


S A M M Y U S A

A S P O R T S
R E N A



OPERATING MANUAL

 **Sammy USA Corporation**

901 Cambridge Drive
Elk Grove Village, IL 60007-2434
Phone: (847) 364-9787
FAX: (847) 364-9831
Internet: www.sammyusa.com

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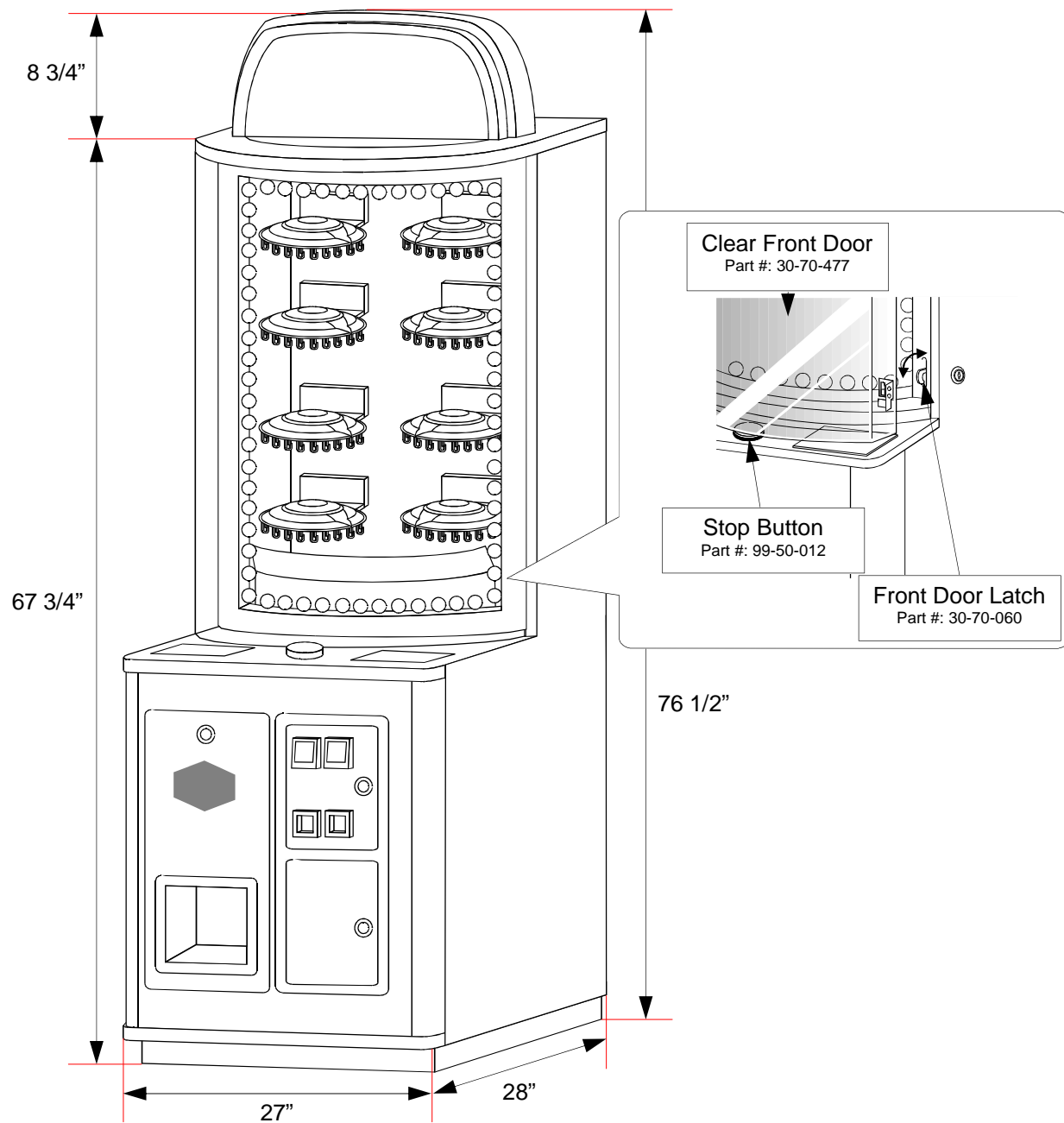
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SPECIFICATIONS

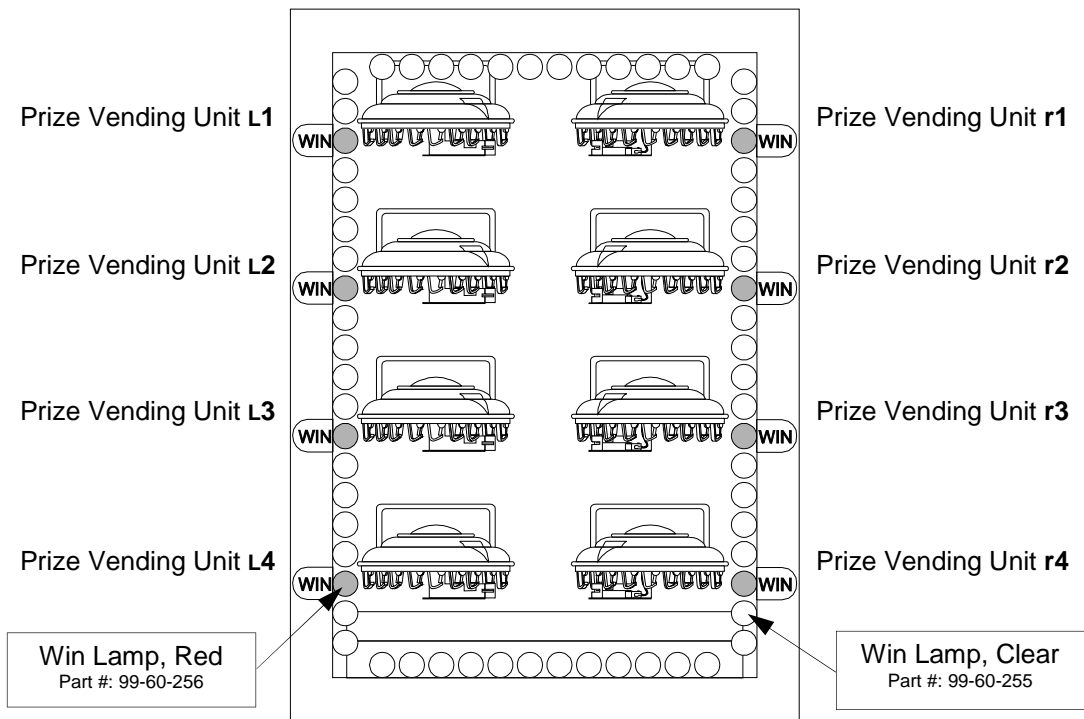
POWER Domestic 120VAC @ 60Hz

DIMENSIONS Width: 27" (686 mm)
Height: 76 1/2" (1945 mm)
Depth: 28" (715 mm)

WEIGHT 259 lb (118 kg)



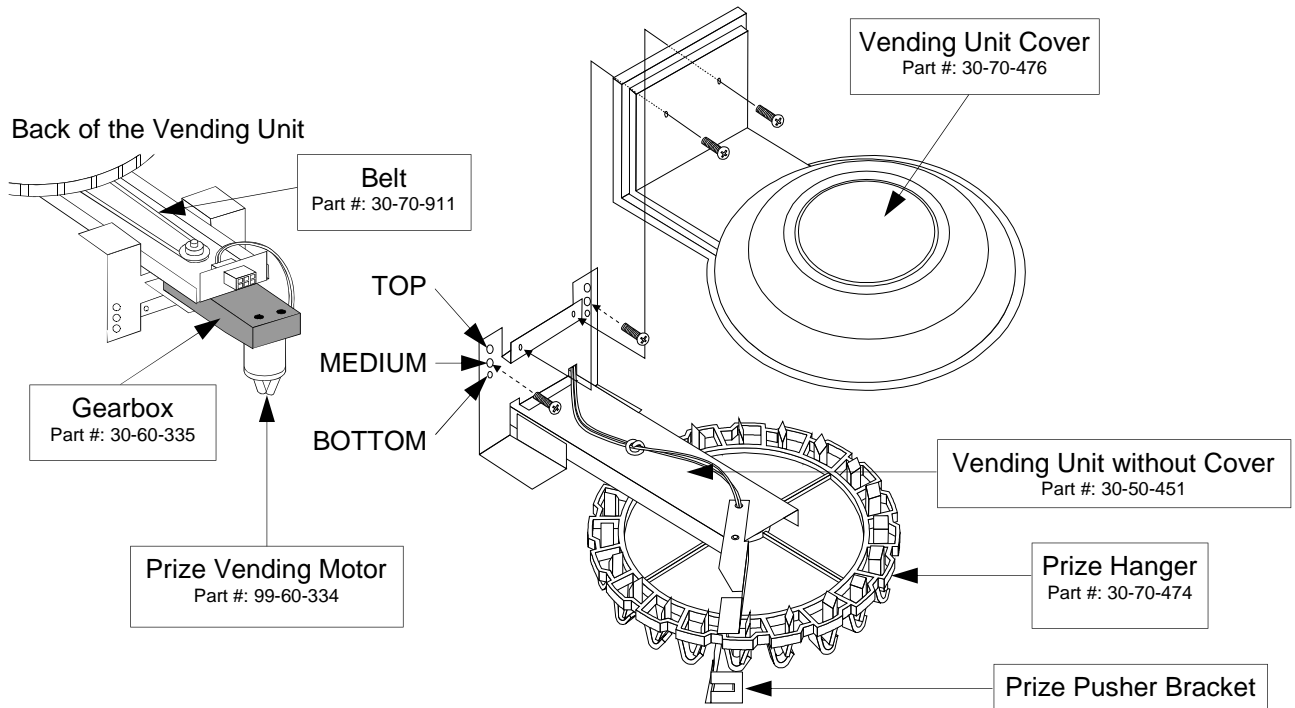
PRIZE VENDING UNITS



HOW TO ADJUST THE VENDING UNITS FOR YOUR PRIZES

You can adjust each Prize Vending Unit level for your prize size.

- 1 Take off 2 screws from the Vending Unit Cover.
- 2 Take off 2 screws from the Vending Unit Frame.
- 3 Adjust the Vending Unit Frame onto one of 3 levels for your prizes.



PRIZES

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

PRIZE SIZES

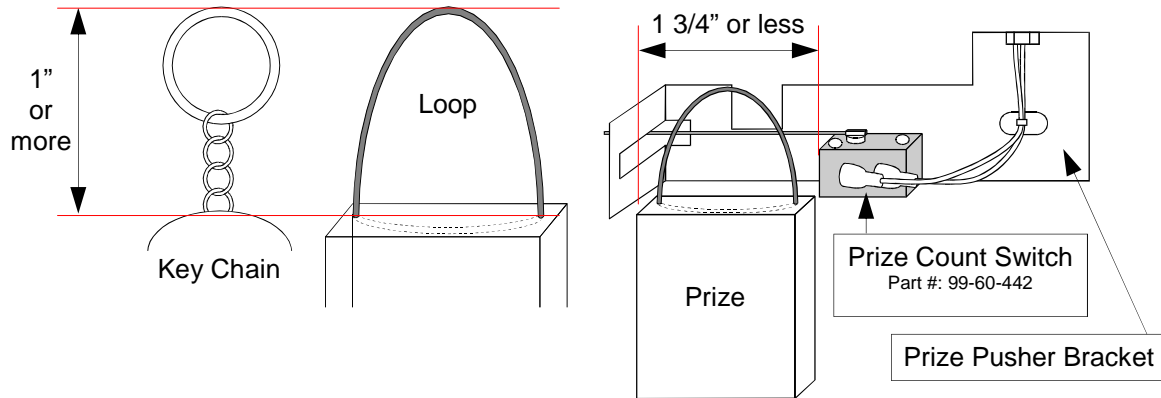
MAXIMUM Height: 6" (150 mm) *Including Key Chain and Loop
Weight: 2.6 oz (75 g)



If bottom of the prize touches the next Prize Vending Unit Cover, adjust the Vending Units.
(See page 2 HOW TO ADJUST THE VENDING UNITS FOR YOUR PRIZES)

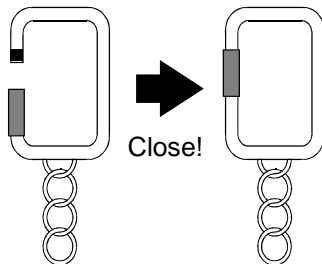
SIZE OF KEY CHAIN & LOOP

MINIMUM Height: 1" (25.5 mm)
MAXIMUM Width: 1 3/4" (44.5 mm)



CLOSE THE KEY RING BEFORE FILLING!

When you fill a prize which has this type of Key Ring, you must close the Key Ring before Filling. If the Key Ring is not closed, the machine will malfunction.



HOW TO FILL THE PRIZES (PRIZE FILLING MODE)

Switch on the Prize Fill Switch in the Coin Door and you will be in this mode.

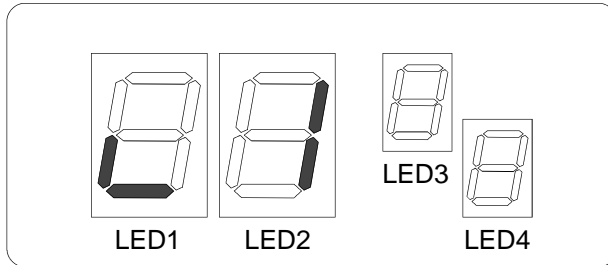
The Win Lamp 1 (L1 Lamp), the Stop Button and LED1 & 2 which will show "L1" on the Control Panel will flash.

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.

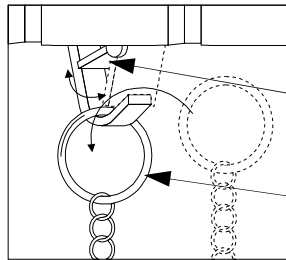
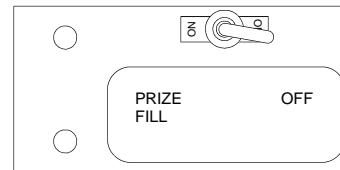
Fill prizes on 4 or 5 Prize Hangers from left side of the Prize Pusher Bracket and advance 4 or 5 Prize Hangers for next filling.

Hit the Stop Button on the Control Panel for less than 1 second, you can go to next Prize Vending Unit and LED1 & 2 will show the Prize Vending Unit Number

7 Segments LED on the Control Panel



Prize Fill Switch Bracket (Inside of the Coin Door)



After hanging the Key Ring or Loop of prize on the hook, you must close the hook by the Latch.

Latch
Part #: 30-70-475

Key Ring

DO NOT FILL THE PRIZES FROM RIGHT SIDE OF THE PRIZE PUSHER BRACKET!

If you fill the prizes from right side of the Prize Pusher Bracket, the prizes will drop

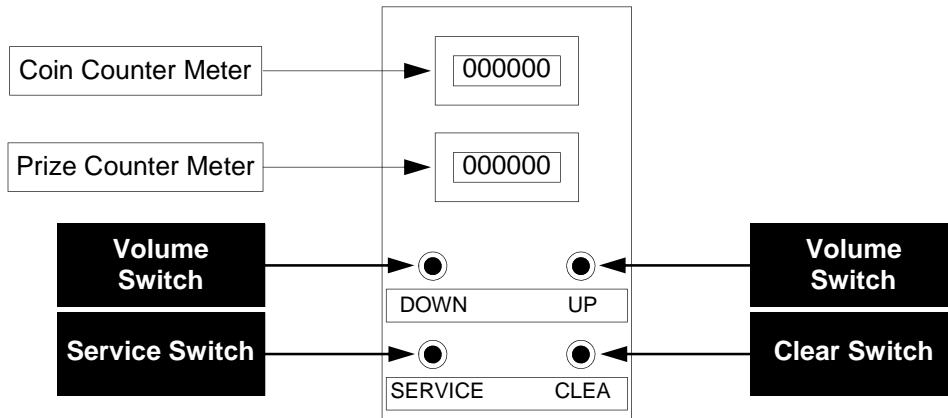
GAME SETTING MODE

You can adjust each game setting in this mode.

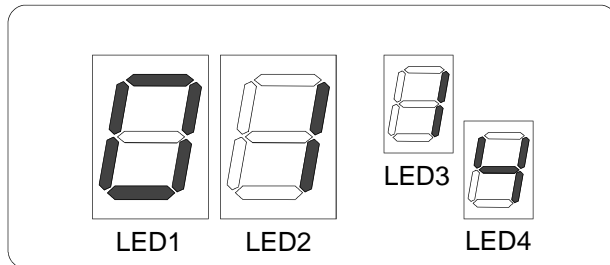
HOW TO ENTER THE GAME SETTING MODE

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 chart below)
LED1 & LED2 on the Control Panel shows FUNCTION # and LED3 & LED4 on the Control Panel shows SETTING #. (See page 6 & 7 TABLE OF SETTING FUNCTIONS)

Switch & Meter Bracket (Inside of the Coin Door)



7 Segments LED on the Control Panel



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.

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 on SETTING #15, 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 REPLAY

You can set REPLAY on or off in this function.
If you choose SETTING #0 (ON), the machine will give player a free play when player stops the lamp on an empty vending unit (with no prizes).

06 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.

07 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.

08 ATTRACT SOUND

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

09 FREE PLAY

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

10 BONUS CREDIT

Use these settings for operator who has a bill acceptor on the machine.
NOTE: Bill acceptor is optional

L1 THROUGH r1 PRIZE VALUE OF EACH VENDING UNIT

An important feature of Sports Arena is the ability to change the value on each individual vending unit based on the prize's value (cost). In other words, the prizes can vary \$0.25 up to \$20.00 for each individual vending unit.
(The current factory setting is for \$1.75 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.

TABLE OF SETTING FUNCTIONS

FUNCTION# (LED1 & 2)	FUNCTION	SETTING# (LED3 & 4)	SETTING	NOTE		
01	WINABILITY	0	HARDEST ↑	5%		
		1		10%		
		2		15%		
		3		17.5%		
		4		20%		
		5		22.5%		
		6		25%		
		7		27.5%		
		8		30%		
		9		32.5%		
		10		35%		
		11	37.5%			
				12	NORMAL	40%
				13	↓ EASIEST	45%
				14		50%
		15	WINNER EVERY PLAY	100%		
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		
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	Combo of both ways
		1	COUNTER CLOCKWISE	
		2	<i>RANDOM</i>	
05	REPLAY	0	ON	If prize vending unit is empty, player will get free replay.
		1	OFF	
06	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	
07	TILT SYSTEM	0	ON	
		1	OFF	
08	ATTRACT SOUND	0	ON	
		1	OFF	
09	FREE PLAY	0	OFF	Regular Game
		1	ON	Free play
10	BONUS CREDIT	0	OFF	
		1	4 COINS / 3 CREDITS	\$1.00/3 CREDITS
		2	20 COINS / 11 CREDITS	\$5.00/11 CREDITS
L1 THROUGH r4	PRIZE VALUE OF EACH VENDING UNIT	0	\$0.25	Use these settings when using prizes of various values. You can set each individual vending unit based on the prize cost. (See manual for detail)
1	\$0.50			
2	\$0.75			
3	\$1.00			
4	\$1.50			
5	\$1.75			
6	\$2.00			
7	\$2.50			
8	\$3.50			
9	\$5.00			
10	\$7.50			
11	\$10.00			
12	\$12.50			
13	\$15.00			
14	\$17.50			
15	\$20.00			

"FACTORY INSTALLED" SETTING

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.

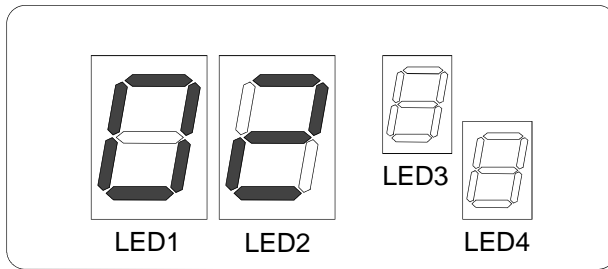
01: 7 SEGMENTS LED TEST

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



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: PRIZE VENDING UNIT TEST

You can check 8 Prize Vending Units and the Prize Payout Switches in each Prize Vending 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 next Prize Vending Unit.

When a prize or you manually hit the Prize Payout Switch, LED4 shows number for the Prize Vending 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"

Vending Unit L4: LED4 shows "4"

Vending Unit r4: LED4 shows "8"

You go to 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

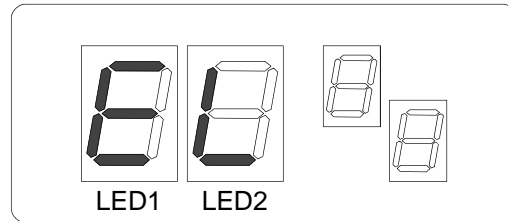
Re-power on the game and you can go back to the REGULAR GAME MODE.

ERRORS

TILT

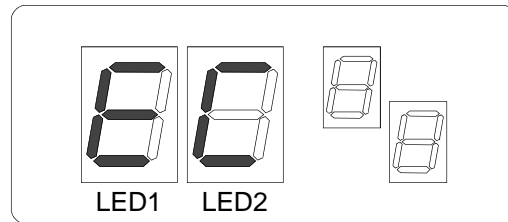
If you set 07 TILT SYSTEM "ON", the game will make noise and LED1 & 2 on the Control Panel will show "EL" when the machine is shaken.
The error will automatically clear about 15 seconds later.

7 Segments LED on the Control panel



COIN ERROR

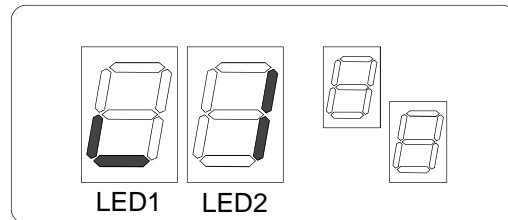
The game will make noise and LED1 & 2 on the Control Panel will show "EC" when the machine gets a coin jam.
Check around the Coin Switch.
Hit the Clear Switch inside of the Coin Door and clear the error noise.



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.



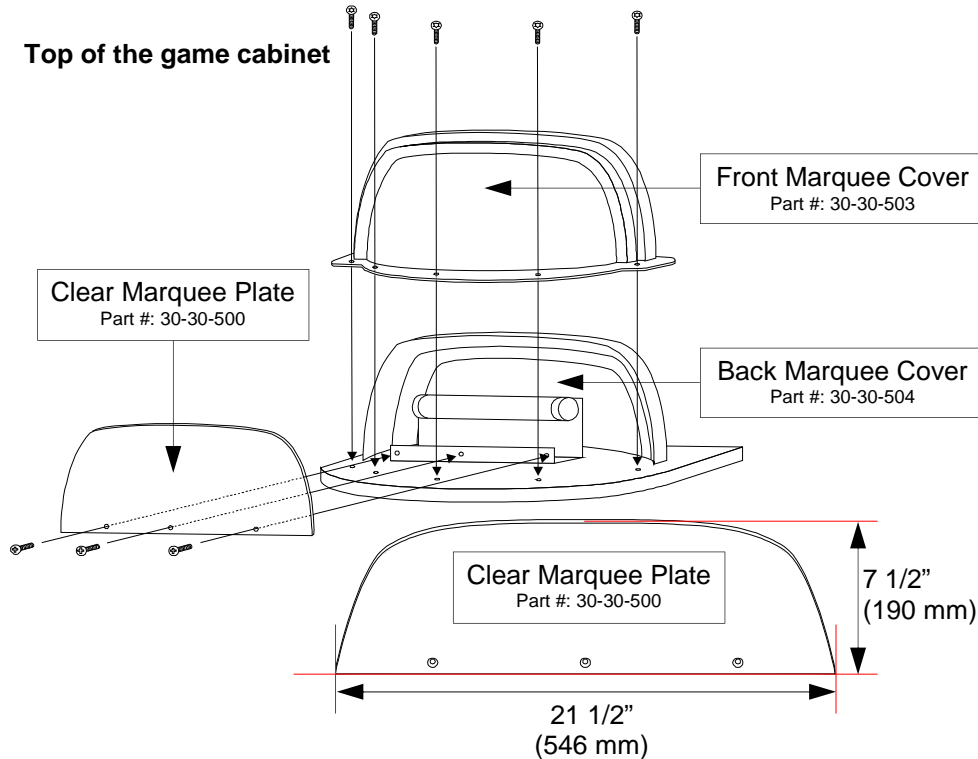
IF YOU SET 05 REPLAY "OFF"

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.

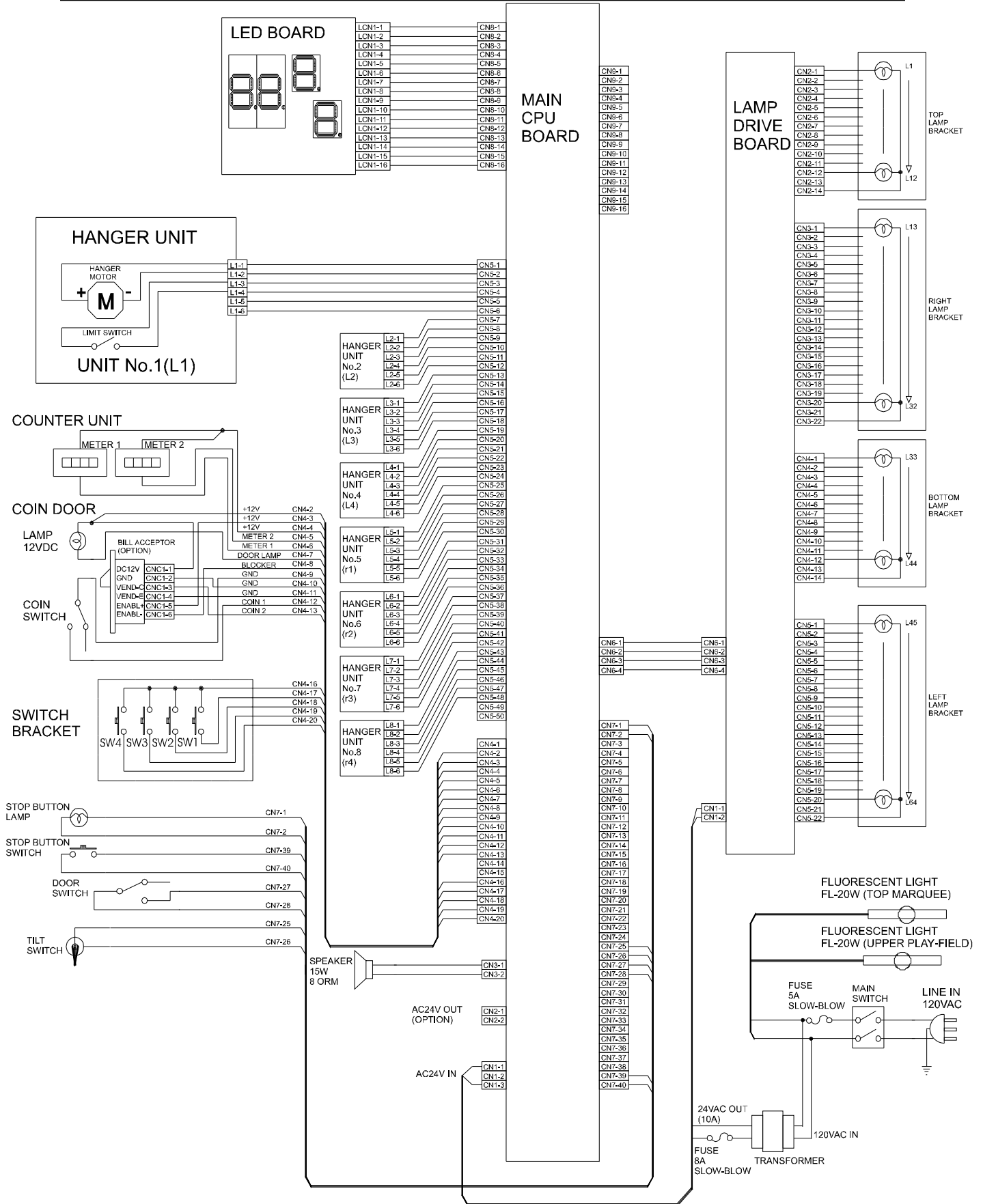
- 1 Take off 5 screws from the Marquee Cover with trex wrench.
- 2 Take off 3 screws from the Clear Marquee Plate.
- 3 Put your original marquee on behind the Clear Marquee Plate.



PART NUMBERS

Sports Arena CPU Board, AM3ABN-01	30-10-001	Prize Hanger W/Latches Only, Blue, Sports	30-70-474
LED Board, Sports, AM3ABP-01	30-20-010	Latch For Prize Hanger, Plastic, Blue, Sports	30-70-475
Lamp Driver Board, Sports, AM3ABR-01	30-20-401	Cover, Prize Hanger, Sports	30-70-476
Marquee, Prize Vending, Sports	30-30-130	Front Door, Clear, Sports	30-70-477
Decal, Misc, Sports	30-30-224	Belt, Sports	30-70-911
Instructions, Game, Sports	30-30-250	"Stop" Push Button Assy, Red	99-50-012
Instructions, Credit, Sports	30-30-251	Bulb, 24V 5W, Clear	99-60-255
Marquee Plexi, Clear, Sports	30-30-500	Bulb, 24V 5W, Red	99-60-256
Top Front Cover, Sports	30-30-503	Motor, Prize Vending, DC12V, 47C-VG-500-C249	99-60-334
Top Back Cover, Sports	30-30-504	Switch, Micro, D2MC-01E	99-60-442
Prize Vending Unit W/O Cover, Sports	30-50-451	Switch, Tilt	99-60-443
Gearbox, Sports	30-60-335	Dollar Bill Acceptor Kit	99-70-180
Latch For Front Door, Sports	30-70-060		

ELECTRICAL WIRING DIAGRAM



ATTN: PRIZE BUYER

**To further customize your game,
Sammy USA can supply prizes
representing ALL PRO SPORTS &
MAJOR COLLEGE TEAMS in your
area. Make sure you request that
your teams be included when you
order your kit. Allow 2 weeks for
your order to be processed.**

 **Sammy USA Corporation**

901 Cambridge Drive
Elk Grove Village, IL 60007-2434
Phone: (847) 364-9787
FAX: (847) 364-9831
Internet: www.sammyusa.com