



OPERATOR'S MANUAL



V 2.0



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SAFETY PRECAUTIONS

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

*** WARNING! ***

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

*** CAUTION! ***

Disregarding this text could result in damage to the machine.

*** NOTE! ***

- An advisory text to hint or help understanding.



BE SURE TO READ THE FOLLOWING



*** WARNING! ***

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

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

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

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

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

*** CAUTION! ***

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

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

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

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



MACHINE INSTALLATION and INSPECTION

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

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

* WARNING! *

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

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

* CAUTION! *

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

***Refer** to the mains voltage adjustment section of this manual on page 21. Machines are normally shipped on 220V AC unless otherwise specified.*

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



INTRODUCTION

CONGRATULATIONS! You have just bought the “*Chicken Farm*”, another great product from LAI GAMES. Down on this farm it’s easy to tell the difference between the chicken eggs. In this fast action game, players have to make quick decisions to place each egg from the X-Ray machine in one of three locations. Time is of the essence or the machine will destroy the eggs.

We hope you take the time to read this manual and learn about the many other features and user-friendly adjustments that can be made to “fine-tune” the game for maximum earning potential.

DESCRIPTION

The “*Chicken Farm*” is a single player fast action decision game. Players aim to place as many eggs correctly before the game timer expires. The more correct eggs placed, the more tickets won.

PACKAGING

- At delivery, the machine should arrive in good condition. To move the packaged machine for transport or placement, use a forklift and take care not to hit the package or stack heavy objects on top, as this may cause damage to the machine.

CONTENTS

- The “Chicken Farm” cabinet
- Keys: 2 x coin door keys
 2 x coin box keys
 2 x back door keys
 2 x ticket door keys
- Operator’s manual
- IEC Power Cord (In cash box)
- Parts & Accessories (In cash box)

DIMENSIONS

- Weight: 143 kg (315lb)
- Height: 1910mm (75.5")
- Width: 680mm (28")
- Length: 1055mm (42")
- Power: Maximum 450 W – (220V @ 2.1A)(120V @ 3.8A)

ELECTRIC SUPPLY

- The game has the option to operate on a 110V, 120V, 220V or 240V AC 50/60Hz single phase mains electric supply.

The supply must be a three wire grounded supply.

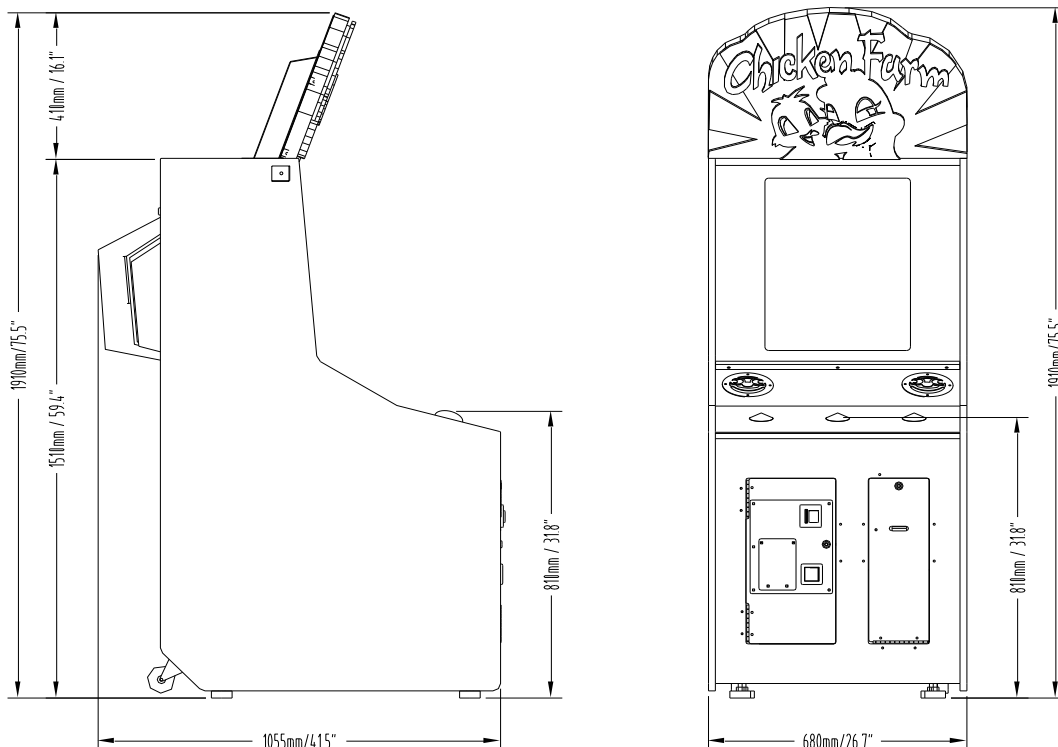
* CAUTION! *

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

Please Refer to the mains voltage adjustment section of this manual on page 21. Machines are normally shipped on 220V AC unless otherwise specified.

LOCATION REQUIREMENTS

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





HOW TO PLAY

PLAYERS HIT THE CORRECT BUTTONS TO SCORE POINTS FOR TICKETS

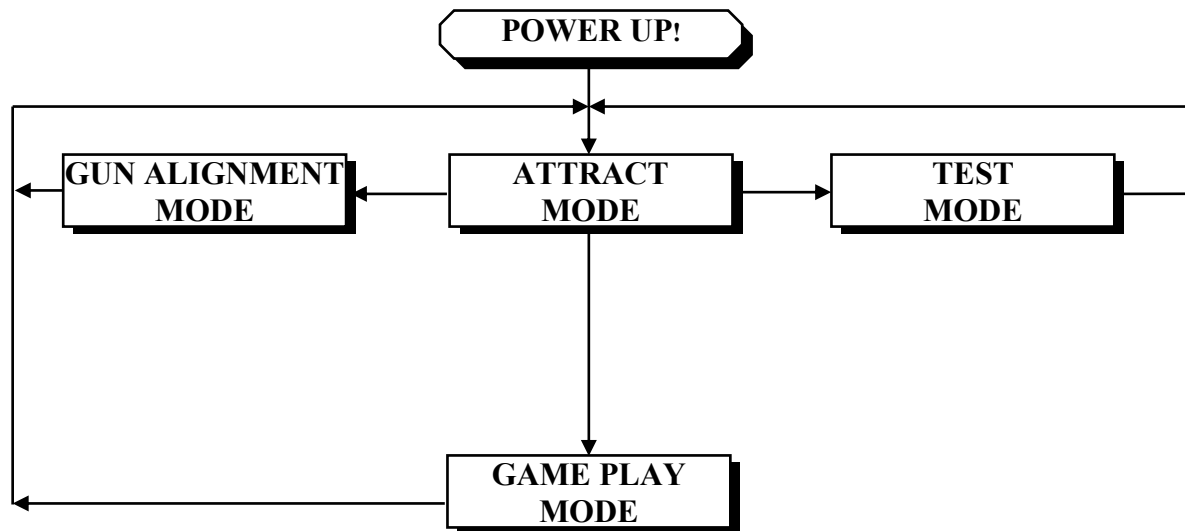
- Insert coin/s for credits.
(For coin settings, see page 8)
- Press any button to begin a game.
- Use the buttons to select the correct location for the egg in the X-Ray machine.
- The faster you can place the eggs correctly the more eggs are available before the game timer expires.
- Selecting the wrong button will result in lost time.
- Tickets are awarded based on number of correct eggs placed during the game.
(For Ticket settings, see page 8)
- At the end of a game, Extra Tickets can be won by hitting any button during the Bonus Screen.
(For Bonus Screen settings, see page 8)



OPERATION

The “*Chicken Farm*” game has three operational modes: Attract mode, Game Play mode and Test Mode.

OPERATIONAL DIAGRAM



ATTRACT MODE

- The Attract mode provides game sound and display while the game is not being played. This feature is to attract potential customers to play the game.

GAME PLAY MODE

- The Chicken Farm has two play modes. The Standard *Coin Play* mode, where a coin, or coins are inserted. Or *Free Play* where no coins are necessary.

COIN PLAY

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

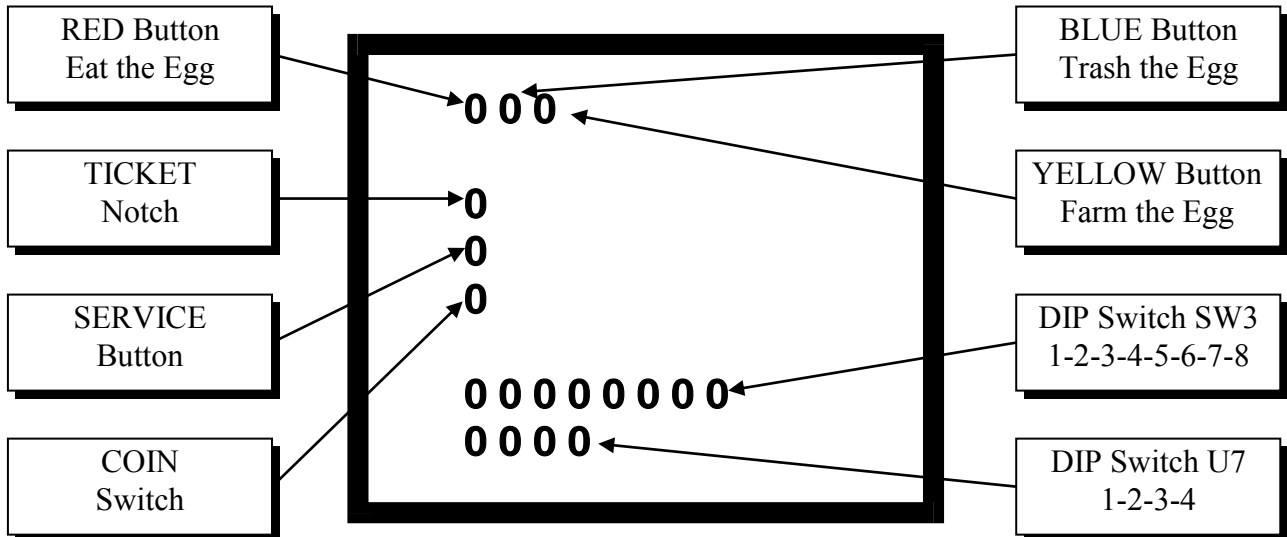
FREE PLAY

For a single free game, just press the Service button once. When issuing single free games in this manner, Tickets can be won as normal.

TEST MODE

The Chicken Farm has a *Test Mode* from which you can see game settings and test the switch inputs.
 (Refer to the Test Mode Screen below).

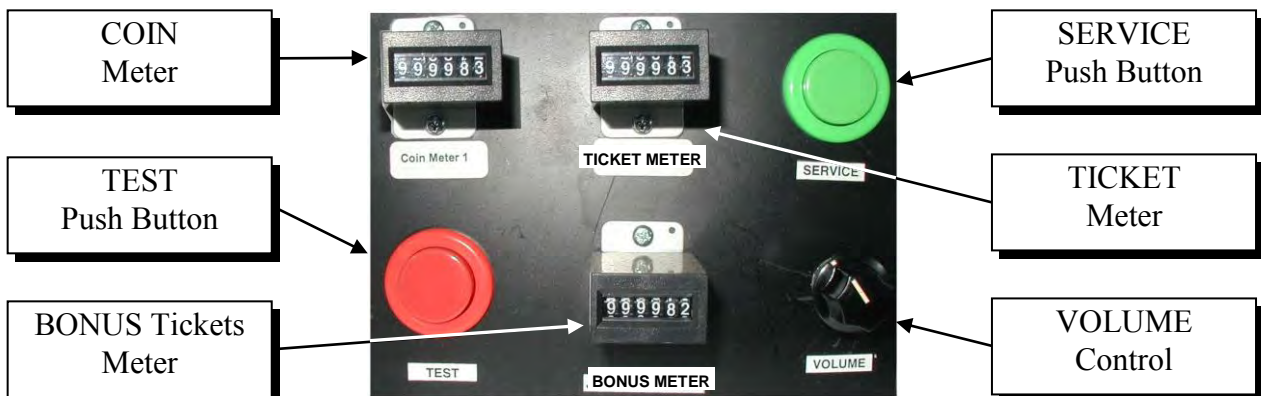
TEST MODE SCREEN



TEST MODE PROCEDURE

- **ENTER** The *Test Mode* can be entered by pressing the red Test button located on the service bracket while in Attract mode once.
- **TEST** Activating any of the switches will change the value from zero to 1 on the test screen.
- **DIP SWITCH SETTINGS** The two lower rows of zeros show the current settings of the DIP switch options.
- **EXIT** The *Test mode* is exited by pressing the red Test button once.

SERVICE BRACKET





DIP SWITCH SETTINGS

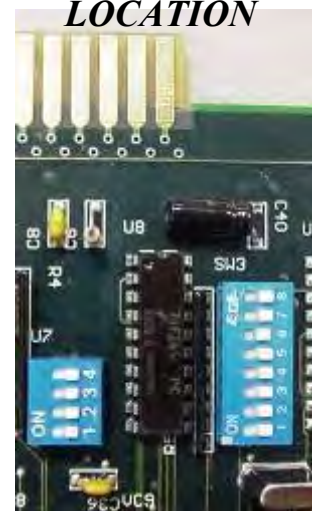
Located near the Edge Connector of the Video Game PCB are two DIP Switches. One 8-Way DIP Switch marked as SW3 and a 4-way DIP Switch marked as U7. Use the DIP Switch table below to set the desired options for Chicken Farm.

DIP SWITCH TABLES

DIP Switch SW3	1	2	3	4	5	6	7	8
No. of Eggs per Ticket								
10 Eggs per Ticket	ON	ON	ON					
8 Eggs per Ticket	ON	ON	OFF					
6 Eggs per Ticket	ON	OFF	ON					
5 Eggs per Ticket	ON	OFF	OFF					
4 Eggs per Ticket	OFF	ON	ON					
3 Eggs per Ticket ➤	OFF	ON	OFF					
2 Eggs per Ticket	OFF	OFF	ON					
1 Egg per Ticket	OFF	OFF	OFF					
Bonus Screen Settings								
Screen Set No.1				ON	ON			
Screen Set No.2 ➤				ON	OFF			
Screen Set No.3				OFF	ON			
Screen Set No.4				OFF	OFF			
Initial Bonus Tickets								
No Bonus Tickets						ON	ON	ON
Starts at 5 Ticket						ON	ON	OFF
Starts at 8 Ticket						ON	OFF	ON
Starts at 10 Ticket ➤						ON	OFF	OFF
Starts at 12 Ticket						OFF	ON	ON
Starts at 15 Ticket						OFF	ON	OFF
Starts at 18 Ticket						OFF	OFF	ON
Starts at 20 Ticket						OFF	OFF	OFF

➤ **Factory Default Settings**

DIP SWITCH LOCATION



DIP Switch U7	1	2	3	4
No. Coin(s) per Credit(s)				
1 Coin for 1 Credit ➤	ON	ON		
2 Coins for 1 Credit	ON	OFF		
3 Coins for 1 Credit	OFF	ON		
1 Coin for 2 Credits	OFF	OFF		
Attract Sound				
No Attract Sound			ON	
Play every 3 min. ➤			OFF	
Bonus Tickets Increment				
Fixed Bonus Tickets				ON
Increment 1 ticket per game ➤				OFF

➤ **Factory Default Settings**

SETTINGS DETAILED

■ NUMBER OF EGGS PER TICKET

This sets the *Number of Eggs* needed for each Ticket won. The number of eggs per ticket is controlled by DIP Switch SW3 – 1 to 3.

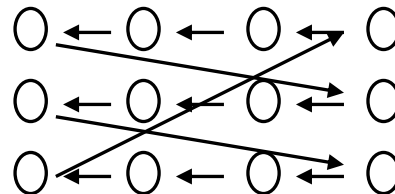
No. of Eggs per Ticket	1	2	3	4	5	6	7	8
10 Eggs per Ticket	ON	ON	ON					
8 Eggs per Ticket	ON	ON	OFF					
6 Eggs per Ticket	ON	OFF	ON					
5 Eggs per Ticket	ON	OFF	OFF					
4 Eggs per Ticket	OFF	ON	ON					
3 Eggs per Ticket ➤	OFF	ON	OFF					
2 Eggs per Ticket	OFF	OFF	ON					
1 Egg per Ticket	OFF	OFF	OFF					

■ BONUS SCREEN SETTINGS

This sets the *Bonus Screen Set* for tickets that can be won during the Bonus Screen round at the end of the game. The number of tickets for each bonus egg is controlled by DIP Switch SW3 – 4 & 5.

Bonus Screen Settings	1	2	3	4	5	6	7	8
Screen Set No.1				ON	ON			
Screen Set No.2 ➤				ON	OFF			
Screen Set No.3				OFF	ON			
Screen Set No.4				OFF	OFF			

The ticket values run from Right to Left, Top to Bottom and loop over again. The current Incremental Bonus (Jackpot) value [J] is the starting point for the paten and is random located each bonus screen round



Bonus Screen Ticket Values													
Screen Set No.1	1	–	1	3	–	1	2	–	1	–	1	J	
Screen Set No.2 ➤	1	1	2	–	1	3	1	2	–	2	1	J	
Screen Set No.3	1	3	–	1	3	–	4	2	1	2	1	J	
Screen Set No.4	1	3	2	5	1	2	4	2	1	3	1	J	

* NOTE! *

- If *Initial Bonus Tickets* is set to **No Bonus Tickets** it will be replaced by the highest ticket value in the Bonus Screen Set.



■ INITIAL BONUS TICKETS

This sets the Initial Starting point for *Bonus Tickets* if won during the Bonus Screen round at the end of the game. The number of tickets the Incremental bonus is reset to is controlled by DIP Switch SW3 – 6 to 8.

Initial Bonus Tickets	1	2	3	4	5	6	7	8
No Bonus Tickets						ON	ON	ON
Starts at 5 Ticket						ON	ON	OFF
Starts at 8 Ticket						ON	OFF	ON
Starts at 10 Ticket ➤						ON	OFF	OFF
Starts at 12 Ticket						OFF	ON	ON
Starts at 15 Ticket						OFF	ON	OFF
Starts at 18 Ticket						OFF	OFF	ON
Starts at 20 Ticket						OFF	OFF	OFF

* NOTE! *

- If *Initial Bonus Tickets* is set to **No Bonus Tickets** it will be replaced by the highest ticket value in the Bonus Screen Set.

■ NUMBER of COIN(S) PER CREDIT(S)

This sets the *Number of Coins* required for one or more credits and is controlled DIP Switch U7 – 1 & 2.

No. Coin(s) per Credit(s)	1	2	3	4
1 Coin for 1 Credit ➤	ON	ON		
2 Coins for 1 Credit	ON	OFF		
3 Coins for 1 Credit	OFF	ON		
1 Coin for 2 Credits	OFF	OFF		

■ ATTRACT SOUND

This enables or disables the *Attract Sound* and is controlled DIP Switch U7 – 6 to 8.

Attract Sound	1	2	3	4
No Attract Sound			ON	
Play every 3 min. ➤			OFF	

■ BONUS TICKETS INCREMENT

This enables or disables the *Bonus Tickets Increment* and is controlled DIP Switch U7 – 6 to 8.

Bonus Tickets Increment				
Fixed Bonus Tickets				ON
Increment 1 ticket per game ➤				OFF



ERRORS AND TROUBLESHOOTING

If the microprocessor detects any problems with the operation of the game, an Error will be displayed on the screen. There is one error message for Chicken Farm, listed as follows:

ERROR DESCRIPTION	SOLUTION
TICKET ERROR Jammed tickets, no tickets or no ticket notch pulse for longer than 3 seconds.	Clear ticket jam or replenish tickets. After this, push Test button once to dispense unpaid tickets.

TROUBLESHOOTING GAME ERRORS

■ CLEARING GAME ERRORS

Game errors can be cleared, by pushing the test button ONCE. The game will try and check if the error is fixed. If the reason for the error is fixed, the game will continue as normal. If the error is not fixed, the error will remain on the screen.

■ TICKET ERROR

This usually occurs if the game has run out of tickets or there is a ticket jam. A less common reason is if the game PCB tries to dispense tickets but doesn't get a notch pulse for approximately three seconds. Test the notch pulse by passing a ticket in and out of the notch sensor.

If the game was out of tickets, replace the tickets, clear the ticket jam and then push the test button once to clear the error. The game will then payout any owed tickets.



FUSE INFORMATION

* WARNING! *

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

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

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

* NOTE! *

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

■ MONITOR POWER FUSE (1 x 3 AMP FAST BLOW, M205 TYPE)

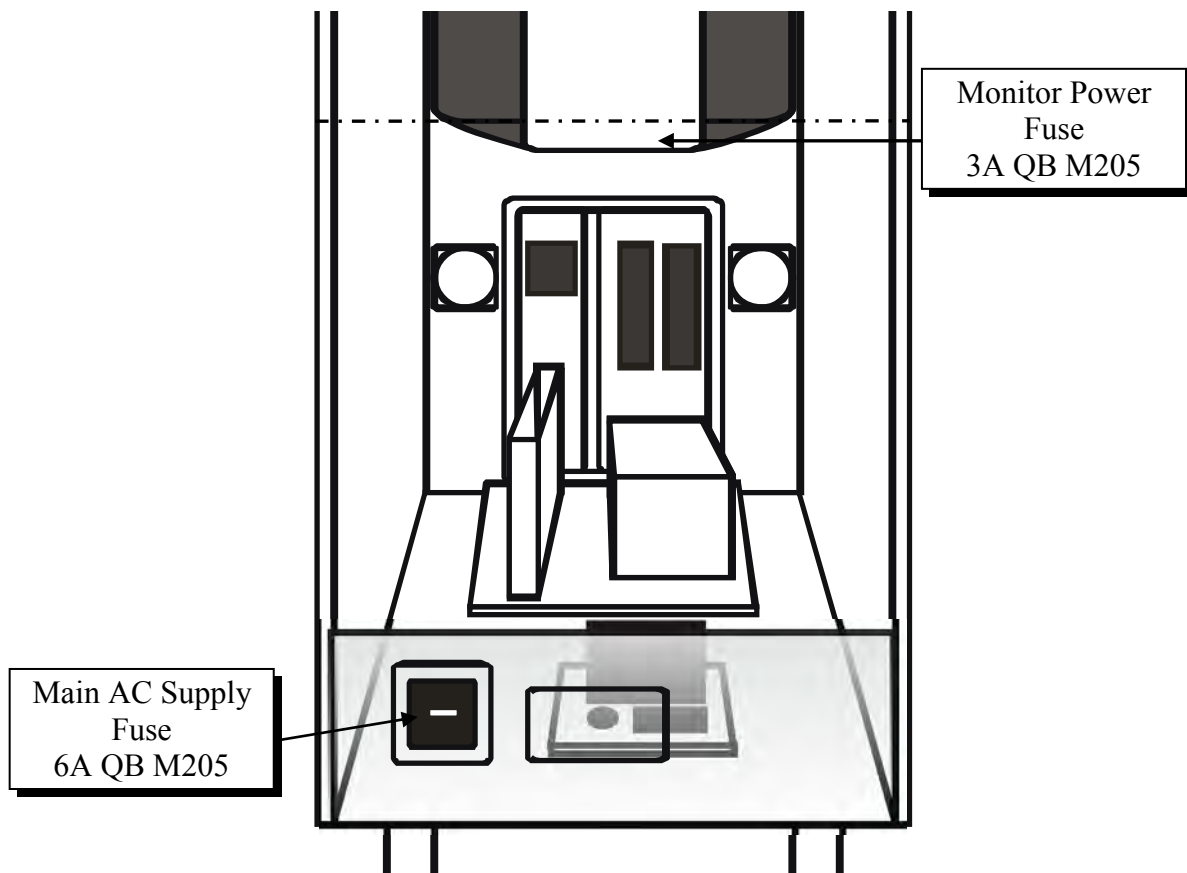
This fuse is for the power supply on the 29" CGA Monitor PCB.

* CAUTION! *

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

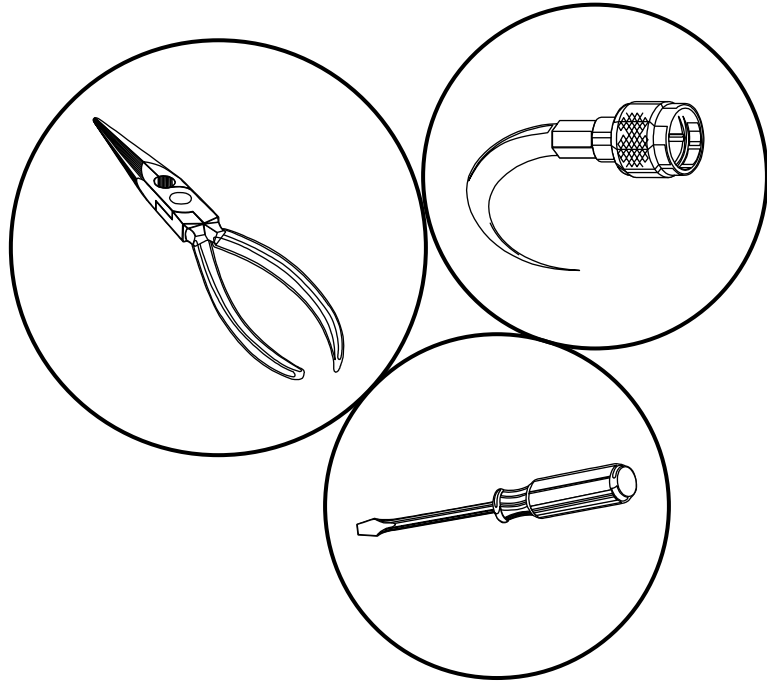
FUSE LOCATION DIAGRAM

As viewed from rear





SECTION A: SERVICE INSTRUCTIONS



BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine



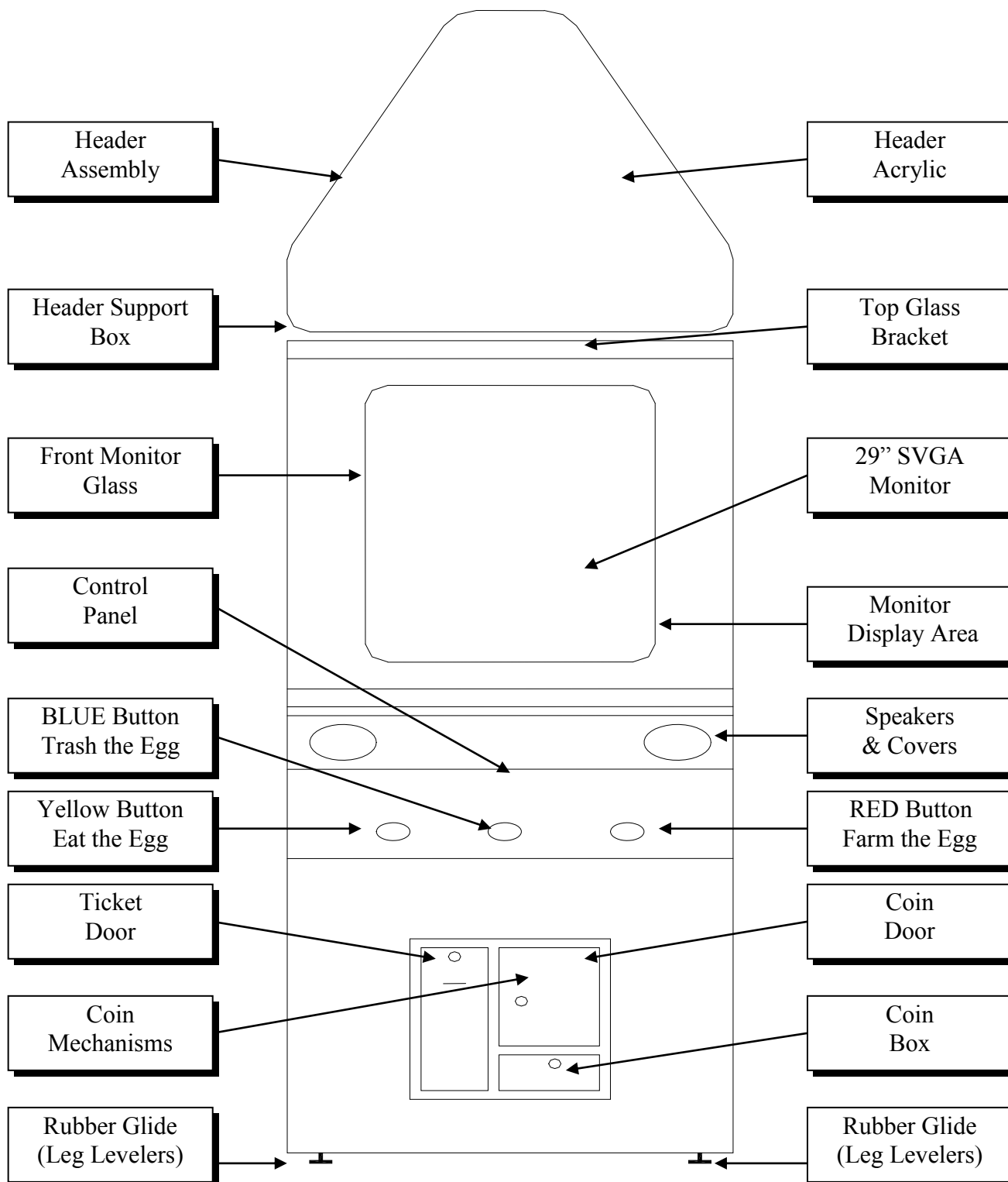
A



LOCATING AND ACCESSING PARTS

PARTS LOCATION DIAGRAM

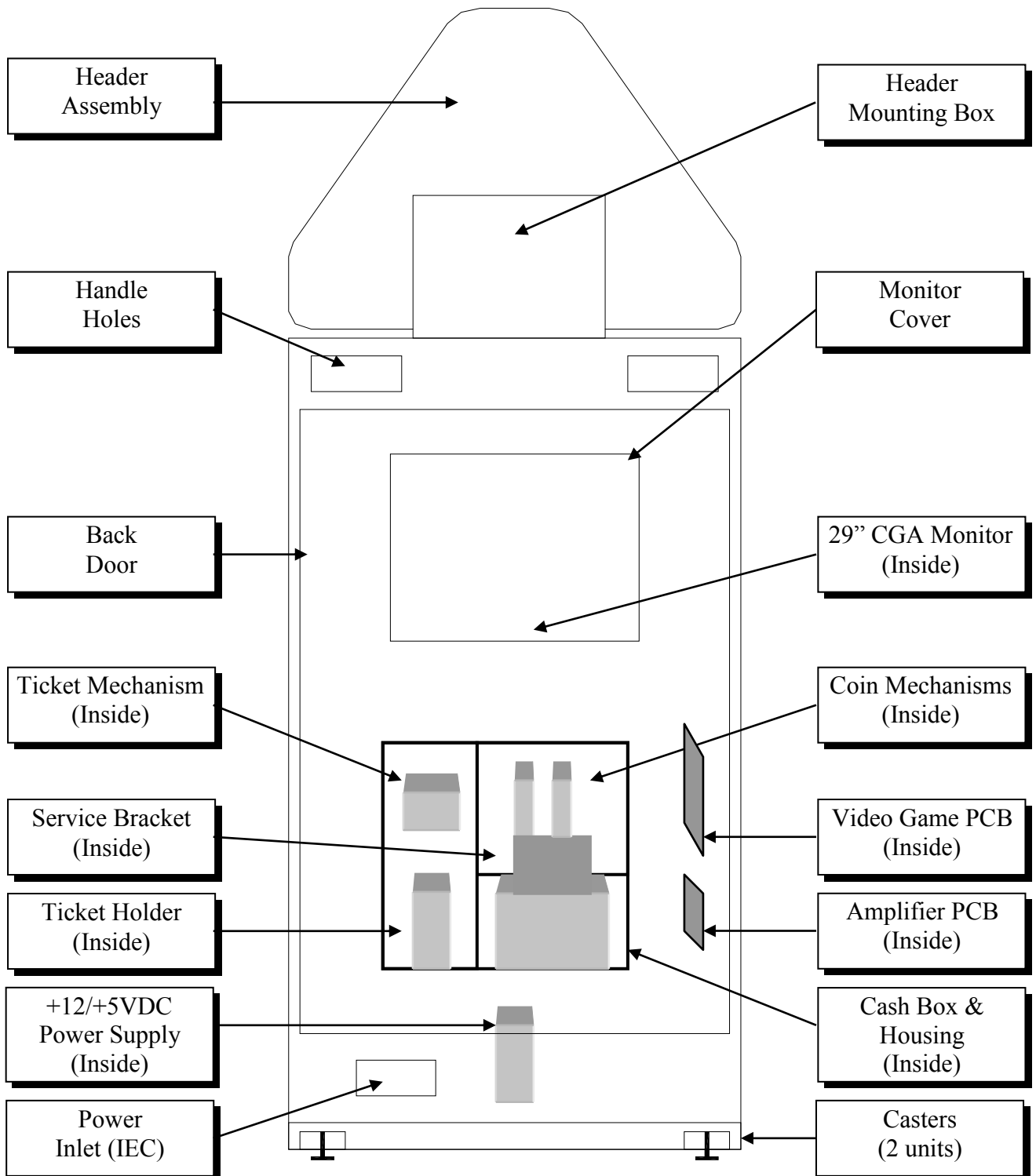
As viewed from front





PARTS LOCATION DIAGRAM *Cont.*

As viewed from rear



PARTS DESCRIPTION

■ COIN MECHANISMS

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

■ CASH BOX

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

■ TICKET MECHANISM

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

■ SPEAKERS

Two speakers are located to the front of the cabinet above the control panel. Access is through the rear door.

■ GAME CONTROLS:

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

EAT BUTTON: The Eat button is the large RED round illuminated button. This button is used to select to eat an egg with yellow yoke.

TRASH BUTTON: The Trash button is the large BLUE round illuminated button. This button is used to select to trash a rotten egg with green yoke.

FARM BUTTON: The Farm button is the large YELLOW round illuminated button. This button is used to select to farm an egg with a chicken inside.

■ SERVICE CONTROLS:

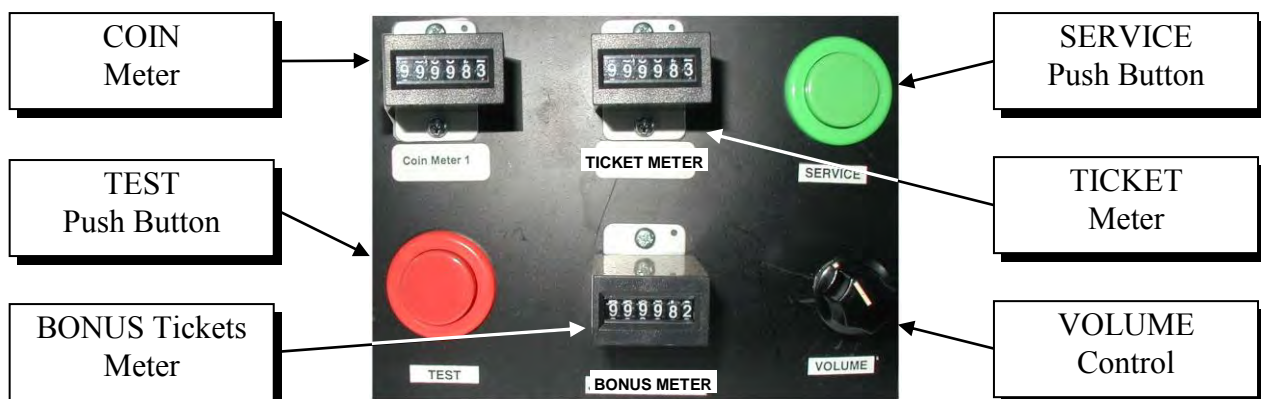
Located on the service panel mounted on top of the cash box and accessed trough the Coin Door.

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

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

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

SERVICE BRACKET





■ **POWER CORD**

The power cord is a standard IEC power cord (as used on computers) that is plugged in to the power inlet socket at the rear of the machine. The power cord can be removed for transport.

■ **POWER INLET**

The power inlet is located at the rear of the machine on the Left-hand side as viewed from the rear. It is a standard IEC inlet socket.

■ **MAINS SWITCH**

The mains switch is located on the power inlet assembly along with the mains fuse, and IEC inlet socket.

■ **FUSES**

For locations of all fuses refer to Fuses and Fuse location, page 12 of this manual.

*** WARNING! ***

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

***Always** use the correct rated fuse. Refer to page 12 for fuse information.*

■ **PCB's**

For location of all game PCB's, refer to the Parts Location diagram page 14 of this manual.

■ **POWER SUPPLY**

The power supply is located at the back of the cabinet and is accessed from the rear of the machine. It is a multi voltage switching power supply.

■ **29" CGA MONITOR**

The 29" CGA (15 KHz) Monitor is located at the back of the cabinet and is accessed from the rear of the machine.



LAMPS

*** WARNING! ***

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

***Always** allow time for cooling as Lamps that have been active for a time may still be too hot to touch.*

■ **COIN DOOR LAMPS**

The coin door lamps all are 12V/DC GE194 or equivalent and can be accessed through the coin door.

■ **BUTTON LAMPS**

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

*** CAUTION! ***

***Always** replace the lamps with the same or equivalent size, wattage and voltage.*



MAINTENANCE

CLEANING AND CHECK UP

■ EXTERIOR

Regularly dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap. Check for blown bulbs and replace as required.

Any scratches or marks in the acrylic can be buffed out using car polish or cut and polish.

*** CAUTION! ***

Do not use solvents on the panels as it may affect the artwork.

■ INTERIOR

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

*** WARNING! ***

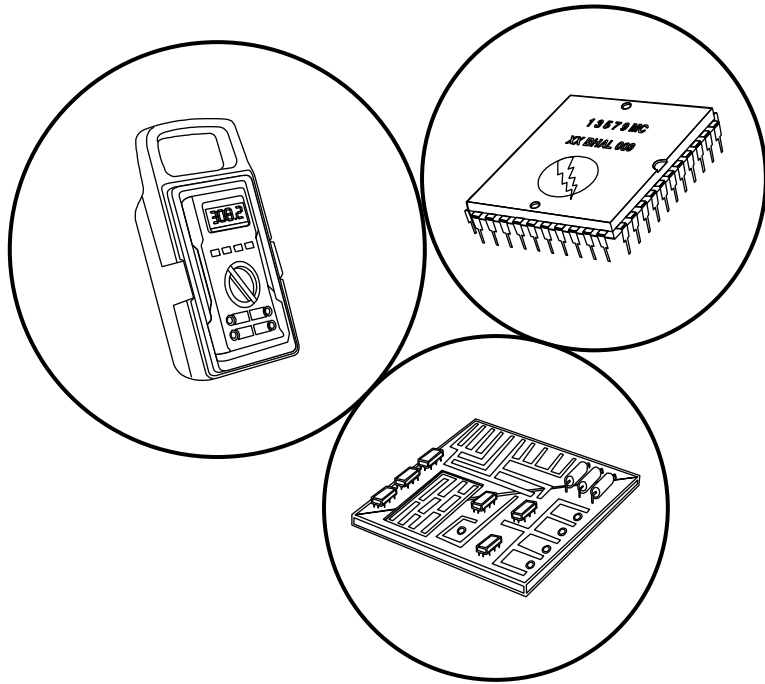
Always turn **OFF** Mains power and unplugged the game, before cleaning the interior of the machine.

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

Regularly check that the Button Lamps are operating and button switches are good. Replace the lamp if blown and replace the micro switches if necessary.



SECTION B: TECHNICAL DETAILS



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



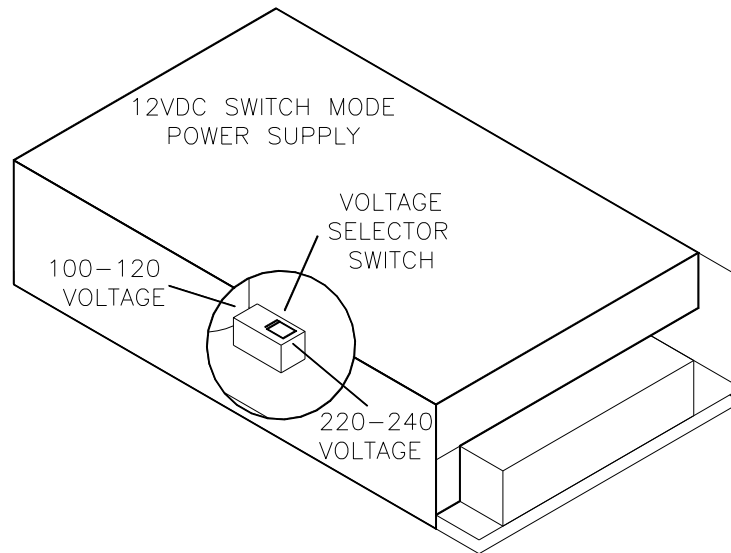
B



MAINS VOLTAGE ADJUSTMENT

■ POWER SUPPLY

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



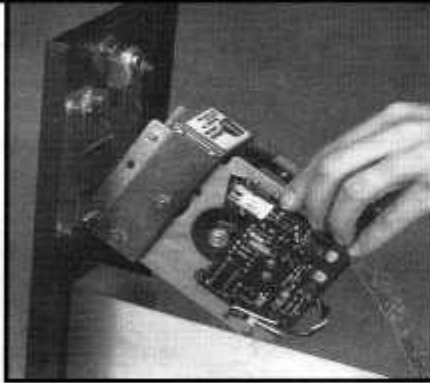
■ 29" CGA MONITOR

The 29" CGA Monitor is a "Voltage Free" type and can run on any AC source between 95VAC and 250VAC.



TICKET DISPENSER REFERENCE GUIDE

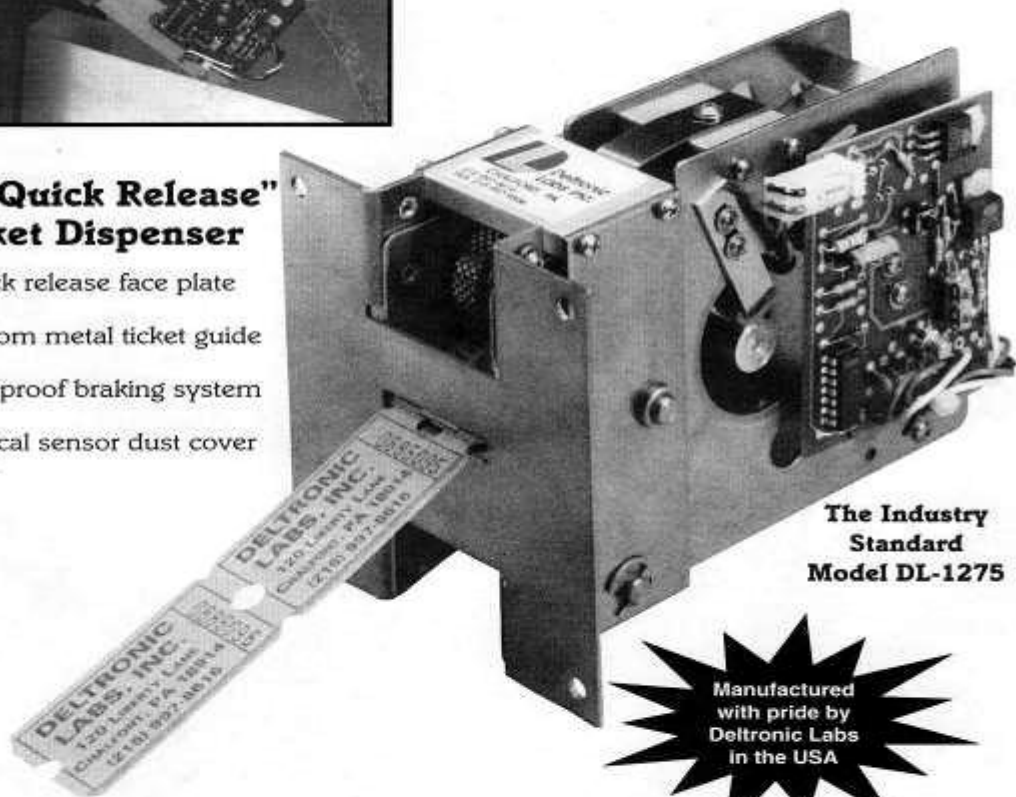
"Quick Release" Ticket Dispenser Manual



U.S. Patent 5833104
Additional Patents Pending

The "Quick Release" Ticket Dispenser

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



The Industry
Standard
Model DL-1275

Manufactured
with pride by
Deltronic Labs
in the USA

**Another quality product from Deltronic Labs . . .
the industry leader in ticket dispensers.**



Deltronic Labs, Inc. 120 Liberty Lane, Chalfont, PA 18914

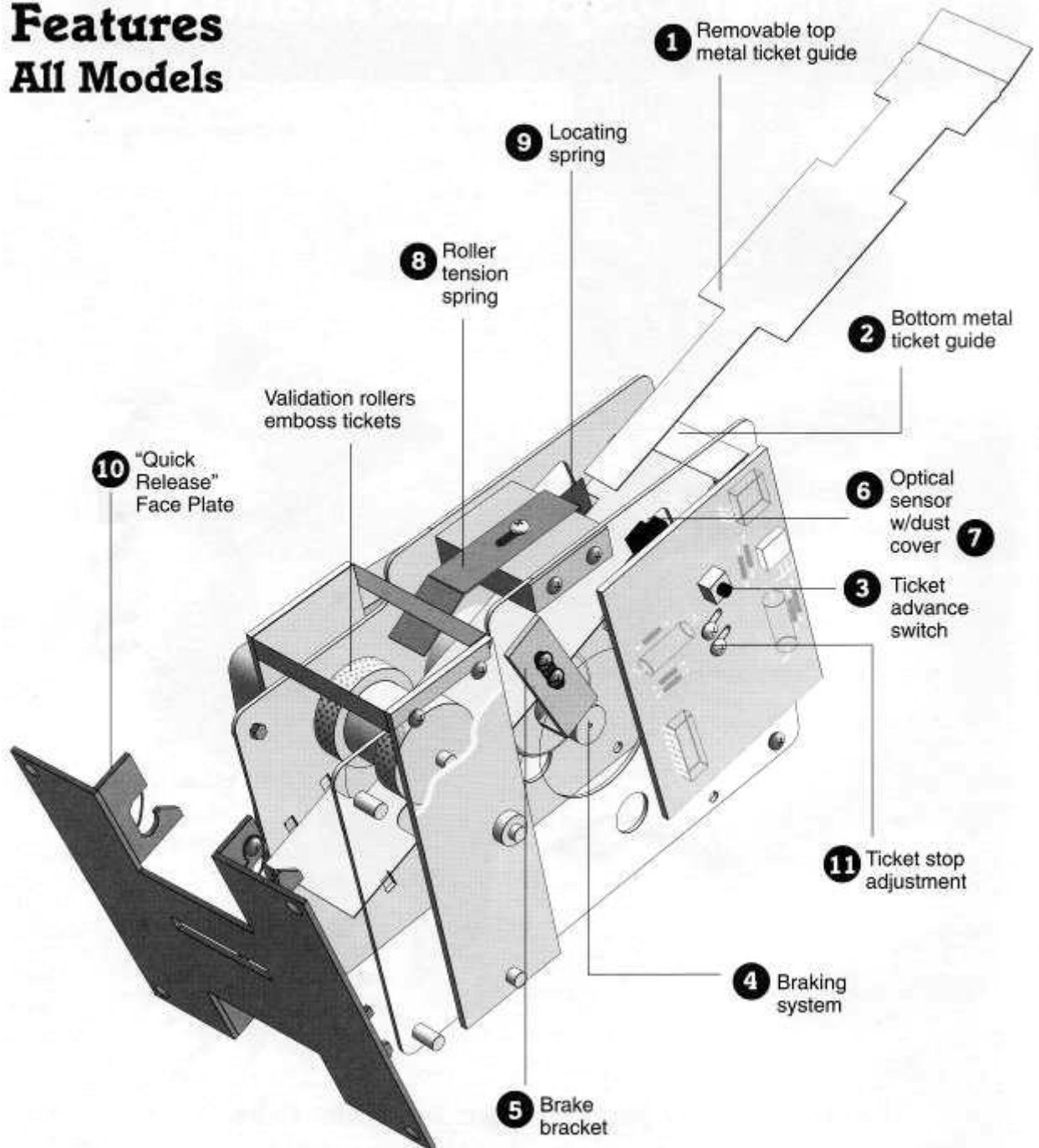
215-997-8616 • FAX# 215-997-9506 • Web Site: www.deltroniclabs.com



“Quick Release” Ticket Dispenser

Features

All Models





Ticket Dispenser Assembly

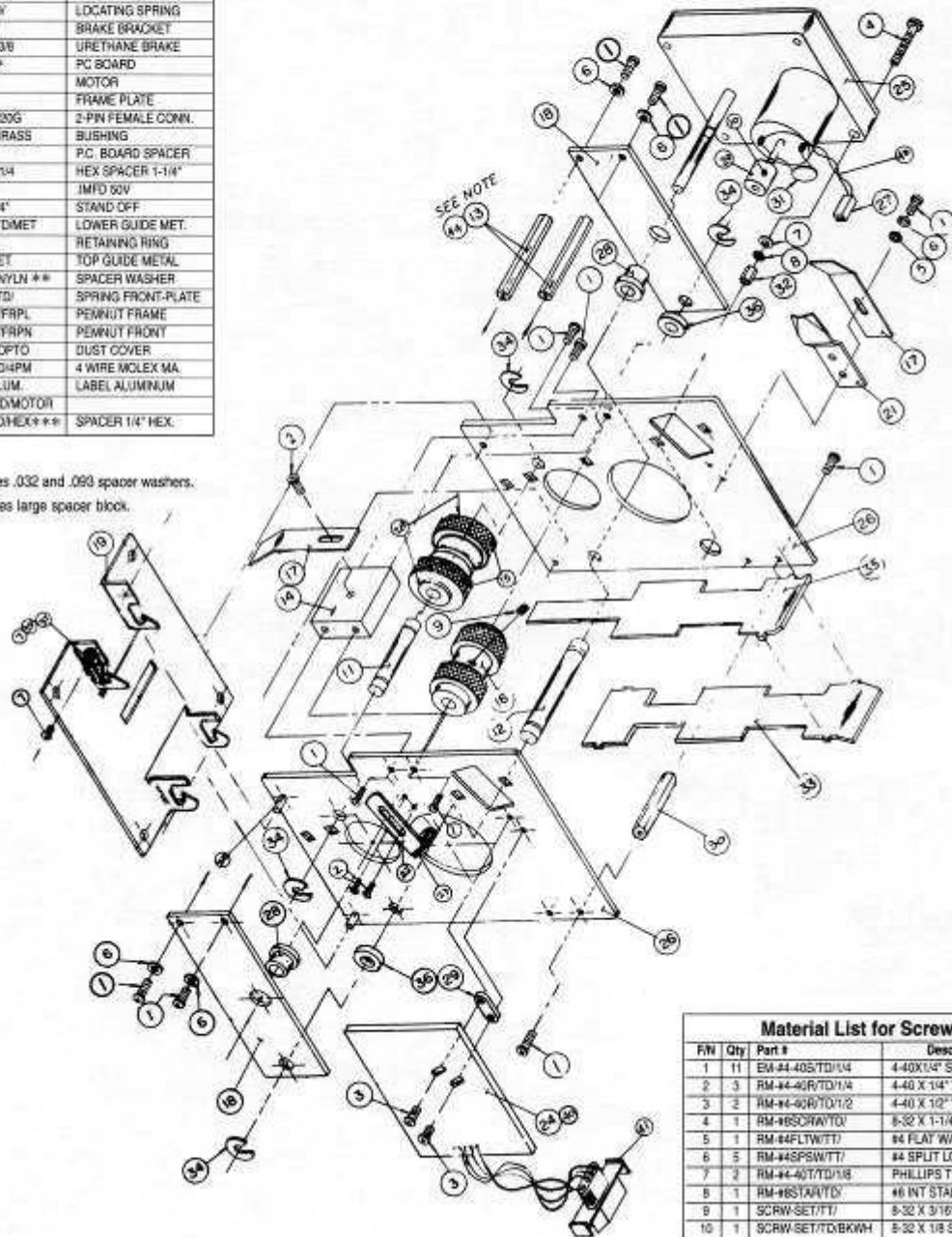
Details of Parts

F/N	Qty	Deltronic Labs P/N	Name
11	1	SHFT-IDLRLR/TD/	IDL. ROLLER SHAFT
12	1	RM-SFTMR/TD/	MOTOR PIVOT SHAFT
13	1	SPAC-PIVBLK/TD/HOL	PIVOT BRACKET SPAC
14	1	RM-SPCPB/TD/	SPACER BLOCK
15	2	RM-PLRDL/TD/VALD	ROLLER
16	1	RM-RLRDR/TD/VALD	DRIVE ROLLER
17	2	SPRG-TENSM/TD/	TENSION SPRING
18	2	RM-BKTPVT/TD/	MTR PIVOT BKT
19	1	RM-PANLFT/TD/NCFM	FRONT PANEL
20	1	RM-WHLBRK/TD/	BRAKE WHEEL
21	1	SPRG-LOCAT/TD/	LOCATING SPRING
22	1	RM-BKTBK/TD/	BRAKE BRACKET
23	1	RM-BKTLUB/TD/3/8	URETHANE BRAKE
24	1	PCBD-1275/TD/+	PC BOARD
25	1	RM-MOTOR/TD/	MOTOR
26	2	RM-PLATFR/TD/	FRAME PLATE
27	1	RM-CONN2P/TE/20G	2-PIN FEMALE CONN.
28	4	BRNG-F312/TT/BRASS	BUSHING
29	1	SPAC-PCBD/TD/	P.C. BOARD SPACER
30	1	SPAC-HEX/TD/1-1/4	HEX SPACER 1-1/4"
31	1	RM-1M/TT/50V	IMFD 50V
32	1	SPAC-HEX/TD/1/4"	STAND OFF
33	1	GUID-BOTTOM/TD/MET	LOWER GUIDE MET.
34	4	RING-E23R/TT/	RETAINING RING
35	1	GUID-TOP/TD/MET	TOP GUIDE METAL
36	2	PULY-SP12/TE/NYLN **	SPACER WASHER
37	2	SPRG-FRONT/TD/	SPRING FRONT-PLATE
38	4	RM-PENMUT/TD/FRPL	PENMUT FRAME
39	2	RM-PENMUT/TD/FRPN	PENMUT FRONT
40	1	COVR-H21A/TD/OPTO	DUST COVER
41	1	CONN-MOLEX/TD/4PM	4 WIRE MOLEX MA.
42	1	RM-LABEL/TD/ALUM.	LABEL ALUMINUM
43	1	WIRE-REDBLK/TD/MOTOR	
44	2	SPAC-PIVBRK/TD/HEX***	SPACER 1/4" HEX.

* Order by Model #

** Note: F/N #36 replaces .032 and .093 spacer washers.

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



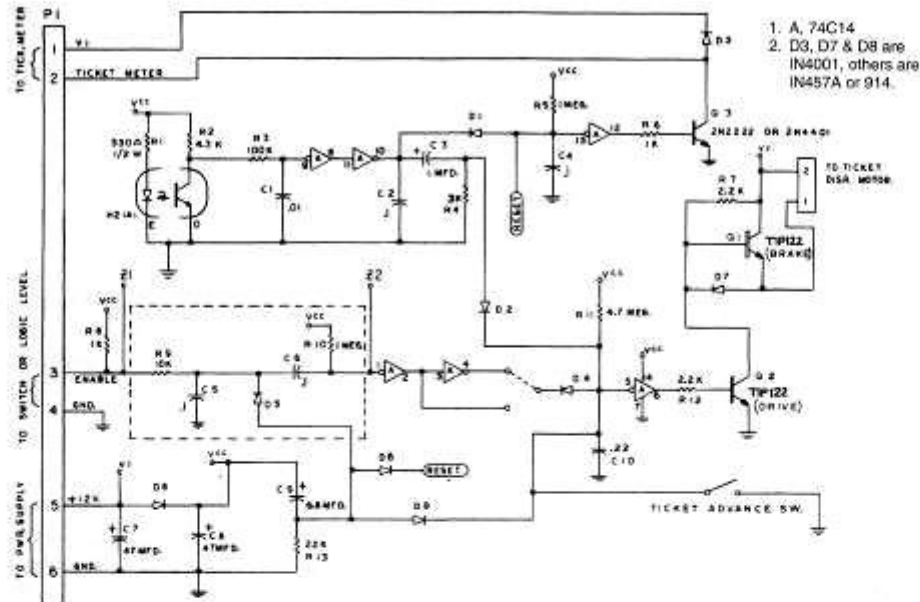
Material List for Screws

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



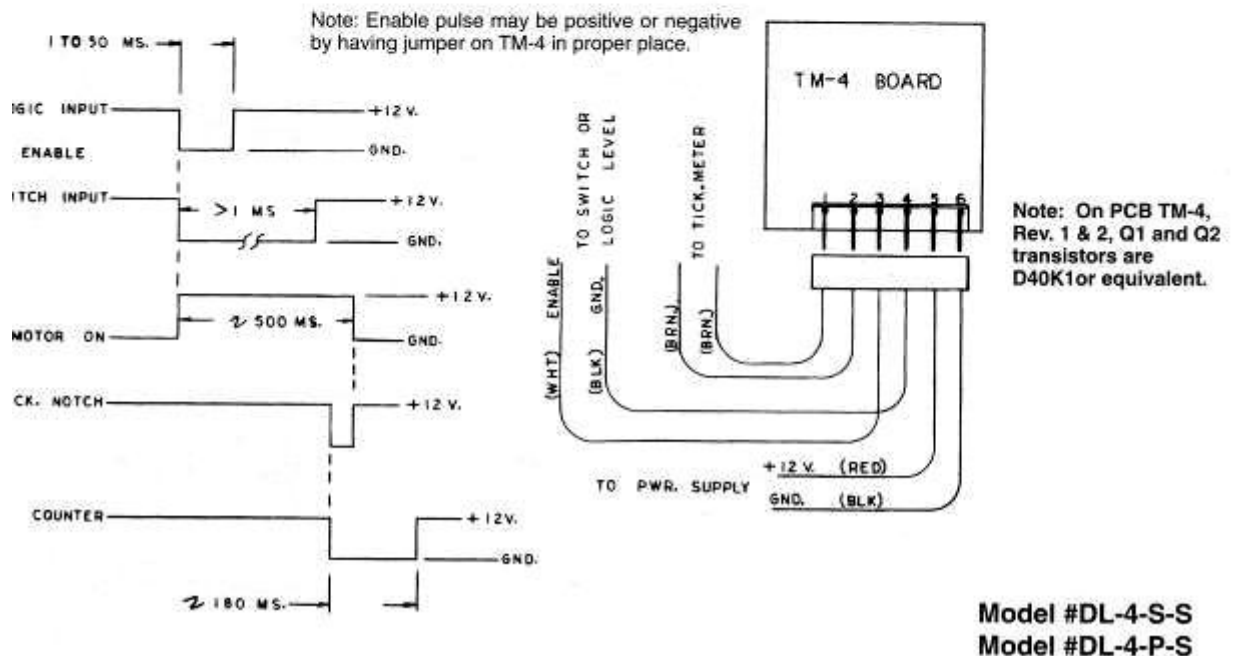
Control Board

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



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

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



**CHICKEN FARM JAMMA CONNECTOR LIST**

SOLDER SIDE	JAMMA		PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
POLARIZING KEY	H	7	POLARIZING KEY
BONUS COUNTER	J	8	TICKET MOTOR DRIVE
TRASH BUTTON LAMP	K	9	EAT BUTTON LAMP
AUDIO GND	L	10	AUDIO Line +
	M	11	
GREEN*	N	12	RED*
SYNC*	P	13	BLUE*
SERVICE	R	14	VIDEO GND*
	S	15	TEST
	T	16	COIN SWITCH
	U	17	
	V	18	TICKET NOTCH
	W	19	
	X	20	
	Y	21	FARM BUTTON
	A	22	EAT BUTTON
	a	23	TRASH BUTTON
	b	24	
	c	25	FARM BUTTON LAMP
COIN COUNTER	d	26	TICKET COUNTER
GND	e	27	GND
GND	f	28	GND

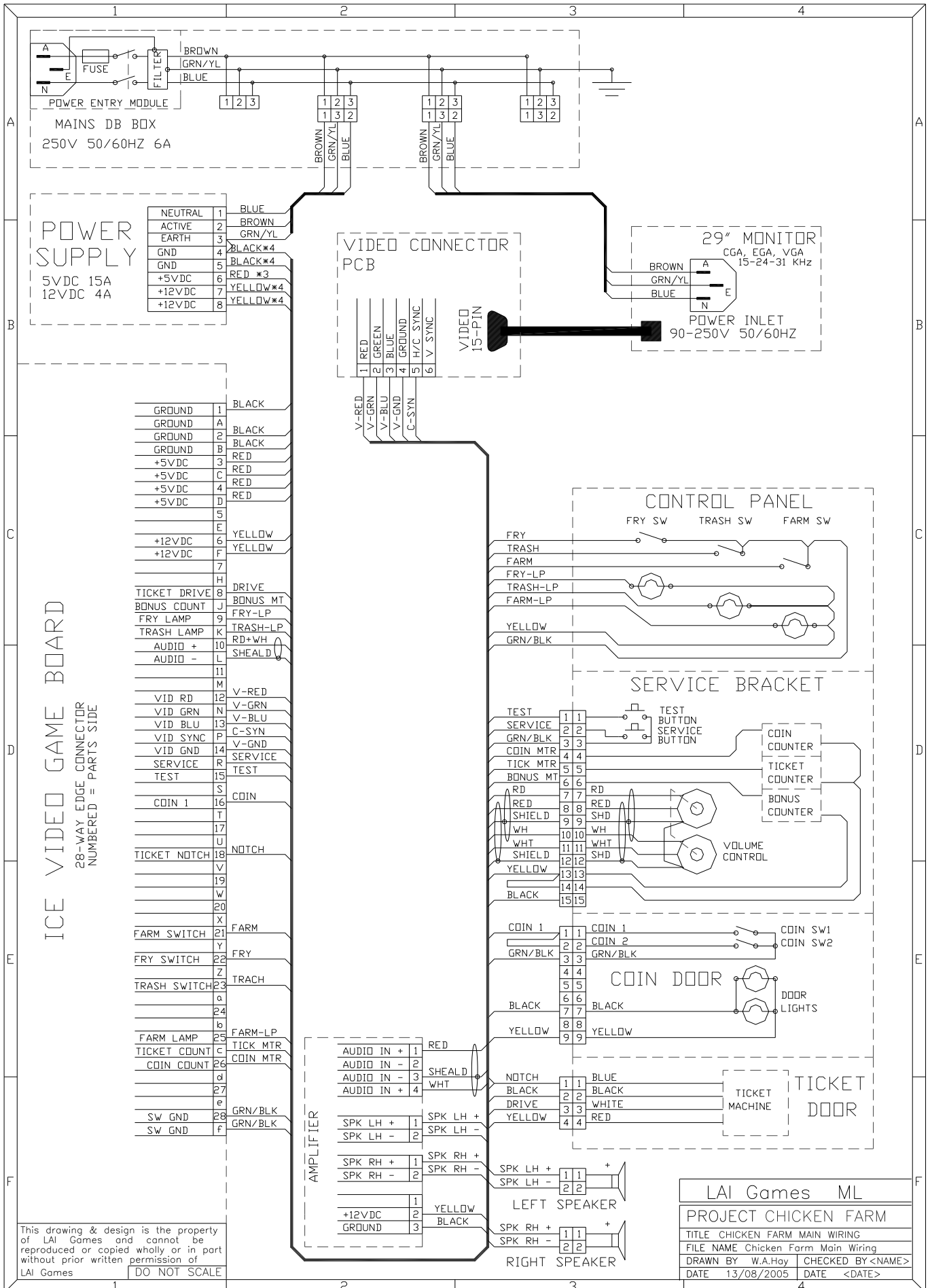
*Note: Video Outputs are CGA, 15 KHz only.

*** NOTE! ***

- Polarity Key is to prevent accidental reverse insertion of edge connector
- Check and adjust the +5VDC that it is between 4.8 and 5.1 Volts at the edge connector.



CHICKEN FARM WIRING DIAGRAM



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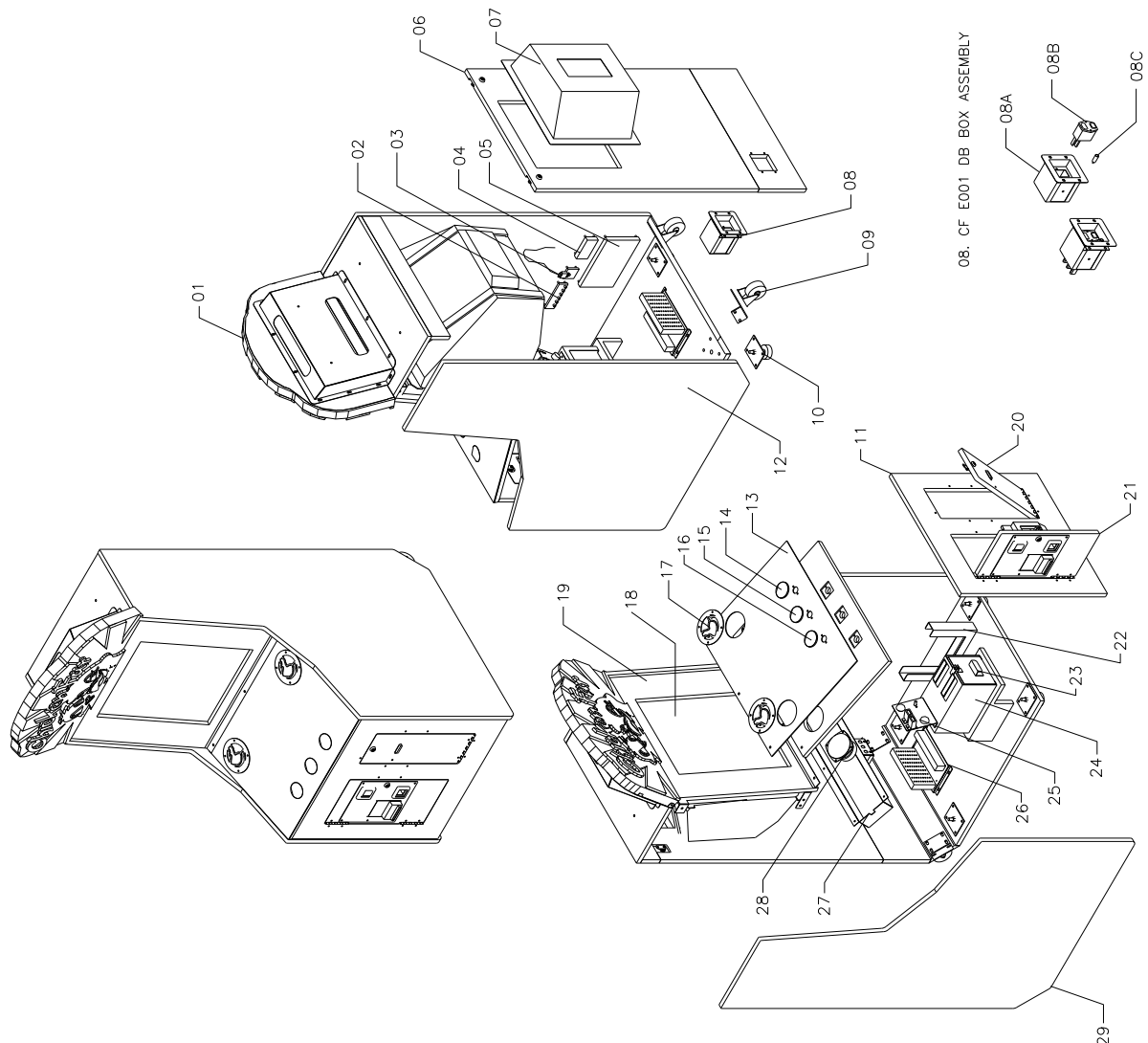
DO NOT SCALE

LAI Games ML	
PROJECT CHICKEN FARM	
TITLE CHICKEN FARM MAIN WIRING	
FILE NAME Chicken Farm Main Wiring	
DRAWN BY W.A.Hay	CHECKED BY <NAME>
DATE 13/08/2005	DATE <DATE>



3D EXPLODE PARTS

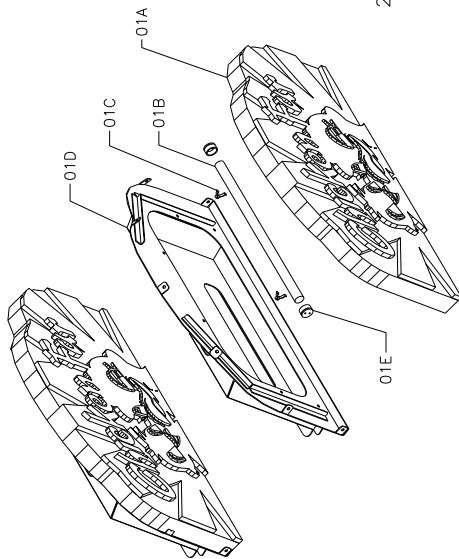
NO	PART NO	DESCRIPTION	QTY
01	CF A001	HEADER ASSEMBLY	1
02	BA1303	PCB FB68 STEERING INTERFACE	1
03	EC1828	CABLE MONITOR VGA DB 15-WAY (MALE-MALE)	1
04	BA1302	PCB FB290 STEREO AUDIO AMPLIFIER	1
05	BA1301	PCB ICE GAME BOARD	1
06	CF1-FW-003-R0	BACK DOOR	1
07	CF1-SA-001-R0	METAL BACK COVER	1
08	CF E001	DB BOX ASSEMBLY	1
PART ITEM	08A	DB BOX METAL ONLY	1
	08B	IEC TYPE NOISE EMI FILTER FUSE AND SWITCH UL	1
	08C	BINDING POST	1
	-	SPLIT CORE EMI FILTER FOR CE MACHINE	1
	-	DB BOX HARNESS	1
	OPTIONAL		
	-	POWER LEAD MOLDED IEC TO 3 PIN USA	1
	-	POWER LEAD MOLDED IEC TO 2 PIN INDO	1
	-	POWER LEAD MOLDED IEC TO 3 PIN AU	1
	-	POWER LEAD MOLDED IEC TO 3 PIN UK	1
09	HM0062	CASTOR WHEEL 3" FIXED MERK: DYNE	2
10	HM0002	RUBBER MACHINE GLIDE	4
11	CF1-FW-004-R2	FRONT PANEL LOWER WOOD ONLY	1
	11A	STICKER FRONT PANEL	1
12	CF1-FW-001B-R0	CABINET SIDE LEFT WOOD ONLY	1
	12A	STICKER MACHINE SIDE LEFT	1
13	CF1-FP-001-R0	ACRYLIC PLAYFIELD	1
	13A	STICKER ACRYLIC PLAYFIELD	1
14	EA0571	PUSH BUTTON YELLOW COLOR P/N: S9205D5	1
15	EA0533	PUSH BUTTON BLUE COLOR P/N: S9205D5	1
16	EA0547	PUSH BUTTON RED COLOR P/N: S9205D5	1
17	CF1-FW-021-R2	SPEAKER COVER	2
18	EA1059	COLOUR PICTURE TUBE 29" CORION SAMSUNG	1
19	CF1-FW-011-R0	MONITOR GLASS BACK BOARD	1
	19A	STICKER MONITOR MASK	1
	19B	TEMPERED SAFETY GLASS SIZE: 638X610X6MM	1
20	CF A002	TICKET DOOR ASSEMBLY	1
21	CF A003	COINDOOR ASSEMBLY	1
22	CF1-FW-019-R0	TICKET HOLDER	1
23	CF1-SA-003-R0	CASH BOX	1
24	CF1-SA-002-R0	HOUSING CASH BOX	1
25	CF E002	SERVICE PANEL ASSEMBLY	1
PART ITEM	25A	SERVICE PANEL METAL ONLY	1
	25B	SWITCH SMALL ROUND BUTTON P/N: HS-02 M5	1
	25C	SWITCH SMALL ROUND GREEN BUTTON P/N: HS-02 M5	2
	25D	COIN COUNTER 12V REAR MOUNTING WITH BRACKET	1
	25E	POTENSOMETER CARBON DUAL GANG 50K Ohm	1
	25F	KNOB VOLUME	1
	-	SERVICE PANEL HARNESS	1
26	CF E003	POWER ASSEMBLY	1
27	CF1-FW-022-R0	BACK COVER SPEAKER	1
28	EA1201	SPEAKER 4" 8 OHM 40W	2
29	CF1-FW-001A-R0	CABINET SIDE RIGHT WOOD ONLY	1
	29A	STICKER MACHINE SIDE RIGHT	1
30	CF H004	MAIN HARNESS	1



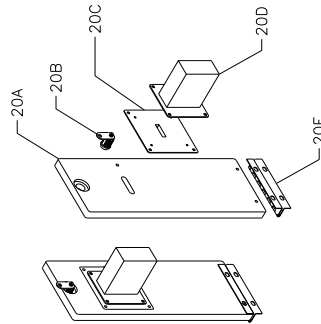


NO	PART NO	DESCRIPTION	QTY
01	CF A001	HEADER ASSEMBLY	1
PART ITEM	01A	HP1302	1
	01B	EA0205	LAMP NEON 15W COOL WHITE P/N.F1518
	01C	HM0021	NEON CLIP PLATE
	01D	CF1-SA-003-R0	HEADER BRACKET
	01E	EP0434	LAMP NEON END CAP HOLDER MODEL 713-HS TWIN PUSH
20	CF A002	TICKET DOOR ASSEMBLY	1
PART ITEM	20A	CF1-FW-013-R0	TICKET DOOR PANEL
	20B	HM0004	KEY LOCK ANGLE
	20C	CF1-SA-004-R0	TICKET PLATE
	20D	EA1102	TICKET DISPENSER ENTROPY
	20E	CF1-MM-002-R0	TICKET DOOR HINGE
	20F	AT1803	STICKER FRONT DOOR
21	CF A003	COINDOOR ASSEMBLY	1
PART ITEM	21A	CF1-MM-001-R0	COINDOOR HINGE 01
	21B	CF1-FW-022-R0	COINDOOR PLATE
	21C	CF1-FW-019-R0	COVER DBA
	21D	HM0004	KEY LOCK ANGLE
	21E	CF1-FW-014-R2	COINDOOR PANEL
	21F	CF1-MM-002-R0	COINDOOR HINGE 02
	21G	HA0014	COIN MECHANISM HOLDER ASSY SINGLE P/N. A07H02341000000
	21H	AT1803	STICKER FRONT DOOR
	-	CF H005	COIN DOOR HARNESS
26	CF E003	POWER ASSEMBLY	1
PART ITEM	26A	EA1003	SWITCHING POWER SUPPLY +5V 15A +12V 4A -5V 1A
	26B	CF1-FM-018-R0	TRAF0 BRACKET METAL ONLY
	26C	EA0325	LAMP NEON BALLAST CE 240V 15/18/20W ATCO
	26D	EA0311	LAMP STARTER BASE FSB-003 UL LISTED
	-	CF H001	POWER HARNESS

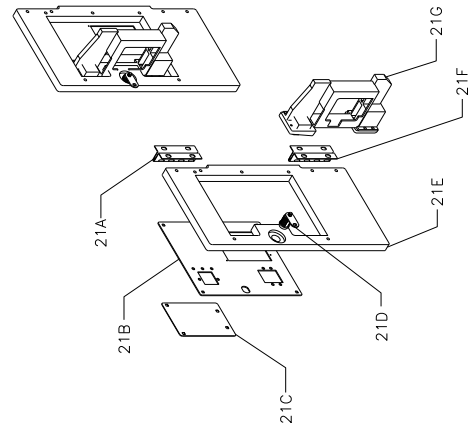
01. CF A001 HEADER ASSEMBLY



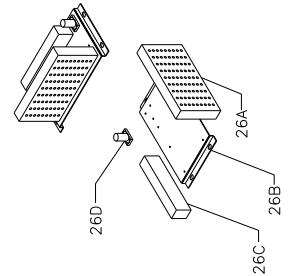
20. CF A002 TICKET DOOR ASSEMBLY



21. CF A003 COINDOOR ASSEMBLY



26. CF E006 POWER ASSEMBLY



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