

SUPER SPORTS ARENA

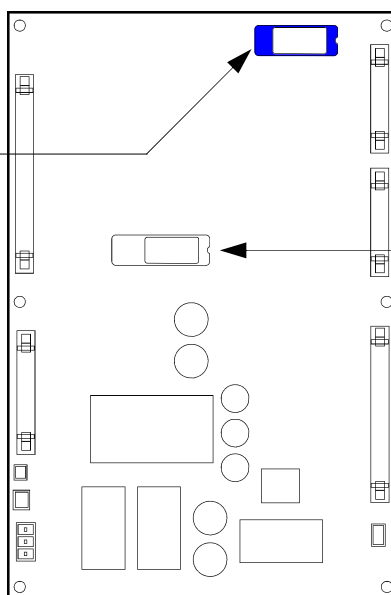
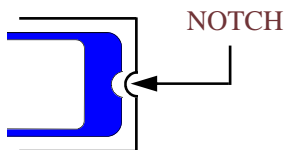
RE: NJ VERSION EP-ROM (Ver.1.00NJ)

Please exchange the EP-ROM to Ver.1.00NJ. Refer to picture below.

Program EP-ROM is here.
256K, 28pin

Please replace this EP-ROM
with Ver. 1.00NJ NEW EP-
ROM.

ATTENTION!!!
Please match the location of
EP-ROM Notch as shown
below.



Sound EP-ROM
4M
32pin
(No need to replace)

VIEW OF MAIN PCB (PARTS SIDE)

After exchanging the EP-ROM, please do the following to reset the MAIN PCB:

- Press and hold the SERVICE CREDIT SWITCH then re-power on the game. Continue to Press and hold the SERVICE CREDIT SWITCH until attract sound comes on.

By doing the above, you reset the PCB to accept the NEW EP-ROM.

NOTE:

You will have to re-set some Settings in the setting mode again. Specifically pertaining to Winability and Lamp speed (See manual setting table.)

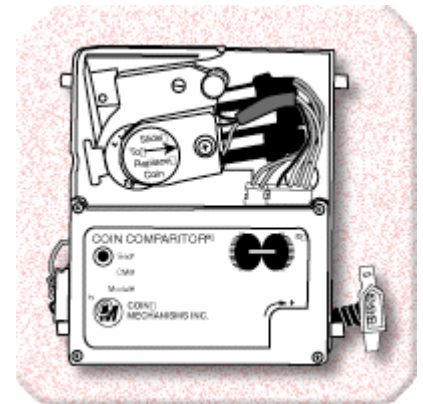
New feature of Ver.1.00NJ EP-ROM:

- When the player has won on an Empty Carousel, the next Carousel automatically will pay out the Prize! If All 6 (or 5 or 4) of the Carousels are empty, machine will be "Out of Order." Press "Clear" button or re-power on to clear the "Out of Order" feature and return to normal game mode.
- A player can only put in one credit at a time. When you try to put in more credits the coins simply go to the coin return.

Please use following coin mech.

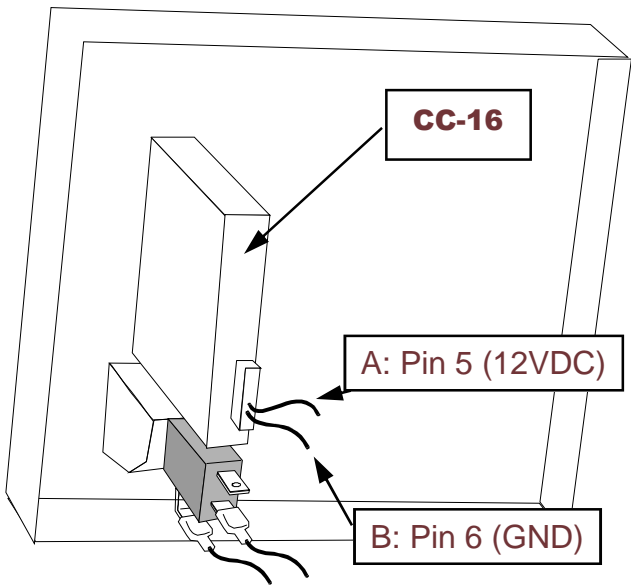
NAME: COIN COMPARITOR
MODEL: CC-16 (12VDC TYPE)
MANUFACTURER: COIN MECHANISMS INC.

CC-16 has 2 wires, Pin 5 (12VDC) and Pin 6 (GND).
Please wire as shown next page:



- Pin 5 wire on CC-16 connect to CN4-Pin 4 on Main PCB.
- Pin 6 wire on CC-16 connect to CN4-Pin 8 on Main PCB.

BACK SIDE OF COIN DOOR (1 WAY)



BACK SIDE OF COIN DOOR (2 WAYS)

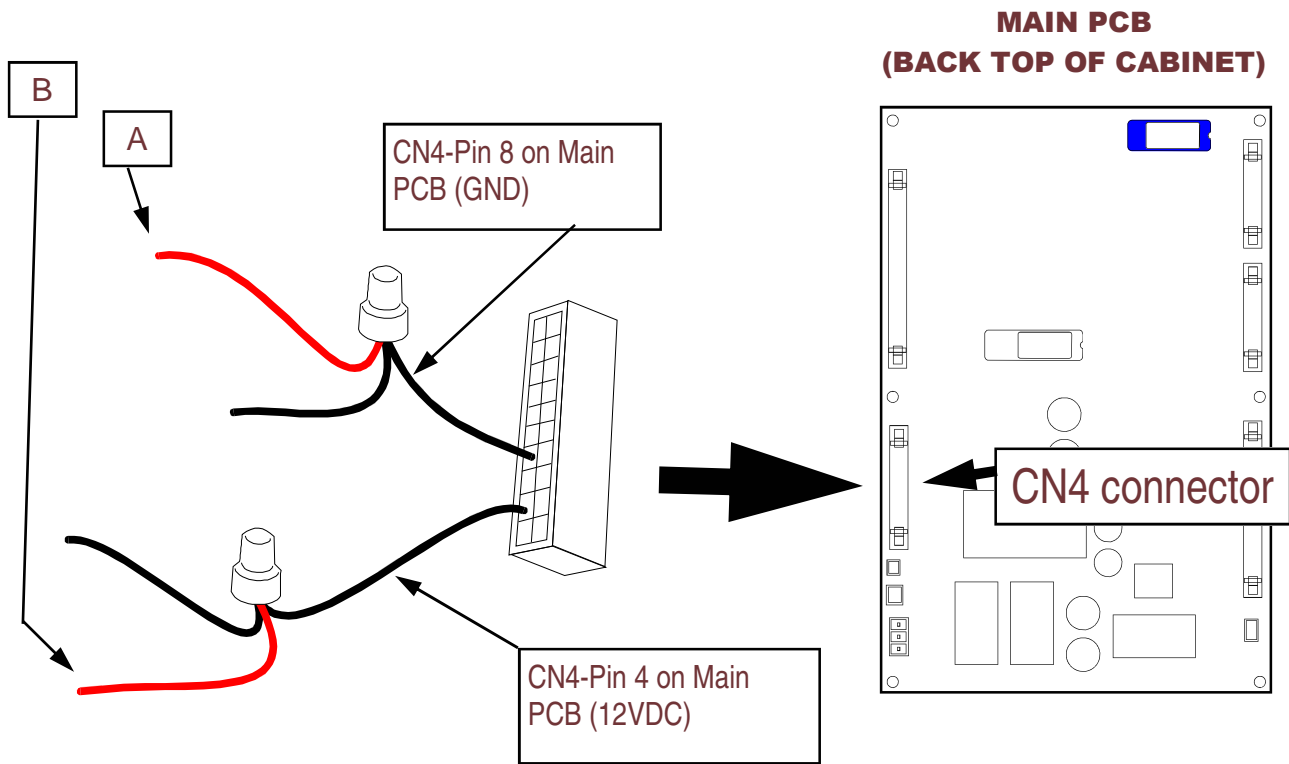
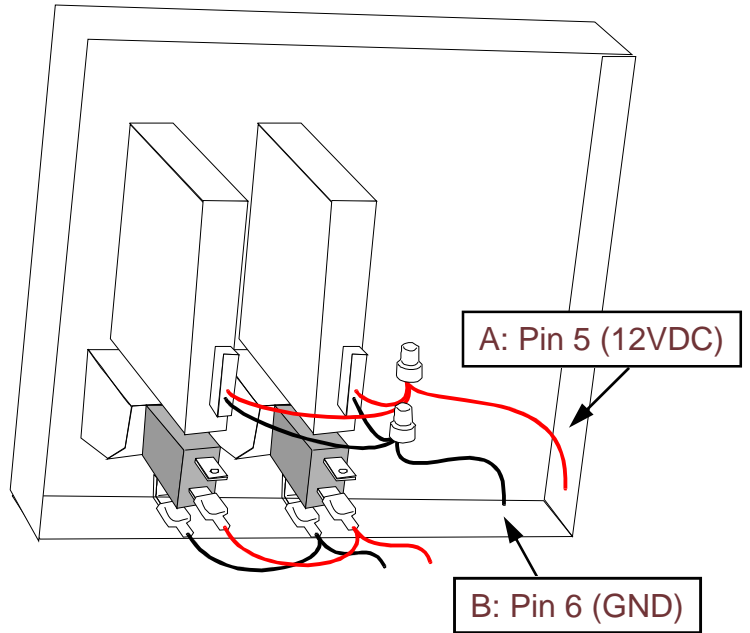


TABLE OF SETTING FUNCTIONS (Super Sports Arena)

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				
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	
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	RANDOM	
05	Prize empty on Carousel	0	OFF	Payout from next carousel.
06	WHEN THE CAROUSEL UNIT MALFUNCTIONS	0	PAY FROM NEXT UNIT	
		1	REPLAY	
		2	STOP AT ERROR CODE	
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	With no attract sound.
		1	OFF	
		2	SILENT LAMP DEMO	
10	FREE PLAY	0	OFF	Regular Game
		1	ON	Free play
11	BONUS CREDIT	0	OFF	
12	NUMBERS OF CAROUSELS USED	0	6 UNITS	3 on Left, 2 on Right ONLY .
		1	4 UNITS	
		2	5 UNITS	

"FACTORY INSTALLED" SETTING

FUNCTION# (LED 1 & 2)	FUNCTION	SETTING# (LED 3 & 4)	SETTING	NOTE
L1,L2,L3* r1,r2,r3*	PRIZE VALUE OF EACH VENDING UNIT	0	\$0.50	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	\$0.75	
		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.