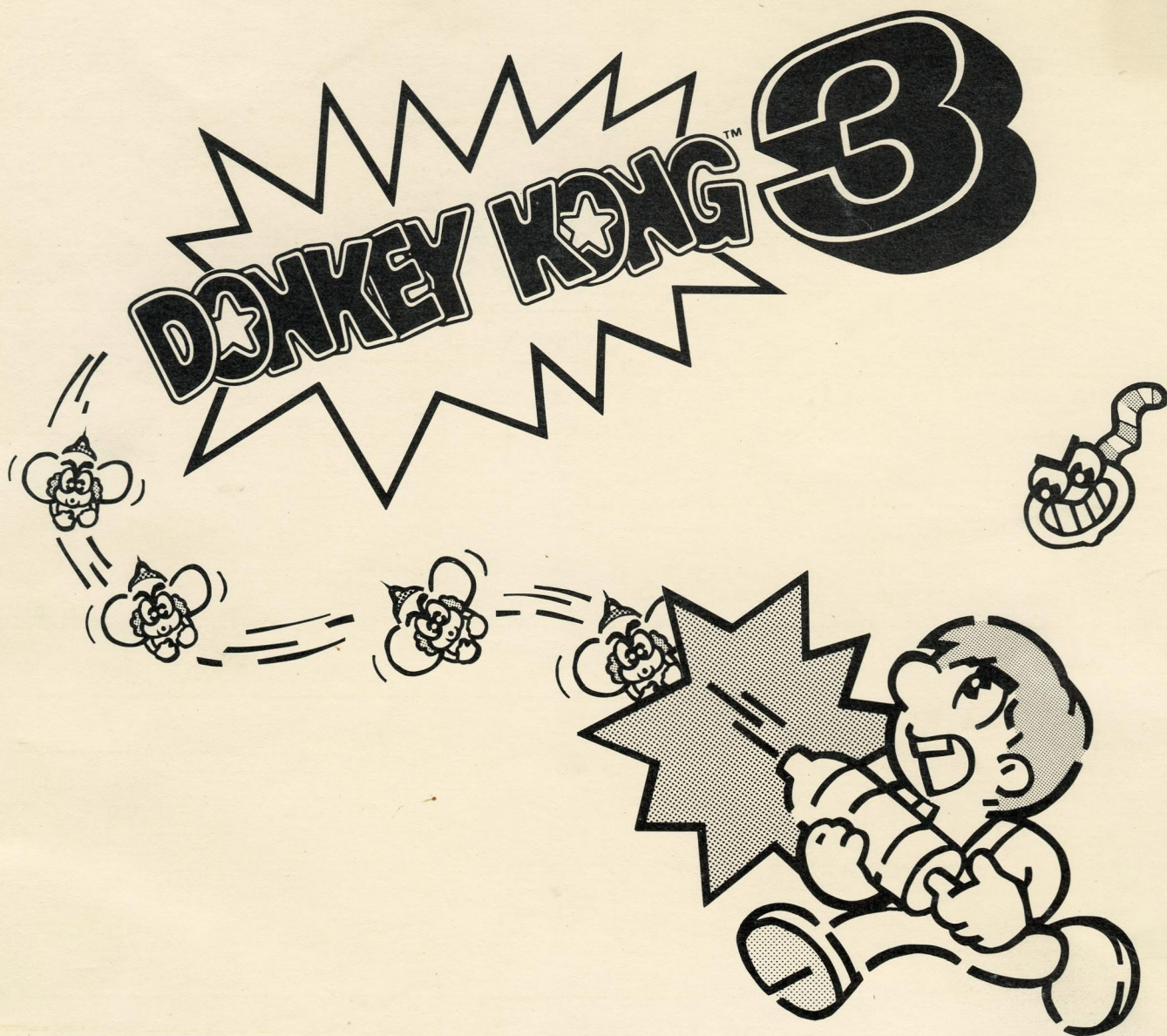


# Nintendo-Pak™



NINTENDO-PAK™ INSTALLATION & OPERATION MANUAL

FOR DONKEY KONG  
JUNIOR TABLE





### **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 Junior\* Table with Donkey Kong 3\* in less than 15 minutes

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 Jr., Donkey Kong 3 and NINTENDO-PAK are trademarks of Nintendo of America Inc.

## II. CONTENTS OF NINTENDO-PAK

PARTS NAMES	QUANTITY
DKC1 Complete P.C. Board Set	1
DKC-18T Adjustment Label	1
DKC Instruction Label	2
Serial Number Plate	1
FBI Sticker	1
Authorized Donkey Kong 3 Sticker	1
FCC Class A Label	1
Nintendo-Pak Manual (Table)	1

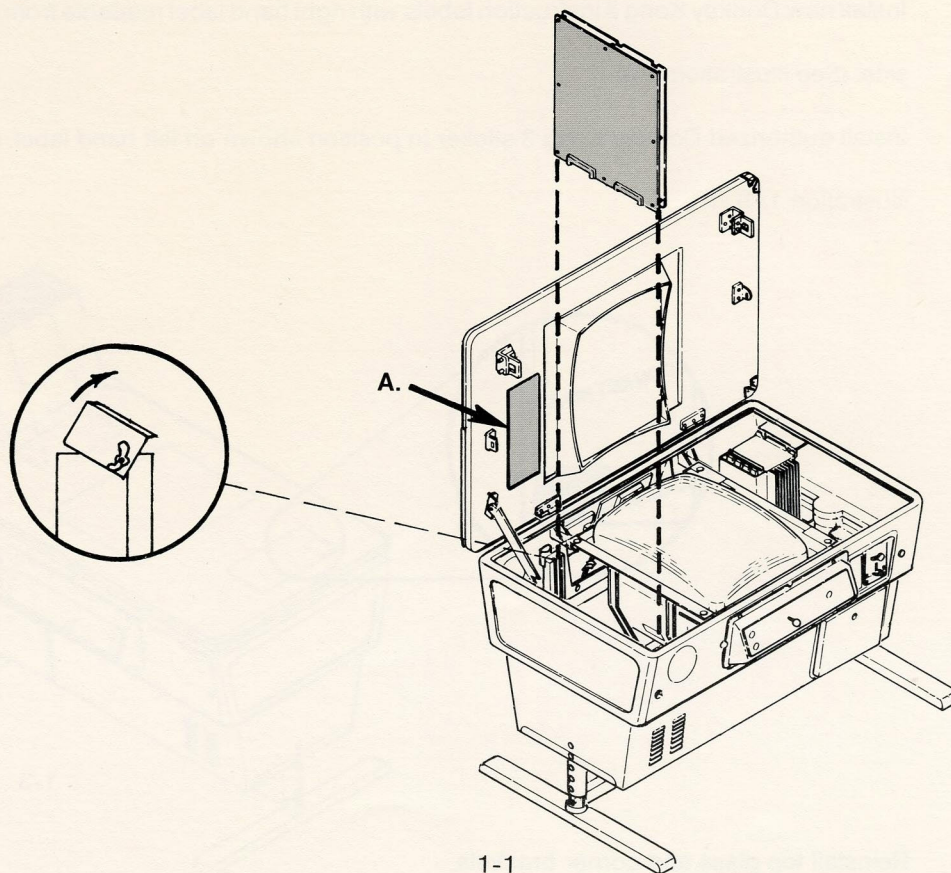
## III. List of Tools Needed

Small phillips screwdriver

Staple gun

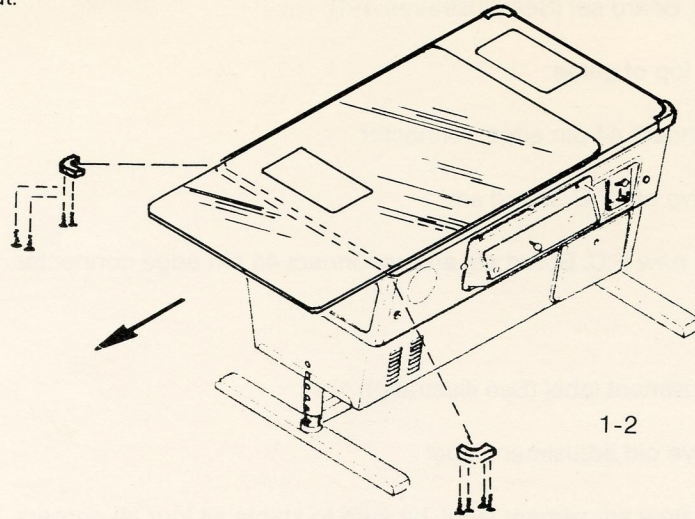
#### IV. REPLACEMENT PROCESS STEP BY STEP

1. Replace P.C. Board set (See illustration 1-1)
  - A. Open top of game
  - B. Disconnect 44 pin edge connector
  - C. Remove old P.C. Board set
  - D. Install new P.C. Board set and reconnect 44 pin edge connector
  
2. Replace adjustment label (See illustration 1-1)
  - A. Remove old adjustment label
  - B. Install new adjustment label, be sure to staple all four (4) corners.

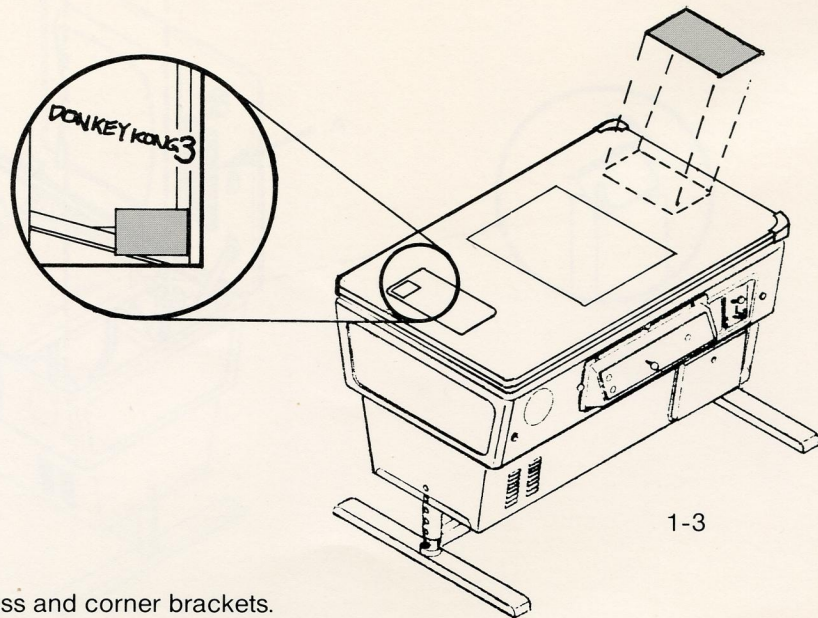


3. Exchange Instruction Labels (See illustration 1-2)

- A. Remove top glass by removing two (2) corner brackets from one end of table and slide top glass out.



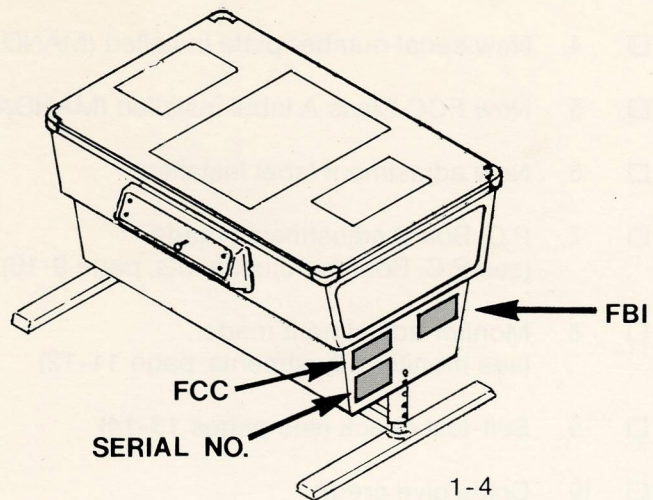
- B. Remove old instruction labels.
- C. Install new Donkey Kong 3 instruction labels with right hand label readable from coin mech side. (See illustration 1-3)
- D. Install authorized Donkey Kong 3 sticker in position shown on left hand label. (See detail illustration 1-3)



- E. Reinstall top glass and corner brackets.



4. Install new serial number plate. (See illustration 1-4)
5. Remove old F.C.C. Label and install new F.C.C. label in same location. (See illustration 1-4)
6. Install FBI sticker in location shown. (See illustration 1-4)



## V. FINAL CHECK SHEET AND ADJUSTMENTS

- 1. Instruction labels installed (MANDATORY)
- 2. Authorized Donkey Kong 3™ sticker installed (MANDATORY)
- 3. FBI sticker installed (MANDATORY)
- 4. New serial number plate installed (MANDATORY)
- 5. New FCC Class A label installed (MANDATORY)
- 6. New adjustment label installed
- 7. P.C. Board adjustments made  
(see P.C. Boards adjustments, page 9-10)
- 8. Monitor adjustment made  
(see monitor adjustments, page 11-12)
- 9. Self-test check (see pages 13-14)
- 10. Coins give credit
- 11. Controls on operational panels functioning
- 12. Sound checked

## ADJUSTMENTS

After powering up the game, you may find that the horizontal width and vertical height need adjustment. To make adjustment to the horizontal width, refer to the illustration on page 11. To adjust the vertical height, use the V-size adjustment on the rear of the monitor to make the picture larger.

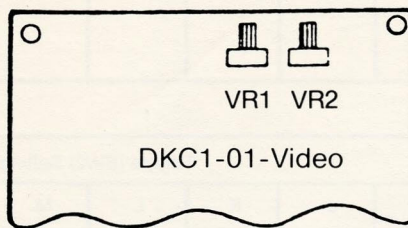
It may also be necessary to adjust the vertical and horizontal position controls on the video p.c. board as shown below to center the picture.

### P.C. Board Adjustments



Adjustment of Semi-Fixed Resistors

VIDEO P.C. Board

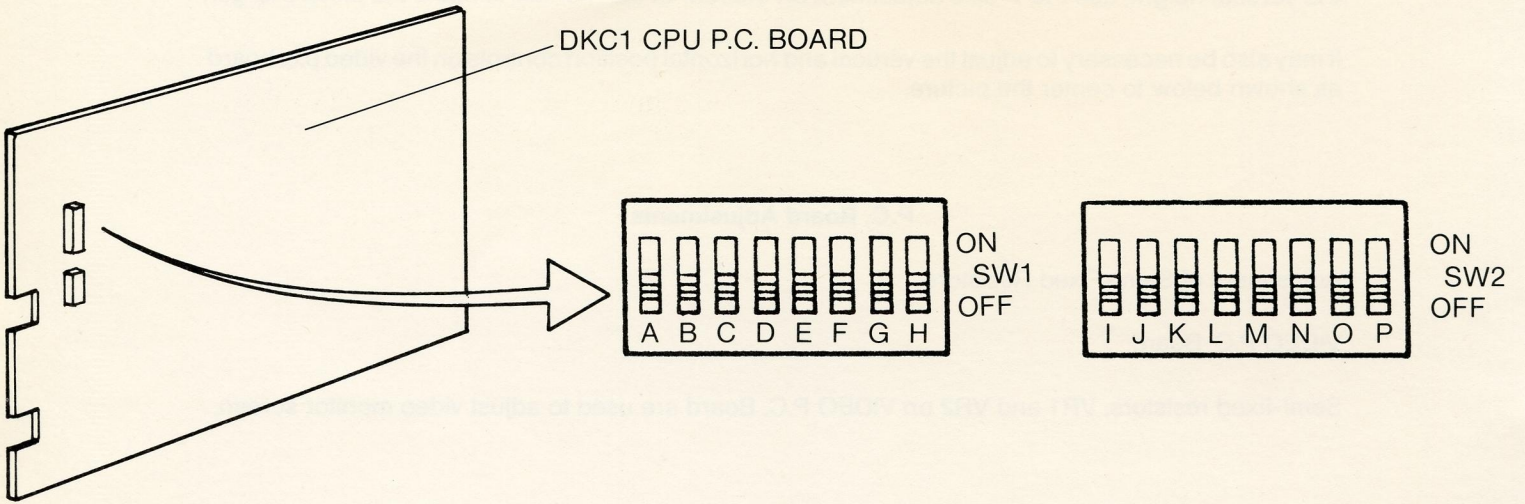
Semi-fixed resistors, VR1 and VR2 on VIDEO P.C. Board are used to adjust video monitor screen.



VIDEO P.C. Board

VR1	50K $\Omega$ 1/3W white knob	V - pos		move clockwise to move picture up
VR2	50K $\Omega$ 1/3W white knob	H - pos		move clockwise to move picture left

## Option Switch Settings



		Toggle (SW1) Settings							
		A	B	C	D	E	F	G	H
Number of Players Per Game	3	OFF	OFF						
	4	ON	OFF						
	5	OFF	ON						
	6	ON	ON						
Extra	30.000PTS.			OFF	OFF				
	40.000PTS.			ON	OFF				
	50.000PTS.			OFF	ON				
	NO EXTRA			ON	ON				
Additional Extra	30.000PTS.					OFF	OFF		
	40.000PTS.					ON	OFF		
	50.000PTS.					OFF	ON		
	NO EXTRA					ON	ON		
Difficulty	Easy (1)							OFF	OFF
	(2)							ON	OFF
	(3)							OFF	ON
	Hard (4)							ON	ON

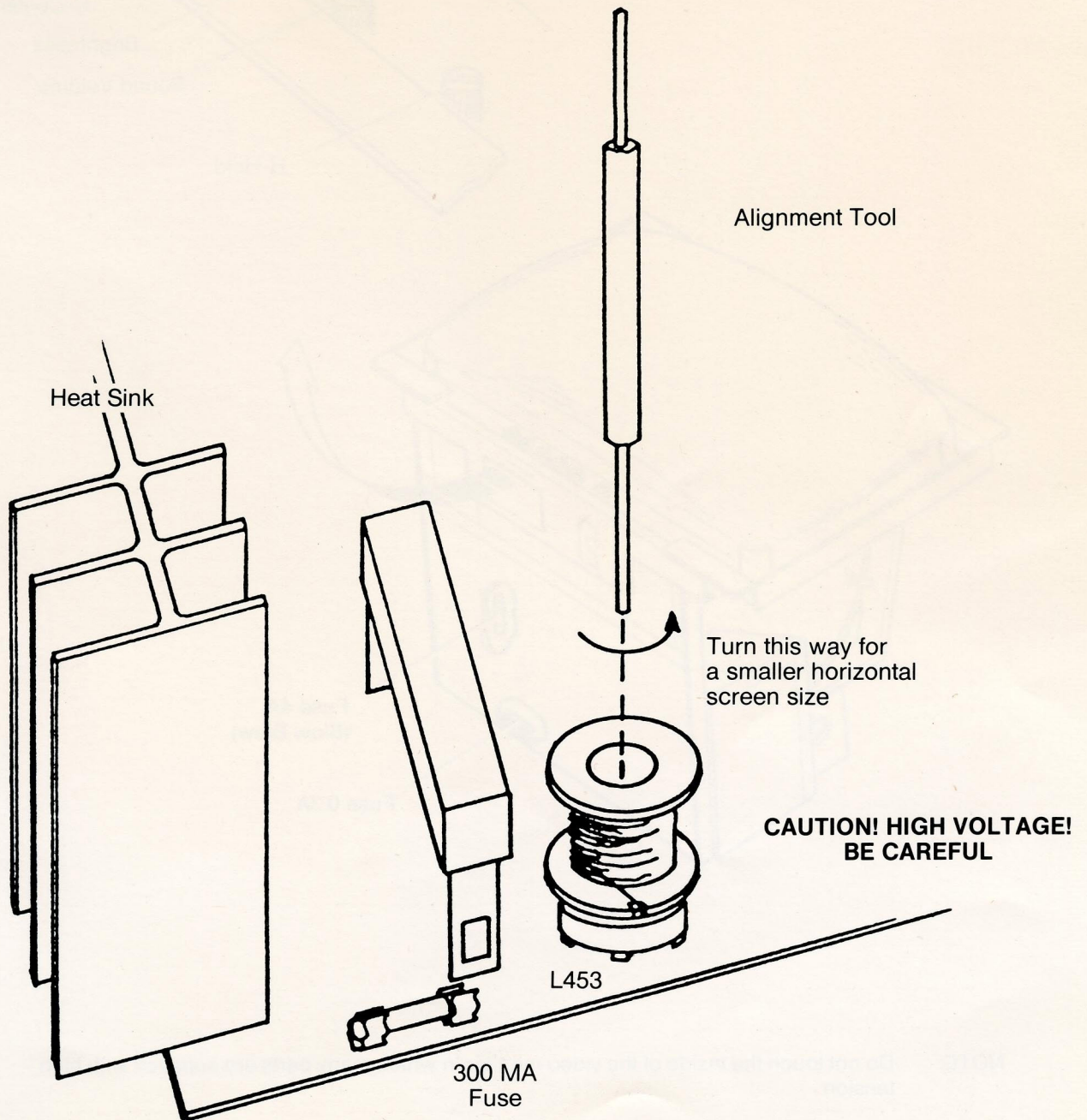
		Toggle (SW2) Settings							
		I	J	K	L	M	N	O	P
Coin/Credit	3/1	OFF	ON	OFF					
	2/1	OFF	OFF	ON					
	1/1	OFF	OFF	OFF					
	1/2	OFF	ON	ON					
	1/3	ON	OFF	OFF					
	1/4	ON	ON	OFF					
	1/5	ON	OFF	ON					
1/6	ON	ON	ON						
Game Test	OFF							OFF	
	ON							ON	
Upright Table									OFF ON

**WARNING**  
All the Option Switch Settings **MUST** be done with power off.

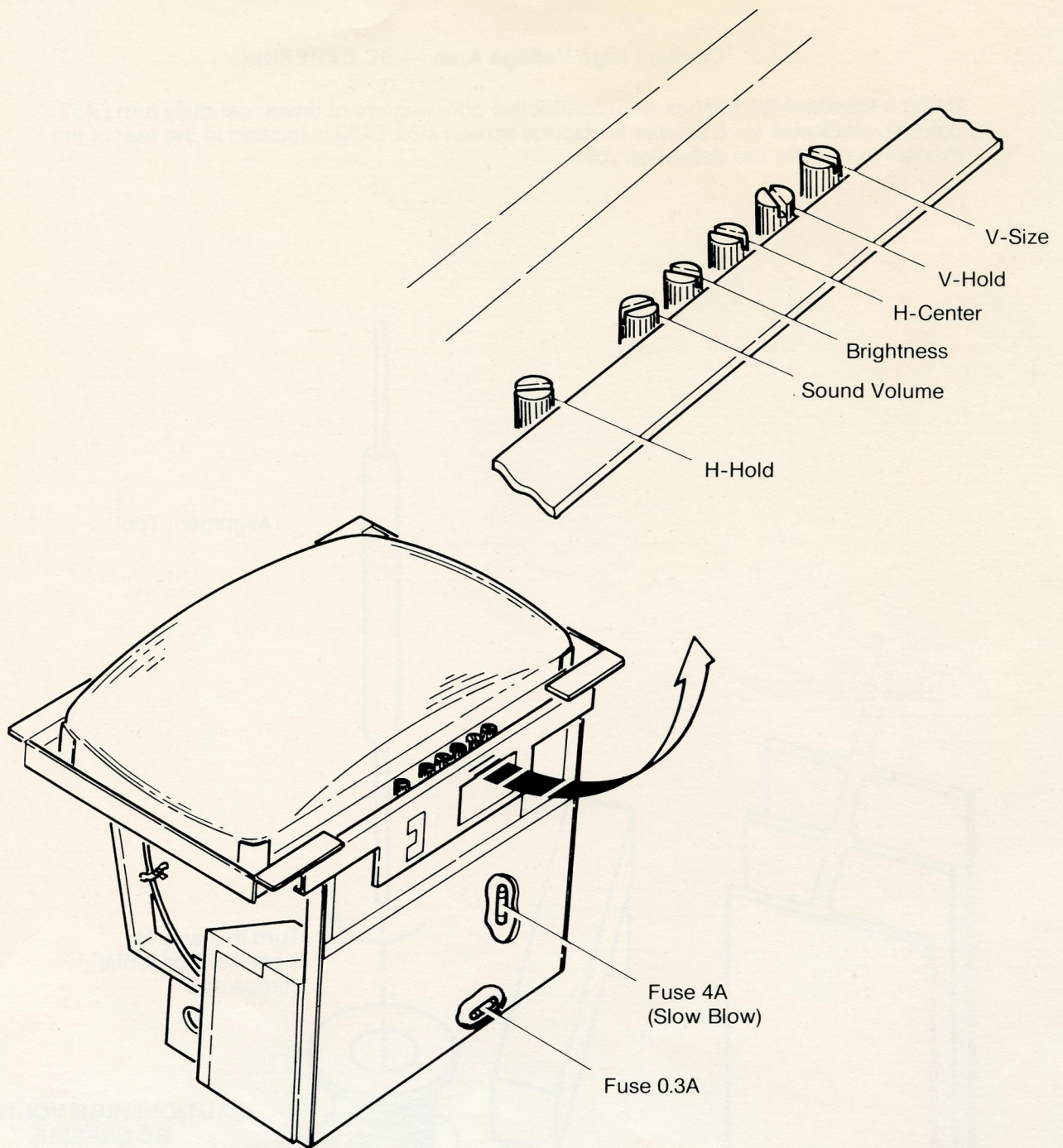
## Adjustment of Horizontal Width

**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.



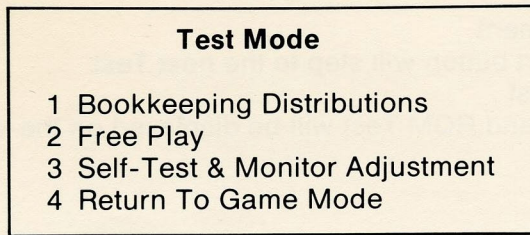
Video Monitor (18-Z2AB)



NOTE: Do not touch the inside of the video monitor in which many parts are supplied with high tension.

## 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.



- (2) Selection of Test  
A flashing Buzzbee points to the Test. Momentarily depressing Service Switch will step to next Test. When the Buzzbee 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) Back to Game Mode

When the Buzzbee 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.
    - \* To clear all distributions, press either start button.
    - \*\* Bookkeeping distribution system will not function when game is set in Free Play Mode.
- B. Free-Play  
Pressing either start button will set or clear "FREE PLAY" mode.
- C. Self-Test & 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

RAM ROM TEST				
RAM		ROM	CHECKSUM	
7F	OK	7B	OF	OK
7H	OK	7D	"	OK
		7E	"	OK
		7F	"	NG
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.
- C-5 End of Self-Test.



## Maintenance

### A. Fuse Replacement

This game contains 4 fuses. Replace fuses only with the same type as listed below.

#### Specification of Fuses

- |                        |                      |
|------------------------|----------------------|
| (1) Main Fuse U.S.:    | 5A 125V (90-120V)    |
| (2) Power Supply Fuse  | 4A 125V              |
| (3) Video Monitor Fuse | 4A 125V<br>0.3A 125V |

### B. Cleaning

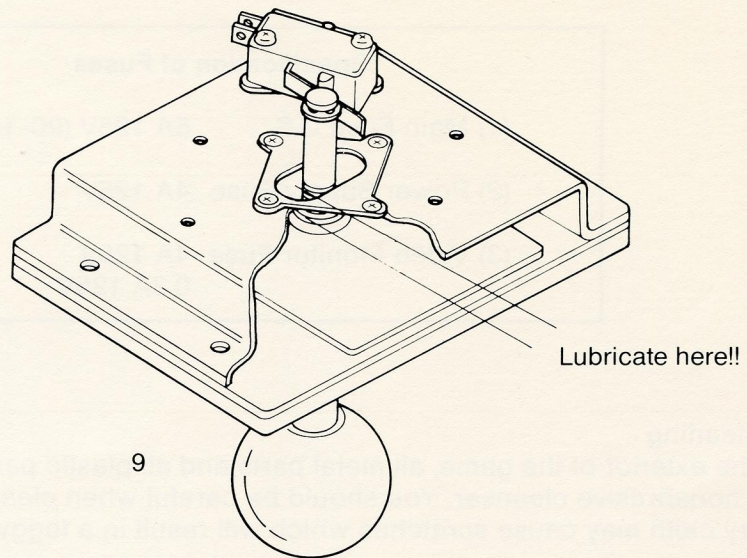
The exterior of the game, all metal parts and all plastic parts can be cleaned with a nonabrasive cleanser. You should be careful when cleaning the plastic parts. A dry cloth may cause scratches which will result in a foggy appearance.

#### Electrical Rating

- |            |           |
|------------|-----------|
| Voltage:   | 120 (V)   |
| Frequency: | 60 (HZ)   |
| Wattage:   | 100 (W)   |
| Current:   | 1.1 (AMP) |

## LUBRICATION FOR 4 WAY CONTROLLER

To maintain the 4 way Controller in good condition, lubricate the pillow balls and 4 way Guide Plate approx. every 3 months. (See illustration 9)



# Nintendo®

## SERVICE DEPARTMENT

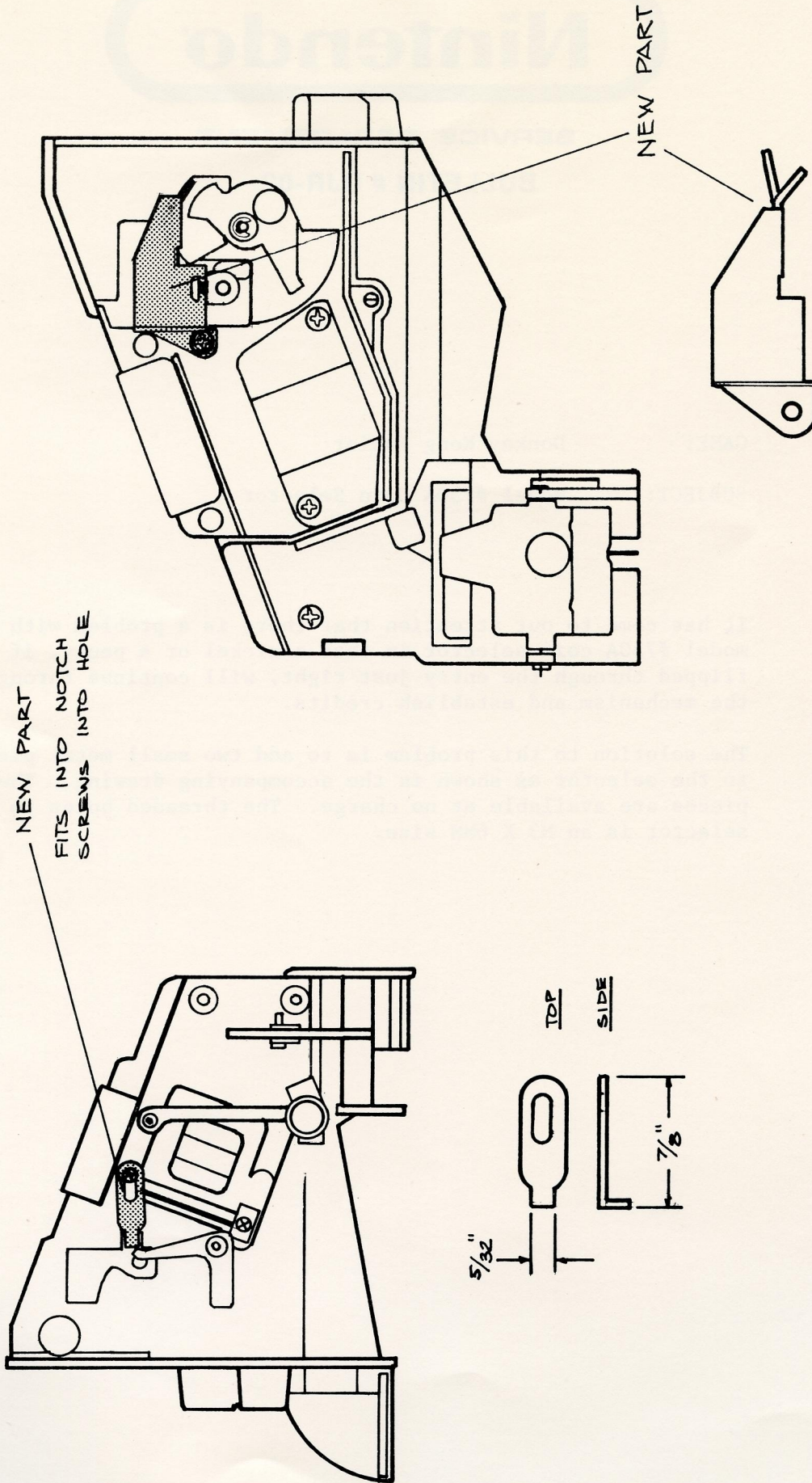
### BULLETIN # DJR-02

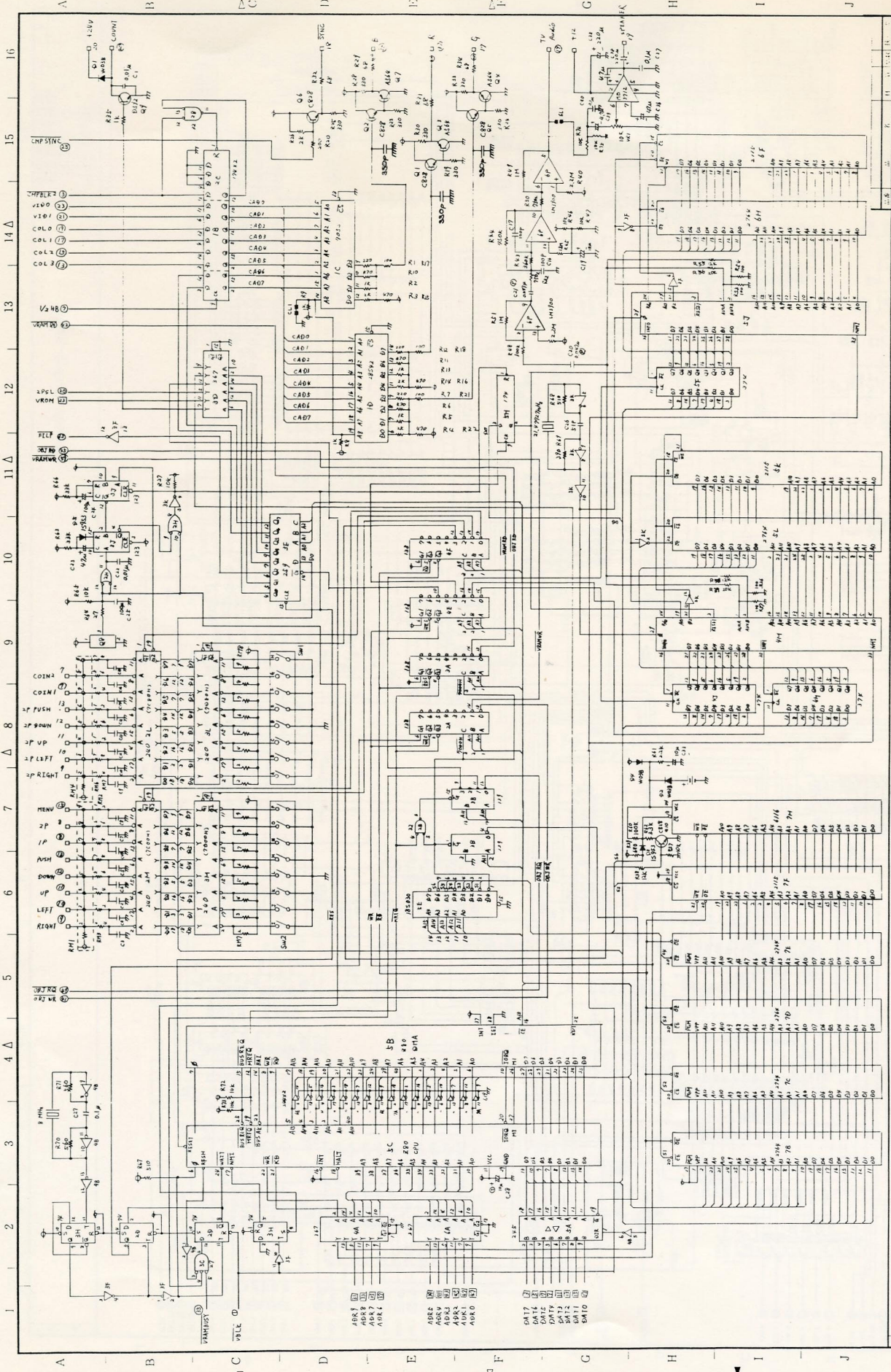
GAME: Donkey Kong Junior

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.

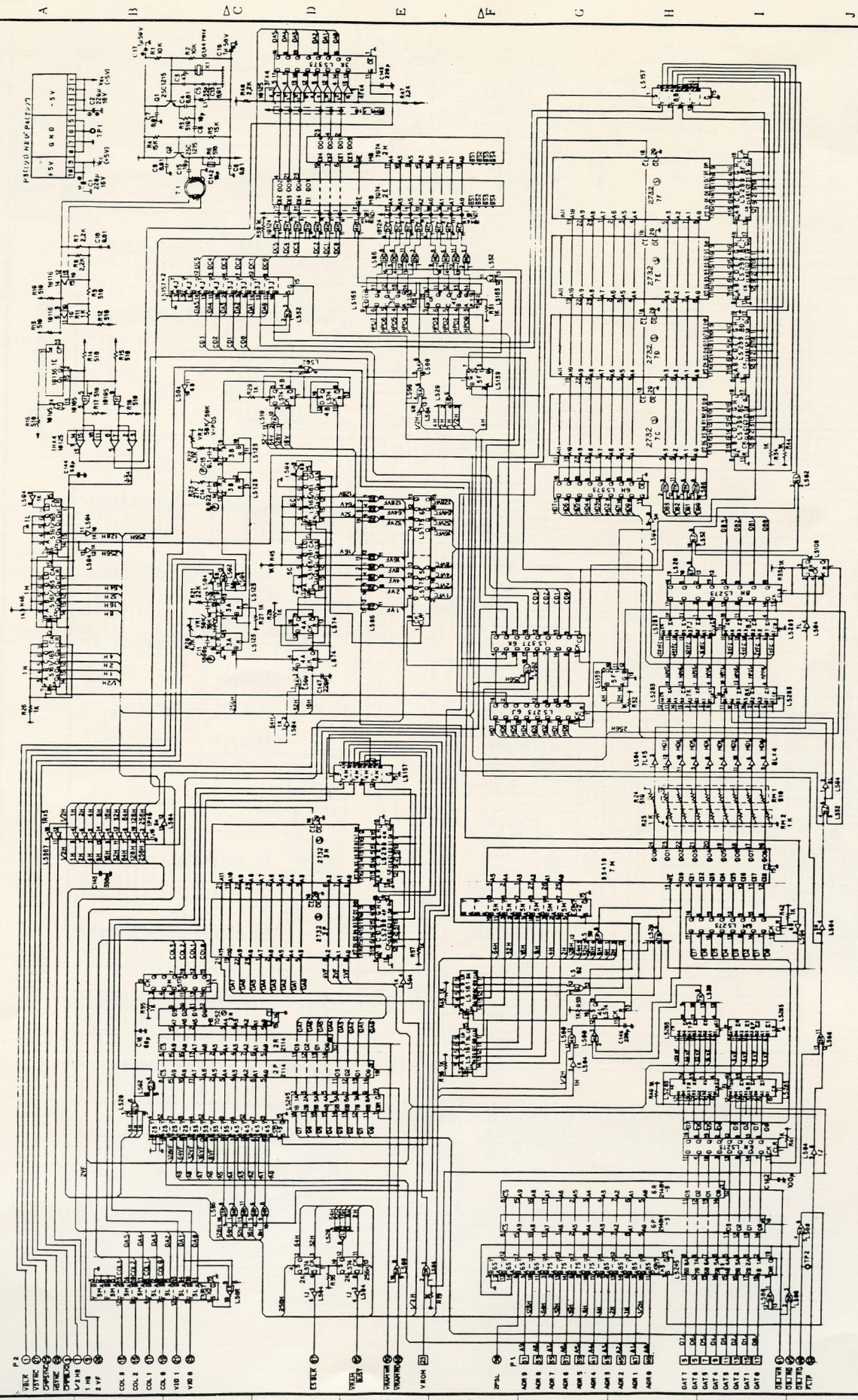
The solution to this problem is to add two small metal pieces to the selector as shown in the accompanying drawing. These pieces are available at no charge. The threaded holes in the selector is an M3 X 6MM size.





DKC1 - CPU  
 任天堂株式会社  
 Nintendo Co., Ltd.

Donkey Kong 3 - CPU



DKC1 - Video

3733

任天堂株式会社  
Nintendo Co., Ltd.

Donkey Kong 3 - Video

16  
15  
14 V  
13  
12  
11 V  
10  
9  
8  
7  
6  
5  
4 V  
3  
2  
1

## VIII. REORDER PARTS LIST

### PARTS LIST: DKC1-CPU PCB Assembly

NO.	DESCRIPTION (Reference Designation and Location)
DKCU-21-01	DKC1-CPU Complete PCB Assembly
DKCU-21-11	Z80A Microprocessor (5C)
DKCU-21-12	Z80A DMA Controllor (5B)
DKCU-21-13	PC2A03 Microprocessor (4M,5J)
DKCU-21-14	2764 8K byte EPROM 350ns DKC1-C-7B (7B)
DKCU-21-15	2764 8K byte EPROM 350ns DKC1-C-7C (7C)
DKCU-21-16	2764 8K byte EPROM 350ns DKC1-C-7D (7D)
DKCU-21-17	2764 8K byte EPROM 350ns DKC1-C-7E (7E)
DKCU-21-18	2764 8K byte EPROM 350ns DKC1-C-6H (6H)
DKCU-21-19	2764 8K byte EPROM 350ns DKC1-C-5L (5L)
DKCU-21-28	6116 2K byte C-MOS RAM 200 ns (7H)
DKCU-21-21	2115 2K byte RAM 200ns (5K, 6E, 7F)
DKCU-21-22	LM3900 Audio Amplifier (6P)
DKCU-21-23	TBP28S42N 512 X 8bit Bipolar ROM (1D)
DKCU-21-24	MB7053 512 X 4bit Bipolar ROM (1C)
DKCU-21-25	TBP18S030 32 X 8bit ROM (5E)
DKCU-21-26	74LS00 Quad 2-Input NAND (2H)
DKCU-21-27	74LS04 Hex Inveter (3F, 3K, 4B)
DKCU-21-28	74LS27 Triple 3-Input NOR (3C)
DKCU-21-29	74LS32 Quad D-Type Flip-Flop (2B)
DKCU-21-30	74LS74 Dul D-Type Flip-Flop (2D, 3H)
DKCU-21-31	74LS123 Dual Retriggerable Single Shot (3J)
DKCU-21-32	74LS138 3 To 8 Demultiplexer (2A, 3A, 4E, 4F)
DKCU-21-33	74LS139 Dual 2 To 4 Line Decoder (3B)
DKCU-21-34	74LS174 Hex D-Type Flip-Flop (3B)
DKCU-21-35	74LS240 Octal Invertor Buffer (1B, 2C, 5H)
DKCU-21-36	74LS244 Octal 3 State Bus Buffer (2L, 2M, 3L, 3M)
DKCU-21-37	74LF245 Octal Bus Transceiver (6E, 7A)
DKCU-21-38	74LS259 8-bit Addressable Latches (5A)
DKCU-21-39	74LS367 HEX Bus Driver (3E, 4A, 6A)
DKCU-21-40	74LS374 Octal 3-State D-Type Flip-Flop (4H, 4J, 5F)
DKCU-21-41	PST518 Reference Voltage Detector (8Q)
DKCU-21-42	2SA564 PNP Transistor (Q3, Q4, Q7)
DKCU-21-43	2SD592 NPN Transistor (Q9)
DKCU-21-44	2SC828 NPN Transistor (Q1, Q2, Q5, Q6, Q10)
DKCU-21-45	1S953 Diode (D3, D5, D6)
DKCU-21-46	W03B Diode (D1, D2, D4)
DKCU-21-47	27 Ohm 1/4W Resistor (R64)
DKCU-21-48	68 Ohm 1/4W Resistor (R29, R31, R32, R34)
DKCU-21-49	100 Ohm 1/4W Resistor (R17, R18, R21, R36, R37, R53, R54)
DKCU-21-50	200 Ohm 1/4W Resistor (R20)
DKCU-21-51	220 Ohm 1/4W Resistor (R1, R7, R12)
DKCU-21-52	330 Ohm 1/4W Resistor (R19, R23, R24, R25, R28, R30, R33)
DKCU-21-58	390 Ohm 1/4W Resistor (R69)
DKCU-21-54	470 Ohm 1/4W Resistor (R6, R10, R11, R15, R16, R22)

NO.	DESCRIPTION (Reference Designation and Location)	
DKCU-21-55	510 Ohm 1/4W Resistor	(R67, R68)
DKCU-21-56	560 Ohm 1/4W Resistor	(R70, R71)
DKCU-21-57	680 Ohm 1/4W Resistor	(R59)
DKCU-21-58	1K Ohm 1/4W Resistor	(R2, R5, R8, R9, R13, R35)
DKCU-21-59	2K Ohm 1/4W Resistor	(R3, R4, R14, R26)
DKCU-21-60	2.2K Ohm 1/4W Resistor	(R61)
DKCU-21-61	3.3K Ohm 1/4W Resistor	(R62)
DKCU-21-62	10K Ohm 1/4W Resistor	(R27, R41, R46, R47)
		(R57, R65, R72, R73)
DKCU-21-63	12K Ohm 1/4W Resistor	(R38, R55, R58)
DKCU-21-64	20K Ohm 1/4W Resistor	(R39, R56)
DKCU-21-65	33K Ohm 1/4W Resistor	(R63, R66)
DKCU-21-66	100K Ohm 1/4W Resistor	(R48, R68)
DKCU-21-67	300K Ohm 1/4W Resistor	(R43)
DKCU-21-68	750K Ohm 1/4W Resistor	(R42, R44, R50)
DKCU-21-69	1M Ohm 1/4W Resistor	(R49, R51)
DKCU-21-70	1.8M Ohm 1/4W Resistor	(R45)
DKCU-21-71	2.2M Ohm 1/4W Resistor	(R48, R52)
DKCU-21-72	Hex 68 Ohm 1/4W Resistor Array	(RM2, RM3, RM5, RM6)
DKCU-21-73	Octal 1K Ohm 1/4W Resistor Array	(RM1, RM4)
DKCU-21-74	Octal 4.7K Ohm 1/4W Resistor Array	(RM7, RM8)
DKCU-21-75	51pF 50V Ceramic-Disc Capacitor	(C26)
DKCU-21-76	100pF 50V Ceramic-Disc Capacitor	(C17, C18)
DKCU-21-77	0.01uF 50V Ceramic-Disk Capacitor	(C1, C22, C45, C46, C47, C47)
DKCU-21-78	0.1uF 50V Ceramic-Disc Capacitor	(C2-C16, C27, C44)
DKCU-21-79	0.047uF 50V Film Capacitor	(C20, C21)
DKCU-21-80	10uF-16V Tantalum Radia Capacitor	(C28)
DKCU-21-81	10uF-16V A1 Electrolytic Radial Capacitor	(C19, C29, C31, C32, C33, C34)
DKCU-21-82	47uF 16V A1 Electrolytic Radial Capacitor	(C23)
DKCU-21-83	100uF 16V A1 Electrolytic Radial Capacitor	(C24, C25)
DKCU-21-84	470uF 16V A1 Electrolytic Radial Capacitor	(C30, C42, C43)
DKCU-21-83	8-MHz Crystal	(X2)
DKCU-21-86	21.47727-MHz Crystal	(X1)
DKCU-21-87	NC5884-09 Minibus Bar	
DKCU-21-88	16 Pin DIP IC Socket	
DKCU-21-89	20 Pin DIP IC Socket	
DKCU-21-90	28 Pin DIP IC Socket	
DKCU-21-91	40 Pin DIP IC Socket	
DKCU-21-92	8-Station Single-Throw DIP Bit Switch	(SW1, SW2)
DKCU-21-93	GP-7 Ferrite Beads	(FC1-FC13)
DKCU-21-94	10Pin Connector Receptacle	(P3)
DKCU-21-95	50Pin Flat Cable Header	(P1, P2)
DKCU-21-96	Battery Case TYPE 32-4 UM-3 X 2	
DKCU-21-97	Philips Head Machine Screw (With Spring Washer M2.6 X 8)	



NO.	DESCRIPTION (Reference Designation and Location)
DKCU-21-98	Flat Washer M2.6
DKCU-21-29	Nut Plate M2.6
DKCU-21-100	Beaded Wire Tie
DKCU-21-101	Dry Battery Size AA (UM-3)

**PARTS LIST: DKC1-VIDEO PCB Assembly**

NO.	DESCRIPTION (Reference Designation and Location)
DKCU-22-01	DKC1-VIDEO Complete PCB Assembly
DKCU-22-11	2732 4K byte EPROM DKC1-V-3P (3P)
DKCU-22-12	2732 4K byte EPROM DKC1-V-3N (3N)
DKCU-22-13	2732 4K byte EPROM DKC1-V-7C (7C)
DKCU-22-14	2732 4K byte EPROM DKC -V-7D (7D)
DKCU-22-15	2732 4K byte EPROM DKC1-V-7E (7E)
DKCU-22-16	2732 4K byte EPROM DKC1-V-7F (7F)
DKCU-22-17	74LS00 Quad 2-Input NAND (4K, 5A)
DKCU-22-18	74LS02 Quad 2-Input NOR (2J, 6A, 6L)
DKCU-22-19	74LS04 Hex Inverter (1J, 1K, 5H, 6B, 7L, 8L)
DKCU-22-20	74LS08 Quad 2-Input AND (5R)
DKCU-22-21	74LS10 Triple 3-Input NAND (7A)
DKCU-22-22	74LS20 Dual 4-Input NAND (2L, 5B, 6F, 7N)
DKCU-22-23	74LS30 8 Input NAND (5P)
DKCU-22-24	74LS32 Quad D-Type Flip-Flop (5J)
DKCU-22-25	74LS74 Dual D-Type Flip-Flop (2K, 4A, 4B, 4L)
DKCU-22-26	74LS86 Quad 2-Input Exclusive-OR (3D, 3R, 4D, 4R, 5D, 6D, 7H)
DKCU-22-27	74LS109 Dual J-K-Flip-Flop (8N)
DKCU-22-28	74LS123 Dual Retriggerable Single Shot (3B)
DKCU-22-29	74LS139 Dual 2 To 4 Line Decoder (5F)
DKCU-22-30	74LS157 Quad 2-Line to 1-Line Data Selector (2S, 3J, 3L, 3M, 3S, 4J, 4M, 5M, 5N, 6S, 7S, 8B, 8S)
DKCU-22-31	74LS161 4-bit Binary Countor (5C, 5K, 6C, 6K)
DKCU-22-32	74LS163 4-bit Binary Countor (3E, 4E)
DKCU-22-33	74LS174 Hex D-Type Flip-Flop (2M)
DKCU-22-34	74LS175 Quad D-Type Flip-Flop (5E, 6E)
DKCU-22-35	74LS245 Octal Bus Transceiver (1S, 5S)
DKCU-22-36	74LS273 Octal D-Type Flip-Flop (6J, 6M, 6N, 8H)
DKCU-22-37	74LS283 4-bit Binary Full Adder (7J, 7K, 7P, 7R, 8J, 8K, 8P, 8R)
DKCU-22-38	74LS299 8-bit Shift Registers (4N, 4P, 8C, 8D, 8E, 8F)
DKCU-22-39	74LS367 HEX Bus Driver (1P, 1R)
DKCU-22-40	74LS373 Octal 3-State D-Latches (3K, 6H)
DKCU-22-41	74LS377 Octal D-Type Flip-Flop (6K)
DKCU-22-42	74LS161 Schottkey 4-bit Binary Countor (1L, 1M, 1N)
DKCU-22-43	MB10105 Triple 2-3-2 Input OR/NOR (1F)
DKCU-22-44	MB10116 Triple Line Receivers (1D)
DKCU-22-45	MB10124 Quad TTL-to-ECL Translators (3C, 3H, 4C, 4H)

NO.	DESCRIPTION (Reference Designation and Location)	
DKCU-22-46	MB10125 Quad ECL-to-TTL Translators	(1H, 3F, 4F)
DKCU-22-47	MB10136 Universal Hexadecimal countor	(1E)
DKCU-22-48	MB7074 ECL-RAM with Radiator Fin	(2E, 2H)
DKCU-22-49	MB93419 64 X 9-bit Bipolar RAM	(7M)
DKCU-22-50	MB8114 1024K X 4-bit MOS RAM	(2P, 2R)
DKCU-22-51	MB8148L55 1024K X 4-bit Bipolar RAM	(6P, 6R)
DKCU-22-52	24S10 256 X 4-bit Bipolar PROM	(2N)
DKCU-22-55	510 Ohm 1/4W Resistor	(R3, R6, R9, R10, R12-R18, R24)
DKCU-22-58	1K Ohm 1/4W Resistor	(R11, R19, R25-R46)
DKCU-22-59	2.2K Ohm 1/4W Resistor	(R7, R8, R47, R48)
DKCU-22-68	4.7K Ohm 1/4W Resistor	(R20, R22)
DKCU-22-61	10K Ohm 1/4W Resistor	(R1, R2)
DKCU-22-62	10K Ohm 1/4W Resistor	(R4, R5)
DKCU-22-63	22K Ohm 1/4W Resistor	(R21)
DKCU-22-64	27K Ohm 1/4W Variable Resistor	(R23)
DKCU-22-65	50K Ohm 1/3W Variable Resistor	(VR1, VR2)
DKCU-22-66	Octal 510 Ohm 1/4W Resistor Array	(RM1, RM3-RM5)
DKCU-22-67	Octal 1K Ohm 1/4W Resistor Array	(RM2)
DKCU-22-68	10pF 50V Ceramic-Disc Capacitor	(C8, C15)
DKCU-22-69	33pF 50V Ceramic-Disc Capacitor	(C5)
DKCU-22-70	68pF 50V Ceramic-Disc Capacitor	(C16)
DKCU-22-71	47pF 50V Ceramic-Disc Capacitor	(C3)
DKCU-22-72	220pF 50V Ceramic-Disc Capacitor	(C12, C145, C146, C147)
DKCU-22-73	330pF 50V Ceramic-Disc Capacitor	
DKCU-22-74	0.01uF 50V Ceramic-Disc Capacitor	(C4, C6, C7, C19-C141, C13)
DKCU-22-75	0.1uF 50V Film Capacitor	(C11)
DKCU-22-76	0.01uF 50V Film Capacitor	(C14)
DKCU-22-77	0.022uF 50V Film Capacitor	(C17, C18)
DKCU-22-78	1uF 50V Al Electrolytic Radial Capacitor	(C1, C2, C9, C10)
DKCU-22-79	220uF Al Electrolytic Radial Capacitor	(C17, C18)
DKCU-22-90	61.44-MHz Crystal	



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