namco®

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 29" W x 38" D
Installed Dimensions:	68" H x 22.25" W x 32" D
Shipping Weight:	227 lbs
Controls:	Touch screen
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™ is a 1-player (linkable up to 64 players) redemption game featuring randomly generated mazes on a touch-screen.

Complete the maze within the time allowed and win the JACKPOT!

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.

4.1 LINKING

Games are shipped with 2 link cables. One is plugged into the output jack on the main pcb, and runs to one side of a female-to-female (f-f) connector mounted on top of the coin box, accessible through the coin door. A second cable is plugged into the other side of the female-to-female connector and runs to the input jack on the main pcb. The link cables must be installed for proper game function.

Linking can be done using one of two methods.

SEE APPENDIX C FOR LINKING DIAGRAMS

1. **SEQUENTIAL.** Recommended for 2 or 3 games, where the link cable can reach from the last game to the first game in the line of linked games.

To link 2 or 3 games, unplug the link cable from the output side of the f-f connector of game 1. Route it through the small round hole in the back of the cabinet, into the hole in the back of the cabinet of game 2. Unplug the link cable plugged into the output side of the f-f connector in game 2 and plug in its place the link cable just routed from game 1. Route the cable just unplugged from game 2 out of the cabinet and into the game 1 cabinet, and plug it into the output side of the f-f plug in game 1.

THE LAST LINKED GAME IN THE CHAIN OF GAMES MUST CONNECT BACK TO THE

FIRST GAME IN THE CHAIN.

2. **STAGGERED.** Recommended for 4 or more games.

This method utilizes staggered routing, or every other game is linked. After the initial input-to-output linking of games 1 and 2, the odd number games are linked together, and the even number games are linked together.

SEE APPENDIX C FOR LINKING DIAGRAMS

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   ☐

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-   <u>SET 1-9 COST PER PLAY</u> The number set is the amount of credits required to start a game. (Default setting is "1")

2-   <u>SET 1-9 COIN #1 VALUE</u>   The number set is the amount of credits each coin is worth from slot #1. (Default setting is "1")

3-   <u>SET 0-9 COIN #2 = X TIMES #1</u>   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")

4-   <u>SET 1-10 GAME VOLUME</u>   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-   <u>SET 1-10 ATTRACT VOLUME</u>   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-   <u>SET 0-20 ATTRACT VOL RATE</u>   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-   <u>SET 0-10 MIN TICK PER TRY</u>   This sets the minimum number of tickets a player will receive regardless of their performance. (Default setting is "3") 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.

8-   <u>SET 0-20 MAX TICK PER TRY</u>   This sets the maximum number of tickets a player can receive without winning the jackpot. (Default setting is "8") 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.

9-   <u>0=OFF 1=ON CLIMBING JACKPOT</u>   When this is enabled it will allow the jackpot to randomly climb at the completion of a game. (Default setting is "1") NOTE: If you have multiple games linked, their jackpots will all climb together.

10-   <u>SET 10-500 AVG PLAYS 2 JACKPOT</u>   This sets the average amount of games played between each jackpot. (Default setting is "75") NOTE 1: The game will automatically maintain this average by adjusting its internal difficulty setting based upon the players at your location. NOTE 2: If you have multiple games linked, this setting will apply to all. NOTE 3: Each time this setting is changed the averaging process is restarted.

11-   <u>SET 0-500 JACKPOT MINIMUM</u>   This sets the minimum jackpot number. After a jackpot is won the jackpot number will return to this setting. (Default setting is "100") NOTE: If you have multiple games linked, their jackpots will all return to this setting together.

12-   <u>SET 0-9000 MAXIMUM</u>   This sets the maximum number the jackpot can climb to. (Default setting is "5000") NOTE: You can only set this as low as the "jackpot minimum" is set.

13-   <u>SET 1-4 MONEY PROMPT</u>   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")

14-   <u>0=OFF 1=ON TICKET EMULATOR</u>   When this is enabled, the game will function as if it had tickets but not require or dispense them. (Default setting is "0")

15-   <u>0=NO 1=YES RESTORE DEFAULTS</u>   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.

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

16-   <u>COIN COUNTER</u>   This screen displays the amount of coins that have been inserted into the game. NOTE: If you have multiple games linked, this data will remain independent to each game.

17-   <u>TEST CREDITS</u>   This screen displays the amount of times that the test credit button was pressed. NOTE: If you have multiple games linked, this data will remain independent to each game.

18-   <u>TICKET COUNTER</u>   This screen displays the amount of tickets that have been dispensed from the game. NOTE: If you have multiple games linked, this data will remain independent to each game.

19-   <u>JACKPOTS AWARDED</u>   This screen displays the amount of jackpots that have been awarded. NOTE: If you have multiple games linked, this data will remain independent to each game.

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

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

20-   <u>REDS ON YELS ON MEM TEST BURN IN</u>   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.

21-   <u>ALL RED LED'S ON</u>   This screen lets you confirm all 1179 red led's are properly functioning. Press the SERVICE button to exit the test.

22-   <u>ALL YELLOW LED'S ON</u>   This screen lets you confirm all 1126 yellow led's are properly functioning. Press the SERVICE button to exit the test.

23-   <u>MEMORY TESY WAIT 1 MINUTE</u>   Wait at this screen while the memory is being tested.

24-   <u>MEMORY TEST PASS</u>   This screen confirms that all memory has passed inspection.

25-   <u>MEMORY TEST CPU FAIL</u>   This screen informs you that the memory inside of the microprocessor has been corrupted. NOTE: Contact Namco Customer Service.

26-   <u>MEMORY TEST SMC FAIL</u>   This screen informs you that the memory inside of the memory card has been corrupted. NOTE: Contact Namco Customer Service.

27-   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:

28-   <u>MEMORY CARD NOT SELECTED</u>   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.

29-   <u>TESTING SENSORS AND LINK OPERATION</u>   On power-up while this screen is displayed the game will confirm the operation of the sensors and the link cable.

30-   <u>LINK ERROR VER. NOT LINKABLE</u>   The version of software running on each individual game is not intended to link with each other.

31-   <u>SENSOR ERROR BLOCKED OR FAILED</u>   During this screen you will see red dots at the edge informing you where an emitter or receiver has failed to communicate.

32-   <u>PRESS MENU TO SYNC ALL GAMES</u>   This screen is displayed when data is not matching across multiple games. Press the service menu button (located inside coin door on left wall) on any game to automatically synchronize data across all games.

33-   <u>LINK ERROR CHECK INPUT</u>   There is a break in the communication cable on the input side of any game with this screen displayed.

34-   <u>LINK ERROR</u>   There is a break somewhere in the network of games. Refer to the game(s) displaying "CHECK INPUT".

35-   <u>OFF-LINE PLEASE WAIT</u>   While this screen is displayed the game will be in a lock out mode, waiting to receive information from the game that has entered main menu. NOTE: This screen will only be displayed if you have multiple games linked.

36-   <u>SAVING DATA</u>   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.

37-   <u>OUT OF TICKETS, TICKETS OWED</u>   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.

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 the jackpot. The game time is not adjustable by the operator. However, game difficulty can be adjusted indirectly by the operator by changing the average games to jackpot value (see screen item #18). Low values make the game easier (win jackpot more often). High values make the game harder (win jackpot less often).

7.0   TROUBLESHOOTING

Problem		Probable Cause		Solution
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
FI40-10911-00	MARQUEE
VG57-10972-00	SOCKET, LAMP, COMPACT FLUORESCENT
FI57-10922-00	STROBE LENS, RED
FI95-10973-00	PLEX, PLAYFIELD
FI40-10914-00	DECAL, GAME INSTRUCTIONS
FI05-10918-00	CPU, MAIN LOGIC
VG88-08776-00	POWER SUPPLY, 200W, ATX STYLE
FI45-10919-00	MANUAL, FLAMIN' FINGER
VG57-10994-00	BULB, G-3v, WEDGE, # 259
VG57-10993-00	COMPACT FLOURESCENT LIGHT BULB (Marquee Light)

Marquee

Game Instructions Decal

Speaker Cover

Large LED Readout

Strobe Lens

Touch Screen

APPENDIX B: **WIRING DIAGRAM**

APPENDIX C: **LINK DIAGRAMS**

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.

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SERVICE

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

Contact **Namco America Inc.** Customer Service at:

(408) 383-3973 or FAX (408) 436-9554

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

Parts and repair services for **Namco America Inc.**
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Reorder Number FI45-10919-00
REV. A   NOVEMBER 2003

The specifications of this machine and the instructions in this Operation Manual are subject to change without notice for enhancement.