


3. HOPPER JAM - Play suspended, feature flashed, TILT lit.

Example: 

31 is the malfunction code.  
003 is the number of coins paid out.

Flashing alternately with

Example: 

The 2 is the number of coins in for the current game. It doesn't appear in the Series 1000.

Indicates a coin is stuck under the roller. To complete payout, clear jam and press the RESET button. The door must remain open until the TILT lamp lites, then goes out again (approx. 1 sec.), after which the operator has 3 secs. to close the door before payout resumes. Appropriate feature lites are lit before payout is completed.

4. HOPPER EMPTY - Play suspended, feature flashed, TILT lit.

Example: 

Flashing alternately with:

Example: 

Indicates that the specified time limit has elapsed without a coin being detected. After determining and correcting the cause, follow the same procedure as described above to complete payout.

5. RESET DURING PAYOUT - Play suspended, TILT lit.

Example: 


Flashing alternately with:

Example: 

This code appears when a reset occurs during payout. This can be caused by momentary power interruption, low line voltage, or static interference, any of which could cause the micro-processor to perform a faulty execution of program instructions. Entering the TILT mode prevents potentially disastrous results.

To complete the payout, follow the procedure described above for HOPPER JAM.

6. REEL HELD OR CANNOT BE READ - Play suspended, feature flashed, TILT lit.

Example: 

Flashed alternately with:

Example: 

The 2 is the number of coins played for this handle pull.

The 41 means the position reader on the 1st REEL has sensed one of the following (A) No motion, (B) 3 positional errors during this spin. 42 means the 2nd REEL is at fault; 43 means the 3rd REEL; 44 the 4th REEL and 45 the 5th REEL. The reels are numbered 1 thru 5, from left to right.

005 is the number of coins paid out in previous game. After determining and correcting the cause, spin by hand any non-indexed reels, press the RESET button and close the door to complete the game in progress. If necessary, the game may be terminated by pressing the TEST button one time.

Note: See Part 3 of standard options on Page 24.