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OPERATOR'S MANUAL



- READ THIS MANUAL BEFORE OPERATING THE MACHINE.
- KEEP THIS MANUAL FOR YOUR REFERENCE.

ISO 9001 CERTIFIED ORGANIZATION



ISO 9001: 2000 Cert No.17460



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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You can also subscribe to our Service Bulletin mail listing at support@mleisure.co.id

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, ie. 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 “*Slam'N'Jam Junior*”, 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 through.
- 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 27. 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*)

*** NOTE! ***

- Slam and Jam Jnr is normally shipped as a kit, and is not fully assembled.
For assembly instructions please refer to the assembly manual



INTRODUCTION

CONGRATULATIONS! You have just bought the “*Slam'N'Jam Junior*”, another sensational product from LAI games. This game is based around our popular “Slam and Jam” basketball game and redesigned to be a children friendly basketball game. With bright, friendly graphics, easier hoop position and a maximum tickets feature to reduce cheating, we are confident it will make a great addition to any center.

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 “*Slam'N'Jam Junior*” is a one player, ticket redemption basketball game, requiring the player to shoot basketballs through a hoop and try to score as high as possible.

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.

* NOTE! *

- Slam and Jam Jnr is normally shipped as a kit, and is not fully assembled.
For assembly instructions please refer to the Assembly Manual

CONTENTS

- The “Slam'N'Jam Junior” cabinet front section
- The “Slam'N'Jam Junior” cabinet rear & frame sections
- Keys: 2 x coin door keys
 2 x service door keys
 2 x ticket door key
- Operator’s manual
- Assembly manual
- 4 size 3 basketballs
- IEC Power Cord
- Assembly Bolts & Parts
(for full information on assembly bolts and Parts, refer to the assembly manual)



SPECIFICATIONS

DIMENSIONS

- Weight: 173 kg (384lb)
- Height: 2035 mm (80.1")
- Width: 900 mm (35.4")
- Length: 1790 mm (70.5")
- Power: Maximum 180 w – (220V @ 0.75A)(120V @ 1.5A)
Average 100 w – (220V @ 0.45A)(120V @ 0.83A)

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 on page 27. 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



HOW TO PLAY

**THE PLAYER'S AIM IS TO SHOOT THE BALLS
THROUGH THE HOOP AS MANY TIMES AS POSSIBLE
DURING THE TIME LIMIT**

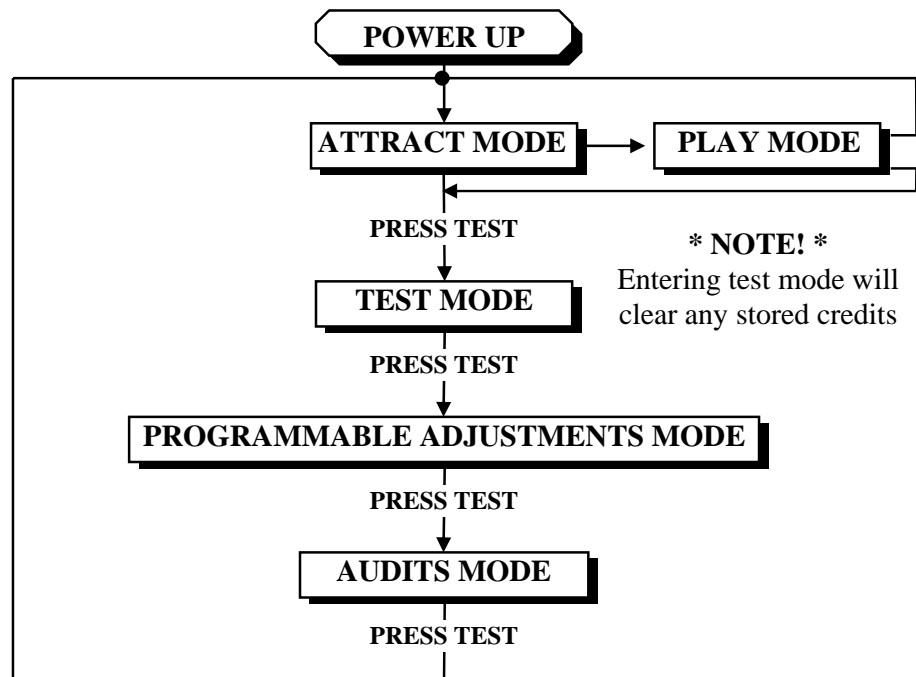
- Insert coin/s.
- Press the Start button to start the game. The ball gate will open releasing the basket balls.
- The player then throws the balls, trying to get them to go through the hoop. For each ball through the hoop the player gets 2 points, except during the last 10 seconds of game play, when the player gets 3 points per 'basket'.
- After the end of the game, tickets are paid out according to the player's score and the program settings
(*See page 11 for more details on programmable adjustments*).



OPERATION

The “*Slam'N'Jam Junior*” 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
(Refer to programmable adjustment P09, see page 11 of this manual).

PLAY MODE

- The Slam'N'Jam Junior 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 R E** will be displayed on the 3-digit LED display.
- To get back to normal game Play mode Switch Off and On the Machine.



TEST MODE

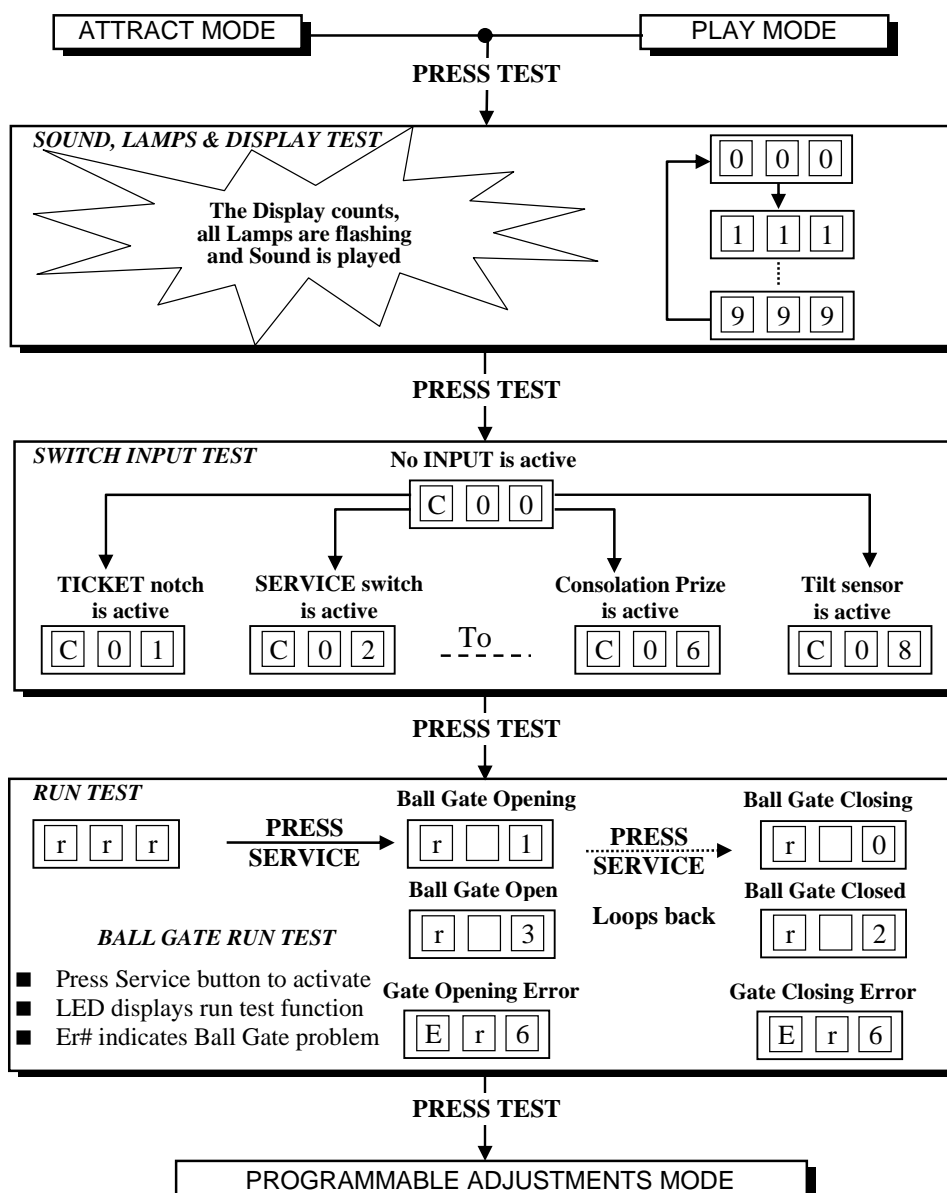
The Slam'N'Jam Junior Test mode has *Three Test Configurations* allowing you to explore the functioning of the Sound, Light & Display, the Game Switches and to allow an operational test of the Ball Gate. (Refer to the Test Mode Diagram below).

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. (For Game Errors codes, refer to page 17).

* 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 bypass by quickly pressing the red test button twice.

DURING THE TEST:

- Game music and a voice over will be played.
- The 3-digit display will count from 000 to 999 and then repeat.
- The light rope will run a test pattern sequence.
- The Start button lamp will flash on and off

- **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, **CXX** will be displayed on the 3-digit display where 'XX' is a number representing the switch that is active.

TESTING THE GAME SWITCHES

All game switches have a code from C1 to C8 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 **C00** will be displayed.

| CODE | DISPLAY | SWITCH FUNCTION | SWITCH LOCATION |
|------|------------|-------------------------|---------------------|
| C0 | C00 | No Switch Active | - |
| C1 | C01 | Service Switch Active | Service Panel |
| C2 | C02 | Coin Switch Active | Coin Door |
| C3 | C03 | Ticket Notch | Ticket Door |
| C4 | C04 | Start Button Active | Control Panel |
| C5 | C05 | Not Used | - |
| C6 | C06 | Ball Gate Switch Active | Ball Gate Mechanism |
| C7 | C07 | Not Used | - |
| C8 | C08 | Ball Sensor Active | Cabinet Back |

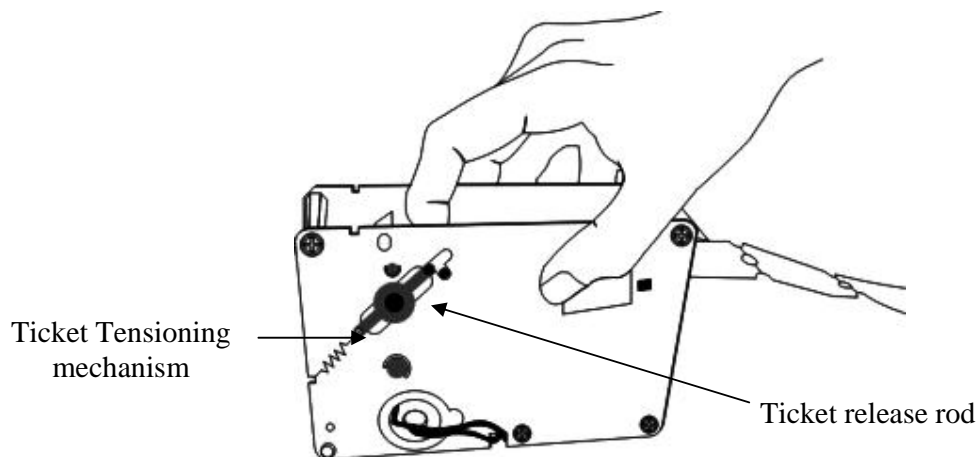
Normal condition for the game is **C03** & **C06**, Ticket Notch and Ball Gate switches are active.

*** 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..

■ **TICKET DISPENSER NOTCH**

The Ticket Notch Switch (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 dispenser please look at the Dispenser Reference guide.

■ **EXIT**

The Switch Test is exited into Run Test Mode by pressing the Test Button once.



RUN TEST

- **ENTER** The Run Test can be entered by pressing the Test button once while in the Switch Test or by pressing the Test button three times while in Attract mode, **r r r** will be displayed on the 3-digit display.
- **SELECT** Operation of the Ball Gate Motor and Switch can be tested. To start the test, press the Service button. The Service button is then pressed again to alternately open and close the gate.

Refer to the following table for the status of the Ball Gate Run Test:

| CODE | DISPLAY | SWITCH FUNCTION |
|------|--------------|----------------------|
| R-0 | r 0 | Ball Gate is Closing |
| R-1 | r 1 | Ball Gate is Opening |
| R-2 | r 2 | Ball Gate is Closed |
| R-3 | r 3 | Ball Gate is Open |
| Er5 | E r 5 | Ball Gate Error |

- **EXIT** The Run Test is exited into Programmable Adjustments Mode by pressing the Test Button once.

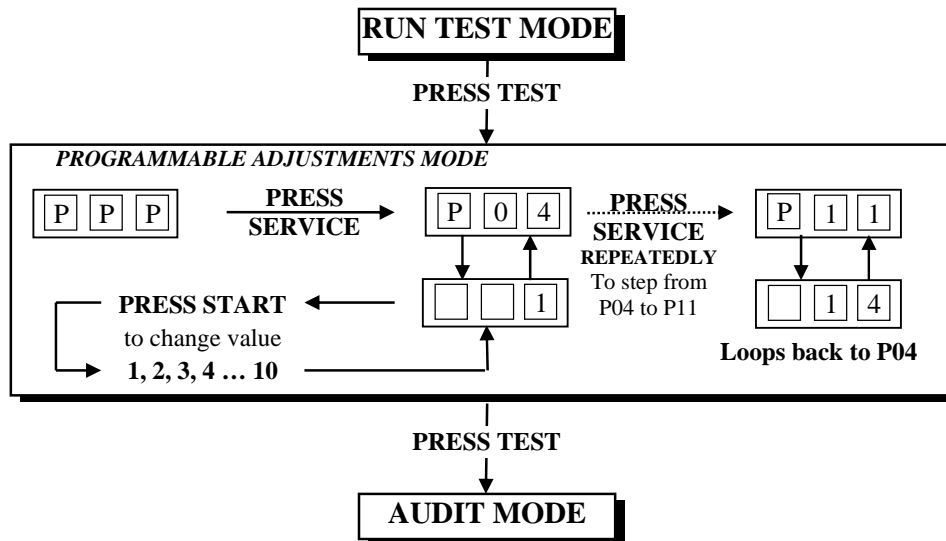


PROGRAMMABLE ADJUSTMENTS MODE

The Slam'N'Jam Junior has seven programmable adjustments that can be changed in this mode. They are P04 to P11 and their codes and values are displayed alternatively during the adjustment procedure.

Example: Code **P01** (*Number of Coins Mech 1*) is displayed as **P04** and its value of **1** as **1** on the 3-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** 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** display, P04 being the first step, continuing through to P11, and then looping again from P04 to P11 until the mode is exited.
- **CHANGE** The Start button is pressed to change the displayed value. The value can only be stepped up by using the Start button, 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/Stop 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

| CODE | PROGRAMMABLE ADJUSTMENTS | OPTIONAL VALUES | DEFAULT SETTINGS | FEATURES |
|------|-------------------------------|--------------------|---------------------|-------------------------------|
| P04 | 1 – 10 | 1, 2, 3...10 | 01 | Game Pricing No. Coins |
| P05 | 1 – 10 | 1, 2, 3...10 | 01 | Game Pricing No. Credits |
| P06 | 1 – 100 | 1, 2, 3...100 | 03 | Ticket Payout Points / Ticket |
| P07 | 45 – 90secs in 5 sec steps | 45, 50...90 | 45 | Game Time Adjustment |
| P09 | ON [1] or OFF [0] | 1 (on), 0 (off) | ON | Attract Sound ON / OFF |
| P10 | 0 – 10 | 0, 1, 2...10 | 2 | Minimum Tickets |
| P16 | 0 – 10 | 0, 1, 2...100 | 14 | Maximum Tickets |
| P17 | OFF-ON | OFF, ON | ON | Ticket Option |
| P18 | 0 – 5 | 0,1,2...5 | 0 | Ball Gate time out in second |

PROGRAMMABLE ADJUSTMENTS DETAILED

■ P04 = 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.

■ P05 = 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.

■ P06 = NUMBER OF POINTS PER TICKETS

(Default 06) (Adjustable 1 – 100)

This is the *number of points* the player needs to score to win each ticket.

■ P07 = GAME TIME

(Default 45) (Adjustable 45 – 90 seconds, in 5 - second steps)

This sets the *length of time* that each game plays for in seconds. The time does not include the starting intro and end of game feature. It is only “Game Play” time.

* NOTE! *

- The last 10 seconds of game play is “3 Point Score”
(3 points for each score instead of 2 points).
This is regardless of the game time setting



■ **P09 = 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.

■ **P10 = MINIMUM TICKETS**

(Default 0) (Adjustable 0 – 10)

This adjustment turns the *Minimum Ticket feature* **ON** [01 – 10] or **OFF** [0]. If it is set ON, it allows you to adjust the number of Minimum Tickets given. Minimum tickets are awarded to people who would win below the minimum tickets if calculated by P06 and their finishing score. This feature is good for rewarding very young children who may not be able to throw the ball well enough to win tickets. To turn the feature OFF, set it to [0]. Setting it from 1 – 10 sets the **NUMBER** of minimum tickets paid out at the end of the game

■ **P16 = MAXIMUM TICKETS**

(Default 0) (Adjustable 0 – 100)

This adjustment turns the *Maximum Ticket feature* ON [01 – 100] or OFF [0]. If it is set to ON it allows you to set the maximum number of tickets a player can win in one game. This feature is useful to set the game up so that cheating players or adult/skilled players are limited on their maximum tickets

■ **P17 = TICKET OPTION**

(Default ON) (Adjustable OFF – ON)

This adjustment turns the *Ticket Option feature* default setting is ON this will allow the machine to dispense ticket when sets to OFF the machine will not dispense any ticket regardless of the point achieved.

■ **P18 = BALL GATE TIME OUT**

(Default 0) (Adjustable 0 – 5s)

This adjustment activate the *ball gate time out* before the game ends default setting is 0 this will allow the gate to close same time when the game is over, when set to other number the gate will close x second before the game ends.



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 Slam'N'Jam Junior has three Audits that can be viewed in this mode. They are A01, A05 & A06 and their codes and values are displayed alternatively during the Audit Mode.

Example: Code **A01** will be displayed as

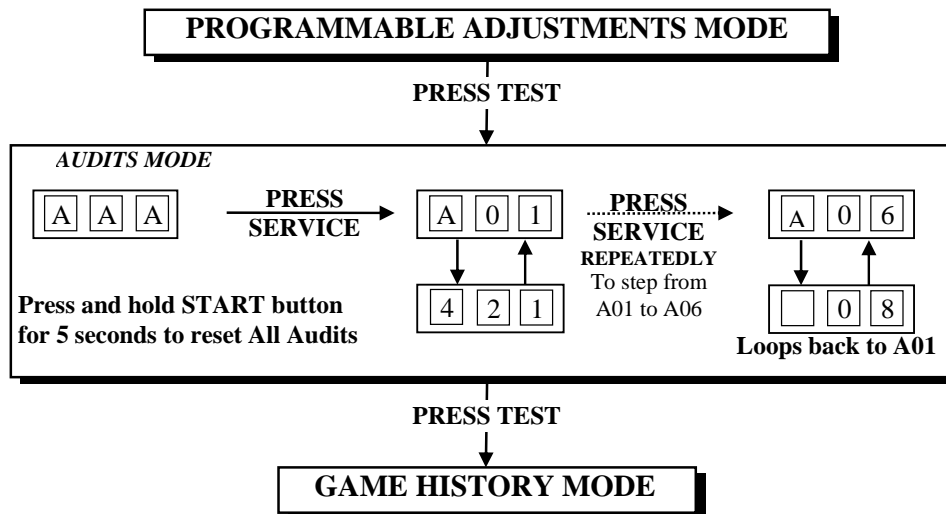
| | | |
|---|---|---|
| A | 0 | 1 |
|---|---|---|

 and a value of **421** as

| | | |
|---|---|---|
| 4 | 2 | 1 |
|---|---|---|

 on the 3-digit display.

AUDITS MODE DIAGRAM





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** 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** display, A01 being the first step, continuing through to A06, and then looping again from A01 to A06 until the mode is exited.
- **RESET** The entire set of user audits can be reset during any of the audit configurations, by holding the Start button 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 “000”.
- **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 A-01, reaches 999.
- To restart the audits they must be reset to 000 by holding The Start button for longer than 5 seconds while in audits mode.



AUDITS QUICK REFERENCE TABLE

| CODE | DISPLAY | AUDIT FUNCTION |
|------|---------|--|
| A01 | A 0 1 | Total Played games |
| A05 | A 0 5 | Highest Game Score |
| A06 | A 0 6 | Number of tickets paid out after last game |

AUDITS DETAILED

■ A01 = TOTAL GAMES PLAYED

This Audit displays the *total number of Games Played* since the audits were last cleared

■ A05 = HIGHEST GAME SCORE

This audit records the *highest end-game score* on the machine since the last time the audits were cleared.

■ A06 = NUMBER OF TICKETS WON ON THE LAST GAME

This audit records the *number of tickets* won at the end of the most recent game.

* NOTE! *

- ALL Audits will **STOP INCREMENTING** when the “Total Number of Games Played”, audit A-01, reaches 999.
- To restart the audits they must be reset to 000 by holding The Start button for longer than 5 seconds while in audits mode.



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][X]**, where ‘X’ is the error number. There are four error messages for Slam'N'Jam Junior, 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 jam or replenish tickets. After this, push Test button once to clear error. |
| Err2 | COIN ERROR Coin switch stuck ON for longer than 1 second. | Clear coin switch jam, possibly customer strimming coin mechs. If fault is cleared, MCU will automatically clear error after 5 seconds. |
| 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 Err6 | BALL GATE ERROR Problem with Gate Micro Switch or Ball Gate Motor not operating. | Test using ball gate run test or test using Switch test. |



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 display as **C3**, (*See Page 8 for Details*).

If the game was out of tickets, replace 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 SWITCH JAMMED

This error is usually displayed if the coin switch is active for longer then 1 second. Use the Switch Test and check the coin switches, an active coin switch will be display as **C2**, (*See Page 8 for Details*).

■ 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 & Err6 – BALL GATE ERROR

These errors will be displayed if the ball gate switch is not activating when the ball gate opens & closes. Use the Switch Test and check the ball gate switch, an active ball gate switch will be display as **C6**, (*See Page 8 for Details*).

This can also occur if the ball gate motor is not functioning or the ball gate mechanism is jammed. Use the Run Test and check the ball gate motor is activating the ball gate switch, (*See Page 10 for Details*).



FUSE INFORMATION

*** WARNING! ***

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

■ **MAIN AC SUPPLY FUSE (1 x 6 AMP FAST BLOW, M205 TYPE)**

This fuse is for the main AC supply and is situated in the IEC mains input socket.

*** NOTE! ***

- The power cord must be removed before the fuse can be accessed.

■ **MCU POWER FUSE (1 x 1.5 AMP FAST BLOW, 3AG TYPE)**

This fuse is for the power supply to the MCU PCB.

■ **MCU CONTROL FUSES (1 x 5 AMP FAST BLOW, 3AG TYPE)**

These fuses are for the DC transistor drivers on the MCU PCB

■ **8-CHANNEL AC CONTROLLER FUSE
(1 x 10 AMP SLOW BLOW, 3AG TYPE)**

These fuses are for the AC drivers for the 12VAC Lamps

■ **DOWN LIGHT FUSES (2 x 5 AMP FAST BLOW, 3AG TYPE)**

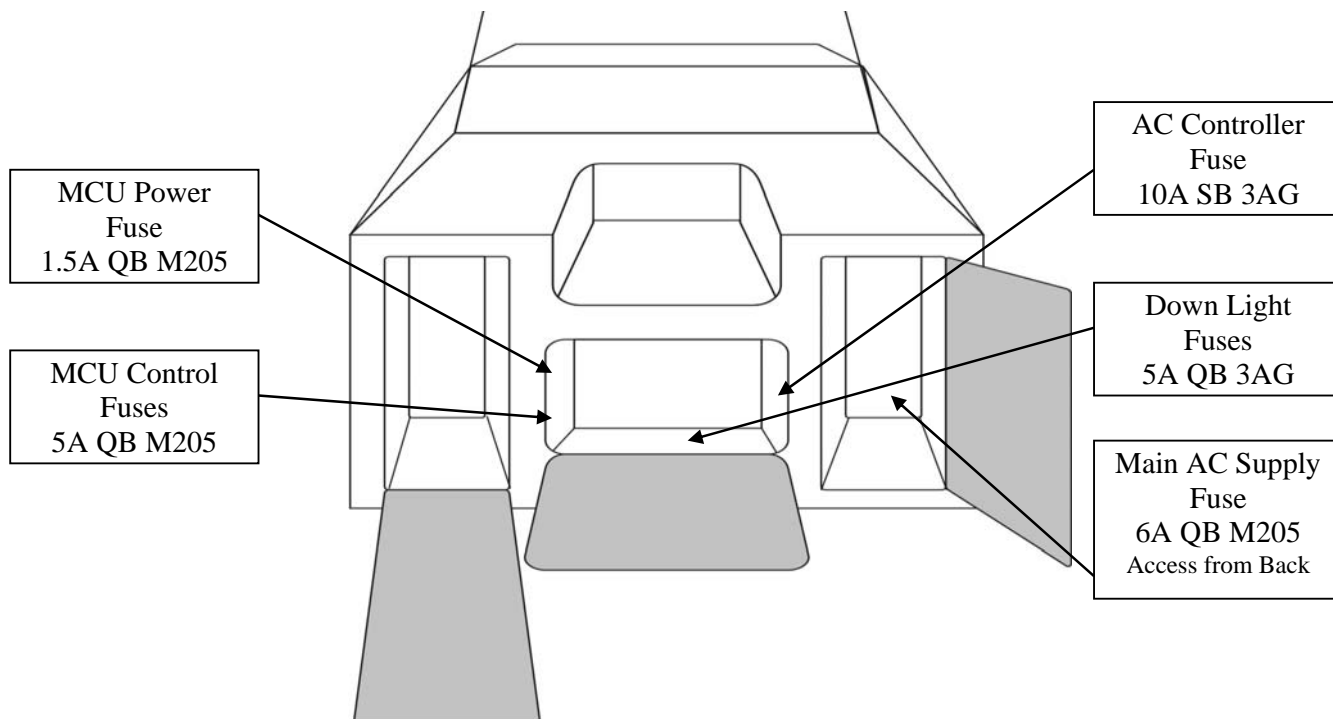
This fuse is for the two 12VAC 20W Down Light Lamps

*** CAUTION! ***

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

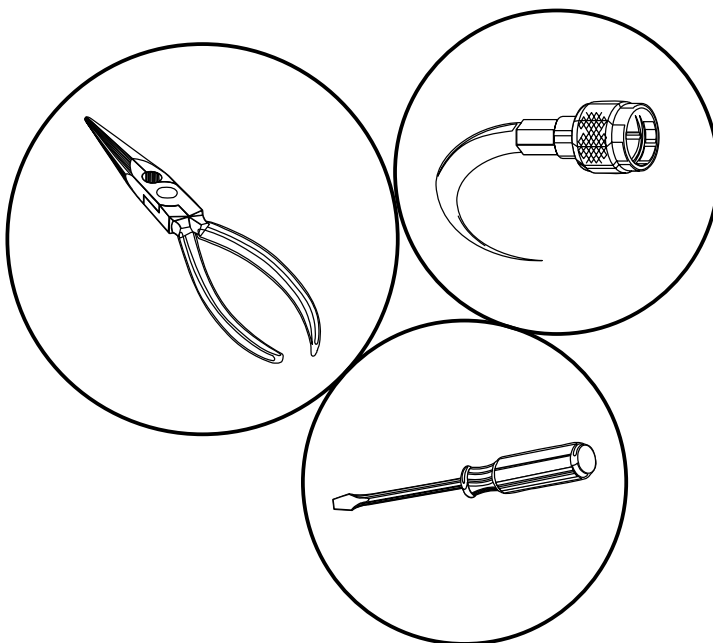
FUSE LOCATION DIAGRAM

As viewed from front





SECTION A: SERVICE INSTRUCTIONS



BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine



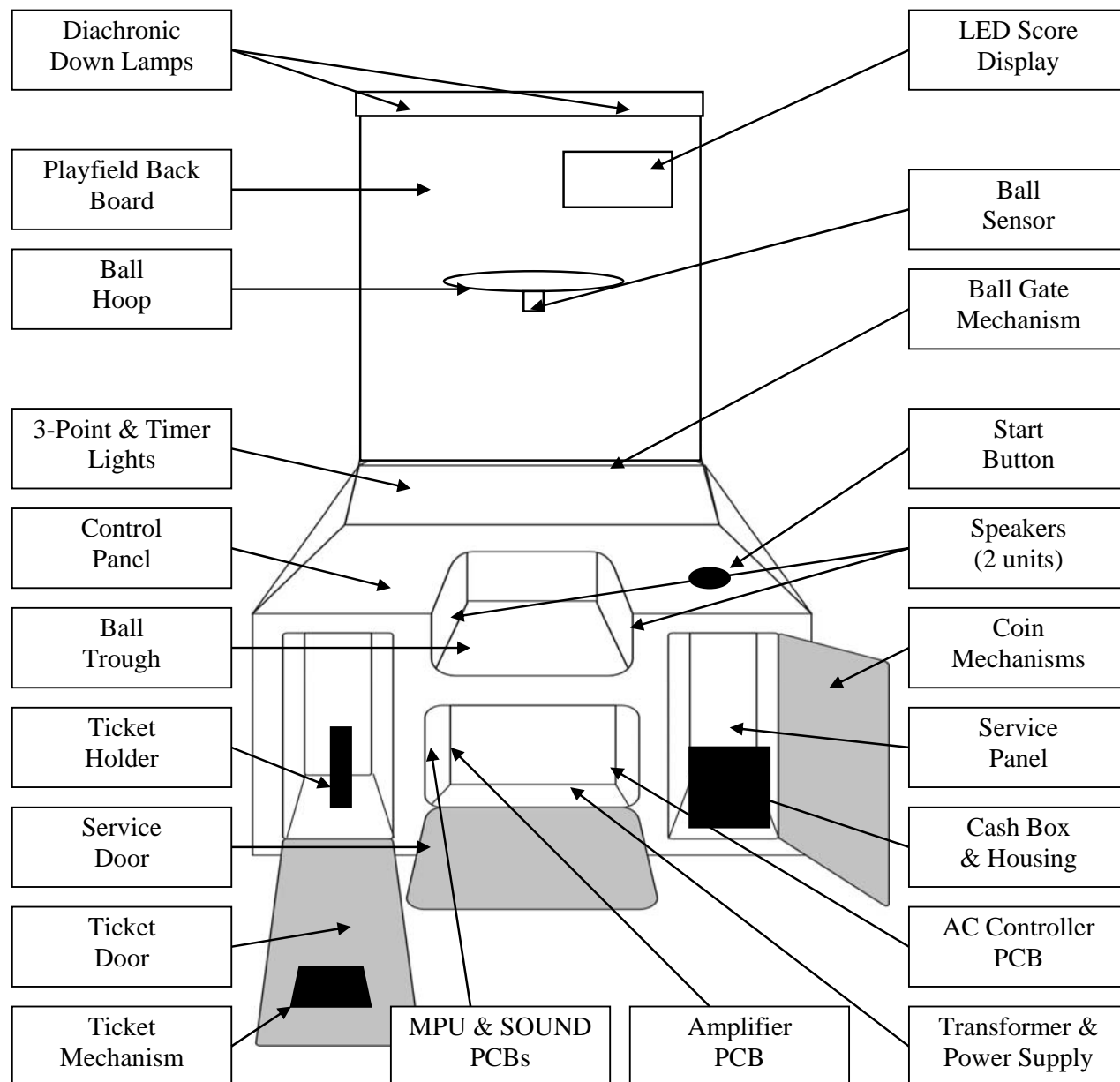
A



LOCATING AND ACCESSING PARTS

PARTS LOCATION DIAGRAM

As viewed from front





PARTS DESCRIPTION

■ COIN MECHANISMS

The coin mechanisms can be accessed inside the Coin door to the right on the front of the machine cabinet.

■ CASH BOX

The cash box is located inside the coin door on the front of the machine cabinet.

■ TICKET DOOR

The ticket mechanism can be accessed inside the ticket door to the Left on the front of the machine cabinet.

■ SPEAKERS

Two speakers are located to the front of the cabinet inside the Ball receiving trough. Access is through the ticket and coin doors.

■ GAME CONTROLS:

Located in the center of the machine cabinet. The control panel can be Access through the rear door or via the coin door.

START BUTTON: The Start button is the large RED round illuminated button. This button is used to start a game and for test and program adjustments.

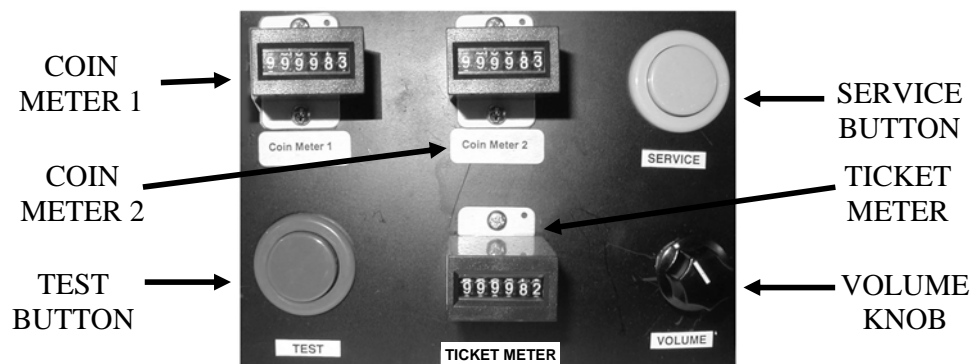
■ SERVICE CONTROLS:

Located on the service panel mounted on top of the cash box and accessed trough the Coin Door.

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

TEST BUTTON: Used to perform the test mode, in combination with the Service button.

VOLUME KNOB: Used to adjust the speaker's sound level.





■ **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, page 19 of this manual.

*** WARNING! ***

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

***Always** use the correct rated fuse. Refer to page 19 for fuse information.*

■ **7-SEG DISPLAY**

There is a 3-digit display located on the Back-board panel. Access is at the back of the machine.

■ **BALL SENSOR**

There is a IR proximity sensor located on the Back-board panel. Access is at the back of the machine.

■ **PCB's**

For location of all game PCB's, refer to the Parts Location diagram page 21 of this manual.

■ **POWER SUPPLY**

The power supply is located at the front of the cabinet and is accessed from the service door. It is a 12V 13A switching power supply.

■ **TRANSFORMER**

The transformer is located at the front of the cabinet and is accessed from the service door. It is 2 x 12VAC 15A supply output.



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 coin door.

■ **BUTTON LAMP**

The button lamp is 12V/DC GE194 or equivalent and can be accessed through the coin door.

■ **ROPE LIGHT**

There is one length of Rope Light running around the perimeter of the Back-Board. The rope light is rated at 12V AC/DC.

■ **TIMER & 3-POINT LAMPS**

These groups of lamps are 12V/DC GE906 type lamps, found the 5-stage timer and the two, three-point zone indicators. Access is by the removing of the artwork Brackets and accessing the lamps from the front.

■ **PLAYFIELD DOWN LAMPS**

There are 2 x 12V 20W 36Dgr-halogen lamps mounted in the top of the Ball Cage. These are standard dichroic lamps and are accessed from front.

*** 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! ***

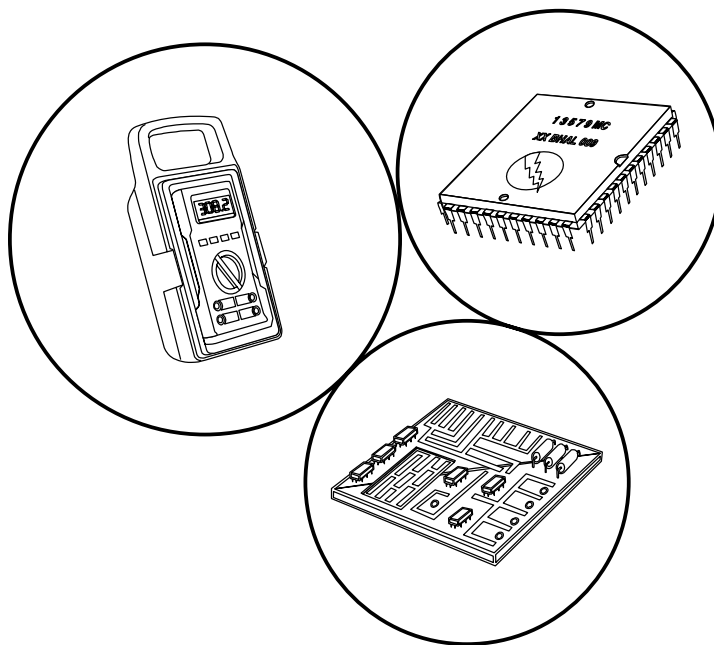
Always turn **OFF** Mains power and unplugged the game, before cleaning the interior of the machine.

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

Regularly check that all the Display and Button Lamps are operating through the Sounds, Lamps and Display Test (See page 8). Replace any globes that are not operational.

Regularly check that all the balls are present and the ball gate is operational.

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.

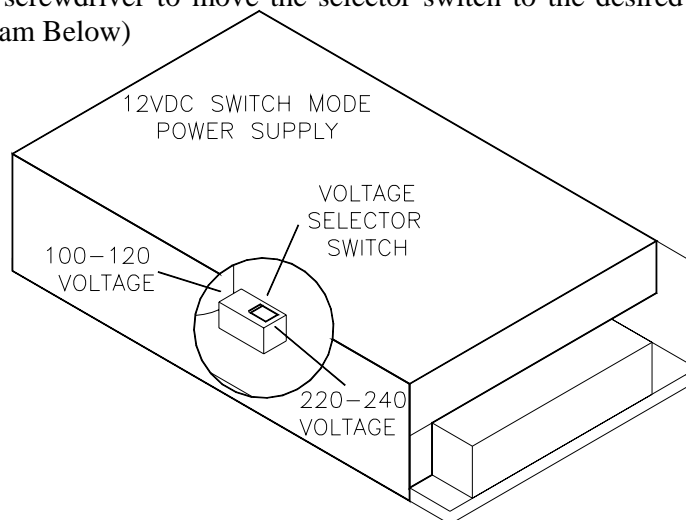


B

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)

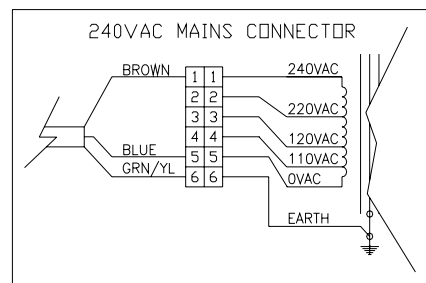
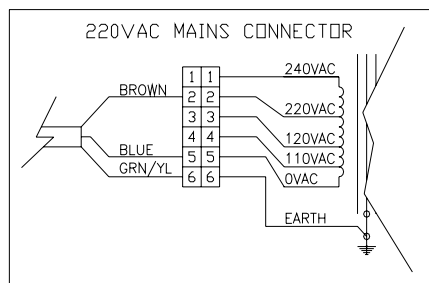
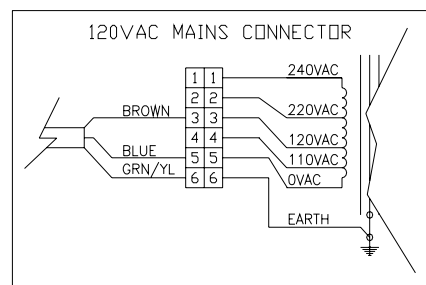


■ TRANSFORMER CONNECTORS

Locate the machine transformer(s) in the base of the cabinet. If unsure of the location of the transformer(s), refer to Parts location diagram on page 21 of this manual. Change the position of the 'ACTIVE' or 'HOT WIRE' input, (marked brown on the diagram), to the position for the desired mains voltage. (See Diagram Below)

6 WAY CONNECTOR PINOUT

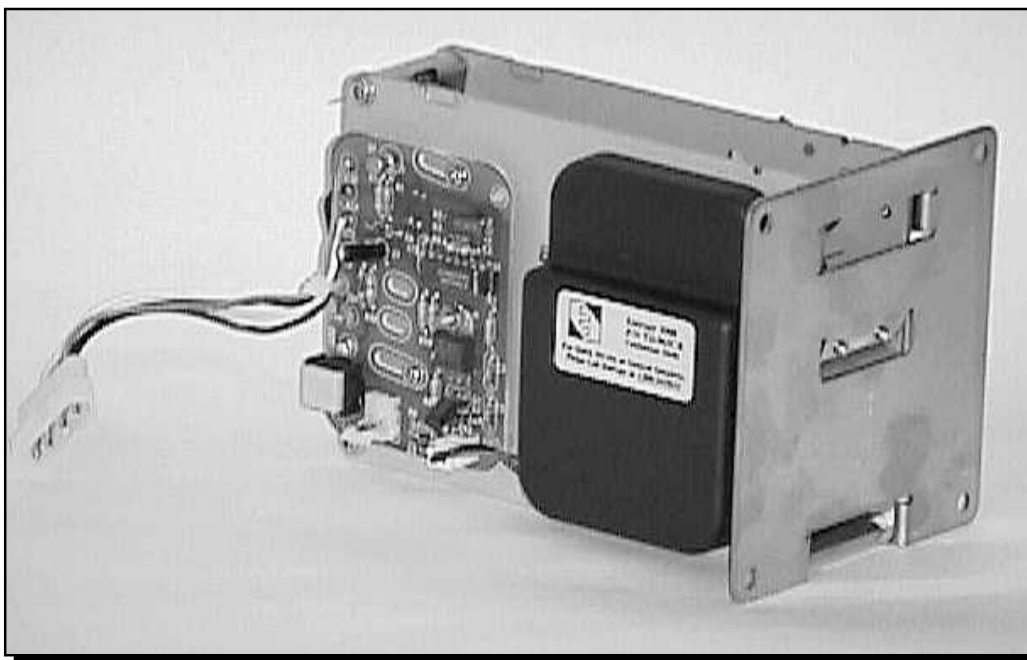
| PIN | FUNCTION |
|-----|----------------|
| 1 | 240VAC |
| 2 | 220VAC |
| 3 | 120VAC |
| 4 | 110VAC |
| 5 | 0VAV (NEUTRAL) |
| 6 | EARTH |



TICKET DISPENSER REFERENCE GUIDE

The ENT-D-2000 Ticket Dispenser has been designed with features that virtually eliminate ticket jams. It requires very little maintenance, making it the most reliable and compatible ticket dispenser on the market today. This guide is designed to explain the basic functions and specifications of the ticket dispenser.

BASIC OPERATION



■ LOADING TICKETS

1. Select ticket width.
2. Slide ticket through guide plates until they reach the rollers.
3. Depress the auto advance button until the tickets reach the desired location.
4. If tickets do not load, ensure that the upper rollers are engaged by pulling back on the latch bar.

* NOTE! *

- The upper rollers can be disengaged by pulling on the latch bar. This is useful to clear tickets, etc.

■ TICKET STOP ADJUSTMENT

This function allows the length of the tickets protruding from the face plate to be adjusted.

1. Turn the two Phillips pan headed screws on the PCB one quarter of a revolution counter-clockwise.
2. Move the board forward or backward to the appropriate position.
3. Re-tighten the screws.

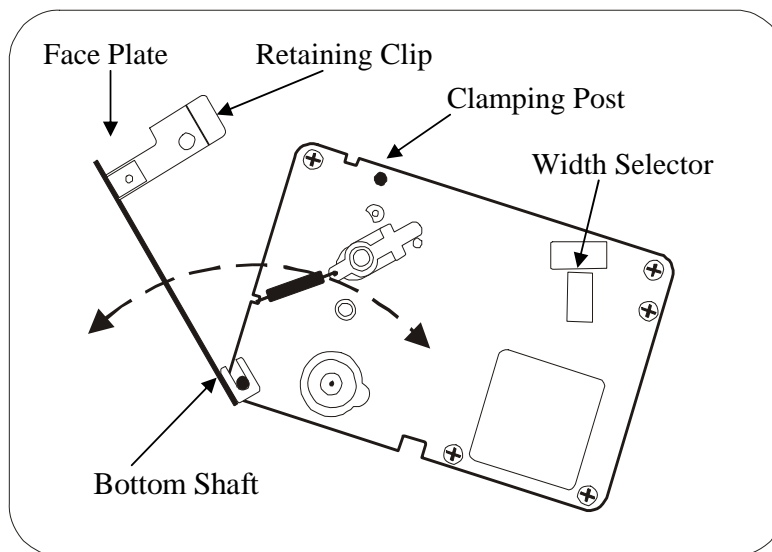


■ CLEARING TICKET JAMS

1. Gently pull any tickets that are between the rollers and front plate out the front of the unit.
2. Lift the upper rollers by pulling the latch bar back into the unlock position.
3. Unlatch the upper ticket guide by raising it off its post in the back.
4. Push the tickets away from the ticket width selector toward the optic switch. Gently pull the tickets toward the rear of the unit.
5. Tear off the damaged tickets and put the upper ticket guide back into place.
6. Reload tickets as previously discussed. (Be sure to place the latch bar back to the locked position).

■ EASY RELEASE AND RE-INSTALL

1. Hold the dispenser unit and bend the retainer clip to remove it from the face plate.
2. Swing the unit down then lift it slightly until the dispenser unit releases from the face plate.
3. To reinstall: align the post on the dispenser unit w/the U shape brackets on the face plate.
4. Swing unit up and snap in place



* NOTE! *

- Ensure the dispenser is firmly locked in place before running it again!



SPECIFICATIONS

■ LED FUNCTION

GREEN LED: Notch output indicator.
YELLOW LED: Motor Enable.

■ STANDARD TICKET UNIT: TD-963CR

The TD-963CR is designed to fit more applications. The game's software turns the dispenser on with a logic high signal and monitors a return notch signal from dispenser to turn it off.

■ OUT PULSE TICKET UNIT: TD-963PR

The TD-963PR is designed for one logic input - one ticket game. The game pulses the dispenser once and one ticket is dispensed.

■ OUT PULSE TICKET UNIT: TD-963PR

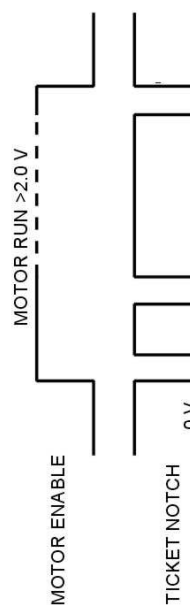
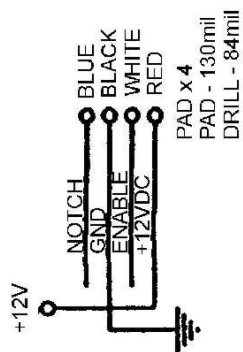
The Td-963sr uses a switch rather than a logic input. The game must ensure the switch will not be activated more than twice per second.

■ ELECTRICAL CHARACTERISTICS

TD-963CR:

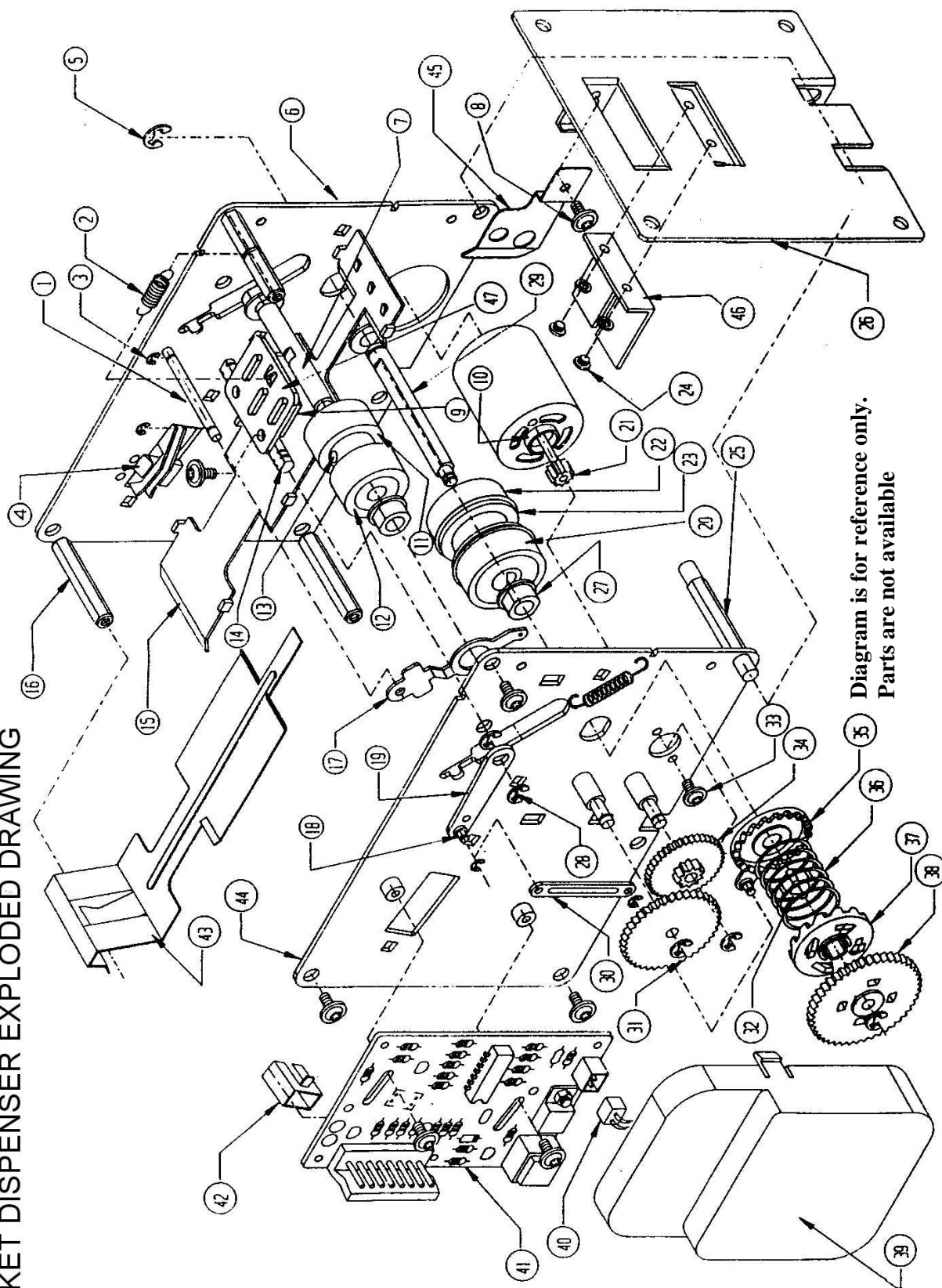
| | Min. | Typical | Max. |
|------------------------------|--------|---------|--------|
| Supply Voltage | 11.0 V | 12.0 V | 13.0V |
| Standby Current | ----- | 25mA | ----- |
| Motor Start Current | 1.2 A | 1.3 A | 1.4 A |
| Motor Run Current | 0.3 A | 0.3 A | 0.35 A |
| Motor Enable On Voltage | 2.4 V | ----- | 12.0 V |
| Motor Enable On Current | 160 uA | ----- | 4.2 mA |
| Motor Enable Off Voltage | ----- | ----- | 1.0 V |
| Motor Enable Off Current | ----- | ----- | 0 A |
| Ticket Notch Sink Current | ----- | ----- | 50 mA |
| Ticket Notch Voltage Pull-up | ----- | ----- | 30 V |

TICKET DISPENSER
ENROPY TD-963C



DISPENSER PARTS DIAGRAM

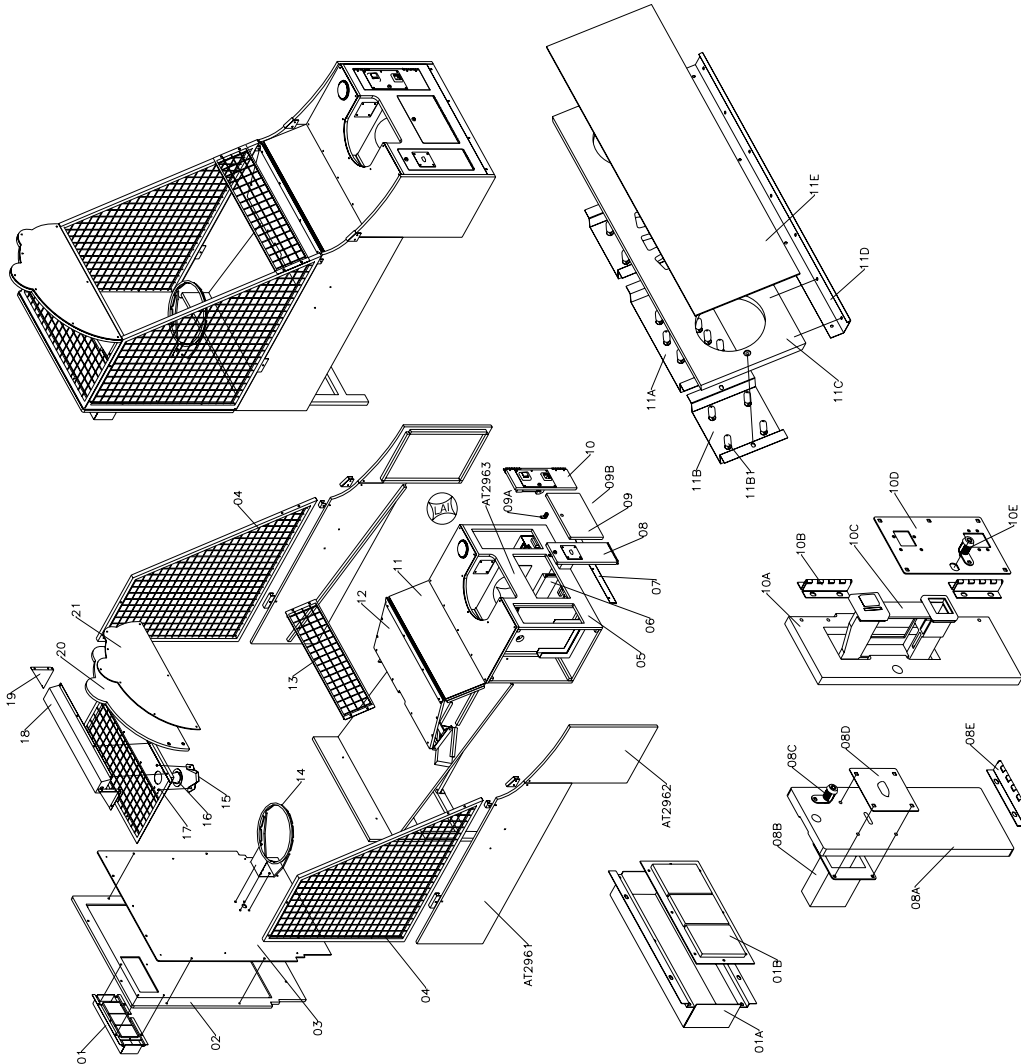
TICKET DISPENSER EXPLODED DRAWING





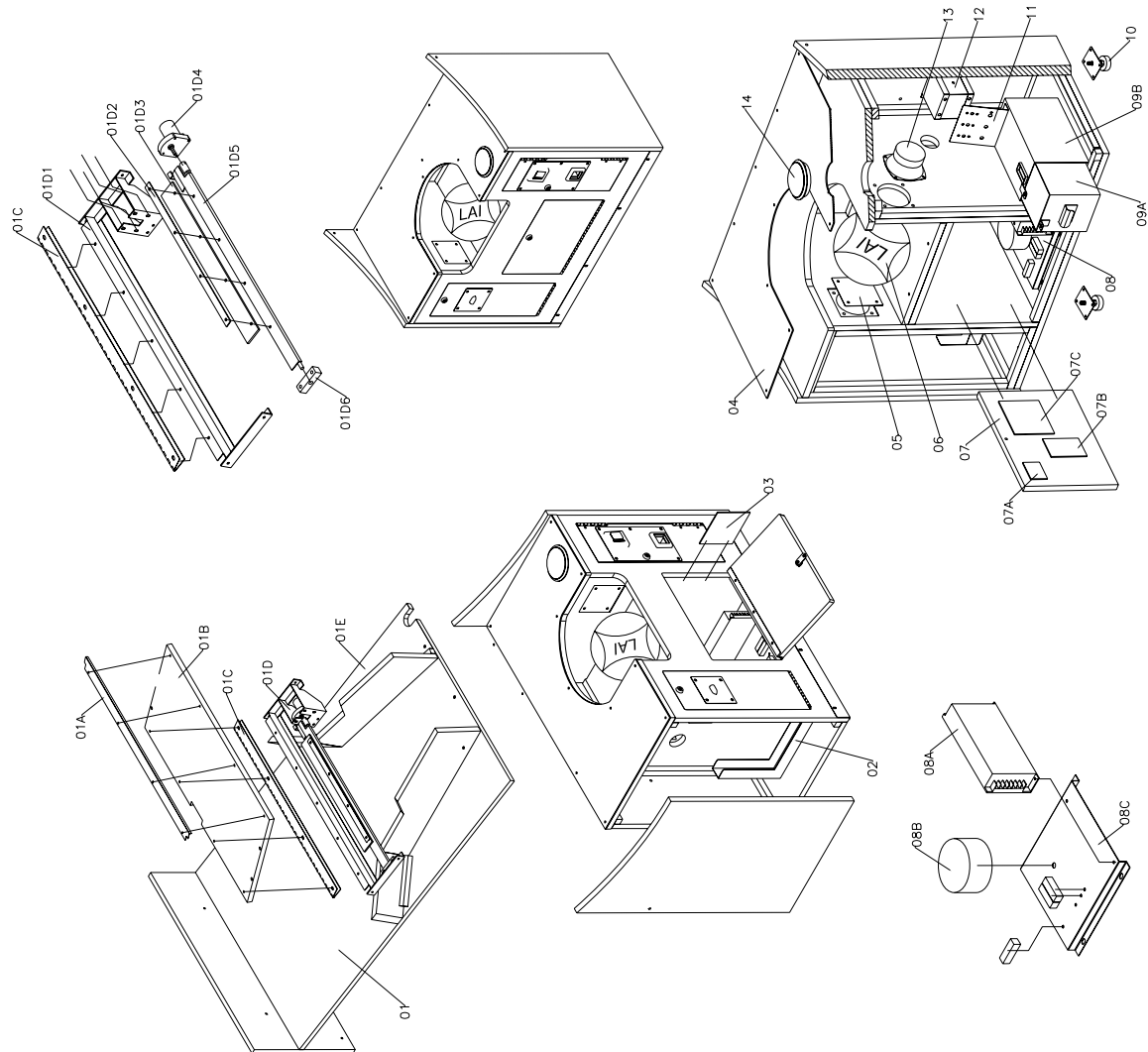
3D EXPLODE PARTS

| NO. | PART NO. | DESCRIPTION | QTY. |
|-----------|------------------|-------------------------------------|-----------------------------------|
| ITEM | 01 | SNJ JIN A003 | DISPLAY BOX ASSEMBLY |
| | 01A | SNJ JIN-FM-12-R0 | DISPLAY BOX METAL ONLY |
| | 01B | BA1601 | PCB FBAS9 3 DIGIT 7 SEGMENT 4" |
| | 02 | SNJ JIN-FW-02-R0 | BACK PANEL |
| - | EA1352 | PHOTO ELECTRIC SENSOR | 1 |
| - | SNJ JIN H002 | BACK PANEL HARNESS | 1 |
| 03 | SNJ JIN-FP-01-R0 | ACRILIC BACK BOARD | 1 |
| - | AT2964 | STICKER BACK BOARD | 1 |
| 04 | SNJ JIN-SA-42-R0 | SIDE MESH ASSY | 1R,1L |
| 05 | SNJ JIN A001 | CABINET FRONT ASSEMBLY | 1 SET |
| - | AT2963 | STICKER FRONT FOR SNJ Jr. | 1 |
| 06 | SNJ JIN A004 | POWER SUPPLY ASSEMBLY | 1 SET |
| 07 | SNJ JIN-FM-04-R0 | KICK PLATE | 1 |
| 08 | SNJ JIN A002 | TICKET DOOR ASSEMBLY | 1 SET |
| PART ITEM | 08A | SNJ JIN-FW-28-R0 | TICKET DOOR WITH STICKER |
| | 08B | EA1102 | TICKET DISPENSER ENTROPY |
| | 08C | HM0004 | LOCK EANGLE |
| | 08D | SNJ JIN-FM-34-R0 | TICKET PLATE |
| 09 | 08E | SNJ JIN-FM-29-R0 | HINGE TICKET DOOR |
| | 08F | SNJ JIN-FW-13-R0 | MIDDLE FRONT DOOR WITH STICKER |
| ITEM | 09A | HM0004 | LOCK EANGLE |
| | 09B | SNJ JIN-FM-39-R0 | HINGE MIDDLE FRONT DOOR |
| | 09C | SNJ JIN A001 | COIN DOOR ASSEMBLY |
| | 10A | SNJ JIN-FW-03-R0 | CASH BOX DOOR WITH STICKER |
| PART ITEM | 10B | SNJ JIN-FM-30-R0 | HINGE COIN DOOR |
| | 11C | HA0014 | COIN MECHANISM HOLDER ASSY SINGLE |
| 100 | 10D | SNJ JIN-FM-10-R1 | COIN PLATE |
| | 10E | HM0004 | LOCK EANGLE |
| 11 | SNJ JIN A007 | DISPLAY ASSEMBLY | 1 SET |
| | 11A | SNJ JIN-FM-01A-R0 | BRACKET LIGHT MIDDLE ASSY |
| PART ASSY | EA0222 | LAMP WEDGE GE 906 12V 8~12W | 15 |
| | EA0226 | LAMP HOLDER WB 2300 CRIMP PIN | 15 |
| | SNJ JIN-FM-03-R0 | BRACKET LIGHT OUTER | 2 |
| | EA0222 | LAMP WEDGE GE 906 12V 8~12W | 8 |
| ITEM | EA0226 | LAMP HOLDER WB 2300 CRIMP PIN | 8 |
| 11C | SNJ JIN-FW-22-R0 | DISPLAY PANEL | 1 |
| 11D | SNJ JIN-FM-18-R0 | ACRILIC CLAMP COVER | 1 |
| 11E | SNJ JIN-FP-03-R0 | ACRILIC DISPLAY | 1 |
| - | SNJ JIN H004 | DISPLAY HARNESS | 1 |
| - | AT2965 | STICKER ACRYLIC 3 POINT FOR SNJ Jr. | 1 |
| 12 | SNJ JIN A014a | BALLGATE ASSEMBLY | 1 SET |
| 13 | SNJ JIN-SA-28-R0 | FRONT MESH ASSY | 1 |
| 14 | SNJ JIN A006 | RING BASKET | 1 |
| 15 | SNJ JIN-FM-35-R1 | TOP LAMP COVER | 2 |
| 16 | HA0001 | SNJ JIN | DOWN LIGHT ASSEMBLY |
| ITEM | EA0312 | LAMP HOLDER DOWN LIGHT SWIVEL | 2 SET |
| - | EA0209 | DOWN LIGHT 12V 20W | 2 |
| 17 | SNJ JIN-SA-27-R1 | TOP MESH ASSY | 1 |
| 18 | SNJ JIN-FM-43-R1 | COVER TOP LIGHT | 1 |
| 19 | SNJ JIN-FM-44-R0 | HEADER BRACKET | 1R,1L |
| 20 | SNJ JIN-FW-27-R0 | HEADER PANEL | 1 |
| 21 | SNJ JIN-FP-02-R0 | ACRILIC HEADER | 1 |
| - | AT2967 | STICKER ACRYLIC HEADER | 1 |
| - | AT2960 | ART WORK SLAM N JAM Jr. IN SET | 1 SET |
| - | AT2961 | STICKER SIDE LOGO R/L FOR SNJ Jr. | 1R,1L |
| - | AT2962 | STICKER SIDE LOGO R/L FOR SNJ Jr. | 1R,1L |

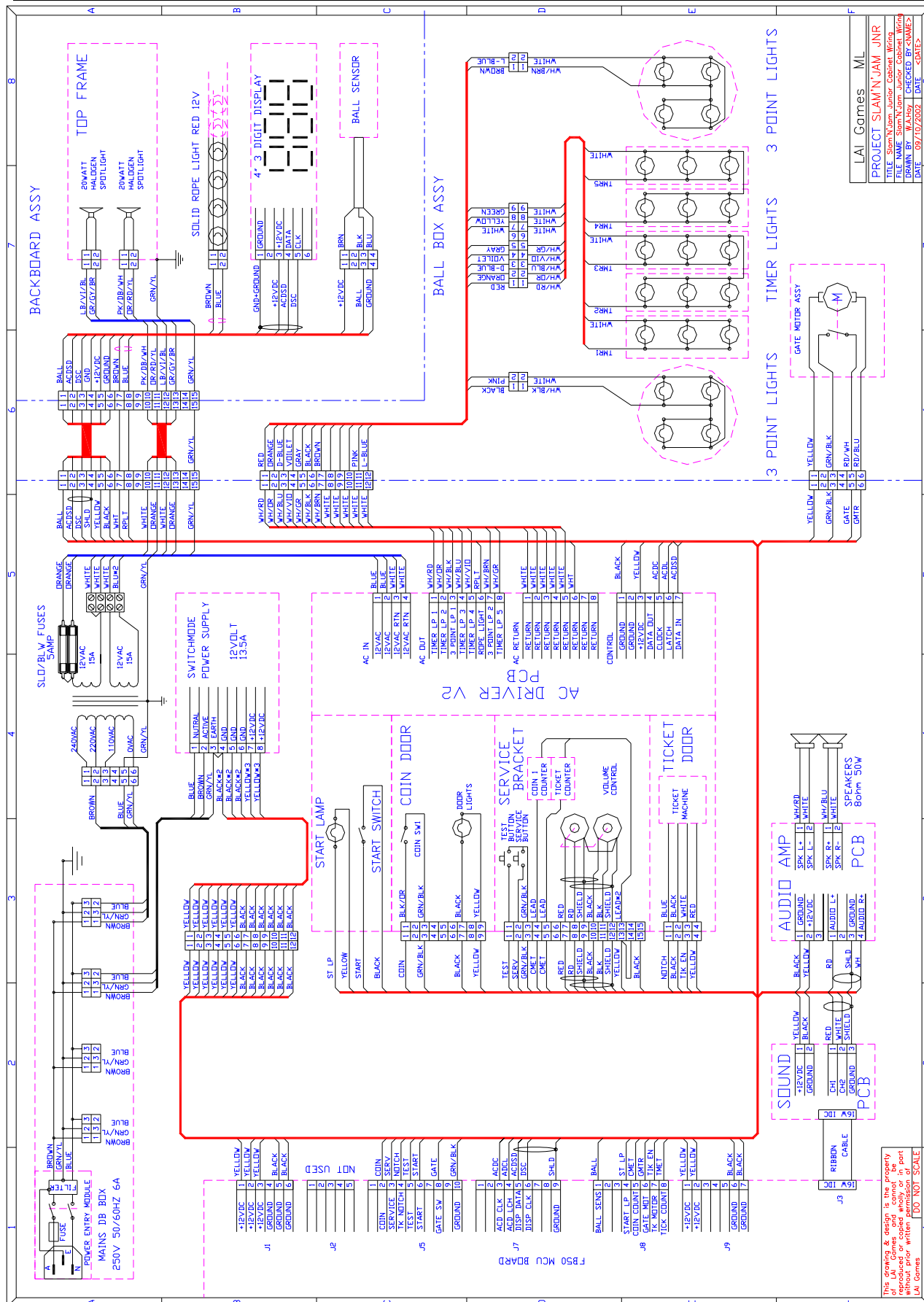




| NO. | PART NO. | DESCRIPTION | QTY. |
|------|------------------|-------------------------------------|--------|
| 01 | SNJ JN A014a | BALL GATE ASSEMBLY | 1 SET |
| 01A | SNJ JN-FM-20-R1 | CLAMP ACRYLIC UPPER | 1 |
| 01B | SNJ JN-FW-16-RO | UPPER PANEL BACK CABINET | 1 |
| 01C | SNJ JN-FM-42-RO | HINGE COVER BALL GATE | 1 |
| 01D | SNJ JN A014b | BALL GATE ASSY MECHANISM | 1 SET |
| 01D1 | SNJ JN-SA-13-RO | BALL GATE BRACKET ASSY | 1 |
| 01D2 | SNJ JN-FM-22-RO | CLAMP RUBBER | 1 |
| 01D3 | HM0037 | RUBBER BALL GATE | 1 |
| 01D4 | EA1158 | MOTOR 8000 DC 12 V 16 RPM | 1 |
| 01D5 | SNJ JN-SA-19-RO | BALL GATE FLAP ASSY | 1 |
| 01D6 | SNJ JN-FM-28-RO | GATE BLOCK | 1 |
| 01E | SNJ JN-FW-05-RO | BACK PLAYFIELD | 1 |
| | SNJ JN H008 | BALL GATE HARNESS | 1 |
| 02 | SNJ JN-FM-43-RO | TICKET HOLDER | 1 |
| 03 | BA1602 | PCB FB49 8 CHANNEL AC DRIVER | 1 |
| 04 | SNJ JN-FP-04-RO | PLYFIELD ACRYLIC | 1 |
| | AT2966 | STICKER ACRYLIC PLAY INSTRUCTION | 1 |
| 05 | SNJ JN-FM-32-R1 | SPEAKER GRILL | 1R, 1L |
| 06 | HM1605 | BASKET BALL NO.3 WITH LOGO LAI | 4 |
| 07 | SNJ JN-FW-14-RO | PCB BOARD | 1 |
| 07A | BA0029 | PCB FB29 STEREO AUDIO AMPLI. | 1 |
| 07B | BAFB52C | PCB FB52C 16 Mhz Z80 SOUND | 1 |
| 07C | BAFB80 | PCB FB80 MCU CONTROLLER SNJ | 1 |
| – | SNJ JN H005 | MAIN HARNESS | 1 |
| 08 | SNJ JN A004 | POWER SUPPLY ASSEMBLY | 1 SET |
| 08A | EA1015 | POWER SUPPLY S-150-12V 12.5amp | 1 |
| 08B | EA0822 | TRANSFORMER MULTI TAP/2x11.5x15A | 1 |
| 08C | SNJ JN-FM-36-RO | TRAF0 BRACKET | – |
| 09 | SNJ JN H003 | CASH BOX ASSEMBLY | 1 SET |
| 09A | SNJ JN-FM-09A-RO | CASH BOX | 1 |
| 09B | SNJ JN-FM-15-RO | HOUSING CASH BOX | 1 |
| 10 | HA0002 | RUBBER MACHINE GUIDES | 9 |
| 11 | SNJ JN E001 | SERVICE PANEL ASSEMBLY | 1 SET |
| 11A | SNJ JN-FM-31-R1 | SERVICE BRACKET | 1 |
| 11B | EA0519 | SWITCH SMALL ROUND RED BUTTON | 1 |
| 11C | EA0520 | SWITCH SMALL ROUND GREEN BUTTON | 1 |
| 11D | EA1252 | COIN COUNTER 12V REAR BRACKET | 2 |
| – | SNJ JN H006 | SERVICE PANEL HARNESS | 1 |
| 12 | SNJ JN E005 | DB BOX ASSEMBLY | 1 SET |
| 12A | HA0007 | METAL DB BOX | 1 |
| 12B | EA1356 | BINDING POST | 1 |
| 12C | EA1358 | SPLIT CORE EMI FILTER FOR CE | 1 |
| 12D | EA0649 | IEC TYPE NOISE EMI FILTER UL | 1 |
| – | SNJ JN H001 | DB BOX HARNESS | 1 |
| | OPTIONAL | | |
| – | EA0635 | POWER LEAD MOLDED IEC TO 3 PIN USA | 1 |
| – | EA0637 | POWER LEAD MOLDED IEC TO 2 PIN INDO | 1 |
| – | EA0636 | POWER LEAD MOLDED IEC TO 3 PIN AU | 1 |
| – | EA0639 | POWER LEAD MOLDED IEC TO 3 PIN UK | 1 |
| 13 | EA1201 | SPEAKER 4" 80 40W | 2 |
| 14 | EA0523 | SWITCH LARGE RED MEGA BUTTON | 1 |
| – | AT2960 | ART WORK SLAM N JAM Jnr IN SET | 1 SET |



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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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ISO 9001: 2000 Cert No.17460