

21" wide X 20" deep  
68" high 180 lbs.

WIN PRIZES  
**POP FLY**

- Vends superballs, candy, gum or capsules
- Consistent, long term revenue
- Realistic sound effects
- Digital scoring
- Optional prize vend settings
- Large vend capacity
- Winner play options: bonus play, free play, extended play

CONSISTENT MONEY MAKER



Pop Fly will earn you consistent revenue in a small floorpace. Pop Fly is great for pizza restaurants, sports bars, family arcades, roller rinks, bowling centers, laundromats, grocery stores, etc.

Twist knob to catch the ball after it falls through the pins. Score points with each catch. Prizes vend at any point value, including prize everytime at coin up.

**FUN**  
INDUSTRIES INC.

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www.funindustries.com

CATCH THE POP FLY

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1-800-747-1144

# POP FLY SET UP INSTRUCTIONS

CONTENTS: Game Machine, Set up Manual, Warranty Information, Vending Product (Optional)

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- STEP 1: Visual Inspection. Inspect cabinet and wiring for any damages that may have occurred in shipment of your machine.
- STEP 2: Check compatibility of the product to the settings of the vending mechanism and vending chute as explained in Vending Options Sheet.
- STEP 3: Fill hopper with product. Unlock the top lid lock and fill hopper being careful to look for foreign objects or broken pieces of product that may lead to a jam in the vending mechanism or elsewhere.
- STEP 4: Power-up. Plug the machine in and turn it on. A toggle switch is located at the rear of the machine.
- STEP 5: Check Program Options. Your machine is set at a specific program for vend and play options at our factory. To check or reprogram your machine refer to the "Programming Options" sheet provided.
- STEP 6: Enjoy your profits. This requires no manual or instructions.

**FOR ASSISTANCE PLEASE CALL**

**1-800-747-1144**

# POP FLY OPERATION

- LOCATION:** Entertainment Centers, Pizza Parlors, Skating Rinks, Bowling Alleys, Convenience Stores, Cinemas, Truck Stops, Coin Laundries, Tourist Attractions, and Family Restaurants.
- CUSTOMER:** Fun for all ages, but most important is the Pop Fly fills two very critical voids now in the industry. First is the age group between 5 and 12 years of age, second is girls. You may laugh, but who has the best chance of getting in mom and dad's pocket for quarters. What do you offer for this group??
- OBJECT:** Pop Fly, simple but challenging. Ball is hit to top of playfield and falls through a series of pins (similar to Pachinco). The baseball player is moved from left to right trying to determine where the ball will fall. Catch the ball, drop it in the hopper and you score 100 points.
- SCORING:** For each ball you catch the electronic score board registers 100 points. You select 5 - 30 balls per play.
- EXTENDED PLAY:** Select extended playing bonus of 5 - 30 balls at 30 playing levels.
- PRIZE EVERYTIME:** Every quarter played will vend a prize (superballs, jawbreakers, gum, capsules.) Score 700 points and receive a second prize (this number can be programmed in the field to higher or lower numbers - see instructon manual).
- CHALLENGE:** The Pop Fly is very addictve. The higher the score, the harder the customer tries to beat it. Several players will compete to get the highest score.

# PROGRAMMING OPTIONS

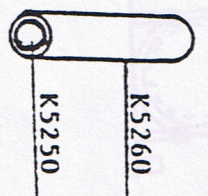
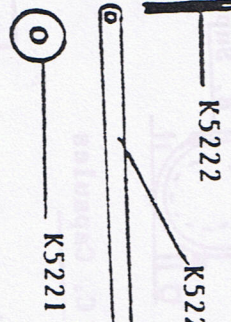
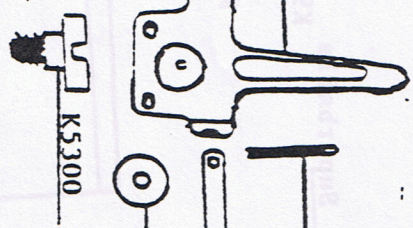
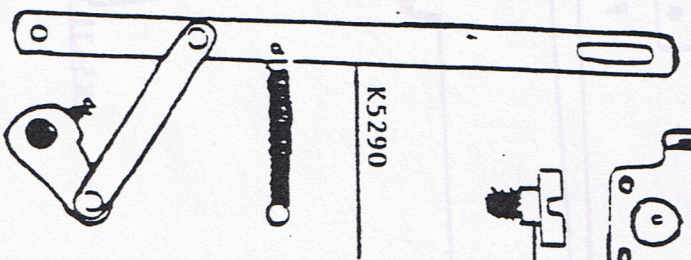
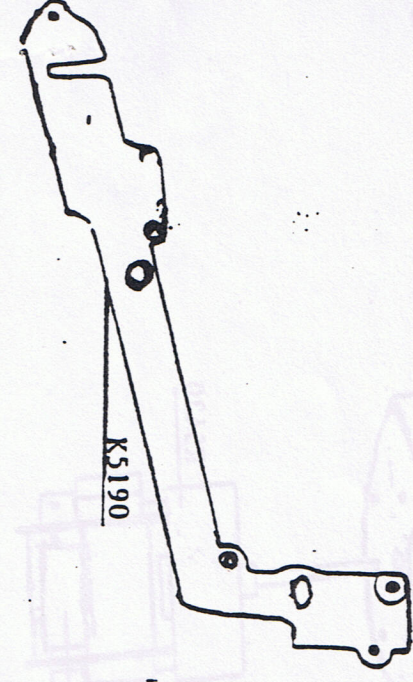
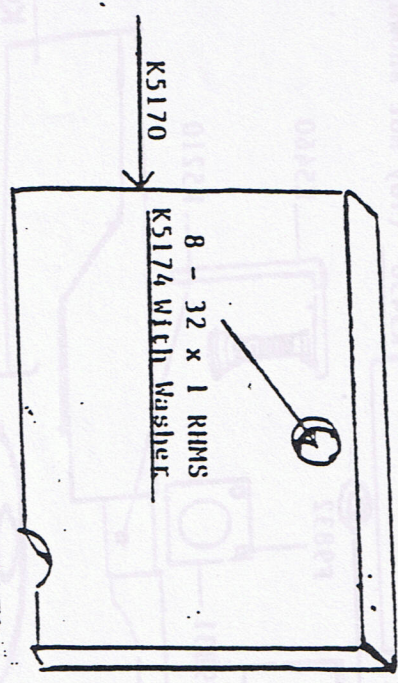
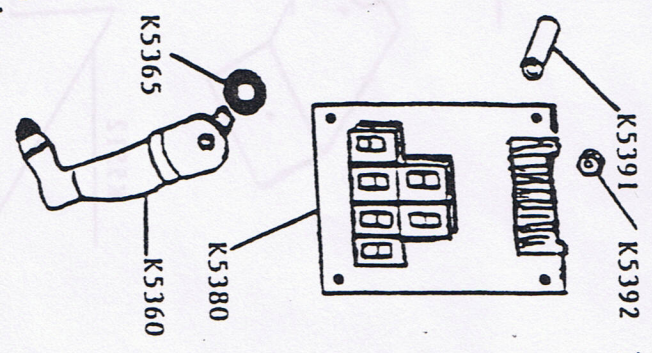
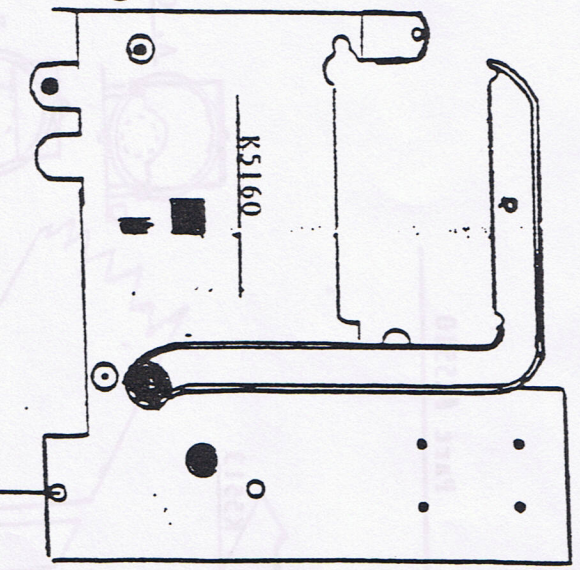
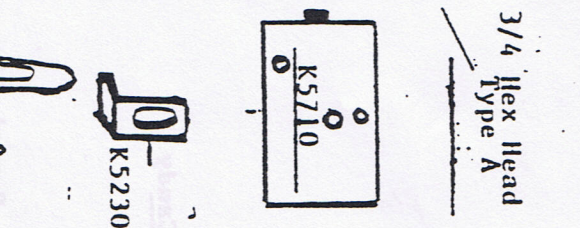
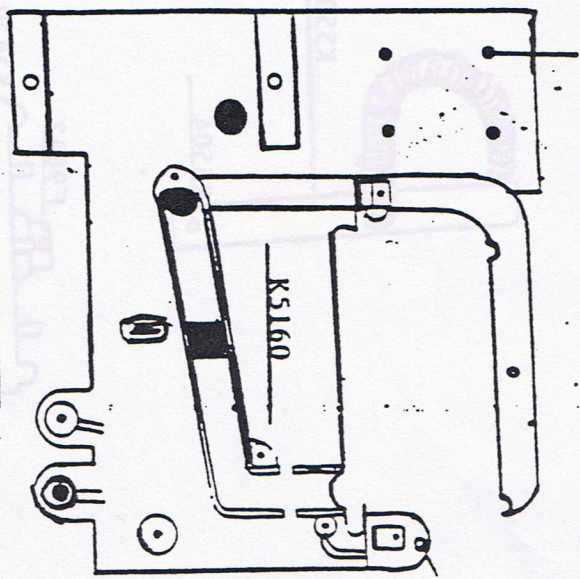
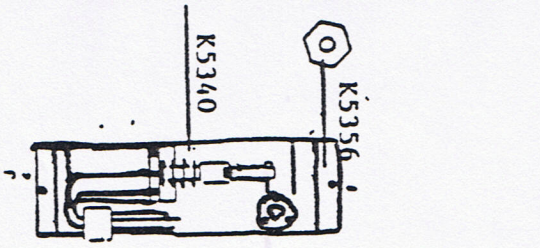
To display or change the present programming options, press the program button on the main control board or use remote program switch located inside front coin door. Use the right hit switch to increment through the options and the left hit switch to change the value. The option number is shown on the top two digits of the display and the value of that option is shown on the bottom four digits of the display. To default to the factory program, hold the program switch while turning on the power. This will cause all the values to return to factory settings.

The following is a list of options and their default values:

<u>OPTION</u>	<u>DEFAULT</u>	<u>DESCRIPTION</u>
1	9975	This is the coin counter which displays the number of coins registered in the machine.
2	9975	This is the prize counter, which displays the number of prizes dispensed.
3	10	This is the number of starting balls per game. It can be varied in increments of 5 up to a maximum of 30.
4	500	A score equaling or exceeding this value will increment the number of balls remaining by the value specified in option #4. This value can be varied from 0 to 3000 in increments of 100.
5	5	This is the number of extra balls received upon reaching the score set in option #3. This value varies from 0 to 25 in increments of 1.
6	0	This is the score at which the first prize will be vended. This value can be from 0 to 3000 in increments of 100.
7	700	This is the score at which the second prize will be vended. This value can be from 0 to 5500 in increments of 100.
8	5500	A prize will be vended at any multiple of this value. It can be from 0 to 5500 in increments of 100.
9	5500	When the score reaches or exceeds this value, a free game will be given at the finish of the present game. This value can be varied from 0 to 5500 in increments of 100.
10	1	This is the number of coins required to start a new game. The value can range from 0 to 8 in increments of 1.
11	750	This is the sound "ON" time for a new game, or at any time a prize is dispensed. A value of 1000 is equal to 1 second. This value can range from 0 to 2000 in increments of 250.
12	250	This is the sound "ON" time for a ball caught. A value of 1000 is equal to 1 second. This value can range from 0 to 2000 in increments of 250.
13	30	This is the amount of time the ball solenoid is activated. This value ranges from 0 to 60 in increments of 2. The value is in milliseconds and should normally not require changing.
14	2000	This is the motor pause time during prize dispensing. It allows time to detect a prize. This value ranges from 0 to 3000 in increments of 100.
15	30	Game Time Out. The game will automatically reset for a new game after the amount of time programmed expires.

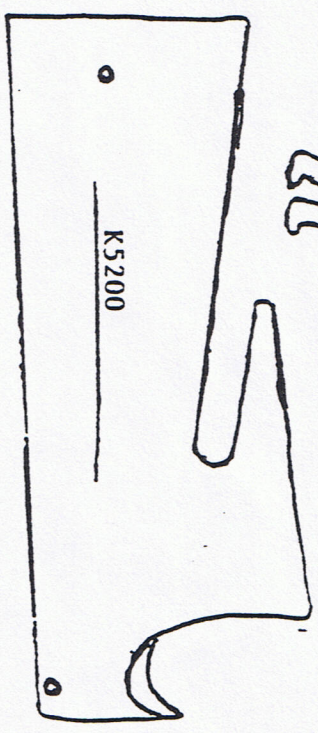
K5390 6 - 32 x 1 RHMS

Part #5150



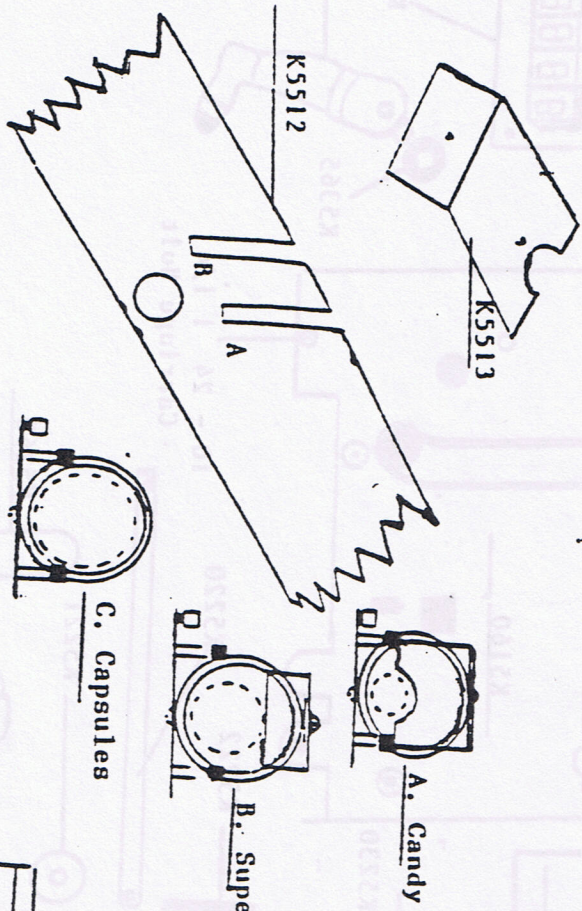
10 - 24 1 1/4 Carriage Bolt

8 - 32 x 1 7/8 RHMS With Lock Washer

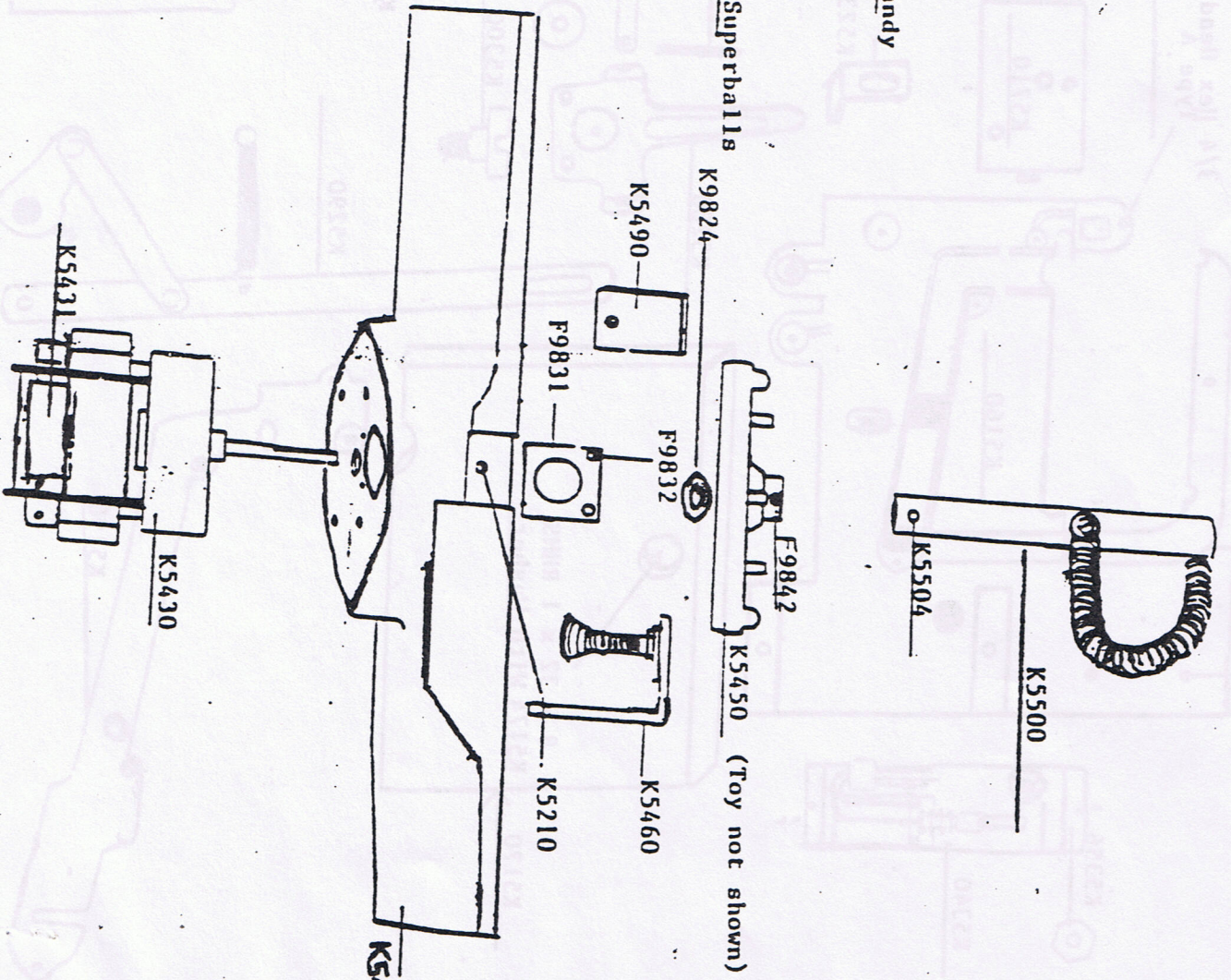


\*\*ALL OTHER SCREWS ARE 8 - 32 x 1/2 SELF TAP\*\*

Part #K5510



Part #K5400



# VENDING OPTIONS FOR POP FLY

**\*SEE ILLUSTRATIONS ON PREVIOUS PAGE**

- 1. Superballs:** Superballs are standard product in this machine. They are vended by using a six holed wheel K5450 with the full opening in the bottom of the casting. A top support arm K5460 is required with a 2 inch stud through a 2 1/4 inch spring. This is located over the vending wheel and is held by a screw on the front side of the casting. An agitator K5500 is also required for proper feeding of the superballs. This is slid on top of the motor shaft and fastened with 2 set screws. A single vend tab K5513 must also be installed in the left slot of the vend tube K5512 directly above the photo detector. This tab must be painted flat black. This reduces glare inside the detection area. The tab is placed with the short bend inside the tube. SEE ILLUSTRATION B.
- 2. 1800-2000CT Candy:** Candy is vended with a 1 inch hole tab F9831 that is fastened directly over the vending hole under wheel. Two holes are provided for easy installation. Candy is vended by using the same six holed wheel K5450 as above and the same support assembly K5460 as above. An agitator K5500 is also required on the shaft of the motor. The single vend tab on the vend tube must now be installed in the right slot with the long bend inside the tube. SEE ILLUSTRATION A.
- 3. Toy Capsules:** Capsules are vended without a tab K5513 in the vend tube SEE ILLUSTRATION C nor a 1 inch hole tab F9831 in the base of the vend casting. This allows clear passage for the larger product. A six-spoked wheel K5470 is now used on the motor shaft with a smaller top support assembly consisting of a 1 inch stud through a 1 3/4 inch spring and fastened again to the front of a casting. No agitator is required when vending capsules.



## 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 domestics 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.