



OPERATOR'S MANUAL

FAST DRAW

V 2.0



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ISO 9001 CERTIFIED ORGANIZATION



ISO 9001: 2008 Cert No. 17460

INSTALLING GUN BRACKET AND LEATHER HOLSTER

For transportation safety we put the gun, bracket and leather holster with 4 L bolts M5x 15 on top of the control panel,



Installation process, before proceed you need to equipped your self with M5 Allen key.

Step 1.

Take the gun, bracket and leather holster from control panel. As shown down here



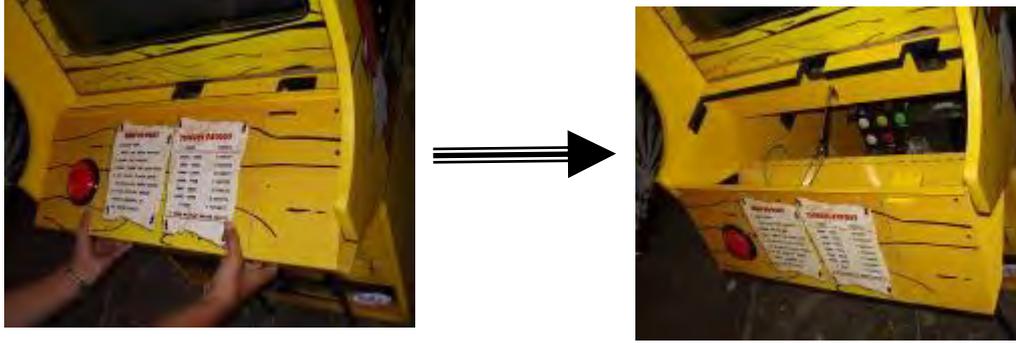
Step 2.

Unscrew 4 L bolts on each side of control panel, as shown below,





Step 3,
Open the control panel by pull the whole control panel as shown below,



Step 4,
Position the bracket on it's hole until all the four hole match with bracket inside the control panel as shown below,



Step 5,
Screw the 4 supplied L bolts to hold the bracket as shown below,



Step 6 Finishing,
Close the control panel and screw the 4 L bolts to it's position,

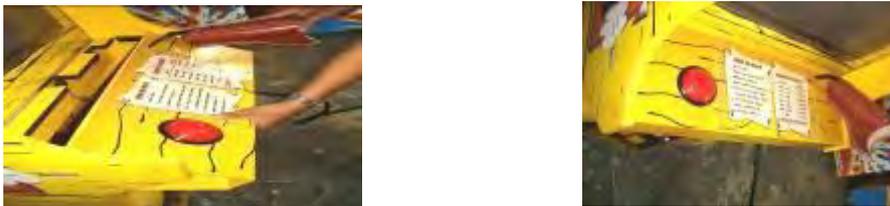




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SAFETY PRECAUTIONS

The following safety precautions and advisories are used throughout this manual and are defined as follows.

*** WARNING! ***

*Disregarding this text could result in **serious injury**.*

*** CAUTION! ***

*Disregarding this text could result in **damage to the machine**.*

*** NOTE! ***

- An advisory text to hint or help understanding.



BE SURE TO READ THE FOLLOWING



*** WARNING! ***

Always turn **OFF** Mains AC power and unplugged the game, before opening or replacing any parts.

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

Always connect the Game Cabinet to grounded electrical outlet with a securely connected ground line.

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

Do Not install the Game Cabinet in areas that would present an obstacle in case of an emergency, 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 “*Fast Draw*”, 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 through.
- Check that the rubber glide feet levelers are set evenly on the floor so that the game cabinet is unable to roll and is 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! You have just bought the “*Fast Draw*”, another great product from **LAI GAMES**. In the Wild West, it was easy to tell the difference between *Glass* and *Cans*. In this fast action shooting game, players have to make quick decisions to shoot only the Cans and not to shoot Glass.

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

DESCRIPTION

The “*Fast Draw*” is a single player fast action shooting game. Players aim to shoot as many Cans before the game timer expires. The more Cans hit, the more tickets won.

PACKAGING

- At delivery, the machine should arrive in good condition. To move the packaged machine for transport or placement, use a forklift and take care not to hit the package or stack heavy objects on top, as this may cause damage to the machine.

CONTENTS

- The “Fast Draw” cabinet
- Keys: 2 x coin door keys
 2 x back door keys
 2 x ticket door key
- Operator’s manual
- IEC Power Cord (In cash box)
- Parts & Accessories (In cash box)



SPECIFICATIONS

DIMENSIONS

- Weight: 160 kg (353lb)
- Height: 2134.5mm (84")
- Width: 989 mm (39)
- Length: 895 mm (35")
- Power: Maximum 450 W – (220V @ 2.1A)(120V @ 3.8A)

ELECTRIC SUPPLY

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

The supply must be a three wire grounded supply.

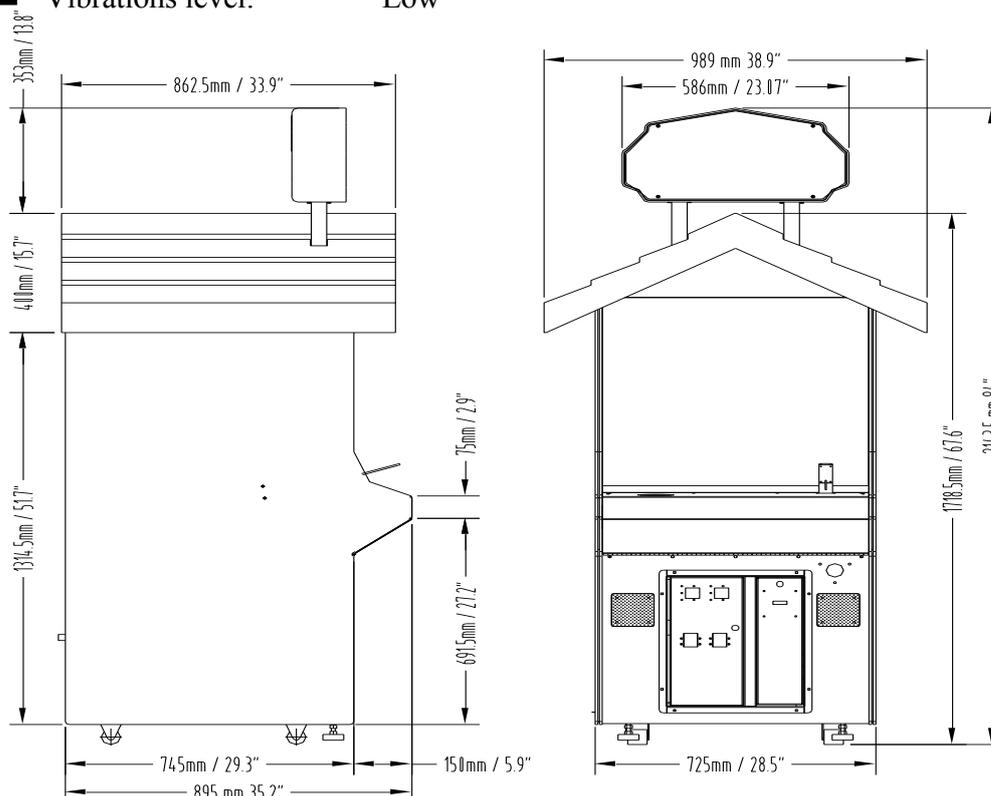
*** CAUTION! ***

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

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

LOCATION REQUIREMENTS

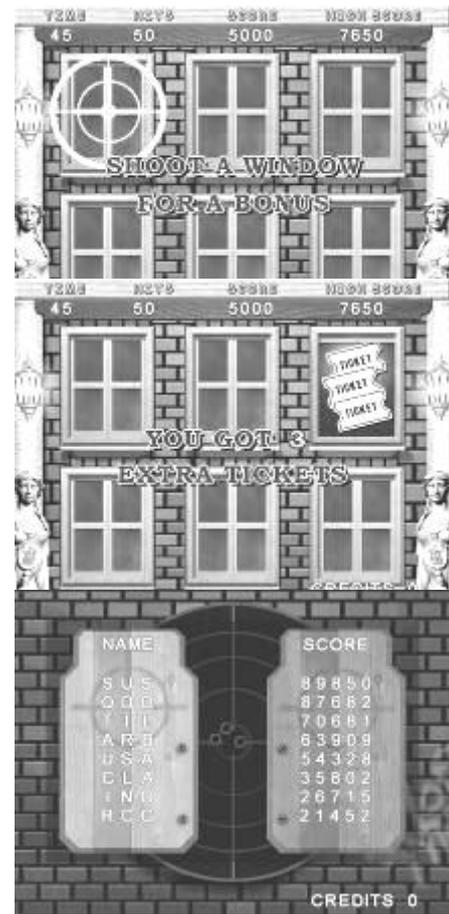
- Ambient temperature: between 5°C and 40°C.
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low



HOW TO PLAY

PLAYERS SHOOT CANS TO SCORE POINTS FOR TICKETS

- Insert coin/s for credits.
- Take the Gun from the holster and Press the Start Button to begin a game.
- Use the Gun to shoot the Cans when the windows open to score points.
- The faster you can shoot the Cans the more sets of windows are available before the game timer expires.
- Shooting the glass will result in lost time and points.
- Bonus Round can be played by shooting a certain number of Cans before the game timer expires.
- In Bonus Round, try to shoot all the Cans before the window sets change.
- Tickets are awarded based on points scored during the game.
- At the end of a game, Extra Tickets can be won by shooting one of the closed windows in the Mystery Bonus Round.
- Players with the highest scores can use the gun to enter their initials for display in the High Score table.

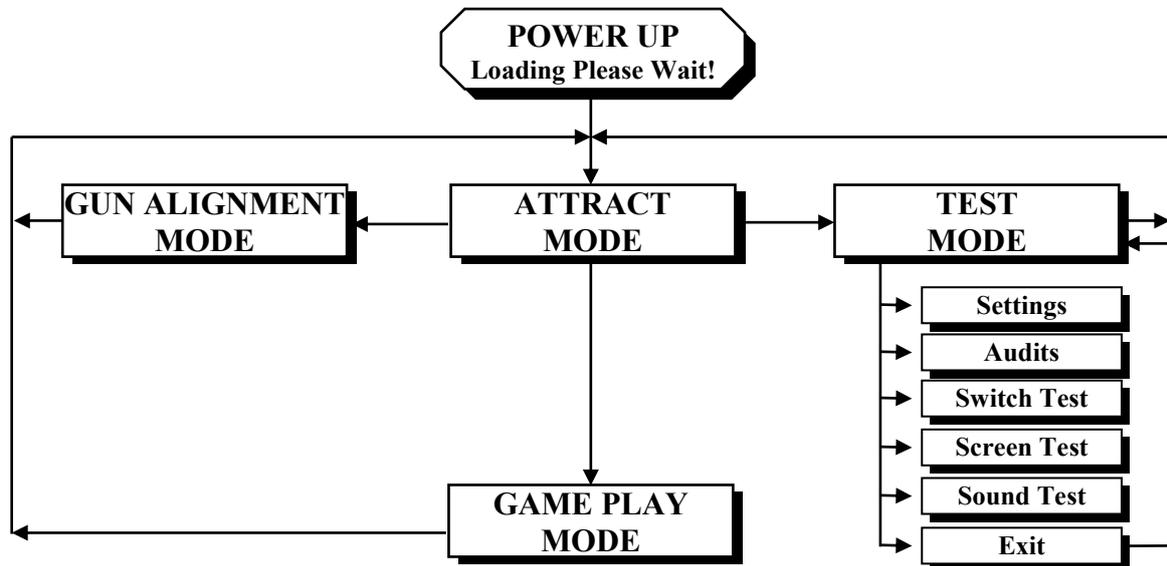




OPERATION

The “*Fast Draw*” game has five operational modes: Power Up mode, Attract mode, Game Play mode, Gun Alignment Mode and Test Mode.

OPERATIONAL DIAGRAM



POWER UP

- The Power Up mode is active when power is first applied to the game. During this time, a **LOADING PLEASE WAIT!** phrase will appear on screen. Please wait for about 10 seconds for the loading to complete.

ATTRACT MODE

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

GAME PLAY MODE

- The “*Fast Draw*” has two play modes. The *Standard Coin Play* mode, where a coin, or coins are inserted. Or *Free Play* where no coins are necessary.

COIN PLAY

The *Coin Play* mode is entered from Attract mode, by inserting coins in any of the two coin slots on the front of the machine cabinet, then following the instructions in the “How to Play” section of this manual.

FREE PLAY

The *Free Play* mode is entered by setting the Coin per Credit to “**free**”.
(For *Coin per Play settings*, see page 8)

For a single free game, just press the Service button once. When issuing single free games in this manner, Tickets can be won as normal.

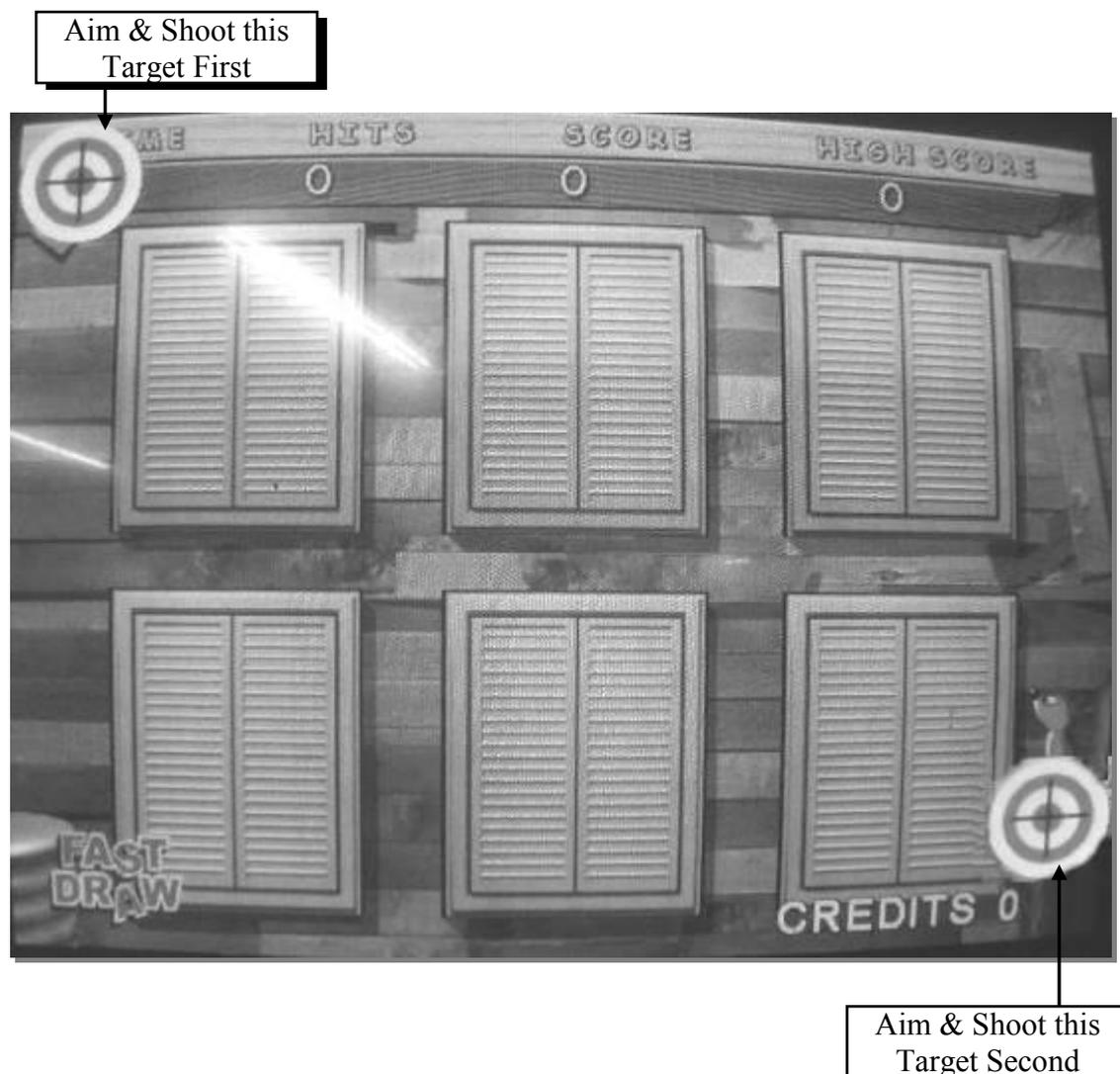


GUN ALIGNMENT MODE

The “*Fast Draw*” has a *Gun Alignment Mode* allowing you to set the calibration for gun accuracy. To enter *Gun Alignment Mode*, press the yellow Gun Calibration push button located on the service bracket.

The screen will display a background with white and red targets; one will appear in the upper left of the screen and the other in the lower right. To calibrate the gun alignment, aim and shoot first the upper left target and then the lower right target. The game will exit into Attract Mode automatically.
(Refer to the *Gun Alignment Screen* below).

GUN ALIGNMENT SCREEN

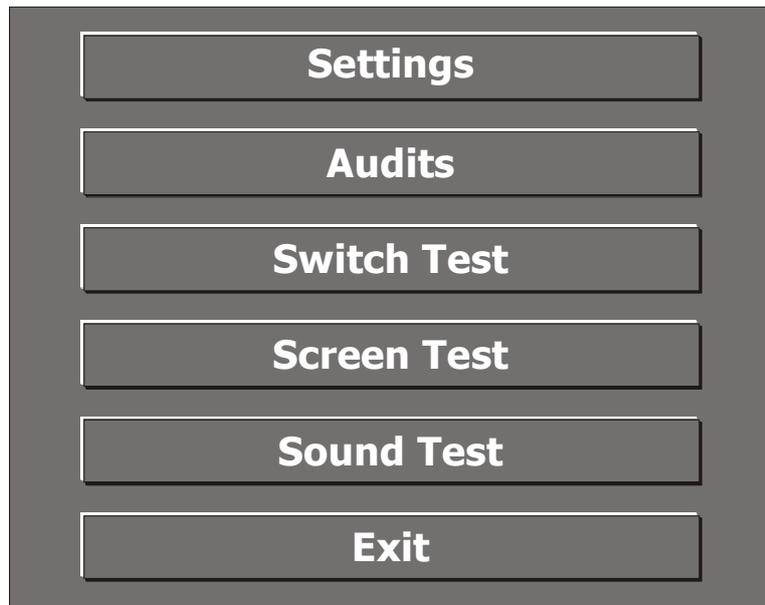




TEST MODE

The “*Fast Draw*” has *Test Mode* from which you can adjust the game settings, see the audits, do switch test, screen test, and sound test. From the main screen of the Test Mode you can choose one of the six options available that is suitable to your need. (Refer to the *Test Mode Main Screen* below).

TEST MODE MAIN SCREEN V2.0



TEST MODE PROCEDURE

- **ENTER** The *Test Mode* can be entered by pressing the red Test button located on the service bracket while in Attract mode once.
- **SELECT** The green Service button is pressed to step through each of the Test Mode options, starting from **Settings** stepping down through **Exit** and then looping again until the mode is exited.

*** NOTE! ***

- By holding down the SERVICE button, you can step through the options quicker.

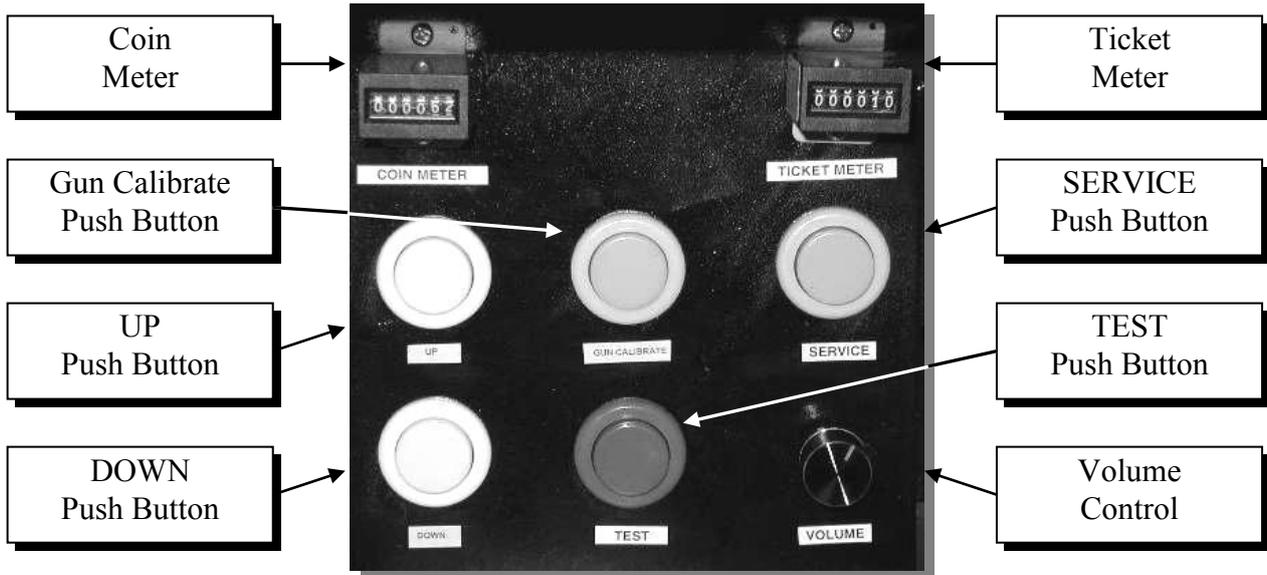
■ ENTERING OPTIONS SETTINGS

The two white Up and Down buttons are used to enter the chosen Test Mode option.

- **EXIT** The *Test mode* is exited by highlighting the **Exit** using Service button and pressing one of the white buttons.



SERVICE BRACKET



TEST MODE OPTIONS DETAILED

■ SETTINGS

Highlighting **SETTINGS** and pressing one of the two white buttons will advance to the Settings screen. In this screen you can do some adjustments related to the game.

■ AUDITS

Highlighting **AUDITS** and pressing one of the two white buttons will advance to the Audits screen. In this screen you can see the audits of the game.

■ SWITCH TEST

This test is used to test all the game switches. To enter the Switch Test, highlight **SWITCH TEST** in the Test Mode main screen and press one of the white buttons.

■ SCREEN TEST

This test is used to test the game screen. To enter the Screen Test, highlight **SCREEN TEST** in the Test Mode main screen and press one of the white buttons.

■ SOUND TEST

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

■ EXIT

To exit the Test Mode main screen, highlight **EXIT** in the Test Mode main screen and press one of the white buttons.



SETTINGS

- **ENTER** The Settings can be entered by highlighting **SETTINGS** while in Test Mode main screen and pressing the white buttons. Or, by pressing the red Test button while in Attract mode once, highlighting **SETTINGS**, and pressing the white buttons.
- **SELECT** The Service button is pressed to step through each of the adjustment configurations, starting from the highlighted **“Cancel”** dialog button, stepping through each adjustment and then looping again until the Settings is exited.
- **CHANGE** The two white buttons change the displayed value, Up to increase and Down to decrease. For the dialog buttons, either of the white buttons will activate the highlighted dialog button.

*** NOTE! ***

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

- **EXIT** The Settings is exited into Test Mode main screen by highlighting and pressing one of the white buttons on the **“OK”** dialog button to exit & save the changes. Or by highlighting and pressing the white buttons on the **“CANCEL”** dialog button to exit without saving the changes.

SETTINGS SCREEN

Base Time :	45	OK	Cancel
Coins per Credit :	1	Reset Default	
Bonus Round Time :	15		
Villains Hit for Bonus :	50		
Mystery Bonus Average :	5		
Jackpot Tickets :	10		
Ticket Payout :	On		
Attract Mode Sounds :	On		
Calibrate X :	0		
Calibrate Y :	0		

Ticket Payout Table

Ticket(s)	Score(s)
1	0
2	1500
3	3000
4	4500
5	6000
6	7500
+1	3000



SETTINGS DETAILED

■ CANCEL

(Exit Without Save Changes)

Highlighting the **CANCEL** dialog button and pressing either of the two white buttons will exit the *Settings* **without** save any changes made.

■ OK

(Exit & Save Changes)

Highlighting the **OK** dialog button and pressing either of the two white buttons will exit the *Settings* and save any changes made.

■ RESET DEFAULT

(Reset all Adjustments to Default)

Highlighting the **RESET DEFAULT** dialog button and pressing either of the two white buttons will reset all adjustments back to factory defaults.

■ BASE TIME

(Default 45) (Adjustable 45 – 90, Steps ± 15)

This variable sets the minimum time a game will play, this is regardless if player hits or misses any Cans.

■ COINS PER CREDIT

(Default 1) (Adjustable Free, 1 – 5, Steps ± 1)

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

■ BONUS ROUND TIME

(Default 15) (Adjustable 10 – 30, Steps ± 5)

This variable sets the time in seconds that the bonus round is active. Bonus Round Time is added to the Base Time if the play hits the required number of Cans.

■ CANS HIT FOR BONUS

(Default 50) (Adjustable 20 – 100, Steps ± 5)

This variable sets the number of Cans that need to be hit to get to the bonus round.

■ MYSTERY BONUS AVERAGE

(Default 5) (Adjustable 1 – 9, Steps ± 1)

This variable sets the desired number of tickets the operator would like to average on the Mystery Bonus Round at the end of a game.

■ JACKPOT TICKETS

(Default 10) (Adjustable 1 – 20, Steps ± 1)

This variable sets the maximum number of Jackpot tickets that can be won on a Mystery Bonus Round at the end of a game.



■ **TICKET PAYOUT**

(Default ON) (Adjustable ON-OFF)

This setting turns the ticket payout **ON** or **OFF**. If sets to **ON**, the machine will payout tickets won by player. If sets to **OFF**, the machine will not dispense any tickets.

■ **ATTRACT MODE SOUNDS**

(Default ON) (Adjustable ON-OFF)

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

■ **CALIBRATE X & CALIBRATE Y**

(Displayed for Information Only)

This displays the X & Y off-set values stored in memory for the Gun Calibration. The display of “#” indicates an invalid value and calibration is required.

■ **TICKET PAYOUT TABLE**

(Adjustable 0 – 30,000, Steps ±50)

Default Values

No. of Tickets	Score
1	0
2	1500
3	3000
4	4500

No. of Tickets	Score
5	6000
6	7500
+1	3000

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

*** NOTE! ***

- It is recommended that Number of Tickets 1 to 6 have progressively increasing score values, or unpredictable ticket payout may occur.

AUDITS

■ **ENTER**

The Audits can be entered by highlighting **AUDITS** while in Test Mode main screen and pressing the white buttons. Or, by pressing the red Test button while in Attract mode once, highlighting **AUDITS**, and pressing the white buttons.

■ **SELECT**

The Service button is pressed to step between “Clear” and “Exit” dialog buttons repeatedly until the Audits is exited.

■ **ACTIVATE**

The two white buttons will activate the highlighted dialog button.

■ **EXIT**

The Audits is exited into Test Mode main screen by highlighting and pressing one of the white buttons on the “Exit” dialog button.



AUDITS SCREEN

User			
Num Coins [1] :	<input type="text" value="0"/>	Num Tickets [1] :	<input type="text" value="146"/>
Num Coins [2] :	<input type="text" value="19"/>	Num Tickets [2] :	<input type="text" value="0"/>
Num Services :	<input type="text" value="12"/>	Total Game Plays :	<input type="text" value="23"/>
		<input type="button" value="Clear"/>	<input type="button" value="Exit"/>

Machine			
Num Coins [1] :	<input type="text" value="0"/>	Num Tickets [1] :	<input type="text" value="146"/>
Num Coins [2] :	<input type="text" value="19"/>	Num Tickets [2] :	<input type="text" value="0"/>
		Total Game Plays :	<input type="text" value="23"/>

PARTS OF AUDITS SCREEN

■ USER

The User section enables the operator to see statistics for number of coins inserted, tickets dispensed, Service button pressed, and games played since the last game audits cleared. The statistics in this section can be cleared by highlighting the Clear dialog button, press one of the white buttons, and choose YES in the dialog box that appears.

*** NOTE! ***

- If an audit value in the User section reaches the value of 999,999, it will automatically stop increasing.

■ MACHINE

The Machine section displays total statistics for number of coins inserted, tickets dispensed, Service button pressed, and games played. The statistics in this section is the total number of statistics that were in the User section. Every statistics that were in the User section will be added to statistics in this section. Statistics in this section can not be cleared.

*** NOTE! ***

- If an audit value in the Machine section reaches the value of 999,999, it will reset itself to 0.

AUDITS DETAILED

■ CLEAR

Highlighting the **CLEAR** dialog button, pressing either of the two white buttons, and choosing YES in dialog box appeared will clear the statistics in the User section.



■ EXIT

Highlighting the **EXIT** dialog button and pressing either of the two white buttons will exit the *Audits* and go back to Test Mode main screen.

■ NUM COINS [1]

This audit tells the number of coins inserted into coin mechanism 1. It is available in User and Machine section.

■ NUM COINS [2]

This tells the number of coins inserted into coin mechanism 2. This audit is available in User and Machine section.

■ NUM TICKETS [1]

This audit tells the number of tickets payout from ticket mechanism 1. It is available in User and Machine section.

■ NUM TICKETS [2]

This audit tells the number of tickets payout from ticket mechanism 2. It is available in User and Machine section.

■ NUM SERVICES

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

■ TOTAL GAME PLAYS

This audit tells the number of games played. It is available in User and Machine section of the Audits.

SWITCH TEST

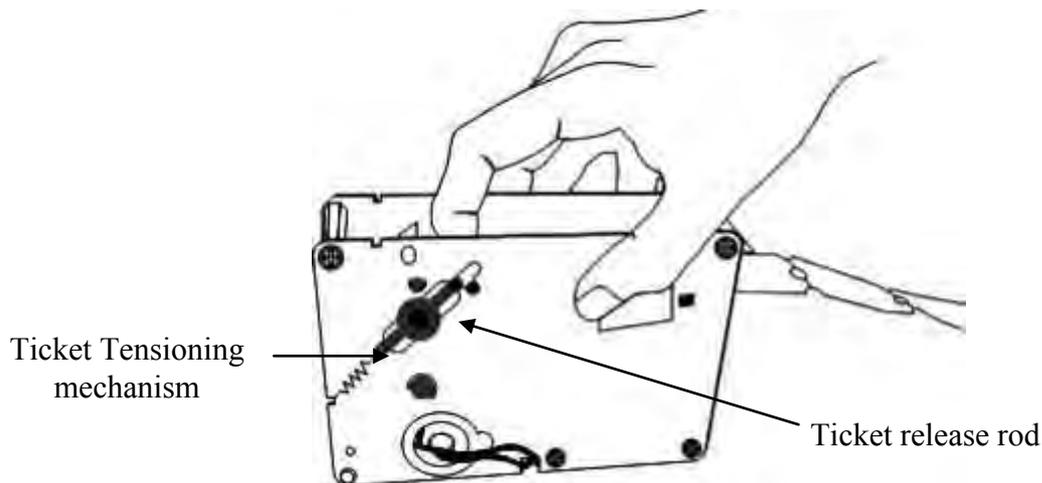
- **ENTER** The Switch Test can be entered by highlighting **SWITCH TEST** while in Test Mode main screen and pressing the white buttons. Or, by pressing the red Test button while in Attract mode once, highlighting **SWITCH TEST**, and pressing the white buttons.

■ TESTING GAME SWITCHES

To test the game switches, activate any of the game switches and see in the Switch Test screen whether the activated switch is ON or OFF. When ON the switch is active, if OFF the switch is not active.

■ TICKET DISPENSER NOTCH

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



*** NOTE! ***

- For more information on the servicing and testing the ticket dispenser please look at the Dispenser Reference guide.

- **EXIT** The Switch Test is exited into Test Mode main screen by pressing the Service button once.

SWITCH TEST SCREEN

GUN X	0
GUN Y	0
GUN FIRE BUTTON	OFF
GUN CALIBRATION BUTTON	OFF
START BUTTON	OFF
TEST BUTTON	OFF
COIN1 BUTTON	OFF
COIN2 BUTTON	OFF
UP BUTTON	OFF
DOWN BUTTON	OFF
TICKET NOTCH	OFF

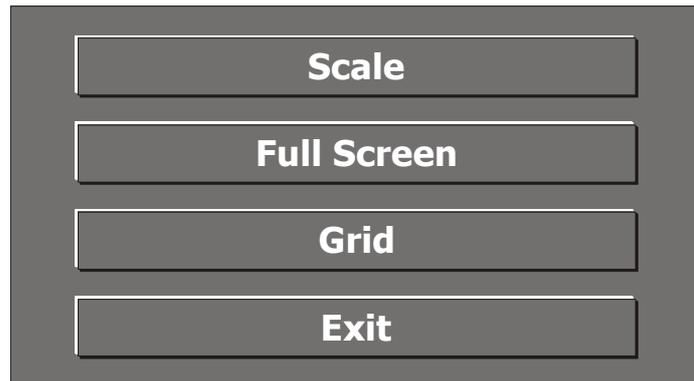
SCREEN TEST

- **ENTER** The Screen Test can be entered by highlighting **SCREEN TEST** while in Test Mode main screen and pressing the white buttons. Or, by pressing the red Test button while in Attract mode once, highlighting **SCREEN TEST**, and pressing the white buttons.



- **SELECT** The Service button is pressed to step through each of the Screen Test options available, starting from **Scale** stepping down through **Exit** and then looping again until the Screen Test is exited.
- **ENTERING OPTIONS SETTINGS**
One of the white Up and Down buttons is pressed to enter the chosen Screen Test option.
- **EXIT** The Screen Test is exited by highlighting the **Exit** using Service button and pressing one of the white buttons.

SCREEN TEST MAIN SCREEN



SCREEN TEST DETAILED

- **SCALE**
This option is used for adjusting the color balance of the screen monitor. To enter the color Scale display, highlight Scale in the Screen Test main screen and press one of the white buttons. The color Scale display is exited into Screen Test main screen by pressing Service button once.
- **FULL SCREEN**
Full Screen display is used for adjusting the color purity of the screen monitor. It is entered by highlighting Full Screen in the Screen Test main screen and pressing one of the white buttons. The Full Screen display is exited into Screen Test main screen by pressing Service button once.
- **GRID**
Grid is used for adjusting the screen geometric of the screen monitor. It is entered by highlighting Grid in the Screen Test main screen and pressing one of the white buttons. Grid is exited into Screen Test main screen by pressing Service button once.
- **EXIT**
Highlighting Exit and pressing one of the white buttons will exit the Screen Test main screen and go back to Test Mode main screen.



SOUND TEST

- **ENTER** The Sound Test can be entered by highlighting **SOUND TEST** while in Test Mode main screen and pressing the white buttons. Or, by pressing the red Test button while in Attract mode once, highlighting **SOUND TEST**, and pressing the white buttons.
- **SELECT** The Service button is pressed to step through each of the Sound Test options available, starting from **Left Channel** stepping down through **Exit** and then looping again until the Sound Test is exited.
- **ENTERING OPTIONS SETTINGS**
One of the white Up and Down buttons is pressed to enter the chosen Sound Test option.
- **EXIT** The Sound Test is exited by highlighting the **Exit** using Service button and pressing one of the white buttons.

SOUND TEST SCREEN



SOUND TEST DETAILED

- **LEFT CHANNEL**
This is for testing the left audio channel of the machine. When this option is chosen, sound will come out only from the left audio channel. To test the Left Channel, highlight Left Channel and press one of the white buttons while in Sound Test screen.
- **RIGHT CHANNEL**
This is for testing the right audio channel of the machine. When this option is chosen, sound will come out only from the right audio channel. To test the Right Channel, highlight Right Channel and press one of the white buttons while in Sound Test screen.
- **BOTH CHANNELS**
Both Channel is used to test both audio channels of the machine. When this option is chosen, sound will come out from both audio channels. Highlight Both Channel and press one of the white buttons while in Sound Test screen to test both audio channels.
- **EXIT**
Highlighting Exit and pressing one of the white buttons will exit the Sound Test screen and go back to Test Mode main screen.



ERRORS AND TROUBLESHOOTING

If the game microprocessor detects any problems with the operation of the game, an Error will be displayed on the screen. There is one error message for Most Wanted, listed as follows:

ERROR DESCRIPTION	SOLUTION
<p style="text-align: center;">TICKET ERROR</p> <p>Jammed tickets, no tickets or no ticket notch pulse for longer than 3 seconds.</p>	<p>Clear ticket/capsule dispenser jam or replenish tickets. After this, push Test button once to clear error.</p>

TROUBLESHOOTING GAME ERRORS

■ **CLEARING GAME ERRORS**

Game errors can be cleared, by pushing the test button ONCE. The game will try and check if the error is fixed. If the reason for the error is fixed, the game will continue as normal. If the error is not fixed, the error will remain on the screen.

■ **TICKET ERROR**

This usually occurs if the game has run out of tickets or there is a ticket jam. A less common reason is if the game PCB tries to dispense tickets but doesn't get a notch pulse for approximately three seconds. Test the notch pulse by passing a ticket in and out of the notch sensor.

If the game was out of tickets, replace the tickets, clear the ticket jam and then push the test button once to clear the error. The game will then payout any owed tickets.



FUSE INFORMATION

*** WARNING! ***

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

■ **MAIN AC SUPPLY FUSE (1 x 6 AMP FAST BLOW, M205 TYPE)**

This fuse is for the main AC supply and is situated in the IEC mains input socket.

*** NOTE! ***

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

■ **MONITOR POWER FUSE (1 x 3 AMP FAST BLOW, M205 TYPE)**

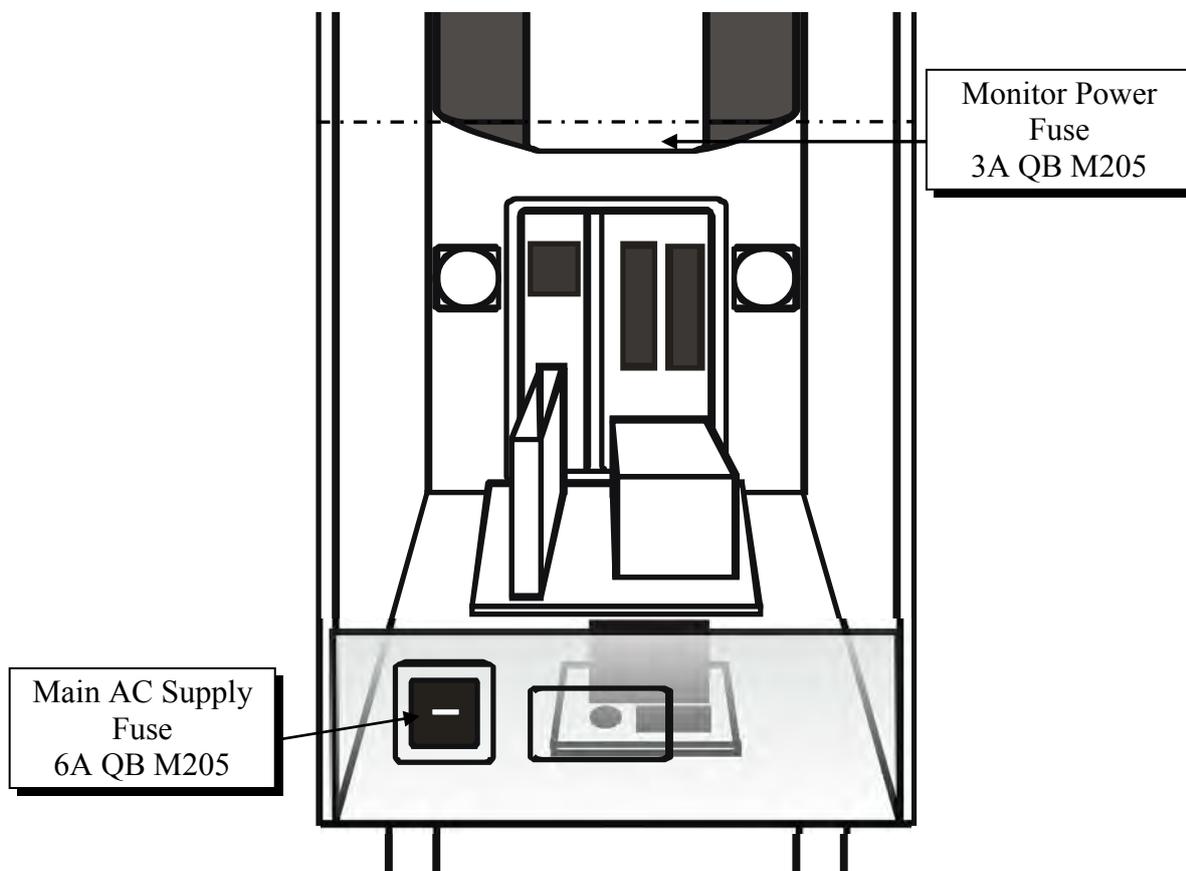
This fuse is for the power supply on the 29" SVGA Monitor PCB.

*** CAUTION! ***

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

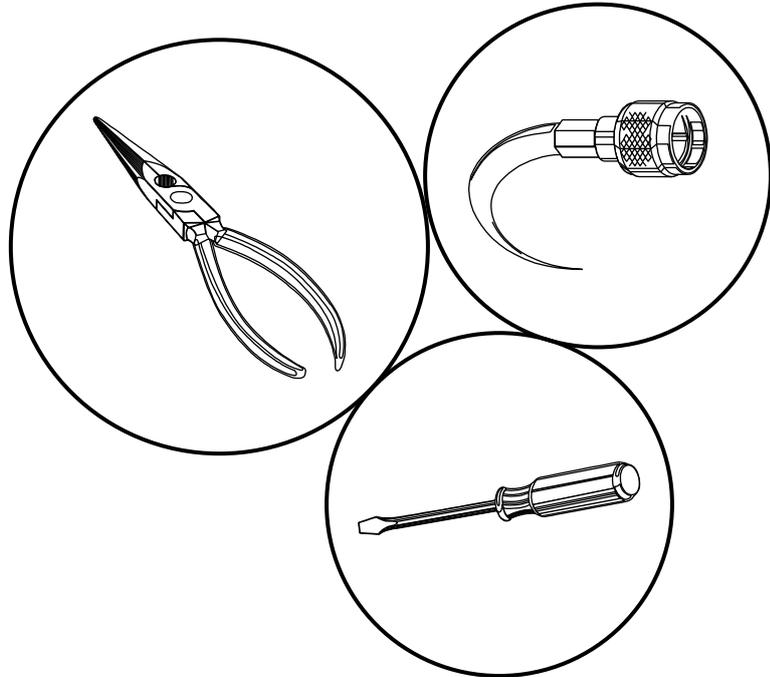
FUSE LOCATION DIAGRAM

As viewed from rear





SECTION A: SERVICE INSTRUCTIONS



BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine



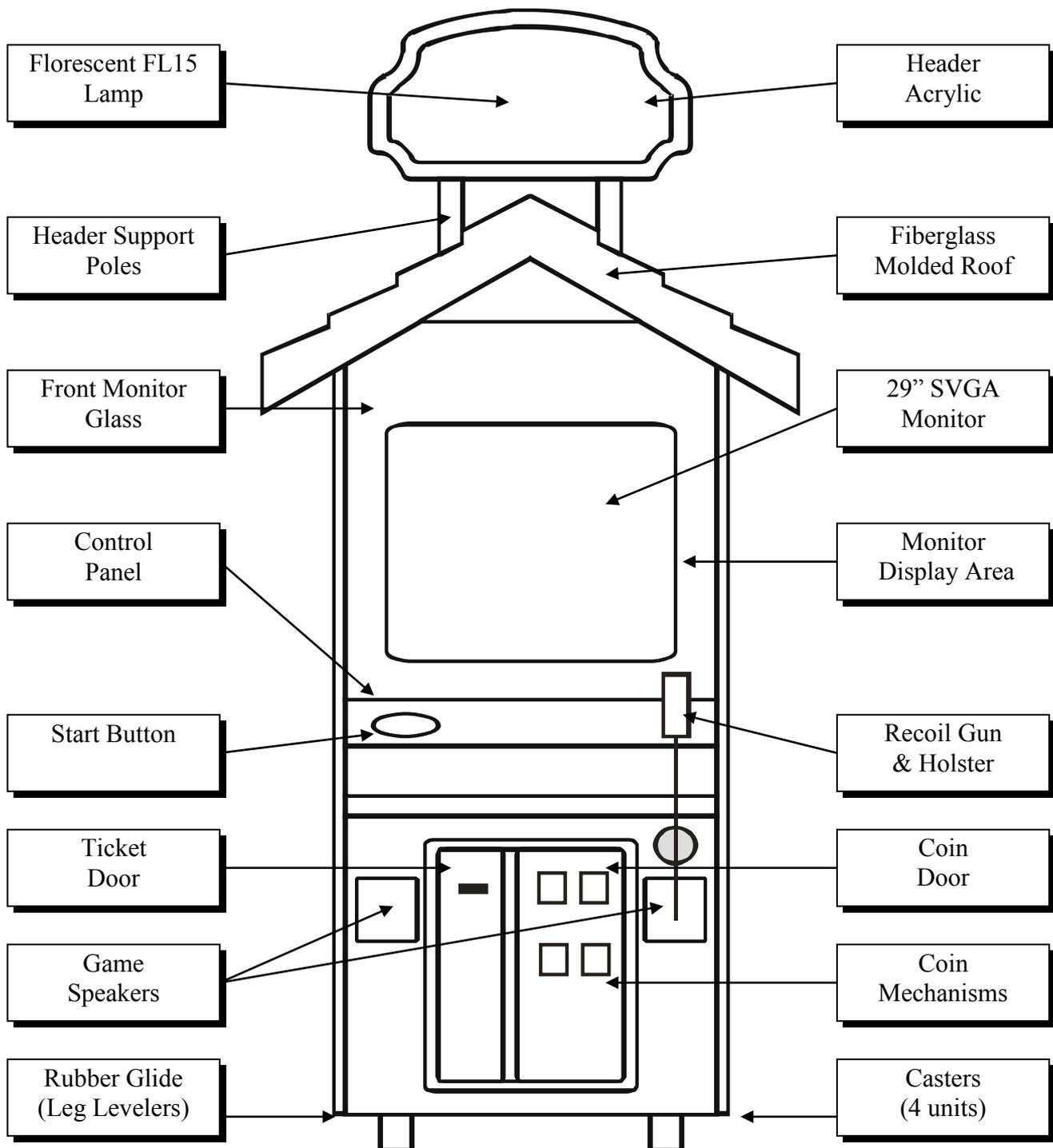
A



LOCATING AND ACCESSING PARTS

PARTS LOCATION DIAGRAM

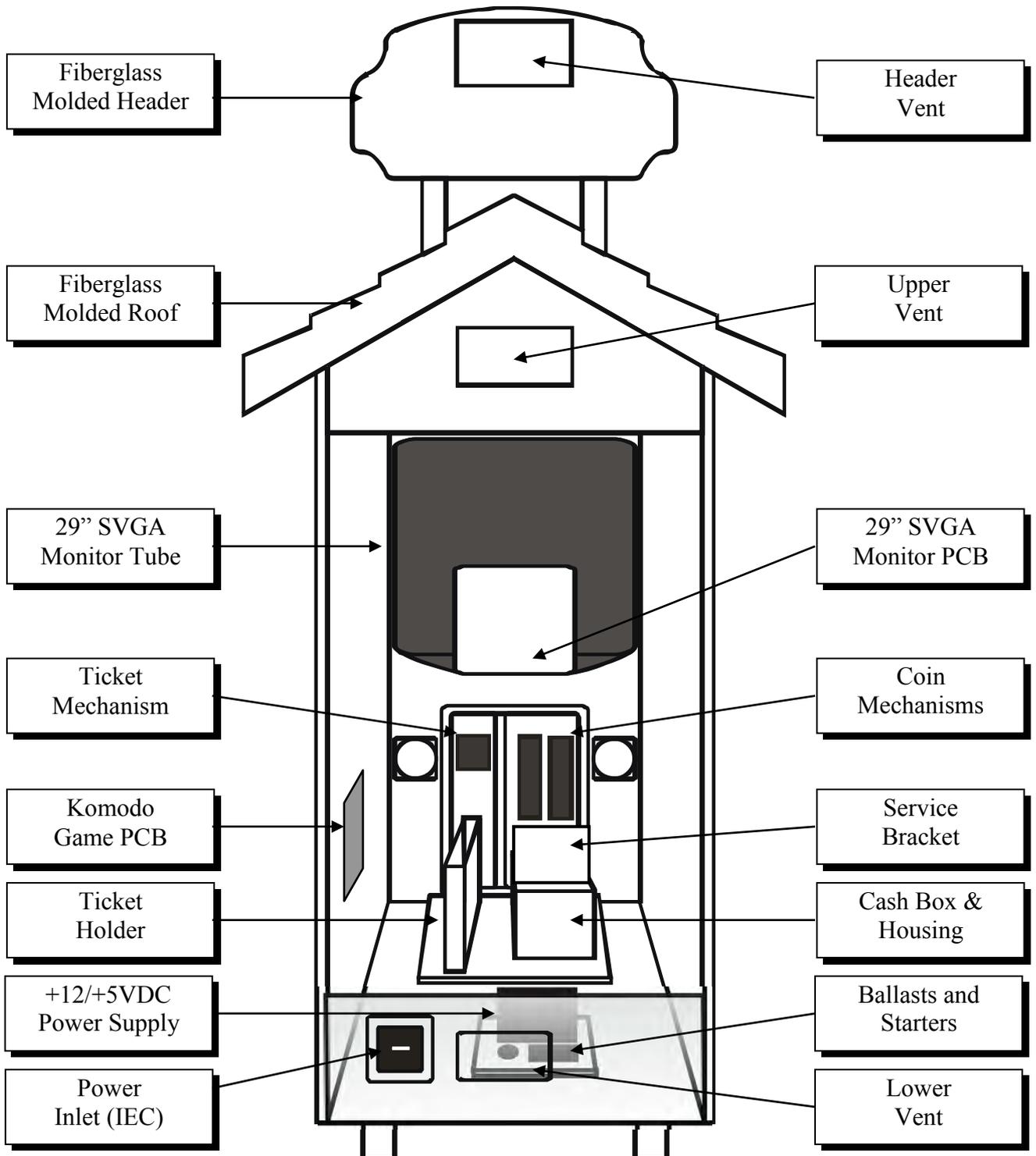
As viewed from front





PARTS LOCATION DIAGRAM Cont.

As viewed from rear



PARTS DESCRIPTION

■ COIN MECHANISMS

The coin mechanisms can be accessed inside the Coin door on the front of the machine cabinet.

■ CASH BOX

The cash box is located inside the coin door on the front of the machine cabinet.

■ TICKET MECHANISM

The ticket mechanism can be accessed inside the ticket door to the Right on the front of the machine cabinet.

■ SPEAKERS

Two speakers are located to the front of the cabinet below the control panel. Access is through the rear door.

■ SERVICE CONTROLS:

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

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

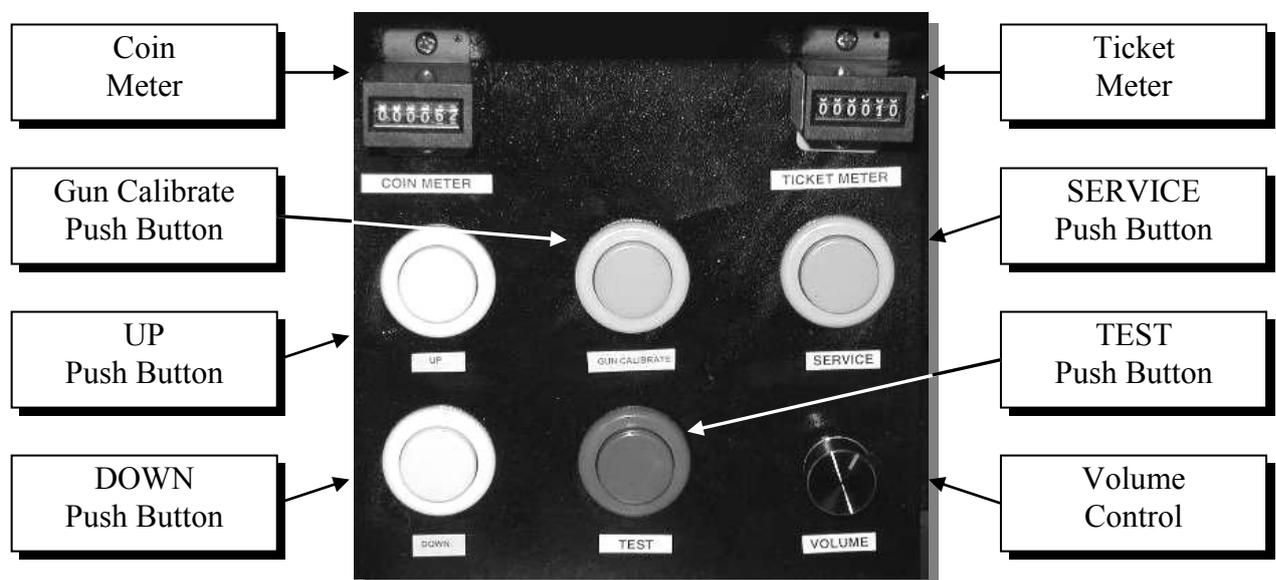
TEST BUTTON: Used to perform the adjustment mode, in combination with the Service button.

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

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

GUN CALIBRATE BUTTON: Used to enter the Gun Calibration Mode in combination with the Recoil Gun.

VOLUME KNOB: Used to adjust the speaker's sound level.





■ **GAME CONTROLS:**

Located in the center of the machine cabinet. The control panel can be Access through removing the six Allen head bolts on the control panel.

START BUTTON: The Start button is the large RED round illuminated button. This button is used to start a game.

RECOIL GUN: The recoil gun is located at the right-hand side of the control panel in a leather holster. The gun is used to shoot targets on the screen.

■ **POWER CORD**

The power cord is a standard IEC power cord (as used on computers) that is plugged in to the power inlet socket at the rear of the machine. The power cord can be removed for transport.

■ **POWER INLET**

The power inlet is located at the rear of the machine on the Left-hand side as viewed from the rear. It is a standard IEC inlet socket.

■ **MAINS SWITCH**

The mains switch is located on the power inlet assembly along with the mains fuse, and IEC inlet socket.

■ **FUSES**

For locations of all fuses refer to Fuses and Fuse location, of this manual.

*** WARNING! ***

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

***Always** use the correct rated fuse. Refer to fuse information.*

■ **PCB's**

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

■ **POWER SUPPLY**

The power supply is located at the back of the cabinet and is accessed from the rear of the machine. It is a multi voltage switching power supply.

■ **BALLAST & STARTER**

The header fluorescent ballast & starter is located at the back of the cabinet and is accessed from the rear of the machine. It is a 15W Ballast and F2 Starter.

■ **29" SVGA MONITOR**

The 29" SVGA Monitor is located to the left at the back of the cabinet and is accessed from the rear of the machine.



LAMPS

*** WARNING! ***

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

Always allow time for cooling as Lamps that have been active for a time may still be too hot to touch.

■ **COIN DOOR LAMPS**

The coin door lamps all are 12V/DC GE194 or equivalent and can be accessed through the coin door.

■ **BUTTON LAMP**

The button lamp is 12V/DC GE194 or equivalent and can be accessed through the coin door or back door.

■ **HEADER LAMP**

There is one standard FL 15 fluorescent tube for the Header Display. Access is by the removing of the machine header cover and accessing the tube from the front.

*** CAUTION! ***

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



MAINTENANCE

CLEANING AND CHECK UP

■ EXTERIOR

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

Any scratches or marks in the fiberglass or acrylic can be buffed out using car polish or cut and polish.

*** CAUTION! ***

Do not use solvents on the panels as it may affect the artwork.

■ INTERIOR

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

*** WARNING! ***

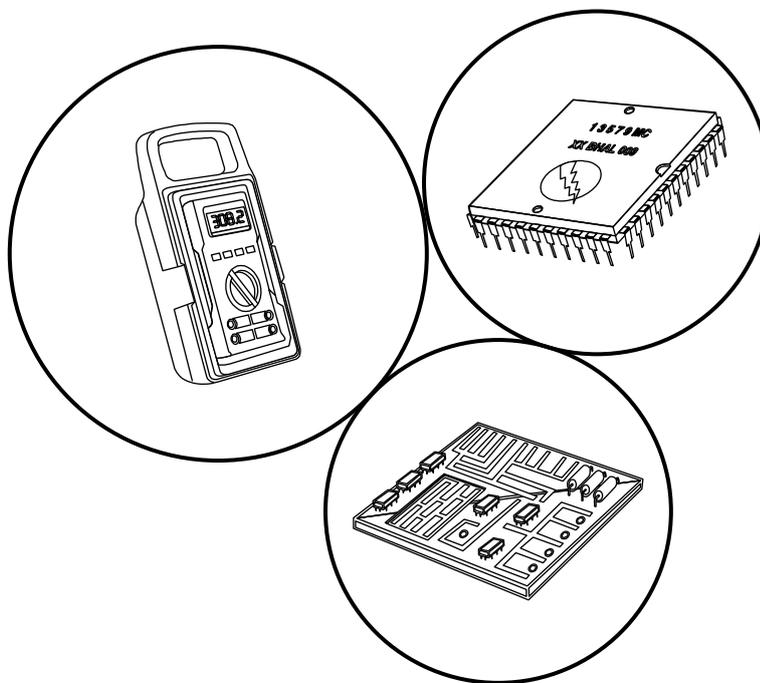
Always turn **OFF** Mains power and unplugged the game, before cleaning the interior of the machine.

Always after cleaning the cabinet interior, check all harness connectors and restore all loose or interrupted connections.

Regularly check that the Button Lamp is operating and the Gun accuracy is good. Replace the lamp if blown and calibrate the gun if necessary.



SECTION B: TECHNICAL DETAILS



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



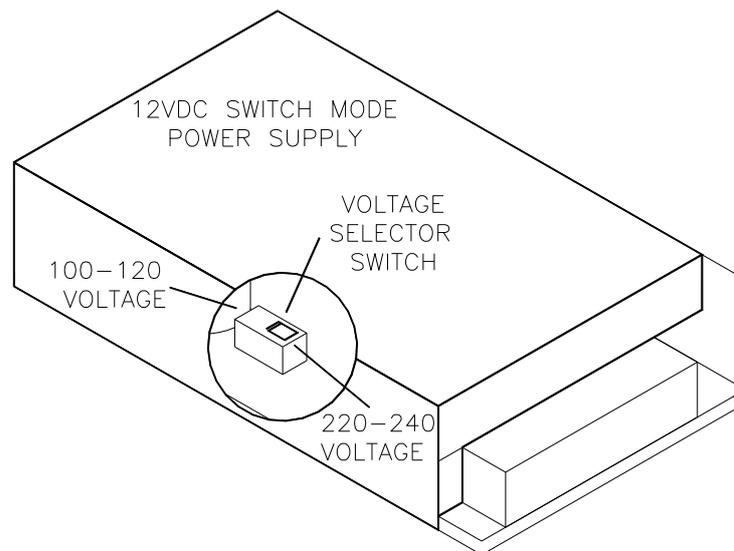
B



MAINS VOLTAGE ADJUSTMENT

■ POWER SUPPLY

The Switch Mode Power Supply has a switch to set the mains voltage range. It is located at the rear of the game cabinet, and is accessed via the back door. Use a thin blade screwdriver to move the selector switch to the desired mains voltage (See Diagram Below)



■ FLORESCENT TUBE BALLASTS AND STARTERS

Locate the florescent tube ballasts and starters in the back of the cabinet. If unsure of the location of any ballasts or starters, refer to Parts location diagram on page 21 of this manual. These have to be removed and replaced with an equivalent wattage at you local mains voltage level.

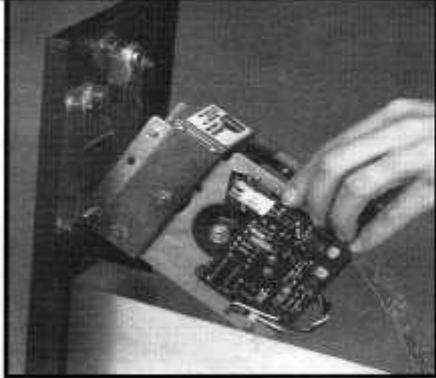
■ 29" SVGA MONITOR

The 29" SVGA Monitor is a "Voltage Free" type and can run on any AC source between 95VAC and 250VAC.



TICKET DISPENSER REFERENCE GUIDE

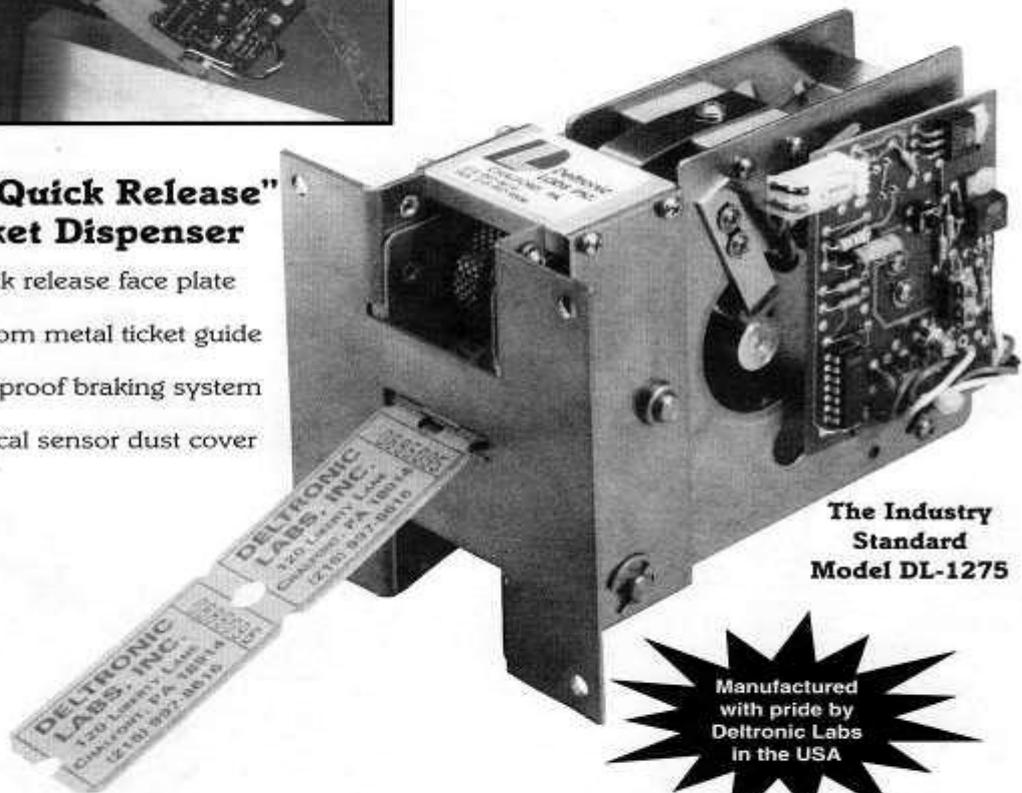
“Quick Release” Ticket Dispenser Manual



U.S. Patent 5833104
Additional Patents Pending

The “Quick Release” Ticket Dispenser

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



The Industry
Standard
Model DL-1275



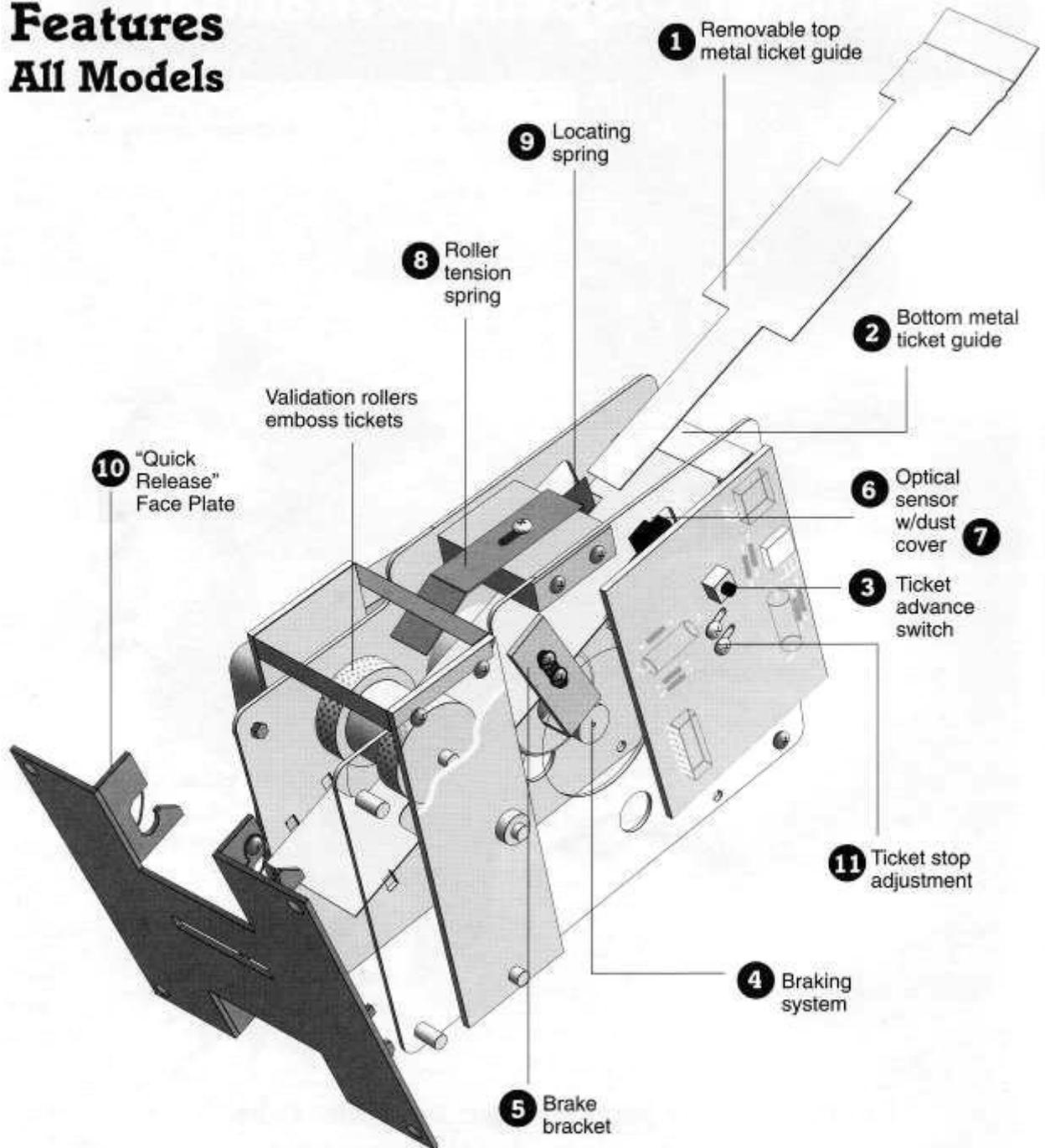
Another quality product from Deltronic Labs . . .
the industry leader in ticket dispensers.



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“Quick Release” Ticket Dispenser

Features All Models



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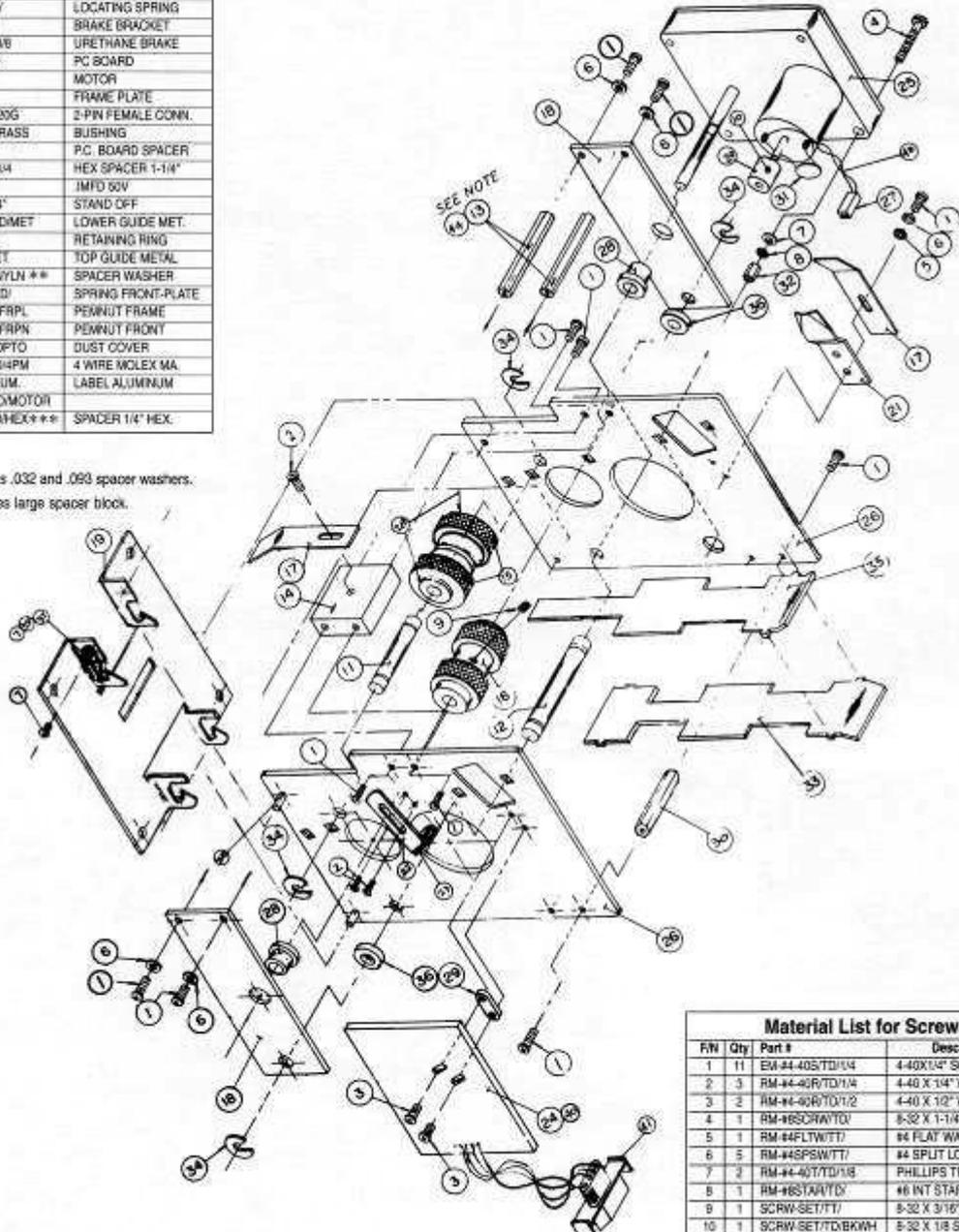
Ticket Dispenser Assembly

Details of Parts			
F/N	Qty	Deltronic Labs P/N	Name
11	1	SHFT-IDLRL/TD/	IDL. ROLLER SHAFT
12	1	RM-SFTMTR/TD/	MOTOR PIVOT SHAFT
13	1	SPAC PIVBLK/TD/HOL	PIVOT BRACKET SPAC
14	1	RM-SPCPB/TD/	SPACER BLOCK
15	2	RM-PLRDL/TD/WALD	IDLER ROLLER
16	1	RM-PLRDR/TD/WALD	DRIVE ROLLER
17	2	SPRG-TENS/TD/	TENSION SPRING
18	2	RM-BKTPY/TD/	MTR PIVOT BKT.
19	1	RM-FANLFT/TD/NCFM	FRONT PANEL
20	1	RM-WHLBPK/TD/	BRAKE WHEEL
21	1	SPRG-LOCAT/TD/	LOCATING SPRING
22	1	RM-BKTBRK/TD/	BRAKE BRACKET
23	1	RM-BKTUB/TD/3/8	URETHANE BRAKE
24	1	PCBD-1275/TD/ *	PC BOARD
25	1	RM-MOTOR/TD/	MOTOR
26	2	RM-PLATFR/TD/	FRAME PLATE
27	1	RM-CONN2PTE/20G	2-PIN FEMALE CONN.
28	4	BRNG-F312/TI/BRASS	BUSHING
29	1	SPAC-PCBD/TD/	P.C. BOARD SPACER
30	1	SPAC-HEX/TD/1-1/4	HEX SPACER 1-1/4"
31	1	RM-1M/TI/50V	1MPD 50V
32	1	SPAC-HEX/TD/1/4	STAND OFF
33	1	GUID-BOTTOM/TD/MET	LOWER GUIDE MET.
34	4	RING-E25RT/TI/	RETAINING RING
35	1	GUID-TOP/TD/MET	TOP GUIDE METAL
36	2	PULY-SP212/TI/N/1/4 **	SPACER WASHER
37	2	SPRG-FRONTP/TD/	SPRING FRONT-PLATE
38	4	RM-PEMNU/TD/FRPL	PEMNUIT FRAME
39	2	RM-PEMNU/TD/YRPN	PEMNUIT FRONT
40	1	COVR-H21A/TD/OPTO	DUST COVER
41	1	CONN-MOLEX/TD/4PM	4 WIRE MOLEX MA
42	1	RM-LABEL/TD/ALUM.	LABEL ALUMINUM
43	1	WIRE-RED6L/TD/MOTOR	
44	2	SPAC-PV/BPK/TD/HEX ***	SPACER 1/4" HEX.

* Order by Model #

** Note: F/N #36 replaces .032 and .093 spacer washers.

*** Note: F/N #44 replaces large spacer block.

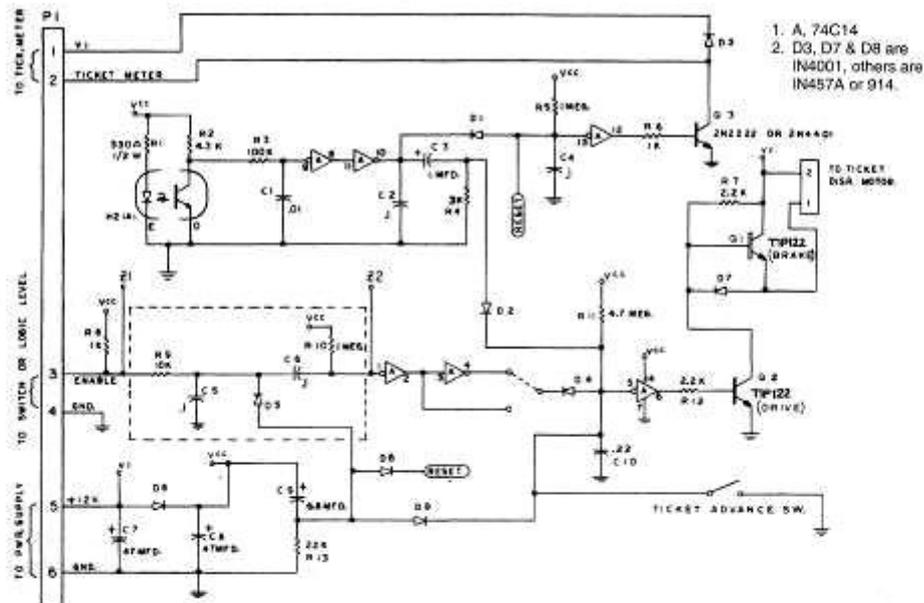


Material List for Screws			
F/N	Qty	Part #	Description
1	11	EM-#4-40S/TD/1/4	4-40X1/4" SCREW
2	3	RM-#4-40R/TD/1/4	4-40 X 1/4" WASHER HEAD
3	2	RM-#4-40R/TD/1/2	4-40 X 1/2" WASHER HEAD
4	1	RM-#8SCRW/TD/	8-32 X 1-1/4"
5	1	RM-#4FLTW/TD/	#4 FLAT WASHER
6	5	RM-#4SPSW/TD/	#4 SPLUT LOC. WASHER
7	2	RM-#4-40T/TD/1/8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

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Control Board

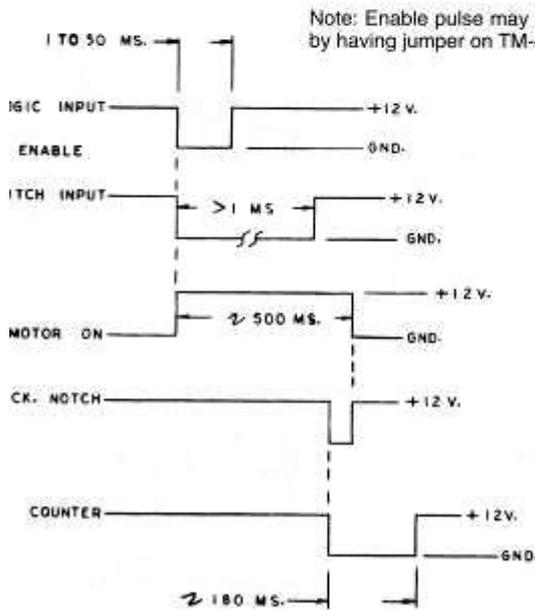
Models DL-4-S-S DL-4-P-S



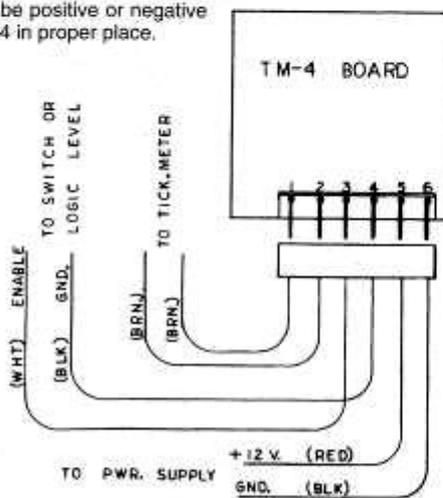
1. A, 74C14
2. D3, D7 & D8 are IN4001, others are IN457A or 914.

Model #DL-4-S-S, SW Input
Model #DL-4-P-S, Logic Input.

Note: With logic input components and dotted lines are omitted and Z1 is jumpered to Z2.



Note: Enable pulse may be positive or negative by having jumper on TM-4 in proper place.



Note: On PCB TM-4, Rev. 1 & 2, Q1 and Q2 transistors are D40K1 or equivalent.

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



FAST DRAW JAMMA & CONNECTOR LIST

SOLDER SIDE	JAMMA	1	PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
POLARIZING KEY	H	7	POLARIZING KEY
	J	8	TICKET DRIVE
	K	9	START LAMP
SPEAKER +R	L	10	SPEAKER –R
SPEAKER +L	M	11	SPEAKER –L
(NC) GREEN*	N	12	(NC) RED*
(NC) SYNC*	P	13	(NC) BLUE*
SERVICE	R	14	(NC) VIDEO GND*
	S	15	TEST
COIN SWITCH 2	T	16	COIN SWITCH 1
TRIGGER SWITCH	U	17	START SWITCH
	V	18	UP SWITCH
DOWN SWITCH	W	19	
	X	20	
CALIBRATE SWITCH	Y	21	
	A	22	
	a	23	
	b	24	TICKET NOTCH
COIN COUNTER	c	25	TICKET COUNTER
	d	26	
GND	e	27	GND
GND	f	28	GND

*Note: JAMMA Video Outputs used for CGA Games only.
Use the 15pin Monitor Plug for Fast Draw (VGA)

ULN DRIVER	
1	RECOIL SOLENOID*
2	RECOIL SOLENOID*
3	RECOIL SOLENOID*
4	RECOIL SOLENOID*
5	(NC)
6	(NC)
7	(NC)
8	(NC)
9	(NC)

*Note: Solenoid Drivers all
Wired in Parallel

EXTERNAL VOLUME	
1	AUDIO RETURN 1
2	AUDIO OUT 1
3	AUDIO RETURN 2
4	AUDIO OUT 2
5	AUDIO GND (SHIELD)

Note: Set onboard volume to
Minimum levels when
Using external controls

GUN CONNECTOR	
1	OPTICAL INPUT
2	+5VDC
3	(NC)
4	(NC)
5	LOGIC GND

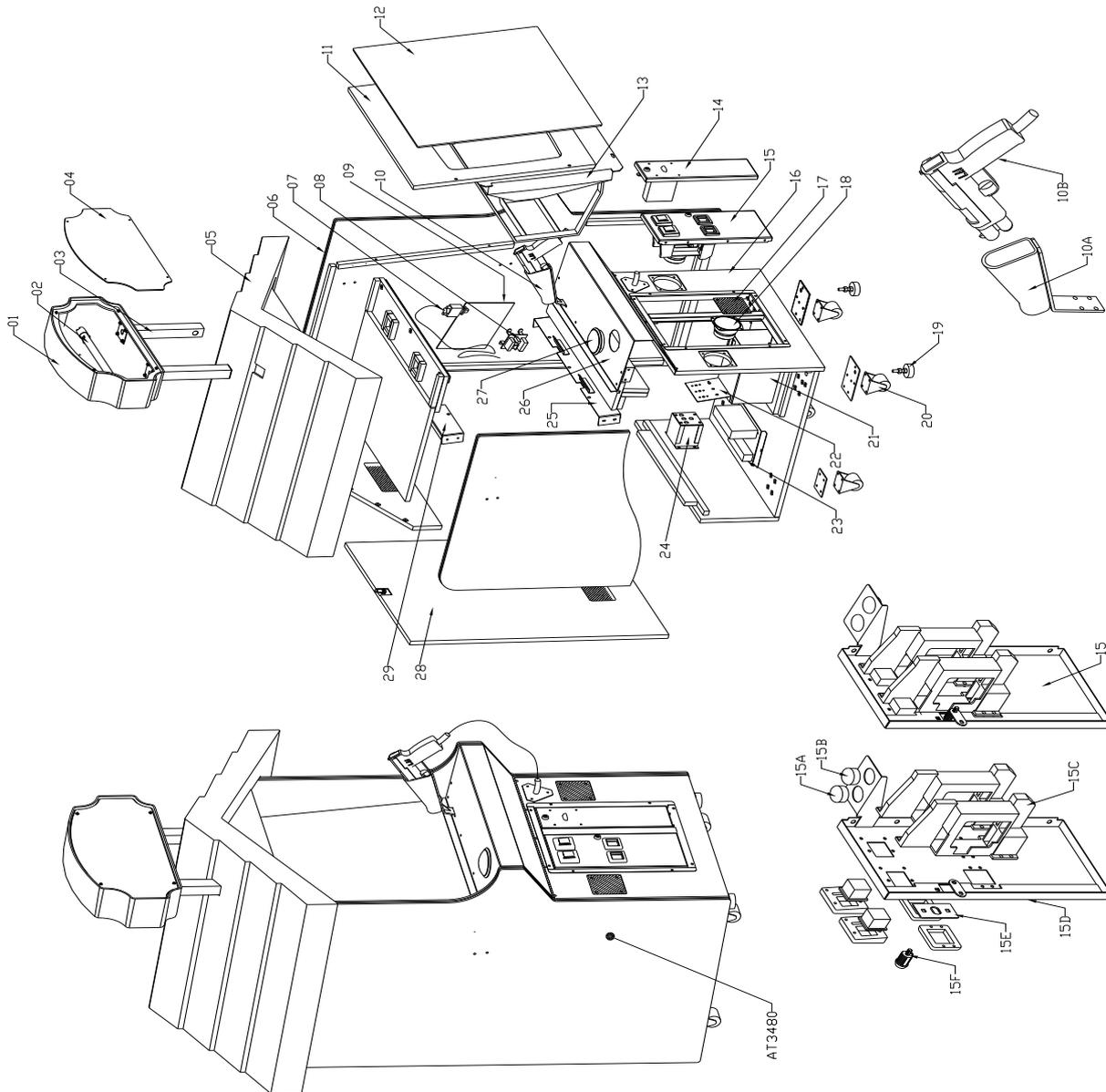
*** NOTE! ***

- Polarity Key is to prevent accidental reverse insertion of edge connector
- Check and adjust the +5VDC that it is between 4.8 and 5.1 Volts at the edge connector.



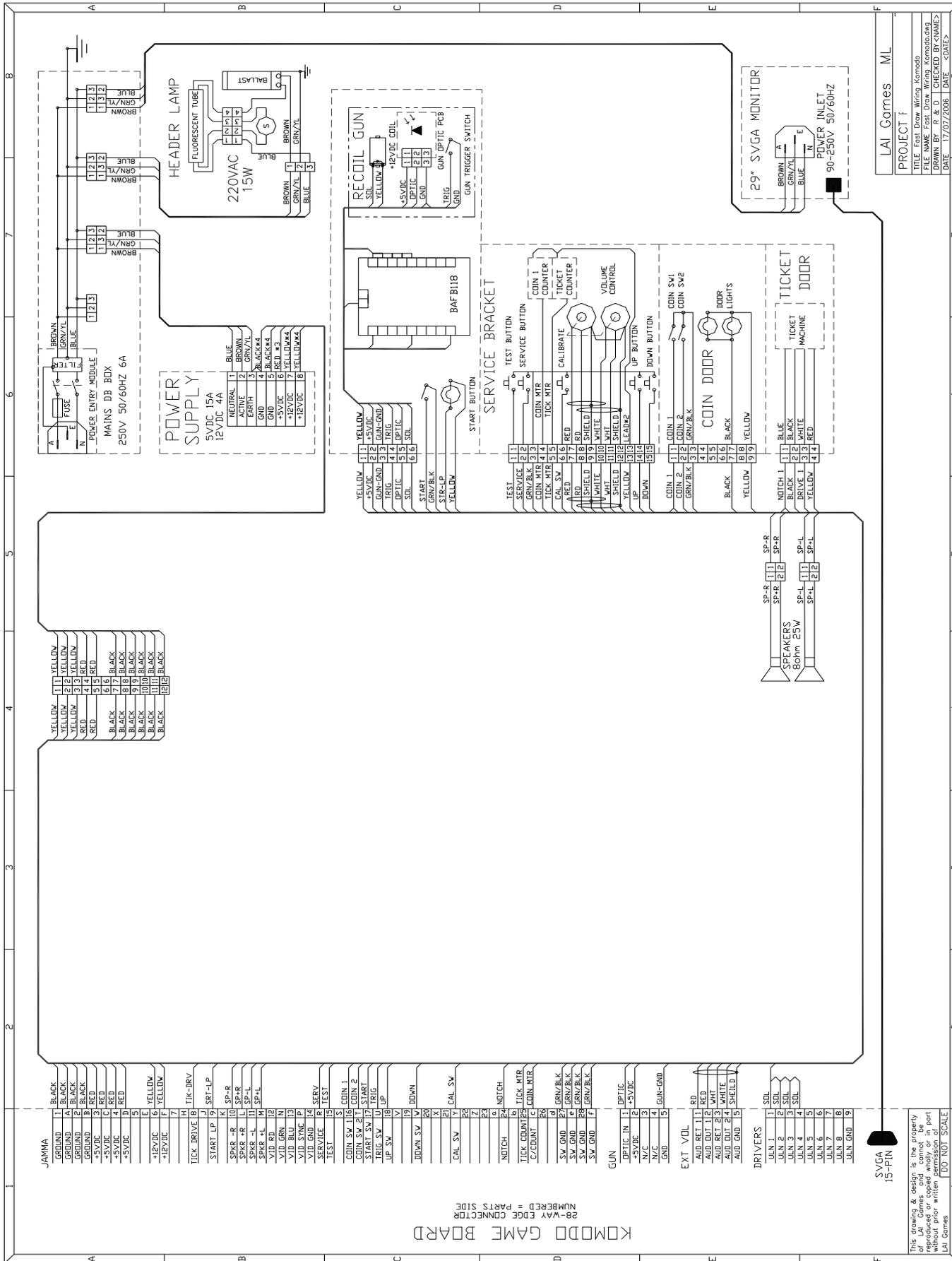
3D EXPLODE PARTS

NO	PART NO.	DESCRIPTION	QTY
01	HM2509	FIBER GLASS MOULDING FOR FD	1 SET
01A	EP0A34	LAMP NEON END CAP HOLDER	2
02	EA0205	LAMP NEON 15W COOL WHITE	2
02A	EA0A34	LAMP NEON WITH END CAP	2
03	FD1-FM-009-R1	NAME POST BOARD	1
04	FD1-FP-002-RO	ACRILIC HEADER	1
04A	AT3485	STICKER ACRILIC OP HEADER FOR FAST DRAW PC	1
05	HM2509	FIBER GLASS MOULDING FOR FD	1 SET
06	FD1-FM-03A-RO	SIDE WALL WITH STICKER	1R,1L
06A	AT3481	STICKER SIDE RIGHT (R) FOR FAST DRAW PC	1
07	EC1628	STICKER SIDE LEFT (L) FOR FAST DRAW PC	1
07	EP0B118	CABLE VGA DB 15W MALE 1.5 MTR	1
08	EP0B118	POB FB 118 REV 5 COM INTERFACE	1
09	EP0B111	POB FB91 GAME BOARD CONTROLLER	1
10	FD H005	MAIN HARNESS	1
10	FD E002	RECUL COUS ASSEMBLY	1
10A	EP0B029	BOX HOLDER UPPER WITH BRACKET	1
10B	EP0B030	BOX HOLDER LOWER WITH BRACKET	1
11	FD1-FM-005-RO	MONITOR MOUNTING 3P-A 7P/BOX 101	1
11A	AT3486	STICKER MASK MONITOR COVER FOR FAST DRAW PC	1
12	FD1-FG-001-RO	SAFETY GLASS MONITOR	1
13	EA1059	COLOUR PICTURE TUBE 29"	1
14	FD A002	TICKET DOOR ASSEMBLY	1 SET
14A	FD1-FM-19-RO	TICKET DOOR METAL ONLY	1
14B	EA1102	TICKET DISPENSER ENTROPY	1
14C	HM0004	LOCK ANGLE	1
14D	AT3483	STICKER FRONT CABINET FOR FAST DRAW PC	1
14E	FD1-FM-19-RO	TICKET DOOR HINT	1
15	FD H002	TICKET DOOR HARNESS	1 SET
15	FD A001	CONDOOR DOUBLE SLOT ASSY	1 SET
15A	EA0921	SWITCH SMALL ROUND WHITE BUTTON	1
15B	EA0922	SWITCH SMALL ROUND YELLOW BUTTON	1
15C	HM0014	COIN MECHANISM	2
15D	FD1-SM-01-RO	CONDOOR DOUBLE SLOT METAL ONLY	1
15E	FD1-FM-20-RO	HANDLE COVER	1
15F	HM0004	LOCK ANGLE	1
15G	AT3483	STICKER FRONT CABINET FOR FAST DRAW PC	1
15H	FD H002a	CONDOOR DOUBLE SLOT HARNESS	1
OPTIONAL			
16	FD1-SM-01-RO	CONDOOR DBA 1 SLOT HARNESS	1
16	FD1-FM-07A-R1	CONI DOOR ASSEMBLY	1
16A	AT3483	STICKER FRONT CABINET FOR FAST DRAW PC	1
17	FD1-FM-012-RO	WALL FRONT WITH STICKER	2
18	EA1206	SPEAKER 4" ROW BOSTON 1023-NW	2
19	HM0002	RUBBER MACHINE GUIDES	2
20	HM0016	CUSTOM WHEEL 2" DOUBLE SWIVEL	4
21	HM0010	CASH BOX & HOUSING CASH BOX	1 SET
22	FD E001	SERVICE PANEL ASSEMBLY	1
22A	FD1-FM-21-R1	SERVICE BRACKET METAL ONLY	1
22B	EA0519	SWITCH SMALL ROUND RED BUTTON	1
22C	EA0520	SWITCH SMALL ROUND GREEN BUTTON	1
22D	EA1252	COIN COUNTER 12V REAR MOUNTING	1
22E	EG0889	POTENSIO KARBON DUAL GANG 50K OHM	1
22F	EP0602	KNOB VOLUME	1
23	FD H006	SERVICE PANEL HARNESS	1
23	FD A003	POWER ASSEMBLY	1 SET
23A	FD1-FM-014-RO	BRACKET POWER SUPPLY	1
23B	EA1003	SWITCHING POWER SUPPLY MP-20130A	1
23C	EA0304	LAMP NEON STARTER S-10 220-240V	1
23D	EA0225	LAMP NEON BALLAST CE 240V 15/16W	1
24	FD E003	DB BOX ASSEMBLY	1
24A	HM0002	METAL DB BOX	1 SET
24B	EA1565	BRUNING POST	1
24C	EA1568	SPLIT CORE EMI FILTER FOR CE MACHINE	1
24C	FD H001	DB BOX HARNESS	1
OPTIONAL			
25	EA0635	POWER LEAD MOLDED IEC TO 3 PIN USA	1
25	EA0637	POWER LEAD MOLDED IEC TO 2 PIN INDO	1
25	EA0636	POWER LEAD MOLDED IEC TO 3 PIN AU	1
25	EA0639	POWER LEAD MOLDED IEC TO 3 PIN UK	1
26	FD1-FM-005-RO	MONITOR BRACKET LOWER	1 SET
26A	FD1-FM-003-RO	CONTROL PANEL ASSEMBLY	1 SET
26B	AT3484	STICKER PLAY INSTRUCTIONS FOR FAST DRAW PC	1
26C	FD1-MM-001-RO	HINGE CONTROL PANEL	1
26D	FD1-FP-001-RO	ACRILIC CONTROL PANEL	1
27	EA0523	SWITCH LARGE RED MEGA BUTTON	1
28	FD1-FM-001-RO	BACK DOOR	1
29	FD1-FM-006-RO	MONITOR BRACKET UPPER	1





FAST DRAW WIRING DIAGRAM



LAI Games ML
PROJECT f
TITLE Fast Draw Wiring Komodo
FILE NAME Fast Draw Wiring Komodo.dwg
DRAWN BY R & D CHECKED BY <NAME>
DATE 17/07/2006 DATE <DATE>

SVGA 15-PIN
This drawing & design is the property of LAI Games and cannot be reproduced or used in any form without prior written permission of LAI Games
DO NOT SCALE

KOMODO GAME BOARD
28-WAY EDGE CONNECTOR
NUMBERED = PARTS SIDE



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

