



OPERATOR MANUAL

PEARL FISHERY



PLEASE NOTE

Read this manual before operating the machine.
Visit www.laigames.com for parts and support.

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SAFETY PRECAUTIONS

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

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

CAUTION: Disregarding this text could result in damage to the machine.

NOTE: An advisory text to 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.

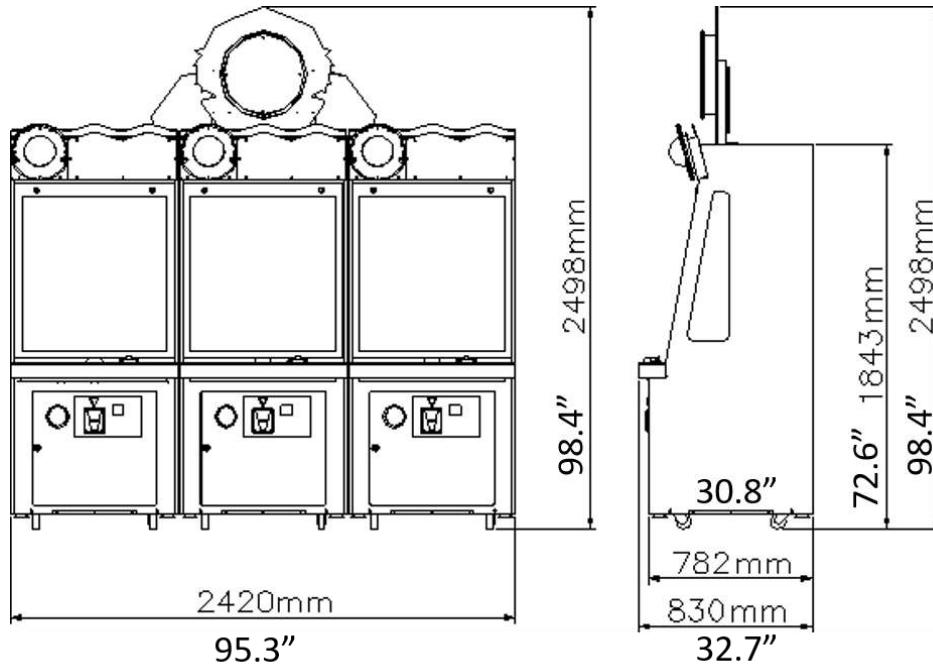
Do Not connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.

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.

OVERVIEW

DIMENSIONS



SPECIFICATIONS

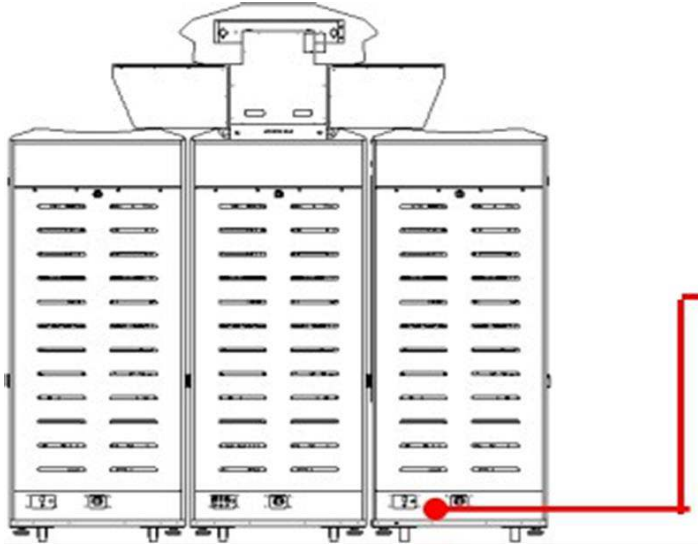
Dimensions (mm)	2420 x 830 x 2498
Dimensions (inches)	95.3 x 32.7 x 98.4
Voltage	220V / 110V
Gross Weight	470KG / 1036lbs.
Frequency Range	50-60Hz
Rated Power	630W

CONTENTS

- 3x Pearl Fishery cabinets
- 1x Pearl Fishery header
- 48x big pearls
- 621x small pearls
- 3x power cord
- 6x Phillips screws
- 6x keys
- 1x operator manual
- 1x M4 wrench
- 1x sensor
- 4x 8 hexagon screws (4pc)
- 3x Scoring decal sheets

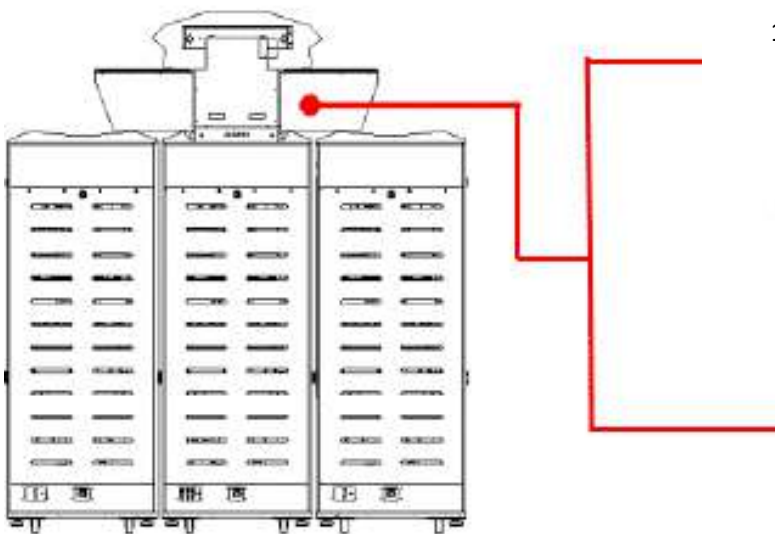
INSTALLATION

CONNECTING CABINETS



1. Find the fixed connection interface on the side of the cabinets.
2. Install cabinet 2 and 3 brackets and insert the communication line through the brackets into cabinet 1.
3. Connect cabinet 2 and 3 to cabinet 1. Add screws and tighten.

HEADER INSTALLATION



1. Place the header brackets into the slots at the top of the center cabinet and tighten.



2. Attach the left and right sides of the header and plug in the power cord to complete the installation.

ADDING BALLS

For transportation and safety reasons, the balls on the machine's playfield will be removed following the machine's factory inspection. Follow the steps below to stock the machine with balls.

1. First, remove the front glass and add approx. 100 small pearls to the playfield. Feel free to add one or two big pearls to make the game look more enticing.



2. Next, remove the rear door of the cabinet and dump the remaining small pearls into the upper rear hopper and lower rear hopper.



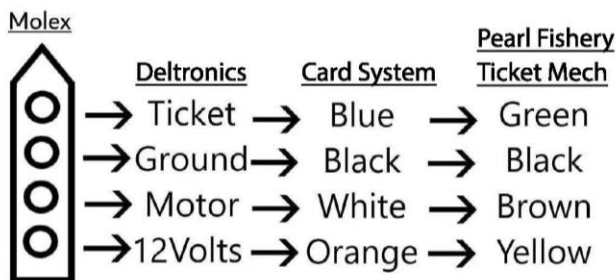
CARD SYSTEM INSTALLATION

WARNING: Before using the following card reader steps, turn off mains power to each cabinet and unplug the power cords.

CAUTION: Not following the steps in this section can lead to serious damage to the machine. Damaged components due to improper installation of third-party hardware are **NOT** covered under warranty.

When using physical tickets with a card system on Pearl fishery, the ticket mech cable needs to be split, and Molex connectors **MUST BE ADDED** to accommodate the split cabling, as shown in the photo to the right. **THESE CONNECTORS DO NOT SHIP WITH THE GAME - PLEASE SEE PART NUMBERS BELOW.**

1. Power off the game.
2. Cut the Ticket Wires about 3-4 inches from the ticket mech, leaving enough room to add a Molex connector.
3. To the Game side, add **female** pins and Molex connector.
4. To the Ticket Mech side, add **male** pins and Molex connector.
5. Attach the card system cable as shown in the photo.



Plug housing part number:
Molex 03-09-1042



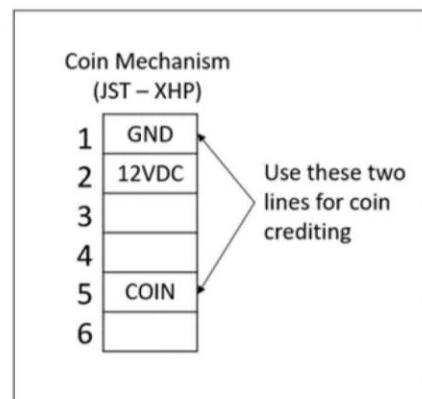
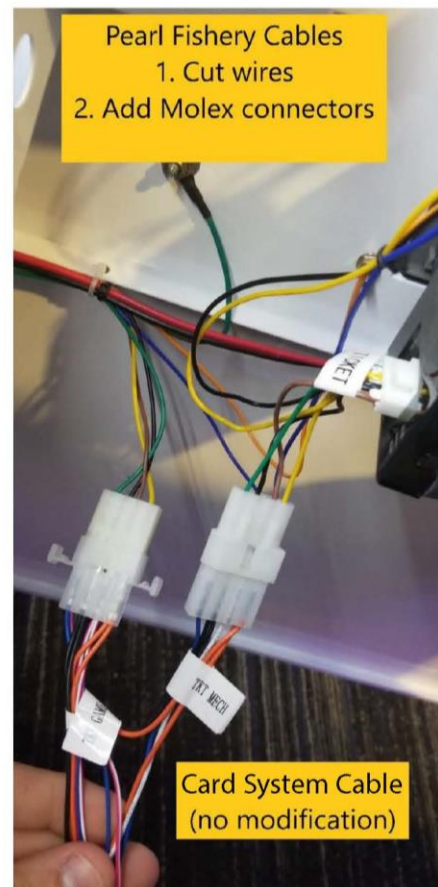
Receptacle part number:
Molex 03-09-2042



Pins:
Molex 02-09-1104
(0.93" female)

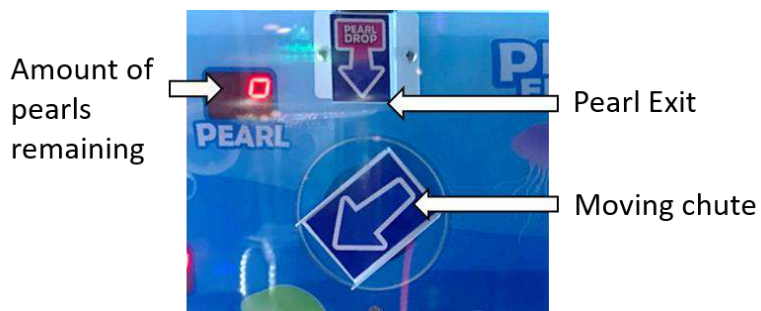


Pins:
Molex 02-09-2103
(0.93" male)



HOW TO PLAY

Once a credit is inserted, the player times the release of the pearl by pushing the button when the moving chute is lined up with the desired direction. The number of pearls per credit is adjustable in the operator menu. Game time is not displayed but starts as soon as the game is credited. The amount of time per game is adjustable from 10 – 60 seconds.



SCORING AREAS AND DISPLAYS



1. Party time countdown clock
2. Small Pearl quantity display
3. Ticket quantity display
4. Pearl Party Time build-up bar
5. Ticket Party Time build-up bar
6. Small Pearl card
7. Ticket card
8. Big Pearl card

SMALL PEARL CARD

When a pearl passes through a small pearl card, small pearls will be dispensed onto the playfield. The amount of small pearls dispensed will correlate to the amount shown on the small pearl quantity display. Passing a pearl through a small pearl card increases the build-up bar by one lamp and

decreases the ticket build-up bar by one lamp. When all 5 small pearl lamps are lit, party time will begin. The amount of pearls dispensed for each lamp is adjustable in the Pearl Score Set menu.

TICKET CARD & TICKET QUANTITY DISPLAY

When a pearl passes through a ticket card, tickets will be dispensed. The amount of tickets dispensed will correlate to the amount shown on the ticket quantity display. Passing a pearl through a ticket card increases the build-up bar by one lamp and decreases the small pearl build-up bar by one lamp. When all 5 ticket lamps are lit, party time will begin. The amount of tickets dispensed for each lamp is adjustable in the Ticket Score Set menu.

PUSHING OFF SMALL PEARLS

During both normal gameplay and party time, a player receives tickets when a small pearl is pushed over the edge of the bottom tray. The amount of tickets can be adjusted from 1-10; default is one ticket per pearl.

BIG PEARL CARD

When a small pearl passes through the big pearl card, a big pearl is dispensed onto the playfield. Only a maximum of 10 big pearls are allowed on the playfield at one time. When 10 big pearls are on the playfield and a small pearl passes through a big pearl card, no big pearl will be dispensed at that time; however, a big pearl will be dispensed once a pearl falls off of the playfield.

PARTY TIME

PARTY TIME COUNTDOWN CLOCK

The party time countdown clock is only lit during party time. Party time length is adjustable in the operator menu.

PARTY TIME BIG PEARL

At the beginning of party time, a big pearl is dispensed onto the playfield. The number of big pearls dispensed during party time is adjustable in the operator menu.

PEARL PARTY TIME

Players reach the pearl party time when all 5 lights are lit on the Pearl Party Time build-up bar. During party time, when a pearl passes through a small pearl card, X pearls will be dispensed on the playfield. If a pearl passes through a ticket card, nothing happens. Party Time lasts until the countdown clock reaches zero. The amount of small pearls dispensed when a pearl goes through a small pearl card during party time is adjustable in the Pearl Score Set menu.

TICKET PARTY TIME

Players reach the ticket party time when all 5 lights are lit on the Ticket Party Time build-up bar. During party time, when a pearl passes through a ticket card, X tickets will be dispensed. If a pearl passes through a small pearl card, nothing happens. Party Time lasts until the countdown clock reaches zero. The amount of tickets dispensed when a pearl goes through a ticket card during party time is adjustable in the Ticket Score Set menu.

BIG PEARL SUPER BONUS CHANCE WHEEL

When a big pearl is pushed off the playfield, it will roll into the Super Bonus Chance wheel. There are three different color bonus chances. Values are adjustable in the operator menu. The top three values of each color can only be won during Party Time.

SCORING DURING NORMAL GAMEPLAY

Based on the current lit values in the example on the right, scoring will be as follows for the next big pearl that enters the wheel area during normal gameplay:

- Blue hole will award 40 tickets
- Yellow hole will award 50 tickets
- Red hole will award 300 tickets

Reaching the fifth lamp of any color during normal gameplay will turn off all lamps of that color to reset to the lowest value.

PARTY TIME SUPER BONUS CHANCE

The top three values are only available during Party Time. Once the top level of a color is reached (6th lamp), the lamps for that color will turn off and the next value won for that color will be the lowest.

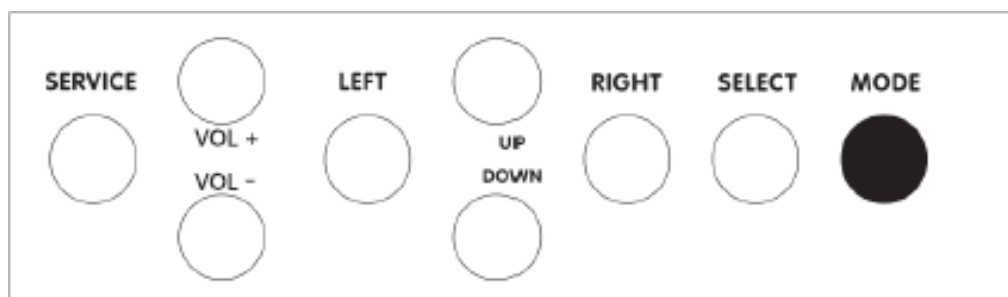
PARTY TIME SUPER BONUS WIN

If the red 400 ticket lamp was lit during Party Time, and a big pearl entered the red hole, the player would receive the Super Bonus value that is displayed on the marquee at the top of the cabinets. The Super Bonus value would then reset to the starting value and Super Bonus Chance red lights would turn off.



OPERATOR MENU

To navigate the operator menu, press and hold the MODE button. Press the UP or DOWN button to scroll through options. Press SELECT to enter the selection. Use the LEFT and RIGHT buttons to change values. Pressing the SELECT button again will exit the current selection. To exit the entire menu and return to gameplay, select EXIT in the main menu.



SETUP MENU

Setting item	Description	Setting range	Defaults
1 CREDIT / COIN	Sets the number of coins for one credit	- FREE - 1/1,1/2,1/3,1/4,1/5	1/1
BALL / 1 CREDIT	Sets the number of balls for each credit	- 1/1 ~ 10/1 <i>Increments of 1</i>	1/1
GAME TIME	Sets the game time for each round	- 10 ~ 60 <i>Increments of 5</i>	15
TICKETS / 1 COIN	Sets the average number of tickets for each credit	- 25,30,35	30
TICKETS / 1 BALL	Sets the ticket value for a pearl that is pushed off the playfield	- 1 ~ 10 <i>Increments of 1</i>	1
EVENT TIME	Sets the length of party time	- 10 ~ 60 <i>Increments of 5</i>	30
EVENT BIG_BALL	Sets the number of big pearls during party time	- 1 ~ 10 <i>Increments of 1</i>	1
S.P BONUS	Sets the default value of the super bonus	- 50 ~ 9950 <i>Increments of 50</i>	100 0
S.P BONUS LIM1	Sets the max limit of tickets for the super bonus	- 50 - 9999 <i>Increments of 50</i>	900 0
S.P BONUS INC.	Sets the number of increased tickets for each game round	- 0 ~ 50 <i>Increments of 1</i>	1
MERCY TICKET	Sets the number of mercy tickets	- 0 ~ 10 <i>Increments of 1</i>	0
TICKET / SCORE	Sets the score to receive tickets	- 1/1: one score redeems one ticket - 1/2: two score receives one ticket	1/1

COIN LIMIT	Sets the max limit of coins	- 100 ~1000 <i>Increments of 50</i>	500
DEMO SOUND	Sets the game demo sound to turn on or off	• OFF • ON - 1,2,3,4,5,10,15,20,25,30,40,50, 60 <i>seconds</i>	ON
DEMO PLAY	Sets the time for demo play	- OFF - 1,2,3,4,5,10,15,20 25,30,40,50,60 <i>seconds</i>	3
SAVE & EXIT	Save and exit setup mode		
CANCEL & EXIT	Cancel and exit setup mode		

SCORE SET MENU

PEARL SCORE SET

This menu allows for adjustment of the amount of small pearls that are dispensed when a pearl passes through a small pearl card. Each lamp value is adjustable as well as the party time value.

TICKET SCORE SET

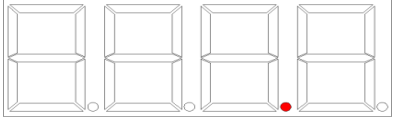
This menu allows for adjustment of the amount of tickets that are dispensed when a pearl passes through a ticket card. Each lamp value is adjustable as well as party time value.

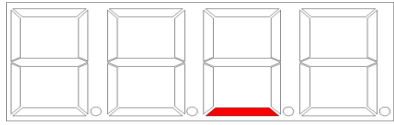
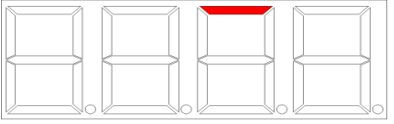
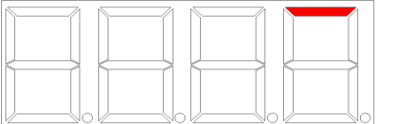
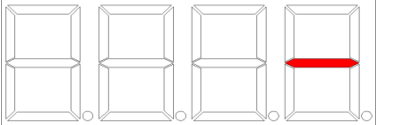
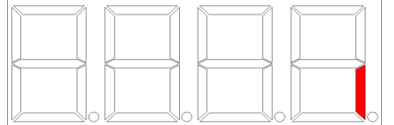
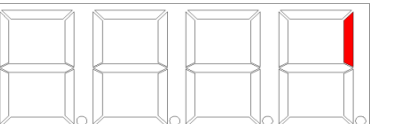
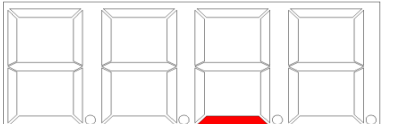
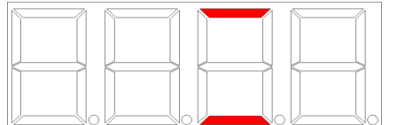
WHEEL SCORE SET

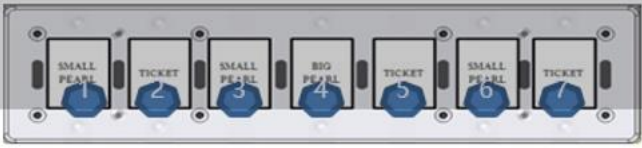
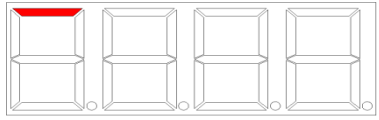
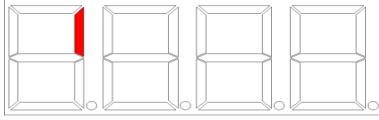
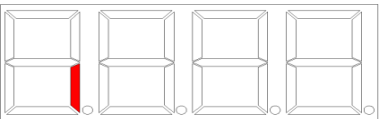
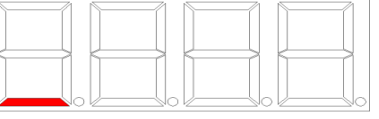
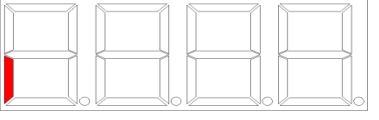
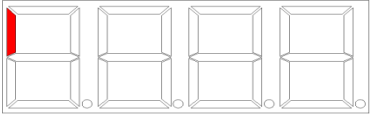
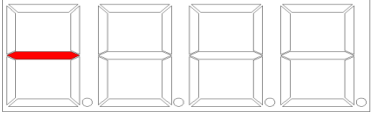
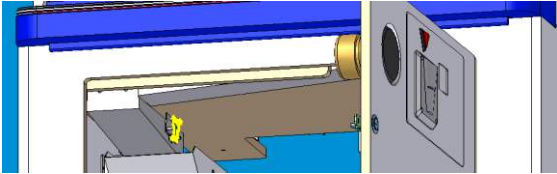
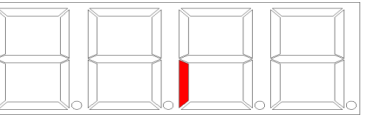
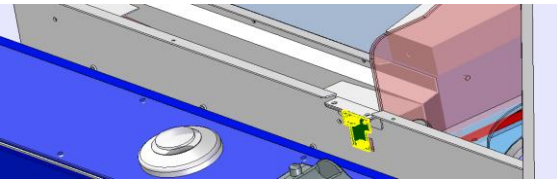
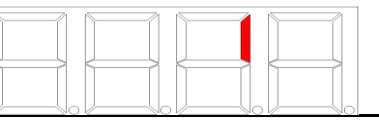
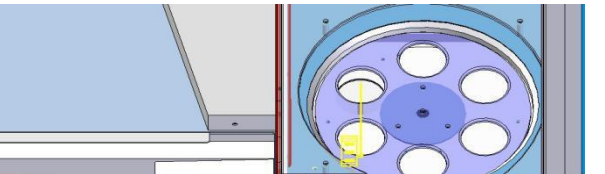
This menu allows for adjustment of the values when a big pearl enters the Super Bonus Chance wheel.

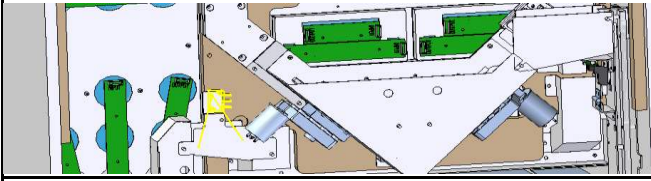
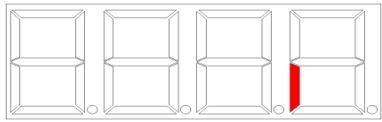
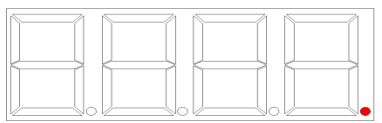
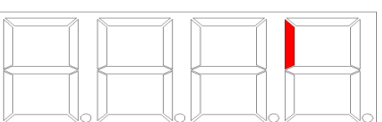
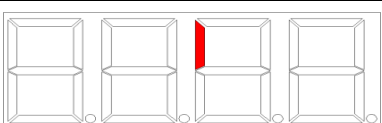
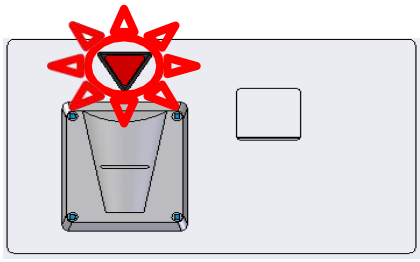
TEST MENU

The test menu allows for testing of the various outputs of the game. After a selected output has been selected, pressing the LEFT or RIGHT buttons will change testing between cabinets 1, 2, and 3.

Testing item	Description	Details	Display
FND & LED	Test all display boards and lamp colors.		
ROTATE	Test the top drop ball swing component and the Light sensor signal.		

PUSHER	Test the pusher motor component and the front and rear light sensor signals.		front light sensor
			
COUNTER HP	Test the bottom transporting pearl motor and the light sensor signal.		rear light sensor
			
PLAY HP	Test the top drop ball motor and the light sensor signal.	5 balls are dropped and light sensor signal displays 5 times during the test	
BONUS HP	Test the output pearl motor and the light sensor signal.	5 balls are dropped and light sensor signal displays 5 times during the test	
BIG BALL	Test the big ball output motor. Test the light sensor signal when the motor moves. Test the big ball calculation sensor signal.		light sensor signal of motor movement
			
WHEEL	Test the big ball wheel motor. Test the light sensor signal when the wheel moves. Test the positioning signal of the wheel center.		sensor signal of big ball calculation
			
WHEEL	Test the big ball wheel motor. Test the light sensor signal when the wheel moves. Test the positioning signal of the wheel center.		light sensor signal of wheel movement
			
WHEEL	Test the big ball wheel motor. Test the light sensor signal when the wheel moves. Test the positioning signal of the wheel center.		positioning signal of the wheel center
			

INPUT	<p>Test the light sensor signals of the card grid below.</p> 	<p>NO.1 light sensor</p> 
		<p>NO.2 light sensor</p> 
		<p>NO.3 light sensor</p> 
		<p>NO.4 light sensor</p> 
	<p>NO.5 light sensor</p> 	
	<p>NO.6 light sensor</p> 	
	<p>NO.7 light sensor</p> 	
	 <p>the sensor at the bottom of the pusher</p> 	
	 <p>The light sensor signal of the big ball ball when it drops into the wheel</p> 	
	 <p>The inductive signal of a microswitch when a big ball passes through a hole</p>	

		The inductive signal of a microswitch when a big ball is emitted	
		Anti-shake alarm signal	
		Console button signal	
		Ticket error button signal	
		Service key signal	
COIN	Coin machine test	The display displays the number of coins.	
TICKET	Ticket mech Test & Error Button Test	Press the ticket error button once, the machine will: <ul style="list-style-type: none"> • Payout 5 tickets • Button, etc. flashes 5 times • Tickets display board displays 5 	
COUNTER	Meter test	<ul style="list-style-type: none"> • left button= 1P coin meter • right button= 2P coin meter • up button= 3P coin meter • select+left = 1P ticket meter • select+right= 2P ticket meter • select+up= 3P ticket meter 	
SOUND	Demo sound test	Press the left or right button to select the sound to test	

AGING	AGING TEST	<p>The automatic test order:</p> <p>① Pusher moves one time.</p> <p>② 5 balls dropped from the top.</p> <p>③ 3 pearl balls output and 1 big output to playfield</p> <p>④ Pusher starts again, and then back and forth 5 times : The pusher pushes the pearls down. After the bottom motor which transporting pearl gives the signal it works for 10 seconds. : The pusher pushes the pearls down. After the bottom motor which transporting pearl gets the signal it works 10 seconds.</p> <p>⑤ Repeat the test in order</p>
EXIT	Exit	select the item and press the select button to exit

BOOKKEEPING

The bookkeeping menu displays the following audits:

PLAY	Total number of games played
TICKET	Total number of tickets issued
AVERAGE	Average number of tickets per credit
COIN	Total credits
SERVICE	Total number of service credits

GAME DATA

The game data menu displays various audits pertaining to gameplay.

Item	Description
FAIL PLAY	Number of balls which dropped from the top
PEARL SLOT	Number of balls which enter the pearl cards
TICKET SLOT	Number of balls which enter the ticket cards
BIG.P SLOT	Number of balls which enter the big ball card
PEARL TIME	No. of balls which enter the pearl cards during party time
TICKET TIME	No. of balls which enter the ticket cards during party time
EVENT DROP	No. of balls which enter the big pearl card during party time
WHEEL WIN	Number of big balls which enter the wheel
E. WHEEL WIN	No. of big balls which enter the wheel during party time
S. BONUS	Number of bonus game times
P.W TICKET	Number of tickets which redeem from pearl
D.S TICKET	Number of tickets which get from normal game
W.W TICKET	Number of tickets which get from wheel
E.W TICKET	No. of tickets which get from wheel during party time
S.B TICKET	Number of tickets which get from bonus game

CLEAR MENU

This menu allows for clearing various bookkeeping and game data. The data can be cleared individually for each cabinet or can be cleared on all cabinets at once.

Item	Description	Options
CREDIT	Clear the total number of credits	ALL,1P,2P,3P
TICKET	Clear the total number of tickets	ALL,1P,2P,3P
INCOME DATA	Clear the income data	ALL,1P,2P,3P
BOOKKEEPINGDATA	Clear all bookkeeping data	ALL,1P,2P,3P
GAME DATA	Clear the game data	ALL,1P,2P,3P
S. BONUS	Clear the bonus game data	ALL,1P,2P,3P
EXIT	Exit the clear mode	ALL,1P,2P,3P

FACTORY SETTING

Resets the game to all factory settings. After entering the Factory Setting menu, press the LEFT or RIGHT button to select YES or NO. Press SELECT to confirm the choice. If selecting YES, it will ask to verify with another YES or NO. Selecting YES twice will return the game to factory settings.

NEW JERSEY SETTING

DESCRIPTION OF SETTING

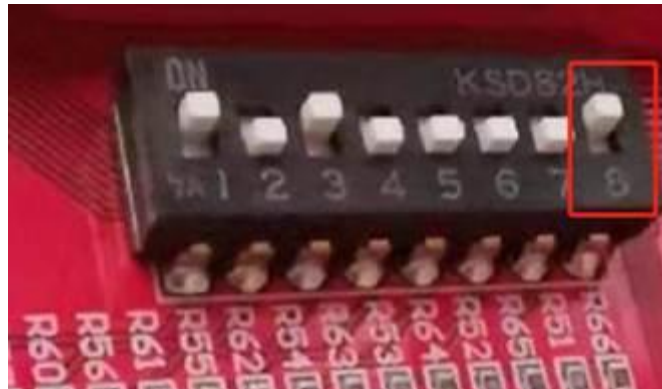
- Additional ball per incremental credit input (See table below for illustration of expected # of balls per credit)**

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

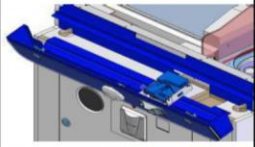
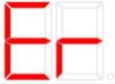
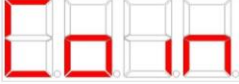
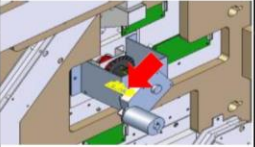

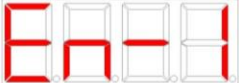
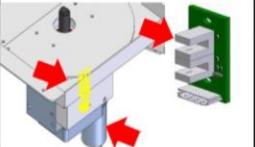


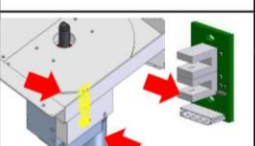
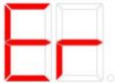

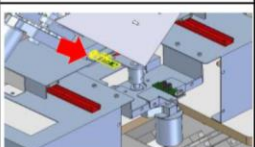





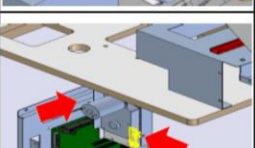
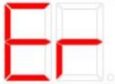



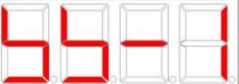
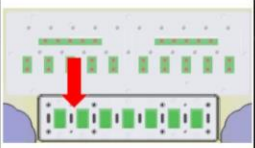





2. **No timeout during gameplay**
 - Game will hold ball indefinitely until player hits the button to drop the ball
3. **Credit and ticket retention feature**
 - If power to the game is disrupted mid-game, game will 'remember' last held credits and tickets, and will restore them on power resumption
4.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

CHANGING TO THE NEW JERSEY SETTING

1. Power down all cabinets.
2. Locate the settings DIP switch on the main board in the center cabinet
3. Switch DIP SW #8 to the UP (ON) position for New Jersey mode
4. Power cabinets back on



ERROR CODES AND RESOLUTIONS

FND		Chcke point	Exclusion	Image
TIME FND	TICKET FND	Coin Serlector	1.Check if the coin serlector switch is correct 2.Check if the wire is normal 3.Check if the coin stuck 4.Exchange the coin serlector	
				
TIME FND	TICKET FND	1. BALL DROP GUIDE 2. ENCODER SENSOR 3. MOTOR	1.Check if the sensor is normal 2.Check if the wire is normal 3.Check if the motor is normal 4.Exchange the sensor to test	
				
TIME FND	TICKET FND	1. BONUS GAME WHEEL 2. ENCODER SENSOR(above) 3. MOTOR	1.Check if the sensor is normal 2.Check if the wire is normal 3.Check if the motor is normal 4.Check if the guide is normal 5.Check if the ball is stuck 6.Exchange the sensor to test	
				
TIME FND	TICKET FND	1. BONUS GAME WHEEL 2. ORIGIN SENSOR(below) 3. MOTOR	1.Check if the sensor is normal 2.Check if the wire is normal 3.Check if the motor is normal 4.Check if the guide is normal 5.Check if the ball is stuck 6.Exchange the sensor to test	
				
TIME FND	TICKET FND	1. PUSHER 2. FRONT SENSOR 3. MOTOR	1.Check if the sensor is normal 2.Check if the wire is normal 3.Check if the motor is normal 4.Check if the guide is normal 5.Check if the ball is stuck 6.Exchange the sensor to test	
				
TIME FND	TICKET FND	1. PUSHER 2. REAR SENSOR 3. MOTOR	1.Check if the sensor is normal 2.Check if the wire is normal 3.Check if the motor is normal 4.Check if the guide is normal 5.Check if the ball is stuck 6.Exchange the sensor to test	
				
TIME FND	TICKET FND	1. BIG BALL LIFT 2. SENSOR 3. MOTOR	1.Check if the sensor is normal 2.Check if the wire is normal 3.Check if the motor is normal 4.Check if the guide is normal 5.Check if the ball is stuck 6.Exchange the sensor to test	
				
TIME FND	TICKET FND	BALL DROP GAME SLOT SENSOR-1	1.Check if the sensor is normal 2.Check if the LED is normal 3.Check if the wire is normal 4.Exchange the sensor to test	
				
TIME FND	TICKET FND	BALL DROP GAME SLOT SENSOR-2	1.Check if the sensor is normal 2.Check if the LED is normal 3.Check if the wire is normal 4.Exchange the sensor to test	
				
TIME FND	TICKET FND	BALL DROP GAME SLOT SENSOR-3	1.Check if the sensor is normal 2.Check if the LED is normal 3.Check if the wire is normal 4.Exchange the sensor to test	
				

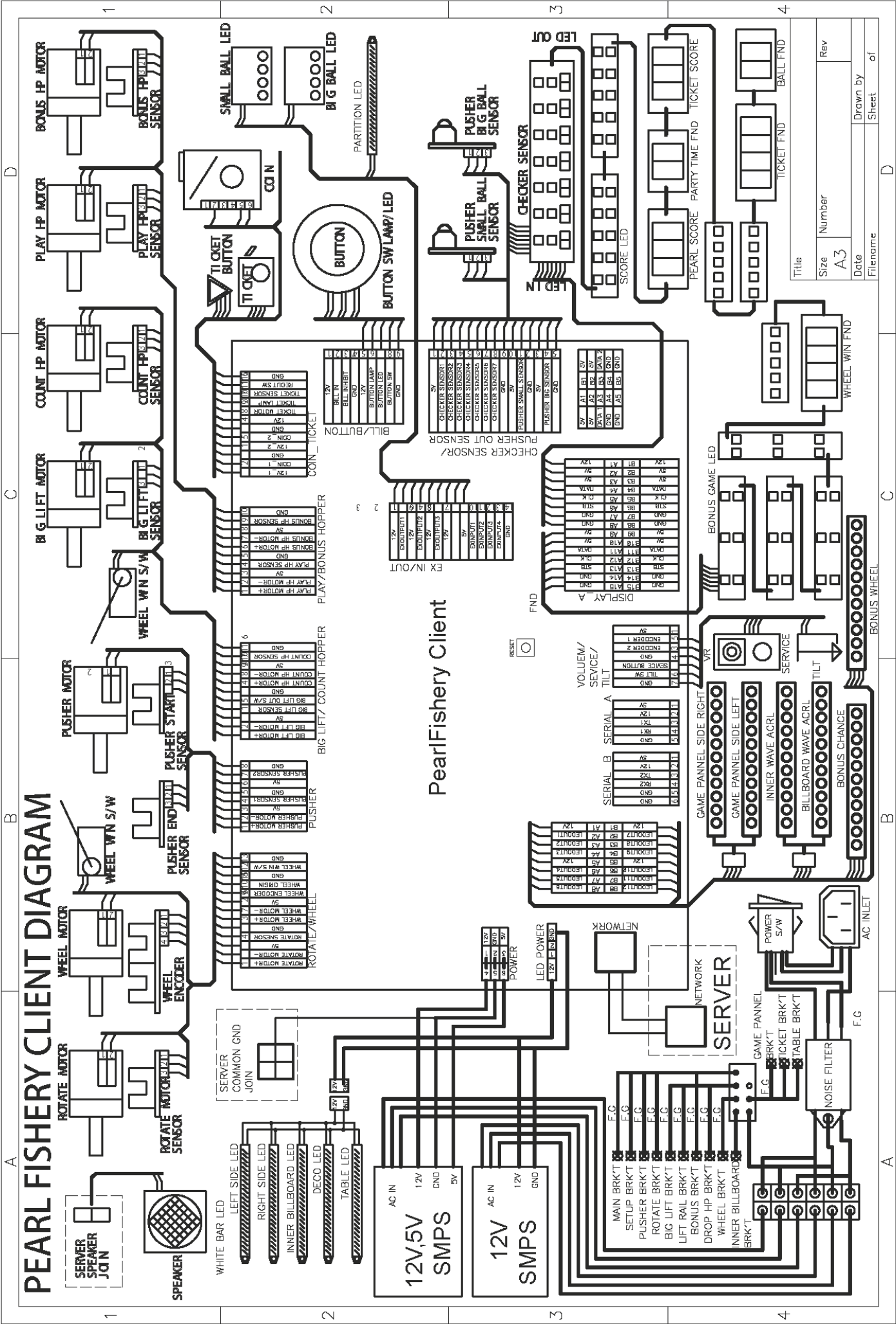
TIME FND	TICKET FND			
		BALL DROP GAME SLOT SENSOR-4	1. Check if the sensor is normal 2. Check if the LED is normal 3. Check if the wire is normal 4. Exchange the sensor to test	
TIME FND	TICKET FND			
		BALL DROP GAME SLOT SENSOR-5	1. Check if the sensor is normal 2. Check if the LED is normal 3. Check if the wire is normal 4. Exchange the sensor to test	
TIME FND	TICKET FND			
		BALL DROP GAME SLOT SENSOR-6	1. Check if the sensor is normal 2. Check if the LED is normal 3. Check if the wire is normal 4. Exchange the sensor to test	
TIME FND	TICKET FND			
		BALL DROP GAME SLOT SENSOR-7	1. Check if the sensor is normal 2. Check if the LED is normal 3. Check if the wire is normal 4. Exchange the sensor to test	
TIME FND	TICKET FND			
		1. COUNTER HOPPER 2. SENSOR 3. MOTOR	1. Check if the sensor is normal 2. Check if the motor is normal 3. Check if the wire is normal 4. Check if the ball is stuck 5. Exchange the sensor to test	
TIME FND	TICKET FND			
		1. GAME HOPPER 2. SENSOR 3. MOTOR	1. Check if the sensor is normal 2. Check if the motor is normal 3. Check if the wire is normal 4. Check if the ball is stuck 5. Exchange the sensor to test	
TIME FND	TICKET FND			
		1. EVENT HOPPER 2. SENSOR 3. MOTOR	1. Check if the sensor is normal 2. Check if the motor is normal 3. Check if the wire is normal 4. Check if the ball is stuck 5. Exchange the sensor to test	
TIME FND	TICKET FND			
		PUSHER WIN PEARL SENSOR	1. Check if the sensor is normal 2. Check if the wire is normal 3. Check if the ball is stuck 4. Exchange the sensor to test	
TIME FND	TICKET FND			
		PUSHER WIN BIG BALL SENSOR	1. Check if the sensor is normal 2. Check if the wire is normal 3. Check if the ball is stuck 4. Exchange the sensor to test	
TIME FND	TICKET FND			
		BONUS GAME BALL OUT S/W	1. Check if the S/W is normal 2. Check if the wire is normal 3. Check if the ball is stuck 4. Check if the mortar is stuck 5. Exchange the S/W to test	

TIME FND 	TICKET FND 	BIG BALL LIFT BALL OUT S/W	<ol style="list-style-type: none"> 1. Check if the S/W is normal 2. Check if the wire is normal 3. Check if the ball is stuck 4. Check if the motor is stuck 5. Exchange the S/W to test 	
TIME FND 	TICKET FND 	COMMUNICATION LINE	<ol style="list-style-type: none"> 1. Check if the communication line is normal 2. Check if the wire is normal 3. Exchange the line and wire 	
TIME FND 	TICKET FND 	ANTI-SHAKE ALARM	<ol style="list-style-type: none"> 1. To shake the machine is prohibited. 2. Check if the machine is placed horizontally 	
TICKET FND 		TICKET DISPENSER	<ol style="list-style-type: none"> 1. Check if there is no tickets 2. Check if the ticket machine is normal 3. Check if the S/W is correct 4. Exchange the ticket machine to test 	

WIRING DIAGRAMS

See next page.

PEARL FISHERY CLIENT DIAGRAM



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Date	Filename	Drawn by	Sheet
			of

A B C D

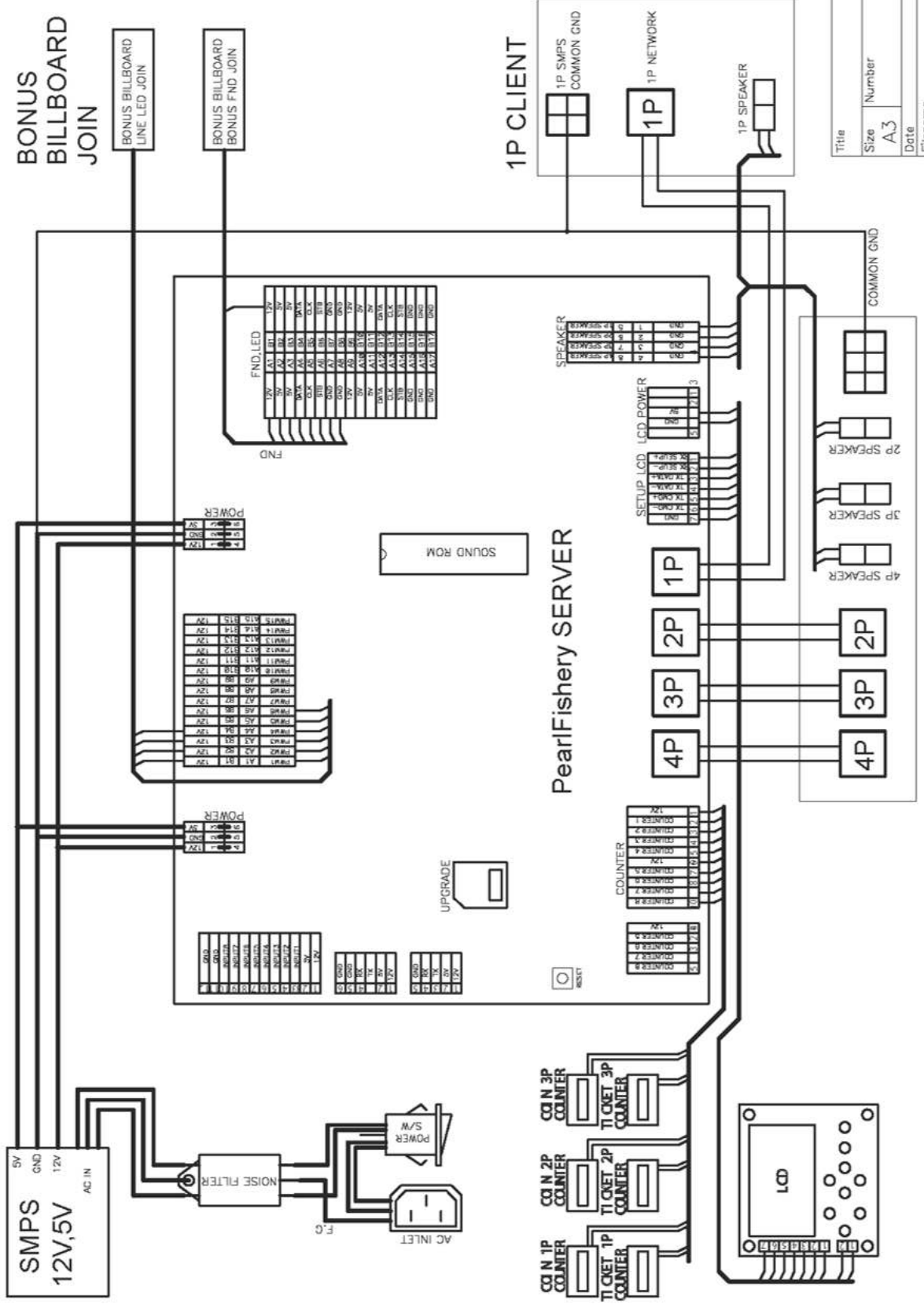
1 2 3 4

1 2 3 4

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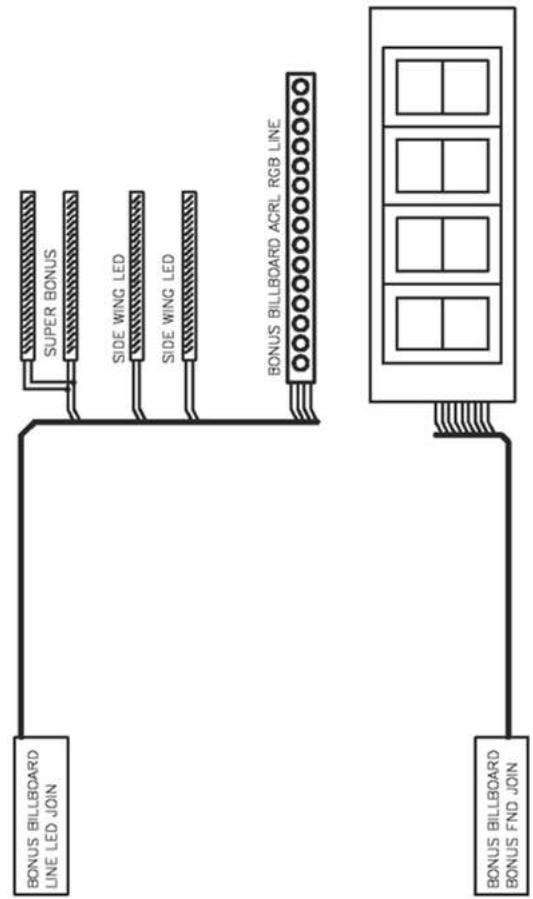
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PEARL FISHERY SERVER BOX DIAGRAM



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PEARL FISHERY BONUS BILLBOARD DIAGRAM

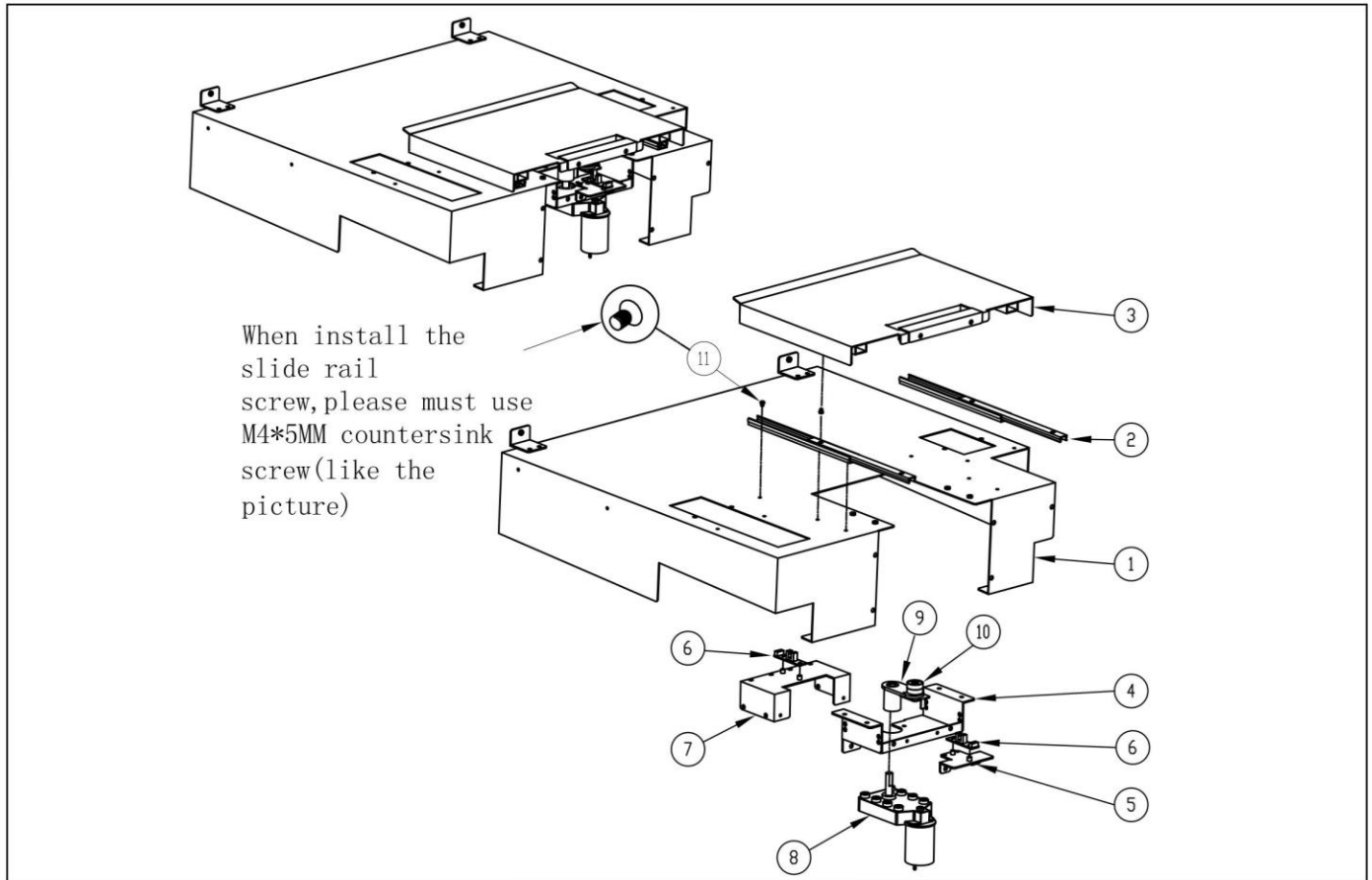


BONUS
BILLBOARD
JOIN

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Filename	Drawn by
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MECHANICAL DRAWINGS

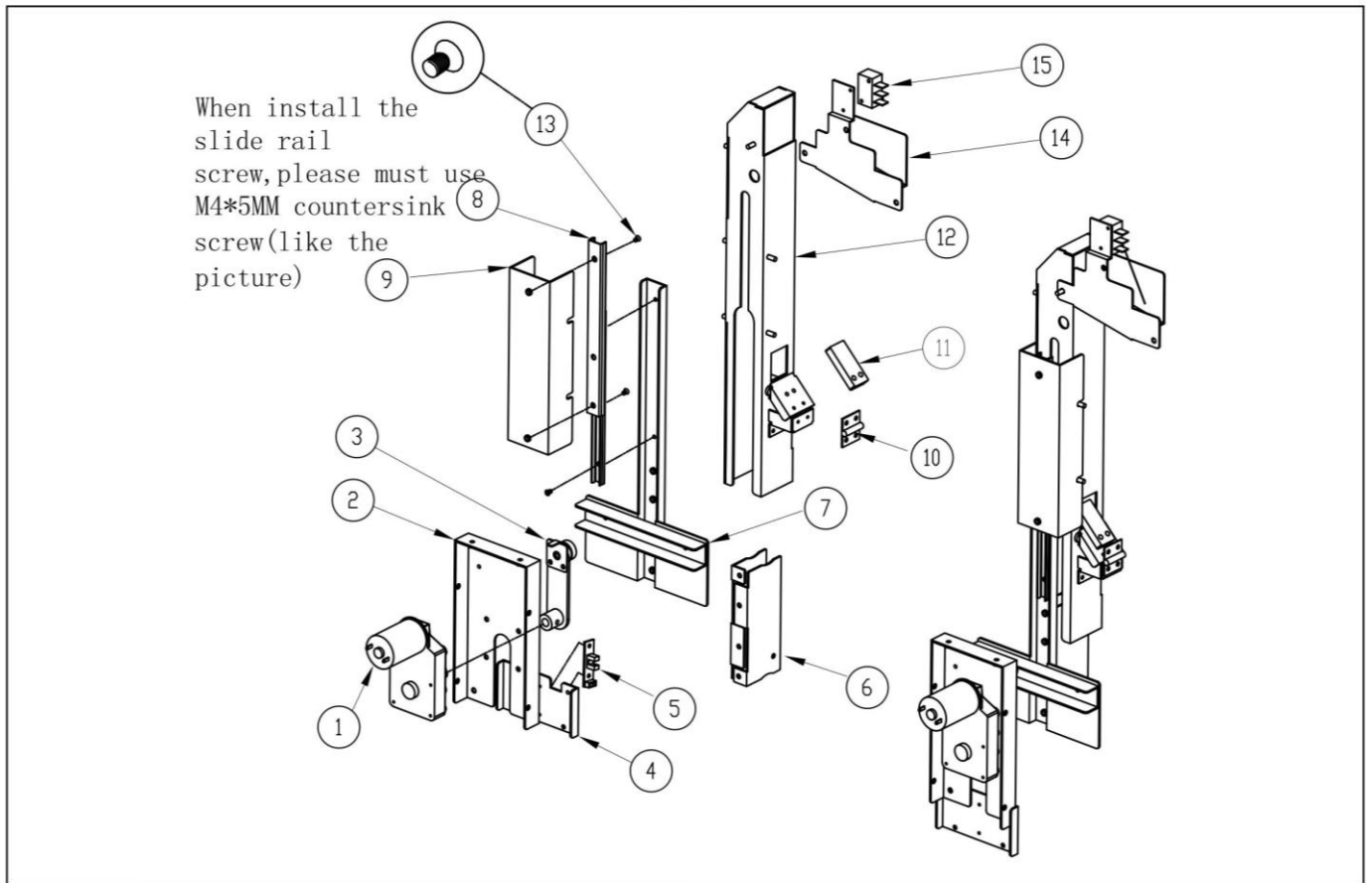
PUSH DECK ASSEMBLY



NO. 1 PUSH DECK COMPONENTS LIST

NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY	NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY
1	PMPF0041	Push deck motor base component	014128.62	1	9	PMPF0047	Push deck rotating shaft	014128.07	1
2	PMPF0034	Sliding Guide	01.018.013	2	10	PMPF0048	Ball bearing	626	2
3	PMPF0042	Push tray bracket components	014128.64	1	11	PMPF0049	M4 countersink screw	M4*5mm	10
4	PMPF0043	Bracket for push deck motor	014128-65B	1					
5	PMPF0044	Bracket NO.2 (for push deck rotation sensor)	014128-68	1					
6	PMPF0045	Single sensor	064-25C	2					
7	PMPF0046	Bracket NO.1 (for push deck rotation sensor)	014128-67	1					
8	PMPF0001	Motor (for push deck)	56F545-12V10RPM	1					

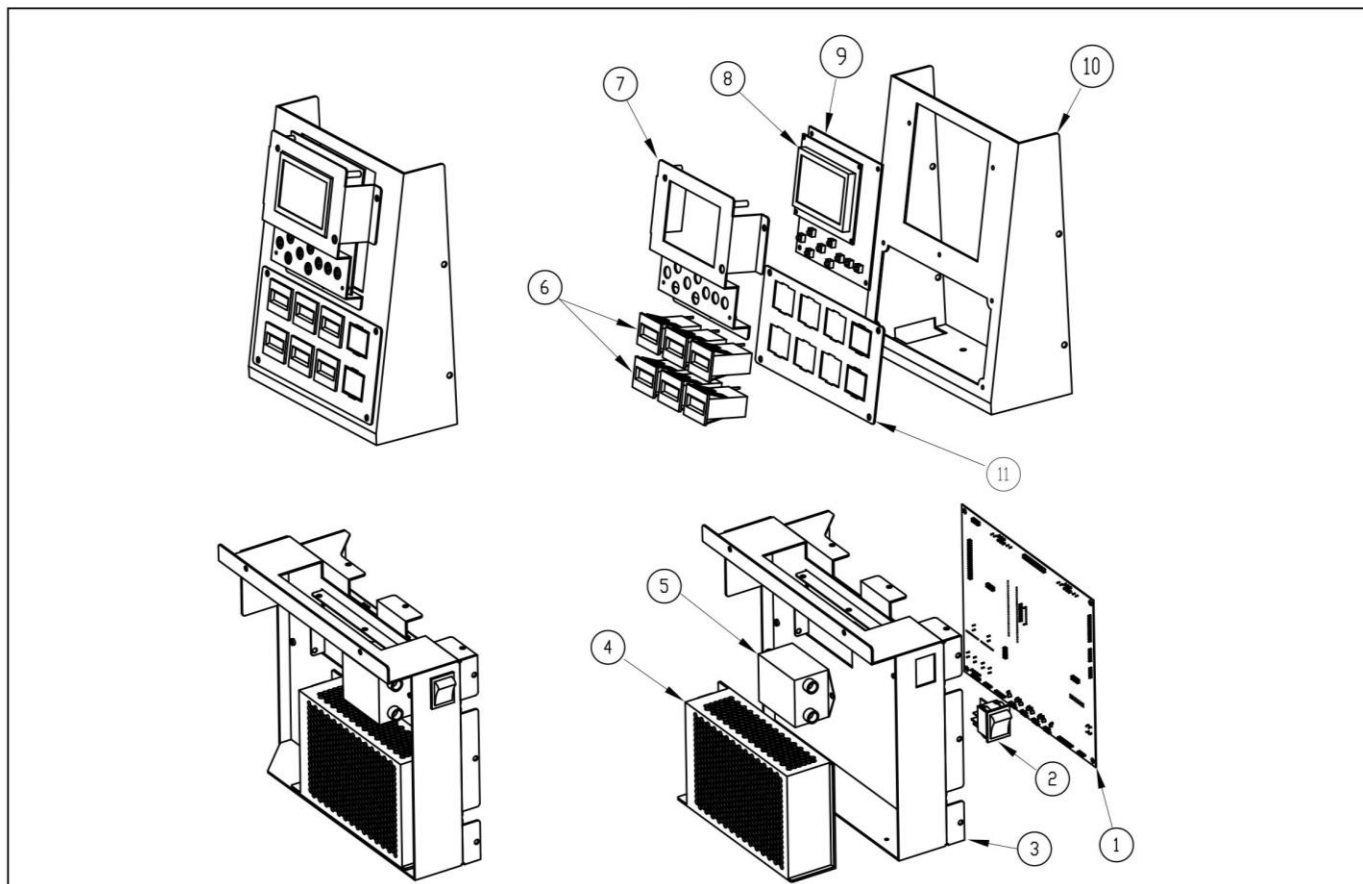
BIG PEARL DISPENSE ASSEMBLY



NO. 2 BIG ORANGE BALL MECHANISM COMPONENTS LIST

NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY	NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY
1	PMPF0002	Motor for big Orange ball elevating	56F545-12V18RPM	1	9	PMPF0055	Bracket 80F	014128-80F	1
2	PMPF0050	Bracket for elevating motor	014128-85A	1	10	PMPF0056	Small hinge	HSS-1. 2TX30X25	1
3	PMPF0051	Big orange ball elevating and spinning components	014128. 09	1	11	PMPF0057	8mm Acrylic	N08	1
4	PMPF0052	Sensor bracket	014128-87	1	12	PMPF0058	Sliding guide components NO.2	014128. 79	1
5	PMPF0004	Single sensor	064-25C	1	13	PMPF0059	M4 Countersink screw	M4*5mm	5
6	PMPF0053	Bracket 1	#014128-182	1	14	PMPF0060	Prize Exit 2	014128-115C	1
7	PMPF0054	Sliding guide plate components	014128-82C	1	15	PMPF0035	Long Needle Switch	CNR-05S-03-Z	1
8	PMPF0034	Sliding guide	01. 018. 013	1					

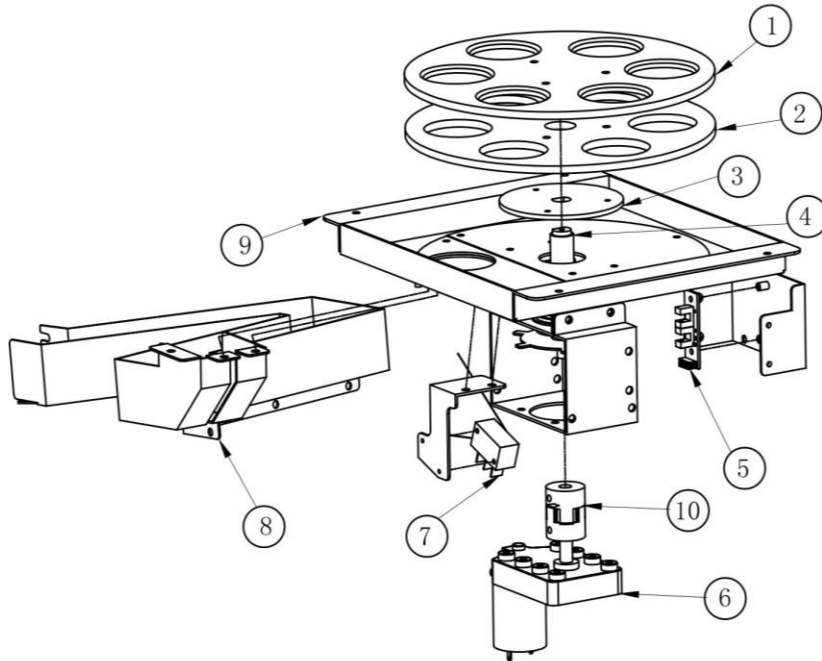
OPERATOR PANEL ASSEMBLY



NO. 3 MAIN BOARD COMPONENTS LIST

NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY	NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY
1	PMPF0022	Main Board	0001	1	9	PMPF0066	Buttom Plate for Control Display	DHMB-PCB	1
2	PMPF0061	Power switch	01-099-014	1	10	PMPF0067	Setting Plate Bracket	014128-148A	1
3	PMPF0062	Server components	014128-144	1	11	PMPF0068	Setting Plate NO.1	014128-149	1
4	PMPF0012	Power Supply D-120A	WM-D-120A	1					
5	PMPF0063	Filter	ES1-F10	1					
6	PMPF0064	Mechanical meter	JS-JY	6					
7	PMPF0065	Setting Plate	014128-150	1					
8	PMPF007	Electrical Operator Control Display	DH-MBYJ	1					

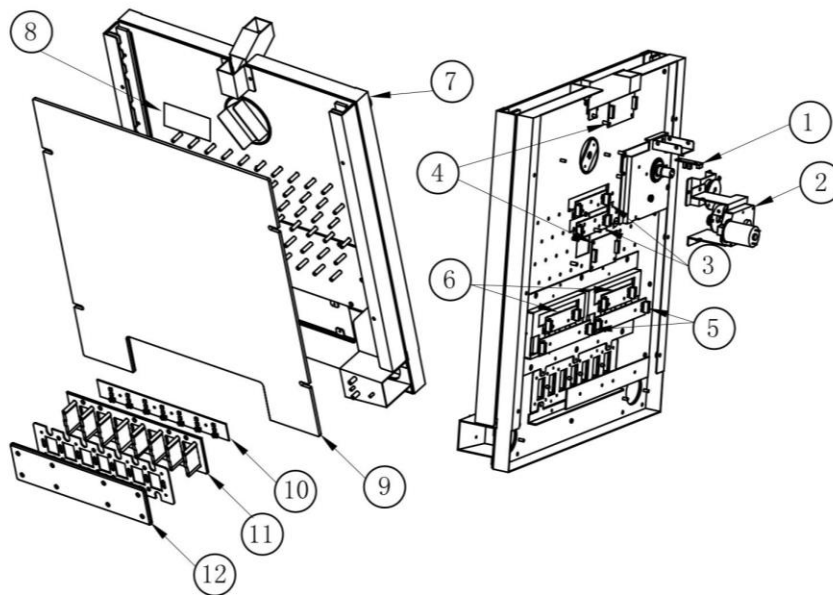
SPINNING WHEEL ASSEMBLY



NO. 4 BIG ORANGE BALL SPINNING PLATE COMPONENTS LIST

NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY	NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY
1	PMPF0021	Spinning Plate Acrylic NO.1	N041	1	9	PMPF0072	Spinning Plate Bracket	014128-110C	1
2	PMPF0021	Spinning Plate Acrylic NO.2	N053	1	10	PMPF0073	Coupler	070040-224	1
3	PMPF0069	Game Rotating Plate	014128-90A	1					
4	PMPF0070	Game Rotating Shaft	014128-04	1					
5	PMPF0005	Double Sensor	064-25D	1					
6	PMPF0001	Motor (for Big Orange Ball Spinning Plate)	56F545-12V10RPM	1					
7	PMPF0035	Long Needle Switch for Spinning Plate	CNR-05S-03-Z	1					
8	PMPF0071	Prize Channel	014128.93E	1					

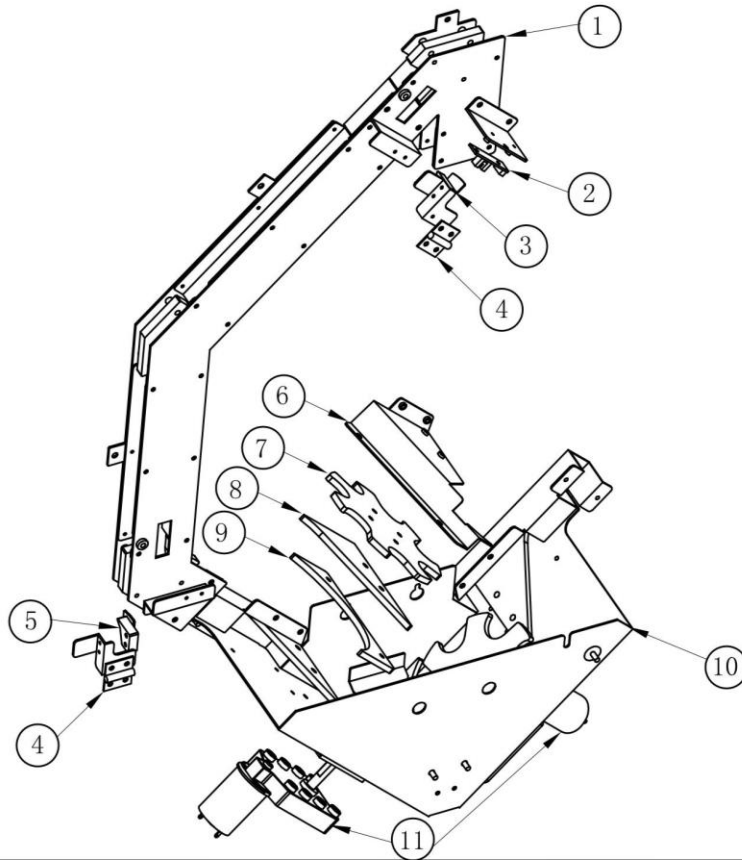
FIELD PLATE ASSEMBLY



NO. 5 FIELD PLATE COMPONENTS LIST

NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY	NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY
1	PMPF0004	Single Sensor	064-25C	1	9	PMPF0018	Large Clear Acrylic Playfield	N007	1
2	PMPF0001	MOTOR (FOR DROPIING BALL FROM THE PLATE)	56F545-12V10RPM	1	10	PMPF0077	Sensor for Drop Pearl Components	064-25H	1
3	PMPF0074	100MM Long Lamp Plate	064-25J	2	11	PMPF0078	Drop Pearl Components 1	014128-49C	1
4	PMPF0008	2 Digits Segment Display	064-25N	1	12	PMPF0017	Small Clear Acrylic Playfield	N029	1
5	PMPF0075	5 Segements Lamp plate (Short)	064-25E	1					
6	PMPF0009	3 Digits Segment Display	064-25I	2					
7	PMPF0076	Play Field Buttom Bracket Components	014128. 42A	1					
8	PMPF0010	4 Digits Segment Display	064-25L	1					

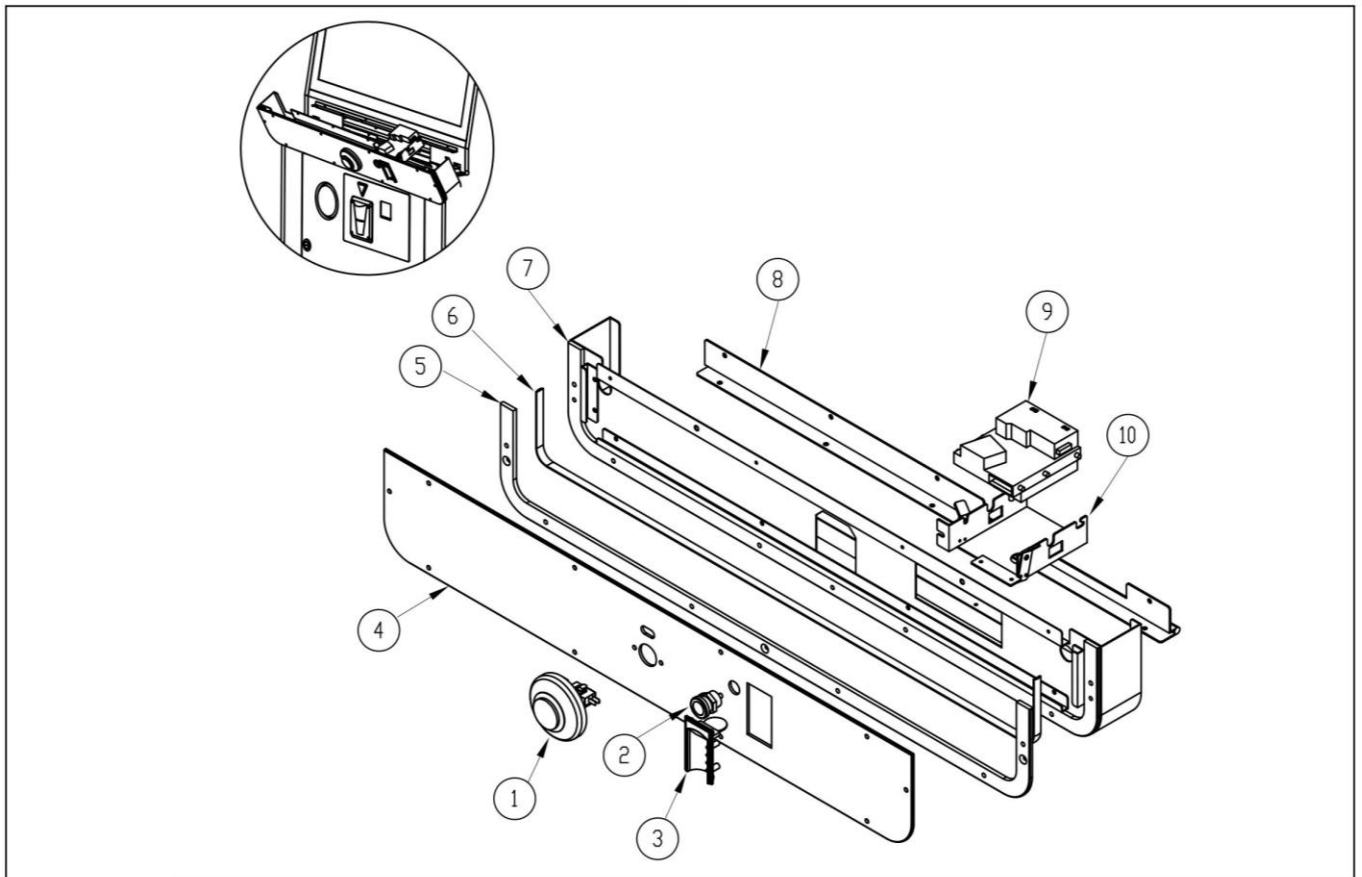
SMALL PEARL DISPENSE ASSEMBLY (DROP)



NO. 6 WHITE PEARLS SHOOTING COMPONENTS LIST

NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY	NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY
1	PMPF0079	White Pearl Exit Components	014128-111E	1	9	PMPF0086	Spinning Plate Block 2	N01	2
2	PMPF0004	Single Sensor	064-25C	1	10	PMPF0087	Material Hopper Components	014128.31	1
3	PMPF0080	Acrylic 1(for blocking the pearls)	N021	1	11	PMPF0003	Motor (for Deliver Pearls)	56F545-12V24RPM	2
4	PMPF0081	Small Hinge	HSS-1. 2TX30X25	2					
5	PMPF0082	Acrylic 2(for blocking the pearls)	N016	1					
6	PMPF0083	Material Hopper Exit 1	014128-33H	2					
7	PMPF0084	ABS for Spinning Plate	N02	2					
8	PMPF0085	Spinning Plate Block 1	N09	2					

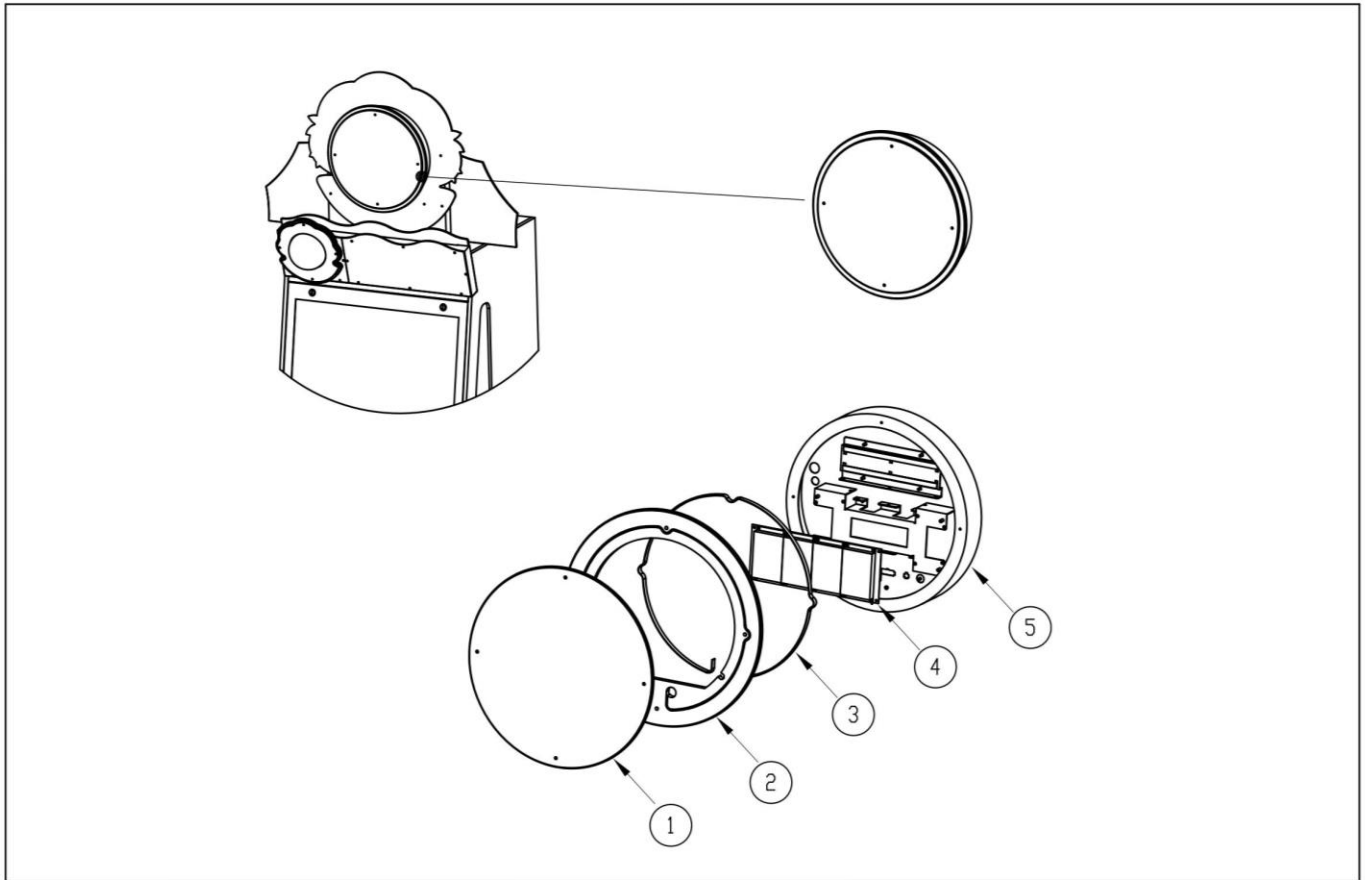
CONTROL PANEL ASSEMBLY



NO. 7 CONTROL PANEL COMPONENTS LIST

NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY	NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY
1	PMPF0020	Button White Ring	01.008.014	1	9	PMPF0092	Coin Acceptor	01.016.007	1
2	PMPF0088	Return Tokens button	TBG-JS	1	10	PMPF0093	Bracket for Coin Acceptor	014128-127E	1
3	PMPF0023	Silver Coin Guide	TBK-JS	1					
4	PMPF0026	Acrylic Control Panel	N042	1					
5	PMPF0089	Light Guide Plate	N018	1					
6	PMPF0090	LED Light Strip	RGB5050	1					
7	PMPF0036	Control Panel Components	014128.119	1					
8	PMPF0091	Control Panel Hinge	014128.123	1					

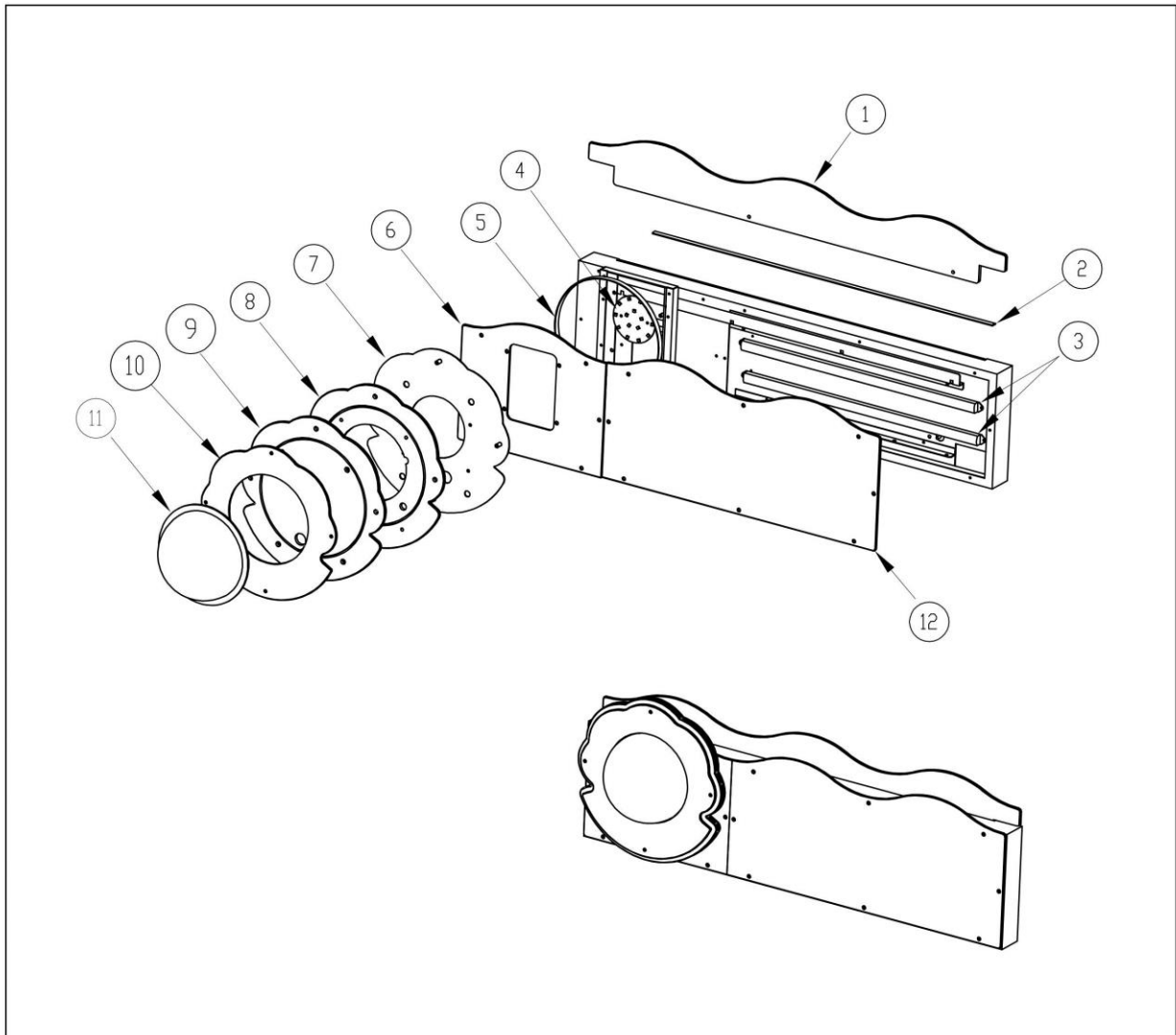
JACKPOT HEADER ASSEMBLY



NO. 8 JP LARGE SUPER BONUS COMPONENTS LIST

NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY	NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY
1	PMPF0094	JP Acrylic Plate	N032	1					
2	PMPF0095	Guild Light Box Acrylic	N023	1					
3	PMPF0096	LED Light Strip	5050	1					
4	PMPF0097	Large 4 Digits (Super Bonus)	064-25M	1					
5	PMPF0098	Lamp Box Principle Party	014128.152	1					

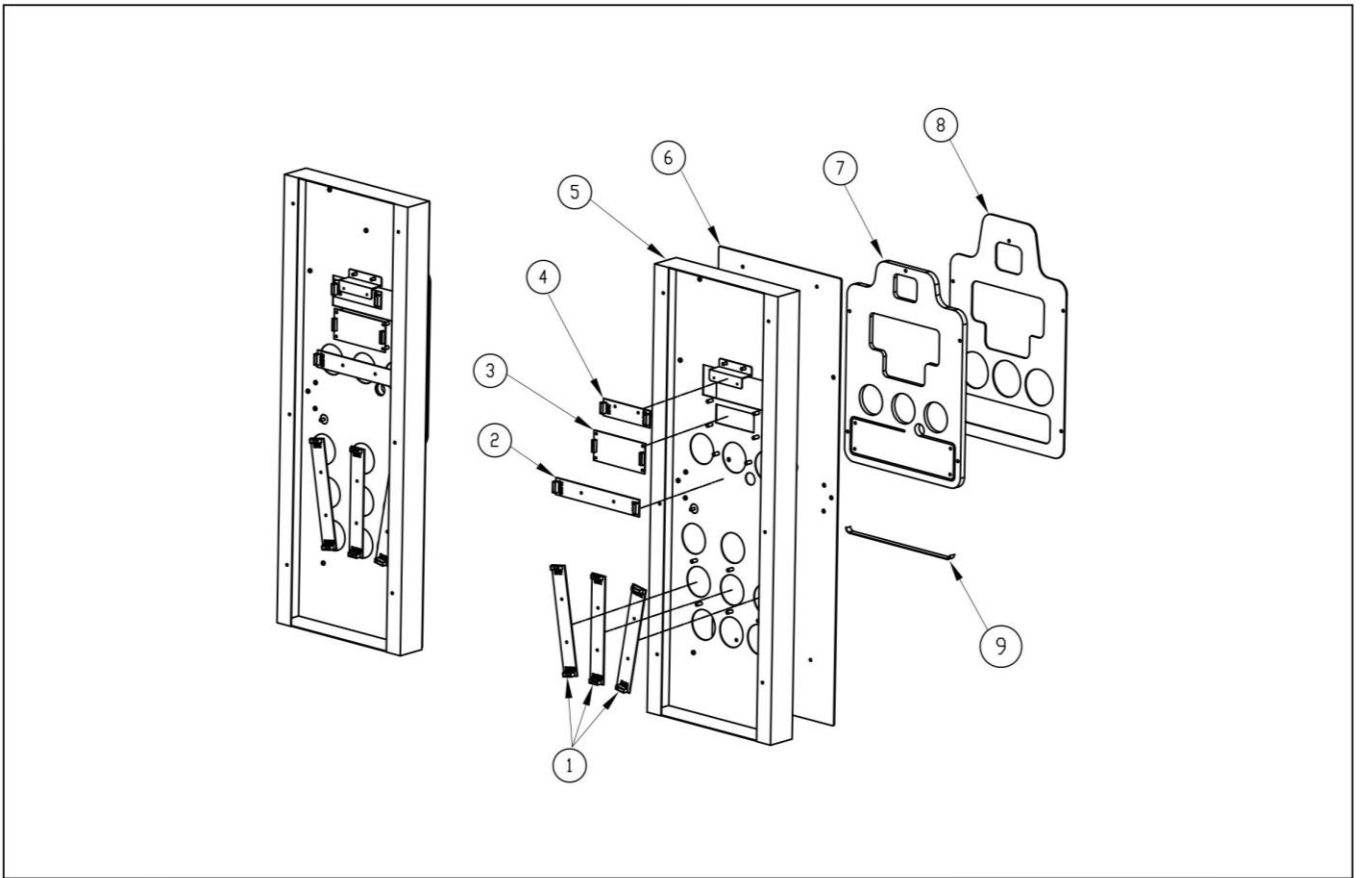
HEADER ASSEMBLY



Pearl Fishery Header components list

NO.	ITEM NAME	ITEM #	QTY	NO.	ITEM NAME	ITEM #	QTY
1	Transparent Back Acrylic for Pearl Fishery logo	PEF-ACR-035	1	9	Transparent Acrylic for Large Pearl	PEF-ACR-040	1
2	Header LED-650mm	HEADER LED-650	1	10	Acrylic for Large Pearl	PEF-ACR-041	1
3	Header LED-446mm	HEADER LED-446	2	11	White Pearl on Marquee	PEF-ACRLP-041	1
4	Header LED-ø80mm	HEADER LED-ø80	1	12	Hardware Plastic, Large Marquee Acrylic	PMPF0110	1
5	Header LED-600mm	HEADER LED-600	1				
6	Acrylic Background For Large Pearl	PEF-ACR-036	1				
7	Metal Back Plate White Pearl Marquee	PFMPWP-040	1				
8	Thick Milk Acrylic CNC White Pearl Marquee	PEF-ACR-039	1				

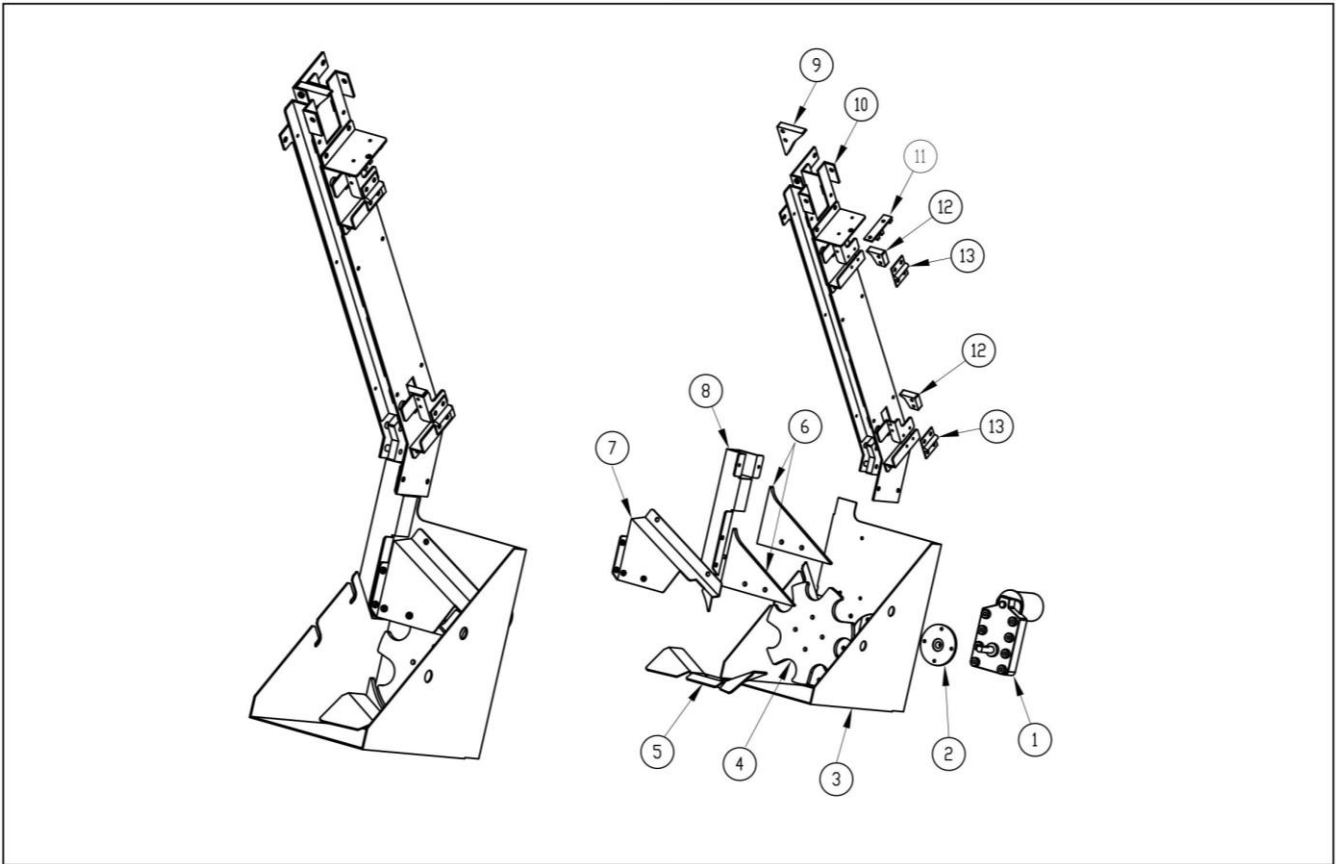
SUPER BONUS SCORE PLATE ASSEMBLY



NO. 9 SUPER BONUS SCORE PLATE COMPONENTS LIST

NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY	NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY
1	PMPF0099	5 Segement Light Plate (Long)	064-250	3	9	PMPF0105	LED Light Strip	5050	1
2	PMPF0100	3 Segement Light Plate	064-25B	1					
3	PMPF0010	4 Digits Segment Display	064-25L	1					
4	PMPF0074	100MM Long Lamp Plate	064-25J	1					
5	PMPF0101	Bonus Game Components	014128-88B	1					
6	PMPF0102	Score Plate Acrylic	N030	1					
7	PMPF0103	Light Guide 10S Acrylic	N035	1					
8	PMPF0104	3M Acrylic	N039	1					

SMALL PEARL DISPENSE ASSEMBLY (PLAYFIELD)



NO. 10 WHITE PEARLS TRANSFER COMPONENTS LIST

NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY	NO.	PLAYMORE NO.	ITEM	DIMENSION	QTY
1	PMPF0003	Motor For Transfer Pearls	56F545-12V24RPM	1	9	PMPF0102	SM Acrylic	N015	1
2	PMPF0106	Rotating Shaft Components	014128.07	1	10	PMPF0103	Automatic counting Components	014128	1
3	PMPF0107	Material Hopper Exit Components	014128.60	1	11	PMPF0004	Single Sensor	064-25C	1
4	PMPF0084	ABS for Spinning Plate	N02	1	12	PMPF0104	SM Acrylic	N016	2
5	PMPF0108	Drop Pearls Bracket 1	014128-61	1	13	PMPF0105	Small Hinge	HSS-1.2TX30X25	2
6	PMPF0109	Spinning Plate Block	N09	2					
7	PMPF0110	Material Hopper Exit 2	014128-156H	1					
8	PMPF0101	Material Hopper Exit Plate 4	014128-157G	1					

Disclaimer

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

WARRANTY

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

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

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

IF MAKING A WARRANTY CLAIM:

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



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VIRTUAL PATENT MARKING

These articles are protected by United States Patent No. 9,754,465. This page is intended to satisfy applicable virtual patent marking requirements including those of the America Invents Act and to provide notice under 35 U.S.C. § 287(a).

PRODUCT NAME	PATENT NUMBER
Pearl Fishery Game Console	United States Patent No. 9,754,465



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