WARNING
This instruction manual is for use only by authorized distributors of Nintendo of America Inc., coin operated video arcade games who have been licensed to install replacement parts and components in Nintendo arcade games pursuant to Nintendo-Pak™ license agreements.

WARNING
If the replacement parts and components in this Nintendo-Pak™ are not installed exactly as instructed herein, there may be radio frequency interference created in violation of F.C.C. class A standards.

WARNING
This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a class A computing device pursuant to subpart J of part 15 of F.C.C. rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference; in which case, the user at his own expense will be required to take whatever measures may be required to correct the interference.

WARNING
Use of non-Nintendo parts or modifications to your Nintendo-Pak™ parts and components may adversely affect the safety of your game, and may cause injury to your players.
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I. INTRODUCTION

Nintendo-Pak™

Nintendo-Pak™ enables you to replace Donkey Kong*, Donkey Kong Jr.* or Popeye** with Mario Bros.* in less than one hour.

Before you begin, be sure you are properly prepared. Make certain you have selected the right Nintendo-Pak* for the particular game you are replacing. Next, thoroughly read this instruction manual to familiarize yourself with the proper procedures. Make certain that you have all the tools necessary to complete the process.

If you have any questions, please call Nintendo Service at 1-(800)-633-3236.

* Donkey Kong, Donkey Kong Jr., Mario Bros. and Nintendo-Pak are trademarks of Nintendo of America Inc.

** A trademark of King Features Syndicate, Inc.
# II. Contents of Nintendo-Pak

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<th>Parts Name</th>
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<td><strong>Pak (A) Basic Pak</strong></td>
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<td>Mario Bros. Complete P.C. Board Set</td>
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</tr>
<tr>
<td>C-TMA-US Complete Operation Panel Assembly</td>
<td>1</td>
<td>with harness</td>
</tr>
<tr>
<td>Mario Bros. Plate 600W</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Mario Bros. Screen 600W</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Mario Bros. Side Decal</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Nintendo-Pak™ Manual</td>
<td>1</td>
<td></td>
</tr>
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<td>Monitor Mounting Bracket (Left)</td>
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<td>Ground Cable E</td>
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<td>FCC Class A Label</td>
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<td></td>
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<tr>
<td>Sticker Tie Down</td>
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<td>Cable Tie</td>
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<td>Carriage Bolt M6 x 30</td>
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<td>Machine Screw with Washer M4 x 10</td>
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<td>Round Head Wood Screw 3.5 x 13</td>
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## II. Contents of Nintendo-Pak (Cont'd.)

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<td>TKGU-18-01</td>
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<td>DJRU-19-01</td>
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<td></td>
</tr>
<tr>
<td>44P 044 FCC P.C. Board Harness</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Serial Number Plate</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>TMAI-UP Back Door Adjustment Label</td>
<td>1</td>
<td>with double back tape</td>
</tr>
<tr>
<td></td>
<td></td>
<td>TMA-41-16, DJR-89-09, DJR-89-08</td>
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<td></td>
<td></td>
</tr>
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<td>1</td>
<td></td>
</tr>
<tr>
<td>Fuse 5A 125V</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Cable Tie</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>5A Fuse Label</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>
III. List of Tools Needed

Flat (standard) screwdriver
Phillips screwdriver
7mm nut driver
8mm nut driver
10mm nut driver
1/4" or 6.5mm drill bit
Electric reversing drill
Phillips bit (for drill)
Staple gun
Paper stapler
Lacquer thinner
Denatured alcohol or other cleaner

Note: Many steps require the use of a Phillips screwdriver and having a Phillips screwdriver bit for your drill will greatly speed up these steps.
IV. Step-by-step instructions

1. Exchange marquee/header (see illustration 1-1)
   A. Remove four (4) top trim screws
   B. Exchange marquee plexiglass
   C. Replace top trim and four (4) top trim screws

2. Remove old control panel and front screen (see illustration 1-2)
   A. Undo control panel holddown clamps
   B. Disconnect harness and remove control panel
   C. Remove front screen by sliding back front screen clamp
      (access from back door)
Steps 3-5 for Donkey Kong and Donkey Kong Jr. ONLY
Note: If replacing Popeye, proceed to Step 6

3. Remove instruction label (see illustration 1-3)
   Note: For Donkey Kong, Donkey Kong Jr. ONLY
   A. Spray label with lacquer thinner
   B. Wait 15 minutes and remove with putty knife
   C. Clean area with cloth and lacquer thinner

4. Remove monitor
   A. Unplug monitor connections and undo wire ties
   B. Remove blind cardboard on monitor only
   C. Remove monitor, upper monitor support bar and all carriage bolts (see illustration 1-4)
   D. Remove old side decal
   E. IMPORTANT! Disconnect monitor ground wire at location shown in illustration (see illustration 1-5)
These steps are for Donkey Kong and Donkey Kong Jr. ONLY

F. Side panels should have five (5) holes each. If your game has only two (2) holes, use template provided in kit and drill three (3) 1/4-inch or (3) 6.5-mm holes where indicated. (see illustration 1-6)

G. Clean side panel with alcohol and install new Mario Bros. side decal. Note: Decal is placed parallel to top and back of game 2” from edge. (see illustration 1-7)

See decal application sheet on page 20
These steps are for Donkey Kong and Donkey Kong Jr. ONLY

H. Install side support bars on monitor (see illustration 1-8)

I. Install new horizontal monitor mounting brackets to side panel with flange toward front of cabinet and pointing up. Note: use two (2) nuts on carriage bolt as shown (see illustration 1-9 & 1-10)

J. Install monitor in horizontal position

K. Monitor is placed on top of side bracket supports

L. IMPORTANT! Reconnect the monitor ground wire (disconnected in step 4E) carriage bolt shown. (see illustration 1-10)
These steps are for Donkey Kong and Donkey Kong Jr. ONLY

M. Install new blind cardboard (see illustration 1-11)
N. Once blind cardboard is in place, staple together slot with regular paper stapler (see illustration 1-12)

5. Installation of FCC shield cage (see illustration 1-13)

A. Unscrew wing nuts and remove P.C. Board assemble and all wire harnesses EXCEPT three (3) harness connections to coin door (2 pin counter, 3 pin coin, 5 pin service)
B. Remove P.C. Board mounting brackets
These steps are for Donkey Kong and Donkey Kong Jr. ONLY

C. If P.C. Board wood shelf has slots made from square stock wood, remove these (see illustration 1-14)

D. Install new FCC shield cage so it is flush with rear of wood shelf and fasten with six (6) screws provided. IMPORTANT! On lower left corner install ground harness and connect the other end to the mounting bolt on the power supply as shown. (see illustration 1-15 & 1-16)
Steps 6-9 for Popeye ONLY

Note: If replacing Donkey Kong or Donkey Kong Jr., proceed to Step 10

6. Replacement of side decals for Popeye (see illustration 2-1)

A. Unplug monitor connections and remove monitor
B. Remove all carriage bolts and monitor side panel supports
C. Remove old stickers and clean side panels with alcohol

D. Put on new side decals
   Note: Decal is placed parallel to top and back of game 2" from edge (see illustration 2-2)

SEE DECAL APPLICATION SHEET ON PAGE 20

E. Replace all carriage bolts, side monitor supports and monitor
   (see illustration 2-1)
F. IMPORTANT! Be sure to reconnect the monitor ground
These steps are for Popeye ONLY

7. If you are replacing a Popeye game, remove old power supply transformer assembly (see illustration 2-3 & 2-4)

A. Disconnect connector from switch plate
B. Disconnect both plugs for monitor and lamp
C. Disconnect ground harness connections
D. Disconnect both power harness connections
E. Remove four (4) wing nuts and take out old power supply
F. Replace with new Mario Bros. power supply assembly and tighten wing nuts
   Note: Bolts for wing nuts may push through bottom of game during mounting of new power supply unit. If this happens, simply push them back up when power supply assembly is in place.
G. Reconnect Steps A, B, & C being careful to get a good connection on Step C.
   Ground harnesses.
These steps are for Popeye ONLY

8. Change fuse to 5 AMP and change label to 5 AMP on switch plate (see illustration 2-5)

9. Remove old P.C. Board assembly (see illustration 2-6)
   A. Remove the six (6) machine screws that hold on the FCC cage cover
   B. Remove the FCC cover and disconnect both edge connectors
   C. Remove the FCC P.C. Board from the FCC cage cover
   D. Install new Mario Bros. FCC P.C. Board on cage cover

   Note: Check to make sure new FCC Board is part 044-01-FCC
These steps are for Popeye, Donkey Kong and Donkey Kong Jr.

10. Install Mario Bros. boards (see illustration 3-1)
   A. Insert new short-wire harness between FCC P.C. Board and Mario Bros. P.C. Board. Note: Do not screw on cover until final check sheet and adjustments (Section V) is complete.

11. For step 11 see opposite page

12. Connect new Mario Bros. control panel to main harness and fasten down control panel (see illustration 3-3)

13. Install new Mario Bros. front screen and fasten with front screen clamp
   A. IMPORTANT! Place authorized Mario Bros. sticker on front screen in location shown (see illustration 3-3)
This step is for Popeye, Donkey Kong and Donkey Kong Jr.

11. Connect main harness assembly (see illustration 3-2)

   A. Connect 2 pin, 3 pin, 4 pin coin door harnesses to main harness
      (Note: Harnesses are different for Popeye, Donkey Kong, and
      Donkey Kong Jr.)
   B. Fasten control panel connectors to wire tie approximately
      5" from connectors
   C. Route the main harness through existing wire ties and then
      install two (2) new stick-on ties to FCC shield cage to hold harness securely
   D. Connect 4 pin sound and 6 pin video from monitor to main harness
   E. Connect 9 pin and 10 pin power supply connectors
   F. Fasten power supply harness to FCC shield cage with cable ties.
14. Screw on new serial number plate next to old plate.
**IMPORTANT! Do not remove old plate**
(see illustration 3-4)

15. Attach FCC Class A label (see illustration 3-5)
   A. Remove old FCC label
   B. Put on new FCC label and staple all four corners

*Not necessary for POPEYE*
16. Attach FBI sticker
   A. Place label on back door just under lock (see illustration 3-6)

17. Attach new back door adjustment label
   A. Peel off old label and replace with new Mario Bros. label.
      Staple all four corners. (see illustration 3-7)
Side Decal Application

Step 1.

Start by peeling the protective backing “A” down about 6 inches from the top.

Place decal in desired position. Pull down slowly the remainder of the protective backing of “A.”

While doing this, use a soft cloth to smooth decal onto side board, moving from top to bottom of decal.

Step 2.

Fold remaining decal back, exposing the unprinted side. Begin to peel protective backing “B” from center to right hand side “slowly.”

Using soft cloth smooth decal onto side panel by running hand from top to bottom of decal, moving outward to the right hand side.
V. FINAL CHECK SHEET AND ADJUSTMENTS

☐ 1. Replacement label installed (MANDATORY)
☐ 2. FBI sticker installed (MANDATORY)
☐ 3. New serial number plate installed (MANDATORY)
☐ 4. New FCC label installed (MANDATORY)
☐ 5. New adjustment label installed
☐ 6. Fuse label changed (Popeye only)
☐ 7. P.C. Board adjustments made
   (see PC Board adjustments page 22)
☐ 8. Monitor adjustments made
   (see monitor adjustments pages 23-24)
☐ 9. Self-test check (see pages 26-27)
☐ 10. Coins give credit
☐ 11. Controls on operation panel functioning
☐ 12. Sound checked
Adjustments

After powering up the game, you will probably find that the screen's horizontal width is too narrow and the vertical height is too small. To make adjustment to the horizontal width, refer to the illustration on page 00. To adjust the vertical height, use the V-size adjustment on the rear of the monitor to make the picture larger.

Also, it may be necessary to adjust the vertical and horizontal position controls on the video p.c. board as shown below to center the picture.

P.C. Board Adjustments

Adjustment of Semi-Fixed Resistors

VIDEO P.C. Board

Semi-fixed resistors, VR1 and VR2 on VIDEO P.C. Board are used to adjust video monitor screen.

| VR1 | 50KΩ 1/3W v - pos white knob | move clockwise to move picture up |
| VR2 | 50KΩ 1/3W h - pos white knob | move clockwise to move picture left |
Adjustment of Horizontal Width

Caution! High Voltage Area — BE CAREFUL!

Using a standard 2.6mm hex non-conductive core alignment driver, carefully turn L453 counter-clockwise for a smaller horizontal screen size. L453 is located in the rear of the monitor just under the deflection yoke.

Turn this way for a smaller horizontal screen size

CAUTION! HIGH VOLTAGE! BE CAREFUL
Adjustment of Video Monitor

From Game PCB 6P-600 Video Harness

Green Gain Red Gain Blue Gain

To Video Monitor Main PCB Signal PCB

INVERT OUT NON INVERT OUT

In case of TMA-UP: Plug in here!

This Signal PCB is only attached to TPPU-20-00 Video Monitor [32 Type] 20-EZV (R-C).

V-SIZE
V-HOLD
H-CENT
BRIGHT
SOUND VOLUME

Video Monitor

WARNING

Do not touch the inside of the Video Monitor. It contains many parts supplied with high voltage.
Option Switch Settings

<table>
<thead>
<tr>
<th>NUMBER OF</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
<th>G</th>
<th>H</th>
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<tbody>
<tr>
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<td>3</td>
<td>OFF</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Per Game</td>
<td>4</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>5</td>
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<td>ON</td>
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<td>6</td>
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<tr>
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<td>ON</td>
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WARNING
All the Option Switch Settings MUST be done with power off.
Bookkeeping and Self-Test

(1) Entry
Press Service Switch and hold it down until Menu of Test Mode displays on the Video Monitor as follows.

<table>
<thead>
<tr>
<th>Test Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Bookkeeping Distributions</td>
</tr>
<tr>
<td>2 Free Play</td>
</tr>
<tr>
<td>3 Self-Test &amp; Monitor Adjustment</td>
</tr>
<tr>
<td>4 Return To Game Mode</td>
</tr>
</tbody>
</table>

(2) Selection of Test
A flashing Shellcreeper points to the Test. Momentarily depressing Service Switch will step to next Test. When the shell creeper is pointing to the desired Test, the details of the Test can be displayed by pressing the Service Switch and holding it down until the details appear on the Video Monitor. (Except "Return To Game Mode")

(3) Back to Menu of Test Mode
You can recall Menu of Test Mode by holding down Service Switch until it re-appears.

(4) When the shellcreeper is pointing to "Return To Game Mode", you will be able to return to Game Mode (Demonstration Game) by holding down Service Switch until it re-appears.

(WARNING)
Test Mode will go back to Game Mode automatically if you do not push a switch or button or move the controller within a few minutes.
A. Bookkeeping Distributions:
   1. Playtime distributions and number of plays per distribution range.
   2. Score distributions and number of plays per distribution range.
   3. Number of One (1) player games and playtimes per distribution range.
   4. Number of Two (2) player games and playtimes per distribution range.
      * To clear all distributions, press either start button.
      ** Bookkeeping distribution system will not function when game is set in Free
         Play Mode.

B. Pressing either start button will set or clear "FREE PLAY" mode.

C. Self-Test & Monitor Adjustment
   Pressing either start button will step to the next Test.

C-1 RAM and ROM Test
   The result of RAM and ROM Test will be displayed on the Video Monitor as
   follows.

Example

<table>
<thead>
<tr>
<th>RAM</th>
<th>ROM</th>
<th>CHECKSUM</th>
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<tr>
<td>7A</td>
<td>OK</td>
<td>7C</td>
</tr>
<tr>
<td>7B</td>
<td>OK</td>
<td>7D</td>
</tr>
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<tr>
<td></td>
<td></td>
<td>7E</td>
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<td>7F</td>
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<tr>
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<td>&quot;</td>
</tr>
</tbody>
</table>

RAM location on the PCB
ROM location on the PCB

(OK: Passed)
(NG: Failed)

C-2 CRT Test
   Color Bar and Marks on four Corners and center of screen are displayed on the
   Video Monitor one after another.

C-3 Sound Test
   You will hear the various sounds one after another.

C-4 Switch Test
   The result of the switch condition will be displayed on the Video Monitor when
   you press each of the switches or move the controllers.
   (2-Way Controllers, Jump Switches, 1-Player Switch, 2-Player Switch and Coin
   Switches.)

C-5 End of Self-Test.
Switch Maintenance

Micro-Switch Replacement
Whenever you replace any micro-switch on the Operation Panel, a switch gap adjustment is needed as shown below.

Press

Switch Button Assy.

Micro-switch
Gap: 0.2 0.5mm/1/128 5/256inch)

Switch gap adjustment

Lubrication for 2 way Controller
To maintain the 2 way Controller in good condition, lubricate the pillow balls and 2 way Guide Plate approx. every 3 months.
See Fig. 9.

Lubricate here!!
VI. WIRING DIAGRAM
Dear Distributor:

In addition to the steps you have already done, we felt it would benefit your customers if the previous cabinet and coin selector problems were checked to ensure the modifications had been done. Below is the list of service bulletins which deal with these problems.

We have included copies of these service bulletins:

<table>
<thead>
<tr>
<th>Bulletin</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>TKG-05</td>
<td>Slam Switch</td>
</tr>
<tr>
<td>DJR-01</td>
<td>Upper Coin Door</td>
</tr>
<tr>
<td>Hinge</td>
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</tr>
<tr>
<td>DJR-92</td>
<td>Model 730A Coin Selector</td>
</tr>
</tbody>
</table>

Sincerely,

Nintendo of America, Inc.
GAME: Donkey Kong Jr.
SUBJECT: Upper Coin Door Hinge

It has been brought to our attention that a flattened straw or similar object can be passed through the center opening in the upper hinge. If the object makes contact with the coin switch, it can be used to run up multiple credits.

The solution is to block the opening with a flange made of wood or metal. This flange should be mounted to the inside of the cabinet and can be obtained from us as a retrofit kit.

This problem is present in all Radar Scope uprights, Donkey Kong uprights and early Donkey Kong Jr. uprights.
GAME: Donkey Kong Jr.
SUBJECT: Model #730A Coin Selector

It has come to our attention that there is a problem with the model #730A coin selector in that a nickel or a penny, if flipped through the entry just right, will continue through the mechanism and establish credits.

The solution to this problem is to add a small metal piece to the selector as shown in the enclosed drawing. This piece can be made from 18 gauge steel or even a paper clip as shown in the drawing. This piece is available at no charge. The threaded hole in the selector is an M3 x 6 MM size. If you cannot locate a screw this size, you can remove one of the machine screws from the power supply cage.
GAME: Donkey Kong Donkey Kong Jr., Popeye, Mario Bros.
SUBJECT: Slam Switch

In order to prevent the accumulation of free credits by kicking the coin door, a slam switch should be added.

In all cases the switch (a "normally open" weighted reed switch) should be mounted on the coin door. Connect one side of the slam switch to the brown wire on the coin switch (ground). The other side of the slam switch should be connected to a wire which will be run through the wiring harness to the CPU board. At this point the installations vary for the four (4) games.

Donkey Kong:
TKG2 and TKG3: Attach to Test Point 8, at board coordinates 3L

TKG4: Attach to Test Point 2-RESET, at board coordinates 1L

Donkey Kong Jr.:
Attach to Test Point 2 - RESET, at board coordinates 1L

Popeye:
Attach to C13 (47 F electrolytic capacitor), "side, at board coordinates 2N

Mario Bros.:
Attach to C38 (100 electrolytic capacitor), "side, at board coordinates 4F
## TMA-1 Nintendo-Pak Parts List

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<thead>
<tr>
<th>Item</th>
<th>Part #</th>
<th>Name Of Part</th>
<th>Remarks</th>
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<td>TMA1 CPU Complete P.C. Board Assembly</td>
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<td>TMA1 Video Complete P.C. Board Assembly</td>
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<td>Monitor Mtg. Bracket (Right)</td>
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<td>TKGU-23-34</td>
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<td>TKGU-23-32</td>
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MARIO BROS. OPERATION PANEL ASSEMBLY PARTS (UPRIGHT)

Operation Panel Assembly
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<td>TMAU-21-01</td>
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<td>TMAU-21-11</td>
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<td>TBP18S030 32×8bit Bipolar ROM</td>
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<td>74LS244 Octal 3 State Bus Buffer</td>
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<td>74LS374 Octal 3-State D-Type Flip Flop</td>
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<td>TMAU-21-48</td>
<td>WO3B Diode</td>
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<td>TMAU-21-51</td>
<td>150 Ohm 1/4W ±5% Resistor</td>
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<tr>
<td>TMAU-21-52</td>
<td>200 Ohm 1/4W ±5% Resistor (R11)</td>
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<td>220 Ohm 1/4W ±5% Resistor (R44, R47, R50)</td>
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<td>470 Ohm 1/4W ±5% Resistor (R46, R48, R51, R54, R56)</td>
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<td>510 Ohm 1/4W ±5% Resistor (R59)</td>
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<td>560 Ohm 1/4W ±5% Resistor (R32, R33)</td>
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<td>680 Ohm 1/4W ±5% Resistor (R4, R58)</td>
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<td>3.3K Ohm 1/4W ±5% Resistor (R3)</td>
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<td>Hex 68 Ohm Series Resistor Array (RM1, RM2, RM4, RM5)</td>
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<td>0.039μF 50V Film Capacitor (C5)</td>
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<td>100(\mu)F 16V Al. Electrolytic Axial Capacitor (C11, C38)</td>
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<td>470(\mu)F 16V Al. Electrolytic Axial Capacitor (C2, C54~C56)</td>
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<td>1(\mu)F 10V Tantalum Radial Capacitor (C50)</td>
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<td>4.7(\mu)F 10V Tantalum Radial Capacitor (C4, C14, C15, C41)</td>
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<td>10(\mu)F 10V Tantalum Radial Capacitor (C1, C3)</td>
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<td>11.00MHz Crystal (X2)</td>
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<td>NC5892-01 MINI BUS BAR</td>
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<td>TMAU-21-102</td>
<td>NC2158-07 MINI BUS BAR</td>
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<td>16Pin Dip IC Socket (5B)</td>
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<td>20Pin Dip IC Socket (4P)</td>
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<td>24Pin Dip IC Socket (6K)</td>
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<td>1K Ohm 1/4W ±5% Resistor (R2, R12, R14, R15, R18, R22)</td>
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<td>12 Ohm 1/2W ±5% Resistor (R5, R8, R20, R24, R6, R26)</td>
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<td>470 Ohm 1/4W ±5% Resistor (R10)</td>
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<tr>
<td>DJR-18-39</td>
<td>22 Ohm 1/2W±5% Resistor (R13)</td>
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<td>DJR-18-40</td>
<td>20K Ohm 1/2W ±5% Resistor (R16, R25)</td>
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<td>DJR-18-41</td>
<td>100 Ohm 1/2W ±5% Resistor (R27)</td>
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<td>DJR-18-42</td>
<td>20 Ohm 5W Resistor (R9)</td>
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<td>DJR-18-43</td>
<td>510 Ohm 3W Resistor (Metal Oxide) (R7)</td>
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<td>DJR-18-44</td>
<td>50K Ohm GF06P Variable Resistor (VR2, VR4)</td>
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<td>DJR-18-45</td>
<td>2K Ohm GF06P Variable Resistor (VR1, VR3)</td>
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<td>DJR-18-46</td>
<td>5m Ohm Shunt Resistor (SH1, SH2)</td>
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<td>DJR-18-47</td>
<td>SC-02 SC Coil (L1)</td>
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<td>DJR-18-48</td>
<td>100mH 5A SF Coil (L4, L5)</td>
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<td>DJR-18-49</td>
<td>800mH 2A SF Coil (L2, L3)</td>
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<td>DJR-18-50</td>
<td>3D-0097 EC-35 Type Oscillator Trans (T1)</td>
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<td>DJR-18-51</td>
<td>3D-0097 EI-35 Type Oscillator Trans (T2)</td>
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<td>DJR-18-52</td>
<td>3D-1000 EE-16 Type Oscillator Trans (T3, T4)</td>
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<td>DJR-18-53</td>
<td>4A-125V Fuse FGMB4A-125V NR Type (F)</td>
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