

GAME CONDITION MALFUNCTION CODES

In the course of normal machine operation, the CPU is continuously monitoring conditions by sensing the INPUTS and comparing them with what the PROGRAM says they should be. If the CPU detects a difference, it checks the PROGRAM to find out what to do next. Depending upon which INPUT is at fault, the PROGRAM instructs the CPU to take one or more of the following actions:


1. Display a MALFUNCTION CODE
(Excepting the Door Open code (50), all malfunction codes are flashed alternately with COINS IN information.)
2. Suspend play
3. Flash feature lamps
4. Light the TILT lamp

These actions are terminated by correcting the malfunction and pressing the RESET button.


Note: The TEST button is disabled while the machine is in the TILT mode to prevent disruption of a game in progress.


The following is an explanation of the standard MALFUNCTION CODES used:

1. COIN IN JAM - Play suspended, feature flashed, TILT lit.

Example:  The 20 indicates a jam on the COIN SWITCH. The 014 equals coins paid out in previous game.

Flashing alternately with:


Example:  The 2 equals coins in for current game. Clearing the jam and pressing the RESET switch causes the feature lites to stop flashing.

Example:  Door may now be closed and play resumed.


Note: Any time the door is opened, the Display shows door open code. To see a malfunction code, actuate the KEY switch.

Note: Any time the RESET button is pressed, the center two decimal points are lit.

2. HOPPER OVERRIDE - Play suspended, feature flashed, TILT lit.

Example:  The 30 indicates that too many coins were dispensed by the hopper.

Flashing alternately with: 006 equals number of coins paid out for this pull of the handle.

Example:  2 indicates coins played for current game. The 2 does not appear on Series 1000

Although the occurrence of this malfunction is unlikely, the possibility that it may happen does exist and will be detected by the machine. The fact that it requires a service call allows the technician to determine the cause (most likely mechanical in nature) and prevent it from recurring. Press RESET button to start next game.