

# SERVICE BULLETIN ML 0018



Date : Friday, 11 August, 2000  
Game : Slam'N'Jam  
Subject : Ball Gate Adjustment

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**Problem** : Gears Stripping on Slam'N'Jam Ball Gate Motor due to incorrect adjustment of Tie Rod length and Rubber Stopper height.

**Solution** : Follow instructions below to check and adjust ball gate.

**Instructions** : (Attached Diagrams are to help identify part names)

1. Remove perforated safety cover from ball gate assembly and enter ball gate run test mode, see page 10 of your instruction Manual.
2. Cycle the ball gate through the upper and lower positions while observing the gate's movement. The gate should not strike the rubber stoppers and the gate when stopped in the lower position should be reasonably level with the playfield surface.
3. If you find gate at the lower position is too low or too high and allowing the balls to jam or slow down at the gate. Adjust the rubber stoppers to their lowest position proceed to step 4. If the gate at the lower position is level and allows smooth flow of the balls over the gate but you find that the gate is hitting the rubber stoppers. Adjust the rubber stoppers to their lowest position and proceed to step 5.
4. To adjust the level of the gate in the lower position, increase or decrease the length of the tie-rod. Do this by removing the end of the tie-rod from the gate and loosening one or both of the tie-rod end locking nuts. Screw the tie-rod ends in or out to the desired length and tighten the locking nuts, then reattach tie-rod to gate.
5. Again cycle the ball gate and stop the gate in the lower position. The rubber stoppers should be adjusted so that there is 1~2mm gap between the rubber stoppers and the gate.

**CAUTION**

Keep hands and hair clear of moving parts  
Disconnect power when making adjustments to Ball Gate

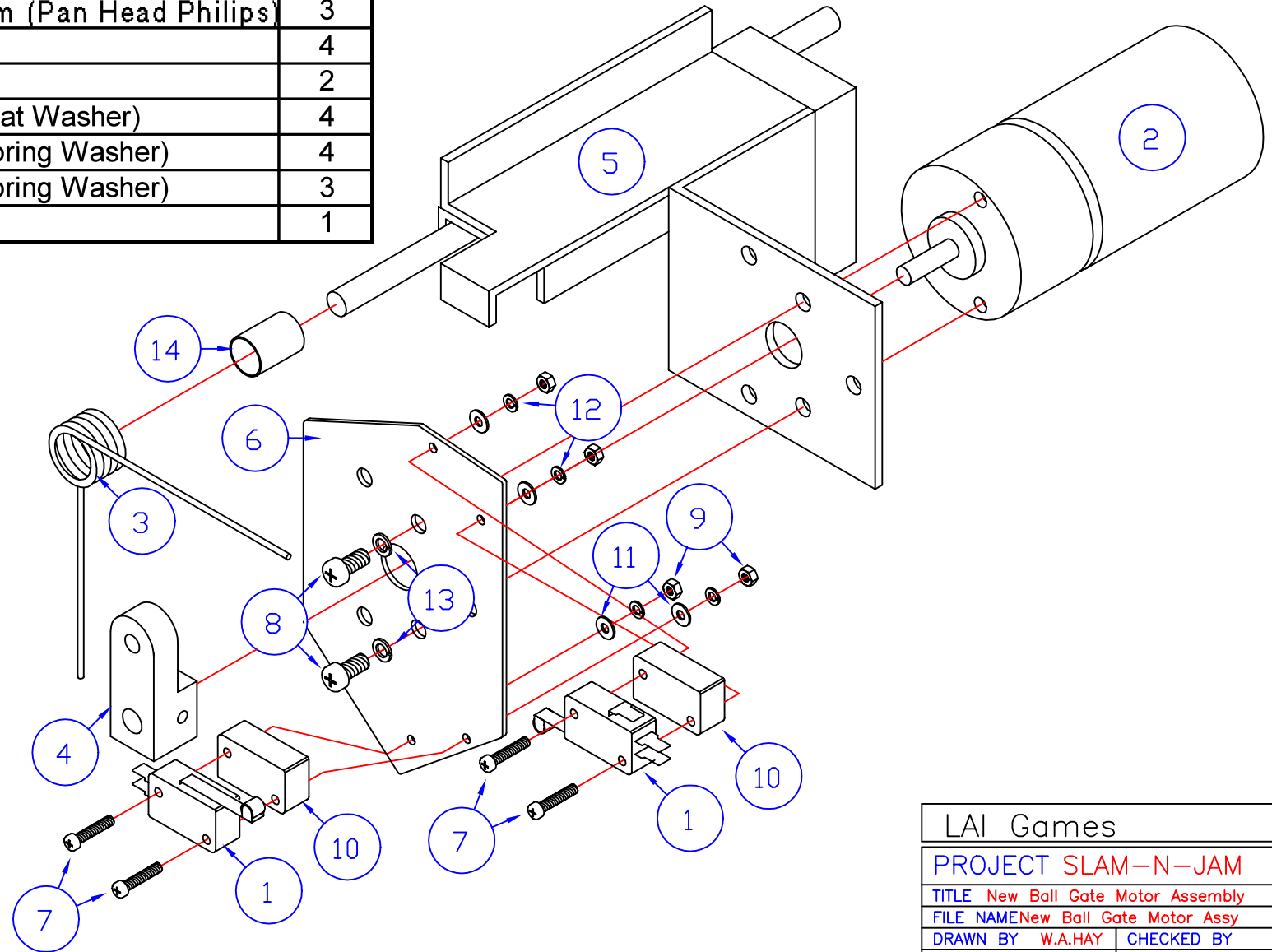
Regards

**LAI Games**

No.	CODE	Product Description	QTY
1	EA0405	Switch Micro Roller	2
2	EA1154	12VDC Motor With Gearbox 10RPM	1
3	HM1406	New Spring SNJ Ball Gate	1
4	HA1612	New Ball Gate Motor Crank	1
5	HA1625	New Bracket Gate Motor Mount	1
6	HA1640	New Ball Gate Micro Switch Mounting	1
7	HF0367	Baut JP M3 x 25mm (Pan Head Philips)	4
8	HF0563	Baut JP M5 x 10mm (Pan Head Philips)	3
9	HF1004	Mur M3 (Nut Hex)	4
10	HP1601	Micro Switch Spacer	2
11	HF1064	Plate Washer M3 (Flat Washer)	4
12	HF1074	Lock Washer M3 (Spring Washer)	4
13	HF1076	Lock Washer M5 (Spring Washer)	3
14	HA2050	New Spring Sleeve	1

### Notes:

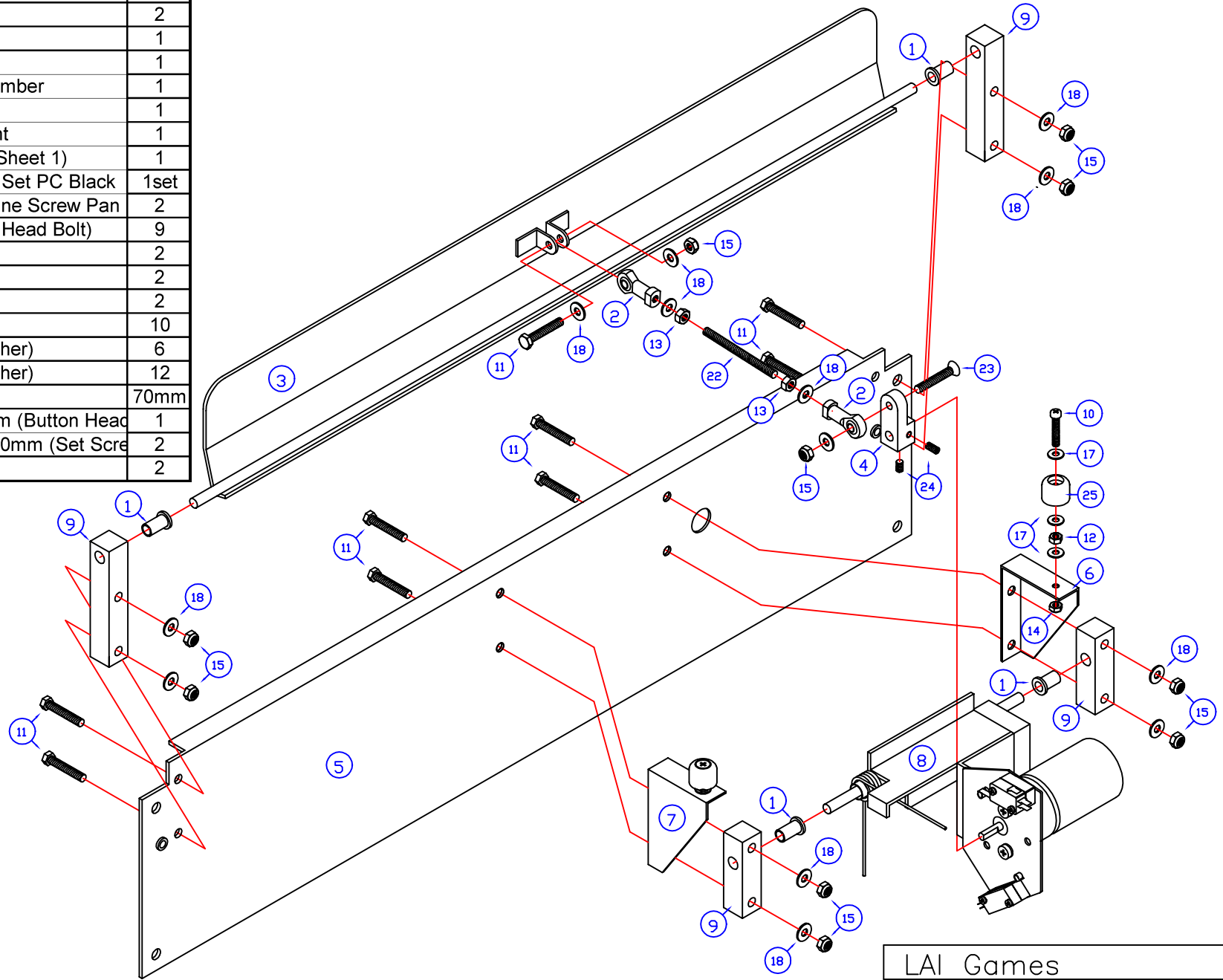
- (1) Motor must turn in anti-clockwise direction or the microswitches will be damaged.
- (2) 10RPM motors must use CPU Link Version 2.1 or greater to avoid gate time-out errors



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LAI Games	
PROJECT SLAM-N-JAM	
TITLE New Ball Gate Motor Assembly	
FILE NAME New Ball Gate Motor Assy	
DRAWN BY W.A.HAY	CHECKED BY
DATE 03/05/00	DATE

No	CODE	Product Description	Qty
1	EP0607	Insulating Spacer M8 x 12	4
2	HA1428	Tie End Rod 6mm x 100cm	2
3	HA1601	Assy Ball Gate	1
4	HA1612	Ball Gate Motor Crank	1
5	HA1621	Bracket Ball Gate Cross Member	1
6	HA1622	Bracket Ball Gate Stop Left	1
7	HA1623	Bracket Ball Gate Stop Right	1
8		Ball Gate Motor Assy (See Sheet 1)	1
9	HA1639	Gate Motor Mounting Block Set PC Black	1set
10	HF0568	Baut JP M5 x 30mm (Machine Screw Pan)	2
11	HF0649	Baut Hex M6 x 35mm (Hex Head Bolt)	9
12	HF1006	Mur M5 (Nut Hex)	2
13	HF1007	Mur M6 (Nut Hex)	2
14	HF1016	Lock Nut M5	2
15	HF1017	Lock Nut M6	10
16	HF1066	Plate Washer M5 (Flat Washer)	6
17	HF1067	Plate Washer M6 (Flat Washer)	12
18	HM1405	Threded Rod M6	70mm
19	HF0609	Baut BH Kunci L M6 x 35mm (Button Head)	1
20	HF0503	Baut Socket Kunci L M5 x 10mm (Set Scre)	2
21	HM0011	Rubber Stopper	2



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LAI Games	
PROJECT SLAM-N-JAM	
TITLE NEW BALL GATE ASSEMBLY	
FILE NAME New ball gate assy	
DRAWN BY W.A.HAY	CHECKED BY
DATE 07/07/00	DATE