

OPERATORS MANUAL

MEGA SPIN



PLEASE NOTE:

Read this manual BEFORE operating the machine.

Keep this manual for your reference.

Go to www.LAIgames.com click on Support to register your games and receive future updates.



LAI Games

Correspondence regarding this machine should be addressed to your closest LAI Games office, or LAI Games Distributor.
For contact details, refer to the back page of this manual.

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LAI Games

sales@laigames.com www.laigames.com

LAI Games Note

Dear Customer,

Keep up to date with new software updates or Service Bulletins for this game.

Check our website at www.laigames.com and click on Support, where you will find links to all the Bulletins and Software updates to keep your game in top working order.

Thanks,



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SAFETY PRECAUTIONS

The following safety precautions and advisories are used throughout this manual and are defined as follows.

* WARNING! *

Disregarding this text could result in **serious injury**.

* CAUTION! *

Disregarding this text could result in damage to the machine.

* NOTE! *

Is an advisory text to hint or help understand.



BE SURE TO READ THE FOLLOWING

* WARNING! *

Always turn **OFF** Mains AC power and unplug the game before opening or replacing any parts.

Always grasp the plug, not the line cord, when unplugging the game from an electrical outlet.

Always connect the Game Cabinet to a grounded electrical outlet with a securely connected ground line.

Do Not install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

Do Not install the Game Cabinet in areas that would present an obstacle in case of an emergency, i.e. near fire equipment or emergency exits.

* CAUTION! *

Always use a Digital Multimeter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.

Do Not connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.

Do Not use any fuse that does not meet the specified rating.

Do Not Subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 °C.

MACHINE INSTALLATION AND INSPECTION

When installing and inspecting **Mega Spin** be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

- Be sure to turn the power **OFF** before working on the machine.

* WARNING! *

Always Turn **OFF** mains power before removing safety covers and refit all safety covers when work is completed.

- Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk.
- Check that the rubber glide feet levelers are set correctly on the floor so that the game cabinet is level and stable.
- Always make complete connections for the integrated circuit (IC) logic PC Boards and other connectors. Insufficient insertion can damage the electrical components.

* CAUTION! *

Before Switching the machine on be sure to check that it has been set on the correct voltage for your area!

Refer To the mains voltage adjustment section of this manual. Machines are normally shipped on 220V AC unless otherwise specified.

- Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.
- If any integrated circuit (IC) logic PC Boards should need servicing, please contact the nearest LAI Games Distributor. (Refer to the back page of this manual)

INTRODUCTION

Congratulations on your purchase of **Mega Spin** by LAI Games. We hope you take the time to read this manual and learn about the many features and user-friendly adjustments that can be made to fine-tune the game for maximum earning potential.

DESCRIPTION

Mega Spin is a ticket vending game with a huge super bonus payout.

Players spin the wheel and either land on a number, receiving that amount of tickets, or land on an arrow and move up to the next level. Players spin the wheel again, and the same rules apply. On the third and final level, players have the chance to win the Major Prize or the Super Bonus (jackpot).

PACKAGING

CONTENTS

- The Mega Spin cabinet
- Operator Manual
- 2 x coin door keys
- 1 x cabinet header
- 2 x star side panels
- IEC Power Cord
- Parts & Accessories

UNPACKING

To unpack **Mega Spin**, first remove the exterior carton.

The header and platform are both located securely inside the Rear Bar mounting.

Remove the 9 bolts from the Rear Bars (4 at each bar top, one at the base), then remove the Rear Bars.

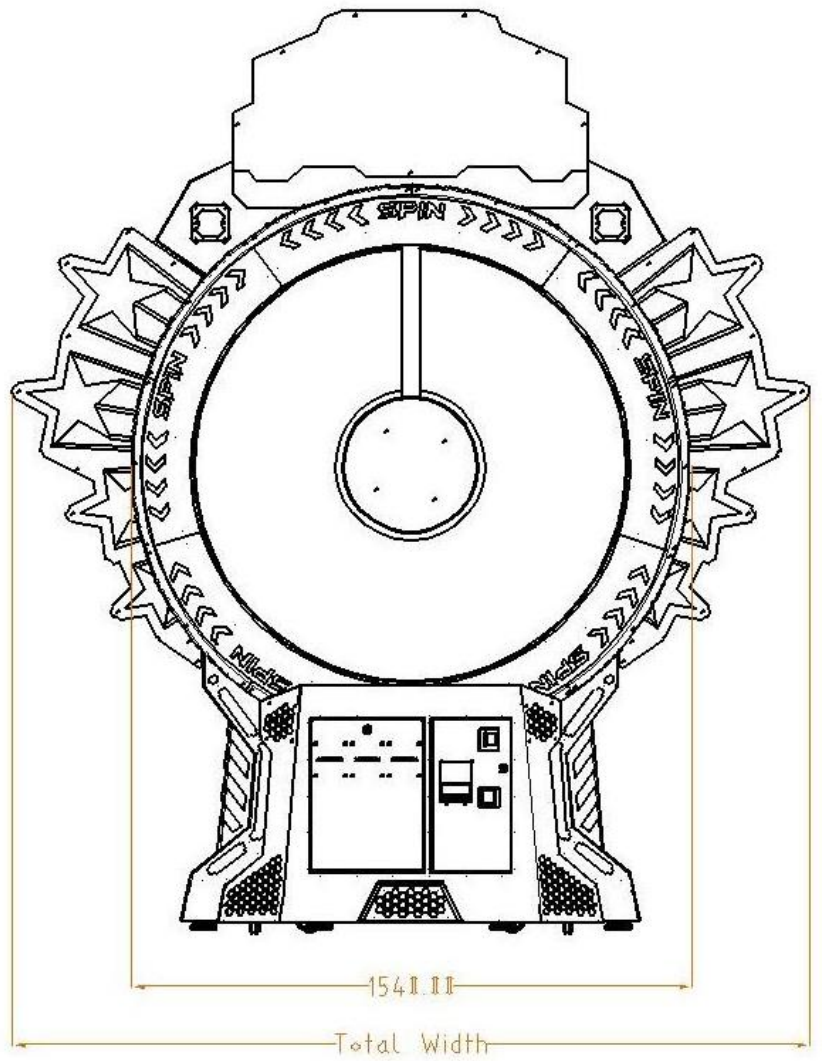
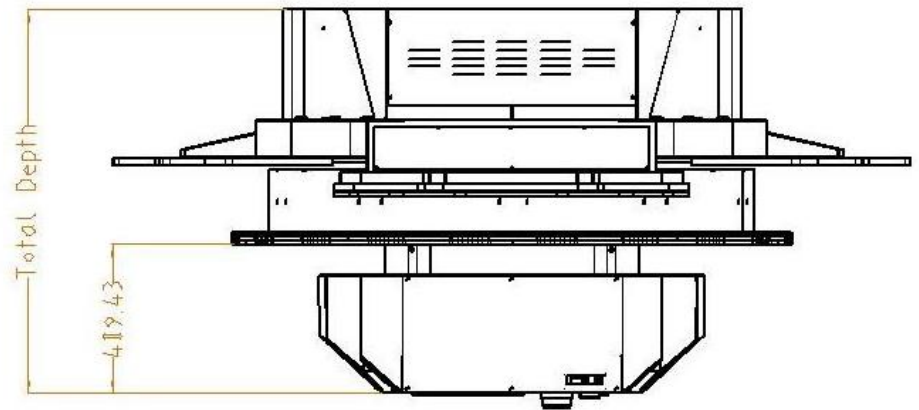
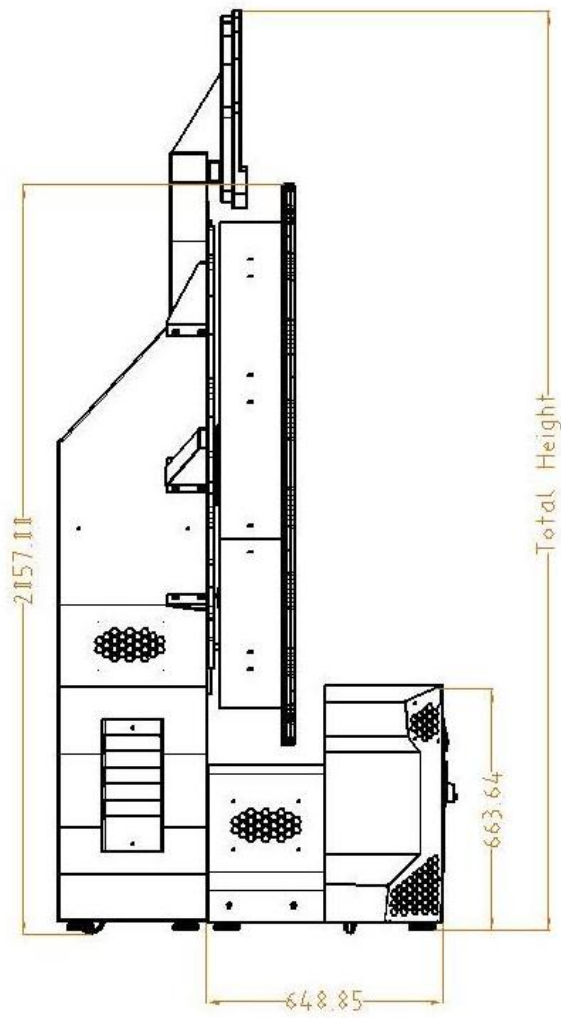
Carefully take out the platform and the header. Now re-bolt the Rear Bars to the main cabinet.

Additional bolts are required at the base of the Rear Bars, but this is done later in the assembly.

SPECIFICATIONS

DIMENSIONS

- | | | |
|-----------|--------------|--------------------------------|
| • Weight: | 381kg | 839.96lb (excluding packaging) |
| • Weight: | 400kg | 881.85lb (including packaging) |
| • Height: | 2533mm | 99.72" (with header) |
| • Height: | 2157.11mm | 84.93" (without header) |
| • Width: | 2193mm | 86.35" |
| • Length: | 1154mm | 45.43" |
| • Power: | Maximum 800W | |



ELECTRIC SUPPLY

The game can operate on a universal mains input voltage between 110VAC-240VAC 50/60Hz single phase.

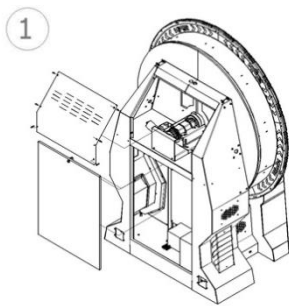
The supply must be a three wire grounded supply.

An adjustment screw is available for fine-tuning the output voltage.

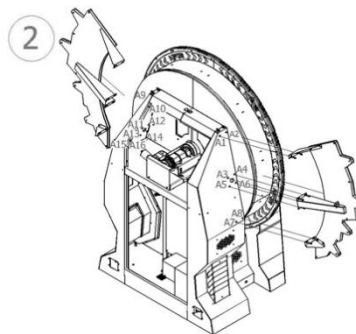
LOCATION REQUIREMENTS

- | | |
|---------------------------|----------|
| • Ambient temperature: | 5C - 40C |
| • Ambient humidity: | Low |
| • Ambient U.V. radiation: | Very low |
| • Vibrations level: | Low |

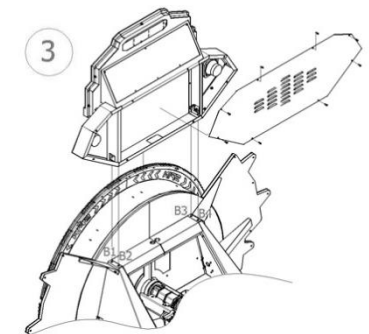
ASSEMBLY



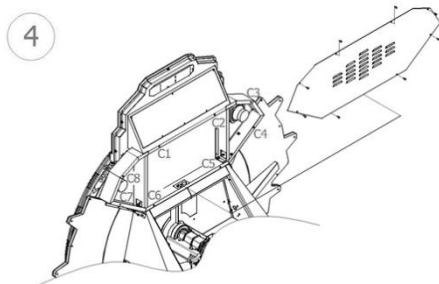
Open upper back door & lower back door



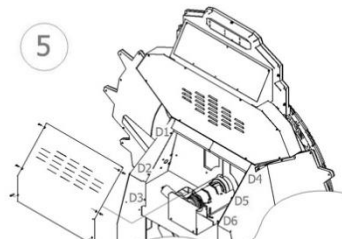
Install L/R wings by using provided L button head #M6x25 mm c/w washer 8 pcs "right wing (A1-A8) & 8 pcs left wing (A9-A16)" Ensure that the harness, connector inserted & join the connector.



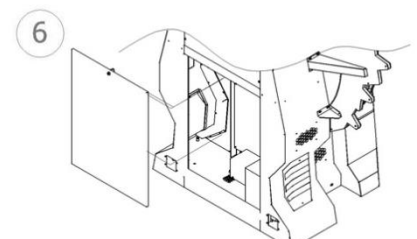
Open header door and install header by using provided wing bolts #M6x20 4 pcs (B1-B4). ensure that the harness & connector inserted



Join the connector, close the header door



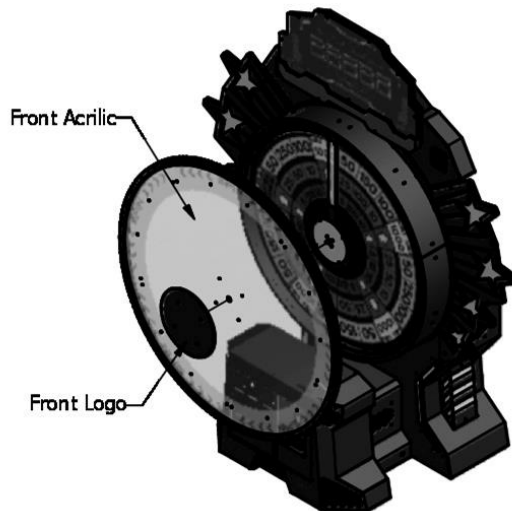
Close upper back door



Close lower back door

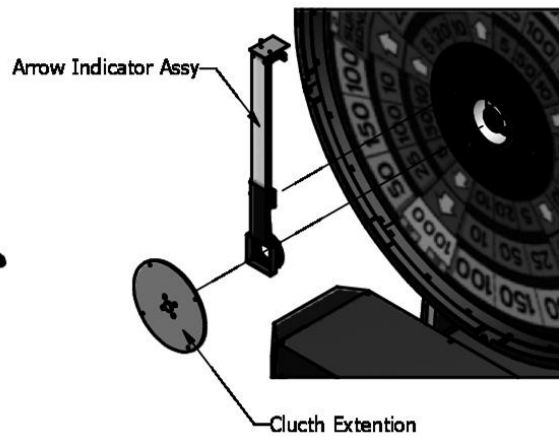
GUIDE TO CHANGING ARROW INDICATOR

STEP 1



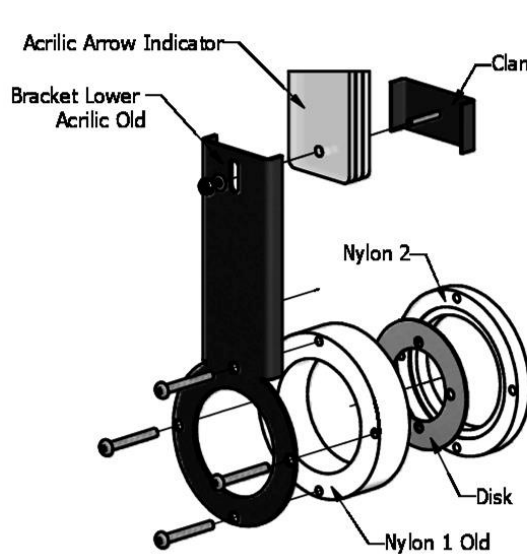
- Open Front Logo Using Hex key 4
- Open Front Acrylic Using Hex key 4

STEP 2



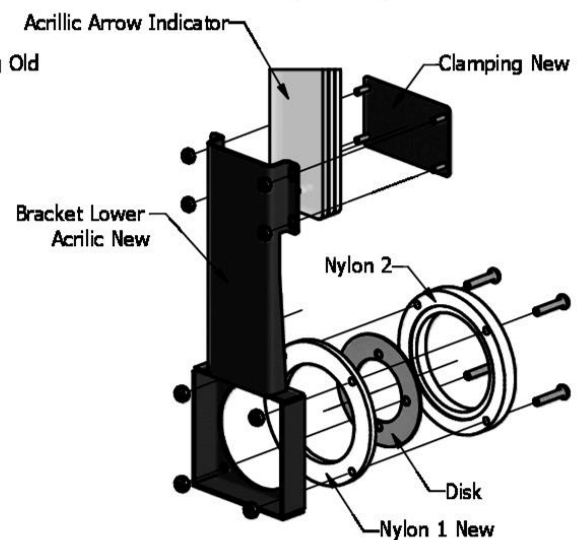
- Open Clutch Extension using ratchet for removeable bolts JP M4
- Open Arrow Indicator using ratchet for removeable bolts JP M5

STEP 3



Removeable all part (See drawing) from acrylic arrow indicator

STEP 4



Install All New part (See Drawing) to Acrylic Arrow Indicator

GAMEPLAY AND MODES

OBJECTIVE

The ultimate prize is the Super Bonus. To reach this, players must land on the arrow in both level one and level two, and finally land on the Super Bonus on level three.

HOW TO PLAY

- Pay to play
- Spin the wheel
- IF player lands on:
 - A number - prize payout and game ends
 - An arrow - progress to the next level and game continues
- Spin the wheel again
- IF player lands on:
 - A number - prize payout and game ends
 - An arrow - progress to the next level and game continues
- Spin the wheel again
- Land on a number or the Super Bonus, prize payout, game ends

ATTRACT MODE

Attract mode provides a visual and audio display while the game is not being played. The lamps will flash in various patterns, and the wheel will auto spin at times to illustrate the gameplay.

PLAY MODE

COIN PLAY

Coin Play mode is entered from *Attract mode*, by inserting coins in any of the two coin slots on the front of the machine cabinet, then following the instructions in the “How to Play” section of this manual.

CHEATING

The outer wheel of ***Mega Spin*** is only connected to the inner wheel for a set amount of time after the player spins the wheel. After this, the inner wheel is released and the player no longer has any control over it.

OPERATION

OPERATOR MENU GUIDE

- **Errors**
- **Version Number**
- **Output Test**
 - Run All Lights
 - Power Bar Lights
 - Score 7-Segments
 - Superbonus Lamps
 - Play Field Light
 - Star Lights
 - Arrow Lights
- **Input Test**
 - All Active Input
 - Chk Home Sensor
 - Chk Position
- **Run Test**
 - Ticket Mech
 - Run Wheel Clutch
 - Motor & Clutch
- **Program Settings**
- **Audit**
- **History**
 - Big Win History
 - Game History

*** NOTE! ***

A wheel alignment only needs to be performed if a new wheel has been installed, or if the Check Position test shows a discrepancy between the wheel value and the value displayed on the LCD.

GUIDE TO WHEEL ALIGNMENT

The wheel alignment can be checked in the Operator Menu, using the Input Tests menu to ensure the ticket amounts paid out at the end of each game are correct. Please follow the steps below to ensure that your wheel is correctly aligned.

STEP 1

Verify Wheel Type

Ensure setting P18 – Wheel Type, matches the wheel type currently installed on the game.

STEP 2

Enter the “Check Home” Input Test

Enter the Operator Menu and select Input Test, then Chk Home Sensor. The display will show the A, B and HOME sensor inputs. Rotate the wheel one full turn. Ensure that all readings – A, B and HOME – change. Note that the HOME sensor will only change very quickly on a small area of the wheel. To assist with its detection, a beep will play from the speakers when the home sensor is detected.

STEP 3

Place the Wheel in the Home Position

Move the wheel so that the “Super Bonus” segment is at the top center of the wheel.

STEP 4

Adjust the Position of FB175

From the rear of the machine, loosen the screws securing the FB175 bracket. Adjust the bracket left-right, until the HOME sensor is active – the machine will beep and the LCD will show HOME 1. Tighten the bracket screws, ensuring the HOME sensor is still active.

STEP 5

Verify and Check

Enter the Check Position input test from the operator menu. Slowly rotate the wheel and ensure the position changes and ticket value shown on the display matches the wheel graphic under the playfield arrow. Adjust the position of FB175 (Step 4) slightly until correct.

PROGRAMMABLE SETTINGS

No	Description	Range	Default
P01	Coin mech 1: number of coins	1..20	1
P02	Coin mech 1: number of credits	1..20	1
P03	Multiple Bonus stages from coin 1	On/Off	Off
P3-1	Number of coin on 1 st level bonus at coin 1	Off...99	Off
P3-2	Number of Bonus Credit on 1 st level bonus	Off...99	Off
P3-3	Number of coin on 2 nd level bonus at coin 1	Off...99	Off
P3-4	Number of Bonus Credit on 2 nd level bonus	Off...99	Off
P3-5	Number of coin on 3 rd level bonus at coin 1	Off...99	Off
P3-6	Number of Bonus Credit on 3 rd level bonus	Off...99	Off
P04	Coin mech 2: number of coins	1..20	1
P05	Coin mech 2: number of credits	1..20	1
P06	Multiple Bonus stages from coin 2	On/Off	Off
P6-1	Number of coin on 1 st level bonus at coin 2	Off...99	Off
P6-2	Number of Bonus Credit on 1 st level bonus	Off...99	Off
P6-3	Number of coin on 2 nd level bonus at coin 2	Off...99	Off
P6-4	Number of Bonus Credit on 2 nd level bonus	Off...99	Off
P6-5	Number of coin on 3 rd level bonus at coin 2	Off...99	Off
P6-6	Number of Bonus Credit on 3 rd level bonus	Off...99	Off
P07	Com Coin	On/Off	On
P08	Attract Sound	Off, 2 – 30 Minute	3 minute
P09	Error Message Option	Disp & Audio, Audio only, Display only, Off.	Disp & Audio
P10	Payout Tickets	On, Off	On
P11	Call Attendant	Off, SuperBonus win, Major win	Off
P12	Prize Type	Tic/ Coupon/ Points	Tickets
P13	Game Time Out	30 -60	50
P14	Default Mega win	1-10000	3000
P15	Current Mega win	1-10000	3000
P16	Increment Mega win	Off-100	1
P17	Payment Type	Coins, Card	Card
P18	Wheel Type	A,B,C, D, E	B

PROGRAMMABLE ADJUSTMENTS DETAILED

- **P01 = COIN 1: NUMBER OF COINS PER CREDIT** (Default 1) (Adjustable 1 – 20)

This sets the number of coins that need to be inserted into coin mechanism 1, for each credit. It can be set between 1 to 20 coins for one credit.

- **P02 = COIN 1: NUMBER OF PLAYS PER CREDIT** (Default 1) (Adjustable 1 – 20)

This sets the number of games for each credit inserted into coin mechanism 1. It can be set between 1 to 20 plays for each credit.

- **P03 = COIN 1: ACTIVATE MULTIPLE BONUS STAGES** (Default OFF) (Adjustable ON or OFF)

Note: Settings P 03 and P 03-1 through to P03-6 are only used for the setting of bonus credit levels e.g. \$0.50c/1 play, \$1/3plays, \$2/7plays, \$5/20 plays

This turns on the multiple bonus credit system and activates the settings for up to 3 bonus levels on coin mechanism 1. If set to OFF, this means the multiple bonuses is disabled, if the setting is changed to ON the multiple bonus setting will be active and open the next sub-menu P03-1 to P03- 6.

- **P03 - 1 = COIN 1: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 1**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that need to be inserted into coin mechanism 1 to reach the bonus credit level 1. If set to OFF P03-2 will not open.

Examples	(Base price \$0.25c)	(Base Price \$0.50c)	(Base Price \$0.50c)	(Base Price \$1.00)
P Setting Adjustment	1 play \$ 0.25c 3 plays \$ 0.50c 7 plays \$ 1.00 (\$0.25c coins or DBA set on \$0.25c pulses)	1 play \$ 0.50c 3 plays \$ 1.00 7 plays \$ 2.00 (\$0.25c coins or DBA set on \$0.25c pulses)	1 play \$ 0.50c 3 plays \$ 1.00 8 plays \$ 2.00 22 plays \$ 5.00 (\$0.25c coins or DBA set on \$0.25c pulses)	1 play \$ 1.00 3 plays \$ 2.00 8 plays \$ 5.00 18 plays \$ 10.00 (\$0.25c coins or DBA set on \$0.25c pulses)
P01 / P04	1	2	2	4
P02 / P05	1	1	1	1
P03 / P06	ON	ON	ON	ON
P3-1 / P6-1	2	4	4	8
P3-2 / P6-2	1	1	1	1
P3-3 / P6-3	4	8	8	20
P3-4 / P6-4	3	3	4	3
P3-5 / P6-5	OFF	OFF	20	40
P3-6 / P6-6	OFF	OFF	12	8

- **P03 - 2 = COIN 1: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 1**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit level 1 is reached. This bonus amount is the additional number of credits required above the base price. If set to OFF P03-3 will not open.

Note: The Base Price is the normal price setting for one game.

e.g. If the game is set to \$0.25c/1 play then the base price is \$0.25c, if the game is set for \$1.00/1 play then the base price is \$1.00.

- **P03 - 3= COIN 1: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that are needed to be inserted into coin mechanism 1 to reach the bonus credit level 2. The setting value must be higher than setting value of P03-1. If set to OFF P03-4 will not open.

- **P03 - 4 = COIN 1: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit level 2 is reached. This Bonus amount is the additional number of credits required above the base price. If set to OFF P03-5 will not open.

- **P03 - 5= COIN 1: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that are needed to be inserted into coin mechanism 1 to reach the bonus credit level 3. The setting value must be higher than setting value of P03-3. If set to OFF P03-6 will not open.

- **P03 - 6 = COIN 1: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit level 3 is reached. This Bonus amount is the additional number of credits required above the base price.

- **P04 = COIN 2: NUMBER OF COINS PER CREDIT** *(Default 01) (Adjustable 1 – 20)*

This sets the number of coins that need to be inserted into coin mechanism 2, for each credit. It can be set between 1 to 20 coins for each credit.

- **P05 = COIN 2: NUMBER OF GAME PLAYS PER CREDIT** *(Default 01) (Adjustable 1 – 20)*

This sets the number of games for each credit inserted into coin mechanism 2. It can be set between 1 to 20 plays for each credit.

- **P06 = COIN 2: ACTIVATE MULTIPLE BONUS PRICING** *(Default OFF) (Adjustable ON – OFF)*

Note: Settings P 06 and P 06-1 through to P06-6 are only used for the setting of bonus credit levels e.g. \$0.50c/1 play, \$1/3plays, \$2/7plays, \$5/20 plays

This turns on the multiple bonus credit system and activates the settings for up to 3 bonus levels on coin mechanism 2. It can be set to ON or OFF. The *default* setting is “OFF” this mean the multiple bonuses is disabled, if the setting change to ON the multiple bonus setting will be active and open the next sub-menu P06-1 to P06-6.

- **P06 - 1 = COIN 2: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 1**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that need to be inserted into coin mechanism 2 to reach the bonus credit level 1. If set to OFF P06-2 will not open.

- **P06 -2 = COIN 2: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 1**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit level 1 is reached. This Bonus amount is the additional number of credits required above the base price. If set to OFF P06-3 will not open.

Note: The Base Price is the normal price setting for one game.

e.g. If the game is set for \$0.25c/1play then the base price is \$0.25c, if the game is set for \$1.00/1play then the base price is \$1.00.

- **P06 – 3= COIN 2: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that are needed to be inserted into coin mechanism 2 to reach the bonus credit level 2. The setting value must be higher than setting value of P06-1. If set to OFF P06-4 will not open.

- **P06 - 4 = COIN 2: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit level 2 is reached. This Bonus amount is the additional number of credits required above the base price. If set to OFF P06-5 will not open.

- **P06 – 5 = COIN 2: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that are needed to be inserted into coin mechanism 2 to reach the bonus credit level 3. The setting value must be higher than the setting value of P06-3. If set to OFF P06-6 will not open.

- **P06 -6 = COIN 2: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit level 3 is reached. This Bonus amount is the additional number of credits required above the base price.

- **P07 = COMMON COIN** *(Default ON) (Adjustable ON or OFF)*

Controls whether the common coin system is active or not. When set to OFF this means both coin inputs (coin 1 and coin 2) operate separately. When set to ON this means both coin inputs will be added together and combined to a common credit pool.

Note: Only turn common coin on when both coin inputs are set to the same setting.

- **P08 = ATTRACT SOUND** *(Default 3 Minutes) (Adjustable OFF – 2,3,4,5,10,20,30 Minute)*

Turns the attract mode sound OFF or adjusts how often the attract mode sound plays. This is the sound and music that the game generates to attract customers when it is not being played. The music will cycle based on the time interval selected.

- **P09 = ERROR MESSAGE OPTION, USED FOR SELECTING ERROR MESSAGE PROCEDURE**

(Default Disp & Audio) (Adjustable Disp & Audio, Audio only, Display only, Off)

Setting	Error Voice Over	Error Display
Disp & Audio	ON	ON
Audio only	ON	OFF
Disp only	OFF	ON
Off	OFF	OFF

- **P10 = PAYOUT TICKETS** (Default ON) (Adjustable ON or OFF)

This adjusts whether or not the tickets will be paid out when playing the game. If set to OFF, the machine will not pay out tickets. Shutting down the machine will not turn the mode off.

- **P11 = CALL ATTENDANT** (Default OFF) (Adjustable OFF, Super Bonus win, Major win)

If set to OFF, tickets dispense for all wins. If set to Super Bonus win, tickets won't be dispensed on a Super Bonus win, the machine will advise the player to call the attendant, and the prize must be manually given to the player. If set to Major win, tickets won't be dispensed on a Major win, the machine will advise the player to call the attendant, and the prize must be manually given to the player.

- **P12 = PRIZE TYPE** (Default Tickets) (Adjustable Tickets / Coupons / Points)

The type of prize vended on a win.

- **P13 = GAME TIME OUT** (Default 50 Seconds) (Adjustable 30 – 60 Seconds)

The amount of time that the game can receive no input for before it times out and automatically spins the wheel for the player.

- **P14 = DEFAULT SUPER BONUS** (Default 3000) (Adjustable 1 – 10000)

The starting value of the Super Bonus win. This will increase as more games are played, and will reset back to the default value after a Super Bonus has been won.

- **P15 = CURRENT SUPER BONUS** (Default 3000) (Adjustable 1 – 10000)

The current Super Bonus payout.

- **P16 = INCREMENT SUPER BONUS** (Default 1) (Adjustable OFF - 100)

The amount the Super Bonus will increase every time a credit is inserted. If the setting is off, the Super Bonus will never increase.

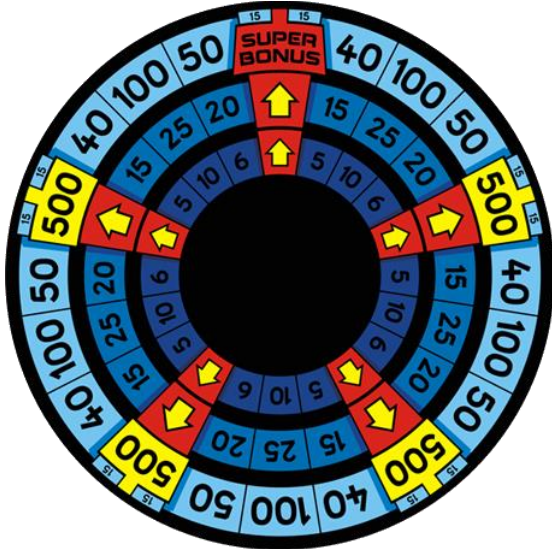
- **P17 = PAYMENT TYPE** (Default Card) (Adjustable Coins - Card)

This setting changes the payment prompt on the LCD display. If the setting is Coins, the LCD should display "Insert coins to play". If the setting is card, the LCD should display "Swipe card to play".

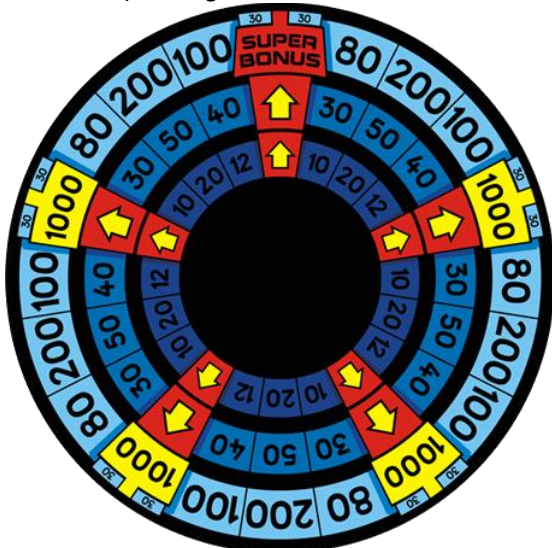
- **P18 = WHEEL TYPE** (Default B) (Adjustable A, B, C, D, E)

This setting reflects which wheel artwork type the machine is using. Please use the images below to ensure your wheel type is set correctly.

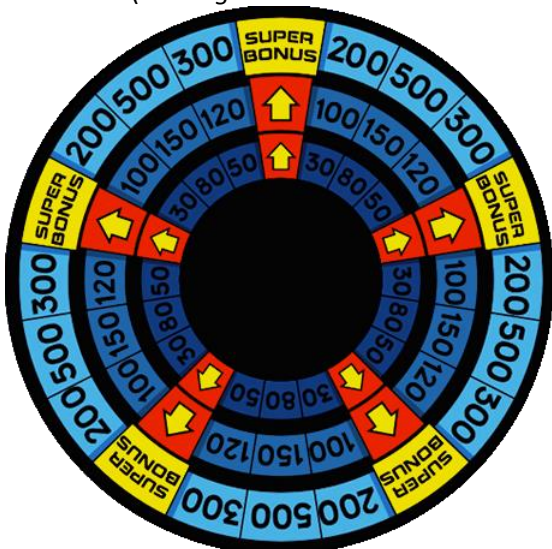
WHEEL A (Average Tickets Paid Out Per Game =15, assuming Super Bonus =5,000)



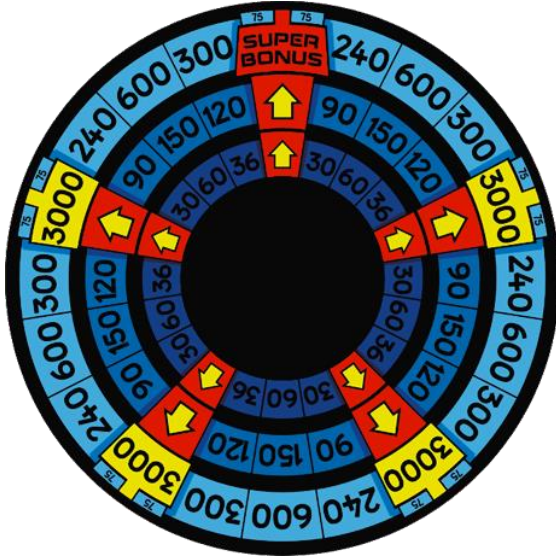
WHEEL B (Average Tickets Paid Out Per Game = 30, assuming Super Bonus = 10,000)



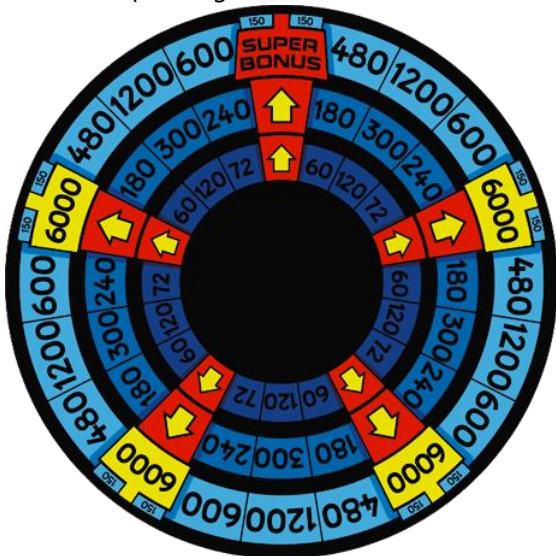
WHEEL C (Average Tickets Paid Out Per Game = 90, assuming Super Bonus = 1,000)



WHEEL D (Average Tickets Paid Out Per Game = 90, assuming Super Bonus =10,000)



WHEEL E (Average Tickets Paid Out Per Game = 180, assuming Super Bonus = 20,000)



AUDITS

- 1. Total Coin Mech 1**
The total number of coin mech 1 pulses
- 2. Total Coin Mech 2**
The total number of coin mech 2 pulses
- 3. Total Service**
The total number of service credits issued
- 4. Total Game Play**
The total number of games played
- 5. Total Ticket**
The total number of tickets vended
- 6. Average Ticket**
The average number of tickets vended per game
- 7. Chksum Game Play**
Manufacturer's audit
- 8. Total Jackpot Win**
The total number of Jackpot Wins (Super Bonus wins)
- 9. Total Major Win**
The total number of Major Wins
- 10. Total End at Level 1**
The total number of players to finish the game on level one
- 11. Total End at Level 2**
The total number of players to finish the game on level two
- 12. Total End at Level 3**
The total number of players to finish the game on level three
- 13. Total Jackpot Near Miss**
The total number of players to land on the prize segment on the top right or left corner of the Super Bonus segment
- 14. Total Major Near Miss**
The total number of players to land on the prize segment on the top right or left corners of the Major Win segment
- 15. Chksum Game End**
Manufacturer's audit
- 16. Segment 1**
The number of times players have landed on segment one. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.
- 17. Segment 2**
The number of times players have landed on segment two. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.
- 18. Segment 3**
The number of times players have landed on segment three. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.
- 19. Segment 4**
The number of times players have landed on segment four. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

20. Segment 5

The number of times players have landed on segment five. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

21. Segment 6

The number of times players have landed on segment six. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

22. Segment 7

The number of times players have landed on segment seven. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

23. Segment 8

The number of times players have landed on segment eight. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

24. Segment 9

The number of times players have landed on segment nine. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

25. Segment 10

The number of times players have landed on segment ten. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

26. Segment 11

The number of times players have landed on segment 11. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

27. Segment 12

The number of times players have landed on segment 12. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

28. Segment 13

The number of times players have landed on segment 13. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

29. Segment 14

The number of times players have landed on segment 14. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

30. Segment 15

The number of times players have landed on segment 15. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

31. Segment 16

The number of times players have landed on segment 16. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

32. Segment 17

The number of times players have landed on segment 17. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

33. Segment 18

The number of times players have landed on segment 18. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

34. Segment 19

The number of times players have landed on segment 19. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

35. Segment 20

The number of times players have landed on segment 20. A full segment covers one prize segment from level one to level three on the wheel. For example, segment one covers an arrow on level one, the arrow above it, and the Super Bonus prize section.

36. Chksum Segment

Manufacturer's audit

OUTPUT TESTS

RUN ALL LIGHTS

This test will run all lights on the machine.

POWER BAR LIGHTS

This test will toggle the power bar lights on the header on and off.

SCORE 7-SEGMENTS

This test will toggle the 7 segment lights on the header on and off.

SUPERBONUS LAMPS

This test will toggle the super bonus lights on the header on and off.

PLAY FIELD LIGHT

This test will toggle the lights of the entire play field on and off.

STAR LIGHTS

This test will toggle the star lights on and off.

ARROW LIGHTS

This test will toggle the arrow lights on and off.

INPUT TESTS

ALL ACTIVE INPUT

This menu will display all inputs that are currently active. The first line will say "Any Input Detect" and the second line will scroll through all active inputs.

CHK HOME SENSOR

This test is used to check that the home sensor is functioning correctly. If the wheel is not in the home position, the test will say "HOME 0". When the wheel is in the home position, it will change to "HOME 1" and play a beep from the system speakers. A and B sensors are also included in this test.

CHK POSITION

This test is used to check the alignment of the entire wheel and outside ring ticket value. The display will show "CHK POSITION" with the position number and "SCORE VALUE" with the ticket value on the outer level.

RUN TEST

TICKET MECH

Perform a run test on each connected ticket mech. This test will run the motor of the selected ticket mech until it is turned off.

RUN WHEEL CLUTCH

Run the wheel clutch until the test is turned off.

MOTOR & CLUTCH

RUN CLUTCH

Run the wheel clutch until the test is turned off.

RUN MOTOR

Run the motor until the test is turned off.

RUN MOTOR & CLUTCH

Run the clutch and motor until the test is turned off.

ERRORS

Error Name	Cause	Solution
Ticket Error	The ticket dispenser sensor has been pressed for a long period of time, while the motor is running.	Check that nothing is caught in the ticket mech, clear anything that could be blocking the sensor.
EEPROM Error	Data has been corrupted.	Clearing the error will clear the corrupted data.
Button Error	A button has been pressed for over five seconds.	Check that none of the buttons on the machine are stuck.
Coin Error	The coin sensor has been pressed for a long period of time.	Check that nothing is caught in the coin mech, clear anything that could be blocking the sensor.
Program Setting Error	Data within the programmable settings has been corrupted.	Clearing the error will clear the corrupted data. Please check that your P Settings are still correct after clearing this error.
Audit Error	Data within the audits has been corrupted.	Clearing the error will clear the corrupted data.
History Win Error	Data within the audits has been corrupted.	Clearing the error will clear the corrupted data.
History Game Error	Data within the audits has been corrupted.	Clearing the error will clear the corrupted data.

*** NOTE! ***

After updating the machines firmware, there may be a number of EEPROM errors present. These can be cleared and should not reoccur. If there are reoccurring EEPROM errors, please contact LAI Support.

HISTORY

BIG WIN HISTORY

Big Win History stores information on the last five major or jackpot wins. An entry gives information on whether the win was from a manual or auto spin, the position of the win, the number of games between wins and the number of tickets won. This information will be displayed as follows:

BIG WIN HIS2 M
MAJ4 2000 G_10

BIG WIN HIS2 states that this is the second entry.

M states that this win was from a manual spin. If the win was from an auto spin, this would show an A.

MAJ4 represents Major 4 – the position of the win.

2000 shows the number of tickets won, in this case, 2000.

G_10 states the number of games played since the previous win. In this case, 10 games had been played.

GAME HISTORY

Game History stores information on the last five games. An entry gives information on whether the win was from a manual or auto spin, the position at which the game ended, the level the game ended on and the number of tickets won. This information will be displayed as follows:

GAME HISTORY 1 A
P66 L1 WIN20

GAME HISTORY 1 states that this is the first entry.

A states that this game ended on an automatic spin. If the win was from a manual spin, this would show an M.

P66 shows the position on the wheel at which the game ended.

L1 shows the level the game ended on, in this case, level one.

WIN20 shows the number of tickets won, in this case, 20.

SECTION A: SERVICE INSTRUCTIONS

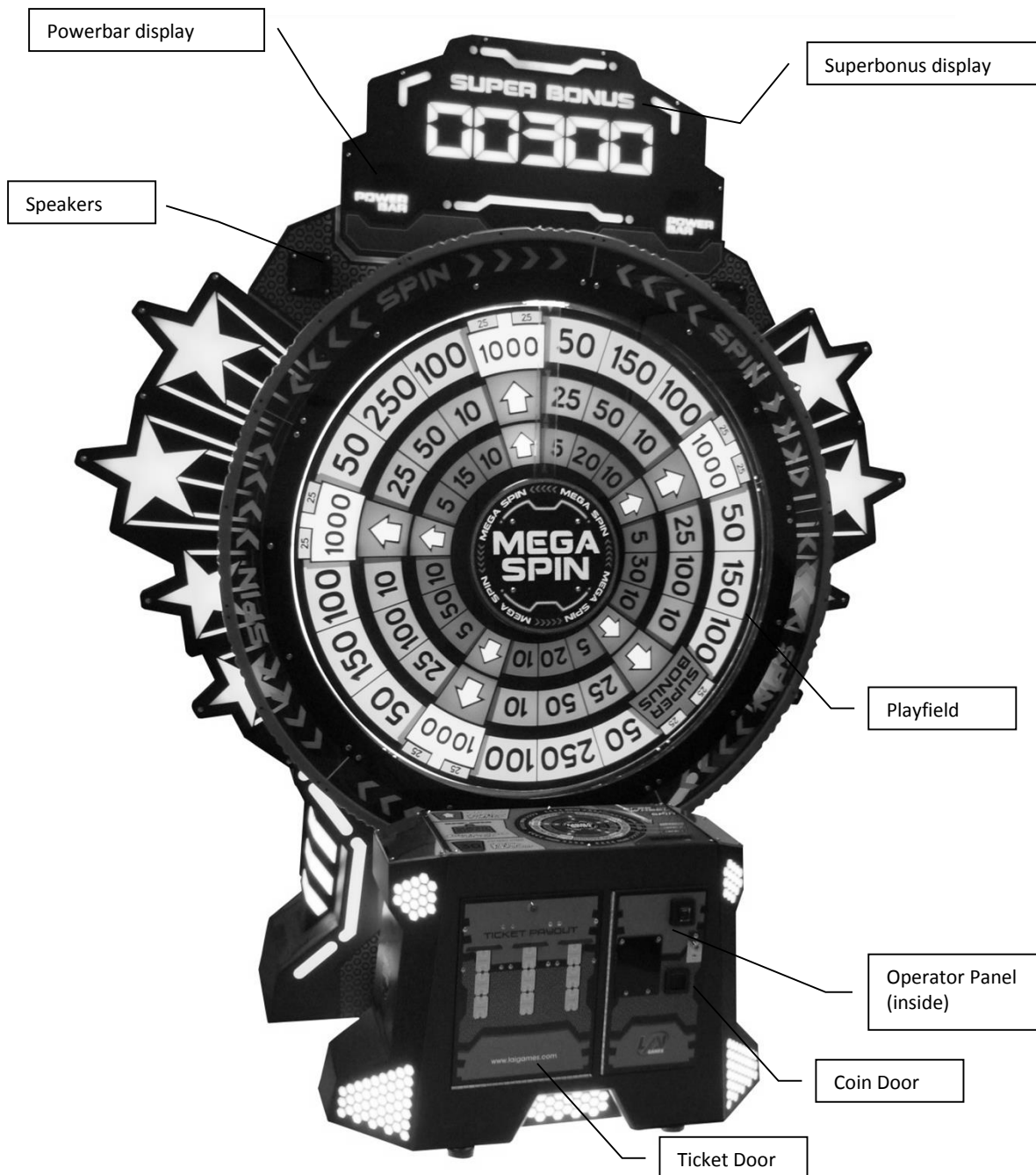
NOTE

Be sure to read the following carefully before servicing the machine.

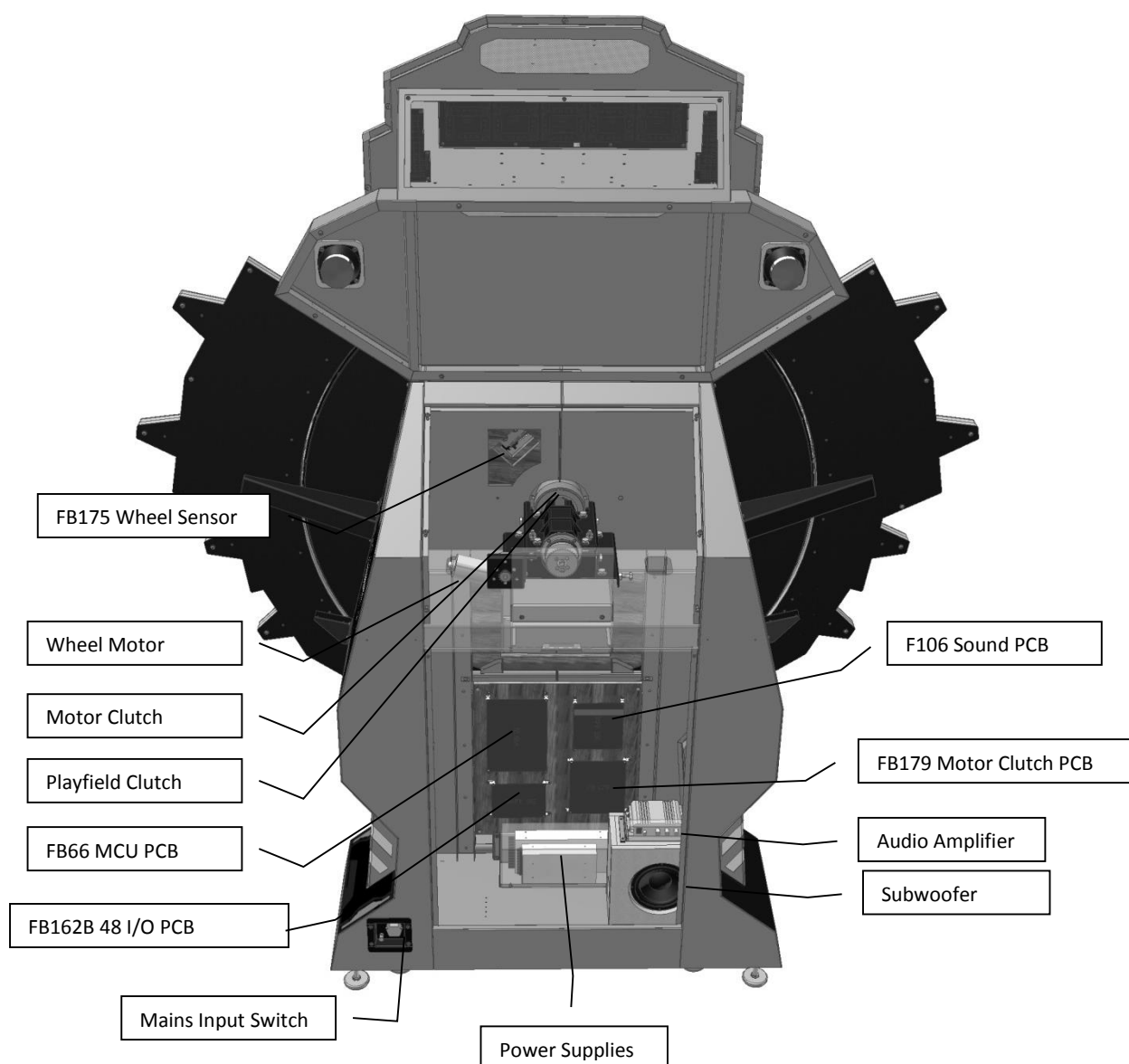
LOCATING AND ACCESSING PARTS

The following pictures identify the location of the main serviceable items.

CABINET FRONT



CABINET REAR



PARTS DESCRIPTION

COIN MECHANISMS/DBA

The coin mechanisms/DBA are located inside the coin door. Two inputs can allow for the coin mechanisms and DBA to be connected.

When installing a mains powered DBA, ensure the mains harness is connected at the rear of the cabinet.

OPERATOR PANEL – SERVICE CONTROLS

The operator panel inside the coin door allows access to the configuration menu, counters and volume control.

PLAYER PANEL

A backlit player panel provides game instructions to the player, and an LCD gives in-game updates and information. There is no start button. The game is initiated by inserting a credit.

TICKET MECHS

3 ticket mechs exist for the game for handling high-jackpot payout. When one empties, the others will automatically continue paying out required tickets.

USER PLAYFIELD

The playfield can be spun by the player or by the internal motor depending on operation during gameplay. The motor clutch, playfield clutch, and playfield motor are used in combination to achieve this.

The playfield backlight is provided by PCBs FB186, FB187 and FB188 under control of the FB66.

SPEAKERS

2 x forward facing speakers and an internal subwoofer are powered from an internal amplifier.

Volume control is located on the operator panel.

Speakers are accessible from the rear service panel.

POWERBAR DISPLAY

The left and right powerbar displays driven by the FB180 will light up during attract animation and during gameplay to indicate the strength of the spin.

SUPER BONUS DISPLAY

The Super Bonus Display is a 5" 5 digit 7segment display showing the value of the current Super Bonus. It is driven by the FB178 PCB.

SUPER BONUS LIGHT BOX

The Super Bonus Light Box contains LED striplight driven by the FB66. It will flash during attract mode and when the Super Bonus has been won.

POWER INLET/MAINS SWITCH

*** WARNING! ***

ALWAYS turn **OFF** mains power and unplug the game before replacing any fuses, and
ALWAYS use the correct rated fuse.

The power inlet is a standard IEC inlet socket with mains power switch, located at the rear of the machine. There is a main power fuse internal in this IEC socket. The fuse should be a M205, 250VAC, 3A.

CABINET LIGHTING

* WARNING *

Always turn **OFF** mains power and unplug the game, before replacing any lighting.
Always replace the lighting components with the same or equivalent size, wattage and voltage.

The entire cabinet used LED strip, PCBs, or 12VDC T10 LED lamps for lighting.

SPIN WHEEL MOTOR

An automotive, non-grounded body wiper motor spins the wheel during attract mode and when the player has not spun the wheel fast enough during game play.

The wheel spin motor will only rotate the playfield when the motor clutch is energised. It is driven by the FB179 Motor Clutch PCB.

Always contact LAI Technical support to ensure any replacement motor is compatible.

PLAYFIELD CLUTCH

The Playfield clutch joins the outer wheel to the inner playfield. It is driven from the FB179 Motor Clutch PCB and is only activated during game play when the player is able to spin the wheel, and internal test mode. It should never be engaged at any other time.

MOTOR CLUTCH

The Motor clutch joins the inner playfield to the auto-spin wheel motor. It is driven from the FB179 Motor Clutch PCB and is only activated during attract mode or internal test mode. It should never be engaged at the same time as the Playfield Clutch.

FB66 MCU PCB

The FB66 is the master control PCB for the game containing the program EPROM. The game will not function without this board. It connects to the remaining expansion boards and also to game signals.

FB106 Sound PCB

The FB106 generates the sound used in the game. It is controlled by the FB66 program and feeds low level audio to the 2.1 amplifier.

FB179 Motor Clutch PCB

The FB179 controls the 2 clutches and the spin wheel motor. Each is controlled independently by the FB66.

FB162B 48 I/O PCB

The FB162 is a logic level IO Expansion board for connection to game signals.

FB175 WHEEL SENSOR PCB

The FB175 reads the wheel position and speed. It has two sensors, A and B, to measure the speed and current position number, and a HOME sensor to assist with alignment and as reference for the position number.

POWER SUPPLY

2 DC power supplies are located at the back of the cabinet, and are accessed via the rear service panel of the machine. Both can handle AC input from 88-264VAC at 50/60Hz. An adjustment screw is available on each supply for fine-tuning the output voltage.

AUDIO AMPLIFIER

The 2.1channel amplifier is fed by the FB106 sound board. Controls have been preset by the factory and should not need adjusting unless specified. The cover shows the factory default dial positions. For volume control use the knob on the operator panel inside the coin door.

MAINTENANCE

EXTERIOR

- Regularly dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap.
- Check for blown bulbs and replace as required. Check all LED strips are functioning and repair as required.

INTERIOR

- Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen.
- Check and tighten all fixing hardware and fasteners as required.

*** WARNING! ***

Always turn **OFF** mains power and unplug the game before cleaning the interior of the machine.

PLAYFIELD

The playfield gets a lot of hard use so regularly check:

- All screws and bolts should be tight
- The outer and inner playfield wheel can spin easily without obstruction.
- The spin wheel motor link chain is secure and in good condition.

SECTION B: TECHNICAL DETAILS



It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

POWER SUPPLY

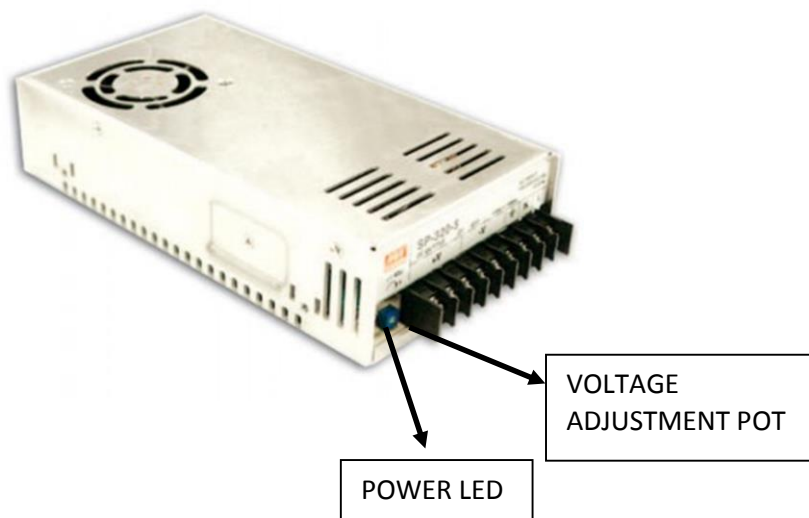
Power for the game is provided by 2 power supplies:

SP-480-12 12VDC @ 40A provides power to the playfield lighting.

SP-480-12 12VDC @ 25A provides power to the PCBs and remaining cabinet lighting.

Power supplies can receive universal AC input mains supply. The green LED indicates powered operation.

The power supply output voltages should be 12VDC. They can be adjusted when necessary by turning the blue adjustment trimpot with a small Philips screwdriver.

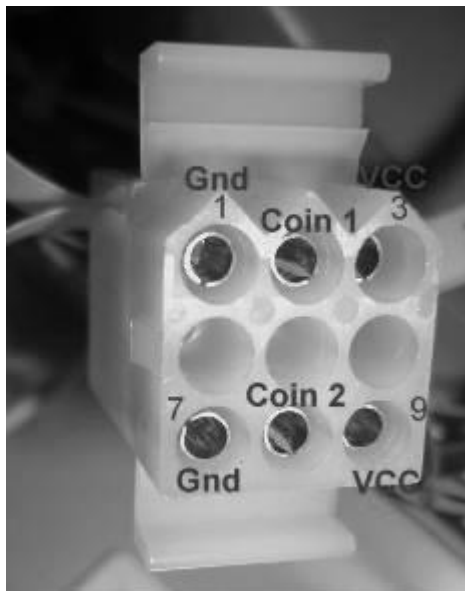


COIN OPTIONS REFERENCE GUIDE

By default, the coin door contains a micro switch connected to the COIN2 input for crediting the machine.

A 9 way Molex connector has been installed on the coin door which can be optionally used to make adaptors for most electronic coin systems and comparators.

The following picture illustrates the connector pinout.



Shell part number: Molex 03-09-1092

Pins: Molex 02-09-1119 (loose)
Molex 02-09-1117 (chain)

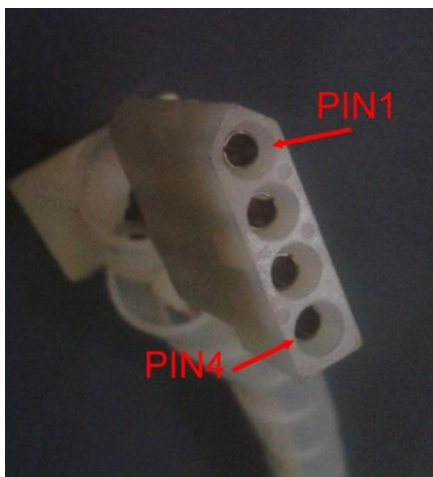
PIN1 = GND
PIN2 = COIN1 input
PIN3 = 12VDC
PIN7 = GND
PIN8 = COIN2 input
PIN9 = 12VDC

Contact your nearest LAI Games distributor for harnessing to suit different coin comparators and bill acceptors.

TICKET DISPENSER REFERENCE GUIDE

3 ticket mechs can be fitted inside the ticket door. Connection to each is available through a standard 4 way Molex receptacle. The game will dispense tickets from all 3 mechanisms until all are empty.

Firmware will control when multiple mechanisms are activated. For small ticket amounts



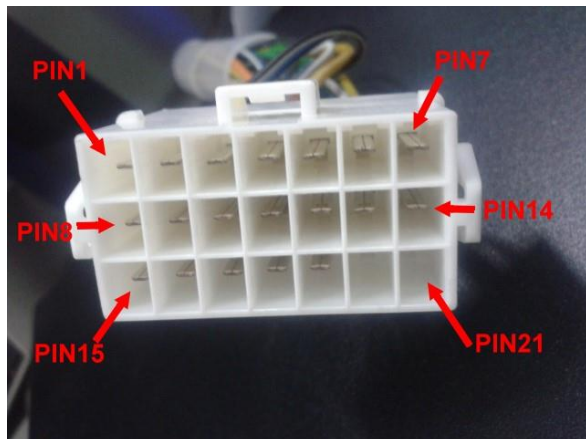
Shell part number: Molex 03-09-1042

Pins: Molex 02-09-1119 (loose)
Molex 02-09-1117 (chain)

PIN1 = NOTCH
PIN2 = GND
PIN3 = DRIVE
PIN7 = 12VDC

CARD SYSTEM REFERENCE GUIDE

A 21 pin connector exists inside the coin door for connection to a card system.



Mating shell part number: JST YLP-21V

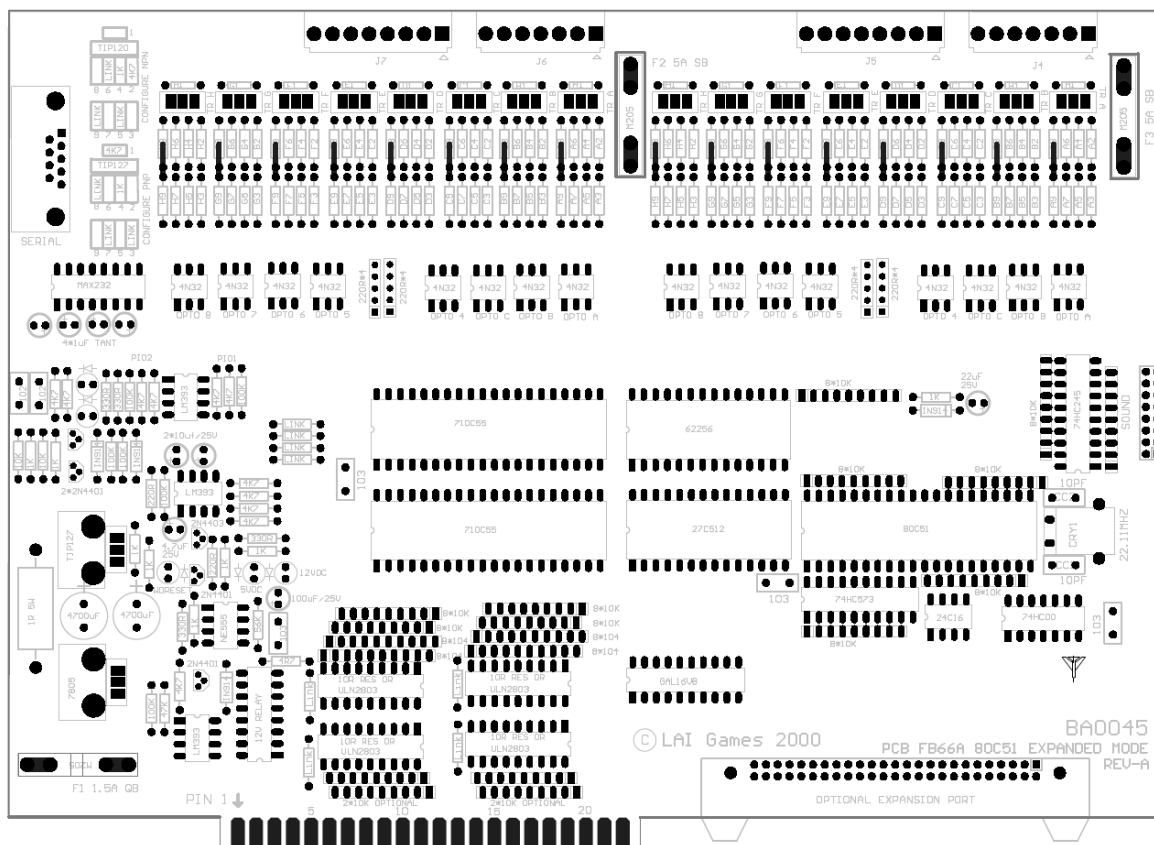
Pins part number: SYF-01T-P0.5A (for AWG26-20)

PIN1 = COIN1 Input
PIN2 = COIN2 Input
PIN3 = COIN1 METER Output
PIN4 = COIN2 METER Output
PIN5 = TICKET 1 DRIVE (from GAME)
PIN6 = TICKET 1 DRIVE (to MECH)
PIN7 = TICKET 2 DRIVE (from GAME).
PIN8 = TICKET 2 DRIVE (to MECH)
PIN9 = TICKET 1 NOTCH (to GAME)
PIN10 = TICKET 1 NOTCH (from MECH)
PIN11 = TICKET 2 NOTCH (to GAME)
PIN12 = TICKET 2 NOTCH (from MECH)
PIN13 = 12VDC POWER Output
PIN14 = 12VDC POWER Output
PIN15 = GND
PIN16 = GND
PIN17 = PRIZE METER Output
PIN18 = MINOR METER Output
PIN19 = TICKET METER Output

Ticket mech connections allow a card system to intercept the ticket mech signals. If no card system is connected then ensure the loopback connector is installed (connects PIN5 to PIN6 and PIN9 to PIN10).

Ensure no more than 1A total is drawn from pins 13 and 14.

FB66 PINOUTS



EDGE CONNECTOR

COMPONENTS SIDE	SOLDER SIDE
GND 1	A GND
GND 2	B GND
+12VDC 3	C +12V
+12VDC 4	D +12V
5	E Test/Enter button
Up Button 6	F Service(Back) button
Down Button 7	G Game Ticket Notch 3
8	H Notch of Ticket 2
Home Position Sensor 9	I Notch of Ticket 1
Sensor Index Pulse 10	J Coin1
Wheel Sensor B 11	K Coin2
Wheel Sensor A 12	L Start Button
(watch dog) 13	M (watch dog)
Start Button Light 14	N
Down Button Light 15	O Motor Direction
Up Button Light 16	P Motor Enable
7 Seg Data 17	Q Play Field LED Clock
7 Seg Clock 18	R Play Field LED Data
Test Btn Lamp 19	S Play Field LED Latch
Service Btn Lamp 20	T
GND 21	U GND
GND 22	V GND

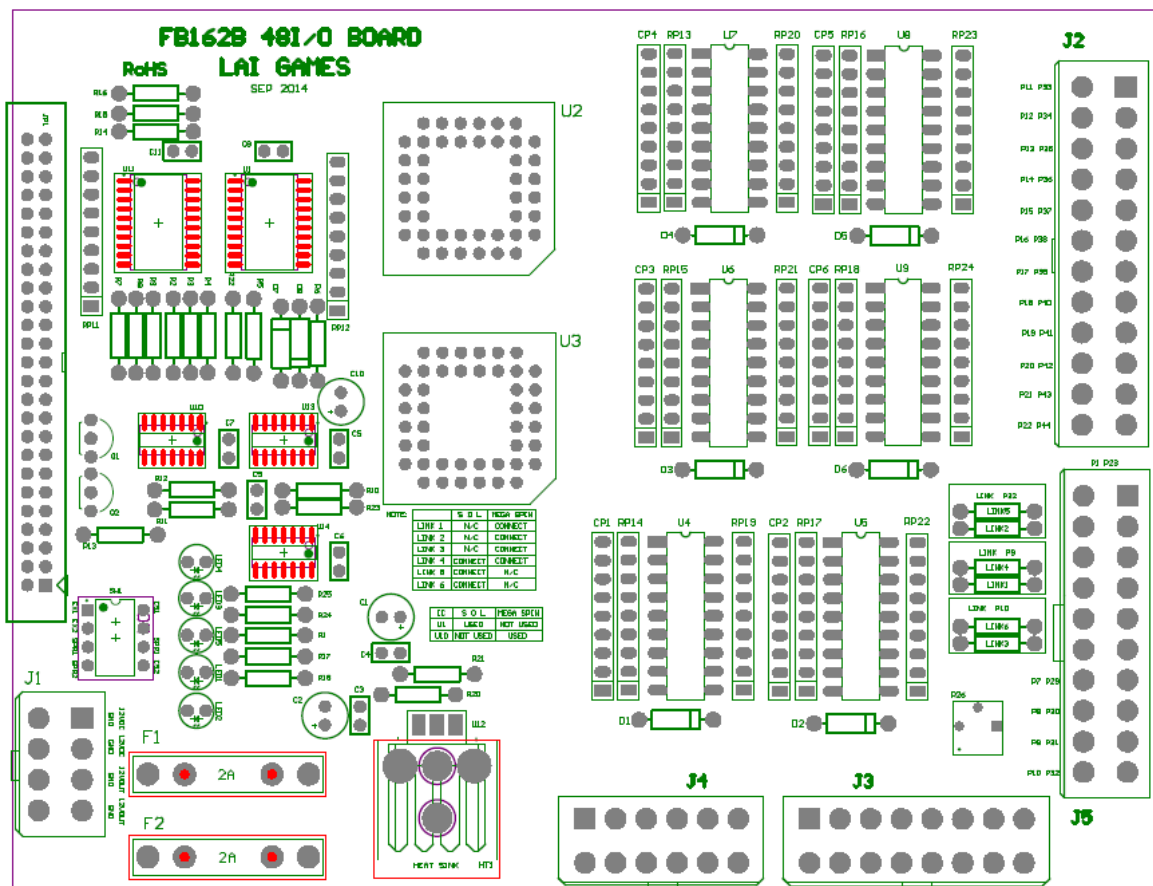
J7 - Game Outputs

JST 7	
1	Jackpot Counter
2	
3	Star Right Light
4	Star Left Light
5	
6	Jackpot Light
7	Motor Clutch
8	Wheel Clutch

J5 - Game Outputs

JST 5	
1	Ticket 1 counter Mech
2	Ticket 2 counter Mech
3	Ticket 3 counter Mech
4	Coin 1 counter Mech
5	Coin 2 counter Mech
6	Ticket 1 motor drive
7	Ticket 2 motor drive
8	Ticket 3 motor drive

FB162 PINOUT



J1 - Power

1	+12VDC
2	+12VDC
3	
4	
5	GND
6	GND
7	
8	

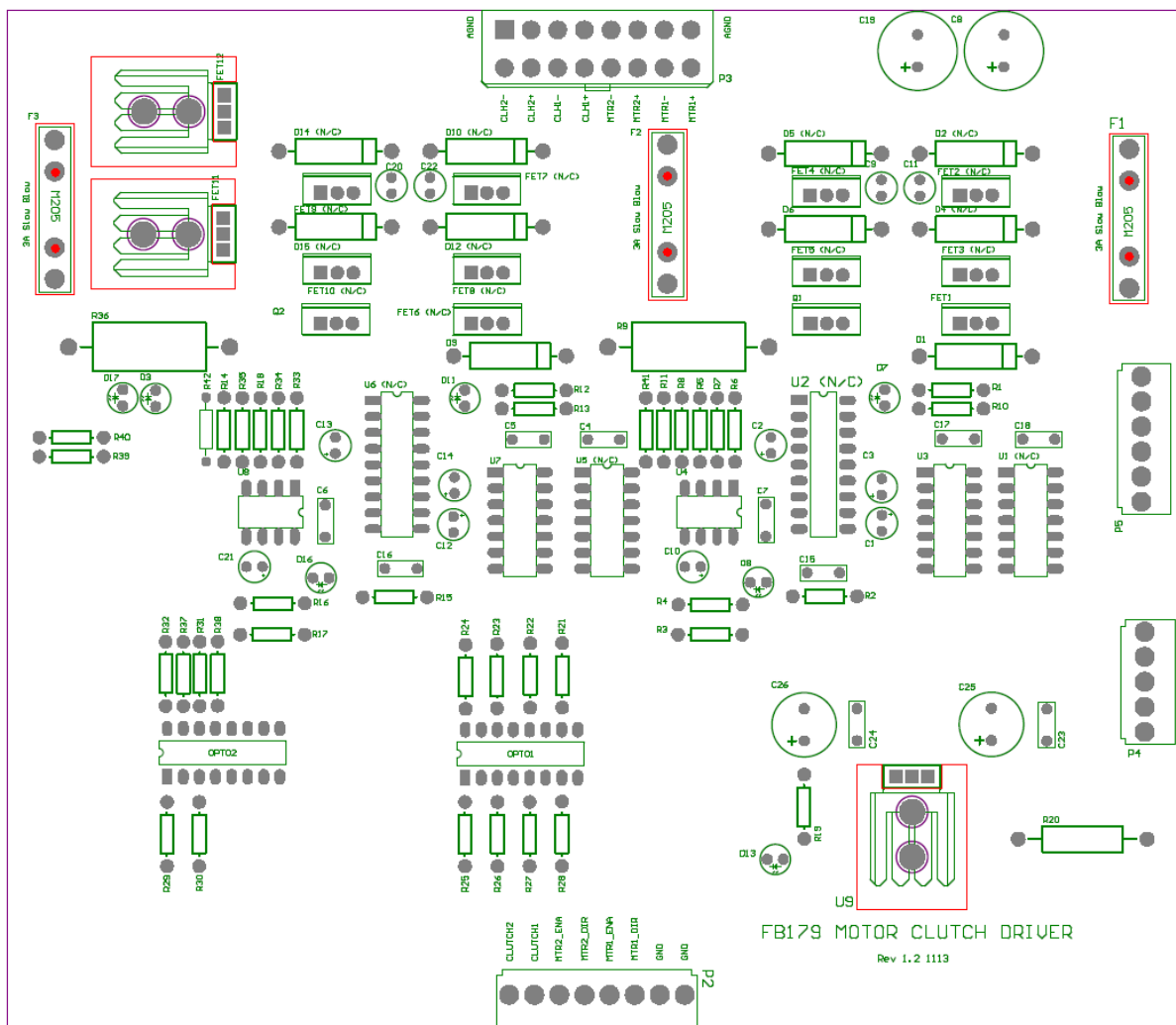
J2- 24 Way Mini Fit Connector

1	BD0 (LCD DATA)	13	ARROW LEVEL 3
2	BD1 (LCD DATA)	14	BAR 10
3	BD2 (LCD DATA)	15	BAR 11
4	BD3 (LCD DATA)	16	BAR 12
5	BD4 (LCD DATA)	17	ARROW LEVEL 2
6	BD5 (LCD DATA)	18	ARROW LEVEL 1
7	BD6 (LCD DATA)	19	
8	BD7 (LCD DATA)	20	
9	BRAKE ON SW	21	
10	BRAKE OFF SW	22	
11		23	
12		24	

J5 - 20 Way Mini Fit Connector

1	MOTOR BRAKE	11	BAR 1
2		12	BAR 2
3	RS	13	BAR 3
4	RW	14	BAR 4
5	EN	15	BAR 5
6		16	BAR 6
7		17	BAR 7
8		18	BAR 8
9	V0	19	BAR 9
10	GND	20	VDD

FB179 PINOUT



P3 - Outputs

1	GND	9	CLUTCH2-
2	GND	10	CLUTCH2+
3	GND	11	CLUTCH1-
4	GND	12	CLUTCH1+
5	GND	13	
6	GND	14	
7	GND	15	MOTOR-
8	GND	16	MOTOR+

P2 - Inputs

1	CLUTCH2
2	CLUTCH1
3	
4	
5	MOTOR ENABLE
6	MOTOR DIRECTION
7	GND
8	GND

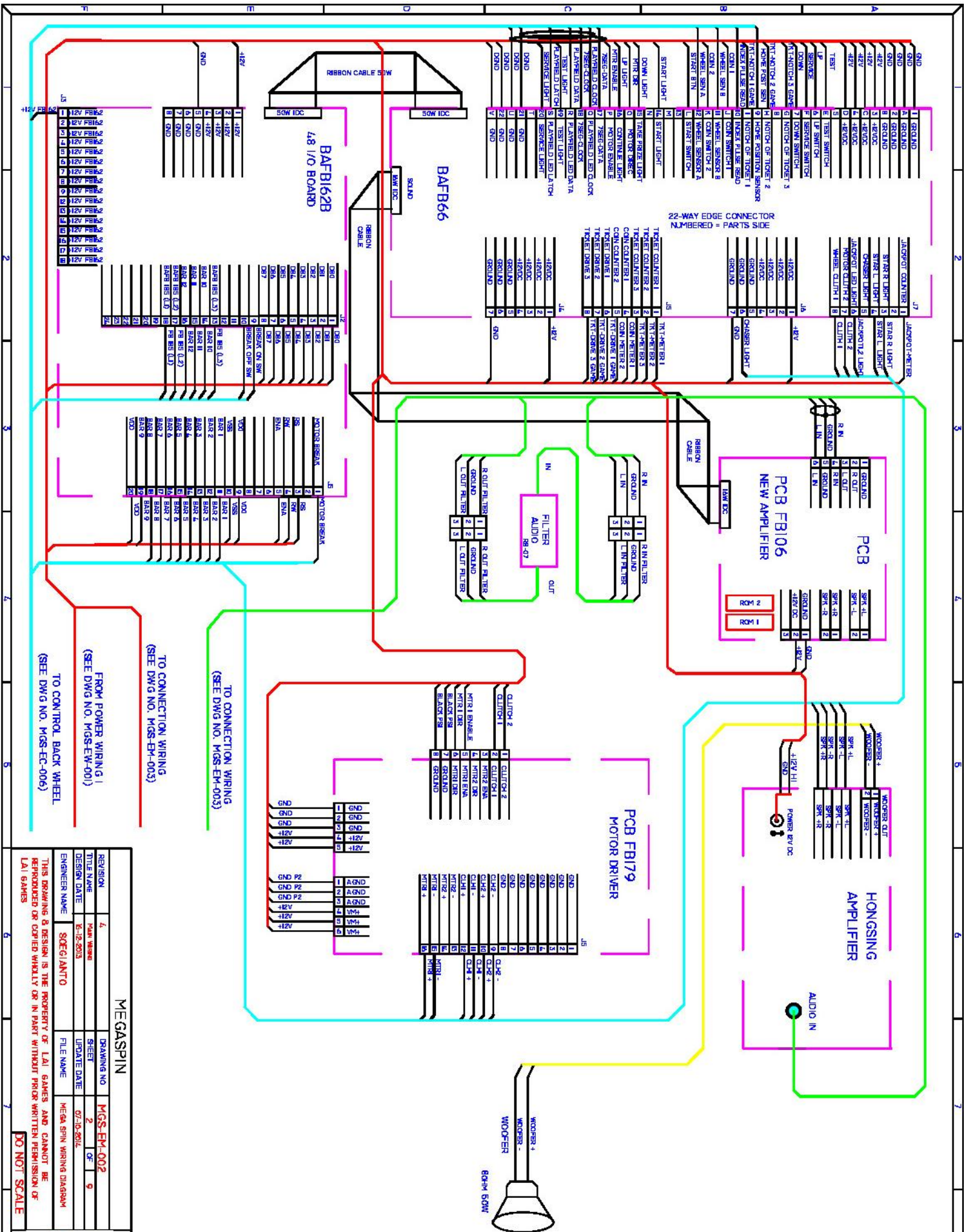
WIRING DIAGRAMS

(Next page)



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MEGASPIN

FROM POWER WIRING !
(SEE DWG NO. MGS-EM-001)

TO CONTROL BACK WHEEL
(SEE DWG NO. MGS-EC-006)

TO CONNECTION WIRING
(SEE DWG NO. MGS-EM-003)

TO CONNECTION WIRING
(SEE DWG NO. MGS-EM-003)

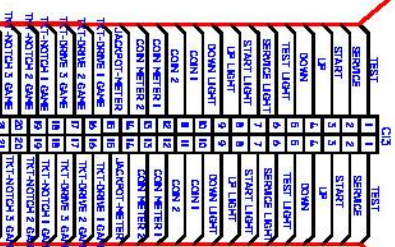
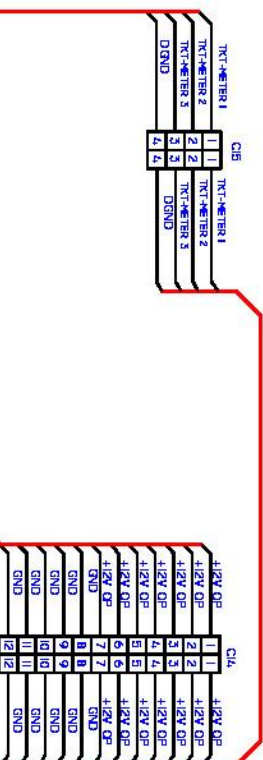
REVISION	4	MGS-EM-002
DATE	2003-12-18	OF 9
DESIGN NAME	MEGA SPIN WIRING DIAGRAM	
ENGINEER NAME	SCG/ANTO	
FILE NAME	MEGA SPIN WIRING DIAGRAM	

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DO NOT SCALE



PT. MATIHARI LEBU



FROM POWER OPERATED PANEL.
(SEE DWG NO. MGS-EM-001)

FROM MAIN WIRING
(SEE DWG NO. MGS-EM-002)

FROM MAIN WIRING
(SEE DWG NO. MGS-EM-002)

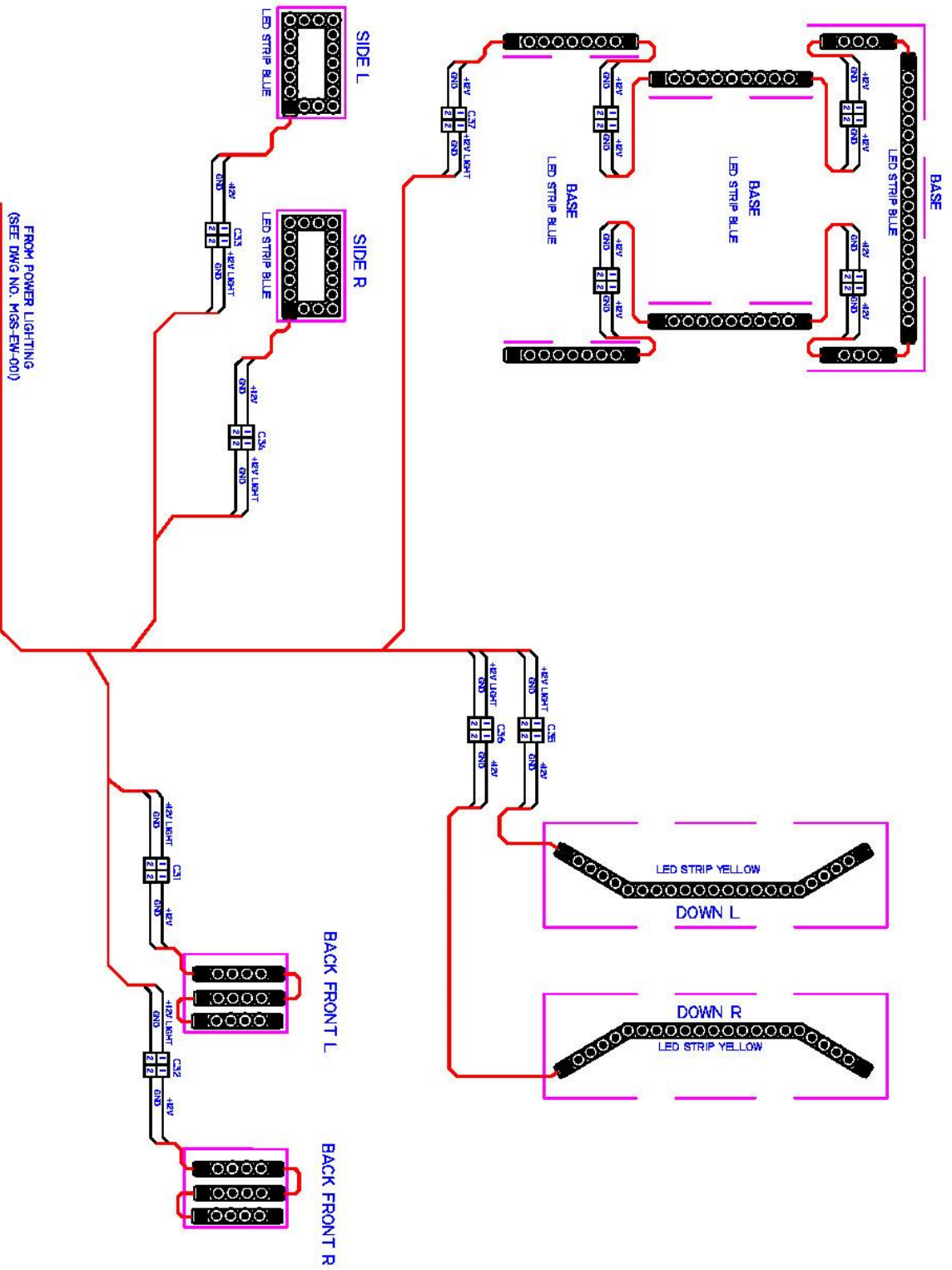
TO OPERATED PANEL.
(SEE DWG NO. MGS-EC-004)

TO CONNECTION WIRING
(SEE DWG NO. MGS-EM-004)

MEGASPIN			
REVISION	5.	DRAWING NO.	MGS-EM-003
TITLE NAME	MAIN WIRING	SHEET	3 OF 9
DESIGN DATE	8-12-2013	UPDATE DATE	07-10-2015
ENGINEER NAME	SOEGLANTO	FILE NAME	MEGA SPIN WIRING DIAGRAM
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DO NOT SCALE			



PT MATIHARI LEISURE



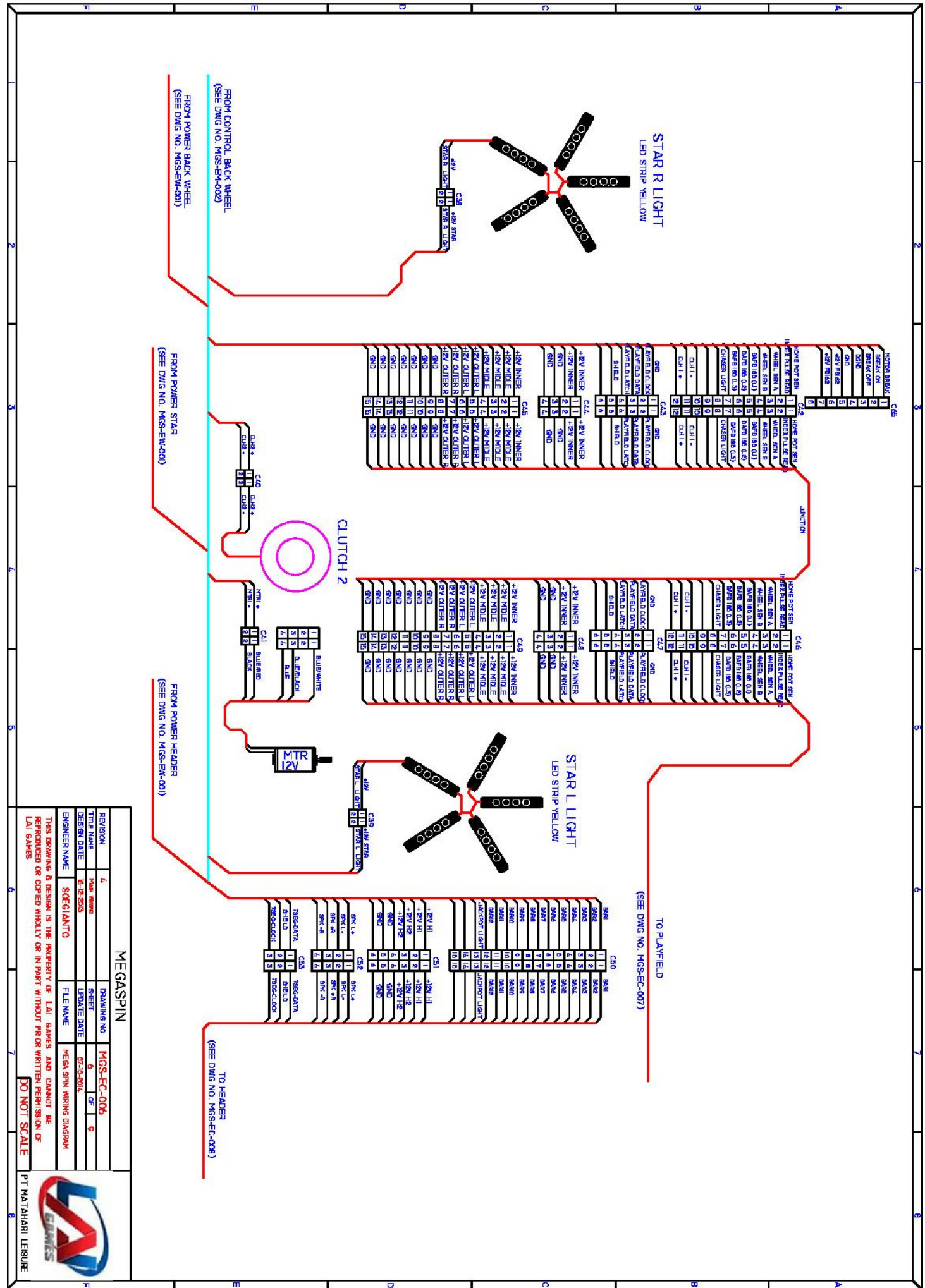
MEGASPIN

REVISION	4	DRAWING NO.	MGS-EC-005
TITLE NAME	MEGASPIN	SHEET	5 OF 9
DESIGN DATE	8-18-2015	UPDATE DATE	07-10-2016
ENGINEER NAME	SOEGLANTO	FILE NAME	MEGASPIN WIRING DIAGRAM
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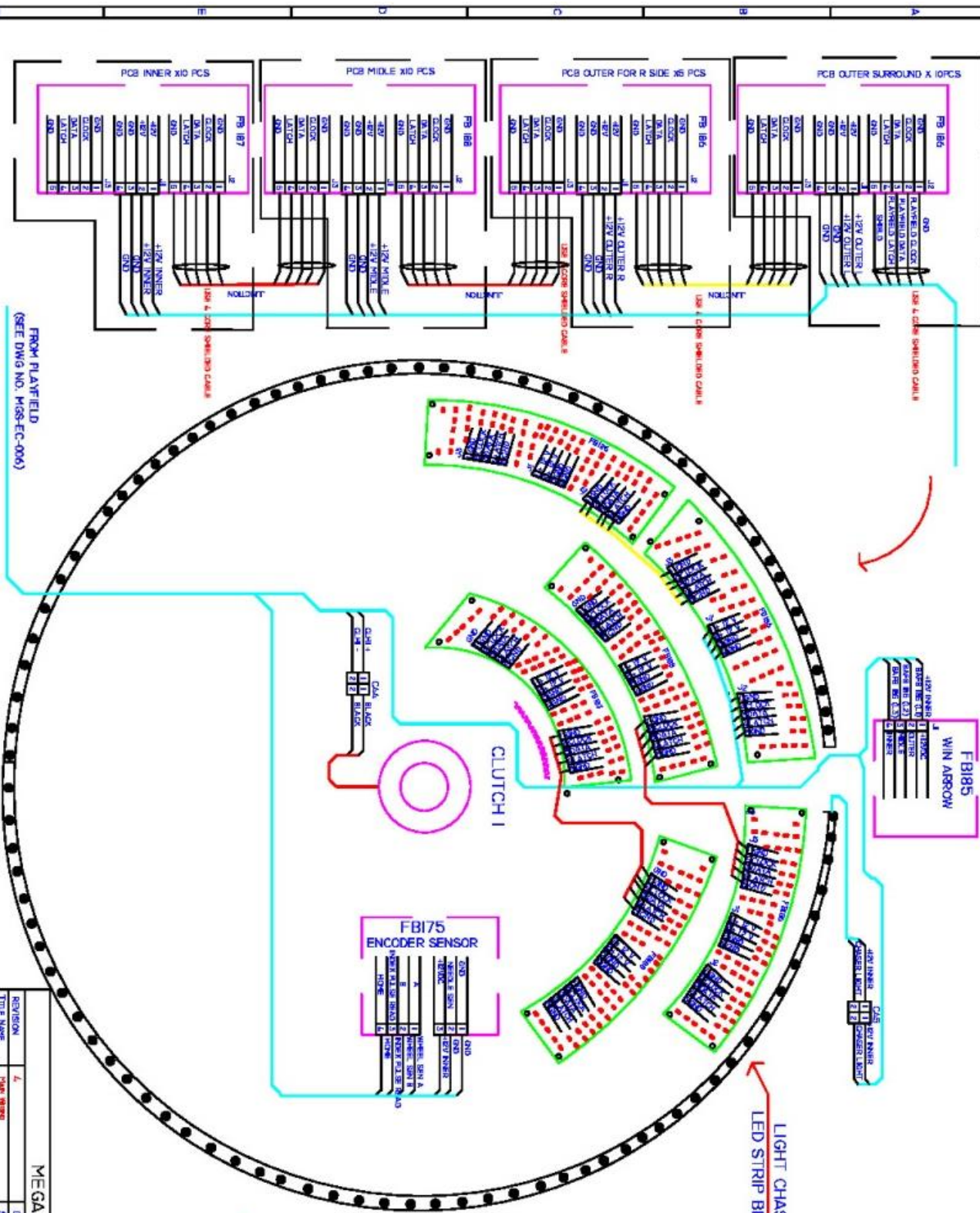
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MEGASPIN			
REVISION	4.	DRAWING NO.	MGS-EC-006
TITLE NAME	MEGA SPIN	SHEET	6 OF 9
DESIGN DATE	12-2005	UPDATE DATE	07-08-2007
ENGINEER NAME	SOEGIANTO	FILE NAME	MEGA SPIN WIRING DIAGRAM
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MEGASPIN

REVISION	DATE	BY	CHKD	APP'D
1	7-12-2003	7	9	
2	07-20-2004			
3				
4				
5				
6				
7				
8				
9				
10				

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PT. MATAMORI, LEBLANC

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