SPORTS ARENA

SAMMY USA

EP-ROM for Regular SA (Ver. 1.06)

1) Exchange the EP-ROM to <u>Ver. 1.06</u>. Refer to picture below.

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

*Please replace this EP-ROM with **Ver. 1.06** EP-ROM.*

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

NOTCH

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

VIEW OF MAIN PCB (PARTS SIDE)
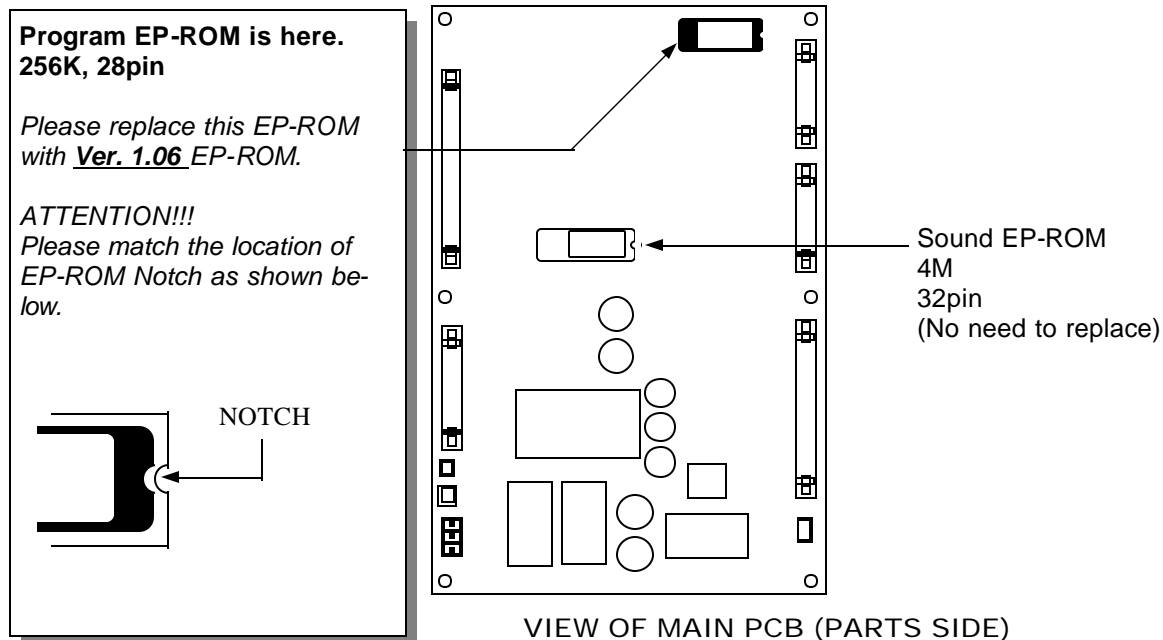
After exchanging the EP-ROM, do the following to reset the MAIN PCB:
- Press and hold the SERVICE CREDIT SWITCH then re-power on the game. Continue to Press and hold the SERVICE CREDIT SWITCH until attract sound comes on.

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.)

NOTE: LED must display "<u>A16A</u>" when the machine is powered on.

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 (SA, MA)

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		45%
		14	EASIEST	50%
		15	WINNER EVERY PLAY	100%

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	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