make a jumper from J 5 pin 32 and U9 pin 24. Insert the connectors of the board with the memories of a new game (mem ex 2) in position J 5 and do a jumper from 1, and 2 see the schema.



In case that is a new M.P.U. type (as 2518_35) with 33 pins in J5 you only insert our memories board mem ex 2 in J5 and don't do the jumper from 1 and 2.

C) For mounting Aux Driver

- 1) Take the connector J4 lamp driver out and put it in the aux lamp driver C1.
- 2) Take the cable from aux lamp driver and put it in the lamp driver J4.
- 3) Connect the connector from playfield to C2 aux lamp driver.
- 4) Do a jumper from J4 position 9 to lamp driver to J1 position 8 M.P.U.

- D) Don't connect the connector J2 lamp driver and connect our from playfield with 3 wires not connected. Solder this 3 wires in the following position on the back box lamps.

RED = TILT

BLACK = GAME OVER

WHITE = SHOOT AGAIN

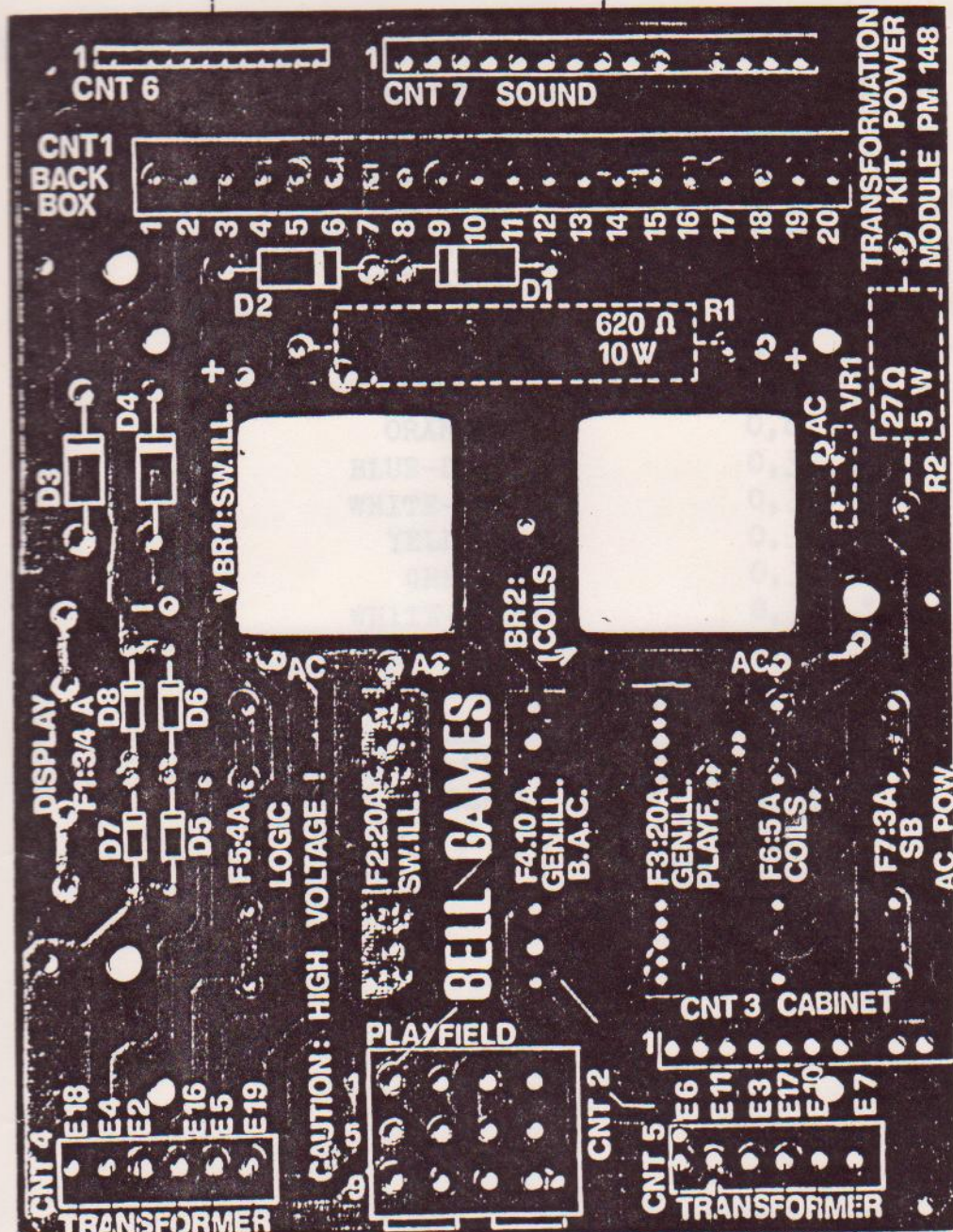
- E) For mounting a new power board see the schema and solder the old wires of the transformer in the exact position.

POWER BOARD POSITION	COLOR	TRANSFORMER RIF. NUMBER
E.10/220 VOLTS	RED 0,80	1
E.11/ 6,3 ""	BLACK	18
E.18/170 VOLTS	GREEN 0,35	8
E.19/ 7,8 ""	GREEN 0,80	14
E.17/ 49 VOLTS	RED 0,35	2
E. 6/ 7,8 ""	BLUE	17
E. 7/220 VOLTS	YELLOW	12
E. 4/170 ""	WHITE/GREEN	10
E. 2/ 12ac.VOLTS	WHITE/BLACK	16
E. 5/ 7,8 VOLTS	ORANGE	13
E. 3/ 49 vac.	WHITE/RED	6
E.16/ 12 ac.	WHITE	15

SEE DIAGRAM.

TO J4 SOLENOID DRIVER

TO SOUND BOARD.

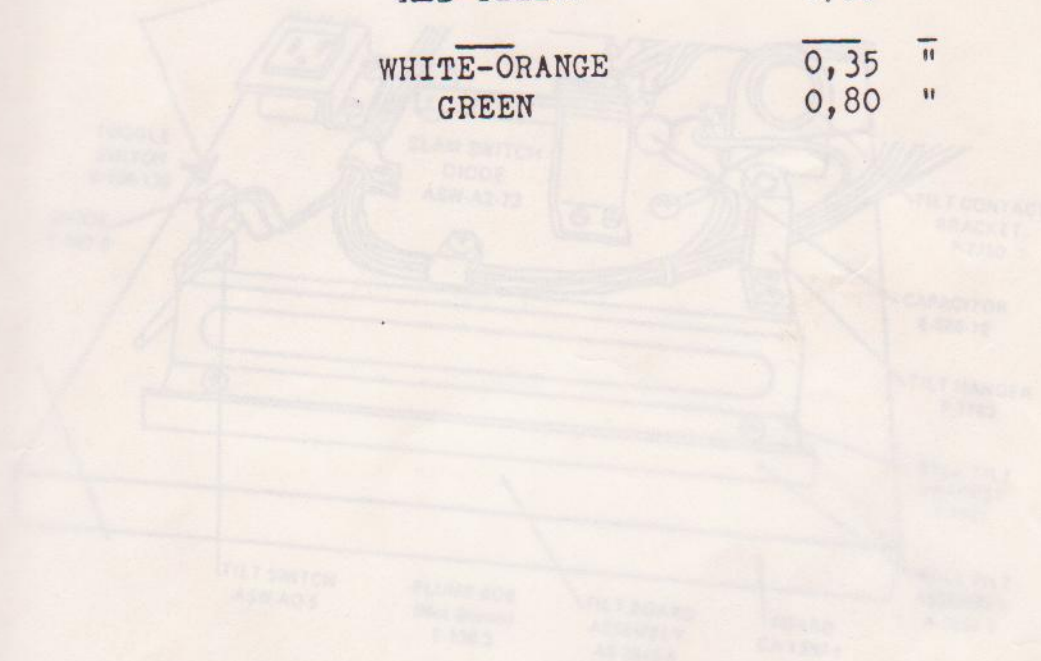


Green 0,35
White/Green
White/Black
White
Orange
Green 0,80

Blue
Black
White / Red
Red 0,35
Red 0,80
Yellow

E) Cut the wires of the transformer connector 20 pins and see the schema.

POSITION	COLOR	SIZE
1	WHITE	0,80 Ø
2	RED-BLACK	0,35 "
3	GREY-BLUE	0,35 "
4	RED-WHITE	0,35 "
5	BLUE	0,80 "
6	WHITE-BLACK	0,35 "
7	ORANGE	0,35 "
8	WHITE-BLUE	0,35 "
9	RED	0,80 "
10	ORANGE	0,80 "
11	BLUE-BLACK	0,35 "
12	WHITE-BROWN	0,35 "
13	YELLOW	0,35 "
14	GREY	0,35 "
15	WHITE-YELLOW	0,35 "
16	WHITE	0,35 "
17	RED-YELLOW	0,35 "
18		
19	WHITE-ORANGE	0,35 "
20	GREEN	0,80 "



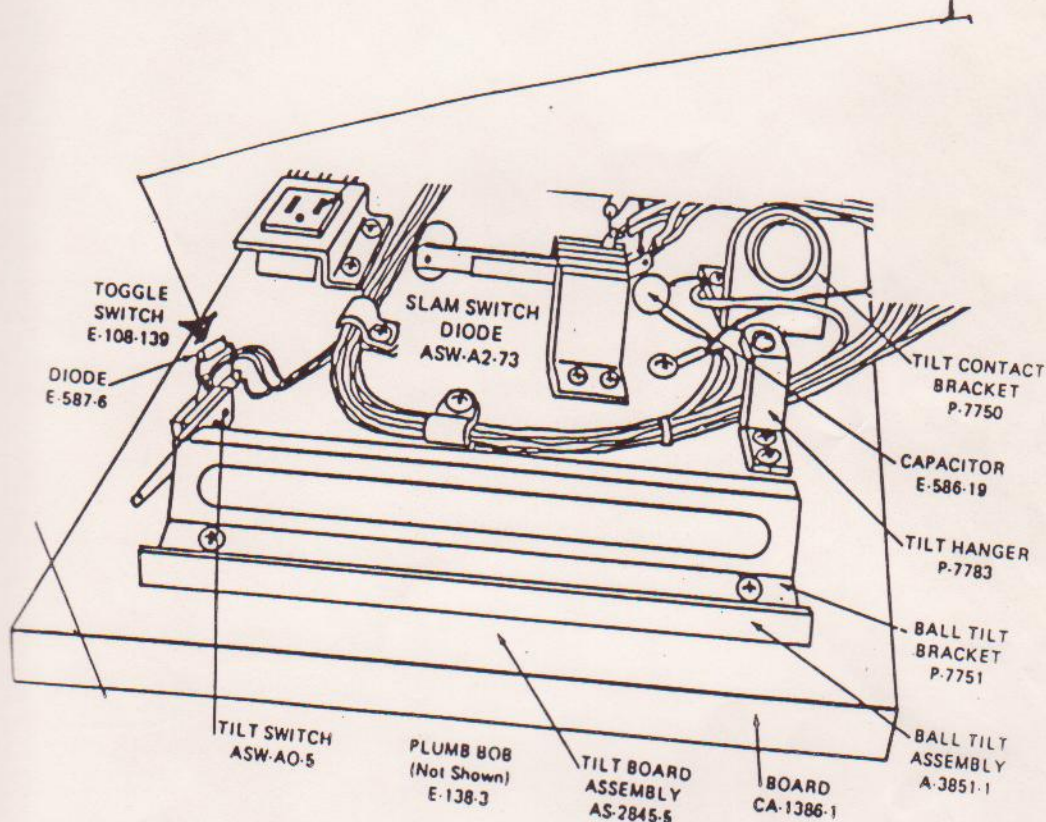
and make a jumper from the same position to also with red and green.

5) KNOCKER

- A) If knocker is in back box, on the connector J 3 (solenoid-driver) change position the of wire black-white from 4 in 7. X
- B) If knocker is in cabinet, on the connector J 2 (solenoid-driver) change the position of the wire black white from 5 in 6. U

6) TILT

In cabinet tilt part, take out the two wires red-yellow (attention must be connected the two wires) from U



And make a jumper from the same position to slam switch with red and green. U

CHANGE LITES IN THE COMBACT AREA

Connect the two wires from playfield in the following way:

Wire blue/red from playfield at wire blue/red (4 position) in the connector cabinet door. ✓

Wire red/green from playfield at wire red/green from playfield at wire red/green (11 position) in the connector cabinet door. ✓

In the kit there are the two plungers.