

ASSEMBLY / OPERATING MANUAL



COMPLIANCE:
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Corporate Offices: Skee-Ball Inc., 121 Liberty Lane , Chalfont, PA 18914 USA Ph: 1-215-997- 8900 Fax: 1-215-997-8982
Sports Games Division: Skee-Ball Inc., 3669 E. LaSalle, Phoenix, AZ 85040 USA Ph: 1-602-470-1490 Fax: 1-602-470-1495
E-mail: phx@skeeball.com Web Site: <http://www.skeeball.com> © 2003 SkeeBall Inc.. All Rights Reserved

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Introduction

Congratulations! You have purchased SUPER SHOT JUNIOR™, the best basketball game designed for younger people available in the world. Inside this manual, you will learn about the many features of this product including the wide variety of programming capabilities for redemption and game play.

Warnings

READ THIS MANUAL THOROUGHLY BEFORE ASSEMBLING YOUR GAME. FAILURE TO FOLLOW THE INSTRUCTIONS COULD CAUSE DAMAGE TO YOUR GAME AND VOID YOUR WARRANTY. IN ADDITION, THE MANUAL EXPLAINS THE GAME IN DETAIL AND THE OPTIONS YOU HAVE SO THAT YOU AND YOUR PLAYERS CAN ENJOY THE GAME TO ITS FULLEST.

THE POWER CORD MUST BE PLUGGED INTO A GROUNDED THREE-PRONG OUTLET. FAILURE TO DO SO COULD CAUSE PERMANENT INJURY OR GAME DAMAGE.

THIS GAME IS SUITABLE FOR **INDOOR USE ONLY**. THE GAME SHOULD NOT BE INSTALLED OUTDOORS OR IN AREAS DIRECTLY EXPOSED TO SUNLIGHT, HIGH HUMIDITY, DIRECT WATER CONTACT, DUST, HIGH HEAT OR EXTREME COLD. **INSTALLATION IN ANY SUCH ENVIRONMENT SHALL VOID THE WARRANTY.**

REPLACEMENT OF FUSES, LAMPS AND ANY OTHER SERVICING ON THE PRODUCT SHALL BE CONDUCTED BY TRAINED PERSONNEL.

Federal Communication Commission (FCC) Compliance

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 OPERATED IN A COMMERCIAL ENVIRONMENT. THIS EQUIPMENT GENERATES, 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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Assembly and Operating Manual

Letter from Skee – Ball service department

SKEE-BALL

America's Leading Sports Game Company

Dear Skee-Ball Customer:

Thank you for your recent purchase of an interactive game from Skee-Ball. We know that you will be happy with its performance.

Our goal at Skee-Ball is to provide you with the best service possible on a continuing basis. Our purpose in writing to you is to invite you to call us if we can assist you with the information on servicing your Skee-Ball game. We can be reached in our Phoenix Headquarters at (602) 470-1490, Monday through Friday from 7:00 a.m. to 11:30 and from 12:00 p.m. to 3:30 p.m., Arizona Time.

Prior to calling us, it is imperative you have the following information at hand in order to help you effectively:

- Serial number of game
- Software Revision Code and Check Code (see Test Instructions)
- Name of Distributor through which the game was purchased
- Date of purchase

Once again, thank you for your purchase. We look forward to helping you enjoy your Skee-Ball game to the fullest.

Sincerely,

SERVICE DEPARTMENT

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Specifications

Height	83"	(211 cm)
Width	45½"	(116 cm)
Length	75"	(191 cm)
Shipping Width	46"	(117 cm)
Shipping Length	80"	(204 cm)
Shipping Height	86"	(218 cm)
Power	Maximum:	110 Volts, 715 Watts, 6.5 Amps
	Average:	110 Volts, 330 Watts, 3 Amps
Power Supply	5 Amp Fast-Blo	Little Fuse #218-005

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Functional Description

A. MAJOR GAME COMPONENTS

1. Main Game Chassis - This houses all components and electronics and is a complete integrated unit.
2. Ball Gate Assembly - This controls the balls usage for play. The gate opens or drops to start play, and will close or rise at the end of game time to capture the balls.
3. Backboard Assembly - The frame assembly that holds the hoops and basket sensors (part #EA3144).
4. Ball Return Area - This area holds the balls during game play, and also houses the speakers. Volume is controlled via software and can be accessed according to the *Option* section of this manual.
5. Left Ticket Dispenser - This is the left player's ticket dispenser, and the housing also holds the left player's start button. Inside the door is the left ticket counter.
6. Right Ticket Dispenser - This is the right player's ticket dispenser, and the housing also holds the right player's start button. Inside the door is the right ticket counter.
7. Back Court - This is the area of the game between the ball guard and the baskets. During attract mode, the balls will be here.
8. Ball Guard - This is the clear Lexan and frame assembly that is bent at a 45° angle at the top. It's purpose is to prevent balls from coming directly back at the players.
9. Front Cabinet - This is the area of the game that encloses the game electronics, coin mechanisms, and coin box.
10. Power Supply - Located on the back panel of the Front Cabinet. The power button is located on the top of the power supply and the 5 Amp Fast-Blo Fuse is on the upper right side.
11. Logic Board - Located on the back panel of the Front Cabinet. The PCB that controls the game. On the logic board is a sound EPROM and a program EPROM.
12. Power Distribution Board - Located on the back panel of the Front Cabinet. The PCB that controls the gate assembly. Also supplies the power for the Flashing Light.
13. Load Resistor Assy - This assembly is used to maintain power supply regulation.
14. Flashing Beacon - The light is used for completed basket recognition. It will also flash at the end of the game.

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15. Coin Mechanisms - Located on the inside of the left front door, are the mechanisms for accepting coins of the preferred denominations. The number of coins required for a credit is programmable. The coin box is below the coin mechs. Mounted on the coin box is the coin counter.
16. Score Board Display - The scoreboard consists of 2 groups of 2 pairs of 7-segment displays. During game play, information for the left player (player 1) is on the left, and the right player (player 2) is on the right.
17. Option Switches Assembly - This assembly is mounted in the front cabinet behind the left front door. This group of 3 switches is used to configure the game.

B. OPERATOR CONTROLS

1. Power Button - The main power on/off switch is located on the right side of the power supply inside of the front cabinet.
2. Reset Button - Located inside the front cabinet behind the left front door. Pushing this button enables the operator to access software used for making adjustments to the game (see “*Game Options*”).
3. Vol+ Button - Allows *upward or forward* movement through the various options. It also allows you to view the last game score if pressed between games, or at the end of a game. If this option is used, clear by pressing left start button
4. Vol- Button - Allows *Down or reverse* movement through the various options. It will display the number of tickets awarded for the last game if pressed at the end of a game, or between games. . If this option is used, clear by pressing left start button
5. Left Start Button - Located on the left ticket dispenser housing, allows the left player (Player 1) to select entry into a game if the button is flashing. If the button is not flashing, then the left player cannot join any game in progress. Also used in setting options (see “*Game Options*”).
6. Right Start Button - Located on the right ticket dispenser housing, allows the right player (Player 2) to select entry into a game if the button is flashing. If the button is not flashing, then right player cannot join any active game in progress..
7. Volume - The volume is controlled through the software. See “*Game Options - Game Volume, Attract Volume*” .

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Assembly Instructions

A. PRE-ASSEMBLY

1. Remove all parts from the shipping boxes and inspect for any possible damage during handling. Use the following list on to inventory the items. If any part (s) are missing, call your salesperson immediately. If shipping damage is noted, call the trucking company making the delivery.
2. Shipping Parts Inventory
 - 1 - Game Chassis
 - 5 - Mini Basket Balls
 - 1 - Manual
 - 1 - Coin box
 - 2 - Ticket Bins

B. ASSEMBLY

1. Adjust the levelers to make the chassis level.
2. Place the game in it's approximate final position.
3. Unlock and open the left and right ticket dispenser covers. Unlock and open the coin door in the front cabinet. Install tickets in the ticket holders. Route the tickets from the bins into the ticket dispensers. Close and lock the ticket dispenser doors.
4. Remove deflated balls from the front cabinet. Inflate to 2-4 psi or 14-28 kPa. The balls must be round and soft to avoid fast rebounds. We do NOT recommend that the balls be inflated to the values used in normal basketballs. The balls must be squeezable. Install balls in the Back Court.
5. Plug the AC cord into a known good 110-120VAC power source. If the game does not start activating the display, check the on/off switch on the power supply. The game is now performing it's power on reset tests, and will soon be ready to play or program.

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Game Overview

Skee-Ball Super Shot Junior is designed to be universal by offering an array of programming capabilities in hopes that you, the game operator, will have the setting regarding tickets, coins, number of balls, etc. that you need, available for your location.

A. Power On and Reset Test

Following the Reset or Power Up operation, the game will do several quick tests. Prior to leaving your game for open play, you should do a visual verification that the test information is acceptable. See *“Reset Tests”*.

B. Options

The game must be programmed according to the specific location and operator desires and any special circumstances. See *“Game Options”*.

C. Idle Display (Attract Mode)

The game will display the score of “00” for each player for 30 seconds. Then the display will turn off, leaving several segments cycling in a clockwise fashion. Every so often (see *“Game Options - Attract Time”*), the game will play a small segment of the theme music while waiting for some coins to be entered.

D. Coins

1. Insert coin(s). (Not necessary if the game is set for free play. See *“Game Options - Coins Per Credit”*)
2. The number of coins required for one credit is adjustable. See *“Game Options - Coins Per Credit”*.

E. Press Start Button Or Buttons

After inserting one (1) or more coins or credits, the scoreboard will display the credits and coins and the last score in a continuous cycle. This display will be active until the player presses a start button. The credit and coin display show full credits, and coins that have not added up to a credit yet. Due to the restrictions inherent in the 7-segment display, the messages on the left side will look like this “CrEd” and “Coin”. Note: during this phase, the attract mode sounds will still be active. Two (2) seconds after the first start button is pressed, the gate will start to release the balls, after an additional 2 seconds, the second player will be unable to join the game in progress.

F. Game Play

The object is to score as many points as possible in the time given (see *“Game Options - Game Time”*). There is a possibility of 3 point bonus baskets at the end of the game (see *“Game Options - 3-Point Bonus Time”*). In a one player game, both baskets add to the single players score. In a 2 player game, the baskets are tied to the player only, so don't give your opponent any points! The left basket and left ticket dispenser are for player 1, and the right side equipment is for player 2.

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G. Scoring

Balls successfully thrown into a hoop will score either 2 points, or if into bonus time (indicated by the blinking score display) each basket will score 3 points. When the ball crosses the path of the optoelectronic sensor in the basket, the logic board will register the basket.

H. End Of Game

1. At the end of the game, the display will show the final score total and go back into the attract mode until additional coins/credits are inserted. At the end of the game, the ball gate will close, trapping balls in the back court area.
2. As an added convenience at end of game, the software allows the operator to view the last game statistics including game score and ticket payout. To view, open the coin mech door or the left front cabinet door and push the **Vol+** button to view score. To view payout of tickets during the last game push **Vol-** button. To return to the attract mode, push **Left Start**.

I. Credits

The game accepts money at any time. At the end of the game, if there are any credits remaining, the scoreboard will display the “Coin” and “CrEd” messages as appropriate. See paragraph E above. Whenever a coin/token is entered, the game will make a chirp sound. Whenever a credit is reached, there is a reverberating ring sound.

J. Tickets

1. The game will dispense tickets to the player according to the many different operator adjustable options. See “*Game Options - Tickets*”.
2. In the event the game is out of tickets or a malfunction occurs, the display will inform the player “dSP 1 xx” or “dSP 2 xx” where the xx represents the number of tickets the game is trying to issue and the 1 or 2 represents the player to issue to. The attendant must correct the malfunction and or reload the tickets. Then press and release both Start buttons, which will be flashing. Tickets owed to the player will be dispensed and if the other ticket dispenser has no problem, the game will be returned to the attract mode. If the ticket alarm feature is disabled, the game simply continues as if tickets were not to be dispensed. See “*Game Options - Ticket Alarm*” .

Example:

Player 1 is owed 8 tickets, the display is	“dSP 1 08”.
Player 2 is owed 14 tickets, the display is	“dSP 2 14”.

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OPTIONS AND TESTS

The *Program Mode* is used to change options. To enter *Program Mode* press the button labeled “**RESET**” located behind the coin door. The display will show “100A0024”, alternating with “0xxAd266” where the first display is the revision information, and the second display is the current option and ROM checksum. Pressing “**RESET**” a second time will exit the test mode.

Example:

First display is	“100A0024”
Second display is	“000Ad266”

The following chart is used to describe what functions the buttons or button combinations will perform when pressed. Buttons enclosed in braces, {}, signify holding the button while pressing and releasing another.

Main Menu	
Button	Function
RESET	Enter program mode or game mode.
VOL+	Select <i>game options</i>
VOL-	Unused

VOL+:Options

Used for setting the various options for the game.

VOL-:Unused

Reserved for future use..

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GAME OPTIONS

Skee-Ball Super Shot Junior has been designed to give the operator a great deal of flexibility in operating the game. Rather than employing a dip switch system, Skee-Ball Super Shot Junior employs a system using the **RESET** Button and EEPROM which affords the operator many more choices than could otherwise be practically provided. The following pages describe the Options available to you, how to review the Option Settings and how to select the Option Settings you want.

1. With the game powered up, press the **RESET** button located behind the coin door on the front left side of the game.
2. To access, view and/or change the game options, the operator must use all 3 of the buttons located behind the coin door as well as the game **Left START** button. Each button has a specific function and location as outlined below:

LOCATION	LABEL	FUNCTION
Top right	VOL+	Cycle forward/up
Left	RESET	Access/exit program features
Bottom right	VOL-	Cycle backward/down
Top left side of game	Left START	Select or enter

3. Upon pushing the **RESET** button, the display will show the software revision. Press the **VOL+** button to access options.

+ It is important to have the software revision number and checksum available when calling with service inquiries.

4. Press the **VOL+** Button to access the options programming area.. After releasing the **VOL+** button, the option 100 will show on the left, and it's value will show on the right. The option number will blink rapidly indicating that the option number is what will be affected when the **VOL+** and **VOL-** buttons are pressed.

The current option number will be displayed on the left side, and the current option value will be displayed on the right side.

Example: "100 30" Option 100 has the value 30

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“112 09” Option 112 has the value 9.

5. Cycle through the options

To cycle through the options, continue pressing the **VOL+** or **VOL-** buttons. When an option that you wish to change is displayed, press the **START** button. At this point, the left side of the display will stop blinking, and the right side will start blinking. This indicates that the option value is now subject to the **VOL+** and **VOL-** buttons.

After pressing the **START** button, the current value will then be modifiable by pressing the **VOL+** and **VOL-** buttons until the appropriate value is reached. There are minimum and maximum limits on every value. The **VOL+** button will increment the display value until the maximum value for the option is reached. The **VOL-** button will decrement the display until the minimum for the option is reached. The setting on which this option is currently operating will be displayed. After setting the value to what is appropriate, press the **START** button. The game will make a ‘credit’ sound indicating the EEPROM was changed. To skip changing the option, press both **VOL+** and **VOL-** buttons at the same time.

When you are finished reviewing the options, press the **RESET** button. The game will reset and perform the power up and reset tests.

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VII. OPTIONS

The options are a series of numbers in the range 100 to 114. Each option controls a specific function on the game.

100 Game Time

Game Time is the duration of the game in seconds, and ranges from 10 to 99 seconds. The default time for the game is 30 Seconds.

101 3 Point Bonus Time

3 point time is the optional end of game bonus time where the game will record every basket as 3 points instead of 2. The range of values is 0 to 99 seconds. The default value is 15 Seconds. You should look at this value as the remaining seconds of the game. Example: if the value is 10, when the remaining time in the game is 10, the baskets will all be 3 point baskets.

102 Tickets Enable

This value determines whether tickets are awarded or not. The value 0 means no tickets are to be awarded, the value 1 means award tickets. The default is to award tickets.

103 Ticket Alarm Enable

This value determines whether the game will post a message and halt if there is a ticket error or the game is out of tickets. The value 0 means no tickets alarms are to be shown, the value 1 means announce ticket errors. The default is to announce ticket errors.

104 Tickets At Start

This value tells the game how many tickets to give immediately for playing the game. This is sometimes referred to as "Loser Tickets" or "Minimum Tickets". This value has the range 0 to 19. The default is to award 6 tickets immediately. Note: this value will be awarded even if the maximum tickets value is smaller.

105 Issue Tickets At End Enable

This value tells the game to issue the tickets at the end of the game, instead of during the game. The value 0 means issue tickets as they are awarded. The value 1 means hold the tickets until the end of the game. The default is 0. Note: if the game is supposed to issue tickets at the end, the start tickets will be held as well.

106 Maximum Tickets

This value is a limit on the maximum tickets that may be issued by the game for any player. The range is 0 to 99. The default is 15. Note: start tickets will always be issued, even if they exceed the value of this option.

107 Score Threshold

This value is used to determine when players start earning points based on their play. Before this score is reached, the only tickets issued will be start tickets. After this point value is reached, the game will start computing extra tickets based on how many points over this threshold they have. This value ranges from 0 to 99. The default value is 6.

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108 Points Per Ticket

This value is the points increment that determines when to issue extra tickets. This value plus the threshold value is the point where the game will issue its first extra tickets. This value ranges from 0 to 99. The default is 2.

Example:

If the threshold is 6 and the points per ticket is 2, then the first extra ticket will be issued at 8 points.

If the threshold is 0 and the points per ticket is 6, then the first extra ticket will be issued at 6 points.

109 Ticket Multiplier

This is the number of tickets to issue when the game awards extra tickets. This has a range of 0 to 9 and a default of 1. When the game computes that the player should be awarded some extra tickets, it then multiplies the awards by this value.

110 Game Volume

This is the volume the game will play at. The range is 0 to 63. The default is 31. When set to 0, the game will make no game sounds.

111 Attract Volume

This is the volume the attract mode sounds will play at. The range is 0 to 63. The default is 31. When set to 0, the game will make no attract sounds. This also affects the “coin” and “credit” sounds, but they will never be completely stopped.

112 Attract Minutes

This value is the number of minutes between playing segments of the theme music when the game is not actively be played. This value has the range of 0 to 9 and defaults to 2 minutes. The value 0 will stop attract mode sounds.

113 Coins Per Credit

This value determines how many coins are needed to make a game credit. The range of values is 0 to 9. The default value is 1. If set to 0, the game will free-play.

114 DEFAULTS

When this option is selected, the left side display will show “DEF 00”. This option has valid values of 0 and 1. 0 means no change. 1 forces the game to use the default values. When the value 1 is set, and the **START** button is pushed, the ‘*Twilight Zone*’ will sound.

+ If the game detects corrupted or damaged values for options at power up or reset, the game will activate this option automatically, and the ‘ <i>Twilight Zone</i> ’ sound will occur.
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OPTION Menu	
Button	Function
RESET	Exit program mode and reset game.
VOL+	Move forward through menu.
VOL-	Move backwards through menu.
Left START	Select option.
VOL+ and VOL-	Exit option menu and return to main.

VIII. RESET TESTS

- A) After a reset, the game will display some information about internal status. First, the leftmost 2 digits will display the value 00, 01, 02, 03 which is the type of reset. If the game resets and ever displays 01,02, or 03; please call the service department and report this condition. The rest of the display shows what was in the display memory at the time of the reset.
- B) Next the game will perform some internal checks. If the game seems to freeze at this point, try to note what is displayed.
- C) The game will say "*Have a nice day!*". This is to test the sound system.
- D) Following that is a display segment test, where the game will successively light matching segments on the display, then turn off groups of segments. Look for any segments that don't follow the pattern.
- E) The game will then count down on the right display (about 3 seconds).
- F) The game then enters the attract mode.

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Cleaning and Routine Maintenance

1. Polycarbonate Panels:

Skee-Ball, Inc. recommends using only “Kleenmaster Brillianize” which can be purchased through Skee-Ball as Part Number 800600-1.

2. Electronics Board:

Skee Ball Inc. recommends using canned air to blow any dirt off the surface of the Electronics board.

3. Laminated Surfaces:

Skee-Ball, Inc. recommends “Kleenmaster Brillianize”.

4. Optical Sensors:

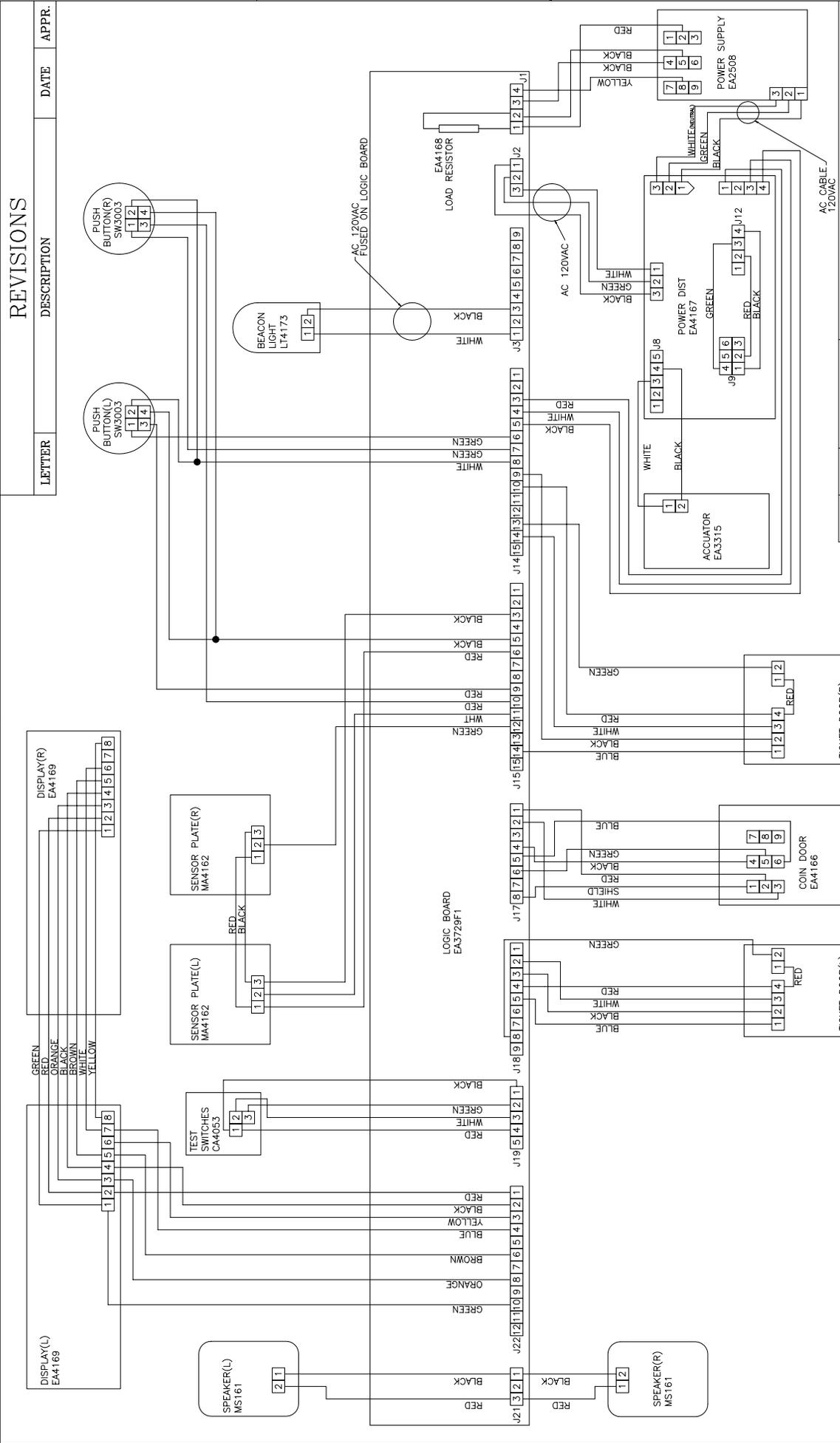
Skee-Ball, Inc. recommends using canned air to blow any dirt off of the surface of the sensors on a weekly basis.

5. Hinges

Monthly, lightly spray the Ball Gate hinges with a light lubricant.

6. Painted Surfaces:

Skee Ball Inc. recommends using Windex® or any other mild, non-abrasive household cleaner.



LETTER	DESCRIPTION	DATE	APPR.
1			
2			
3			
4			

ITEM	PART NUMBER	DESCRIPTION
-1	QTY.	
<p>UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ARE: X.XX = ± 0.015 X.XXX = ± 0.005 ANGLES ± 0° 30' SURFACE FINISH = 64/ BREAK ALL SHARP EDGES</p> <p>SCALE: NONE</p>		
DRAWN	DAP	05/10/02
CHECKED		
APPROVED		
<p>121 LIBERTY LANE CHALFONT, PA 18914</p> <p>SSJR WIRING SCHEMATIC Sht 1 of 2</p>		
USED ON	SIZE	DRAWING NO.
SUPER SHOT	A	30962
JR		
REV		B

1 2 3 4

A B C D

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Trouble-shooting Guide

Prior to calling Skee-Ball with questions regarding service or parts orders, please have the Model # (FP4200-xxxxx) and Serial # available. These numbers will be located on the coinbox..

It is also important to know the software revision number and software checksum. To get these numbers, open the front cabinet door and press the **Reset** button. The numbers will be displayed on the scoreboard. Press **Reset** again to reset the game.

Problem:	Suggested Action:
No Display.....	<ol style="list-style-type: none">1. Check to see that the alley is plugged in.2. Open the front cabinet and check the ON/OFF switch located on the power supply. It should be pushed in.3. Check the 5 amp Fast-Blo Fuse located on the power supply for continuity.4. Loosen the mounting nuts holding the display in place and remove it from the enclosure to check cable connections.5. Replace the display assembly with a tested new assembly.
Balls don't activate hoop sensor(s).....	<ol style="list-style-type: none">1. Verify that the reflective tape on the inside front of the hoop is still there and in good shape. Verify that sensor is correctly aligned, the yellow and green LED's on the sensor are solidly lit.2. Clean the optic sensor.3. Replace the optic sensor.

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- Game will not coin up.....
1. Check the connections at the coin switch.
 2. OHM across the coin switch. If you do not read from a normally open to a closed position, replace the switch.
 3. Manually activate the switch.
 4. Check the connectors on the coin mechs.
 5. Replace the Logic/Display assembly.

- Flashing Light does not light....
1. Replace bulb.
 2. Check fuse at F4 on the logic board.
This is a 1 Amp Fast-Blo fuse
 3. Check connections.
 4. Replace the Logic/Display Assembly.

- Game does not give tickets.....
1. Check to see that there are tickets in the bin.
 2. Are tickets jammed in the dispenser? Can you manually feed them through?
 3. Go into the option setup and check to see that tickets are enabled.
 4. Replace ticket dispenser.
 5. Replace the Logic/Display Assembly.

- No Sound.....
1. Go into Option Setup and check to see that the volume is turned up and that sound is not disabled.
 2. Check the connections at J21 and speaker(s).
 3. Replace speaker(s).
 4. Replace Logic/Display Assembly.

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IX. TICKET DISPENSER

A. Basic operation of ticket dispenser model DL1275H

When the control unit calls for a ticket to be issued, the motor in the dispenser is turned on. When a ticket is dispensed, the opto beam breaker senses a notch in the ticket and sends back a signal to the control unit. At this time the ticket counter is incremented. If no ore tickets are called for the motor is turned off.

Tickets are moved through the ticket chute by means of a power driven roller which is spring loaded against an idler roller. The power driven roller has two Neoprene O Rings installed, and under normal operating conditions are the only contact with the tickets. The power driven roller is mounted on the output shaft of the motor gear train assembly. The motor assembly is mounted to the pivot bracket assembly in the two Oilite Bearings. The motor assembly has a limited free swing, limited by a single pin engaged in the brake sprag. The brake sprag engages the roller as an anti theft device. With the free swing of the motor assembly, the direction of torque, when the electric power is applied, is in a direction so as to release the brake sprag. When an attempt is made to pull tickets from the machine with the power off, the torque is reversed and the brake sprag is engaged. Also, the pulling of tickets will cause the pivot bracket assembly to apply a pressure to the power driven roller against the ticket and idler roller greater than the pre-set spring load. This will cause the O Rings to depress and the course knurled surface of the roller will then grip the tickets. One ounce of pull will apply 20 lbs. of pressure on the rollers.

B. Ticket Dispenser Components

1. Controller Board

Attached to the ticket machine is a transistor motor controller which provides dynamic braking to ensure accurate and repeatable ticket stopping after issuing any number of tickets. Included as part of the controller is ticket sensing by means of an Opto Beam Breaking Sensor. Also included in the signal conditioning which provides high electrical noise immunity. The output of the ticket sensing circuitry is the equivalent to a single pole double throw switch.

2. Roller Tension Spring

The roller tension spring keeps constant tension on the tickets, which insures proper delivery and prevents tickets from being pulled through when the dispenser is idle. To increase tension, loosen screw and move spring forward. Tension is adjusted correctly when the tickets cannot be pulled from the dispenser.

3. Ticket Guide Spring

The ticket guide spring insures that the notches in the tickets pass through the Opto Beam Breaker Sensor. To increase tension, loosen screw and move other spring up. This changes the tension of the inner spring. Tickets should be snug between spring and side plate but not deformed by excess tension. This spring is adjusted at the factory for 1-3/16" wide tickets.

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4. Ticket Stop Adjustment

The ticket stop adjustment allows positioning of tickets while machine is off. The ticket should protrude through slot approximately 1/16". The ticket dispenser PC board is mounted with two screws and two slotted holes. Loosening the screws and moving the board forward will allow the tickets to stop farther out beyond the edge of the lot.

C. Conditions Which Could Cause Ticket Error Code To Be Displayed.

1. Dispenser out of tickets.
2. Insufficient tension on roller tension spring.
3. Tickets stopping back too far in slot causing tickets to jam.
4. Ticket guide spring not guiding tickets.
5. Dirt on opto beam breaker.
6. Missing notches on tickets.
7. Defective dispenser controller board or motor.

D. Loading of Tickets

Tickets are entered in the rear of ticket chute and pushed forward. The power driven roller will be spring loaded against the idler roller and tickets will not pass until the rollers are clear of each other. This is accomplished by use of thumb and index finger, one placed on the block to which the spring is attached, the other on the pivot bracket assembly, then squeeze. Push the tickets through until you see the edge of the ticket. Align the notch in the center of the optic sensor.

E. Ticket Dispenser Replacement

The ticket dispenser can be removed and replaced by removing the nut on the rear of the lock on the door and lifting out the dispenser. Remove the door stop chain on the old dispenser and connect to the new using the same hardware. Place the dispenser into the slot on the door making sure that the left side of the unit is against the left inner frame of the door (This is to insure clearance of the dispenser connector and the door frame). Tighten the bracket onto the lock reusing the nut. Reconnect the connector.

F. Ticket Sales Information

Tickets are available through:

National Ticket Company in Shamokin, Pennsylvania, +1(717) 648-6803. We have found these tickets to be of the best quality for use in Skee-Ball Machines.

Super Shot JR Assembly and Operating Manual

Warranty

Skee - Ball Incorporated warrants to the original purchaser that the product will be free of defects in workmanship and materials. The main processor and display boards are warranted for 1 year from date of purchase. All other components are warranted for 90 days from the date of purchase.

If your equipment fails to conform to the above-mentioned warranty, Skee-Ball, Inc.'s sole liability shall be, at its option, to repair or replace any defective component with a new or re-manufactured component of equal to or greater O.E.M. specifications.

Skee-Ball, Inc. will assume no liability whatsoever, for costs associated with labor to replace defective parts, or travel time associated therein.

Limitation on Liability – Skee-Ball's liability for damages hereunder, including but not limited to, liability for patent infringement or breach of warranty, shall not exceed the total of all charges and fees paid by the purchaser hereunder, exclusive of any taxes or other charges, (other than income taxes) which Skee-Ball was required to pay to third parties as the result of the receipt of such amounts. The purchaser expressly agrees, in the event of any breach of this agreement by Skee-Ball that purchaser's exclusive remedy hereunder shall be the right to limitation on the amount of damages set forth above.

IN NO EVENT WILL SKEE-BALL BE LIABLE FOR ANY SPECIAL, INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LOST PROFITS, EVEN IF SKEE-BALL HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE. The terms "incidental damages" and "consequential damages" shall have in this agreement the same meaning as given in Arizona Revised Statutes 47-2715 (U.C.C. 2-715), as the same may be amended from time to time.

In no case, whether on account of any act or failure to act by Skee-Ball or others, shall Skee-Ball be liable to purchaser for Skee-Ball's or another manufacturer's negligence in design, manufacture, delivery or installation of the equipment.

No action, regardless of its form, whether in contract, in tort (including negligence), or otherwise, arising out of, or as a result of, this agreement, shall be commenced by purchaser more than one year after the occurrence of the act or event giving rise to such action.

This warranty is contingent upon proper and normal use of the product and does not cover equipment which has been modified without Skee-Ball, Inc.'s written consent, which has been subject to unusual physical stress, incorrect assembly, hook-up, other misuse, neglect, improper electrical current, failures caused by natural disasters such as fire, flood and lightning or as a result of any unauthorized repairs or alterations.

THE FOREGOING WARRANTIES ARE IN LIEU OF ALL OTHER WARRANTIES EXPRESSED OR IMPLIED INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

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Should your product need servicing, please have the following information ready prior to contacting Skee-Ball, Inc.

Model # of the Unit
Serial # of the Unit
Serial # of the Part (i.e. – Main Processor Board) if applicable
Most of this information can be found on the UL tag attached usually to rear of the product.

When returning a unit for repair, call prior to returning your product to obtain an Return Material Authorization Number (RMA#). Failure to obtain an RMA# can lead to parts being delayed in repairs / shipping or return without repairs being completed. Write the RMA# on the outside of the package. Include the following information inside of the packaging:

Name, address, phone & fax number including area code.
Product Serial & Model Numbers.
RMA#.
Contact Name.
If possible, symptoms and / or problems experiencing.

Postage, insurance and / or shipping costs incurred while presenting your unit for repairs (in or out of warranty) is the responsibility of the consumer. Skee-Ball, Inc. will ship warranty repaired / replaced items back to the consumer free of charge via UPS Ground, U.S. Mail or other comparable shipping means. Any Express Mail or Overnight Shipping expenses are at cost to the consumer.

Skee-Ball, Inc. can be contacted at:

Skee-Ball, Inc.
121 Liberty Lane
Chalfont, PA 18914
(215) 997-8900 - Voice
(215) 997-8982 – Fax
penn@skeeball.com
Mon-Fri 8am – 5pm E.S.T.

Skee-Ball, Inc
3669 East LaSalle
Phoenix, AZ 85040
(602) 470-1490 - Voice
(602) 470-1495 – Fax
phx@skeeball.com
Mon – Fri 7am to 11:30 – 12pm to 3:30pm AZ Time.