OPERATOR'S & ASSEMBLY MANUAL
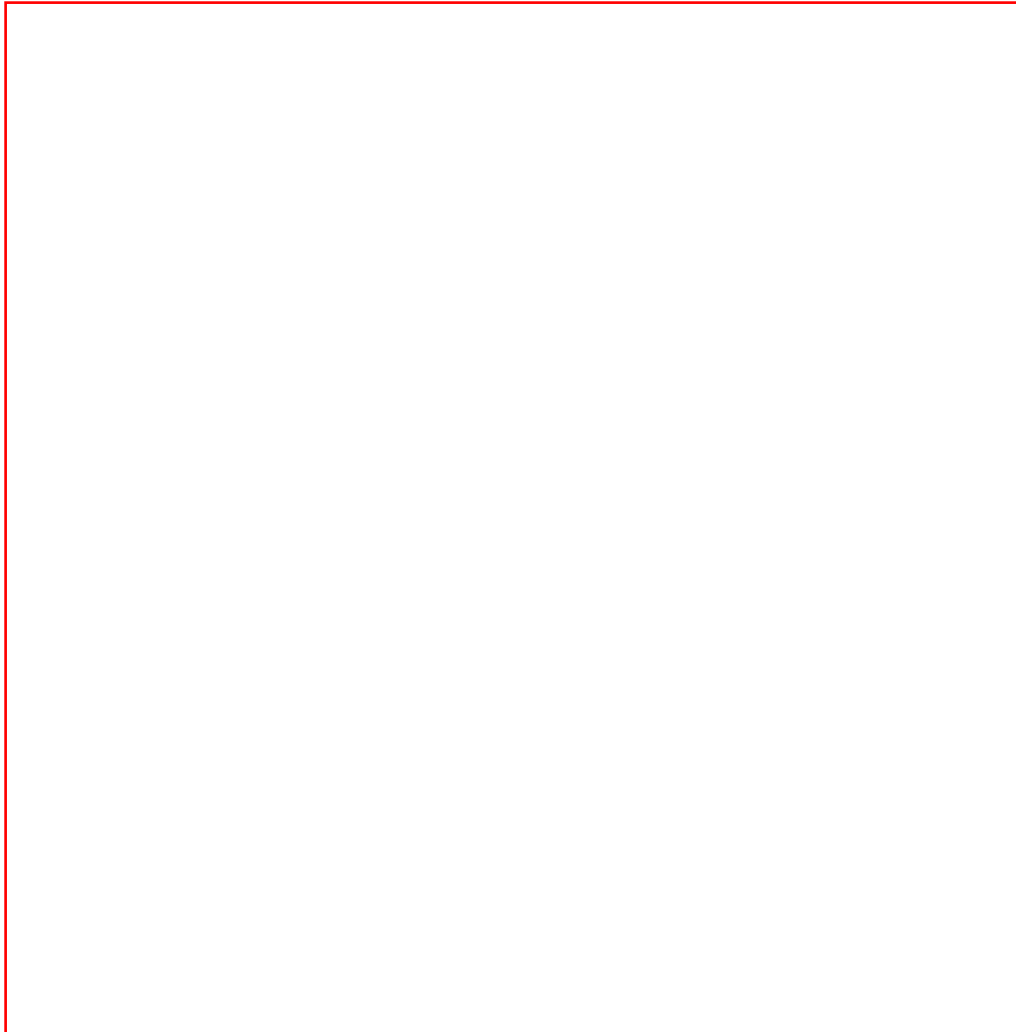
PLEASE NOTE:

► Read this manual BEFORE operating the machine.

► Keep this manual for your reference.

►Go to www.LAIGames.com click on Operator Access to register your games and receive of future updates.

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SAFETY PRECAUTIONS

The following safety precautions and advisories are used throughout this manual and are defined as follows.

> ### * WARNING! *
> *Disregarding this text could result in **serious injury**.*

> ### * CAUTION! *
> *Disregarding this text could result in damage to the machine.*

> ### * NOTE! *
> ■ An advisory text to hint or help understanding.

BE SURE TO READ THE FOLLOWING

> ### * WARNING! *
> <u>*Always*</u> *turn **OFF** Mains AC power and unplugged the game, before opening or replacing any parts.*
>
> <u>*Always*</u> *when unplugging the game from an electrical outlet, grasp the plug, not the line cord.*
>
> <u>*Always*</u> *connect the Game Cabinet to grounded electrical outlet with a securely connected ground line.*
>
> <u>**Do Not**</u> *install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.*
>
> <u>**Do Not**</u> *install the Game Cabinet in areas that would present an obstacle in case of an emergency, i.e. near fire equipment or emergency exits.*

> ### * CAUTION! *
> <u>*Always*</u> *use a Digital Multimeter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.*
>
> <u>**Do Not**</u> *Connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.*
>
> <u>**Do Not**</u> *use any fuse that does not meet the specified rating.*
>
> <u>**Do Not**</u> *Subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 ^{o}C.*

MACHINE INSTALLATION and INSPECTION

When installing and inspecting *"Slam'N'Jam"*, be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

■ Slam"N"Jam is shipped from the factory in "Flat Pack" form and requires assembling.

■ Be sure to turn the power **OFF** before working on the machine.

---

* WARNING! *

<u>*Always*</u> *Turn **OFF** mains power before removing safety covers and refit all safety covers when work is completed.*

■ Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk through.

■ Check that the rubber glide feet levelers are set evenly on the floor so that the game cabinet is unable to roll and is stable.

■ Always make complete connections for the integrated circuit (IC) logic PC Boards and other connectors.   Insufficient insertion can damage the electrical components.

---

* CAUTION! *

<u>*Before*</u> *switching the machine on be sure to check that it has been set on the correct voltage for your area!*

<u>*Refer*</u> *to the mains voltage adjustment section of this manual on. Machines are normally shipped on 220V AC unless otherwise specified.*

■ Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.

■ If any integrated circuit (IC) logic PC Boards should need servicing. Please contact the nearest *LAI GAMES* distributor. (Refer to the back page of this manual)

INTRODUCTION

CONGRATULATIONS! You have just bought the *"Slam'N'Jam"*, another great product from *LAI GAMES*. This is, in our opinion, one of the best basketball games made in the world. It is very simple yet challenging to play and includes features not previously available in any other basketball, like "Match Play" and "Double Ticket Time". Also added, is the ability to link from 2, up to 8 machines for exciting head-to-head competition plus you are able to link an optional Overhead Bonus Display.

We hope you take the time to read this manual and learn about the many other features and user-friendly adjustments that can be made to "fine-tune" the game for maximum earning potential.

DESCRIPTION

■ The *"Slam'N'Jam"* is a single player basketball game with linking capabilities. Players use their skill and accuracy to throw as many balls through the basketball hoop as they can during the game, to win tickets.

PACKAGING

■ At delivery, the machine should arrive in good condition. To move the packaged machine for transport or placement, use a forklift and take care not to hit the package or stack heavy objects on top, as this may cause damage to the machine.

> *** NOTE! ***
> ■ Slam"N"Jam is shipped from the factory in "Flat Pack" form and requires assembling.

CONTENTS

■ The *"Slam'N'Jam"* cabinet & Frame Flat Packs (Requires Assembly)
■ 4 x Size 5 Basketballs
■ Keys: 2 x coin door keys
     2 x ticket door key
■ *"Slam'N'Jam"* Operator"s Manual
■ *Slam'N'Jam* Assembly Manual
■ IEC Power Cord   (In cash box)
■ Parts & Accessories   (In cash box & cabinet)

SPECIFICATIONS

DIMENSIONS

- Weight: 280 kg   (617lb)
- Height: 2631mm   (104")
- Width: 900mm   (35")
- Length: 2310mm   (91")
- Power: Maximum   380 W – (220V @ 1.7A) (120V @ 3.2A)
             Average   330 W – (220V @ 1.5A) (120V @ 2.8A)

ELECTRIC SUPPLY

The game has the option to operate on a 110V, 120V, 220V or 240V AC 50/60Hz single phase mains electric supply.
The supply must be a three wire grounded supply.

---

* CAUTION! *

__Before__ switching the machine on be sure to check that it has been set on the correct voltage for your area!

__Please__ Refer to the mains voltage adjustment section of this manual. Machines are normally shipped on 220V AC unless otherwise specified.

LOCATION REQUIREMENTS

- Ambient temperature: between 5°C and 40°C.
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low
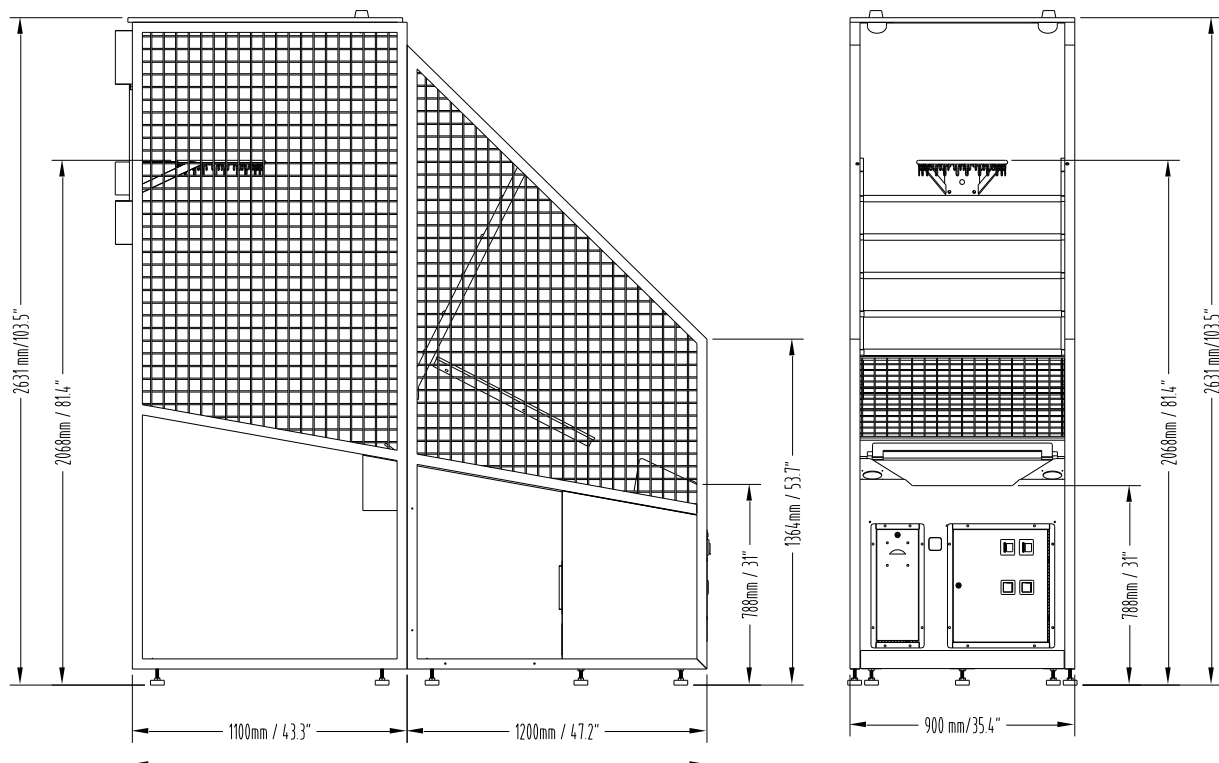
SLAM „N‟JAM ASSEMBLY Quick Guide

Do‟s and *Don‟ts* for Assembling Slam„N‟Jam

Do read the Slam„N‟Jam assembly manual as it will help you in the correct step by step order of assembly

Do take note of what size bolts are used where when assembling Slam„N‟Jam

Do make sure that all cables are free to move and not pinched or jammed under the playfield or other parts when assembling Slam„N‟Jam.

Do make sure that all earth point cables are connected when assembling both the Front Frames and Front Playfield Speaker Pods on Slam„N‟Jam.

Don‟t forget to remove the Slam„N‟Jam keys from inside the game cabinet before bolting the front playfield in place.

Don‟t forget after assembling Slam„N‟Jam to check and tighten all the bolts.

Don‟t forget to check the voltage setting of Slam„N‟Jam is set to the mains voltage for your country before applying power.

TIPS for Assembling Slam„N‟Jam

■ We recommend using two people when assembling Slam„N‟Jam. While one person is able to do most of the assembly, using two people will be much easier. A stepladder will also be very handy during assembly.

■ We Recommend that assembling Slam„N‟Jam is best done on a level and even surface. Adjust the rubber feet on the frames to align them for easier assembly.

■ We recommend when assembling Slam„N‟Jam not tightening all the bolts until all major parts are fitted. This will allow the easy alignment of holes as the frame is not held rigid.

---

* NOTE! *

■ *Slam„N‟Jam* uses **metric** size Nuts & Bolts throughout its construction

■ To help in ease of moving *Slam„N‟Jam* the machine can be split into two separate halves. Remove the eight Bolts holding the Front and Rear Frame Halves together and unplug the main backboard and lighting cables at the connectors near the Ball Gate. The Ball Gate stays fixed to the front half of the machine.

Tools Required For Assembly

- 1 x 4 mm Allen Key
- 1 x 150 mm Adjustable Spanner
- 1 x 13 mm Ring and Open end Spanner
- 1 x 10 mm Ring and Open end Spanner
- 1 x 8 mm Ring and Open end Spanner

One person is able to do most of the assembly, but using two people will be much easier. A stepladder will also be very handy during assembly.

Unpack the machine and be sure to check that all parts are present. As a quick reference, refer to the photos on Page 7.

---

* NOTE! *
- Be sure to remove the keys from the game cabinet and install into locks before assembly.

---

* NOTE! *
- This job is easiest to complete using two people. One to hold the frame, and one to bolt the frame in place.

Identifying the Slam'N'Jam Parts

The photograph below displays the parts and their names for you to refer to while assembling the "Slam „n" Jam". This will assist you in locating the parts more easily
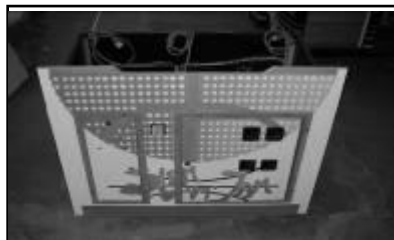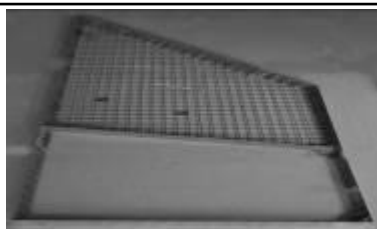
GAME CABINET	**FRONT RIGHT FRAME**	**FRONT LEFT FRAME**
REAR RIGHT FRAME	**REAR LEFT FRAME**	**FRONT PLAYFIELD**
REAR PLAYFIELD	**BALL GATE ASSEMBLY**	**BRACES BRACKET**
BACK BOARD PANEL	**TOP PANEL**	**1ST BARRIER**
2ND BARRIER	**HARDWARE PACK**	**HOOP**
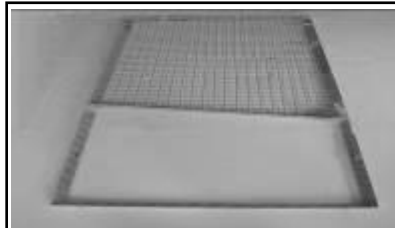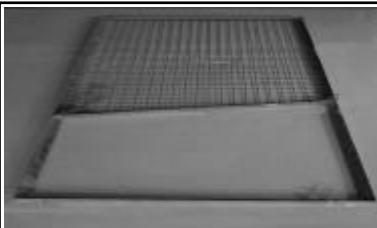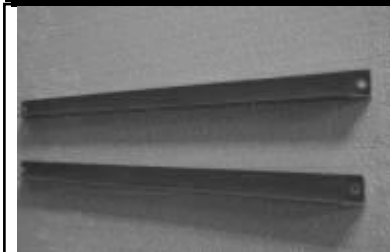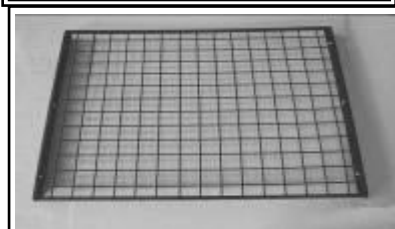
SLAM'N'JAM STEP BY STEP ASSEMBLY

M6 x 50 mm Allen head bolts

Rubber Feet (Frame Glides)
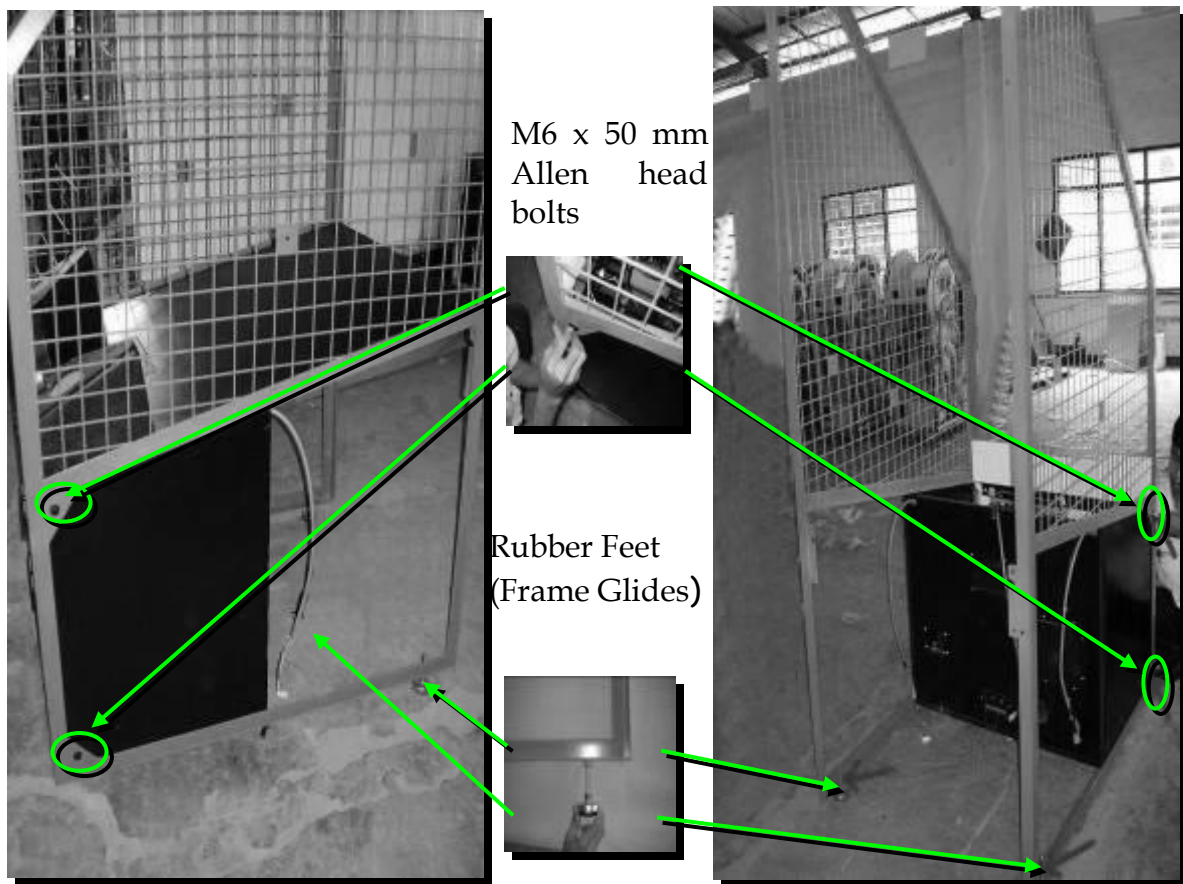
STEP ONE: Attaching Front Side Frames.

■ Attach to the back of the two front frames, two of the ***Rubber Feet (Frame Glides)** supplied

■ Firmly bolt the two front side frames onto the game cabinet using the ***four M6 x 50mm Allan head bolts, eight washers and four M6 locknuts** supplied.

STEP TWO: Attaching Rear Side Frames.

> *** NOTE! ***
> ■ This job is easiest to complete using two people. One to hold the frame, and one to bolt the frame in place.

■ Attach to the two rear frames four of the ***Rubber Feet (Frame Glides)** supplied

■ Bolt the two rear side frames to the front frames using the ***eight M8 x 30mm bolts, washers, spring washers and nuts** supplied.

> *** HINTS! ***
> Adjust the rubber feet on the frames to align them for easier assembly.
>
> To help in alignment of panels don"t tighten bolts until most of the assembly is completed.
>
> Don"t place the bolts in the third hole from the bottom; this is for the barrier mesh.

STEP THREE: Attaching the Front Playfield.

> *** NOTE! ***
> ■ **DON"T FORGET** to remove the keys from inside the game cabinet.
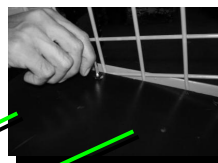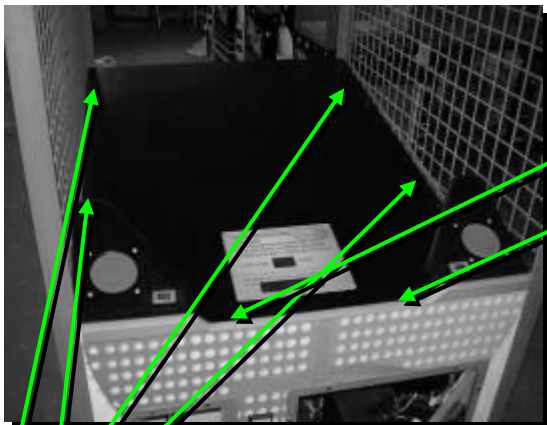
■ Fit the front playfield to the front side frames, and bolt in place using the ***six M6 x 50mm Knockdown bolts, washers, Nylon lock nuts** supplied, access to four of the bolts is through the front door.

■ Also plug in the **6 PIN**, left and right speaker cables into the game cabinet, and remember to attach the earth connector to each of the speaker Pods.

Page 9
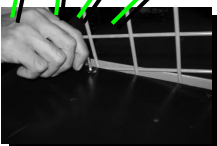
STEP FOUR: Attach Frame Braces.

MIDDLE
BRACE

REAR
BRACE

■ Attach the Middle and Rear Frame Braces on top of the rubber leveling feet using the **four, M12 nuts and spring washers** supplied.
(Refer to picture below for detail)
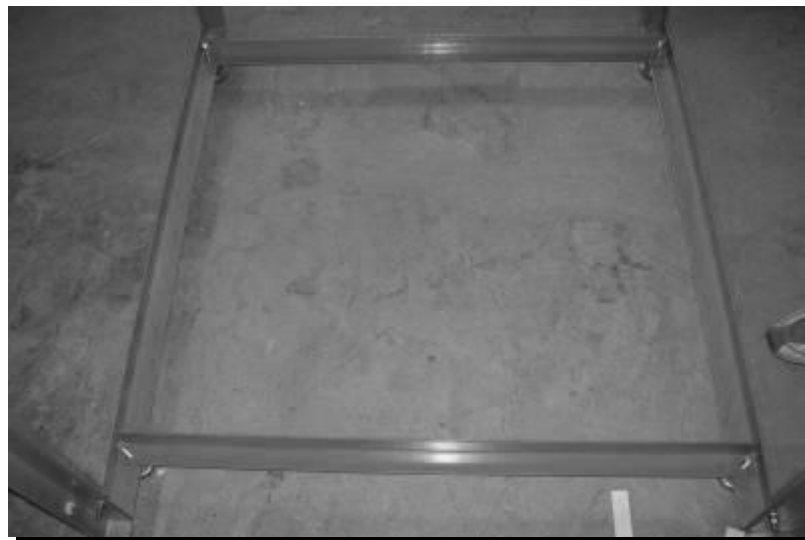
> *** NOTE! ***
> ■ Be sure to check **AND TIGHTEN ALL ASSEMBLY BOLTS!**

STEP FIVE: Attaching the Rear Play Field

■ Fit the rear playfield to the rear side frames, and bolt in place using the ***six M6 x 50mm Knockdown bolts, washers and Nylon lock nuts** supplied.

* Hardware found in Playfield Pack from Cashbox

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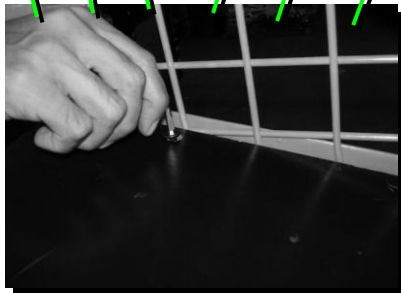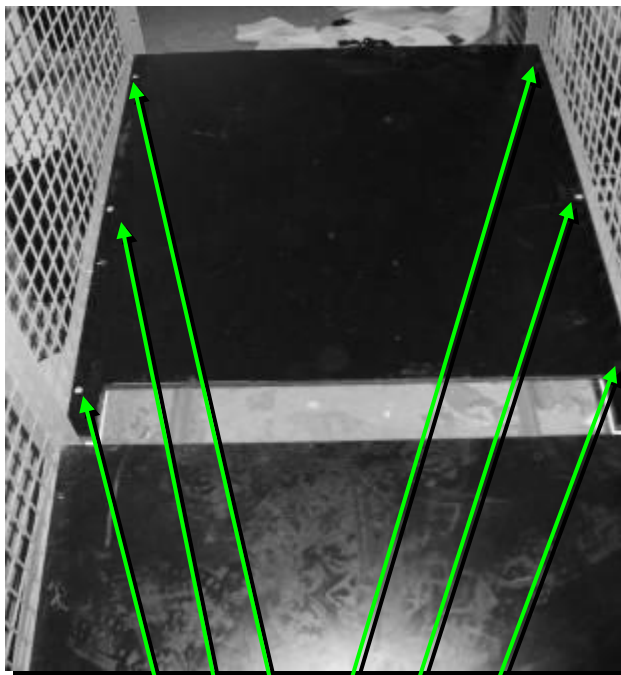
STEP SIX: Attaching Backboard.

> *** NOTE! ***
> ■ It is faster with two people for this part of the assembly.

■ Fit the backboard and bolt in place using the ***Ten M6 x 50mm Knockdown bolts, washers, Nylock nuts** supplied,

* Hardware found in Backboard Pack from Cashbox
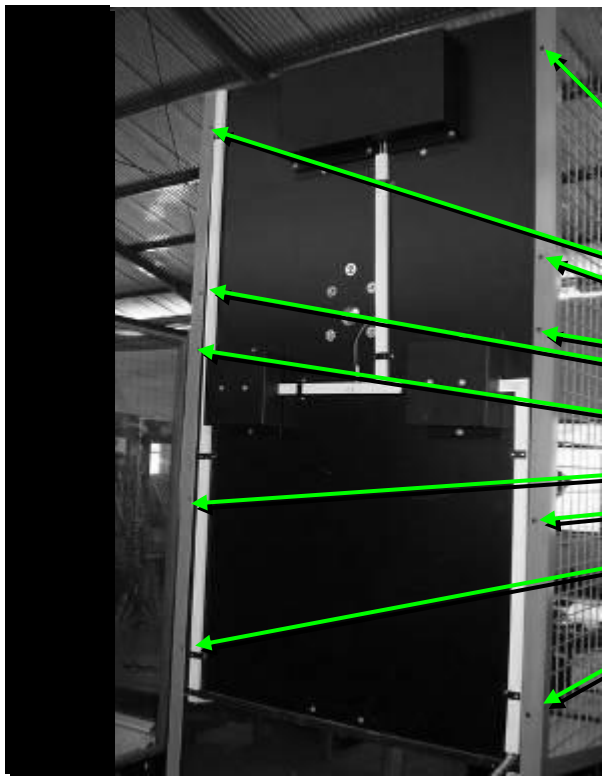
STEP SEVEN: Attaching Top Panel

STEP SEVEN : Attaching Top Panel

■ Attach the top panel to the two rear side panels using the ***eight M6 x 50mm, washers and Nylock nuts** supplied.

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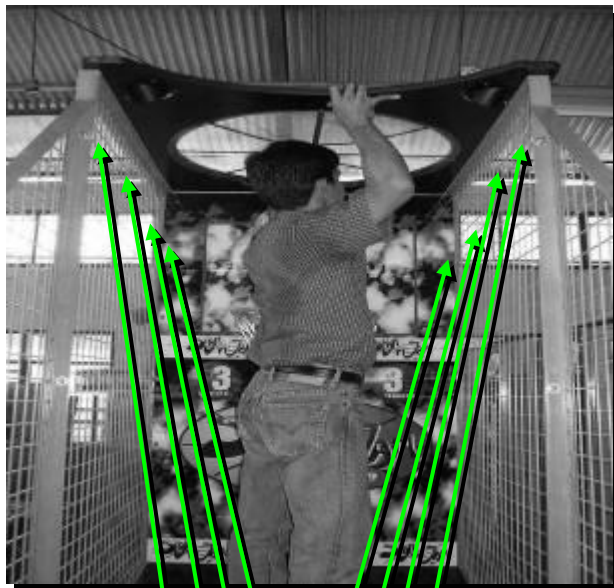
STEP EIGHT: Attaching Ball Hoop to Backboard.

■ Firmly attach the ball hoop to the backboard using the ***four M8 x 45mm bolts and washers** supplied.

STEP NINE: Fitting Ball Sensor.

■ Fit the electronic sensor through the hole in the backboard and plug in to the **4 PIN** Plug.

STEP TEN: Fitting Sensor Cover.
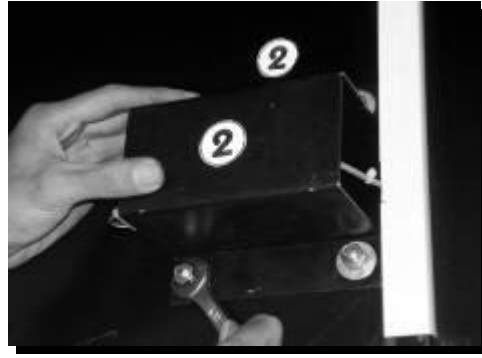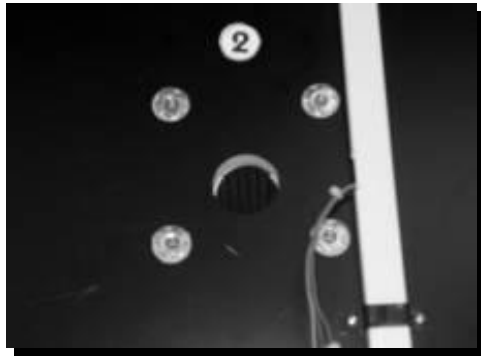
■ Fit the sensor cover onto the four bolts from the ball hoop using the ***four sets of M8 washers**, spring washers and nuts supplied.

STEP ELEVEN: Fitting the 1st barrier and 2nd barrier.
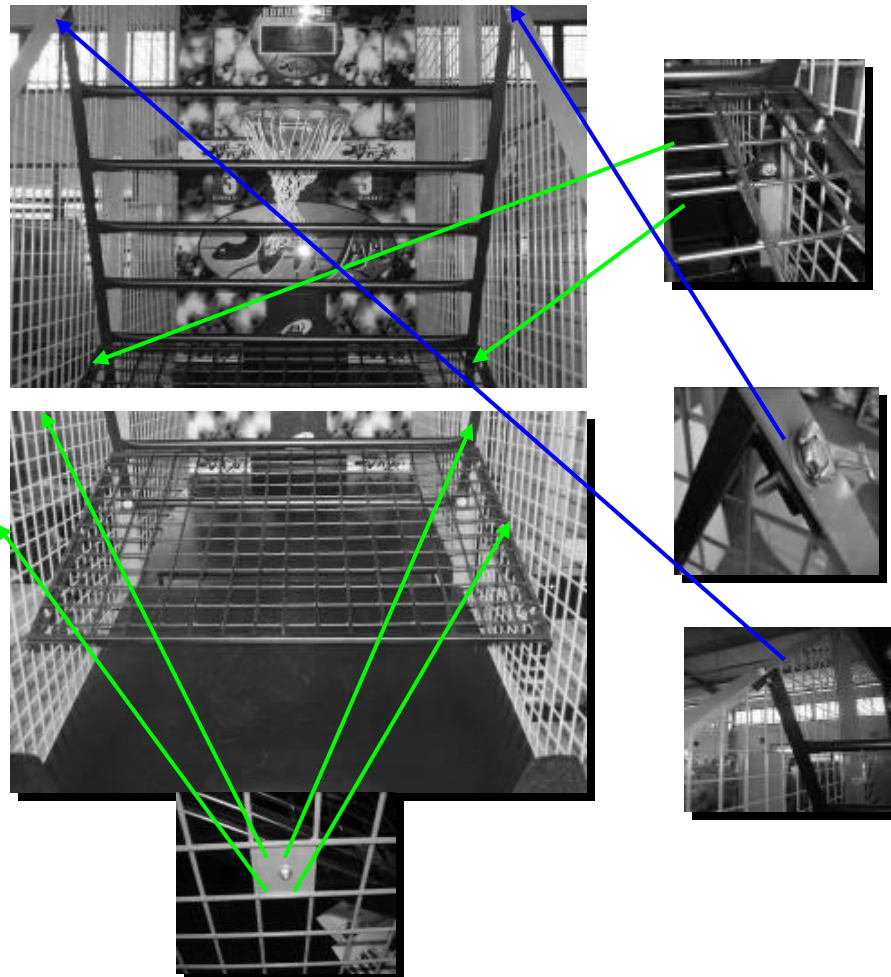
■ Attach the barrier panel assembly at the top bolt holes using the ***two, M8 x 30mm bolts, flat washers, spring washers and nuts** supplied.

■ Next attach at the bottom bolt holes together with the ball stop bar using the ***two, M8 x 30mm bolts, flat washers, spring washers and nuts** supplied.

STEP TWELVE: Rear Cabling & Noise Dampener Bracket.

■ Insert the Top Spotlight Panel cable into the conduit on the rear of the backboard and clip the conduit cover firmly in place.
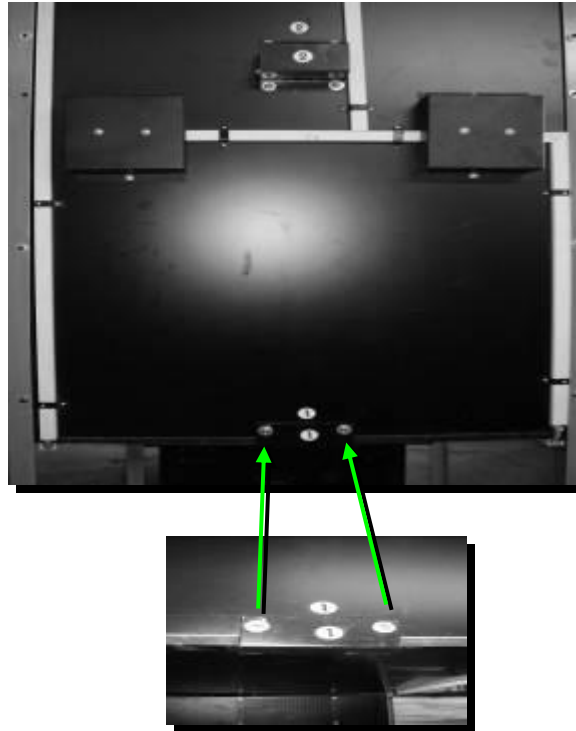
■ Attach the adjustable noise dampener bracket to the backboard with the ***two, 8mm x 20mm bolts and flat washers** provided and adjust so playfield is tight up against the bottom of the Backboard Panel.

* Bracket & Hardware found in Backboard Pack from Cashbox

STEP THIRTEEN: Attaching Ball Gate Assembly.
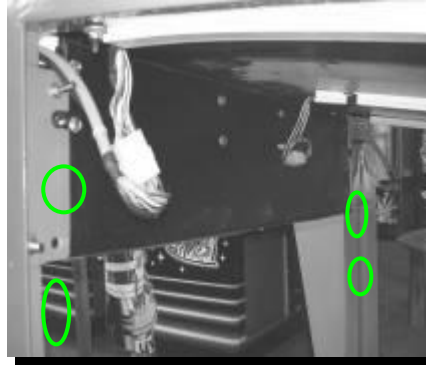
- Attach the ball gate to the frame from rear of the machine using **four bolts M8 x 30 mm, washer spring washer and nuts** supplied

---

* HINTS*

You may need to pull the frames together to align the holes on the frame to the ball gate assembly

To help in alignment of panels don't tighten bolts until most of the assembly is completed

---

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STEP FOURTEEN : Attaching Cable
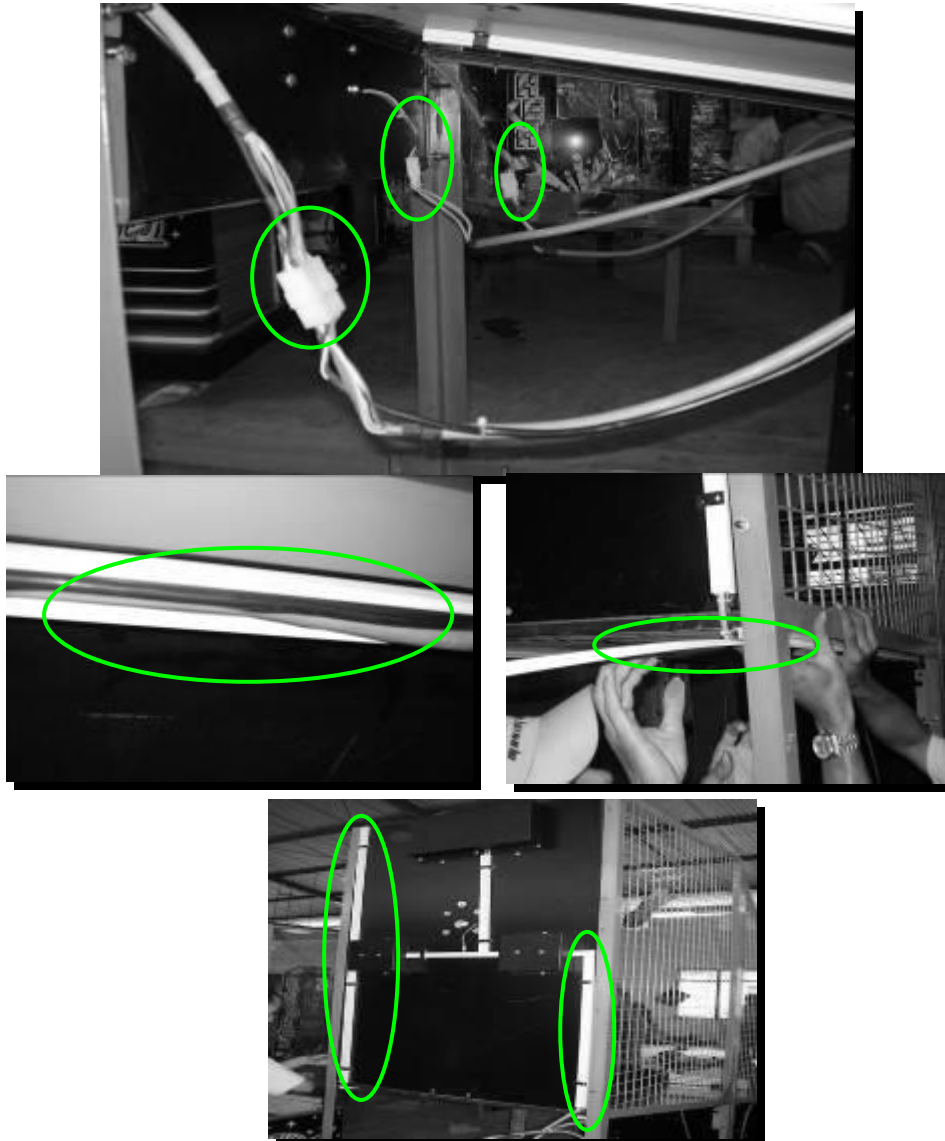
- Connect all the connector according to the size of each connectors, pull off the cable rail cover on each side of the back front playfield and on the back of rear playfield also on the back panel.

- Put all the cable into the cable rail close the cable rail cover make sure all the cable in secure position inside the cable rail.

Assembly now Completed

How to put Back Board Supporting Bracket

To make an easy secure transportation and also easy installation we put the supporting bracket as per following photos;

When you receive the machine you should reposition the supporting bracket as following photo ;

Unscrew the bracket   reposition accordingly

Complete bracket position.

COMPLETE ASSEMBLED MACHINE.

---

* CAUTION! *
BE SURE TO CHECK MAINS VOLTAGE AND TEST BEFORE USAGE!

HOW TO PLAY

PLAYERS ATTEMPT TO THROW BALLS THROUGH THE HOOP TO SCORE POINTS.
THE MORE POINTS SCORED THE MORE TICKET WON.

- Insert coin/s for credits.

- Players can choose to start a linked game or solo game by pressing the flashing "**LINK**" or "**SOLO**" game button respectively. Where there is only a single game available, only the "**SOLO**" button will be flashing.

- Pressing the "**LINK**" or "**SOLO**" game buttons while the *"Double Tickets"* lamp is flashing will start a game in which that machine will pay twice as many tickets for points scored.

- If the "**LINK**" button selected the button light will stay on and the game will say *"Waiting for more players"*. A 10 second count down will allow time for extra players to join in the competition.

- If the "**SOLO**" button selected the button light will stay on, the game will start immediately and gate will release balls to the player.

- Throwing balls through the hoop will score 2 points. When the 3 point lamps are flashing, Balls through the hoop will score 3 points.

- At the end of the game play the gate will close and retain the balls.

- Tickets are awarded based on the number of points scored; Extra tickets or credits can be won for, Beating the High Score, Scoring the most points in a linked competition game, or Winning the Match Number at the end of play.

OPERATION

The "Slam'N'Jam" game has five operational modes: Attract mode, Play mode, Test mode, Programmable Adjustments Mode and Audits Mode.

OPERATIONAL DIAGRAM

```
                          ┌──────────────┐
                          │   POWER UP   │
                          └──────┬───────┘
                                 │
        ┌────────────────────────┼────────────────────────────┐
        │                        ▼                             │
        │          ┌──────────────────┐    ┌──────────────┐    │
        │          │  ATTRACT MODE    │───▶│  PLAY MODE   │    │
        │          └──────────────────┘    └──────────────┘    │
        │                    │                                 │
        │              PRESS TEST           * NOTE! *          │
        │                    │          Entering test mode will│
        │                    ▼          clear any stored credits│
        │          ┌──────────────────┐                        │
        │          │    TEST MODE     │                        │
        │          └──────────────────┘                        │
        │              PRESS TEST                               │
        │                    │                                 │
        │                    ▼                                 │
        │   ┌──────────────────────────────────────┐           │
        │   │ PROGRAMMABLE ADJUSTMENTS MODE         │           │
        │   └──────────────────────────────────────┘           │
        │              PRESS TEST                               │
        │                    │                                 │
        │                    ▼                                 │
        │          ┌──────────────────┐                        │
        │          │   AUDITS MODE    │                        │
        │          └──────────────────┘                        │
        │              PRESS TEST                               │
        │                    │                                 │
        └────────────────────┘                                 │
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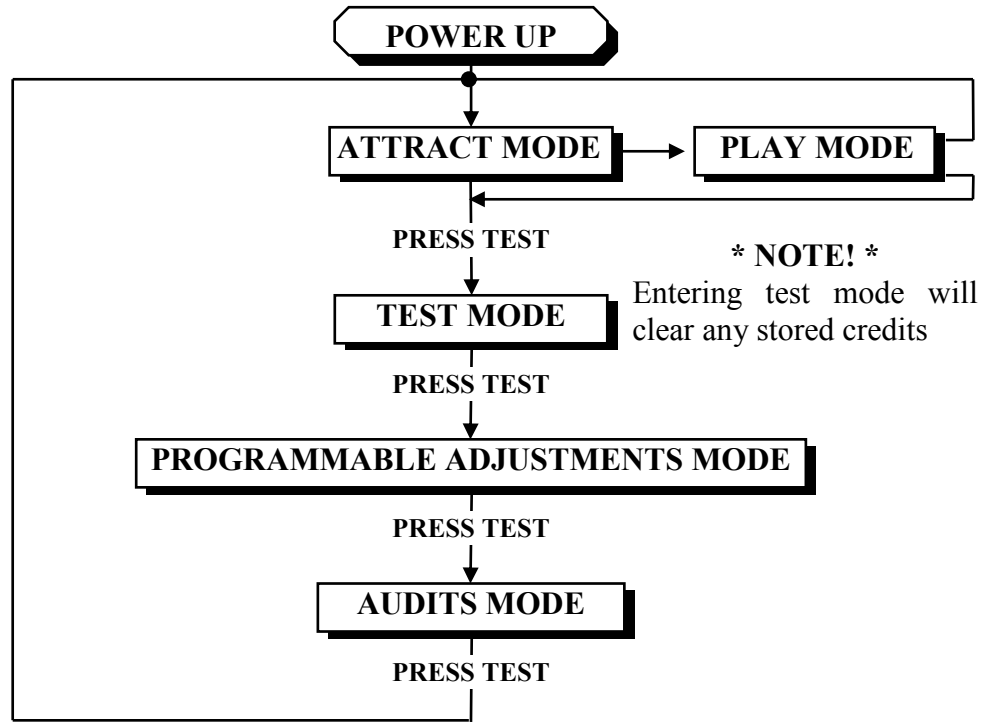
ATTRACT MODE

■ The Attract mode provides a light and sound display, while the game is not being played. This feature is to attract potential customers to play the game. The attract mode sound can be turned on and off

PLAY MODE

■ The Slam'N'Jam has two play modes. The Standard Coin Play mode, where a coin, or coins are inserted. Or Free Play where no coins are necessary.

COIN PLAY

■ The Coin Play mode is entered from Attract mode, by inserting coins in any of the two coin slots on the front of the machine cabinet, then following the instructions in the "How to Play" section of this manual.

FREE PLAY

■ The free play mode is entered from attract mode by holding the Service button for longer than five second F r E will be displayed on the 3-digit LED display.

■ To get back to normal game Play mode Switch Off and On the Machine.

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TEST MODE

The Slam'N'Jam Test mode has Three Test Configurations allowing you to explore the functioning of the Sound, Light & Display, the Game Switches and to allow an operational test of the Ball Gate. (Refer to the Test Mode Diagram below).

The Test mode is also used for Clearing Game Errors. If there is an active error, its code will be displayed. To try to clear the error code, press the red test button once. The error can be bypass by quickly pressing the red test button twice.

---

* NOTE! *

■ Entering Test Mode will CLEAR any CREDITS remaining in the game.

■ If during test mode no ADJUSTMENTS or actions are made to the game for approximately four minutes, it will automatically RETURN to Attract Mode.

TEST MODE DIAGRAM

ATTRACT MODE	●	PLAY MODE

PRESS TEST

SOUND, LAMPS & DISPLAY TEST

The Display counts,
all Lamps are flashing
and Sound is played

0	0	0

1	1	1

9	9	9

PRESS TEST

SWITCH INPUT TEST   No INPUT is active

C	0	0

Service switch is active	Coin switch is active	Gate Open Switch is active	Ball Sensor is active
C 0 1	C 0 2 To .	C 0 6	C 0 8

PRESS TEST

RUN TEST

r	r	r

PRESS SERVICE → Ball Gate Opening | r | | 1 |

PRESS SERVICE → Ball Gate Closing | r | | 0 |

Ball Gate Open | r | | 3 |

Loops back

Ball Gate Closed | r | | 2 |

BALL GATE RUN TEST

■ Press Service button to activate
■ LED displays run test function
■ Er# indicates Ball Gate problem

Gate Opening Error | E | r | 6 |

Gate Closing Error | E | r | 5 |

PRESS TEST

PROGRAMMABLE ADJUSTMENTS MODE

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SOUND, LAMPS & DISPLAY TEST

- ■ **ENTER**   The Sound, Lamp & Display test is entered from Attract mode by pressing the test button once.

> *** NOTE! ***
> - ■ If there is an active error displayed, press the red test button once to try and clear the error.
> - ■ If the error code will not clear, it can be bypass by quickly pressing the red test button twice.

> **DURING THE TEST:**
> o Game music and a voice over will be played.
> o The Solo and Link Start button lamps will flash on and off
> o The 3-Point and Match lights will run a test pattern sequence.
> o The 3-digit display will count from 000 to 999 and then repeat.

- ■ **EXIT**   The Sound, Lamp & Display test is exited by pressing the test button. The next test will be switch test.

SWITCH TEST

- ■ **ENTER**   The Switch Test can be entered by pressing the Test button once while in the Sound, Light & display test or by pressing the Test button twice while in Attract mode, [C] [X] [X] will be displayed on the 3-digit display where „XX" is a number representing the switch that is active.

- ■ **TESTING THE GAME SWITCHES**
    All game switches have a code from C1 to C8 as tabled below. By activating any of the switches, their code will be displayed on the 3-digit display. If no switches are active then [C] [0] [0] will be displayed.

CODE	DISPLAY	SWITCH FUNCTION	SWITCH LOCATION
C0	[C] [0] [0]	No Switch Active	-
C1	[C] [0] [1]	Service Switch Active	Service Panel
C2	[C] [0] [2]	Coin Switch Active	Coin Door
C3	[C] [0] [3]	Ticket Notch	Ticket Door
C4	[C] [0] [4]	Solo Start Button Active	Left Speaker Pod
C5	[C] [0] [5]	Link Start Button Active	Right Speaker Pod
C6	[C] [0] [6]	Gate Closed Switch Active	Ball Gate Mechanism
C7	[C] [0] [7]	Gate Open Switch Active	Ball Gate Mechanism
C8	[C] [0] [8]	Ball Sensor Active	Cabinet Back Panel

Normal condition for the game is [C] [0] [3] & [C] [0] [6], Ticket Notch and Ball Gate switches are active.

> *** NOTE! ***
> - ■ Several switches can be simultaneously activated in Switch test. The display will then consecutively show their codes, indicating which switches are active. However, it is much easier to test the game switches individually..

■ **TICKET DISPENSER NOTCH**

The Ticket Notch Switch (C1) can be activated or deactivated from the Ticket Feed Button on the Ticket Dispenser PCB or by manually pushing the tickets from the ticket holder through the dispenser after pulling the ticket release rod upwards

Ticket Tensioning mechanism

Ticket release rod

---
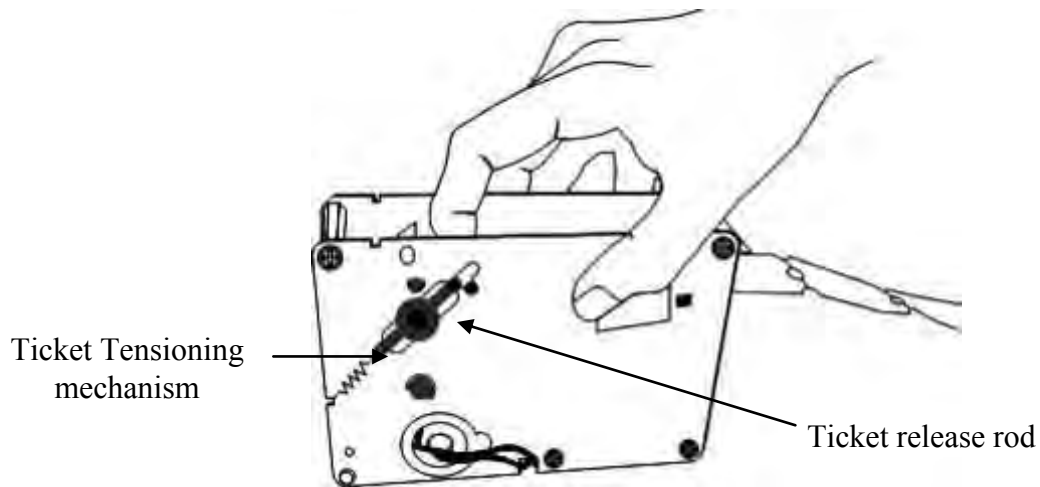
* NOTE! *

■ For more information on the servicing and testing the ticket dispenser please look at the Dispenser Reference guide.

■ **EXIT**   The Switch Test is exited into Run Test Mode by pressing the Test Button once.

RUN TEST

■ **ENTER**   The Run Test can be entered by pressing the Test button once while in the Switch Test or by pressing the Test button three times while in Attract mode, [r] [r] [r] will be displayed on the 3-digit display.

■ **SELECT**   Operation of the Ball Gate Motor and Switch can be tested. To start the test, press the Service button. The Service button is then pressed again to alternately open and close the gate.

Refer to the following table for the status of the Ball Gate Run Test:

CODE	DISPLAY	SWITCH FUNCTION
R-0	[r] [-] [0]	Ball Gate is Closing
R-1	[r] [-] [1]	Ball Gate is Opening
R-2	[r] [-] [2]	Ball Gate is Closed
R-3	[r] [-] [3]	Ball Gate is Open
Er5	[E] [r] [5]	Ball Gate Closing Error
Er6	[E] [r] [6]	Ball Gate Opening Error

■ **EXIT**   The Run Test is exited into Programmable Adjustments Mode by pressing the Test Button once.

PROGRAMMABLE ADJUSTMENTS MODE

The Slam'N'Jam has twenty nine programmable adjustments that can be changed in this mode. They are P01 to P29 and their codes and values are displayed alternatively during the adjustment procedure.

Example: Code **P01** *(Solo / Link Setting)* is displayed as ⟦P⟧⟦0⟧⟦1⟧ and its value of **1** as ⟦□⟧⟦□⟧⟦2⟧ on the 3-digit display.

PROGRAMMABLE ADJUSTMENTS MODE DIAGRAM

RUN TEST MODE

PRESS TEST

PROGRAMMABLE ADJUSTMENTS MODE

| P | P | P | PRESS SERVICE → | P | 0 | 1 | PRESS SERVICE REPEATEDLY To step from P01 to P29   → | P | 2 | 9 |

| □ | 0 | 2 |

| 2 | 0 | 0 |

PRESS START to change value **0, 1, 2**

Loops back to P01

PRESS TEST

AUDIT MODE
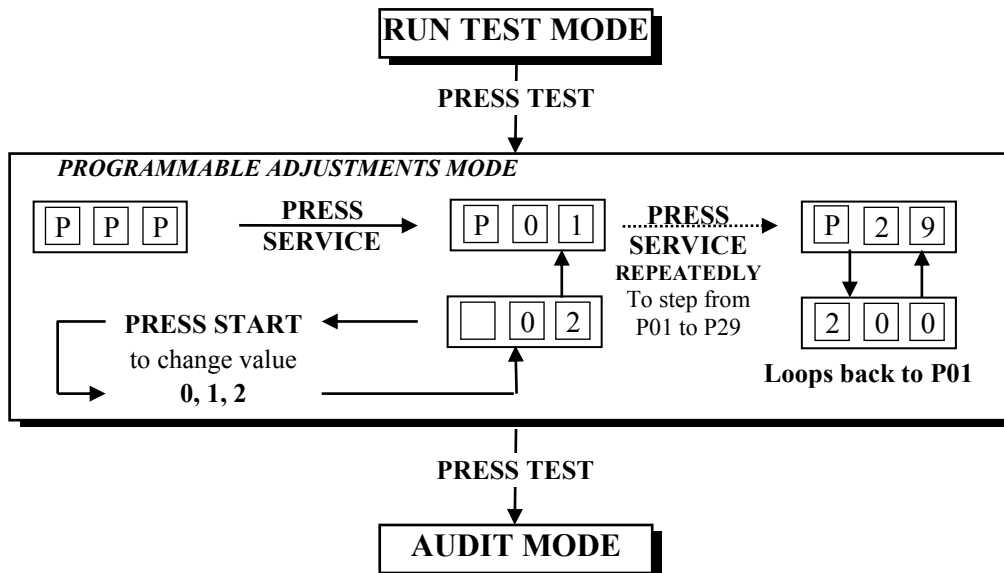
PROGRAMMABLE ADJUSTMENTS PROCEDURE

- ■ **ENTER** The Programmable Adjustments Mode can be entered by pressing the Test button once while in the Run Test or by pressing the Test button four times while in Attract mode, ⟦P⟧⟦P⟧⟦P⟧ will be displayed on the 3-digit credit display.

- ■ **SELECT** The green Service button is pressed to step through each of the adjustment configurations, starting from the ⟦P⟧⟦0⟧⟦1⟧ display, P01 being the first step, continuing through to P29, and then looping again from P01 to P29 until the mode is exited.

- ■ **CHANGE** The Solo Start button is pressed to change the displayed value. The value can only be stepped up by using the Start button, but the value will loop back to its minimum value the next step after its max value.

> *** NOTE! ***
> - ■ Certain program adjustments have a fast adjustment feature. By holding the Solo Start button down, the values step through quicker.
> - ■ Certain program adjustments are skipped depending on **P01** Game Type Setting and / or if optional *Overhead Bonus Display* is attached

- ■ **EXIT** The Programmable Adjustments mode is exited into Audits mode, by pressing the Test button once.

PROGRAMMABLE ADJUSTMENTS QUICK REFERENCE TABLE
(V2.5)

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
P01	0 = Standard 1 = Master 2 = Slave	0, 1, 2	2	Game Type Setting Solo / Linking
P02	0 = No Bonus 1 = Credits 2 = Tickets	0, 1, 2	2	Link Winner Bonus Type
P03	1 – 10 credits (P02) 1 – 100 tickets (P02)	1, 2, 3...10 Cr 1, 2, 3..100 Tic	5	Link Winner Bonus Amount
P04	1 – 10	1, 2, 3…10	01	Game Pricing No. Coins
P05	1 – 10	1, 2, 3…10	01	Game Pricing No. Credits
P06	0 – 100	1, 2, 3…100	06	Ticket Payout Points / Ticket
P07	45 – 90secs in 5 sec steps	45, 50…90	45	Game Time Adjustment
P08	ON [1] or OFF [0]	1 (on), 0 (off)	ON	Match Feature ON / OFF
P09	ON [1] or OFF [0]	1 (on), 0 (off)	ON	Attract Sound ON / OFF
P10	0 – 10	0, 1, 2…10	0	Mercy Tickets
P11	0 = During Game 1 = End of Game 2 = After Match Feature*	0, 1, 2	02	Ticket Payout Time *(Dependant on P08 setting)
P12	ON [1] or OFF [0]	1 (on), 0 (off)	ON	Double Ticket Feature ON / OFF
P13	15 – 120mins in 15min steps	15, 30, 45…120	30	Double Tickets Wait Time Adjustment
P14	15 – 120mins in 15min steps	15, 30, 45…120	30	Double Tickets Random Start Time Adjustment
P15	1 – 5mins in 1 min steps	1, 2, 3…5	3	Double Tickets Lamp On Time
P16 to P27	Only available through the optional **Overhead Bonus Display** Unit, when fitted.			
P28	**0 = No Free Game for High Score** **1 = Free Game on paid games** **2 = Free Game on any games**	0, 1, 2	0	Free Game for High Score Mode
P29	10 – 200 in 5 point steps	10, 15, 20..200	200	High Score Level for Free Game
P30	ON or OFF	ON or OFF	ON	Ticket option

* NOTE! *
- The default settings will give an average payout of 7 - 10 tickets per game.
- P28 & P29 are disabled when Optional **Overhead Bonus Display** is fitted

PROGRAMMABLE ADJUSTMENTS DETAILED

■ P01 = GAME TYPE SETTING
(default 2) (Adjustable 0 – 2)

This game adjustment allows the operator to set whether the game is a *linked game or not*. For detailed information regarding game linking, refer the Linking Games section of the manual.

THERE ARE THREE SETTINGS:

0 – "STANDARD - NOT LINKED". If this option is set, the game is a Single stand-alone game and will not communicate with other games.

> *** NOTE! ***
> ■ If a game is set to standard game adjustment [0], P02 and P03 are skipped.

1 – "LINKED MACHINE - MASTER". If this option is set, the game is the "Master Machine" in a linked bank of 2 – 8 machines.
(For more details refer to the Linking Games section of the manual)

> *** NOTE! ***
> ■ There can only be **ONE** "Master Machine" in a group of linked games. If the optional *Overhead Bonus Display* is fitted, it is **ALWAYS SET TO MASTER** and all games linked with it are set to slave.
> *(For more Information, see the separate Overhead Bonus Display Manual)*

2 – "LINKED MACHINE - SLAVE". If this option is set, the game is a "Slave Machine" in a bank of 2 – 8 machines.
(For more details refer to the Linking Games section of the manual)

> *** NOTE! ***
> ■ If a game is set to Slave, there is no access to any of the other Programmable Games Adjustments (P02 – P15). **Only the Master can access game adjustments in a linked bank of machines.**

■ P02 = LINK GAME WINNER BONUS TYPE
(default 02) (Adjustable 0 – 2)

This game adjustment allows the operator to set what *type of bonus* the winning player of a linked game receives.
(For more details refer to the Linking Games section of the manual)

> ### * NOTE! *
> ■ This program option is only accessible by the **"Master Machine"** in a Linked bank of machines.

THERE ARE THREE SETTINGS:

0 – "NO BONUS". If no bonus is selected, game program step P03 is skipped.

1 – "CREDITS". The Linked Game winner will win free credits (free game). The number of credits won is adjustable in program game adjustment P03.

2 – "TICKETS". The Linked Game winner will win extra tickets. The number of extra tickets won is adjustable in program game adjustment P03.

> ### * NOTE! *
> ■ The bonus tickets are **ADDITIONAL** to normal tickets won during the game. They are also additional to jackpot tickets, if the optional *Overhead Bonus Display* is fitted.

■ P03 = LINK GAME WINNER BONUS AMOUNT
(default 5) (Adjustable 1 – 10 Credits, or 1 – 100 Tickets)

This game adjustment allows the operator to set the *number of bonus credits* or *tickets* (depending on program game adjustment P02) that the winning player on a linked game receives. If P02 is set to tickets, this option is adjustable from 1 – 100 tickets. If P02 is set to credits, this option is adjustable from 1 – 10 credits.

> ### * NOTE! *
> ■ This program option is only accessible by the **"Master Machine"** in a Linked bank of machines.

■ P04 = NUMBER OF COINS PER CREDIT
(default 01) (Adjustable 1 – 10)

This variable sets the *number of coins* that need to be inserted in exchange for each game credit. It can be set to either of 1, 2, 3… to 10 coins for one credit.

■ P05 = NUMBER OF PLAYS PER CREDIT
(default 01) (Adjustable 1 – 10)

This sets the *number of games* for each credit. It can be set to either of 1, 2, 3… to 10 plays for one credit.

■ **P06 = NUMBER OF POINTS PER TICKETS**
(default 06) (Adjustable 0 – 100)

This is the *number of points* the player needs to score to win one ticket.

> *** NOTE! ***
> ■ Setting the *Number Of Points Per Tickets* P06 to **0** will result in **no tickets paid for any score**. This is useful for promotion play or to disable ticket payout.
> ■ To totally disable ticket payout, *Linked Game winner Bonus Type* P02 will need to be set to **0** or **1** and also *Mercy Tickets* P10 will need to be set **0**

■ **P07 = GAME TIME**
(default 45 Seconds) (Adjustable 45 – 90 seconds, in 5 - second steps)

This sets the *length of time* that each game plays for in seconds. The time does not include the starting intro and end of game feature. It is only "Game Play" time.

> *** NOTE! ***
> ■ The last 10 seconds of game play is "3 Point Score" (3 points for each score instead of 2 points). This is regardless of the game time setting.

■ **P08 = MATCH FEATURE**
(default 01) (Adjustable ON [1] or OFF [0])

This adjustment turns the *match feature* **ON** [1] or **OFF** [0]. The match feature, when set to **ON** [1], plays at the end of the game and is similar to pinball.

When the game ends, the last digit of the player's score remains on the three-digit display. The third digit of the three-digit display will then randomly tumble numbers until it stops. If the numbers match, the player wins a free game. During the match feature the "Match" lamp above the three digit display flashes.

> *** NOTE! ***
> ■ Match wins are random, but on average are approximately 1 in 10 games.

■ **P09 = ATTRACT MODE SOUND**
(default 01) (Adjustable ON [1] or OFF [0])

This adjustment turns the *attract mode sound* **ON** [1] or **OFF** [0]. This is the sound and music that the game generates to attract customers when it is not being played. The music cycles approximately every 4 minutes.

■ **P10 = MERCY TICKET**
(default 0) (Adjustable 0 – 10)

This adjustment turns the *Mercy Ticket feature* **ON** [1 – 10] or **OFF** [0]. If it is set **ON**, it allows you to adjust the number of Mercy Tickets given.

Mercy Tickets are tickets awarded to players that don''t have enough skill to score sufficient points to win a ticket during their game. This feature is good for rewarding very young children who may not be able to throw the ball well enough to win tickets. To turn the feature **OFF**, set it to [0]. Setting it from 1 – 10 sets the number of tickets paid out at the end of the game.

---

* NOTE! *
■ Mercy Tickets are only paid if **NO** other tickets are won during the game. They are **NOT** additional tickets.

■ **P11 = THE TIME TICKETS ARE PAID OUT**
(default 02) (Adjustable 0 – 2)

This allows the operator to adjust when the tickets that were won during the game are paid out to the player.

THERE ARE THREE SETTINGS:

0 – The tickets are paid out *during* the game as they are won.
1 – The tickets are paid out at the *end* of the game.
2 – The tickets are paid out *after* the match feature. *(If active, refer to P08)*

■ **P12 = DOUBLE TICKET FEATURE**
(default [01]) (Adjustable ON [1] or OFF [0])

This option turns the *Double Ticket feature* **ON** [1] or **OFF** [0]. This feature is designed to encourage people to play the game when it has not been used for some time.

If the game has been unattended for a certain length of time, (Operator Adjustment P13) the *"Double Ticket"* lamp on the front of the machine will randomly flash. If a customer inserts a coin during this period, the tickets that they would normally win on their game will be doubled.

---

* NOTE! *
■ Only **GAME** tickets are doubled, **NOT** Link Winners Bonus Tickets **OR** Bonus Tickets if an *Overhead Bonus Display* is fitted. If the Double Tickets feature is turned **OFF** [0], the program steps P13 – P15 will be skipped

---

■ P13 = DOUBLE TICKETS WAIT TIME

(default 30) (Adjustable 15 – 120 minutes, in 15 - minute steps)

This allows the operator to adjust the *time that the game waits* before the Double Ticket feature becomes active.

This time period starts from the end of the last game and is canceled if a game is started before the timer elapses.

■ P14 = DOUBLE TICKETS RANDOM START TIME

(Default 30) (Adjustable 15 – 120 minutes, in 15 - minute steps)

This allows the operator to adjust the time period, **AFTER** the wait time (Refer P13) that the "Double Tickets" lamp will become active.

This time period starts from the end of *Double Tickets Wait Time* and is canceled if a game is started before the Double Ticket Lamp is lit.

The "Double Tickets" lamp will become active only **ONCE**, randomly during this period. This random start prevents people from timing the feature.

■ P15 = DOUBLE TICKETS LAMP ON TIME

(default 3) (Adjustable 1– 5 minutes, in 1 - minute steps)

This is the time period that the "Double Tickets" lamp *will flash for* when it becomes active.

Starting a game while the Double Tickets Lamp is flashing will pay double the value of tickets for any game points played.

DOUBLE TICKET FEATURE DIAGRAM

FROM END OF LAST GAME

| START | P13 (Default 30 min) Double Tickets WAIT TIME PERIOD Canceled if game is started | P14 (Default 30 min) Double Tickets RANDOM START TIME PERIOD (Can light at any time) Canceled if game is started | P15 (Default 3 min) Double Tickets LAMP ON TIME PERIOD Double Tickets paid if game is started |
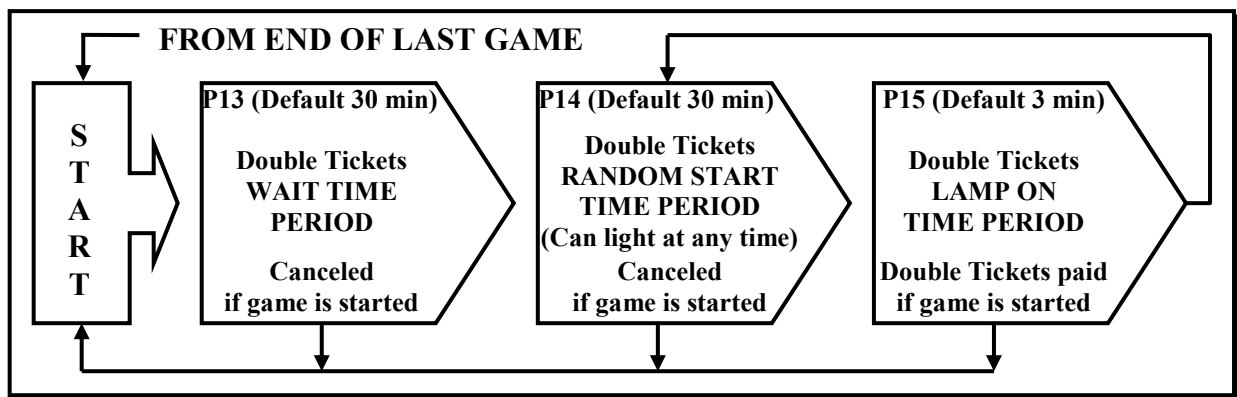
* NOTE! *
■ The Double Tickets feature only becomes **ACTIVE** if **NO-ONE** has played the game before the wait time expires.

■ P16 to P27 OVERHEAD BONUS DISPLAY SETTINGS

(Only Available from Overhead Bonus Display)

These Programmable Adjustment Settings are not available unless the Optional *Overhead Bonus Display* is fitted. See your Overhead Bonus Display Manual for details.

HIGH SCORE PROGRAMMABLE ADJUSTMENT SETTINGS

> *** NOTE! ***
> ■ The High Score Programmable Adjustment Settings are not available if the Optional *Overhead Bonus Display* is fitted.

■ P28 = FREE GAME for HIGH SCORE MODE

(default 0) (Adjustable 0–2)

This setting controls if and how *Free Games* will be paid when the high Score Level setting **P29** on the machine has been matched or exceeded. This is regardless of whether the game played was a **solo** or **linked** type game.

THERE ARE THREE SETTINGS:

0 – "NO FREE GAME FOR HIGH SCORE". If this option is set, the free game for high score mode is disabled.

1 – "FREE GAME FOR HIGH SCORE ON PAID GAMES ONLY". If this option is set, the free game will only be won on a paid game. This means if the player wins a free game, then plays that free game they cannot win another free game for high score.

2 – "FREE GAME FOR HIGH SCORE ON ALL GAMES". If this option is set, the player can win any number of free games by matching or exceeding the high score level setting **P29**.

■ P29 = HIGH SCORE LEVEL FOR FREE GAME

(default 200) (Adjustable 10–200, in steps of 5)

This setting controls the *high Score Level* that must be matched or exceeded to win a Free Game.

P28 controls disabling and the conditions under which free games for high score are won

■ P30 = TICKET OPTION

(Default ON) (Adjustable OFF – ON)

This adjustment turns the *Ticket Option feature* default setting is ON this will allow the machine to dispense ticket when sets to OFF the machine will not dispense any ticket regardless of the point achieved.

AUDITS MODE

The Audits Mode allows the operator to view statistics in all areas of the Game Play. This enables the operator to make calculated adjustments and "Fine Tune" the machine to maximize earning potential. The Audits mode stores bookkeeping of the games processed since the last game audits reset. While in this mode, the game audits can also be reset to zero.

The Slam'N'Jam has seven Audits that can be viewed in this mode. They are A01 to A07 and their codes and values are displayed alternatively during the Audit Mode.

Example: Code **A01** will be displayed as 🅐🅐🅐 and a value of **421** as 4️⃣2️⃣1️⃣ on the 3-digit display.

AUDITS MODE DIAGRAM

AUDIT PROCEDURE

■ **ENTER**   The Audits mode is entered from Programmable Adjustments mode by pressing the Test button once or from Attract mode by pressing the Test button five times. Ⓐ Ⓐ Ⓐ will be displayed on the 3-digit display.

■ **SELECT**   The green Service button is pressed for advancing each step through the set of audits configurations, starting from the Ⓐ Ⓐ Ⓐ display, A01 being the first step, continuing through to A07, and then looping again from A01 to A07 until the mode is exited.

■ **RESET**   The entire set of user audits can be reset during any of the audit configurations, by holding the Solo Start button for longer than 5 seconds. The displays will be cleared while still holding the button pressed and will return to the same audit step after releasing the button. The value of all audits will be reset to "000".

■ **EXIT**   The Audits mode is exited into Attract mode, by pressing the Test button once.

---

* NOTE! *
■ **ALL** Audits will **STOP INCREMENTING** when the "Total Number of Games Played", audit A-01, reaches 999.

■ To restart the audits they must be reset to 000 by holding The Solo Start button for longer than 5 seconds while in audits mode.

AUDITS QUICK REFERENCE TABLE

CODE	DISPLAY	AUDIT FUNCTION
A01	Ⓐ 0 1	Total Played games
A02	Ⓐ 0 2	Total Link Games
A03	Ⓐ 0 3	Total Match Feature Wins
A04	Ⓐ 0 4	Total Double Ticket Games
A05	Ⓐ 0 5	Highest Game Score
A06	Ⓐ 0 6	Number of tickets paid out after last game
A07	Ⓐ 0 7	Total Bonus Wins

AUDITS DETAILED

- ## A01 = TOTAL PLAYED GAMES

    This Audit displays the total number of *Played games* since the Audits were last cleared. The maximum-recorded amount is ⑨ ⑨ ⑨.

- ## A02 = TOTAL LINK GAMES

    This Audit displays the total number of *Linked games* played since the Audits were last cleared.

- ## A03 = TOTAL MATCH FEATURE WINS

    This Audit displays the total number of *free games* won with the match feature. For more details on the Match Feature, refer to Match Features Setting (P08) in the Programmable Game Adjustments.

- ## A04 = TOTAL DOUBLE TICKET GAMES

    This Audit displays the total number of *Double Ticket games* that have been played. For more details on the Double Ticket Feature, refer to Double Ticket Feature Setting (P12 – P15) in the Programmable Game Adjustments.

- ## A05 = HIGHEST GAME SCORE

    This Audit displays the *Highest Score Achieved* since the Audits were last cleared.

- ## A06 = LAST GAME TICKETS PAID

    This Audit displays the number of *Tickets Paid Out* on the last game played. This audit can be used by attendants where ticket payout disputes occur.

- ## A07 = TOTAL BONUS WINS

    This Audit displays the Total number of *bonus wins* that have been won on this game.

---

* NOTE! *
- This Audit is only relevant if the game is in a linked bank, with an optional **Overhead Bonus Display**. For more information refer to the *"Linking Games"* section of the manual as well as the separate manual supplied with the **Overhead Bonus Display**.

---

* NOTE! *
- LAI Games Customer Support may request from the operator the values of these Manufacturers audits, to help with any service issues.

LINKING GAMES

INTRODUCTION

Another great feature of *"Slam'N'Jam"*, is the ability to link two or more machines, up to a maximum of eight together, this encourages competitive game play.

Also as an additional feature 2 – 8 machines can be linked to an *optional Overhead Bonus Display*. For more information on the Overhead Bonus Display, please contact you nearest *LAI GAMES* distributor.

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* NOTE! *
- For detailed installation instructions on the optional *Overhead Bonus Display*, refer to the separate manual supplied with the display.

When games are linked, the winner of a linked game can win additional tickets, or free games. (Refer to Programmable adjustment P02 & P03, of this manual). Alternatively, the winning bonus can be switched **OFF**. Different music and voiceovers are played during linked games.

HOW TO PLAY A LINK GAME

When a player inserts coins into a linked machine, they can choose to start a linked game or solo game by pressing the **"LINK"** or **"SOLO"** game button respectively. Where there is credits in the game, both of these buttons will be flashing.

If the link game is selected, the link start button light will stay on and the game will say *"Waiting for more players"*. All linked machines that are not being played will start a 10 second count down on their score display. Any of these games may join in the competition by inserting sufficient coins for a credit and pushing the link start button before the countdown ends. If a player joins into the competition when the countdown is nearly ended, the countdown will revert back to 5 seconds to allow time for extra players to join in the competition.

When the countdown reaches zero, all the games will start together. If a player is too slow to join the competition, or no other players join the competition, the machine automatically reverts a solo game.

At the end of the game, the winning machine will have „winning music‟ played, as well as flashing the **"3 POINT"** lamps. Depending on the programmable game option (P02 & P03), the game winner can either win additional tickets, free games or **NO** bonus.

There can on be *one linked game session* at any one time in a linked bank of machines. Any games started non active machines while a linked game is in session will be **SOLO** game play only. Players can wait untill the current linked game is finished to begin a new linked game session.
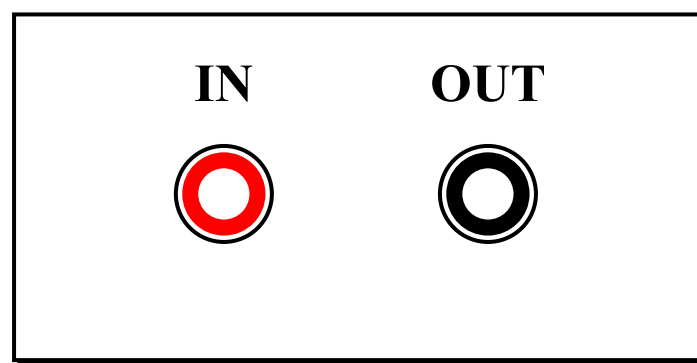
LINKING THE MACHINES

LINKING CONCEPT AND TERMINOLOGY

We have tried to make the linking software very user friendly, but you still need to understand "**THE BASIC LINKING CONCEPT".**

Two to eight machines can be linked together, and they are linked in a „Daisy Chain Loop" (Token Ring) with standard RCA cables. The cables are joined starting from the first machine **OUT** to **IN** and **OUT** to **IN** through to the last machine where the **OUT** is cabled back to the **IN** of the first machine. The **IN** and **OUT** RCA sockets are labeled and colour coded Red and Black respectively to make cabling easier.
(Refer to the Link Cabling diagrams on Page of this manual)

VIEW FROM REAR OF GAME CABINET

In a linked system, all the machines must be set to either **„MASTER"** or **„SLAVE".** (Program adjustment P01). There can only be **"ONE MASTER"** in a linked bank of machines, all other machines **_MUST_** be set to **„SLAVE".**

The master machine can be any machine in a bank, but for ease of installation it is usually the first machine of the linked bank starting from the right hand side.

> *** NOTE! ***
> ■ All game settings are set by the **„MASTER"** machine as it controls the linked bank. No game adjustments can be made in the „**SLAVE"** machines.

The **„MASTER"** machine automatically sets the machines link **ID** numbers, and their game options. This means that any game option changes need only to be done once.

LINK CABLING

| IN OUT **2** | IN OUT **1** |
| SLAVE | *MASTER* |

2 MACHINES

| IN OUT **3** | IN OUT **2** | IN OUT **1** |
| SLAVE | SLAVE | *MASTER* |

3 MACHINES

| IN OUT **4** | IN OUT **3** | IN OUT **2** | IN OUT **1** |
| SLAVE | SLAVE | SLAVE | *MASTER* |

4 MACHINES

| IN OUT **5** | IN OUT **4** | IN OUT **3** | IN OUT **2** | IN OUT **1** |
| SLAVE | SLAVE | SLAVE | SLAVE | *MASTER* |

5 MACHINES

| IN OUT **6** | IN OUT **5** | IN OUT **4** | IN OUT **3** | IN OUT **2** | IN OUT **1** |
| SLAVE | SLAVE | SLAVE | SLAVE | SLAVE | *MASTER* |

6 MACHINES

LINK CABLING Continued

7 MACHINES

IN OUT 7	IN OUT 6	IN OUT 5	IN OUT 4	IN OUT 3	IN OUT 2	IN OUT 1
SLAVE	SLAVE	SLAVE	SLAVE	SLAVE	SLAVE	*MASTER*

8 MACHINES

IN OUT 8	IN OUT 7	IN OUT 6	IN OUT 5	IN OUT 4	IN OUT 3	IN OUT 2	IN OUT 1
SLAVE	SLAVE	SLAVE	SLAVE	SLAVE	SLAVE	SLAVE	*MASTER*

OPTIONAL OVERHEAD BONUS DISPLAY UNIT

If an Overhead Display is fitted, it is added to the loop as if it were another machine.

IN OUT

MASTER

IN OUT 4	IN OUT 3	IN OUT 2	IN OUT 1
SLAVE	SLAVE	SLAVE	SLAVE

4 MACHINES + OPTIONAL DISPLAY

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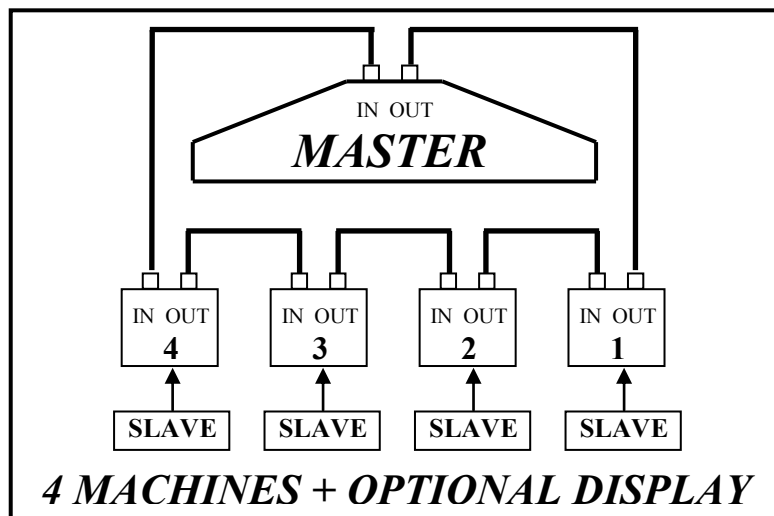
* NOTE! *

■ When an *Overhead Bonus Display* is fitted, it is **ALWAYS** the „**MASTER**". All other games *MUST* be „**SLAVES**". For more information on using an *Overhead Bonus Display* unit, refer to the separate manual provided with the display.

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GAME POWER UP SEQUENCE

POWER ALL GAMES ON

`- - -` 5	`- - -` 4	`- - -` 3	`- - -` 2	`L L L` 1
↑	↑	↑	↑	↑
SLAVE	SLAVE	SLAVE	SLAVE	*MASTER*

MASTER CHECKS FOR LINK OF ALL MACHINES

`L L L` 5	`L L L` 4	`L L L` 3	`L L L` 2	`L L L` 1
↑	↑	↑	↑	↑
SLAVE	SLAVE	SLAVE	SLAVE	*MASTER*

MASTER SETS GAME ID NUMBERS

(Automatically in order of cabling)
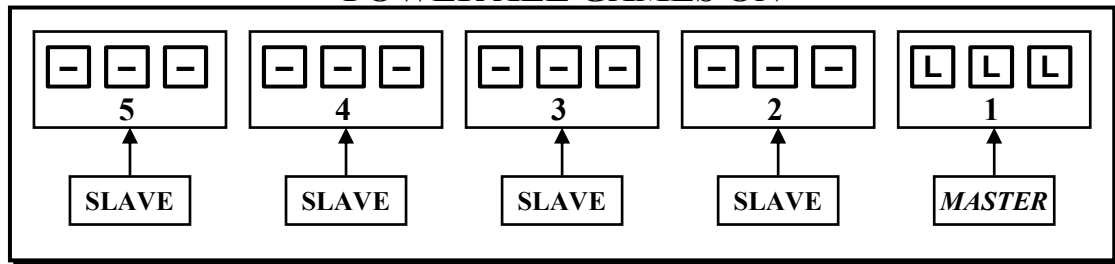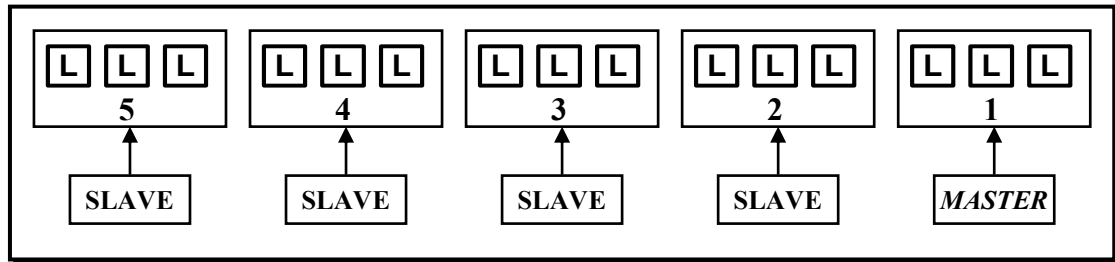
`☐ L 5` 5	`☐ L 4` 4	`☐ L 3` 3	`☐ L 2` 2	`☐ L 1` 1
↑	↑	↑	↑	↑
SLAVE	SLAVE	SLAVE	SLAVE	*MASTER*

GAMES ARE READY TO PLAY

`0 0 0` 5	`0 0 0` 4	`0 0 0` 3	`0 0 0` 2	`0 0 0` 1
↑	↑	↑	↑	↑
SLAVE	SLAVE	SLAVE	SLAVE	*MASTER*

---
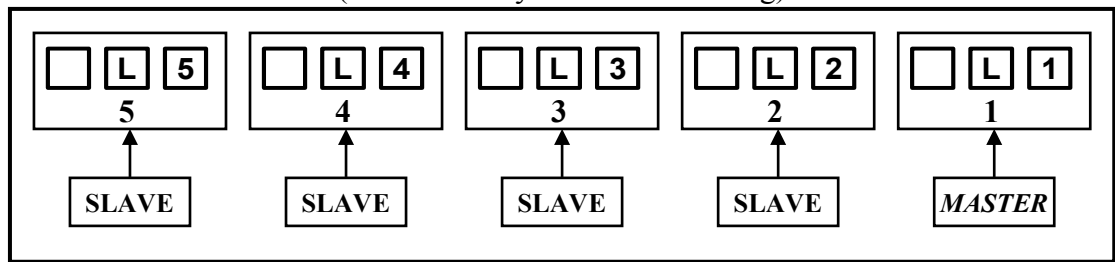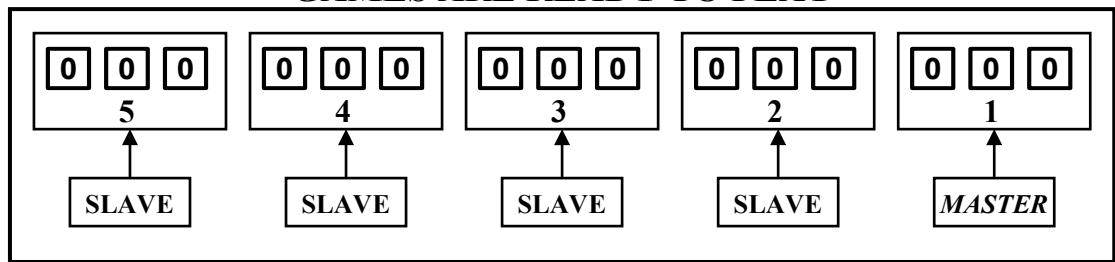
* NOTE! *

■ If `- - -` stays displayed on for one or more „**SLAVE**" machines it means that there is break in the link cabling between the machines. The „**MASTER**" will also display the error code `E r 4` .

■ If `E r 4` is displayed on more than one machine it means that there is more than one „**MASTER**". The error code `E r 4` will only be displayed on a „**MASTER**" machine.

TROUBLESHOOTING THE LINK SYSTEM

COMMON PROBLEMS:

■ **WHEN GAMES WON"T LINK**
(Link Error Code Er4)

If ⊟⊟⊟ stays displayed on for one or more „**SLAVE**" machines and the „**MASTER**" also displays the error code Ⓔⓡ④. This indicates that there is break in the link cabling between the machines. Check that all cables are tightly connected and go correctly from **OUT** of one machine to **IN** of the next machine in a continuous loop.

If Ⓔⓡ④ is displayed on more than one machine it means that there is more than one „**MASTER**". The error code Ⓔⓡ④ will only be displayed on a „**MASTER**" machine. Check that there is only one „**MASTER**" machine and all the rest are „**SLAVE**" machines. *(Program adjustment P01)*

By observing the order of machines in the link, what the various displays show during „*power up*". This can help diagnose where a break or bad connection in the link could be. Refer to diagram below:
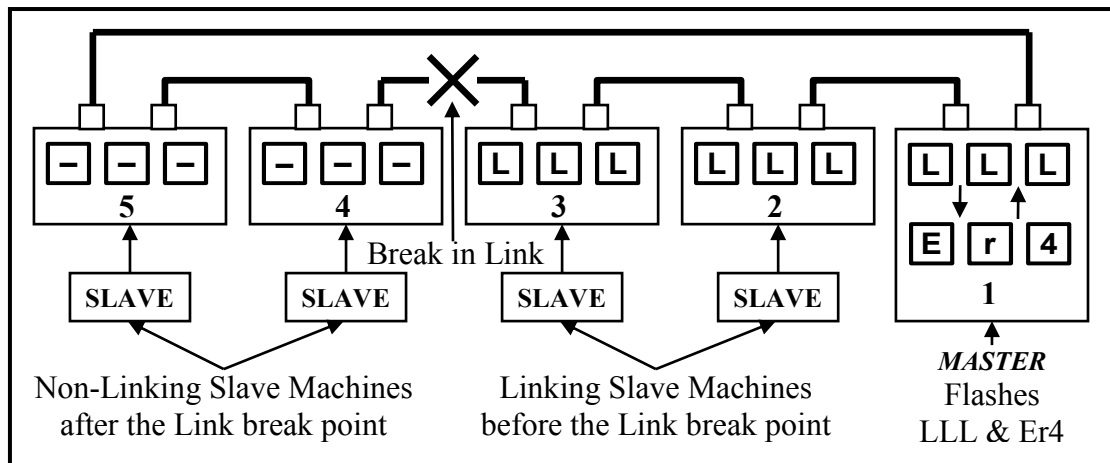
Check the link cables for continuity with a multi-meter if a cable problem is diagnosed repair or replace the cable as necessary.

If there are still problems linking a large bank of machines, try linking the „**MASTER**" machine with just one machine at a time, to check there is not an internal problem with any single machine. After linking two machines successfully, then introduce other machines one at a time.

> ### * NOTE! *
> ■ If games will not link, the „**MASTER**" will try for approximately 60 seconds, and if unsuccessful, all the games will power up as solo machines.

■ SELF CHECKING A SINGLE MACHINE

A single machine''s internal linking hardware and cables can be checked by setting the single machine to „**MASTER**" and looping the cable from **OUT** to **IN** as per the diagram below:

IN   **OUT**
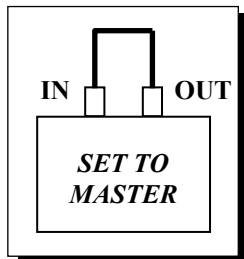
SET TO MASTER

* NOTE! *
■ **REMEMBER** after performing this test; don''t forget to set the machine back to its correct P01 setting. („**MASTER**" or „**SLAVE**")

Turn the single machine off then on and the 3 digit display should show the following sequence:

L L L → □ L 1 → 0 0 0
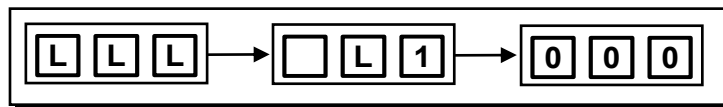
If an E r 4 error occurs, this would mean that the single link cable is faulty, or the internal machine link wiring or hardware is faulty. (If the machine hardware is faulty, contact your nearest *LAI GAMES* distributor).

ERRORS AND TROUBLESHOOTING

If the game microprocessor detects any problems with the operation of the game, an Error will be displayed on the 3-digit display and the machine will play a voice message. "Please Call the Attendant". Some error Messages will only be displayed when test mode is entered. Errors are displayed on the displays as E r X, where „X" is the error number. There are six error messages for Slam'N'Jam, listed as follows:

ERROR CODE QUICK REFERENCE TABLE

CODE	ERROR DESCRIPTION	SOLUTION
Err1	TICKET DISPENSE ERROR Jammed tickets, no tickets or no ticket notch pulse for longer than 3 seconds.	Clear ticket jam or replenish tickets. After this, push Test button once to clear error.
Err2	COIN ERROR Coin switch stuck **ON** for longer than 1 second.	Clear coin switch jam, possibly customer strimming coin mechs. If fault is cleared, MCU will automatically clear error after 5 seconds.
Err3	EEPROM ERROR Problem with on-board EEPROM	The main MCU is getting errors reading the EEPROM (24C16 IC on MCU).
Err4	LINK MODE ERROR Problem with „MASTER" establishing the link system	Check all linking cables are secure and in the correct configuration – Refer to link section of this manual.
Err5	BALL GATE CLOSING ERROR Problem with Gate Closing Micro Switch or Ball Gate Motor not operating.	Test using ball gate run test on page 26 or test using Switch test of the manual
Err6	BALL GATE OPENING ERROR Problem with Gate Opening Micro Switch or Ball Gate Motor not operating.	Test using ball gate run test on page 26 or test using Switch test of the manual

TROUBLESHOOTING GAME ERRORS

- **CLEARING GAME ERRORS**

    Game errors can be cleared, by pushing the test button ONCE. The game will try and check if the error is fixed. If the reason for the error is fixed, the game will continue as normal. If the error is not fixed, the error will remain on the display.

- **Err1 – TICKET ERROR**

    This error usually occurs if the game has run out of tickets or there is a ticket jam. A less common reason is if the game PCB tries to dispense tickets but doesn"t get a notch pulse for approximately three seconds. Use the Switch Test and test the notch pulse by passing a ticket in and out of the notch sensor, an active notch will be display as **C3**.

    If the game was out of tickets, replace the tickets, clear the ticket jam and then push the test button once to clear the error. The game will then payout any owed tickets.

- **Err2 – COIN SWITCH JAMMED**

    This error is usually displayed if the coin switch is active for longer than 1 second. Use the Switch Test and check the coin switches, an active coin switch will be display as **C2**.

- **Err3 – EEPROM ERROR**

    This Error is only displayed in test mode and means that the CPU cannot read the EEPROM, or is receiving errors during communication with the EEPROM (The 24C16 IC on the main MCU PCB). This could cause problems with the game audits and program settings. The first thing to do is trying to switch ON and OFF the machine in at least 2 cycles, if message still appear than replace the EEPROM IC Atmel 24C16 on the CPU PCB with the new EEPROM, If still Error massage, this could be a problems with the game audits and program. If this error occurs, send your main MCU PCB to the nearest authorized LAI games dealer for repair.

- **Err4 – LINK MODE ERROR**

    This error occurs if the linked bank of games fails to link and is only displayed on a master machine of a linked bank of machines. It is usually caused by faulty, loose or unplugged cables. It may also occur if link machines are incorrectly cabled together.

- **Err5 & Err6 – BALL GATE ERROR**

    These errors will be displayed if the ball gate Opening and Closing switches are not activating when the ball gate opens & closes. Use the Switch Test and check the ball gate switch, an active ball gate switch will be display as **C6** and **C7.**

    This can also occur if the ball gate motor is not functioning or the ball gate mechanism is jammed. Use the Run Test and check the ball gate motor is activating the ball gate switch.

FUSE INFORMATION

***
* WARNING! *
Always turn **OFF** *Mains power and unplugged the game, before replacing any fuses.*
***

■ **MAIN AC SUPPLY FUSE (1 x 6 AMP FAST BLOW, M205 TYPE)**
This fuse is for the main AC supply and is situated in the IEC mains input socket.

***
* NOTE! *
■ The power cord must be removed before the fuse can be accessed.
***

■ **MCU POWER FUSE (1 x 1.5 AMP FAST BLOW, 3AG TYPE)**
This fuse is for the power supply to the MCU PCB.

■ **MCU CONTROL FUSES (1 x 5 AMP FAST BLOW, 3AG TYPE)**
These fuses are for the DC transistor drivers on the MCU PCB

■ **8-CHANNEL AC CONTROLLER FUSE**
(1 x 5 AMP FAST BLOW, 3AG TYPE)
These fuses are for the AC drivers for the 12VAC Lamps

■ **DOWN LIGHT FUSES (2 x 5 AMP FAST BLOW, 3AG TYPE)**
This fuse is for the two 12VAC 20W Down Light Lamps

***
* CAUTION! *
Do Not *use any fuse that does not meet the specified rating.*
***

FUSE LOCATION DIAGRAM

As viewed from front

MCU Power
Fuse
1.5A QB 3AG

MCU DC Driver
Fuse
1.5A QB 3AG

AC Driver Fuses
5A QB 3AG

Main AC Supply
Fuse
6A QB M205

Down Light
Fuses
5A QB 3AG
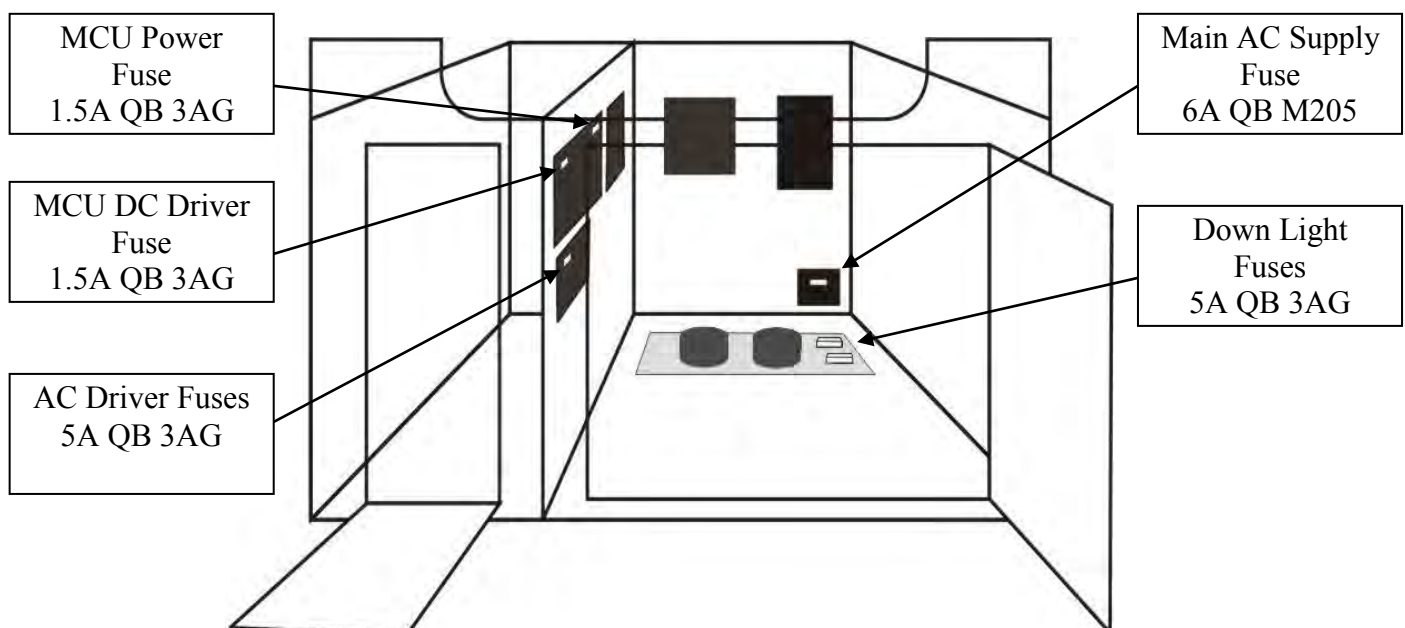
SECTION A: SERVICE INSTRUCTIONS
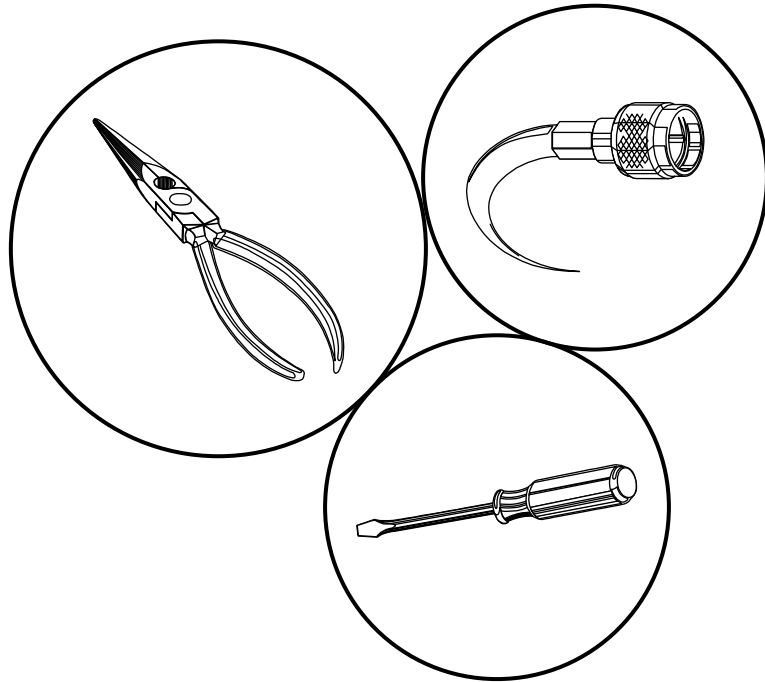
⚠ **BE SURE TO READ THE FOLLOWING**
Carefully before servicing this machine ⚠

 A

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LOCATING AND ACCESSING PARTS

PARTS LOCATION DIAGRAM

As viewed from front

Match Play
Lamp

Low Voltage
Halogen Lamp

BA1601-SP
Score
Display
PCB

Ball Gate

Electronic
Ball Sensor

Speaker
Pods

3-Point
Time Lamps

Link Play
Start Button

Sub-woofer
in Rear of
Cabinet

Coin
Mechanism

Solo Play
Start Button

Play
Instructions

Ticket
Mechanism

Double   Tickets
Lamp
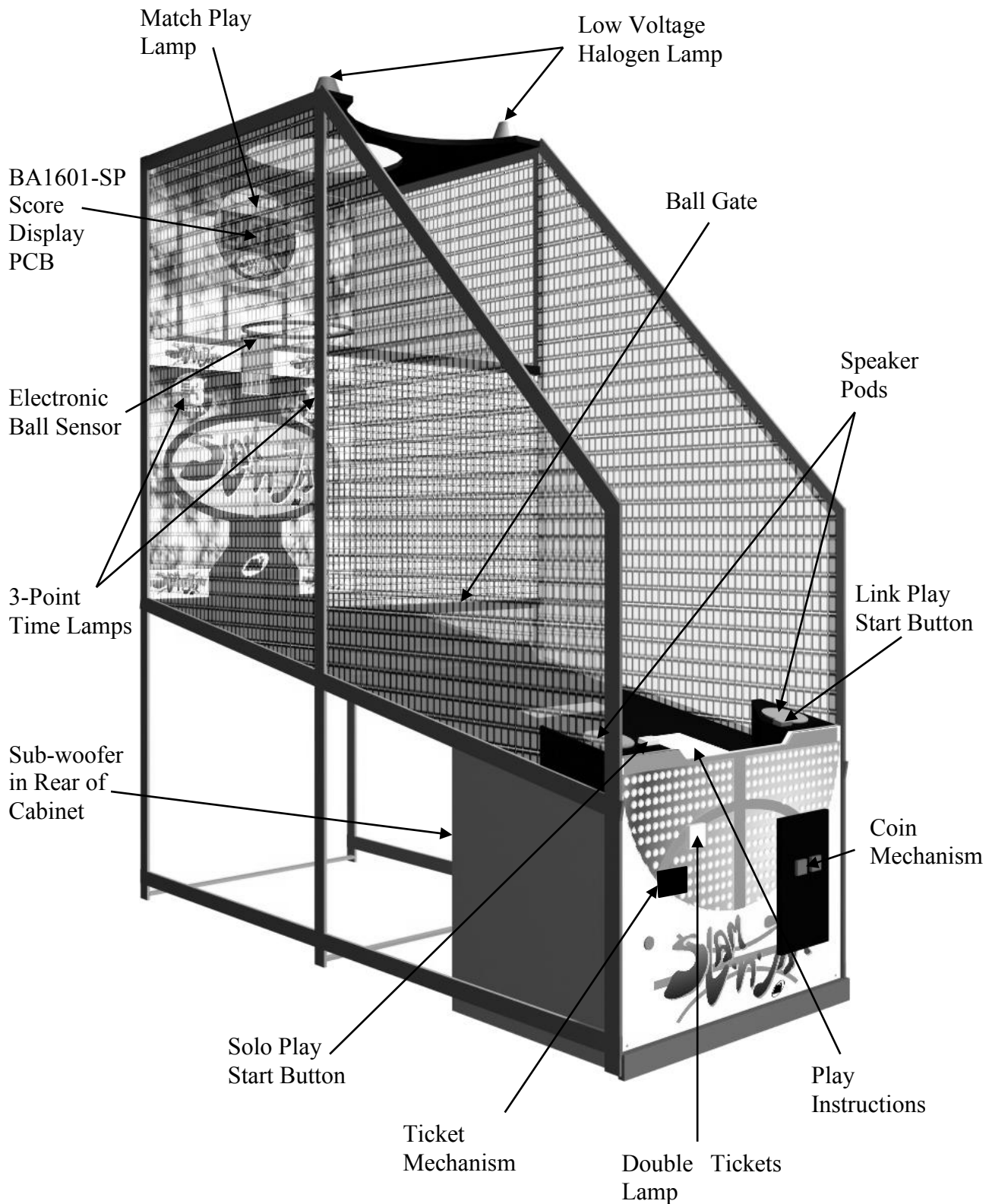
CABINET PARTS LOCATION DIAGRAM

As viewed from front

BA1605-SP SNJ Twin Amplifier PCB	Switch Mode Power Supply +12VDC 13.5A
BAFB52C-SNJ 8Mhz Digital Sound PCB	IEC Power Inlet with Internal Power Switch
BAFB80-SP SNJ Game Controller PCB	Down Light Transformer & Fuses
BA1602 FB49 AC Driver V2 PCB	Twin Amplifier Transformer
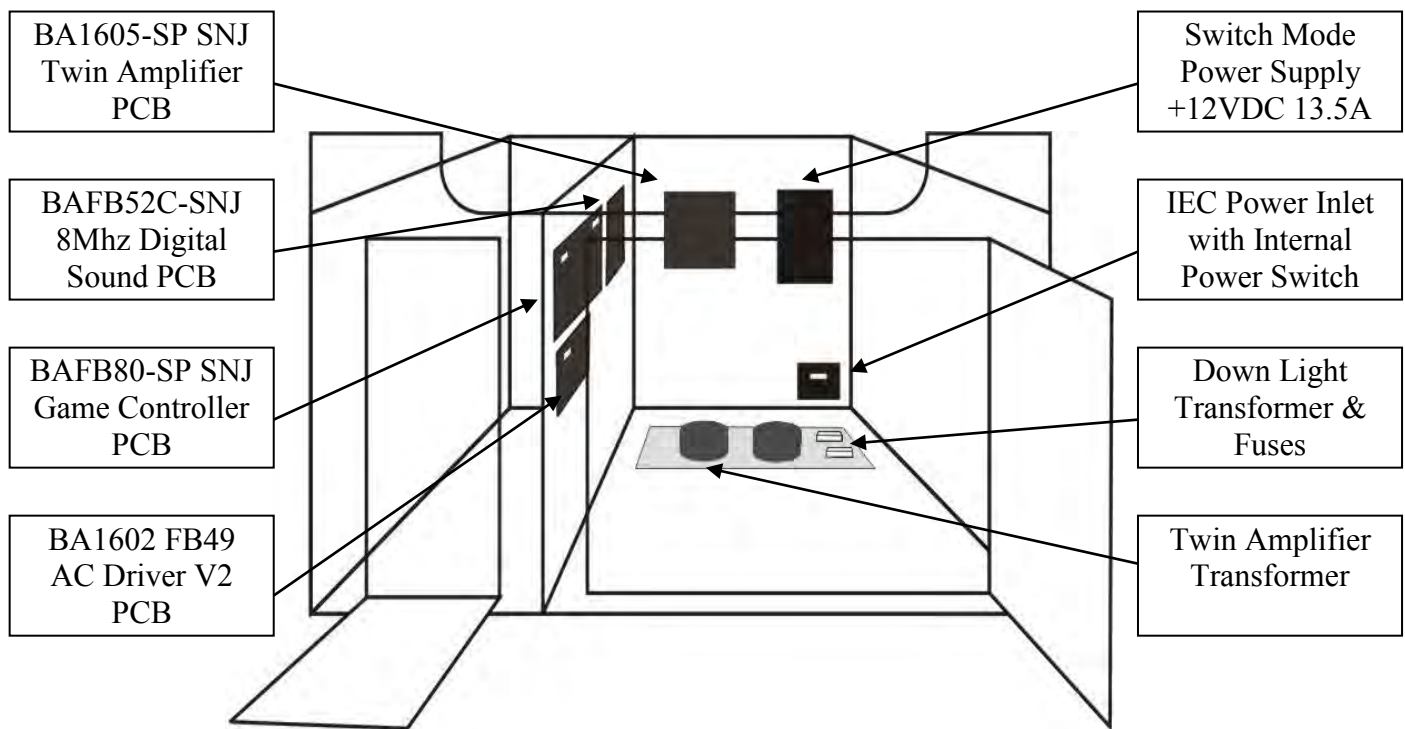
PARTS DESCRIPTION

■ **COIN MECHANISMS**

The coin mechanisms can be accessed inside the Coin door to the right on the front of the machine cabinet.

■ **CASH BOX**

The cash box is located inside the coin door on the front of the machine cabinet.

■ **TICKET DOOR**

The ticket mechanism can be accessed inside the ticket door to the Left on the front of the machine cabinet.

■ **SPEAKERS**

Two speakers pods are located to the front of the cabinet inside the Ball receiving trough. Access is through the ticket and coin doors.

■ **GAME CONTROLS:**

Are located on the two speakers pods are located to the front of the cabinet inside the Ball receiving trough. Access is through the ticket and coin doors.

SOLO START BUTTON: The Solo Start button is the Yellow illuminated button. This button is used to start a solo game and for test and program adjustments.

LINK START BUTTON: The Link Start button is the Green illuminated button. This button is used to start a link game and for test and program adjustments.

■ **SERVICE CONTROLS:**

Located on the service panel mounted on top of the cash box and accessed through the Coin Door.

SERVICE BUTTON: Used to input credits to the game without activating the coin counter, and to perform test procedures in combination with the test button

TEST BUTTON: Used to perform the test mode, in combination with the Service button.

VOLUME KNOB: Used to adjust the speaker"s sound level.

COIN METER 1   →   ←   SERVICE BUTTON

TICKET METER   →   TICKET METER

TEST BUTTON   →   ←   VOLUME KNOB
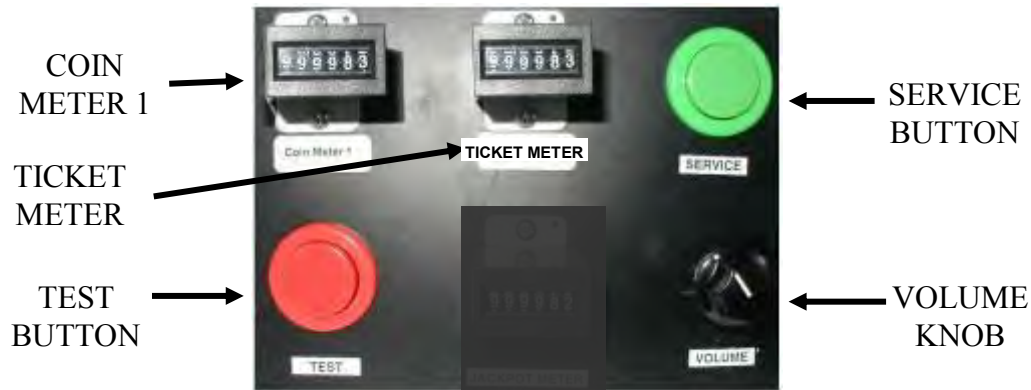
■ **POWER CORD**

The power cord is a standard IEC power cord (as used on computers) that is plugged in to the power inlet socket at the rear of the machine. The power cord can be removed for transport.

■ **POWER INLET**

The power inlet is located at the rear of the machine on the Left-hand side as viewed from the rear. It is a standard IEC inlet socket.

■ **MAINS SWITCH**

The mains switch is located on the power inlet assembly along with the mains fuse, and IEC inlet socket.

■ **FUSES**

For locations of all fuses refer to Fuses and Fuse location of this manual.

---

* WARNING! *

*__Always__ turn **OFF** Mains power and unplugged the game, before replacing any fuses*

__Always__ use the correct rated fuse.

■ **7-SEG DISPLAY**

There is a 3-digit display located on the Back-board panel. Access is at the back of the machine.

■ **BALL SENSOR**

There is a IR proximity sensor located on the Back-board panel. Access is at the back of the machine.

■ **PCB"s**

For location of all game PCB"s, refer to the Parts Location diagram page 49 of this manual.

■ **POWER SUPPLY**

The power supply is located at the back of the cabinet and is accessed from the coin door. It is a 12V 13A switching power supply.

■ **TRANSFORMERS**

The transformers are located at the front of the cabinet, behind the cashbox and is accessed from the coin door. There is a 2 x 12VAC 5A supply for the two down lights. As well as a 2 x 25VAC 3A supply for the Sound & Sub-Woofer Amplifier PCB.

LAMPS

> *** WARNING! ***
>
> **Always** turn **OFF** *Mains power and unplugged the game, before replacing any lamps.*
>
> **Always** *allow time for cooling as Lamps that have been active for a time may still be too hot to touch.*

■ **COIN DOOR LAMPS**

The coin door lamps all are 12V/DC GE194 or equivalent and can be accessed through the coin door.

■ **BUTTON LAMPS**

The button lamps are 12V/AC GE194 or equivalent and can be accessed through the speaker pods.

■ **MATCH & 3-POINT LAMPS**

These groups of lamps are 12V/AC GE89 type lamps, found the Match and the two, three-point zone indicators. Access is by the removing Lamp Box Brackets and accessing the lamps from the back.

■ **PLAYFIELD DOWN LAMPS**

There are 2 x 12V 20W 36Dgr-halogen lamps mounted in the top of the Ball Cage. These are standard dichroic lamps and are accessed from front.

> *** CAUTION! ***
> **Always** *replace the lamps with the same or equivalent size, wattage and voltage.*

MAINTENANCE

CLEANING AND CHECK UP

■ **EXTERIOR**

Regularly dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap. Check for blown bulbs and replace as required.

Any scratches or marks in the fiberglass or acrylic can be buffed out using car polish or cut and polish.

> *** CAUTION! ***
> ***Do not*** *use solvents on the panels as it may affect the artwork.*

■ **INTERIOR**

Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen on the PCBs. Check and tighten all fixing hardware and fasteners as required.

> *** WARNING! ***
> ***Always*** *turn* **OFF** *Mains power and unplugged the game, before cleaning the interior of the machine.*
>
> ***Always*** *after cleaning the cabinet interior, check all harness connectors and restore all loose or interrupted connections.*

Regularly check that all the Display and Button Lamps are operating through the Sounds, Lamps and Display Test. Replace any globes that are not operational.

Regularly check that all the balls are present and the ball gate is operational.

SECTION B: TECHNICAL DETAILS
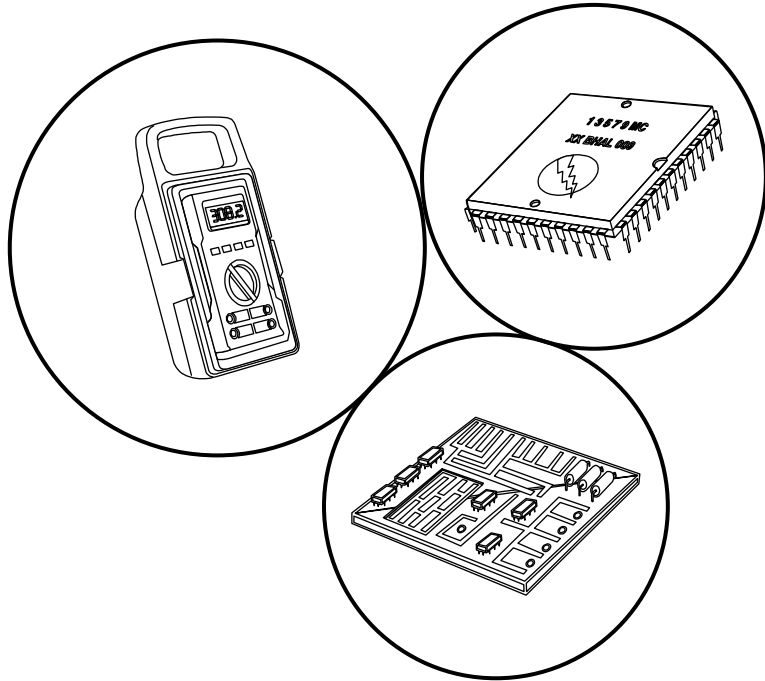
It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

B

MAINS VOLTAGE ADJUSTMENT

■ POWER SUPPLY

The Switch Mode Power Supply has a switch to set the mains voltage range. It is located at the rear of the game cabinet, and is accessed via the back door. Use a thin blade screwdriver to move the selector switch to the desired mains voltage (See Diagram Below)
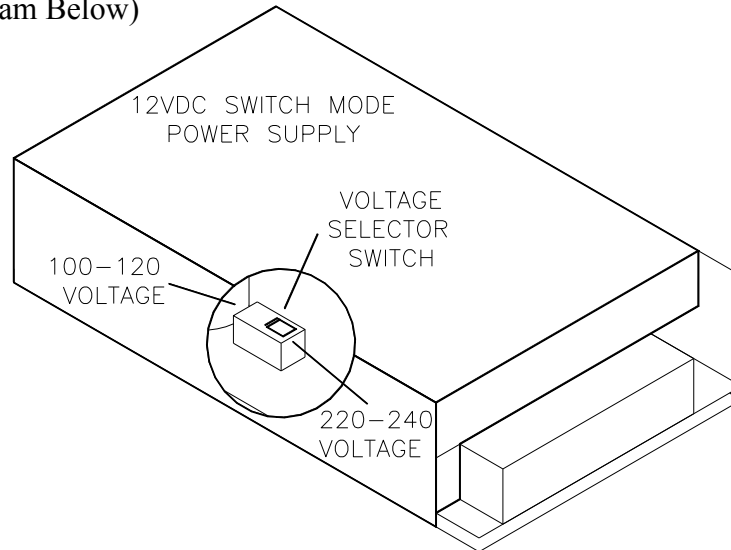
■ TRANSFORMER CONNECTORS

Locate the machine transformer(s) in the base of the cabinet. If unsure of the location of the transformer(s), refer to Parts location diagram of this manual. Change the position of the „ACTIVE‟ or „HOT WIRE‟ input, (marked brown on the diagram), to the position for the desired mains voltage. (See Diagram Below)

6 WAY CONNECTOR PINOUT

PIN	FUNCTION
1	240VAC
2	220VAC
3	120VAC
4	110VAC
5	0VAV (NEUTRAL)
6	EARTH

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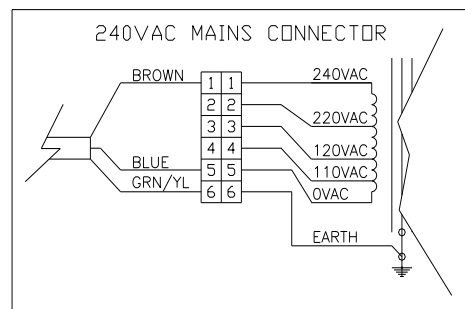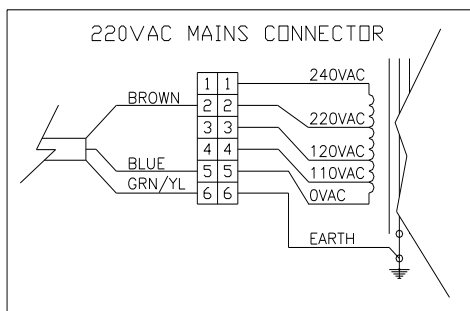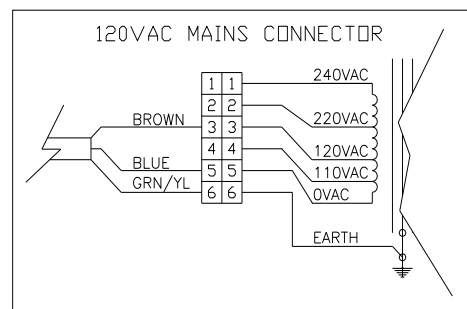
TICKET DISPENSER REFERENCE GUIDE

"Quick Release" Ticket Dispenser
Features
All Models

1 Removable top metal ticket guide

9 Locating spring

8 Roller tension spring

2 Bottom metal ticket guide

Validation rollers emboss tickets

10 "Quick Release" Face Plate

6 Optical sensor w/dust cover **7**

3 Ticket advance switch

11 Ticket stop adjustment

4 Braking system

5 Brake bracket

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Ticket Dispenser Assembly

Details of Parts

F/N	Qty	Deltronic Labs P/N	Name
11	1	SHFT-IDLRLR/TD/	IDL. ROLLER SHAFT
12	1	RM-SFTMTR/TD/	MOTOR PIVOT SHAFT
13	1	SPAC PIVBLK/TD/4HOL	PIVOT BRACKET SPAC
14	1	RM-SPCPB/TD/	SPACER BLOCK
15	2	RM-RLRIDL/TD/VALD	IDLER ROLLER
16	1	RM-RLRDRV/TD/VALD	DRIVE ROLLER
17	2	SPRG-TENSN/TD/	TENSION SPRING
18	2	RM-BKTPVT/TD	MTR PIVOT BKT.
19	1	RM-PANLFT/TD/NOPM	FRONT PANEL
20	1	RM-WHLBRK/TD/	BRAKE WHEEL
21	1	SPRG-LOCAT/TD/	LOCATING SPRING
22	1	RM-BKTBRK/TD/	BRAKE BRACKET
23	1	RM-BKTTUB/TD/3/8	URETHANE BRAKE
24	1	PCBD-1275/TD/ *	PC BOARD
25	1	RM MOTOR/TD/	MOTOR
26	2	RM-PLATFR/TD	FRAME PLATE
27	1	RM-CONN2P/TE/20G	2-PIN FEMALE CONN.
28	4	BRNG-F312/TT/BRASS	BUSHING
29	1	SPAC-PCBD/TD/	P.C. BOARD SPACER
30	1	SPAC-HEX/TD/1-1/4	HEX SPACER 1-1/4"
31	1	RM .1M/TT/50V	.1MFD 50V
32	1	SPAC-HEX/TD/1/4"	STAND OFF
33	1	GUID-BOTTOM/TD/MET	LOWER GUIDE MET.
34	4	RING-E25RT/TT/	RETAINING RING
35	1	GUID-TOP/TD/MET	TOP GUIDE METAL
36	2	PULY-SP212TE/NYLN **	SPACER WASHER
37	2	SPRG FRONTP/TD/	SPRING FRONT-PLATE
38	4	RM-PEMNUT/TD/FRPL	PEMNUT FRAME
39	2	RM-PEMNUT/TD/FRPN	PEMNUT FRONT
40	1	COVR-H21A/TD/OPTO	DUST COVER
41	1	CONN MOLEX/TD/4PM	4 WIRE MOLEX MA.
42	1	RM-LABEL/TD/ALUM.	LABEL ALUMINUM
43		WIRE-REDBLK/TD/MOTOR	
44	2	SPAC-PIVBRK/TD/HEX***	SPACER 1/4" HEX.

* Order by Model #

** Note: F/N #36 replaces .032 and .093 spacer washers.

*** Note: F/N #44 replaces large spacer block.
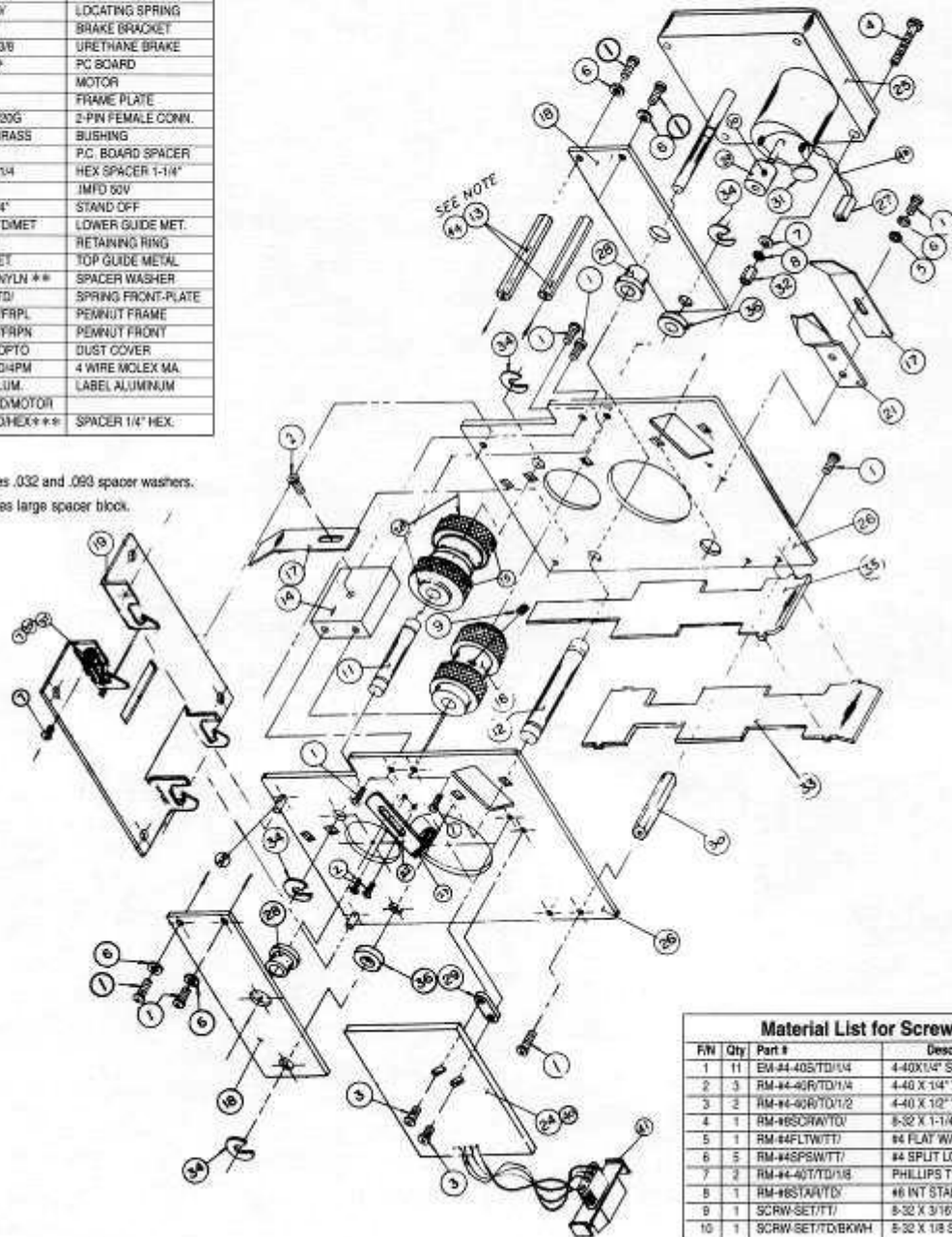
Material List for Screws

F/N	Qty	Part #	Description
1	11	EM-#4-40S/TD/1/4	4-40X1/4" SCREW
2	3	RM-#4-40R/TD/1/4	4-40 X 1/4" WASHER HEAD
3	2	RM-#4-40R/TD/1/2	4-40 X 1/2" WASHER HEAD
4	1	RM-#8SCRW/TD/	8-32 X 1-1/4"
5	1	RM-#4FLTW/TT/	#4 FLAT WASHER
6	5	RM-#4SPSW/TT/	#4 SPLIT LOC. WASHER
7	2	RM-#4-40T/TD/1/8	PHILLIPS TRUSSHEAD
8	1	RM-#6STAR/TD/	#6 INT STAR WASHER
9	1	SCRW-SET/TT/	8-32 X 3/16" SET SCREW
10	1	SCRW-SET/TD/BKWH	8-32 X 1/8 SET SCREW

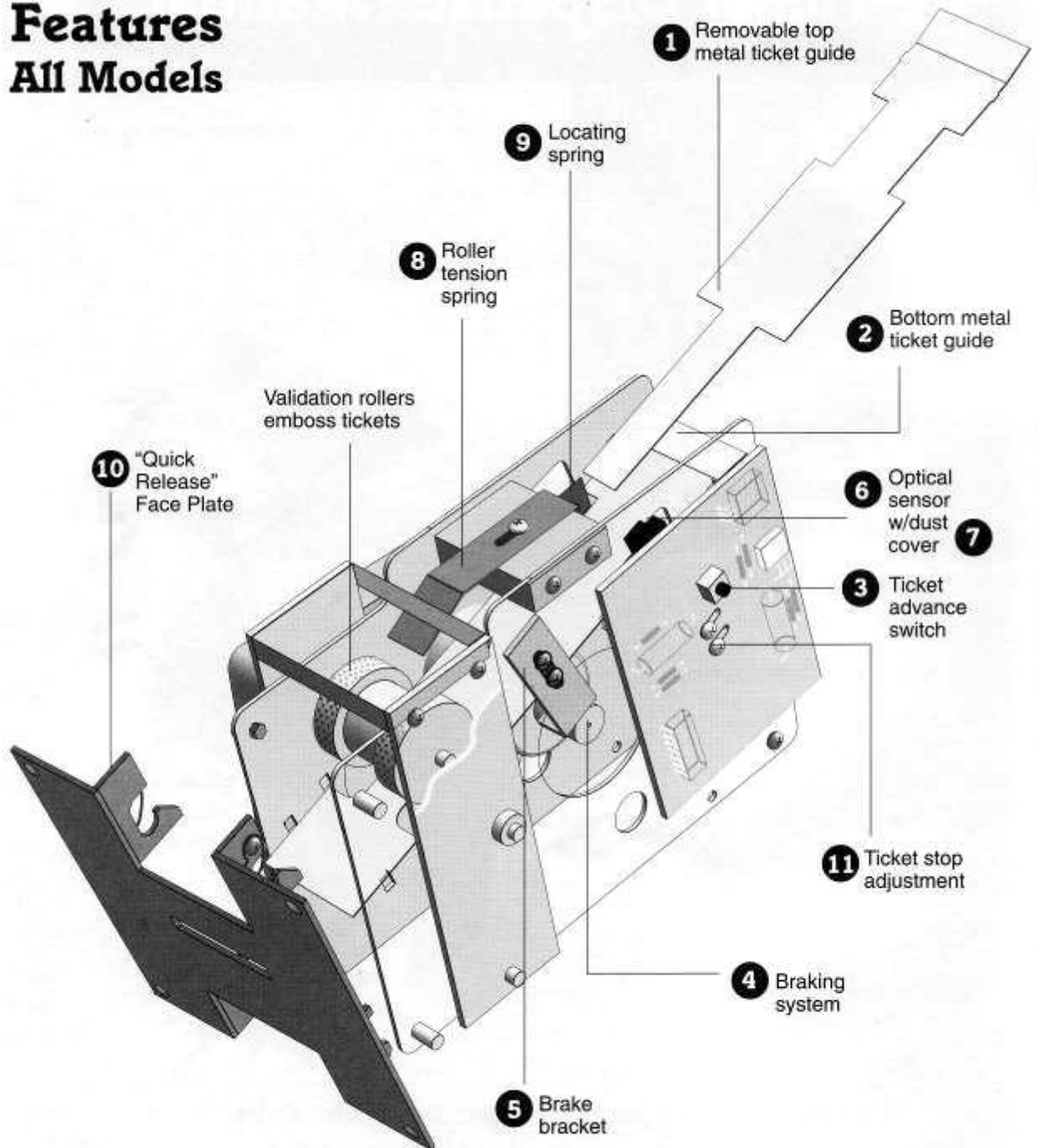**Deltronic Labs, Inc.** 120 Liberty Lane, Chalfont, PA 18914 • 215-997-8616 • FAX# 215-997-9506 • www.deltroniclabs.com

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Control Board Rev. 8
DL-1275 with 12V meter output

This dispenser is controlled by the game software. The game turns on the dispenser with a logic high signal and monitors a return notch signal from the ticket dispenser to turn it off. It will dispense as many tickets as games options allow.

NOTES

1. Resistor R9 and diode CR3 and the jumper going to pin 1 of the IC are changed for this revision. This was done to limit the current going thru the switch and then to pins 8 & 9 of the IC. This resolves problems that occurred with units that used unregulated power supplies. Deltronic Labs still recommends that regulated supplies be used. Changes closely reflecting these changes were made in the the previous revision (Rev. 7).

2. Resistors R10, R15, and R25 were deleted from this schematic. The Rev. 7 schematic show these resistors, but they were never actually inserted on the board.

3. The unit as shipped from the factory (as per this schematic), will trigger the counter whenever tickets are dispensed normally, but NOT when doing so by pressing the switch. If desired, the unit can be changed so that tickets dispensed by pressing the switch are also counted. Do this by deleting diode CR5.

4. This unit can be made to conform to CE specifications by the addition of 4 components not shown here. If this is desired, please order the CE version, and the unit will be shipped with the necessary components.

5. This unit can be configured in a number of ways. Please check our "Full Options" schematic to see the different configurations. If this schematic is not included with your manual, contact us for a copy.
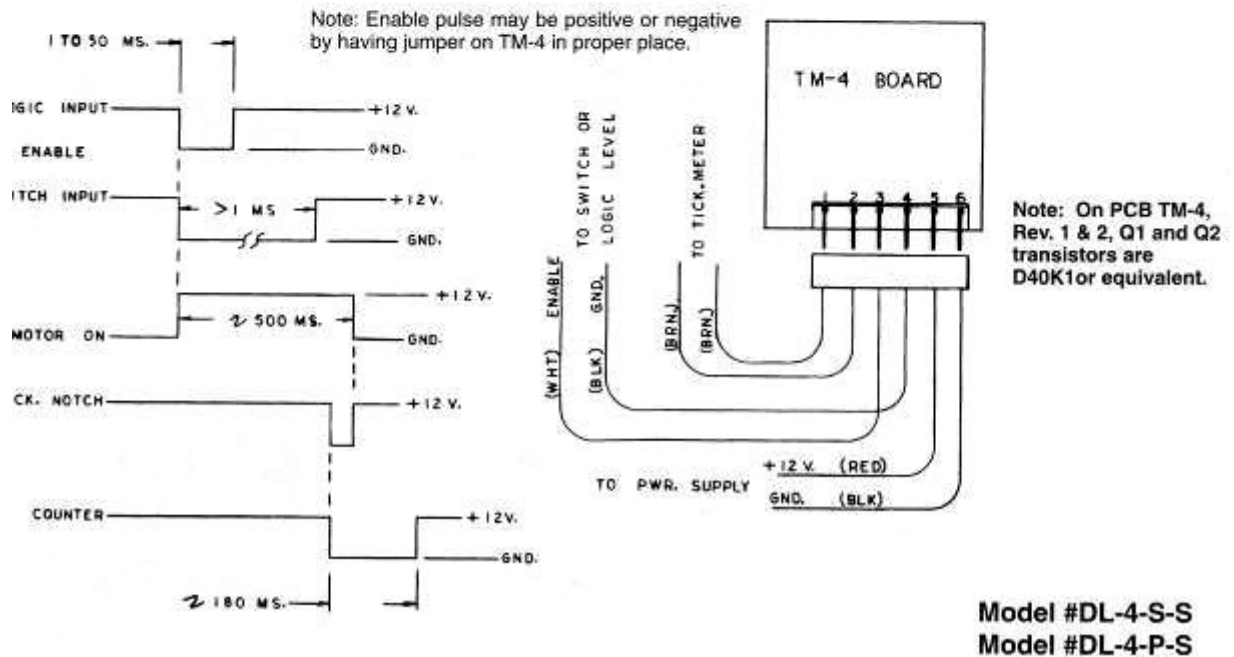
6. If tickets are highly translucent, the 1.2Kohm resistor (R3) can be lowered in value (e.g. 2.2 Kohm). For more sensitive adjustment, the jumper V1 can be replaced with a 25K pot, and the 1.2 Kohm resistor (R3) changed to 1Kohm.

	MIN.	TYP.	MAX.
MOTOR SUPPLY - V ---	11 V	12 V	13 V
I (START) ----	1.3 A	1.5 A	1.7 A
I (RUN) -------	.1A	.5A	.85 A
I (STANDBY) -----			30 MA
MOTOR ENABLE ON - V --		2.5 V	12 V
MOTOR ENABLE OFF - V ---	250 uA		2.5 MA
			1.0 V
TICKET NOTCH - I SINK --			50 MA
V PULL UP --			30 V

Red — 12 Vdc
White — Enable
Blue — Notch
Black — Ground

MOTOR ENABLE

TICKET NOTCH
(Open collector output)

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Control Board
Models DL-4-S-S   DL-4-P-S

1. A, 74C14
2. D3, D7 & D8 are IN4001, others are IN457A or 914.

Model #DL-4-S-S, SW Input
Model #DL-4-P-S, Logic Input.

Note: With logic input components and dotted lines are omitted and Z1 is jumpered to Z2.
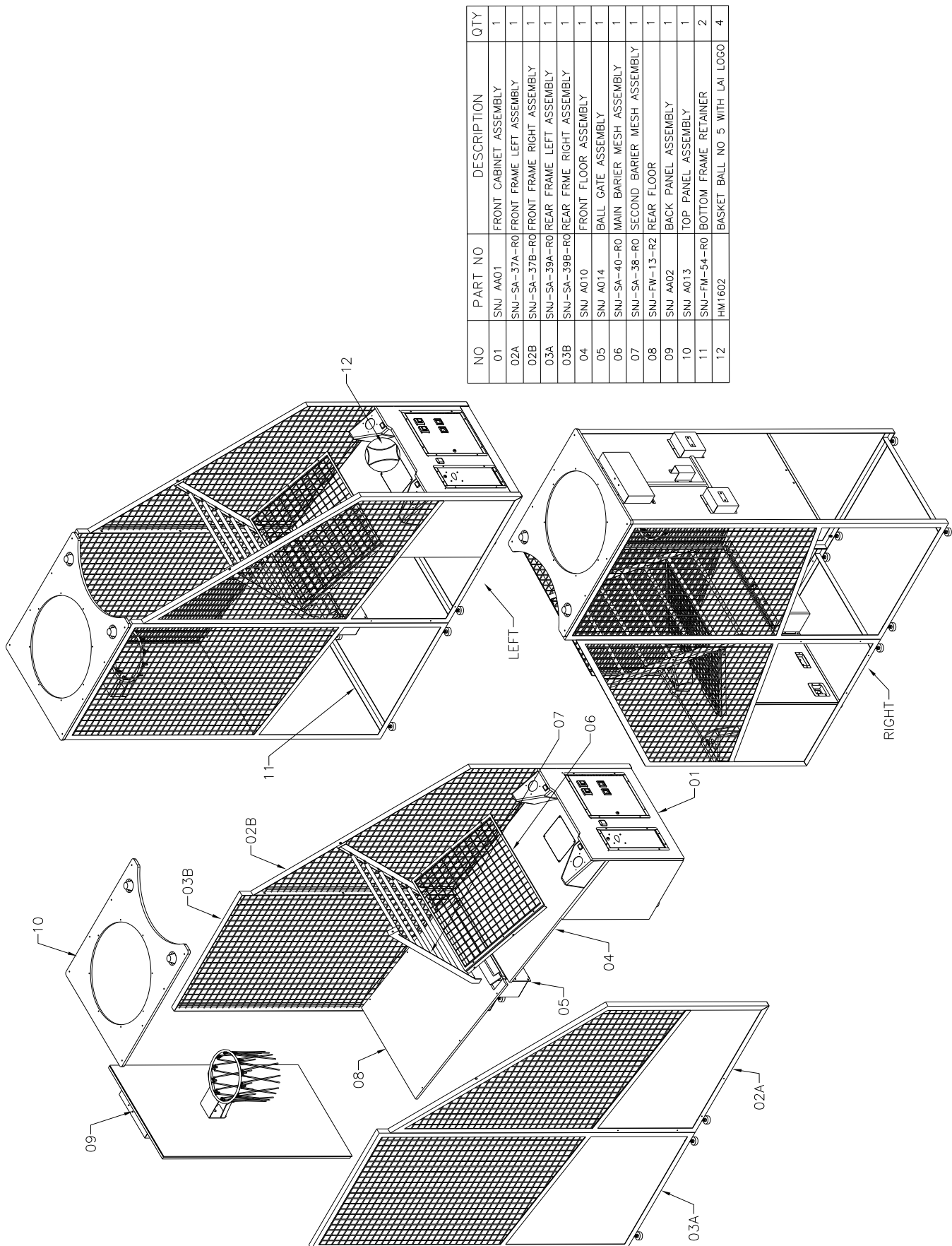
Note: Enable pulse may be positive or negative by having jumper on TM-4 in proper place.

TM-4   BOARD

Note: On PCB TM-4, Rev. 1 & 2, Q1 and Q2 transistors are D40K1or equivalent.

TO PWR. SUPPLY   +12 V. (RED)
GND. (BLK)

**Model #DL-4-S-S**
Model #DL-4-P-S

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3D EXPLODE PARTS

NO	PART NO	DESCRIPTION	QTY
01	SNJ AA01	FRONT CABINET ASSEMBLY	1
02A	SNJ–SA–37A–R0	FRONT FRAME LEFT ASSEMBLY	1
02B	SNJ–SA–37B–R0	FRONT FRAME RIGHT ASSEMBLY	1
03A	SNJ–SA–39A–R0	REAR FRAME LEFT ASSEMBLY	1
03B	SNJ–SA–39B–R0	REAR FRME RIGHT ASSEMBLY	1
04	SNJ A010	FRONT FLOOR ASSEMBLY	1
05	SNJ A014	BALL GATE ASSEMBLY	1
06	SNJ–SA–40–R0	MAIN BARIER MESH ASSEMBLY	1
07	SNJ–SA–38–R0	SECOND BARIER MESH ASSEMBLY	1
08	SNJ–FW–13–R2	REAR FLOOR	1
09	SNJ AA02	BACK PANEL ASSEMBLY	1
10	SNJ A013	TOP PANEL ASSEMBLY	1
11	SNJ–FM–54–R0	BOTTOM FRAME RETAINER	2
12	HM1602	BASKET BALL NO 5 WITH LAI LOGO	4

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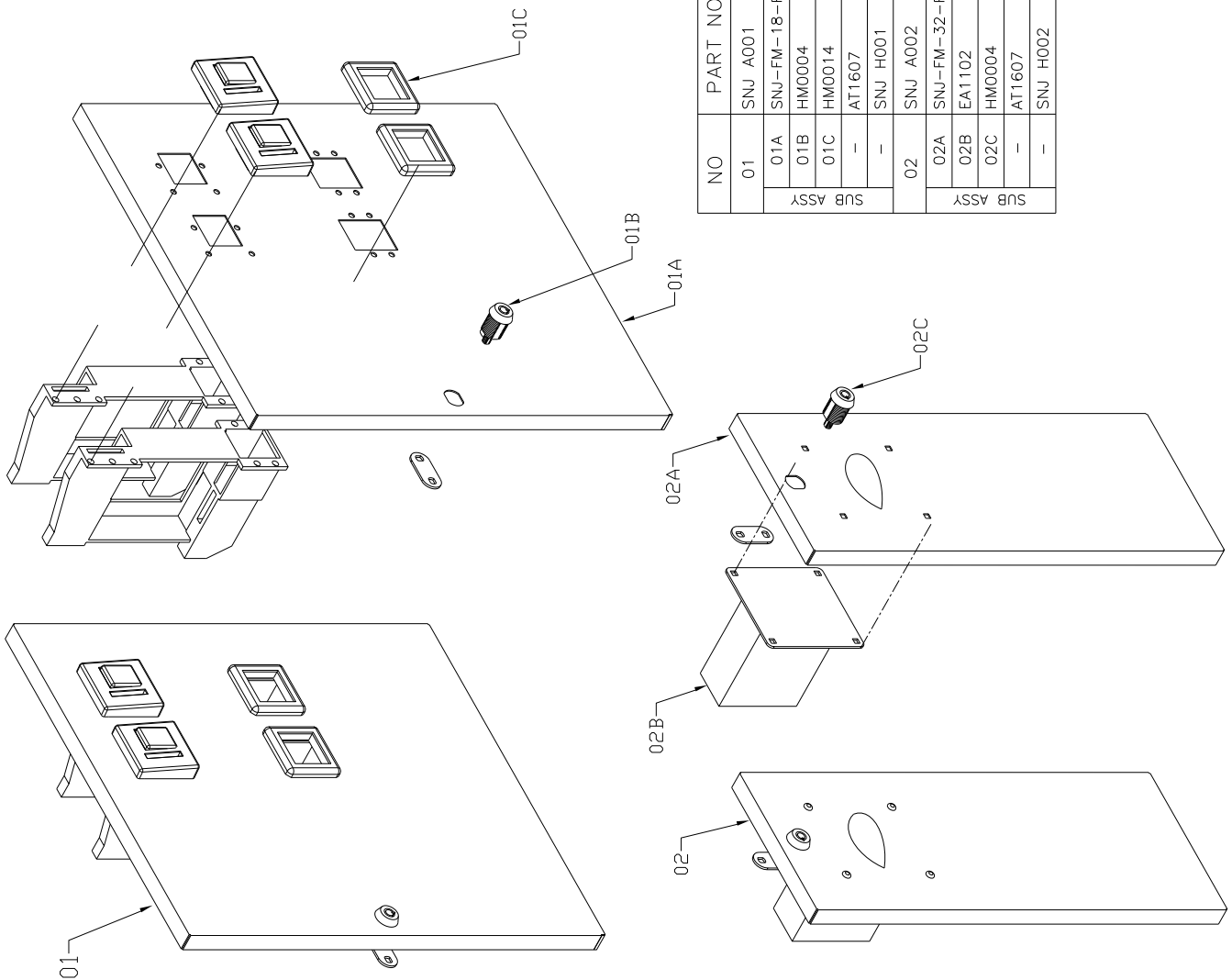
NO	PART NO	DESCRIPTION	QTY
01	SNJ A001	COINDOOR ASSEMBLY	1
01A	SNJ-FM-18-R0	COINDOOR METAL ONLY	1
01B	HM0004	LOCK ANGLE	1
01C	HM0014	COIN MECHANISM	2
–	AT1607	STICKER FRONT	1
–	SNJ H001	COINDOOR HARNES	1
02	SNJ A002	TICKET DOOR ASSEMBLY	1
02A	SNJ-FM-32-R0	TICKET DOOR METAL ONLY	1
02B	EA1102	TICKET DISPENCER ENTROPY	1
02C	HM0004	LOCK ANGLE	1
–	AT1607	STICKER FRONT	1
–	SNJ H002	TICKET DOOR HARNES	1

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NO	PART NO	DESCRIPTION	QTY
01	SNJ AA01	FRONT CABINET ASSEMBLY	1
01	SNJ A001	COINDOOR DOUBLE SLOT ASSEMBLY	1
01A	SNJ-FM-18-R0	COINDOOR DOUBLE SLOT METAL ONLY	1
01B	HM0004	LOCK ANGLE	1
01C	HM0014	COIN MECHANISM	2
01D	AT1607	STICKER FRONT	1
01E	SNJ H001	COINDOOR DOUBLE SLOT HARNES	1
–		OPTIONAL	
–	SNJ-FM-18A-R0	COINDOOR DBA, 1 SLOT METAL ONLY	1
–	SNJ H001o	COINDOOR DBA, 1 SLOT HARNESS	1
02	SNJ-FM-24-R0	COINDOOR HINGE	1
03	SNJ-FM-44-R0	TICKET DOOR HINGE	1
04	SNJ A002	TICKET DOOR	1
04A	SNJ-FM-32-R0	TICKET DOOR METAL ONLY	1
04B	EA1102	TICKET DISPENCER ENTROPY	1
04C	HM0004	LOCK ANGLE	1
04D	AT1607	STICKER FRONT	1
04E	SNJ H002	TICKET DOOR HARNESS	1
05	SNJ-SA-36-R0	CASH BOX	1
06	SNJ-SA-35-R0	HOUSING CASH BOX	1
07	SNJ A003	SERVICE PANEL ASSEMBLY	1
07A	SNJ-FM-51-R0	SERVICE BRACKET METAL ONLY	1
07B	EA0519	SWITCH SMALL ROUND RED BUTTON	1
07C	EA0520	SWITH SMALL ROUND GREEN BUTTON	1
07D	EA1252	COIN COUNTER 12V REAR MOUNTING	1
07E	EE0689	POTENSIO KARBON DUAL GANG 50K OHM	1
07F	EP0602	KNOB VOLUME	1
–	SNJ H009	SERVICE PANEL HARNESS	1
08	HM0002	RUBBER MACHINE GLIDE	9
09	SNJ A004	POWER ASSEMBLY	1
09A	SNJ-FM-31-R0	TRAFO BRACKET	1
09B	EA0815	TRANSFORMER MULTI TAP /2 x 12V 5A	1
09C	EA0823	TRANSFORMER MULTI TAP /2 x 25V 3A	1
09D	EA0614	TERMINAL BLOCK UL	1
09D	EA0042	FUSE HOLDER	2
10	ST E005	DB BOX ASSEMBLY	1
10A	ST E005A	DB BOX METAL ONLY	1
10B	EA1356	BINDING POST	1
10C	EA1358	SPLIT CORE EMIFILTER FOR CE MACHINE	1
10D	EA0649	IEC TYPE NOISE EMI FILTER WITH FUSE	1
10D	ST H001	DB BOX HARNES	1
10E	EA0635	POWER LEAD MOLDED IEC TO 3 PIN USA	1
10F	EA0636	POWER LEAD MOLDED IEC TO 2 PIN INDO	1
10G	EA0637	POWER LEAD MOLDED IEC TO 3 PIN AU	1
10H	EA0639	POWER LEAD MOLDED IEC TO 3 PIN UK	1
11	SNJ A005	WIRING LINK ASSEMBLY	1
11A	SNJ-FM-34-R0	WIRING LINK METAL ONLY	1
10B	EA1353	JACK RCA FEMALE RED	1
10C	EA1354	JACK RCA FEMALE BLACK	1
10D	SNJ H010	LINK HARNESS	1
12	EA1015	SWITCHING POWER SUPLY S-150-12	1
13	BA1605	PCBFB53 TWIN AMPLIFIER BOARD SNJ	1
14	EA1015	PCB PANEL ASSEMBLY	1
14A	SNJ-FW-12-R1	WOOD PC MOUNTING BOARD	1
14B	BA1602	PCB FB49 8 CHANNEL AC DRIVER V2 SNJ	1
14C	BAFB52C	PCB FB52C 16 MHz Z80 SOUND BOARD	1
14D	BAFB80	PCB FB80 MCU CONTROLLER SNJ	1
–	SNJ H007	MAIN HARNESS	1
15	SNJ-SA-25-R0	COINDOOR FRAME	1
16	SNJ-FM-33-R0	TICKET HOLDER	1
17	SNJ-SA-43-R0	TICKET DOOR FRAME	1
18	EA0508	SWITCH WHITE SQUARE BUTTON	1
19	SNJ-SA-23-R0	CABINET ASSY WITH STICKER FRONT	1
–	AT1607	STICKER FRONT	1
20	EA1203	SPEAKER 6" AUDAX	1
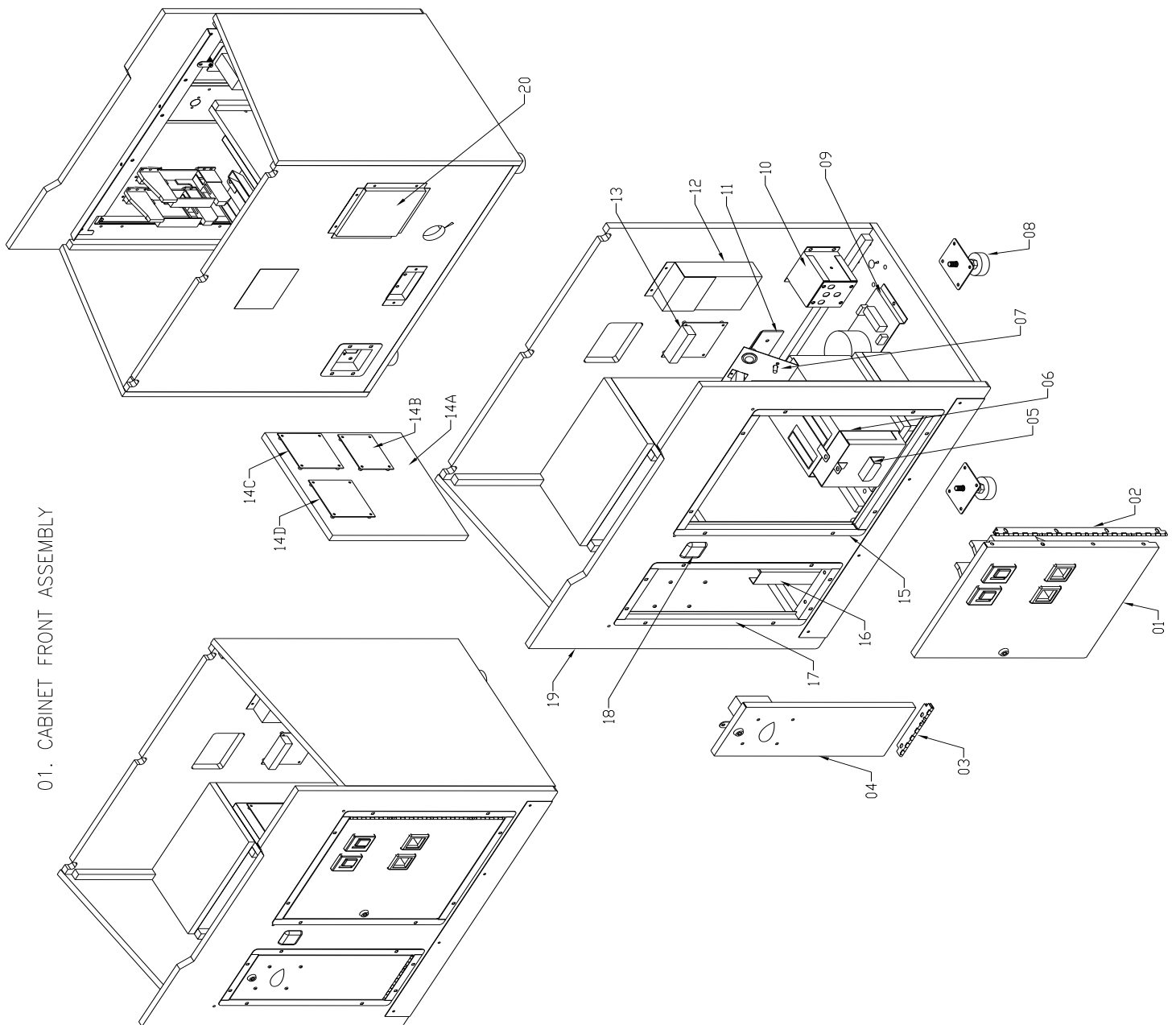
01. CABINET FRONT ASSEMBLY

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NO	PART NO	DESCRIPTION	QTY
09	SNJ AA02	BACK PANEL ASSEMBLY	1
09A	SNJ A006	RING BASKET ASSEMBLY	1
–	HM1601	BASKET BALL HOOP RING ONLY	1
–	HM1604	BASKET BALL NETTING ONLY	1
09B	AT1601	ACRILLIC BACK PANEL SNJ	1
09C	EA1352	PHOTO ELECTRIC SENSOR	1
09D	SNJ-FM-04-R2	WOOD BACKBOARD	1
09E	SNJ A007	DISPLAY BOX ASSEMBLY	1
–	BA1601	DISPLAY BOX METAL ONLY	1
–	EA0232	PCB FB45o 3 DIGIT 7 SEGMENT 4" DISPLAY	1
–	EA0302	LAMPU SC BAYONET GE 89	3
–	SNJ H004	LAMPU HOLDER SC BAYONET 14-152F	3
09F	SNJ A008	DISPLAY HARNES	1
–	SNJ-FM-01-R0	3 POINT LIGHT BOX ASSY RIGHT	1
–	SNJ H005	3 POINT LIGHT BOX RIGHT METAL ONLY	1
–	EA0232	3 POINT LIGHT BOX HARNES	4
–	EA0302	LAMPU SC BAYONET GE 89	4
09G	SNJ-FM-03-R0	LAMPU HOLDER SC BAYONET 14-152F	1
09H	SNJ-FM-13-R0	3 POINT LIGHT HOLDER METAL ONLY	1
–	SNJ A009	SENSOR GUARD METAL ONLY	1
–	SNJ-FM-02-R0	3 POINT LIGHT BOX ASSY LEFT	1
–	SNJ H005	3 POINT LIGHT BOX LEFT METAL ONLY	1
–	EA0232	3 POINT LIGHT BOX HARNES	4
–	EA0302	LAMPU SC BAYONET GE 89	4
09I	SNJ-FM-03-R0	LAMPU HOLDER SC BAYONET 14-152F	1
	SNJ-FM-15-R0	3 POINT LIGHT HOLDER METAL ONLY	1
		REAR FLOOR SUPPORT	1
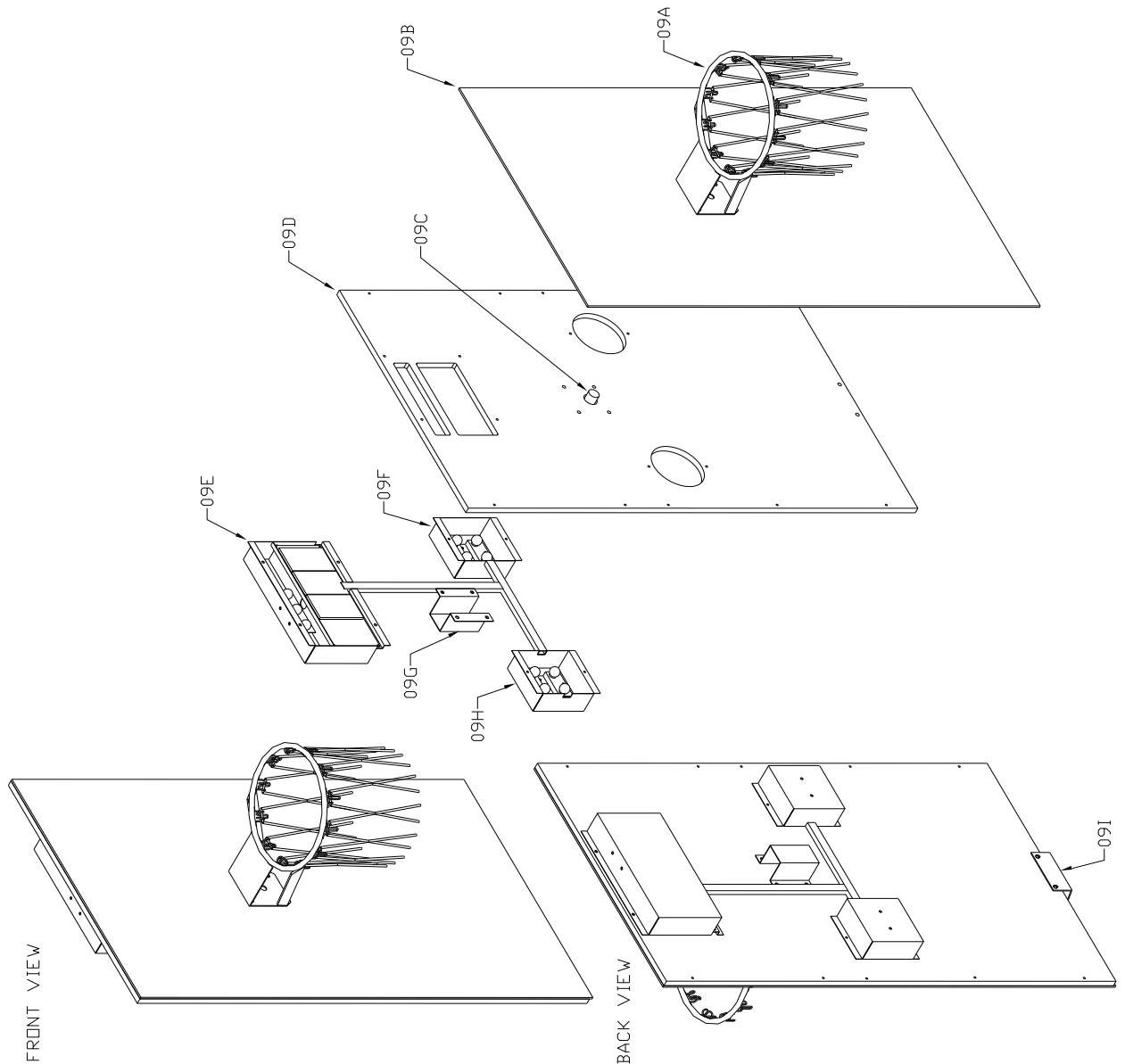
NO	PART NO	DESCRIPTION	QTY
04	SNJ A010	FRONT FLOOR ASSEMBLY	1
04A	SNJ-FW-11-R1	FRONT FLOOR WOOD ONLY	1
04B	SNJ A011	SPEAKER BOX ASSEMBLY LEFT	1
–	HA1615	BOX SNJ SPEAKER FRONT LEFT	1
–	SNJ-FM-30-R0	SPEAKER GRILL	1
–	EA1201	SPEAKER 4" 8 OHM 40W	1
–	EA0507	SWITCH RECTANGULAR GREEN BUTTON	1
–	SNJ H005	HARNES FOR SOLO BUTTON	1
04C	SNJ A012	SPEAKER BOX ASSEMBLY RIGHT	1
–	HA1615	BOX SNJ SPEAKER FRONT RIGHT	1
–	SNJ-FM-30-R0	SPEAKER GRILL	1
–	EA1201	SPEAKER 4" 8 OHM 40W	1
–	EA0509	SWITCH RECTANGULAR YELLOW BUTTON	1
–	SNJ H006	HARNES FOR LINK BUTTON	1
04D	AT1603	ACRILLIC PLAY INSTRUCTION	1
10	SNJ A013	TOP PANEL ASSEMBLY	1
10A	SNJ-FW-18-R1	WOOD TOP PANEL	1
10B	AT1604	ACRILLIC TOP PANEL FOR SNJ	1
10C	SNJ-FM-13-R0	LIGHT SHROUD	1
10D	HA0001 ST	DOWNLIGHT ASSEMBLY	2
–	EA0312	LAMPU DWONLIGHT HOLDER SWIVEL ACTION	2
–	EA0209	DWONLIGHT 12V 20W	2
–	SNJ H011	TOP PANEL HARNESS	1

10. TOP PANEL ASSEMBLY

04. FRONT FLOOR ASSEMBLY
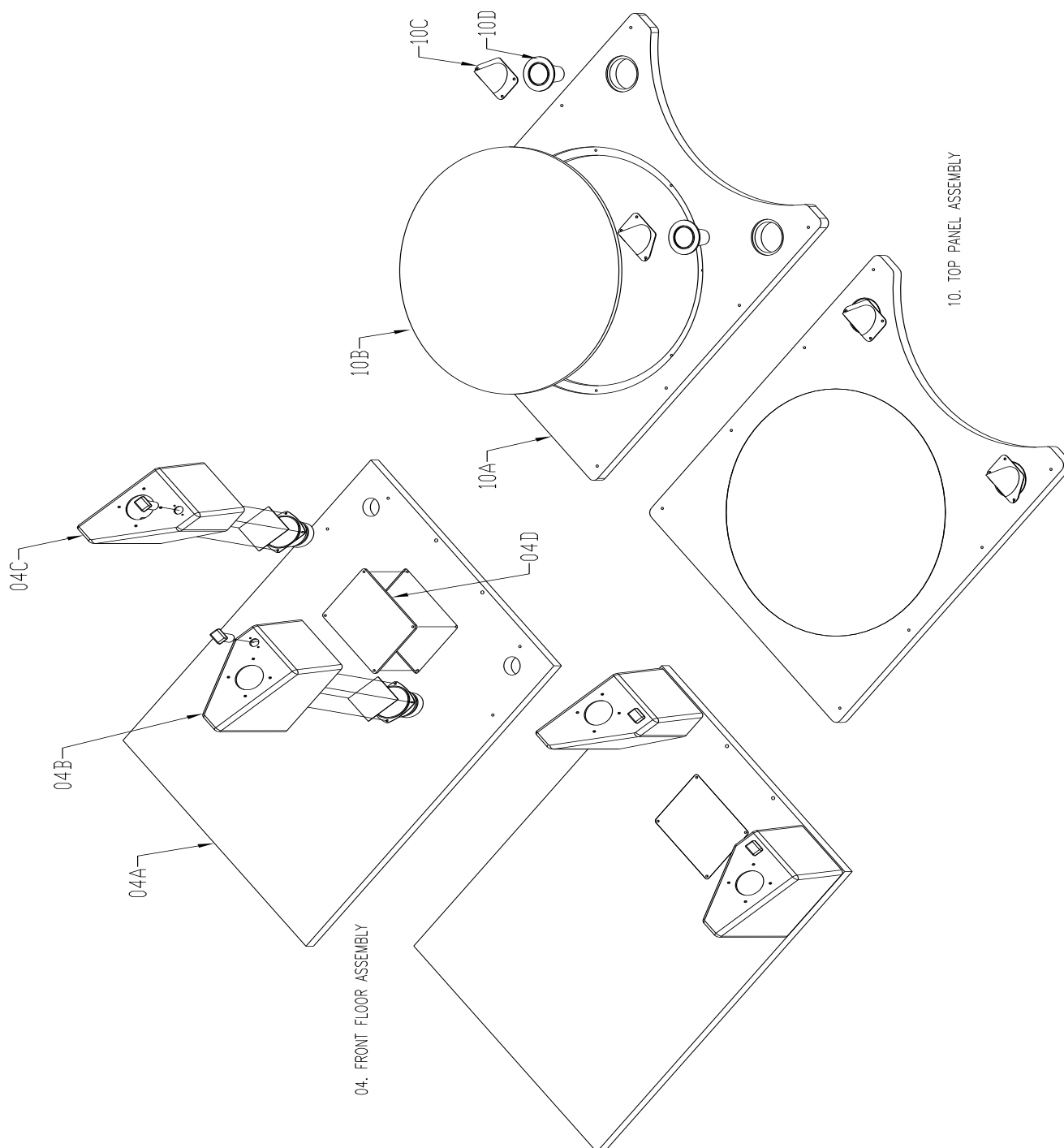
NO	PART NO	DESCRIPTION	QTY
05	SNJ A014	BALLGATE ASSEMBLY	1
05A	SNJ-SA-08-R0	BALLGATE SHROUD METAL ONLY	1
05B	SNJ A014a	MOTOR BRACKET ASSEMBLY	1
-	EA1158	MOTOR 8000DC MODEL 12VDC 10-16 RPM	1
-	SNJ-FM-10-R0	MICROSWITCH BRACKET	1
-	EA0405	SWITCH MICRO ROLLER 50gr VM0550600	2
-	SNJ-FM-48-R0	MOTOR CRANK	1
-	HA1427	TIE ROD END M6	2
05C	SNJ-SA-45-R0	MOTOR BRACKET METAL ONLY	1
05D	SNJ-FM-07-R0	BALLGATE CROSS MEMBER	1
05E	SNJ-FM-23-R0	GATE BLOCK	2
	SNJ A014b	BALLGATE FLAP ASSEMBLY	1
-	SNJ-SA-50-R0	BALLGATE FLAP METAL ONLY	1
-	SNJ-FM-49-R0	METAL FIXER	2
-	SNJ-FP-03-R0	RUBBER GATE	1
-	SNJ H008	BALLGATE HARNESS	1

05. BALLGATE ASSEMBLY
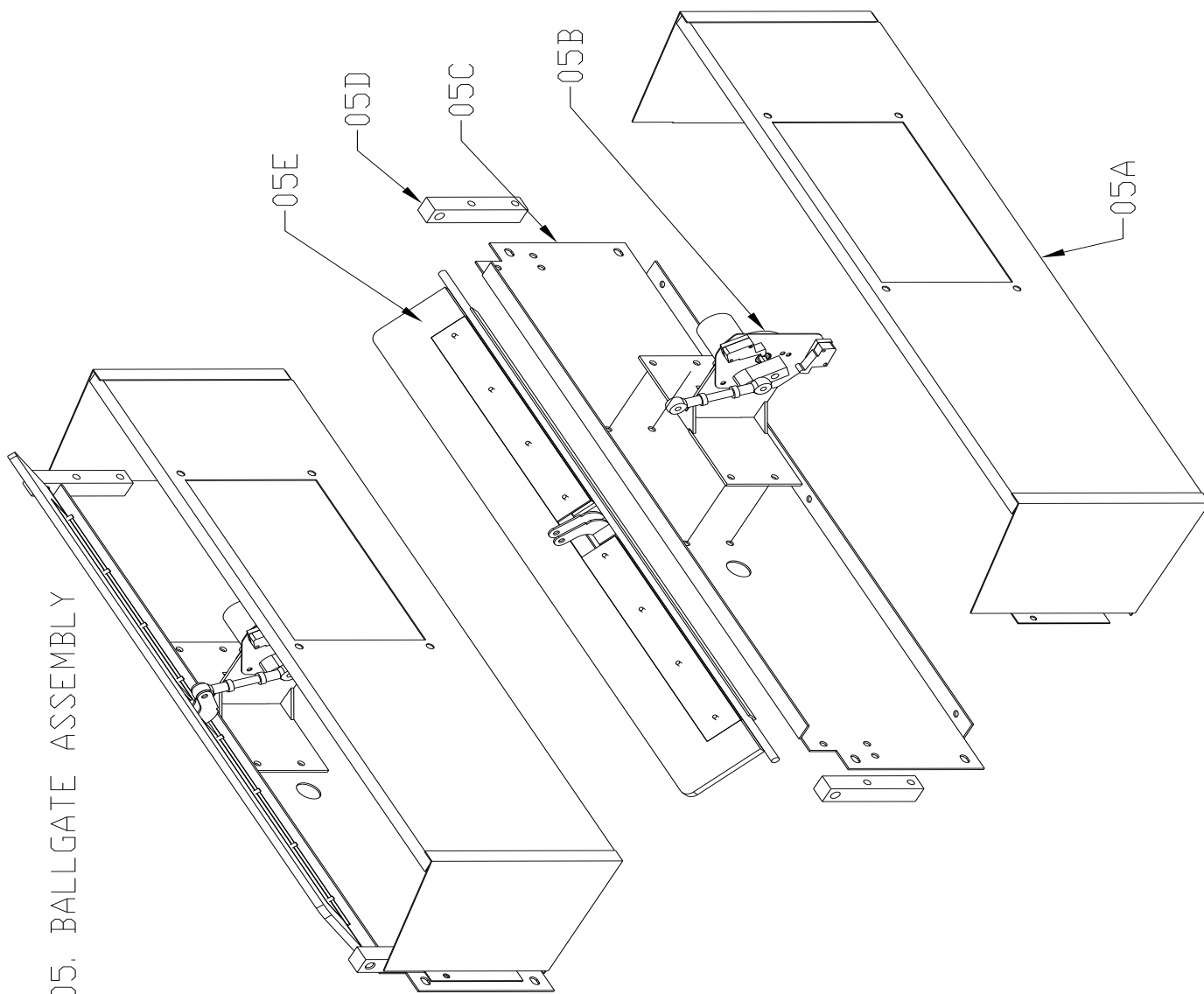
Slam'N'Jam MAIN WIRING DIAGRAM
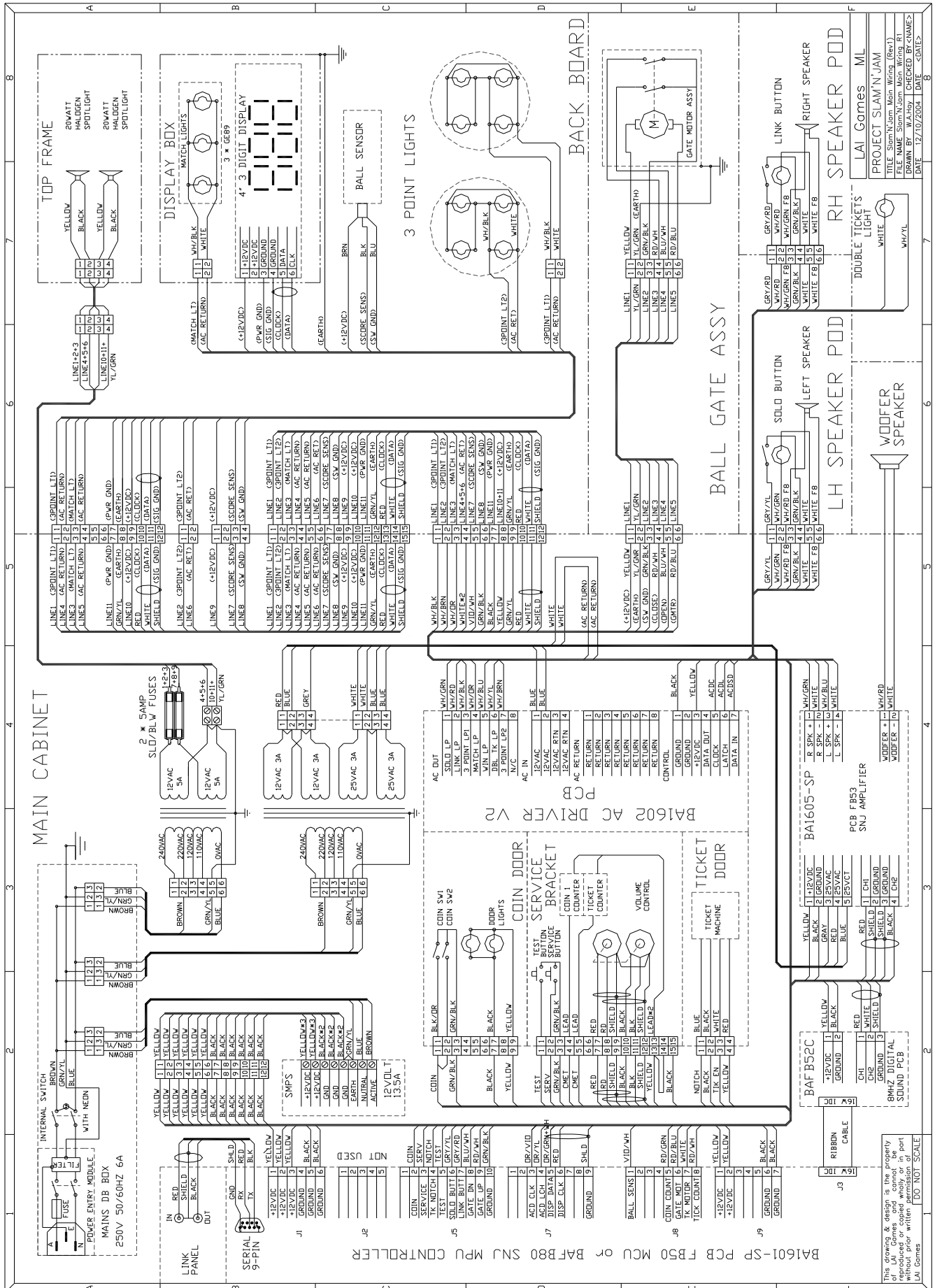
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