SUPER SPORTS ARENA

OPERATING MANUAL

Sammy USA Corporation

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SPECIFICATIONS

POWER   120VAC @ 60Hz   USA & CANADA
               230VAC @ 50Hz   EUROPE

DIMENSIONS   **W**idth: 64"   (1626 mm)
                 Height: 84"   (2134 mm)
                 Depth: 36 3/4"   (934 mm)

WEIGHT   677 lbs.   (307 kg)

9 1/2"

74 1/2"

64"

32"
(With control
panel = 36 3/4")
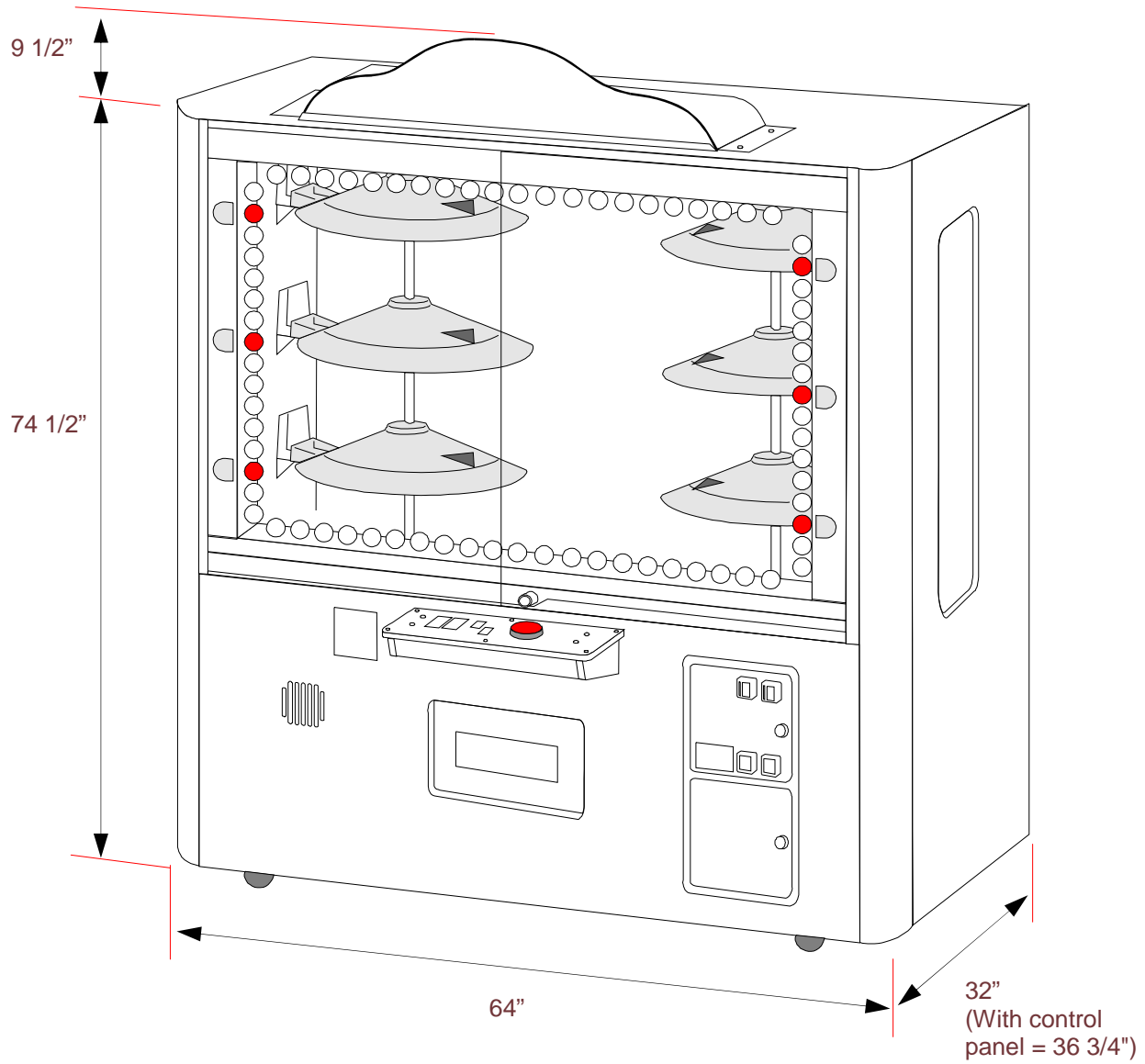
SPECIFICATIONS (CONT.)

LIMITED WARRANTY

Sammy USA Corp. warrants all products to be free from defective materials and workmanship for a period of thirty (30) days from the Sammy USA Corp. invoice date unless otherwise specified in writing by Sammy USA Corp. The extent of this warranty applies to all electronic assemblies only, and does not include lamps and fuses.

This limited warranty is invalid for any product that upon examination is deemed to have been subject to misuse, improper repair or installation, neglect or violation of specification or other instructions published by Sammy USA Corp. There are no additional warranties described above. The limited warranties described above shall be in lieu of any other warranty, expressed or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.

HANDLING AND INSTALLATION

PLEASE TAKE A MOMENT TO READ THE FOLLOWING BEFORE YOU TURN ON YOUR NEW GAME.

The **Super Sports Arena** prize redemption game is an indoor game machine. It is not designed for outdoor use. Avoid installing the game in the following locations:

- Locations subject to rain or water damage
- Locations in direct sunlight
- Locations subject to extreme heat
- Locations near hazardous or flammable liquids or chemicals

You will need the following dimensions of space for your machine to be properly installed into your location:

- 84 inches height
- 64 inches in width

INSTALLATION
- Unpack your game carefully. Be careful of the shipping staples. They can be sharp.
- Please refer to Fig. 1 on the following page for installation of marquee and control panel.
- Remove all shipping hardware before operating your machine.
- Level your game using enclosed Leg levelers. The game may malfunction if it is not leveled properly.
- The standard voltage for U.S. and Canada 120V; Europe 220V / 240V.
- Use of extension cords is prohibited.
- Use only a grounded outlet. **YOUR GAME MUST BE GROUNDED!!!**
- The minimum space required for operation in your locations should be:

  - 84" high
  - 64" wide
  - 40" depth

THE GAME MUST BE LEVEL. IF THE GAME IS NOT ON A LEVEL SURFACE, THE TILT SYSTEM WILL MALFUNCTION. USE A LEVEL TO AVOID NEEDLESS ADJUSTMENTS.

SAFETY PRECAUTIONS
- Be sure to turn the power off or unplug the game before working on the unit.
- Do not unplug game by pulling on the line cord.
- Replace line cord if the insulation is damaged in any way with one of equal quality.
- Replace open fuses with same type and rating.
- Re-check and re-seat all harness connections.
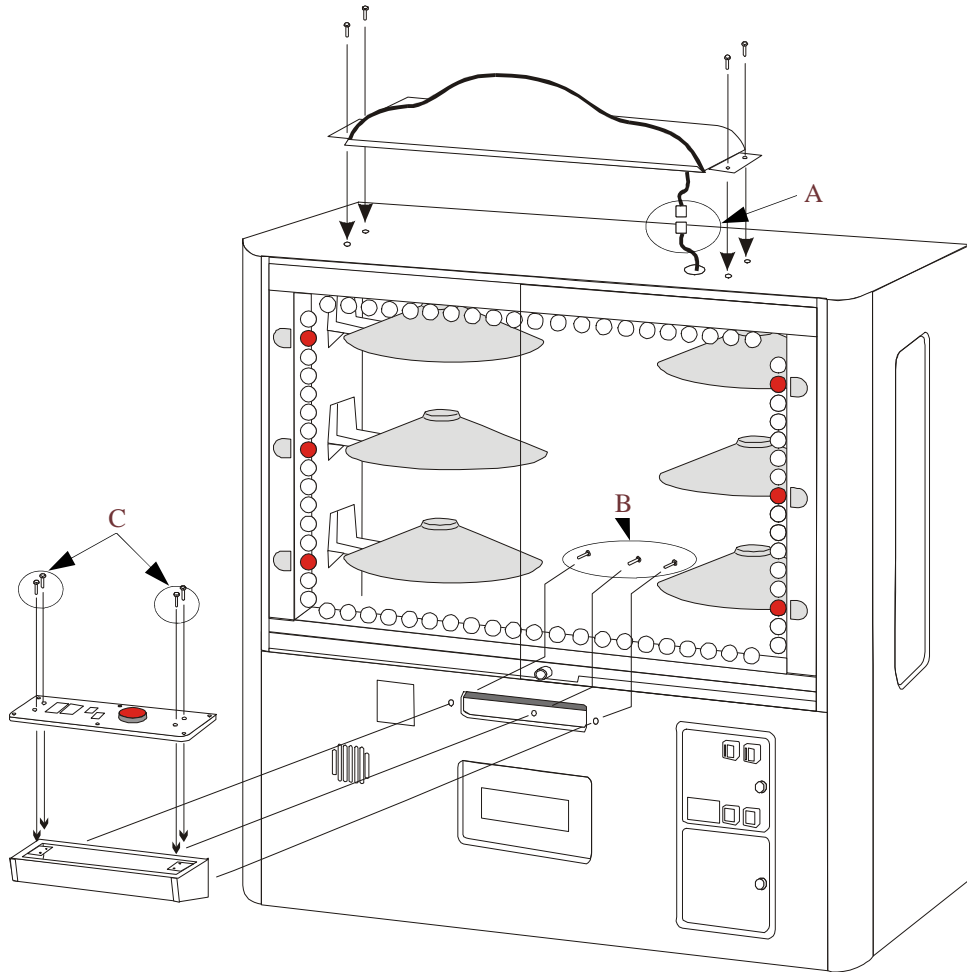
Installing the Marquee Box Assembly

■ The marquee is located in the playfield area and secured by 2 screws. To remove the marquee, simply open the glass one side at a time and remove the screws 1 at a time. (**THE HARDWARE NEEDED TO MOUNT THE MARQUEE CAN BE FOUND IN THE CASH BOX**)

■ Carefully remove the marquee box assembly and place it on the top of the cabinet.

■ Connect the fluorescent lamp connector to the connector coming from the top of the cabinet. See Fig. 1A

Installing the Control Panel

■ Remove the control panel from inside the BACK of the game.

■ Secure the control panel to the cabinet using 3 bolts (See Fig. 1B).

■ After securing the control panel, connect the ribbon cable and Stop Button harness to their respective parts.

■ Mount the control panel assembly using additional hardware found in the cash box (See Fig. 1C).

4
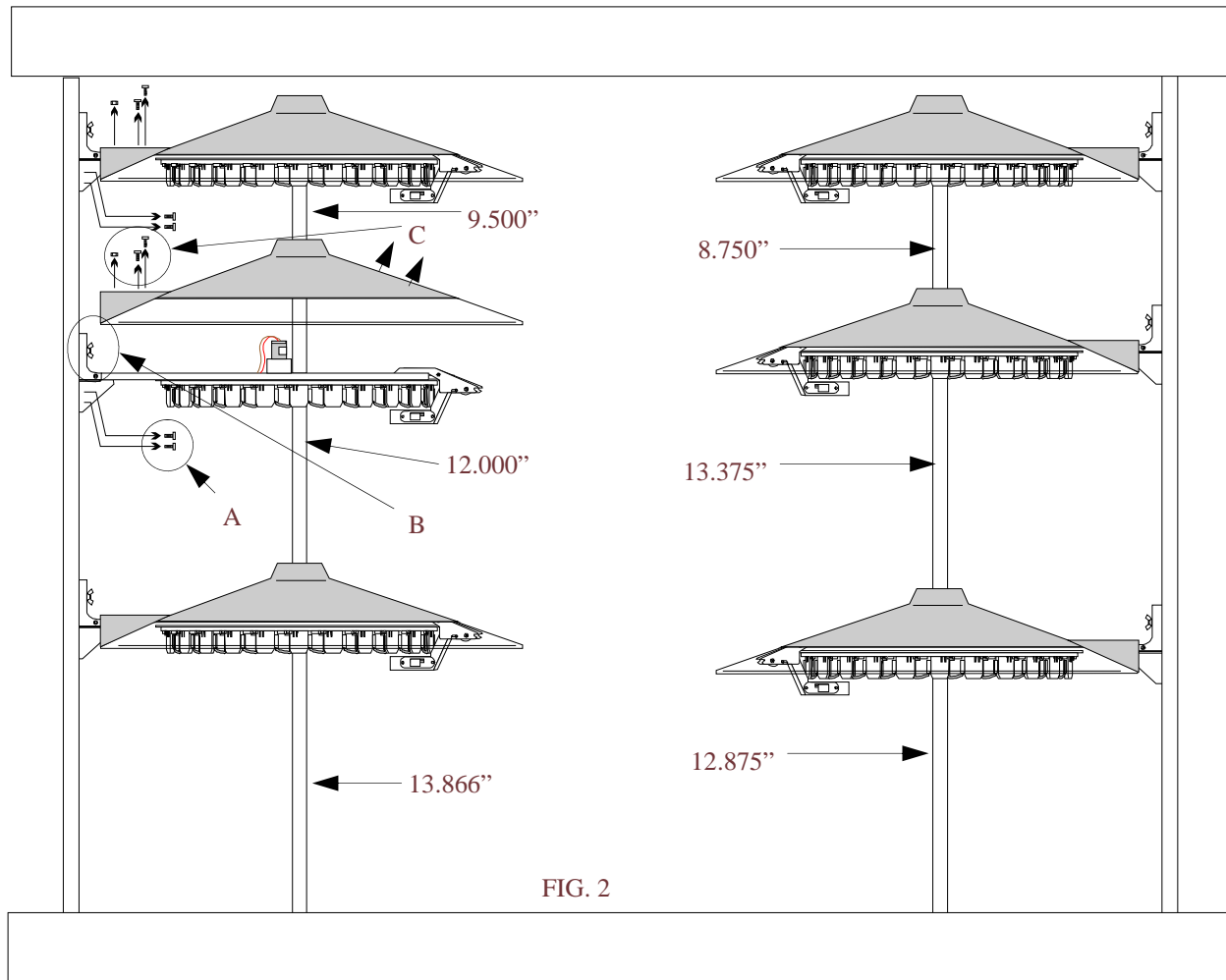
FIG. 2

Removing Carousel Support Rods

■   Loosen 2 bolts. See Fig. 2(A)

■   Loosen wing nut (Fig 2B)

■   For the middle rod, you will probably need to remove the carousel cover (Fig. 2C), to gain access to the rods.

■   Lift up on the carousel unit far enough to remove the carousel support rods

NOTE:
FOR NORMAL OPERATION, THESE SUPPORTS MAY NOT BE NECESSARY AND CAN BE REMOVED. HOWEVER, WE STRONGLY RECOMMEND THAT YOU USE THESE SUPPORT RODS WHEN MOVING YOUR SUPER SPORTS ARENA FROM ONE LOCATION TO ANOTHER.

PRIZE VENDING UNITS

Carousel Unit **L1**   WIN   WIN   Carousel Unit **r1**

Carousel Unit **L2**   WIN   WIN   Carousel Unit **r2**

Carousel Unit **L3**   WIN   WIN   Carousel Unit **r3**

Win Lamp, Red
Part #: 33-60-256

Win Lamp, Clear
Part #: 33-60-255
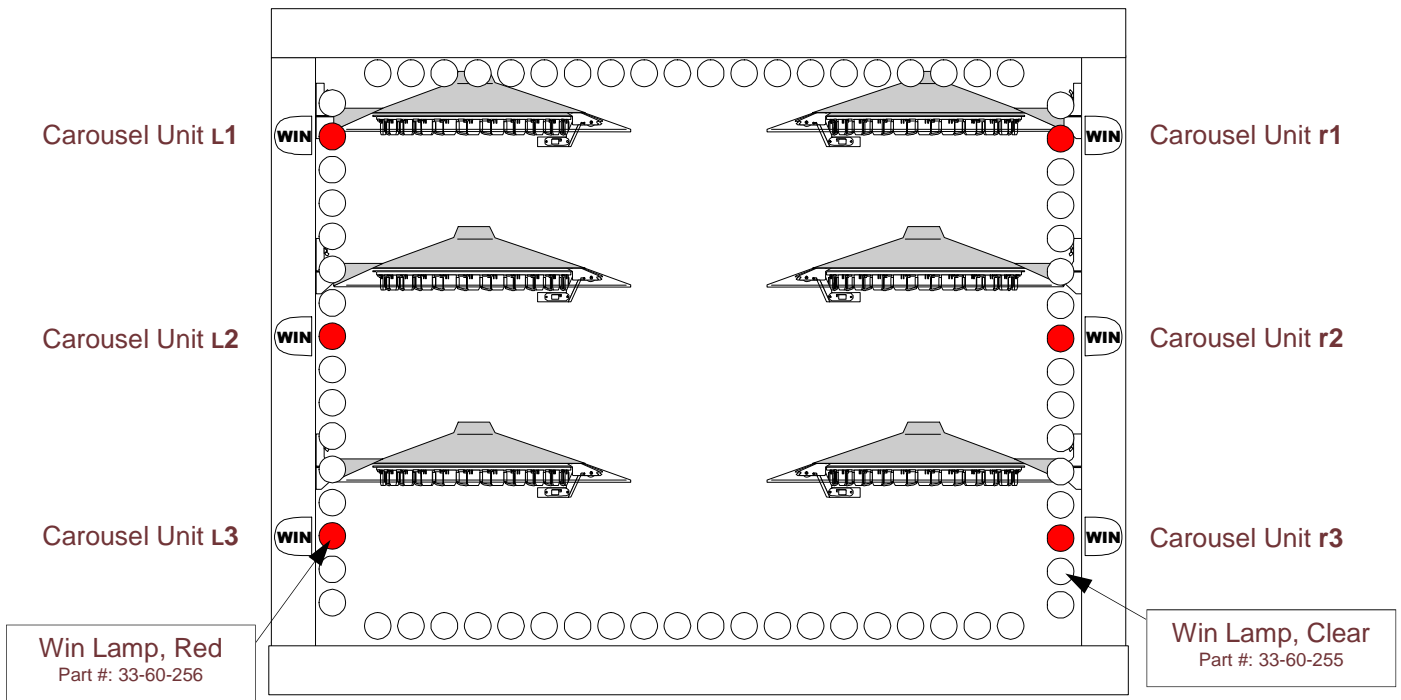
HOW TO ADJUST THE VENDING UNITS FOR YOUR PRIZES

You can adjust each Carousel Unit level for your prize size.
1   Loosen wing nut on Carousel Unit Frame
2   Take off 2 screws from the Carousel Frame.
3   Adjust the Carousel Unit Frame to accommodate your prizes.

Side view of Prize
pusher bracket

Prize Switch
Part #: 99-60-442

Carousel Motor
Part #: 99-60-334

Gearbox
Part #: 33-60-335

Carousel Cover
Part #: 33-70-476

Carousel Unit without Cover
Part #: 33-50-451

Prize Pusher Bracket
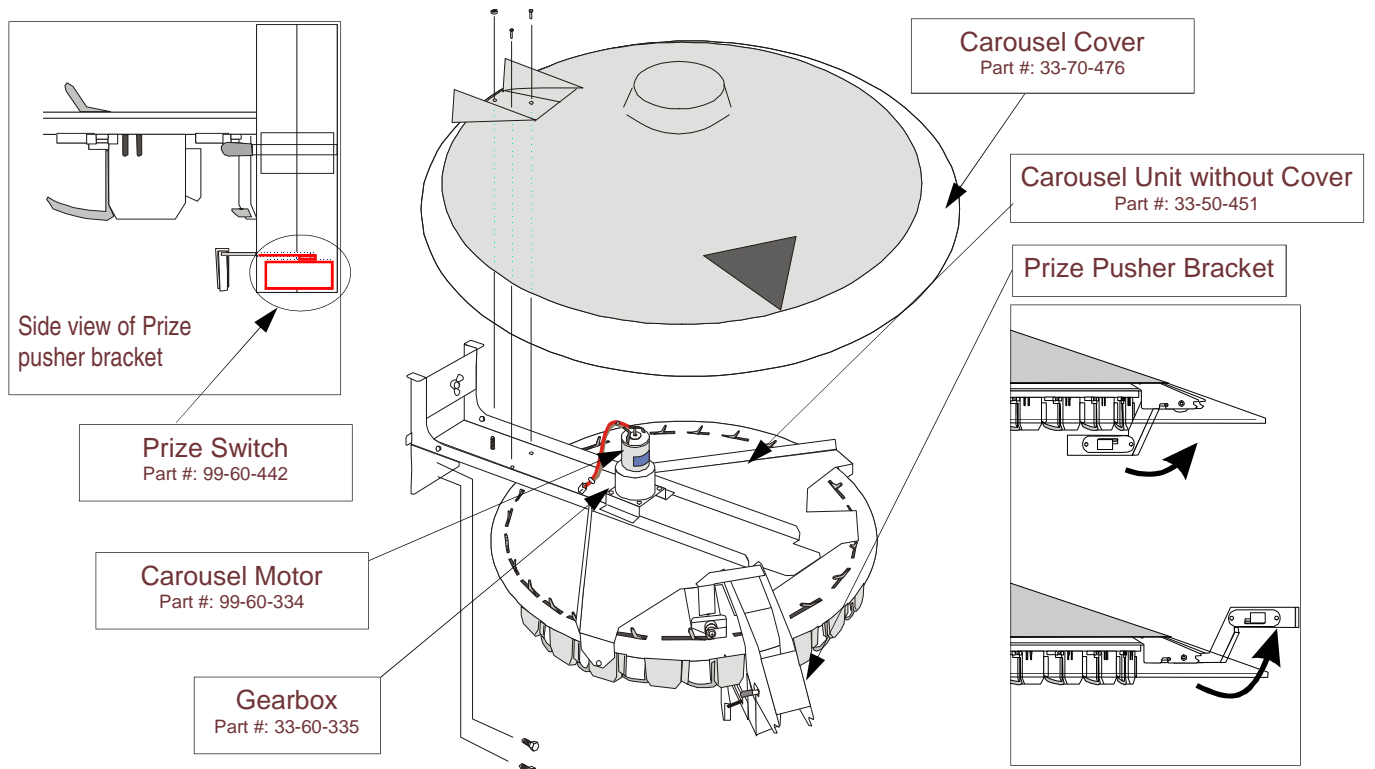
Fig.3

PRIZES

IF YOU DO NOT USE PRIZES OF THE FOLLOWING RECOMMENDED SIZES, THE MACHINE MAY MALFUNCTION AND YOU MAY GET UNEXPECTED RESULTS.

PRIZE SIZES

MAXIMUM **H**eight: 11" (279 mm) *Including Key Chain and Loop
Width: 8.5" (215 mm)
Weight: 1 Carousel holds = 11 lbs. (5000 g)

8.5" or less

11" or less
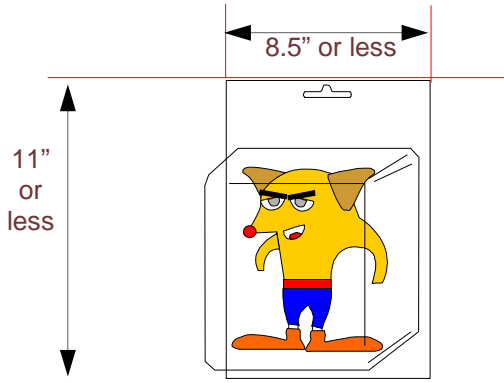
If the bottom of the prize touches the next Prize Vending Unit Cover, adjust the Vending Units.
(See page 6 HOW TO ADJUST THE VENDING UNITS FOR YOUR PRIZES)

ATTENTION

Please check the ring or fastener of the prize. It must hit the Prize Count Switch correctly!

NO GOOD!!!
Fastener is not pushing the Prize count switch.

Prize Count Switch
Part #: 99-60-442

GOOD!!!
Fastener is pushing the Prize count Switch properly.

Prize Pusher Bracket
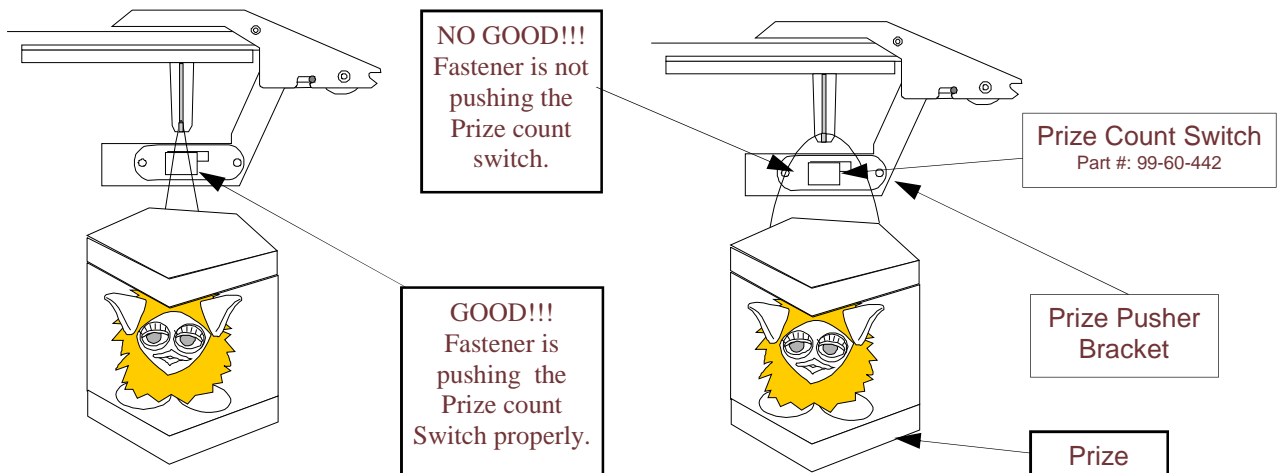
Prize

TIP: When filling your machine, we recommend you place your small prizes on carousels L1 & R1, medium prizes on carousels L2 & R2, and large prizes on carousels L3 & R3. This will prevent larger prizes from possibly getting stuck on the carousels.

8.5"		5.5"		<5.5"		Less than 5.5"X8.5" is considered a small prize
LARGE	11"	MED	8.5"	SMALL	<8.5"	
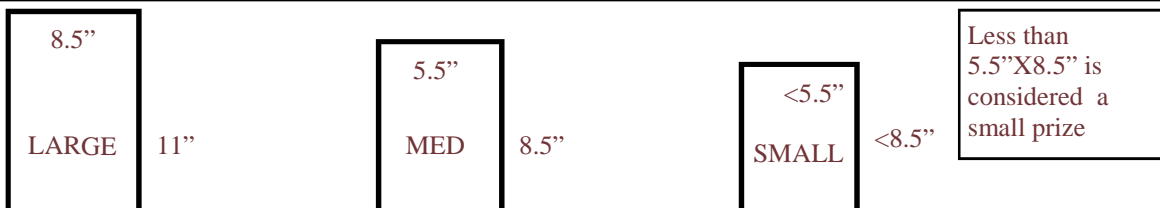
HOW TO FILL THE PRIZES (PRIZE FILLING MODE)
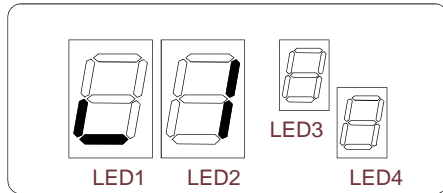
7 Segments LED on the Control Panel

NOTE: Make sure latch is completely closed after placing prizes on the carousel. This will prevent prizes from being shaken from the machine.

Prize Filling Mode can be accessed one of two ways:
1) Switch on the Prize Fill Switch in the Coin Door and you will be in this mode.
The Win Lamp 1 (L1 Lamp), the Stop Button and LED1 & 2 which will show "L1" on the Control Panel will flash.
Press and hold the Stop Button to turn the Prize Hangers and fill prizes. When you release the Stop Button, the Prize Hangers will stop advancing.
Fill prizes on 4 or 5 Prize Hangers and advance 4 or 5 Prize Hangers for the next filling. When you have finished filling the carousel, press the Stop Button on the Control Panel and release it quickly. You will advance to the next Prize Vending Unit, LED1 & 2 will show the Prize Vending Unit Number and the following Win Lamp (L2 Lamp) will flash.
 2) Switch on the Prize Fill Switch in the Coin Door and unlatch the Carousel Bracket. By pressing the Prize Vending Switch you can advance the carousel. You may find this method of filling prizes much

MORE TIPS FOR PROPER PRIZE FILLING!!!

Example 1: Camera, Blister Pack

Example 2: Game, In the box w/tab

SIDE VIEWS
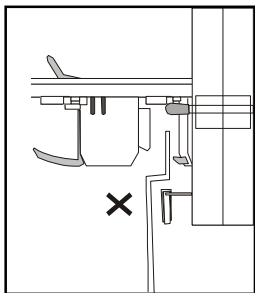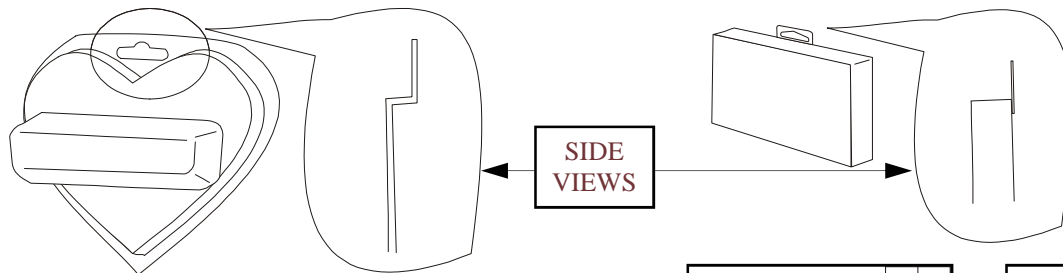
NG: Prize hits the Prize Push Bracket too late, causing the prize count switch to be stuck closed. (Multiple prizes may be dispensed).
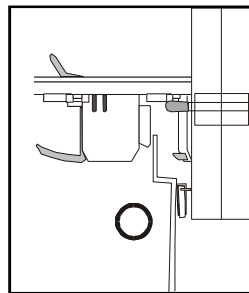
GOOD: Filling the prizes as shown above will allow the prize count switch to return to its normal position before the next prize advances. This will allow prizes to drop properly
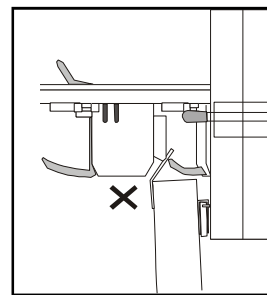
NG: The prize hits the Prize Push Bracket before the hook is opened. This causes the switch to become jammed closed. We recommend using Sammy Clips or string to hook prizes that may be thick or bulky.
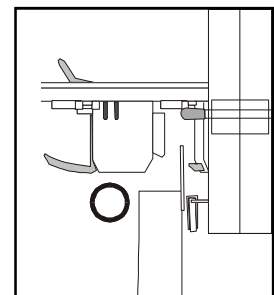
GOOD: Place the prize on the hook as shown above. The tab side of box will hit the prize push bracket properly and allow the switch to return to its normal position

NOTE: Use caution when placing bulky or large prizes on your carousel. You must leave enough space between prizes to allow the switch to return to its normal position once a prize has been dispensed. Failure to do so may result in multiple prizes being vended.

GAME SETTING MODE

You can adjust each game setting in this mode.

HOW TO ENTER THE GAME SETTING MODE

Press and hold the Service Switch on the Switch & Meter Bracket inside of the Coin Door about 3 seconds to enter the GAME SETTING MODE. (See diagram below)
LED1 & LED2 on the Control Panel shows FUNCTION # and LED3 & LED4 on the Control Panel shows the SETTING #.
(See pages 11-13 TABLE OF SETTING FUNCTIONS)

Switch & Meter Bracket (Inside of the Coin Door)

	Volume Switches		Power Switch
000000			
Coin Meter Prize Meter	DOWN UP	Prize Fill Switch	
000000	SERVICE CLEAR	ON ◉ Off	

7 Segments LED on the Control Panel

LED1   LED2   LED3   LED4
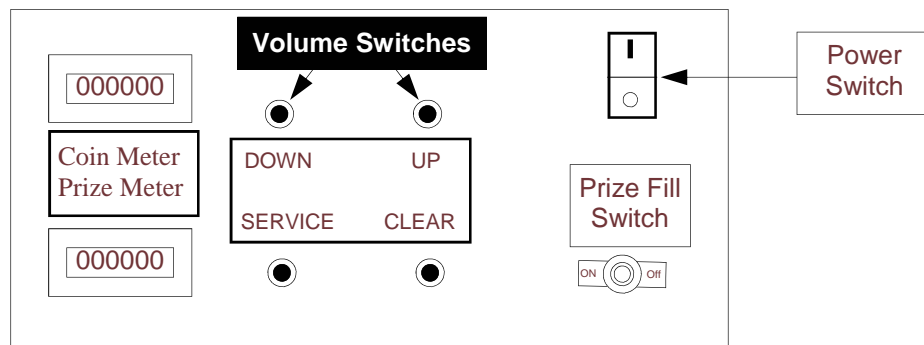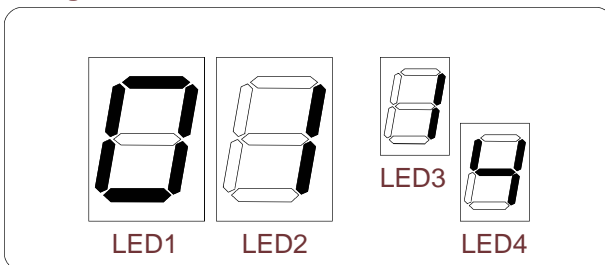
HOW TO ADJUST THE GAME SETTING STYLE

1. Advance the FUNCTION # by hitting the Service Switch.
2. Change the SETTING # by hitting the Volume Switch UP & DOWN.
3. After you change setting style, hit the Service Switch until end of functions to return to the regular game mode. Then the adjustment will be done.

IF YOU HIT THE CLEAR SWITCH DURING THE GAME SETTING MODE....

If you hit the Clear Switch during the game setting mode, the machine automatically returns to the regular game mode and no changes will be made. You have to re-adjust all of the settings again.

RESETTING THE MAIN PCB...

If you press and hold the Service Switch until the attract music comes on while turning the machine "ON", you will reset the Main PCB to its factory default settings. This is especially helpful when you suspect any problems with your Main PCB. If you perform this function and still have problems with your machine, please don't hesitate to call us.

SETTING FUNCTIONS

The contents of each function follow the TABLE OF SETTING FUNCTIONS.

01 WINABILITY
You can adjust the level of WINABILITY (difficulty) in this function.
When you adjust to SETTING #19, the player will be able to win every play.

02 COIN CHUTE
You can adjust value of the COIN CHUTE in this function.

03 LAMP SPEED
You can adjust speed of flashing lamps which are on the playfield in this function.

04 DIRECTION OF FLASHING LAMPS
You can adjust DIRECTION OF FLASHING LAMPS which are on the playfield in this function.

05 WHEN THE CAROUSEL IS EMPTY OR THE PRIZE SWITCH IS NOT ACTIVATED
This function will allow you to adjust how the machine should respond, in case when the carousel is empty or the prize switch is not activated.

06 WHEN THE CAROUSEL MALFUNCTIONS
You can adjust how your machine responds in case a player wins a prize from a carousel that is malfunctioning. (Example: Prize switch gets stuck)

07 AUTO STOP TIMER
You can adjust the time limit of AUTO STOP TIMER in this function.
It will stop the flashing lamps automatically when player does not hit the Stop Button during game play.

08 TILT SYSTEM
You can set TILT SYSTEM on or off in this function.
If you choose SETTING #0 (ON), the machine will make noise for about 15 seconds when the machine is shaken.

09 ATTRACT SOUND
You can set ATTRACT SOUND on or off in this function.

10 FREE PLAY
You can set FREE PLAY on or off in this function.

11 BONUS CREDIT
Use these settings for operator who has a bill acceptor on the machine. The "Add Coin Feature" allows a player to increase his chance of winning by adding more credits to the machine. Once an extra credit is put into the machine an extra light will be lit, so now 2 lights will be chasing in a circle instead of just one.
NOTE: Bill acceptor is optional.

12 NUMBER OF CAROUSELS USED
Use this function to adjust the number of carousels you wish to operate in your machine. **(NOTE: WHEN USING 5 CAROUSELS, YOU MUST SET YOUR MACHINE WITH 3 CAROUSELS ON THE LEFT AND 2 ON THE RIGHT).**

TABLE OF SETTING FUNCTIONS (Super Sports Arena)

FUNCTION# (LED1 & 2)	FUNCTION	SETTING# (LED3 & 4)	SETTING	NOTE
01	WINABILITY	0	HARDEST	
		1	↑	
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		
		10	*NORMAL*	
		11		
		12		
		13		
		14		
		15		
		16		
		17	↓	
		18	EASIEST	
		19	WINNER EVERY PLAY	

FUNCTION# (LED1 & 2)	FUNCTION	SETTING# (LED3 & 4)	SETTING	NOTE
02	COIN CHUTE	0	1 COIN / 1 CREDIT	$0.25 per play
		1	2 COINS / 1 CREDIT	$0.50 per play
		2	3 COINS / 1 CREDIT	$0.75 per play
		3	*4 COINS / 1 CREDIT*	$1.00 per play
		4	5 COINS / 1 CREDIT	$1.25 per play
		5	6 COINS / 1 CREDIT	$1.50 per play
		6	7 COINS / 1 CREDIT	$1.75 per play
		7	8 COINS / 1 CREDIT	$2.00 per play
		8	9 COINS / 1 CREDIT	$2.25 per play
		9	10 COINS / 1 CREDIT	$2.50 per play
		10	11 COINS / 1 CREDIT	$2.75 per play
		11	12 COINS / 1 CREDIT	$3.00 per play
		12	13 COINS / 1 CREDIT	$3.25 per play
		13	14 COINS / 1 CREDIT	$3.50 per play
		14	15 COINS / 1 CREDIT	$3.75 per play
		15	16 COINS / 1 CREDIT	$4.00 per play
		16	17 COINS / 1 CREDIT	$4.25 per play
		17	18 COINS / 1 CREDIT	$4.50 per play
		18	19 COINS / 1 CREDIT	$4.75 per play
		19	20 COINS / 1 CREDIT	$5.00 per play

FUNCTION# (LED1 & 2)	FUNCTION	SETTING# (LED3 & 4)	SETTING	NOTE
03	LAMP SPEED	0	SLOWEST	
		1	SLOW	
		2	*NORMAL*	
		3	FAST	
		4	FASTER	
		5	FASTEST	
		6	RANDOM FAST	Combo of normal & fast
		7	RANDOM SLOW	Combo of normal & slow

"FACTORY INSTALLED" SETTING

FUNCTION# (LED 1 & 2)	FUNCTION	SETTING# (LED 3 & 4)	SETTING	NOTE
04	DIRECTION OF FLASHING LAMPS	0	CLOCKWISE	
		1	COUNTER CLOCKWISE	
		2	RANDOM	Combo of both ways
05	WHEN THE CAROUSEL IS EMPTY OR THE PRIZE SWITCH IS NOT ACTIVATED	0	Payout from next Carousel	
		1	Replay	
		2	Stop with error code	
		3	Carousel moves 1 hook	
		4	Carousel moves 2 hooks	
		5	Carousel moves 3 hooks	
		6	Carousel moves 4 hooks	
		7	Carousel moves 5 hooks	
06	When the Carousel Unit malfunctions Or the Prize Switch Gets stuck	0	Payout from next Carousel.	
		1	Replay.	
		2	Stop with error code.	
		3	Error & back to game	
07	AUTO STOP TIMER	0	10 SECONDS	Lamps will stop automatically if player does not hit stop button.
		1	20 SECONDS	
		2	40 SECONDS	
		3	60 SECONDS	
08	TILT SYSTEM	0	ON	
		1	OFF	
09	ATTRACT SOUND	0	ON	
		1	OFF	
		2	RANDOM LAMP DEMO	With no attract sound.
10	FREE PLAY	0	OFF	Regular Game
		1	ON	Free play
11	BONUS CREDIT	0	OFF	
		1	$5 / 6 CREDITS	$5.00 or 20 coins/6 CREDITS
		2	$5 / 7 CREDITS	$5.00 or 20 coins/7 CREDITS
		3	ADD COIN FEATURE	2 lamps are lit instead of just one
12	NUMBERS OF CAROUSELS USED	0	6 UNITS	
		1	4 UNITS	
		2	5 UNITS	3 on Left, 2 on Right **ONLY**.

"FACTORY INSTALLED" SETTING

FUNCTION# (LED 1 & 2)	FUNCTION	SETTING# (LED 3 & 4)	SETTING	NOTE
L1, L2, L3* r1, r2, r3*	PRIZE VALUE OF EACH CAROUSEL UNIT	0	$0.50	Use these settings when using prizes of various values. You can set each individual Carousel unit based on the prize cost. (See manual for detail.)
		1	$0.75	
		2	$1.00	
		3	$1.25	
		4	$1.50	
		5	$1.75	
		6	$2.00	
		7	$2.25	
		8	$2.50	
		9	$2.75	
		10	$3.00	
		11	$3.25	
		12	*$3.50*	
		13	$3.75	
		14	$4.00	
		15	$4.25	
		16	$4.50	
		17	$4.75	
		18	$5.00	
		19	$6.00	
		20	$7.00	
		21	$8.00	
		22	$9.00	
		23	$10.00	
		24	$12.50	
		25	$15.00	
		26	$17.50	
		27	$20.00	
		28	$25.00	
		29	$30.00	
		30	$35.00	
		31	$40.00	
		32	$45.00	
		33	$50.00	

"FACTORY INSTALLED" SETTING

* May not be available depending on setting of function #12.

> **L1 THROUGH r3 PRIZE VALUE OF EACH CAROUSEL UNIT**
> An important feature of the Super Sports Arena is the ability to change the value on each individual Carousel unit based on the prize's value (cost). In other words, the prizes can vary $0.50 up to $50.00 for each individual Carousel unit.
> (The current factory setting is for $3.50 value on every vending unit in the game.)
> It is very important that you set the vending units properly according to the TABLE OF SETTING FUNCTIONS. By doing this properly the game will be able to adjust the difficulty for winning prizes of various values. If not done properly, it could result in unexpected vending. If you do not understand this section, please contact our service department for further details.

TEST MODE

You can check 6 tests in this mode.

HOW TO ENTER THE TEST MODE
Re-power on the game while pressing the Volume Switch (UP) to enter the TEST MODE.

01: 7 SEGMENTS LED TEST

When you enter the TEST MODE, machine will start this test automatically.
From LED1 to LED4, number on 7 Segment LED will count up 1 to 9.
You go to the next test by hitting the Service Switch.

02: LAMP TEST

LED1 & 2 show "02". Then 64 lamps around the playfield will flash one by one.
You go to the next test by hitting the Service Switch.

7 Segments LED on the Control panel

LED1   LED2   LED3   LED4
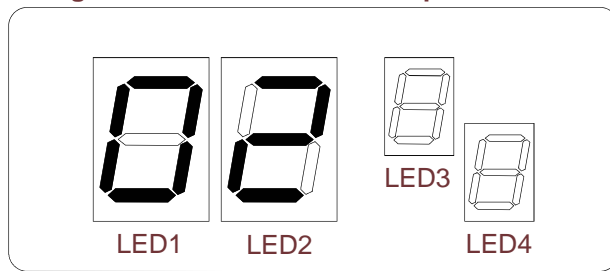
03: SOUND TEST

LED1 & 2 show "03", LED3 & 4 show "1" and the machine will output a sound. You can
check the 16 kinds of game sounds one by one when you hit the Clear Switch.
You go to the next test by hitting the Service Switch.

04: SWITCH & SENSOR TEST

LED1 & 2 show "04", LED4 shows "0" and you are in this test. Check each switch one by
one in the machine. (See chart below)

Stop Button Switch: LED4 shows "1" when the Start Button Switch is activated.
Clear Switch: LED4 shows "2" when the Clear Switch is activated.
Volume Switch (UP):   LED4 shows "3" when the Volume Switch (UP) is activated.
Volume Switch (DOWN): LED4 shows "4" when the Volume Switch (DOWN) is activated.
Prize Fill Switch: LED4 shows "5" when the Prize Fill Switch is activated.
Coin Switch: LED4 shows "6" when the Coin Switch is activated.
*Bill Acceptor: LED4 shows "7" when the Bill Acceptor is activated.
(If your machine does not have a bill acceptor, test of the Bill Acceptor will be skipped.)
Tilt Switch: LED4 shows "8" when the Tilt Switch is activated.

You go to the next test by hitting the Service Switch.

05: CAROUSEL UNIT TEST

You can check 6 Carousel Units and the Prize Payout Switches in each Carousel Unit in this test.
LED1 & 2 show "05", LED4 shows "0" and the Win Lamp 1 (L1 Lamp) will flash. Press and hold the Stop Button more than 1 second, the Prize Hangers will advance. When you release the Stop Button, the Prize Hangers will stop.
Hit the Stop Button on the Control Panel less than 1 second and you can check the next Carousel Unit.
When a prize or you manually hit the Prize Payout Switch, LED4 shows number for the Carousel Unit.

Vending Unit L1: LED4 shows "1"   Vending Unit r1: LED4 shows "5"
Vending Unit L2: LED4 shows "2"   Vending Unit r2: LED4 shows "6"
Vending Unit L3: LED4 shows "3"   Vending Unit r3: LED4 shows "7"

You go to the next test by hitting the Service Switch.

06: COUNTER METER TEST

When LED1 & 2 show "06", you can check the Coin Counter Meter and the Prize Counter Meter. When you hit the Volume Switch (UP), the Coin Counter Meter will count up. When you hit the Volume Switch (DOWN), the Prize Counter Meter will count up.
You go back to the test "01" by hitting the Service Switch.

HOW TO GO BACK TO THE REGULAR GAME MODE
Re-power on the game and you can go back to the REGULAR GAME MODE.

ERRORS

TILT

If you set 07 TILT SYSTEM "ON", the game will make noise and LED1 & 2 on the Control Panel will show "EL" when the machine is shaken.
The error will automatically clear about 15 seconds later.

7 Segments LED on the Control panel

LED1   LED2
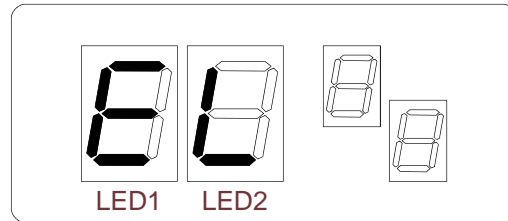
COIN ERROR

The game will make noise and LED1 & 2 on the Control Panel will show "EC" when the machine gets a coin jam.
Check around the Coin Switch.
Hit the Clear Switch inside of the Coin Door and clear the error noise.

LED1   LED2
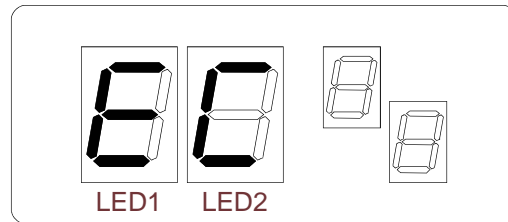
PRIZE VENDING ERROR

IF YOU SET 05 REPLAY "ON"....

If you set 05 REPLAY "ON", the game will make noise and LED1 & 2 on the Control Panel will show the Prize Vending Unit Number when player stops the lamp on an empty vending unit (with no prizes).
The error will automatically clear a few seconds later.

LED1   LED2
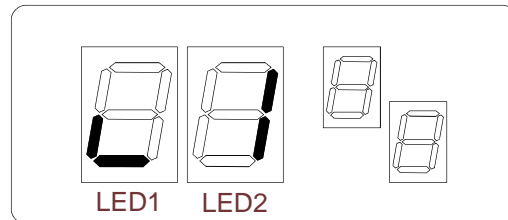
IF YOU SET 05 REPLAY "OFF"....

If you set 05 REPLAY "OFF", the game will make noise and LED1 & 2 on the Control Panel will show the Prize Vending Unit Number when player stops the lamp on an empty vending unit (with no prizes).
Hit the Clear Switch inside of the Coin Door and clear the error noise.

CUSTOM MARQUEE SET-UP

You can put your original marquee on your SPORTS ARENA for your location.
1   Take off 5 screws from the Marquee Cover with tore wrench.
2   Take off 4 screws along with each L-Bracket to gain access to your Marquee
   (See Below).

Clear Marquee Plate
Part #: 33-30-500

Top of the game cabinet

Clear Marquee Plate
Part #: 33-30-500

9.156"
(233 mm)

38"
(965 mm)
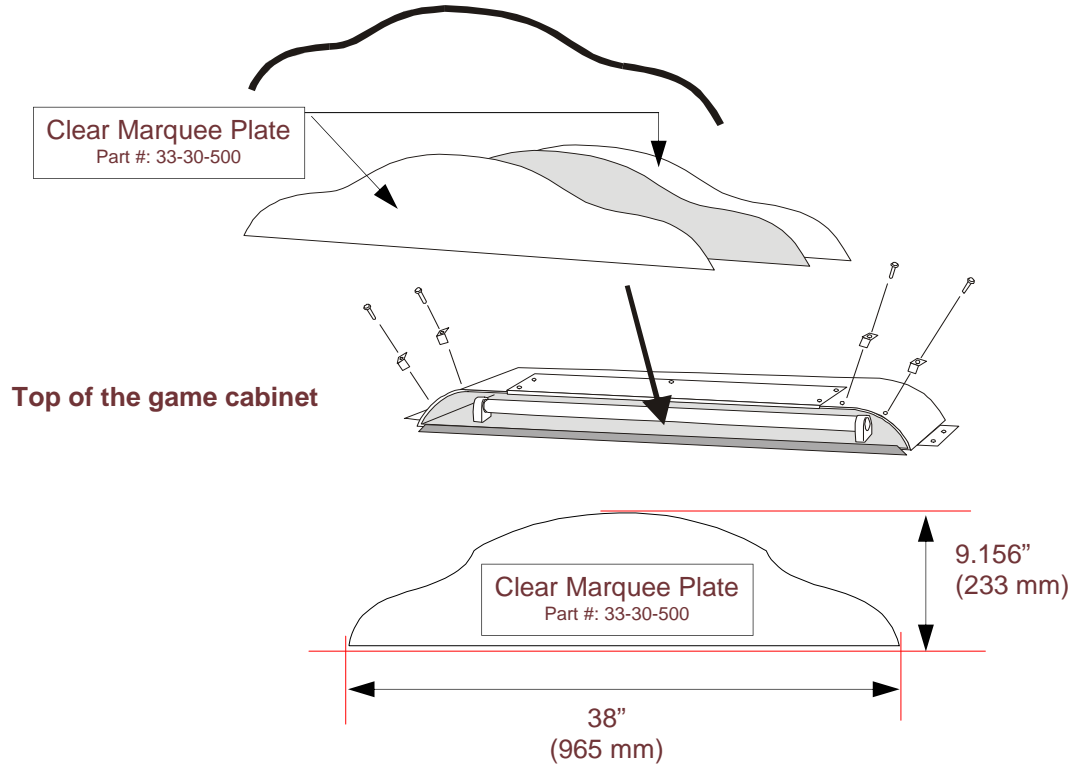
PART NUMBERS

Super Sports Arena CPU Board	33-10-001	Display Cover (Plax)	99-70-482
LED Board	99-20-010	Hook For Prizes	33-70-475
Lamp Driver Board	33-20-401	Carousel Cover	33-70-476
Marquee, Prize Vending	33-30-130	Prize Door (w/ brackets)	33-70-477
Decal Set	33-30-224	Prize Deflector	33-70-485
Instructions, Game (Front left of cabinet)	33-30-250	"Stop" Push Button Assay, Red	99-50-012
Instructions, Credit (Control Panel)	33-30-251	Bulb, 24V 5W, Clear	33-60-255
Marquee Plax, Clear	33-30-500	Bulb, 24V 5W, Red	33-60-256
Carousel Gearbox	33-60-335	Carousel Motor	99-60-334
Dollar Bill Acceptor Kit	99-70-180	Switch, Micro, D2MC-01E	99-60-442
Carousel Unit W/O Cover	33-50-451	Switch, Tilt	99-60-445
Gearbox and Motor	99-60-301	Lock & Key Set for Front Glass	99-70-036

MULTI-CAROUSEL SET UP

SSA has a MULTI-CAROUSEL SET UP mode in its setting mode. The Standard SSA has 6 Carousel Units. Depending on the size of prizes you wish to vend, you have the option of using 4 or 5 carousel units. See below...

5 CAROUSEL SET UP

Press and hold the Service Switch on the Switch & Meter Bracket inside of the Coin Door about 3 seconds to enter the GAME SETTING MODE. Go to Setting number 12 and change the setting to "1." Continue pressing the Service Switch until you scroll through the functions to complete the settings. DO NOT HIT THE CLEAR SWITCH. YOUR SETTINGS WILL NOT BE SAVED. Place the WIN Decals on Lamp Assy Left and Right as shown below. The 6th bulb from the bottom, on the right side needs to be replaced with a red bulb. Extra bulbs and Win decals are provided in the cash box.
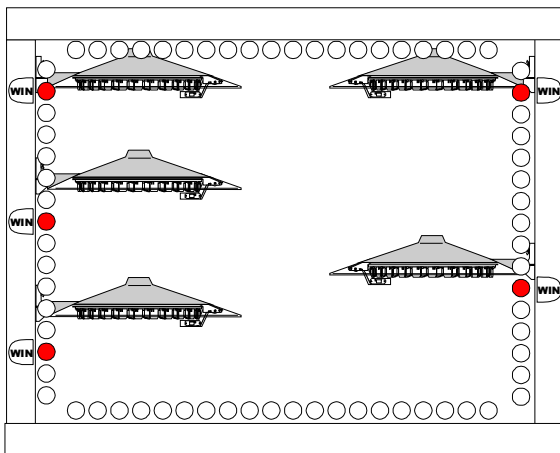
5 Carousel Set up
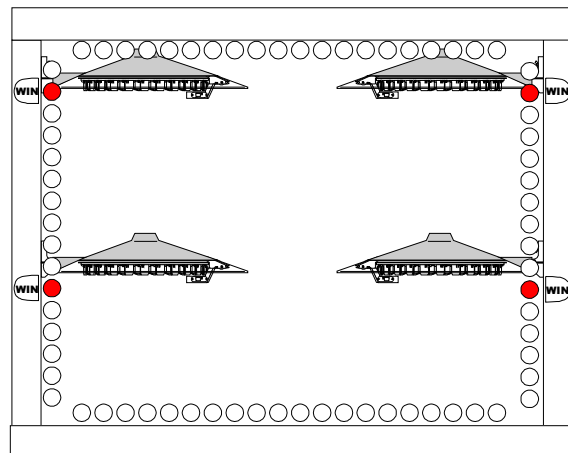
4 Carousel Set up

4 CAROUSEL SET UP

Press and hold the Service Switch on the Switch & Meter Bracket inside of the Coin Door about 3 seconds to enter the GAME SETTING MODE.
Go to Setting number 12 and change the setting to "2." Press Service Switch to get out of the setting mode to complete the settings. Place the WIN Decals on Lamp Assy Left and Right as shown below. The 6th bulb on each side needs to be replaced with a red bulb. Replace the other red bulbs with clear bulbs (found in the cash box.) See above.

NOTE: WHEN USING 5 CAROUSELS, YOUR MACHINE MUST BE SET SO THERE ARE 3 CAROUSELS ON THE LEFT SIDE AND 2 ON THE RIGHT SIDE, OTHERWISE YOUR MACHINE WILL NOT OPERATE PROPERLY!!!

■   Remove your carousel units and set them according to the sizes of your prizes.

■   Go into the Setting Mode and change setting # 12 to "1" or "2" depending on how many   carousels you want to operate in your machine.

■   Go into prize fill mode to verify where the red lights should be located.

■   Replace the bulb and "Win" decals if necessary with extra bulbs and decals supplied in the cash box.

ELECTRICAL WIRING DIAGRAM (USA & CANADA)

LED BOARD
AM3ABP-01

CAROUSEL UNIT
HANGER MOTOR
PRIZE COUNT SWITCH
UNIT No.1(L1)

COUNTER UNIT
COIN IN   PRIZE OUT

COIN DOOR
LAMP 12VDC x2

COIN SWITCH x2

MARS Z2000 BILL ACCEPTOR
PIN 8   PIN 6
PIN 7   PIN 4
OPTION   120VAC IN

SWITCH BRACKET
SW4 SW3 SW2 SW1

STOP BUTTON LAMP
STOP BUTTON SWITCH
PRIZE FILL SWITCH
TILT SWITCH

SPEAKER 15W 4 ORM

AC24V OUT (OPTION)
AC24V IN

SUPER SPORTS ARENA
MAIN CPU BOARD
AM3ABN-02

HANGER UNIT No.2 (L2)
HANGER UNIT No.3 (L3)
HANGER UNIT No.5 (r1)
HANGER UNIT No.6 (r2)
HANGER UNIT No.7 (r3)

CN6
1 LED POWER
2 DAT8-OUT
3 CLK-OUT
4 LEN-OUT

LAMP DRIVE BOARD, SSA
AM3ACM-01
CN1 1 LED COM 2 DAT-IN 3 CLK-IN 4 LEN-IN
CN2 1 LED POWER 2 DAT8-OUT 3 CLK-OUT 4 LEN-OUT
CN3 1 LED POWER 2 DAT16-OUT 3 CLK-OUT 4 LEN-OUT
CN4 1 LED POWER 2 DAT24-OUT 3 CLK-OUT 4 LEN-OUT
CN5 1 AC24V IN 2 AC24V IN
1/3

TOP LAMP BRACKET
L1 L20 L21

RIGHT LAMP BRACKET
L36 L37

LAMP DRIVE BOARD, SSA
AM3ACM-01
2/3

BOTTOM LAMP BRACKET
L56 L57

LAMP DRIVE BOARD
AM3ACM-01
3/3

LEFT LAMP BRACKET
L72

STARTER
BALLAST
FLUORESCENT LIGHT FL-20W (TOP MARQUEE)

STARTER
BALLAST
FLUORESCENT LIGHT FL-40W (UPPER PLAY-FIELD)

FUSE 5A SLOW-BLOW
MAIN SWITCH
LINE IN 120VAC, 60Hz

24VAC OUT (10A)
FUSE 10A SLOW-BLOW
TRANSFORMER
120VAC IN

120VAC to Bill Acceptor

ELECTRICAL WIRING DIAGRAM (EUROPE)

LED BOARD AM3ABP-01

LCN1-1	CN8-1
LCN1-2	CN8-2
LCN1-3	CN8-3
LCN1-4	CN8-4
LCN1-5	CN8-5
LCN1-6	CN8-6
LCN1-7	CN8-7
LCN1-8	CN8-8
LCN1-9	CN8-9
LCN1-10	CN8-10
LCN1-11	CN8-11
LCN1-12	CN8-12
LCN1-13	CN8-13
LCN1-14	CN8-14
LCN1-15	CN8-15
LCN1-16	CN8-16

SUPER SPORTS ARENA MAIN CPU BOARD AM3ABN-02

CN9-1 ... CN9-16

CAROUSEL UNIT

HANGER MOTOR — M + −

PRIZE COUNT SWITCH

UNIT No.1(L1)

L1-1 CN5-1
L1-2 CN5-2
L1-3 CN5-3
L1-4 CN5-4
L1-5 CN5-5
L1-6 CN5-6

HANGER UNIT No.2 (L2) — L2-1...L2-6
HANGER UNIT No.3 (L3) — L3-1...L3-6
HANGER UNIT No.5 (r1) — L5-1...L5-6
HANGER UNIT No.6 (r2) — L6-1...L6-6
HANGER UNIT No.7 (r3) — L7-1...L7-6

CN5-7 ... CN5-50

COUNTER UNIT

COIN IN   PRIZE OUT

COIN DOOR

+12V	CN4-2
+12V	CN4-3
+12V	CN4-4
METER 2	CN4-5
METER 1	CN4-6
DOOR LAMP	CN4-7
	CN4-8
GND	CN4-9
GND	CN4-10
GND	CN4-11
COIN 1	CN4-12
COIN 2	CN4-13

LAMP 12VDC x2

COIN SWITCH x2

SWITCH BRACKET

CN4-16
CN4-17
CN4-18
CN4-19
CN4-20

SW4 SW3 SW2 SW1

CN4-1 ... CN4-20

CN7-1 ... CN7-40

CN6
1 LED POWER CN6-1
2 DAT8-OUT CN6-2
3 CLK-OUT CN6-3
4 LEN-OUT CN6-4

SPEAKER 15W 4 ORM

CN3-1
CN3-2

AC24V OUT (OPTION) CN2-1 CN2-2

AC24V IN CN1-1 CN1-2 CN1-3

STOP BUTTON LAMP CN7-1 / CN7-2

STOP BUTTON SWITCH CN7-39 / CN7-40

PRIZE FILL SWITCH CN7-27 / CN7-28

TILT SWITCH CN7-25 / CN7-26

LAMP DRIVE BOARD, SSA AM3ACM-01 1/3

CN1
1 LED COM
2 DAT-IN
3 CLK-IN
4 LEN-IN

CN2
1 LED POWER
2 DAT8-OUT
3 CLK-OUT
4 LEN-OUT

CN3
1 LED POWER
2 DAT16-OUT
3 CLK-OUT
4 LEN-OUT

CN4
1 LED POWER
2 DAT24-OUT
3 CLK-OUT
4 LEN-OUT

CN5
1 AC24V IN
2 AC24V IN

CN6 OUT 1...OUT 8 COM
CN7 OUT 1...OUT 8 COM
CN8 OUT 1...OUT 8 COM

TOP LAMP BRACKET — L1 ... L20
L21

LAMP DRIVE BOARD, SSA AM3ACM-01 2/3

RIGHT LAMP BRACKET — L36 L37

BOTTOM LAMP BRACKET — L56

LAMP DRIVE BOARD AM3ACM-01 3/3

LEFT LAMP BRACKET — L57 ... L72

STARTER
BALLAST
FLUORESCENT LIGHT FL-20W (TOP MARQUEE)

STARTER
BALLAST
FLUORESCENT LIGHT FL-40W (UPPER PLAY-FIELD)

FUSE 2A SLOW-BLOW   MAIN SWITCH   LINE IN 230Vac, 50Hz

24VAC OUT (10A)
FUSE 10A SLOW-BLOW   TRANSFORMER   230Vac IN

AC24V IN

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