

Step 8. GAME FUNCTIONAL TEST

Press TEST button eight times.



While button is depressed
(Zeroes are blank on AS-2978-3)



For approximately one second
after button is released, then . . .

If Personality PROM (M7) is NOT installed, the display will fall into the sequence described on page 5.

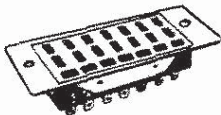
Example:



8 indicates Test #8 mode.
2 is current coins in. The slot machine is in the game function test, allowing normal operation except the reels may be set up for testing and any payout that occurs is displayed in the win meter but is not paid by the hopper and the winner paid lamp is not lit. Also, to simplify testing, the coin switch malfunction (See Page 27) is bypassed while in this test.

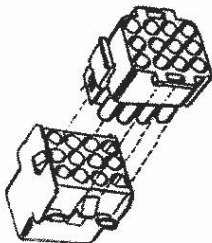
The game will remain in this test mode (decimal points on display) until it is terminated by a door switch or test button closure.

At this point all electronic functions have been tested. After performing routine mechanical inspection (slug rejection, proper lubrication of mechanical assemblies, proper reel kick and spin, etc.), the machine is ready to be placed on location.



BEAUPUG Beaplug are the electric wire connectors that allow the Reel Mechanism (used only on the early Series 1000 slots, and the Hopper to be removed from the cabinet. To prevent damage to the Beaplug remove these units carefully.

HOT TIP If there is a broken point on a Beaplug, Molex Connector or an Amp Plug, move the wire that is connected to the broken point to an unused point — if available.



AMP PLUGS They are similar in construction and repair to the Molex Connectors (page 36). Due to their ability to conduct low voltage circuits, Amp Plugs replaced the Beaplug on the mechanisms on later Series 1000 and on all Series 2000 slots. These connectors are located in pairs on the rear side frame. New Beaplug, Molex Connectors and Amp Plugs, along with the necessary tools, may be purchased from the Wico Corporation (see page 63).