► Read this manual BEFORE operating the machine.
► Keep this manual for your reference.
► Go to www.LAIGames.com click on Operator Access to register your games and receive of future updates.
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
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, here 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! *  
An advisory text to hint or help understanding.

BE SURE TO READ THE FOLLOWING

* WARNING! *  
Always turn OFF Mains AC power and unplugged the game, before opening or replacing any parts.

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

Always connect the Game Cabinet to 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.
INTRODUCTION

CONGRATULATIONS! You have just bought the “Rainy Days”, another great water base product from LAI GAMES.

Rainy Days feature 5 clouds showering rain randomly and a boy with a wooden bucket moving sideward along with a puppy controlled by a steering wheel. With impressive grass in the middle of the playfield and water splashing this game will be very attractive and challenging for any body to play and have fun. We feel that Rainy Days will make exciting ticket redemption at any location, on or off site.

We hope you take the time to read this manual and learn about the many other features and user-friendly adjustments that can be made to “fine-tune” the game for maximum earning potential.

DESCRIPTION

- The “Rainy Days” is a water based game, with 5 clouds challenging the player by random showers requiring the player to steer the wheel to move the boy with the bucket to catch the rain. The more rain you can catch, the more points you get and more tickets to win.

PACKAGING

- At delivery, the machine should arrive in good condition. To move the packaged machine for transport or placement, use a forklift and take care not to hit the package or stack heavy objects on top, as this may cause damage to the machine.

CONTENTS

- The “Rainy Days” cabinet
- Keys: 2 x coin door keys  
2 x back door keys  
2 x ticket door key
- Operator’s manual
- IEC Power Cord (In cash box)
- Parts & Accessories (In cash box)
## SPECIFICATIONS

### DIMENSIONS
- Weight: 189 kg (416 lb)
- Height: 1200 mm (47”)
- Width: 880 mm (34 2/3”)
- Length: 2040 mm (80 1/3”)
- Power: Maximum 220 W – (220V @ 1A) (120V @ 1.5A)

### ELECTRIC SUPPLY
The game has the option to operate on a 110V, 120V, 220V or 240V AC 50/60Hz single phase mains electric supply.

**The supply must be a three wire grounded supply.**

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

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

### LOCATION REQUIREMENTS
- Ambient temperature: between 5°C and 40°C.
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low
MACHINE INSTALLATION and INSPECTION

When installing and inspecting “Rainy Days”, 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 evenly on the floor so that the game cabinet is unable to roll and is 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 on page 31. 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)
WATER SYSTEM

The “Rainy Days” is a water game and requires regular maintenance and cleaning to keep the water in good condition. The game needs 20 liters (5 Gallons) of water to operate effectively. The machine should be emptied of any water before moving or shipping to prevent spillage. The 12Volt DC Pumps are able to run dry for short durations without damage should the game accidentally be run without water. An Acrylic cover between the water catchment and the water tank prevents large objects from blocking the plumbing. A water filter protects the pumps from fine particle damage. Refer to the Water System Diagrams for locating water system components and valves.

* NOTE! *
- The addition of a small amount of pool chlorine to water is recommended to kill any algae or other organisms introduced during filling.

■ FILLING MACHINE

Use a bucket or metered container to fill the tank with 20 liters (5 Gallons) of clean tap water. Open the acrylic cover / mesh guard at the front of the machine and position the bucket on top of the plastic grass and pour the water on to the plastic grass. Open the back door to see the water level make sure the water is under the water level indicator.

■ EMPTYING MACHINE

Open the Drain door in front of the machine and find a drain hose to drain into a bucket or container. The container height must be no higher then 400mm (15”) to allow the tank to gravity drain. Use the Drain Stop Valve at the back of the machine to prevent overfilling of the container. Repeat until all water is drained from the machine.
WATER SYSTEM

As viewed from back of the machine

- Water filter
- Solenoid valve ½ “ 12 VDC
- Motor Pump 12 V Shurflo 45 PSI
- Water level indicator
- Drain Hose At the front
- PCB and Power Supply
HOW TO PLAY

THE PLAYERS AIM IS TO REACH THE HIGHEST POINT BY FILLING THE BUCKET WITH WATER FROM SHOWERING CLOUD

- Pay to play.

- Press the start button to start your game. The Cloud starts flashing and rain starts showering.

- Steer the wheel to position the boy and the bucket under the showering rain / cloud to catch the water. More the water caught, more the points you get. The amounts of tickets / points depend on Program Setting P09.

- Each cloud will shower for a limited time and the timing depends on Program Setting P07.

- Game time is also limited you can see from the indicator start and finish lamp, the timing depends on Program Setting P06.
OPERATION

The “Rainy Days” game has five operational modes: Attract mode, Play mode, Test mode, Programmable Adjustments Mode and Audits Mode.

OPERATIONAL DIAGRAM

ATTRACT MODE
- The Attract mode provides a light and sound display, while the game is not being played. This feature is to attract potential customers to play the game. The attract mode sound can be turned on and off.

PLAY MODE
- The Rainy Days has two play modes. The Standard Coin Play mode, where a coin, or coins are inserted. Or Free Play where no coins are necessary.

COIN PLAY
- The 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.

FREE PLAY
- The free play mode is entered from attract mode by holding the Service button for longer than five seconds, \[\text{FREE} \] \[\text{FREE} \] \[\text{FREE} \] \[\text{FREE} \] will be displayed on the 3-digit LED display.

- For a single free game, just press the Service button once. When issuing single free games in this manner, tickets can be won as normal.

* NOTE! *
- Entering test mode will clear any stored credits.

PRESS TEST

POWER UP

ATTRACT MODE

PLAY MODE

TEST MODE

PROGRAMMABLE ADJUSTMENTS MODE

AUDITS MODE
TEST MODE

The Rainy Days Test mode has Four Test Configurations allowing you to explore the functioning of the Sound, Light & Display, and the Game Switches and to allow an operational test of the water showering. (Refer to the Test Mode Diagram below).

The Test mode is also used for Clearing Game Errors. If there is an active error, its code will be displayed. To try to clear the error code, press the red test button once. The error can be bypass by quickly pressing the red test button twice.

*NOTE!* *
- Entering Test Mode will CLEAR any CREDITS remaining in the game.
- If during test mode no ADJUSTMENTS or actions are made to the game for approximately four minutes, it will automatically RETURN to Attract Mode.

TEST MODE DIAGRAM
SOUND, LAMPS & DISPLAY TEST

- **ENTER**  The Sound, Lamp & Display test is entered from Attract mode by pressing the Test button once.

* NOTE! *

- If there is an active error displayed, press the red Test button once to try and clear the error.
- If the error code will not clear, it can be bypassed by quickly pressing the red Test button twice.

**DURING THE TEST:**

- Game music and voice over will be played.
- The Credit display will count from 000 to 999 and then repeat.
- The Flashing Start Button control panels will run a test pattern sequence.
- The entire lamp will be flashing in series.

- **EXIT**  The Sound, Lamp & Display test is exited by pressing the Test button. The next test will be switch test.

SWITCH TEST

- **ENTER**  The Switch Test can be entered by pressing the Test button once while in the Sound, Light & display test or by pressing the Test button twice while in Attract mode. C□□□X will be displayed on the 3-digit display where ‘X’ is a number representing the switch that is active.

**TESTING THE GAME SWITCHES**

All game switches have a code from C1 to C17 as tabled below. By activating any of the switches, their code will be displayed on the 3-digit display. If no switches are active, then C□□□□ will be displayed.

<table>
<thead>
<tr>
<th>CODE</th>
<th>DISPLAY</th>
<th>SWITCH FUNCTION</th>
<th>SWITCH LOCATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>C0</td>
<td>□□□□□</td>
<td>No Switch Active</td>
<td></td>
</tr>
<tr>
<td>C1</td>
<td>□□□□□</td>
<td>Ticket Notch 1 is Active</td>
<td>Ticket Door</td>
</tr>
<tr>
<td>C2</td>
<td>□□□□□</td>
<td>Service switch is Active</td>
<td>Ticket Door</td>
</tr>
<tr>
<td>C3</td>
<td>□□□□□</td>
<td>Start switch is Active</td>
<td>Service Bracket</td>
</tr>
<tr>
<td>C4</td>
<td>□□□□□</td>
<td>Coin 1 Switch is Active</td>
<td>Coin Door</td>
</tr>
<tr>
<td>C5</td>
<td>□□□□□</td>
<td>Coin 2 Switch is Active</td>
<td>Coin Door</td>
</tr>
<tr>
<td>C6</td>
<td>□□□□□</td>
<td>Position Right Edge Switch</td>
<td>Center of the machine</td>
</tr>
<tr>
<td>C7</td>
<td>□□□□□</td>
<td>Position sensor 1</td>
<td>Center of the machine</td>
</tr>
<tr>
<td>C8</td>
<td>□□□□□</td>
<td>Position sensor 2</td>
<td>Center of the machine</td>
</tr>
<tr>
<td>C9</td>
<td>□□□□□</td>
<td>Position sensor 3</td>
<td>Center of the machine</td>
</tr>
<tr>
<td>C10</td>
<td>□□□□□</td>
<td>Position sensor 4</td>
<td>Center of the machine</td>
</tr>
<tr>
<td>C11</td>
<td>□□□□□</td>
<td>Position sensor 5</td>
<td>Center of the machine</td>
</tr>
<tr>
<td>C12</td>
<td>□□□□□</td>
<td>Position sensor 6</td>
<td>Center of the machine</td>
</tr>
<tr>
<td>C13</td>
<td>□□□□□</td>
<td>Position sensor 7</td>
<td>Center of the machine</td>
</tr>
<tr>
<td>C14</td>
<td>□□□□□</td>
<td>Position sensor 8</td>
<td>Center of the machine</td>
</tr>
<tr>
<td>C15</td>
<td>□□□□□</td>
<td>Position sensor 9</td>
<td>Center of the machine</td>
</tr>
<tr>
<td>C16</td>
<td>□□□□□</td>
<td>Position sensor 10</td>
<td>Center of the machine</td>
</tr>
<tr>
<td>C17</td>
<td>□□□□□</td>
<td>Position Left Edge switch</td>
<td>Center of the machine</td>
</tr>
</tbody>
</table>

Normal condition for the game is □□□□□, no switches are active.
■ TICKET DISPENSER NOTCH

The Ticket Notch Switches (C1) can be activated or deactivated from the Ticket Feed Button on the Ticket Dispenser PCB or by manually pushing the tickets from the ticket holder through the dispenser after pulling the ticket release rod upwards.

* NOTE! *

* For more information on the servicing and testing the ticket or Capsule dispenser please look at the Dispenser Reference guide. (Only supplied if Optional Kit is fitted)

■ EXIT  The Switch Test is exited into Programmable Adjustment Mode by pressing the Test Button once.

* NOTE! *

* Several switches can be simultaneously activated in Switch test. The display will then consecutively show their codes, indicating which switches are active. However, it is much easier to test the game switches individually.
PROGRAMMABLE ADJUSTMENTS MODE

The Rainy Days has fourteen programmable adjustments that can be changed in this mode. They are P01 to P14 and their codes are displayed on the lower 3-digit display while the values are displayed on the upper 3-digit display during the adjustment procedure.

Example: Code P01 (Number of Coins Mech 1) is displayed as ☐ ☐ ☐ ☐ and its value of 1 as ☐ ☐ ☐ ☐ on the 4-digit display.

PROGRAMMABLE ADJUSTMENTS MODE DIAGRAM

PROGRAMMABLE ADJUSTMENTS PROCEDURE

- **ENTER** The Programmable Adjustments Mode can be entered by pressing the Test button once while in the Run Test or by pressing the Test button four times while in Attract mode, ☐ ☐ ☐ ☐ will be displayed on the 3-digit credit display.

- **SELECT** The green Service button is pressed to step through each of the adjustment configurations, starting from the ☐ ☐ ☐ ☐ display, P01 being the first step, continuing through to P14, and then looping again from P01 to P14 until the mode is exited.

- **CHANGE** One of the Start button on the left of steering wheel panel is pressed to change the displayed value. The value can only be stepped up by using those buttons, but the value will loop back to its minimum value the next step after its max value.

* NOTE! *

- Certain program adjustments have a fast adjustment feature. By holding the Start button down, the values step through quicker.

- **EXIT** The Programmable Adjustments mode is exited into Audits mode, by pressing the Test button once.
<table>
<thead>
<tr>
<th>CODE</th>
<th>PROGRAMMABLE ADJUSTMENTS</th>
<th>OPTIONAL VALUES</th>
<th>DEFAULT SETTINGS</th>
<th>FEATURES</th>
</tr>
</thead>
<tbody>
<tr>
<td>P01</td>
<td>1 – 20</td>
<td>1, 2, 3…20</td>
<td>1</td>
<td>Coin Slot 1 – Coins / Credit</td>
</tr>
<tr>
<td>P02</td>
<td>1 – 20</td>
<td>1, 2, 3…20</td>
<td>1</td>
<td>Coin Slot 1 – Games / Credit</td>
</tr>
<tr>
<td>P03</td>
<td>1 – 20</td>
<td>1, 2, 3…20</td>
<td>1</td>
<td>Coin Slot 2 – Coins / Credit</td>
</tr>
<tr>
<td>P04</td>
<td>1 – 20</td>
<td>1, 2, 3…20</td>
<td>1</td>
<td>Coin Slot 2 – Games / Credit</td>
</tr>
<tr>
<td>P05</td>
<td>ON or OFF</td>
<td>ON or OFF</td>
<td>ON</td>
<td>Attract Mode Sound</td>
</tr>
<tr>
<td>P06</td>
<td>20s – 90s</td>
<td>20, 21, 22 …90</td>
<td>45</td>
<td>Game Duration</td>
</tr>
<tr>
<td>P07</td>
<td>1s – 10s</td>
<td>1, 2, 3…10</td>
<td>3s</td>
<td>Difficulty Level (Rain Time)</td>
</tr>
<tr>
<td>P08</td>
<td>ON or OFF</td>
<td>ON or OFF</td>
<td>ON</td>
<td>Ticket Dispensing Options</td>
</tr>
<tr>
<td>P09</td>
<td>5 – 100</td>
<td>5,10,15,…100</td>
<td>25</td>
<td>Point per Tickets</td>
</tr>
<tr>
<td>P10</td>
<td>0 – 10</td>
<td>0, 1, 2…10</td>
<td>5</td>
<td>Number of Minimum Ticket</td>
</tr>
<tr>
<td>P11</td>
<td>0 – 100</td>
<td>0, 1, 2…100</td>
<td>20</td>
<td>Maximum Ticket Payout</td>
</tr>
<tr>
<td>P12</td>
<td>Tic – cap</td>
<td>Tic or Cap</td>
<td>Tic</td>
<td>Pay out type</td>
</tr>
<tr>
<td>P13</td>
<td>1 – 4</td>
<td>1,2,3,4</td>
<td>1</td>
<td>Capsule dispense options</td>
</tr>
<tr>
<td>P14</td>
<td>50 – 200</td>
<td>50,60,70,…200</td>
<td>100</td>
<td>Minimum points for Capsule</td>
</tr>
<tr>
<td>P15</td>
<td>OFF or ON</td>
<td>OFF – ON</td>
<td>ON</td>
<td>Bonus Round</td>
</tr>
</tbody>
</table>
PROGRAMMABLE ADJUSTMENTS DETAILED

- **P01 = COIN MECH 1: NUMBER OF COINS PER CREDIT**  
  (Default 01) (Adjustable 1 – 10)  
  This variable sets the number of coins that need to be inserted into coin mechanism 1, for each credit. It can be set to either of 1, 2, 3… to 10 coins for one credit.

- **P02 = COIN MECH 1: NUMBER of PLAYS PER CREDIT**  
  (Default 01) (Adjustable 1 – 10)  
  This sets the number of games for each credit inserted into coin mechanism 1. It can be set to either of 1, 2, 3… to 10 plays for each credit.

- **P03 = COIN MECH 2: NUMBER OF COINS PER CREDIT**  
  (Default 01) (Adjustable 1 – 10)  
  This variable sets the number of coins that need to be inserted into coin mechanism 2 for each credit. It can be set to either of 1, 2, 3… to 10 coins for one credit.

- **P04 = COIN MECH 2: NUMBER of PLAYS PER CREDIT**  
  (Default 01) (Adjustable 1 – 10)  
  This sets the number of games for each credit inserted into coin mechanism 2. It can be set to either of 1, 2, 3… to 10 plays for each credit.

- **P05 = ATTRACT MODE SOUND**  
  (Default ON) (Adjustable ON or OFF)  
  This adjustment turns the attract mode sound ON or OFF. This is the sound and music that the game generates to attract customers when it is not being played. The music will cycle approximately every 3 minutes.

- **P06 = GAME DURATION**  
  (Default 45s) (Adjustable 20s – 90s)  
  This variable sets how many seconds the game can be played per play. It is adjustable from 20s to 90s per play.

- **P07 = DIFFICULTY LEVEL (RAIN TIME)**  
  (Default 5s) (Adjustable 1 – 10s)  
  This setting adjusts the difficulty level a player must play to win the game. It is adjustable from 1s to 10s, when sets to 5 seconds this means the maximum time water fall from the flashing cloud, the greater the time the game will more easy to be play.

- **P08 = TICKET DISPENSING OPTION**  
  (Default ON) (Adjustable ON or OFF)  
  This variable sets the ticket dispensing option given for each game. It is adjustable from ON or OFF, when sets to ON mean the game will dispense tickets.
- **P09 = POINT PER TICKET**  
  (Default 25) (Adjustable 5 – 100)  
  This variable sets the point per ticket. Default setting here is base on average 30% pay out change the value may affect your Pay out.

- **P10 = NUMBER OF MINIMUM TICKETS PAYOUT**  
  (Default 1) (Adjustable 0 – 10)  
  This adjusts the number of minimum tickets the machine dispensed in every game played.

- **P11 = MAXIMUM TICKETS PAYOUT**  
  (Default 10) (Adjustable OFF, 1 – 100)  
  This setting controls the maximum number of tickets paid out by the machine per play, regardless to number of points a player has collected. When sets to OFF, the machine will have no maximum value for dispensing tickets and will dispense tickets according to points collected by player.

- **P12 = PAY OUT TYPE**  
  (Default tic) (Adjustable tic or Cap)  
  This setting control the pay out type, default is tic every time game played it will dispense tickets regardless of the points. Other value is cap this means that if capsule dispenser fitted every time game played it will dispense capsule.

- **P13 = CAPSULE DISPENSE OPTION**  
  (Default 1) (Adjustable 1 – 4)  
  This setting control the capsule dispense option, default sets to 1 it means no capsule will be dispense after game played, for more detail option please see list below,

  1. = No capsule dispense  
  2. = Capsule will dispense after a credit received  
  3. = Capsule will dispense at the end of the game  
  4. = Capsule will dispense after credit received and at the end of game

- **P14 = MINIMUM POINT FOR CAPSULE**  
  (Default 100) (Adjustable 50 -200)  
  This setting control the minimum point for capsule default setting 100 means that every 100 point it will dispense 1 capsule. Other value can be choosing from 50 – 200 point per capsule the more capsule dispense will affected your pay out.

- **P15 = BONUS ROUND**  
  (Default ON) (Adjustable OFF or ON)  
  This setting control the Bonus Round if player reach highest point default ON means the 10 seconds Bonus Round will given if player reach high score.
AUDITS MODE

The Audits Mode allows the operator to view statistics in all areas of the Game Play. This enables the operator to make calculated adjustments and “Fine Tune” the machine to maximize earning potential. The Audits mode stores bookkeeping of the games processed since the last game audits reset. While in this mode, the game audits can also be reset to zero.

The Rainy Days has seven Audits that can be viewed in this mode. They are A01 to A07 and their codes and values are displayed alternatively on the lower 3-digit display during the Audit Mode.

Example: Code A01 will be displayed as \[\text{A} \quad 0 \quad 1\] and a value of \[\text{4} \quad 2 \quad 1\] on the lower 3-digit display.

Or it will display large values like \[2589\] as \[\text{2} \quad \text{-} \quad \text{-} \quad \text{2}\] on the upper 3-digit display and \[\text{1} \quad \text{5} \quad \text{8} \quad \text{9}\] on the lower 3-digit display.

AUDITS MODE DIAGRAM

* NOTE! *

- For Audit values that are greater than 999 the audits’ values will be displayed on the upper and lower 3-digit displays.
- The first number, which is displayed on the upper 3-digit display as \[\text{2} \quad \text{5} \quad \text{8} \quad \text{9}\], must be multiplied by 1,000 and added to the second value on the lower display.
- The second value is displayed as \[\text{1} \quad \text{5} \quad \text{8} \quad \text{9}\] on the lower 3-digit display.
- In this example the final value is 2,589 \{(2\times1,000) + (589)\}. 
AUDIT PROCEDURE

■ ENTER The Audits mode is entered from Programmable Adjustments mode by pressing the Test button once or from Attract mode by pressing the Test button five times. 0000 will be displayed on the 3-digit display.

■ SELECT The green Service button is pressed for advancing each step through the set of audits configurations, starting from the 0000 display, A01 being the first step, continuing through to A07, and then looping again from A01 to A07 until the mode is exited.

■ RESET The entire set of user audits can be reset during any of the audit configurations, by holding any one of the Start buttons for longer than 5 seconds. The displays will be cleared while still holding the button pressed and will return to the same audit step after releasing the button. The value of all audits will be reset to “0”.

■ EXIT The Audits mode is exited into Game History mode, by pressing the Test button once.

* NOTE! *

■ ALL Audits will STOP INCREMENTING when the “Total Number of Games Played”, audit A05, reaches 60,000.

■ To restart the audits they must be reset to 0 by holding the Start buttons for longer than 5 seconds while in audits mode.

AUDITS QUICK REFERENCE TABLE

<table>
<thead>
<tr>
<th>CODE</th>
<th>DISPLAY</th>
<th>AUDIT FUNCTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>A01</td>
<td>[A]01</td>
<td>Total Games played</td>
</tr>
<tr>
<td>A02</td>
<td>[A]02</td>
<td>Total Coins In Mechanism 1</td>
</tr>
<tr>
<td>A03</td>
<td>[A]03</td>
<td>Total Coins In Mechanism 2</td>
</tr>
<tr>
<td>A04</td>
<td>[A]04</td>
<td>Total Number of Service Credits</td>
</tr>
<tr>
<td>A05</td>
<td>[A]05</td>
<td>Total Number of Target Sensor Error</td>
</tr>
<tr>
<td>A06</td>
<td>[A]06</td>
<td>Total Number of Right Sensor Error</td>
</tr>
<tr>
<td>A07</td>
<td>[A]07</td>
<td>Total Number of Left Sensor Error</td>
</tr>
</tbody>
</table>
AUDITS DETAILED

■ A01 = TOTAL OF GAMES PLAYED

This Audit displays the total number of Games played since the audits were last cleared.

■ A02 = TOTAL COINS IN MECHANISM 1

This Audit displays the total number of coins inserted into coin mechanism 1 since the audits were last cleared.

■ A03 = TOTAL COINS IN MECHANISM 2

This Audit displays the total number of coins inserted into coin mechanism 2 since the audits were last cleared.

■ A04 = TOTAL NUMBER OF SERVICE CREDITS

This Audit displays the total number of Service Credits since the audits were last cleared. This records the number service credit given by pressing the Service Button on the service panel.

■ A05 = TOTAL NUMBER OF TARGET SENSOR ERROR

This audit displays the total of target sensor error since the audits were last cleared.

■ A06= TOTAL NUMBER OF RIGHT SENSOR ERROR

This Audit displays the total number of Service Credits on P2 since the audits were last cleared. This records the number of credits given to P2 by pressing the Service Button on the service panel.

■ A07 = TOTAL NUMBER OF LEFT SENSOR ERROR

This Audit displays the total number of Games Played since the audits were last cleared. The value in this Audit is the total value of audit A06 and A07.

* NOTE! *

■ ALL Audits will STOP INCREMENTING when the “Total Number of Games Played”, audit A05, reaches 60,000.

■ To restart the audits they must be reset to 0 by holding the Start buttons for longer than 5 seconds while in audits mode.
GAME HISTORY MODE

By using the Game History Mode the operator can view the results (points collected by players) of the last ten games played. This enables the operator to verify players’ game results and verify the win / lose pattern on the Credit Displays. The codes will be displayed on the lower 3-digit display while the points on the upper 3-digit display. The codes and results for each player are displayed on the 3-digit displays on the player’s side.

Example: The history results for the last Game Played. H1p shows 10 as the points collected while 14 as the points collected. The 3-digit display will show H1p as the code and display shows 10 as the points collected.

GAME HISTORY MODE DIAGRAM

* NOTE! *

- Score Histories will be erased if the game is switched off then on. Empty score histories show as •••• on the 3-digit display.
GAME HISTORY PROCEDURE

■ ENTER The Game History mode is entered from Audits mode by pressing the Test button once or from Attract mode by pressing the Test button six times. H H H H H H will be displayed on the 3-digit display.

■ SELECT The green Service button is pressed for advancing each step through the set of Game Histories, starting from the H H H H H display, H1t being the first step, continuing through to H5p, and then looping again from H1t to H5p until the mode is exited.

■ EXIT The Game History mode is exited into Game Attract mode, by pressing the Test button once.

GAME HISTORY QUICK REFERENCE TABLE

<table>
<thead>
<tr>
<th>CODE</th>
<th>DISPLAY</th>
<th>HISTORY RESULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>H1t</td>
<td>H 1 T</td>
<td>Number of Tickets of Last Game</td>
</tr>
<tr>
<td>H1p</td>
<td>H 1 P</td>
<td>Points of the last Game</td>
</tr>
<tr>
<td>H2t</td>
<td>H 2 T</td>
<td>Number of Tickets of 2 Last Game</td>
</tr>
<tr>
<td>H2p</td>
<td>H 2 P</td>
<td>Points of the 2 last Game</td>
</tr>
<tr>
<td>H3t</td>
<td>H 3 T</td>
<td>Number of Tickets of 3 Last Game</td>
</tr>
<tr>
<td>H3p</td>
<td>H 3 P</td>
<td>Points of the 3 Last Game</td>
</tr>
<tr>
<td>H4t</td>
<td>H 4 T</td>
<td>Number of tickets of 4 Last Game</td>
</tr>
<tr>
<td>H4p</td>
<td>H 4 P</td>
<td>Points of the 4 Last Game</td>
</tr>
<tr>
<td>H5t</td>
<td>H 5 T</td>
<td>Number of Tickets of 5 Last Game</td>
</tr>
<tr>
<td>H5p</td>
<td>H 5 P</td>
<td>Points of the 5 Last Game</td>
</tr>
</tbody>
</table>
ERRORS AND TROUBLESHOOTING

If the microprocessor detects any problems with the operation of the game, an Error will be displayed on the 3-digit display and the machine will play a voice message. “Please Call the Attendant”. Some error Messages will only be displayed when test mode is entered. Errors are displayed on the displays as, ErrX where ‘X’ is the error number, listed as follows:

ERROR CODE QUICK REFERENCE TABLE

<table>
<thead>
<tr>
<th>CODE</th>
<th>ERROR DESCRIPTION</th>
<th>SOLUTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Err1</td>
<td>TICKET DISPENSE ERROR</td>
<td>Clear ticket dispenser jam or replenish tickets. After this, push Test button once to clear error.</td>
</tr>
<tr>
<td></td>
<td>Jammed tickets, no tickets or no ticket notch pulse for longer than 3 seconds.</td>
<td></td>
</tr>
<tr>
<td>Err2</td>
<td>COIN INPUT ERROR</td>
<td>Clear coin jammed or check the coin switch and check the connectors or change the coin mechanism</td>
</tr>
<tr>
<td></td>
<td>Jammed coin, coin switch jammed longer than 5 seconds</td>
<td></td>
</tr>
<tr>
<td>Err3</td>
<td>EEPROM ERROR</td>
<td>The main MCU is getting errors reading the EEPROM (24C16 IC on MCU). Send MCU PCB to the closest LAI Games distributor for repair.</td>
</tr>
<tr>
<td></td>
<td>Problem with on-board EEPROM</td>
<td></td>
</tr>
<tr>
<td>Err5</td>
<td>SENSOR ERROR</td>
<td>Check the sensor and clear the dirt or reposition the sensor so it will align with other receiver PCB</td>
</tr>
<tr>
<td></td>
<td>One or more sensor not function or blocked more than 5 seconds</td>
<td></td>
</tr>
</tbody>
</table>
TROUBLESHOOTING GAME ERRORS

■ CLEARING GAME ERRORS
  Game errors can be cleared, by pushing the test button ONCE. The game will try and check if the error is fixed. If the reason for the error is fixed, the game will continue as normal. If the error is not fixed, the error will remain on the display.

■ Err1 – TICKET ERROR
  This error usually occurs if the game has run out of tickets or there is a ticket jam. A less common reason is if the game PCB tries to dispense tickets but doesn’t get a notch pulse for approximately three seconds. Use the Switch Test and test the notch pulse by passing a ticket in and out of the notch sensor or manually activating the micro-switch on the capsule dispenser, an active notch will be displayed as C1.

  If the game was out of tickets, refill the tickets, clear the ticket jam and then push the test button once to clear the error. The game will then payout any owed tickets.

■ Err2 – COIN ERROR
  This error will show if the coin have problem, usually coin get jammed or the coin switch jammed or hold for more that 5 seconds. Re checking and cleaning the coin path and coin mechanism mostly eliminates the problem but if the problem persist change the complete coin mechanism may be also the coin cradle it self will works. An active switch for the coin 1 and coin 2 can be check on the switch test mode an displayed as C4 and C5,

■ Err3 – EEPROM ERROR
  This Error is only displayed in test mode and means that the CPU cannot read the EEPROM, or is receiving errors during communication with the EEPROM (The 23C16 IC on the main MCU PCB). This could cause problems with the game audits and program settings. If this error occurs, take your game to the nearest authorized LAI GAMES dealer for repair.

■ Err5 – SENSOR ERROR
  This error will show if one or more sensor position have problem, dirt or something blocks the sensor for more than 30 seconds will cause this error. Always check the position and clean the IR path also align the sensor will eliminates the problem. An active sensor that always gives input can be seen on the switch test mode a displayed as C7 to C16.
SECTION A: SERVICE INSTRUCTIONS

BE SURE TO READ THE FOLLOWING Carefully before servicing this machine
LOCATING AND ACCESSING PARTS

- Top Header
- Super Bright LED 12 VDC x 5
- Game Instruction
- Point per ticket value
- 360 degree steering wheel
- Ticket door
- Water drain door
- Hose
- Fluorescent Lamp 18 Watt EA0206
- Water Bucket
- BAFB74 3 digit 2 “ seven segment
- Timer indicator
- Start Button
- Coin door and DBA
- 2” Swivel castor wheel
PARTS LOCATION DIAGRAM Cont.

As viewed from rear

- Light Indicator
- IEC DB Box
- Fuses
- PSU MP20160
- BAFB84A & B Sensor PCB
- BAFB66A Main CPU PCB
- BAFB122 DC motor control
- BAFB106 Sound PCB
- BAFB31 Capsule control PCB
PARTS DESCRIPTION

- **COIN MECHANISMS**
  The coin mechanisms can be accessed from the front door of the machine cabinet.

- **CASH BOX**
  The cash box can be accessed from the front door of the machine cabinet.

- **SPEAKERS**
  Two speakers are located right under control panel and can be accessed from the front of the machine through coin door.

- **SERVICE CONTROLS:**
  Located on the service panel mounted on top of the cash box and accessed through the front door of the machine cabinet.
  
  **SERVICE BUTTON:** Used to input credits to the game without activating the coin counter, and to perform adjustment procedures in combination with the test button.
  
  **TEST BUTTON:** Used to perform the adjustment mode, in combination with the Service button.
  
  **UP BUTTON:** Used to increase values in the adjustment mode, in combination with the Service & Test buttons.
  
  **DOWN BUTTON:** Used to decrease values in the adjustment mode, in combination with the Service & Test buttons.
  
  **VOLUME KNOB:** Used to adjust the speaker’s sound level.
GAME CONTROLS:
Located on the control panel in the center of the machine cabinet. The control panel can be accessed by removing the four bolts on the control panel and lift the control panel to gain access from top.

- POWER CORD
The power cord is a standard IEC power cord (as used on computers) that is plugged in to the power inlet socket at the rear of the machine. The power cord can be removed for transport.

- POWER INLET
The power inlet is located at the rear of the machine on the Left-hand side as viewed from the rear. It is a standard IEC inlet socket.

- MAINS SWITCH
The mains switch is located on the power inlet assembly along with the mains fuse, and IEC inlet socket.

- FUSES
For locations of all fuses refer to Fuses and Fuse location, of this manual.

* WARNING! *

Always turn **OFF** Mains power and unplugged the game, before replacing any fuses
Always use the correct rated fuse. Refer for fuse information.

- PCB’s
For location of all game PCB’s, refer to the Parts Location diagram of this manual.

- POWER SUPPLY
The power supply is located at the back of the cabinet and is accessed from the rear of the machine. It is a multi voltage switching power supply.
**LAMPS**

* **WARNING!** *

*Always* turn OFF Mains power and unplugged the game, before replacing any lamps.

*Always* allow time for cooling as Lamps that have been active for a time may still be too hot to touch.

- **COIN DOOR LAMPS**
  The coin door lamps all are 12V/DC GE194 or equivalent and can be accessed through the front door.

- **BUTTON LAMPS**
  The button lamps are 12V/DC GE194 or equivalent and can be accessed through the front door.

- **CONTROL PANEL LAMPS**
  The control panel lamps all are 12VDC Super Bright white LED or equivalent and can be accessed through the front door.

* **CAUTION!** *

*Always* replace the lamps with the same or equivalent size, wattage and voltage.
MAINTENANCE

CLEANING AND CHECK UP

- **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.

  Any scratches or marks in the fiberglass or acrylic can be buffed out using car polish or cut and polish.

  * CAUTION! *
  
  *Do not* use solvents on the panels as it may affect the artwork.

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

  * WARNING! *

  *Always* turn **OFF** Mains power and unplugged the game, before cleaning the interior of the machine.

  *Always* after cleaning the cabinet interior, check all harness connectors and restore all loose or interrupted connections.
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.
MAINS VOLTAGE ADJUSTMENT

**POWER SUPPLY**

The Switch Mode Power Supply has a switch to set the mains voltage range. It is located at the rear of the game cabinet, and is accessed via the back door. Use a thin blade screwdriver to move the selector switch to the desired mains voltage (See Diagram Below)
“Quick Release”
Ticket Dispenser Manual

The “Quick Release”
Ticket Dispenser
• Quick release face plate
• Bottom metal ticket guide
• Foolproof braking system
• Optical sensor dust cover

The Industry
Standard
Model DL-1275

Another quality product from Deltronic Labs . . .
the industry leader in ticket dispensers.

Deltronic Labs, Inc. 120 Liberty Lane, Chalfont, PA 18914
215-997-8616 • FAX# 215-997-9506 • Web Site: www.deltroniclabs.com
“Quick Release” Ticket Dispenser
Features
All Models

1. Removable top metal ticket guide
2. Bottom metal ticket guide
3. Ticket advance switch
4. Braking system
5. Brake bracket
6. Optical sensor w/dust cover
7. Ticket stop adjustment
8. Roller tension spring
9. Locating spring
10. “Quick Release” Face Plate

Validation rollers emboss tickets

Deltronic Labs, Inc. 120 Liberty Lane, Chalfont, PA 18914 • 215-997-8616 • FAX 215-997-9566 • www.deltroniclabs.com
Control Board

Rev. 8

DL-1275 with 12V meter output

NOTES

1. Resistors R9 and and dode C8s and the jumper going to pin 2 of the IC are changed for this revision.

2. Resistors R10, R11, and R13 were deleted from this schematic. The Rev. 7 schematic shows these resistors, but they were never actually mounted on the board.

3. The unit as shipped from the factory uses some of the resistors shown in this schematic. The unit switches have been added to the schematic to match the unit as shipped from the factory.

4. The unit can be shipped in a number of ways. Please check the "Full Options" schematic to see the different configurations. If the schematic is not included with your manual, contact us for a copy.

5. If the unit is highly transient, the 100K resistor R9 can be lowered in value (e.g., 22K ohms).

6. For more sensitive adjustments, the jumper V1 can be replaced with a 225K pot, and the 1K ohm resistor R3 changes to 1K ohm.
Control Board
Models DL-4-S-S  DL-4-P-S

Note: With logic input components and dotted lines are omitted and Z1 is jumpered to Z2.

Note: Enable pulse may be positive or negative by having jumper on TM-4 in proper place.

Note: On PCB TM-4, Rev. 1 & 2, Q1 and Q2 transistors are D40K1 or equivalent.

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DISCLAIMER

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(b) Assembling or causing the assembly of the hardware in a manner not authorized by or disclosed in this manual;

(c) Any tampering with, changes to, or modifications of the licensed software that occur after the software leaves LAI GAMES’ factory that is not made by authorized LAI GAMES personnel and that is directly or indirectly caused by Operator; and

(d) Any tampering with the computer chip/electronic programmable read only memory (EPROM) by or on behalf of Operator that directly or indirectly causes the tamper-indicating holographic seal on the computer chip/EPROM to be broken or damaged in any way.

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LAI Games warrants its manufactured products for a period of 3 months inclusive of parts and labor from the date of sale.

LAI Games exclusive obligation is to repair any item with any defects as a result of faulty workmanship or materials, providing the defective item or items of equipment are returned to the LAI GAMES distributor from which the machine was purchased.

LAI Games shall have no obligation to make repairs necessitated by negligence or interference to any component by any unauthorized personal. This will automatically void any existing warranty.

IF MAKING A WARRANTY CLAIM:

(a) A Copy of the sales invoice must accompany the claim.
(b) To and from Transport and freight costs are not covered by the warranty.
(c) Warranty is not transferable with the sale of a machine from one owner to another.
INTERNATIONAL SALES & SERVICE

Sales/Enquiries: sales@laigames.com
Tech. Support: support@mleisure.co.id
Website: www.laigames.com

For your nearest LAI Games Distributor visit our web site at http://www.laigames.com