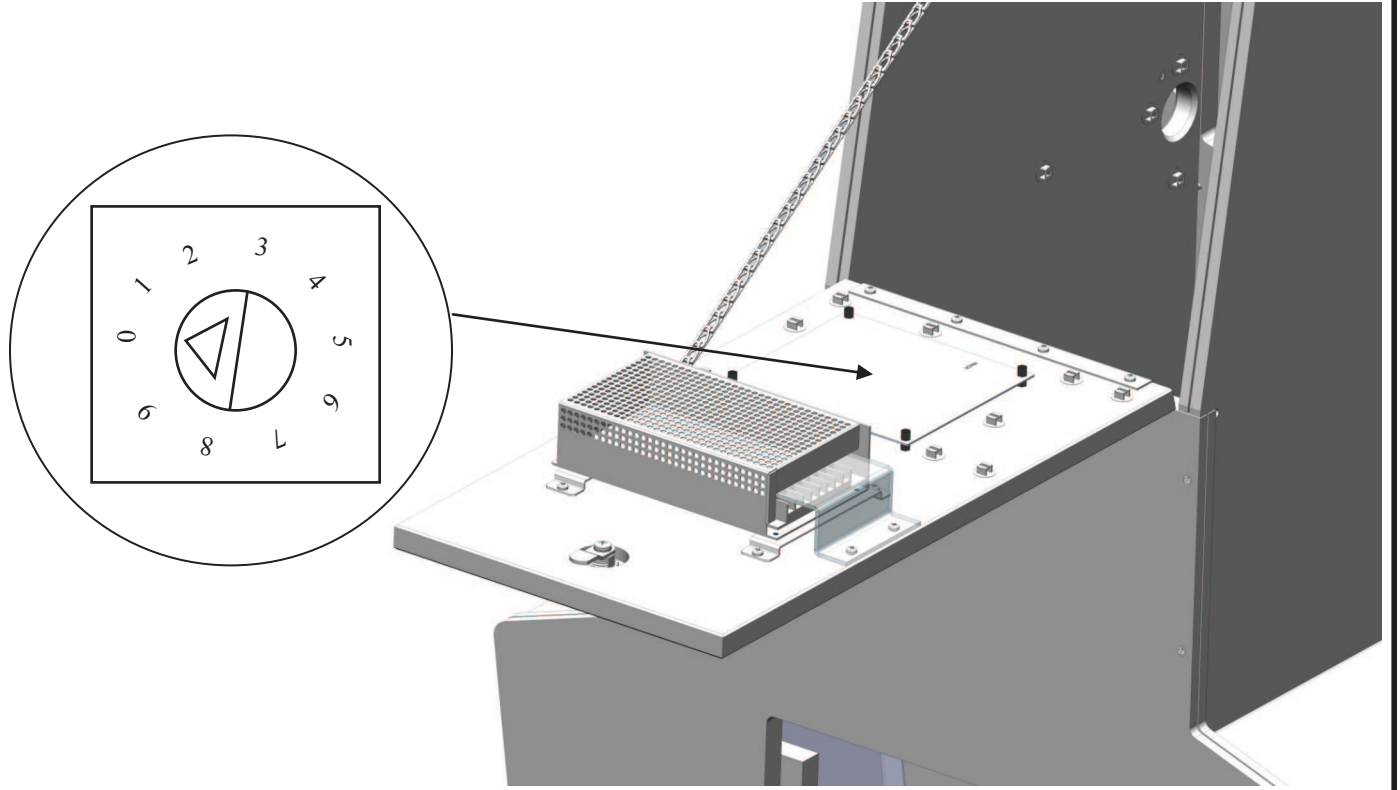


Diagnostic - Repair - Trouble Shooting

The game has built in error detection and diagnostics tools that help you determine what failure your game is having. See the section “Error Codes” for more information on built in error detection codes. The main circuit board has a rotary switch to enable different diagnostics tools. To access these tools, open the upper back door and locate the main circuit board. There is a small rotary switch that should be set to 0. Rotate this switch to the desired diagnostic tool you wish to use. The arrow indicates what number the switch is on. You will need to cycle power when setting this rotary switch.



Diagnostic option 9 - Use when improper amount tickets are paid out.

When this option is enabled the game will allow you to test the function of the game. When you credit the game up and spin the wheel, the wheel display will show you the speed of the wheel. The inner LED will be blue. When the speed of the wheel decreases, the inner LED will turn red to indicate that the speed is slow enough for the sensor to reliably read the position. The wheel display will show what segment it is reading. When the wheel stops, it will show you the amount of tickets that segment is worth. The wheel should match what is displayed.

Diagnostic option 8 - Use when Error 4 is encountered.

When this option is enabled the game will test the main board's communication circuit. The display on the wheel will show “bad” until the center pins of J23 is shorted. You must unplug J23 on the main board and jumper the center pins. On a good board the display will change and display “good”. On a bad board it will still display “bad”. Replace the main board if the status doesn't change when shorted.

Diagnostic option 7 - Wrong numbers displayed, verify display segments.

When this option is enabled the game will allow you to test the segments in all the displays. The game will cycle through numbers in order. Numbers should be clear and no segments should be missing. Replace the display if segments are missing.

Diagnostic option 6 - Sensor errors are encountered.

When this option is enabled the game will display on the wheel display the status of the four sensors used to read the position of the wheel. The first digit starting from the left side is the home sensor status. When you spin the wheel this digital will show a 0 until it sees the home sensor then change to 1. It will go back to 0 when it goes past the home sensor. This should only go to 1 when it sees the home sensor. If it never goes to 1 then the home sensor is defective. The next digit is the optic for the clicker. Each time the clicker hits a pin, the number will go from 0 to 1 and back to 0 when it is past the pin. If this number doesn't change then the clicker optic is defective. The next two digits will tell the direction of the wheel. This tests the encoder wheel sensors which there are two of them. As you SLOWLY spin the wheel, in one direction the display will show on the last two digits 00, 10, 11, and then 01. It will repeat the sequence if you keep spinning it in that direction. Change the direction and the numbers will go 01, 11, 10, and then 00. If these digits do not change as you move the wheel then the encoder sensors are not working.

Power supply replacement

The power supply is installed on the upper back door. You will need to open the back door to gain access to it. It is attached with four mounting screws shown with arrows.

