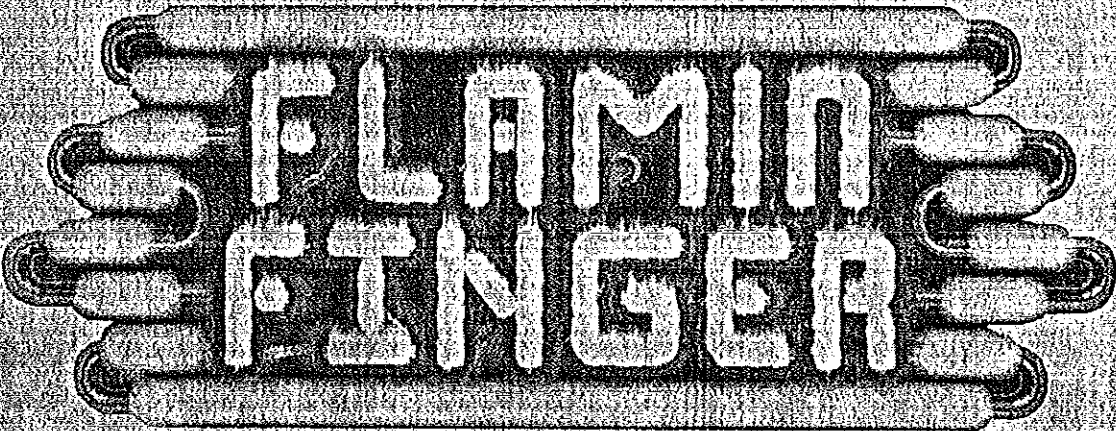


**namco**<sup>®</sup>



**MERCHANDISER**

**OPERATOR'S MANUAL**

## **Important**

**Read PRECAUTIONS and INSTALLATION  
Sections before operating game**

## **FCC Notice**

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operating in a commercial environment. This equipment uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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## 1.0 SPECIFICATIONS

Logic Power Supply:	200 Watt ATX style, NAI # VG88-08776-00
Input Power:	120 VAC, 60 Hz, 3 Amps max.
Overall Height:	68"
Crated Dimensions:	74" H x 43" W x 38" D
Installed Dimensions:	68" H x 41" W x 32" D
Shipping Weight:	350 lbs
Convenience Kit: (in coin box)	Operator's Manual (1)

**Note:** *Specifications subject to change without prior notice. Modifications and/or alterations of the FLAMIN' FINGER™ game with kits or parts not supplied by NAMCO may void the warranty.*

### WARNING

**REMOVAL OF SERIAL NUMBERS AND/OR BAR-CODES FROM PRODUCT OR COMPONENTS WILL VOID THE WARRANTY**

## 2.0 INTRODUCTION

Namco's *FLAMIN' FINGER MERCHANDISER™* is a 1-player game where players use their finger to trace randomly generated mazes on an interactive screen.

Complete the maze within the time allowed and win a PRIZE!

## 3.0 PRECAUTIONS

### 3.1 Installation

This game is designed for indoor use only. It must *not* be installed outdoors. The following conditions must be avoided:

1. Direct exposure to sunlight, extreme high humidity, direct water contact, dust, high heat or extreme cold.
2. Vibration. The game must be installed on a level surface with levelers properly adjusted.

*Do not install in an area such that the game would present an obstacle in case of an emergency (i.e., near fire equipment or emergency exists).*

### **3.2 Handling**

1. Before operating the game, make sure that the main AC power hookup includes a safety ground. This will ensure safe operation as well as compliance with the applicable FCC and UL regulations. Measure the AC power line voltage. Verify that the voltage source is between 110 and 125 VAC.
2. Before replacing any parts, turn the AC power OFF and unplug the game.
3. The game includes areas where 120 VAC is present. Take care at all times to avoid electrical shock whenever inspecting or adjusting the game.
4. Do not attempt to repair the Printed Circuit Board (PCB) on-site. It contains sensitive integrated circuit chips that could be easily damaged, even by the small internal voltage of a multi-meter. Always return the PCB to your distributor for any repairs. PCB assemblies must be returned as complete sets.

### **4.0 INSTALLATION**

Note: Shipping damage may void the warranty. In case of shipping damage, contact your distributor and the transportation carrier immediately.

1. Unpack the game.
2. With the game in its installation position, lower the leveler pads as required to eliminate any tilting of the game.
3. Plug in the main AC power cord, and turn the game ON.

### **5.0 SCREEN DESCRIPTIONS**

Enter the MAIN MENU options screen by pressing the SERVICE button located on the service panel inside the coin door. The MAIN MENU screen includes the following choices:

#### **MAIN MENU**

OPTIONS

BOX

ACCOUNT

DIAGNOS

Press the red on-screen boxes to choose that item. Use the red on-screen slider to adjust the selection. The large LED read-out just above the touch panel shows the current adjustment level.

Upon touching the OPTIONS box, the following items can be selected:

- 1- SET 1-9 COST PER CREDIT The number set is the amount of coins required to start a game. (Default setting is "2")
- 2- SET 1-9 PLAYS PER CREDIT The number set is the amount of plays a player will receive for each credit. (Default setting is "1")
- 3- SET 0-9 COIN #2 = X TIMES #1 The number set will make the coin in slot #2 worth that multiple of what is set in coin slot #1. For example if you want the coin in slot #2 to be worth the same as a coin in slot #1, set the number to 1. If you want the coin in slot #2 to be worth double the coin in slot #1 set the number to 2. (Default setting is "1"). Coin slot #2 is shared with the bill acceptor input.
- 4- SET 1-10 GAME VOLUME This sets the volume for when a game is being played. Setting it to "1" is the softest and "10" is the loudest. (Default setting is "6")
- 5- SET 1-10 ATTRACT VOLUME This sets the volume of the music that plays during the attract mode. Setting it to "1" is the softest and "10" is the loudest. (Default setting is "4")
- 6- SET 0-20 ATTRACT VOL RATE This sets the frequency of the music playing in attract mode. The number you set will be the amount of times the attract mode wraps before the music will play. If set to "0" the attract mode music will never play. The time for attract mode to wrap once is about seven minutes. (Default setting is "1")
- 7- SET 5-5000 AVG PLAYS PER PRIZE This sets the average amount of games played between each prize. (Default setting is "325") NOTE 1: The game will automatically maintain this average by adjusting its internal difficulty setting based upon the players at your location. NOTE 2: Each time this setting is changed the averaging process is restarted.
- 8- SET 1-4 MONEY PROMPT This sets which money prompt screen will be displayed in attract mode. Setting "1" will display INSERT COIN, "2" is INSERT TOKEN, "3" is INSERT CARD, and "4" is SWIPE CARD. (Default setting is "2")
- 9- 0=OFF 1=ON PRIZE EMULATOR When this is enabled, the game will function normally except when a player wins, the prize doors will not unlock. This option is for demonstrations or trade shows. (Default setting is "0")

- 10- SET 0-10 MIN TICK PER TRY This sets the minimum number of tickets a player will receive regardless of their performance. (Default setting is "0"). NOTE: The player will receive an amount of tickets somewhere between the "min tick per try" and the "max tick per try" settings, based upon the percentage of completion through the path.
- 11- SET 0-20 MAX TICK PER TRY This sets the maximum number of tickets a player can receive without winning the jackpot. (Default setting is "0"). NOTE 1: You can only set this as low as the "min tick per try" is set. NOTE 2: The player will receive an amount of tickets between the "min tick per try" and the "max tick per try" settings, based on the percentage of completion through the path.
- 12- 0=NO 1=YES RESTORE DEFAULTS When this is set to "1" and you exit the menu screen, all of the settings in options will be restored to their defaults. (Default setting is "0")

Press the SERVICE button to return to the MAIN MENU options screen.

Prize box lock/unlock: BOX: Pressing the box lock button will toggle the status of all prize box locks to allow an operator to fill prizes. When all locks are unlocked, the door sensor status is displayed on the LED inside of the prize box. A closed door lights the LED. An open door turns the LED out. If a door sensor fails, the LED will not change.

Upon touching the ACCOUNT box, the following items can be selected:

- 13- TICKET COUNTER This screen displays the amount of tickets that have been dispensed from the game.
- 14- PRIZES AWARDED This screen displays the amount of prizes that have been awarded.

Press the SERVICE button to return to the MAIN MENU options screen.

Upon touching the DIAGNOS box, the following items can be selected:

- 15- REDS ON YELS ON MEM TEST BURN IN Press inside one of the red boxes to select between turning all red or yellow led's on, performing a memory test, or running burn-in. Press the SERVICE button to exit the test.
- 16- ALL RED LED'S ON This screen lets you confirm all 1179 red led's are properly functioning. Press the SERVICE button to exit the test.
- 17- ALL YELLOW LED'S ON This screen lets you confirm all 1126 yellow led's are properly functioning. Press the SERVICE button to exit the test.



- 18- MEMORY TEST WAIT 1 MINUTE Wait at this screen while the memory is being tested.
- 19- MEMORY TEST PASS This screen confirms that all memory has passed inspection.
- 20- MEMORY TEST CPU FAIL This screen informs you that the memory inside of the microprocessor has been corrupted. NOTE: Contact Namco Customer Service.
- 21- MEMORY TEST SMC FAIL This screen informs you that the memory inside of the memory card has been corrupted. NOTE: Contact Namco Customer Service.
- 22- This animation is intended to burn-in all of the red and yellow led's and you should also hear audio playing out of both speakers. NOTE: Upon entering burn-in the two miniature #259 bulbs located behind the red caps will flash once to confirm their operation. Press the SERVICE button to exit the test.

Press the SERVICE button to return to the MAIN MENU options screen.

Other screen messages that may appear are as follows:

- 23- MEMORY CARD NOT SELECTED Check to see if the memory card is fully inserted in the proper direction. The memory card is located at site "P3" (upper right corner) on the backside of the circuit board. Remove the back panel of the game cabinet to gain access to the circuit board.
- 24- TESTING SENSORS AND DOOR OPERATION On power-up while this screen is displayed the game will confirm the operation of the sensors and the door lockboxes.
- 25- SENSOR ERROR BLOCKED OR FAILED During this screen you will see red dots at the edge informing you where an emitter or receiver has failed to communicate.
- 26- DOOR ERROR COMM LINK This screen is displayed when there is a break in any of the door lock communication cables inside of the game. If this screen is displayed, an operator must remove the back panel and inspect the wire cables connecting all lockboxes. Refer to appendix "C" LOCKBOX WIRING DIAGRAM for details. To help find the broken connection, power cycle the game. Check the cable connection between the last box that lights to the first box that does not light. Once repaired, power cycle the game to resume operation
- 27- SAVING DATA This screen is displayed after you exit the main menu. When the saving of data is complete the game will return to power up mode.

- 28- **OUT OF TICKETS, TICKETS OWED** This animation will be displayed when the game has run out of tickets or when the tickets have become jammed. Feeding in tickets to the ticket mech will automatically return the game to normal operation.
- 29- **SELECT YOUR PRIZE BOX** This screen is displayed when a player wins. A player must select a prize box by pressing one of the 12-colored boxes (6-left side / 6-right side) corresponding to the actual 12-prize boxes. Once a box is selected, the player will be prompted to "press again to confirm flashing prize box". At this time, the player has a choice to press the selected box again to unlock the prize or select another box if desired.
- 30- **DOOR ALARM ACTIVATED** This screen is displayed anytime a prize door is opened while locked. If this screen displays when all prize doors are locked by the operator, and all doors appear to be closed, then the door sensors need to be inspected.

## **6.0 GAME PLAY**

The starting game time ranges in time allowed to complete the maze from 9 to 30 seconds, depending on the length of the maze, as well as an internal difficulty set by the skill level of the players that have won prizes. The game time is not adjustable by the operator. However, game difficulty can be adjusted indirectly by the operator by changing the average plays per prize value (see screen item #7). Low values make the game easier (win prizes more often). High values make the game harder (win prizes less often).

**7.0 TROUBLESHOOTING**

<b>Problem</b>		<b>Probable Cause</b>		<b>Solution</b>
No motion sound.	1)	No AC power.	1)	Check AC input plug on switching power supply. Verify PS switch is ON. Check DC output voltage at 9-pin connector. RED to BLK should be 5+/- .15VDC. ORG to BLK should be 12VDC -0/+1.8VDC. If 12VDC is bad, check for output shorts by removing load connectors one at a time (ref. overall wiring diagram in Appendix). If loads are OK, or if 5VDC is out of adjustment, (4.95 to 5.05), adjust power supply.
	2)	No DC power.	2)	Check AC input plug on switching power supply. Verify PS switch is ON. Check DC output voltage at 9-pin connector. RED to BLK should be 5+/- .15VDC. ORG to BLK should be 12VDC -0/+1.8VDC. If 12VDC is bad, check for output shorts by removing load connectors one at a time (ref. overall wiring diagram in Appendix). If loads are OK, or if 5VDC is out of adjustment, (4.95 to 5.05), adjust power supply.
	3)	Main PCB problem.	3)	If main PCB rack is suspected bad, verify by swapping with known good unit. If service is req'd, contact your Distributor.
No audio.	1)	Cables bad, or incorrectly connected.	1)	Check connectors on MAIN PCB.
	2)	Sound output set too low.	2)	Adjust audio volume in OPTIONS under MAIN MENU. Ref. GAME VOLUME or ATTRACT VOLUME.
Distorted audio.	1)	Volume set too high.	1)	Adjust in OPTIONS under MAIN MENU. Ref. GAME VOLUME or ATTRACT VOLUME.
	2)	Main PCB problem.	2)	Main PCB rack requires service.
	3)	Incorrect speaker impedance.	3)	Verify 4 ohm speakers.

APPENDIX A: PARTS LIST

CABINET ASSEMBLY

Part Number	Description
FI63-10974-00	CABINET, FLAMIN' FINGER
FI05-11326-00	ASSY, LOCKBOX, LEFT
FI05-11326-01	ASSY, LOCKBOX, RIGHT
FI40-10911-00	MARQUEE
VG57-10972-00	SOCKET, LAMP, COMPACT FLUORESCENT
FI57-10922-00	STROBE LENS, RED
FI95-10973-00	PLEX, PLAYFIELD
FI40-11198-00	DECAL, GAME INSTRUCTIONS
FI05-10918-00	CPU, MAIN LOGIC
VG88-08776-00	POWER SUPPLY, 200W, ATX STYLE
FI45-11329-00	MANUAL, FLAMIN' FINGER
VG57-10994-00	BULB, G-3v, WEDGE, # 259
VG57-10993-00	COMPACT FLOURESCENT LIGHT BULB (Marquee Light)
<i>FI79-11780-00</i>	<i>LED G2 FOR LOCK BOX</i>

**APPENDIX B: PRIZE PERCENTAGE CHART**

**FLAMIN' FINGER MERCHANDISER PRIZE PERCENTAGE CHART**

There are three option screens that need to be set correctly to control prize percentage payout.

- 1) COINS PER CREDIT
- 2) PLAYS PER CREDIT
- 3) AVG PLAYS PER PRIZE

This table is based on the default of 2 set on the "Coins Per Credit" screen and 1 set on the "Plays Per Credit" screen. (These two settings establish a cost of \$0.50 to play one game.)

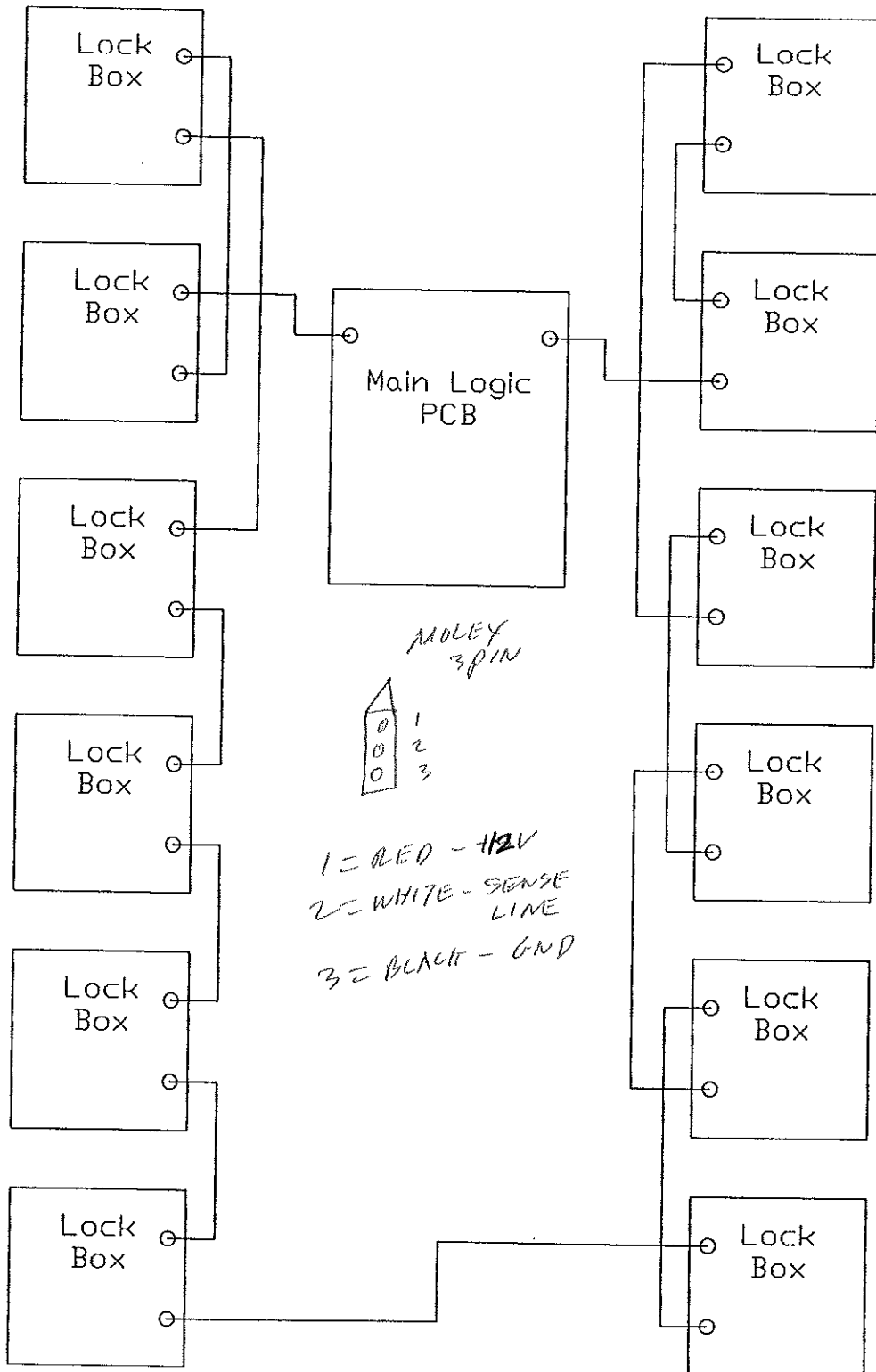
Using the chart below, locate "Prize Value" and the "Payout Percentage" you would like to use. Go down and across to find the number. This number needs to be entered into the "Avg Plays Per Prize" option screen.

If you want to increase the "COINS PER CREDIT" to 4 (\$1.00) you must divide the table value by 2.  
 If you want to decrease the "COINS PER CREDIT" to 1 (\$0.25) you must multiply the table value by 2.

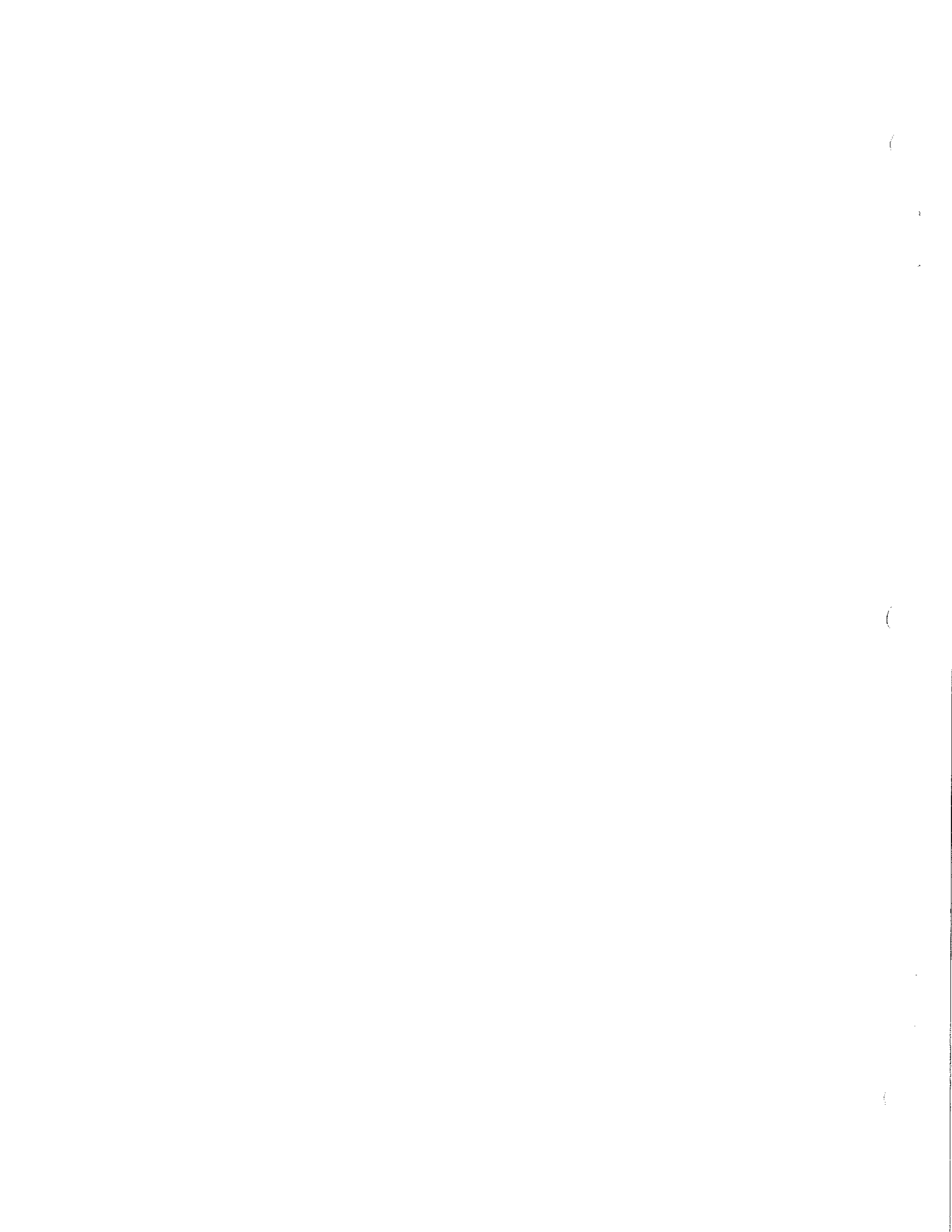
If you wish to increase the "PLAYS PER CREDIT" you must multiply the table value or the modified table value by the number of plays per credit.

		PAYOUT PERCENTAGE								
		10%	15%	20%	25%	30%	35%	40%	45%	50%
	\$10.00	200	133	100	80	67	57	50	44	40
	\$15.00	300	200	150	120	100	86	75	67	60
	\$20.00	400	267	200	160	133	114	100	89	80
	\$25.00	500	333	250	200	167	143	125	111	100
	\$30.00	600	400	300	240	200	171	150	133	120
	\$35.00	700	467	350	280	233	200	175	156	140
	\$40.00	800	533	400	320	267	229	200	178	160
	\$45.00	900	600	450	360	300	257	225	200	180
	\$50.00	1000	667	500	400	333	286	250	222	200
P	\$55.00	1100	733	550	440	367	314	275	244	220
R	\$60.00	1200	800	600	480	400	343	300	267	240
I	\$65.00	1300	867	650	520	433	371	325	289	260
Z	\$70.00	1400	933	700	560	467	400	350	311	280
E	\$75.00	1500	1000	750	600	500	429	375	333	300
	\$80.00	1600	1067	800	640	533	457	400	356	320
V	\$85.00	1700	1133	850	680	567	486	425	378	340
A	\$90.00	1800	1200	900	720	600	514	450	400	360
L	\$95.00	1900	1267	950	760	633	543	475	422	380
U	\$100.00	2000	1333	1000	800	667	571	500	444	400
E	\$105.00	2100	1400	1050	840	700	600	525	467	420
	\$110.00	2200	1467	1100	880	733	629	550	489	440
	\$115.00	2300	1533	1150	920	767	657	575	511	460
	\$120.00	2400	1600	1200	960	800	686	600	533	480
	\$125.00	2500	1667	1250	1000	833	714	625	556	500
	\$130.00	2600	1733	1300	1040	867	743	650	578	520
	\$135.00	2700	1800	1350	1080	900	771	675	600	540
	\$140.00	2800	1867	1400	1120	933	800	700	622	560
	\$145.00	2900	1933	1450	1160	967	829	725	644	580
	\$150.00	3000	2000	1500	1200	1000	857	750	667	600

APPENDIX C: LOCKBOX WIRING DIAGRAM

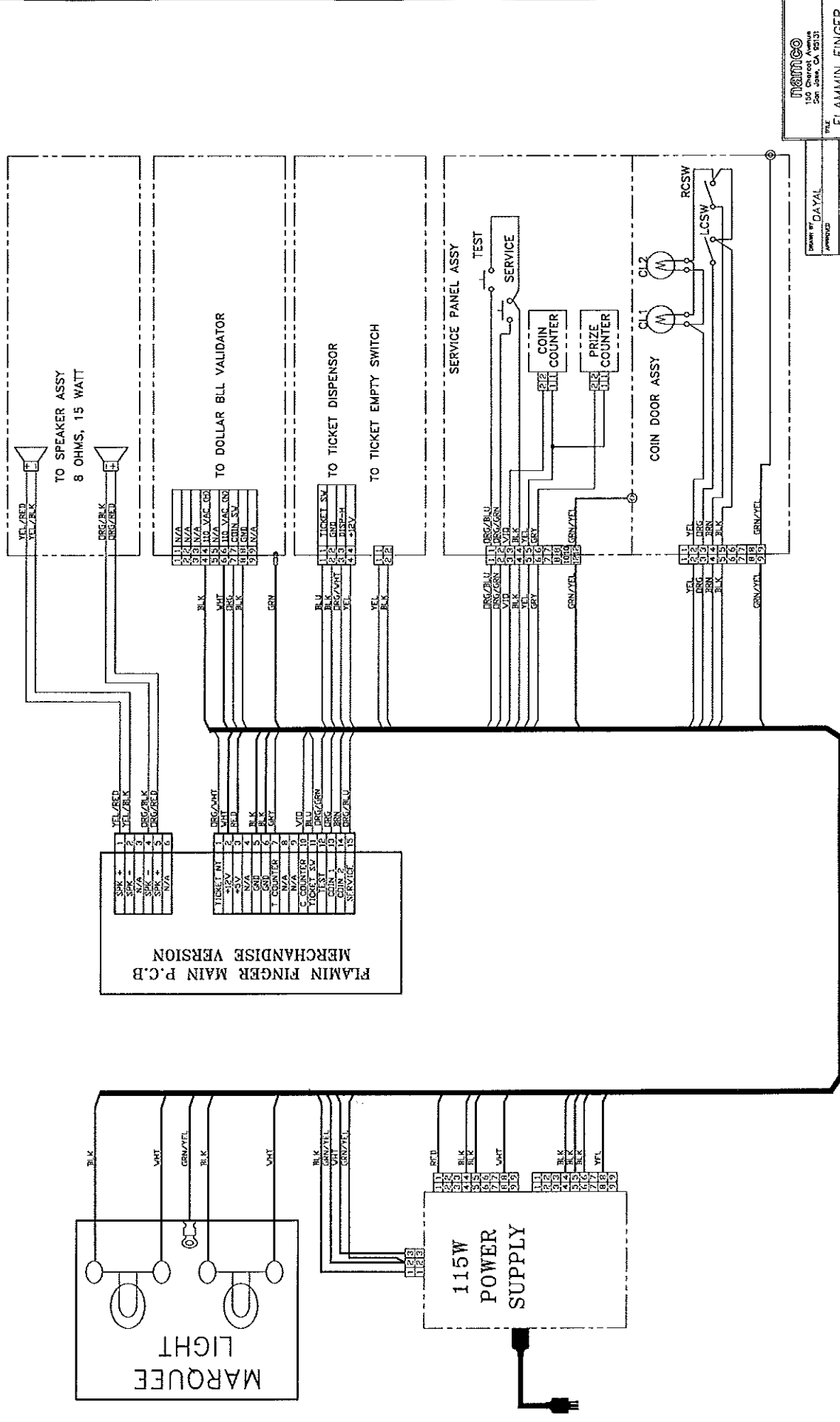


APPENDIX D: WIRING DIAGRAM





REV	DESCRIPTION	DATE	APPROVAL
A	PRODUCTION RELEASE	11-08-04	



**FLAMIN FINGER**  
WIRING DIAGRAM

DATE: 11-08-04  
DRAWN BY: DAYAL  
CHECKED: [Signature]  
REVISED: [Signature]

SIZE: DRAWING IS 11" x 17"  
SCALE: 1" = 1'-0"

REV: A  
D 0271

REVISION

DESCRIPTION

DATE

APPROVAL

111 N/A  
212 N/A  
313 N/A  
414 100 VAC CO  
515 100 VAC ON  
616 100 VAC ON  
717 100 VAC ON  
818 100 VAC ON  
919 N/A

111 N/A  
212 N/A  
313 N/A  
414 100 VAC CO  
515 100 VAC ON  
616 100 VAC ON  
717 100 VAC ON  
818 100 VAC ON  
919 N/A

111 N/A  
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919 N/A

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313 N/A  
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616 100 VAC ON  
717 100 VAC ON  
818 100 VAC ON  
919 N/A

111 N/A  
212 N/A  
313 N/A  
414 100 VAC CO  
515 100 VAC ON  
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717 100 VAC ON  
818 100 VAC ON  
919 N/A

111 N/A  
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313 N/A  
414 100 VAC CO  
515 100 VAC ON  
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818 100 VAC ON  
919 N/A

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313 N/A  
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818 100 VAC ON  
919 N/A

111 N/A  
212 N/A  
313 N/A  
414 100 VAC CO  
515 100 VAC ON  
616 100 VAC ON  
717 100 VAC ON  
818 100 VAC ON  
919 N/A



## WARRANTY

Seller warrants that its printed circuit boards and parts thereon are free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of shipment. Seller warrants that its video displays (in games supplied with video displays) are free from defects in material and workmanship under normal use and service for a period of thirty (30) days from the date of shipment. None of the Seller's other products or parts thereof are warranted. Seller's sole liability shall be, at its option, to repair, replace, or credit Buyer's account for such products which are returned to Seller during said warranty period, provided:

- a) Seller is promptly notified in writing upon discovery by Buyer that said products are defective;
- b) Such products are returned prepaid to Seller's plant; and
- c) Seller's examination of said products discloses to Seller's satisfaction that such alleged defects existed and were not caused by accident, misuse, neglect, alteration, improper repair, improper installation, or improper testing.

In no event shall Seller be liable for loss of profits, loss of use, incidental or consequential damages.

Except for any express warranty set forth in a written contract between Seller and Buyer which contract supersedes the terms herein, this warranty is in lieu of all other warranties expressed or implied, including the implied warranties of merchantability and fitness for a particular purpose, and all other obligations or liabilities on the Seller's part, and it neither assumes nor authorizes any other person to assume for the Seller any other liabilities in connection with the sale of products by Seller.

Namco America Inc. distributors are independent, being privately owned and operated. In their judgment they may sell parts or accessories other than Namco America Inc. parts or accessories. Namco America Inc. cannot be responsible for the quality, suitability or safety of any non-Namco America Inc. part or any modification including labor that is performed by such distributor.

## SERVICE

If you have questions regarding any Namco America Inc. product or require technical support:

Contact Namco America Inc. Customer Service at:

(408) 383-3984 or FAX (408) 436-9554

Hours: 8:00 am - 4:00 pm PST

Parts and repair services for Namco America Inc. products are available through your distributor.

**NAMCO AMERICA INC**

890 Service St # C

San Jose, CA 95112

(408) 383-3900

FAX: (408) 436-9554

Technical Assistance (USA)

(408) 383-3984

Fax: (408) 436-9554

Reorder Number F145-11329-00

REV. A DECEMBER 2004

Specifications of this machine and the instructions in this Operation Manual are subject to change without  
notification.