OPERATOR'S & ASSEMBLY MANUAL

Slam 'n' Jam junior

V 1.4.1

ISO 9001 CERTIFIED ORGANIZATION

URS UKAS QUALITY MANAGEMENT 043-A

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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! ***

Always *turn **OFF** Mains AC power and unplugged the game, before opening or replacing any parts.*

Always *when unplugging the game from an electrical outlet, grasp the plug, not the line cord.*

Always *connect the Game Cabinet to grounded electrical outlet with a securely connected ground line.*

Do Not *install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.*

Do Not *install the Game Cabinet in areas that would present an obstacle in case of an emergency, ie. near fire equipment or emergency exits.*

*** CAUTION! ***

Always *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.*

Do Not *Connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.*

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

Do Not *Subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 ^{o}C.*

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MACHINE INSTALLATION and INSPECTION

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

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

*** WARNING! ***

Always *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! ***

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

Refer *to the mains voltage adjustment section of this manual. 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)*

*** NOTE! ***

- Slam and Jam Jnr is normally shipped as a kit, and is not fully assembled. For assembly instructions please refer to the assembly manual

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INTRODUCTION

CONGRATULATIONS! You have just bought the ***"Slam'N'Jam Junior",*** another sensational product from LAI games. This game is based around out popular "Slam and Jam" basket ball game and redesign to be a children friendly basketball game. With bright, friendly graphics, easier hoop position and a maximum tickets feature to reduce cheating, we are confident it will make a great addition to any center.

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 Junior"*** " is a one player, ticket redemption basketball game, requiring the player to shoot basketballs through a hoop and try to score as high as possible.

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 and Jam Jnr is normally shipped as a kit, and is not fully assembled. For assembly instructions please refer to the Assembly Manual

CONTENTS

- The "Slam'N'Jam Junior" cabinet front section
- The "Slam'N'Jam Junior" cabinet rear & frame sections
- Keys: 2 x coin door keys
  2 x service door keys
  2 x ticket door key
- Operator"s manual
- Assembly manual
- 4 size 3 basketballs
- IEC Power Cord
- Assembly Bolts & Parts

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SPECIFICATIONS

DIMENSIONS

- Weight: 207 kg (456lb)
- Height: 2483 mm (98")
- Width: 876 mm (34")
- Length: 1858 mm (73")
- Power: Maximum 180 w – (220V @ 0.75A)(120V @ 1.5A)
  Average 100 w – (220V @ 0.45A)(120V @ 0.83A)

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.

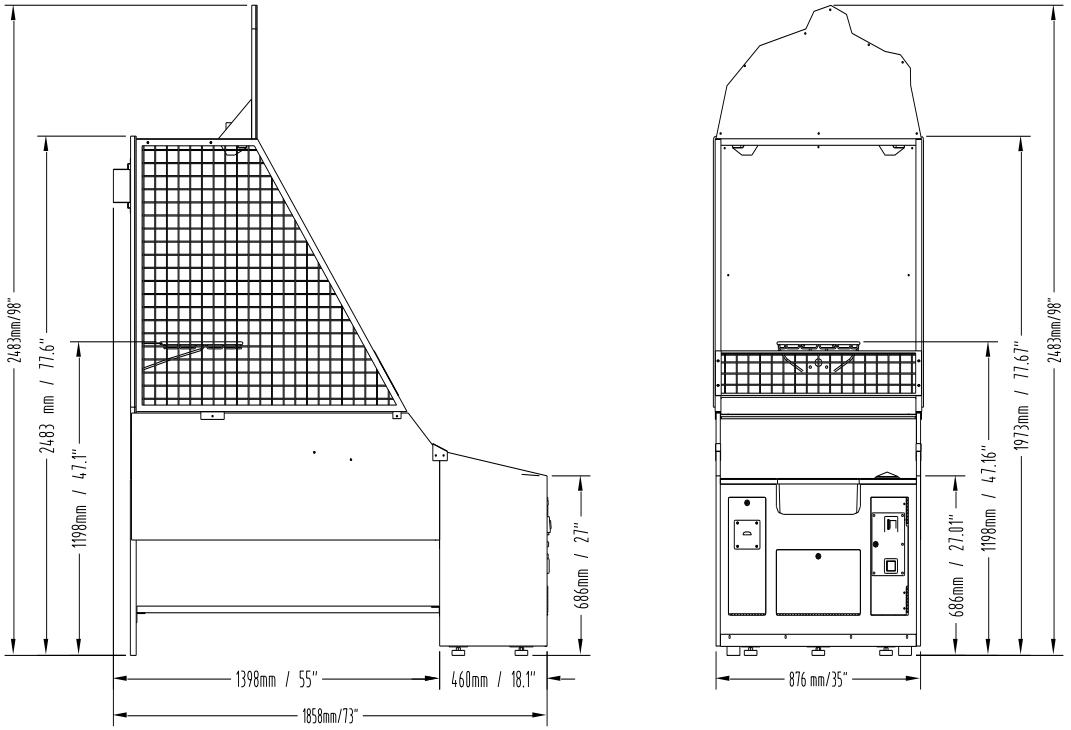
*** CAUTION! ***

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. 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



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Slam'N'Jam Junior ASSEMBLY Quick Guide

Do's and **Don'ts** for Assembling *Slam'N'Jam Junior*

Do **read the** *Slam'N'Jam Junior* **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 Junior***

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 Junior***.**

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 Junior.*

Don't **forget to remove the** *Slam'N'Jam Junior* **cables from inside the game cabinet before bolting the front playfield in place.**

Don't **forget after assembling** *Slam'N'Jam Junior* **to check and tighten all the bolts.**

Don't **forget to check the voltage setting of** *Slam'N'Jam Junior* **is set to the mains voltage for your country before applying power.**

TIPS **for Assembling** *Slam'N'Jam Junior*

- We recommend using two people when assembling ***Slam„N'Jam Junior***. 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 Junior*** 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 Junior*** 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 Junior uses **metric** size Nuts & Bolts throughout its construction.

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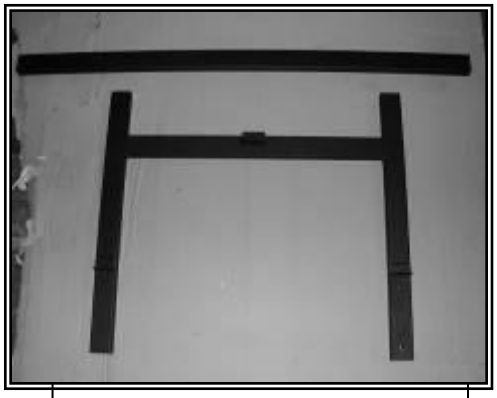
Slam'N'Jam Junior ASSEMBLY INSTRUCTIONS

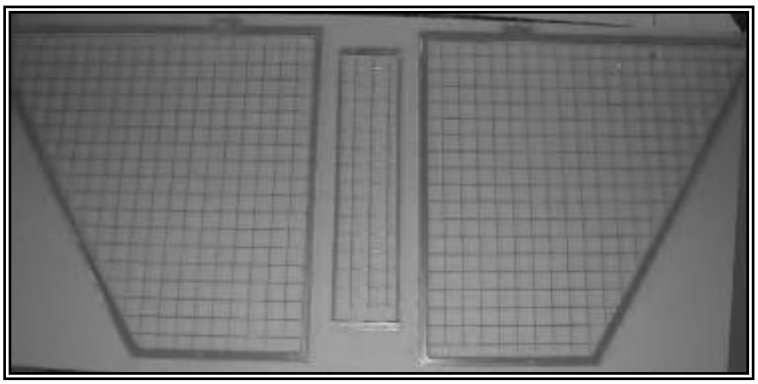
- The photograph below displays the parts and their names for you to refer to while assembling the "*Slam'N'Jam Junior*". This will assist you in locating the parts more easily.

FRONT CABINET

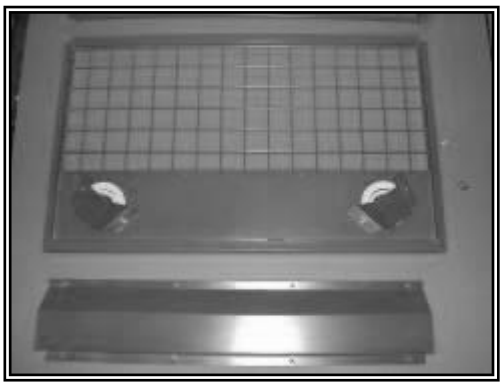
REAR CABINET



REAR CABINET LEGS & BRACE



LEFT, RIGHT & FRONT MESH



TOP SPOTLIGHT PANEL & COVER

BACK BOARD

HARDWARE PACKS SENSOR & CABLES

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TOOLS REQUIRED FOR ASSEMBLY

- 1x 4 mm Allen Key
- 1 x 3 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 parts displayed on the previous page.

HARDWARE LISTS IN CASH BOX

1. Hardware Pack for Step 1 :
    a. Knock Down Bolt M6x60 Black
    b. Flat Washer M6 Black
    c. Nylon Nut M6
2. Hardware Pack for Step 2 :
    a. Knock down Bolt M6x60 Black
    b. Flat Washer M6 Black
    c. Nylon Nut M6
3. Hardware Pack for Step 3 :
    a. Allen Key M6x30 Silver
    b. Flat Washer M6 Silver
    c. Dome Nut M6
4. Hardware Pack for Step 5:
    a. Allen Key Bolt M6x15 Silver
    b. Flat washer M6 Silver
5. Hardware Pack for Step 6 ;
    a. Allen Key Bolt M6x15 Silver
    b. Flat Washer M6 Silver
6. Hardware Pack for Step 7 :
    a. Hex type Bolt M8x45
    b. Flat Washer M8
    c. Spring Washer M8
    d. Flange nut M8
7. Hardware Pack for Step 8 :
    a. Allen Key M6x40 Silver
    b. Flat Washer M6 Silver
    c. Flange Nut M6
    d. Knock Down M6x60 Black
    e. Spring Washer M6
8. Hardware Pack for Step 9 :
    a. Allen Key Bolt M6x40 Silver
    b. Flat Washer M6 Silver
    c. Dome Nut M6
    d. Spring Washer M6
9. Hardware Pack for Step 10 :
    a. Allen Key Bolt M5x20 Silver
    b. Flat Washer M5 Silver
    c. Nylon nut M5
    d. Spring Washer M5

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STEP ONE: Attaching Rear Cabinet Legs and middle brace.

- Attach to the back of the Rear Cabinet the "H" Shaped Rear Feet Frame
- Put the middle brace bar in the middle of "H" shape and fasten it.
- Firmly bolt the Rear Feet frame onto the Rear Cabinet using the ***four Black M6 x 60mm Knockdown bolts, flat washers and four M6 Nylon nuts** supplied.(hardware found in cash box)

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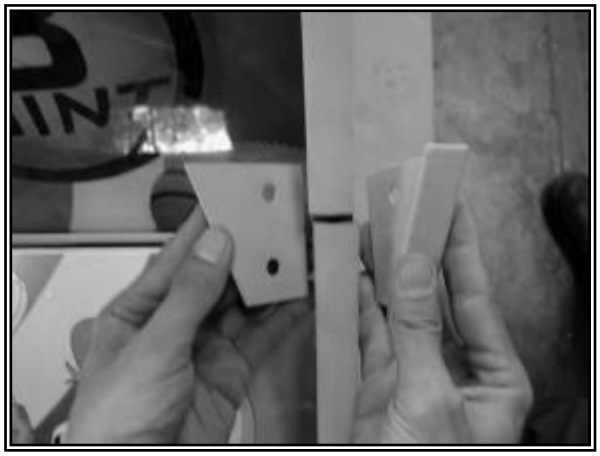
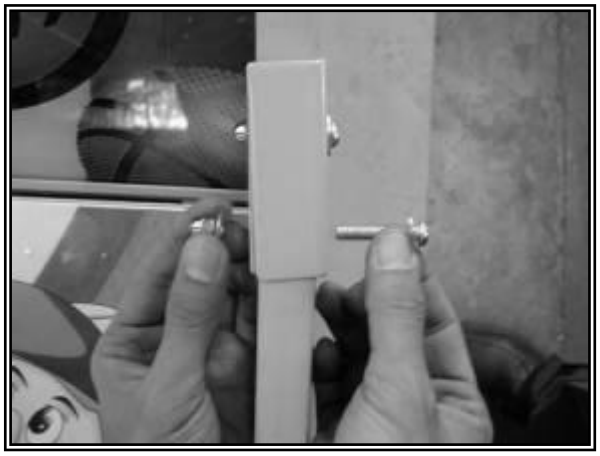
STEP TWO: Attaching Front and Rear Cabinets.

*** NOTE:** This job is easiest using two people. One on each side to move the Rear Cabinet into place.

- Place the L shape bracket to Front Cabinet matching all the holes with plate facing up
- Position the rear playfield onto front cabinet and mount the rear playfield ball gate area onto L bracket installed and fasten
- Bolt the two Cabinets together from underneath using the **Seven Black M6 x 60mm Knock down bolts, washers,** supplied. (hardware found in Cash box)
- The **Black M6 x 60mm Knockdown bolt, washer, Three Nylon Lock nut** is inserted from the topside inside the center of ball path (hardware found in cash box)
- Place the middle metal brace onto the H shape across the front cabinet underneath the playfield

STEP THREE: Fitting Cabinet Edge Cover Plates





- Attach the two halves of the Cabinet Edge Cover Plates to the machine using the ***four M6 x 30mm Allen key bolts, washers, and dome nuts** supplied. (hardware found in cash box)

*** NOTE:** Place the "L" shaped bracket to the Outside Edge of the Cabinet to present a smooth edge.

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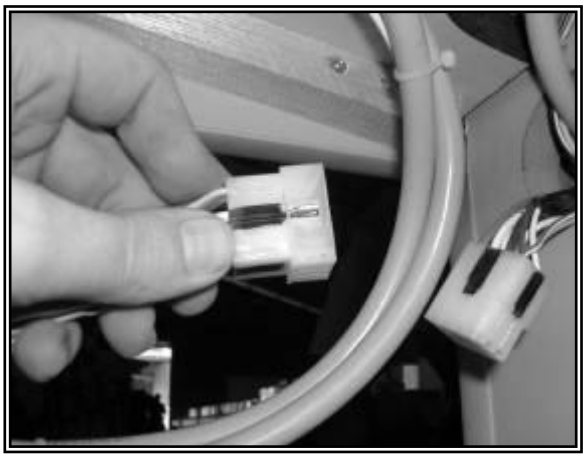
STEP FOUR: Ball Gate and Backboard Cabling.

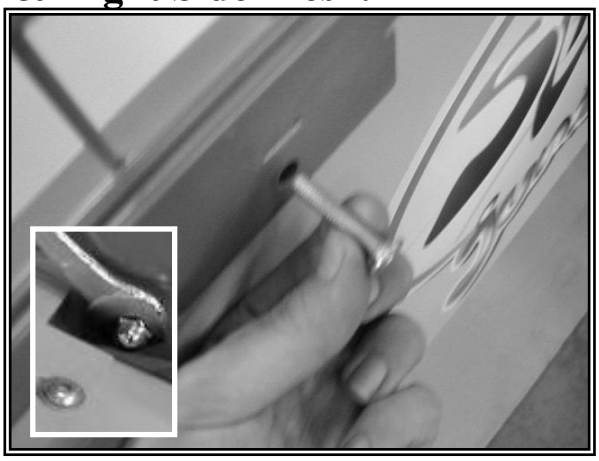


- From the Rear Cabinet are two cables, one six way Molex plug for the Ball Gate and one twelve way Molex plug for the Timing and 3-point Lights. Plug these into the two corresponding Molex socket connectors from the Front Cabinet.

- Plug the fifteen way Molex plug running way Molex from the Front Cabinet. Then back of the Front Cabinet to protect them.

*** NOTE ***
Always match the connectors' header with the same size male or female to avoid wrong insertion

STEP FIVE: Attaching the Left & Right Side Mesh.



- Position the Left & Right Side Mesh with the holes in the Rear Cabinet and tighten firmly use the *** four Silver M6 x 30mm Allen key bolts, Washers and Dome Nuts** provided. (hardware found in cash box).

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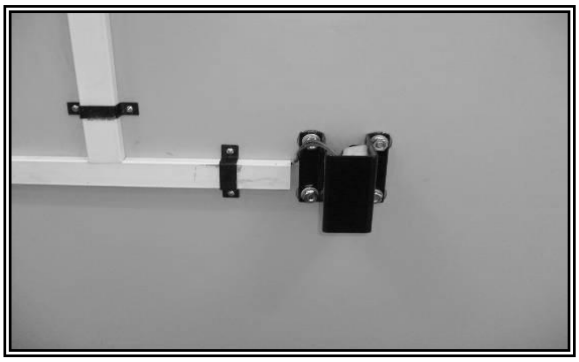
STEP SIX: Attaching Front Barrier Mesh.

- Fit the Front Barrier Mesh between the two side mesh and bolt in place using the ***four Silver M6 x 15mm Allen key bolt, and Flat Washers** (hardware found in cash box)

STEP SEVEN: Attaching Ball Hoop to Backboard.



- Before mounting the Backboard to the Cabinet. Fit the Hoop into place on the backboard and bolt in place using the ***four M8 x 45mm Hex Head bolts, spring and flat washers** supplied. (hardware found in cash box)

- Next fit the Infra Red Ball Sensor into the middle of the Hoop and tighten into place

- Place the sensor protection bracket over the back of the ball sensor and tighten into place using the ***four M8 Hex nuts, spring and flat washers** supplied.(Hardware found in cash box)

*** NOTE:** The Ball Sensor has two plastic nuts. Adjust these so that the sensor has just enough thread to tighten the front nut into place .

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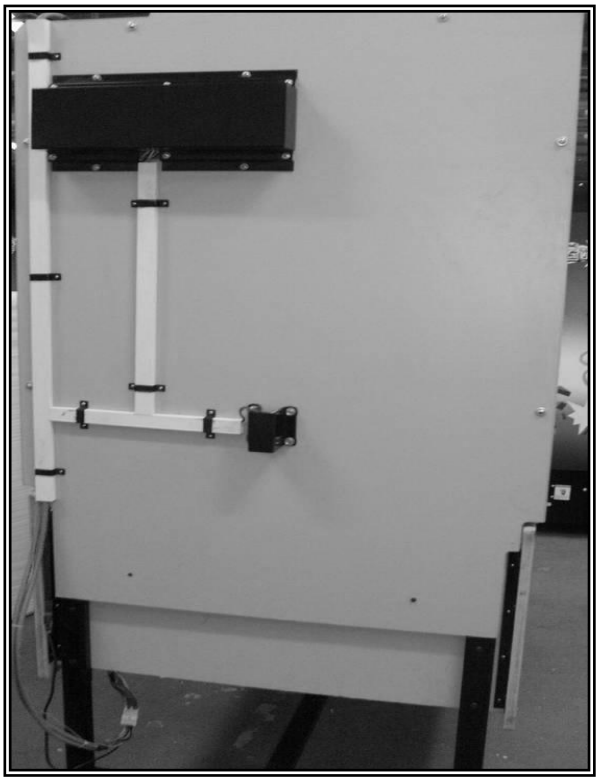
STEP EIGHT: Attaching the Backboard.

*** NOTE:** It is faster with two people for this part of the assembly.



- Resting the bottom of the Backboard on the Back Feet Bracket. Lift the Backboard into position.
- Take care to make sure the cables on the Right Hand side or the rope light are not pinched
- Bolt the backboard to the side mesh using the *** Four Allen Key bolt M6 x 40mm bolts, spring washer and washers** supplied. (Hardware found in cash box)
- Bolt the Backboard to the Rear Cabinet using the *** Two Knock down M6 x 60mm bolts washers and flange nuts** supplied. (hardware found in cash box)
- Connect together the 15-way Molex plug and socket at the bottom of the Backboard as well as the 4-way Molex connector for the Ball Sensor.

STEP NINE: Attaching Top Spotlight Panel.

- Fit the Top Spotlight Panel between the two side mesh and bolt in place using the ***four Silver Allen key M6 x 40mm bolt, Spring, Flat Washers and Dome nuts.** (hardware found in cash box)

- Next bolt the backboard to Top Spotlight Panel using the *** two Allen key M6 x 40 mm bolts, spring and washers** supplied.(Hardware found in cash box)

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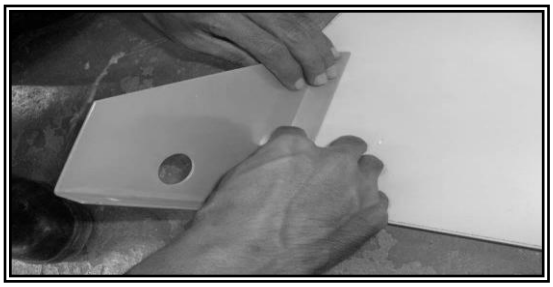
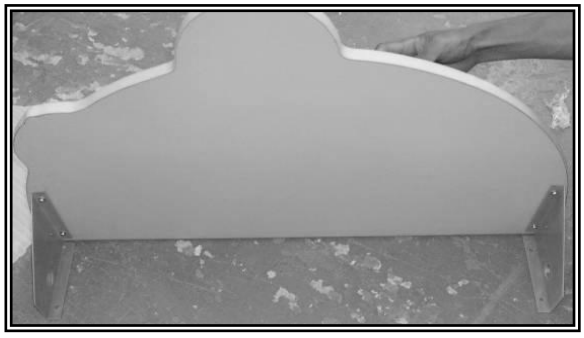
STEP TEN: Fitting Top Header.

- Position the header with the back on top and place the triangle plate on each side of the header and use the **4 silver Allen Key M5 x 20 bolt, Flat Washer and Spring washer** fasten all the bolts.(Hardware found in cash box)
- Take the top header and place it on top of the spotlight panel and match the 4 holes each side 2 holes use the **4 silver Allen key M5 x 20 bolt, Flat washer and Nylon Lock nut.** (hardware found in cash box)


- Connects the 6 ways molex to the other end at the cabinet.

*** NOTE:** The Green / Yellow EARTH cable is attached to one of the Spotlight longer mounting screws using the extra nut provided.

ASSEMBLY IS NOW COMPLETED.

NOTE!
BE SURE TO CHECK AND TIGHTEN ALL ASSEMBLY BOLTS!

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HOW TO PLAY

THE PLAYER'S AIM IS TO SHOOT THE BALLS THROUGH THE HOOP AS MANY TIMES AS POSSIBLE DURING THE TIME LIMIT

- Insert coin/s.
- Press the Start button to start the game. The ball gate will open releasing the basket balls.
- The player then throws the balls, trying to get them to go through the hoop. For each ball through the hoop the player gets 2 points, except during the last 10 seconds of game play, when the player gets 3 points per „basket".
- After the end of the game, tickets are paid out according to the player"s score and the program settings

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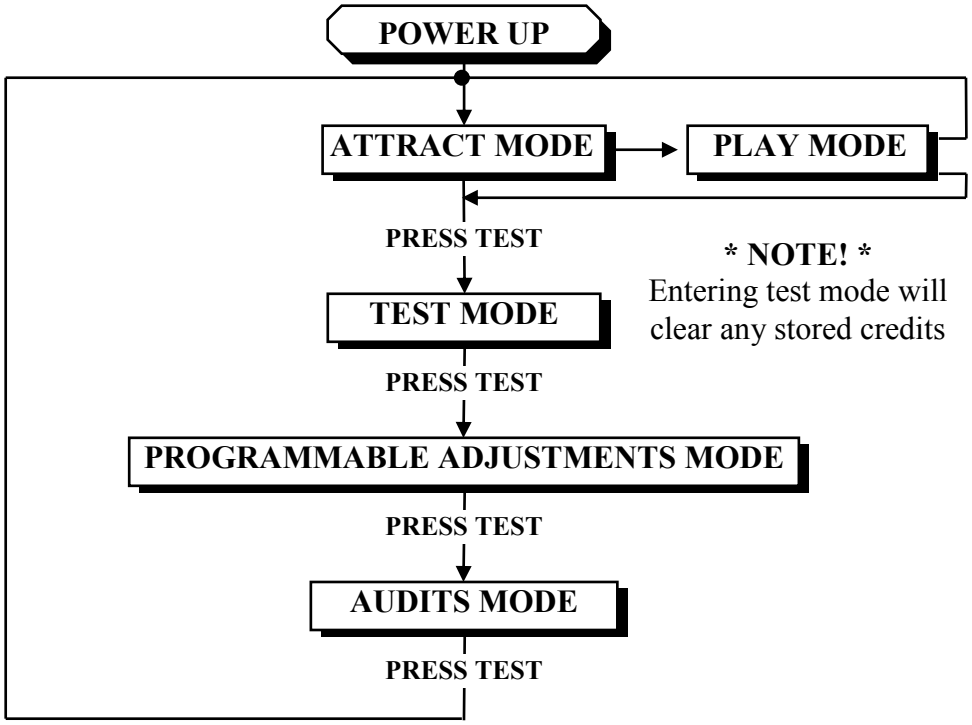
OPERATION

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

OPERATIONAL DIAGRAM



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 Junior 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, FrE 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

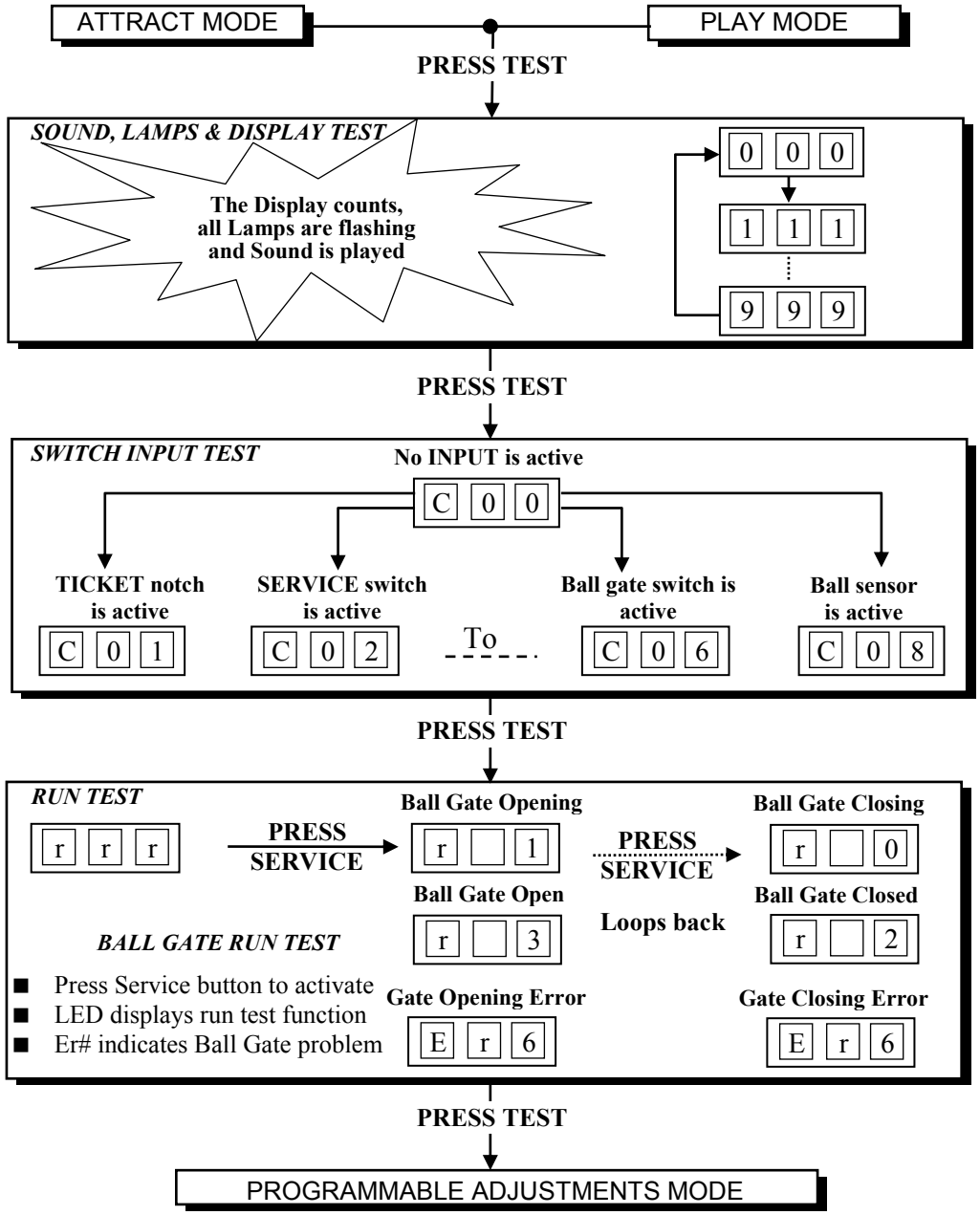
The Slam'N'Jam Junior Test mode has *Three Test Configurations* allowing you to explore the functioning of the Sound, Light & Display, the Game Switches and to allow an operational test of the Ball Gate. *(Refer to the Test Mode Diagram below).*

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



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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:

- Game music and a voice over will be played.
- The 3-digit display will count from 000 to 999 and then repeat.
- The light rope will run a test pattern sequence.
- The Start button lamp will flash on and off

- **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	Start Button Active	Control Panel
C5	C 0 5	Not Used	-
C6	C 0 6	Ball Gate Switch Active	Ball Gate Mechanism
C7	C 0 7	Not Used	-
C8	C 0 8	Ball Sensor Active	Cabinet Back

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..

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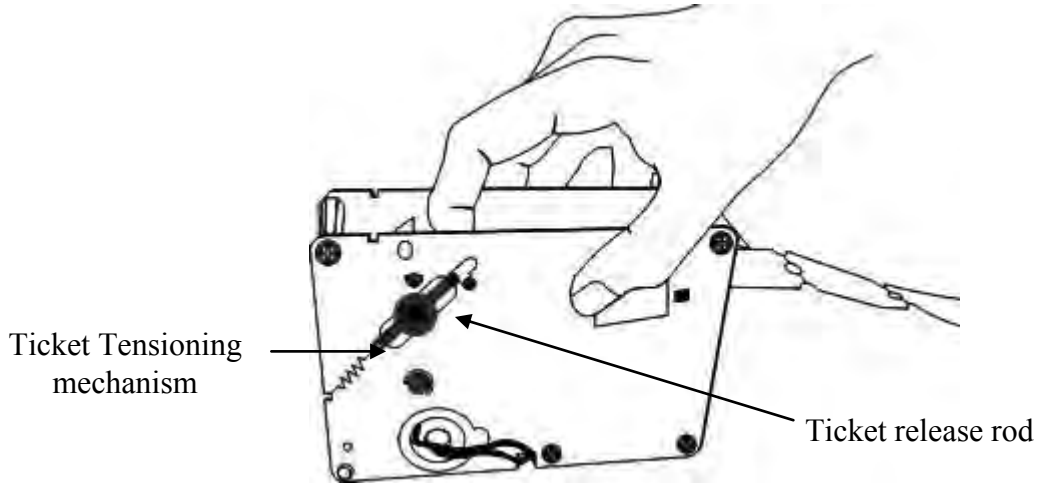
■ **TICKET DISPENSER NOTCH**

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



*** 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.

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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 Error

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

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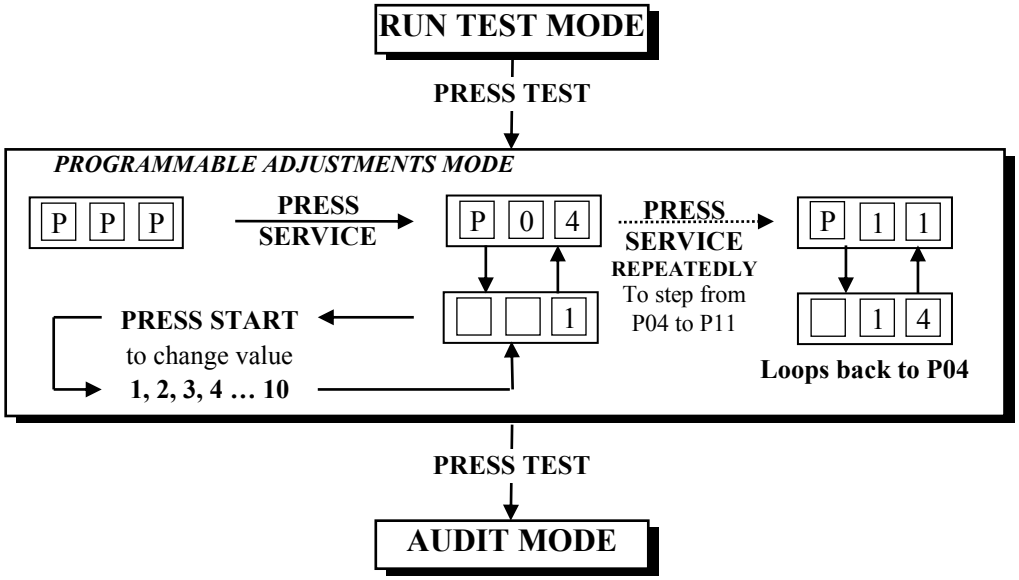
PROGRAMMABLE ADJUSTMENTS MODE

The Slam'N'Jam Junior has seven programmable adjustments that can be changed in this mode. They are P04 to P11 and their codes and values are displayed alternatively during the adjustment procedure.

Example: Code **P01** *(Number of Coins Mech 1)* is displayed as P04 and its value of **1** as 01 on the 3-digit display.

PROGRAMMABLE ADJUSTMENTS MODE DIAGRAM



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, PPP 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 PPP display, P04 being the first step, continuing through to P11, and then looping again from P04 to P11 until the mode is exited.

■ **CHANGE** The 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 Start/Stop button down, the values step through quicker.

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

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PROGRAMMABLE ADJUSTMENTS QUICK REFERENCE TABLE (V 1.4.1)

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
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	1 – 100	1, 2, 3…100	03	Ticket Payout Points / Ticket
P07	45 – 90secs in 5 sec steps	45, 50…90	45	Game Time Adjustment
P09	ON [1] or OFF [0]	1 (on), 0 (off)	ON	Attract Sound ON / OFF
P10	0 – 10	0, 1, 2…10	2	Minimum Tickets
P16	0 – 10	0, 1, 2…100	14	Maximum Tickets
P17	OFF-ON	OFF, ON	ON	Ticket Option
P18	0 – 5	0,1,2…5	0	Ball Gate time out in second

PROGRAMMABLE ADJUSTMENTS DETAILED

■ P04 = NUMBER OF COINS PER CREDIT

(Default 01) (Adjustable 1 – 10)

This variable sets the number of coins that need to be inserted into coin mechanism 1, for each 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 inserted into coin mechanism 1. It can be set to either of 1, 2, 3… to 10 plays for each credit.

■ P06 = NUMBER OF POINTS PER TICKETS

(Default 06) (Adjustable 1 – 100)

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

■ P07 = GAME TIME

(Default 45) (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

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■ P09 = ATTRACT MODE SOUND

(Default ON) (Adjustable ON or OFF)

This adjustment turns the *attract mode sound* **ON** or **OFF**. This is the sound and music that the game generates to attract customers when it is not being played. The music will cycle approximately every 3 minutes.

■ P10 = MINIMUM TICKETS

(Default 0) (Adjustable 0 – 10)

This adjustment turns the *Minimum Ticket feature* **ON** [01 – 10] or **OFF** [0]. If it is set ON, it allows you to adjust the number of Minimum Tickets given. Minimum tickets are awarded to people who would win below the minimum tickets if calculated by P06 and their finishing score. 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 minimum tickets paid out at the end of the game

■ P16 = MAXIMUM TICKETS

(Default 0) (Adjustable 0 – 100)

This adjustment turns the *Maximum Ticket feature* ON [01 – 100] or OFF [0]. If it is set to ON it allows you to set the maximum number of tickets a player can win in one game. This feature is useful to set the game up so that cheating players or adult/skilled players are limited on their maximum tickets

■ P17 = 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.

■ P18 = BALL GATE TIME OUT

(Default 0) (Adjustable 0 – 5s)

This adjustment activate the *ball gate time out* before the game ends default setting is 0 this will allow the gate to close same time when the game is over, when set to other number the gate will close x second before the game ends.

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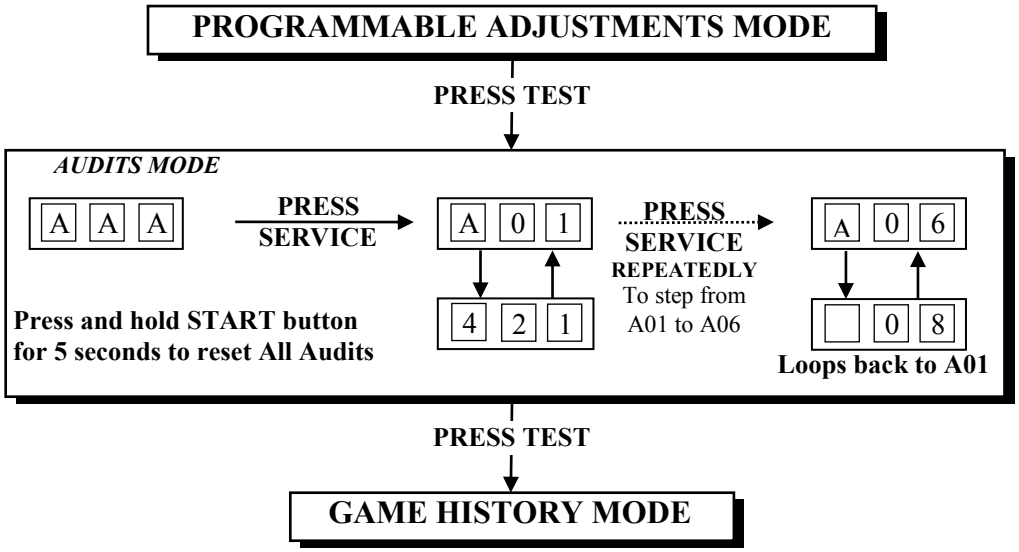
AUDITS MODE

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 Junior has three Audits that can be viewed in this mode. They are A01, A05 & A06 and their codes and values are displayed alternatively during the Audit Mode.

Example: Code **A01** will be displayed as A 0 1 and a value of **421** as 4 2 1 on the 3-digit display.

AUDITS MODE DIAGRAM



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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. [A][A][A] 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 [A][A][A] display, A01 being the first step, continuing through to A06, and then looping again from A01 to A06 until the mode is exited.

■ **RESET** The entire set of user audits can be reset during any of the audit configurations, by holding the 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 Game History 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 Start button for longer than 5 seconds while in audits mode.

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AUDITS QUICK REFERENCE TABLE

CODE	DISPLAY	AUDIT FUNCTION
A01	A 0 1	Total Played games
A05	A 0 5	Highest Game Score
A06	A 0 6	Number of tickets paid out after last game

AUDITS DETAILED

■ A01 = TOTAL GAMES PLAYED

This Audit displays the *total number of Games Played* since the audits were last cleared

■ A05 = HIGHEST GAME SCORE

This audit records the *highest end-game score* on the machine since the last time the audits where cleared.

■ A06 = NUMBER OF TICKETS WON ON THE LAST GAME

This audit records the *number of tickets* won at the end of the most recent game.

*** 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 Start button for longer than 5 seconds while in audits mode.

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ERRORS AND TROUBLESHOOTING

If the 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 Err X, where „X“ is the error number. There are four error messages for Slam'N'Jam Junior, 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).
Err5 Err6	BALL GATE ERROR Problem with Gate Micro Switch or Ball Gate Motor not operating.	Test using ball gate run test or test using Switch test.

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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 then 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.

■ Err5 & Err6 – BALL GATE ERROR

These errors will be displayed if the ball gate switch is 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**.

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.

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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

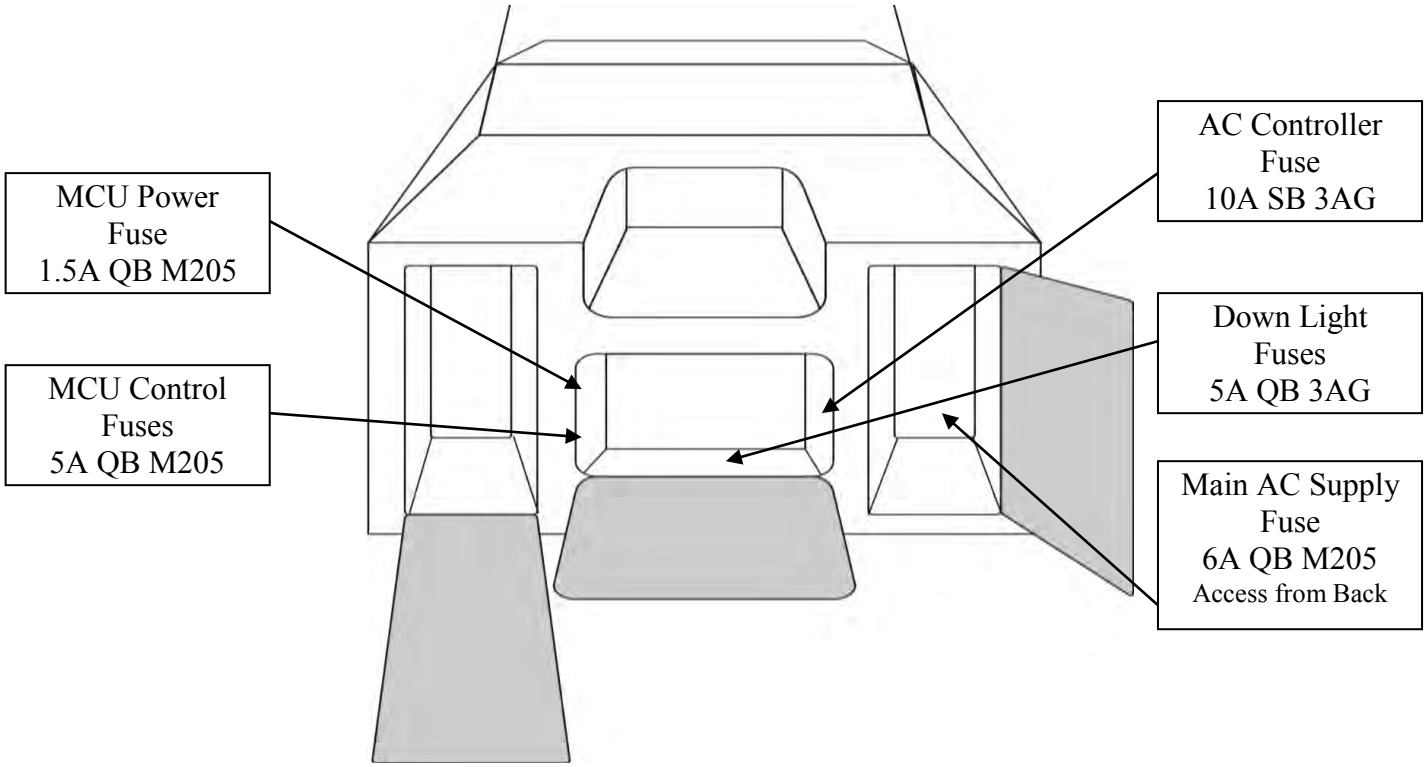
- **8-CHANNEL AC CONTROLLER FUSE**
  (1 x 10 AMP SLOW BLOW, 3AG TYPE)
  These fuses are for the AC drivers for the 12VAC Lamps

- **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



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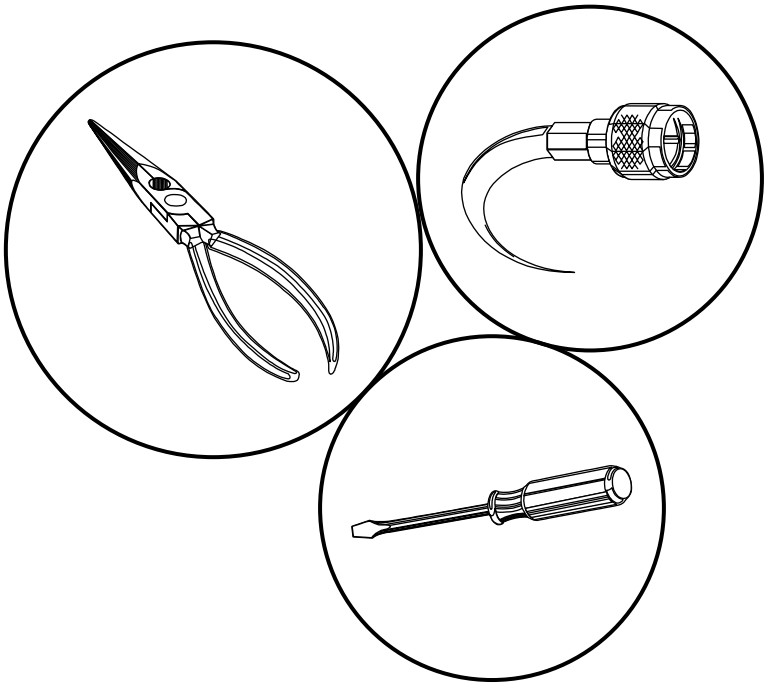
SECTION A: SERVICE INSTRUCTIONS



BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine

A

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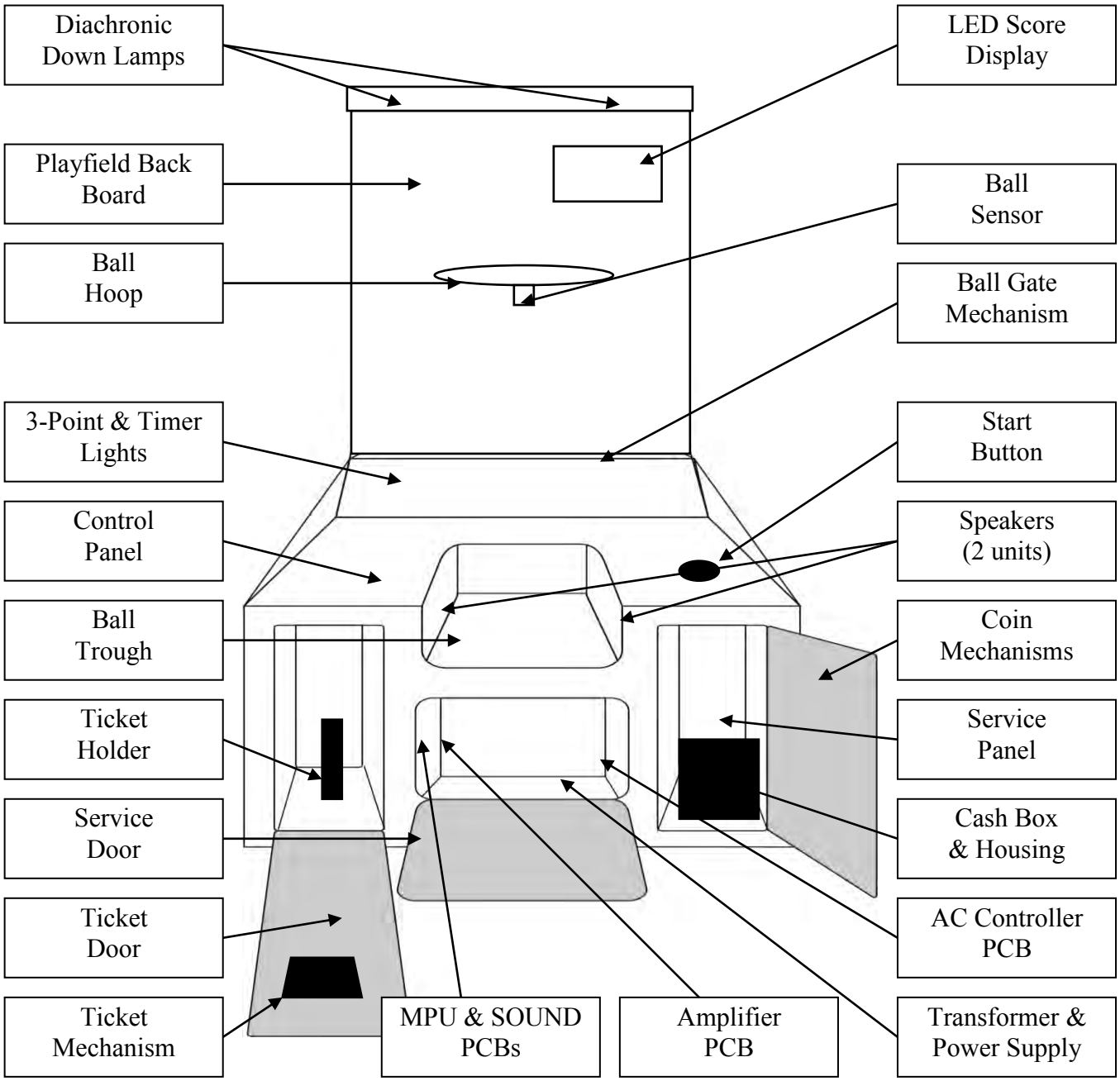
LOCATING AND ACCESSING PARTS

PARTS LOCATION DIAGRAM

As viewed from front



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

■ GAME CONTROLS:

Located in the center of the machine cabinet. The control panel can be Access through the rear door or via the coin door.

START BUTTON: The Start button is the large RED round illuminated button. This button is used to start a game and for test and program adjustments.

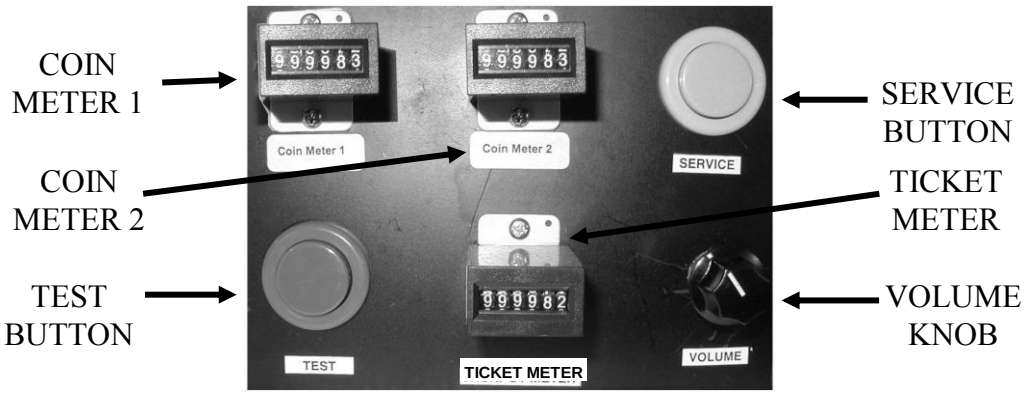
■ SERVICE CONTROLS:

Located on the service panel mounted on top of the cash box and accessed trough 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.



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■ 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. Refer to fuse information.*

■ 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 of this manual.

■ POWER SUPPLY

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

■ TRANSFORMER

The transformer is located at the front of the cabinet and is accessed from the service door. It is 2 x 12VAC 15A supply output.

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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 LAMP

The button lamp is 12V/DC GE194 or equivalent and can be accessed through the coin door.

■ ROPE LIGHT

There is one length of Rope Light running around the perimeter of the Back-Board. The rope light is rated at 12V AC/DC.

■ TIMER & 3-POINT LAMPS

These groups of lamps are 12V/DC GE906 type lamps, found the 5-stage timer and the two, three-point zone indicators. Access is by the removing of the artwork Brackets and accessing the lamps from the front.

■ PLAYFIELD DOWN LAMPS

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

*** CAUTION! ***

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

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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.

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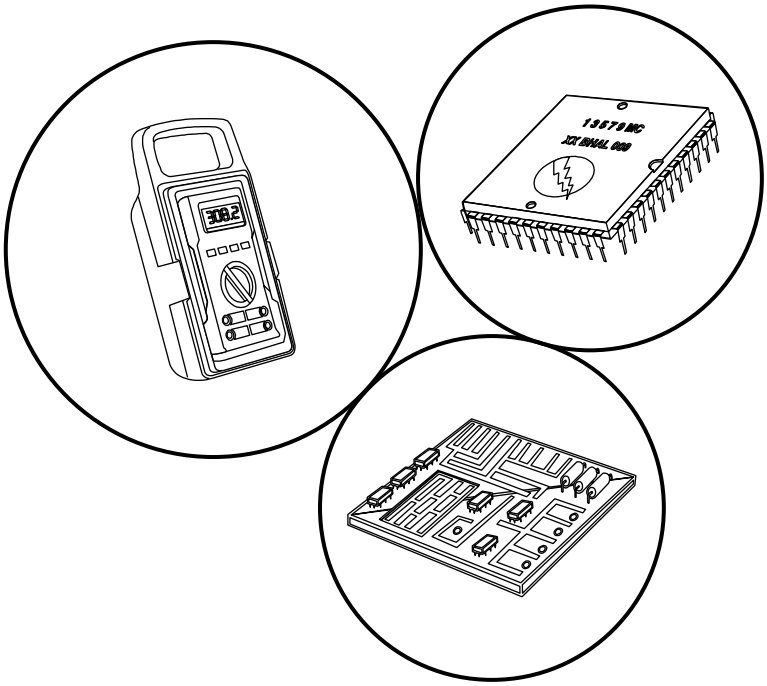
SECTION B: TECHNICAL DETAILS



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

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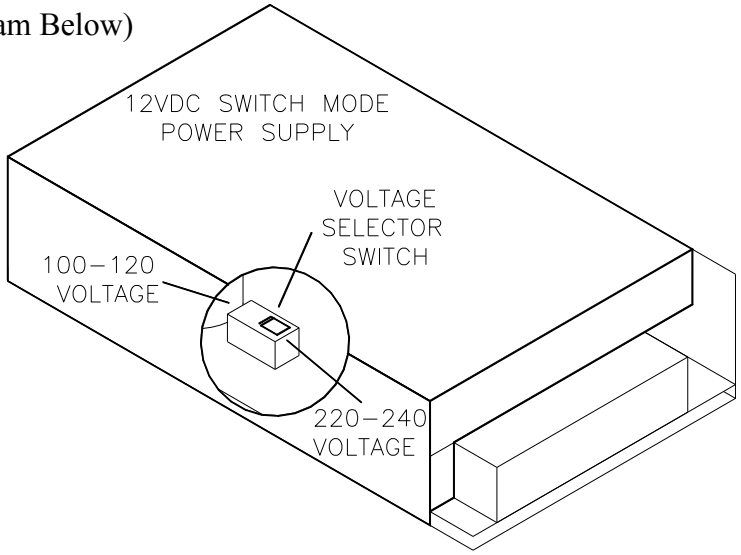
MAINS VOLTAGE ADJUSTMENT

■ 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)

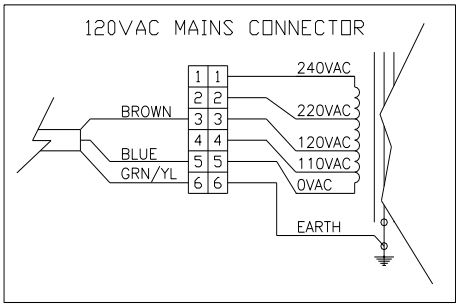


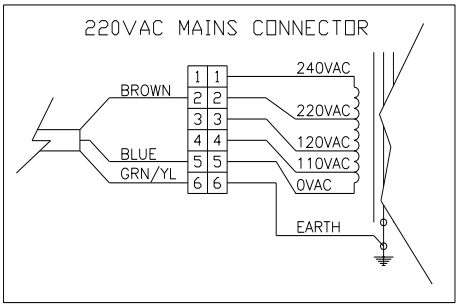
■ TRANSFORMER CONNECTORS

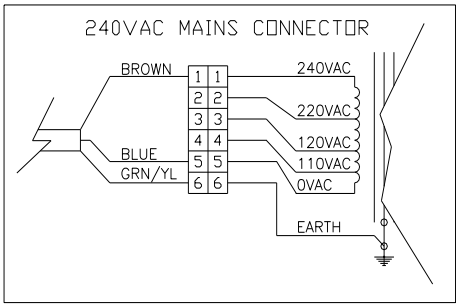
Locate the machine transformer(s) in the base of the cabinet. If unsure of the location of the transformer(s), refer to Parts location diagram of this manual. Change the position of the „ACTIVE" or „HOT WIRE" input, (marked brown on the diagram), to the position for the desired mains voltage. (See Diagram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

6 WAY CONNECTOR PINOUT

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







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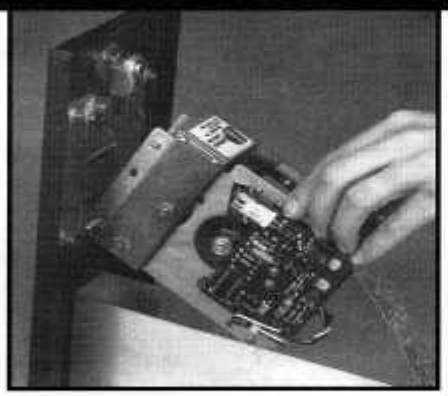
TICKET DISPENSER REFERENCE GUIDE

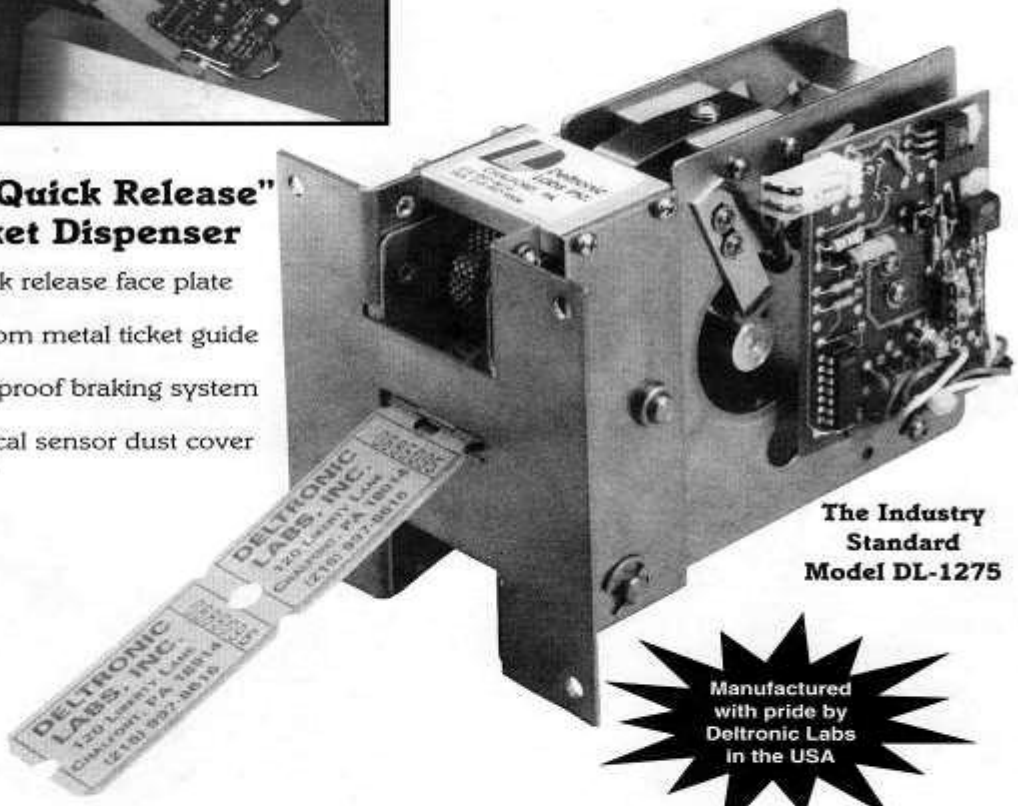
"Quick Release" Ticket Dispenser Manual



U.S. Patent 5833104
Additional Patents Pending

The "Quick Release" Ticket Dispenser

- Quick release face plate
- Bottom metal ticket guide
- Foolproof braking system
- Optical sensor dust cover



The Industry Standard Model DL-1275

Manufactured with pride by Deltronic Labs in the USA

Another quality product from Deltronic Labs . . . the industry leader in ticket dispensers.

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

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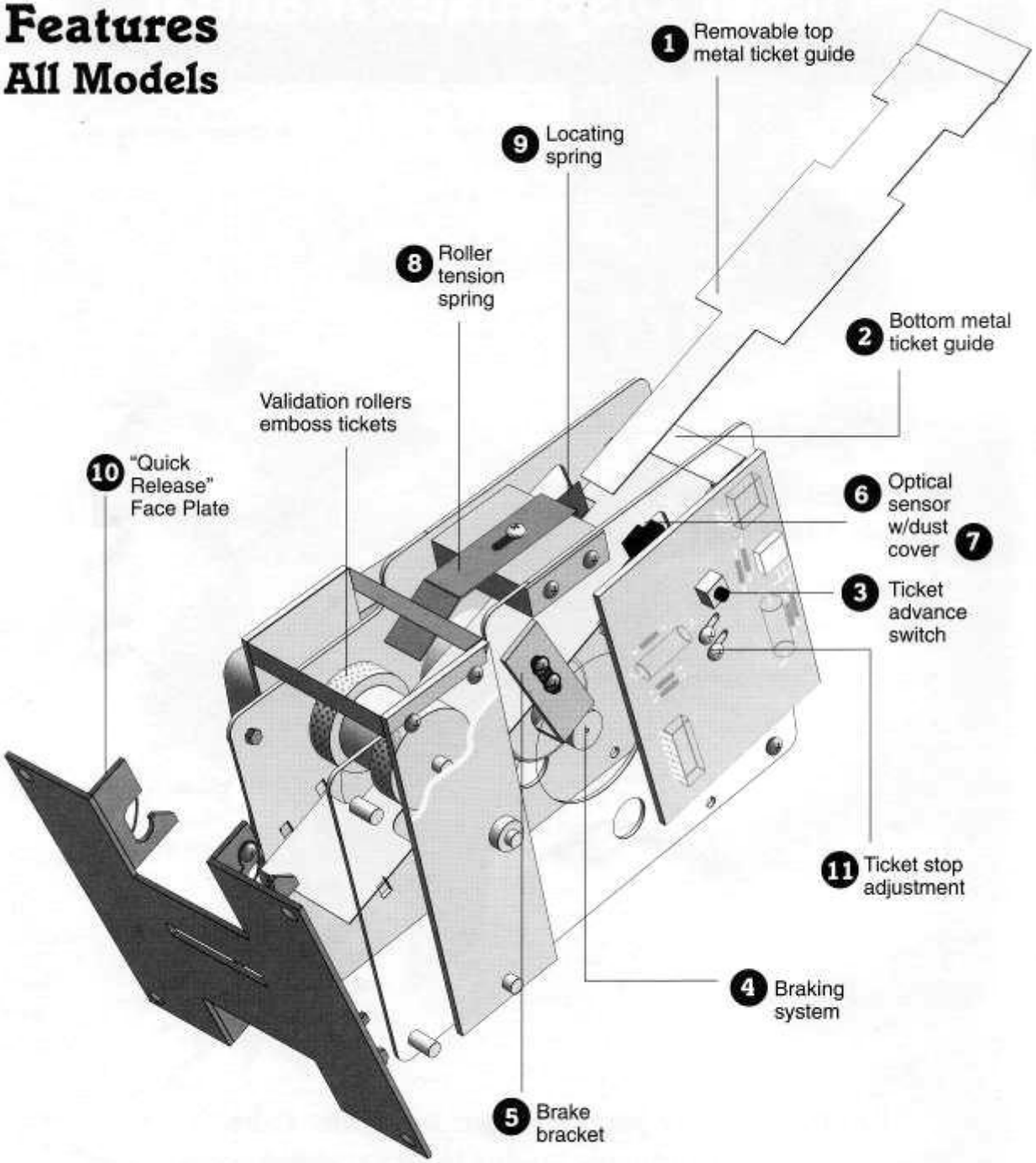
"Quick Release" Ticket Dispenser Features
All Models



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Ticket Dispenser Assembly

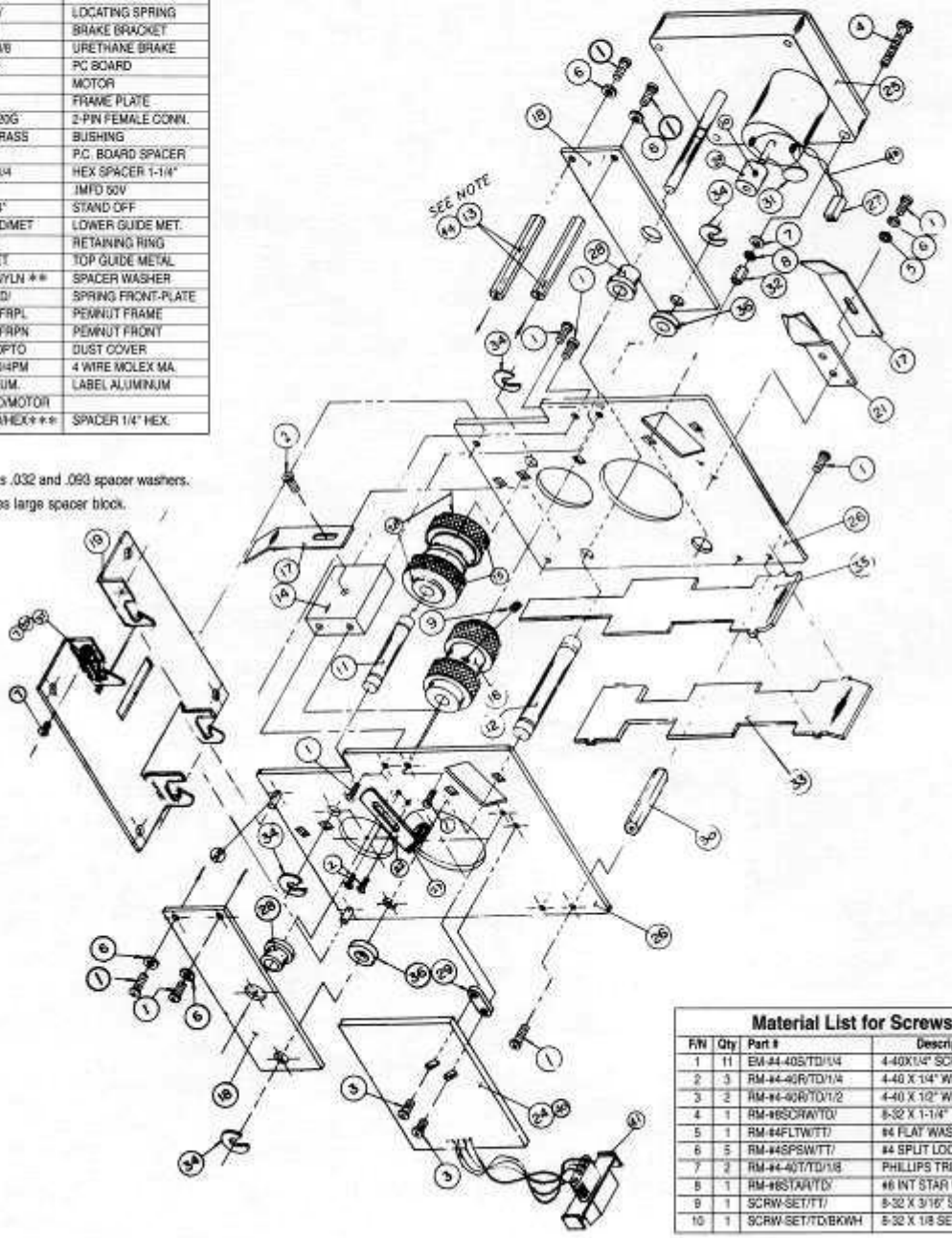
Details of Parts

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/INCPM	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/09G	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-E2.5RT/TT/	RETAINING RING
35	1	GUID-TOP/TD/MET	TOP GUIDE METAL
36	2	PULY-SP212/TE/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-RED/BLK/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-#8STAR/TD/	#8 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

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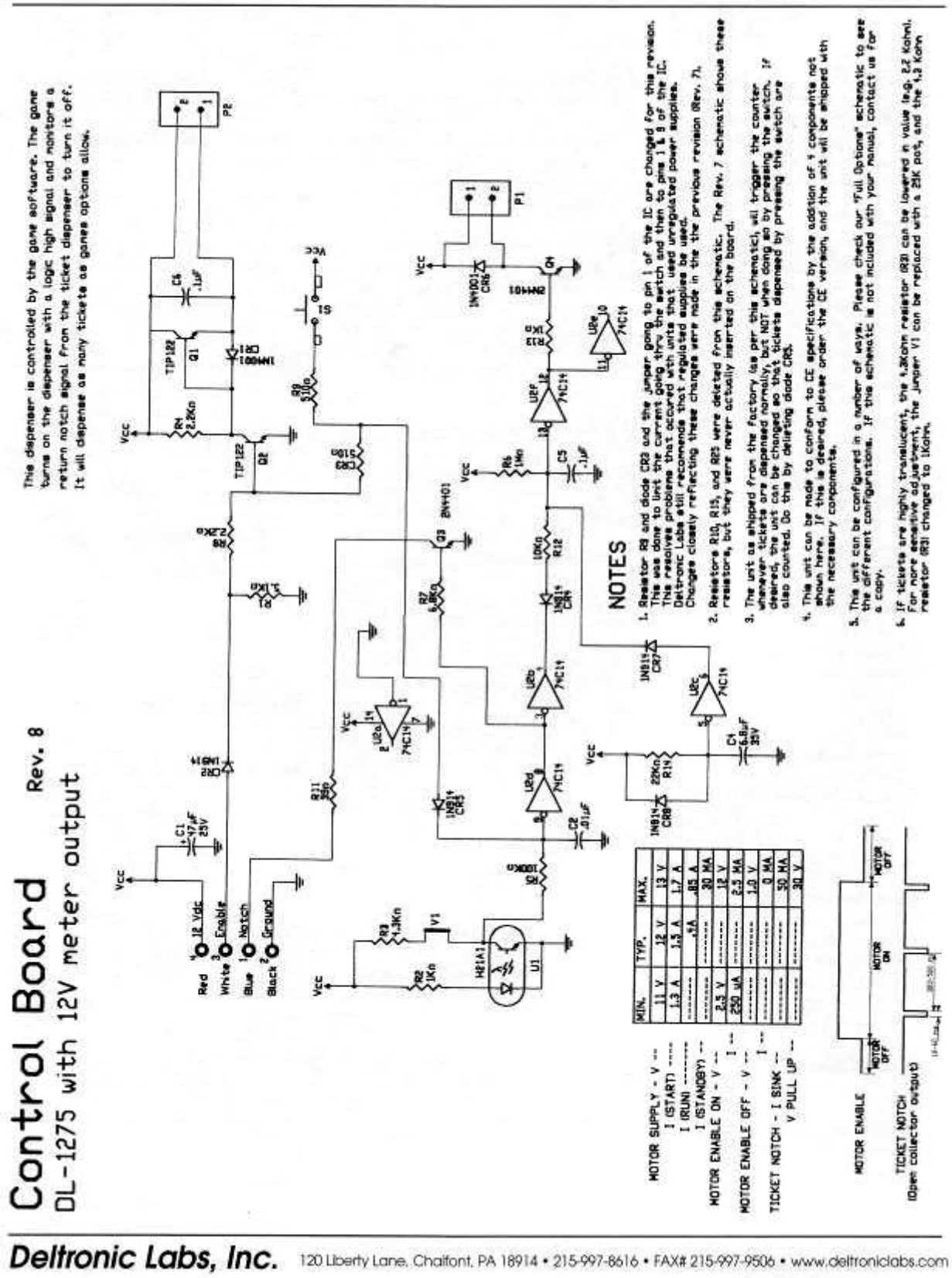

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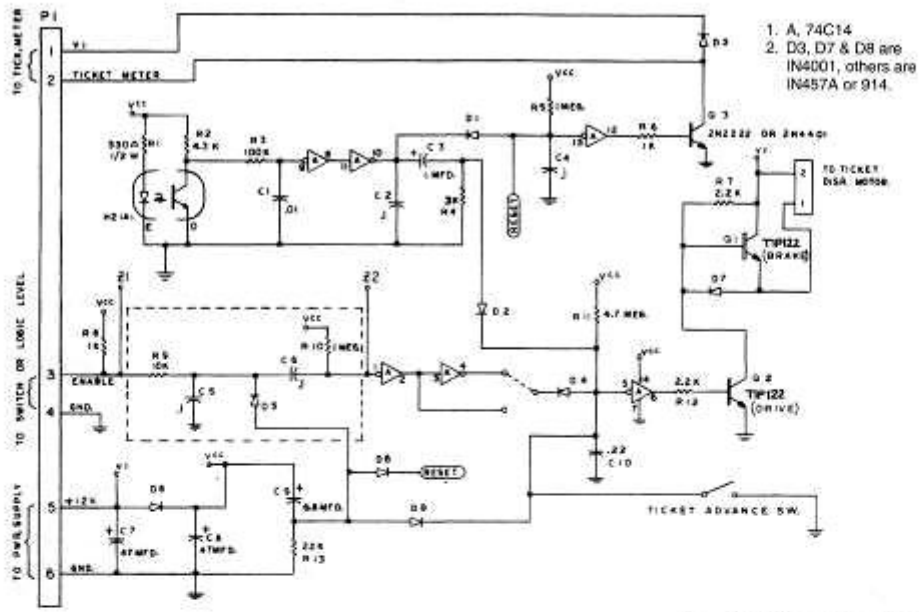
Control Board

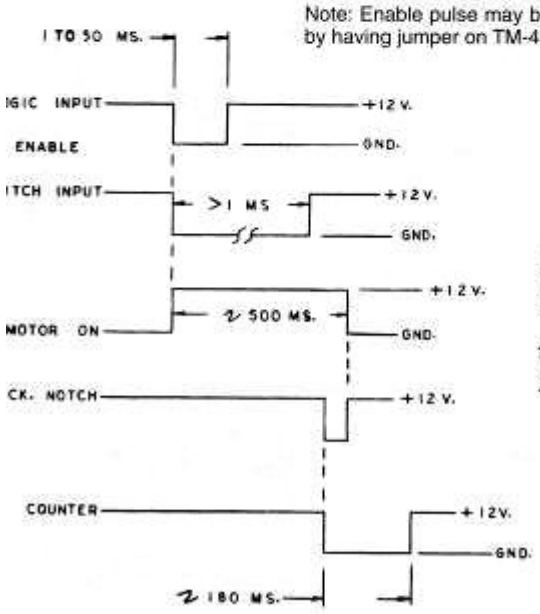
Models DL-4-S-S DL-4-P-S

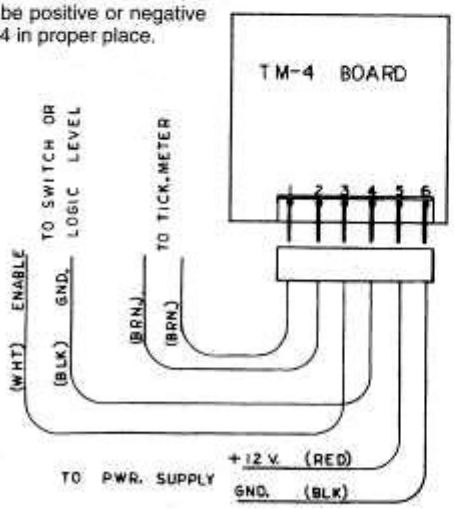


Model #DL-4-S-S, SW Input
Model #DL-4-P-S, Logic Input.

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.





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

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

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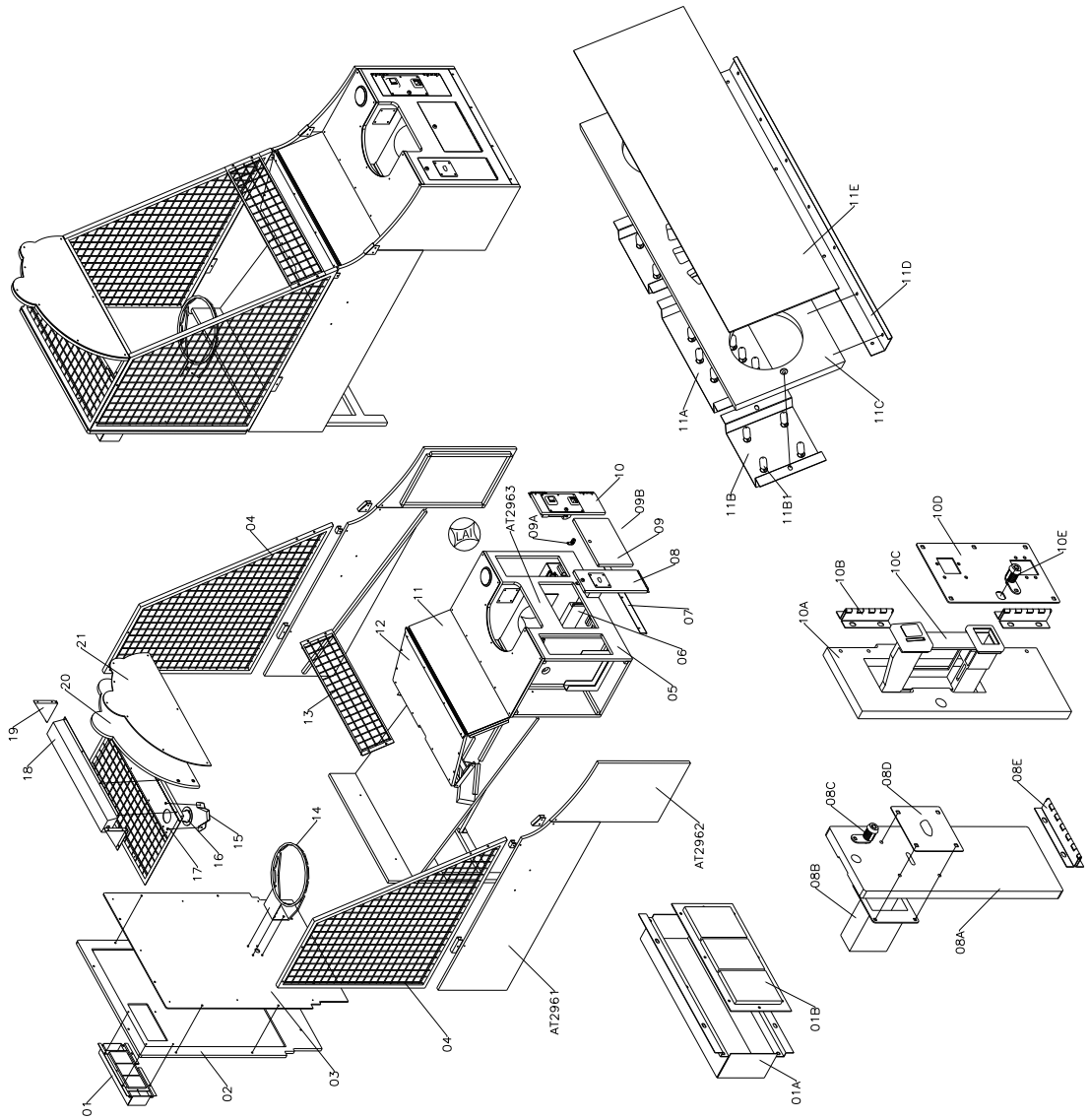
3D EXPLODE PARTS

NO.		PART NO.	DESCRIPTION	QTY.
01		SNJ JN A003	DISPLAY BOX ASSEMBLY	1 SET
ITEM 01A		SNJ JN-FM-12-R0	DISPLAY BOX METAL ONLY	1
ITEM 01B		BA1601	PCB FBA5a 3 DIGIT 7 SEGMENT 4"	1
02		SNJ JN-FW-02-R0	BACK PANEL	1
	–	EA1352	PHOTO ELECTRIC SENSOR	1
	–	SNJ JN H002	BACK PANEL HARNESS	1
03		SNJ JN-FP-01-R0	ACRILLIC BACK BOARD	1
–		AT2964	STICKER BACK BOARD	1
04		SNJ JN-SA-42-R0	SIDE MESH ASSY	1R,1L
05		SNJ JN AA01	CABINET FRONT ASSEMBLY	1 SET
–		AT2963	STICKER FRONT FOR SNJ Jr.	1
06		SNJ JN A004	POWER SUPPLY ASSEMBLY	1 SET
07		SNJ JN-FM-04-R0	KICK PLATE	1
08		SNJ JN A002	TICKET DOOR ASSEMBLY	1 SET
PART ITEM	08A	SNJ JN-FW-28-R0	TICKET DOOR WITH STICKER	1
PART ITEM	08B	EA1102	TICKET DISPENSER ENTROPY	1
PART ITEM	08C	HM0004	LOCK EANGLE	1
PART ITEM	08D	SNJ JN-FM-34-R0	TICKET PLATE	1
PART ITEM	08E	SNJ JN-FM-29-R0	HINGE TICKET DOOR	1
09		SNJ JN-FW-13-R0	MIDLE FRONT DOOR WITH STICKER	1
ITEM	09A	HM0004	LOCK EANGLE	1
ITEM	09B	SNJ JN-FM-39-R0	HINGE MIDLE FRONT DOOR	1
10		SNJ JN A001	COIN DOOR ASSEMBLY	1 SET
PART ITEM	10A	SNJ JN-FW-03-R0	CASH BOX DOOR WITH STICKER	1
PART ITEM	10B	SNJ JN-FM-30-R0	HINGE COIN DOOR	2
PART ITEM	11C	HA0014	COIN MECHANISM HOLDER ASSY SINGLE	1
PART ITEM	10D	SNJ JN-FM-10-R1	COIN PLATE	1
PART ITEM	10E	HM0004	LOCK EANGLE	1
11		SNJ JN A007	DISPLAY ASSEMBLY	1 SET
PART ASSY	11A	SNJ JN-FM-01A-R0	BRACKET LIGHT MIDLE ASSY	1
PART ASSY ITEM	–	EA0222	LAMP WEDGE GE 906 12V 8~12W	15
PART ASSY ITEM	–	EA0226	LAMP HOLDER WB 2300 CRIMP PIN	15
PART ASSY	11B	SNJ JN-FM-03-R0	BRACKET LIGHT OUTER	2
PART ASSY ITEM	–	EA0222	LAMP WEDGE GE 906 12V 8~12W	8
PART ASSY ITEM	–	EA0226	LAMP HOLDER WB 2300 CRIMP PIN	8
PART ASSY	11C	SNJ JN-FW-22-R0	DISPLAY PANEL	1
PART ASSY	11D	SNJ JN-FM-18-R0	ACRILLIC CLAMP COVER	1
PART ASSY	11E	SNJ JN-FP-03-R0	ACRILLIC DISPLAY	1
PART ASSY	–	SNJ JN H004	DISPLAY HARNESS	1
PART ASSY	–	AT2965	STICKER ACRYLIC 3 PONT FOR SNJ Jr.	1
12		SNJ JN A014a	BALLGATE ASSEMBLY	1 SET
13		SNJ JN-SA-28-R0	FRONT MESH ASSY	1
14		SNJ JN A006	RING BASKET	1
15		SNJ JN-FM-35-R1	TOP LAMP COVER	2
16		HA0001 SNJ JN	DOWN LIGHT ASSEMBLY	2 SET
ITEM	–	EA0312	LAMP HOLDER DOWN LIGHT SWIVEL	2
ITEM	–	EA0209	DOWN LIGHT 12V 20W	2
17		SNJ JN-SA-27-R1	TOP MESH ASSY	1
18		SNJ JN-FM-43-R1	COVER TOP LIGHT	1
19		SNJ JN-FM-44-R0	HEADER BRACKET	1R,1L
20		SNJ JN-FW-27-R0	HEADER PANEL	1
21		SNJ JN-FP-02-R0	ACRILLIC HEADER	1
–		AT2967	STICKER ACRILLIC HEADER	1
–		AT2960	ART WORK SLAM N JAM Jr. IN SET	1 SET
–		AT2961	STICKER SIDE LOGO R/L FOR SNJ Jr.	1R,1L
–		AT2962	STICKER SIDE KIDS R/L FOR SNJ Jr.	1R,1L
–		AT2963	STICKER FRONT FOR SNJ Jr.	1



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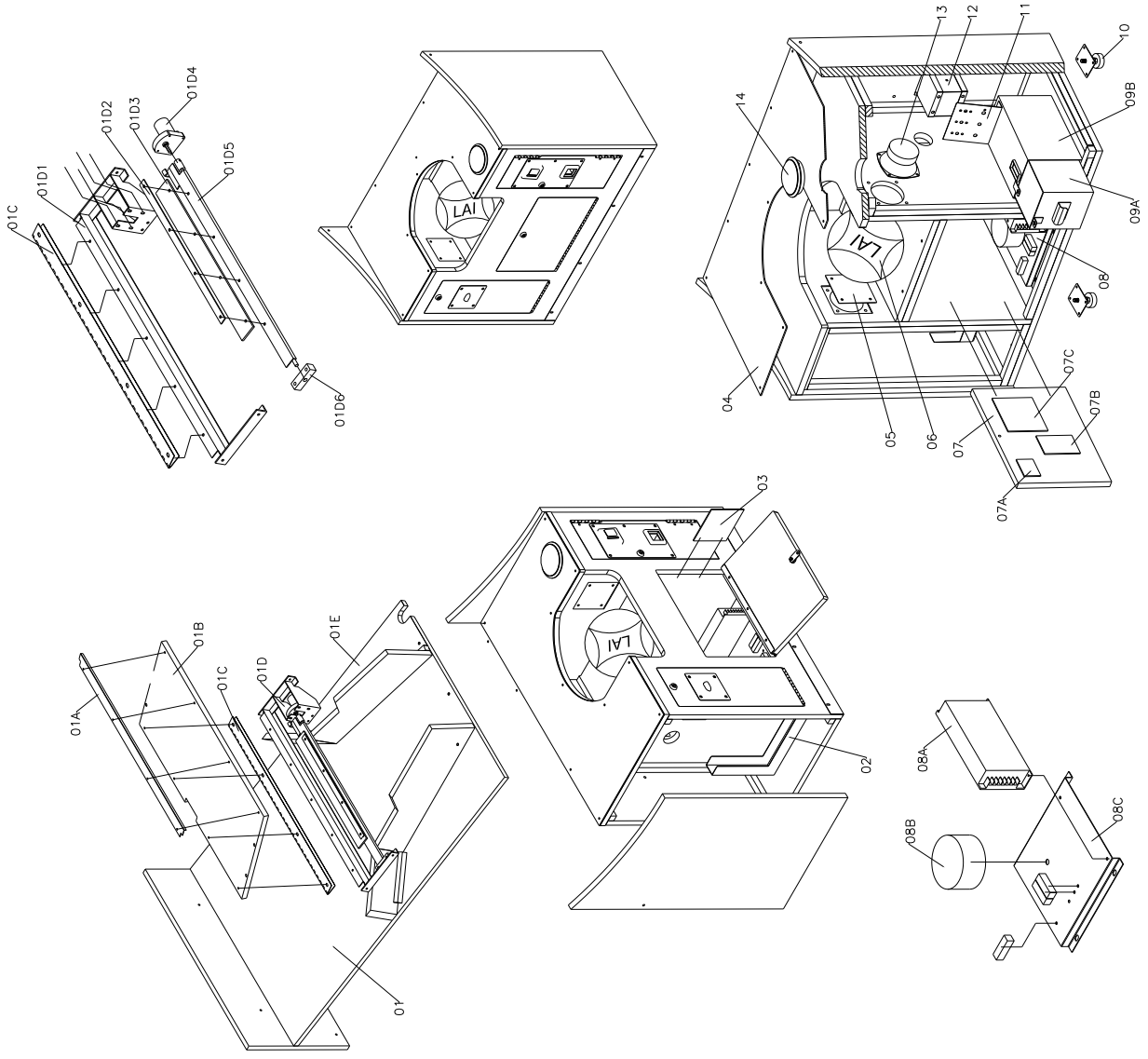
NO.		PART NO.	DESCRIPTION	QTY.
PART ASSY	01	SNJ JN A014a	BALL GATE ASSEMBLY	1 SET
	01A	SNJ JN-FM-20-R1	CLAMP ACRILLIC UPPER	1
	01B	SNJ JN-FW-16-R0	UPPER PANEL BACK CABINET	1
	01C	SNJ JN-FM-42-R0	HINGE COVER BALL GATE	1
	01D	SNJ JN A014b	BALL GATE ASSY MECHANISM	1 SET
PART ITEM	01D1	SNJ JN-SA-13-R0	BALL GATE BRACKET ASSY	1
	01D2	SNJ JN-FM-22-R0	CLAMP RUBBER	1
	01D3	HM0037	RUBBER BALL GATE	1
	01D4	EA1158	MOTOR 8000 DC 12 V 16 RPM	1
	01D5	SNJ JN-SA-19-R0	BALL GATE FLAP ASSY	1
	01D6	SNJ JN-FM-26-R0	GATE BLOCK	1
	01E	SNJ JN-FW-05-R0	BACK PLAYFIELD	1
		SNJ JN H008	BALL GATE HARNESS	1
	02	SNJ JN-FM-43-R0	TICKET HOLDER	1
	03	BA1602	PCB FB49 8 CHANNEL AC DRIVER	1
	04	SNJ JN-FP-04-R0	PLYFIELD ACRILLIC	1
		AT2966	STICKER ACRYLIC PLAY INSTRUCTION	1
	05	SNJ JN-FM-32-R1	SPEAKER GRILL	1R,1L
	06	HM1605	BASKET BALL NO.3 WITH LOGO LAI	4
	07	SNJ JN-FW-14-R0	PCB BOARD	1
PART ITEM	07A	BA0029	PCB FB29 STEREO AUDIO AMPLI.	1
	07B	BAFB52C	PCB FB52C 16 Mhz Z80 SOUND	1
	07C	BAFB80	PCB FB80 MCU CONTOLLER SNJ	1
	–	SNJ JN H005	MAIN HARNESS	1
	08	SNJ JN A004	POWER SUPPLY ASSEMBLY	1 SET
ITEM	08A	EA1015	POWER SUPPLY S-150-12V 12.5Amp	1
	08B	EA0822	TRANSFORMER MULTI TAP/2x11.5x15A	1
	08C	SNJ JN-FM-36-R0	TRAFO BRACKET	–
	09	SNJ JN H003	CASH BOX ASSEMBLY	1 SET
ITEM	09A	SNJ JN-FM-09A-R0	CASH BOX	1
	09B	SNJ JN-FM-15-R0	HOUSING CASH BOX	1
	10	HA0002	RUBBER MACHINE GLIDDES	9
	11	SNJ JN E001	SERVICE PANEL ASSEMBLY	1 SET
PART ITEM	11A	SNJ JN-FM-31-R1	SERVICE BRACKET	1
	11B	EA0519	SWITCH SMALL ROUND RED BUTTON	1
	11C	EA0520	SWITCH SMALL ROUND GREEN BUTTON	1
	11D	EA1252	COIN COUNTER 12V REAR BRACKET	2
	–	SNJ JN H006	SERVICE PANEL HARNESS	1
	12	SNJ JN E005	DB BOX ASSEMBLY	1 SET
PART ITEM	12A	HA0007	METAL DB BOX	1
	12B	EA1356	BINDING POST	1
	12C	EA1358	SPLIT CORE EMI FILTER FOR CE	1
	12D	EA0649	IEC TYPE NOISE EMI FILTER UL	1
	–	SNJ JN H001	DB BOX HARNESS	1
		OPTIONAL		
	–	EA0635	POWER LEAD MOLDED IEC TO 3 PIN USA	1
	–	EA0637	POWER LEAD MOLDED IEC TO 2 PIN INDO	1
	–	EA0636	POWER LEAD MOLDED IEC TO 3 PIN AU	1
	–	EA0639	POWER LEAD MOLDED IEC TO 3 PIN UK	1
	13	EA1201	SPEAKER 4" 8Ω 40W	2
	14	EA0523	SWITCH LARGE RED MEGA BUTTON	1
	–	AT2960	ART WORK SLAM N JAM Jnr IN SET	1 SET



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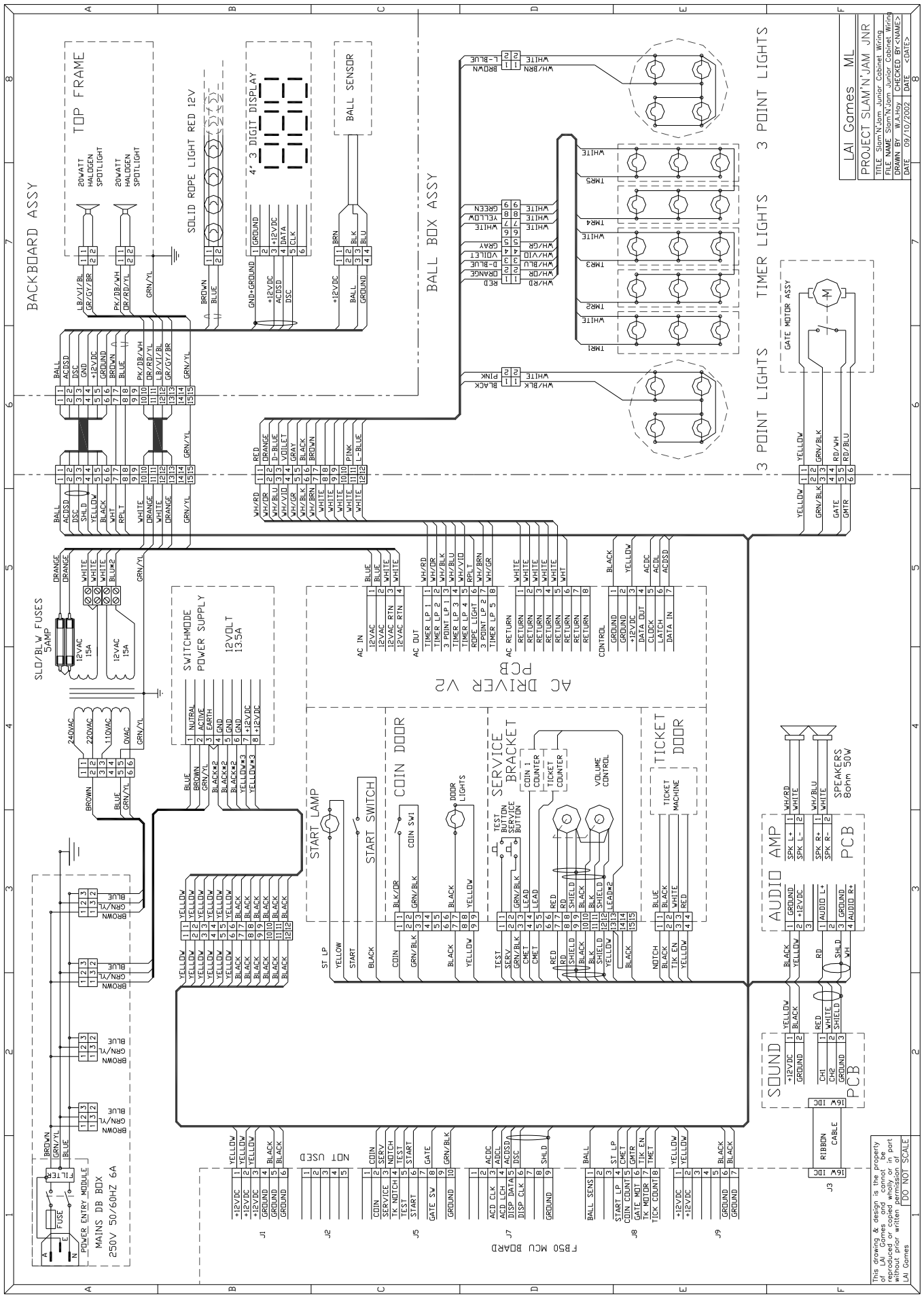
SLAM'N'JAM JUNIOR MAIN WIRING DIAGRAM



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