



# OPERATOR'S MANUAL

Version 1.2.4



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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 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 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 Multi meter, 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 “*Willie wheels*”, be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

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

### \* WARNING! \*

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

- Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk.
- Check that the rubber glide feet levelers are set evenly on the floor so that the game cabinet is level and stable, also that it does not roll backwards
- Always make connections for the integrated circuit (IC) logic PC Boards and other connectors secured firmly together. 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 “*Willie Wheels*”, the children’s video driving game that dispenses a collectible license card to every player, another great product from **LAI GAMES**.

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

### DESCRIPTION

- “*Willie Wheels*” is a kids interactive video game with fun multiple tracks and six colorful car characters. There are three game levels (Easy – Little World, Medium – Sweet City and Hard – Amazing Adventure) and players drive along the track collecting bonus points as they go to achieve a high score. At the end of each game an attractive driving license card is vended.

### 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 “Willie Wheels” cabinet
- Keys:        2 x coin door keys  
                  2 x back door keys  
                  2 x License card vendor keys
- Operator’s manual
- Recovery Disk
- IEC Power Cord                    (In cash box)
- Parts & Accessories              (In cash box)



## SPECIFICATIONS

### DIMENSIONS

- Weight: 144 kg (318lb)
- Height: 1524mm (60")
- Width: 753mm (30")
- Length: 1706mm (67")
- Power: Maximum 360 W – (220V @ 1.6A) (120V @ 3.0A)

### 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.**

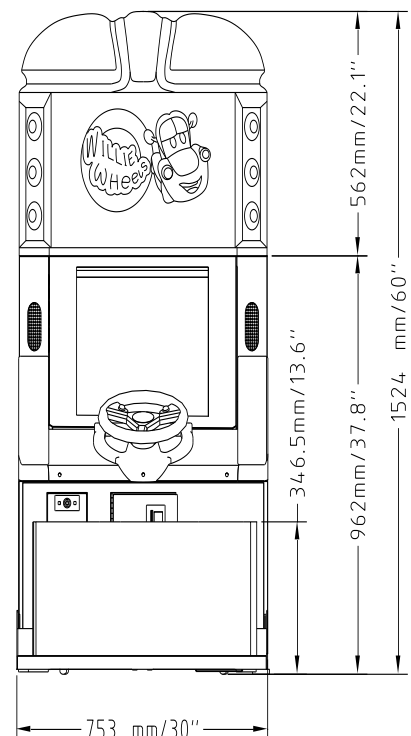
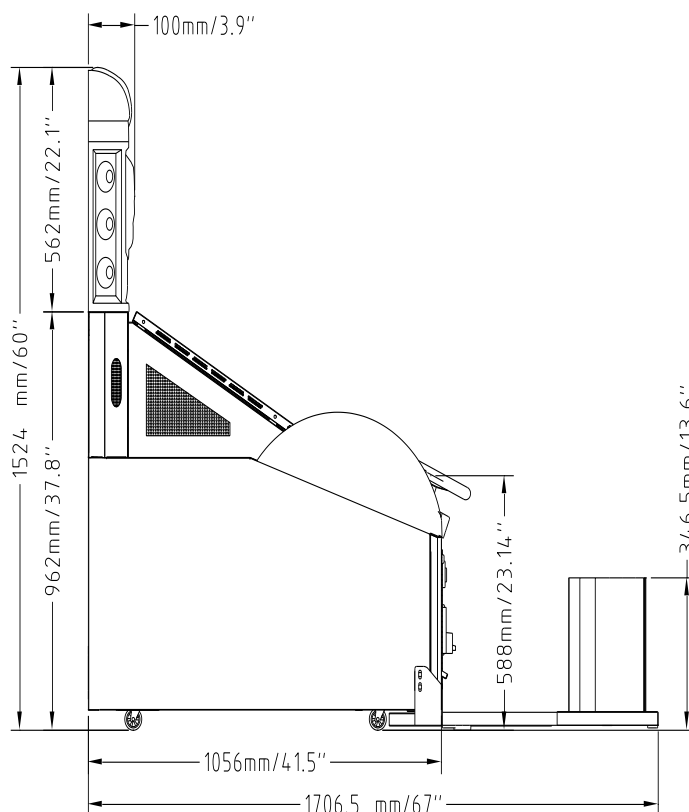
#### \* CAUTION! \*

**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.

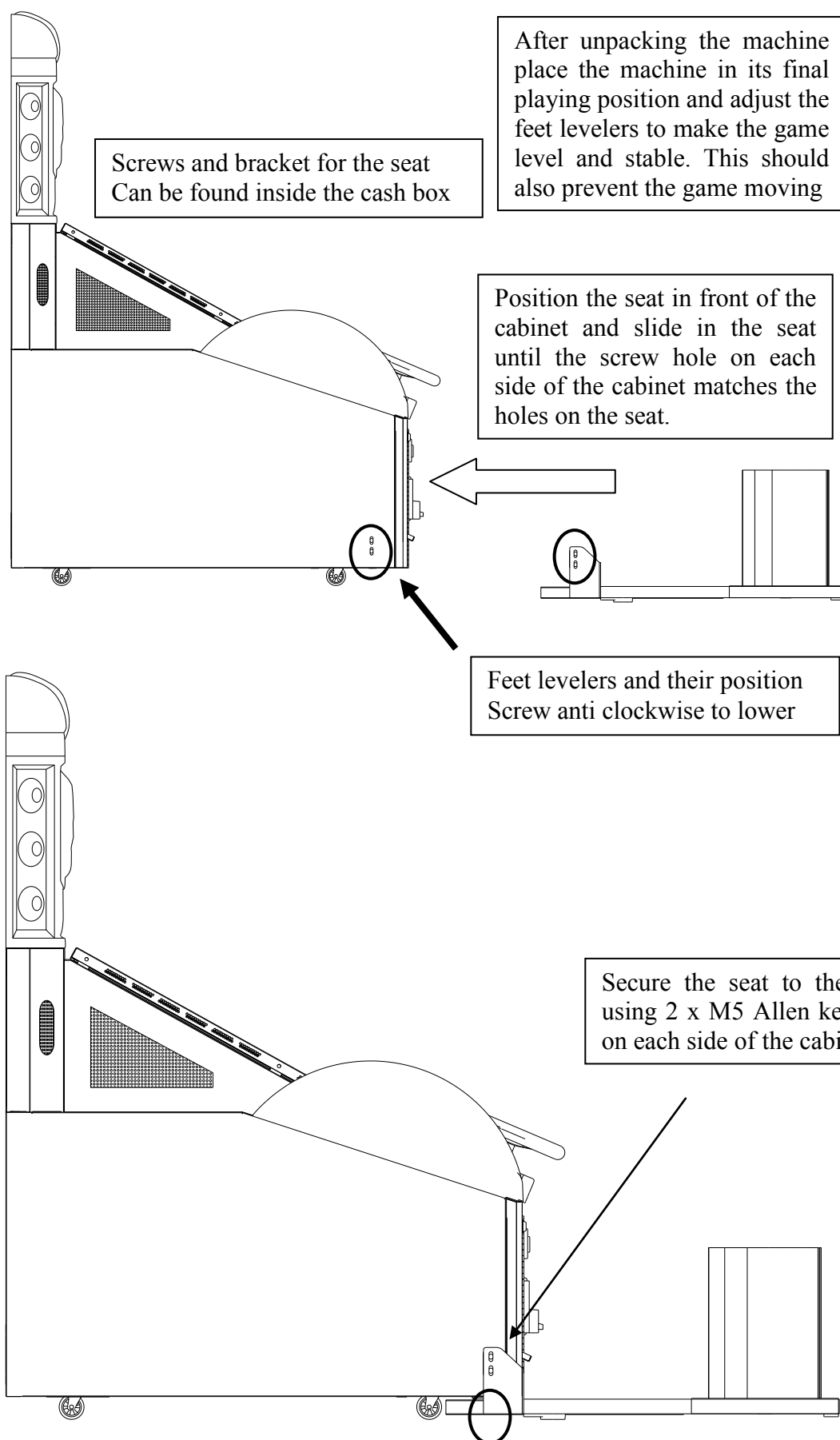
### LOCATION REQUIREMENTS

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





## SEAT INSTALLATION



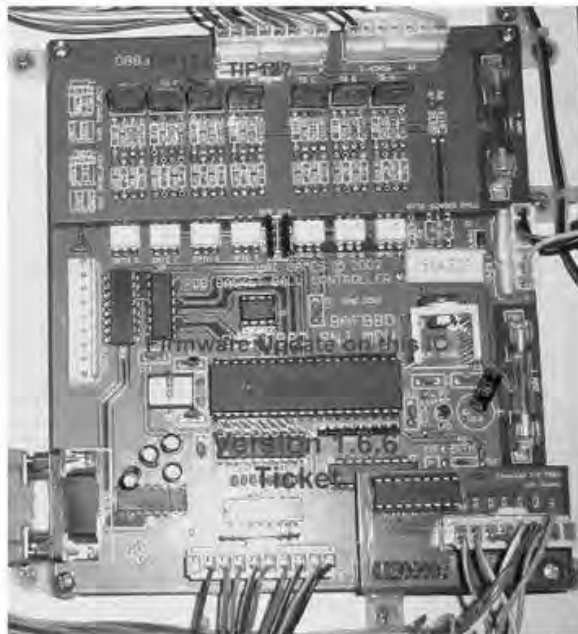




## CONVERTING CARD TO TICKET

### Step 1.

Unplug connection for Card dispenser door and card dispenser, remove both Card dispenser door and card dispenser using the M5 size wrench.



Update the firmware IC on IO PCB BAFB80 to version 1.6.6

With TR d TIP127 and TR f TIP122



## Step 2

Install and position the Ticket door and Ticket holder to its position using the same M5 bolts, connect the connector for Ticket dispenser.

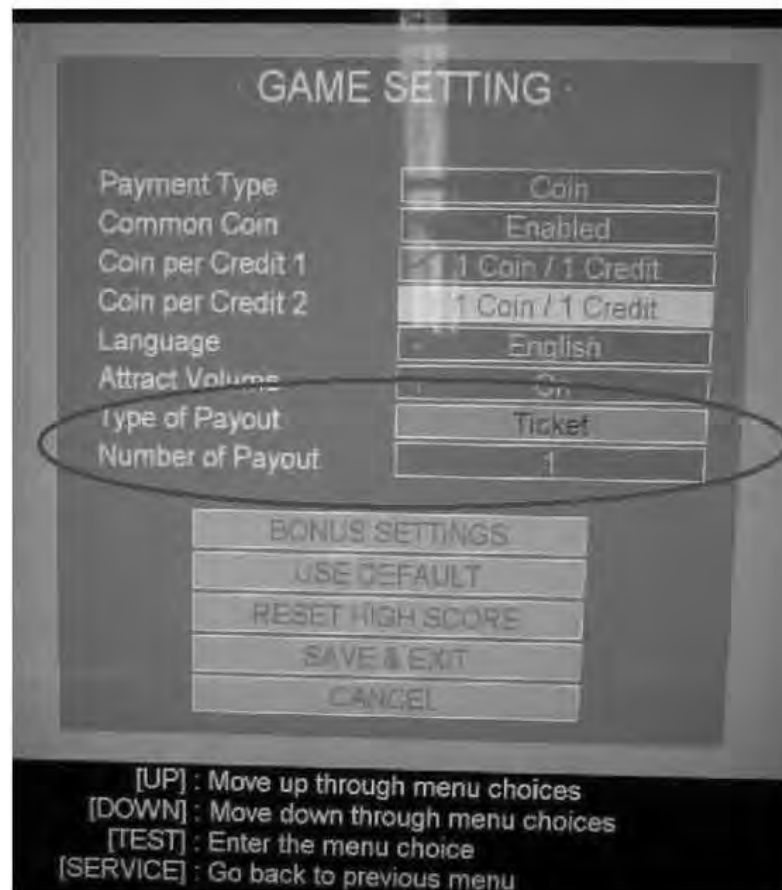


Complete installation



### Step 3,

After Power On the game go to the Game Setting screen and change the type of payout from Card to Ticket, and set the No of payout as necessary.



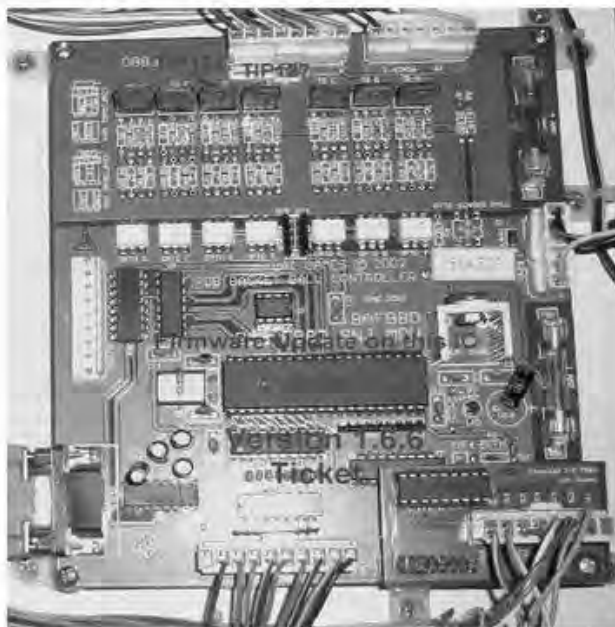
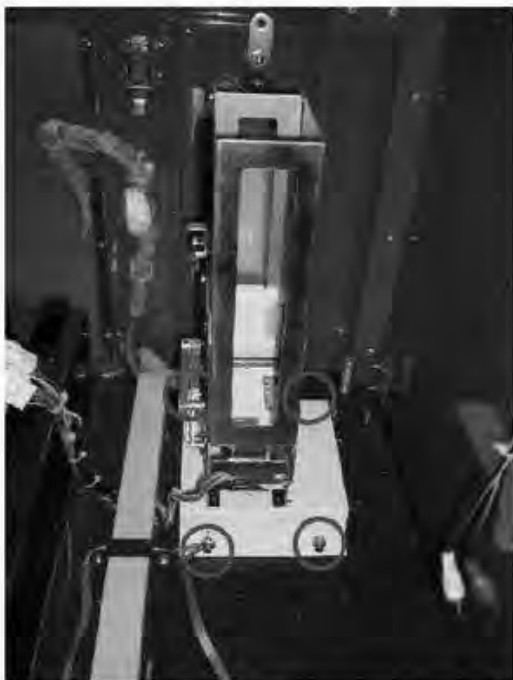
Finish installation



## CONVERTING TICKET TO CARD

### Step 1.

Unplug connection for Card dispenser door and card dispenser, remove both Card dispenser door and card dispenser using the M5 size wrench.



**Update the firmware IC on IO PCB BAFB80 to version 1.6.6**

**With TR d TIP127 and TR f TIP122**



## Step 2

Install and position the Ticket door and Ticket holder to its position using the same M5 bolts, connect the connector for Ticket dispenser.

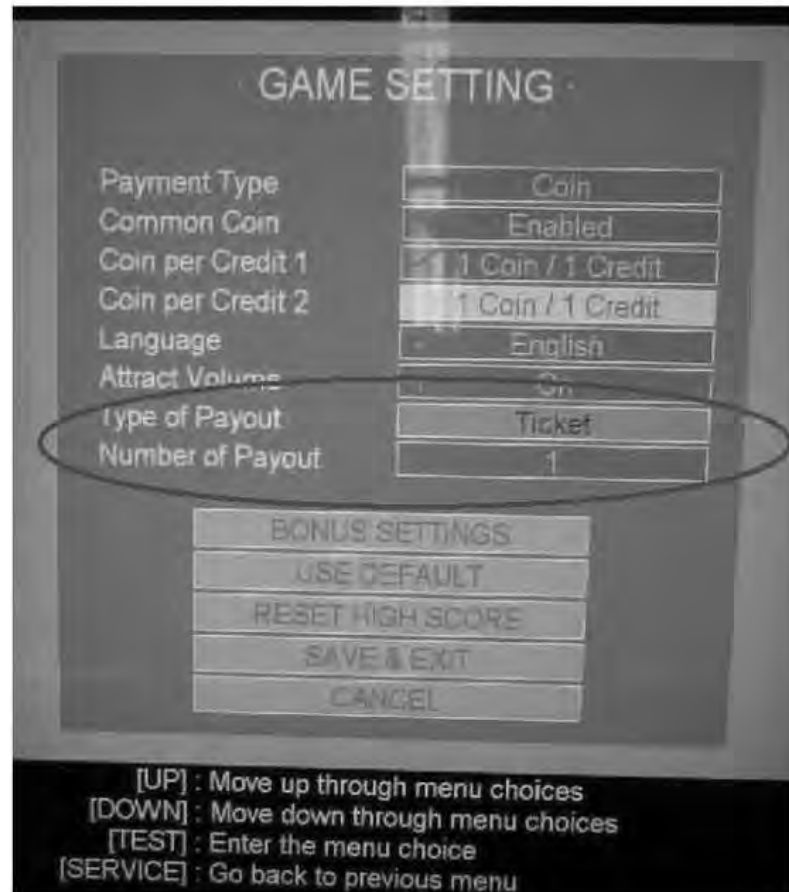


Complete installation



### Step 3,

After Power On the game go to the Game Setting screen and change the type of payout from Card to Ticket, and set the No of payout as necessary.



Finish installation



## HOW TO PLAY

### PLAYERS AIM TO GO TO FINISH LINE

- Insert coin/s for credits.

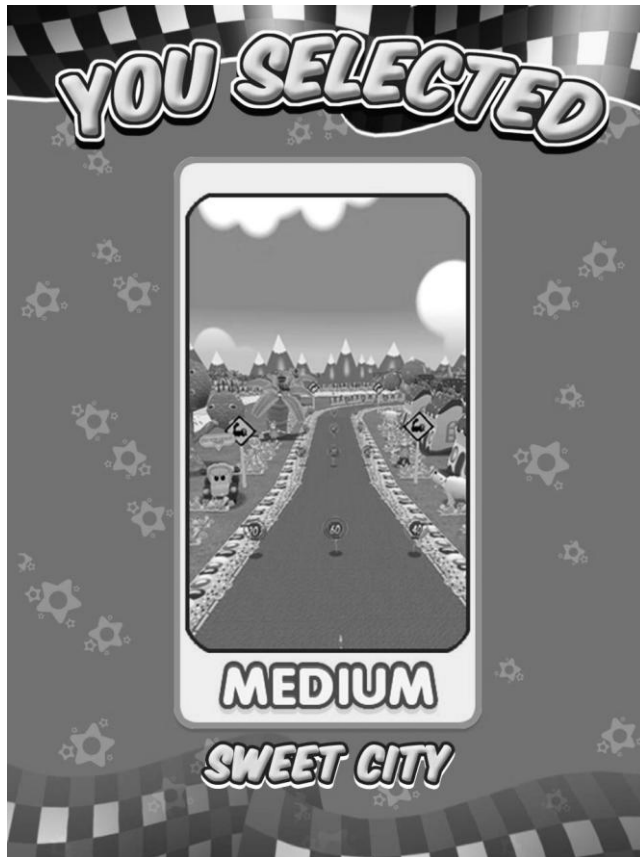


Select which level to play,

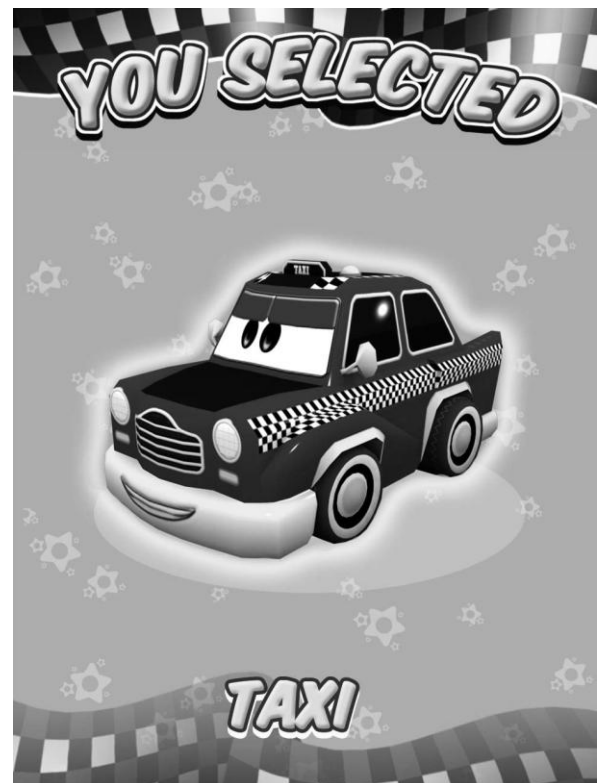




Level of play confirmation,



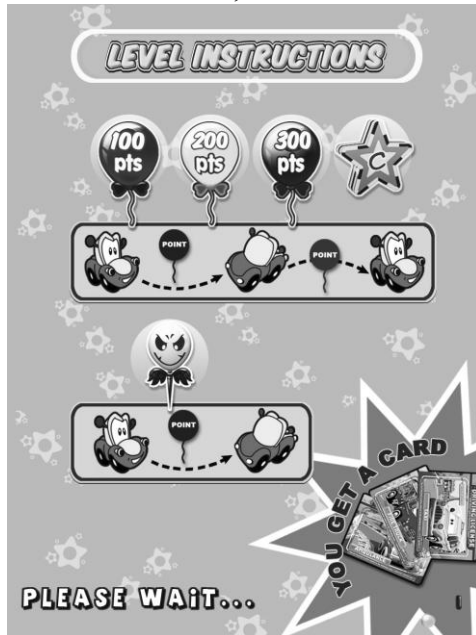
Choose the car to play,







Points instruction,



Play in progress,





Take the collectible Willie Wheels license card when set to Card Dispensing,

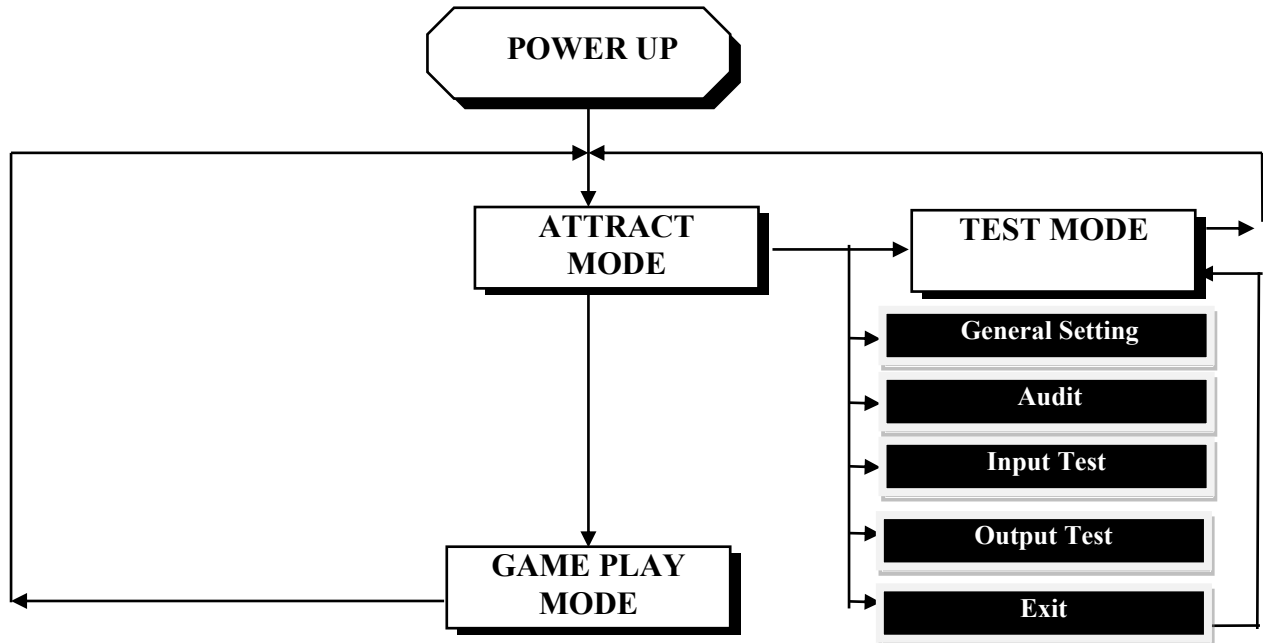




## OPERATION

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

### OPERATIONAL DIAGRAM



### ATTRACT MODE

- The Attract mode provides a light and sound display while the game is not being played. This feature is to attract potential customers to play the game. The attract mode sound can be turned on and off

### PLAY MODE

- The *Willie Wheels* has three play modes. The Easy Level, Medium Level and Hard Level, 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 a coin in the 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 can be set from general setting screen inside the game setting mode.



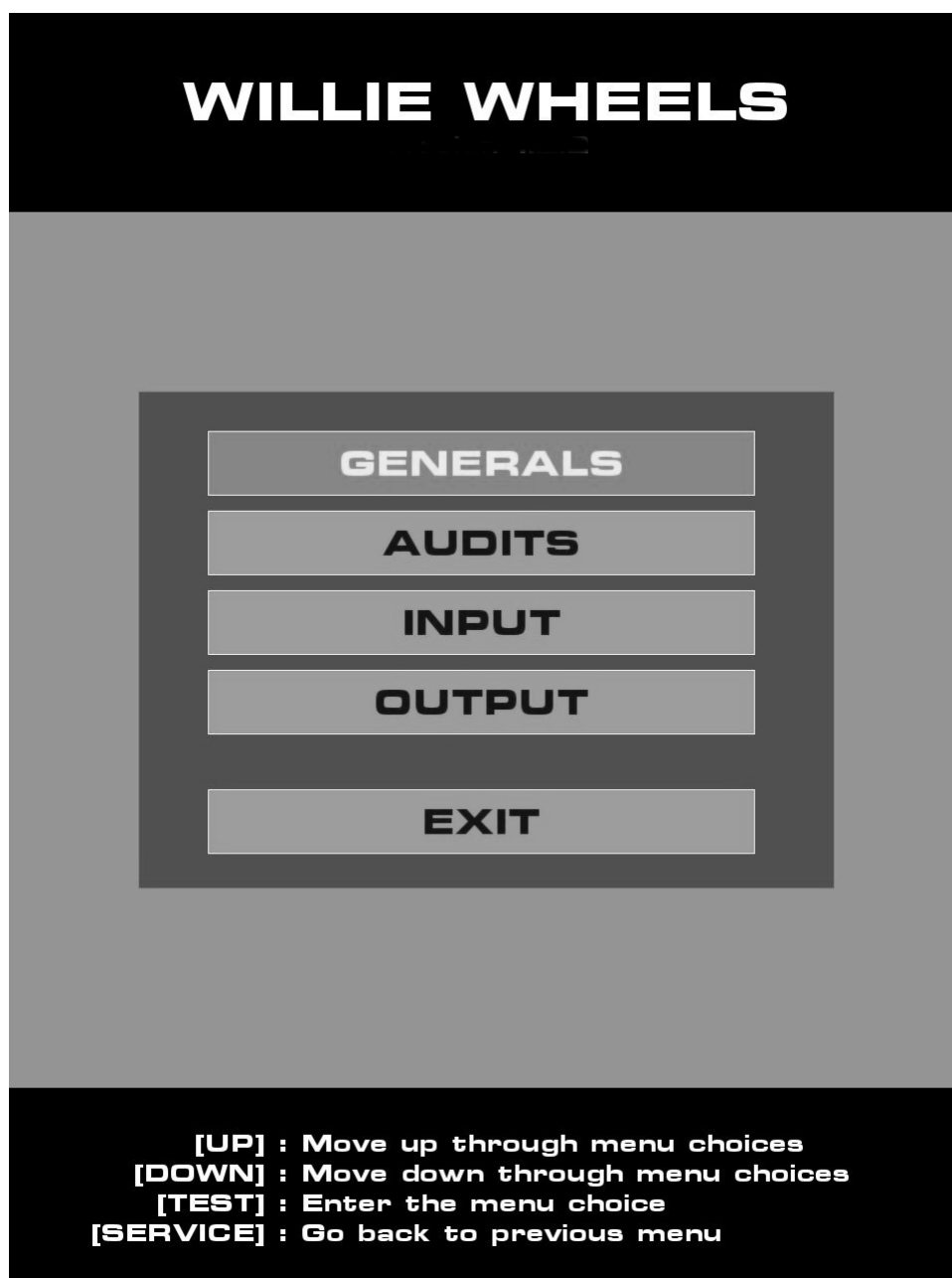
## TEST MODE

The *Willie Wheels* Test mode has four Test Configurations allowing you to explore the functioning of the Sound, Light & Display, and the Game Switches and to allow an operational test of the game systems.

\* 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 MAIN SCREEN V 1.2.4





## TEST MODE PROCEDURE

- **ENTER** The Test Mode by pressing the red Test button located on the service bracket once while in Attract mode.
- **SELECT** Use the Up and Down buttons to scroll through each of the Test Modes and highlight the mode you require.

**\* NOTE! \***

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

- **ENTERING OPTIONS SETTINGS**

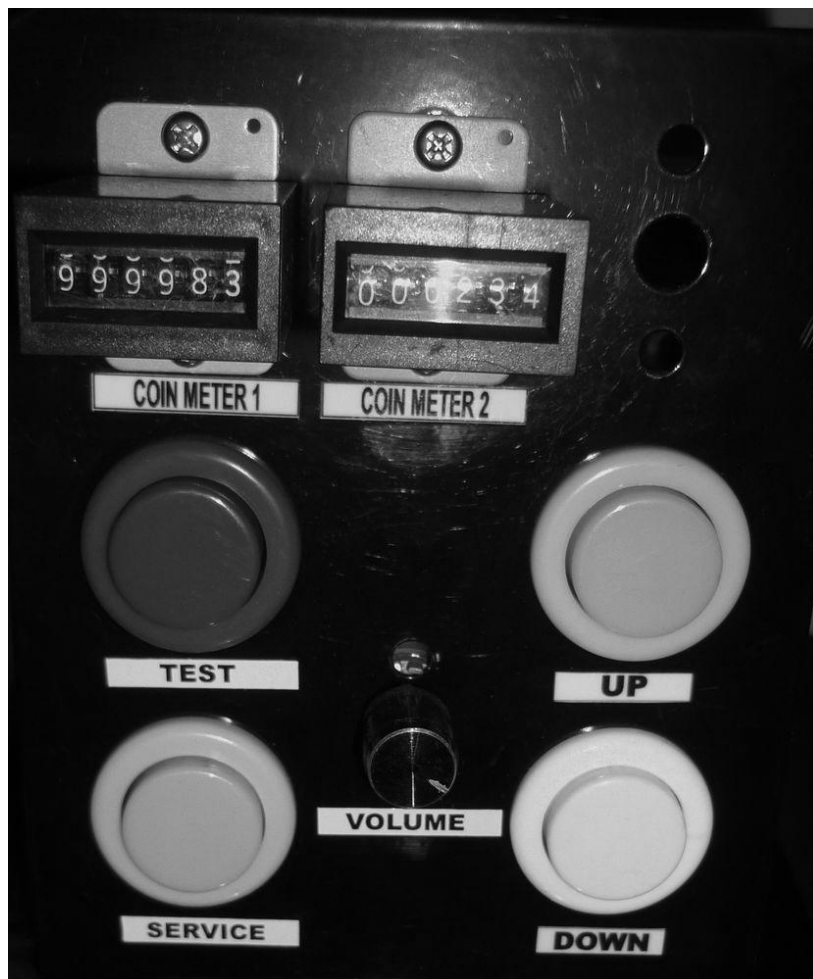
The red Test button is then pressed again to enter the chosen Test Mode option.

- **CANCEL / BACK**

The green Service button is pressed to return to the previous menu and back to Attract Mode.

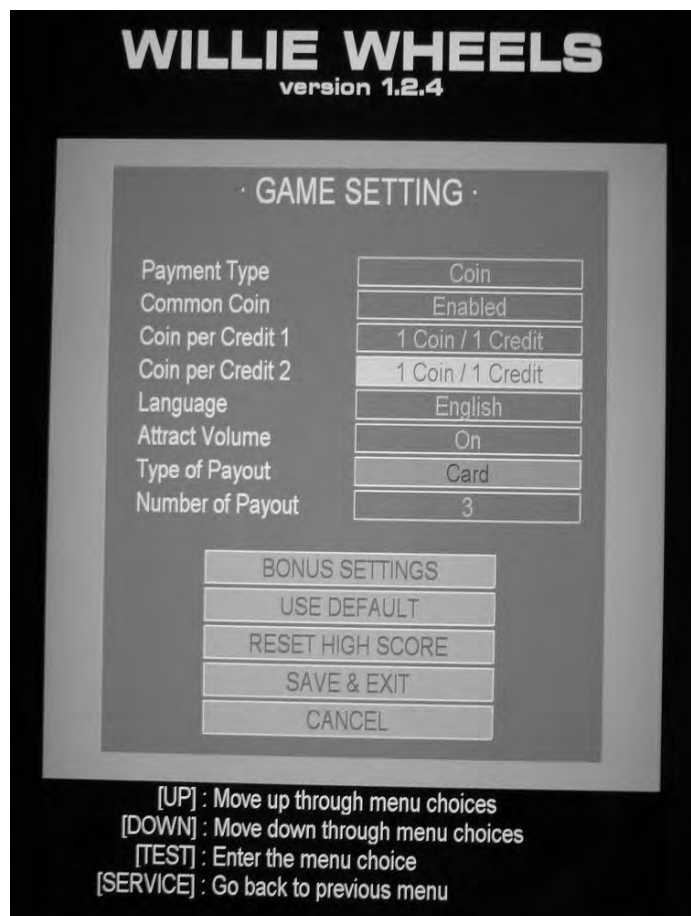
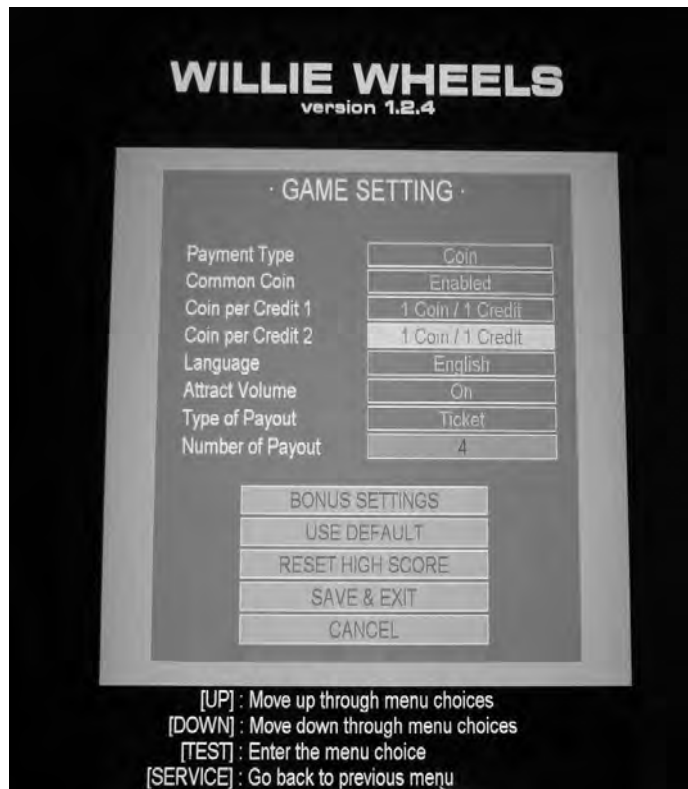
- **EXIT** The Test Mode is exited by highlighting the Exit menu using the up and down buttons and pressing the Test button.

## SERVICE BRACKET





## GAME SETTINGS SCREEN





## SETTINGS DETAILED

### ■ PAYMENT TYPE

(Default *Coin*) (Adjustable between *Card* ,*Coin* or *Free*)

This sets the type of credit per play that is going to be used. Default is (**Coin**) meaning a normal coin can be inserted. It can also be set to (**Free**) meaning the game can be played without any coins inserted.

### ■ COMMON COIN

(Default *Enabled*) (Adjustable between *Enabled* or *Disabled*)

This setting controls whether *common coin system* is active or not, when set to Disabled, this means both coin inputs are separate or double coin system. When set to Enabled, this means both coin will be only active as one coin line input.

### ■ COINS PER CREDIT 1

(Default *1*) Adjustable from (*1 – 99 coin / 1 – 99 credit*)

This sets the number of coins required to be inserted into the coin mechanism for each credit.

### ■ COINS PER CREDIT 2

(Default *1*) Adjustable from (*1 – 99 coin / 1 – 99 credit*)

This sets the number of coins required to be inserted into the coin mechanism for each credit.

### ■ LANGUAGE

(Default *English*)

This will set what language which will be use in the game. When set to English this means that the game will play using English language.

### ■ ATTRACT VOLUME

(Default OFF) (Adjustable OFF- ON)

This adjustment turns the *attract mode sounds* **ON** or **OFF**. The default is OFF. This is the sound and music that the game generates to attract customers when it is not being played

### ■ TYPE OF PAYOUT

(Default Card) (Adjustable Card- Ticket)

This adjustment turns the Payout for Card dispensing or Ticket Dispensing. When sets to Ticket means that the game can dispense Ticket if the ticket dispenser fitted with the game.

### ■ NUMBER OF PAYOUT

(Default *1*) (Adjustable 0 – 20)

This sets the number of Ticket or Card to be dispensing at the end of the game. When set to 0 the game will not dispense anything. When set to 1 the game will dispensing 1 Ticket or Card at the end of the game played.



## ■ BONUS SETTINGS

**WILLIE WHEELS**

**· BONUS CREDIT SETTINGS ·**

	Coin 1	Coin 2
Level 1 Coin	2	0
Credit Bonus	1	0
Level 2 Coin	4	0
Credit Bonus	2	0
Level 3 Coin	6	0
Credit Bonus	4	0

**SAVE & EXIT**

**CANCEL**

**[UP] : Move up through menu choices**  
**[DOWN] : Move down through menu choices**  
**[TEST] : Enter the menu choice**  
**[SERVICE] : Go back to previous menu**

## ■ BONUS CREDIT SETTING

This brings you to the bonus credit system and can activate up to three bonus level settings.

### *LEVEL 1 COIN*

(Default 0) (Adjustable 0 – 99)

This sets how many coins are required to reach credit bonus level 1, it can be set between 0 – 99

### *LEVEL 1 BONUS CREDIT*

This sets how many extra credits are given when the bonus level 1 is reached, it can be set from 0 - 99 but the setting value must be higher than setting value of standard coin per credit.





### *LEVEL 2 COIN*

(Default 0) (Adjustable 0 – 99)

This sets how many coins are required to reach credit bonus level 2, it can be set between 0 – 99

### *LEVEL 2 BONUS CREDIT*

This sets how many extra credits are given when the bonus level 2 is reached, it can be set from 0 - 99 but the setting value must be higher than setting value of standard coin per credit.

### *LEVEL 3 COIN*

(Default 0) (Adjustable 0 – 99)

This sets how many coins are required to reach credit bonus level 3, it can be set between 0 – 99

### *LEVEL 3 BONUS CREDIT*

This sets how many extra credits are given when the bonus level 3 is reached, it can be set from 0 - 99 but the setting value must be higher than setting value of standard coin per credit.



## GAME AUDIT SCREEN

# WILLIE WHEELS

### · GAME AUDITS ·

#### Non-Resettable

Coin 1	340
Coin 2	18
Service	7
Ticket Dispense	0
Card Dispense	87

#### Resettable

Coin 1	9
Coin 2	0
Service	2
Ticket Dispense	0
Card Dispense	9

RESET AUDITS

EXIT

[UP] : Move up through menu choices  
[DOWN] : Move down through menu choices  
[TEST] : Enter the menu choice  
[SERVICE] : Go back to previous menu



## AUDIT DETAIL,

### ■ COINS #1

This audit gives the number of coins inserted into coin mechanism 1. It is available in Non-Resetable and resettable section.

### ■ COINS #2

This audit gives the number of coins inserted into coin mechanism 2. This audit is available in Non-resettable and resettable section.

### ■ SERVICES

This audit gives the number of times the Service button has been pressed for credits. This audit is available in the Non-resettable and resettable section.

### ■ TICKET DISPENSE

This audit gives the number of tickets which have been dispensed. It is available in Non- Resettable and resettable section.

### ■ CARD DISPENSE

This audit gives the number of cards which have been dispensed. It is available in Non- Resettable and resettable section.



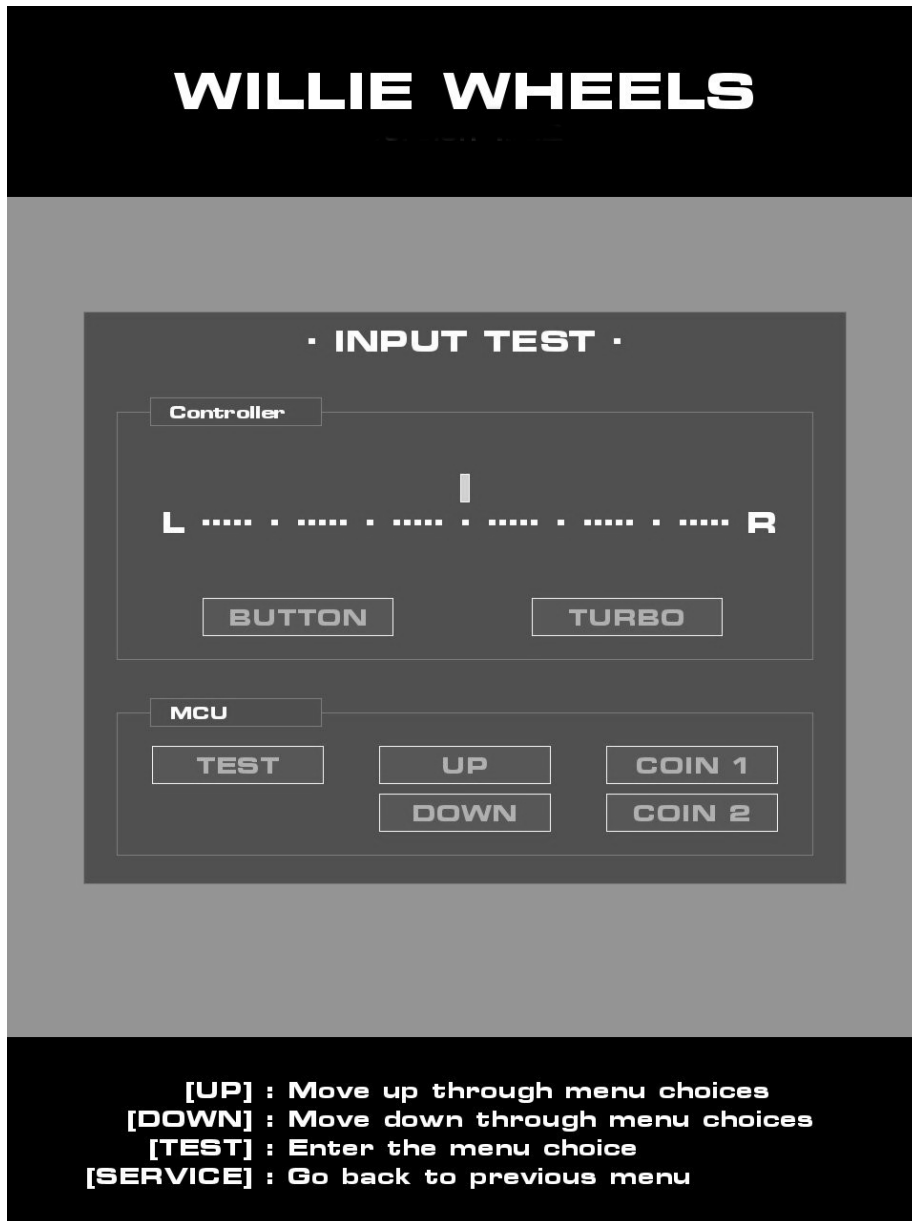
## INPUT SETTING SCREEN,





## INPUT DETAIL,

## INPUT TEST SCREEN



### ■ CONTROLLER

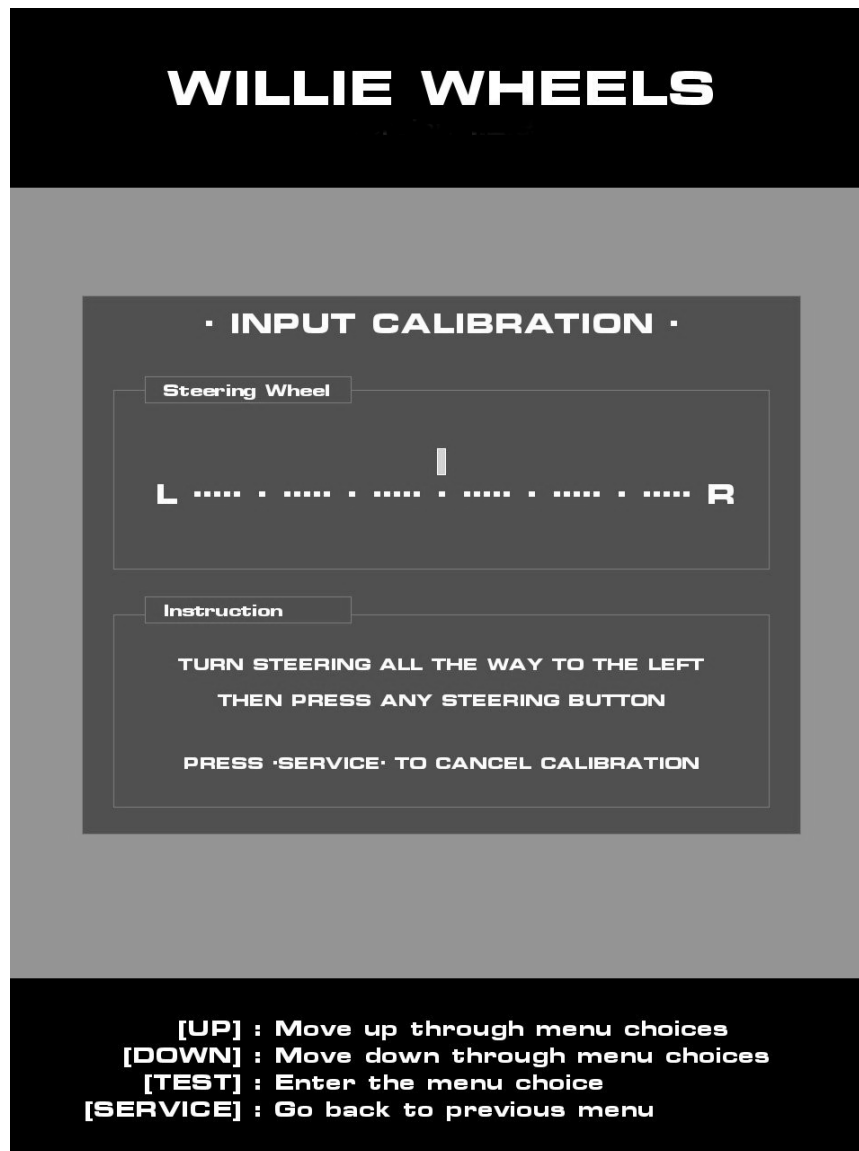
This test is to show the functionality of the steering wheel and the red buttons on the steering wheel and also the Turbo button.

### ■ MCU

This test is to know the functionality of all buttons.



## CALIBRATION SCREEN,



## CALIBRATION DETAIL,

### ■ INPUT CALIBRATION

This is to calibrate the steering wheel after the game has been restored from the recovery CD or whenever there is a problem with the steering wheel. The Steering will activate the new calibration in the game play.



## VIDEO TEST SCREEN

# WILLIE WHEELS

### · VIDEO TEST ·

COLOR TEST

FULLSCREEN TEST

GRID TEST

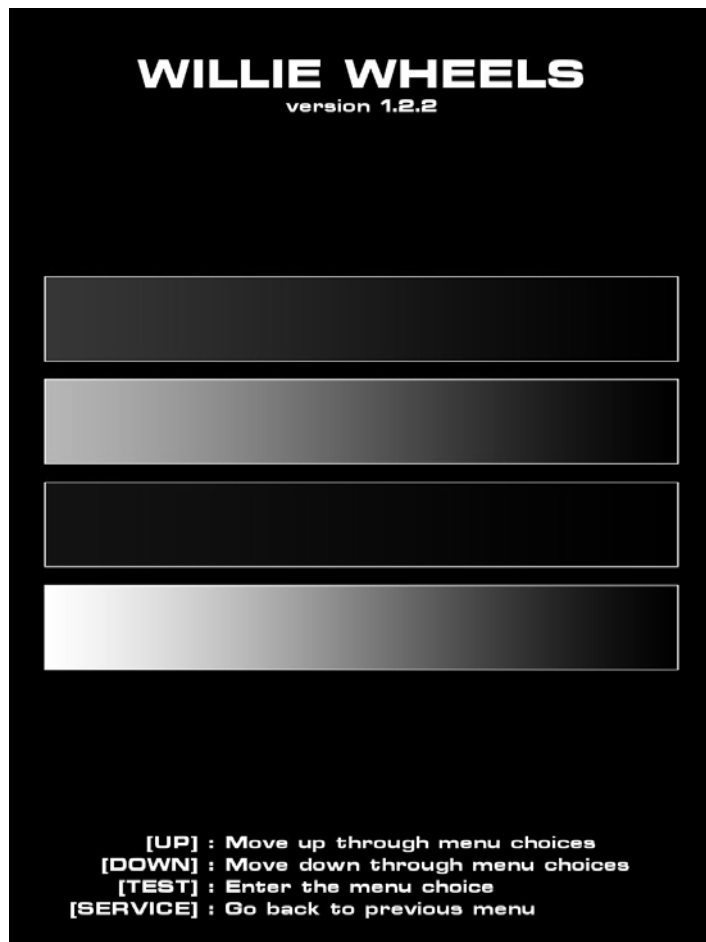
EXIT

**[UP] : Move up through menu choices**  
**[DOWN] : Move down through menu choices**  
**[TEST] : Enter the menu choice**  
**[SERVICE] : Go back to previous menu**

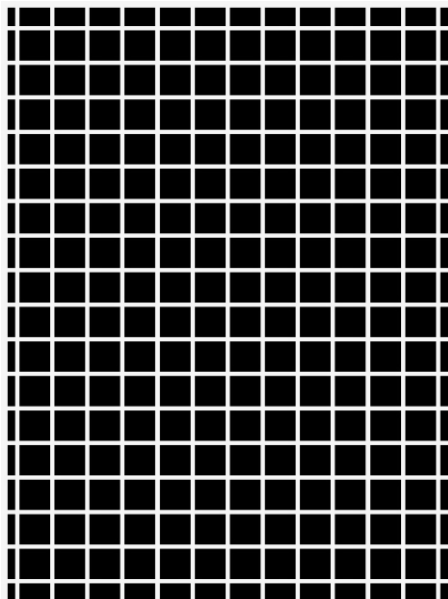


## VIDEO DETAIL,

### ■ COLOR TEST,



### ■ GRID TEST,







## OUTPUT TEST SCREEN





## AUDIO TEST SCREEN



## AUDIO TEST DETAIL,

This test mode is to test the sound from the speakers to see if all is working correctly.



## LAMP TEST SCREEN,



## LAMP TEST DETAIL,

This test mode is to test the lamps in the header display, turbo button, dispenser lamp and card empty lamp. Select using the up and down buttons to highlight the lamp to test and then press Test button. The selected lamp should then light or blink. When leaving the Test all the lamps should turn off.



## DISPENSER TEST SCREEN

# WILLIE WHEELS

### · DISPENSE TEST ·

Dispense Success	<input type="text" value="0"/>
Dispense Error	<input type="text" value="0"/>

DISPENSE ONCE

CONTINUOUS DISPENSE

CLEAR

STOP & EXIT

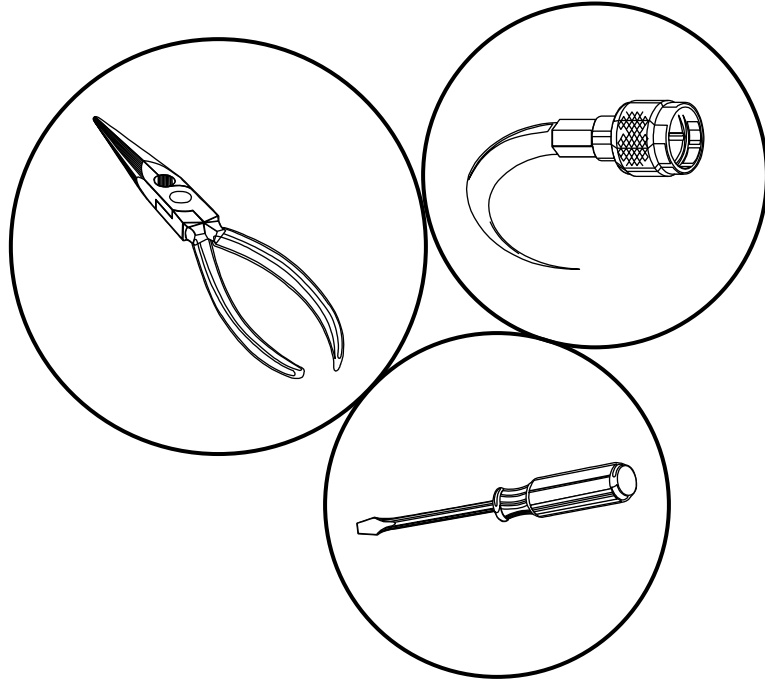
[UP] : Move up through menu choices  
[DOWN] : Move down through menu choices  
[TEST] : Enter the menu choice  
[SERVICE] : Go back to previous menu

## DISPENSE TEST DETAIL,

Use the up and down buttons to highlight the option you require and press Test to select the function. If Dispense Once is selected each time the Test button is pressed it will dispense one card and add 1 to the Dispense Success count. If not dispensed due to empty or a fault it will add 1 to Dispense Error. When continuous Dispense is selected it will keep running and counting until stopped or timed out when empty.



## SECTION A: SERVICE INSTRUCTIONS



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



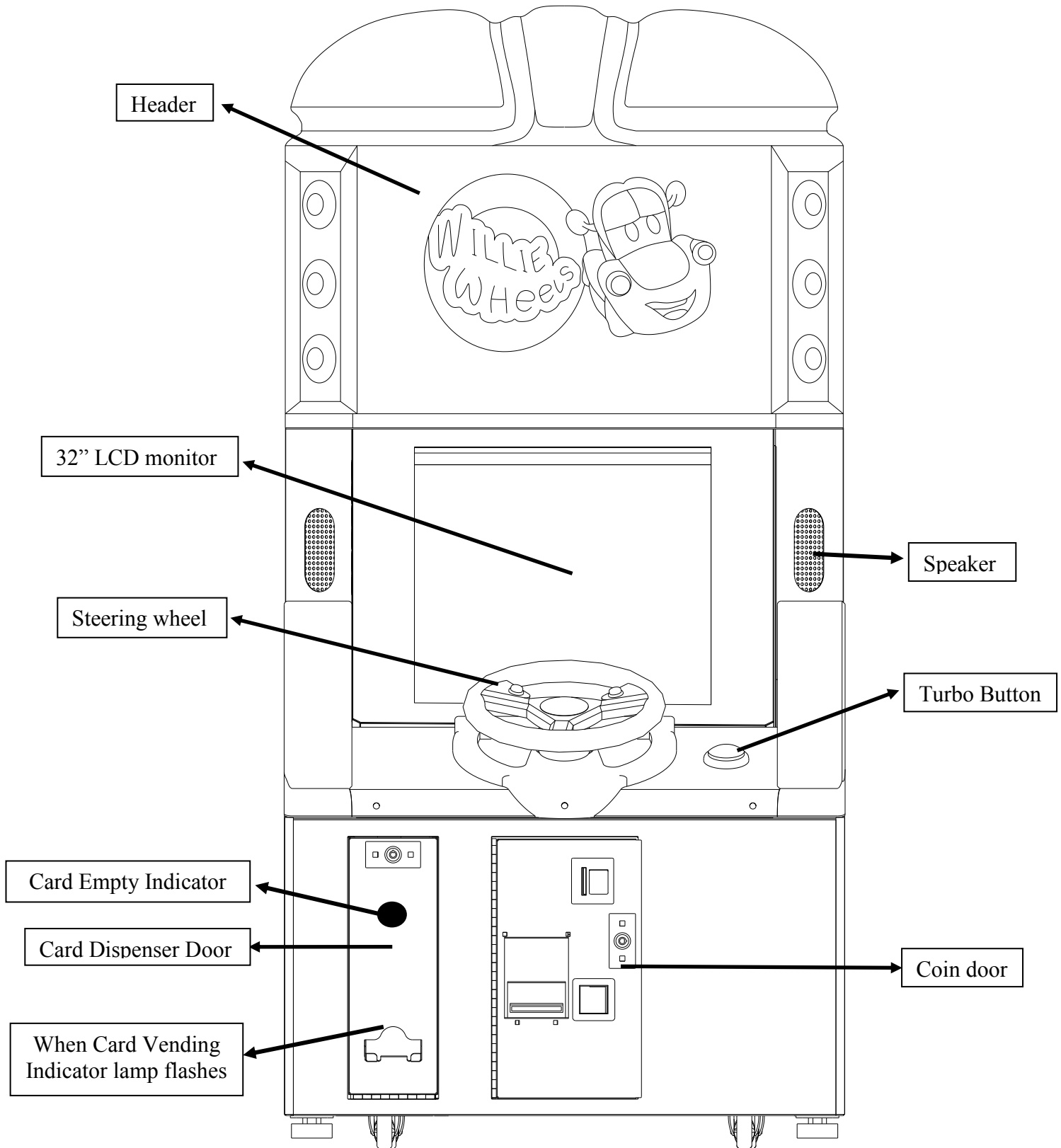
# A



## LOCATING AND ACCESSING PARTS

### PARTS LOCATION DIAGRAM

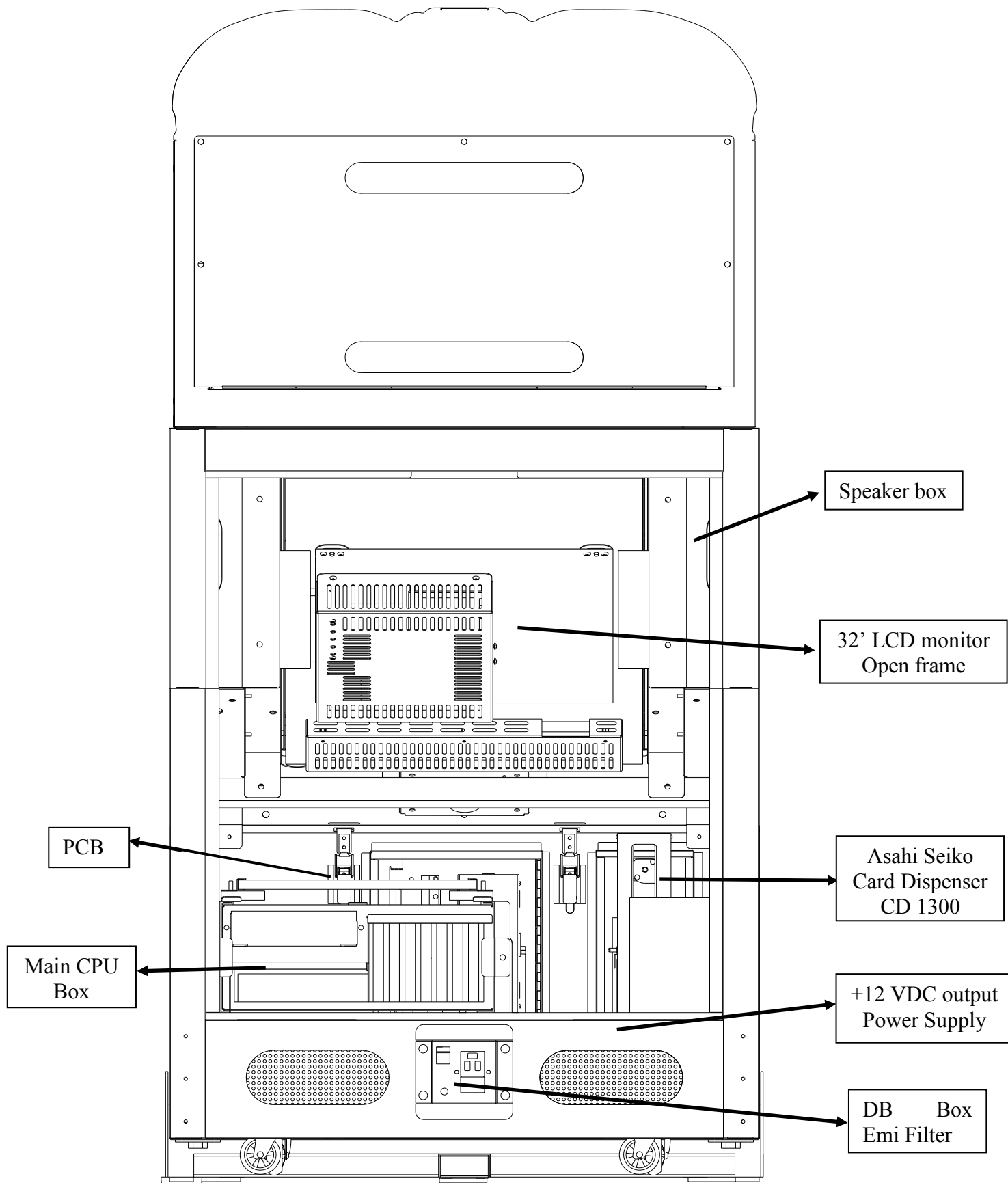
*As viewed from front*





## PARTS LOCATION DIAGRAM

*Continued*



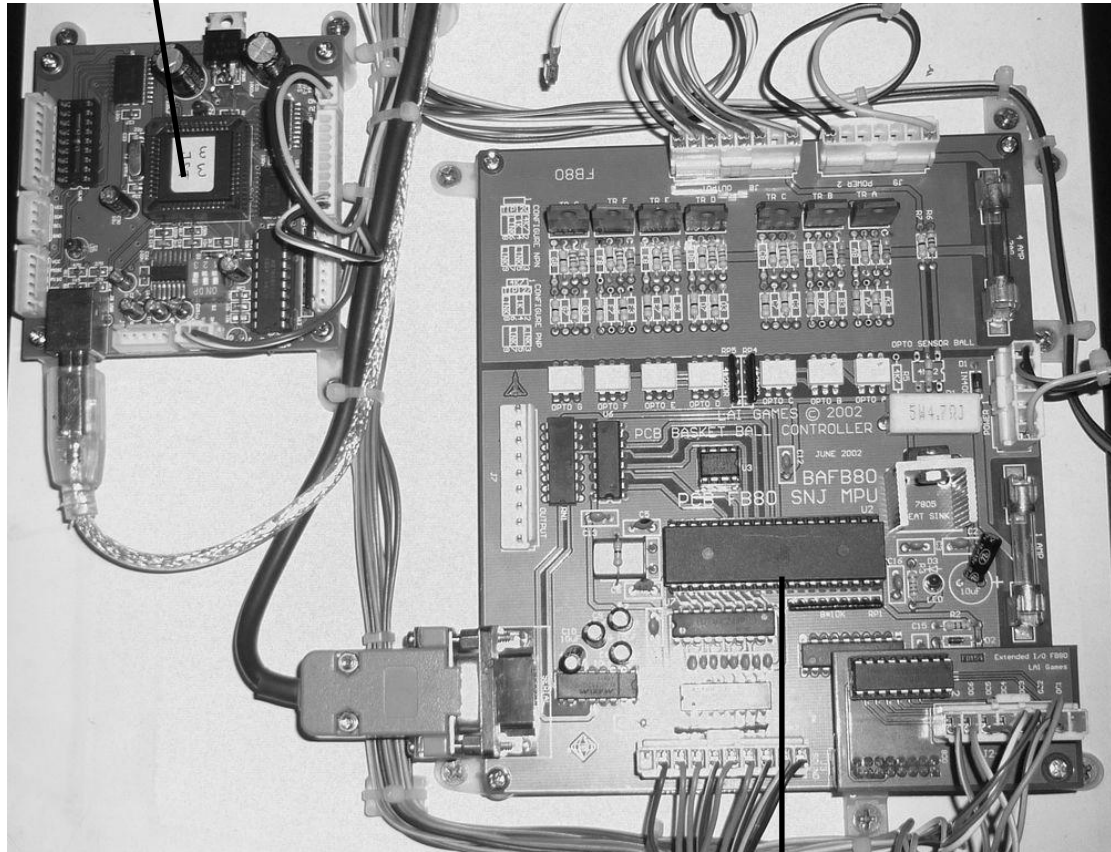


## PARTS LOCATION DIAGRAM

*Continued*

BAFB149 USB  
Steering Controller

### PCB MAP DETAIL

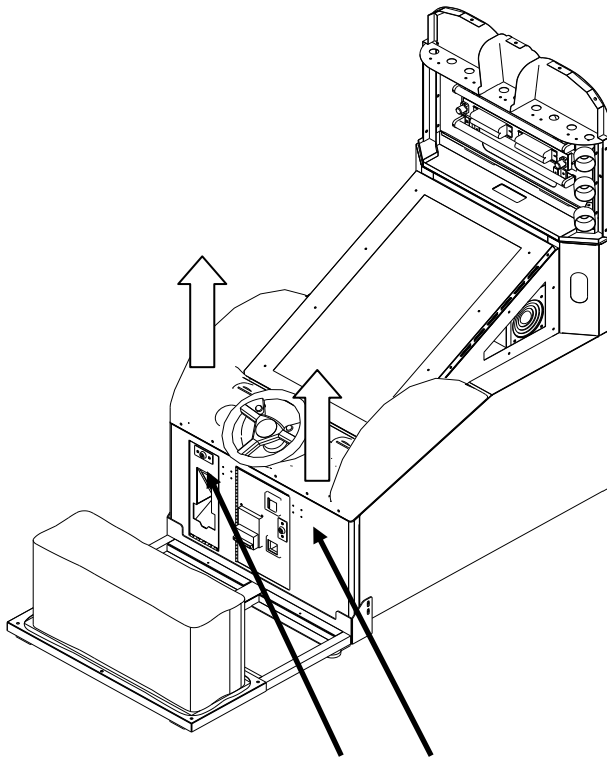


BAFB80 Main  
I/O PCB

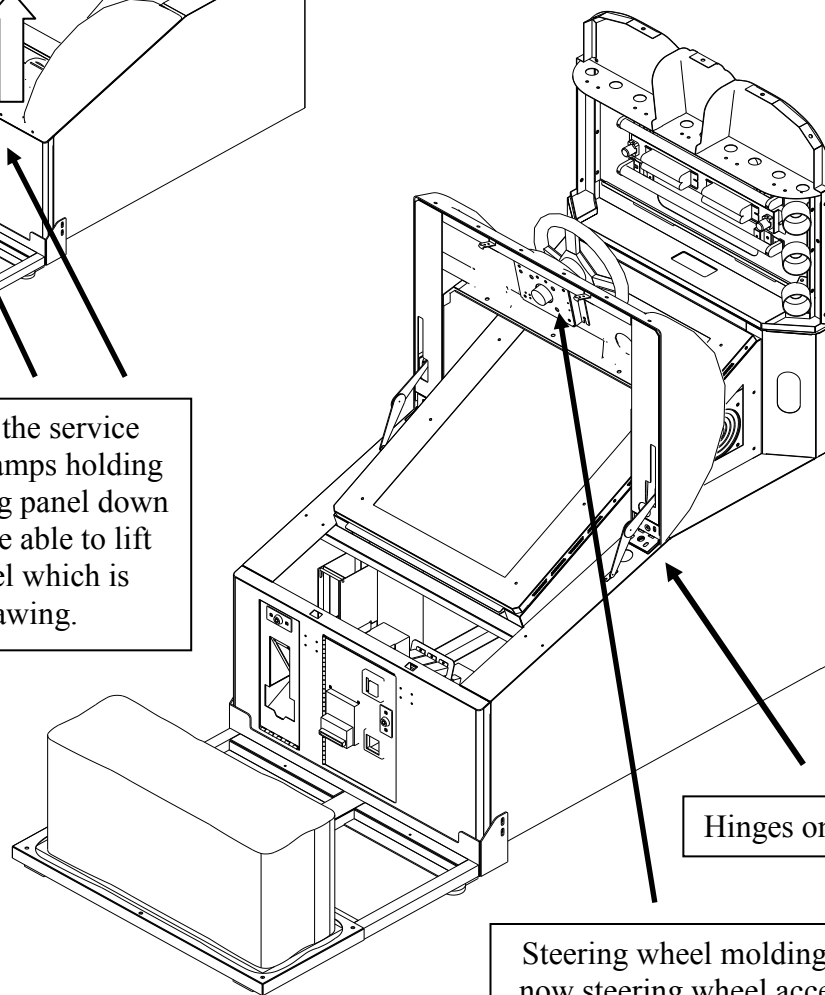




## STEERING WHEEL MAINTENANCE



Gaining access through the service door you will find two clamps holding the steering wheel molding panel down secure. Unclip these to be able to lift the steering wheel panel which is hinged as in the drawing.



Hinges on both sides

Steering wheel molding lifted  
now steering wheel accessible  
for maintenance

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

**Always secure the steering wheel molding with locked super clamp inside the cabinet  
Make sure to power OFF the game before working with the steering wheel**



## PARTS DESCRIPTION

### ■ COIN MECHANISMS

The coin mechanisms can be accessed by opening the service (coin) door

### ■ CASH BOX

The cash box can be accessed by opening the service (coin) door and is located at the front of the cabinet in line with the coin mechanisms of the service door

### ■ SPEAKERS

Two speakers and one Subwoofer are located to the front side of the cabinet below the header lamp. Access is through the back door.

### ■ SERVICE CONTROLS:

Is located on the service panel mounted on top of the cash box and can be accessed through the service (coin) door.

**SERVICE BUTTON:** Used for free credit and test procedures.

**TEST BUTTON:** Used to enter the test mode and select options in the menu.

**UP DOWN BUTTONS:** Used to scroll through the options in the menu.

**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.

#### \* WARNING! \*

**Always** Turn **OFF** Mains power and unplug 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 rear of the machine. It is a 12V 12.5A 150 Watt switching power supply.



## 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 LED or equivalent and can be accessed through the coin door.

■ **BUTTON LAMPS**

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

■ **SIDE LAMPS**

Standard 12 VDC LED on each side of the Header. Access is from the back of the Header.

**\* 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! \***

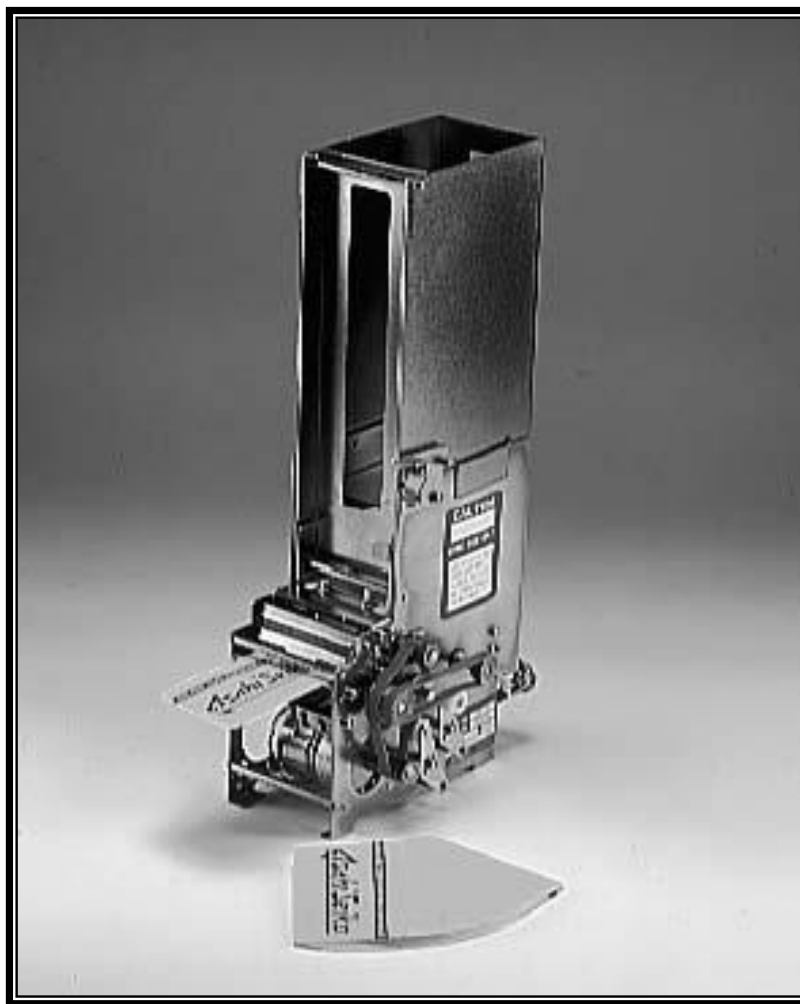
**Always** Turn **OFF** Mains power and unplugged the game, before cleaning the interior of the machine.

**Always** Check after cleaning the cabinet interior all the 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.



## CD SERIES CARD DISPENSERS



Asahi Seiko (Europe) Ltd  
Product Information

**\* WARNING! \***

*This product contains unprotected moving parts  
and is intended for inclusion within a host machine.*

### INTRODUCTION

The CD card dispenser series cover a diverse range of applications from plastic telephone cards and paper debit cards to pull-tab and break-open style tickets. These dispensers are widely used throughout the world in a variety of applications including transportation, gaming and the telephone industry, where they have gained a reputation for high quality and reliability. Compact construction, easy control and an innovative mechanism make these products ideal for any application that demands error-free dispensing. A selection of standard cartridge sizes ensures options are available to suit all customer requirements.



## OPERATION

The mechanism dispenses cards from a cartridge using an electronically-controlled DC motor to drive rollers via a gearbox and toothed belts. Cards are taken on demand from the bottom of the stack by a clutch-driven roller assembly and offered forward via the card guide to a feeder roller. The card continues its passage forward through the mechanism aided by feeding and discharge rollers which present it to the delivery point to await removal by the customer. Proximity sensors detect cards in the discharge path and the empty state, inhibiting further demands while these conditions persist. Accurate single dispensing is achieved by means of a reverse roller, adjusted in relation to the thickness of the card to be dispensed.

### ■ REMOVING AND REPLACING THE CARTRIDGE

1. Release the spring-loaded catch, located on the main chassis at the front right-hand side of the dispenser and pull the cartridge back approximately 12mm to clear the locating lugs before lifting clear of the mechanism.
2. Replacing is a reversal of removal but take care to ensure that the guides on the side of the cartridge are correctly located over the mechanism side plates and the lugs are situated inside the recesses of the main chassis before sliding it into the fitted position.

### ■ LOADING CARDS

1. Prepare the stack of cards that will be loaded into the card dispenser.
2. Remove the card cartridge from the main chassis and open the cartridge.
3. Take the thick weight plate off from the cartridge.
4. Gently put the cards into the cartridge from the front of the cartridge, a stack at a time until the cartridge is full.
5. Put the thick weight plate back into the cartridge on the top of the cards' stack.
6. Close the cartridge and put it back into the main chassis.



## ■ CLEARING CARD JAMS

A card jam usually happens because of two things: the lowest card in the stack is damaged so it cannot be dispensed, and the clutch roller needs to be cleaned.

**\* NOTE! \***

- For cleaning the clutch roller, please check the Safety and Maintenance section.

1. To clear the card jam because of card damage, first remove the card cartridge from the main chassis.
2. Open the cartridge and remove the thick weight plate from the top of the card stack.
3. Gently lift the stack of cards and check for damage cards.
4. Remove the damaged cards from the stack.
5. Put the card stack and the thick weight plate back into its previous position in the cartridge.
6. Install the cartridge back into the main chassis.

## ■ SAFETY AND MAINTENANCE

1. Servicing and maintenance staff must be adequately trained and aware of the hazards presented by the rollers and drive belts. The motor creates sufficient torque through its reduction gear to trap fingers, hair and clothing.
2. Avoid the inclusion of foreign objects such as tape, rubber bands and wire as these could cause the machine to jam.
3. Keep mechanism clear of contaminants. Oily or adhesive substances will seriously affect the performance of the dispenser.
4. Recalibration should not be carried out by untrained personnel. Calibration details are recorded on the side of the dispenser either as a card code consisting of three letters (this code is unique to each customer's cards) or the card thickness in millimeters.
5. Routine maintenance should be undertaken every 2 months or 10,000 operations whichever is the sooner.
6. Wipe the surface of the clutch roller (at the base of the card stack) with an alcohol-impregnated cloth or pad.
7. Clean dust from the op-to sensor (mounted at the front of the mechanism below the payout point) with a small brush or suitable aerosol duster.
8. Check the drive belts for wear and adjustment (1-2mm deflection when light pressure is applied to the longest edge).
9. Check for accurate dispensing as incorrect adjustment for card thickness can cause accelerated wear on the mechanism.

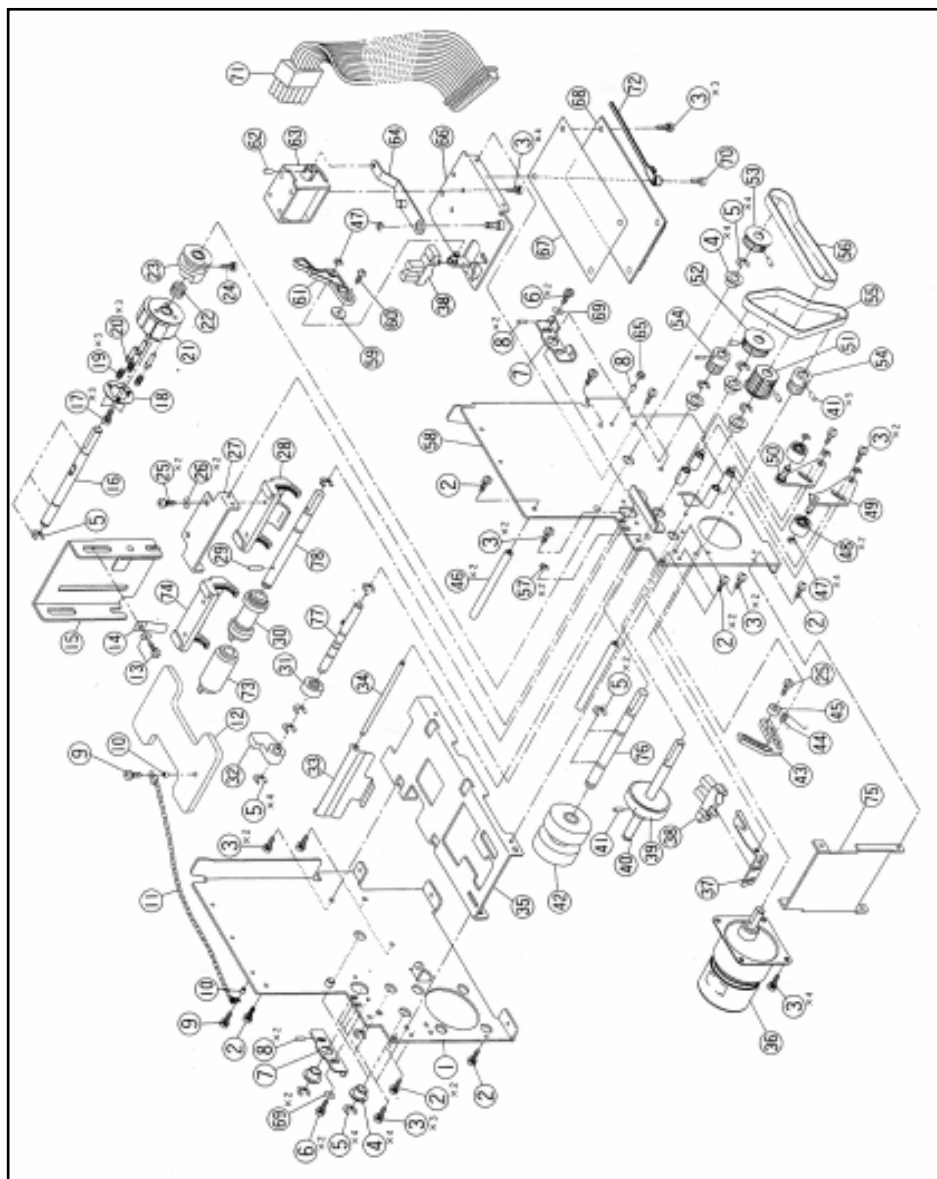


## ELECTRICAL INFORMATION

- Supply Voltage  
24 Volts DC  $\pm 10\%$
- Current Consumption  
1.5 Amp at 24 Volts DC (Peak)  
0.1 Amp at 24 Volts DC (Idle)  
Recommended fuse rating: 2 Amp

## PARTS DIAGRAM

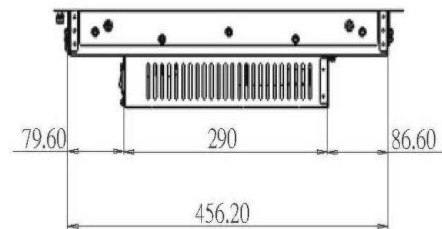
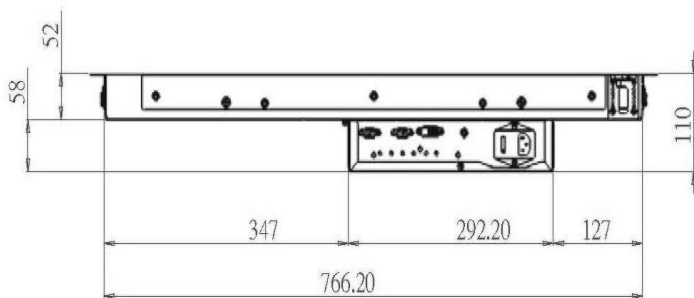
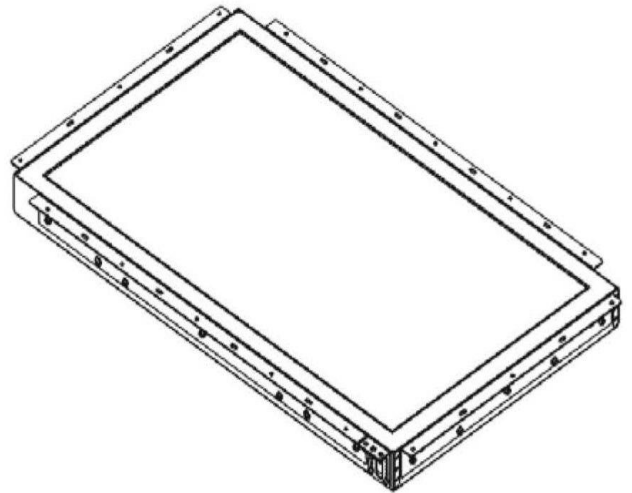
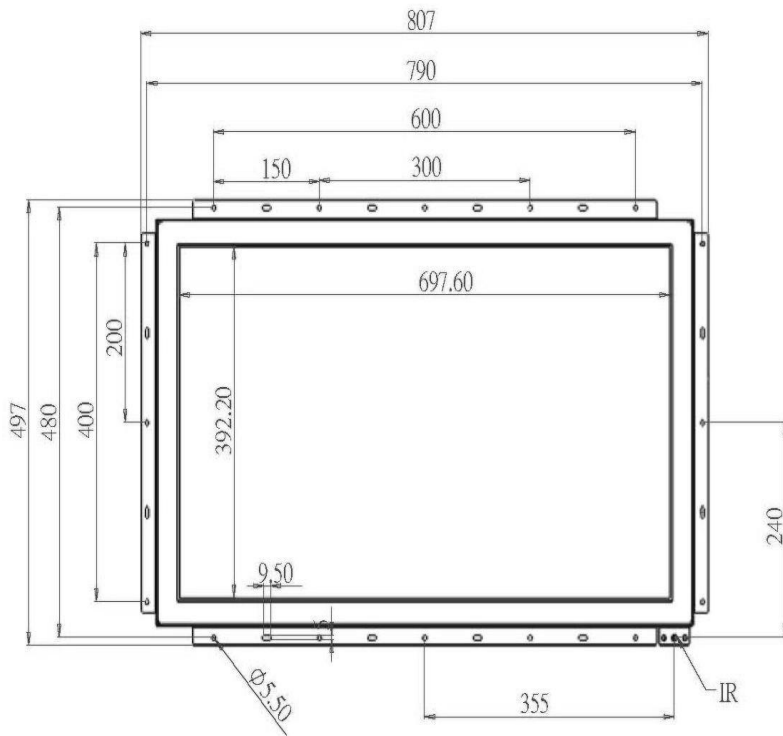
(For reference only Parts not available separately)







## LCD Mechanical size

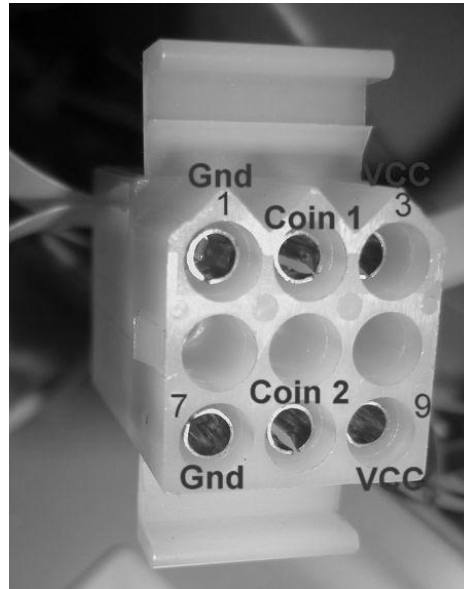




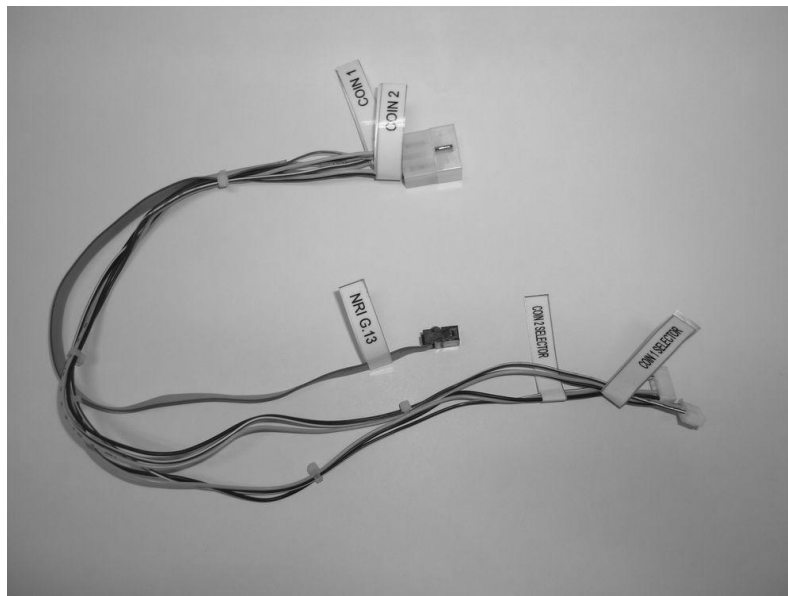
## COIN OPTIONS REFERENCE GUIDE

Installed on the coin door is a 9 way Molex connector. This connector can be used for most electronic coin systems and comparators.

Please see below picture to understand the connection setup,



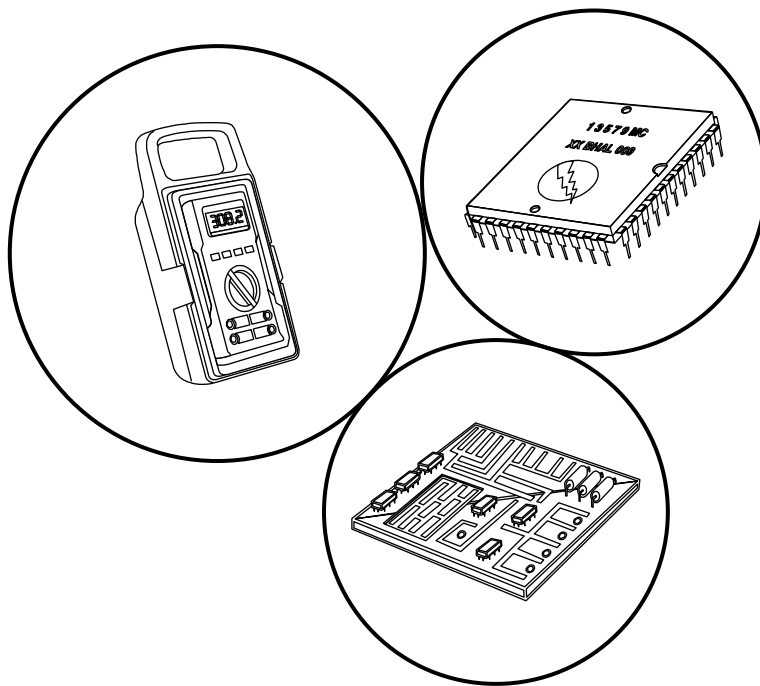
The Coin harness supplied with the game,



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



## 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.



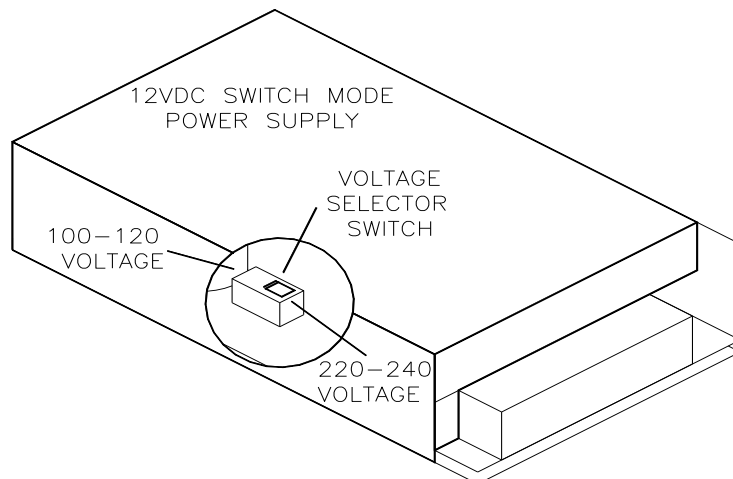
# B



## MAINS VOLTAGE ADJUSTMENT

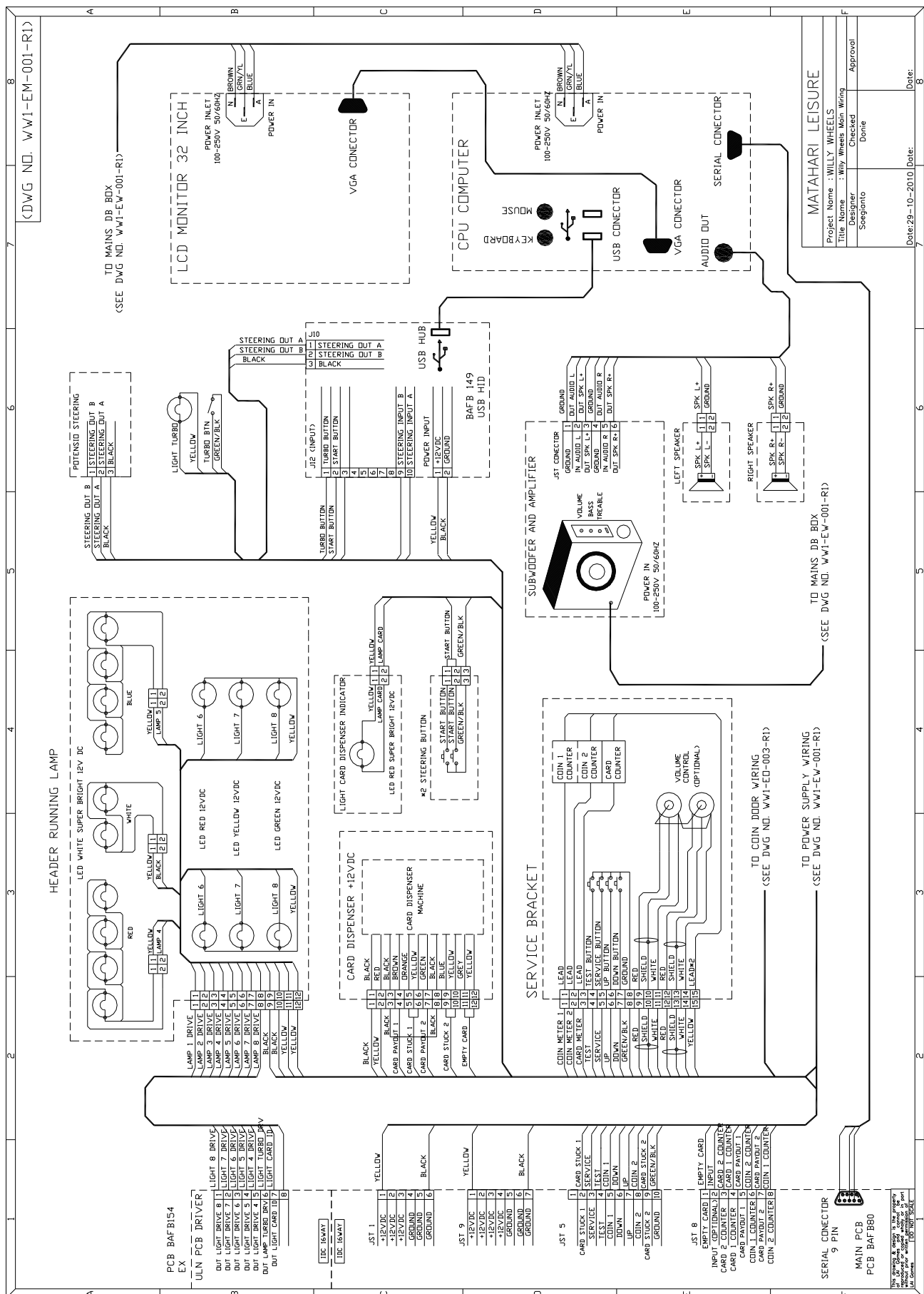
### ■ POWER SUPPLY

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)



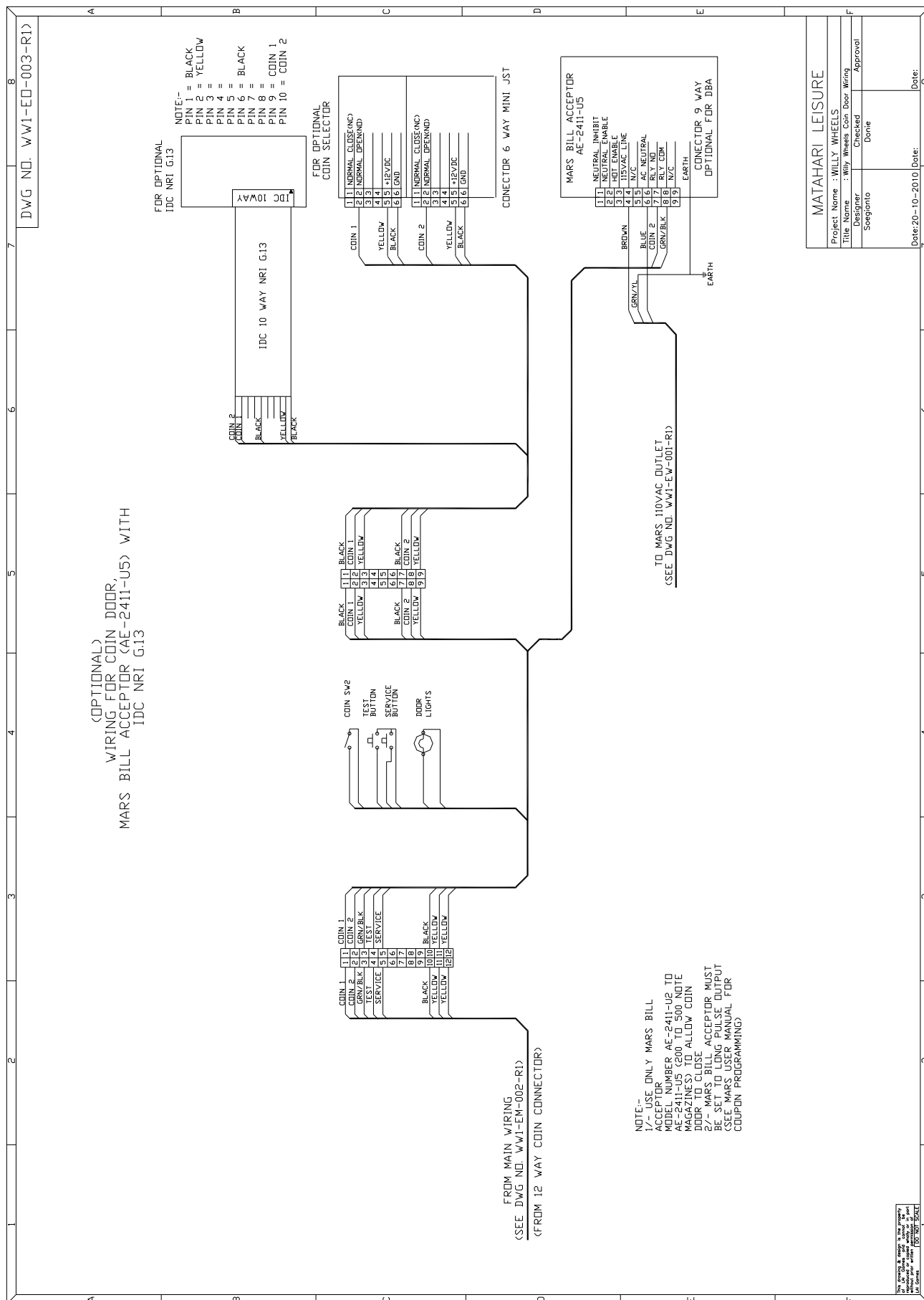


# WILLIE WHEELS WIRING DIAGRAM



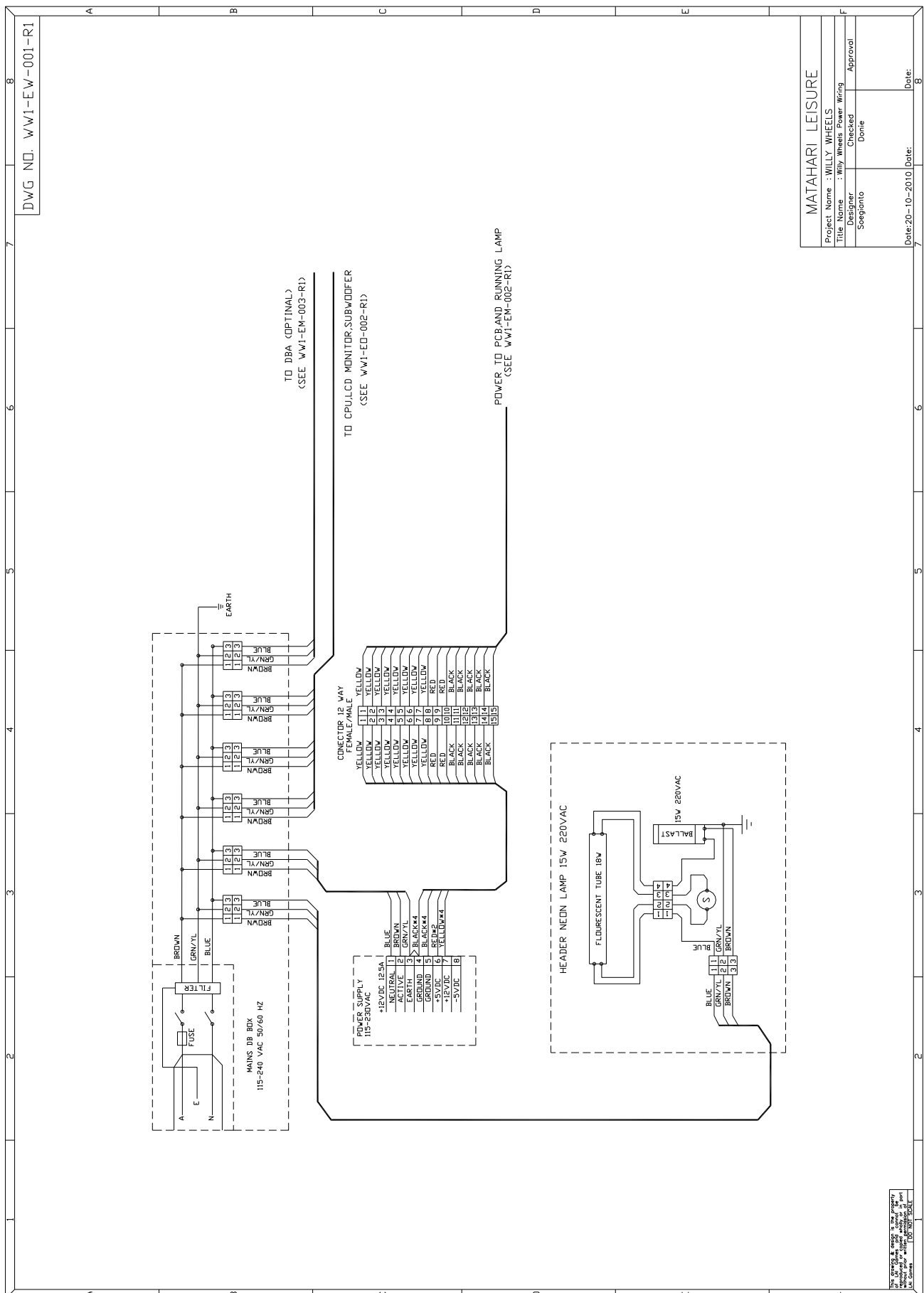


# WILLIE WHEELS COIN OPTION WIRING





# WILLIE WHEELS POWER WIRING



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# WARRANTY

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**LAI Games** Exclusive obligation is to repair any item with any defects as a result of faulty workmanship or materials, providing the defective item or items of equipment are returned to the **LAI Games** Distributor where the machine was purchased.

**LAI Games** Shall has 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) Transport and freight costs are not covered by the warranty.
- (c) Warranty is not transferable with the sale of the machine.

