



OPERATORS MANUAL

HIGH FIVE



PLEASE NOTE:

Read this manual **BEFORE** operating the machine.
Keep this manual for your reference.
Go to www.LAIGames.com click on Support to register your
games and receive future updates.



LAI Games

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

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LAI Games

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LAI Games Note

Dear Customer,

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

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

Thanks,



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SAFETY PRECAUTIONS

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

DANGER!

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

WARNING!

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

CAUTION!

Disregarding this text could result in damage to the machine.

NOTE!

Is an advisory text to hint or help understand.



BE SURE TO READ THE FOLLOWING

WARNING!

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

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

Always connect the game cabinet to a grounded electrical outlet with a securely connected ground line.

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

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

CAUTION!

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

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

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

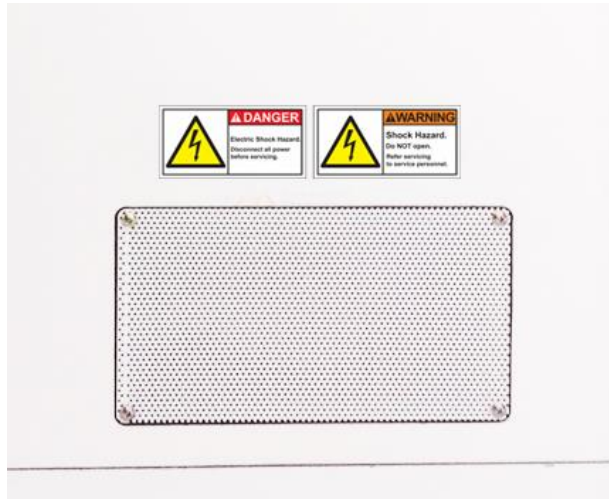
Do Not subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 °C.

SAFETY LABELS

This section outlines the locations of the safety stickers on the game cabinet.

OUTSIDE CABINET

BACK DOOR



BELOW NAME PLATE

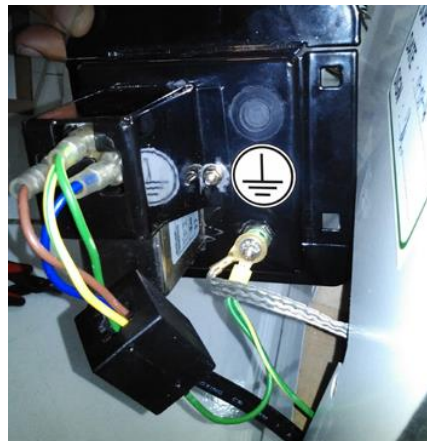


INSIDE CABINET

UNDER PCBS

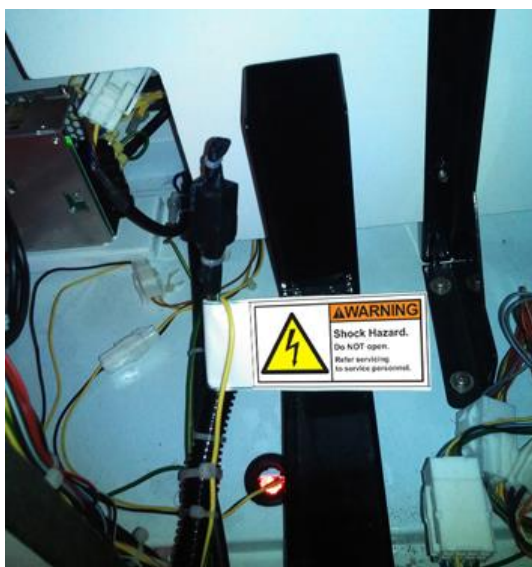


DB BOX



Protective earth. Identifies this terminal is connected to protective earth circuit. Ensures the power outlet is properly earthed.

DBA CABLE



MACHINE INSTALLATION AND INSPECTION

When installing and inspecting **High Five**, 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.

CAUTION!

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

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

CAUTION!

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

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

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

INTRODUCTION

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

DESCRIPTION

High Five is an energetic, one or two player game for kids. The buttons on the playfield randomly illuminate and must be pressed to turn off the light and earn points. As soon as one light goes out, another button lights up. Players must hit as many illuminated buttons in the designated time as they can to earn as many points as possible.

PACKAGING CONTENTS

- The High Five cabinet
- Operator Manual
- 2 x coin door keys
- IEC Power Cord
- Parts & Accessories

SPECIFICATIONS

DIMENSIONS

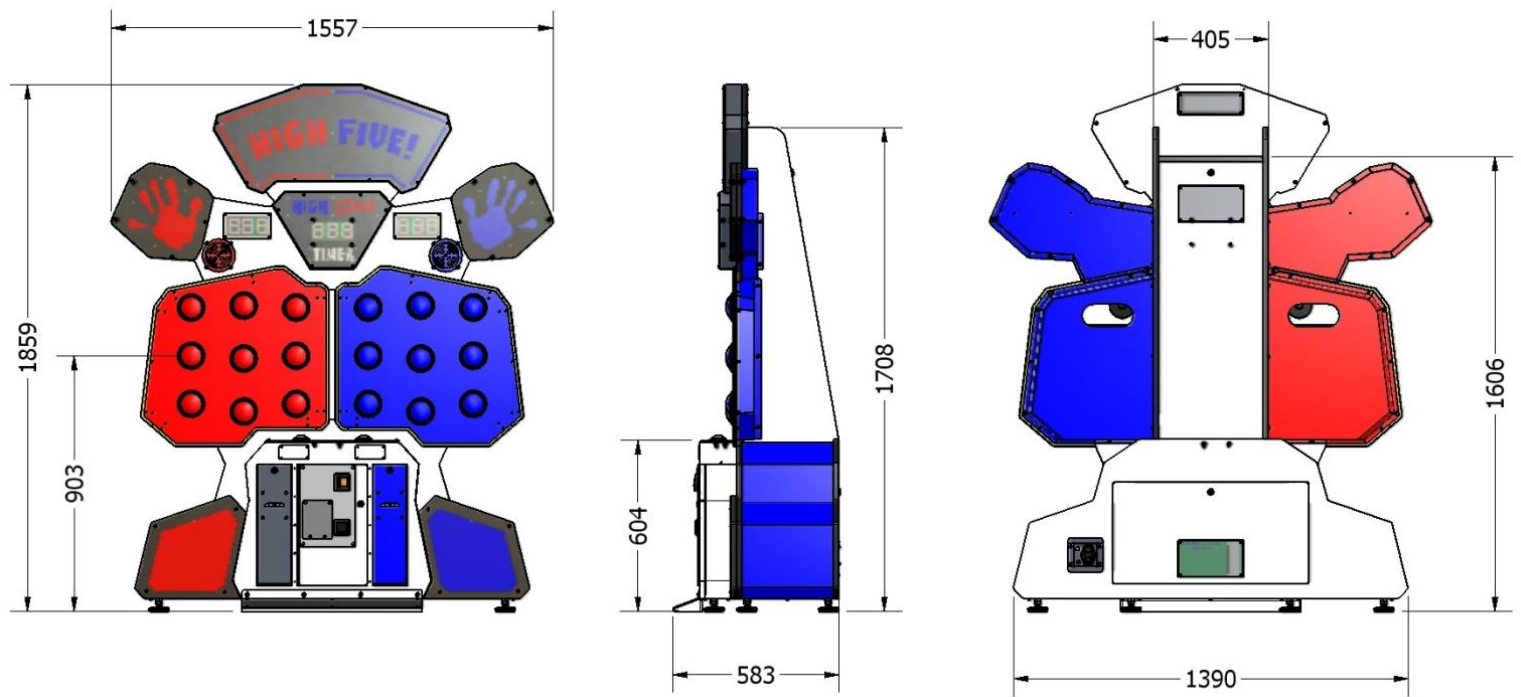
- Weight: 130kg (286lb)
- Height: 1859mm (73.19")
- Width: 583mm (22.95")
- Length: 1557mm (61.3")
- Power: 220 VAC/1.1 Amps or 110 VAC/2.3 Amps

ELECTRIC SUPPLY

The game can operate on a universal mains input voltage between 100-240VAC at 50/60Hz. An adjustment screw is available for fine-tuning the output voltage.

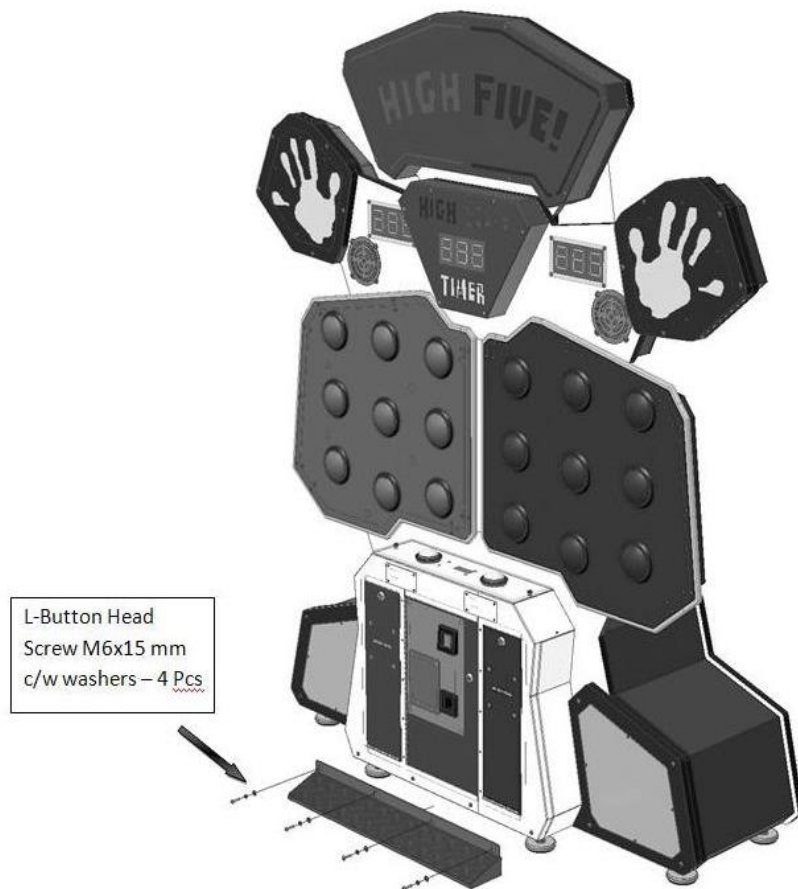
LOCATION REQUIREMENTS

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



KICK STAND ASSEMBLY

When the cabinet arrives, the kick stand must be attached as shown below.

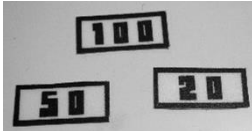


PLAYER CONSOLE STICKER INSTALLATION

The player console of **High Five** can be customized with the stickers provided to display prize values to the player. Follow the instructions below to customize your player console.

1. Ensure that you have configured the relevant P-Settings before selecting the stickers to use on the player console.
 - a. ___ Points : 1 Ticket = **P11 (Default 15)**
 - b. Beat the High Score to Win : ___ Tickets = **P09 (Default 20)**
 - c. Maximum Tickets: ___ = **P13 (Default 20)**

2. Cut out the stickers required, ensuring there are no white sections around the edges.



3. Power off the game.
4. Unscrew both player buttons by accessing the base of the buttons through the coin door.



5. Remove the acrylic from the player console by unscrewing both bolts using a 3mm Allen Key.



6. Apply the stickers to the blank sections on the player console.



7. Replace the acrylic, and screw the buttons back in.
8. Fasten the acrylic with the two bolts.

GAMEPLAY AND MODES

OBJECTIVE

Players hit as many illuminated buttons as they can within the designated time limit. At the end of normal game time, there is a three-second bonus round in which all the buttons are illuminated at once, and the player hits as many as they can.

HOW TO PLAY

- Pay to play
- Select your game mode (1 player, 2 player)

ONE PLAYER

- Hit the illuminated buttons as fast as you can within the time limit
- Hit as many buttons as you can in the three second bonus round
- Win tickets based on your score

TWO PLAYER

- Players stand shoulder to shoulder and play on half of the playfield each
- The winner is the player with the highest score at the end of the game
- Each player receives a ticket reward based on their individual score

ATTRACT MODE

The attract mode provides a light and sound display while the game is not being played to attract potential customers to play the game.

PLAY MODES

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

Free play can be set in one of three ways:

- From attract mode by holding the green service button for longer than five seconds (this is reset to normal play when the machine is turned off and back on)
- Or by setting the P-01 setting to 0 (this is fixed, and stays set to free until this setting is changed)
- For a single free game, just press the green service button once. When issuing single free games in this manner, prizes can be won as normal.

GAMESETTINGS

No	Description	Range	Default
P01	Coin mech 1: number of coins	1...20	1
P02	Coin mech 1: number of credits	1..20	1
P03	Multiple Bonus stages from coin 1	On/Off	Off
P3-1	Number of coin on 1 st level bonus at coin 1	Off...99	Off
P3-2	Number of Bonus Credit on 1 st level bonus	Off...99	Off
P3-3	Number of coin on 2 nd level bonus at coin 1	Off...99	Off
P3-4	Number of Bonus Credit on 2 nd level bonus	Off...99	Off
P3-5	Number of coin on 3 rd level bonus at coin 1	Off...99	Off
P3-6	Number of Bonus Credit on 3 rd level bonus	Off...99	Off
P04	Coin mech 2: number of coins	1..20	1
P05	Coin mech 2: number of credits	1..20	1
P06	Multiple Bonus stages from coin 2	On/Off	Off
P6-1	Number of coin on 1 st level bonus at coin 2	Off...99	Off
P6-2	Number of Bonus Credit on 1 st level bonus	Off...99	Off
P6-3	Number of coin on 2 nd level bonus at coin 2	Off...99	Off
P6-4	Number of Bonus Credit on 2 nd level bonus	Off...99	Off
P6-5	Number of coin on 3 rd level bonus at coin 2	Off...99	Off
P6-6	Number of Bonus Credit on 3 rd level bonus	Off...99	Off
P07	Attract Sound	On/Off	On
P08	Beat high score bonus prize type	0 – none 1 – credit 2 – bonus tickets	2
P09	Number of bonus credits or tickets for player who beats the high score 1 – 10 credits (P08) 1 – 1000 tickets (P08)	1, 2, 3...10 Credit(s) 1, 2, 3..100 Ticket(s)	20
P10	Number of Points per Button	1..5	3
P11	Number of Points per Ticket	1 ... 100	15
P12	Minimum number of tickets to pay out	0..30	8
P13	Maximum number of tickets to pay out	No,(P12) ... 100	20
P14	Enable paying out tickets in Free Mode	On/Off	Off
P15	Default High Score	50...500	200
P16	Current High Score	(P15)...999	200
P17	Memory High Score	On/Off	On
P18	Ticket Payout	On/Off	On
P19	Error Message Option	1..4	4
P20	Common Coin	On, Off	On
P21	Game Time	20...60	30
P22	Number of lights	2...5	3
P23	Enable Bonus Round	On, Off	On
P24	Bonus Round Time	5...8	5
P25	Attract demo mode	Off....300	10
P26	Double Player (1 Coin)	On, Off	Off
P27	Card System	On, Off	Off

Note: Default Game Settings give a 15-20 ticket payout average (50c play, 1c ticket).

GAME SETTINGS DETAILED

P01 = COIN 1 NUMBER OF COINS (Default 1) (Adjustable 1 – 20)

Sets the number of coins that need to be inserted in exchange for each game credit. If set to 0, the game is free to play.

P02 = COIN 1 GAMES PER CREDIT (Default 1) (Adjustable 1 – 20)

Sets the number of games granted for each credit.

P03 = COIN 1 BONUS CREDITS (Default Off) (Adjustable On or Off)

Turn on the first level of bonus credits. Turning this setting on, will activate settings P03-1 to P03-2.

P03 - 1 = COIN 1, LEVEL 1, NUMBER OF COINS (Default Off) (Adjustable Off, 1 - 99)

This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit level 1. This setting is only active if P03 is active.

P03 - 2 = COIN 1, LEVEL 1, NUMBER OF BONUS CREDITS (Default Off) (Adjustable Off, 1 - 99)

This sets the number of bonus credits that are given when credit level 1 is reached. This is the number of bonus credits given, on top of what has been paid for. This setting is only active if P03 is active.

P03 - 3 = COIN 1, LEVEL 2, NUMBER OF COINS (Default Off) (Adjustable Off, 1 - 99)

This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit level 2. This setting is only active if P03-1 and P03-2 are active.

P03 - 4 = COIN 1, LEVEL 2, NUMBER OF BONUS CREDITS (Default Off) (Adjustable Off, 1 - 99)

This sets the number of bonus credits that are given when credit level 2 is reached. This is the number of bonus credits given, on top of what has been paid for. This setting is only active if P03-1 and P03-2 are active.

P03 - 5 = COIN 1, LEVEL 3, NUMBER OF COINS (Default Off) (Adjustable Off, 1 - 99)

This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit level 3. This setting is only active if P03-3 and P03-4 are active.

P03 - 6 = COIN 1, LEVEL 3, NUMBER OF BONUS CREDITS (Default Off) (Adjustable Off, 1 - 99)

This sets the number of bonus credits that are given when credit level 3 is reached. This is the number of bonus credits given, on top of what has been paid for. This setting is only active if P03-3 and P03-4 are active.

P04 – P06-6

These settings represent the same settings as P01 – P03 – 6, but for coin mech 2.

P07 = ATTRACT SOUND (Default On) (Adjustable ON or OFF)

This adjustment turns the control the *Attract Sound*.

P08 = BEAT HIGH SCORE BONUS PRIZE TYPE (Default 2) (Adjustable 0– 2)

This game adjustment allows the operator to set the *type of bonus* for players who beat the high score.

BONUS TYPES

0 – “NO BONUS”. If no bonus is selected, the programmable setting P09 is skipped.

1 – “CREDITS”. A player who beats the high score will win free credits (free game). The number of credits won is adjustable in programmable setting P09.

2 – “TICKETS”. A player who beats the high score will win extra tickets. The number of extra tickets won is adjustable in programmable setting P09.

P09 = THE NUMBER OF BONUS CREDITS OR TICKETS FOR PLAYER WHO BEATS THE HIGH SCORE (Default 20) (Adjustable 1 – 10 Credits or 1 – 100 Tickets)

This game adjustment allows the operator to set the *number of bonus credits or tickets* (depending on setting P08) for players who beat the high score.

P10 = NUMBER OF POINTS PER BUTTON (Default 3) (Adjustable 1 – 5)

This is the *number of points* granted for each button pressed.

P11 = NUMBER OF POINTS PER TICKET (Default 15) (Adjustable 1 – 100)

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

P12 = MINIMUM NUMBER OF TICKETS TO PAY OUT (Default 8) (Adjustable 0 – 30)

This is the number of minimum tickets to pay out.

P13 = MAXIMUM NUMBER OF TICKETS TO PAY OUT (Default 20) (Adjustable 0 – 100)

This is the *number of maximum tickets* to pay out. Setting this to “no” means there will be no maximum payout.

P14 = ENABLE PAYING OUT TICKETS IN FREE MODE (Default OFF) (Adjustable ON or OFF)

This setting controls ticket payout in while in free play. If set to “Off” no tickets will be paid out while in free play mode.

P15 = DEFAULT HIGH SCORE (Default 200) (Adjustable 50 – 500)

This is the *default high score* that the player needs to beat to earn a bonus.

P16 = CURRENT HIGH SCORE ADJUST (Default 200) (Adjustable P13 – 999)

This setting adjusts the current high score. If the player beats the current high score, their score becomes the high score.

P17 = MEMORY HIGH SCORE ADJUST (Default On) (Adjustable ON or OFF)

This setting controls if the machines high score resets to the default high score (P15) when reset, or if it remembers the current high score. If set to “Off” the machine will use the default high score when restarted.

P18 = TICKET PAYOUT (Default On) (Adjustable ON or OFF)

The setting controls whether or not the machine pay outs tickets or not. If set to “Off,” the game will not pay out tickets.

P19 = ERROR MESSAGE OPTION, USED FOR SELECTING ERROR MESSAGE**PROCEDURE** (Default 4) (Adjustable 1 – 4)

Button, ticket and machine errors can be alerted in multiple ways. A voiceover during the attract mode, a silent red light flashing on the front of the machine, or both. The silent red light is the default setting.

P19	Error Voice	Error Display
1	ON	ON
2	ON	OFF, until test button pressed. The next test button will try to clear the error.
3	OFF	ON
4	OFF, until test button pressed. The next test button will try to clear the error.	OFF, until test button pressed. The next test button will try to clear the error.

P20 = COMMON COIN (Default On) (Adjustable ON or OFF)

This is the setting for *common coin*. If the setting is ON, coin 1 and coin 2 contribute to the same coin pool. If the setting is off, they are counted separately.

P21 = GAME TIMING (Default 30 Seconds) (Adjustable 20 – 60 seconds)

This sets the *length of time* that each game lasts for in seconds. The time does not include the end of game bonus round.

P22 = NUMBER OF LAMP(S) ON START (Default 3) (Adjustable 2 – 5)

This setting controls the number of lamps that are illuminated on startup per player. For example, if the setting is set to 3, one player will start with 3 lights illuminated on their side. Two players will start with a total of 6 lights illuminated, 3 per side.

P23 = BONUS FEATURE ENABLE (Default On) (Adjustable ON or OFF)

This adjustment turns the bonus round “On” or “Off”. When set to “On”, all lights will illuminate at the end of the game, for the time specified in P24. If set to “Off”, setting P24 is skipped and the game play is normal until the end of the game.

P24 = BONUS ROUND TIMING (Default 5 Seconds) (Adjustable 1 – 10 seconds)

This sets the *length of time* that each bonus round lasts for.

P25 = ATTRACT DEMO MODE (Default 10) (Adjustable ON or OFF)

This setting controls if the attract mode is interactive or not. If set to “On” players can push buttons in attract mode for five seconds, before the game cannot be interacted with for 10 seconds.

P26 = DOUBLE PLAYER (1 Credit) (Default OFF) (Adjustable ON or OFF)

If the setting is ‘On’, two players can play for only one credit.

P27 = CARD SYSTEM (Default OFF) (Adjustable ON or OFF)

This setting controls if the game is using a card swipe or not. If the setting is “On”, the machine using is using a card swipe system.

AUDITS

A01 = TOTAL GAMES PLAYED

(RESETTABLE)

The total number of games played since the audits were reset.

A02= TOTAL PLAYER ONE (RED) GAMES PLAYED

(RESETTABLE)

The total number of one player games played on the red side of the game since the audits were reset.

A03= TOTAL PLAYER TWO (BLUE) GAMES PLAYED

(RESETTABLE)

The total number of one player games played on the blue side of the game since the audits were reset.

A04= TOTAL TWO PLAYER MODE GAMES PLAYED

(RESETTABLE)

The total number of two player games played since the audits were reset.

A05= TOTAL COIN MECH 1

The total number of coins inserted into coin mech 1.

A06= TOTAL COIN MECH 2

The total number of coins inserted into coin mech 2.

A07= TOTAL SERVICE CREDITS

The total number of service credits used.

A08= TOTAL HIGH SCORE BONUS WIN SINGLE PLAYER

The total number of single player games played where the player has beaten the high score and earned a bonus.

A09= TOTAL HIGH SCORE BONUS WIN DOUBLE PLAYER

The total number of two player games played where a player has beaten the high score and earned a bonus.

A10= AVERAGE TICKETS PER GAME

The average number of tickets paid out per game.

A11= HIGHEST GAME SCORE SINGLE PLAYER

The highest score earned in a single player game.

A12= HIGHEST GAME SCORE DOUBLE PLAYER

The highest score earned in a two player game.

A13= TOTAL GAMES PLAYED

(NOT RESETTABLE)

The total number of games played. This audit cannot be reset.

A14= TOTAL PLAYER ONE (RED) GAMES PLAYED

(NOT RESETTABLE)

The total number of one player games played on the red side of the game. This audit cannot be reset.

A15= TOTAL PLAYER TWO (BLUE) GAMES PLAYED

(NOT RESETTABLE)

The total number of one player games played on the blue side of the game. This audit cannot be reset.

A16= TOTAL TWO PLAYER MODE GAMES PLAYED

(NOT RESETTABLE)

The total number of two player games played. This audit cannot be reset.

A17= INTERNAL MANUFACTURER AUDITS (HIGHEST GAME SCORE SINGLE PLAYER)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

The highest score ever achieved in a single player game.

A18= INTERNAL MANUFACTURER AUDITS (HIGHEST GAME SCORE DOUBLE PLAYER)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

The highest score ever achieved in a two player game.

A19= INTERNAL MANUFACTURER AUDITS (TOTAL HIGH SCORE BONUS WIN SINGLE PLAYER)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

The total number of players to beat the high score and earn a bonus in a single player game.

A20= INTERNAL MANUFACTURER AUDITS (TOTAL HIGH SCORE BONUS WIN DOUBLE PLAYER)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

The total number of players to beat the high score and earn a bonus in a two player game.

A21= INTERNAL MANUFACTURER AUDITS (TOTAL GAMES PLAYED)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

The total number of games played.

A22= INTERNAL MANUFACTURER AUDITS (CHECKSUM FOR GAME AUDIT)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

A23= INTERNAL MANUFACTURER AUDITS (COIN 1 COUNTER)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

A24= INTERNAL MANUFACTURER AUDITS (COIN 2 COUNTER)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

A25= INTERNAL MANUFACTURER AUDITS (CHECKSUM FOR COIN COUNTER)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

A26= INTERNAL MANUFACTURER AUDITS (TOTAL TICKET)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

The total number of tickets paid out.

A27= INTERNAL MANUFACTURER AUDITS (TOTAL GAME AVERAGE)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

A28= INTERNAL MANUFACTURER AUDITS (CHECKSUM FOR AVERAGE)

INTERNAL MANUFACTURER AUDITS CANNOT BE RESET.

ERRORS

To identify an error, press the red test button in attract mode once. To clear the error, press the red test button once more. The game will check if the error is fixed. If the cause of the error is gone, the game will continue as normal. If the error has not been fixed, it will remain on the display.

CODE	ERROR DESCRIPTION	SOLUTION
Err1	TICKET 1 ERROR - Jammed tickets, no tickets, or no ticket notch pulse for longer than 3 seconds	Clear ticket dispenser jam or replenish tickets.
Err2	START BUTTON JAM - active for longer than 30 seconds	Check button function using switch test
Err3	EEPROM ERROR - Problem with on-board EEPROM	The main MCU is getting errors reading the EEPROM
Err9	COIN ERROR – coin sensor active for longer than 30 seconds	Clear the coin sensor.
Err10	PLAYFIELD BUTTON ERROR - active for longer than 30 seconds	Check button function using switch test and clear the jam button or faulty switch
Err11	TICKET 2 ERROR – Jammed tickets, no tickets, or no ticket notch pulse for longer than 3 seconds	Clear ticket dispenser jam or replenish tickets.

Err1 - TICKET 1 ERROR

This error occurs if the game has run out of tickets or there is a ticket jam. If the game is out of tickets, replace them, and the error will automatically clear as well as pay out any outstanding tickets. A less common reason is if the game PCB tries to dispense tickets but does not get a notch pulse for three seconds. Use the switch test function to test the ticket sensor.

Err2 – STARTBUTTON JAMMED

This error is usually displayed if the Start button is active for longer than 30 seconds. Use the switch test menu to check if the button is jammed.

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. This could cause problems with the game audits and program settings. If this occurs, first try switching the machine OFF and ON for at least 2 cycles. If the message still appears, replace the EEPROM. If the error message remains, send your main MCU PCB to the nearest authorized LAI Games dealer for repair.

Err4–COIN ERROR

The coin sensor has been active for longer than 30 seconds. Clear the coin sensor to resolve this error.

Err5 – PLAYFIELD BUTTON ERROR

This error is usually displayed if one or more of the playfield buttons are jammed, or a button switch is faulty. Use the switch test menu to check if the button is jammed

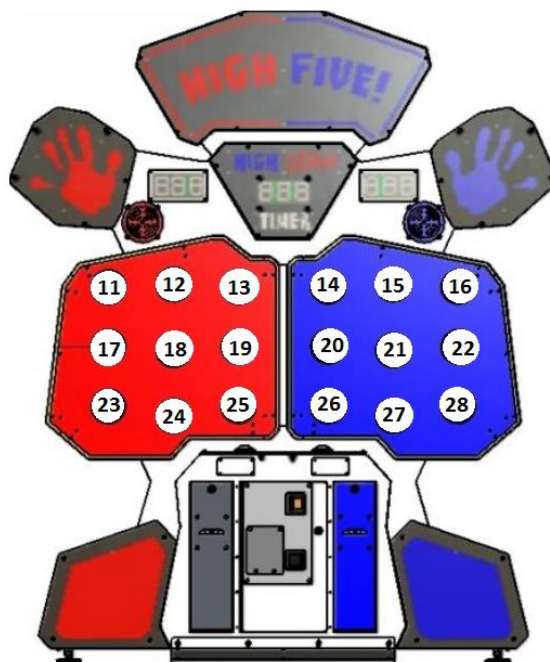
Err6 - TICKET 2 ERROR

This error occurs if the game has run out of tickets or there is a ticket jam. If the game is out of tickets, replace them, and the error will automatically clear as well as pay out any outstanding tickets. A less common reason is if the game PCB tries to dispense tickets but does not get a notch pulse for three seconds. Use the switch test function to test the ticket sensor.

SWITCH TESTS

Use the Switch Tests menu to check that each input switch on the cabinet is functioning correctly.

CODE	DISPLAY	DESCRIPTION
C-0	C - 0 0	There are no active inputs
C-1	C - 0 1	The player one ticket notch is active
C-2	C - 0 2	The service button is active
C-3	C - 0 3	The player one start button is active
C-4	C - 0 4	The coin one switch input is active
C-5	C - 0 5	The coin two switch input is active
C-6	C - 0 6	The player two ticket notch is active
C-10	C - 1 0	The player two start button is active
C-11 TO C-28	C - 1 1 TO C - 2 8	The playfield button with the number corresponding to the diagram below is active



SECTION A: SERVICE INSTRUCTIONS

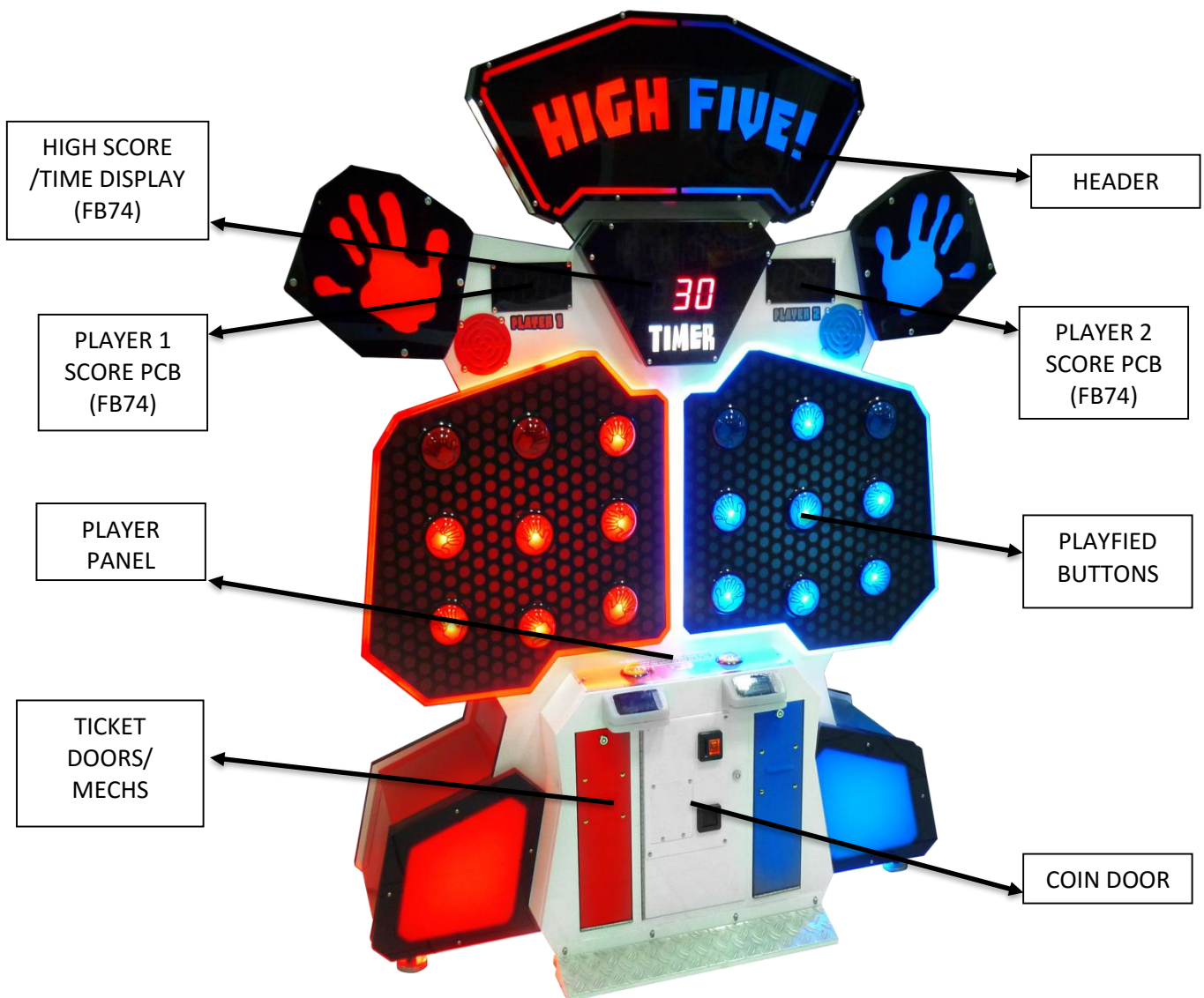
NOTE!

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

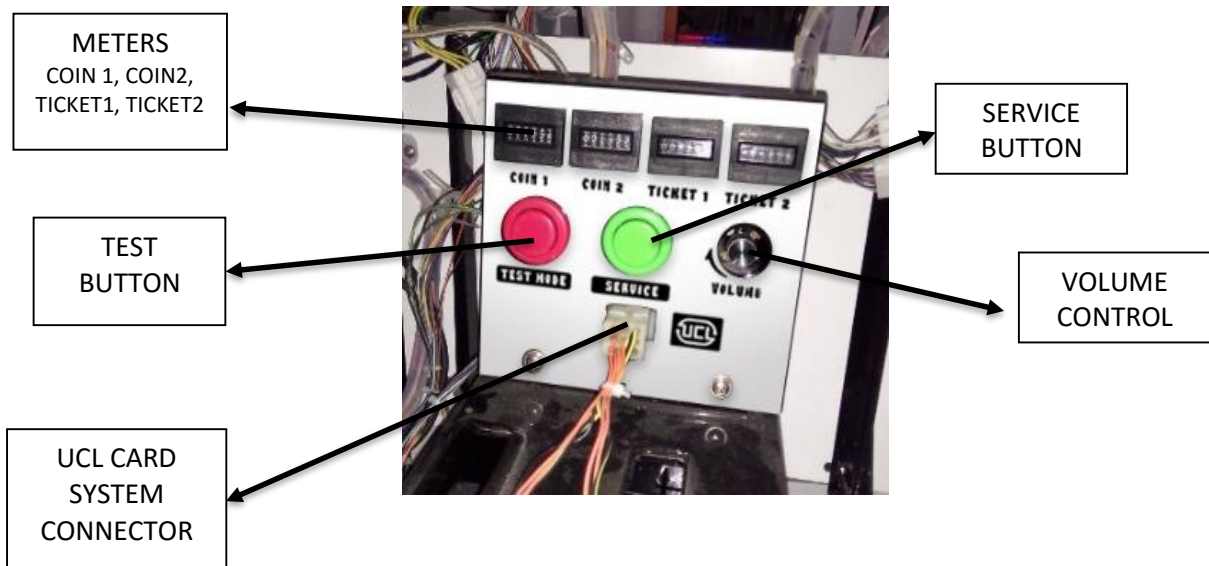
LOCATING AND ACCESSING PARTS

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

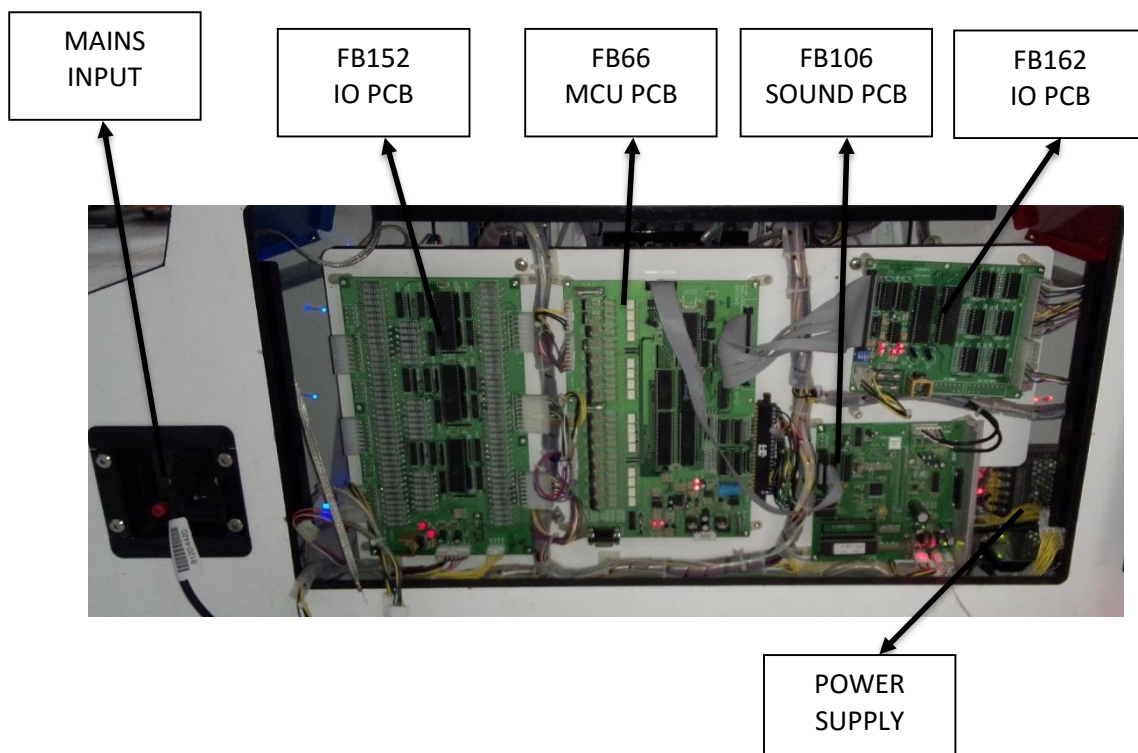
CABINET FRONT



OPERATOR PANEL



CABINET REAR



PARTS DESCRIPTION

COUNTERS

Counters will increment for each coin input and each ticket paid out. All counters are under software control.

BUTTONS

Press the green SERVICE button to issue a service credit from attract mode.

Press the red TEST button to enter the operator menu from attract mode.

When in the operator menu, use SERVICE, TEST and PLAYER 1 buttons to navigate the menu options.

VOLUME KNOB

Use to adjust the speaker's sound level.

TICKET MECHS

Deltronic DL-1275 ticket mechanisms are installed, one for each player. Tickets won by player 1 are paid out on ticket mech 1, tickets won by player 2 are paid out on ticket mech 2.

POWER INLET/MAINS SWITCH

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

WARNING!

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

POWER SUPPLY

The power supply is located at the back of the cabinet, and is accessed via the rear service panel of the machine. It is a SP-320-12 12V 25A Universal AC input switching power supply. It can handle AC input from 100-240VAC at 50/60Hz. An adjustment screw is available for fine-tuning the output voltage.

LAMPS

WARNING!

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

All lamps button are 12VDC T10 LED or equivalent.

Playfield button lamps are accessed by removing the rear access cover.

Player 1/2 button lamps are accessed inside the coin door.

MAINTENANCE

EXTERIOR

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

INTERIOR

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

WARNING!

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

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

BUTTONS

The game buttons get a lot of hard use so regularly check that all the button lamps and the button switches are operating correctly through the Input and Output Test in the operator menu. Replace any globes, micro switches or buttons that are not work correctly. Ensure all button are secure, tighten any that have come loose.

SECTION B: TECHNICAL DETAILS

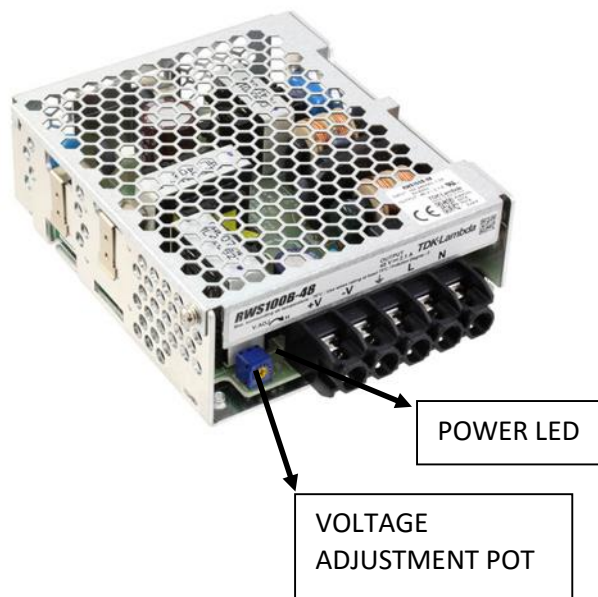


It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

POWER SUPPLY

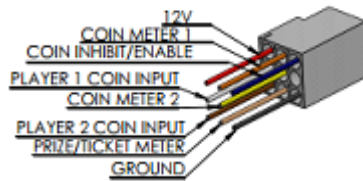
The single universal AC input power supply generates 12VDC for the entire machine. The green LED indicates powered operation.

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



UNIVERSAL CARD LINK CONNECTION

A 9 pin Universal Card Link connector exists on the operator panel inside the coin door.



Mating shell part number: Molex 9-pin housing: 03-09-2092

Pins part number: Wire Gauge and Terminals: 02-09-2103 (14-20 gauge wire) or 02-09-2118 (18-22 gauge wire)

Pin 1. +12v- Supply to Card System.

Pin 2. Coin 1- input to the game PCB.

Pin 3. Coin 2- input to the game PCB.

Pin 4. Coin meter 1- is connected to the coin meter 1 output from the game PCB and can be used by card systems for monitoring purposes.

Pin 5. Coin meter 2- is connected to the coin meter 2 outputs from the game PCB and can be used by card systems for monitoring purposes.

Pin 6. Ticket Meter- is connected to the Ticket 1 Meter output from the game PCB and can be used by card systems for monitoring purposes.

Pin 7. Empty

Pin 8. Empty

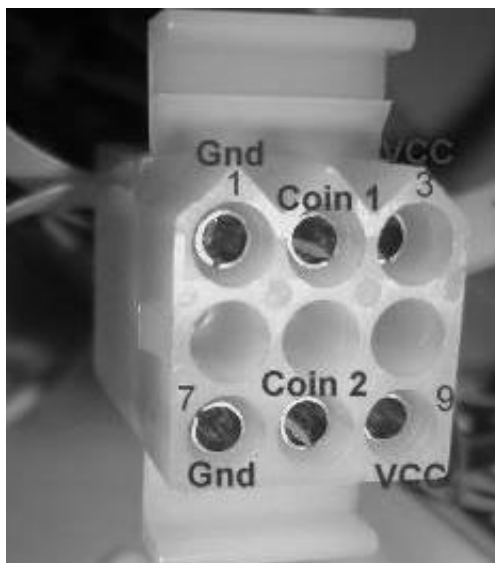
Pin 9. Ground- is connected to the common Ground connection, the same ground as the Game PCB.

COIN OPTIONS REFERENCE GUIDE

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

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

The following picture illustrates the connector pinout.



Shell part number: Molex 03-09-1092

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

PIN1 = GND

PIN2 = COIN1 input

PIN3 = 12VDC

PIN7 = GND

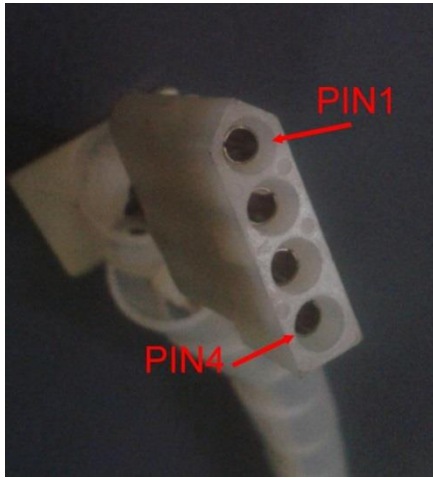
PIN8 = COIN2 input

PIN9 = 12VDC

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

TICKET MECHANISMS

2 x ticket mechs can be fitted inside the ticket doors. Connections are available through a standard 4 way Molex receptacle. Deltronic DL-1275 mechs are installed by default.



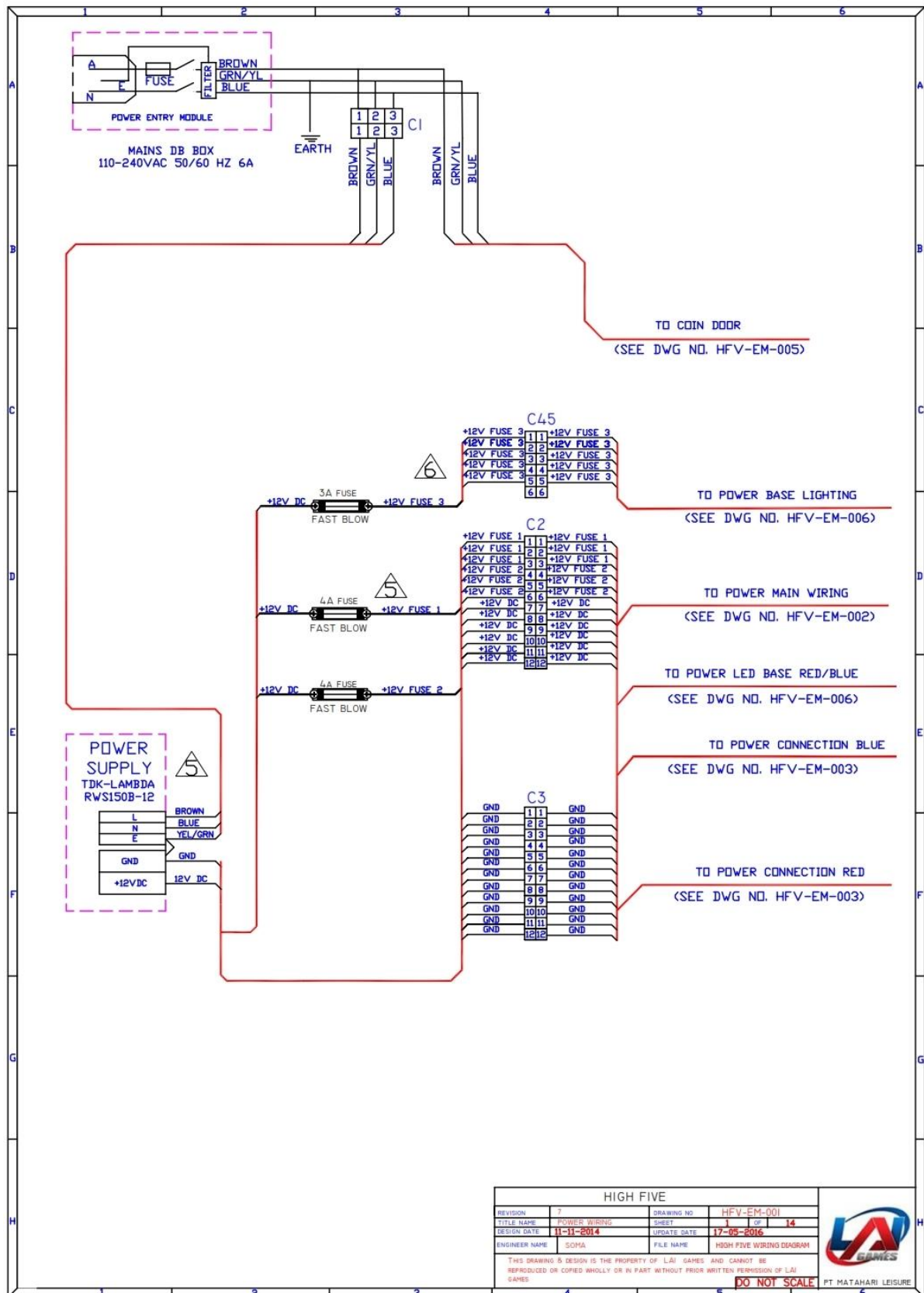
Shell part number: Molex 03-09-1042

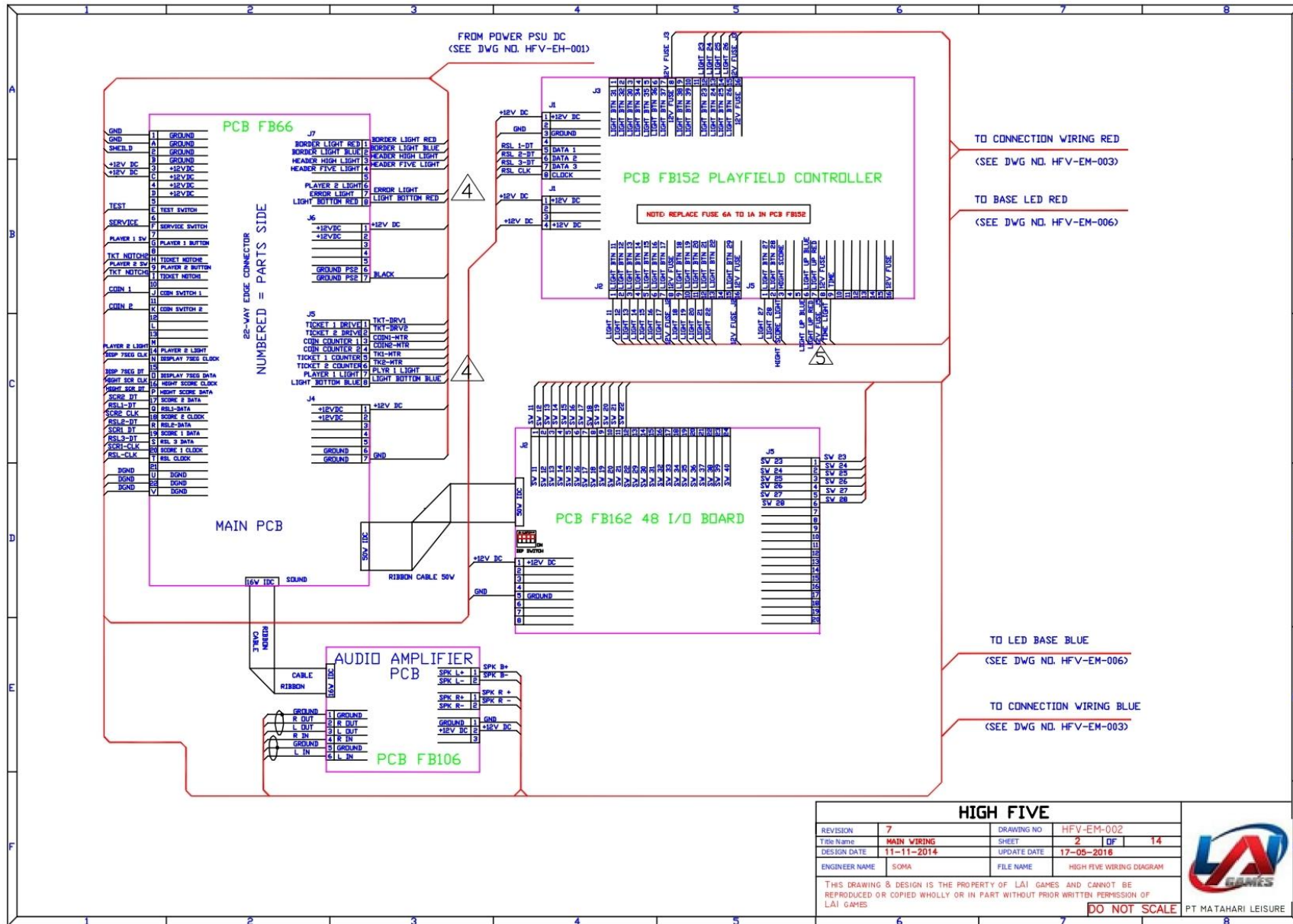
Pins: Molex 02-09-1119 (loose)
Molex 02-09-1117 (chain)

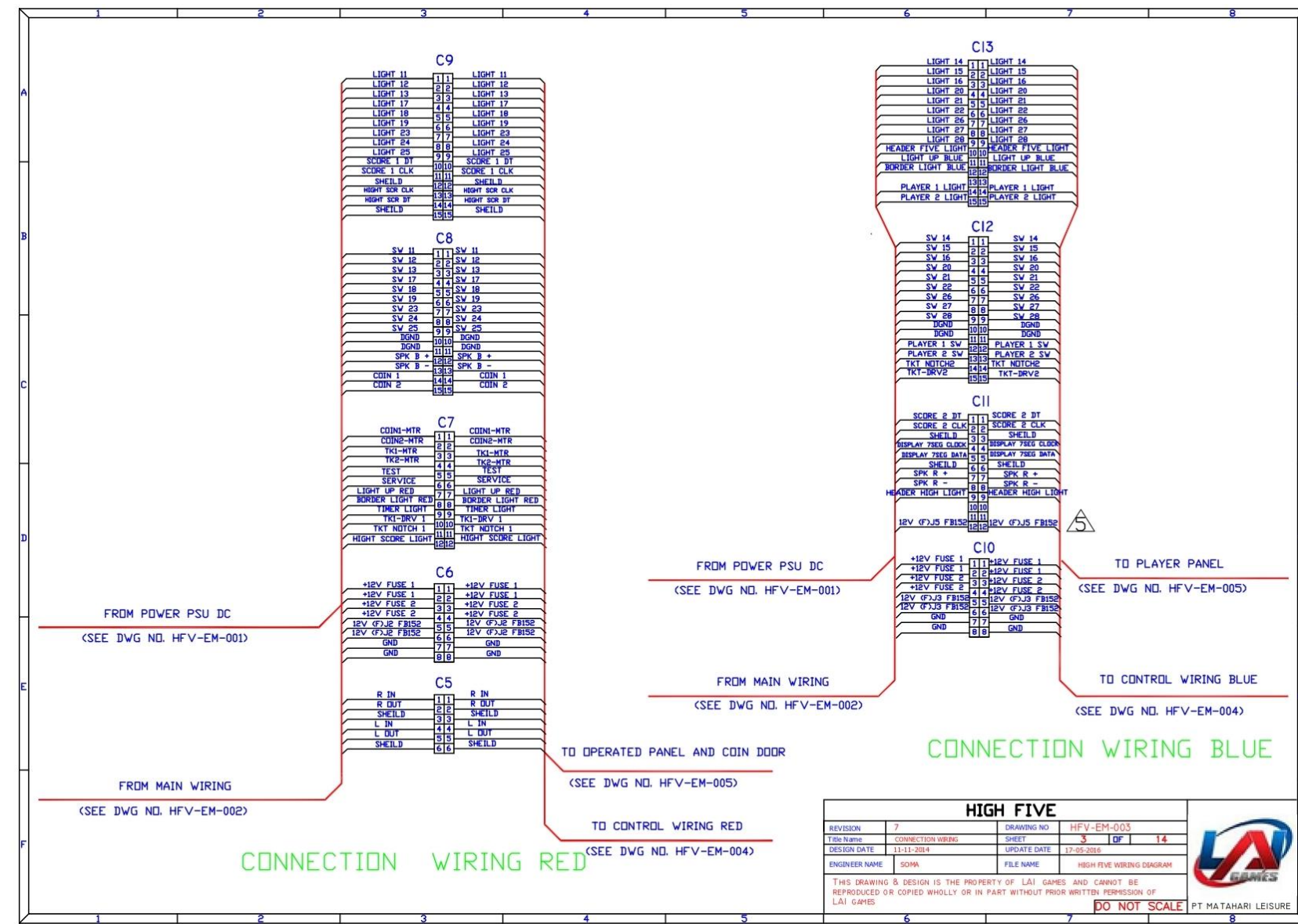
PIN1 = NOTCH
PIN2 = GND
PIN3 = DRIVE
PIN7 = 12VDC

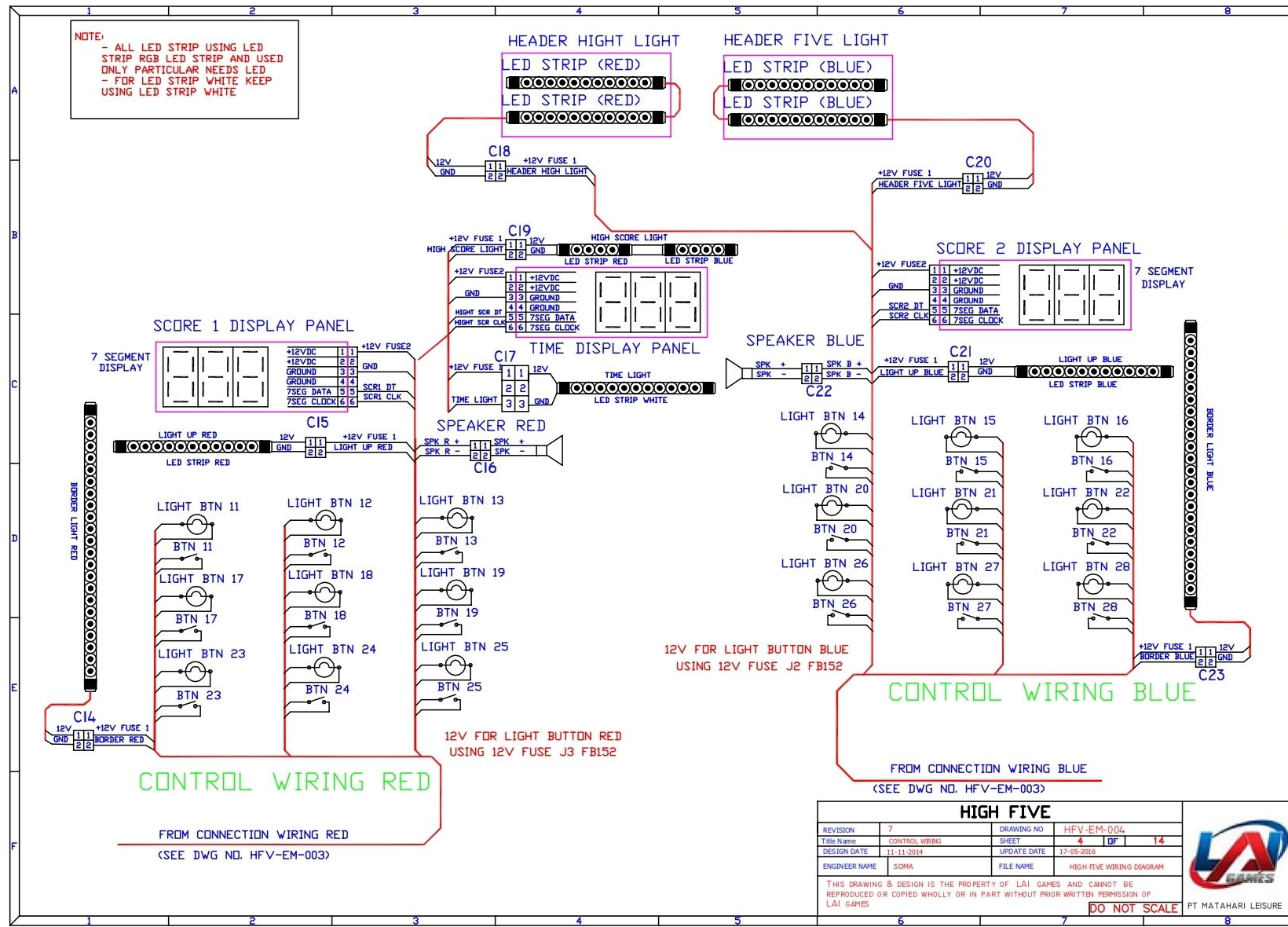
WIRING DIAGRAMS

(Next Page)

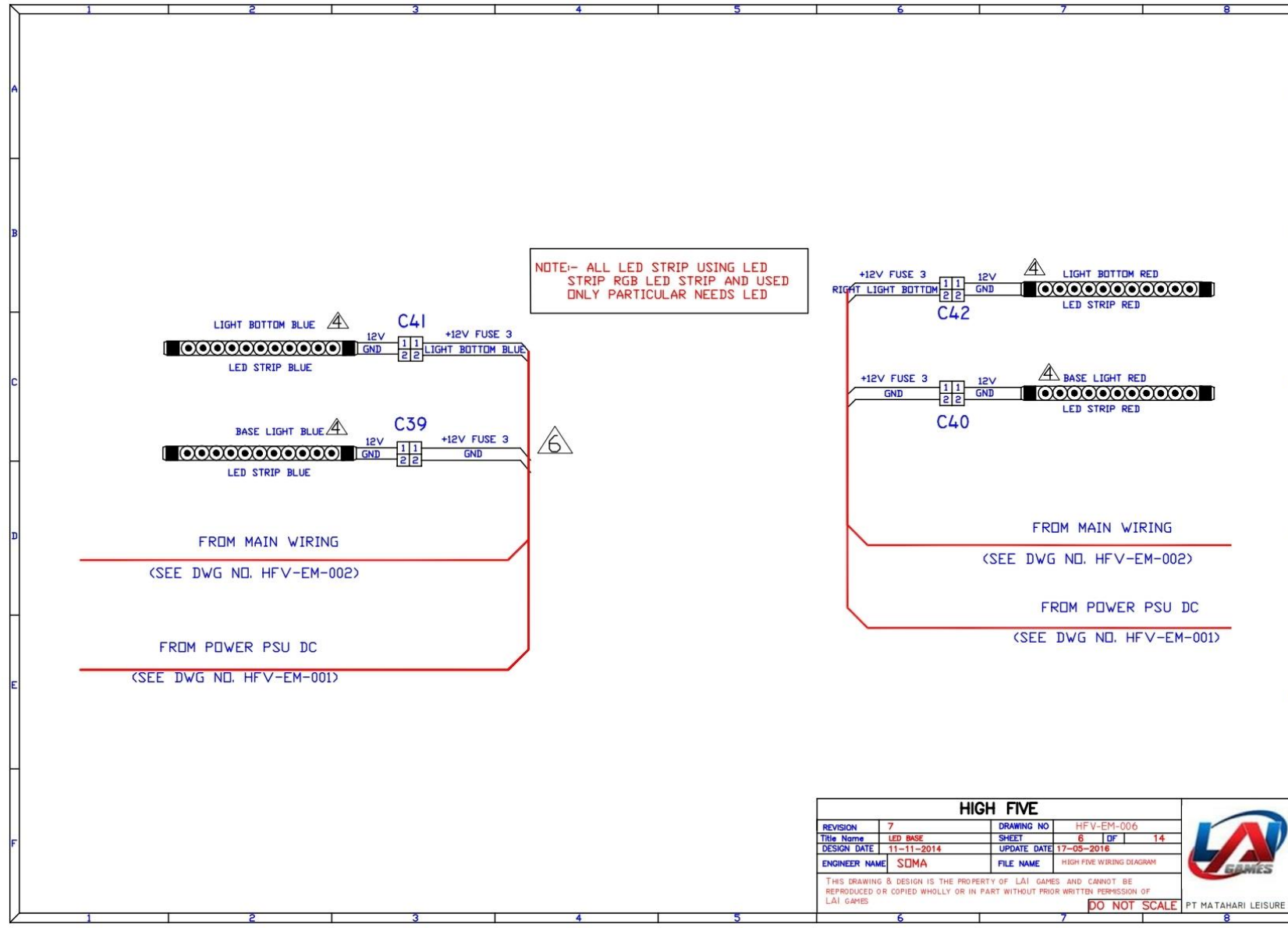






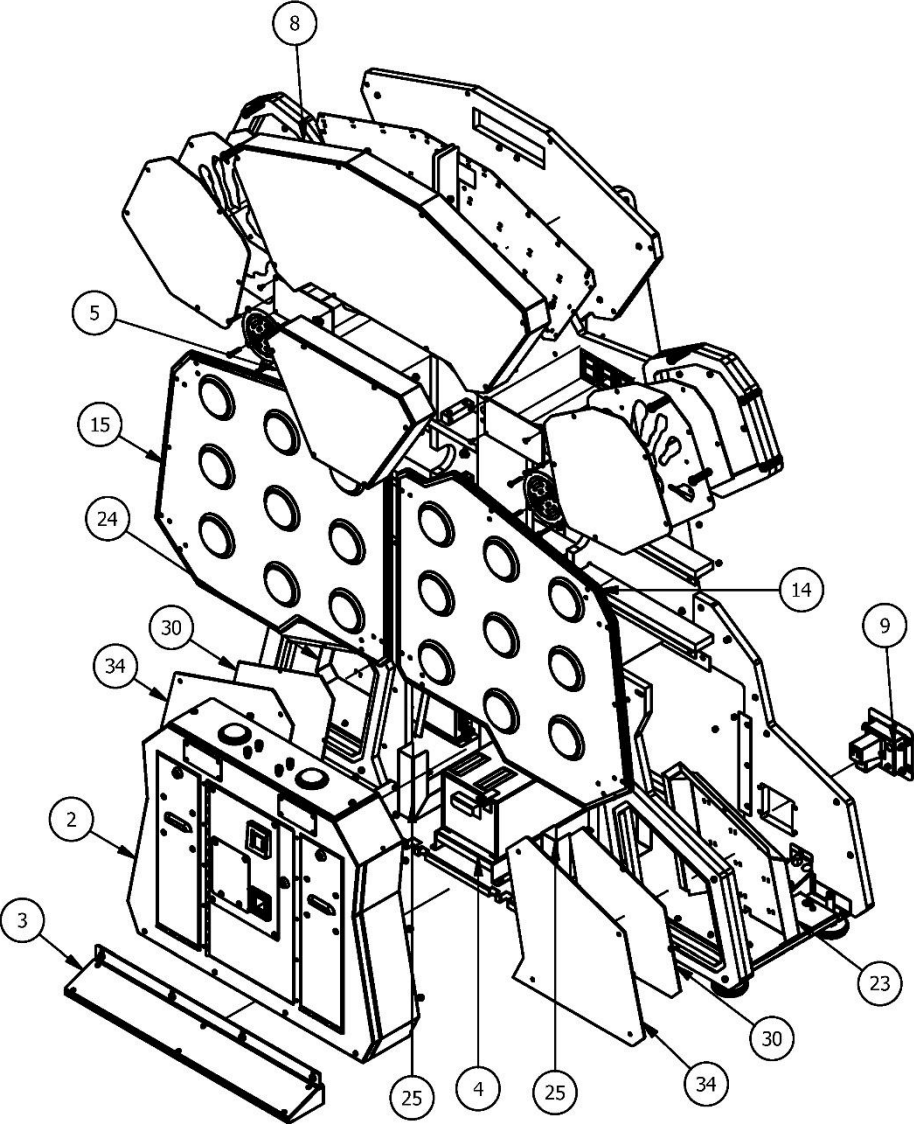
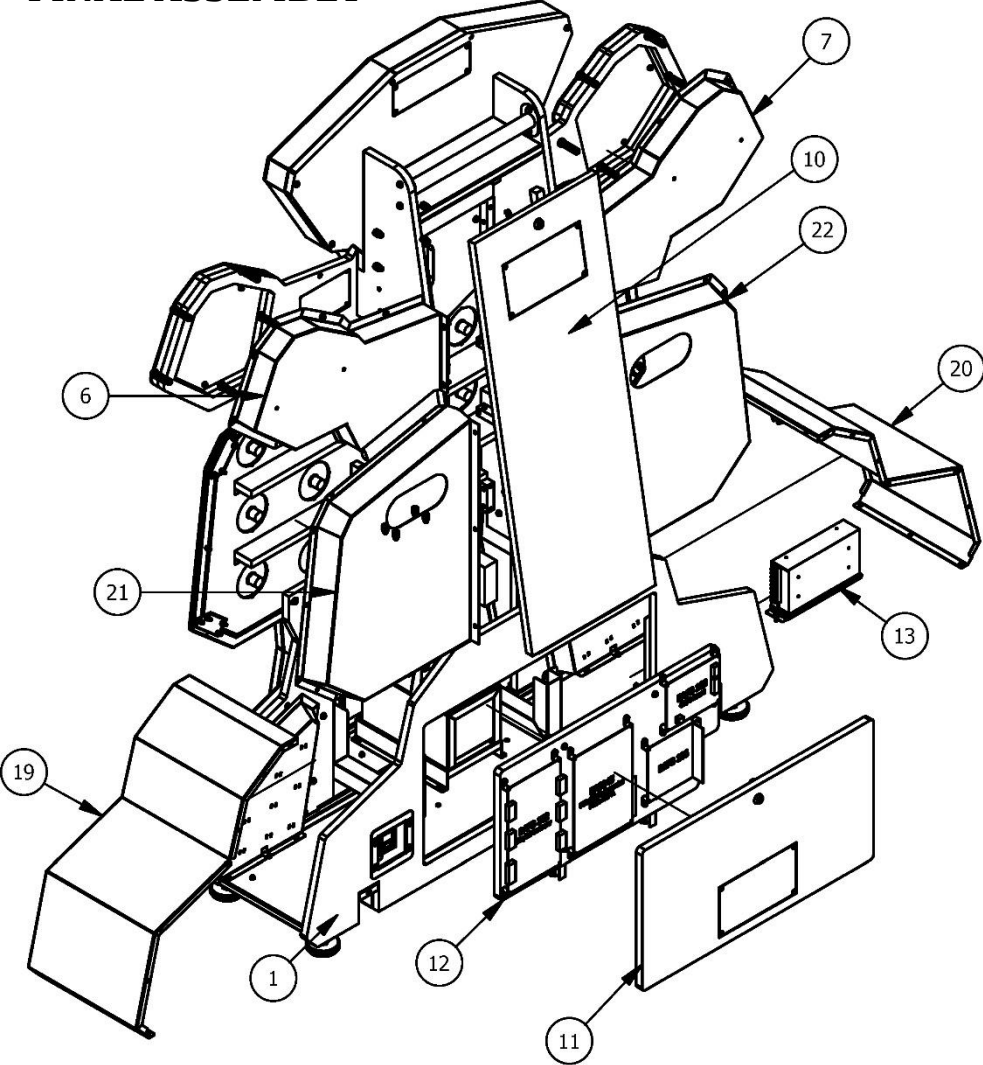




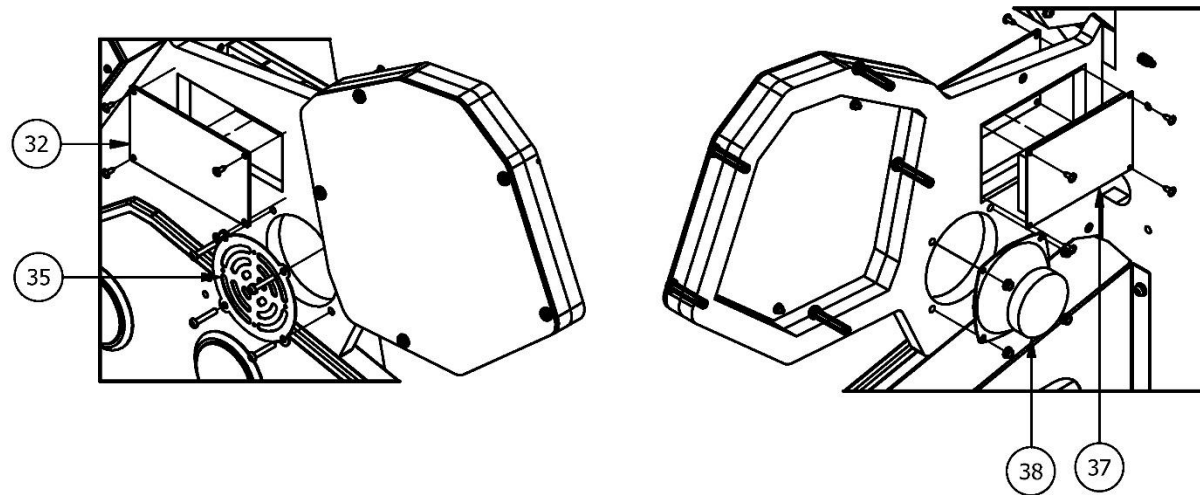
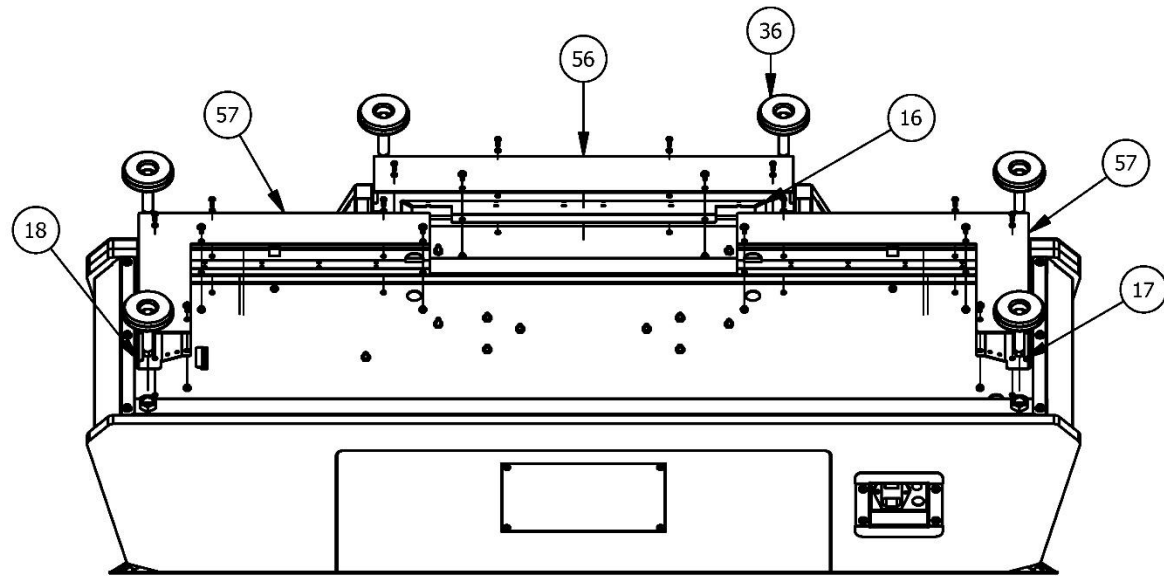


MECHANICAL ILLUSTRATIONS

FINAL ASSEMBLY



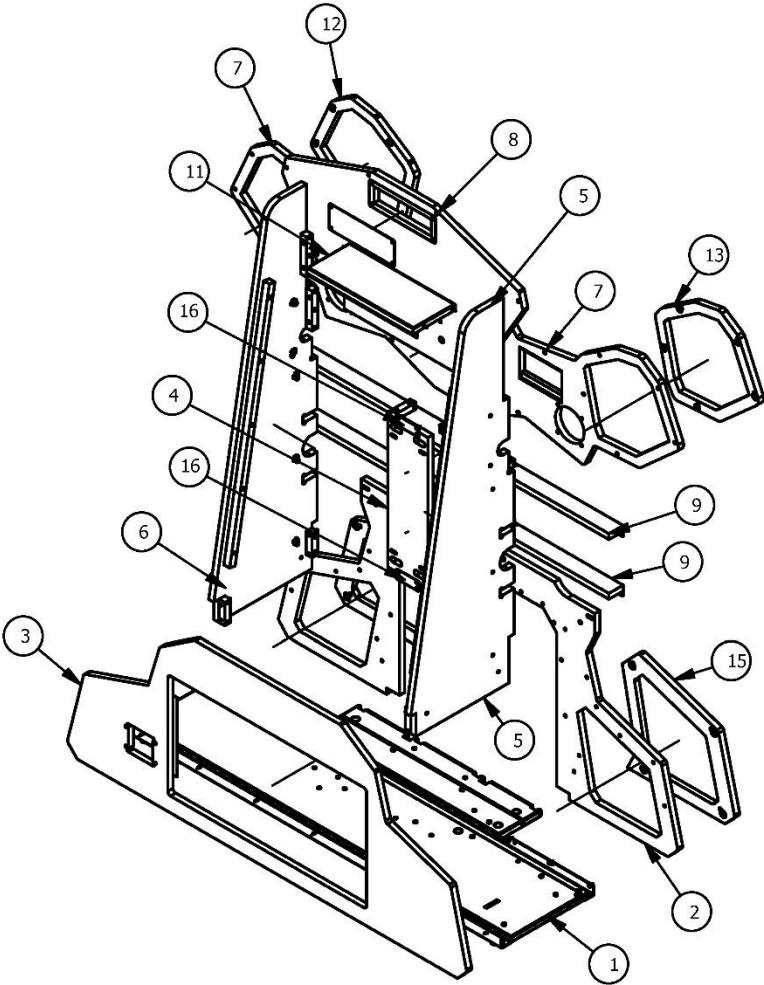
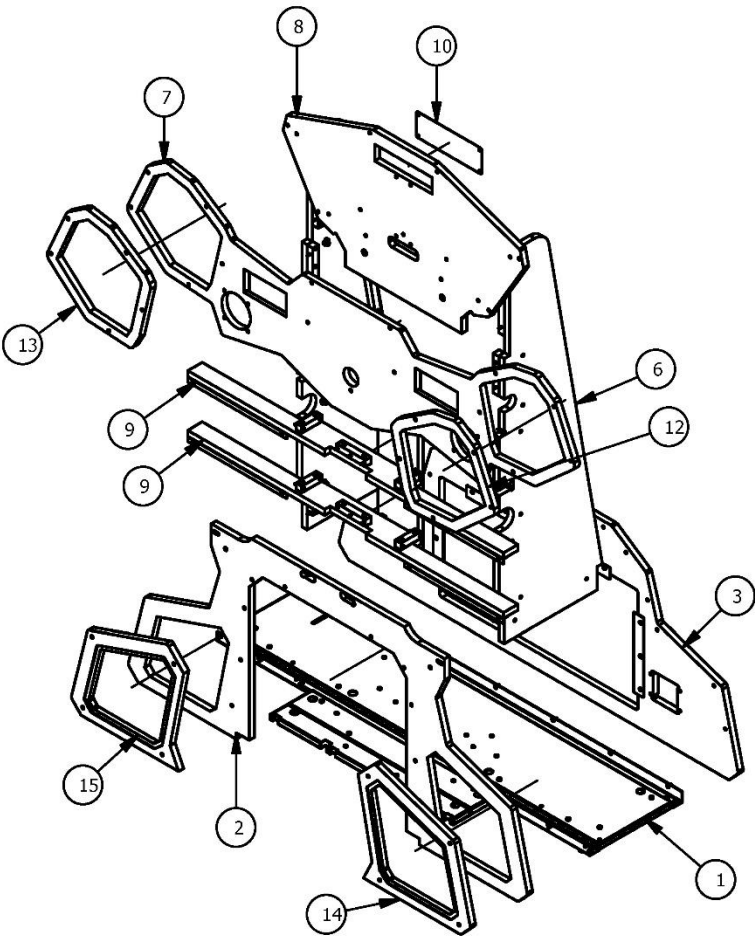
Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	High Five - Main Cabinet	HF1-ASSY-03-R1	1
2	High Five - Front Cabinet	HF1-ASSY-04-R1	1
3	High Five - Kick Plate	HF1-ASSY-05-R1	1
4	High Five - Cash Box	HF1-ASSY-06-R0	1
5	High Five - Timer Panel	HF1-ASSY-07-R1	1
6	High Five - Blue Cover Score Panel	HF1-ASSY-08-R0	1
7	High Five - Red Cover Score Panel	HF1-ASSY-09-R0	1
8	High Five - Header	HF1-ASSY-10-R1	1
9	High Five - DB Box	HF1-ASSY-11-R0	1
10	High Five - Main Back Door	HF1-ASSY-12-R0	1
11	High Five - PCB Back Door	HF1-ASSY-13-R0	1
12	High Five - PCB Panel	HF1-ASSY-14-R0	1
13	High Five - Power Supply	HF1-ASSY-15-R0	1
14	High Five - Playfield Panel (Blue)	HF1-ASSY-18-L-R1	1
15	High Five - Playfield Panel (Red)	HF1-ASSY-18-R-R1	1
16	LED Front Base	HF1-FM-13-R1	1
17	LED Side Base Left	HF1-FM-14-L-R1	1
18	LED Side Base Right	HF1-FM-14-R-R1	1
19	Side Lower Cabinet Left	HF1-FM-15-L-R1	1
20	Side Lower Cabinet Right	HF1-FM-15-R-R1	1
21	Side Middle Cabinet Left	HF1-FM-16-L-R0	1
22	Side Middle Cabinet Right	HF1-FM-16-R-R0	1
23	Box Side Lower Left	HF1-FM-19-L-R1	1
24	Box Side Lower Right	HF1-FM-19-R-R1	1
25	Ticket Holder	HF1-FM-30-R0	2
26	Bracket LED Upper Header Left	HF1-FM-45-L-R0	1
27	Bracket LED Upper Header Right	HF1-FM-45-R-R0	1
28	Illumination Side Header Left	HF1-FM-46-L-R1	1
29	Illumination Side Header Right	HF1-FM-46-R-R1	1
30	Acrylic Side Lower	HF1-FP-02-R2	2
31	Acrylic Side Header	HF1-FP-04-R2	2
32	Acrylic Cover 7 Segmen	HF1-FP-06-R1	2
33	Acrylic Illumination Side Header	HF1-FP-15-R1	2
34	Cover Lower Side Panel	HF1-FP-16-R1	2
35	Cover Speaker SA	HF1-SA-11-R0	2
36	Sub Cont Rubber Foot (Rubber Mounting) Uk ; M14 x 60MM SS	HM3027	6
37	PCB FB74 2" 3 Digit Display	BAFB74	2
38	Speaker Prestige BST-1023 4 Ohm 100 W 4 1nc	EE 1220 - BST-1023	2



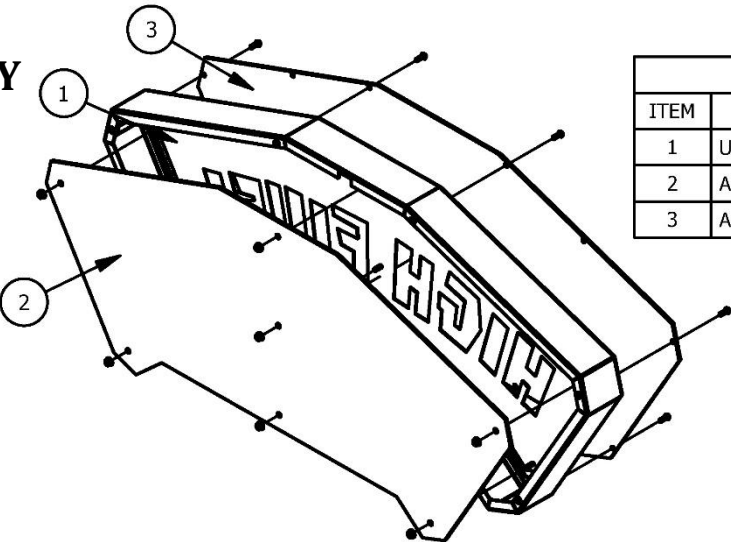
MAIN CABINET ASSEMBLY

Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Base Cabinet SA	HF1-SA-09-R0	1
2	Main Lower Front Plate	HV1-FW-01-R0	1
3	Main Lower Back Plate	HV1-FW-02-R0	1
4	Playfield Middle	HF1-FW-04-R0	1
5	Side Upper Cabinet Right	HF1-FW-07-R0	1
6	Side Upper Cabinet Left	HF1-FW-08-R0	1
7	Header Base	HV1-FW-09-R0	1
8	Upper Header Base	HF1-FW-10-R0	1

Parts List			
ITEM	TITLE	PART NUMBER	QTY
9	Reinforce Playfield	HV1-FW-15-R0	2
10	Perforeted Upper header	HF1-FM-33-R0	1
11	Upper Cabinet Cover	HF1-FM-32-R0	1
12	Side Header Left	HV1-FW-16-R0	1
13	Side Heder Right	HV1-FW-17-R0	1
14	Lower Side Panel Left	HF1-FW-18-R0	1
15	Lower Side Panel Right	HF1-FW-19-R0	1
16	Plate Support	HF1-FM-49-R0	2



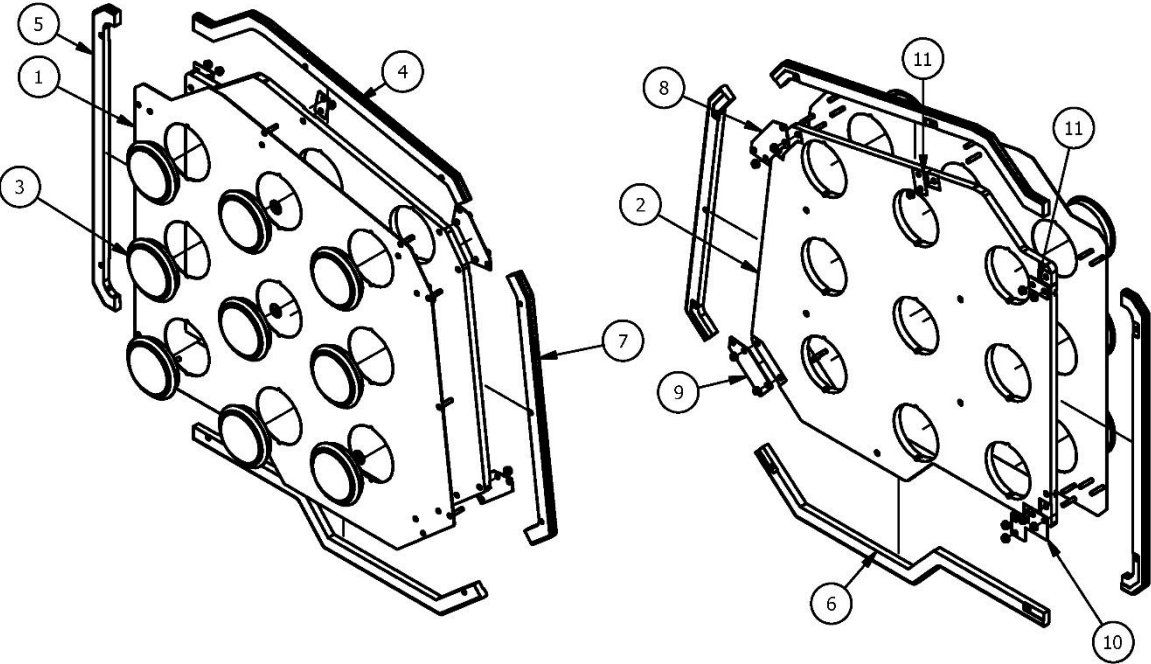
HEADER ASSEMBLY



Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Upper Header SA	HF1-SA-06-R1	1
2	Acrylic Header Upper	HF1-FP-07-R2	1
3	Acrylic Cover Upper Header	HF1-FP-03-R2	1

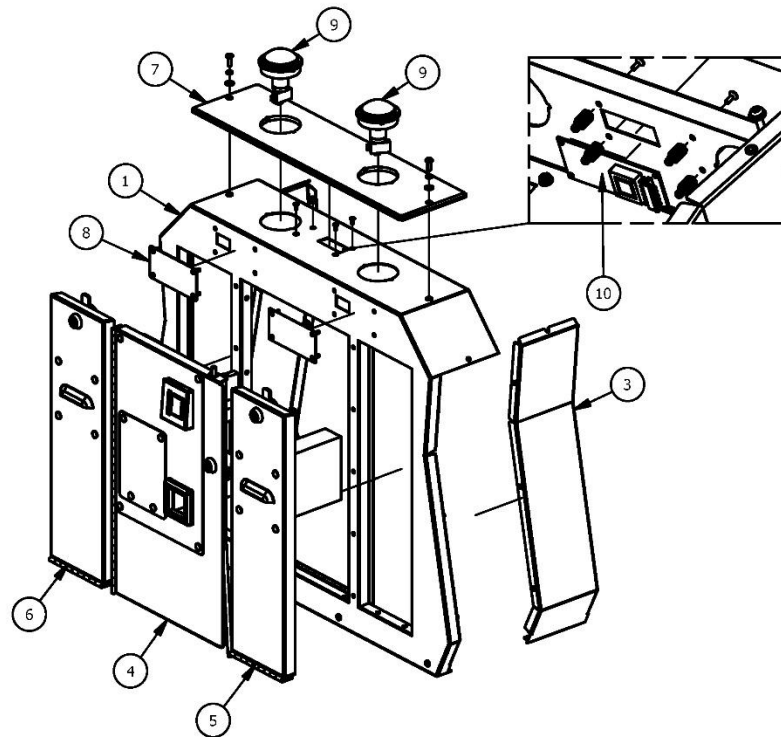
PLAYFIELD PANEL ASSEMBLY

Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Clamping Front Playfield	HF1-FM-39-R0	1
2	Playfield board	HF1-FW-05/06-R1	1
3	Switch Large Mega Button Dome Blue Led	EA0367	9
	Switch Large Mega Button Dome Red Led	EA0369	9
4	Lighting edging 1	HF1-FP-11-R2	1
5	Lighting edging 2	HF1-FP-12-R1	1
6	Lighting edging 3	HF1-FP-13-R1	1
7	Lighting edging 4	HF1-FP-14-R1	1
8	Clamping Playfield 1	HF1-FM-41-R0	1
9	Clamping Playfield 2	HF1-FM-42-R0	1
10	Clamping Playfield 3	HF1-FM-43-R0	1
11	Clamping Playfield 4	HF1-FM-44-R0	2

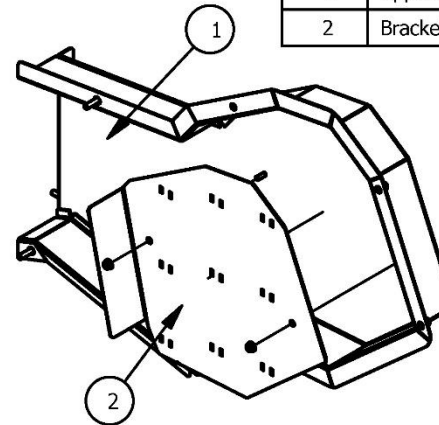


CABINET FRONT, BLUE & RED SCORE PANEL ASSEMBLY

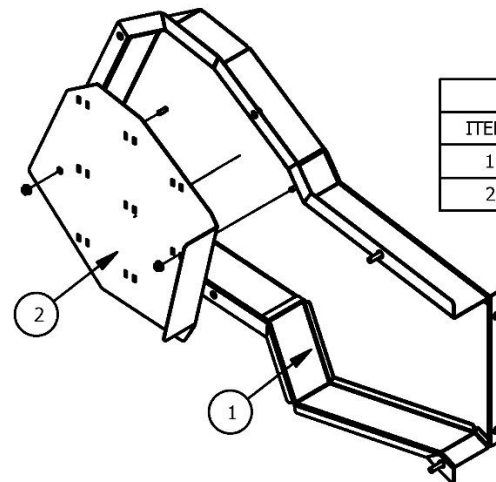
Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Front Cabinet SA	HF1-SA-01-R0	1
2	Front Side Panel Right	HF1-FM-12-R-R0	1
3	Front Side Panel Left	HF1-FM-12-L-R0	1
4	High Five - Coin Door	HF1-ASSY-16-R0	1
5	High Five - Ticket Door (Blue)	HF1-ASSY-17-L-R0	1
6	High Five - Ticket Door (Red)	HF1-ASSY-17-R-R0	1
7	Acrylic Player Panel	HF1-FP-01-R1	1
8	Cover Swiper Card	HF1-FM-48-R0	2
9	Push Button (YELLOW Color) P/N :S9205D5 (UI Certification)	EA0571	2
10	PCB51 2cm 4 Digit Display	BA2601	1



Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Upper Box Left SA	HF1-SA-05-L-R0	1
2	Bracket LED Side Header Left	HF1-FM-35-L-R0	1

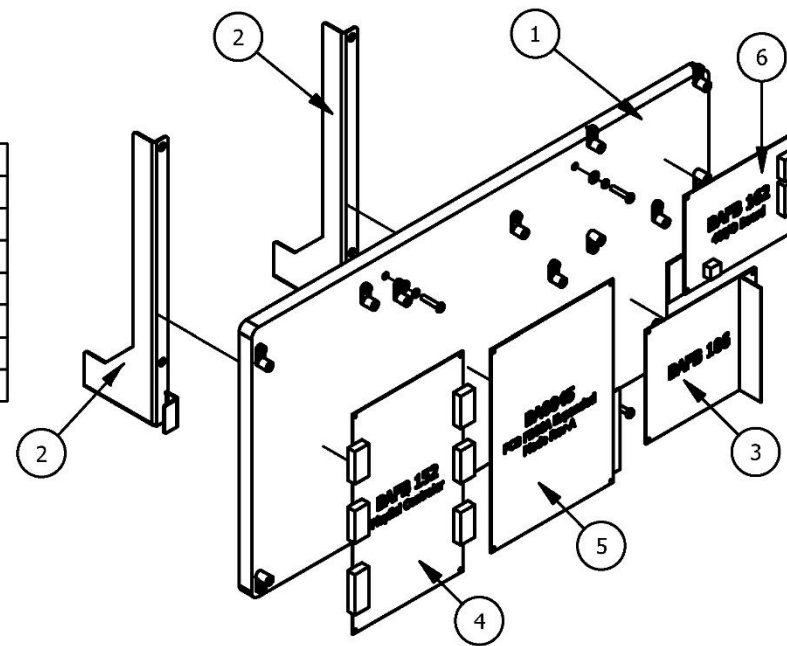


Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Upper Box Right SA	HF1-SA-05-R-R0	1
2	Bracket LED Side Header Right	HF1-FM-35-R-R0	1

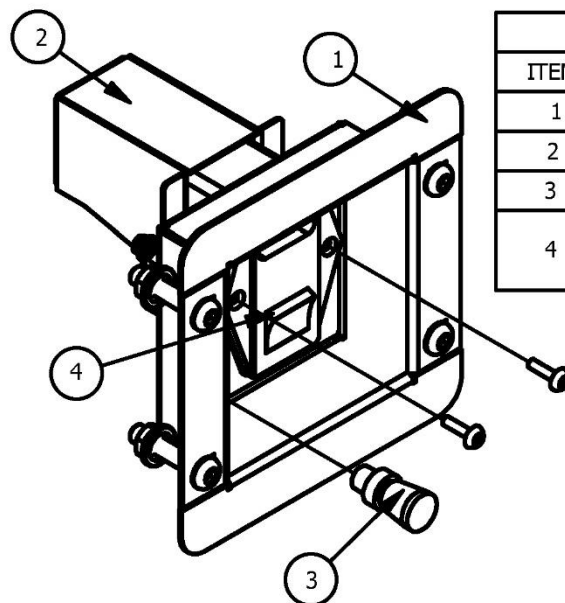


PCB PANEL ASSEMBLY

Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	PCB Board	HF1-FW-14-R1	1
2	Bracket PCB Board	HF1-FM-24-R0	2
3	PCBFB106 Sound Amplifier (UL Certification)	BAFB106	1
4	PCB FB152 Playfield Controller for Mega Stacker (UL Certification)	BAFB152	1
5	PCB FB66A 80C51 Extended Mode Controller (UL Certification)	BA0045	1
6	PCB FB162 48 I/O Board (UL Certification)	BAFB162	1



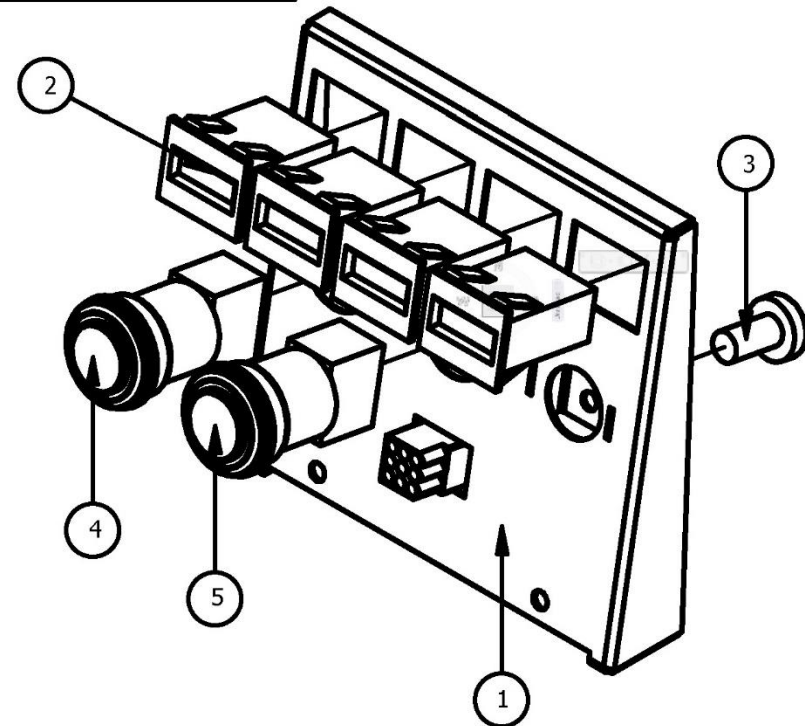
DB BOX ASSEMBLY



Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	DB box front	HF1-FM-22-R0	1
2	DB box housing	HF1-FM-23-R0	1
3	Binding Post (for New DB Box) Color Green	EA1356	1
4	IEC type EMI Filter with Fuse and Switch UL model : Delta 06AB25 (UI Certification)	EA0649	1

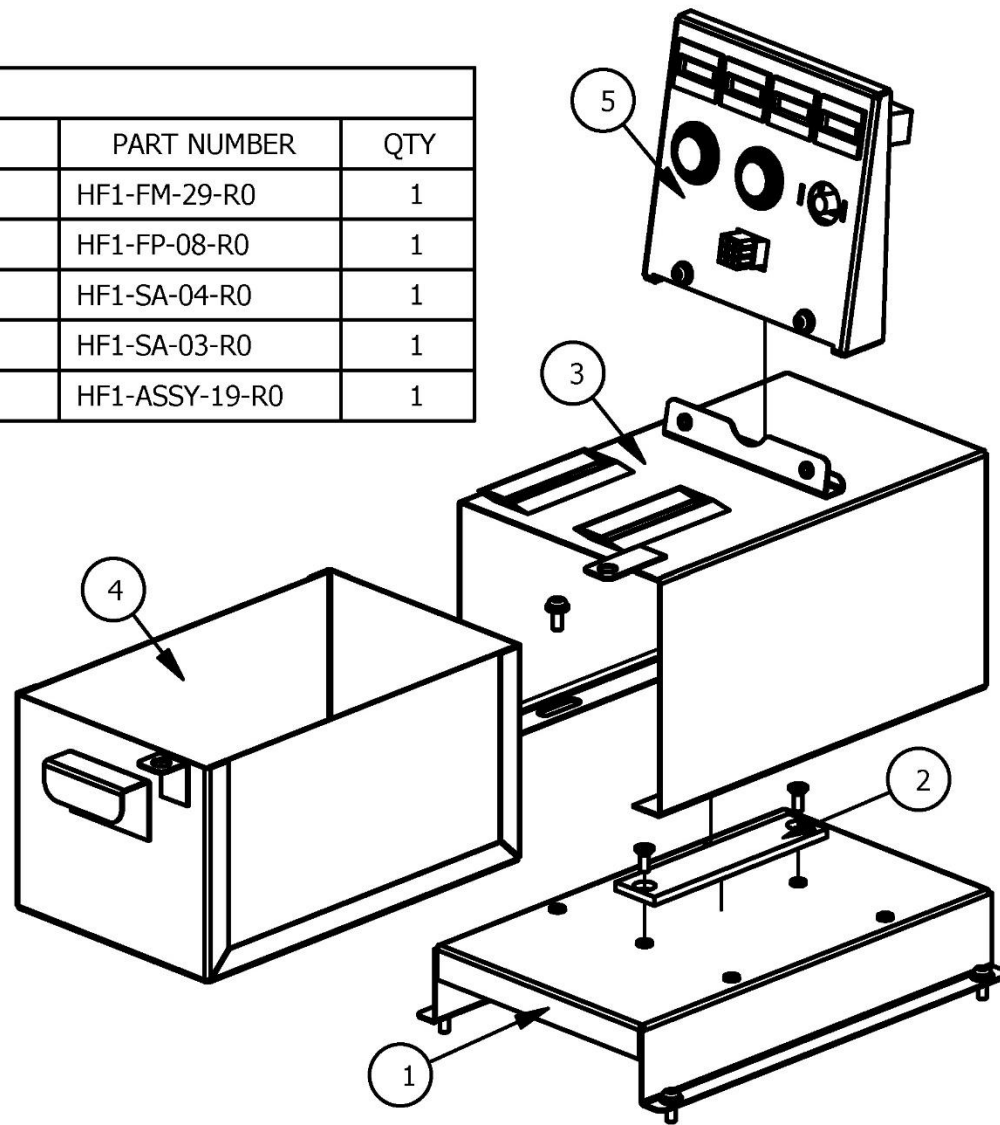
OPERATOR PANEL ASSEMBLY

Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Bracket Service SA	HF1-SA-10-R0	1
2	Coin Counter COA126 12VDC	EA1263	4
3	Potentiometer RV16A01F-11-50K-B54-3 (plus cover)	EE0688	1
4	Switch Small Round Red Button P/N : HS-02 M5 (UL Certification)	EA0519	1
5	Switch Small Round Green Button P/N : HS-02 M5 (UL Certification)	EA0520	1



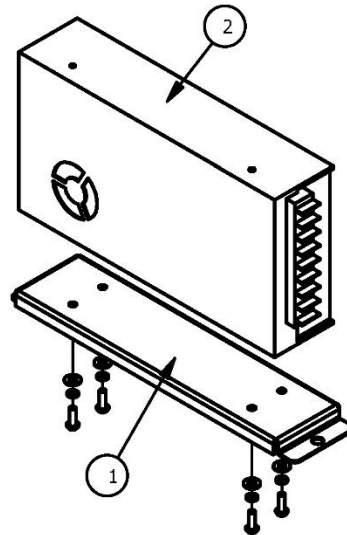
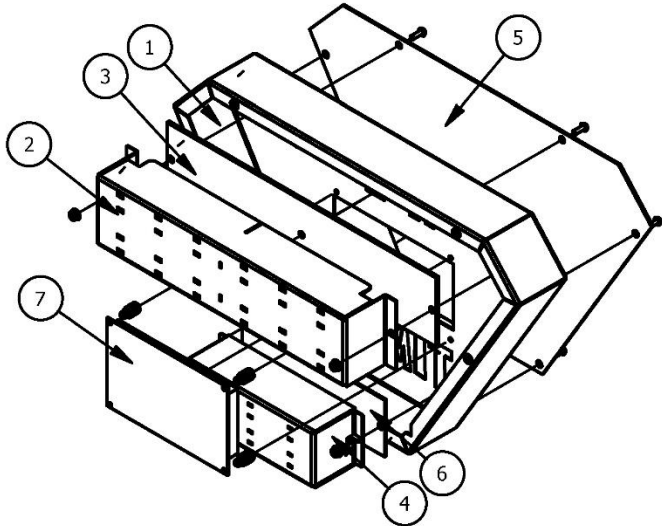
CASH BOX ASSEMBLY

Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Base Cash Box	HF1-FM-29-R0	1
2	Acrylic Spacer Cash Box	HF1-FP-08-R0	1
3	Housing Cash Box SA	HF1-SA-04-R0	1
4	Cash Box SA	HF1-SA-03-R0	1
5	High Five - Operator Panel	HF1-ASSY-19-R0	1



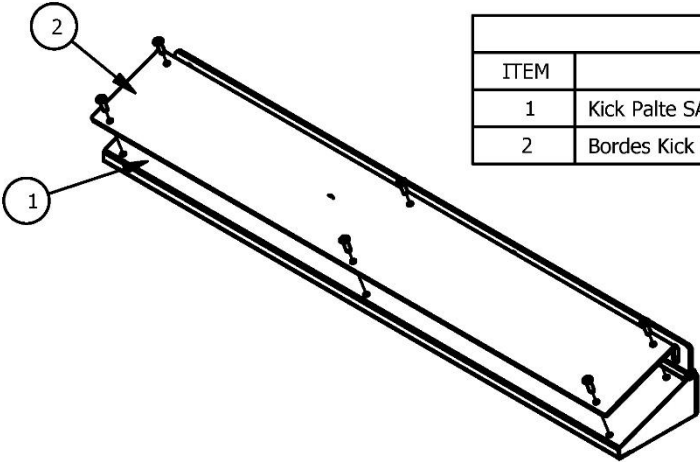
TIMER PANEL & POWER SUPPLY ASSEMBLY

Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Housing Header	HF1-FM-17-R2	1
2	Box LED Header SA	HF1-SA-07-R1	1
3	Acrylic High Score	HF1-FP-09-R1	1
4	Box LED Timer	HF1-FM-47-R1	1
5	Acrylic Middle Header	HF1-FP-05-R2	1
6	Acrylic Timer	HF1-FP-10-R1	1
7	PCB FB74 2" 3 Digit Display	BAFB74	1



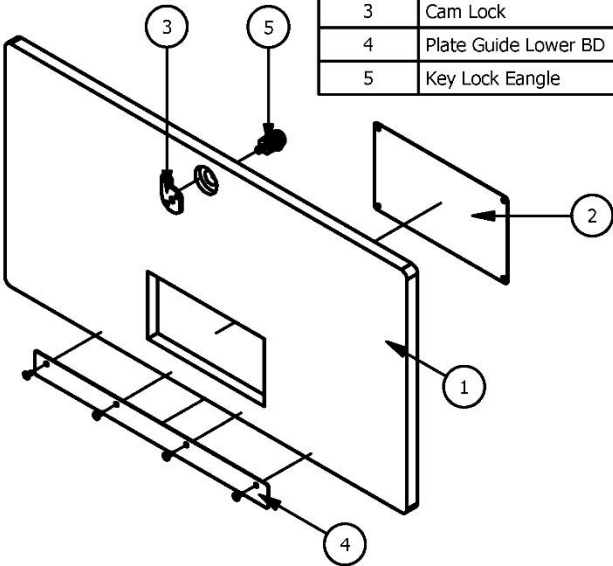
Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Bracket Power Supply	HF1-FM-28-R0	1
2	TDK-Lambda-RWS150B1 (UL Certification)	TDK-RWS150B1	1

KICK PLATE ASSEMBLY



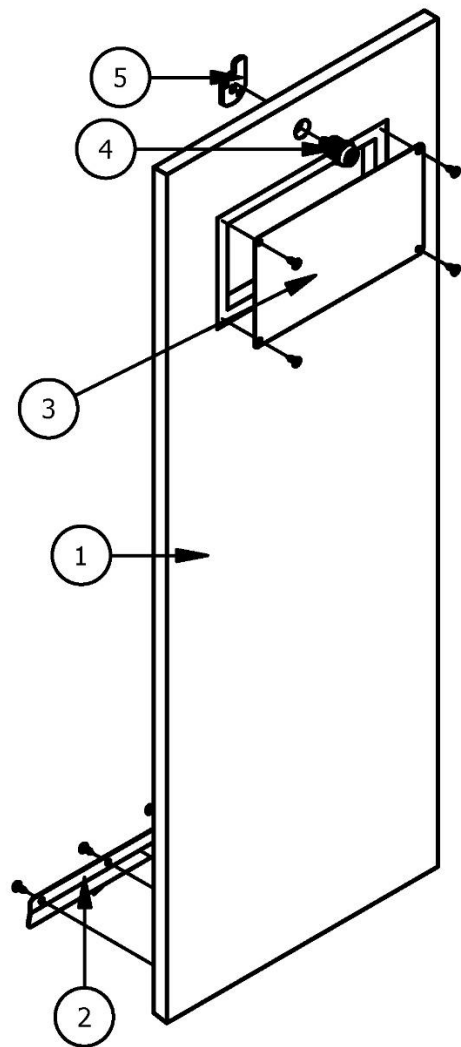
Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Kick Palte SA	HF1-SA-08-R0	1
2	Bordes Kick Plate	HF1-FM-31-R0	1

PCB BACK DOOR ASSEMBLY



Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Lower Back Door	HF1-FW-12-R0	1
2	Perforated Lower Header	HF1-FM-34-R0	1
3	Cam Lock	HF1-FM-27-R0	1
4	Plate Guide Lower BD	HF1-FM-37-R0	1
5	Key Lock Eangle	HM0004	1

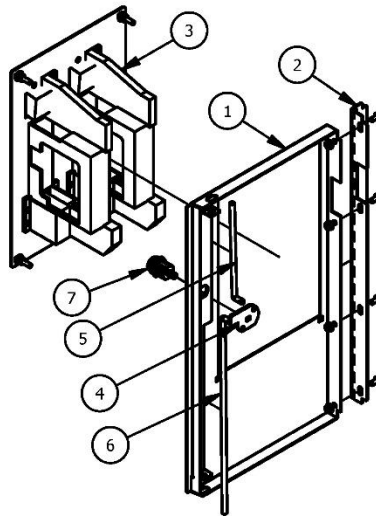
MAIN BACK DOOR ASSEMBLY



Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Upper Back Door	HF1-FW-13-R0	1
2	Plate Guide Upper Back Door	HF1-FM-38-R0	1
3	Perforated Lower Header	HF1-FM-34-R0	1
4	Key Lock Eangle	HM0004	1
5	Cam Lock	HF1-FM-27-R0	1

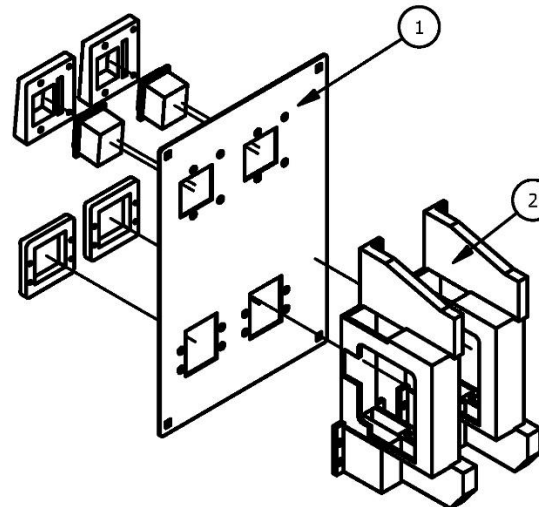
COIN DOOR ASSEMBLY

Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Coin Door SA	HF1-SA-02-R0	1
2	Hinge Coin Door	HF1-FM-51-R0	1
3	High Five - Double Coin Plate	HF1-ASSY-21-R1	1
4	Cam Lock	HF1-FM-27-R0	1
5	Triple Lock Coin Door 1	HF1-FM-53-R0	1
6	Triple Lock Coin Door 2	HF1-FM-54-R0	1
7	Key Lock Eangle	HM0004	1

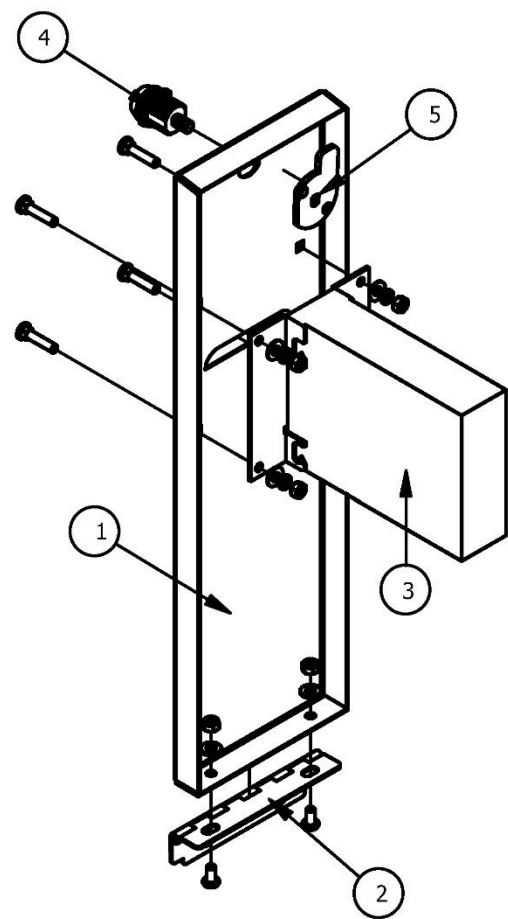


DOUBLE COIN PLATE ASSEMBLY

Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Double Coin Bracket	HF1-FM-36-R0	1
2	Coin mechanism Holder Assy Single P/N. A07H02341000000	HA0014	2



TICKET DOOR ASSEMBLY



Parts List			
ITEM	TITLE	PART NUMBER	QTY
1	Ticket Door	HF1-FM-18-R0	1
2	Hinge Ticket Door	HF1-FM-52-R0	1
3	Ticket Dispenser	EA 1103	1
4	Key Lock Eangle	HM0004	1
5	Cam Lock	HF1-FM-27-R0	1



Disclaimer

OPERATOR WILL TAKE NOTE

By accepting delivery of and placing this hardware and licensed software into operation, the Operator represents and warrants that it will only operate the hardware and licensed software provided by LAI Games in compliance with the regulatory requirements of the country, state, and/or municipality in which the hardware and licensed software are used and/or operated. LAI Games has provided this hardware and licensed the software **only** for legitimate and legal use, and any use of the hardware and licensed software in a manner that violates any laws of the country, state, and/or municipality in which the hardware and licensed software are used and/or operated is wholly unauthorized and shall be at Operator's sole and complete risk.

Operator assumes any and all risk and liability for any civil or criminal legal claims or causes of action arising from the unauthorized use and/or operation of the provided hardware and licensed software, such improper and unauthorized use specifically including, but not limited to:

- (a) Operating or allowing the operation of the hardware and licensed software in a manner that violates the laws and regulations of the country, state, and/or municipality in which the hardware and licensed software are used or operated;
- (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.

LAI Games shall have no liability related to such improper and unauthorized use and/or operation of the hardware and licensed software, and Operator shall indemnify, defend, and hold LAI Games harmless for any claim or cause of action brought against LAI Games arising from Operator's or Operator's representative's improper and unauthorized use and/or operation of the hardware and licensed software.

Any improper and unauthorized use shall completely and totally void any and all warranties, both express and implied, of the hardware and licensed software provided by LAI Games.

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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A grayscale world map with a grid overlay, showing the continents of North America, South America, Europe, Africa, Asia, and Australia.

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

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