NBA SHOWTIME GOLD EDITION / NFL BLITZ 2000 GOLD EDITION

CHAPTER SIX

TROUBLESHOOTING



NOTICE: The term VGM refers to the video game machine.



CAUTION: This VGM uses complex electronic components that are *very sensitive to static electricity*. Observe the following precautions before handling VGM electronics. Failure to do so may void your warranty and could damage electronic assemblies.

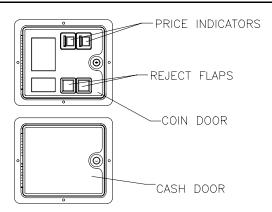
- Before servicing electronics, turn off AC power to the VGM. Wait for capacitors to discharge.
- Before touching or handling electronic assemblies, discharge static electricity on your body. To
 discharge this static, begin by connecting the line cord to a grounded outlet. Don't turn on the
 VGM! Next, touch the safety ground stud of the power supply chassis.
- Store electronic assemblies in an anti-static area. Use anti-static bags to store or transport VGM circuit boards. Transport the hard drive in its shipping container.
- Don't remove or connect electronic assemblies when cabinet power is on. Otherwise, you'll
 damage electronic assemblies and void the VGM warranty.
- After you complete maintenance or service, replace ground wires, shields, safety covers, etc.
 Install and tighten ground and mounting screws.

Coin Mechanism and Pricing Troubleshooting Table

SYMPTOM	CAUSE	REQUIRED ACTION
VGM (video game machine) accepts currency or tokens,	Improper settings at Pricing Menu	From Coin Options Menu, choose PRICING OPTIONS MENU. Verify that units and credits are set correctly.
but number of credits per coin or bill is incorrect.	Incorrect pulse width on bill validators	Consult bill validator manufacturer's literature. Adjust pulse width on validator to long setting. Retest validator operation.
	Faulty wiring	Check that cabinet wiring is correct for this VGM. Assure that coin meter and coin switches connect properly to control input wires.
	Faulty coin mechanism	 Verify that coin mechanism works correctly by testing it in working VGM. If mechanism is bad, replace it.
VGM won't accept currency or tokens.	Improper currency	Unlock and open cash door. Empty cash box. Inspect revenue for counterfeit currency. Check vault. Remove any items that block path from mechanism.
VGM won't start.	Faulty coin	Unlock and open coin door. Check each mechanism for proper mounting.
Audio and video are present.	mechanism	 Remove mechanism. Clear currency path. Reinstall mechanism and latch it. Enter Menu System by pressing and holding TEST MODE switch inside coin door. From Main Menu, choose CONTROLS TEST. Use tests to confirm operation of coin switches.
	Tilted coin mechanism or VGM	 Verify that mechanism is level after doors close. Repair or replace coin door if it is bent or damaged. If necessary, adjust cabinet leg levelers to keep mechanisms vertical.
Coin indicators don't light	Burned-out bulb	Burned-out bulbs may appear white or darkened. Check continuity with DVM. Replace burned-out bulb with same type.
	Open fuse circuit	 Check fuse continuity with DVM. If fuse is blown, replace fuse with same type. If fuse isn't blown, check wiring.



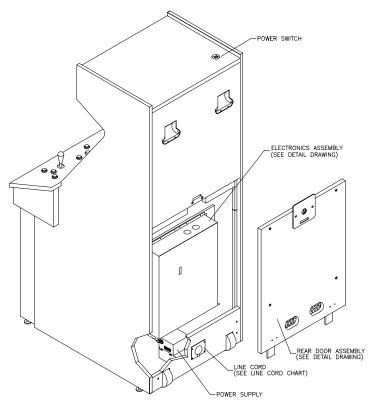
CAUTION: Don't remove or install any connector when power is turned on. Installation under power will damage the circuit boards or hard disk drive and void the warranty.



Typical Coin Mechanism Mounting

VGM Startup Troubleshooting Table

SYMPTOM	CAUSE	REQUIRED ACTION
VGM (video game machine) doesn't start.	Power problem	Check that VGM power switch is on. Inspect electronics to see if fans are turning. If not: Is power supply connected to its power cable? Is power supply turned on?
VGM appears completely non-functional.		Plug VGM into AC power outlet. Verify presence of AC line voltage.
No audio	Improper line voltage switch setting	Turn off VGM power. Unplug AC line cord. Check line voltage switch. If necessary, set it to agree with local AC line voltage. Retest VGM.
No illumination	On an fund	Turn off VGM power. Examine AC fuse on power
No video display	Open fuse	supply. 2. Examine DC fuses inside coin door vault. 3. Replace faulty fuses with identically rated parts. 4. Turn on VGM power. If fuse opens again, check DC wiring harness and connectors.
	Faulty wiring	 Remove line cord. Test line cord, power plug, and IEC connector for breaks or damage. Verify continuity of each wire in cord. Install cord at power chassis. Press connector firmly to seat it. Check other cables in same manner. Assure that cabinet wiring harness connectors fully seat in corresponding power supply and board connectors.
		4. Inspect wiring for breaks or damage.
	Faulty circuit boards	Turn off power for one minute and turn VGM on again. Power On Self-Test checks electronics. Replace faulty parts and rerun self-test.



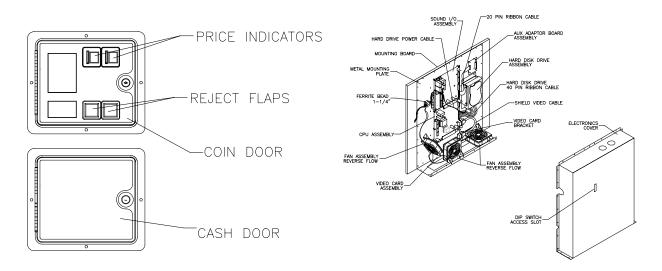
Typical Location of Power Supply and Line Cord

VGM Startup Troubleshooting Table, continued

S	YMPTOM	CAUSE	REQUIRED ACTION
appears Currence	ideo game machine) s non-functional. cy acceptor price r is illuminated.	Power problem	Inspect circuit boards under low-light conditions. LEDs glow if processor circuits receive voltage. Fan should be turning. These indications prove presence of DC from power supply. Still, voltages or signals may not be normal. Turn on VGM power. Using 20-volt DC setting on digital voltmeter, measure DC voltages at power connector pins. Using 2-volt AC setting on digital voltmeter, measure same DC voltages as above. Any reading indicates ripple or noise. In that case, service power supply.
		Faulty wiring	Turn off VGM power. Assure that wiring harness connectors attach and fully seat onto mating board connectors.
		Improper jumper or DIP switch settings	Verify that circuit board jumpers are set as intended. Check DIP switch settings.
		Faulty circuit boards	Run power-up self-test sequence. Note errors or failures during tests. Compare LEDs with LED indicator status charts. Note discrepancies. Replace faulty PC boards and rerun self-test.



CAUTION: Don't remove or install any connector while power is turned on. Doing so will damage circuit boards or hard disk drive, and void warranty.

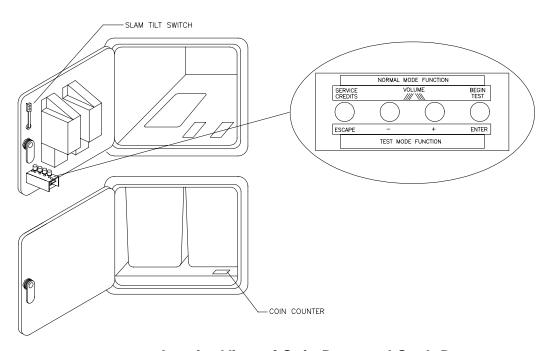


Front View Of Coin Door

Interior View Of Electronics

VGM Startup Troubleshooting Table, continued

SYMPTOM	CAUSE	REQUIRED ACTION
 VGM (video game mach doesn't start. VGM accepts currency of tokens. 	mechanism	Unlock and open coin door. Check each currency acceptor to assure proper mounting. Verify that each release latch is closed and locked. Does mechanism accept and reject currency correctly? Test mechanism with good and bad coins.
Audio and video are pres	sent.	 Inspect to see if external acceptor indicators (Pricing, Flashing Arrows, etc.) are lit. Verify that each acceptor operates properly by placing it in working VGM. Replace bad parts.
	Faulty switches	Enter Menu System by pressing and holding TEST MODE switch inside coin door. From Main Menu, choose CONTROLS TEST. Use tests to confirm operation of each switch.
		2. Assure that no loose parts or wires are caught in switch contacts.
		Check for continuity in each suspect switch connection (Common to Normally Open or Common to Normally Closed).
		Replace faulty switches (bent levers, broken actuators, etc.).
	Faulty wiring	 Assure that no wires are caught in hinges, latches or switch contacts. Check wiring continuity from circuit board
		connectors to acceptors. 3. Repair faulty wiring.



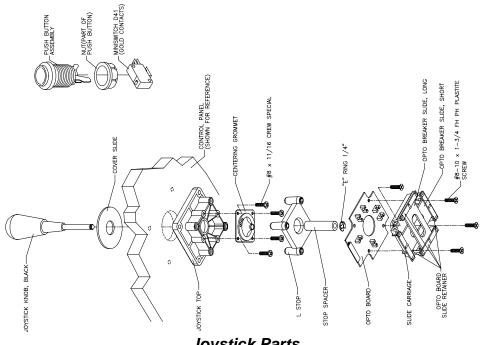
Interior View of Coin Door and Cash Door

Audio Troubleshooting Table

	SYMPTOM	CAUSE	REQUIRED ACTION
•	No audio Video is present	Improper volume setting	From Main Menu, choose VOLUME LEVEL. Check that Attract Music is on (enabled). Verify that all volume levels are set well above zero. If necessary, change levels to make VGM audible.
•	VGM (video game machine) appears to operate normally	Faulty SIO Board	 From Main Menu, enter Diagnostics Menu. Select SOUND SUBSYSTEM TEST. Test checks entire sound system. Run power-up self-test sequence. Note errors that VGM finds during tests. Compare Sound I/O Board (SIO) LEDs with LED indicator status charts. Note discrepancies. Verify proper operation of SIO Board by placing it in working VGM. If board is faulty, replace it.
•	Constant low hum from all speakers.	Faulty wiring	 Check that cabinet wiring is correct for this VGM. Verify that cabinet wiring provides separate wires (not common return) for each speaker. Check connection of all cabinet ground wires. Repair faulty wiring.
		Faulty power supply	Using 2 Volt AC setting on digital voltmeter, measure voltages at speaker terminals. Any reading indicates ripple or noise. In that case, service power supply.
•	Audio is distorted, muffled or has missing frequencies.	Faulty or improper speaker	 Turn off VGM power. Remove grilles and check speakers. Assure that speakers are full range (100 to 10,000 Hz) and rated for at least 20 W. Woofers must be rated for at least 40 W. Verify proper speaker operation by connecting speaker in question to working VGM. If speaker is faulty, replace it.
		Faulty wiring	Multiple-speaker installations: Check for reversed wires at one speaker. Weak low frequencies and thin or hollow sound quality is symptom of incorrectly phased speakers. Sound tests may not detect this condition, but you can hear it during VGM operation. Repair faulty wiring.
•	Dead sound channel	Faulty speaker	 From Main Menu, choose SOUND TEST. Recheck speakers with audio signals in test. Verify proper speaker operation by connecting speaker in question to working VGM. If speaker is faulty, replace it.
		Faulty circuit board	 From Main Menu, enter Diagnostics Menu. Select SOUND SUBSYSTEM TEST. Test checks entire sound system. Run power-up self-test sequence. Note errors that VGM finds during tests. Compare circuit board LEDs with LED indicator status charts. Note discrepancies. Verify SIO Board operation by connecting board to working VGM. If board is faulty, replace it.
		Faulty wiring	 Verify that cabinet wiring is correct. Assure that all speakers connect to audio wires. Check for broken or shorted wires. Repair faulty wiring.

Joystick Troubleshooting Table

SYMPTOM	CAUSE	REQUIRED ACTION
Players complain that joystick operates erratically or unreliably	Faulty switch	Enter game Menu System by pressing and holding TEST MODE switch inside coin door. From Diagnostics Menu, choose SWITCH TEST. Operate joystick in question. Check for proper readings of up, down, left and right.
Game starts normally	Faulty switch wiring	 Check for wires caught in door hinges, latches or switch contacts. Verify that harness connectors are attached and fully seated. Assure that joystick switches connect properly to control input wires. Reconnect loose cables. Check joystick cable ground connections. Check that cabinet wiring is correct for this VGM (video game machine). Repair faulty wiring.
	Faulty mechanical parts	 Inspect joystick for: Missing, loose or damaged parts, torn rubber T-band, etc. Replace bad parts.
	Dirty optos	Clean dust out of optos with swab and cleaner. Don't apply cleaner directly into opto. Never use solvents!
	Faulty joystick fuse	Check fuses on I-40 Joystick Interface Board inside player control panel. Each joystick has its own fuse. Replace bad fuses.
	Faulty joystick electronics	If joystick fuses are okay, install joystick in working VGM (video game machine) and retest it. If joystick still doesn't work, replace it.
	Faulty I-40 Joystick Interface Board	 If joystick works in second VGM, I-40 Joystick Interface Board may be bad. Replace board and retest joystick.



Video Troubleshooting Table

SYMPTOM	CAUSE	REQUIRED ACTION
 Monitor appears non- functional Audio is present 	Power problem	Verify connection of AC Power to video monitor. Inspect CRT neck in dim light. Glowing filament near CRT base proves that some monitor circuits receive power. Still, voltages or signals may not be normal.
VGM (video game machine) controls operate normally	Faulty wiring	Turn off VGM power. Verify that video signal and Remote Adjustment Board connectors seat properly on Video Monitor Board. Assure that video cables connect to circuit boards. Assure that no wires are caught on chassis or mounting brackets.
	Improper monitor adjustments	Check that BRIGHTNESS (intensity) and CONTRAST are set above their minimum levels. If necessary, adjust these settings.
	Faulty monitor circuitry	Examine AC line fuse on Video Monitor Board. If fuse is faulty, replace it with identical fuse. If fuse is good: Verify that video monitor operates correctly by placing it in working VGM. If monitor is bad: Check monitor power supply. If power supply is good: Check monitor horizontal output transistor and related circuitry.



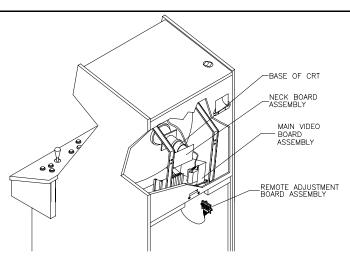
WARNING: HIGH VOLTAGE. VGM monitors generate and store potentially lethal high voltages. Avoid touching any part of the monitor until power has been off for some time. A picture tube can maintain a hazardous charge for up to several days. Only qualified technicians should service monitors. Turn off the power, unplug the VGM and discharge the CRT before attempting service. Even properly discharged tubes can revert to a highly charged state, *without reapplication of power*.



WARNING: In normal operation, the monitor doesn't require isolation from AC line voltage. During bench servicing, you may need to operate the monitor outside the cabinet. If you do, *isolate the monitor from line voltage with an isolation transformer.*



CAUTION: Don't operate the monitor without the Remote Adjustment Board.



Typical Cutaway Rear View

Video Troubleshooting Table, continued

SYM	MPTOM	CAUSE	REQUIRED ACTION
Game scre No audio	eens don't appear	Improper components	Verify that hard disk drive is correct for this VGM (video game machine). Label on drive records manufacturer name, assembly number and program version. Verify that circuit boards are correct for this
Power-up	self-test runs		 VGM. Label on each board records manufacturer name, assembly number and hardware version. 3. Verify that ROM instruction set is correct for this VGM. VGM set only has one ROM. Label on ROM records assembly number and software version. 4. Replace improper ROMs with correct ones.
		Hard drive problems	 Turn VGM on. Immediately look under hard drive. Hard Drive Activity LED flashes if drive is operating properly. Allow VGM to load normally. Note and record any error messages that occur during self-test. Remove hard drive and install it in working VGM. If symptom recurs there, hard drive is faulty. Replace it.
Blotches of screen	of color appear on	Picture tube aperture mask is magnetized	Remove diskettes from room. Demagnetize monitor with external degaussing coil. Take care not to magnetize neighboring VGMs. Monitor may be on or off for this procedure.
screen ap color	as in center of pear tinged with ges have fringe of the colors	Picture tube purity or static convergence is out of alignment	 Turn on VGM (video game machine). Press and hold TEST MODE to enter Menu System. At Main Menu, select Monitor Tests Menu. Run through Crosshatch, Red, Green and Blue screens to find clearest display of problem. Display screen with greatest problem. Display Crosshatch Screen. Locate purity and static convergence ring magnets on back of monitor neck. Watch screen in mirror. Adjust magnets to minimize problem. Follow instructions from monitor manufacturer. Display Crosshatch Screen. Touch up adjustments while watching screen in mirror.
screens so	nd of Attract Mode eems out of sync screen read OK	Medium resolution monitor, and DIP switch set for low resolution	 Press and hold TEST MODE to enter Menu System. At Main Menu, select Diagnostics. Then select DIP Switch Tests Menu. Locate DIP switch bank U12 on the Sound I/O Board. Turn off switch 2. Reenter Attract Mode and check screens.



CAUTION: Don't operate the monitor without its Remote Adjustment Board.



WARNING: HANDLE FLUORESCENT TUBE AND CRT WITH CARE. If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.

Video Troubleshooting Table, continued

	SYMPTOM	CAUSE	REQUIRED ACTION
•	White areas at screen edges appear tinged with color Dots at screen edges appear oval or cylindrical	Picture tube dynamic convergence is out of alignment	Have service bureau dynamically reconverge monitor. This procedure requires removing and repositioning yoke. Service bureau must follow instructions from monitor manufacturer.
•	Video tears or rolls, or has black bar down middle of screen Video may appear as colored bars of dashed lines	Improper sync signals	 Check to see if Video Board puts out type of sync that your monitor requires. Adjust sync for monitor you're using: On SIO Board, set DIP switch bank U12, switch 2. Off = medium resolution (default); on = low resolution. Verify that jumpers are set correctly for monitor. If necessary, add or remove video sync jumper at Sound I/O Board jumper block J2. With no pins connected (or pins 2 and 3 connected), board outputs positive sync. With pins 1 and 2 connected, board outputs negative sync.
		Faulty wiring Faulty monitor circuitry	Check connectors and cables for wiring continuity. Video cables connect graphics card to circuit boards, and then to video monitor. Assure connection of all cabinet ground wires, especially at video monitor chassis. If you find faulty wiring, repair it. Check video monitor operation by connecting it to working VGM (video game machine). Assure that monitor is correct type for this VGM. Monitors with wrong resolution can't lock sync. If you have wrong type monitor, replace it.
•	Missing colors	Electromagnetic fields Faulty wiring	Move cabinet far away from machines, appliances, or competitors' VGMs. 1. Check connectors and cables for wiring continuity from circuit boards to video monitor.
		Faulty monitor color drive circuitry	Repair faulty wiring. Verify that video monitor operates correctly by connecting it to working VGM.
•	One color is dimmer or brighter than others Whites appear tinted everywhere on screen	Maladjusted color bias pots	 Turn on VGM (video game machine). Enter Monitor Tests Menu. Watch Color Bars screen in mirror. Adjust three bias pots for best colors. (Most monitor neck boards include these pots.) Also check White Screen. Touch up controls. If whites still seem tinted, have service bureau rejuvenate picture tube.
•	Picture is dim or faded	Maladjusted BRIGHTNESS pot or subnormal picture tube emission	 Watch Color Bars screen. Adjust BRIGHTNESS and CONTRAST pots for greatest number of grays. You'll find these pots on Monitor Remote Control Board, behind coin door. If pots have no effect, have service bureau rejuvenate picture tube.

Video Troubleshooting Table, continued

Picture is too narrow	Maladjusted WIDTH pot	Enter Monitor Tests Menu. Watch Crosshatch Screen while adjusting WIDTH pot for best picture. You'll find this pot on Monitor Remote Control Board, behind coin door.
Picture is too short	Maladjusted HEIGHT pot or damaged vertical circuit	 Enter Monitor Tests Menu. Watch Crosshatch Screen while adjusting HEIGHT pot for best picture. You'll find this pot on Monitor Remote Control Board, behind coin door. If pot has no effect, service vertical output circuit.
Picture seems shifted to one side	Maladjusted HORIZONTAL POSITION pot	Enter Monitor Tests Menu. Watch Crosshatch Screen while adjusting HORIZONTAL POSITION pot for best picture. You'll find this pot on Monitor Remote Control Board, behind coin door.
Keystone-shaped picture	Shorted turns in yoke	 Substitute working yoke. Have service bureau converge monitor. Retest monitor.

Software Update Troubleshooting Table

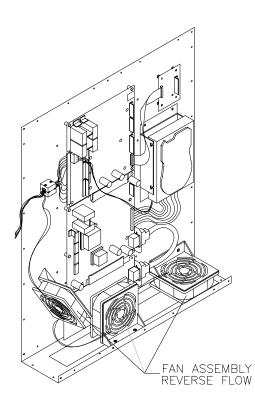
	SYMPTOM	CAUSE	REQUIRED ACTION	
•	Update didn't work	You skipped steps or performed them out of sequence.	Return update components to kit, reins original parts in cabinet, and try process agair	
•	After update procedure, screen reports lower than latest version	Installation error may have damaged device.	 Inspect for bent or broken pins. If you have another kit, try it. Ask your distributor to check your upgrade RC 	DM.
•	No Attract Mode screens Board indicators illuminate,	Mismatched boot ROM update version and hard drive.	Boot ROM and disk version numbers m match. If necessary, replace boot ROM or disk	
	but screen is completely blank	You installed boot ROM in wrong socket.	 Be certain that boot ROM device resides proper socket. If necessary, move boot ROM to proper location 	
		You installed upgrade ROM in wrong socket.	 Install disk ROM. Only use upgrade socket hard disk drive updates. Load ROM contents onto drive. Remove ROM from game. 	for
		Upgrade ROM remains in VGM (video game machine) during game play.	 During game play, upgrade ROM must empty. Switch off VGM. Remove upgrade ROM. Switch on VGM. Retest Game Mode. 	be



NOTICE: Someday, software updates for your VGM (video game machine) might become available. These upgrades may improve your VGM's performance or add new VGM features. Such upgrades tend to appear sometime after factory first releases VGM. Contact your distributor for information about updates.

Miscellaneous Problem Troubleshooting Table

SYMPTOM	CAUSE	REQUIRED ACTION
Marquee lamp is intermittent or non-functional VGM (video game machine) starts and plays normally	Faulty fluorescent tube	Remove fluorescent tube from its sockets. If you find cracks or darkened ends, install new lamp. Clean tube. Check continuity of both fluorescent tube filaments. Verify that fluorescent tube operates by placing it in working VGM.
	Faulty lamp fixture	Verify that lamp pins make good connection with socket contacts. Check ballast for continuity.
	Faulty wiring	Measure fluorescent lamp AC voltages. Check wiring and connector continuity from AC power chassis to lamp assembly. If you find faulty wiring, repair or replace it.
VGM operates normally Cabinet becomes warm after several hours of use	Obstructed fan	 Check bottom and rear of cabinet for blocked airflow. Move VGM away from sources of heat. Turn off VGM power. Remove dust from vent holes with high-power vacuum cleaner.
Several fledie of doc	Faulty wiring	Check fan wiring and connectors. If you find faulty wiring, repair or replace it.
	Faulty fan	Check operation of all fans, including power supply fan. If fan is faulty, replace it.
Error messages appear on screen	Faulty hardware	 Check any assembly (RAM, ROM, Battery, etc.) identified in error messages. Replace faulty parts. Call your authorized distributor for help with unresolved screen messages.



Fan Location and Mounting