

7. DOOR OPEN - 5 second BUZZER alarm, Door Open Lamp (in tower) lit.

Example: 

The 50 indicates the DOOR has been opened.

The DOOR OPEN lamp stays lit for as long as the door is open. Closing the door while in this state does not disturb the display. The 50 is replaced by the number of coins in for previous game when the handle is pulled.

Example: 

If the door is closed on the Series 1000 while in MANUAL TEST mode, the display takes on the above display form.

Door opening is detected by the hinge switch or the lock cam switch. These switches are wired in series.

The BUZZER ALARM is activated for 5 seconds every minute while the door is open except during the time in which the machine is in a manual TEST mode.

Feature lamps flashing while this code is present means that some other malfunction has occurred. The KEY switch may be actuated to display the other malfunction information for as long as the KEY switch is held.

8. HANDLE PULLED WITH NO COINS IN Play suspended, feature flashed, TILT lit.

Example: 

The 70 indicates there is a malfunction in the handle mechanism allowing the handle to be pulled with no coins played. Reels are not indexed because most causes of this condition are mechanical and, therefore, repetitive in nature.

Flashed alternately with:

Example: 

The 0 indicates no coins have been played. The 002 is the number of coins paid out last game.

9. ILLEGAL PLAY - DOOR OPEN Play suspended, feature flashed, TILT lit. (KEY switch must be actuated to see this code)

Example: 

The 70 indicates play has been attempted with the door open after Reel #1 indexed; 000, no coins paid out.

Flashed alternately with:

Example: 

3 is the number of coins played for this game.

Note: This malfunction is sensed only when a jumper is installed from ground to J2, Pin 8 of I/O Board. (See Page 27 Item D)