

Testing:

When power is applied to the game, the game will perform a clown test. If any clown lights “Red”, you need to note which clown it is and check the sensor associated with it. If a clown lights green it is good. After the clown test, the game will go into attract mode and all clowns will not stay these colors.

To identify that an issue was detected with the clowns, the arrow board will go to the second highest setting, which should be easily identifiable from a distance. Power cycle the game to see which clown or clowns are bad or preform a test below.

In order to enter the “Test modes”, the game must be in attract mode with no one playing. Pressing the select button will enter the test mode. Press the “UP” button to cycle through the 7 available tests. The test number will be displayed on the back display. When it displays the test number you wish to preform, press the “SELECT” button. Pressing the “PROG” button will exit the test, unless you are in Test 5 which requires a power cycle once you finish with the test.

Test 1

“Clown Fire” – this test will raise each clown up to see if it sees the sensor. At start, the clown will be Blue. The solenoid fires and if the sensor changes state, the clown turns green. If the sensor doesn’t change state, the clown goes Red. However, this does not determine if the sensor is properly set, only that it has not changed from +5 VDC to 0 VDC back to +5 VDC.

Test 2

“RGB Test” – Each clown will change color from blue to green and then to red. This is used to test the RGB LEDS of the clowns, side RGB LEDs and also the top RGB LEDs.

Test 3

“Link info” – This test will show graphically at the back which stations can be linked.

Test 4

“Arrow Test” – This test will move the arrow to far right position, lighting the pie lights along the way.

Test 5

“Clown Raise” – Exiting this test requires a power cycle. All the clowns will turn RED. First wiggle each clown in place. All clowns should stay red. If any change color, then see “how to adjust sensors” to correct this fault. Doing one clown at a time, pull the clown toward you and lift up keeping pressure forward. The clown should turn green when the plunger is no longer blocking the sensor below. If the clown flickers see “how to adjust sensors” to correct this fault. Now push back on the same clown head and lift up. Again, the clown should light green. If the clown flickers see “how to adjust sensors”. Once the sensor has been blocked and unblocked, the clown LED will go off. If you lift the clown up, it will light green again. Do this for each clown.

Test 6

“Beacon” – Lights briefly to confirm that the beacon light is operational.

Test 7

“Segment Test” – This test will light each segment of the each display at the top of the game.