SLAM DUNK – S

Software version: BA4US4F

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SLAM DUNK-S

Congratulations on your purchase of a Slam Dunk! Your Slam Dunk is a skill game that offers fun and excitement to your customers and revenue for your business. It's compact size, ease and variety of stocking options, and simplicity of play all combine to fill a unique niche in your enterprise.

The sophistication of the software allows for longer intervals between restocking visits. The game automatically "avoids" empty prize spirals dispensing an alternate prize should a spiral that has just been emptied be mistakenly selected. If the machine should empty it will alert attendants with a voice prompt and allow no further play. The software also contains provisions that provide "at a glance" troubleshooting assistance through code numbers that flash in the displays. The self-contained nature of the game greatly reduces component loss issues, and lessens maintenance time.

In this manual the details of game operation and maintenance are laid out. Reading through this manual will allow you to take the greatest possible advantage of what this machine has to offer.

Installation Considerations

The physical dimensions of your Slam Dunk are as follows: Width 24 inches Depth 32 inches Height 67 inches. The unit weighs 150 pounds unstocked. This allows for many locations that are size restricted to turn a profit. The cooling fan blows out from the bottom of the unit easing ventilation space requirements. It should be noted that storing items under the game would be inadvisable as it could restrict cooling airflow.

The unit functions on 120 VAC 60 cycles. A jack is located on the rear lower left of the machine into which the supplied line cord plugs. The power supplied must be grounded for optimum performance and unit life. Any unit repairs must be carried out by **Fully Qualified Personnel**. Please feel free to contact us at:

Coastal Amusements
1935 Swarthmore Ave.
Lakewood N.J. 08701

Or call

(732)-905-6662
Monday through Friday, 8:00 AM - 4:30 PM Eastern Time

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Or Email us at
Service@coastalamusements.com

Also please visit our website at coastalamusements.com to get the latest technical tips, news, and product information.

POWERING UP

There are two power switches located on the Slam Dunk, the first is near the NEMA style jack where the line cord attaches, and the other is located behind the coin door. A delay of 5 –10 seconds allows the power supply to come to full capacity.

A voice saying; ***PLAY SLAM DUNK!!!*** Along with display digits counting down from 9-1, signal that the game is running an automatic diagnostic program to ensure optimum performance. Should the displays stop during countdown the number that they stop at can be referenced in the table on page 14 to localize the problem. The game can be credited using the Credit button or by dropping a coin through the coin comparator (please see the section on the coin comparator.) We do not recommend using the credit switch on the back of the coin comparator as this will likely result in a coin error message due to anti-tricking provisions in the games software. Upon coin up the game will say ***PLAY SLAM DUNK!!!*** Followed by a voice prompt saying ***SELECT YOUR PRIZE,*** this will be repeated during the prize selection window. Pushing the ***SELECT PRIZE*** button toggles through the prize spirals with each push of the button. The prize selection time is adjustable (please see options settings section of this manual.) The Lock Motor will cycle to the play position and allow the ball to be played using the red plunger. As a player scores points the basket will rise increasing scoring difficulty, voice prompts will encourage the player with each basket. After the basket passes the three-point line each basket made gives three points to the player. When Five seconds of playtime remain the machine will prompt with ***TIMES ALMOST UP***. As the game ends, if the player has won, the machine will say ***TIMES UP PLEASE TRY AGAIN, YOU'RE A WINNER!,*** followed by ***THANKS FOR PLAYING.*** The selected prize spiral will rotate approximately 10 – 12 seconds dispensing the desired prize. If an empty spiral has been mistakenly selected the machine will initially attempt to dispense the prize form the empty spiral, after completing it's cycle without dropping a prize the machine will automatically switch to the spiral horizontally adjacent to the empty spiral. During games that follow the machine will not allow the empty spiral to be selected. Should the player fail to achieve the required score the machine will say ***GAME OVER, THANKS FOR PLAYING, BYE BYE.***

Slam Dunk Prize Stocking

Your Slam Dunk is equipped with software and micro-switches to detect when a prize has been vended. For optimal performance there are a few points that must be considered. The prize spirals rotate roughly 10 –12 seconds during prize payout, Prizes stocked in the game must be placed on the prize screws not more than three segments apart on the spirals and can be placed as close as every spiral, depending on the size of the prize. Prizes should not be so large as to not allow them to sit properly on the prize spiral, or to get hung up on the side nets. Shape also plays a role. Prizes with parts that stick out may have a tendency to get hung up in the nets or on each other.

Care should be observed during restocking to be sure that the detection switches on the end of the spirals are not damaged. The following procedure should be used to refill the machine.

- Remove the prize retention rods from each spiral to be restocked by unscrewing it until it comes free.
- Place the hangers for the prizes completely around the prize spiral and supporting arm, be sure that the prizes are not spaced more then three turns apart, or no closer then every turn, depending on the size of the prize, and the hangers are not improperly wrapped around the spiral or each other. Also be sure that any knots or other securing devices on the hangers do not interfere with the prize spiral or cause it to bind.
- Reinsert the retaining rod and screw in to secure. Do not use tools to tighten the rod or difficult removal could result at the next restocking. Be sure that the retaining rod is above all of the prize hangers and that it does not interfere with the hangers. Placing the hangers on the retaining rod will not allow the prizes to vend properly and can result in unnecessary service calls. Repeat these procedures for each empty prize spiral.
- After the machine has been completely restocked, turn the power to the machine off, press and hold the prize select button, and turn the machine on. This will reset the software and activate all spirals.
- After the LED displays come up release the prize select button, the machine will then give a series of three “horn blasts” that let you know that the reset has been successful.
- To double check, coin the machine up and sequence through the prize spirals making sure that each one can be selected. Should any of the spirals not be selectable check to be sure that the detection switch at the end of the spiral is functioning correctly.

Following the above procedures should allow many hours of carefree operation for your Slam Dunk.

LIST OF IMPROVEMENTS

SLAM DUNK

Software version: BA4US4F

1. **Prize Selection**: Player will use the "Prize Select" button to advance the light to the selected prize; not stop the light as it passes the selection.

2. **Timer**: Player will have from 5 – 10 seconds (operator adjustable; defaulted to 5 sec.) to select prize before game begins.

3. **Prize Selector Indicator Light**: The indicator light will start on a prize selection type at random, instead of always beginning on "A". This will alleviate the current problem of the premature emptying of the first selection (A).

4. **Music**: The music was deleted from the "Prize Selection" routine upon the initial insert of a coin. A voice prompt "Please select your prize", repeats until the game begins. The music plays only during game play.

5. **Prize Empty**: (a). If a prize selection (spiral) is empty, and has selected by the player (in error), the game will automatically dispense a prize from the spiral of equal value. (b). Once an empty spiral is detected, the game will not allow another selection from that spiral (selector light will not light). (c). If 2 spiral of the same values are empty, game will go into error01 "call attendant", indicating that a prize was not dispensed to the player. After approximately 30 seconds, the game will reset and return to game play. The 2 empty selections will be eliminated from the prize selection routine in the next game. After re-loading, the game must be reset to recognize the re-loaded spirals. (see reset instructions in operating manual).

6. **Stuck Detector switch:** Should a prize detector switch become stuck or malfunction, the machine will call the attendant three times. Should no one be available, the machine will resume normal operation not allowing the defective spiral to be selected until the malfunction is corrected.

7. **Game Empty**: If all prize spirals are empty, game will shut down, and not allow further play. After re-loading, the game must be reset to allow for game play. (see reset instructions in operating manual).

8. **Prize (spiral) ID**: We have changed the price value routine to operate "horizontally", instead of vertically. The new routine is: "A/D; "B/E"; "C/F".

9. **Prize Point Value**: We moved the number of points required for a prize from the bottom display, to the "Score" display during the prize selection routine. Once the game begins, the value is then transferred to the "Points for Prize" display, and the "Score" displays reset to "0", to begin game play. This will alleviate the complaint that a player cannot see the bottom display as a prize is selected, because of the obstruction for the ball.

10. **Up/Down Motor Switch**: We have added software to shut down the up/down motor in case of a switch failure to avoid a burn out. If the switch fails, the motor will shut down in approximately 8 seconds.

SLAM DUNK
SOFTWARE VERSION: (BA4US4F)

A. Prize Selection: After the game is coined up, the game enters a settable period of time, 5 –10 sec when the player can repeatedly press the prize select button to scroll through the prize rods. After that period of time the game automatically enters game play.

B. Prize Selection Timer Setting

1. Power off game.
2. Press and hold “free play” button located inside cabinet.
3. Power on game.
4. After power on is complete, release “free play” button.
5. The **“Time Display”** on playfield will flash.
6. Press **“Select Prize”** button to adjust prize selection time. (5 sec – 10 sec)
7. After setting time, cycle game power off and on for settings to take effect.

C. Resetting the game after restocking

1. Power off game. Press and hold **“SELECT PRIZE BUTTON”.**
2. Power game on.
3. After power on complete, release **“SELECT PRIZE”** button.
4. Three horn blasts from the game will show that the reset was successful.
5. Load prizes on spiral.
6. When all prize spirals are empty, display shows **ERROR 09**, indicating a need to re-load game.

Note: If a prize is not vended from the selected spiral the machine will automatically dispence a prize from the rod horizontally across from the one selected.

EXPLANATION OF TERMS AND FEATURES

Interaction of Degree Settings and Screw gift Setting:

DEGREE OF DIFFICULTY SETTING

Slam Dunk has a total of eight "Degree of Difficulty" settings. Degree Setting # 1 being the easiest and Degree Setting # 8 the most difficult. Each Degree Setting will give sets of 8 scoring ranges for the prize screws grouped into 3 "value" groups. A & D "group" screws will be one score range, B & E "group" will be the second score range and C & F "group" will be the third score range. ***The score range will be the same for each two screw "group". Therefore, prizes of the same value must be "grouped" on these spirals.***

Each score range will offer a twelve number "spread" for winning a prize. A number value within the twelve-point spread will appear at the start of each game indicating the points needed to win the selected prize. See example below:

Degree of Difficulty Setting # 1 (Factory Default)

A & D score range 12 –20
B & E score range 16 –28
C & F score range 20 –32

SCREW GIFT SETTINGS

The "Screw Gift Settings" will help to insure the operator holds the correct percentage. Once the operator has selected a Screw Gift Setting for screws A & D, B & E, C & F, the score required to win that prize will stay in the top half of the score range until the number of credits selected has been reached in your Screw Gift Setting. Once the number of credits selected has been played as selected in the Screw Gift Setting, the score range will automatically adjust to the bottom half of the score range as selected in the Degree Setting. See example below:

Screw Gift Setting	Degree/Difficulty	1-20 cr.	20+ cr.
A & D – 10 Credits	**12-20 Points**	**12-16 pts.**	**16-20 pts.**
B & E – 30 Credits	**16-28 Points**	**16-22 pts.**	**22-28 pts.**
C & F – 40 Credits.	**20-32 Points**	**20-26 pts.**	**26-32 pts.**

Example- Correlation
The #1 Degree Setting for screw A/D is 12 to 20. Screw Gift Setting for Screw A/D is 10 credits.

Until the game has taken in 10 credits, the score for winning an A/D prize will randomly be between 12 and 16 points. Once the game has taken in 10 credits the winning score will drop to a random value between 16 and 20 points.

DIP SWITCH SETTINGS

SW1 (1=ON 2=OFF)

DIP SWITCH		1	2	3	4	5	6	7	8
GAME TIME	30 SEC		0	0					
	40 SEC		1	0					
	50 SEC		0	1					
	60 SEC		**1**	**1**					
1 CREDIT/ PLAY					0	0			
2 CREDITS/ PLAY					**1**	**0**			
3 CREDITS/ PLAY					0	1			
4 CREDITS/ PLAY					1	1			
DEGREE OF DIFFICULTY	1 EASY						0	0	0
	2						**1**	**0**	**0**
	3						0	1	0
	4						1	1	0
	5						0	0	1
	6						1	0	1
	7						0	1	1
	8 HARD						1	1	1

NOTE: 1) DIP Switch settings will not take effect until the game is turned off and back on again.

GIFT SCREW SETTING (2 OPTIONS CHOOSE ONE)

SW2 OPTION A (SW2 NO. 8 OFF)

SCREW NO.		A	D	B	E	C	F		
DIP SW		1	2	3	4	5	6	7	8
GIFT PRICE CREDIT	**10 CREDIT**	**0**	**0**						**0**
	20 CREDIT	1	0						0
	30 CREDIT	0	1						0
	40 CREDIT	1	1						0
	30 CREDIT			**0**	**0**				**0**
	40 CREDIT			1	0				0
	50 CREDIT			0	1				0
	60 CREDIT			1	1				0
	40 CREDIT					**0**	**0**		**0**
	60 CREDIT					1	0		0
	80 CREDIT					0	1		0
	100 CREDIT					1	1		0
WIN RATE	CLEAR							1	0
	ADD							**0**	**0**

SW2 OPTION B (SW2 NO.8 ON)

SCREW NO.		A	D	B	E	C	F		
DIP SW		1	2	3	4	5	6	7	8
GIFT PRICE □ CREDIT □	20 CREDIT	0	0						1
	40 CREDIT	1	0						1
	60 CREDIT	0	1						1
	80 CREDIT	1	1						1
	60 CREDIT			0	0				1
	80 CREDIT			1	0				1
	100 CREDIT			0	1				1
	120 CREDIT			1	1				1
	100 CREDIT					0	0		1
	140 CREDIT					1	0		1
	180 CREDIT					0	1		1
	200 CREDIT					1	1		1
WIN RATE	CLEAR							1	1
	ADD							0	1

NOTE:

1. A restart of the game is required for DIP switch settings to take effect.
2. If win rate is set to clear the screw values will reset at power off.
3. If win rate is set to add accumulation data from previous games will be held after power off.
4. If players are having difficulty winning then setting win rate to clear powering down and back up and then setting it to add powering down and back up again will allow the point values to reset a more winnable range.

DEGREE OF DIFFICULTY SETTING

INSTRUCTIONS:

(1) SET THIS OPTION WITH DIP SW1 POLES 6,7,8

(2) DEGREE 1 IS THE EASIEST, DEGREE 8 IS THE HARDEST

EX: SW1 POLES 6,7,8 SET TO: ON, ON, OFF = DEGREE 4

SCREW / DEGREE	A	D	B	E	C	F
1	**12~20**		**16~28**		**20~32**	
2	16~28		22~34		26~38	
3	18~30		24~36		28~40	
4	18~30		26~38		28~40	
5	20~32		26~38		30~42	
6	20~32		28~40		30~42	
7	22~34		28~40		32~44	
8	22~34		30~42		34~46	

INSTRUCTION:

(3) DEGREE 1~8,ADJUST DIP SW1 NO 6,7,8

(4) DEGREE 1 EASIEST, DEGREE 8 HARDEST

(5) EX: SW1 NO. 6,7,8 SETTING 110 = DEGREE 4

SEE BELOW EXAMPLE

DEGREE 4

SCREWS: A & D STANDARD POINTS RANGE 12~20.

B & E STANDARD POINTS RANGE 16~28.

C & F STANDARD POINTS RANGE 20~32.

COIN COMPARATOR

This Machines Coin Comparator **has been set at the factory for** Coin Pulse Width and Comparator Sensitivity. (The only installation required is the coin)

Coin Insert**: This is an electronic "comparator" type coin mechanism, you must insert a coin before "coin testing" the game. Gently lift up on the coin holder, there is a spring applying pressure on it. When installing the coin in the comparator, it is important that the coin be placed securely in position, allowing no movement of the coin once installed.**
Factory Settings as follows:

1. Coin Pulse Width**: Located at the bottom of the Coin Comparator, this three- (3) position switch set at** *50 ms***. this is accomplished by placing the switch in the "***middle***" position on the "DYE" mech.**

2. Coin Sensor**: This switch is located on the rear of the coin mech. The switch is set to "***Normally Open***" which is in the "***DOWN***" position on the "DYE" mech.**

3. Comparator Sensitivity**: Located above the "Coin Pulse Width" switch, is a green***" wheel***" adjustment that determines the sensitivity of the coin acceptance. If you are experiencing a high rate of coin reject, the adjustment should be set more to the "***Slack***" position. This is accomplished by turning the wheel** *one-quarter (1/4) turn clockwise* **on the "DYE" mech.**

If you have any questions, or require further assistance, please contact our service department at 1-732-905-6662.

SCREW SETTING INSTRUCTIONS

Fig. 1

INSTRUCTION:

1. THE 6 SCREWS ON THE MACHINE ARE DIVIDED HORIZONTALLY INTO 3 SETS AS FOLLOWS:
   - (A) SCREWS “A” AND “D” ARE CONTROLLED BY DIP SW2 NO. 1 & 2.
   - (B) SCREWS “B” AND “E” ARE CONTROLLED BY DIP SW2 NO. 3 & 4.
   - (C) SCREWS “C” AND “F” ARE CONTROLLED BY DIP SW2 NO. 5 & 6.

2. EXAMPLE.
   DIP SW2, #8 = OFF:
   - (A) A & D SCREWS CAN BE SET TO GIVE OUT PRIZE FROM 10 TO 40 CREDITS.
   - (B) B & E SCREWS CAN BE SET TO GIVE OUT PRIZE FROM 30 TO 60 CREDITS.
   - (C) C & F SCREWS CAN BE SET TO GIVE OUT PRIZE FROM 40 TO 100 CREDITS.

   DIP SW2, #8 = ON: ALL VALUES ABOVE ARE DOUBLED.
   NOTE: REFER TO GIFT SETTING PAGE FOR MORE DETAILED INFORMATION ON PRIZE SET UP.

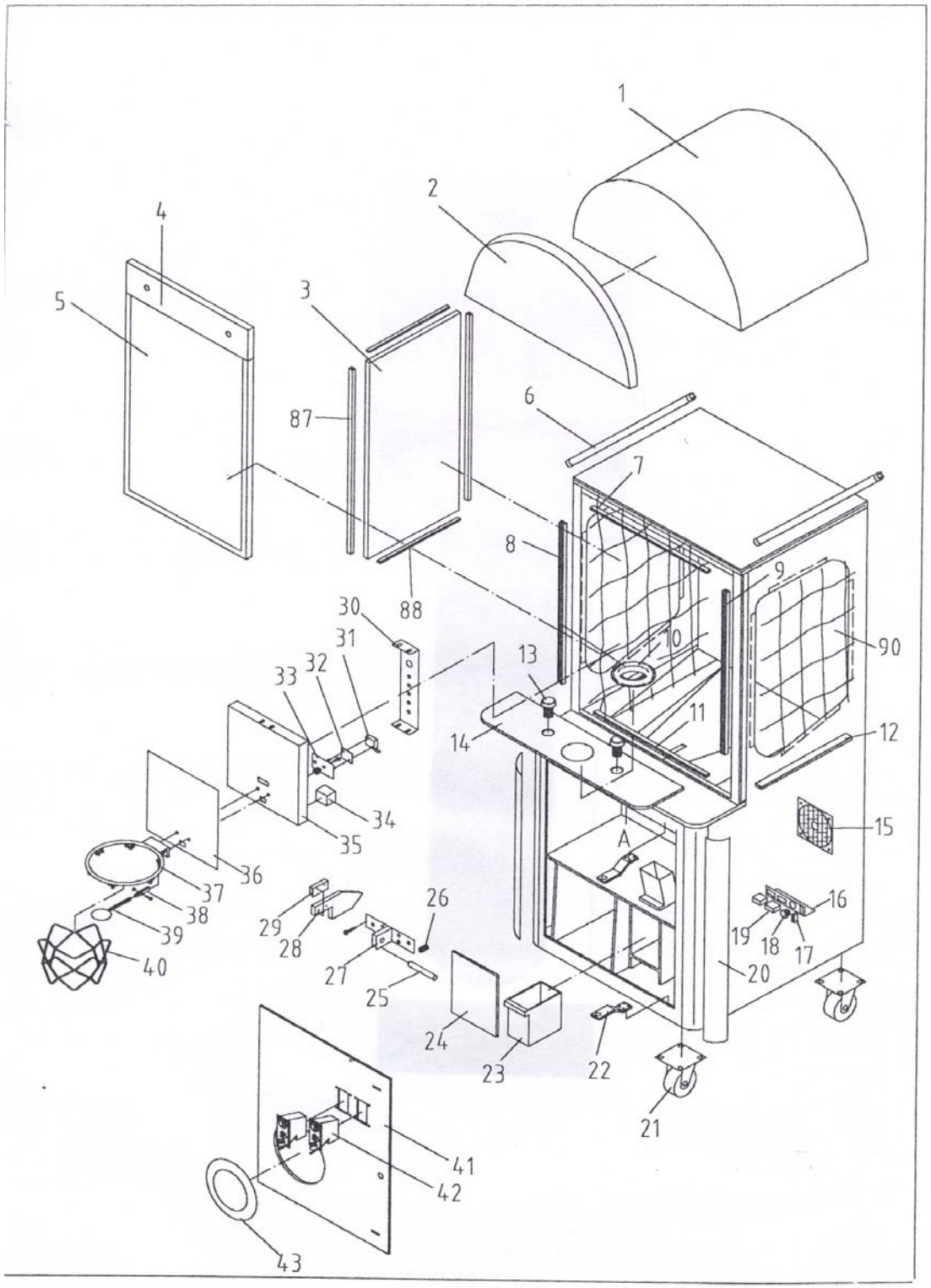
3. TOTAL CREDITS WILL INCREASE EACH TIME GAME IS PLAYED. (COUNTER CONTROLLED BY CPU).

4. WHEN TOTAL CREDITS (CONTROLLED BY CPU) = STANDARD SETTING CREDITS (AS OUTLINED ABOVE), STANDARD SETTING CREDITS WILL BE LOWERED FOR PLAYER TO WIN MORE EASILY.

SLAM DUNK-S
ELIMINATING PROBLEMS

ERROR CODES

ERROR CODE	CAUSE	SOLUTION
01	MOTOR	CHECK UP-AND–DOWN MOTOR SWITCH (LS3)
02	LOCK MOTOR UP	CHECK LOCK MOTOR OR UP SWITCH (LS4)
03	LOCK MOTOR DOWN	CHECK LOCK MOTOR OR DOWN SWITCH (LS5)
04	SPIRAL MOTOR ERROR	CHECK SPIRAL MOTOR OR SWITCH
05	COIN ERROR	CHECK COIN SWITCH
06	MAIN PCB RAM	REPLACE NEW RAM IC (6116)
07	SCORING DETECTOR SW	CHANGE SCORING DETECTOR SW
08	BELT BREAK/ OR UP DOWN MOTOR	REPLACE NEW BELT OR CHECK UP DOWN MOTOR SWITCH (LS3)
09	PRIZES OUT	REFILL PRIZE & RESET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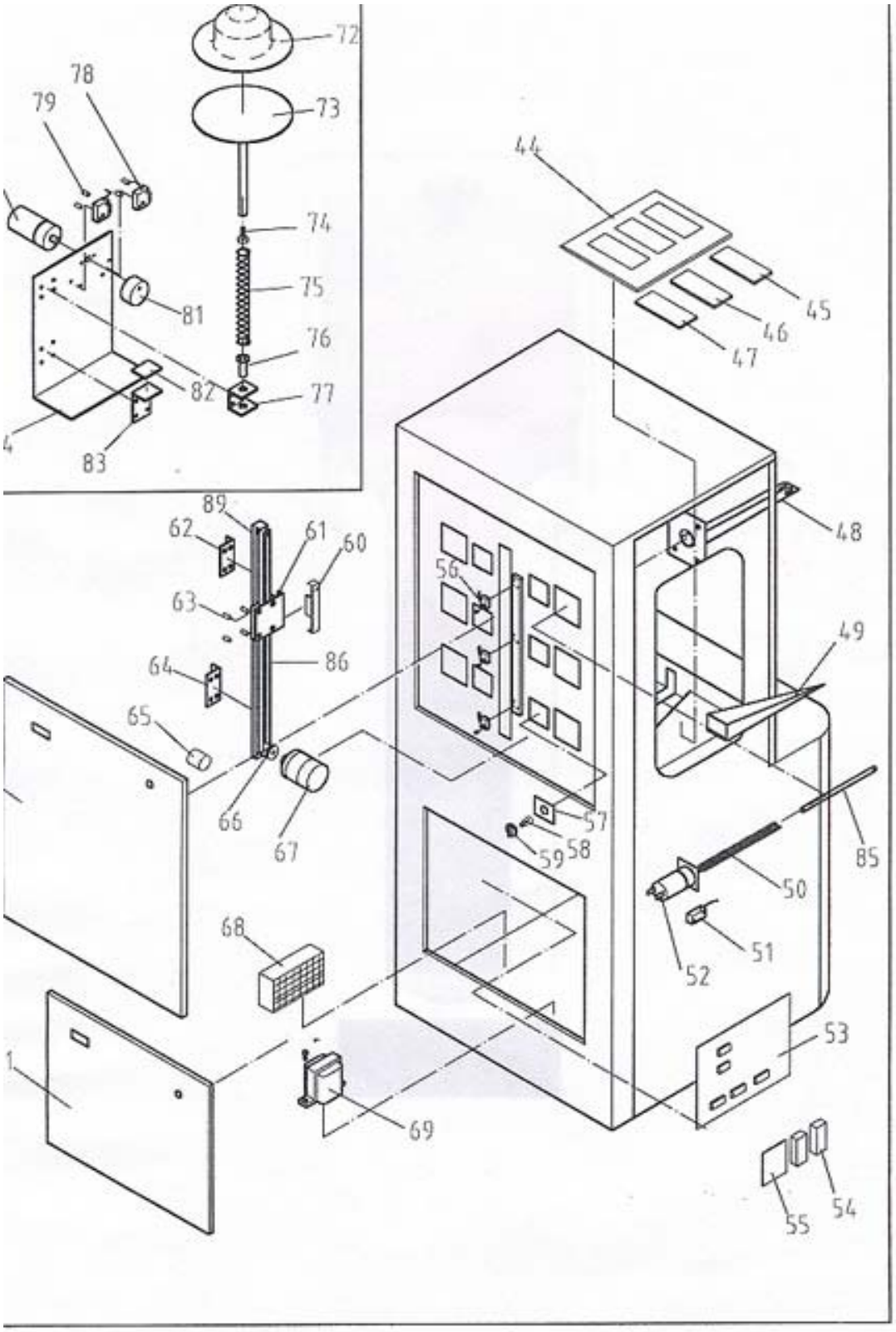
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01-07-2002

Slam Dunk-S
PARTS LIST1

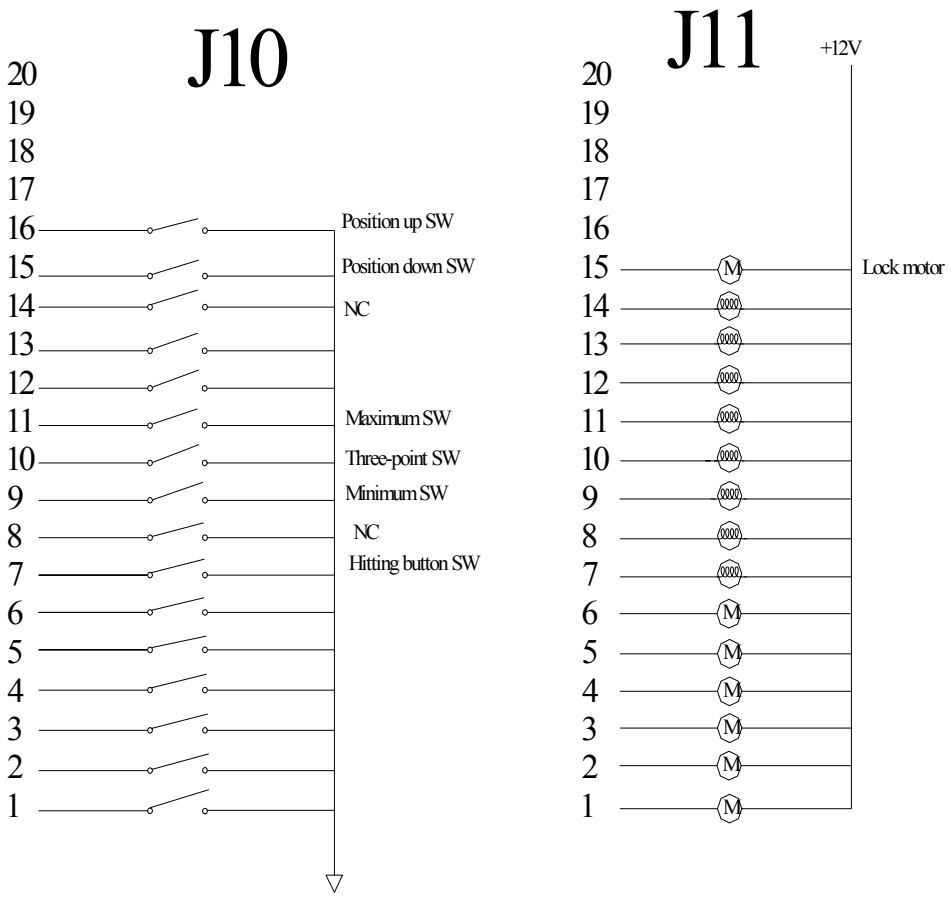
NO	DESCRIPTION	NO	DESCRIPTION
1	CABINET TOP	21	CASTOR WHEEL
2	MARQUEE	22	CASH BOX HASP
3	SIDE GLASS	23	CASH BOX
4	FRONT ALUMINUM BAR	24	PRIZE FLAP
5	FRONT GLASS	25	PIN
6	LIGHT	26	SPACER
7	CEILING STIFFENER	27	LEVER BRACKET
8	LEFT SIDE STIFFENER	28	BALL LAUNCH LEVER
9	RIGHT SIDE STIFFENER	29	PLUNGER PLATE
10	BALL SEAT	30	BACKBOARD BRACKET
11	BOTTOM STIFFENER	31	SWITCH
12	RULER	32	SWITCH ADAPTER PLATE
13	PRIZE SELECT BUTTON	33	SCORE SENSOR BRACKET
14	FRONT PANEL	34	SPONGE RUBBER PAD
15	VENTILATION FAN	35	BACKBOARD
16	MOUNTING BRACKET	36	BACKBOARD DECAL
17	POWER SWITCH	37	HOOP
18	CREDIT BUTTON	38	SCORE SENSOR PIVOT
19	COIN/TICKET METERS	39	SCORE SENSOR
20	CORNER GUARD	40	NET

Slam Dunk-S
PARTS LIST2

NO	DESCRIPTION	NO	DESCRIPTION
41	CABINET FRONT	61	BACKBOARD TROLLEY
42	COIN MECH	62	TRACK MOUNTING BRACKET UPPER
43	PLASTIC RING	63	BRASS STANDOFF
44	DISPLAY FIELD	64	TRACK MOUNTING BRACKET LOWER
45	TIME DISPLAY	65	CAPACITOR
46	SCORE DISPLAY	66	LOWER BELT PULLEY
47	“TO WIN” DISPLAY	67	BACKBOARD DRIVE MOTOR
48	PRIZE SCREW BRACKET	68	POWER SUPPLY
49	RUBBER CUSHION	69	TRANSFORMER
50	PRIZE SCREW	70	UPPER REAR ACCESS PANEL
51	DISPENSE SWITCH	71	LOWER REAR ACCESS PANEL
52	PRIZE SCREW MOTOR	72	RUBBER PLUNGER COVER
53	MAIN CIRCUIT BOARD	73	PLUNGER
54	BALLAST	74	RETAINING SCREW
55	ANTI INTERFERENCE PCB	75	SPRING
56	SWITCH	76	PLASTIC PLUNGER PROTECTOR
57	LIGHT BULB PCB	77	PLUNGER BASE BRACKET
58	PRIZE LIGHT BULB	78	UP LIMIT SWITCH
59	LIGHT BULB BASE	79	DOWN LIMIT SWITCH
60	BACKBOARD POSITION ACTUATOR	80	12V 10RPM MOTOR

Slam Dunk-S
PARTS LIST 3

NO.	NAME	QTY	NO.	NAME	QTY
81	CAM	1	87	SIDE WINDOW BAR	4
82	CUSHION PAD	1	88	TOP/BOTTOM WINDOW BAR	4
83	CUSHION BASE	1	89	UP-DOWN MOTOR TRACK	1 SET
84	MOTOR BRACKET	1	90	SIDE NET	2
85	GIFT SCREW ROD	6	91	BALL	1
86	DRIVE BELT	1		STICKERS	4
				WIRING HARNESS	1 SET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Position up SW
Position down SW
NC
Maximum SW
Three-point SW
Minimum SW
NC
Hitting button SW
J11
+12V
Lock motor
M

Fig. 2

SLAM DUNK

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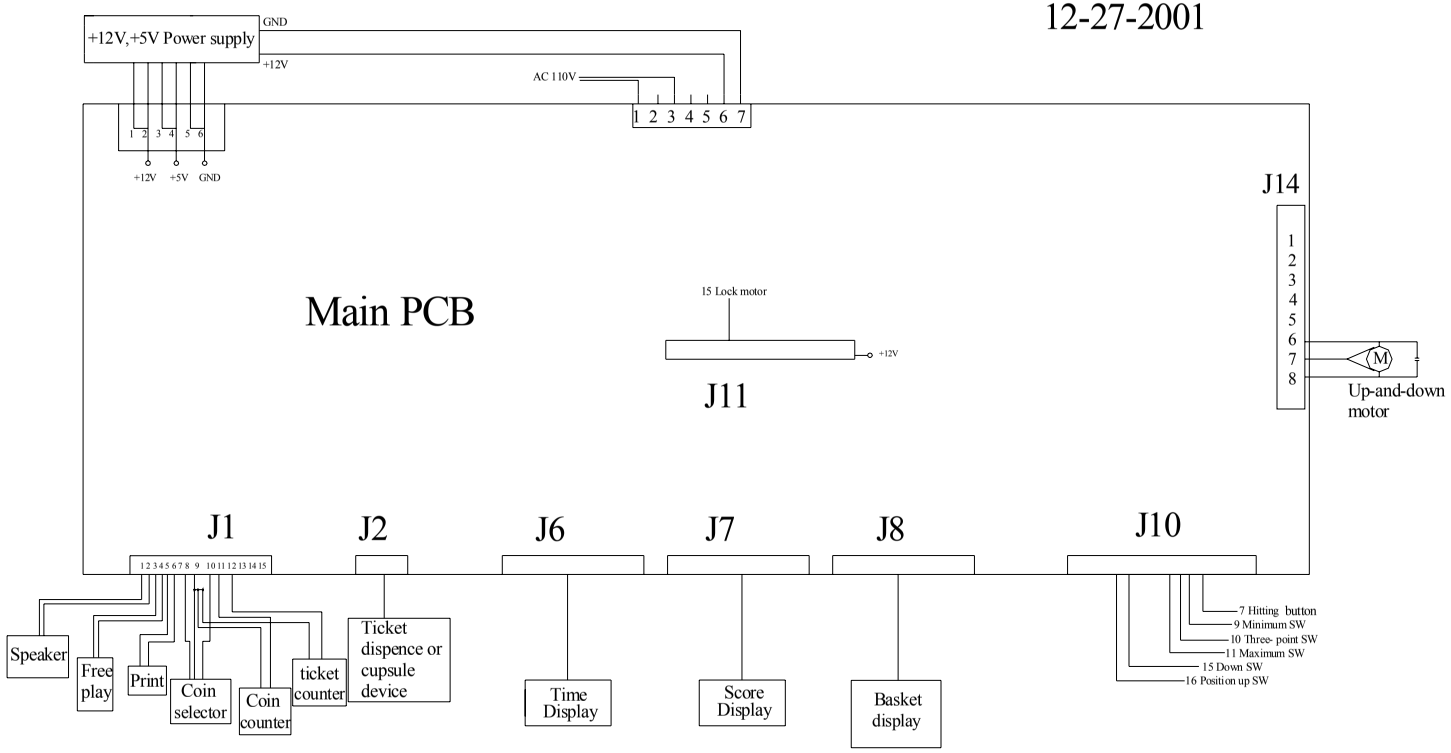


Fig. 3

SCREW A(1)

SCREW B(2)

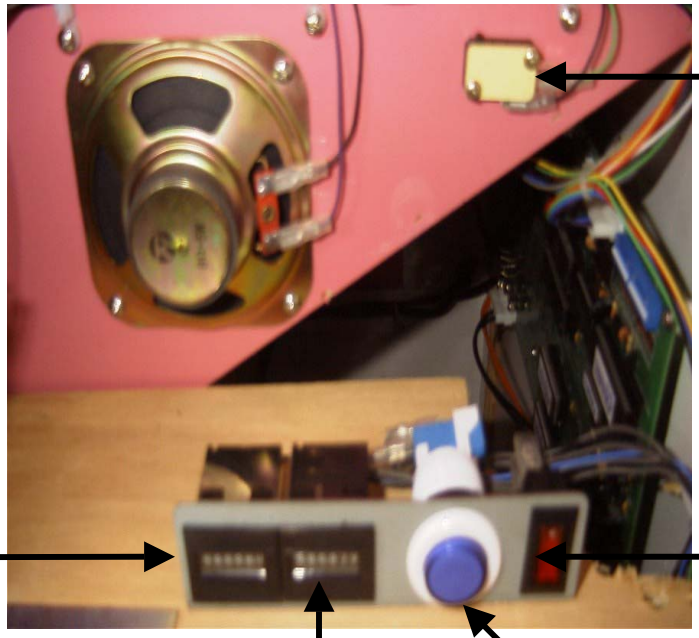
SCREW C(3)

SCREW D(4)

SCREW E(5)

SCREW F(6)

Fig 4



Spiral Motor Test Switch

COIN COUNTER

A. POWER SW

Fig. 5

GIFT COUNTER

FREE PLAY

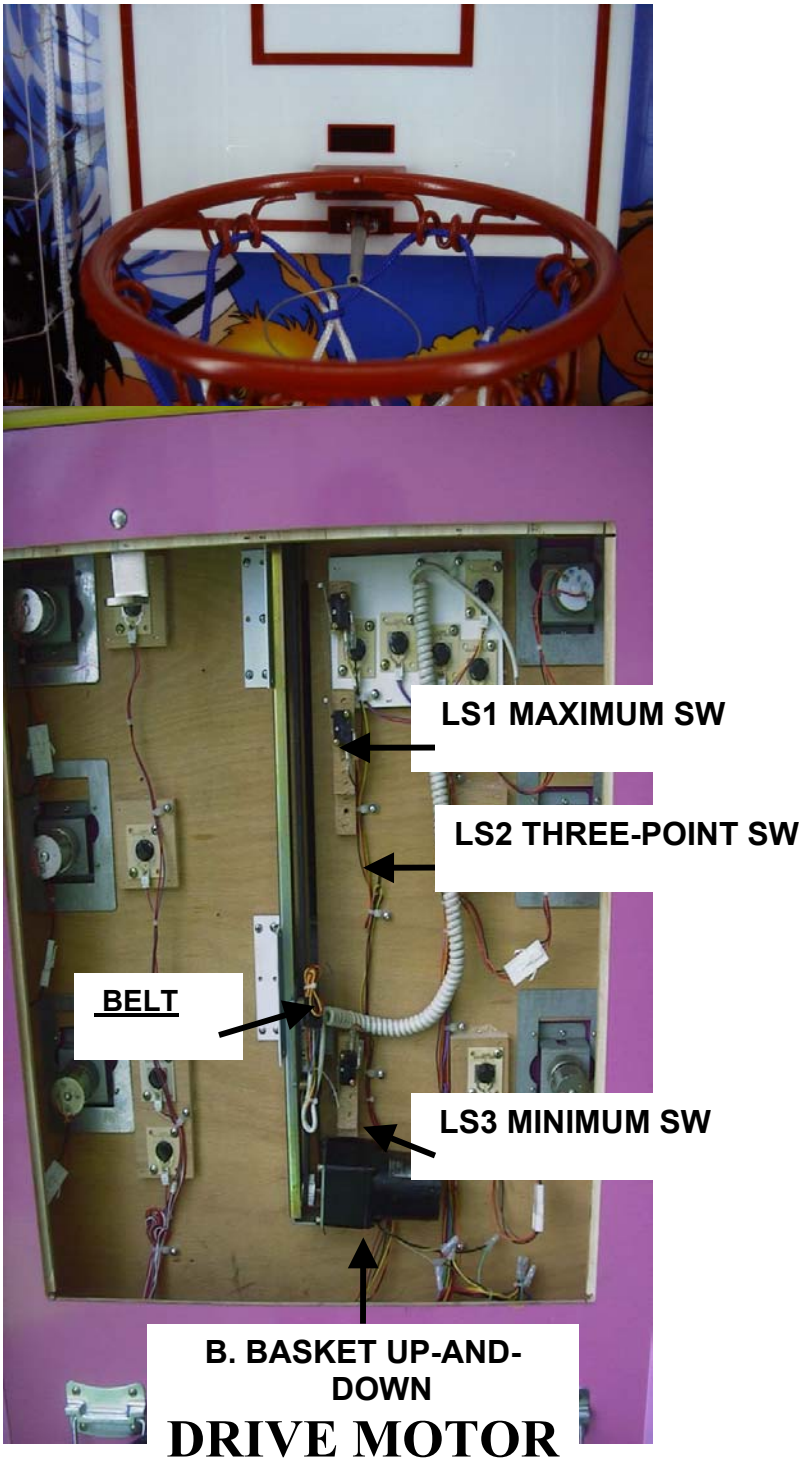
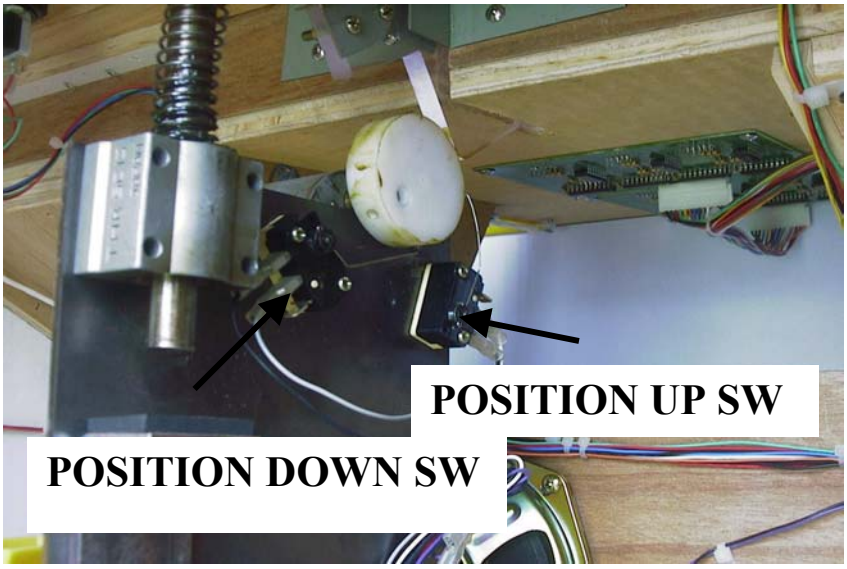
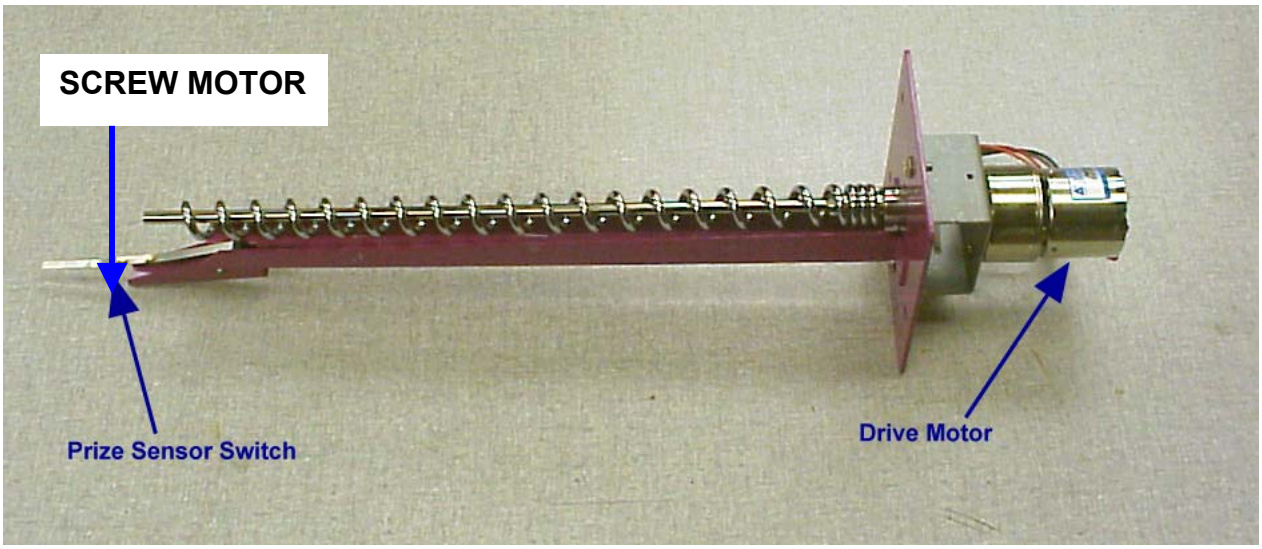

LS1 MAXIMUM SW
LS2 THREE-POINT SW
BELT
LS3 MINIMUM SW
B. BASKET UP-AND-DOWN
DRIVE MOTOR

Fig 7

Fig 8

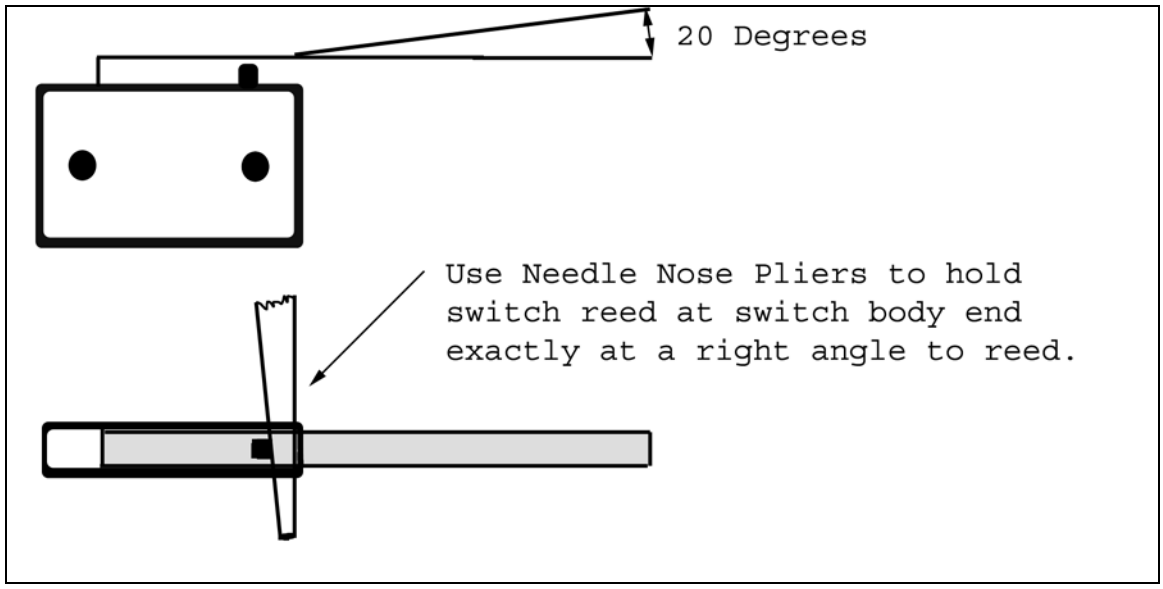




PRESS TEST SW–ENTER SCREW TEST MODE
–SCREW MOTOR (1) RUNS TEST
–PRESS SCREW SW1
–SCREW MOTOR (2) RUNS TEST
–PRESS SCREW SW2
–SCREW MOTOR (3) RUNS TEST
–PRESS SCREW SW3
–SCREW MOTOR (4) RUNS TEST
–PRESS SCREW SW4
–SCREW MOTOR (5) RUNS TEST
–PRESS SCREW SW5
–SCREW MOTOR (6) RUNS TEST
–PRESS SCREW SW6
-END OF TEST, BACK TO NORMAL

TECH NOTES: 8 DECEMBER 2004
GAME: *SLAM DUNK* MERCHANDISE GAME
MAINTENANCE: PRIZE DETECTION SWITCHES

The Coastal *Slam Dunk* merchandise game uses micro switches at the end of each prize spiral to detect a prize being vended. These switches require periodic adjustment to ensure that merchandise will be properly recorded and so that prizes do not hang up on the switch. The procedure set for the below will keep your *Slam Dunk* dispensing prizes efficiently, and accounting accurately. Please keep in mind that force should be kept to a minimum when carrying out these maintenance procedures, and also that over bending the switch reeds could result in more prizes hanging up on the switch reeds.



Using Needle nose pliers grasp the prize switch reed firmly being sure that the edge of the jaws facing away from the switch body is exactly square with the long dimension of the switch reed and even with the end of the switch body as shown in the picture.

7. Using your finger or small screwdriver carefully bend the switch reed upward about 20° be careful not to over bend and be sure the bend is completely straight.
8. Test the switch; you should hear the switch click just as the reed is even with the edge of the protective bracket. ***Also the reed should not hit the sidewalls of the bracket during travel***.
9. Periodically check the prize switches to ensure proper continued operation.