

The background of the page is a faded image of the X-TREME FUN E. BALL machine. It is a colorful, upright vending machine with a playfield. The top section has a screen displaying a game scene with a character and a 'FUN' logo. Below the screen is a playfield with a character and a 'FUN' logo. The machine is primarily yellow and red with black accents.

X-TREME

FUN E. BALL OWNERS MANUAL

OVERVIEW

X-TREME FUN E. BALL IS AN INTERACTIVE BULK VENDING MACHINE DESIGNED WITH CHILDREN IN MIND. THE PRIMARY VENDING UNIT WILL DISPENSE ANY ROUND PRODUCT FROM $\frac{3}{4}$ " TO $1\frac{1}{4}$ " WITH THE PROPER COMPONENTS INSTALLED. THE TYPICAL MACHINE IS SET AT THE FACTORY TO DISPENSE 27MM SUPERBALLS. THIS MACHINE ALSO INCORPORATES A BONUS VENDING MECHANISM THAT DISPENSES 3.5 INCH ROTARY "PUCKS" THAT ARE FILLED WITH *EXTREME* PRIZES. AFTER INSERTING THE CORRECT COINAGE THE MACHINE DISPENSES A TOY PRIZE INTO THE PLAYFIELD. THE PLAYER AUTOMATICALLY RECEIVES THIS PRIZE ONCE IT HAS BEEN CLEARED OF THE PLAYFIELD. THE OBJECT IS TO MANUEVER THE PRIZE UP THE ELEVATOR TO THE BONUS AREA PRIOR TO THE PRESET TIMER REACHING "0". ONCE THIS IS ACCOMPLISHED THE PLAYER WILL RECEIVE A BONUS PRIZE FROM THE LOWER VEND UNIT AS WELL AS THE TOY PRIZE FROM THE PLAYFIELD.

RECOMMENDATIONS

WE RECOMMEND SETTING THIS MACHINE AT 50 CENTS PER PLAY. FACTORY TESTS CONCLUDE THAT SETTING THE BONUS TIMER TO PAYOUT AT OR NEAR 5 PERCENT (1 OUT OF EVERY 20 PLAYS) WILL OPTIMIZE THE BONUS VENDING CHARACTERISTICS. THE BONUS VENDOR MAGAZINE HOLDS 48 PCS. THEREFORE PAYING OUT THE BONUS ON AN AVERAGE OF 5 PERCENT WOULD REQUIRE A REFILLING WITH APPROXIMATELY EVERY 1000 PLAYS. YOU MAY HAVE TO ADJUST YOUR BONUS TIME WITH DIFFERENT PRODUCTS AS THEY WILL DIFFER ON EASE OF PLAY. A SUPERBALL IS MORE DIFFICULT TO MANUEVER THROUGH THE PLAYFIELD THAN A TOY CAPSULE THUS REQUIRING A SHORTER BONUS TIMER SETTING. PLEASE READ THE FOLLOWING PAGES OF THIS MANUAL TO FAMILIARIZE YOURSELF WITH YOUR NEW MACHINE. FOR QUESTIONS OR SERVICE, CALL THE TOLL FREE NUMBER BELOW.

GAME SET-UP

1. With the machine empty of all loose articles carefully tip the machine over and lay it on its back. Locate the leveler hardware bag. Install the leveler plates to the bottom of the cabinet in the machined slots using the 3/4" screws provided (see figure A). After attaching the plates, thread the levelers as far in as they will go (see figure B).



Figure A



Figure B

2. After installing the levelers, locate the front anti-tip plate. **NOTE: It is very important to install this piece as to reduce the chances of a player tipping the machine over.** Align the two slots in the plate with the two holes in the front of the cabinet. Insert the two 3/8" x 1-1/2" bolts and washers (see figure C). **Do not tighten the bolts at this time.**



Figure C

3. Stand the machine upright and move it to its final location. It is now time to load the vendors. Open the front door on the lower vending unit and rest it against the corner of the cabinet. Notice the bonus vending motor located at the bottom of the "puck" magazine. Unlatch the motor by squeezing the spring clip on each side and let it swing rearward out of the way. Push 4 to 6 prizes at a time upward into the magazine until full (48pcs.). Once you are finished loading the magazine, swing the vend motor back into place and secure the spring clip into the steel bracket on each side (see figure D).



Figure D

4. Once the bonus vendor magazine is loaded and locked in place, load 3 sample prizes into the display compartment on the front door (see figure E). Now replace the door and lock in place.



Figure E

5. Open the lid at the top of the game. Load your vending product of choice into the upper hopper. The hopper will hold upwards of 2000 prizes depending on what size you are using. Save about 200 pieces to fill the front display area of the upper hopper. Feed the product in at each side until it is near full (see figure F). You may have to tap on the rear of the plastic partition to level the pieces. This “false front” allows the machine to appear full of prizes although when the hopper runs low the display prizes will feed downward to the vendor.

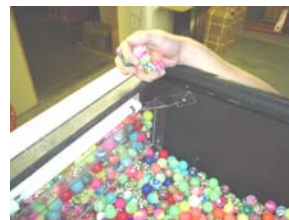


Figure F

6. Before locking the lid in place, locate the “Bonus Prize” sign. This sign attaches to the lid with the two carriage bolts and lock nuts supplied. Align the holes in the sign with the holes in the lid and insert the carriage bolts through the two pieces and tighten the nuts on the under side (see figure G). After the sign has been attached, lock the lid in place.



Figure G

7. Plug the machine in and give it a few test plays (see figure H). The game will play much better when the playfield is level. After adjusting the levelers on the bottom of the cabinet (if necessary), slide the anti-tip plate all the way down against the floor and tighten the two mounting bolts.



Figure H

***NOTE: THE VOLUME CONTROL IS IN THE UPPER RIGHT CORNER OF THE MAIN CONTROL BOARD.**

YOUR MACHINE SHOULD NOW BE READY FOR OPERATION. YOU MAY WANT TO ADJUST YOUR PROGRAMMING FROM THE PRESET FACTORY DEFAULTS. THE FOLLOWING PAGE LISTS PROGRAMMING INSTRUCTIONS ALONG WITH PROGRAM OPTION DESCRIPTIONS AND PARAMETERS.

X-TREME

FUN E. BALL

PROGRAMMING INSTRUCTIONS

1. To set program, open the upper coin door. Locate the two program buttons mounted on the rear of the coin box (see figure I). Use the score display on the playfield to read the program option and value digits (see figure J). The top 2 digits display what program option you are on and the bottom 4 digits display what the setting value is. Each press of the left button will cycle you through the program options. Each press of the right button will change that particular options value.

INSIDE
COIN DOOR

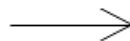
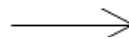


Figure I

2. Below is a chart defining the available program options, their factory setting, and how the parameters increment when changed. As an example, let's say we wanted to change our program to \$1.00 per play. We first would push the left button until the top segments read 05. Then we would push the right button until the bottom segments read 0004, meaning 4 coins per play. After setting any program values, you must exit program mode to operate the game. This is accomplished by pressing the left button until you pass the last program option which is #9. After reaching #9, one more press of the left button will leave the display reading all 0's. The machine is now ready to play..

TOP DIGITS
DISPLAY
OPTION#



LOWER DIGITS
DISPLAY
SETTING

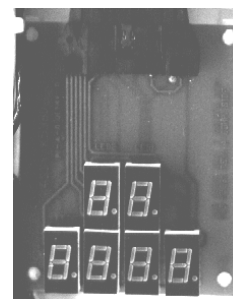
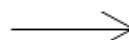
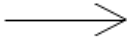


Figure J

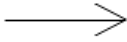
PROGRAM#	DESCRIPTION	FACTORY PRESET	INCREMENTS BY
1	COIN COUNTER	9975	N/A
2	PRIZE COUNTER	9975	N/A
3	BONUS COUNTER	9975	N/A
4	BONUS TIMER	0030 (sec.)	1
5	COINS PER PLAY	0002	1
6	VEND MOTOR PULSE	2000 (mls.)	100
7	HURRY UP MESSAGE	0010 (sec.)	5
8	ATTRACT TIMER	0060 (sec.)	10
9	ATTRACT SOUNDS	0001 (0=OFF)	N/A

PLAYFIELD PARTS DIAGRAM

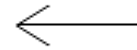
Playfield Assy.
FBX1150A



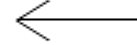
Exit Arrow Assy.
FBX1190A



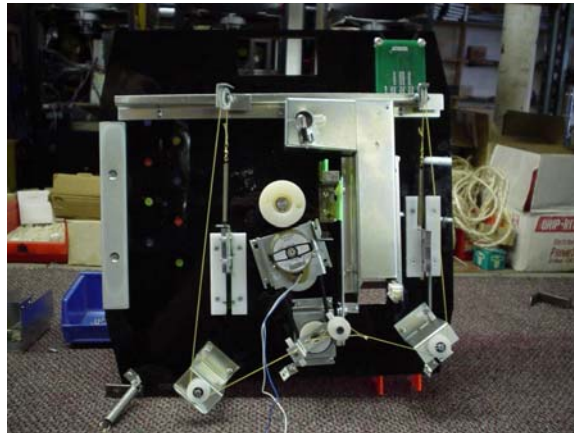
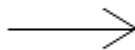
Elevator Assy.
FBX1170A



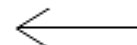
Display Assy.
K5380



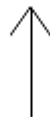
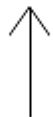
Elevator Cable
FBX1310A



Exit Arrow Cable Assy.
FBX1300A
Bonus Switch
FB1110A



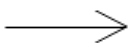
Motor Assy.
FB1500A
Drive Belt
FB1550
Roller Assy.
FB1730



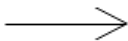
Pulley&Cam Assy.
FBX1255A
Game Over Box Assy.
FB1810A

ADDITIONAL PARTS LIST

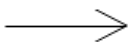
Main Board SC1780
Ribbon Cable FB1220
Bonus Cable FBX1330



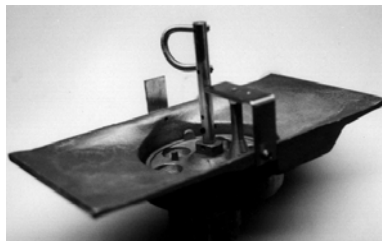
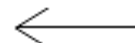
Output Board SC1770U



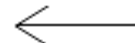
Power Supply SC1760



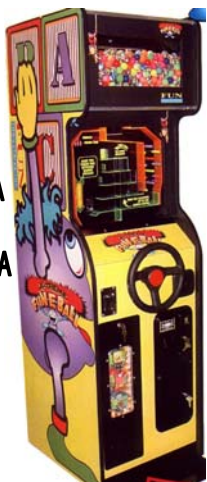
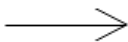
Steer Wheel SC1130
Shaft Assy. FB1140A
Spool FB1180
Rear Assy. FB1200A
Steer Cable FB1830A



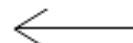
Vendor K5400
Ball Wheel K5450
Toy Wheel K5470
Vend Chute FB1100A



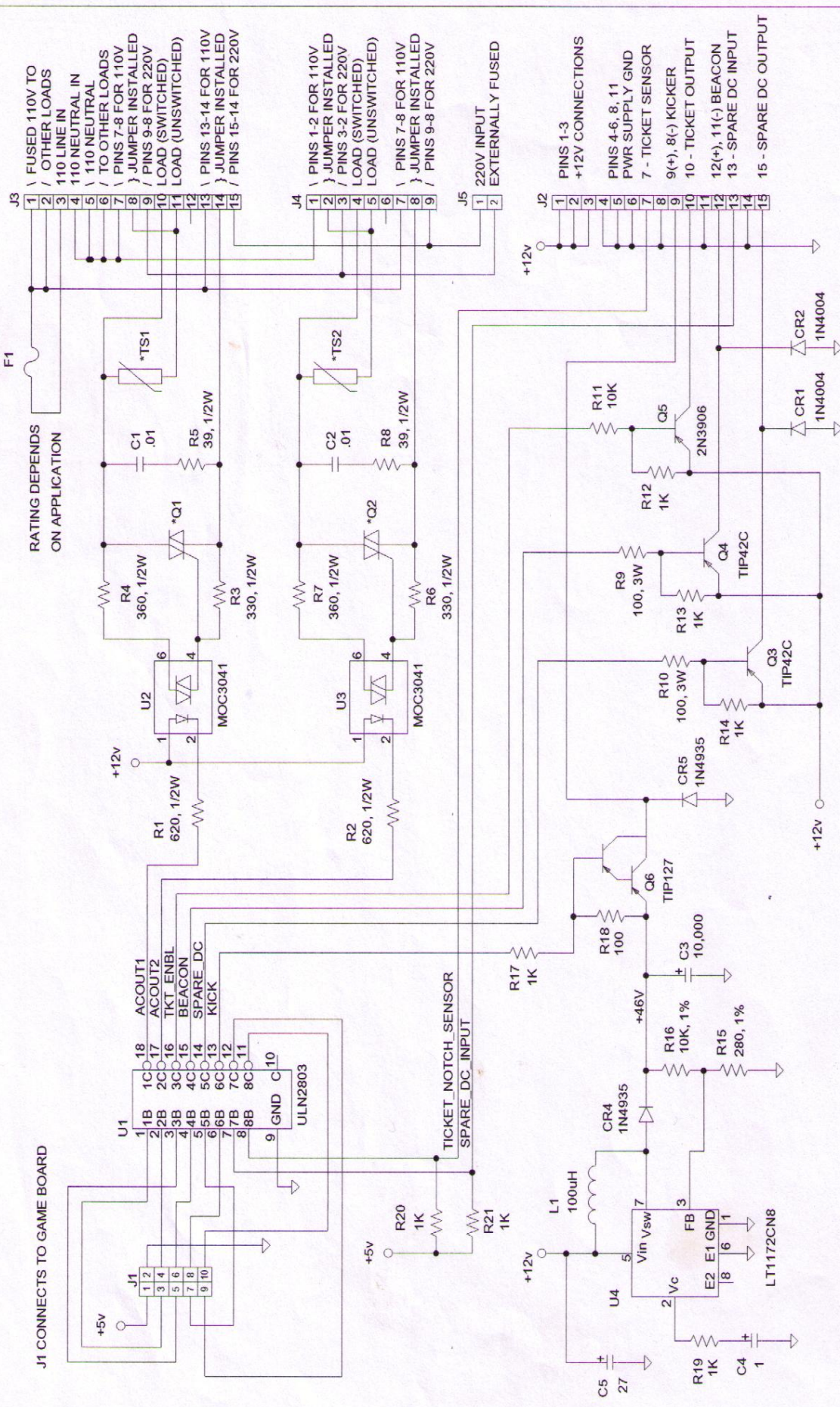
Hopper Glass FBXFBX1400A
Playfield Glass FBX1410A
Lower Display Assy. FBX1100A
Ropelight FBX1080



Magazine Assy. FBX1015A
Vend Motor FBX1025



**FOR PARTS OR SERVICE
CALL TOLL FREE 1-800-747-1144**



J1 CONNECTS TO GAME BOARD

1 12
2 11
3 10
4 9
5 8
6 7
7 6
8 5
9 4
10 3
11 2
12 1

18 ACOUT1
17 ACOUT2
16 TKT_ENBL
15 BEACON
14 SPARE DC
13 KICK
12
11
10
9 GND C 10
8B
7C
6C
5C
4C
3B
2C
1C
ULN2803

RATING DEPENDS ON APPLICATION

1 FUSED 110V TO OTHER LOADS
2 110 LINE IN
3 110 NEUTRAL IN
4 TO OTHER LOADS
5 PINS 7-8 FOR 110V JUMPER INSTALLED
6 PINS 9-8 FOR 220V LOAD (SWITCHED)
7 PINS 9-8 FOR 220V LOAD (UNSWITCHED)
8 PINS 13-14 FOR 110V JUMPER INSTALLED
9 PINS 15-14 FOR 220V JUMPER INSTALLED

1 PINS 1-2 FOR 110V JUMPER INSTALLED
2 PINS 3-2 FOR 220V LOAD (SWITCHED)
3 PINS 3-2 FOR 220V LOAD (UNSWITCHED)
4 PINS 7-8 FOR 110V JUMPER INSTALLED
5 PINS 9-8 FOR 220V JUMPER INSTALLED

1 220V INPUT EXTERNALLY FUSED
2

1 PINS 1-3
2 +12V CONNECTIONS
3 PINS 4-6, 8, 11
4 PWR SUPPLY GND
5 7 - TICKET SENSOR
6 9(+), 8(-) KICKER
7 10 - TICKET OUTPUT
8 12(+), 11(-) BEACON
9 13 - SPARE DC INPUT
10 15 - SPARE DC OUTPUT

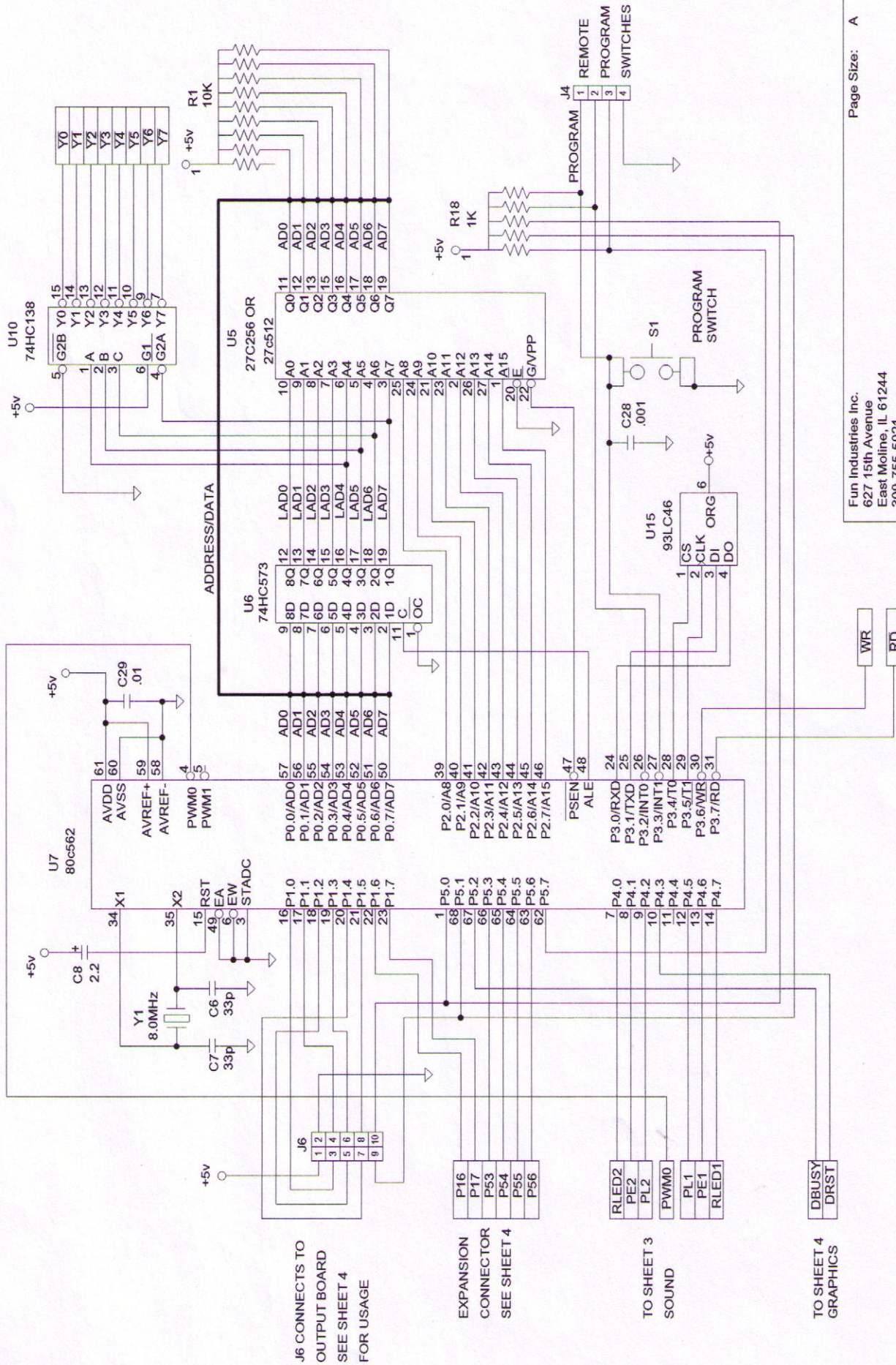
DRAWING NOTES:
UNLESS OTHERWISE NOTED, RESISTOR VALUES ARE IN OHMS
UNLESS OTHERWISE NOTED, CAPACITOR VALUES ARE IN MICROFARADS
ALL COMPONENTS ARE NOT INSTALLED ON ALL BOARD ASSEMBLIES. SEE APPLICABLE BILL OF MATERIAL
Q1, Q2, TS1, TS2 (IF USED) DEPEND ON GAME AND VOLTAGE. SEE APPLICABLE BILL OF MATERIAL

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627 15th Avenue
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309-755-5021

SC-1770 Output Board Assemblies

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J6 CONNECTS TO
OUTPUT BOARD
SEE SHEET 4
FOR USAGE

EXPANSION
CONNECTOR
SEE SHEET 4

TO SHEET 3
SOUND

TO SHEET 4
GRAPHICS

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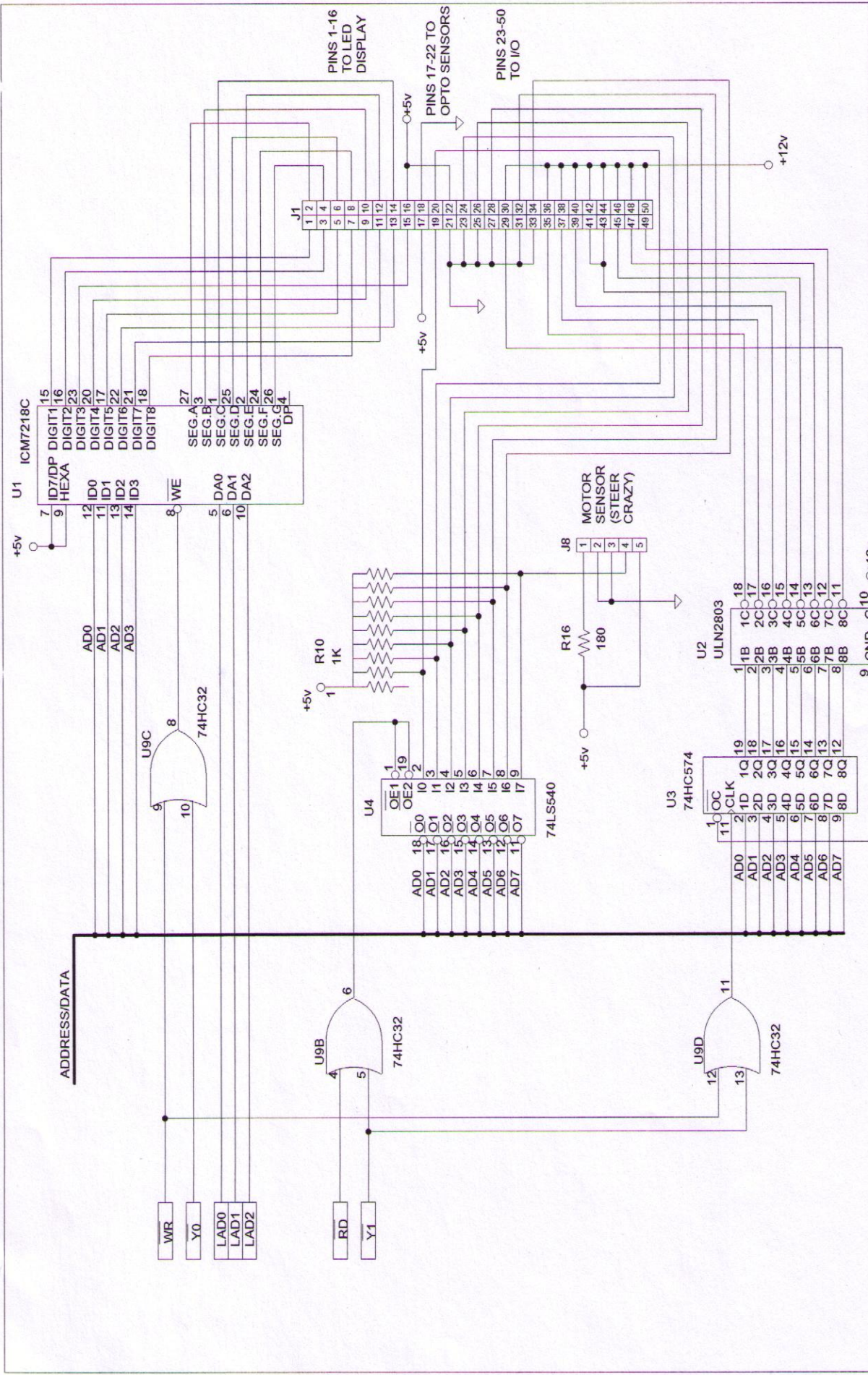
SC1780 Game Board Assembly - Microprocessor Core

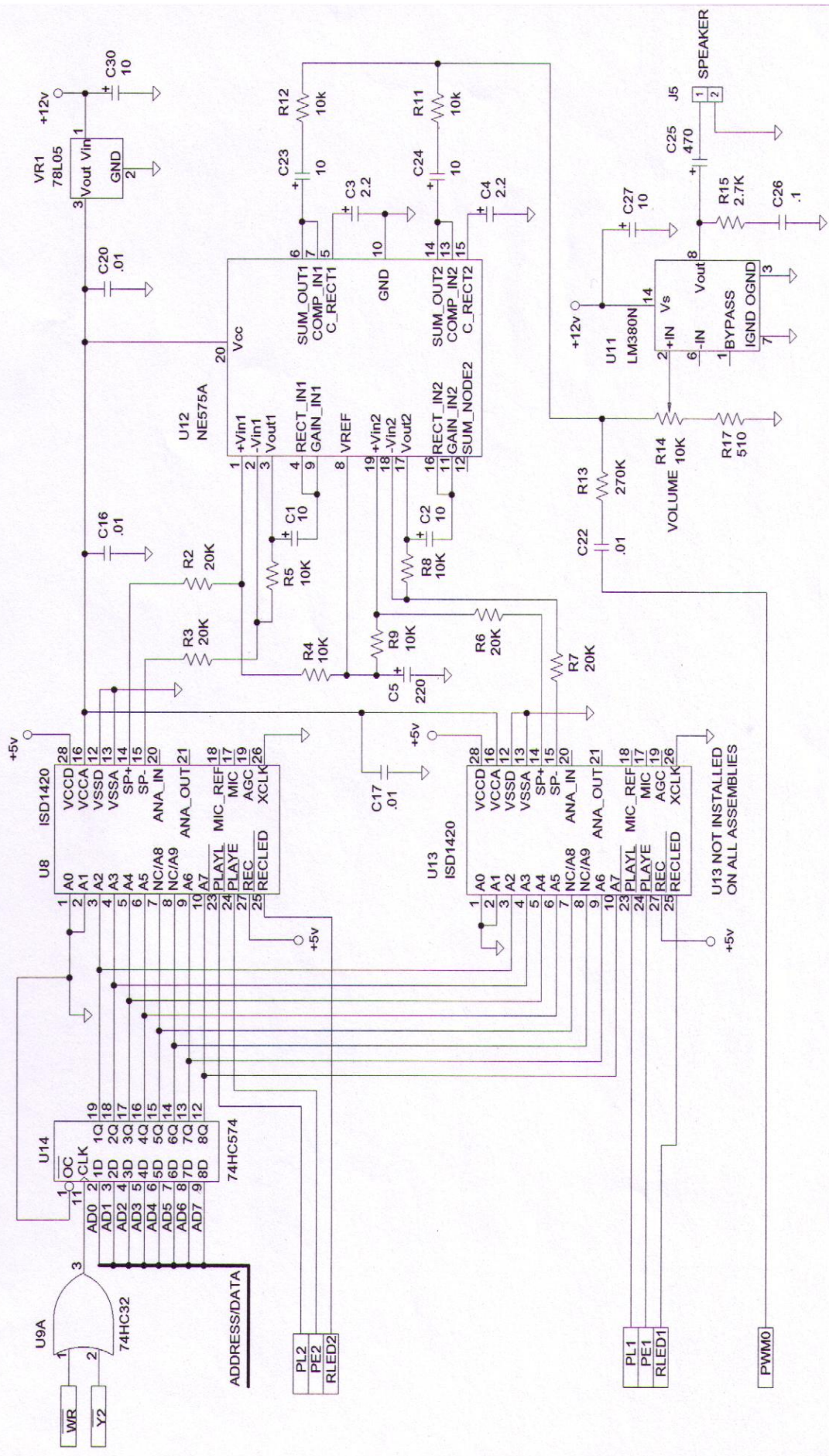
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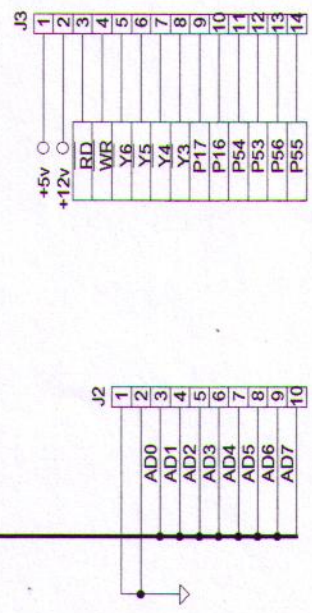
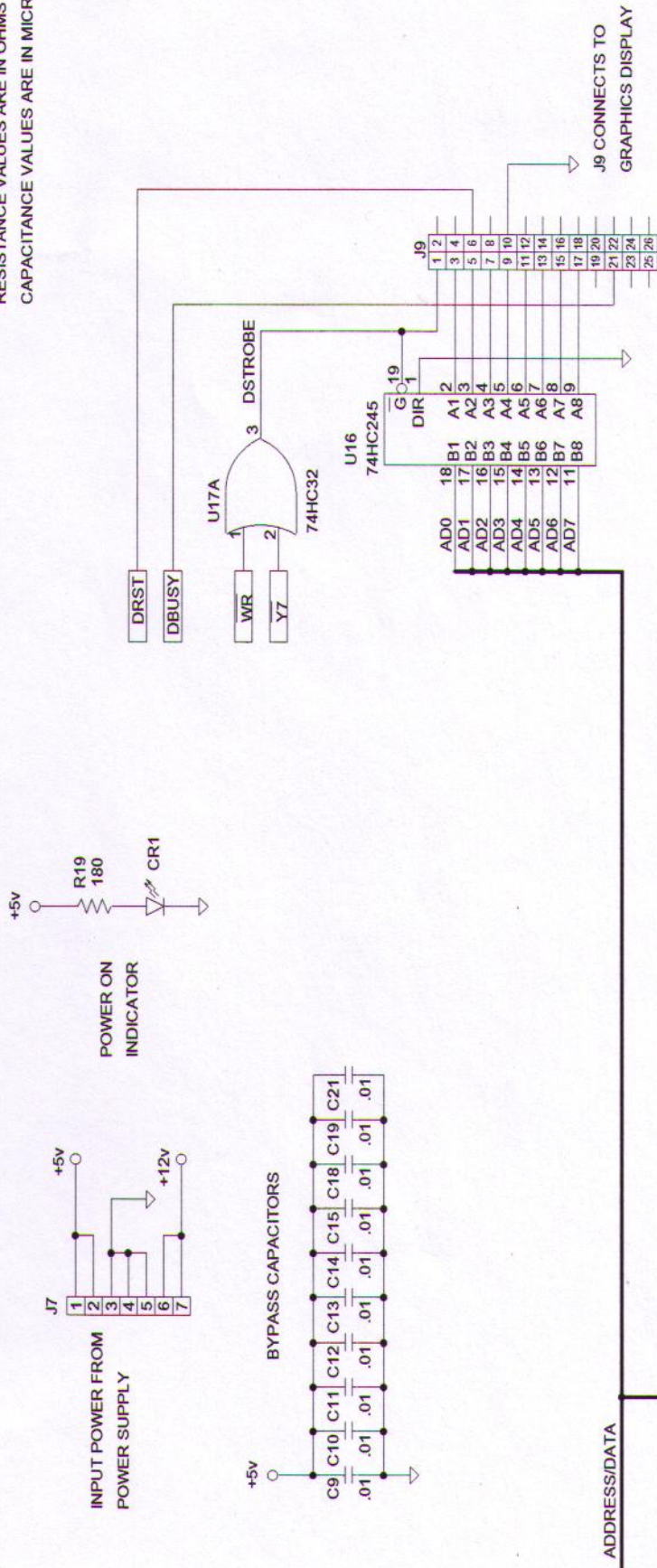
April 27, 1996

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UNLESS OTHERWISE NOTED:
RESISTANCE VALUES ARE IN OHMS
CAPACITANCE VALUES ARE IN MICROFARADS



- NORMAL USAGE FOR OUTPUT BOARD CONNECTOR - J6
- PIN 1 - +5 VOLTS
 - PIN 2 - GND (SIGNAL COMMON)
 - PIN 3 - AC OUTPUT 1 (PLAYWHEEL, VEND, OR BLOWER MOTOR)
 - PIN 4 - AC OUTPUT 2 (TRAVELLER LIGHTS, SPARE, OR NOT INSTALLED)
 - PIN 5 - TICKET VENDOR ENABLE
 - PIN 6 - BEACON
 - PIN 7 - SPARE DC OUTPUT (NOT INSTALLED)
 - PIN 8 - KICKER OUTPUT (IF APPLICABLE)
 - PIN 9 - TICKET NOTCH SENSOR
 - PIN 10 - SPARE DC INPUT

J2 AND J3 PROVIDE CONNECTIONS TO FUTURE EXPANSION DAUGHTERBOARD

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SC1780 Game Board Assembly - Power, Graphics, Expansion Connector

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