

# FUN-E-BALL



VENDS CANDY  
SUPERBALLS,  
GUMBALLS, CAPSULES

## Fun • E • Ball Features

- Interactive steering wheel
  - Challenging moving playfield parts
  - Programmable bonus times
  - Bright neon colors
  - Great sound effects
  - Ticket option
  - Prize every time
  - Programmable attract mode
  - All plywood cabinet
- 
- 200 lbs.
  - 21" w x 24" d x 72" h

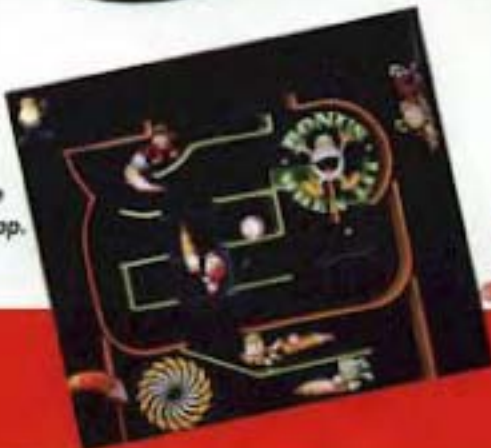
## Fun • E • Ball; The Perfect Game For:

- FEC's
- Campgrounds
- Arcades
- Pizza & Family Restaurants
- Bowling Centers
- Mall Locations
- Roller Rinks
- Grocery & Discount Stores
- Redemption Sites
- Movie Theater Lobbies
- Laundromats
- Amusement Parks
- Malls
- Plus many more



WINNER EVERYTIME

Watch the kids drive their prize through the colorful neon playfield. To get the "added bonus", steer to the elevator and ride it to the top. Winner everytime.



**FUN**  
INDUSTRIES INC.

627 15th Avenue  
East Moline, IL 61244

1-800-747-1144

Local (309) 755-5021

Fax (309) 755-1684



# FUN E. BALL OPERATION INSTRUCTIONS

PLEASE READ ALL INSTRUCTIONS BEFORE  
OPERATING YOUR MACHINE

## 1. LEVEL AND STABLE

It is important that your machine is level so the product can roll freely inside the playfield. Leg levelers and hardware are included for installation if needed. To install the leg levelers carefully tip the machine over on its back, mount the leveler plates and insert levelers.

**IT IS IMPORTANT THE MACHINE IS STABLE!**

**Different product weights vary and when using a heavy product other than toy capsules we suggest that you secure the machine to the wall or weight the inside of the cabinet down. (ie sandbag, blocks)**

## 2. FILLING PRODUCT

Fun E. Ball's product is filled from the front of the machine. Use your lid key to unlock, lift, and slide the lid forward towards you until you can lift it off completely. As with any vending machine it is important to inspect your product for broken or deformed pieces that may cause problems later. After filling the hopper with product slide the lid back into place and lock it. **BE SURE THAT THE LID INSERTS UNDER THE STEEL ANGLE AT THE REAR.**

## 3. INSTALLING TICKETS

**FOR TICKET MODELS ONLY** Fun E Ball's tickets are installed through the front ticket door next to the coin mechanism. Unlock and open the ticket door. Lift the 6000ct. ticket holder up and out of the cabinet. Fill the ticket holder and set it back in the cabinet making sure it is on its support properly and the low ticket switch is activated. Feed the tickets through the rear of the ticket dispenser by using the automatic feed button on the side of the dispenser. Then shut and lock the ticket door.

(continued on next page)

#### 4. PROGRAMMING

To adjust the program settings of your machine, open the coin door at the front of the machine and see the "FUN E. BALL PROGRAM INSTRUCTIONS" on the next page or use the "settings card" taped to the coin box for a quick reference.

#### 5. MAINTENANCE

Maintenance on your FUN E. BALL should be minimal, but you should try to inspect and clean your machines playfield occasionally. To remove the front glass on your machine, open the coin door and remove the 2 wing nuts inside the cabinet above the steering wheel. Push the carriage bolts up and out to remove the glass bracket. Push the glass from the bottom rear inside the cabinet towards you while holding your other hand against the outside to avoid letting the glass slide downward into the steering wheel. BE CAREFUL NOT TO LET THE GLASS HIT THE STEERING WHEEL AND BREAK!!! After cleaning the playfield reinstall the glass into the cabinet "top first", Then bolt the glass bracket back to the cabinet.

#### 6. SERVICE

For service or technical support on your machine, please call our service department between 8:00 am and 4:00 pm central time @ 1-800-747-1144. We will be glad to assist you.

#### 50 PIN CONNECTOR WIRING INFO

Pin #1-16	6 segment display for programming
Pin #18-19	Coin switches
Pin #20-21	Prize vended switch
Pin #23-24	Bonus switch
Pin #25-26	Prize delivered switch
Pin #27-28	Left turn switch
Pin #31-32	Right turn switch
Pin #35-36	Coin lights
Pin #37-38	Ready light
Pin #39-40	Exit light
Pin #41-42	Bonus light

**NOTE THAT THE VOLUME CONTROL IS ON THE TOP RIGHT CORNER OF THE MAIN CONTROL BOARD**



## FUN E. BALL PROGRAM INSTRUCTIONS

Programming your machine has been made easy. All programming can be done from the front coin door. Upon opening the coin door you will see a 6 segment display mounted to the back of the coin box. This display along with the 2 pushbuttons mounted next to it are used to program your machine. To increment through the various program options push the top button next to the display. Each option of the program is displayed on the top 2 segments of the display, the setting of that option is displayed on the bottom 4 segments of the display. Descriptions of each option are defined below and a "settings card" has been attached to the coin box for quick reference.

<u>OPTION #</u>	<u>DESCRIPTION</u>	<u>MAX.</u>	<u>INC. BY</u>
1	Coin counter (non-resetable)	9999	N/A
2	Product vended counter (non-resetable)	9999	N/A
3	Ticket dispensed counter (non-resetable)	9999	N/A
4	Bonus activation time (seconds)	60	5
5	Bonus type (0=none,1=freeplay,2=tickets)	2	1
6	Tickets for bonus	100	1
7	Tickets for playing (regardless of score)	10	1
8	Coins required for play	8	1
9	Vend motor pause time (mseconds)	2000	100
10	Play inactivity reminder (keep trying audio)	30	5
11	Attract mode (0=none,1=timer,2=timer&wheel)	2	1
12	Attract mode timer (seconds)	300	15

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## REPLACING FUN E BALL CABLES

There are 4 Kevlar cables associated with the operation of Fun E Ball. They are:

1. Steering Cable
2. Elevator Cable
3. Bonus Cable
4. Sliding Gate Cable

To replace any of these cables follow the instructions below. Note that any left or right directions are determined by looking in from the rear of the machine.

### 1. Steering Cable

The steering cable is 18" long and has an S-hook attached to one end. To replace the steering wheel cable, first grasp the end of the cable with the S-hook and attach it to the small bracket at the bottom right corner of the playfield. Route it over to the plastic clutch spool on the steering wheel shaft. Near the center of the spool route the cable underneath up and over the spool 2 times while threading the cable towards the front of the machine. Make sure the cable is in the threads of the spool. Then hook the remaining end of the cable to the bottom of the tension spring on the lower left of the playfield

### 2. Elevator Cable

The elevator cable is 14" long and is the lower most cable on the motor cam. To replace this cable hook the swivel end of the cable to the top of the large spring on the elevator. Route the cable through the roller above the elevator and down to the roller cam at the bottom right of the playfield. The Elevator cable must go on the bottom roller on the cam. You will have to lift any other cables that are in the way off of their individual rollers to get this cable to the bottom roller.

### 3. Bonus Cable

The bonus cable is the longest cable at 33". To replace this cable start at the bonus pulley at the top left of the playfield. First remove the screw in the pulley and insert it into the small end of the cable and reattach in a manner so that the cable will feed counterclockwise around the pulley. Feed the cable through the 3 roller brackets on its way back to the cam rollers. This cable attaches to the center roller on the cam. You will have to lift the gate cable to get the bonus cable to the center roller on the cam.

### 4. Sliding Gate Cable

The gate cable is the smallest at 8". To replace this cable hook the swivel to the large spring on the gate. Then feed it through the plastic bushing on the motor bracket and attach it to the top roller on the cam.

## CONVERTING VENDING PARTS

1. You can change the vending parts in your machine without removing the vendor from the machine. You will need a step ladder or stool.
2. Remove the lid of the machine.
3. Remove the agitator from the motor shaft above the wheel. This will require an allen wrench.
4. With a 1/2" open end wrench, remove the bell shaped spring above the wheel by loosening the jam nut under the 90 degree bracket and unscrewing the stud from the bracket.
5. Now remove the old wheel with an allen wrench.
6. Attach new wheel as low as possible on the motor shaft.
7. Thread new spring and stud into 90 degree bracket and tighten the jam nut with the stud flush with the top of the bracket. Adjust the bell shaped spring so that it is approximately 1/4" above the wheel. If it is too high, you may get multiple prizes with each vend.
8. Replace the agitator.
9. You should now be ready to vend the new size product. You may have to adjust the game over switch (FUN E. BALL ONLY) to allow a larger or smaller product to travel through it properly.

**For further assistance, please call: 1-800-747-1144**

## INSTALLATION OF ANTI-TIP PLATE

FOR SAFETY PURPOSES PLEASE INSTALL THIS PLATE TO THE MACHINE

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



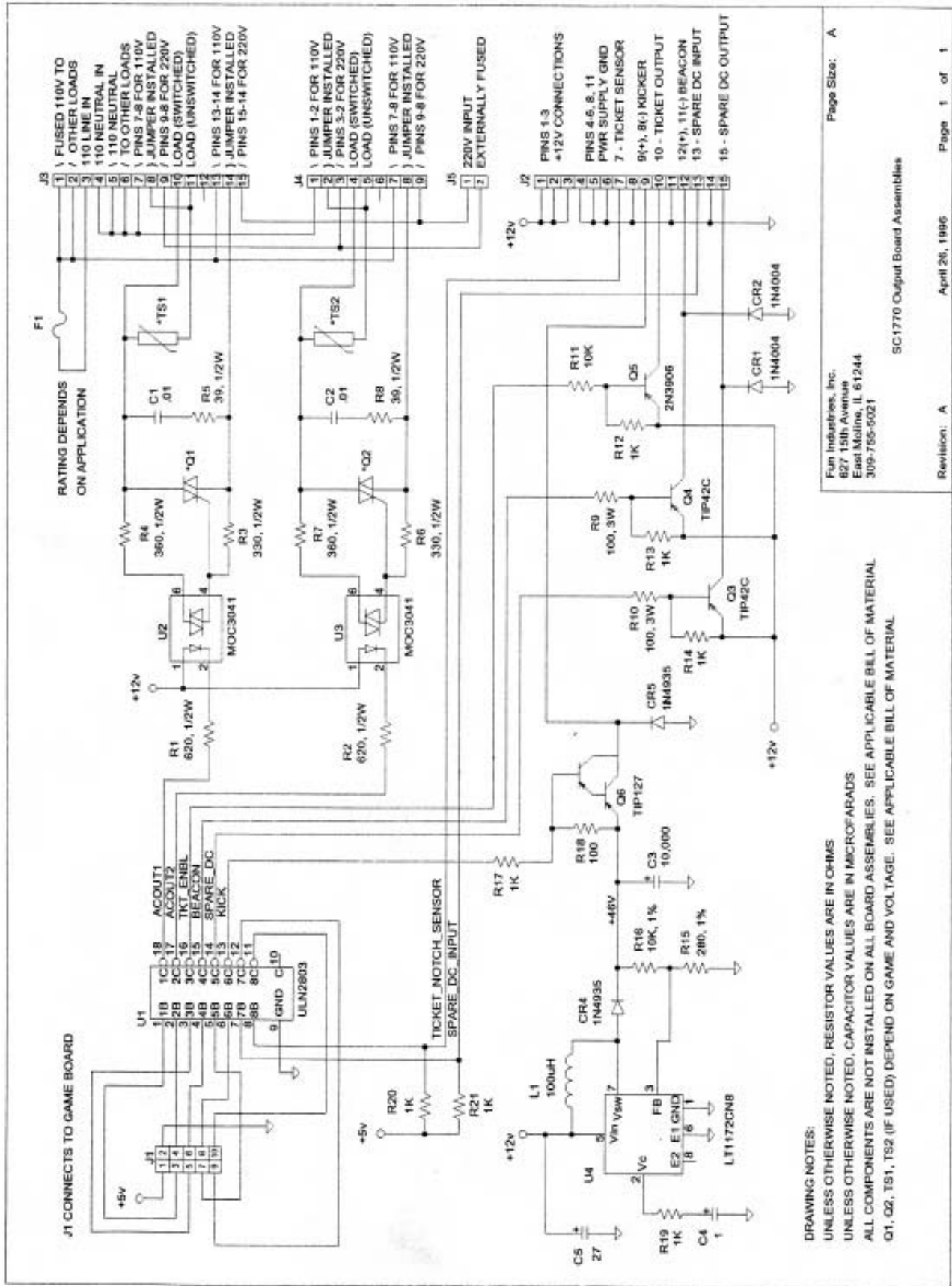
Figure B

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 until machine is at its final location and your playfield has been leveled by adjusting levelers under cabinet and plate has been positioned flush with the floor.**



Figure C

# SC1770



**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

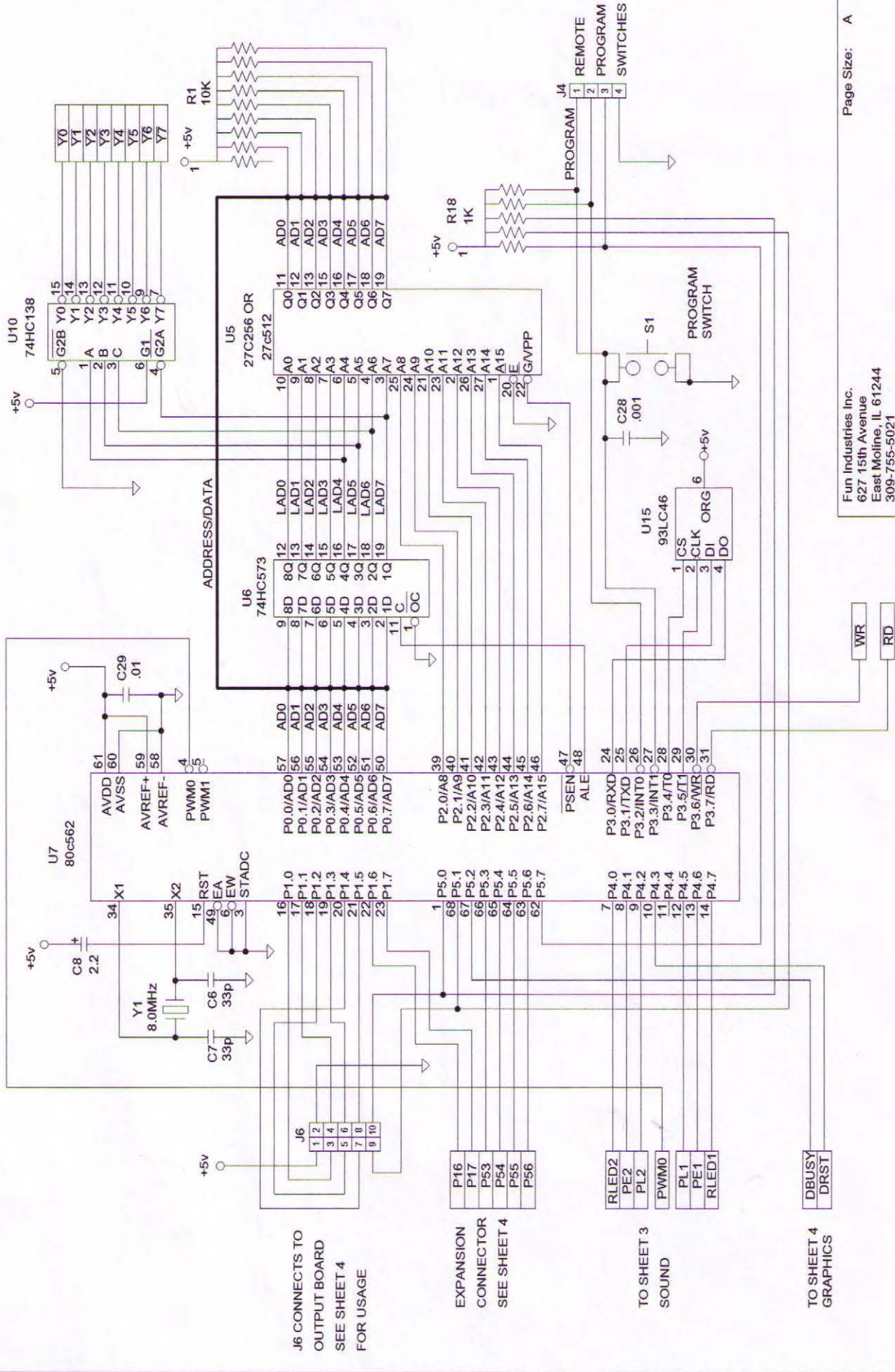
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SC1770 Output Board Assemblies

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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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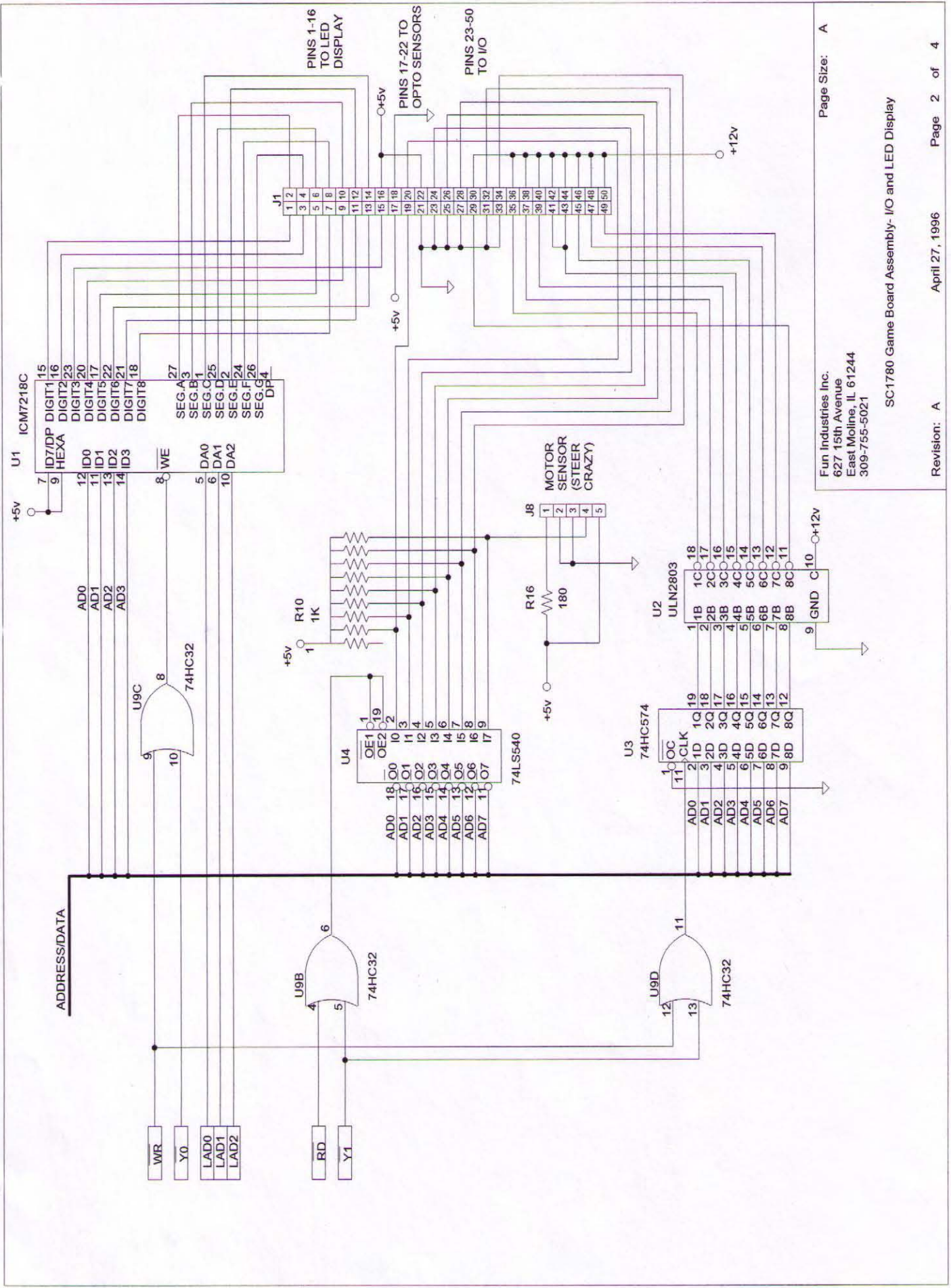
SC1780 Game Board Assembly - Microprocessor Core

Revision: A

April 27, 1996

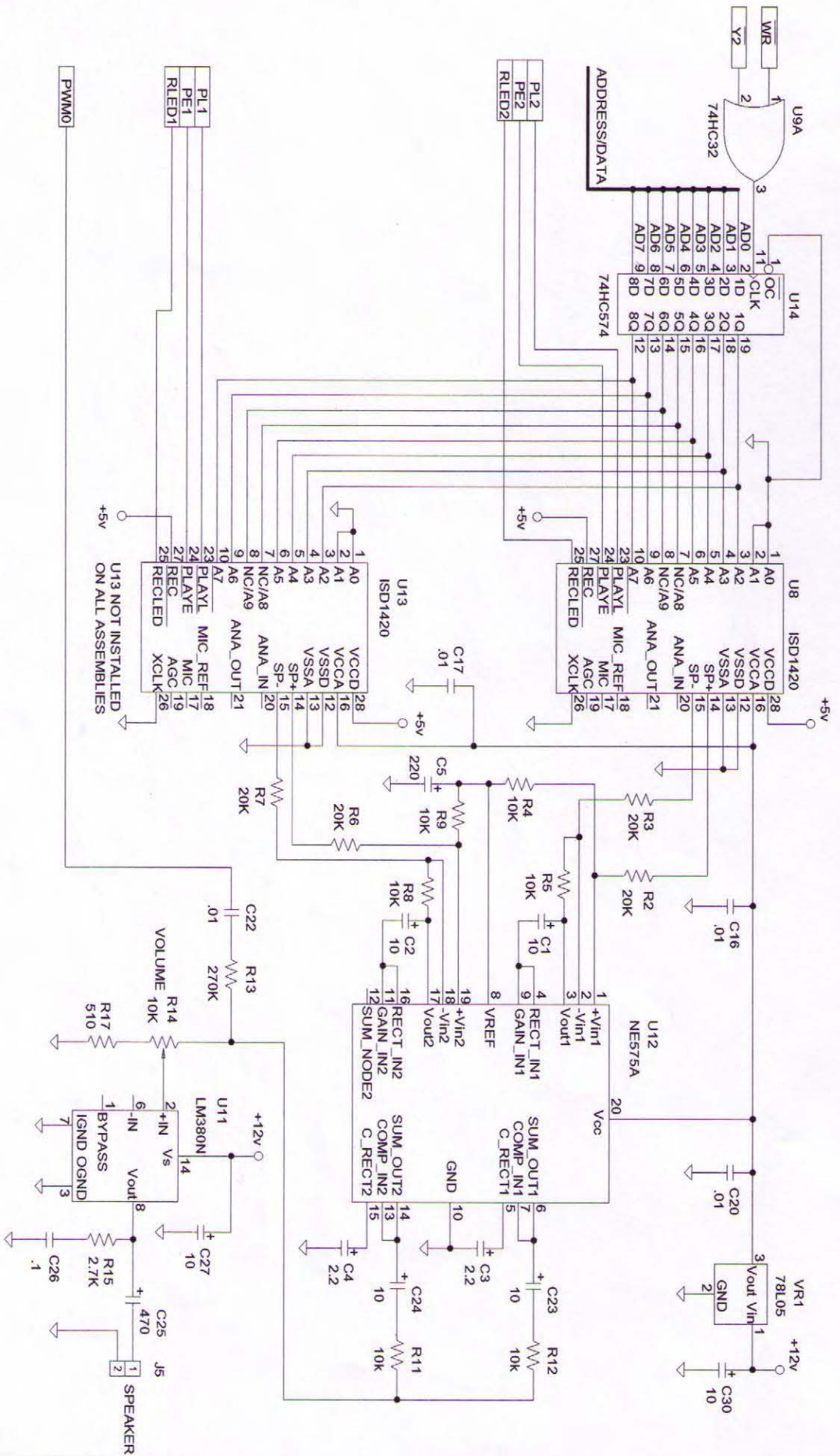
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SC-1780 Game Board Assembly- I/O and LED Display



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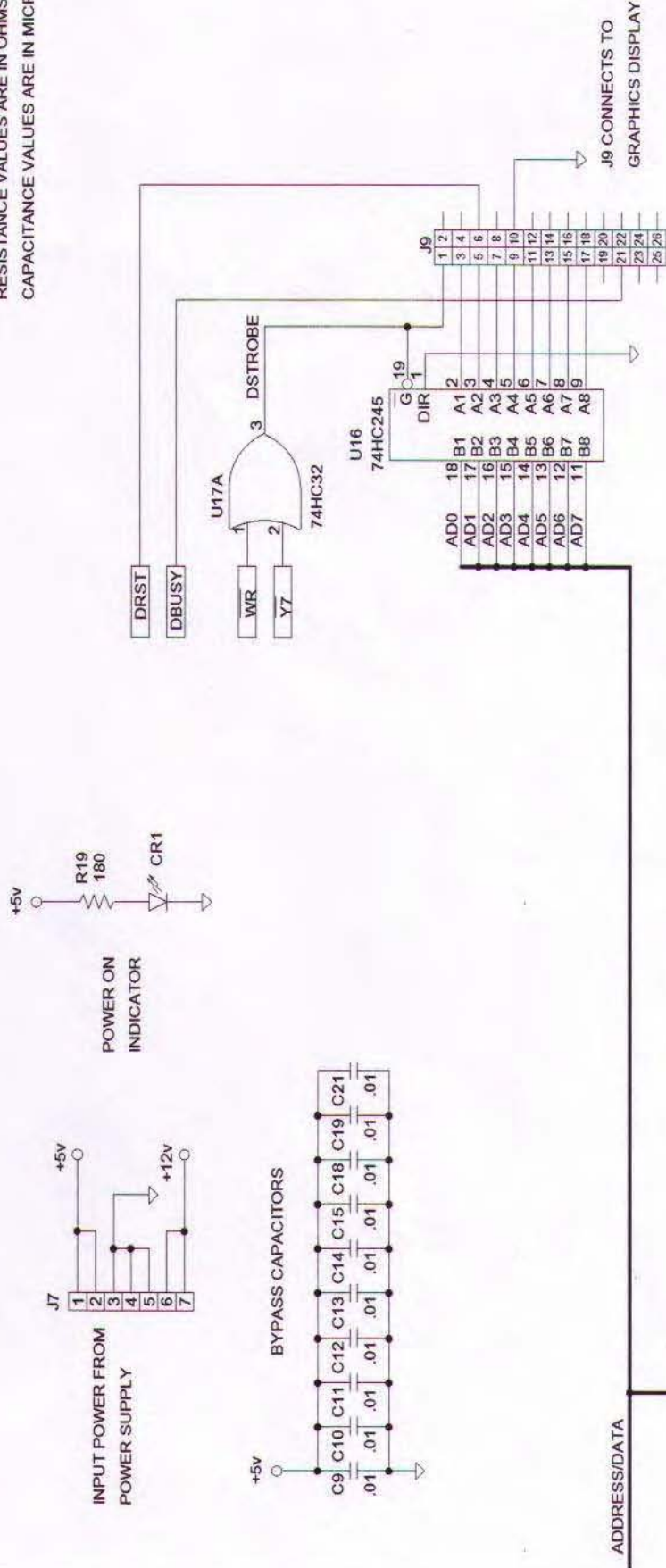
SC1780 Game Board Assembly - Sound Circuitry

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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

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J2 AND J3 PROVIDE CONNECTIONS TO FUTURE EXPANSION DAUGHTERBOARD



## WARRANTY REGULATIONS FOR FUN INDUSTRIES, INC.

All electronic components - including wiring harnesses, buttons, switches, transformers, digital countdowns, electronic eyes, solenoid, and printed circuit boards - are under factory warranty for 120-days, commencing 1-week from factory shipment date for all domestic shipments. If shipment is international, warranty shall commence 21-days after factory shipping.

Warranty will not cover normal wear and tear items such as light bulbs, or mechanical parts such as springs, firing pins, knobs, kicker feet, steering wheels, pedals, seats, cabinets, glass, plexiglass and targets.

All mechanical guns for vending games are warranted for 120-days.

Labor to repair any game is not covered by this warranty.

## RETURN PARTS AND SPARES POLICY

All returned parts must have a RAN # (Return Authorization Number), or they cannot be accepted and credited to your account.

No warranty part will be exchanged for a replacement part until the defective part has been returned to Fun Industries. Advance shipping of warranty replacement parts will not be permitted without prior approval.

All warranty parts, non-warranty parts and spare parts must be paid in full prior to shipping. Open credit is not available for parts replacement. If advanced replacement shipping is pre-approved, payment must be made by a credit card prior to shipping. Upon receipt of the defective part, a credit memo will be issued against the charges placed on the credit card.

It is the responsibility of all customers to prepay shipping charges back to Fun Industries for warranty and non-warranty parts. Fun Industries will pay standard, ground domestic UPS shipping charges when returning warranty parts back to the customer. Shipping charges of non-warranty parts and spare parts are the responsibility of the customer. Customers requesting Overnight Delivery, 2nd Day Service or any other form of special shipping for warranty parts will be responsible for all shipping charges.