



OPERATOR MANUAL

Version 6

SLAM 'N' JAM



PLEASE NOTE

Read this manual before operating the machine.

Visit www.laigames.com for support.



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

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SAFETY PRECAUTIONS

The following safety precautions and advisories used throughout this manual 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 understand.

PLEASE READ THE FOLLOWING

WARNING: Always turn **OFF** Mains AC power and unplug the game before opening or replacing any parts.

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

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 **game name**, be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

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

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

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

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

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

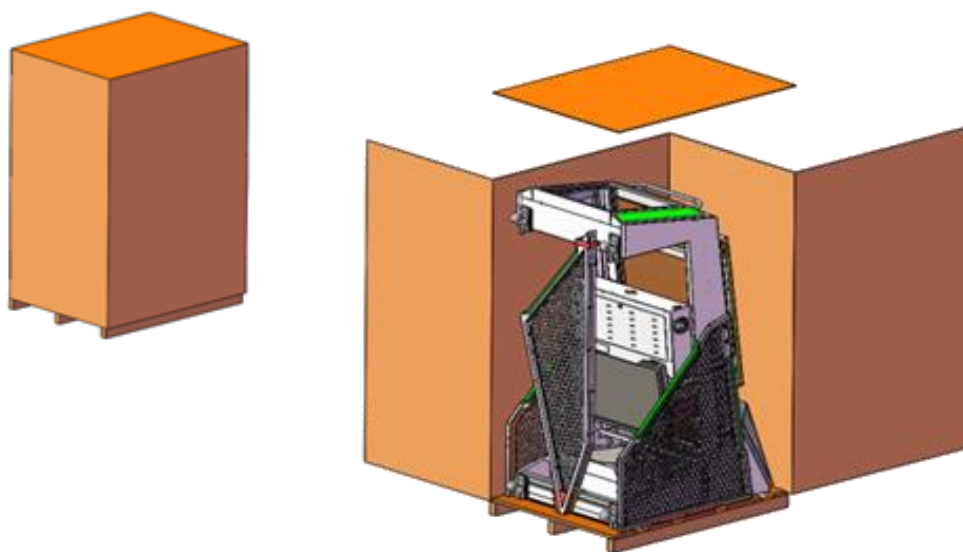
- Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.
- If any integrated circuit (IC) logic PC Boards should need servicing, please contact the nearest LAI Games Distributor (refer to the back page of this manual).

INTRODUCTION

Congratulations on your purchase of **Slam 'n' Jam** by LAI Games. We hope you take the time to read this manual and learn about the many features and user-friendly adjustments that can be made to fine-tune the game for maximum earning potential.

DESCRIPTION

PACKAGING



CONTENTS

- Manual
- Power cord
- 2x Coin door keys
- Coin box key
- Allen keys (3, 4, 5mm)
- Spare ball gate sensor
- 2x Fuse 4A
- Mains Fuse 10A
- 5x basketballs

SPECIFICATIONS

ELECTRIC SUPPLY

- | | |
|----------------------|-----------|
| • Amps at 110VAC: | 3A |
| • Amps at 220VAC | 1.4A |
| • Watts: | 310W |
| • Voltage: | 110V/220V |
| • Mains fuse Size: | M205 |
| • Mains fuse 110VAC: | 10A |
| • Mains fuse 220VAC: | 6A |

LOCATION REQUIREMENTS

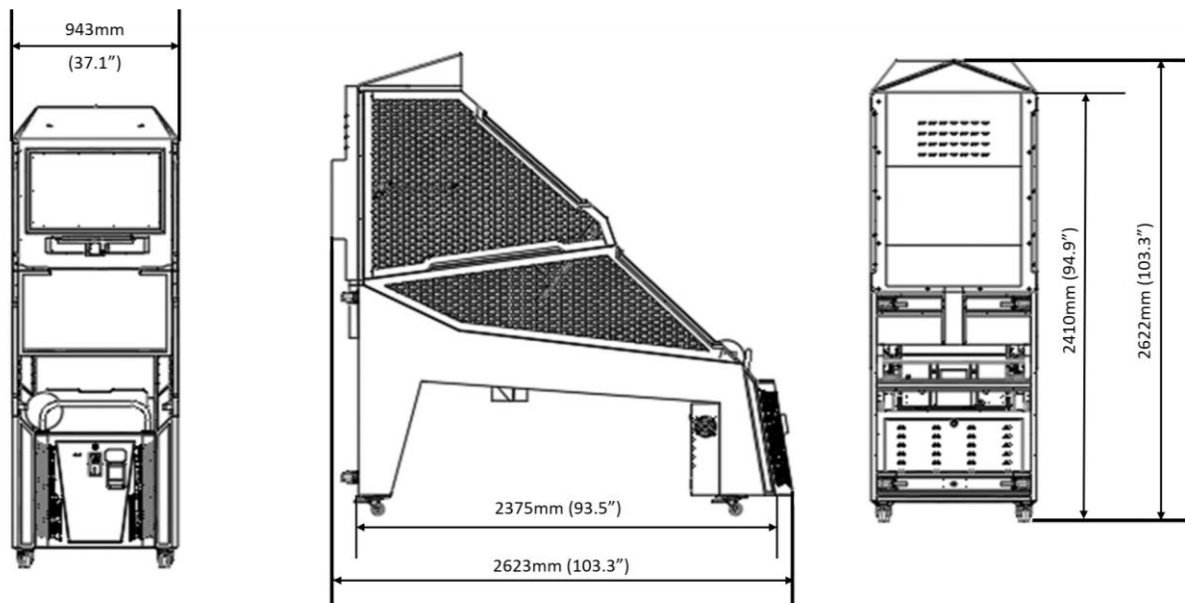
- Ambient temperature: 5C - 40C
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low

BILL VALIDATOR REQUIREMENTS

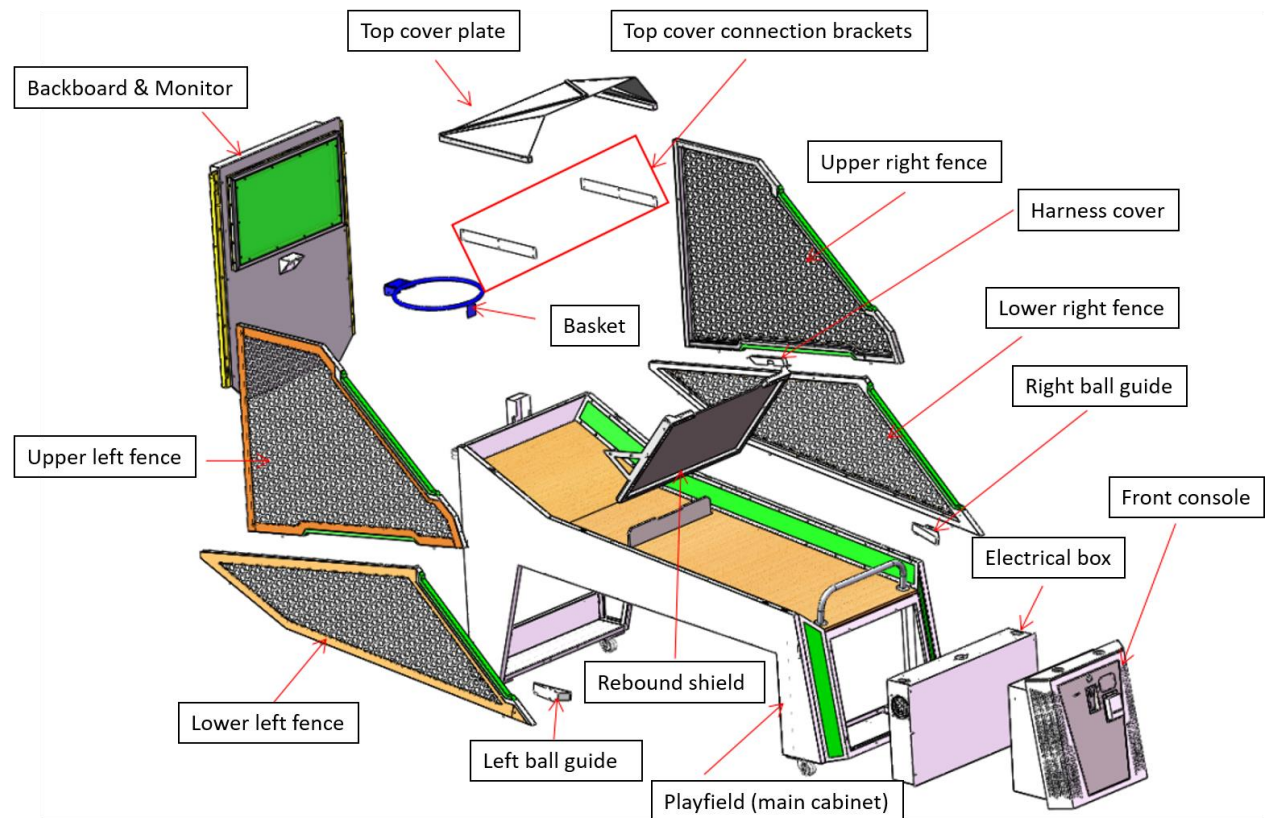
- Volts: 12VDC
- Magazine Size: Up to 1000 bill capacity

DIMENSIONS

- Weight: 400kg (882 lb.) (with packaging)
- Weight: 370kg (816 lb.) (without packaging)
- Height: 2410mm (94.9") (excluding header)
- Height: 2622mm (103.3") (including header)
- Width: 943mm (37.1")
- Length: 2623mm (103.3")



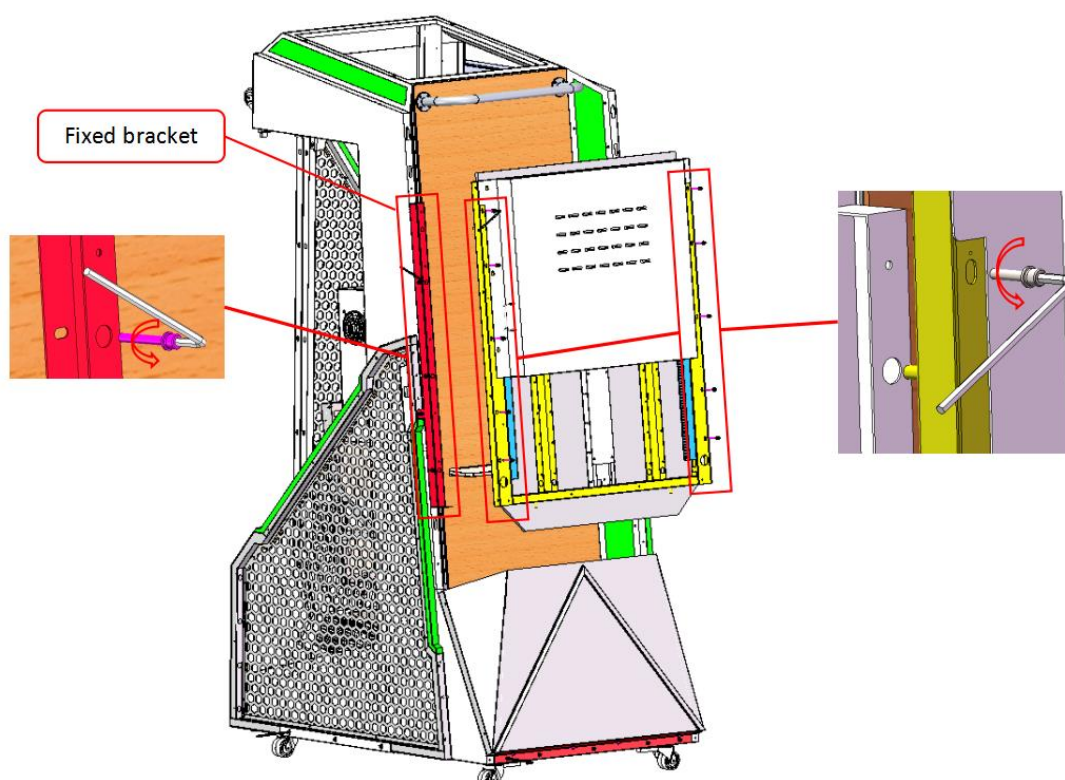
CONTENTS DETAILED



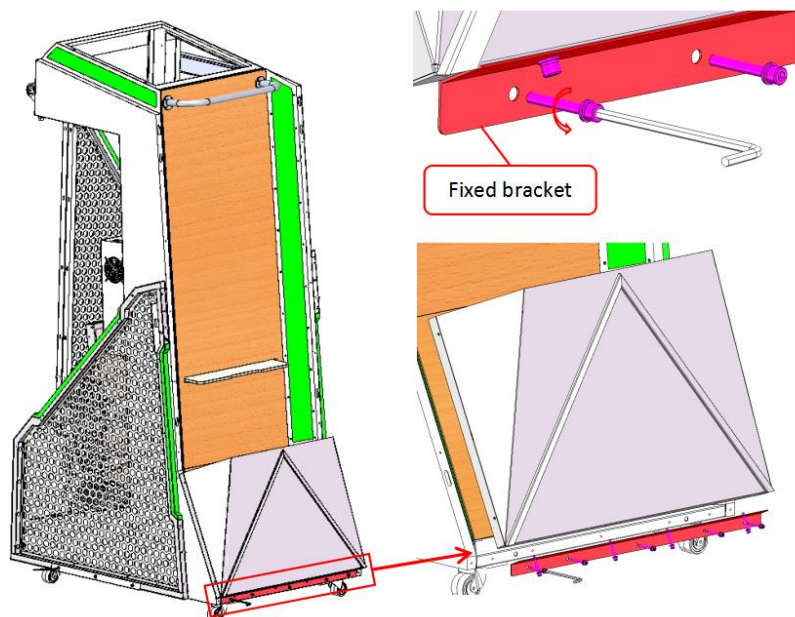
UNPACKAGING

WARNING: The use of three persons is required to unpack the machine. Take caution when removing heavy parts, and when removing the unit from the pallet.

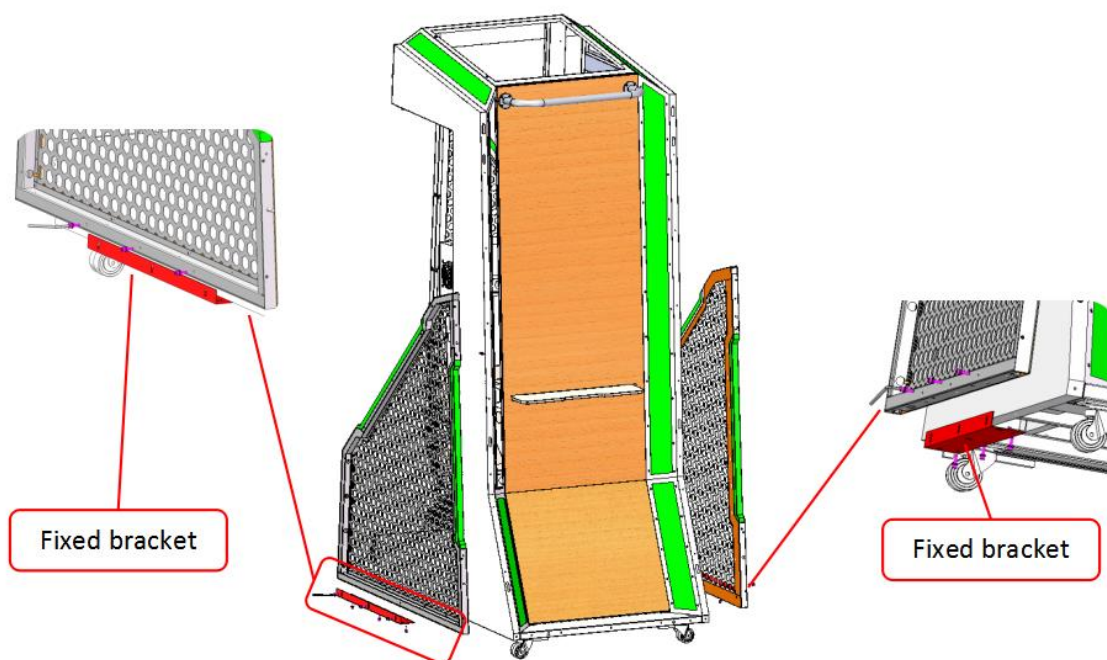
1. After removing the box and packaging, remove the screws that affix the basketball backboard. Remove 8 screws first, and reserve one screw at the top of the left and right sides to prevent the backboard from falling. Use two people to remove the remaining two screws and remove the backboard. Then remove the fixed backboard bracket from the playfield.



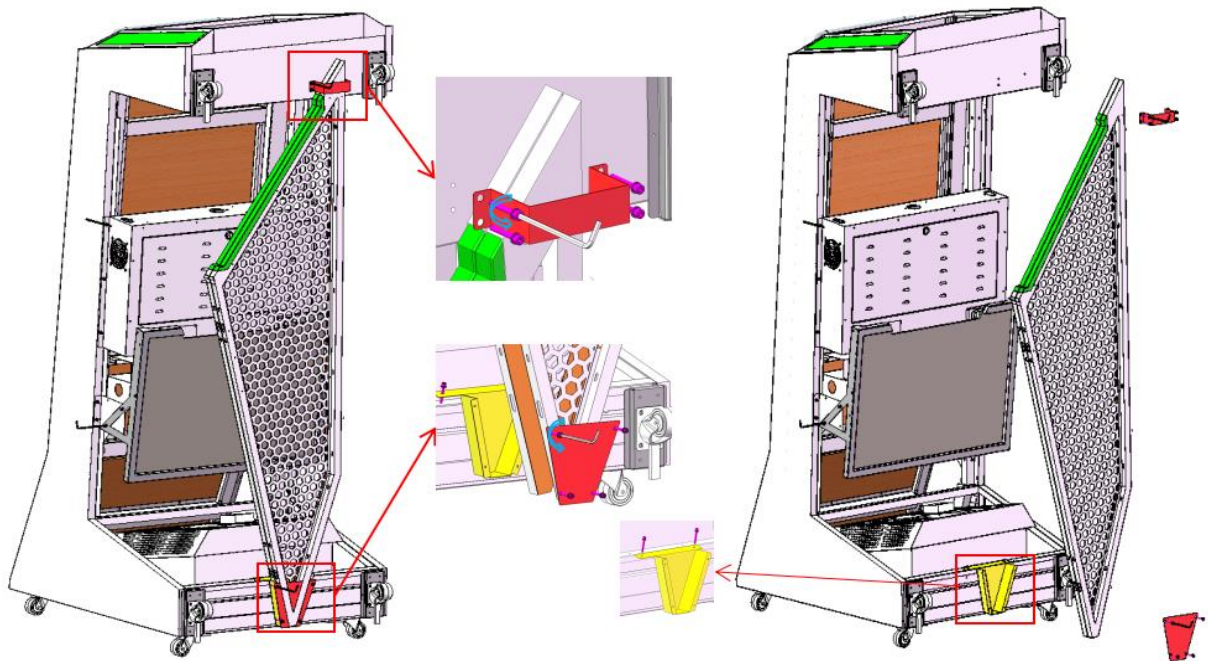
2. Remove the items inside the cover (such as basketballs, hoop, support box, etc.). Remove the top screws and then remove the connecting fixed bracket at the bottom of the cover.



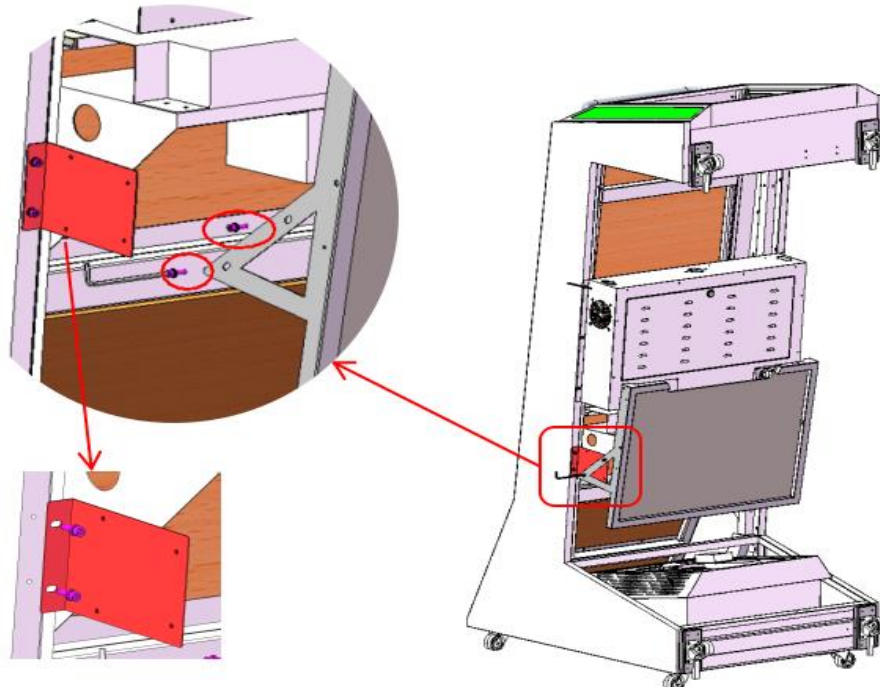
3. Remove the screw at the top of each fence, then remove the 3 fixing screws at the bottom. The fences can now be taken out and set aside. The fixed brackets need to be removed after the body is down (after step 1 of the assembly procedures).



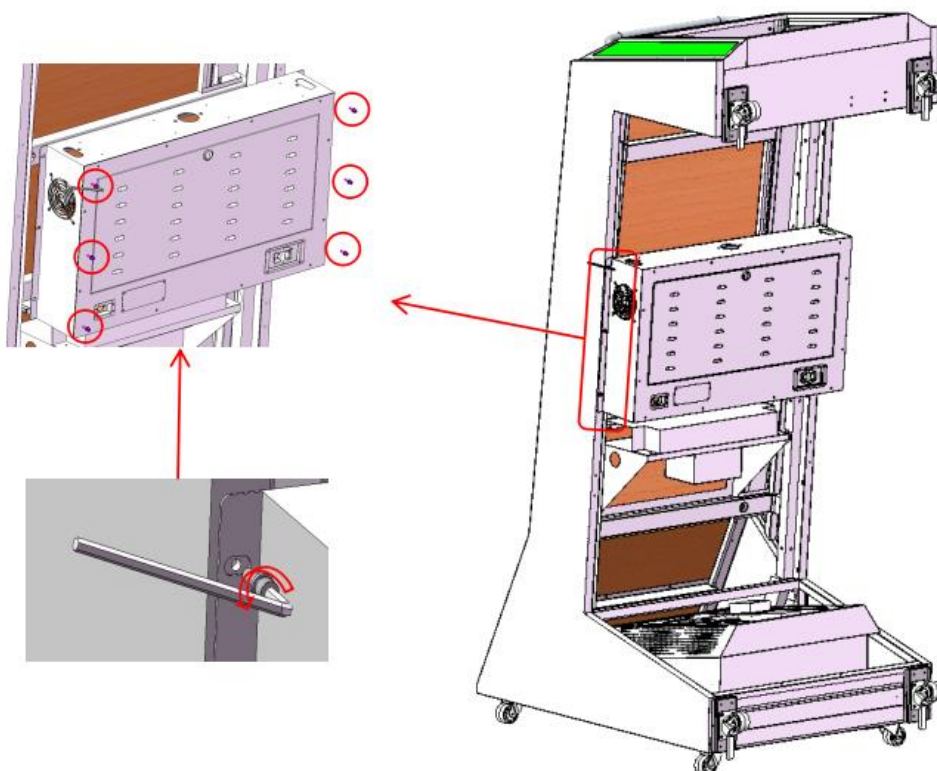
4. First remove the screws of the top bracket while a second person holds the fence. Once the top bracket is removed, lift and remove the fence and set aside. Then remove the bottom fixed bracket.



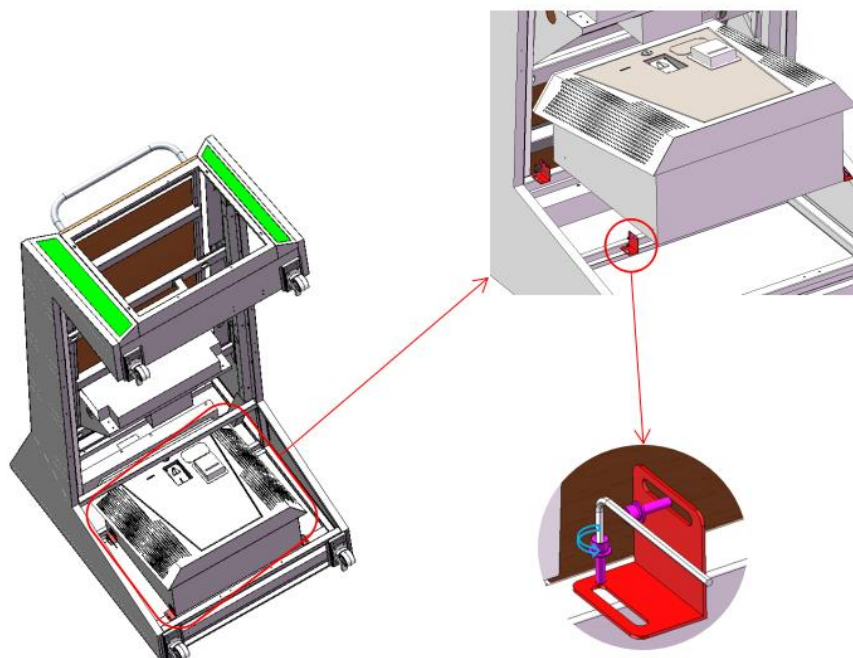
5. Remove 4x M6 screws from both sides of the fuselage, remove the ball shield, then remove the screws of the fixing bracket and remove the bracket.



6. Using two people, remove the 6x M6 screws from both sides of the electrical box, then remove the electrical box and set aside.



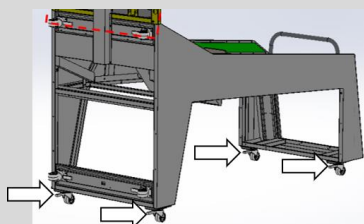
7. Remove the 4x Phillips screws fixed on the side of the console, take out the console together with the fixed brackets, and then remove the brackets from the console.



ASSEMBLY

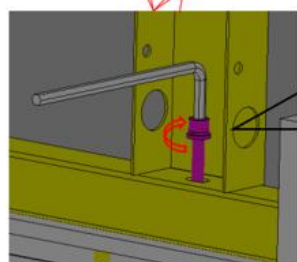
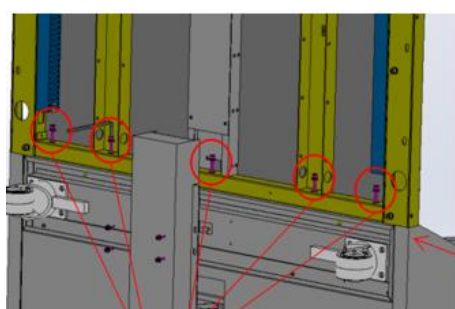
WARNING: The use of two persons is required to assemble the machine. Take caution when lifting and installing heavy items.

CAUTION: Lock all four wheels once the cabinet is down in its final position to avoid movement during installation.

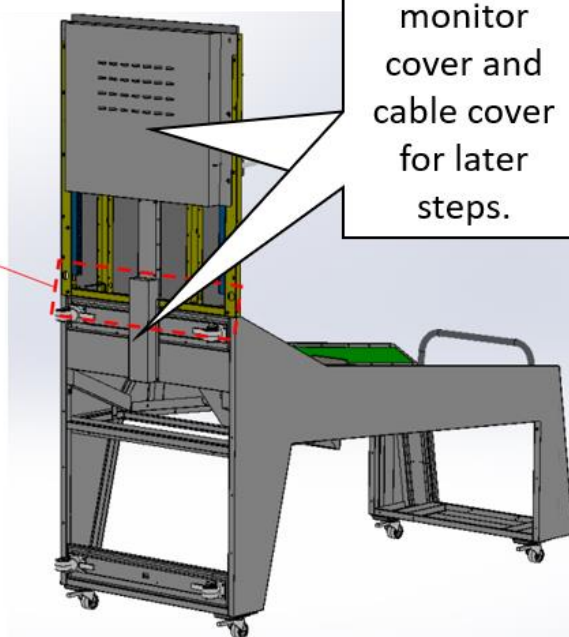


NOTE: Due to excessive vibration on basketball games, we advise the use of the provided liquid thread-locker when installing hardware.

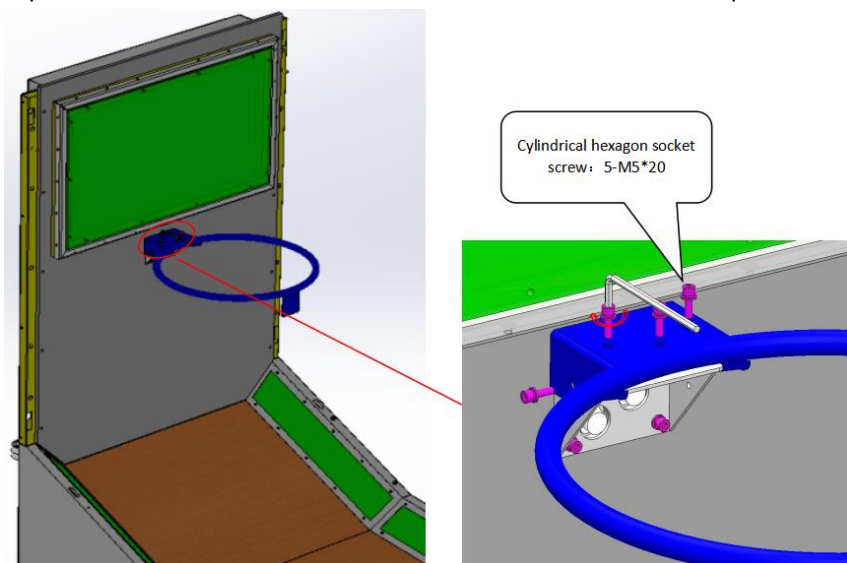
1. Lay down the playfield in its correct position and lock all 4 wheels. The backboard is erected on the rear of the playfield, supported by two persons. One person installs 5x M4*45 hex screws with washers and lock washers while the other holds the backboard in place. Once installed, remove the rear monitor cover and cable cover for later steps.



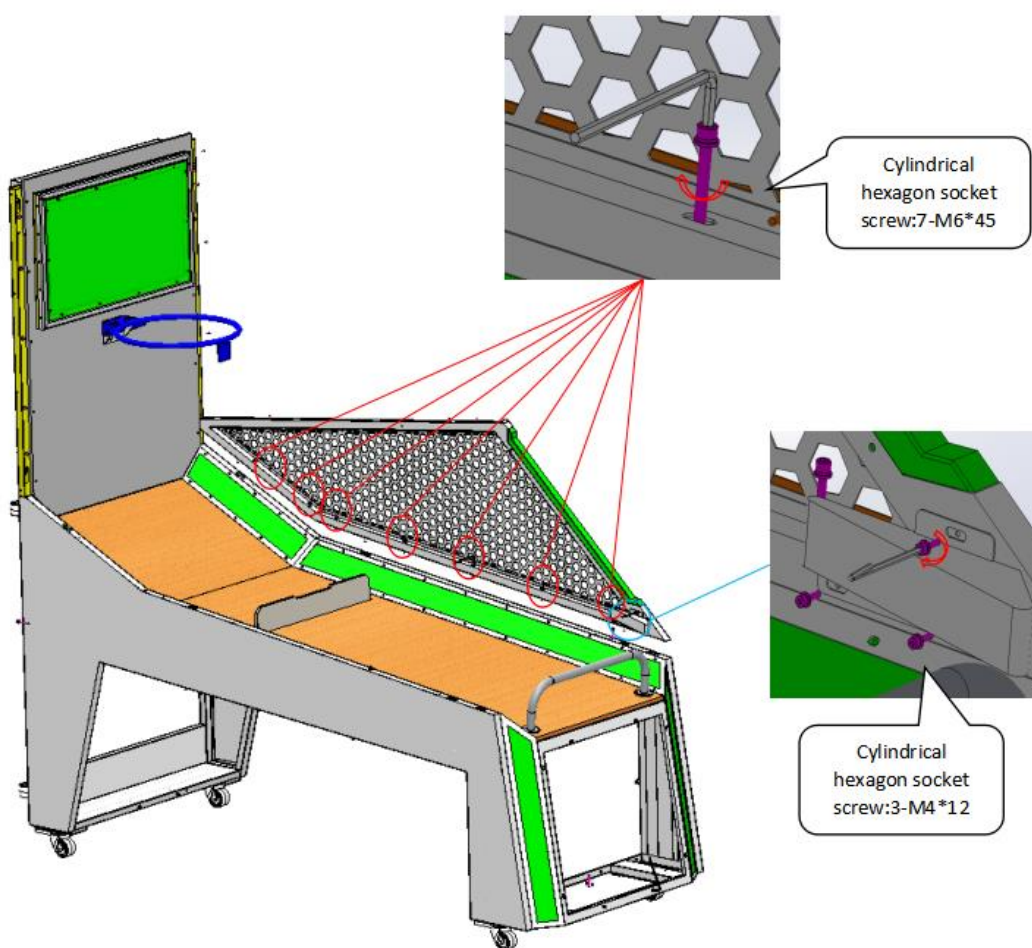
Cylindrical
hexagon
socket
screw:
M6*45



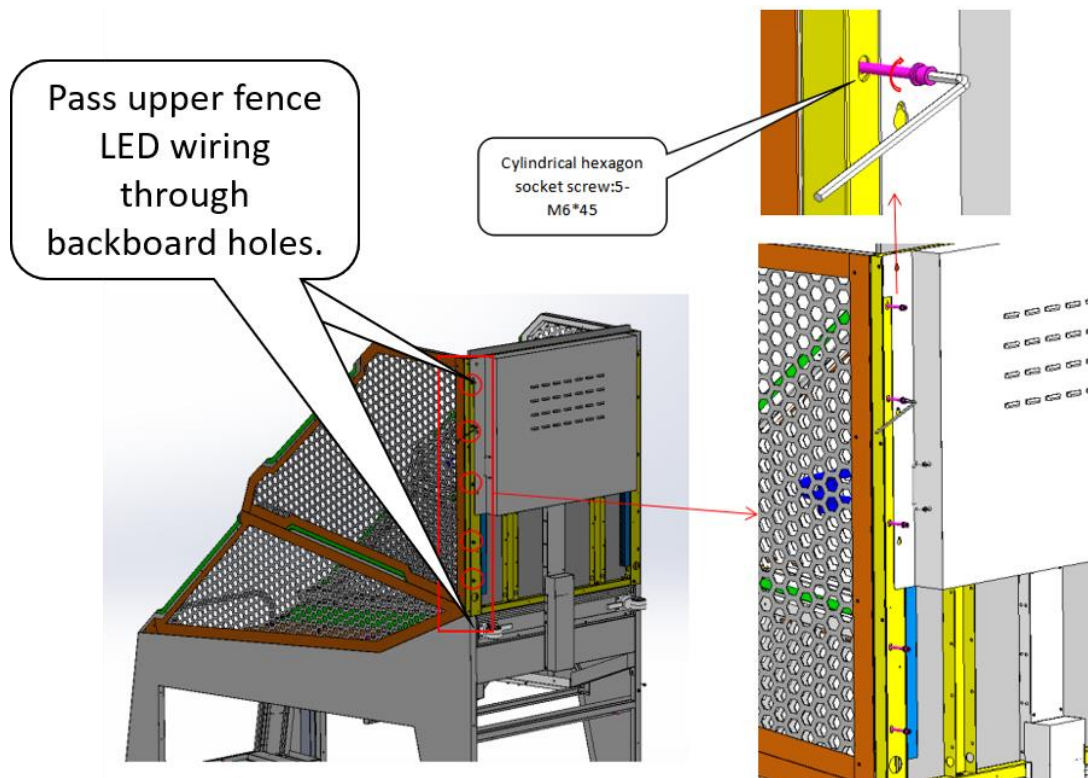
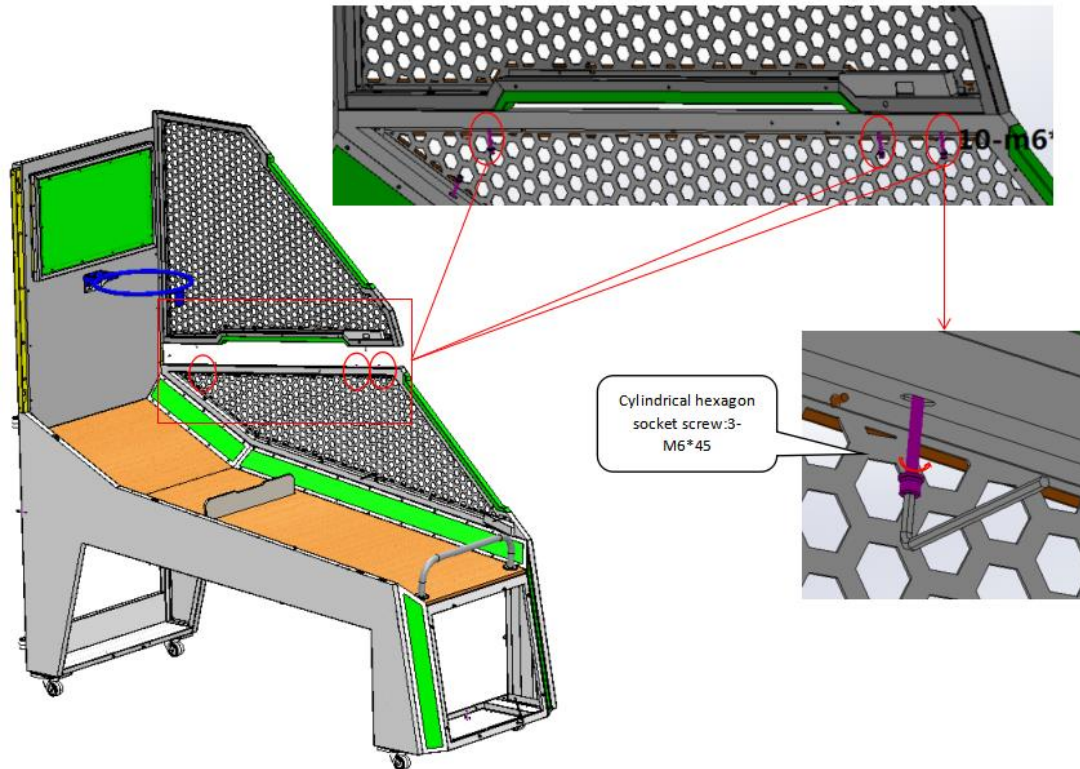
2. Secure the hoop with 5x M5*20 screws. Washers and lock washers are required.



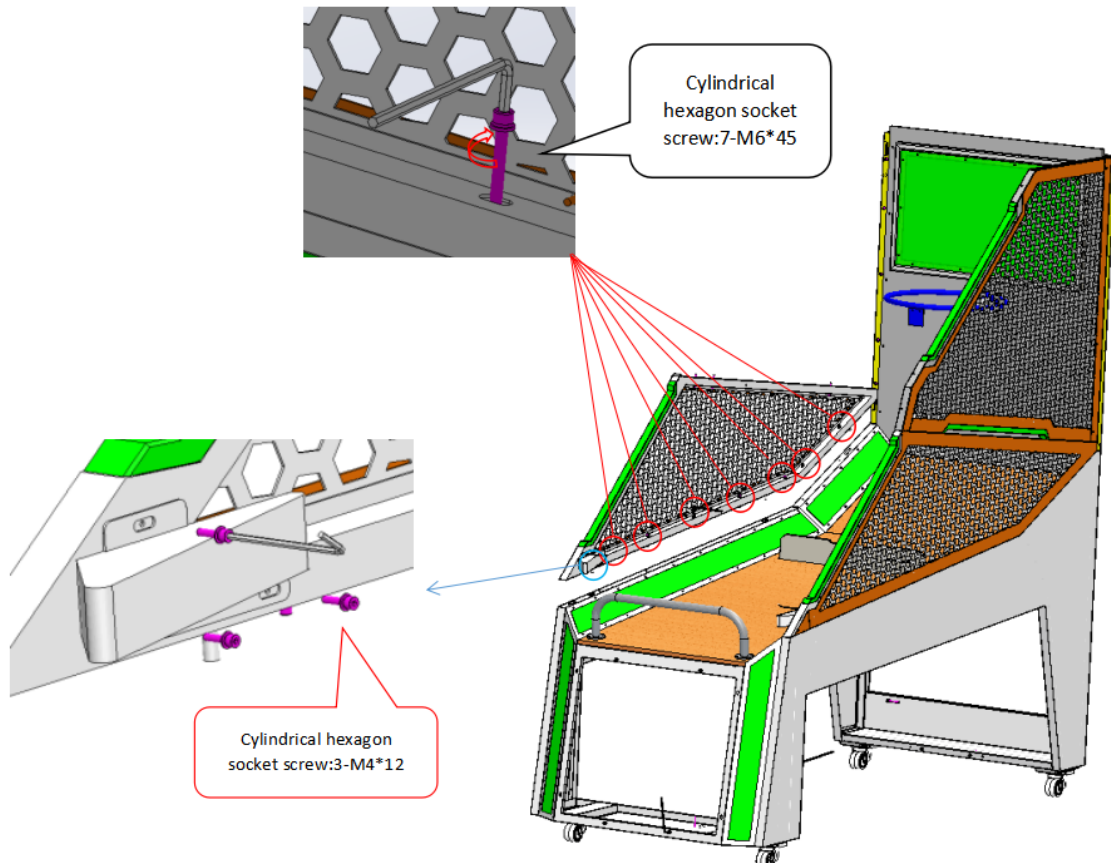
3. Place the lower right fence on the right side of the playfield, install 7x M6*45 screws with spring washers and washers. Once the fence is installed, install the ball guide bracket with 3x M4*12 screws.



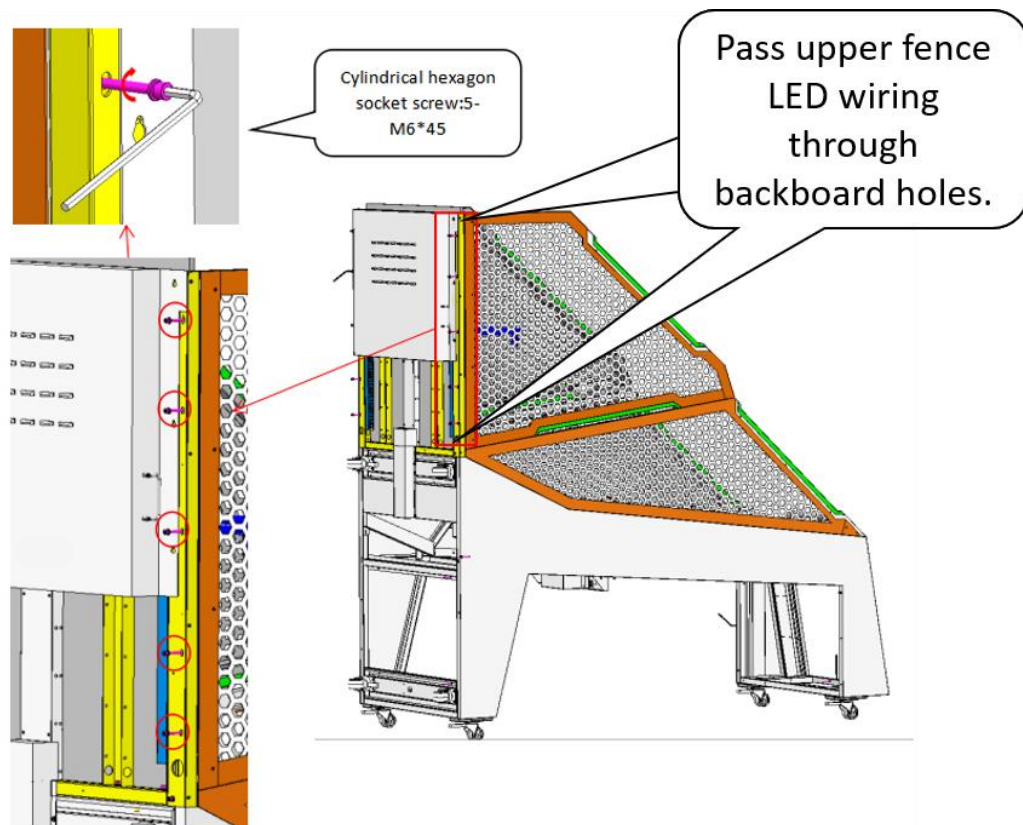
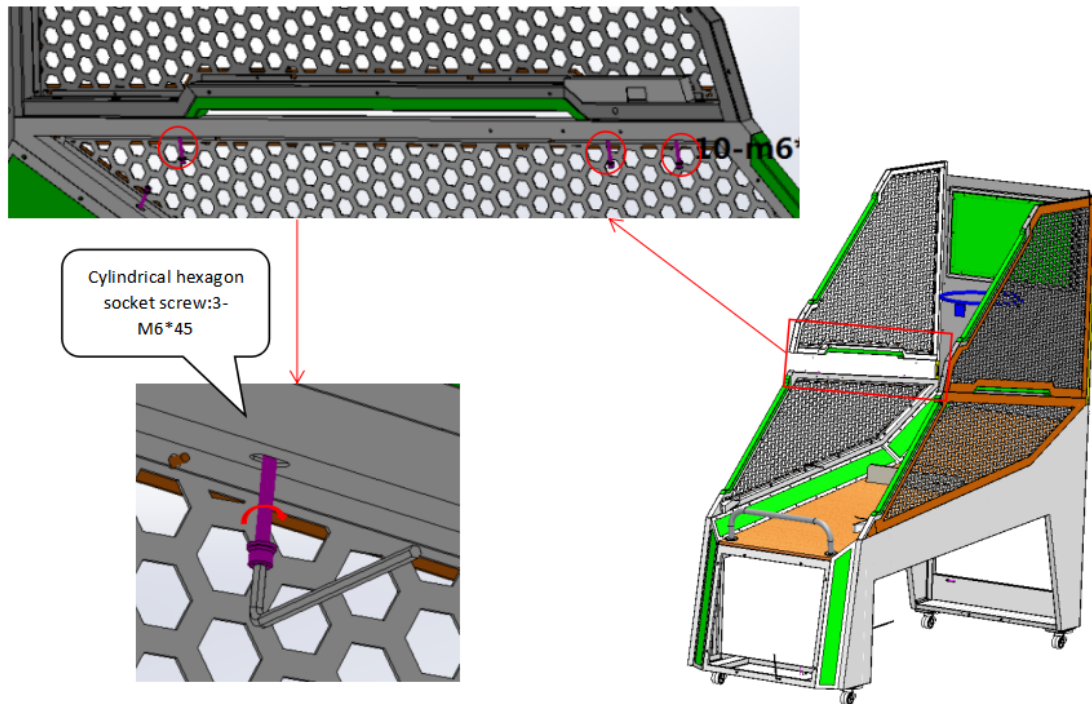
4. Set the upper-right fence on top of the lower-right fence, install 3x M6*45 screws from the top of the lower fence to secure. Pass any LED wiring from the top and bottom of the upper fence through the backboard openings. Use 5x M6*45 screws from the back to connect the backboard to the upper fence.



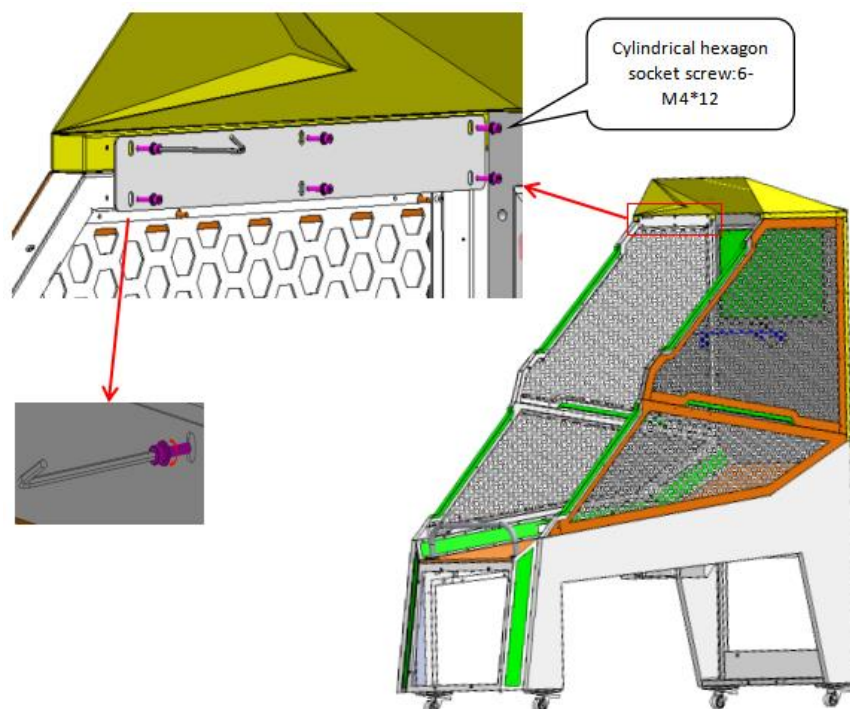
5. Place the lower-left fence on the left side of the playfield. Secure with M6*45 screws, spring washers and washers. Once the fence is installed, install the ball guide bracket with 3x M4*12 screws.



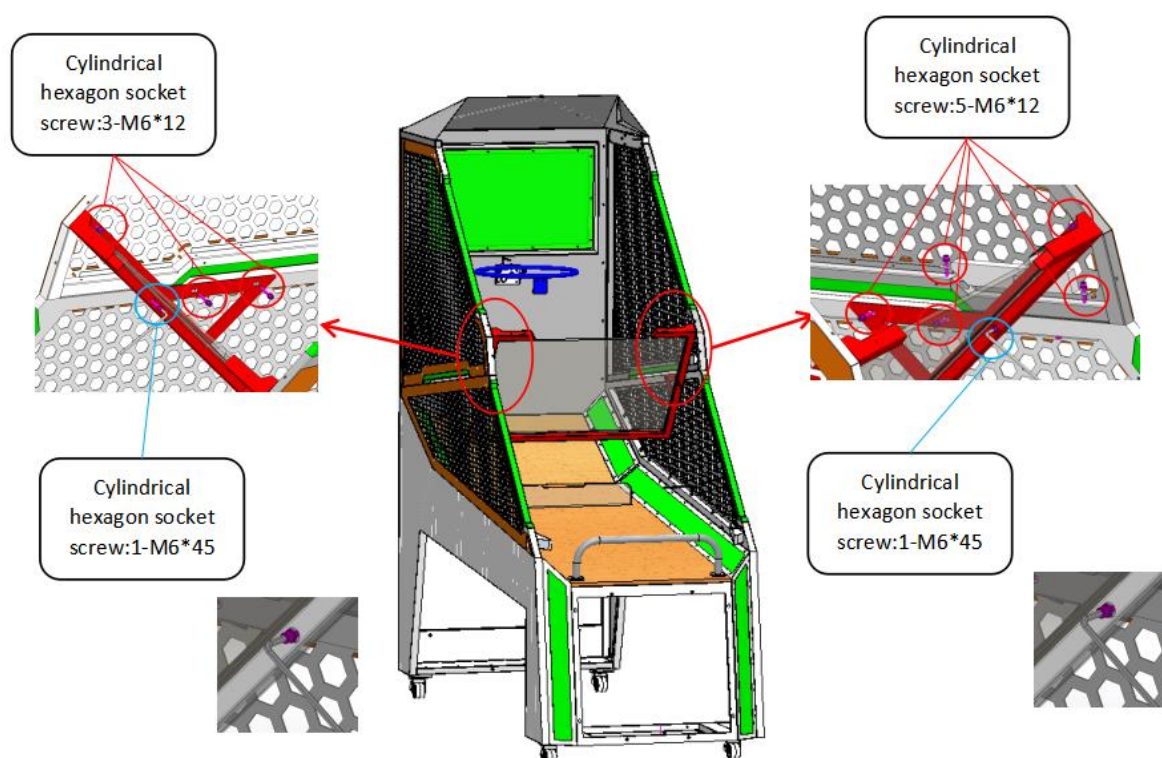
6. Place the upper-left fence on top of the lower-left fence, install 3 M6*45 screws from the top of the lower fence secure. Once installed, use 5x M6*45 screws to secure the fence to the backboard.



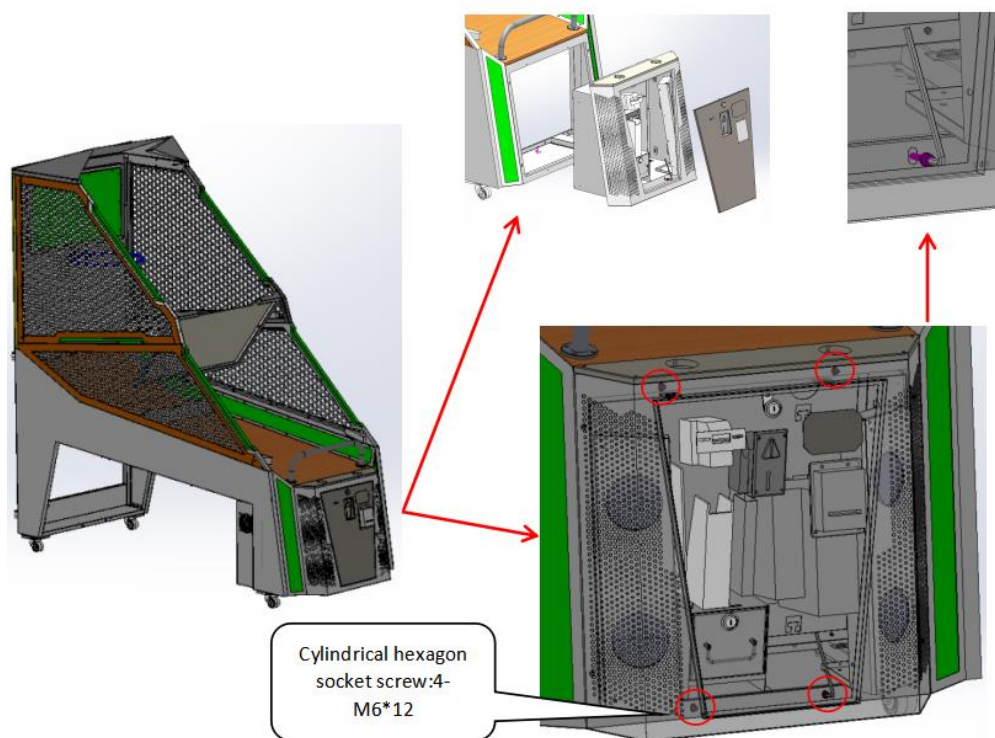
7. Place the top cover on top of the upper fences. Connect the top cover to the fence with the connection brackets. Secure with 12x M6*12 screws.



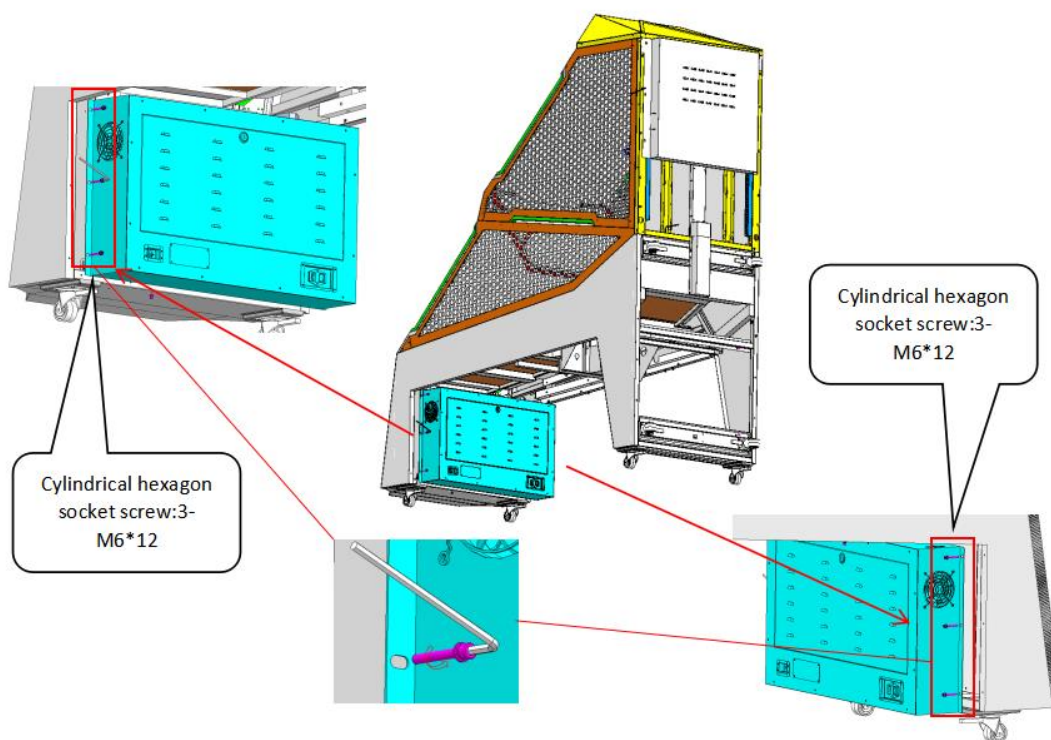
8. The ball shield will be assembled between the two upper fences. The LED connection is on the right side of the machine. Connect the LED cable and secure the ball shield with screws, washers, and lock washers.



9. Slide the player console into the front opening of the machine. Open the front maintenance door and secure the console with 4x M6*12 screws.

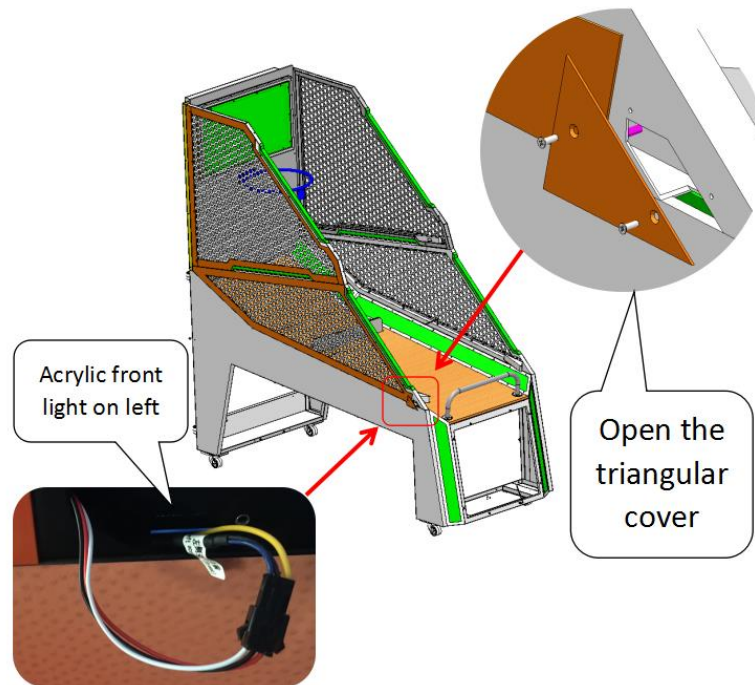


10. Install the electrical box behind the player console, under the playfield. Secure with 6x M6*12 screws.

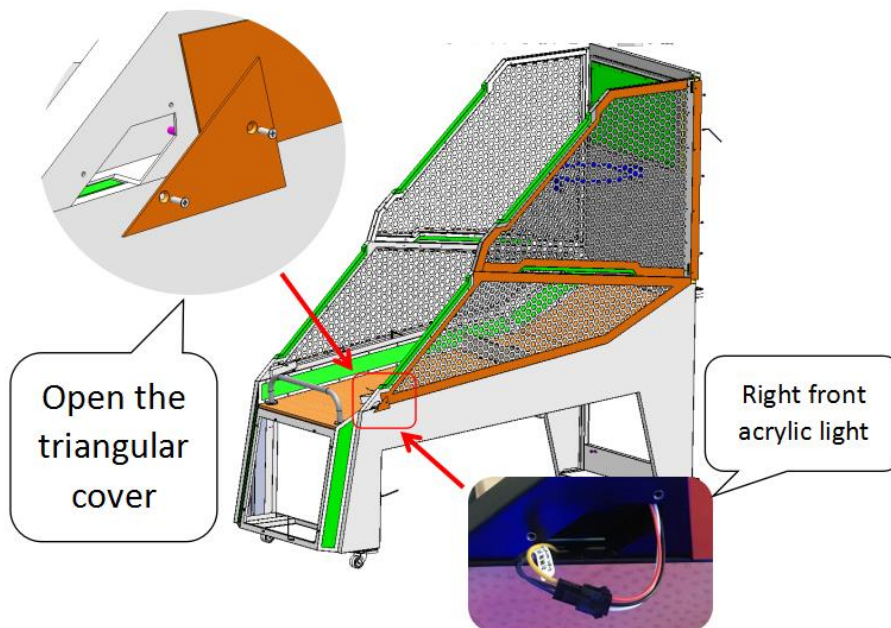


POWER AND DATA CONNECTIONS

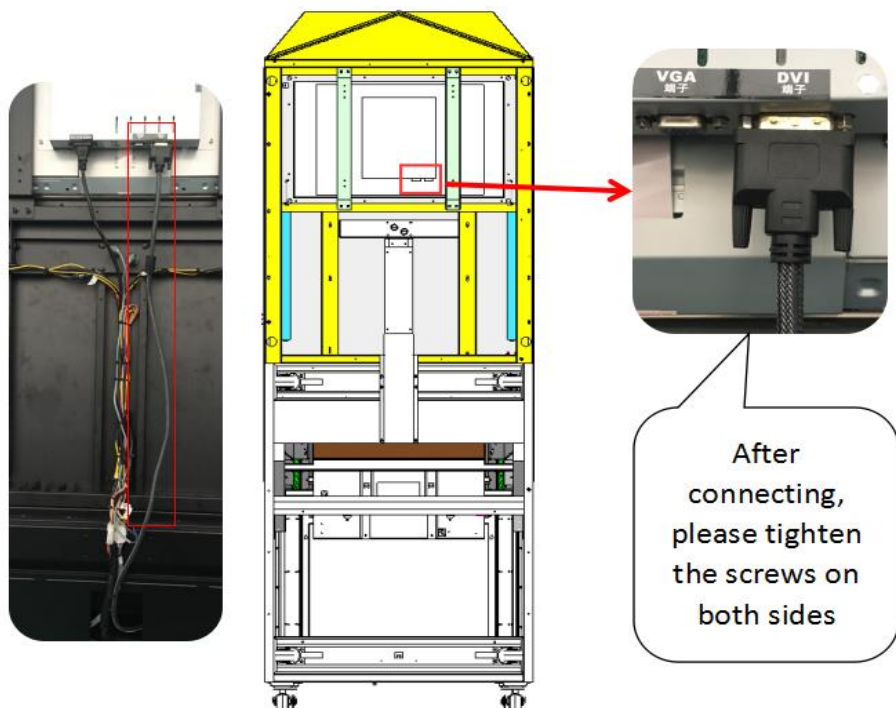
11. Remove the small triangular cover on the front of the lower-left fence, connect the wires and replace the triangular cover.



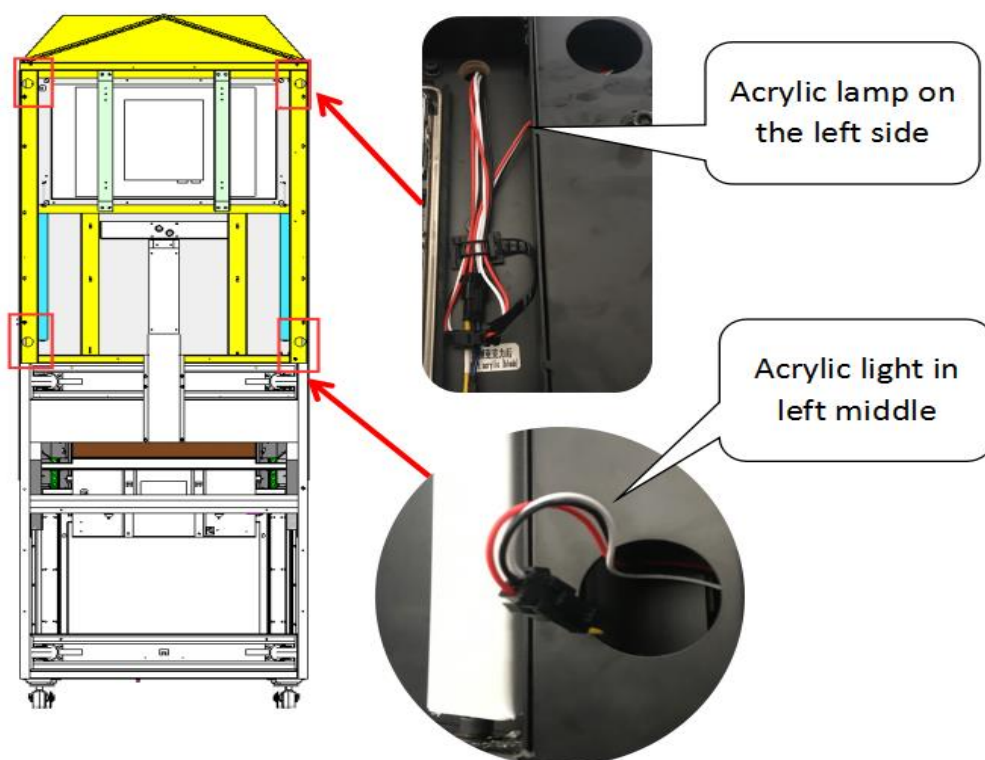
12. Remove the small triangular cover on the front of the lower-right fence, connect the wires and replace the triangular cover.



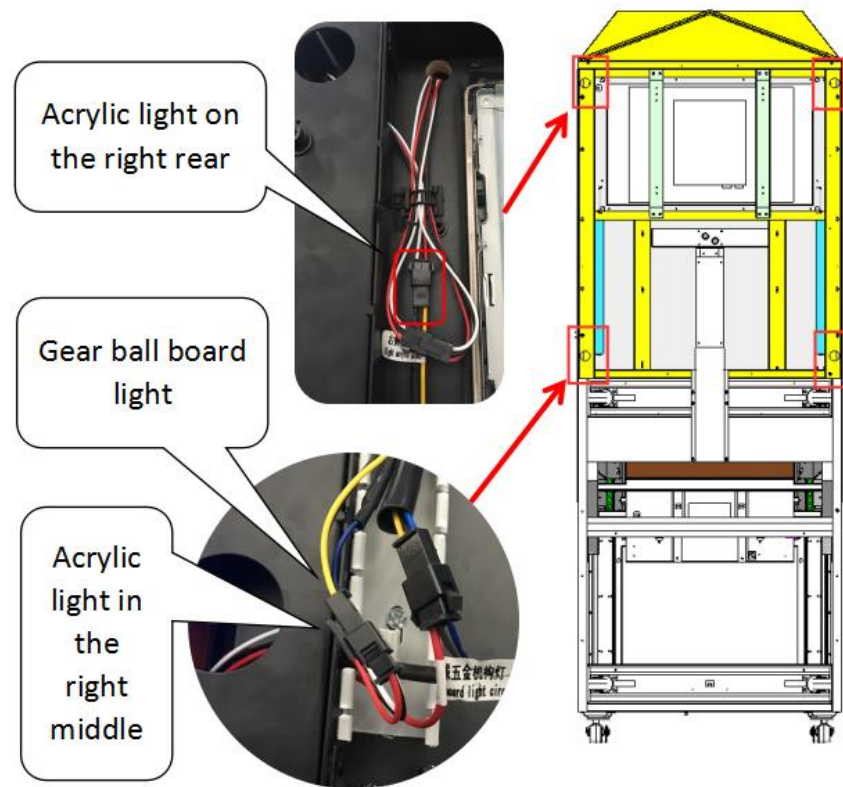
13. Remove the covers on the back of the backboard and connect the power and DVI cables to the monitor.



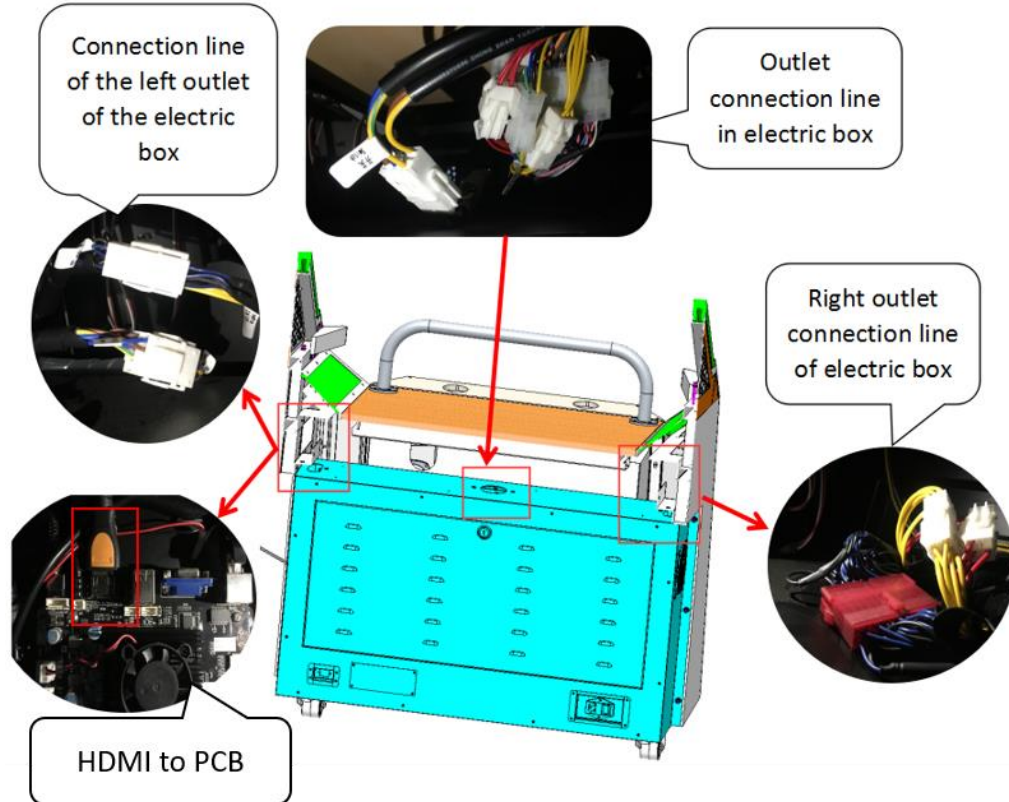
14. Connect the wiring for the left fence LEDs.



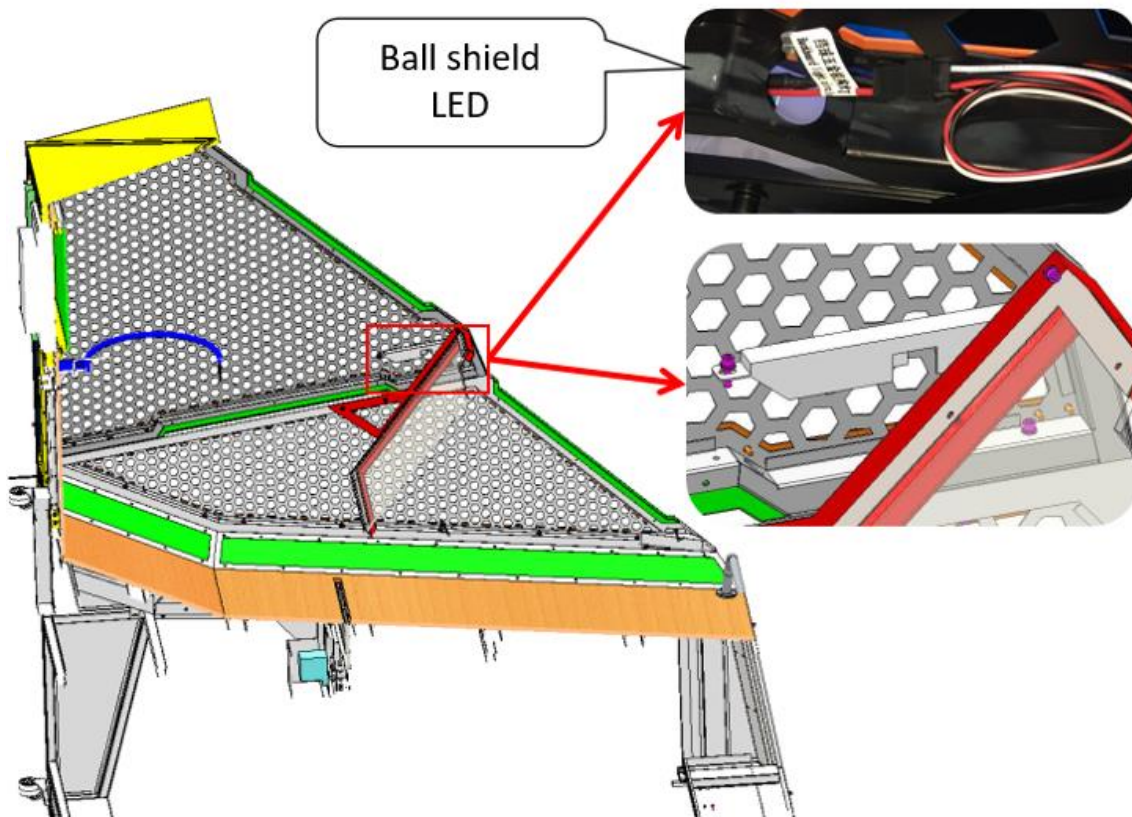
15. Connect the wiring for the right fence LEDs. Reinstall the monitor and cable cover.



16. Open the rear access door of the electrical box and connect all wiring shown below.



17. Remove the ball shield connection cover and connect the wires for the LED. Replace the cover.



GAMEPLAY AND MODES

OBJECTIVE

Players compete against each other and the clock to advance through rounds to earn tickets.

HOW TO PLAY

- Insert credit.
- Select **VS** or **Solo** mode.
- Receive combo points for baskets made in quick succession.
- Beat the round target to advance to the next round.
- Tickets are dispensed based on total score/jackpot won.
- Game over.

OPERATION

Press the red TEST button to enter the operator menu. Menu items are shown below.

- | | | |
|------------------------|-----------------------------------|------------------------|
| • Check account | • Game parameters | • Hardware test |
| • Basic setting | (activate in basic settings menu) | • Language |

CHECK ACCOUNT

1. Revenue in total

Keeps record of total audits since operation. Allows the operator to track game performance to adjust settings. See below for a list of audits.

- | | |
|--|--|
| • Coins collected | • Percentage of games lost on round 5 |
| • Tickets dispensed | • Average number of jackpots won |
| • Game time(h) | • Average game time(mins) |
| • Operation time(h) | • Average score/game |
| • Percentage of games lost on round 1 | • Average tickets/game |
| • Percentage of games lost on round 2 | • Percentage of solo player games |
| • Percentage of games lost on round 3 | • Percentage of VS games |
| • Percentage of games lost on round 4 | |

2. Period account

Keeps record of audits during the recording interval. Period starts from resetting.

- | | |
|----------------------------|--------------------------|
| • Coins collected | • Game time(h) |
| • Tickets dispensed | • Operate time(h) |

3. Daily account

Records daily coin and ticket data.

BASIC SETTINGS

1. **Free play** – Allows the game to be played without credits (*Adjustable ON/OFF, Default OFF*)
2. **Machine ID** – Allows for multiple cabinets to be linked. Change this setting on each cabinet to use VS mode (*Adjustable 1P-8P, Default 1P*).
3. **Game music** – Adjusts the sound volume during gameplay (*Adjustable 1-10, Default 4*).
4. **Standby music** – Adjusts the sound volume of attract audio (*Adjustable 1-10, Default 3*).
5. **Loop standby music** – Adjust the interval at which the attract music plays (*Adjustable 1-30 min, Default 2min*).
6. **Coin/game** – Adjusts credits per play (*Adjustable 1-6, Default 3*).
7. **Insert credit prompt** – Adjusts the prompt used for credits on the standby screen (*Adjustable insert credit, insert coins, insert coin, swipe to play, tap to play; Default insert credit*).
8. **Tickets out** – Adjustment to allow tickets to be dispensed or not (*Adjustment ON/OFF, Default ON*).
9. **Score per ticket** – Adjusts the number of points required for one ticket (*Adjustable 1-100, Default 1*).
10. **Carry team** – If set to ON, allows for less skilled players to be carried through rounds by another player. EXAMPLE: P1 has reached the goal of Round 1, but P2 has not. P1 carries P2 into the next round, P2 can play for fun without tickets being awarded to P2 (*Adjustable ON/OFF, Default ON*).
11. **First pass score – Fifth pass score** – Goal of each round (*only adjustable in **Game Parameters** menu – see next page*).
12. **Initial maximum record score** – Sets the initial highest score record (*Default 1400*).
13. **High score bonus/jackpot** – Sets the ticket value of beating the highest score (*Default 1000*).
14. **Game parameters** – When set to ON, a hidden menu is added to the main menu allowing for adjustment to round goals and round time (*Adjustable ON/OFF, Default OFF*).
15. **Robot mode** – Used for factory testing only.
16. **Clear coin** – Clears all credit history.
17. **Clear ticket** – Clears all ticket history.
18. **Clear check account record** – Clears all check account records.
19. **Restore default setting** – Restores all settings to factory defaults.
20. **Amend password** – Allows the operator to change the operator menu password (*Default password 00000000*).
21. **Save and Exit** – Select this to save any changes made in the **Basic Setting** menu.

GAME PARAMETERS

Activate this hidden menu from the **Basic Setting** menu. Once activated, select “Save and exit” from the **Basic Setting** menu, then exit the main menu to return to regular gameplay mode. Re-enter the main menu to find **Game Parameters** as a main menu option. Use this menu to set the duration and points goals of each round. Select “Save and exit” to save any adjustments made.

NOTE: Settings 1-11 have been field-tested and set for optimal game performance. Adjusting these settings could result in reduced gameplay performance.

1. **Duration of combo(s)** – how long the combo is valid after a shot is made.
2. **Goal award = N* highest combo** – following a round, the combo amount will convert to goal award and increase a player’s score.
3. **The energy of each goal** – Energy is used to fill up the grade letter to then enter the next grade.
4. **Energy decline per second (Grade S)** – if a shot is not successfully made, energy will decline continuously. The decline is as follows $S > A > B > C$.
5. **Energy decline per second (Grade A)** – sets the energy decline speed.
6. **Energy decline per second (Grade B)** – sets the energy decline speed.
7. **Energy decline per second (Grade C)** – sets the energy decline speed.
8. **Full energy required in grade S** – sets how much energy is required to fill the grade.
9. **Energy required from grade A to S** – sets how much energy is required to fill the grade.
10. **Energy required from grade B to A** – sets how much energy is required to fill the grade.
11. **Energy required from grade C to B** – sets how much energy is required to fill the grade.
12. **Time of round one** – sets the time duration for the round.
13. **Time of round two** – sets the time duration for the round.
14. **Time of round three** – sets the time duration for the round.
15. **Time of round four** – sets the time duration for the round.
16. **Time of final round** – sets the time duration for the round.
17. **Goal of round one** – sets the score required to pass the round and advance to the next.
18. **Goal of round two** – sets the score required to pass the round and advance to the next.
19. **Goal of round three** – sets the score required to pass the round and advance to the next.
20. **Goal of round four** – sets the score required to pass the round and advance to the next.
21. **Goal of final round** – sets the score required to pass the final round.

SUGGESTED SETTINGS

Customize settings to lower game time, raise/lower payout, and set achievable goals for clientele based on their skill level. Some suggested settings are below.

Basic Setting	SETTING 1: LESS SKILLED PLAYERS	SETTING 2: MORE SKILLED PLAYERS
Game music	7	7
Standby music	4	4
Loop music	2MIN	2MIN
Coin/game	1/1	1/1
Score per ticket	10	5
Carry team	ON	ON
Initial max score	600	700
High score bonus/jackpot	500	500
Game Parameters		
Time of round 1	30	30
Time of round 2	30	25
Time of round 3	20	20
Time of round 4	20	15
Time of final round	20	15
Goal of round 1	30	50
Goal of round 2	100	150
Goal of round 3	250	350
Goal of round 4	450	450
Goal of final round	750	600

HARDWARE TEST

OUTPUT TEST

Use these tests to check the outputs of the machine. Press the SETTINGS button or the SOLO button to activate a selection.

- **Ticket dispense** – When activated, the ticket dispenser will dispense 5 tickets.
- **LED test**- When activated, the machine's LEDs will alternate red, green, and blue.
- **Ball gate**- When activated, the ball gate will move up and down.

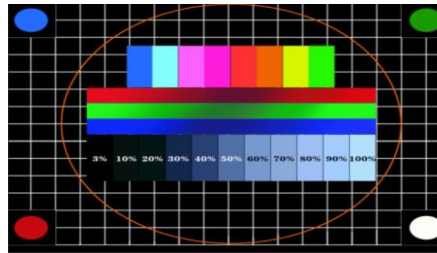
INPUT TEST

Use these tests to check the inputs on the machine.

- **Gate lower limit sensor** – Will show a 1 when blocked.
- **Gate upper limit sensor** – Will show a 1 when blocked.
- **Coin** – Will show a 1 when activated.
- **Hoop sensor** – Will show a 1 when blocked.

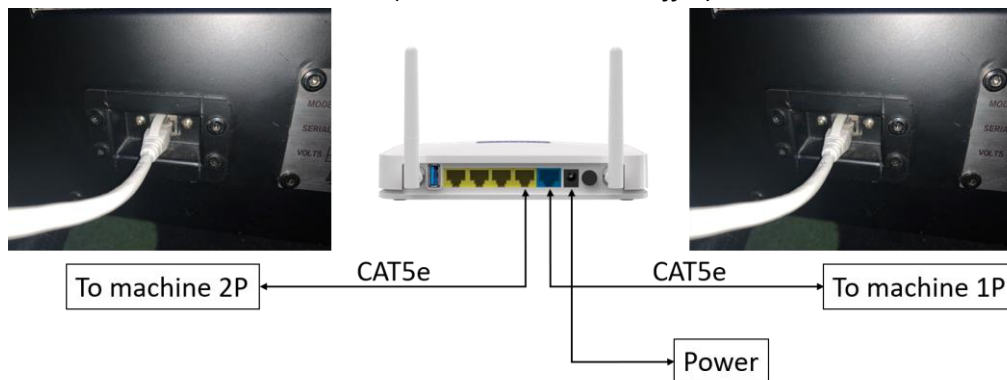
MONITOR TEST

Perform this test to check the monitor image. The screen should appear as shown below.



LINKING CABINETS

Up to 8 cabinets can be linked via routers. One router is provided per 4 machines. See router hook up instructions for two machines below (*note: router models differ*).



Once the router is powered on and all Cat5e cables are installed. Enter the **Basic Setting** menu to change **Machine ID** on the cabinets. Both cabinets should have a different ID. Save settings and cycle power.

Free play	Off
▶ Machine id	1P
Game Music	4
Standby Music	3

Free play	Off
▶ Machine id	2P
Game Music	4
Standby Music	3

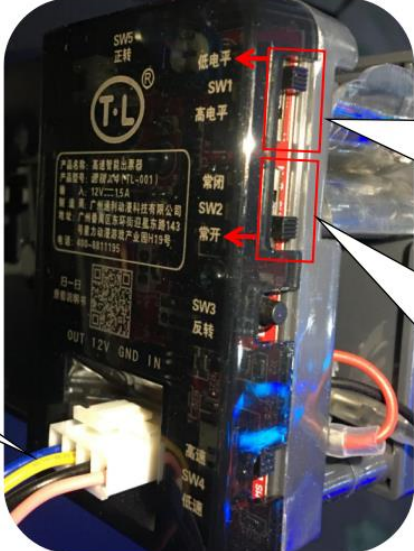
Test by crediting and selecting VS option on both machines. The machines should show both 1P and 2P on both screens and start a VS game following the countdown.



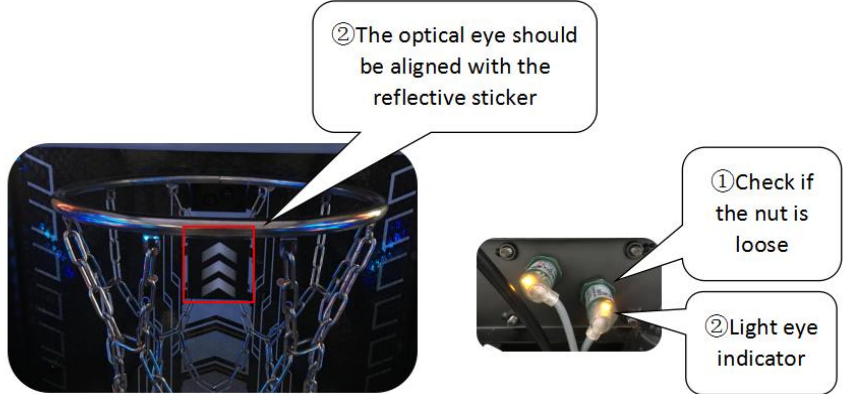
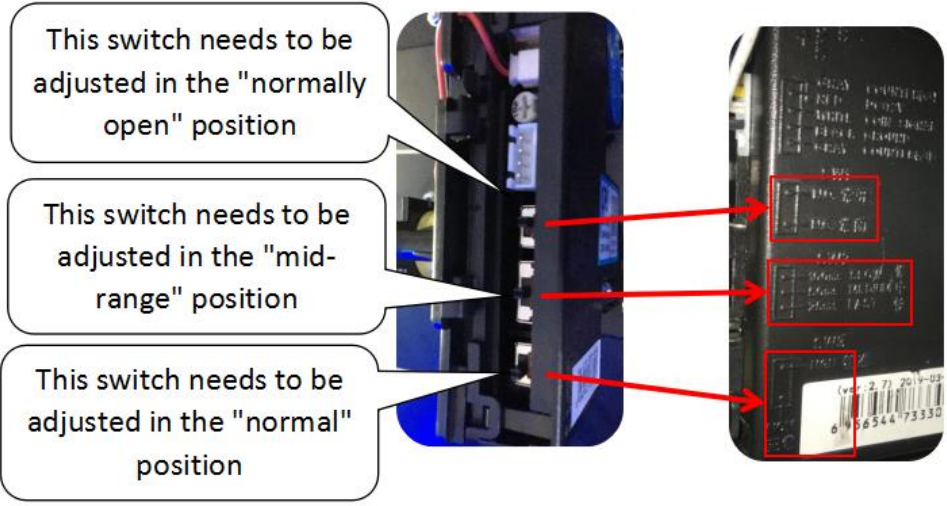
ERRORS AND TROUBLESHOOTING

The following errors can occur during normal operation. The display will update when the error occurs and automatically clear when the fault condition is removed.

No.	Name	Possible Cause	Solution
1	Ball gate upper limit sensor error	<ul style="list-style-type: none"> Ball gate limit sensor has not been detected at power up. Ball gate limit sensor out of place. Limit sensor cable loose. Limit sensor does not have 5V power. Failed sensor. 	<ul style="list-style-type: none"> Cycle power on the machine Perform a ball gate test. Perform a ball gate upper limit sensor test. Check the upper limit sensor and connections. Ensure 5V is going to sensor. Replace sensor.
2	Ball gate lower limit sensor error	<ul style="list-style-type: none"> Ball gate limit sensor has not been detected at power up. Ball gate limit sensor out of place. Limit sensor cable loose. Limit sensor does not have 5V power. Failed sensor. 	<ul style="list-style-type: none"> Cycle power on the machine Perform a ball gate test. Perform a ball gate lower limit sensor test. Check the lower limit sensor and connections. Ensure 5V is going to sensor. Replace sensor.

3	Ticket dispenser error	<ul style="list-style-type: none"> • Game is out of tickets. • Switch position is not correct on the ticket dispenser. • Loose connection. • No 12V supply to ticket mechanism. 	<ul style="list-style-type: none"> • Fill tickets. • Adjust switch as shown below. • Check connections. • Verify 12VDC is present (lights on mechanism)
			
4	Solo button error	<ul style="list-style-type: none"> • Solo button is being pressed while the machine is powering up. • Solo button stuck in the down position. • Switch wired incorrectly. 	<ul style="list-style-type: none"> • Cycle power on the machine without pressing the Solo button. • Check the button and connections. • Replace button or switch as necessary.
5	VS button error	<ul style="list-style-type: none"> • VS button is being pressed while the machine is powering up. • VS button stuck in the down position. • Switch wired incorrectly. 	<ul style="list-style-type: none"> • Cycle power on the machine without pressing the VS button. • Check the button and connections. • Replace button or switch as necessary.

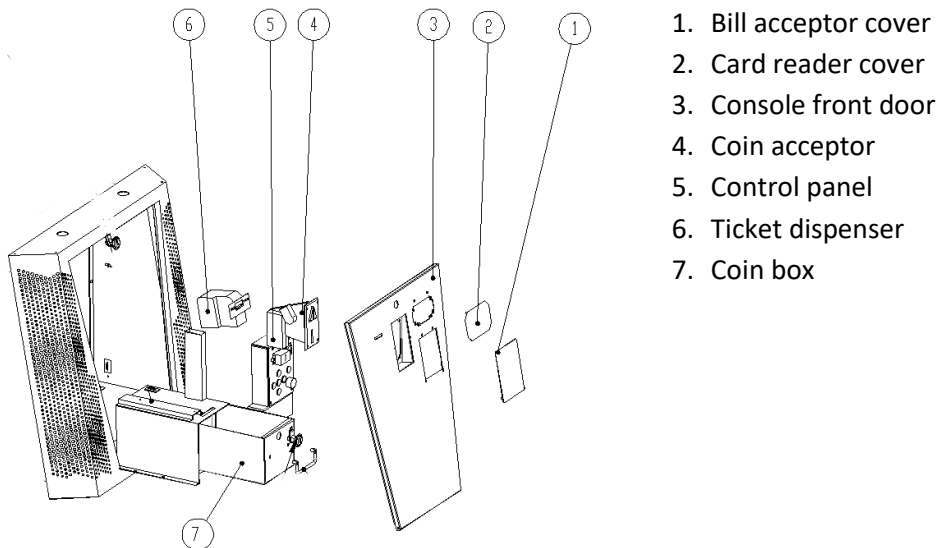
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6	Hoop sensor error	<ul style="list-style-type: none"> • Sensor out of alignment. • Reflective sticker on front of hoop is missing or worn. • Loose connection on sensor. • No 12VDC present to sensor. • Failed sensor. 	<ul style="list-style-type: none"> • Check if either sensor is loose. • Check sticker condition. • Check connections. • Check 12VDC is present (lights on sensor). • Replace sensor/s.
		<div data-bbox="427 465 1273 857">  <p>②The optical eye should be aligned with the reflective sticker</p> <p>①Check if the nut is loose</p> <p>②Light eye indicator</p> </div>	
7	Coin acceptor error	<ul style="list-style-type: none"> • Coin jam in mechanism. • Loose connection. • Switch settings are not correct on mechanism. • No 12VDC present to mechanism. • Failed coin mechanism. 	<ul style="list-style-type: none"> • Check for coin jam. • Check connection. • Check switch settings on mechanism. • Check power (lights on mechanism). • Replace mechanism.
		<div data-bbox="411 1180 1361 1684">  <p>This switch needs to be adjusted in the "normally open" position</p> <p>This switch needs to be adjusted in the "mid-range" position</p> <p>This switch needs to be adjusted in the "normal" position</p> </div>	

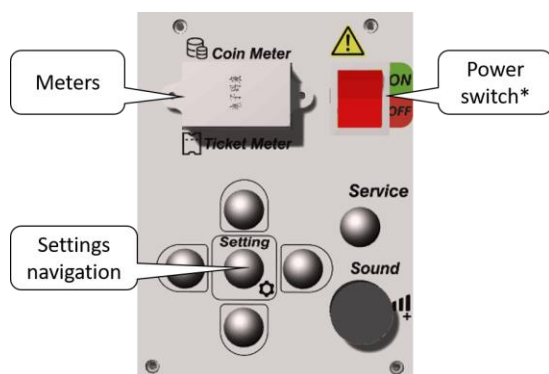
COMMON SERVICE AREAS

WARNING: Be sure to read the following carefully and obey all warnings before servicing the machine.

CABINET FRONT



CONTROL PANEL – SERVICE CONTROLS



WARNING: *The control panel power switch does **NOT** remove all power from the machine. Power **OFF** the mains power switch at the rear of the game and **UNPLUG** the machine prior to servicing.

- Press the SETTING button to enter the operator menu from attract mode.
- When in the operator menu, use the four up/down/left/right buttons to navigate through the menu.
- The **VS** and **SOLO** buttons on the player console can also be used for navigation.
 - VS** = used to move to the next selection
 - SOLO** = used to make a selection/advance to next page

COIN/TICKET METERS

Meters will increment for each coin inserted and each ticket paid out. Meters are under firmware control and are not directly connected to the mechanisms.

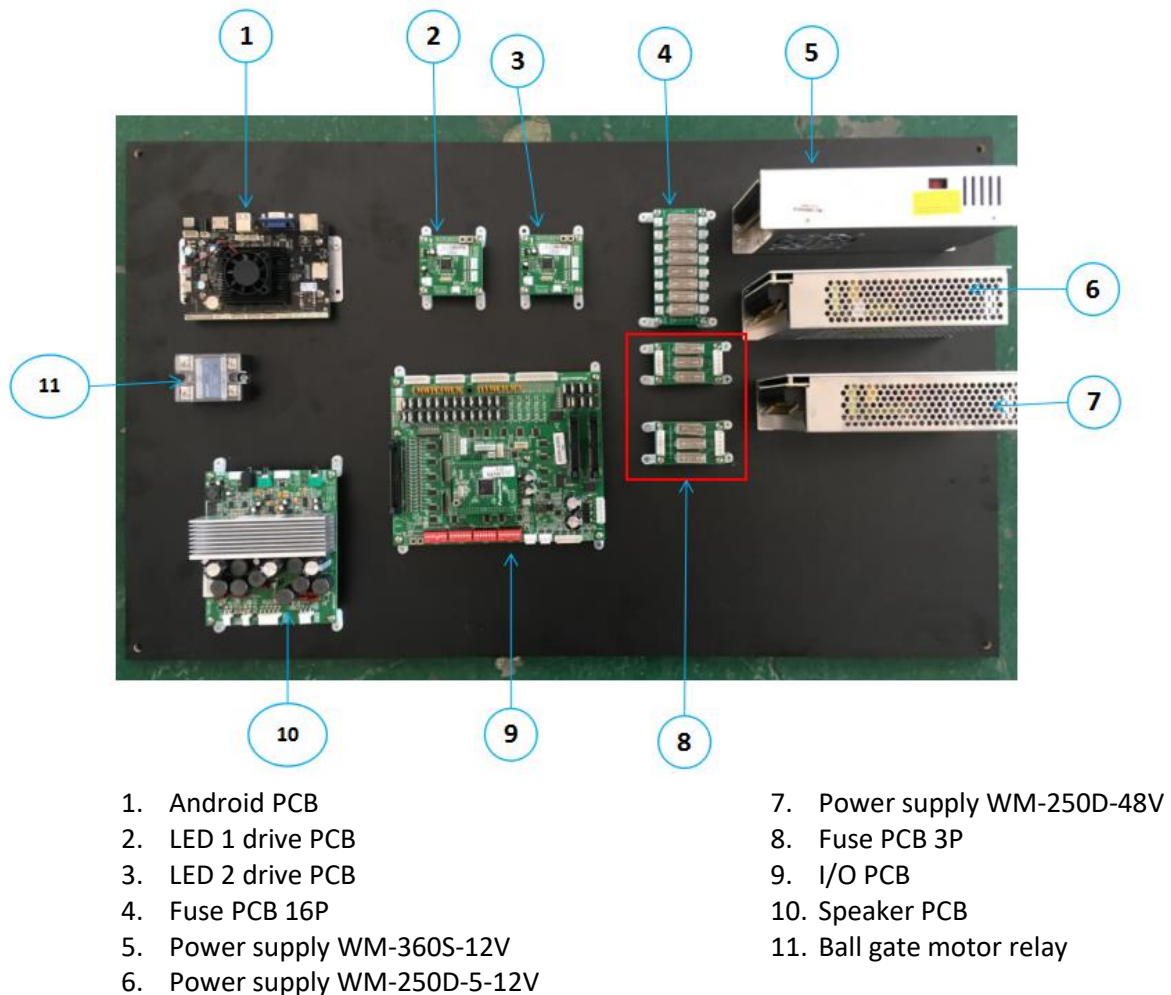
TECHNICAL SERVICE AREAS

NOTE: Be sure to read the following carefully before servicing the machine.

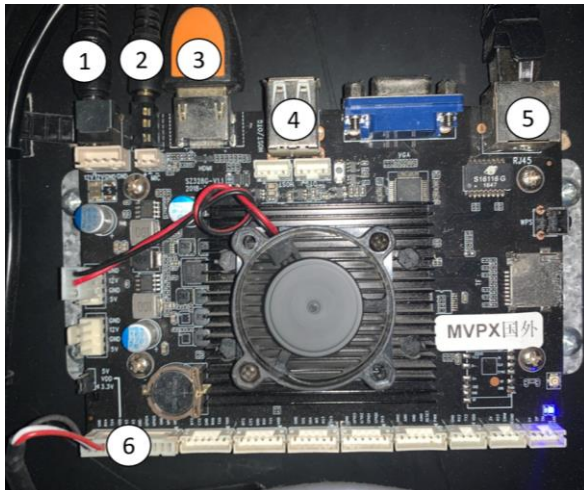
WARNING: It is advised that anyone using this section for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

WARNING: **ALWAYS** turn **OFF** mains power and unplug the game before replacing any fuses.
ALWAYS use the correctly rated fuse.

ELECTRICAL BOX



ANDROID PCB



1. Power connection
2. Audio connection
3. HDMI to monitor
4. USB (used for software updates)
5. Cabinet linking connection
6. I/O PCB connection

I/O BOARD

INPUT				OUTPUT	
NO.	INPUT	NO.	INPUT	NO.	OUTPUT
IN1	Ball gate upper limit sensor	IN11	Ticket signal	OUT1	Ball gate motor
IN2	Ball gate lower limit sensor	IN12	Coin acceptor	OUT2	VS button light
IN3	Upper hoop sensor	IN13	Left button	OUT3	Solo button light
IN4	Lower hoop sensor	IN14	Right button	OUT4	Coin meter
IN5	Solo button	IN15		OUT5	Ticket meter
IN6	VS button	IN16	Bill acceptor input	OUT6	Ticket dispenser control
IN7	Setting button	IN17		OUT7	
IN8	Service button	IN18		OUT8	Coin acceptor control
IN9	Up button	IN19		OUT9	Bill acceptor output
IN10	Down button	IN20		OUT10	

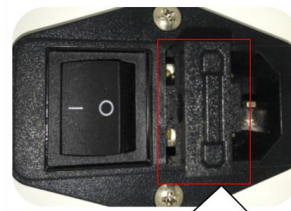
LED DRIVE PCB

LED DRIVE PCB 1		LED DRIVE PCB 2	
NO.	OUTPUT	OUTPUT	OUTPUT
OUT1	Bottom-left side 1 LED	OUT1	Left-front acrylic LED
OUT2	Bottom-left side 2 LED	OUT2	Left-middle acrylic LED
OUT3	Bottom-right side 1 LED	OUT3	Left-back acrylic LED
OUT4	Bottom-right side 2 LED	OUT4	Right-front acrylic LED
OUT5	Left speaker LED	OUT5	Right-middle acrylic LED
OUT6	Right speaker LED	OUT6	Right-back acrylic LED
OUT7	Screen LED	OUT7	Ball shield acrylic LED
OUT8		OUT8	Ball gate LED

MAINS SWITCH/FUSE PCB

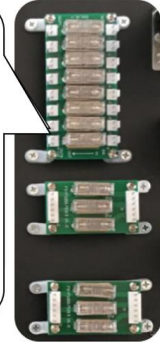
The power inlet is a standard IEC inlet socket with a mains power switch, located at the rear of the electrical box. There is a main power fuse internal in this IEC socket. Use the steps below when replacing fuses.

WARNING: **ALWAYS** turn **OFF** mains power and **UNPLUG** the game before replacing any fuses.
ALWAYS use the correctly rated fuse.



Unplug power to the machine prior to replacing the mains fuse. Mains fuse size 10A (110V-5*20mm)

All fuse block fuses are 4A (110V – 5*20mm). Always turn OFF the machine and unplug power prior to replacing any fuses.



POWER SUPPLY

This cabinet operates with 4 power supplies. Power supply types listed below.

WARNING: **ALWAYS** turn **OFF** mains power and **unplug** the game prior to servicing power supplies. Only qualified personnel should attempt to check or change power supplies.

1. Power supply 360: WM-360S-12:
 - Input 90V~132VAC -6.5A、 180V~264VAC-3.5A, 50/60Hz,
 - Output +12V~30A
2. Power supply box: WM-250D-5-12:
 - Input 90V~132VAC -2.2A、 180V~264VAC-1.3A, 50/60Hz,
 - Output +5V~10A, +12V~12A
3. Power supply box: WM-250D-48:
 - Input 90V~132VAC -4.5A、 180V~264VAC-2.5A, 50/60Hz,
 - Output + 48V~5.3A
4. Adaptor: IN100-260V: OUT12~5.3A (For Arduino PCB power supply)

PREVENTATIVE MAINTENANCE

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. Check all LED strips are functioning, and repair as required.
- Check the monitor image is clear.
- Wipe the monitor clean with a soft damp cloth.

LIGHTING

WARNING: Always turn **OFF** mains power and unplug the game, before replacing any lamps/LEDs.
Always replace the lamps/LEDs with the same or equivalent size, wattage and voltage.

- All button lamps are 12VDC T10 LED or equivalent.
- All remaining lighting is 5VDC RGB LED smart strip lighting.

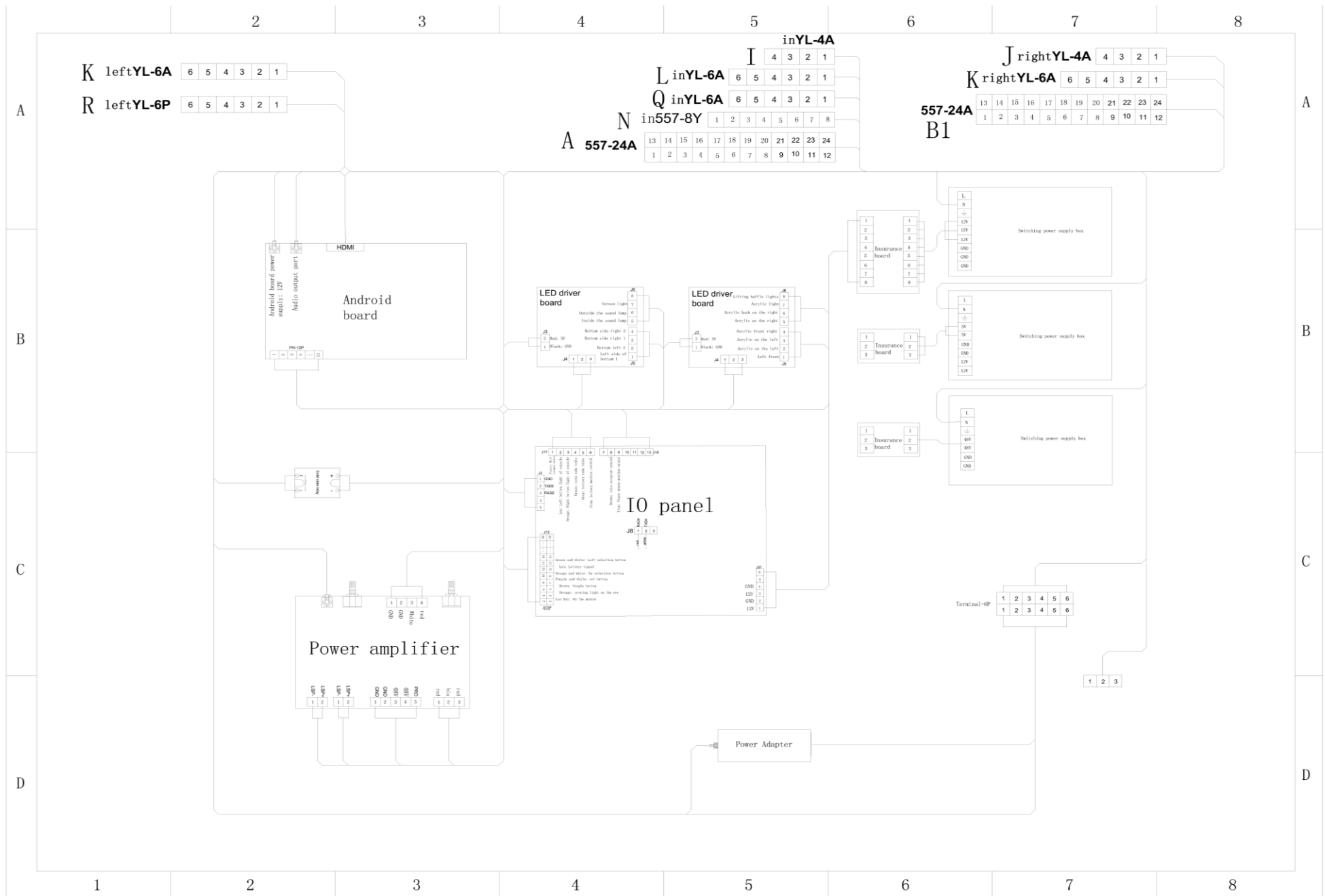
INTERIOR

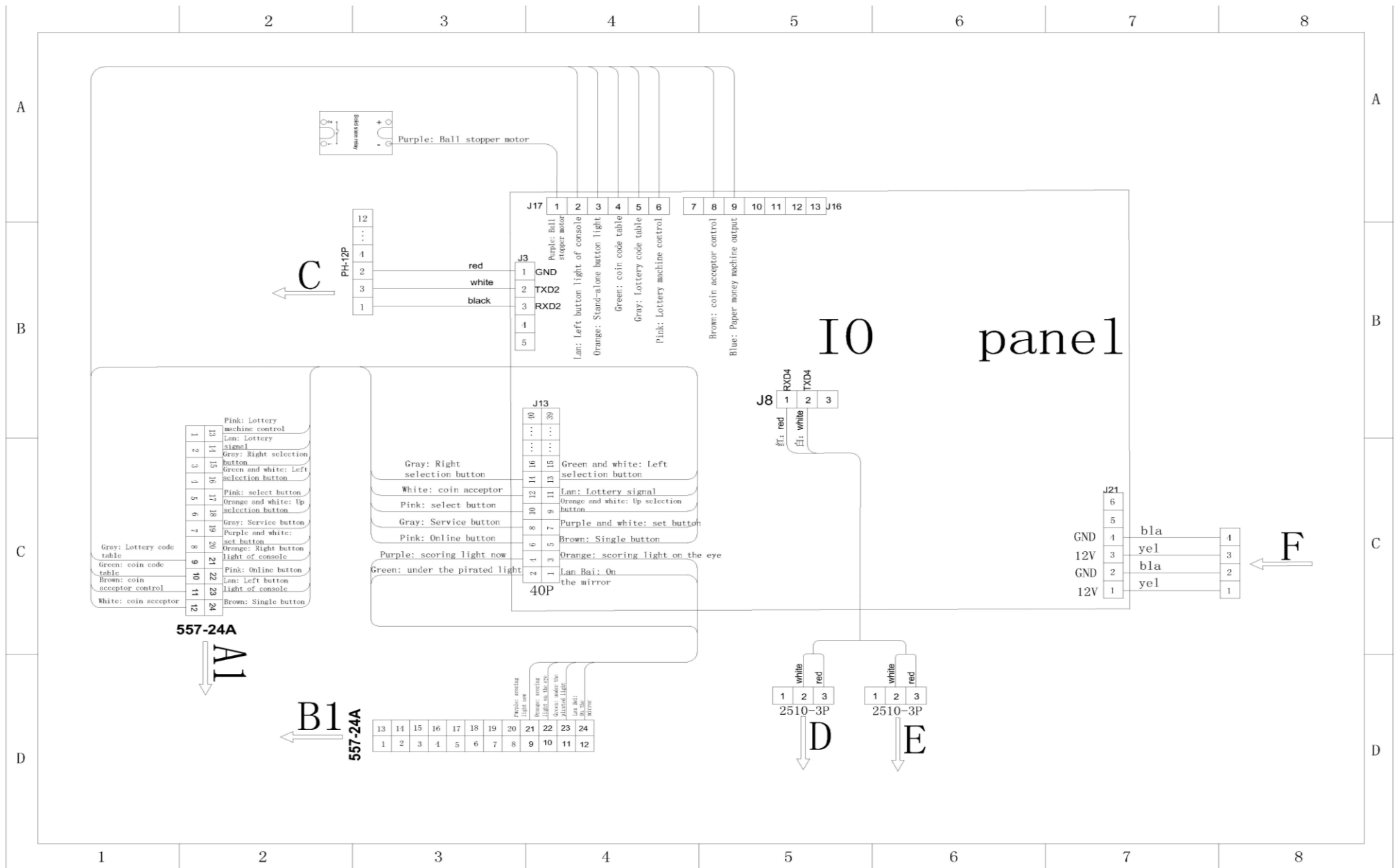
- Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen.
- Check and tighten all fixing hardware and fasteners as required.

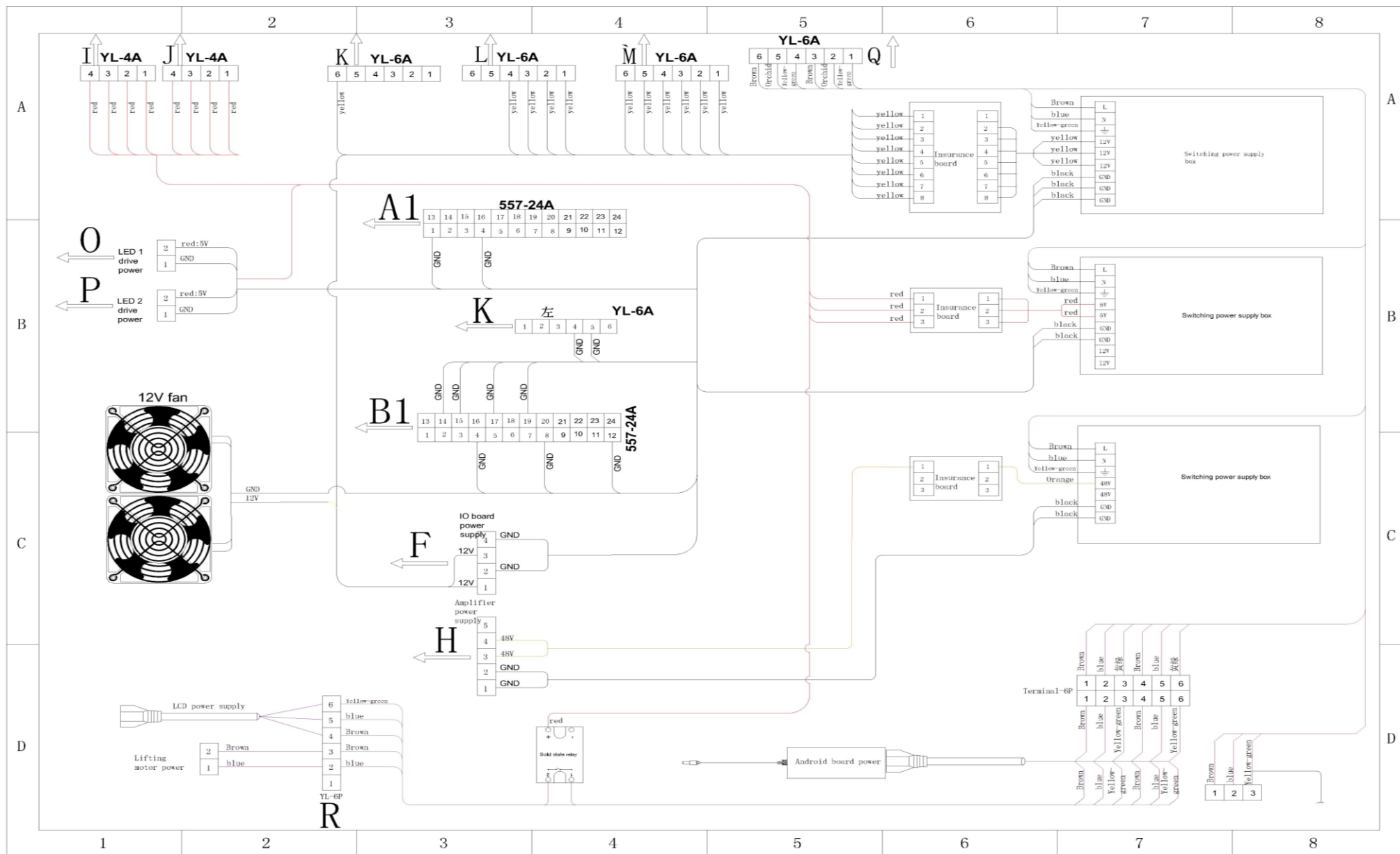
WARNING: Always turn **OFF** mains power and unplug the game before cleaning the interior of the machine.

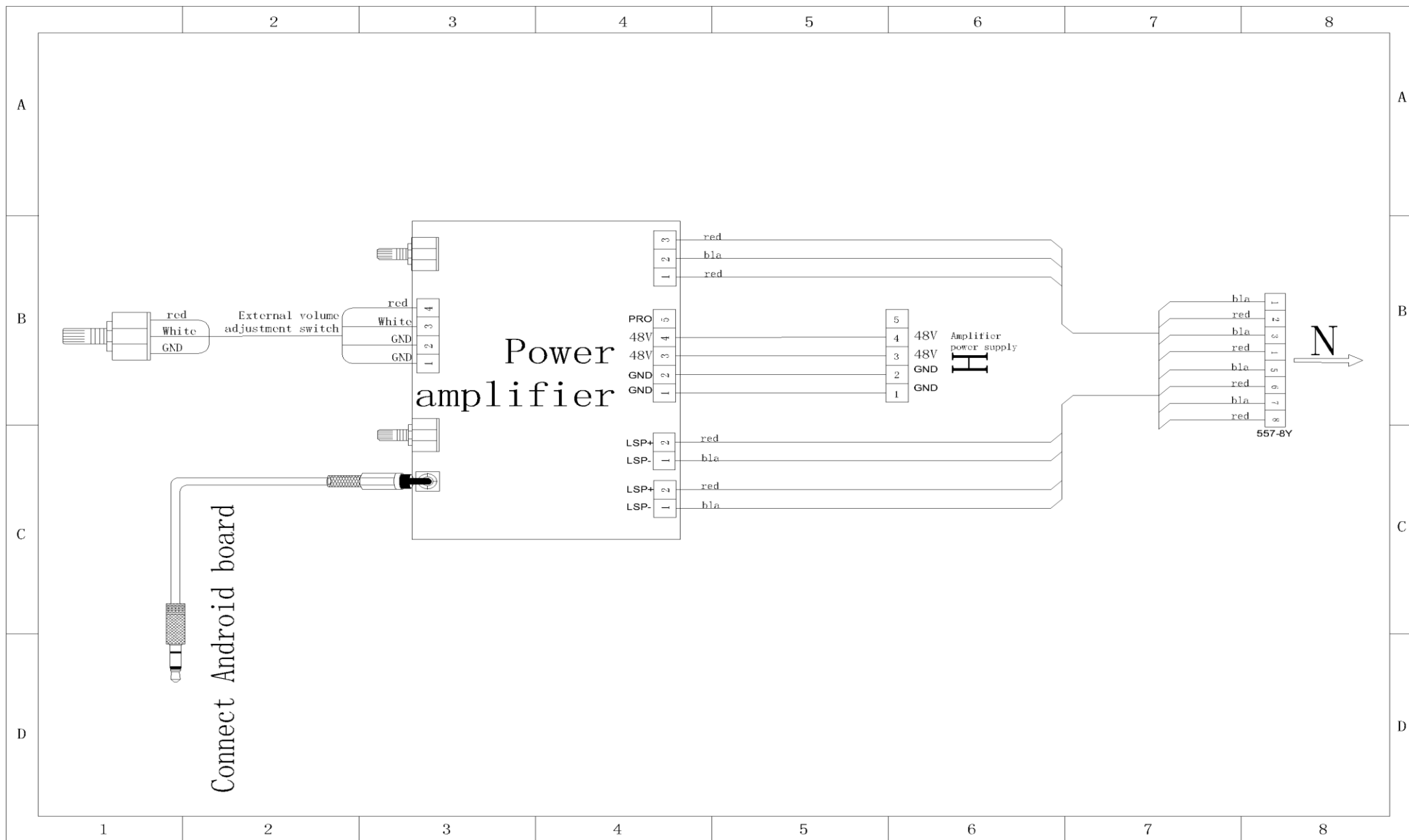
WIRING DIAGRAMS

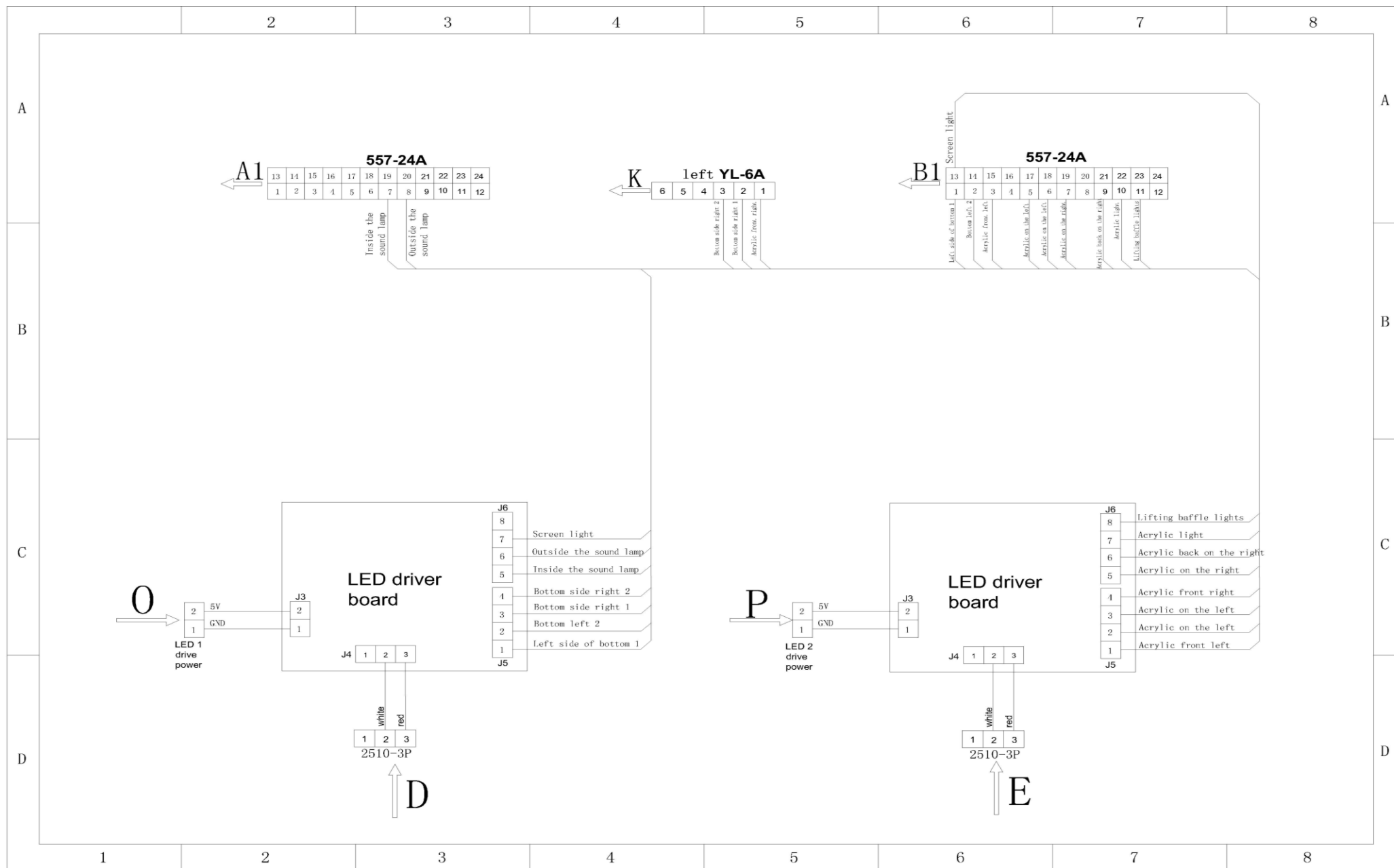
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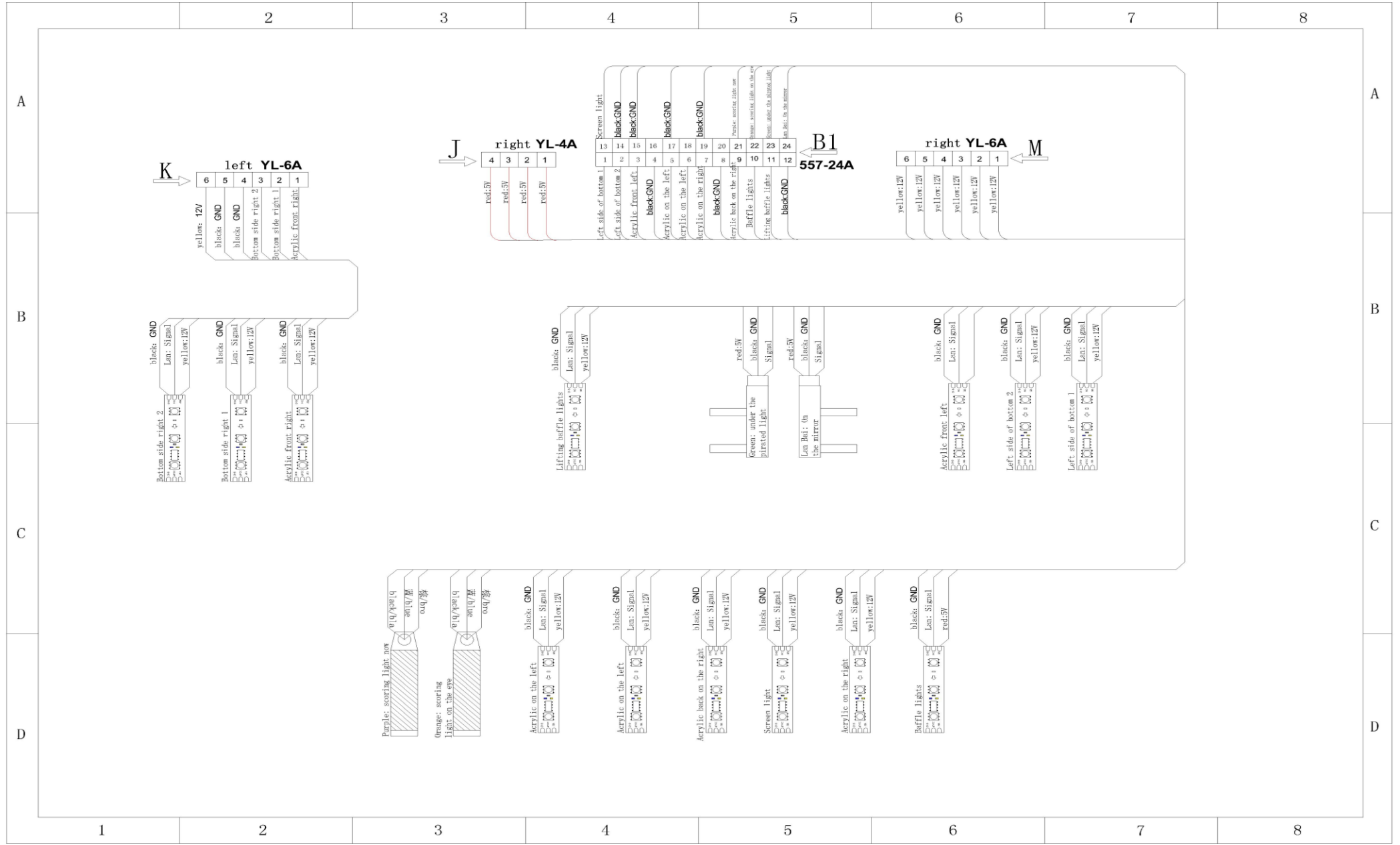










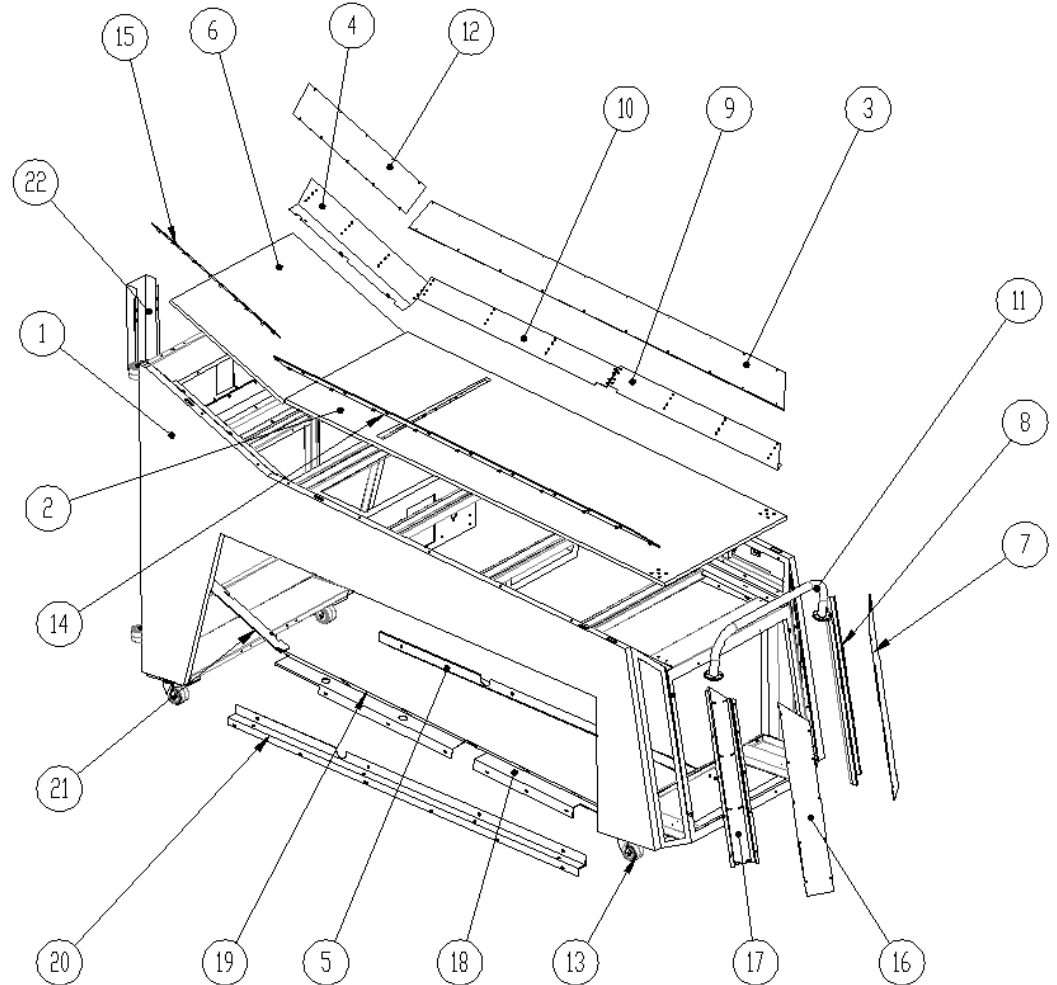




MECHANICAL ILLUSTRATIONS

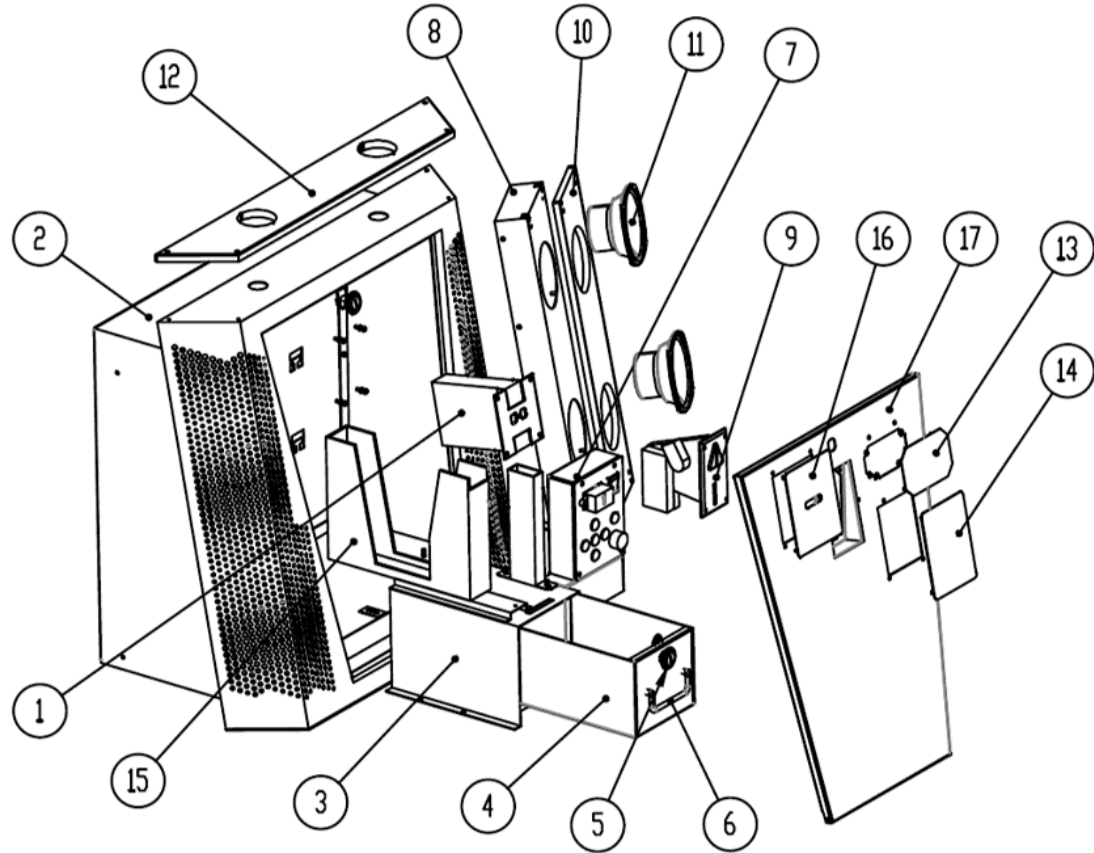
PLAYFIELD ASSEMBLY

NO.	PART#	Name	Quantity
1	050650033	Machine body	1
2	040650009	Front wooden board	1
3	190650029	Right middle LED acrylic	1
4	050650047	Right LED bottom cover C	1
5	050650071	Bottom cable slot	1
6	040650010	Back wooden board	1
7	190650027	Right front LED acrylic	1
8	050650044	Front LED box	1
9	050650045	Right LED bottom cover	1
10	050650046	Right LED bottom cover B	1
11	050650048	Handle	1
12	190650031	Right back LED acrylic	1
13	230120018	Truckle 2.5 inch	8
14	190650030	Left middle LED acrylic	1
15	190650032	Left back LED acrylic	1
16	190650028	Left front LED acrylic	1
17	050650076	Left front LED box	1
18	050650073	Left LED bottom cover	1
19	050650074	Left Led bottom cover B	1
20	050650077	Left bottom cable slot	1
21	050650075	Left LED bottom cover C	1
22	050650069	Back cable slot B	1



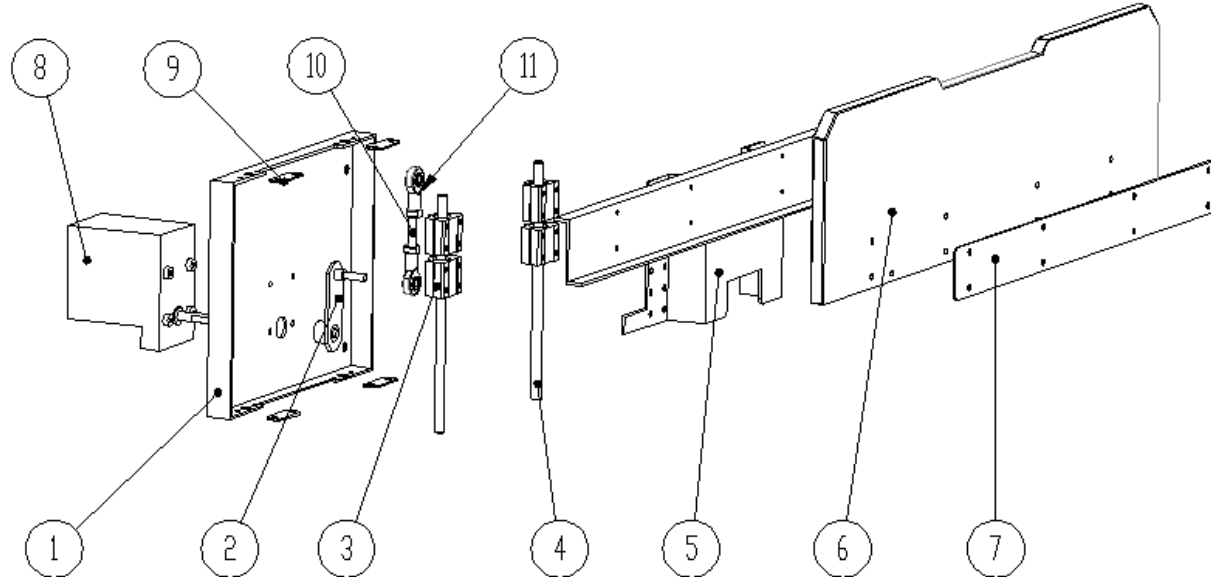
PLAYER CONSOLE ASSEMBLY

NO.	PART#	Name	Quantity
1	090110002	Ticket dispenser	1
2	050650034	Console	1
3	050650036	Coin box shell	1
4	050650037	Coin box inner box	1
5	230140009	SXW- short lock	1
6	240320002	Handle	1
7	050650039	Control box	1
8	050650072	Right speaker box	2
9	090150001	Coin mech	1
10	190650024	Right speaker acrylic	2
11	090020016	4.5 inch speaker	4
12	190650022	Console board	1
13	050650031	Card reader cover	1
14	050650082	Bill acceptor cover	1
15	090110008	Large ticket box	1
16	050650153	Ticket box cover	1
17	050650151	Console front door	1



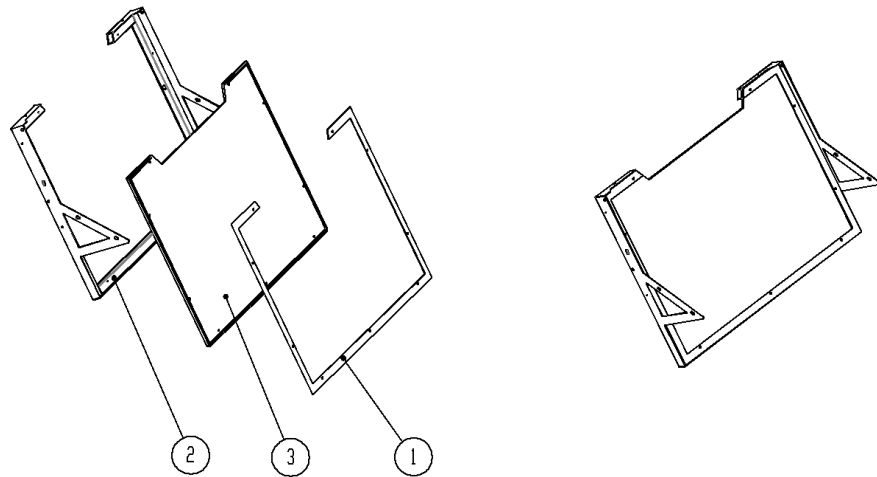
BALL GATE ASSEMBLY

NO.	NO	Name	Quantity
1	050650050	The holder of the ball gate	1
2	050650137	Motor spindle	1
3	240300001	Sliding block	4
4	060650001	Sliding spindle	2
5	050650051	Ball gate base and cover	1
6	190650026	Ball gate acrylic board	1
7	050650130	Ball gate acrylic board cover	1
8	090050043	Ball gate motor	1
9	050650129	Spindle cover B	4
10	060650003	Articulated shaft	1
11	230010020	Bearing bracket	2

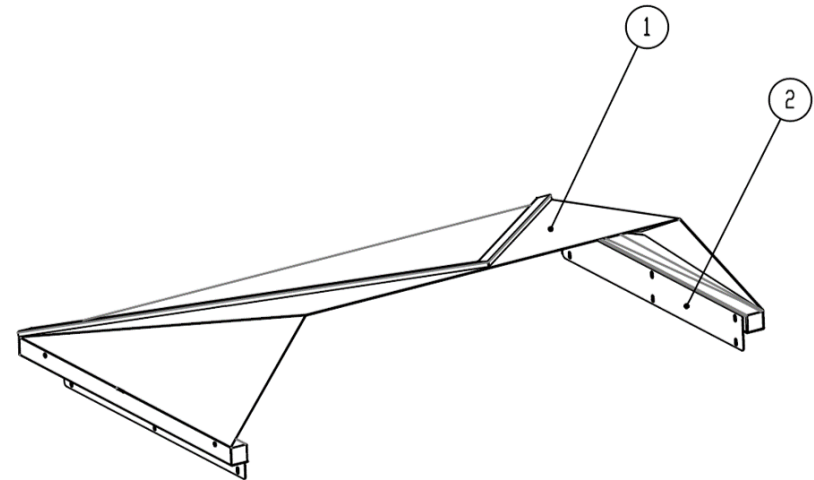


BALL SHIELD & TOP COVER ASSEMBLY

NO.	PART#	Name	Quantity
1	050650018	Ball shield mould plate	1
2	050650017	Ball shield holder	1
3	190650025	Ball shield acrylic board	1

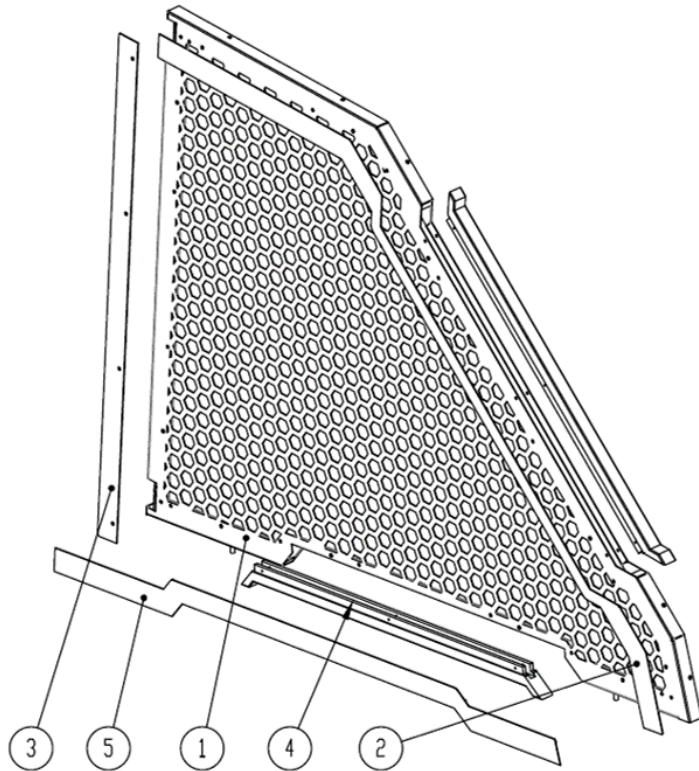


NO.	PART#	Name	Quantity
1	050650016	Roof sheet metal	1
2	050650061	Roof connecting plate	1

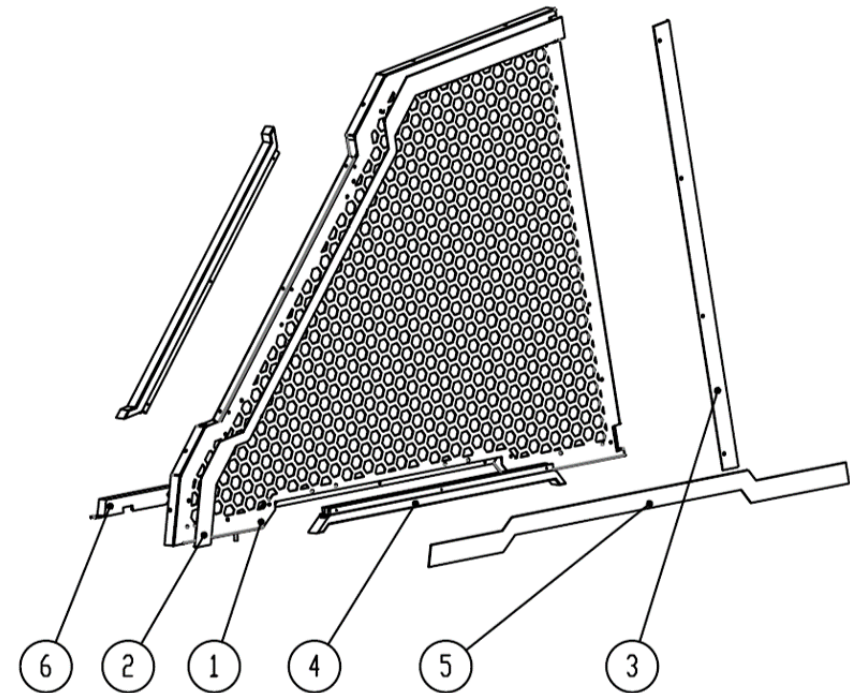


LEFT & RIGHT UPPER FENCE ASSEMBLY

NO.	PART#	Name – LEFT ASSEMBLY	Quantity
1	050650015	Upper left sheet metal component	1
2	050650014	Upper left orange sheet metal	1
3	050650079	Upper left orange sheet metal B	1
4	190650036	Side front luminous acrylic	2
5	050650115	Left upper middle orange sheet metal	1

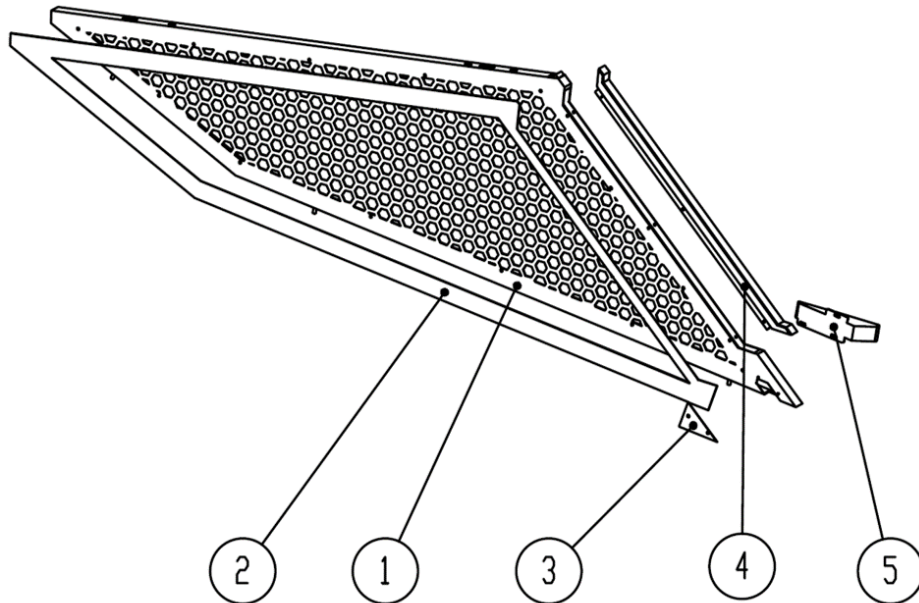


NO.	PART#	Name – RIGHT ASSEMBLY	Quantity
1	050650013	Upper right sheet metal component	1
2	050650012	Upper right orange sheet metal	1
3	050650060	Upper right orange sheet metal B	1
4	190650036	Side front luminous acrylic	2
5	050650114	Upper right middle orange sheet metal	1
6	050650062	Ball baffle wire cover box	1

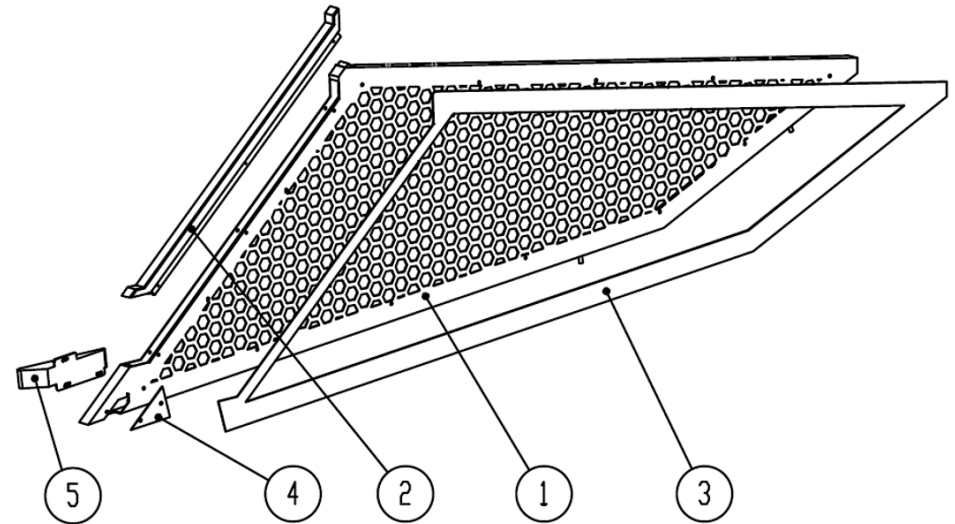


LEFT & RIGHT LOWER FENCE ASSEMBLY

NO.	PART#	Name – LEFT ASSEMBLY	Quantity
1	050650011	Lower left group welding	1
2	050650010	Orange plug-in left	1
3	050650078	Orange plug-in left B	1
4	190650036	Side front luminous acrylic	1
5	050650121	Left baffle	1

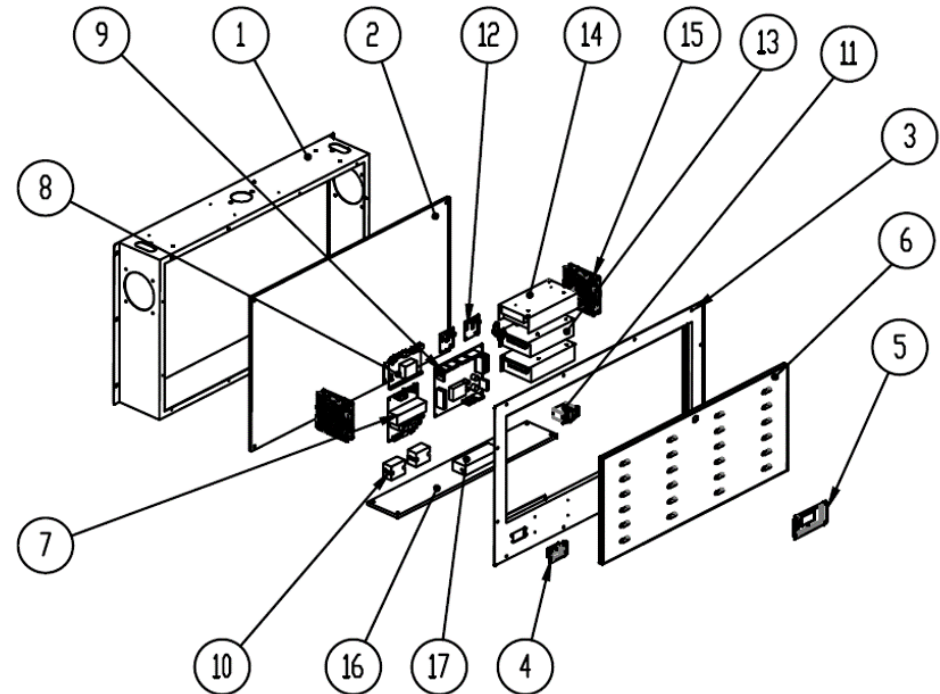


NO.	PART#	Name – RIGHT ASSEMBLY	Quantity
1	050650009	Lower right group welding	1
2	190650036	Side front luminous acrylic	1
3	050650008	Orange plug-in right	1
4	050650059	Orange plug-in right B	1
5	050650122	Right baffle	1



ELECTRICAL BOX ASSEMBLY

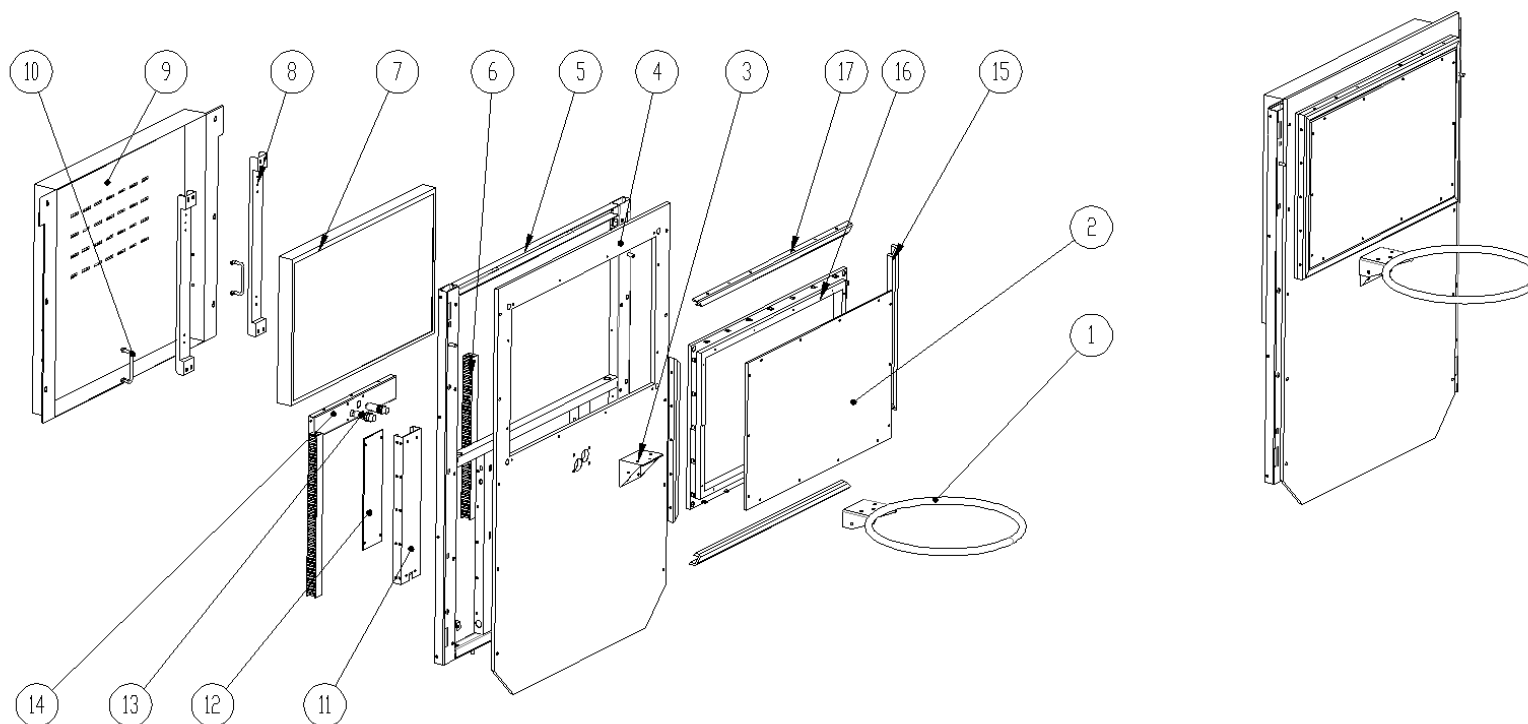
NO.	PART#	Name – LEFT ASSEMBLY	Quantity
1	050650043	Electrical box	1
2	040650011	Electrical box back board	1
3	050650054	Electrical box cover board	1
4	050650056	Cable box sheet metal	1
5	050650055	Power plug box	1
6	050650057	Electrical box repair door	1
7	090160021	Digital power amplifier PCB	1
8	070010011	PCB	1
9	080650002	I/O PCB FS-P6616	1
10	070160001	Solid state relay	2
11	090090006	Trinity filter	1
12	100060001	Flowing light drive PCB	2
13	090010007	Switching power supply WM-250D-5-12	2
14	090010020	Switching power supply 360WM-360S	1
15	090120002	Fan	2
16	040650014	Electrical box bottom board	1
17	070050002	Adapter	1



BACKBOARD ASSEMBLY

NO.	PART#	Name	Quantity
1	050650080	Hoop	1
2	190650033	Front acrylic board of the screen	1
3	050650066	Hoop bracket	1
4	040650013	Wooden backboard	1
5	050650063	Wooden backboard frame	1
6	170040046	Cables slot	2
7	070110030	Screen	1
8	050650083	Screen bracket	2
9	050650134	Screen back cover	1

NO.	PART#	Name	QTY
10	240320002	Handle	2
11	050650132	Backboard cables slot	1
12	050650133	Backboard cables slot cover	1
13	090070002	Goal sensor	2
14	050650081	Goal sensor bracket	1
15	190650035	Left and right acrylic	2
16	050650084	Screen metal frame	1
17	190650034	Up and down LED acrylic	2



Disclaimer

OPERATOR, PLEASE NOTE

By accepting delivery of and placing this hardware and licensed software into operation, the 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.

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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.

Disclaimer

Operators should understand that some health conditions and physical restrictions can increase a player's chance of injury while playing arcade games. LAI Games accepts no liability for any injuries to persons or damage to property while playing our machines.

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.

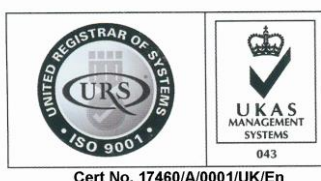
IF MAKING A WARRANTY CLAIM:

- (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.



Contact Us

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Parts Website: **parts.laigames.com**



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