



OWNERS MANUAL

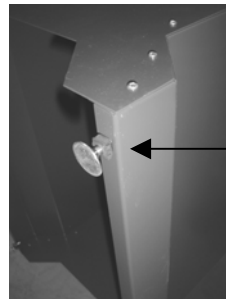
ASSEMBLY

1. Unpack Machine – Hardware package is in the small box with base components.
2. Assemble the machine base (*figure A*) by attaching 1 front/rear panel (*front panel has decal*) to the 2 side panels by standing the side panels on end and fastening the panel to them with (10) #6 phillips head screws provided. Start 1 screw in each panel to help hold the pieces up and then begin fastening the remaining screws. Do not tighten the screws until all 10 have been started and your panels are square with each other. Be careful not to over tighten the screws to avoid stripping the sheet metal hole. Repeat with the remaining front/rear panel.
3. Insert the leveler nuts into the square holes located at the bottom of each side panel. You may need to squeeze each nut with a pair of pliers or tap them with a hammer to get them seated. Insert all 4 levelers (*figure B*). Level machine on location to prevent a chance of tipping making sure to maintain a downward angle toward the front to allow the prize to roll forward to the plunger.

FIG. A

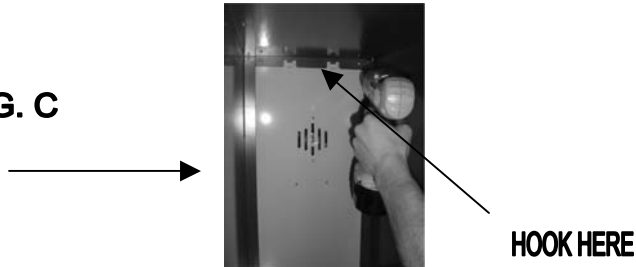


FIG. B



4. Place the top cabinet on its back. Lift the base assembly and hook it into the slots on the bottom of the main cabinet (*figure C*). Align the 4 holes on the base assembly with the 4 holes on the bottom of the main cabinet. Secure the base to the cabinet by fastening with (4) #6 phillips screws provided. Should any holes not align, use the self drilling screws provided. Again, take care not to over tighten.

FIG. C



5. Install the plunger assembly to the front of the cabinet with 4 allen head screws as shown. Make sure the tip of the plunger is above the playfield surface. You may have to loosen the screws and adjust the position of the plunger slightly after testing to “fire” the product into the spiral smoothly.

PLUNGER



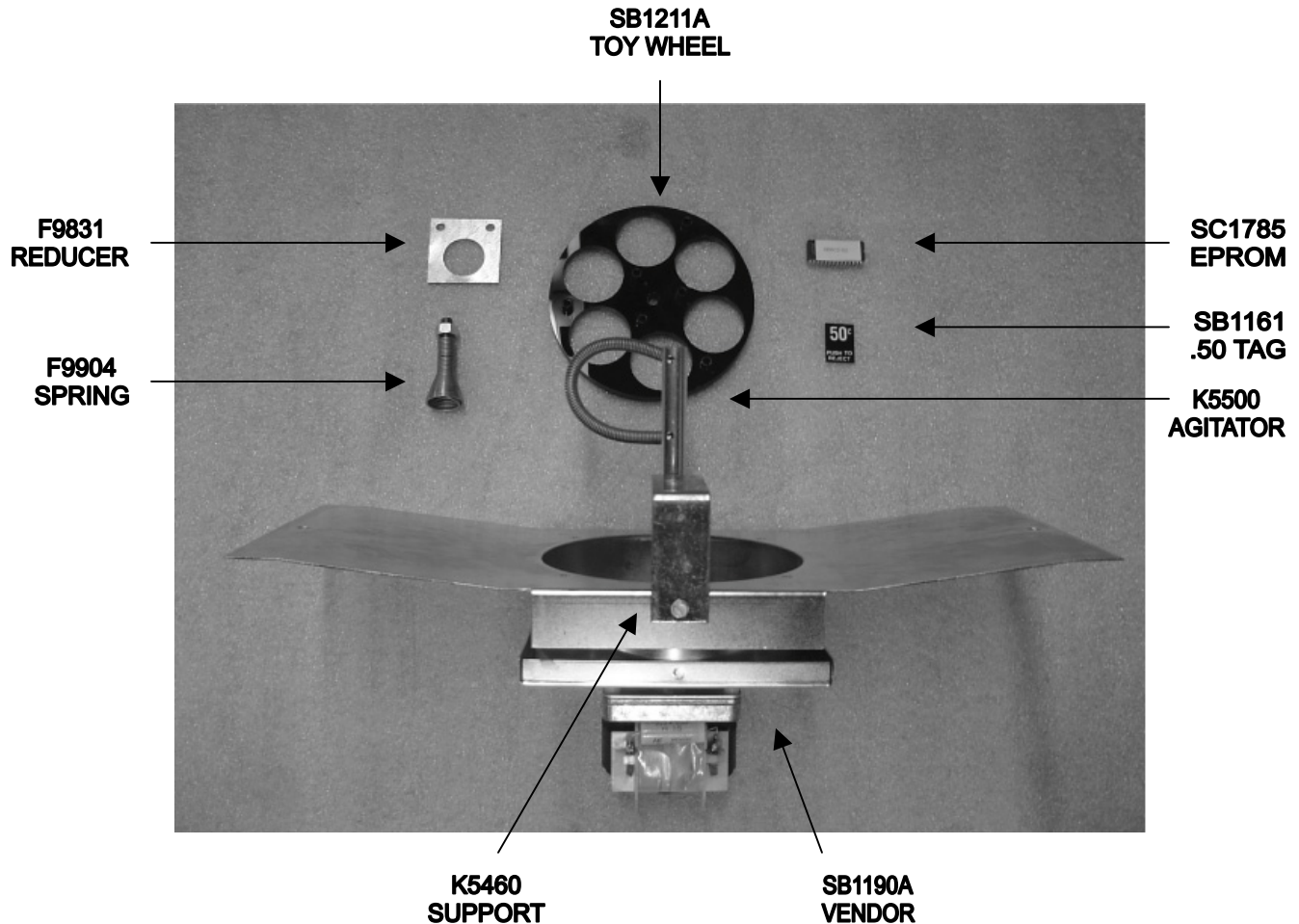
FILL HOPPER WITH PRODUCT

6. Unlock the lid and remove it from the cabinet. Loop-T-Loop is capable of vending 27mm superballs or 32mm plastic Sport balls. Assembly of additional included parts (*see Vending Options page*) may be required to properly vend the product that you desire. Your machine may have been preset at the factory to vend your specific product prior to shipping. Fill the hopper with the correct size product.

TEST MACHINE

7. Plug in the main power cord. Turn the power switch on located at the rear of the machine under the cabinet. Insert 1 coin for 25 cent play or 2 coins for 50 cent play (*25 cent and 50 cent play options require different program eproms as defined on the Vending Options page*). The machine will vend a prize upon coin-up and deposit it in front of the plunger. Pull the plunger back and release it, firing the prize through the spiral maze. If it does not land in the bonus hole, the prize will be dispensed and the game will end. If it does land in the bonus hole, the prize will be dispensed and a free game will commence. This machine incorporates a tilt switch in the rear of the cabinet. If the player tries to lift the cabinet in order to obtain a bonus the game will end and their prize will be dispensed.

VENDING OPTIONS

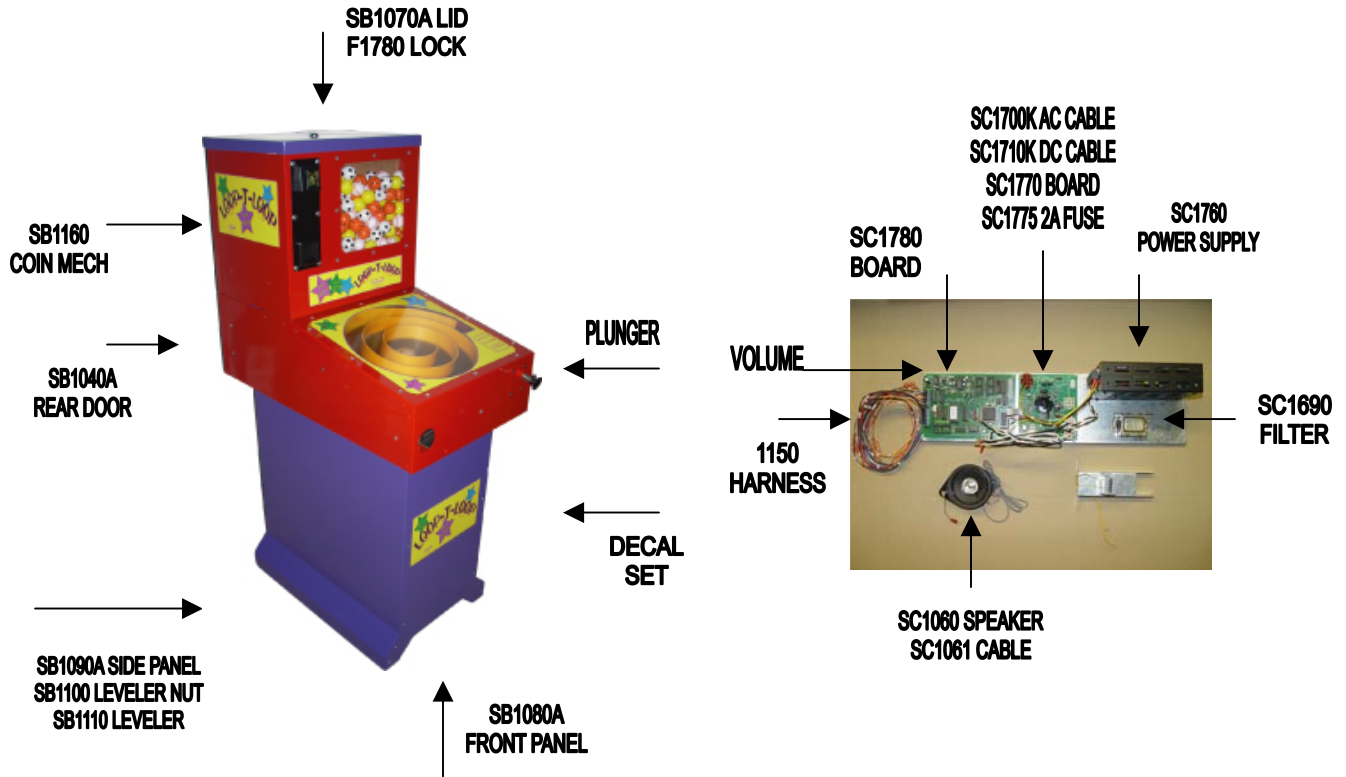


*50 cent play is achieved by changing the (*SC1785*) eprom in socket U5 of the (*SC1780*) main control board.

*27mm super balls require using the (*SB1211*) vending wheel with the smaller holes and the longer (*F9904*) spring/stud assembly attached to the (*K5640*) support bracket. The stud inside the spring should be flush with the top of the bracket and the jam nut tightened under the bracket. The plastic motor shaft spacer rests above the vending wheel and under the agitator shaft.

*32mm Sport Balls require changing to the (*SB1211A*) larger toy vend wheel and changing to the shorter (*F9904*) spring/stud assembly. Use an allen wrench to remove the (*K5500*) agitator and plastic spacer. With a 1/2" open end wrench, remove the existing spring/stud assembly by loosening the jam nut under the (*K5460*) support. Pull the existing wheel out. Slide the plastic spacer and then the toy wheel onto the shaft. Install the new shorter (*F9904*) spring /stud assembly to the support with about 1/4 inch of the stud protruding through the bottom of the support bracket (*K5460*) and tighten the jam nut to the top side of the bracket. Make sure to twist the short spring onto the stud as far as it will go and then reinstall the agitator (*K5500*) to the motor shaft.

REPLACEMENT PARTS



FOR FURTHER ASSISTANCE CONTACT OUR SERVICE DEPARTMENT
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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.

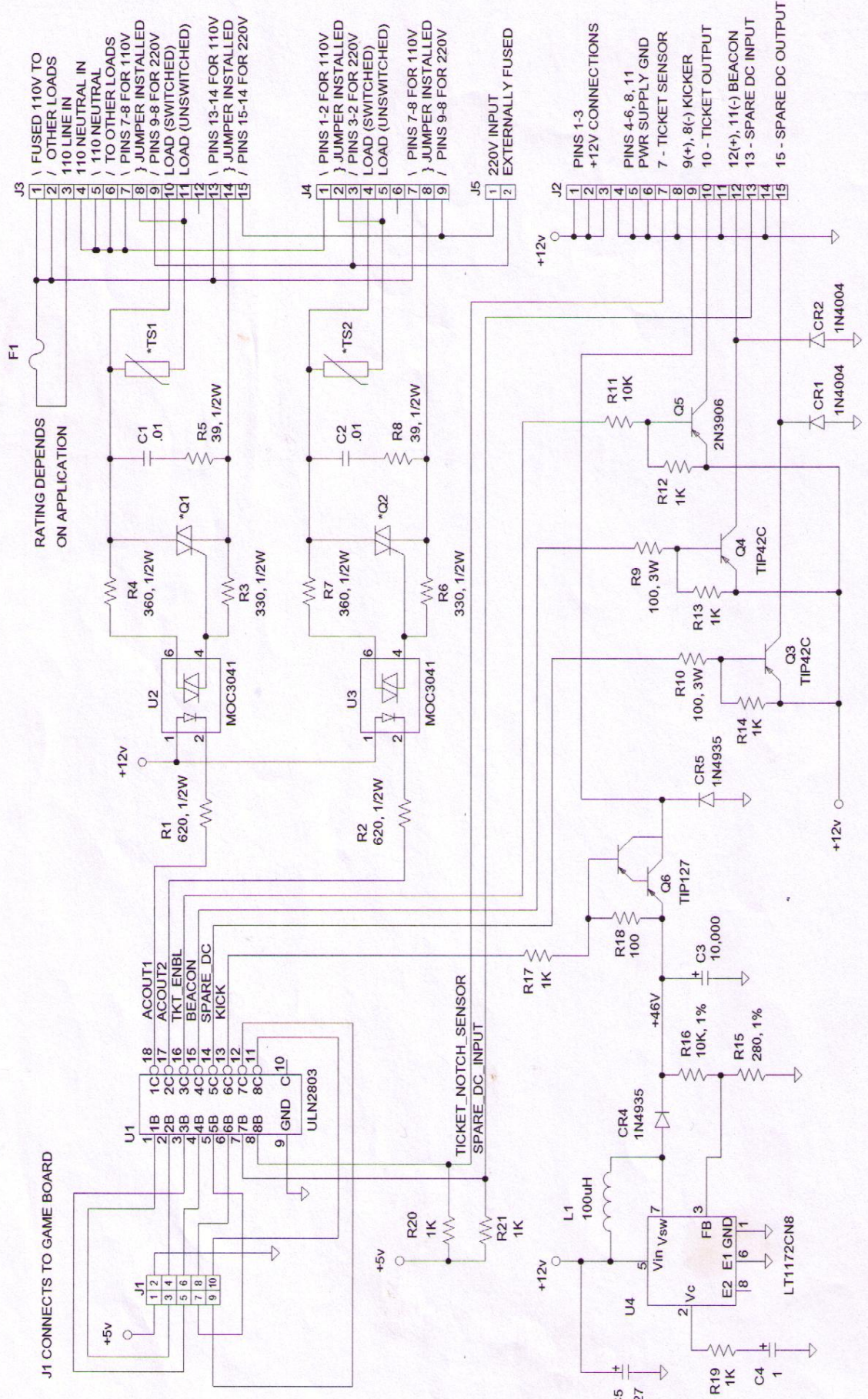
RETURN PARTS AND SPARES POLICY

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.



J1 CONNECTS TO GAME BOARD

RATING DEPENDS ON APPLICATION

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

J4 PINS 1-2 FOR 110V JUMPER INSTALLED
 PINS 3-2 FOR 220V LOAD (SWITCHED)
 LOAD (UNSWITCHED)
 PINS 7-8 FOR 110V JUMPER INSTALLED
 PINS 9-8 FOR 220V

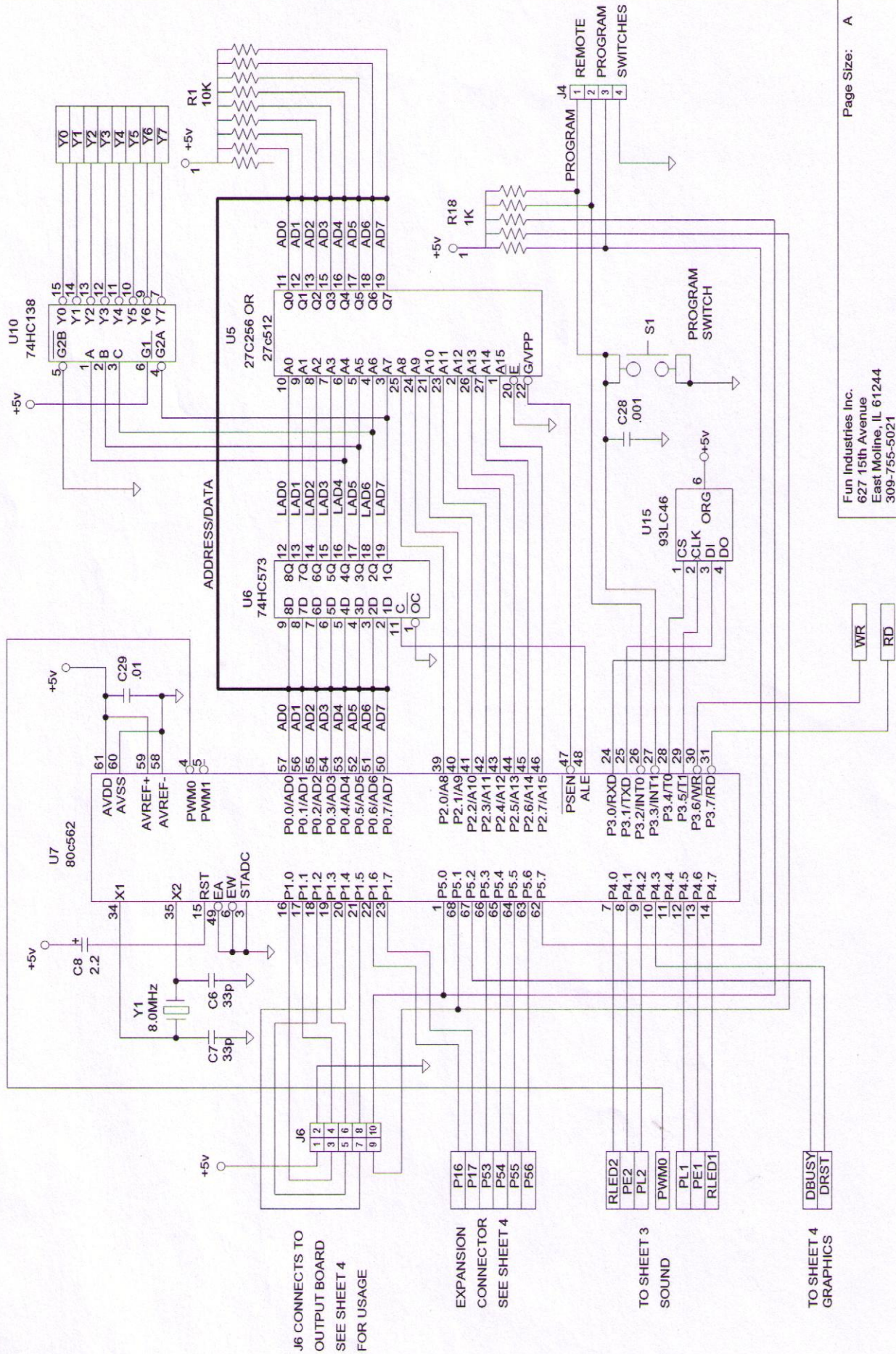
J5 220V INPUT EXTERNALLY FUSED

J2 PINS 1-3 +12V CONNECTIONS
 PINS 4-6, 8, 11 PWR SUPPLY GND
 7 - TICKET SENSOR
 9(+), 8(-) KICKER
 10 - TICKET OUTPUT
 12(+), 11(-) BEACON
 13 - SPARE DC INPUT
 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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SC1770 Output Board Assemblies



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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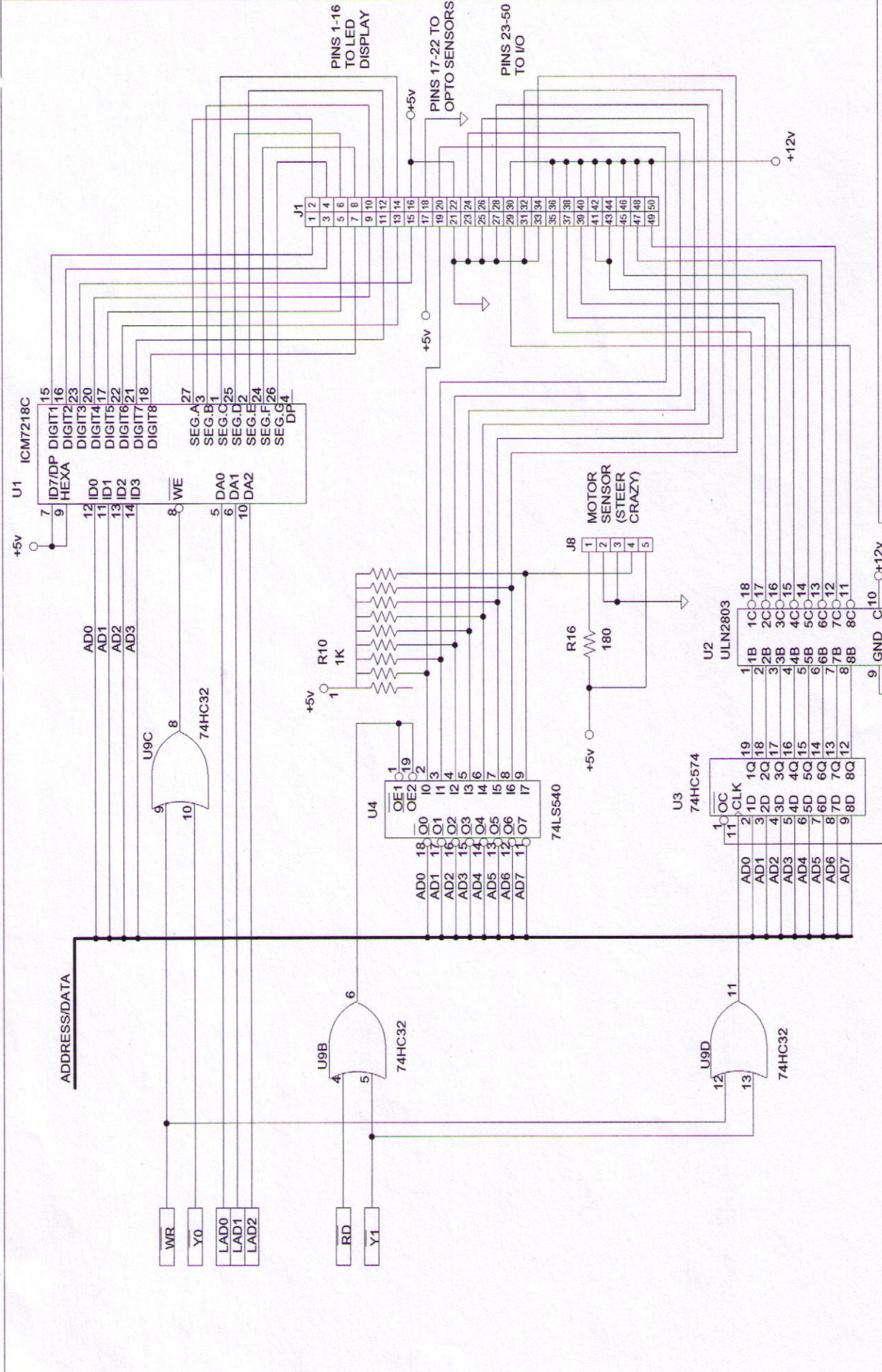
SC1780 Game Board Assembly - Microprocessor Core

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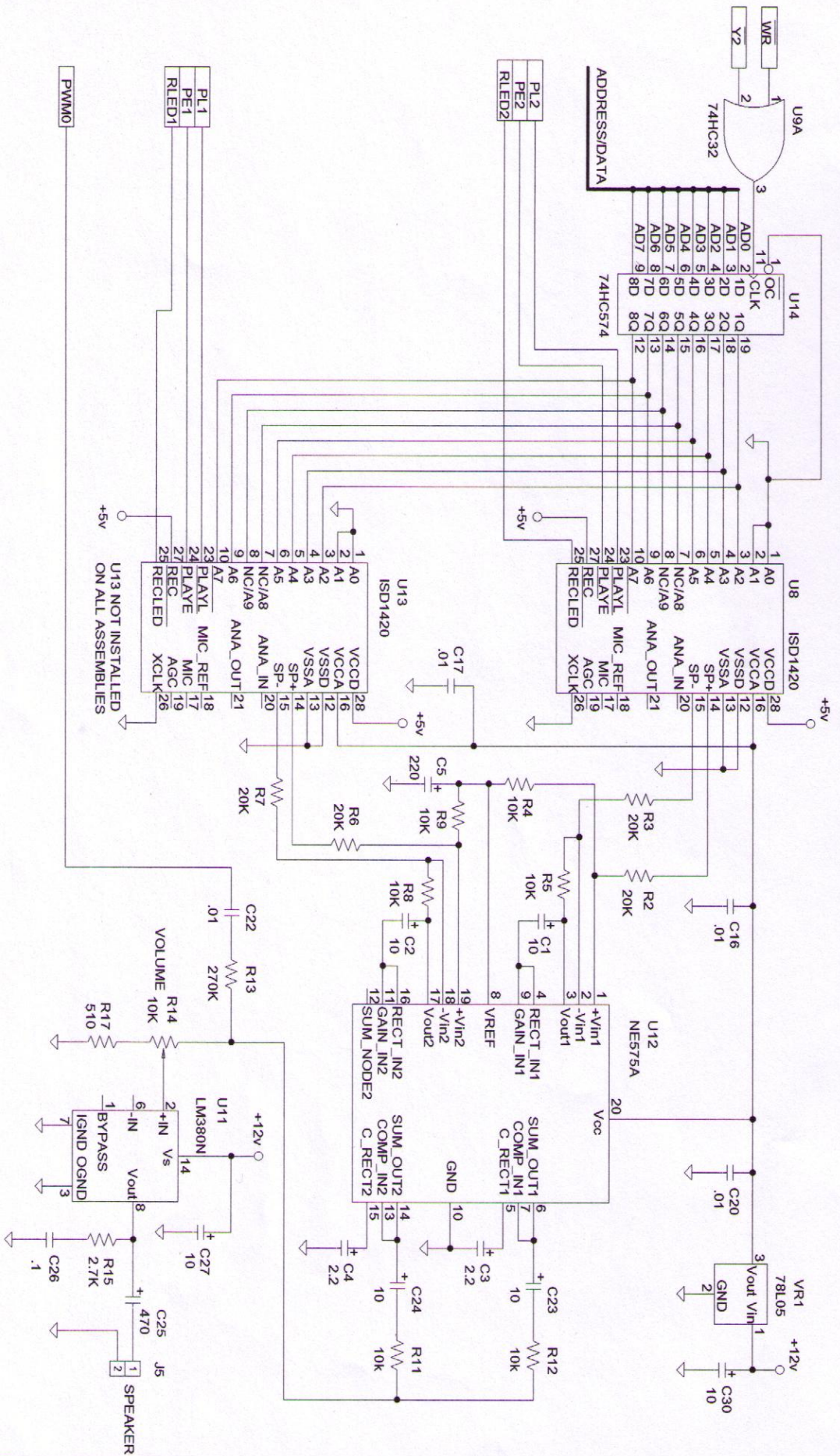


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SC1780 Game Board Assembly- I/O and LED Display

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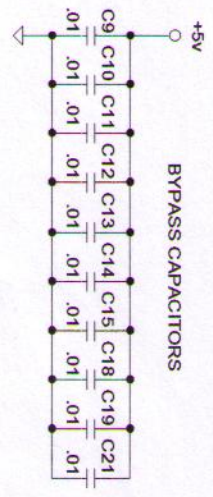
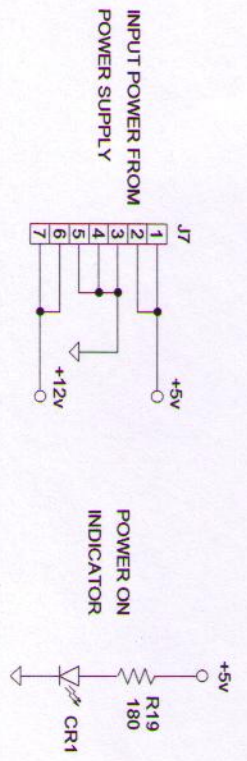
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SC1780 Game Board Assembly - Sound Circuitry

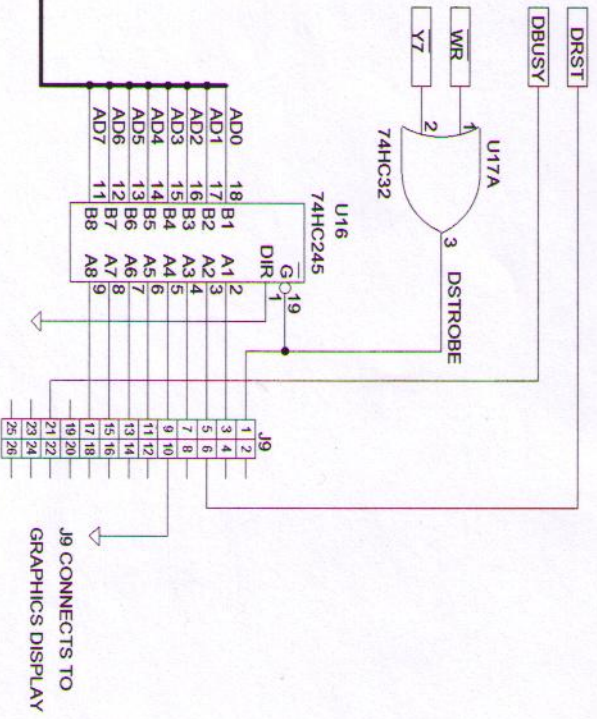
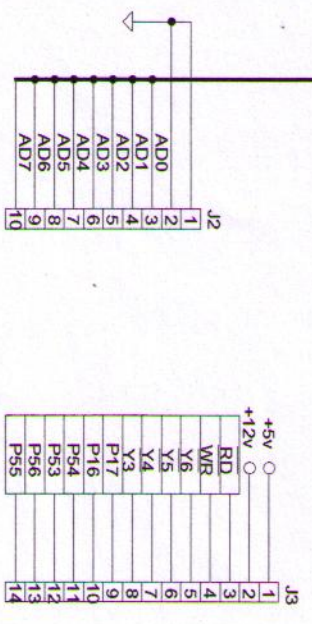
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ADDRESS/DATA



J2 AND J3 PROVIDE CONNECTIONS TO FUTURE EXPANSION DAUGHTERBOARD

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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SC17780 Game Board Assembly - Power, Graphics, Expansion Connector