

# General Instructions for Bally 6000 Slot Machines

If you are wondering if this is the same slot machine that you might find in your local Casino, the answer is basically yes. I say basically in that we have gone to great lengths to convert this wonderful Bally 60000 Pro Series Slot Machine into a machine that is appropriate and legal for home use. We have modified the software to make it more "User Friendly". In many cases we have also changed the battery back up system to compensate for the fact that these machines will probably not be on 24 hours a day as they are in a Casino.

The next question many people ask is "Isn't this machine illegal"? The answer basically depends on where you live. In the states of Alaska, Arizona, Kentucky, Maine, Minnesota, Nevada, Ohio, Rhode Island, Texas, Utah, Virginia and West Virginia residents are permitted to own any slot machine for non-gambling purposes. In many other states, age of the machine determines legality of home ownership for machines that take in or pay out money. For these States we offer Free Play and convertible Free Play machines. Most states have "better things to do with their time than to go around checking the manufactured date on some little old lady's piggy bank." I do not know about all states, but the State of Michigan has NEVER prosecuted a homeowner for simply having a slot machine that is less than 25 years of age. **However, they have and will prosecute gambling regardless of the age of the machine. In all Jurisdictions (states) the use of an unlicensed slot machine for gambling purposes is strictly prohibited.**

OK now that we have the legal stuff out of the way, how do I make it work?

First you will need a sturdy base. A normal slot base is about 21" high by 18" deep by 24" wide and capable of supporting about 300 pounds. You can make your own or you could purchase a custom Oak Cabinet, cost up to \$800. In reality you will probably want to do something in between. Just make sure the machine is securely attached to the base and that the base is stable.

Unlock and open the door with the key supplied. Route the AC line cord out the hole in the bottom toward the rear of the machine.

Mount the Slot machine securely to the stand via the mounting holes located in the base of the machine.

Plug in the line cord into a switched 120 volt power strip. Turn on the power switch. Close and lock the door. The machine can now be turned on or off via the switch on the power strip.

Once turned on the reels will spin slowly and the "Insert coin" light will light. You can then either insert a bill onto the bill head or press the free play button if installed. If you press the free play button It will sound like a coin has dropped and the "Spin" button will light. At this point either pull the handle or push the "Spin" button. The machine will then play exactly like a casino slot except it has no physical pay out. If you insert a dollar bill into the bill head the machine will give you between 1 and 100 credits depending on how you have it set up. (factory setting is 4 per dollar) You can then hit the bet button or the Max Bet button. Enjoy!

## Maintenance

Bally Pro Series slot machines are exceptionally reliable which makes them Ideal for home use, but home use is quite different than Casino use. The most common problem encountered with Bally Pro series slot machines used for home use is error code 81 , Low Battery. This is not due to any defect in the design of the machine, but from the fact that it was designed to be on 24 hours a day. Certain accounting data, such as the number of coins played, outcome of the last several games etc. are required to be saved even if power is removed. Power is not normally off for more than a few minutes or days at most in a casino, but in a home it is a different situation. Power is turned off for days, weeks or even months. All this time the onboard battery has to supply power to the "CMOS" that holds all the data. Frequently it dies and has to be replaced. This battery is normally a 3.6v Lithium battery designed for a very long shelf life. (Normally about 7 to 9 years) Unfortunately it is somewhat expensive, about \$10,has to be soldered in, and lasts only about a year or two in home use. To remedy this we have come up with a special battery kit that uses low cost AA alkaline batteries in place of the lithium Battery. Your machine already has this modification. Replacing the batteries is fairly simple.

1. Open Main door
2. Turn off power and unplug the machine.
3. Pull out the CPU tray located under the Reel Shelf.
4. Remove the old batteries .
5. Insert fresh Alkaline Batteries as indicated in the holder. Do not use rechargeable batteries as the will not work.
6. You will now have to do a "Hard Reset" to load the default data into the "CMOS".

# Performing a Hard Reset

On occasion you will have to do a “Hard Reset” to load the default data into the “CMOS”. This is required any time you replace the battery or change dip switch set options. Fortunately Rec Room Specialties Pro Series slots have software designed for home use and therefore do not require special reset chips. Simply follow these instructions.

## Hard Reset Instructions for Bally Pro Series 6000

1. Turn off the power.
2. If you have not already removed the CPU tray, remove it and hold it with the front towards you.
3. Locate the DIP switch DS1 . It will be located on the Left edge in the center.
4. Turn ON Switch 8 on DS1. Switch 8 is the section closest to JW5. ON is to the right (center of the board).
5. Reinstall the CPU Tray
6. Push and hold the test and pseudo coin buttons on the front of the CPU Tray.
7. While holding both buttons, turn on the power.
8. Continue holding the buttons. The display on the front of the machine will show CHC then CLC and then all the lights will start flashing. When the lights start flashing you can let go of the buttons. This is also a good time to check for burned out or missing or missing light bulbs.
9. Turn off the power, remove the CPU Tray, Turn OFF Switch 8 on DS1 and reinstall the CPU Tray.
10. Turn on the power. The reels will start to slowly turn and align to the “Zero” position. This may be followed by a short series of “bumps” of the reels which are part of a dynamic tuning algorithm. Once the bumps stop the machine will enter a date and time setting mode. You can set the time and date by following the instructions on page 2-12 of the service manual or you can simply press the far left (change) button and the machine will be ready to play.

## Trouble Shooting

From time to time it is possible that your machine will stop working for a reason unknown to you. Unknown to you but not necessarily unknown to your machine. When an error or “Fault” occurs, the machine will stop play and indicate the nature of the fault via a code shown on the front door. The following is a listing

of the more common codes and their meaning.  
**Bally S6000 Exception Codes**

| <u>Code</u> | <u>Description</u>             |
|-------------|--------------------------------|
| 20          | Coin in Jam                    |
| 21          | Inappropriate Coin In          |
| 22          | Invalid Coin                   |
| 24          | Coin Reverse                   |
| 30          | Hopper Overpay                 |
| 31          | Hopper Coin-Out Jam            |
| 32          | Hopper Empty                   |
| 33          | Reset During Pay Out           |
| 41          | Reel #1 Improper Spin          |
| 42          | Reel #2 Improper Spin          |
| 43          | Reel #3 Improper Spin          |
| 44          | Reel #4 Improper Spin          |
| 50          | Front Door Open                |
| 51          | Drop Door Open                 |
| 52          | Stacker Access Door Open       |
| 70          | Door Open During Reel Spin     |
| 71          | Reel #1 Movement               |
| 72          | Reel #2 Movement               |
| 73          | Reel #3 Movement               |
| 74          | Reel #4 Movement               |
| 80          | ROM Checksum Error             |
| 81          | Battery Voltage Low            |
| 83          | Safe RAM Error                 |
| No Code     | Possibly the main power supply |

Error codes starting with a "2" Refer to coin entry problems. A coin jam or something of that nature. To clear the code open the main door, clear the coin jam then close the front door. Closing the front door does a reset. Some times you will get an error 24 for no apparent reason. This is normally caused by a dirty prism located in back of the little green board directly below the coin comparitor. Note: Coinless machines do not have the green board or comparitor.

Error codes starting with a "3" refer to Hopper problems. Never unplug any component unless the power is turned **OFF**. This especially applies to the Hopper and CPU Board. The most common reason for a 3x code is insufficient coins in the hopper during a cash out. Also if you attempt to run the machine without a hopper or hopper simulator properly installed, you will get a code 31. Free Play and "Dino" (Dollars In, Nothing Out) machines do not have hoppers.

"40" series error codes are fairly rare but can result from an unplugged reel, an object or wire binding one of the reels, dirt blocking an optical sensor or a reel not tuned to the CPU Board. Clean the reel optics and preform a hard reset to correct. If this does not correct the problem, interchange the offending reel with one of the other reels and determine if the fault remains with the reel or with the position. If the trouble persists and

follows the reel, there is a chance that the reel motor is defective. If it stays in one place, there is a good chance there is a loose connector. Turn off all power before you go plugging and unplugging connectors. Specifically check the connectors on the mother board on the back inside of the machine. On rare occasions, the CPU Board may have a problem.

A "50" code means the door closed optics are not making i.e. the door is open. Unlike the model 5500, you can not simulate a door closure by pulling the door interlock. A "52" code indicates that the cash can is not properly seated or the stacker door is not closed.

"70" code errors are normally caused by someone accidentally hitting a reel while trying to clear a jam. Open and close the door and the fault should clear.

The most common of the 80 codes is 81 low battery. You will get this every couple years if you are not using the machine continuously. It can be cleared by replacing the battery on the CPU board. If your board has a Lithium Battery soldered on the board you can either replace it with another Lithium Battery or remove the old battery and replace it with a battery holder that holds 2 inexpensive AA cells. You can either obtain the conversion kit from your dealer or fabricate one your self. It is essential that proper polarity be maintained.

Sometimes the machine will fail to work and will not indicate anything. If you are lucky, you accidentally turned off the Bill Validator and coin mech by having the coin mech switch on the front of the CPU tray in the down (off) position. If the Lights are on but nothing shows on the front door, No error codes no insert coin, nothing, the most common cause is the main power supply. This assembly, located behind the hopper in the lower center of the back cabinet, is easily removed for service, but must be returned to your dealer for exchange.

On rare occasions, your machine will "Lock Up" and start playing the "Happy Music", We're in the Money... This happens when ever a Jackpot or Payout is hit that is over the max coins amount set in the machine. To release the machine a casino calls some one to write out a Check or Hand Pay the Jackpot. He then takes out his Jackpot reset key, inserts it into the top key hole on the right hand side of the machine, turns it clockwise, releases it and takes the key out. The music will then stop and the insert coin light will come back on allowing you to resume play. The keys that came with your machine include a Jackpot Reset Key. You can use it to do your "Hand Pay" and release the machine. One word of caution. Yes this is the exact same key used by many Casino Employees for this purpose. **Casino security takes a very dim view of customers putting keys in their machines to release Jackpots or read internal registers or perform diagnostics. Leave the keys at home.**