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INDY HEATTM

Owner's Manual

The Leland Corporation

Part Number B-701-00025-00 Rev. A

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Your Responsibility for Maintenance

It is the owner's responsibility to make sure that the specified maintenance is performed. The Troubleshooting Section of this manual provides details on these maintenance requirements. Also included in the Troubleshooting Section is information regarding other requirements for games operated under severe playing conditions.

Machine Information

Purchase Date: _____

Distributor: _____

Game Serial Numbers

Program: _____

(see lower left corner of bookkeeping main menu screen)

PC Board: _____

Introduction

Welcome to the growing number of value conscious people who operate Leland Corporation products. We are proud of the advanced engineering and quality of each product we build.

Please take a few moments to read through this manual. It has been designed to acquaint you with the features of your new "Indy Heat™" game and to help you make the most profit from this machine.

When it comes to service, remember that your Authorized Leland Distributor knows your game best and is dedicated to your complete satisfaction. He can provide quality parts, service, and any other assistance you may require.

The Leland Corporation

Please leave this owner's manual in the game at the time of resale. The next owner will also need this important information.

All information and specifications in this manual are current at the time of printing. However, because of The Leland Corporation's policy of continual product improvement, we reserve the right to make changes at any time without notice.

Non-Leland Replacement Parts Notice

The Leland Corporation recommends the use of genuine Leland Corporation parts when replacing any malfunctioning component or assembly in this game. For safety and reliability, The Leland Corporation does not recommend or authorize any substitution parts or modifications of Leland equipment. Such alterations may adversely affect game play or cause serious injury, and will void your warranty. Unauthorized parts and/or modifications may also void FCC compliance.

FCC Warning

This equipment generates, uses, and can radiate radio frequency energy and if not installed in accordance with the Owner's Manual, may cause interference to radio communications. This game has been tested and found to comply with the limits for a Class "A" computing device pursuant to subpart "J" of part 15 of the FCC rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference, in which case the user, at his own expense, will be responsible to correct the interference.

Indy Heat™

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Assembly Instructions

1. Remove all parts from the shipping containers and check for damage. Notify your distributor (and the shipper) immediately if you find any parts broken.
2. Keys for the coin door are taped in the coin return slots. Inside the coin door you'll find the rear panel keys attached to the door with a clip. The AC power cord will be found inside the rear panel. Close the rear compartment before turning on the game.
3. Examine the monitor screen and its plexiglass cover. Clean or dust any debris that may have settled on the monitor during shipping (if required). This would also be a good time to gently wipe down the inside of the monitor plexi as well. Use only a soft, dry cloth to wipe the plexi to prevent scratching.

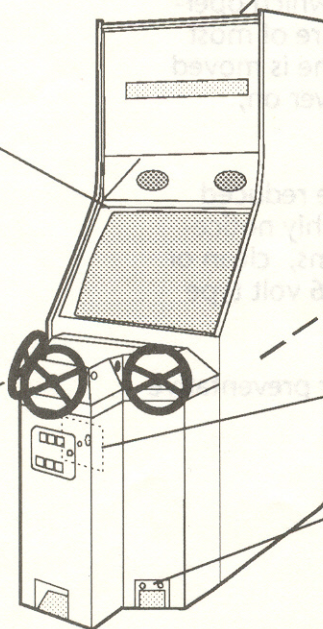
To remove the monitor plexi, extract the 4 hex head bolts and remove the monitor plexi retainer bracket. Lift the plexi upwards until it clears the bottom bracket, then lift out. Re-install in the reverse order.

4. Plug in the game and verify proper operation by going through the built-in diagnostic screens (see page 11). Check coin mechanism operation by feeding each one with a few coins.
5. This is also a good time to check your coins-per-credit and game play time settings. "Indy Heat™" is shipped with most adjustments set in the middle of their range.

Monitor plexi retainer bracket

To gain access to steering wheel/nitro button assemblies reach through the coin door and release the panel latches associated with each assembly (two latches on the left and two on the right, one for the center wheel).

The center wheel assembly is hinged at the "front" (nearest edge). The left and right wheel assemblies are hinged to open "gullwing" style.



Access to fluorescent bulbs is gained by removing the 6 top plexi retainer screws and retainer. Lift plexi straight up and out. Re-assemble in reverse order. Use care to center graphic sheet between the two plexis to prevent the edges of the graphic from being "crimped" when the bracket is tightened.

On/Off rocker switch on rear panel.

Power supply, main circuit board and fuse are located inside, behind lockable rear panel.

Volume control and service button are located behind the coin door.

To access gas pedal assemblies, remove two hex head bolts and slide straight out. If pedal assembly is replaced or disassembled, see Game Setup Screen for adjustment procedure.

Maintenance and Upkeep

Maintaining your Indy Heat™ game is of utmost importance in order to enjoy good, steady earnings. A dirty cabinet, sticky coin mech, or poorly adjusted player controls are all suspect when a significant drop in revenue is noticed.

The following are recommended procedures to follow when servicing your machine:

Every Collection—

Make sure that the cabinet and especially the control panel and monitor plexi are clean and free of gum, grease, and dirt.

Play the game. Check the steering wheels and gas pedals for proper adjustment and response (see the buttons and controls test in the Diagnostics sections).

NOTE: Be sure to adjust, clean, or replace any marginal switches.

Clean and adjust the monitor to insure that the picture is "rich" and inviting.

Once a Month—

Check the inside of the cabinet for dirt and dust.

HINT: Carry a portable "Dustbuster"-type vacuum.

Confirm proper adjustment of game volume, brightness, and contrast controls.

Use diagnostic screens to help you adjust color or horizontal/vertical size and position if required.

Check the screen corners for "rainbows" or color "fringing."

This can indicate a need for degaussing. Your game is equipped with an automatic degaussing circuit which operates when AC power is applied. This will take care of most situations without operator attention. If the game is moved (or subjected to mechanical shock) with the power on, supplemental degaussing may be needed.

Look for proper fluorescent lamp operation. The reduced brightness caused by one inoperative bulb is highly noticeable. Check coin slot lamps and coin mechanisms, clean or lubricate if required. To replace coin lamps use 6 volt type GE259 or equivalent.

The benefits of spending a few extra minutes for preventative maintenance will be seen as a wise investment.

Troubleshooting

A Note About Power

DC Power

The microprocessor in this machine operates most efficiently when the power supply is providing a steady +5.0 VDC ($\pm .15$ VDC). When checking the DC power, always measure at the circuit board (not the power supply). This will prevent measurement errors from voltage drops in the harness. Be sure that the +5 volt supply is within operating limits. Also, be sure that there is less than .005 volts AC riding on the +5 volt line. If you do find AC on the DC line, inspect the filter capacitors in the switching power supply. When measuring or working on the power supply, take care not to disturb the ground braid (required for safety and FCC compliance). Low voltage and AC on the DC lines are often causes of the following problems:

- "Garbage" on the monitor screen
- Computer freeze-up
- A variety of seemingly unrelated problems

AC Power

Connect this game only to a grounded three-wire outlet which provides between 108 and 132 volts AC. If you have only a two-wire outlet, we recommend that you hire a licensed electrician to install a grounded outlet. This will reduce the possibility of a player receiving a shock. The possibility exists that players may receive an electrical shock if this system is not properly grounded.

Our Service Department

For parts, service, and technical information, first contact your authorized Leland Corporation Distributor. If additional technical aid is required, please contact the Leland Corporation Technical Support Department at (619) 562-7000, Monday through Friday, 8:00 a.m. to 5:00 p.m. Pacific Standard Time.

To provide you with the quickest possible response to your questions, please have the following information ready when you call:

- Your game name and serial number
- Any reference materials and a list of observations

NOTE: Schematics for this game are available in the form of a service manual. Contact our Customer Service department and order publication number B-703-00013-00.

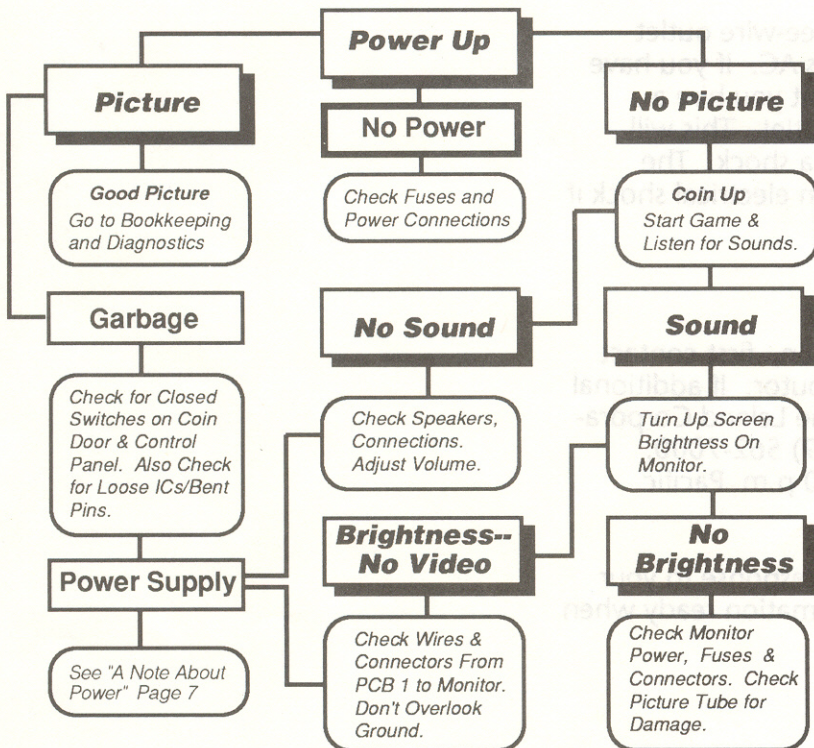
Troubleshooting Flow Chart

First, eliminate the obvious causes of problems (AC Mains present, line cord OK, etc.). Then unlock and remove the rear panel for access to the power supply, fuse, and game circuit board. The fuse is located on the side of the AC Power Enclosure (see Page 20).

If your tests require the AC power to be on, the safety interlock switch plunger can be pulled fully towards you to override its normal function and permit power to be applied with the back cover removed.

USE CAUTION WHEN OPERATING THE GAME WITH THE CABINET OPEN! DANGEROUS VOLTAGES ARE PRESENT!

Take care not to connect the monitor directly to the AC Mains. Power should be applied to the monitor only through the isolation transformer which is built into the game. When troubleshooting is completed, verify that the ground braid routing and connections are restored to their original configuration.



Troubleshooting Tips

General Troubleshooting

Monitor screen filled with "garbage"—

- Press reset switch on main circuit board (see figure at right).
- Verify proper adjustment of monitor sync controls.
- Measure the voltage on Pins 3 & C on Connector J2. If the voltage is less than +5 VDC, check the switching power supply and its voltage adjustment.
- Check for closed switches on the control panel or coin door.
- Look for loose connections on connectors VID1, VID2, M1 and M2. Examine J2 Pins 16-18, 20-22.

No sound—

- Check for loose connections at speakers or volume control.
- Low +12 VDC supply.
- Defective speaker, volume pot, or 5 watt resistor (see Page 22).

No control or function switches (includes coin switches)—

- Check all connections (especially ground).
- Check wire continuity between board and switch.
- Look for closed or broken switches.
- Check the input buffers (see "Buffers" below).

Monitor Troubleshooting

No picture—

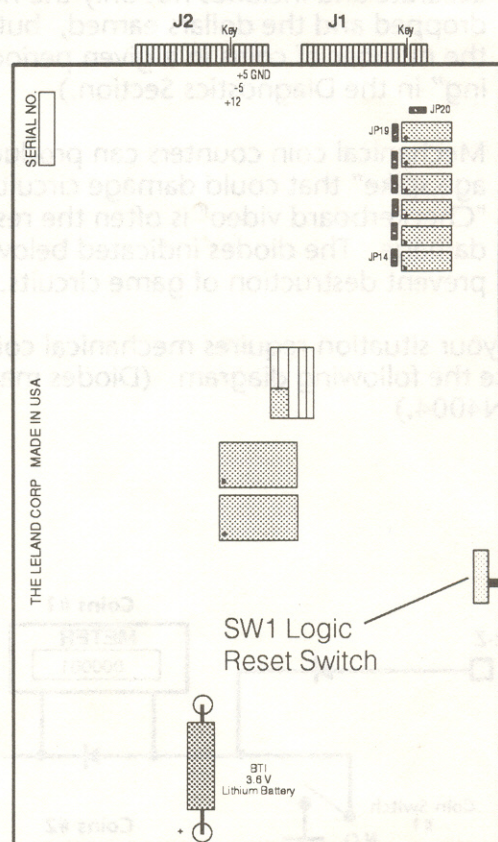
- Proceed carefully, high voltages present.
- Check all power connections including isolation transformer.
- For a quick check to verify that power is reaching the monitor, use the following steps:
 - Examine the picture tube filament, verify that it is on.
 - Listen for the sound of the horizontal oscillator/flyback (a high pitched squeal).

Sync problems—

- Check sync and ground connections (see wiring diagrams on Pages 19- 25).
- Check the video output buffer.

Buffers

An input or output (I/O) buffer is the component that produces/receives the signals required to connect the game computer to the outside world. Static discharges and other forms of electronic "stress" encounter the buffers first. For these reasons the I/O buffers sometimes fail (while protecting the more delicate electronics). An oscilloscope is recommended to verify proper I/O function.



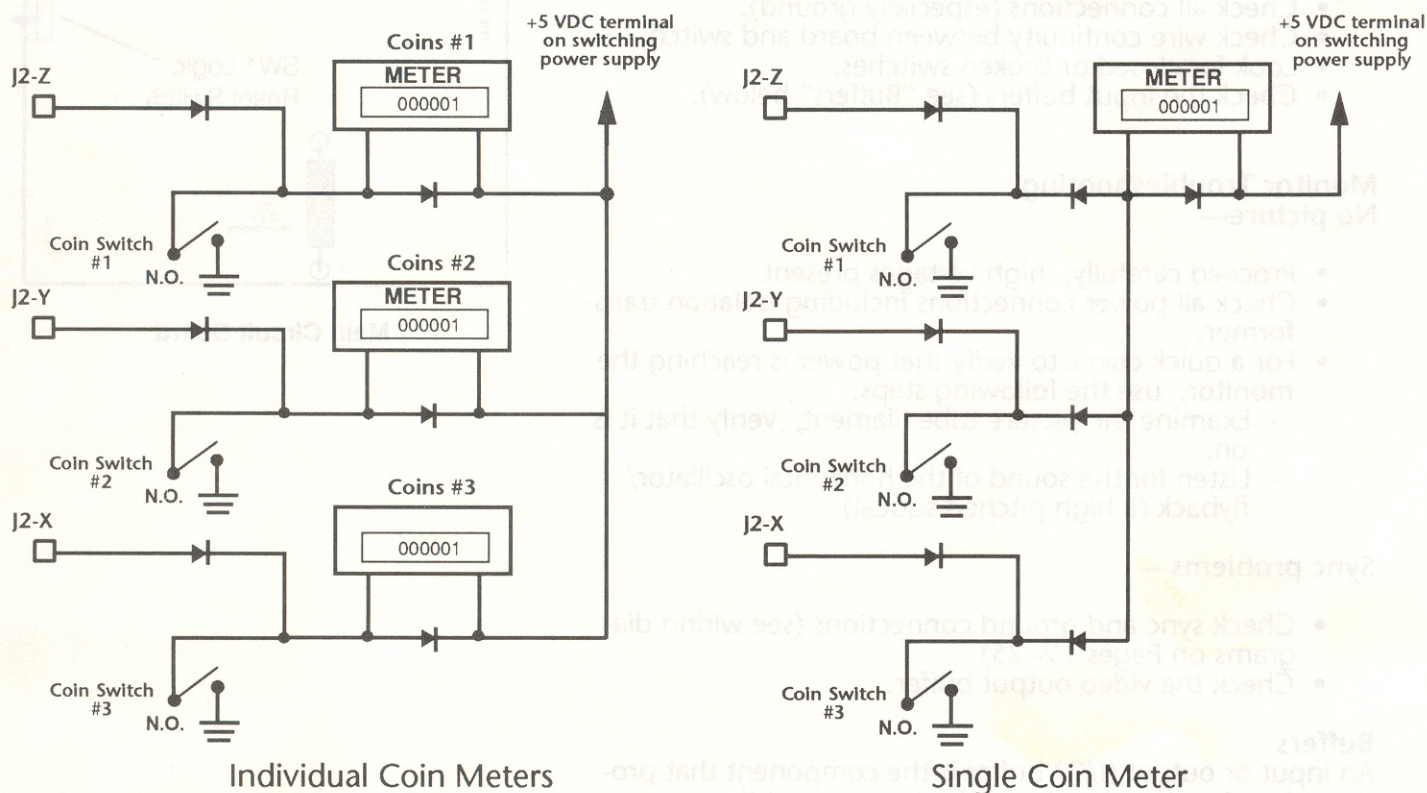
Important Note: Any unauthorized board repair or attempted repair will void your warranty! Refer to the Leland Corporation Limited Warranty statement at the back of this manual for restrictions and or limitations.

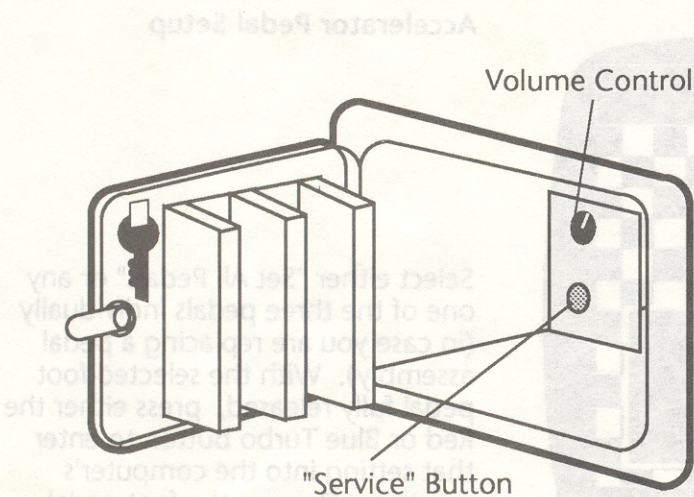
About Mechanical Coin Counters

We have not installed mechanical coin counters on this game for the following reasons:

- The bookkeeping program for this game is extremely accurate and includes not only the number of coins dropped and the dollars earned, but also keeps track of the number of coins in a given period. (See "Bookkeeping" in the Diagnostics Section.)
- Mechanical coin counters can produce an inductive "voltage spike" that could damage circuit board components. "Checkerboard video" is often the result of this type of damage. The diodes indicated below are required to prevent destruction of game circuits.

If your situation requires mechanical coin counters, please use the following diagram. (Diodes may be 1N4001 to 1N4004.)

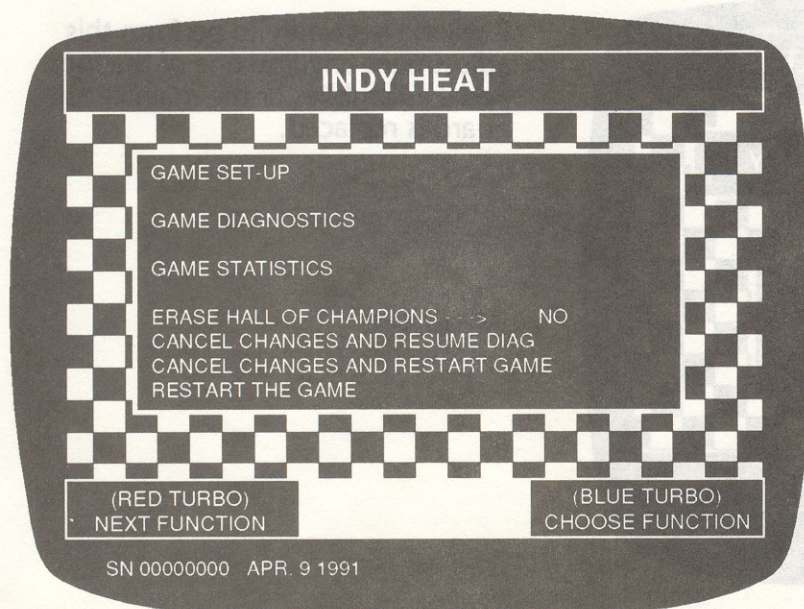




Bookkeeping and Diagnostics

To enter the Bookkeeping and Diagnostics Sections:

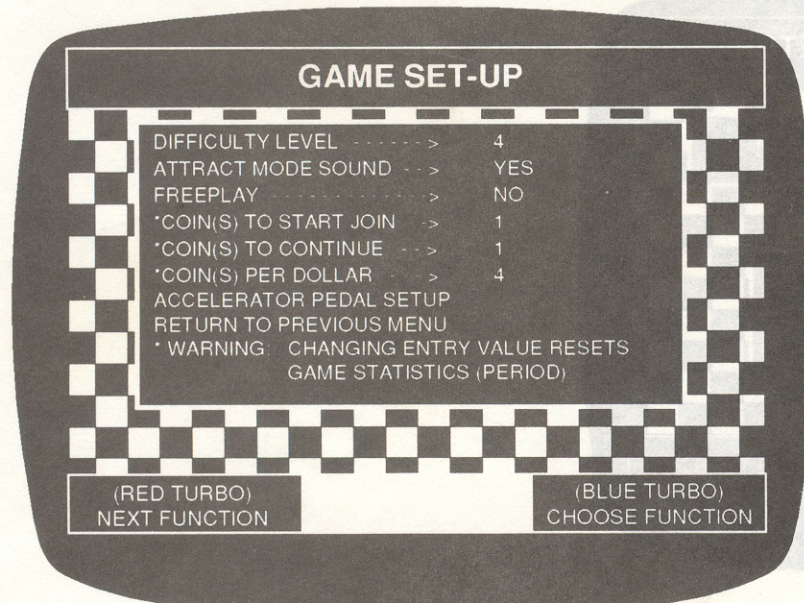
- Press the red player turbo button on the control panel and hold.
- Press the "Service" button inside the cash box door.
- Release both buttons.



Main Menu

The main menu will appear on the screen after following the above listed sequence. Follow the instructions on this menu to select and enter the desired function. All screens contain instructions for using them on the top or bottom-most lines. Use either red turbo button to select the next function and use the blue turbo button to choose that function.

NOTE: The game's serial number is located in the lower lefthand corner of the screen.



Game Set-up

In the Game Set-Up Mode, you can set the key elements of the game to match your location. Use the red turbo button to move up or down the menu and use the blue turbo button to select that item. In this menu you may set game difficulty, attract mode sound, freeplay, coins per credit, coins per dollar, and the accelerator pedal setup.

IMPORTANT! It is necessary to perform the accelerator pedal setup procedure so that the game functions properly. See next section

Accelerator Pedal Setup

ACCELERATOR PEDAL SETUP

SET ALL PEDALS
 SET (RED) LEFT PEDAL
 SET (WHITE) MIDDLE PEDAL
 SET (BLUE) RIGHT PEDAL
 RETURN TO PREVIOUS MENU

PEDAL VALUES	LEFT	MIDDLE	RIGHT
MINIMUM :	65	0	0
MAXIMUM :	247	0	0
FACTOR :	119	110	255
BIAS :	211	222	175

(RED TURBO)
NEXT FUNCTION

(BLUE TURBO)
CHOOSE FUNCTION

Select either "Set All Pedals" or any one of the three pedals individually (in case you are replacing a pedal assembly). With the selected foot pedal fully released, press either the Red or Blue Turbo button to enter that setting into the computer's memory. Depress the foot pedal fully and press either the red or blue turbo button to enter that setting. Repeat as necessary and then return to previous menu.

It will be necessary to perform this adjustment anytime one of the foot pedal assemblies or the main circuit board is replaced.

ACCELERATOR PEDAL SETUP

PRESS LEFT PEDAL FULLY !

PEDAL VALUES	
MINIMUM :	65
MAXIMUM :	

(RED TURBO)

OR

(BLUE TURBO)

TO EXIT REPORT

ACCELERATOR PEDAL SETUP

RELEASE LEFT PEDAL !

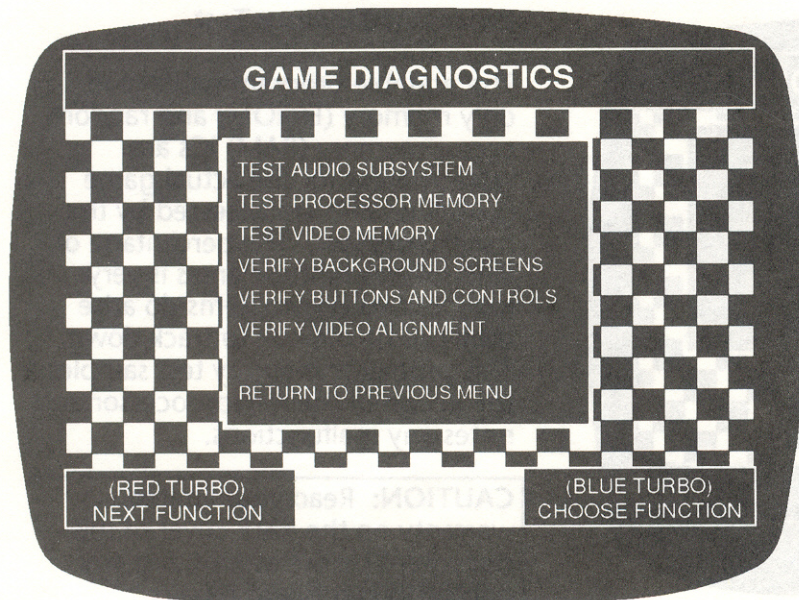
PEDAL VALUES	
MINIMUM :	65
MAXIMUM :	242

(RED TURBO)

OR

(BLUE TURBO)

TO EXIT REPORT

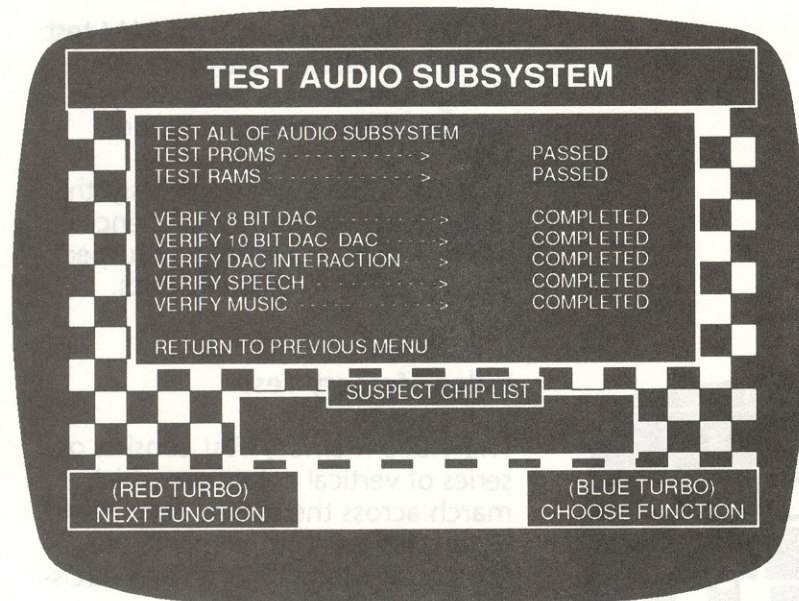


Diagnostics Menu

Calling up the Diagnostics menu will open a very complete and easy-to-use set of tests to make adjusting, troubleshooting, and servicing your machine quick and simple.

You will notice that the Diagnostics Menu has a series of sub-menu so that you can check the audio subsystem, processor memory, video memory, background screens, buttons and controls, and verify video alignment.

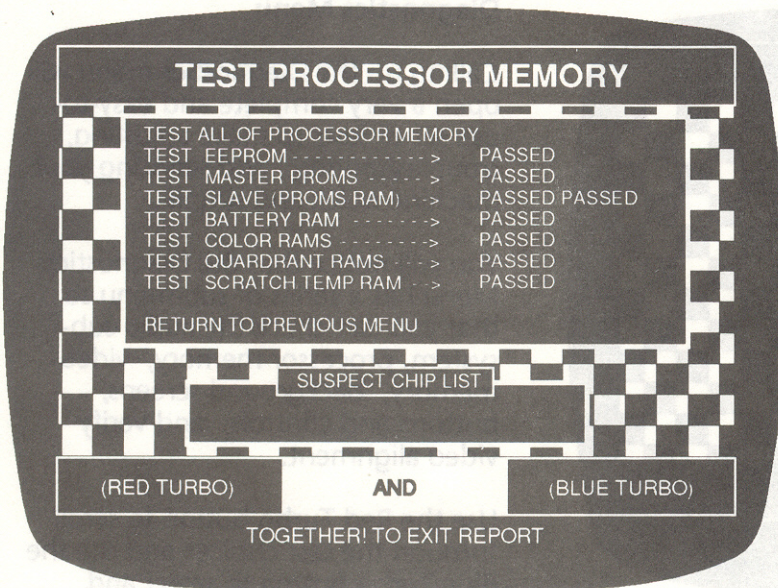
Use the Red Turbo button to scroll through the test choices and use the Blue Turbo button to select and activate that test.



Audio Subsystem Test

The volume of the game's sound, for the most part, is dictated by the location. However, the quality of the sound is a function of the program. This test will help you in your quest to find "odd" sounds or to remedy the lack of certain sounds.

The Suspect Chip List will display any PROMS or EEPROMS suspected of causing problems in the audio subsystem, greatly reducing the amount of time you spend troubleshooting any problems in this area.



Processor Memory Test

The erasable programmable read only memory (EPROM) and random access memory (RAM) ICs are storage areas for the actual game guidelines and are accessed by the microprocessor. The percentage of field failures in these areas is very low, but when problems do arise they can be difficult to track down. This processor memory test samples the action of the microprocessor and notes any malfunctions.

CAUTION: Read your limited warranty on the back cover of this document before attempting any printed circuit board repairs.

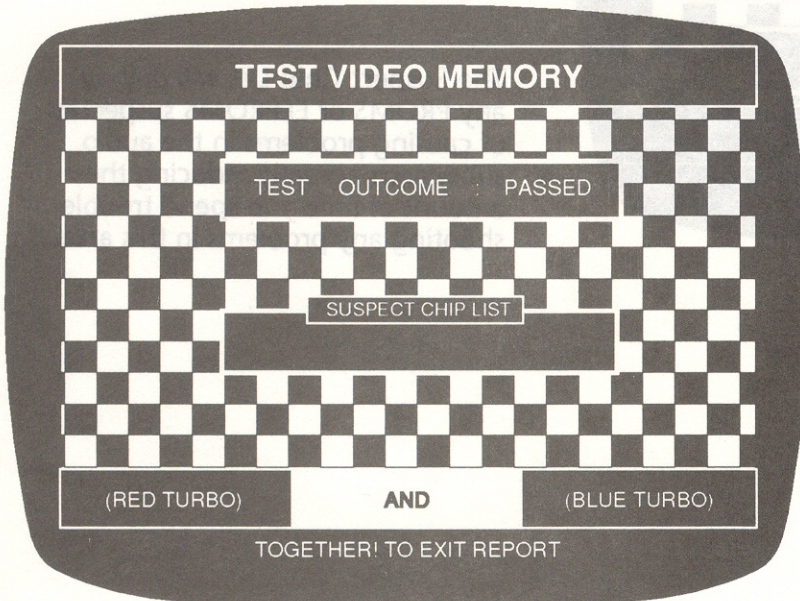
NOTE: The Scratch/Temp RAM test screen will display one of the game's background screens and will cycle through the entire color range.

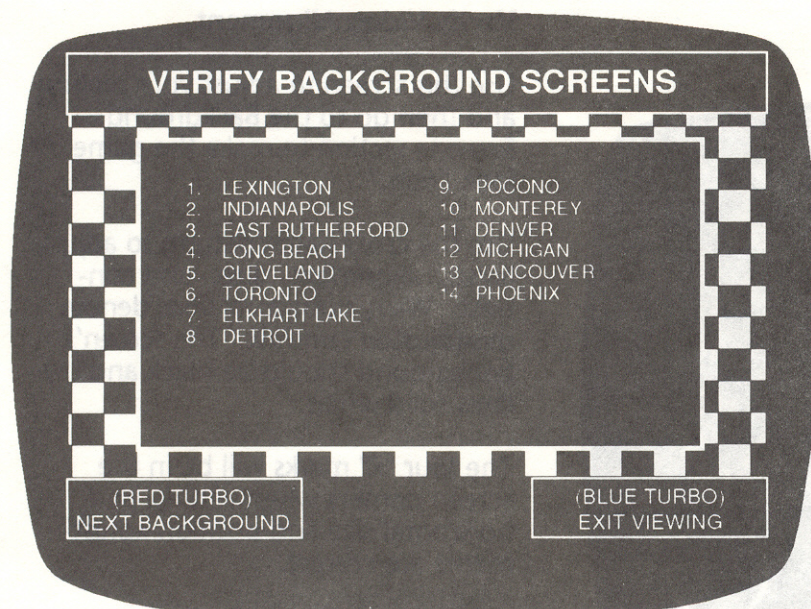
Like the Audio Subsystem Test, the Processor Memory Test sequence will also display a list of any suspect chips that fail to pass any tests.

Video Memory Test

The Video Memory Test consists of a series of vertical color bars which march across the screen from left to right. This test complements the "Processor Memory Test" by exercising the video RAM ICs.

At the conclusion of the test, any suspect chips will be displayed on the screen as shown at left.

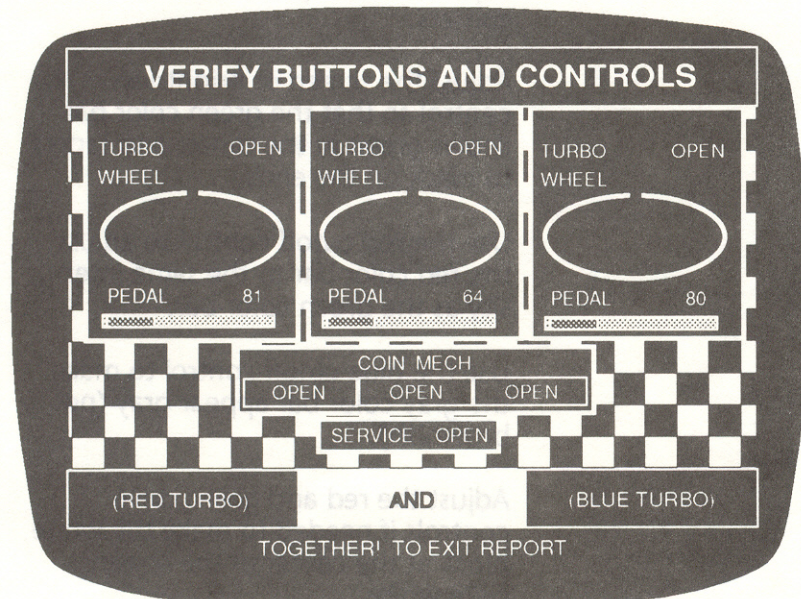




Verify Background Screens

This test allows you to check any of the fourteen race track background screen for visual clarity and proper color. Press the Red Turbo button to advance through the screens; press the Blue Turbo button to exit viewing.

This test is not only helpful when looking for glitches, but may also be viewed as a visual test of the colors and picture clarity after the Video Alignment test has been completed.



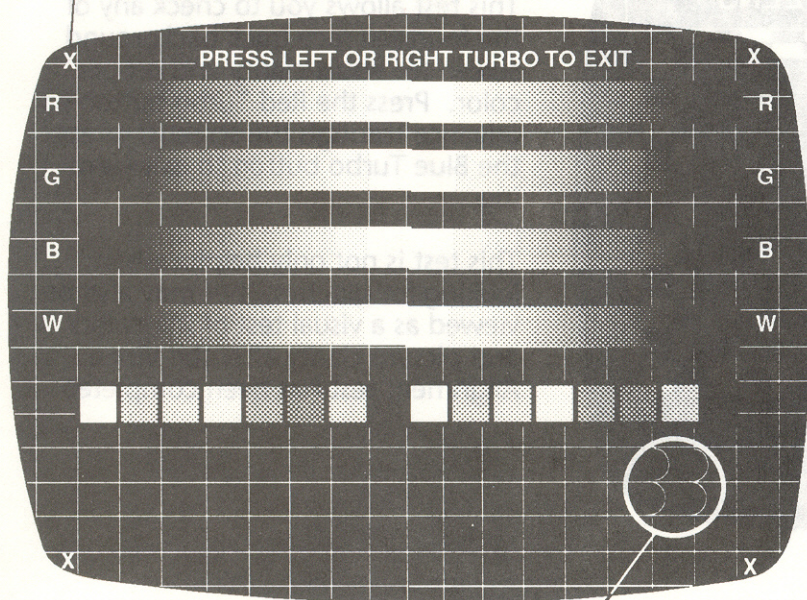
Verify Buttons & Controls

This multi-purpose screen will quickly report the function of Red and Blue Turbo buttons, coin mech switches, service switch, foot pedal settings, and the proper operation of the steering wheel mechanisms.

Pressing any switch will cause that item on the screen to change from "open" to "closed." Note that the foot pedal bar will move from left to right according to the distance that the pedal is depressed. A small indicator on each of the three ovals will move in the same direction as that of the steering wheel.

To exit this test, press both the Red and Blue Turbo buttons together.

"X" Indicates corner of screen



Indicates misadjusted contrast

Verify Video Alignment

Use this screen to adjust your picture and then go to the Background Screens section to make the game look "rich."

Use the cross hatch pattern to adjust focus, alignment, size, and contrast. Wavy horizontal lines denote misadjusted contrast. The screen's background should be black and the lines solid white.

The four "x" marks will be in the screen corners when vertical and horizontal size and position adjustments are correct.

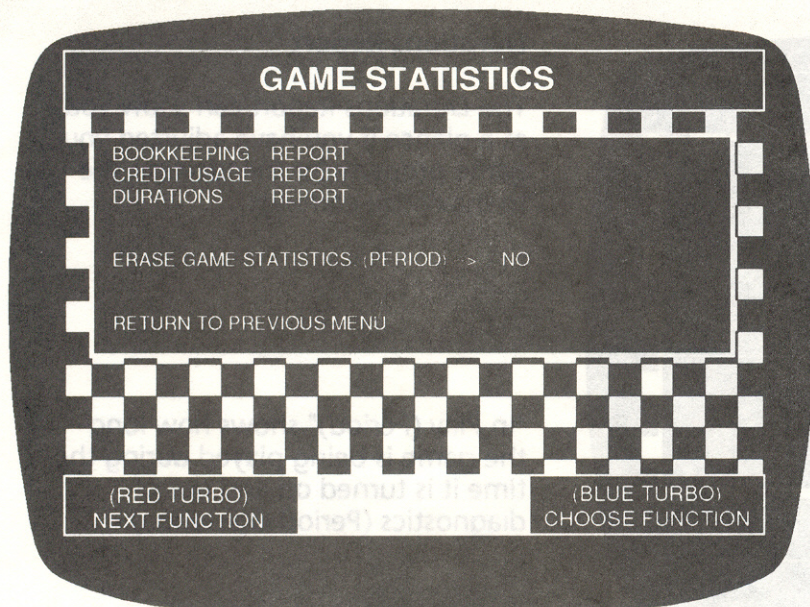
If the crosshatch squares are rectangular, use the size controls to make them square, then the position adjustments to put the "x"s in the corners.

Adjust the screen or brightness control so that the green color bar shows green in the center and tapers to black on the ends.

Use the red cutoff control to adjust the red color bar to the same intensity as the green color bar.

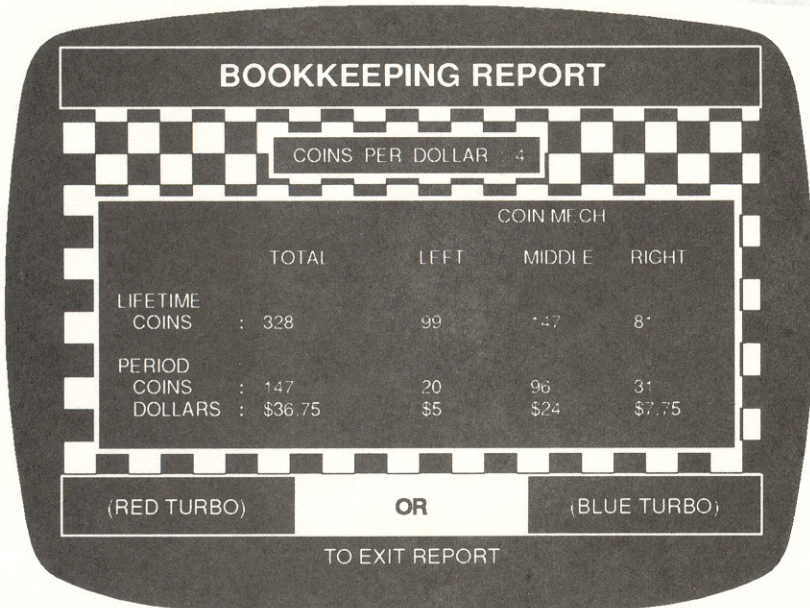
Use the blue cutoff control to make the gray color bar appear gray (not brownish).

Adjust the red and green drive controls if needed to make the white block at the center of the screen pure white.



Game Statistics

From this menu you can move into bookkeeping, credit usage, durations, reports. From these reports you can determine how well the game has been adjusted for maximum earnings at a particular location.

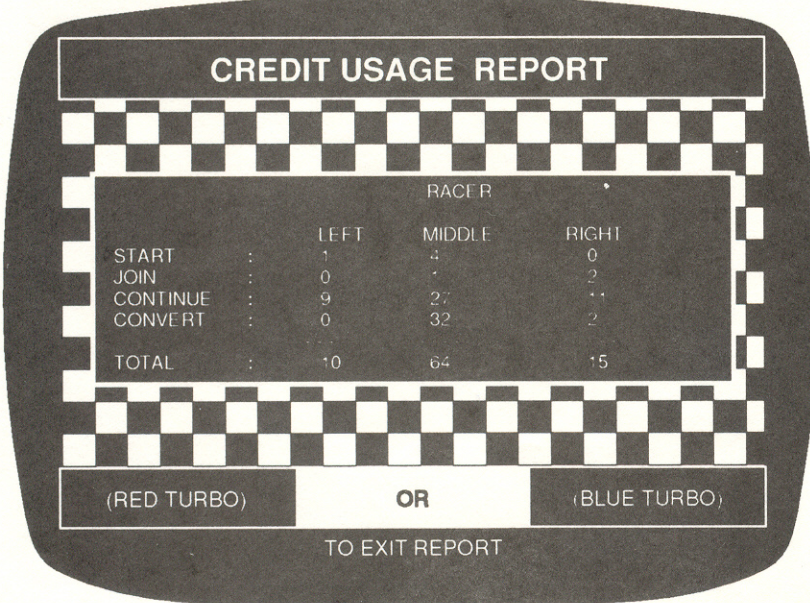


Bookkeeping

The Bookkeeping function is your game accountant. It records the lifetime earnings of your game and allows you to keep track of weekly, monthly, or location earnings by using the resettable "Period" totals.

NOTE: The "Set Coins/Tokens per dollar" category must be set to the location standard to maintain accurate accounting data (i.e., 6 coins/tokens per dollar).

This function does not affect the number of coins per credit. (See "Game Set-up" for further information.)



Credit Usage Report

By using the information on this screen, you can get an accurate indication of how many games were started, how many were joined, how many were continued, and how many were converted.

DURATIONS REPORT

INTERVALS (MINS)

0:00 -- 0:59	: 0
1:00 -- 1:29	: 2
1:30 -- 1:59	: 13
2:00 -- 2:29	: 9
2:30 -- 2:59	: 7
3:00 -- 3:29	: 4
4:00 -- 4:59	: 6
5:00 -- 6:59	: 3
7:00 -- 9:59	: 1
10:00 -- UP	: 0

PLAY CREDIT LIFESPAN



AVG. TIME PER GAME	: 27.37 MINUTE S
AVG. TIME PER COIN (W/O CONVERT)	: 2.56 MINUTE S
AVG. TIME PER COIN	: 1.56 MINUTE S
IN PLAY (PERIOD)	: 1 HRS 48 MINS
IN PLAY (LIFETIME)	: 6 HRS 24 MINS
OPERATIONAL (PERIOD)	: 7 HRS 12 MINS
OPERATIONAL (LIFETIME)	: 29 HRS 35 MINS

(RED TURBO)

OR

(BLUE TURBO)

TO EXIT REPORT

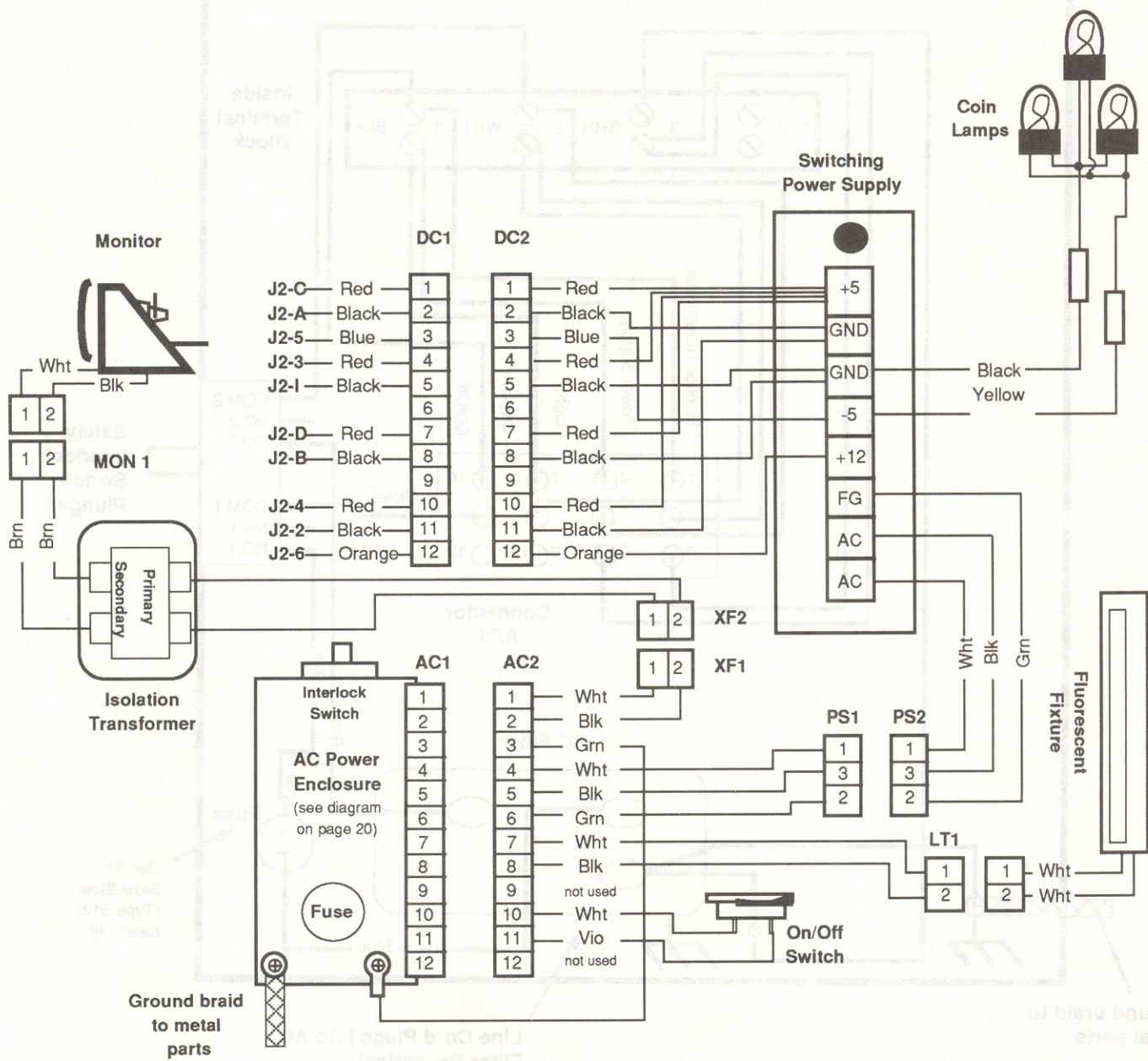
Durations Report

The Durations Report can show you at a glance if you have adjusted your game properly for the location site to maximize earnings.

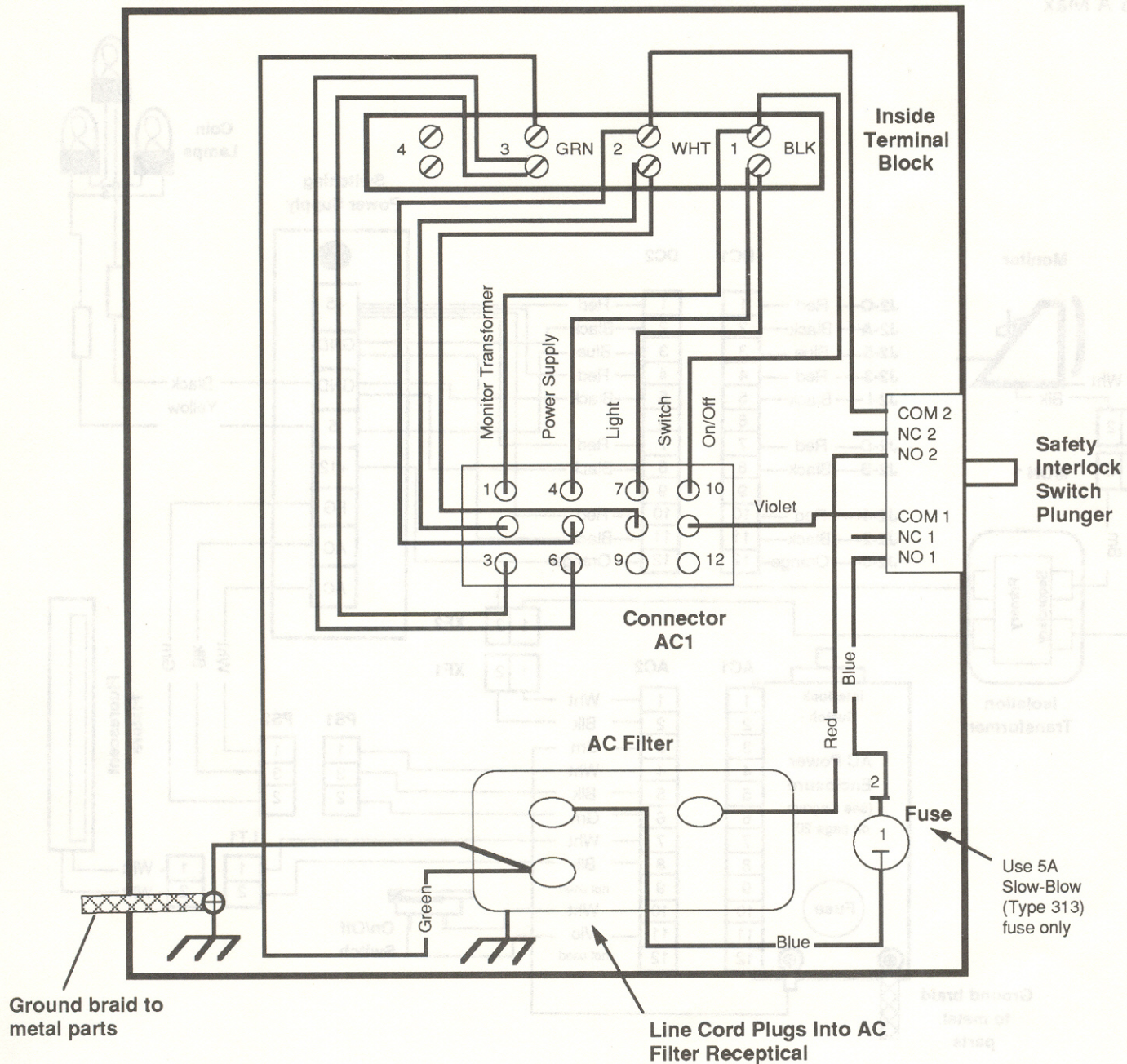
"In Play (Period)" shows how long the game is being played during the time it is turned on and out of diagnostics (Period Operation).

Cabinet Wiring Diagram

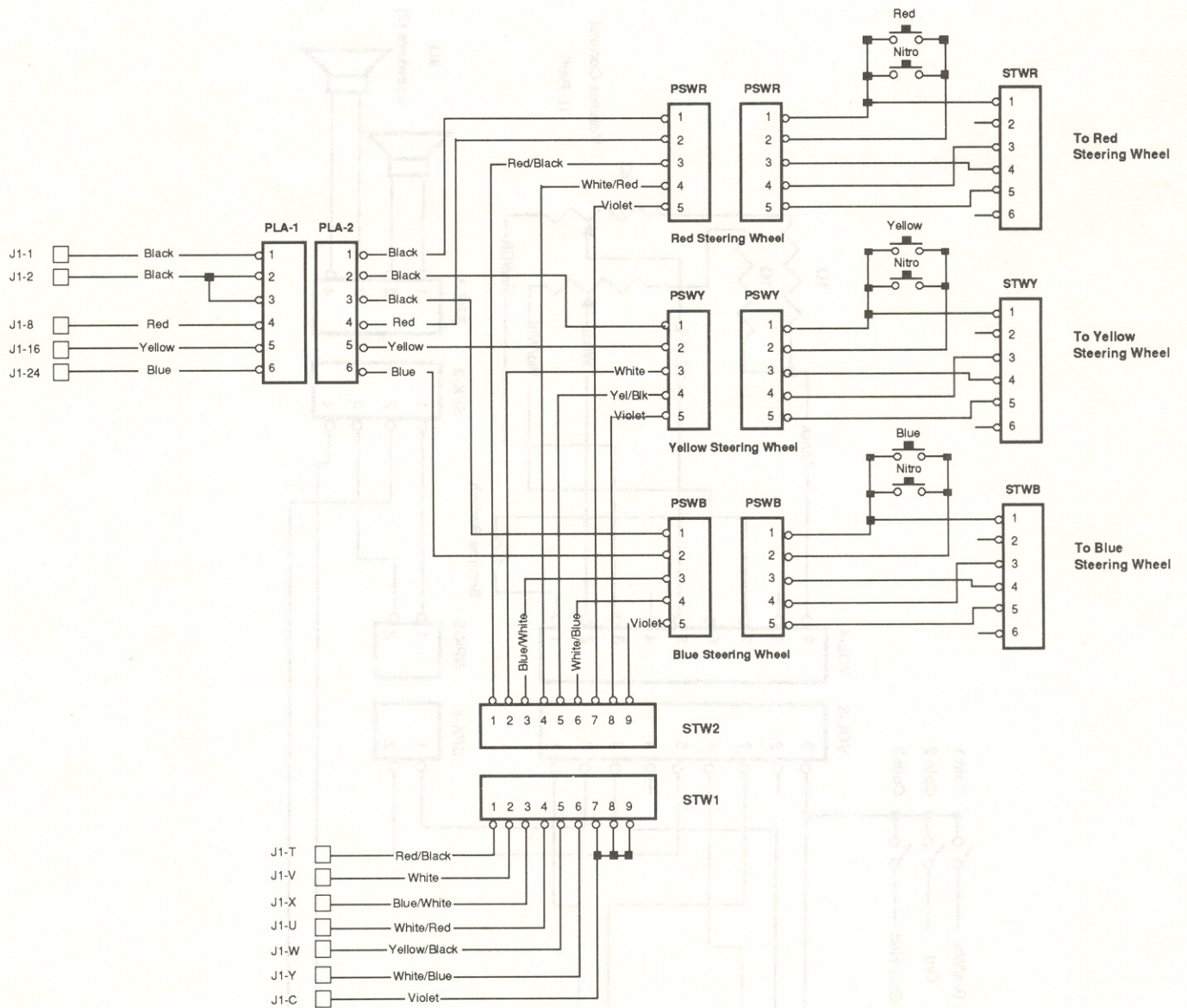
AC Power
108 - 132 VAC
2.5 A Max



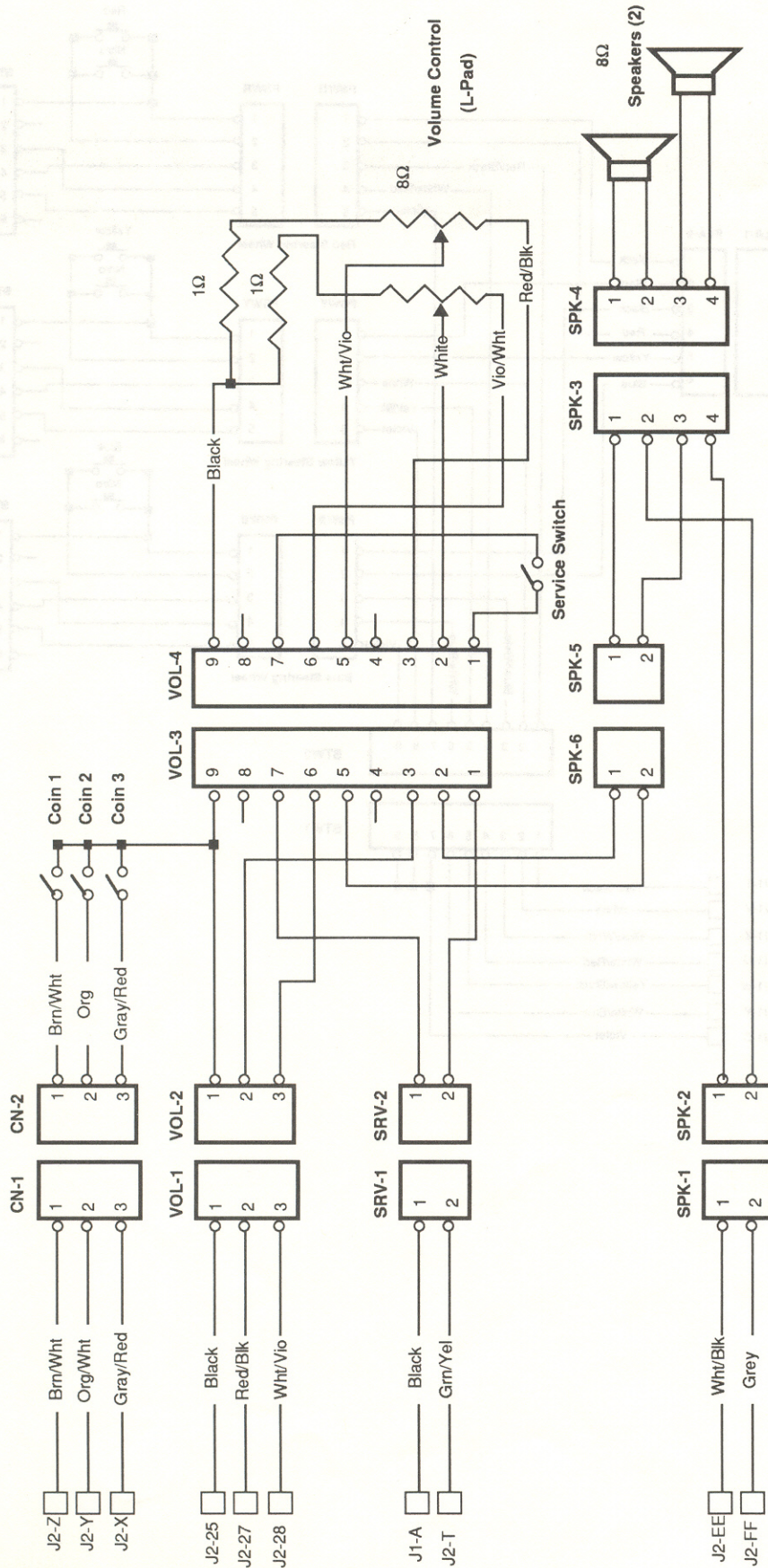
AC Power Enclosure Wiring Diagram



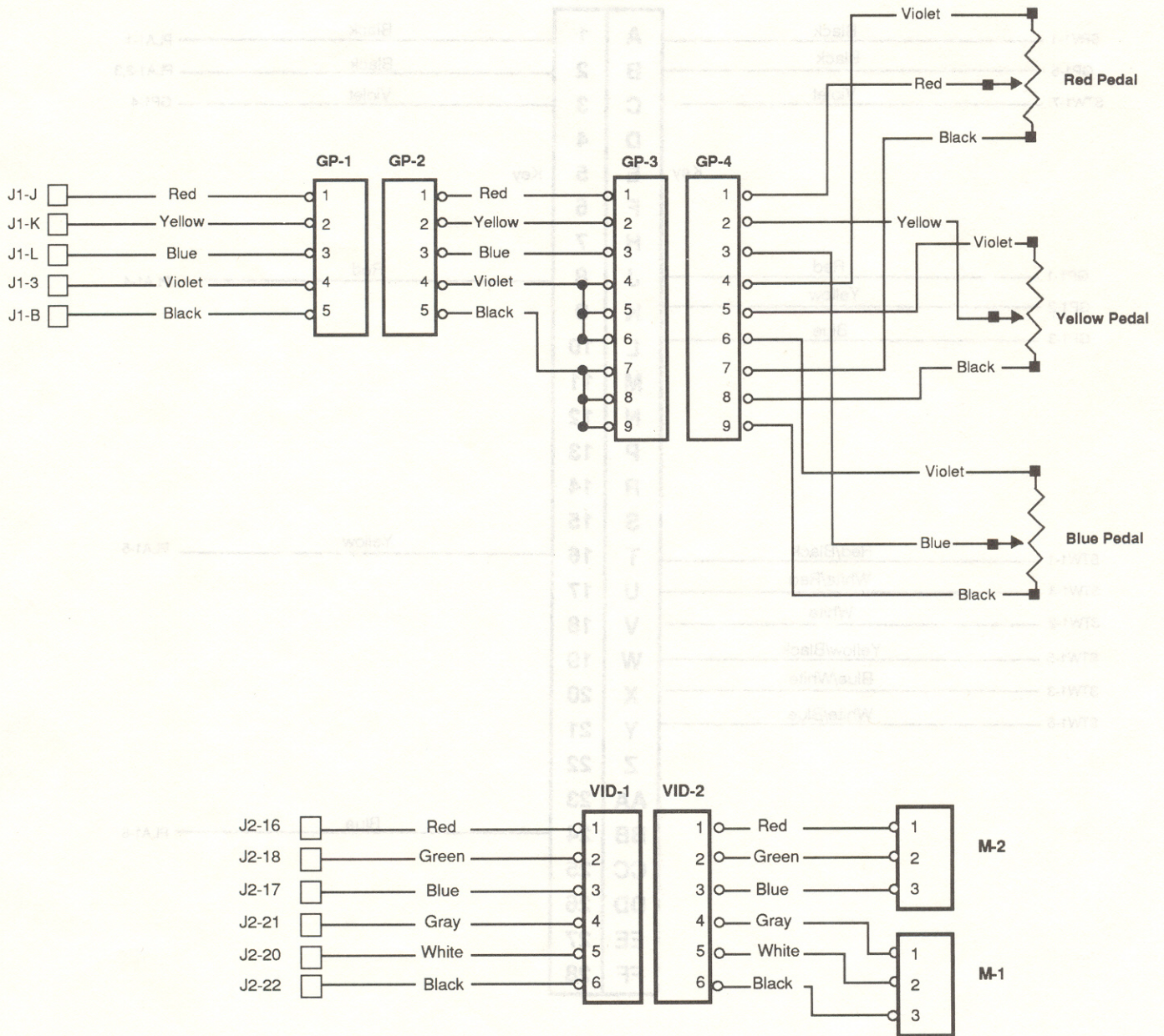
Steering Wiring Diagram



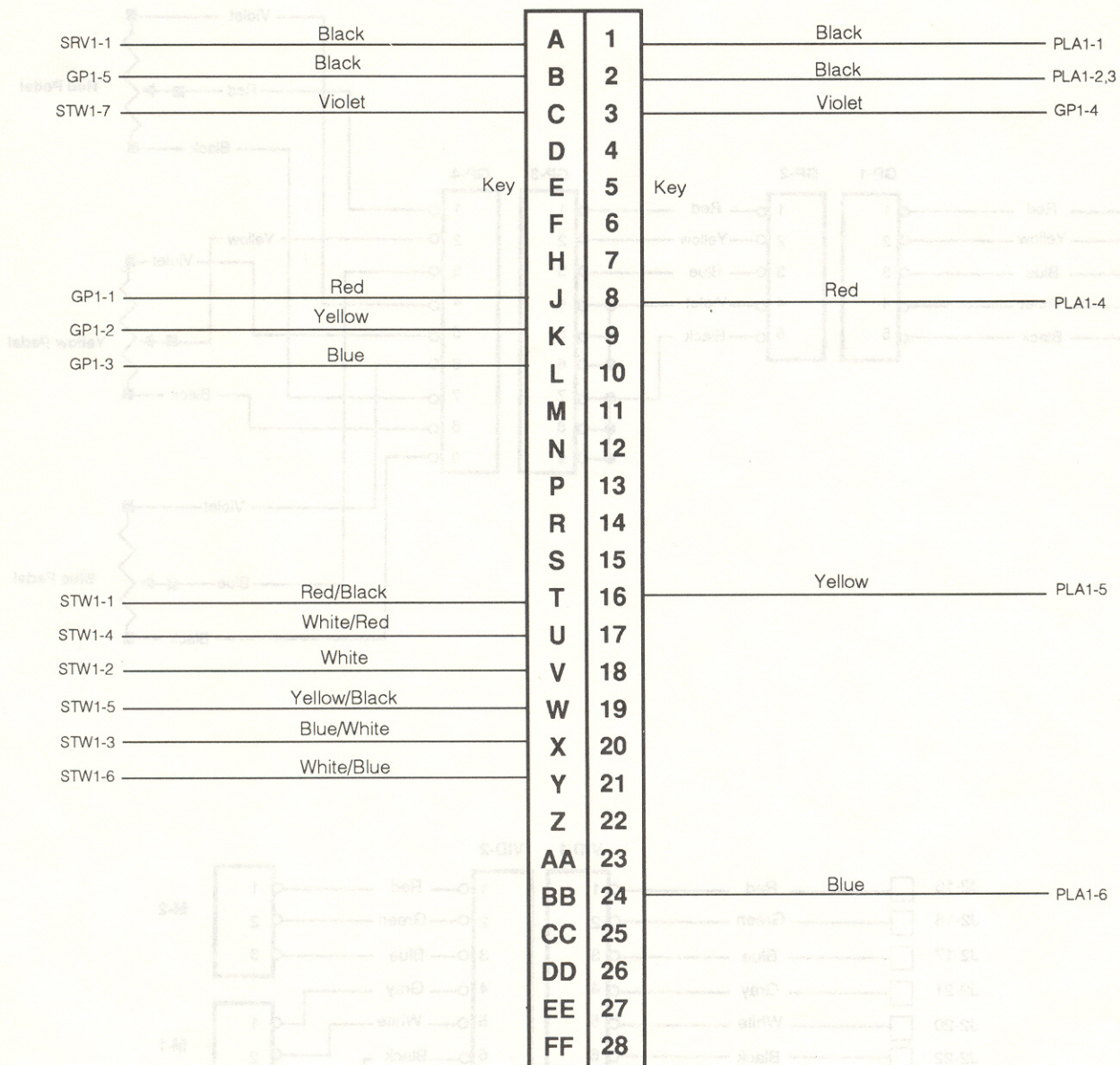
Speaker, Volume, Coin Switch Wiring Diagram



Video and Pedal Wiring Diagram



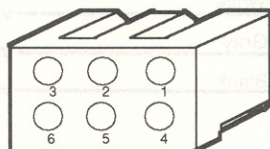
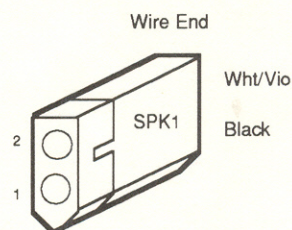
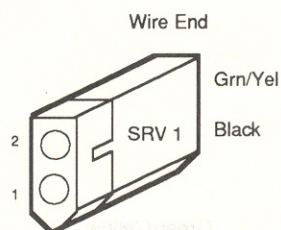
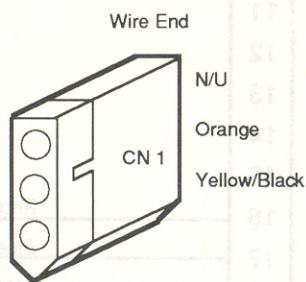
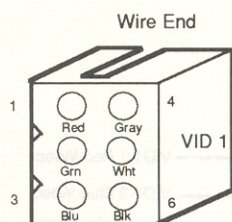
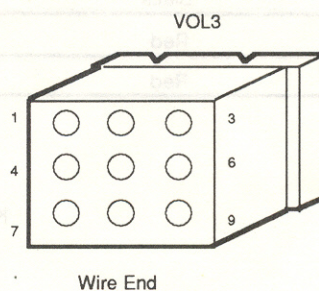
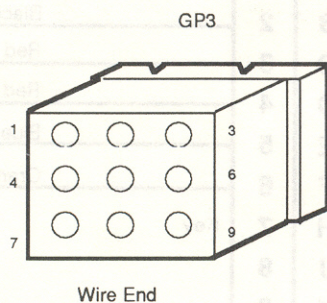
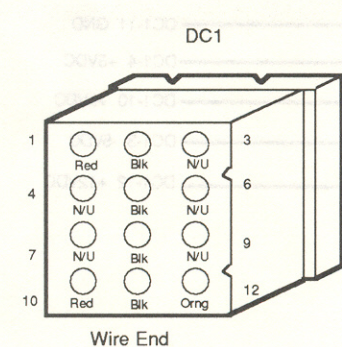
J1 Connector



J2 Connector

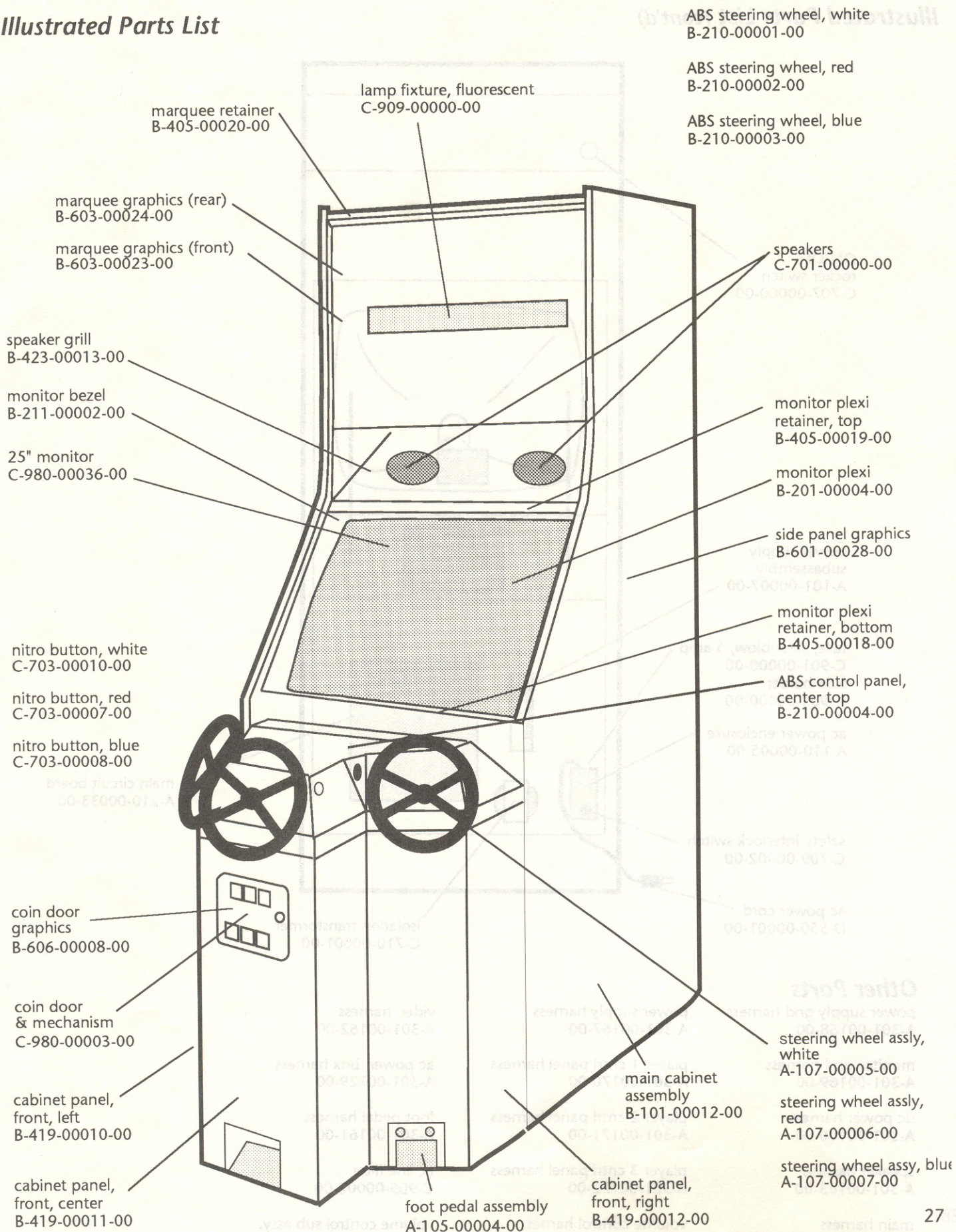
DC1-2 GND	Black	A	1	Black	DC1-5 GND
DC1-8 GND	Black	B	2	Black	DC1-11 GND
DC1-1 +5VDC	Red	C	3	Red	DC1-4 +5VDC
DC1-7 +5VDC	Red	D	4	Red	DC1-10 +5VDC
		E	5	Blue	DC1-3 -5VDC
		F	6	Orange	DC1-12 +12VDC
		H	7	Key	Key
		J	8		
		K	9		
		L	10		
		M	11		
		N	12		
		P	13		
		R	14		
		S	15		
SRV1-2	Green/Yellow	T	16	Red	VID1-1 Red Video
		U	17	Blue	VID1-3 Blue Video
		V	18	Green	VID1-2 Green Video
		W	19		
CN1-3 Coin Input 3	Gray/Red	X	20	White	VID1-5 V Sync
CN1-2 Coin Input 2	Orange/White	Y	21	Gray	VID1-4 H Sync
CN1-1 Coin Input 1	Brown/White	Z	22	Black	VID1-6 GND
		AA	23		
		BB	24		
		CC	25	Black	VOL1-1 Volume
		DD	26		
SPK1-1 Speaker	White/Black	EE	27	Red/Black	VOL1-2 Volume
SPK1-2 Speaker	Gray	FF	28	Violet/White	VOL1-3 Volume

Male Molex Connectors Typical Pin-Out

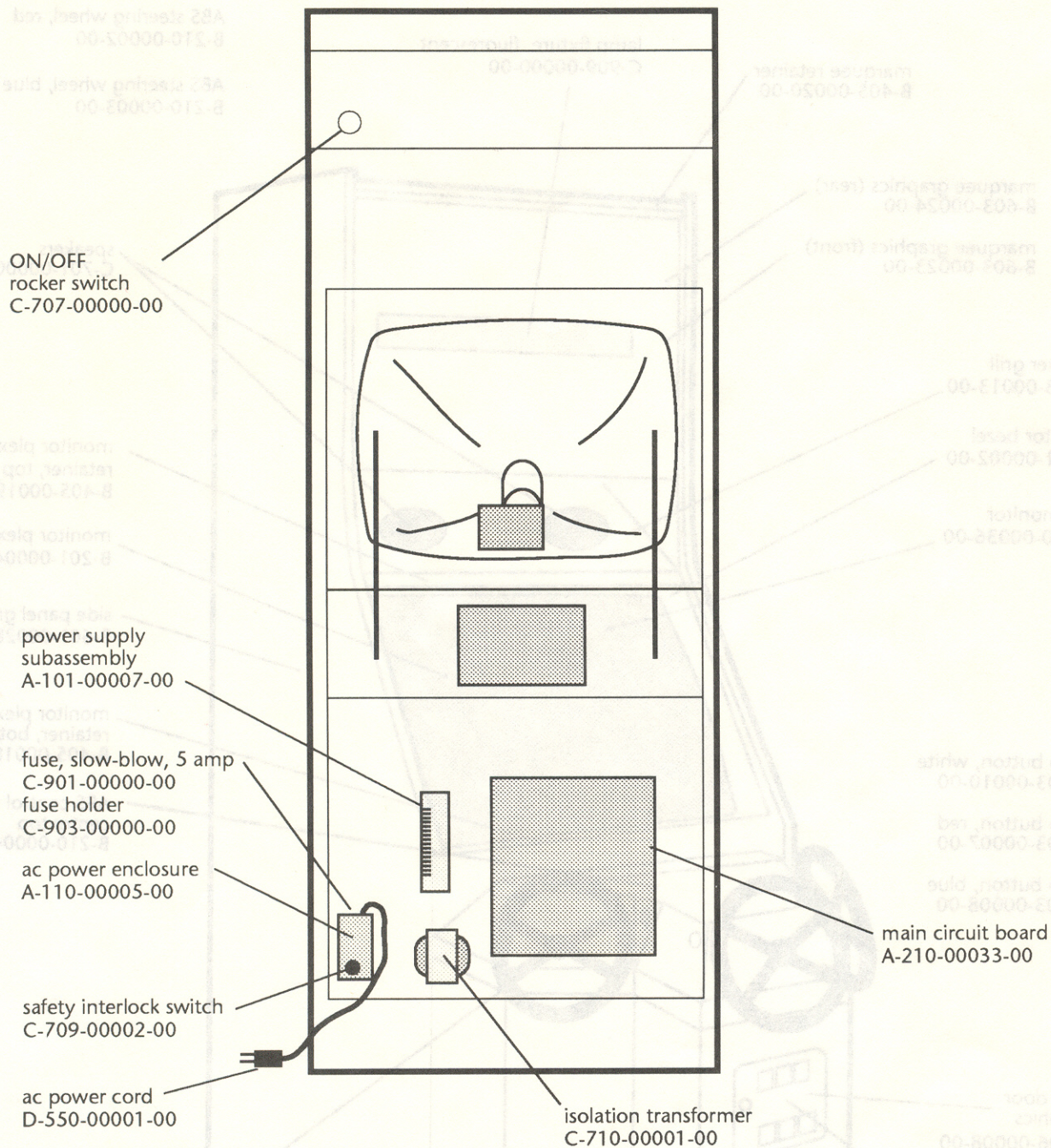


See main board layout for
board connector locations

Illustrated Parts List



Illustrated Parts List (cont'd)



Other Parts

power supply gnd harness
A-301-00168-00

monitor gnd harness
A-301-00169-00

dc power harness
A-301-00100-00

speaker harness
A-301-00163-00

main harness
A-301-00166-00

power supply harness
A-301-00167-00

player 1 cntrl panel harness
A-301-00170-00

player 2 cntrl panel harness
A-301-00171-00

player 3 cntrl panel harness
A-301-00172-00

volume control harness
A-301-00145-00

video harness
A-301-00162-00

ac power box harness
A-301-00129-00

foot pedal harness
A-301-00161-00

ac line filter
C-905-00002-00

volume control sub assy.
A-110-00008-00

The Leland Corporation Warranty

The Leland Corporation warrants that whenever the power supply and/or the printed circuit boards and/or all parts contained therein are furnished with its product, that such part or parts will be free from all defects in materials and workmanship for a period of sixty (60) days from the date of shipment. The Leland Corporation's warranty of above parts is subject to the normal use and service of its product. No other products or parts thereof are warranted. If the products described in this manual fail to conform to this warranty, The Leland Corporation's sole liability shall be, as mutually agreed, to replace or repair such products which are returned to The Leland Corporation during stated warranty period, provided:

A. The Leland Corporation is notified **in writing** upon discovery by the buyer that said products are defective.

B. The defective product or part is returned **pre-paid** to The Leland Corporation's plant with a Leland Corp. Returned Merchandise Authorization (RMA) number clearly visible on the outside of the package.

C. The Leland Corporation's examination of the returned product(s) or part(s) determines, to our satisfaction, that the alleged defects existed and were not caused by accident, misuse, neglect, alteration, improper repair, installation, or testing.

The Leland Corporation is not responsible for bent pins on ICs not installed by our employees. In no event shall The Leland Corporation be liable for loss of profits, loss of use, or incidental or consequential damages.

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