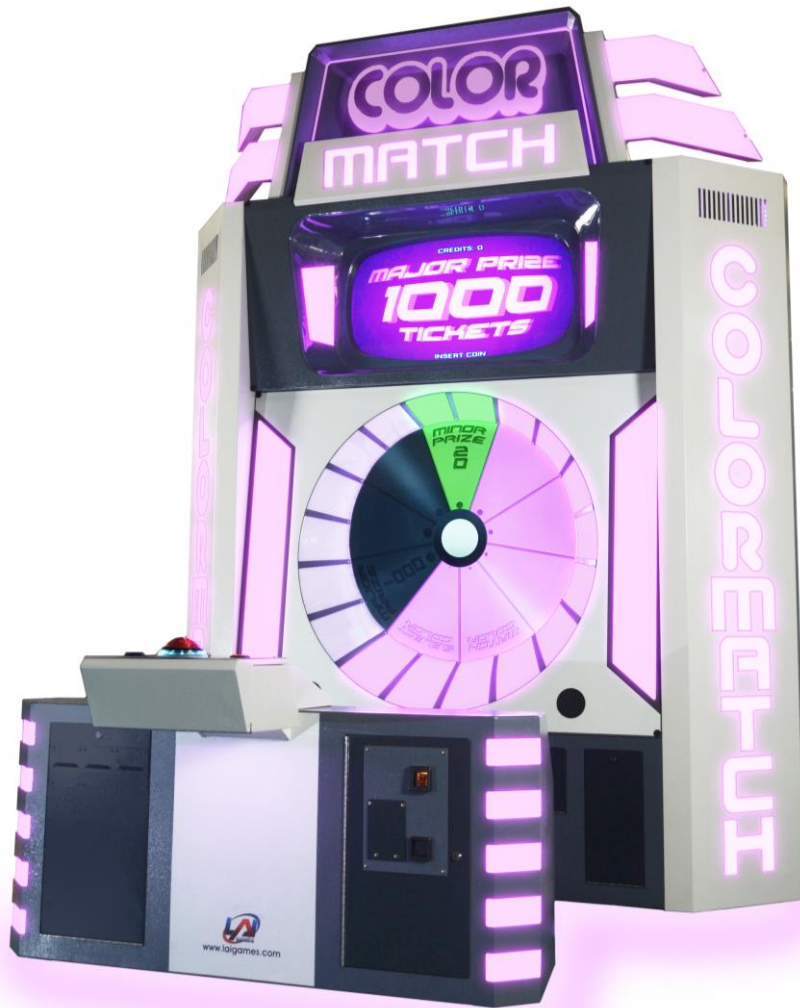




OPERATORS MANUAL

MEGA COLOR MATCH LITE

V1.10 AND ABOVE



PLEASE NOTE:

Read this manual **BEFORE** operating the machine.
Keep this manual for your reference.
Go to www.LAIgames.com click on Support to register your
games and receive future updates.



LAI Games

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.

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LAI Games

sales@laigames.com www.laigames.com

LAI Games Note

Dear Customer,

Keep up to date with new software updates or Service Bulletins for this game.

Check our website at www.laigames.com and click on Support, where you will find links to all the Bulletins and Software updates to keep your game in top working order.

Thanks,



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SAFETY PRECAUTIONS

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

* WARNING! *

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

* CAUTION! *

Disregarding this text could result in damage to the machine.

* NOTE! *

Is an advisory text to hint or help understand.



BE SURE TO 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 **Mega Color Match Lite**, 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 levelers 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.

* CAUTION! *

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

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

- Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.
- If any integrated circuit (IC) logic PC Boards should need servicing, please contact the nearest LAI Games Distributor. (Refer to the back page of this manual)

INTRODUCTION

Congratulations on your purchase of **Mega Color Match Lite** 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

Mega Color Match Lite is a prize redemption game with multiple payout options. Players select a color at the beginning of the game and then attempt to match that color around the disc to the major prize level. There are a range of minor and major prize options.

PACKAGING CONTENTS

- The Mega Color Match Lite middle cabinet
- Operator manual
- 1 x USB (preloaded with game system image)
- 1 x left cabinet section
- 1 x right cabinet section
- 1 x front panel
- 2 x foot mounting stabilizers
- 1 x control panel
- 1 x front panel join
- 1 x header text
- 1 x middle header
- 1 x left header section
- 1 x right header section
- 2 x coin door keys
- IEC Power Cord
- Parts & Accessories

SPECIFICATIONS

DIMENSIONS

- | | | |
|-----------|-----------|-------------------------|
| • Weight: | 513kg | 1130.97lb |
| • Height: | 3034.5mm | 119.82" (with header) |
| • Height: | 2471.6mm | 97.31" (without header) |
| • Width: | 2284.6mm | 89.95" |
| • Length: | 2540.9mm | 100.04" |
| • Power: | 1500W Max | (100-240VAC) |

ELECTRIC SUPPLY

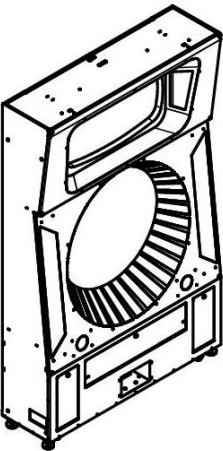
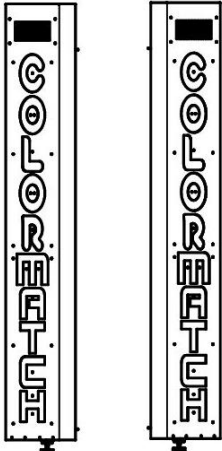
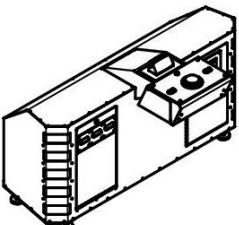
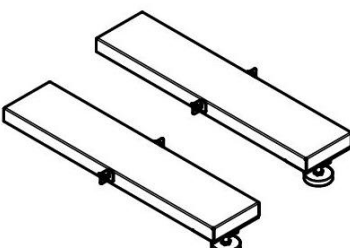
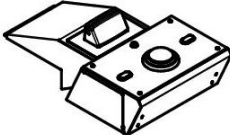
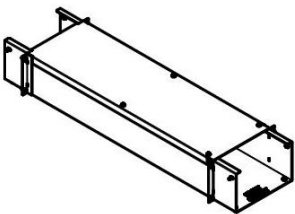
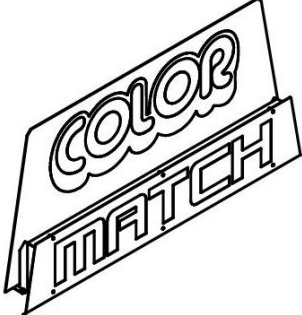
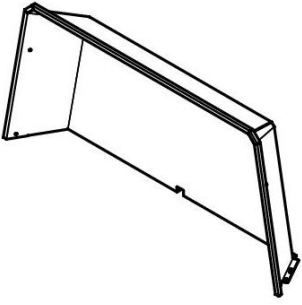
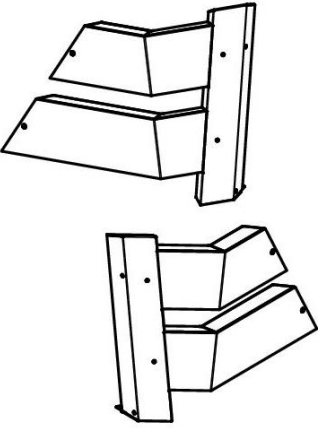
The game can operate on a universal mains input voltage between 88-264VAC 50/60Hz single phase. The supply must be a three wire grounded supply.

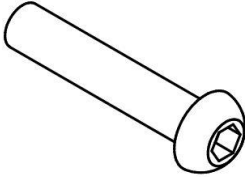

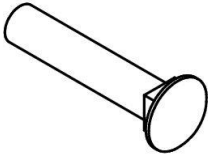
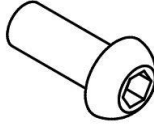






An adjustment screw is available for fine-tuning the output voltage.

LOCATION REQUIREMENTS

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

CONTENTS DETAILED

<p><u>Middle Cabinet</u></p>  A perspective drawing of a rectangular cabinet with a large circular opening on the front face, featuring a radial grille pattern. The cabinet has a sturdy frame and a handle on the top edge.	<p><u>Right & Left Cabinet</u></p>  Two vertical, narrow cabinet panels shown side-by-side. Each panel has a series of circular cutouts and a handle-like detail near the top.	<p><u>Front Panel</u></p>  A perspective drawing of a rectangular front panel with a control interface on the right side, including a dial and several buttons.
<p><u>Foot Mounting Stabilizer</u></p>  Two long, thin rectangular stabilizer bars with small circular feet attached to their ends.	<p><u>Control Panel</u></p>  A perspective drawing of a control panel with a central dial and several buttons.	<p><u>Front Panel Join</u></p>  A perspective drawing of a long, thin rectangular join piece with small protrusions at the ends.
<p><u>Header Text</u></p>  A perspective drawing of a header sign with the word "color" in a stylized, bubbly font and the word "MATCH" in a bold, blocky font below it.	<p><u>Middle Header</u></p>  A perspective drawing of a rectangular header piece with a curved top edge and a small protrusion on the side.	<p><u>Right & Left Header</u></p>  Two perspective drawings of header pieces, one showing the top and side views, and the other showing the bottom and side views.

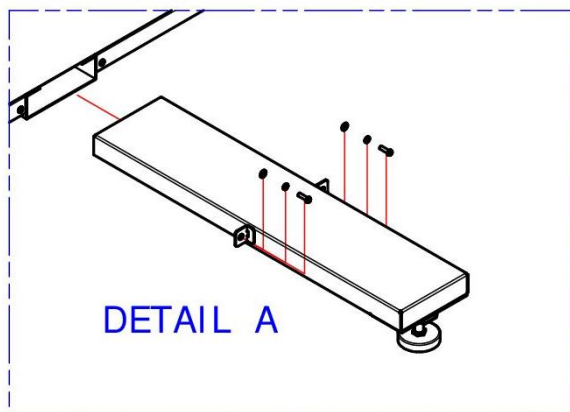
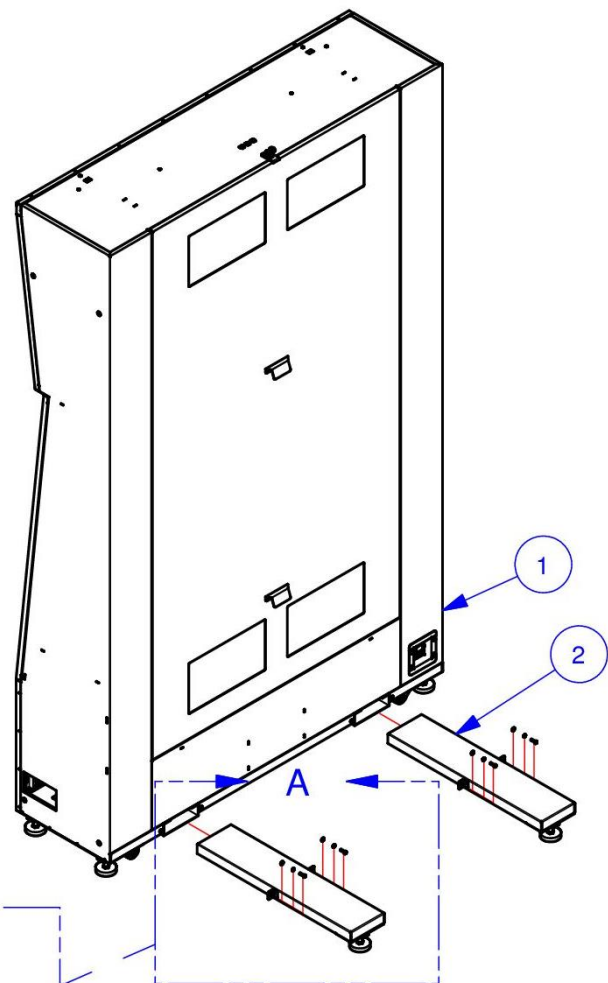
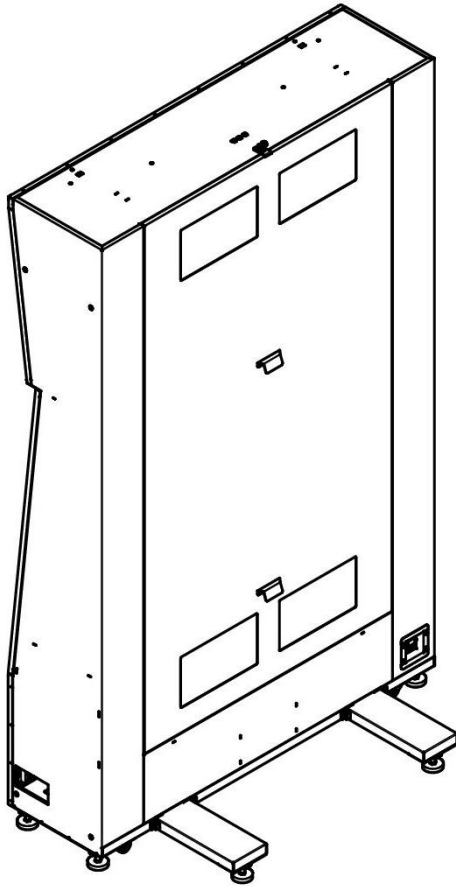
Fasteners	Qty	Fasteners	Qty
BH L M6 x 20 mm 	12 Pcs	BH L M5 x 10 mm 	14 Pcs
3/16"x1" Bolt 	2 Pcs	BH L M6 x 15 mm 	16 Pcs
3/16" Nut 	2 Pcs	Flange Nut M5 	4 Pcs
Flange Nut M6 	2 Pcs	Plate & Lock Washer M5 	14 Pcs
Plate & Lock Washer M6 	28 Pcs	Plate & Lock Washer 3/16" 	2 Pcs
<p>Tools:</p> <ul style="list-style-type: none"> * L Key 3 mm * L Key 4 mm * Open end 3/16" * Open end 8 mm * Open end 10 mm * Open end 22 mm (for legs adjuster) 			

ASSEMBLY

Step 1

Install Foot Mounting Assy to Middle Cabinet

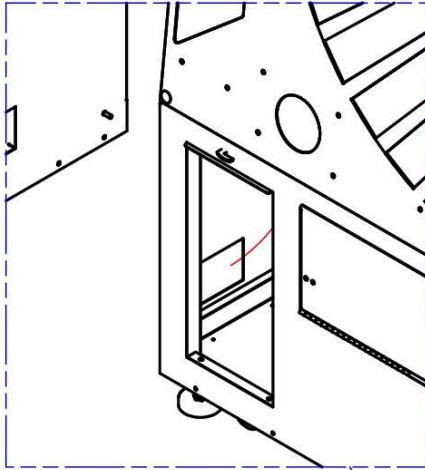
1. Manouver Middle Cabinet into preferred position.
2. Insert Foot Mounting Stabilizer to Middle Cabinet and fasten with BH L M6 x 20mm.
(L key 4 mm)



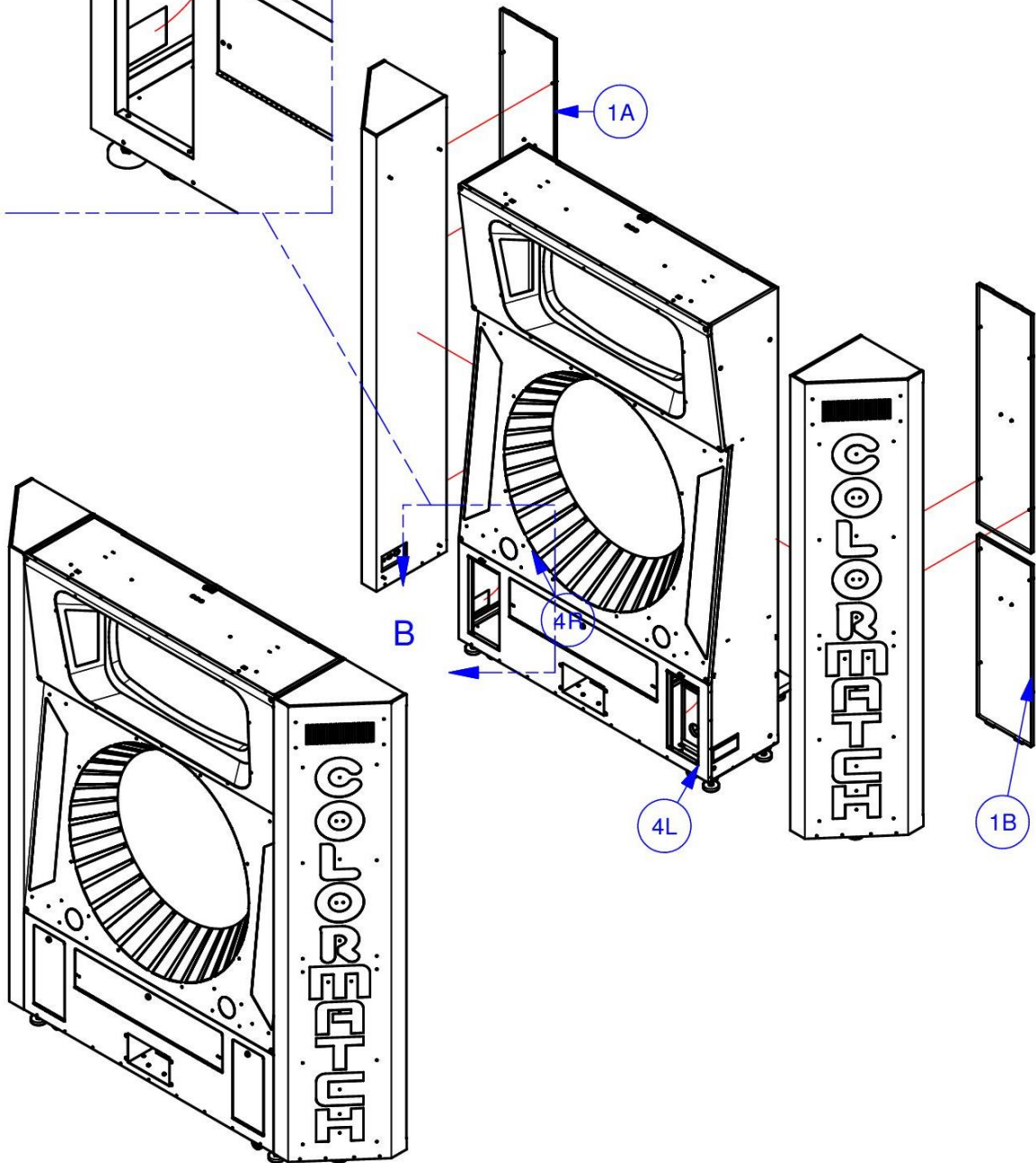
Step 2

Install Left & Right Cabinet to the Middle Cabinet

DETAIL B



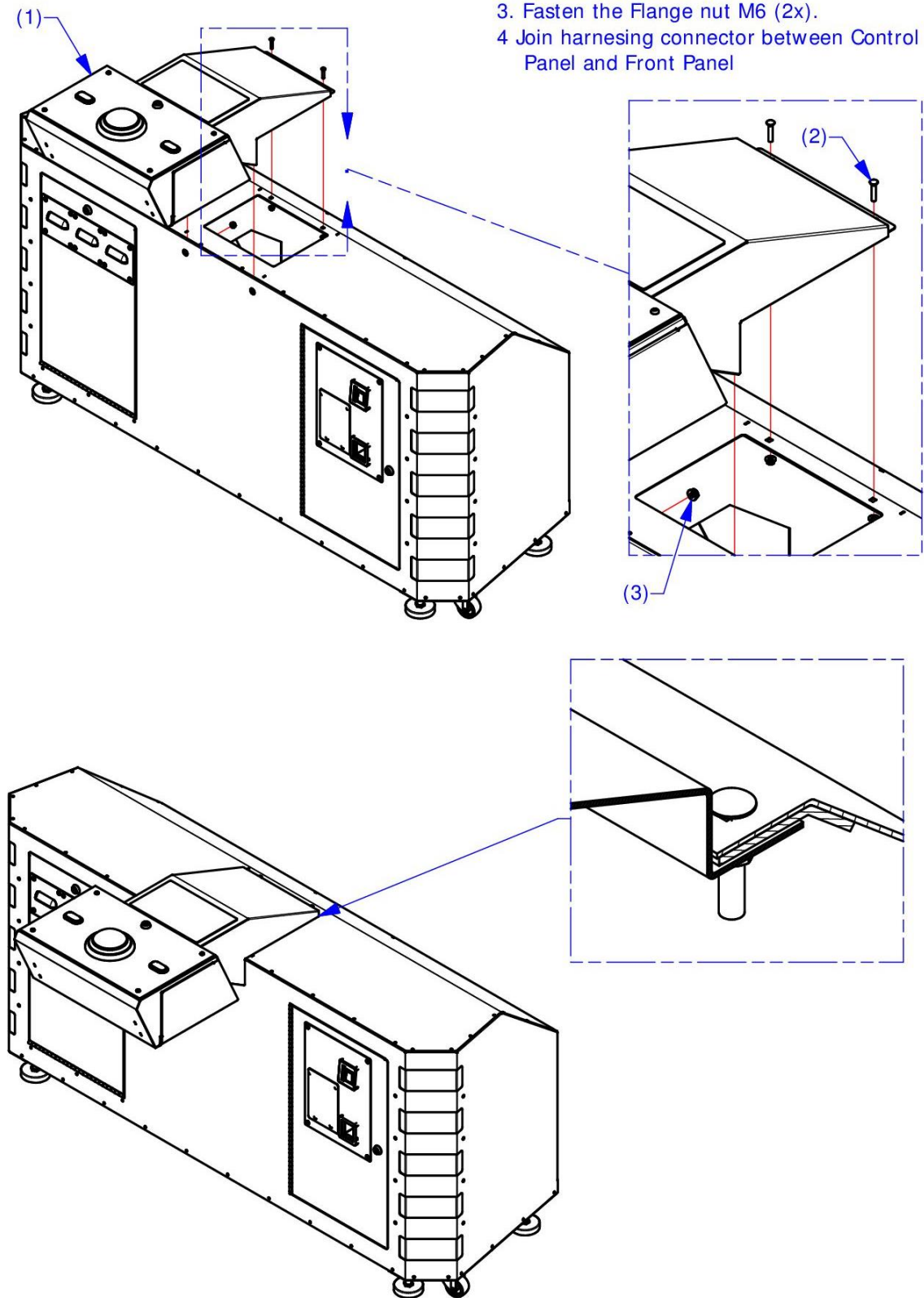
1. Open side door A & B for side cabinet R/L with L key 3 mm.
2. Position Left & Right cabinet against Middle Cabinet than assemble by fastening BH L M6 x 20 mm (4pcs/side L key 4 mm).
3. Close back door (2R/2L).
4. Connect harness through Front Connector Door (R/L detail B).



STEP 3

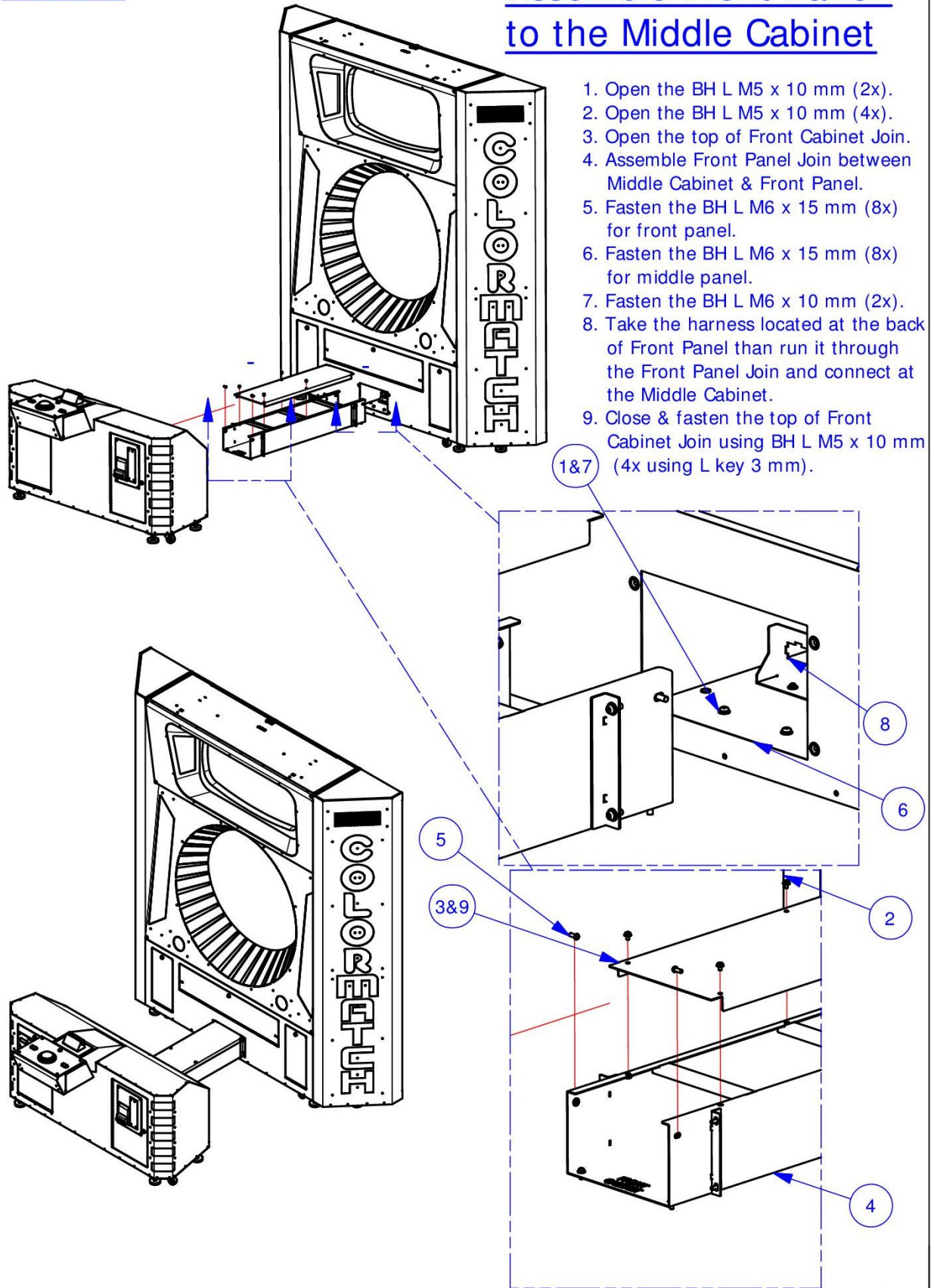
Install Control Panel to the Front Panel

1. Fit the Control Panel to the Front Panel.
2. Fasten the 3/16x1" bolts (2x).
3. Fasten the Flange nut M6 (2x).
4. Join harnessing connector between Control Panel and Front Panel



STEP 4

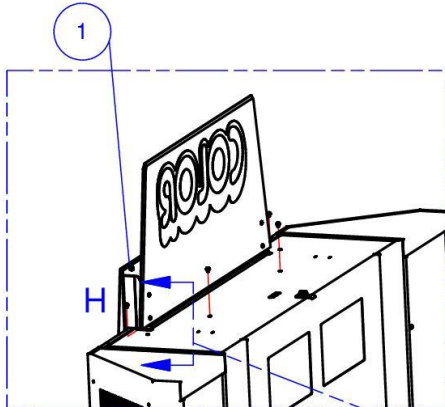
Assemble Front Panel to the Middle Cabinet



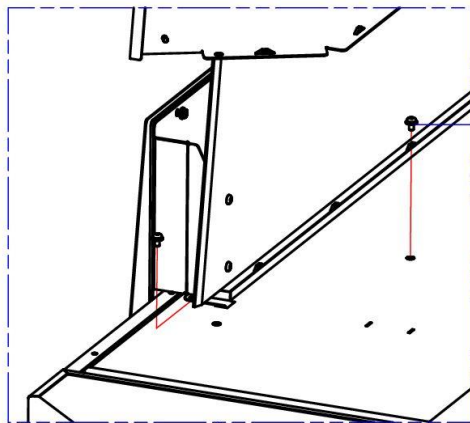
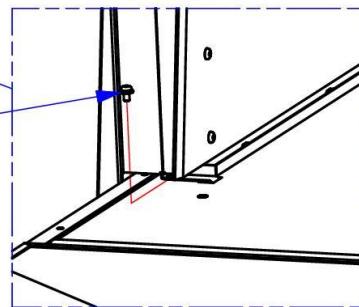
STEP 5

Assemble Middle Header

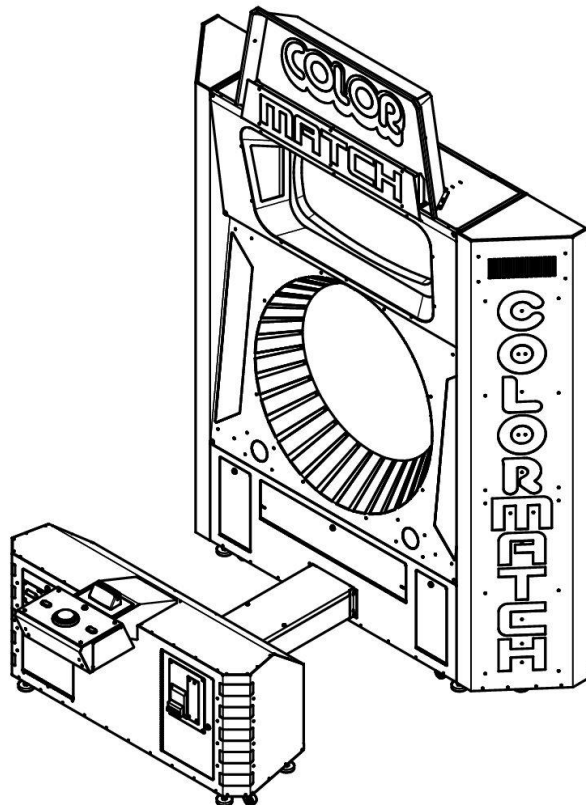
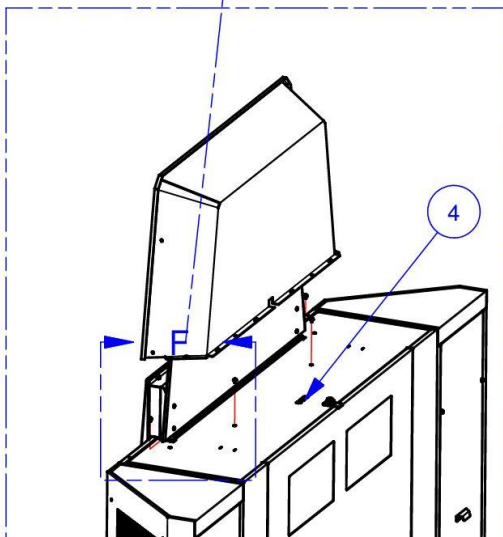
1. Install Header Text to the Middle Cabinet by inserting the tabs into the rectangular holes on the top of Middle Cabinet.
2. Fasten BH L M5 x 10 mm (2x).
3. Position Header Cover and fastening with BH L M5 x 10 mm (2x).
4. Join harnessing connector between Middle Header and Middle Cabinet.



DETAIL H



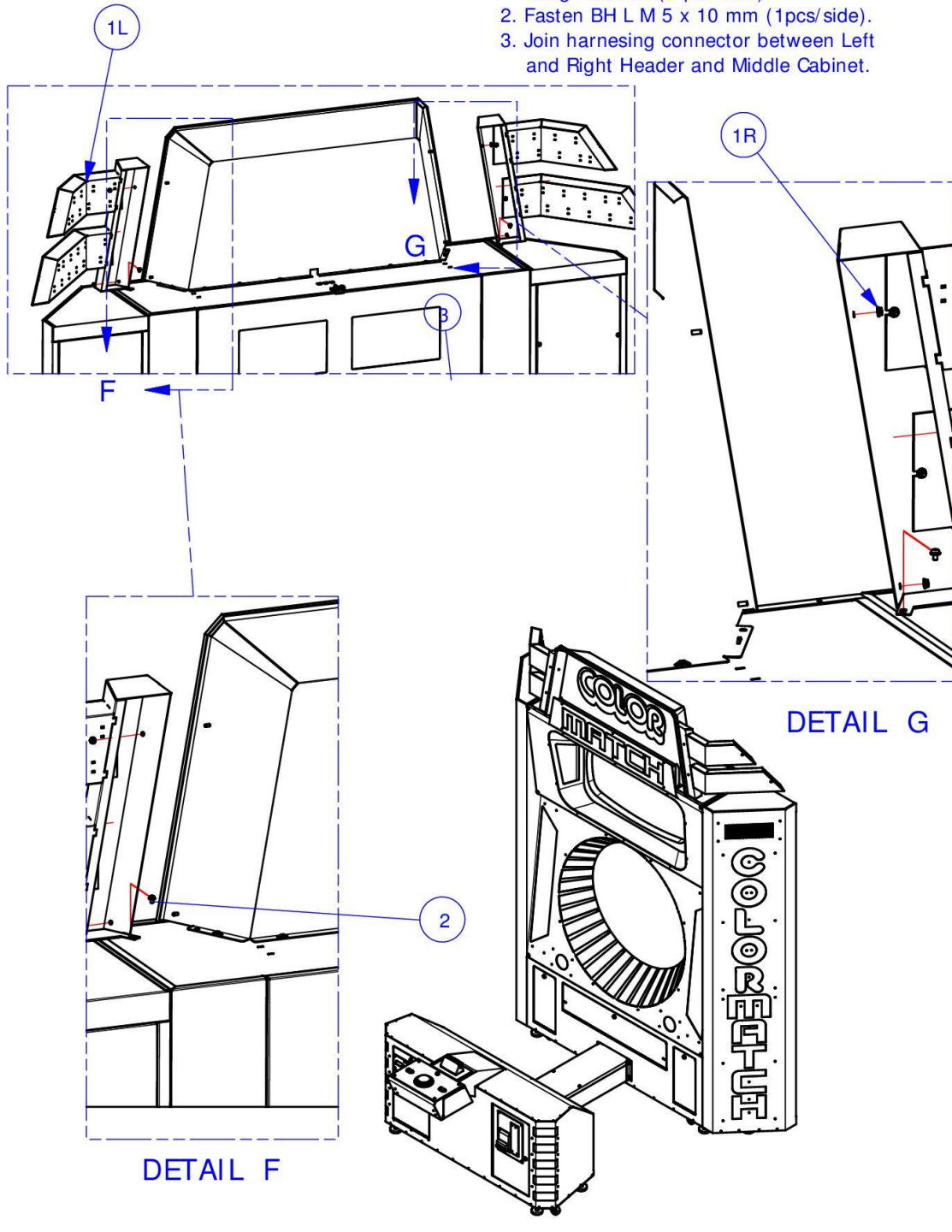
DETAIL F



STEP 6

Assemble Left & Right Header

1. Position Left & Right Header and fasten with flange nut M5 (2 pcs/side).
2. Fasten BH L M 5 x 10 mm (1pcs/side).
3. Join harnessing connector between Left and Right Header and Middle Cabinet.



GAMEPLAY AND MODES

OBJECTIVE

Players select a segment color, then try to match all the segments on the disc to the same color, one segment at a time. As the player reaches each new segment, it begins changing colors. Players must use their reflexes to stop the color on the same color they are trying to match. Colors will change faster the further the player progresses.

HOW TO PLAY

- Pay to play
- Select your segment color by pressing the start button.
- Match your selected color on the next segment.
- Keep matching the selected color on every segment of the disc
- Reach minor prize, multiple payout options (operator defined)
- Reach major prize, multiple payout options (operator defined)

ATTRACT MODE

Attract mode provides a visual and audio display while the game is not being played. The attract mode displays colorful animations on the color disc itself, and demonstrates the gameplay. The attract mode sound can be turned on and off, or set to play at timed intervals.

PLAY MODE

Mega Color Match Lite 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 of this manual.

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. When issuing single free games in this manner, prizes can be won as normal.
- 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.

CHEATING

Mega Color Match Lite takes a screenshot at the end of every game. These screenshots, along with other information about gameplays and wins, can be accessed through the operator menu by going into History and then selecting the relevant history section (major wins, minor wins, game history).

OPERATION

OPERATOR MENU GUIDE

- **MAIN MENU**
 - **Game Settings**
 - Coin Settings
 - Bonus Credits
 - Prize Settings
 - Free Play
 - Sound Settings
 - **Audits**
 - **Input and Output Tests**
 - Switch Tests
 - Lamp Tests
 - Dispenser Tests
 - **Errors**
 - Current Errors
 - Error History
 - Error Settings
 - **History**
 - Major Win History
 - Minor Win History
 - Game History
 - **System Settings**
 - Dispenser Type
 - Show Gameplay Instructions
 - Time and Date Settings
 - Change Cabinet Type
 - **System Diagnostics**
 - Copy Logs
 - Clear Pending Prizes
 - Color Calibration
 - Screen Alignment
 - **Language**

GAME SETTINGS

Game settings can be accessed from the main menu of the operator menu.

COIN SETTINGS

- **Coins Per Credit Mech 1** (Default: 1, Adjustable: 1-20)
The number of coins that need to be inserted into coin mechanism one, for each credit.
- **Games Per Credit Mech 1** (Default: 1, Adjustable: 1-20)
The number of games for each credit inserted into coin mechanism one.
- **Common Coin** (Default: On, Adjustable: On/Off)
This controls the dual coin system. When set to off, both coin systems are separate (double coin system), when set to on, both coin inputs will be combined and into a single accumulated pool. NOTE: The value of both inputs needs to be the same. This is often used with a DBA set on 25c pulses and 25c coin mech.
- **Coins Per Credit Mech 2** (Default: 1, Adjustable: 1-20)
The number of coins that need to be inserted into coin mechanism two, for each credit.
- **Games Per Credit Mech 2** (Default: 1, Adjustable: 1-20)
The number of games for each credit inserted into coin mechanism two.
- **Payment Method Prompt** (Default: Swipe Card, Adjustable: Swipe Card/Insert Coin/Insert Credit)
Set the type of payment prompt that will appear on screen in attract mode.

BONUS CREDITS

- **Level One** (Default: Off, Adjustable: On/Off)
Defines if the first level of bonus credits is active or not.
 - **No. of Coins:** This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit level 1.
 - **Bonus Credits:** This sets the number of bonus credits that are given when credit level 1 is reached. This is the number of bonus credits given, on top of what has been paid for.
 - **Total Credits:** This sets the total number of credits given when level 1 is reached.
- **Level Two** (Default: Off, Adjustable: On/Off)
Defines if the second level of bonus credits is active or not.
 - **No. of Coins:** This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit level 2.
 - **Bonus Credits:** This sets the number of bonus credits that are given when credit level 2 is reached. This is the number of bonus credits given, on top of what has been paid for.
 - **Total Credits:** This sets the total number of credits given when level 2 is reached.
- **Level Three** (Default: Off, Adjustable: On/Off)
Defines if the third level of bonus credits is active or not.
 - **No. of Coins:** This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit level 3.
 - **Bonus Credits:** This sets the number of bonus credits that are given when credit level 3 is reached. This is the number of bonus credits given, on top of what has been paid for.
 - **Total Credits:** This sets the total number of credits given when level 3 is reached.

PRIZE SETTINGS

- **Prize Type** (Default: Adjustable: Ticket/Coupon/Point/Call Attendant)
The type of prize won from any win. This applies to major, minor and mercy prize wins.
NOTE: Call Attendant will still pay out tickets for minor and mercy wins, and will still show prize values on the wheel in game. The game will NOT pay out on a major prize; the player will be prompted to call an attendant.
NOTE: Setting the prize type to coupons or points will still pay out tickets, but the terminology used in game will change.
- **Points Per Ticket** (Default: 4, Adjustable: 1 – 100)
Set the number of points that each ticket is worth. NOTE: This setting is disabled unless prize type is set to points.
- **Coupons Per Ticket** (Default: 2, Adjustable: 1 – 100)
Set the number of coupons that each ticket is worth. NOTE: This setting is disabled unless prize type is set to coupons.
- **Tickets/Coupons/Points Per Credit** (Default: 2, Adjustable: 1 – 100)
The average amount of tickets, coupons or points that should be paid out per credit.
- **Major Number of Prizes** (Default: 1000, Adjustable: 1-9999)
The number of prizes won from a major prize win.
- **Major Prize Difficulty** (Default: 1000, Adjustable: 1-1500)
The average number of games played for every major prize win. NOTE: This value is automatically calculated based off the prizes per credit and major prize payout settings to recommend an optimal payout.
- **Minor Prize** (Default: On, Adjustable: On/Off)
Enable or disable the minor prize.
- **Minor Number of Prizes** (Default: 50, Adjustable: 1-200)
The amount of prizes that are vended for a minor win.
- **Minor Payout When** (Default: Take Win, Adjustable: Before Game/Take Win/ Reach Minor)
Defines when the minor prize is vended.
- **Mercy Prize** (Default: Off, Adjustable: On/Off)
Enable or disable the mercy prize.
- **Mercy Number of Prizes** (Default: 5, Adjustable: 1-100)
The number of prizes vended for a mercy prize. N
- **Game Speed** (Default: Fast, Adjustable: Normal, Fast, Very Fast)
The rate at which the segments in the game change color. Normal speed is suited for a location with a very transient crowd. Fast speed is suited for a location with a somewhat transient crowd that has some skilled players. Very fast is suited for locations with skilled, repeat players, such as bars.

FREE PLAY SETTINGS

- **Free Play Mode** (Default: Off, Adjustable: On/Off)
Defines if the game is running in free play mode.
- **Give Prizes in Free Mode** (Default: Off, Adjustable: On/Off)
Defines if the game vends prizes when in free play mode.

SOUND SETTINGS

- **Game Volume** (Default: 10, Adjustable: 1-10)
The volume of the audio during gameplay.
- **Attract Mode Sound** (Default: On, Adjustable: On/Off)
Defines whether the attract mode audio is played continuously, at set intervals, or is turned off completely.
- **Attract Volume** (Default: 10, Adjustable: 1-10)
The volume of the audio during attract mode.
- **Attract Mode Audio Delay** (Default: Off, Adjustable: 2/5/10/15/20/30/60/Off)
Defines the intervals in minutes between the attract mode audio loop being played.

AUDITS

The audits section provides statistics on all areas of gameplay. This enables the operator to make calculated adjustments and fine tune the machine to maximize earning potential.

ENTER AUDITS

The audits section can be entered from the main menu of the operator menu.

CYCLE THROUGH AUDITS

The blue UP and DOWN arrow buttons can be used to cycle through the audits.

RESET AUDITS

Holding down the START button for longer than five seconds will reset all of the audits.

EXIT AUDITS

Audits Mode can be exited by pressing the green service button.

AUDITS DETAILED

- 1. Total Coins Mech 1**
The total number of coin mech 1 pulses since the audits were last cleared
- 2. Total Coins Mech 2**
The total number of coin mech 2 pulses since the audits were last cleared
- 3. Total Service Credits**
The total number of service credits issued since the audits were last cleared
- 4. Bonus Credits Issued**
The total number of bonus credits issued
- 5. Games Played**
The total number of games played since the audits were last cleared
- 6. Major AGW**
The average number of games played for every major prize won since the audits were last cleared
- 7. Minor AGW**
The average number of games played for every minor prize won since the audits were last cleared
- 8. Major Prize Wins**
The total number of major prize wins since the audits were last cleared
- 9. Minor Prize Wins**
The total number of minor prize wins since the audits were last cleared
- 10. Minor Prize Continues**
The total number of times players have opted to continue playing after winning the minor prize since the audits were last cleared
- 11. Percentage of Minor Prizes Taken**
The percentage of players that have taken the minor prize once reaching the minor prize level
- 12. Percentage of Players to Reach Minor**
The percentage of players that have reached at least the minor prize level
- 13. Major Skill Wins**
The number of major prizes won by players who have beat the system since the audits were last cleared
- 14. Pending Major Skill Wins**
The number of major skill wins waiting to balance out the AGW since the audits were last cleared
- 15. Balanced Major Skill Wins**
The number of major skill wins that have balanced out the AGW since the audits were last cleared
- 16. Plays Since Major Difficulty Changed**
The number of games played since the major AGW has been changed
- 17. Wins Since Major Difficulty Changed**
The number of games won since the major AGW has been changed
- 18. Average Tickets Per Game**
The average amount of tickets paid out per game.
- 19. Main Counter 1**
Manufacturer's audits
- 20. Main Counter 2**
Manufacturer's audits
- 21. Main Counter 3**
Manufacturer's audits

INPUT AND OUTPUT TESTS

Input and Output Tests can be accessed from the main menu of the operator menu. Use the blue UP and DOWN buttons to scroll to the input and output tests button and press the red TEST button to enter input and output tests.

SWITCH TESTS

This section can be used to view the current state of all the switches on the cabinet.

- Every switch on the cabinet is listed by name, followed by a check box. If there is a cross in the check box, the switch corresponding to that box is active.
- Pressing the blue UP or DOWN button should result in a cross in the box corresponding to those button switches.

LAMP TESTS

This section can be used to test all the lamps on the cabinet.

- Use the blue UP and DOWN buttons to scroll between lamps, and press the red TEST button to set the lamp to active. Press the red TEST button again to deactivate the lamp. A cross will appear in the box corresponding to the currently active lamp.

DISPENSER TESTS

This section can be used to test all prize arms and dispensers.

- Press the red TEST button with the ticket or capsule dispenser selected to dispense one ticket or capsule.
- The two check boxes to the right of this show if the motor is current running and if the prize sensor has been activated. The prize sensor checkbox should always be active and will flash off when a prize passes through the sensor.

ERRORS

The top screen of the operator menu will alert you immediately if there are any active errors. The bar along the top of the screen will be red if there are errors present or green if there are no errors. Errors can be accessed from the main menu of the operator menu. Use the blue UP and DOWN buttons to scroll to the errors button and press the red TEST button to enter the errors menu. Below is a list of the error types, their cause and solution.

Error Name	Cause	Solution
Coin Jammed	The coin sensor has been pressed for a long period of time.	Release the coin sensor to clear the error. See Switch Tests in the Input and Output Tests section of the operator menu to check the status of the coin mech sensor.
Ticket / Capsule Sensor Jam	The ticket or capsule dispenser sensor has been pressed for a long period of time.	Release the ticket or capsule sensor to clear the error. See Minor Prize Tests in the Input and Output Tests section of the operator menu to test the functionality of the dispenser.
Ticket / Capsule Timeout	The ticket or capsule dispenser timed out while dispensing a prize.	This could be caused by running out of tickets/capsules or a faulty sensor. Set the dispenser to loaded after refilling the dispenser (located in the load prizes menu).
Input Jam	There is an input that has been receiving a signal for a long period of time. This includes all buttons.	See Switch Tests in the Input and Output Tests section of the operator menu to see which button is being detected as pressed. Ensure that this button isn't stuck.
Minor Prize Vend	There has been an error vending a minor prize.	See Dispenser Tests in the Input and Output Tests section of the operator menu to test the functionality of the prize dispensers. Minor Win History will confirm what kind of prize failed to vend and when.
Major Prize Vend	There has been an error vending a major prize.	See the Input and Output Tests section of the operator menu to test the functionality of the prize dispensers. Major Win History will confirm what kind of prize failed to vend and when.

Mercy Prize Vend	There has been an error vending a mercy prize.	See the Input and Output Tests section of the operator menu to test the functionality of the prize dispensers. Game History will confirm what kind of prize failed to vend and when.
Corrupted Config File	The game was switched off during a critical point in saving data.*	The game automatically recovers from this error, but please check all the game settings, as they may have reverted back to their default settings.
Corrupt Audit Files	The game was switched off during a critical point in saving data.*	The game automatically recovers from this error, but please note that the audits will have been reset.
Corrupt AGW Audit Files	The game was switched off during a critical point in saving data.*	The game automatically recovers from this error, but please note that some audits will have been reset.

*Please note that in most cases, there will be no issues caused by switching a game off at any point during operation or from sudden power failures. Corrupted data errors will only occur if all data backups are corrupted simultaneously, which is highly unlikely.

CURRENT ERRORS

This menu lists information on all current/active errors. Further information on the error is provided in the information box on the left of the top screen. Use the UP and DOWN buttons to select an error, then press the red TEST button to attempt to clear it or be taken to the relevant menu for troubleshooting.

ERROR HISTORY

This section lists all errors, both current and already cleared. The type of error, date it occurred on and the date it was cleared on (if applicable) are listed.

ERROR SETTINGS

There are a number of ways the **Mega Color Match Lite** cabinet can notify you that there is an error with the machine. These can be switched on or off in the operator menu by entering Errors and then Error Settings. The silent red lighting alert is the default setting. The error history can also be cleared by pressing the red TEST button with the clear error history option selected.

Alert Type	Options	Default Setting
Red Light Warning	On/Off	Off
On Screen Warning	On/Off	On
Voice Over Warning	On/Off	Off

HISTORY

History can be accessed from the main menu of the operator menu. Use the blue UP and DOWN buttons to scroll to the history button and press the red TEST button to enter the history menu.

- Use the blue UP and DOWN buttons to scroll through the history records types, then press the red TEST button to enter a history record.
- Press the green SERVICE button to exit a history record type and return to the History menu. Press the green SERVICE button a second time to return to the main menu.

MAJOR WIN HISTORY

Displays information on previous major prize wins.

- It shows the time and date the game was won, if a prize was vended successfully or if it failed, and which door the player claimed their prize from, if applicable
- Select a specific game using the blue UP and DOWN buttons, then press the red TEST button to show the end of game screenshot.

MINOR WIN HISTORY

Displays information on previous minor prize wins.

- It shows the time and date the game was won and which prize type was vended. It also shows if a prize was vended successfully or if it failed.
- Select a specific game using the blue UP and DOWN buttons, then press the red TEST button to show the end of game screenshot.

GAME HISTORY

- Displays the last 100 games played, regardless of whether they are wins or losses.
- It will display the time and date the games ended, whether the result was a win or a loss, what type of prize was vended and if the prize vended successfully or not.
- Select a specific game using the blue UP and DOWN buttons, then press the red TEST button to show the end of game screenshot.

SYSTEM SETTINGS

The system settings menu can be accessed from the main menu of the operator menu. The complete software version number can be seen in this menu.

DISPENSER TYPE

Set whether you have a ticket dispenser installed or a capsule dispenser.

SHOW GAMEPLAY INSTRUCTIONS

Display gameplay instructions on the first and second segment in game. This setting is recommended for locations with a very transient crowd.

TIME AND DATE SETTINGS

Use the blue UP and DOWN buttons to select the value to change, then press the red TEST button. Use the blue UP and DOWN buttons to change the value. The time and date format can also be changed in this menu.

CHANGE CABINET TYPE

This setting should only be used if you are installing software on a different **Mega Color Match Lite** cabinet type. For **Mega Color Match Lite**, this setting should always read Mega Color Match Lite. For this setting change to take effect, the apply button must be used. Pressing apply will restart the game.

SYSTEM DIAGNOSTICS

The system diagnostics menu can be accessed from the main menu of the operator menu. The complete software version number can be seen in this menu.

COPY LOGS

Automatically copies a zip file onto a USB that contains all relevant game data. LAI Games support may request this file to assist in troubleshooting.

CLEAR PENDING PRIZES

The number of pending prizes is shown on the top screen in the information section. The game will try to vend any pending prizes on start up. Use this button to clear any pending prizes that are waiting to be vended.

COLOR CALIBRATION

Press the red TEST button with the Color Calibration button selected to display the color calibration image. Press the red TEST or green SERVICE button once to stop displaying the image.

SCREEN ALIGNMENT

Press the red TEST button with the Screen Alignment button selected to display the screen alignment image. Use this image to ensure that the screen overlay on the **Mega Color Match Lite** cabinet is correctly aligned. The white circle should be just visible around the entire inside edge of the overlay. Press the red TEST or green SERVICE button once to stop displaying the image.

LANGUAGE

Use the blue UP and DOWN buttons to scroll through the available languages, then press the red TEST button to select and activate a language. Press the green SERVICE button to exit the language settings menu back into the main menu.

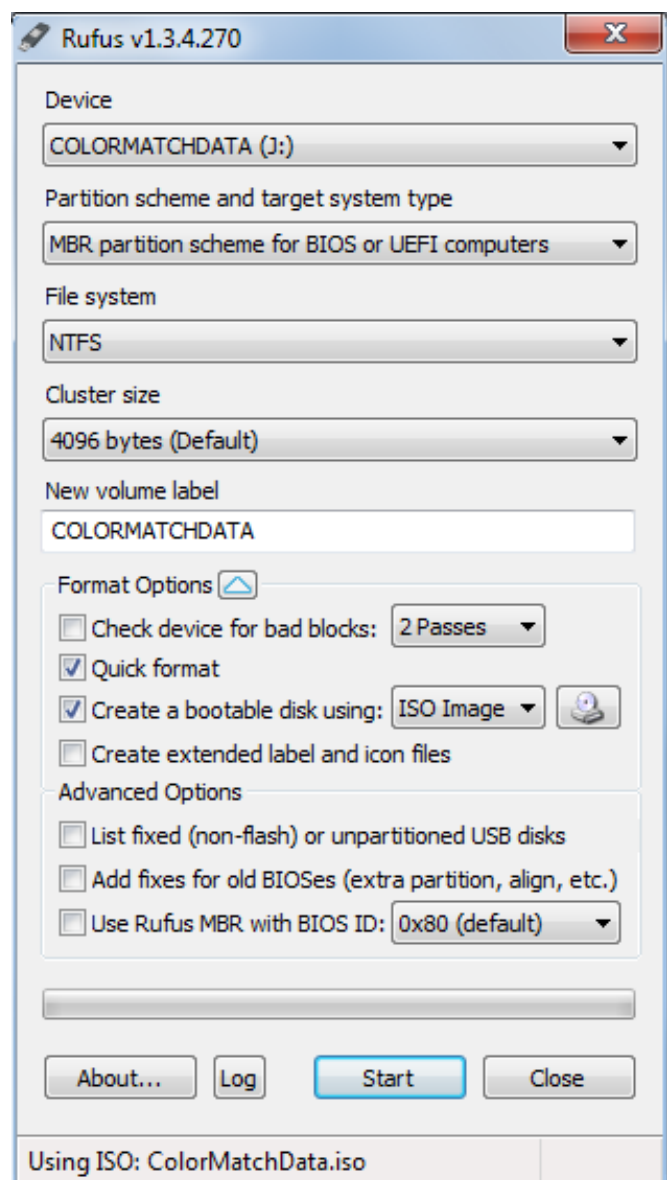
CREATING A BOOTABLE USB

THINGS YOU WILL NEED

- A completely empty USB that has a capacity of at least 4GB.
- **NOTE:** Everything on this USB will be COMPLETELY ERASED. Ensure that there are no important files on it.
- The downloaded game software file (this is an ISO file, for example, ColorMatch0.9.iso).
- The program Rufus, free download from <http://rufus.akeo.ie/>

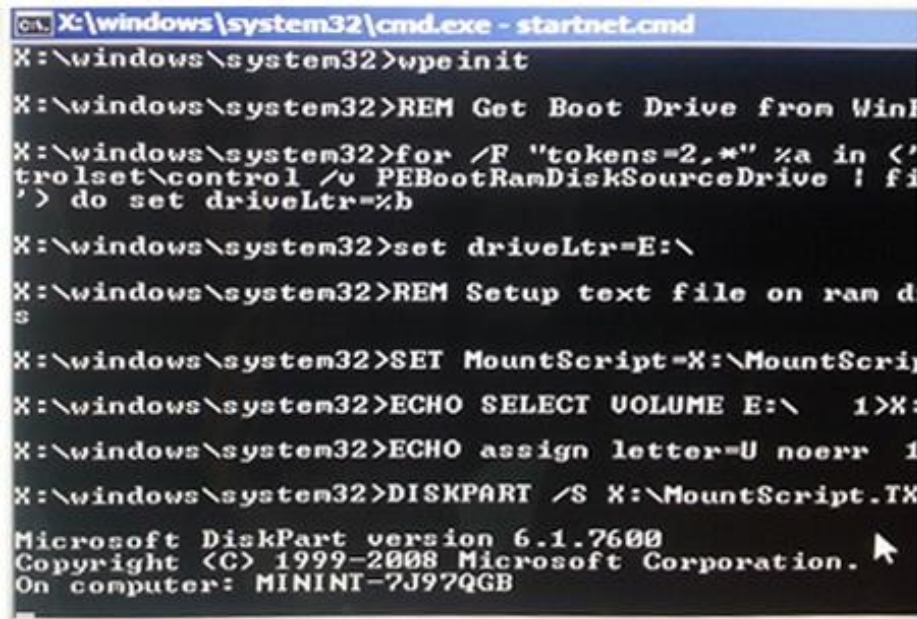
INSTRUCTIONS

1. Plug your empty USB into your personal computer.
NOTE: Ensure you only have one USB device plugged into the computer, to guarantee that the wrong device is not accidentally wiped.
2. Run the program Rufus (the file should be called rufus_v1.3.4, though the numbers may vary).
3. Under the first option, **Device**, select your USB device from the drop down menu.
NOTE: If your device is not listed in the drop down menu, click the white arrow button next to the heading **Format Options**. Under the new **Advanced Options** section, check the first check box. This enables "List fixed (non-flash) or unpartitioned USB disks."
4. To the right of the option called *Create a bootable disk using*: there is a button with an image of a CD on it. Click this button.
5. Select your ISO file and click Open.
6. Ensure that all the check boxes and settings match the image to the right.
7. Click Start, and in the window that pops up, click OK. This process can take up to 5 minutes, depending on the size of the ISO file.
8. When the process is finished, DONE should show at the bottom of the Rufus window.
9. The bootable USB is now finished.



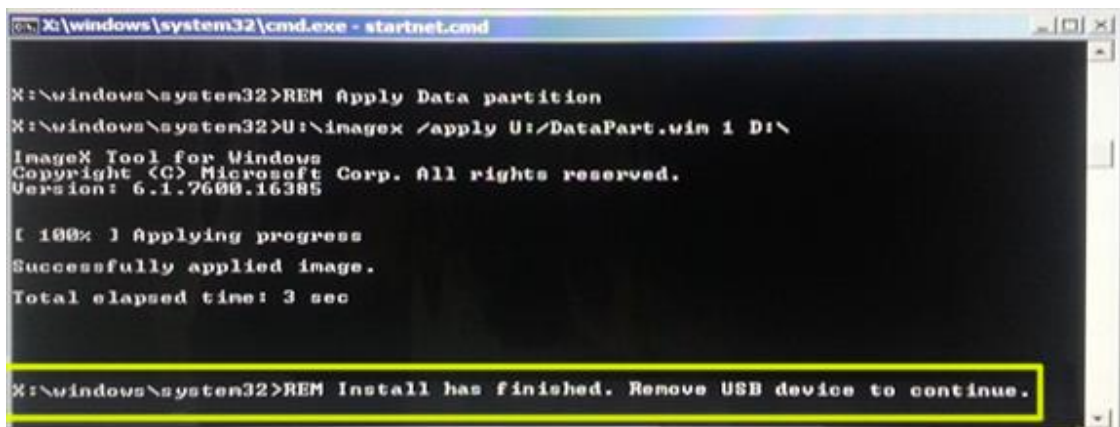
UPDATING A CABINET USING A BOOTABLE USB

1. Ensure that the cabinet is turned off.
2. Plug in the USB. Ensure that no other USB's are plugged in.
3. Switch on the cabinet.
4. The operating system should boot straight into the USB, bringing up a black box that will display progress. This process will take around 20 minutes. The percentage at the bottom of the box will continue to update until it reaches 100%.



```
X:\windows\system32\cmd.exe - startnet.cmd
X:\windows\system32>wpeinit
X:\windows\system32>REM Get Boot Drive from WinF
X:\windows\system32>for /F "tokens=2,*" %a in ('
trolset\control /v PEBootRamDiskSourceDrive ! fi
') do set driveLtr=%b
X:\windows\system32>set driveLtr=E:\
X:\windows\system32>REM Setup text file on ran d
s
X:\windows\system32>SET MountScript=X:\MountScrip
X:\windows\system32>ECHO SELECT VOLUME E:\ 1>X:
X:\windows\system32>ECHO assign letter=U noerr 1
X:\windows\system32>DISKPART /S X:\MountScript.TX
Microsoft DiskPart version 6.1.7600
Copyright (C) 1999-2008 Microsoft Corporation.
On computer: MININT-7J97QGB
```

5. Once the process is finished, the last line of text in the black box will instruct you to remove the USB.



```
X:\windows\system32\cmd.exe - startnet.cmd
X:\windows\system32>REM Apply Data partition
X:\windows\system32>U:\inagex /apply U:/DataPart.win 1 D:\
ImageX Tool for Windows
Copyright (C) Microsoft Corp. All rights reserved.
Version: 6.1.7600.16385
[ 100% ] Applying progress
Successfully applied image.
Total elapsed time: 3 sec
X:\windows\system32>REM Install has finished. Remove USB device to continue.
```

6. Remove the USB.
7. The cabinet will now automatically reboot.
8. Your game has successfully been updated.

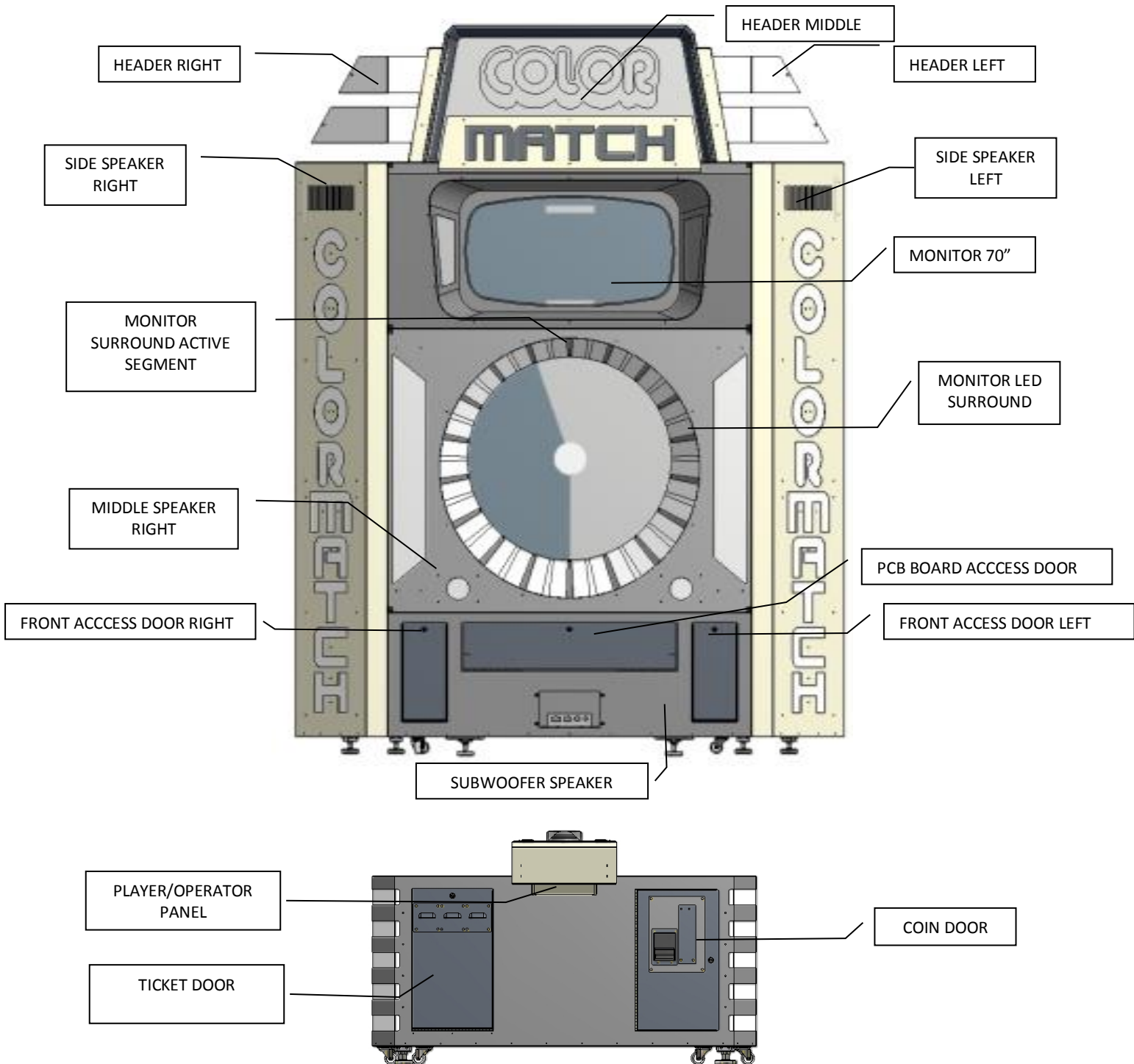
SECTION A: SERVICE INSTRUCTIONS

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

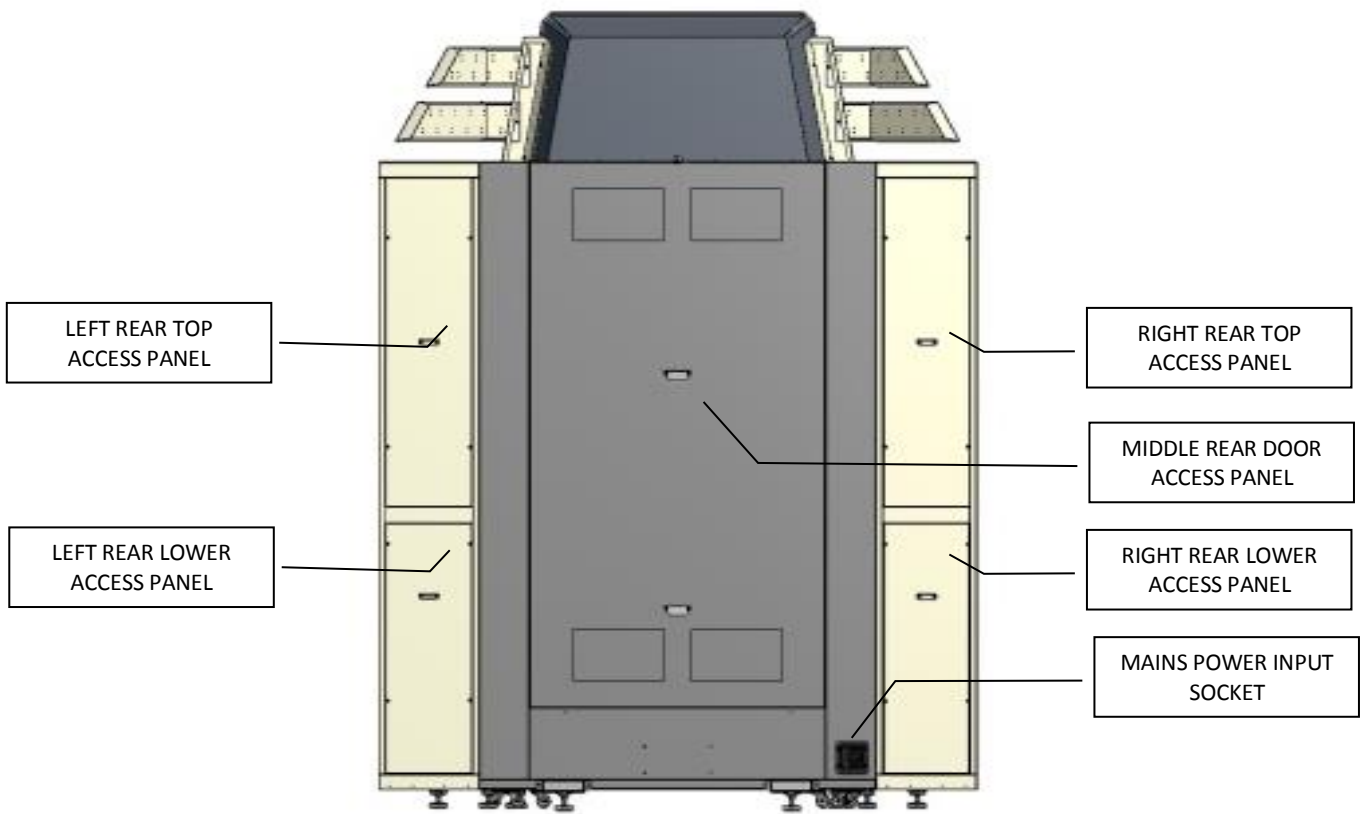
LOCATING AND ACCESSING PARTS

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

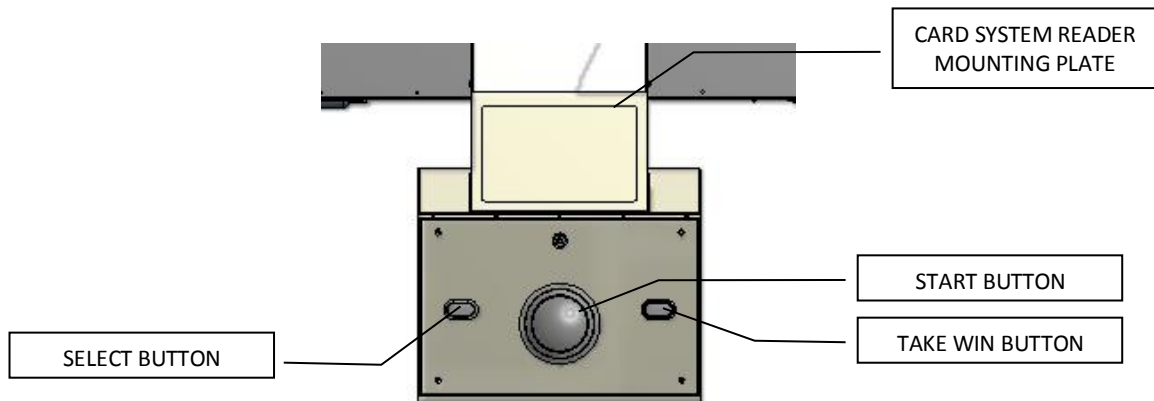
CABINET FRONT



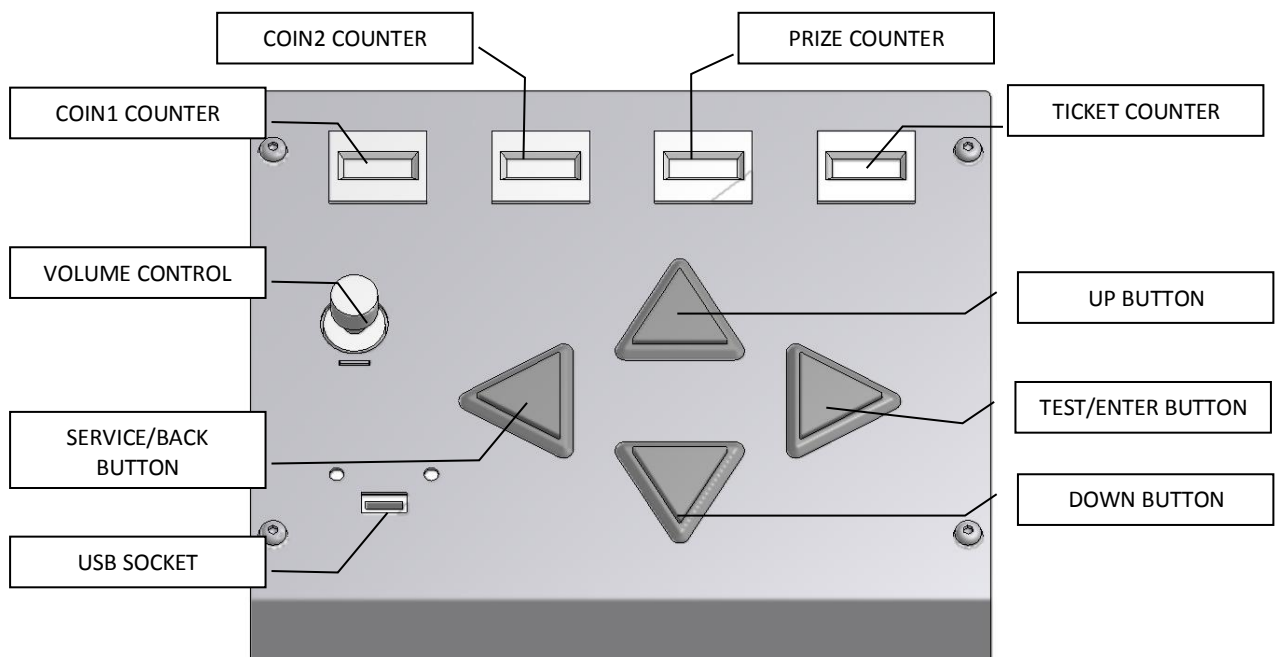
CABINET REAR



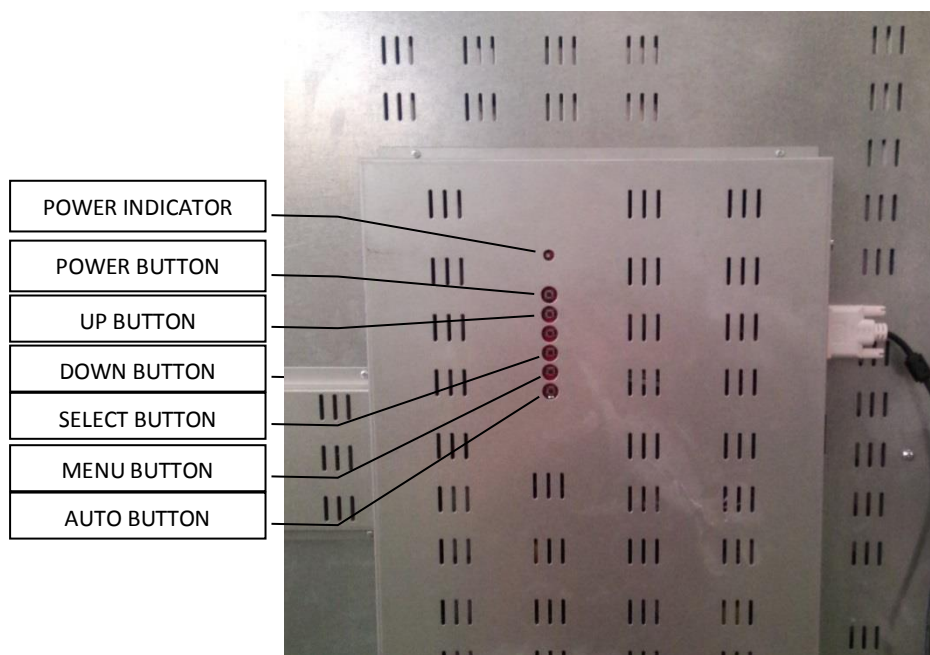
PLAYER PANEL



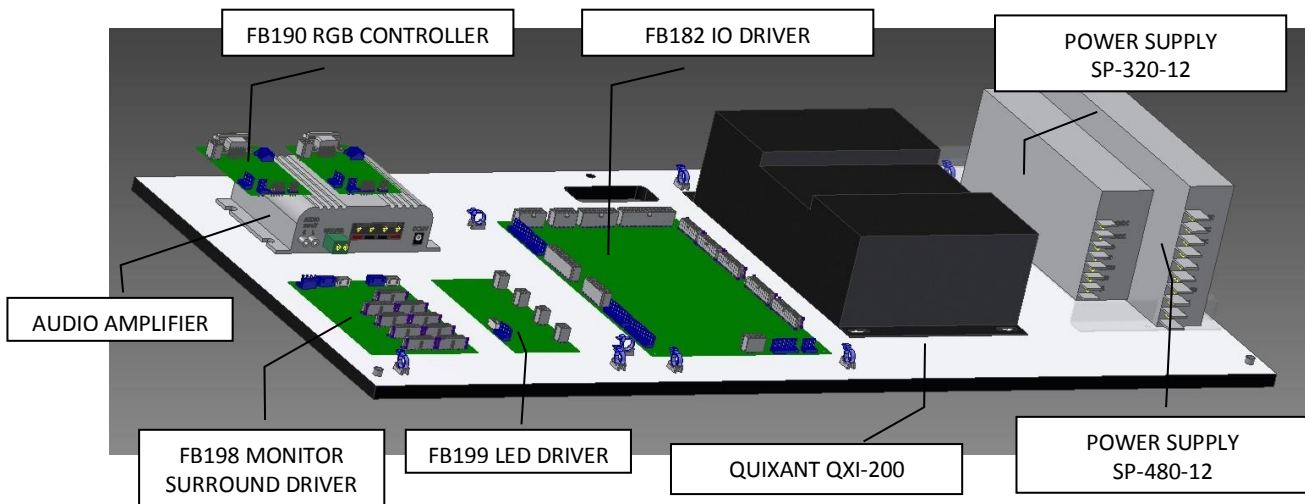
OPERATOR PANEL



MONITOR CONTROLS



PCB ASSEMBLY



PARTS DESCRIPTION

COIN MECHANISMS/DBA

The coin mechanisms are located inside the coin door, at the lower front-right of the machine cabinet. Two inputs can allow for the coin mechanisms and DBA to be connected.

When installing a mains powered DBA, ensure the mains harness is connected at the rear of the cabinet

CASH BOX

The cash box is located inside the coin door at the lower front-right of the machine cabinet.

SPEAKERS

6 speakers exist in the cabinet. Side speakers are wired in parallel, and then this pair is in series with the main cabinet speakers. Due to the series connection, unplugging any of the speaker harness connections will stop sound from being heard.

OPERATOR PANEL – SERVICE CONTROLS

This is located under the player panel, accessed by unlocking and tilting the panel forward.

COUNTERS

Counters will increment for each coin input and ticket or prize dispensed. All counters are under software control. COIN1/COIN2 counters are triggered by the coin mechanism inputs. TICKET counter is triggered by the ticket mech or capsule dispenser.

BUTTONS

Press the green SERVICE/BACK button to issue a service credit from attract mode.

Press the red TEST/ENTER button to enter the operator menu from attract mode.

When in the operator menu, use all four buttons to navigate through the menu.

VOLUME KNOB

Use to adjust the speaker's sound level.

POWER INLET/MAINS SWITCH

The power inlet is a standard IEC inlet socket with 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, 6A.

* WARNING! *

ALWAYS turn **OFF** mains power and unplug the game before replacing any fuses, and **ALWAYS** use the correct rated fuse.

POWER SUPPLY

Two power supplies are located on the main PCB assembly board, and are accessed via the PCB Board access door. SP-320-12 12V 25A and SP-480-12 12V 40A Universal AC input switching power supplies provide power to all the cabinet control and lighting. They can handle AC input from 88-264VAC at 50/60Hz. Adjustment screws are available for fine-tuning the output voltages.

MONITOR

The 70" monitor is powered direct from mains AC input, and connects to the Quixant PC with a DVI-D cable. Control buttons and an indicator are on the monitor and should not be needed during normal operation.

QUIXANT PC

The Quixant QXi-200 PC is an industrial PC powered by the main 12VDC system power supply. It runs the application and controls the main machine I/O. The embedded windows operating system is preconfigured for automatic startup and does not need the OS "shut down" command before powering the machine off. Hardware I/O signals are buffered through the FB182 and FB190 before being routed around the machine.

FB182 QXT IO PCB

The FB182 buffers the parallel I/O signals between the machine and Quixant PC. It contains additional hardware drivers and level translators. Peripheral power is routed through this PCB, so it also has built-in protection fuses

FB190 RGB CONTROLLER PCBs

2 x FB190 PCBs provides PWM control to the cabinet's red-green-blue strip lighting and monitor surround to allow the cabinet lighting to match the game color shown on the monitor. They connect to the Quixant PC via serial port COM4 and COM5.

COM4 controls the main cabinet lighting.

COM5 controls only the top main segment of the monitor surround.

FB198 MONITOR SURROUND PCB

The monitor surround is controlled by the FB198. It received colour and segment information from the FB190s and in turn activates the appropriate segments around the monitor.

FB199 TRIPLE DRIVER PCB

Extra RGB drive capacity is provided by the FB199. This receives colour information from the FB190 and provides extra drive for extra LED lighting.

TICKET MECH/CAPSULE DISPENSER

A DL-1275 ticket mech or capsule dispenser may be installed behind the ticket door.

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.

COIN DOOR LAMPS (LED)

The coin door lamps all are 12V/DC T10 LED or equivalent and can be accessed via the coin door.

BUTTON LAMPS (LED)

The button lamps all are super bright 12V/DC T10 LED or equivalent and can be accessed via opening the player panel and unscrewing the operator plate to access the lamps.

CABINET EDGE/HEADER/MONITOR SURROUND LIGHTING

All lighting around the monitor is RGB LED strip. Contact LAI Games for replacements, as it is critical to ensure the colour reproduction is correct. Not all LED strip produces the same colours suitable for use in ColorMatch.

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 the monitor image is clear.
- Wipe the monitor clean with a soft damp cloth.
- Any scratches or marks in the monitor surround can be buffed out using car polish or cut and polish. Do not use solvents on the panels as they may affect the finish.

INTERIOR

*** WARNING! ***

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

- Regularly dust and vacuum the interior of the cabinet.
- Check and tighten all fixing hardware and fasteners as required.

BUTTONS

The game buttons get a lot of hard use so regularly check that all the button lamps and switches are operating correctly through the Input and Output Tests in the operator menu. Replace any globes, micro switches or buttons that are not working correctly.

SECTION B: TECHNICAL DETAILS

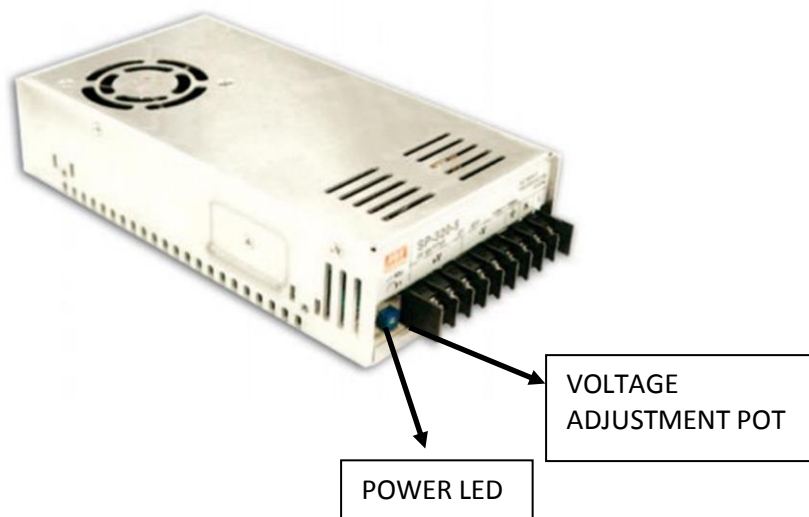


It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

POWER SUPPLY

Universal AC input power supplies generate 12VDC for the machine. The green LEDs indicates powered operation.

The power supply outputs voltage should be 12VDC. They can be adjusted when necessary by turning the blue adjustment trimpot with a small Philips screwdriver.

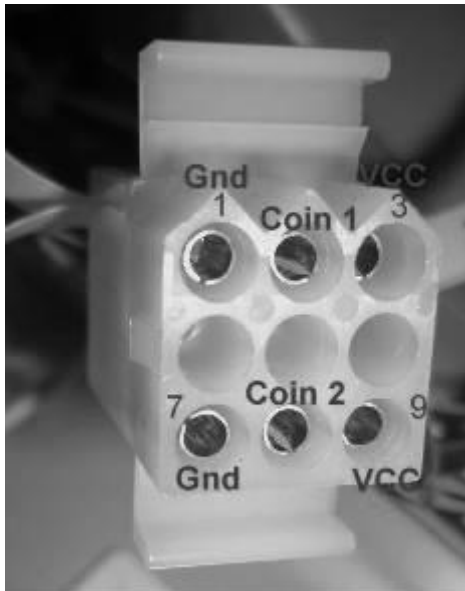


COIN OPTIONS REFERENCE GUIDE

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

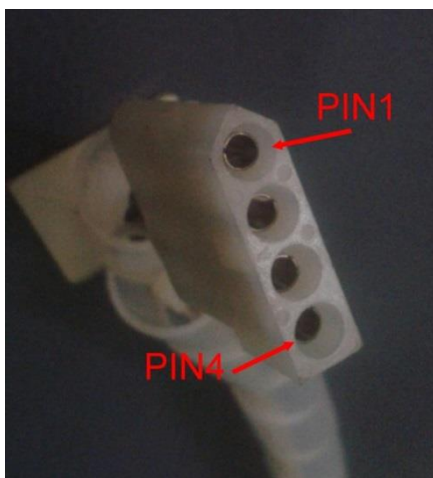
Pins: Molex 02-09-1119 (loose)
Molex 02-09-1117 (chain)

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.

TICKET DISPENSER

3 ticket mechs can be fitted inside the ticket door. Connection is available through a standard 4 way Molex receptacle. Contact your nearest LAI Games distributor for harnessing for ticket mech or capsule dispenser.



Shell part number: Molex 03-09-1042

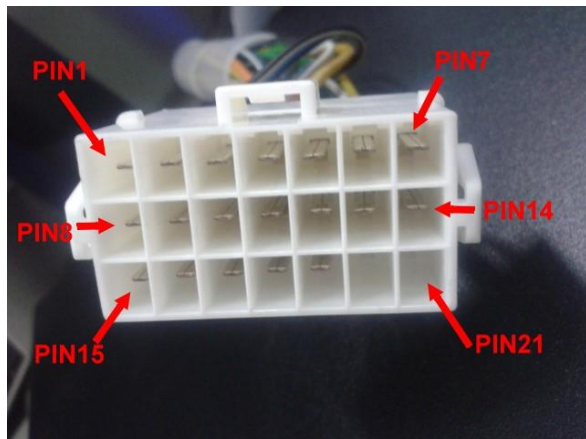
Pins: Molex 02-09-1119 (loose)
Molex 02-09-1117 (chain)

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

CARD SYSTEM REFERENCE GUIDE

2 connector options can be done for connection to a card system. 21-pin YL and “Universal Card Link”. The connector is available beneath the Card System Reader Mounting Plate.

21-Pin YL



Mating shell part number: JST YLP-21V

Pins part number: SYF-01T-P0.5A (for AWG26-20)

- PIN1 = COIN1 Input
- PIN2 = COIN2 Input
- PIN3 = COIN1 METER Output
- PIN4 = COIN2 METER Output
- PIN5 = TICKET 1 DRIVE (from GAME)
- PIN6 = TICKET 1 DRIVE (to MECH)
- PIN7 = TICKET 2 DRIVE (from GAME).
- PIN8 = TICKET 2 DRIVE (to MECH)
- PIN9 = TICKET 1 NOTCH (to GAME)
- PIN10 = TICKET 1 NOTCH (from MECH)
- PIN11 = TICKET 2 NOTCH (to GAME)
- PIN12 = TICKET 2 NOTCH (from MECH)
- PIN13 = 12VDC POWER Output
- PIN14 = 12VDC POWER Output
- PIN15 = GND
- PIN16 = GND
- PIN17 = PRIZE METER Output
- PIN18 = MINOR METER Output
- PIN19 = TICKET METER Output

Ticket mech connections allow a card system to intercept the ticket mech signals. If no card system is connected then ensure the loopback connector is installed (connects PIN5 to PIN6 and PIN9 to PIN10).

Universal Card Link



- Pin 1. +12v- Supply to Card System.
- Pin 2. Coin 1- input to the game.
- Pin 3. Coin 2- input to the game.
- Pin 4. Coin meter 1 output.
- Pin 5. Coin meter 2 output.
- Pin 6. Ticket Meter output.
- Pin 7.
- Pin 8.
- Pin 9. Ground.

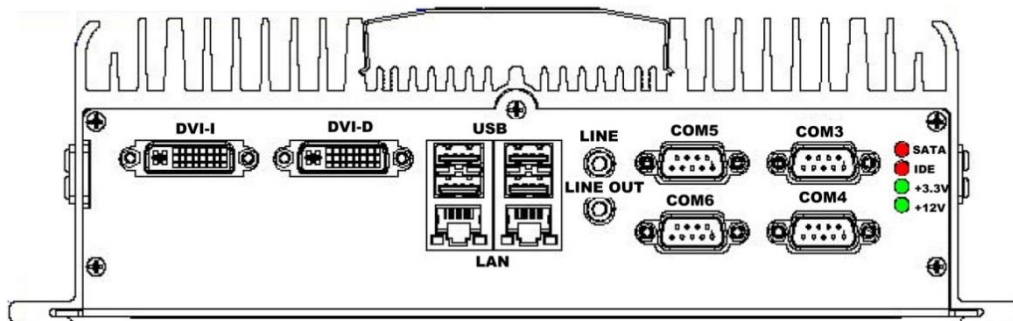
SECURITY DONGLE

A security dongle is required to be plugged in before the game application will start. If the dongle is missing, the game will not run, and the screen will remain black.

The dongle plugs into any USB port and must remain plugged in at all times.

QUIXANT QXi-200

The front and rear panel as well as required connections are shown below.



DVI-D – connects to monitor.

USB – connects to the security dongle. The port is not specific, when operating the green LED will be on solid.

COM4 – connect to RGB Controller PCB 1.

COM5 – connect to RGB Controller PCB 2.

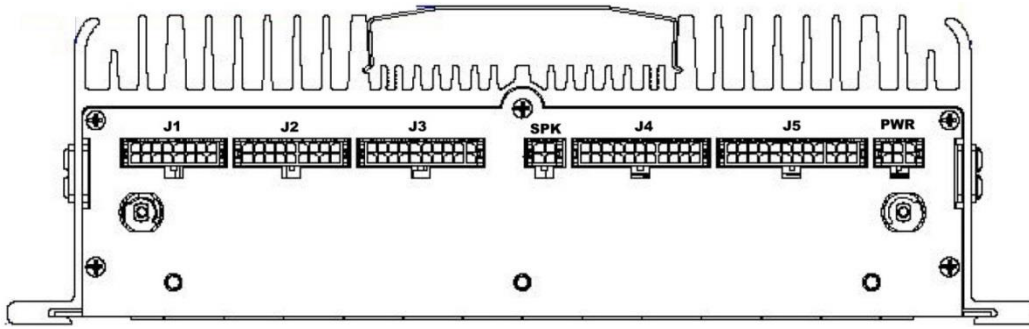
LINE OUT – connects to the volume knob and amplifier.

SATA LED – flashes to indicate disk activity.

+3.3V – lights when internal power regulator is operating.

+12V – lights when the QXi-200 has power. Power supply must be between 8~14VDC to operate.

The rear panel contains connections for the FB182 IO PCB and power supply. All connections are required to be plugged in for proper operation.

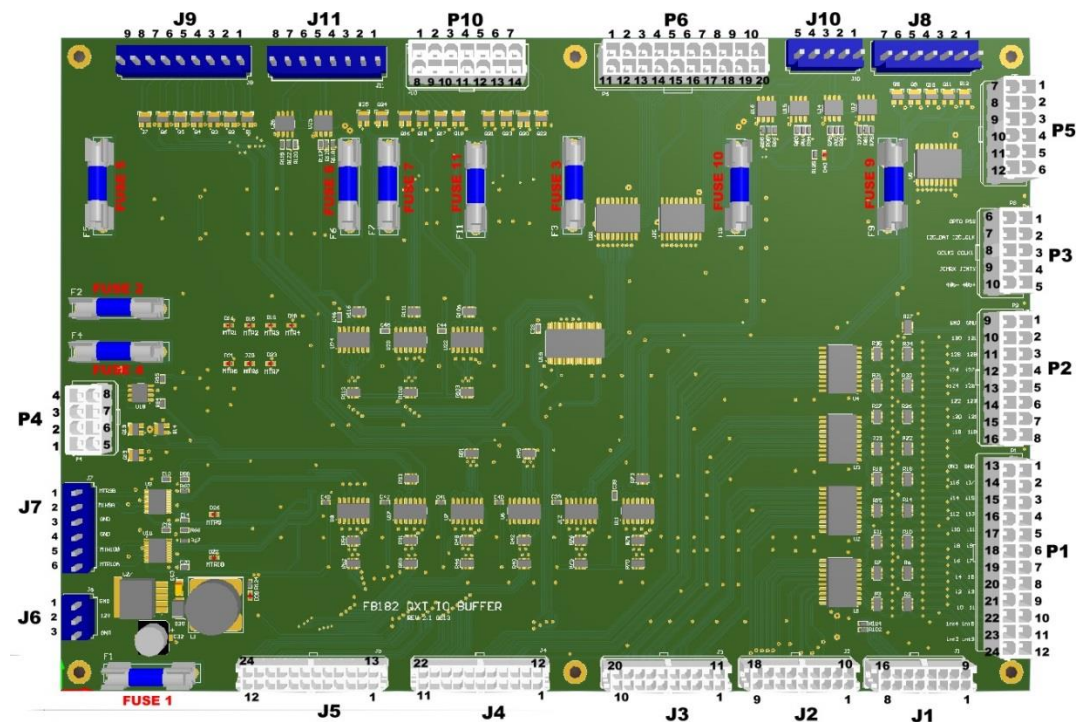


J1, j2, J3, J4, J5 – connect to FB182.

SPK – connect to volume knob and speakers. **Caution:** the audio amplifier is of the Bridge Tied Load (BTL) type, which drives the speakers with a differential signal to the speaker + and – terminals. It is important that the – terminal IS NOT connected to ground.

PWR – Connects to the 12VDC power supply.

FB182 CONNECTOR WIRING



FUSES

FUSE 1	1A Fast	Main regulator and board logic
FUSE 2	3A Fast	(unused connector)
FUSE 3	3A Fast	P6 pins 1,2,11,12 - 12V power to prize doors 1 and 2 (not on Lite version)
FUSE 4	3A Fast	P4 pins 1,2,3 - 12V output (unused connector)
FUSE 5	4A Fast	J9 pins 8,9 – 12V power to prize doors 5 and 6 (not on Lite version)
FUSE 6	3A Fast	J11 pins 5, 6 – 12V switched output (unused connector)
FUSE 7	3A Fast	J11 pins 3, 4 – 12V output (unused connector)
FUSE 9	3A Fast	J8 pins 6, 7 – 12V output to coin/ticket/prize meters
FUSE 10	3A Fast	J10 pins 1, 2, 3, 4 - 12V switched outputs to Ticket Drive signals
FUSE 11	3A Fast	P10 pins 3, 4, 5, 10, 11 12 – 12V output prize doors 3 and 4 (not on Lite version)

CONNECTORS

J1 - Quixant I/O

** RS485-	9	1	RS485+ **
GND	10	2	GND
** JCM RX	11	3	JCM TX **
GND	12	4	CCTALK1 **
GND	13	5	CCTALK2 **
** SPI SS#	14	6	SPI CLK
SPI MOSI	15	7	SPI MOSI
GND	16	8	METER PWR **

** Italics means the signal is not used

Harness connector shell: Molex Microfit 43025-1600

Harness connector pins: Molex Microfit 43030-0001

J2 - Quixant I/O

** I2C DAT	10	1	I2C CLOCK **
GND	11	2	PSU AC FAIL# **
** OPTO DRV#	12	3	INTR2**
GND	13	4	INTR3**
GND	14	5	INTR4 **
GND	15	6	INTR5 **
DIN 1 – Service/Back Button	16	7	DIN 0 – Test/Right Button
DIN 3 – Down/Select Button	17	8	DIN 2 – Up/Take Win Button
DIN 5 – Coin 2	18	9	DIN 4 – Coin1

** Italics means the signal is not used

Harness connector shell: Molex Microfit 43025-1800

Harness connector pins: Molex Microfit 43030-0001

J3 - Quixant I/O

GND	11	1	GND
DIN 7 – Ticket Notch 1	12	2	DIN 6 – Start Button
DIN 9 – Ticket Notch 3	13	3	DIN 8 – Ticket Notch 2
DIN 11 – Prize door 2 Open	14	4	DIN 10 – Prize door 1 Open
DIN 13 – Prize door 4 Open	15	5	DIN 12 – Prize door 3 Open
DIN 15 – Prize door 6 Open	16	6	DIN 14 – Prize door 5 Open
DIN 17 – Prize door 1 Lock Switch	17	7	DIN 16 **
DIN 19 – Prize door 3 Lock Switch	18	8	DIN 18 – Prize door 2 Lock Switch
DIN 21 – Prize door 5 Lock Switch	19	9	DIN 20 – Prize door 4 Lock Switch
GND	20	10	GND

** Italics means the signal is not used

Door connections are made to the PCB, but do not extend to the side cabinet sections.

Harness connector shell: Molex Microfit 43025-2000

Harness connector pins: Molex Microfit 43030-0001

J4 – Quixant I/O

GND	12	1	GND
<i>DIN 23 **</i>	13	2	DIN 22 – Prize door 6 Lock Switch
DIN 25 – Prize door 2 Unlock Switch	14	3	DIN 24 – Prize door 1 Unlock Switch
DIN 27 – Prize door 4 Unlock Switch	15	4	DIN 26 – Prize door 3 Unlock Switch
DIN 29 – Prize door 6 Unlock Switch	16	5	DIN 28 – Prize door 5 Unlock Switch
<i>DIN 31 **</i>	17	6	<i>DIN 30 **</i>
GND	18	7	GND
<i>DOUT 1 **</i>	19	8	<i>DOUT 0 **</i>
<i>DOUT 3 **</i>	20	9	<i>DOUT 2 **</i>
DOUT 5 – Take Win Button Lamp	21	10	<i>DOUT 4 **</i>
DOUT 7 – Select Button Lamp	22	11	DOUT 6 – Start Button Lamp

** Italics means the signal is not used

Door connections are made to the PCB, but do not extend to the side cabinet sections.

Harness connector shell: Molex Microfit 43025-2200

Harness connector pins: Molex Microfit 43030-0001

J5 – Quixant I/O

<i>DOUT 9 – J7 MTR 9 Direction **</i>	13	1	<i>DOUT 8 – J7 MTR9 Enable **</i>
<i>DOUT 11 – J7 MTR10 Direction **</i>	14	2	<i>DOUT 10 – J7 MTR 10 Enable **</i>
<i>DOUT 13 – P4 pin 6 Output **</i>	15	3	<i>DOUT 12 – P4 pin 7 Output **</i>
<i>DOUT 15 – P4 pin 8 Output **</i>	16	4	<i>DOUT 14 – P4 pin 5 Output **</i>
DOUT 17 – Door 2 Lock Motor	17	5	DOUT 16 – Door 1 Lock Motor
DOUT 19 – Door 4 Lock Motor	18	6	DOUT 18 – Door 3 Lock Motor
DOUT 21 – Door 6 Lock Motor	19	7	DOUT 20 – Door 5 Lock Motor
<i>DOUT 23 **</i>	20	8	<i>DOUT 22 **</i>
DOUT 25 – Coin 2 Meter	21	9	DOUT 24 – Coin 1 Meter
DOUT 27 – Prize Meter	22	10	DOUT 26 – Ticket Meter
DOUT 29 – Ticket Drive 2	23	11	DOUT 28 – Ticket Drive 1
DOUT 31 – SPI SS# Manual	24	12	DOUT 30 – Ticket Drive 3

** Italics means the signal is not used

Door connections are made to the PCB, but do not extend to the side cabinet sections.

Harness connector shell: Molex Microfit 43025-2400

Harness connector pins: Molex Microfit 43030-0001

J6 – Power Input

1	GND
2	12VDC
3	GND

Harness connector shell: JST VHR-2N

Harness connector pins: SVH-21T-P1.1

J7 – Bidirectional Motor

1	<i>MOTOR 9 B **</i>
2	<i>MOTOR 9 A **</i>
3	<i>GND **</i>
4	<i>GND **</i>
5	<i>MOTOR 10 B **</i>
6	<i>MOTOR 10 A **</i>

** Italics means the signal is not used

Harness connector shell: JST VHR-6N

Harness connector pins: SVH-21T-P1.1

Each motor connection is driven by bidirectional H-bridge drivers. The drivers have built-in current limiting set at 0.6A.

J8 – Counter/Meter Connection

1	Major Prize Meter
2	Ticket/Capsule Meter
3	Coin 2 Meter
4	Coin 1 Meter
5	
6	12VDC (fused)
7	12VDC (fused)

Harness connector shell: JST VHR-7N

Harness connector pins: SVH-21T-P1.1

Major Prize Meter is connected, but is not activated in Lite version.

Meters can be connected and powered by the fused pins 6 and 7. The PCB has on-board back-EMF diodes for use with inductive meters so no additional diodes are needed in the harness nor meters. Current per meter pin should be limited to 1.5A maximum.

J9 – Prize Door Lock Motors

1	Prize door 1 motor
2	Prize door 2 motor
3	Prize door 3 motor
4	Prize door 4 motor
5	Prize door 5 motor
6	Prize door 6 motor
7	
8	12V (fused)
9	12V (fused)

Harness connector shell: JST VHR-9N

Harness connector pins: SVH-21T-P1.1

Door connections are made to the PCB, but do not extend to the side cabinet sections.

Door lock motors can be connected and powered by the fused pins 8 and 9. The PCB has on-board back-EMF diodes for use with inductive loads so no additional diodes are needed in the harness or meters.

Motor current draw per pin should not exceed 1A maximum with total combined current draw not exceeding 4A.

J10 – Ticket mech, High-Side Drivers

1	Ticket Drive 1
2	Ticket Drive 2
3	Ticket Drive 3
4	<i>Spare **</i>
5	GND

** Italics means the signal is not used

Harness connector shell: JST VHR-5N

Harness connector pins: SVH-21T-P1.1

High side drivers are capable of sourcing 1.5A each pin, with total current feeding back into the ground pin not exceeding 3A.

Ticket Drive is capable of driving the ticket mech or capsule dispenser motor directly. Contact your nearest LAI Games distributor for information for converting between tickets and capsules. Ensure that no wire is connected to pin 4.

J11 – Spare High/Low Drivers

1	<i>Lowside SPI24 **</i>
2	<i>Lowside SPI25 **</i>
3	<i>12V (fused) **</i>
4	<i>12V (fused) **</i>
5	<i>Highside SPI26 **</i>
6	<i>Highside SPI27 **</i>
7	<i>GND **</i>
8	<i>GND **</i>

** Italics means the signal is not used

Harness connector shell: JST VHR-8N

Harness connector pins: SVH-21T-P1.1

Pins 1 and 2 can sink 1.5A each, with the load being powered by the fused pins 3 and 4.

Pins 5 and 6 can source 1.5A each, with the load return ground available on pins 7 and 8. High side drivers are internally current limited with thermal shutdown.

P1 – Game Inputs

GND	13	1	GND
	14	2	Prize door 1 Lock Switch
Prize door 5 Open Switch	15	3	Prize door 6 Open Switch
Prize door 3 Open Switch	16	4	Prize door 4 Open Switch
Prize door 1 Open Switch	17	5	Prize door 2 Open Switch
Ticket Notch 2	18	6	Ticket Notch 3
Start Button	19	7	Ticket Notch 1
Coin 1	20	8	Coin 2
Up/Take Win Button	21	9	Down/Select Button
Right/Test Button	22	10	Left/Service button
INT4 **	23	11	INT5 **
INT2 **	24	12	INT3 **

** Italics means the signal is not used

Door connections are made to the PCB, but do not extend to the side cabinet sections.

Harness connector shell: Molex Minifit 003901-2240

Harness connector pins: Molex Minifit 39-00-0038 (Reel)

Harness connector pins: Molex Minifit 39-00-0039 (Loose)

P2 – Game Inputs

GND	9	1	GND
	10	2	
Prize door 5 Unlock Switch	11	3	Prize door 6 Unlock Switch
Prize door 3 Unlock Switch	12	4	Prize door 4 Unlock Switch
Prize door 1 Unlock Switch	13	5	Prize door 2 Unlock Switch
Prize Door 6 Lock Switch	14	6	
Prize Door 4 Lock Switch	15	7	Prize Door 5 Lock Switch
Prize Door 2 Lock Switch	16	8	Prize Door 3 Lock Swicth

** Italics means the signal is not used

Door connections are made to the PCB, but do not extend to the side cabinet sections.

Harness connector shell: Molex Minifit 003901-2160

Harness connector pins: Molex Minifit 39-00-0038 (Reel)

Harness connector pins: Molex Minifit 39-00-0039 (Loose)

P3 – Aux Signals

<i>OPTO Drive</i> **	6	1	<i>Power Fail</i> **
<i>I2C DAT</i> **	7	2	<i>I2C CLK</i> **
<i>CCTALK2</i> **	8	3	<i>CCTALK1</i> **
<i>JCM RX</i> **	9	4	<i>JCM TX</i> **
<i>RS485-</i> **	10	5	<i>RS485+</i> **

** Italics means the signal is not used

Harness connector shell: Molex Minifit 003901-2100

Harness connector pins: Molex Minifit 39-00-0038 (Reel)

Harness connector pins: Molex Minifit 39-00-0039 (Loose)

P4 – Light Drivers

<i>LIGHT OUT 3</i> **	5	1	<i>12V (fused)</i> **
<i>LIGHT OUT 2</i> **	6	2	<i>12V (fused)</i> **
<i>LIGHT OUT 1</i> **	7	3	<i>12V (fused)</i> **
12V (switched)	8	4	GND

** Italics means the signal is not used

Harness connector shell: Molex Minifit 003901-2080

Harness connector pins: Molex Minifit 39-00-0038 (Reel)

Harness connector pins: Molex Minifit 39-00-0039 (Loose)

P5 – Light Outputs

12V output	7	1	12V output
12V output	8	2	12V output
START Button Lamp	9	3	SELECT Button Lamp
	10	4	TAKEWIN Button Lamp
	11	5	
	12	6	

Harness connector shell: Molex Minifit 003901-2120

Harness connector pins: Molex Minifit 39-00-0038 (Reel)

Harness connector pins: Molex Minifit 39-00-0039 (Loose)

P6 – Door Lock Lighting

12V (fused)	11	1	12V (fused)
12V (fused)	12	2	12V (fused)
Start Button Surround	13	3	DBA/Coin Enable
	14	4	
Door 6 Lock Lamp	15	5	Door 6 Unlock Lamp
Door 5 Lock Lamp	16	6	Door 5 Unlock Lamp
Door 4 Lock Lamp	17	7	Door 4 Unlock Lamp
Door 3 Lock Lamp	18	8	Door 3 Unlock Lamp
Door 2 Lock Lamp	19	9	Door 2 Unlock Lamp
Door 1 Lock Lamp	20	10	Door 1 Unlock Lamp

** Italics means the signal is not used

Door connections are made to the PCB, but do not extend to the side cabinet sections.

Harness connector shell: Molex Minifit 003901-2200

Harness connector pins: Molex Minifit 39-00-0038 (Reel)

Harness connector pins: Molex Minifit 39-00-0039 (Loose)

Door lock and unlock lamps are powered from the fused 12V power outputs. Maximum current per lamp is 500mA with total current on all lamps not to exceed 2A.

P10 – Minor Motor Drivers

	8	1	
	9	2	
12V (fused)	10	3	12V (fused)
12V (fused)	11	4	12V (fused)
12V (fused)	12	5	12V (fused)
	13	6	
	14	7	

Harness connector shell: Molex Minifit 003901-2140

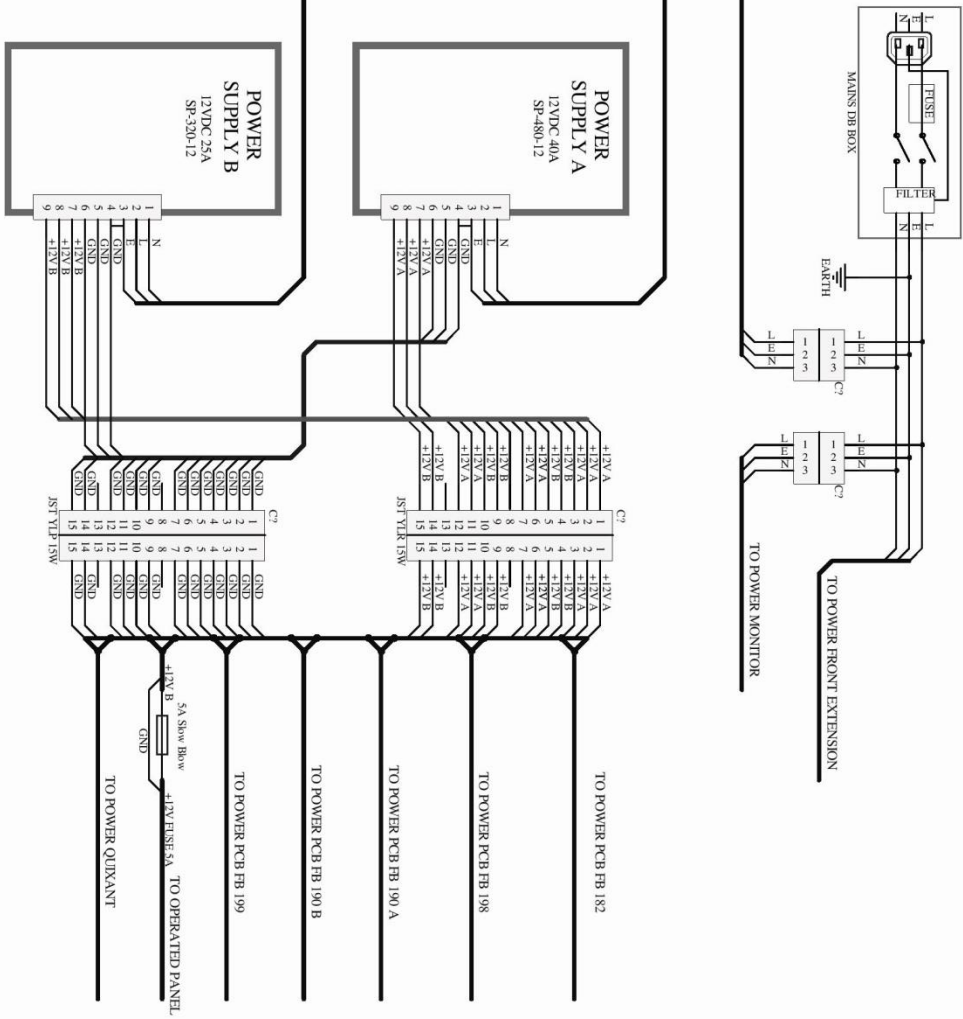
Harness connector pins: Molex Minifit 39-00-0038 (Reel)

Harness connector pins: Molex Minifit 39-00-0039 (Loose)

Minor prize arm motors are powered from the fused 12V outputs. Maximum current per motor is 1.5A with a total current for all motors not to exceed 3A.

WIRING DIAGRAMS

(Next Page)

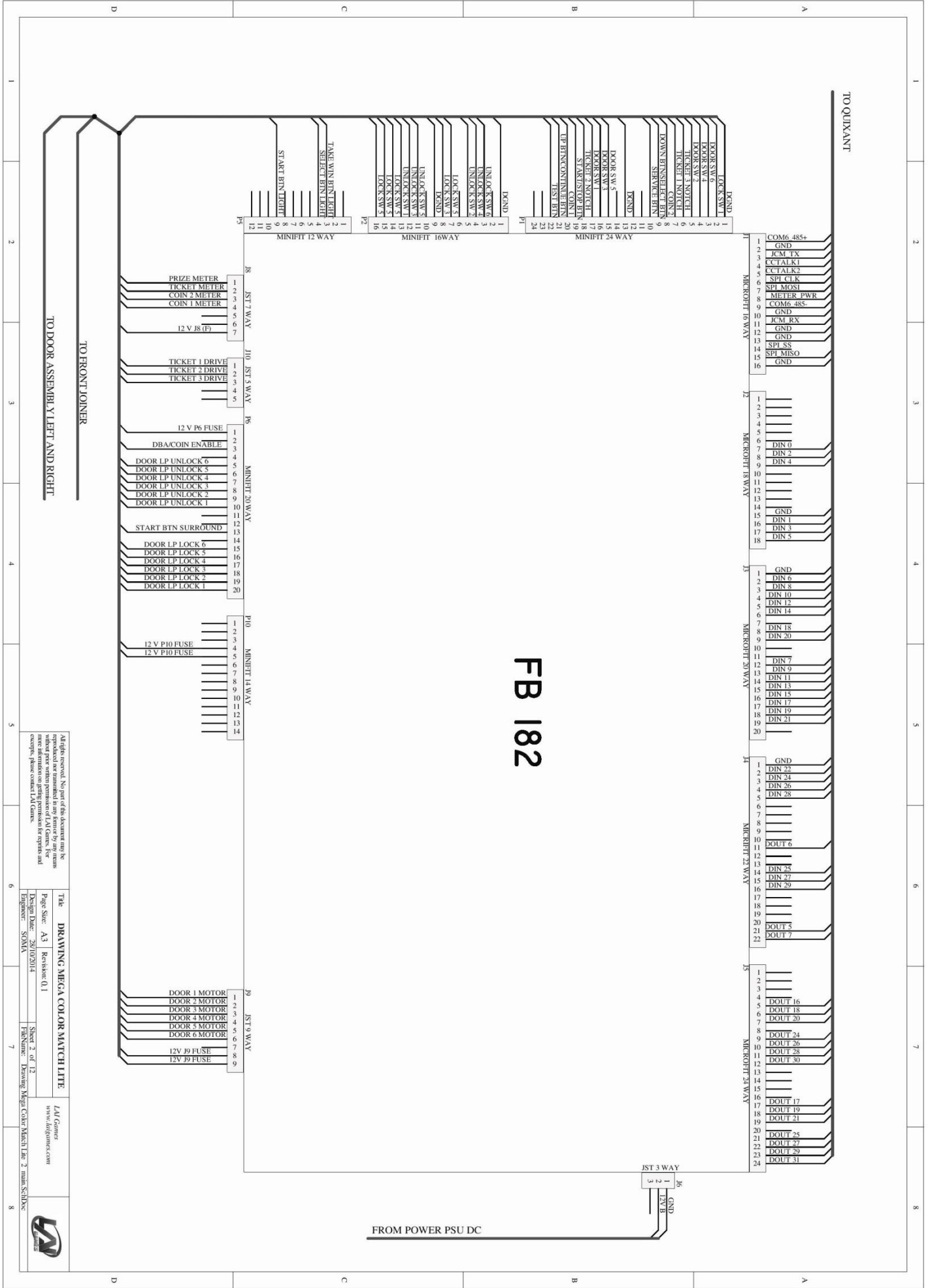


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Sheet 1 of 12
 Filename: Drawing Mega Color Match Lite 1 power.schdoc



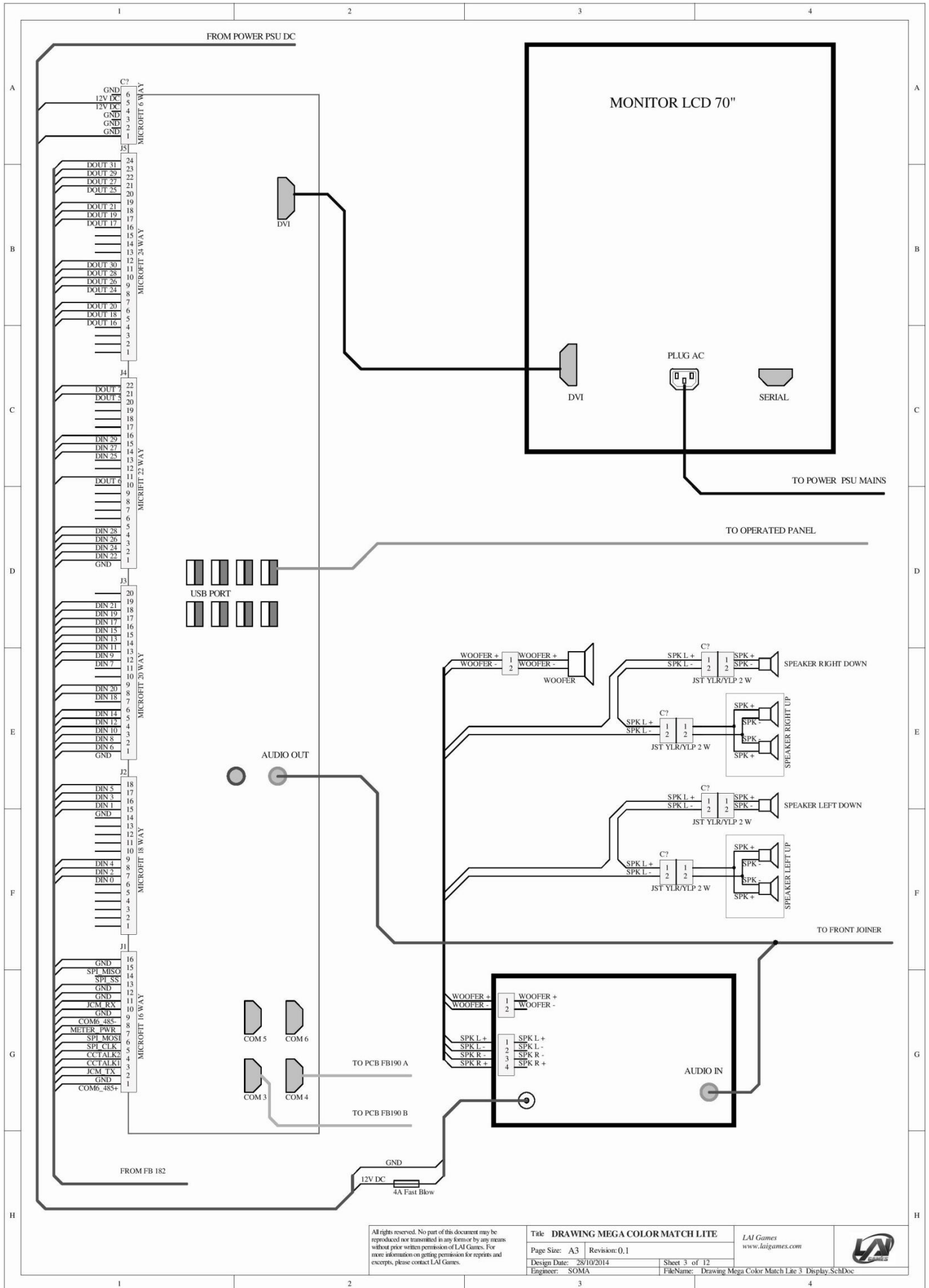


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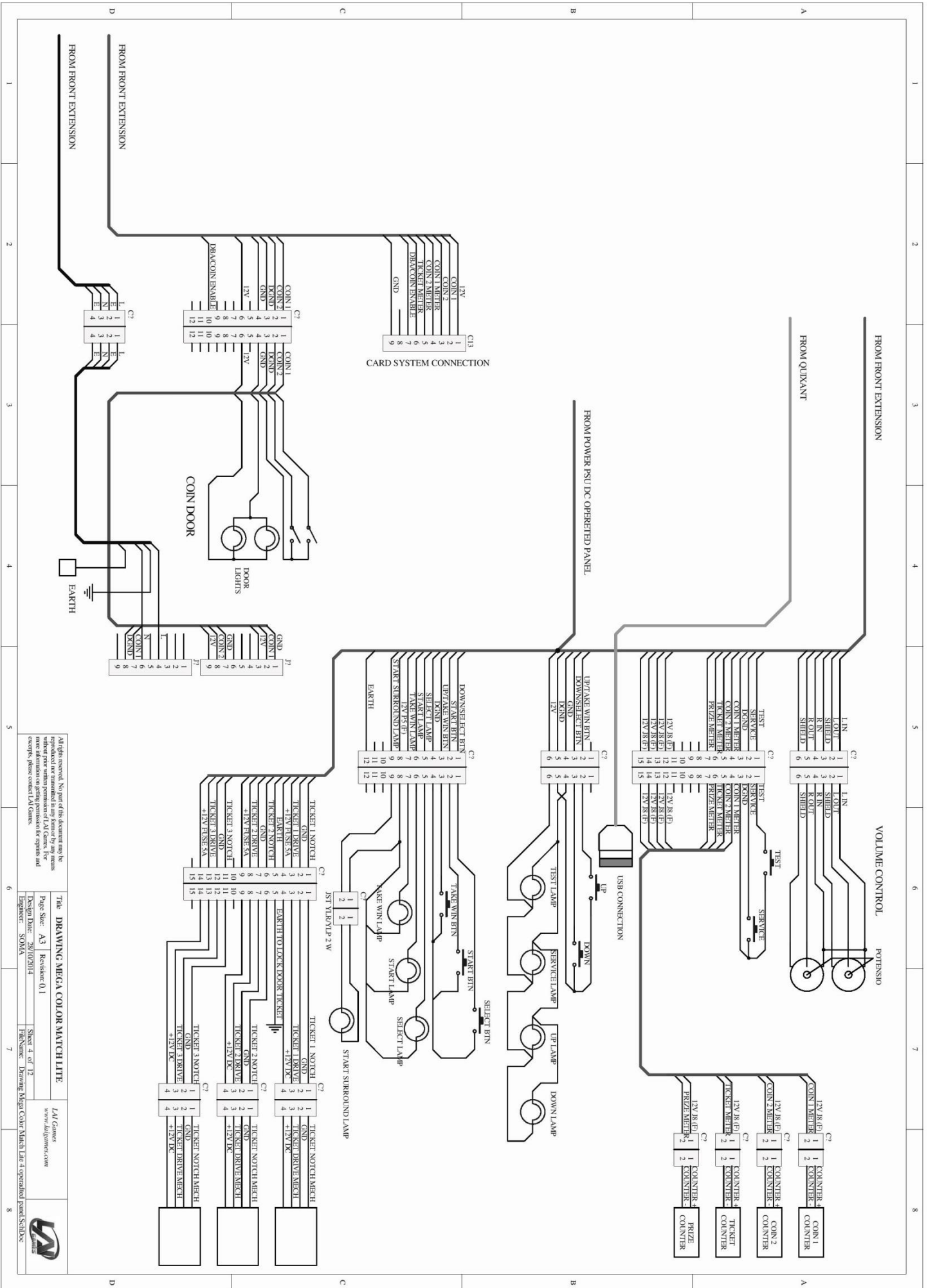
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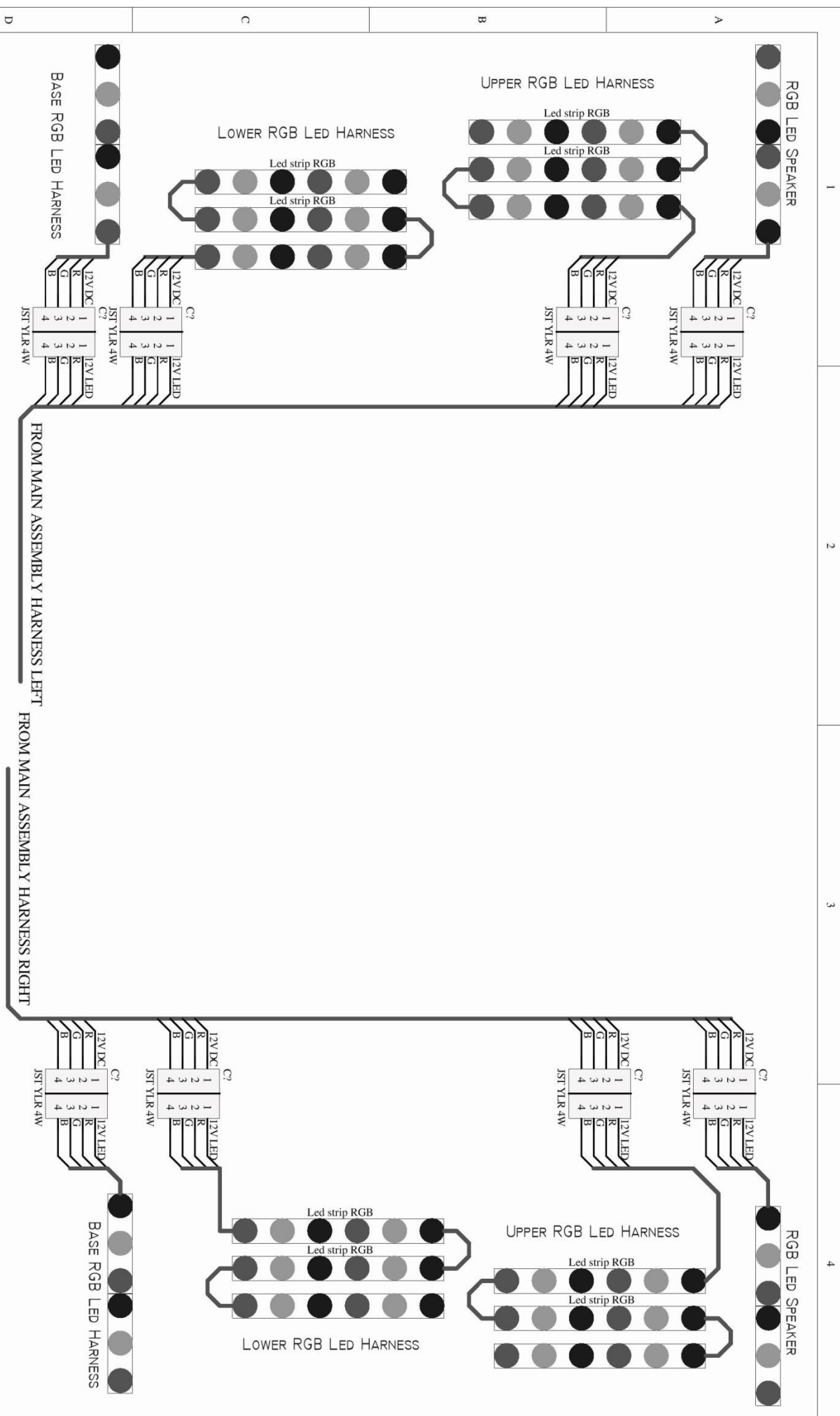




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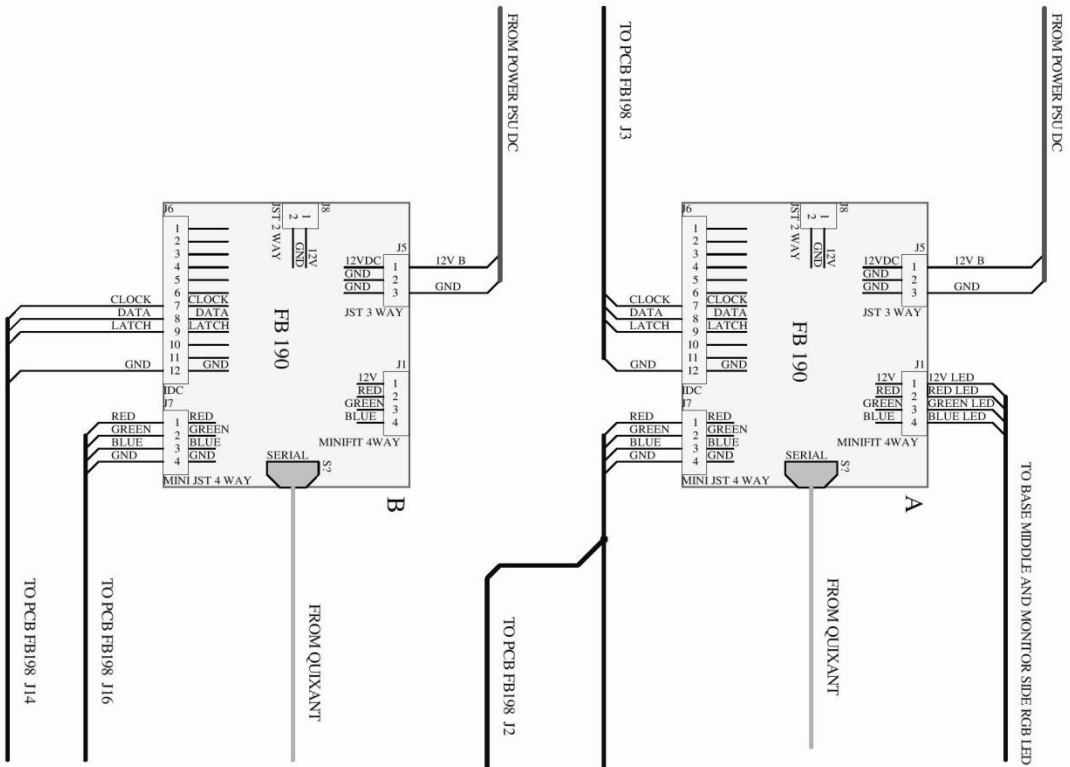
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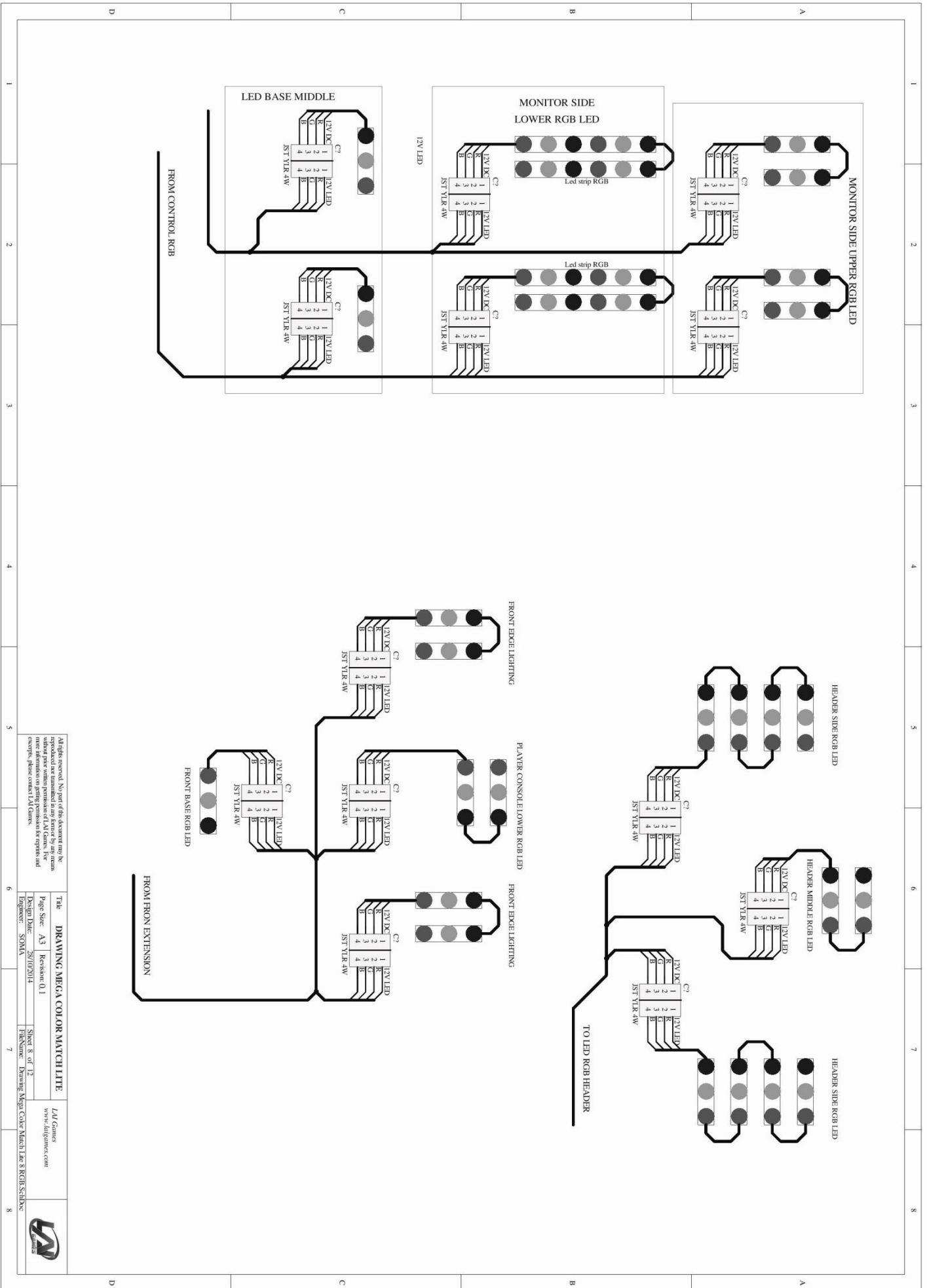




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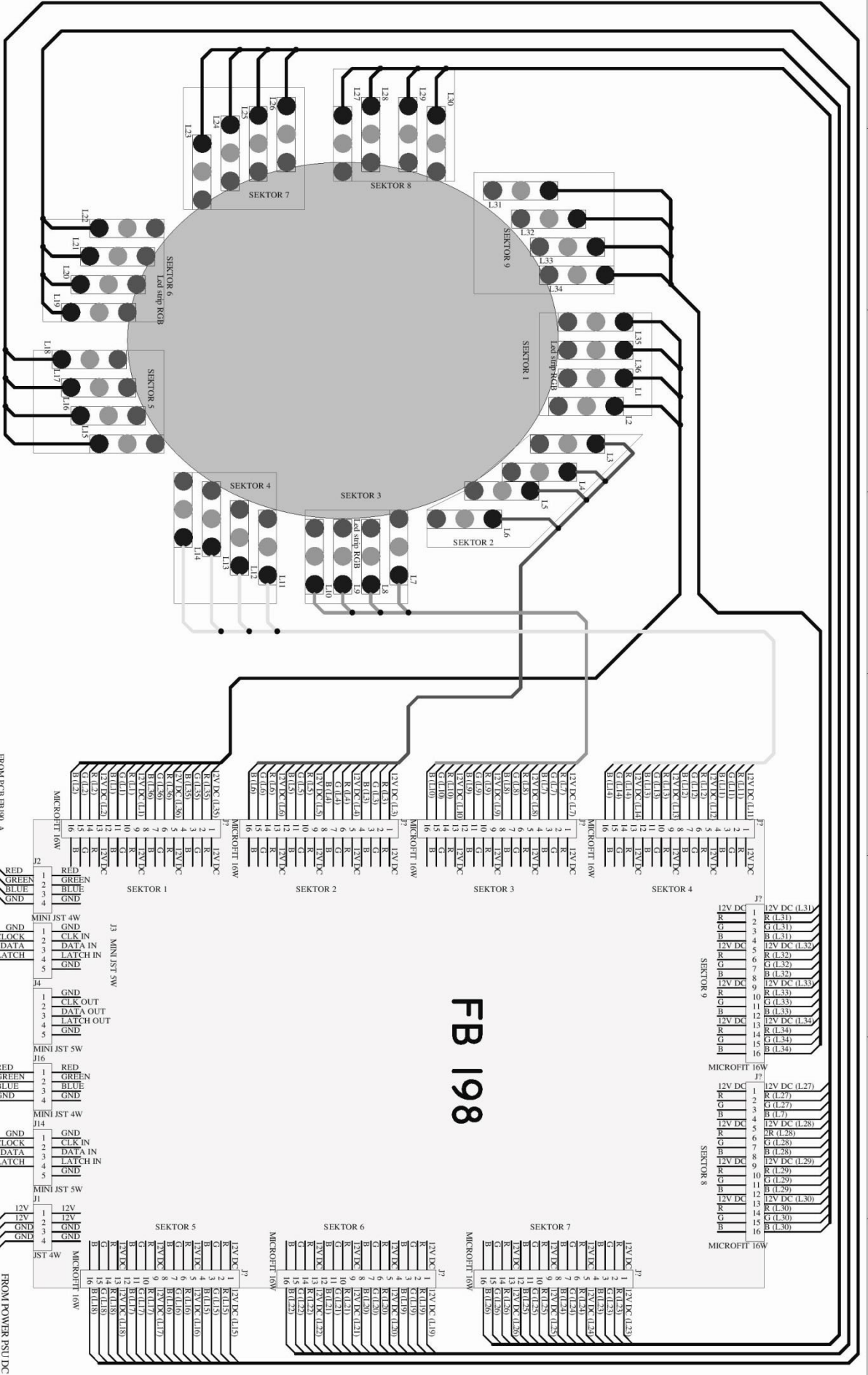


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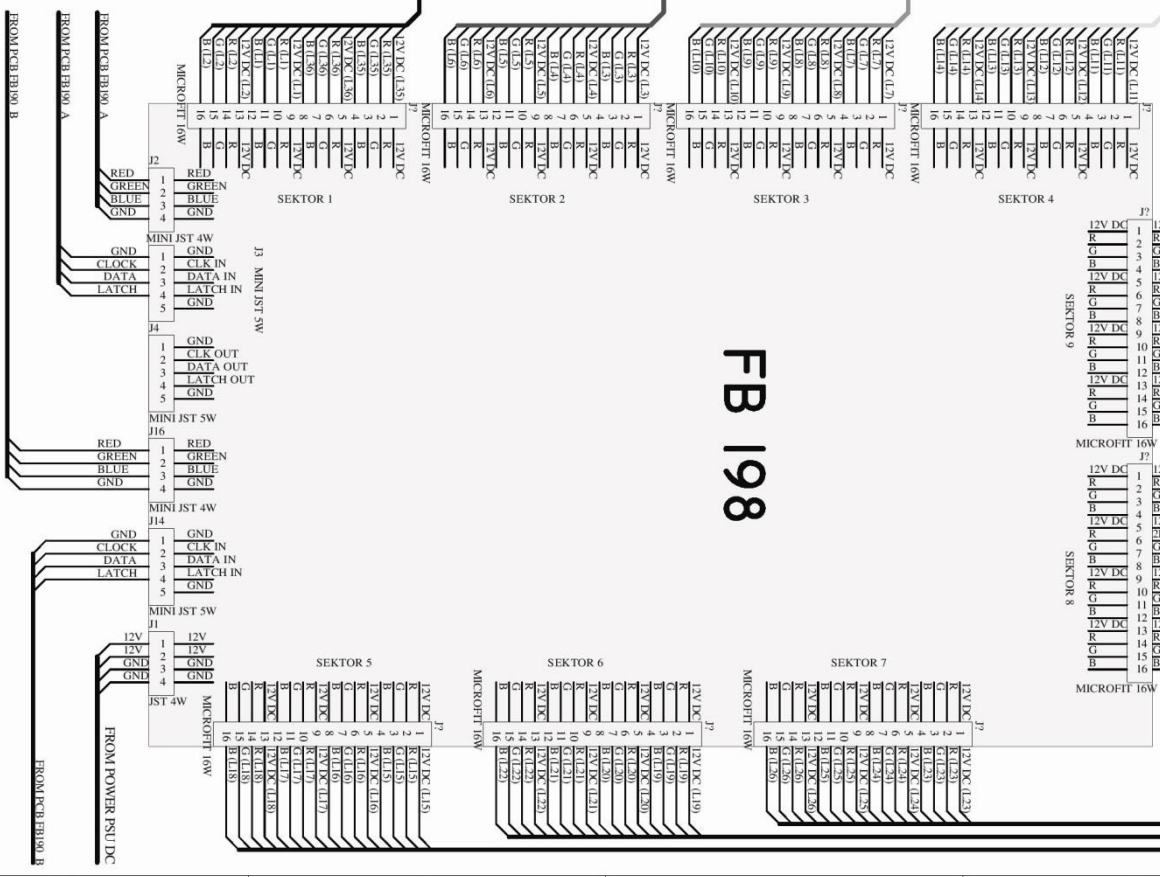
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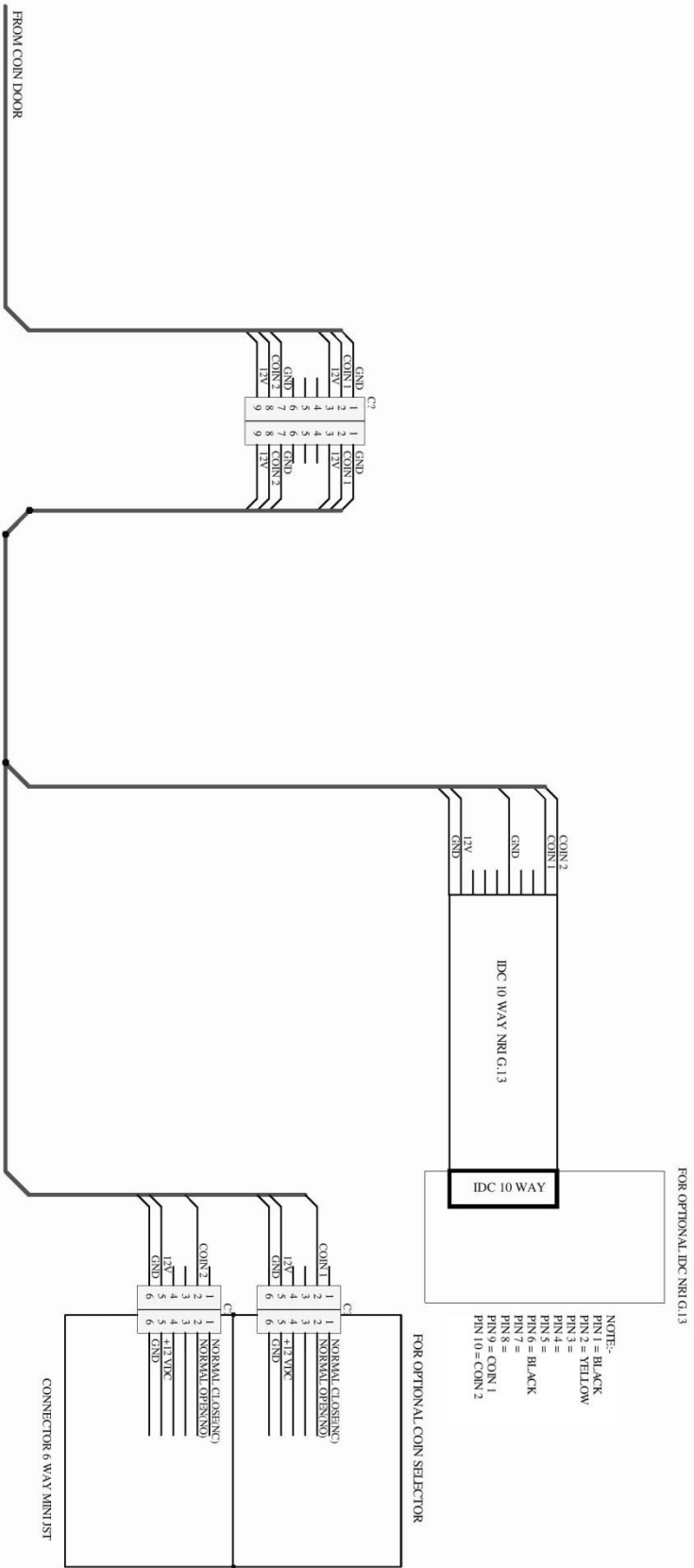
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(OPTIONAL)
WIRING FOR COIN DOOR,
WITH IDC NRI G.13



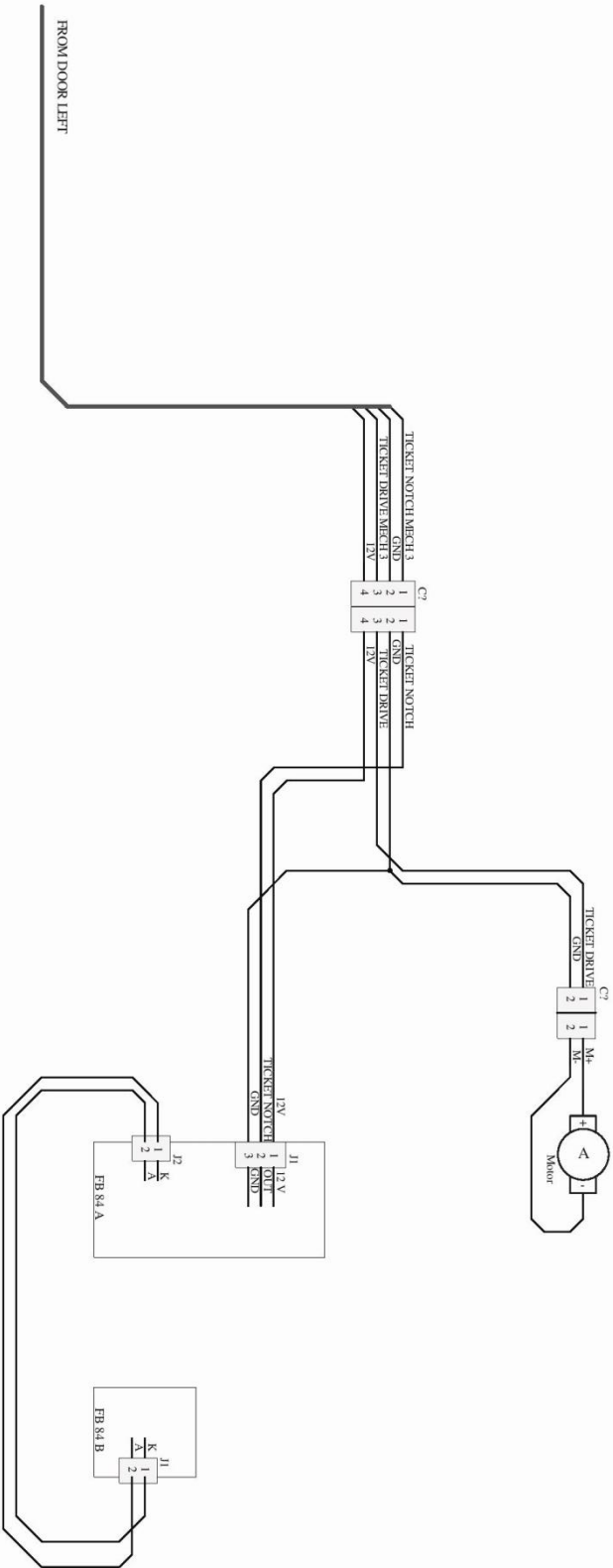
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Page Size: A3 Revision: 0.1
Design Date: 08/10/2014
Designer: SMOVA

Sheet 10 of 13
Part Name: Drawing Mega Color Match Lite 10 Optional Coin Selector



(OPTIONAL)
 WIRING FOR CAPSULE DISPENSER
 (REPLACE TICKET MECH)



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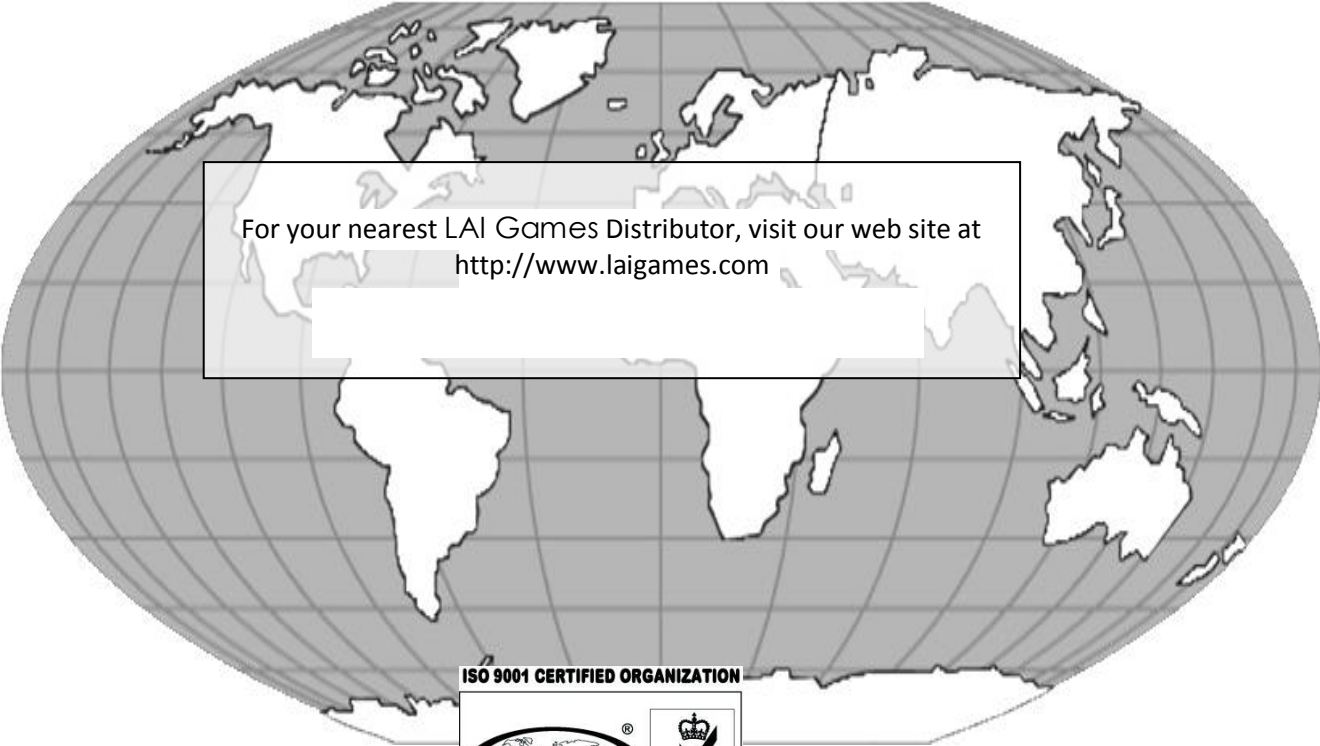
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