



OPERATOR'S MANUAL



PLEASE NOTE:

- 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.



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 Notes

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 an 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 page31. 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

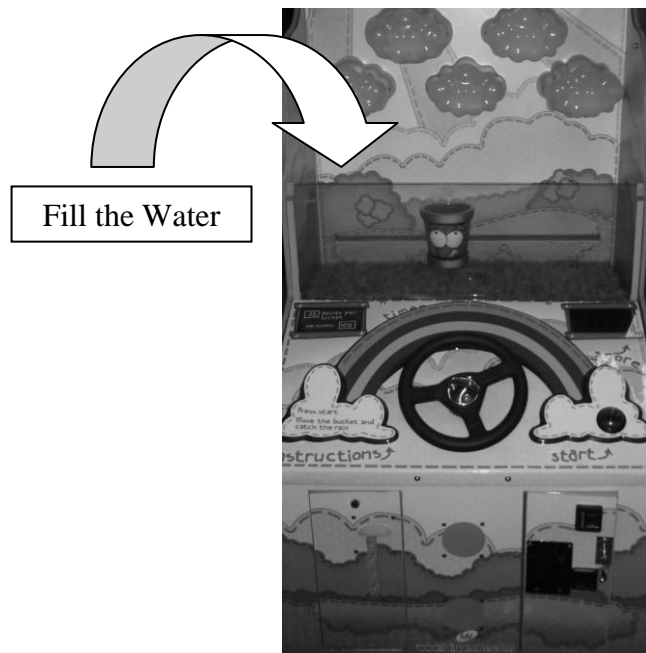
The “*Rainy Days*” is a water game and requires regular maintenance and cleaning to keep the water in good condition. The game needs 20 liters (5 Gallons) of water to operate effectively. The machine should be emptied of any water before moving or shipping to prevent spillage. The 12Volt DC Pumps are 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.



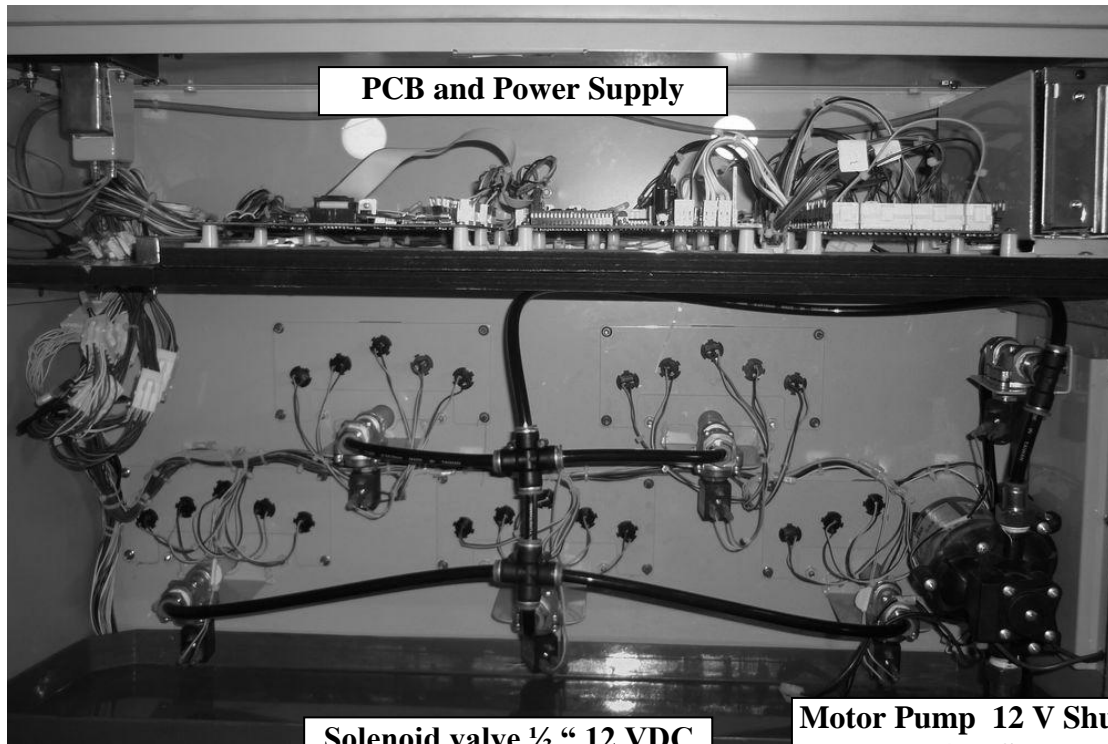
■ EMPTYING MACHINE

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 than 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

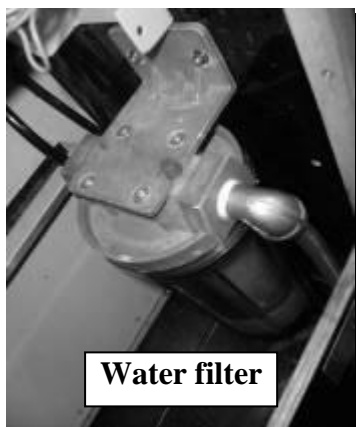
As viewed from back of the machine



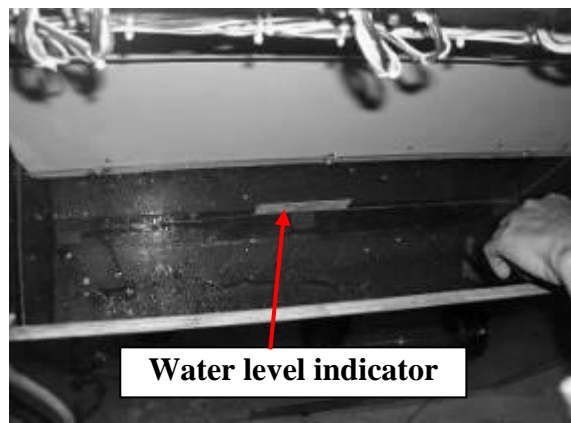
PCB and Power Supply

Solenoid valve ½ " 12 VDC

Motor Pump 12 V Shurflo
45 PSI



Water filter



Water level indicator



Drain Hose
At the front



HOW TO PLAY

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

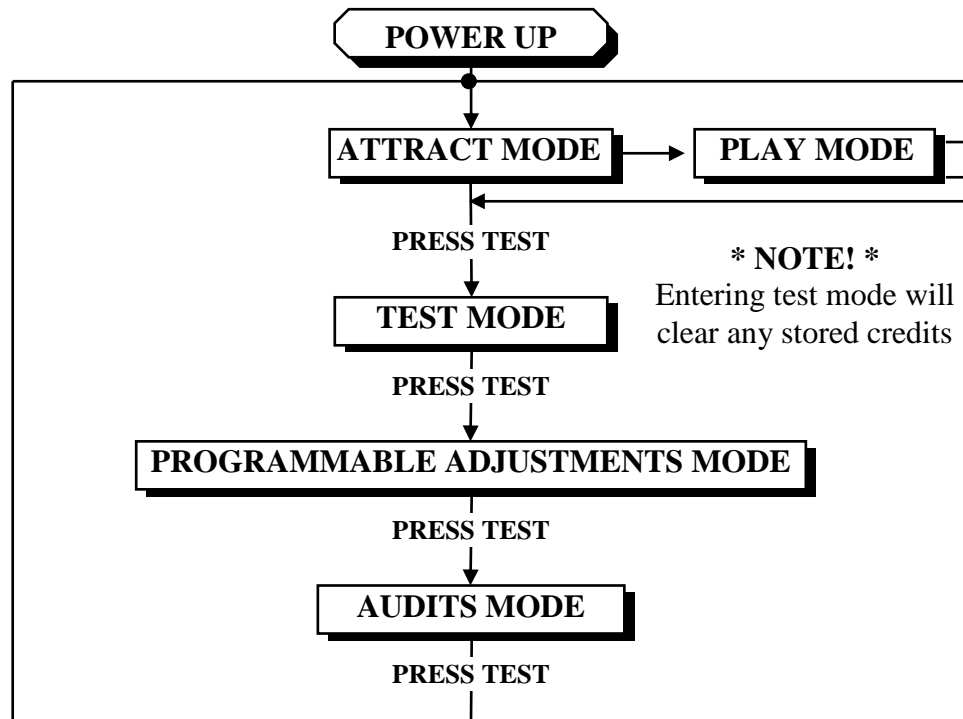
- Pay to play.
- Press the start button to start your game. The Cloud starts flashing and rain starts showering.
- Steer the wheel to position the boy and the bucket under the showering rain / cloud to catch the water. More the water caught, more the points you get. The amounts of tickets / points depend 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 second, **F F F E** 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.



TEST MODE

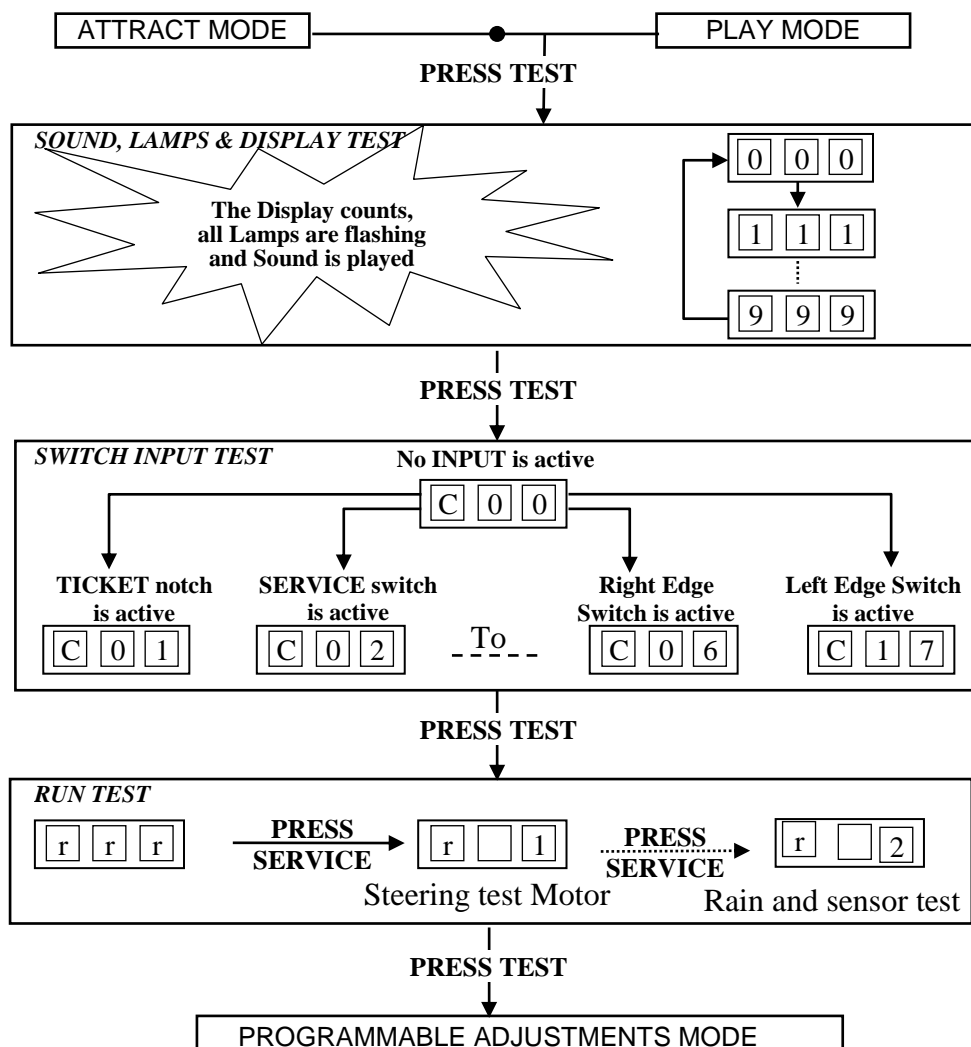
The *Rainy Days* Test mode has Four Test Configurations allowing you to explore the functioning of the Sound, Light & Display, and the Game Switches and to allow an operational test of the water showering. (Refer to the Test Mode Diagram below).

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

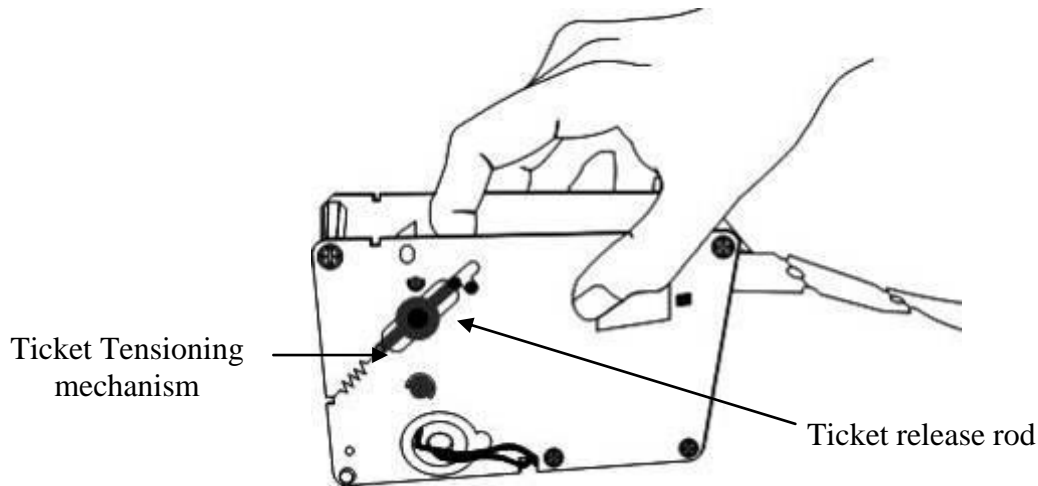
- **ENTER** The Switch Test can be entered by pressing the Test button once while in the Sound, Light & display test or by pressing the Test button twice while in Attract mode,  will be displayed on the 3-digit display where 'X' is a number representing the switch that is active.
- **TESTING THE GAME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

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

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.

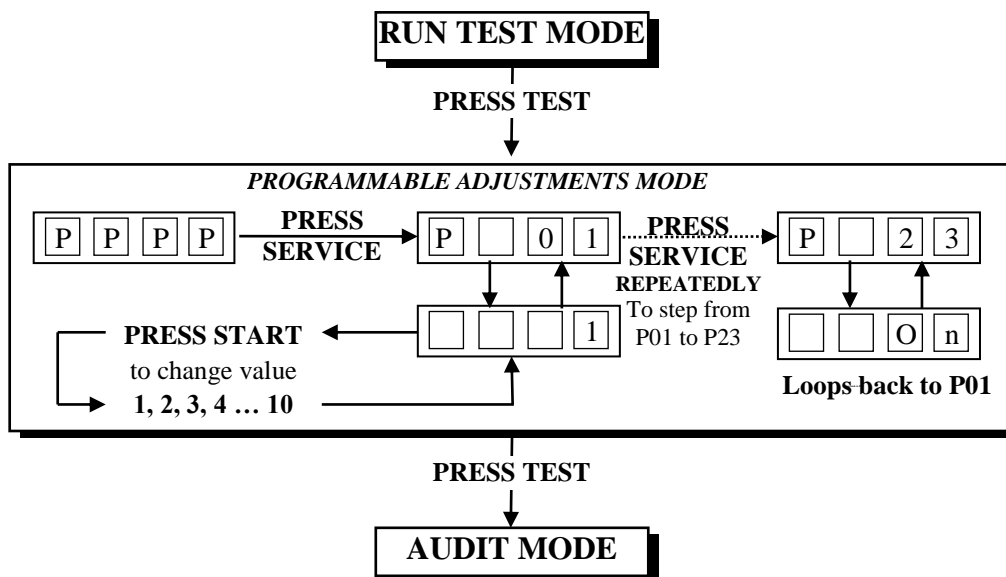


PROGRAMMABLE ADJUSTMENTS MODE

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 **P**□□**01** and its value of **1** as □□□**1** 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, **P P P P** 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 **P P P P** 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.



PROGRAMMABLE ADJUSTMENTS QUICK REFERENCE TABLE Version 1.0

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
P01	1 – 20	1, 2, 3...20	1	Coin Slot 1 – Coins / Credit
P02	1 – 20	1, 2, 3...20	1	Coin Slot 1 – Games / Credit
P03	1 – 20	1, 2, 3...20	1	Coin Slot 2 – Coins / Credit
P04	1 – 20	1, 2, 3...20	1	Coin Slot 2 – Games / Credit
P05	ON or OFF	ON or OFF	ON	Attract Mode Sound
P06	20s – 90s	20, 21, 22 ...90	45	Game Duration
P07	1s – 10s	1, 2, 3...10	3s	Difficulty Level (Rain Time)
P08	ON or OFF	ON or OFF	ON	Ticket Dispensing Options
P09	5 – 100	5,10,15,...100	25	Point per Tickets
P10	0 – 10	0, 1, 2...10	5	Number of Minimum Ticket
P11	0 – 100	0, 1, 2...100	20	Maximum Ticket Payout
P12	Tic – cap	Tic or Cap	Tic	Pay out type
P13	1 – 4	1,2,3,4	1	Capsule dispense options
P14	50 -200	50,60,70,...200	100	Minimum points for Capsule
P15	OFF or ON	OFF – ON	ON	Bonus Round



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

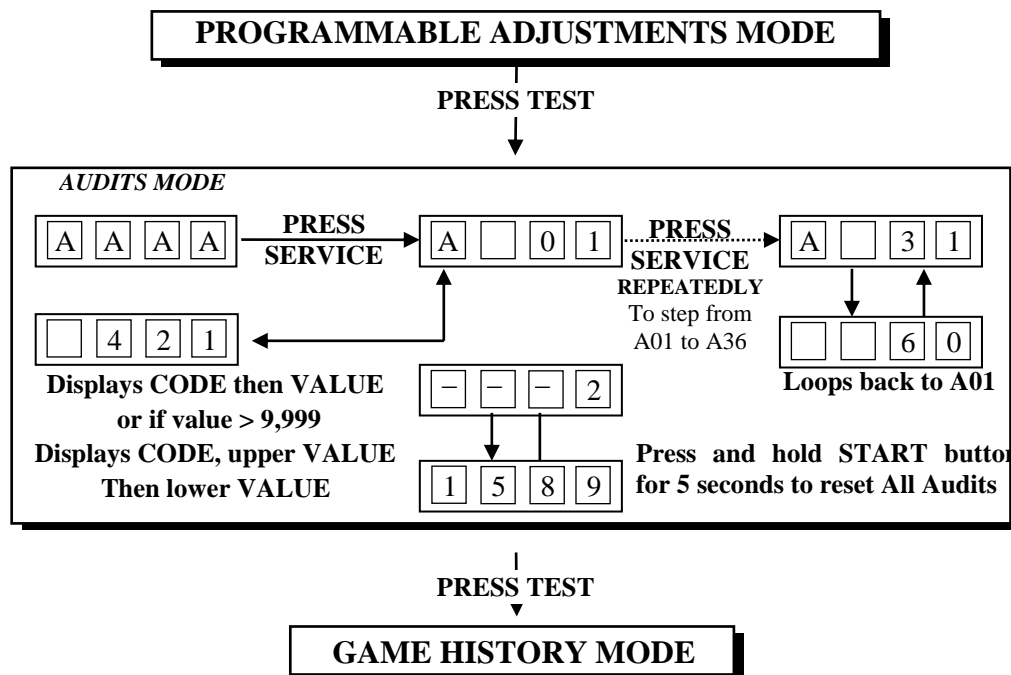
The Audits Mode allows the operator to view statistics in all areas of the Game Play. This enables the operator to make calculated adjustments and “Fine Tune” the machine to maximize earning potential. The Audits mode stores bookkeeping of the games processed since the last game audits reset. While in 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 **A** **0** **1** and a value of **421** as **4** **2** **1** on the lower 3-digit display.

Or it will display large values like **2589** as **2** on the upper 3-digit display and **589** 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 **2**, must be multiplied by 1,000 and added to the second value on the lower display.
- The second value is displayed as **589** on the lower 3-digit display.
- In this example the final value is 2,589 {(2x1,000) + (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. **A A A A** 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 **A A A A** 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

CODE	DISPLAY	AUDIT FUNCTION
A01	A - 0 1	Total Games played
A02	A - 0 2	Total Coins In Mechanism 1
A03	A - 0 3	Total Coins In Mechanism 2
A04	A - 0 4	Total Number of Service Credits
A05	A - 0 5	Total Number of Target Sensor Error
A06	A - 0 6	Total Number of Right Sensor Error
A07	A - 0 7	Total Number of Left Sensor Error



AUDITS DETAILED

■ A01 = TOTAL OF GAMES PLAYED

This Audit displays the *total number of Game 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.

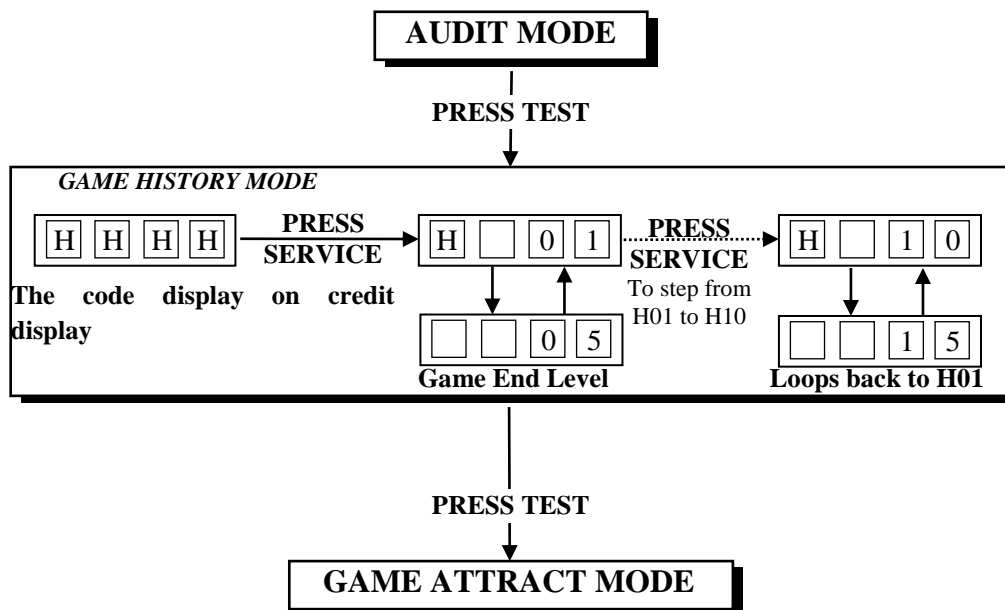


GAME HISTORY MODE

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** 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** 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

CODE	DISPLAY	HISTORY RESULTS
H1t	H - 1 t	Number of Tickets of Last Game
H1p	H - 1 p	Points of the last Game
H2t	H - 2 t	Number of Tickets of 2 Last Game
H2p	H - 2 p	Points of the 2 last Game
H3t	H - 3 t	Number of Tickets of 3 Last Game
H3p	H - 3 p	Points of the 3 Last Game
H4t	H - 4 t	Number of tickets of 4 Last Game
H4p	H - 4 p	Points of the 4 Last Game
H5t	H - 5 t	Number of Tickets of 5 Last Game
H5p	H - 5 p	Points of the 5 Last Game



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, **E r r X** where ‘X’ is the error number, listed as follows:

ERROR CODE QUICK REFERENCE TABLE

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



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

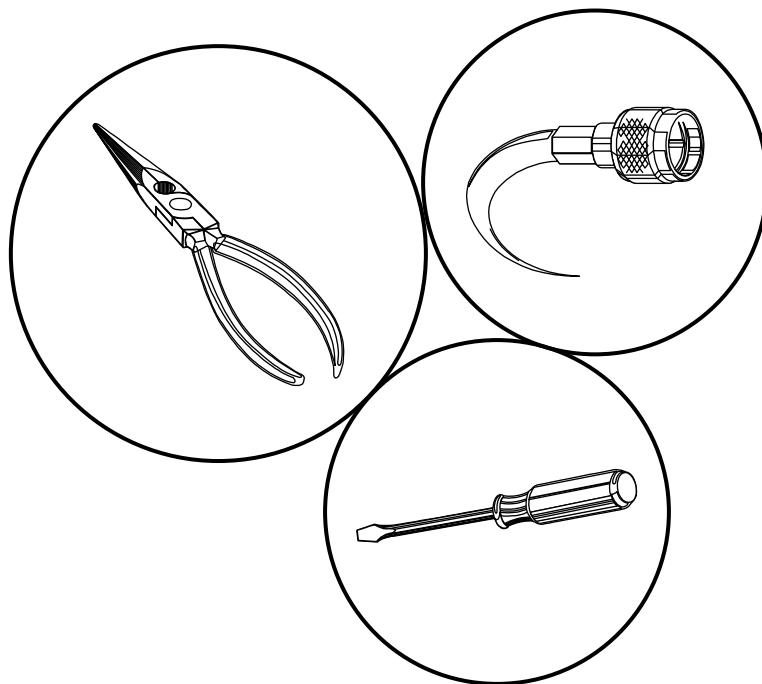
This Error is only displayed in test mode and means that the CPU cannot read the EEPROM, or is receiving errors during communication with the EEPROM (The 23C16 IC on the main MCU PCB). This could cause problems with the game audits and program settings. If this error occurs, take your game to the nearest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



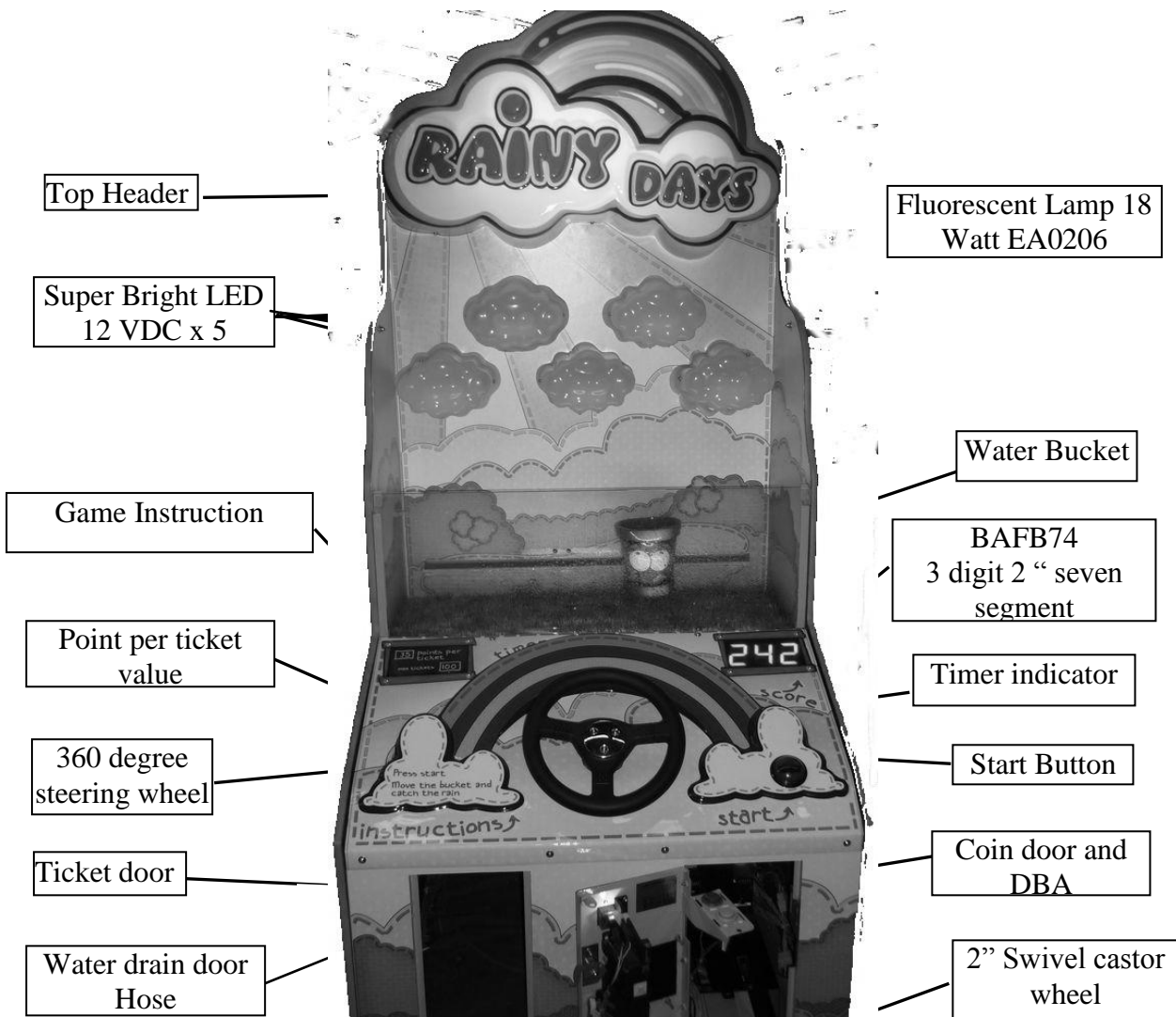
BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine



A



LOCATING AND ACCESSING PARTS



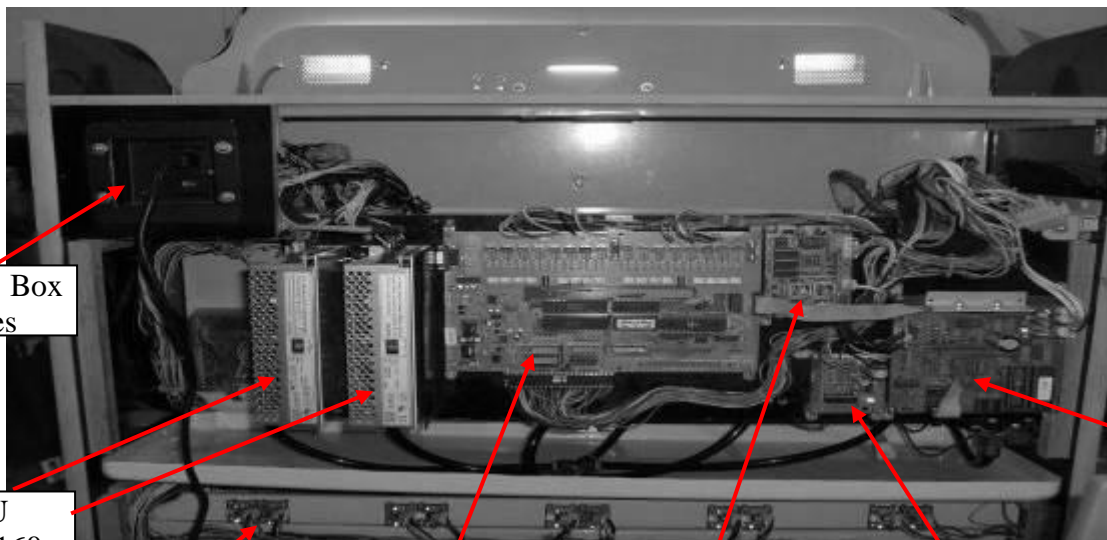
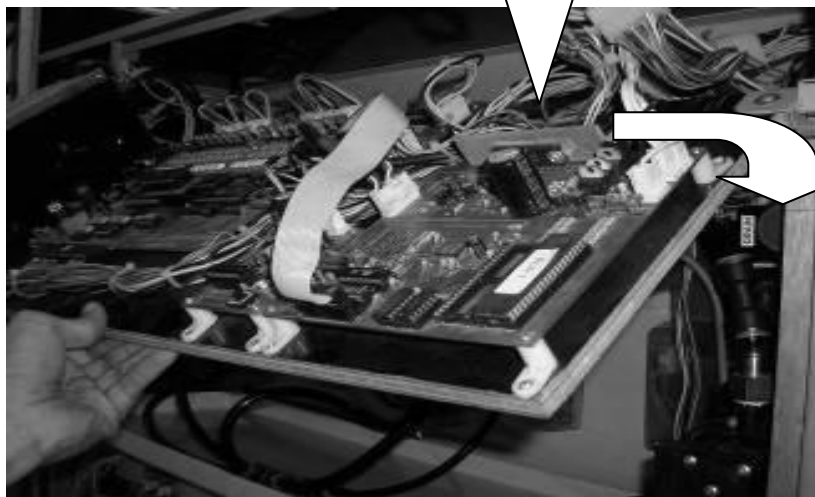


PARTS LOCATION DIAGRAM Cont.

As viewed from rear



Light Indicator



IEC DB Box
Fuses

PSU
MP20160

BAFB84A & B
Sensor PCB

BAFB66A
Main CPU PCB

BAFB122
DC motor control

BAFB31
Capsule control PCB

BAFB106
Sound 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.

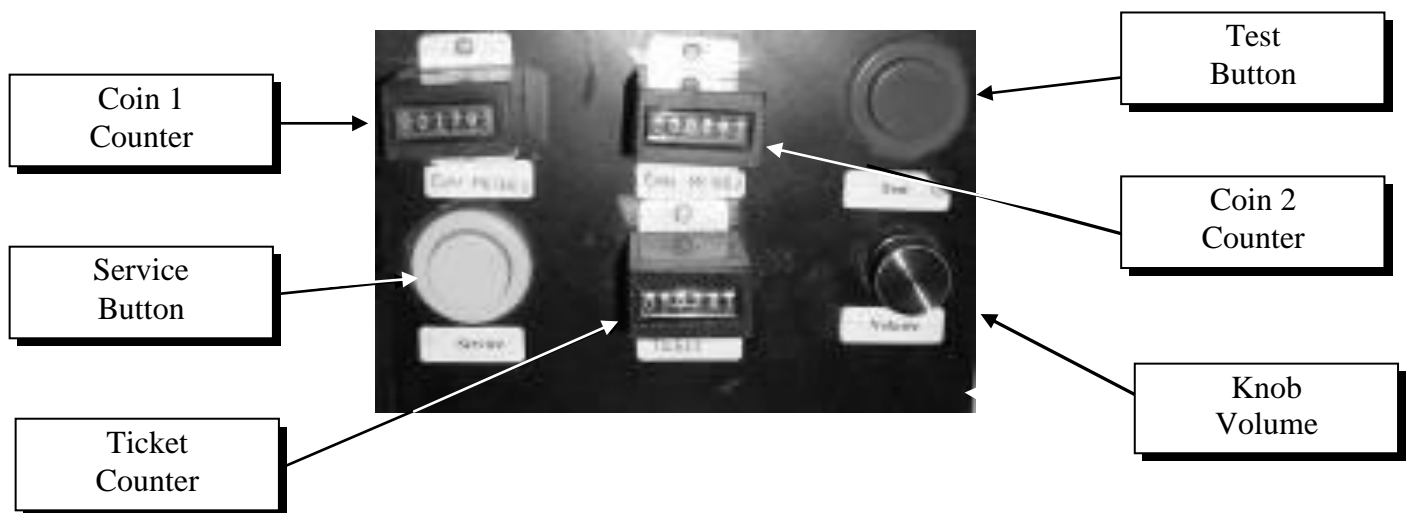
SERVICE BUTTON: Used to input credits to the game without activating the coin counter, and to perform adjustment procedures in combination with the test button.

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

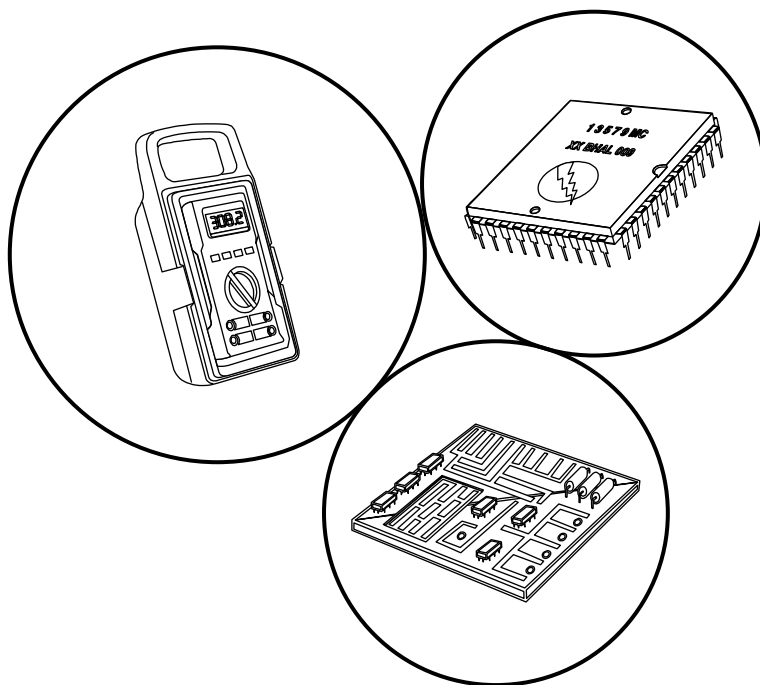
Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen on the PCBs. Check and tighten all fixing hardware and fasteners as required.

*** 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.

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.



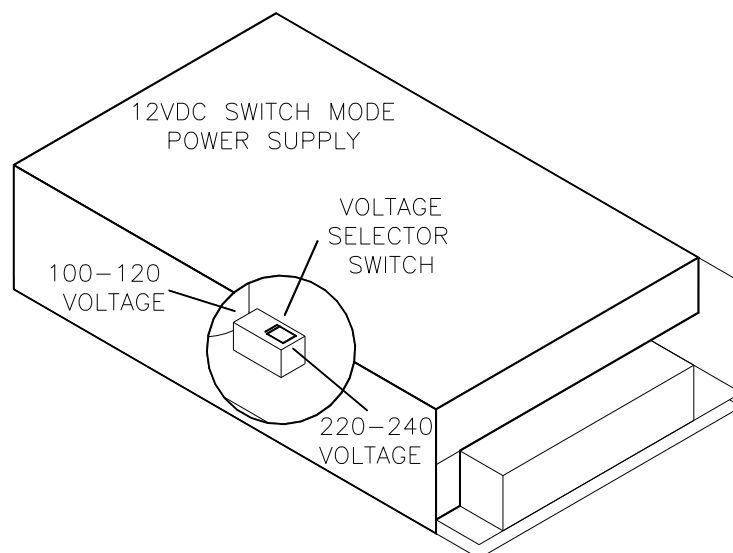
B



MAINS VOLTAGE ADJUSTMENT

■ POWER SUPPLY

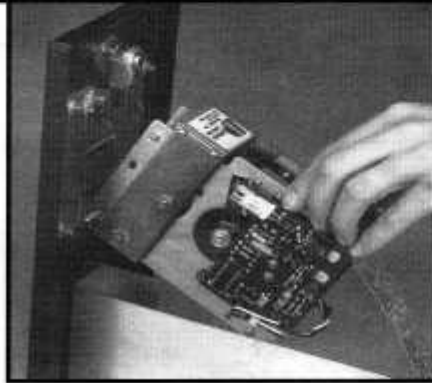
The Switch Mode Power Supply has a switch to set the mains voltage range. It is located at the rear of the game cabinet, and is accessed via the back door. Use a thin blade screwdriver to move the selector switch to the desired mains voltage (See Diagram Below)





TICKET DISPENSER REFERENCE GUIDE

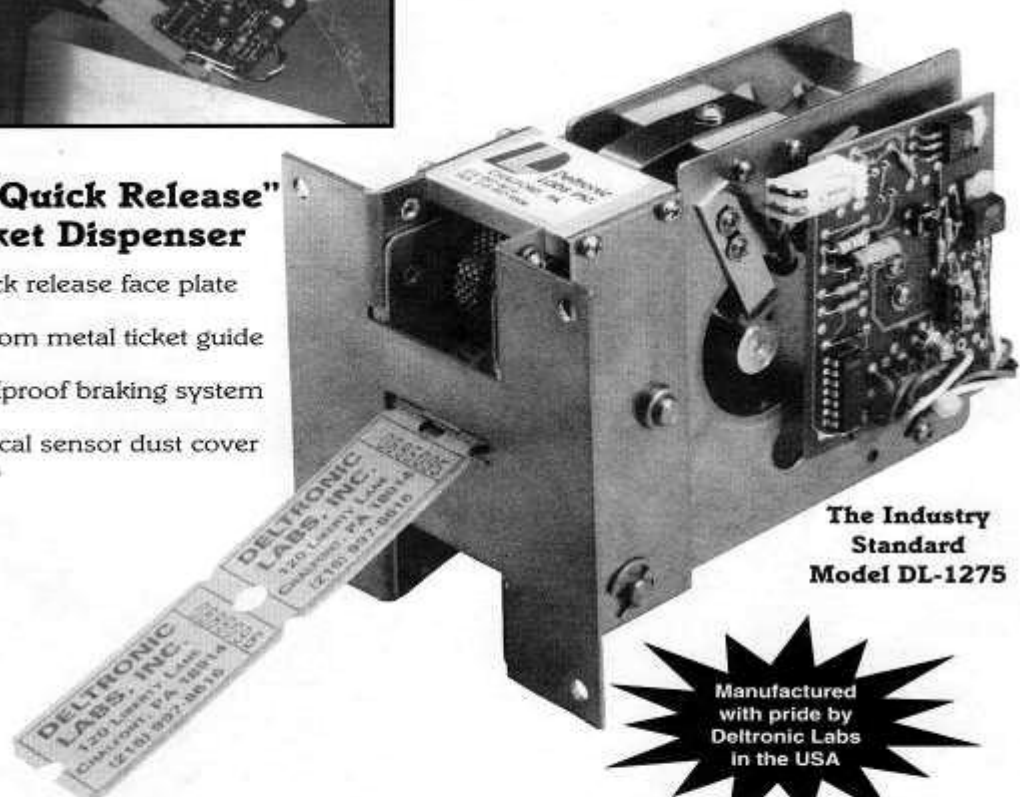
"Quick Release" Ticket Dispenser Manual



U.S. Patent 5833104
Additional Patents Pending

The "Quick Release" Ticket Dispenser

- Quick release face plate
- Bottom metal ticket guide
- Foolproof braking system
- Optical sensor dust cover



The Industry
Standard
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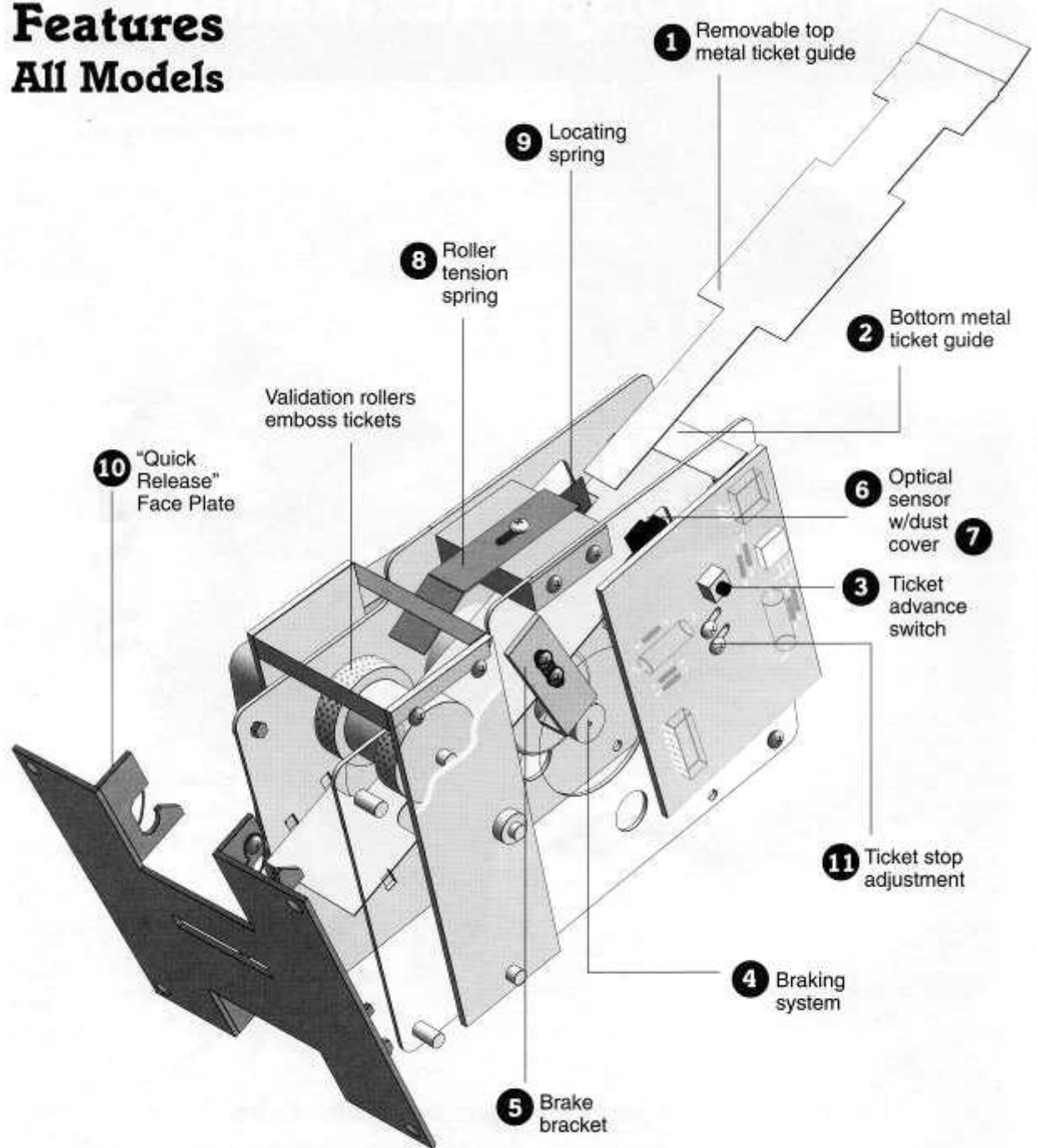
**Another quality product from Deltronic Labs . . .
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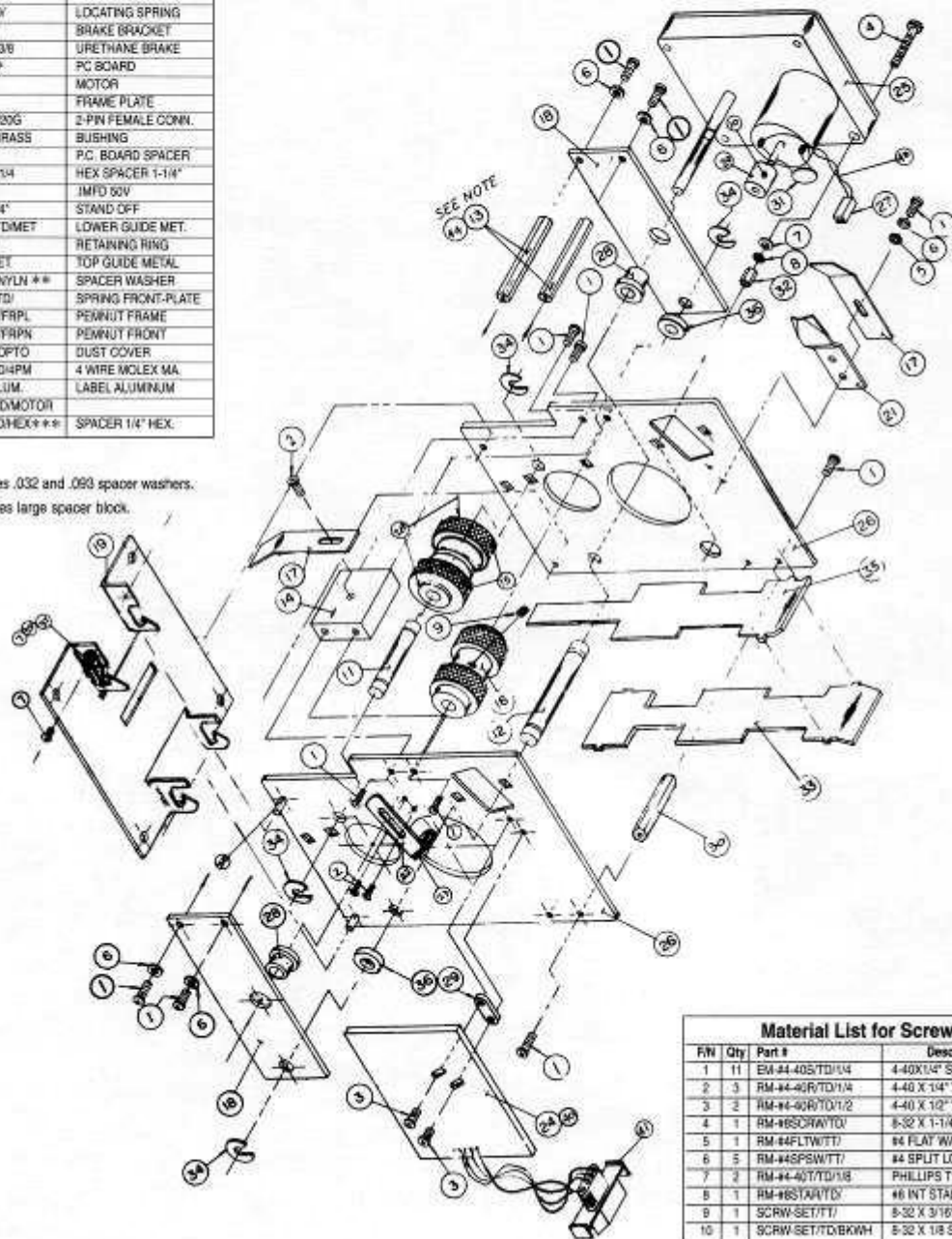
Ticket Dispenser Assembly

Details of Parts			
F/N	Qty	Deltronic Labs P/N	Name
11	1	SHIFT-IDLRLR/TD/	IDL. ROLLER SHAFT
12	1	RM-SFTMTR/TD/	MOTOR PIVOT SHAFT
13	1	SPAC PIVBLK/TD/HOL	PIVOT BRACKET SPAC
14	1	RM-SPCPB/TD/	SPACER BLOCK
15	2	RM-RLRDL/TD/VALD	ROLLER ROLLER
16	1	RM-RLRDR/TD/VALD	DRIVE ROLLER
17	2	SPRG-TENSN/TD/	TENSION SPRING
18	2	RM-BKTPVT/TD/	MTR PIVOT BKT
19	1	RM-FANLFT/TD/MCPM	FRONT PANEL
20	1	RM-WHLBRK/TD/	BRAKE WHEEL
21	1	SPRG-LOCAT/TD/	LOCATING SPRING
22	1	RM-BKTBRK/TD/	BRAKE BRACKET
23	1	RM-BKTUB/TD/3/8	URETHANE BRAKE
24	1	PCBD-1275/TD/ +	PC BOARD
25	1	RM-MOTORTD/	MOTOR
26	2	RM-PLATFR/TD/	FRAME PLATE
27	1	RM-CONN2PTE/35G	2-PIN FEMALE CONN.
28	4	BRNG-F312/TD/BRASS	BUSHING
29	1	SPAC-PCBD/TD/	P.C. BOARD SPACER
30	1	SPAC-HEX/TD/1-1/4	HEX SPACER 1-1/4"
31	1	RM-1M/TD/50V	IMFD 50V
32	1	SPAC-HEX/TD/1/4"	STAND OFF
33	1	GUID-BOTTOM/TD/MET	LOWER GUIDE MET.
34	4	RING-E25R/TD/	RETAINING RING
35	1	GUID-TOP/TD/MET	TOP GUIDE METAL
36	2	PILLY-SF212/TD/IN **	SPACER WASHER
37	2	SPRG-FRONT/TD/	SPRING FRONT-PLATE
38	4	RM-PEMNUT/TD/FRPL	PEMNUT FRAME
39	2	RM-PEMNUT/TD/FRPN	PEMNUT FRONT
40	1	COVR-H21A/TD/OPTO	DUST COVER
41	1	CONN-MOLEX/TD/4PM	4 WIRE MOLEX MA
42	1	RM-LABEL/TD/ALUM.	LABEL ALUMINUM
43	1	WIRE-FEDBLK/TD/MOTOR	
44	2	SPAC-PIVBRK/TD/HEX***	SPACER 1/4" HEX.

* Order by Model #

** Note: F/N #36 replaces .032 and .063 spacer washers.

*** Note: F/N #44 replaces large spacer block.



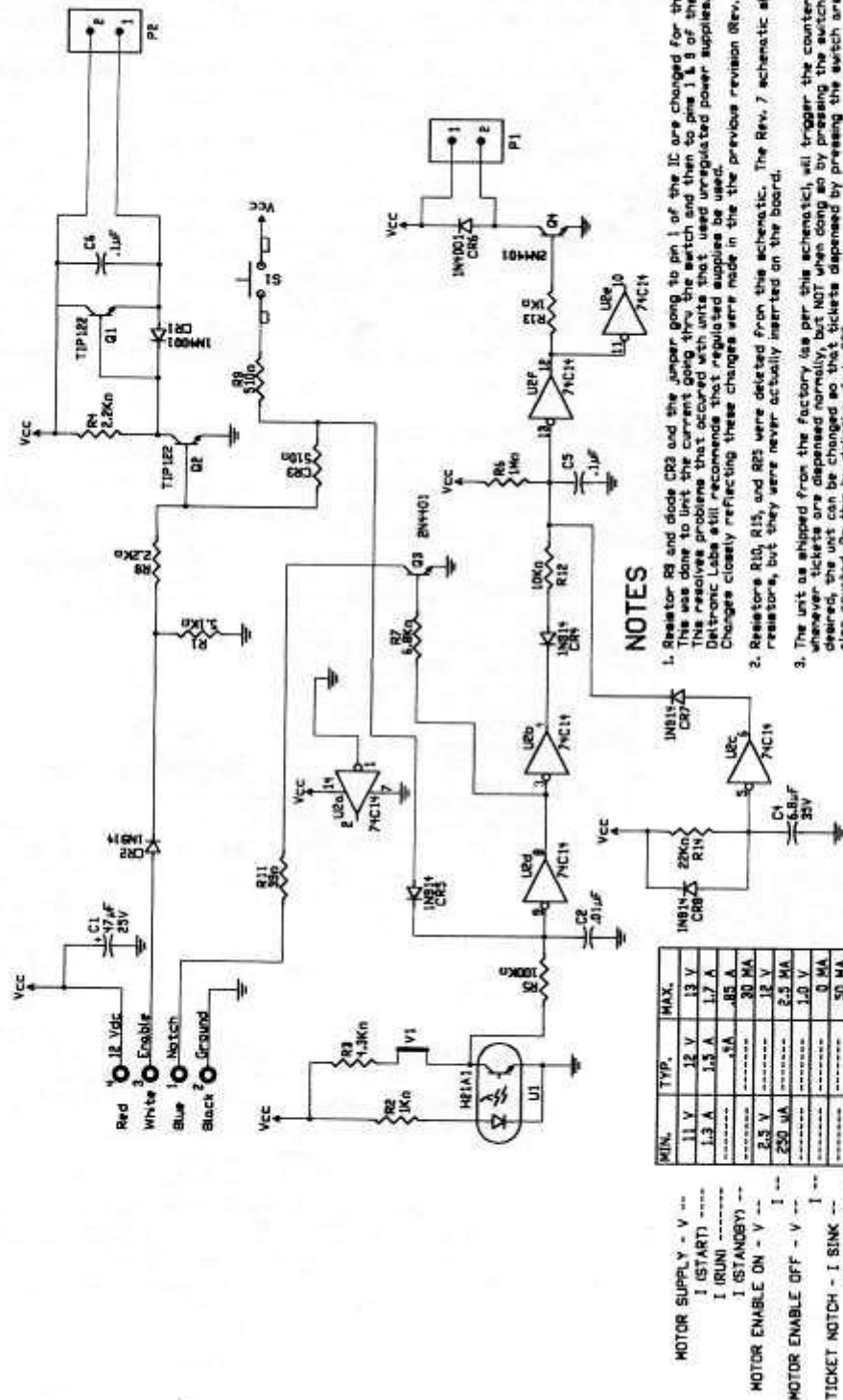
Material List for Screws

F/N	Qty	Part #	Description
1	11	EM-#4-40S/TD/1/4	4-40X1/4" SCREW
2	3	RM-#4-40R/TD/1/4	4-40 X 1/4" WASHER HEAD
3	2	RM-#4-40R/TD/1/2	4-40 X 1/2" WASHER HEAD
4	1	RM-#6SCRW/TD/	6-32 X 1-1/4"
5	1	RM-#4FLTW/TD/	#4 FLAT WASHER
6	5	RM-#4SPSW/TD/	#4 SPLIT LOC. WASHER
7	2	RM-#4-40T/TD/1/8	PHILLIPS TRUSSHEAD
8	1	RM-#6STAR/TD/	#6 INT STAR WASHER
9	1	SCRW-SET/TD/	6-32 X 3/16" SET SCREW
10	1	SCRW-SET/TD/BKWH	6-32 X 1/8" SET SCREW



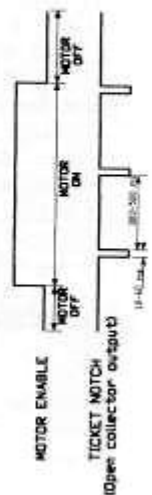
Control Board Rev. 8 DL-1275 with 12V meter output

This dispenser is controlled by the game software. The game turns on the dispenser with a logic high signal and monitors a return notch signal from the ticket dispenser to turn it off. It will dispense as many tickets as game options allow.



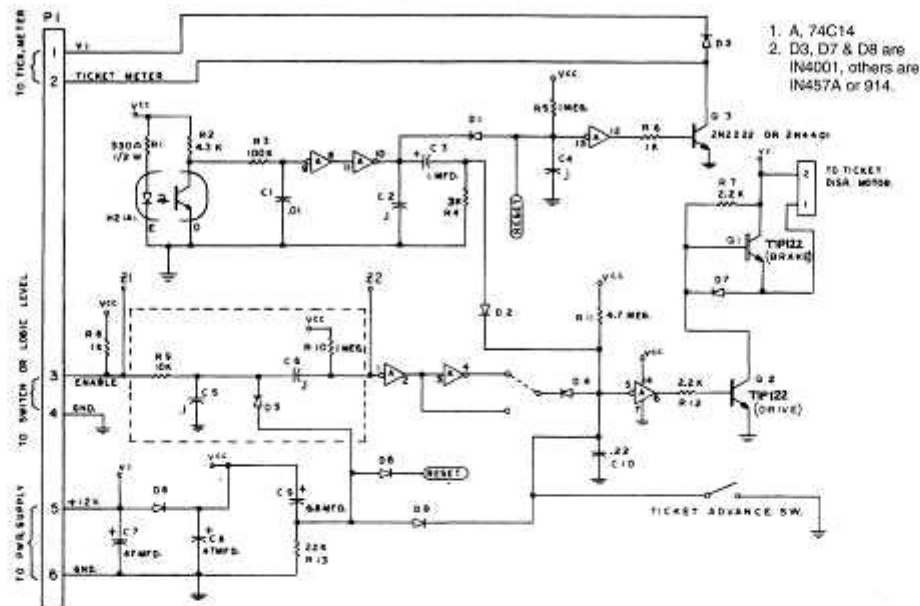
NOTES

- Resistor R8 and diode CR3 and the jumper going to pin 1 of the IC are changed for this revision. This was done to limit the current going thru the switch and then to pins 1 & 9 of the IC. This resolves problems that occurred with units that used unregulated power supplies. Deltronic Labs still recommends that regulated supplies be used. Changes closely reflecting these changes were made in the previous revision (Rev. 7).
- Resistors R10, R15, and R25 were deleted from this schematic. The Rev. 7 schematic shows these resistors, but they were never actually inserted on the board.
- The unit as shipped from the factory (as per this schematic), will trigger the counter whenever tickets are dispensed normally, but NOT when done so by pressing the switch. If desired, the unit can be changed so that tickets dispensed by pressing the switch are also counted. Do this by deleting diode CR3.
- This unit can be made to conform to CE specifications by the addition of 4 components not shown here. If this is desired, please order the CE version, and the unit will be shipped with the necessary components.
- This unit can be configured in a number of ways. Please check our "Full Options" schematic to see the different configurations. If this schematic is not included with your manual, contact us for a copy.
- If tickets are highly translucent, the 1.2Kohm resistor (R3) can be lowered in value (e.g. 2.2 Kohm). For more sensitive adjustment, the jumper V1 can be replaced with a 25K pot, and the 1.5 Kohm resistor (R2) changed to 1Kohm.



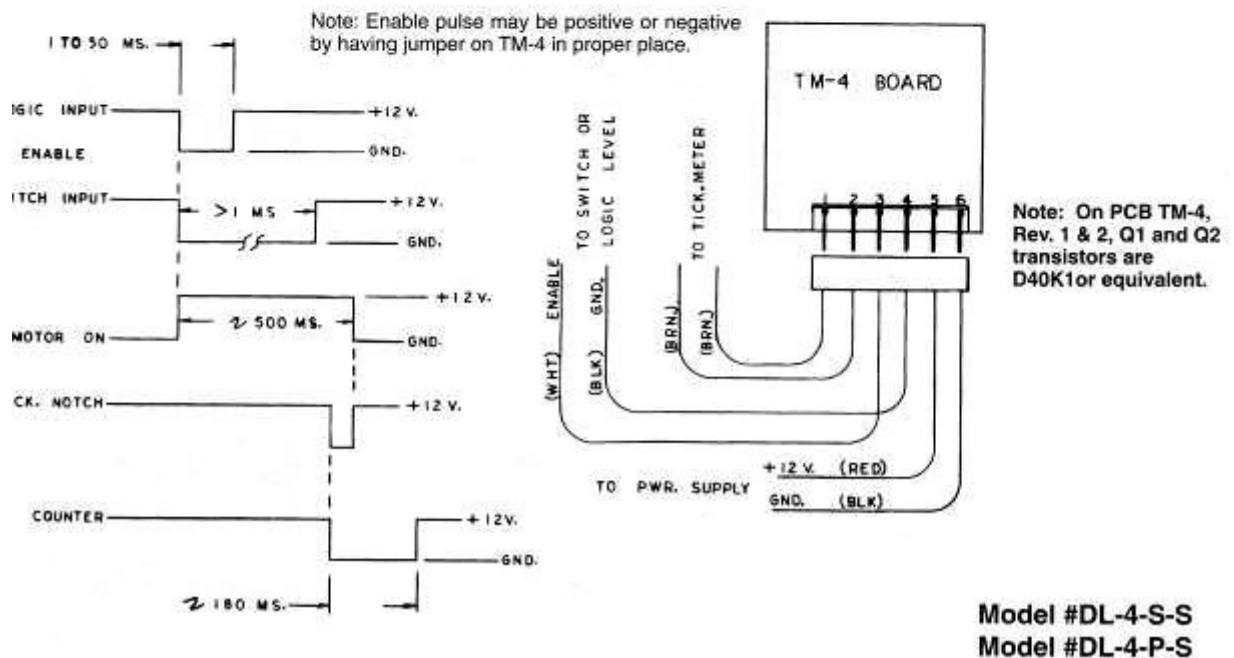
Control Board

Models DL-4-S-S DL-4-P-S



Model #DL-4-S-S, SW Input
Model #DL-4-P-S, Logic Input.

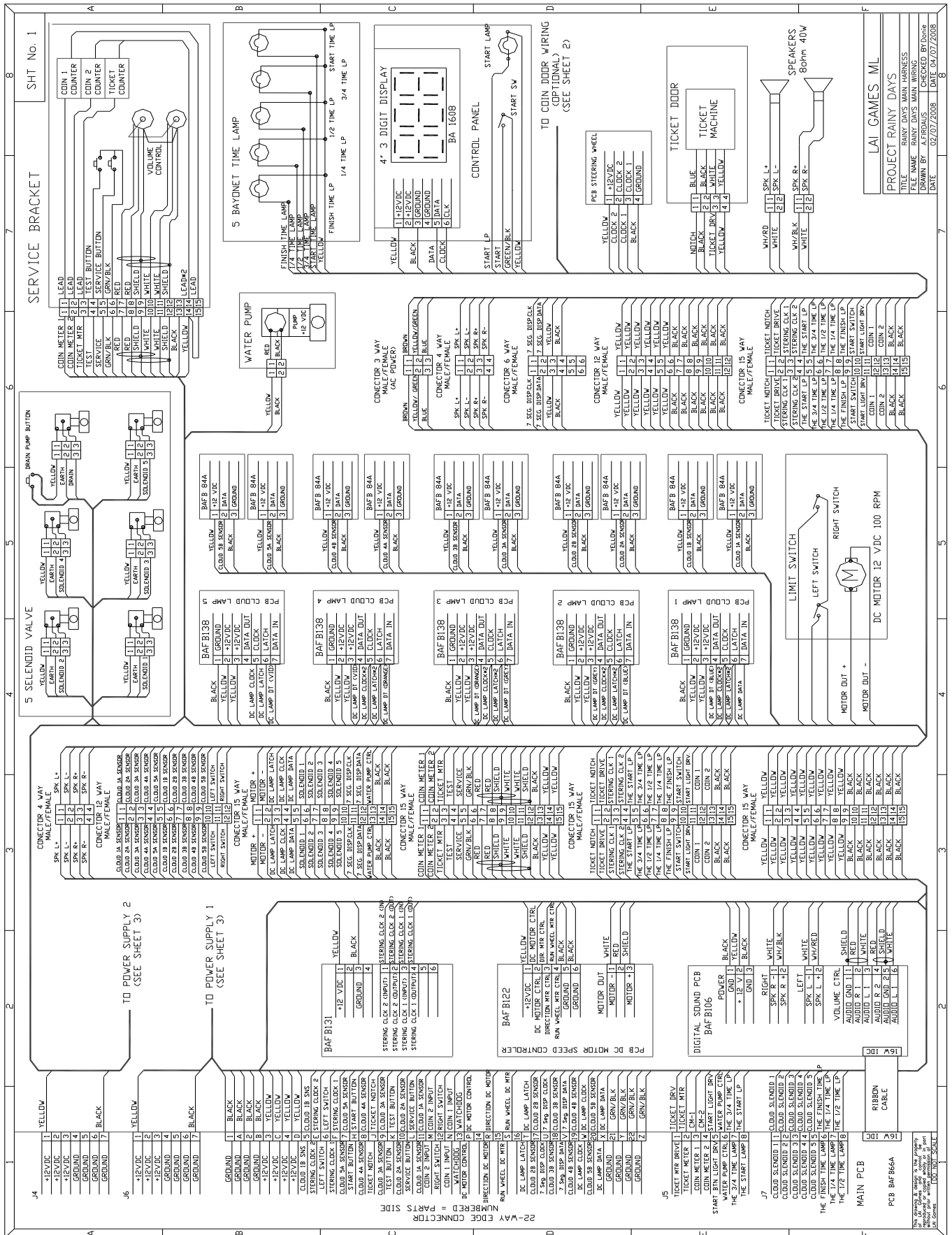
Note: With logic input components and dotted lines are omitted and Z1 is jumpered to Z2.



Model #DL-4-S-S
Model #DL-4-P-S

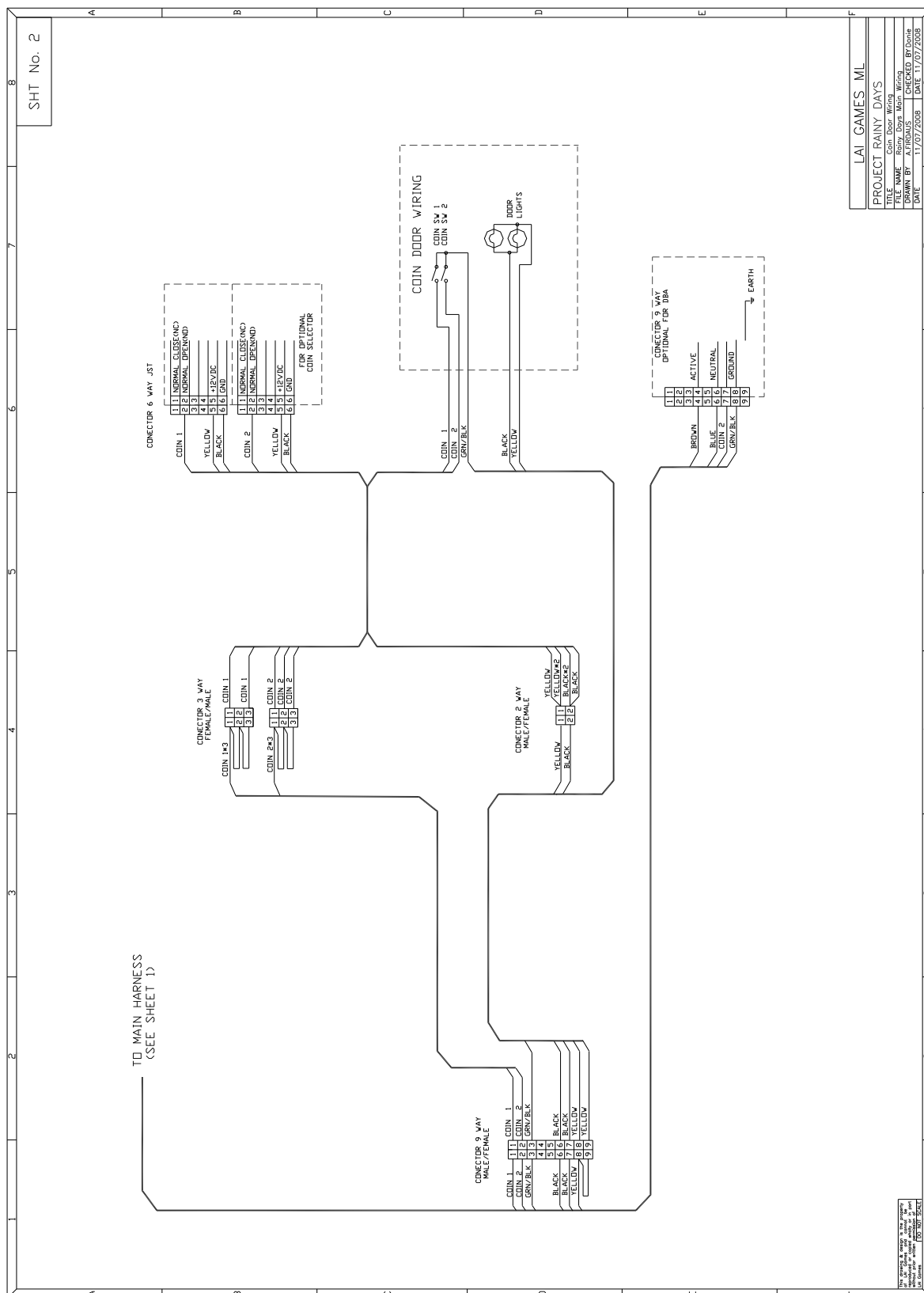


MAIN WIRING RAINY DAYS



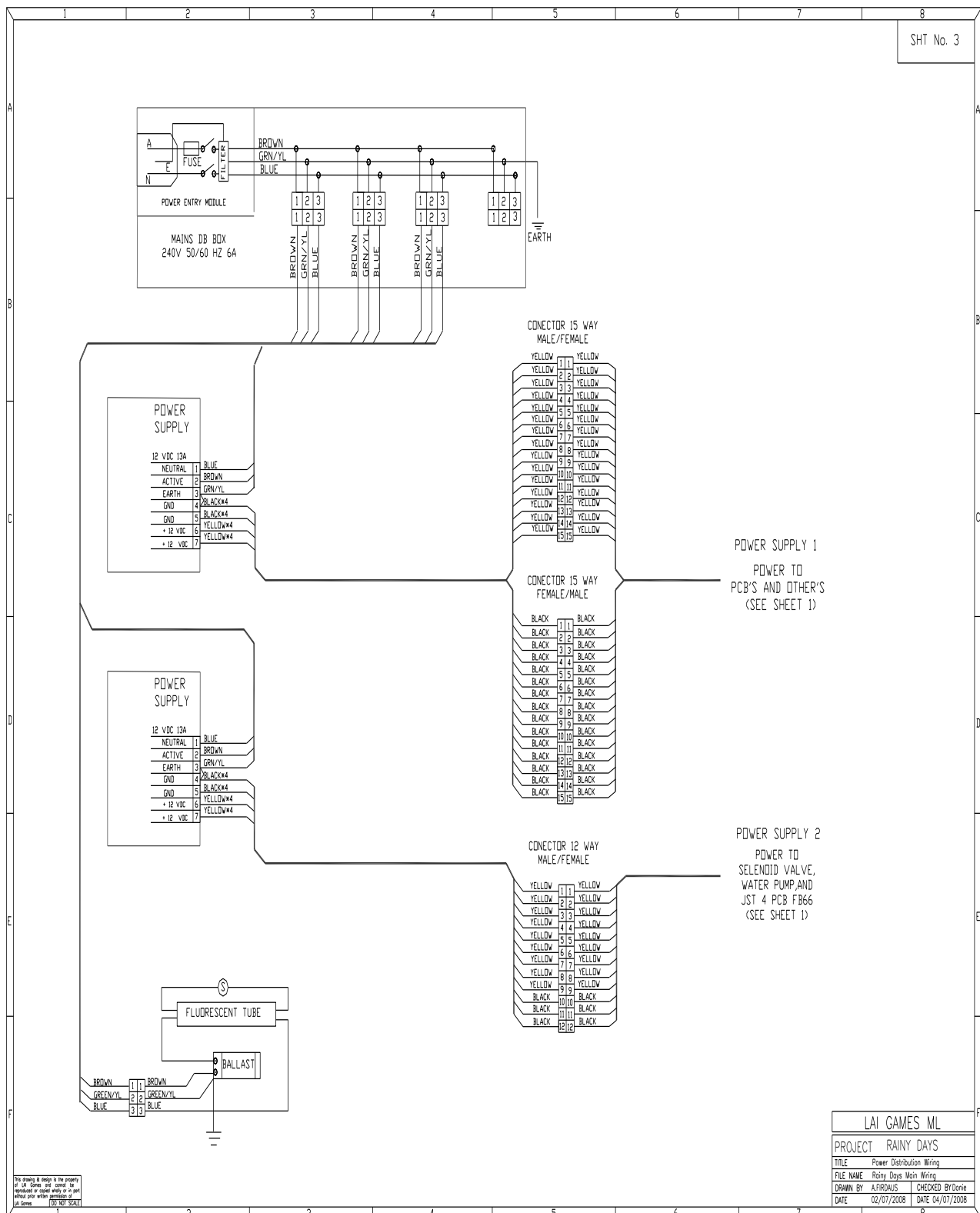


COIN SELECTOR WIRING





POWER WIRING DIAGRAM



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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
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WARRANTY

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.



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