

IGT S-Slot; S-Plus - Additional Component Information - Model:			
Item:	Problem:	Remedy:	Reason:
Coin Comparitor			
Coin Accepted Light			
Coins Played LED			
Win Condition (Hopper)			
Win Condition (Hand Pay)			
Lose Condition			
Bet One Credit			
Play (X) Credits			
Spin Reels			
Collect Winnings			
Credits Display			
Reel Mechanism			
Optic Sensor			
Hopper			
Hopper Optics			
Hopper Diverter			
Hopper Bowl Coin Level Probe			
Processor Board			
Hopper Base			
Hopper Rails			
Hopper Beau Plugs			
Hopper Knife			
Knife Retaining Screws			
Hopper Housing			
Hopper Wiper			
Hopper Shelf Wheel			
Hopper Pinwheel			
Other:			
Other:			

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Item:	Problem:	Remedy:	Reason:
Handle Mechanism			
Ratchet			
Lockout Solenoid			
Handle Mechanism Bumpers			
Upper Microswitch			
Switch Wiring			
Cabinet Exterior			
Lubricate Moving Parts			
Coin Acceptor			
Coin Comparitor			
Coin-in Switch			
Diverter Solenoid			
Lockout Solenoid			
Coin Head			
Encoder Insert			
Acceptor Clips			
Reject Chute			
Diverter Spring			
Diverter			
Jackpot Reset/Statistical Display Switch			
Handle Spin Switch			
Power On Switch			
Change Light Switch			
Self Test Switch			
Door Switch			
Other:			

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Item:	Problem:	Remedy:	Reason:
Reel Light Assembly (fluorescent)			
Fluorescent Starters			
Reel Glass Lights (GE 47 bulbs)			
Belly Light Assembly (fluorescent)			
Service Light Assembly (15-watt bulb)			
LED Display Assembly			
Processor Board			
LED Display Board			
Progressive Driver Board			
Coin Tray			
Coin Release			
Wood Base			
Slot Casing			
Other:			

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Item:	Problem:	Remedy:	Reason:			
Input Test (1)						
Output Test (2)						
Sound Test (50)						
Display Test #1 (-)						
Display Test #2 (-)						
Hopper Test (3)						
Paytable/Reel Strip (4, 5)						
Option Selections (6)						
Option Selections (7)						
Option Selections (8)						
Option Selections (9)						
Tilt Condition Codes code - meaning, solution (✓)	12 - low battery voltage, replace 3.6 volt battery on board ()	21 - coin-in tilt, clear jam, check coin-in optics ()	3100 - extra coin paid out, check brake, check hopper ()	3200 - coin out tilt, clear jam, check hopper ()	3300 - empty hopper, refill hopper, check hopper ()	41 - reel # 1 tilt, check reel 1 ()
Tilt Condition Codes code - meaning, solution (✓)	42 - reel # 2 tilt, check reel 2 ()	43 - reel # 3 tilt, check reel 3 ()	44 - reel # 4 tilt, check reel 4 ()	45 - reel # 5 tilt, check reel 5 ()	49 - reel mechanism disconnected, check wire harness process. board; reel plug ()	61 - bad CMOS RAM, press and hold Self Test switch for 3 seconds ()
Tilt Condition Codes code - meaning, solution (✓)	61-1 - game date reset, open/close door, reset switch 1/4 CW ()	61-2 - recoverable CMOS error, press and hold Self Test switch for 3 seconds ()	62-0 - bad game EPROM, verify insertion, replace EPROM ()	62-1 - bad data EPROM, verify insertion, replace EPROM ()	63 - processor tray open, check processor tray lock optics/switch ()	64 - link down, check communicator ()
Tilt Condition Codes code - meaning, solution (✓)	65-0 - bad EEPROM device, press Self Test switch for 1 second, if not clearing replace EEPROM ()	65-1 - bad EEPROM data, press Self Test switch for 1 second, 65-1 clears ()	65-2 - game type mismatch, press Self Test switch for 1 second, 65-2 clears ()	66 - game EPROM change, power down, then power up ()	67 - data EPROM change, power down, then power up ()	68 - not compatible data EPROM, change to compatible data EPROM ()

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Item:	Problem:	Remedy:	Reason:
Transformers			
Line Filter Assembly			
Capacitors			
Resistors			
ICs			
Diodes			
Molex Plugs			
Beau Plugs			
Wiring			
AC Line Cord			
Casing Ground			
Motors			
Lamps			
Solenoids			
Stepper Motors			
Solder Joints and Connections			
Microswitches			
Toggle Switches			
Graphics			
Top Glass			
Middle Glass			
Belly (Bottom) Glass			
Model and Serial Number Plate			
Fuse Block			
3 Fuses			
Reel Strips			
Silicone Tape Wrap			
Cable Ties			
Screws			
Nuts			
Bolts			
Washers			

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Recommendations and other Information

Modes of Operation

1. Ready 2. Insert Coin 3. Coin Accepted 4. Coins Played 5. Reels Spin 6. Win Condition (Hopper Pay) 7. Win Condition (Hand Pay) 8. Replay 9. Collect Winnings

a. Keep this slot machine **UN**plugged when not in use.

b. When ready to use, plug this machine into a 3-prong outlet.

c. Verify that all lights, fluorescent and LEDs bulbs, illuminate.

d. Drop coins into the coin chute, slowly, one at a time.

e. Be sure coin comparitor LED is on (red lamp is illuminated).

f. Be sure there is a coin in the coin comparitor.

g. If a coin jams, press the coin return (on the front of the machine). It should fall back into the tray.

h. Be sure the coins are accepted. Watch the lights.

i. Pull the handle down completely. Let it return on its own.

j. The reels should spin quickly together. They will slow down and prepare to stop beginning from left to right. **(Four and five reel machines are similar.)**

k. A payout will occur if the correct symbols line up as per the pay table.

l. Be sure there are sufficient coins in the hopper.

m. If a hopper-timeout occurs, it will show on the display. Add coins.

n. **DO NOT USE** any "water displacement" lubricants anywhere inside or on the outside of this machine.

o. Keep the machine cabinet locked at all times. Safeguard the keys (2).

p. **DO NOT** "tinker" or tamper with the circuitry inside this machine. There are no user-serviceable parts to adjust. There is **lethal voltage** present!

q. Be gentle with this machine. It is many decades old.

r. Additional:

s. Additional:

t. Additional:

u. Additional: