OPERATORS MANUAL

Version 16

LET'S BOUNCE

Firmware version 10.01.000

PLEASE NOTE

Read this manual before operating the machine.

Visit www.laigames.com for support.

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

Table of Contents

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 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 ***Let's Bounce***, 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.

- 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 ***Let's Bounce*** by LAI Games. We hope you take the time to read this manual and learn about the many features and user-friendly adjustments that can be made to fine-tune the game for maximum earning potential.

DESCRIPTION

Let's Bounce is an addictive and rewarding single or two player game that is easy to play but hard to master. Players bounce ping pong balls across a field of illuminated tiles, aiming to hit each tile at least once and clear the playfield, before the time runs out.

PACKAGING

CONTENTS

- Let's Bounce unit
- Operator Manual
- 4 x coin door keys
- 200 x Ping pong balls
- 1 x Power cord
- 3 x O-Ring
- 1 x Allen Key 4
- 1 x Allen Key 2.5
- 1 x Wrench 17
- 1 x Fuse 6.3A
- 1 x Programming harness
- 1 x Optional NRI coin mech harness

SPECIFICATIONS

DIMENSIONS

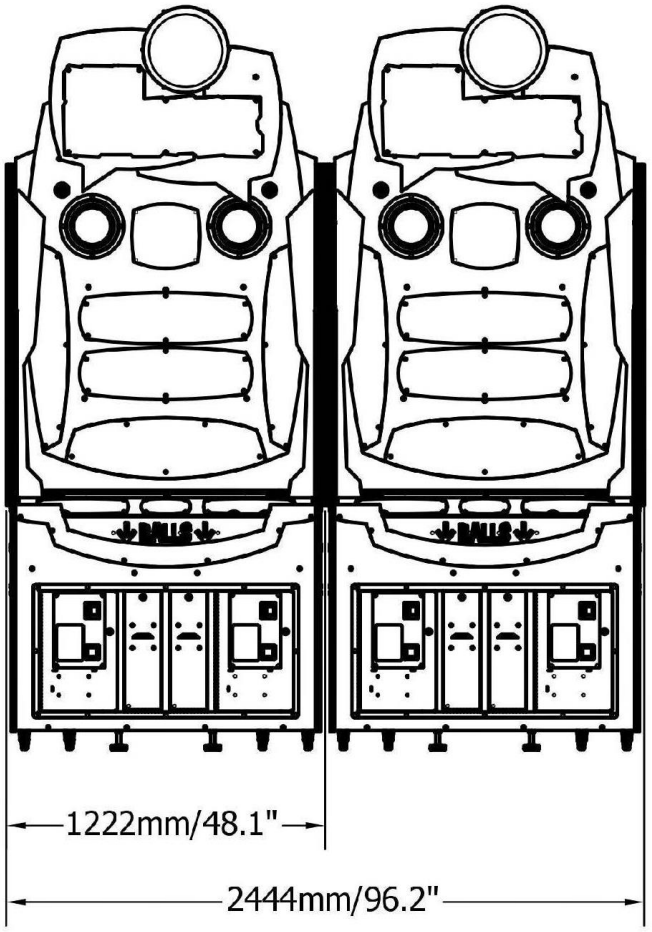
- Weight: 431kg (950.19lb) (excluding packaging)
- Weight: 501kg (1104.52lb) (including packaging)
- Height: 2245mm (88.4") (excluding header)
- Height: 2848.7mm (122.1") (including header)
- Width: 1222mm (48.1")
- Length: 3130mm (123.2")
- Power: Maximum 600W

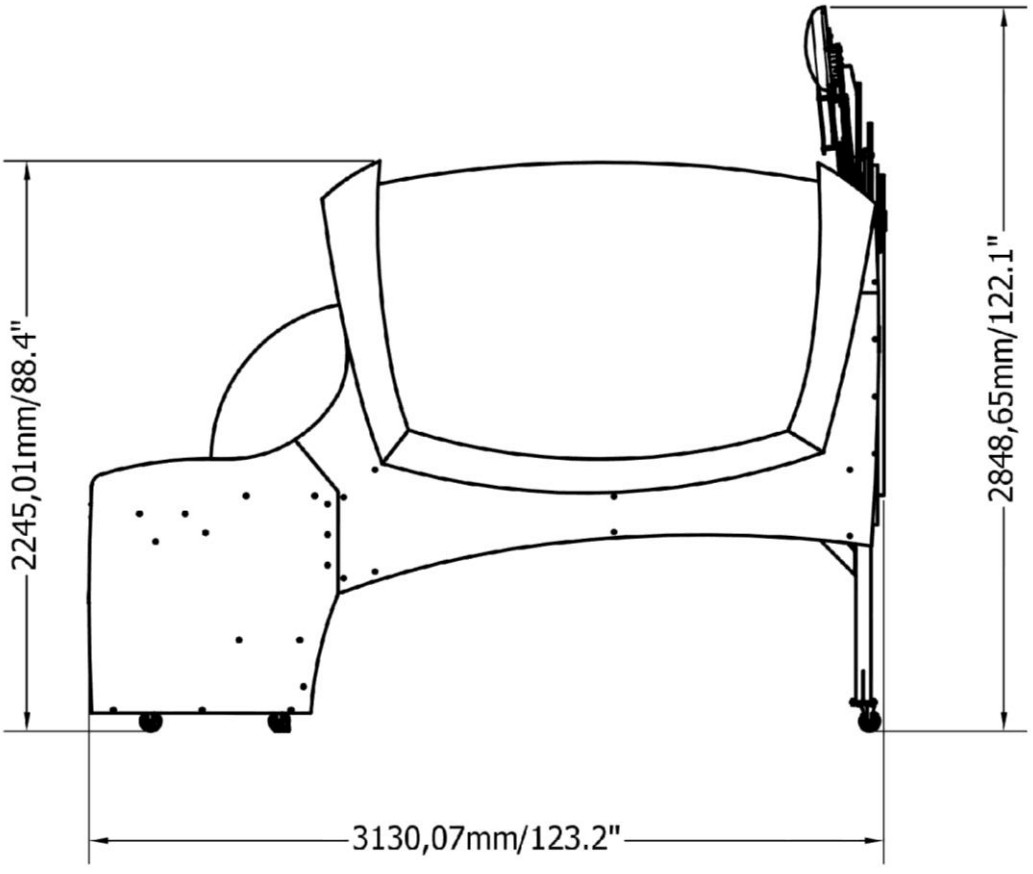
ELECTRIC SUPPLY

The game can operate on a universal mains input voltage between 85-266VAC 47/63Hz single phase. The supply must be a three-wire grounded supply. An adjustment screw is available for fine-tuning the output voltage.

LOCATION REQUIREMENTS

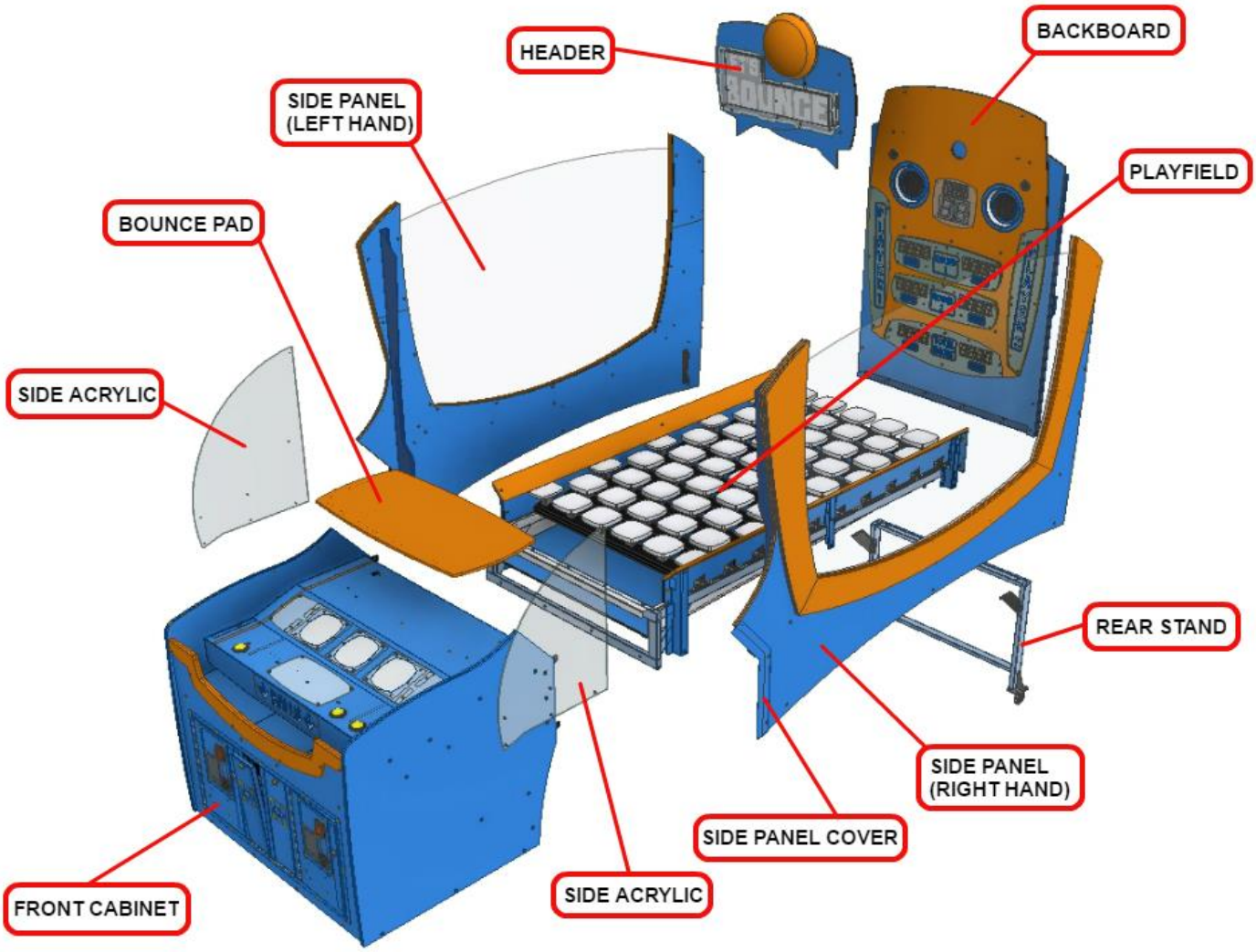
- Ambient temperature: 5C - 40C
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low


1222mm/48.1"
2444mm/96.2"


2245,01mm/88.4"
2848,65mm/122.1"
3130,07mm/123.2"

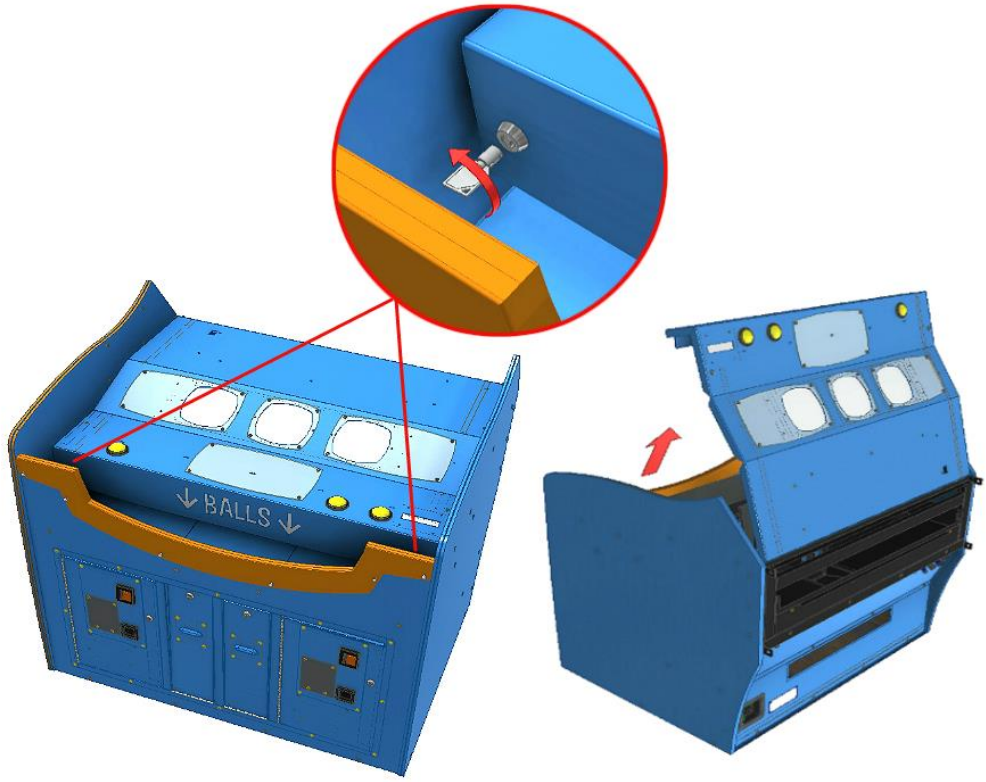
ASSEMBLY

PARTS DETAILED

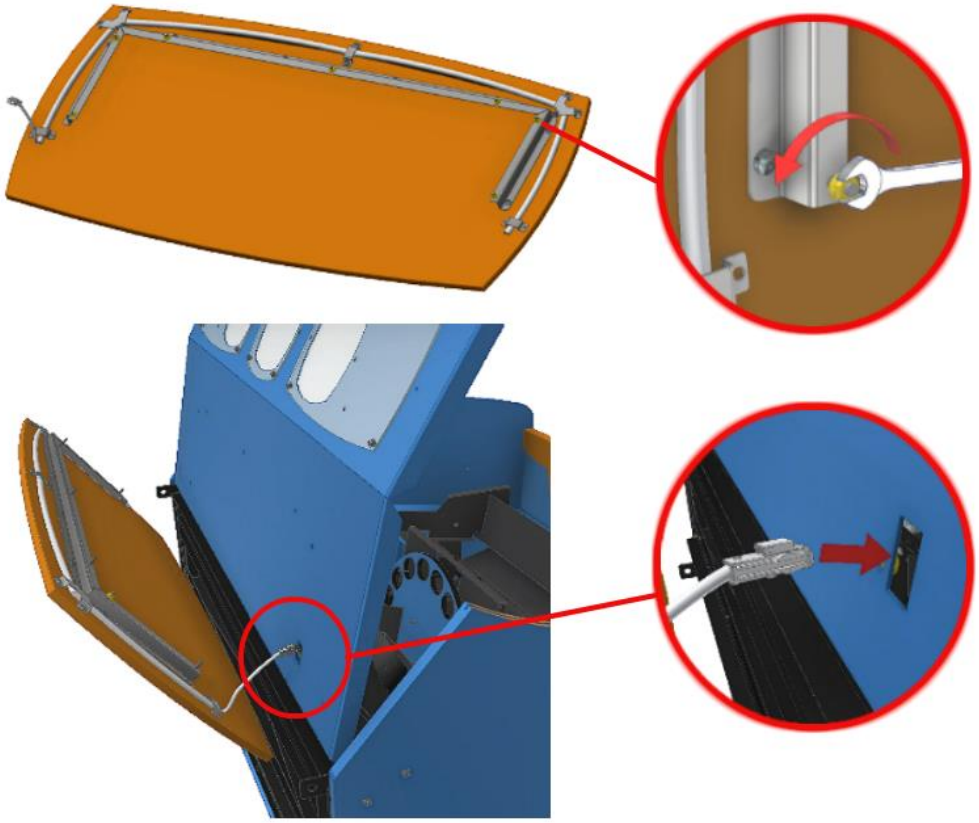


ASSEMBLY STEPS

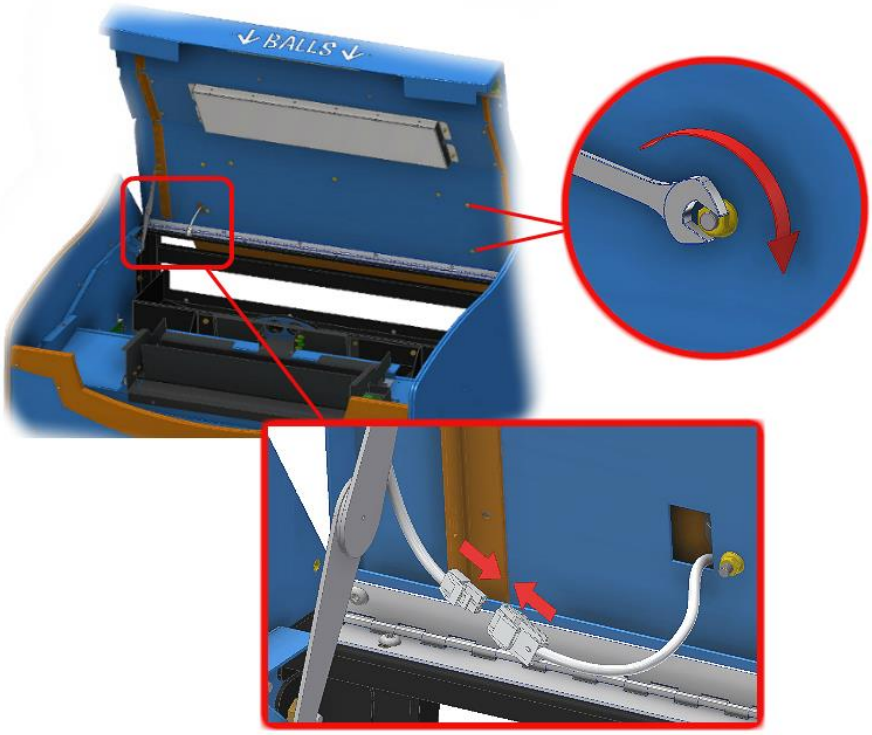
1. Unlock the player panel with the key provided.
2. Lift the panel up until it stops.
3. Locate the mounting location for the bounce pad (7 holes).



4. Unlock the hex nut pictured.
5. Position the bounce pad correctly, and plug in the connector.

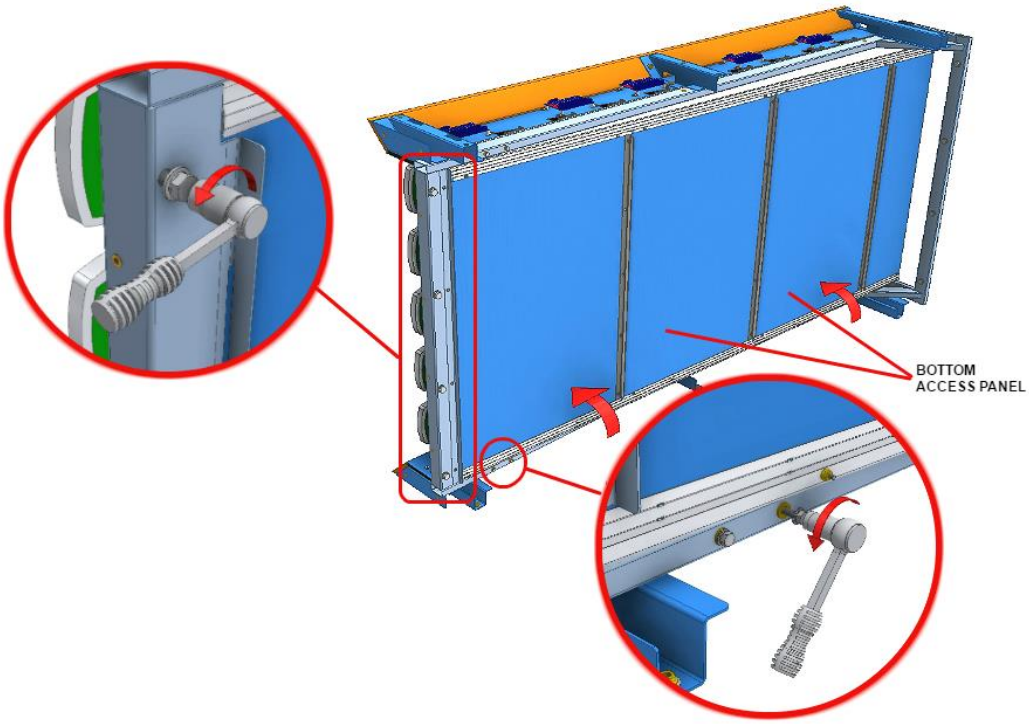


6. Align the bounce pad studs to the holes and lock using the same nut that was unlocked in step 4.
7. Plug in the connector pictured.

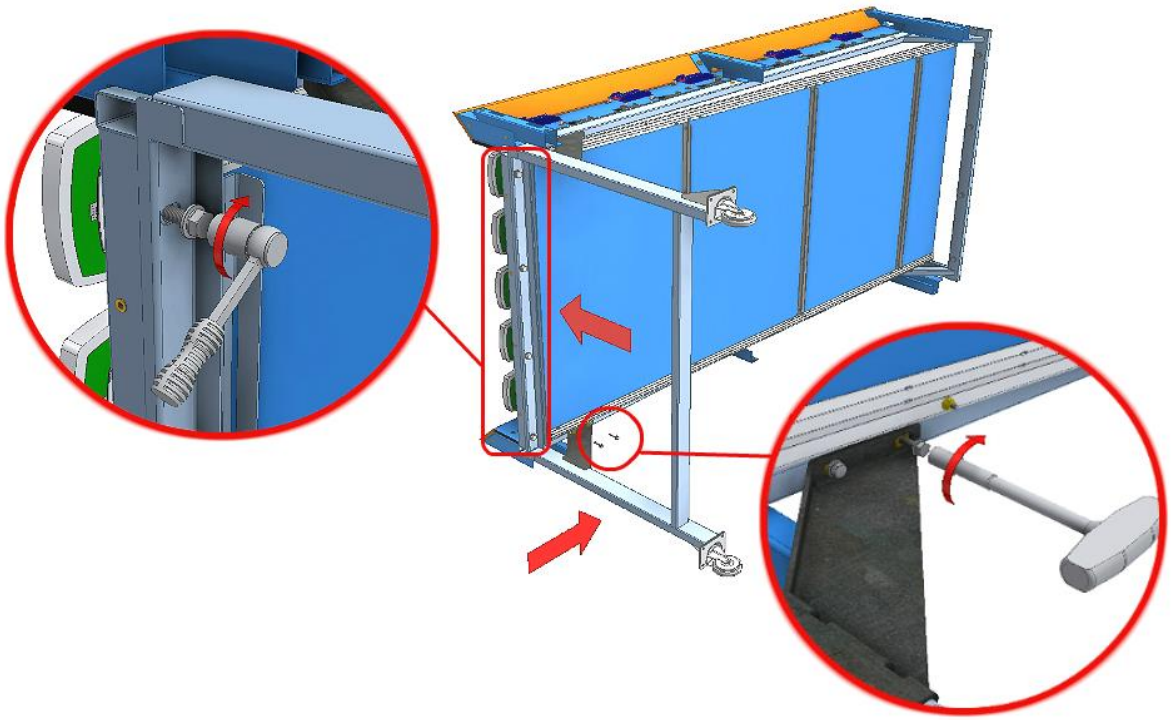


CAUTION: At least two people should be present to perform steps 8 to 10.

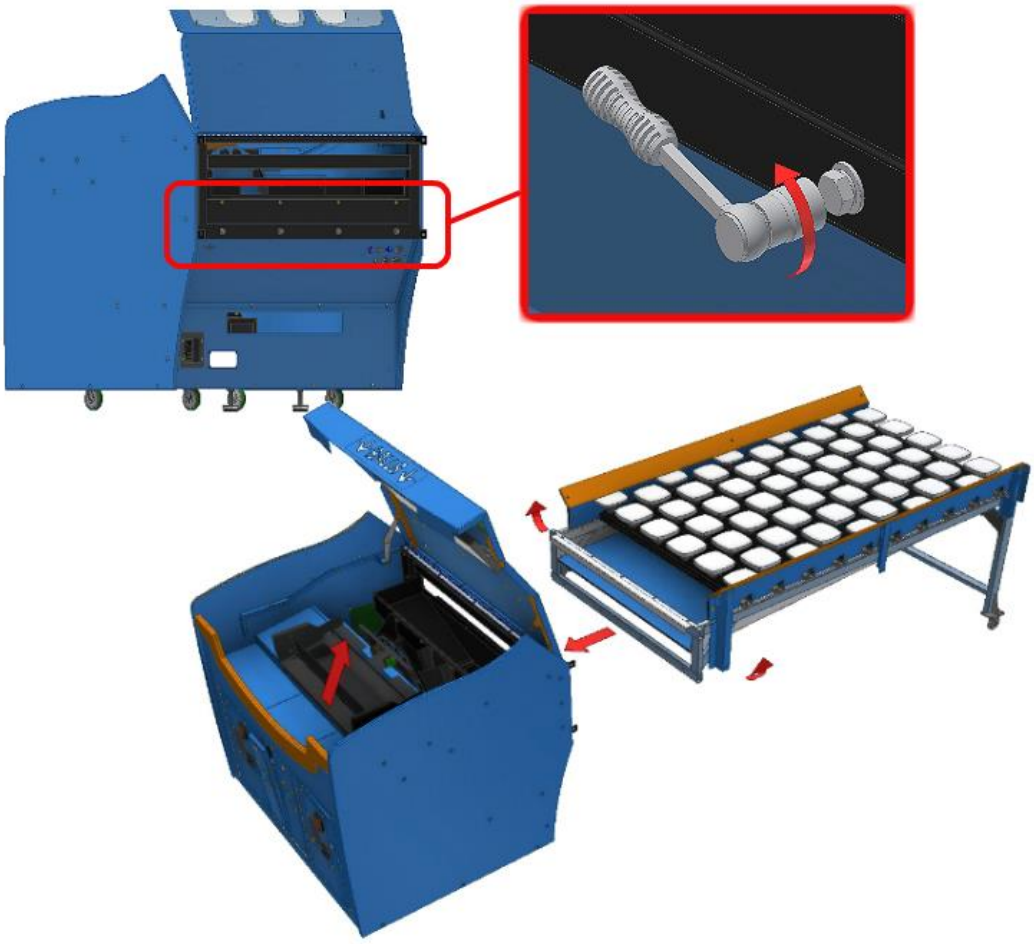
8. Carefully place the playfield frame on its side. Take care not to damage or dent the frame.
9. Unlock the hex bolts at the rear and bottom of the playfield frame. 4 x hex bolts on the rear, and 4 on each side.



10. Align the rear stand as shown, and lock it in place using the hex bolts from the previous step. 4 x hex bolts on the rear and 4 on each side.

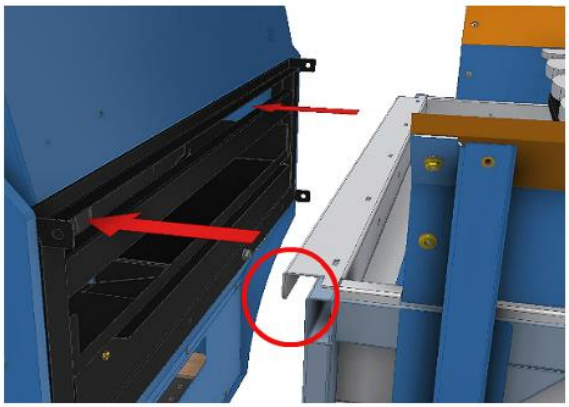


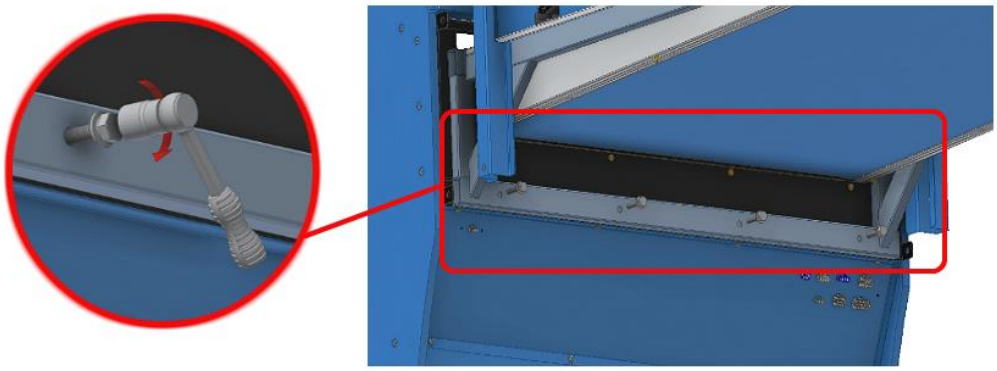
11. Unlock the 4 hex bolts pictured.
12. Align the front cabinet section with the playfield.



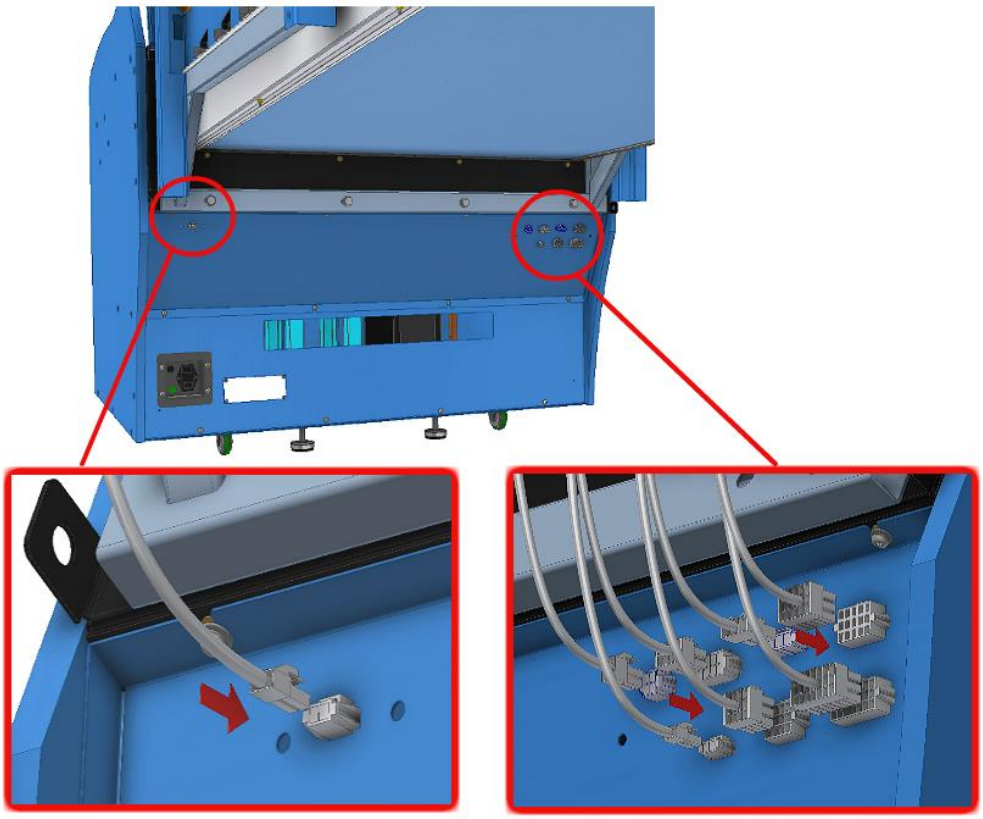
CAUTION: At least two people should be present to perform steps 13 to 17.

13. Bring the playfield up against the front cabinet, and lift it slightly so the frame hooks on.
14. Lock the 4 x hex bolts that were unlocked in step 11.

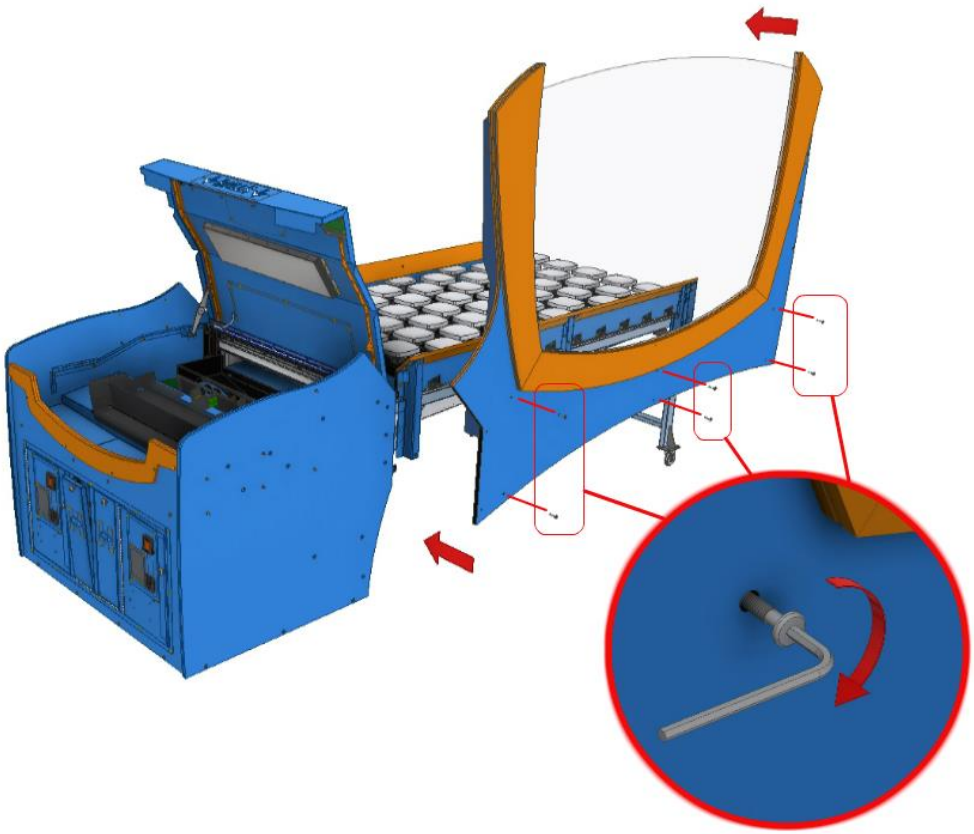




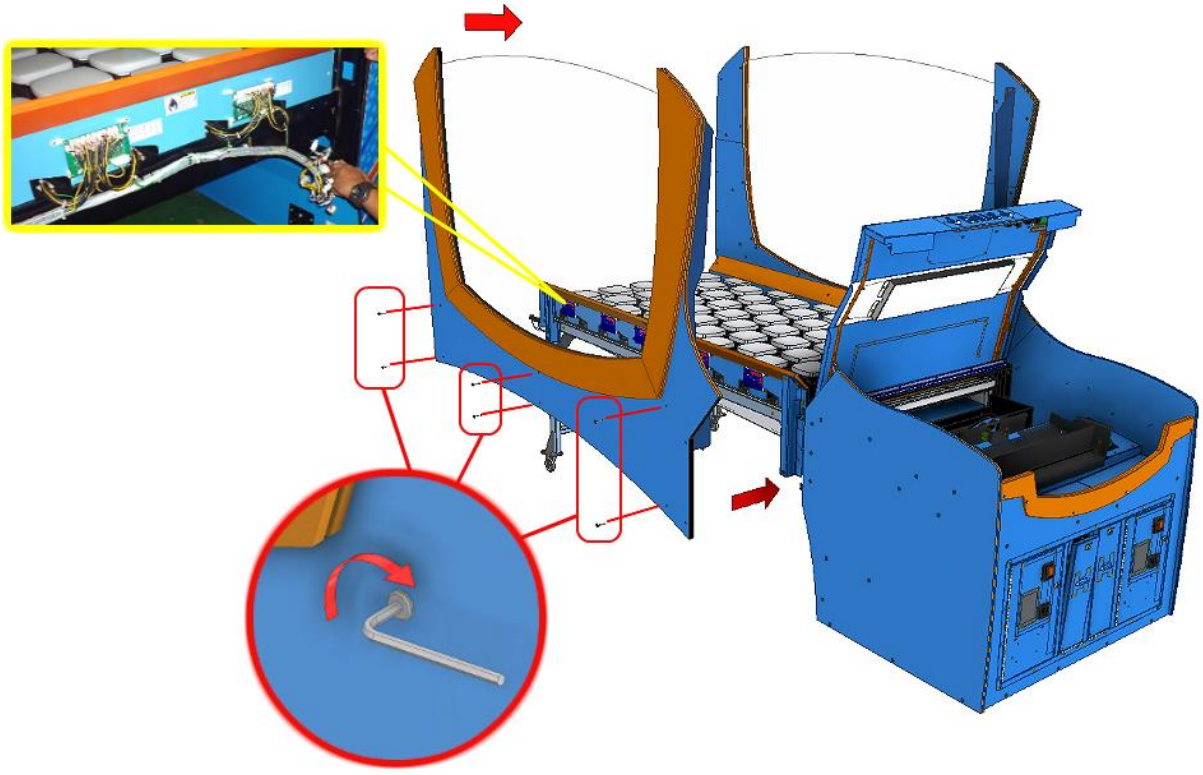
15. Plug in all 8 connectors on the left and right side, at the rear of the front cabinet.



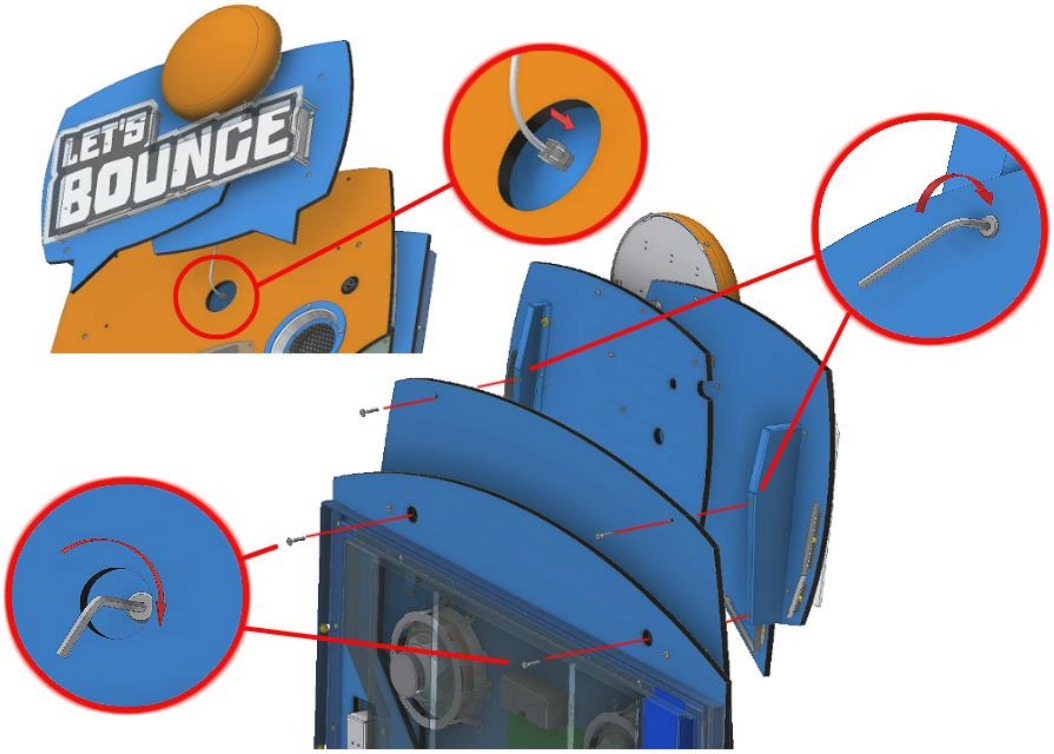
16. Position the right panel against the right side of the playfield (from the perspective of standing in front of the cabinet) and lock it in place using 6 x M6 screws.



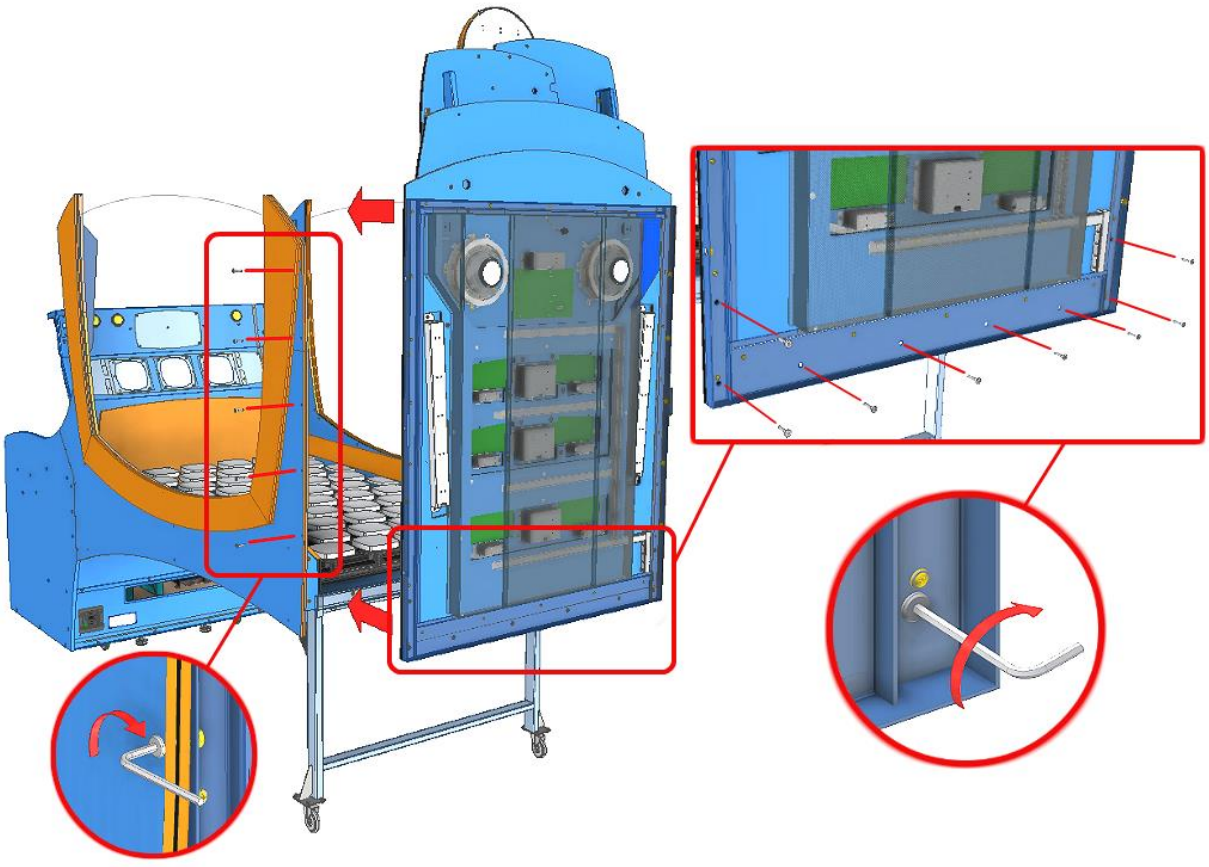
17. Position the left panel against the left side of the playfield and lock it in place using 6 x M6 screws.



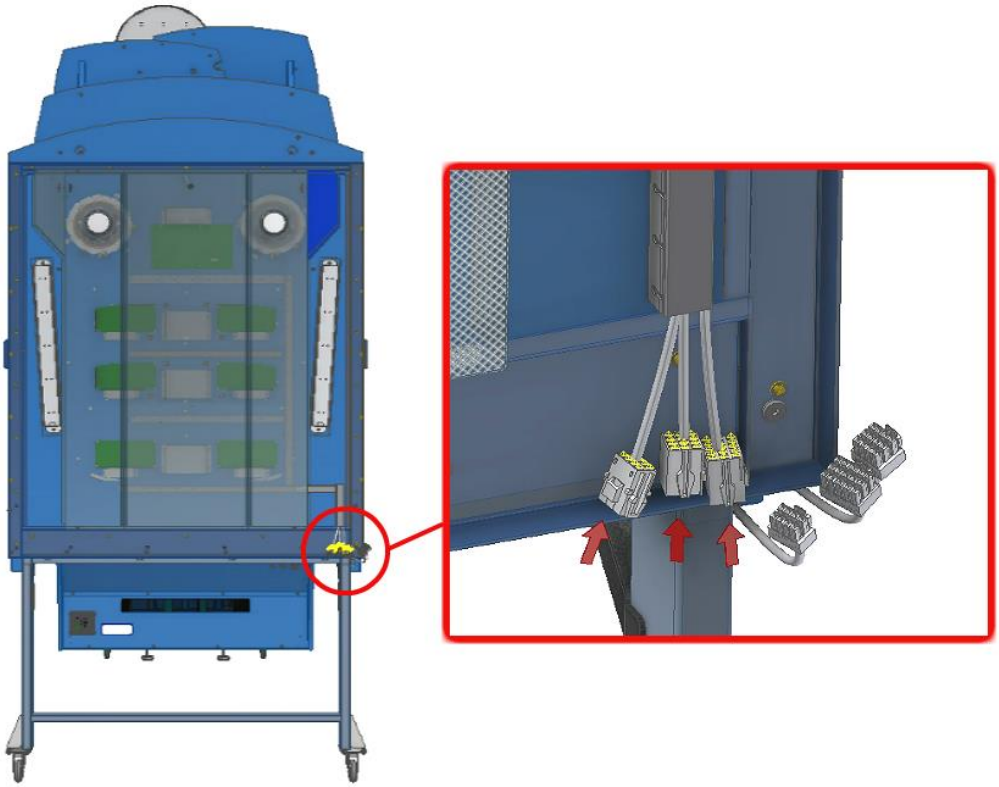
18. Position the header against the backboard, and plug in the connector shown.
19. Hold the header in position and lock in 4 x M6 screws.



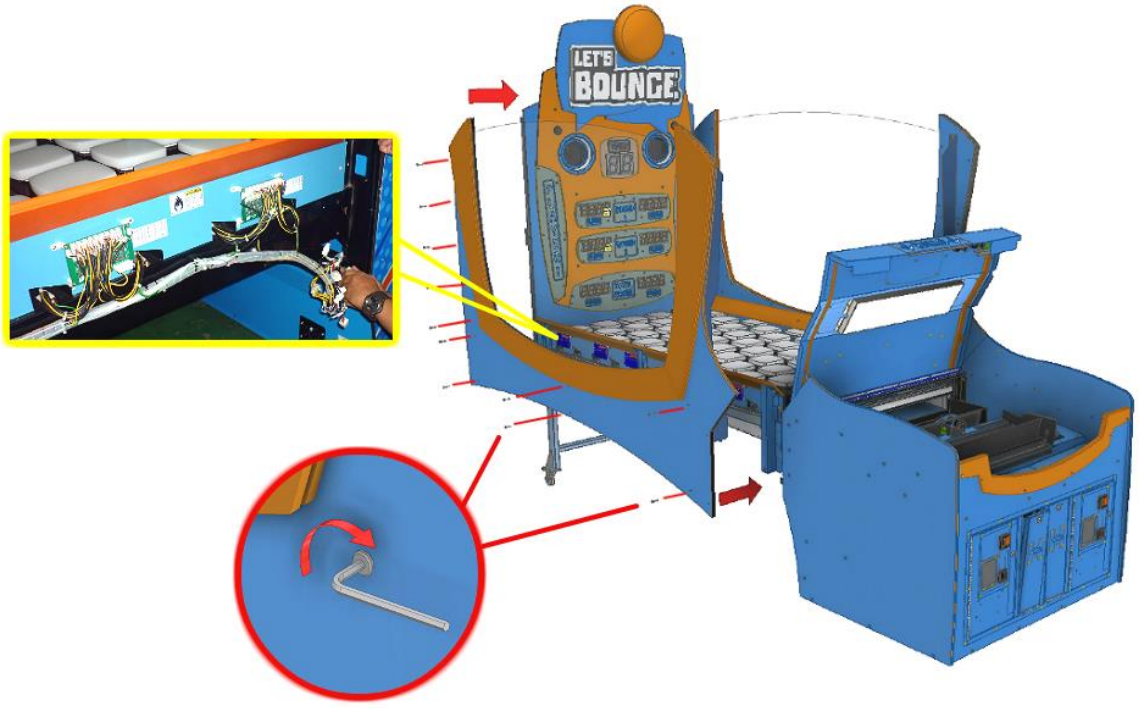
20. Position the backboard against the rear of the playfield.
21. Sit the backboard on the frame and lock it in place using 8 x M6 screws along the bottom and 5 x M6 screws along both the left and right side (10 x screws total).



22. Ensure all the screws from the previous step are tightened, and plug in the 3 connectors shown.

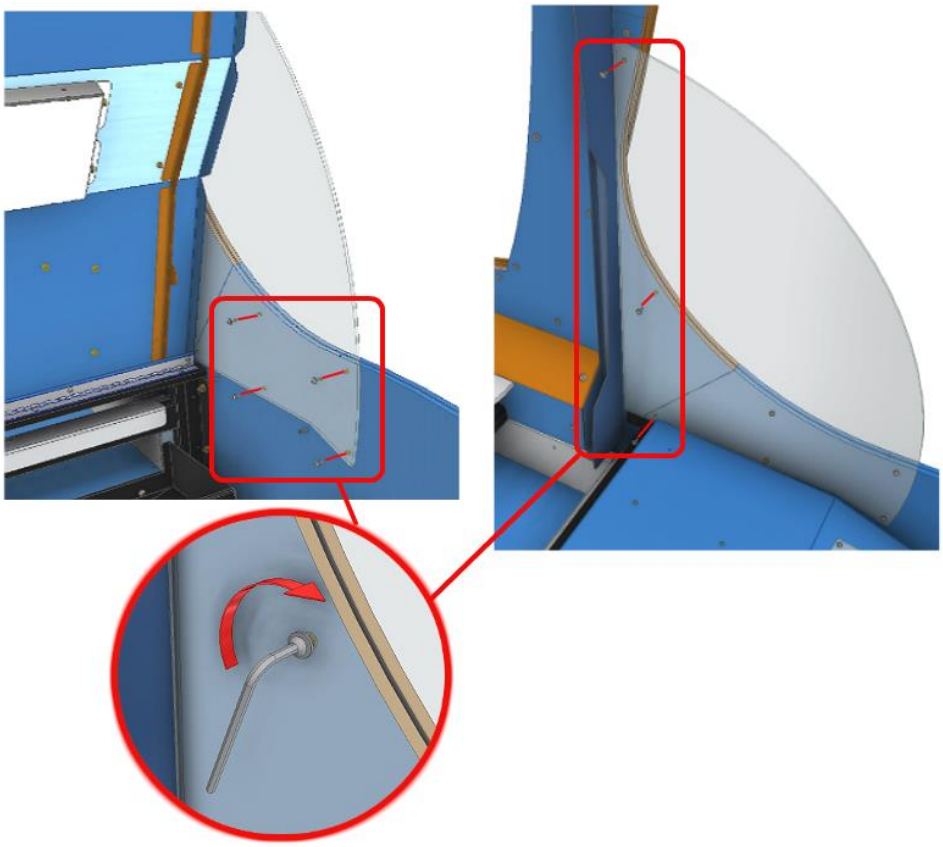


23. Power on the game and ensure that all lights and sensors are functional. To access PCB fuses and wiring, remove the left panel, which was attached in step 17. Access is shown below.

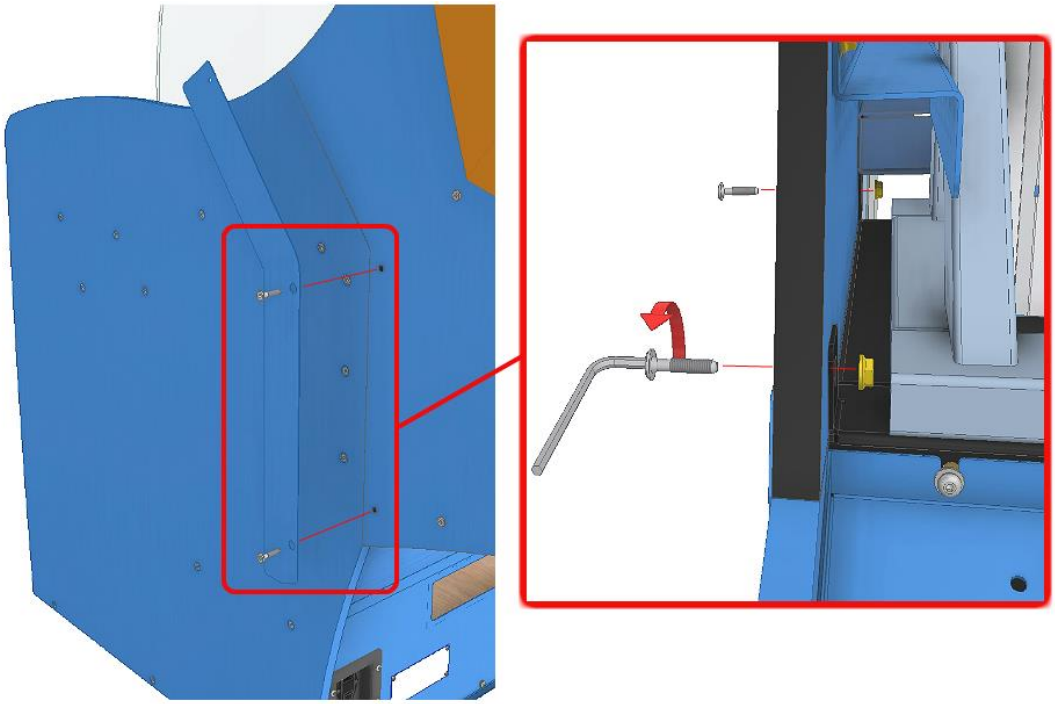


24. Power off the game when check is complete.

25. Lift the player panel, and attach the side acrylic with 4 x M4 screws.
26. Close the player panel and install the remaining 3 x M4 screws.
27. Repeat steps 25 and 26 for the acrylic sheet on the opposite side.



28. Install the side cover panel with 2 x M6 screws and flange nuts.
29. Repeat step 28 for the side cover panel on the opposite side.



30. Assembly is completed – **Let's Bounce!**

GAMEPLAY AND MODES

OBJECTIVE

At the start of the game, the ***Let's Bounce*** playfield is made up of all orange tiles. Each tile awards points and turns blue after being hit. Orange tiles award more points when hit than blue. The player is given a set number of ping pong balls and must clear all the orange tiles from the playfield in the allocated time frame.
If there are two players, they alternate rounds.
See setting 12, Game Mode, for more information on the different game modes available.

HOW TO PLAY

Bar Mode

- Pay to play
- Ping pong balls are vended
- Round one begins
- Bounce ping pong balls off the bounce pad
- Aim to hit all orange tiles
- Round one time runs out
  OR
- All orange tiles are cleared and a mini bonus state is entered
- Round two begins
- Aim to hit all orange tiles
- Round two time runs out
  OR
- All orange tiles are cleared and a mini bonus state is entered
- Game ends

Arcade Mode

- Pay to play
- Ping pong balls are vended
- Round one begins
- Bounce ping pong balls off the bounce pad
- Aim to hit all orange tiles
- Round one time runs out
- Bonus round begins
- Aim to hit as many rainbow tiles as possible
- Bonus round time runs out
- Game ends

ATTRACT MODE

Attract mode provides a visual and audio display while the game is not being played.

PLAY MODE

Let's Bounce has two play modes. The standard *Coin Play* mode, where a coin or coins are inserted, or *Free Play* mode, where no coins are necessary.

COIN PLAY

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.

FREE PLAY

Free play can be set in one of three ways:

- Entering the operator menu by pressing the red TEST button, then entering the game settings. From here, enter free play settings and turn free play mode on.
- For a single free game, just press the green SERVICE button once.
- Push and hold the green SERVICE button for 5 seconds. This is a temporary free mode, and the game will return to normal when reset.

OPERATION

GAME SETTINGS

1. **Coin 1 Coins per Credit** *Default 1, Adjustable 1 – 20*
   Sets the number of coins that need to be inserted in exchange for each game credit.

2. **Coin 1 Games per Credit** *Default 1, Adjustable 1 – 20*
   Sets the number of games granted for each credit.

3. **Coin 1 Multi Bonus Credits** *Default Off, Adjustable On / Off*
   Turn on the first stage of bonus credits for coin mech 1. Turning this setting on will activate settings 3-1 to 3-6.

   3.1. **Coin 1, Stage 1, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit stage 1.
   This setting is only active if setting 3 is ON.

   3.2. **Coin 1, Stage 1, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of bonus credits that are given when credit stage 1 is reached.
   This is the number of bonus credits given, on top of what has been paid for.
   This setting is only active if setting 3 is ON.

   3.3. **Coin 1, Stage 2, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit stage 2.
   This setting is only active if 3-1 and 3-2 are active.

   3.4. **Coin 1, Stage 2, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of bonus credits that are given when credit stage 2 is reached.
   This is the number of bonus credits given, on top of what has been paid for.
   This setting is only active if 3-1 and 3-2 are active.

   3.5. **Coin 1, Stage 3, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit stage 3.
   This setting is only active if 3-3 and 3-4 are active.

   3.6. **Coin 1, Stage 3, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of bonus credits that are given when credit stage 3 is reached.
   This is the number of bonus credits given, on top of what has been paid for.
   This setting is only active if 3-3 and 3-4 are active.

4. **Coin 2 Coins per Credit** *Default 1, Adjustable 1 – 20*
   Sets the number of coins in coin mech 2 input that need to be inserted in exchange for each game credit.

5. **Coin 2 Games per Credit** *Default 1, Adjustable 1 – 20*
   Sets the number of games granted for each credit from coin mech 2 input.

6. **Coin 2 Multi Bonus Credits** *Default Off, Adjustable On / Off*
   Turn on the first stage of bonus credits for coin mech 2. Turning this setting on, will activate settings 6-1 to 6-6.

   6.1. **Coin 2, Stage 1, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of coins that need to be inserted into coin mechanism 2 to reach the bonus credit stage 1.
   This setting is only active if setting 6 is ON.

   6.2. **Coin 2, Stage 1, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of bonus credits that are given when credit stage 1 is reached.
   This is the number of bonus credits given, on top of what has been paid for.
   This setting is only active if setting 6 is ON.

   6.3. **Coin 2, Stage 2, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of coins that need to be inserted into coin mechanism 2 to reach the bonus credit stage 2.
   This setting is only active if 6-1 and 6-2 are active.

   6.4. **Coin 2, Stage 2, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of bonus credits that are given when credit stage 2 is reached.
   This is the number of bonus credits given, on top of what has been paid for.
   This setting is only active if 6-1 and 6-2 are active

   6.5. **Coin 2, Stage 3, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of coins that need to be inserted into coin mechanism 2 to reach the bonus credit stage 3.
   This setting is only active if 6-3 and 6-4 are active.

   6.6. **Coin 2, Stage 3, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
   This sets the number of bonus credits that are given when credit stage 3 is reached.
   This is the number of bonus credits given, on top of what has been paid for.
   This setting is only active if P6-3 and P6-4 are active.

7. **Common Coin** *Default Off, Adjustable On / Off*
   If the setting is ON, coin 1 and coin 2 contribute to the same coin pool. If the setting is off, they are counted separately.
   This setting is only active is P19, Card System, is set to off.

8. **Attract Sound** *Default 3 minutes, Adjustable Off, On, 2m, 3m, 4m, 5m, 10m, 30m*
   Controls the delay between the attract mode audio loop repeating.

9. **Error Message Alert** *Default Display & Audio, Adjustable Display & Audio, Audio Only, Display Only, Off*
   Controls how the game indicates an error has occurred. Errors can be shown on the display and/or with an error voice message that is played through the speakers, or hidden completely.

10. **Free Mode** *Default Off, Adjustable On / Off*
    Sets if the game requires a credit to start playing. If set to on, the game can be played for free.

11. **Prize Type** *Default Ticket, Adjustable Off / Ticket / Coupon*
    Defines the type of prize given to the player. This only affects how the jackpot number and tickets owing number is displayed.
    If set to "off" then no prize is paid out.
    If set to "tickets" then prize numbers shown on displays are the same as the number of tickets dispensed from the mech.
    If set to "coupons" (1 ticket = 2 coupons), then prize numbers displayed to the player double the number of tickets dispensed from the mech.

12. **Game Mode** *Default Arcade, Adjustable Bar / Arcade*
    Defines how the game operates.
    Arcade: Round two bonus rainbow round is only triggered if the player clears the playfield in round one. If the total score is higher than the Beat Score setting value, then the Bonus Ticket setting value is added to the prize payout.
    Bar: Round one and two are the same. If the playfield is cleared on either round, then an extra bonus rainbow round is activated. There is no bonus for reaching the Beat Score setting value, but if the bonus round is reached, bonus tickets are added to the prize payout.

13. **Beat Score** *Default 5000, Adjustable 4500-6000*
    Sets the total score that a player must beat to be awarded the Bonus Tickets setting value.

14. **Points per Ticket** *Default 100, Adjustable 1-1000*
    Sets how many points are required to dispense 1 ticket from the mech.

15. **Maximum Tickets** *Default 200, Adjustable 1-1000*
    Sets the maximum number of tickets allowed to be dispensed based on the game score.

16. **Mercy Tickets** *Default 5, Adjustable 1-500*
    Set the number of mercy tickets that are paid out at the end of the game, regardless of player score.

17. **Bonus Type** *Default Ticket, Adjustable Credit / Ticket / None*
    Sets the bonus prize type that the player is awarded when, in Arcade Mode, the Beat Score setting value is beaten or, in Bar Mode, the bonus round is reached.

18. **Bonus Tickets / Credits** *Default 50 / 1, Adjustable 10-1000 / 1 - 10*
    Sets the number of bonus tickets / credits that are awarded to the player when, in Arcade Mode, the Beat Score setting value is beaten or, in Bar Mode, the bonus round is reached.
    This setting is only active is P19, Card System, is set to off

19. **Card System** *Default On, Adjustable On / Off*
    Activate or deactivate the card system on the machine.

20. **Payment Method** *Default Swipe Card, Adjustable Swipe Card / Insert Coins / Tap to Play*
    Sets the payment prompt during attract mode.

AUDITS

1. **Total Coins 1**
   Shows the number of coins inserted on COIN1 input.
2. **Total Coins 2**
   Shows the number of coins inserted on COIN2 input.
3. **Total Service Credits**
   Shows the number of times the service button was used to issue 1 credit to the game.
4. **Single Player Games**
   Shows the total number of single player games played.
5. **Double Player Games**
   Shows the total number of double player games played.
6. **Total Games Played**
   Shows the total number of games completed.
7. **High Score**
   The highest score achieved.
8. **Total Tickets**
   Shows the number of tickets paid out from all ticket mechs.
9. **Average Tickets Per Game**
   Shows the average number of tickets won from each game.
10. **Total Skips**
    The number of times the “end turn” button has been pressed.
11. **Total Time Skipped**
    The total number of seconds of gameplay that have been skipped as a result of pressing the “end turn” button.
12. **Average Time Skipped**
    The average amount of game time remaining when the “end turn” button is pressed.
13. **Cleared Playfield**
    The number of rounds where the playfield was cleared.
14. **Jackpot**
    The number of times “bonus tickets” were won.
15. **Checksum**
    Manufacturers audit for error checking.

INPUT AND OUTPUT TESTS

OUTPUT TESTS

1. **All Outputs**
   Flash all lamps, run playfield colors, 7 segment displays and player panel button lamps.
2. **Tiles**
   Flash all playfield tile lights in order of tile 1 to 45.
3. **Score**
   Count all seven segment displays from 0000 – 9999.
4. **Lights**
   Flash the player one, player two, player panel buttons, round, score, clear and winner lamps.
5. **Sound**
   Play all used sounds in sequence.
6. **Max Load**
   Play all used sounds in sequence.

INPUT TESTS

The display will read ON or OFF to indicate if the currently selected input is active or not.

- **Up Button**
- **Down Button**
- **Test / Enter Button**
- **Back / Service Button**
- **Utility Button**
- **Single Player Button**
- **Double Player Button**
- **End Turn Button**
- **Sensors Ball / Home / Player / Return**
- **Coin 1 / Coin 2**
- **Ticket 1 / Ticket 2**

RUN TESTS

1. **Run Ticket Mechs**
   Try dispense a single ticket from both ticket mechs.
2. **Ball Lifting**
   Set the ball gate to the return positon and run the ball lifter motor.
3. **Ball Gate**
   Toggle the ball gate between the home, to playfield and to player positions.
4. **Ball Dispenser**
   Fills 20 balls to the ball gate and returns them. Cycles the ball gate to the player position before returning home. Repeats this cycle continuously.
5. **Run Tile Sensor**
   Activate playfield tiles so they will light up when hit. Use this to check tile sensitivity.

ONLINE TILES

This menu can be used to set tiles to “offline,” meaning they do not need to be hit by the player to clear the playfield. A maximum of 10 tiles can be set as offline at any one time.
When the first online tile is hit at the start of the game, it will simulate all the offline tiles being hit as well. They will light up and points are awarded to the player as though they were hit.

1. **Set All Online**
   This will set all tiles to “online.” When this option is selected, all online tiles will be lit up as green, and offline tiles as red.
2. **Tile No. Online / Offline**
   Scroll through the status of each tile. The display will indicate the tile number and status (eg, tile 32 online). When a tile is selected, use the right button to toggle it’s status between offline and online.

GAME HISTORY

This menu lists the data on the last 10 game plays. Each entry lists five pieces of data:

- SPL / DPL – Single player or double player game
- P1 – Player one’s score
- P2 – Player two’s score
- T1 – The number of tickets paid out to player one
- T2 – The number of tickets paid out to player two

ERRORS

Name	Cause	Solution
Error ticket 1	The game has run out of tickets or if there is a jam on ticket mech 1	Refill the ticket mechs and ensure there is no jam. Restart the machine. Enter Error menu in the operator menu. Select Error Ticket. The LCD will display Error Ticket – Clear Ticket. Press and hold the Utility button for 5 seconds. The game will automatically pay out remaining tickets if there is activity on the ticket sensor.
Error ticket 2	The game has run out of tickets or if there is a jam on ticket mech 2	Refill the ticket mechs and ensure there is no jam. Restart the machine. Enter Error menu in the operator menu. Select Error Ticket. The LCD will display Error Ticket – Clear Ticket. Press and hold the Utility button for 5 seconds. The game will automatically pay out remaining tickets if there is activity on the ticket sensor.
Coin 1 error	The coin sensor has been pressed for a long period of time.	Release the coin sensor to clear the error.
Coin 2 error	The coin sensor has been pressed for a long period of time.	Release the coin sensor to clear the error.
Button jam error	A button has been pressed for more than five seconds.	Check for and clear anything that might be jamming any of the button sensors (up, down, enter, single player, double player, skip or utility). The error name will specify the button that is jammed.
History Error	The CPU cannot read or write to its on-board EEPROM history data, or is receiving errors during communication with the EEPROM.	Clear the error by viewing it in the errors menu and pressing the right button. If the error still occurs, the IC is faulty and needs to be replaced.

HARD ERRORS

This category of errors is used to identify specific errors serious enough that gameplay must be stopped, either to prevent damage to the machine or because it would result in a negative gameplay experience for the player.
When a hard error is triggered, the error name is still displayed on the credit display, in addition to the words “hard error.”

Name	Cause	Solution
Ball Gate Error	The ball gate sensors are not being triggered	Check all three ball gate position sensors are connected correctly. Use the operator menu to check that the ball gate is being correctly detected by all three sensors – Run Test > Ball Dispense > Run Ball Dispense. Ensure there are no balls stuck underneath the ball gate – this can prevent the gate from returning to the home sensor.
Ball Error	Not enough balls to continue gameplay were detected	Check that the ball sensor is connected correctly. Ensure that there are enough balls loaded into the ball chute (no less than 50). Ensure there are no balls jammed in the ball gate or stuck in the chute.
EEP Audit R Error	The CPU cannot read or write to its on-board EEPROM resettable audits or is receiving errors during communication with the EEPROM.	Set all audits to default by viewing the error in the errors menu and pressing the right button. Set resettable audits back to default by going into the audits menu and press and hold the right button. If the error still occurs, the IC is faulty and needs to be replaced.
EEP Audit UR Error	The CPU cannot read or write to its on-board EEPROM unresettable audits or is receiving errors during communication with the EEPROM.	Set all audits to default by viewing the error in the errors menu and pressing the right button. If the error still occurs, the IC is faulty and needs to be replaced.

PSet Error	The CPU cannot read or write to its on-board EEPROM program settings or is receiving errors during communication with the EEPROM.	Clear the error by viewing it in the errors menu and pressing the right button. If the error still occurs, the IC is faulty and needs to be replaced.
EEP NJ Error *Only applicable to New Jersey firmware*	EEPROM memory related to the NJ game state saving system can't be read.	Clear the error by viewing it in the errors menu and pressing the right button. If the error still occurs, the IC is faulty and needs to be replaced

SECTION A: SERVICE INSTRUCTIONS

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

LOCATING AND ACCESSING PARTS

The following pictures identify the location of the main serviceable items.

CABINET FRONT

1. Header
2. Backboard
3. Playfield
4. Bounce pad
5. Player panel
6. Coin door 1
7. Ticket door 1
8. Ticket door 2
9. Coin door 2

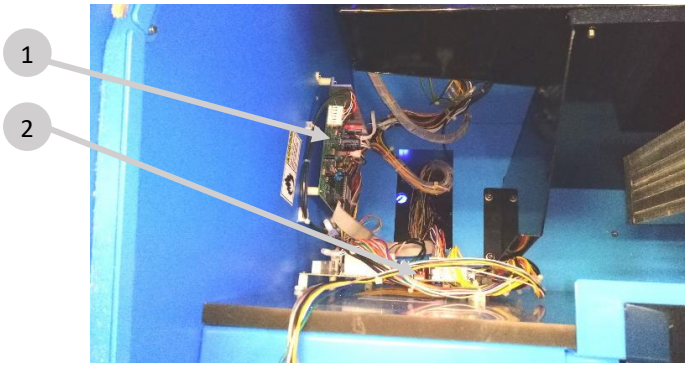
BACKBOARD

1. Speakers
2. Timer display lamp
3. Player 1 and 2 lamps
4. Player 1 and 2 round 1 score lamps
5. Player 1 and 2 round 1 clear lamps
6. Player 1 and 2 round 2 score lamps
7. Player 1 and 2 round 2 clear lamps
8. Player 1 and 2 total score lamps
9. Player 1 and 2 winner lamps
10. Round 1 lamp
11. Round 2 lamp
12. Total score lamp

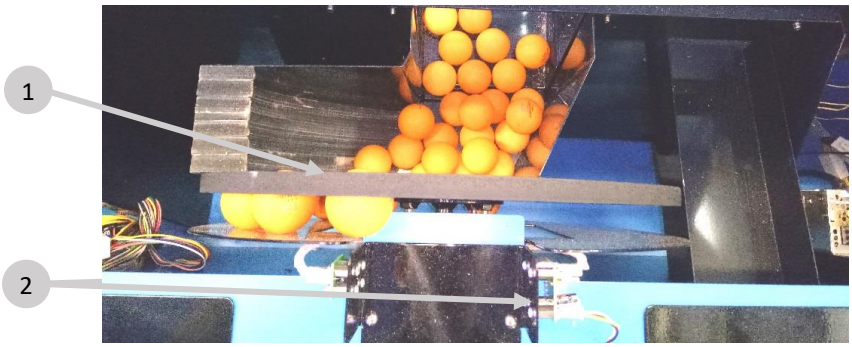
PLAYER PANEL

1. Bounce pad
2. End turn button
3. Single player button
4. Double player button
5. Credit display

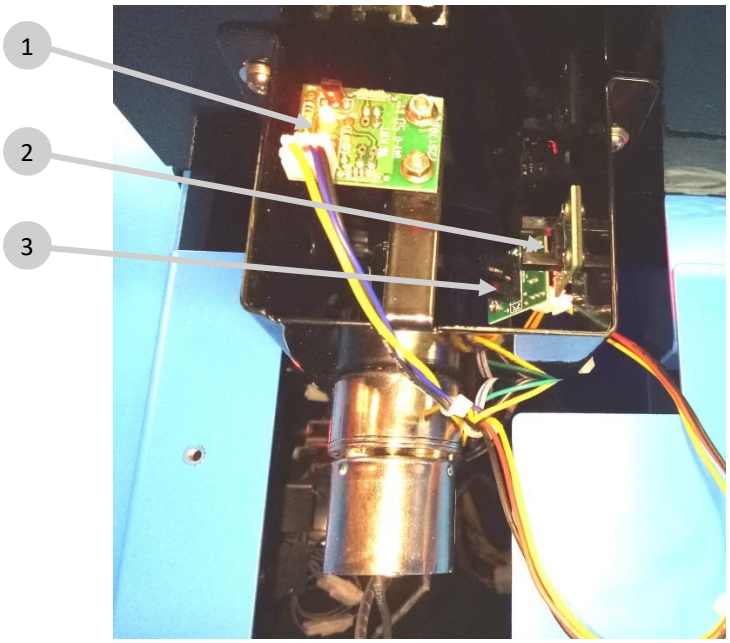
CABINET INNER



1. FB106 Sound Board
2. FB216 Game Control PCB

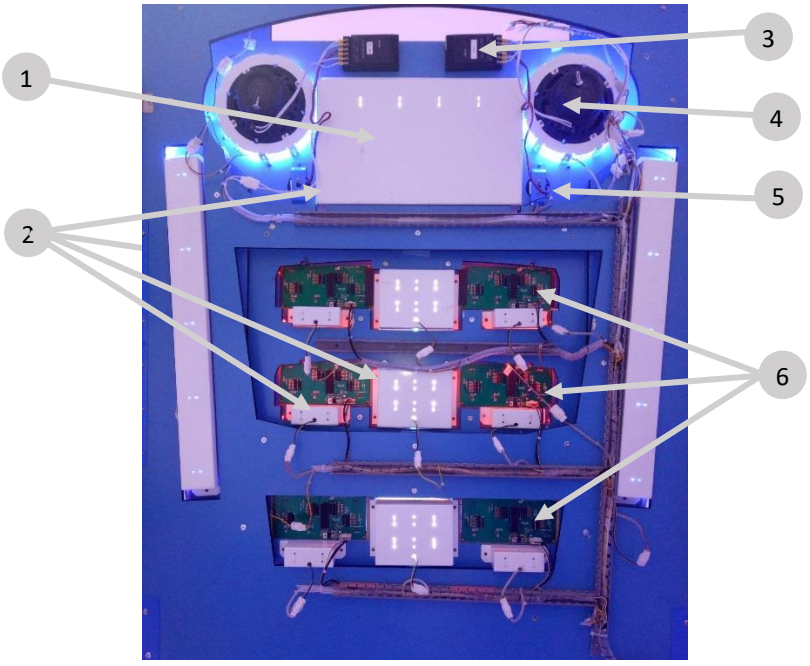


1. Ball lifter
2. FB86 Sensor PCB



1. Ball gate sensor – player
2. Ball gate sensor – home
3. Ball gate sensor - return

CABINET REAR



1. FB63 display PCB
2. Lightboxes / lamps x12
3. Speaker crossover
4. Woofer speaker
5. Tweeter speaker
6. FB44 display PCB x6

CABINET SIDE

1. FB214 Fuse PCB x5 (behind side panel)

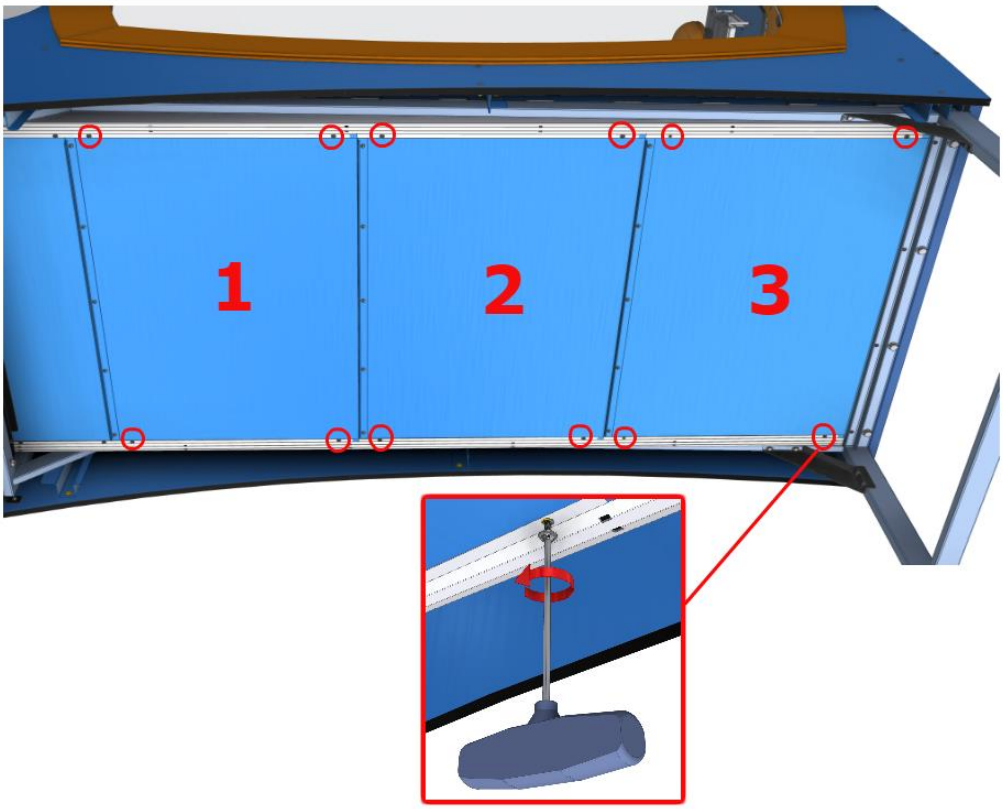
OPERATOR PANEL / SERVICE CONTROLS

1. Up button
2. Back / service button
3. Test / enter button
4. Down button
5. Volume control
6. Utility button
7. Coin 1 counter
8. Coin 2 counter
9. Ticket 1 counter
10. Ticket 2 counter
11. UCL connector

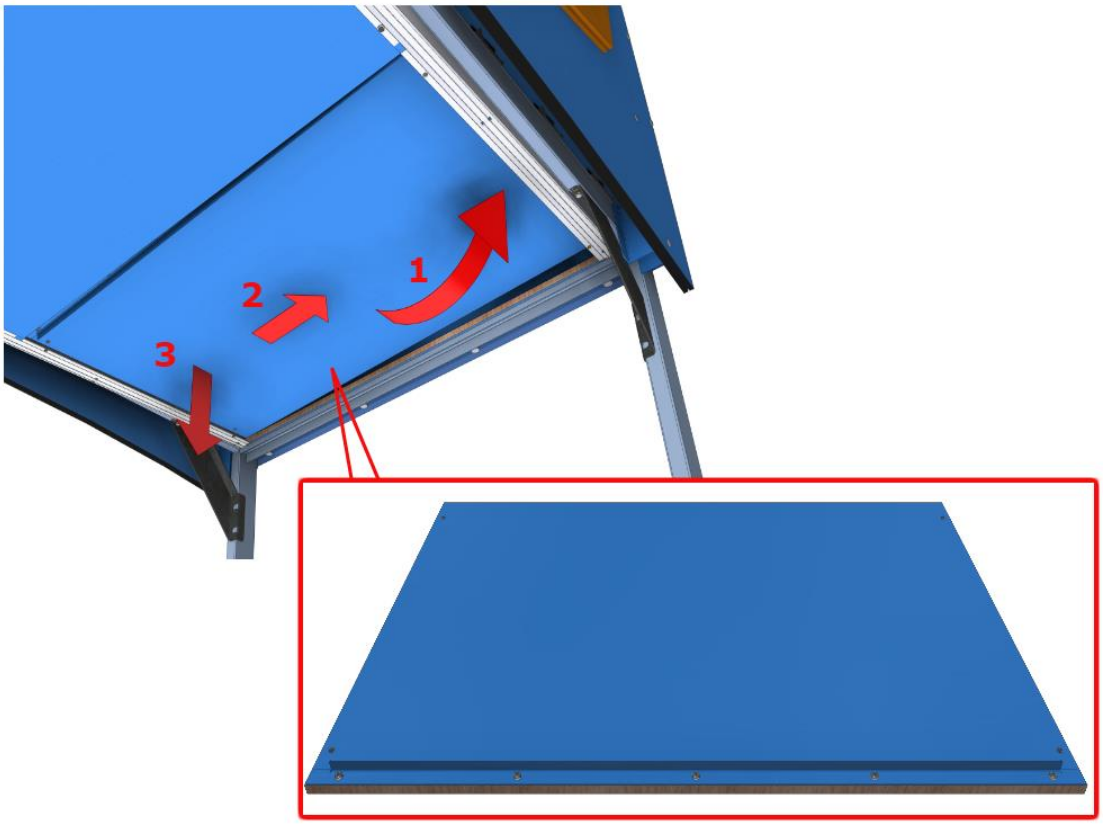
ACCESSING THE PLAYFIELD

On newer models of Let's Bounce the underside of the playfield is split into three panels, allowing easy access to the bottom of the playfield for maintenance purposes.
If your unit doesn't have three visible panels underneath it, please disregard this section.

1. Identify the panel you want to remove and remove 4 x M4 x10 screws and washers per panel, as shown below



2. After removing the screws, follow the sequence below – lift, pull, then tilt – to remove the panel



PARTS DESCRIPTION

HEADER DISPLAY

The header is a static sign illuminated by LED strip lighting.

BACKBOARD

The backboard at the rear of the game mounts the speakers, FB63 timer display, FB44 score displays, and LED strip lamps. All components are accessible by removing the guards behind the backboard.

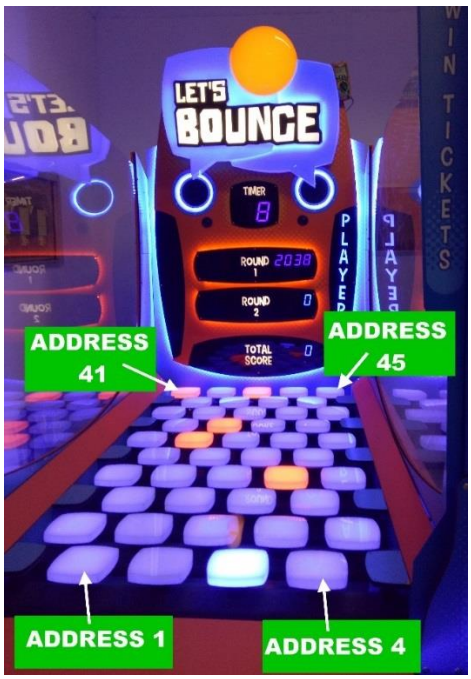
SPEAKERS

Two component speakers are wired to the left and right outputs from the FB106 sound board. Each speaker pair consists of a crossover, woofer speaker and tweeter speaker.

PLAYFIELD

CAUTION: **Take care when working around the playfield tiles and ensure mounting mechanism is not damaged.**

The playfield consists of 45 tiles. Each tile is a delicate assembly containing one FB205 Sensor PCB. The FB205 is a sensitive PCB used to detect the vibration caused by a ping-pong ball hit. Extra care should be taken when handing and cleaning so as not to damage the mounting.
Each FB205 is programmed with firmware and communicates with the FB216 using an RS485 data bus. Ensure DIP switches on each FB205 are set so that each PCB has a unique address as defined in the image below. Correct addressing is critical and starts as 1 and increases to 45 from left to right and from front to back.



DIP SWITCH ADDRESSING

Addresses are set via DIP switches using binary coding. Patterns are shown below:

Do not use address 0.

ADDRESS	SW6	SW5	SW4	SW3	SW2	SW1
~~0~~	~~ON~~	~~ON~~	~~ON~~	~~ON~~	~~ON~~	~~ON~~
1	ON	ON	ON	ON	ON	OFF
2	ON	ON	ON	ON	OFF	ON
3	ON	ON	ON	ON	OFF	OFF
4	ON	ON	ON	OFF	ON	ON
5	ON	ON	ON	OFF	ON	OFF
6	ON	ON	ON	OFF	OFF	ON
7	ON	ON	ON	OFF	OFF	OFF
8	ON	ON	OFF	ON	ON	ON
9	ON	ON	OFF	ON	ON	OFF
10	ON	ON	OFF	ON	OFF	ON
11	ON	ON	OFF	ON	OFF	OFF
12	ON	ON	OFF	OFF	ON	ON
13	ON	ON	OFF	OFF	ON	OFF
14	ON	ON	OFF	OFF	OFF	ON
15	ON	ON	OFF	OFF	OFF	OFF
16	ON	OFF	ON	ON	ON	ON
17	ON	OFF	ON	ON	ON	OFF
18	ON	OFF	ON	ON	OFF	ON
19	ON	OFF	ON	ON	OFF	OFF
20	ON	OFF	ON	OFF	ON	ON
21	ON	OFF	ON	OFF	ON	OFF
22	ON	OFF	ON	OFF	OFF	ON
23	ON	OFF	ON	OFF	OFF	OFF
24	ON	OFF	OFF	ON	ON	ON
25	ON	OFF	OFF	ON	ON	OFF
26	ON	OFF	OFF	ON	OFF	ON
27	ON	OFF	OFF	ON	OFF	OFF
28	ON	OFF	OFF	OFF	ON	ON
29	ON	OFF	OFF	OFF	ON	OFF
30	ON	OFF	OFF	OFF	OFF	ON
31	ON	OFF	OFF	OFF	OFF	OFF
32	OFF	ON	ON	ON	ON	ON
33	OFF	ON	ON	ON	ON	OFF
34	OFF	ON	ON	ON	OFF	ON
35	OFF	ON	ON	ON	OFF	OFF
36	OFF	ON	ON	OFF	ON	ON
37	OFF	ON	ON	OFF	ON	OFF
38	OFF	ON	ON	OFF	OFF	ON
39	OFF	ON	ON	OFF	OFF	OFF
40	OFF	ON	OFF	ON	ON	ON
41	OFF	ON	OFF	ON	ON	OFF
42	OFF	ON	OFF	ON	OFF	ON
43	OFF	ON	OFF	ON	OFF	OFF
44	OFF	ON	OFF	OFF	ON	ON
45	OFF	ON	OFF	OFF	ON	OFF

COUNTERS

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

BUTTONS

Press the green SERVICE/BACK button to issue a service credit from attract mode. Press and hold the green SERVICE/BACK button to enter temporary Free Play Mode. This will remain in place until machine power is reset.
Press the red TEST/ENTER button to enter the operator menu from attract mode.
When in the operator menu, use four up/down/left/right buttons to navigate through the menu.

VOLUME KNOB

Use to adjust the speaker's sound level.

COIN MECHANISM / BILL ACCEPTOR / CARD SYSTEM

Credits can be inserted via a coin mech, bill acceptor and/or card system connection. All interfaces are located inside the front coin doors.

TICKET MECHS

Tickets won are paid out from two ticket mechs. Being a 2-player game, tickets are paid out on the mech corresponding to the player. Player 1 tickets are paid out on ticket mech 1 and player 2 tickets are paid out on ticket mech 2. The exception being when the "Card System" game setting is set to ON. If a 2-player game is played by crediting only a single player position then all tickets are paid out on that players ticket mech.

PLAYFIELD FUSES – FB214

Each tile on the playfield receives an independent power and data connection. Each tile is fused by the FB214 PCBs which are located behind the side panel.

GAME BOARD – FB216

The FB216 is the main control board for the game. It contains the application firmware and output drivers to control the lamps, displays and tiles.

SOUND BOARD – FB106

The FB106 is the sound driver board containing the sound files and amplifier. Volume is adjusted by the potentiometer on the operator panel.

BALL DISPENSER

The ball dispenser is a 2-stage mechanism consisting of a ball lifter and a ball gate.
The lifter is a rotating plate to lift the ball to the ball gate. Balls are counted by the FB84 IR Sensor PCB.
The ball gate is used to hold the balls before dispensing them to the player. Gate position is detected by the FB165 sensor PCB.

POWER INLET/MAINS SWITCH

The power inlet is a standard IEC inlet socket with a mains power switch, located at the rear of the machine. There is a main power fuse internal in this IEC socket. The fuse should be a M205, 250VAC, 8A.

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

POWER SUPPLY

The machine is powered by a 600W 12V power supply. AC input is universal 85-265VAC 47-63Hz.

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**.**

All button lamps are 12VDC T10 LED or equivalent.
All Playfield tile lights are FB205 PCBs.
All remaining lighting is RGB LED strip.
Contact your nearest LAI Games office for replacement LED strip to ensure color is matched.

MAINTENANCE

EXTERIOR

- Regularly dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap.
- Check for blown bulbs and replace as required.
- Check all LED strips are functioning and repair as required.
- Check that all playfield tiles are operating and positioned correctly. Tiles should all be at the same level, orientation, and spacing.
- Check all foam padding on the playfield cross-beam mounts is intact with no exposed metal. Re-glue any foam that has come loose
- Check below the playfield for stuck balls, clear out any obstructions to allow balls to roll freely.

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.
- Check the ball dispenser sensors are clear, blow out any dust from the optical sensors.
- Check the ball lifter is free to rotate and balls are free from obstruction.
- Check the balls are clean and undamaged. Discard any balls that are cracked or deformed.

FB216 UPDATE PROCEDURE

9.01.000

If you're updating to firmware older than, and inclusive of, version 9.01.000.

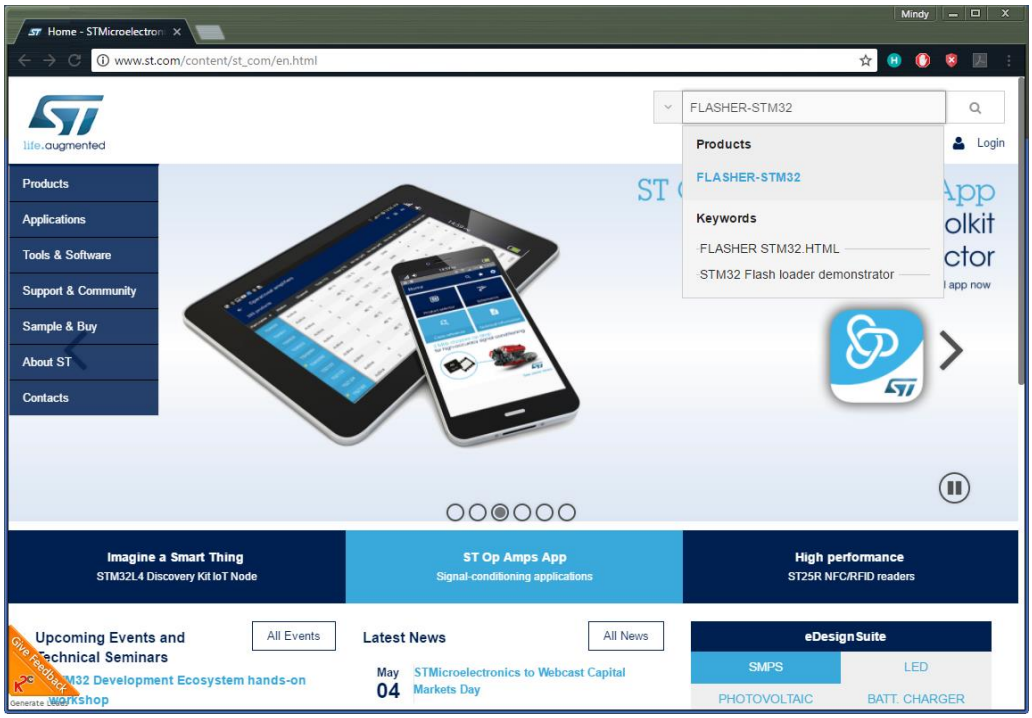
TOOLS REQUIRED

- 1 x USB – TTL Serial Adapter with Connector Harness
- 1 x PC or Laptop with USB Port running a Windows OS (will be connected to game during the update, so must be portable)
- 1 x Computer Program FLASHER-STM32
- 1 x HEX File (containing PCB update)

PC SETUP

FLASHER-STM32

1. The program FLASHER-STM32 needs to be downloaded and installed on the PC
2. Visit www.st.com
3. In the search bar at the top of the page, search for FLASHER-STM32
4. Select the suggested result from the Products category

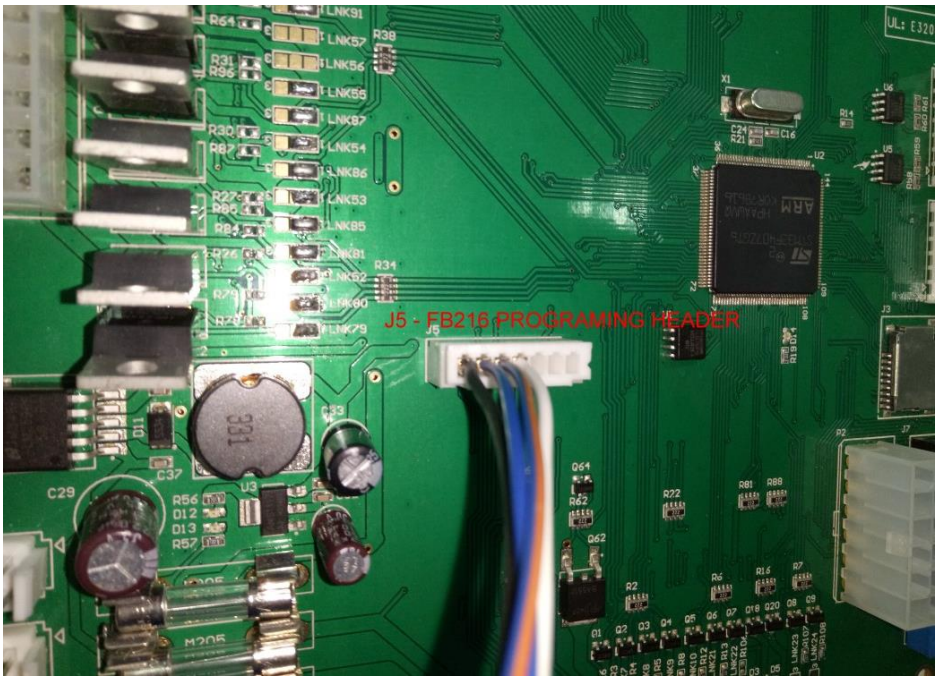


5. Alternatively, in the navigation menu on the left, select:
    1. Tools & Software
    2. Software Development Tools
    3. Product Tree (on the right)
    4. STM32 Software Development Tools
    5. Scroll down, and select FLASHER-STM32 from the list

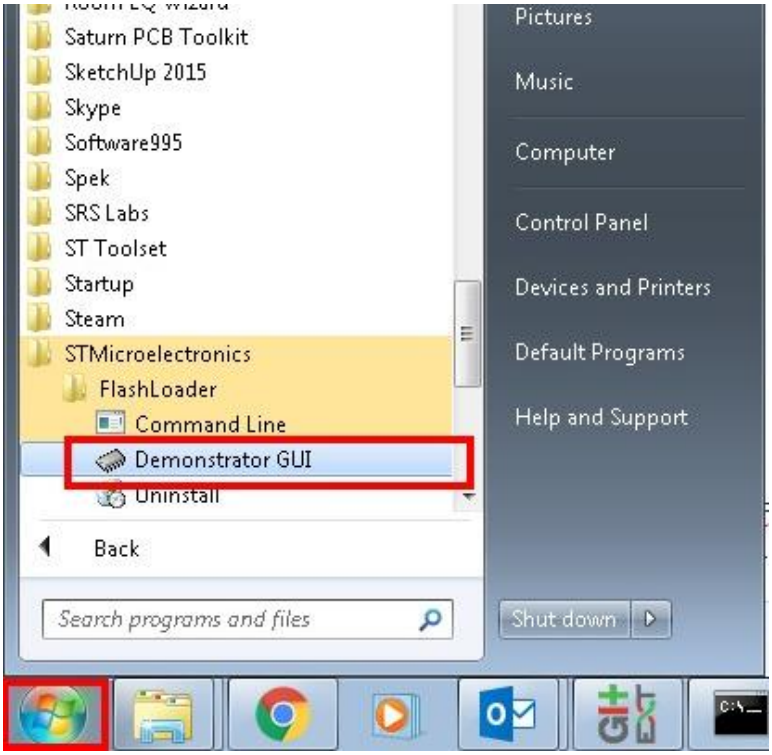
6. Scroll to the bottom of the product page, and select the “Get Software” button
7. You will need to enter your name and email address to confirm the download
8. Once the software is downloaded, install it on the PC

PROCEDURE

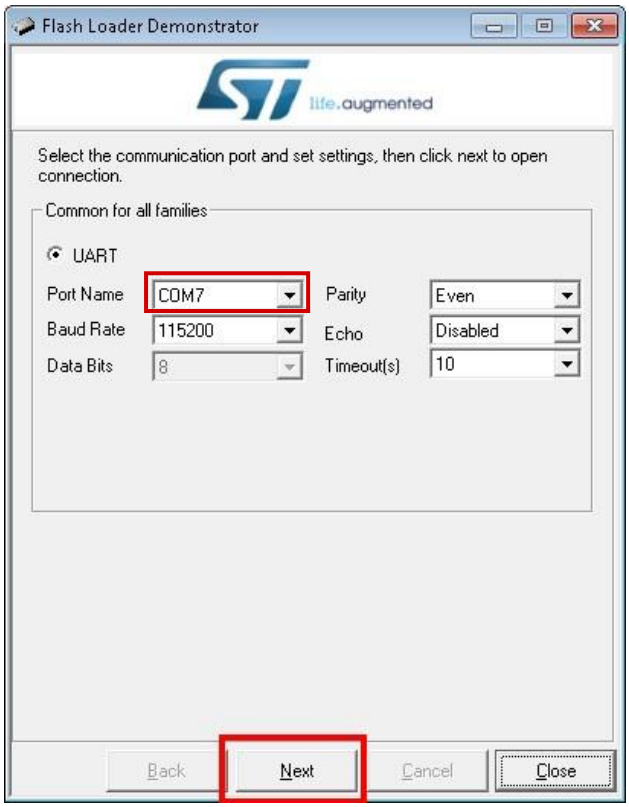
1. Switch off the game that is being updated
2. Access the required service area and locate the PCB (refer to Locating and Accessing parts – Cabinet Inner for assistance in locating FB216)
3. Place the PC near the PCB, and connect them using the USB – TTL serial adapter cable, from the USB port on the PCB, to the J5 programming port on the PCB



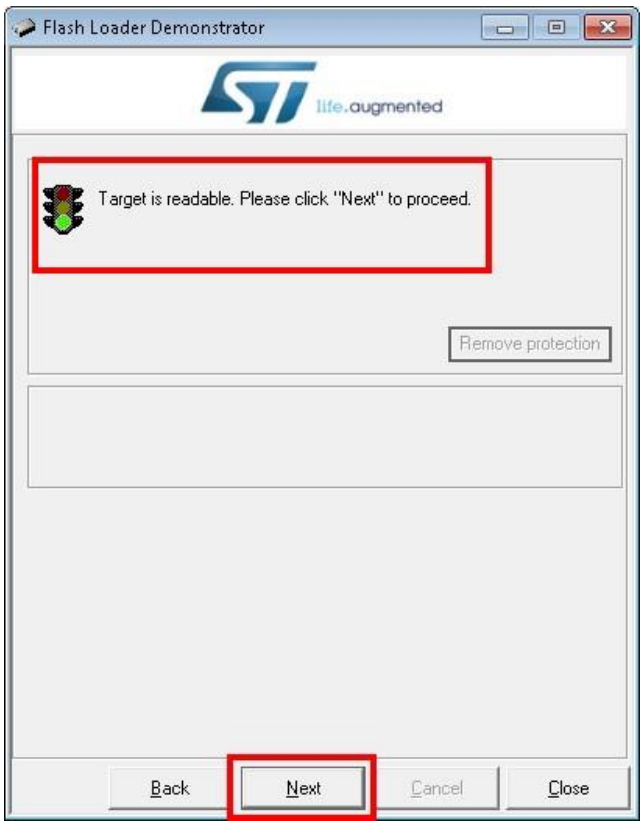
4. Power on the game
5. In the start menu, navigate to STMicroelectronics > FlashLoader, and run the Demonstrator GUI application



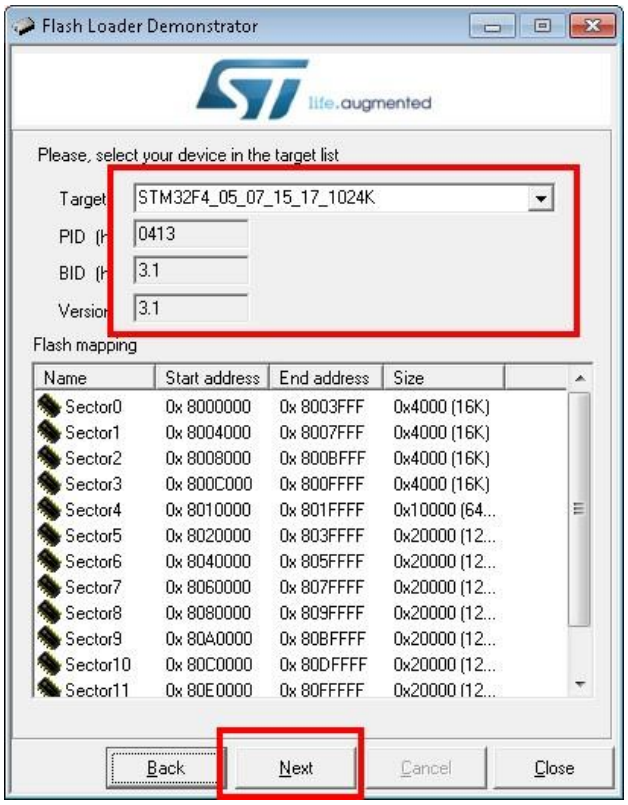
6. For the Port Name setting, open the drop-down menu and select the only COM port available (COM number is automatic and can vary). If you're unable to proceed to the next step when pressing next, restart the PC and try again.



7. Leave the rest of the settings at their default value, and select Next
8. The next screen should show the "Target is readable" message

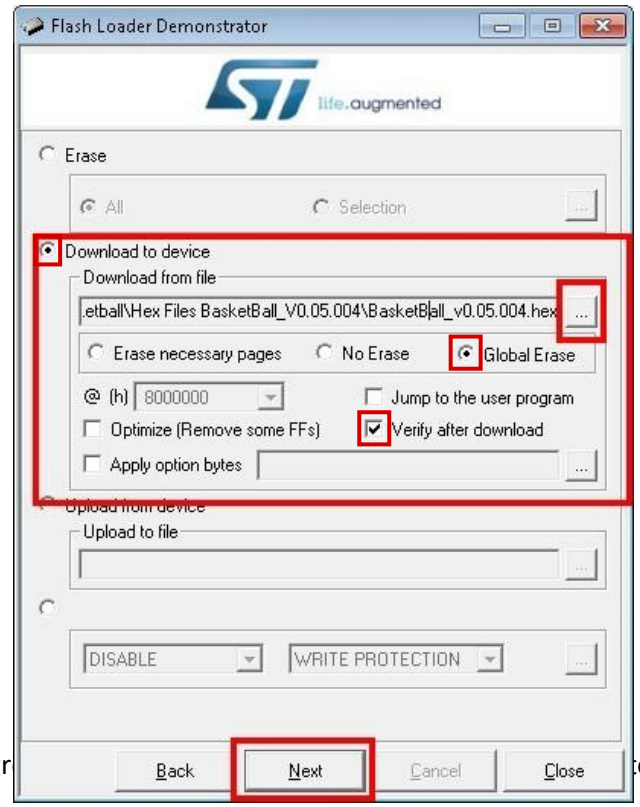


9. Press Next
10. Ensure that the target field correctly reads “STM32F4_05_07_15_17_1024K”

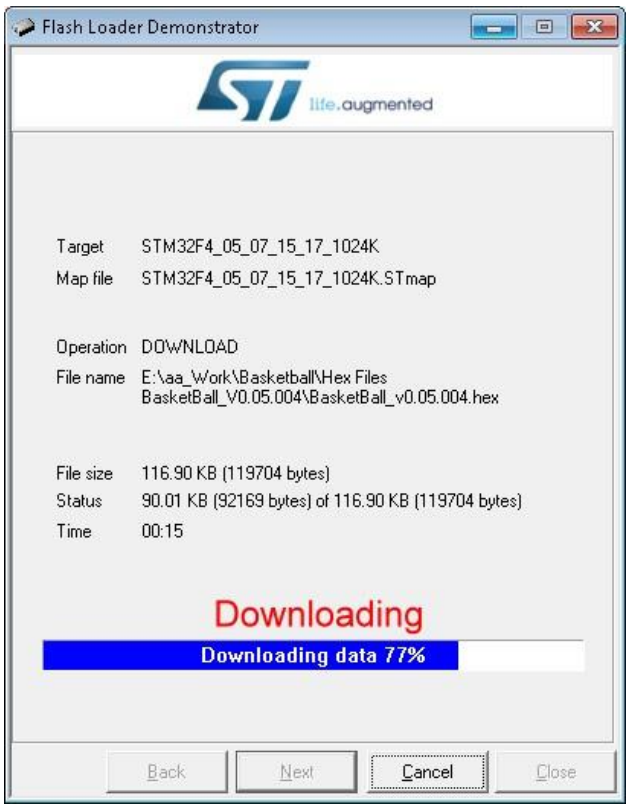


11. Press Next
12. Select “Download to device” on the left

13. Click the "…" button on the right hand side of the window, and navigate to and select the HEX file
14. Select "Global Erase"
15. Select the "Verify after download" checkbox



16. Press Next
17. Above the progr to "Verifying," to "Success"



18. Once the progress bar is green and states “Download operation completed successfully,” press Close to finish
19. Turn off the game
20. Remove the USB – TTL adapter cable from the PCB
21. Turn on the game
22. Enter the operator menu
23. There may be an error present after the update - clear the error in the operator menu
24. Check the firmware version to verify that the update was completed successfully

9.01.000 TO BOOTLOADER

Game firmware newer than version 9.01.000 of Let's Bounce support the bootloader firmware. This means that as part of the firmware update, you need to also install the bootloader firmware. Once the bootloader is installed, you can install the bootloader updater and game firmware via SD card (instructions in the next section).

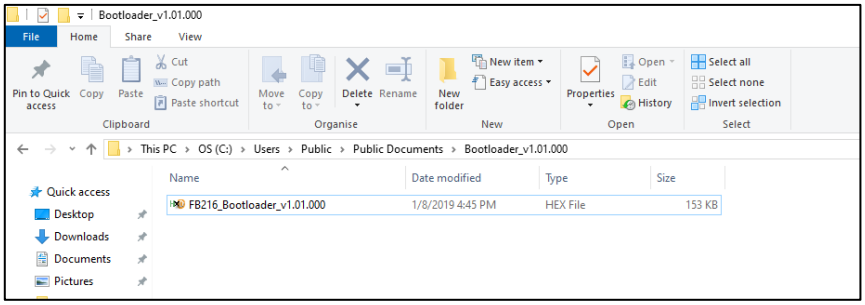
TOOLS REQUIRED

- 1 x USB – TTL Serial Adapter with Connector Harness (supplied in parts box)
- 1 x PC or Laptop with USB Port running a Windows OS (will be connected to game during the update, so must be portable)
- 1 x Computer Program FLASHER-STM32
- 1 x bootloader HEX File (***FB216_Bootloader_vX.XX.XXX.hex***)

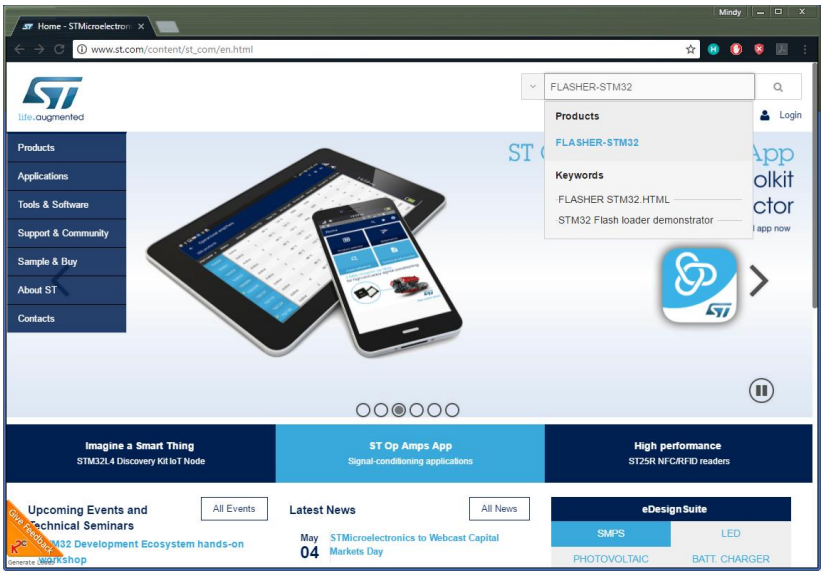
PC SETUP

FLASHER-STM32

9. Save the bootloader hex file in a folder on the laptop or PC



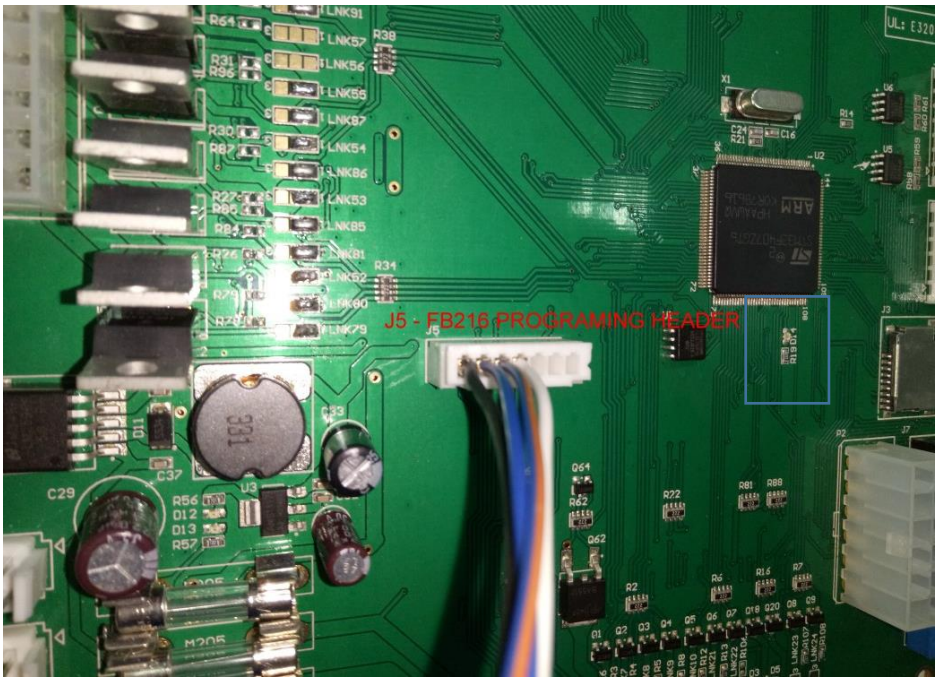
10. The program FLASHER-STM32 needs to be downloaded and installed on the PC
11. Visit www.st.com
12. In the search bar at the top of the page, search for FLASHER-STM32
13. Select the suggested result from the Products category



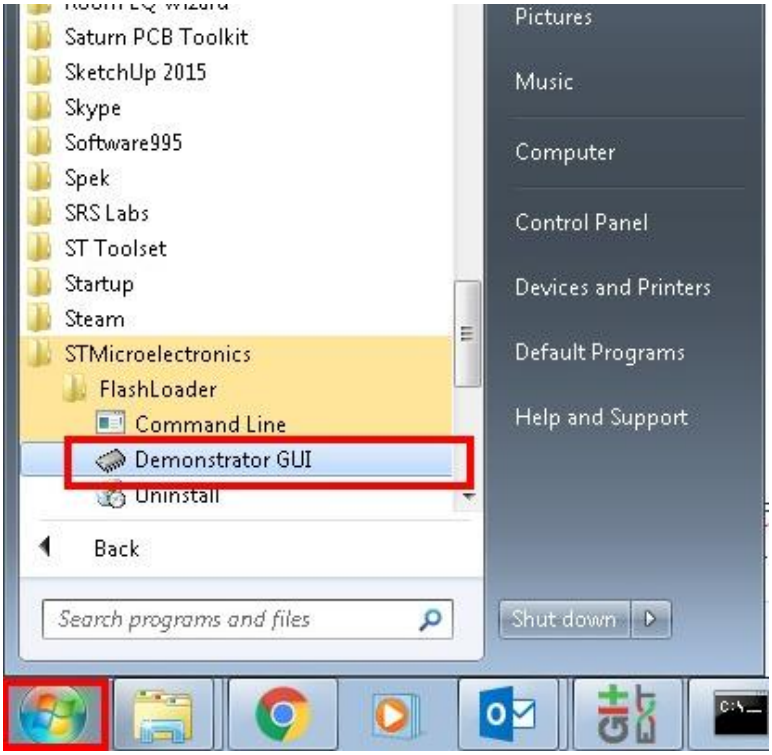
14. Alternatively, in the navigation menu on the left, select:
    1. Tools & Software
    2. Software Development Tools
    3. Product Tree (on the right)
    4. STM32 Software Development Tools
    5. Scroll down, and select FLASHER-STM32 from the list
15. Scroll to the bottom of the product page, and select the “Get Software” button
16. You will need to enter your name and email address to confirm the download
17. Once the software is downloaded, install it on the PC
18. Ensure the USB-TTL adapter cable has the drivers already installed on the PC. If you are working on a new PC and the USB drivers are freshly installed, ensure that you unplug the USB-TTL adapter cable and restart the PC after the drivers have finished installing.

BOOTLOADER INSTALLATION PROCEDURE

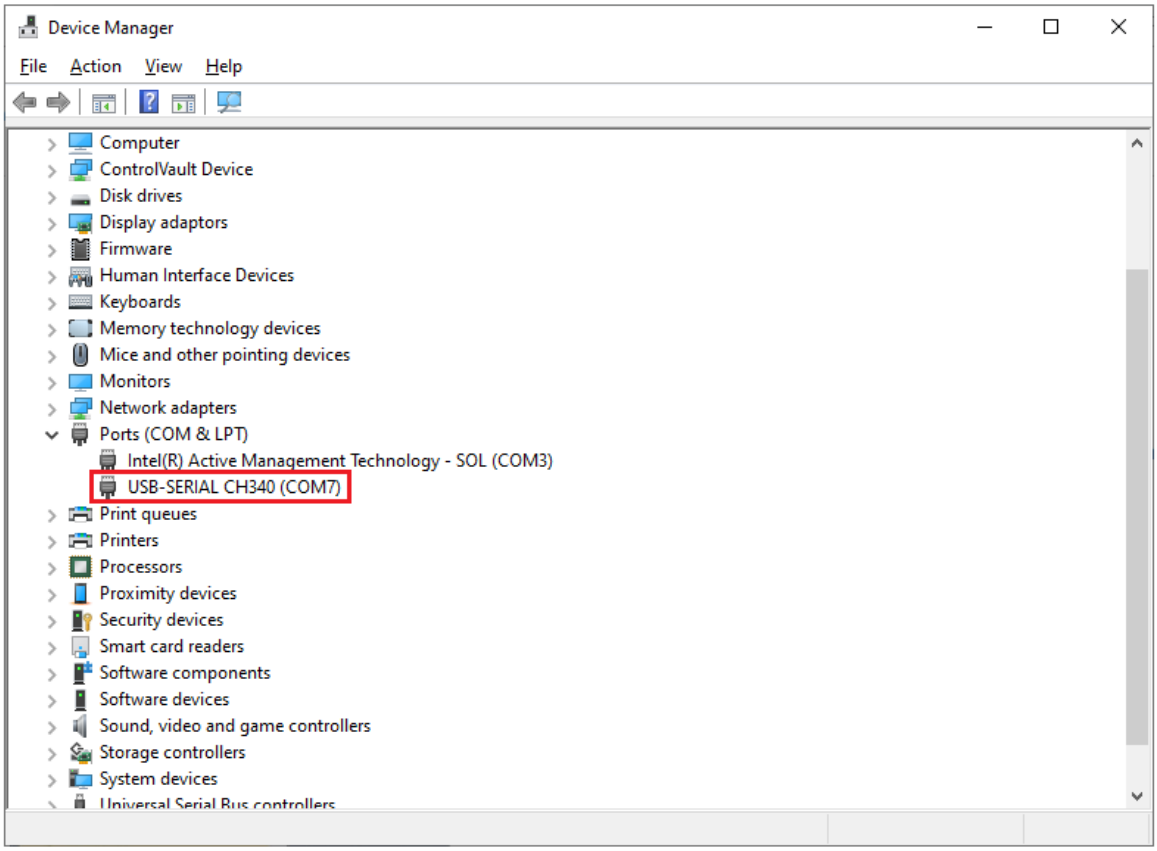
25. Switch off the game cabinet that the FB216 is inside.
26. Access the required service area and locate the PCB (refer to the operator manual for assistance in locating parts)
27. Place the PC near the PCB, and connect them using the USB – TTL serial adapter cable, from the USB port on the PC, to the J5 programming port on the PCB. We do not recommend using a USB extension cable to connect to the programming harness.

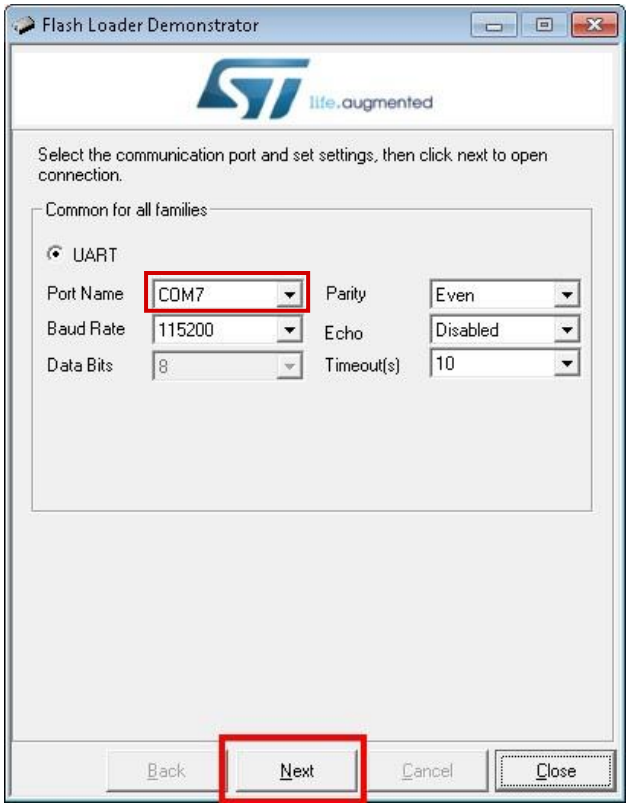


28. Power on the cabinet, ensuring that your PC is also powered on, but the FlashLoader program is not running. FB216 should receive power, but the heartbeat LED should not be flashing.
29. In the start menu, navigate to STMicroelectronics > FlashLoader, and run the Demonstrator GUI application

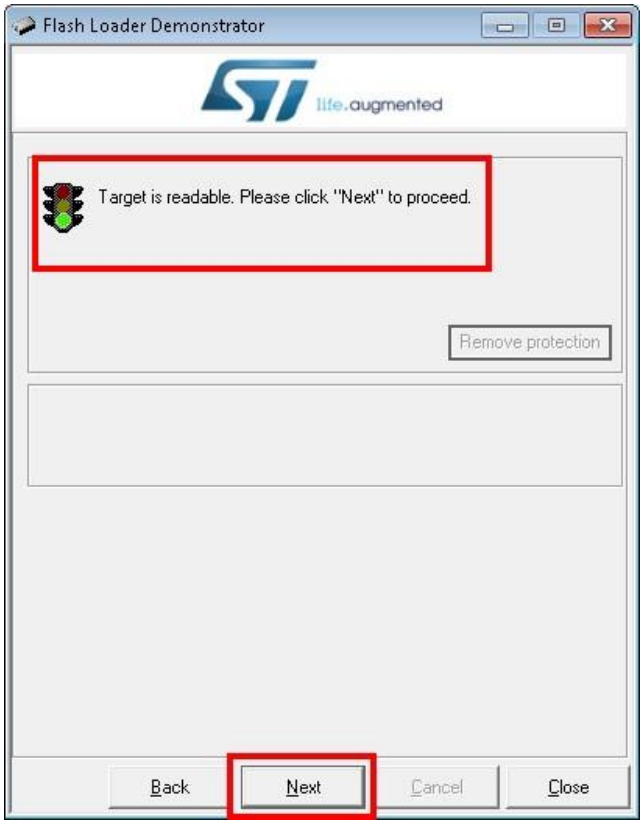


30. For the Port Name setting, open the drop-down menu and select the COM port. If you are unsure which COM port to select, check Device Manager to find the COM port that the Serial cable is connected to.

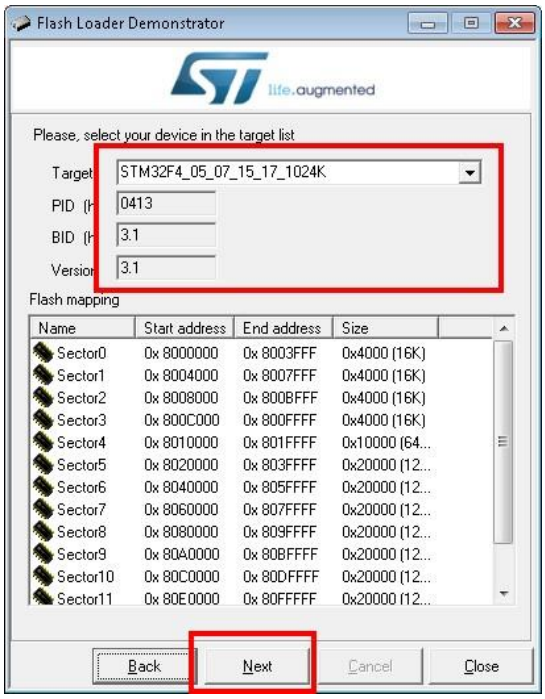




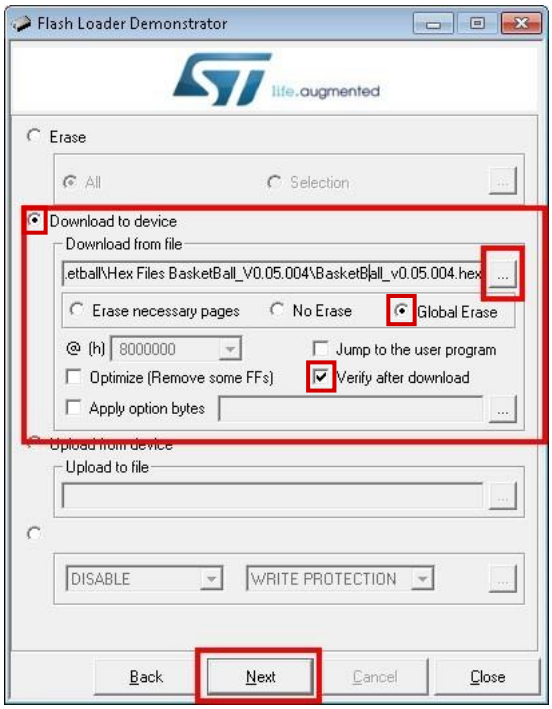
31. Leave the rest of the settings at their default value, and select Next
32. The next screen should show the “Target is readable” message

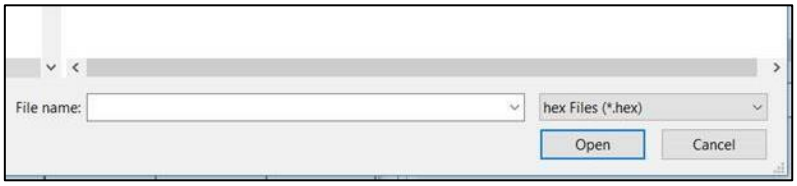


33. Press Next
34. Ensure that the target field correctly reads “STM32F4_05_07_15_17_1024K”



35. Press Next
36. Select “Download to device” on the left





37. Click the “…” button on the right-hand side of the window and navigate to and select the HEX file. If you can’t see the hex file, change the file type to “hex files” in the bottom right hand corner.
38. Select “Global Erase”

39. Select the “Verify after download” checkbox
40. Press Next
41. The progress bar text will progress from “Erasing” to “Downloading,” to “Verifying,” to “Success”

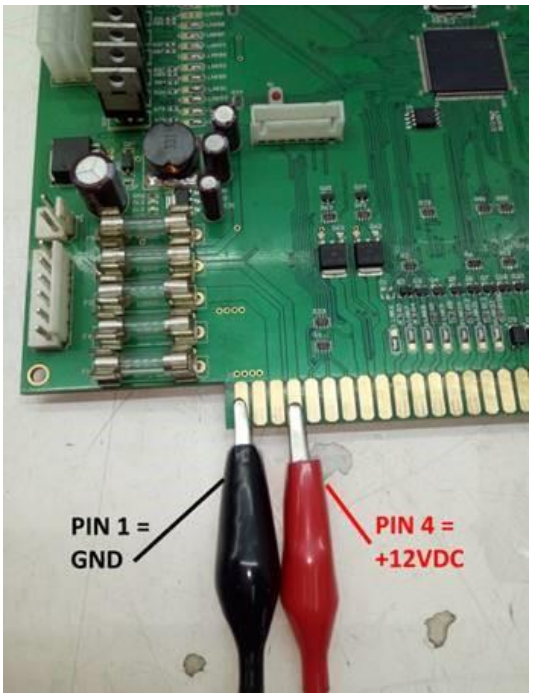
42. Once the progress bar is green and states “Download operation completed successfully,” press Close to finish
43. Turn off the cabinet
44. Remove the USB – TTL adapter cable from the PCB
45. Turn on the cabinet
46. Watch the LCD for the following messages to ensure the bootloader is functioning correctly:
    a. LAI Bootloader vX.XX.XXX.XXX
    b. LAI BldrUpdr vX.XX.XXX XXX
    c. No SD card detected
    d. Skipping GFW update
    e. Flash App Size Exceeds Limit
    f. Error: FLASH_CRC (note that this error is nothing to be concerned about – it’s indicating that there is no game application firmware installed yet)

UPDATING ON THE BENCH

The previous steps are based on the PCB being updated while being installed in a cabinet. This is not necessary, and the update can be performed on a work bench with a 12V 1A power supply and USB-TTL adapter, if preferred.

+12V and ground can be applied to the PCB with Alligator Clips as shown below.

The same update steps can now be followed, replacing any instruction to power the game on or off with switching the power supply on or off.

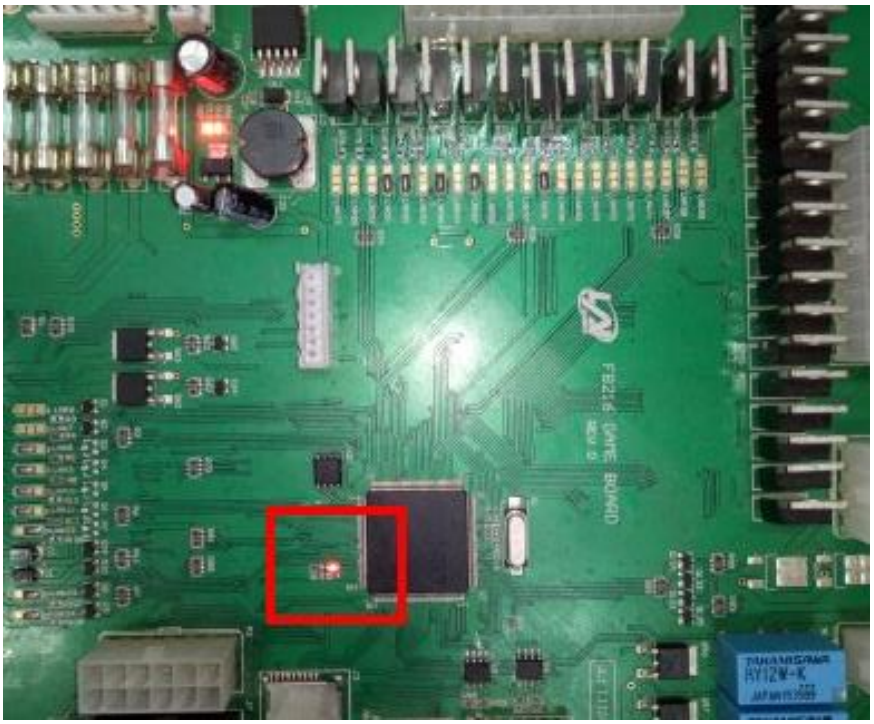


TROUBLESHOOTING

NO COM PORT SELECTABLE FROM DROP DOWN

If you're up to step 6, and there are no options to select a port from the drop-down menu, the PC is not able to communicate with the PCB

1. Ensure the game is powered on, and the PCB has power – verify that the heartbeat LED (shown below) is flashing to ensure that the PCB has power



2. Check that the cable is securely inserted into the USB port on the PC and the J5 port on the PCB
3. Restart the game while the cable is connected and the Demonstrator App is running
4. Restart the Demonstrator App while the cable is connected and the game is switched on
5. If none of these steps solve the issue, the cable may be faulty

FIRMWARE WITH BOOTLOADER

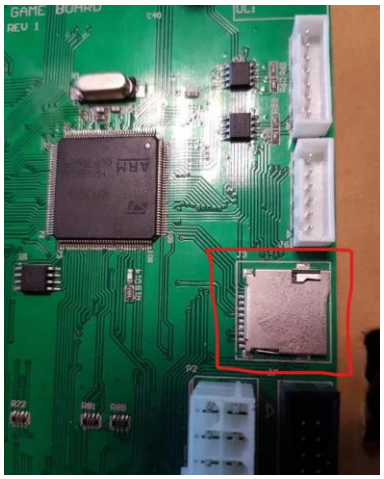
If you're updating to firmware newer than, and inclusive of, version 10.01.000. This procedure can also be used for installing or updating the bootloader updater and updating the bootloader itself.

TOOLS REQUIRED

- 1 x microSD card formatted as FAT32
- 1 x firmware file:
  - A game update - for example, ***Lets Bounce v10.01.000.gfw***
  - A bootloader update - for example, ***BL_vX.XX.XXX.gfw***
  - A bootloader updater update - for example, ***BU_vX.XX.XXX.gfw***

INSTRUCTIONS

1. Insert the microSD card into your PC or laptop and put the .gfw file on the microSD card
2. Note that there must only be one .gfw file on the microSD card, and it must be located in the root directory (top level) of the card
3. With the cabinet turned off, insert the microSD card into the slot on the FB216



4. Turn on the cabinet
5. Watch the LCD for progress – this should take less than 15 seconds. Depending on the type of .gfw file you are installing, the messages displayed will be different. These messages are noted on the next page.
6. Once you see the final message for your .gfw file that indicates the process is complete, follow the instructions listed below the messages for your file type on the next page.

GAME FIRMWARE

	LCD messages
1	LAI Bootloader vX.XX.XXX XXX
2	LAI BldrUpdr vX.XX.XXX XXX
3	Reading <first 16 characters of your .gfw filename>
4	Flashing GameApp
5	GameApp Flashed
6	Starting GameApp

7. Once the game boots up, power off the machine and remove the SD card.
8. Power on the machine and go into the operator menu to verify that the version of the game firmware installed is correct.

BOOTLOADER UPDATER

	LCD messages
1	LAI Bootloader vX.XX.XXX XXX
2	LAI BldrUpdr vX.XX.XXX XXX
3	Reading <first 16 characters of your .gfw filename>
4	Flashing BldrUpdr
5	BldrUpdr Flashed
6	Starting BldrUpdr
7	LAI BldrUpdr vY.YY.YYY YYY
8	Reading <first 16 characters of your .gfw filename>
9	No Bootloader GFW File Found
10	Bldr Not Updated Rmv SD & Restart

Note that if there is no bootloader updater already installed, message 2 will display “v255.255.255 |||”. This is the expected behaviour. Message 7 will display the correct updater version number.

7. After the updater is installed, it will attempt to update the bootloader. This process will fail as there is no bootloader .gfw on the SD card, which will result in message 10.
8. Power off the machine and remove the SD card.
9. Power on the machine and watch the LCD screen. You should see the following messages.
10. Check that the bootloader updater version is correct.

	LCD Messages
1	LAI Bootloader vX.XX.XXX XXX
2	LAI BldrUpdr vY.YY.YYY YYY
3	No SD Card Detected
4	Skipping Firmware Update
6	Starting GameApp

BOOTLOADER

	LCD messages
1	LAI Bootloader vX.XX.XXX XXX
2	LAI BldrUpdr vX.XX.XXX XXX
3	Reading <first 16 characters of your .gfw filename>
4	Starting BldrUpdr
5	LAI BldrUpdr vX.XX.XXX XXX
6	Reading <first 16 characters of your .gfw filename>
7	Flashing Bootloader
8	Bootloader Flashed
9	Checking Bldr Flash
10	Bldr Updated Rmv SD & Restart

7. Power off the machine and remove the SD card.
8. Watch the LCD screen as the game boots up, and you should see the following messages.
9. Check that the bootloader version is correct.

	LCD messages
1	LAI Bootloader vY.YY.YYY YYY
2	LAI BldrUpdr vX.XX.XXX XXX
3	No SD Card Detected
4	Skipping Firmware Update
6	Starting GameApp

START-UP MESSAGES

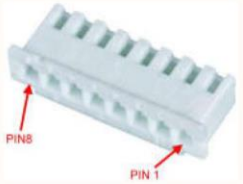
NO SD CARD IN THE FB216

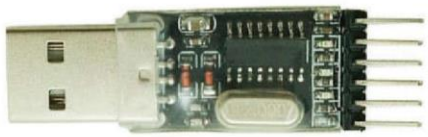
	LCD Messages
1	LAI Bootloader vX.XX.XXX XXX
2	LAI BldrUpdr vX.XX.XXX XXX
3	No SD Card Detected
4	Skipping Firmware Update
6	Starting GameApp

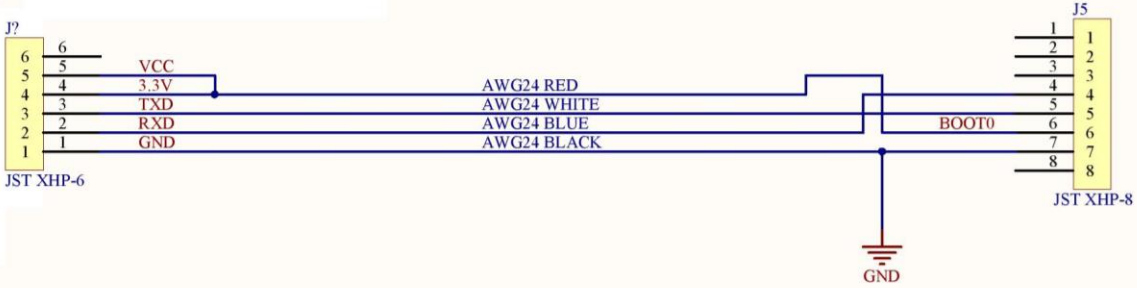
SD CARD IN FB216 CONTAINING ALREADY INSTALLED FIRMWARE

	LCD Messages
1	LAI Bootloader vX.XX.XXX XXX
2	LAI BldrUpdr vX.XX.XXX XXX
3	Reading <first 16 characters of your .gfw filename>
4	GameApp GFW ID Matches Flash *OR* BldrUpdr GFW ID Matches Flash *OR* Bldr GFW ID Matches Flash *OR*
5	Skipping Firmware Update
6	Starting GameApp

GLUE CONNECTOR AND COVER JOIN IN HEATSHRINK
TO PREVENT CONNECTOR COMING OFF

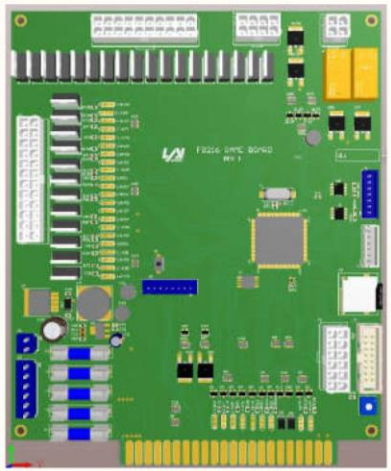






CH340 USB-TTL SERIAL CONVERTER

CHECK PIN NUMBERING WHEN CONNECTING. SOME CONVERTERS HAVE DIFFERENT PINOUTS
ENSURE ONLY TTL LEVEL SIGNALS ARE CONNECTED. DO NOT CONNECT RS232 LEVEL SIGNALS.



CONNECT TO FB216 PROGRAMMING PORT J5

Title	*FB216 Programming Harness*		
Page Size: A4	Revision: 1.3		
Design Date: 15-Sep-16		Sheet 1 of 1	
Engineer: KS		FileName: FB216 Serial Programmer Harness.SchDoc	

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SECTION B: TECHNICAL DETAILS

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

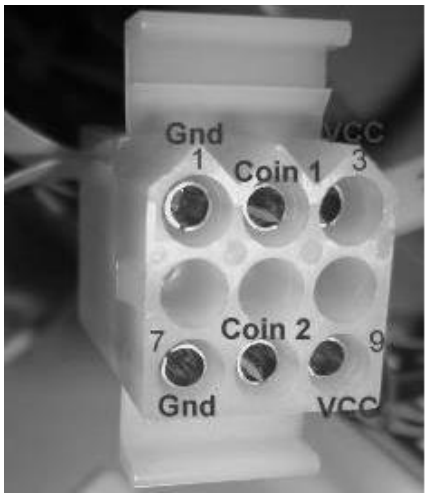
WARNING: It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

POWER SUPPLY

The universal AC input power supplies generates 12VDC for the entire machine. The power supply output voltage should be 12VDC. It can be adjusted when necessary by turning the blue adjustment trimpot with a small Philips screwdriver.

COIN OPTIONS REFERENCE GUIDE

By default, the coin door contains a micro switch connected to the COIN2 input for crediting the machine.
A 9 way Molex connector has been installed on the coin door which can be optionally used to make adaptors for most electronic coin systems and comparators.
The following picture illustrates the connector pinout.



Shell part number: Molex 03-09-1092

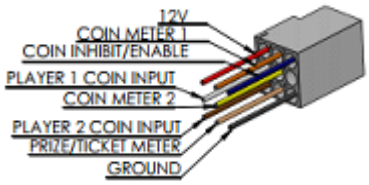
Pins: Molex 02-09-1119 (loose)
Molex 02-09-1117 (chain)

PIN1 = GND
PIN2 = COIN1 input
PIN3 = 12VDC
PIN7 = GND
PIN8 = COIN2 input
PIN9 = 12VDC

Contact your nearest LAI Games distributor for harnessing to suit different coin comparators and bill acceptors.

UNIVERSAL CARD LINK CONNECTION

A 9 pin Universal Card Link connector exists on the operator panel inside the coin door.



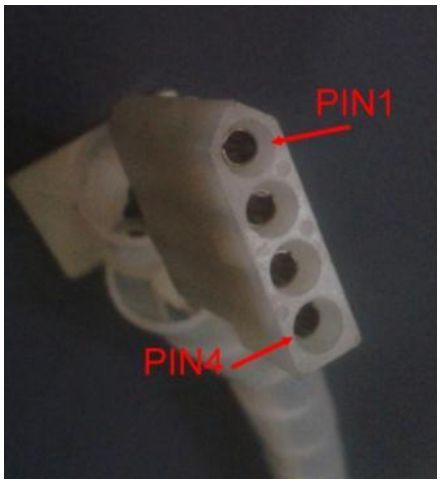
Mating shell part number: Molex 9-pin housing: 03-09-2092
Pins part number: Wire Gauge and Terminals: 02-09-2103 (14-20 gauge wire) or 02-09-2118 (18-22 gauge wire)

Pin 1. +12v- Supply to Card System.
Pin 2. Coin 1- input to the game PCB.
Pin 3. Coin 2- input to the game PCB.
Pin 4. Coin meter 1- is connected to the coin meter 1 output from the game PCB and can be used by card systems for monitoring purposes.
Pin 5. Coin meter 2- is connected to the coin meter 2 outputs from the game PCB and can be used by card systems for monitoring purposes.

Pin 6. Ticket Meter- is connected to the Ticket 1 Meter output from the game PCB and can be used by card systems for monitoring purposes.
Pin 7. Empty
Pin 8. Empty
Pin 9. Ground- is connected to the common Ground connection, the same ground as the Game PCB.

TICKET MECHANISMS

2 x ticket mechs can be fitted inside the ticket doors. Connections are available through a standard 4 way Molex receptacle. Deltronic DL-1275 mechs are installed by default.



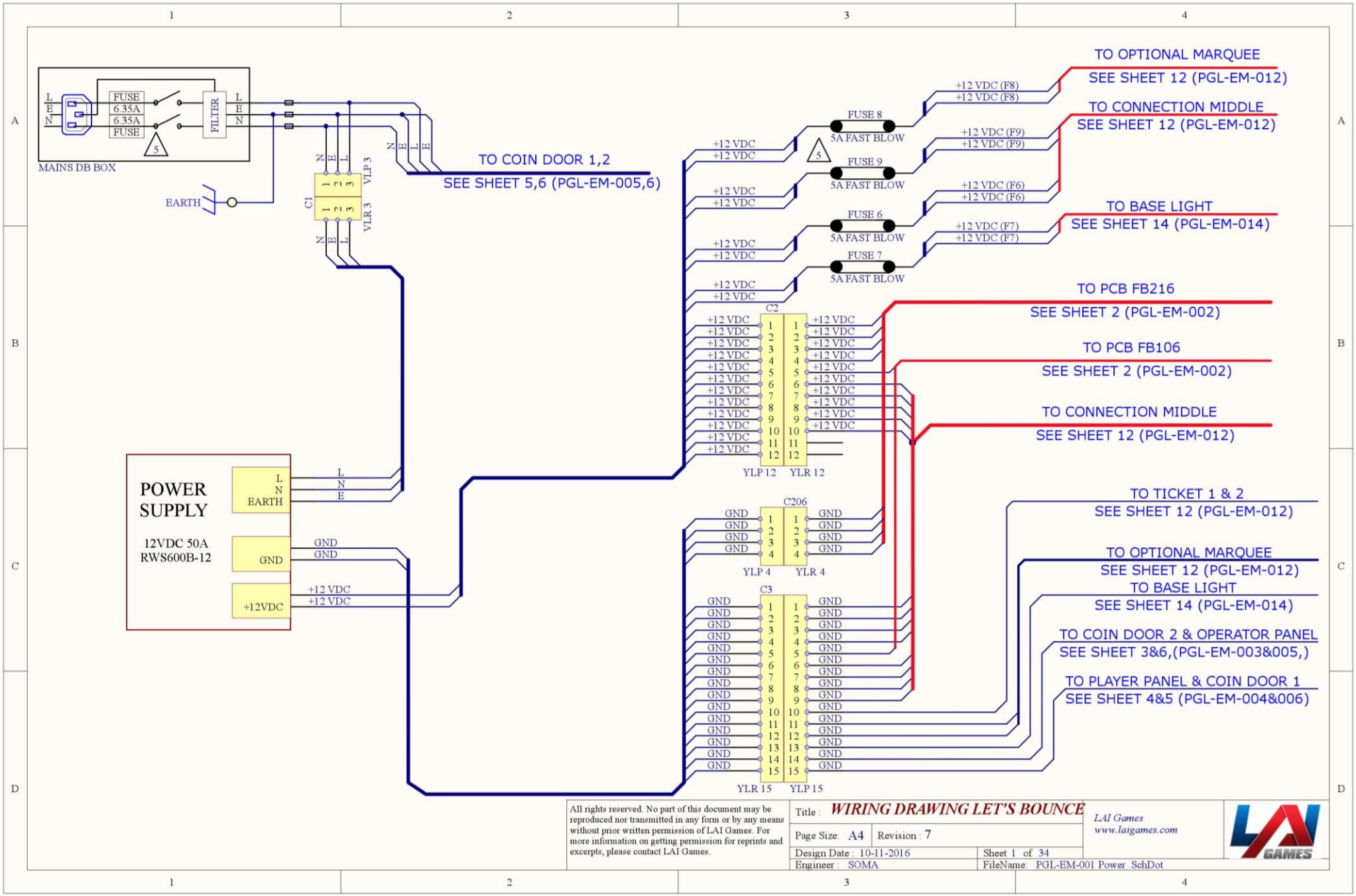
Shell part number:
Molex 03-09-1042

Pins:
Molex 02-09-1119 (loose)
Molex 02-09-1117 (chain)

PIN1 = NOTCH
PIN2 = GND
PIN3 = DRIVE
PIN7 = 12VDC

WIRING DIAGRAMS

(Next Page)



Title :	*WIRING DRAWING LET'S BOUNCE*
Page Size: A4	Revision : 7
Design Date : 10-11-2016	Sheet 1 of 34
Engineer : SOMA	FileName: PGL-EM-001 Power .SchDot

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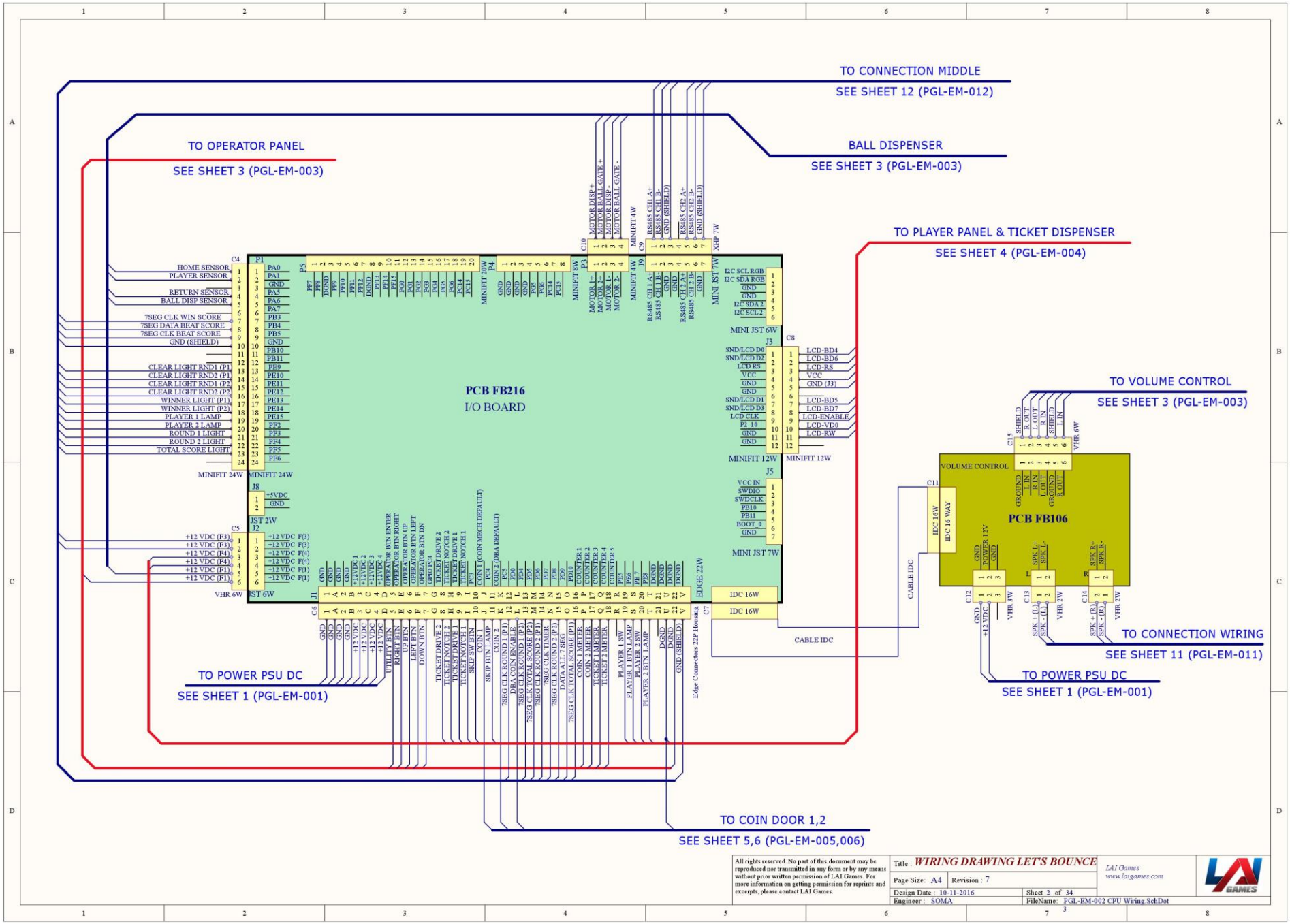

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Title :	WIRING DRAWING LET'S BOUNCE
Page Size: A4	Revision : 7
Design Date : 10-11-2016	Sheet 2 of 34
Engineer : SOMA	FileName: PGL-EM-002 CPU Wiring SchDot

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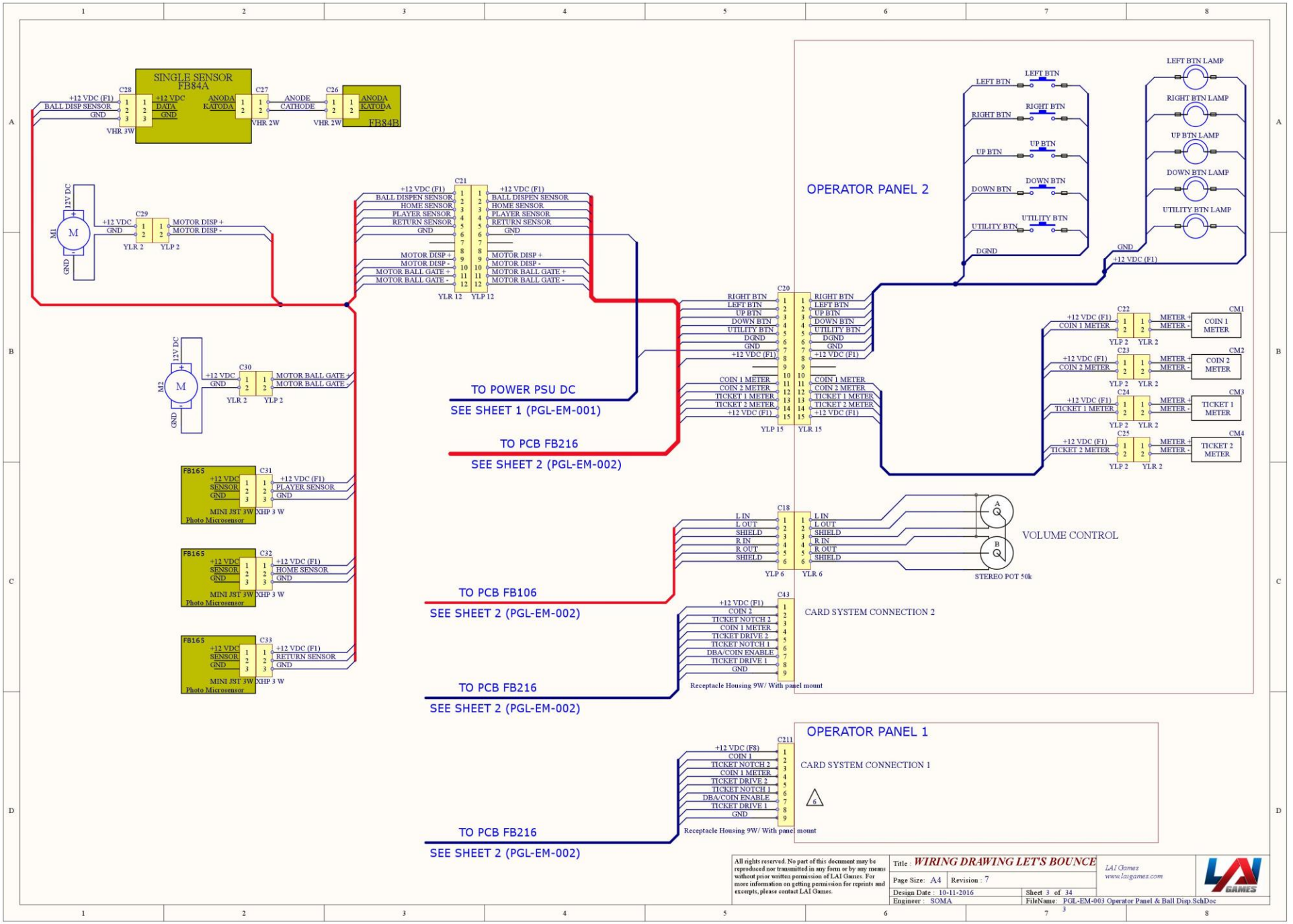
SINGLE SENSOR
FB84A
FB84B
+12 VDC (F1)
BALL DISP SENSOR
GND
+12 VDC
DATA
ANODA
KATODA
CATHODE
VHR 3W
VHR 2W
M1
M2
12V DC
MOTOR DISP +
MOTOR DISP -
MOTOR BALL GATE +
MOTOR BALL GATE -
YLR 2
YLP 2
YLR 12
YLP 12
YLP 15
YLR 15
YLP 6
YLR 6
FB165
MINI JST 3W
XHP 3 W
Photo Microsensor
+12 VDC (F8)
OPERATOR PANEL 2
LEFT BTN
RIGHT BTN
UP BTN
DOWN BTN
UTILITY BTN
DGND
LEFT BTN LAMP
RIGHT BTN LAMP
UP BTN LAMP
DOWN BTN LAMP
UTILITY BTN LAMP
COIN 1 METER
COIN 2 METER
TICKET 1 METER
TICKET 2 METER
METER +
METER -
CM1
CM2
CM3
CM4
TO POWER PSU DC
SEE SHEET 1 (PGL-EM-001)
TO PCB FB216
SEE SHEET 2 (PGL-EM-002)
L IN
L OUT
SHIELD
R IN
R OUT
VOLUME CONTROL
STEREO POT 50k
TO PCB FB106
SEE SHEET 2 (PGL-EM-002)
CARD SYSTEM CONNECTION 2
COIN 2
COIN 1
TICKET NOTCH 2
TICKET DRIVE 2
TICKET NOTCH 1
DBA/COIN ENABLE
TICKET DRIVE 1
Receptacle Housing 9W/ With panel mount
TO PCB FB216
SEE SHEET 2 (PGL-EM-002)
OPERATOR PANEL 1
CARD SYSTEM CONNECTION 1
TO PCB FB216
SEE SHEET 2 (PGL-EM-002)
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Title : WIRING DRAWING LET'S BOUNCE
Page Size: A4
Revision : 7
Design Date : 10-11-2016
Sheet 3 of 34
Engineer : SOMA
FileName : PGL-EM-003 Operator Panel & Ball Disp.SchDoc
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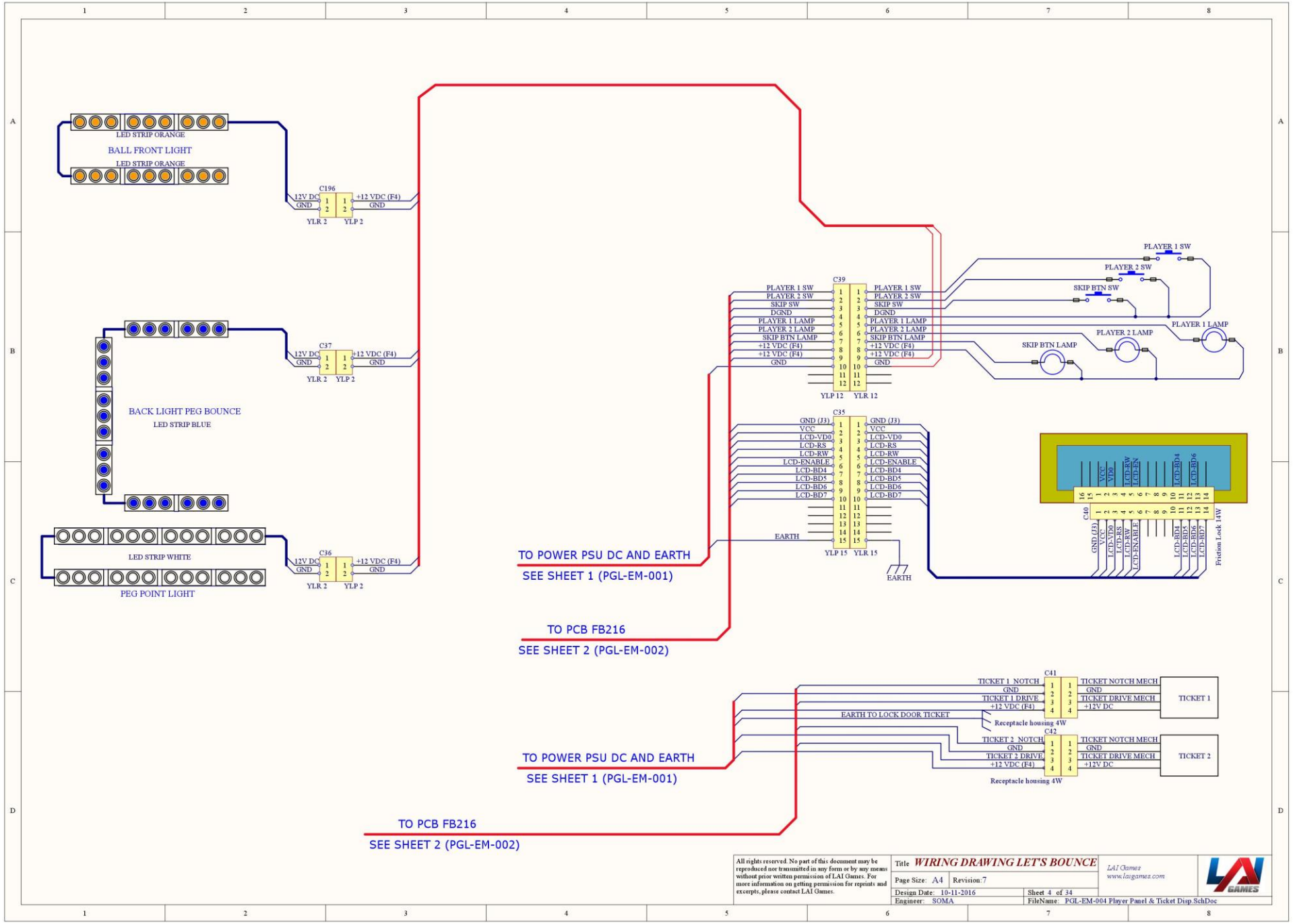
LED STRIP ORANGE
BALL FRONT LIGHT
LED STRIP ORANGE
C196
12V DC
GND
+12 VDC (F4)
GND
YLR 2
YLP 2
BACK LIGHT PEG BOUNCE
LED STRIP BLUE
C37
YLR 2
YLP 2
LED STRIP WHITE
PEG POINT LIGHT
C36
YLR 2
YLP 2
TO POWER PSU DC AND EARTH
SEE SHEET 1 (PGL-EM-001)
TO PCB FB216
SEE SHEET 2 (PGL-EM-002)
C39
PLAYER 1 SW
PLAYER 2 SW
SKIP SW
DGND
PLAYER 1 LAMP
PLAYER 2 LAMP
SKIP BTN LAMP
+12 VDC (F4)
GND
YLP 12
YLR 12
C35
GND (J3)
VCC
LCD-VD0
LCD-RS
LCD-RW
LCD-ENABLE
LCD-BD4
LCD-BD5
LCD-BD6
LCD-BD7
EARTH
YLP 15
YLR 15
C40
Friction Lock 14W
TO POWER PSU DC AND EARTH
SEE SHEET 1 (PGL-EM-001)
TO PCB FB216
SEE SHEET 2 (PGL-EM-002)
C41
TICKET 1 NOTCH
GND
TICKET 1 DRIVE
+12 VDC (F4)
EARTH TO LOCK DOOR TICKET
Receptacle housing 4W
TICKET NOTCH MECH
TICKET DRIVE MECH
+12V DC
TICKET 1
C42
TICKET 2 NOTCH
TICKET 2 DRIVE
TICKET 2
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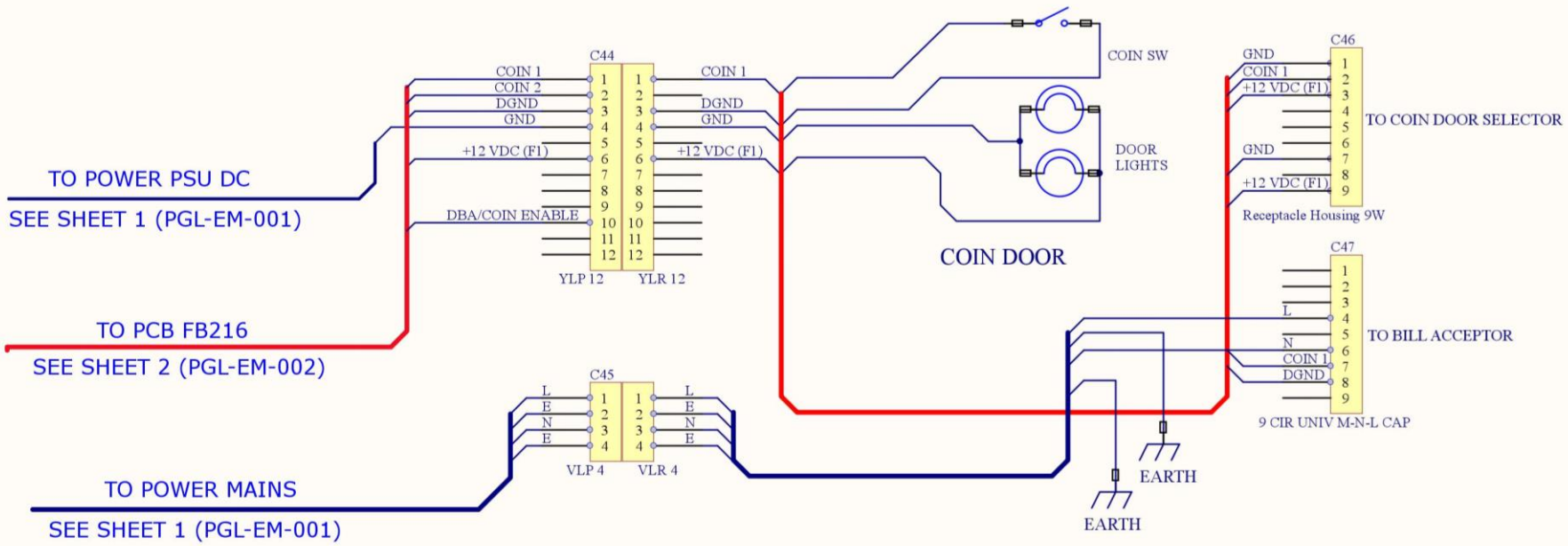
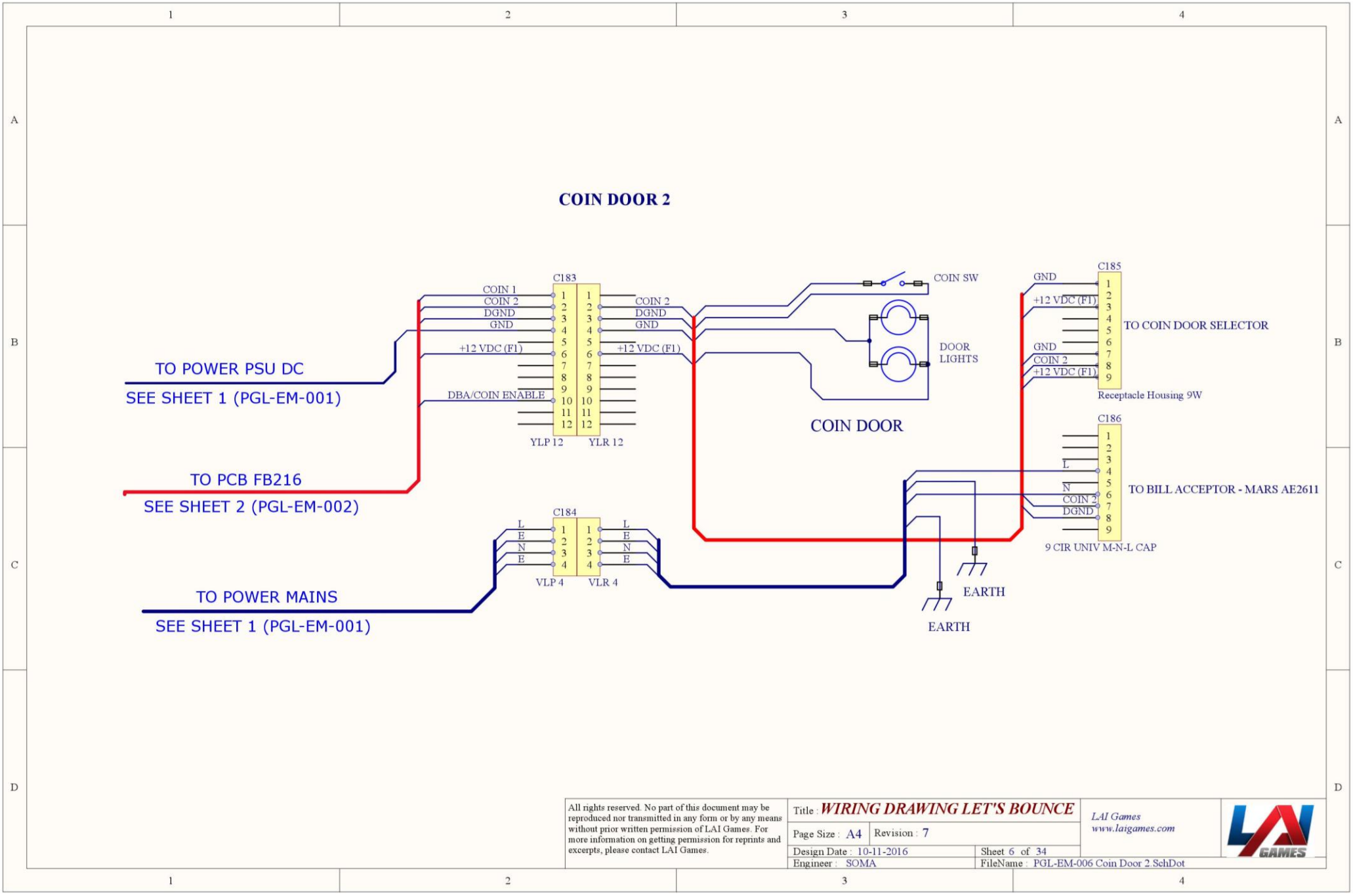
Revision:7
Design Date: 10-11-2016
Sheet 4 of 34
Engineer: SOMA
FileName: PGL-EM-004 Player Panel & Ticket Disp.SchDoc

COIN DOOR 1



Title : *WIRING DRAWING LET'S BOUNCE*		*LAI Games*	
Page Size : A4	Revision : 7	*www.laigames.com*	
Design Date : 10-11-2016	Sheet 5 of 34		
Engineer : SOMA	FileName : PGL-EM-005 Coin Door 1.SchDot		


COIN DOOR 2
C183
COIN 1
COIN 2
DGND
GND
+12 VDC (F1)
DBA/COIN ENABLE
YLP 12
YLR 12
COIN 2
DGND
GND
+12 VDC (F1)
TO POWER PSU DC
SEE SHEET 1 (PGL-EM-001)
TO PCB FB216
SEE SHEET 2 (PGL-EM-002)
TO POWER MAINS
SEE SHEET 1 (PGL-EM-001)
C184
L
E
N
E
VLP 4
VLR 4
L
E
N
E
COIN SW
DOOR LIGHTS
COIN DOOR
EARTH
EARTH
C185
GND
+12 VDC (F1)
GND
COIN 2
+12 VDC (F1)
TO COIN DOOR SELECTOR
Receptacle Housing 9W
C186
L
N
COIN 2
DGND
TO BILL ACCEPTOR - MARS AE2611
9 CIR UNIV M-N-L CAP
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Title : WIRING DRAWING LET'S BOUNCE
Page Size : A4
Revision : 7
Design Date : 10-11-2016
Sheet 6 of 34
Engineer : SOMA
FileName : PGL-EM-006 Coin Door 2.SchDot
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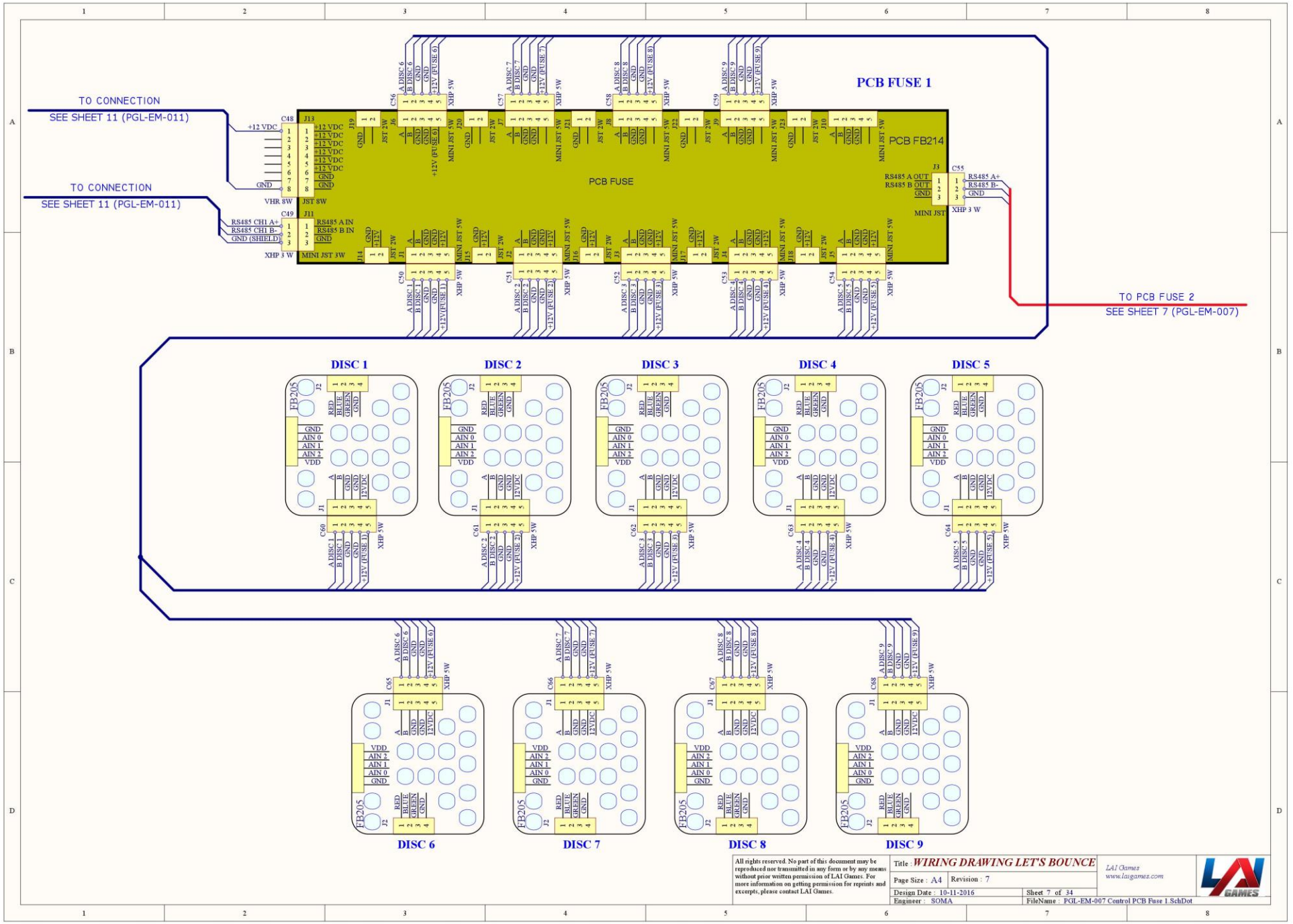
PCB FUSE 1
PCB FUSE
PCB FB214
TO CONNECTION
SEE SHEET 11 (PGL-EM-011)
TO CONNECTION
SEE SHEET 11 (PGL-EM-011)
TO PCB FUSE 2
SEE SHEET 7 (PGL-EM-007)
DISC 1
DISC 2
DISC 3
DISC 4
DISC 5
DISC 6
DISC 7
DISC 8
DISC 9
FB205
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Title : WIRING DRAWING LET'S BOUNCE
Page Size : A4
Revision : 7
Design Date : 10-11-2016
Sheet 7 of 34
Engineer : SOMA
FileName : PGL-EM-007 Control PCB Fuse 1.SchDot
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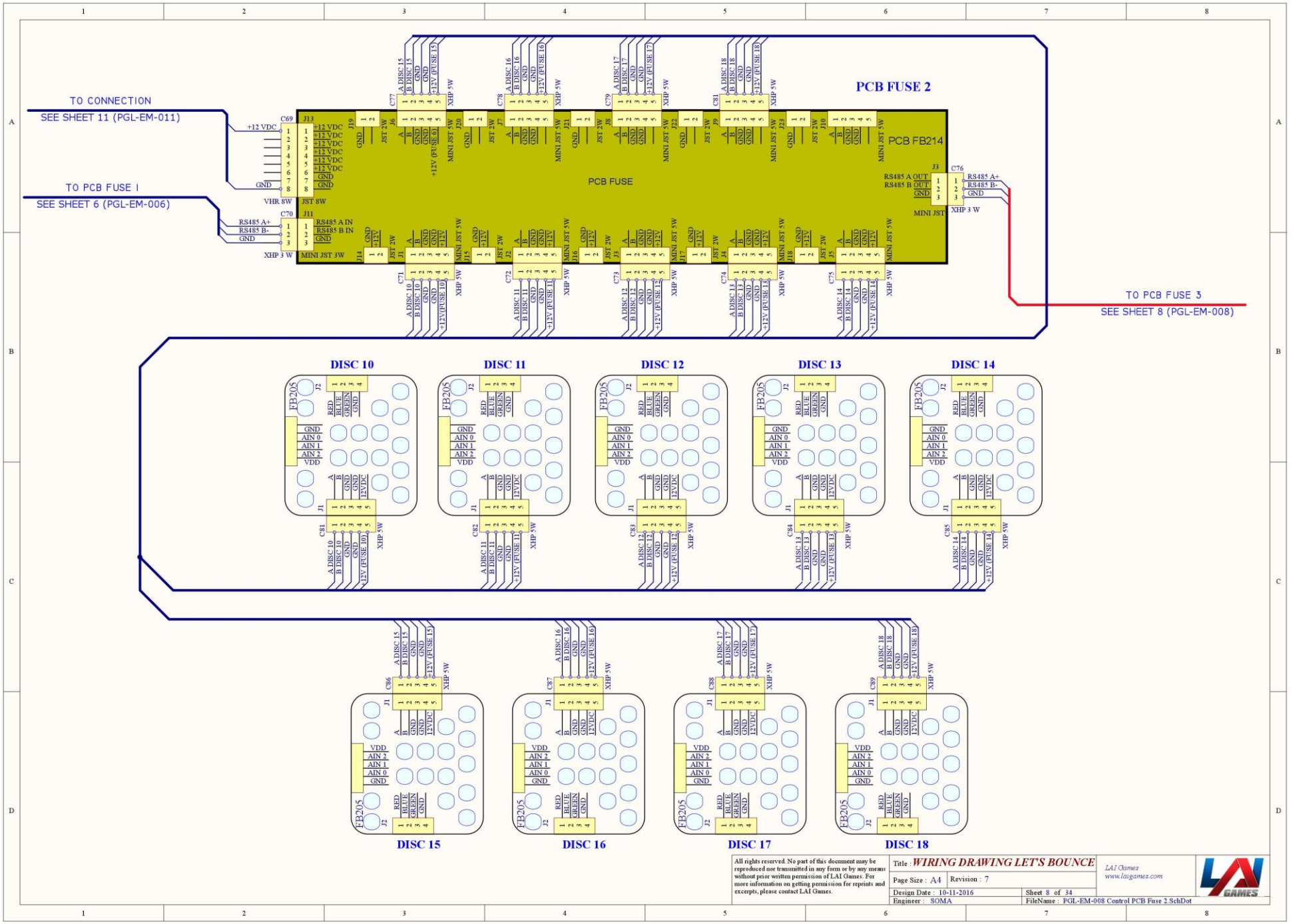

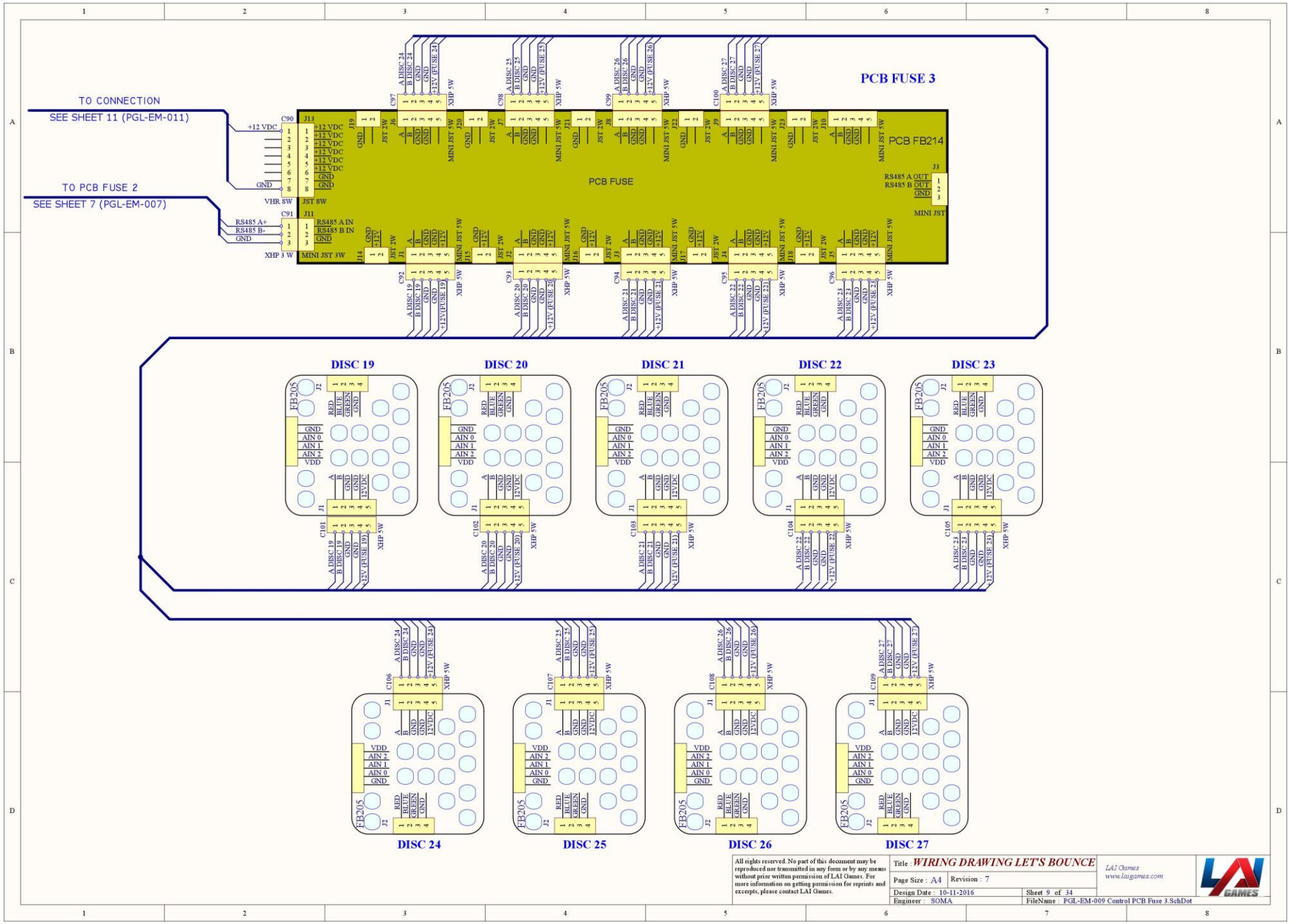
PCB FUSE 3
TO CONNECTION
SEE SHEET 11 (PGL-EM-011)
TO PCB FUSE 2
SEE SHEET 7 (PGL-EM-007)
PCB FUSE
PCB FB214
DISC 19
DISC 20
DISC 21
DISC 22
DISC 23
DISC 24
DISC 25
DISC 26
DISC 27
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Engineer : SOMA
FileName : PGL-EM-009 Control PCB Fuse 3.SchDot
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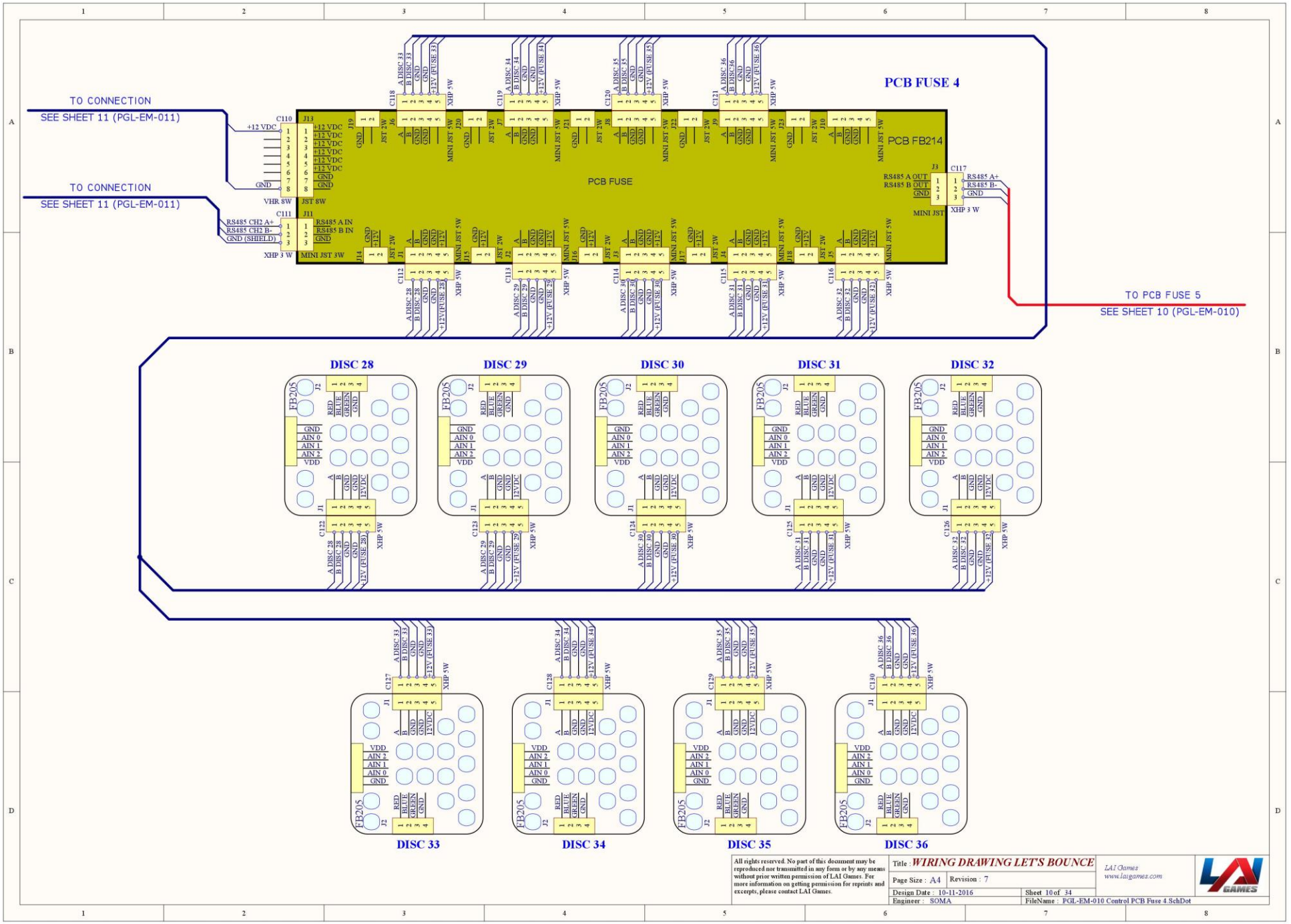
PCB FUSE 4
PCB FUSE
PCB FB214
TO CONNECTION
SEE SHEET 11 (PGL-EM-011)
TO CONNECTION
SEE SHEET 11 (PGL-EM-011)
TO PCB FUSE 5
SEE SHEET 10 (PGL-EM-010)
DISC 28
DISC 29
DISC 30
DISC 31
DISC 32
DISC 33
DISC 34
DISC 35
DISC 36
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Engineer : SOMA
FileName : PGL-EM-010 Control PCB Fuse 4.SchDot
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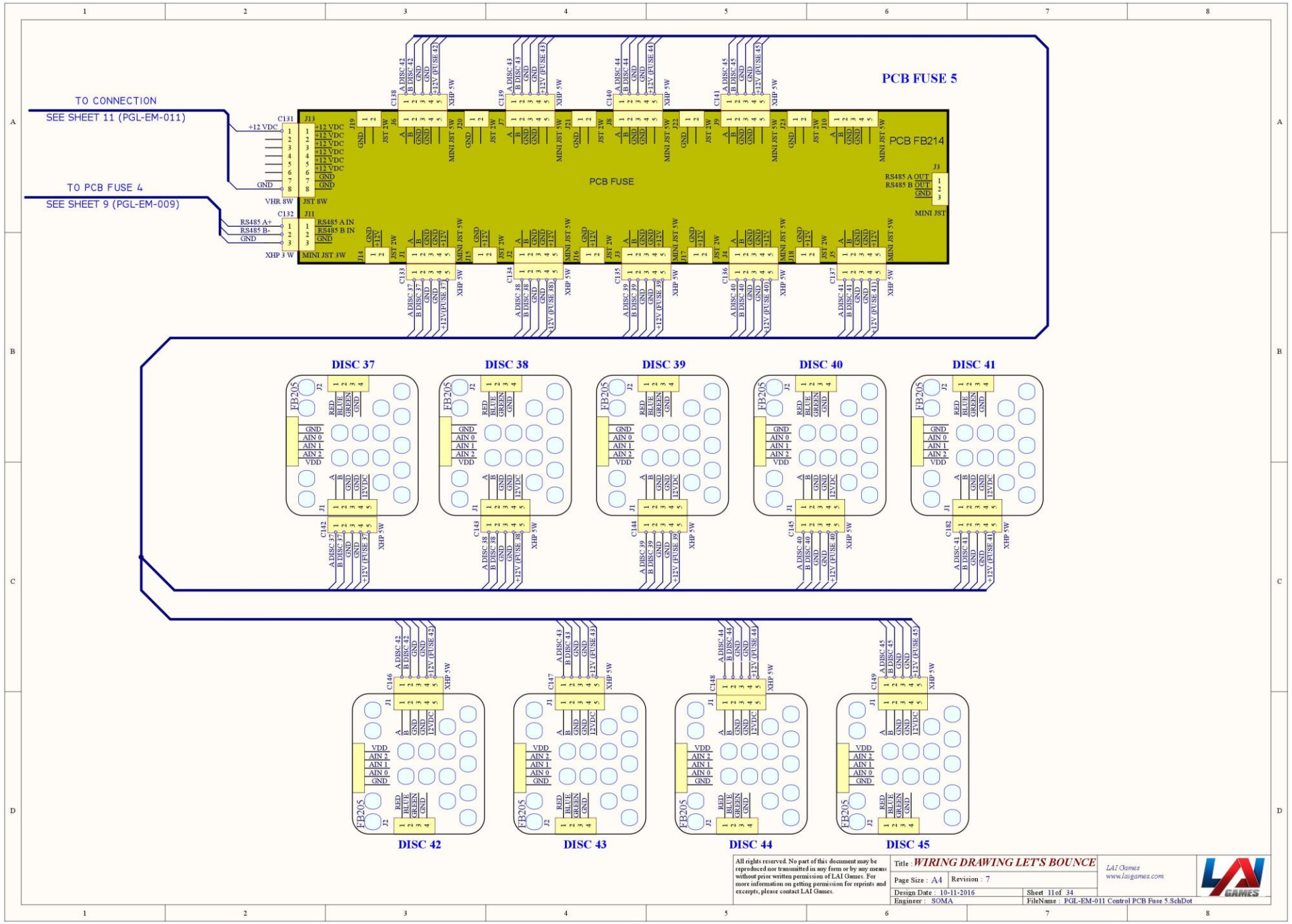
PCB FUSE 5
TO CONNECTION
SEE SHEET 11 (PGL-EM-011)
TO PCB FUSE 4
SEE SHEET 9 (PGL-EM-009)
PCB FUSE
PCB FB214
DISC 37
DISC 38
DISC 39
DISC 40
DISC 41
DISC 42
DISC 43
DISC 44
DISC 45
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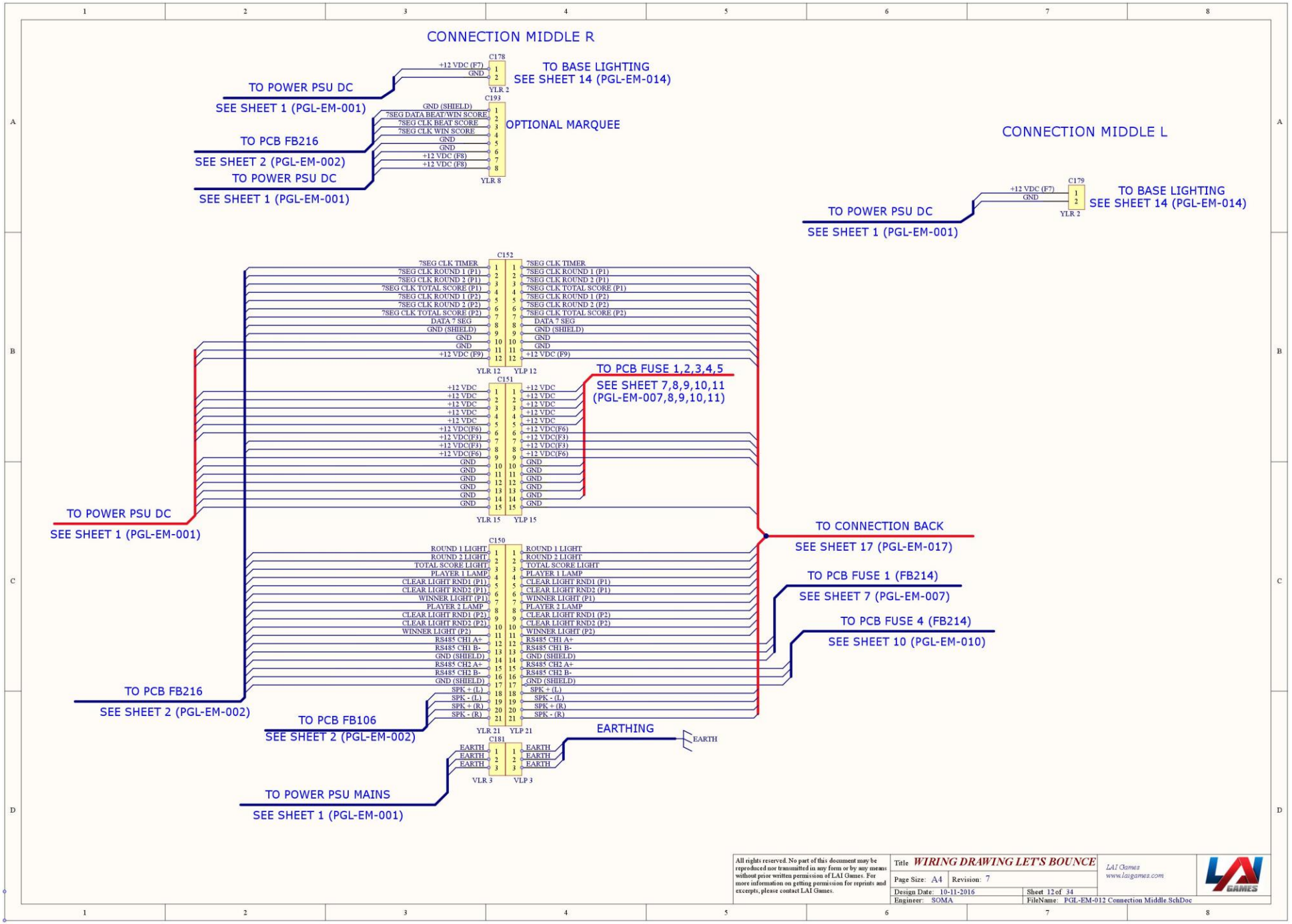
Engineer : SOMA
FileName : PGL-EM-011 Control PCB Fuse 5.SchDot


CONNECTION MIDDLE R
C178
+12 VDC (F7)
GND
YLR 2
TO BASE LIGHTING
SEE SHEET 14 (PGL-EM-014)
TO POWER PSU DC
SEE SHEET 1 (PGL-EM-001)
C193
GND (SHIELD)
7SEG DATA BEAT/WIN SCORE
7SEG CLK BEAT SCORE
7SEG CLK WIN SCORE
GND
GND
+12 VDC (F8)
+12 VDC (F8)
YLR 8
OPTIONAL MARQUEE
TO PCB FB216
SEE SHEET 2 (PGL-EM-002)
TO POWER PSU DC
SEE SHEET 1 (PGL-EM-001)
CONNECTION MIDDLE L
C179
+12 VDC (F7)
GND
YLR 2
TO BASE LIGHTING
SEE SHEET 14 (PGL-EM-014)
TO POWER PSU DC
SEE SHEET 1 (PGL-EM-001)
C152
7SEG CLK TIMER
7SEG CLK ROUND 1 (P1)
7SEG CLK ROUND 2 (P1)
7SEG CLK TOTAL SCORE (P1)
7SEG CLK ROUND 1 (P2)
7SEG CLK ROUND 2 (P2)
7SEG CLK TOTAL SCORE (P2)
DATA 7 SEG
GND (SHIELD)
GND
GND
+12 VDC (F9)
YLR 12
YLP 12
TO PCB FUSE 1,2,3,4,5
SEE SHEET 7,8,9,10,11
(PGL-EM-007,8,9,10,11)
C151
+12 VDC
+12 VDC(F6)
+12 VDC(F3)
+12 VDC(F4)
+12 VDC(F6)
GND
YLR 15
YLP 15
TO POWER PSU DC
SEE SHEET 1 (PGL-EM-001)
C150
ROUND 1 LIGHT
ROUND 2 LIGHT
TOTAL SCORE LIGHT
PLAYER 1 LAMP
CLEAR LIGHT RND1 (P1)
CLEAR LIGHT RND2 (P1)
WINNER LIGHT (P1)
PLAYER 2 LAMP
CLEAR LIGHT RND1 (P2)
CLEAR LIGHT RND2 (P2)
WINNER LIGHT (P2)
RS485 CH1 A+
RS485 CH1 B-
GND (SHIELD)
RS485 CH2 A+
RS485 CH2 B-
GND (SHIELD)
SPK + (L)
SPK - (L)
SPK + (R)
SPK - (R)
YLR 21
YLP 21
TO CONNECTION BACK
SEE SHEET 17 (PGL-EM-017)
TO PCB FUSE 1 (FB214)
SEE SHEET 7 (PGL-EM-007)
TO PCB FUSE 4 (FB214)
SEE SHEET 10 (PGL-EM-010)
TO PCB FB216
SEE SHEET 2 (PGL-EM-002)
TO PCB FB106
SEE SHEET 2 (PGL-EM-002)
EARTHING
C181
EARTH
EARTH
EARTH
VLR 3
VLP 3
EARTH
TO POWER PSU MAINS
SEE SHEET 1 (PGL-EM-001)
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FileName: PGL-EM-012 Connection Middle.SchDoc
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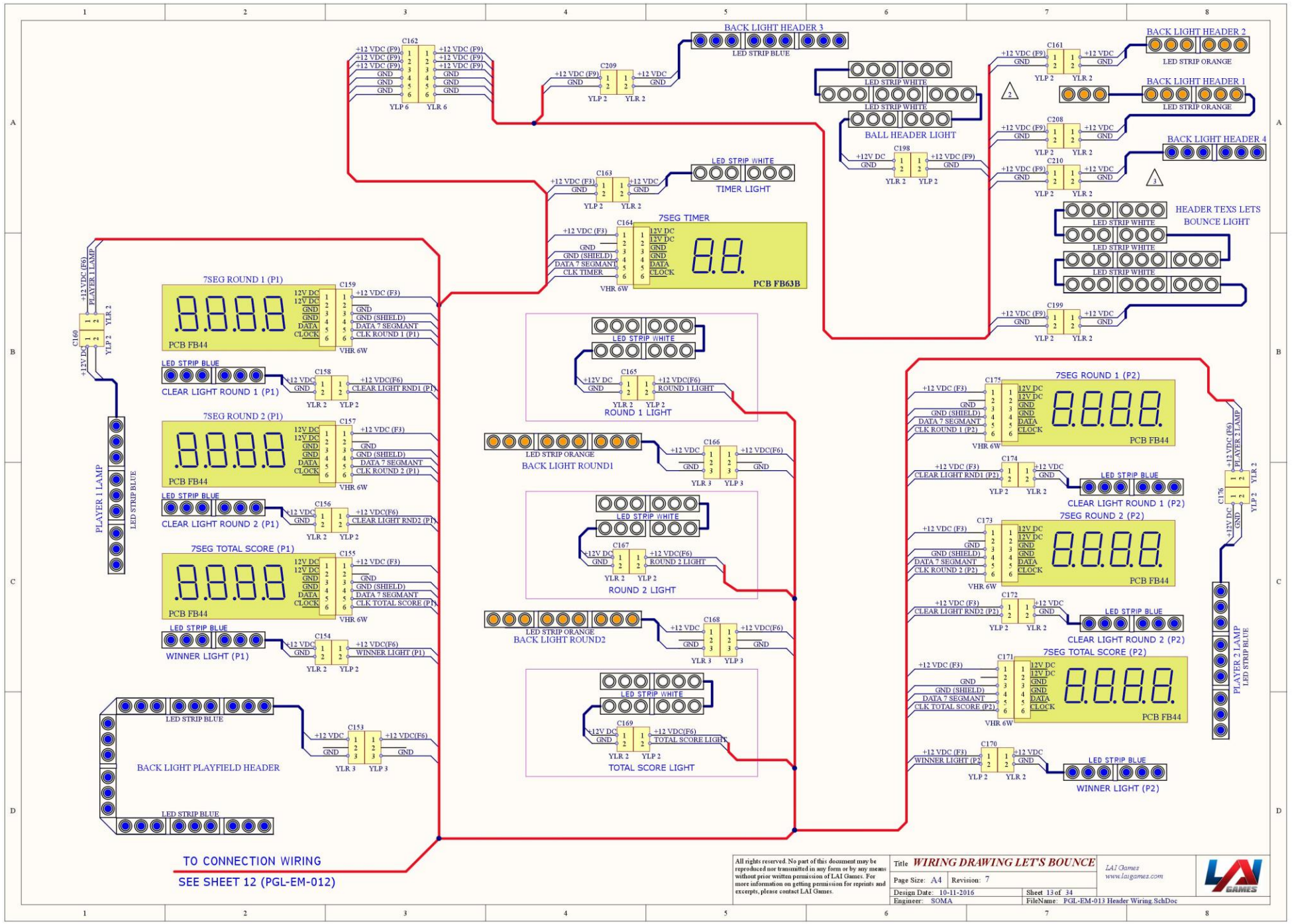

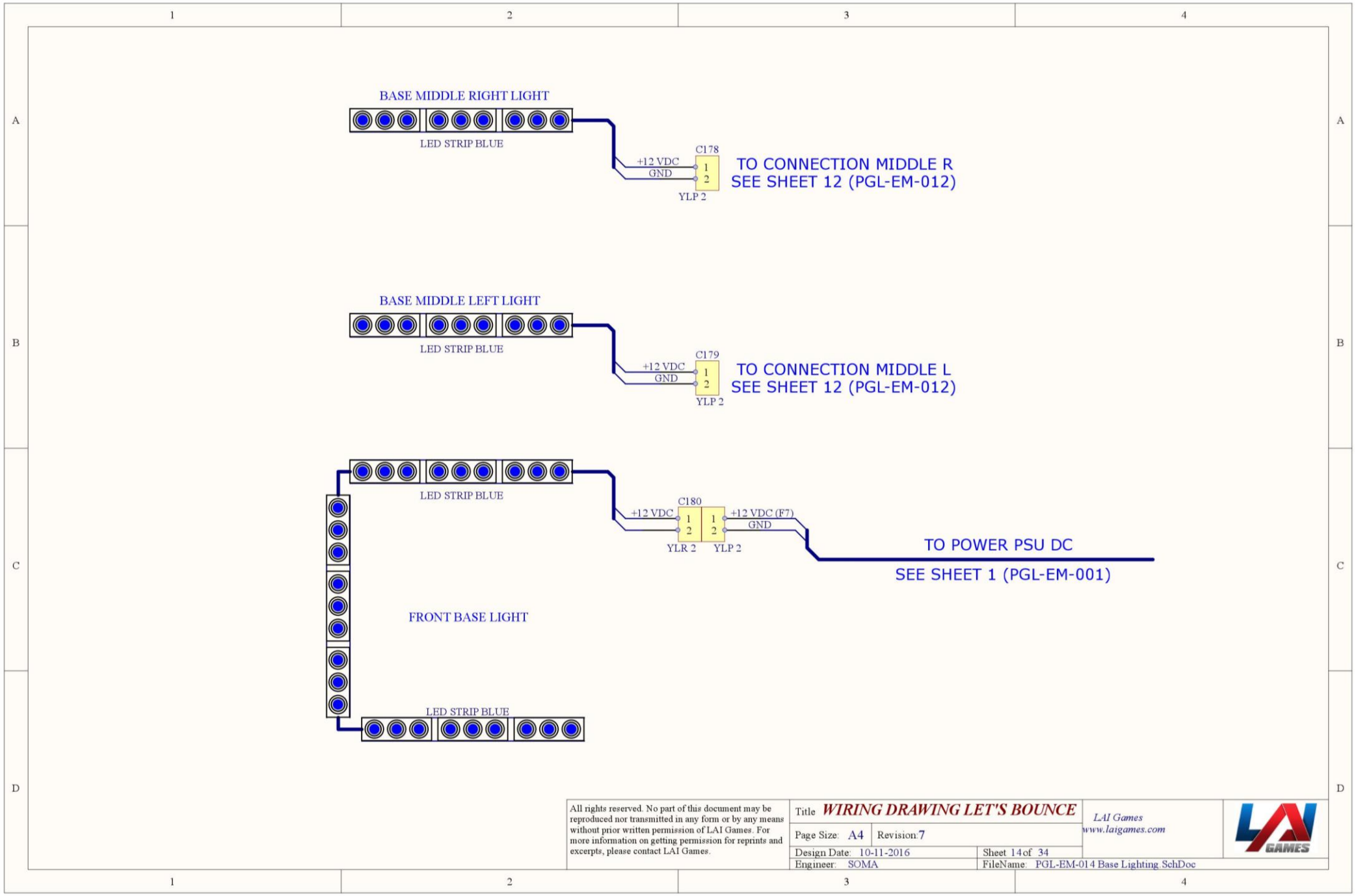

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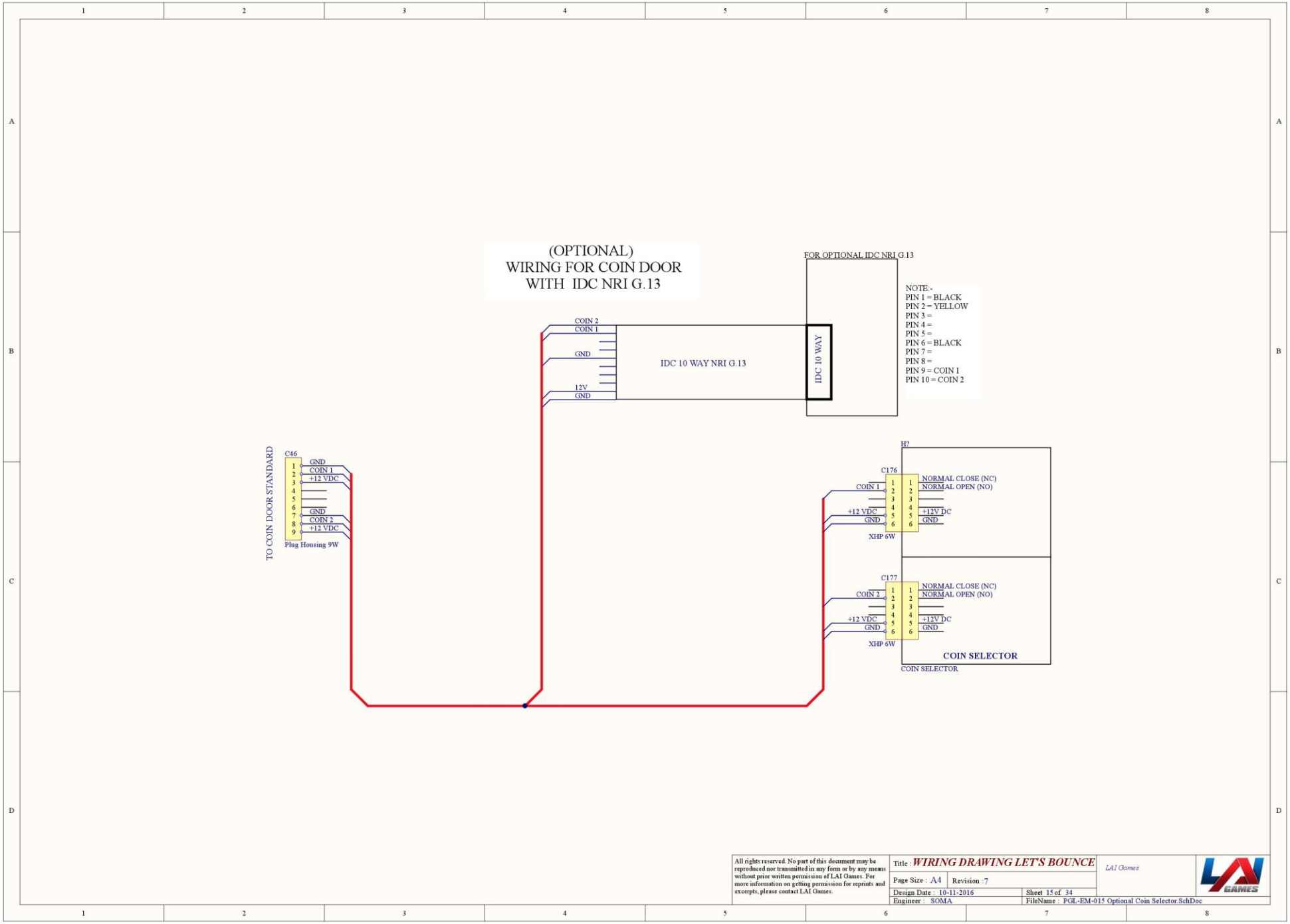
Engineer: SOMA		FileName: PGL-EM-014 Base Lighting.SchDoc	


(OPTIONAL)
WIRING FOR COIN DOOR
WITH IDC NRI G.13
FOR OPTIONAL IDC NRI G.13
NOTE:-
PIN 1 = BLACK
PIN 2 = YELLOW
PIN 3 =
PIN 4 =
PIN 5 =
PIN 6 = BLACK
PIN 7 =
PIN 8 =
PIN 9 = COIN 1
PIN 10 = COIN 2
COIN 2
COIN 1
GND
12V
GND
IDC 10 WAY NRI G.13
IDC 10 WAY
TO COIN DOOR STANDARD
C46
GND
COIN 1
+12 VDC
GND
COIN 2
+12 VDC
Plug Housing 9W
H?
C176
COIN 1
+12 VDC
GND
NORMAL CLOSE (NC)
NORMAL OPEN (NO)
+12V DC
GND
XHP 6W
C177
COIN 2
+12 VDC
GND
NORMAL CLOSE (NC)
NORMAL OPEN (NO)
+12V DC
GND
XHP 6W
COIN SELECTOR
COIN SELECTOR
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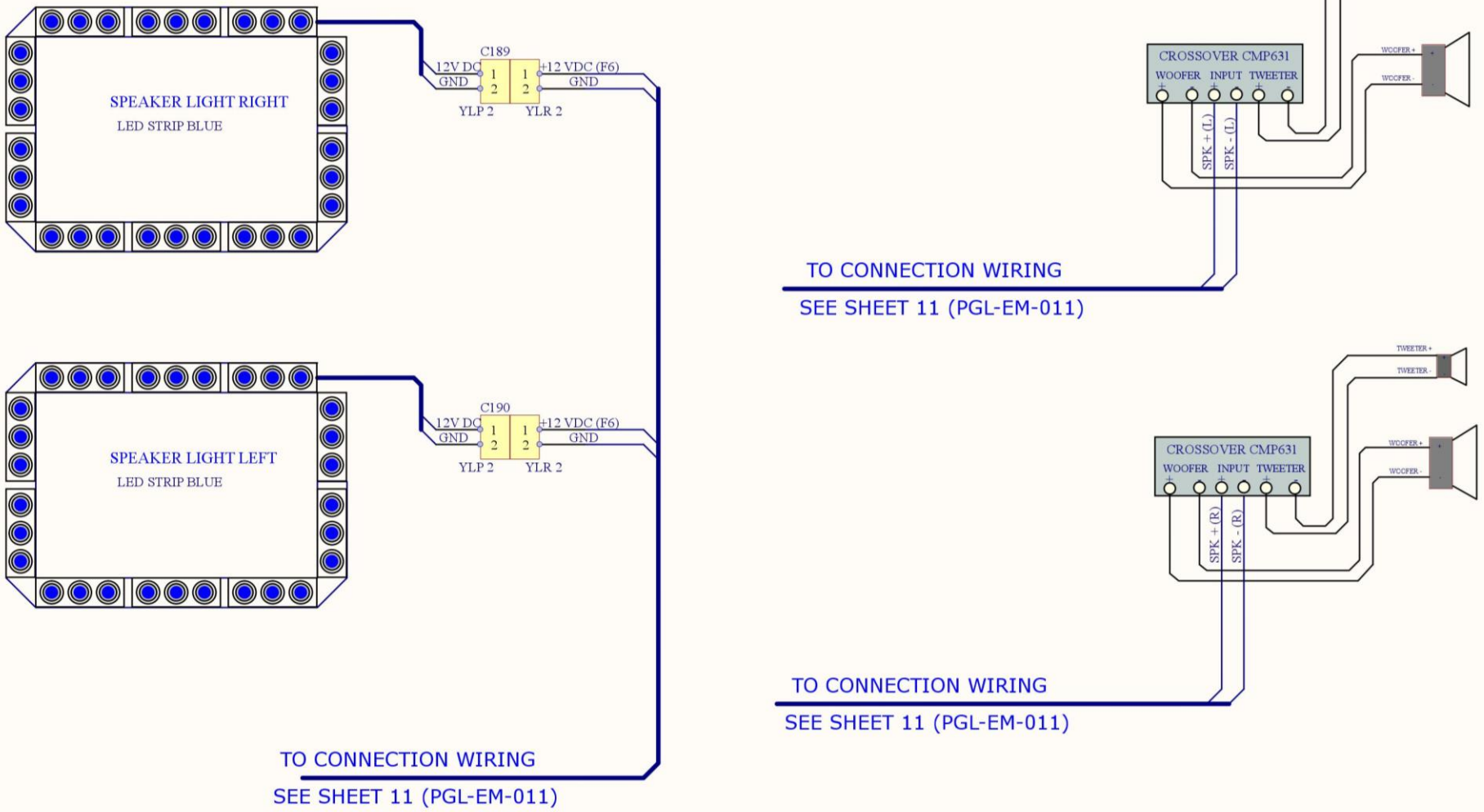
Engineer : SOMA
FileName : PGL-EM-015 Optional Coin Selector.SchDoc



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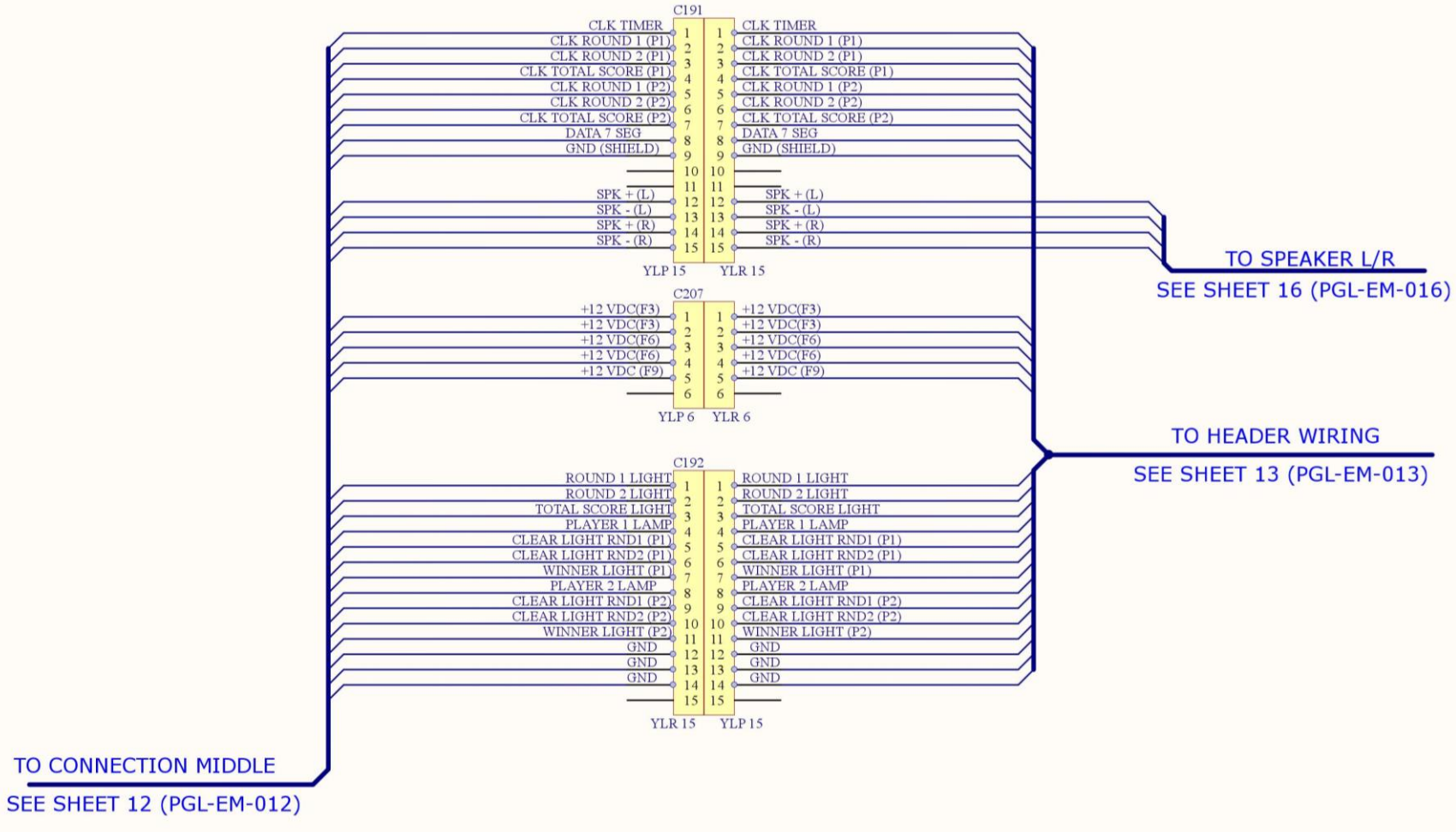
Engineer : SOMA		FileName : PGL-EM-016 Speaker.SchDoc	



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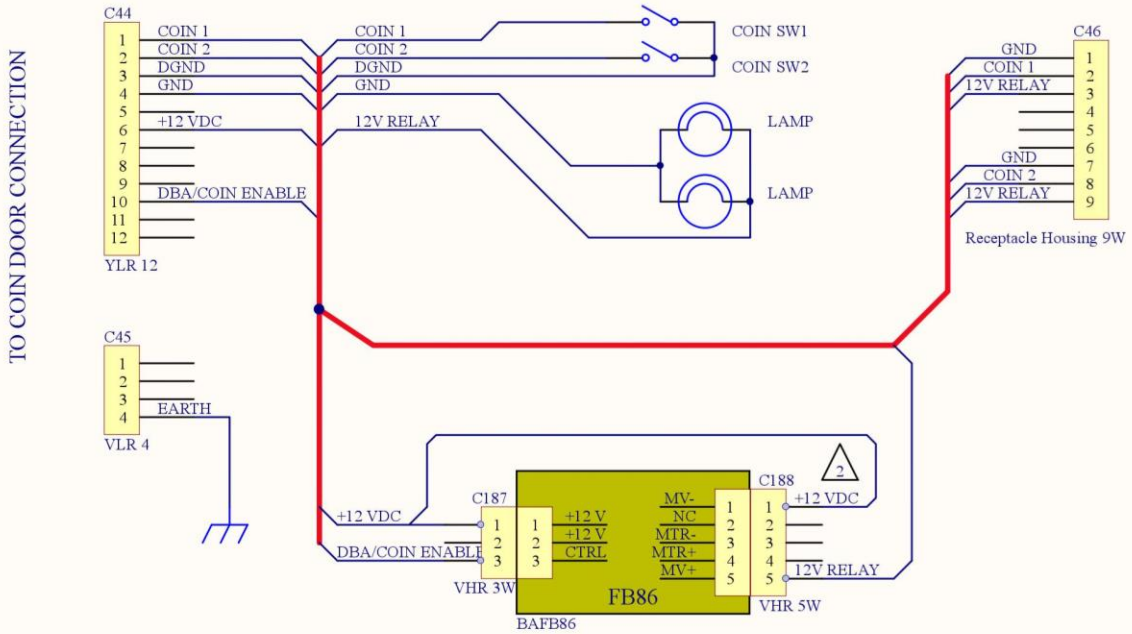
Engineer : SOMA	FileName : PGL-EM-017 Connection Back.SchDot	

COIN ENABLE OPTIONAL



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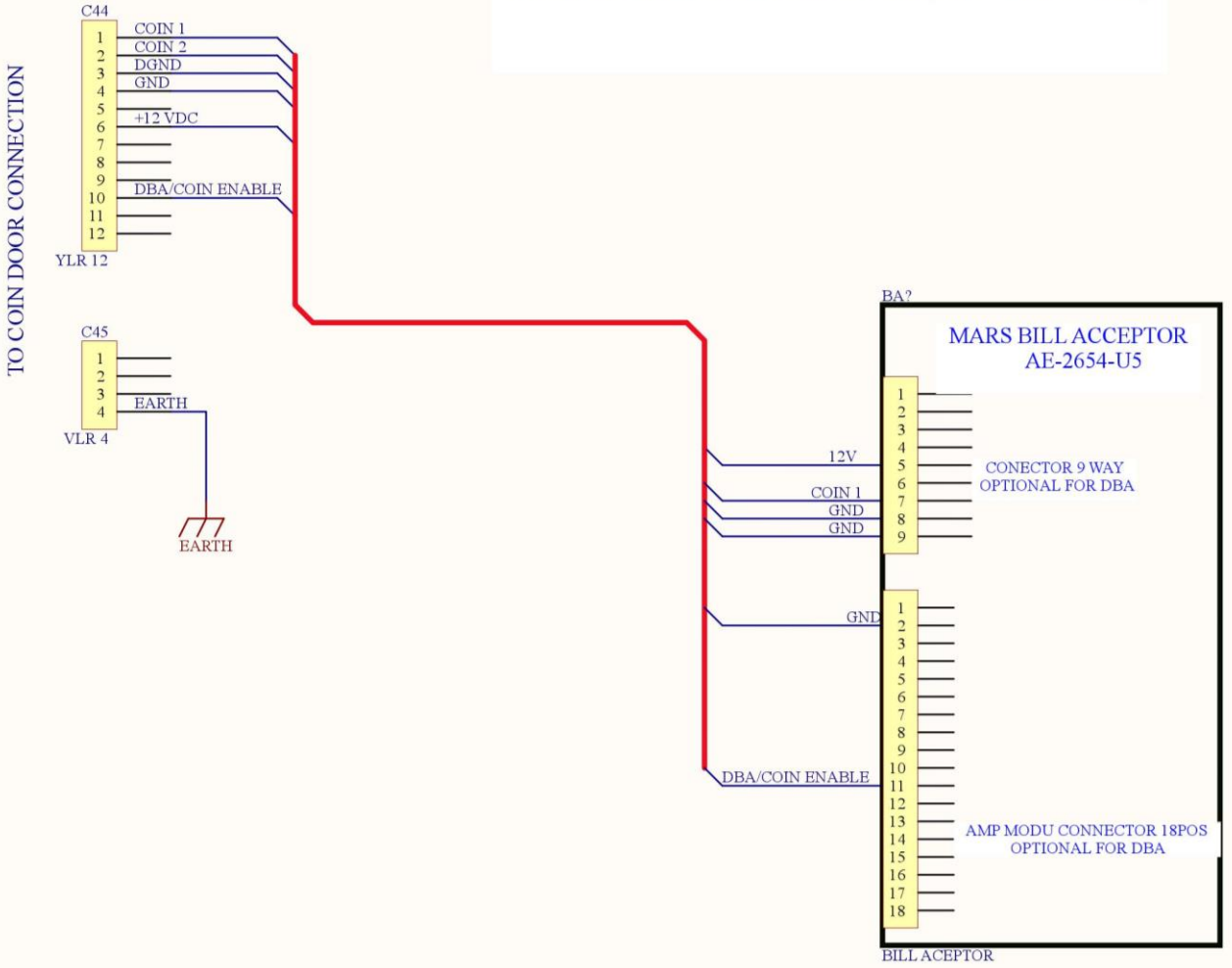
OPTIONAL DBA ENABLE
MARS BILL ACCEPTOR (AE-2654-U5)



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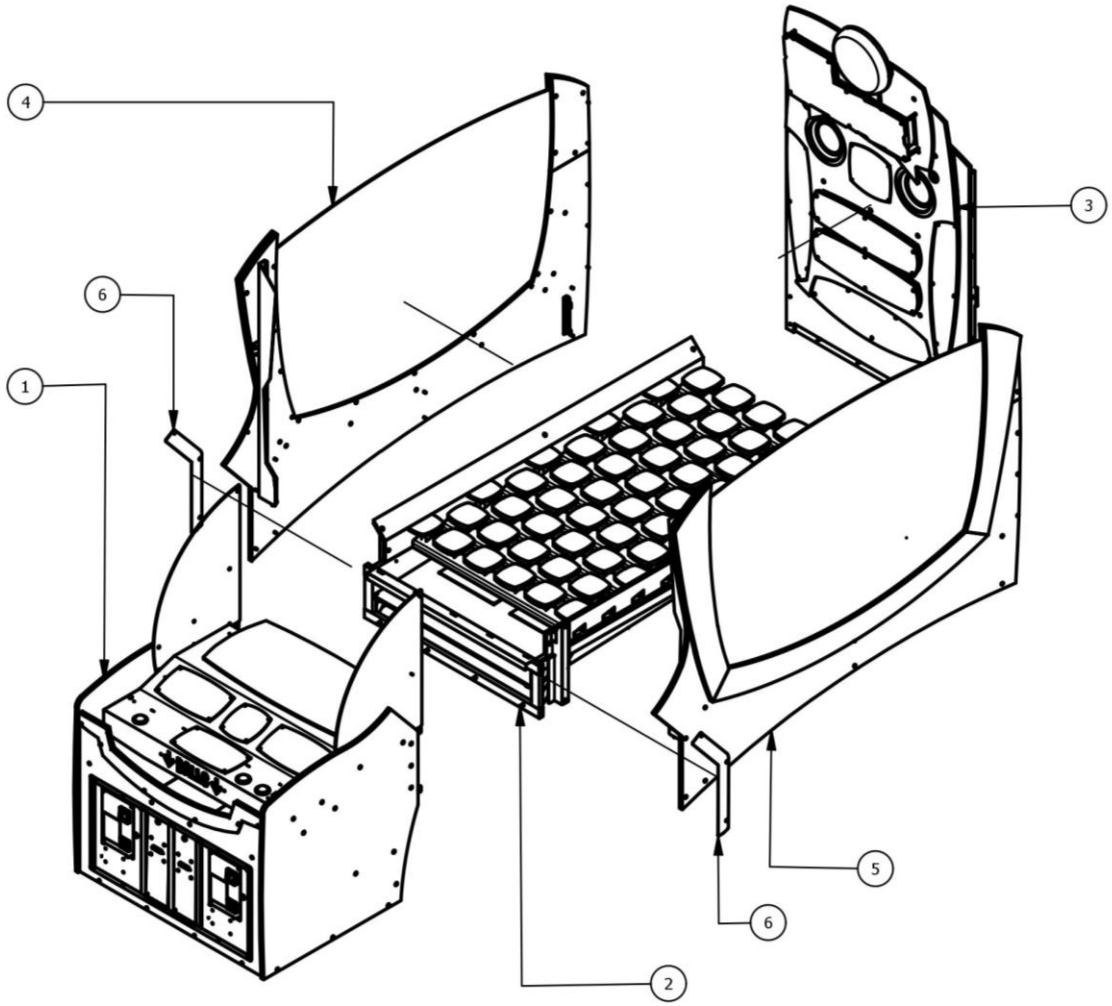
Engineer: SOMA		FileName: PGL-EM-019 Optional DBA Enable.SchDoc	

MECHANICAL ILLUSTRATIONS

MAIN ASSEMBLY

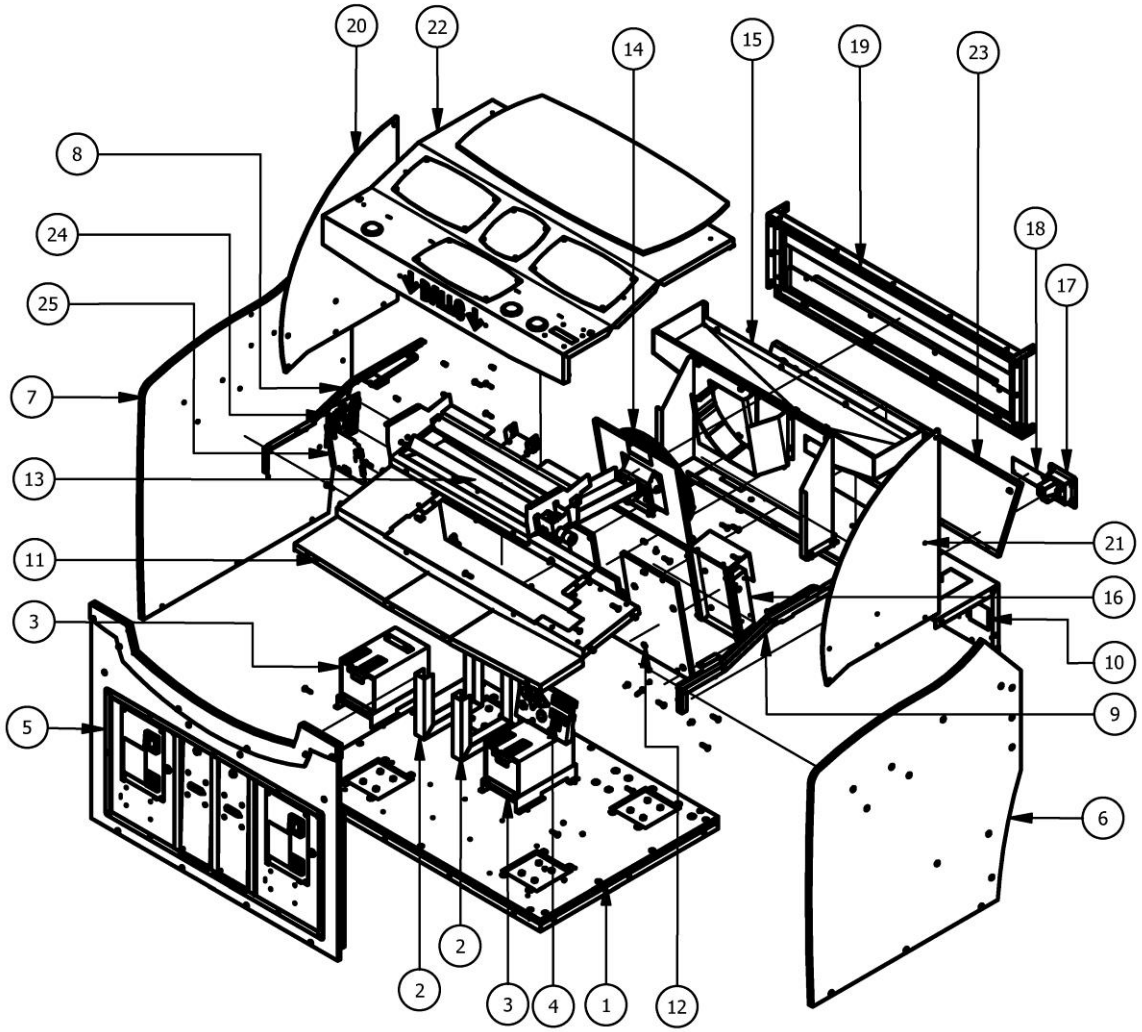
MAIN ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Front Panel Assy	PG1-Assy-01-R4	1
2	Playfield Assy	PG1-Assy-27-R5	1
3	Display Panel Assy	PG1-Assy-19-R3	1
4	Side Wall R Assy	PG1-Assy-25-R1	1
5	Side Wall L Assy	PG1-Assy-26-R1	1
6	Cover Join Side Panel	PG1-FM-108-R0	2



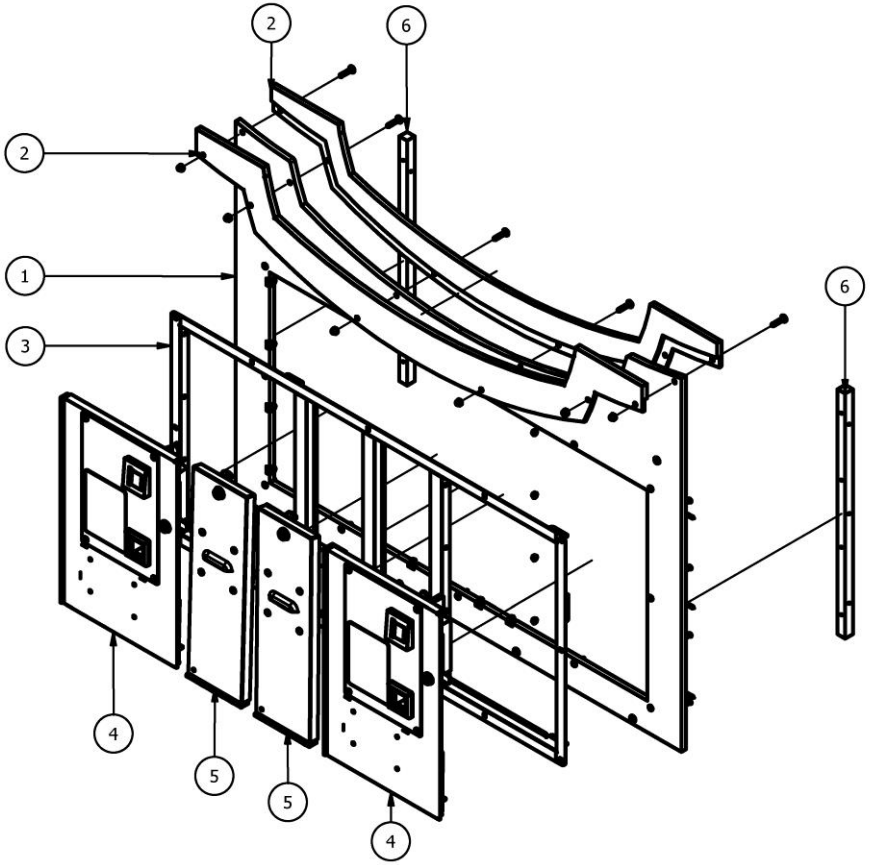
FRONT PANEL

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Let's Bounce - Base Front Panel	PG1-Assy-06-R0	1
2	Ticket Holder	PG1-FM-041-R0	2
3	Let's Bounce - Cash Box	PG1-Assy-07-R0	2
4	Let's Bounce - Operator Panel	PG1-Assy-14-R0	1
5	Let's Bounce - Panel Door	PG1-Assy-02-R0	1
6	Front Enclosure Side L	PG1-FW-003-R0	1
7	Front Enclosure Side R	PG1-FW-004-R0	1
8	Let's Bounce - Stoper Player Panel R	PG1-Assy-17-R0	1
9	Let's Bounce - Stoper Player Panel L	PG1-Assy-18-R0	1
10	Lower Frame Structure	PG1-FM-042-R1	1
11	Top Frame Structure	PG1-SA-007-R1	1
12	Gate Wall Main	PG1-FW-005-R0	1
13	Let's Bounce - Ball Gate	PG1-Assy-09-R0	1
14	Let's Bounce - Ball Lifter	PG1-Assy-11-R0	1
15	Let's Bounce - Ball Hooper Chute	PG1-Assy-12-R0	1
16	Let's Bounce - Power Supply	PG1-Assy-15-R0	1
17	Let's Bounce - DB Box	PG1-Assy-16-R0	1
18	Serial Number Plate	PG1-FM-045-R0	1
19	Rear Frame Structure SA	PG1-SA-008-R1	1
20	Acrylic Front Panel R	PG1-FP-026-R-R1	1
21	Acrylic Front Panel L	PG1-FP-026-L-R0	1
22	Let's Bounce - Player Panel	PG1-Assy-08-R0	1
23	Connector Back Panel	PG1-FM-046-R1	1
24	PCBFB106 Sound Amplifier	BAFB106	1
25	GAME BOARD	FB216	1

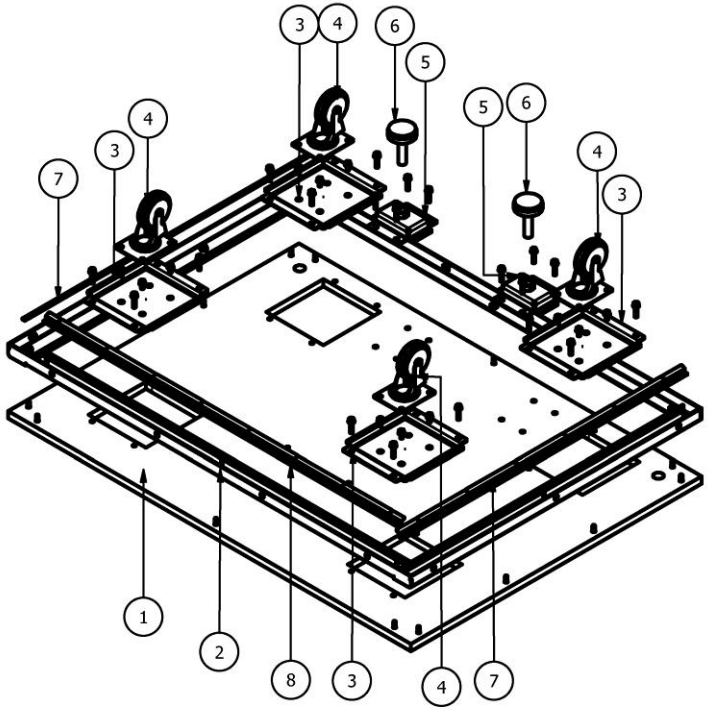


PANEL DOOR AND BASE FRONT PANEL

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Front Enclosure Panel	PG1-FW-001-R0	1
2	Front Trimming	PG1-FP-001-R0	2
3	Frame Panel SA	PG1-SA-001-R0	1
4	Let's Bounce - Coin Door	PG1-Assy-03-R0	2
5	Let's Bounce - Ticket Door	PG1-Assy-05-R0	2
6	Cliting 540 mm	WS0001	2

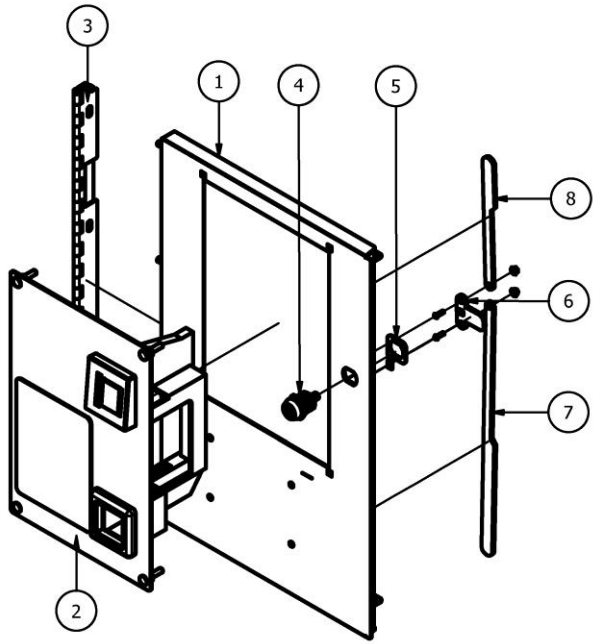


PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Base Front Panel	PG1-FW-002-R0	1
2	Frame Base Front Panel SA	PG1-SA-003-R0	1
3	Bracket Castor	PG1-FM-038-R0	4
4	Castor Wheel 3" (Swivel without Brake) VC PU	HM0092	4
5	Bracket Mounting	PG1-FM-039-R0	2
6	Rubber Foot Mounting M16x60mm	HM3022	2
7	Bracket LED Base 1	PG1-FM-088-R0	2
8	Bracket LED Base 2	PG1-FM-089-R0	1

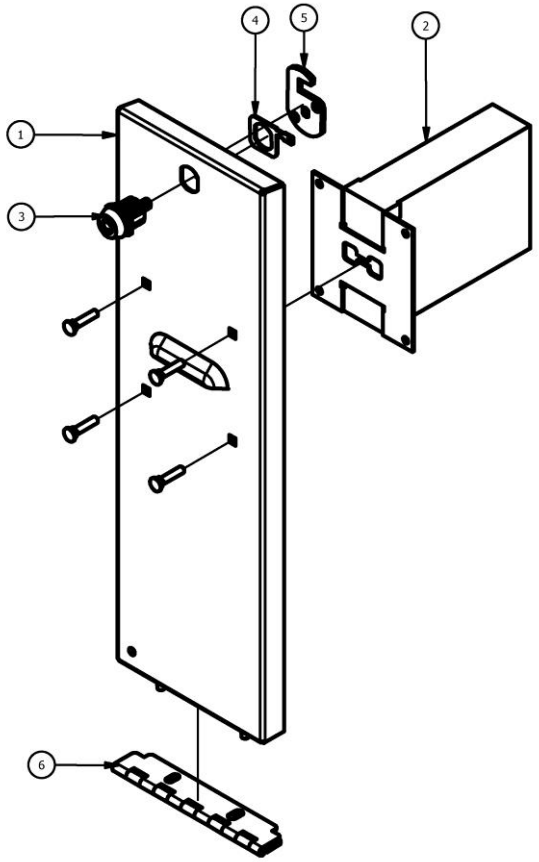


COIN DOOR AND TICKET DOOR

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Coin Door SA	PG1-SA-002-R0	1
2	Plate COin & DBA Assy	PG1-Assy-04-R0	1
3	Hinge Coin Door	PG1-FM-091-R0	1
4	Cam Lock	HM0004	1
5	Plate Grounded	PG1-FM-035-R0	1
6	Cam Lock Coin Door	PG1-FM-032-R1	1
7	Triple Lock Coin Door 1	PG1-FM-033-R0	1
8	Triple Lock Coin Door 2	PG1-FM-034-R0	1

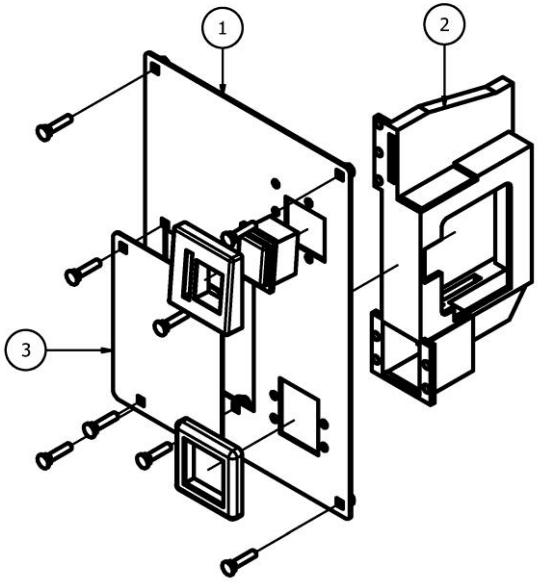


PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Ticket Door	PG1-FM-036-R0	1
2	Ticket Dispenser DL-1275 ELECTRONIC LABS INC	EA 1103	1
3	Cam Lock	HM0004	1
4	Plate Grounded	PG1-FM-035-R0	1
5	Cam Lock Ticket Door	PG1-FM-037-R0	1
6	Hinge Ticket Door	PG1-FM-092-R0	1

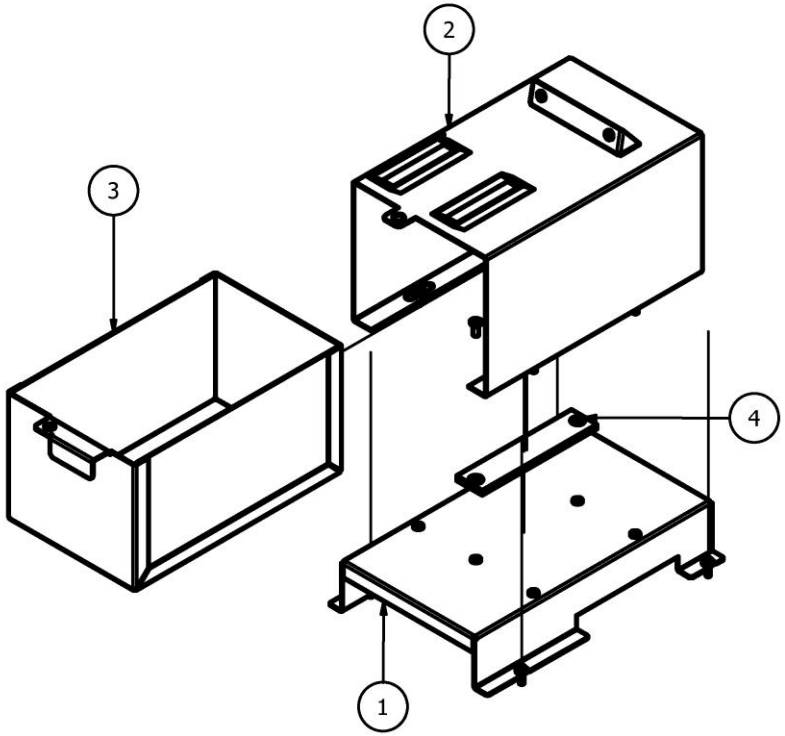


COIN PLATE WITH DBA AND CASH BOX

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Coin & DBA Plate	PG1-FM-030-R0	1
2	Coin mechanism Holder Assy Single P/N. A07H02341000000	HA 0014	1
3	Cover DBA	PG1-FM-031-R0	1

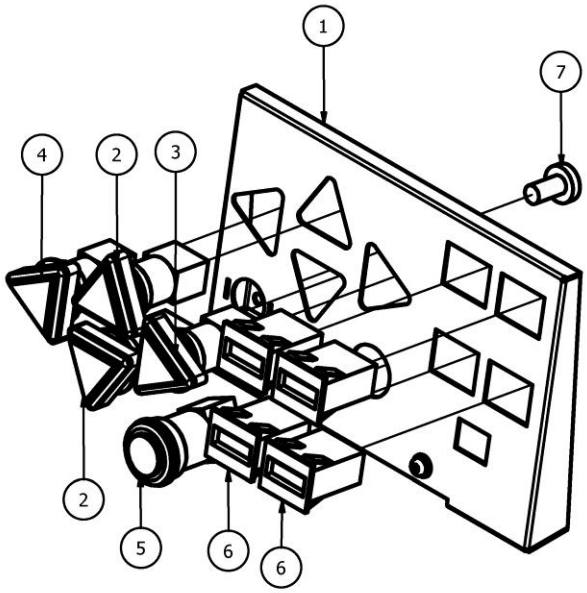


PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Base Cash Box	PG1-FM-040-R1	1
2	Housing Cash Box SA	PG1-SA-004-R1	1
3	Cash Box SA	PG1-SA-005-R0	1
4	Acrylic Spacer Cash Box	PG1-FP-002-R0	1

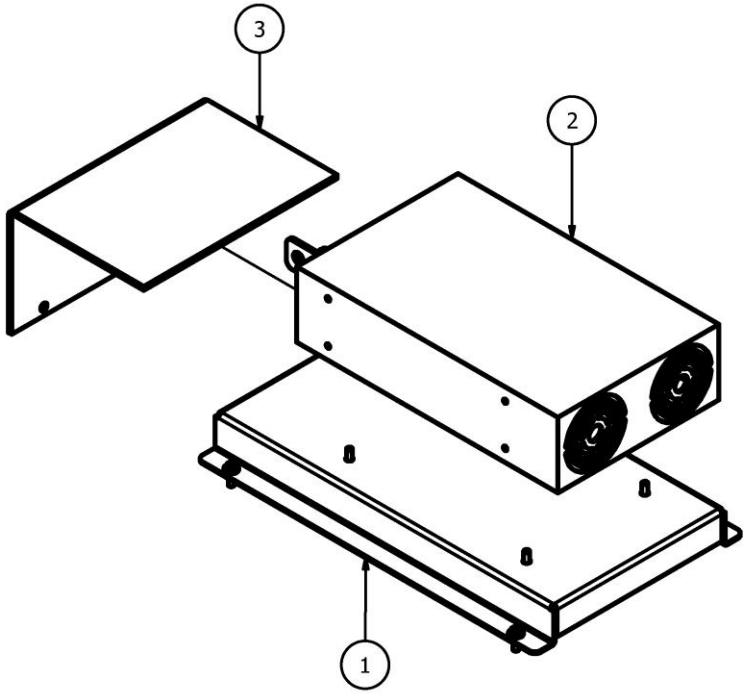


OPERATOR PANEL AND POWER SUPPLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Service Bracket SA	PG1-SA-006-R0	1
2	Switch Button Triangle CW-408 Blue	EA0588	2
3	Switch Button Triangle CW-408 Green	EA0590	1
4	Switch Button Triangle CW-408 Red	EA0589	1
5	Switch Small Round White Button P/N : HS-02 M5	EA0521	1
6	Coin Counter 12v Rear Mounting (Bracket)	EA1252	4
7	Potentiometer Carbon Duel Gang 50K ohm	EE0689	1

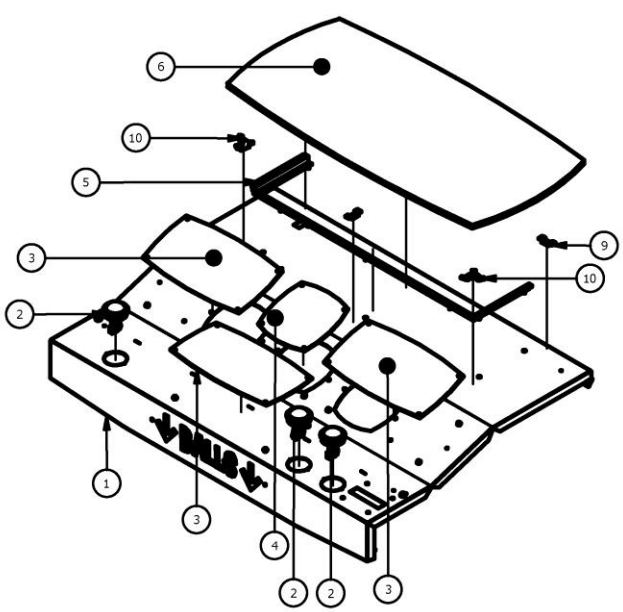


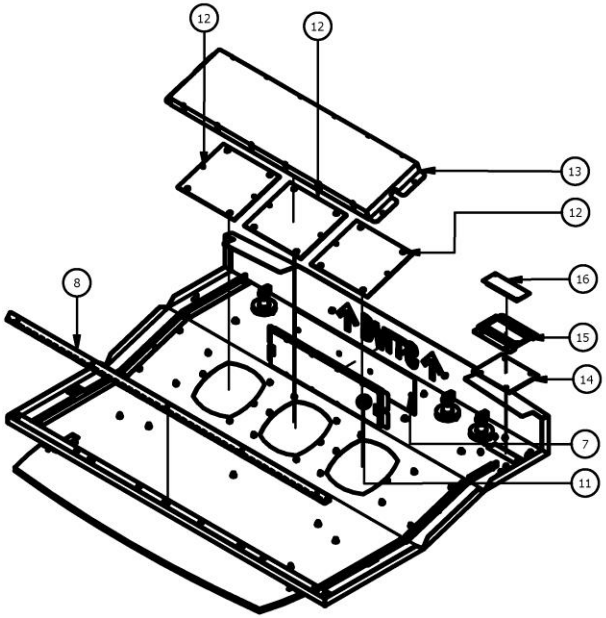
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Bracket Power Supply	PG1-FM-047-R0	1
2	Power Supply TDK Lambda SWS1000L-12 MCM LITE DB	EA1291	1
3	Cover Power Supply	PG1-FP-003-R1	1



PLAYER PANEL

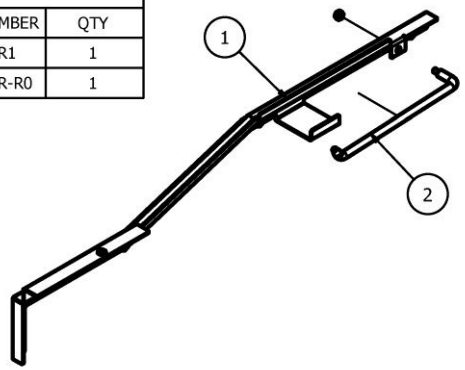
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Player Panel SA	PG1-SA-014-R1	1
2	Push Button (Yeloow Color) P/N : S9205D5	EA0571	3
3	Acrylic Cover Display Panel 1	PG1-FP-007-R0	3
4	Acrylic Cover Display Panel 2	PG1-FP-008-R0	1
5	Bracket Bounce Pad	PG1-FM-007-R0	1
6	Bounce Pad	PG1-FP-009-R1	1
7	Acrylic Balls	PG1-FP-005-R0	1
8	Hinge Player Panel	PG1-FM-096-R0	1
9	Clamp LED Bounce 1	PG1-FM-097-R0	3
10	Clamp LED Bounce 2	PG1-FM-098-R0	2
11	LED Box Balls	PG1-FM-055-R0	1
12	Acrylic Display Panel	PG1-FP-006-R0	3
13	LED Box Player Panel	PG1-FM-056-R0	1
14	Acrylic Credit Display	PG1-FP-004-R0	1
15	Bracket Credit Display	PG1-FM-054-R0	1
16	LCD Character Display Modules & Accessories STN-BLUE Transm 122.0 x 44.0	EA1044	1



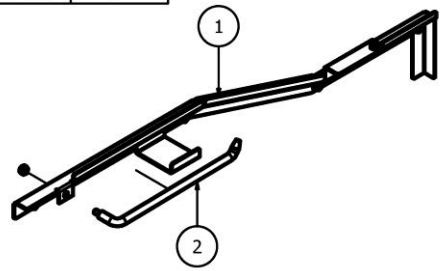


RIGHT AND LEFT PLAYER PANEL STOPPER

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Player Panel Board Stopper R	PG1-FM-050-R1	1
2	Support Struts R	PG1-FM-093-R-R0	1

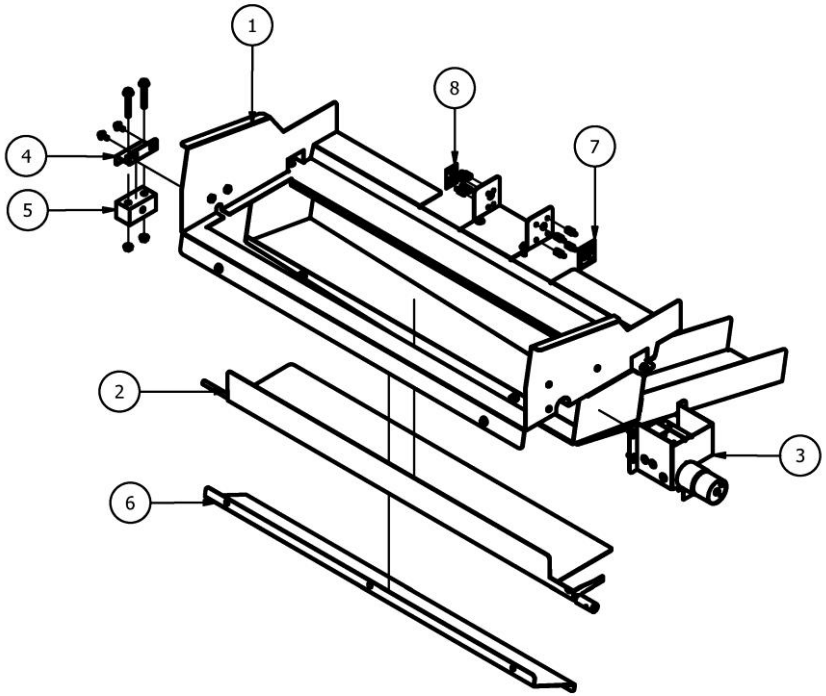


PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Player Panel Board Stopper L	PG1-FM-051-R1	1
2	Support Struts L	PG1-FM-093-L-R0	1

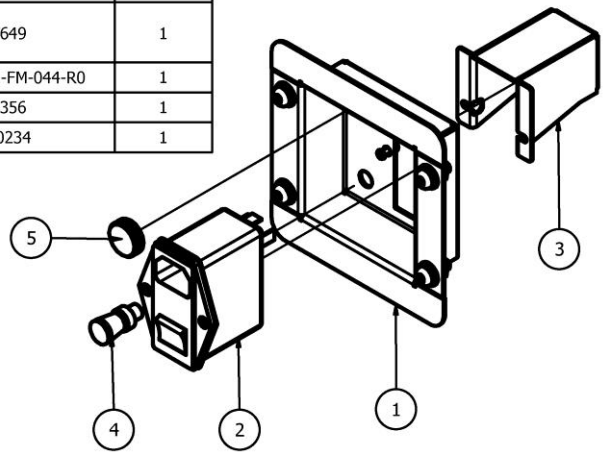


BALL GATE AND DB BOX

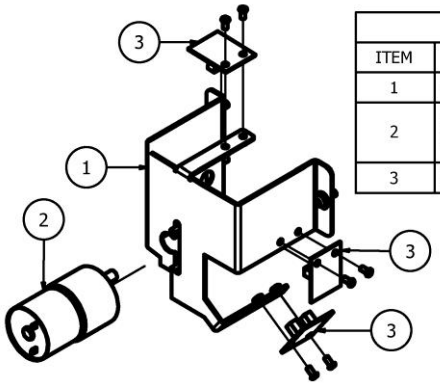
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Ball Chute SA	PG1-SA-012-R0	1
2	Ball Gate SA	PG1-SA-13-R0	1
3	Let's Bounce - Motor Ball Gate	PG1-Assy-10-R0	1
4	Ball Gate Nylon Bush	PG1-FM-090-R0	1
5	Ball Gate Nylon Bush	PG1-FP-027-R0	1
6	Cover Ball Gate	PG1-FM-053-R1	1
7	PCB FB84a Sensor Ball Rev.1	BAFB84A	1
8	PCB FB84b Sensor Ball Rev.1	BAFB84B	1



PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	BD Box Front	PG1-FM-043-R0	1
2	IEC Type EMI Filter With Fuse And Switch UL Model : Delta 06AB25	EA0649	1
3	DB box housing	PG1-FM-044-R0	1
4	Binding Post Green	EA1356	1
5	Rubber cover deck 22mm	HM0234	1

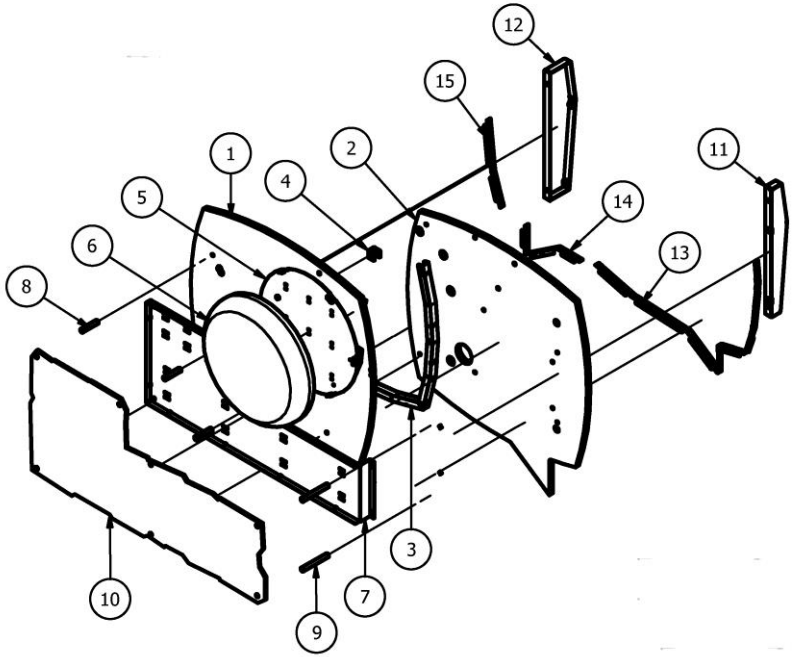


BALL GATE MOTOR AND DISPLAY SIGN



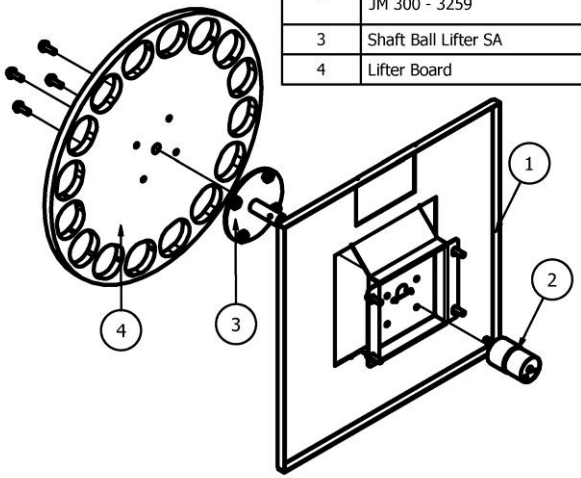
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Ball Gate Motor	PG1-FM-052-R1	1
2	Prize Dispenser Arm 12VDC Motor JM 300 - 3259	EA1155C	1
3	PCB FB165 Opto Sensor	BAFB165	3

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Board Header Sign 1	PG1-FW-023-R0	1
2	Board Header Sign 2	PG1-FW-024-R0	1
3	Box LED Balls Header	PG1-FM-087-R1	1
4	Lower Door Playfield	PG1-FM-100-R0	1
5	Bracket Header Display SA	PG1-SA-016-R1	1
6	Header Plastic Mold	PG1-FP-010-R1	1
7	LED Header Display	PG1-FM-062-R1	1
8	Spacer Acrylic Sign 1	PG1-FM-106-R0	5
9	Spacer Acrylic Sign 2	PG1-FM-107-R0	2
10	Acrylic Header Sign	PG1-FP-028-R0	1
11	Bracket Sign 1	PG1-FM-101-R0	1
12	Bracket Sign 2	PG1-FM-102-R0	1
13	Bracket LED Board Sign1	PG1-FM-103-R0	1
14	Bracket LED Board Sign 2	PG1-FM-104-R0	1
15	Bracket LED Board Sign 3	PG1-FM-105-R0	1

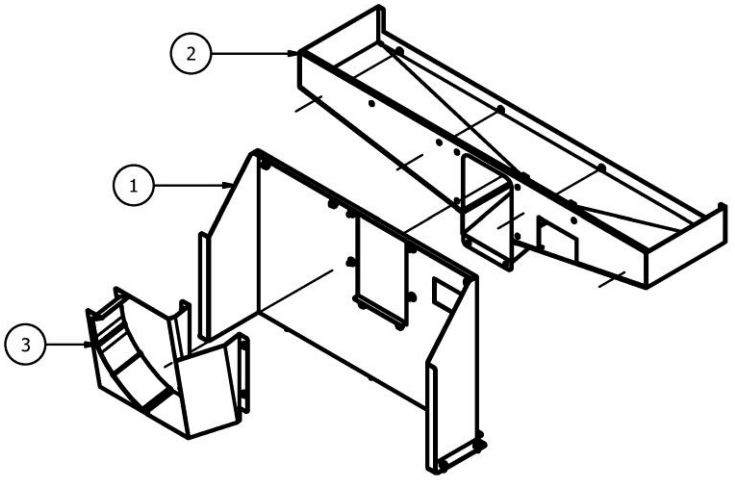


BALL LIFTER AND BALL HOPPER CHUTE

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Mounting Ball Lifter SA	PG1-SA-010-R1	1
2	Prize Dispenser Arm 12VDC Motor JM 300 - 3259	EA1155C	1
3	Shaft Ball Lifter SA	PG1-SA-011-R0	1
4	Lifter Board	PG1-FW-006-R0	1

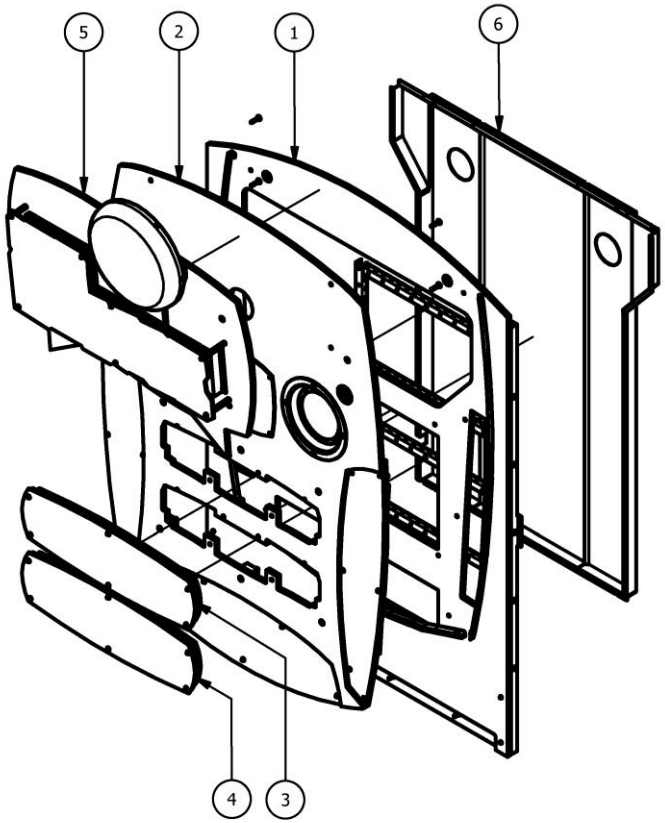


PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Stand Hopper Chute	PG1-FM-048-R1	1
2	Hopper Chute	PG1-SA-009-R0	1
3	Link Adapter Frame SA	PG1-SA-049-R0	1

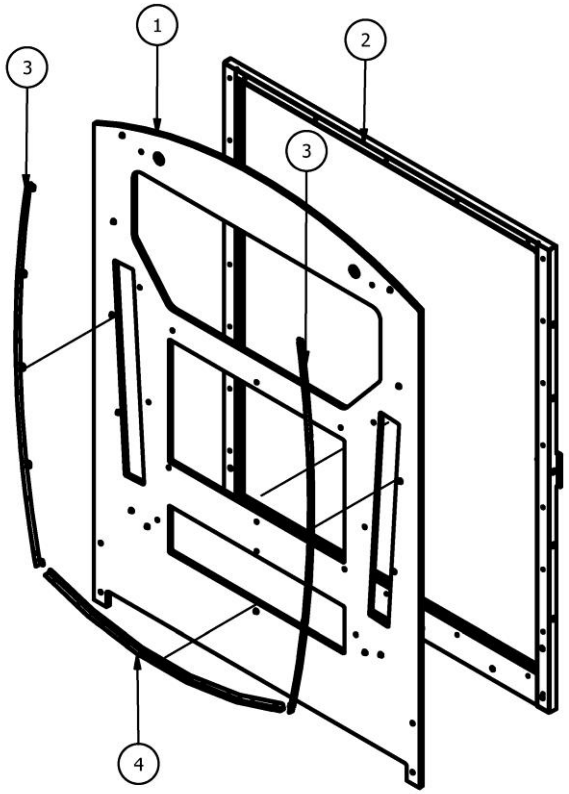


DISPLAY PANEL AND BASE DISPLAY PANEL

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Let's Bounce - Base Display Panel	PG1-Assy-20-R0	1
2	Let's Bounce - Base Score Panel	PG1-Assy-21-R0	1
3	Let's Bounce - Board Display Round 1	PG1-Assy-23-R0	1
4	Let's Bounce - Board Display Round 2	PG1-Assy-24-R0	1
5	Let's Bounce - Display Sign	PG1-Assy-22-R0	1
6	Back Cover Lower Display	PG1-FM-061-R1	1

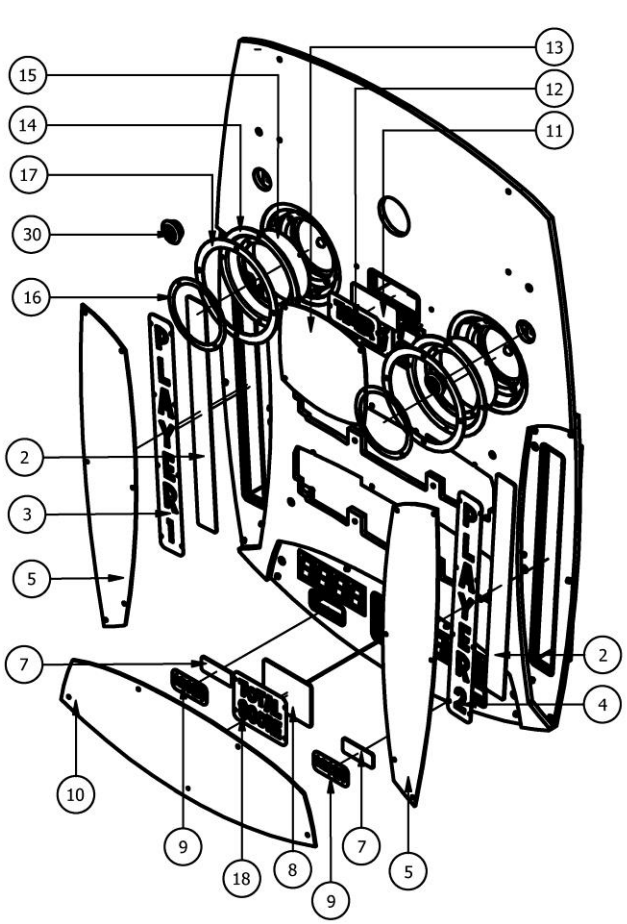


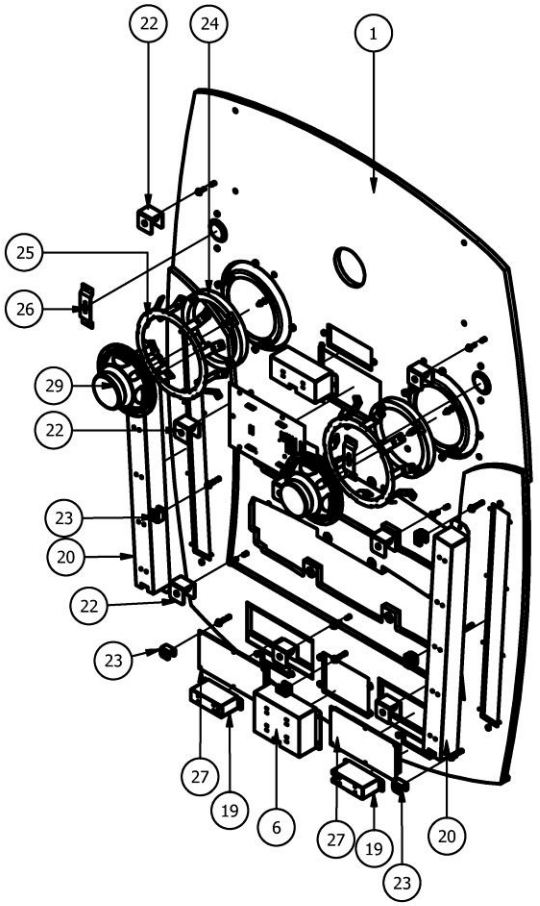
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Back Panel Display	PG1-FW-009-R1	1
2	Reinforce Rear Display SA	PG1-SA-015-R1	1
3	LED Back Panel Layer 1	PG1-FM-058-R1	2
4	LED Back Panel 2	PG1-FM-059-R0	1



BASE SCORE PANEL

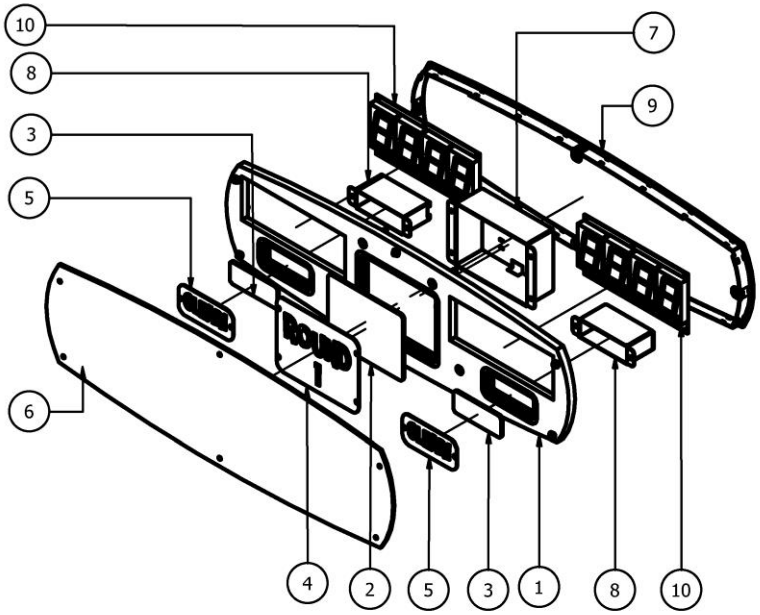
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Main Panel Display 1	PG1_FW-010-R1	1
	Main Panel Display 2	PG1_FW-011-R0	1
2	Acryic Milk Player	PG1-FP-017-R0	2
3	Plate Player 1	PG1-FM-075-R0	1
4	Plate Player 2	PG1-FM-076-R0	1
5	Acryic Grey Player	PG1-FP-013-R0	2
6	LED Box Main Display 1	PG1-FM-065-R0	1
7	Acryic Milk Main Panel 2	PG1-FP-019-R0	2
8	Plate Total Score	PG1-FM-078-R0	1
9	Plate Winner	PG1-FM-077-R0	2
10	Acryic Grey Total Score	PG1-FP-014-R0	1
11	Acryic Milk Timmer	PG1-FP-016-R0	1
12	Plate Timmer	PG1-FM-074-R0	1
13	Acryic Grey Timmer	PG1-FP-012-R0	1
14	Speaker Plastic Mold	PG1-FP-011-R0	2
15	Speaker Grill	PG1-FM-073-R0	2
16	Speaker Acrylic Inner Bezel	PG1-FM-072-R0	2
17	Speaker Acrylic Outer Bezel	PG1-FM-071-R1	2
18	Acryic Milk Main Panel 1	PG1-FP-018-R0	1
19	LED Box Main Display 2	PG1-FM-066-R0	2
20	LED Box Main Display 3	PG1-FM-067-R0	2
21	LED Box Timmer	PG1-FM-068-R0	1
22	Spacer Big Display	PG1-FM-064-R0	8
23	Spacer Small Display	PG1-FM-063-R1	7
24	Spacer Speaker	PG1-FW-012-R0	2
25	Bracket LED Speaker	PG1-FM-070-R1	2
26	Bracket Small Speaker	PG1-FM-069-R0	2
27	PCB FB44 4 Digit 7 Segment	BAFB44	2
28	2 Digit 7 Segment 4" Display	FB63 rev3	1
29	Big Speaker		2
30	Small Speaker		2



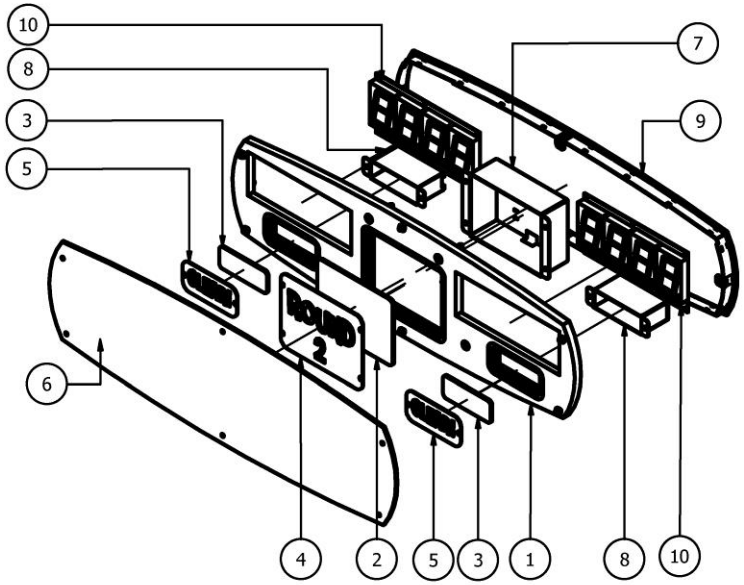


BOARD DISPLAY ROUND 1 AND BOARD DISPLAY ROUND 2

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Round Score Board	PG1-FW-013-R0	1
2	Acryic Milk Main Panel 1	PG1-FP-018-R0	1
3	Acryic Milk Main Panel 2	PG1-FP-019-R0	2
4	Plate Round 1	PG1-FM-080-R0	1
5	Plate Clear	PG1-FM-079-R0	2
6	Acryic Grey Round Score	PG1-FP-015-R0	1
7	LED Box Main Display 1	PG1-FM-065-R0	1
8	LED Box Main Display 2	PG1-FM-066-R0	2
9	LED Round Score SA	PG1-SA-017-R0	1
10	PCB FB44 4 Digit 7 Segment	BAFB44	2

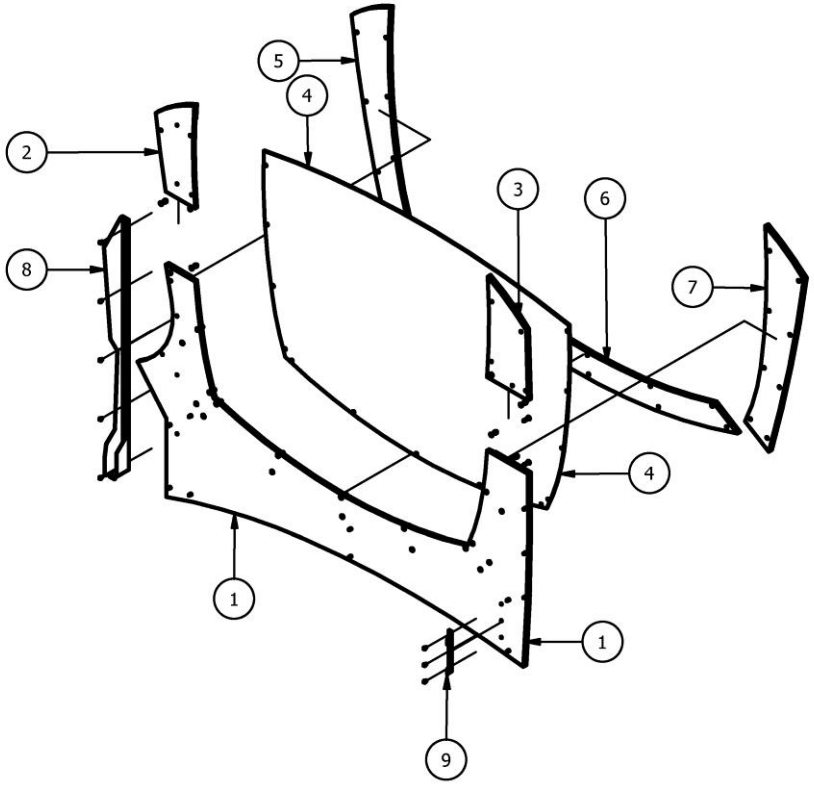


PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Round Score Board	PG1-FW-013-R0	1
2	Acryic Milk Main Panel 1	PG1-FP-018-R0	1
3	Acryic Milk Main Panel 2	PG1-FP-019-R0	2
4 a	Plate Round 2	PG1-FM-081-R0	1
4 b	Plate Bonus Round	PG1-FM-094-R0	1
5	Plate Clear	PG1-FM-079-R0	2
6	Acryic Grey Round Score	PG1-FP-015-R0	1
7	LED Box Main Display 1	PG1-FM-065-R0	1
8	LED Box Main Display 2	PG1-FM-066-R0	2
9	LED Round Score SA	PG1-SA-017-R0	1
10	PCB FB44 4 Digit 7 Segment	BAFB44	2

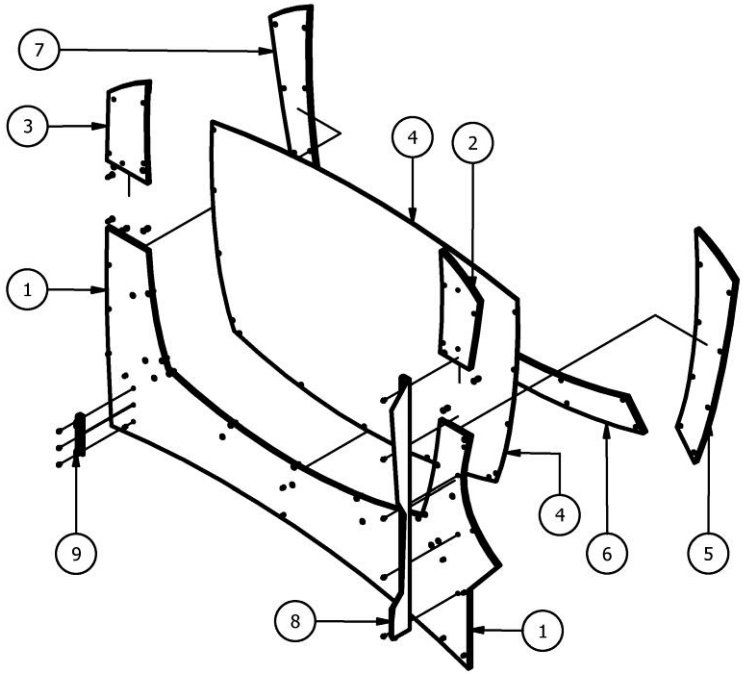


RIGHT AND LEFT SIDE WALLS

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Side Wall 1 R	PG1-FW-014-R-R0	1
2	Side Wall 2 R	PG1-FW-015-R-R0	1
3	Side Wall 3 R	PG1-FW-016-R-R0	1
4	Acrylic Side Wall	PG1-FP-023-R1	1
5	Plywood Timming 1 R	PG1-FW-025-R-R0	1
6	Plywood Timming 2 R	PG1-FW-026-R-R0	1
7	Plywood Timming 3 R	PG1-FW-027-R-R0	1
8	Reinforce Side Wall R	PG1-FM-082-R-R0	1
9	Hook Side Wall R	PG1-FM-083-R-R0	1

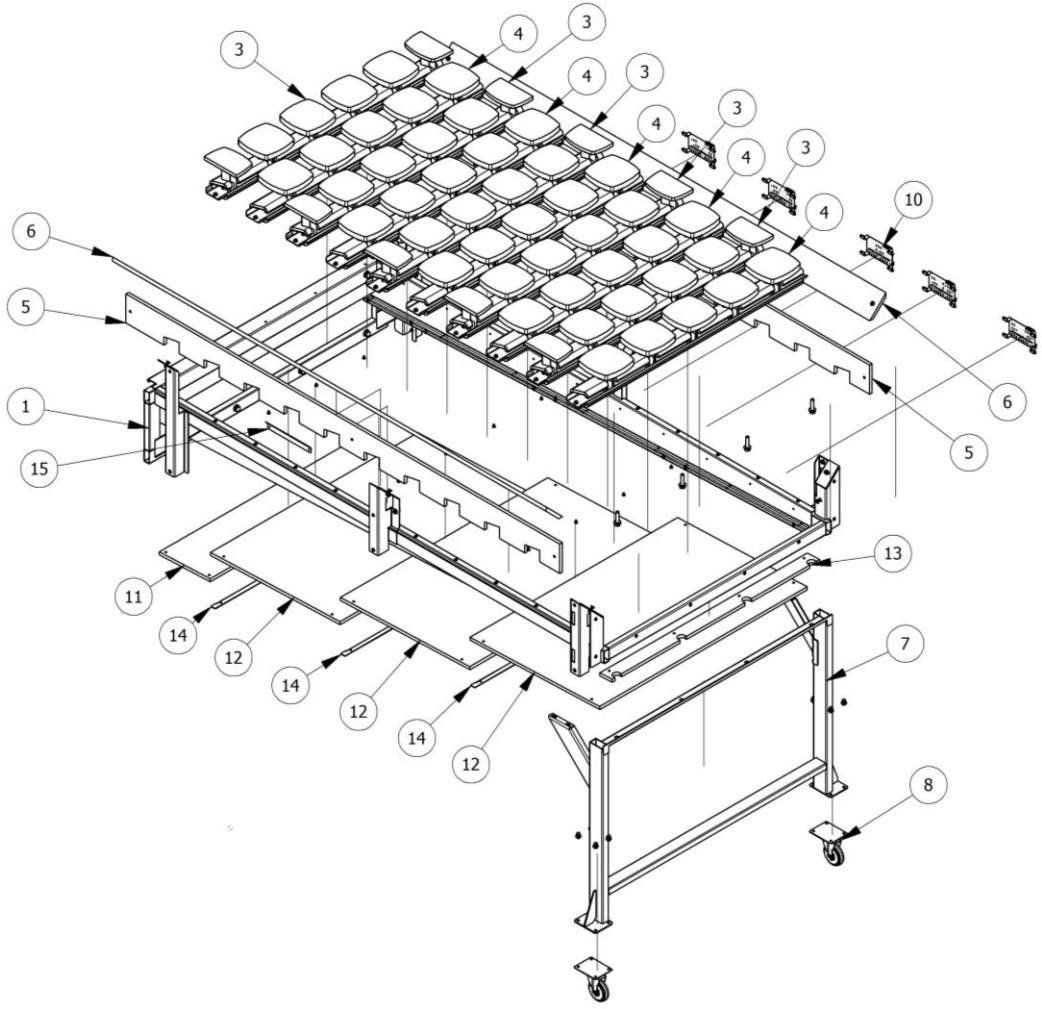


PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Side Wall 1 L	PG1-FW-014-L-R0	1
2	Side Wall 2 L	PG1-FW-015-L-R0	1
3	Side Wall 3 L	PG1-FW-016-L-R0	1
4	Acrylic Side Wall	PG1-FP-023-R1	1
5	Plywood Timming 1 L	PG1-FW-025-L-R0	1
6	Plywood Timming 2 L	PG1-FW-026-L-R0	1
7	Plywood Timming 3 L	PG1-FW-027-L-R0	1
8	Reinforce Side Wall L	PG1-FM-082-L-R0	1
9	Hook Side Wall L	PG1-FM-083-L-R0	1



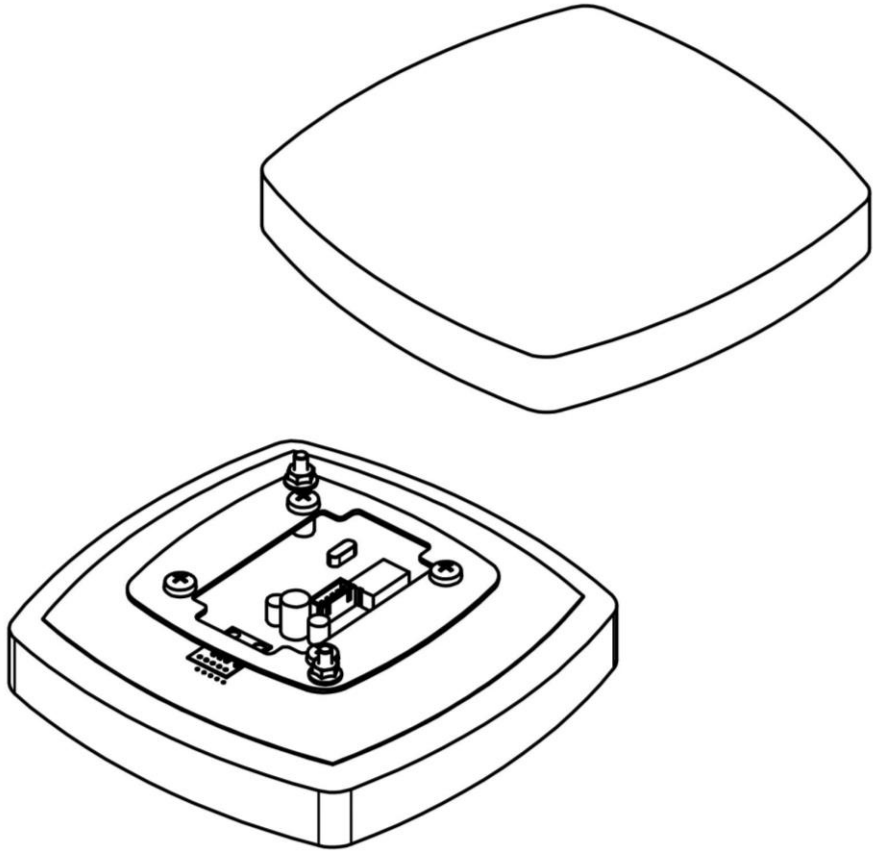
MAIN PLAYFIELD

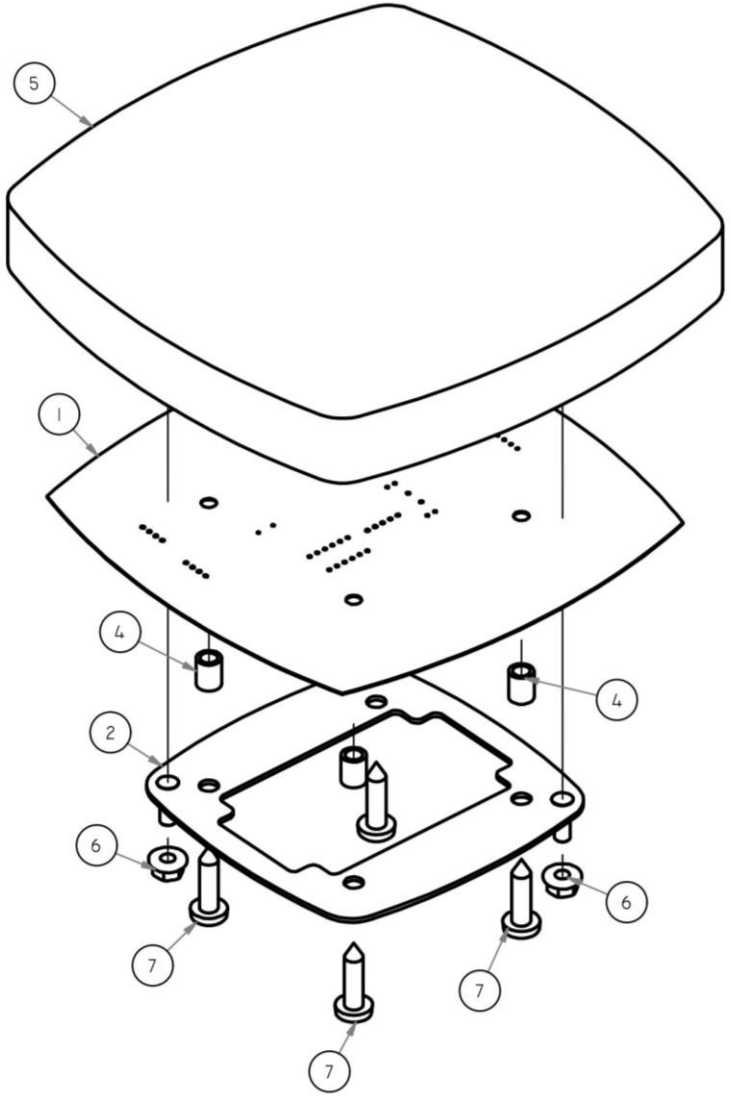
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Frame Main Playfield SA	PG1-SA-18-R1	1
3	Beam 4 Pegs Assy	PG1-Assy-29-R1	5
4	Beam 5 Pegs Assy	PG1-Assy-28-R1	5
5	MDF gutter board	PG1-FW-017-R3	2
6	HDPE gutter board	PG1-FP-024-R0	2
7	Leg Frame SA	PG1-FM-020A-R1	1
8	Castor Wheel 3" (Swivel with Brake) VC PU	HM0091	2
10	FB214 Fuse PCB	BAFB214	5
11	Floor Playfield 1	PG1_FW-028-R0	1
12	Floor Playfield 2	PG1-FW-029-R0	3
13	Floor Playfield 3	PG1-FW-030-R0	1
14	Reinforce Plate Floor Plyfield	PG1-FM-111-R0	3
15	Reinforce Side Playfield	PG1_FM-116-R0	4
16	Button Head Socket Bolt M4x10	HF0403A	20
17	Pan Head Phillips Screw #8x1/2" (Gold)	HF4902	16
18	Pan Head Phillips Screw #6x3/8"	HF4641	15
19	Socket Low Head Cap Bolt M6x25	HF0687	12
20	Hex Bolt M6x15	HF0645	8
21	Hex Bolt M6x30	HF0648	4
22	Hex Bolt M10x45	HF0851	8
23	Hex Bolt M10x70	HF0860	2
24	Lock Washer M4	HF1075	20
25	Lock Washer M6	HF1077	18
26	Lock Washer M10	HF1079	10
27	Flat Washer M4	HF1065	20
28	Flat Washer M6	HF1067	12
29	Flat Washer M6 (Big)	HF1067A	26
30	Flat Washer M10	HF1069	10
31	Lock Nut M6	HF1017	8
32	Flange Nut M6	HF1027	18
33	E-Nut M4x10	HF1085	19
34	PCB Standoff feet	EP0601	20



PEG ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	PCB FB205 Peggle Disc Sensor Ver 1.1	BAFB205	1
2	Tile PCB Base	PGI-FM-086-R0	1
3	Round Spacer P/N : 4-3	EP0659	4
4	Round Spacer P/N : 4-8	EP0635	4
5	PEGS	PGI-FP-025-R0	1
6	Flange Nut M4	HF1025	2
7	Pan Head Phillips Screw #6x3/4"	HF4643	4





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