



# OPERATING MANUAL



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# TABLE OF CONTENTS

**SPECIFICATIONS** Page 1 & 2

**HANDLING AND INSTALLATION** Page 3

**PRIZE VENDING UNITS** Page 4

HOW TO ADJUST THE VENDING UNITS FOR YOUR PRIZES

**PRIZES** Page 5&6

PRIZE SIZES  
SIZE OF KEY CHAIN & LOOP  
HOW TO FILL THE PRIZES (PRIZE FILLING MODE)

**GAME SETTING MODE** Page 7&8

HOW TO ENTER THE GAME SETTING MODE  
HOW TO ADJUST THE GAME SETTING STYLE  
IF YOU HIT THE CLEAR SWITCH DURING THE GAME SETTING MODE....  
SETTING FUNCTIONS

**TABLE OF SETTING FUNCTIONS** Page 9-11

**TEST MODE** Page 12&13

HOW TO ENTER THE TEST MODE  
HOW TO GO BACK TO THE REGULAR GAME MODE

**ERRORS** Page 14

TILT  
COIN ERROR  
PRIZE VENDING ERROR

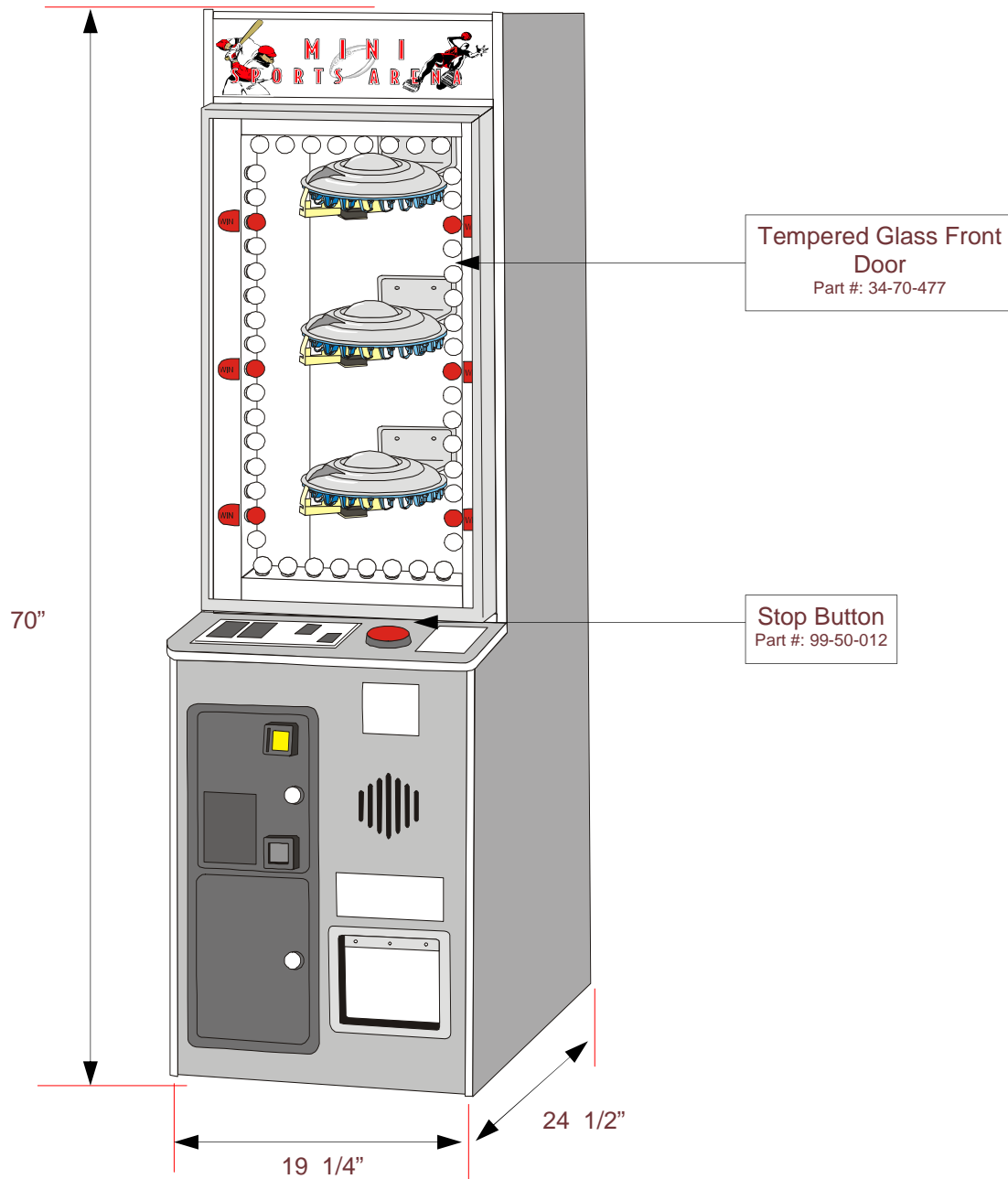
**CUSTOM MARQUEE SET-UP** Page 15

**PART NUMBERS** Page 15

**ELECTRICAL WIRING DIAGRAM (USA & CANADA, EUROPE)** Page 16&17

# SPECIFICATIONS

<b>POWER</b>	120VAC @ 60Hz 230VAC @ 50Hz	USA & CANADA EUROPE
<b>DIMENSIONS</b>	Width: 19 1/4" (489 mm) Height: 70" (1777 mm) Depth: 24 1/2" (623mm)	
<b>WEIGHT</b>	250 lb (114 kg)	



## **SPECIFICATIONS (CONT.)**

### **LIMITED WARRANTY**

Sammy USA Corp. warrants all products to be free from defective materials and workmanship for a period of thirty (30) days from the Sammy USA Corp. invoice date unless otherwise specified in writing by Sammy USA Corp. The extent of this warranty applies to all electronic assemblies only, and does not include lamps and fuses.

This limited warranty is invalid for any product that upon examination is deemed to have been subject to misuse, improper repair or installation, neglect or violation of specifications or other instructions published by Sammy USA Corp. There are no additional warranties described above. The limited warranties described above shall be in lieu of any other warranty, expressed or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.

## HANDLING AND INSTALLATION

### PLEASE TAKE A MOMENT TO READ THE FOLLOWING BEFORE YOU TURN ON YOUR NEW GAME.

The **Sports Arena** prize redemption game is an indoor game machine. It is not designed for outdoor use. Avoid installing the game in the following locations:

- Locations subject to rain or water damage
- Locations in direct sunlight
- Locations subject to extreme heat
- Locations near hazardous or flammable liquids or chemicals

You will need the following dimensions of space for your machine to be properly installed into your location:

- 72 inches height
- 25 inches in width

### INSTALLATION

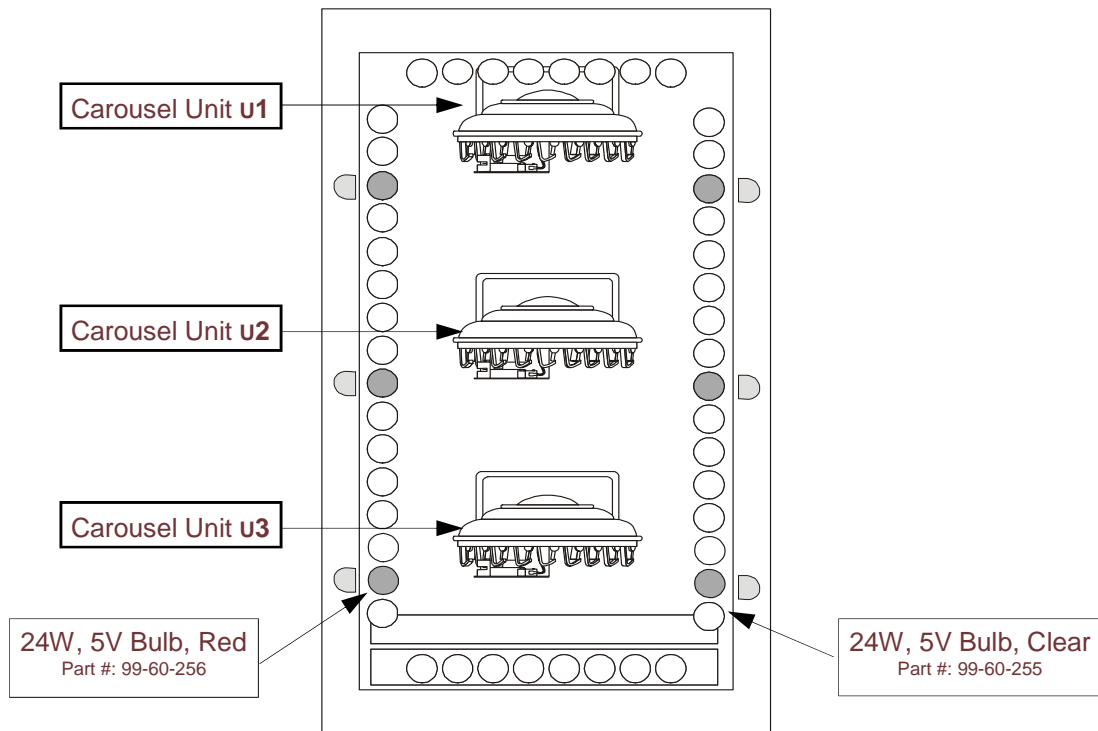
- Unpack your game carefully. Be careful of the shipping staples. They can be sharp.
- Your game is assembled and will not need any assembly.
- Level your game using enclosed Leg levelers. Prizes will then fall properly.
- The standard voltage for U.S. and Canada 120V / 125V - 3A; Europe 220V / 240V - 2A.
- Use of extension cords is prohibited.
- Use only a grounded outlet. **YOUR GAME MUST BE GROUNDED!!!**
- The minimum space required for operation in your locations should be:
  - 69" high
  - 19" wide
  - 24.5" depth

**THE GAME MUST BE LEVEL. IF THE GAME IS NOT ON A LEVEL SURFACE, THE TILT SYSTEM WILL MALFUNCTION. USE A LEVEL TO AVOID NEEDLESS ADJUSTMENTS.**

### SAFETY PRECAUTIONS

- Be sure to turn the power off or unplug the game before working on the unit.
- Do not unplug game by pulling on the line cord.
- Replace line cord if the insulation is damaged in any way with one of equal quality.
- Replace open fuses with same type and rating.
- Re-check and re-seat all harness connections.

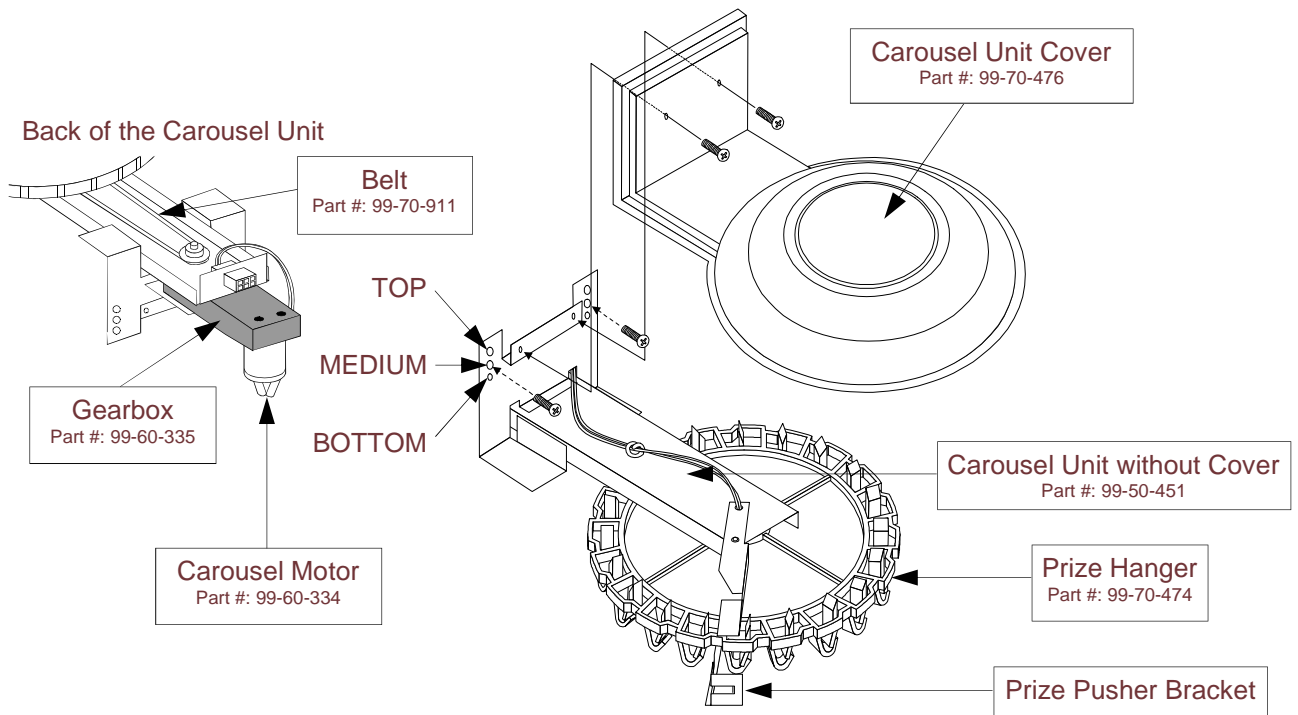
# CAROUSEL UNITS



## HOW TO ADJUST THE VENDING UNITS FOR YOUR PRIZES

You can adjust each Carousel Unit level for your prize size.

- 1 Take off 2 screws from the Carousel Unit Cover.
- 2 Take off 2 screws from the Carousel Unit Frame.
- 3 Adjust the Carousel 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 UNEXPECTED RESULTS.**

## PRIZE SIZES

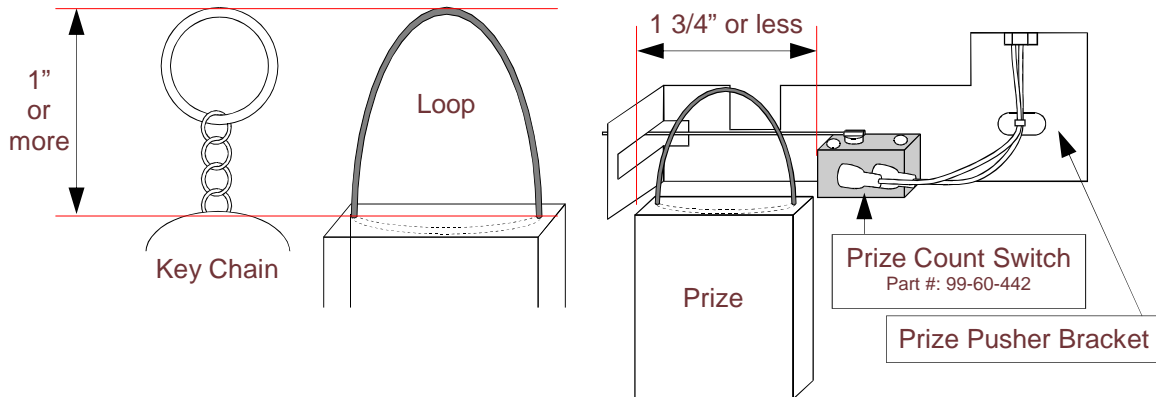
**MAXIMUM** Height: 6" (150 mm) \*Including Key Chain and Loop  
Weight: 2.6 oz (75 g)



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

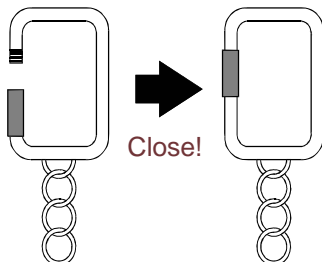
## SIZE OF KEY CHAIN & LOOP

**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)

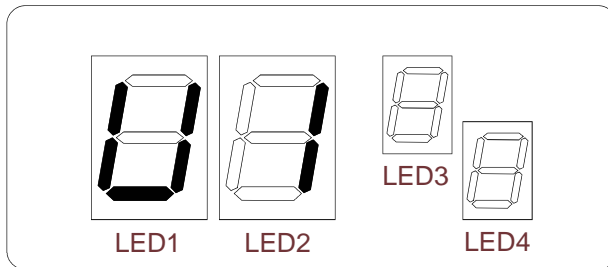
Switch on the Prize Fill Switch in the Coin Door and you will be in this mode. The Win Lamp 1 (U1 Lamp), the Stop Button and LED1 & 2 which will show "U1" on the Control Panel will flash.

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.

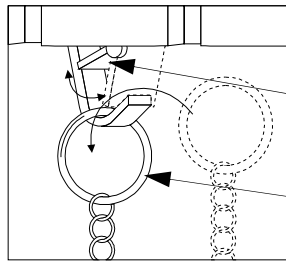
Fill prizes on 4 or 5 Prize Hangers from left side of the Prize Pusher Bracket and advance 4 or 5 Prize Hangers for next filling.

Tap the Stop Button on the Control Panel to go to the next Carousel Unit and LED1 & 2 will show the Carousel 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.

Key Ring

Latch  
Part #: 99-70-475

### **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 when you advance the Prize Hanger.



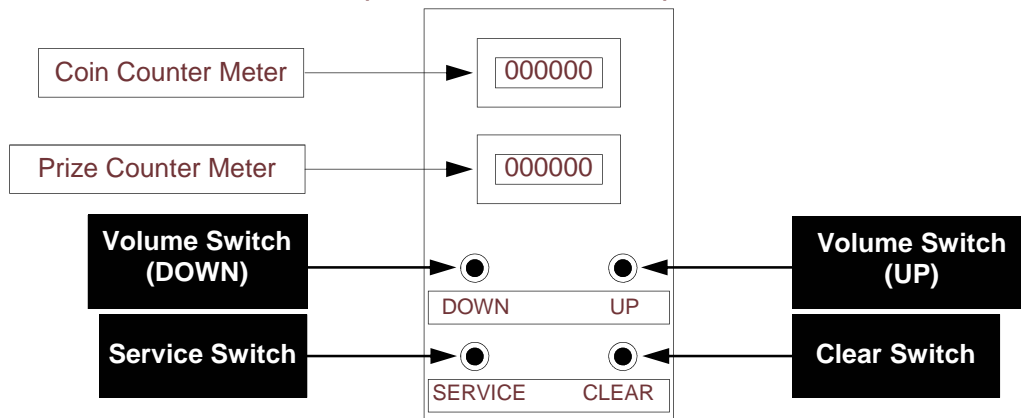
# GAME SETTING MODE

You can adjust each game setting in this mode.

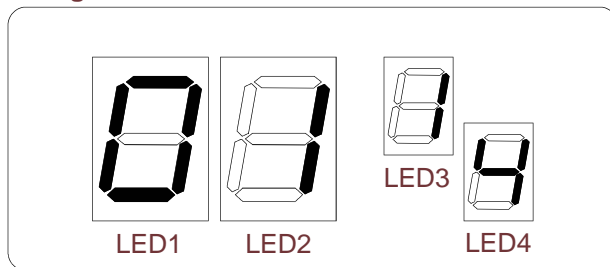
## HOW TO ENTER THE GAME SETTING MODE

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 WIN ON A CAROUSEL WITH NO PRIZES

This function will allow you to adjust how the machine should respond, in case someone wins on a carousel that has no prizes.

### 06 WHEN THE CAROUSEL MALFUNCTIONS

You can adjust how your machine responds in case a player wins a prize from a carousel that is malfunctioning.

### 07 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.

### 08 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.

### 09 ATTRACT SOUND

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

### 10 FREE PLAY

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

### 11 BONUS CREDIT

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

### U1 THROUGH U3 PRIZE VALUE OF EACH CAROUSEL 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 (Mini Sports Arena)

FUNCTION# (LED1 & 2)	FUNCTION	SETTING# (LED3 & 4)	SETTING	NOTE
01	WINABILITY	0	HARDEST ↑	10%
		1		15%
		2		20%
		3		22.5%
		4		25%
		5		27.5%
		6		30%
		7		32.5%
		8		35%
		9		37.5%
		10	NORMAL	40%
		11	↓ EASIEST	42.5%
		12		45%
		13		47.5%
		14		50%
		15		55%
		16		60%
		17		65%
		18		70%
19	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	
		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	<i>Payout from next Carousel</i>		
		1	Replay.		
		2	Stop at error code.		
06	WHEN THE CAROUSEL UNIT MALFUNCTIONS	0	<i>Payout from next Carousel</i>		
		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		
		1	OFF		
		2	RANDOM LAMP DEMO		With no attract sound.
		3	SILENT MODE		No attract sound, no lights, no display.
10	FREE PLAY	0	OFF	Regular Game	
		1	ON	Free play	
11	BONUS CREDIT	0	OFF		
		1	4 COINS / 3 CREDITS	\$1.00/3 CREDITS	
		2	20 COINS / 11 CREDITS	\$5.00/11 CREDITS	

**"FACTORY INSTALLED" SETTING**

FUNCTION# (LED 1 & 2)	FUNCTION	SETTING# (LED 3 & 4)	SETTING	NOTE
U1-U3	PRIZE VALUE OF EACH CAROUSEL UNIT	0	\$0.50	Use these settings when using prizes of various values. You can set each individual Carousel 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**

# 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.

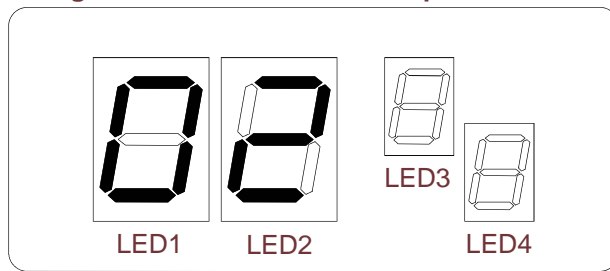
### 01: 7 SEGMENTS LED TEST

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.  
Advance to the next test by hitting the Service Switch.

### 02: LAMP TEST

LED1 & 2 show "02". Then 48 lamps around the playfield will flash one by one.  
You can 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: CAROUSEL UNIT TEST**

You can check 3 Carousel Units and the Prize Payout Switches on each Carousel Unit in this test.

LED1 & 2 show "05", LED4 shows "0" and the Win Lamps 1 (U1 Lamp) will flash. Press and hold the Stop Button, the Prize Hangers will advance. When you release the Stop Button, the Prize Hangers will stop.

Tap the Stop Button on the Control Panel and you can check the next Carousel Unit. When the Prize Payout Switch is activated (manually or by a prize), LED4 shows number for the Prize Vending Unit.

Vending Unit U1: LED4 shows "1"

Vending Unit U2: LED4 shows "2"

Vending Unit U3: LED4 shows "3"

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**

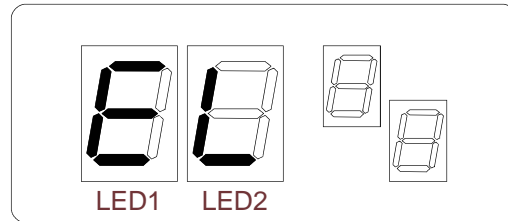
Re-power on the game and you can go back to the REGULAR GAME MODE.

# ERRORS

## TILT

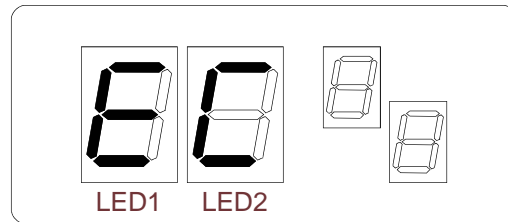
If you set 07 TILT SYSTEM "ON", the game will make noise and LED1 & 2 on the Control Panel will show "EL" when the machine is shaken.  
The error will automatically clear about 15 seconds later.

### 7 Segments LED on the Control panel



## COIN ERROR

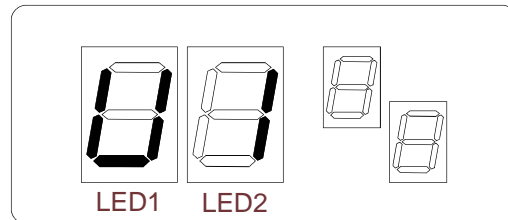
The game will make noise and LED1 & 2 on the Control Panel will show "EC" when the machine gets a coin jam.  
Check around the Coin Switch.  
Hit the Clear Switch inside of the Coin Door and clear the error noise.



## CAROUSEL UNIT 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 Carousel Unit Number when player stops the lamp on an empty carousel unit (with no prizes). The error will automatically clear a few seconds later.



### IF YOU SET 05 REPLAY "OFF"....

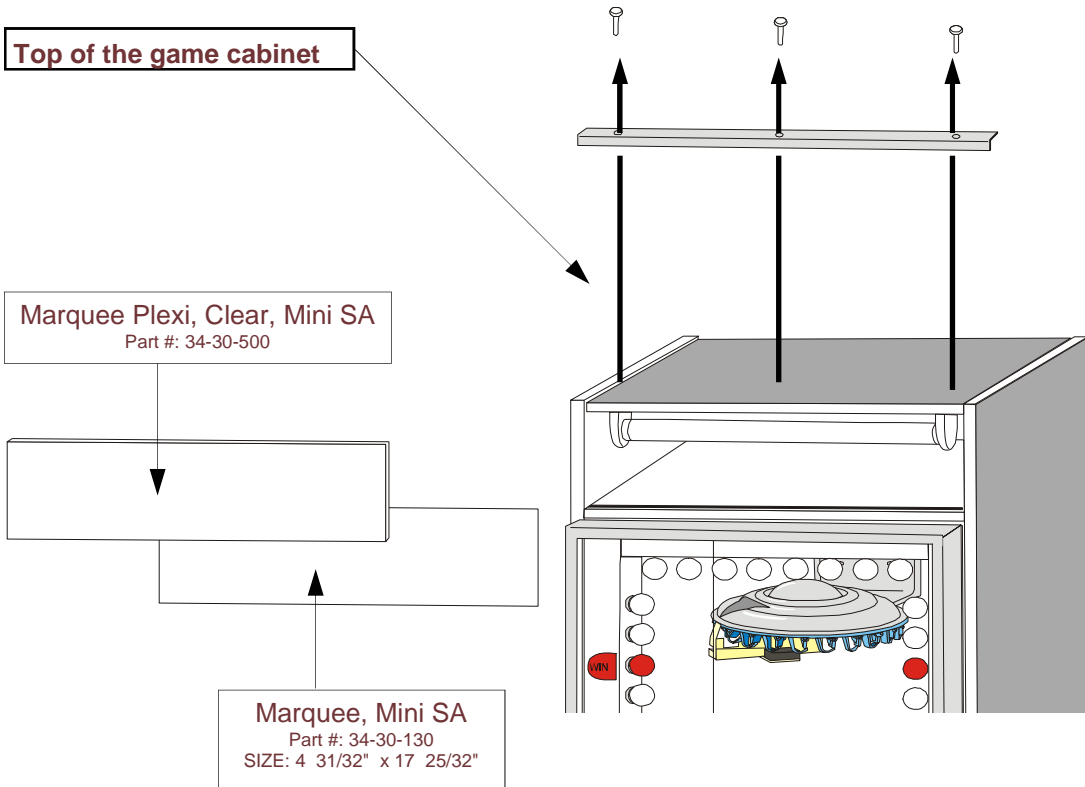
If you set 05 REPLAY "OFF", the game will make noise and LED1 & 2 on the Control Panel will show the Carousel Unit Number when player stops the lamp on an empty carousel unit (with no prizes).  
Hit the Clear Switch inside of the Coin Door and clear the error noise.



## CUSTOM MARQUEE SET-UP

You can put your original marquee on your SPORTS ARENA for your location

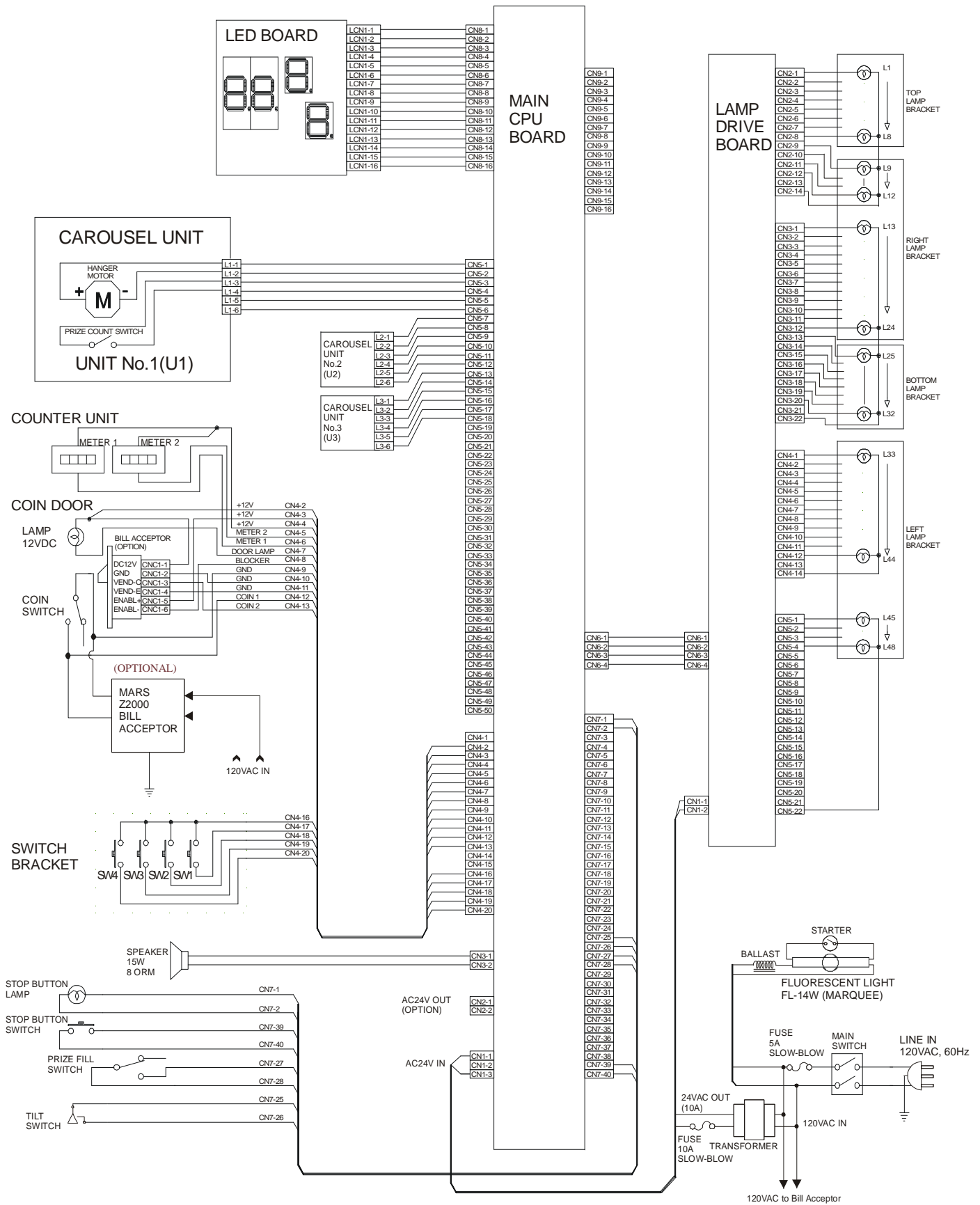
- 1 Simply take off 3 screws from the top of the cabinet
- 2 Remove your old marquee
- 3 Put your original marquee on behind the Clear Marquee Plate.



## PART NUMBERS

Mini SA CPU Board, AM3ABN-02	34-10-001	Prize Hanger W/Latches Only, Blue	99-70-474
LED Board, Sports, AM3ABP-01	99-20-010	Latch For Prize Hanger, Plastic, Blue	99-70-475
Lamp Driver Board, Sports, AM3ABR-01	99-20-401	Cover, Prize Hanger	99-70-476
Marquee, Mini SA	34-30-130	Front Door, Clear	34-70-477
Decal Set, Mini SA	34-30-224	Belt	99-70-911
Coin / Credit Sheet, Mini SA	34-30-250	"Stop" Push Button Assy, Red	99-50-012
How to play / Info. Decal set, Mini SA	34-30-251	Bulb, 24V 5W, Clear	99-60-255
Marquee Plexi, Clear, Mini SA	34-30-500	Bulb, 24V 5W, Red	99-60-256
Prize Vending Unit W/O Cover	99-50-451	Motor, Prize Vending, DC12V, 47C-VG-500-C249	99-60-334
Gearbox	99-60-335	Switch, Micro, D2MC-01E	99-60-442
Latch For Front Door	99-70-060	Switch, Tilt	99-60-443
		Dollar Bill Acceptor Kit	99-70-180

# ELECTRICAL WIRING DIAGRAM (USA & CANADA)



# ELECTRICAL WIRING DIAGRAM (EUROPE)

