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Benchmark™ Games, Inc.
WORLD'S PREMIER GAMES

SLAM-A-WINNER X-TREME

PLEASE READ FIRST BEFORE PLUGGING IN MACHINE

82-MAN-01-A

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IMPORTANT: DO NOT USE ABRASIVE CLEANERS ON ANY OF THE GLASS OR ARTWORK.

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General Operation

How Slam-A-Winner plays

A player can insert as many tokens as he wishes before he starts dropping balls. Most players prefer this feature.

A player tries to time a ball drop to go thru a desired hole on the rotating wheel.

Note: A player can play as fast as he wants. He will never lose any ticket values because of 3 or 4 balls on wheel at one time.

Halogen ball lamp turns on when there is 1 or more credits. 10 seconds after the last credit is used, the ball lamp turns off (in standby the lamp is off).

How the wheel scores

A magnet is located under the wheel at the home position. When this magnet passes over the wheel hall effect sensor the home position is identified. When a ball falls thru a hole in the wheel it triggers the ball opto sensor. Since we know the position of the wheel at all times, we know the value of that hole the ball fell through and pay tickets accordingly.

Note: There is a ball opto sensor for the outside row of holes and a sensor for the inside row.

How ball lift works

5 balls are installed at the factory, more than 5 may jam ball lift.

When a ball is dropped, the ball drop switch closes telling the ball lift motor to run until another ball opens the ball drop switch.

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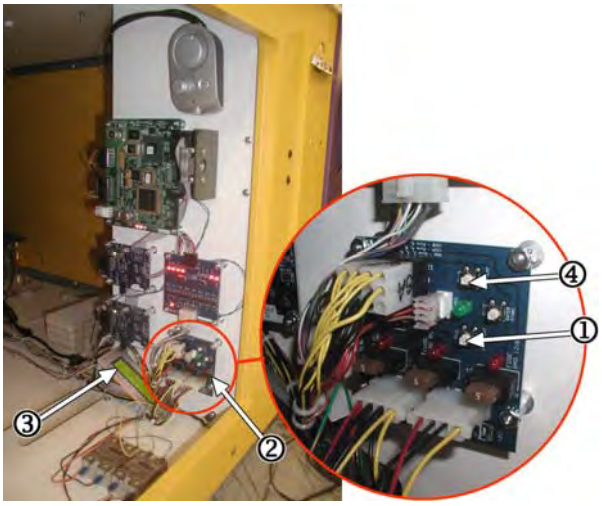
Programming Options



1.) Entering Programming Mode

To enter program mode, press and hold the left button (SW1)① located on the Power Distribution Board②. After 2 seconds, "TOTALS" will appear on the LCD Display③. At this time, release the button. "COINS IN" with the number of coins received will be displayed. The game is now in Program Mode**. PLEASE NOTE** that from this point forward, the left button (SW1)① and the right button (SW3)④ on the Power Distribution Board② are the buttons used. These buttons are referred to on the LCD display as Button 1 and Button 2 respectively. Each programming option is displayed on the LCD Display, with the functions shown for Button 1 and Button 2.

2.) COINS IN

The total coins received through the coin mechanism are displayed. The total will rollover to zero when it reaches 1,000,000. Depressing button 2 will display "TICKETS OUT".

3.) TICKETS OUT

The total tickets dispensed are displayed. The total will rollover to zero when it reaches 1,000,000. Depressing button 2 will display "BILLS IN".

4.) BILLS IN

The total bills received are displayed. The total will rollover to zero when it reaches 1,000,000. Depressing button 2 will display one of two options:
If there are tickets that have not been dispensed, the Display will show "CLEAR TICKETS OWED?", otherwise it will display "ENTER PROGRAM MODE?"

5.) "CLEAR TICKETS OWED?"

This option is displayed if there are tickets that are owed that have not been dispensed, and will show the number of tickets. Depressing Button 1 will clear these tickets from the system, and "TICKETS CLEARED" will be displayed. Depressing Button 2 will display "ENTER PROGRAM MODE?"

6.) "ENTER PROGRAM MODE?"

Depressing Button 1 at this time will enter the area of Program Mode where parameters may be changed. Depressing Button 2 will return the game to Run Mode.

7.) "ENTER PASSCODE"

To be able to change programming parameters or reset the counters, a 4-digit passcode must be entered. The default passcode is 0000. To enter the passcode, Depress Button 1 to change the digit from 0 to 9, then press Button 2 to move to the next digit. After all digits have been entered correctly, depressing button 2 will Display the first programming option, "CHANGE PASSCODE?".

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7.) "CHANGE PASSCODE?"

Depressing Button 1 will allow for changing the passcode. Depressing Button 2 will move to "DISPLAY CONTRAST".

IMPORTANT!!! ONCE THE PASSCODE IS CHANGED, THE DEFAULT OF 0000 WILL NO LONGER WORK! BE SURE TO SAVE THE PASSCODE IN A SAFE PLACE!

Entering the new passcode is accomplished in the same way that entering the passcode is done, as explained in **6.)** .

8.) DISPLAY CONTRAST

This option sets the contrast for the LCD Display. Depress and hold Button 1 until the desired contrast is reached, then release Button 1. Depressing Button 2 will move to the next option, "PLAY MODE VOLUME".

9.) PLAY MODE VOLUME

This option sets the speaker volume during game play. When this option is entered, the game's background music will play continuously. Depressing Button 1 will increase/decrease the volume. As long as Button 1 is depressed, the volume will increase until the maximum is reached, then decrease until the volume is off. Depress and hold Button 1 until the desired volume is reached. Depressing Button 2 will display the next option, "ATTRACTION MODE VOLUME".

10.) ATTRACTION MODE VOLUME

This option sets the speaker volume during Attraction Mode. When this option is entered, the game's background music will play continuously. Depressing Button 1 will increase/decrease the volume. As long as Button 1 is depressed, the volume will increase until the maximum is reached, then decrease until the volume is off. Depress and hold Button 1 until the desired volume is reached. Depressing Button 2 will display the next option, "JACKPOT VOLUME".

10.) JACKPOT VOLUME

This option sets the speaker volume during a Jackpot Event. When this option is entered, the game's background music will play continuously. Depressing Button 1 will increase/decrease the volume. As long as Button 1 is depressed, the volume will increase until the maximum is reached, then decrease until the volume is off. Depress and hold Button 1 until the desired volume is reached. Depressing Button 2 will display the next option, "ATTRACTION FREQUENCY".

11.) ATTRACTION FREQUENCY

This option sets the frequency at which the attraction mode occurs. The settings are from OFF to every 30 minutes. Depressing Button 1 will change the settings in 1-minute increments from OFF to 30 minutes, then back to OFF. Depressing Button 2 displays the next option, "COINS PER CREDIT".

12.) COINS PER CREDIT

This option sets the number of coins required for a credit. The settings are from 1 to 8 coins per credit. Depressing Button 1 will change the setting from 1 to 8, then back to 1. Depressing Button 2 displays the next option, "BALLS PER CREDIT"

13.) BALLS PER CREDIT

This option sets the number of balls per credit. The settings are from 1 to 3 balls per credit. Depressing Button 1 will change the setting from 1 to 3, then back to 1. Depressing Button 2 displays the next option, "JACKPOT INCREMENT".

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14.) JACKPOT INCREMENT

Every time a credit is logged on the game, the jackpot value is incremented by this amount. The setting is from an increment of 5 to 15. Depressing Button 1 will change this setting from 5 to 15, and then revert back to 5. Depressing Button 2 will display the next option, "SET WHEEL TYPE".

15.) SET WHEEL SPEED

This option sets the speed of the wheel rotation. Depressing button 1 will increase the wheel speed from 0 to 5 units over the base speed. Depressing Button 2 displays the next option, setting the "JACKPOT START VALUE".

16.) JACKPOT START VALUE

This option sets the starting value for the jackpot.. Depressing button 1 will increase the start value from 400 to 600 in increments of 100, then back to 400. Depressing Button 2 displays the next option, resetting the total for COINS IN

17.) RESETTING TOTALS

The totals displayed at the beginning of Program Mode (COINS IN, TICKETS OUT, BILLS IN) may be reset to zero here. The total number for each will be displayed. Depressing Button 1 will clear the total, and zero will be displayed, confirming that the count has been cleared. Depressing Button 2 will display the next total. Depressing Button 2 after all of the totals have been displayed will display the next option, "ENTER FREE PLAY MODE?"

19.) "ENTER FREE PLAY MODE?"

If Button 1 is depressed, the game will enter free play mode. This mode is for diagnostic purposes. In this mode, there is always a credit present on the game, without coins being inserted.

NOTE: The only way to exit this mode is to turn the power off to the game, or to re-enter Program Mode and select "NO" for this option. In addition, music plays continuously in this mode.

When this option is displayed, depressing Button 2 will display the next option, "ENTER PROGRAM MODE?"

20.) "ENTER PROGRAM MODE?"

This option gives the opportunity to re-enter program mode if it is necessary to change any options again. Depressing Button 2 leaves Program Mode and the game returns to normal, Run Mode.

DEFAULT SETTINGS

PASSCODE	**0000**
PLAY MODE VOLUME	**42**
ATTRACTION MODE VOLUME	**42**
JACKPOT VOLUME	**52**
ATTRACTION FREQUENCY	**5 Minutes**
COINS PER CREDIT	**1 Coin**
BALLS PER CREDIT	**1 Ball**
JACKPOT INCREMENT	**5 points**
WHEEL SPEED	**+0**
JACKPOT START VALUE	**600**

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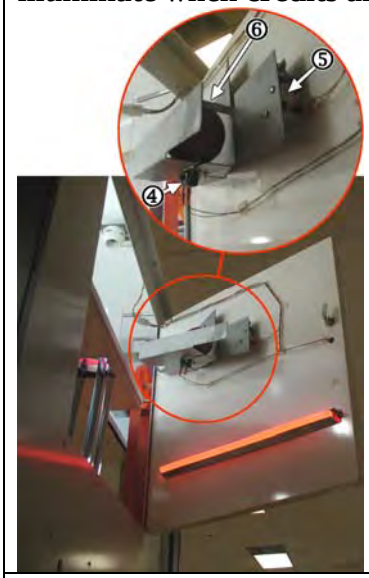
Troubleshooting Guide

Problem	What to Check
Wheel runs briefly, stops, and restarts over and over again **This view shows underneath playfield from inside the front door.**	1. Check hall effect sensor① operation; wheel opto light② should flash once per wheel revolution when magnet (pressed into the bottom of the wheel) passes over sensor. If light does not flash: • Hall effect sensor③ may not be close enough to the wheel to activate the sensor • Power may not be connected to hall effect sensor 2. Check sensor output; sensor output should transition from +5V to 0V when magnet passes over the pcb. If hall effect sensor pcb has power but there is not transition on the output, the hall effect pcb is bad. If signal transitions all the way back to the Controller board, controller board may be bad. 3. Check wheel motor drive. Make sure rubber drive wheel is not slipping against play wheel.
Ball does not drop when ball drop button is pressed *and* ball drop button *does not* illuminate when credits are available 	1. Check ball ramp switch④ adjustment 2. Make sure the output wire is connected to the NC (normally closed) side of the ball ramp switch.
Ball does not drop when ball drop ball button is pressed *and* ball drop button *does* illuminate when credits are available	1. Check for out of round or oversized balls. Check ball size by inserting them into the Jackpot hole in the wheel. They should pass through the holes without interference.

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	2. Check ball drop solenoid⑤ and ball release arm⑥ (if solenoid does not move at all, it is most likely the ball ramp switch) 3. Check wire connection to ball ramp switch④, ball drop solenoid⑤, and ball release button⑦
Ball Lift Jams	1. Too many balls in machine. There should be 5 balls loaded in the machine. 2. Check that all of the ball lift cradles are not crooked on the belt.
Ball lift runs forward, then backward, then forward again over and over and/or Balls build up on ball ramp	1. No ball on Ball ramp switch④ 2. Ball ramp switch④ is out of adjustment or not working. Switch output should be connected to NC terminal.

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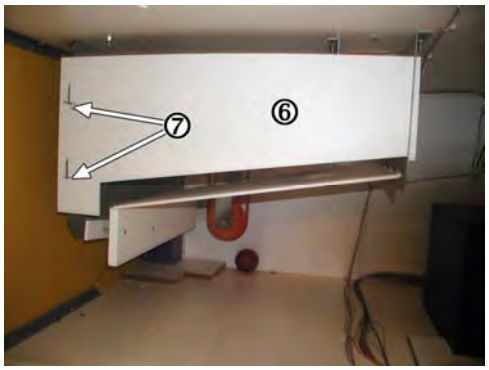
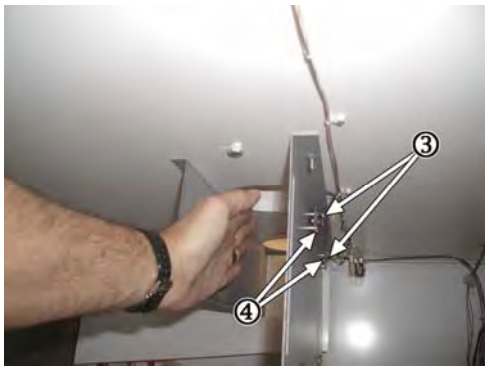
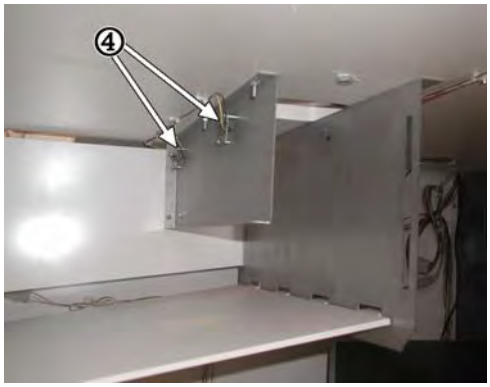
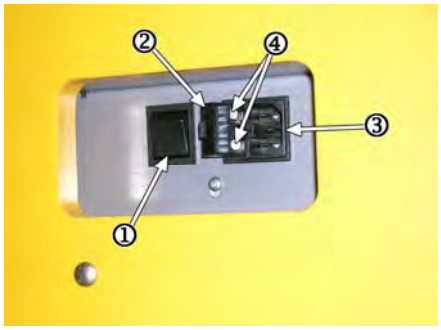
Balls do not score    	1. Check ball sensing opto sensors to see if ball opto light① goes on when opto beam is blocked. If light does not go on: • Check power to opto receiver② sensor pcb's • Check output signal from the opto receiver③ pcb. Output from opto receiver should transition from +5V to 0V when opto beam is blocked. If not, the opto receiver should be replaced. 2. If ball opto light④ is always on: • Check power to opto transmitters⑤ • Check to be sure that the opto transmitters⑤ and receivers are in alignment. 3. If ball opto light④ does go on and the output transition from the opto receiver pcb is detected all the way to the controller board, then the controller board is bad. Note: You will need to remove the ball cover⑥ by removing the cotter pins⑦ to access transmitter side of opto sensors and to block opto path for testing.
Game does not power on  	1. Check that power switch① is in the "ON" position 2. Check that power cord is good 3. Check power input fuses: a. With a small flat head screwdriver, pull the fuse holder② out. Fuse holder is located next to the power input plug③. b. Tilt the fuse holder cover to the side to access fuses④ c. Replace fuses (5 Amp) if necessary and push fuse holder back into place.

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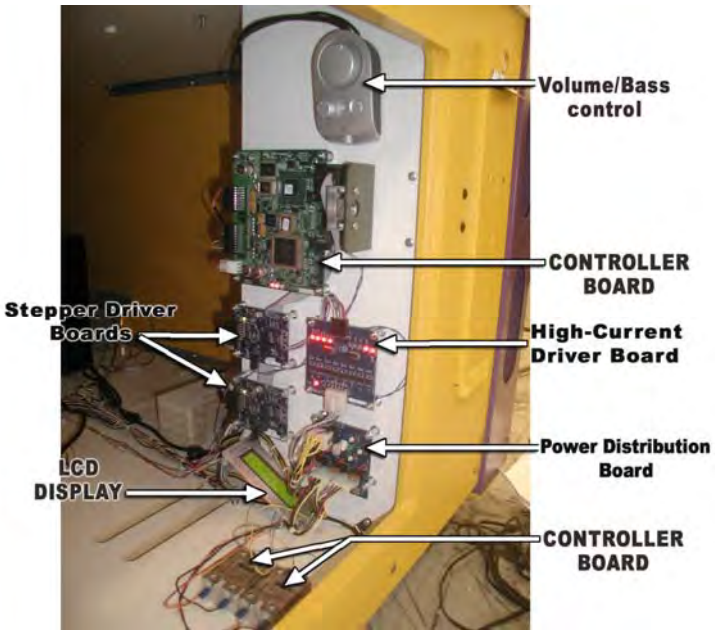
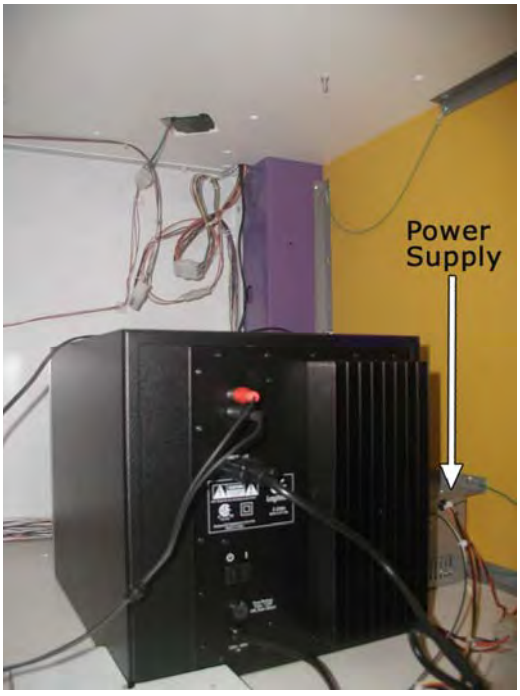
Parts Identification





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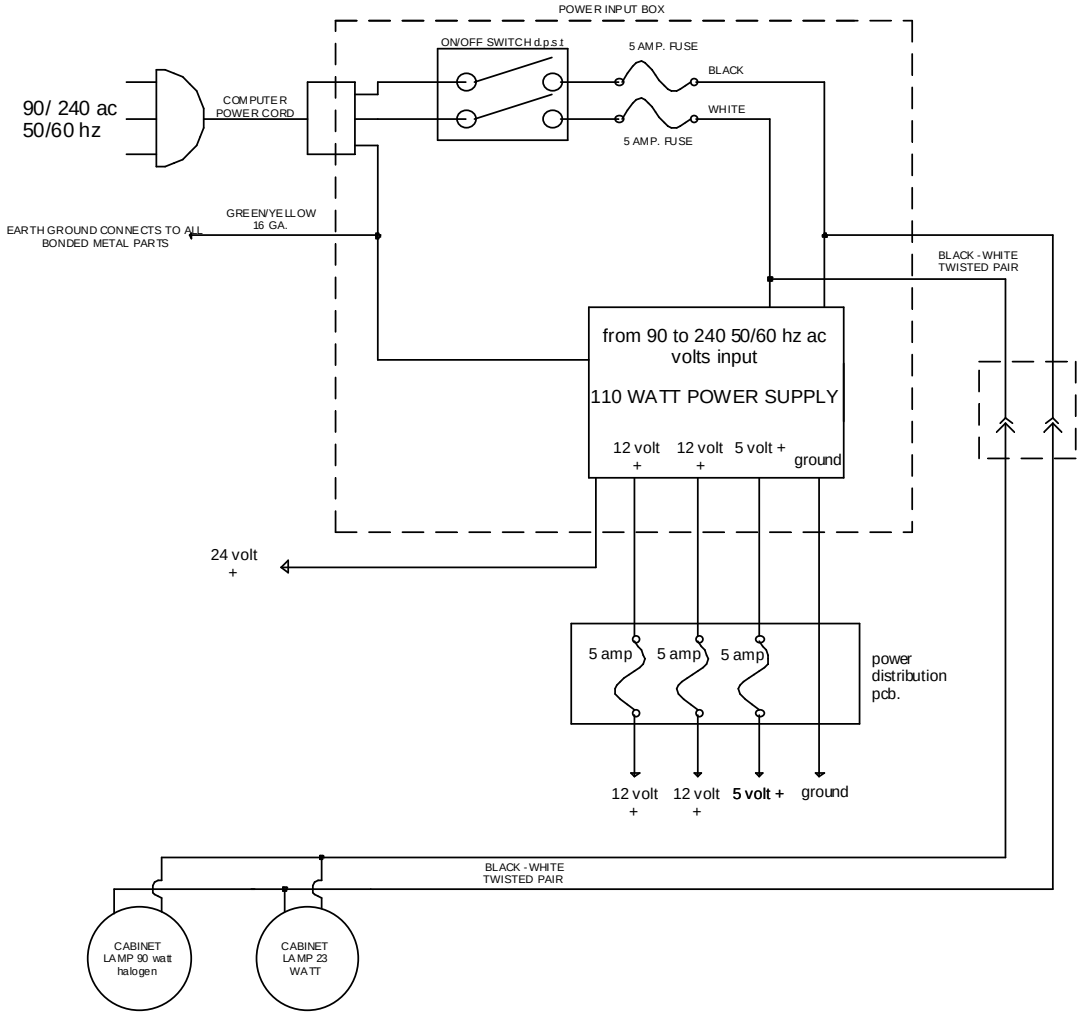
slam-a-winner

ac power schematic 90 volts to 240 volts

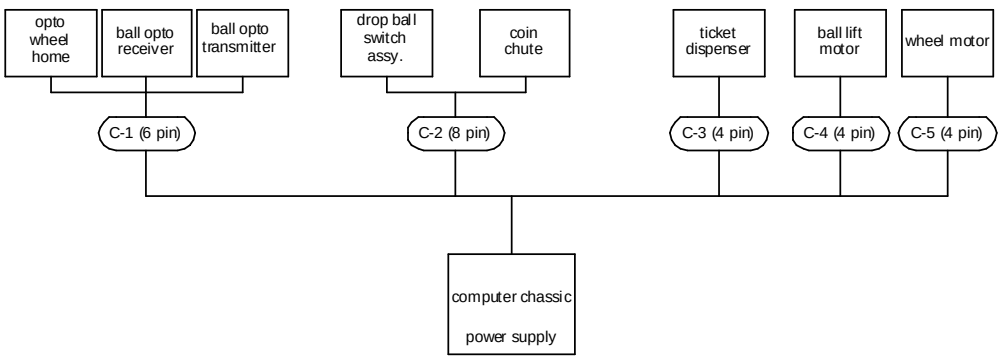
standby amp. 1.5

max. amp. 2



slam-a-winner connector location

C- is smybol for connector



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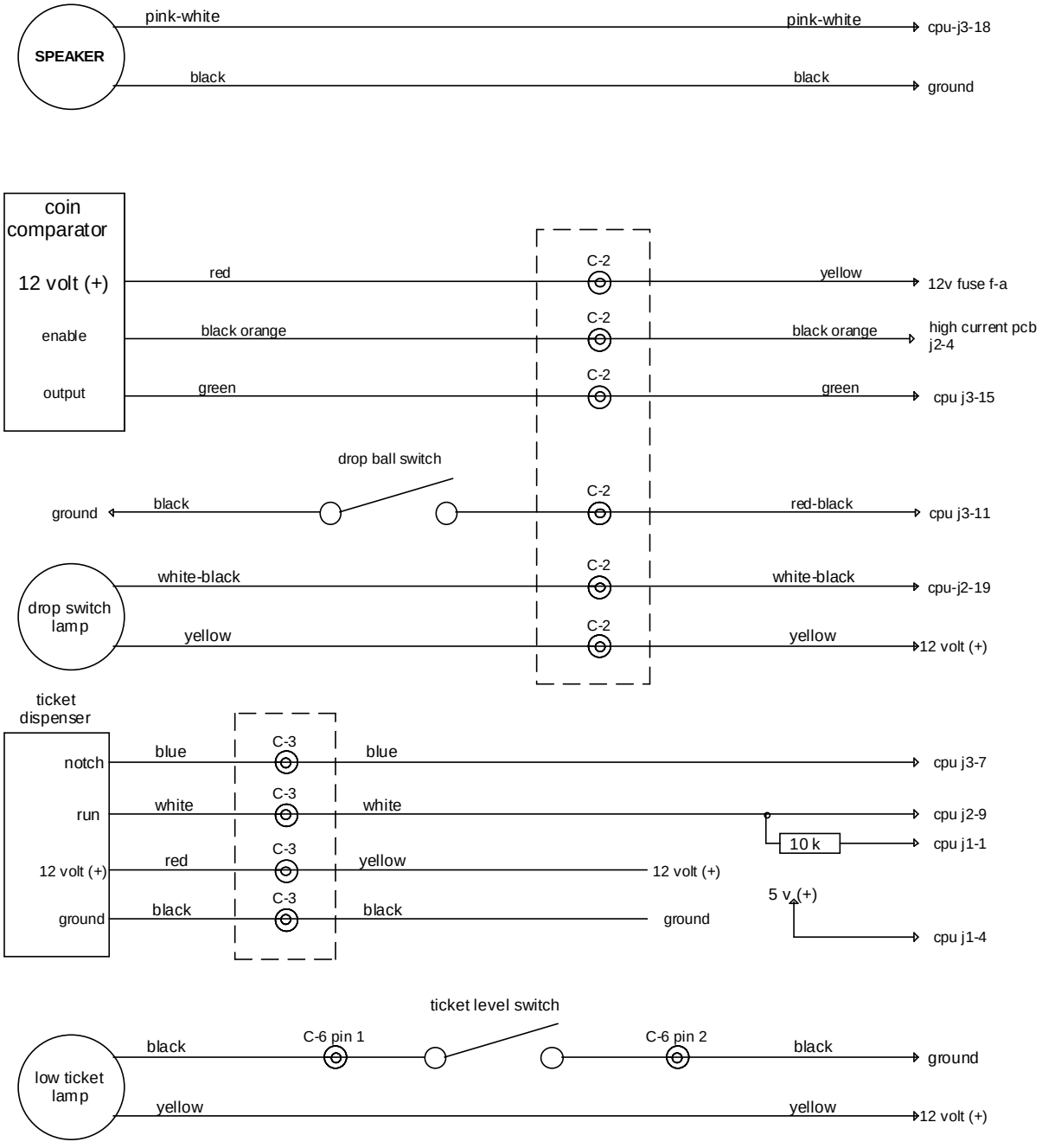
slam-a-winner

front door



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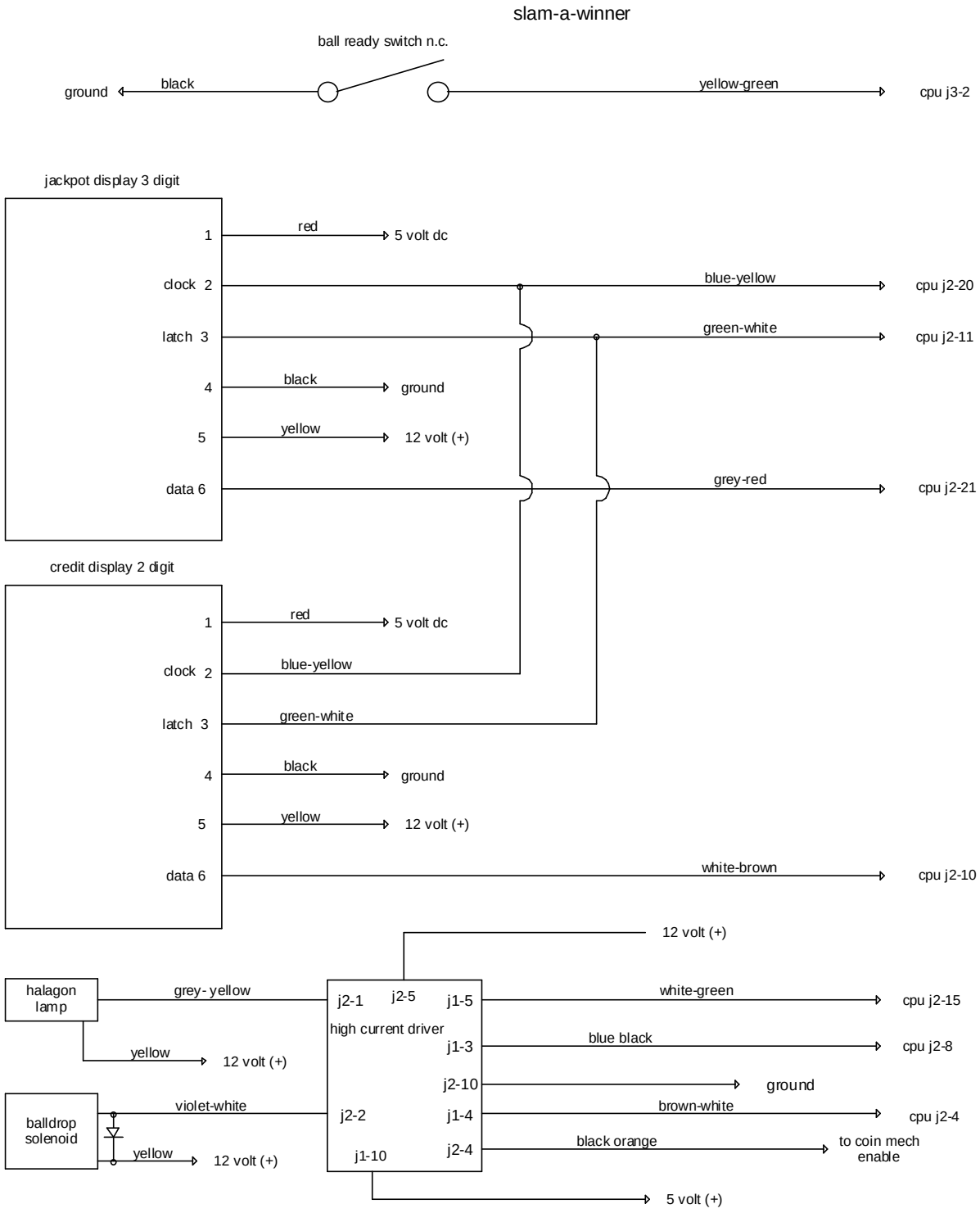

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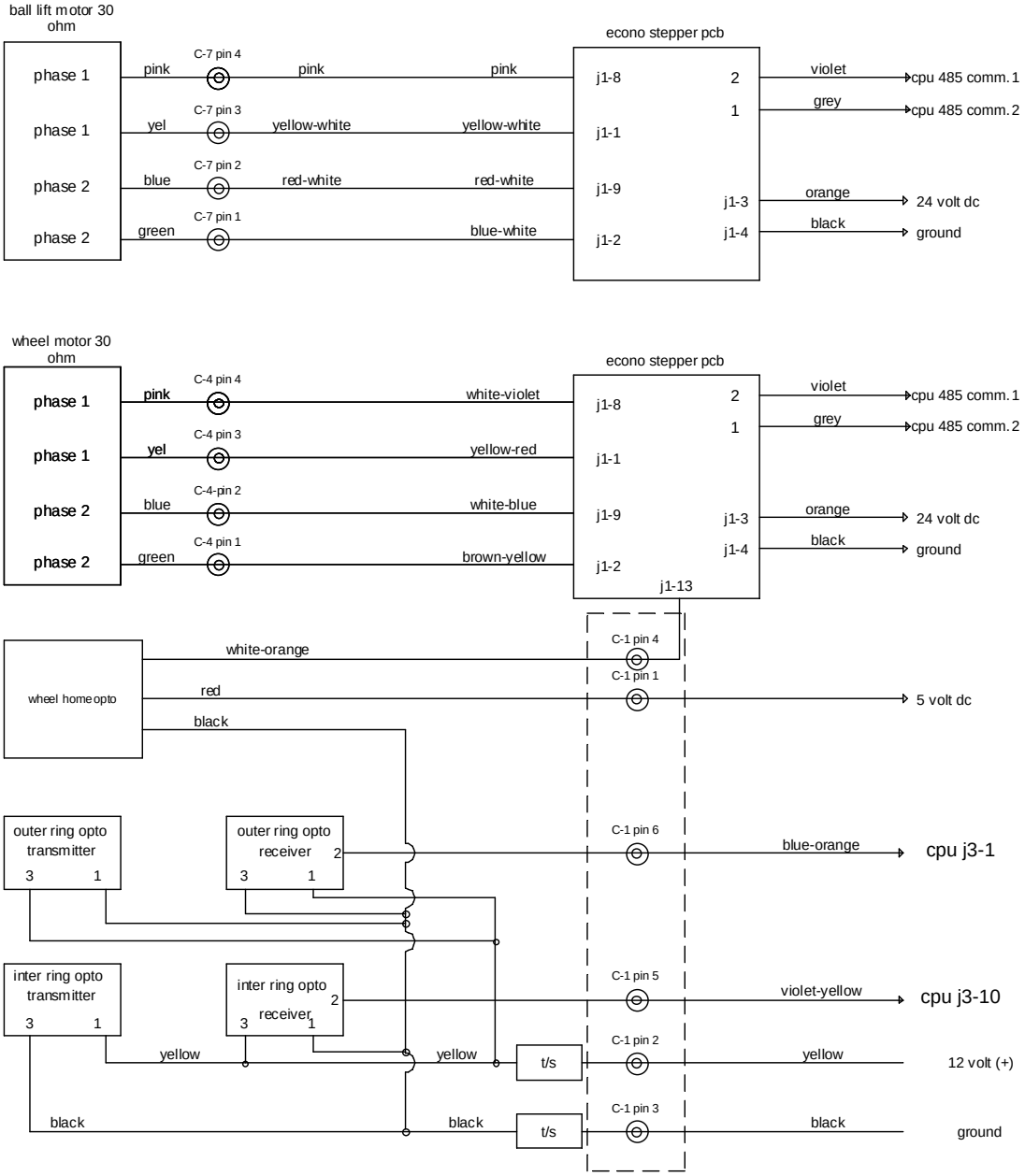
slam-a-winner



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Slam-A-Winner Extreme Assembly>>>>>>>>preliminary

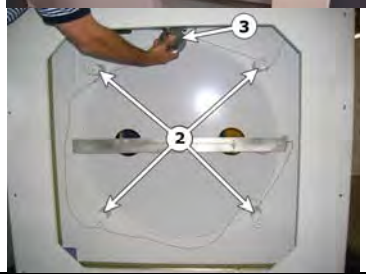
1.

Remove contents of crate.

Remove Top Assembly from Bottom Assembly by removing the Silver Screws① that attach the Corner Uprights② (leave the black security screws in tact). One person at each corner can easily lift the top off. Gently set the Top Assembly on its front side.

2.

Remove the Top Assembly Cover① and screw in the (4) Fluorescent Lamps② and one Spotlight③ at the inside back of the assembly. Use the screws taped to the Top Assembly Cover① to reinstall it.

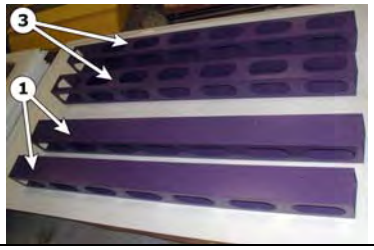


3.

Install the (2) spotlights through the holes in the bottom side of the assembly.

4.

Attach a Rear Uprights① to each of the two rear uprights on the Top Assembly②. The Rear Uprights① are the ones with a row of oval cutouts on one face. The Front Uprights③ have the oval cutouts on two faces. The Rear Upright with the harness attached must



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be installed on the right side (if you are looking at the machine from the front). Be sure that oval cutouts in uprights are facing to the outside of the machine when installed.

5.

With two people holding the newly installed Rear Corner Uprights① from sliding, use two people to lift up on the front of the Top Assembly② until it is vertical. Attach the two Front Corner Uprights③ to the front of the Top Assembly.

6.

Use 4 people (one at each corner) to position the Top Assembly onto the Bottom Assembly and attach the two front uprights completely with the security screws that are taped to one of the Uprights. Fasten the rear uprights on the outside only Leaving the inside screws out for now. You will attach these screws later after installing the cabinet back.

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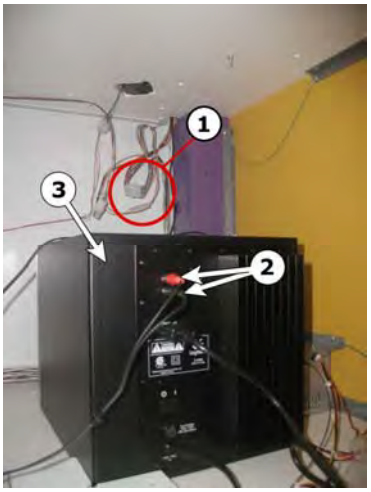
7.

Remove the Styrofoam from under the Wheel① so that the Wheel sits down on the rollers. Place the Ball Spacer② over the Wheel Center Bolt and screw the Plastic Ball③ down.
Do not over tighten the ball. The ball should screw down until it just contacts the Ball Spacer with a little pressure.

8.

Feed harness that is attached to rear upright through hole in Cabinet Bottom. Connect harness① to the bottom assembly from the inside of the bottom assembly. Run the RCA cables② into the Bottom Assembly and connect at the subwoofer③.

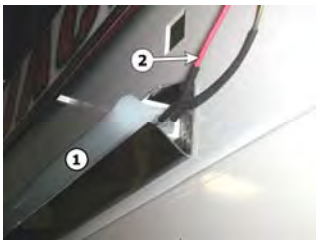


9.

Before attaching the Back Assembly, secure the 6 Pin Connector into the square hole from the inside of the machine.

10.

Connect wires to lower Neon Light Assembly①. Be sure to connect the Wire with the Red Sleeve② to the pin away from the back.



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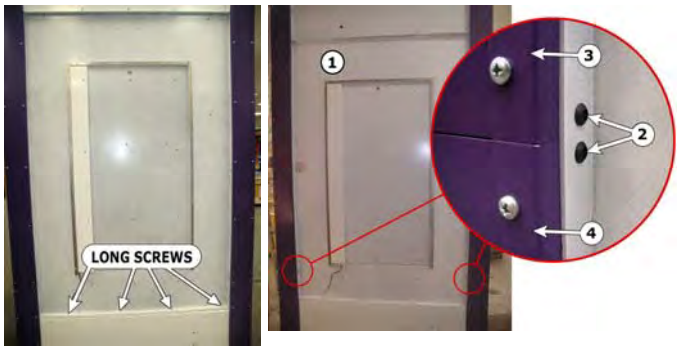
11.

Attach the Back Assembly①. Use the shorter #10-32 x ½" that are taped to the back to attach the sides and top positions. Use the longer #10-32 x1-¼" screws to attach the bottom (4) positions. Now install the security screws② that attach the Rear Corner Uprights③ to the Bottom Assembly uprights④.

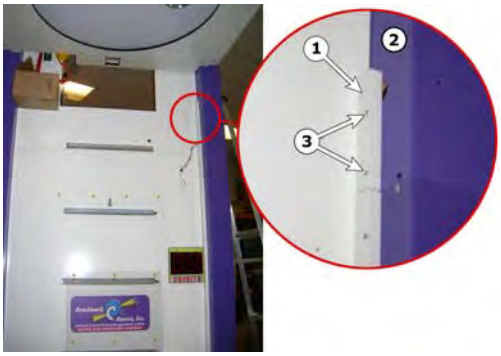


12.

Run wires at the top of the cabinet out the side and back into the Top Assembly① through the Holes in the Uprights②. Connect to the upper harness through the Door in the Top Assembly③.

13.

Attach wire cover① to upright② over harness using (2) #6 x 1" self threading screws③ provided.



14.

Attach the Jackpot Display Assembly① through the back② using the (6) #6-32 x ½" screws taped to the assembly and attach harness.

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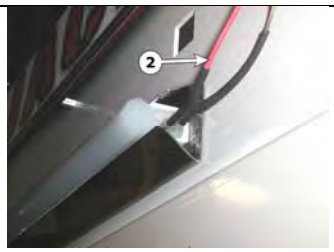
15.

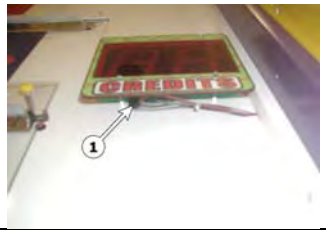
Attach the Neon Light Assembly① to the back in the Top Assembly using the nuts on the studs and connect the Red Sleeve② should be away from the back sheet metal.



wires. Note the Wire with connected to the pin located

16.

Connect harness① to Credits Display②.

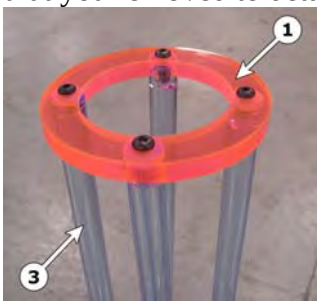


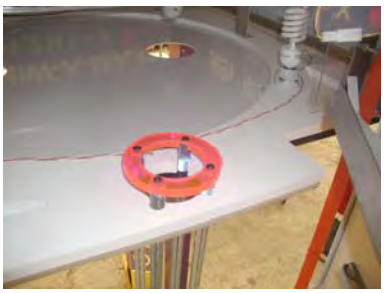
17.

Attach the Ball Guide Position Plate to the back assembly by removing the (2) #8 x ½" thread forming screws located on the backside of the part and reattaching them through the back.

18.

Remove the Ball Guide End Cap① from one end of the Ball Guide Rod Assembly after removing attaching screws. Feed the (4) Ball Guide Rods② up through the Ball Guide Position Plate③ and up into the Top Assembly④. Using a ladder from the back, open the Top Assembly door and reattach the Ball Guide End Cap① using the same (4) screws that you removed to detach it.





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19.

Unscrew the box holding the Ball Lift Belt and lower the belt down into the Bottom Assembly.

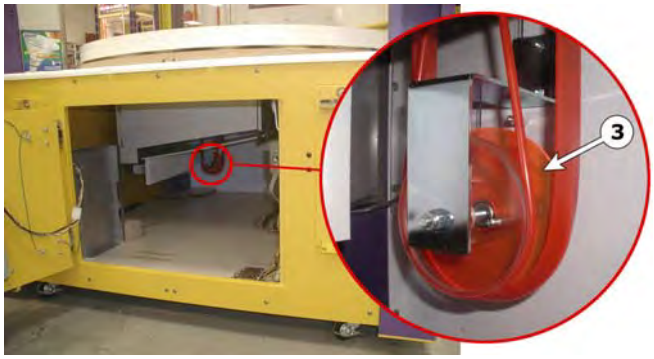
20.

Use caution during the next step as the belt will be under a lot of tension. Do not allow your fingers between the belt and the pulleys or brackets.

Attach the Ball Lift Belt over the pulleys:

1. Open the back door① of the Top Assembly and center the Ball Lift Belt over the Center Red Top Belt Pulley②.
2. While another person is pulling down on the belt from outside, pull the Ball Lift Belt over the Center Red Lower Belt Pulley④ from inside the Cabinet Bottom.

Belt will center itself and ride on the center of the thin plastic pulleys.



21.

Remove protective plastic from the Belt Lift Cover.
Attach Hex Spacers① to Belt Lift Cover using the #10-32 x ½" screws with plastic snap washers.

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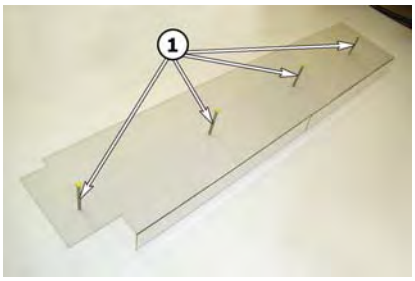
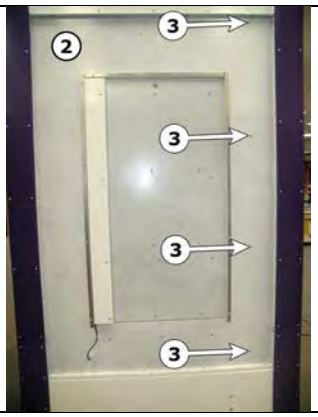
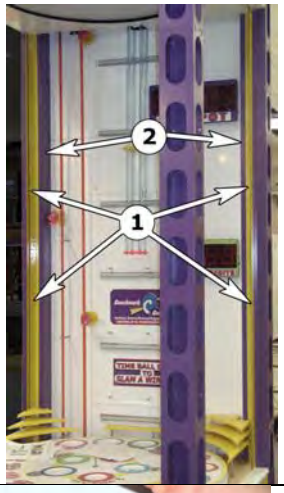
Install the Belt Lift Cover to through the back② with (4) #10-32 x ½" machine screws③.





22.

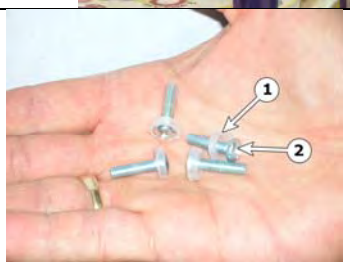
Attach yellow Front Glass Side Brackets① to Uprights② using #10-32 x ½" screws and nuts that are taped to the brackets.

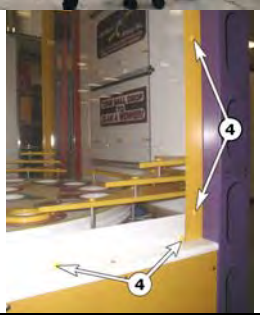


23.

Assemble and attach the front glass:

1. Prepare plastic snap washers① onto #10-32 machine screws② provided in (2) bags that are taped to the glass. Keep the longer screws (3/4") separate from the short (1/2") ones.
2. Remove protective covering from front glass sections.
3. Attach the Front Glass together using the #8-32 x ¾" screws and lock nuts that are taped to the attach straps.
4. Clean both sides of glass with glass cleaner.
5. With three or four people, slide one glass assembly inside the front upright and into the Front Glass Side Brackets③.
6. Bend the glass around inside the other front upright and slide the end into the opposite Front Glass





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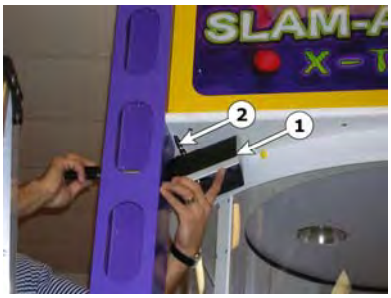
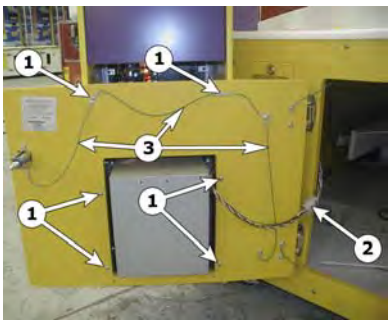
Side Attach Bracket③.

7. Loosely install #10-32 x ¾" screws with plastic cap washers through the Front Glass Trim and into the threaded inserts in the upper and lower glass forms. Use a hand screwdriver and leave all of the screws loose until all of the screws have been started.
8. Install the #10-32 x ½" screws that were taped to the glass.
9. Tighten all screws and snap Decorative Plastic Caps④ over the screw heads.

24.

Install Speakers① to uprights using #8 x ½" thread forming screws that are taped to the speakers. Do not over tighten.
Plug speakers into Harness① at the speaker.



25.

Connect the Console Assembly to the front door using the #10-32 x 1-1/4" screws① taped to the console. Plug into the Main Harness② and attach the Ground Wires③ as shown.