


lucky streak



 **Be Sure
to Read this
Manual
Before Use**

Operation Manual



Thank you for purchasing **LUCKY STREAK** from **Family Fun Companies**. We hope you enjoy the product.

This manual contains valuable information about how to operate and maintain your game machine properly and safely. It is intended for the owner and/or personnel in charge of product operation. Carefully read and understand the instructions.

If you need any help during installation and setup please utilize this manual and troubleshooting guide. If the product fails to function properly, *non-technical personnel should under no circumstance attempt to service the machine*. Contact your distributor or manufacturer for help.

Before use, please read **IMPORTANT SAFETY INSTRUCTIONS**.

IMPORTANT SAFETY INSTRUCTIONS

To ensure the safe usage of this product, carefully read and understand these instructions before operating your game. Save these instructions for future reference.

Use this product only as described in this manual. Other uses not recommended may cause fire, electric shock or personal injury. Unplug the game from the outlet when not in use, when moving from one location to another, and before cleaning/servicing.

Explanations which require special attention are indicated by signs of warning. Depending on the potential hazardous degree, the terms: **NOTE**, **NOTICE**, and **WARNING** are used.

NOTE: A NOTE indicates useful hints or information about product usage.

NOTICE: A NOTICE indicates potential damage to product and how to avoid the problem.

WARNING: A WARNING indicates a potential for product damage or serious personal Injury.

It is important to understand the meaning of the following HAZARD SIGNS before continuing:

High Voltage and Shock Hazard:

High voltage can cause electric shock.
Turn off/unplug power before servicing.



High Temperature Hazard:

This part may cause scalding.
Do not touch. Surface may be hot.



No Touching Hazard:

This part may be hot or can cause electric shock.

Do not touch.



Use the following safety guidelines to help ensure your own personal safety and to help protect your equipment and surrounding environment from potential damage.

 **This product is an indoor game machine. Do not install outdoors.**

Avoid installing in the following places to prevent fire, electric shock, injury and/or machine malfunctioning:

- Places subject to rain/moisture, or places subject to high humidity.
- Places subject to direct sunlight, or places subject to extremely hot or cold temperatures to ensure that it is used within the specified operating range.
- Places where inflammable gas may be present or in the vicinity of highly inflammable/volatile chemicals or items that can easily catch fire
- On unstable or sloped surfaces. The machine may topple or cause unforeseen accidents.
- Vicinity of fire exits, fire extinguishers etc that may block/prevent safety measures



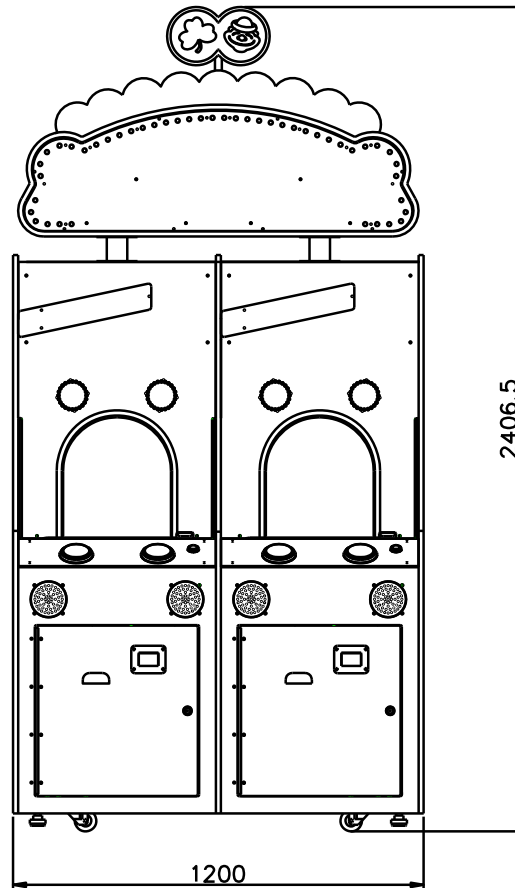
WARNING

Non-technical personnel who do not have technical knowledge and Expertise should refrain from performing such work that this manual require or perform tasks which are not explained in this manual. Failing to comply can cause severe accidents such as electric shock or other serious injuries.

WARNING: To reduce the risk of fire, electric shock or personal injury, unplug or disconnect the machine from the power supply before servicing.

Note: The contents of this manual may be updated without notice.

1. SPECIFICATIONS



- 1) Rated power supply: AC110-120V 50/60Hz
- 2) Power consumption: Min power consumption: 160W
Max power consumption: 550W
- 3) Dimensions: W1200×D886×H2406.5 (mm)
- 4) Weight: About 135kg
- 5) Environment condition: (Indoor) temperature: -10~+40
Humidity : ≤90%;

⚠ NOTICE: After turning off the game, please wait at least 1 minute before restarting again.

Note: Game parameters are subject to change without notice.

2. PACKAGE CONTENTS

Open the package and make sure all the items are included:

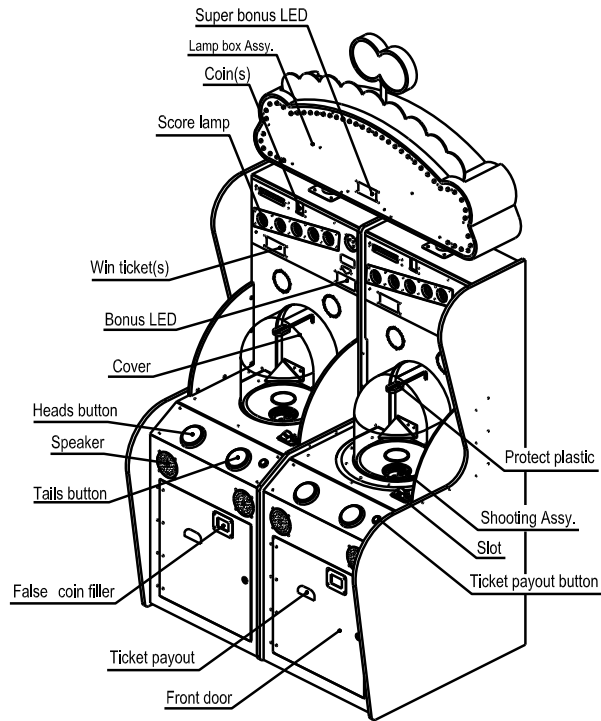
- 1 x Body Assembly
- Following accessories

No.	Part No.	Name	Spec.	Qty.	Illustration	Note
1	L102-819-000	Power cord	110V 1.8m	1		Choose by area
2	L102-433-000	Fuse	5A/250V Φ5-20mm	1		Use in 220V
			10A/125V Φ5-20mm			Use in 110V
3	L102-751-000	Manual	ENGLISH	1		Choose by area
4	L102-404-000	Key	171	4		Service door
5	L102-407-000	Key	2222	2		Coin box
6	L102-418-000	O type Strap	XYJL-02-04	1		
7	L102-436-000	Hexagon key	CR-V2.5mm	1		Service
8	L102-437-000		CR-V5mm	1		Install lamp box
9	L102-410-000	Bulb		2		
10	L102-130-000	Coin	XYJL-04-03	2		
11	L102-641-000	Score board 1	XYJL-00-16-02C	2		
12	L102-642-000	Score board 2	XYJL-00-16-03C	2		
13	L102-643-000	Score board 3	XYJL-00-16-04C	2		
12	L102-438-000	Column hexagon head kit bolt	20101000093 (M6X25)	8		Install lamp box

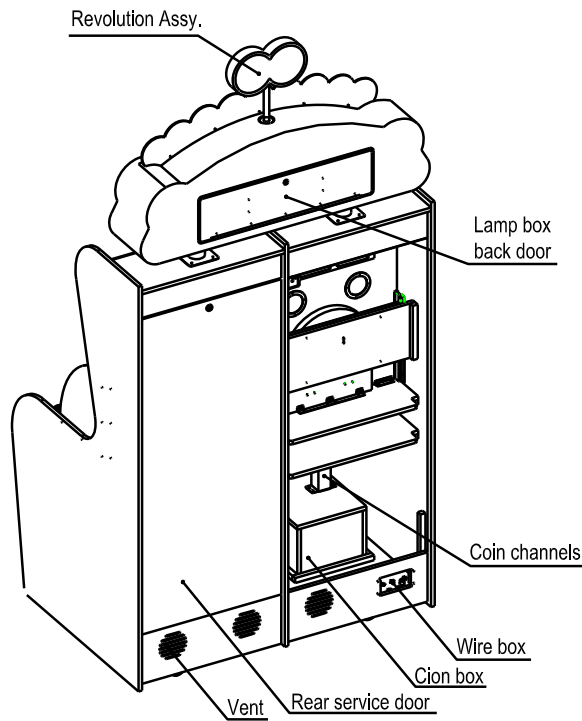
If any items are found to be missing, please contact your sales representative for help immediately.

3. PART NAMES

FRONT VIEW



REAR VIEW



4. SET UP & INSTALLATION

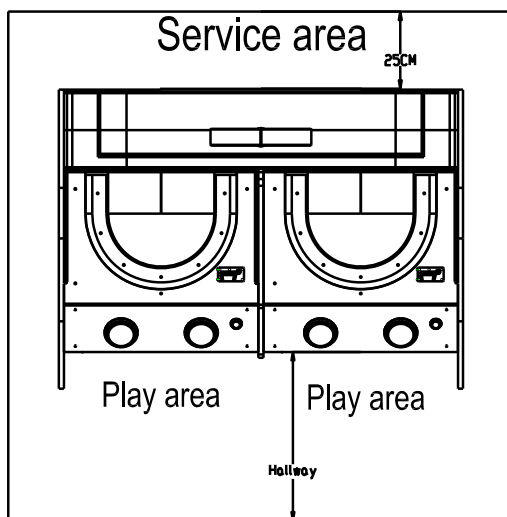
 This product is an indoor game machine. Do not install outdoors.

- Refer to IMPORTANT SAFETY INSTRUCTIONS (Pg. 3) for places to avoid
- Place the unit on a dry level surface
- Ventilation openings in the back of the unit must not be obstructed by objects or by wall.

4.1 Play Zone

This machine requires space for playing and for maintenance as shown below.

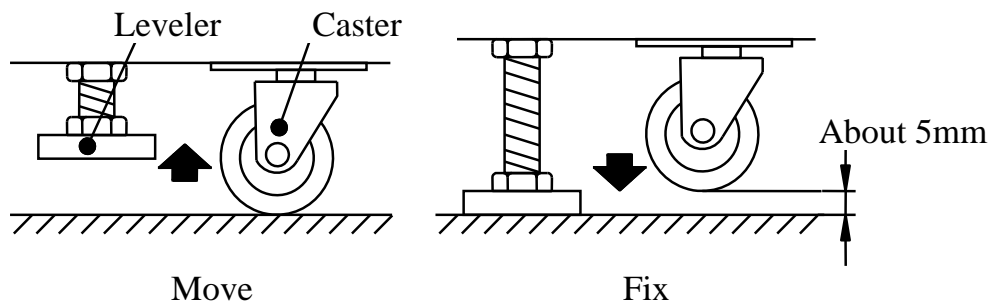
Leave space around the game upon installation:



4.2 Level Adjustment

Install this machine on a flat surface. Adjust levers to lift casters off the ground to level the game. If the game is installed on an unsuitable floor, it could cause a malfunction.

To fix the game, adjust the Leveler down until it touches the floor, lifting the casters off the ground by 5mm. Repeat the same for all levelers.

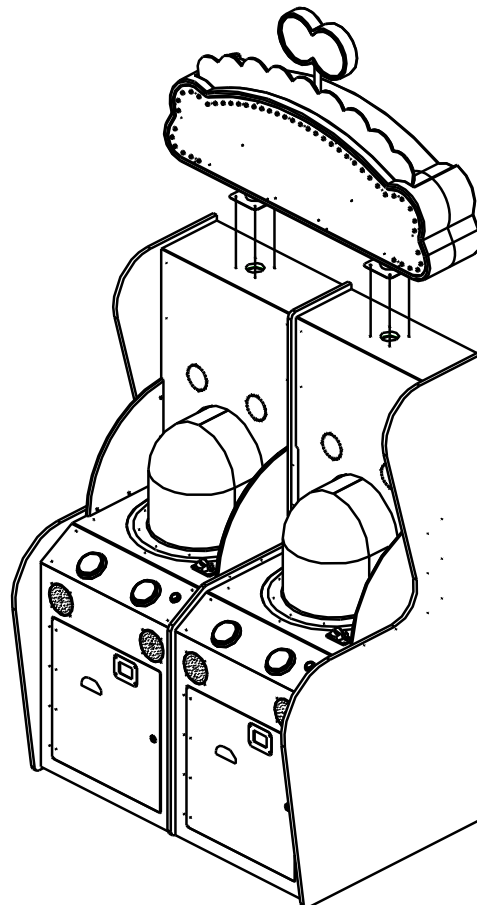
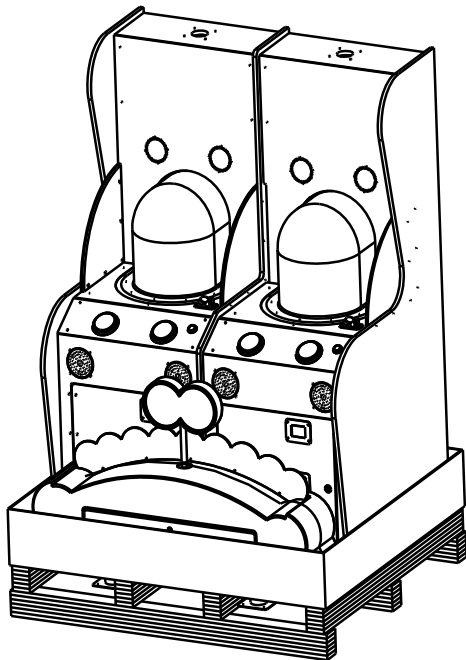


 **NOTICE**

Make sure the machine is level with the ground and all the adjustable legs should stick to the floor closely.

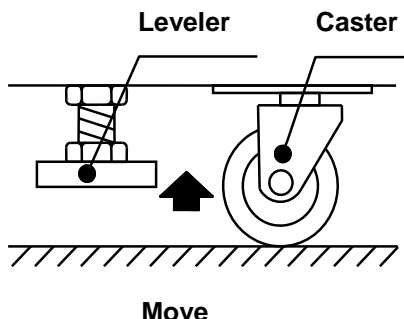
4.3 Installing the Light Box:

- Take out the light box and install it on top of the game
- Fix it with the bolts
- Guide the cable out through the hole and connect.



4.4 Transporting the Game

If you need to move the game, adjust the levelers back to an “up” position so the casters touch the ground.



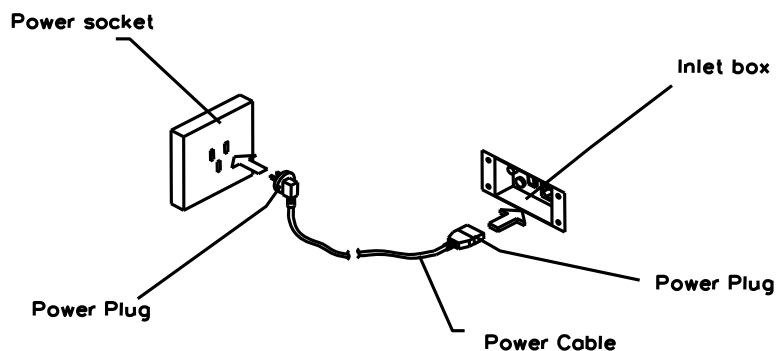
! NOTICE

- Be careful not to damage the machine during transport.
- The machine should be handled with care when bringing it down from a higher level.
- Always unplug the game before moving.
- Keep the machine in upright position during transport.
- For longer distance transport, package the game properly to prevent damages

4.5 Connecting Power

! **WARNING:** Check the voltage rating before you connect the equipment to an electrical outlet to ensure that the required voltage and frequency match the available power source. Please refer the label of the machine.

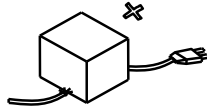
- Do not plug the equipment power cables into an electrical outlet if the power cable is damaged.
- Avoid putting many loads on one electrical outlet as it could generate heat and fire resulting from overload.
- Connect the grounding conductor to the earth terminal (GND):



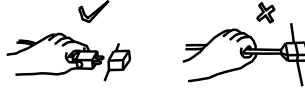


WARNING

Ensure no heavy objects rest on the power cord. Check to make sure the game cabinet does not sit on the power cord as this could damage the cord and become hazardous.



To disconnect the game, grip the plug and pull it from the wall outlet. Never pull by the cord.



To prevent electric shock, do not touch the power plug when hand is wet.



Ensure that nothing rests on the power cord and that it is not located where it can be stepped on or tripped over.



5. HOW TO PLAY

Lucky Streak is a fun and easy to play game that stays true to the traditional coin flipping game of heads or tails. There are 6 rounds in each play. Build your lucky streak by winning all 6 rounds and win the BONUS!



Individual Play Mode:

- Insert 1-5 coin(s) depending on number of rounds player wishes to play
- Select choice of Heads or Tails by pressing the corresponding buttons
- If guess is correct, player can choose to collect tickets won, or they can proceed to the next 5 rounds
- To win the BONUS, player must guess correctly 2 times in a row in the 6th and last round

Super Bonus Mode:

- SUPER BONUS is cumulative and records the number of BONUS won in individual mode
- To win the SUPER BONUS, there needs to be 7 BONUS won. The player who wins the 7th BONUS will also win the SUPER BONUS!

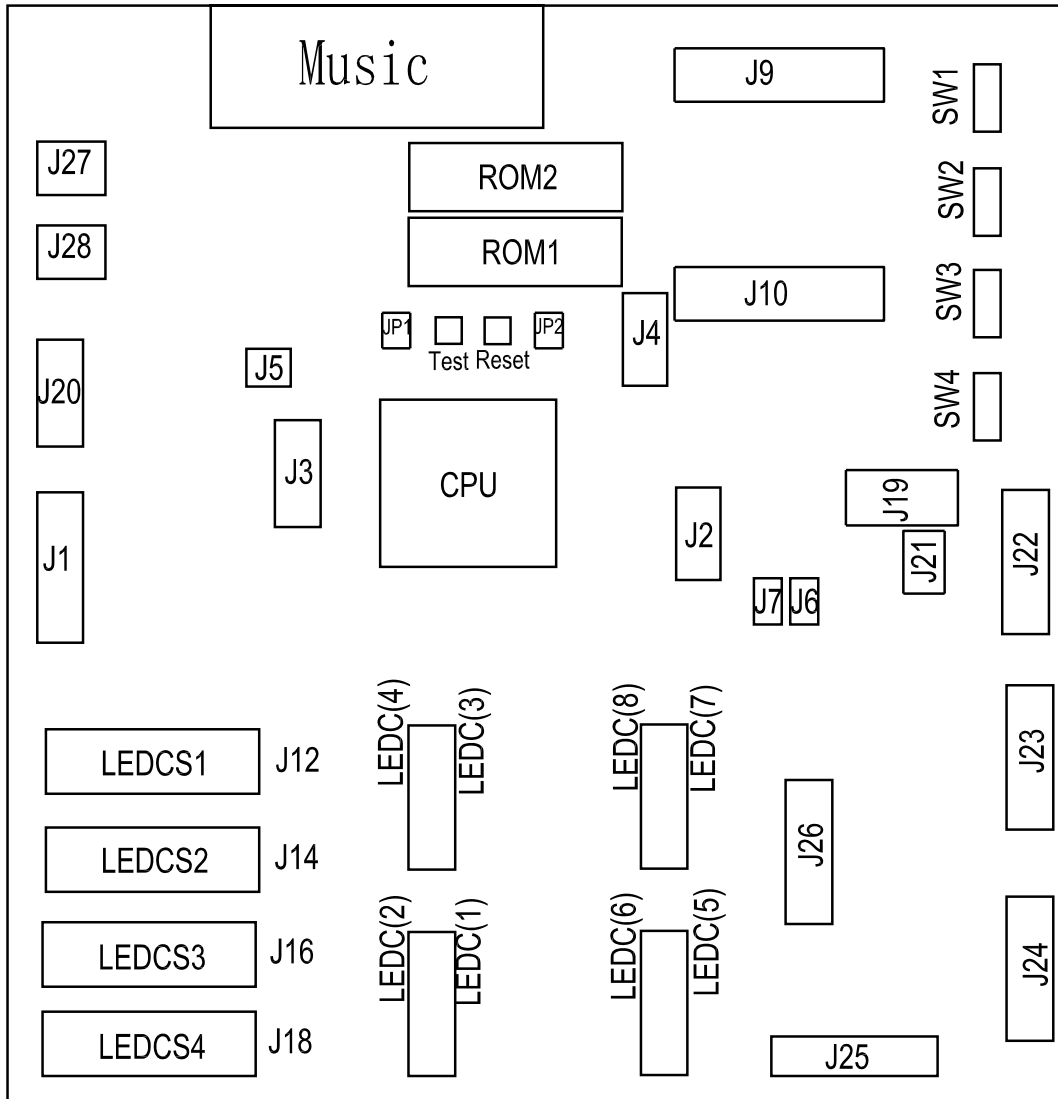
6. GAME OPTIONS & SETTINGS

Switches Control Signal

6.1 Refer to the attached I/O chart and the schematic.

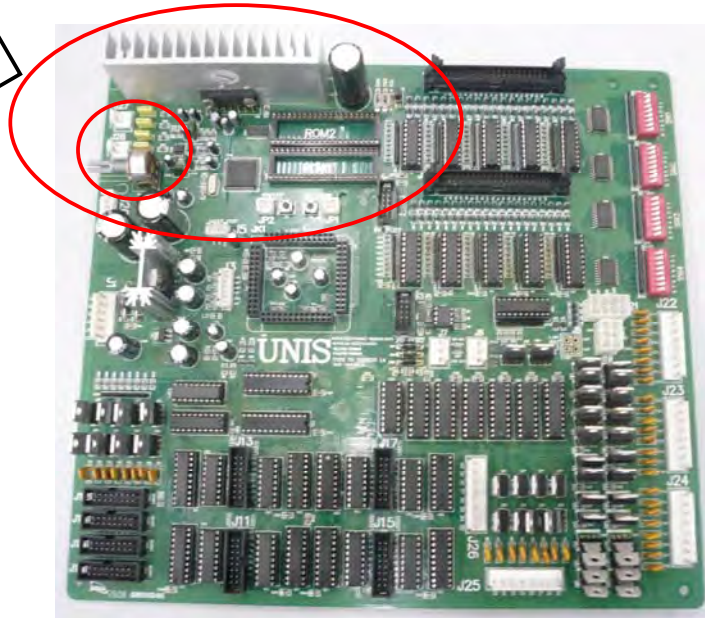
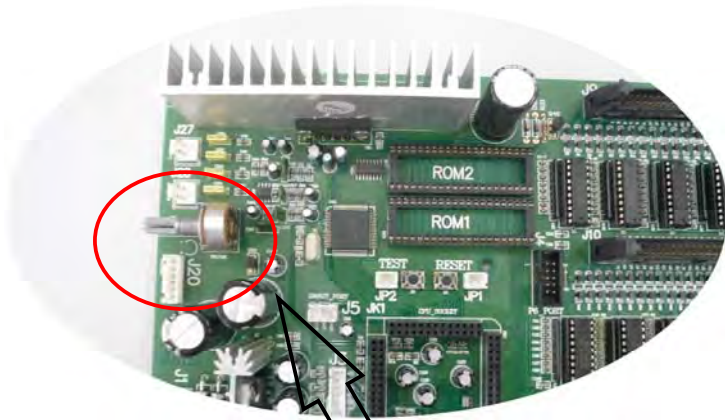
6.2 To adjust DIP, please refer to the I/O chart. The initial setting is in CAPITALIZED.

6.3 Main board :



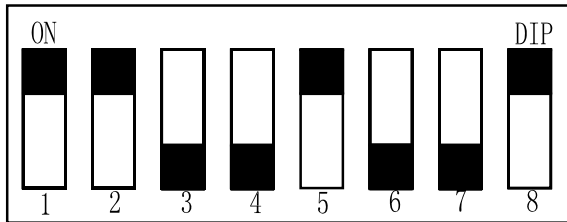
6.4 Volume Adjustment:

Turn the knob on the main board to adjust the game volume as shown:

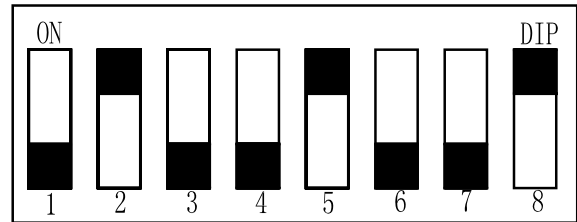


6.5 Adjusting the DIP (Default Setting)

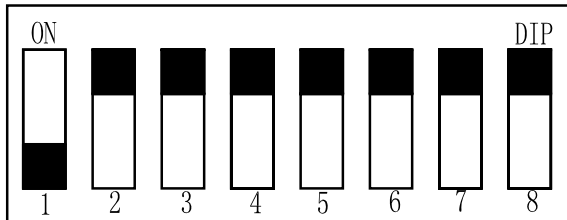
SW1



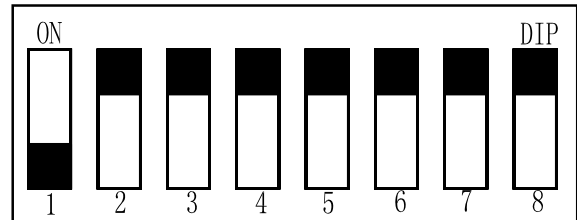
SW2



SW3



SW4



Test method:

- To Test the LED, display 8.7.6.5.4.3.2.1. and 87654321
- Press TEST button again and LED displays 1, it shows the LED 1 and LED 2 of 1# in DIP SW state.
- Press TEST button again and LED displays 2, it shows the number of on-off SW
- Press TEST button again and LED displays 3.
- Press TEST button and LED displays 4. Hold IN1-40 and it shows OUT1-40 corresponding to lighting output.
- Press TEST button again and LED displays 5, it shows OUT1-40 corresponding lighting output.

6.6 Display Error:

1. If the input signal is not normal when you turn on the machine, the score LED will display SW numbers with an error.
2. When out of tickets, score LED displays tickets and HLP.

6.7 To Clear Memory:

Hold the TEST button and press Reset button, then release Reset button.

6.8 Error Codes:

Er5	Coin Jam
Er6	No obverse or reverse signal
Er7	No coin drop

7. Parameter Setting

SEE LAST PAGE OF MANUAL

7. MAINTENANCE, INSPECTION

7.1 Safety Check

Check the points listed before operating the machine. These checks are necessary for safe machine operation:

1. Try to run the game before operation each day.
2. Conduct monthly routine checks of game components ensure good working condition
3. Check the machine regularly for dust and clean when necessary.

Note: Parts and components require preventative maintenance to be kept running smoothly

7.2 Handling Precautions

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine

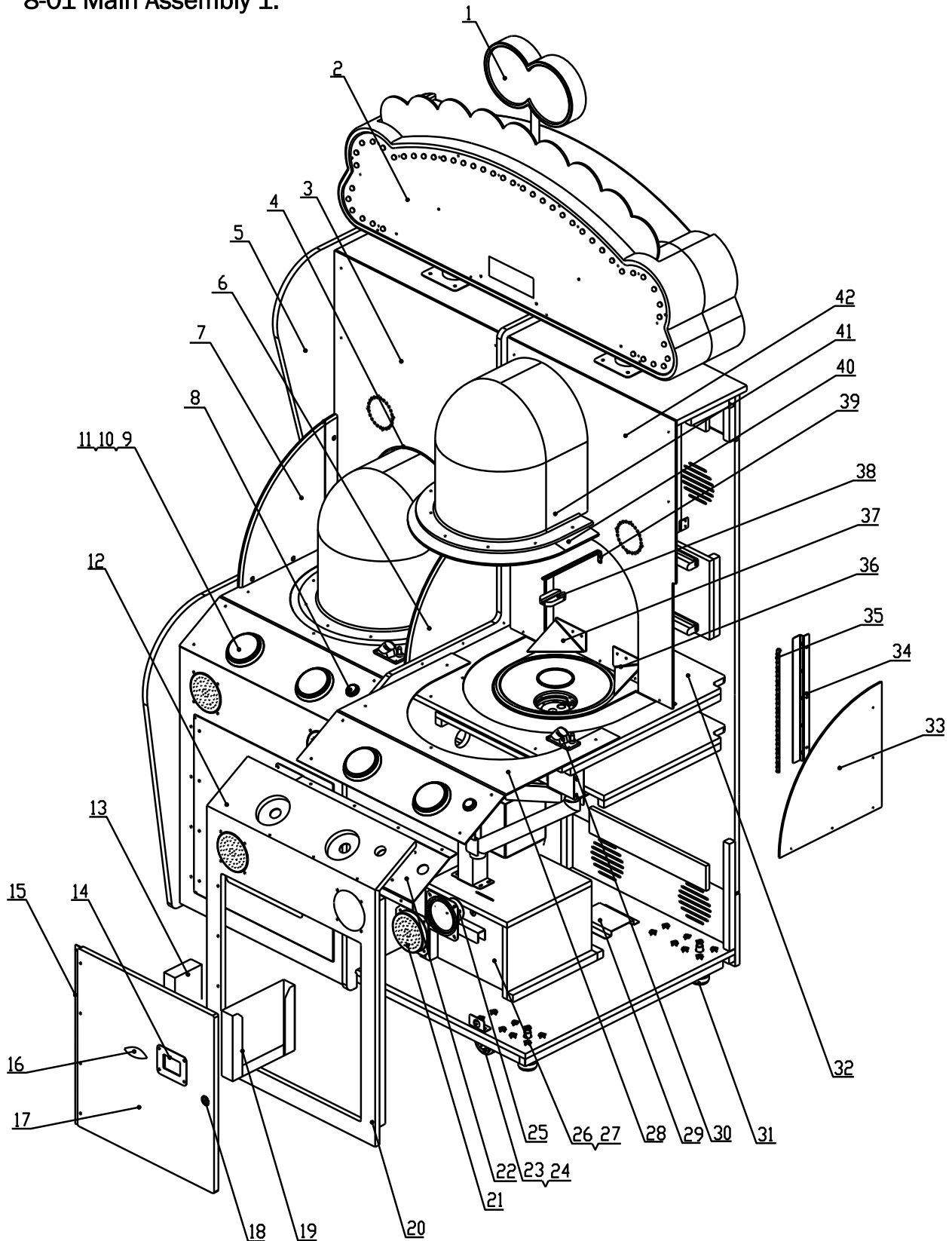
- Before servicing the machine,  **WARNING** servicing without turning the power off can cause electric shock or short circuit.

- To avoid electric shock or short circuit, do not plug then unplug the power quickly
- Do not expose power cords and earth wires, these are susceptible to damage.
- Damaged cords and wires can cause electric shock or short circuit and should be replaced immediately.
- When or after installing the product, avoid pulling the power cord to prevent unnecessary wear and tear. Use the power button to disconnect power.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or replace locally. Continued usage of damaged cord can cause fire, electric shock or leakage.
- Perform grounding appropriately. Inappropriate grounding can cause electric shock.
- Use fuses that meet specified rating. Fuses exceeding can cause an electric shock.

- Should a problem occur, turn off the power immediately and stop operating the machine. Unplug the power cord of the service outlet. Operating the machine without correcting the problem may cause a fire or injuries.
- Insert the power plug securely into the outlet. Poor contact may cause overheating, resulting in fire or burns.
- To ensure the warning labels attached on the machine are visible and legible, install the machine in a well-lit location, and keep the labels clean at all times. Make sure the labels are not hidden behind other game machines.

8. OVERALL CONSTRUCTION

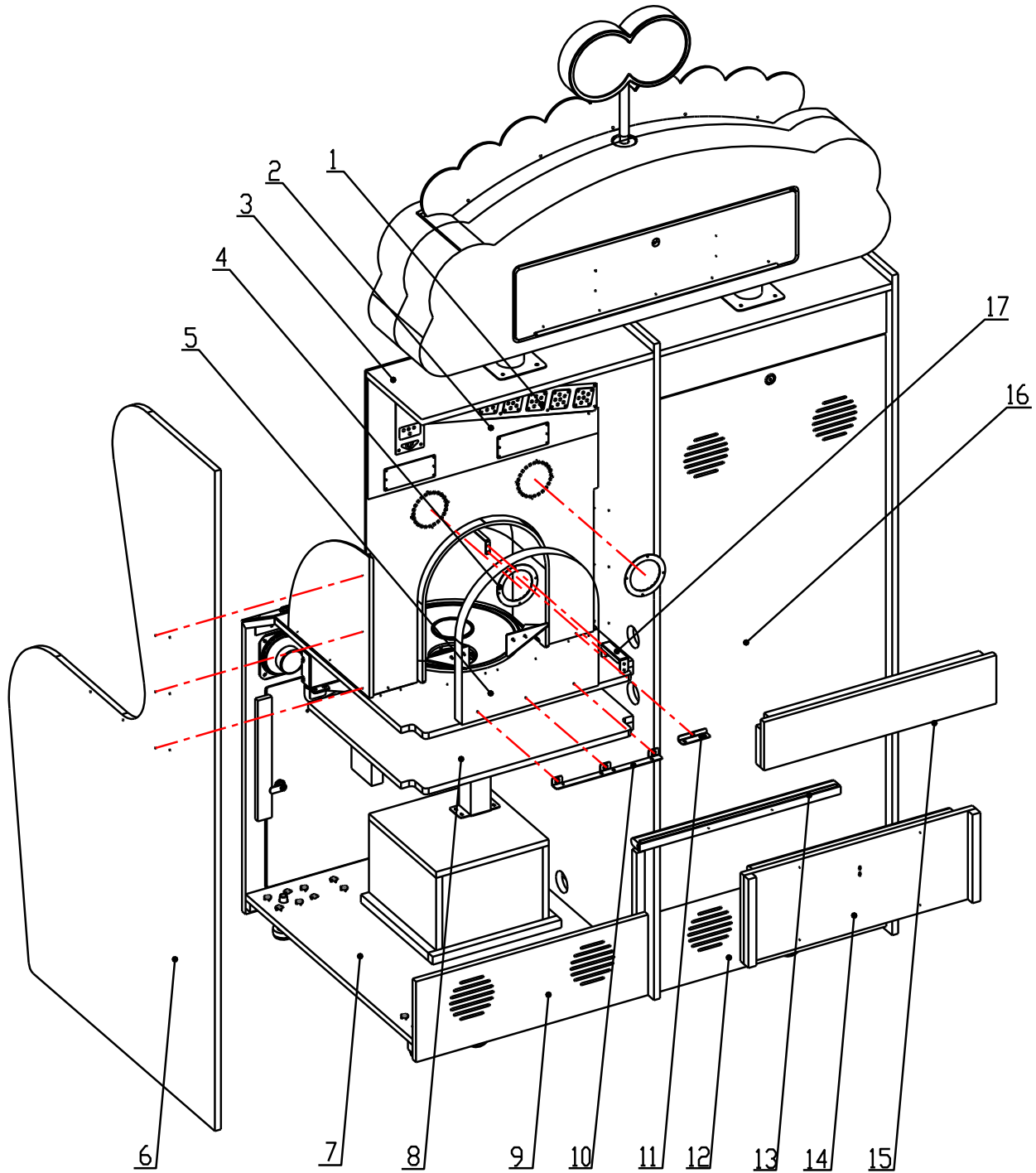
8-01 Main Assembly 1:



No.	Part No. 1	Part No. 2	Name	Qty.	Spec.	Note
1	L102-001-000	LS-01-01	Revolution Assy.	2	461*300*78	
2	L102-005-000	LS-01-02	Lamp box	1	1170*559*230	
3	L102-635-000	LS-01-03	L_face board	1	Clarity PET 808*576.5*5	
4	L102-624-000	LS-01-04	inner ornament	2	Blue plastic 900×14×8.5	
5	L102-501-000	LS-01-05	L_side board	1	Plywood δ12	
6	L102-602-000	LS-01-06	M_adornment board	1	Fluorescence Green PET 350*350*10	
7	L102-603-000	LS-01-07	L_adornment boar	1	Fluorescence Green PET 350*350*10	
8	L102-401-000	LS-01-08	Small Button	2	Red φ24	
9	L102-439-000	LS-01-09	100 type Button	4	Yellow φ100	
10	L102-408-000	LS-01-10	Micro Switch	6	BLM-S 3A-125/250VAC	
11	L102-410-000	LS-01-11	Bulb	6	12V 3W	
12	L102-101-000	LS-01-12	Console board	2	Plywood 577.5*162*15	
13	L102-440-000	LS-01-13	Ticker machine	2	CL-022Q-270	
14	L102-102-000	LS-01-14	False coin exit	2		
15	L102-103-000	LS-01-15	Hinge	2	Stainless steel 485*44*17*1.2	
16	L102-151-000	LS-01-16	Ticket cover	2	Q235 80×35× δ0.8	
17	L102-518-000	LS-01-17	Front door	2	Plywood 497×468×15	
18	L102-404-000	LS-01-18	Lock	5	171	
19	L102-152-000	LS-01-19	Ticket box	2	Q235 210*260*85	
20	L102-503-000	LS-01-20	Front board	2	Plywood 719*577.5*15	
21	L102-105-000	LS-01-21	4" speaker net	4		
22	L102-106-000	LS-01-22	Reinforce board	2	Electrolytic board 500*146.6*2	
23	L102-405-000	LS-01-23	Castor	4	2.5"	
24	L102-107-000	LS-01-24	Castor Bracket	4	Q235 δ3	
25	L102-406-000	LS-01-25	Speaker	4	4"、8Ω 10W	
26	L102-108-000	LS-01-26	Coin box	2	Q235 250*245*195	
27	L102-407-000	LS-01-27	Coin box lock	2	2222	
28	L102-636-000	LS-01-28	Console board 1	2	Clarity PET 577*555*3	

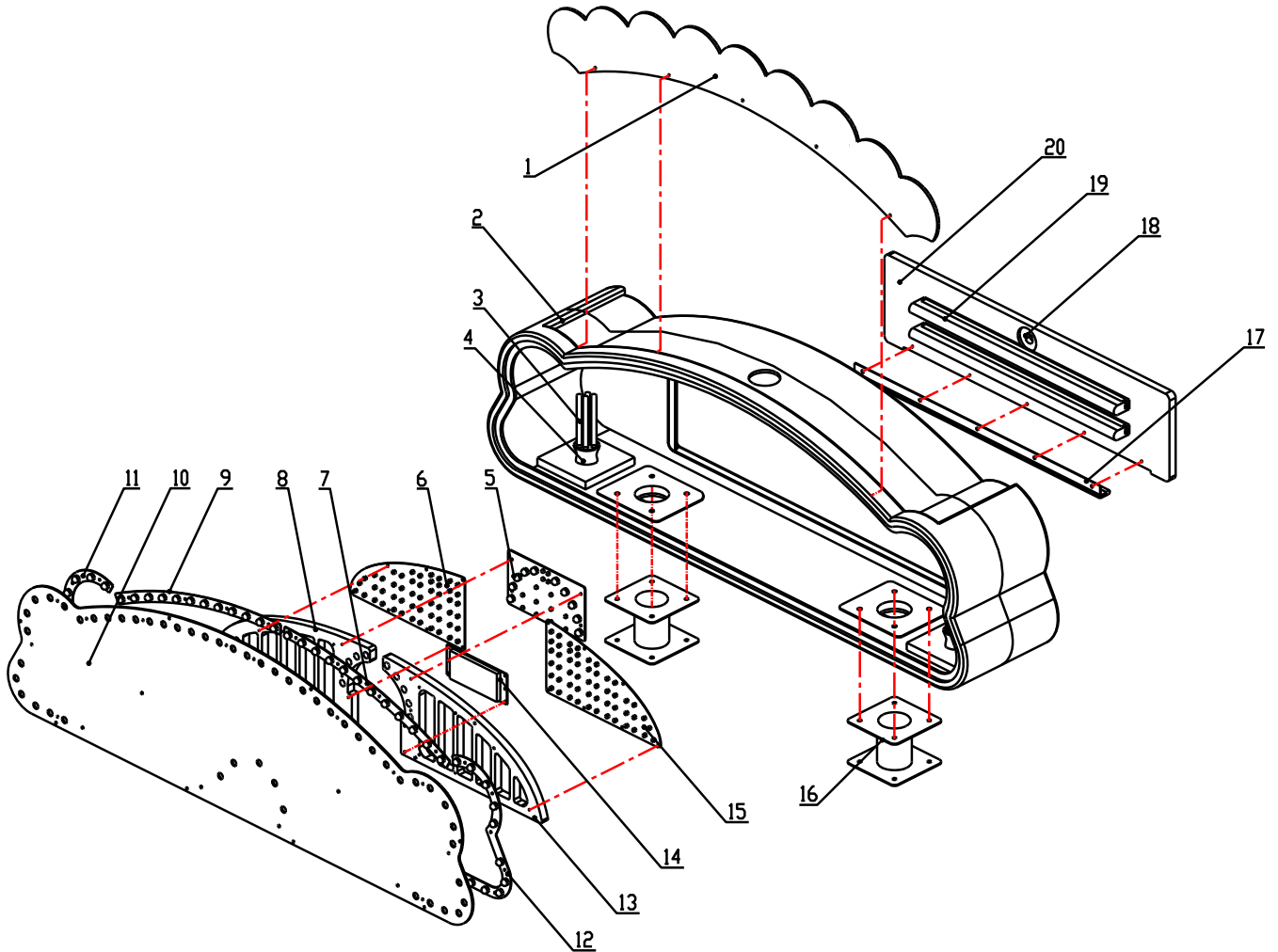
29	L102-109-000	LS-01-29	Power holder	1	Electrolytic board 157×210	
30	L102-110-000	LS-01-30	Slit	2	Stainless steel	
31	L102-111-000	LS-01-31	Leveler	4	Q235 M16×100	
32	L102-504-000	LS-01-32	Table-board	2	Plywood 587.5*544.5*15	
33	L102-605-000	LS-01-33	R_adornment boar	1	Fluorescence Green PET 350*350*10	
34	L102-112-000	LS-01-34	Lamp brack	2	Electrolytic board 350*45*10	
35	L102-801-000	LS-01-35	LED lamp	3	LED 48NC.PCB 38.3X0.8cm	
36	L102-606-000	LS-01-36	R_sliding board	2	Clarity PET 132.9*117*103.3	
37	L102-607-000	LS-01-37	L_sliding board	2	Clarity PET 132.9*117*103.3	
38	L102-608-000	LS-01-38	Protect plastic	2	Black Nylon 65*40*12	
39	L102-113-000	LS-01-39	Bracket	2	Stainless steel 190*33*10	
40	L102-637-000	LS-01-40	U type board	2	Clarity PET 448*347*3	
41	L102-610-000	LS-01-41	Mantle	2	Clarity PET 449*359*367	
42	L102-638-000	LS-01-42	R_face board	1	Clarity PET 808*576.5*5	

8-02 Main Assembly 2:



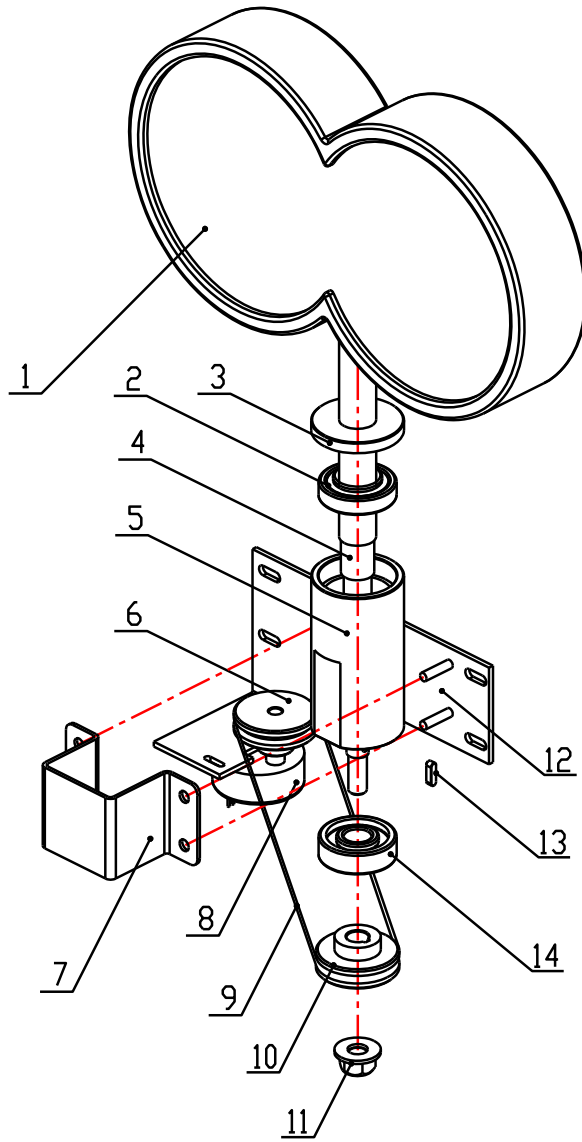
No.	Part No.	Part No. 2	Name	Qty.	Spec.	Note
1	L102-639-000	LS-02-01	Score board	2	Clarity PET 365*74*1.5	
2	L102-519-000	LS-02-02	Lamp board	2	plywood 577.5*300*15	
3	L102-506-000	LS-02-03	Top board	2	plywood 577.5*240*15	
4	L102-802-000	LS-02-04	LED Lamp board	4	XXLY-ANLED	
5	L102-613-000	LS-02-05	Arc board	2	Blue PET 370*340*28	
6	L102-507-000	LS-02-06	Starboard board	1	plywood 1630*800*15	
7	L102-508-000	LS-02-07	Motherboard	1	plywood 1170*720*15	
8	L102-509-000	LS-02-08	Shooting Assy. board	2	plywood 577.5*430*15	
9	L102-510-000	LS-02-09	Back R_board (below)	1	plywood 577.5*200*15	
10	L102-115-000	LS-02-10	Menu board bracket	2	Electrolytic board 265*20*18	
11	L102-116-000	LS-02-11	Menu board angle iron	4	Electrolytic board 70*20*14	
12	L102-511-000	LS-02-12	Back L_board (below)	1	plywood 577.5*200*15	
13	L102-412-000	LS-02-13	T5 daylight lamp	6	T5 -12W 220V	
14	L102-512-000	LS-02-14	daylight lamp bracket	2	plywood 577.5*220*15	
15	L102-513-000	LS-02-15	Back board (upper)	2	plywood 577.5*130*15	
16	L102-514-000	LS-02-16	Back door	2	plywood 1271*575*15	
17	L102-117-000	LS-02-17	Support Bracket	2	Electrolytic board 84*35*23	

8-03 Light Box :



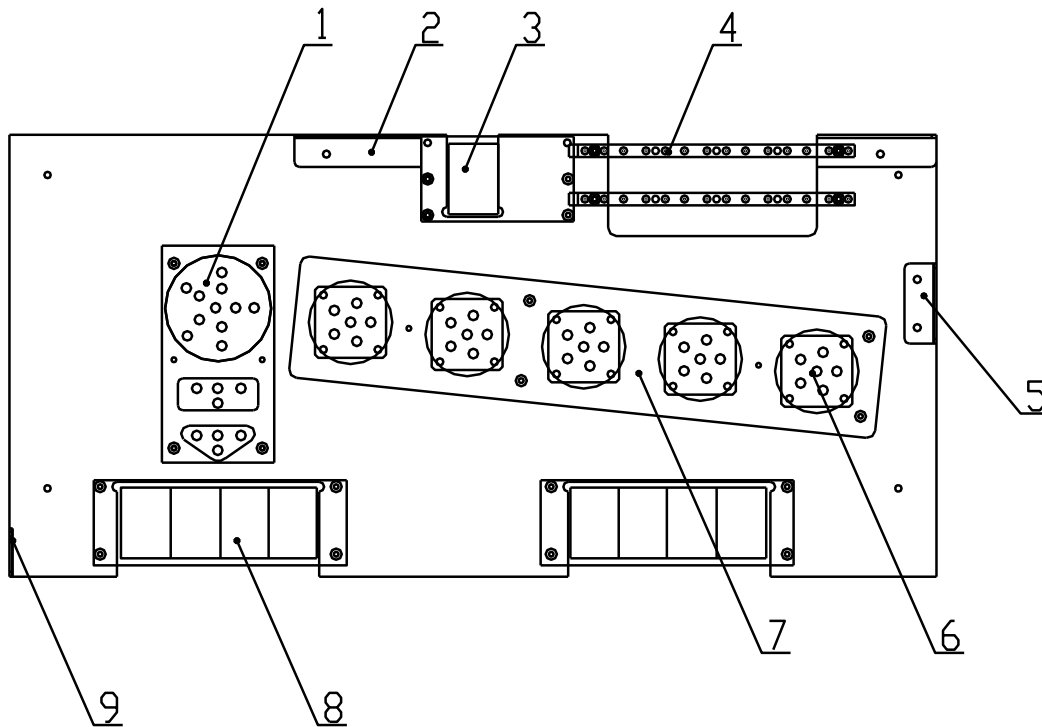
No.	Part No.	Part No. 2	Name	Qty.	Spec.	Note
1	L102-614-000	LS-03-01	Lamp box board	1	950.7*115*5	
2	L102-615-000	LS-03-02	Lamp box crust	1	Fiberglas 1170*385*230	
3	L102-413-000	LS-03-03	Lamp holder	2	E27-48 E221399	
4	L102-414-000	LS-03-04	E27/2U 13V (220V) Lamp	2	13W/220VAC	
5	L102-803-000	LS-03-05	LED Lamp board	1	XYJL-LED01	
6	L102-804-000	LS-03-06	Lamp board	2	XYJL-LED04	
7	L102-805-000	LS-03-07	LED Lamp board	1	XYJL-LED03-R	
8	L102-520-000	LS-03-08	L_brack	1	Plywood 388*176.8*15	
9	L102-806-000	LS-03-09	LED Lamp board	1	XYJL-LED03-L	
10	L102-640-000	LS-03-10	Lamp box menu board	1	Clarity PET 1134*349*3	
11	L102-807-000	LS-03-11	LED Lamp board	1	XYJL-LED02-L	
12	L102-808-000	LS-03-12	LED Lamp board	2	XYJL-LED02-R	
13	L102-521-000	LS-03-13	R_back	1	Plywood 388*176.8*15	
14	L102-820-000	LS-03-14	1.8" LED (4 digits)	1	LED18B4.PCB	
15	L102-810-000	LS-03-15	Lamp board	2	XYJL-LED-04	
16	L102-118-000	LS-03-16	Light back pole	2	Stainless steel 120*120*84	
17	L102-119-000	LS-03-17	Hinge	1	Stainless steel 600*20*20	
18	L102-404-000	LS-03-18	Lock	1	171	
19	L102-412-000	LS-03-19	T5 Daylight lamp	6	T5 -12W 220V	
20	L102-517-000	LS-03-20	Lamp box door	1	Plywood 696*176*15	

8-04 Rotation Assembly:



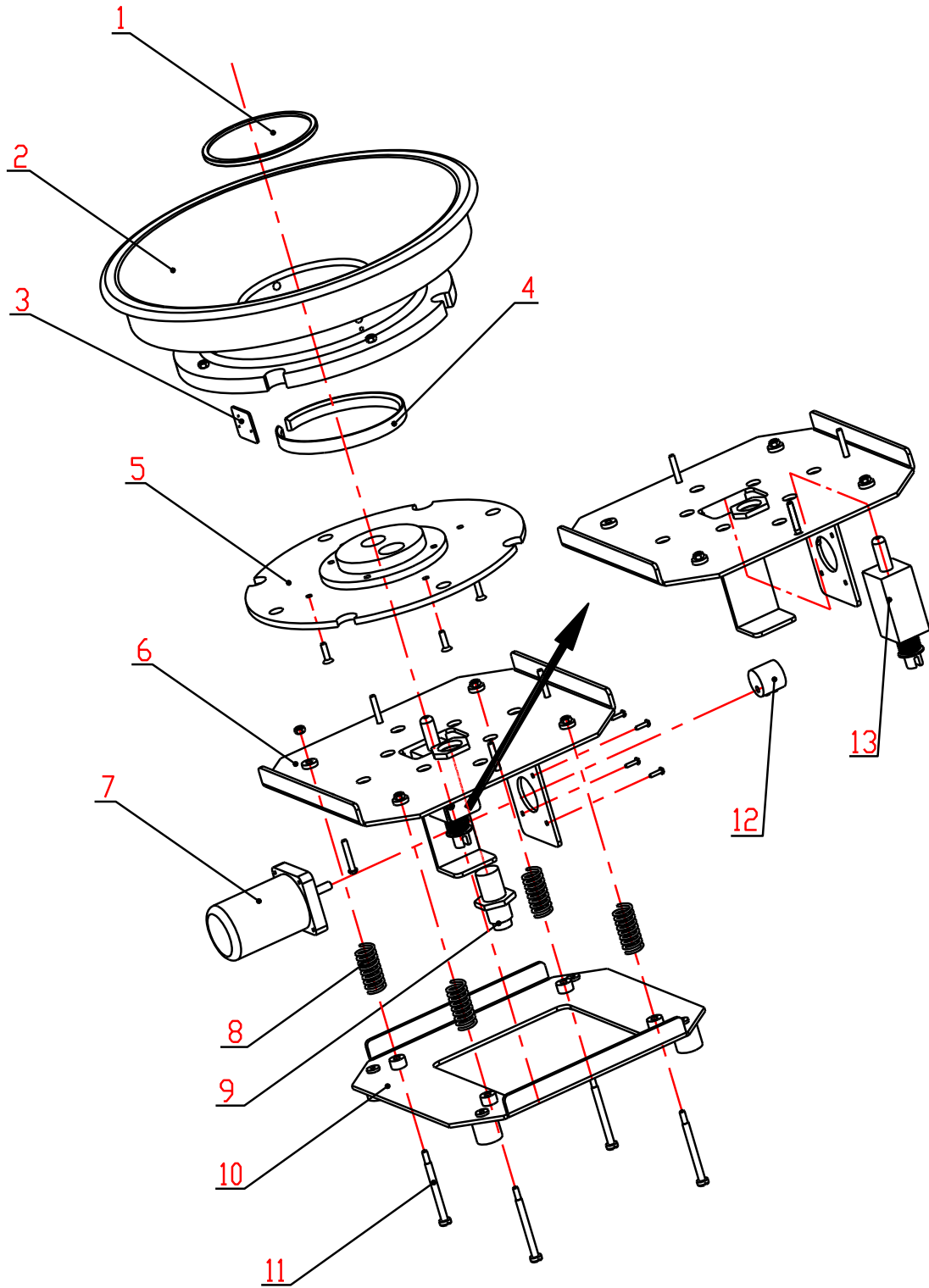
No.	Part No.	Part No. 2	Name	Qty.	Spec.	Note
1	L102-617-000	LS-04-01	Top assembly	1	Fiberglass & Q235	
2	L102-416-000	LS-04-02	Bearing	1	30302	
3	L102-618-000	LS-04-03	Dustproof cover	1	Black nylonΦ50*6.5	
4	L102-617-000	LS-04-04	Top assembly	1	Fiberglass & Q235	
5	L102-120-000	LS-04-05	Bearing sleeve	1	45# Φ50*94	
6	L102-121-000	LS-04-06	Driver wheel	1	φ45*23	
7	L102-122-000	LS-04-07	Bearing holder	1	Electrolytic board 100*50*45*2	
8	L102-417-000	LS-04-08	In-phase motor	1	AM-H2 AC220V 4W 5-6RPM	
9	L102-418-000	LS-04-09	O type Strap	1	φ73*φ4*234	
10	L102-123-000	LS-04-10	Driven wheel	1	45*20	
11	L102-419-000	LS-04-11	Nut	1	M10	
12	L102-124-000	LS-04-12	Bracket holder	1	Q235 180*91.8*78*3	
13	L102-125-000	LS-04-13	Bond	1	Q235 14*4*4	
14	L102-420-000	LS-04-14	Bearing	1	6302ZZ	

8-05 Lamp Board Assembly:



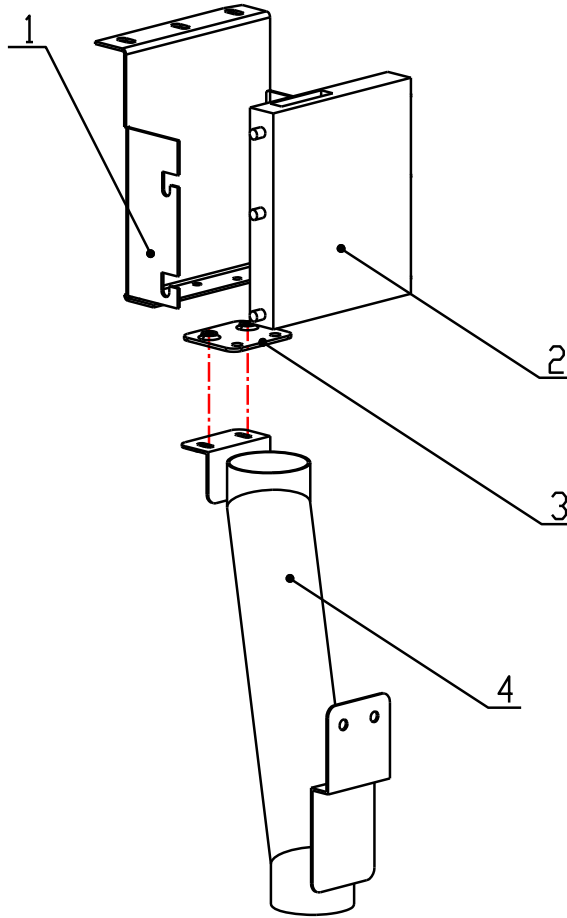
No.	Part No.	Part No. 2	Name	Qty.	Spec.	note
1	L102-815-000	LS-05-01	Lamp board	2	XYJL-LED06	
2	L102-153-000	LS-05-02	Lamp box angle iron (upper)	2	Electrolytic board 400*20*20*1.5	
3	L102-812-000	LS-05-03	1.5" LED(2 digits)	2	LED15B2.PCB	
4	L102-813-000	LS-05-04	LED Lamp board	4	LED48NC.PCB	
5	L102-127-000	LS-05-05	Lamp box angle iron (left)	2	Electrolytic board 50*20*20	
6	L102-814-000	LS-05-06	Lamp board	10	LED RD3.PCB V1.0	
7	L102-154-000	LS-05-07	Lamp board holder	2	Electrolytic board 301.6*70*1.5	
8	L102-821-000	LS-05-08	1.5" LED(4 digits)	4	LED15B4.PCB	
9	L102-129-000	LS-05-09	Lamp box angle iron (right)	2	Electrolytic board 30*20*20	

8-06 Launch Assembly:



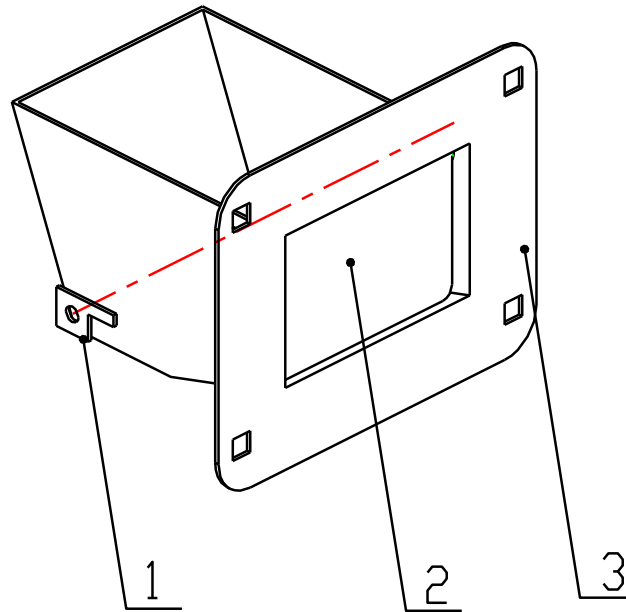
No.	Part No.	Part No. 2	Name	Qty.	Spec.	Note
1	L102-130-000	LS-06-01	Coin	2	φ90*4.5	
2	L102-619-000	LS-06-02	Filler	2	Black nylon 298*84	
3	L102-822-000	LS-06-03	Sensor board	4	HW2558.PCB	
4	L102-620-000	LS-06-04	Bush	2	Black nylon φ105*9	
5	L102-621-000	LS-06-05	conductor rail holder	2	Black nylonφ220*20	
6	L102-131-000	LS-06-06	Assy. holder	2	Q235 230*230*115	
7	L102-421-000	LS-06-07	DC motor	2	45ZY 12-15 DC12V 15W 3000RPM	
8	L102-132-000	LS-06-08	Spring	8	60Si2Mn	
9	L102-422-000	LS-06-09	Close sensor	2	PR18-5D	
10	L102-133-000	LS-06-10	Motherboard	2	Q235 230*230*36	
11	L102-134-000	LS-06-11	Bolt	8	Brassφ9*61.6	
12	L102-135-000	LS-06-12	Eccentricity board	2	φ22*20	
13	L102-423-000	LS-06-13	electromagnet	2	AU1253S-27A1.8	

8-07 Coin Machine Assembly:



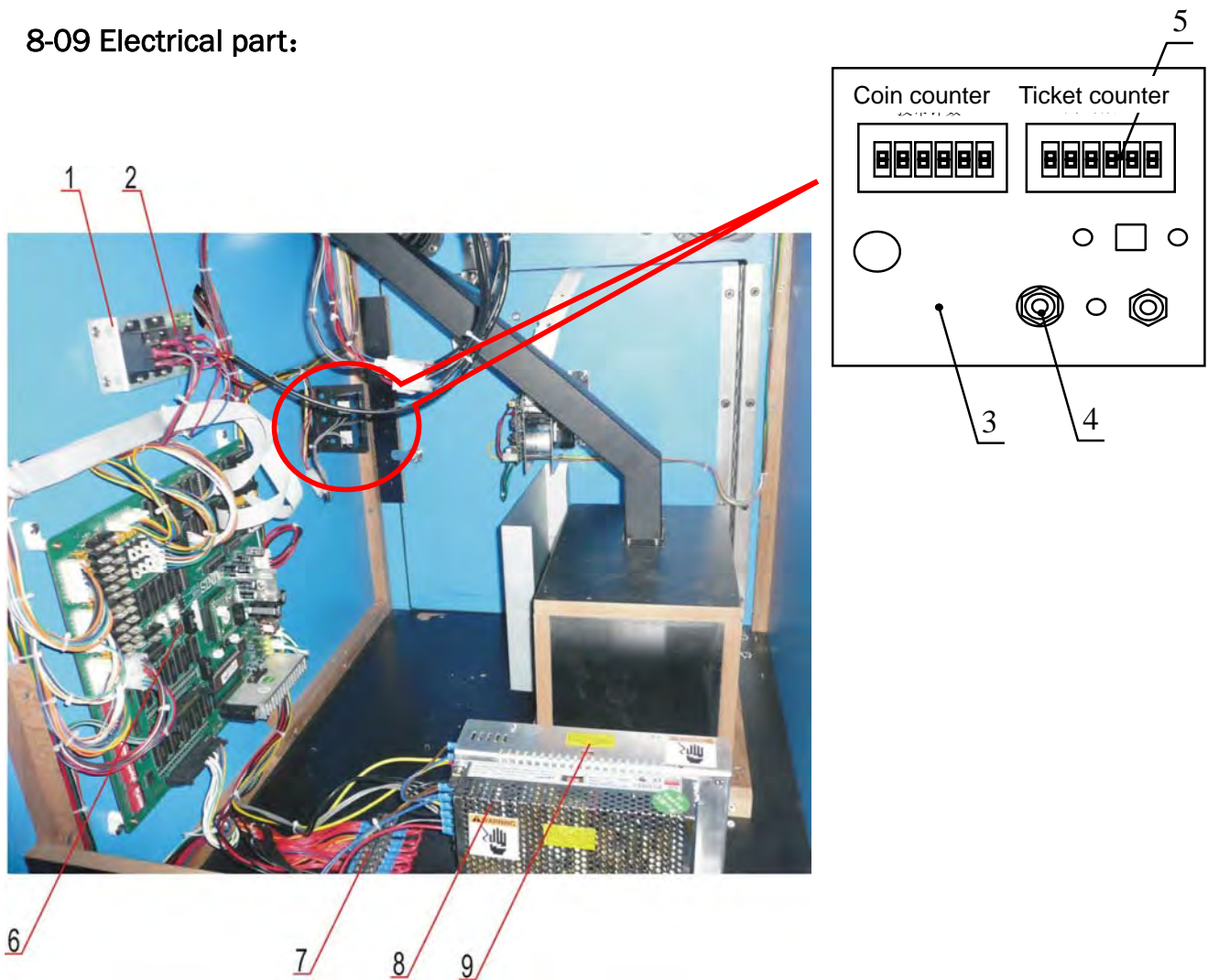
No.	Part No.	Part No. 2	Name	Qty.	Spec.	Note
1	L102-140-000	LS-07-01	Coin machine bracket	2	Electrolytic board 118.5*93*53.3	
2	L102-424-000	LS-07-02	Coin machine	2	TW-600	
3	L102-152-000	LS-07-03	Coin pipe connect board	2	Electrolytic board 40*35*1.5	
4	L102-153-000	LS-07-04	Coin pipe	2	230*177.8	

8-08 False coin filler



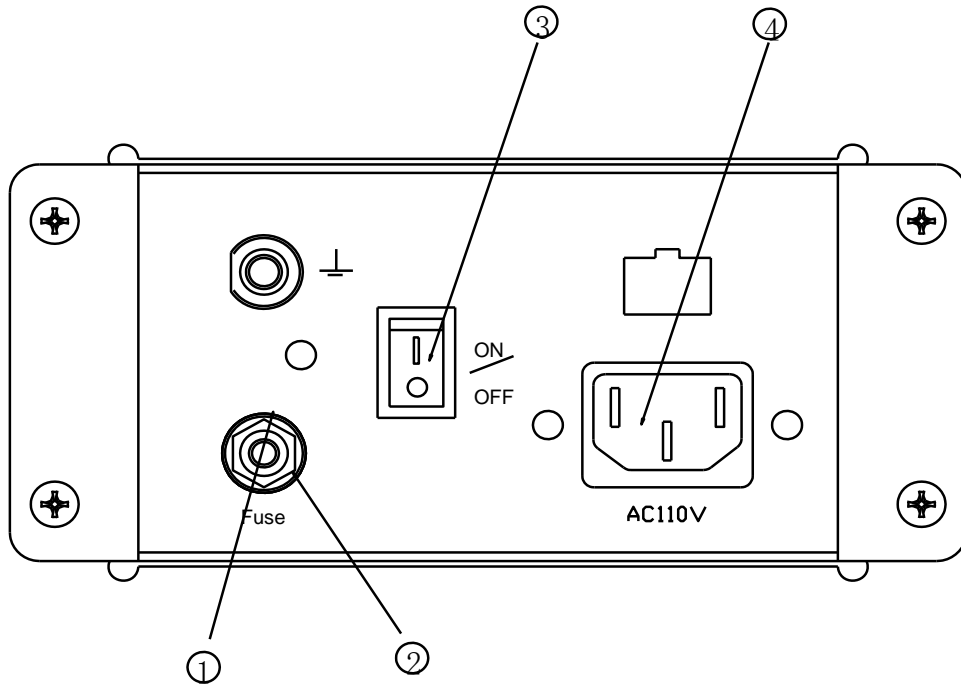
No	Part No.	Part No. 2	Name	Qty.	Spec.	Note
1	L102-146-000	LS-08-01	Press board	4	Stainless steel 18*10*1	
2	L102-147-000	LS-08-02	Block board	2	Stainless steel 65*35*1	
3	L102-148-000	LS-08-03	False coin filler	2	Stainless steel 100*85*80	

8-09 Electrical part:



No.	Part No.	Part No. 2	Name	Qty.	Spec.	Note
1	L102-149-000	LS-09-01	Relay holder	2	Electrolytic board 135*60*15*1.5	
2	L102-426-000	LS-09-02	Relay	4	12V-T9AP5D52-12	
3	L102-150-000	LS-09-03	Counter install board A	2	Q235 δ1.5	
4	L102-441-000	LS-09-04	Test button	2	DS-316 (Test button) Red	
5	L102-427-000	LS-09-05	Counter	4	C-012 DC12V	
6	L102-818-000	LS-09-06	Main board	1	PLAYV9	
7	L102-429-000	LS-09-07	Connection board	1	TB-1512L	
8	L102-430-000	LS-09-08	Power supply	1	EPT-S150S12	
9	L102-431-000	LS-09-09	Power supply	1	EPT-S320S24	

8-10 Wire box



No.	Part No.	Part No. 2	Name	Qty	Spec.	Note
1	L102-432-000	LS-10-01	Fuse holder	1	10A/250V R3-11	
2	L102-433-000	LS-10-02	Fuse	1	10A125V 5A/250Vφ5-20	
3	L102-434-000	LS-10-03	Power SW	1	10A125V 1/4HP	
4	L102-435-000	LS-10-04	filter	1		

8-11 Game Decals



No.	Part No.	Part No. 2	Name	Qty.	Spec.	Note
1	L102-701-000	LS-11-01	Top menu	1	960X230 (PVC100u)	
2	L102-738-000	LS-11-02	Lamp box menu	1	1160X370 (δ3)	
3	L102-739-000	LS-11-03	Score group menu	2	420X95 (δ1.5)	
4	L102-740-000	LS-11-04	Face board menu	2	613X835 (δ5)	
5	L102-741-000	LS-11-05	R_side menu	1	983X1695 (PVC100u)	
6	L102-706-000	LS-11-06	Arc board menu	2	370X400 (δ3)	
7	L102-742-000	LS-11-07	U type board menu	2	473X369 (δ3)	
8	L102-743-000	LS-11-08	Tails button menu	2	80X155 (PVC100u)	
9	L102-744-000	LS-11-09	Console menu	2	590X568 (δ3)	
10	L102-745-000	LS-11-10	Ticket payout menu	2	30X6 (PVC100u)	
11	L102-746-000	LS-11-11	Speaker menu	2	261X166 (PVC100u)	
12	L102-747-000	LS-11-12	Heads button menu	2	80X155 (PVC100u)	
13	L102-748-000	LS-11-13	L_side menu	1	983X1695 (PVC100u)	
14	L102-713-000	LS-11-14	Coin menu	2	175X90 (PVC100u)	
15	L102-749-000	LS-11-15	220V no CE authentication nameplate	1		
16	L102-750-000	LS-11-16	220V CE authentication nameplate	1		

Have Questions? Contact us!

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708-598-3720

Lucky Streak (Family Fun ver.) IO Chart 2.2

Update: 5/24/2010
Design: 9/1/2008

Item	Content	SW1							
		1	2	3	4	5	6	7	8
Bonus initial value	250	on	on	on					
	500	OFF	ON	ON					
	1000	on	off	on					
	2000	off	off	on					
	2500	on	on	off					
	3000	off	on	off					
	4000	on	off	off					
Super Bonus initial value	1000				on	on	on		
	1500				off	on	on		
	2000				on	off	on		
	2500				off	off	on		
	3000				on	on	off		
	4000				off	on	off		
	5000				on	off	off		
Mercy ticket	0							on	on
	1							OFF	ON
	2							on	off
	3							off	off

Item	Content	SW2							
		1	2	3	4	5	6	7	8
Super bonus memory	YES	ON							
	NO	off							
Demo music	YES	ON							
	NO	off							
credit setting	1		on	on					
	2			off	on				
	4			on	off				
	5			OFF	OFF				
Multiple setting	<1>				on	on	on		
	<2>				off	on	on		
	<3>				ON	OFF	ON		
	<4>				off	off	on		
	<5>				on	on	off		
	<6>				off	on	off		
coin per credit	1								ON
	2								off

Item	Content	SW3							
		1	2	3	4	5	6	7	8
Super bonus +	0	on	on	on					
	1	OFF	ON	ON					
	2	on	off	on					
	5	off	off	on					
	10	on	on	off					
	20	off	on	off					
Super bonus Max	30	on	off	off					
	5000			on	on				
	6000			off	on				
	8000			on	off				
	9999			OFF	OFF				

Item	Content	SW4							
		1	2	3	4	5	6	7	8
Sides auto test	YES	on							
	NO	OFF							
Parameter feedback	YES	on							
	NO	OFF							
Coin mech (lock style)	YES			ON					
	NO			off					
2pt ticket	YES				on				
	NO				OFF				

Multiple setting	1st	2nd	3rd	4th	5th
<1>	5	10	20	40	80
<2>	10	20	40	80	160
<3>	15	30	60	120	240
<4>	20	40	80	160	320
<5>	25	50	100	200	400
<6>	30	60	120	240	480

INPUT	CONTENT	INPUT	CONTENT	INPUT	CONTENT	INPUT	CONTENT	INPUT	CONTENT
I1	1#HEADS button	I9		I17	2#HEADS Btn	I25		I33	
I2	1#TAILS button	I10		I18	2#TAILS Btn	I26		I34	
I3	1#QUIT button	I11		I19	2#QUIT Btn	I27		I35	
I4	1#Coin place detect	I12		I20	2#Coin place detect	I28		I36	
I5	1#Tails detect	I13		I21	2#Tails detect	I29		I37	
I6	1#Ticket reset	I14		I22	2# Ticket reset	I30		I38	
I7		I15		I23		I31		I39	
I8		I16		I24		I32		I40	

OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT
OUT1	1#1st stage lamp	OUT9	1#HEADS Btn Lp	OUT17	2#1st stage lamp	OUT25	Bonus lamp1	OUT33	1# Coin counter
OUT2	1#2nd stage lamp	OUT10	1#TAILS Btn Lp	OUT18	2#2nd stage lamp	OUT26	Bonus lamp2	OUT34	1# Ticket counter
OUT3	1#3rd stage lamp	OUT11	1#QUIT Btn Lp	OUT19	2#3rd stage lamp	OUT27	Bonus lamp3	OUT35	1#Flip Coil
OUT4	1#4th stage lamp	OUT12	2#HEADS Btn Lp	OUT20	2#4th stage lamp	OUT28	Bonus lamp4	OUT36	1#Vibration Motor
OUT5	1#5th stage lamp	OUT13	2#TAILS Btn Lp	OUT21	2#5th stage lamp	OUT29	Bonus lamp5	OUT37	
OUT6	1#6th stage lamp	OUT14	2#QUIT Btn Lp	OUT22	2#6th stage lamp	OUT30	Bonus lamp6	OUT38	
OUT7	1#6th ∇ lamp 1	OUT15		OUT23	2#6th ∇ lamp1	OUT31	SuperBonus lamp7	OUT39	2# Flip Coil
OUT8	1#6th ∇ lamp 2	OUT16		OUT24	2#6th ∇ lamp2	OUT32		OUT40	2#Vibration Motor

JACK	CONTENT	JACK	CONTENT	JACK	CONTENT	JACK	CONTENT
J19-1		J21-1	1#Ticket drive	J8-1	+12V	J27-1	L_speaker
J19-2	1#Coin SW1	J21-2	1#Ticket signal	J8-2	+12V	J27-2	L_speaker
J19-3	GND	J21-3		J8-3		J28-1	R_speaker
J19-4		J21-4	GND	J8-4		J28-2	R_speaker
J19-5	2#Coin SW2	J21-5	2#Ticket drive				
J19-6		J21-6	2#Ticket signal	J5-1			
		J21-7		J5-2			
		J21-8	GND	J5-3			

LED DISPLAY		
CONTENT	1# MACHINE	2# MACHINE
TICKET WON	LED<1>1.2.3.4	LED<3>1.2.3.4
BONUS	LED<1>5.6.7.8	LED<3>5.6.7.8
COINS IN	LED<2>1	LED<4>1
MARQUEE SUPER BONUS	LED<2>5.6.7.8	
HEADS Lamp	LED<6>1(static state)	LED<8>1(static state)
TAILS Lamp	LED<6>2(static state)	LED<8>2(static state)
Marquee SUPER BONUS lamp(10)	LED<8>3、4(static state)	
Marquee edge lamp(46)	LED<8>5、6、7、8(static state)	

Test Method:

To test LED display will show 8.7.6.5.4.3.2.1. and 87654321
 Press TEST button again and LED displays 1, it shows the LED1 and LED2 of 1# in DIP SW state.
 Press TEST button again and LED displays 2, it shows the number of on-off SW.
 Press TEST button again and LED displays 3.
 Press TEST button and LED displays 4.Hold IN1-40 and it shows OUT1-40 corresponding lighting output.
 Press TEST button again and LED displays 5.It shows OUT1-40 corresponding lighting output.

Faulty display

- 1.If the input signal is not normal when you turn on the machine,the score LED displays SW numbers with wrong.
- 2.When lacking for tickets,score LED displays tickets and HLP alternately

Clear memory:

Hold on TEST button and press Reset button,then unclinch Reset button.
 The memory must be cleared if game machine is passed when shipped out.

Fault code display:

- Er5 Coin jamming
- Er6 No obverse or reverse signal
- Er7 No coin

Parameter feedback:

Get into the parameter feedback:SW4.2=ON,Press TEST button and display will show some information.
 Pr1: the times for winning Supper Bonus
 Pr1: Bonus The times for winning Bonus
 Pr3: The times for passing to the next stage.
 Pr4: The times for losing.