OPERATOR'S & ASSEMBLY MANUAL

V 1.3.4

ISO 9001 CERTIFIED ORGANIZATION
URS
UKAS QUALITY MANAGEMENT
043-A
ISO 9001: 2008 Cert No.17460

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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, ie. 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 ^{o}C.*

MACHINE INSTALLATION and INSPECTION

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

- ***"Squid Spies"*** is shipped from the factory in separate parts and requires assembling. Please refer to the separate ***Squid Spies Assembly Manual*** for details.

- 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.

- 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! You have just bought the ***"Squid Spies",*** another great product from LAI Games. ***"Squid Spies"*** is a thrilling ball throwing game with double points. ***"Squid Spies"*** features an impressive cabinet with colorful graphics and 3d submarine display. With a simple but exciting game play and the chance to collect double points, we feel that the ***"Squid Spies"*** will make a great addition to any location, on or off site.

I 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 ***"Squid Spies"*** is a one player, ticket redemption game, where players attempt to throw as many balls as they can into the targets to collect points. The more points they collect, the more tickets they won.

PACKAGING

DELIVERY

- 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.

*** NOTE! ***

- Squid Spies is shipped from the factory in separate parts and requires assembling.

CONTENTS

- The "***Squid Spies***" cabinet
- Keys: 2 x coin door keys
  2 x back door keys
  2 x front door keys
  2 x ticket door keys
- Operator"s manual
- Assembly manual
- IEC Power Cord (In cash box)
- Accessories (In cash box)

SPECIFICATIONS

DIMENSIONS

- Weight: 223 kg (492lb)
- Height: 2397mm (93.4")
- Width: 876mm (34-1/2")
- Length: 1841mm (72-1/2")
- Power: Maximum 400 W – (220V @ 2 A) (120V @ 3.4 A)
  Average 220 W – (220V @ 1 A) (120V @ 1.8 A)

ELECTRIC SUPPLY

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

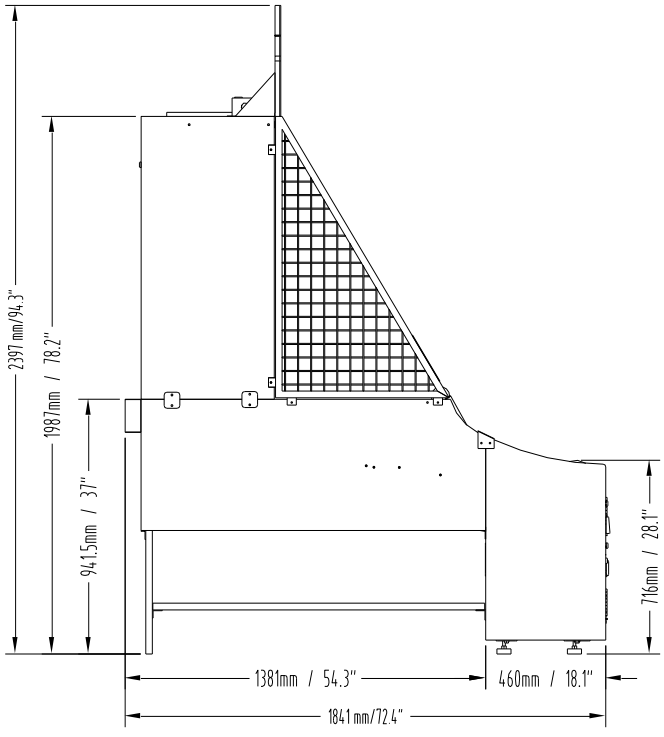
*** CAUTION! ***

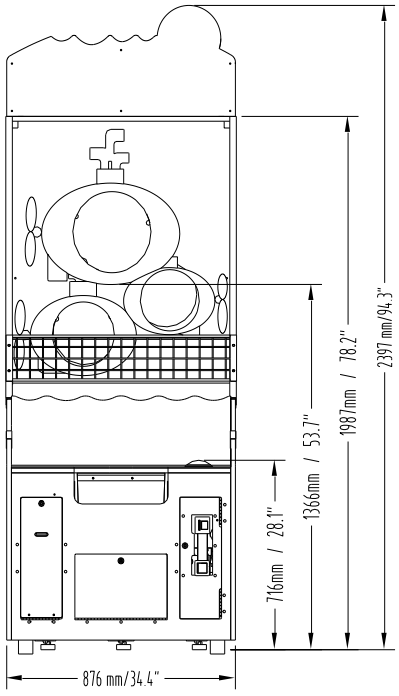
Before *switching the machine on be sure to check that it has been set on the correct voltage for your area!*

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





SQUID SPIES ASSEMBLY Quick Guide

Do's and **Don'ts** for Assembling *Squid Spies*

Do **read the** *Squid spies* **assembly manual as it will help you in the correct step by step order of assembly.**

Do take note of what size bolts are used where when assembling ***Squid Spies.***

Do **make sure that all cables are free to move and not pinched or jammed under the playfield or other parts when assembling** *Squid Spies***.**

Do **make sure that all earth point cables are connected when assembling both the Front Frames and Front Playfield Speaker Pods on** *Squid Spies.*

Don't **forget to remove the** *Squid Spies* **cables from inside the game cabinet before bolting the front playfield in place.**

Don't **forget after assembling** *Squid Spies* **to check and tighten all the bolts.**

Don't **forget to check the voltage setting of** *Squid Spies* **is set to the mains voltage for your country before applying power.**

TIPS **for Assembling** *Squid Spies*

- We recommend using two people when assembling ***Squid Spies***. While one person is able to do most of the assembly, using two people will be much easier. A stepladder will also be very handy during assembly.
- We recommend that assembling ***Squid Spies*** is best done on a level and even surface. Adjust the rubber feet on the frames to align them for easier assembly.
- We recommend when assembling ***Squid Spies*** not tightening all the bolts until all major parts are fitted. This will allow the easy alignment of holes as the frame is not held rigid.

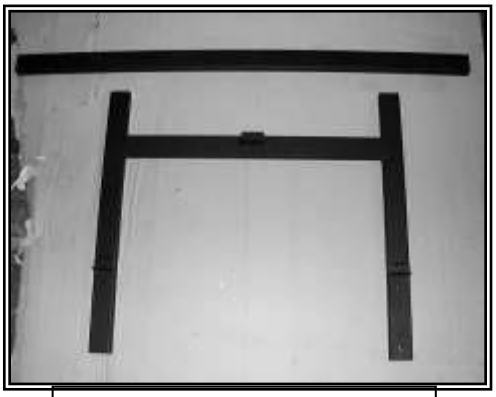
*** NOTE ***
Squid Spies uses **metric** size Nuts & Bolts throughout its construction.

SQUID SPIES ASSEMBLY INSTRUCTIONS

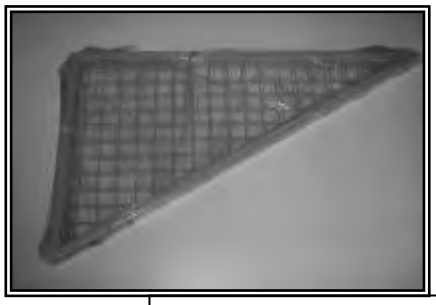
- The photograph below displays the parts and their names for you to refer to while assembling the "Squid Spies". This will assist you in locating the parts more easily.

FRONT CABINET

REAR CABINET



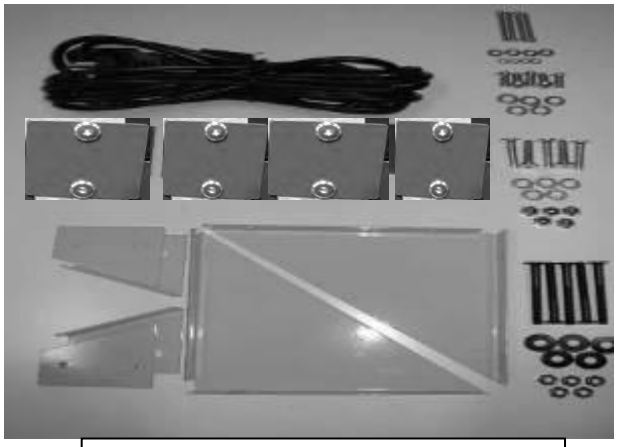
REAR CABINET LEGS & BRACES



LEFT, RIGHT, FRONT barrier MESH, and top braces

TOP HEADER

MIDDLE CABINET



HARDWARE PACKS

TOOLS REQUIRED FOR ASSEMBLY

- 1 x 4 mm Allen Key
- 1 x 3 mm Allen Key
- 1 x 150 mm Adjustable Spanner
- 1 x 13 mm Ring and Open end Spanner
- 1 x 10 mm Ring and Open end Spanner
- 1 x 8 mm Ring and Open end Spanner

One person is able to do most of the assembly, but using two people will be much easier. A stepladder will also be very handy during assembly.

Unpack the machine and be sure to check that all parts are present. As a quick reference, refer to the parts displayed on the previous page.

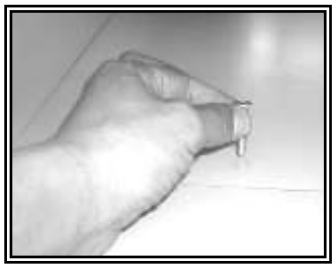
STEP ONE: Attaching Rear Cabinet Legs.

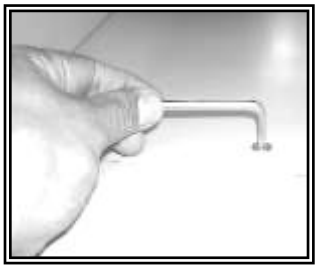
- Attach to the back of the Rear Cabinet the "H" Shaped Rear Feet Frame
- Firmly bolt the Rear Feet frame onto the Rear Cabinet using the ***four Black M6 x 60mm Knockdown bolts, four spring & flat washers and four M6 nuts** supplied.

*** Hardware found in Cashbox**

STEP TWO: Attaching Front and Rear Cabinets.

*** NOTE:** This job is easiest using two people. One on each side to move the Rear Cabinet into place.





- Position the Rear Cabinet into Place and rest on "L" Bracket attached to Front Cabinet
- Bolt the two Cabinets together from underneath using the ***two Silver M6 x 30mm bolts, washers, spring washers and nuts** supplied.
- The ***Silver M6 x 30mm Knockdown center bolt** is inserted from the topside inside the ball run

* Hardware found in Cashbox

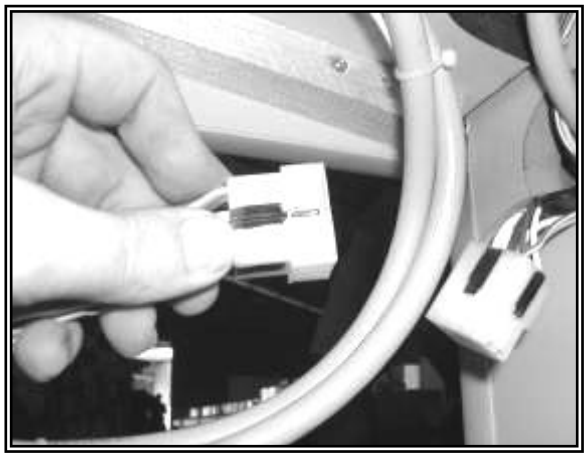
STEP THREE: Fitting Top Cabinet and Edge Cover Plates

- Attach the three halves of the Cabinet Edge Cover Plates to the machine using the ***10 Silver M6 x 30mm knockdown bolts and dome nuts** supplied.

*** NOTE:** Place the "L" shaped bracket to the Outside Edge of the Cabinet to present a smooth edge.

*** Hardware found in Cashbox**

STEP FOUR: Ball Gate and Backboard Cabling.

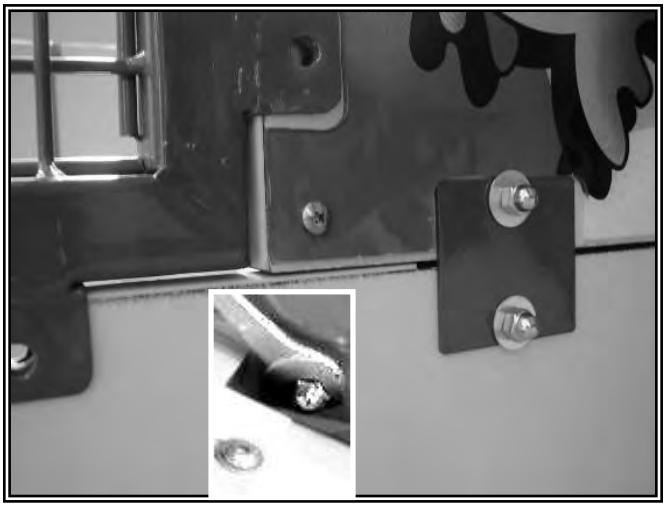


- From the Rear Cabinet are two cables, one six way Molex plug for the Ball Gate and one twelve way Molex plug for the Timing and Lights. Plug these into the two corresponding Molex socket connectors from the Front Cabinet.

- Plug the fifteen way Molex plug running from t way Molex from the Front Cabinet. Then push th back of the Front Cabinet to protect them.

*** NOTE:** Don't forget to Connect the Single Green / Yellows EARTH wire from the Front Cabinet to the Back Board

STEP FIVE: Attaching the Left & Right Side Mesh.



- Align the mounting tabs of the Left & Right Side Mesh with the holes in the Rear Cabinet and tighten firmly use the *** four Silver M6 x 30mm Knockdown bolts, Washers and Dome Nuts** provided.

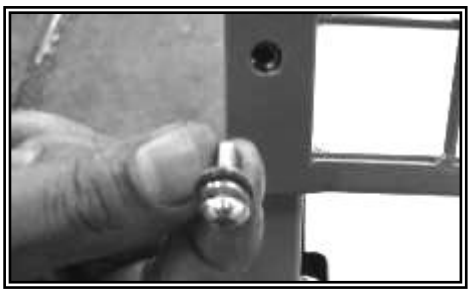
*** Hardware found in Cashbox**

STEP SIX: Attaching Front Barrier Mesh (Optional).

(**Front barrier mesh is an optional can be use to cover the ball from bouncing to the control panel or leave it open without front barrier mesh highly recommended**).

- Fit the Front Barrier Mesh between the two side mesh and bolt in place using the ***four Silver M6 x 15mm Allen Head bolt, Spring and Flat Washers**

*** Hardware found in Cashbox**



STEP SEVEN: Attaching the Backboard Cover.

*** NOTE:** It is faster with two people for this part of the assembly.

- On Backboard Connect the 4 way molex connector for Header Lamp, also connect the 15 way molex connector.
- Bolt the Backboard to the Rear Cabinet using the *** four M6 x 15 mm bolts** supplied

STEP EIGHT: Attaching Top Header.

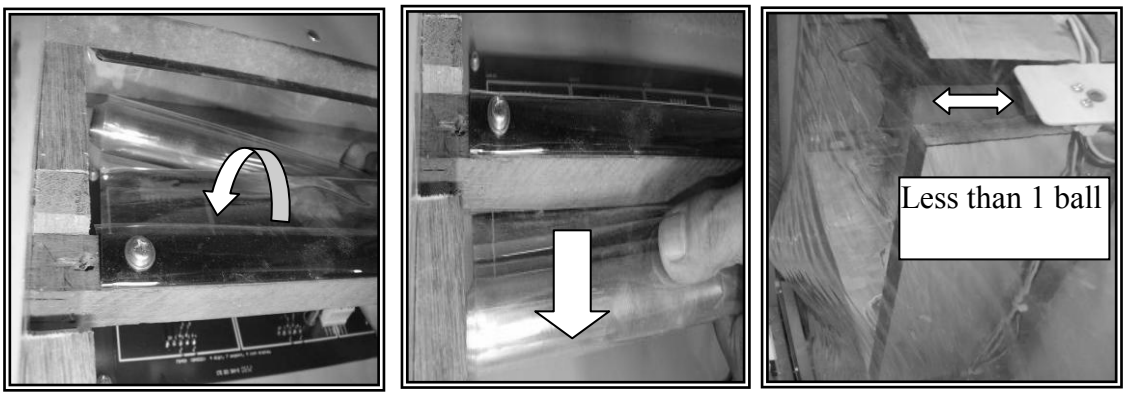
- Fit the Top Header between two side mesh and bolt in place using the ***Eight Silver M6 x 15 mm Allen head bolt, flat Washers.**

- **Hardware found in Cashbox**

*** NOTE:** The Green / Yellow EARTH cable is attached to one of the Spotlight longer mounting screws using the extra nut provided.

We strive to make sure all our machines are 100% operational when you receive them. However it has come to our attention that some of our Squid Spies are arriving on location with sensor on the playfield not working or working intermittently. This is most likely caused by plastic cover not properly install during transport we roll up the plastic cover to prevent scratch during transport. To solve this problem try the following steps.

Take off the plastic cover bracket (on the bottom) and roll the plastic up re route the plastic from inside of the wooden bar that holds plastic cover base bracket, the gap between plastic cover and ball path to sensor will less than 1 ball diameter (before it was more) as shown on picture below,



ASSEMBLY IS NOW COMPLETED.

REFER TO FOLLOWING PAGE FOR PICTURE OF COMPLETED ASSEMBLY

NOTE!
BE SURE TO CHECK AND TIGHTEN ALL ASSEMBLY BOLTS!

HOW TO PLAY

THE PLAYER'S AIM IS TO COLLECT POINTS BY THROWING THE BALLS INTO THE TARGETS

- Insert coin(s) for credit.
- Press the Start button to start the game. The ball gate will open and balls will be released to the player.
- Throw as many balls as you can into the targets in the amount of time given to collect points. Try to get the balls into the flashing targets to get double points. For each ball that went through a target, players will get 5 points. For each ball that went through a flashing target, players will get 10 points.

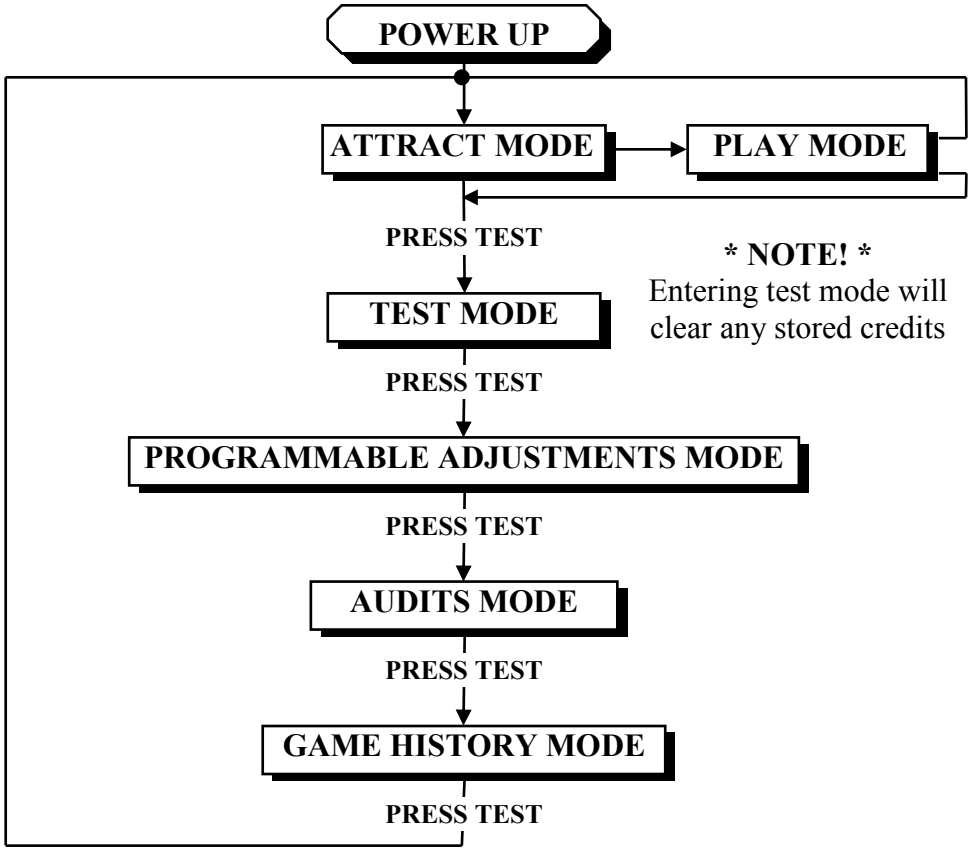
*** NOTE! ***
The maximum number of points a player can collect per play is 999. When that value is reached in a play, the score will stop incrementing.

- When the time is up, the ball gate will close and tickets will be paid according to the points collected. The exact number of points per ticket is dependant on program settings P5.

OPERATION

The ***"Squid Spies"*** has 6 operational modes: Attract mode, Play mode, Test Mode, Programmable Adjustments mode, Audits mode and Game History 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.

PLAY MODE

- The Squid Spies 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, FrE will be displayed on the 3-digit LED display.
- For a single free game, just press the Service button once. When issuing single free games in this manner, tickets will be dispensed as normal.

TEST MODE

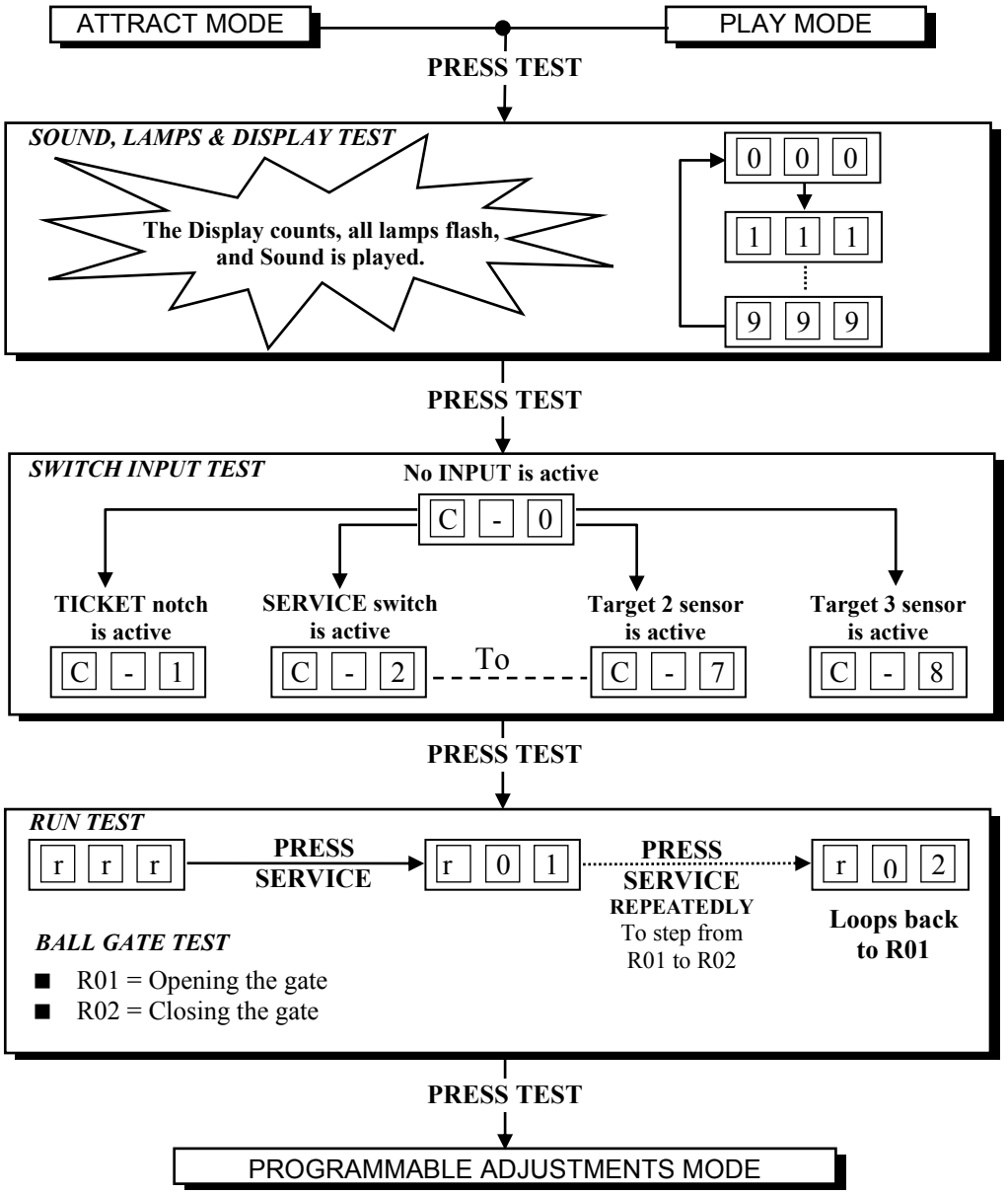
The Squid Spies Test mode has *three test configurations* allowing you to test the function of the Sound, LED & Credit Displays, the Game Switches, all game lamps, and the ball gate. *(Refer to the Test Mode Diagram on next page).*

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



SOUND, LAMPS & DISPLAY TEST

- **ENTER** The Sound, Lamp & Display test is entered from Attract mode by pressing the Test button once.

*** NOTE! ***

- If there is an active error displayed, press the red Test button once to try and clear the error.
- If the error code will not clear, it can be bypass by quickly pressing the red Test button twice.

DURING THE TEST:

- Game music will be played.
- The Time Indicator lamps will light on and off in sequence.
- The double point lamps will flash on and off.
- The Credit display will count from 000 to 999 and then repeat.
- The target lamps will light on and off in sequence.
- The Start button lamps will flash on and off.

- **EXIT** The Sound, Lamp & Display test is exited by pressing the Test button. The next test will be switch test.

SWITCH TEST

- **ENTER** The Switch Test can be entered by pressing the Test button once while in the Sound, Light & display test or by pressing the Test button twice while in Attract mode, C-X will be displayed on the 3-digit display where „XX" is a number representing the switch that is active.

- **TESTING THE GAME SWITCHES**

  All game switches have a code from C1 to C8 as tabled below. By activating any of the switches, their code will be displayed on the 3-digit display. If no switches are active then C-0 will be displayed.

CODE	DISPLAY	SWITCH FUNCTION	SWITCH LOCATION
C0	C-0	No Switch Active	-
C1	C-1	Ticket Notch is Active	Ticket Door
C2	C-2	Service Switch is Active	Service Bracket
C3	C-3	Start button is Active	Player Control panel
C4	C-4	Coin 1 Switch is Active	Coin Door
C5	C-5	Ball Gate Switch is Active	Ball Gate
C6	C-6	Target 1 sensor is Active	Rear Cabinet
C7	C-7	Target 2 sensor is Active	Rear Cabinet
C8	C-8	Target 3 sensor is Active	Rear Cabinet

Normal condition for the game is C-0, no switches are active.

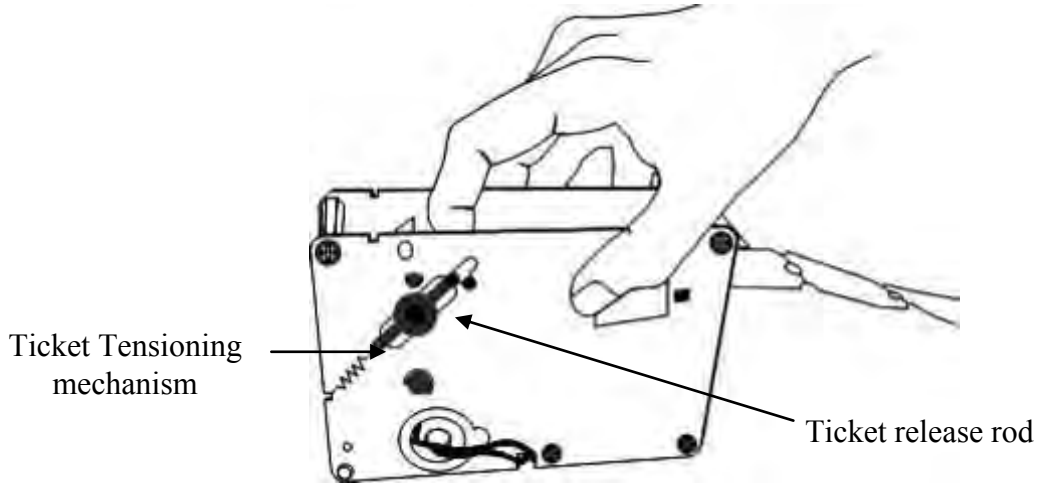
*** NOTE! ***

- Several switches can be simultaneously activated in Switch test. The display will then consecutively show their codes, indicating which switches are active. However, it is much easier to test the game switches individually.

■ **TICKET DISPENSER NOTCH**

(If optional Ticket or Capsule dispenser is fitted)

The Ticket Notch Switch (C1) can be activated or deactivated from the Ticket Feed Button on the Ticket Dispenser PCB or by manually pushing the tickets from the ticket holder through the dispenser after pulling the ticket release rod upwards



*** NOTE! ***

■ For more information on the servicing and testing the ticket or Capsule dispenser please look at the Dispenser Reference guide. (Only supplied if Optional Kit is fitted)

■ **EXIT** The Switch Test is exited into Run Test Mode by pressing the Test Button once.

RUN TEST

■ **ENTER** The Run Test can be entered by pressing the Test button once while in the Switch Test or by pressing the Test button three times while in Attract mode, [r][r][r] will be displayed on the 3-digit display.

■ **SELECT** The Service button is pressed once to start the run test mode. The credit display will show [r][0][1], opening ball gate. The Service button is then pressed again to close the gate, showing [r][0][2] on the 3-digit display.

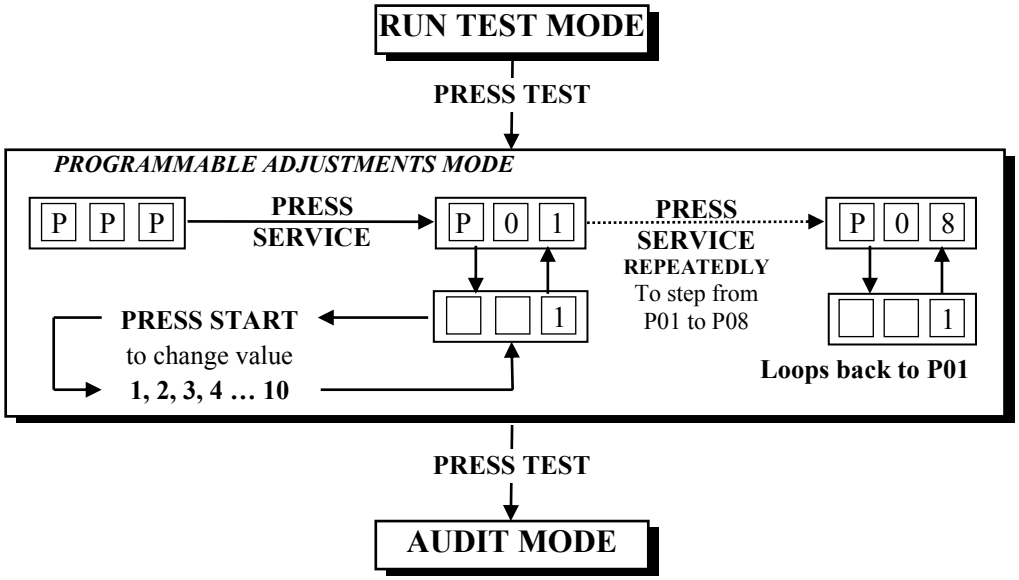
■ **EXIT** The Run Test is exited into Programmable Adjustments Mode by pressing the Test button once.

PROGRAMMABLE ADJUSTMENTS MODE

The Squid Spies has eight programmable adjustments that can be changed in this mode. They are P01 to P08 and their codes and values are displayed alternatively during the adjustment procedure.

Example: Code **P01** *(Number of Coins Mech 1)* is displayed as P01 and its value of **1** as □□1 on the 3-digit display.

PROGRAMMABLE ADJUSTMENTS MODE DIAGRAM



PROGRAMMABLE ADJUSTMENTS PROCEDURE

■ **ENTER** The Programmable Adjustments Mode can be entered by pressing the Test button once while in the Run Test or by pressing the Test button four times while in Attract mode, PPP will be displayed on the 3-digit credit display.

■ **SELECT** The green Service button is pressed to step through each of the adjustment configurations, starting from the PPP display, P01 being the first step, continuing through to P08, and then looping again from P01 to P08 until the mode is exited.

■ **CHANGE** The Start button is pressed to change the displayed value. The value can only be stepped up by using the Start button, but the value will loop back to its minimum value the next step after its max value.

*** NOTE! ***

■ Certain program adjustments have a fast adjustment feature. By holding the Start button down, the values step through quicker.

■ **EXIT** The Programmable Adjustments mode is exited into Audits mode, by pressing the Test button once.

PROGRAMMABLE ADJUSTMENTS QUICK REFERENCE TABLE (V 1.3.4)

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
P01	1 – 10	1, 2, 3…10	1	Coin Slot 1 – Coins / Credit
P02	1 – 10	1, 2, 3…10	1	Coin Slot 1 – Games / Credit
P03	ON or OFF	ON or OFF	ON	Attract Mode Sound
P04	20s – 90s	20, 21, 22, …90	45	Game Duration
P05	5 – 10	5, 6,7 …10	5	Number of Points / Ticket
P06	0 – 10	0, 1, 2 …10	6	Minimum Tickets payout
P07	OFF, P06 – 10	OFF, P06, …10	12	Maximum Tickets payout
P08	1 – 5	1, 2, 3…5	1	Flashing Target Reposition Time
P09	ON – OFF	ON,OFF	ON	Ticket Option
P10	0 – 5 s	0,1,2,3….20 s	0	Ball gate time out

PROGRAMMABLE ADJUSTMENTS DETAILED

- **P01 = COIN MECH 1: NUMBER OF COINS PER CREDIT**
  (Default 01) (Adjustable 1 – 10)

  This sets the *number of coins* that need to be inserted into coin mechanism 1, for each credit. It can be set to either of 1, 2, 3… to 10 coins for one credit.

- **P02 = COIN MECH 1: NUMBER of 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 to either of 1, 2, 3… to 10 plays for each credit.

- **P03 = ATTRACT MODE 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 it is not being played. The music will cycle approximately every 3 minutes.

- **P04 = GAME DURATION**
  (Default 45s) (Adjustable 20s – 90s)

  This variable sets the *number of seconds* the game can be played per play. It is adjustable from 20s to 90s per play.

- **P05 = NUMBER OF POINTS PER TICKET**
  (Default 5) (Adjustable 5 – 10)

  This setting sets the *number of points* a player must collect to win ONE ticket. The adjustment values are from 5 to 10.

- **P06 = MINIMUM TICKETS PAYOUT**
  (Default 6) (Adjustable 0 – 10)

  This variable sets the *minimum number of tickets* the machine dispenses per play, regardless to how many points a player has collected. It is adjustable from 0 to 10.

■ P07 = MAXIMUM TICKETS PAYOUT

(Default 12) (Adjustable OFF, P06 – 100)

This adjusts the *maximum number of tickets* paid out per play, regardless to how many points a player has collected. The minimum value of this setting is the value of program setting P06. When sets to OFF, the machine will have no maximum value for dispensing tickets and will dispense tickets according to the points a player has collected and program setting P05.

*** NOTE! ***

- The maximum number of points a player can collect per play is 999. When that value is reached in a play, the score will stop incrementing.
- If P06 is set to 0, then the minimum value of P07 is 1.

■ P08 = FLASHING TARGET REPOSITION TIME

(Default 1) (Adjustable 1 – 5)

This adjusts *how long a target is flashing* before the flashing moves to another targets. The value of 1 is the longest (approx. 3 seconds), while 5 is the shortest (approx. 0.25 seconds). In the last ten seconds of a play, all three targets will flash.

■ P09 = TICKET OPTION

(Default ON) (Adjustable OFF – ON)

This adjusts *how the ticket is dispense* the default set to ON this mean machine will able to dispense ticket, when set to OFF machine will not be able to dispense any ticket at all.

■ P10 = BALL GATE TIME OUT

(Default 0) (Adjustable 0 – 20 s)

This adjust *how the ball gate time out closest before the end of a game* the default set to 0 this mean machine will close the gate at the end of a game, the value of 1s is the shortest gate closest and the longest is 20 s before the game ends.

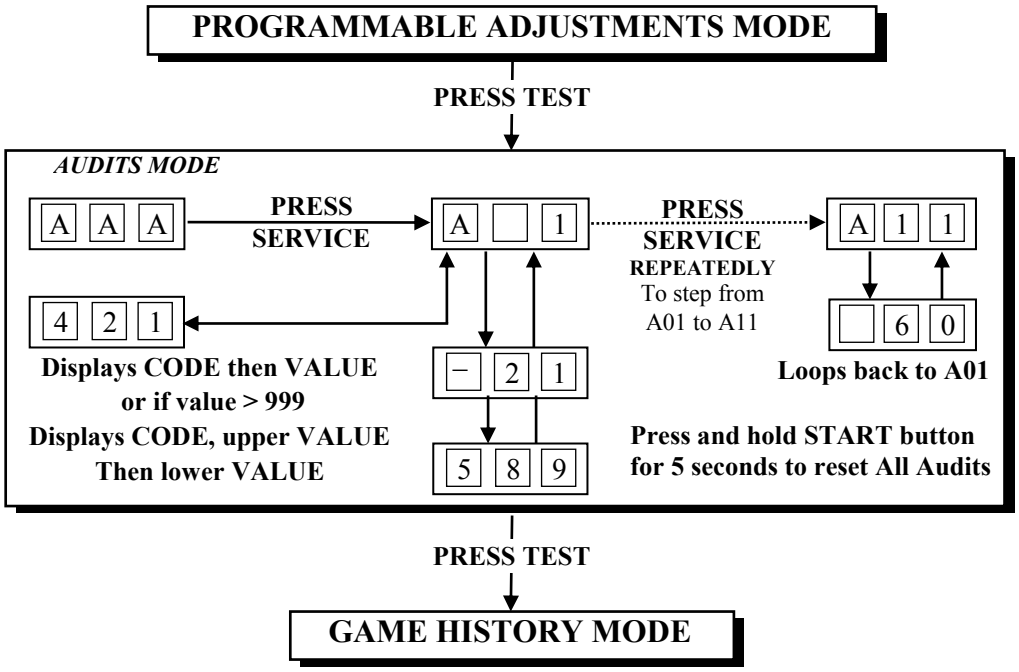
AUDITS MODE

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.

The Squid Spies has eleven Audits that can be viewed in this mode. They are A01 to A11 and their codes and values are displayed alternatively during the Audit Mode.

Example: Code **A01** will be displayed as [A][ ][1] and a value of **421** as [4][2][1] on the 3-digit display.
Or it will display large values like **21589** as [-][2][1] and [5][8][9] on the 3-digit display.

AUDITS MODE DIAGRAM



*** NOTE! ***

- For Audit values that are greater than 999 the audits" values will be displayed in two steps.
- The first number, which is displayed as [-][2][1], has leading dash symbols (-). The number displayed here must be multiplied by 1,000 and added to the second value.
- The second value is displayed as [5][8][9], which has no 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] will be displayed on the 3-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] display, A01 being the first step, continuing through to A11, and then looping again from A01 to A11 until the mode is exited.

■ **RESET** The entire set of user audits can be reset during any of the audit configurations, by holding the Start 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 A01, 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.

AUDITS QUICK REFERENCE TABLE

CODE	DISPLAY	AUDIT FUNCTION
A01	A-1	Total Number of Games Played
A02	A-2	Total Coins in Coin Mechanism 1
A03	A-3	Total Number of Service Credits
A04	A-4	Total Number of Balls Exit Through Target 1 (Flashing)
A05	A-5	Total Number of Balls Exit Through Target 1 (Not Flashing)
A06	A-6	Total Number of Balls Exit Through Target 2 (Flashing)
A07	A-7	Total Number of Balls Exit Through Target 2 (Not Flashing)
A08	A-8	Total Number of Balls Exit Through Target 3 (Flashing)
A09	A-9	Total Number of Balls Exit Through Target 3 (Not Flashing)
A10	A10	Total Number of Ball Gate Errors (Err4)
A11	A11	Total Number of Target Sensor Errors (Err5)

AUDITS DETAILED

■ A01 = TOTAL NUMBER OF GAMES PLAYED

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

*** NOTE! ***

- **ALL** Audits will **STOP INCREMENTING** when the "Total Number of Games Played", audit A01, 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.

■ A02 = TOTAL COINS IN COIN MECHANISM 1

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

■ A03 = 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.

■ A04 = TOTAL NUMBER OF BALLS EXIT THROUGH TARGET 1 (FLASHING)

This Audit displays the *total number of exiting balls passed through target 1* as the target flashed.

■ A05 = TOTAL NUMBER OF BALLS EXIT THROUGH TARGET 1 (NOT FLASHING)

This Audit displays the *total number of exiting balls passed through target 1* when the target is not flashing.

■ A06 = TOTAL NUMBER OF BALLS EXIT THROUGH TARGET 2 (FLASHING)

This Audit displays the *total number of exiting balls passed through target 2* as the target flashed.

■ A07 = TOTAL NUMBER OF BALLS EXIT THROUGH TARGET 2 (NOT FLASHING)

This Audit displays the *total number of exiting balls passed through target 2* when the target is not flashing.

■ A08 = TOTAL NUMBER OF BALLS EXIT THROUGH TARGET 3 (FLASHING)

This Audit displays the *total number of exiting balls passed through target 3* as the target flashed.

■ A09 = TOTAL NUMBER OF BALLS EXIT THROUGH TARGET 3 (NOT FLASHING)

This Audit displays the *total number of exiting balls passed through target 3* when the target is not flashing.

■ A10 = TOTAL NUMBER OF BALL GATE ERRORS (ERR4)

This Audit displays the *total number of ball gate errors (ERR4)* occurred since the audits were last cleared.

■ A11 = TOTAL NUMBER OF TARGET SENSOR ERRORS (ERR5)

This Audit displays the *total number of target sensor errors (ERR5)* occurred since the audits were last cleared.

*** NOTE! ***

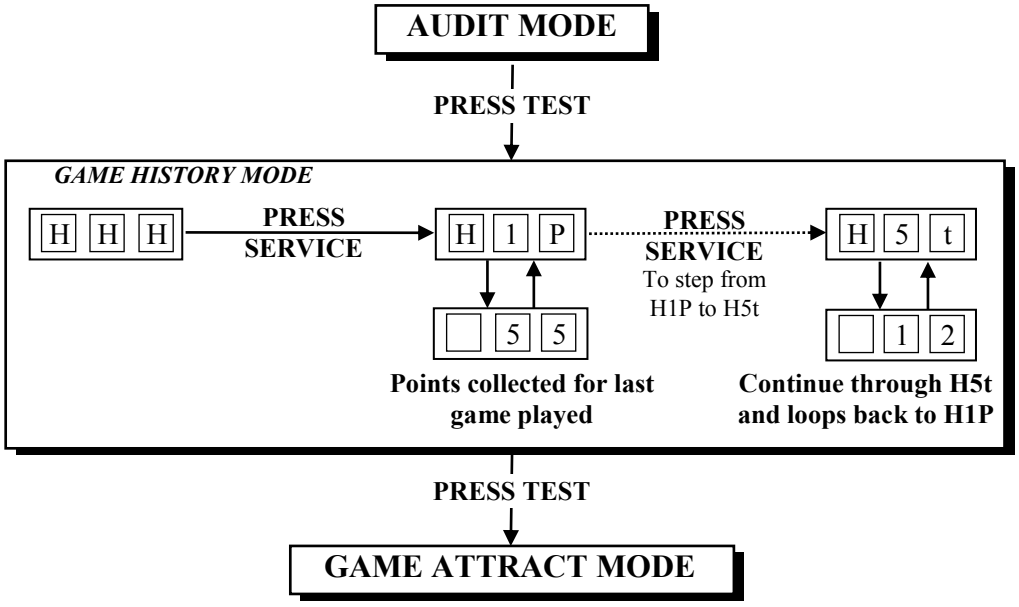
■ LAI Games Customer Support may request from the operator the values of these Manufacturers audits, to help with any service issues.

GAME HISTORY MODE

By using the Game History Mode the operator can view the results of the last five games played. This enables the operator to verify player"s win results.

Example: The diagram below shows the game history for the very last game and 5th last game played. **H1P** displays the points collected by player for the very last game played. **H5t** shows the number of tickets paid out for the 5th last game played.

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 3-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] will be displayed on the 3-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] display, H1P being the first step, continuing through to H5t, and then looping again from H1P to H5t 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
H1P	[H][1][P]	Number of Points for Very Last Game Played
H1t	[H][1][t]	Number of Tickets for Very Last Game Played
H2P	[H][2][P]	Number of Points for 2nd Last Game Played
H2t	[H][2][t]	Number of Tickets for 2nd Last Game Played
H3P	[H][3][P]	Number of Points for 3rd Last Game Played
H3t	[H][3][t]	Number of Tickets for 3rd Last Game Played
H4P	[H][4][P]	Number of Points for 4th Last Game Played
H4t	[H][4][t]	Number of Tickets for 4th Last Game Played
H5P	[H][5][P]	Number of Points for 5th Last Game Played
H5t	[H][5][t]	Number of Tickets for 5th Last Game Played

ERRORS AND TROUBLESHOOTING

If the microprocessor detects any problems with the operation of the game, an Error will be displayed on the 3-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 Err X, where „X“ is the error number, listed as follows:

ERROR CODE QUICK REFERENCE TABLE

CODE	ERROR DESCRIPTION	SOLUTION
Err1	TICKET DISPENSE ERROR Jammed tickets, no tickets or no ticket notch pulse for longer than 3 seconds.	Clear ticket dispenser jam or replenish tickets. After this, push Test button once to clear error.
Err2	COIN INPUT ERROR No coin switches are active for more than 5 seconds	Check coin switches for coin jam and clear the jam. Use the Switch Test mode to check coin switches. Adjust, and/or replace if necessary.
Err3	EEPROM ERROR Problem with on-board EEPROM	The main MCU is getting errors reading the EEPROM (24C16 IC on MCU).
Err4	BALL GATE ERROR Ball gate switch is not properly closed	Check ball gate switch for jam and clear the jam. Use Switch Test to check gate switch. Press Test button to clear the error and close the gate.
Err5	TARGET SENSOR BLOCKED Target sensor are blocked for longer than 3 seconds	Clear Blockage from between target sensors or test sensor using Switch Test.

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.

■ Err1 – TICKET ERROR

This error usually occurs if the game has run out of tickets or there is a ticket/capsule jam. A less common reason is if the game PCB tries to dispense tickets/capsules but doesn‟t get a notch pulse for approximately three seconds. Use the Switch Test and test the notch pulse by passing a ticket in and out of the notch sensor or manually activating the micro-switch on the capsule dispenser, an active notch will be display as **C1**, If the game was out of tickets, replace the tickets, clear the ticket/capsule jam and then push the test button once to clear the error. The game will then payout any owed tickets/capsules.

■ Err2 – COIN INPUT ERROR

This error occurs if one of the coin switches is closed for more than 5 seconds. The problem can be a coin stuck in the coin switch path or the coin switch is out of adjustment or faulty. Enter Switch Test mode to check the coin mechanisms.

■ Err3 – EEPROM ERROR

This Error is only displayed in test mode and means that the CPU cannot read the EEPROM, or is receiving errors during communication with the EEPROM (The 24C16 IC on the main MCU PCB). This could cause problems with the game audits and program settings. The first thing to do is trying to switch ON and OFF the machine in at least 2 cycles, if message still appear than replace the EEPROM IC Atmel 24C16 on the CPU PCB with the new EEPROM, If still Error massage, this could be a problems with the game audits and program. If this error occurs, send your main MCU PCB to the nearest authorized LAI games dealer for repair.

■ Err4 – BALL GATE ERROR

This error occurs if the ball gate switch is not properly closed after a game is played. Enter Switch Test mode to check the ball gate switch. If **C5** is displayed, then the switch is not closed. The problem can be something obstructing the gate/gate switch from closing. Check for ball gate jam and clear the jam.

■ Err5 – TARGET SENSOR BLOCKED

This error usually occurs if the target sensor is blocked or a ball is jammed in the ball exit, blocking the infrared beam of the target sensor for longer then 3 seconds. The sensor can be tested using the switch test, If the sensor is blocked **C6**, **C7**, or **C8** will be displayed in this test (depends on the target). Clear what ever is blocking the sensor and the error will clear itself. If you cannot find anything blocking the sensor, there could be faulty infrared sensors. The sensor PCB‟s should be returned to your nearest LAI Games distributor for repair.

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.

- **MCU POWER FUSE (1 x 1.5 AMP FAST BLOW, M205 TYPE)**
  This fuse is for the power supply to the MCU PCB.

- **MCU CONTROL FUSES (2 x 5 AMP FAST BLOW, M205 TYPE)**
  These fuses are for the DC transistor drivers on the MCU PCB.

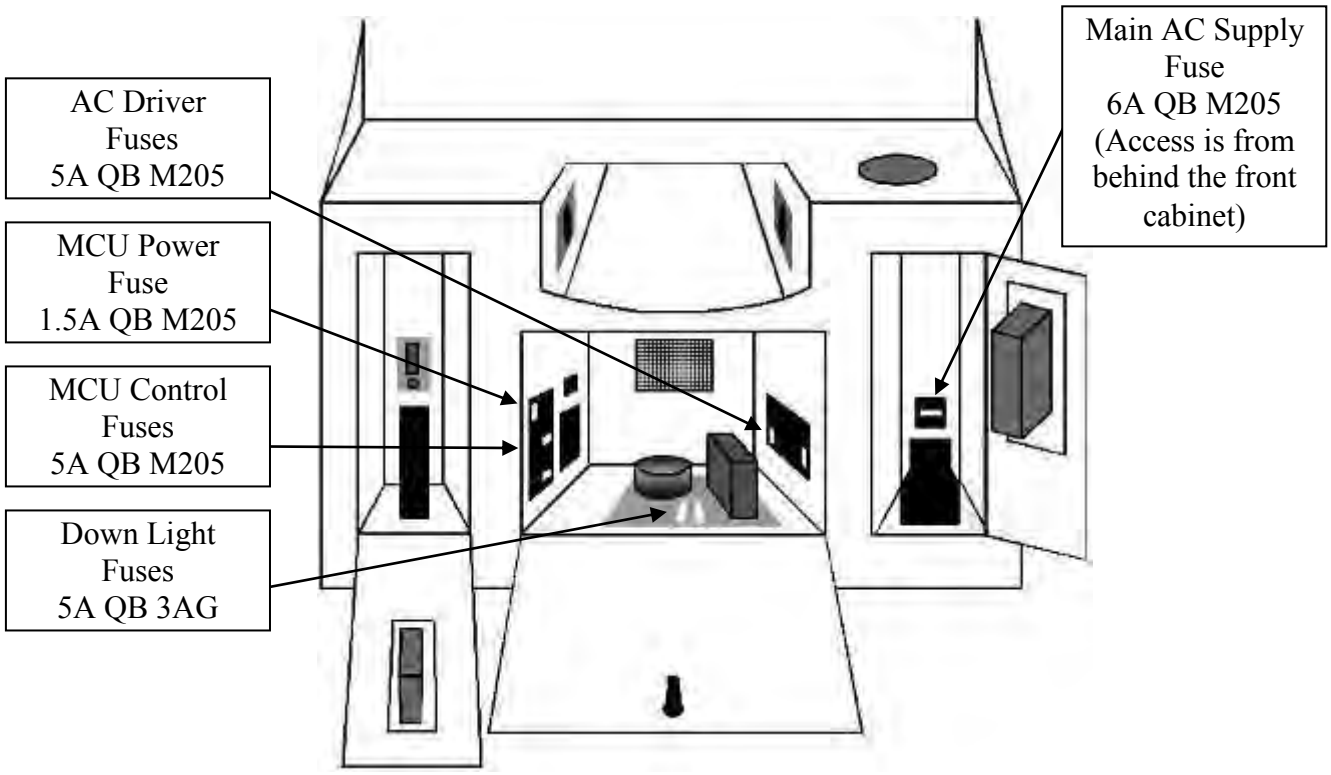
- **DOWN LIGHT FUSES (2 x 5 AMP FAST BLOW, 3AG TYPE)**
  These fuses are for the two 12VAC 20W Down Light Lamps.

- **AC DRIVER FUSES (2 x 5 AMP FAST BLOW, M205 TYPE)**
  These fuses are for target, double points, and time lamps.

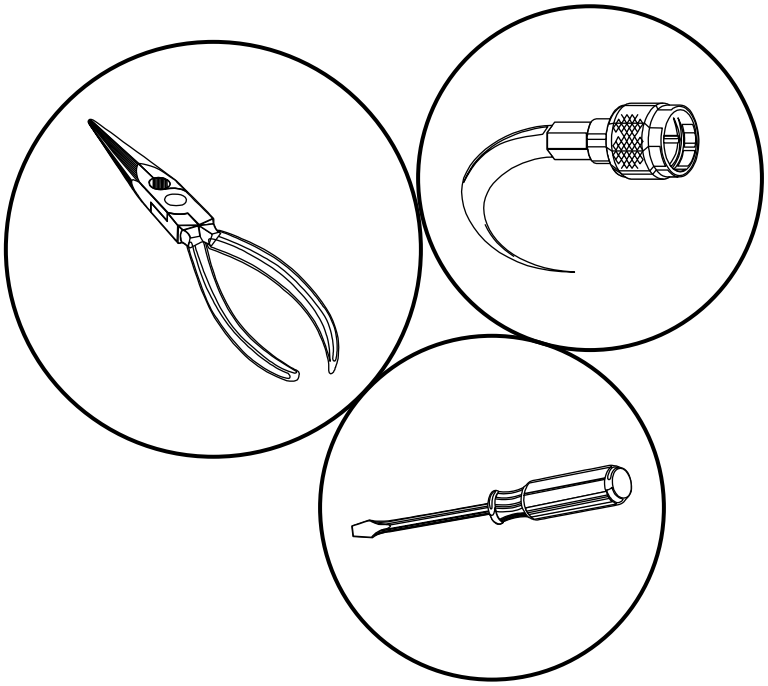
*** CAUTION! ***
Do Not *use any fuse that does not meet the specified rating.*

FUSE LOCATION DIAGRAM

All fuses are located in front cabinet



SECTION A: SERVICE INSTRUCTIONS



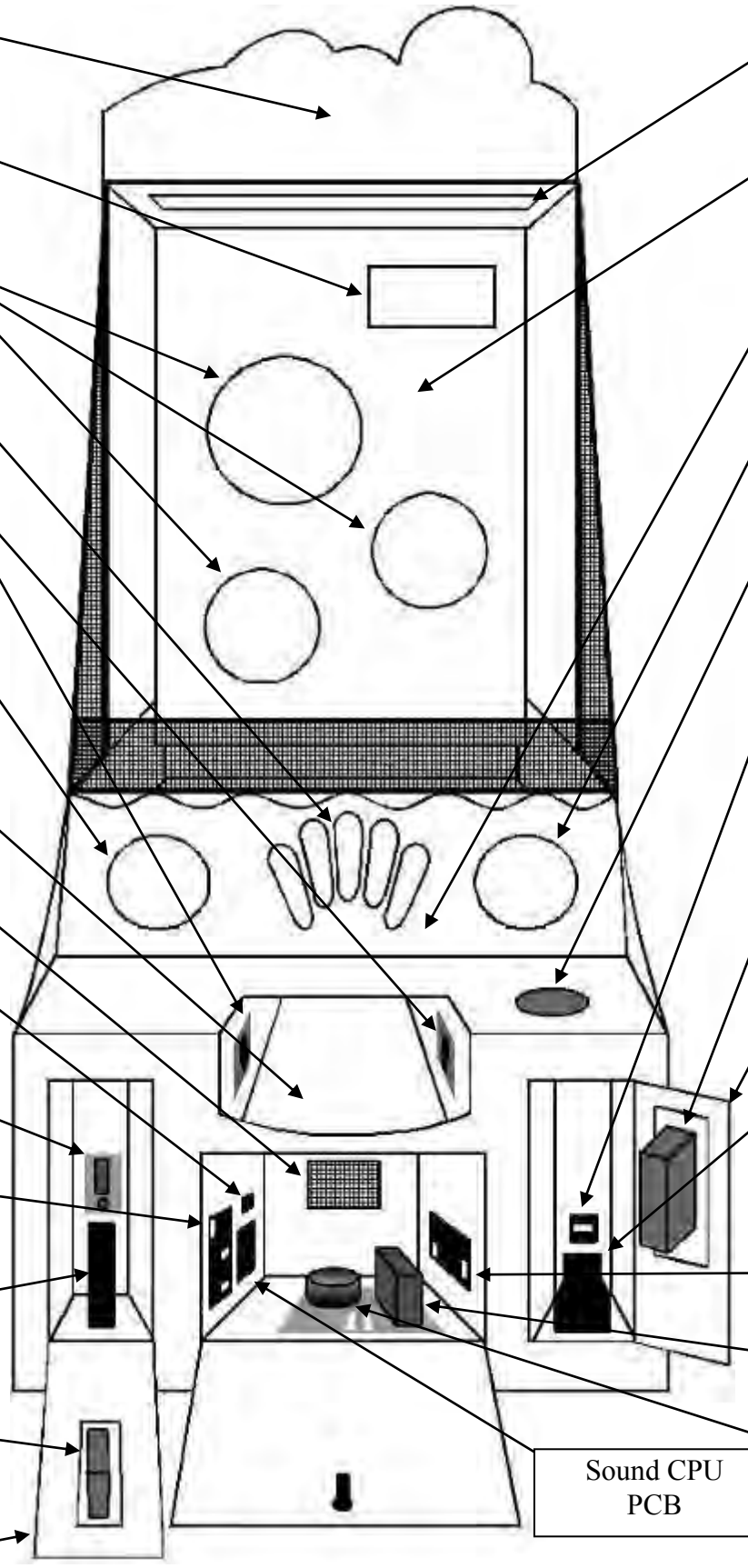
BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine

A

LOCATING AND ACCESSING PARTS

PARTS LOCATION DIAGRAM

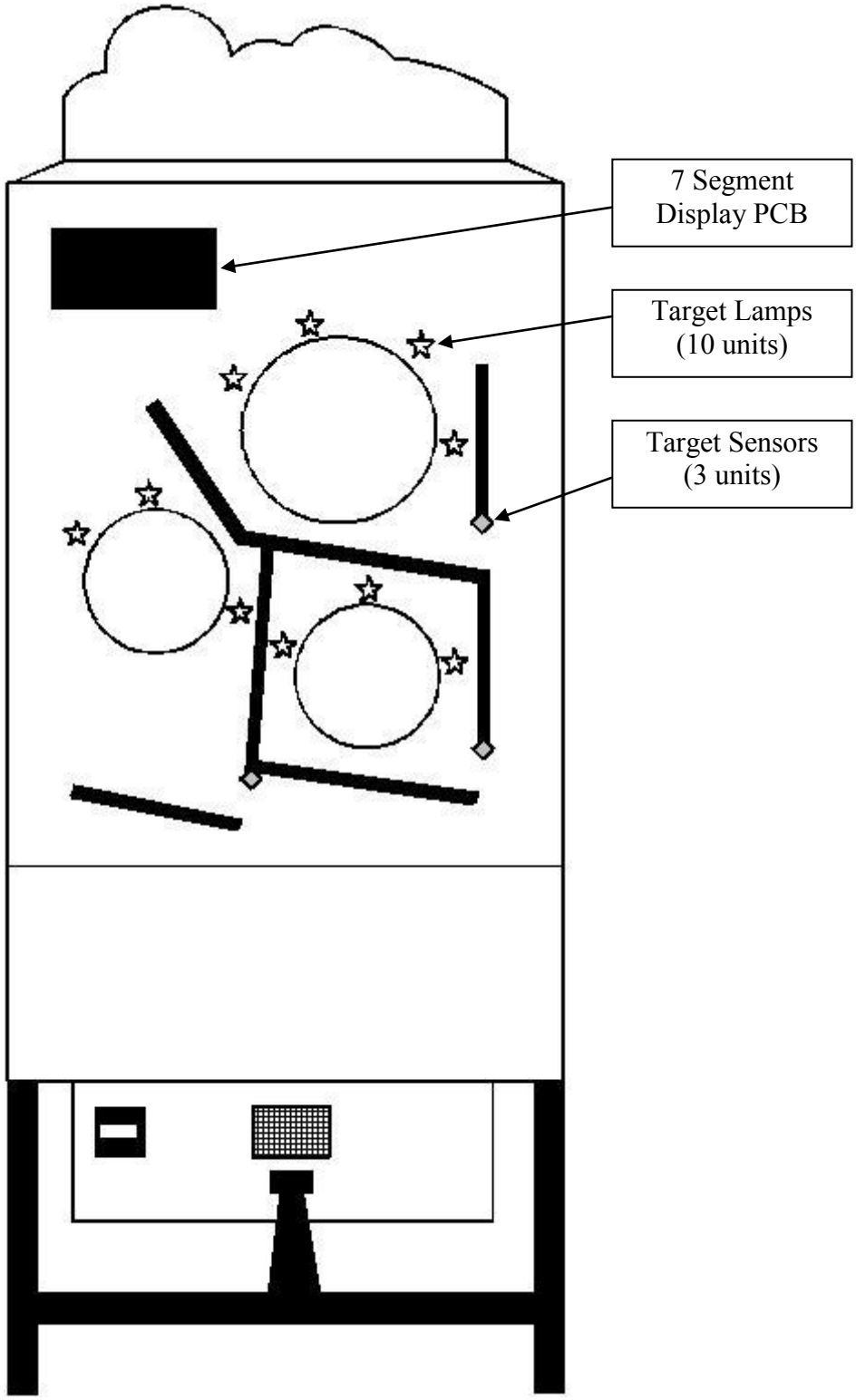
As viewed from front



Cabinet Header
3-Digit Display
Ball Targets
Time Indicator
Speakers (2 units)
Double Points Indicator
Ball Through
Ventilation (Access is from behind)
Amplifier PCB
Ballast & Starter
Main MCU PCB
Ticket Holder
Ticket Mechanism
Ticket Door
Playfield Display Lamps
Playfield
Ball Gate (Inside)
Double Points Indicator
Start Button
Power Inlet (IEC) (Access is from behind)
Coin Mechanism
Coin Door
Service Bracket/Cash Box Housing
16 Channel AC Driver PCB
+12VDC Power Supply
Downlight Transformer
Sound CPU PCB

PARTS LOCATION DIAGRAM Cont.

As viewed from rear



PARTS DESCRIPTION

■ COIN MECHANISM

The coin mechanism is located inside the coin door located to the right on the front of the machine.

■ CASH BOX

The cash box is located inside the coin door. Access is from the front of the machine.

■ TICKET MECHANISM

The ticket mechanism is located inside the ticket door located to the left on the front of the machine.

■ SPEAKERS

Two speakers are located to the front of the cabinet inside the ball receiving through. Access is through the ticket and coin doors.

■ GAME CONTROLS

Located in the center of the front cabinet. The control panel can be accessed through the coin door.

START BUTTON: The Start button is the large red round illuminated button located at the right-hand side of the control panel. This button is used to start a game and for test and program adjustments.

■ SERVICE CONTROLS

Located on the service panel mounted on top of the cash box and accessed through 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.

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 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 fuse information.*

7-SEG DISPLAY

There is a 3-digit display located on the playfield. Access is through the back of the cabinet.

PCB's

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

POWER SUPPLY

The power supply is located at the front of the cabinet and is accessed from the front door. It is a 12V 13A switching power supply.

DOWN LIGHT TRANSFORMER

The down light transformer is located at the front of the cabinet and is accessed from the front door. It is 2 x 12VAC 5A supply output.

TARGET SENSORS

All three target sensors are located at the back of the cabinet. Access is from the back door.

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.

TARGET LAMPS

The target lamps are all bayonet 12VR10W. Each target has three target lamps. Access is from the rear of the machine.

DOUBLE POINT LAMPS

The double point lamps are all 12V/DC GE906 and can be accessed from the playfield.

TIME INDICATOR LAMPS

The time indicator lamps are all 12V/DC GE906 and can be accessed from the playfield.

PLAYFIELD DISPLAY LAMPS

There is one standard F18T8 18W fluorescent tube for the playfield display. Access is from the top of the machine.

*** 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.

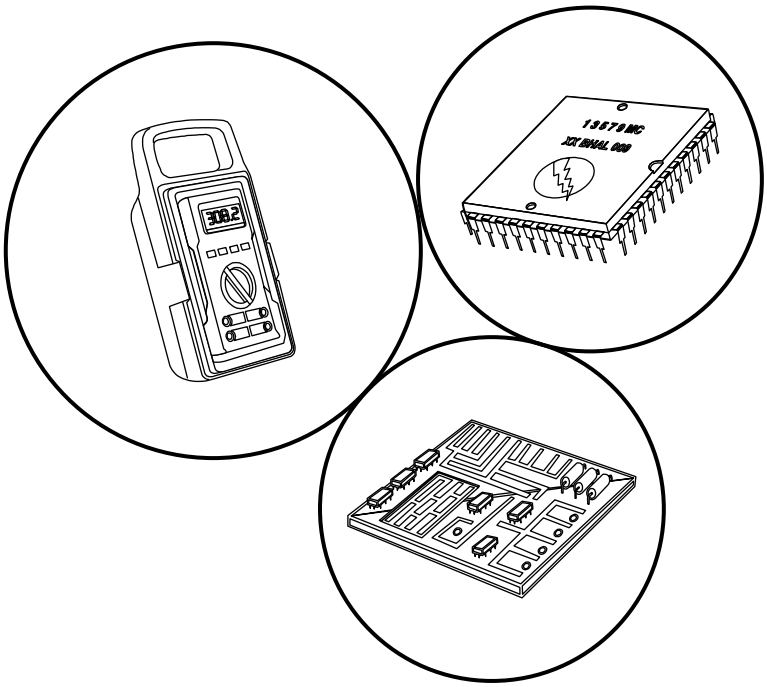
*** WARNING! ***

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



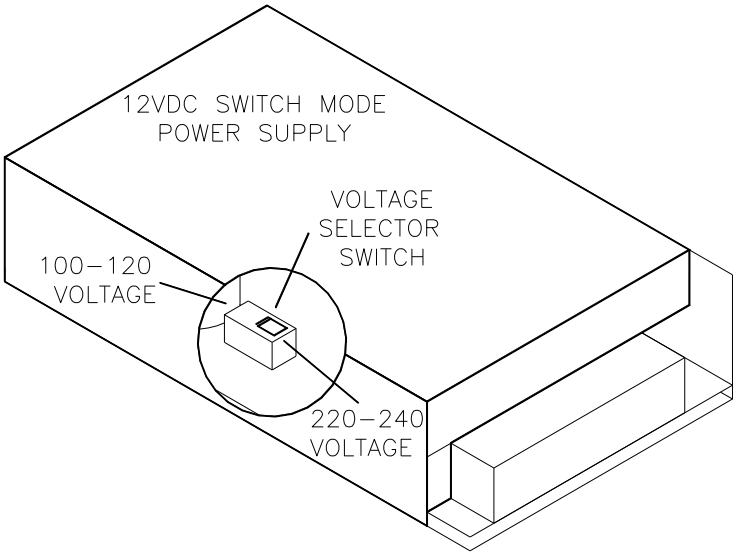
It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

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)

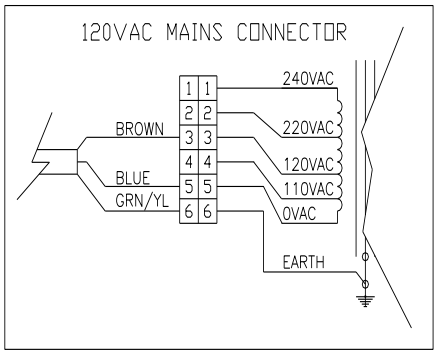


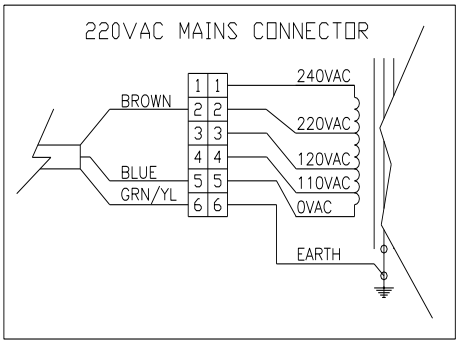
■ TRANSFORMER CONNECTORS

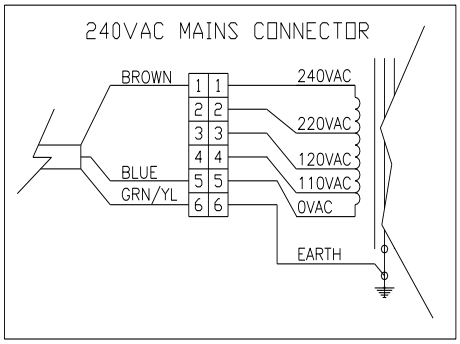
Locate the machine transformer(s) in the base of the cabinet. If unsure of the location of the transformer(s), refer to Parts location diagram on page 34 of this manual. Change the position of the „ACTIVE" or „HOT WIRE" input, (marked brown on the diagram), to the position for the desired mains voltage. (See Diagram Below)

6 WAY CONNECTOR PINOUT

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

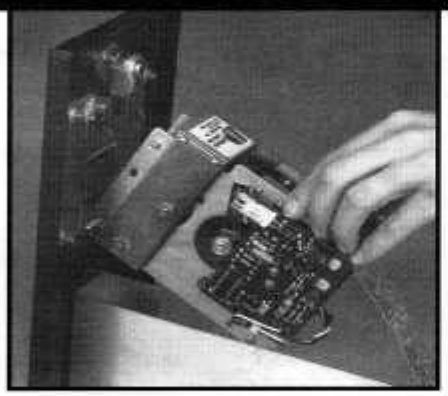






TICKET DISPENSER REFERENCE GUIDE

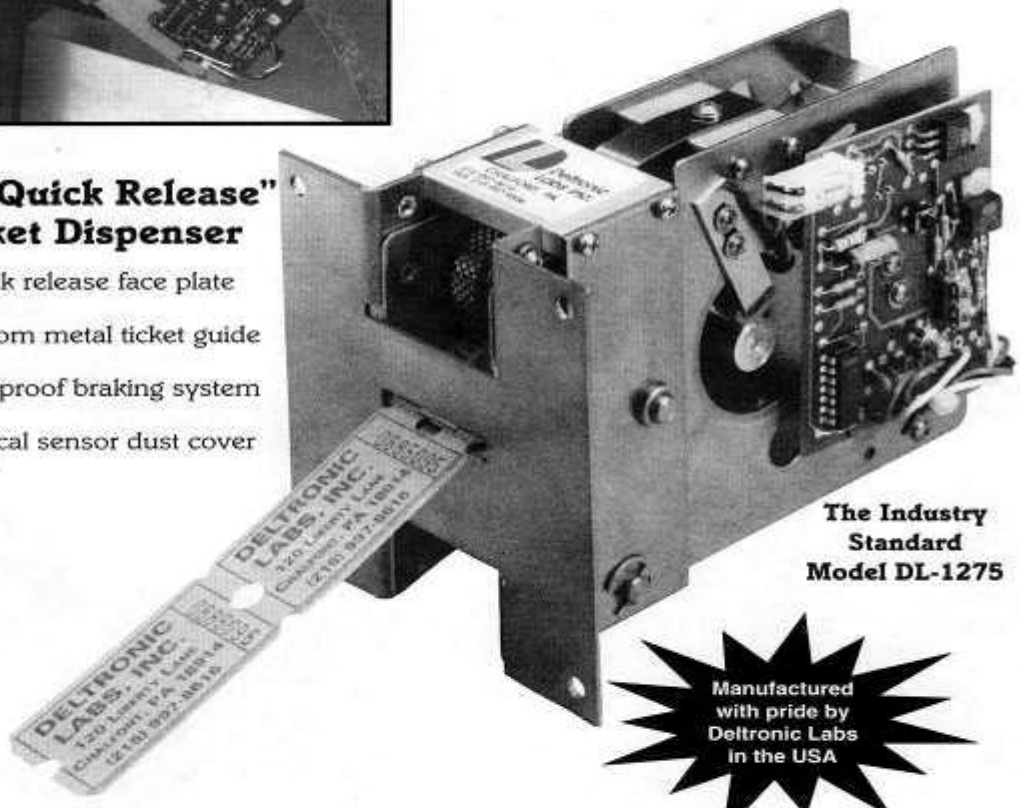
"Quick Release" Ticket Dispenser Manual



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.

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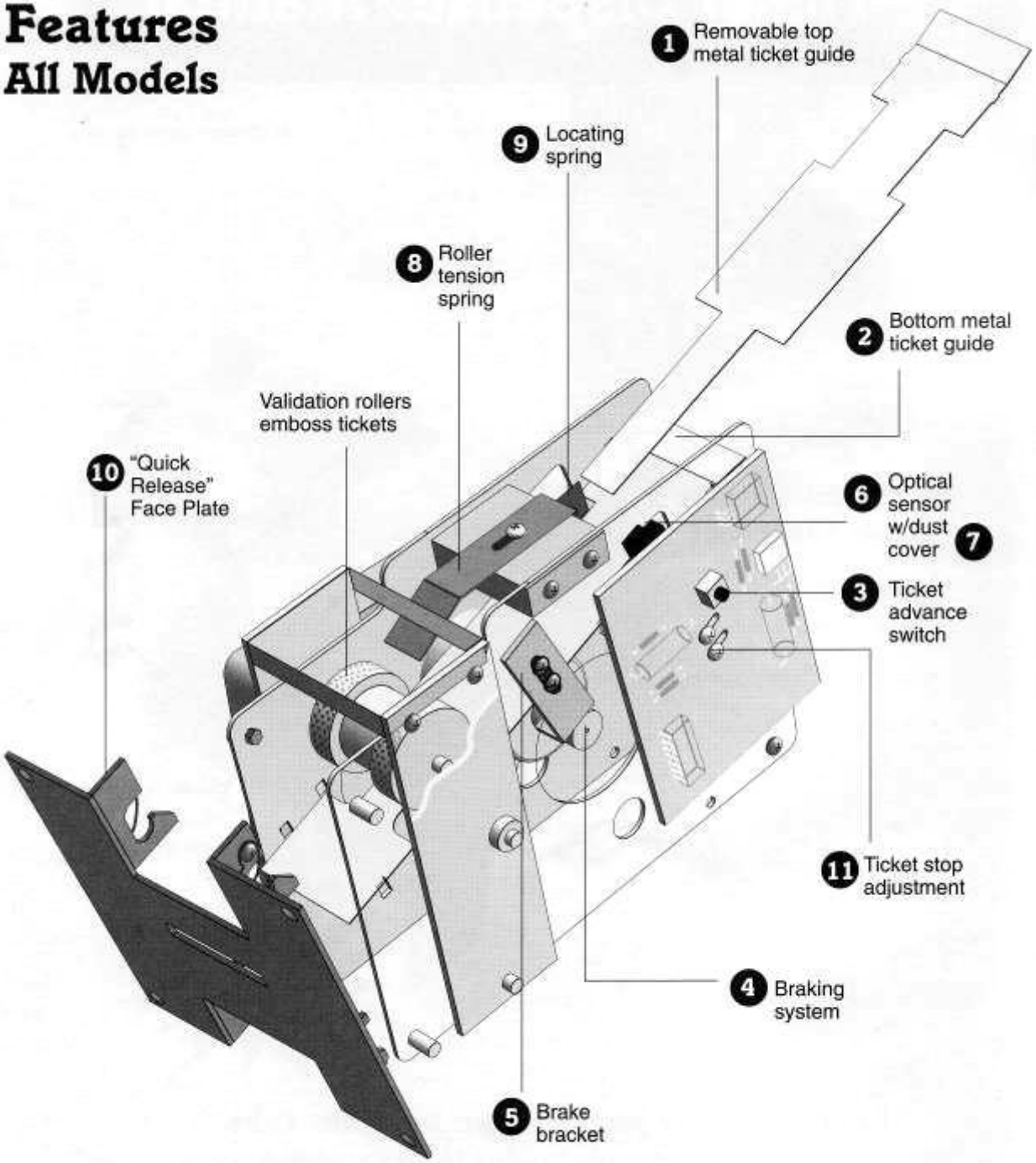
"Quick Release" Ticket Dispenser Features
All Models



Deltronic Labs, Inc. 120 Liberty Lane, Chalfont, PA 18914 • 215-997-8616 • FAX# 215-997-9506 • www.deltroniclabs.com

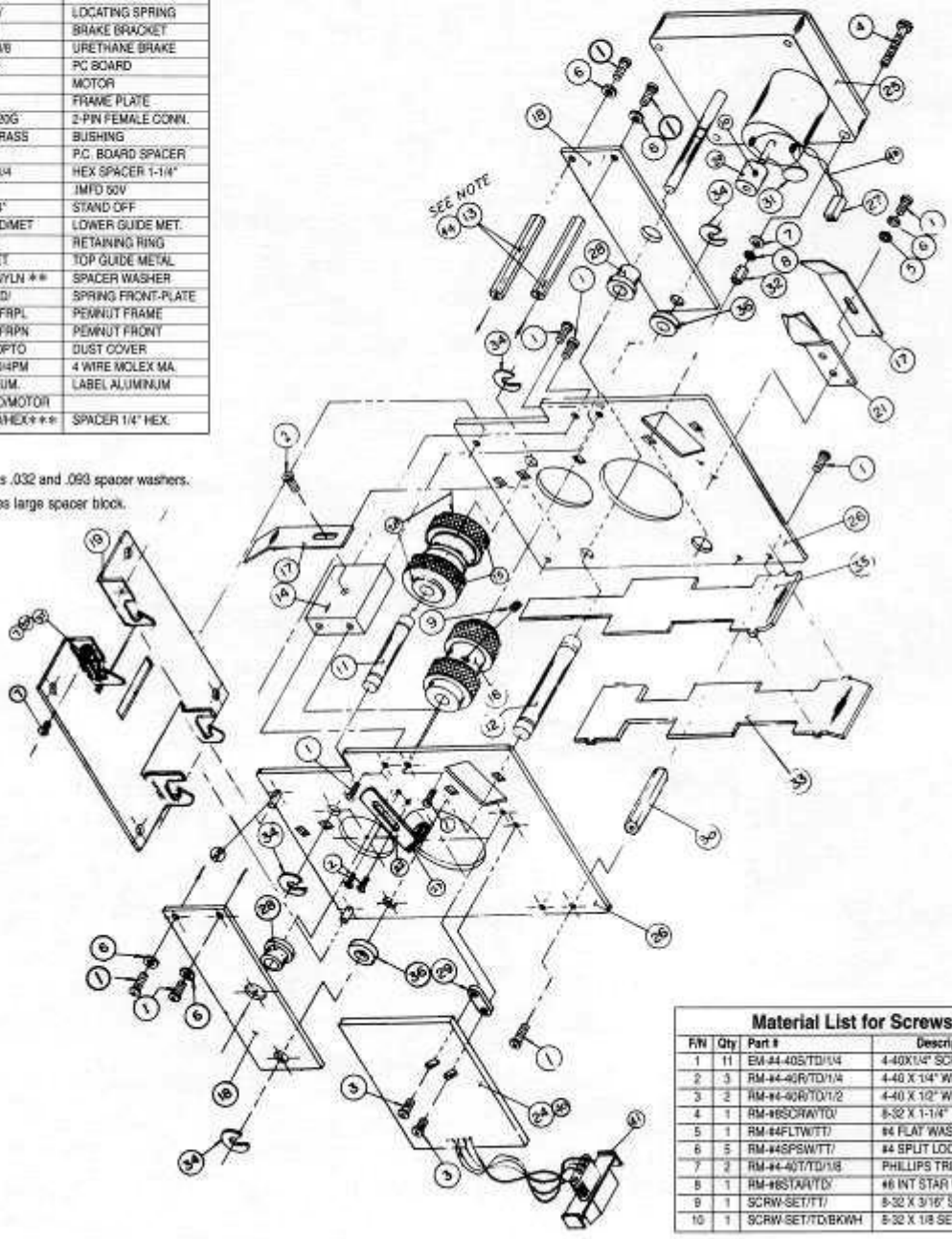
Ticket Dispenser Assembly

Details of Parts			
F/N	Qty	Deltronic Labs P/N	Name
11	1	SHFT-IDLRLR/TD/	IDL. ROLLER SHAFT
12	1	RM-SFTMTR/TD/	MOTOR PIVOT SHAFT
13	1	SPAC PIVBLK/TD/4HOL	PIVOT BRACKET SPAC
14	1	RM-SPCPB/TD/	SPACER BLOCK
15	2	RM-RLRIDL/TD/VALD	IDLER ROLLER
16	1	RM-RLRDRV/TD/VALD	DRIVE ROLLER
17	2	SPRG-TENSN/TD/	TENSION SPRING
18	2	RM-BKTPVT/TD	MTR PIVOT BKT.
19	1	RM-PANLFT/TD/NOPM	FRONT PANEL
20	1	RM-WHLBRK/TD/	BRAKE WHEEL
21	1	SPRG-LOCAT/TD/	LOCATING SPRING
22	1	RM-BKTBRK/TD/	BRAKE BRACKET
23	1	RM-BKTTUB/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/.93G	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	.1MFD 50V
32	1	SPAC-HEX/TD/1/4"	STAND OFF
33	1	GUID-BOTTOM/TD/MET	LOWER GUIDE MET.
34	4	RING-E25RT/TT/	RETAINING RING
35	1	GUID-TOP/TD/MET	TOP GUIDE METAL
36	2	PULY-SP212/TE/NYLN **	SPACER WASHER
37	2	SPRG FRONTP/TD/	SPRING FRONT-PLATE
38	4	RM-PEMNUT/TD/FRPL	PEMNUT FRAME
39	2	RM-PEMNUT/TD/FRPN	PEMNUT 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		WIRE-RED/BLK/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-#8SCRW/TD/	8-32 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-#8STAR/TD/	#8 INT STAR WASHER
9	1	SCRW-SET/TT/	8-32 X 3/16" SET SCREW
10	1	SCRW-SET/TD/BKWH	8-32 X 1/8 SET SCREW

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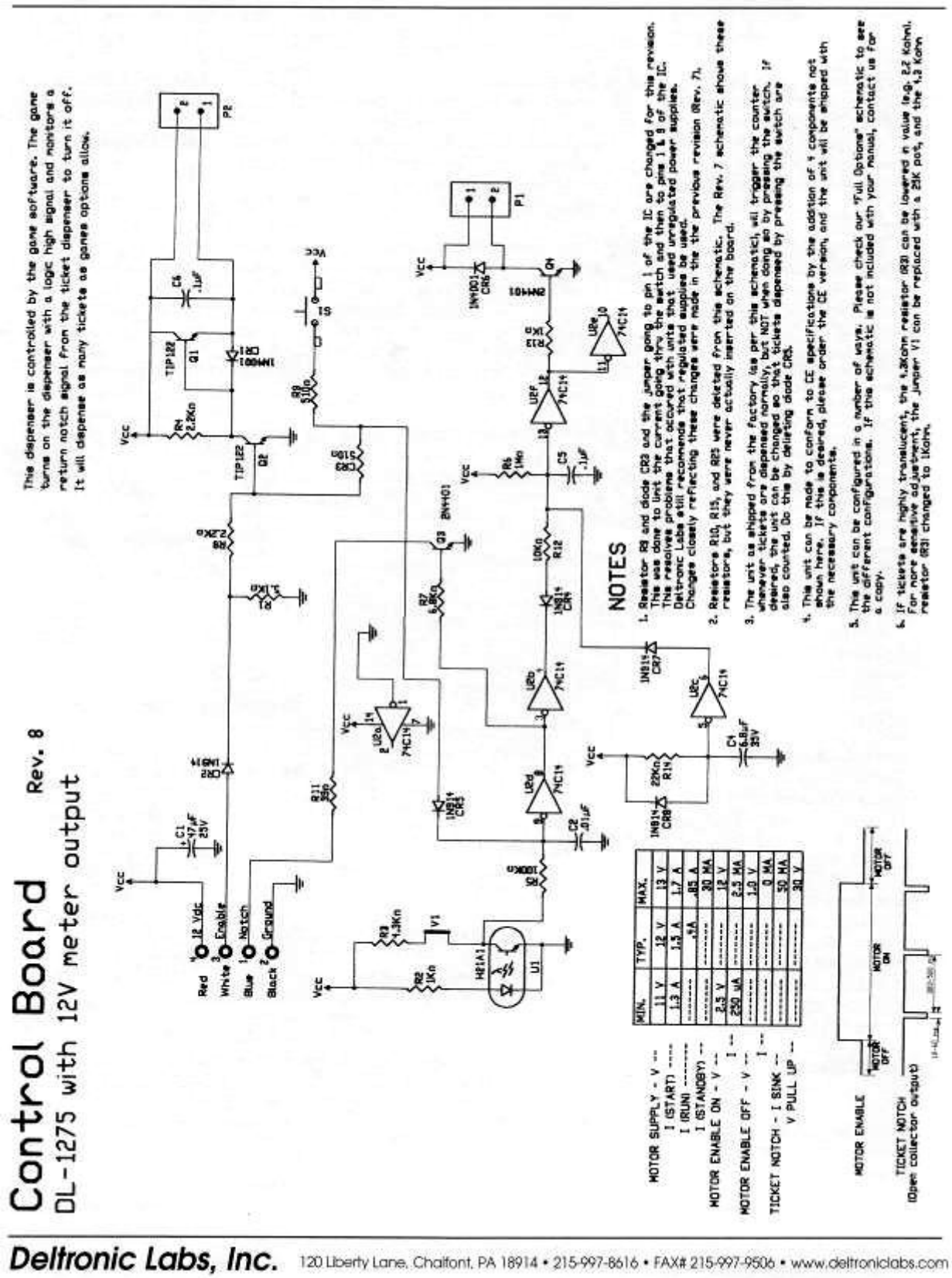
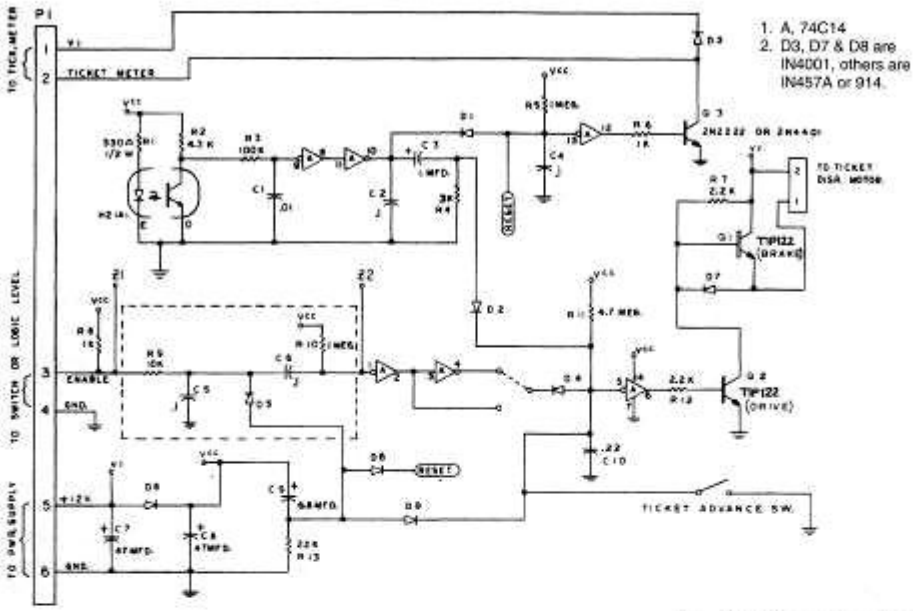


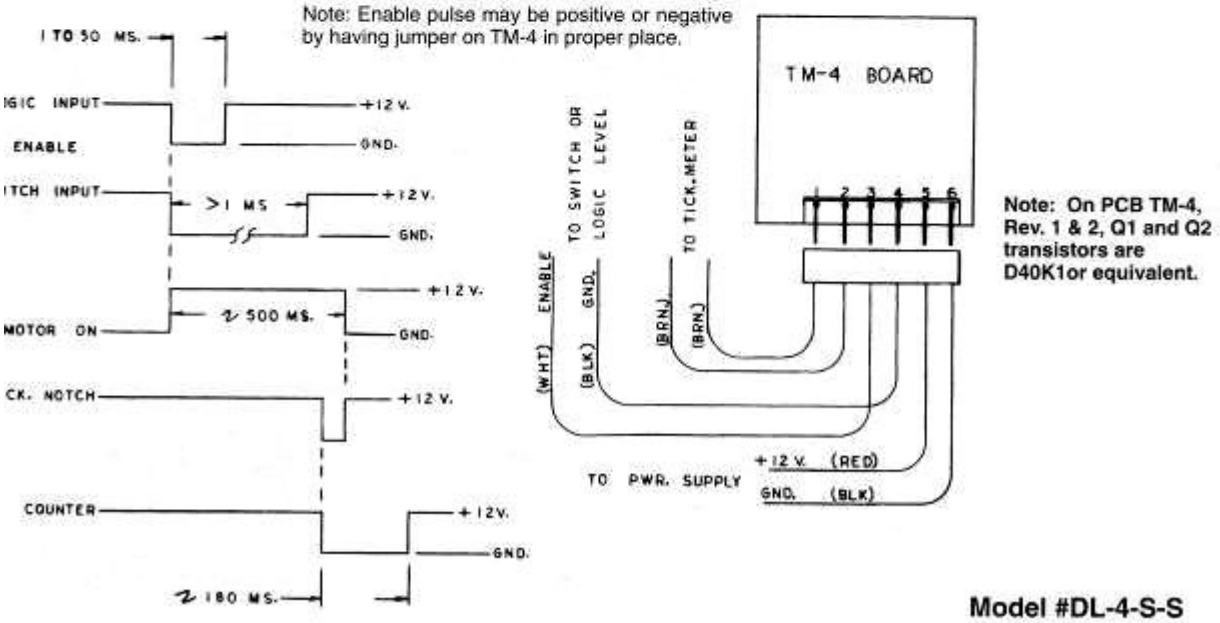
Control Board

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.



Note: On PCB TM-4, Rev. 1 & 2, Q1 and Q2 transistors are D40K1or equivalent.

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

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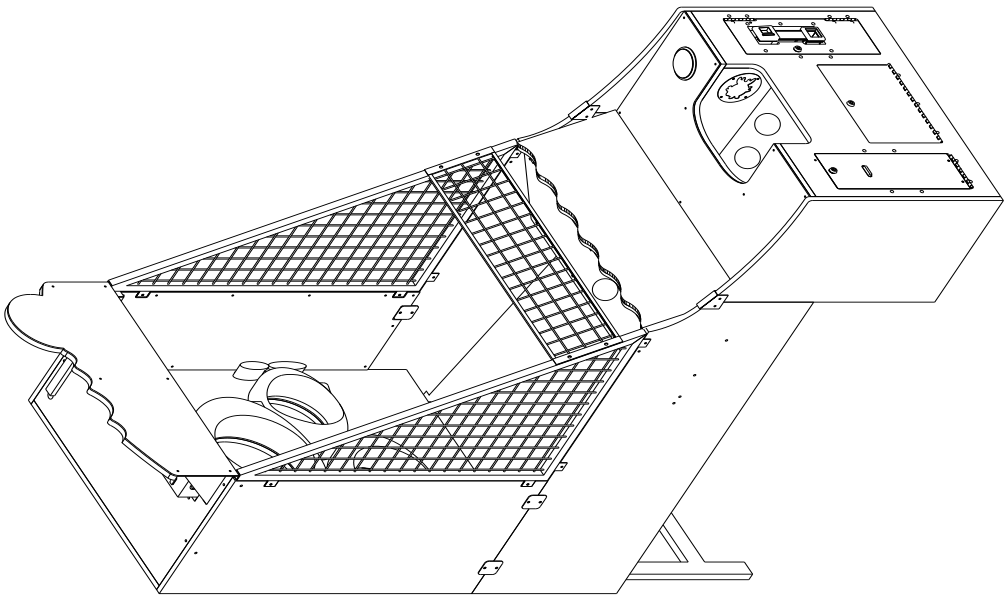
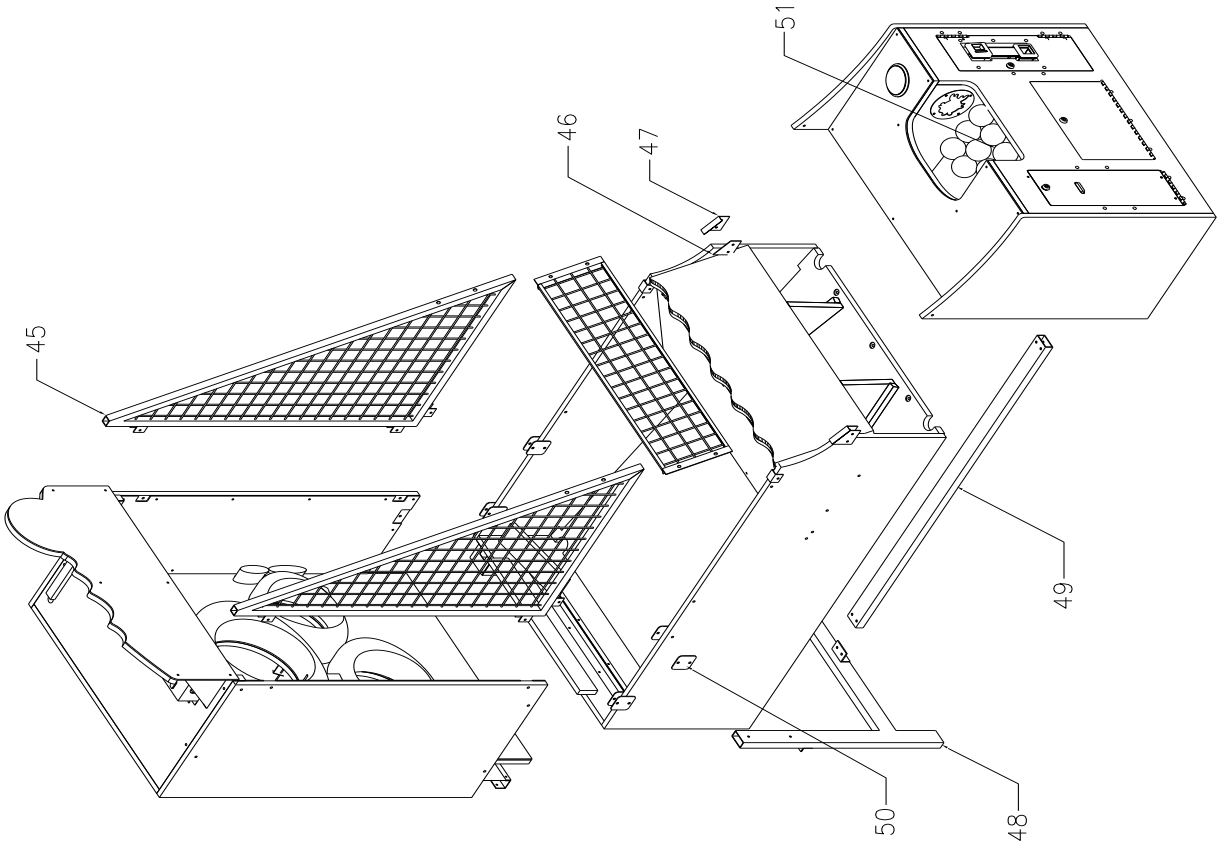
3 D EXPLODE PARTS

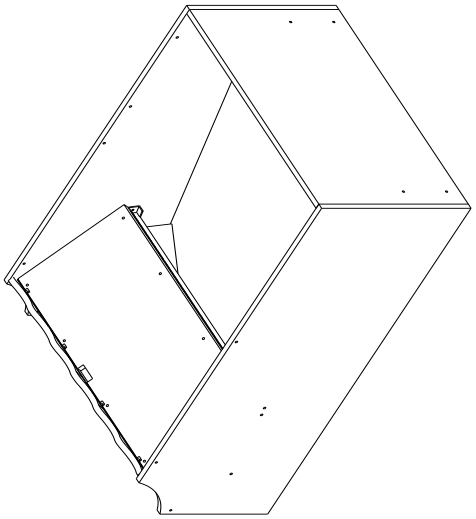
NO	CODE	DESCRIPTION	QTY
45	SP1-SA-012-R1	SIDE MESH	1R,1L
46	SP1-FM-019-R0	JOINT BRACKET INNER	1R,1L
47	SP1-FM-018-R0	JOINT BRACKET OUTER	1R,1L
48	SP1-SA-011-R0	STAND BLOCK	1
49	SP1-FM-035-R0	FOOT REINFORCE	1
50	SP1-FM-026-R1	JOIN PLATE	8
51	HP0012	PLASTIC BALL DIA 65 mm	10

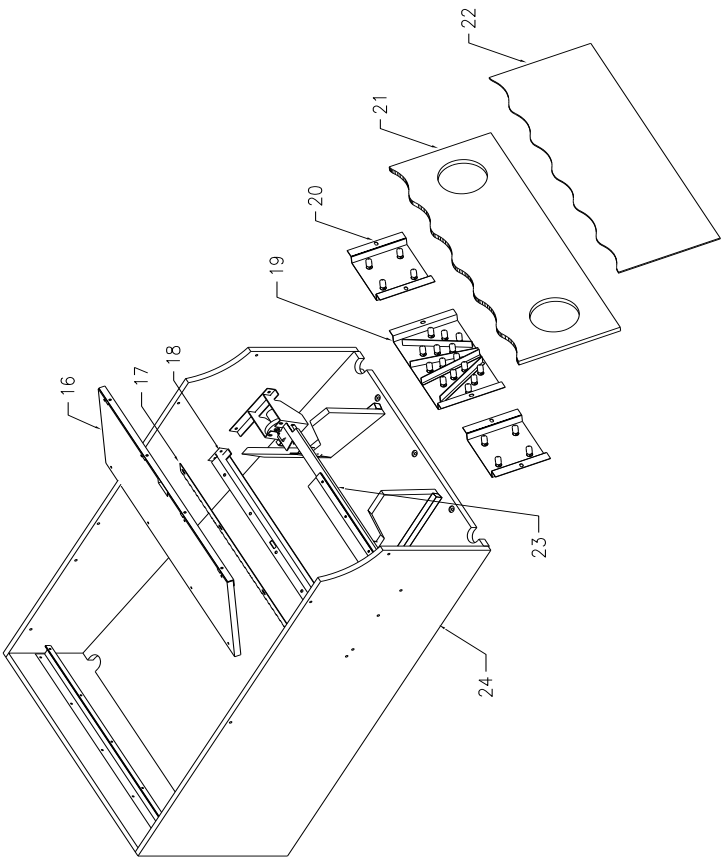


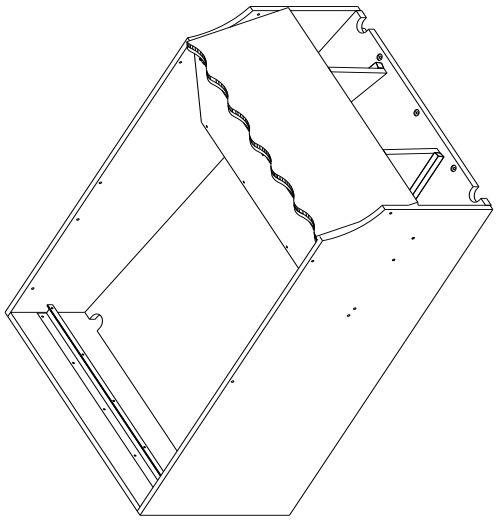


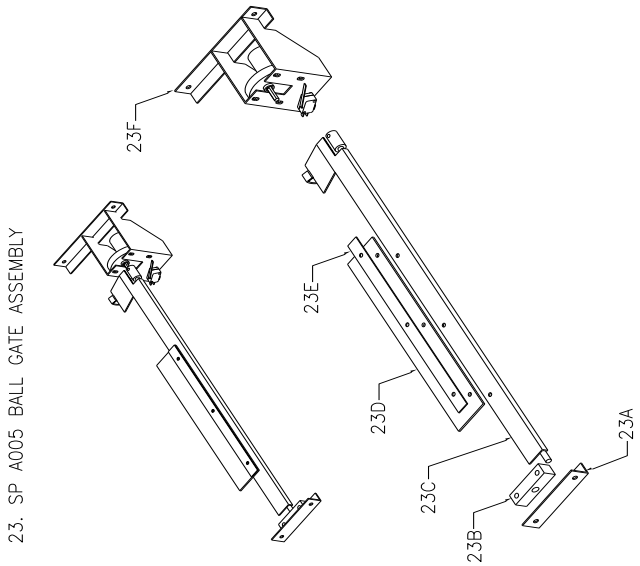
NO	CODE	DESCRIPTION	QTY
25	EA0523	SWITCH LARGE RED MEGA BUTTON	1
26	AT3399B	ACRILLIC CONTROL PANEL	1
27	SP1-FW-008-R1	UPPER PANEL FRONT	1
28	SP A006	COINDOOR ASSEMBLY	1
28A	SP1-FW-011-R0	COINDOOR PANEL	1
28B	SP1-MM-001-R1	COINDOOR HINGE	1
28C	SP1-MM-004-R1	COINDOOR HINGE	1
28D	SP1-FM-022-R0	COINDOOR PLATE	1
28E	HM0004	LOCK ANGLE	1
28F	HA0014	COIN MECHANISM HOLDER	1
29	SP A008	DOOR ACCES ASSEMBLY	1
29A	SP1-FW-010-R0	DOOR ACCES PANEL	1
29B	SP1-MM-003-R1	DOOR ACCES HINGE	1
29C	HM0004	LOCK ANGLE	1
30	SP A007	TICKET DOOR ASSEMBLY	1
30A	SP1-FW-012-R1	TICKET DOOR PANEL	1
30B	SP1-MM-002-R1	TICKET DOOR HINGE	1
30C	SP1-FM-032-R1	TICKET PLATE	1
30D	HM0004	LOCK ANGLE	1
30E	EA1102	TICKET DISPENCER ENTROPY	1
31	SP E006	POWER ASSEMBLY	1
31A	EA0822	TRANSFOMER MULTI TAP / 2 x 11.5 x 15A	1
31B	EA1015	SWITCHING POWER SUPPLY 12V 12.5Amps	1
31C	EA0614	300 VAC / VDC TERMINAL BLOCK 4 Poles 44"	1
31D	EA0016	FUSE 3AG FAST BLOW 10A	2
31E	EA0042	FUSE BLOK FOR 1/4" Dia X1-1/4" L	2
31F	SP1-FM-021-R0	TRAFO BRACKET METAL ONLY	1
–	SP H001	POWER HARNESS	1
32	BAFB71	PCB FB71 16-WAY AC DRIVER	1
33	SP1-FM-024-R0	TICKET HOLDER	1
34	SP A005	SPEAKER ASSEMBLY	2
34A	EA1201	SPEAKER 4" 8 Ohm 40W	2
34B	SP1-FM-30A-R1	SPEAKER COVER	2
34C	SP1-FM-30B-R1	SPEAKER GRILL	2
35	SP1-FW-001-R1	FRONT SIDE PANEL WITH STICKER	1R,1L
35A	AT3393A	STICKER FRONT SIDE PANEL LEFT	1
35B	AT3393B	STICKER FRONT SIDE PANEL RIGHT	1
36	BAFB52C	PCB FB52C 16 Mhz Z80 SOUND BOARD	1
37	BA0029	PCB FB29 STEREO AUDIO AMPLIFIER	1
38	SP E007	DB BOX ASSEMBLY	1
–	SP E007o	DB BOX METAL ONLY	1
–	EA1356	BINDING POST	1
–	EA1358	SPLIT CORE EMI FILTER FOR CE MACHINE	1
–	EA0649	IEC TYPE NOISE EMI FILTER	1
–	SP H002	DB BOX HARNES	1
–	EA0635	POWER LEAD MOLDED IEC TO 3 PIN USA	1
–	EA0636	POWER LEAD MOLDED IEC TO 2 PIN INDO	1
–	EA0637	POWER LEAD MOLDED IEC TO 3 PIN AU	1
–	EA0639	POWER LEAD MOLDED IEC TO 3 PIN UK	1
39	SP E008	SERVICE PANEL ASSEMBLY	1
39A	SP1-FM-040-R0	SERVICE PANEL METAL ONLY	1
39B	EA0519	SWITCH SMALL ROUND RED BUTTON	1
39C	EA0520	SWITCH SMALL ROUND GREEN BUTTON	1
39D	EA1252	COIN COUNTER 12V REAR MOUNTING	2
39E	EE0689	POTENSIO CARBON DUAL GANG 50KOhm	1
39F	EP0602	KNOB VOLUME	1
–	SP H003	SERVICE PANEL HARNESS	1
40	SP1-SA-002-R0	HOUSING CASHBOX	1
41	HM0002	RUBBER MACHINE GLIDE	3
42	SP1-SA-001-R0	CASHBOX	1
43	BAFB66A	PCB FB66A MPU CONTROLLER BBB LH	1
44	SP A009	FRONT PANEL LOWER WITH STICKER	1
	–	FRONT PANEL LOWER STICKER	1
–	SP H004	MAIN HARNESS FRONT PANEL	1

NO	CODE	DESCRIPTION	QTY
16	SP1-FW-015-R0	BALL GATE COVER	1
17	SP1-MM-005-R0	BRACKET HINGE	1
18	SP1-SA-016-R0	STAND COVER ASSEMBLY	1R,1L
19	SP E004	FRONT DISPLAY ASSEMBLY	1
19A	SP1-SA-014-R1	BRACKET LIGHT 1 METAL ONLY	1
19B	EA0222	LAMP WEDGE GE906 12v 8~10w	15
19C	EA0226	LAMP HOLDER WB 2300 CRIMP PIN	15
20	SP E005	FRONT DISPLAY ASSEMBLY	1
20A	SP1-FM-033-R1	BRACKET LIGHT 2 METAL ONLY	1
20B	EA0222	LAMP WEDGE GE906 12v 8~10w	4
20C	EA0226	LAMP HOLDER WB 2300 CRIMP PIN	4
21	SP1-FW-017-R1	TIMER BASE CABINET	1
22	AT3397A	ACRILLIC TIMER ARTWORK SQUID SPICE	1
23	SP A003	BALL GATE ASSEMBLY	1
23A	SP1-FM-06A-R0	FITTING RIGHT	1
23B	SP1-FM-009-R0	GATE BLOCK	1
23C	SP1-SA-008-R0	BALL GATE PLATE	1
23D	SP1-FP-006-R1	BALLGATE RUBBER	1
23E	SP1-FM-010-R1	RUBBER CLAMP	1
23F	SP A003o	BRACKET MOTOR ASSEMBLY	1
-	SP1-FM-006B-R0	MOTOR HOLDER METAL ONLY	1
-	EA0406	MICROSWITCH LEVER 51 mm	1
-	EA1158	MOTOR MODEL; 8000 DC 12V 16 RPM	1
24	SP A004	SIDE PANEL BACK WITH STICKER	1
24A	AT3392A	STICKER BOTTOM SIDE PANEL LEFT	1
24B	AT3392B	STICKER BOTTOM SIDE PANEL RIGHT	1



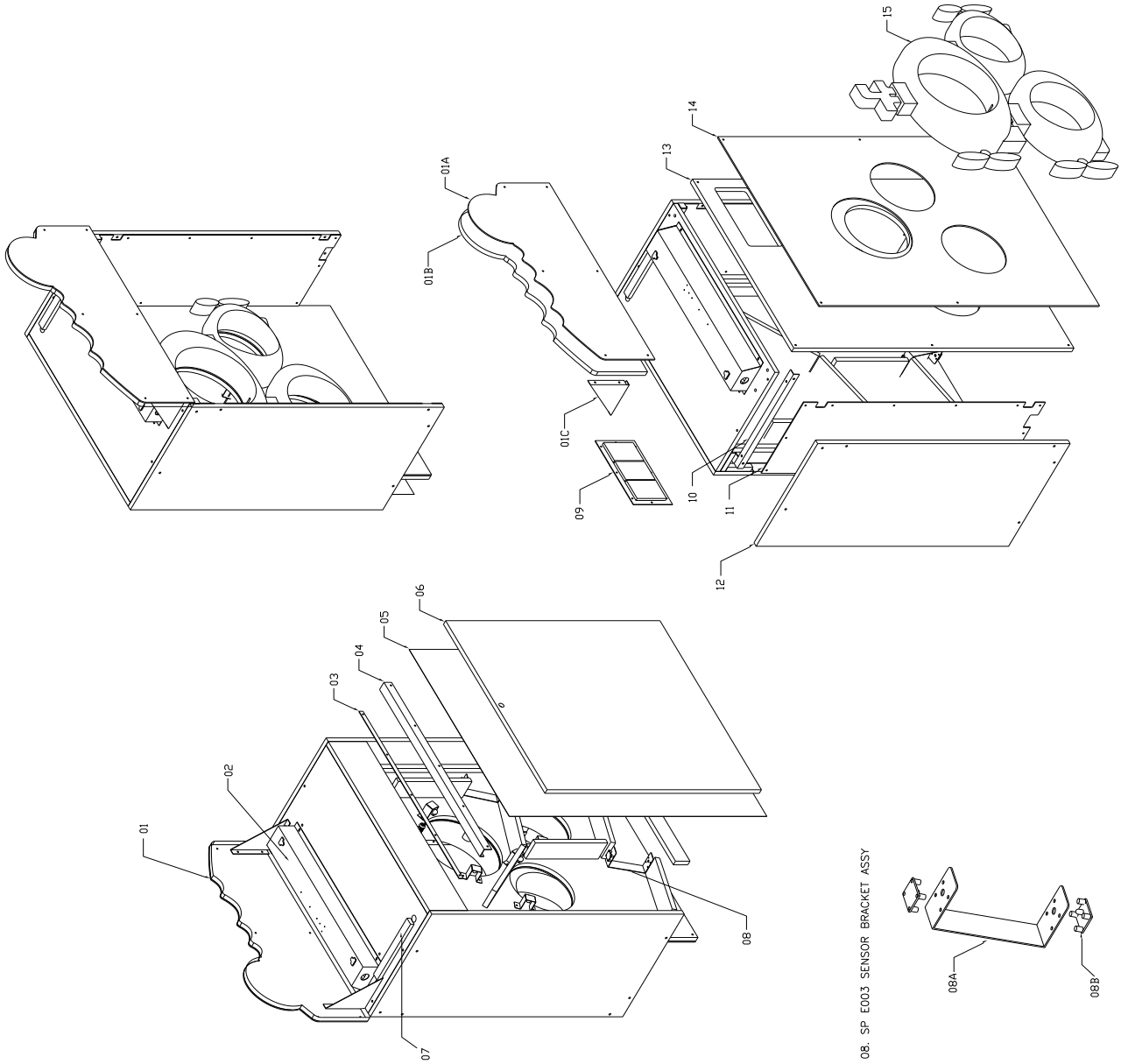




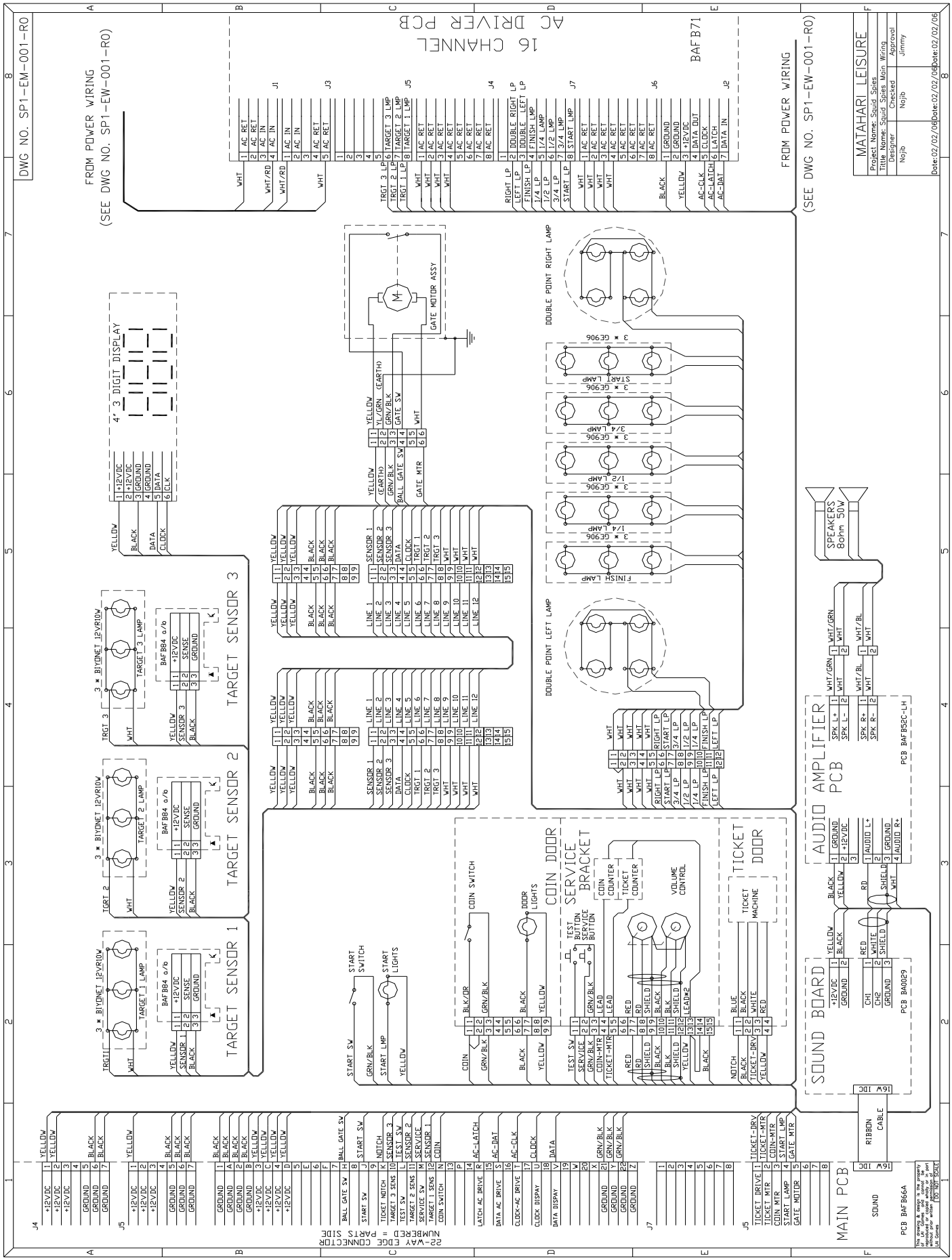


23. SP A005 BALL GATE ASSEMBLY

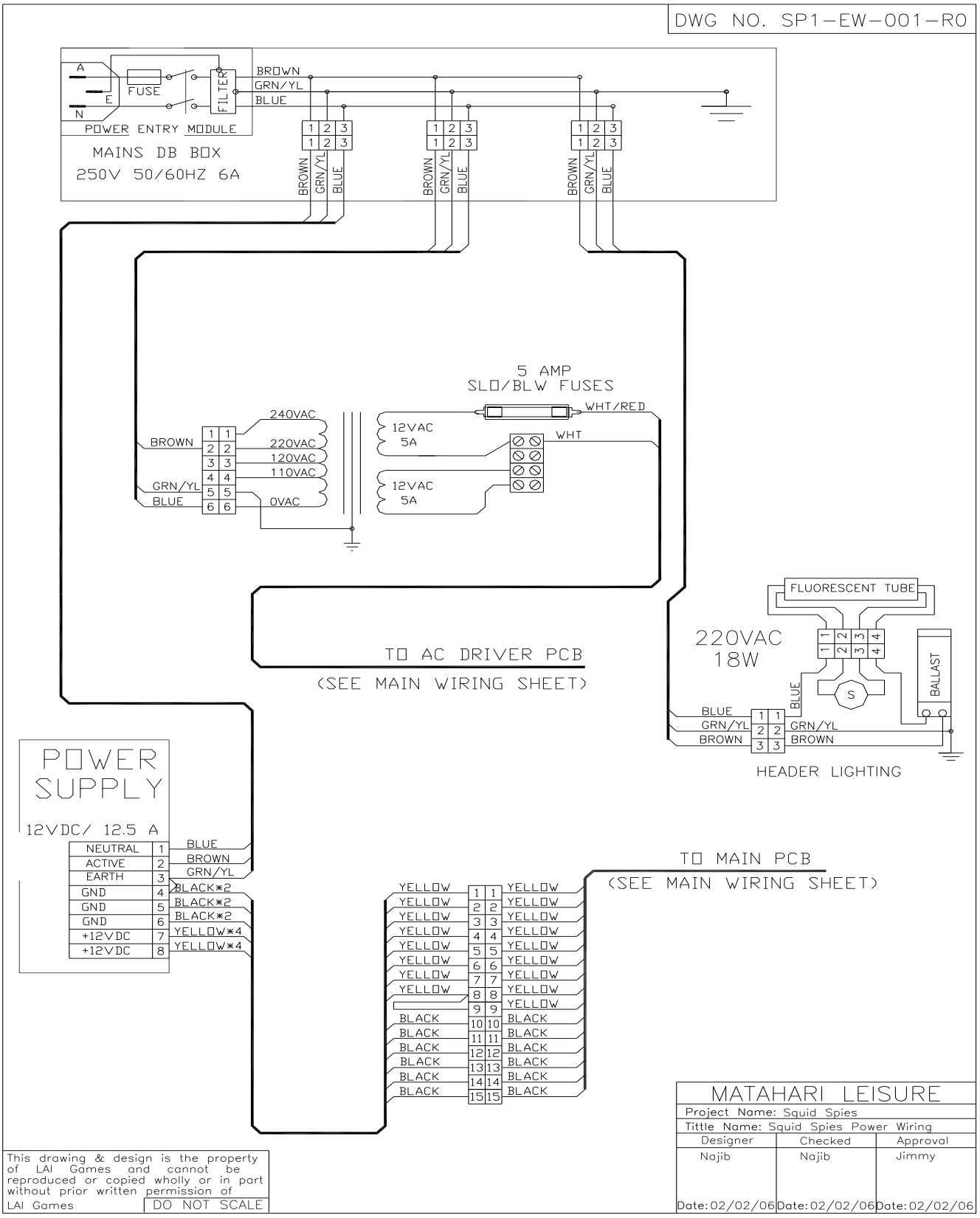
NO	CODE	DESCRIPTION	QTY
01	SP A001	HEADER ASSEMBLY SQUID SPIES	1
01A	AT3397B	ACRILLIC HEADER LOGO SQUID SPICE	1
01B	SP1-FW-022-R0	HEADER PANEL	1
01C	SP1-FM-043-R0	LOGO BRACKET	1R,1L
02	SP E001	HEADER LIGHT ASSEMBLY	1
02A	SP1-SA-017-R1	TOP LIGHT COVER	1
02B	EA0206	LAMPU NEON 18W COOL WHITE	1
02C	EA0325	LAMPU NEON BALLAST CE 240Volt 15/18/20W	1
02D	EA0311	LAMPU STARTER BASE FSB-003 UL Listed	1
02E	EP0434	LAMP NEON END CAP HOLDER MODEL 713-HS	2
03	SP1-FM-037-R1	PLASTIC CLAMPING	2
04	SP1-FM-036-R1	PLASTIC MOUNTING BRACKET	2
05	–	PLASTIC	1
06	SP1-FW-024-R0	BACK DOOR	1
07	HP0011	CABLE TRAY	1
08	SP E003	SENSOR BRACKET ASSEMBLY	3
08A	SP1-FM-020-R1	SENSOR BRACKET	3
08B	BAFB84a-b	PCB FB84a-b SENSOR BALL	3
09	SP E002	DISPLAY ASSEMBLY	1
09A	BA1601	PCB FB45a 3 Digit 7 SEGMENT 4" DISPLAY	1
09B	SP1-FM-048-R1	DISPLAY BRACKET	1
10	SP1-FM-015-R0	L FRAME CABINET	1R,1L
11	–	SIDE ACRILLIC	1R,1L
11A	–	ACRILLIC INTERNAL ARTWORK LEFT	1
11B	–	ACRILLIC INTERNAL ARTWORK RIGHT	1
12	SP A002	SIDE PANEL UPPER WITH STICKER	1R,1L
12A	–	STICKER LEFT SIDE A TOP PANEL	1
12B	–	STICKER RIGHT SIDE A TOP PANEL	1
13	SP1-FW-021-R1	SCORE PANEL	1
14	–	SCORE PANEL COVER	1
15	HM2516	FIBER GLASS MOULDING "SUBMARINE"	1



SQUID SPIES MAIN WIRING DIAGRAM



SQUID SPIES POWER WIRING DIAGRAM



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