

# SLAM DUNK



**Software version: BA4USDT**

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# SLAM DUNK

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 simplicity of play all combine to fill a unique niche in your enterprise.

The software 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. This allows for many locations that are size restricted to turn a profit.

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:

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**Also please visit our website at [coastalamusements.com](http://coastalamusements.com) to get the latest technical tips, news, and product information.**

## POWERING UP

There is power switch located next to the jack where the line cord plugged in. Another power switch is located inside of the front access door on the right hand side. (See Fig. 5) Upon power up a short delay period (5-10 sec) allows the power supply to come to full capacity before being put under load.

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. 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!!!*** The game will then begin play counting down the seconds as players strive to score as many baskets as possible

## DIP SWITCH SETTINGS

DIP SWITCH		DIP SW1 (1=ON 2=OFF)															
		1	2	3	4	5	6	7	8								
Demo Music	ON	0	RESERVED														
	OFF	1															
TIME	30 SEC										0	0					
	40 SEC										1	0					
	50 SEC										0	1					
	60 SEC										1	1					
1 COIN 1 PLAY											0	0					
2 COINS 1 PLAY											1	0					
3 COINS 1 PLAY											0	1					
4 COINS 1 PLAY											1	1					

NOTE: 1) Make sure that you restart the game after changing these settings.

**DIP SW2 (1=ON 0=OFF)**

Function		1	2	3	4	5	6	7	8
Variable Pay-out Ticket Rates	1pt./ 1Ticket	0	0	0	Pole 7 of this switch must be set to "OFF" for Variable Ticket pay-out. {*see below}				
	2pt./ 1Ticket	1	0	0					
	3pt./ 1Ticket	0	1	0					
	4pt./ 1Ticket	1	1	0					
	5pt./ 1Ticket	0	0	1					
	6pt./ 1Ticket	1	0	1					
	10pt./ 1Ticket	0	1	1					
	20pt./ 1Ticket	1	1	1					
# Of Mercy Tickets	0				0	0	0		
	1				1	0	0		
	2				0	1	0		
	3				1	1	0		
	4				0	0	1		
	5				1	0	1		
	6				0	1	1		
	7				1	1	1		
Flat/ Progressive Ticket Pay-out	Progressive							0	
	Flat							1	
Enable Ticket Pay-out	Yes							1	
	No							0	

**\*Dip SW 2 Flat Ticket Pay-out Settings**

Function		1	2	3	
Flat Ticket Pay-out Rates	1	0	0	0	Pole 7 of this switch must be set to "ON" for Flat pay-out
	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	1	1	1	

# 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:

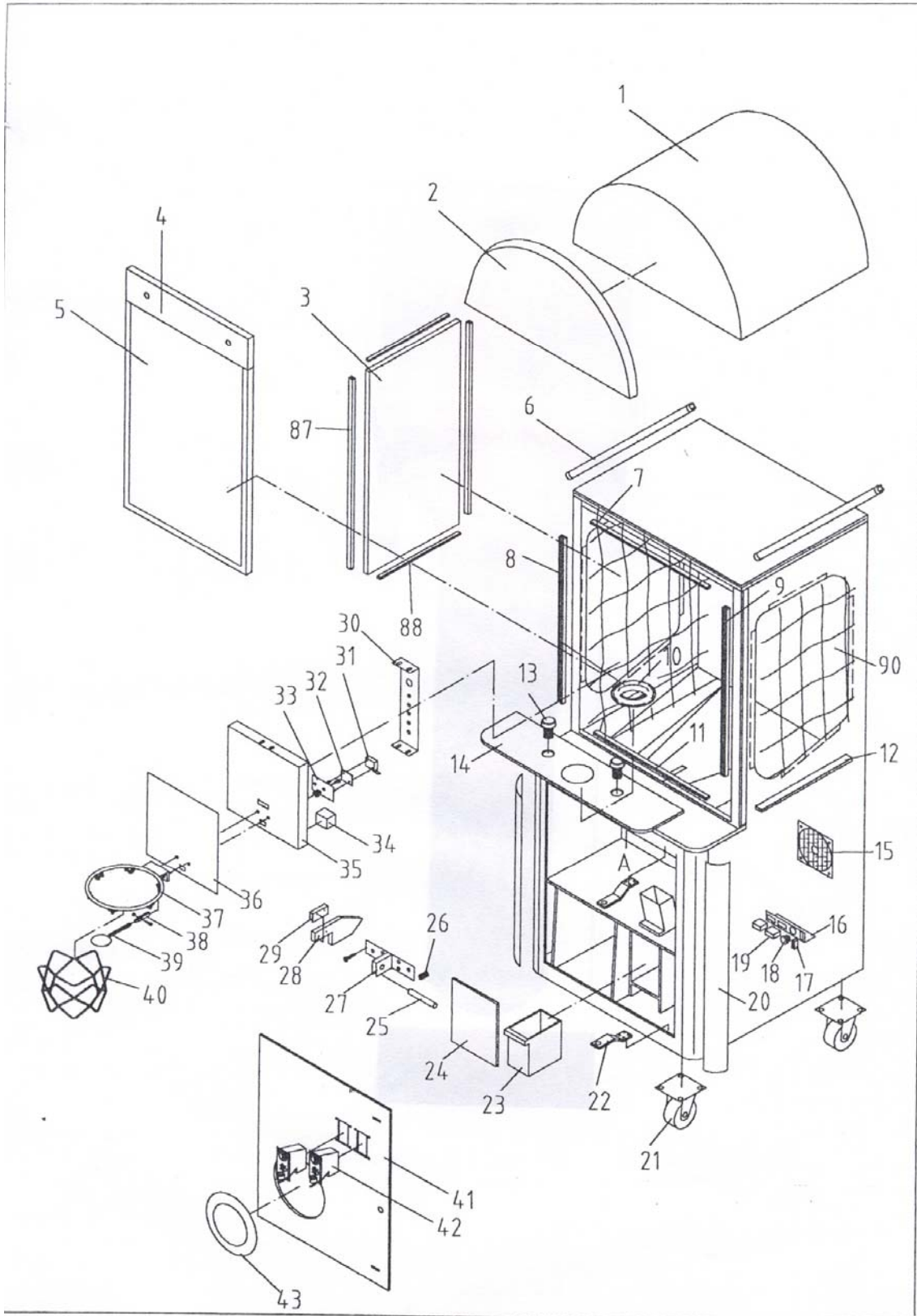
1. Coin Pulse Width: Located at the bottom of the Coin Comparator, this three- (3) position switch set at 50 ms. this is accomplished by placing the switch in the “middle” position on the “DYE” mech.
2. Coin Sensor: This switch is located on the rear of the coin mech. The switch is set to “Normally Open” 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.

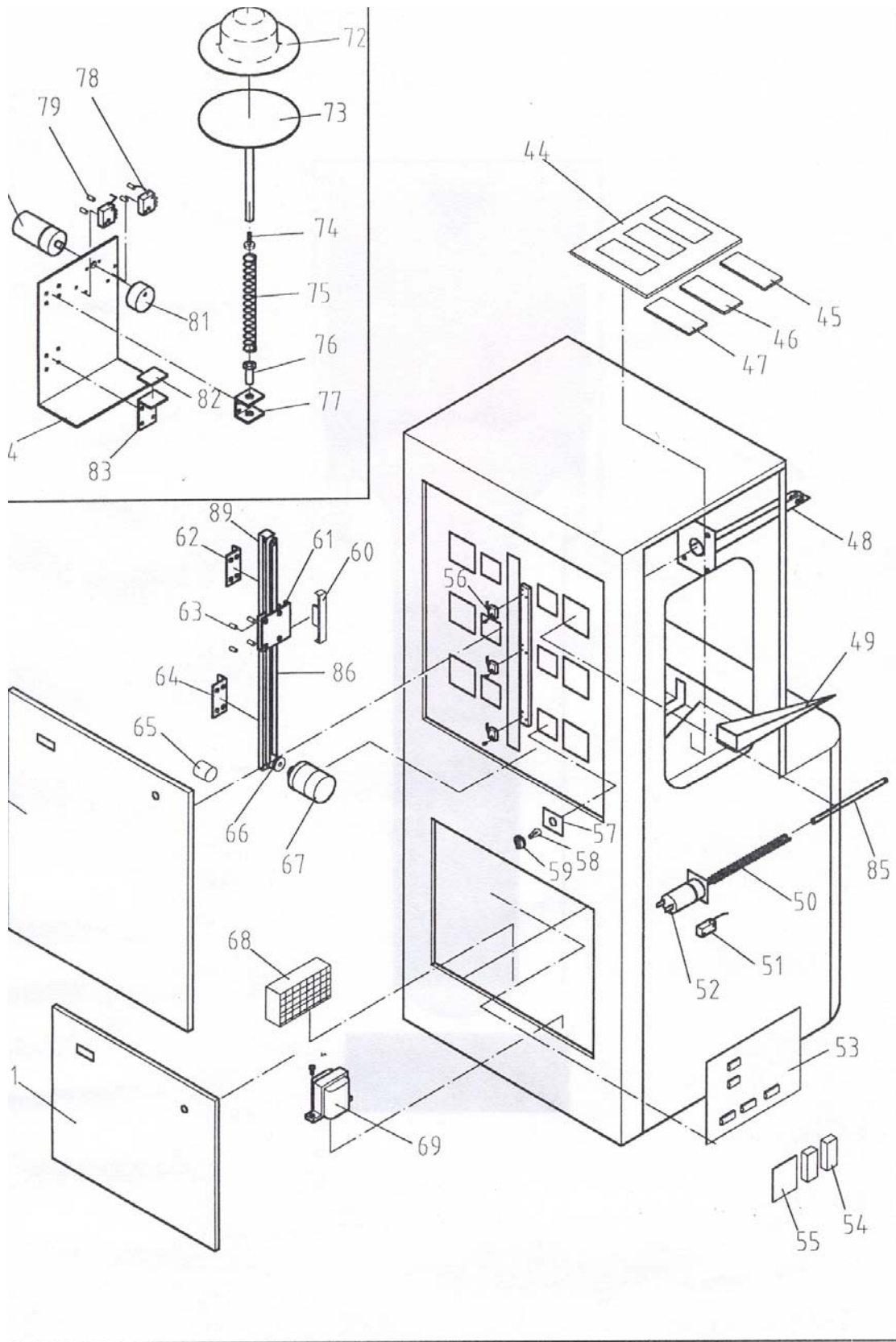
If you have any questions, or require further assistance, please contact our service department at 1-732-905-6662.

# SLAM DUNK ELIMINATING PROBLEMS

## ERROR CODES

ERROR CODE	<u>CAUSE</u>	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)
05	<u>COIN ERROR</u>	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	TICKET ERROR	REFILL TICKETS, CHECK DISPENSER, MAIN PCB





01-07-2002

## Slam Dunk PARTS LIST

NO	DESCRIPTION	NO	DESCRIPTION	NO	DESCRIPTION	NO	DESCRIPTION
1	CABINET TOP	25	PIN	47	"BASKETS" DISPLAY	76	PLASTIC PLUNGER PROTECTOR
2	MARQUEE	26	SPACER	49	RUBBER CUSHION	77	PLUNGER BASE BRACKET
3	SIDE GLASS	27	LEVER BRACKET	53	MAIN CIRCUIT BOARD	78	UP LIMIT SWITCH
4	FRONT ALUMINUM BAR	28	BALL LAUNCH LEVER	54	BALLAST	79	DOWN LIMIT SWITCH
5	FRONT GLASS	29	PLUNGER PLATE	55	ANTI INTERFERENCE PCB	80	12V 10RPM MOTOR
6	LIGHT	30	BACKBOARD BRACKET	59	LIGHT BULB BASE	81	CAM
7	CEILING STIFFENER	31	SWITCH	60	BACKBOARD POSITION ACTUATOR	82	CUSHION PAD
8	LEFT SIDE STIFFENER	32	SWITCH ADAPTER PLATE	61	BACKBOARD TROLLEY	83	CUSHION BASE
9	RIGHT SIDE STIFFENER	33	SCORE SENSOR BRACKET	62	TRACK MOUNTING BRACKET UPPER	84	MOTOR BRACKET
10	BALL SEAT	34	SPONGE RUBBER PAD	63	BRASS STANDOFF	86	DRIVE BELT
11	BOTTOM STIFFENER	35	BACKBOARD	64	TRACK MOUNTING BRACKET LOWER	87	SIDE WINDOW BAR
12	RULER	36	BACKBOARD DECAL	65	CAPACITOR	88	TOP/BOTTOM WINDOW BAR
14	FRONT PANEL	37	HOOP	66	LOWER BELT PULLEY	89	UP-DOWN MOTOR TRACK
16	MOUNTING BRACKET	38	SCORE SENSOR PIVOT	67	BACKBOARD DRIVE MOTOR	90	SIDE NET
17	POWER SWITCH	39	SCORE SENSOR	68	POWER SUPPLY	91	BALL
18	CREDIT BUTTON	40	NET	69	TRANSFORMER		STICKERS
19	COIN/TICKET METERS	41	CABINET FRONT	70	UPPER REAR ACCESS PANEL		WIRING HARNESS
20	CORNER GUARD	42	COIN MECH	71	LOWER REAR ACCESS PANEL		
21	CASTOR WHEEL	43	PLASTIC RING	72	RUBBER PLUNGER COVER		
22	CASH BOX HASP	44	DISPLAY FIELD	73	PLUNGER		
23	CASH BOX	45	TIME DISPLAY	74	RETAINING SCREW		
24	PRIZE FLAP	46	SCORE DISPLAY	75	SPRING		

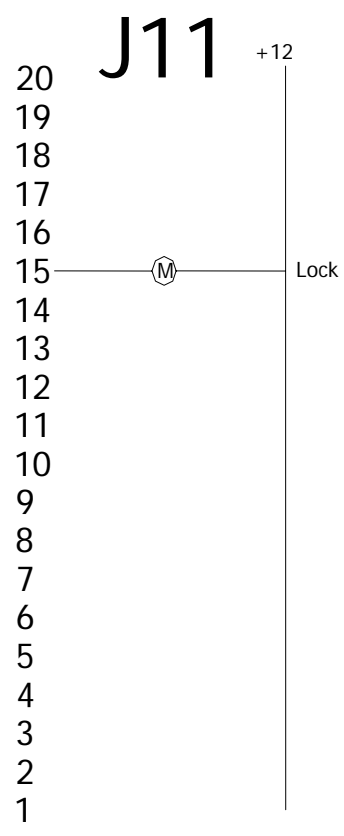
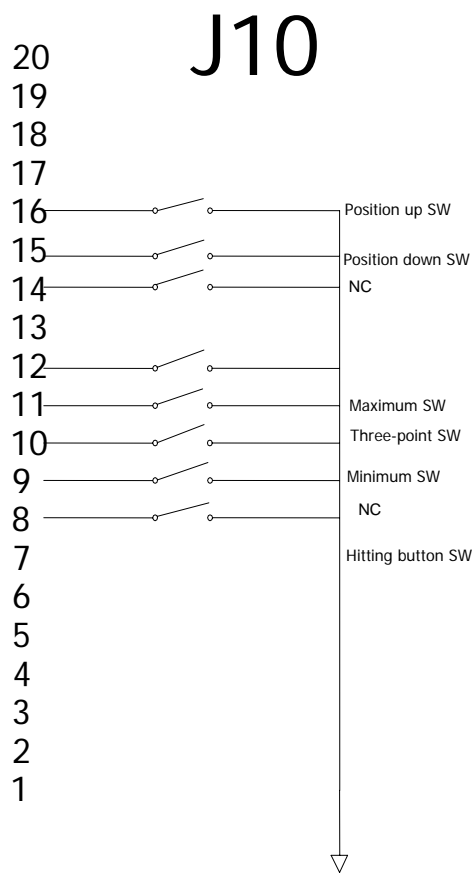
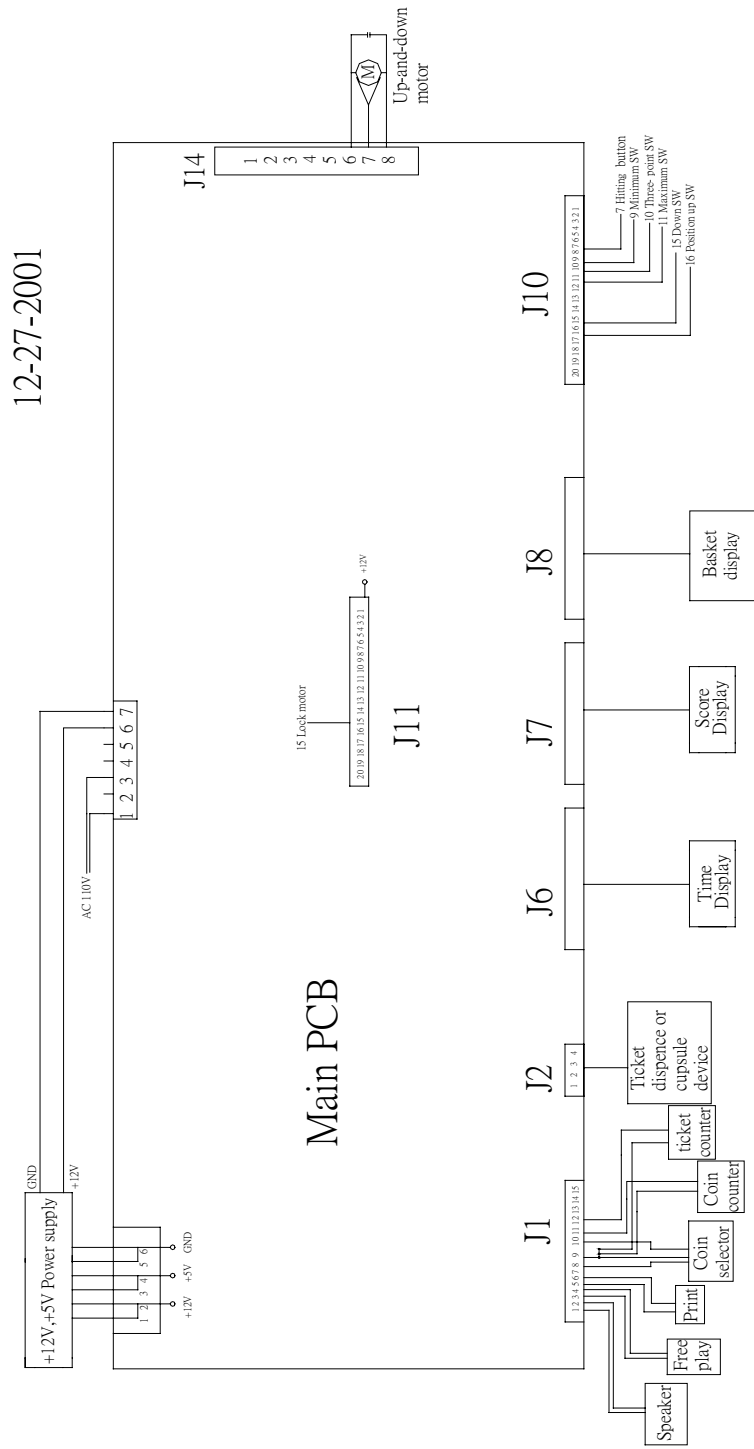
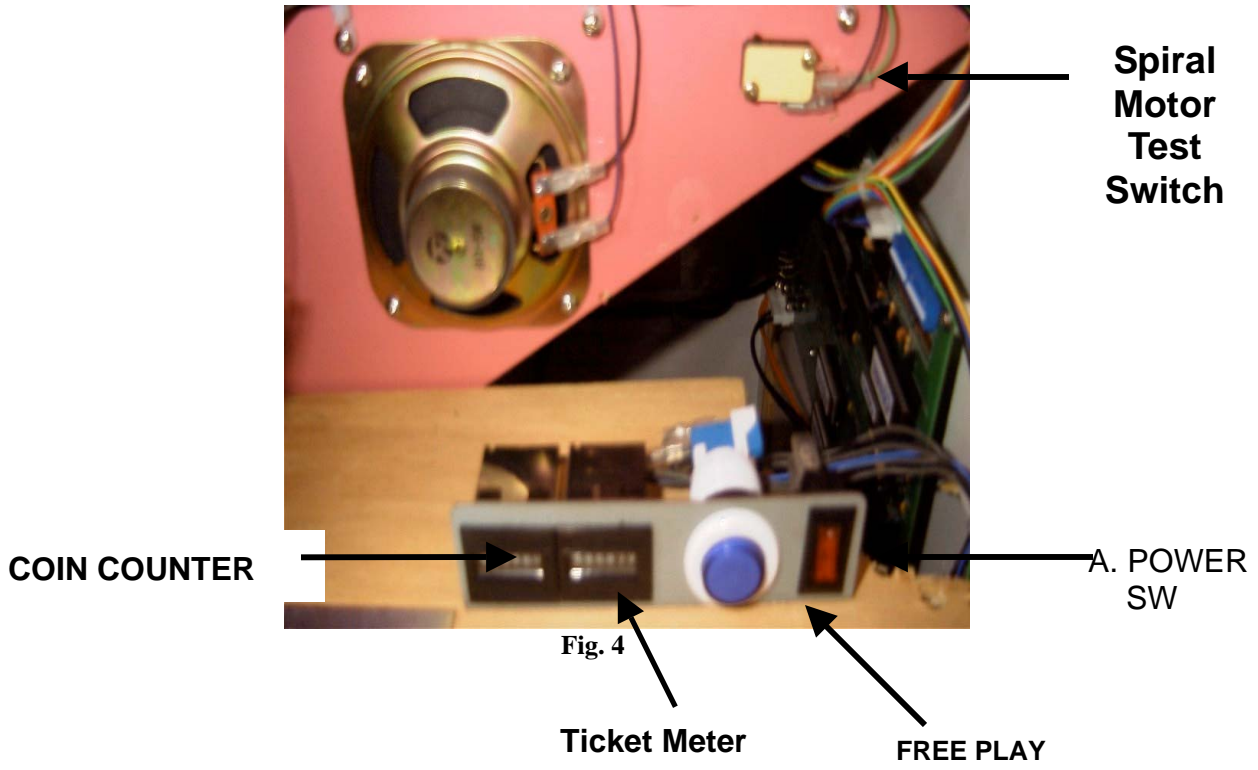


Fig. 3

# SLAM DUNK





**Fig.5**

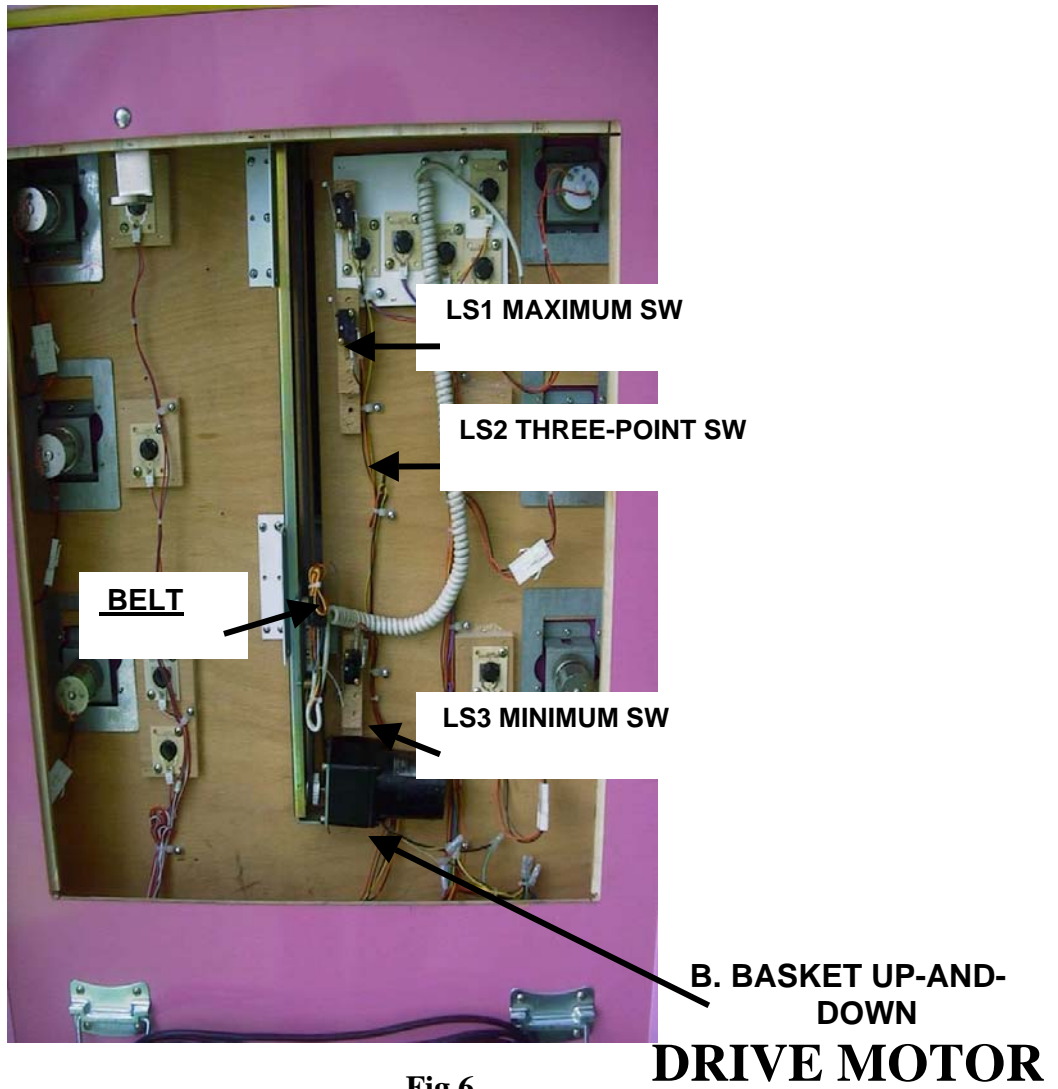


Fig 6

