

Peter Chou "AT" Style Arcade Game Power Supply

Model : UP-150 PST (on label on metal cover)
UP 200-1 (silkscreened on circuit board)

GENERAL INFORMATION:

Has a +5 volt adjustment pot shaft sticking out of the box next to the output wire bundle. The wire bundle terminates in a 9 pin female Molex connector that's wired to Jamma/ A.M.O.A. pinout standards.

CAPKIT INFO:

C2	22 uf @ 25 volts	C3	470 uf @ 25 volts	C9	1 uf @ 50 volts
C10	1 uf @ 50 volts	C14	1 uf @ 50 volts	C15	10 uf @ 50 volts
C16	4.7 uf @ 50 volts	C17	47 uf @ 50 volts	C18	4.7 uf @ 50 volts
C24	4,700 uf @ 16 volts	C25	2,200 uf @ 16 volts	C27	1 uf @ 50 volts
C28	2,200 uf @ 16 volts				

Note: Capacitors C9, C10, C15, and C16 are known to drift off value causing game reset problems. These capacitors go bad because the fan has siezed up or is clogged.

FAN INFORMATION:

Uses a standard 12 VDC, 80mm square fan. Radio Shack # 273-243 and Jameco # 16993 are good choices for replacements should the original fan have gone bad.

OTHER PARTS TO CHECK FOR FAILURES:

Fuse: 3 ampere fast (normal) blow, 5mm x 20mm, Radio Shack # 270-1054 or Jameco # 103924 or Bussmann # GMA-3.

Q1, Q2 transistors: Type 2SC4138 (might be marked simply C4138). You can substitute an NTE 2311 for these transistors.

BD2: Special diode, type CTB34. You can substitute an NTE 6090 for this diode package.

IC3: Type L7905CV is the -5 volt regulator. You can substitute an NTE 961.

Compiled by Ken Layton

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