MAYGAY

THERE FOR THE TAKINGS

Roulette Step by Step Lucky 7

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MAYGAY THE COMPANY

Maygay Machines are dedicated to the design and manufacture of high quality coin operated amusement equipment that satisfys the needs of players and customers.

We are committed to customer satisfaction and should you have any queries relating to our products please contact us on the following numbers:-

TECHNICAL INFORMATION:

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JOHN MALIN
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SPARES DEPARTMENT:

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NICOLA TAYLOR
JULIE WEBB

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GAME DESCRIPTION

5 WINLINE GAME

On the top glass the reels contain 5 winlines each with its own button for selection. The player may choose at the beginning of any game to play with one or more winlines each costing 1 Krona per game. The maximum prize displayed on the artwork is 20 Krona, if a multiple of the maximum prize is achieved the win is paid in multiples of 20 Krona. Wins are simply combinations of matching numbers which pay as displayed on the payout chart.

"STEP" FEATURE (NUDGE)

At the end of every game a step or steps are awarded to the player. A minimum of 1 and a maximum of 4 steps are randomly awarded. When the reels stop the player may use these steps to step in a win on the reels in the 10 seconds he is allowed.

NOTE: At the end of each game the player does not have to step he may just start another game.

LONG SPIN

If the player holds the start button an extended spin is given (to perceive a different chance to the player).

BONUS GAME

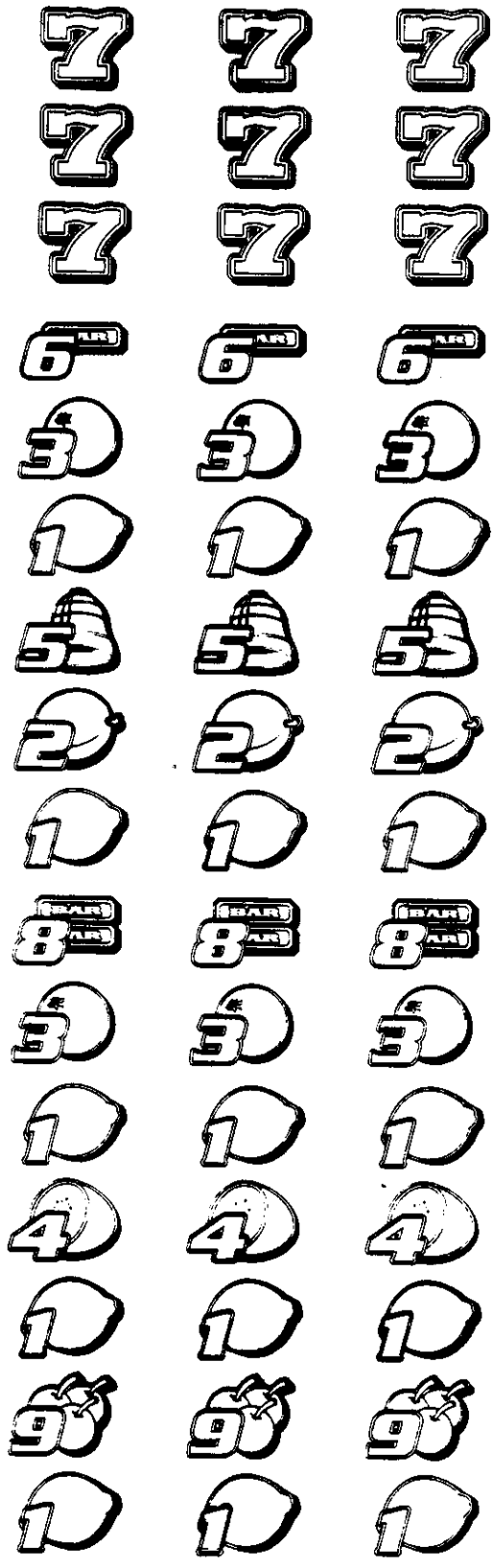
The player will now have the options to play a game at 1 or 2 Krona per winline. If the player choses 2 Krona any win achieved on the active winline pays once into the bank and once into the bonus L.E.D. At the end of credit the player must activate some visual psuedo stop on the alphanumeric. If successfully completed the bonus value is transferred into the bank, if not, the win is lost.

WIN PLAN

7 7 7	20 Krona
8 8 8	20 Krona
8 8 9	20 Krona
6 6 6	20 Krona
6 6 9	20 Krona
5 5 5	15 Krona
5 5 9	15 Krona
4 4 4	10 Krona
4 4 9	10 Krona
2 2 2	10 Krona
2 2 9	10 Krona
3 3 3	5 Krona
3 3 ANY	5 Krona
1 1 1	5 Krona
1 1 ANY	5 Krona
9 9 9	5 Krona

REEL

STRIPS



DEMONSTRATION MODE

To enter Demonstration Mode, open the back door, wait for the message '** DOOR OPEN **' to be displayed on the alphanumeric display then change the position of DIL Switch 2 on Bank 1 (DIL SW1.2) i.e. if the switch is ON move it to the OFF position and vice-versa.

During this mode, the machine will play more generously, but NO meters or booking keeping will be updated and NO money will be paid out.

To exit this mode, simply close the back door.

TEST SEQUENCE .

To enter the test sequence perform the following steps:-

1. Ensure machine is at zero credit

2. Turn the machine OFF

3. Open the back door

4. Flick DIL switch 8 on bank 2 to the 'ON' position.

5. Turn the machine ON.

When the test sequence is entered an audible bleep will sound and the [**START**] and [**1-5 GEVINSTLINJE**] buttons will flash. The current test number will be displayed on the alphanumeric display.

To exit the test sequence, switch DIL switch 8 on bank 2 to the OFF position and reset the machine.

TEST NUMBER IDENTIFICATION

TEST NUMBER	FUNCTION	
1.1	COIN INPUT TEST	
1.2	COIN OUTPUT TEST	
2.1	REEL/OPTIC TEST	
3.1	ALL LAMPS ON TEST	
3.2	STEP THROUGH LAMPS TEST	
4.1	SWITCH TEST	
5.1	LED TEST	
5.2	REPORT PAYOUT PERCENTAGE	
5.3	REPORT ERRORS	
5.4	ALPHANUMERIC DISPLAY TEST	
6.1	ELECTROMECHANICAL METER TEST	
7.1	EDC/RS232 TEST	(not implemented)
8.1	SOUND/SPEAKER TEST	

Pressing the [START] button will ADVANCE through the test numbers in the order shown. Holding down [**OPPSAMLING UTBETALING**] while pressing [**START**] will step backwards through the tests.

To enter any test press the [**1-5 GEVINSTLINJE**] button.

To exit the test press the [**START**] button.

TEST 1.1 COIN/NOTE INPUT TEST

To enter this test press [**1-5 GEVINSTLINJE**] when 1.1 is flashing on the alphanumeric display.

The test is provided to check all coin and note inputs and lockouts.

When this test is entered all coin lockouts will be opened so that any coin can be inserted.
If a coin is accepted the alphanumeric display will show the value of the coin accepted.
If a coin is not accepted the alphanumeric display will show the value of the coin accepted.
If a note is accepted the alphanumeric display will show the value of the note.

Pressing the [**1 - 5 GEVINSTLINJE**] button will disable all coin and note inputs. Any coins or now inserted should be rejected.

To exit this test press the **[START]** button.

TEST 1.2 COIN OUTPUT TEST

To enter this test press [**1-5 GEVINSTLINJE**] when 1.2 is flashing on the alphanumeric display.

Press the flashing left hand 'down arrow' button to pulse the 1 Krona payslide.

Pressing the flashing right-hand 'down button' to pulse the 10 Krona payslide.

Holding down one of the above buttons for 3 seconds will repeatedly pulse the corresponding payslide.

To exit this test press the [**START**] button.

TEST 2.1 REEL/OPTIC TEST

To enter this test press [1-5 **GEVINSTLINJE**] when 2.1 is flashing on the alphanumeric display.

This test is provided to test all reels and optic sensors.

The reels will spin to position 1.

Pressing the left hand down arrow will move reel 1 down 1 symbol.

Pressing the middle down arrow will move reel 2 down 1 symbol.

Pressing the right hand down button will move reel 3 down 1 symbol.

Holding down the **[OPPSAMLING UTBETALING**] while pressing one of the above buttons will move the reel up 1 symbol.

When the paddle on the reel drum is sitting in the opto sensor, the middle lamp on the appropriate reel should be OFF. When the paddle leaves the opto sensor the middle reel lamp should be ON.

To exit this test press the **[START]** button.

TEST 3.1 ALL LAMPS ON TEST

To enter this test press [**1-5 GEVINSTLINJE**] when 3.1 is flashing on the alphanumeric display.

During this test all lamps on MUX 1 are turned on for 1 second and then off for 1 second. All lamps on MUX2 are then turned on and off.

The test is then repeated.

To freeze any lamps on, press the [**1 - 5 GEVINSTLINJE**] button. Once frozen, pressing the [**1-5 GEVINSTLINJE**] button again will resume the test. To exit this test press the **[START]** button.

TEST 3.2 INDIVIDUAL LAMP TEST

To enter this test press [**1-5 GEVINSTLINJE**] when 3.2 is flashing on the alphanumeric display.

The lamps are turned on and off individually in a logical order by pressing the **[1-5 GEVINSLINJE]** button.

Holding down [**OPPSAMLING UTBETALING**] while pressing the [**1-5 GEVINSLINJE**] button will step backwards through the sequence.

During this test the strobe and data number for each lamp will be displayed.

To exit this test press the **[START]** button.

TEST 4.1 SWITCH TEST

To enter this test press [**1 - 5 GEVINSTLINJE**] when 4.1 is flashing on the alphanumeric display.

During this test operating any switch fitted with a lamp will light itself.

Operating the front door will display 'FRONT DOOR' on the alphanumeric display and will also light the '2 Step' lamp.

Operating the 1 Krona tube switch will display '1 Kr Tube' on the alphanumeric display and will also light the 'REFILL 1Kr' lamp.

Operating the 10 Krona tube switch will display '10 Kr Tube' on the alphanumeric display and will also light the 'REFILL 10Kr' lamp

Operating a DIL switch will cause an audible bleep to be heard.

TEST 5.1 LED TEST

To enter this test press [1 - 5 Gevinstlinje] when 5.1 is flashing on the alphanumeric display. All 7 segment L.E.D's will cycle through the number 0 to 9 and the decimal points.

To exit this test press the **[START]** button.

TEST 5.2 REPORT PAYOUT PERCENTAGE

To enter this test press [**1-5 GEVINSTLINJE**] when 5.2 is flashing on the alphanumeric display.

When this test is entered, the target percentage is displayed. This is a figure between 60 and 90 in steps of 2 and is set from the DIL switches.

Pressing the [**1-5 GEVINSTLINJE**] button will display the actual payout percentage.

To exit this test press the **[START]** button.

TEST 5.3 REPORT ERRORS

To enter this test press **[1-5 GEVINSTLINJE**] when 5.3 is flashing on the alphanumeric display.

This test will display the last 10 errors that have occurred on the machine (most recent first). A list of error codes is detailed in another section of this manual.
To exit this test press the **[START]** button.

TEST 5.4 ALPHANUMERIC TEST

To enter this test press **[1-5 GEVINSTLINJE]** when 5.4 is flashing on the alphanumeric display.

The display will cycle through a sequence of characters on all 16 positions.
To exit this test press the **[START]** button.

TEST 6.1 ELECTROMECHANICAL METER TEST

To enter this test open the front door and press [**1-5 GEVINSTLINJE**] button when 6.1 is flashing on the alphanumeric display.

All meters will be pulsed once in the following sequence each time the **[1-5 GEVINSTLINJE]** button is pressed.

METER 1 Cash In
METER 2 Cash Out
METER 3 Total Plays
METER 4 Total Wins

To exit this test press the [**START**] button.

TEST 7.1 EDC/RS232 TEST

Not implemented.

TEST 8.1 SOUND/SPEAKER TEST

To enter this test press [**1-5 GEVINSTLINJE**] when 8.1 is flashing on the alphanumeric display. An audible sound should be heard.

To exit this test press the [**START**] button.

OPERATOR MODE

This option can be entered as follows:-

1. Ensure the machine is at zero credit.

2. Open the front door.

The 'OPPSAMLING UTBETALEN' and '1 GEVINSLINJE' lamps will be flashing and the following message appears on the alphanumeric display.

'OPMODE'

Refillable coins (ie 1 Krona, 10 Krona) will be accepted but no meters will be updated.

Non-refillable coins will be rejected.

Pressing the flashing 'OPPSAMLING UTBETALING' button will display the short-term electronic meters as follows:-

IN 1KR	0000000
OUT 1KR	0000000
PLAYS	0000000
WINS	0000000

Where '0000000' is a number from 0 to 9999999.

Holding down the flashing [**1 GEVINSLINJE**] button will cause a countdown sequence which when complete will reset the short term electronic book-keeping.

NOTE: When the tubes are full they hold the following amount of coins:-

1 Krona	=	(210 Krona) 210 coins
10 Krona	=	(1,430 Krona) 143 coins

LOW TUBES LOCKUP

If, on power up, both payout tubes are low a short alarm will be heard and a message will be shown on the alphanumeric display, '4.1 REFILL'.

In addition, if the tubes become low during play the operator can set one of two options as follows:-

DIL SW1.8	ACTION
OFF	**No action - pay 'fresh air'**
ON	**Lock up and alarm - (error 4.1)**

If error 4.1 occurs during play, the landlord or operator may refill the tubes as described earlier.

ATTRACT MODE TEXT

Up to 4 lines of attract mode text may be defined by the operator. To enter the edit mode move DIL SW1.5 to the 'ON' position and turn the machine on.

The following buttons are used for the data entry :-

'1 GEVINSLINJE'	-	Select next character
'2 GEVINSLINJE'	-	Select previous character
'3 GEVINSLINJE'	-	Move to next cursor position
'4 GEVINSLINJE'	-	clear display
'5 GEVINSLINJE'	-	accept the line

NOTE: The following characters are used for the data entry:-

'ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789-*.'.

To exit the data entry mode move DIL SWITCH 1.5 to the OFF position and reset the machine.

ERROR CODES

ERROR CODE		MEANING
Code 1 - Coin Handling		
1.0	Mars Strim	Mars Alarm Condition
1.2	10Kr Coin Jam	10 Krona input fault
1.3	5Kr Coin Jam	5 Krona input fault
1.4	1Kr Coin Jam	1 Krona input fault
Code 2 - Reels		
2.1	Reel 1 Error	Reel 1 fault
2.2	Reel 2 Error	Reel 2 fault
2.3	Reel 3 Error	Reel 3 fault
Code 4 - Switched Inputs		
4.1	Refill	Coin Tubes are low
Code 5 - Program/Microprocessor Failure		
5.1	ROMCHK ERROR	EPROM chechsum failure (bad EPROM)
Code 6 - Electromechanical Meters		
6.0	Meters Error	All meters disconnected or faulty
6.1	Meter 1 Error	Faulty 'Cash In' meter
6.2	Meter 2 Error	Faulty 'Tickets Out' meter
6.3	Meter 3 Error	Faulty 'Total Plays' Meter
6.4	Meter 4 Error	Faulty 'Total Wins' meter
6.5	Meter 5 Error	Faulty 'Refill' meter
Code 9 - Miscellaneous		
9.1	No 12v UNREG	12v unregulated power supply is missing.

DIL SWITCH ALLOCATIONS

NOTE: The machine will leave the factory with all DIL switches in the **OFF** position.

DIL SWITCH BANK 1 (SW 1)

	OFF	ON
1.	Retain credits and bank on power up.	Reset credits & bank on power up
2.	Enter demo mode if flipped.	Enter demo mode if flipped.
3.	Pay all of bank in one go.	Pay bank 20 Krona at a time
4.	10 seconds for 'STEP' bonus.	20 seconds for 'STEP' bonus up
5.	No Action	Attract mode text setup mode on power up.
6.	No Action	Give free credits if 'START' pressed in demonstration mode.
7.	Not Used	Not Used
8.	Don't lock up if tubes low.	Lock up if tubes low.

DIL SWITCH BANK 2 (SW2)

SW2.1 to SW2.4 are used to select payout percentage as follows:-

SW2.1	SW2.2	SW2.3	SW2.4	TARGET PAYOUT PERCENTAGE
OFF	OFF	OFF	OFF	80%
ON	OFF	OFF	OFF	62%
OFF	ON	OFF	OFF	64%
ON	ON	OFF	OFF	66%
OFF	OFF	ON	OFF	68%
ON	OFF	ON	OFF	70%
OFF	ON	ON	OFF	72%
ON	ON	ON	OFF	74%
OFF	OFF	OFF	ON	76%
ON	OFF	OFF	ON	78%
OFF	ON	OFF	ON	60%
ON	ON	OFF	ON	82%
OFF	OFF	ON	ON	84%
ON	OFF	ON	ON	86%
OFF	ON	ON	ON	88%
ON	ON	ON	ON	90%

	OFF	ON
Sw.5.	Not Used	Not Used
Sw.6.	Not Used	Not Used
Sw.7.	Not Used	Not Used
Sw 8	No Action	Enter Test Sequence on power up.

SWITCH INFORMATION

Switches 1 to 16 (Strobes 0 and 1) are dedicated to the option switches situated on the M1 MPU board.

All mechanical external switches are as follows:-

SWITCH	STROBE	DATA	SWITCH FUNCTION
17	2	0	START
18		1	ALL 5 WINLINES
19		2	ARROW UP R3
20		3	ARROW UP R2
21		4	ARROW UP R1
22		5	COLLECT ON DEMAND
23		6	-
24		7	-
25	3	0	5 LINE SW
26		1	3 LINE SW
27		2	1 LINE SW
28		3	2 LINE SW
29		4	4 LINE SW
30		5	
31		6	BACK DOOR
32		7	FRONT DOOR
33	4	0	
34		1	
35		2	1 KRONA TUBE SW
36		3	10 KRONA TUBE SW
37		4	
38		5	
39		6	
40		7	
41	5	0	ARROW DOWN REEL 3
42		1	ARROW DOWN REEL 2
43		2	ARROW DOWN REEL 1
44		3	BONUS INSATTS
45		4	
46		5	
47		6	
48		7	

SWITCH	STROBE	DATA	SWITCH FUNCTION
49	6	0	
50		1	
51		2	
52		3	
53		4	
54		5	
55		6	
56		7	
57	7	0	
58		1	
59		2	
60		3	
61		4	
62		5	
63		6	
64		7	

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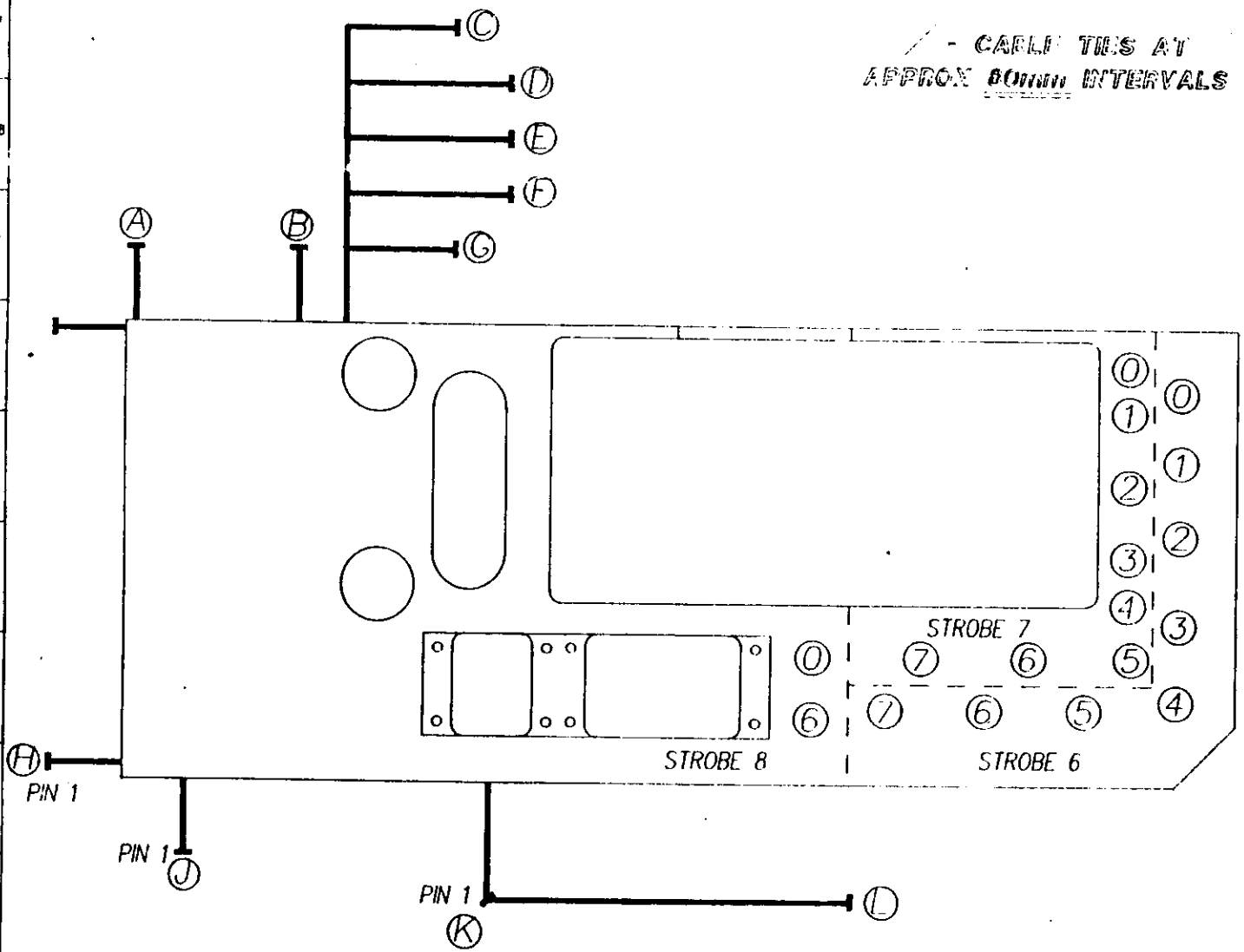
WIRE TO BE 7/0.2

/ - CABLE TIES AT APPROX 80mm INTERVALS

ARIEL PRESSINGS 7/0.2 ID LAMPHOLDER
ARIEL PT.No RA8010/7



13

MATERIAL:	FINISH	DESIGNED: N.Smith	DATE: 8-Dec-93	DIMENSIONS: mm	PRINTED SCALE: 1:2.5	CHECKED:	MOD. BY	1	DEVELOPMENT ISSUE	DATE

MAYGAY MACHINES LIMITED
PRIMROSE AVENUE, WOLVERHAMPTON, WV10 8AW
TEL: 0902 780585

PROJECTION
DO NOT SCALE
IF IN DOUBT ASK !
PRODUCED TO BS 308

TOLERANCE UNLESS STATED

MECHANICAL
25 = ±1.0mm 25.00 = ±0.2mm
25.0 = ±0.5mm ±1.0° on angles
ALL ANGLES @ 90° unless stated
DIMENSIONS INCLUSIVE OF FINISH !

ELECTRICAL
Tolerance on cable lengths ±10mm
ALL Dimensions from CONNECTORS are from CABLE ENTRIES

DESCRIPTION
STEP BY STEP (DUAL STAKE) REEL LAMP HARNESS
STROBE/DATA DETAILS

DRAWING NUMBER
EH400276 2 OF 3

8-Dec-93 / 17:00:12 A3PAPER/1B

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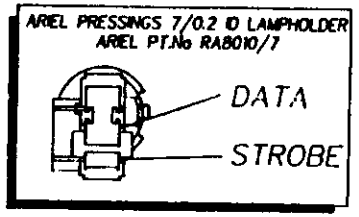
LAMPHOLDERS TO BE ARIEL

A – 22 WAY 0.1" MOLEX 6471 SERIES CONNECTOR – PIN 14 POLARIZED
B – 10 WAY 0.1" MOLEX 6471 SERIES – PIN 9 POLARIZED
C,D,E,F & G – 2 OFF STARPOINT LINKS AND DIODES
H – 11 WAY 0.1" 'FEED–THRU' CONNECTOR – PIN 9 POLARIZED
J – 7 WAY 0.1" 'FEED–THRU' CONNECTOR – PIN 2 POLARIZED
K – 11 WAY 0.1" 'FEED–THRU' CONNECTOR – PIN 9 POLARIZED
L – 13 WAY 0.1" MOLEX 6471 SERIES – PIN 9 POLARIZED



BLACK – A PIN 1 – H PIN 11
BLACK/YELLOW – A PIN 2 – H PIN 10
BLACK/GREEN – A PIN 3 – J PIN 1
BLACK/BLUE – A PIN 4 – ALL LAMPS STROBE 6
BLACK/VIOLET – A PIN 5 – ALL LAMPS STROBE 7
BLACK/GREY – A PIN 6 – ALL LAMPS STROBE 8 – G – F – E – D – C (ALL DIODES)
BLACK/WHITE – A PIN 7 – L PIN 10
BLACK – A PIN 8 – L PIN 11
BLACK/BROWN – A PIN 9 – L PIN 12
BLACK/RED – A PIN 10 – L PIN 13
BLACK/ORANGE – A PIN 11 – K PIN 10
BLACK/YELLOW – A PIN 12 – K PIN 11

WHITE/BLACK – A PIN 22 – ALL LAMPS DATA 0 – J PIN 7 – H PIN 1 – K PIN 1 – L PIN 1
WHITE/BROWN – A PIN 21 – ALL LAMPS DATA 1 – C (LINK) – J 6 – H 2 – K 2 – L 2
WHITE/RED – A PIN 20 – ALL LAMPS DATA 2 – D (LINK) – J 5 – H 3 – K 3 – L 3
WHITE/ORANGE – A PIN 19 – ALL LAMPS DATA 3 – E (LINK) – J 4 – H 4 – K 4 – L 4
WHITE/YELLOW – A PIN 18 – ALL LAMPS DATA 4 – F (LINK) – J 3 – H 5 – K 5 – L 5
WHITE/GREEN – A PIN 17 – ALL LAMPS DATA 5 – G (LINK) – H 6 – K 6 – L 6
WHITE/BLUE – A PIN 16 – ALL LAMPS DATA 6 – H PIN 7 – K PIN 7 – L PIN 7
WHITE/VIOLET – A PIN 15 – ALL LAMPS DATA 7 – H PIN 8 – K PIN 8 – L PIN 8

GREEN/ORANGE – B PIN 10 – G – F – E – D – C (ALL LINKS)
ORANGE/BLACK – B PIN 1 – G (DIODE)
ORANGE/BROWN – B PIN 2 – F (DIODE)
ORANGE/RED – B PIN 3 – E (DIODE)
ORANGE – B PIN 4 – D (DIODE)
ORANGE/YELLOW – B PIN 5 – C (DIODE)

13.1

MATERIAL: | FINISH | DESIGNER N.Smith | DATE 8-Dec-93 | DIMENSIONS – mm | PRINTED SCALE 1:2.5 | CHECKED | MOD BY | 1 DEVELOPMENT ISSUE | DATE

MAYGAY MACHINES LIMITED
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ALL ANGLES @ 90° unless stated
DIMENSIONS INCLUSIVE OF FINISH
ELECTRICAL
Tolerance on cable lengths ±10mm
ALL Dimensions from CONNECTORS are from CABLE ENTRIES

DESCRIPTION
STEP BY STEP (DIAL STAKE) REEL LAMP HARNESS
WIRING LIST

DRAWING NUMBER
EH400276 3 OF 3
8-Dec-93 / 20:28:08 | A3PAPER/0

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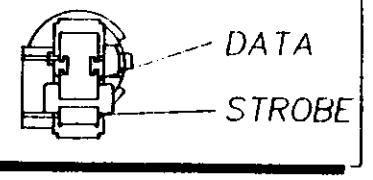
A – 24 WAY 0.1" MOLEX 6471 SERIES CONNECTOR
B – STARPOINT LINK AND DIODE

GREY/BLACK – A PIN 24 – ALL LAMPS DATA 8
GREY/BROWN – A PIN 23 – ALL LAMPS DATA 9
GREY/RED – A PIN 22 – ALL LAMPS DATA 10
GREY/ORANGE – A PIN 21 – ALL LAMPS DATA 11 – B (LINK)
GREY/YELLOW – A PIN 20 – ALL LAMPS DATA 12
GREY/GREEN – A PIN 19 – ALL LAMPS DATA 13
GREY/BLUE – A PIN 18 – ALL LAMPS DATA 14
GREY/VIOLET – A PIN 17 – ALL LAMPS DATA 15

RED/BLACK – A PIN 1 – ALL LAMPS STROBE 0
RED/BROWN – A PIN 2 – ALL LAMPS STROBE 1
RED – A PIN 3 – ALL LAMPS STROBE 2
RED/ORANGE – A PIN 4 – ALL LAMPS STROBE 3
RED/YELLOW – A PIN 5 – ALL LAMPS STROBE 4
RED/GREEN – A PIN 6 – ALL LAMPS STROBE 5
RED/BLUE – A PIN 7 – ALL LAMPS STROBE 6
RED/VIOLET – A PIN 8 – ALL LAMPS STROBE 7
RED/GREY – A PIN 9 – ALL LAMPS STROBE 8
RED/WHITE – A PIN 10 – ALL LAMPS STROBE 9
RED/BLACK – A PIN 11 – ALL LAMPS STROBE 10 – B (DIODE)

ARIEL PRESSINGS 7/0.2 ID LAMPHOLDER
ARIEL PT.No RA8010/7



ALL LAMP HOLDERS TO BE ARIEL
ALL WIRE TO BE 7/0.2
/ – CABLE TIES AT APPROX 80mm INTERVALS

13.3

MATERIAL:	FINISH:	DESIGNER N.Smith	DATE: 1-Feb-94	DIMENSIONS :- mm	PRINTED SCALE 1:2.9	CHECKED:	MOD. BY	1	DEVELOPMENT ISSUE	DATE

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ELECTRICAL
Tolerance on cable lengths ±10mm
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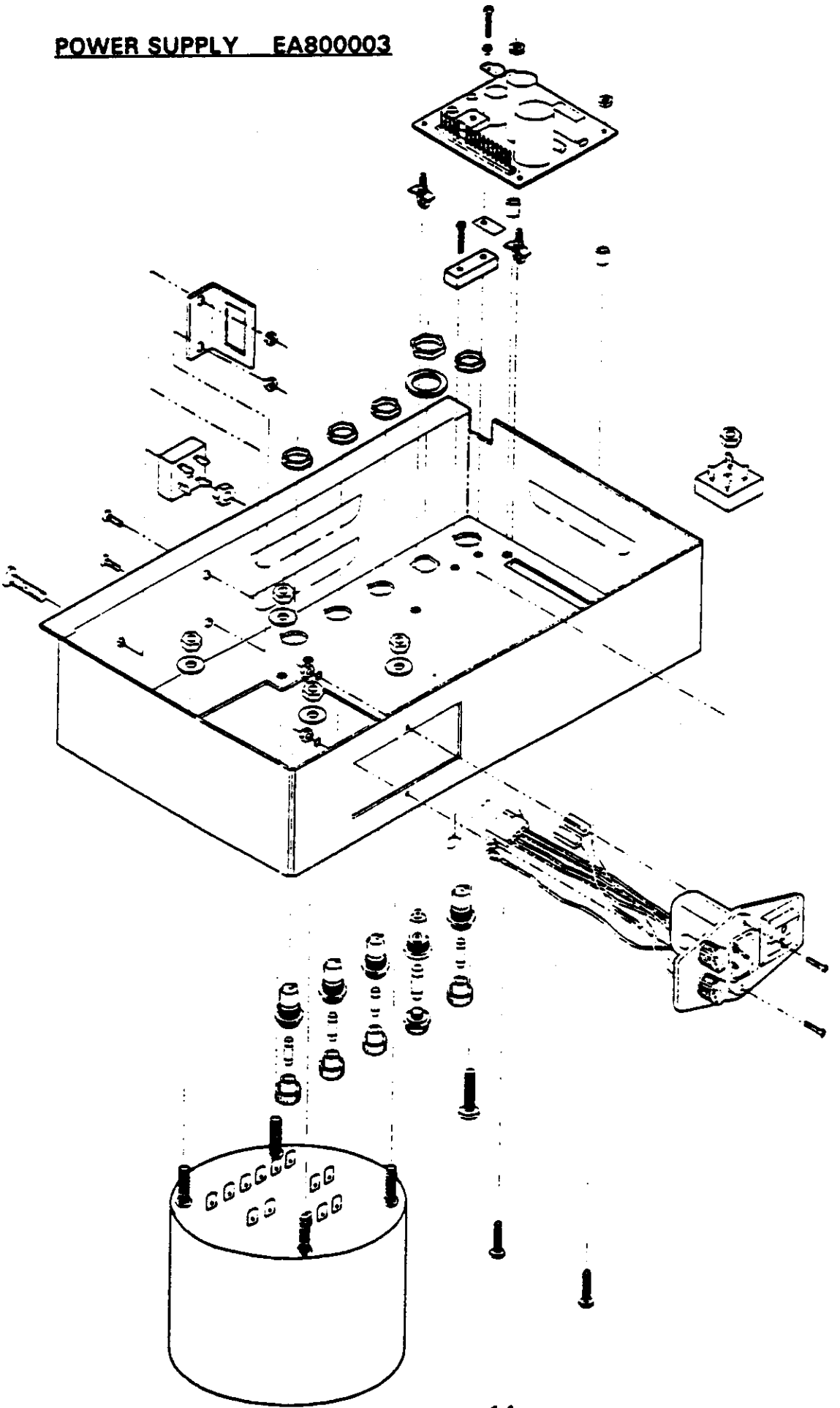
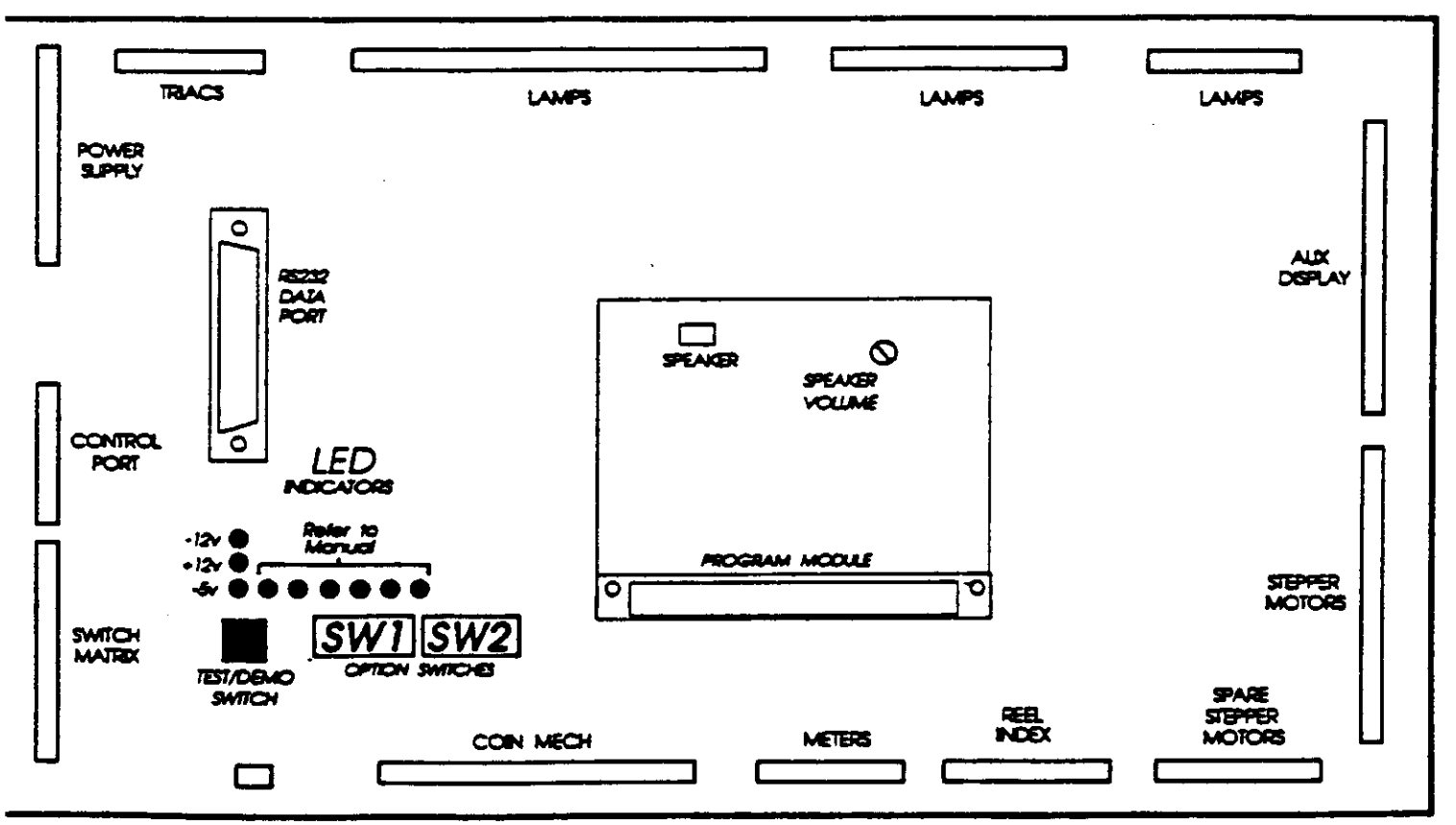
DESCRIPTION
STEP BY STEP LUCKY 7 UPPER LAMP HARNESS
WIRING DETAILS

DRAWING NUMBER
EH400289 3 OF 3
1-Feb-94 / 15:11:56 A3PAPER/17

POWER SUPPLY EA800003



M1A LOCATION DIAGRAM



GENERAL INFORMATION

DATA IDENTIFICATION CODE

MACHINE TYPE	NORWEGIAN SKILL MACHINE
MACHINE NAME	ROULETTE SUPER STEP LUCKY 7 CE000038
IDENTIFICATION CODE	MMLNRS22

COIN HANDLING

MARS ME126

WEIGHT

100 KG

DIMENSIONS

HEIGHT	=	1700 mm
DEPTH	=	547 mm
WIDTH	=	611 mm

WARRANTY

Maygay warrants that all electrical and electronic items within this machine including the reel mechanism unit are free from defects in materials and workmanship under normal use for a period of 90 days from date of despatch.

If these items fail to conform to this warranty, Maygay will repair or replace such items provided they are returned during this warranty period.

All warrantied items carry a label identifying the date of despatch, Maygay regret that any item returned without a label or with an expired date cannot be repaired under warranty.

In NO event shall Maygay be liable for misuse or accidental damage nor loss of profits, loss of use, incidental or consequential damage.

Parts covered by the warranty are:

MV1 MPU
M1 MPU
P.S.U.
COIN ACCEPTOR
REEL MECHANISM
L.E.D's
MONITOR
REEL & DIGITAL SOUND BOARD
GRAPHICS CARD
FM & DIGITAL SOUND BOARD