

**NOTE: THIS IS NOT A SUGGESTION,
THE CLEAR PROCEDURE BELOW MUST BE
DONE THE FIRST TIME THE BOARD IS
PLUGGED IN.**

PLEASE NOTE:

THIS BOARD HAS HAD IT'S BATTERY REPLACED AND IT HAS BEEN CLEARED AND TESTED ON OUR TESTER TO VERIFY PROPER OPERATION.

BUT, BEING A BALLY S5500 THE BOARD WILL NOT OPERATE IN YOUR MACHINE UNLESS IT IS ALSO CLEARED IN YOUR MACHINE.

HOW TO CLEAR THIS BOARD IN YOUR MACHINE:

1. LOCATE THE "SRAM CLR" 2 PIN JUMPER TO THE RIGHT OF THE RED LIGHT SEEN ON THE FRONT PANEL ON THE BOARD SIDE, IN THE LOWER RIGHT CORNER.
2. MAKE SURE THE "COIN MECH" SWITCH IS ALWAYS IN THE UP POSITION.
3. PLACE THE SMALL BLACK JUMPER ACROSS BOTH PINS OF THE "SRAM CLR" JUMPER.
4. PLUG THE BOARD INTO THE MACHINE. HOLD IN (FIRMLY) THE "TEST" AND "PSEUDO COIN" BUTTONS ON THE BOARD'S FRONT TRAY. WHILE WATCHING THE DOOR DISPLAY TURN THE MACHINE ON AND LOOK FOR A "CHC" THEN "CLC" WHICH INDICATES THE BOARD HAS BEEN CLEARED.
IF YOU DO NOT SEE "CHC" THEN "CLC" OR SEE A "CHP" (PARTIAL CLEAR) THEN TAP THE RESET BUTTON ONCE THEN IMMEDIATELY HOLD IN THE "TEST" AND "PSEUDO COIN" BUTTONS TO DO A CLEAR.
5. ONCE A "CHC" THEN "CLC" IS SEEN TURN THE MACHINE OFF AND PUT THE "SRAM CLR" JUMPER BACK ON ONE PIN AND REINSTALL THE BOARD IN THE MACHINE.
6. LEAVE THE DOOR OPEN AND TURN ON THE MACHINE. THE REELS WILL DO THEIR BUMP SPIN DANCE THEN STOP. YOU SHOULD THEN SEE A 50 (OR 5.0) ON THE FRONT DOOR. THIS INDICATES SUCCESS AND YOU CAN NOW CLOSE THE DOOR AND PLAY THE GAME.

SRAM CLR



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