

OPERATOR MANUAL

Version 6

ANGRY BIRDS: COIN CRASH



PLEASE NOTE

Read this manual before operating the machine.

Visit www.laigames.com for support.

CAUTION: Do not power on the machine until the tower height has been checked and the necessary adjustments have been made. Follow the assembly procedures in order.



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 **Angry Birds: Coin Crash** 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.

PACKAGING

CONTENTS (3 CABINET)

- Angry Birds: Coin Crash unit (3 cabinets)
- 3x power cords
- 6x keys
- Operator manual
- 16500x coins
- 3x glass ball (white)
- 22x M6*25L screws
- Spare optic sensor
- 2x Spare push deck slide rails
- Hex wrench
- 1x fuse (10A)
- 3x coin mechanism cover
- 3x alternate ticket mechanism plate
- 3x ticket mod harnessing (if not already present on the units)

SPECIFICATIONS

ELECTRIC SUPPLY

- Amps at 110VAC: 5.5A
- Amps at 220VAC 3A
- Watts: 600W
- Voltage: 110V / 220V
- Mains fuse Size: M205
- Mains fuse 110VAC: 10A
- Mains fuse 220VAC: 10A

LOCATION REQUIREMENTS

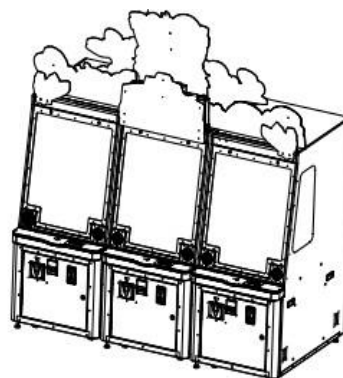
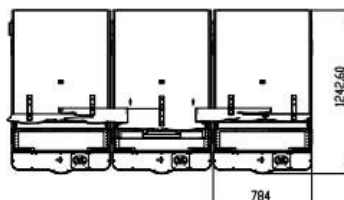
- Ambient temperature: 5C - 40C
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low

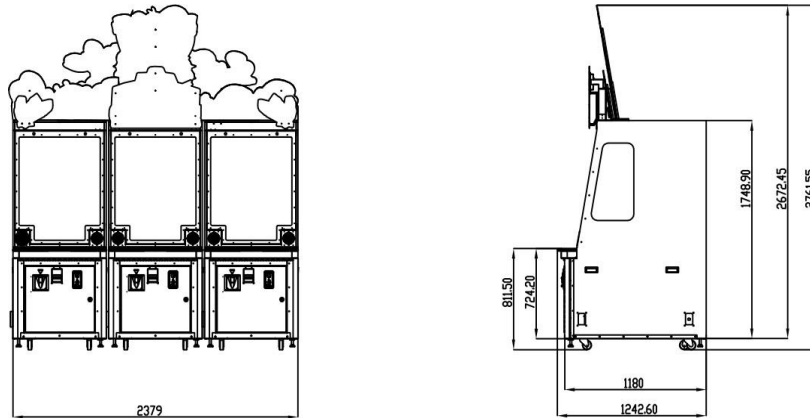
BILL VALIDATOR REQUIREMENTS

- Volts: 12V
- Magazine Size: Up to 1000 bill capacity
- Loader Type: Down Stack

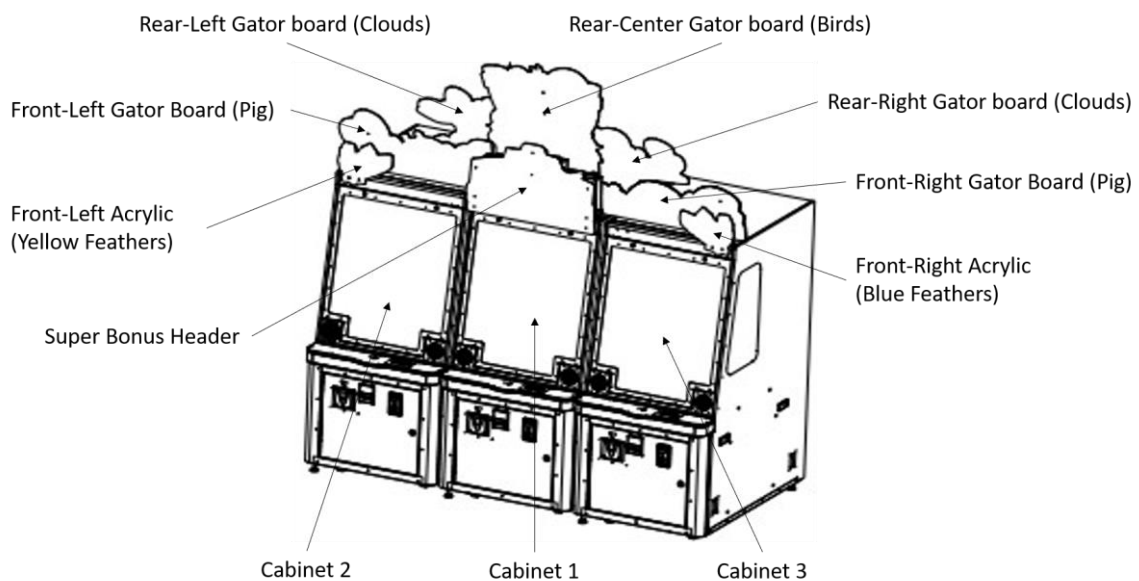
DIMENSIONS

- Weight: 310kg (683 lb.) (with packaging)
- Weight: 300kg (661 lb.) (without packaging)
- Height: 1749mm (69") (excluding header)
- Height: 2762mm (109") (including header)
- Width: 2379mm (94")
- Length: 1243mm (49")



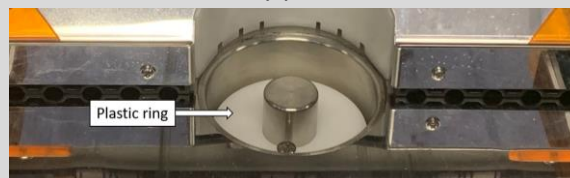


CONTENTS DETAILED



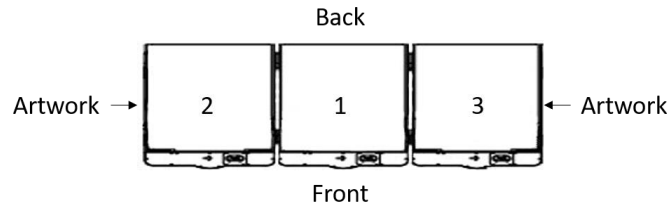
ASSEMBLY

NOTE: The white plastic ring must remain inside the tower mechanism until the TOWER BUILD section of the assembly procedures has been completed.



JOINING CABINETS

1. Determine a level spot for the cabinet's final position.
2. Line up the cabinets in order as shown below. Allow ample space behind the game to complete installation and testing (3 cabinet configuration shown).



3. Open the front and rear access doors and secure cabinets 2 and 3 to cabinet 1 with the hardware provided. *If on an uneven surface, lower the feet of the cabinets until the screws line up with the holes (make sure the unit is in its final position and there is room to access the rear of the cabinet to complete the installation).*

Inside cabinet 2 (Right Front)



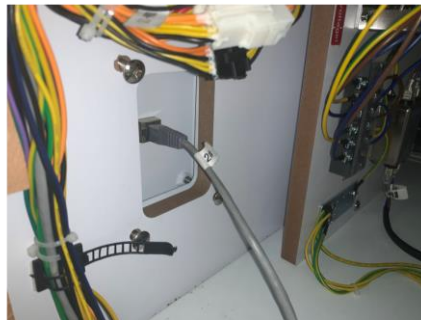
Inside cabinet 3 (Left Front)



Inside cabinet 3 (Right Rear)



Inside cabinet 2 (Left Rear)



4. Insert Cat5 cables from cabinet 2 and 3 into cabinet 1, located at the rear connection brackets (photos above).

HEADER ASSEMBLY

The headers can be arranged for various cabinet groupings as shown below.



3 Cabinet



2 Cabinet



Single

Instructions below are for a standard 3 cabinet grouping.

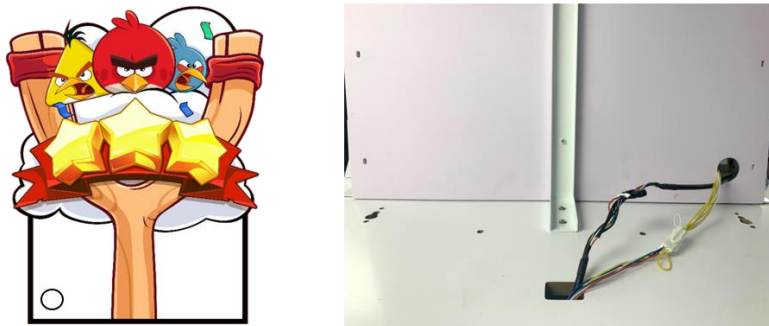
1. Install the Super Bonus header assembly. Do not connect data or power yet.



2. Install the left and right cloud headers. One side of each header fits into a guide on either side of the Super Bonus header.



3. Install the center header directly behind the Super Bonus header. Feed the Super Bonus wiring through the hole at the bottom of the header and connect to the game.



4. Install the remaining cloud headers. Attach to the center header and Super Bonus header using supplied screws.



5. Install the header acrylic to the Super Bonus header assembly.



6. Install feather acrylics to the front of the left and right cabinets as shown below.

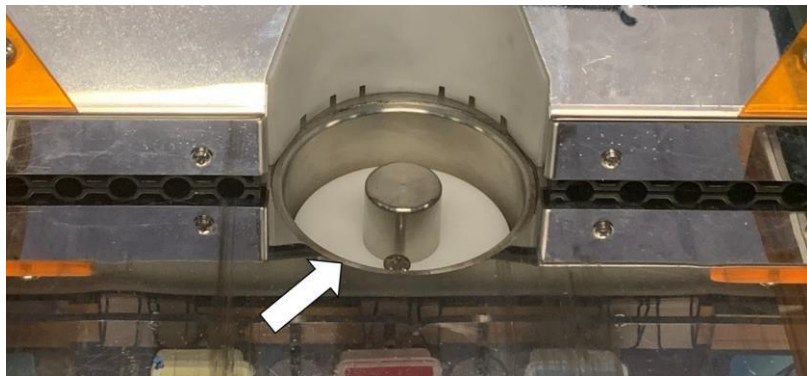


CAUTION: Do not power on the machine until the tower height has been checked and the necessary adjustments have been made. Continue to the next page to complete assembly prior to powering on the machine.

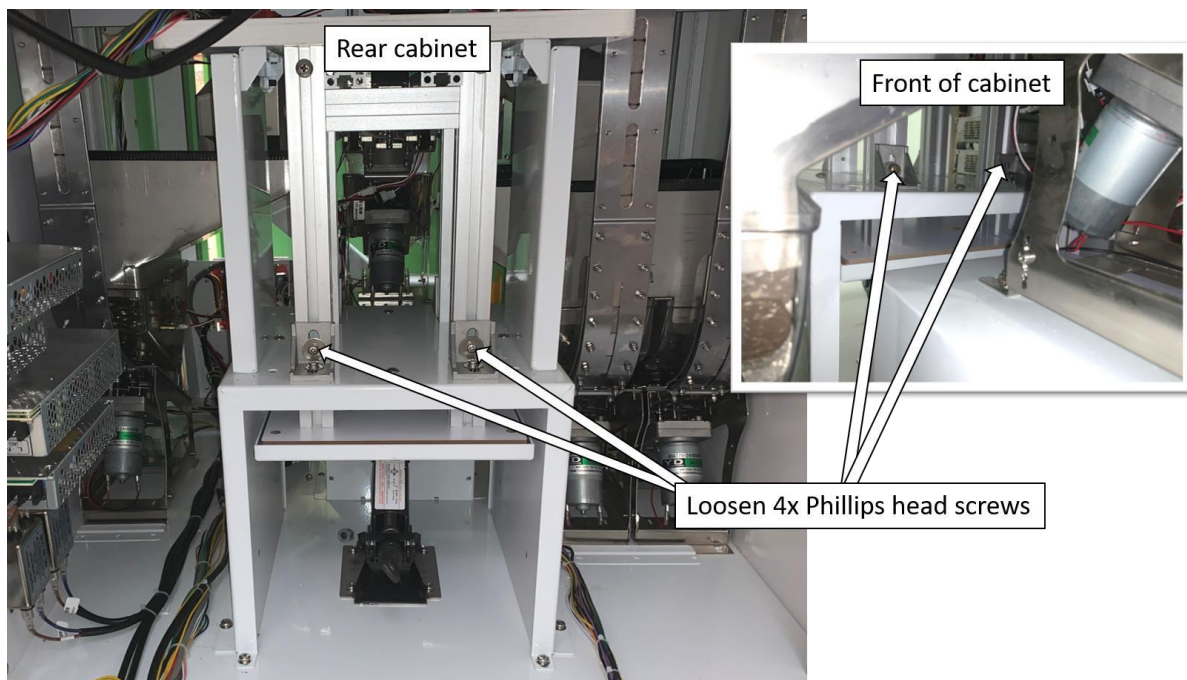
CHECKING THE TOWER MECHANISM HEIGHT

Prior to use, it is important to check that the tower mechanism did not shift during transport. Follow the steps below to check and adjust the tower height.

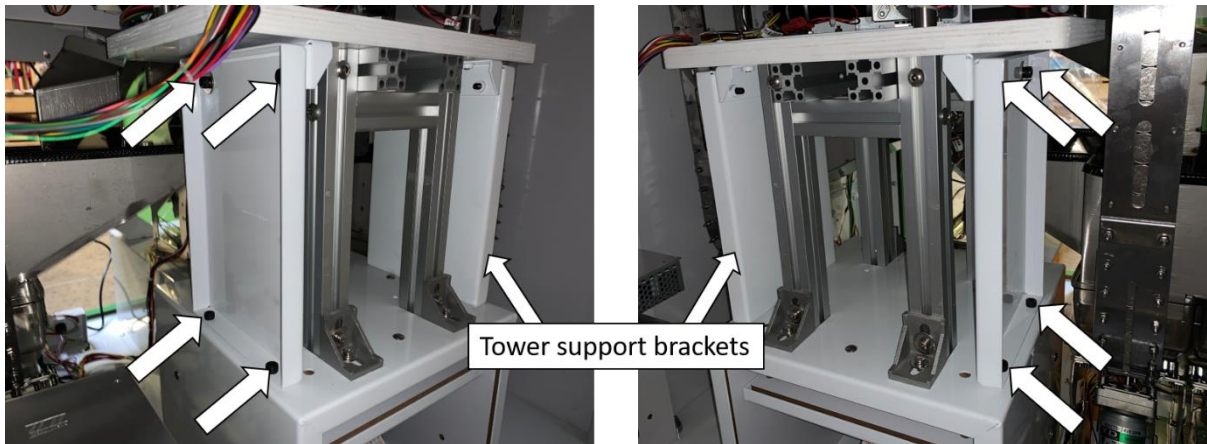
1. Check that the tower exit lip is flush with the push deck. This can be done by sliding your finger or a coin over the area. If the mechanism is not flush, proceed to step 2. If flush, proceed to the next section.



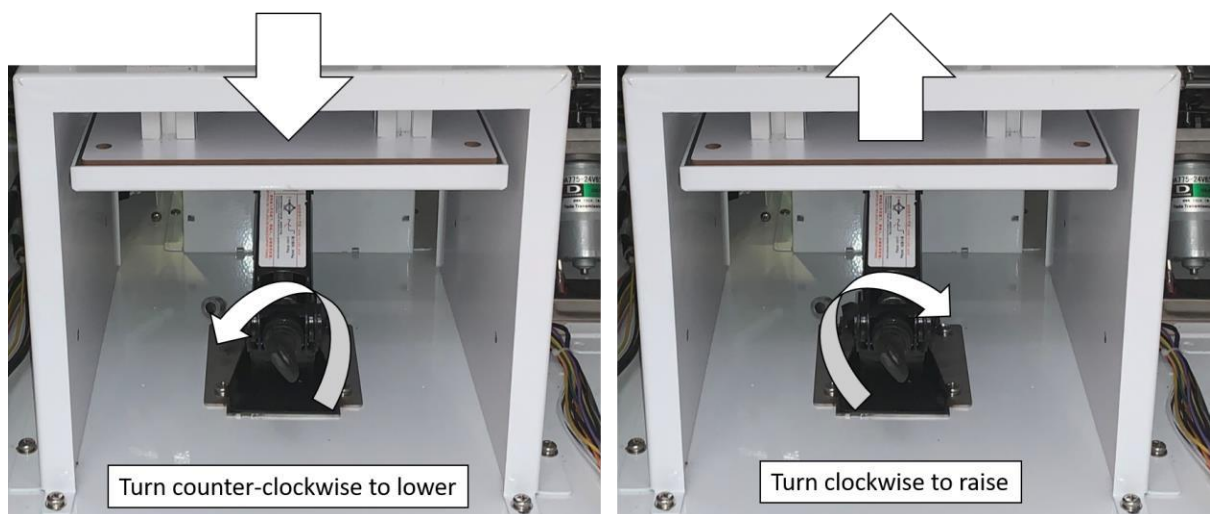
2. Open the rear access door and loosen the 2 Phillips screws at the base of the vertical structure. Loosen the 2 screws on the opposite side (from the front door) as well.



3. Remove the 8x bolts that secure the tower support brackets. The appropriate size hex wrench is located in the support box included with the game.



4. Raise or lower the jack in small increments until the tower exit is flush. Replace the support brackets and reinsert and retighten all bolts. Doublecheck that the tower exit is still flush after tightening bolts. Loosen the bolts and readjust the height if necessary.



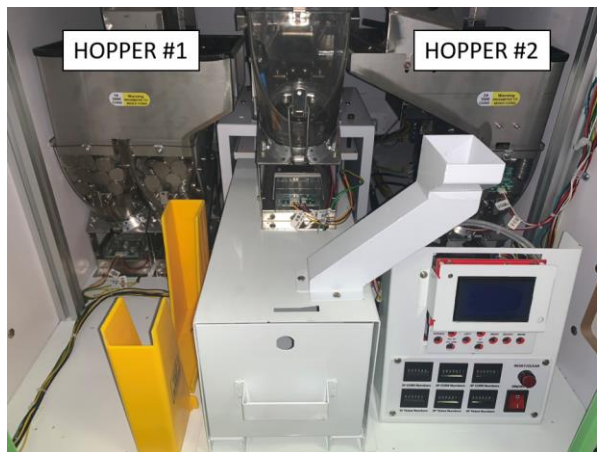
NOTE: If the tower mechanism exit is below the push deck, you may need to guide it into the hole while raising the jack. Shaking the tower mechanism slightly while raising can help guide it into the hole.

ADDING COINS

1. Remove the bags of coins from the coin boxes. Do not mix coins between cabinets. Each cabinet contains:
 - 1x bag of 800 coins for the PUSH DECK
 - 3x bags of 1000 coins for HOPPER #1
 - 2x bags of 750 coins for HOPPER #2 (Tower)

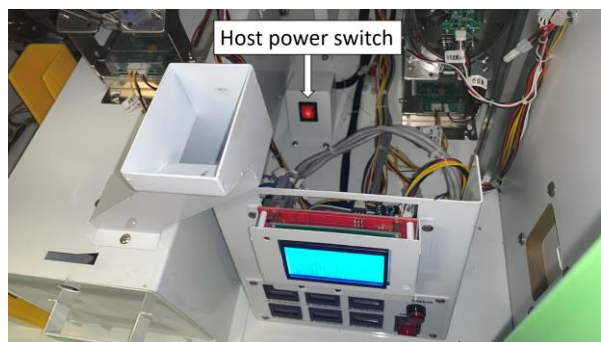
NOTE: Coin escalators are pre-populated with 200 coins giving the cabinet a total of 5500 coins.

2. Dump all coins into the areas corresponding to the bag and hopper labels. There will NOT be leftover coins.



POWER-UP SEQUENCE

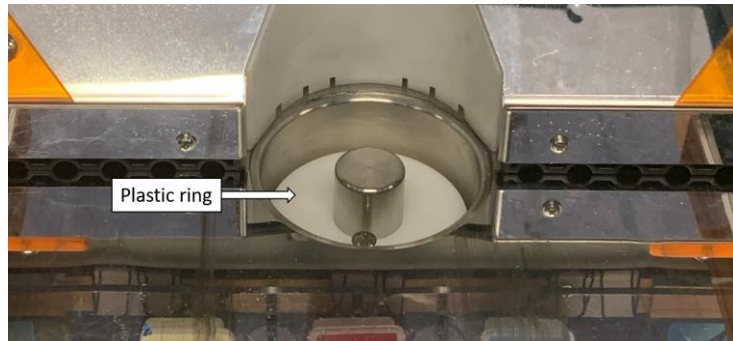
The machines will error if the HOST power switch in the center cabinet is not set to ON prior to powering on each individual cabinet. The host power switch is located in the center cabinet behind the operator panel. Once set to ON, power on each individual cabinet. If errors are present, press the red reset button located next to each power switch, or refer to pg. 31 for a list of error codes.



TOWER BUILD

Follow the steps below to build the first tower in the cabinets.

1. Start with the white plastic ring inserted in the tower exits (shown below). Make sure there are no other coins on top of this area.



2. Ensure the HOST power switch and all cabinet power switches are ON and there are no errors present.

3. Using the operator panel. Perform the following steps:

- Hold MODE to enter the main menu.
- Use the DOWN button to select TEST MENU
- Use the SELECT button to enter
- Use the DOWN button to select COIN TOWER
- Use the SELECT button to start the tower build



4. The tower will build 50 layers of coins on all 3 cabinets. The cabinets will show the number of remaining layers on the illuminated LED displays.

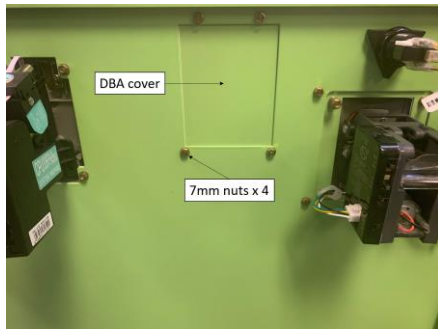
CAUTION: DO NOT disconnect power or exit the menu at any time during the tower building process as this could result in jamming in the mechanism.

5. Once the tower has finished building (the tower should be about 3.5" tall). Exit the menu using the following steps:
 - Press SELECT to turn off the COIN TOWER
 - Use the DOWN button to select EXIT
 - Press SELECT to exit the TEST MENU
 - Use the DOWN button to select EXIT
 - Press SELECT to exit the main menu and return to gameplay
6. Remove the white plastic rings from the top of towers and store for safekeeping. They are not needed for regular operation of the machines.

DBA INSTALLATION

This unit is compatible with **12V down-stack** type dollar bill acceptors (*not included*). Follow the steps below for installation.

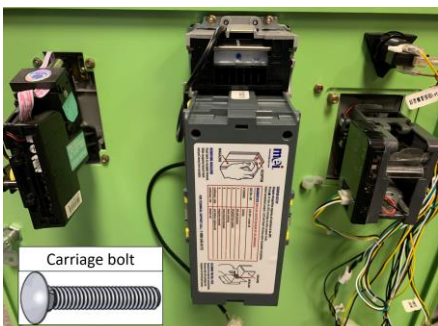
1. With the machine power OFF. Start by removing the DBA cover from the front door. Remove the 4x 7mm nuts and reserve for installation.



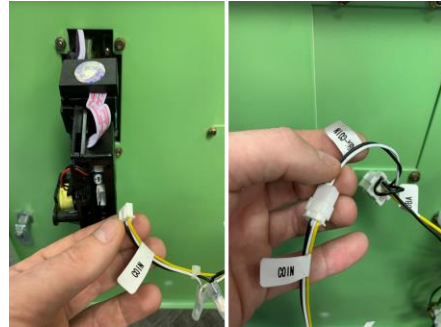
2. Adjust the DIP switch settings on the DBA to the desired settings prior to installation as this area will be difficult to access following installation.



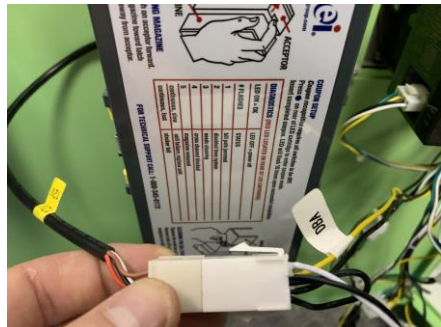
3. Install the DBA using the 4x carriage bolts (included in the support box), and secure with the reserved 7mm nuts.



4. Remove the coin connector from the coin mechanism and plug it into the connector labelled DBA-COIN.



5. Connect the DBA power connector to the 9-pin connector labelled DBA.



6. If needing to inhibit the number of credits the game can accept, plug the DBA-INHIBIT connector into the DBA.



7. Power ON the machine and test to ensure proper function.

CARD READER INSTALLATION (UCL – PAPERLESS)

Use this connection *ONLY* if paper tickets will *NOT* be dispensed from the game.

1. Power off the machine.

2. Remove the card reader cover plate using a 3mm hex key and reserve screws for later installation.



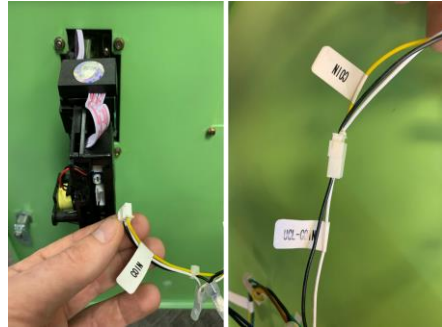
3. Connect the UCL connector from the card reader harness to the UCL connector on the game.



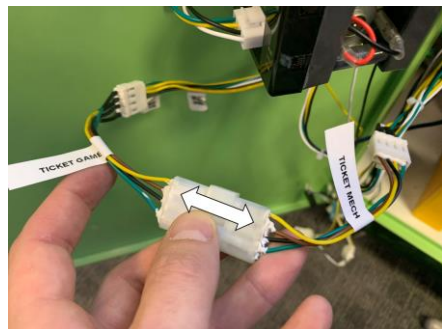
4. Attach the card reader to the card reader-ready plate (provided) and install on the player console with the reserved screws.



5. Remove the COIN connector from the coin mechanism and connect it to the UCL-COIN connector (located near the ticket mechanism).



6. Disconnect the TICKET GAME connector from the TICKET MECH connector.



7. Connect the TICKET GAME connector to the UCL-TICKET connector.



8. Power ON the machine and adjust payout setting on card reader for electronic tickets.

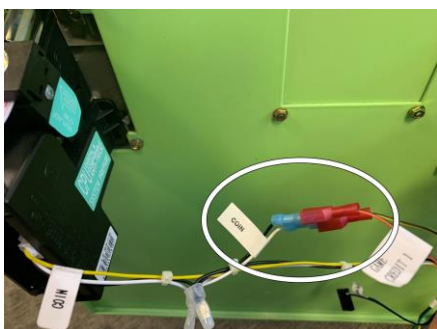
CARD READER INSTALLATION (PAYOUT TICKETS)

Use this connection if dispensing paper tickets.

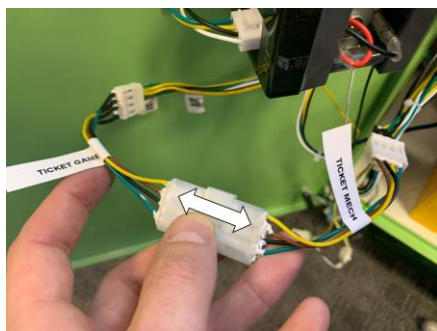
1. Remove the card reader cover plate and install card reader (*not included*) and card reader ready plate (*provided in support box*).



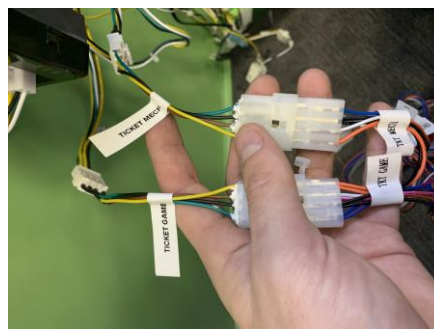
2. Connect the credit lines from the card reader harness to the COIN terminals located near the coin mech connection.



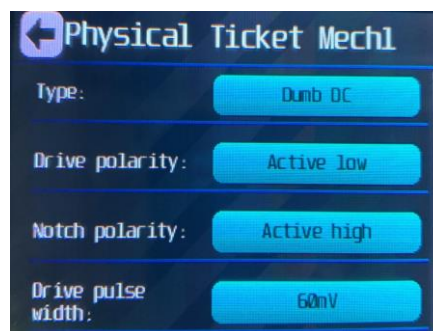
3. Disconnect the TICKET GAME connector from the TICKET MECH connector (located near the ticket mechanism).



4. Connect the TICKET GAME connector from the game to the TICKET GAME connector from the card reader harness and connect the TICKET MECH connector from the game to the TICKET MECH connector from the card reader harness.



5. With tickets *removed* from the ticket mechanism, power ON the game.
6. Adjust settings on the card reader for LOW DRIVE polarity and HIGH NOTCH polarity. Be sure to also adjust card reader setting to payout paper tickets.



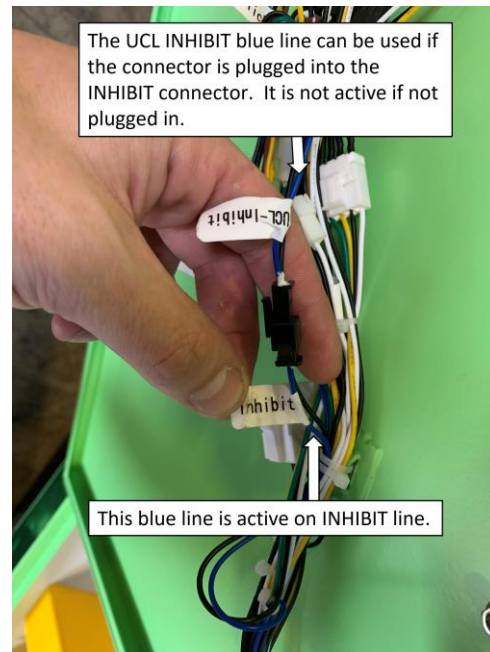
7. Test to ensure proper function.

NOTE: Although not mandatory, it is advised that you install the necessary card system harnessing to utilize the credit inhibit features of this game. See next page.

INHIBIT LINE FOR CARD SYSTEMS

The credit inhibit should be used if using a card system and are wanting to utilize the Manual Tower building feature (see pg. 28). The inhibit line is located on the coin door near the ticket mechanism. Note that the only active inhibit line is the one labelled INHIBIT. Other inhibit lines are not active unless plugged into the INHIBIT connector.

NOTE: Some card systems require an additional harness for inhibit. LAI Games does not supply this harness. Contact your card system provider to purchase.



GAMEPLAY AND MODES

OBJECTIVE

Aim and drop coins through the character cards to receive bonus tickets, bonus coins, an opportunity to build a tower of coins, or win the *Super Bonus*. Push towers of coins from the playfield deck to earn tickets.

BASIC GAMEPLAY INSTRUCTIONS

- Insert credit
- Press the button to control where the coins drop
- Coins drop into the reward targets to achieve rewards shown
- If *Tower Party* is reached:
 - Players attempt to drop coins through reward targets to earn wheel spins
 - Players stop the wheel to accumulate tower coins or win the super bonus
 - Once the wheel spins are complete, the tower finishes building with the number of coins earned by the player
 - Coins are dispensed onto the playfield and the tower is pushed forward
- Tickets are dispensed based on total score/coins falling off playfield/bonus won
- Game over

OPERATOR MENU

Press and hold the MODE button to enter the operator menu. Menu items are shown below.

- Setup menu
- Test menu
- Game data
- Factory setting
- Clear menu
- Credit Set menu
- Score Set menu

SETUP MENU (GAME SETTINGS)

Setting	Description	Setting range	Default	Suggested \$1/play	Suggested \$1.50/play	Suggested \$2/play
TOKENS/CREDIT	Sets the number of coins for each credit	1-30 Increments of 1	10	10	OFF	OFF
PARTY TIME	Sets the duration of PARTY TIME (time allowed to drop coins to win spins)	10-60 Increments of 5 sec	20	20	20	20
MAN. TOWER	Sets the number of layers for a manual tower build. (1 Layer = 6 coins) *See BUILDING MANUAL TOWERS section for details	50-200 Increments of 50	100	100	100	100
JACKPOT	Sets the default Super Bonus value	200-9999 Increments of 10	1000	500	500	1000
JACKPOT LIMIT	Sets the maximum value for the Super Bonus	200-9999 Increments of 10	3000	2000	3000	5000
JACKPOT INC	Sets the value added to the Super Bonus for each credit applied to the game	½ - 50 Increments of 1	1	1	1	10
COIN LIMIT	Sets the maximum number of coins allowed (NOTE: for NJ see NJ settings section)	100-9999 Increments of 50	2000	2000	2000	2000
CREDIT INC	This setting turns on incremental crediting. Values can be adjusted in the CREDIT SET menu which only appears when this setting is ON	ON/OFF	OFF	OFF	ON *See CREDIT SET menu	ON *See CREDIT SET menu
P.M TICKETS	This shows the ticket value of coins that fall into the win zone from the push deck.	OFF, 1-50	2	1	1	2
TOWER LIMIT	Sets the maximum number of coins for the coin tower	300-1200 Increments of 300	1200	1200	1200	1200
DEMO SOUND	Sets the frequency of attract sound	OFF, ON, 1-60 Increments of 1 min	ON	ON	ON	ON
DEMO PLAY	Sets the interval of attract play (when the pusher will move without credits)	OFF, ON, 1-60 Increments of 1 min	1	1	1	1
TILT ERROR	Sets the duration needed for tilt to activate	1-5 Increments of 1 sec	3	3	3	3
SKILL STOP.T	Sets the delay on the skill stop bonus wheel	OFF, 5-99 Increments of 1 sec	15	15	15	15
COIN BONUS	Sets the value of the coin bonus	10-999 Increments of 10	150	100	100	150
TICKETS BONUS	Sets the value of the ticket bonus	10-999 Increments of 10	150	75	100	150

CREDIT SET MENU

Use this menu to set the credit increment values. To activate this menu, turn CREDIT INC to ON in the SETUP MENU. Credit Inhibit does not activate at any time. This menu will be unavailable when in NJ mode.

Setting	Description	Setting range	Default	Suggested	Cumulative coins
CREDIT 1	<i>Sets the number of coins for the first credit</i>	0-50 Increments of 1	12	12	12
CREDIT 2	<i>Sets the number of coins for the 2nd credit</i>	0-50 Increments of 1	14	14	26
CREDIT 3	<i>Sets the number of coins for the 3rd credit</i>	0-50 Increments of 1	16	16	42
CREDIT 4	<i>Sets the number of coins for the 4th credit</i>	0-50 Increments of 1	18	18	60
CREDIT 5	<i>Sets the number of coins for the fifth credit</i>	0-50 Increments of 1	15	15	75

SCORE SET MENU

Use this menu to set the coins per credit for multiple credits while using inhibit. This menu is only available when DIP SW#8 is set to ON.

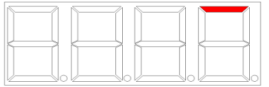
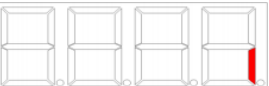
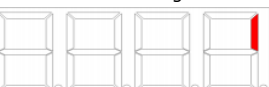
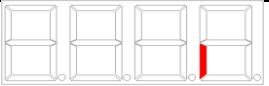



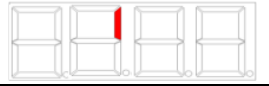





Setting	Range	Default	Suggested
COIN 1	0-200	2	12
COIN 2	0-200	3	14
COIN 3	0-200	4	16
COIN 4	0-200	5	18
COIN 5	0-200	6	20
COIN 6	0-200	7	0
COIN 7	0-200	8	0
COIN 8	0-200	9	0
COIN 9	0-200	10	0
COIN 10	0-200	11	0

NOTE: You can lower the number of credits for inhibit by setting values to zero. For the suggested setting shown left, the game will inhibit after the 5th credit.

NOTE: To use this feature with a card system, ensure the proper inhibit harnessing is installed. Failure to set up your card system for inhibit will result in players losing credits if they swipe or tap while credits are inhibited.

TEST MENU

NOTE: When in the test menu, press the left/right buttons to toggle between individual cabinets.

Test	Description	Action during test	Segment Display
FND & LED	Tests all 7 segments and LED lighting	All 7 segments will flash and led lighting will flash and colors will alternate.	N/A
ROTATE	Tests the top drop coin swing arms and sensor signal	Swing arms will move left and right. TICKETS display will show segment lit when arms are at the furthest right position (from front of game).	
PUSHER	Push deck motor component and sensor signal testing	Pusher will move forward and backward. Sensor signals will show on the TICKETS display as shown right.	Front sensor signal 
			Rear sensor signal 
COUNTER HP	Bottom coin-counting motor components and sensor signal testing	Counter motor will spin. Add coins to counter motor hopper. Coins will be counted and shown on the COINS display.	N/A
PLAY HP	Tests the top drop-coin hopper and sensor signal	Hopper will turn on and dispense 5 coins from the top of the playfield. Sensor signal will show on the TICKETS display as shown right.	
L BONUS HP	Tests the bonus coins hopper and sensor signal	Hopper will turn on and dispense 5 coins from the coin bonus area to the left of the pusher. Sensor signal will show on the TICKETS display as shown right.	
COIN TOWER	Tests the coin tower mechanism for proper operation	Push deck will retract, and the mechanism will build a tower of 50 layers of coins. *See TOWER MECHANISM TROUBLESHOOTING section for more information.	N/A
BONUS WHEEL	Test the bonus wheel motor, switch, and sensor signals	The bonus wheel spins and signals are displayed as shown right. Wheel positions 1-6 will show on the right digit of the TICKETS display.	Wheel position sensor signal 
			Ball switch signal 
INPUT	Use this test to check scoring target areas of the backboard and the drop button	Press the drop button to drop coins into the scoring targets OR remove the backboard acrylic to access the switches. Use the list below along with the LED display images right. Sensor #1 – Not used Sensor #2 is the YELLOW BIRD target Sensor #3 is the COIN to the right of the YELLOW BIRD target Sensor #4 is the RED BIRD target Sensor #5 is the COIN to the right of the RED BIRD target Sensor #6 is the BLUE BIRD target Sensor #7 – Not used	Sensor #2 (yellow bird) 
			Sensor #3 (coin) 
			Sensor #4 (red bird) 
			Sensor #5 (coin) 
			Sensor #6 (blue bird) 
			Drop button switch signal 

GAME DATA

Collects the various gameplay data for review. Pressing the LEFT and RIGHT buttons while in the GAME DATA menu will display the game data for individual cabinets.

Item	Description
1 CHECK	N/A
2 CHECK	Number of coins that enter the YELLOW BIRD scoring area
3 CHECK	Number of coins that enter the COIN scoring area to the right of the YELLOW BIRD scoring area
4 CHECK	Number of coins that enter the RED BIRD scoring area
5 CHECK	Number of coins that enter the COIN scoring area to the right of the RED BIRD scoring area
6 CHECK	Number of coins that enter the BLUE BIRD scoring area
7 CHECK	N/A
Y.W BONUS	Number of times the character has been won on the YELLOW BIRD light wheel
R.W BONUS	Number of times the character has been won on the RED BIRD light wheel
B.W BONUS	Number of times the character has been won on the BLUE BIRD light wheel
S. BONUS	Number of jackpots won
S.W COIN	Number of coins earned from the spinning wheel
S.B TICKET	Tickets won from the Super Bonus
P.W COIN	Number of coins that have fallen from the push deck into the win zone
P.W TICKET	Number tickets won from coins that fell from the deck into the win zone
WHEEL COIN	Bonus coins earned from light wheels
WHEEL TICKET	Tickets earned from light wheels
COIN SCORE	Coins dropped during party time
COIN TOWER	Number of coins that land in scoring areas during party time
TICKETS SCORE	N/A
C.S PARTY	N/A
C.T PARTY	Total number of coin towers won during gameplay

FACTORY SETTING

Reverts all settings back to original factory defaults.

NEW JERSEY SETTING

DESCRIPTION OF SETTING

1. **Additional coin per incremental credit input (See table below for illustration of expected # of coins per credit)**

Payment credit #	<u>New Jersey Mode</u> With additional coin credited per subsequent payment credit		<u>Regular Mode</u> 3 coins per payment credit	
	# of coins credited	Cumulative # of coins credited	# of coins credited	Cumulative # of coins credited
1	3	3	3	3
2	4	7	3	6
3	5	12	3	9
4	6	18	3	12
5	7	25	3	15
6	8	33	3	18
7	9	42	3	21
8	10	52	3	24
9	11	63	3	27
10	12	75	3	30

2. **No timeout during gameplay**
 - Game will hold coin indefinitely until player hits the button to drop the coin
3. **Credit and ticket retention feature**
 - If power to the game is disrupted mid-game, game will 'remember' last held credits and tickets, and will restore them on power resumption
4. **Credit ceiling feature**
 - Operator adjustable credit ceiling up to a hard ceiling of 10 credits
5. **Mechanism to shutdown coin mechanism/DBA when maximum credit in #4 is reached.**
 - Mechanism switches states when maximum credit on game is reached
 - Normally high state; Low state on maximum credit

CHANGING TO THE INHIBIT SETTING

1. Power down all cabinets.
2. Locate the settings DIP switch on the I/O pcb in each cabinet.
3. Switch DIP SW #8 to the UP (ON) position on each cabinet I/O pcb.
4. Power cabinets back on.
5. Adjust desired coin increment settings using the SCORE SET menu.

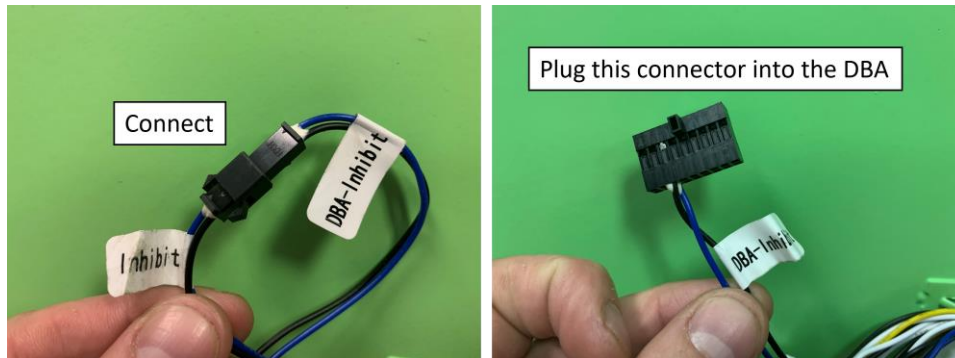
INHIBIT WIRING LOCATION AND INFORMATION

COIN MECHANISM INHIBIT

The coin mechanism automatically inhibits credits. No steps to perform.

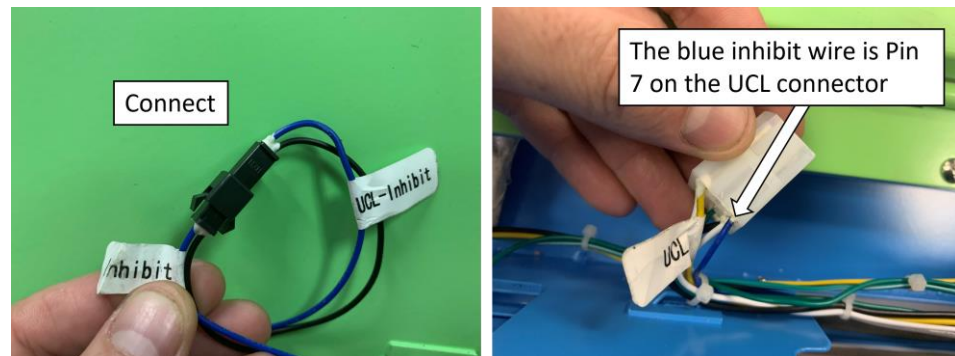
DBA INHIBIT

The DBA INHIBIT connector is located on the inside of the front door near the ticket mechanism. Connect the DBA INHIBIT connector to the INHIBIT connector. Plug the 8 pin DBA INHIBIT connector into the DBA.



UCL INHIBIT

The UCL INHIBIT connector is located on the inside of the front door near the ticket mechanism. Connect the UCL INHIBIT connector to the INHIBIT connector. Note: Not all card systems utilize pin 7 on the UCL for inhibit.



DIP SWITCH SETTINGS

DIP Switch	Description	ON	OFF	Default
1	English/Chinese	English	Chinese	ON
2	Skill stop timeout	Wheel does not timeout	Skill stop will timeout	OFF
3	Skill stop	Players press the button to stop the wheel	Game will automatically stop the wheel every X seconds (X can be adjusted in the operator menu)	ON
8	New Jersey Mode	NJ mode activated	Normal gameplay	OFF

BUILDING MANUAL TOWERS

Use this feature to build a tower on a single cabinet that does not already have towers built. The game does not take credit or allow gameplay during the tower building process.

NOTE: It is advised NOT to build a manual tower if there is already a 600+ coin tower on the playfield. This could lead to the tower hopper emptying during gameplay.

NOTE: During the tower building process, the credit inhibit will be activated. To use this feature with a card system, ensure the proper inhibit harnessing is installed. Failure to set up your card system for inhibit will result in players losing credits if they attempt to credit the game during the tower building process.

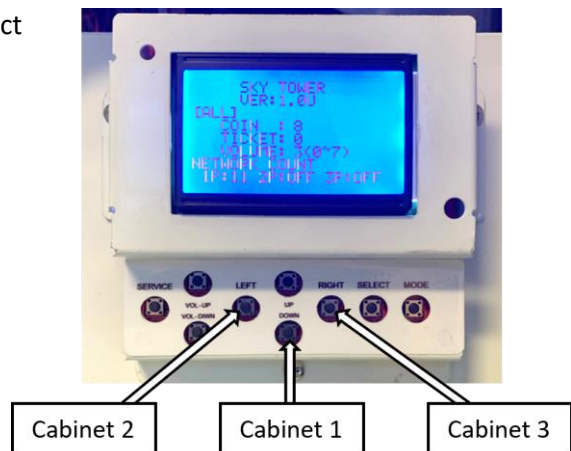
WHY BUILD A MANUAL TOWER?

Towers on the playfield are attractive to customers and will entice new players to play. Periodically, there may be no towers on the playfield, so manually building towers is beneficial to increasing revenue for your location.

HOW TO BUILD A MANUAL TOWER

To build a manual tower, simply hold down the correct button for 5 seconds. There is no need to enter the operator menu.

Cabinet	Cabinet Position	Button
1	Main Cabinet	<i>DOWN</i>
2	Left Cabinet	<i>LEFT</i>
3	Right Cabinet	<i>RIGHT</i>



HOW TO ADJUST MANUAL TOWER HEIGHT

The manual tower height can be changed in the SETUP MENU of the operator menu. Through testing, we've determined the default value of 100 layers is enough to entice players, but not too many to significantly increase payout or prematurely empty coin hoppers.

Setting	Description	Range	Default
MAN. TOWER	Sets the number of layers for a manual tower build. (1 Layer = 6 coins) *See BUILDING MANUAL TOWERS section for details	50-200 Increments of 50	100

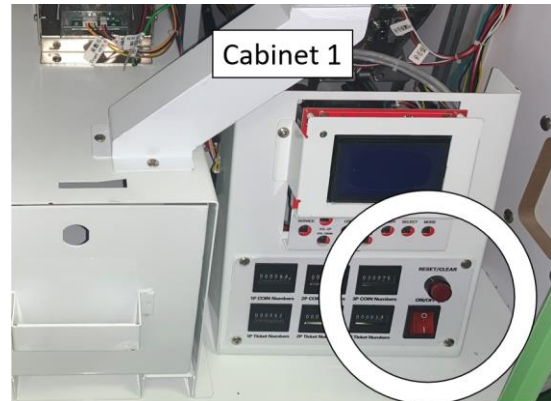
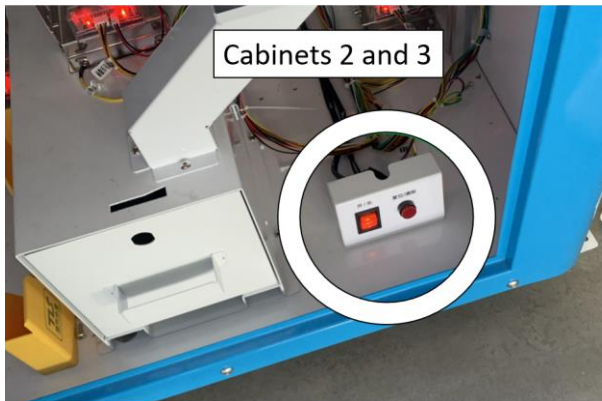
CAUTION: Do not unplug, power off the machine, or enter the operator menu during the tower building process. This can lead to coin jams in the tower mechanism.

FIRMWARE UPDATE INSTRUCTIONS

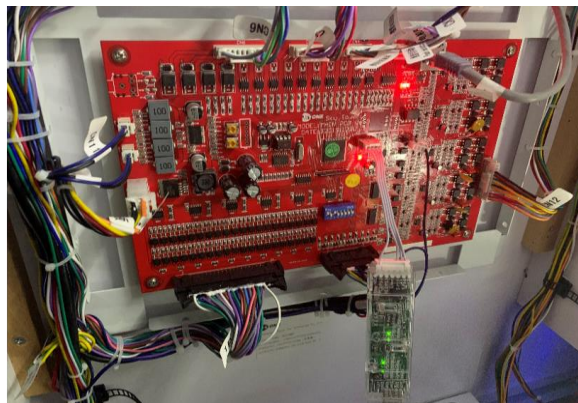
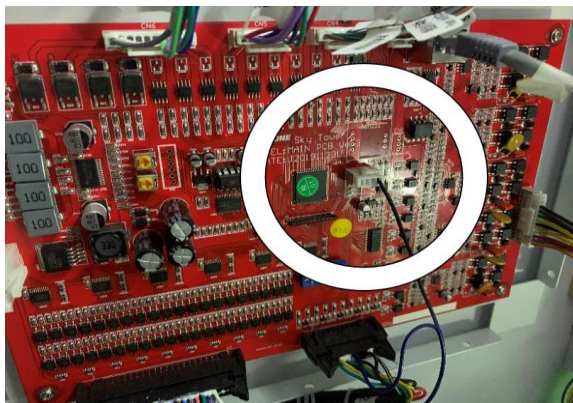
NOTE: There will be a separate update card for the I/O PCB and the Main PCB. The I/O PCB update must be performed on all cabinets.

I/O PCB UPDATE

1. Open the front door and power off the cabinet.



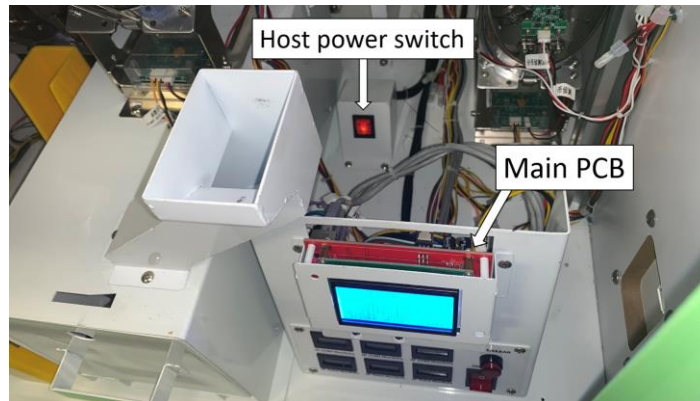
2. Remove the back door. Unplug the 4-pin connector in the center of the PCB and plug in the I/O update card harness.



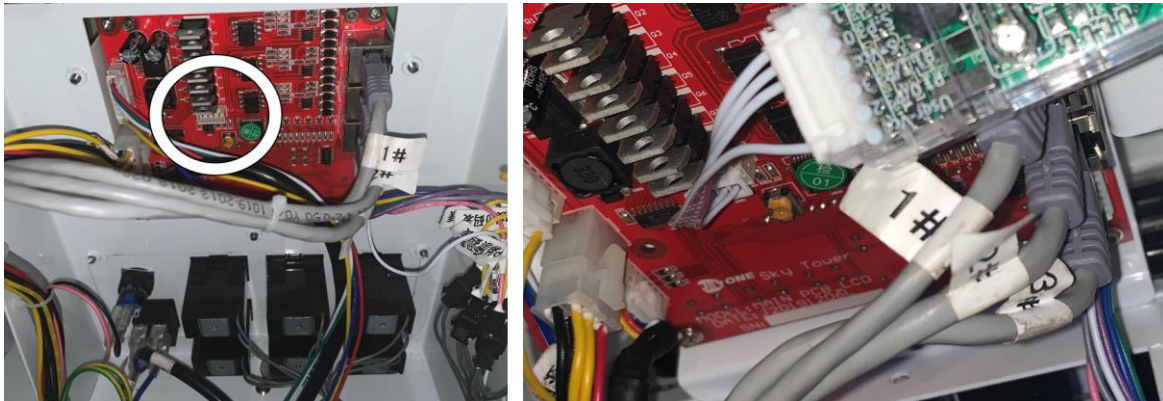
3. Power on the machine. The update card will flash slowly while updating, and then quickly when it is finished. Once the machine lights come on, remove the update card, and reinsert the original connector.
4. Complete these steps for each cabinet.

MAIN PCB UPDATE

1. Open the front door of cabinet 1 and power off the HOST power switch and the game power switch on the front of the operator panel.

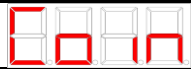
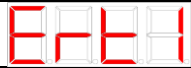


2. Insert the Main PCB update card harness in the J1 port of the Main PCB (the Main PCB is located directly behind the operator panel).



3. Power on the HOST switch. The update card will flash slowly while updating, and then flash quickly when it is finished. Once the operator panel display comes on, remove the update card and turn the game power switch to ON.
4. Verify update and default settings. Enter the operator menu by holding down the MODE button.

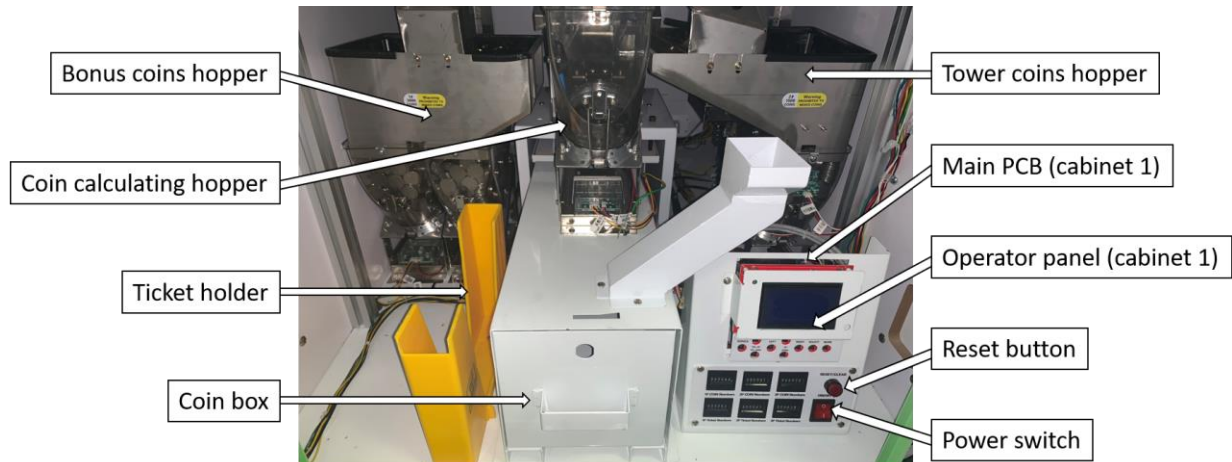
ERROR CODES

Code	Description	Solution
	Coin mechanism error	Check coin mechanism
	Ticket dispenser error	Check ticket mechanism
E1-0	Tilt sensor activated	Press the RESET button
E1-1	Tower mechanism jam	<ol style="list-style-type: none"> 1. Check the tower opening for jammed coins. 2. Remove and check coin tower for jammed coins 3. Check for loose connections 4. Verify finger home position and adjust if necessary 5. Check top limit switch function
E1-2		
E1-3		
E1-4	Coin tower pile-up up/down motor sensor error	<ol style="list-style-type: none"> 1. Check sensor/motor connections 2. Check for loose set screws on motor 3. Check sensor placement 4. Verify voltage to motor 5. Replace sensors or motor
E1-5		
E1-6	Coin tower pile-up spinning motor sensor error	<ol style="list-style-type: none"> 1. Check sensors/motor connections 2. Check for loose set screws on pulley 3. Check sensor placement 4. Verify voltage to motor 5. Replace sensor or motor
E1-7	Coin tower reservoir sensor error	<ol style="list-style-type: none"> 1. Add coins to hopper 2. Check for coin jam 3. Check hopper limit sensors 4. Check reservoir sensor 5. Check hopper driver PCB and motor
E1-8	Push deck AC Motor error	<ol style="list-style-type: none"> 1. Check if push deck is stuck 2. Check AC motor sensor 3. Check AC motor relay
E1-9	Push deck front reset error	<ol style="list-style-type: none"> 1. Check if push deck is stuck 2. Check push deck limit switches
E1-10	Push deck back reset error	<ol style="list-style-type: none"> 1. Check if push deck is stuck 2. Check push deck limit switches
E1-11	Coin drop swing arm error	<ol style="list-style-type: none"> 1. Check if swing arms are stuck 2. Check motor relay
E1-12	Network connection error	<ol style="list-style-type: none"> 1. Press the RESET button 2. Ensure main PCB power is ON (see pg. 13 Power up sequence) 3. Check network cables are plugged in (see pg. 9) 4. Bypass coupler and run new network cable directly from I/O PCB to main PCB
E1-13	Bonus coin hopper motor sensor error	<ol style="list-style-type: none"> 1. Check if hopper is jammed 2. Check driving board and sensor
E1-14	Front coin calculating sensor error	Check sensor
E1-15	Front coin calculating motor faulting	<ol style="list-style-type: none"> 1. Check front coin hopper and motor 2. Check driver board and sensor
E1-16	Coin fall sensor error	<ol style="list-style-type: none"> 1. Check coin fall sensor at top of playfield 2. Check for jammed coins in left hopper 3. Check hopper driver PCB and motor
E1-17	Super bonus wheel double sensor error	Check double sensor
E1-18	Super bonus wheel single sensor error	Check single sensor
E1-19	Super bonus sensor switch error	<ol style="list-style-type: none"> 1. Check switch 2. Check motor
E2-1	N/A – Should not be used	7-bit sensor faulty
E2-2	7-bit sensor #2 error	Check sensor (see pg. 21 for detail)
E2-3	7-bit sensor #3 error	Check sensor (see pg. 21 for detail)
E2-4	7-bit sensor #4 error	Check sensor (see pg. 21 for detail)
E2-5	7-bit sensor #5 error	Check sensor (see pg. 21 for detail)
E2-6	7-bit sensor #6 error	Check sensor (see pg. 21 for detail)
E2-7	N/A – Should not be used	7-bit sensor faulty

COMMON SERVICE AREAS

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

CABINET LOWER-FRONT



OPERATOR PANEL – SERVICE CONTROLS



Service – Use to add service credits to the machine allowing for uncredited gameplay.

Volume Up/Down – Sets the game volume.

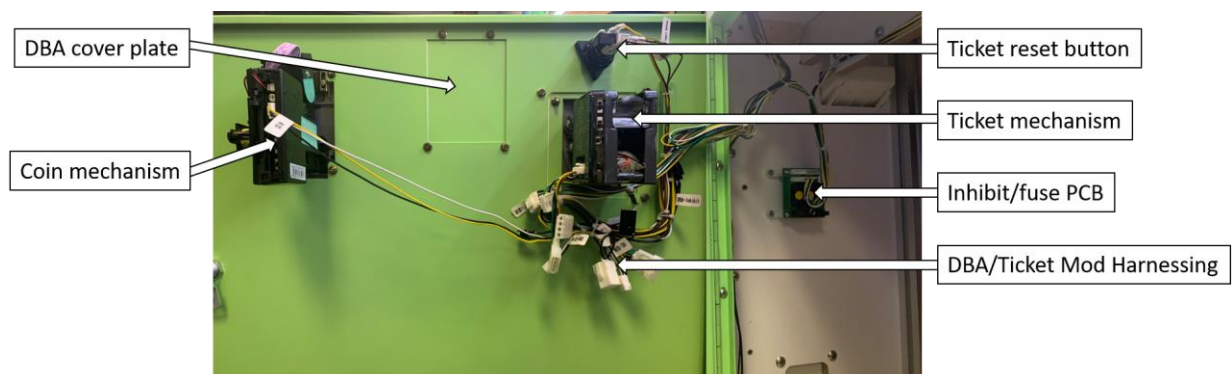
Left/Right – Use to adjust values.

Up/Down – Use to navigate menu.

Select – Use to enter an option to adjust value.

Mode – Press and hold this button to enter the operator menu.

COIN/TICKET ACCESS



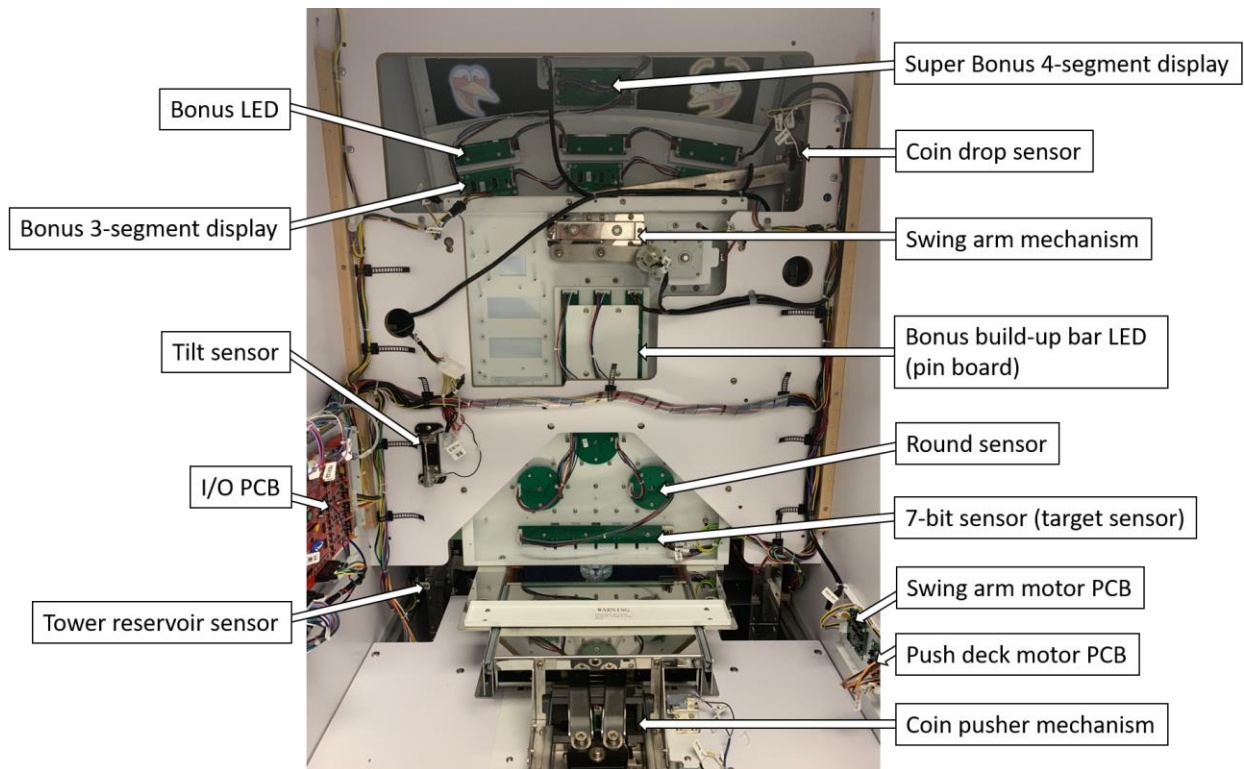
TECHNICAL SERVICE AREAS

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

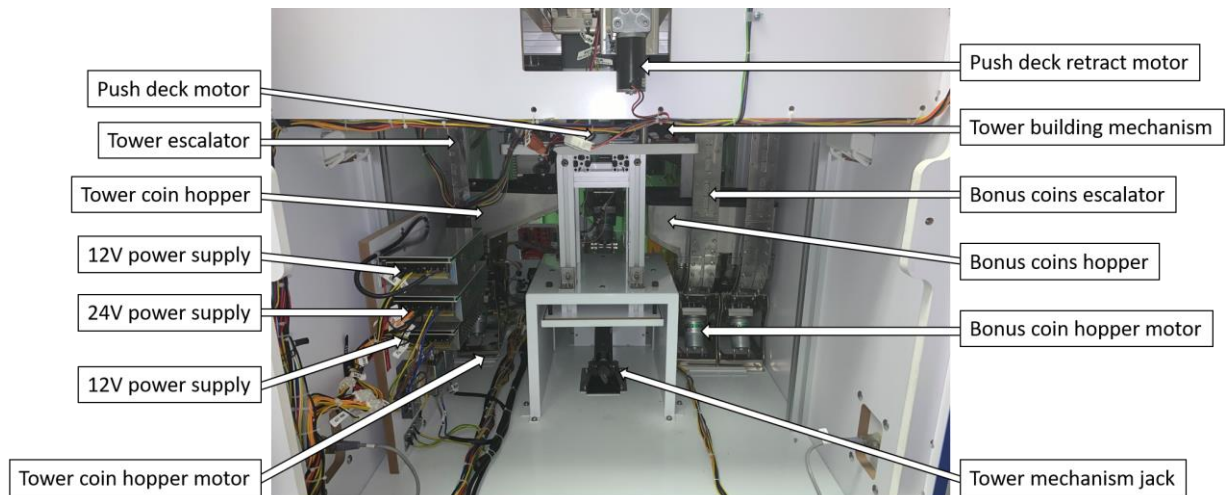
WARNING: It is advised that anyone using this section for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

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

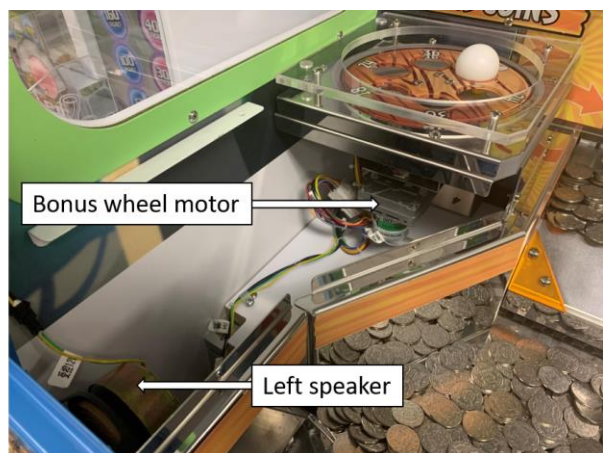
REAR ACCESS – TOP



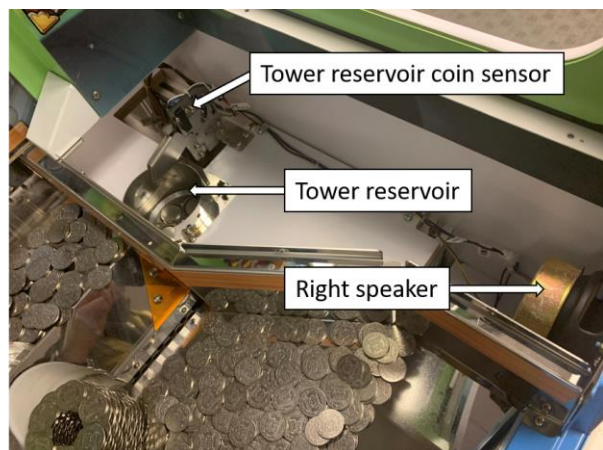
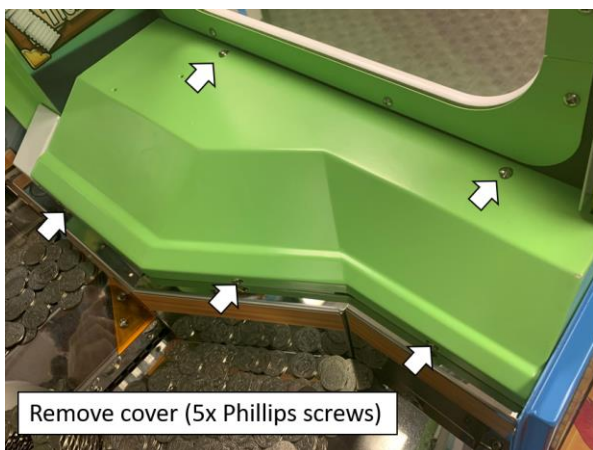
REAR ACCESS – BOTTOM



BONUS WHEEL ACCESS



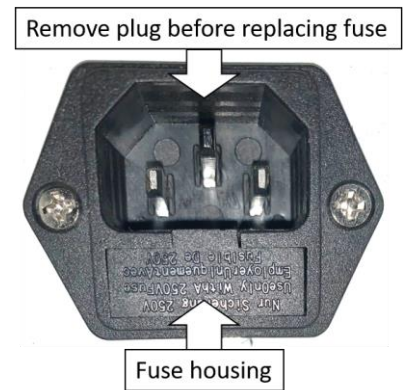
TOWER RESERVOIR ACCESS



MAINS POWER INLET

The power inlet is a standard IEC inlet socket, located at the rear of the machine. There is a main power fuse internal in this IEC socket.

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



TOWER MECHANISM TROUBLESHOOTING

ROOT CAUSES OF JAMS

1. Machine was powered off during the tower build process, or tower build process was stopped prematurely in the test menu, causing the tower mechanism to be out of alignment (*most common*).
3. Tower mechanism finger alignment is off.
4. Tower mechanism top limit switch is unplugged or stuck closed.
5. Tower mechanism sensors are unplugged, have wiring issue, out of alignment, or faulty.
6. Tower mechanism has loose pulley set screws causing misalignment of fingers or sensors.

CHECKING FOR VISIBLE JAMMED COINS

1. Make sure the push deck is all the way back and the tower mechanism can be seen. This can be done using the operator menu selection below.
 - a. Hold MODE> Select TEST MENU> Select COIN TOWER> Select ON.
 - b. The push deck will move back to expose the coin tower mechanism.
 - c. Turn the COIN TOWER OFF once the push deck is in its final position.
2. Remove the front playfield glass door.
3. Inspect the area for jammed coins by removing all coins from the tower exit.



4. If coins are jammed, lightly pry them with your finger.

CAUTION: Do not use tools as this can gouge the metal and cause further jamming. If the coins cannot be easily pried out by hand, skip to the “Removing the Tower Mechanism” section below.

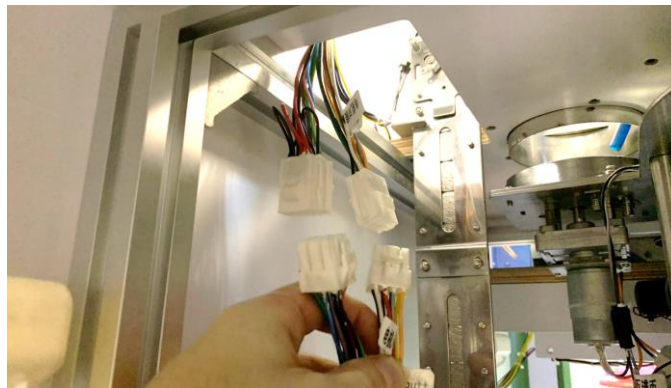
5. If the coin jam has been removed, press the RED reset button on the operator panel to clear the error. Turn the COIN TOWER ON. If the jam is successfully cleared, the tower will build as normal. If the error persists after resetting, you have a jam inside the tower mechanism.

REMOVING THE TOWER MECHANISM

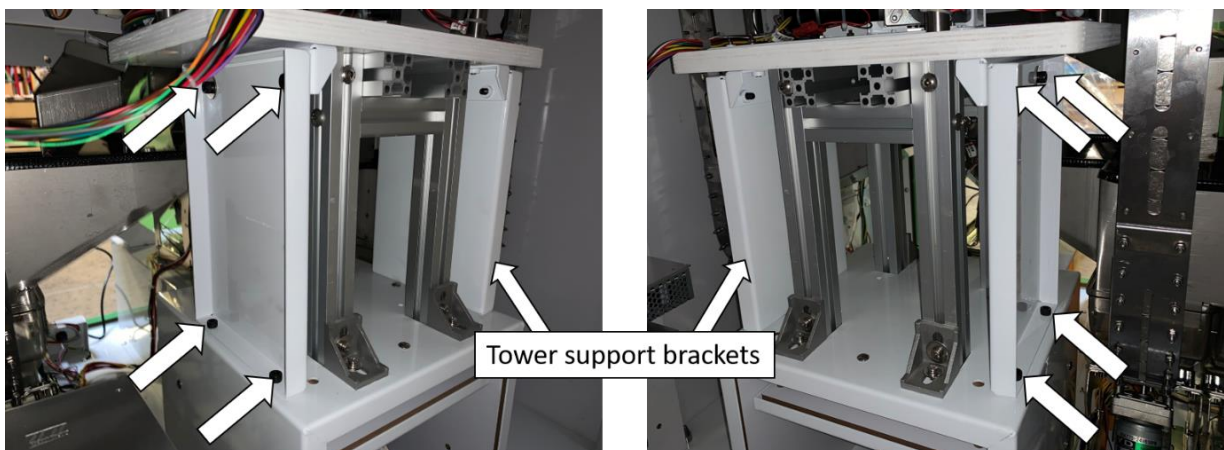
1. Make sure the push deck is all the way back and the tower mechanism can be seen. This can be done using the operator menu selection below.
 - Hold MODE> Select TEST MENU> Select COIN TOWER> Select ON.
 - The push deck will move back to expose the coin tower mechanism.
 - Turn the COIN TOWER OFF once the push deck is in its final position.
2. Turn OFF and UNPLUG the cabinet.
3. Remove the rear access door and front playfield glass door.
4. Remove any coins in the tower mechanism.



5. Unplug the tower mechanism power and data connections located on the left of the tower mechanism.



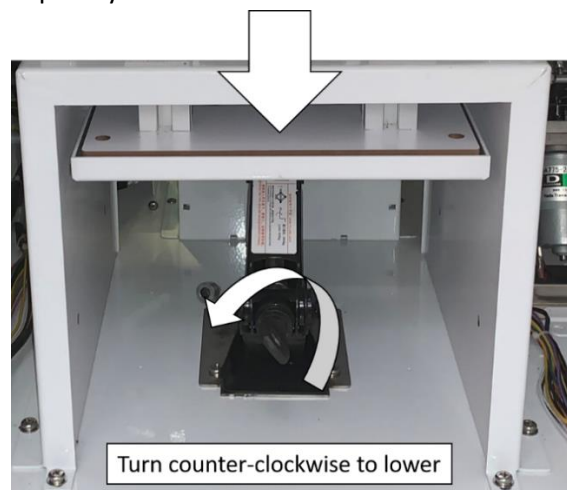
6. Remove the 8x bolts securing the tower support brackets using a 6mm hex wrench. Remove the brackets and set aside.



7. Remove the 4x Phillips screws on bottom vertical slide structure.



8. Use the jack to lower the tower mechanism to its lowest extreme (turning counter-clockwise). You will need to pull the tower mechanism back (toward you) a couple inches for the tower to completely lower.

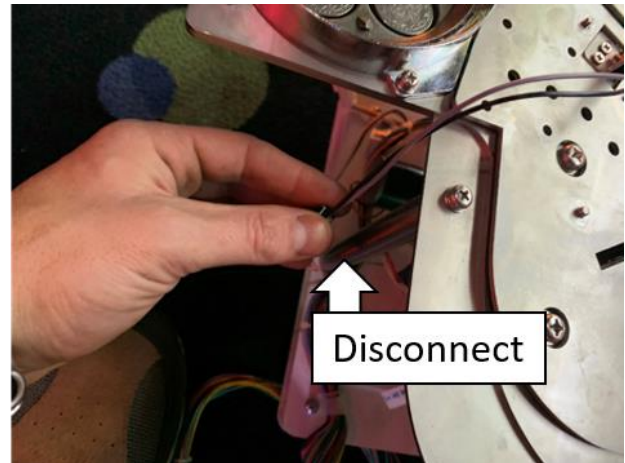
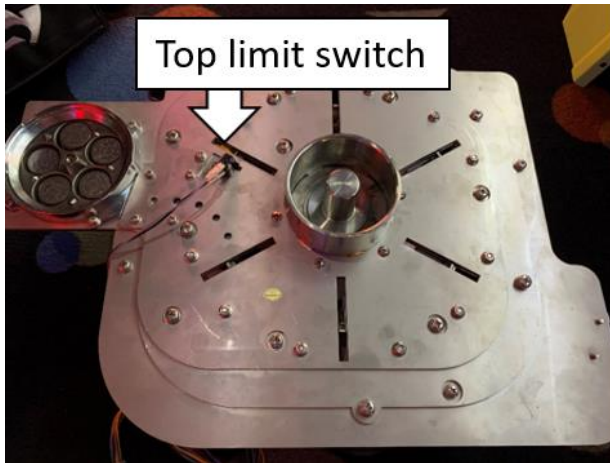


9. Pull the tower mechanism back and tilt it so that it does not hit the push deck motor. Use the metal structure bars as handles while removing and be careful not to damage sensors or wiring.

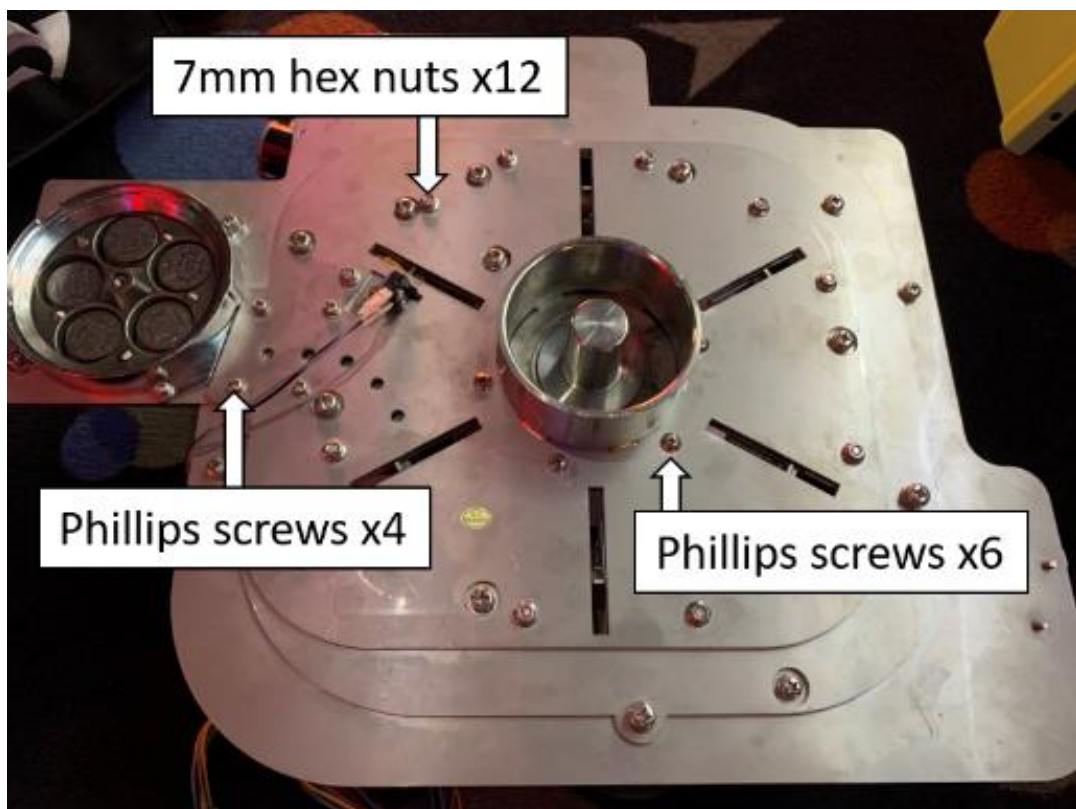


REMOVING THE TOWER MECHANISM TOP PLATE

1. With the tower mechanism fully removed from the cabinet, disconnect the top limit switch. The connector for this switch is located on the side of the tower mechanism. You do not need to disconnect the terminals on the switch itself.

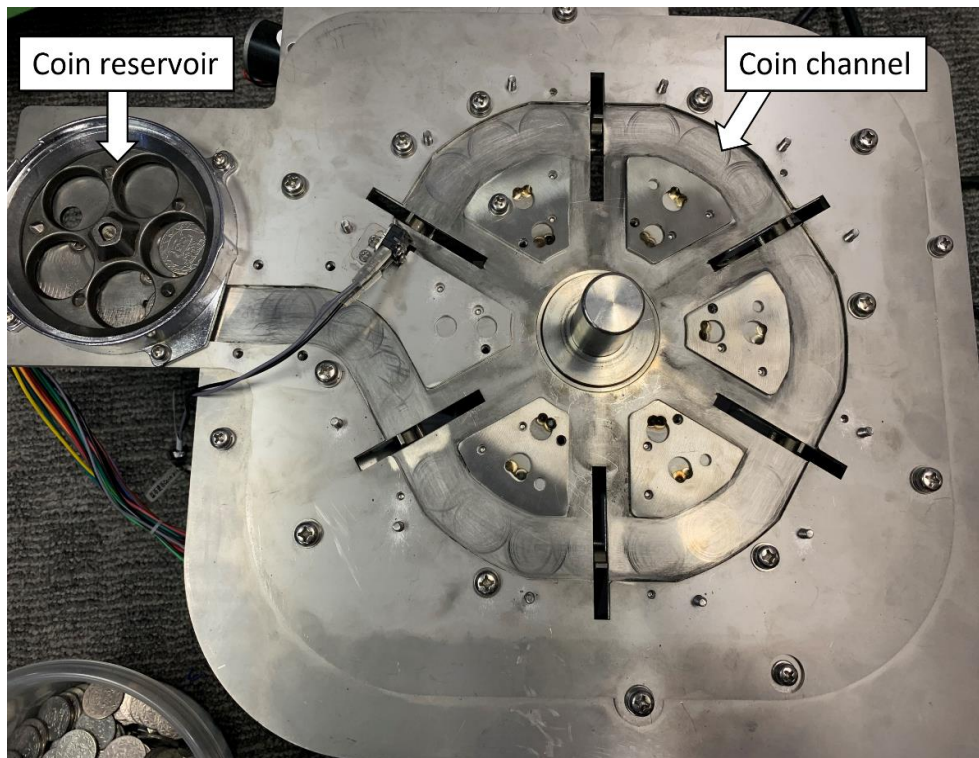


2. Remove the top cover plate. You will need to remove all 7mm hex nuts along with 10x Phillips head screws shown below.



PREPARING THE TOWER MECHANISM FOR TESTING

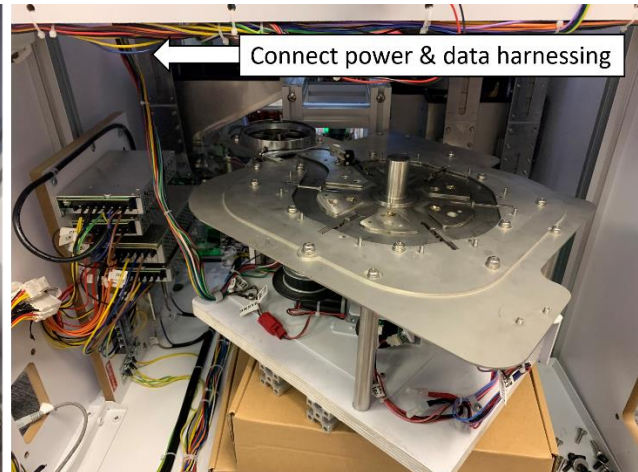
1. Remove all coins from the coin channel and coin reservoir. **ALL** coins must be removed from the channel, but it is ok to have a few remaining in the reservoir.



2. Reconnect the top limit switch.



3. Place one or two boxes behind the tower jack (2 of the support boxes shown). Place the tower mechanism on top of the boxes and plug in the tower mechanism power and data harnesses back into the game.



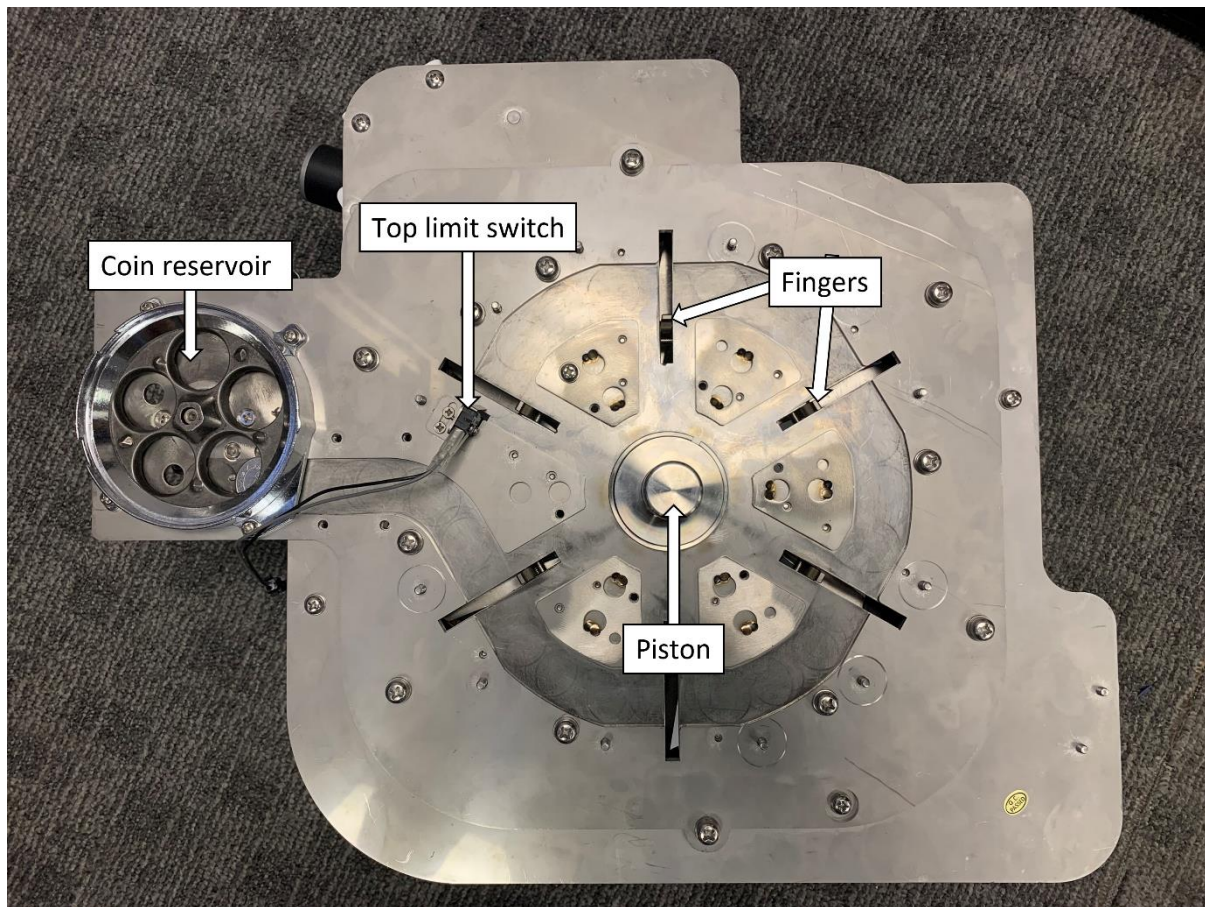
4. You will need a second person to stand at the front of the game to collect coins as they fall from the reservoir coin chute. Coins will fall from this chute when the tower mechanism is powered on in the menu. These coins can be placed back in the hopper or on the playfield. You can also put something underneath to catch the coins or place a plastic cup inside the reservoir.



5. Ensure that the tower hopper has enough coins, so the machine does not give an E1-7 error while testing.



TESTING THE TOWER MECHANISM



ORDER OF OPERATION & REQUIRED ACTIONS

Your required actions are in **bold**. Use the above image for reference.

1. **COIN TOWER test is turned ON in the operator menu.**
2. **Any Errors are cleared by pressing the RESET button.**
3. Tokens are dispensed from the tower hopper (**someone will need to catch these**).
4. Coin reservoir motor spins.
5. **Depress and release the top limit switch.**
6. Piston moves down.
7. Fingers move inward, then outward.
8. Piston moves up.
9. Piston spins clockwise.
10. Fingers return to home position.
11. **Turn COIN TOWER test to OFF.**
12. **Inspect finger home position to ensure all fingers are correct (see figure 2).**
13. **If any of these processes did not occur while testing or the machine gave an error, use the next section to troubleshoot.**

NOTE: You can test the functionality by pressing the top limit switch up to 50 times. If needing to test more, restart the COIN TOWER test.

TROUBLESHOOTING DURING TESTING

SYMPTOM	POTENTIAL CAUSE	POTENTIAL SOLUTION
Machine gives E1-7 Error	<ol style="list-style-type: none"> 1. Tower hopper low, empty, or jammed 2. Tower hopper dispenser is jammed 	<ol style="list-style-type: none"> 1. Press the RESET button 2. Fill the hopper until the hopper sensors are no longer lit 2. Remove coins and unjam hopper
Fingers move constantly without pressing the top limit switch	<ol style="list-style-type: none"> 1. Top limit switch is stuck closed 2. Top limit switch is faulty 	<ol style="list-style-type: none"> 1. Adjust top limit switch mounting position so the switch does not get stuck when depressed (figure 1) 2. Replace limit switch if faulty
One or more fingers are not in the proper home position.	<ol style="list-style-type: none"> 1. Finger placement is off 2. Screws are loose on finger pulley 	<ol style="list-style-type: none"> 1. Adjust finger position and tighten screws (figure 2) 2. Check and tighten pulley set screws
Fingers do not move when top limit switch is depressed	<ol style="list-style-type: none"> 1. The game is still in a state of error 2. The switch is unplugged or faulty 3. The "Coin pileup return sensor" is unplugged, out of position or faulty 4. The Coin Pile-up motor is unplugged or has faulty wiring 5. The Coin Pile-up motor set screws are loose 6. The Coin Pile-up motor is faulty 	<ol style="list-style-type: none"> 1. Clear the error with the reset button and then test the top limit switch 2. Check connections on switch, and the harness connection 3. Check Coin pile-up return sensor (figure 3) 4. Check motor connection (fig. 3) 5. Check set screws 6. Check motor voltage (after clearing the error). The voltage will only be present prior to the machine error.
Fingers move when the top limit switch is pressed once, but do not return to home position and stay in the outmost position.	<ol style="list-style-type: none"> 1. "Coin stack position sensor" is unplugged, out of position, or faulty. 	<ol style="list-style-type: none"> 1. Check the connection on the sensor, sensor position, or replace sensor if faulty (figure 4)
The piston does not move up and down and machine gives E1-4 or E1-5.	<ol style="list-style-type: none"> 1. Coin pile-up up/down motor sensors disconnected, loose, or faulty 2. Loose set screws on coin pile-up motor 3. Coin pile-up up/down motor disconnected/faulty 	<ol style="list-style-type: none"> 1. Check sensor connections, sensor position, or replace sensor if faulty (figure 5) 2. Check set screws (figure 5) 3. Check coin pile-up up/down motor connections, voltage, replace if faulty
The piston does not spin, and machine gives E1-6.	<ol style="list-style-type: none"> 1. Coin pile-up rotating motor sensors disconnected, loose, or faulty 2. Loose set screws on coin pile-up rotating motor 3. Coin pile-up rotating motor disconnected/faulty 	<ol style="list-style-type: none"> 1. Check sensor connections, sensor position, or replace sensor if faulty (figure 6) 2. Check set screws 3. Check coin pile-up rotating motor connections, voltage, replace if faulty

Figure 1 – Fingers move constantly

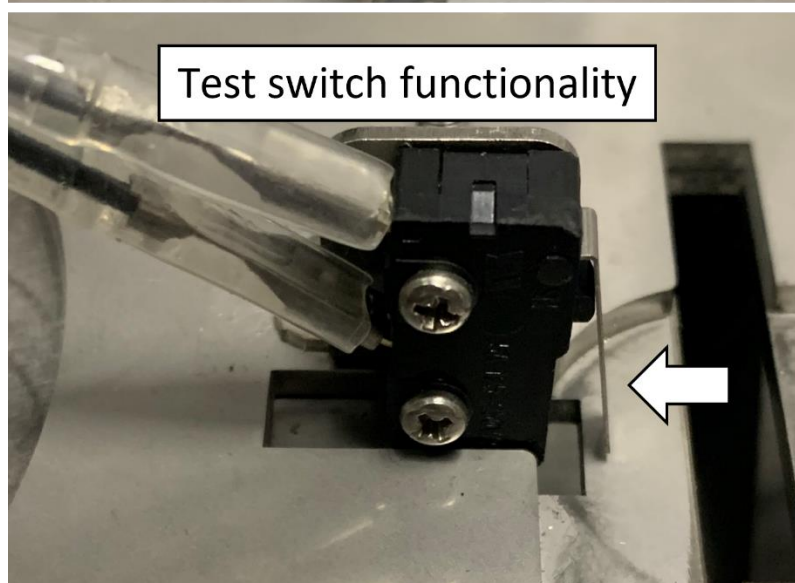
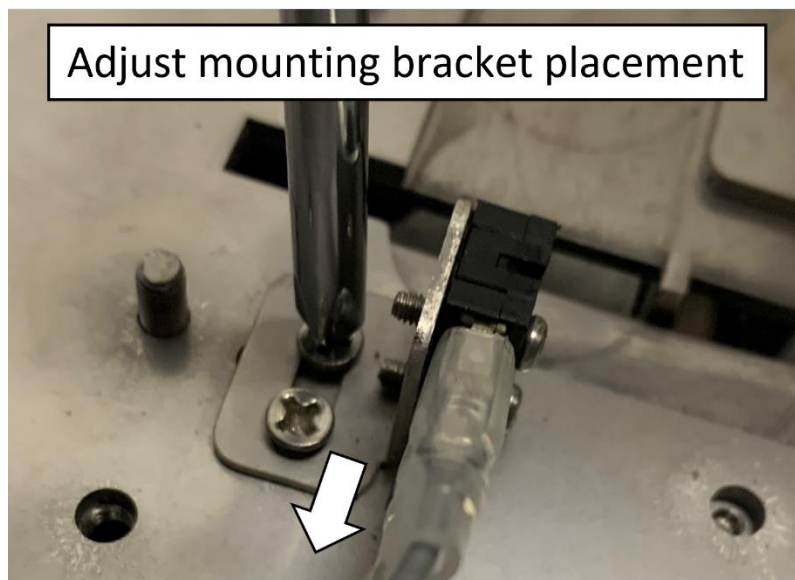
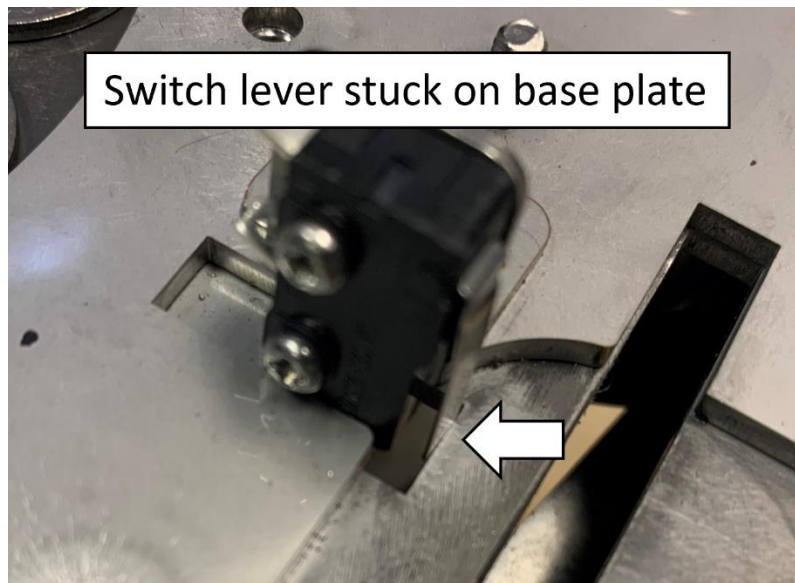


Figure 2 – Finger out of home position

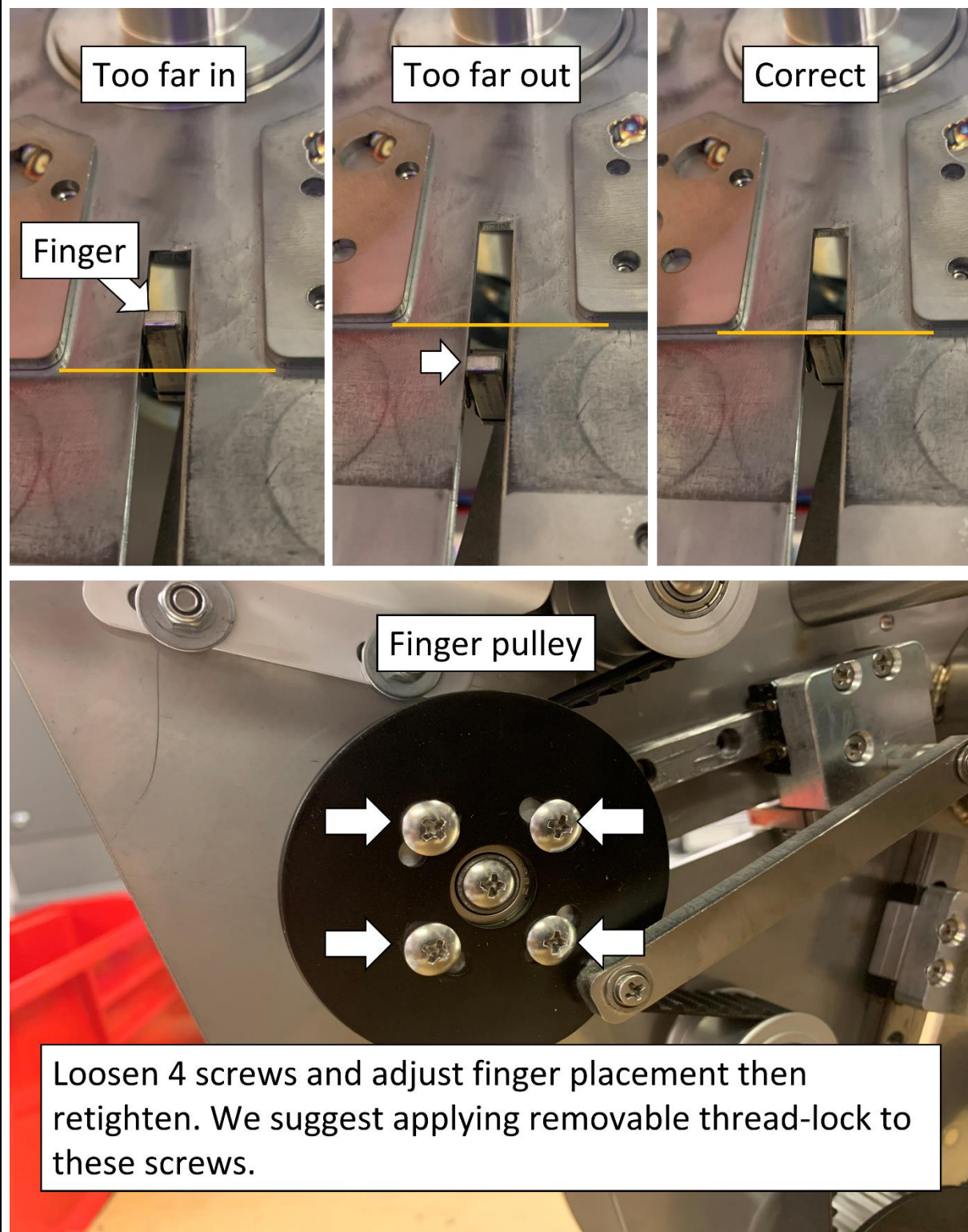


Figure 3 – Fingers do not move when top limit switch is depressed

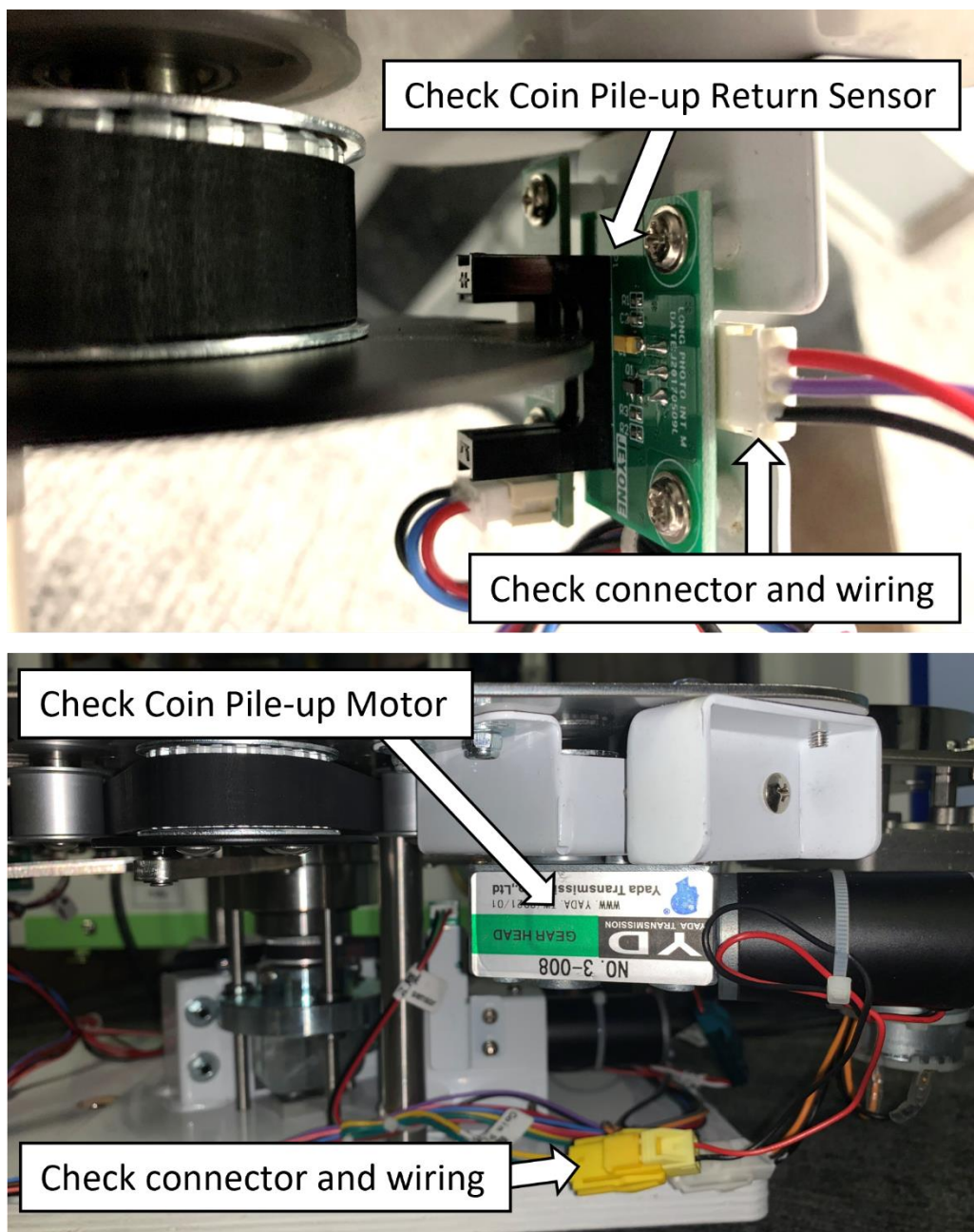


Figure 4 – Fingers move once, then stay in outmost position

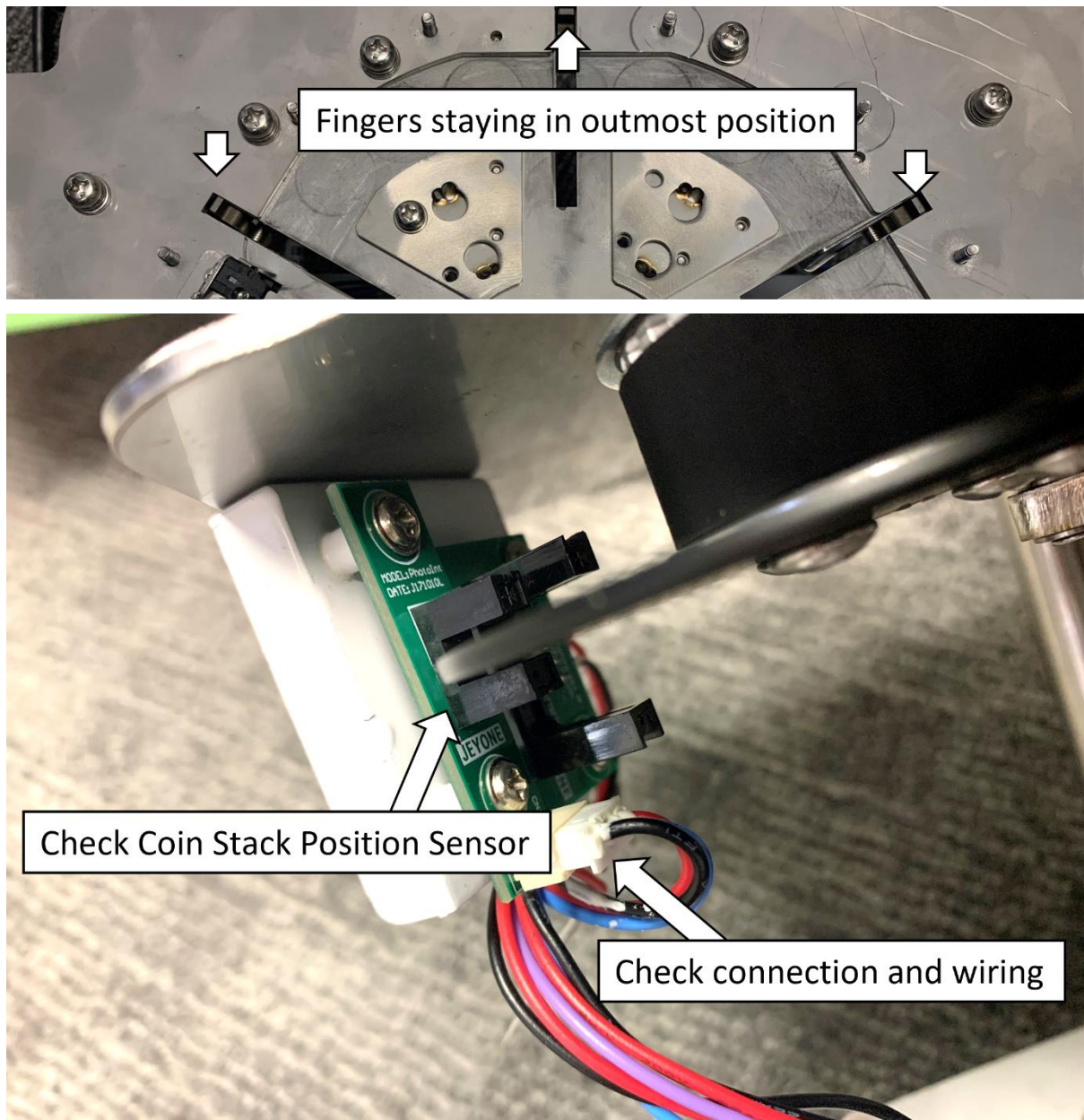


Figure 5 – Error E1-4/E1-5, Coin pile-up piston not moving up/down

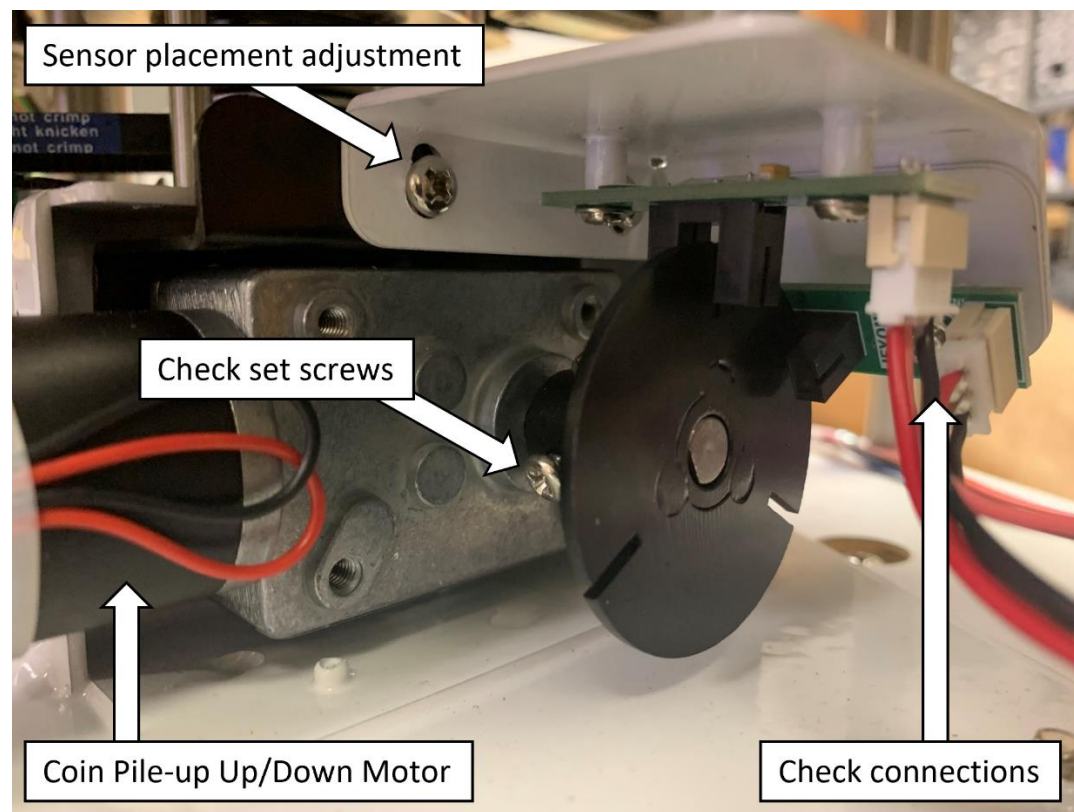
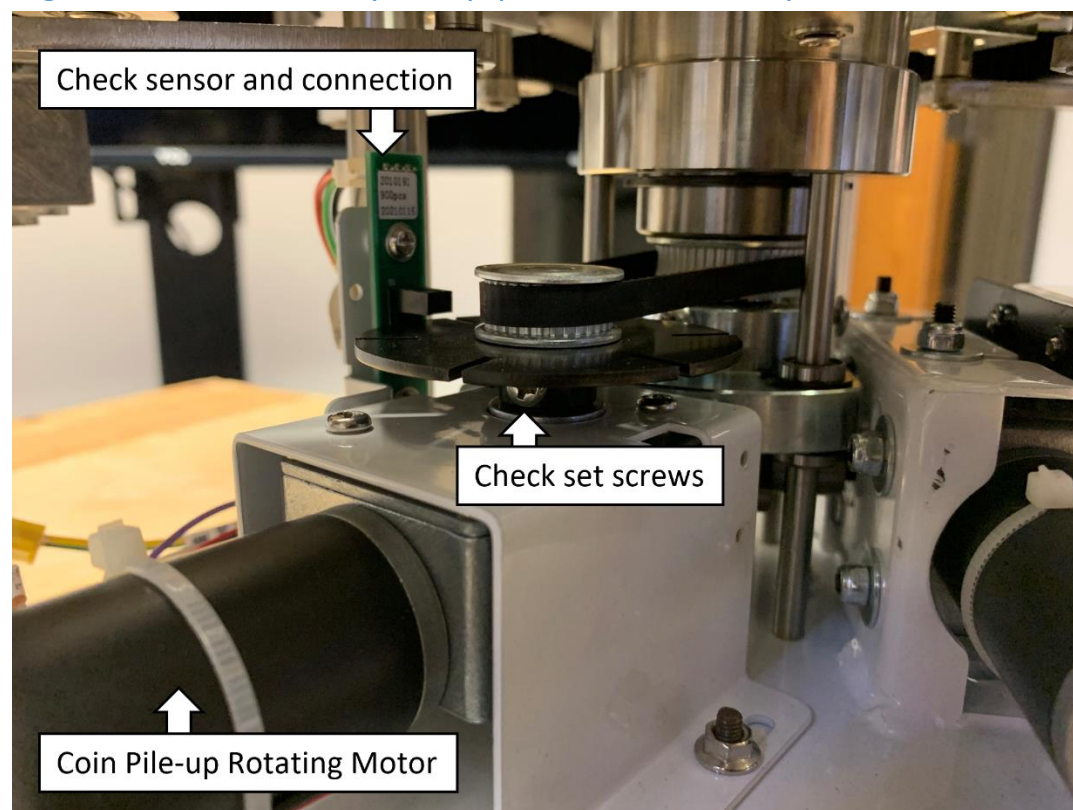
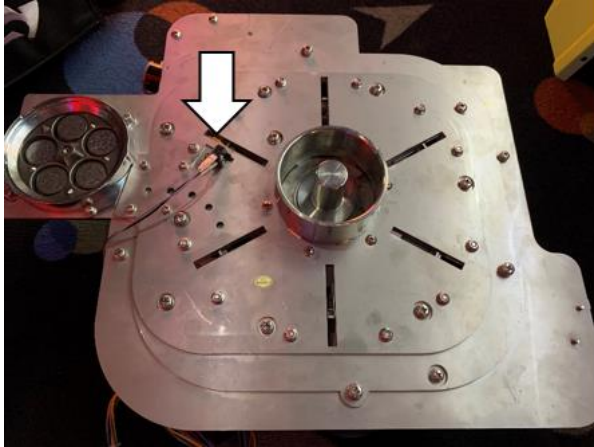


Figure 6 – E1-6, Coin pile-up piston does not spin



REINSTALLING THE TOWER MECHANISM

1. Disconnect the top limit switch. Ensure all coins have been removed from the coin channel and the fingers are at home position.
2. Replace the top cover plate and reconnect the switch. Insert all screws and attach all nuts prior to tightening any screws or nuts.



NOTE: Be sure to reconnect the top limit switch or the machine can error once again.

3. Reinstall the tower mechanism, reversing the removal steps. The tower mechanism may need to be shifted around to raise it to the upmost position.
4. Verify the tower mechanism is at the correct height and adjust as necessary to allow for the tower of coins to push from the exit smoothly (See pg. 14 of operator manual). Reinstall all screws and tighten.

NOTE: Verify the tower mechanism height once again after tightening hardware; minor adjustments may be required.

5. Plug in and power ON the machine. Press the Reset button to clear any errors. Use the operator menu to turn TOWER BUILD ON. **Allow the tower to finish building all 50 rows.** Exit the operator menu to return the machine to normal gameplay. If any errors are present after reinstalling, press the RED reset button located near the operator panel.

NOTE: The first tower built following reinstall will not be perfect on top. This is due to a lack of coins already in the mechanism. This will not be the case on future tower builds.

Example of what the first tower might look like while building:



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.

LAMPS

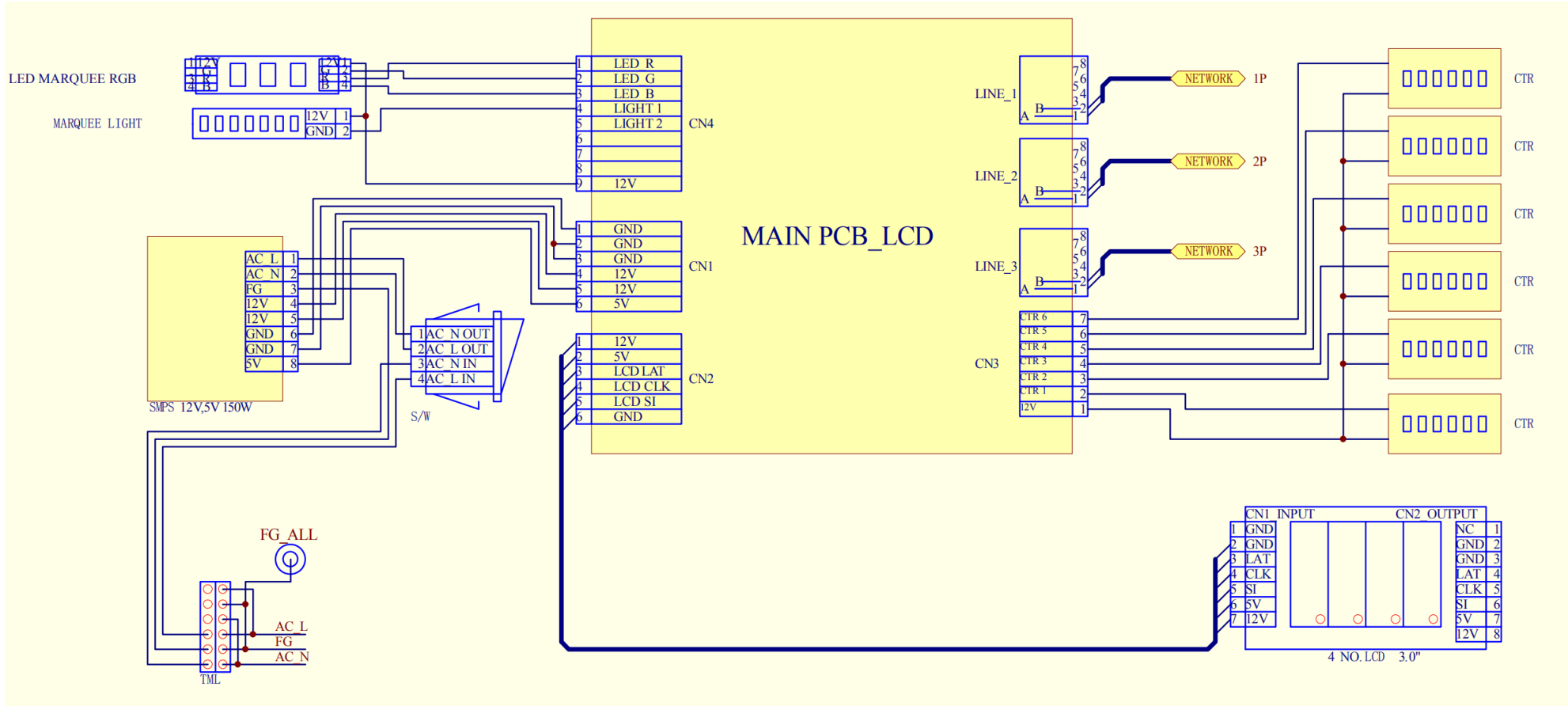
WARNING: Always turn **OFF** mains power and unplug the game, before replacing any lamps.
Always replace the lamps with the same or equivalent size, wattage, and voltage.

INTERIOR

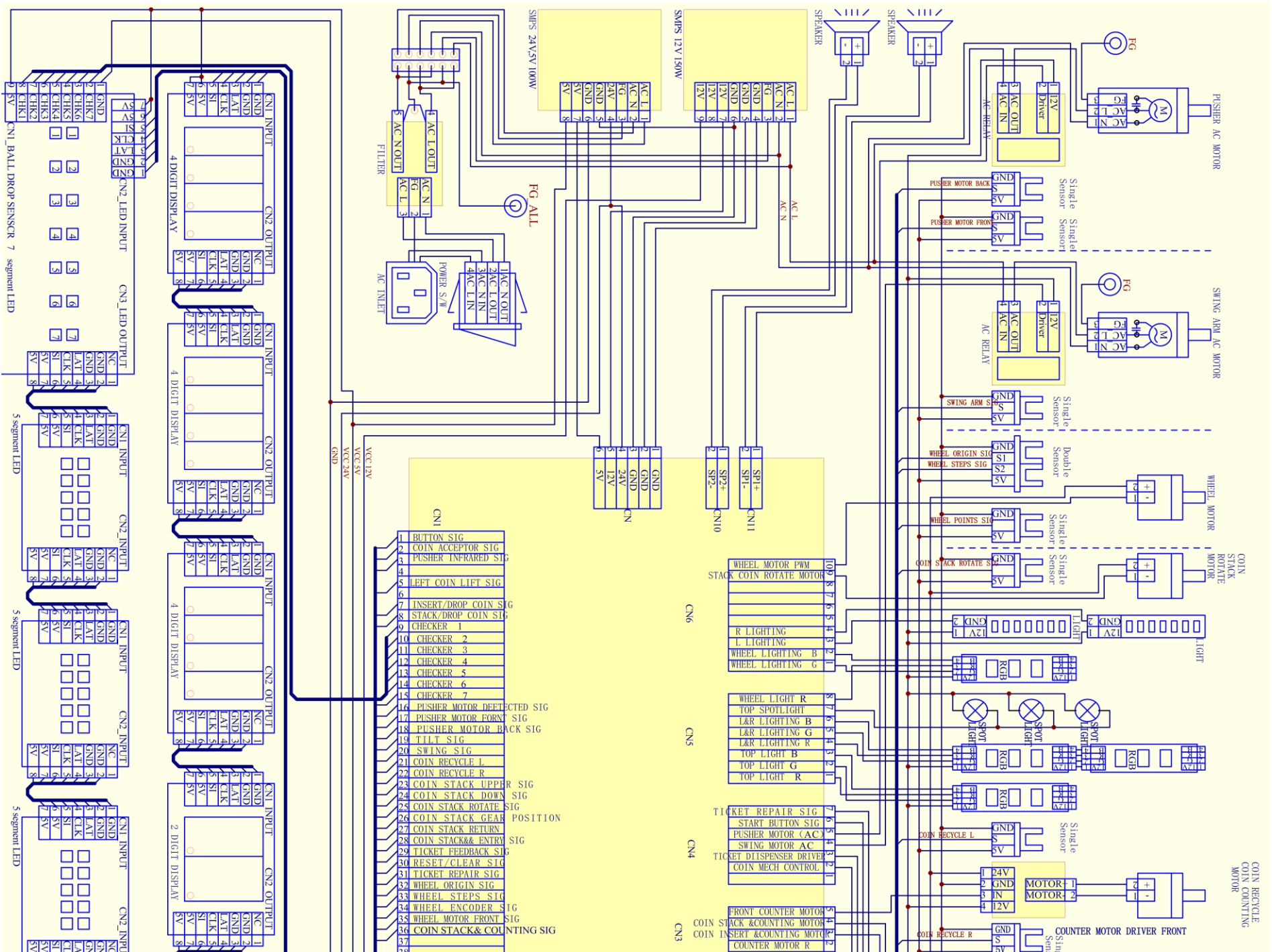
- Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen.
- Check and tighten all fixing hardware and fasteners as required.
- Return any coins that may have fallen from hoppers.

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

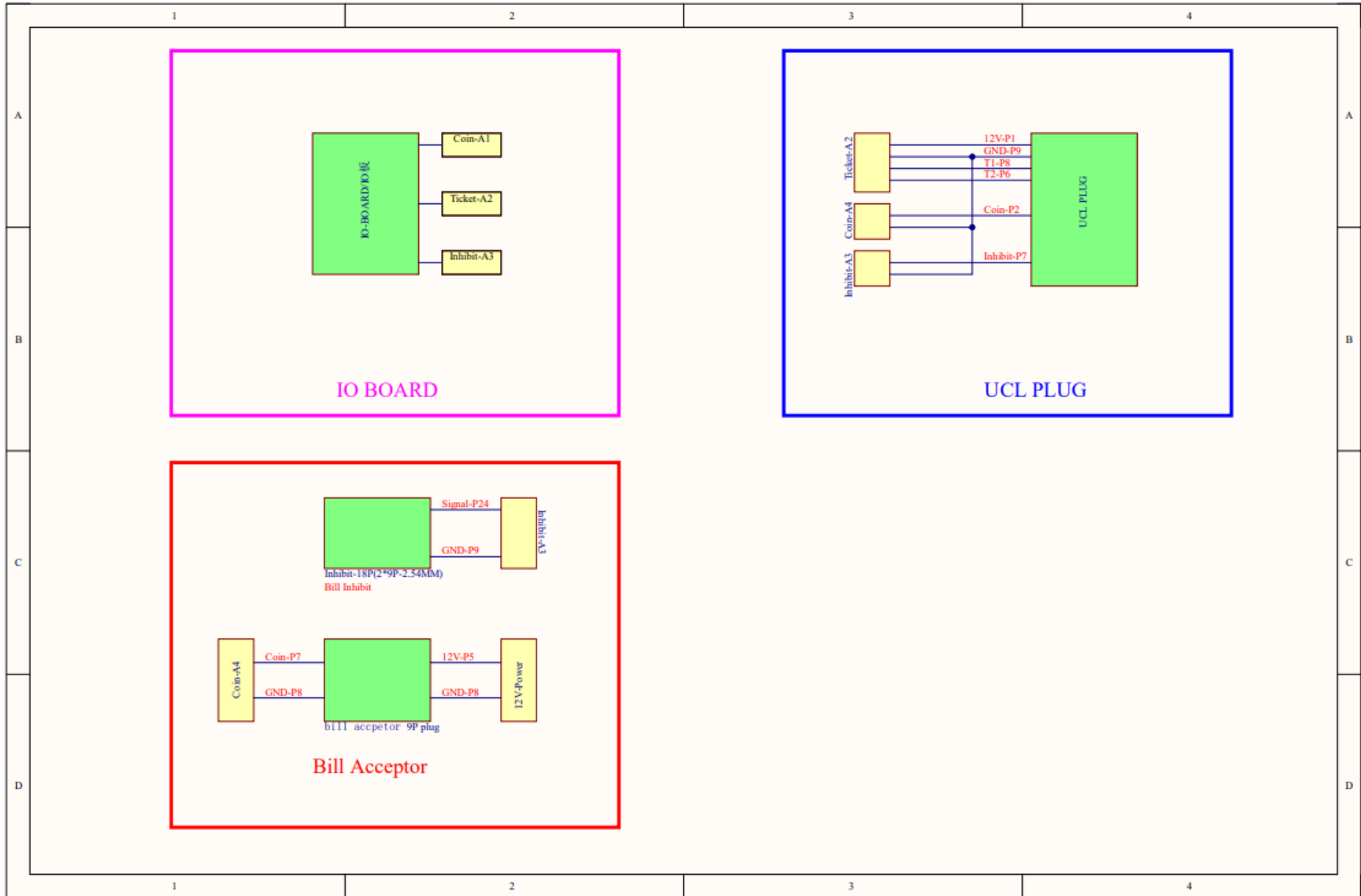
WIRING DRAWINGS



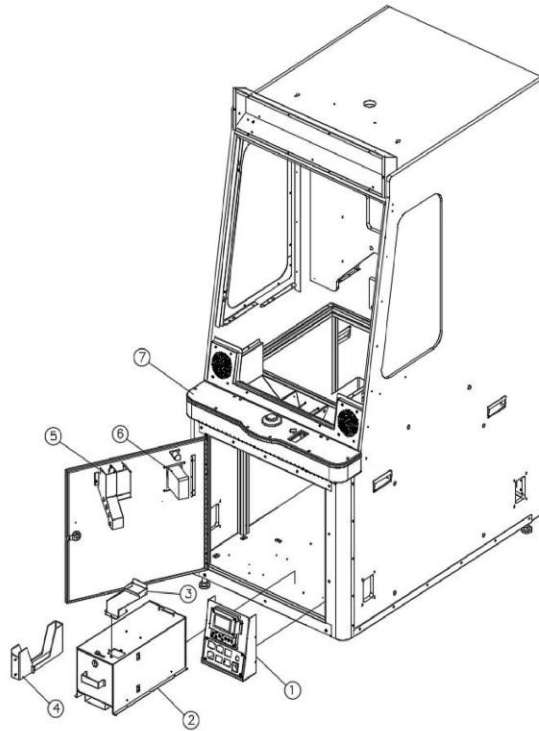






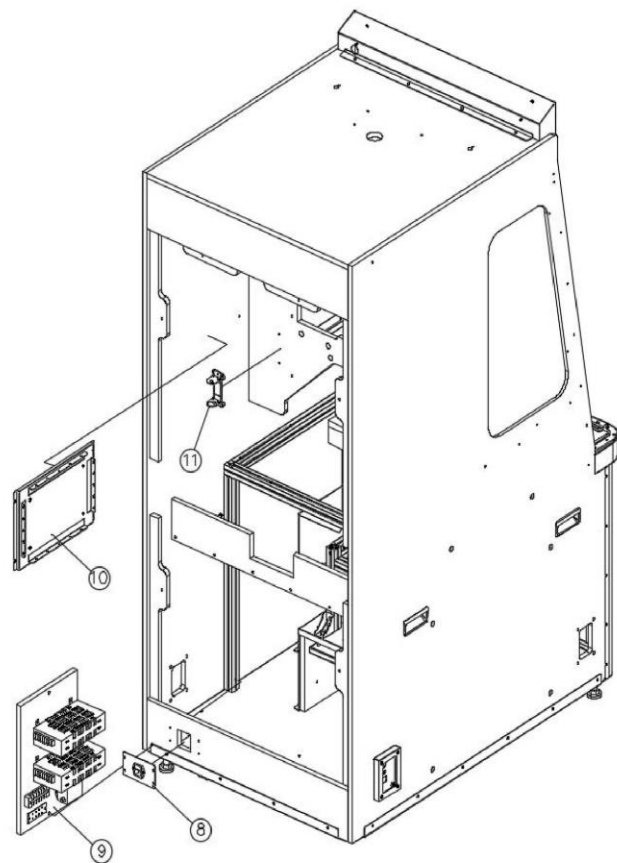


MECHANICAL DRAWINGS



NO.	PLAYMORE#	NAME OF SPAREPART	QTY
1	SKH01	WHOLE SET OF ELECTRICAL OPERATOR CONTROL DISP	1
2	SKH02	COIN BOX	1
3	SKH03	COIN CHANNEL	1
4	SKH04	TICKET BOX	1
5	SKH05	COIN CHANNEL COMPONENTS	1
6	SKH06	ELECTRICAL, TICKET DISPENSER	1
7	SKH07	WHOLE SET OF COIN CRASH CONTROL PANEL	1

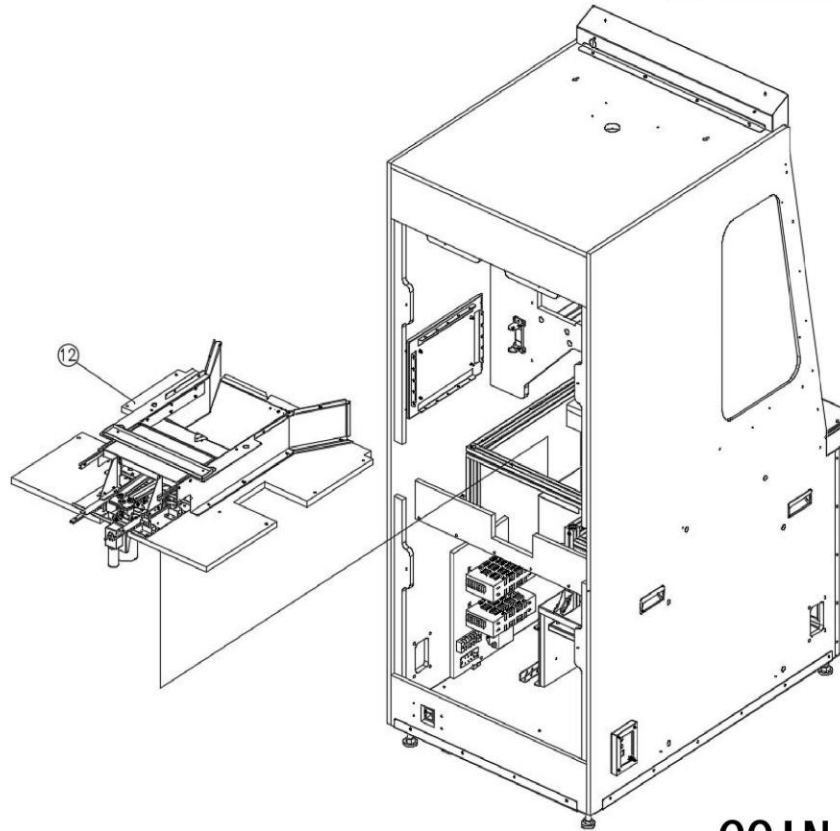
COIN CRASH EXPLODED DIAGRAM-P1



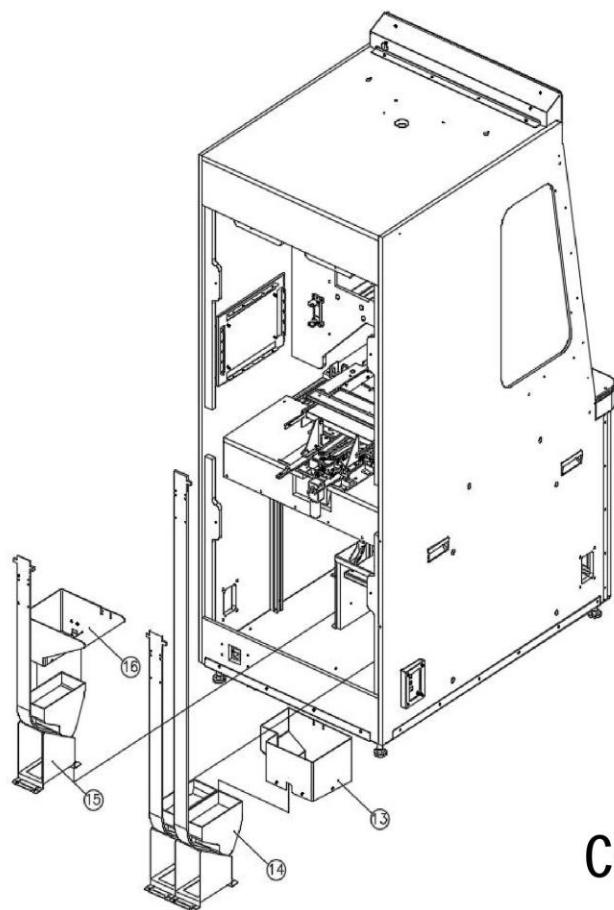
NO.	PLAYMORE#	NAME OF SPAREPART	QTY
8	SKH08	COIN CRASH MAIN BOARD	1
9	SKH-S01	COIN CRASH POWER SUPPLY	1
10	SKH-M01	COIN CRASH MAIN BOARD	1
11	SKH11	TILT SENSOR	1

COIN CRASH EXPLODED DIAGRAM-P2

NO.	PLAYMORE#	NAME OF SPAREPART	QTY
12	SKH12	WHOLE SET OF COIN PUSHER COMPONENTS	1

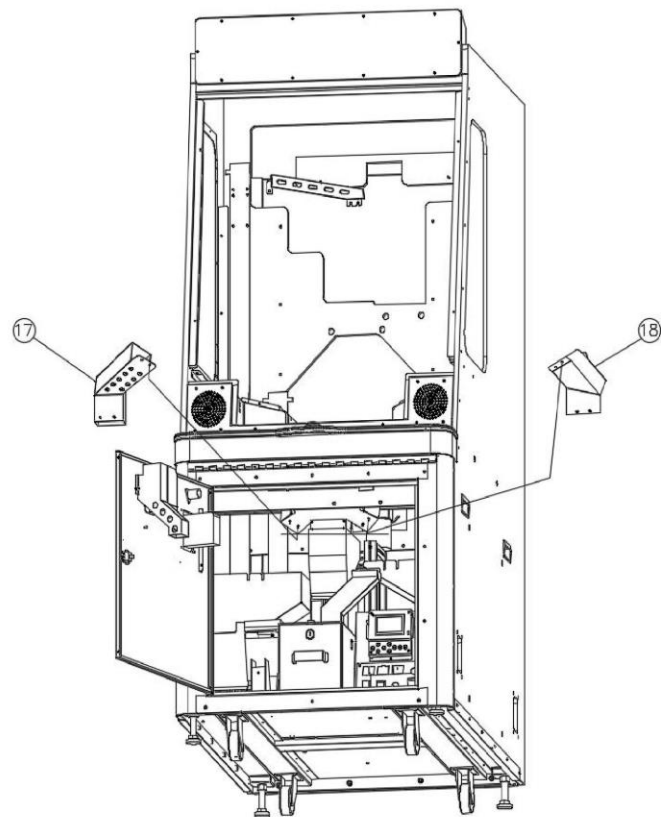


COIN CRASH EXPLODED DIAGRAM-P3



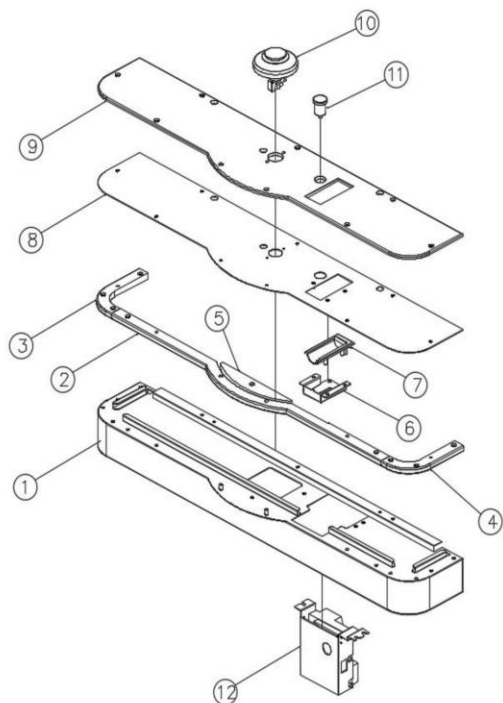
NO.	PLAYMORE#	NAME OF SPAREPART	QTY
13	SKH13	TOKEN HOPPER	1
14	SKH14	TOKEN MOTOR	1
15	SKH15	COIN TOWER BUILDING MOTOR	1
16	SKH16	DROP COIN CHANNEL 13	1

COIN CRASH EXPLODED DIAGRAM-P4



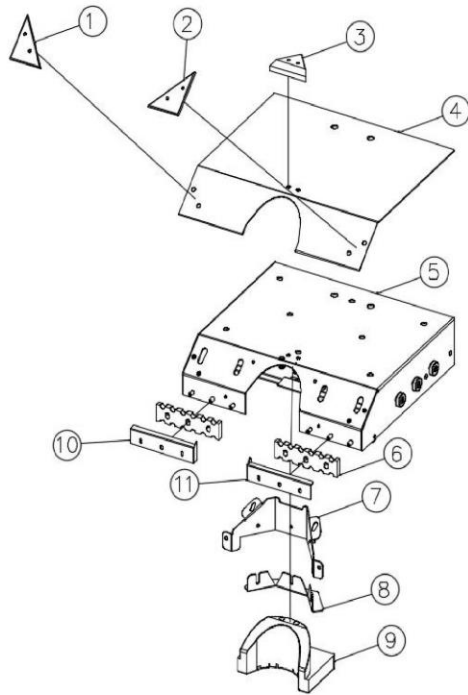
NO.	PLAYMORE#	NAME OF SPAREPART	QTY
17	SKH17	DROP COIN CHANNEL 17	1
18	SKH18	DROP COIN CHANNEL 14	1

COIN CRASH EXPLODED DIAGRAM-P5



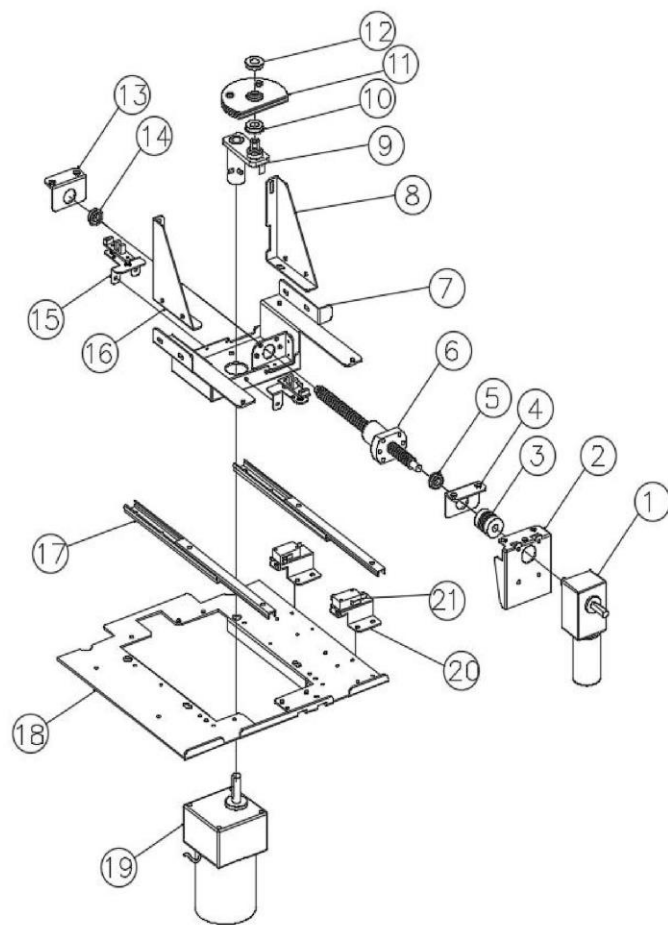
NO.	PLAYMORE#	NAME OF SPAREPART	QTY
1	TBG-072	COIN CRASH CONTROL PANEL-METAL BASE	1
2	T24	COIN CRASH CONTROL PANEL-ACRYLIC A	1
3	T17-1	COIN CRASH CONTROL PANEL-ACRYLIC B	1
4	T17-2	COIN CRASH CONTROL PANEL-ACRYLIC C	1
5	T23	COIN CRASH CONTROL PANEL-ACRYLIC D	1
6	PMPF0023-1	COIN GUIDE BRACKET	1
7	PMPF0023	HARDWARE MISC, SILVER COIN GUIDE COIN CRASH	1
8	TBG-073	COIN CRASH CONTROL PANEL-METAL PLATE	1
9	T11	COIN CRASH CONTROL PANEL-ACRYLIC PLATE	1
10	PMPF0020	COIN CRASH WHITE BUTTON	1
11	TBR01	METAL COIN RETURNED BUTTON	1
12	TBG-092	COIN ACCEPTOR BRACKET	1

COIN CRASH EXPLODED DIAGRAM-P6



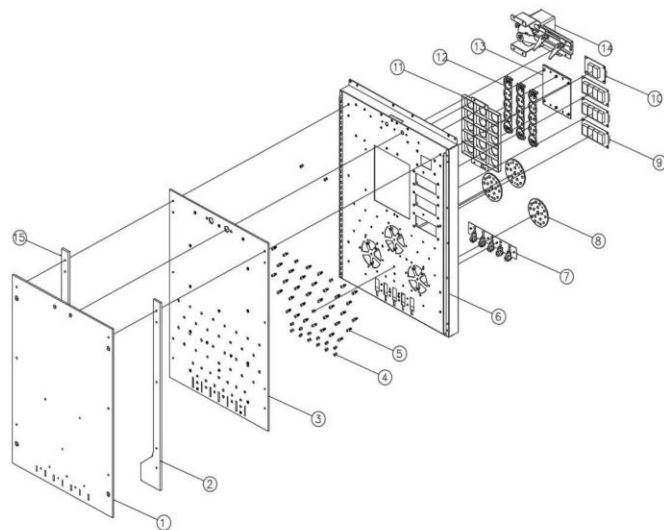
NO.	PLAYMORE#	NAME OF SPAREPART	QTY
1	T04-01	PUSHER TRIANGLE ACRYLIC-1	1
2	T04-02	PUSHER TRIANGLE ACRYLIC-2	1
3	T20	PUSHER SMALL TRIANGLE ACRYLIC	1
4	TBG-4	PUSHER BRACKET COVER	1
5	TBG-098	PUSHER METAL BRACKET	1
6	T19-POM	PUSHER BAFFLE ACRYLIC PLATE	1
7	TBG-100	PUSHER METAL BRACKET 4	1
8	TBG-135	PUSHER METAL BRACKET 3	1
9	TBG-A2	PUSHER METAL SPAREPARTS 1	1
10	TBPL-01	PUSHER METAL SHEET LEFT	1
11	TBPL-02	PUSHER METAL SHEET RIGHT	1

COIN CRASH EXPLODED DIAGRAM-P7



NO.	PLAYMORE#	NAME OF SPAREPART	QTY
1	SKPUSHER-01	COIN CRASH PUSHER SMALL MOTOR	1
2	SKPUSHER-02	COIN CRASH PUSHER BRACKET 9	1
3	SKPUSHER-03	COIN CRASH PUSHER COUPLING	1
4	SKPUSHER-04	COIN CRASH PUSHER BRACKET 6	1
5	SKPUSHER-05	COIN CRASH PUSHER AXLE F688	1
6	SKPUSHER-06	COIN CRASH PUSHER SPIRAL	1
7	SKPUSHER-07	COIN CRASH PUSHER BRACKET 7	1
8	SKPUSHER-08	COIN CRASH PUSHER BRACKET 8	1
9	SKPUSHER-09	COIN CRASH PUSHER SENSOR COMPONENT	1
10	SKPUSHER-10	COIN CRASH PUSHER AXLE F6800	1
11	SKPUSHER-11	COIN CRASH PUSHER SPARE PART 2	1
12	SKPUSHER-12	COIN CRASH PUSHER AXLE F6800	1
13	SKPUSHER-13	COIN CRASH PUSHER BRACKET 6	1
14	SKPUSHER-14	COIN CRASH PUSHER AXLE F688	1
15	SKPUSHER-15	COIN CRASH PUSHER SENSOR BRACKET	2
16	SKPUSHER-16	COIN CRASH PUSHER BRACKET 8	1
17	SKPUSHER-17	COIN CRASH PUSHER GLIDE RAIL	2
18	SKPUSHER-18	COIN CRASH PUSHER BRACKET 16	1
19	SKPUSHER-19	COIN CRASH PUSHER LARGE MOTOR	1
20	SKPUSHER-20	COIN CRASH PUSHER BRACKET 5	2
21	SKPUSHER-21	COIN CRASH PUSHER SWITCH	2

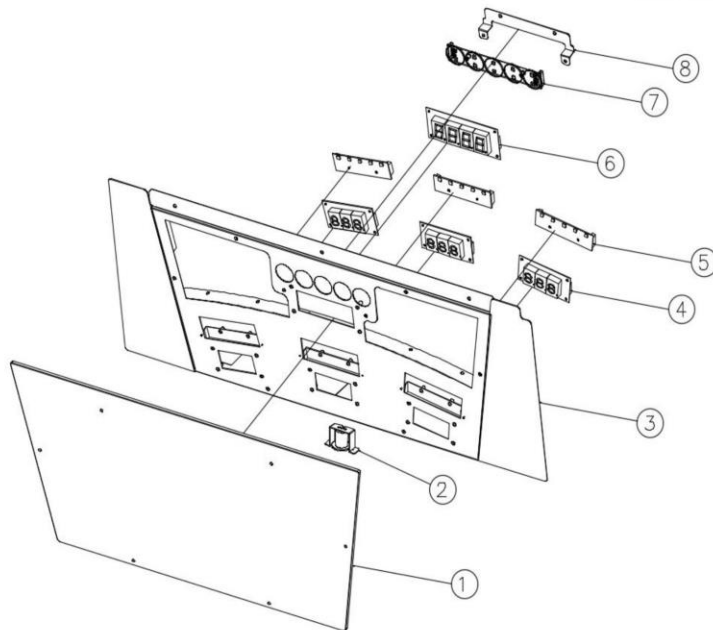
COIN CRASH EXPLODED DIAGRAM-P8



NO.	PLAYMORE#	NAME OF SPAREPART	QTY
1	SKT-02	PLAYFIELD TOP ACRYLIC	1
2	T18	PLAYFIELD SIDE ACRYLIC	2
3	T15-PC	PLAYFIELD BOTTOM ACRYLIC	1
4	SKPINB-01	COIN CRASH PIN BOARD SCREW 01	15
5	SKPINB-02	COIN CRASH PIN BOARD SCREW 02	36
6	SKPINB-03	COIN CRASH PIN BOARD	1
7	SK379-5	7 BIT SENSOR FOR COIN CRASH	1
8	SK379-6	ROUND SENSOR FOR COIN CRASH	3
9	SK064-26G	4-SEG LED FOR COIN CRASH-MID	3
10	SK064-25N	2-SEG LED FOR COIN CRASH-SMALL	1
11	SKPINB-03	COIN CRASH PIN BOARD LIGHT BRACKET	1
12	SKPINB-04	COIN CRASH PIN BOARD LIGHT	3
13	TBG-4	COIN CRASH PIN BOARD LIGHT BRACKET 2	1
14	SKSA-01	SWING ARM COMPONENTS	1

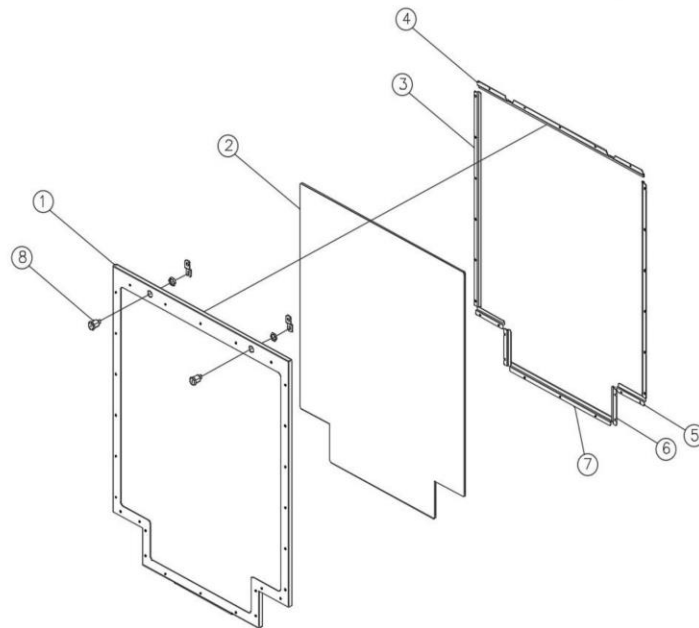
COIN CRASH EXPLODED DIAGRAM-P9

NO.	PLAYMORE#	NAME OF SPAREPART	QTY
1	SKT-01	SUPER BONUS SCORE ACRYLIC	1
2	SKL-01	SMALL SPOTLIGHT	1
3	SKL-02	SUPER BONUS PLATE BRACKET	1
4	SK064-25I	3-SEG LED FOR COIN CRASH-SMALL	3
5	SK064-25E	5-SEG LED FOR COIN CRASH(WHITE LIGHT)-SMALL	3
6	SK6	4-SEG LED FOR COIN CRASH-SMALL	1
7	SKL-03	SMALL LIGHT 2	1
8	SKL-04	SMALL LIGHT 2 BRACKET	1

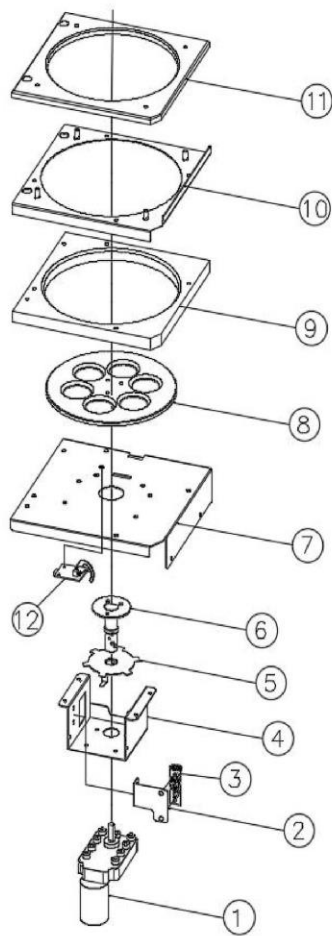


COIN CRASH EXPLODED DIAGRAM-P10

NO.	PLAYMORE#	NAME OF SPAREPART	QTY
1	SKFD-01	COIN CRASH FRONT METAL FRAME	1
2	SKFD-02	COIN CRASH FRONT DOOR GLASS	1
3	SKFD-03	COIN CRASH FRONT DOOR GLASS SIDE BAR-01	2
4	SKFD-04	COIN CRASH FRONT DOOR GLASS SIDE BAR-02	1
5	SKFD-05	COIN CRASH FRONT DOOR GLASS SIDE BAR-03	4
6	SKFD-06	COIN CRASH FRONT DOOR GLASS SIDE BAR-04	1
7	SKFD-07	COIN CRASH FRONT DOOR LOCK	2



COIN CRASH EXPLODED DIAGRAM-P11



NO.	PLAYMORE#	NAME OF SPAREPART	QTY
1	SKSP-01	COIN CRASH LUCKY SPIN PLATE MOTOR	1
2	SKSP-02	COIN CRASH LUCKY SPIN PLATE SENSOR BRACKET	1
3	SKSP-03	COIN CRASH LUCKY SPIN PLATE SENSOR	1
4	SKSP-04	COIN CRASH LUCKY SPIN PLATE SENSOR BRACKET 3	1
5	SKSP-05	COIN CRASH LUCKY SPIN PLATE SENSOR PLATE	1
6	SKSP-06	COIN CRASH LUCKY SPIN PLATE AXLE	1
7	SKSP-07	COIN CRASH LUCKY SPIN PLATE BRACKET LEFT-1	1
8	SKSP-08	COIN CRASH LUCKY SPIN PLATE ACRYLIC-1	1
9	SKSP-09	COIN CRASH LUCKY SPIN PLATE ACRYLIC-2	1
10	SKSP-10	COIN CRASH LUCKY SPIN PLATE BRACKET LEFT-2	1
11	SKSP-11	COIN CRASH LUCKY SPIN PLATE TOP ACRYLIC	1
12	SKSP-12	COIN CRASH LUCKY SPIN PLATE SENSOR-2	1

COIN CRASH EXPLODED DIAGRAM-P12

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- (b) Assembling or causing the assembly of the hardware in a manner not authorized by or disclosed in this manual;
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LAI Games shall have no obligation to make repairs necessitated by negligence or interference to any component by any unauthorized personal. This will automatically void any existing warranty.

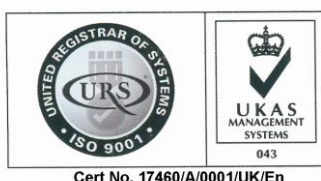
IF MAKING A WARRANTY CLAIM:

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



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