



OPERATORS MANUAL

Version 10

HYPERshoot

Firmware Version 5.00.000



PLEASE NOTE

Read this manual before operating the machine.

Visit www.laigames.com for support.



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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SAFETY PRECAUTIONS

The following safety precautions and advisories used throughout this manual 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 understand.

PLEASE READ THE FOLLOWING

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

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

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

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

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

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

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

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

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

MACHINE INSTALLATION AND INSPECTION

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

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

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

- Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk.
- Check that the rubber glide feet levellers 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.
- 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 **HYPERshoot** 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

HYPERshoot reinvents arcade basketball to offer an innovative and rewarding game experience for players of all skill levels. Players can choose either a single player game or to play in linked mode with one to seven other players (one player per **HYPERshoot** unit).

PACKAGING

CONTENTS

- HYPERshoot unit
- Operator Manual
- 3 x Coin door keys
- 7 x Basketball
- 1 x Power cord
- 1 x Hand pump
- 2 x M5 Allen bolts
- 2 x M5 Lock washer
- 2 x M5 Flat washer
- 2 x Flange nuts
- 1 x 2.5mm Allen Key
- 1 x 3mm Allen key
- 1 x 17mm Wrench
- 1 x 6.3A fuse
- 1 x Link cable
- 1 x Programming harness
- 1 x Optional NRI coin mech harness

SPECIFICATIONS

DIMENSIONS

- | | | | |
|-----------|--------------|-------------|-----------------------|
| • Weight: | 400kg | (881.85lb) | (excluding packaging) |
| • Weight: | 470kg | (1036.17lb) | (including packaging) |
| • Height: | 2942mm | (115.8") | (excluding marquee) |
| • Height: | 3495mm | (137.6") | (including marquee) |
| • Width: | 1087mm | (42.8") | |
| • Length: | 3189mm | (125.6") | |
| • Power: | Maximum 600W | | |

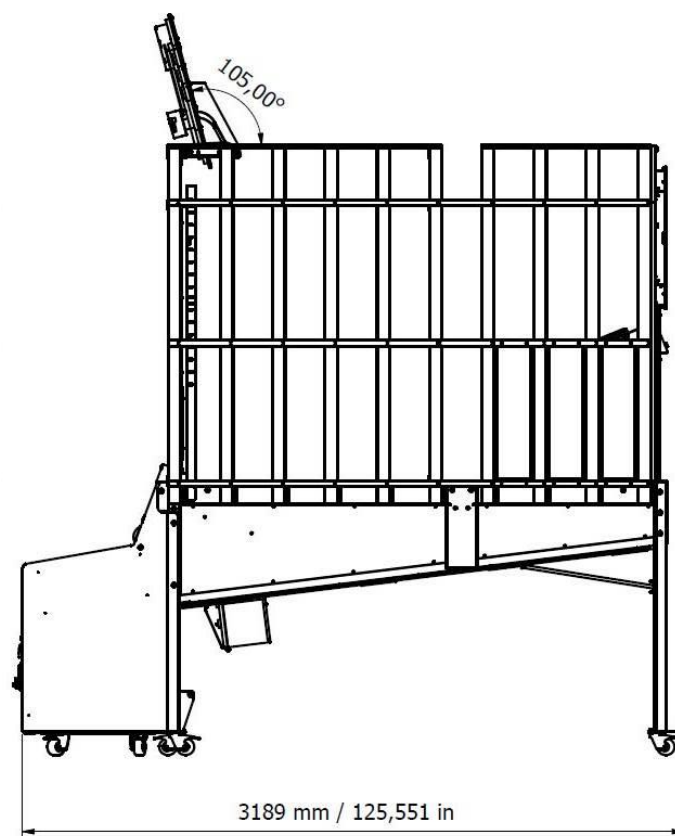
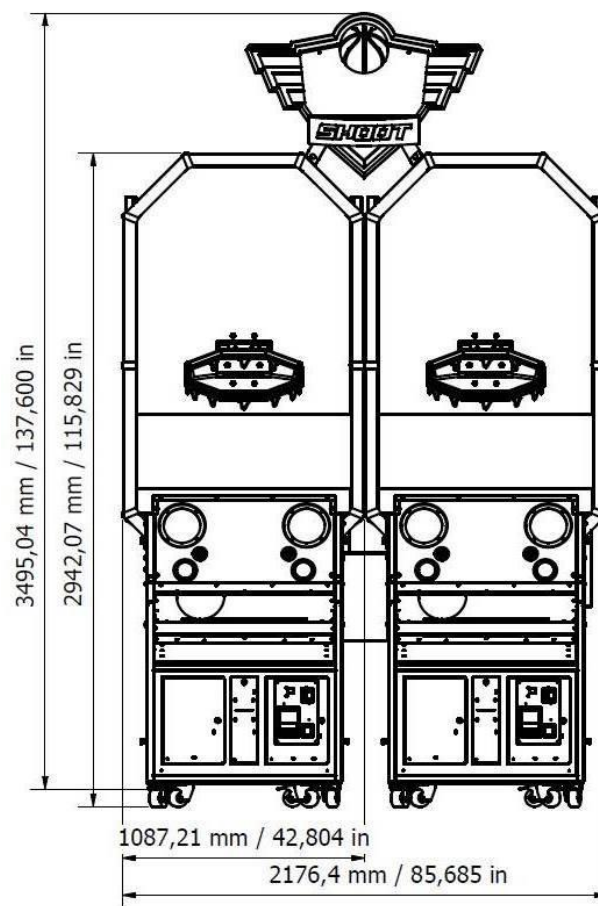
ELECTRIC SUPPLY

The game can operate on a universal mains input voltage between 85-265VAC 47-63Hz single phase. The supply must be a three wire grounded supply.

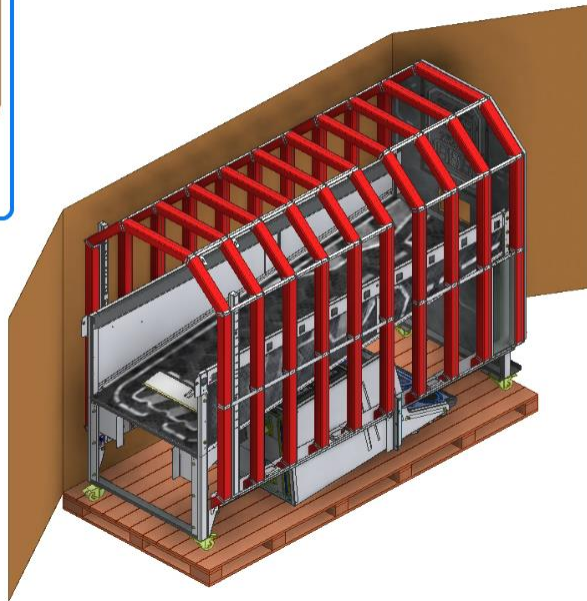
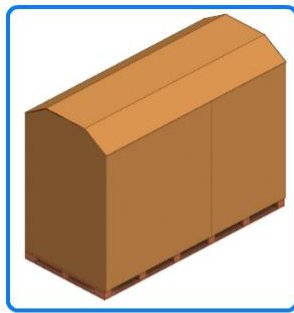
An adjustment screw is available for fine-tuning the output voltage.

LOCATION REQUIREMENTS

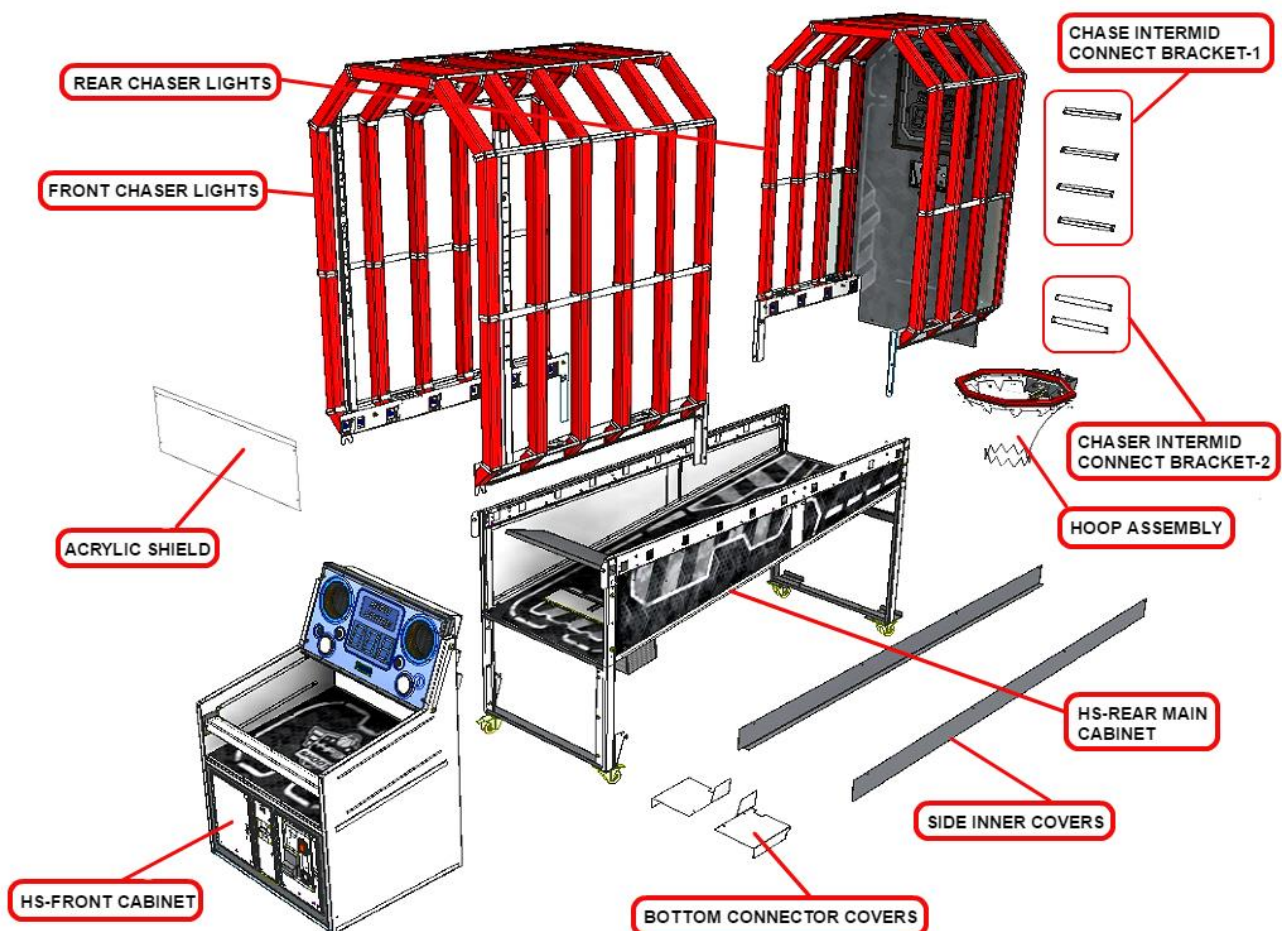
- Ambient temperature: 5C - 40C
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low



PACKAGING DETAILED

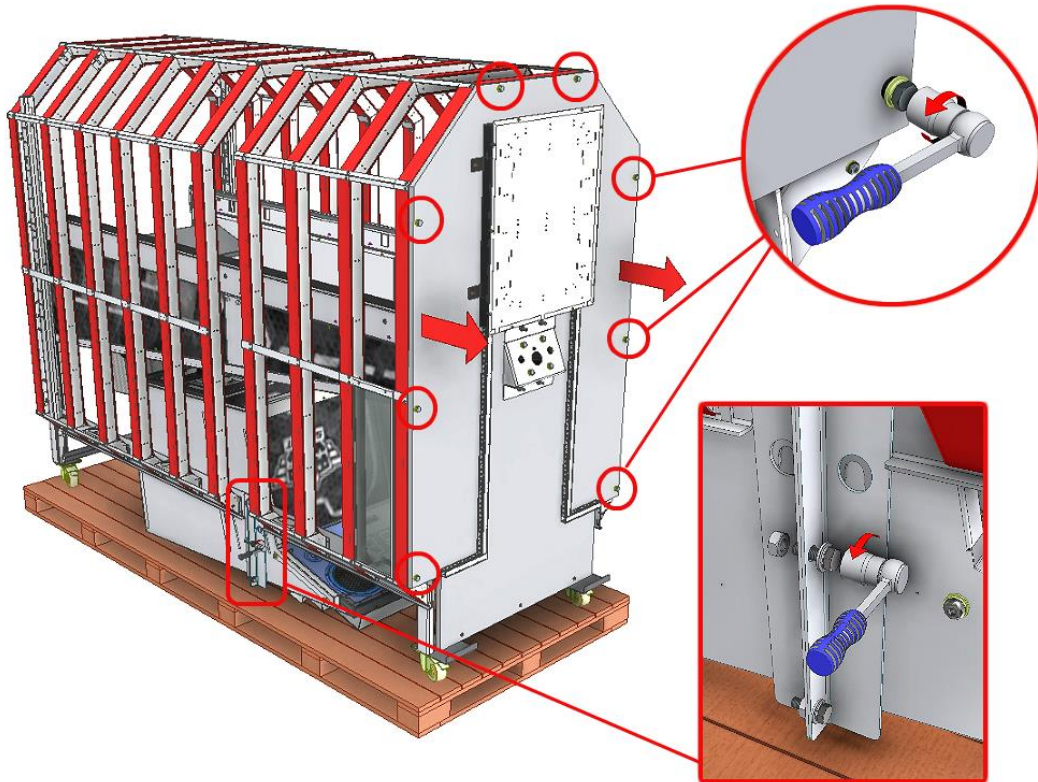


ASSEMBLY PARTS DETAILED

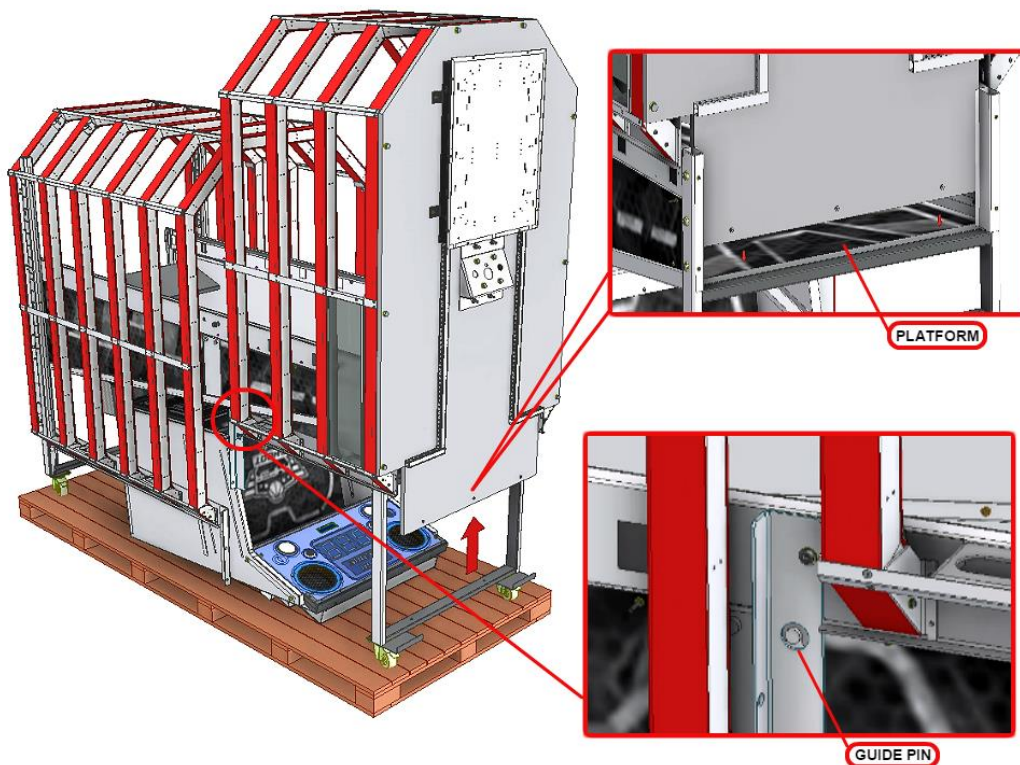


ASSEMBLY STEPS

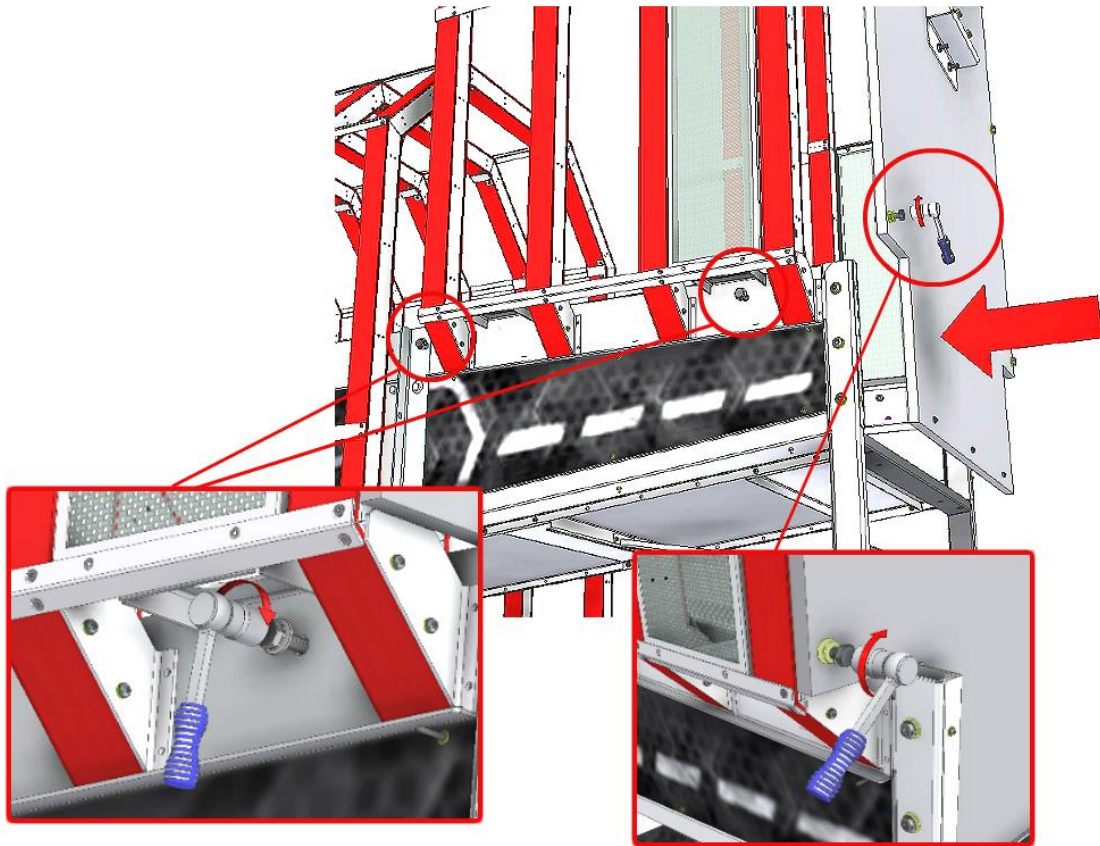
1. Remove 8 x M10 hex bolts on the backboard and unmount it.
2. Remove 2 x M10 hex bolts from the support brackets on either side of the cabinet (4 x M10 bolts total) and put them aside for use in step 4.



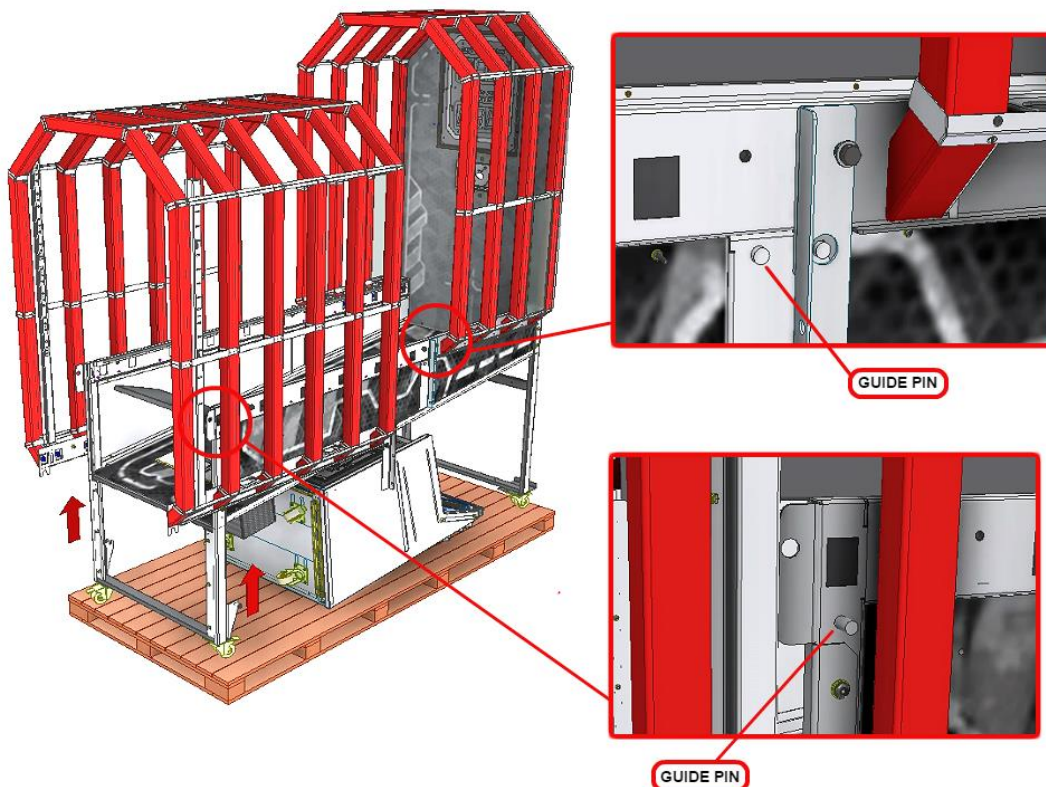
3. Lift the rear chaser light section and place it on the front guide pin and rear platform.



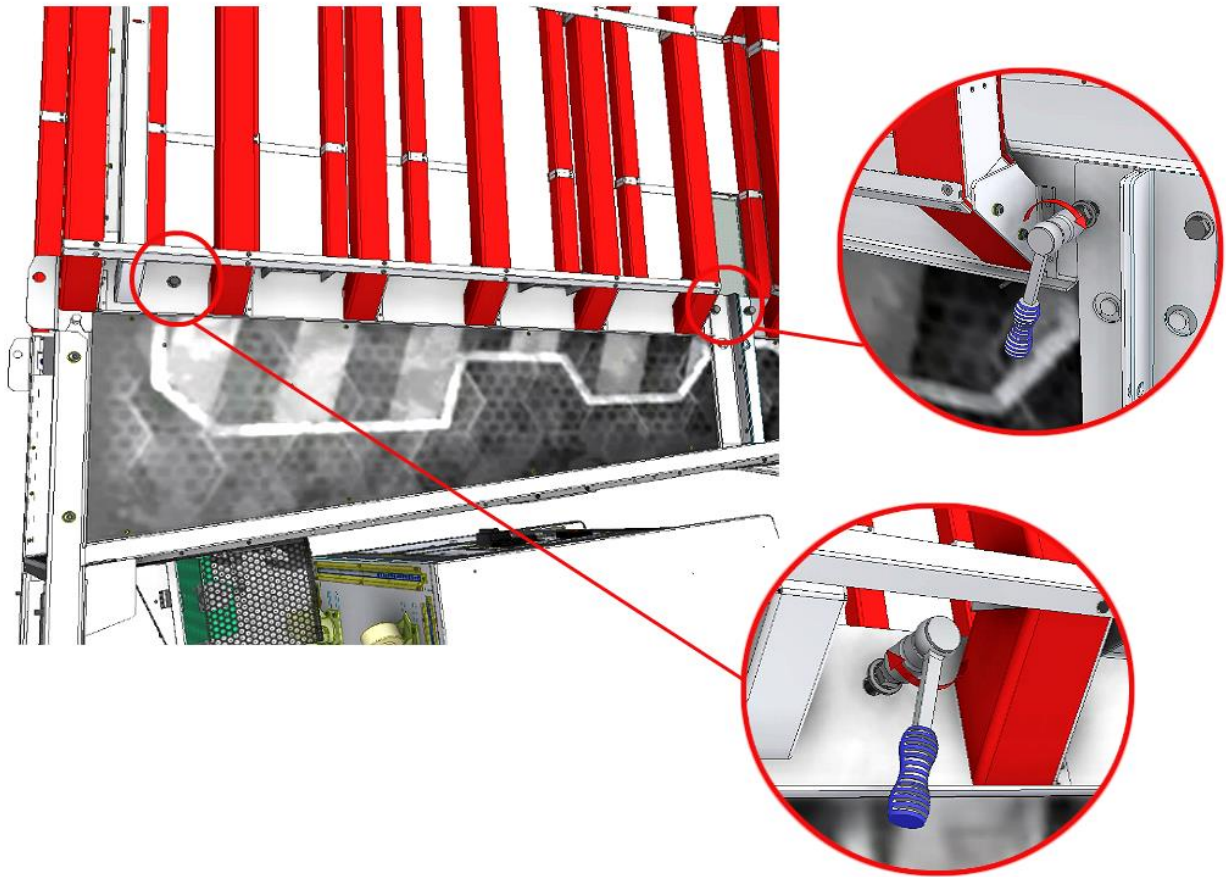
4. Lock the rear chaser light section in place using the 4 x M10 hex bolts (2 x bolts per side) from step 1.
5. Replace the backboard, and secure it using the same 8 M10 hex bolts that were removed in step 1.



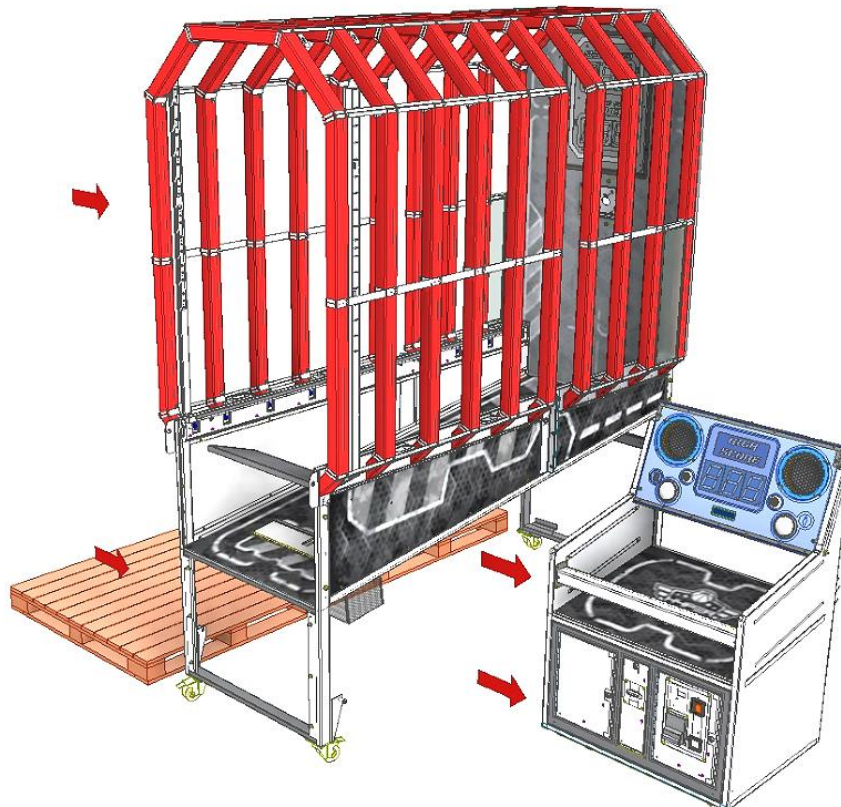
6. Lift the front chaser light section and place it on the front guide pines and rear guide pins.



7. Lock the front chaser lights section in place using 2x M10 hex bolt per side (4 x bolts total.)

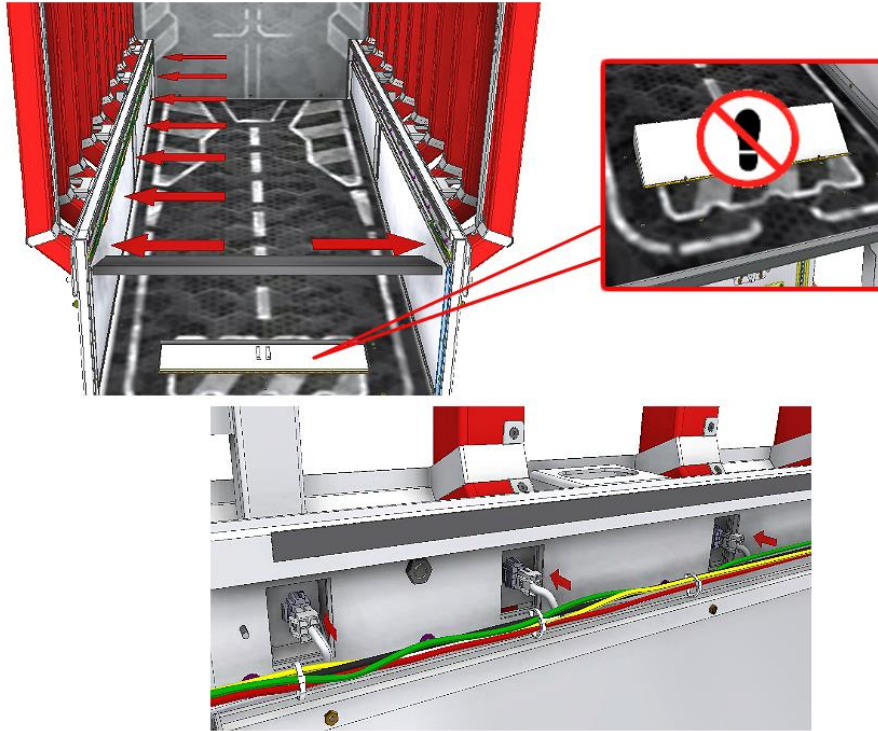


8. Slide the front cabinet out from underneath the main cabinet and unpack it.
9. Unlock the caster wheels on the main cabinet and remove it from the pallet.



10. Plug in all 10 connectors along the left side for the chase lights, and 2 connectors at the front for the sensors.

CAUTION: DO NOT step on the ball gate. This can result in damage to the mechanism.

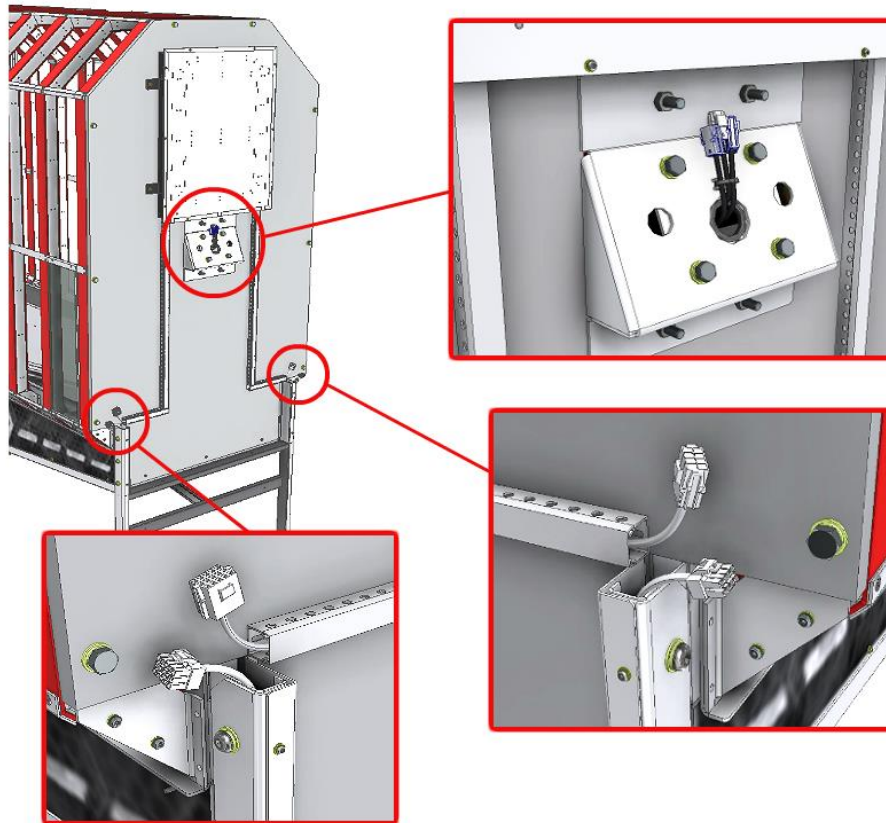


11. Locate the hoop component and insert the connector through the access hole.
12. Lock it in place using 4 x M10 hex bolts as shown below.



13. Install the cable tie holder and hoop harness as shown below.

14. Plug the connectors at the left and right sides in.

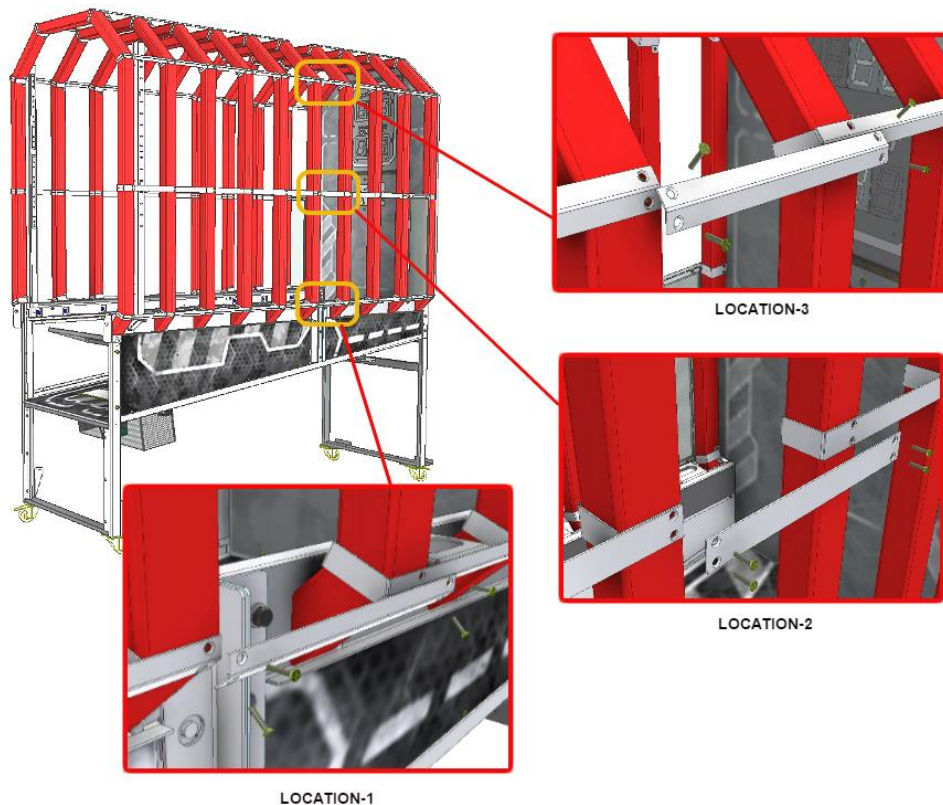


15. Locate and remove the 6 screws shown below.

16. Install the connector brackets at locations 1, 2 and 3. Location 1 and 3 use the same bracket.

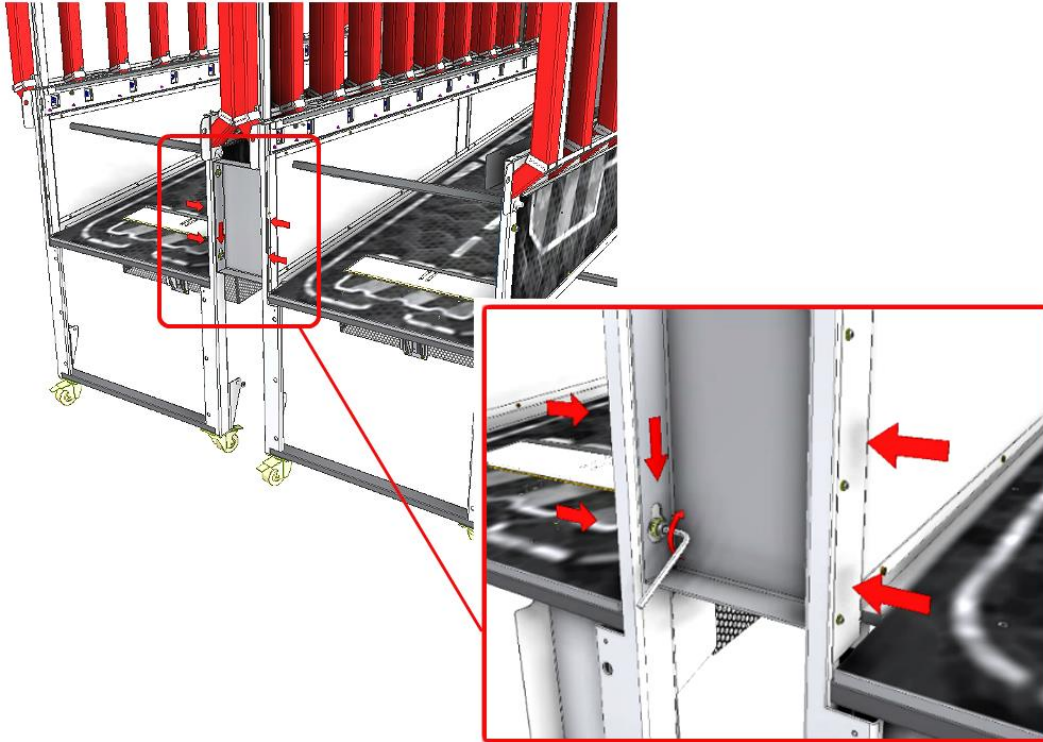
17. Use the screws from step 15 to lock the brackets in place.

18. Repeat steps 15 to 17 on the opposite side of the cabinet.

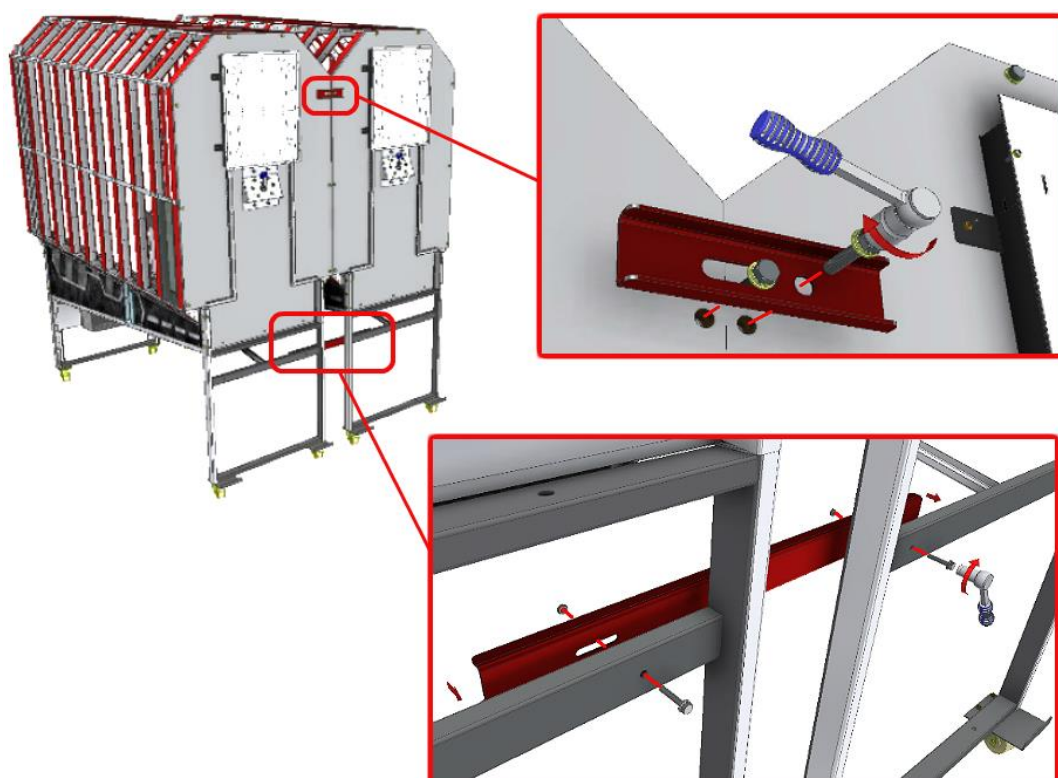


If you have a marquee to install, please continue to step 19 below. If you are not installing a marquee, please skip ahead to step 26.

19. Position the two cabinets next to each other and place the bracket in between, aligning the screw to the bracket keyholes.
20. Loosen, but do not remove, all 4 screws, then push the two cabinets together.
21. Slide the bracket down, and lock it in place with the screws, tightening 2 screws on one side first, then the 2 screws on the other side.

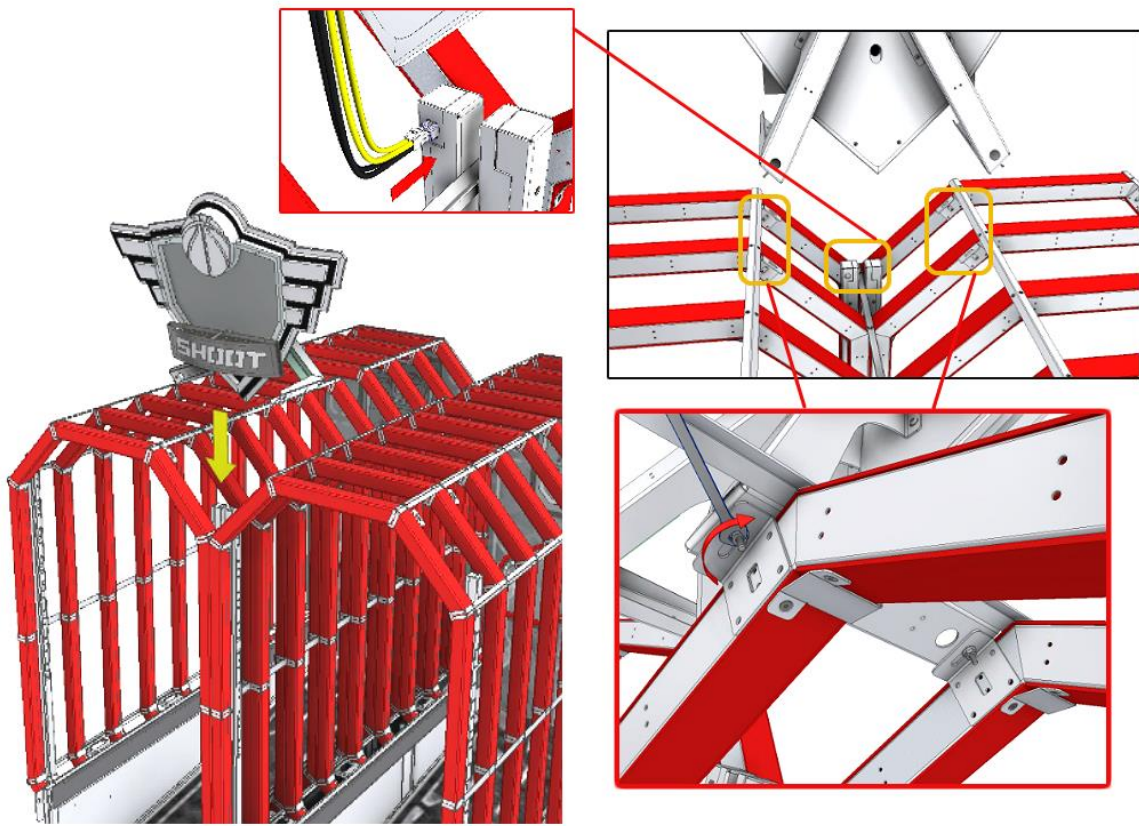


22. Remove 2 x M10 hex bolts at the top of the backboard, and install with the bracket shown.
23. Install another bracket below the rear frame with 2 x M6 hex bolts and nuts.



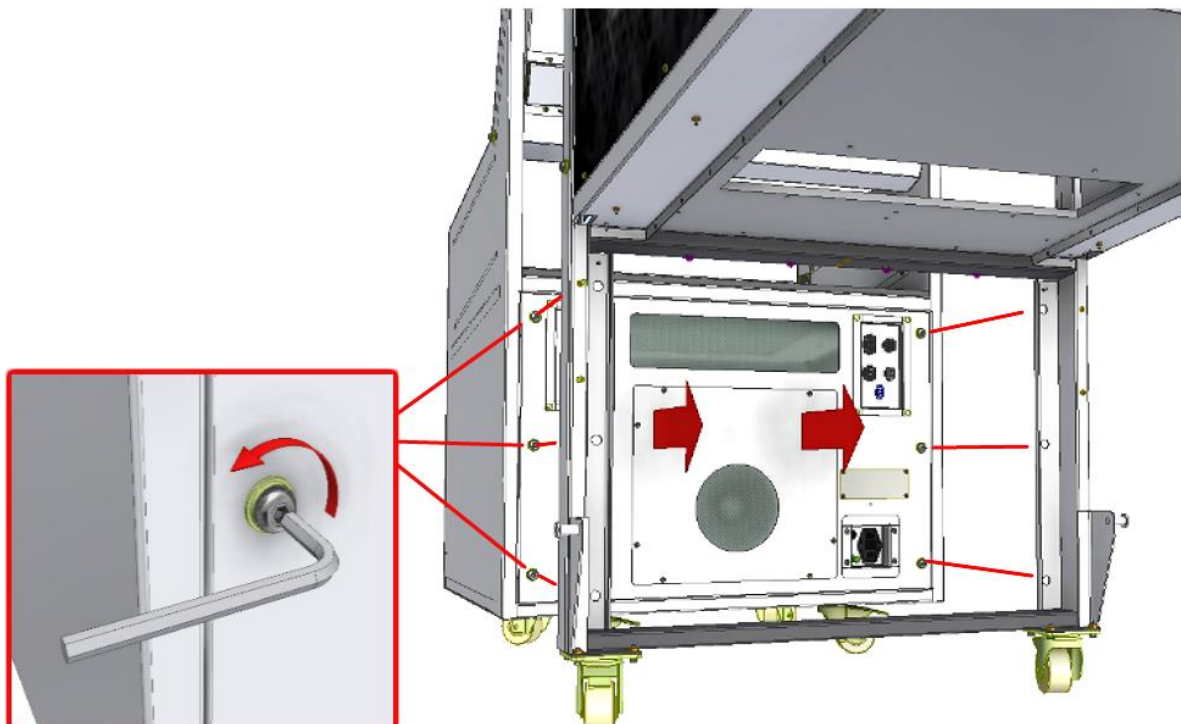
24. Position the marquee at the top, between the two units.

25. Locate the mounting brackets shown, and lock the marquee in place using 4 x M5 locknuts.

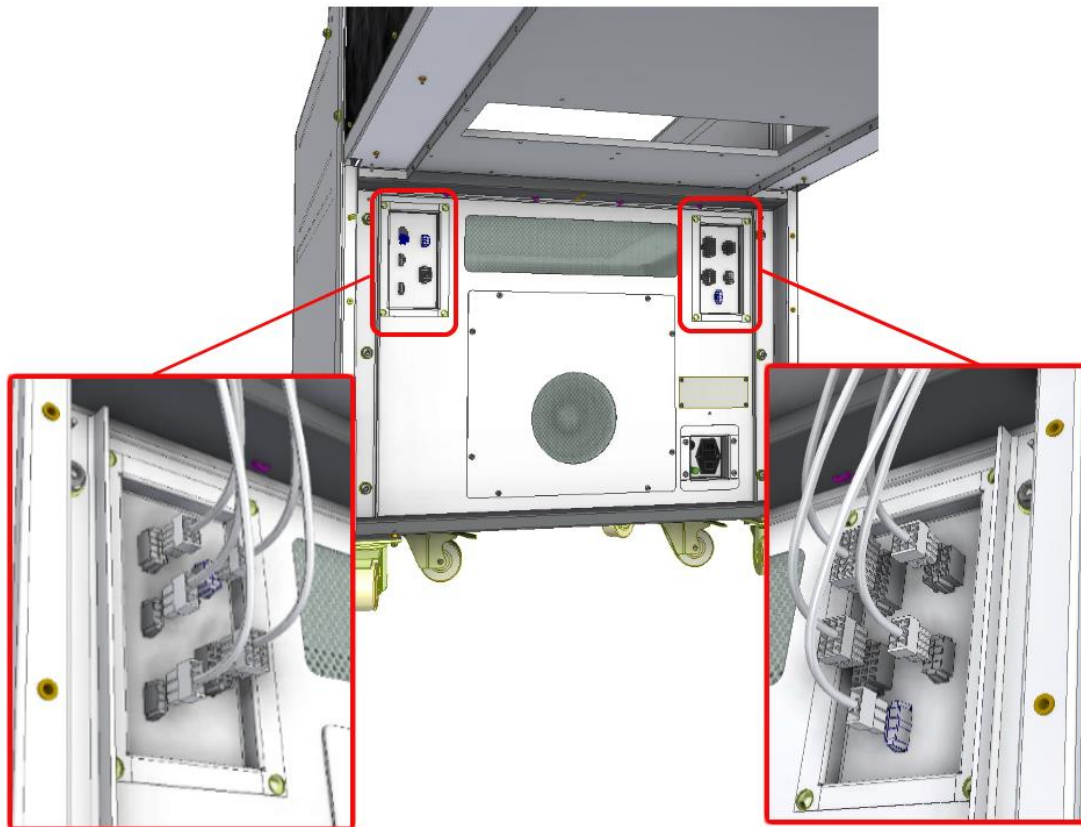


26. Remove 6 x M10 screws from the rear of front cabinet.

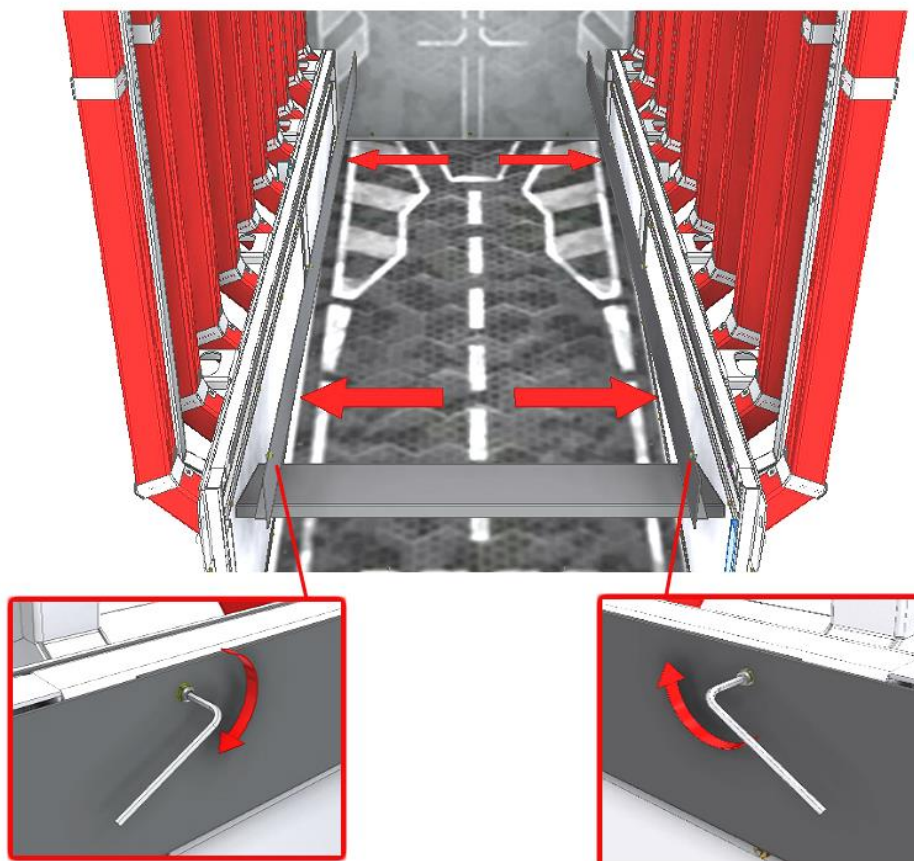
27. Align the front cabinet to the rear main cabinet, and lock in place using the screws removed in the previous step.



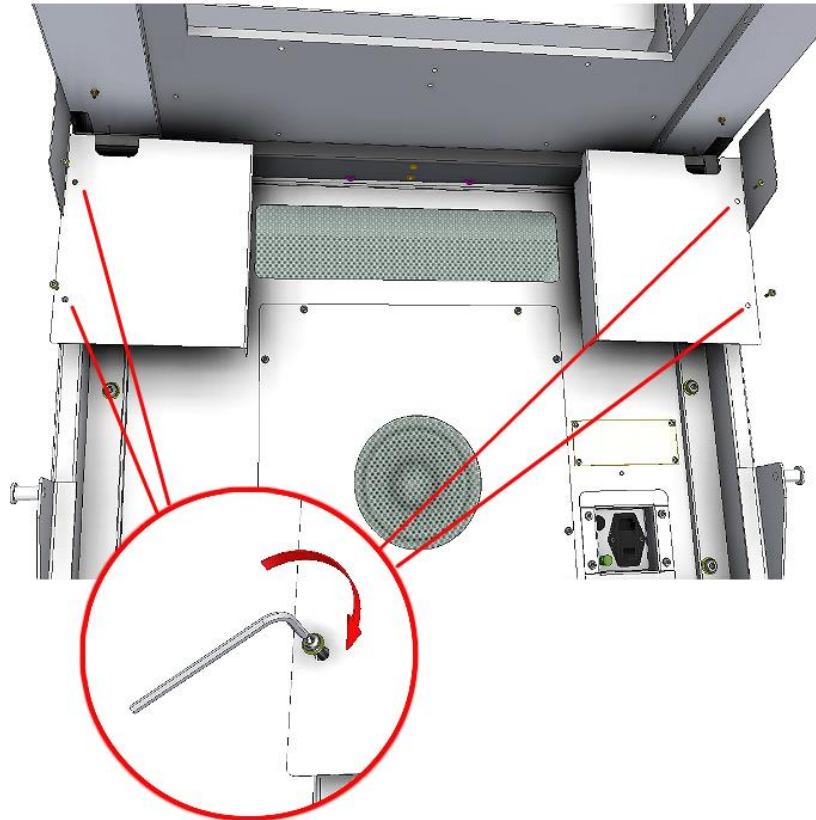
28. Plug in all 10 connectors shown below.



29. Power up the game and ensure that all lights and sensors are functioning correctly.
30. Install 2 x side inner covers (packed separately).

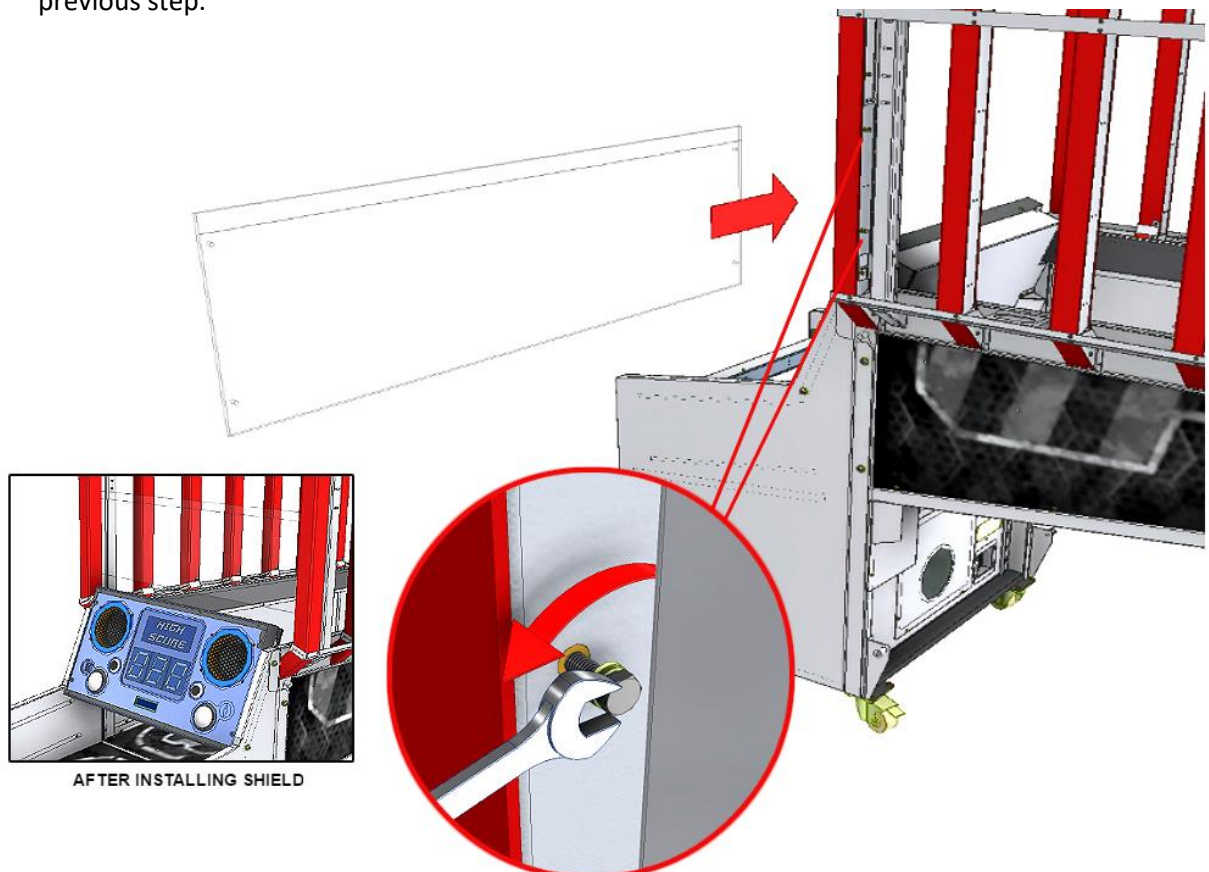


31. Install 2 x bottom connector covers (packaged separately) using 4 x M4 screws.



32. Remove the 4 x M5 hex bolts shown.

33. Install the acrylic shield in place at the front of the cabinet using the bolts removed in the previous step.



GAMEPLAY AND MODES

OBJECTIVE

The primary objective in **HYPERshoot** is to score as many points as possible, by shooting hoops quickly and accurately. Shooting consecutive hoops quickly will increase the basket level, from a minimum of one to a maximum of five. The basket level reflects how many points the player earns for each hoop. If the player is too slow, or misses, the basket level will drop back to one.

HOW TO PLAY

SINGLE PLAYER GAME

- Pay to play
- Select single player game
- Shoot hoops
- Game time runs out
- Tickets are vended based on player score

LINKED PLAY

- Pay to play
- Select linked game
- Five second countdown for other players to join begins
- One to seven other players join
- All linked players shoot hoops at the same time
- Game time runs out
- Winner is awarded a bonus
- Tickets are vended based on player score

ATTRACT MODE

Attract mode provides a visual and audio display while the game is not being played.

PLAY MODE

HYPERshoot has two play modes. The standard *Coin Play* mode, where a coin or coins are inserted, or *Free Play* mode, where no coins are necessary.

COIN PLAY

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

FREE PLAY

Free play can be set in one of three ways:

- Entering the operator menu by pressing the red TEST button, then entering the game settings. From here, enter free play settings and turn free play mode on.
- For a single free game, just press the green SERVICE button once.
- Push and hold the green SERVICE button for 5 seconds. This is a temporary free mode, and the game will return to normal when reset.

OPERATION

P SETTINGS

1. **Coin 1 Coins per Credit** *Default 1, Adjustable 1 – 20*
Sets the number of coins that need to be inserted in exchange for each game credit.
2. **Coin 1 Games per Credit** *Default 1, Adjustable 1 – 20*
Sets the number of games granted for each credit.
3. **Coin 1 Multi Bonus Credits** *Default Off, Adjustable On / Off*
Turn on the first stage of bonus credits for coin mech 1. Turning this setting on will activate settings 3-1 to 3-6.
 - 3.1. **Coin 1, Stage 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 stage 1.
This setting is only active if setting 3 is ON.
 - 3.2. **Coin 1, Stage 1, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
This sets the number of bonus credits that are given when credit stage 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 setting 3 is ON.
 - 3.3. **Coin 1, Stage 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 stage 2.
This setting is only active if 3-1 and 3-2 are active.
 - 3.4. **Coin 1, Stage 2, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
This sets the number of bonus credits that are given when credit stage 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 3-1 and 3-2 are active.
 - 3.5. **Coin 1, Stage 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 stage 3.
This setting is only active if 3-3 and 3-4 are active.
 - 3.6. **Coin 1, Stage 3, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
This sets the number of bonus credits that are given when credit stage 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 3-3 and 3-4 are active.
4. **Coin 2 Coins per Credit** *Default 1, Adjustable 1 – 20*
Sets the number of coins in coin mech 2 input that need to be inserted in exchange for each game credit.
5. **Coin 2 Games per Credit** *Default 1, Adjustable 1 – 20*
Sets the number of games granted for each credit from coin mech 2 input.

6. **Coin 2 Multi Bonus Credits** *Default Off, Adjustable On / Off*
Turn on the first stage of bonus credits for coin mech 2. Turning this setting on, will activate settings 6-1 to 6-6.
- 6.1. **Coin 2, Stage 1, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
This sets the number of coins that need to be inserted into coin mechanism 2 to reach the bonus credit stage 1.
This setting is only active if setting 6 is ON.
- 6.2. **Coin 2, Stage 1, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
This sets the number of bonus credits that are given when credit stage 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 setting 6 is ON.
- 6.3. **Coin 2, Stage 2, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
This sets the number of coins that need to be inserted into coin mechanism 2 to reach the bonus credit stage 2.
This setting is only active if 6-1 and 6-2 are active.
- 6.4. **Coin 2, Stage 2, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
This sets the number of bonus credits that are given when credit stage 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 6-1 and 6-2 are active.
- 6.5. **Coin 2, Stage 3, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
This sets the number of coins that need to be inserted into coin mechanism 2 to reach the bonus credit stage 3.
This setting is only active if 6-3 and 6-4 are active.
- 6.6. **Coin 2, Stage 3, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
This sets the number of bonus credits that are given when credit stage 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 P6-3 and P6-4 are active.
7. **Common Coin** *Default Off, Adjustable On / Off*
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.
This setting is only active is P17, Card System, is set to off.
8. **Attract Sound** *Default 3 minutes, Adjustable Off, 2m, 3m, 4m, 5m, 10m, 30m*
Controls the delay between the attract mode audio loop repeating.
9. **Error Message Alert** *Default Display & Audio, Adjustable Display & Audio, Audio Only, Display Only, Off*
Controls how the game indicates an error has occurred. Errors can be shown on the display and/or with an error voice message that is played through the speakers, or hidden completely.
10. **Free Mode** *Default Off, Adjustable On / Off*
Sets if the game requires a credit to start playing. If set to on, the game can be played for free.

11. **Prize Type** *Default Ticket, Adjustable Off / Ticket / Coupon*
Defines the type of prize given to the player. This only affects how the jackpot number and tickets owing number is displayed.
If set to "Off" then no prize is paid out and P15 is hidden.
If set to "Tickets" then prize numbers shown on displays are the same as the number of tickets dispensed from the mech.
If set to "Coupons" (1 ticket = 2 coupons), then prize numbers displayed to the player double the number of tickets dispensed from the mech.
12. **Number of Score Points per Ticket** *Default 5, Adjustable Disabled, 0.5-10*
Hidden if P11 is set to off. Sets how many score points are required to dispense 1 ticket from the mech.
If set to "Disabled," no tickets will be dispensed.
13. **Number of Maximum Tickets** *Default 50, Adjustable 1-1000*
Sets the maximum number of tickets allowed to be dispensed based on the game score.
14. **Number of Mercy Tickets** *Default 5, Adjustable 1-500*
Sets the amount of tickets to be dispensed per player after gameplay if the player score does not reach the level of setting 12.
15. **Mercy Payout** *Default Off, Adjustable Off / On Credit / On Start / After Game*
Hidden if P11 is set to Off. Sets when Mercy tickets will be paid out.
If set to "Off", no mercy tickets are awarded.
If set to "On Credit," the Number of Mercy Tickets (P14) quantity will be dispensed when the game is credited. Tickets are in addition to tickets awarded at the end of the game. "On Credit" mercy tickets are not awarded from any Bonus Credits that are won (refer to game setting "Bonus Type").
If set to "On Start," the Number of Mercy Tickets will be dispensed when the game play starts. Tickets are in addition to tickets awarded at the end of the game.
If set to "After Game," the Number of Mercy Tickets will be dispensed when the game has completed, only if the players score does not reach the level of Number of Score Points Per Ticket (P12).
16. **High Score** *Default 0, Adjustable 0 – 999*
The current value of the high score.
17. **Reset High Score** *Default Never, Adjustable Power On / never*
Set if the high score is reset to 0 every time the game is powered on, or never.
18. **Card System** *Default On, Adjustable On / Off*
Activate or deactivate the card system on the machine.
19. **Game Time** *Default 30, Adjustable 20-99*
Sets how long a game lasts. Adjustable in 5 second increments.
20. **Bonus Type** *Default Off, Adjustable /Off / Credit / Ticket*
Sets what bonus is awarded to the winner of a linked game. If "Link Address" is set to None, then this Bonus Type value is also set to None and hidden from view.
If set to award a bonus, then the following rules are applied:
If multiple players tie for first place, then they all receive the same bonus.
The winning score must be greater than 0.

21. **Bonus Ticket / Bonus Credit** *Default Tickets - 50, Credits – 1, Adjustable Tickets 1-5000, Credits 1*
Sets the quantity of bonus items awarded, depending on the value of the “Bonus Type” setting. If “Bonus Type” is set to None, this setting is hidden.
If “Bonus Tickets” is set to Tickets, then this setting displays “Bonus Tickets” and will pay out the set number of tickets.
If “Bonus Type” is set to Credit, then this setting displays “Bonus Credit” and will allow a single credit to be paid out.
22. **Link Address** *Default None, Adjustable None / Master / Slave 1 - 7*
If set to none, linking is turned off. If linking is on, there can be only one master machine. Other connected games must be set to a unique slave number between one and seven.
23. **Choose Color** *Default Peri Purple, Adjustable Atomic Tangerine / Hot Rod Red / Hot Pink / Peri Purple / Deep Purple / Electric Blue / Baby Blue / Shamrock Green / Cyber Green / Unmellow Yellow*
Set the color of the cabinet lighting.
24. **Total Cabinets** *Default 2, Adjustable 2 - 8*
Sets how many cabinets are connected in the current linked network.
25. **Link Countdown Timeout** *Default 15, Adjustable 5-15*
Sets how many seconds the game will wait while prompting for players to join a linked game.
26. **Shot Clock Position** *Default Back Panel, Adjustable back panel / front panel*
Sets where the shot clock is displayed. This is used for different cabinet versions.

AUDITS

- 1. Total Coins 1**
Shows the number of coins inserted on COIN1 input.
- 2. Total Coins 2**
Shows the number of coins inserted on COIN2 input.
- 3. Total Service Credits**
Shows the number of times the service button was used to issue 1 credit to the game.
- 4. Bonus Count**
Shows the number of times the game bonus was paid out. See game setting “Bonus Type” for more information.
- 5. Total Games Played**
Shows the number of games successfully completed.
- 6. Average Tickets Per Game**
Calculation result of Total Tickets / Total Games Played
- 7. Average Score Per Game**
Shows the average score based on every game played
- 8. Number of Solo Games**
Number of single player games played
- 9. Number of 2 Player Games**
Number of Linked two player games played
- 10. Number of 3 Player Games**
Number of Linked three player games played
- 11. Number of 4 Player Games**
Number of Linked four player games played
- 12. Number of 5 Player Games**
Number of Linked five player games played
- 13. Number of 6 Player Games**
Number of Linked six player games played
- 14. Number of 7 Player Games**
Number of Linked seven player games played
- 15. Number of 8 Player Games**
Number of Linked eight player games played
- 16. Average Points Per Basket**
Average number of points scored per basket, based on all games played
- 17. Average Shots Per Game**
Average number of shots per game (front sensor)
- 18. Average Sunk Per Game**
Average number of baskets sunk per game (rear sensor)
- 19. Basket Sink Percentage**
Percentage of shots that went through the basket
- 20. Av Number of 1pt Baskets**
Average number of 1 point baskets per game

21. Av Number of 2pt Baskets

Average number of 2 point baskets per game

22. Av Number of 3pt Baskets

Average number of 3 point baskets per game

23. Av Number of 4pt Baskets

Average number of 4 point baskets per game

24. Av Number of 5pt Baskets

Average number of 5 point baskets per game

25. Perc. Reach 2pts

Percentage of players to sink at least one 2 point basket

26. Perc. Reach 3pts

Percentage of players to sink at least one 3 point basket

27. Perc. Reach 4pts

Percentage of players to sink at least one 4 point basket

28. Perc. Reach 5pts

Percentage of players to sink at least one 5 point basket

29. Chksum

Manufacturers audit for error detection

INPUT AND OUTPUT TESTS

OUTPUT TESTS

1. All Outputs

Runs the seven segment displays, cabinet LEDs and the high score light.

2. Seven Segment

Counts all seven segment displays from 0 – 9.

3. Lights

Runs all lights individually. Chase lighting 1 – 10, hoop, backboard, right rear base, left rear base, front base, then the player panel.

4. Sounds

Play all sounds in sequence.

5. Max Load

Runs all outputs at the same time at maximum power. Seven segments are set to 8888, audio plays, all motors run and all lights turn on.

INPUT TESTS

The display will read ON or OFF to indicate if the currently selected input is active or not.

- **Up Button**
- **Down Button**
- **Test / Enter Button**
- **Service / Back Button**
- **Utility Button**
- **Single Player Button**
- **Link Button**
- **Coin 1**
- **Coin 2**
- **Front Sensor**
- **Rear Sensor**
- **Close Gate Sensor**
- **Open Gate Sensor**

RUN TESTS

1. **Ticket Mech**
Dispense a single ticket from the ticket mech
2. **Ball Gate Motor**
Run the ball gate motor

GAME HISTORY

This menu lists the data on the last 10 game plays. Each entry lists three pieces of data:

- H – The entry number, from 1 – 10
- S – The game score
- GT – The game type, either single or linked.

VERSION

View the current firmware version number.

ERRORS

Name	Cause	Solution
Error ticket	The game has run out of tickets or if there is a jam on ticket mech 1	Refill the ticket mechs and ensure there is no jam. Clear the error by viewing it in the errors menu and pressing the right button. The game will automatically pay out remaining tickets if there is activity on the ticket sensor.
Single button error	The single player button has been pressed for a long period of time.	Check the button switch to see if it is jammed and clear the jam.
Link button error	The linked game button has been pressed for a long period of time.	Check the button switch to see if it is jammed and clear the jam.
Utility button error	The utility button has been pressed for a long period of time.	Check the button switch to see if it is jammed and clear the jam.
Up button error	The up button has been pressed for a long period of time.	Check the button switch to see if it is jammed and clear the jam.
Down button error	The down button has been pressed for a long period of time.	Check the button switch to see if it is jammed and clear the jam.
Right button error	The right button has been pressed for a long period of time.	Release the right button to clear the error.
Error History	The CPU cannot read or write to its on-board EEPROM history data or is receiving errors during communication with the EEPROM.	Clear the error by viewing it in the errors menu and pressing the right button. If the error still occurs, the IC is faulty and needs to be replaced.

Ball Gate Error	Ball gate sensors are not reading expected values.	Check the ball gate sensors are operating correctly and are not jammed. Use the run tests menu to ensure that the ball gate motor is running correctly.
Error EEP NJ <i>Only applicable to NJ software</i>	The CPU cannot read or write to its on-board EEPROM New Jersey data or is receiving errors during communication with the EEPROM.	Clear the error by viewing it in the errors menu and pressing the right button. If the error still occurs, the IC is faulty and needs to be replaced.

HARD ERRORS

This category of errors is used to identify specific errors serious enough that gameplay must be stopped, either to prevent damage to the machine or because it would result in a negative gameplay experience for the player.

Name	Cause	Solution
Coin 1 error	The coin sensor has been pressed for a long period of time.	Release the coin sensor to clear the error.
Coin 2 error	The coin sensor has been pressed for a long period of time.	Release the coin sensor to clear the error.
Error Front Sensor	The front sensor has been reported as active for too long	Check that the sensor is not dirty or blocked by anything. Use the operator menu input tests to check that the Front Sensor input is triggered when throwing a ball. Check that the sensor is connected correctly. If the problem persists, you may need to recalibrate the sensor. Instructions for this can be found in the operator manual.

Error Rear Sensor	The rear sensor has been reported as active for too long	<p>Check that the sensor is not dirty or blocked by anything.</p> <p>Use the operator menu input tests to check that the Rear Sensor input is triggered when throwing a ball.</p> <p>Check that the sensor is connected correctly.</p> <p>If the problem persists, you may need to recalibrate the sensor. Instructions for this can be found in the operator manual.</p>
Error EEP Audit UR	The CPU cannot read or write to its on-board EEPROM unresettable audits, or is receiving errors during communication with the EEPROM.	<p>Set all audits to default by viewing the error in the errors menu and pressing the right button.</p> <p>If the error still occurs, the IC is faulty and needs to be replaced.</p>
Error EEP Audit R	The CPU cannot read or write to its on-board EEPROM resettable audits, or is receiving errors during communication with the EEPROM.	<p>Set all audits to default by viewing the error in the errors menu and pressing the right button.</p> <p>Set resettable audits back to default by going into the audits menu and press and hold the right button. If the error still occurs, the IC is faulty and needs to be replaced.</p>
Error PSet	The CPU cannot read or write to its on-board EEPROM program settings, or is receiving errors during communication with the EEPROM.	<p>Clear the error by viewing it in the errors menu and pressing the right button.</p> <p>If the error still occurs, the IC is faulty and needs to be replaced.</p>

TROUBLESHOOTING

SENSOR CALIBRATION

The front throw and basket sensors are calibrated by the manufacturer but can be recalibrated if the game isn't functioning as expected. Using differently colored or dirty basketballs may effect the calibration.

FRONT THROW SENSOR

The front throw sensor detects when a ball is thrown. One receiver PCB contains 8 receive sensors connected to 1 adjustment trimpot. Each receive sensor has an indicator LED which turns ON when the sensor is clear and turns OFF when the sensor is blocked.

Calibration involves adjusting trimpots until all indicator LEDs operate correctly:

1. Ensure the game is powered on and the FB213A PCBs powered
2. Increase the sensitivity of the sensors via the trimpots until the PCBs 8 sensor indicator LEDs turn on – this indicates that the sensors are able to detect each other
3. Block each sensor individually and check that the indicator LED turns OFF. If it does not turn off, decrease the sensitivity via the trimpot until it does
4. Unblock the sensor and ensure the indicator LED turns ON
5. Repeat for all 8 sensor indicator LEDs per PCB

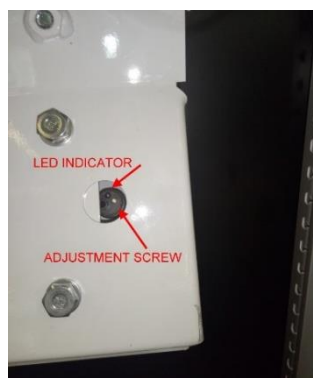


BASKET SENSOR

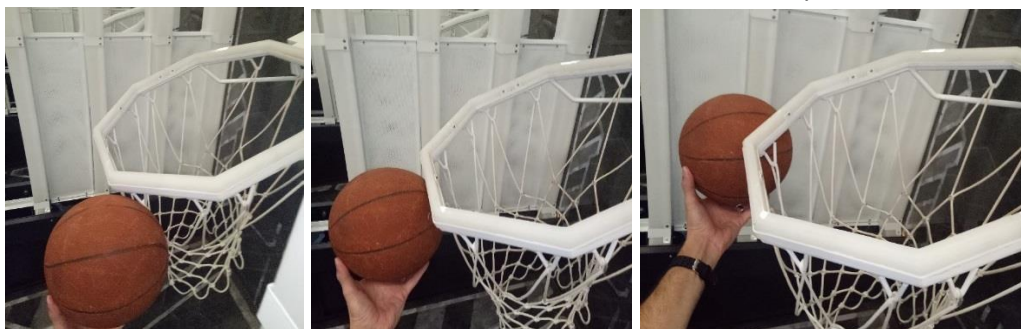
The basket sensor calibration ensures it properly detects any balls that pass through the basket. Incorrect calibration will result in the ball not being detected when passing through the basket or the ball being incorrectly detected when outside the basket. The sensor can be adjusted to increase and decrease the sensitivity, until the balls are detected correctly.

Two sensors need calibrating in the same manner:

1. Turn the adjustment screw all the way in one direction using a small fine flat screwdriver, taking care not to use too much force. The adjustment screw is accessible from behind the cabinet.



2. Adjust the calibration screw while passing a ball through the basket, taking note that the situations below are met. The red LED turns on when the ball is detected.
 - Ensure that the ball *is not* detected when the ball is at the below three positions outside the basket. Move the ball up and down outside the basket and ensure the sensor LED never turns on. If the LED *does* turn on, decrease the sensitivity of the sensor.



- Ensure that the ball *is* detected when the ball is at the below four positions inside the basket. Move the ball up and down through the basket and ensure the sensor LED turns ON with each pass of the ball. If the LED *does not* turn on, increase the sensitivity of the sensor.



- Continue to tweak the sensitivity of the sensors, testing the ball in the above positions.

BACKBOARD DISPLAY

SHOWING INVALID INFORMATION

If the backboard display is showing unclear or invalid information, it's possible that p setting 23, Shot Clock Position, has been set incorrectly.

1. Establish if your shot clock value is displayed on the backboard or on a front panel.
2. Enter the operator menu.
3. Enter the p settings menu.
4. Go to setting number 23, and ensure that it is set correctly based on your cabinets configuration.

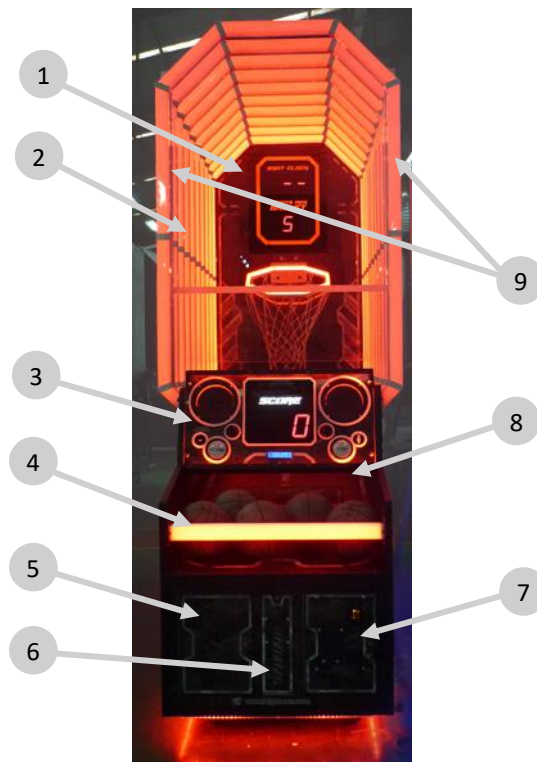
SECTION A: SERVICE INSTRUCTIONS

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



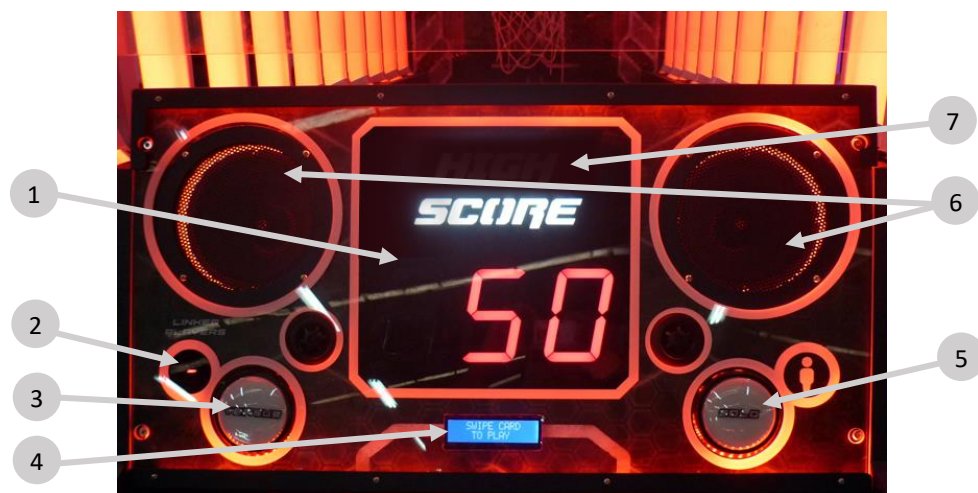
1. Backboard
2. Chase lighting
3. Player panel
4. Stop bar
5. Service door
6. Ticket door
7. Coin door
8. Ball gate
9. Front throw sensors

BACKBOARD



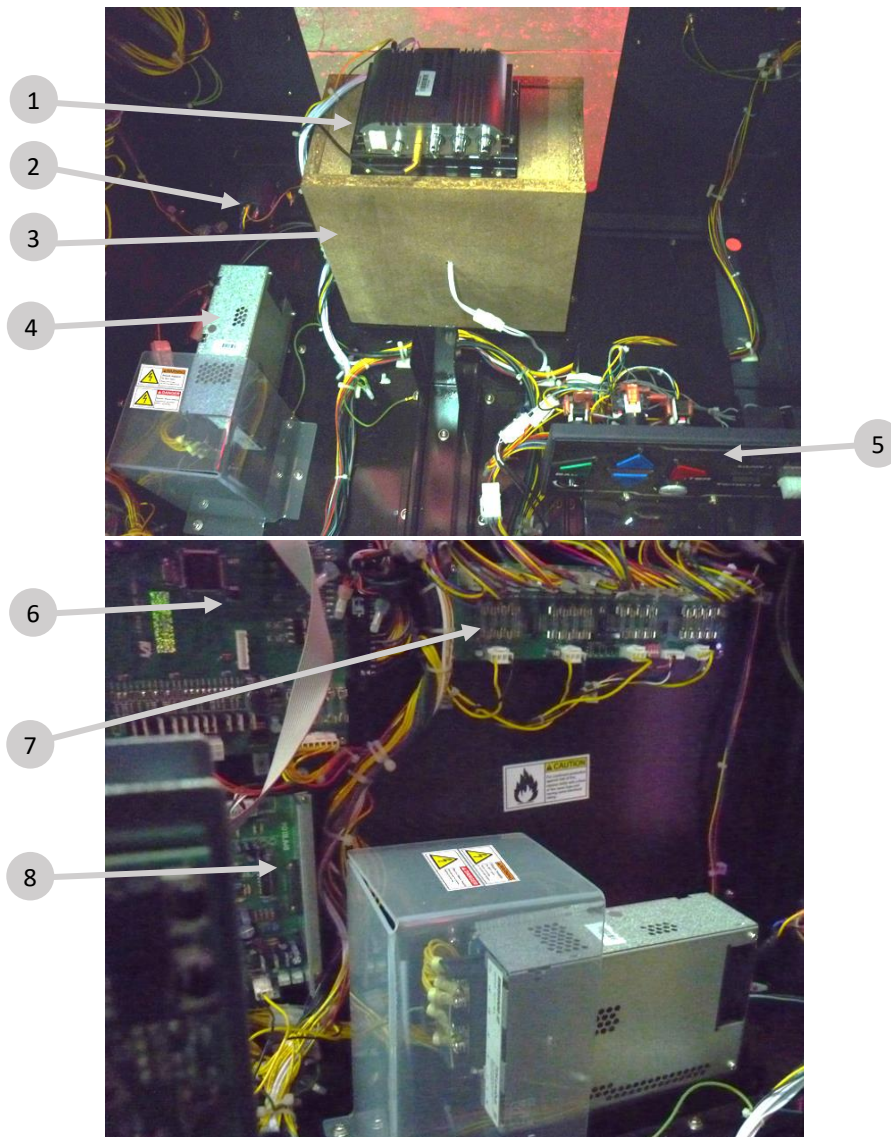
1. Shot clock display
2. Points per basket display
3. Basket sensors

PLAYER PANEL



1. Score display
2. Link player count display
3. Link player button
4. Credit display
5. Singly player button
6. Speakers
7. High score lamp

CABINET INNER



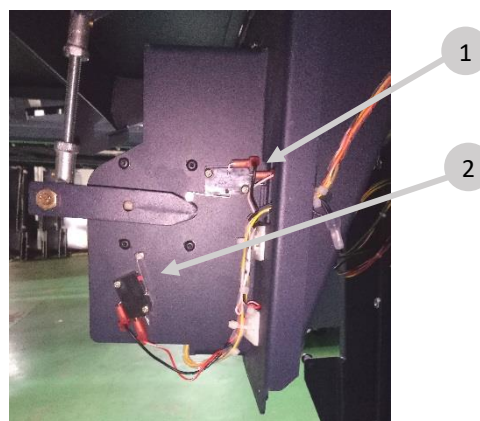
1. Amplifier
2. Power inlet
3. Subwoofer
4. Power supply
5. Operator panel
6. FB216 Game IO PCB
7. FB215 PWM Driver PCB
8. FB106 Sound PCB

OPERATOR PANEL / SERVICE CONTROLS



1. Up button
2. Back / service button
3. Down button
4. Volume control
5. Coin 1 counter
6. Count 2 counter
7. Test / enter button
8. Ticket counter
9. UCL connector
10. Utility button

BALL GATE



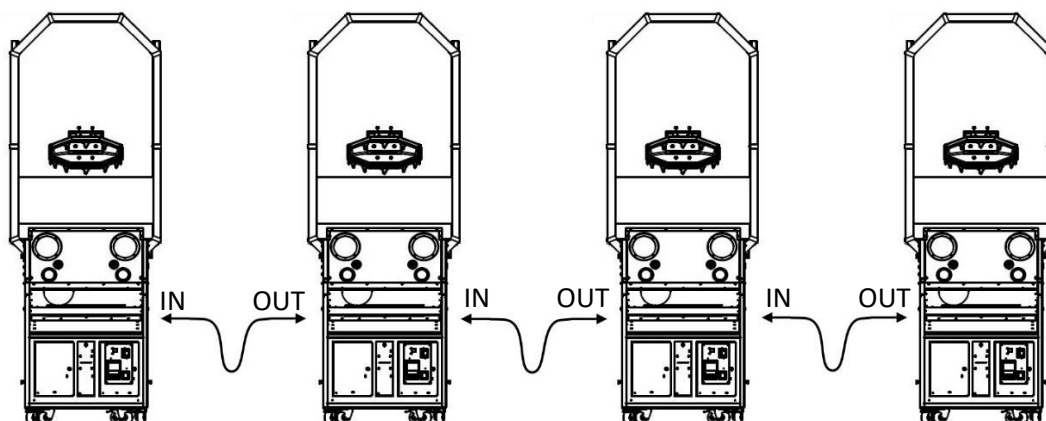
1. Open switch
2. Closed switch

LINK CONNECTORS

Up to 8 **HYPERshoot** games can be linked together for competitive play. Daisy-chain the games together by connecting the supplied Link Cable to the IN and OUT connectors on each machine.

Games on the end positions of the link only need a single cable connection.

Position of the link “Master” is not critical, it can be at any position in the network as long as only a single master exists in the network.



PARTS DESCRIPTION

CHASE LIGHTS

Chase lights consist of 10 rings containing RGB LEDs with each ring under firmware control. During game play they will show a lighting animation which appears to follow the ball as it is thrown through the air.

BASKET SENSOR

The basket consists of RGB LED strip under firmware control, and 2 proximity sensors used to detect the ball. Both sensors are used to detect the ball as it passes through the basket.

FRONT THROW SENSOR

The front throw sensor is required for normal game play and scoring. The sensor consists of the FB213A and FB213B pair. An IR-beam ladder detects when a ball passes by and this in turn is used to trigger the chase light animation.

The front throw sensor requires calibration after installation to detect a ball throw. The FB213B is an adjustable IR receiver PCB. One receiver PCB contains 8 receive sensors connected to 1 adjustment trimpot. Each receive sensor has an indicator LED which turns ON when the sensor is clear and turns OFF when the sensor is blocked.

BALL GATE

The ball gate consists of a geared motor which raises and lowers a “gate” to hold the balls. The motor stops when it hits switches at the extent of travel.

Ensure the switches are intact and make contact with the gate lift arm.

BACKBOARD DISPLAYS

FB63 7-Segment Display PCBs are used to display the game time remaining, and the current points per basket. Access is from the rear of the game.

LED LIGHTING/FB215

16 independent LED lighting channels are used in ***HYPERshoot***. Each channel is fused and driven by the FB215 PCB.

Channels 1-10 are used on the chase lights

Channel 11 is the basket

Channel 12 is the backboard

Channel 13, 14 is the rear lower floor lighting.

Channel 15 is the player panel and ball stopper

Channel 16 is the front floor lighting.

FB215 is controlled by the FB216 Game Control Board.

PLAYER PANEL

Access to the panel components is by removing the front face of the player panel. The player panel consists of the edge mounted LED lighting, speaker system (midrange, tweeter, crossover), display PCBs and player buttons.

SPEAKERS

Two component speakers are wired to the left and right outputs from the amplifier. Each speaker pair consists of a crossover, midrange speaker and tweeter speaker.

AMPLIFIER/FB106/SUBWOOFER

The FB106 is the sound driver board containing the sound files. The volume can be adjusted by the potentiometer located on the operator panel.

An extra amplifier is included to drive a subwoofer. The adjustment knobs on this amplifier have been set by the manufacturer and should be left in default positions.

OPERATOR PANEL COUNTERS

Counters will increment for each coin inserted and each ticket paid out. Counters are under firmware control and are not directly connected to the mechanisms.

OPERATOR PANEL BUTTONS

Press the green SERVICE/BACK button to issue a service credit from attract mode. Press and hold the green SERVICE/BACK button to enter temporary Free Mode, this will remain in place until machine power is reset.

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

When in the operator menu, use four up/down/left/right buttons to navigate through the menu.

OPERATOR PANEL VOLUME KNOB

Use to adjust the speaker's sound level.

GAME BOARD – FB216

The FB216 is the main control board for the game. It contains the application firmware and output drivers to read sensor inputs and control the lighting, displays and audio. It has five fuses, the ratings of which can be seen in the image below:



COIN MECHANISM / BILL ACCEPTOR / CARD SYSTEM

Credits can be inserted via a coin mech, bill acceptor and/or card system connection. All interfaces are located inside the front coin door.

TICKET MECHS

Tickets won are paid out on the ticket mech. A ticket error will occur when a ticket cannot be dispensed due to a jam or empty dispenser.

POWER INLET/MAINS SWITCH

The power inlet is a standard IEC inlet socket with a 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, 6A.

WARNING: ALWAYS turn OFF mains power and unplug the game before replacing any fuses.

ALWAYS use the correctly rated fuse.

POWER SUPPLY

The entire machine is powered by a single 600W 12V power supply. AC input is universal 85-265VAC 47-63Hz.

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 button lamps are 12VDC T10 LED or equivalent.

All remaining lighting is RGB LED strip. Contact your nearest LAI Games office for replacement LED strip to ensure color is matched.

MAINTENANCE

EXTERIOR

- Regularly dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap.
- Clear any dust from play area coming from the balls.
- Check for blown bulbs and replace as required.
- Check all LED strips are functioning and repair as required.
- Check the front throw sensor operation over its entire height by passing a ball through it during the Input Test menu or during game play. Calibrate if necessary.
- Check both basket sensors detect balls in the basket and reject balls outside the basket. Calibrate if necessary.
- Clean the balls and ensure they are fully inflated.
- Check all lighting covers for cracks and replace when necessary.
- Check the basket, ball gate and playfield hardware is firmly secured and tighten fasteners where 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.
- Check all harnessing is intact and repair if necessary.

FB216 UPDATE PROCEDURE

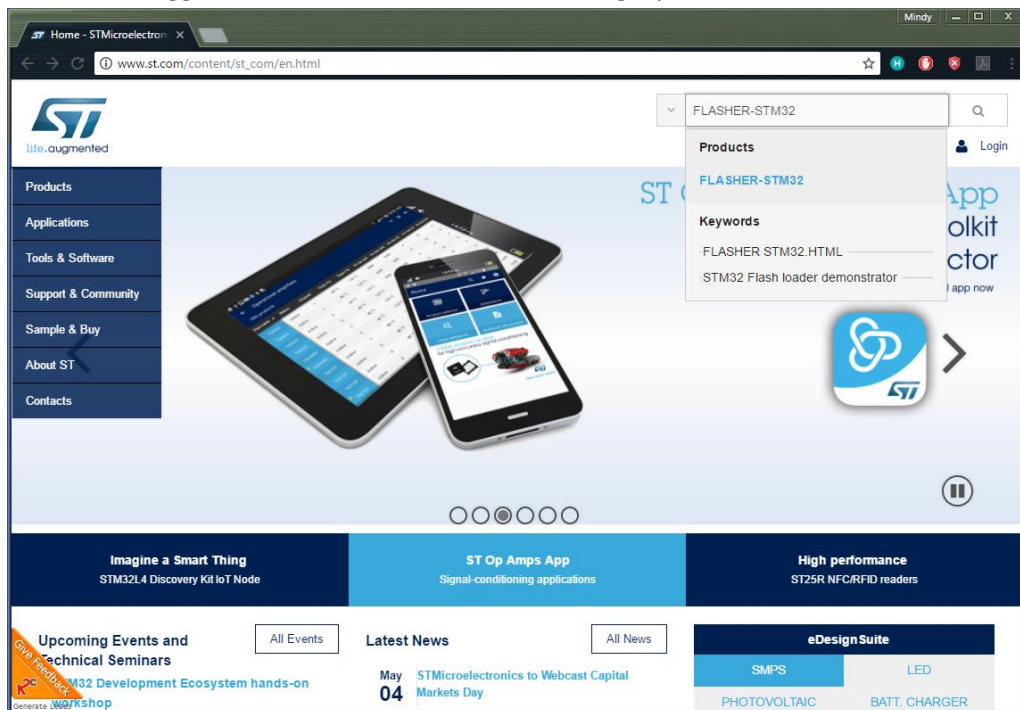
TOOLS REQUIRED

- 1 x USB – TTL Serial Adapter with Connector Harness
- 1 x PC or Laptop with USB Port running a Windows OS (will be connected to game during the update, so must be portable)
- 1 x Computer Program FLASHER-STM32
- 1 x HEX File (containing PCB update)

PC SETUP

FLASHER-STM32

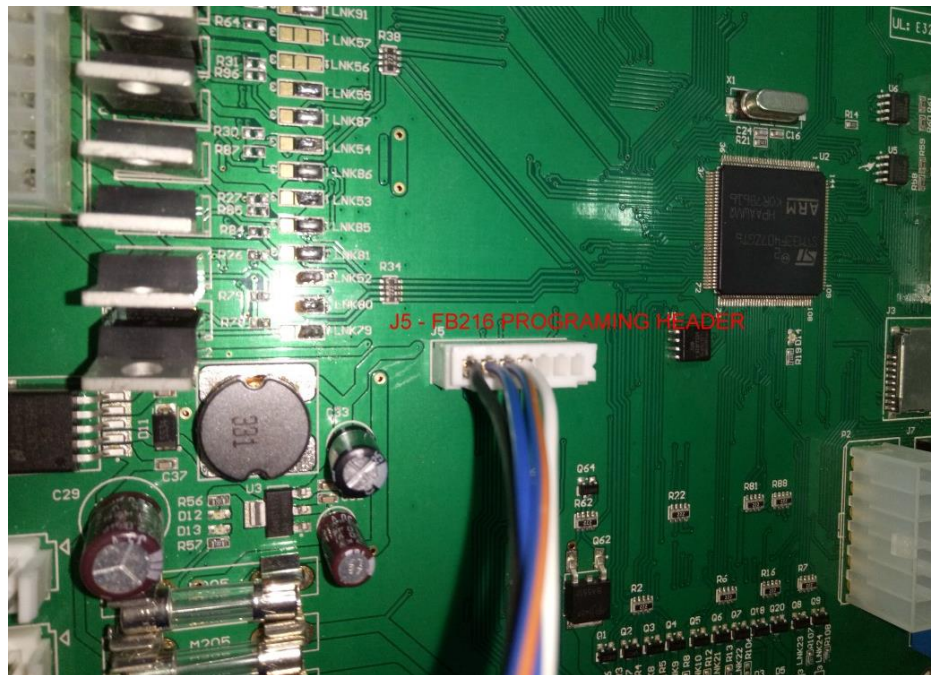
1. The program FLASHER-STM32 needs to be downloaded and installed on the PC
2. Visit www.st.com
3. In the search bar at the top of the page, search for FLASHER-STM32
4. Select the suggested result from the Products category



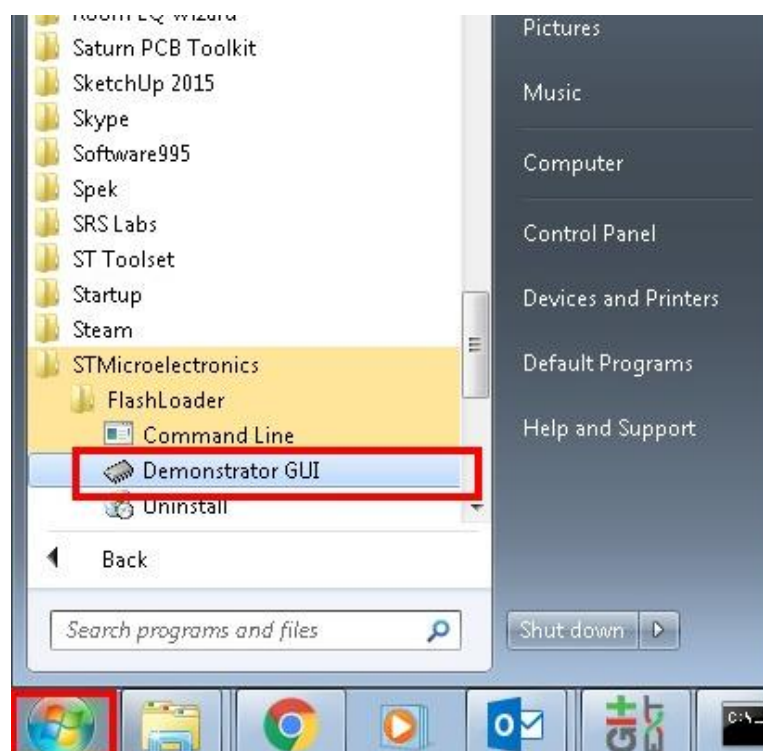
5. Alternatively, in the navigation menu on the left, select:
 1. Tools & Software
 2. Software Development Tools
 3. Product Tree (on the right)
 4. STM32 Software Development Tools
 5. Scroll down, and select FLASHER-STM32 from the list
6. Scroll to the bottom of the product page, and select the “Get Software” button
7. You will need to enter your name and email address to confirm the download
8. Once the software is downloaded, install it on the PC

PROCEDURE

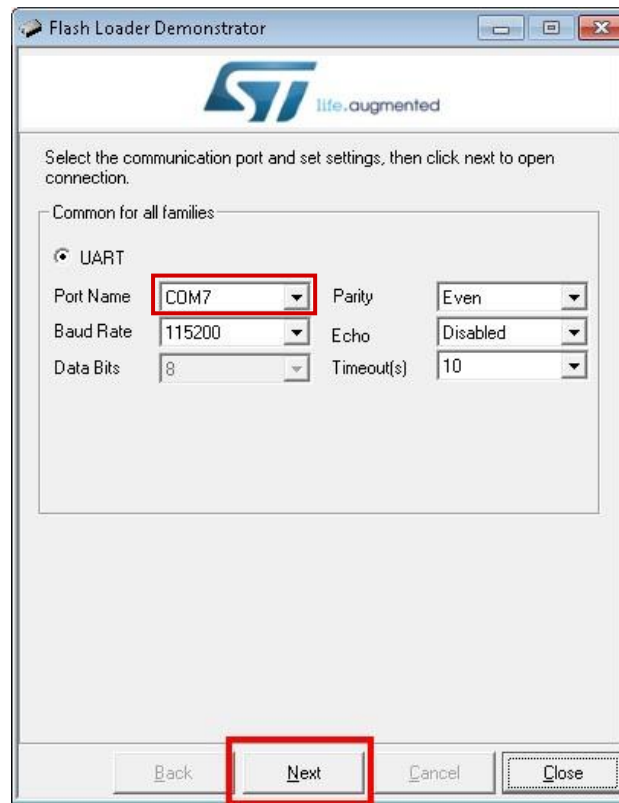
1. Switch off the game that is being updated
2. Access the required service area and locate the PCB (refer to Locating and Accessing parts – Cabinet Inner for assistance in locating FB216)
3. Place the PC near the PCB, and connect them using the USB – TTL serial adapter cable, from the USB port on the PCB, to the J5 programming port on the PCB



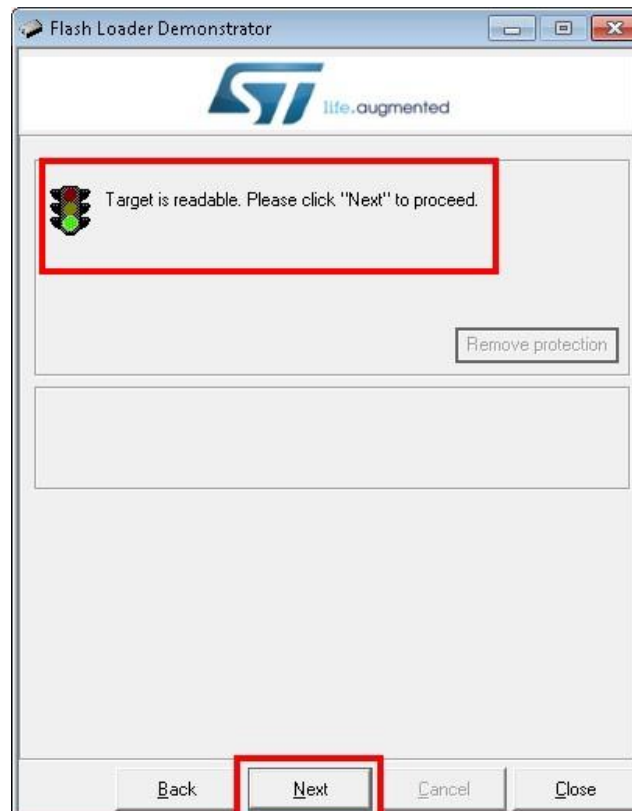
4. Power on the game
5. In the start menu, navigate to STMicroelectronics > FlashLoader, and run the Demonstrator GUI application



6. For the Port Name setting, open the drop-down menu and select the only COM port available (COM number is automatic and can vary). If you're unable to proceed to the next step when pressing next, restart the PC and try again.

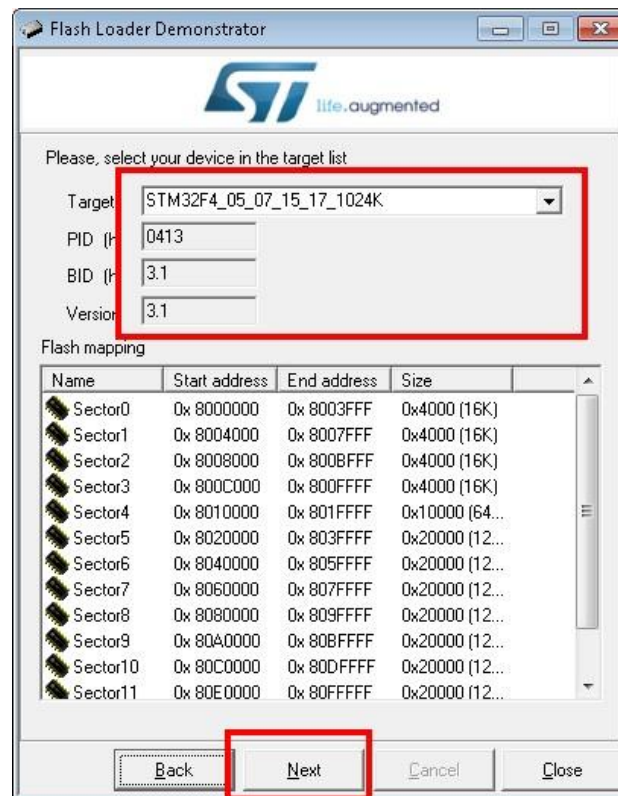


7. Leave the rest of the settings at their default value, and select Next
8. The next screen should show the "Target is readable" message



9. Press Next

10. Ensure that the target field correctly reads “STM32F4_05_07_15_17_1024K”



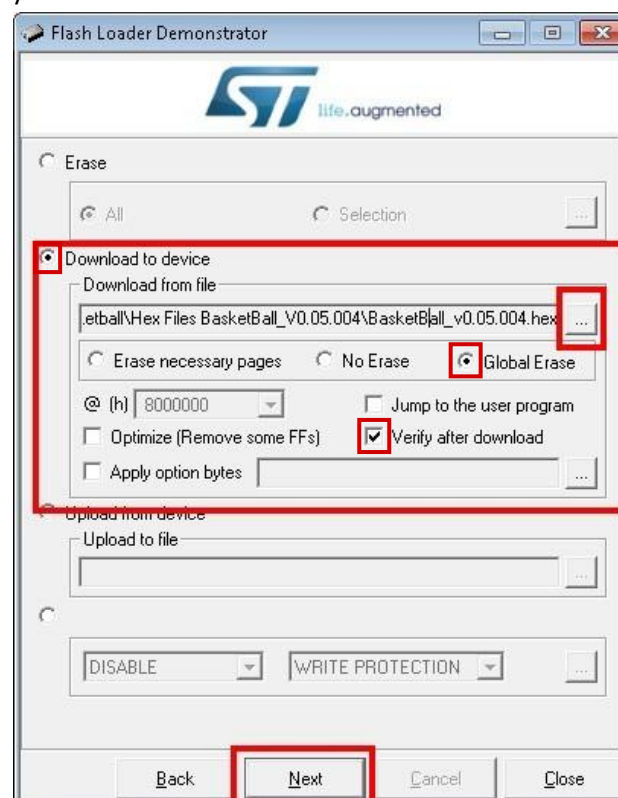
11. Press Next

12. Select “Download to device” on the left

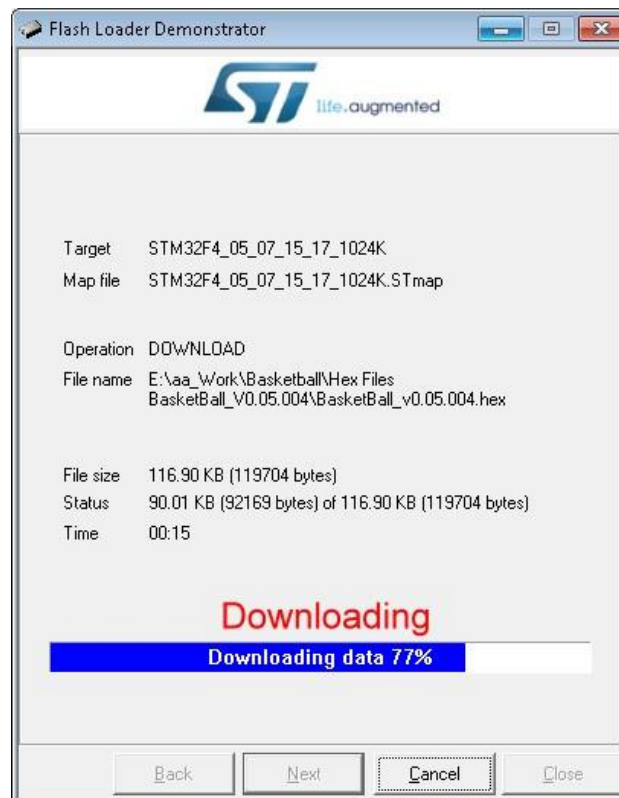
13. Click the “...” button on the right hand side of the window, and navigate to and select the HEX file

14. Select “Global Erase”

15. Select the “Verify after download” checkbox



16. Press Next
17. Above the progress bar, the text will progress from “Downloading,” to “Verifying,” to “Success”



18. Once the progress bar is green and states “Download operation completed successfully,” press Close to finish
19. Turn off the game
20. Remove the USB – TTL adapter cable from the PCB
21. Turn on the game
22. Enter the operator menu
23. There may be an error present after the update - clear the error in the operator menu
24. Check the firmware version to verify that the update was completed successfully

TROUBLESHOOTING

NO COM PORT SELECTABLE FROM DROP DOWN

If you're up to step 6, and there are no options to select a port from the drop-down menu, the PC is not able to communicate with the PCB

1. Ensure the game is powered on, and the PCB has power – verify that the heartbeat LED (shown below) is flashing to ensure that the PCB has power



2. Check that the cable is securely inserted into the USB port on the PC and the J5 port on the PCB
3. Restart the game while the cable is connected and the Demonstrator App is running
4. Restart the Demonstrator App while the cable is connected and the game is switched on
5. If none of these steps solve the issue, the cable may be faulty

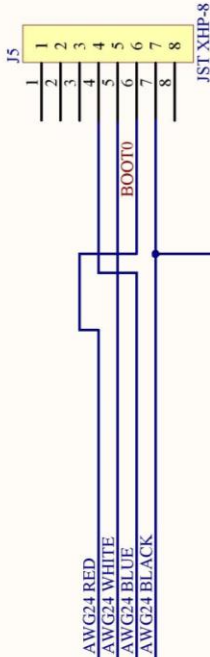
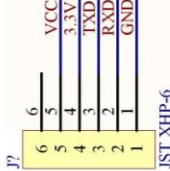


GLUE CONNECTOR AND COVER JOIN IN
HEATSHRINK
TO PREVENT CONNECTOR COMING OFF

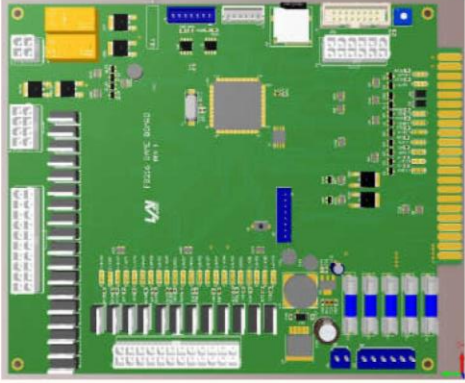


CH340 USB-TTL SERIAL CONVERTER

CHECK PIN NUMBERING WHEN
CONNECTING. SOME CONVERTERS HAVE
DIFFERENT PINOUTS
ENSURE ONLY TTL LEVEL SIGNALS ARE
CONNECTED. DO NOT CONNECT RS232
LEVEL SIGNALS.



LENGTH 80CM



CONNECT TO FB216 PROGRAMMING PORT J5

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Title **FB216 Programming Harness**

Page Size: A4 Revision: 1.3

Design Date: 15-Sep-16

Engineer: KS

Sheet 1 of 1

FileName: FB216 Serial Programmer Harness SchDoc

LAI Games
www.laigames.com



SECTION B: TECHNICAL DETAILS

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

WARNING: 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 universal AC input power supplies generates 12VDC for the entire machine.

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.

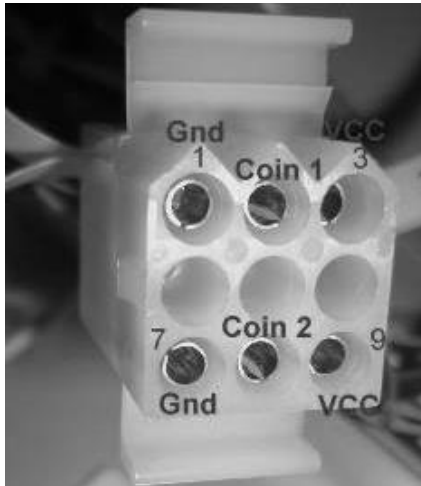


COIN OPTIONS REFERENCE GUIDE

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

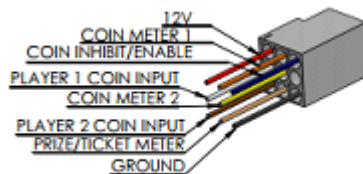
Pins: Molex 02-09-1119 (loose)
Molex 02-09-1117 (chain)

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.

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.

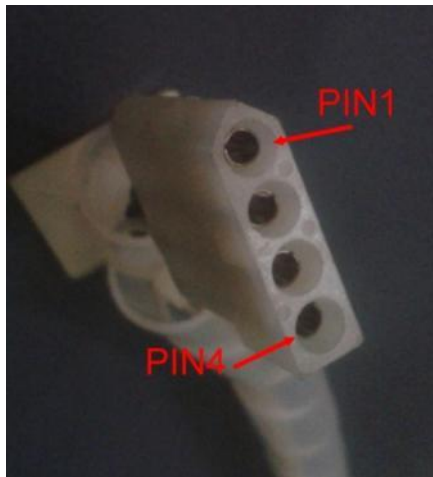
Pin 7. Empty

Pin 8. Empty

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

TICKET MECHANISMS

A ticket mech 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

CONNECTORS

6 WAY JST - BIDIRECTIONAL MOTOR

PIN	CPU PIN	FUNCTION NAME	DESCRIPTION
1		Unused	
2		Unused	
3		Unused	
4		Unused	
5		Unused	
6		Unused	

7 WAY JST - USER BUTTON

PIN	CPU PIN	FUNCTION NAME	DESCRIPTION
1	-	12VDC	Button lamp power
2	-	GND	Logic ground for button switches (switch COMMON)
3	PE10	BTN1_SW	Button 1 switch (switch NO)
4	PE12	BTN2_SW	Button 2 switch (switch NO)
5	PD1	BTN1_LAMP	Low-side driver for button 1 lamp
6	PD2	BTN2_LAMP	Low-side driver for button 2 lamp
7	-	GND	Unused ground

8WAY FEMALE HEADER - DEBUG

PIN	CPU PIN	FUNCTION NAME	DESCRIPTION
1	PA0	DEBUG TXD	Transmit debugging data from CPU
2	-	3.3V	3.3V power out
3	-	3.3V	3.3V power out
4	PD7	DEBUG_RST	GP Output from CPU to reset debug module
5	PD6	DEBUG_GPO	GP Output from CPU to assist debug module
6	-	3.3V	3.3V power out
7	-	GND	Power ground
8	PC11	DEBUG RXD	Receive debug data to CPU

6 WAY MINI-JST - BALL DISPENSER CONNECTION

PIN	CPU PIN	FUNCTION NAME	DESCRIPTION
1	-	12VDC	Solenoid power
2	PD3		Solenoid activation (pull to ground)
3	-	12VDC	Power
4	PE11		
5	-	GND	Ground
6	PC1		



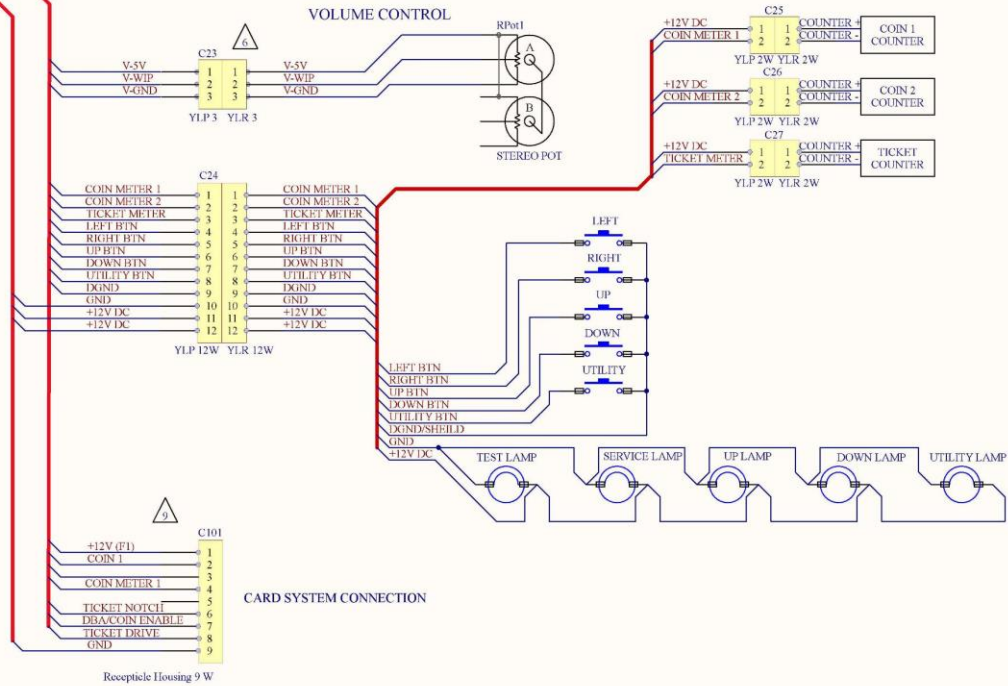
WIRING DIAGRAMS

(Next Page)

OPERATOR PANEL

TO SHEET 2 (SKB-EM-002)

TO SHEET 1 (SKB-EM-001)



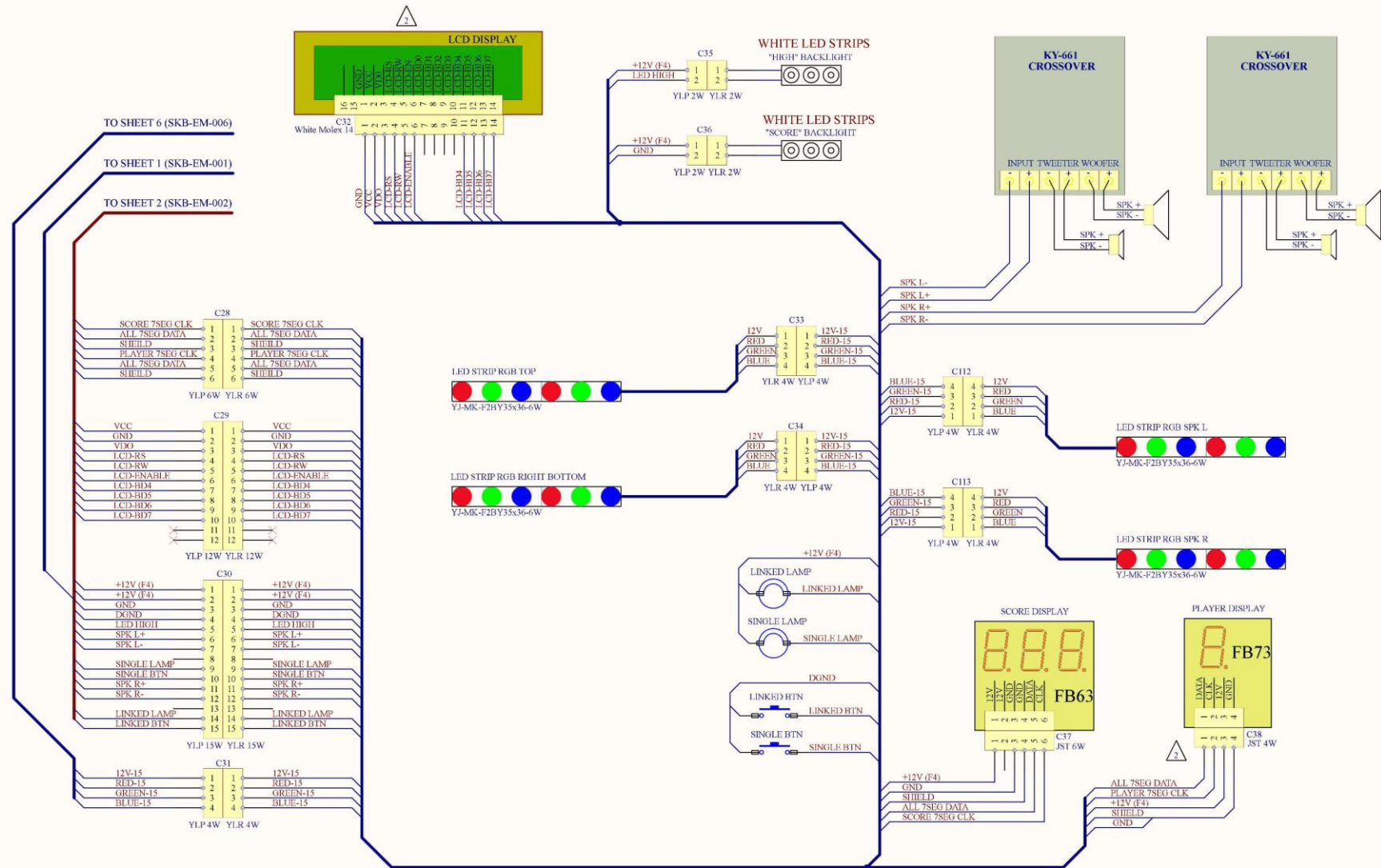
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Title **WIRING DRAWING HYPER SHOOT**
 Page Size: A4 Revision: 10
 Design Date/Project Date Sheet 3 of 24
 Engineer: SCMA/ File Name: HPS-EM-003 Operator Panel_SchDoe

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PLAYER PANEL



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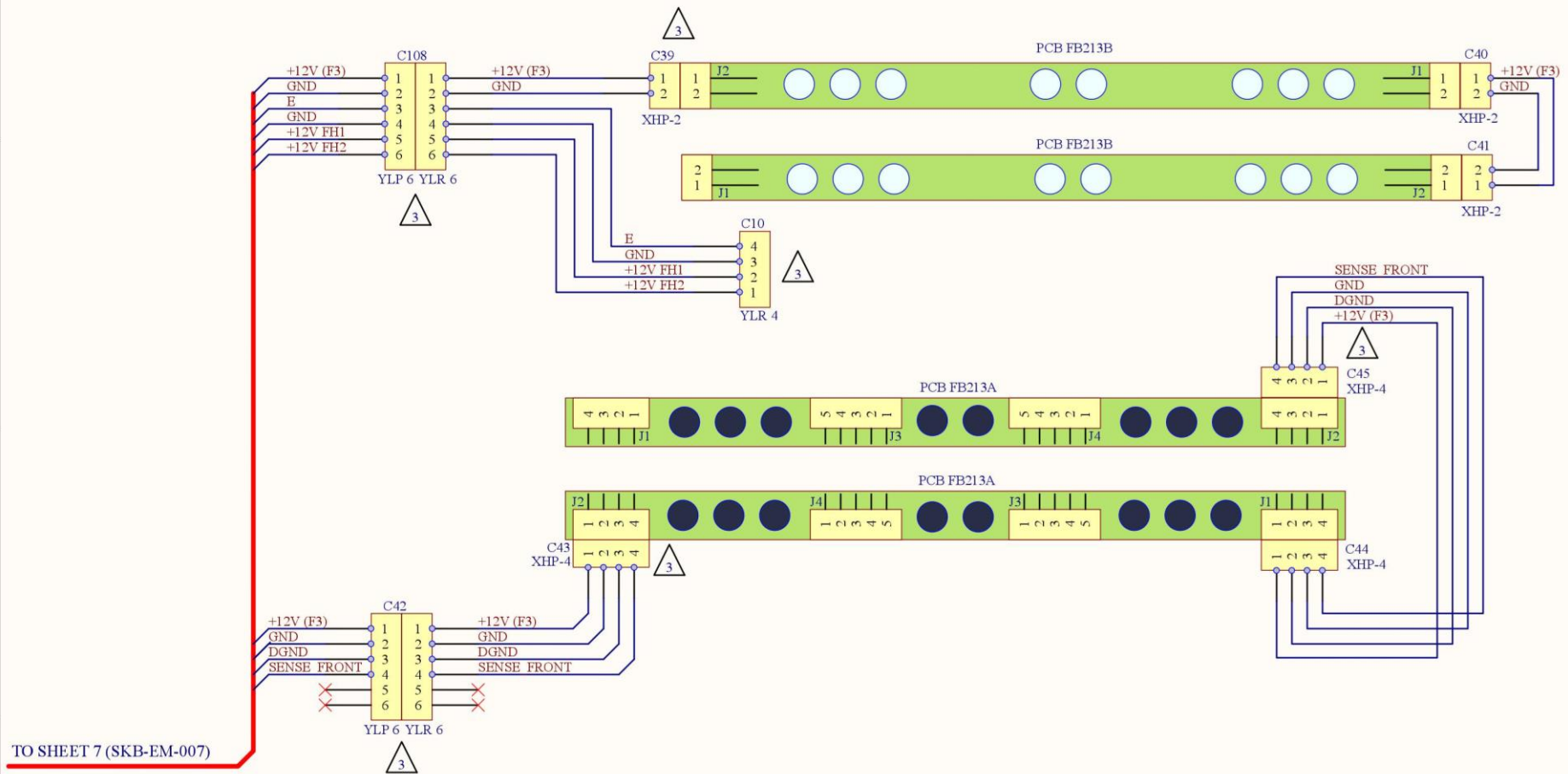
Design Date: Project Date	Sheet 4 of 24
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Engineer:	SOM
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FRONT SENSOR



TO SHEET 7 (SKB-EM-007)

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Design Date: Project Date

Engineer: SOMA

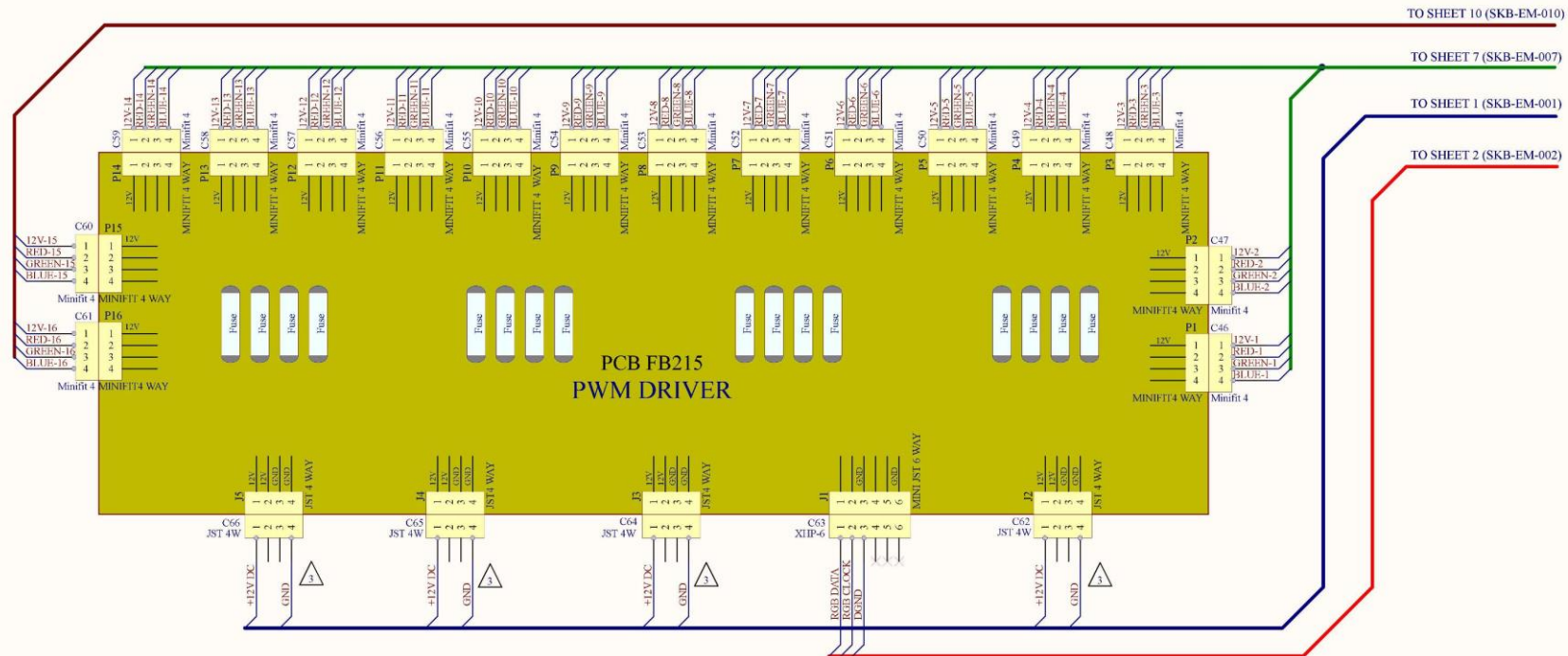
Sheet 5 of 24

FileName: HPS-EM-005 Front Sensor SchDoc

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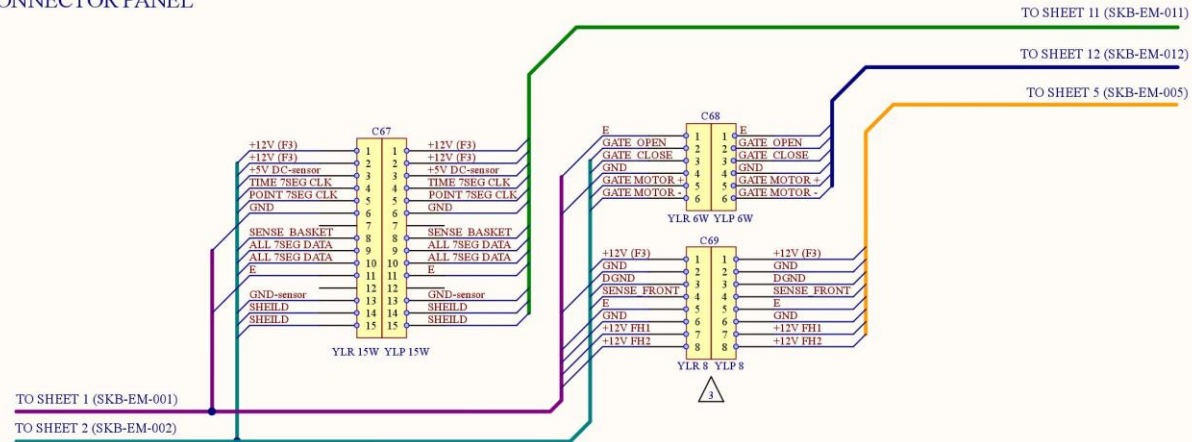


RGB DRIVER

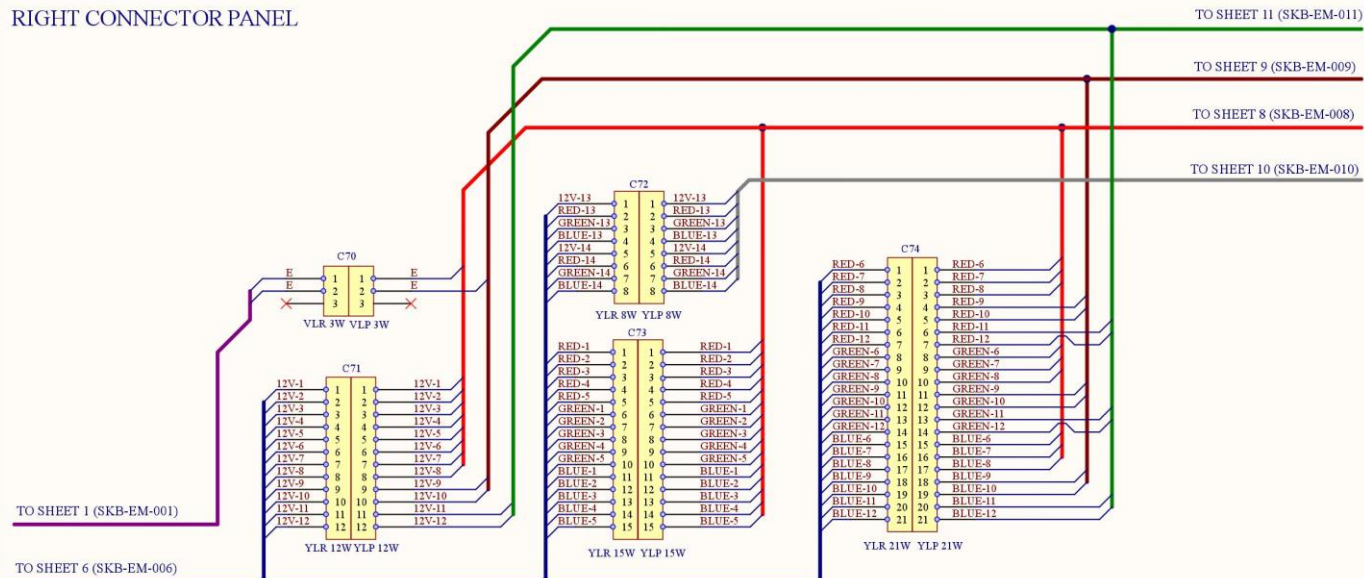


EXTENSION CONNECTION

LEFT CONNECTOR PANEL



RIGHT CONNECTOR PANEL



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Title **WIRING DRAWING HYPER SHOOT**

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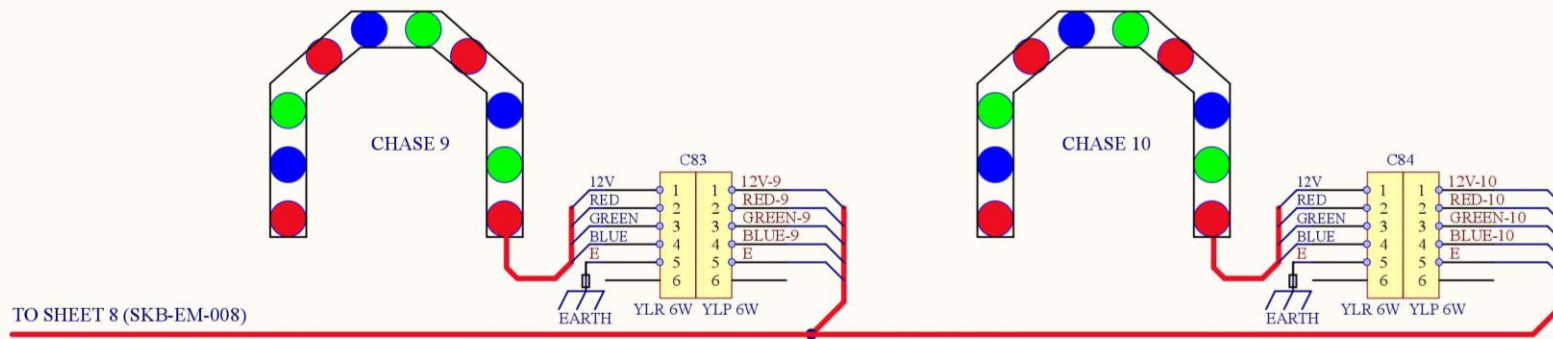
Engineer: SCMA

Sheet 7 of 24

FileName: HPS-EM-007 Extension Connection.SchDoc

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Title **WIRING DRAWING HYPER SHOOT**

Page Size: **A4** Revision: **10**

Design Date: Project Date

Engineer: **SOMA**

Sheet 9 of 24

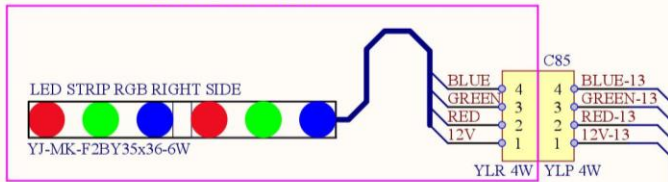
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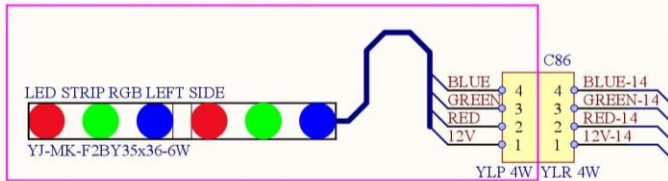


LIGHTING RGB

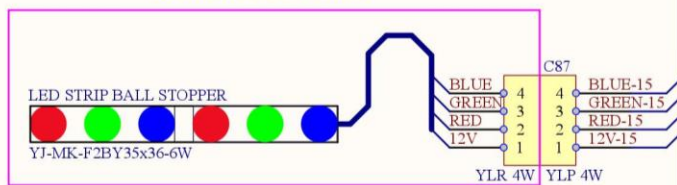
RGB RIGHT SIDE



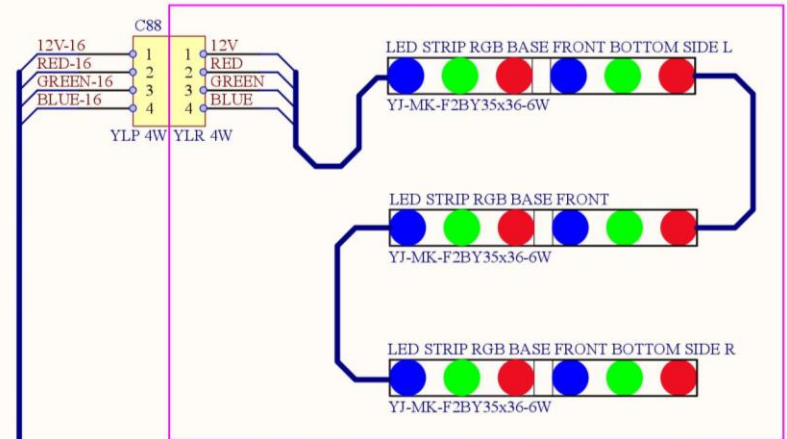
RGB LEFT SIDE



RGB BALL STOPPER



RGB FRONT BASE



TO SHEET 7 (SKB-EM-007)

TO SHEET 6 (SKB-EM-006)

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Engineer: **SOMA**

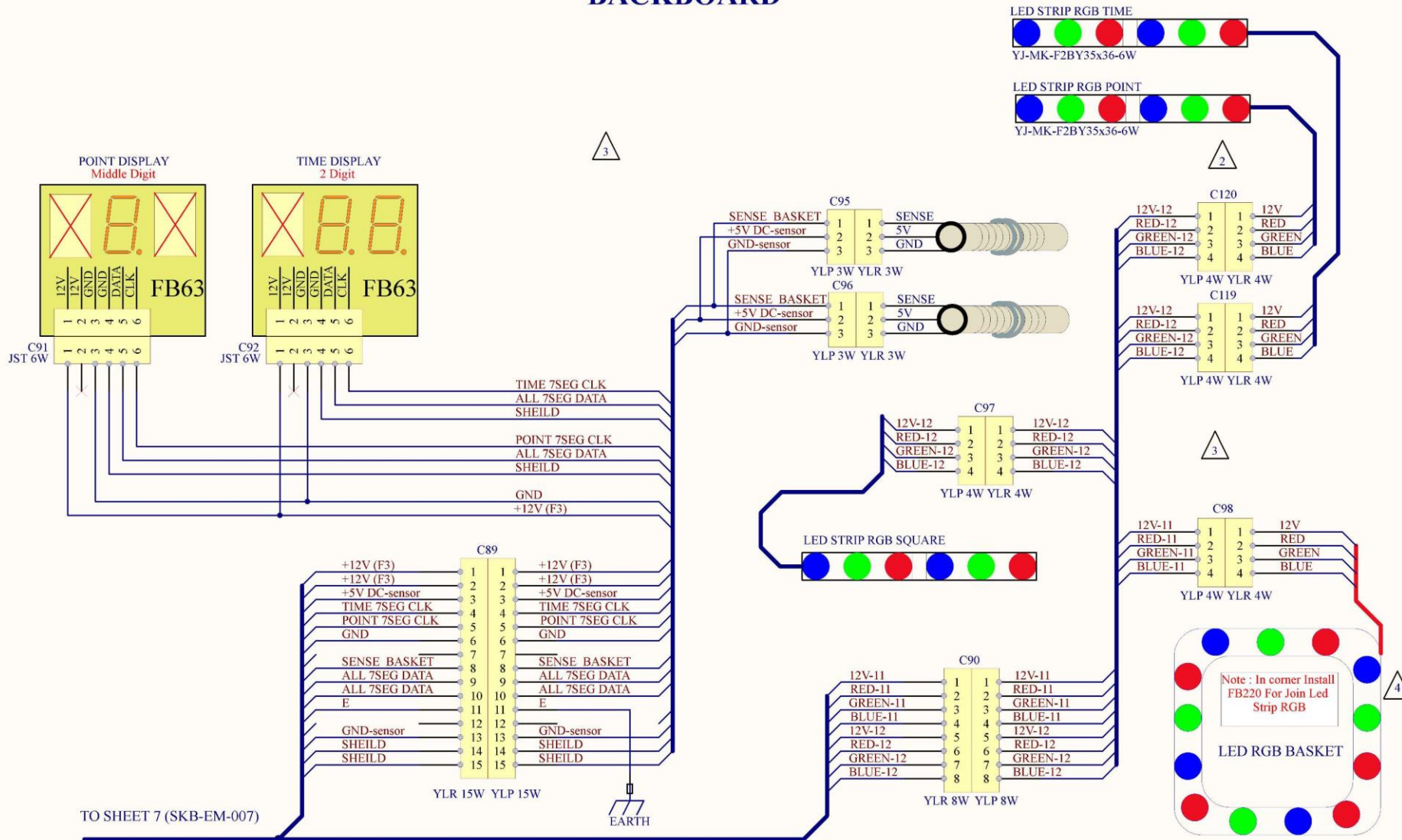
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FileName: **HPS-EM-010 Lighting RGB SchDoc**

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BACKBOARD



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Design Date: Project Date

Engineer: SOMA

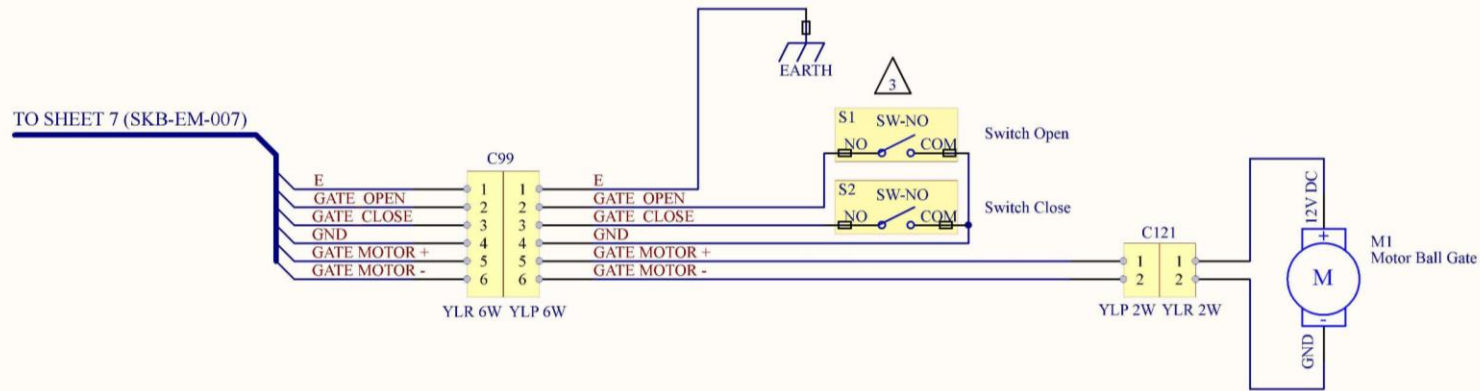
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FileName: HPS-EM-011 Backboard.SchDoc

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BALL GATE



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Design Date: Project Date

Engineer: SOMA

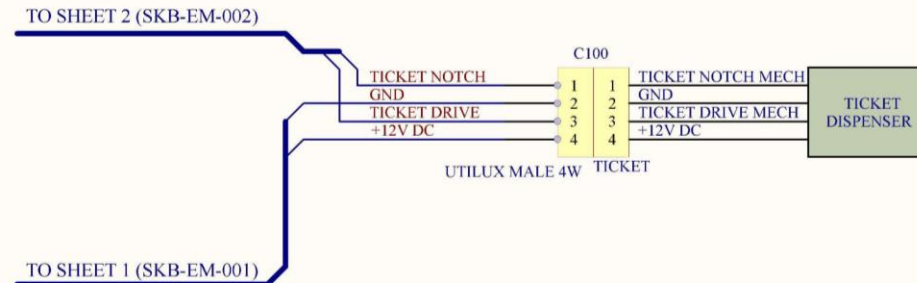
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FileName: HPS-EM-012 Motor Ball Gate.SchDoc

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TICKET DISPENSER



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Engineer: SOMA

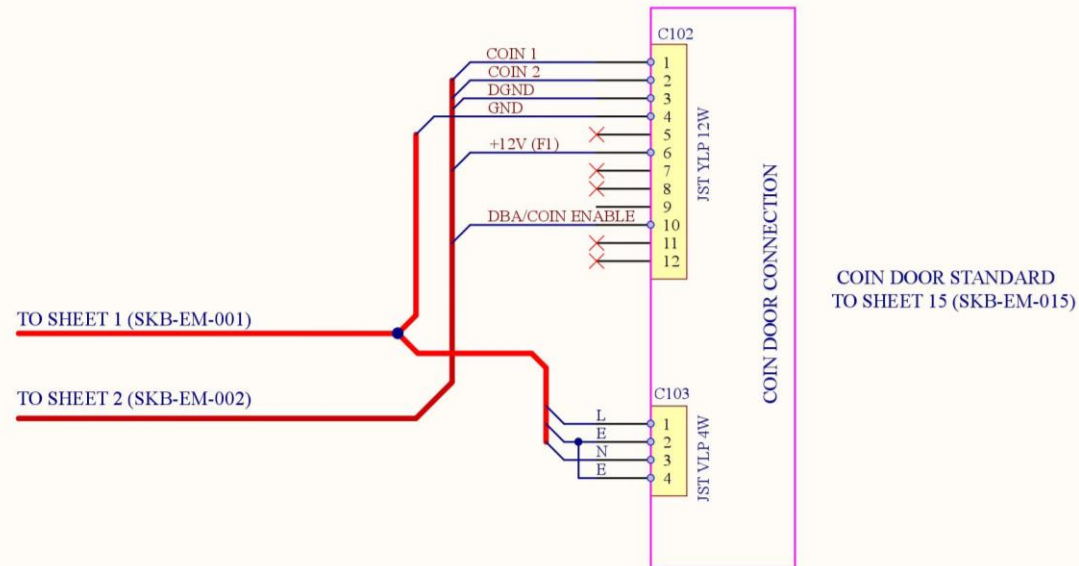
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FileName: HPS-EM-013 Ticket Dispenser.SchDoc

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COIN DOOR CONNECTION



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Engineer: SOMA

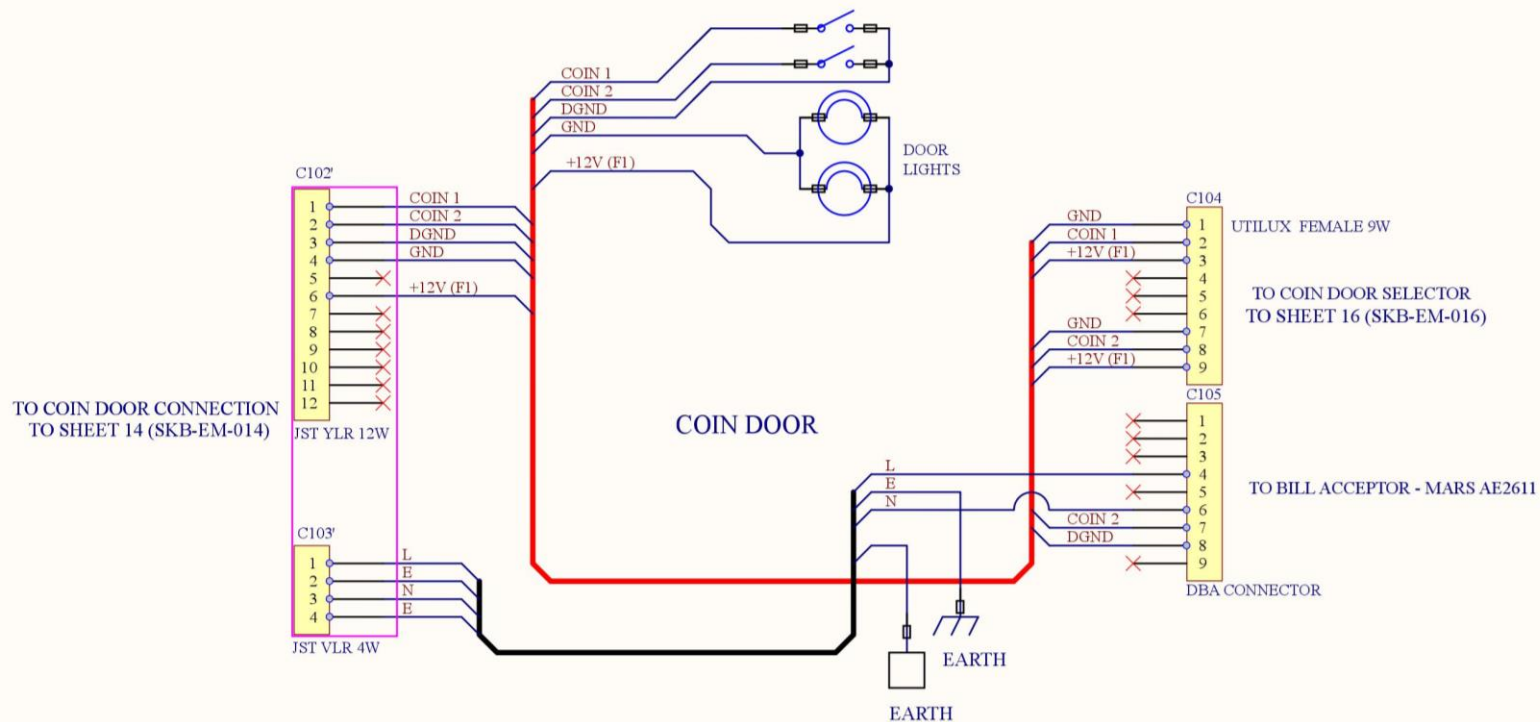
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FileName: HPS-EM-014 Coin Door Connection.SchDoc

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COIN DOOR STANDARD



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FileName: HPS-EM-015 Coin Door Standard.SchDoc

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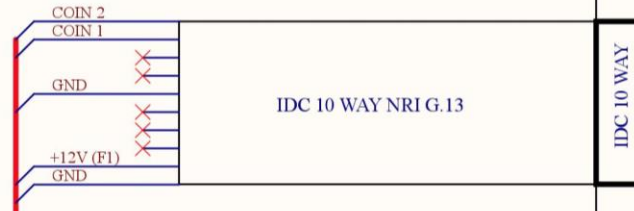
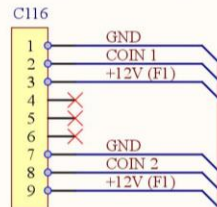


(OPTIONAL)
WIRING FOR COIN DOOR
WITH IDC NRI G.13

FOR OPTIONAL IDC NRI G.13

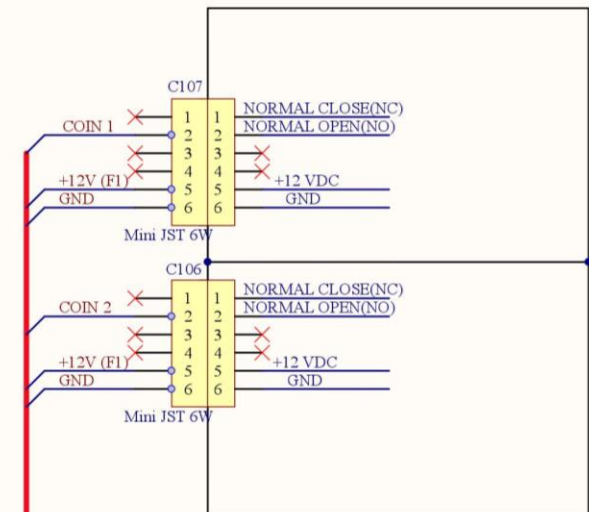
NOTE:-
PIN 1 = BLACK
PIN 2 = YELLOW
PIN 3 =
PIN 4 =
PIN 5 =
PIN 6 = BLACK
PIN 7 =
PIN 8 =
PIN 9 = COIN 1
PIN 10 = COIN 2

TO COIN DOOR STANDARD (SKB-EM-002)
TO SHEET 15 (SKB-EM-015)



IDC 10 WAY

FOR OPTIONAL COIN SELECTOR



CONNECTOR 6 WAY MINI JST

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Engineer: SOMA

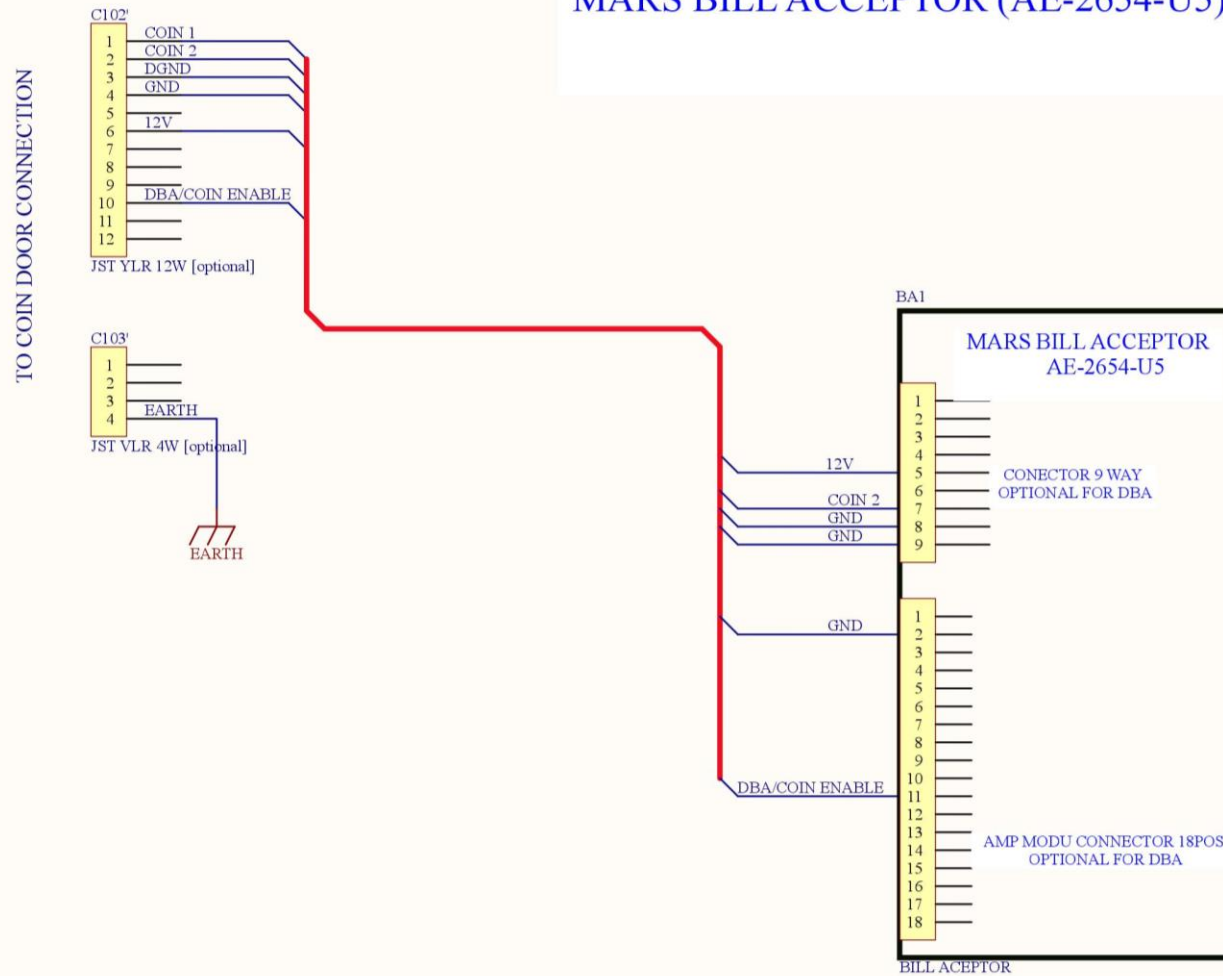
Sheet 16 of 24

FileName: HPS-EM-016 Optional Coin Selector.SchDoc

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OPTIONAL DBA ENABLE MARS BILL ACCEPTOR (AE-2654-U5)



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Design Date: 13-04-2016

Engineer: SOMA

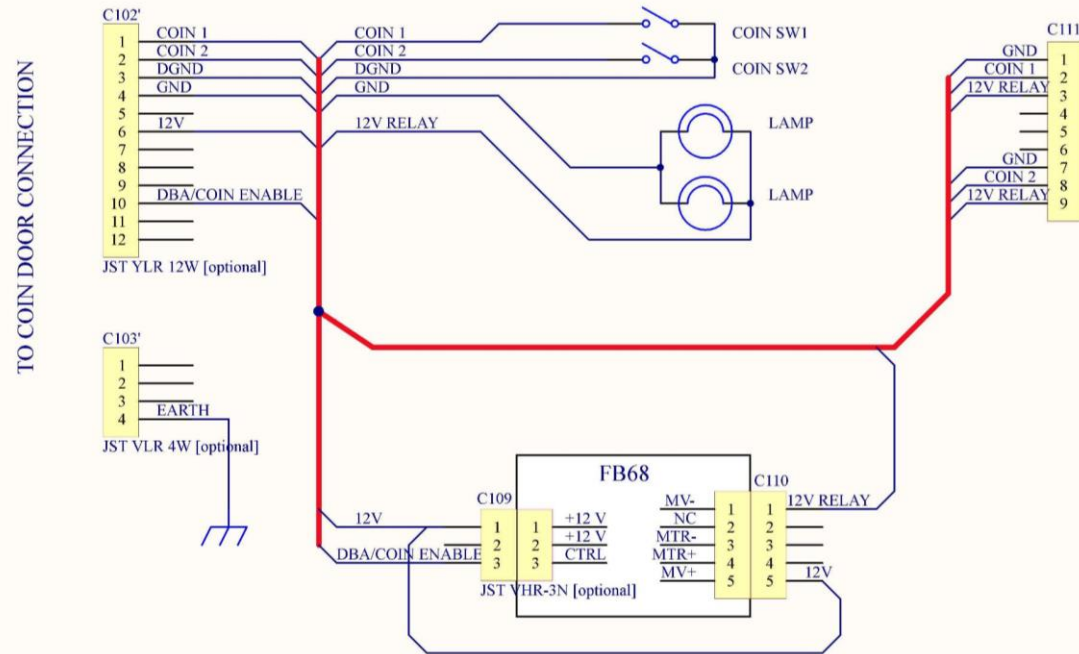
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FileName: HPS-EM-017 Optional DBA Enable SchDoc

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COIN ENABLE OPTIONAL



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Design Date: 13-04-2016

Engineer: SOMA

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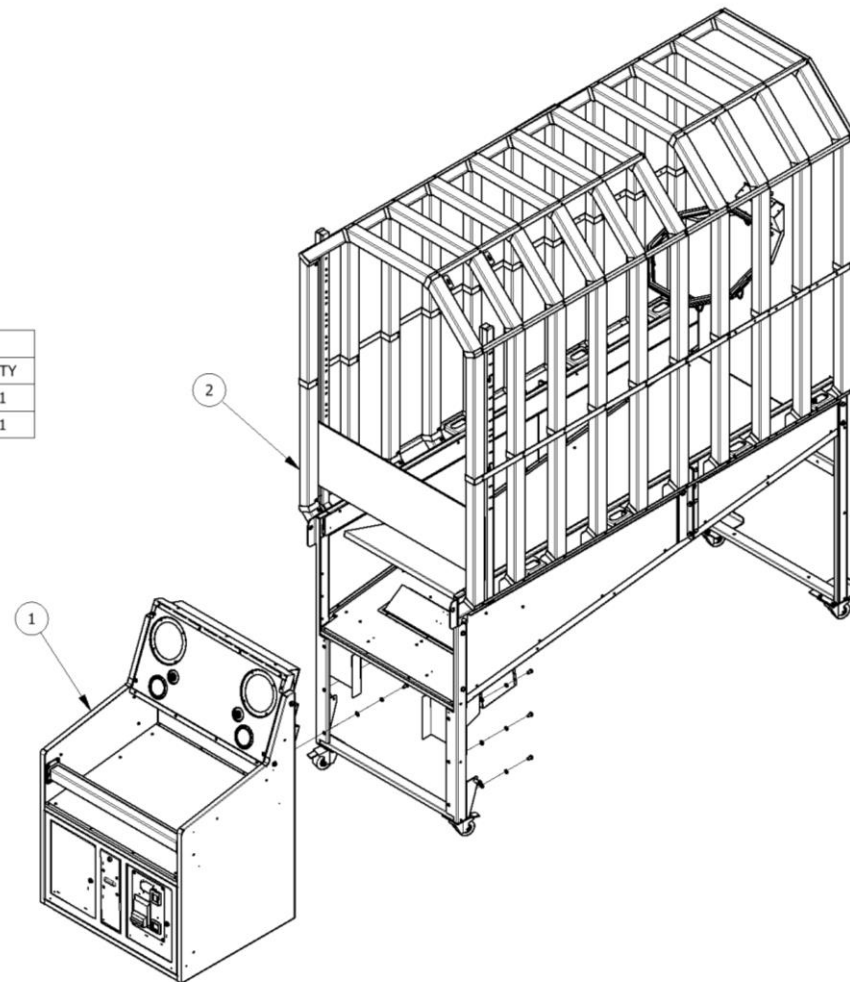
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MECHANICAL ILLUSTRATIONS

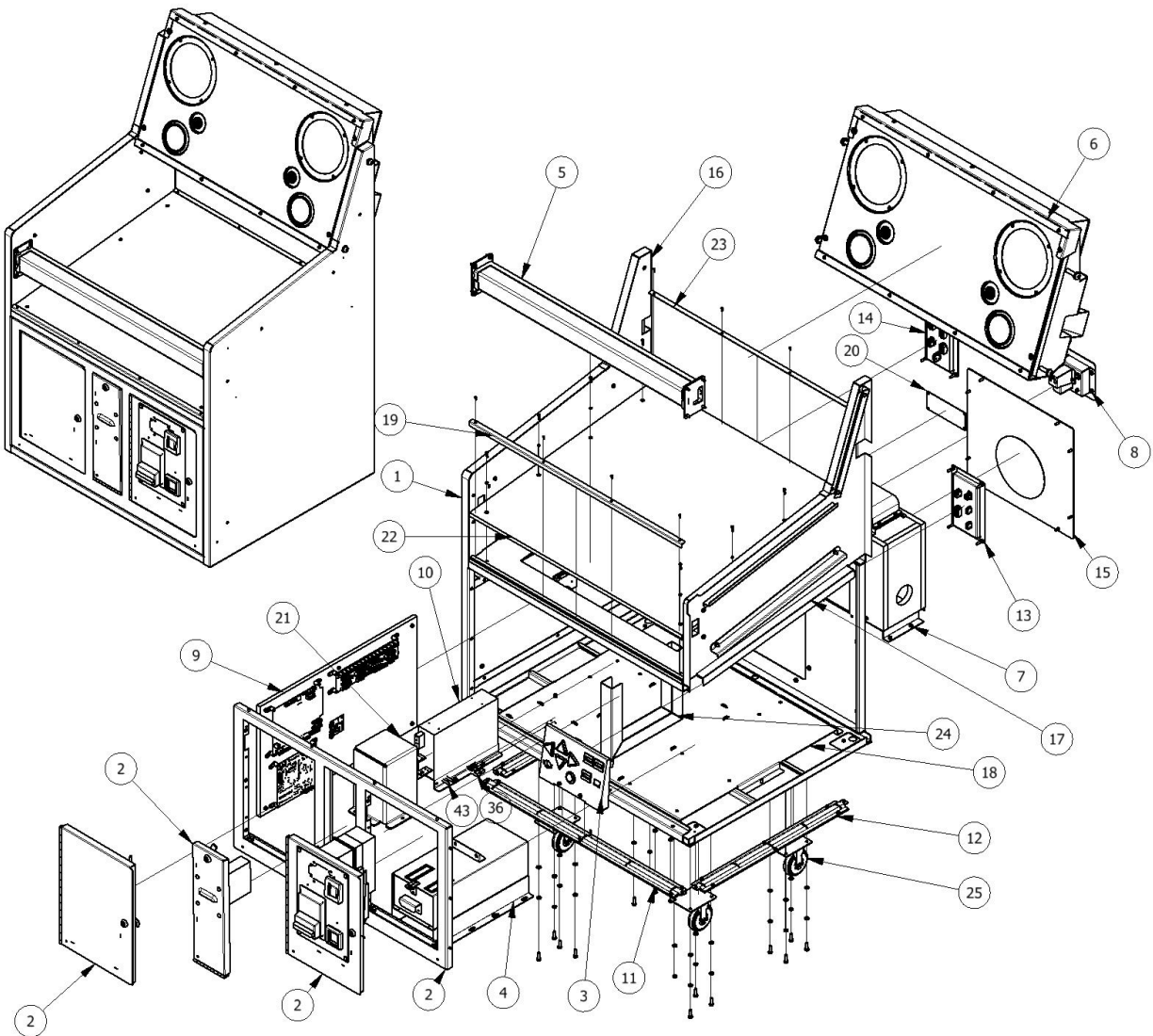
MAIN CABINET

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	ASSY Front Enclosure	HSH-ASSY-001-R9	1
2	ASSY Rear Enclosure	HSH-ASSY-002-R6	1



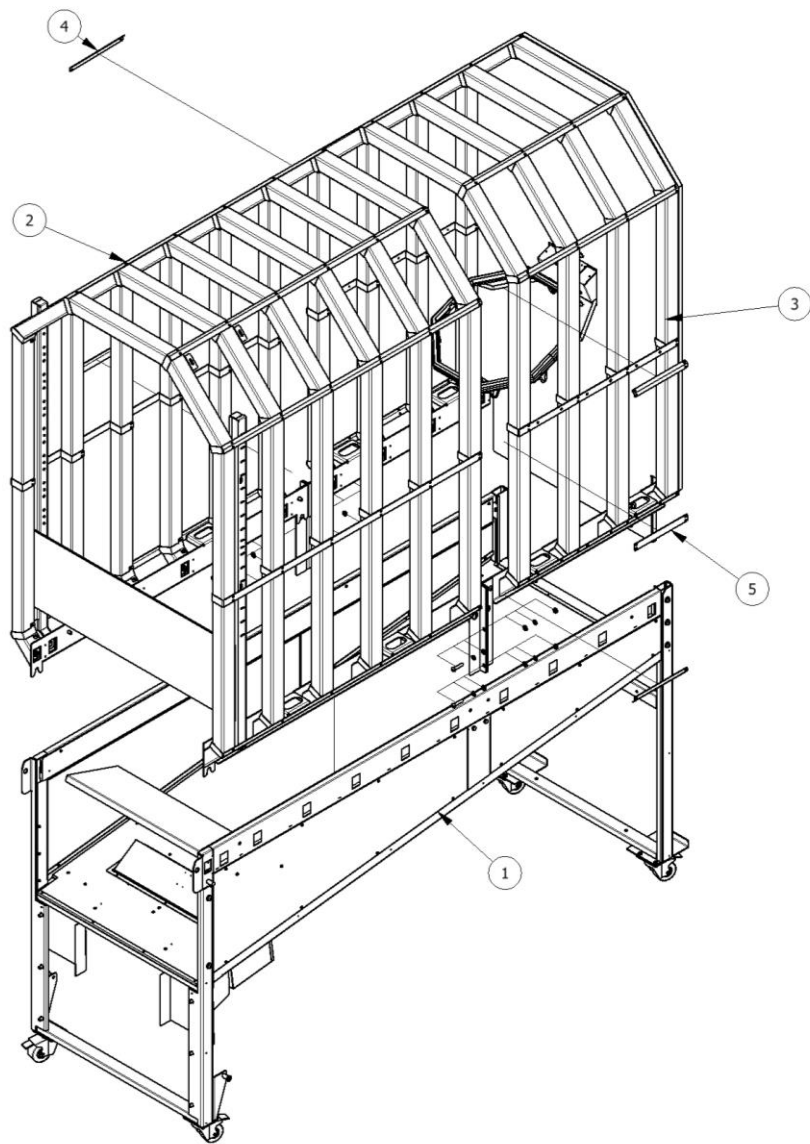
FRONT ENCLOSURE

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WELDAssy Endcure Frame	HSH-SA-001-R3	1
2	Assyparts_FrontEncl_FrontPanel	HSH-ASSY-015-R3	1
3	AssyPart_Service Panel	HSH-ASSY-008-R0	1
4	AssyPart_Cash_Box_Housing	HSH-ASSY-007-R1	1
5	ASSY_Front LED Cover	HSH-ASSY-010-R4	1
6	ASSY_DisplayPanel	HSH-ASSY-014-R3	1
7	AssyParts_Sub_Woofe	HSH-ASSY-016-R1	1
8	AssyParts_DB_Box	HSH-ASSY-018-R1	1
9	AssyParts_Main PCB Boards	HSH-ASSY-020-R0	1
10	AssyParts_Power Supply	HSH-ASSY-022-R0	1
11	Assyparts_LED_Base_Bracket1	HSH-ASSY-026-R1	1
12	Assyparts_LED_Base_Bracket2	HSH-ASSY-027-R0	2
13	AssyParts_Conenctor Panel-RH	HSH-ASSY-032-RH-R0	1
14	AssyParts_Conenctor Panel-LH	HSH-ASSY-032-LH-R0	1
15	RearFrame_Panel	HSH-SA-05-R1	1
16	FrontEnclosure-SideFrame_InnerFiller_LH	HSH-FM-031-LH-R2	1
17	FrontEnclosure-SideFrame_InnerFiller_RH	HSH-FM-031-RH-R2	1
18	FrontEnclosure-EQP_Mounting_Bracket	HSH-FM-040-R4	1
19	MDF_FrontMetal_Trim	HSH-FM-047-R0	1
20	Serial Number Plate	HSH-FM-042-R0	1
21	Power supply cover PVC	HSH-FP-020-R0	1
22	MDF_Panel_Bed_12mm_FrontEnclosure	HSH-FW-002-R1	1
23	List sticker 1	HSH-FM-101-R0	1
24	TICKET HOLDER	HSH-FM-044-R1	1
25	Castor Wheel 3" (Swivel without Brake) VC PU	HM0092	4



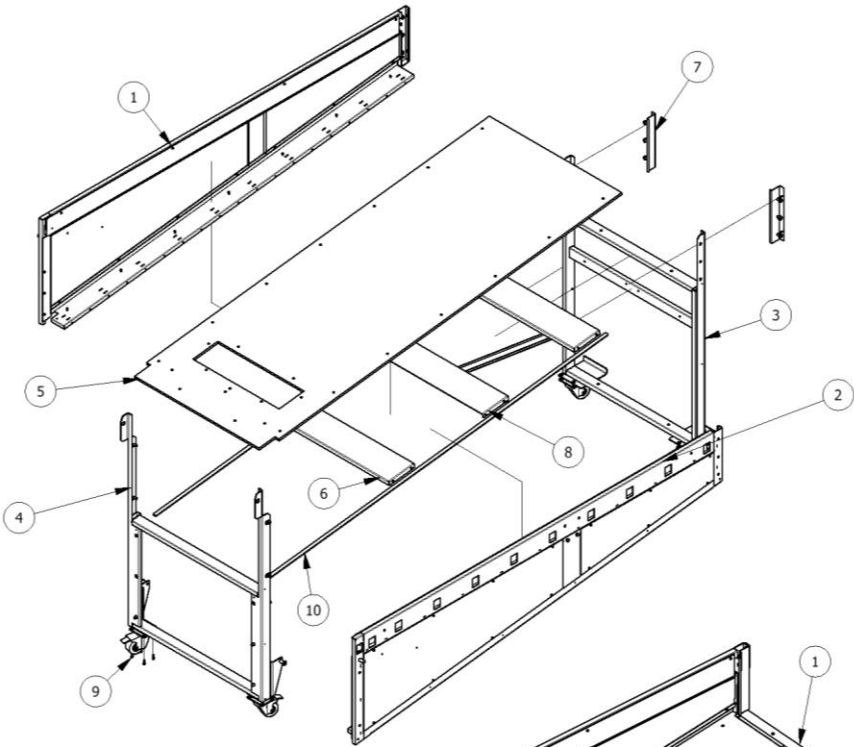
REAR ENCLOSURE 1

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	ASSY Rear Enclosure step2	ASSY-002.B-R5	1
2	ASSY_ChaserModule_Front	HSH-ASSY-003-R3	1
3	ASSY_ChaserModule_Rear	HSH-ASSY-004-R4	1
4	Chaser Intermid Connect-1	HSH-FM-064-R1	4
5	Chaser Intermid Connect-2	HSH-FM-065-R1	2

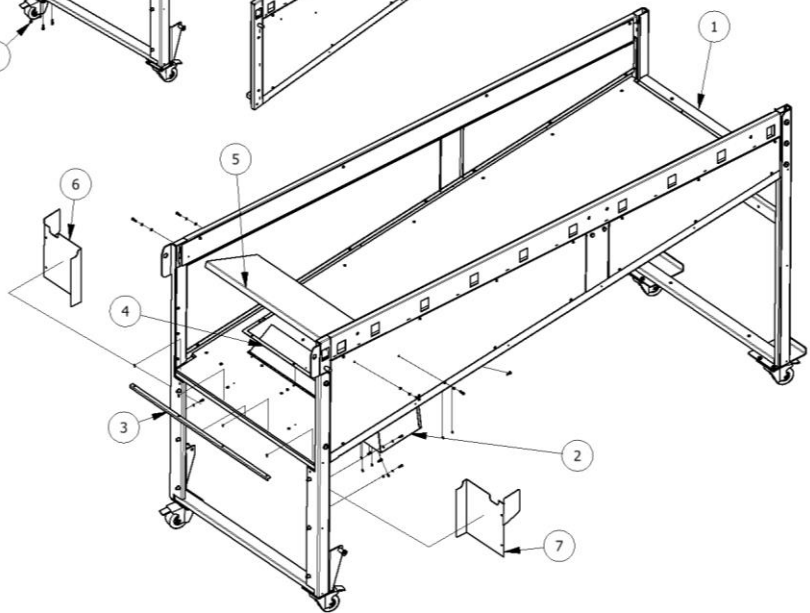


REAR ENCLOSURE 2 AND 3

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	AssyParts_SidePanel_Frame_LH	HSH-ASSY-017-LH-R3	1
2	AssyParts_SidePanel_Frame_RH	HSH-ASSY-017-RH-R3	1
3	WeldAssy_RearPanel_Frame	HSH-SA-16-R12	1
4	WeldAssy_FrontPanel_Frame	HSH-SA-15-R2	1
5	MDF_Panel_Bed_12mm	HSH-FW-004-R1	1
6	Frame_Bottom_Support_Bracket-2	HSH-FM-057-R1	2
7	Rear Trunk Cover	HSH-FM-074-R1	2
8	AssyParts_Ileg_Support	HSH-ASSY-028-R1	1
9	Castor Wheel 3" (Swivel with Brake) VC PU	HM0091	4
10	T edge LED strip mounting	HSH-FP-039-R0	2

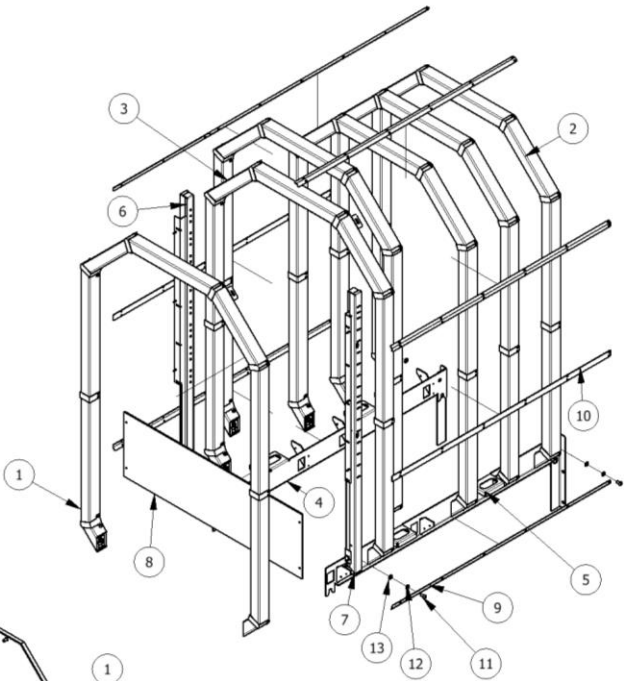


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	ASSY Rear Enclosure step1	HSH-ASSY-002.A-R3	1
2	AssyParts_Bball_BallGate_Update	ASSY-025-R3	1
3	List sticker 1	HSH-FM-101-R0	2
4	List sticker 2	HSH-FM-102-R0	2
5	BallGate Protection Bracket	HSH-FM-082-R0	1
6	Bottom Connector Cover_LH	HSH-FM-075-LH-R1	1
7	Bottom Connector Cover_RH	HSH-FM-075-RH-R1	1

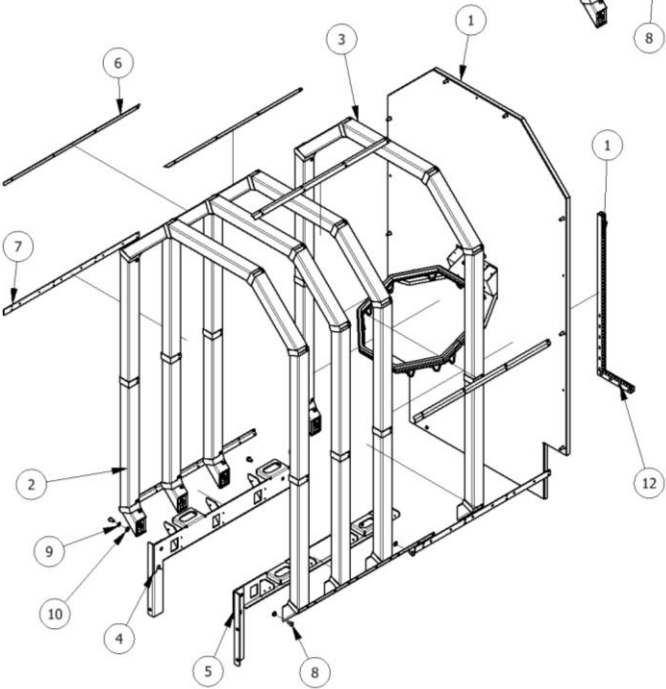


CHASER MODULE FRONT AND REAR

PARTS LIST				
ITEM	DESCRIPTION	PART NUMBER	QTY	
1	AssyParts_ChaserLight_FRONT	HSH-ASSY-019-FR-R2	1	
2	AssyParts_ChaserLight_MID 1	HSH-ASSY-019-MID1-R2	4	
3	AssyParts_ChaserLight_MID 2	HSH-ASSY-019-MID2-R1	1	
4	WeldAssy_FrontChaser_MTG_Plate_LH	HSH-SA-018LH-FR-R2	1	
5	WeldAssy_FrontChaser_MTG_Plate_RH	HSH-SA-018RH-FR-R2	1	
6	AssyPart_Side Sensor Bracket_LH	HSH-ASSY-030-LH-R1	1	
7	AssyPart_Side Sensor Bracket_RH	HSH-ASSY-030-RH-R1	1	
8	Acrylic Shield_Clear_6mm	HSH-FP-001-R0	1	
9	Acrylic_Front Join_Bracket_1	HSH-FM-062-R1	6	
10	Acrylic_Front Join_Bracket_2	HSH-FM-063-R1	2	
11	Button Head Socket Bolt M10x20	HF0846	4	
12	Lock Washer M10 - Stainless	HF1079A	4	
13	Flat Washer M10 - Stainless	HF1069A	4	

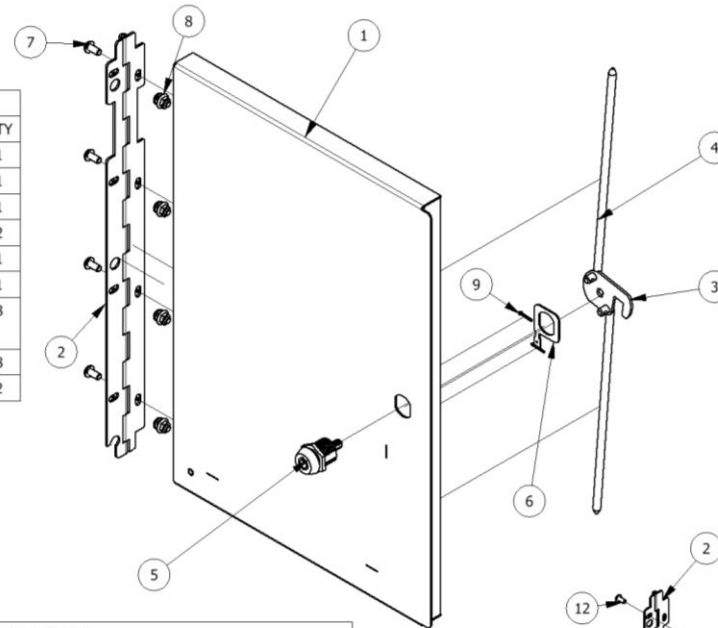


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	AssyPart_Backboard	HSH-ASSY-029-R4	1
2	AssyParts_ChaserLight_MID 1	HSH-ASSY-019-MID1-R2	3
3	AssyParts_ChaserLight_REAR	HSH-ASSY-019-REAR-R1	1
4	WeldAssy_RearChaser_MTG_Plate_LH	HSH-SA-18LH-REAR-R2	1
5	WeldAssy_RearChaser_MTG_Plate_RH	HSH-SA-18RH-REAR-R2	1
6	Acrylic_Rear Join_Bracket_1	HSH-FM-066-R1	4
7	Acrylic_Rear Join_Bracket_2	HSH-FM-067-R1	2
8	Button Head Socket Bolt M10x20	HF0846	4
9	Lock Washer M10 - Stainless	HF1079A	4
10	Flat Washer M10 - Stainless	HF1069A	4
1	Plastic Cable trunking 1	HSH-FP-037-R0	2
12	Plastic Cable trunking 2	HSH-FP-038-R0	2
13	Acrylic_Rear Join_Bracket_3	HSH-FM-068-R1	2

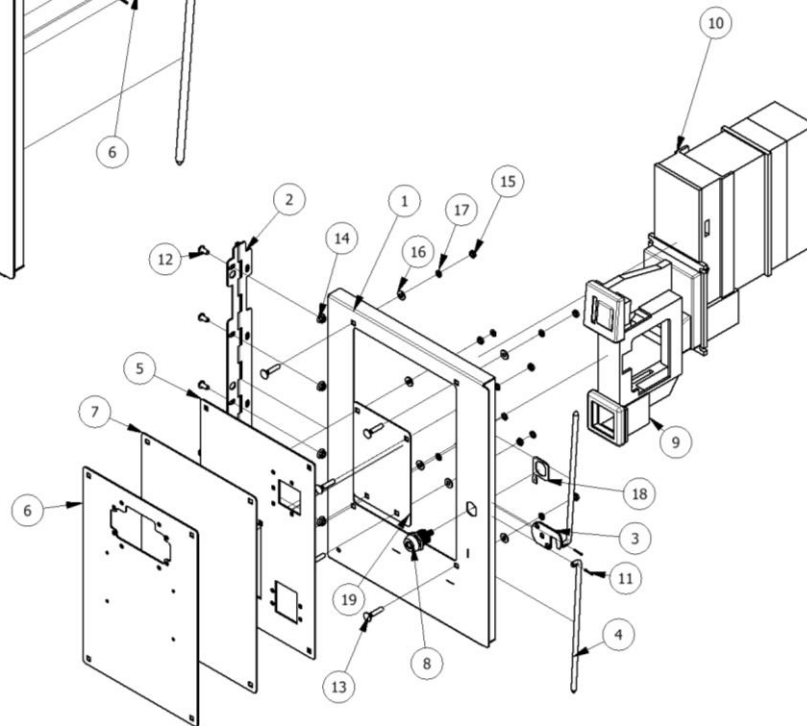


FRONT ACCESS PANEL AND COIN DOOR

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_Front Access_Panel	HSH-SA-04-R2	1
2	Hinge Coin Door_BBall	HSH-FM-027-R0	1
3	TRIPLE LOCK CAM	HSH-FM-033-R0	1
4	Coin Door_Lock Rod	HSH-FM-034-R0	2
6	Ground connector	HSH-FM-084-R0	1
5	Camlock	HM0004	1
7	Button Head Socket Bolt M5x10 - Stainless	HF0503B	8
8	Flange Nut M5 - Stainless	HF1026A	8
9	Split pin 1/16x3/4"	HF6017	2

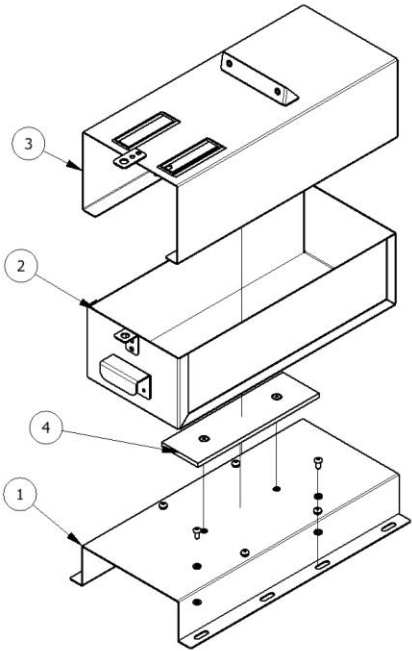


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_Coin Door	HSH-SA-03-R2	1
2	Hinge Coin Door_BBall	HSH-FM-027-R0	1
3	TRIPLE LOCK CAM	HSH-FM-033-R0	1
4	Coin Door_Lock Rod	HSH-FM-034-R0	2
5	DBA_Mounting_Panel	HSH-FM-037-R0	1
6	EMBED Mounting panel	HSH-FM-077-R1	1
7	Blank mounting panel	HSH-FM-078-R0	1
8	Camlock	HM0004	1
9	Coin Mechanism Assembly	HA 0014	1
10	DBA Unit	--	1
11	Split pin 1/16x3/4"	HF6017	2
12	Button Head Socket Bolt M5x10 - Stainless	HF0503B	8
13	Carriage Bolt 3/16"x1" - Stainless	HF6030A	8
14	Flange Nut M5 - Stainless	HF1026A	8
15	Nut 3/16" - Stainless	HF3008A	8
16	Flat Washer M5 - Stainless	HF1066A	8
17	Lock Washer M5 - Stainless	HF1076A	8
18	Ground connector	HSH-FM-084-R0	1
19	DBA cover	HSH-FM-085-R0	1

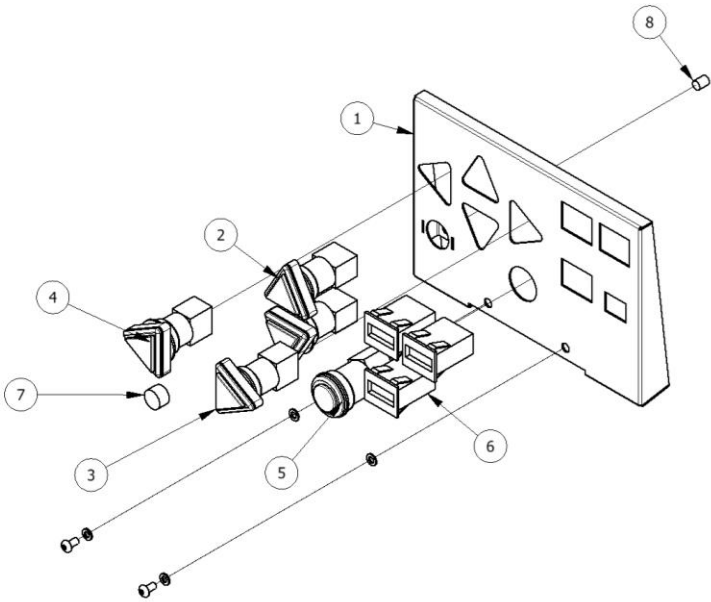


CASH BOX HOUSING AND OPERATOR PANEL

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Cash box base_Mounting_Bracket	HSB-FM-039-R0	1
2	WeldAssy_CashBox_Housing	HSB-SA-08-R0	1
3	WeldAssy_CashBox_Housing_Cover	HSB-SA-07-R1	1
4	Cash Box Slide Strip	HSB-FP-010-R0	1

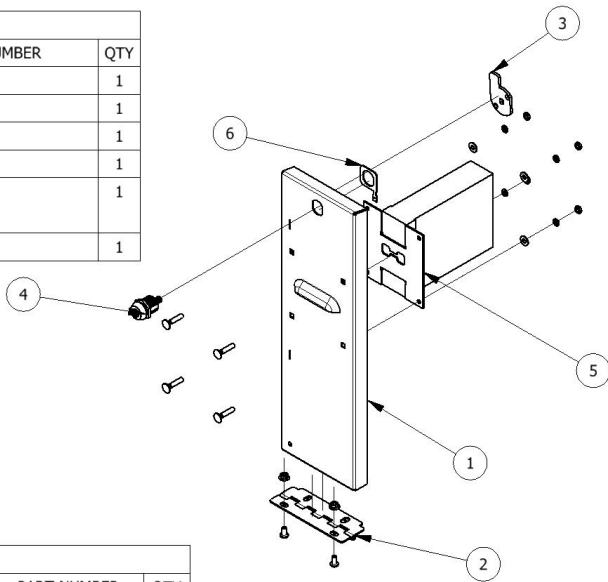


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy-Service Panel Bracket	HSB-SA-06-R0	1
2	Switch Button Triangle CW-408 Blue	EA0588	2
3	Switch Button Triangle CW-408 Green	EA0590	1
4	Switch Button Triangle CW-408 Red	EA0589	1
5	Round button White + Led Light Colour White (GNT)	EA0352	1
6	Coin Counter 12VDC P/N : COA126	EA1263	3
7	VOLUME_KNOB	EP0602	1
8	Potensiometer	EE 0688	1

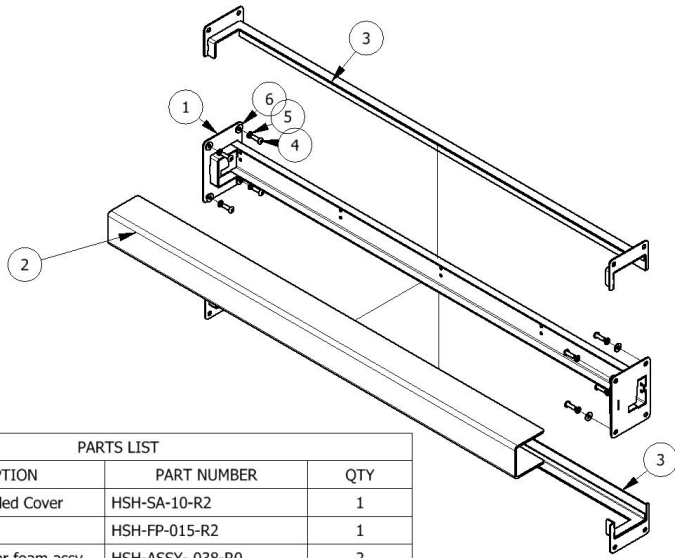
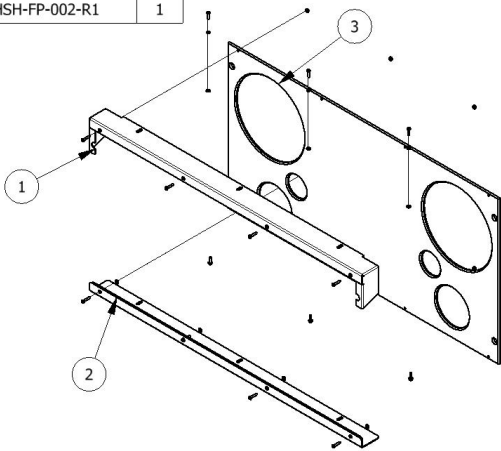


TICKET DOOR, FRONT LED COVER AND DISPLAY FRONT

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Ticket Door	HSH-FM-035-R3	1
2	Hinge Ticket Door_Bbal	HSH-FM-028-R0	1
3	Cam Lock BAcK Door	HSH-FM-036-R0	1
4	Camlock	HM0004	1
5	Ticket Dispenser DL-1275 ELECTRONIC LABS INC	EA 1103	1
6	Ground connector	HSH-FM-084-R0	1



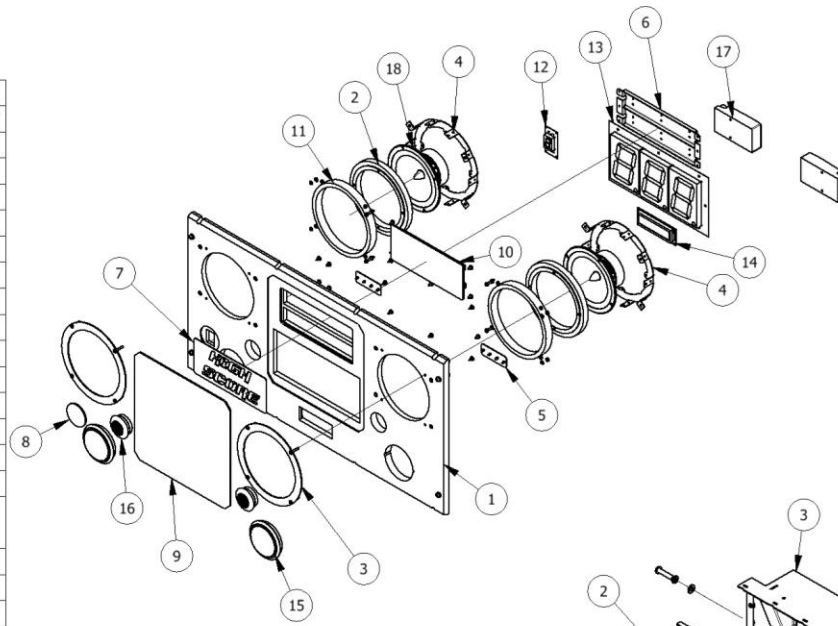
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_Display_Panel_TOP BEZEL	HSH-SA-11-R2	1
2	WeldAssy_Display_Panel_BOTTOM Bezel	HSH-SA-12-R1	1
3	Acrylic_Clear-Display_Panel	HSH-FP-002-R1	1



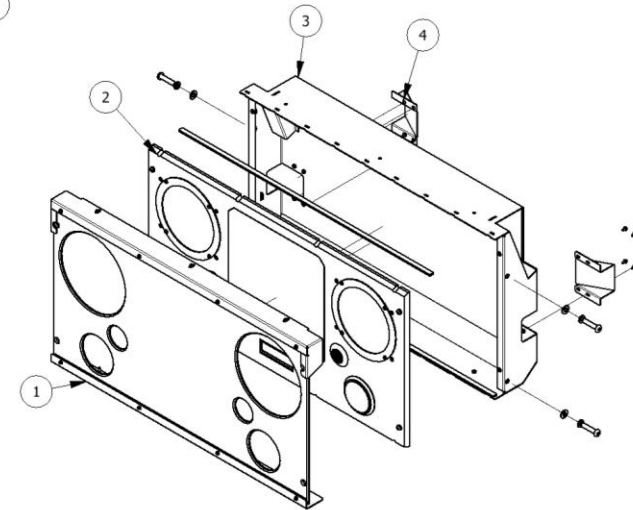
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldASSY_Front led Cover	HSH-SA-10-R2	1
2	Front led cover	HSH-FP-015-R2	1
3	Reinforce front bar foam assy	HSH-ASSY- 038-R0	2
4	Button Head Socket Bolt M5x15 - Stainless	HF0505B	8
5	Lock Washer M5 - Stainless	HF1076A	8
6	Flat Washer M5 - Stainless	HF1066A	8

DISPLAY BOARD AND DISPLAY PANEL

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	MDF-Display_Panel_18mm_3-Digit_4in	HSB-FW-003-R1	1
2	Speaker_particle Spacer_CMP631	HSB-FW-008-R0	2
3	WeldAssy_Speaker Grill KY-661	HSB-SA-13-R1	2
4	Surround LED Holder_T2	HSB-FM-050-R0	2
5	Tweeter Mtg Bracket_KY-661	HSB-FM-051-R0	2
6	High Score LED Bracket	HSB-FM-052-R1	1
7	Template_HIGH_Score	HSB-FM-053-R0	1
8	Acrylic_Grey_1-Digit_1in	HSB-FP-003-R0	1
9	Acrylic_Grey_Display Panel	HSB-FP-005-R0	1
10	Acrylic_Milk_HIGH_Score	HSB-FP-007-R0	1
11	Speaker_Acrylic Frame-T2	HSB-FP-019-R0	2
12	Digital Display 1-DIGIT_1"	FB73 1-Digit-1in	1
13	PCB FB63 3 Digit 7 Segment 4" Display	BA1608	1
14	Pcb LCD 16X2 Color Blue	BA1504	1
15	Dome Button Large Round Clear With Led Model 401	EA0476	2
16	Tweeter_CMP630	Tweeter_KY-661 (mesh)	2
17	Speaker_CrossOverl_CMP631	Speaker_CrossOverl_KY-661	2
18	Speaker 6,5" KY661	EA1224	2

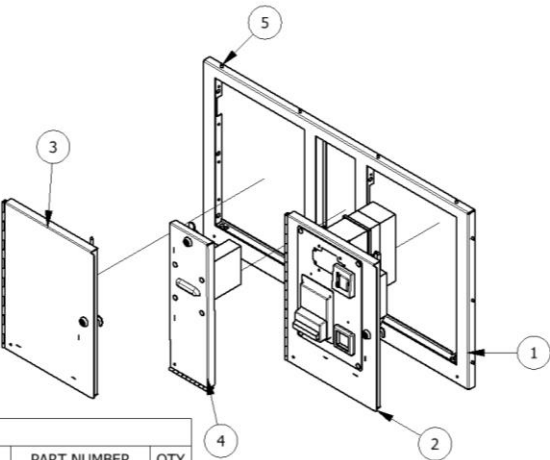
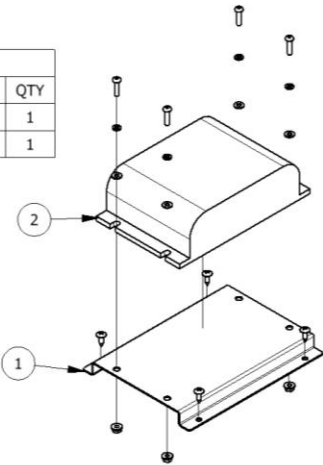


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	AssyParts_Display_Front-Bezel	HSB-ASSY-011-R1	1
2	AssyParts_Display_MDF Board	HSB-ASSY-012-R2	1
3	Display_Panel_Casing SA	HSB-SA-14-R2	1
4	Display_Case_Rear CableCover	HSB-FM-054-R1	2



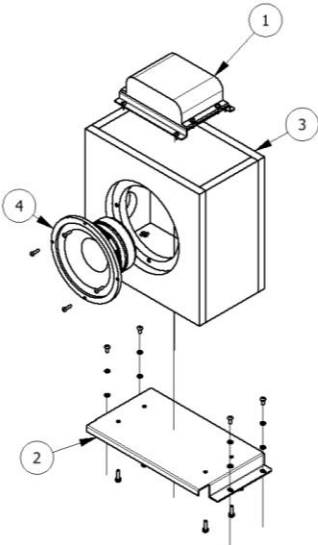
AMPLIFIER BRACKET, FRONT ENCLOSURE PANEL AND SUBWOOFER BOX

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Amplifier Bracket	HSH-FM-049-R0	1
2	Hongxing HX168AN 2.1 Amplyfier	EA1588	1



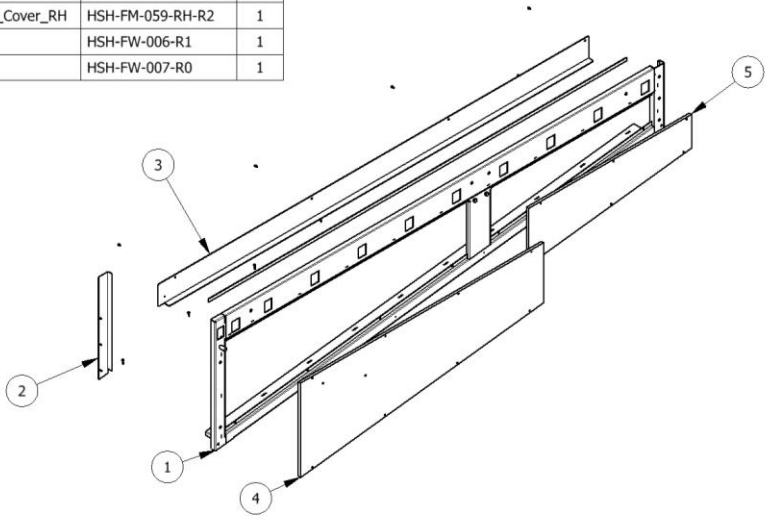
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_FrontEncl_FrontPanel	HSH-SA-002-R1	1
2	AssyParts_Coin Door	HSH-ASSY-006-R2	1
3	AssyParts_Front Access_Panel	HSH-ASSY-005-R2	1
4	AssyParts_Ticket Door	HSH-ASSY-009-R2	1

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	AssyPart_Amplifier Bracket	HSH-ASSY-013-R0	1
2	SubWoofer Mounting_Bracket	HSH-FM-048-R1	1
3	Woofer_Box_SA	HSH-SA-028-R1	1
4	WOOFER 6"	EA1203	1

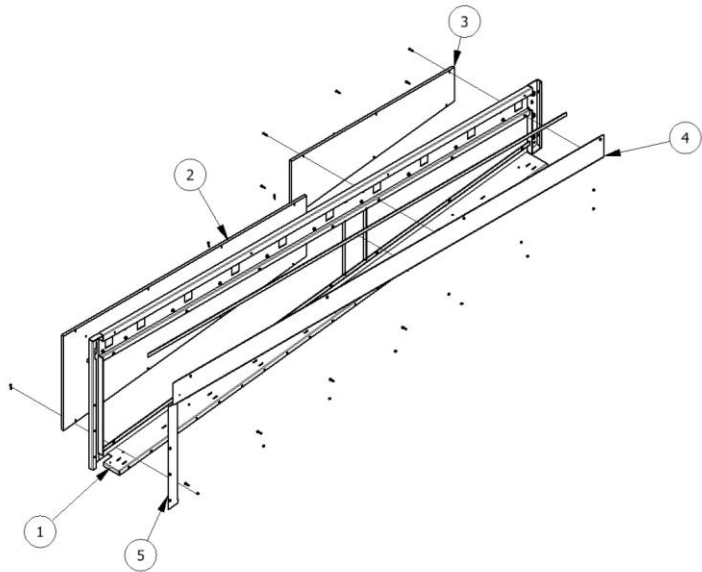


RIGHT AND LEFT SIDE PANEL FRAME

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_SidePanel_Frame_RH	HSH-SA-017RH-R2	1
2	Cable_Guide_Cover_RH	HSH-FM-058-RH-R1	1
3	SIDE_Top_LongBrace_Cover_RH	HSH-FM-059-RH-R2	1
4	Side_MDF Panel-1	HSH-FW-006-R1	1
5	Side_MDF Panel-2	HSH-FW-007-R0	1

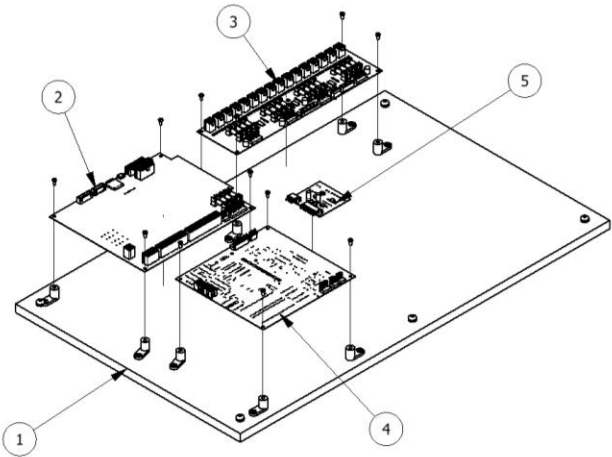


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_SidePanel_Frame_LH	HSH-SA-017LH-R2	1
2	Side_MDF Panel-1	HSH-FW-006-R1	1
3	Side_MDF Panel-2	HSH-FW-007-R0	1
4	SIDE_Top_LongBrace_Cover_LH	HSH-FM-059-LH-R3	1
5	Cable_Guide_Cover_LH	HSH-FM-058-LH-R1	1

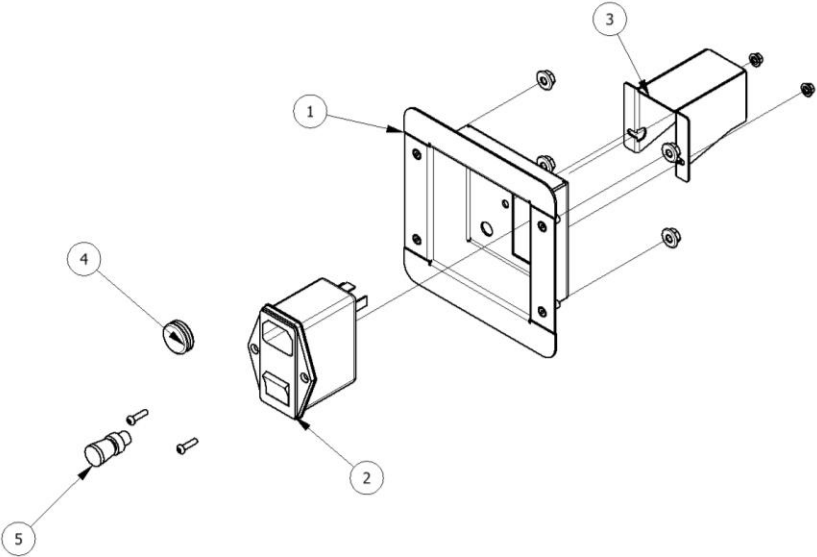


MAIN PCB BOARD AND DB BOX

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	PCB_Base Board	HSH-FW-001-R0	1
2	PCB FB216 Game Board	BAFB216	1
3	FB215 PWM Driver	BAFB215	1
4	PCBFB106 Sound Amplifier	BAFB106	1
5	FB221 Remote Volume Control PCB	BAFB221	1

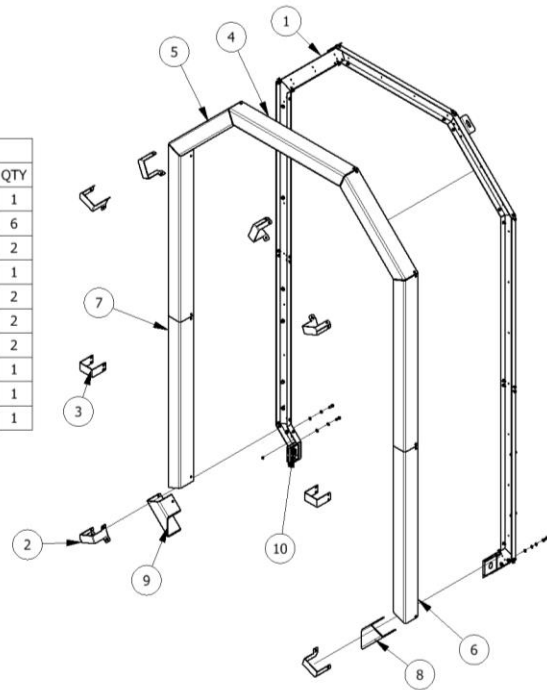


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	DB box front Rev1	HSH-FM-030-R1	1
2	IEC C14 EMI Filter	EA0649	1
3	DB Housing Box_rev	HSH-FM-029-R0	1
4	Rubber Plug Gromment Ø22mm	HM0234	1
5	Binding Post	EA1356	1

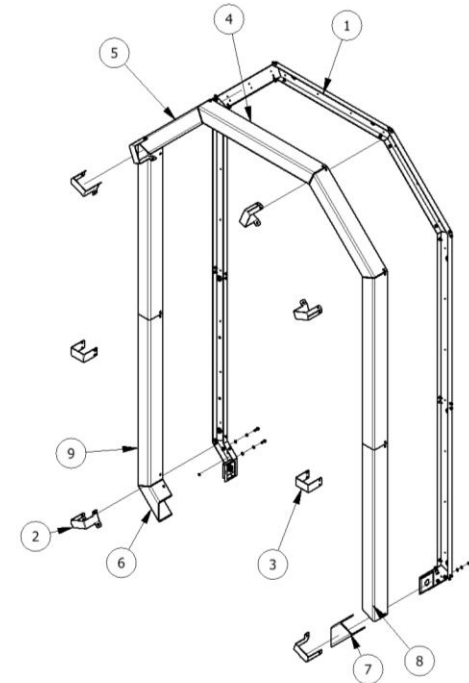


FRONT AND REAR CHASER LIGHTS

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_ChaserLight_Bracket_FRONT	HSH-SA-019-FR-R1	1
2	Acrylic_Corner_Connect_1	HSH-FM-060-R1	6
3	Acrylic_Corner_Connect_2	HSH-FM-061-R1	2
4	ChaseLight_Acrylic_1	HSH-FP-011-R0	1
5	ChaseLight_Acrylic_2	HSH-FP-012-R0	2
6	ChaseLight_Acrylic_3_LH	HSH-FP-013-LH-R0	2
7	ChaseLight_Acrylic_3_RH	HSH-FP-013-RH-R0	2
8	ChaseLight_Acrylic_4_RH	HSH-FP-014-RH-R0	1
9	ChaseLight_Acrylic_4_LH	HSH-FP-014-LH-R0	1
10	Connector Housing YLR-06V	EP0726: YLR-06V	1

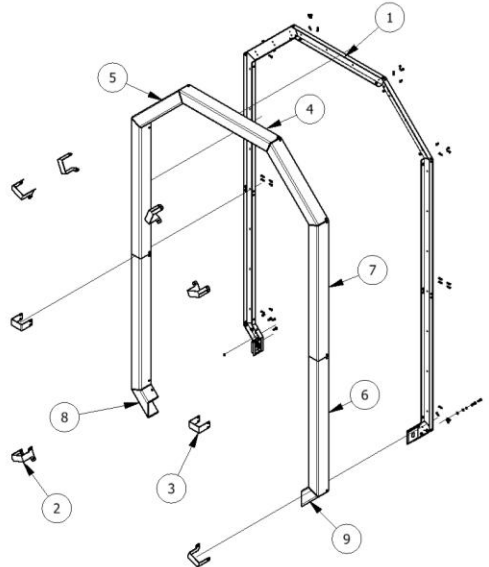


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_ChaserLight_Bracket_REAR	HSH-SA-19-REAR-R0	1
2	Acrylic_Corner_Connect_1	HSH-FM-060-R1	6
3	Acrylic_Corner_Connect_2	HSH-FM-061-R1	2
4	ChaseLight_Acrylic_1	HSH-FP-011-R0	1
5	ChaseLight_Acrylic_2	HSH-FP-012-R0	2
6	ChaseLight_Acrylic_4_LH	HSH-FP-014-LH-R0	1
7	ChaseLight_Acrylic_4_RH	HSH-FP-014-RH-R0	1
8	ChaseLight_Acrylic_3_LH	HSH-FP-013-LH-R0	2
9	ChaseLight_Acrylic_3_RH	HSH-FP-013-RH-R0	2
10	Connector Housing YLR-06V	EP0726: YLR-06V	1

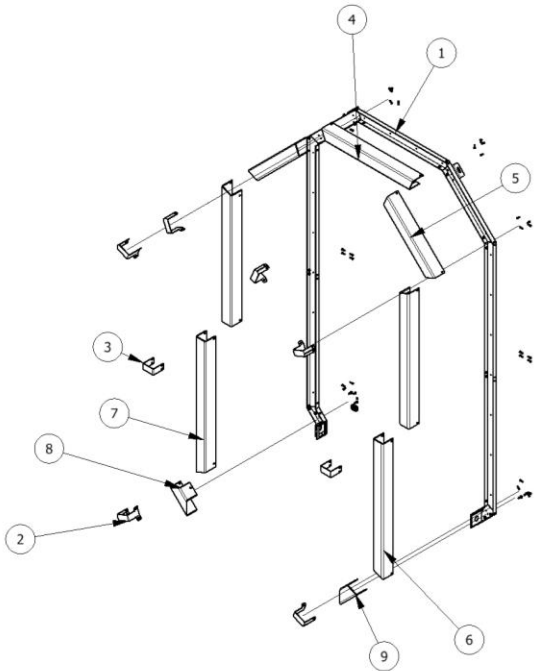


MID 1 AND 2 CHASER LIGHTS

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_ChaserLight_Bracket_MID 1	HSH-SA-019-MID 1-R1	1
2	Acrylic_Corner_Connect_1	HSH-FM-060-R1	6
3	Acrylic_Corner_Connect_2	HSH-FM-061-R1	2
4	ChaseLight_Acrylic_1	HSH-FP-011-R0	1
5	ChaseLight_Acrylic_2	HSH-FP-012-R0	2
6	ChaseLight_Acrylic_3_LH	HSH-FP-013-LH-R0	2
7	ChaseLight_Acrylic_3_RH	HSH-FP-013-RH-R0	2
8	ChaseLight_Acrylic_4_LH	HSH-FP-014-LH-R0	1
9	ChaseLight_Acrylic_4_RH	HSH-FP-014-RH-R0	1
10	Connector Housing YLR-06V	EP0726: YLR-06V	1

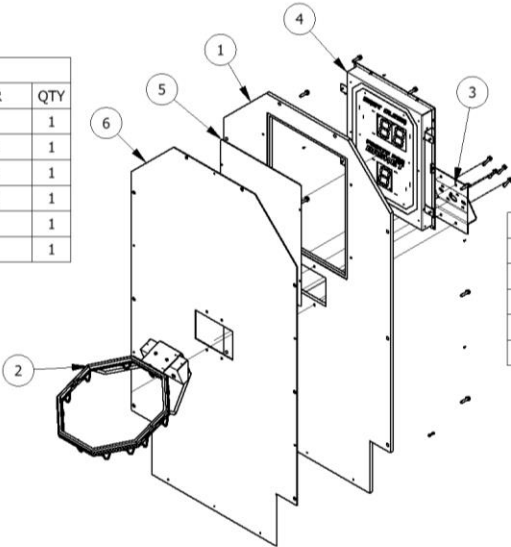


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_ChaserLight_Bracket_MID 2	HSH-SA-019-MID 2-R0	1
2	Acrylic_Corner_Connect_1	HSH-FM-060-R1	6
3	Acrylic_Corner_Connect_2	HSH-FM-061-R1	2
4	ChaseLight_Acrylic_1	HSH-FP-011-R0	1
5	ChaseLight_Acrylic_2	HSH-FP-012-R0	2
6	ChaseLight_Acrylic_3_LH	HSH-FP-013-LH-R0	2
7	ChaseLight_Acrylic_3_RH	HSH-FP-013-RH-R0	2
8	ChaseLight_Acrylic_4_LH	HSH-FP-014-LH-R0	1
9	ChaseLight_Acrylic_4_RH	HSH-FP-014-RH-R0	1
10	Connector Housing YLR-06V	EP0726: YLR-06V	1

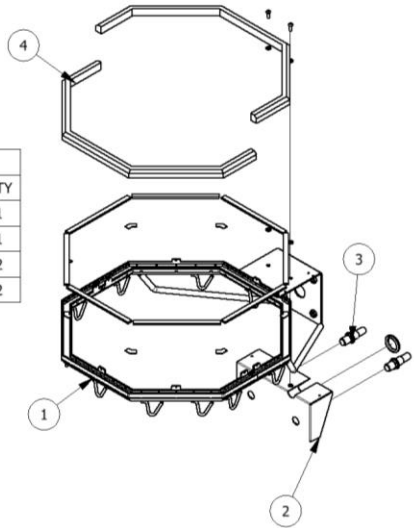


BACKBOARD, HOOP AND BACKBOARD HOUSING

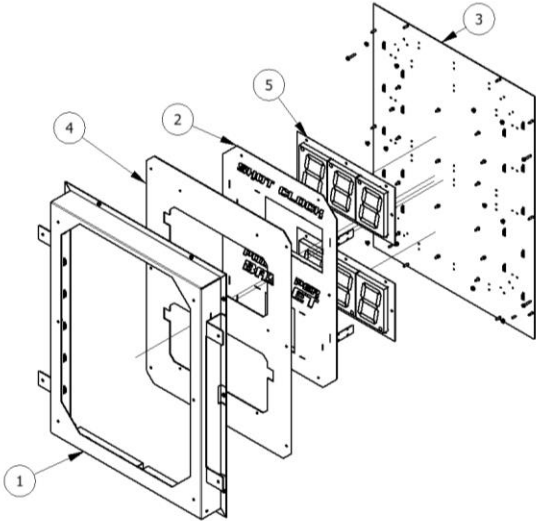
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Rear_MDF-BackBoard	HSH-FW-005-R1	1
2	AssyParts_Hoop_OCTAGON	HSH-ASSY-024-R2	1
3	Assyparts_Extension_Hoop_Mtg_Bracket	HSH-Assy-069-R0	1
4	AssyParts_Backboard_Housing	HSH-ASSY-021-R2	1
5	Acrylic_Grey_BackBoard	HSH-FP-004-R0	1
6	BackBoard_Acrylic_Cover	HSH-FP-008-R2	1



PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_Hoop_Octagon_Frame	HSH-SA-024-R1	1
2	WeldAssy_Sensor Hooper Bracket	HSH-SA-023-R1	1
3	Infrared Sensor	E18-D80NK-N	2
4	Octagon Acrylic	HSH-FP-018-R0	2

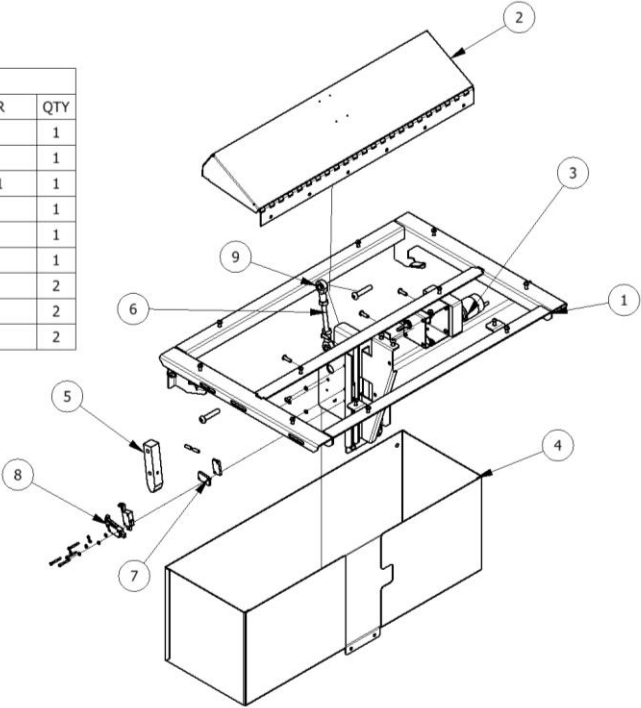


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_BackBoard_Housing	HSH-SA-21-R1	1
2	BackBoard_Stencil_SA	HSH-SA-022-R2	1
3	BackBoard_Housing_Cover	HSH-FM-070-R1	1
4	Acrylic_Milk_Backboard	HSH-FP-006-R0	1
5	PCB FB63 3 Digit 7 Segment 4" Display	BA1608	2

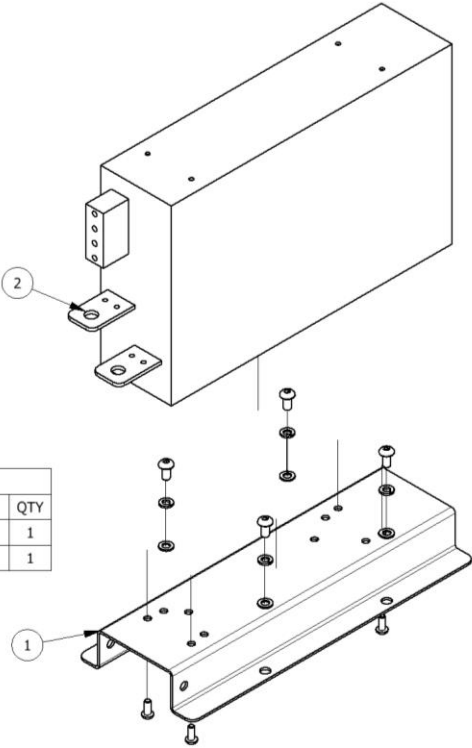


BASKETBALL GATE AND POWER SUPPLY

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_BallGate_Mounting_Frame_R2	HSH-SA-025-R2	1
2	WeldAssy_BallGate_Barrier_R2	HSH-SA-026-R1	1
3	ASSY_HS BallGATE MotorHousing	HSH_ASSY-037-R1	1
4	BallGate_Cover	HSH-FM-076-R1	1
5	Bar Motor Extension	HSH-FM-080-R1	1
6	Threaded Rod_M8x85	HSH-FM-081-R1	1
7	Ballgate_Switch_Spacer	HSH-FP-009-R0	2
8	MicroSwitch Switch	EA0405	2
9	T rod M8	HA1429	2

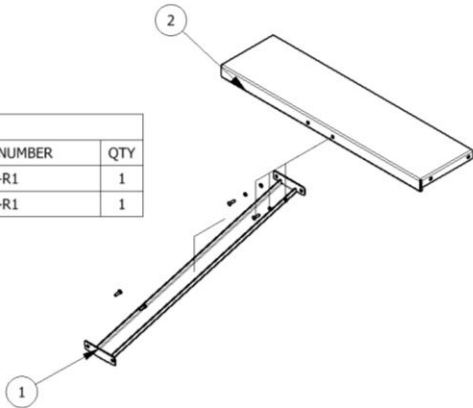


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	PW_Supply_Mounting_Bracket_SWS1000L	HSH-FM-041-R0	1
2	Power Supply TDK Lambda SWS1000L-12 MCM LITE DB	EA1291	1

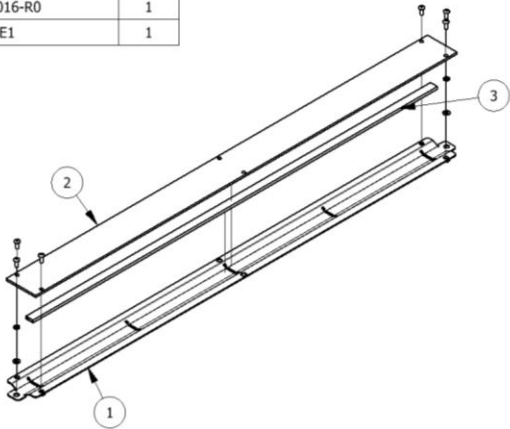


LEG SUPPORT, LED BASE BRACKET 1 AND 2

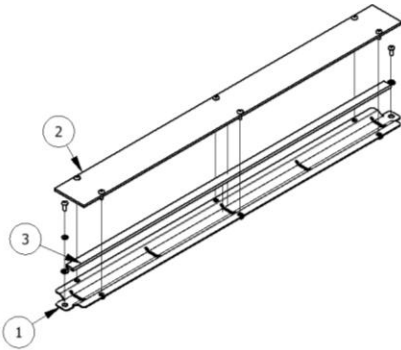
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Frame_Bottom_Leg_Support	HSH-FM-055-R1	1
2	Frame_Bottom_Support_Bracket	HSH-FM-056-R1	1



PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	FrontEnclosure-LED_Base_Bracket1	HSH-FM-045-R1	1
2	LED Base Cover1	HSH-FP-016-R0	1
3	LED_BaSE1	LED_BaSE1	1

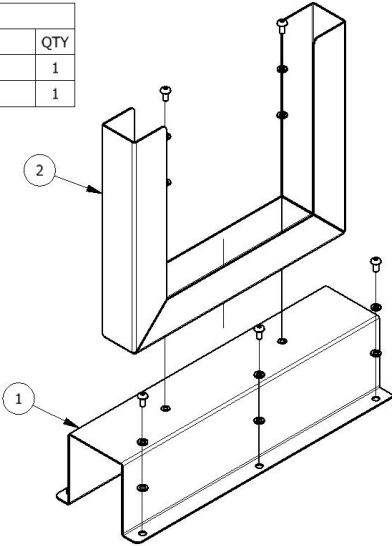


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	FrontEnclosure-LED_Base_Bracket2	HSH-FM-046-R0	1
2	LED Base Cover2	HSH-FP-017-R0	1
3	LED_BaSE2	LED_BaSE2	1

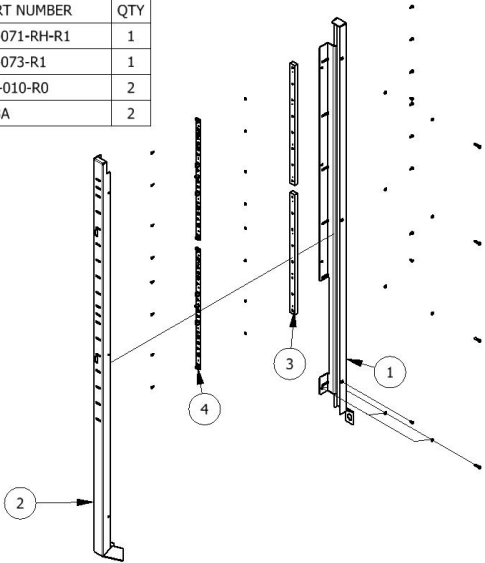


TICKET HOLDER, SIDE SENSOR BRACKET RIGHT AND LEFT

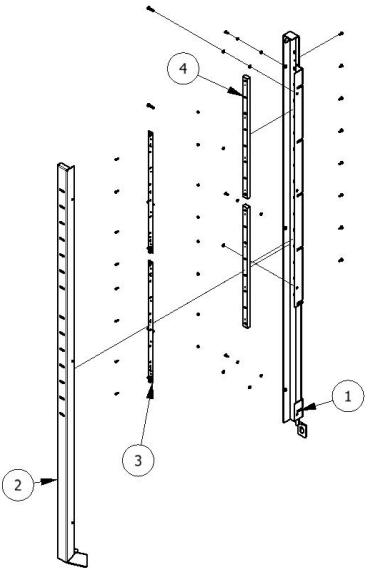
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Ticket Holder_Mounting_Bracket	HSH-FM-043-R0	1
2	TICKET HOLDER	HSH-FM-044-R1	1



PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Side Sensor Bracket_RH	HSH-FM-071-RH-R1	1
2	Side Sensor Receiver_Cover	HSH-FM-073-R1	1
3	Front_Sensor_Spacer	HSH-FW-010-R0	2
4	PCB FB213A IR Deceiver	BAFB213A	2

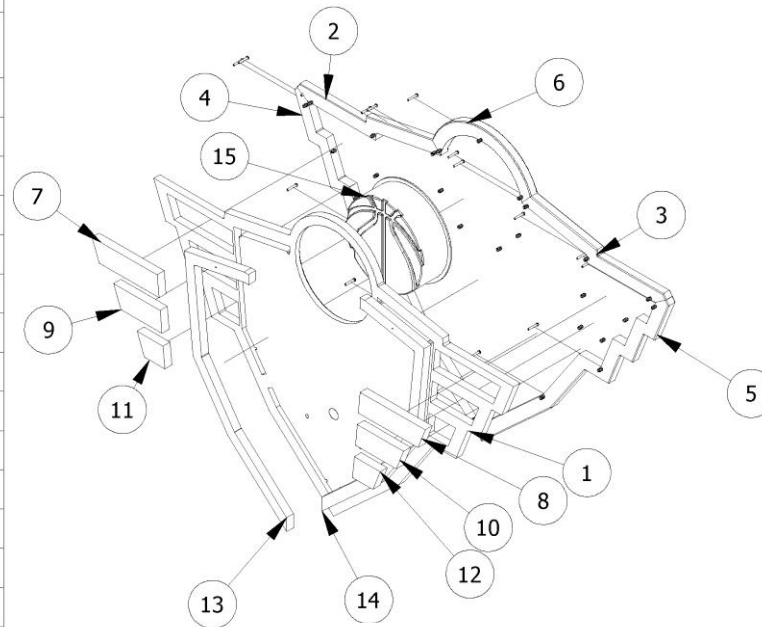


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Side Sensor Bracket_LH	HSH-FM-071-LH-R1	1
2	Side Sensor Transmitter_Cover	HSH-FM-072-R1	1
3	PCB FB213B IR Transmitter	BAFB213B	2
4	Front_Sensor_Spacer	HSH-FW-010-R0	2

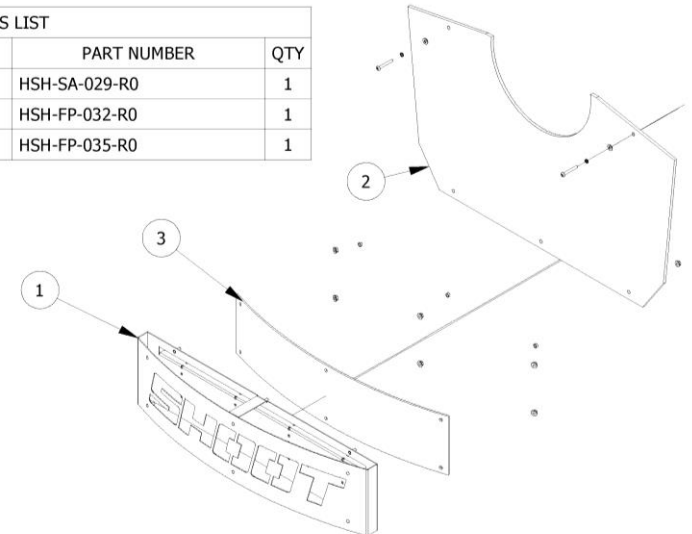


MARQUEE BASE AND DISPLAY

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Base Marquee	HSH-FW-017-R0	1
2	Edge 1 R	HSH-FP-021-R0	1
3	Edge 1 L	HSH-FP-022-R0	1
4	Edge 2 R	HSH-FP-023-R0	1
5	Edge 2 L	HSH-FP-024-R0	1
6	Edge 3	HSH-FP-025-R0	1
7	Wing 1 R	HSH-FP-026-R0	1
8	Wing 1 L	HSH-FP-027-R0	1
9	Wing 2 R	HSH-FP-028-R0	1
10	Wing 2 L	HSH-FP-029-R0	1
11	Wing 3 R	HSH-FP-030-R0	1
12	Wing 3 L	HSH-FP-031-R0	1
13	Acrylic Liner R	HSH-FP-033-R0	1
14	Acrylic Liner L	HSH-FP-034-R0	1
15	Plastic Vacuum	HSH-FP-036-R0	1

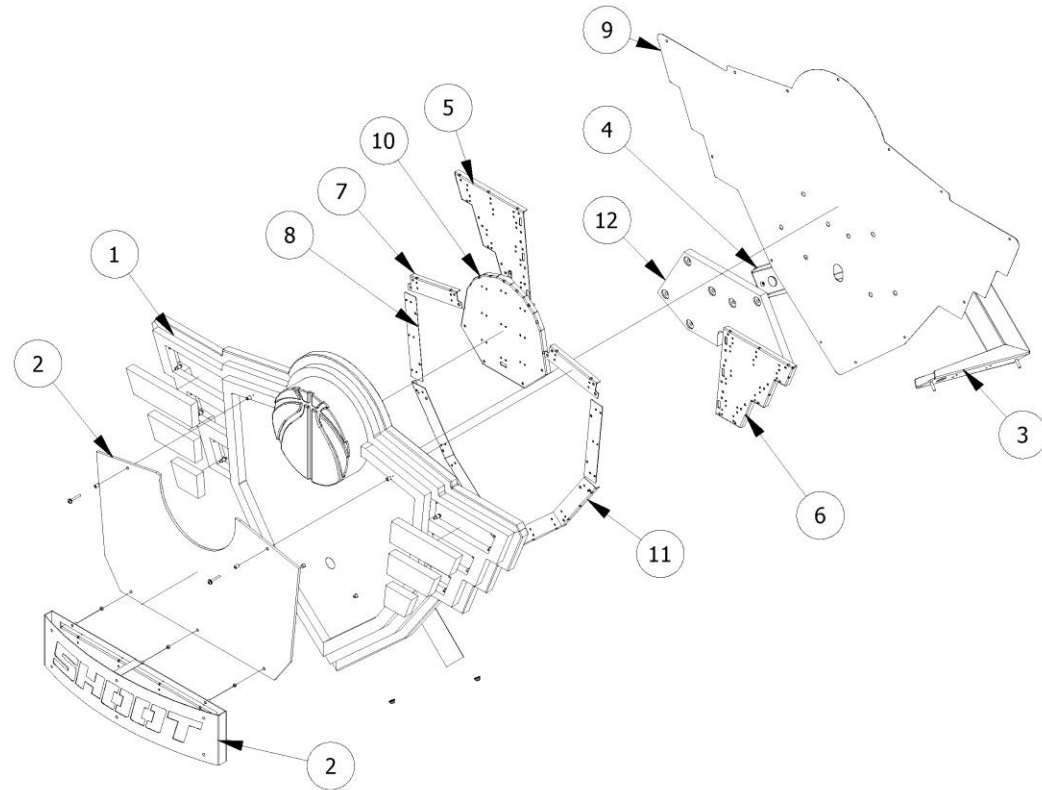


PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Bracket Acrylic Display SA	HSH-SA-029-R0	1
2	Marquee acrylic display	HSH-FP-032-R0	1
3	Shoot Acrylic cover	HSH-FP-035-R0	1



FULL MARQUEE ASSEMBLY

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Assy Base Marquee	HSH-ASSY-033-R0	1
2	Display Marquee Assy	HSH-ASSY-034-R0	1
3	Marquee support L SA	HSH-SA-030-LH-R0	1
4	Marquee support R SA	HSH-SA-030-RH-R0	1
5	Side led bracket R	HSH-FM-092-R0	1
6	Side led bracket L	HSH-FM-093-R0	1
7	Marquee led bracket 1	HSH-FM-094-R0	2
8	Marquee led bracket 2	HSH-FM-095-R0	2
9	Marquee cover	HSH-FM-096-R0	1
10	Center led bracket	HSH-FM-097-R0	1
11	Lower led bracket	HSH-FM-098-R0	1
12	Wood spacer	HSH-FW-018-R0	1





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- (b) Assembling or causing the assembly of the hardware in a manner not authorized by or disclosed in this manual;
- (c) Any tampering with, changes to, or modifications of the licensed software that occur after the software leaves LAI Games' factory that is not made by authorized LAI Games personnel and that is directly or indirectly caused by Operator; and
- (d) Any tampering with the computer chip/electronic programmable read only memory (EPROM) by or on behalf of Operator that directly or indirectly causes the tamper-indicating holographic seal on the computer chip/EPROM to be broken or damaged in any way.

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.

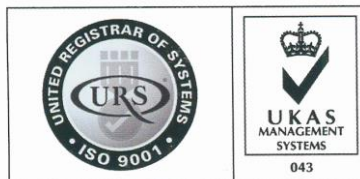




Contact Us

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For your nearest LAI Games Distributor, visit our web site at
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