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# OPERATOR'S MANUAL



- ▶ READ THIS MANUAL BEFORE OPERATING THE MACHINE.
- ▶ KEEP THIS MANUAL FOR YOUR REFERENCE.

ISO 9001 CERTIFIED ORGANIZATION



ISO 9001: 2000 Cert No. 17460



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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 “*Crazy Clownz*”, 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 on page 21. 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 “*Crazy Clownz*”, another great product from **LAI GAMES**. The circus is in town and the clowns, Fatty & Strappy are ready to go crazy on the trampoline. The attractive colorful cabinet and novel steering control will keep your players busy busting balloons for tickets.

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 “*Crazy Clownz*” is a single player fast action ticket redemption game. Players aim to steer the trampoline under the bouncing clown and keep him busting balloons. The more balloons busted, 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 “Crazy Clownz” cabinet
- Keys:        2 x coin door keys  
                  2 x coin box keys  
                  2 x back door keys  
                  2 x ticket door keys
- Operator’s manual
- IEC Power Cord            (In cash box)
- Parts & Accessories        (In cash box)



## SPECIFICATIONS

### DIMENSIONS

- Weight: 130 kg (286lb)
- Height: 1950mm (77")
- Width: 690mm (28")
- Length: 1060mm (42")
- 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 on page 21. 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 STEER THE TRAMPOLINE UNDER THE BOUNCING CLOWN TO BUST BALLOONS FOR TICKETS**

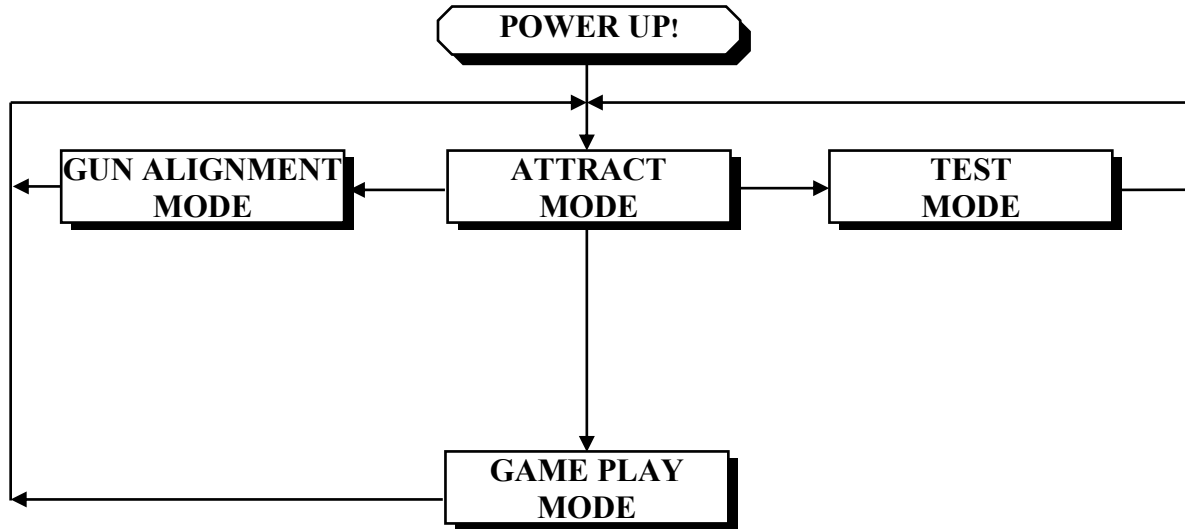
- Insert coin/s for credits.  
*(For coin settings, see page 8)*
- Press Start Button to begin a game.
- Use the steering wheel to keep the trampoline under the bouncing clown to keep him busting balloons.
- Bouncing the clown on the sides of the trampoline will cause him to bounce in that direction and busting more balloons.
- The clown missing the trampoline will result in lost time.
- Points are scored on how many balloons are busted
- The Bonus (Jackpot) Tickets can be won by busting one each of the T.I.C.K.E.T.S lettered balloons.
- Tickets are awarded based on number of points scored for balloons busted during the game.  
*(For Ticket settings, see page 8)*
- At the end of a game, Extra Tickets can be won by hitting the start button during the Bonus Screen round.  
*(For Bonus Screen settings, see page 8)*



# OPERATION

The “*Crazy Clownz*” game has three operational modes: Attract mode, Game Play mode and Test Mode.

## OPERATIONAL DIAGRAM



### 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 Crazy Clownz 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

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.

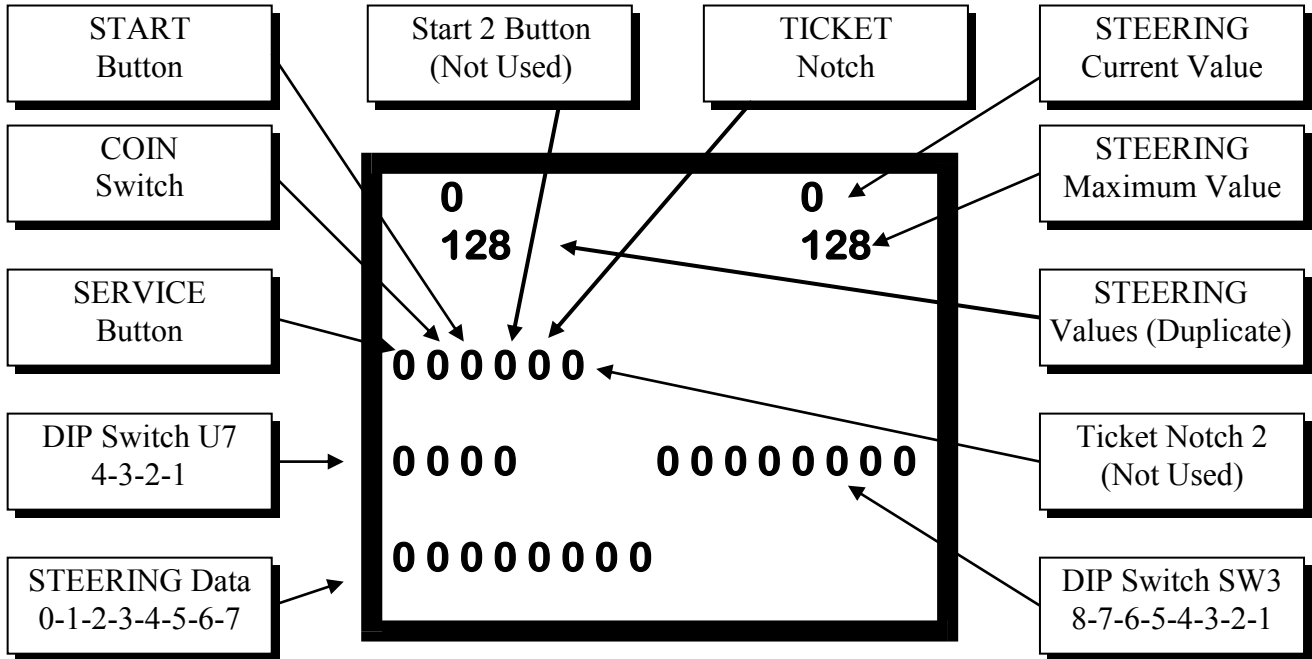




# TEST MODE

The Crazy Clownz has a *Test Mode* from which you can see game settings and test the switch inputs.  
(Refer to the Test Mode Screen below).

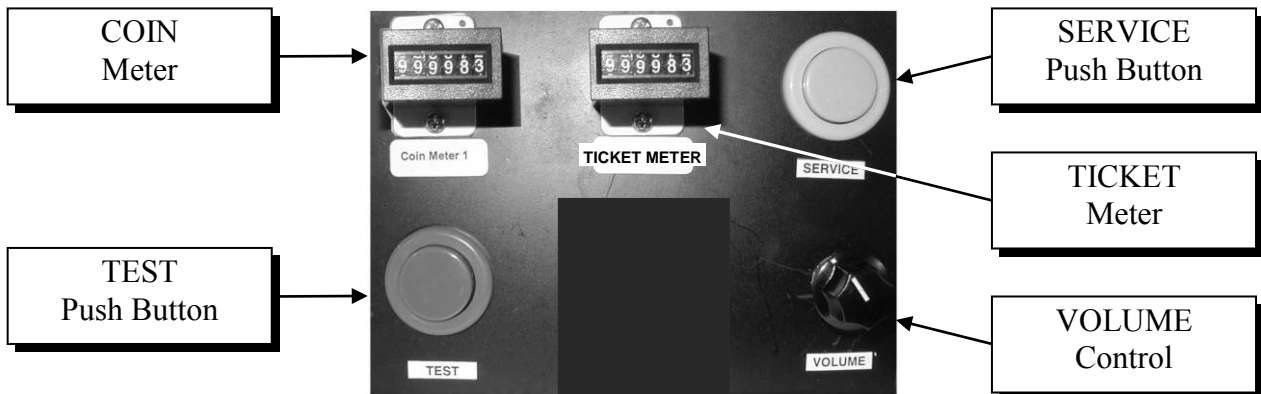
## TEST MODE SCREEN



## 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.
- **TEST** Activating any of the switches will change the value from zero to 1 on the test screen.
- **DIP SWITCH SETTINGS**  
The two lower rows of zeros show the current settings of the DIP switch options.
- **EXIT** The *Test mode* is exited by pressing the red Test button once.

## SERVICE BRACKET





# DIP SWITCH SETTINGS

Located near the Edge Connector of the Video Game PCB are two DIP Switches. One 8-Way DIP Switch marked as SW3 and a 4-way DIP Switch marked as U7. Use the DIP Switch table below to set the desired options for Crazy Clownz.

### *DIP SWITCH TABLES*

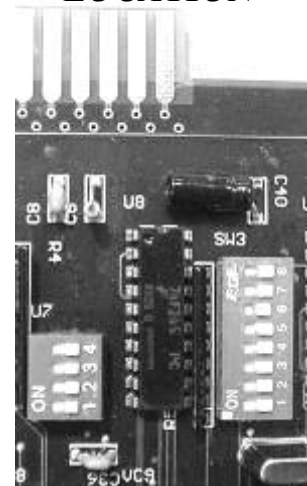
DIP Switch SW3	1	2	3	4	5	6	7	8
<b>No. of Points per Ticket</b>								
3000 Points per Ticket	ON	ON	ON					
2400 Points per Ticket	ON	ON	OFF					
2100 Points per Ticket	ON	OFF	ON					
1800 Points per Ticket	ON	OFF	OFF					
1500 Points per Ticket	OFF	ON	ON					
1200 Points per Ticket ➤	<b>OFF</b>	<b>ON</b>	<b>OFF</b>					
900 Points per Ticket	OFF	OFF	ON					
700 Points per Ticket	OFF	OFF	OFF					
<b>Bonus Screen Settings</b>								
Screen Set No.1				ON	ON			
Screen Set No.2 ➤				<b>ON</b>	<b>OFF</b>			
Screen Set No.3				OFF	ON			
Bonus Screen Disabled				OFF	OFF			
<b>Initial Bonus Tickets</b>								
Starts at 0 Tickets						ON	ON	ON
Starts at 5 Tickets						ON	ON	OFF
Starts at 8 Tickets						ON	OFF	ON
Starts at 10 Tickets ➤						ON	OFF	OFF
Starts at 12 Tickets						<b>OFF</b>	<b>ON</b>	<b>ON</b>
Starts at 15 Tickets						OFF	ON	OFF
Starts at 18 Tickets						OFF	OFF	ON
Starts at 20 Tickets						OFF	OFF	OFF

➤ **Factory Default Settings**

### *DIP SWITCH LOCATION*

DIP Switch U7	1	2	3	4
<b>No. Coin(s) per Credit(s)</b>				
1 Coin for 1 Credit ➤	<b>ON</b>	<b>ON</b>		
2 Coins for 1 Credit	ON	OFF		
3 Coins for 1 Credit	OFF	ON		
1 Coin for 2 Credits	OFF	OFF		
<b>Attract Sound</b>				
No Attract Sound			ON	
Play every 3 min. ➤			<b>OFF</b>	
<b>Bonus Tickets Increment</b>				
Fixed Bonus Tickets				ON
Increment 1 ticket per game ➤				<b>OFF</b>

➤ **Factory Default Settings**



## SETTINGS DETAILED

### ■ NUMBER OF POINTS PER TICKET

This sets the *Number of Points* needed for each Ticket won. The number of points per ticket is controlled by DIP Switch SW3 – 1 to 3.

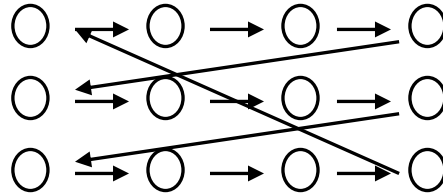
No. of Points per Ticket	1	2	3	4	5	6	7	8
3000 Points per Ticket	ON	ON	ON					
2400 Points per Ticket	ON	ON	OFF					
2100 Points per Ticket	ON	OFF	ON					
1800 Points per Ticket	ON	OFF	OFF					
1500 Points per Ticket	OFF	ON	ON					
1200 Points per Ticket ➤	<b>OFF</b>	<b>ON</b>	<b>OFF</b>					
900 Points per Ticket	OFF	OFF	ON					
700 Points per Ticket	OFF	OFF	OFF					

### ■ BONUS SCREEN SETTINGS

This sets the *Bonus Screen Set* for extra tickets that can be won during the Bonus Screen round at the end of the game. The number of tickets displayed on each balloon is controlled by DIP Switch SW3 – 4 & 5.

Bonus Screen Settings	1	2	3	4	5	6	7	8
Screen Set No.1				ON	ON			
Screen Set No.2 ➤				<b>ON</b>	<b>OFF</b>			
Screen Set No.3				OFF	ON			
Bonus Screen Disabled				OFF	OFF			

The ticket values run from Left to Right, Top to Bottom and loop over again. The starting point for the pattern is random located each bonus screen round. The Bonus Screen round is skipped if disabled.



Bonus Screen Ticket Values													
Screen Set No.1	<b>5</b>	1	2	1	2	4	0	3	1	0	3	1	
Screen Set No.2 ➤	<b>4</b>	1	2	0	2	1	3	1	0	2	1	1	
Screen Set No.3	<b>4</b>	1	0	1	0	2	1	0	3	1	0	1	

**\* NOTE! \***

- If *Bonus Screen Disabled* is selected, the Bonus Screen round is not shown at the end of a game.



## ■ INITIAL BONUS TICKETS

- This sets the Initial Starting point for *Bonus Tickets* won when busting one each of the T.I.C.K.E.T.S lettered balloons.. The number of tickets the Incremental bonus is reset to is controlled by DIP Switch SW3 – 6 to 8.

Initial Bonus Tickets	1	2	3	4	5	6	7	8
Starts at 0 Tickets						ON	ON	ON
Starts at 5 Tickets						ON	ON	OFF
Starts at 8 Tickets						ON	OFF	ON
Starts at 10 Tickets ➤						<b>ON</b>	<b>OFF</b>	<b>OFF</b>
Starts at 12 Tickets						OFF	ON	ON
Starts at 15 Tickets						OFF	ON	OFF
Starts at 18 Tickets						OFF	OFF	ON
Starts at 20 Tickets						OFF	OFF	OFF

**\* NOTE! \***

- Setting *Bonus Tickets Increment* to “Fixed Bonus Tickets” and *Initial Bonus Tickets* to “Starts at 0 Tickets” will result in **NO** Bonus Tickets been paid.

## ■ NUMBER of COIN(S) PER CREDIT(S)

This sets the *Number of Coins* required for one or more credits and is controlled DIP Switch U7 – 1 & 2.

No. Coin(s) per Credit(s)	1	2	3	4
1 Coin for 1 Credit ➤	<b>ON</b>	<b>ON</b>		
2 Coins for 1 Credit	ON	OFF		
3 Coins for 1 Credit	OFF	ON		
1 Coin for 2 Credits	OFF	OFF		

## ■ ATTRACT SOUND

This enables or disables the *Attract Sound* and is controlled DIP Switch U7 – 6 to 8.

Attract Sound	1	2	3	4
No Attract Sound			ON	
Play every 3 min. ➤			<b>OFF</b>	

## ■ BONUS TICKETS INCREMENT

This enables or disables the *Bonus Tickets Increment* and is controlled DIP Switch U7 – 6 to 8.

Bonus Tickets Increment	1	2	3	4
Fixed Bonus Tickets				ON
Increment 1 ticket per game ➤				<b>OFF</b>

**\* NOTE! \***

- Setting *Bonus Tickets Increment* to “Fixed Bonus Tickets” and *Initial Bonus Tickets* to “Starts at 0 Tickets” will result in **NO** Bonus Tickets been paid.



# ERRORS AND TROUBLESHOOTING

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

ERROR DESCRIPTION	SOLUTION
<b>TICKET ERROR</b> Jammed tickets, no tickets or no ticket notch pulse for longer than 3 seconds.	Clear ticket jam or replenish tickets. After this, push Test button once to dispense unpaid tickets.

## 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.

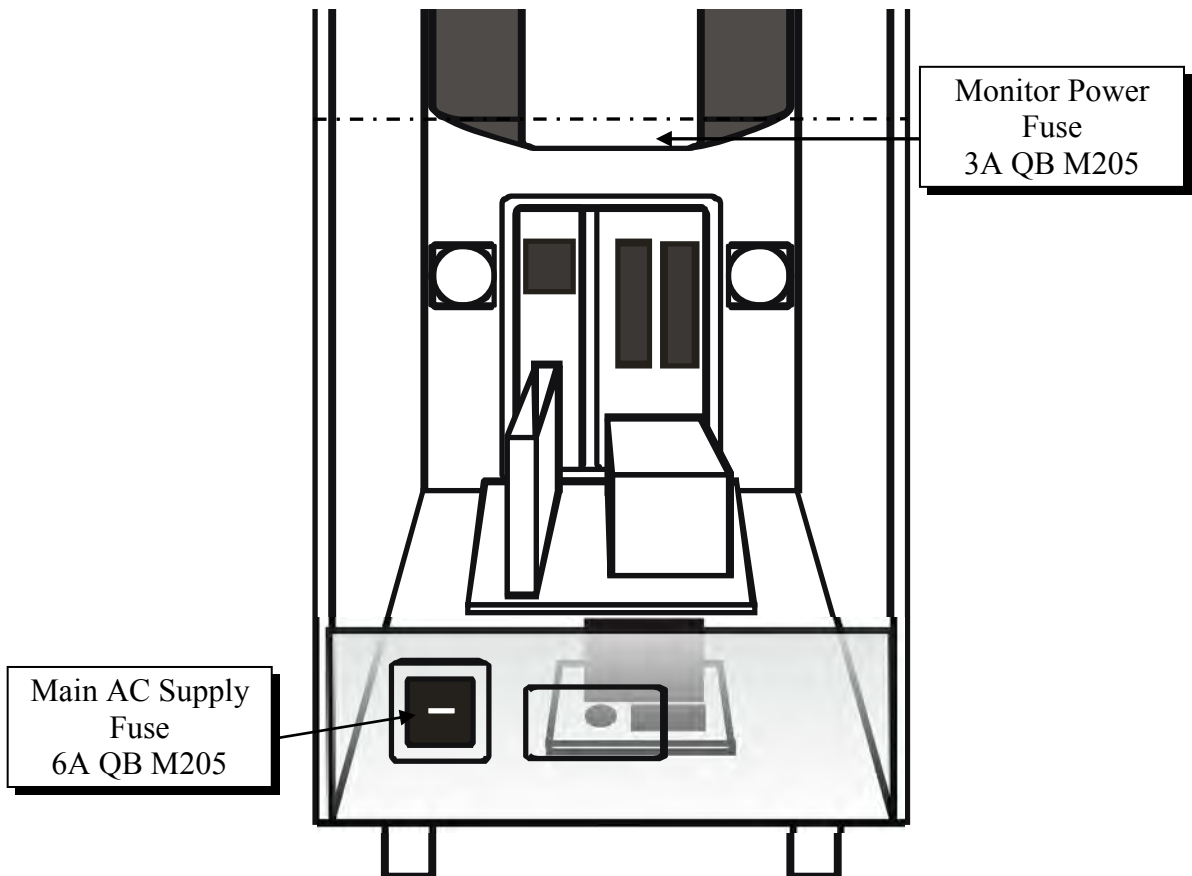
**\* NOTE! \***  
■ The power cord must be removed before the fuse can be accessed.

- **MONITOR POWER FUSE (1 x 3 AMP FAST BLOW, M205 TYPE)**  
This fuse is for the power supply on the 29" CGA Monitor PCB.

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

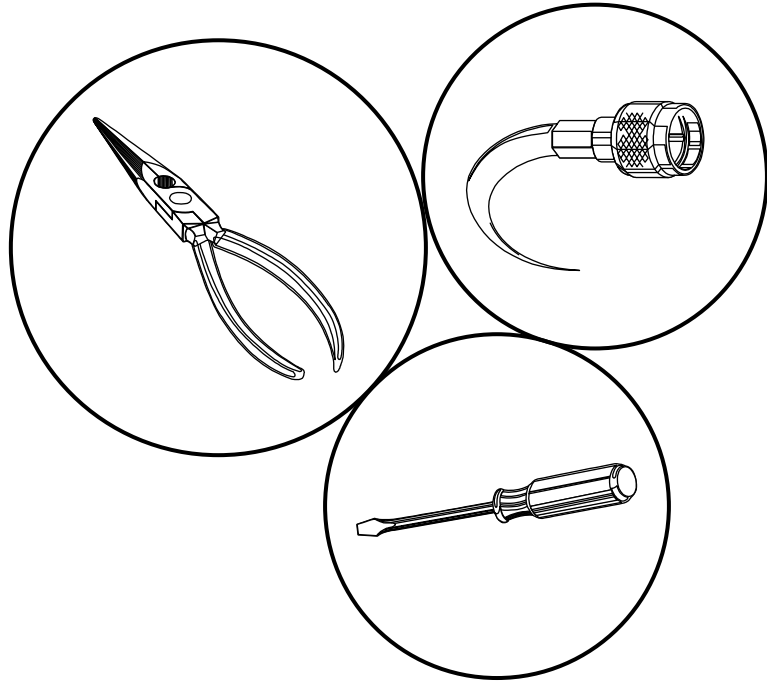
## FUSE LOCATION DIAGRAM

*As viewed from rear*





## SECTION A: SERVICE INSTRUCTIONS



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



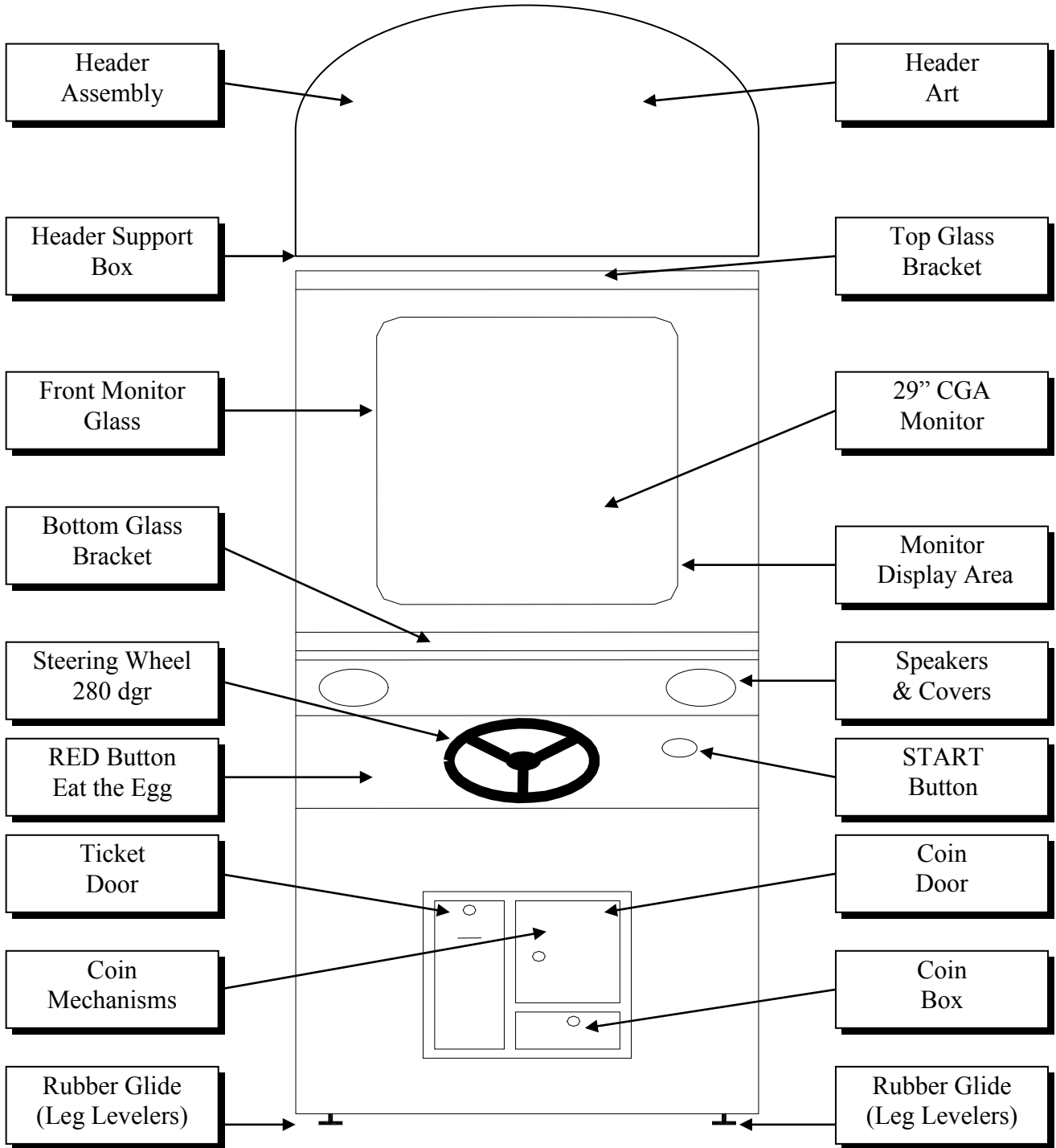
# A



# LOCATING AND ACCESSING PARTS

## PARTS LOCATION DIAGRAM

*As viewed from front*

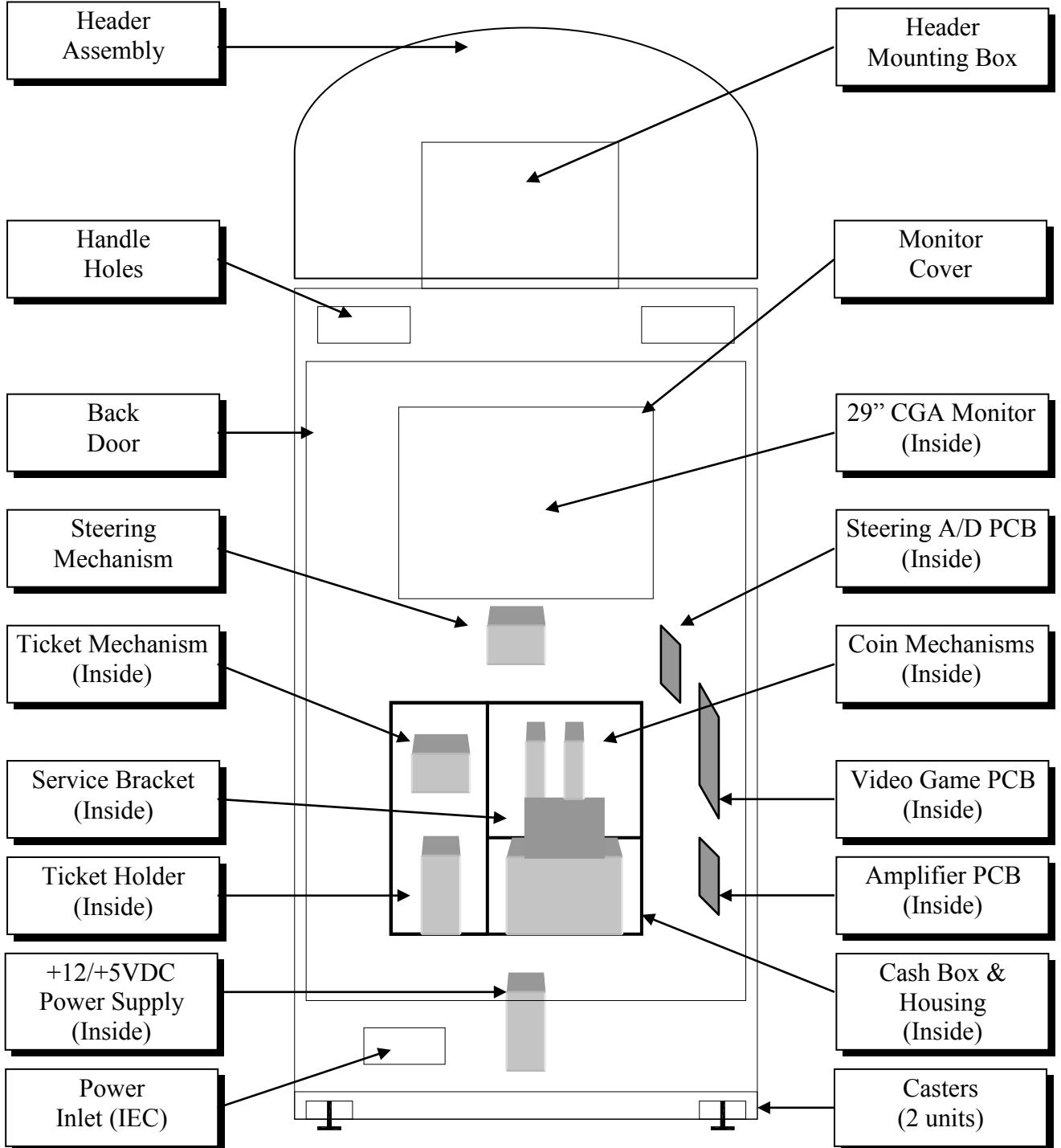






# PARTS LOCATION DIAGRAM Cont.

*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 above the control panel. Access is through the rear door.

### ■ GAME CONTROLS:

Located in the center of the machine cabinet. The control panel can be Access through the rear door.

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

**STEERING WHEEL:** The Steering wheel is a 270 degree “lock to lock” self centering assembly and is used to position the Trampoline on the screen.

### ■ SERVICE CONTROLS:

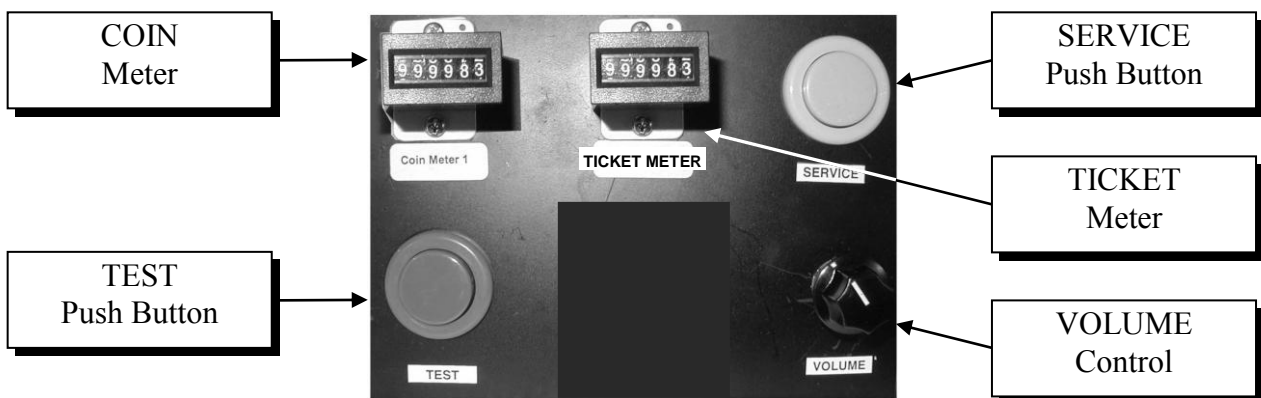
Located on the service panel mounted on top of the cash box and accessed trough the Coin Door.

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

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

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

## SERVICE BRACKET





## ■ 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, page 12 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 page 12 for fuse information.*

## ■ PCB's

For location of all game PCB's, refer to the Parts Location diagram page 14 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.

## ■ 29" CGA MONITOR

The 29" CGA (15 KHz) Monitor is located 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 LAMPS**

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

**\* CAUTION! \***

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



## MAINTENANCE

### CLEANING AND CHECK UP

#### ■ EXTERIOR

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

Any scratches or marks in the 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! \***

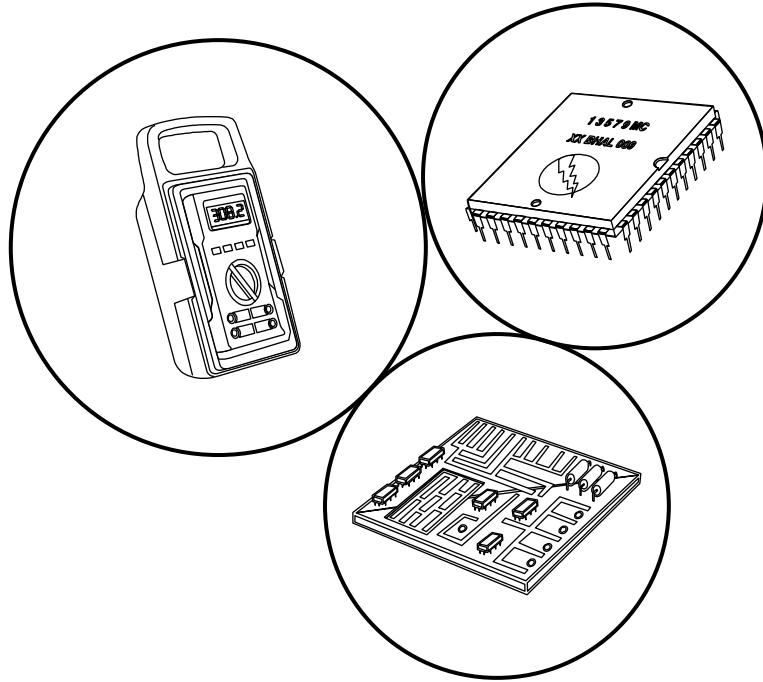
***Always*** turn **OFF** Mains power and unplugged the game, before cleaning the interior of the machine.

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

**Regularly** check that the Button Lamps are operating and button switches are good. Replace the lamp if blown and replace the micro switches 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.



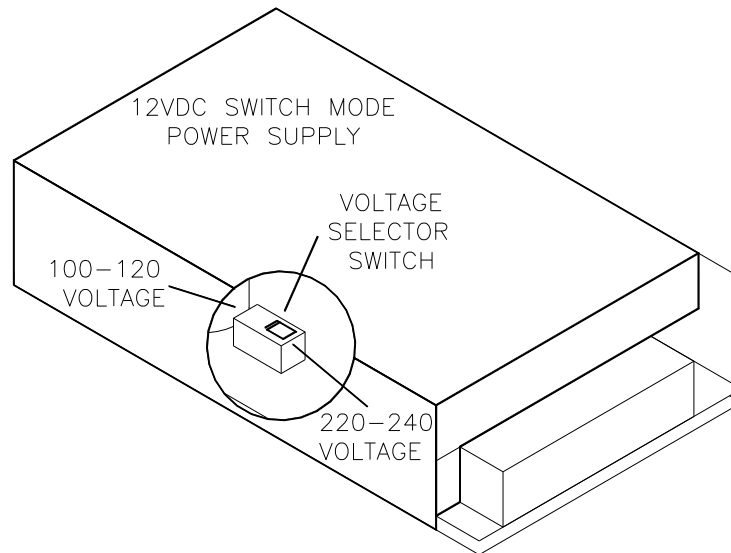
# B



## 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)



### ■ 29" CGA MONITOR

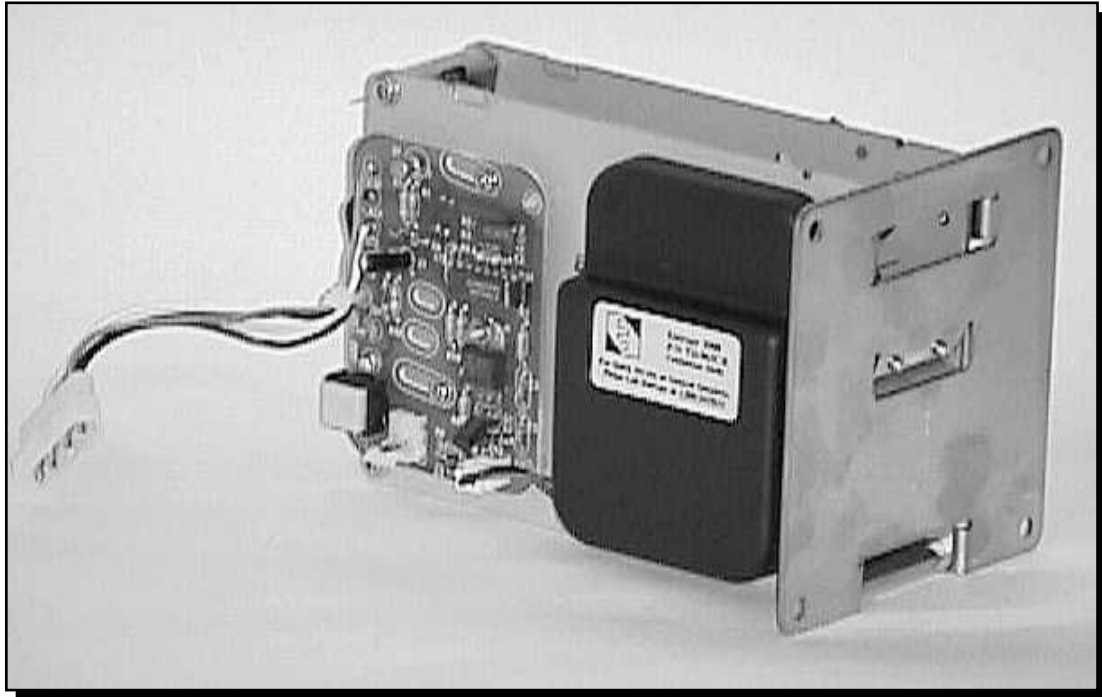
The 29" CGA Monitor is a "Voltage Free" type and can run on any AC source between 95VAC and 250VAC.



## TICKET DISPENSER REFERENCE GUIDE

The ENTD-2000 Ticket Dispenser has been designed with features that virtually eliminate ticket jams. It requires very little maintenance, making it the most reliable and compatible ticket dispenser on the market today. This guide is designed to explain the basic functions and specifications of the ticket dispenser.

### BASIC OPERATION



#### ■ LOADING TICKETS

1. Select ticket width.
2. Slide ticket through guide plates until they reach the rollers.
3. Depress the auto advance button until the tickets reach the desired location.
4. If tickets do not load, ensure that the upper rollers are engaged by pulling back on the latch bar.

**\* NOTE! \***

- The upper rollers can be disengaged by pulling on the latch bar. This is useful to clear tickets, etc.

#### ■ TICKET STOP ADJUSTMENT

This function allows the length of the tickets protruding from the face plate to be adjusted.

1. Turn the two Phillips pan headed screws on the PCB one quarter of a revolution counter-clockwise.
2. Move the board forward or backward to the appropriate position.
3. Re-tighten the screws.



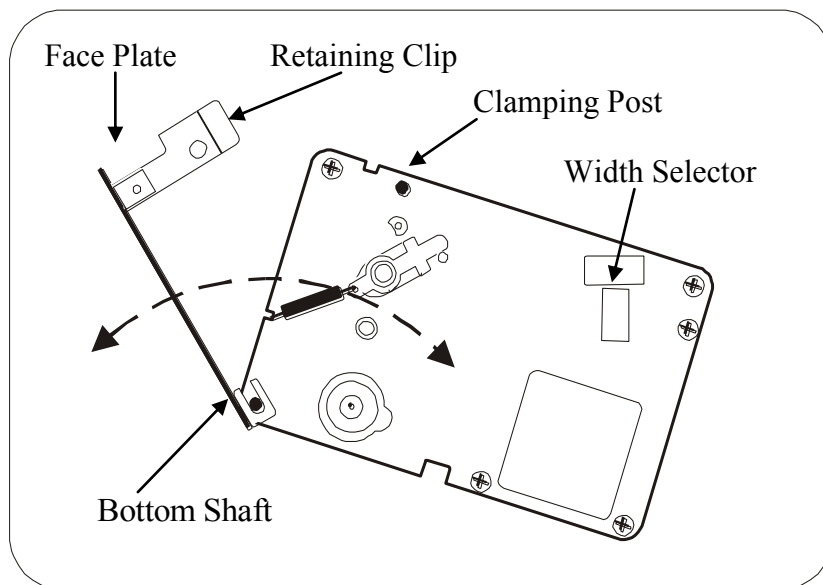


## ■ CLEARING TICKET JAMS

1. Gently pull any tickets that are between the rollers and front plate out the front of the unit.
2. Lift the upper rollers by pulling the latch bar back into the unlock position.
3. Unlatch the upper ticket guide by raising it off its post in the back.
4. Push the tickets away from the ticket width selector toward the optic switch. Gently pull the tickets toward the rear of the unit.
5. Tear off the damaged tickets and put the upper ticket guide back into place.
6. Reload tickets as previously discussed. (Be sure to place the latch bar back to the locked position).

## ■ EASY RELEASE AND RE-INSTALL

1. Hold the dispenser unit and bend the retainer clip to remove it from the face plate.
2. Swing the unit down then lift it slightly until the dispenser unit releases from the face plate.
3. To reinstall: align the post on the dispenser unit w/the U shape brackets on the face plate.
4. Swing unit up and snap in place



### \* NOTE! \*

- Ensure the dispenser is firmly locked in place before running it again!



## SPECIFICATIONS

### ■ LED FUNCTION

**GREEN LED:** Notch output indicator.  
**YELLOW LED:** Motor Enable.

### ■ STANDARD TICKET UNIT: TD-963CR

The TD-963CR is designed to fit more applications. The game's software turns the dispenser on with a logic high signal and monitors a return notch signal from dispenser to turn it off.

### ■ OUT PULSE TICKET UNIT: TD-963PR

The TD-963PR is designed for one logic input - one ticket game. The game pulses the dispenser once and one ticket is dispensed.

### ■ OUT PULSE TICKET UNIT: TD-963PR

The Td-963sr uses a switch rather than a logic input. The game must ensure the switch will not be activated more than twice per second.

### ■ ELECTRICAL CHARACTERISTICS

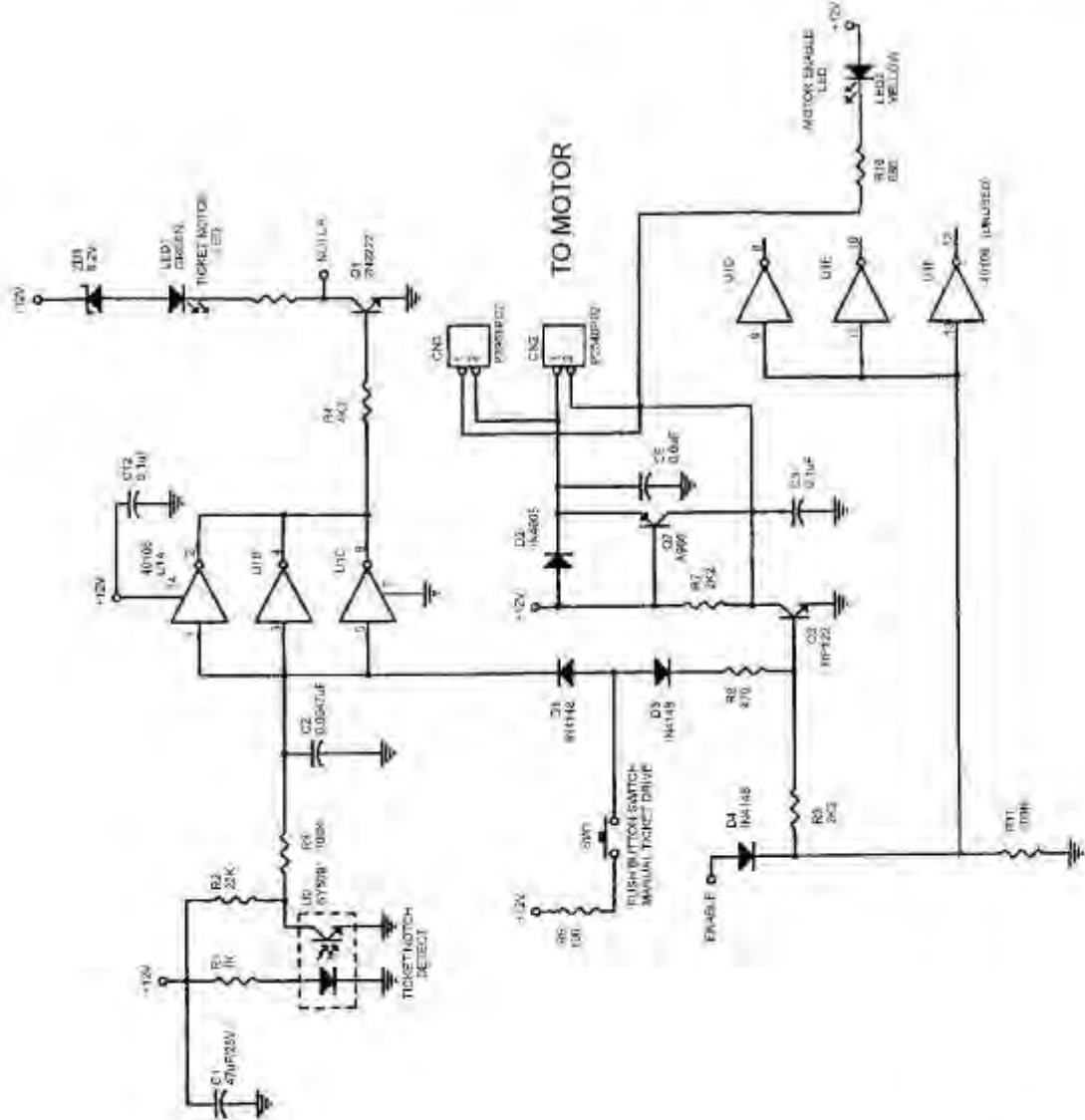
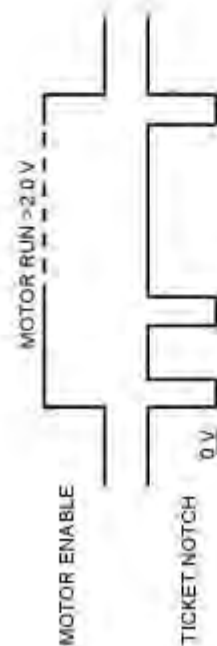
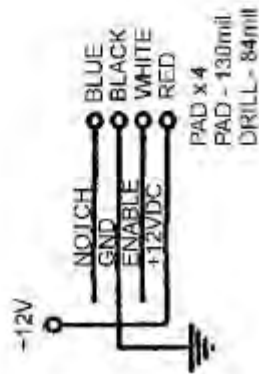
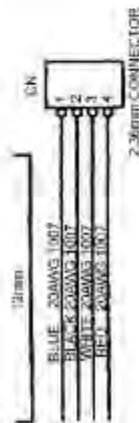
#### TD-963CR:

	Min.	Typical	Max.
Supply Voltage	11.0 V	12.0 V	13.0V
Standby Current	-----	25mA	-----
Motor Start Current	1.2 A	1.3 A	1.4 A
Motor Run Current	0.3 A	0.3 A	0.35 A
Motor Enable On Voltage	2.4 V	-----	12.0 V
Motor Enable On Current	160 uA	-----	4.2 mA
Motor Enable Off Voltage	-----	-----	1.0 V
Motor Enable Off Current	-----	-----	0 A
Ticket Notch Sink Current	-----	-----	50 mA
Ticket Notch Voltage Pull-up	-----	-----	30 V



# TD-963CR SCHEMATIC DIAGRAM

## TICKET DISPENSER ENROPY TD-963C





# DISPENSER PARTS DIAGRAM

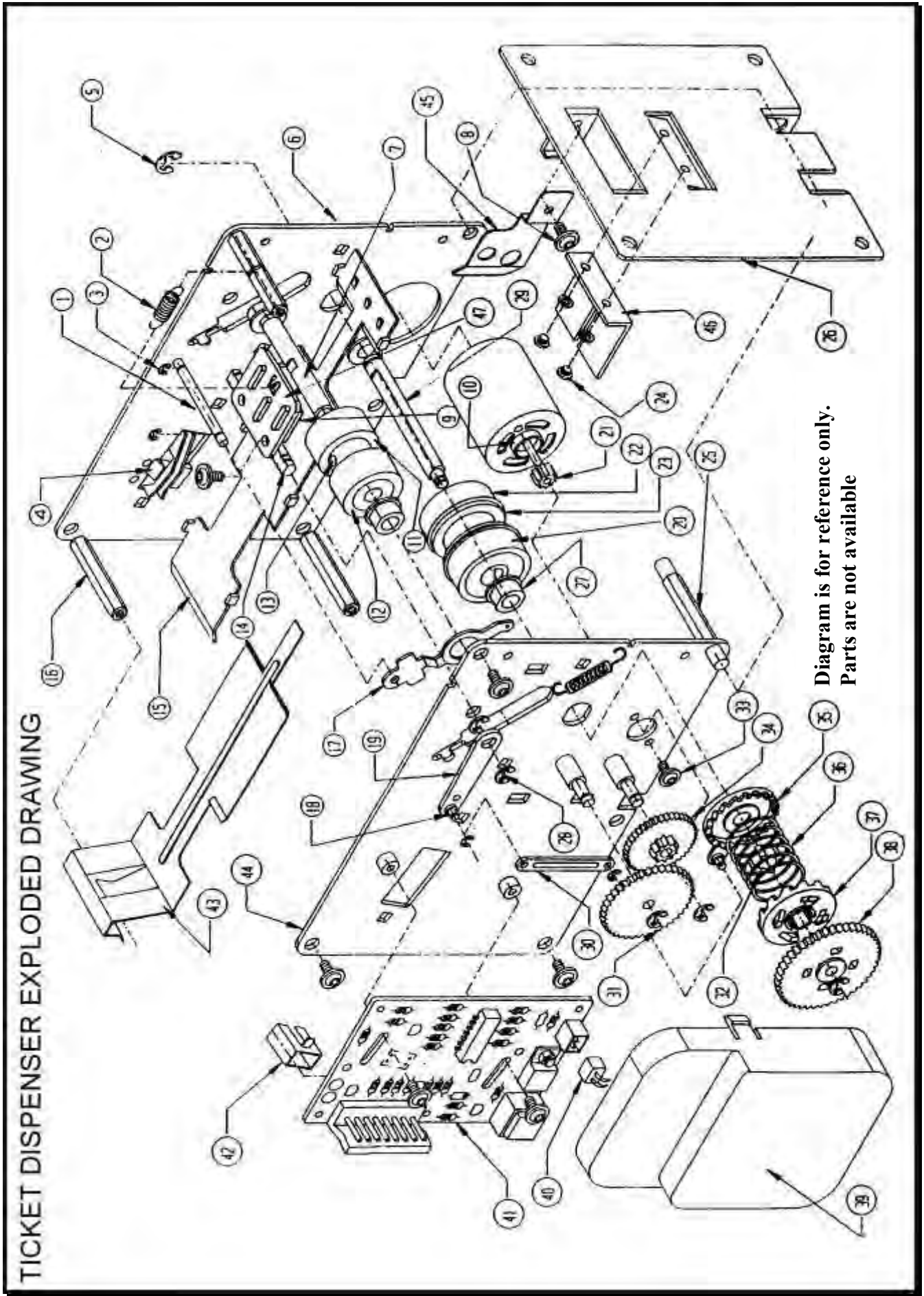


Diagram is for reference only.  
Parts are not available

TICKET DISPENSER EXPLODED DRAWING

**CRAZY CLOWNZ JAMMA CONNECTOR LIST**

SOLDER SIDE	JAMMA		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 MOTOR DRIVE
	K	9	START BUTTON LAMP
AUDIO GND	L	10	AUDIO Line +
	M	11	
GREEN*	N	12	RED*
SYNC*	P	13	BLUE*
SERVICE	R	14	VIDEO GND*
	S	15	TEST
	T	16	COIN SWITCH
Start 2 Button (Not Used)*	U	17	START BUTTON
STEERING D4	V	18	STEERING D0
STEERING D5	W	19	STEERING D1
STEERING D6	X	20	STEERING D2
STEERING D7	Y	21	STEERING D3
Ticket Notch 2 (Not Used)*	A	22	TICKET NOTCH
	a	23	
	b	24	
TICKET COUNTER	c	25	STEERING ENABLE
	d	26	COIN COUNTER
GND	e	27	GND
GND	f	28	GND

\*Note: Video Outputs are CGA, 15 KHz only.

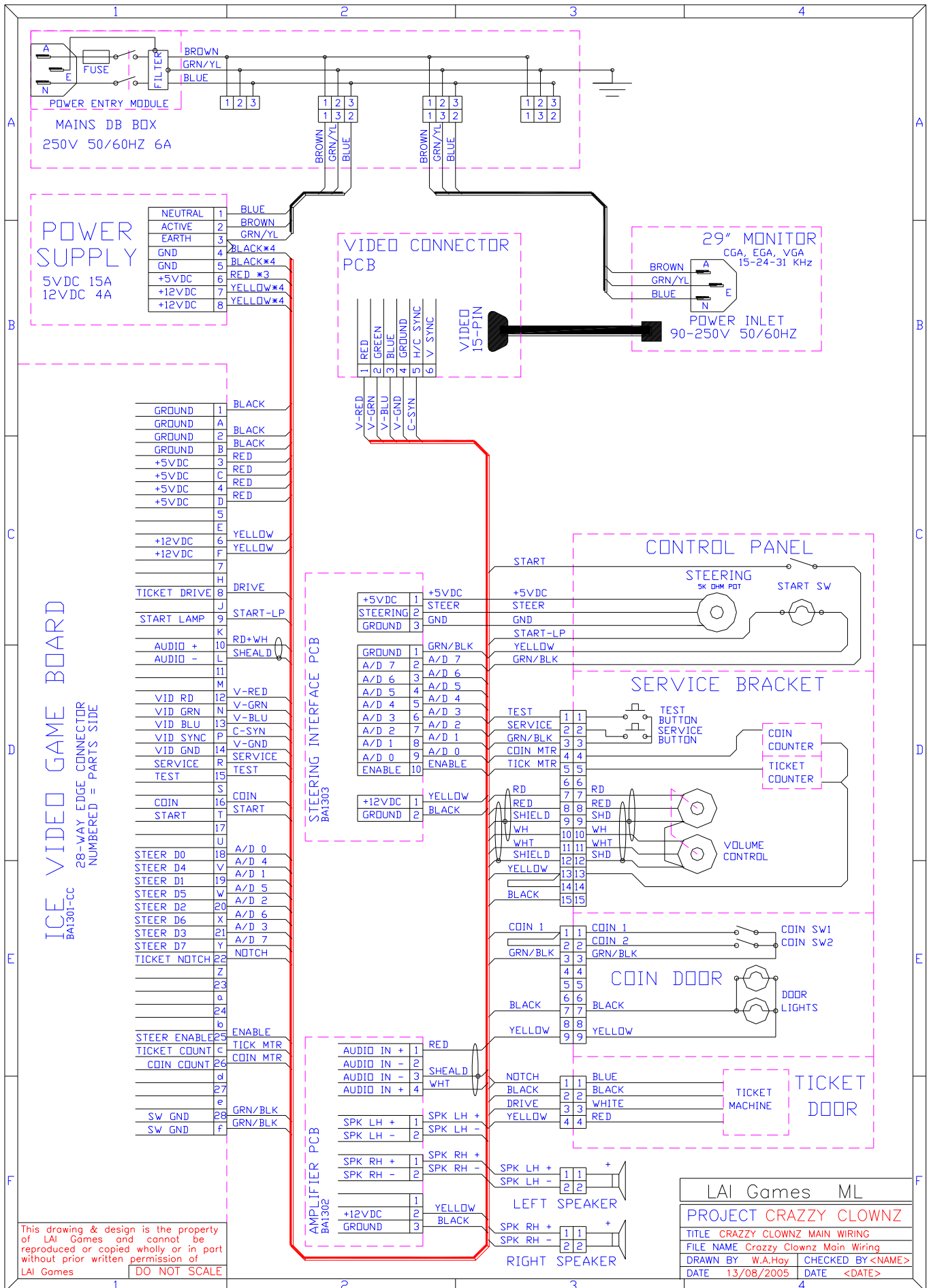
Player 2 inputs not used but displayed in TEST MODE

**\* 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.



# CRAZY CLOWNZ WIRING DIAGRAM



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DO NOT SCALE

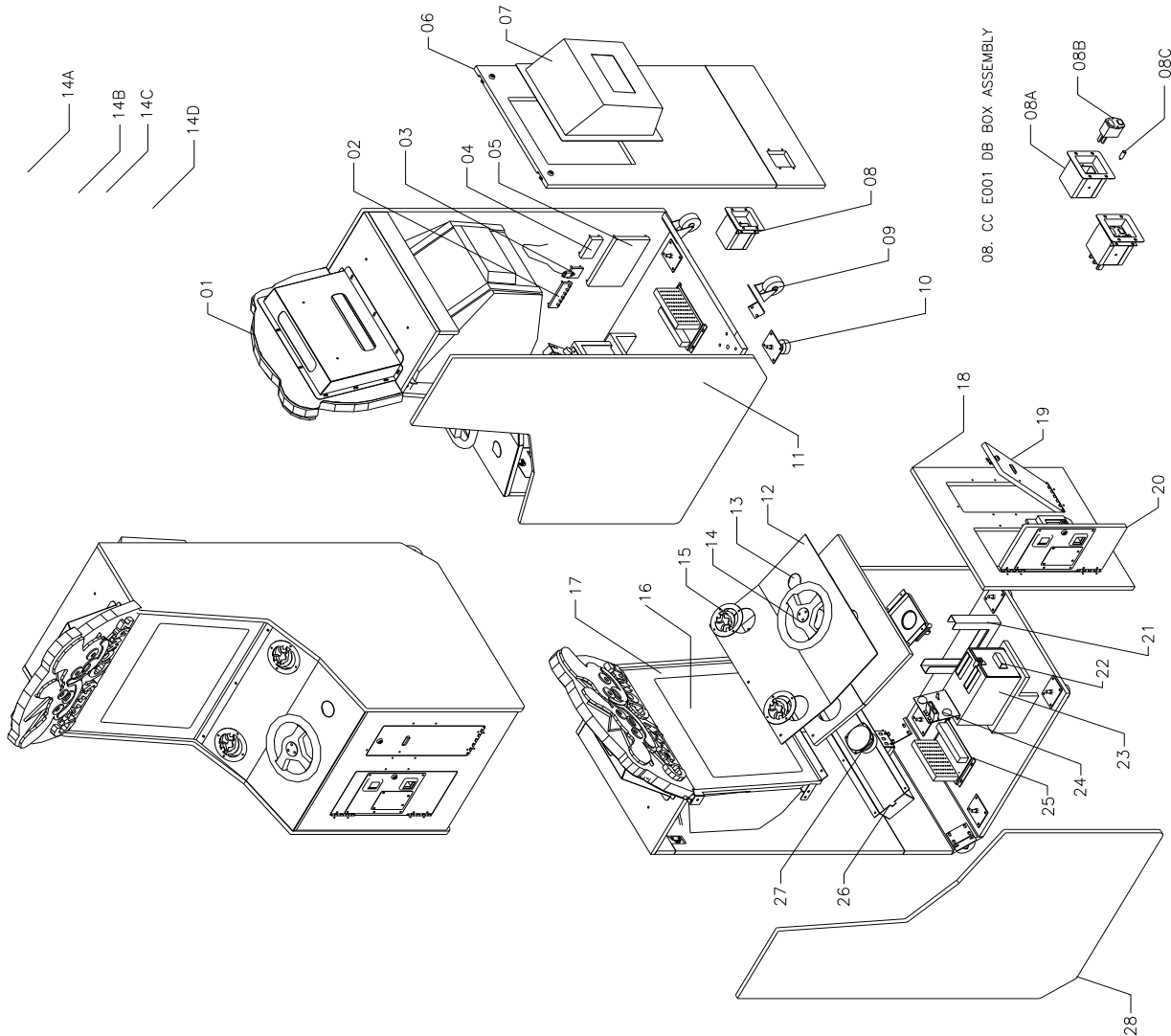
LAI Games ML	
PROJECT CRAZY CLOWNZ	
TITLE CRAZY CLOWNZ MAIN WIRING	
FILE NAME Crazy Clownz Main Wiring	
DRAWN BY W.A.Hoy	CHECKED BY <NAME>
DATE 13/08/2005	DATE <DATE>



# 3 D EXPLODE PART

NO	PART NO	DESCRIPTION	QTY
01	CC A001	HEADER ASSEMBLY	1
02	BA1303	PCB FB68 STEERING INTERFACE	1
03	EC1828	CABLE MONITOR VGA DB 15-WAY(MALE-MALE)	-
04	BA1302	PCB FB29a STEREO AUDIO AMPLIFIER	1
05	BA1301	PCB ICE GAME BOARD	1
06	CC1-FW-003-R0	BACK DOOR	1
07	CC1-SA-001-R0	METAL BACK COVER	1
08	CC E001	DB BOX ASSEMBLY	1
	HA0007	DB BOX METAL ONLY	1
	08B EA0649	EC TYPE NOSE EM FILTER WITH FUSE AND SWITCH-UL MODEL 08AB25	1
	08C EA1356	BINDING POST	1
	EA1356	SPLIT CORE EMI FILTER FOR CE MACHINE	1
	CC H002	DB BOX HARNESS	1
	OPTIONAL		
	EA0635	POWER LEAD MOLDED IEC TO 3 PIN USA	1
	EA0636	POWER LEAD MOLDED IEC TO 2 PIN INDO	1
	EA0637	POWER LEAD MOLDED IEC TO 3 PIN AU	1
	EA0639	POWER LEAD MOLDED IEC TO 3 PIN UK	1
09	HM0062	CASTOR WHEEL 3" FIXED MERK: DYNE	2
10	HM0002	RUBBER MACHINE GLIDE	4
11	CC1-FW-001B-R0	CABINET SIDE LEFT WOOD ONLY	1
11A	AT2507	STICKER MACHINE SIDE LEFT	1
12	CC1-FP-001-R0	ACRYLIC PLAYFIELD	1
12A	AT2506	STICKER ACRYLIC PLAYFIELD	1
13	EA0547	PUSH BUTTON RED COLOR P/N. S9205D5	1
14	CC A002	STEERING WHEEL ASSEMBLY	1
14A	HP0004	STEERING WHEEL AND COVER CAP	1
14B	CC1-FM-020-R0	STEERING PIPE	1
14C	CC1-FW-021-R0	STEERING PIPE RING	1
14D	EA1360	STEERING WHEEL POT OUTPUT	1
15	CC1-FM-021-R2	SPEAKER COVER	2
16	EA1059	COLOUR PICTURE TUBE 29" CORION SAMSUNG	1
17	CC1-FM-011-R0	MONITOR GLASS BACK BOARD	1
17A	AT2503	STICKER MONITOR MASK	1
17B	HM1801	TEMPERED SAFETY GLASS SIZE:638X536XMM (HM1801)	1
18	CC1-FW-004-R2	FRONT PANEL LOWER WOOD ONLY	1
18A	AT2502	STICKER FRONT PANEL	1
19	CC A003	TICKET DOOR ASSEMBLY	1
20	CC A004	COINDOOR ASSEMBLY	1
21	CC1-FM-019-R0	TICKET HOLDER	1
22	CC1-SA-003-R0	CASH BOX	1
23	CC1-SA-002-R0	HOUSING CASH BOX	1
24	CC E002	SERVICE PANEL ASSEMBLY	1
24A	CC1-FM-017-R0	SERVICE PANEL METAL ONLY	1
24B	EA0519	SWITCH SMALL ROUND RED BUTTON P/N: HS-02M5	1
24C	EA0520	SWITCH SMALL ROUND GREEN BUTTON P/N: HS-02M6	1
24D	EA1252	COIN COUNTER 12V REAR MOUNTING WITH BRACKET	2
24E	EC0689	POTENTIOMETER CARBON DUAL GANG 50K Ohm	1
24F	EP0602	KNOB VOLUME	1
	CC H003	SERVICE PANEL HARNESS	1
	CC E003	POWER ASSEMBLY	1
25	CC1-FM-022-R0	BACK COVER SPEAKER	1
26	EA1201	SPEAKER 4" 8 OHM 40W	2
27	CC1-FW-001A-R0	CABINET SIDE RIGHT WOOD ONLY	1
28A	AT2508	STICKER MACHINE SIDE RIGHT	1
29	CC H004	MAIN HARNESS	1

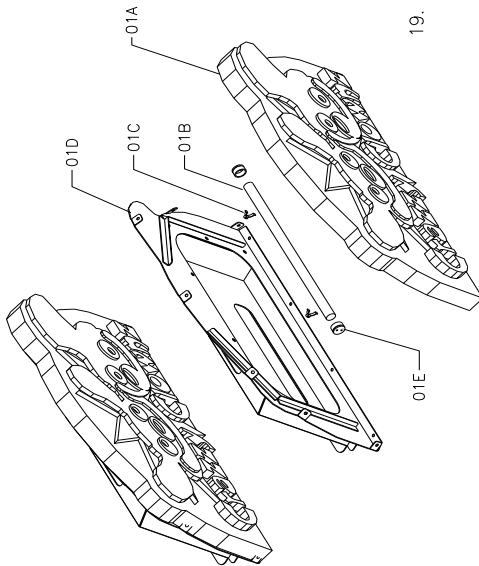
14. EA1360 STEERING WHEEL POT OUTPUT



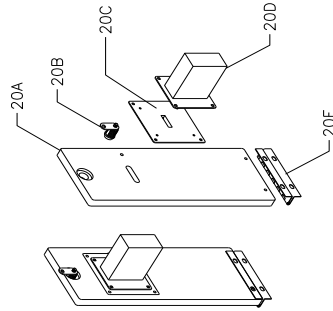


NO	PART NO	DESCRIPTION	QTY	
01	CC A001	HEADER ASSEMBLY	1	
PART ITEM	01A	HEADER ACRYLIC	1	
	01B	LAMP NEON 15W COOL WHITE P/N F1518	1	
	01C	NEON CLIP PLATE	2	
	01D	HEADER BRACKET	1	
	01E	LAMP NEON END CAP HOLDER MODEL 713-HS TWIN PUSH	2	
19	CC A003	TICKET DOOR ASSEMBLY	1	
	PART ITEM	19A	TICKET DOOR PANEL	1
		19B	LOCK ANGLE	1
		19C	TICKET PLATE	1
		19D	TICKET DISPENSER ENTROPY	1
		19E	TICKET DOOR HINGE	1
		19F	STICKER FRONT DOOR	1
		20	CC A004	COINDOOR ASSEMBLY
PART ITEM			20A	COINDOOR HINGE 01
	20B		COINDOOR PLATE	1
	20C		COVER DBA	1
	20D		LOCK ANGLE	1
	20E		COINDOOR PANEL	1
	20F		COINDOOR HINGE 02	1
	20G		COIN MECHANISM HOLDER ASSY SINGLE	1
	20H		STICKER FRONT DOOR	1
	-		COIN DOOR HARNESS	1
	25	CC E003	POWER ASSEMBLY	1
PART ITEM		25A	SWITCHING POWER SUPPLY +5 15A +12V 4A -5V 1A	1
		25B	TRAF0 BRACKET METAL ONLY	1
		25C	LAMP NEON BALLAST CE 240V 15/18/20W ATCO	1
		25D	LAMP STARTER BASE FSB-003 UL LISTED	1
		-	CC H001	POWER HARNESS

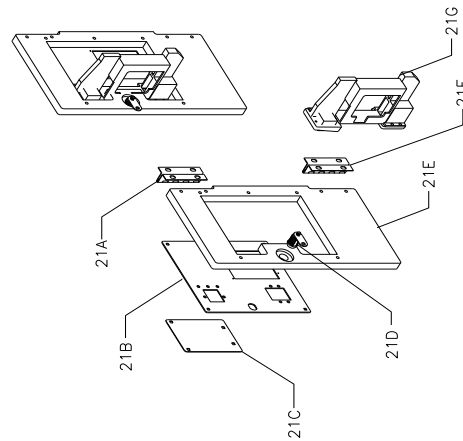
01. CC A001 HEADER ASSEMBLY



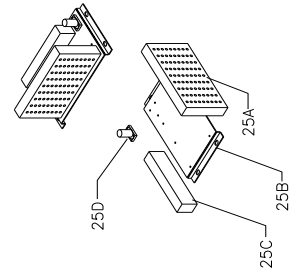
19. CC A003 TICKET DOOR ASSEMBLY



20. CC A004 COINDOOR ASSEMBLY



25. CC E003 POWER ASSEMBLY





# WARRANTY

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

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

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

## IF MAKING A WARRANTY CLAIM:

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

