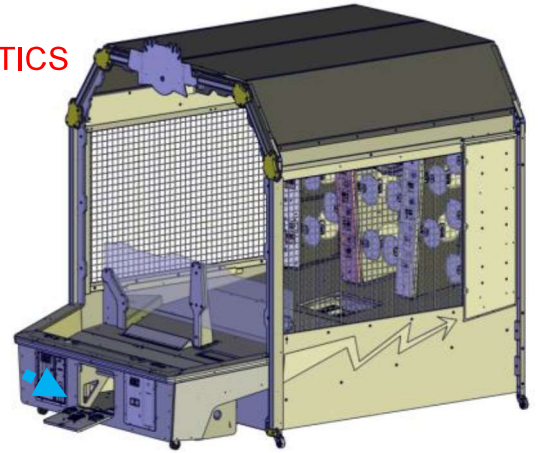# Diagnostics and trouble shooting guide

Your game comes with extensive diagnostics to aid you in keeping your game running correctly.

To access the diagnostics, open the left lower door assembly.

Press the "SELECT" and "DOWN" buttons at the same time in attract mode.

GAME MUST BE IN ATTRACT MODE TO ENTER DIAGNOSTICS

In diagnostics, the Jumbotron will show the layout of the sensor boards.

It will light the location of the board in green when elected. You will notice the remainder of the sensors are yellow. This indicates the remaining boards are sending and receiving information. If you see any red, this would indicate the board in that location is not receiving   or sending information.

GREEN   = Selected Sensor board.

YELLOW   = Communication is established.

RED   = No communication:

> check power

> RJ45 for proper connections

You will also notice the numbers under "ID DIPS". This indicates the proper dip switch setting for this location. IT IS NOT READING THE DIPSWITCHES! It is only showing you the proper settings for that location. White means it should be set to on while blue means it should be set to off.

At the bottom of the screen, it will show you which RGB color the target should be. It will cycle from Red to green to blue and repeat.

S1 and S2 have different meanings depending on which sensor you are testing.

More details on this later on.

When in diagnostics if you press the "Press to enter initials" button it will cycle through the sensor board numbers and light the location of the sensor.

Each press of any podium button will flash that button.   You can use either side.

When you press the "LEFT" button on any swing target, the swing arm will move inward. If you press the "RIGHT" button the swing arm will move outward. S1S2 shows means switch 1 and switch 2. On a swing arm target, only S1 is used. When the arm swings inwards S1 will appear. When the swing arm is returned to the outward position, S1 will disappear. When visible, the status of that switch is high. When invisible, the status of that switch is low.

"PRESS TO ENTER INITIALS" = Change sensor board number.

"LEFT" = Swing target arm inward (only on sensor 1 through 14).

"RIGHT" = Swing target outward (only on sensor 1 through 14).

"S1S2" = Status for switch 1 and switch 2. Visible = high, invisible = low.

Press the "1P" button and the game will dispense 5 tickets.

If you trigger the coin line a sound will play.

The selected sensor board will show the digits on the display counting up.

For target board 15, S1 indicates the left hole and S2 indicates the right hole.

For target board 16, the upper red display will cycle numbers and the "LEFT" and "RIGHT" buttons will swing the arm back and fourth.

For target board 17, the upper blue display will cycle numbers and when you press "LEFT" and "RIGHT" buttons, the ball gate will   operate.

Boards with IDs 18 through 22 only use S2 and will disappear when you press the back wall buttons.