

Malfunction and Game Codes

Code Description Definition

20	Coin In Jam	The optics on the coin optic decoder board have been blocked for too long.
21	Inappropriate Coin	In A coin has been accepted by the machine after the maximum number of extra coins wagered have been registered. Extra coins up to the maximum (currently 15) are paid from the hopper upon completion of the game.
22	Invalid Coin	A coin has passed the coin optics during a reel spin.
23	Coin Not Sensed	Coin was not sensed by the drop optic (DS2-8=OFF Diverter Optic Installed)
24	Coin Reverse	A coin was sensed traveling from bottom to top of the optic block.
50-261	Bill Paused	A bill was detained from entering the bill acceptor stacker within the normal time.
50-271	Bill Jam	A bill was prevented from entering the stacker.
50-291	Bill Acceptor Communication Error	Communication between the bill acceptor and the machine has failed.
30	Hopper Overpay	More coins than expected have been sensed by the hopper's coin-out optic during a payout.
31	Hopper Coin-Out Jam	The hopper's coin-out optic has been blocked too long (see Troubleshooting, Hopper LED Error Codes).
32	Hopper Empty	The hopper circuitry has run in forward direction for longer than 15 seconds with no coins sensed by the coin-out optic.
33	Reset During Payout	A system reset has occurred while the hopper was running.
5x-361	Printer Failure	General Printer Failure
5x-371	Printer Jammed	The printer is jammed at the platen.
5x-381	Printer Empty	The printer is out of paper
5x-391	Printer Low3	The paper sensor has detected a low paper condition.
40	Reel Initialization Error	The reels were unable to complete initialization after a system reset.
41	Reel #1	Improper Spin The reel did not spin to the expected position.
42	Reel #2	Improper Spin The reel did not spin to the expected position.
43	Reel #3	Improper Spin The reel did not spin to the expected position.
44	Reel #4	Improper Spin The reel did not spin to the expected position.
45	Reel #5	Improper Spin The reel did not spin to the expected position.

50	Slot Door Open	The main door switch senses the door is open.
51	Belly Door Open	The belly door switch senses the door is open.
52	Bill Acceptor Stacker Access	The stacker access switch senses the door is open.
53	Lower Door Open (Slant)	The lower door switch senses the door is open.
54	Drop Door Open	The drop door switch senses the door is open.
55	Bill Acceptor Stacker Removed	Signal received from the bill acceptor that there is no stacker.
564	Logic Door Access	The MPU board is removed or not seated correctly.
574	System (sView/Tahoe) Door Access	The sView door is open
584	Latched Door Detector Board	The battery is low for the latched (Main, Logic, System, and Cashbox doors) input circuit.
60	Reset During Bill Change	A system reset has occurred during a bill transaction.
65	Mechanical Meter Disconnect	The electromechanical meters are disconnected from the machine (Market Codes 3, 4, 12, 28, and 29).
70	Door Open During Reel Spin	Any of the door switches have sensed a door open during a reel spin.
		71 Reel #1 Movement The reel moved at an inappropriate time.
		72 Reel #2 Movement The reel moved at an inappropriate time.
		73 Reel #3 Movement The reel moved at an inappropriate time.
		74 Reel #4 Movement The reel moved at an inappropriate time.
		75 Reel #5 Movement The reel moved at an inappropriate time.
		77 Secondary Device Communication Fault During Game/Topbox Wheel Feature Tilt Topbox tilt condition has occurred in the Monte Carlo and Lucky Wheel machines.
		802 ROM Checksum Error The checksum of the Main program (U12, U15, U3, U4), or the Personality (U20, U18) does not match the expected checksum.
		812 Battery Low SafeRAM™ battery is below 2.2 VDC.
		82 Door Open with Power OFF The machine door was opened while the main power was OFF (requires JW11 in).
		832 SafeRAM™ Error SafeRAM™ failed to retain information during self-test.
		83F-0 Invalid SafeRAM™ EPROM Wrong EPROM's used for SafeRAM™ Clear.
		83F-1 Invalid Main EPROM Wrong Main EPROM's detected after SafeRAM™ Clear.
		83F-2 Invalid Personality EPROM Incompatible Personality EPROM's detected after SafeRAM™ Clear.

		83F-3 Invalid Coin Denomination Coin denomination not supported in Market Code.
		842 RAM Error Volatile RAM failed to retain information during a self-test.
		85 MPU Removed with Power OFF The MPU board assembly was disconnected from the backplane while power was OFF (requires JW15 and JW21 in).
		88 Catastrophic Failure The MPU board has failed for an unknown reason (if SafeRAM™ Clear does not resolve error code, replace MPU board).
		89 Cashout to Host Error Cashout to host fails with AFT enabled and cashout to Host set to Hard. Open and close door to clear error code.
		90 Display Error The controller for the LED message center or vacuum fluorescent display has failed.
		91 Communication Error The machine is expecting and not receiving serial communication from the progressive controller (refer to Troubleshooting, Communication Errors). The machine will not tilt, and requires a SafeRAM™ clear to resume operation if the door is opened before releasing progressive win lockup.
		91-0 No Communication No serial traffic found within the last 500 milliseconds.
		91-1 Serial Checksum Error Data received by the machine is not the same as sent by the controller.
		xDoor Codes: 50=Main Door, 51=Belly Door, 52=Bill Acceptor Cash Box Door, 53=Slant Lower Door, 54=Drop Door, 55=Bill Acceptor Cash Box. 1Malfunction codes with prefix "5x" appear only while the door is open. 2Malfunction codes 80, 81, 83, and 84 are part of the machine self-test during power ON or a system reset. Upon an error, all of the machine's lamps flash. The lamps flash one or more times per second depending on the problem. 3The tower service light will flash for 1/2 second every 2 1/2 seconds.
		91-2 Optioning Error Conflicting machine options (for example 02=04 and 78Lo=0).
		91-4 Mystery Progressive Hit during Game Over Award data is in the serial stream at an unexpected time. A Handpay is required for the Mystery Award. turning the Keyswitch displays the Handpay information. The tilt will clear in five seconds and the amount awarded is displayed in WIN PAID.

		91-5 Jackpot Missing MAPS jackpot information missing from APC communication.
		91-7 Game Error Lockout Host status poll timeout detected by game.
		91-8 Host Defined Lockout in Configuration Game disabled by holiday/non-holiday enable/disable configuration.
		91-9 Game in Host Configuration Host is in the process of configuring the game.
		91-A Game Not Configured Host has not configured the game.
		91-B Game in Host Disabled Game disabled by the Host.
		91-C Host Disabled for Timeout Game disabled by the Host daily poll timeout shutdown.
		91-D Host Disabled Game disabled by Host disable flag in status poll.
		91-E Even Log Full More than 1200 events are in the event log.
		EP EP HP Awards Available But Not Acknowledged by Controller Awards available but not acknowledged by progressive controller. HDIS Communication Loss No communication with the SAS® Host for five seconds.
		99 Severe Failure An error has been detected with the MPU board. A diagnostic self check has determined that memory is uncorrupted. The error is recoverable.
		4 Requires Latched Door Detector Board for proper operation.
		The following codes pertain to West Virginia only: Code Description Definition 91-p SAS® Poll Timeout SAS® host not polling game. 91-d Game in ROM Signature Calculation Game receives a ROM signature request from the host. 91-b Game Locked Out by the Host Game locked out by the host.