



# OPERATOR'S MANUAL



## PLEASE NOTE:

- Read this manual **BEFORE** operating the machine.
- Keep this manual for your reference.



# LAI Games

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

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# TABLE OF CONTENTS

<b><u>SAFETY PRECAUTIONS .....</u></b>	<b><u>1</u></b>
<b>MACHINE INSTALLATION AND INSPECTION.....</b>	<b>2</b>
<b>INTRODUCTION .....</b>	<b>3</b>
<b>SPECIFICATIONS .....</b>	<b>4</b>
<b>INSTALL THE KICK PLATE .....</b>	<b>5</b>
<b>HOW TO PLAY .....</b>	<b>6</b>
<b><u>OPERATION.....</u></b>	<b><u>7</u></b>
OPERATIONAL DIAGRAM .....	7
ATTRACT MODE .....	7
PLAY MODE .....	7
<b>TEST MODE .....</b>	<b>8</b>
TEST MODE DIAGRAM .....	8
GAME SWITCHES .....	9
PROGRAMMABLE ADJUSTMENTS QUICK REFERENCE TABLE V1.3.....	10
PROGRAMMABLE ADJUSTMENTS DETAILED .....	11
<b>AUDITS MODE .....</b>	<b>17</b>
AUDITS MODE DIAGRAM.....	17
AUDIT PROCEDURE.....	18
AUDITS QUICK REFERENCE TABLE .....	19
UDITS DETAILED.....	19
<b>GAME HISTORY MODE.....</b>	<b>21</b>
GAME HISTORY MODE DIAGRAM.....	21
GAME HISTORY PROCEDURE .....	21
GAME HISTORY QUICK REFERENCE TABLE .....	22
<b>ERRORS AND TROUBLESHOOTING .....</b>	<b>23</b>
ERROR CODE QUICK REFERENCE TABLE .....	23
TROUBLESHOOTING GAME ERRORS .....	23
<b><u>SECTION A: SERVICE INSTRUCTIONS .....</u></b>	<b><u>25</u></b>
<b>LOCATING AND ACCESING PARTS .....</b>	<b>26</b>
PARTS DESCRIPTION.....	28
<b>LAMPS .....</b>	<b>29</b>
<b>MAINTENANCE.....</b>	<b>30</b>
<b><u>SECTION B: TECHNICAL DETAILS .....</u></b>	<b><u>31</u></b>
<b>MAINS VOLTAGE ADJUSTMENT .....</b>	<b>32</b>
<b>COIN OPTIONS REFERENCE GUIDE.....</b>	<b>33</b>
<b>TICKET DISPENSER REFERENCE GUIDE .....</b>	<b>34</b>
<b>MAIN WIRING LITTLE SPEEDY .....</b>	<b>39</b>



**Operator's Manual – Little Speedy**  
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<b>MAIN WIRING 1 LITTLE SPEEDY .....</b>	<b>40</b>
<b>MAIN WIRING 2 LITTLE SPEEDY .....</b>	<b>41</b>
<b>CONTROL WIRING LITTLE SPEEDY .....</b>	<b>42</b>
<b>CONTROL WIRING 1 LITTLE SPEEDY .....</b>	<b>43</b>
<b>POWER WIRING LITTLE SPEEDY .....</b>	<b>44</b>
<b>OPTIONAL WIRING LITTLE SPEEDY .....</b>	<b>45</b>



## 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! \***

*Is an advisory text to hint or help understand more!*



### 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** installs the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

**Do Not** installs 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** uses 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 “Little Speedy”, 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 levelers are set correctly on the floor so that the game cabinet is level and stable.
- Always make complete connections for the integrated circuit (IC) logic PC Boards and other connectors. Insufficient insertion can damage the electrical components.

### **\* CAUTION! \***

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

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

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



## INTRODUCTION

**CONGRATULATIONS!** On your purchase of *“Little Speedy”*, the speed and reflex game by LAI Games. 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.

It is another great product from **LAI GAMES**.

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 *“Little Speedy”* player has to press randomly illuminated lights on the button matrix. 6 lights are illuminated at once. Each time one is pressed, it goes out and another is illuminated. Game play is fast and frantic, with the aim to get as high a score as possible within a designated time.

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



## SPECIFICATIONS

### DIMENSIONS

- Weight: 90 kg (198.5lb)
- Height: 1510 mm (59.4")
- Width: 480 mm (18.8")
- Length: 1210 mm (47.6")
- Power: Maximum 100 W – (220V @ 0.5A)(120V @0.9 A)

### ELECTRIC SUPPLY

The game has the option to operate on an 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. Machines are normally shipped on 220V AC unless otherwise specified.

### LOCATION REQUIREMENTS

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





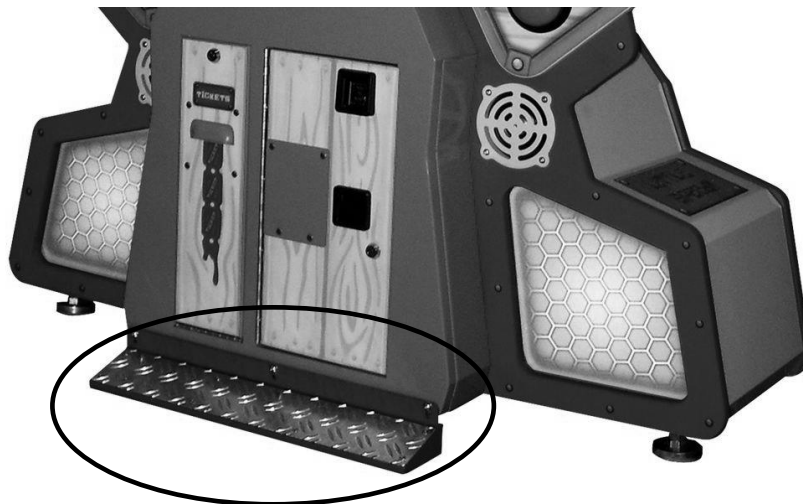
## INSTALL THE KICK PLATE



Find the kick plate on separate box inside the cabinet



Position and secure the Kick plate with screws supplied underneath the control panel



Kick Plate securely installed

### **\* WARNING! \***

***Always*** put the Kick Plate securely on the position otherwise the cabinet will be Unbalanced.



## HOW TO PLAY

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

Pay to play.

- Select your game mode
- Hit the lit buttons as fast as you can within the time limit
- Hit as many buttons as you can in the three-second bonus round
- Win tickets based on:
  - Score (points per ticket)
  - Beating the high score
  - Reaching the top score of 999
- Or win bonus credits based on:
  - Beating the high score

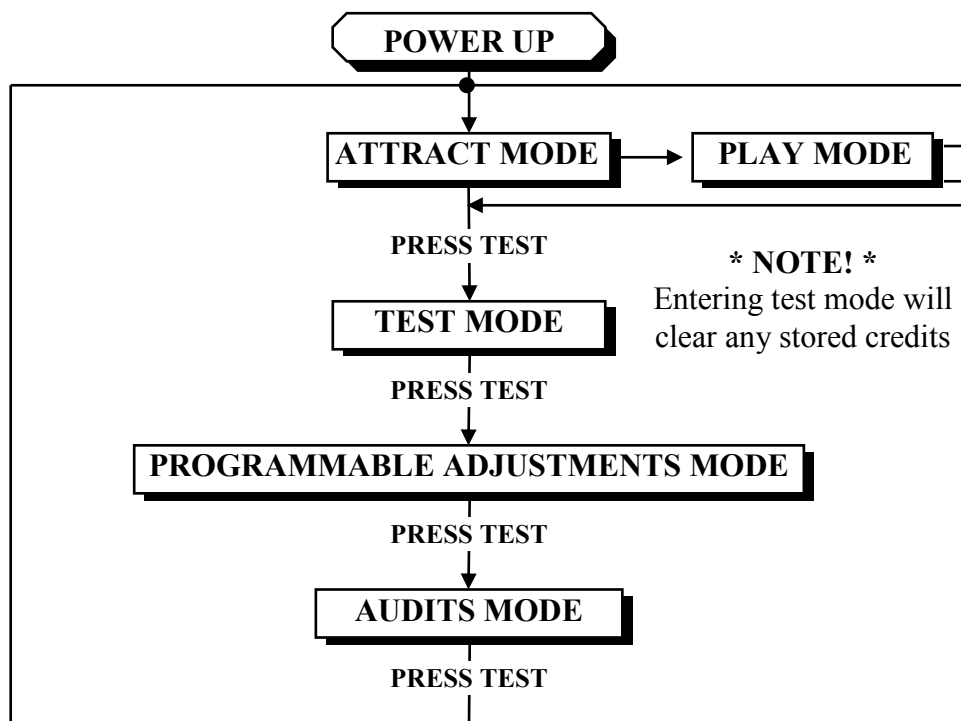
Reaching the top score of 999



## OPERATION

The “LITTLE SPEEDY” game has five operational modes: Attract mode, Play mode, Test mode, Programmable Adjustments Mode and Audits Mode.

### OPERATIONAL DIAGRAM



### ATTRACT MODE

- The Attract mode provides a light and sound display, while the game is not being played. This feature is to attract potential customers to play the game. The attract mode sound can be turned on and off  
(Refer to programmable adjustment page of this manual).

### PLAY MODE

- The “LITTLE SPEEDY” has two play modes. The Standard Coin Play mode, where a coin, or coins are inserted. Or Free Play where no coins are necessary.

### COIN PLAY

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

### FREE PLAY

- The free play mode is entered from attract mode by holding the Service button for longer than five second, **F F E E** will be displayed on the 4-digit LED display.
- For a single free game, just press the Service button once. When issuing single free games in this manner, Prizes can be won as normal.



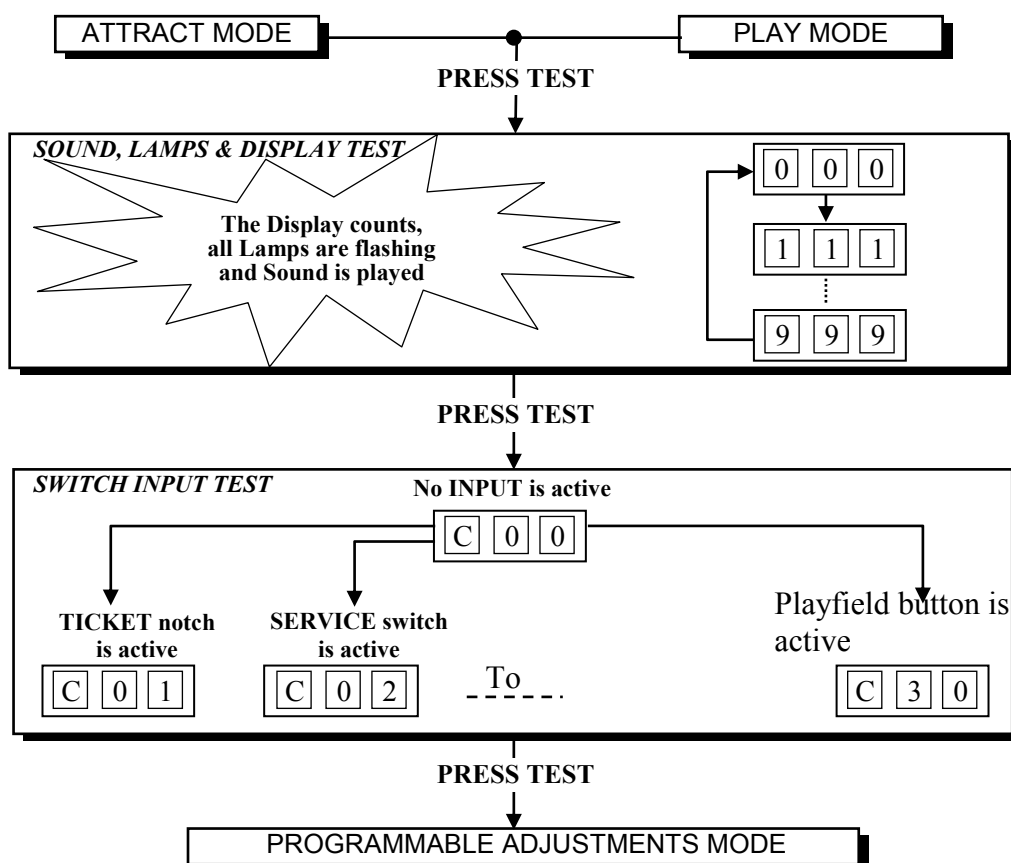
## TEST MODE

The “LITTLE SPEEDY” Test mode has Three Test Configurations allowing you to explore the functioning of the Sound, Light & Display, the Game Switches and to allow an operational test. The Test mode is also used for Clearing Game Errors. If there is an active error, its code will be displayed. To try to clear the error code, press the red test button once. The error can be bypass by quickly pressing the red test button twice.

### \* NOTE! \*

- Entering Test Mode will CLEAR any CREDITS remaining in the game.
- If during test mode no ADJUSTMENTS or actions are made to the game for approximately four minutes, it will automatically RETURN to Attract Mode.

## TEST MODE DIAGRAM



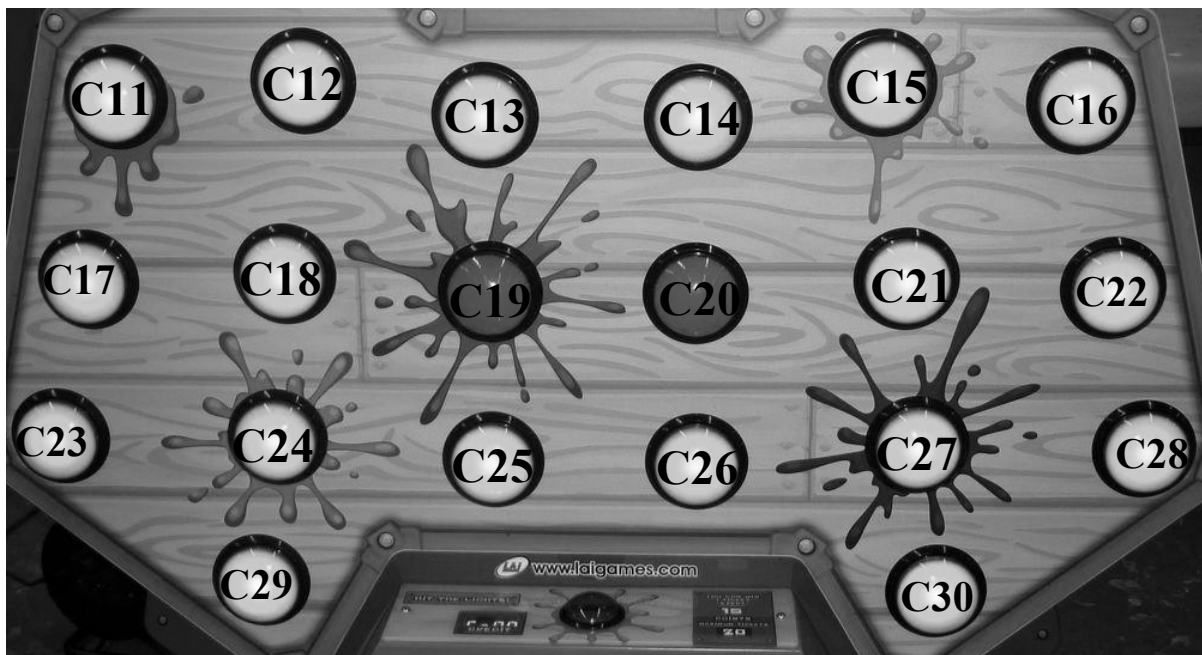


## GAME SWITCHES

All game switches have a code from C1 to C30 as tabled below. By activating any of the switches, their code will be displayed on the 4-digit display. If there are no switches active, C - 00 be displayed.

If several switches are activated simultaneously, the display will consecutively show their codes, indicating which switches are active.

CODE	DISPLAY	SWITCH FUNCTION	SWITCH LOCATION
C0	<b>C - 0 0</b>	No Switch Active	-
C1	<b>C - 0 1</b>	Ticket Notch 1 Active	Ticket Door (if fitted)
C2	<b>C - 0 2</b>	Service Switch Active	Service Panel
C3	<b>C - 0 3</b>	Player 1 Start Button Active	Control Panel
C4	<b>C - 0 4</b>	Coin 1 Switch Active	Coin Door
C5	<b>C - 0 5</b>	Coin 2 Switch Active	Coin Door
C6	<b>C - 0 6</b>	Ticket Notch 2 Active	Only Used For Card System Mode
C7	<b>C - 0 7</b>	Not Used	
C8	<b>C - 0 8</b>	Not Used	
C9	<b>C - 0 9</b>	Not Used	
C10	<b>C - 1 0</b>	Not used	
C11– C30		Playfield Button (See Diagram)	Playfield





## PROGRAMMABLE ADJUSTMENTS QUICK REFERENCE TABLE V1.3

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
P01	1 – 20	1, 2, 3...20, Free	<b>1</b>	Coin 1 – Coins / Credit
P02	1 – 10	1, 2, 3...10	<b>1</b>	Coin 1 – Games / Credit
P03	ON or OFF	ON or OFF	<b>OFF</b>	Activate Multiple Bonus Pricing Coin slot 1
P03-1	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin 1 Number Coins for Bonus Pricing level 1
P03-2	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin1 Number of bonus credits on Pricing level 1
P03-3	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin1 Number Coins for Bonus Pricing level 2
P03-4	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin 1 Number of bonus credits on Pricing level 2
P03-5	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin 1 Number Coins for Bonus Pricing level 3
P03-6	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin 1 Number of bonus credits on Pricing level 3
P04	1 – 20	1, 2, 3...20	<b>1</b>	Coin 2 – Coins / Credit
P05	1 – 10	1, 2, 3...10	<b>1</b>	Coin 2 – Games / Credit
P06	ON or OFF	ON or OFF	<b>OFF</b>	Activate Multiple Bonus Pricing Coin slot 2
P06-1	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin 2 Number Coins for Bonus Pricing level 1
P06-2	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin 2 Number of bonus credits on Pricing level 1
P06-3	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin 2 Number Coins for Bonus Pricing level 2
P06-4	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin 2 Number of bonus credits on Pricing level 2
P06-5	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin 2 Number Coins for Bonus Pricing level 3
P06-6	OFF – 99	OFF,1,2,3,4...99	<b>OFF</b>	Coin 2 Number of bonus credits on Pricing level 3
P07	ON or OFF	ON or OFF	<b>ON</b>	Attract Mode Sound
P08	1 – 5	0, 1, 2, ..5	<b>3</b>	Number of Point per Button
P09	1 – 100	1,2,3,...100	<b>15</b>	Number of Points per Tickets
P10	0 – 30	0,1, 2,..30	<b>8</b>	Minimum Ticket
P11	P10 – 100 (Tickets)	1,2,3,..100 Tickets	<b>20</b>	Maximum Ticket
P12	ON or OFF	ON or OFF	<b>OFF</b>	Dispense Ticket in Free Mode
P13	50 – 500	50,55,...,500	<b>200</b>	Default high Score adjustment
P14	P13 – 999	P13,100,110,..999	<b>200</b>	Current High Score Adjustment
P15	ON or OFF	ON or OFF	<b>ON</b>	Retain High Score Value
P16	ON or OFF	ON or OFF	<b>ON</b>	Dispense Type Option
P17	1 - 4	1,2,3,4	<b>1</b>	Error Message Option
P18	ON or OFF	ON or OFF	<b>ON</b>	Common Coin Option
P19	20 – 60	20,21,..60	<b>30</b>	Game Time Adjustment
P20	2 – 10	0,1,2,..10	<b>6</b>	Number of lights on start game
P21	ON or OFF	ON or OFF	<b>ON</b>	Bonus Round Option
P22	5 – 8	5,6,7,8	<b>5</b>	Bonus Round Start time adjustment
P23	Off – 300	Off, 10,15 - 100,110 - 300	<b>10</b>	Demo Mode Interval



## PROGRAMMABLE ADJUSTMENTS DETAILED

### ■ P01 = COIN 1: NUMBER OF COINS PER CREDIT

(Default 01) (Adjustable 1 – 20)

This sets the number of coins that need to be inserted into coin mechanism 1, for each credit. It can be set between 1 to 20 coins for one credit. The default setting is “1”.

### ■ P02 = COIN 1: NUMBER OF GAME PLAYS PER CREDIT

(Default 01) (Adjustable 1 – 10)

This sets the number of games for each credit inserted into coin mechanism 1. It can be set between 1 to 10 plays for each credit. The *default* setting is “1”.

### ■ P03 = COIN 1: ACTIVATE MULTIPLE BONUS PRICING

(Default OFF) (Adjustable ON – OFF)

**Note: Settings P 03 and P 03-1 thru to P03-6 are only used for the setting of Bonus credit levels e.g. \$0.50c/1 play, \$1/3plays, \$2/7plays, \$5/20 plays**

This turns on the multiple bonus credit system and activates the settings for up to 3 bonus levels on coin mechanism 1. It can be set to ON or OFF. The *default* setting is “OFF” this mean the multiple bonuses is disabled, if the setting is changed to ON the multiple bonus setting will be active and open the next sub-menu **P03-1** and so on.

### ■ P03 - 1 = COIN 1: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 1

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that need to be inserted into coin mechanism 1 to reach the bonus credit level 1. It can be set to either OFF for no bonus or 1 to 99 coins, (OFF=No bonus), the *default* setting is “OFF” this means that the **P03-2** will not open

Examples	(Base price \$0.25c)	(Base Price \$0.50c)	(Base Price \$0.50c)	(Base Price \$1.00)
P Setting Adjustment	1 play <b>\$ 0.25c</b> 3 plays <b>\$ 0.50c</b> 7 plays <b>\$ 1.00</b> (\$0.25c coins or DBA set on \$0.25c pulses)	1 play <b>\$ 0.50c</b> 3 plays <b>\$ 1.00</b> 7 plays <b>\$ 2.00</b> (\$0.25c coins or DBA set on \$0.25c pulses)	1 play <b>\$ 0.50c</b> 3 plays <b>\$ 1.00</b> 8 plays <b>\$ 2.00</b> 22 plays <b>\$ 5.00</b> (\$0.25c coins or DBA set on \$0.25c pulses)	1 play <b>\$ 1.00</b> 3 plays <b>\$ 2.00</b> 8 plays <b>\$ 5.00</b> 18 plays <b>\$ 10.00</b> (\$0.25c coins or DBA set on \$0.25c pulses)
P01 / P04	1	2	2	4
P02 / P05	1	1	1	1
P03 / P06	ON	ON	ON	ON
P3-1 / P6-1	2	4	4	8
P3-2 / P6-2	1	1	1	1
P3-3 / P6-3	4	8	8	20
P3-4 / P6-4	3	3	4	3
P3-5 / P6-5	OFF	OFF	20	40
P3-6 / P6-6	OFF	OFF	12	8



### ■ **P03 - 2 = COIN 1: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 1**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 1 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or between 1 to 99 bonus credits; the *default* setting is “OFF” this mean that the **P03-3** will not open.

**Note:** The **Base Price** is the normal price setting for one game.

**e.g.** If the game is set for \$0.25c/1play then the base price is \$0.25c, if the game is set for \$0.50c/1play then the base price is \$0.50c, if the game is set for \$1.00/1play then the base price is \$1.00.

### ■ **P03 - 3= COIN 1: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that is needed to be inserted into coin mechanism 1 to reach the bonus credit level 2. It can be set to OFF for no bonus or between 1 to 99 coins, but the setting value must be higher than setting value of **P03-1**, the *default* setting is “OFF” and if set to OFF this means that the **P03-4** will not open.

### ■ **P03 - 4 = COIN 1: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 2 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or between 1 to 99 bonus credits; the *default* setting is “OFF” this mean that the **P03-5** will not open.

### ■ **P03 - 5= COIN 1: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that is needed to be inserted into coin mechanism 1 to reach the bonus credit level 3. It can be set to OFF for no bonus or between 1 to 99 coins, but the setting value must be higher than setting value of **P03-3**, the *default* setting is “OFF” and if set to OFF this mean that the **P03-6** will not open.

### ■ **P03 - 6 = COIN 1: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 3 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or between 1 to 99 bonus credits; the *default* setting is “OFF”





## ■ **P04 = COIN 2: NUMBER OF COINS PER CREDIT**

(Default 01) (Adjustable 1 – 20)

This sets the number of coins that need to be inserted into coin mechanism 2, for each credit. It can be set between 1 to 20 coins for one credit. The default setting is “1”.

## ■ **P05 = COIN 2: NUMBER OF GAME PLAYS PER CREDIT**

(Default 01) (Adjustable 1 – 10)

This sets the number of games for each credit inserted into coin mechanism 2. It can be set between 1 to 10 plays for each credit. The *default* setting is “1”.

## ■ **P06 = COIN 2: ACTIVATE MULTIPLE BONUS PRICING**

(Default OFF) (Adjustable ON – OFF)

**Note: Settings P 06 and P 06-1 thru to P06-6 are only used for the setting of Bonus credit levels e.g. \$0.50c/1 play, \$1/3plays, \$2/7plays, \$5/20 plays**

This turns on the multiple bonus credit system and activates the settings for up to 3 bonus levels on coin mechanism 2. It can be set to ON or OFF. The *default* setting is “OFF” this mean the multiple bonuses is disabled, if the setting change to ON the multiple bonus setting will be active and open the next sub-menu **P06-1** and so on.

## ■ **P06 - 1 = COIN 2: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 1**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that need to be inserted into coin mechanism 2 to reach the bonus credit level 1. It can be set to either OFF for no bonus or 1 to 99 coins, (OFF=No bonus), the *default* setting is “OFF” this means that the **P06-2** will not open

## ■ **P06 -2 = COIN 2: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 1**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 1 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or 1 to 99 bonus credits; the *default* setting is “OFF” this mean that the **P06-3** will not open.

**Note:** The **Base Price** is the normal price setting for one game.

**e.g.** If the game is set for \$0.25c/1play then the base price is \$0.25c, if the game is set for \$0.50c/1play then the base price is \$0.50c, if the game is set for \$1.00/1play then the base price is \$1.00,

## ■ **P06 – 3= COIN 2: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that is needed to be inserted into coin mechanism 2 to reach the bonus credit level 2. It can be set to OFF for no bonus or between 1 to 99 coins, but the setting value must be higher than setting value of **P06-1**, the *default* setting is “OFF” and if set to OFF this means that the **P06-4** will not open.



## ■ **P06 - 4 = COIN 2: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 2 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or 1 to 99 bonus credits; the *default* setting is “OFF” this mean that the **P06-5** will not open.

## ■ **P06 – 5 = COIN 2: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that is needed to be inserted into coin mechanism 2 to reach the bonus credit level 3. It can be set to OFF for no bonus or between 1 to 99 coins, but the setting value must be higher than setting value of **P06-3**, the *default* setting is “OFF” and if set to OFF this mean that the **P06-6** will not open.

## ■ **P06 -6 = COIN 2: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 3 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or 1 to 99 bonus credits; the *default* setting is “OFF”.

## ■ **P07 – ATTRACT SOUND**

(Default ON) (Adjustable ON or OFF)

This adjustment turns the *attract mode sound* **ON** or **OFF**. This is the sound and music that the game generates to attract customers when not being played. The music will loop approximately every 3 minutes.

## ■ **P08 – NUMBER OF POINT per BUTTON**

(Default 3) (Adjustable 1 – 5)

This is the type of number of point for each button pressed during the game play. It can be set to 1 until 5 for each button.

## ■ **P09- NUMBER OF POINTS PER TICKET**

(Default, 15 Points) (Adjustable 1 – 100)

This is the number of Points per tickets awarded to the player for each Ticket and is adjustable 1-100.

## ■ **P10- MINIMUM TICKET**

(Default 8) (Adjustable 1 – 30)

This is the type of Minimum ticket payout. It can be set 1 – 30 tickets.



## ■ **P11- MAXIMUM TICKET**

(Default, 20 tickets) (Adjustable P10 – 100)

This is the number of Maximum tickets awarded to the player and is adjustable from 1-100 Tickets.

## ■ **P12- PAYOUT IN FREE MODE**

(Default, Off)

This is whether tickets are paid out when the machine is set to free mode and can be set to on or off

## ■ **P13- DEFAULT HIGH SCORE**

(Default, 200)

This is the high score the machine starts with, and resets to if P15 is set to off, it is adjustable from 50 to 500.

## ■ **P14- CURRENT HIGH SCORE**

(Default, 200)

This setting is used to manipulate the current high score and the score can be change up or down and is adjustable down to the P13 setting and up to 990.

## ■ **P15- RETAIN HIGH SCORE**

(Default ON)

This sets whether or not the machine remembers the last high score when switched off.

## ■ **P16- TICKET PAYOUT OPTION**

(Default ON)

This sets ticket payouts on or off

## ■ **P17- ERROR MESSAGE OPTION**

(Default 4)

This sets the manner in which errors are alerted. The default silently flashes the red light on the front of the machine. It is adjustable from 1-4 as per the table below

Setting	Voice Over	4 Digit Display	Red Lamp
1	Played	Displayed	Flash
2	Played	Will display when test button pressed.	Flash
3	Not Played	Displayed	Flash
4	Not Played	Will display when test button pressed.	Flash



## ■ **P18- COMMON COIN OPTION**

(Default On)

This controls the dual coin system. When set to OFF, both coin systems are separate (double coin system), when set to ON, both coin inputs will be combined and into a single accumulated pool. Note the value of both inputs needs to be the same. Example: This is often used with a DBA set on 25c pulses and 25c coin mech.

## ■ **P19- GAME TIME ADJUSTMENT**

(Default 30)

This sets the game time. The default is 30 seconds can be set from 20 up to 60.

## ■ **P20- NUMBER OF BUTTON ILLUMINATE ON GAME START**

(Default 6)

This sets the machine to illuminate how many buttons when the game start, can be adjust from 1 – 10 illuminated buttons.

## ■ **P21- BONUS ROUND OPTION**

(Default ON)

This sets the bonus round during the game play, you can hear the Voice over tells you the start of the bonus round or can see all buttons illuminates. This can be set to off.

## ■ **P22- BONUS ROUND START TIMING**

(Default 5)

This controls the when the bonus round is started x seconds before the game ends, this can be set from 5 to 8 seconds.

## ■ **P23- DEMO MODE PLAY TIME**

This allows the player to play during the attract mode but not score and ticket will not apply, this can be set from OFF means no Demo Mode play, 5 – 300 seconds.



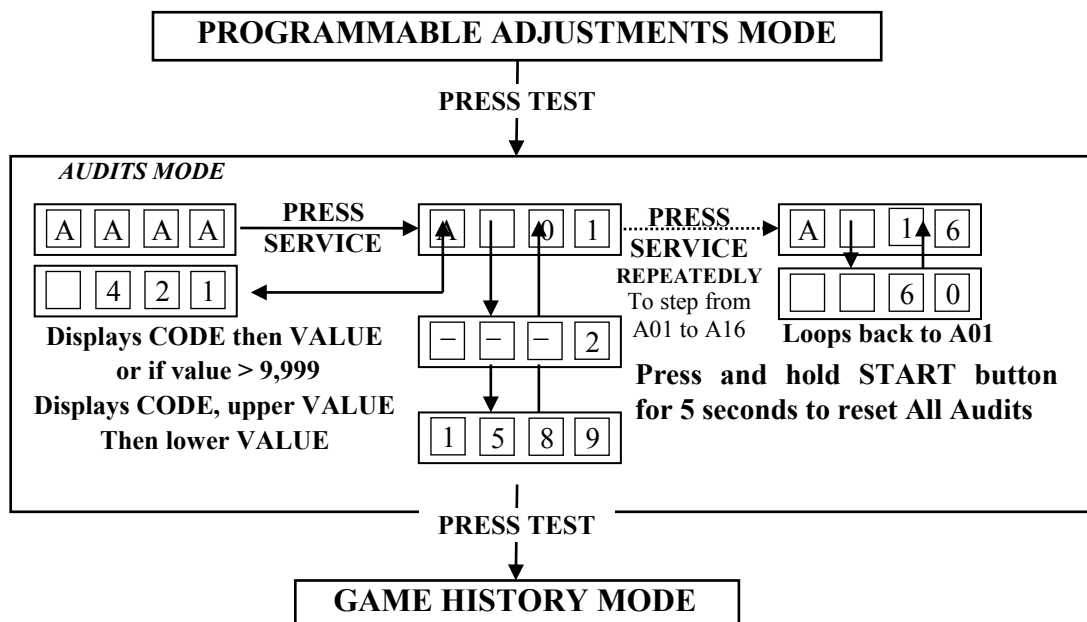
## AUDITS MODE

The Audits Mode allows the operator to view statistics in all areas of the Game Play. This enables the operator to make calculated adjustments and “Fine Tune” the machine to maximize earning potential. The Audits mode stores bookkeeping of the games processed since the last game audits reset. While in this mode, the game audits can also be reset to zero.

Little Speedy has Sixteen Audits that can be viewed in this mode. They are A01 to A16 and their codes and the values are displayed alternatively on the 4 digit display during the Audit Mode.

**Example:** Code **A01** will be displayed as **A** **0** **1** and a value of **421** as **4** **2** **1** on the 4-digit display.  
Or it will display large values like **21589** as **- - - 2** and **1 5 8 9** on the 4-digit display.

## AUDITS MODE DIAGRAM



### \* NOTE! \*

- For Audit values that are greater than 4 digits the audits' values will be displayed in two steps.
- The first number, which is displayed as, **- - - 2** which has leading dash symbols
- The second number, which is displayed as, **1 5 8 9** which has no leading dash symbols.
- In this example the final value is 21,589



## AUDIT PROCEDURE

- **ENTER** The Audits mode is entered from Programmable Adjustments mode by pressing the Test button once or from Attract mode by pressing the Test button five times. **A A A A** Will be displayed on the 4-digit display.
- **SELECT** The green Service button is pressed for advancing each step through the set of audits configurations, starting from the **A A A A** display, A01 being the first step, continuing through to A16, and then looping again from A01 to A16 until the mode is exited.
- **RESET** The entire set of user audits can be reset during any of the audit configurations, by holding the Catch button for longer than 5 seconds. The displays will be cleared while still holding the button pressed and will return to the same audit step after releasing the button. The value of all audits will be reset to “00 000”.
- **EXIT** The Audits mode is exited into Game History mode, by pressing the Test button once.

### \* NOTE! \*

- **ALL** Audits will **STOP INCREMENTING** when the “Total Number of Games Played”, audit A-07, reaches 60,000.
- To restart the audits they must be reset to 0000 by holding The Start button for longer than 5 seconds while in Audits mode.



## AUDITS QUICK REFERENCE TABLE

CODE	DISPLAY	AUDIT FUNCTION
A01	A - 0 1	Total Played game
A02	A - 0 2	Total Coins in Mechanism 1
A03	A - 0 3	Total Coins in Mechanism 2
A04	A - 0 4	Total Number of Service Credits
A05	A - 0 5	Average ticket per game
A06	A - 0 6	Average Game score
A07	A - 0 7	Highest Game score
A08	A - 0 8	Total Played game (Un resettable)
A09	A - 0 9	Highest Games Score (Un resettable)
A10	A - 1 0	Checksum (Un resettable)
A11	A - 1 1	Coin 1 counter (un resettable)
A12	A - 1 2	Coin 2 counter (Un resettable)
A13	A - 1 3	Checksum Coin (Un resettable)
A14	A - 1 4	Total Ticket (Un resettable)
A15	A - 1 5	Total Average Game (Un resettable)
A16	A - 1 6	Checksum for average (Un resettable)

## UDITS DETAILED

### ■ A01 = TOTAL GAMES PLAYED

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

### ■ A02 = TOTAL COINS IN MECHANISM 1

This Audit displays the *total number of coins* inserted into coin mechanism 1 since the audits were last cleared.

### ■ A03 = TOTAL COINS IN MECHANISM 2

This Audit displays the *total number of coins* inserted into coin mechanism 2 since the audits were last cleared.

### ■ A04 = TOTAL NUMBER OF SERVICE CREDITS

This Audit displays the *total number of Service Credits* since the audits were last cleared. This records the number of credits given by pressing the Service Button on the service panel.

### ■ A05 = AVERAGE TICKET PER GAME

This Audit displays the *average ticket per game*, since the audits were last cleared.



## ■ **A06 = AVERAGE GAME SCORE**

This Audit displays the average game score since the audits were last cleared.

## ■ **A07 = HIGHEST GAME SCORE**

This Audit displays the highest game score since the audits were last cleared.

### **\* NOTE! \***

- **ALL** Audits will **STOP INCREMENTING** when the “Total Number of Games Played”, audit A-07, reaches 60,000.
- To restart the audits they must be reset to 00 000 by holding The Start button for longer than 5 seconds while in audits mode.

## ■ **A08 to A16 = UN RESETTABLE AUDIT**

### **\* NOTE! \***

- **LAI Games** Customer Support may request from the operator the values of these Manufacturers audits, to help with any service issues.

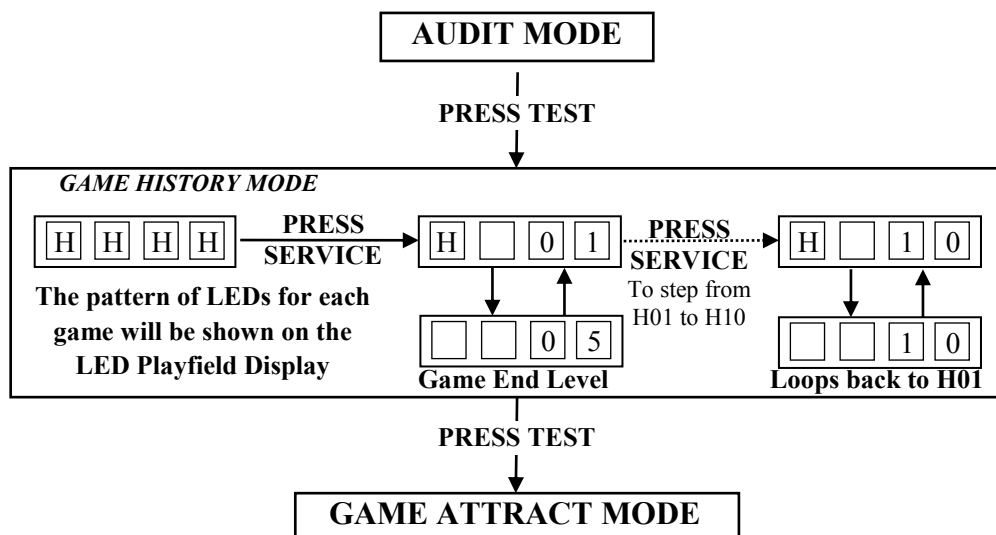




## GAME HISTORY MODE

By using the Game History Mode the operator can view the results of the last 10 games played. This enables the operator to verify player's game results and verify the win / lose pattern on the LED Playfield Display.

### GAME HISTORY MODE DIAGRAM



#### \* NOTE! \*

- Score Histories will be erased if the game is switched off then on. Empty score histories show as     on the 4-digit display

### GAME HISTORY PROCEDURE

- ENTER** The Game History mode is entered from Audits mode by pressing the Test button once or from Attract mode by pressing the Test button six times. **H H H H** Will be displayed on the 4-digit display.
- SELECT** The green Service button is pressed for advancing each step through the set of Game Histories, starting from the **H H H H** display, H01 being the first step, continuing through to H10, and then looping again from H01 to H10 until the mode is exited.
- EXIT** The Game History mode is exited into Game Attract mode, by pressing the Test button once.



## GAME HISTORY QUICK REFERENCE TABLE

CODE	DISPLAY	HISTORY RESULTS
H01	H - 0 1	Most recent number of score
H02	H - 0 2	Second last number of score
H03	H - 0 3	Third last number of score
H04	H - 0 4	Fourth last number of score
H05	H - 0 5	Fifth last number of score
H06	H - 0 6	Sixth recent number of score
H07	H - 0 7	Seventh last number of score
H08	H - 0 8	Eighth last number of score
H09	H - 0 9	Ninth last number of score
H10	H - 1 0	Tenth last number of score



## ERRORS AND TROUBLESHOOTING

If the Game microprocessor detects any problems with the operation of the game, an Error will be displayed on the 4-digit display and the machine will play a voice message. "Please Call the Attendant". Some error Messages will only be displayed when test mode is entered. Errors are displayed on the displays as **E r r X**, where „X“ is the error number. There are five error messages for Little Speedy, listed as follows:

### ERROR CODE QUICK REFERENCE TABLE

CODE	ERROR DESCRIPTION	SOLUTION
<b>Err1</b>	<b>TICKET/CAPSULE</b> No tickets/capsule, Jammed	Check the ticket/capsule Check the sensor/switch Check the Drive output to ticket/capsule
<b>Err2</b>	<b>START BUTTON JAMMED</b> , active for longer than 5 seconds	Check Button function using switch test Check the NO/NC connection
<b>Err3</b>	<b>EEPROM ERROR</b> Problem with on-board EEPROM	The main MCU is getting errors reading the EEPROM (24C16 IC on MCU).
<b>Err9</b>	<b>COIN ERROR</b> Active for longer than 5 seconds	Check Switch function using switch test Check the NO/NC connection Remove any Coin Jam
<b>Err10</b>	<b>PLAYFIELD BUTTON ERROR</b> One or more button activate all the time	Check Button function using switch test Check the NO/NC connection

## TROUBLESHOOTING GAME ERRORS

### ■ CLEARING GAME ERRORS

Game errors can be cleared, by pushing the test button ONCE. The game will try and check if the error is fixed. If the reason for the error is fixed, the game will continue as normal. If the error is not fixed, the error will remain on the display. For a Hard Error (Err4) Powering OFF and ON the game will clear the error.

### ■ Err1 – TICKET/CAPSULE ERROR

This error is usually displayed if the optional ticket /capsule dispenser do not function properly, or if tickets/capsules are jammed. Check the ticket/capsule dispenser is full, Check the ticket/capsule sensor/switch and make sure they are working properly, you can check this with your hand on the Capsule dispenser to make sure the sensor/switches are working



also make sure the micro switch wiring is connected to the Normal Open and the Common contact of the micro switch. For a Ticket dispenser a ticket can be pushed in and out of the sensor to test it Use the switch test to help check the sensor/switch, an active switch will display as C1 in switch test.. Use a Digital Multimeter to check the voltage drive from the main CPU output to the motor or ticket/capsule connector.

#### ■ Err2 – START BUTTON JAMMED

This error is usually displayed if the Start button is active or jammed on for longer than 5 seconds. Check the mechanical operation of the Start button and also the micro switch. Lastly make sure the micro switch wiring is connected to the Normal Open and the Common contact of the micro switch. Use the Switch Test to help check the Start button, an active/pushed button will be display as C3.

#### ■ Err3 – EEPROM ERROR

This Error means that the CPU cannot read the EEPROM, or is receiving errors during communication with the EEPROM (The 23C16 IC on the main MCU PCB). This could cause problems with the game audits and program settings. The first thing to do is try to switch the machine ON and OFF at least 2 times. If the message still appears then replace the EEPROM IC (Atmel 24C16) on the CPU PCB with the new EEPROM, if there is still an error message, this could be a problem with the game audits and program. If this error cannot be cleared, please send your main MCU PCB to the nearest authorized LAI Games Distributor for repair.

#### ■ Err9 – COIN ERROR

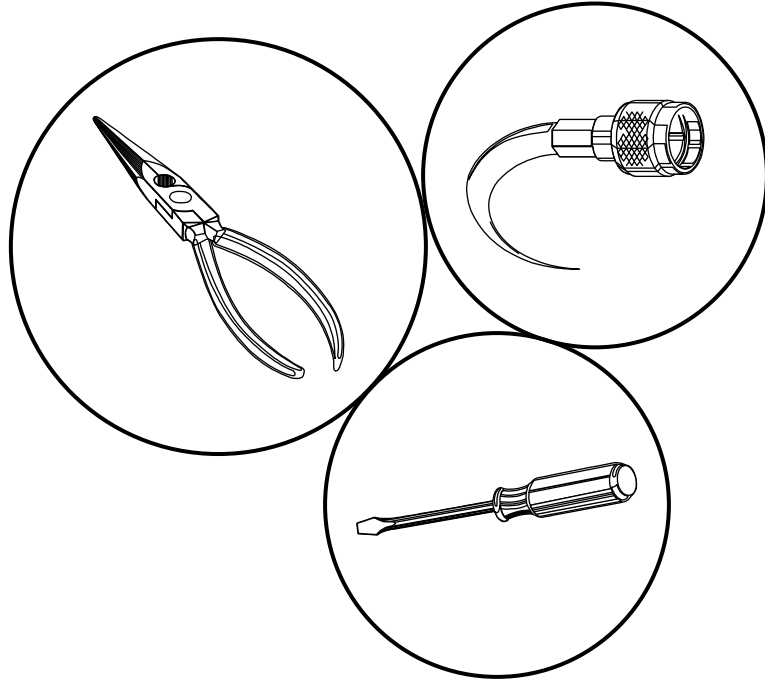
This Error is displayed when Coin switch activate more than 5 seconds, check for the connection NO/NC, remove the coin jammed or replace the faulty coin switch.

#### ■ Err10 – PLAYFIELD BUTTON ERROR

This Error displayed when one or more playfield button activate more than 5 seconds, check for the button connections NO/NC, remove the Button jammed if any.



## SECTION A: SERVICE INSTRUCTIONS



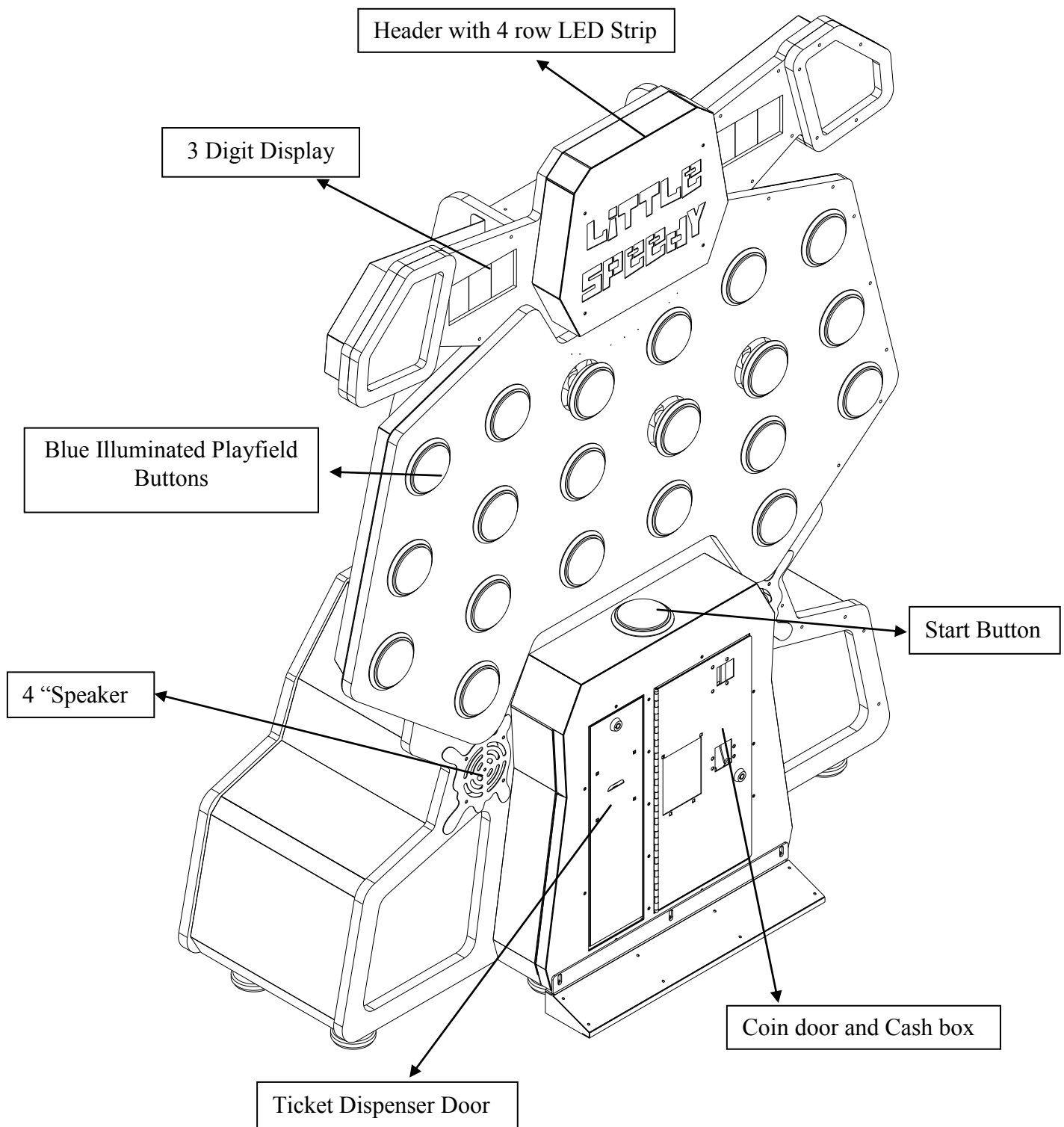
***BE SURE TO READ THE FOLLOWING  
Carefully before servicing this machine***



# A



## LOCATING AND ACCESING PARTS

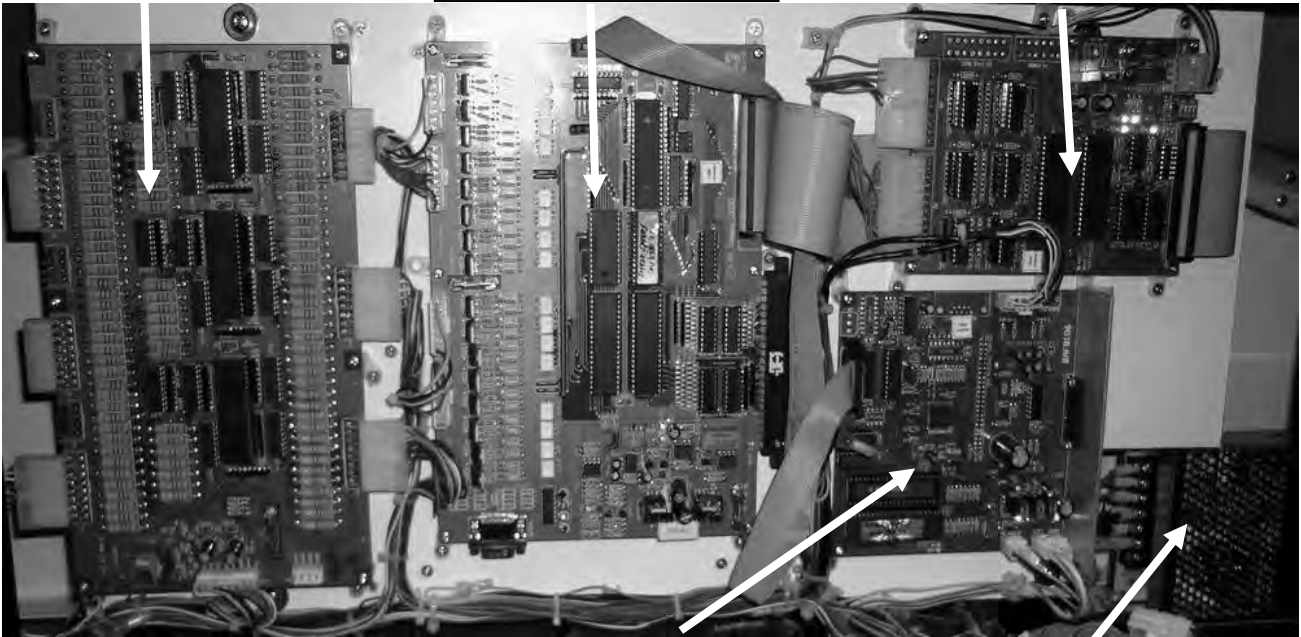




**BAFB152 Playfield Controller**

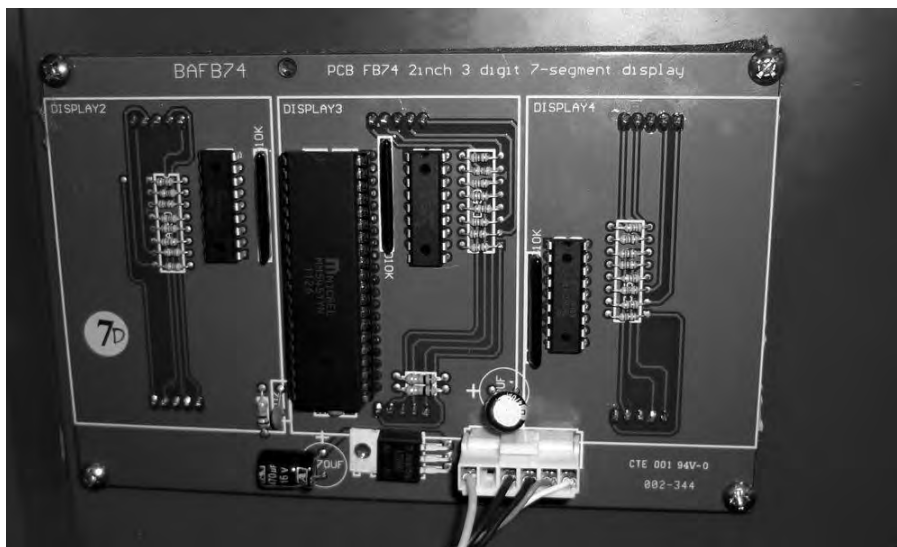
**BAFB66A Main PCB**

**BAFB162 I/O Board**



**BAFB106 Sound Board**

**Power Switching 12 VDC 150 watts**



**BAFB74 Display**



**BAFB51 4 Digit Display**



## PARTS DESCRIPTION

### ■ COIN MECHANISMS

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

### ■ CASH BOX

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

### ■ SPEAKERS

Two speakers are located to the front of the cabinet below the control panel. Access is through the back of the cabinet.

### ■ CONTROL PANEL

Control Panel located in the center of the machine cabinet. The control panel can be accessed through the front door.

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

**4 DIGIT CREDIT DISPLAY:** The 4 digit credit display is to show how many credit has been inserted for show Error code and other testing value.

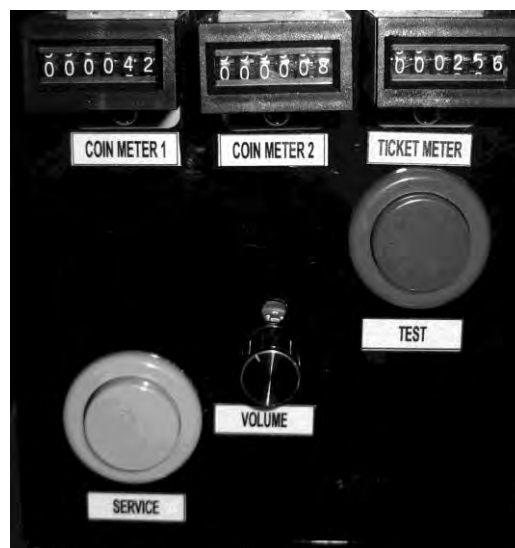
### ■ SERVICE CONTROLS:

The Service panel is located above the cash box and is accessed through the front 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.







## 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 (LED)**

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

### **BUTTON LAMPS (LED)**

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

### **SIDE LAMPS**

Using LED Strip 12 VDC White color.

**\* CAUTION! \***

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



## MAINTENANCE

### CLEANING AND CHECK UP

#### EXTERIOR

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

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

**\* CAUTION! \***

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

#### INTERIOR

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

**\* WARNING! \***

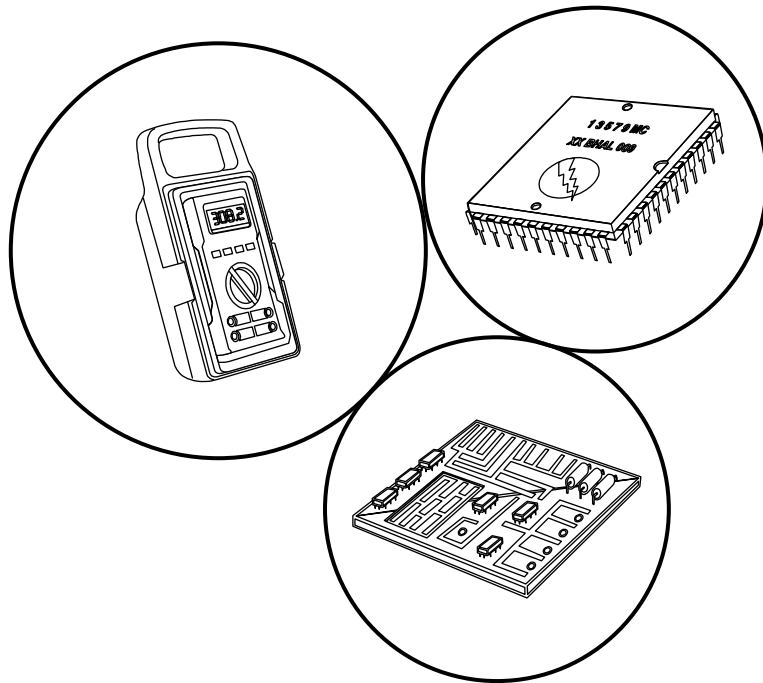
Always turn OFF Mains power and unplugged the game, before cleaning the interior of the machine.

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

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



## SECTION B: TECHNICAL DETAILS



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



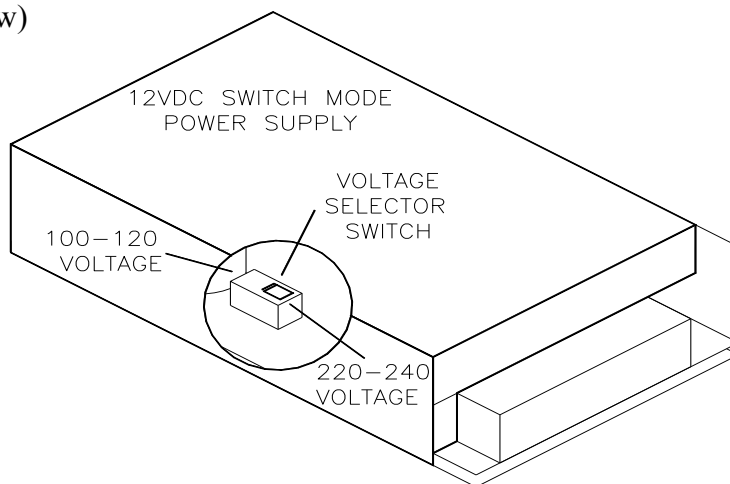
# B



## MAINS VOLTAGE ADJUSTMENT

### POWER SUPPLY

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

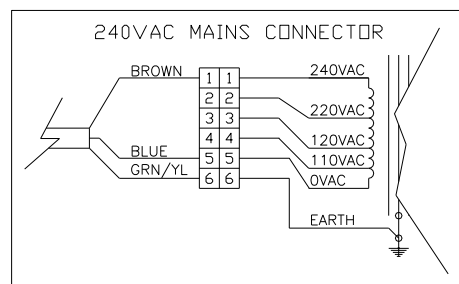
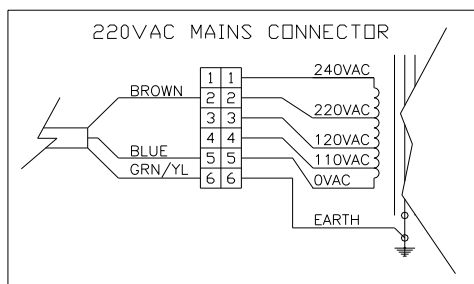
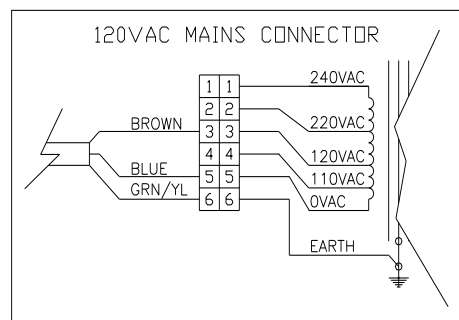


### TRANSFORMER CONNECTORS

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

### 6 WAY CONNECTOR PINOUT

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

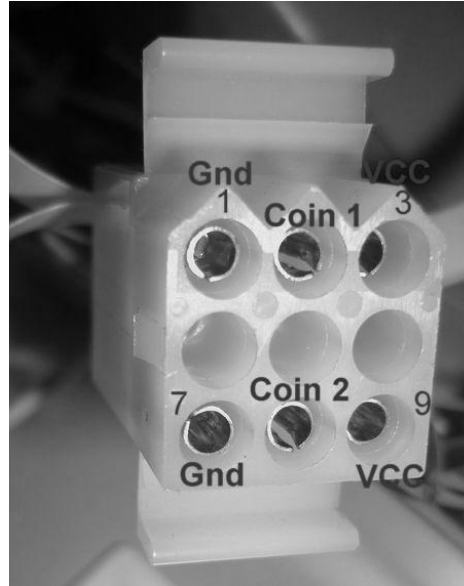




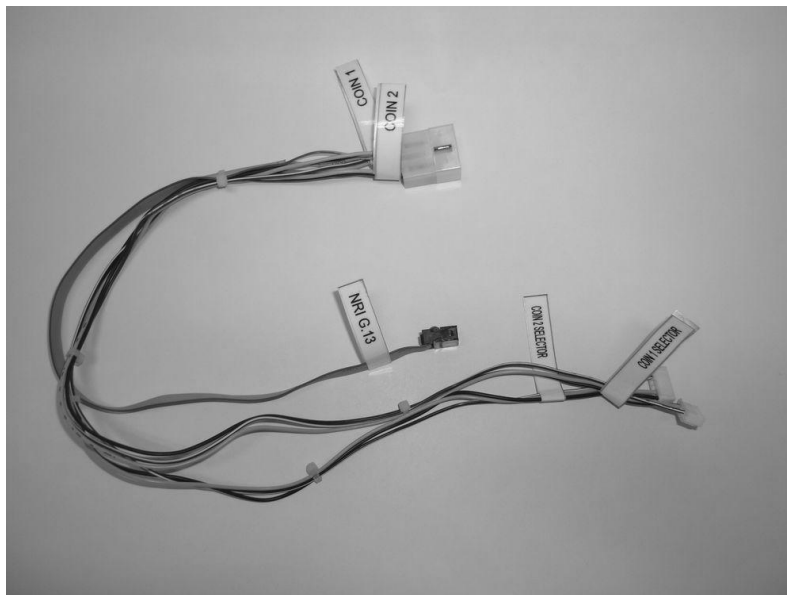
## COIN OPTIONS REFERENCE GUIDE

**LAI GAMES** have installed the 9 way Molex connection on the coin door on every product, this coin options connector should be useable for most of electronic coin system and electronic coin comparators.

Please see below picture to understand the connection setup,



The Coin harness supplied with the game,

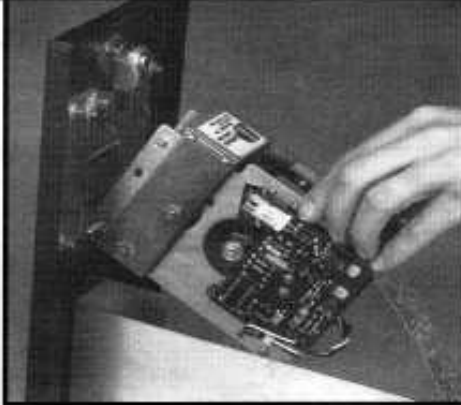


End connection to coin will fit to NRI G13 and 2x Electronic Coin Comparator **LAI GAMES** standard). Other types of coin electronic harnessing can be supplied as requested, please contact your nearest **LAI GAMES** distributor.



## TICKET DISPENSER REFERENCE GUIDE

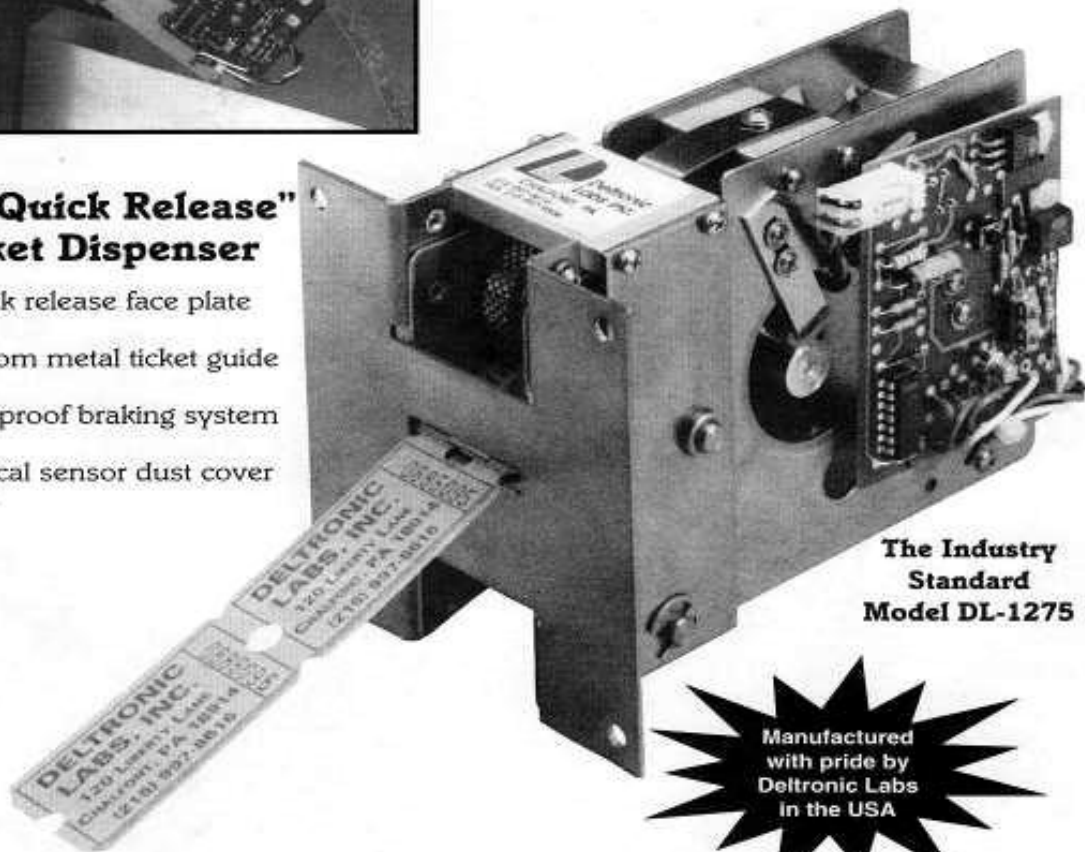
# "Quick Release" Ticket Dispenser Manual



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.**



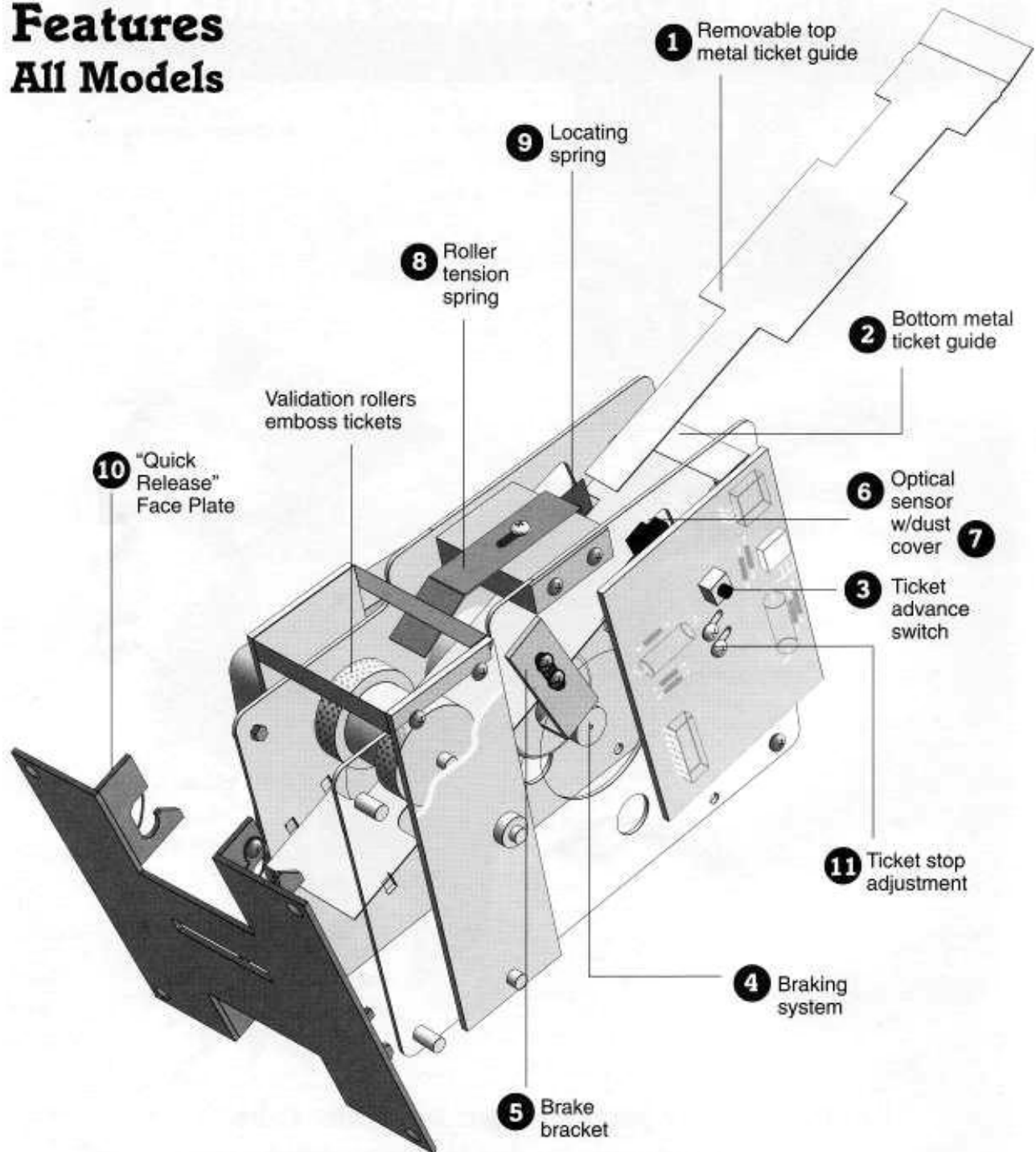
**Deltronic Labs, Inc.** 120 Liberty Lane, Chalfont, PA 18914  
215-997-8616 • FAX# 215-997-9506 • Web Site: [www.deltroniclabs.com](http://www.deltroniclabs.com)



# “Quick Release” Ticket Dispenser

## Features

### All Models



**Deltronic Labs, Inc.** 120 Liberty Lane, Chalfont, PA 18914 • 215-997-8616 • FAX# 215-997-9506 • [www.deltroniclabs.com](http://www.deltroniclabs.com)



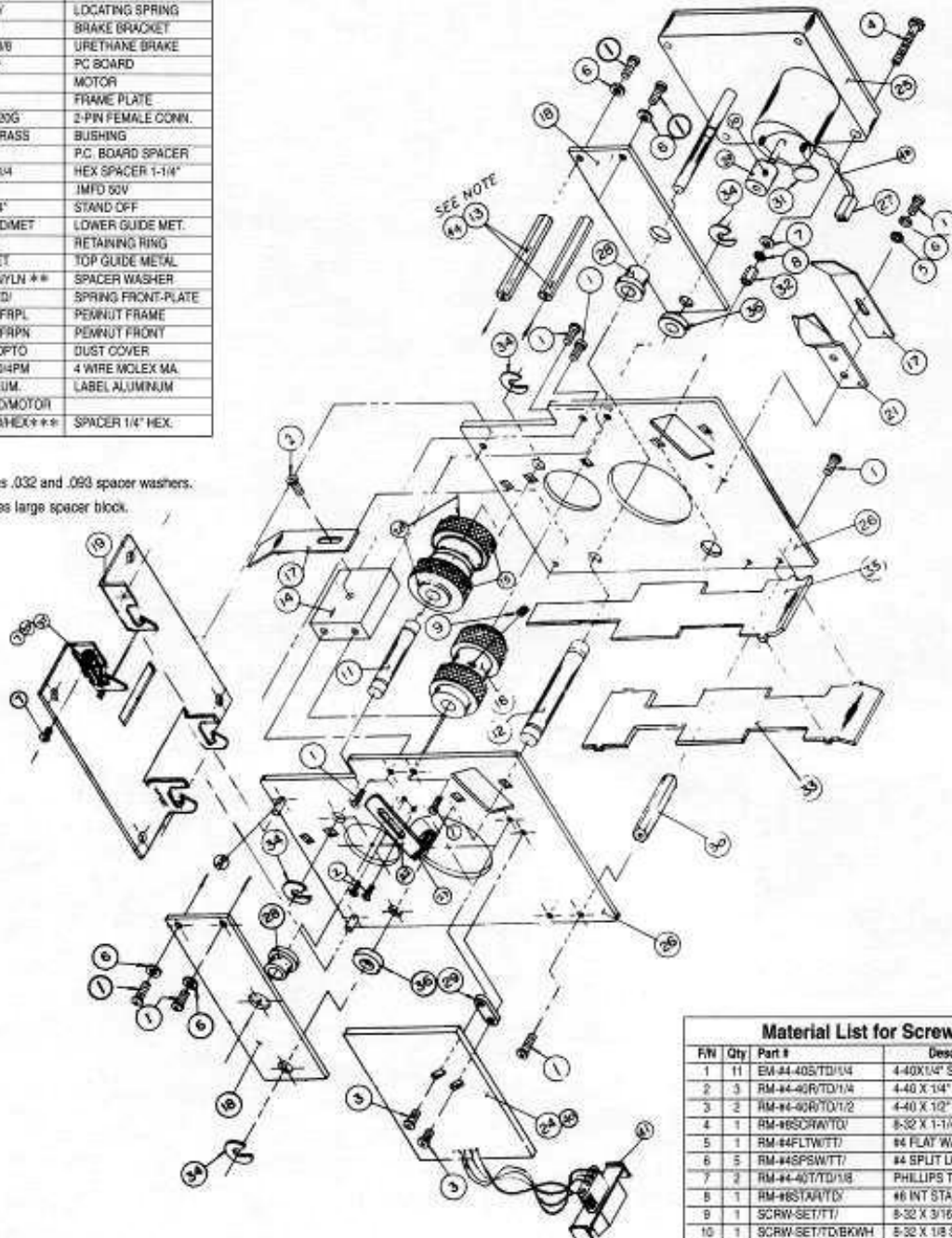
# Ticket Dispenser Assembly

Details of Parts			
F/N	Qty	Deltronic Labs P/N	Name
11	1	SHFT-IDLR/LR/TD/	IDL. ROLLER SHAFT
12	1	RM-SFTMTR/TD/	MOTOR PIVOT SHAFT
13	1	SPAC PIVB/KTD/HOL	PIVOT BRACKET SPAC
14	1	RM-SPCPB/TD/	SPACER BLOCK
15	2	RM-RLRDL/TD/VALD	IDLER ROLLER
16	1	RM-RLRDR/TD/VALD	DRIVE ROLLER
17	2	SPRG-TENSN/TD/	TENSION SPRING
18	2	RM-BKTPV/TD/	MTR PIVOT BKT.
19	1	RM-PANLFT/TD/NCPM	FRONT PANEL
20	1	RM-WHLBRK/TD/	BRAKE WHEEL
21	1	SPRG-LCAT/TD/	LOCATING SPRING
22	1	RM-BKTBRK/TD/	BRAKE BRACKET
23	1	RM-BKTLUB/TD/3/8	URETHANE BRAKE
24	1	PCBD-1275/TD/ *	P.C. BOARD
25	1	RM-MOTOR/TD/	MOTOR
26	2	RM-PLATFR/TD/	FRAME PLATE
27	1	RM-CONN2P/TE/30G	2-PIN FEMALE CONN.
28	4	BRNG-F312/TD/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/TD/50V	1MFD 50V
32	1	SPAC-HEX/TD/1/4"	STAND OFF
33	1	GUID-BOTTOM/TD/MET	LOWER GUIDE MET.
34	4	RING-E25R/TD/	RETAINING RING
35	1	GUID-TOP/TD/MET	TOP GUIDE METAL
36	2	PULY-SP212/TE/NYLN **	SPACER WASHER
37	2	SPRG-FRONT/TD/	SPRING FRONT-PLATE
38	4	RM-PEMNU/TD/FRPL	PEWNUIT FRAME
39	2	RM-PEMNU/TD/YRPN	PEWNUIT 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-PVBRK/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	RM-44-40S/TD/1/4	4-40X1/4" SCREW
2	3	RM-44-40R/TD/1/4	4-40 X 1/4" WASHER HEAD
3	2	RM-44-40R/TD/1/2	4-40 X 1/2" WASHER HEAD
4	1	RM-#6SCRW/TD/	6-32 X 1-1/4"
5	1	RM-44FLTW/TD/	#4 FLAT WASHER
6	5	RM-44SPSW/TD/	#4 SPLIT LOC. WASHER
7	2	RM-44-40T/TD/1/8	PHILLIPS TRUSSHEAD
8	1	RM-#6STAR/TD/	#6 INT STAR WASHER
9	1	SCRW-SET/TD/	6-32 X 3/16" SET SCREW
10	1	SCRW-SET/TD/BKWH	6-32 X 1/8 SET SCREW

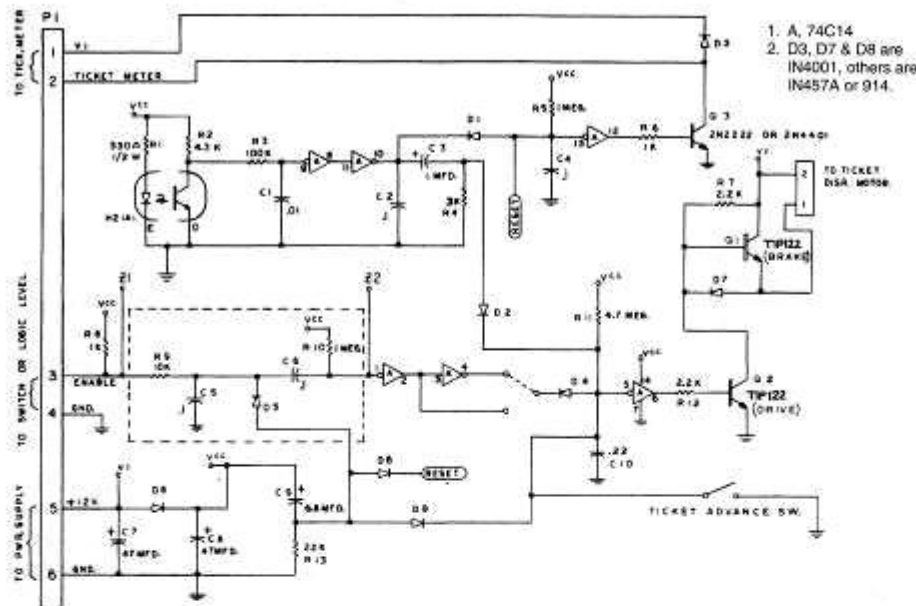






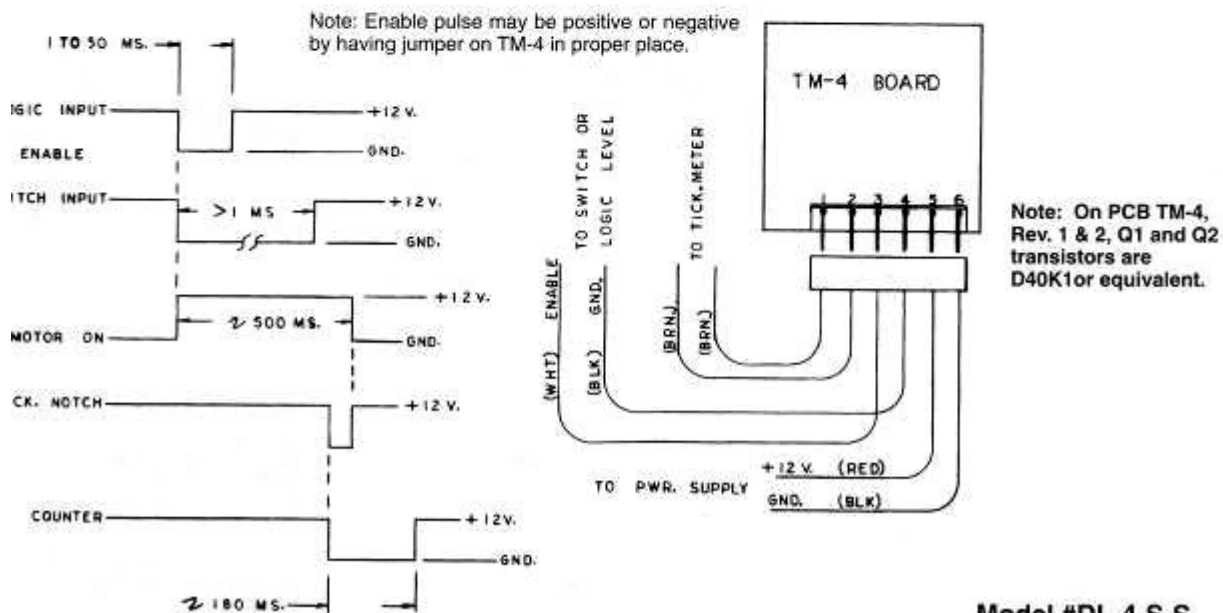
## Control Board

### 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.



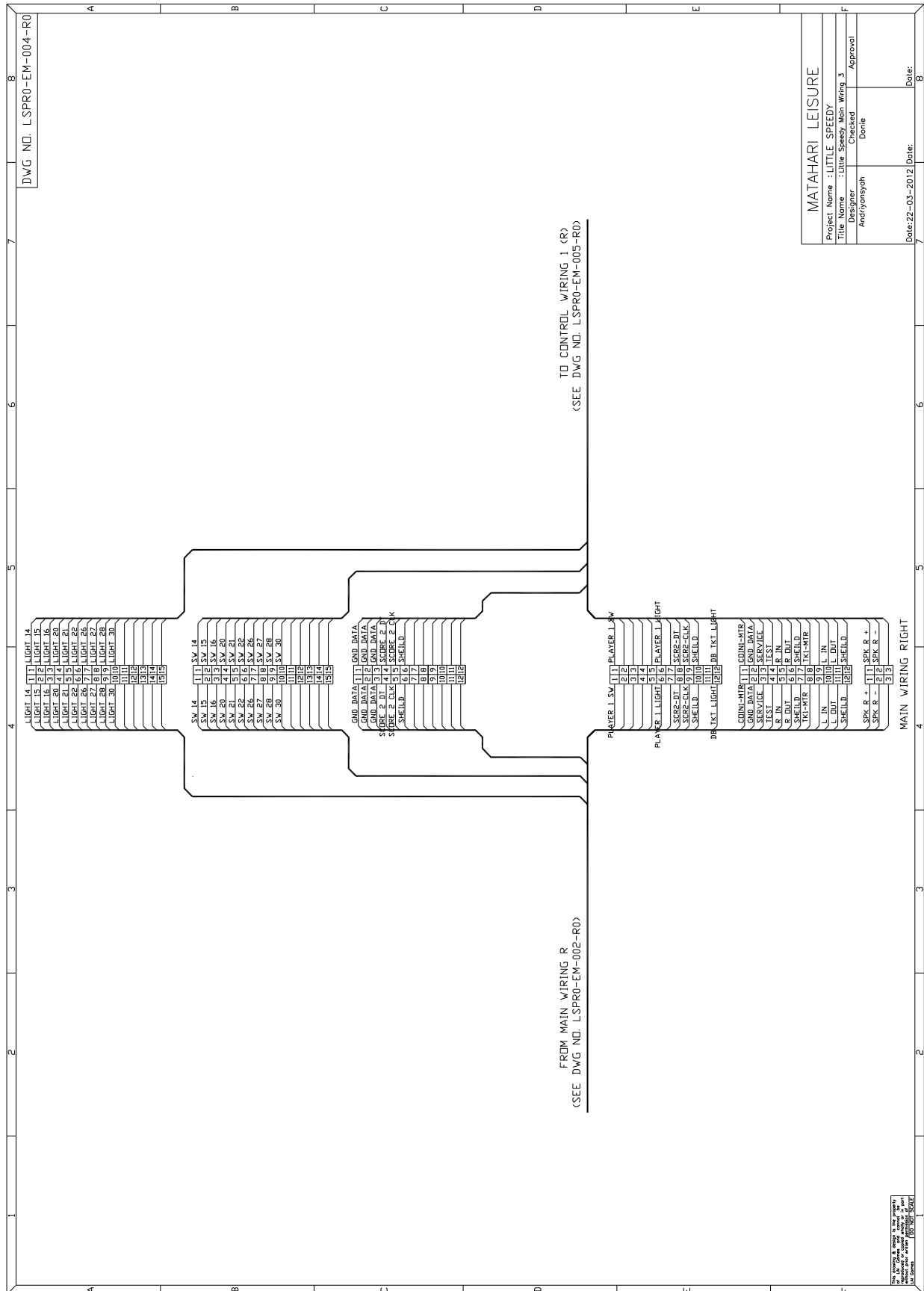
Model #DL-4-S-S  
Model #DL-4-P-S





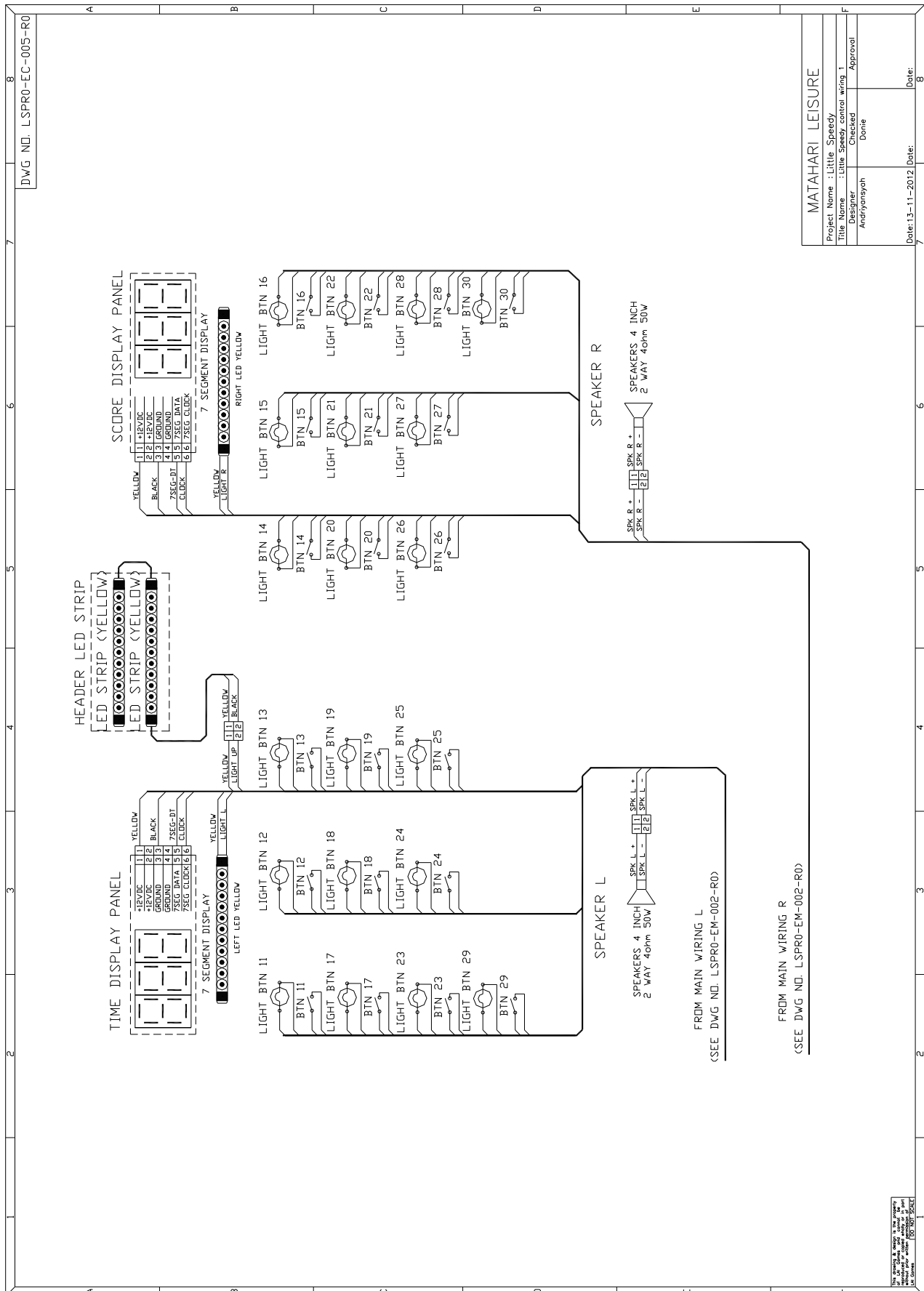


# MAIN WIRING 2 LITTLE SPEEDY





# CONTROL WIRING LITTLE SPEEDY



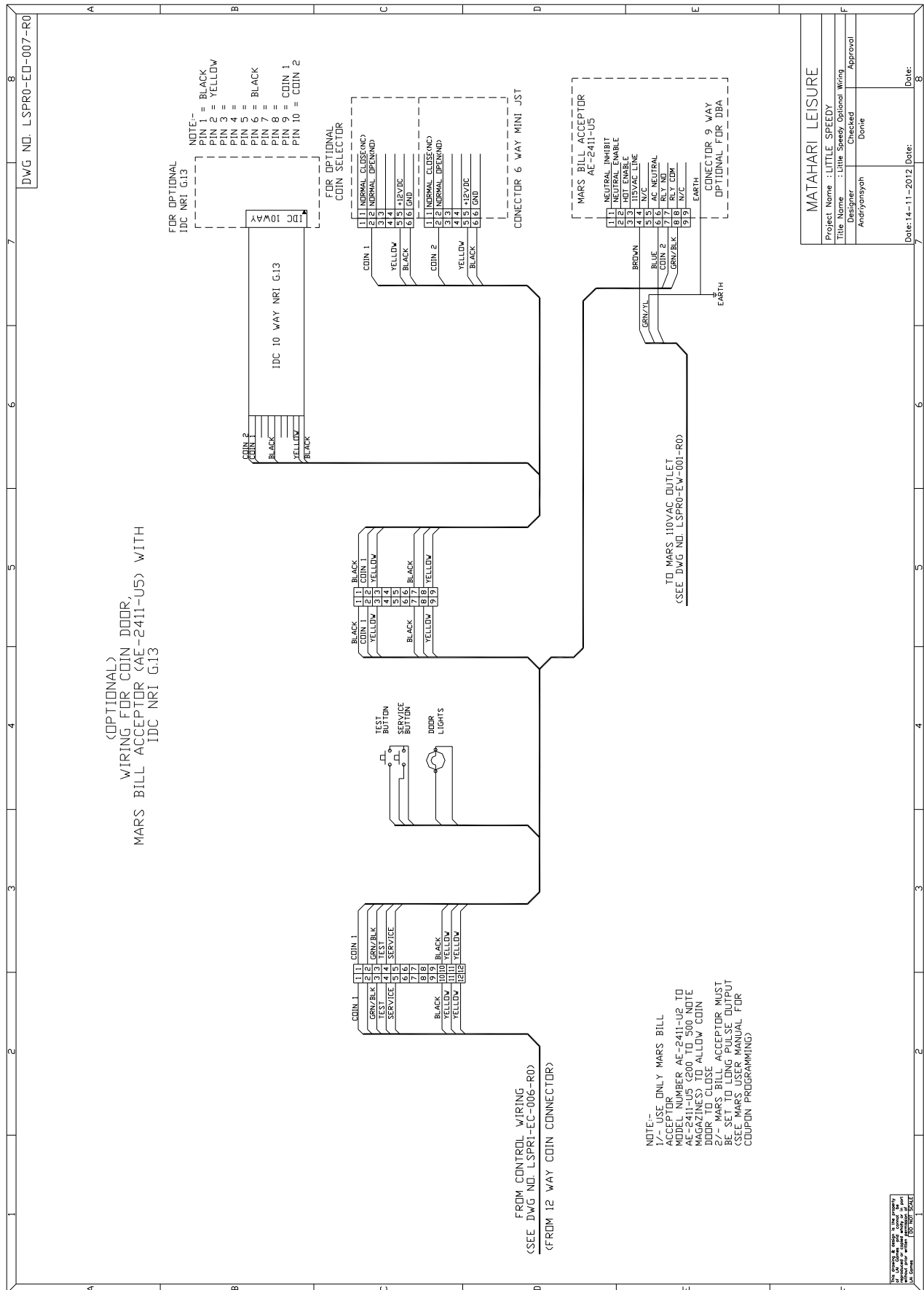








# OPTIONAL WIRING LITTLE SPEEDY



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- (b) Assembling or causing the assembly of the hardware in a manner not authorized by or disclosed in this manual;
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**LAI Games** exclusive obligation is to repair any item with any defects as a result of faulty workmanship or materials, providing the defective item or items of equipment are returned to the **LAI GAMES** distributor from which the machine was purchased.

**LAI Games** shall have no obligation to make repairs necessitated by negligence or interference to any component by any unauthorized personal. This will automatically void any existing warranty.

## IF MAKING A WARRANTY CLAIM:

- (a) A Copy of the sales invoice must accompany the claim.
- (b) To and from Transport and freight costs are not covered by the warranty.
- (c) Warranty is not transferable with the sale of a machine from one owner to another.



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