



OPERATOR'S & ASSEMBLY MANUAL



Version 2.0

© **LAI GAMES**

ISO 9001 CERTIFIED ORGANIZATION



ISO 9001: 2008 Cert No. 17460



TABLE OF CONTENTS

SAFETY PRECAUTIONS.....	1
MACHINE INSTALLATION AND INSPECTION	2
ASSEMBLY THE MACHINE	6
<i>SETUP THE LEVEL OF CABINET.....</i>	<i>6</i>
<i>ASSEMBLY AND HOW TO ADJUST THE LEVEL OF THE BOWLING LANE</i>	<i>11</i>
<i>SETUP FOR PAIRING 2 MONITORS</i>	<i>12</i>
ASSEMBLY INSTRUCTION	13
<i>COMPACT ASSEMBLY INSTRUCTION</i>	<i>14</i>
INTRODUCTION.....	24
SPECIFICATIONS	25
HOW TO PLAY	27
OPERATION	28
<i>OPERATIONAL DIAGRAM</i>	<i>28</i>
<i>POWER UP.....</i>	<i>28</i>
<i>ATTRACT MODE</i>	<i>29</i>
<i>GAME PLAY MODE.....</i>	<i>29</i>
TEST MODE	30
<i>TEST MODE MAIN SCREEN V 2.0</i>	<i>30</i>
<i>TEST MODE PROCEDURE.....</i>	<i>30</i>
<i>TEST MODE OPTIONS DETAILED.....</i>	<i>31</i>
<i>SETTINGS.....</i>	<i>33</i>
<i>SETTINGS SCREEN – Page 1</i>	<i>33</i>
<i>SETTINGS SCREEN – Page 2.....</i>	<i>34</i>
<i>SETTINGS DETAILED.....</i>	<i>34</i>
<i>AUDITS.....</i>	<i>38</i>
<i>AUDITS SCREEN.....</i>	<i>38</i>
<i>AUDITS DETAILED.....</i>	<i>38</i>
<i>ERROR AUDIT SCREEN</i>	<i>39</i>
<i>ERROR AUDITS DETAILED</i>	<i>40</i>
<i>HISTORY.....</i>	<i>41</i>
<i>HISTORY SCREEN.....</i>	<i>41</i>
<i>PARTS OF HISTORY SCREEN.....</i>	<i>41</i>
<i>AUTOMATED TEST.....</i>	<i>42</i>
<i>AUTOMATED TEST SCREEN.....</i>	<i>42</i>
<i>AUTOMATED TEST DETAIL</i>	<i>43</i>
<i>INPUT/SENSOR TEST.....</i>	<i>44</i>
<i>INPUT/SENSOR TEST SCREEN.....</i>	<i>44</i>



<i>PIN LIGHT & LOCKS TEST</i>	45
<i>PIN LIGHT & LOCKS TEST SCREEN</i>	45
<i>PIN LIGHT & LOCKS TEST DETAILED</i>	46
<i>PIN ROPE ADJUSTMENT TEST</i>	47
<i>PIN ROPE ADJUSTMENT TEST SCREEN</i>	47
ERRORS AND TROUBLESHOOTING	48
<i>ERROR CODE QUICK REFERENCE TABLE</i>	48
<i>ERROR MESSAGE DURING GAME PLAY</i>	49
<i>ERROR MESSAGE DURING THE START UP</i>	50
<i>SAFETY SENSOR</i>	51
<u>PCB LAYOUT</u>	53
<u>PCB INDICATOR</u>	54
<i>Watch Dog Indicator</i>	54
<i>I/O PCB Indicator</i>	55
<i>Pin Lock PCB Indicator</i>	56
<u>ADJUSTING THE PIN ROPE AND THE CORRECT PIN ROPE SETUP</u>	57
FUSE INFORMATION	60
<u>SECTION A: SERVICE INSTRUCTIONS</u>	61
LOCATING AND ACCESSING PARTS	62
<i>PARTS LOCATION DIAGRAM</i>	62
<i>PARTS LOCATION DIAGRAM Cont.</i>	63
<i>PARTS LOCATION DIAGRAM Cont.</i>	64
<i>CABINET SETUP OPTION</i>	65
<i>PIN ASSEMBLY</i>	66
<i>PARTS DESCRIPTION</i>	67
LAMPS	69
MAINTENANCE	70
<i>CLEANING THE BOWLING LANE</i>	71
<i>PIN LIFTER MOTOR BRAKE ADJUSTMENT</i>	72
<u>SECTION B: TECHNICAL DETAILS</u>	73
MAINS VOLTAGE ADJUSTMENT	74
TICKET DISPENSER REFERENCE GUIDE	75
SUPER STRIKE PART LIST	80
<u>SUPER STRIKE CONTROL WIRING</u>	84
SUPER STRIKE MAIN WIRING 1	85
SUPER STRIKE MAIN WIRING 2	86
SUPER STRIKE MAIN WIRING 3	87
SUPER STRIKE WIRING 4	88
SUPER STRIKE WIRING 5	89



SUPER STRIKE POWER WIRING 1	90
SUPER STRIKE POWER WIRING 2	91
SUPER STRIKE OPTIONAL WIRING	92



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 in understanding.



BE SURE TO READ THE FOLLOWING



*** WARNING! ***

Always turn **OFF** Mains AC power and unplug 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 a grounded electrical outlet with a securely connected ground line.

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

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

*** CAUTION! ***

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

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

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

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



MACHINE INSTALLATION and INSPECTION

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

- “**Super Strike**” is shipped from the factory in separate parts and requires assembling. Please refer to the **Super Strike** Instruction 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! *

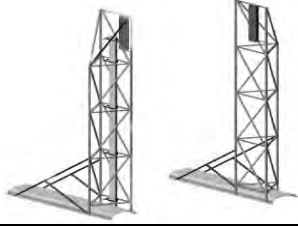





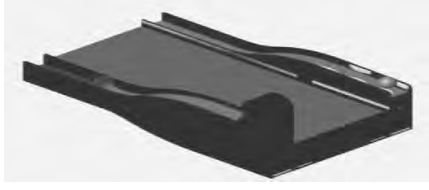

Before switching the machine on be sure to check that it has been set on the correct voltage for your area!

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)*


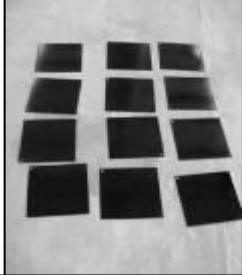


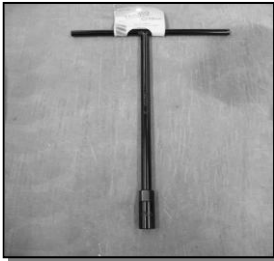
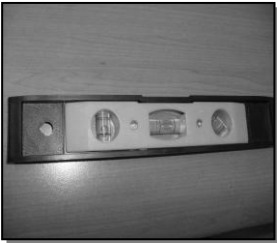




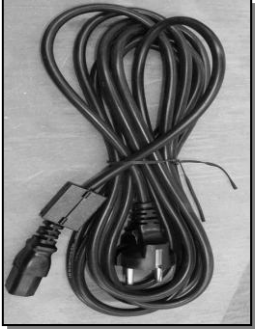


CHECKLIST FOR CABINET PACKING

No	DESCRIPTION	QTY	PHOTO
1	Standee Frame	2	
2	LCD Monitor 30 “	1	
3	LCD Monitor holder Bracket	1	
4	Extension Cover lane for standee	1	
5	Extension Connecting Bracket for Standee	1	
6	Front Lane (CABINET IN)	1	
7	Back Lane (COIN DOOR)	1	
8	Extension Lane (OPTIONAL)	1	



CHECKLIST FOR CASH BOX PARTS

			
Self Adhesive Tie Mount for Cable	12 pcs Shimming Plate for Cabinet alignment	Allen Key M8 and M4 for Standee and locking the lane	2x Hardware Pack of Standee frame and extension cover standee
			
M10 Torch	3 Axis Cross Level		2 Bowling balls 3''
			
1 Plastic Cable Tie	Spare VGA Cable	Manual Operator and Assembly	4.5 meter Power Cord for Cabinet



- **Do's and Don'ts for Assembling Super Strike**
- **Do read the Super Strike 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 Super Strike**
- **Do make sure that all cables are free to move and not pinched or jammed under the playfield or other parts when assembling *Super Strike*.**
- **Do make sure that all earth point cables are connected when assembling *Super Strike*.**
- **Don't forget to remove the *Super strike* cables from inside the game cabinet.**
- **Don't forget after assembling *Super Strike* to check and tighten all the Roto lock.**
- **Don't forget to check the voltage setting of *Super Strike* is set to the mains voltage for your country before applying power.**

TIPS

For Assembling Super Strike

- We recommend using two people when assembling *Super Strike*. While one person is able to do most of the assembly, using two people will be much easier. A hand lift will also be very handy during assembly.
- We recommend that assembling *Super Strike* is best done on a level and even surface. Adjust the rubber feet on the cabinet and on each ball lane to align them for easier assembly.
- We recommend when assembling *Super Strike* 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.

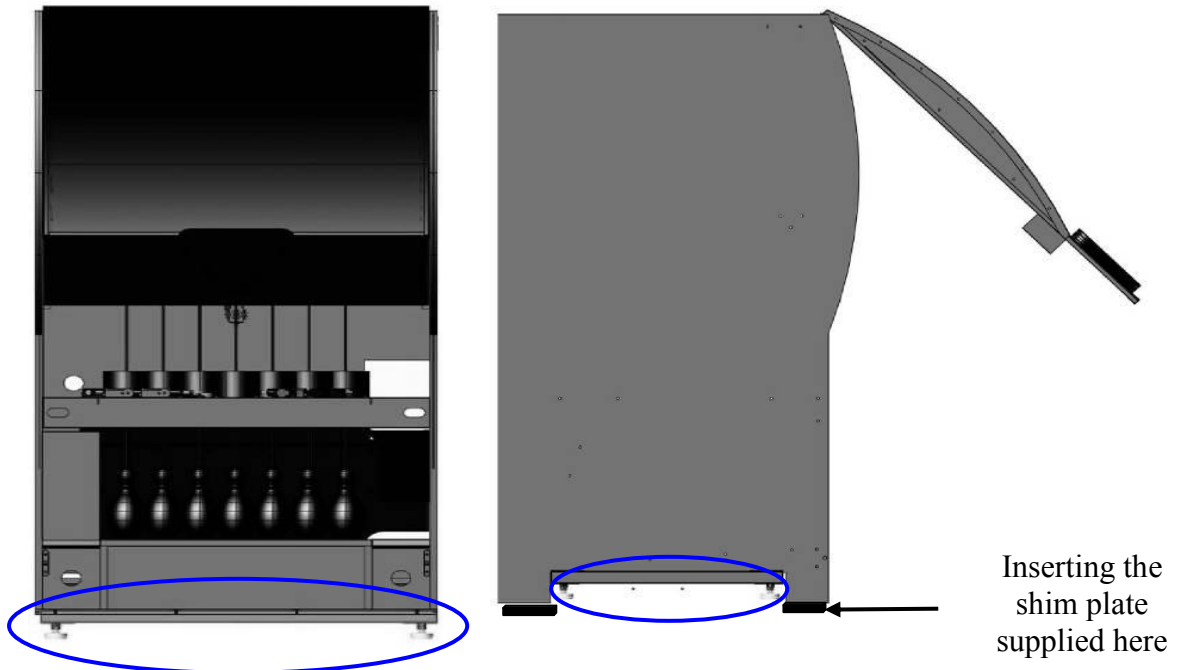
*** NOTE ***

***Super Strike* uses metric size Nuts & Bolts throughout its construction.**



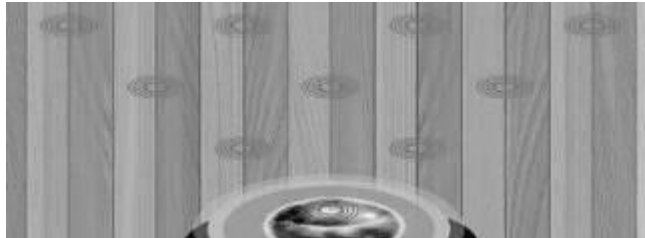
ASSEMBLY THE MACHINE

SETUP THE LEVEL OF CABINET



Put the bracket for rubber feet

When you received the machine it supplied with Pin Calibration template which already install on the machine above the Pin setting area the picture as shown below,



The correct position, of the pin setting on the machine, the pin in the middle sensor circle.



NOTE

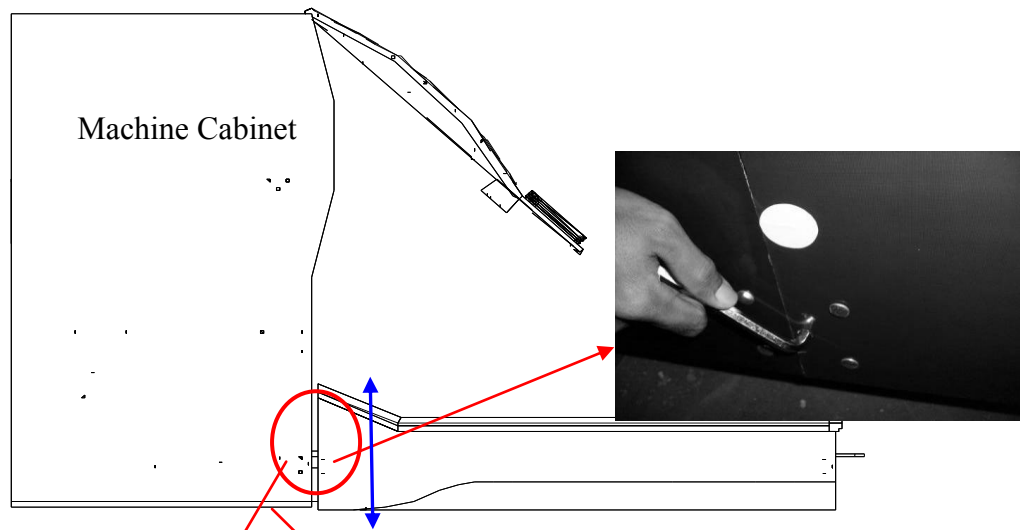
Please use this 3 Axis Cross Level Supplied to level the Cabinet





Step1.

Set the position for Machine Cabinet makes sure that you have enough High (1950 mm) for the standee frame and also Length. Take the Front Lane and use the leg adjuster to position the cabinet so it will level with the machine cabinet as shown on picture below,



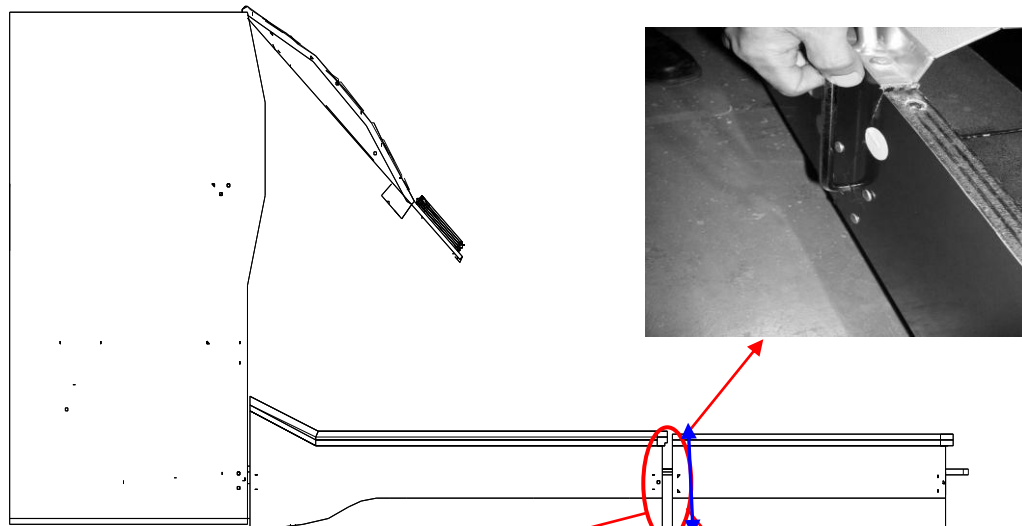
Use Allen Key to tighten the Roto Lock on each side

Adjust the level (use level supplied)
Cabinet and lane have to be the same level

Connect all the wire connector accordingly inside the cabinet and lane.

Step2.

Take the Middle lane, position the lane and adjust the lane become level with the front lane as shown on picture below,



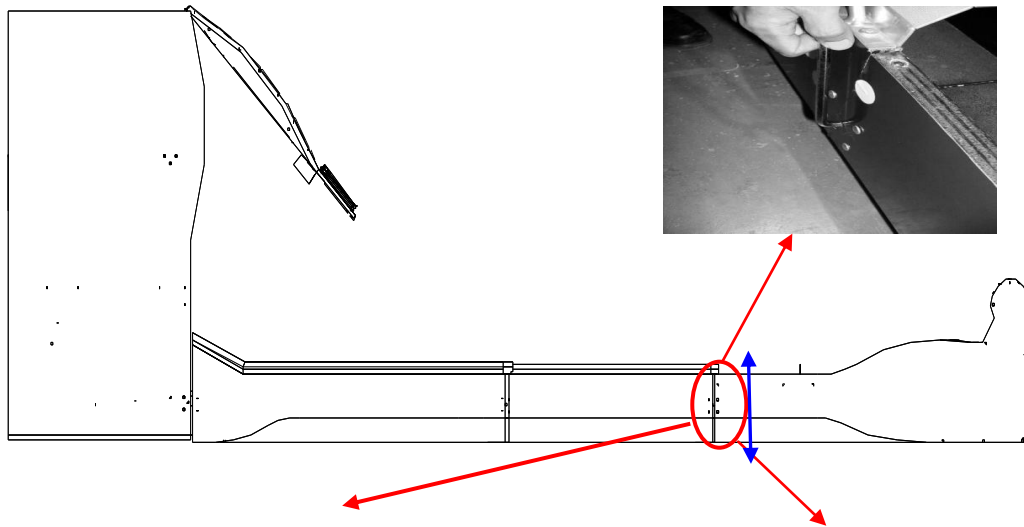
Use Allen Key to tighten the Roto Lock on each side of the lane

Adjust the level (use level supplied)
Front and middle lane have to be the same level



Step 3.

Take the Back lane, position the lane and adjust the lane become level with the middle lane as shown on picture below,



Use Allen Key to tighten the Roto Lock on each side of the lane

Adjust the level (use level supplied)
Middle and back lane have to be the same level

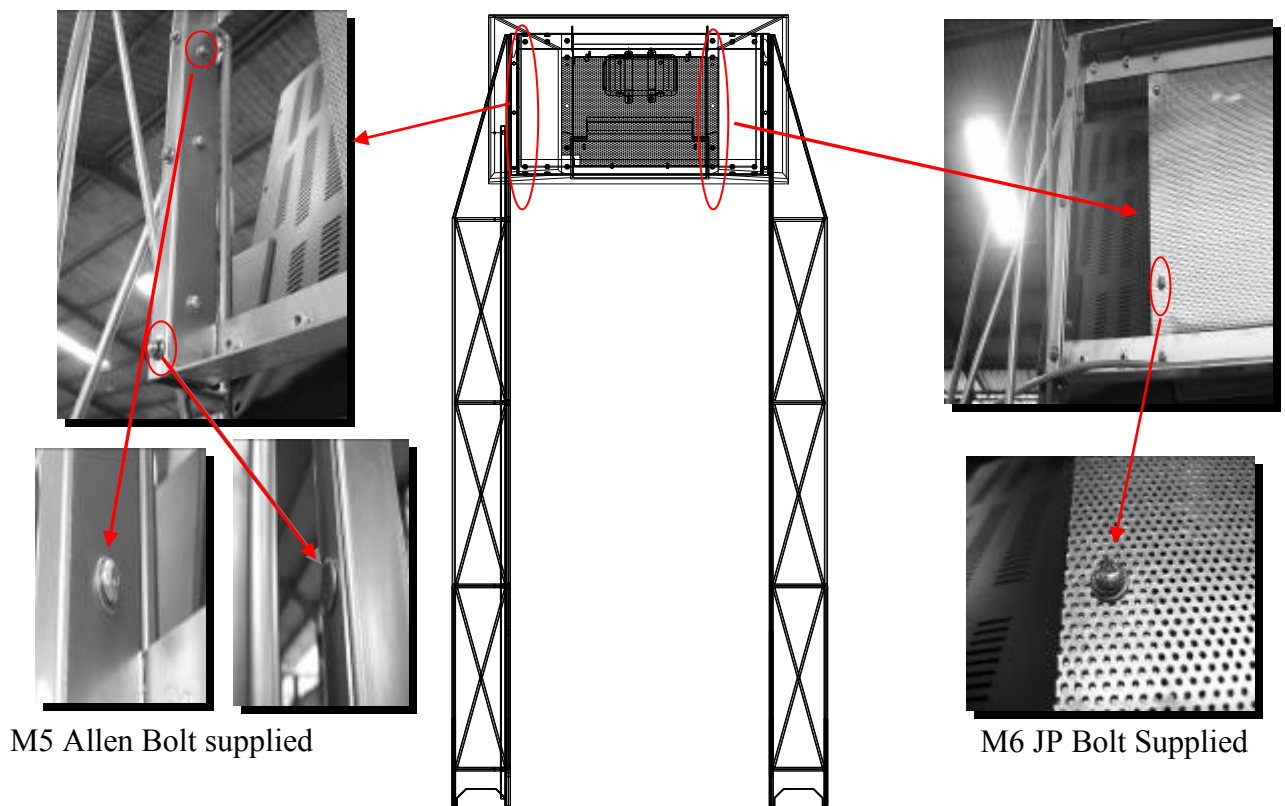
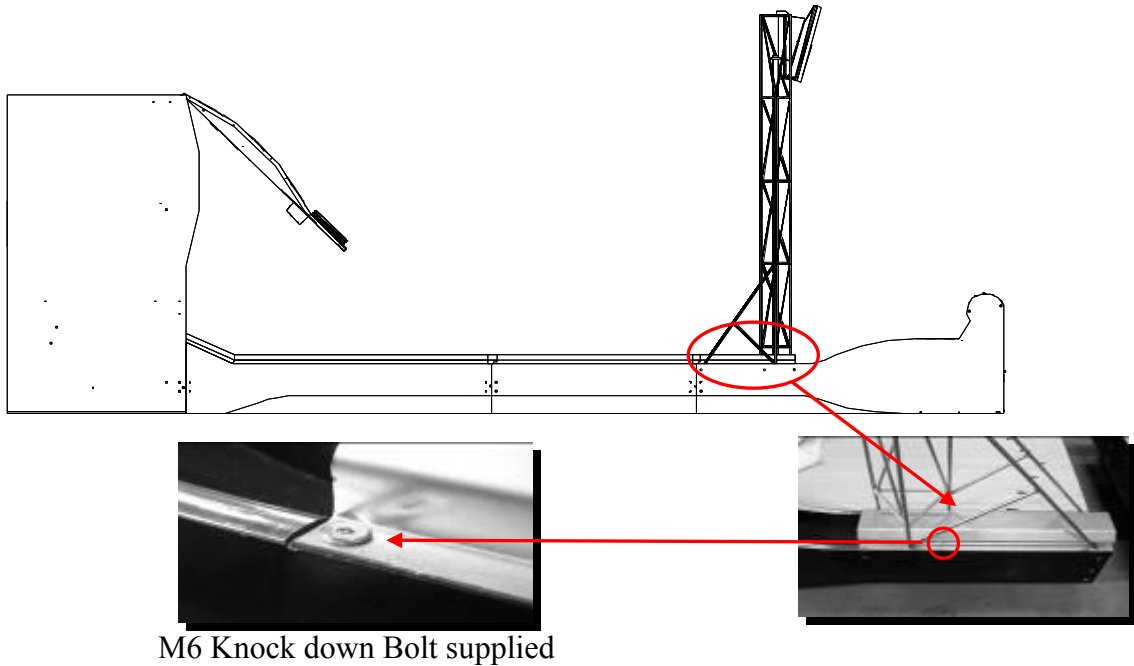
To secure each lane use the roto lock on each side of the lane





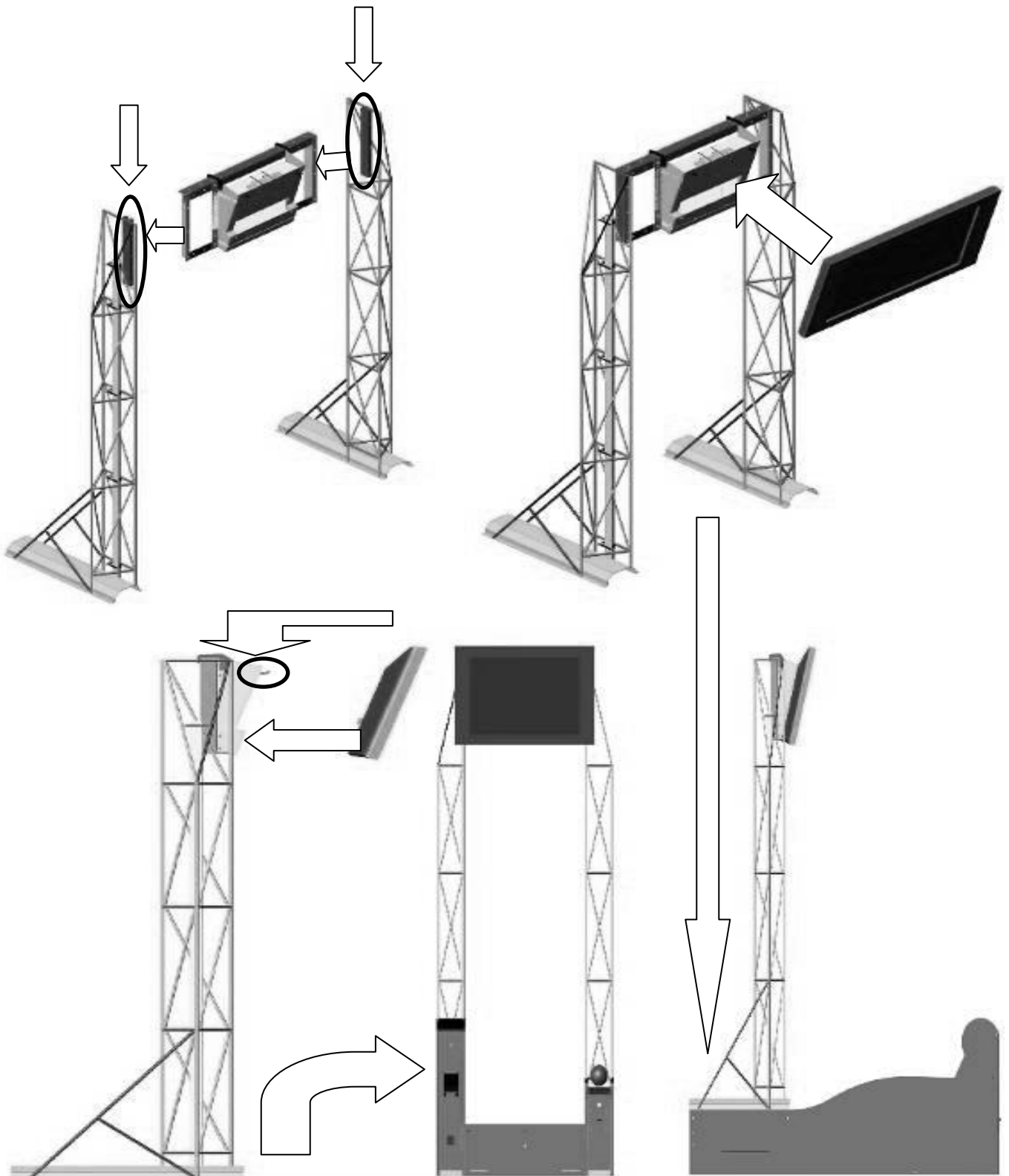
Step 4

Take the entire metal standee frame and assemble it separately and position on the back panel as shown on picture below,





Step 5 Connect all the connector for VGA 29" LCD and finish, machine ready to operate.

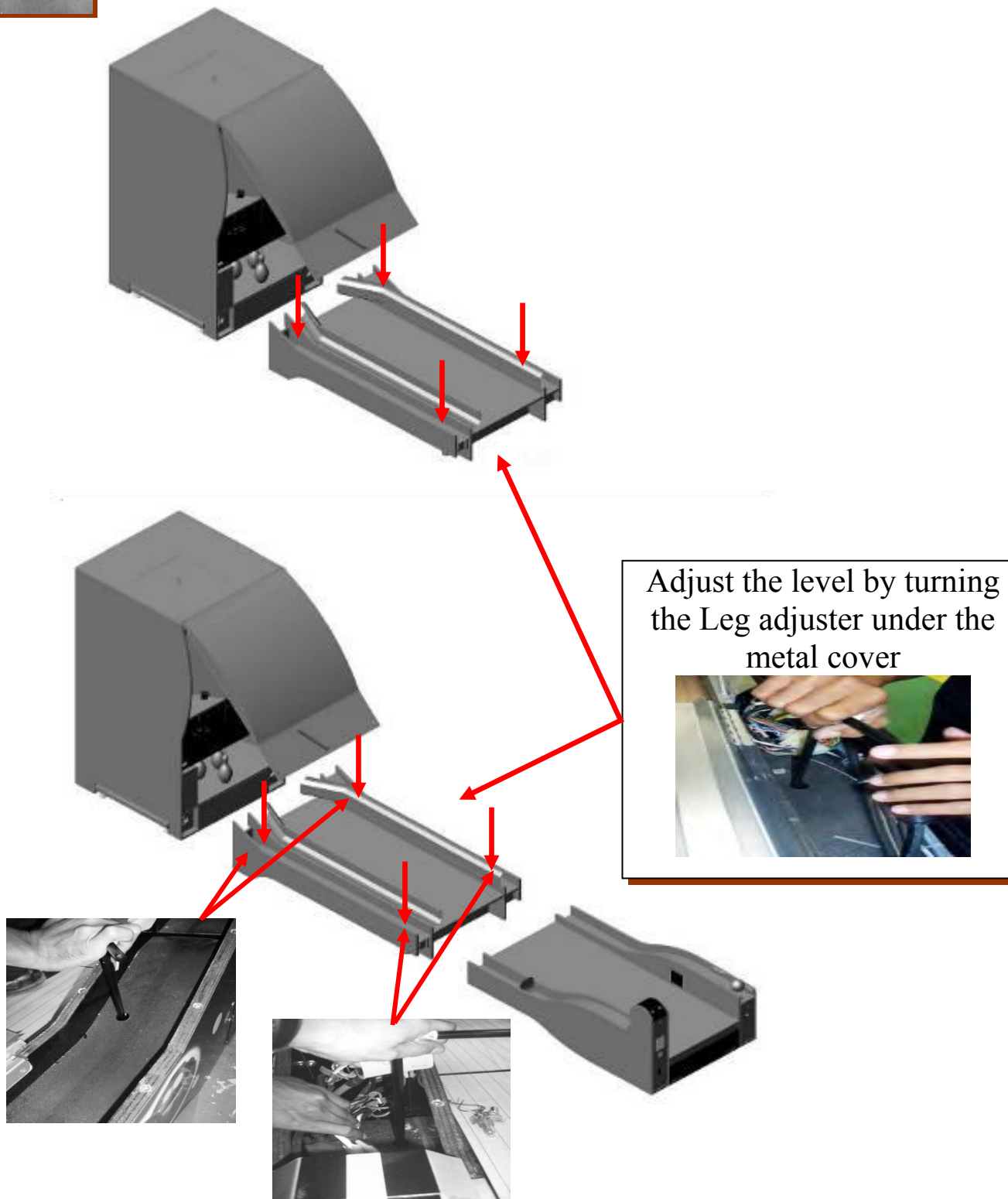




ASSEMBLY AND HOW TO ADJUST THE LEVEL OF THE BOWLING LANE



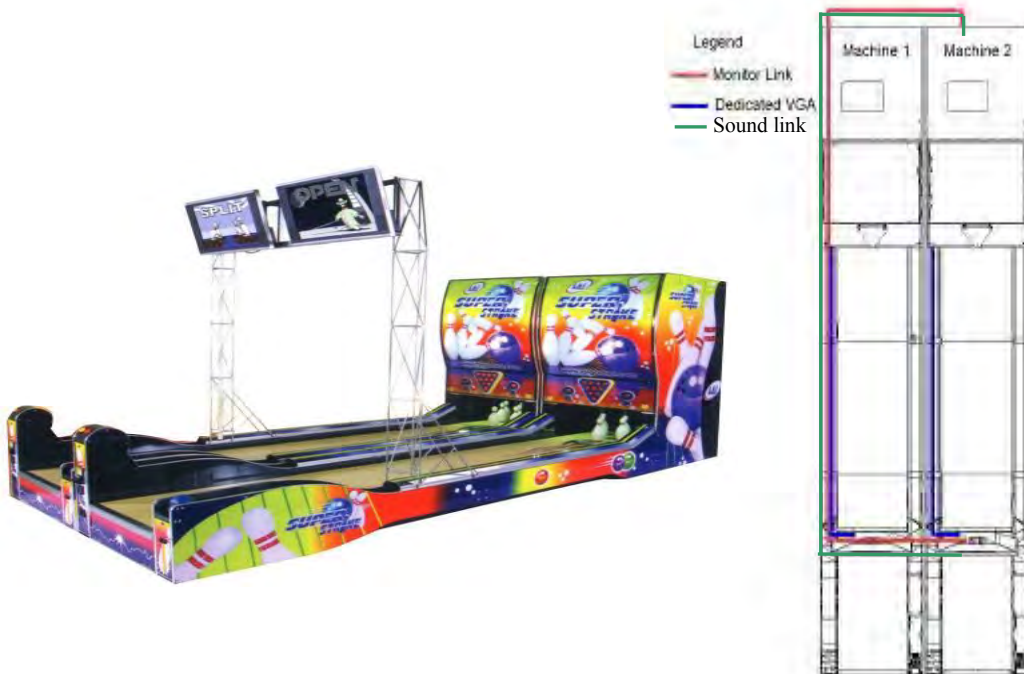
This M10 Torch Supplied in Cash Box Area is to be use to level the bowling lane just follow the pointing arrow below to gain access to Leg adjuster on each side of bowling lane



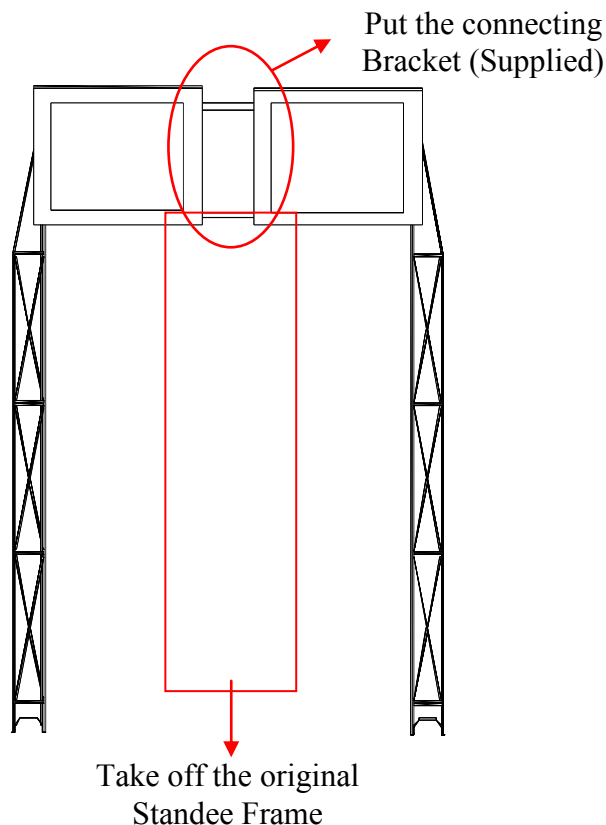


SETUP FOR PAIRING 2 MONITORS

It is recommended to use the machines in pairs however it is not necessary, the machines have capability pairing 2 video to 1 video monitor so the video will be synchronized, to make it possible you just need to set the machine and the standee as per picture shown below, make sure that the first machine always on the left position (when facing the machine) for easier setup.

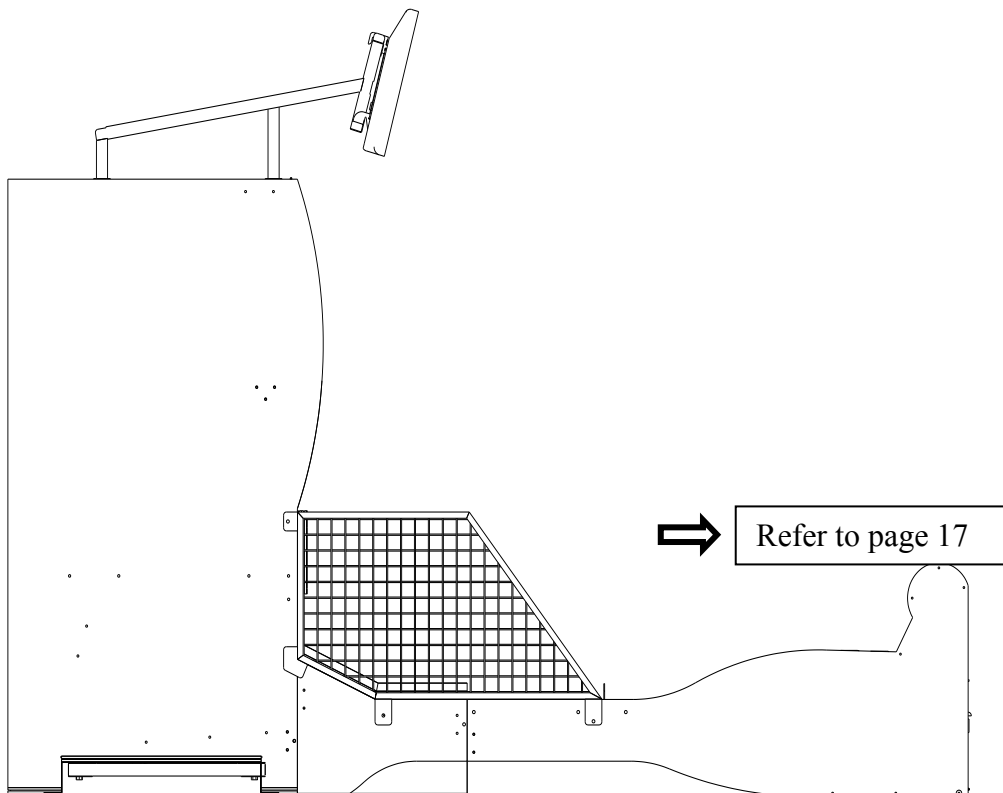
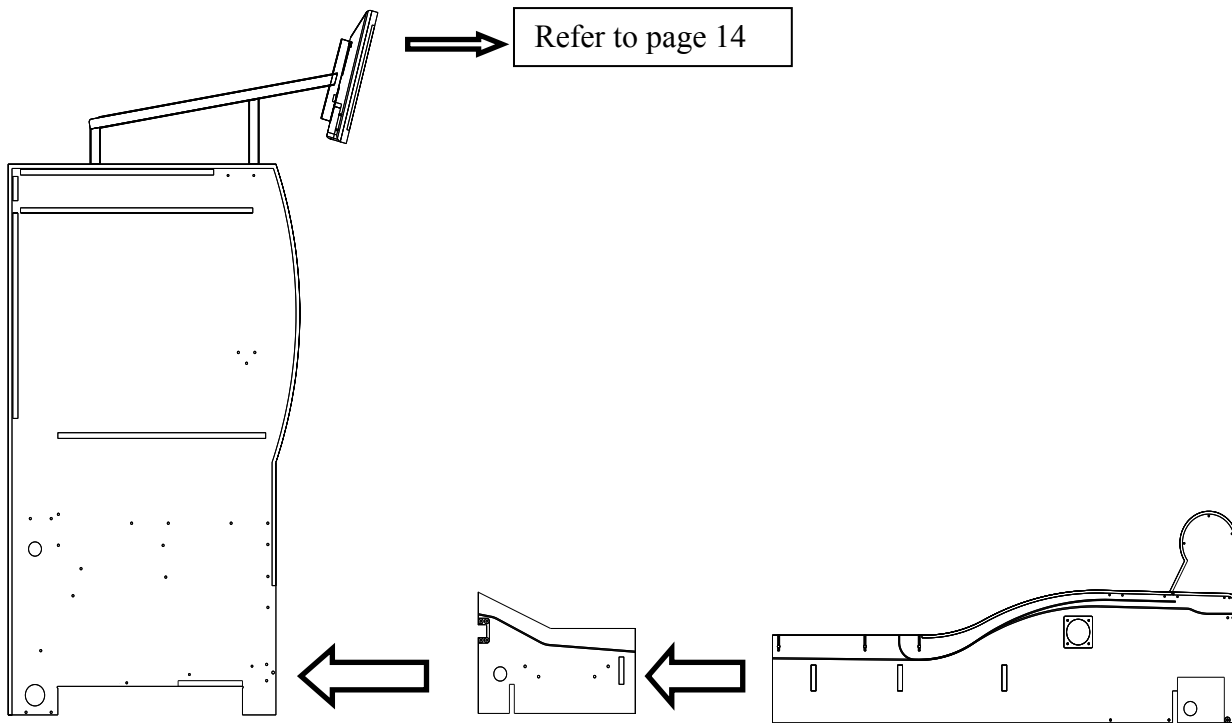


Replace the Bracket holder with Link Bracket





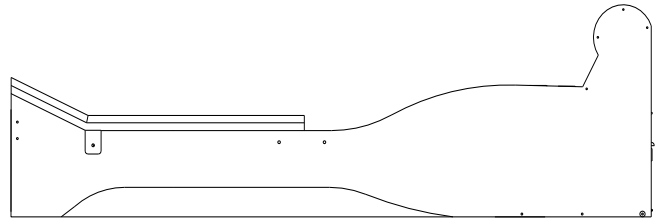
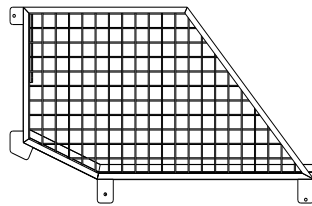
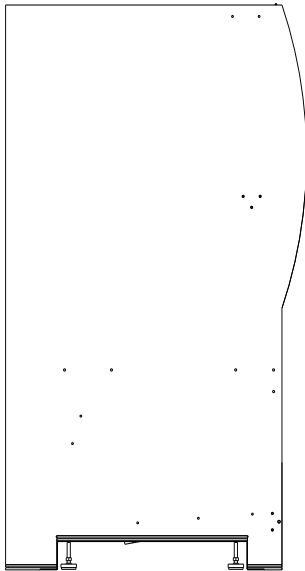
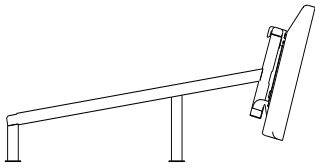
ASSEMBLY INSTRUCTION



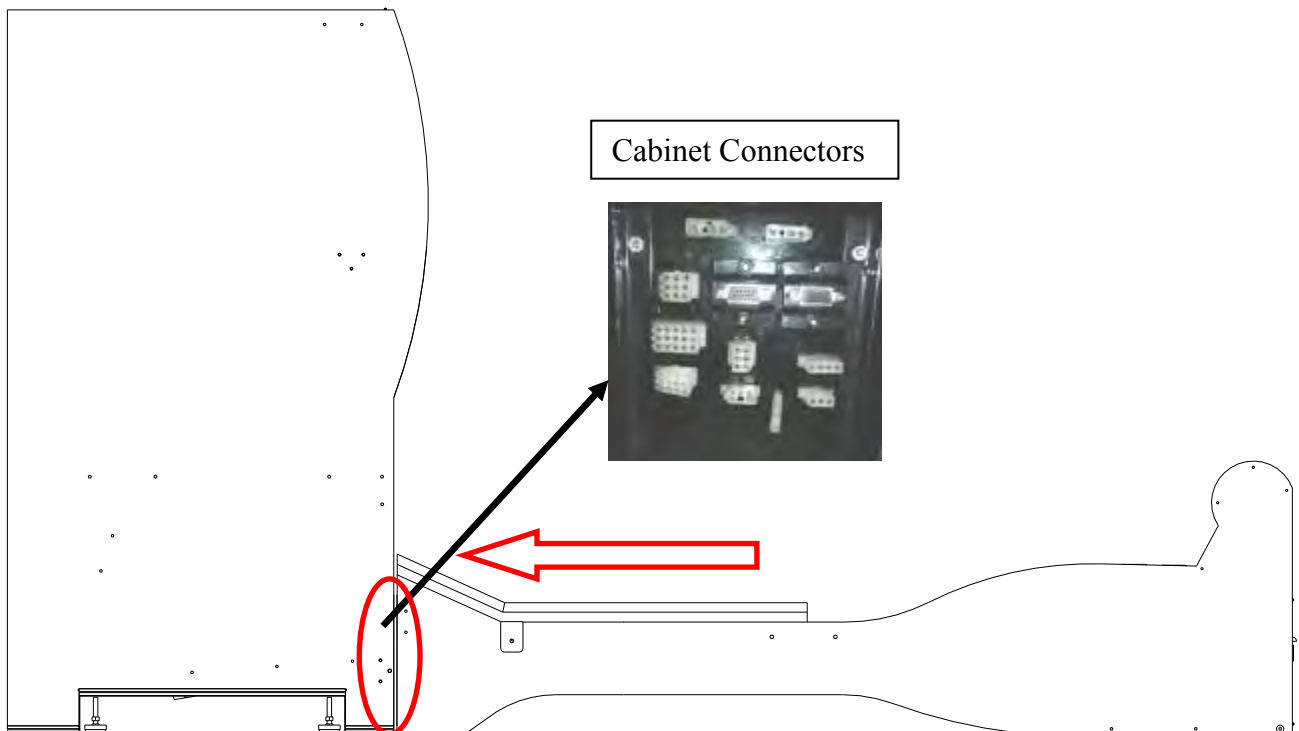
ER HEAD HEADER INSTALATION



COMPACT ASSEMBLY INSTRUCTION



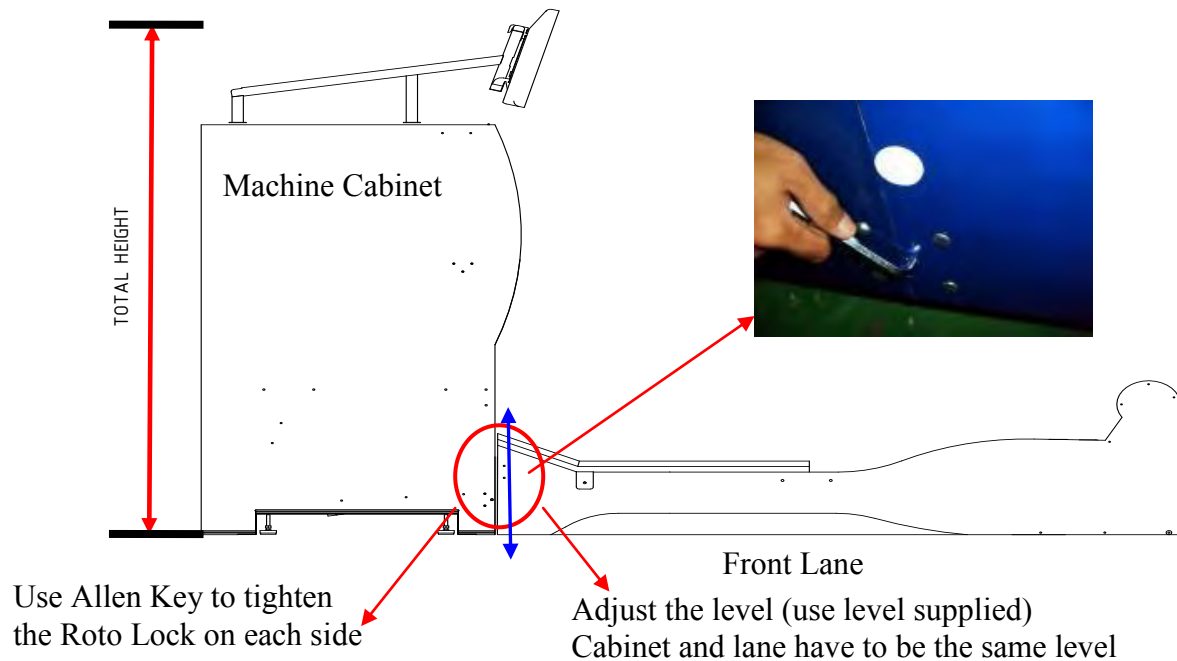
Step 1. Join the Cabinet and the ball track





Step1.

Set the position for Machine Cabinet makes sure that you have enough Height (2499 mm) for cabinet with LCD and also Length. Take the Front Lane and adjust leg adjuster position so it will level with the machine cabinet as shown on picture below,



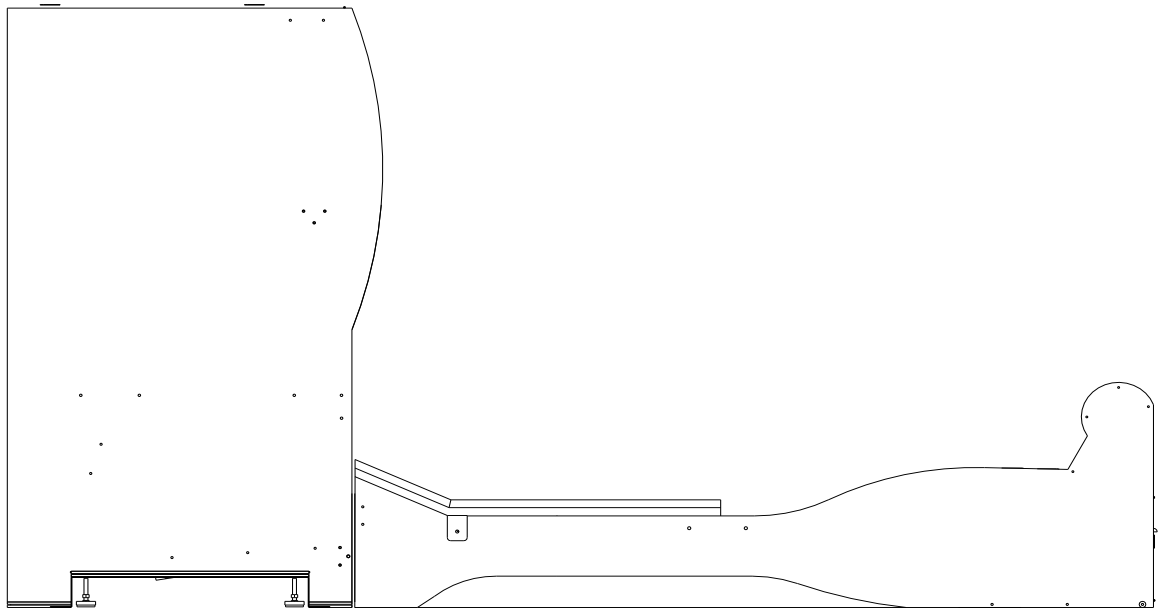
Connect all the wire connector accordingly inside the cabinet and lane.

To secure each lane use the roto lock on each side of the lane





Step 2. Install Header LCD



The machine before over head header installation





Header parts,

The Bracket header,

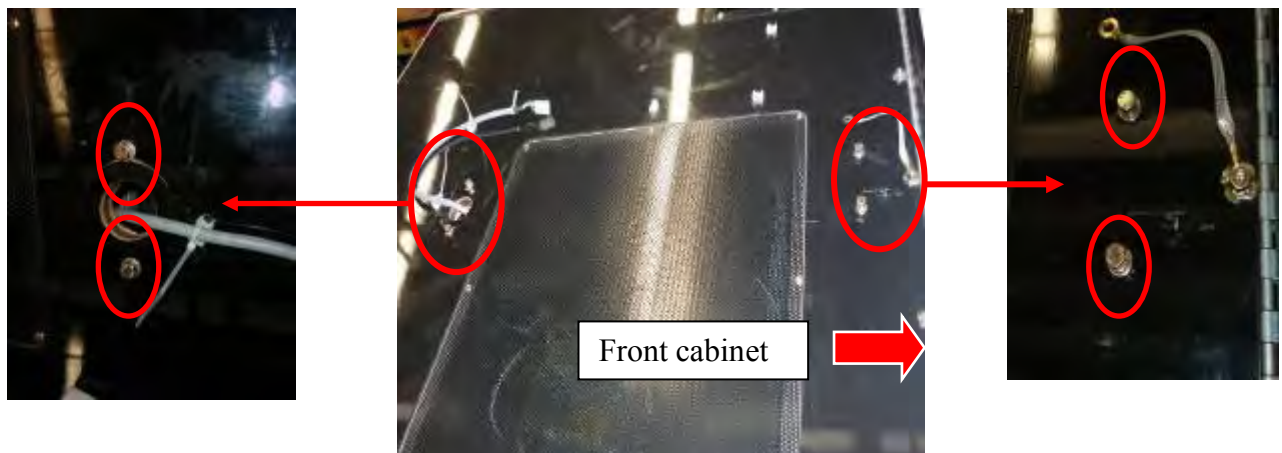


The LCD with mounting bracket,



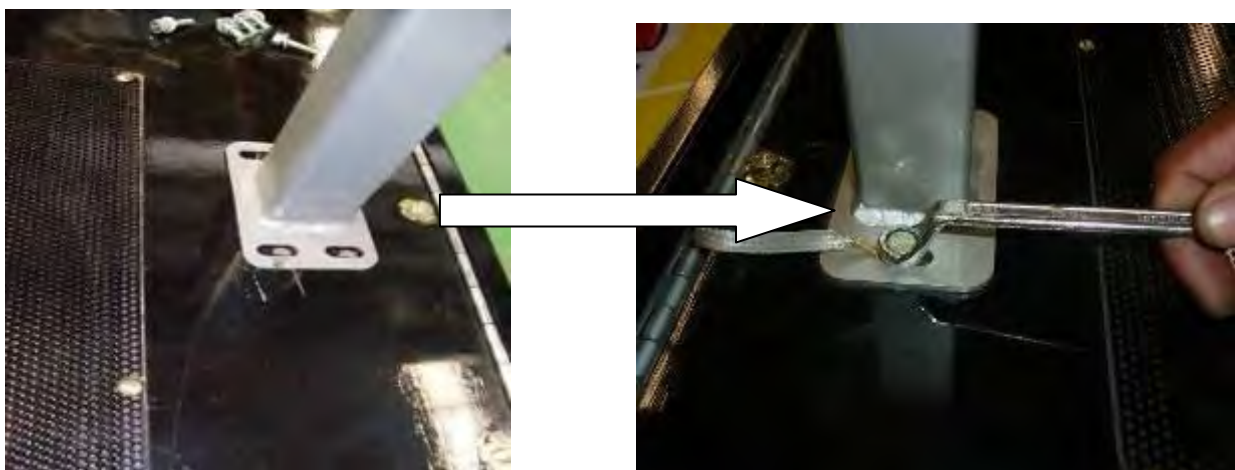


Start Installation position the bracket as per shown here,



Use wrench M6 to unscrew the Hex screw for the bracket to the cabinet over each holes of the bracket on top of the cabinet after you have the correct position as shown below,

Front bracket stand,

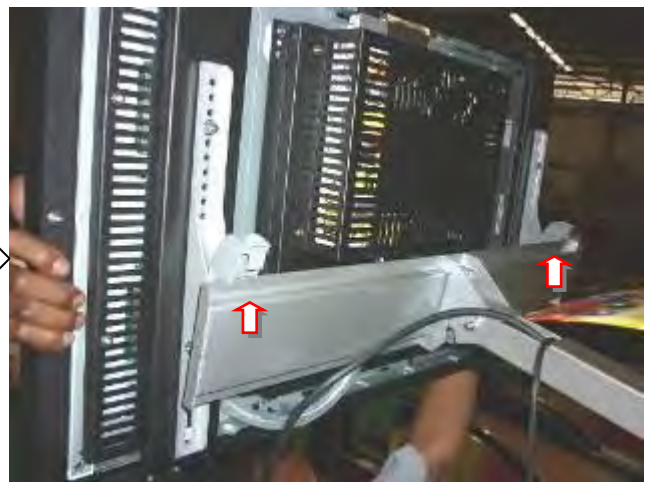


**Ground Point for LCD
bracket**

Back bracket stand,



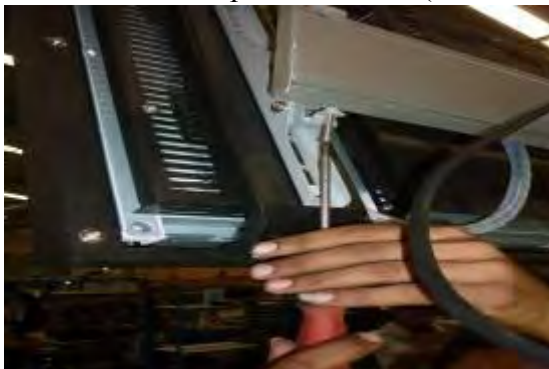
After positioning the top header bracket then putting the LCD holder on top of the bracket as shown below,



Connect all the VGA and AUDIO from the top DB box on the cabinet, and the power line connect from DB box inside the cabinet.



Use the Hardware pack for OHD (Inside the Cash Box) the LCD position,



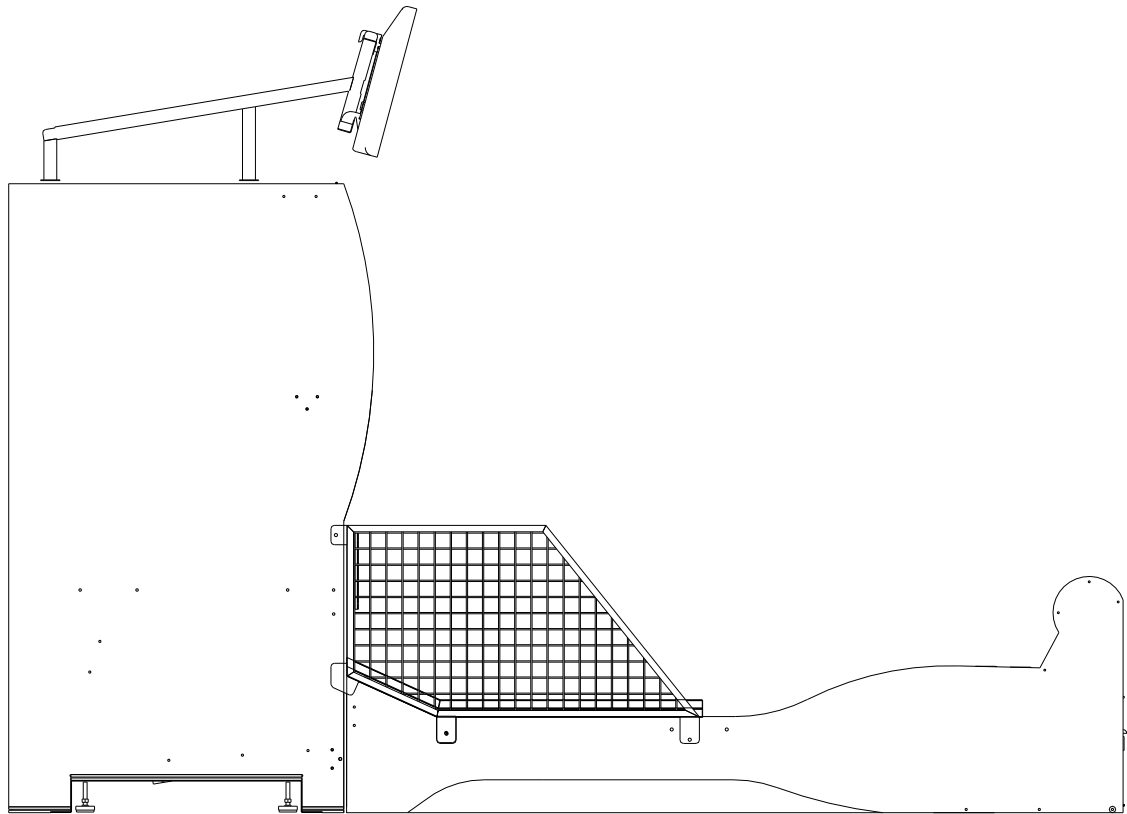


Over Head Header Installed

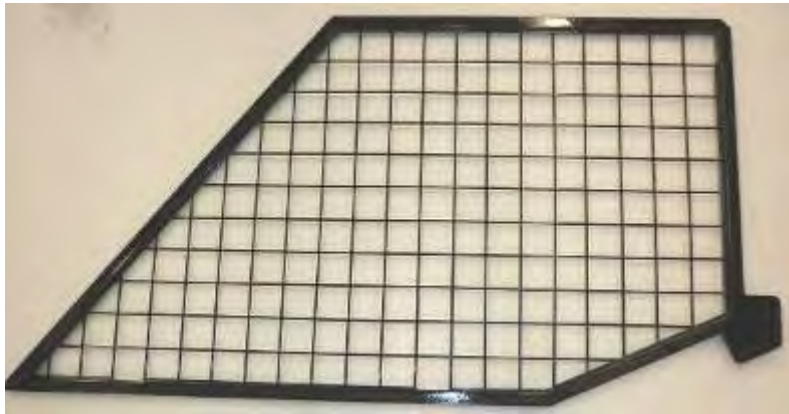




Step 3. Install the Fence



Fence parts,



Put both side fence on each side of the lane panel near the cabinet as shown below,



Slide the fence until screw mounting position hold the fence as shown below,



Fence installed completely,



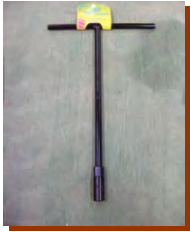
Use the Screw
supplied in Cash
Box
Hardware pack
For Fence

*** CAUTION! ***

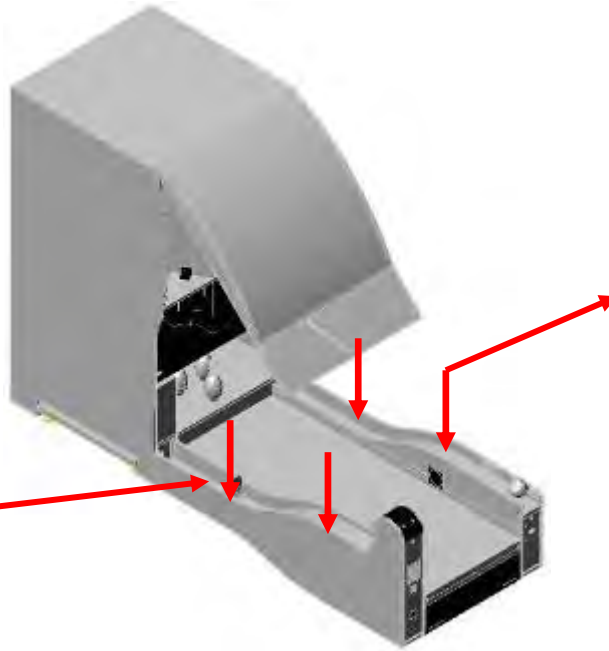
Check to see all screws are tighten on the Header LCD and Fence is secured



ADJUSTING THE TRACK LEVEL



This M10 Torch Supplied in Cash Box Area is to be use to level the bowling lane just follow the pointing arrow below to gain access to Leg adjuster on each side of bowling lane



Adjust the level by turning the leg adjuster under the metal cover





INTRODUCTION

CONGRATULATIONS! You have just bought “*Super Strike*” the great new bowling game from **LAI GAMES**. Bowling is a classic game that everyone loves to play, because not only can you play the game by yourself but you can also play with friends. Up to 4 players can compete against each other. The game also has optional 5 frames of play or even 10 frames of play just like a real full sized bowling lane. This game is exciting and challenging for all ages of players.

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 “*Super Strike*” is a one to four player bowling game with a video display. Players use their skill and accuracy to strike all the pins down in each of the ten game frames per play to win tickets. They can experience the challenge of the game just like the full size lanes. The scoring is just like real bowling and therefore the more strikes you get or the more pins you bowl over the higher score you get and the more tickets you win. Enjoy the game!

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 “*Super Strike*” cabinet, tracks, video monitor (requires assembly)
- Keys: 2 x coin door keys
 2 x back door keys
 2 x ticket door key (optional)
- Operator’s manual
- Assembly manual
- Bowling Ball 4” (2 balls)
- IEC Power Cord (In cash box)
- Accessories (In cash box)



SPECIFICATIONS

DIMENSIONS

15 Feet Arrangement

- Weight: 540 kg (1190 lb)
- Height: 2625mm (103.3")
- Width: 1006mm (39.6")
- Length: 6584mm (21.6 feet")
- Power: Maximum 400 W – (220V @ 2 A) (120V @ 3.4 A)
Average 220 W – (220V @ 1 A) (120V @ 1.8 A)

11 Feet Arrangement

- Weight: 500 kg (1102 lb)
- Height: 2625mm (103.3")
- Width: 1006mm (39.6")
- Length: 5371mm (17.6 feet")
- Power: Maximum 400 W – (220V @ 2 A) (120V @ 3.4 A)
Average 220 W – (220V @ 1 A) (120V @ 1.8 A)

8 Feet Arrangement

- Weight: 300 kg (661.2 lb)
- Height: 2625mm (103.3")
- Width: 1006mm (39.6")
- Length: 3449mm (11.3 feet)
- 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.

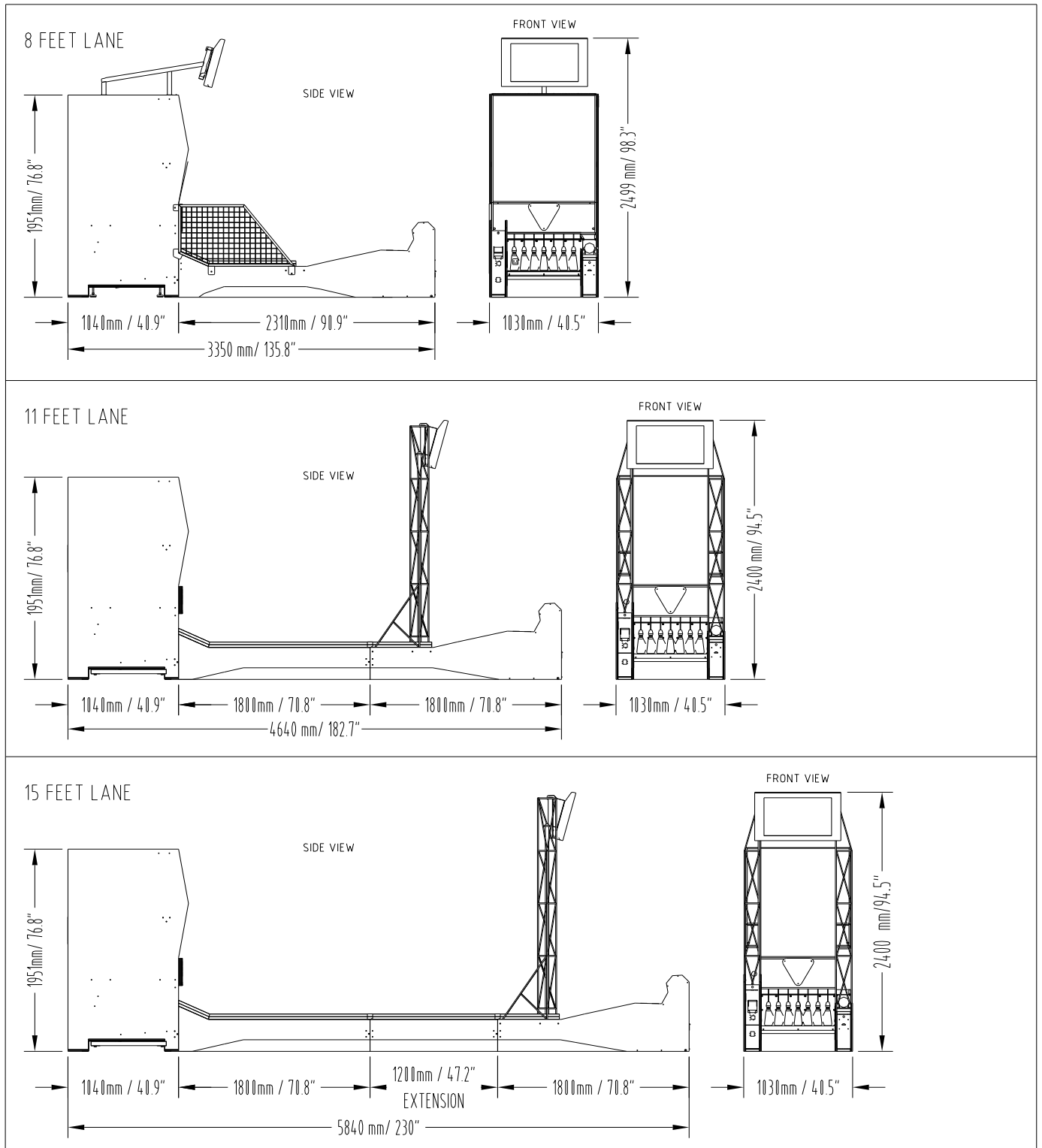
* CAUTION! *

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





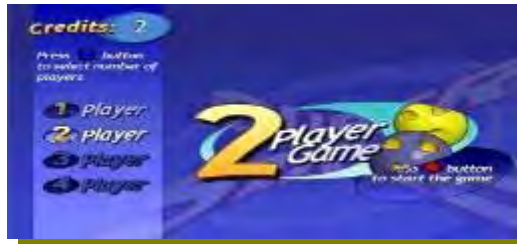
HOW TO PLAY

THE PLAYER'S AIM IS TO STRIKE ALL THE PINS DOWN TO SCORE POINTS. THE MORE POINTS SCORED, THE MORE TICKETS WON

- Insert coin/s for credit.

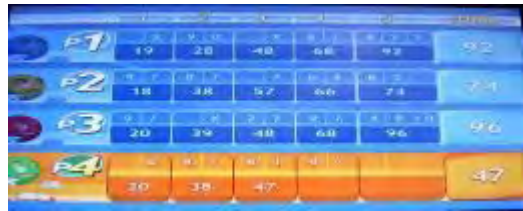


- Press the Select button to choose the number of players. Super Strike can be played by up to four players per game.



- Press the Start button to start the game.

- Throw the bowling ball to strike all the pins and try to make a STRIKE. Collect as many points as you can.



- The more points scored, the more tickets won.



During game play,

- When player pin down all 10 Pins they will get a Strike.



- When player pin down all 10 Pins in 2 consecutive times on 1st frame and 2nd frame player will get a Double Strike.



- When player pin down all 10 Pins in 3 consecutive times on 1st, 2nd and 3rd frames in a row player will get a Turkey.

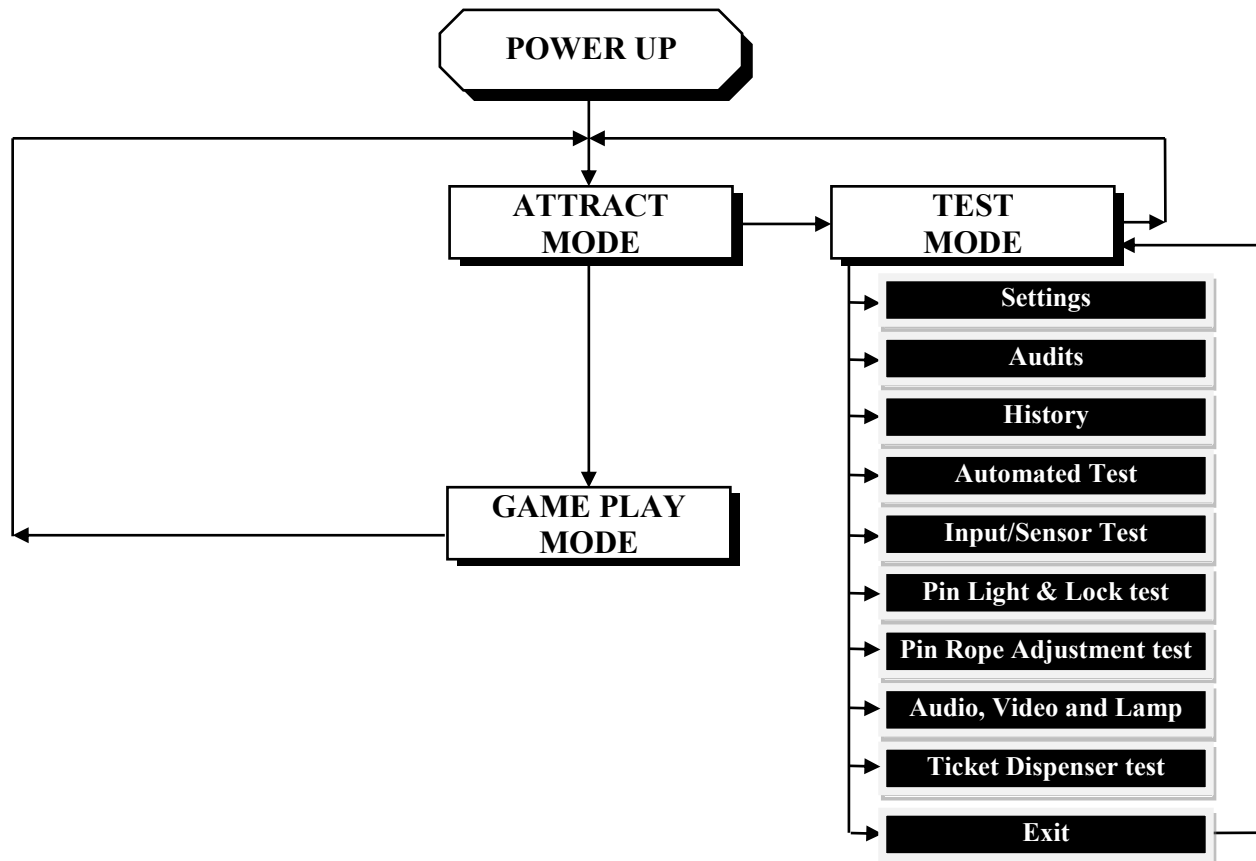




OPERATION

The “**Super Strike**” game has four operational modes: Power Up mode, Attract mode, Game Play mode, and Test mode.

OPERATIONAL DIAGRAM



POWER UP

The Power Up mode is active when power is first applied to the game. Please wait for few minutes to complete and to initialize process until the system is ready to be in play mode position.

```
Initialization system Please Wait
Waiting for watchdog      Finished
Reset motor to top
Starting Motor sensor test    OK
Starting Pin sensor test     OK
Starting Pin lock test       OK
Starting Pin rope test       OK
Starting motor brake test    OK
Initialization system Finished
```

* NOTE! *

Power Up procedure will take a few minutes to finish
If any error should appear please refer to Error and Troubleshooting page



ATTRACT MODE

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

GAME PLAY MODE

- The Compact Super Strike 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 the coin slot 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 by setting the Coins per Credit to “**free**”.

For a single free game, just press the Service button once. When issuing single free game in this manner, tickets are dispensed as normal.



TEST MODE

The Compact Super Strike has *Test Mode* from which you can adjust the game settings, see the audits, do input/sensor test, pin light & locks test, motor test, screen test, sound test, and ticket dispenser test. From the main screen of the Test Mode you can choose one of the nine options available that is suitable to your need.

(Refer to the Test Mode Main Screen below).

TEST MODE MAIN SCREEN V 2.0



TEST MODE PROCEDURE

- **ENTER** The *Test Mode* can be entered by pressing the red Test button located on the service bracket once while in Attract mode.
- **SELECT** The up and down buttons are used to move up and down, stepping through each of the Test Mode options until the mode is exited.

*** NOTE! ***

- By holding down the UP or DOWN buttons, you can step through the options quicker.

- **ENTERING OPTIONS SETTINGS**

The red Test button is then pressed again to enter the chosen Test Mode option.

- **CANCEL / BACK**

The green Service button is pressed to exit the Test Mode back to Attract mode without going through the **Exit**.

- **EXIT** The *Test mode* is exited by highlighting the **Exit** using the Up or Down button and pressing the Test button.



- **ENTER** The *Test Mode* can be entered by pressing the red Test button located on the service bracket once while in Attract mode.



- **SELECT** The up and down buttons are used to move up and down, stepping through each of the Test Mode options until the mode is exited.

*** NOTE! ***

- By holding down the UP or DOWN buttons, you can step through the options quicker.

TEST MODE OPTIONS DETAILED

- **SETTINGS**

Highlighting **SETTINGS** and pressing the Test button will advance to the Settings screen. In this screen you can do some adjustments related to the game.

- **AUDITS**

Highlighting **AUDITS** and pressing the Test button will advance to the Audits screen. In this screen you can see the audits of the game.

- **HISTORY**

This test is used to see the historical data of the game played up until ten games.

- **AUTOMATED TEST**

This test is used to test the pin locks, Pin lifter motor, ball lifter motor and Pin sensor. Choose the start icon on screen all of those test mention will activate automatically

- **INPUT / SENSOR TEST**

This test is used to check all buttons and all pin sensors. During this test the pin lifter motor can be activated by pressing and holding start button; moved up and down by pressing the up and down button on the service panel consecutively.

- **PIN LIGHT AND LOCK TEST**

This test is used to test the pin light on the front of cabinet and the pin locks. On this test an individual or all the pin locks can be tested. Pin lights can be tested as a group by „set one“ or „unset all“.



■ **PIN ROPE ADJUSTMENT TEST**

This test is used to adjust Pin Rope length by adjusting the pin lifter to the Pin Rope Adjustment point using up and down button to position the pin lifter to the Pin Rope adjustment bracket installed. Running the adjustment test will show if an individual pin rope is to the correct length or not.



■ **AUDIO, VIDEO AND LAMP TEST**

This test is used to test the audio channel of the game. To enter the Sound Test, highlight **SOUND TEST** in the Test Mode main screen and press the Test button.

■ **TICKET DISPENSER TEST**

This is used to test the ticket dispenser. Highlight **TICKET DISPENSER TEST** and press the red Test button to enter the Ticket Dispenser Test screen.

■ **EXIT**

To exit the Test Mode main screen, highlight **EXIT** in the Test Mode main screen and press the Test button.



SETTINGS

- **ENTER** The Settings can be entered by highlighting **SETTINGS** while in Test Mode main screen and pressing the Test button. Or, by pressing the red Test button once while in Attract mode, highlighting **SETTINGS**, and pressing the Test button again.
- **SELECT** The Up and Down buttons are used to move up and down, stepping through each of the adjustment configurations until the Settings is exited.
- **ACTIVATE / CHANGE**
The Test button is pressed to activate the selected adjustment. Then, the Up and Down buttons are used to change the displayed value. Press the Test button again to set the new value, or press the Service button to abandon the new value. For the dialog buttons, pressing the Test button will activate the highlighted dialog button.

*** NOTE! ***

- Certain adjustments have a fast adjustment feature. By holding down the UP or DOWN push buttons, the values step through quicker.

- **CANCEL / BACK**
The green Service button is pressed to cancel changes or go back to previous menu screen without going through the *Cancel* dialog button.
- **EXIT** The Settings is exited into Test Mode main screen by highlighting and pressing the Test button on the *“Exit”* button to exit & save the changes. Or by highlighting and pressing the Test button on the *“CANCEL”* dialog button to exit without saving the changes.

SETTINGS SCREEN – Page 1

Super Strike (c) LAI Games
Version 2.0

<table border="0"> <tr> <td>Payment Type:</td> <td>Coin</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Coins per-Credit 1:</td> <td>1</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Coins per-Credit 2:</td> <td>1</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Number of Frames:</td> <td>5</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Game timeout :</td> <td>25</td> <td><input type="checkbox"/></td> </tr> </table> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <input checked="" type="checkbox"/> Pay Tickets <table border="0" style="width: 100%;"> <tr> <td>Points per ticket:</td> <td>30</td> </tr> <tr> <td>Min. tickets:</td> <td>1</td> </tr> <tr> <td>Max. tickets:</td> <td>8</td> </tr> <tr> <td>H.P. Winner Extra:</td> <td>3</td> </tr> </table> </div>	Payment Type:	Coin	<input type="checkbox"/>	Coins per-Credit 1:	1	<input type="checkbox"/>	Coins per-Credit 2:	1	<input type="checkbox"/>	Number of Frames:	5	<input type="checkbox"/>	Game timeout :	25	<input type="checkbox"/>	Points per ticket:	30	Min. tickets:	1	Max. tickets:	8	H.P. Winner Extra:	3	<table border="0"> <tr> <td>Bonus type :</td> <td>Tickets</td> </tr> <tr> <td>Bonus amount :</td> <td>1</td> </tr> <tr> <td>Min. bonus score :</td> <td>60</td> </tr> </table> <input type="checkbox"/> Enable english word filter Max. Name Initials : 6 Attract mode Sound : On Safety Sensor : Soft Error	Bonus type :	Tickets	Bonus amount :	1	Min. bonus score :	60
Payment Type:	Coin	<input type="checkbox"/>																												
Coins per-Credit 1:	1	<input type="checkbox"/>																												
Coins per-Credit 2:	1	<input type="checkbox"/>																												
Number of Frames:	5	<input type="checkbox"/>																												
Game timeout :	25	<input type="checkbox"/>																												
Points per ticket:	30																													
Min. tickets:	1																													
Max. tickets:	8																													
H.P. Winner Extra:	3																													
Bonus type :	Tickets																													
Bonus amount :	1																													
Min. bonus score :	60																													

[Up] : Move up through menu choices.
[Down] : Move down through menu choices.
[Test] : Enter current menu choice.
[Service] : Back to previous menu.



SETTINGS SCREEN – Page 2



SETTINGS DETAILED

■ CANCEL

(Exit Without Save Changes)

Highlighting the **CANCEL** dialog button and pressing the Test button will exit the *Settings* without saving any changes made.

■ EXIT

(Exit & Save Changes)

Highlighting the **EXIT** dialog button and pressing the Test button will exit the Settings and save any changes made.

■ RESET TO DEFAULT

(Reset all Adjustments to Default)

Highlighting the **RESET TO DEFAULT** dialog button and pressing the Test button will reset all adjustments back to factory defaults.

■ PAYMENT TYPE

(Default Coin) (Adjustable Coin, Card)

This setting sets the type of payment used to play the game.

■ COINS PER CREDIT

(Default 1) (Adjustable Free, 1 – 10, 1/2 – 1/10)

This sets the number of coins that need to be inserted into the coin mechanism for each credit. The setting “**Free**” will set the game in Free Play Mode.



■ NUMBER OF FRAMES

(Default 5) (Adjustable 5, 10 and User)

This setting sets the number of frame per game. There are two numbers of frame settings that is 5 frames (*default*) and 10 frames per game.

■ TIMEOUT

(Default 25) (Adjustable 0 – 100)

This setting sets the game timeout, when player forgot to throw the ball there will time limitation. Default setting is 25 seconds it can be set to other value.

■ PAY TICKETS

(Default Checked) (Adjustable Check, Uncheck)

This setting controls whether the machine will dispense tickets or not after the game is played. If checked, the settings for adjusting ticket payment (Points per Ticket, Min. Tickets, Max. Tickets, and M.P Winner Bonus) will be active. If unchecked, the ticket payment settings will be inactive and cannot be selected.

■ POINTS PER TICKET

(Default 30) (Adjustable 0 – 100)

This adjustment sets the *number of points* a player must collect to win ONE ticket. The adjustment values are from 0 – 100.

■ MIN. TICKETS

(Default 1) (Adjustable 0 – 100)

This setting controls the *number of minimum tickets* paid by the machine per play, regardless to the points a player has collected. It is adjustable from 0 to 100.

■ MAX. TICKETS

(Default 8) (Adjustable 0 – 100)

This setting controls the *number of maximum tickets* paid by the machine per play, regardless to the points a player has collected. It is adjustable from 0 to 100.

■ M.P WINNER BONUS

(Default 3) (Adjustable 0 – 100)

This sets the *number of bonus tickets* paid to the winner of a multi player game per play. The adjustment values are from 0 to 100.

■ BONUS TYPE

(Default off) (Adjustable off, tickets, credit)

This sets the *bonus type* paid to the winner per play. The adjustment values are from off, tickets and credits.

■ BONUS AMOUNT

(Default off) (Adjustable off, 1, 2, 3)

This sets the *number of bonus amount* paid to the winner per play. The adjustment values are from 1 to 3.



■ MINIMUM BONUS SCORE

(Default off) (Adjustable off, 100,200,300)

This sets the *bonus score* for the winner per play. The adjustment values are from off, 100,200,300.

■ TICKET PAYOUT TABLE

Default Values (5 Frames per Game)

No. of Tickets	Score
1	30
2	60
3	90
4	120

No. of Tickets	Score
5	140
6	160
+1	180

These variables set the number of score points required for tickets. The points needed from 1 to 6 tickets can be set individually for scalable payout. For more than 6 tickets, +1 is set to the number of extra points needed for each additional ticket above 6 tickets.

* NOTE! *

- It is recommended that Number of Tickets 1 to 6 have progressively increasing score values, or unpredictable ticket payout may occur.
- This table is base on average 40% tickets pay out.

SETTING page 2 LEVEL BONUS

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 changed to ON the multiple bonus setting will be open.

■ LEVEL 1 CREDIT BONUS

(Default OFF) (Adjustable ON – OFF)

This turns on the multiple bonus credit system and activates the settings bonus level 1 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 changed to ON the multiple bonus setting will be open.

COIN(s)

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 1. And the setting value must be higher than setting value of standard Coin on the coin per credit.

BONUS

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 standard credit or base credit. It can be set to 1,2,3,...to 99 bonus credit.



■ LEVEL 2 CREDIT BONUS

(Default OFF) (Adjustable ON – OFF)

This turns on the multiple bonus credit system and activates the settings bonus level 2 on coin mechanism 1. It can be set to ON or OFF. The *default* setting is “OFF” this mean the multiple bonuses are disabled, if the setting changed to ON the multiple bonuses setting will be open.

COIN(s)

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. And the setting value must be higher than setting value of Level 1 Credit bonus setup.

BONUS

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 standard credit or base credit. It can be set to 1,2,3,...to 99 bonus credit.

■ LEVEL 3 CREDIT BONUS

(Default OFF) (Adjustable ON – OFF)

This turns on the multiple bonus credit system and activates the settings bonus level 3 on coin mechanism 1. It can be set to ON or OFF. The *default* setting is “OFF” this mean the multiple bonuses are disabled, if the setting changed to ON the multiple bonuses setting will be open.

COIN(s)

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. And the setting value must be higher than setting value of Level 2 Credit bonus setup.

BONUS

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 standard credit or base credit. It can be set to 1,2,3,...to 99 bonus credit.



AUDITS

- **ENTER** The Audits can be entered by highlighting **AUDITS** while in Test Mode main screen and pressing the Test button. Or, by pressing the red Test button while in Attract mode once, highlighting **AUDITS**, and pressing the Test button again.
- **SELECT** The Up and Down buttons are used to step between “reset” and “Exit” dialog buttons repeatedly until the Audits is exited.
- **ACTIVATE**
The Test button will activate the highlighted dialog button.
- **CANCEL / BACK**
The green Service button is pressed to go back to previous menu screen without going through the **Exit**.
- **EXIT** The Audits is exited into Test Mode main screen by highlighting and pressing the Test button on the “Exit” dialog button.

AUDITS SCREEN



PARTS OF AUDITS SCREEN

- **CURRENT AUDIT**
Current Audit contains data that are currently running from coin to how many time games have been reset. This data can be reset for future use.
- **NON RESETABLE AUDIT**
Non resetable Audit data contains all data same as in current audit but cannot be reset.
- **ERROR AUDIT**
All error data stored on this page show the performance of the game and can be a reference for preventive maintenance of the game.

AUDITS DETAILED

- **RESET**
Highlighting the **RESET** dialog button, pressing the red Test button, and choosing YES in dialog box appeared will clear the statistics in the User section.



■ EXIT

Highlighting the **EXIT** dialog button and pressing the Test button will exit the Audits and go back to Test Mode main screen.

■ COINS

This audit tells the number of coins inserted into the coin mechanism. It is available in User and Machine section.

■ SERVICES

This tells how many times the Service button is pressed for credits since the last game audits cleared. This audit is only available in the User section of the Audits.

■ 1 PLAYER MODE

This audit tells the number of games played for single player mode. This audit is available in User and Machine section.

■ 2 PLAYERS MODE

This audit tells the number of games played for two players mode. This audit is available in User and Machine section.

■ 3 PLAYERS MODE

This audit tells the number of games played for three players mode. This audit is available in User and Machine section.

■ 4 PLAYERS MODE

This audit tells the number of games played for four players mode. This audit is available in User and Machine section.

■ TICKETS OUT

This value tells the number of tickets that are successfully dispensed by the machine. This audit is available in User and Machine section.

■ RESET

This value tells the number of resetting the game occurred since the last game audits cleared. This audit is available both in User and Machine section.

ERROR AUDIT SCREEN





ERROR AUDITS DETAILED

■ TICKET ERROR

This audit tells how many tickets Error have encounter since the last game error audits cleared. This audit is available in the current audit and non resettable audit.

■ PIN SENSOR ERROR

This audit tells how many pin sensor errors have encounter since the last game error audits cleared. This audit is available in the current audit and non resettable audit.

■ PIN LIFTING ERROR

This audit tells how many pin lifting errors have encounter since the last game error audits cleared. This audit is available in the current audit and non resettable audit.

■ PIN SENSOR TEST ERROR

This audit tells how many pin sensor test errors have encounter since the last game error audits cleared. This audit is available in the current audit and non resettable audit.

■ PIN LOCK TEST ERROR

This audit tells how many pin lock test errors have encounter since the last game error audits cleared. This audit is available in the current audit and non resettable audit.

■ PIN ROPE TEST ERROR

This audit tells how many pin rope test errors have encounter since the last game error audits cleared. This audit is available in the current audit and non resettable audit.

■ MOTOR BRAKE TEST ERROR

This audit tells how many motor brake test errors have encounter since the last game error audits cleared. This audit is available in the current audit and non resettable audit.

■ PIN ROPE ADJUST ERROR

This audit tells how many pin rope adjust errors have encounter since the last game error audits cleared. This audit is only available in non resettable audit.

■ SENSOR#1/TOP SENSOR

This audit tells how many Sensor#1/top sensor errors have encounter since the last game error audits cleared. This audit is only available in non resettable audit.

■ SENSOR #2/ BOTTOM SENSOR ERROR

This audit tells how many Sensor#2/bottom sensor errors have encounter since the last game error audits cleared. This audit is only available in non resettable audit.

* NOTE! *

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



HISTORY

- **ENTER** The Audits can be entered by highlighting **HISTORY** while in Test Mode main screen and pressing the Test button or by pressing the red Test button while in Attract mode once, highlighting **HISTORY**, and pressing the Test button again.
- **SELECT** The Up and Down buttons are used to step between “**Previous**” “**Exit**” and “**Next**” dialog buttons repeatedly until the Audits is exited.
- **ACTIVATE**
The Test button will activate the highlighted dialog button.
- **CANCEL / BACK**
The green Service button is pressed to go back to previous menu screen without going through the **Exit**.
- **EXIT** The History is exited into Test Mode main screen by highlighting and pressing the Test button on the “**Exit**” dialog button.

HISTORY SCREEN



PARTS OF HISTORY SCREEN

■ GAME 1 – GAME 10

This is the historical data of the best players reach the best point when they finished the game, the data stores up to 10 games.



AUTOMATED TEST

- **START** Choose this Icon to start automated test and information screen will appear and the pin lifter motor will run up and down also will activate all the pin lock in one cycle (*total number*), this automated test will not stop until the test button press.
- **EXIT** Automated test is exited by highlighting the **Exit** and pressing the red Test button.

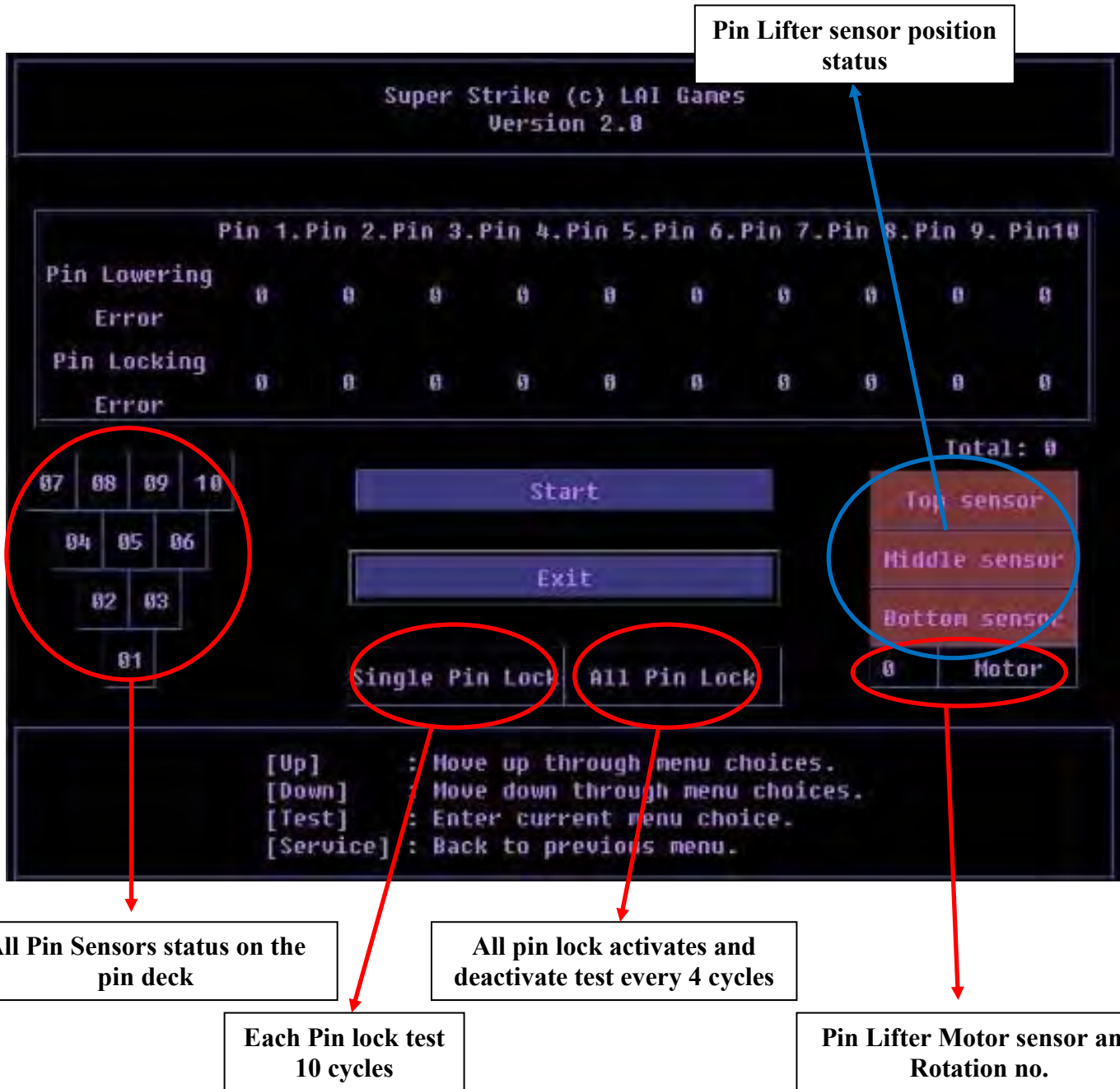
AUTOMATED TEST SCREEN



- **ENTER** The Automated Test can be entered by highlighting **AUTOMATED TEST** while in Test Mode main screen and pressing the Test button. Or, by pressing the red Test button once while in Attract mode, highlighting **AUTOMATED TEST**, and pressing the Test button again.
- **SELECT** The Up and Down buttons are used to step to start to begin the automated test until automated Test is exited.
- **ACTIVATE**
The red Test button is pressed to activate the highlighted start automated test.
- **CANCEL / BACK**
The green Service button is pressed to go back to previous menu screen without going through the **Exit**.
- **EXIT** The Automated Test is exited by highlighting the **Exit** and pressing the Test button.



AUTOMATED TEST DETAIL



Description,

When start the pin lifter will lower and lifting the pins (1 Cycles) it will continue for 4 cycles with all the pin lock activate and deactivate, and next cycle will lock each pin lock starting from pin 1 to pin 10 during the run test it will shows the Top, Middle, bottom sensor, the blade counter number (on top of cabinet), Hall effect sensor for pin lifter motor and all the pin sensors status. This test will never stop until Test or Service button press.



INPUT/SENSOR TEST

- **ENTER** The Input/Sensor Test can be entered by highlighting **INPUT/SENSOR TEST** while in Test Mode main screen and pressing the red Test button. Or, by pressing the red Test button while in Attract mode once, highlighting **INPUT/SENSOR TEST**, and pressing the Test button again.
- **TESTING GAME INPUTS/SENSORS**
To test the game inputs/sensors, activate any of the game inputs/sensors and see in the Input/Sensor Test screen whether the activated input/sensor is ON or OFF. When ON the switch is active, if OFF the switch is not active.
- **EXIT** The Input/Sensor Test is exited into Test Mode main screen by pressing the Service button once.

INPUT/SENSOR TEST SCREEN



NOTE :

During this test the pin lifter motor can be moved up and down to test the sensor by pressing and holding the Start button and pressing the Up and Down button subsequently on the service panel. (*beep sound will be heard when both button are pressed in a normal operation*). Data should be running randomly and on normal condition it will show 8 digit random numbers.



PIN LIGHT & LOCKS TEST

- **ENTER** The Pin Light & Locks Test can be entered by highlighting **PIN LIGHT & LOCKS TEST** while in Test Mode main screen and pressing the Test button. Or, by pressing the red Test button once while in Attract mode, highlighting **PIN LIGHT & LOCKS TEST**, and pressing the Test button again.
- **SELECT** The up and down buttons are used to step through each of the Pin Light & Locks Test options until the test is exited.
- **ACTIVATE**
Pressing the Test button will activate/deactivate the selected option.
- **TESTING PIN LIGHTS**
To test the lights of all the pins, light will be lit on the front panel if the pin light is activated.
- **TESTING PIN LOCKS**
Testing the Pin Locks is by selecting a specific pin or all pins using the Up and Down buttons or Set All dialog button and activating/deactivating the Move Locks dialog button.
- **CANCEL / BACK**
The green Service button is pressed to go back to previous menu screen without going through the **Exit**.
- **EXIT** The Pin Light & Locks Test is exited into Test Mode main screen by highlighting the **Exit** and pressing the Test button.

PIN LIGHT & LOCKS TEST SCREEN





PIN LIGHT & LOCKS TEST DETAILED

■ **PIN 1 - 10**

(Toggle ON, Toggle OFF)

These numbers represent all the ten pin lights and locks in the machine. To select a specific pin, use the Up and Down button to highlight the pin number then press the Test button. To select all the pins, highlight Set All and press the Test button. To deselect one of the pins, highlight that specific pin and press the Test button. Highlighting Unset All and pressing the Test button will deselect all the pins.

■ **MOVE LOCKS**

This is to lock or unlock the pin locks. Select a specific pin or all pins by using Up and Down buttons or Set All dialog button then press the Test button. Next, highlight Move Locks and press the Test button to lock or unlock the pin locks.

■ **SET ALL**

The Set All dialog button is for selecting all the ten pins at once. Highlight the Set All dialog button and press the Test button to select all the pins.

■ **UNSET ALL**

Unset All dialog button is for deselecting all the ten pins at once. Highlight Unset All dialog button and press the Test button to deselect all the pins.

■ **EXIT**

Highlighting Exit and pressing the Test button will exit the Pin Light & Locks Test screen and go back to Test Mode main screen.



PIN ROPE ADJUSTMENT TEST

- **ENTER** The Pin Rope Adjustment Test can be entered by highlighting **PIN ROPE ADJUSTMENT TEST** while in Test Mode main screen and pressing the Test button or by pressing the red Test button once while in Attract mode, highlighting **PIN ROPE ADJUSTMENT TEST**, and pressing the Test button again.
- **SELECT** The Up and down buttons are used to step to start to begin the Pin rope adjustment test until automated Test is exited.
- **ACTIVATE**
The red Test button is pressed to activate the highlighted start automated test.
- **CANCEL / BACK**
The green Service button is pressed to go back to previous menu screen without going through the **Exit**.

PIN ROPE ADJUSTMENT TEST SCREEN





ERRORS AND TROUBLESHOOTING

If the microprocessor detects any problems with the operation of the game, an Error will be displayed on the screen.

ERROR CODE QUICK REFERENCE TABLE

ERROR DESCRIPTION	SOLUTION
Pin Lifting Error (Blip sound)	Motor Pin Lifter Jam, Override switch position “On”, Decoder sensor blocked, Decoder faulty. (Hard Error, game will Stop)
Pin Sensor Error (Blip Sound)	One or more from 10 Pin sensors faulty, One or more Solenoid pin always activate, String line for pin broke. (Soft Error, game will continue)
Ball Error	Ball Jamming or missing, Sensor ball faulty, Ball lifter problem. (Soft Error, game will continue)
Ticket Error	Number of ticket dispensing not match, Ticket Sensor problem, Motor ticket faulty. (Soft Error, game will continue)
Safety Sensor Error	Activate when something is block the ball track in front of the cabinet, this sensor will freeze the game and will start count down after the sensor path is unblock. (Hard Error, game will halt)
Motor Sensor Error	On the Pin lifter Motor there is a Hall Effect sensor that count“s the turning blade when the motor pin lifter running when this Hall Effect sensor not active the motor Pin lifter will stop running. (Hard Error, game will stop)

*** NOTE! ***

- All errors can be cleared by entering test mode then exit to game mode, all credit and score data will be clear during this process.
- The ticket amount dispensed can be viewed buy pressing test once.

ERROR MESSAGE DURING GAME PLAY

When during the game play and on the display will show small icon flashing if there is an error as shown and marked below (Soft Error),



To clear the error message need to press Test button once and the system will try to clear the error and on screen will show as below,





ERROR MESSAGE DURING THE START UP

On start up the system will try to check every mechanical and moving parts such as Motor Pin lifter, Pin lock, Sensors, Pin Sensors and Pin Rope adjustment setup, Unless there are some major problem even there are some error message when the start up process the game can still operate,

```
Initialization system Please Wait
Waiting for watchdog      Finished
Reset motor to top
Starting Motor sensor test    OK
Starting Pin sensor test      OK
Starting Pin lock test        OK
Starting Pin rope test        OK
Starting motor brake test     OK

Initialization system Finished
```

If somehow there are a few message as per shown below,

```
Initialization system Please Wait
Waiting for watchdog      Finished
Reset motor to top
Starting Motor sensor test    Failed
Number of pulses: X
Starting Pin Sensor test      Failed
Pin(s) error please check Pin(s) number: X,X,X,..
Starting Pin lock test        Failed
Lock(s) error please check lock(s) number: X,X,X,..
Starting Pin rope test        Failed
Please check pin ropes
Starting motor brake test     Failed
Please check motor brake

Initialization system Finished
```

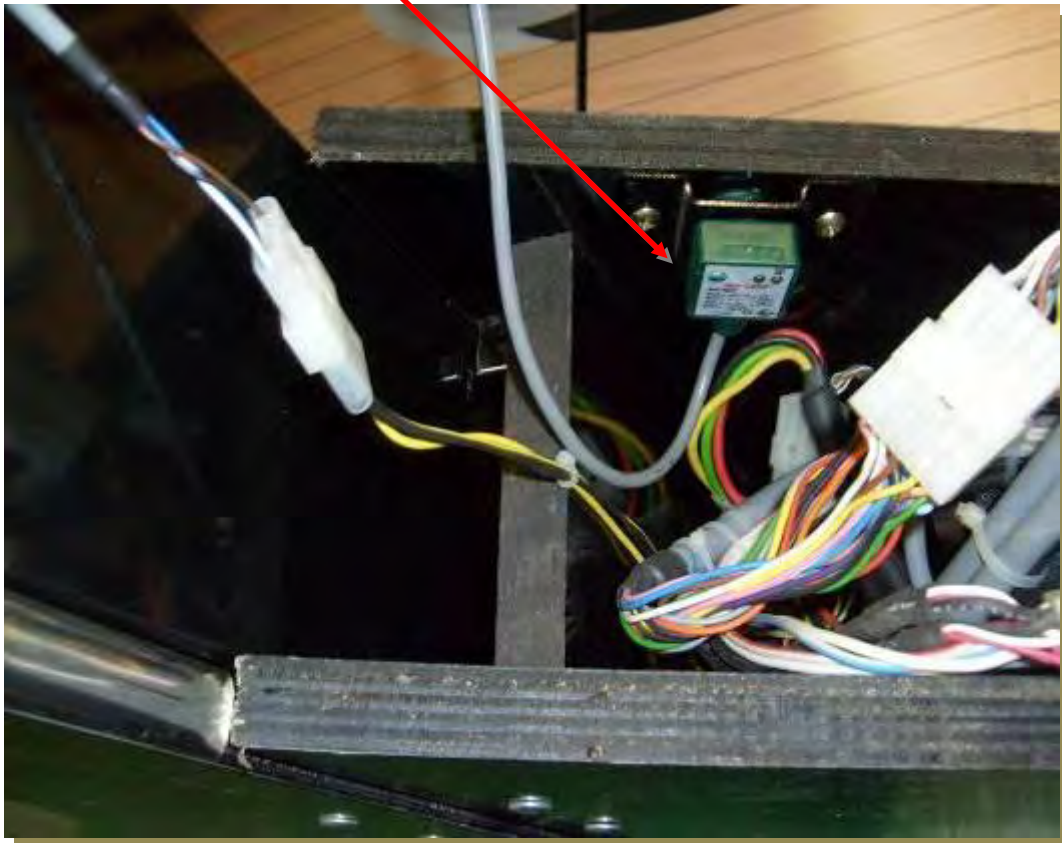
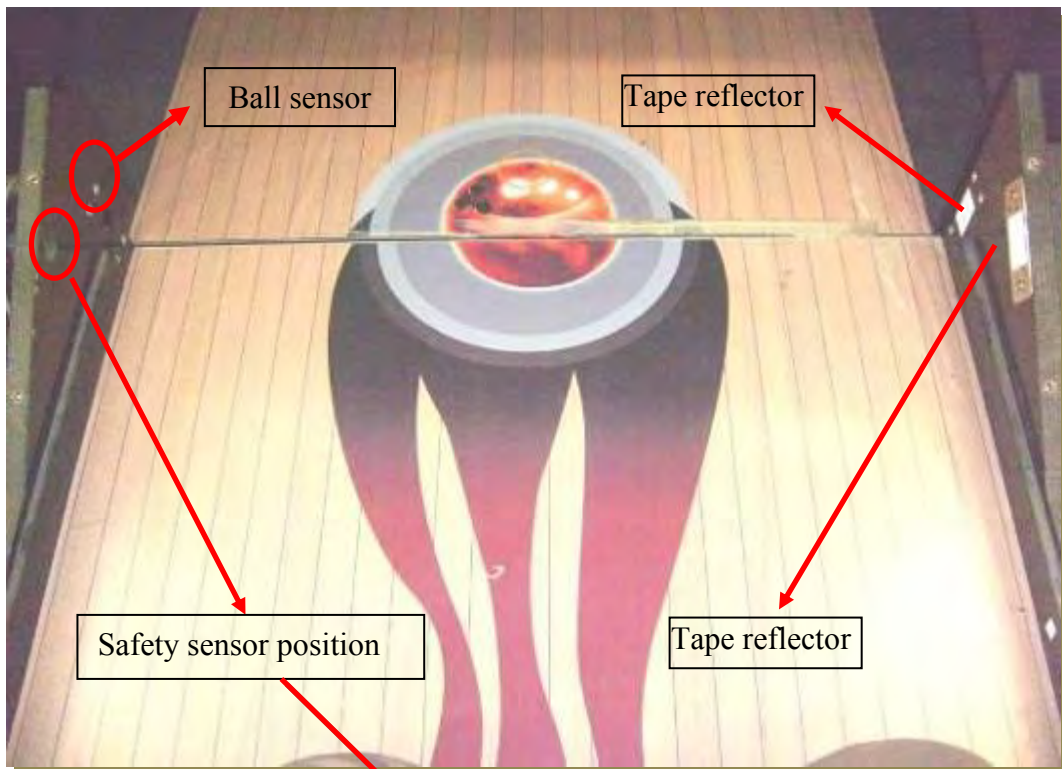
It can be clear by pressing the Test button once from the attract mode,

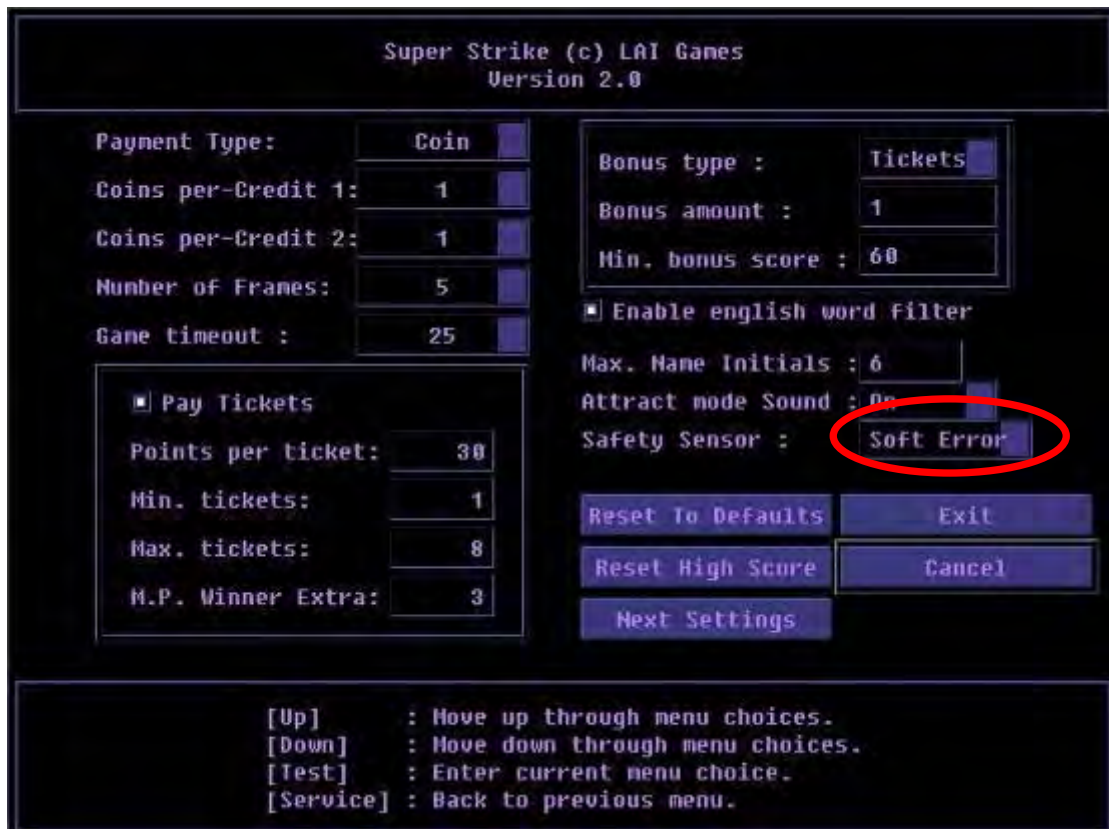




SAFETY SENSOR

There is a safety sensor feature that will detect if someone or something is blocking or trying to reach inside the pin area. This feature is provided for safety reasons and gets active when there is an intrusion and sounds an alarm halting the game play system.





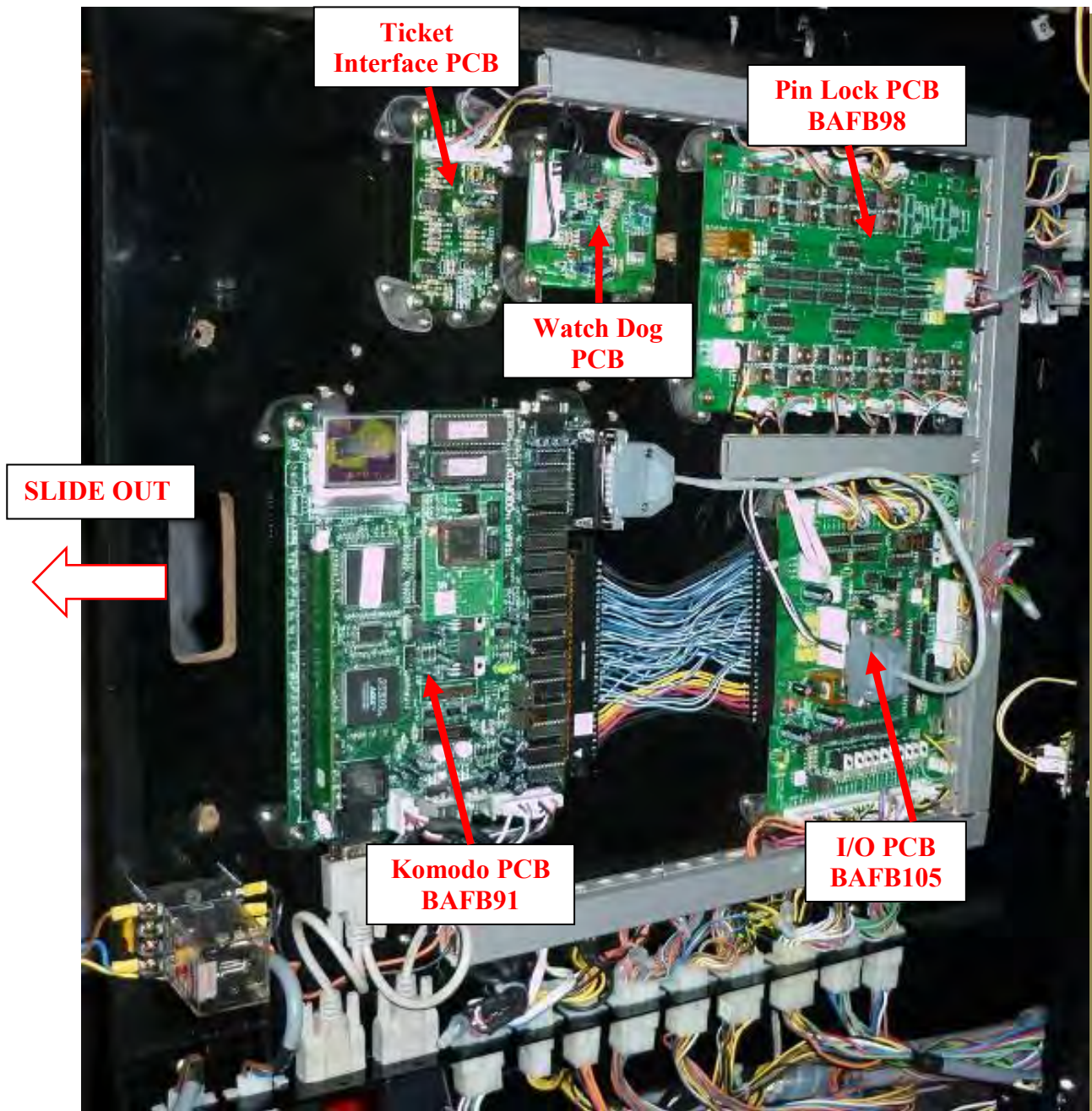
Default setting is safety sensor disable, to activate the safety sensor you may need to enter test mode than go to setting and choose safety sensor and set to soft error/hard error, soft error means if someone activate the safety sensor during a play the alarm will sound and game will stop for a while and will continue after safety sensor is un block, as for the hard error if safety sensor activate the alarm will sound and game stop operating it may need to press the test button to get back to normal operation.

*** NOTE! ***

**NOT RECOMMENDED TO SWITCH OFF THE SAFETY SENSOR
FEATURE DURING OPERATING THE GAME**



PCB LAYOUT

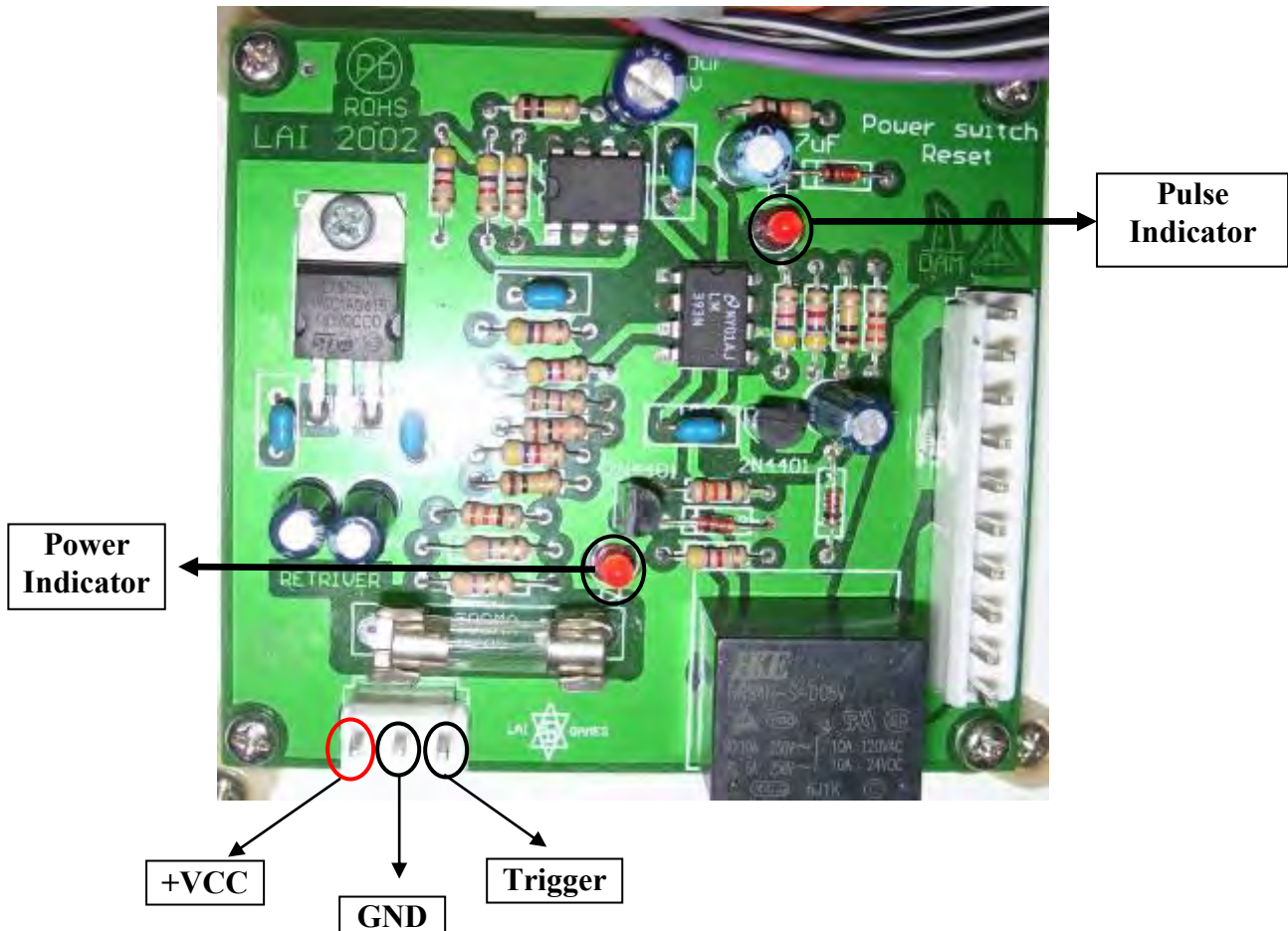


For easy troubleshoot or maintenance of the PCB, the wooden base for PCB inside the cabinet can be slide out from the cabinet.

PCB INDICATOR

Watch Dog Indicator

On watch Dog PCB there are 2 LED indicators, 1 is for Power Indicator and the other is for Pulse indicator.

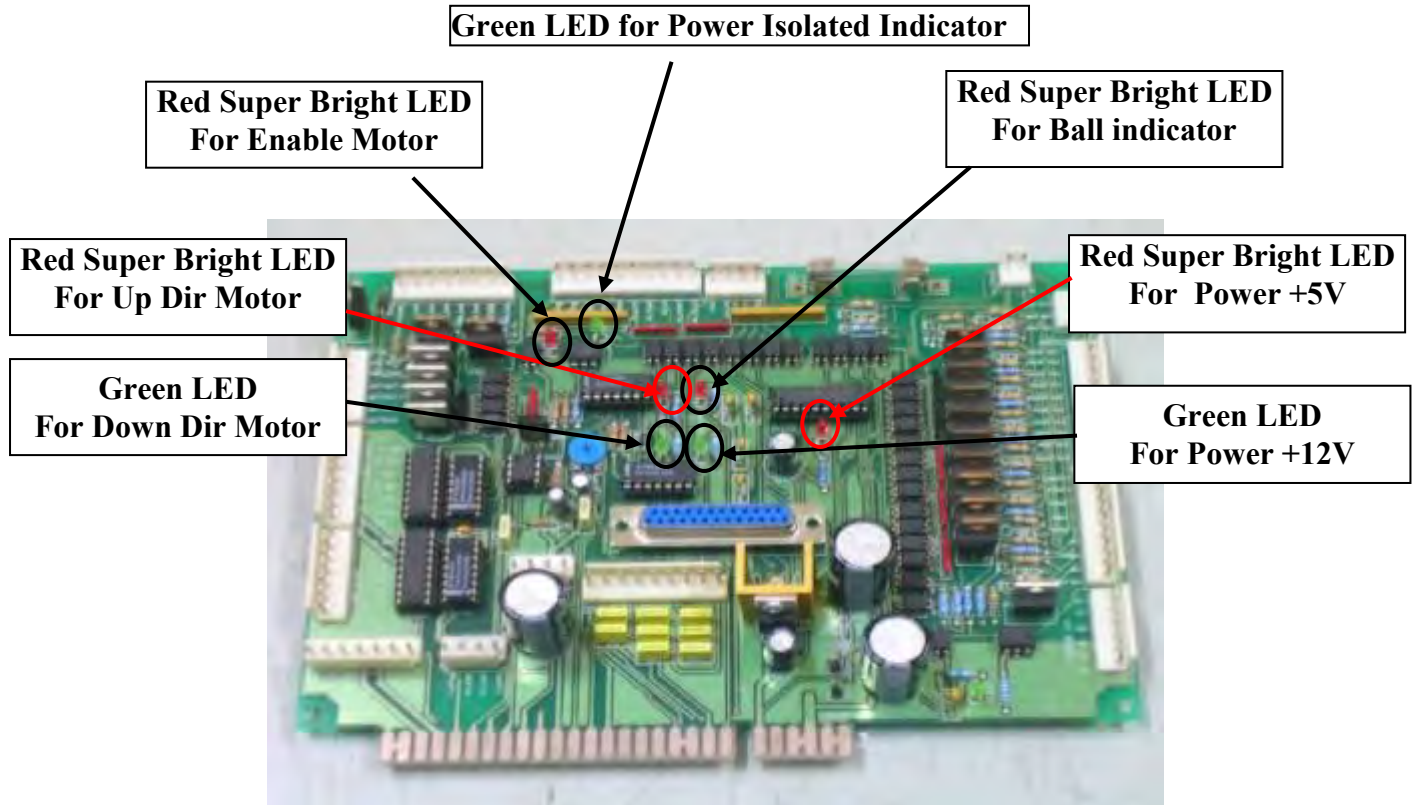


During start up process on the WD PCB the Power Indicator will always be lit and after the start up process completes the Power Indicator will go off and will stay off until the machine is reset or switched off.

This setup is very important to prevent false triggering to I/O PCB and Pin Lock PCB from activating the motor and the central lock for pin during start up process.



I/O PCB Indicator

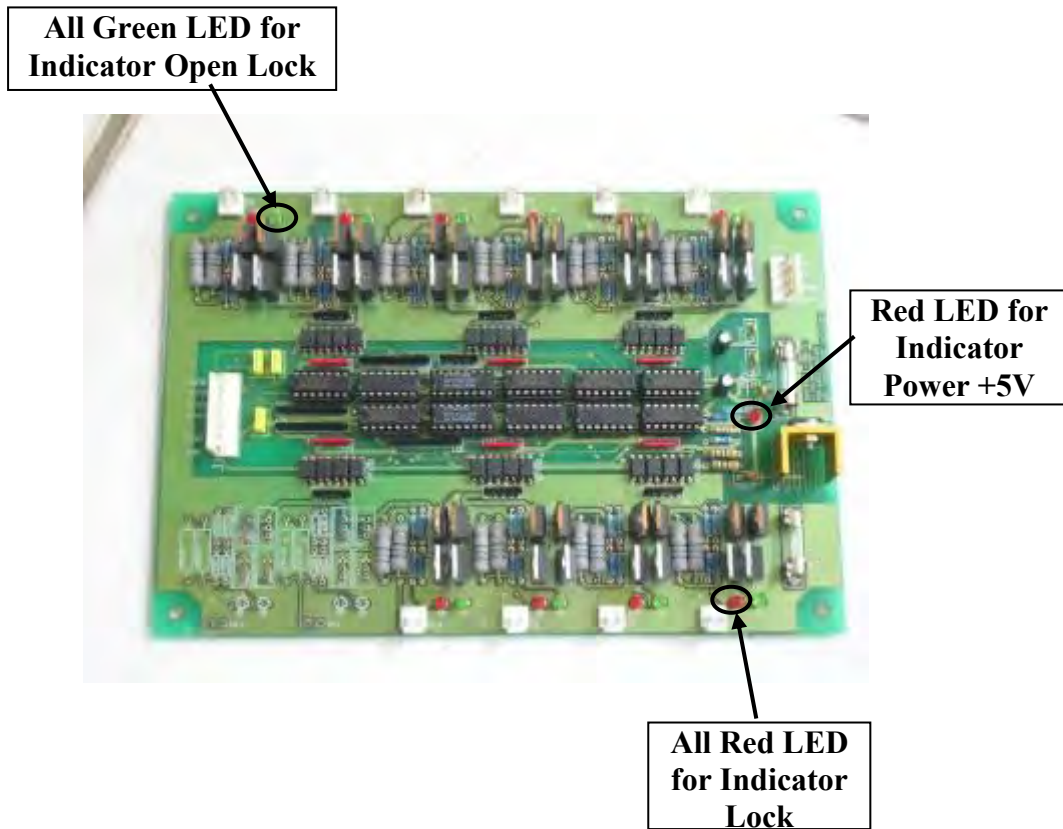


During the start up process this PCB will completely shut off or delayed, only data IC still active, the PCB shut off or delayed by Watch dog PCB.

On normal condition the green LED for Down Direction Motor will be lit when the pin lifter is activated to go down. And the red LED will be lit when the pin lifter is active and go to up position.



Pin Lock PCB Indicator



On normal condition when the locking pin active the red LED and green LED will flashing couple times and then LED will go OFF, this routine is also happen when this PCB try to open the pin locking.

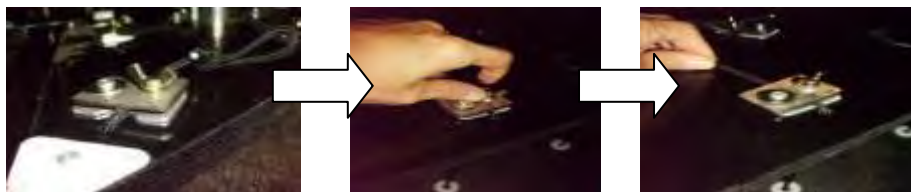


ADJUSTING THE PIN ROPE AND THE CORRECT PIN ROPE SETUP

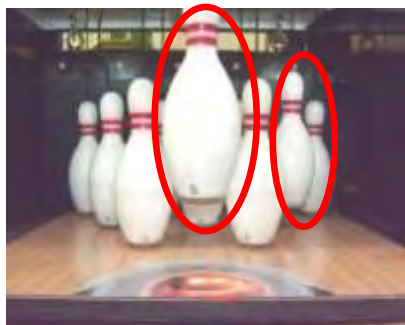
1. Find rope clamps inside the cabinet on top of the pin lifter deck.



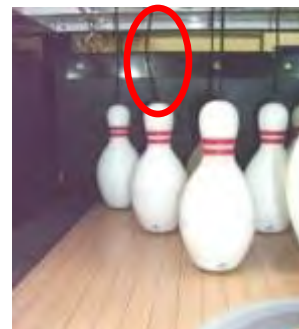
2. Unscrew the wing bolt and loosen or pull the rope that clamped in between the plate as needed.



Check the Pin Position when the Pin lifter is in position, all pins have to rest On the pin deck firmly and ensure no pin is hanging and pin hanging on this position.



The pin Hanging Need to
loosen the pin rope



The pin rope Hanging Need
to pull the pin rope

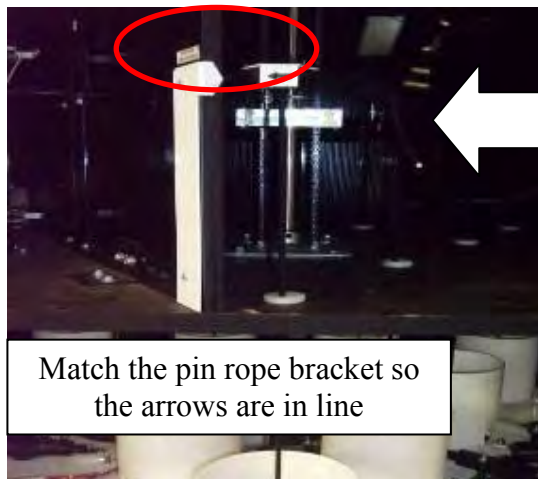
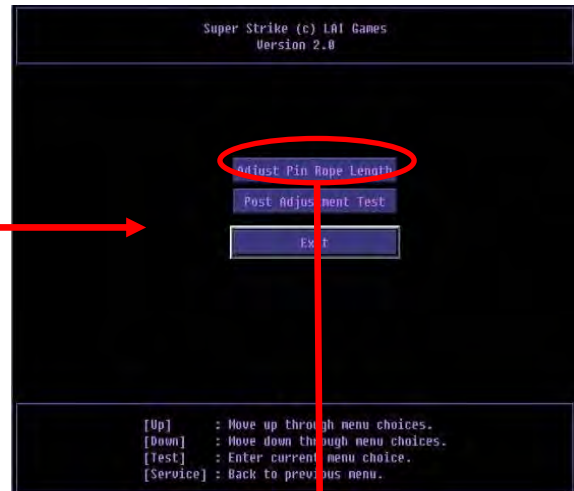
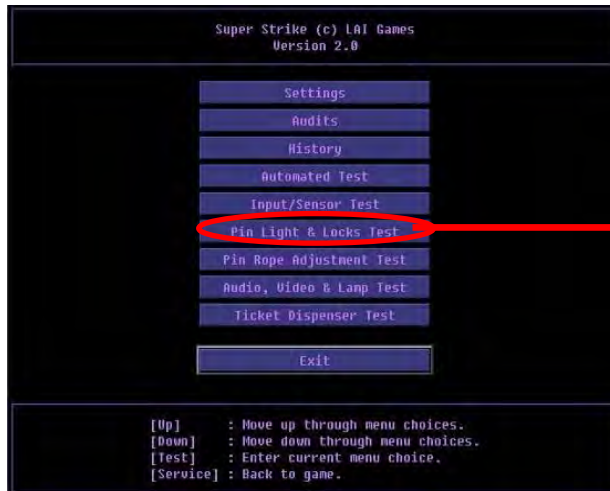


The pin rope is setup properly
And rest on the pin deck firmly

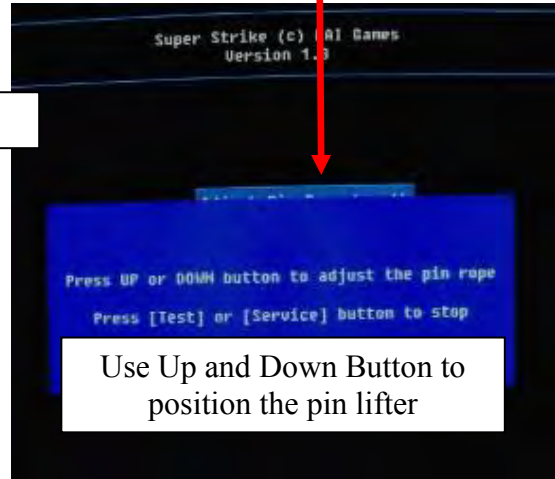


PIN ROPE ADJUSTMENT PROCEDURE

1. Enter test mode using the test button from attract mode and then select Pin Rope Adjustment using the UP and DOWN button on the service panel.
2. While on the Pin rope adjustment test screen use the UP button to choose the Adjust pin rope length then press the start button to adjust the pin lifter position using the UP and DOWN button to match the arrow of the adjustment bracket installed for detail please see picture shown below,

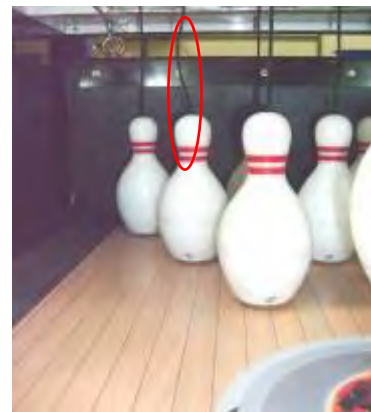
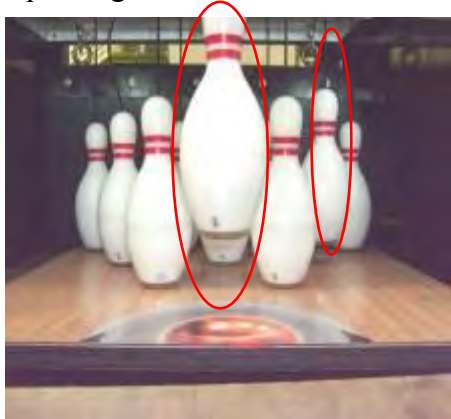


Match the pin rope bracket so the arrows are in line



Use Up and Down Button to position the pin lifter

3. Carefully check all the pins if they sit firmly on the pin deck with no pin or rope hangs.





4. To adjust the rope, loosen the rope clamp wing bolt.



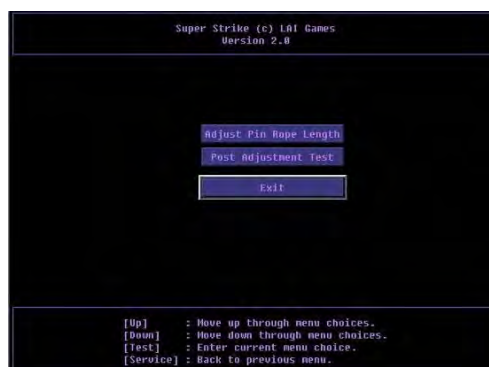
5. Pull or loosen the rope to make the pin sit firmly on the pin deck.



6. Carefully check each position that no pin or rope is hanging from the pin deck.



7. Use the test configuration by pressing the test button and choose the post adjustment test by pressing the test button after adjusting the pin rope.



8. Make sure no “check pin” error message appearing after configuration test is over.



FUSE INFORMATION

*** WARNING! ***

***Always** turn **OFF** Mains power and unplug 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! ***

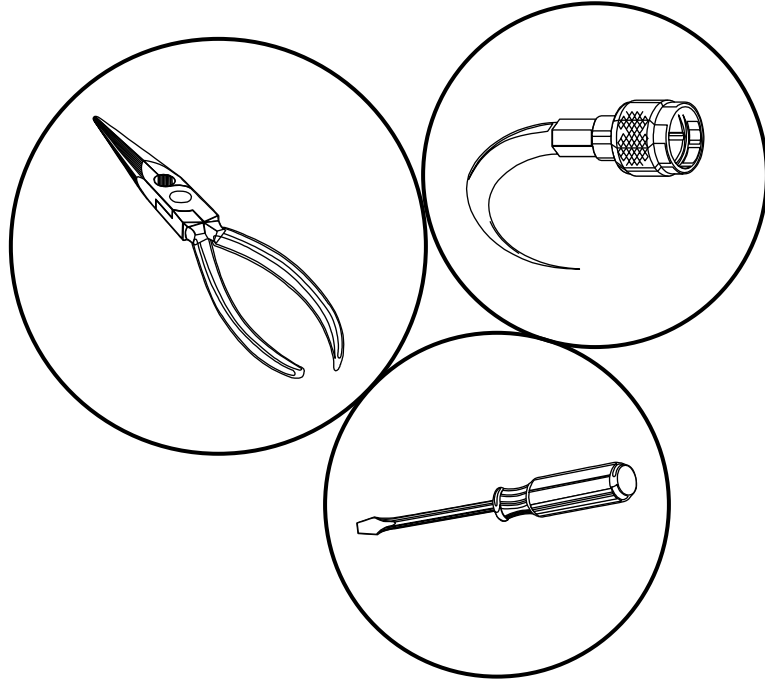
- The power cord must be removed before the fuse can be accessed.

*** CAUTION! ***

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



SECTION A: SERVICE INSTRUCTIONS



BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine



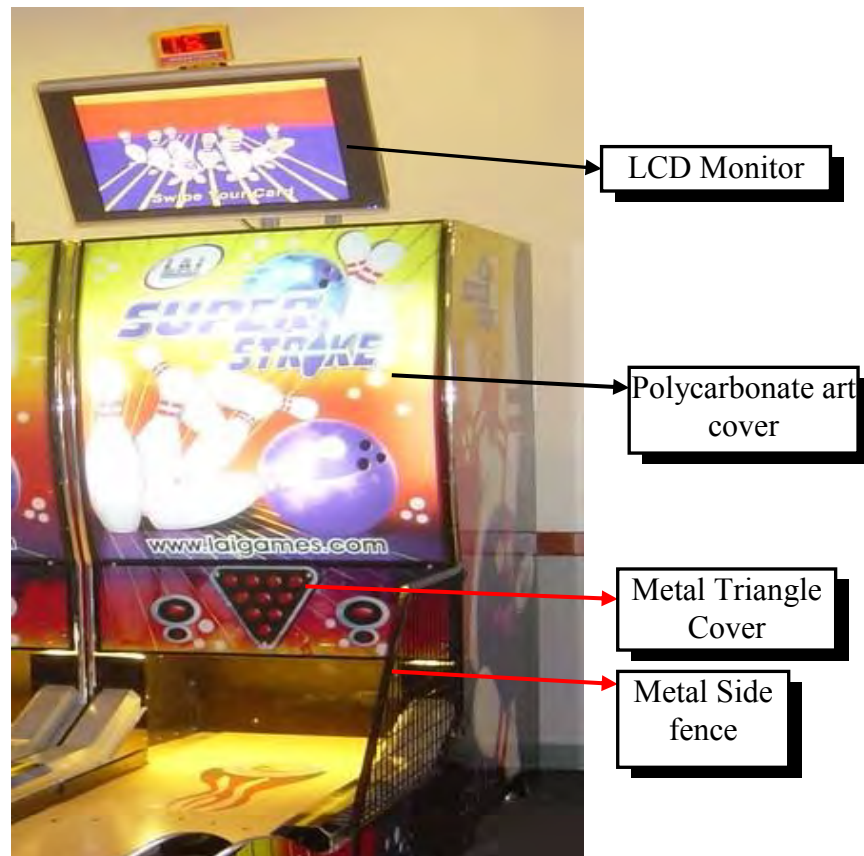
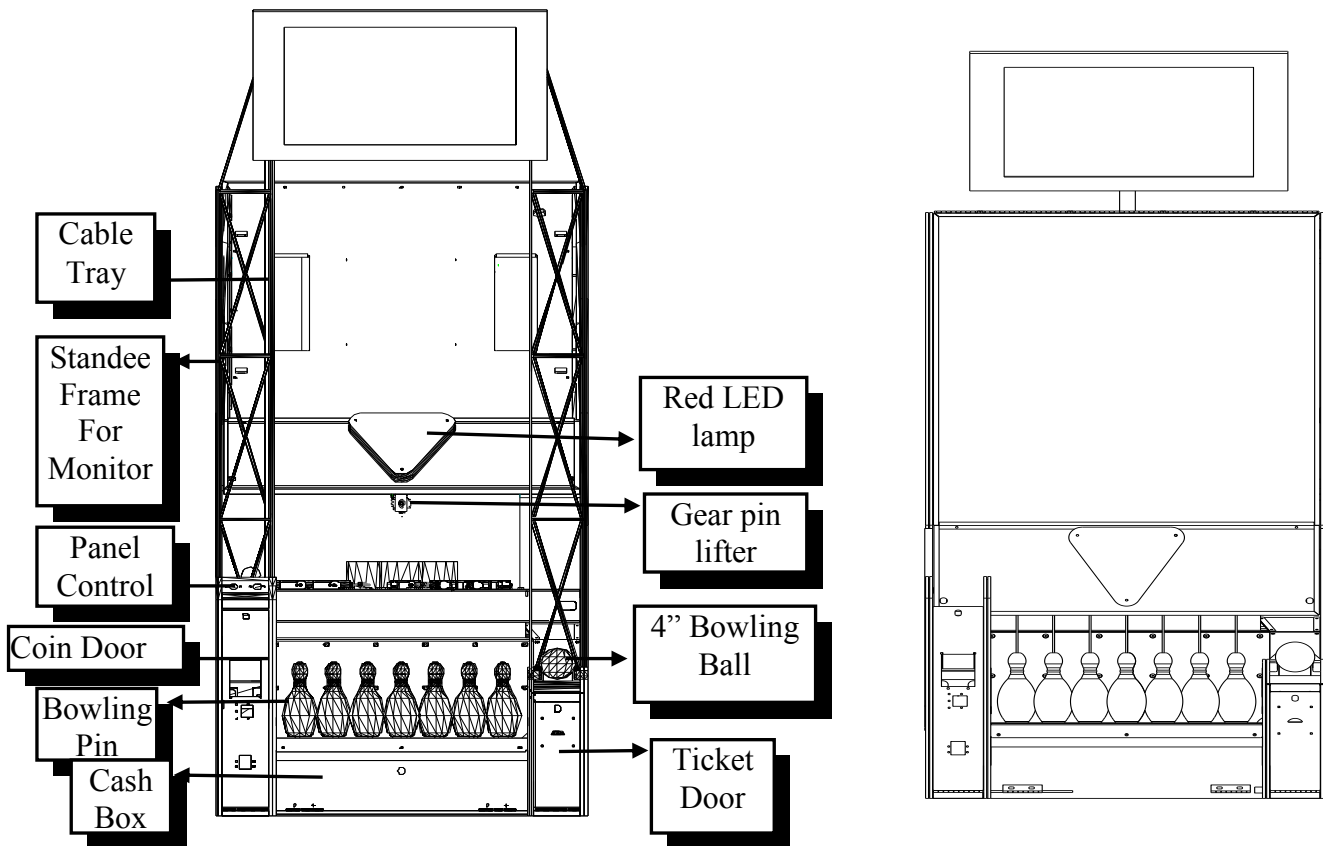
A



LOCATING AND ACCESSING PARTS

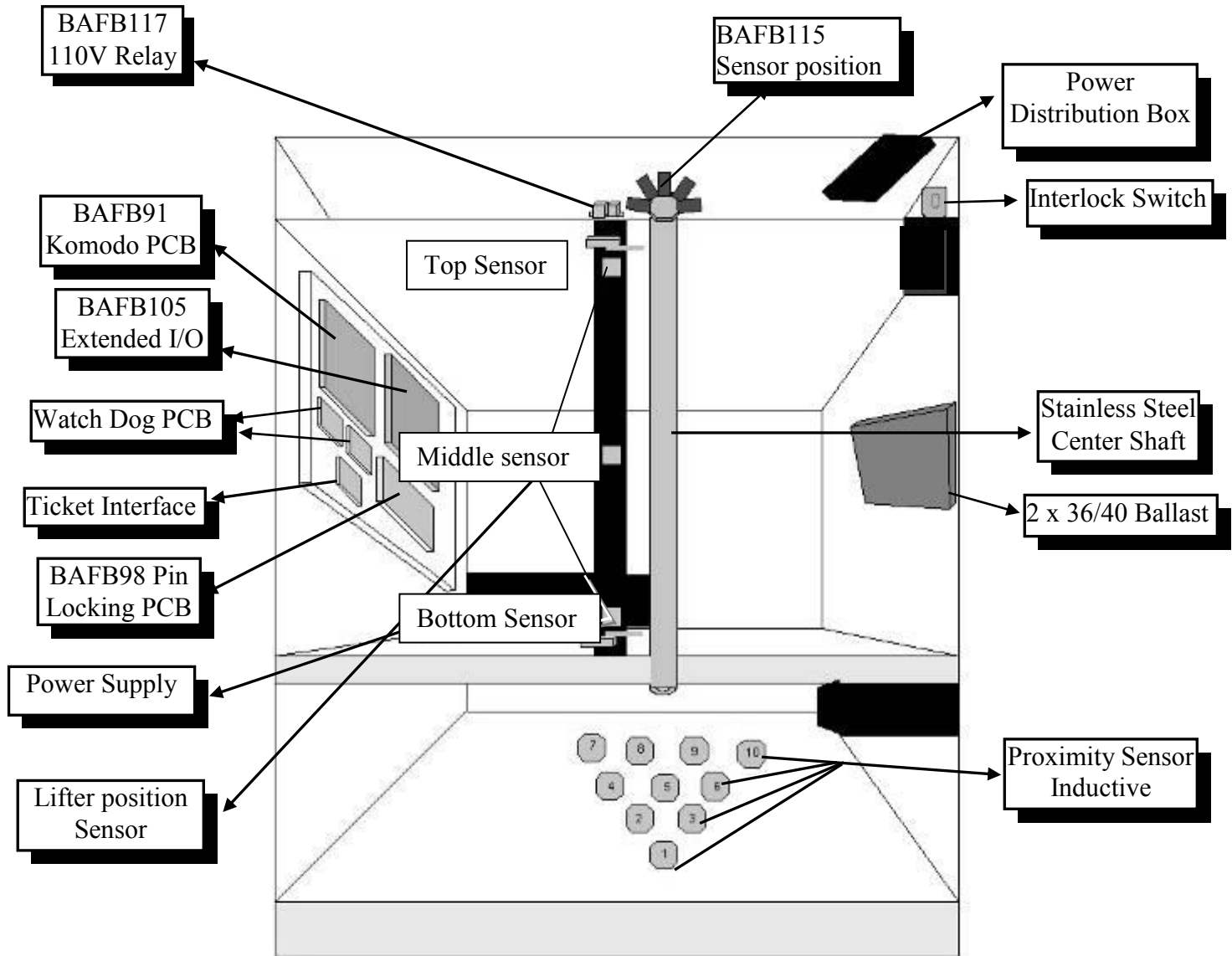
PARTS LOCATION DIAGRAM

As viewed from front





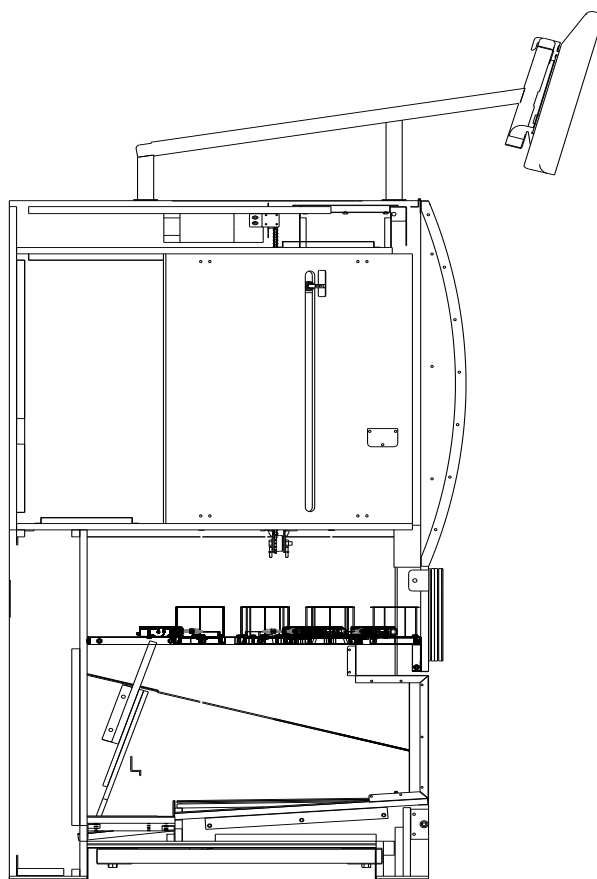
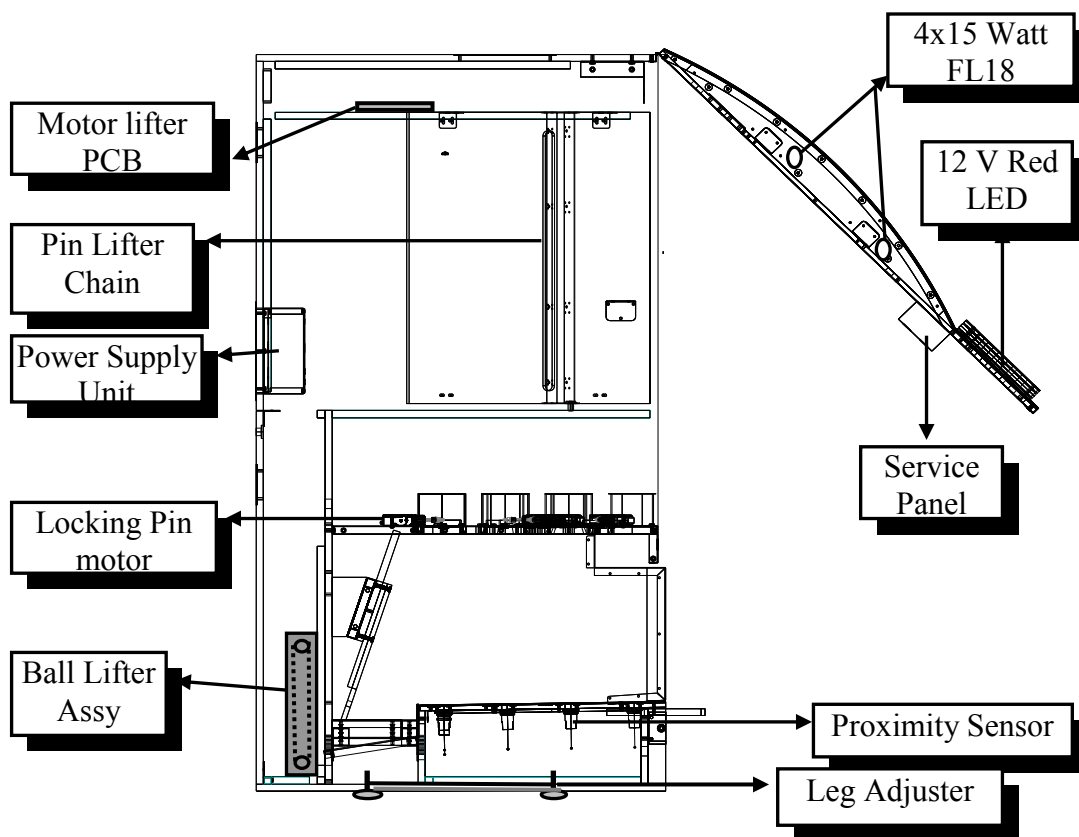
PARTS LOCATION DIAGRAM Cont.
As viewed from front with Panel Door open





PARTS LOCATION DIAGRAM Cont.

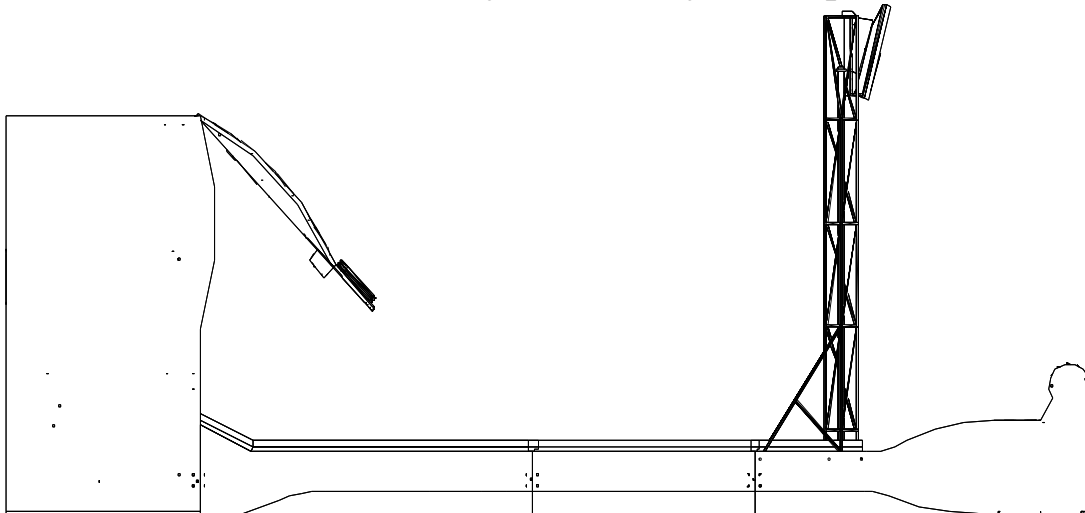
As viewed total from side



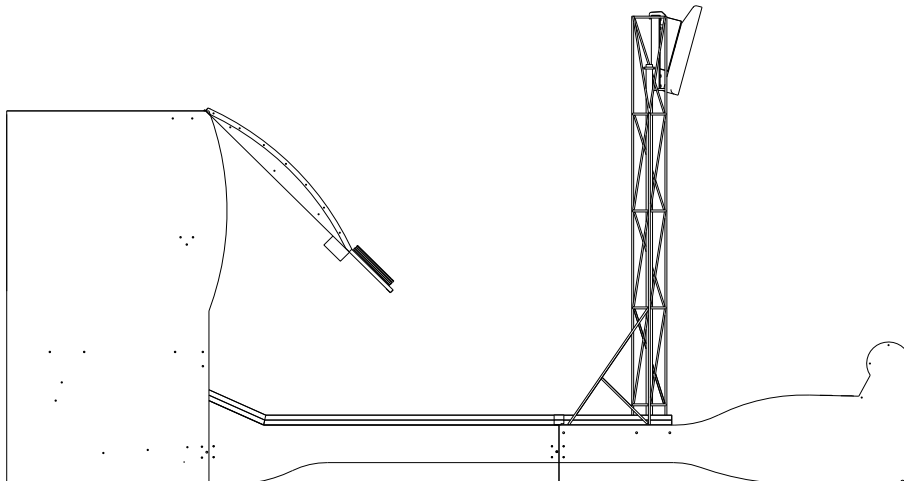


CABINET SETUP OPTION

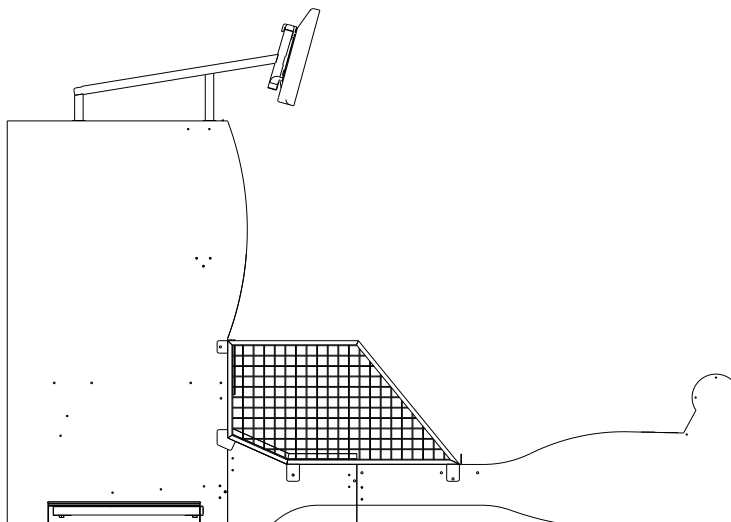
As viewed total from side 15 foot Setup



11 Foot Setup viewed from side



8 Foot Setup viewed from side





PIN ASSEMBLY

To replace the pin rope for maintenance, the rope is tied to the body of the pin to gain access. It will require unscrewing the bottom plate of the pin, using flat screw driver and long pliers to hold the lock nut from other side as shown below,



After the screw has open the rope will be accessible as shown below,





PARTS DESCRIPTION

■ COIN MECHANISMS

The coin mechanisms can be accessed from the front door of the machine cabinet.

■ CASH BOX

The cash box can be accessed from front bottom door of the machine cabinet.

■ SPEAKERS

Two speakers are located right on the LCD Monitor and also on each side of the back lane that can be accessed from the either side of the lane.

■ SERVICE CONTROLS:

Is located on the front panel door mounted at the back of the panel door, and can be accessed through the front panel door of the machine cabinet.

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

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

UP BUTTON: Used to increase values in the adjustment mode, in combination with the Service & Test buttons.

DOWN BUTTON: Used to decrease values in the adjustment mode, in combination with the Service & Test buttons.





■ GAME CONTROLS

Is located on the control panel on the Left-hand side of in front of the machine (facing the machine) under the start and select button, And can be access by opening the lock of the coin door.

■ 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 Right-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.

* WARNING! *

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

Always use the correct rated fuse.

■ PCB's

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

■ POWER SUPPLY

The power supply is located at the back of the cabinet and is accessed from the front of the machine. It is 1 multi voltage switching power supply and 1 +12 VDC dedicated Switching Power Supply.

■ 29" LCD MONITOR

The 29" LCD Monitor is located at the front and mounted on tower Standee.

■ BALL LANE

The Ball lane can be setup from 11 foot to 15 foot long, to setup for 15 foot you must assemble the three ball lane (*Front , Middle, Back*), to setup for 11 foot just take the middle lane then slide the back lane to front lane. To connect each Panel there is a hole that will fit with 8 mm Allen Key to turn the "*Roto Lock*" on each end of the ball lane.



"ROTO LOCK" picture



LAMPS

*** WARNING! ***

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

***Always** allow time for cooling of lamps that have been active for a while, they 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 lamps are 12V/DC GE194 or equivalent and can be accessed through the coin door.

■ **PIN POSITION LAMPS**

The Pin Position Lamp is 12VDC Bayonet Red LED lamp can be access from front panel door.

*** CAUTION! ***

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



MAINTENANCE

CLEANING AND CHECK UP

■ EXTERIOR

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

Any scratches or marks in the 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.

■ MECHANICAL

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

*** WARNING! ***

Always turn **OFF** Mains power and unplug 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.



CLEANING THE BOWLING LANE

Pionite decorative laminate provides a durable surface that is easy to maintain using ordinary care.

To maintain the laminate's lasting beauty, cleaning with a solution of warm water and liquid dishwashing detergent is all that should be required in most cases.

Stains may be removed with most non-abrasive household cleaners such as FORMULA 409®, FANTASTIK®, GLASS PLUS®, or WINDEX WITH AMMONIA D®. Light scrubbing with a soft bristled brush may be necessary to remove stains from the depth of the structure on some textured surfaces.

If the stain persists, use a paste of baking soda and water and apply with a soft bristled brush. Light scrubbing for 10 to 20 strokes should remove most stains. Although baking soda is a low abrasive, excessive scrubbing or exerting too much force may damage the decorative surface, especially if it has a gloss finish.

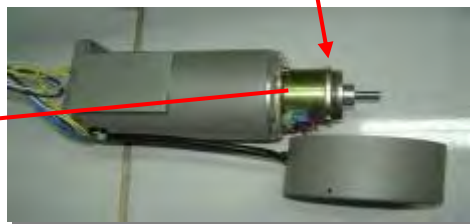
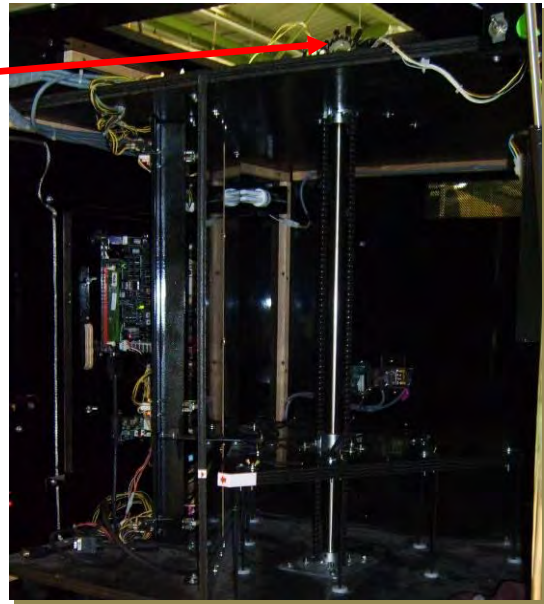
Stubborn stains that resist any of the above cleaning methods may require the use of undiluted household bleach. Apply the bleach to the stain and let stand no longer than 1 to 1 1/2 minutes. Rinse thoroughly with warm water and wipe dry. This step may be repeated if the stain appears to be going away and the color of the laminate has not been affected.

WARNING: Prolonged exposure of the laminate surface to bleach will cause discoloration.

Many commercially available products contain substances that may damage or discolor a laminate surface. **ABRASIVE CLEANERS SHOULD NOT BE USED.** Particular care should be used with any products labelled **CAUTION** or **WARNING**. Any questions or concerns should be referred to the product's manufacturer



PIN LIFTER MOTOR BRAKE ADJUSTMENT



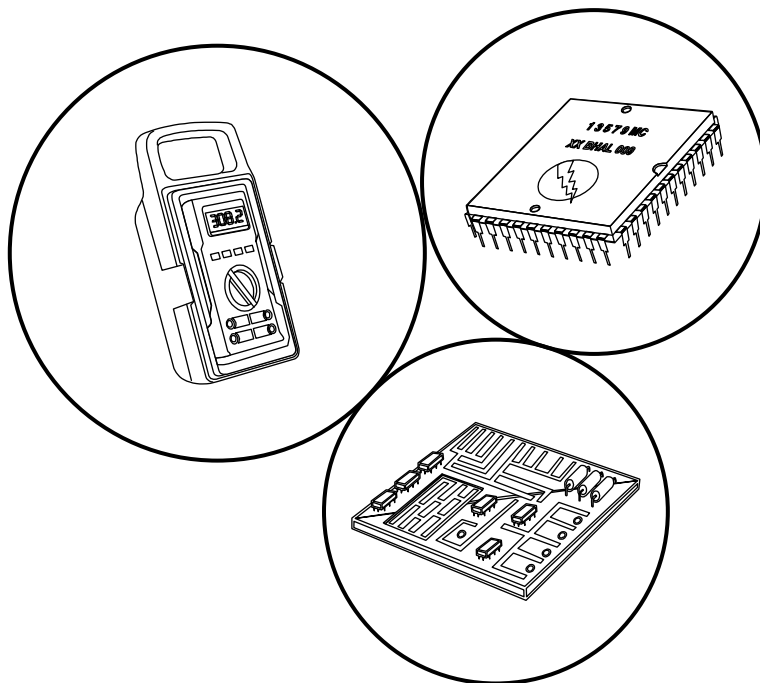
Push or pull the brake plate
To adjust the gap
between Plate and
Brake pad



Gap that need to
be adjust for
brake all around
Use 0.1 mm fuller
Gauge size



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.



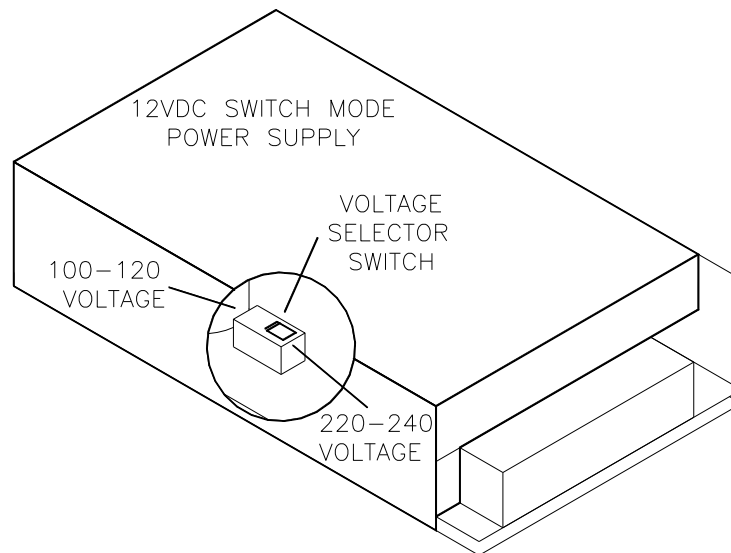
B



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)



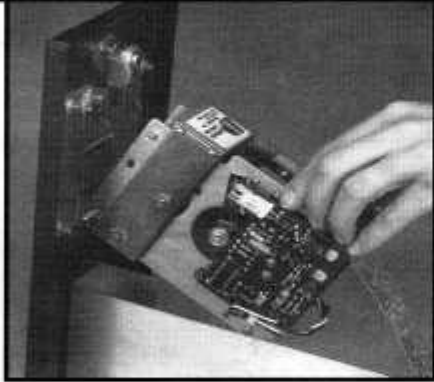
■ FLUORESCENT TUBE BALLASTS AND STARTERS

Locate the fluorescent tube ballasts and starters in the front of the cabinet. If unsure of the location of any ballasts or starters, refer to Parts location diagram on page 27 of this manual. These have to be removed and replaced with an equivalent wattage at your local mains voltage level.



TICKET DISPENSER REFERENCE GUIDE

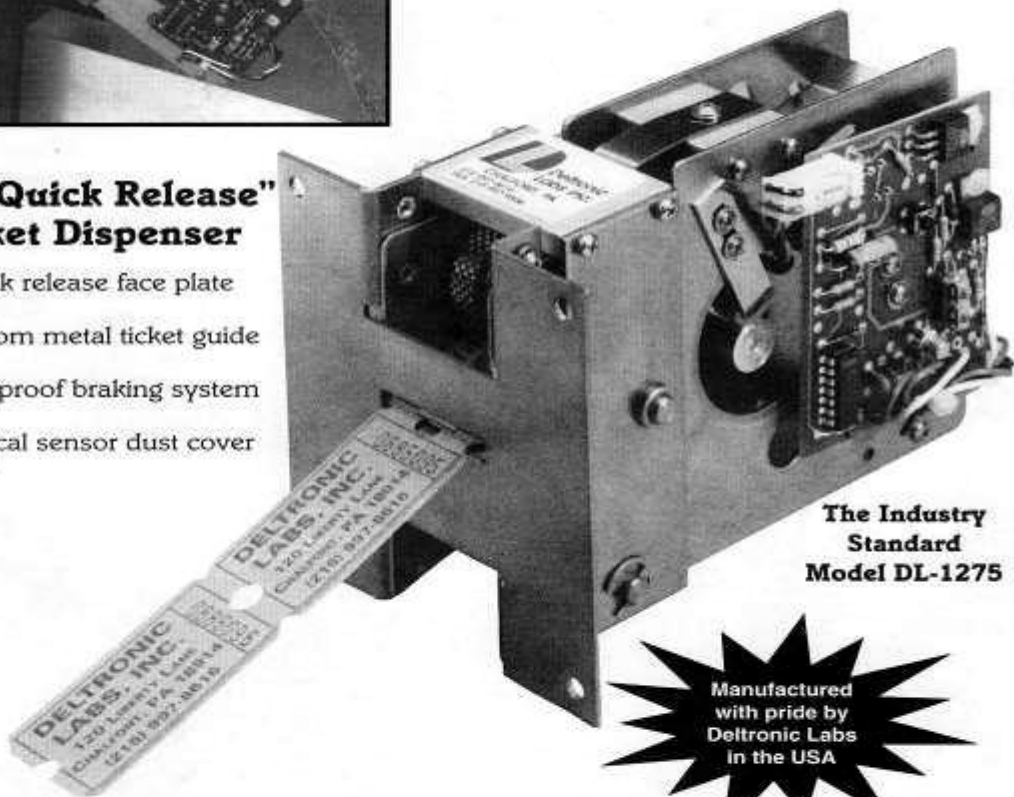
"Quick Release" Ticket Dispenser Manual



U.S. Patent 5833104
Additional Patents Pending

The "Quick Release" Ticket Dispenser

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



The Industry
Standard
Model DL-1275

Manufactured
with pride by
Deltronic Labs
in the USA

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

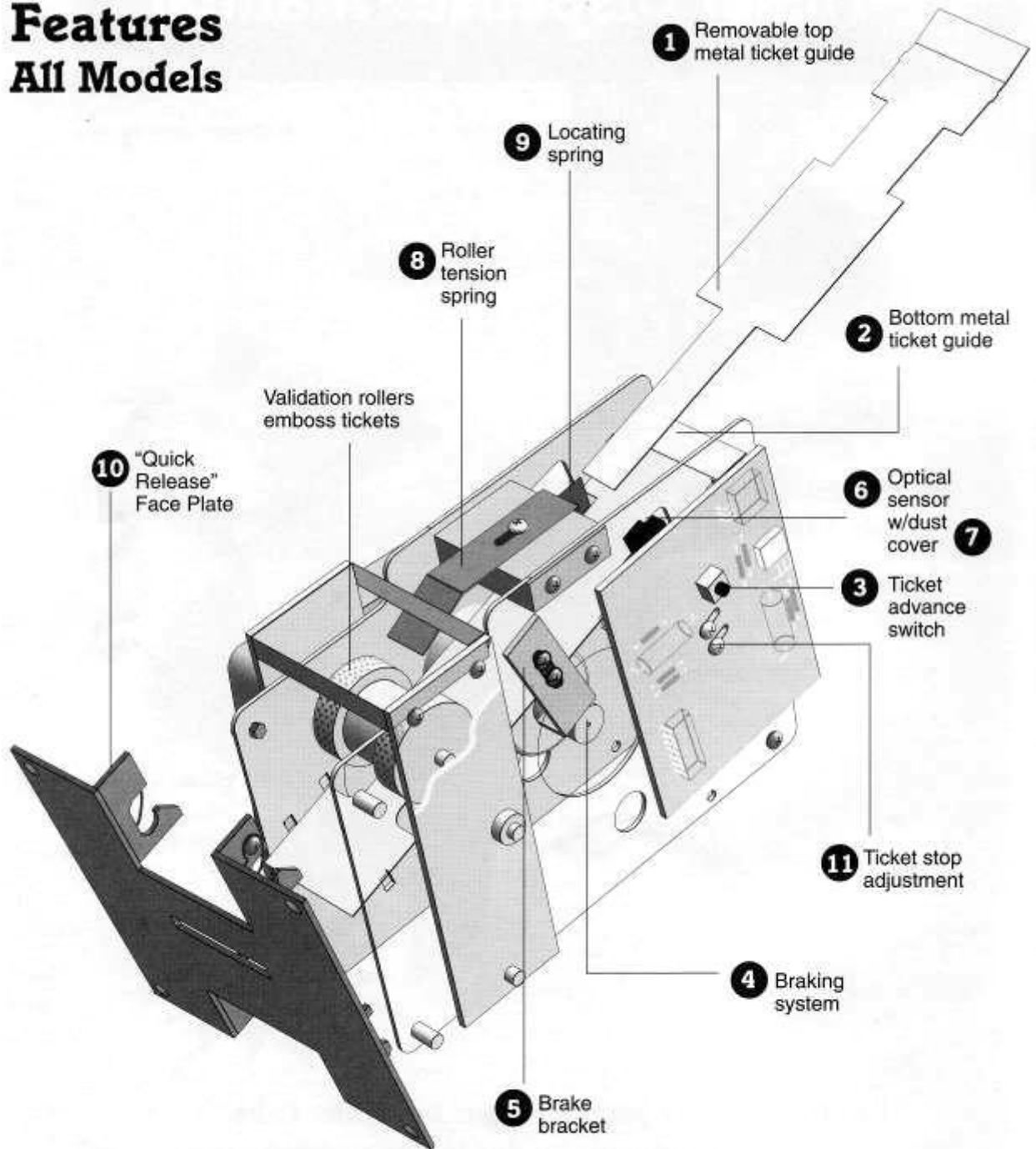


Deltronic Labs, Inc. 120 Liberty Lane, Chalfont, PA 18914
215-997-8616 • FAX# 215-997-9506 • Web Site: www.deltroniclabs.com



“Quick Release” Ticket Dispenser

Features All Models



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



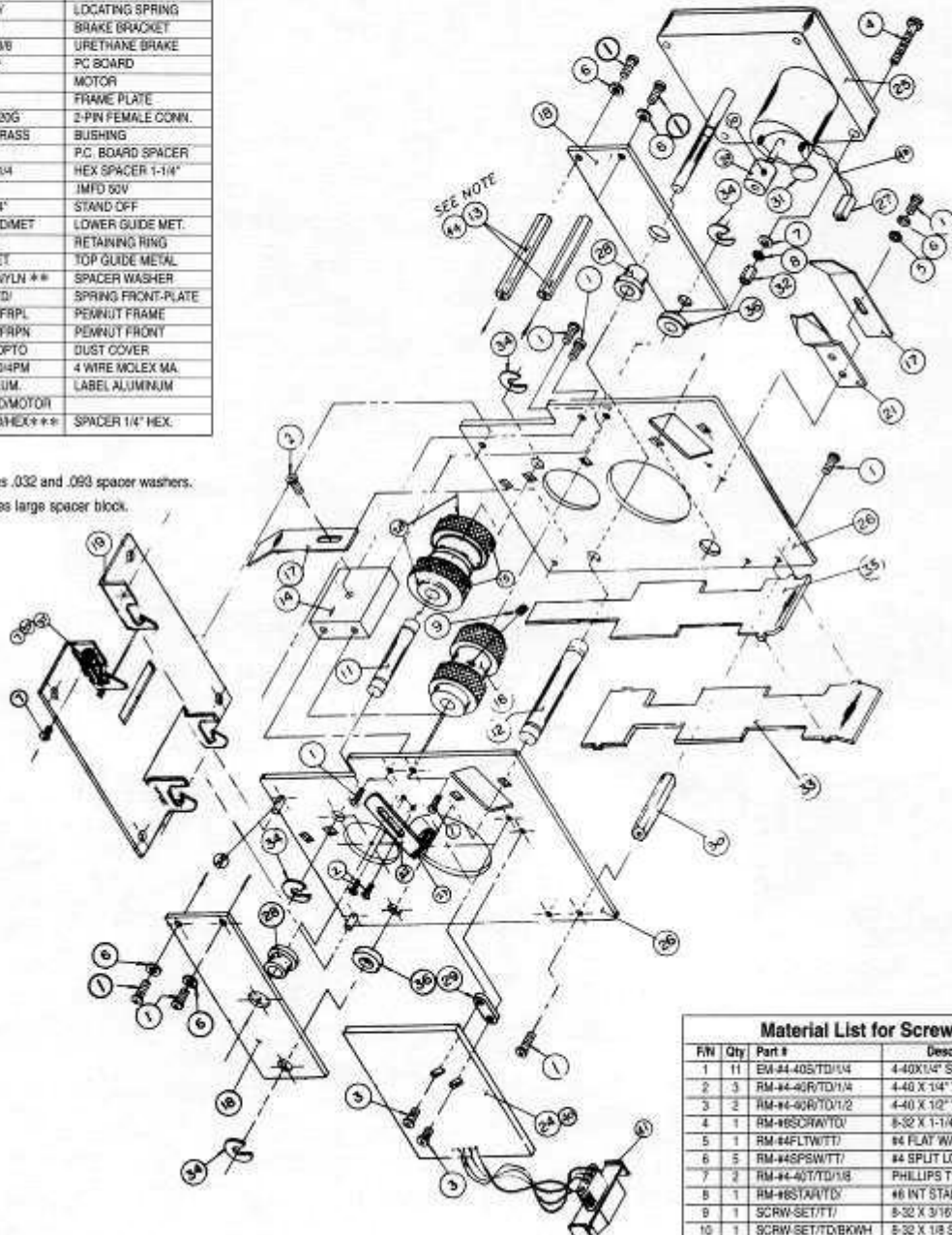
Ticket Dispenser Assembly

Details of Parts			
F/N	Qty	Deltronic Labs P/N	Name
11	1	SHFT-IDLRL/TD/	IDL. ROLLER SHAFT
12	1	RM-SFTMTR/TD/	MOTOR PIVOT SHAFT
13	1	SPAC-PIVBLK/TAHOL	PIVOT BRACKET SPAC
14	1	RM-SPCPB/TD/	SPACER BLOCK
15	2	RM-RLRIDU/TO/VALD	IDLER ROLLER
16	1	RM-RLRIDV/TO/VALD	DRIVE ROLLER
17	2	SPRG-TENSA/TD/	TENSION SPRING
18	2	RM-BKTPV/TT/	MTR PIVOT BKT.
19	1	RM-PANLF/TO/NOFM	FRONT PANEL
20	1	RM-WHLBRK/TO/	BRAKE WHEEL
21	1	SPRG-LOCAT/TD/	LOCATING SPRING
22	1	RM-BKTBRK/TO/	BRAKE BRACKET
23	1	RM-BKTUB/TO/3/8	URETHANE BRAKE
24	1	PCBD-1275/TO/+	PC BOARD
25	1	RM-MOTOR/TO/	MOTOR
26	2	RM-PLATFR/TO	FRAME PLATE
27	1	RM-CONN2P/TE/20G	2-PIN FEMALE CONN.
28	4	BRNG-F312/TT/BRASS	BUSHING
29	1	SPAC-PCB0/TO/	P.C. BOARD SPACER
30	1	SPAC-HEX/TO/1-1/4	HEX SPACER 1-1/4"
31	1	RM-1MT/1/50V	1MPD 50V
32	1	SPAC-HEX/TO/1/4"	STAND OFF
33	1	GUID-BOTTOM/DMET	LOWER GUIDE MET.
34	4	RING-E25RT/TT/	RETAINING RING
35	1	GUID-TOP/DMET	TOP GUIDE METAL
36	2	PULY-SF212/TE/NYLN **	SPACER WASHER
37	2	SPRG-FRONT/TO/	SPRING FRONT-PLATE
38	4	RM-PEMNU/TO/DFRPL	PEMNU FRAME
39	2	RM-PEMNU/TO/DFRPN	PEMNU FRONT
40	1	COVR-H21A/TO/OPTO	DUST COVER
41	1	CONN-MOLEX/TO/4PM	4 WIRE MOLEX MA
42	1	RM-LABEL/TO/ALUM.	LABEL ALUMINUM
43	1	WIRE-RED6K/TO/MOTOR	
44	2	SPAC-PIVBRK/TO/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.

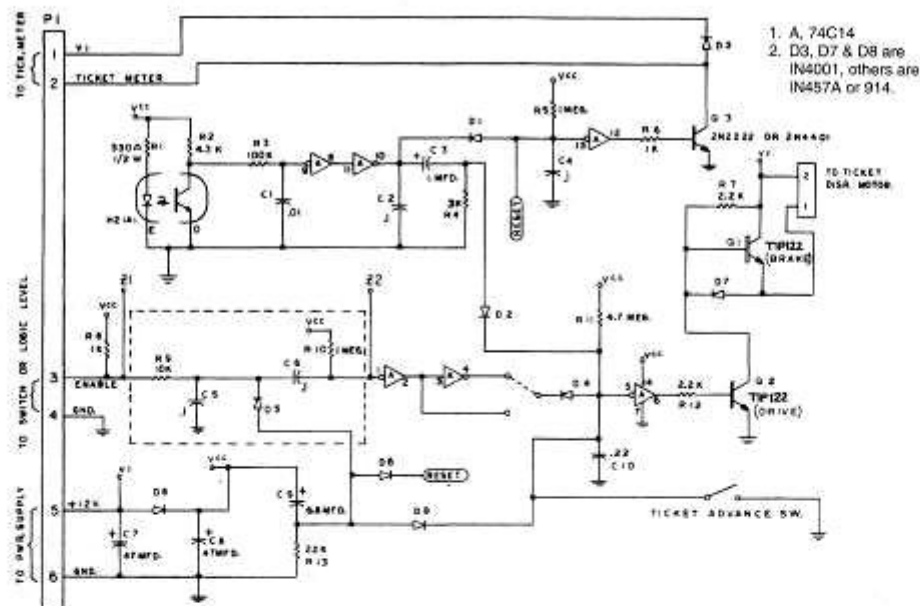


Material List for Screws			
F/N	Qty	Part #	Description
1	11	EW-#4-40S/TO/1/4	4-40X1/4" SCREW
2	3	RM-#4-40R/TO/1/4	4-40 X 1/4" WASHER HEAD
3	2	RM-#4-40R/TO/1/2	4-40 X 1/2" WASHER HEAD
4	1	RM-#6SCRW/TO/	6-32 X 1-1/4"
5	1	RM-#4FLTW/TT/	#4 FLAT WASHER
6	5	RM-#4SPSW/TT/	#4 SPLIT LOC. WASHER
7	2	RM-#4-40T/TO/1/8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

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

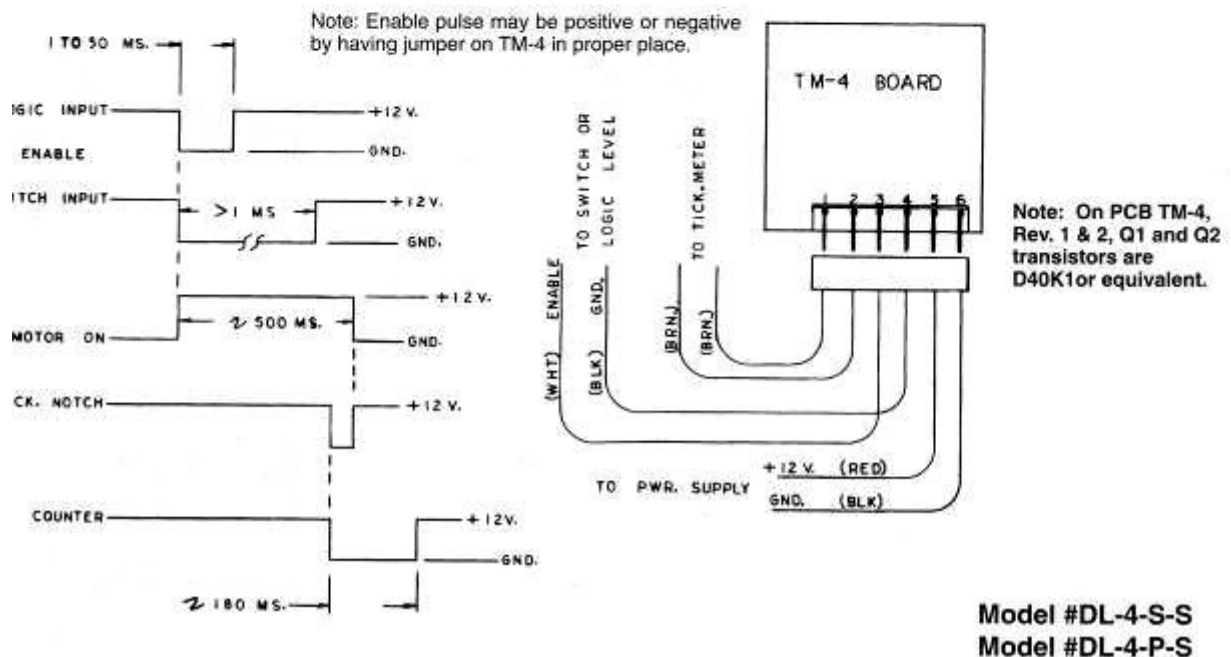
Control Board

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.

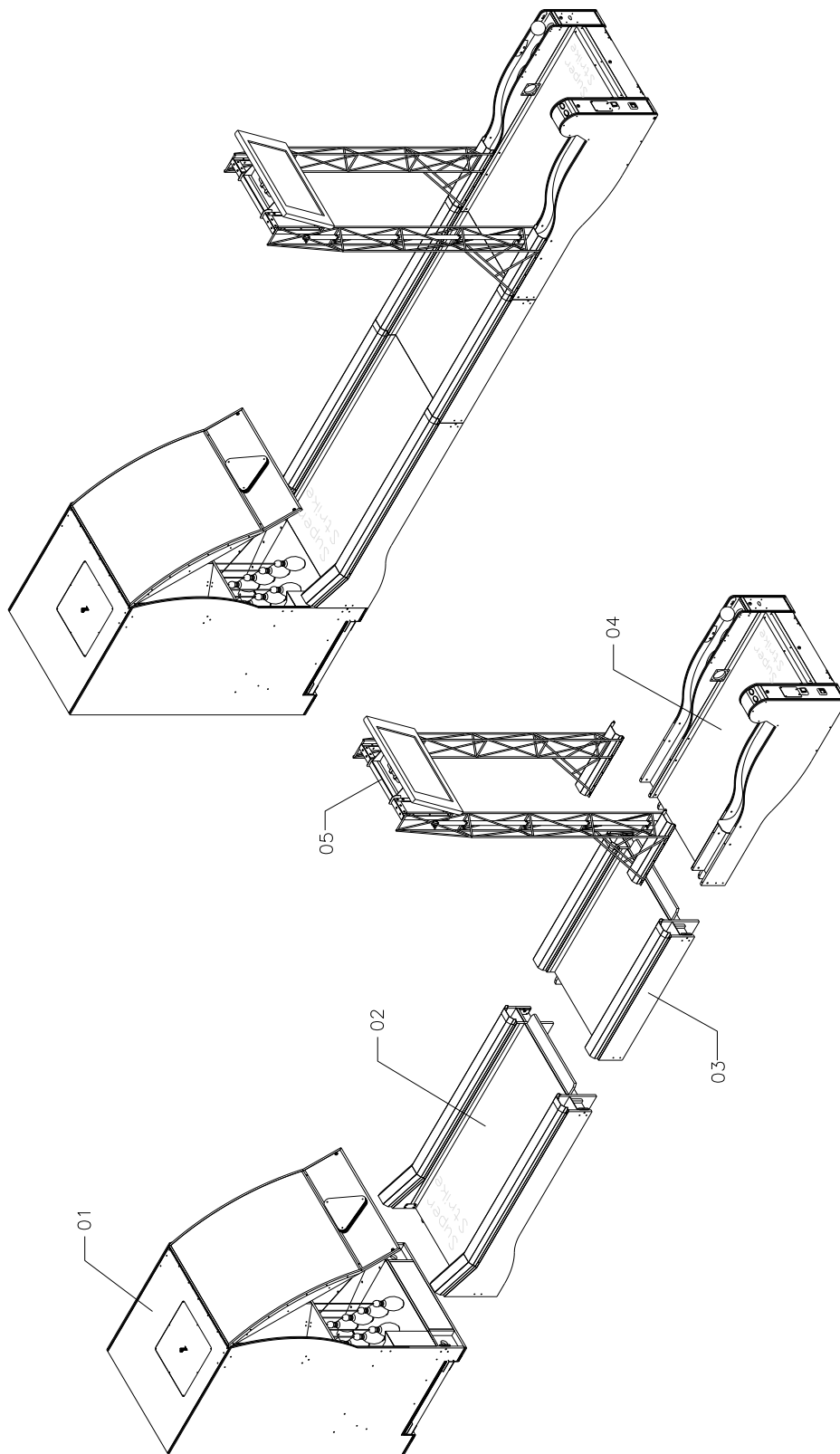


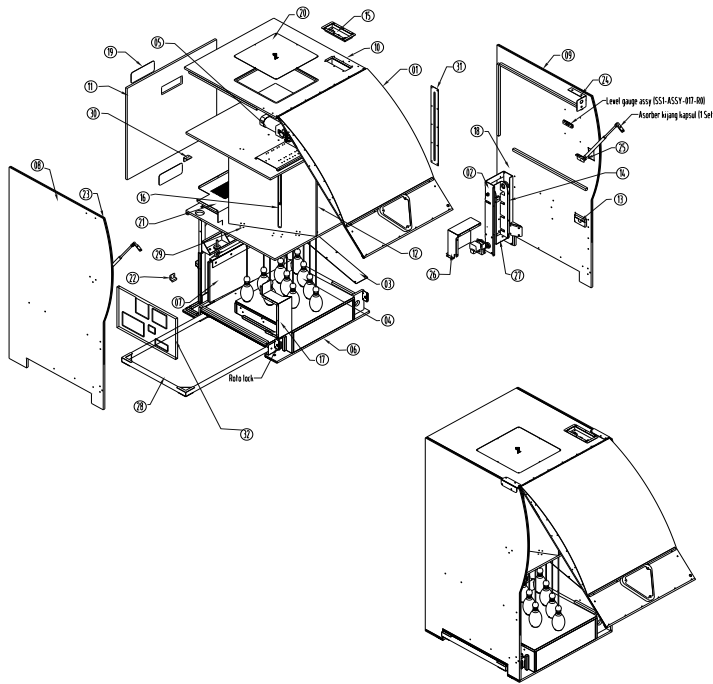
Model #DL-4-S-S
Model #DL-4-P-S



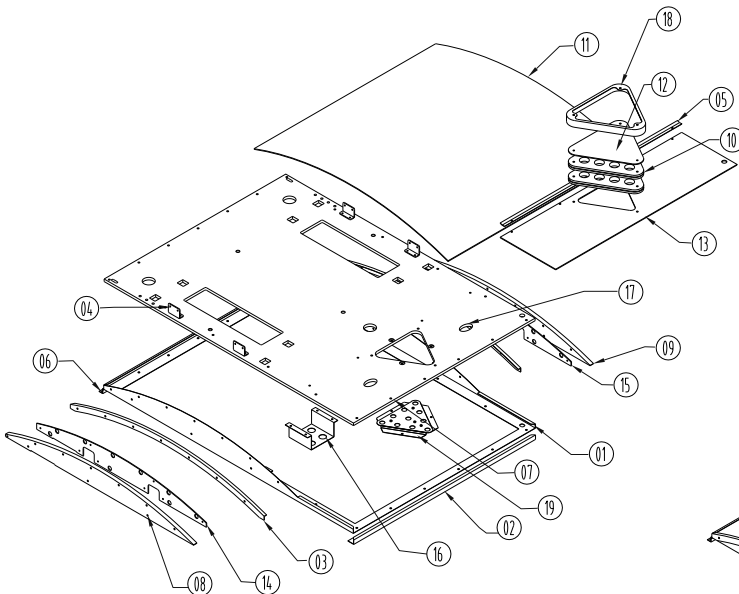
SUPER STRIKE PART LIST

NO	CODE	DESCRIPTION	QTY
01	SS A001	CABINET ASSEMBLY	1
02	SS A002	REAR TRACK ASSEMBLY	1
03	SS A003	MIDDLE TRACK ASSEMBLY	1
04	SS A004	FRONT TRACK ASSEMBLY	1
05	SS A005	STAND MOTOR ASSEMBLY	1

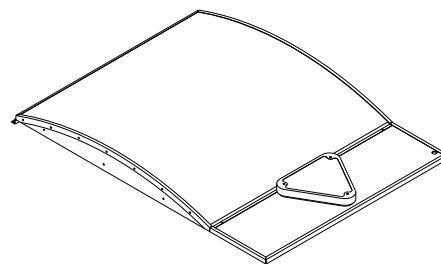


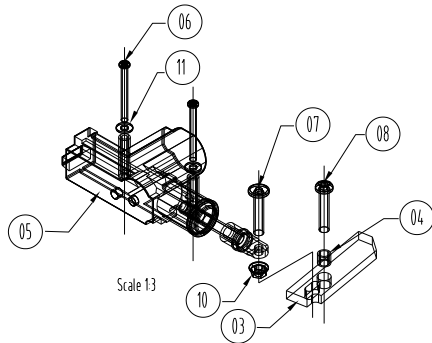


No	Code	Description	Qty
01	SSI-ASSY-002-R1	Door assy	1
02	SSI-ASSY-002-R1	Ball lifter mechanic assy	1
03	SSI-ASSY-008-R0	Return lane assy	1
04	SSI-ASSY-010-R0	Pin locking assy	1
05	SSI-ASSY-011-R0	Pin lifter mechanic assy	1
06	SSI-ASSY-019-R2	Base cabinet assy	1
07	SSI-ASSY-020-R1	Base ball reflection assy	1
08	SSI-FW-001-R4	Right wall	1
09	SSI-FW-002-R4	Left wall	1
10	SSI-FW-003-R1	Top wall	1
11	SSI-FW-004-R1	Back top wall	1
12	SSI-FW-010-R2	Pin lifter slider	1
13	SSI-FW-023-R1	Base lamp A	2
14	-	-	-
15	SSI-SA-004-R3	DB-Box standart set	1
16	SSI-FM-045-R4	Sensor guide	1
17	SSI-FW-030-R2	Ball down return right wall	1
18	-	-	-
19	SSI-FM-059-R0	Grill A	2
20	SSI-FM-060-R1	Grill B	1
21	SSI-FM-058-R2	Mesh power supply	1
22	SSI-FM-038-R0	Bracket lock 2	2
23	SSI-FM-047-R0	Bracket top wall right	1
24	SSI-FM-048-R0	Bracket top wall left	1
25	SSI-FM-049-R1	Bracket asorber	2
26	SSI-FM-098-R2	Cover motor ball lifter	1
27	SSI-FP-023-R2	Ball safe guard 1	1
28	SSI-ASSY-023-R0	Frame rubber foot cabinet assy	1
29	SSI-FM-054-R0	Bracket base slider	4
30	SSI-FM-037-R0	Bracket lock 1	1
31	SSI-FM-076-R3	Bracket pin lifting slider	1
32	-	Base Pcb	1
32A	-	CPU	1
32B	-	Pin lock PCB	1
32C	-	PCB IO	1
32D	-	PCB Ticket Interface	1
32E	-	PCB Watch Dog	1

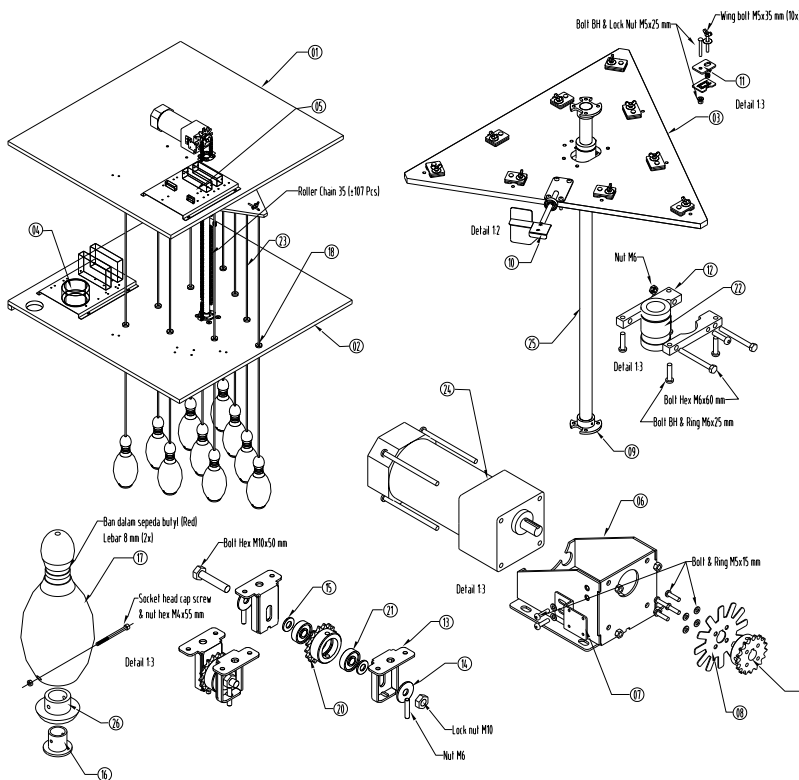
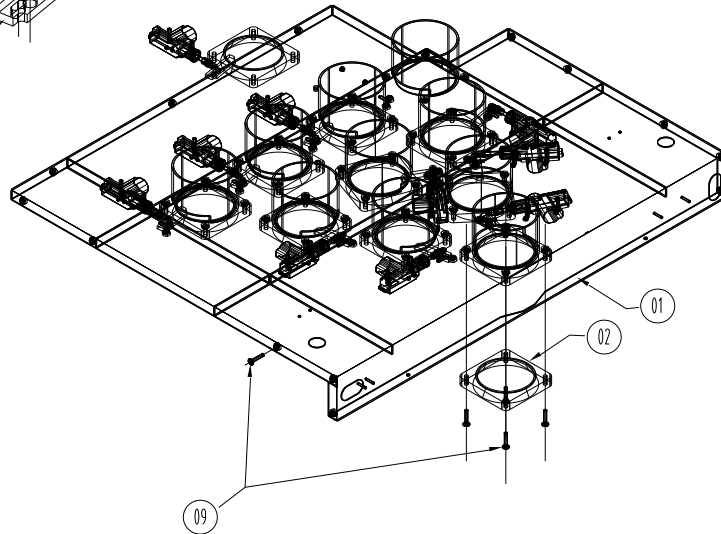


No	Code	Description	Qty
1	SSI-FM-064-R3	Door frame 1	1
2	SSI-FM-065-R0	Door frame 2	1
3	SSI-SA-020-R0	Support door frame subassy	1
4	SSI-FM-067-R0	Bracket door frame	4
5	SSI-FM-066-R0	Door frame 3	1
6	SSI-M-008-R0	Hinge upper door	1
7	SSI-FW-025-R5	Base door frame	1
8	SSI-FW-026-R1	Support door right	1
9	SSI-FW-027-R0	Support door left	1
10	SSI-FW-024-R1	Base lamp B	2
11	SSI-FP-005-R0	PVC door 1	1
12	SSI-FP-007-R0	PVC door 3	1
13	SSI-FP-006-R1	PVC door 2	1
14	SSI-FP-008-R0	Light reflection right	1
15	SSI-FP-009-R0	Light reflection left	1
16	SSI-FM-044-R0	Bracket switch service 2	1
16A	-	Button Service	1
16B	-	Button test	1
16C	-	Button Up	1
16D	-	Button Down	1
17	-	Pin Lamp Indicator	12
18	SSI-FM-170-R0	Cover Base Lamp	1
19	SSI-FM-177-R0	Triangle Lamp Bracket	1

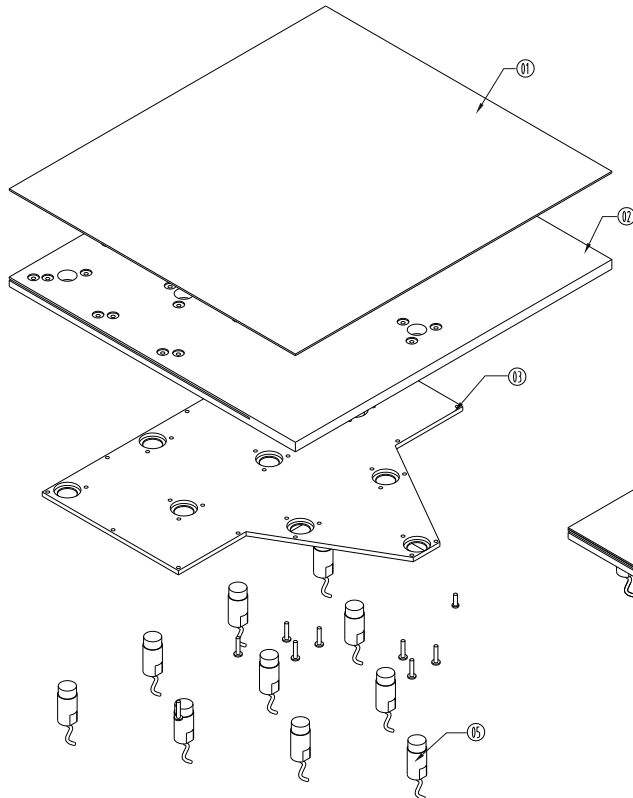




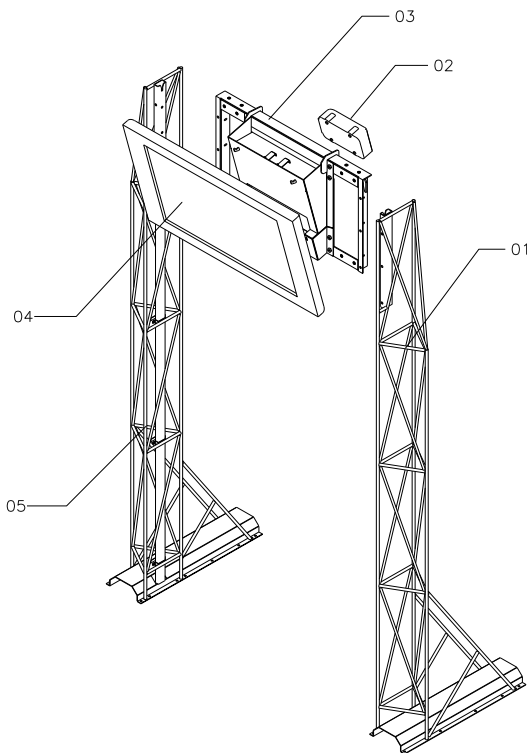
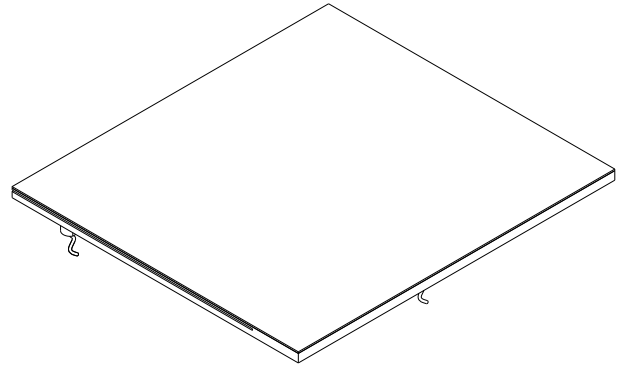
No	Code	Description	Qty
1	SSI-SA-003-R2	Pin stopper base subassy	1
2	SSI-FP-001-R1	Lifter slider base bracket	10
3	SSI-FP-003-R2	Pin stopper arm	10
4	SSI-FM-051-R0	Bushing pin stopper arm	10
5	-	Solenoid 12 V	10
6	-	Baut JP M4x4.0 mm	20
7	-	Baut BH M5x20 mm	10
8	-	Baut BH M6x30 mm	10
9	-	Knock down Bolt M6x30 mm	53
10	-	Flange nut M5	10
11	-	Plate washer M4	20



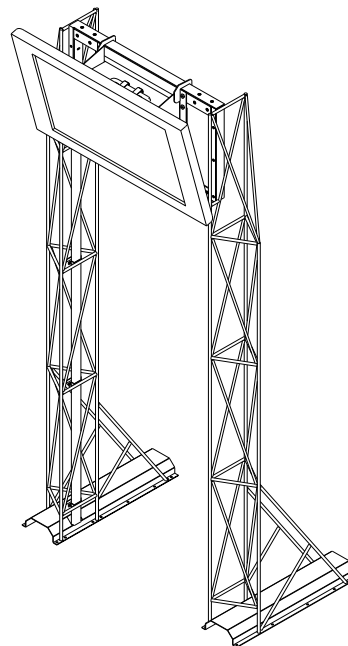
No	Code	Description	Qty
1	SSI-FW-006-R0	Pin lifter upper base	1
2	SSI-FW-007-R0	Pin lifter lower base	1
3	SSI-FW-009-R0	Pin rope hanger	1
4	SSI-FM-052-R0	Bracket travo lamp	1
4A	-	Power Supply	2
4B	-	Trafo Step Down	1
5	SSI-FM-053-R0	Bracket power supply	1
5A	-	Ballast	2
5B	-	Starter	1
5C	-	Terminal	1
6	SSI-SA-041-R0	Pin lifter motor bracket subassy	1
7	SSI-FM-046-R1	Pin lifter encoder bracket	1
8	SSI-FM-007-R1	Encoder disk	1
9	SSI-FM-032-R0	Lifter bracket	2
10	SSI-SA-019-R0	Pin sensor lifter subassy	1
11	SSI-FM-176-R0	Pin rope lock	10
12	SSI-FM-033-R2	Lifter slider base bracket	1
13	SSI-FM-018-R1	Lifter gear bracket subassy	2
14	SSI-SA-005-R0	Pin lifter ejuster subassy	2
15	SSI-FM-043-R0	Pin lifter tensioner washer	2
16	SSI-FM-050-R0	Bolt pin bowling	10
17	SSI-FP-004-R1	Pin bowling	10
18	SSI-FP-002-R0	Rope relainer bushing	10
19	SSI-FM-033-R0	Pin lifter upper sprocket	1
20	SSI-M-004-R0	Pin lifter lower sprocket	1
21	-	Bearing 6200 ZZ	2
22	-	Linear bushing LM25	1
23	-	Braded Ropes black Ø5 mm (Ø 1000 mm)	10
24	-	AC Magnetic brake motor	1
25	-	Linear Shaft Ø25 x 771 mm	1
26	SSI-FP-039-R0	Pin mounting	10



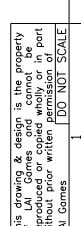
No	Code	Description	Qty
1	SSI-FP-032-R1	BA-Floor	1
2	SSI-FW-013-R1	Pin base lower	1
3	SSI-FW-014-R0	Pin base spacer	1
4	-	-	-
5	-	Sensor Pin	10



NO	CODE	DESCRIPTION	QTY
01	SS-ASSY-17-R0	STAND MONITOR LEFT ASSEMBLY	1
02	-	-	1
03	SS-ASSY-19-R0	BRACKET MONITOR ASSY	1
04	-	MONITOR LCD 30"	1
05	SS-ASSY-16-R0	STAND MONITOR RIGHT ASSEMBLY	1



MATAHARI LEISURE			
Project Name: Super Strike			
Title Name: Super Strike Control Wiring			
Designer	Checked	Approval	
Najib	Najib	Donie	
Date: 18/01/10			Date: 18/01/10

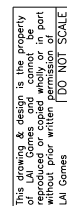






MATAHARI LEISURE			
Project Name: Super Strike			
Title Name: Super Strike Main Wining3			
Designer	Checked	Approval	
Nojib	Nojib	Donie	

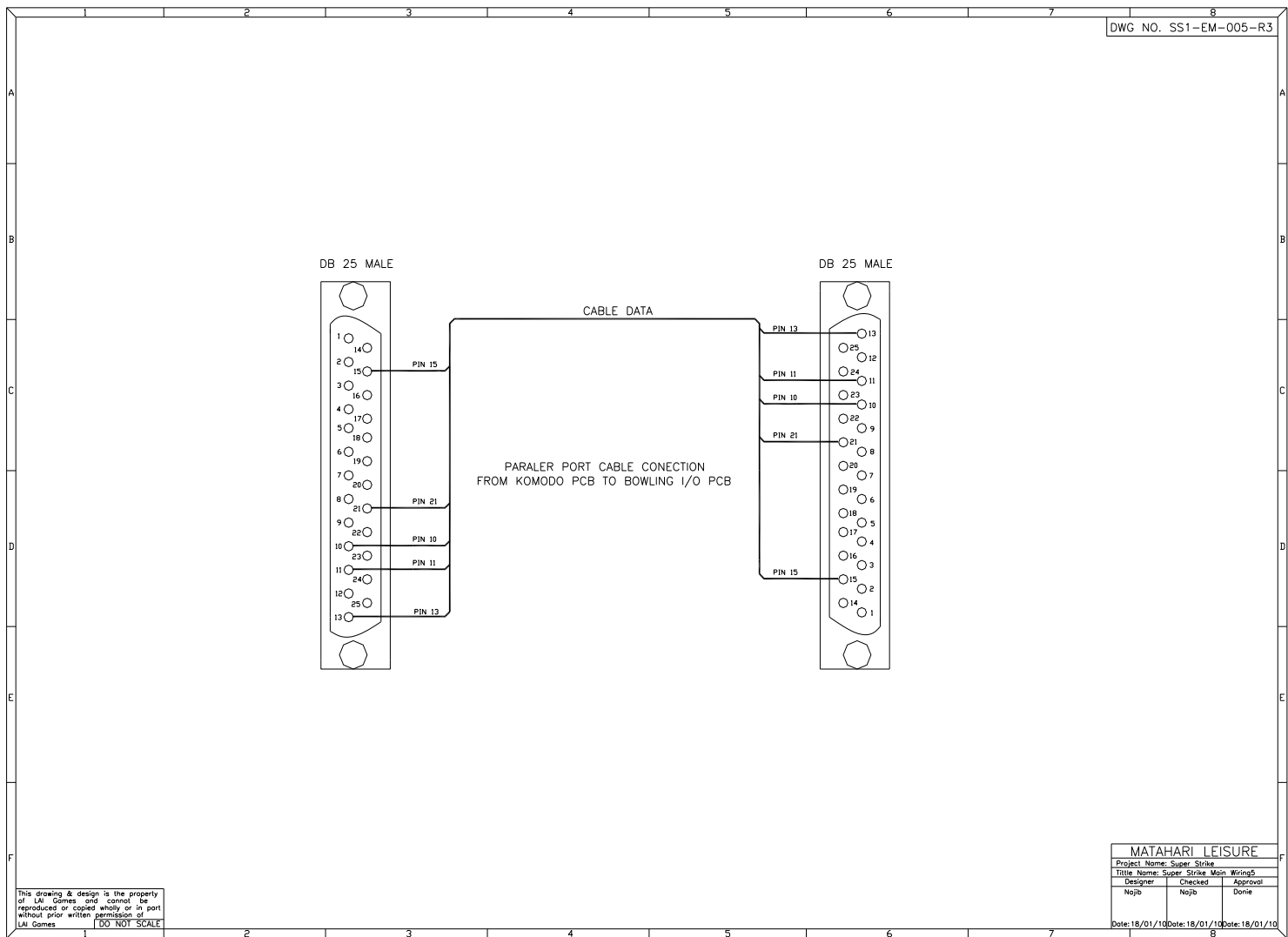
Date: 18/01/10 Date: 18/01/10 Date: 18/01/10







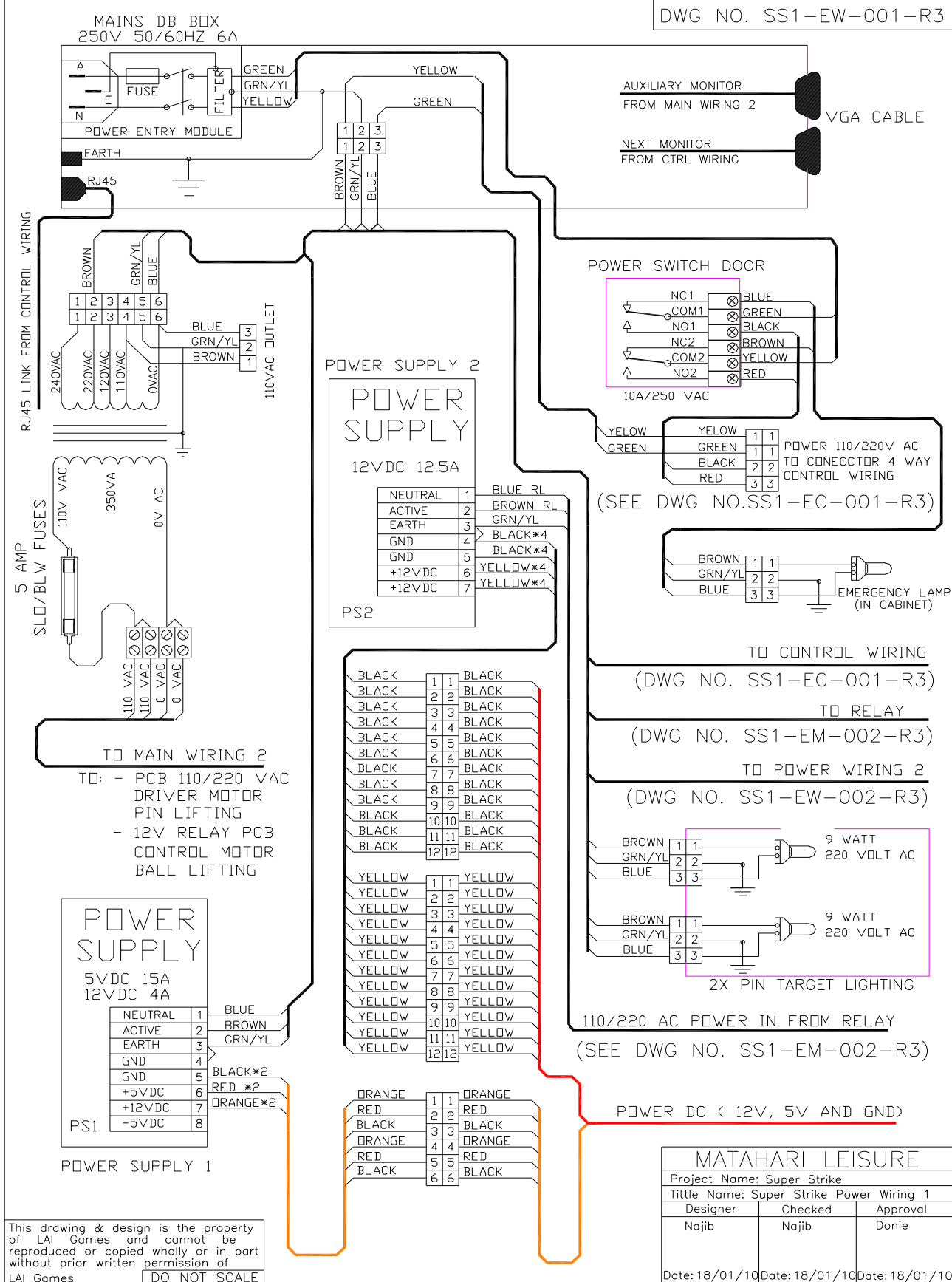
SUPER STRIKE WIRING 5





SUPER STRIKE POWER WIRING 1

DWG NO. SS1-EW-001-R3



This drawing & design is the property of LAI Games and cannot be reproduced or copied wholly or in part without prior written permission of LAI Games

DO NOT SCALE

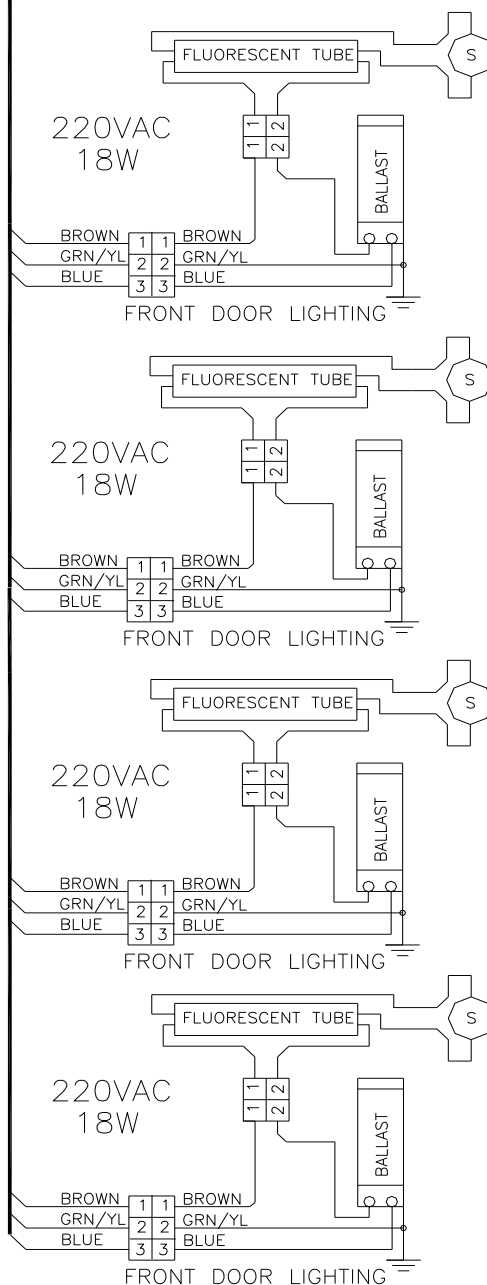


SUPER STRIKE POWER WIRING 2

DWG NO. SS1-EW-002-R3

FROM POWER WIRING 1
(DWG NO. SS1-EW-001-R3)

4X FRONT DOOR LIGHTING



This drawing & design is the property of LAI Games and cannot be reproduced or copied wholly or in part without prior written permission of LAI Games

DO NOT SCALE

MATAHARI LEISURE

Project Name: Super Strike

Title Name: Super Strike Power Wiring 2

Designer

Checked

Approval

Najib

Najib

Donie

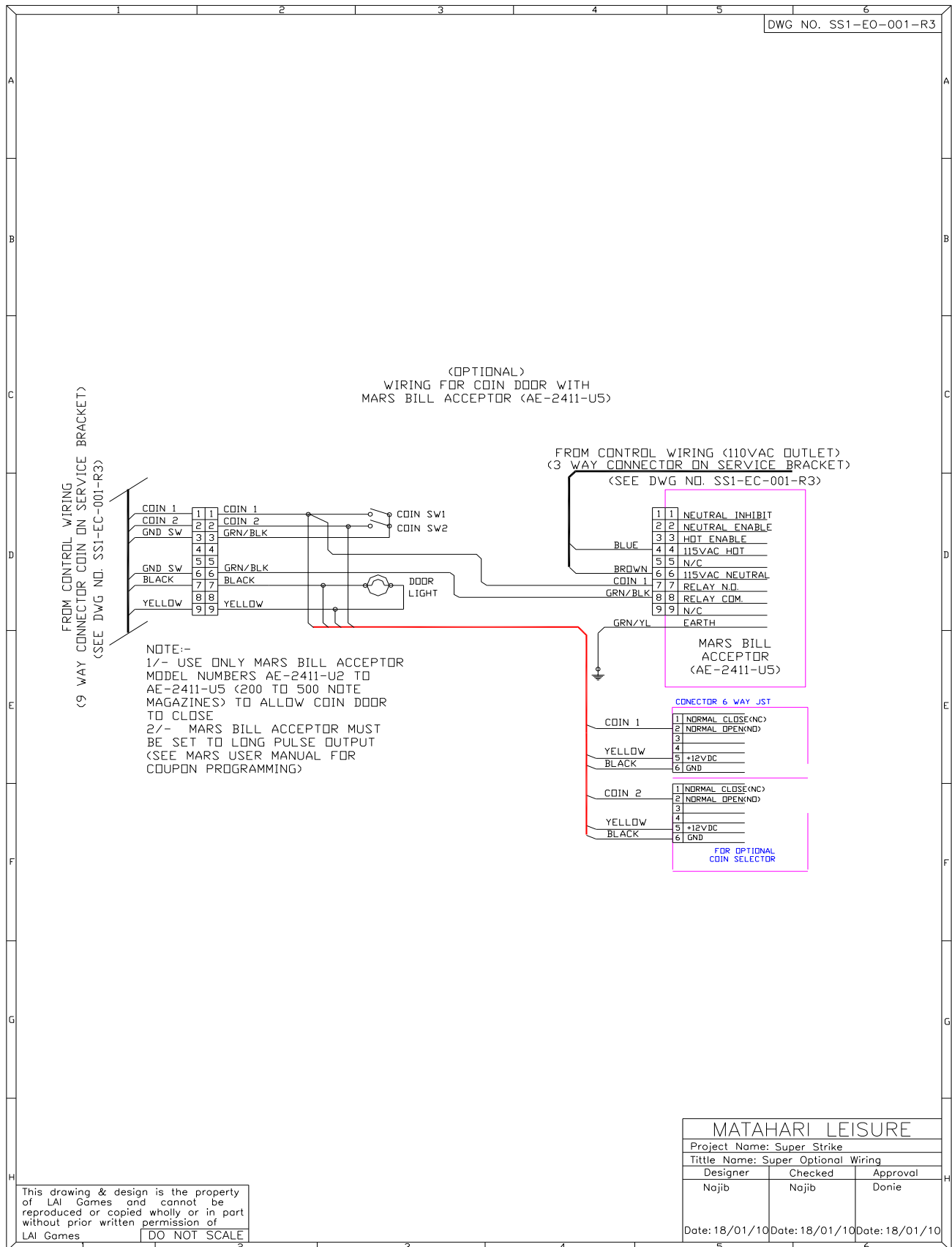
Date: 18/01/10

Date: 18/01/10

Date: 18/01/10



SUPER STRIKE OPTIONAL WIRING



DISCLAIMER

OPERATOR WILL TAKE NOTE.

BY ACCEPTING DELIVERY OF AND PLACING THIS HARDWARE AND LICENSED SOFTWARE INTO OPERATION, OPERATOR REPRESENTS AND WARRANTS THAT IT WILL ONLY OPERATE THE HARDWARE AND LICENSED SOFTWARE PROVIDED BY LAI GAMES IN COMPLIANCE WITH THE REGULATORY REQUIREMENTS OF THE COUNTRY, STATE, AND/OR MUNICIPALITY IN WHICH THE HARDWARE AND LICENSED SOFTWARE ARE USED AND/OR OPERATED. LAI GAMES HAS PROVIDED THIS HARDWARE AND LICENSED THE SOFTWARE **ONLY** FOR LEGITIMATE AND LEGAL USE, AND ANY USE OF THE HARDWARE AND LICENSED SOFTWARE IN A MANNER THAT VIOLATES ANY LAWS OF THE COUNTRY, STATE, AND/OR MUNICIPALITY IN WHICH THE HARDWARE AND LICENSED SOFTWARE ARE USED AND/OR OPERATED IS WHOLLY UNAUTHORIZED AND SHALL BE AT OPERATOR'S SOLE AND COMPLETE RISK.

Operator assumes any and all risk and liability for any civil or criminal legal claims or causes of action arising from the unauthorized use and/or operation of the provided hardware and licensed software, such improper and unauthorized use specifically including, but not limited to:

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

LAI GAMES shall have no liability related to such improper and unauthorized use and/or operation of the hardware and licensed software, and Operator shall indemnify, defend, and hold LAI GAMES harmless for any claim or cause of action brought against LAI GAMES arising from Operator's or Operator's representative's improper and unauthorized use and/or operation of the hardware and licensed software.

ANY IMPROPER AND UNAUTHORIZED USE SHALL COMPLETELY AND TOTALLY VOID ANY AND ALL WARRANTIES, BOTH EXPRESS AND IMPLIED, OF THE HARDWARE AND LICENSED SOFTWARE PROVIDED BY LAI GAMES.

WARRANTY

LAI GAMES warrants its manufactured products for a period of 3 months inclusive of parts and labor from the date of sale.

LAI GAMES exclusive obligation is to repair any item with any defects as a result of faulty workmanship or materials, providing the defective item or items of equipment are returned to the *LAI GAMES* distributor from which the machine was purchased.

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

IF MAKING A WARRANTY CLAIM:

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

