

○ Power failure

- Power failure to the line cord
- Defective line cord
- Loose power line fuse
- Blown power line fuse
- Safety timer switch open (neon lamp on)
- Defective lamps
- 6 volt fuse blown
- Defective connectors/wires between cabinet and door
- 50 volt fuse blown

○ Coins not accepted

- Verify 50 volt power
- Coin lockout coil defective
- Dashpot switch open (pull dashpot arm forward)
- Reel mechanism switch adjustments
- Coin acceptor dirty or needs adjusting
- Defective coin switch
- Refer to schematic for intermediate circuitry
- Missing or wrong coin shim in coin switch area

○ Coins accepted, but handle will not release

- Listen for coin relay being un-latched
- Dashpot switch open (pull dashpot arm forward)
- Reel mechanism switch adjustments
- Handle release switches
- Payout relay
- Coin switch adjustment
- Handle release coil
- Refer to schematic for intermediate circuitry
- Dashpot switch worn through the insulated pin that touches the sides of the dashpot switch
- Pull back handle-release pawl with left forefinger; pull handle at same time to release/spin reels

○ Feature unit will not advance

- Check the first coin reset feature unit
- Feature step-up unit is dirty or sluggish
- Feature step-up relay making poor contact (check gap)
- Handle release switch making poor contact (check gap)
- Refer to schematic for intermediate circuitry

○ Slot machine accepts too many coins

- Coin lockout coil is sluggish
- Coin lockout coil is permanently magnetized
- Feature unit open at Nth step not opening
- Feature unit has not stepped once for each coin played

○ "Winner Paid" lamp remains on

- Verify that hopper payout unit zero switch is making contact
- Hopper payout unit zero switch is defective (bumper is worn or sticking)
- If payout unit is resetting, then lamp circuit is bad
- Bottom relay directly behind hopper is dirty/sticking (check gap)

○ Coins jam in hopper

- Check knife adjustment
- Check pivot arm roller adjustment
- Coins are laying flat between hopper scoop and disc (not being agitated)
- Replace rubber agitator (3, 4, 5, or 6-pointed; watch screw removal!)
- Wrong-sized coins (check for stray tokens)
- Override solenoid defective
- Override coin kicker not adjusted properly

○ No payout on winning combinations

- Payout unit wiper has not been reset
- Check zero switch and bumper
- Hopper motor is inoperative
- Payout unit wiper adjustment
- Reel mechanism wiper arm adjustment
- Payout unit disc alignment
- Payout relay deenergized
- Payout relay circuit open (see schematic)
- Loose or contaminated plugs and sockets

○ Incorrect payout (overpay)

- Payout unit is not being reset zero, but to the zero **minus** step
- Improper payout unit wiper arm adjustment
- Payout unit step-up arm adjustment
- Improper payout disc alignment
- Too **little** tension of the payout unit torsion spring
- Too much lubrication on the payout unit disc
- Short in the payout circuit (see schematic)
- Pivot roller arm adjustment
- Open in the payout step-up circuit
- Override coin kicker not adjusted properly

○ Incorrect payout (underpay)

- Payout unit is not being reset to zero, but to the **first** step
- Improper payout unit wiper arm adjustment
- Payout unit step-up arm adjustment
- Improper payout disc alignment
- Too **much** tension of the payout unit torsion spring
- Payout unit disc is dirty, loose or sluggish
- Loose, dirty or improperly adjusted payout wiper(s)

○ Slot machine shuts off during a payout

- Ratchet cam switch adjustment
- Timer motor circuit (red light is on)
- Improper adjustment of the timer cam
- Intermittent short may be causing the 110 volt fuse to blow

○ Relays buzz or chatter

- Check distances (NO: 1/32 inch; NC: 1/64 inch when open)
- Clean relays with white paper soaked in contact cleaner
- Adjust static blade (ONLY!) for proper distance

○ Step-up unit(s)

- Manually reset unit
- Rotate wiper assembly (should turn freely)
- May be dirty with grease or oil (clean thoroughly)
- May have too much tension on the wipers (adjust torsion spring)

Bally - Additional Component Information - Model:			
Item:	Problem:	Remedy:	Reason:
Coin Mechanism			
Coin Relay			
Handle Release Coil			
Handle Release Assembly			
Reel Mechanism			
Clock Unit			
Total In Meter			
Total Out Meter			
Hopper Assembly			
Hopper Agitator			
Payout Counter Step-up Arm Pawl			
Spiral Cam			
Zero Switch Stop Assembly			
Zero Switch			
Wiper Arm Assembly			
Carriage Unit Assembly			
Payout Counter Unit			
Payout Relay			
Hopper Unit Payout Motor and Override Solenoid			
Hopper Mixer Relay			
Payout Safety Timer System			
Step-Up Unit			
Coin Relay Unit			
Interlock Relay			
Cabinet Assembly			

Bally - Additional Component Information - Model:			
Item:	Problem:	Remedy:	Reason:
Dashpot Switch			
"A" Switch			
"B" Switch			
"C" Switch			
Solenoid Behind Coin Mech			
Cabinet Interior			
Cabinet Exterior			
Front Door Assembly			
Handle Mechanism			
Candle Assembly and Light			
Outside Upper Light Display (Instead of Candle)			
Jackpot Bell			
Jackpot Bell Relay			
Hopper Rails			
Reel Assembly Rails			
Model and Serial Number Plate			
Coin Tray			
Handle Release Pawl			
Coin Release			
Wood Base			
Slot Casing			
Other:			
Other:			

Bally - Additional Component Information - Model:			
Item:	Problem:	Remedy:	Reason:
Transformers			
Capacitors			
Resistors			
Coils			
Molex Plugs			
Beau Plugs			
Wiring			
AC Line Cord			
Casing Ground			
Motors			
Lamps			
Solenoids			
Relays			
Steppers			
Solder Joints and Connections			
E Rings (E Clips)			
Microswitches			
Graphics			
Top Glass			
Middle Glass			
Belly (Bottom) Glass			
Index Wheels			
Fuse Block			
Fuses			
Reel Strips			
Fluorescent Lamps			
Lamp Starters			
Silicone Tape Wrap			
Cable Ties			
Screws			
Nuts			
Bolts			
Washers			
Other Hardware:			

Bally - Additional Component Information - Model:

Recommendations and other Information

Modes of Operation

1. Ready 2. Coining 3. Wind-up 4. Kickoff 5. Reel Indexing 6. Payout

a. Keep this slot machine UNplugged when not in use.

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

c. Verify that all lights, fluorescent and LED/incandescent bulbs, illuminate. (LED bayonet lamps hereafter will be used in all repairs. They are more efficient and illuminate better and cooler than the original: GE 44, GE 47, and GE 63 bayonet bulbs.)

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

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

f. Be sure the coins are accepted. Watch the upper lights and stepper relays count them.

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

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

i. Left reel (1) indexes, center reel (2) indexes, right reel (3) indexes. This sequence is approximately evenly-spaced time-wise.

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

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

l. If a hopper-timeout occurs, the reset switch needs to be pushed.

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

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

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

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

q. Refer to the [Bally EM Troubleshooting Hints Packet](#). Or, call us!

r. Additional:

s. Additional:

t. Additional: