

Steer Crazy II

Fast play... Progressive Jackpot...
A sure-fire winner for any redemption center.



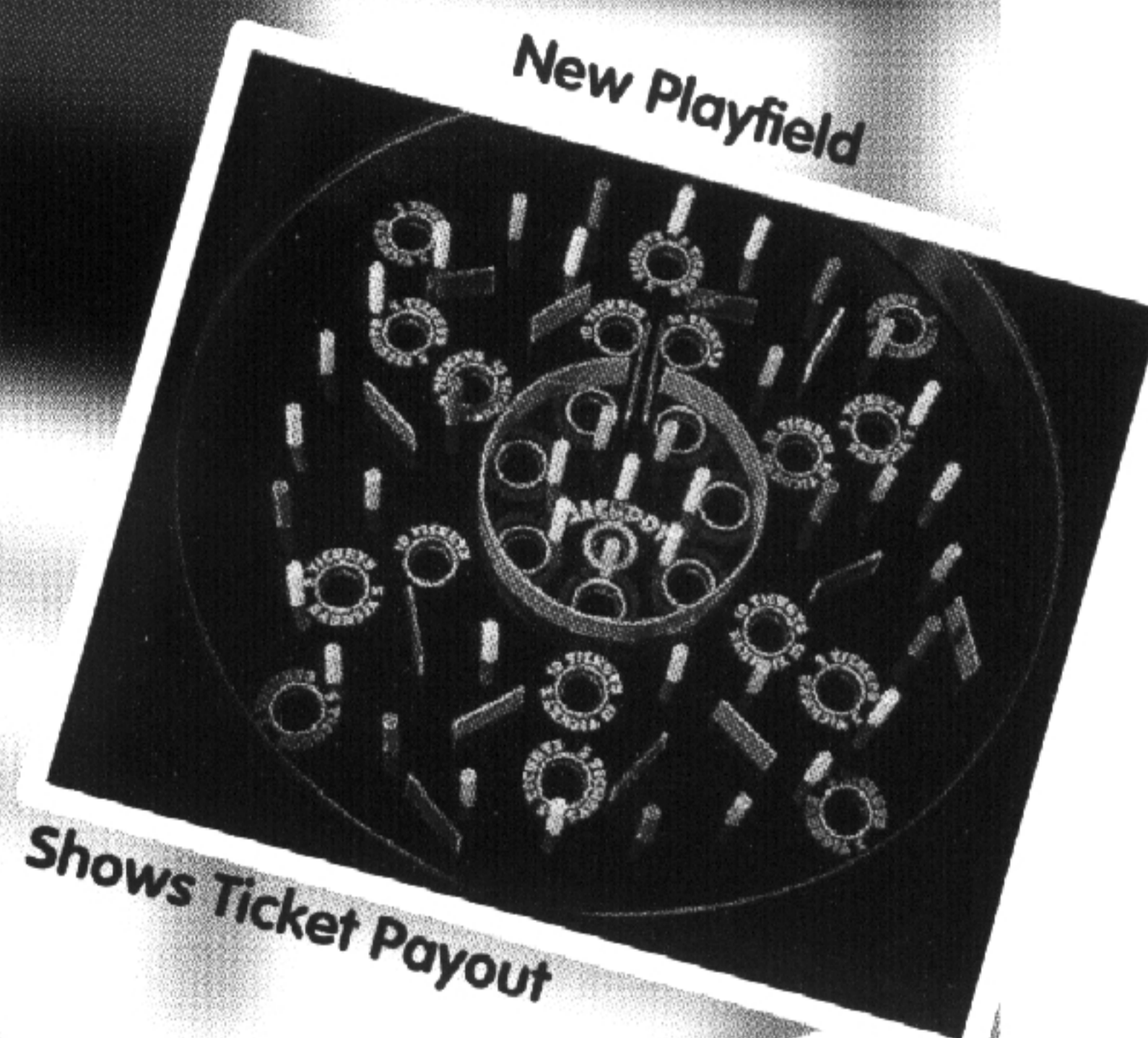
Features

- New quick play for big revenue
- New progressive Jackpot
- Bright neon colors
- Holds 6000 front loaded tickets
- Optional neon sign
- Optional seat
- Great sound effects
- Programmable jackpot
- Digital accounting
- Heavy-duty cabinet

You're Fun Center will truly love Steer Crazy II's new progressive jackpot. Steer Crazy II's fast action and high ticket payout will make it a consistent redemption winner. Steer Crazy II's dramatic neon color and proven steering wheel action will attract a wide demographic age range.

Earn big with Steer Crazy II.

28"W x 48"L x 60"H / 330 lbs.
30"W x 50"L x 65"H / 350 lbs. (shipping wt. & dim.)



FUN
INDUSTRIES INC.

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STEER CRAZY II

OWNERS MANUAL



1. After removing your machine from its shipping container, find the door keys located in the coin return on the coin mechanism. You should have keys for the coin mech and coin box, as well as keys for the ticket dispenser door and rear cabinet door. Determine which keys fit which locks.

2. Open the rear cabinet door and remove the wooden machine base components as well as the (optional) neon sign. If you did not order the optional neon sign, you should have a plastic "Steer Crazy II" sign. This will be attached later. After removing the loose components inside the machine, locate and remove the screws on the cabinet floor holding the machine to its pallet. Now carefully slide the machine off of its pallet.

3. Now it is time to assemble the base pedestal for the machine. Each base consists of 5 pieces of plywood. Each piece has a number or letter that will match up with the connecting piece (A to A, B to B, etc.). With the screws provided, assemble the pedestal by locating the pre-drilled holes and screwing 2 screws into each seam.

Notice the leveler acceptors that have been pre-attached. Locate the levelers provided and screw them into the acceptors as far as they will go. When the pedestal has been completely assembled, you are now ready to place it under the machine. With the machine at its final resting location, have an assistant help you lift the front of the game up and slide the base half way under the machine. **The levelers should be towards the rear of the game!** Once the base is half way under the machine, gently set the machine back down and slide it all the way on the pedestal. Now screw the "Steer Crazy II" plastic sign (or optional neon sign) to the top of the machine with the hardware provided.

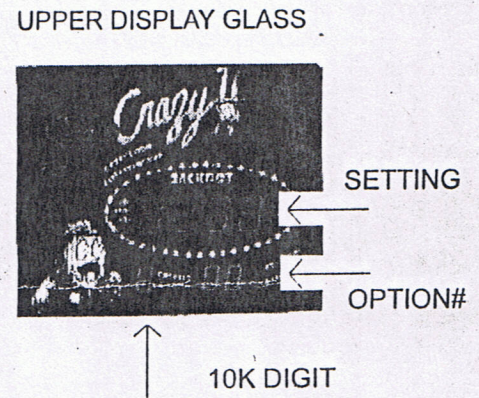
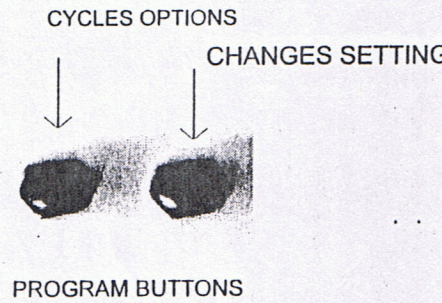
4. Now locate the main power cord in the rear of the cabinet. Route it to your power source and plug it in. Notice the notch in the cabinet where the power cord should rest. Make sure the knot in the cord is inside of the cabinet. This will prevent it from being pulled out of the machine. With the power cord plugged in, locate the main power switch that is recessed under the *front upper* display glass on the left side. Turn the switch on and your machine should power up. You are now ready to check that the program settings are what you desire. The following pages will help you with the programming and troubleshooting of your machine.

SETTING THE PROGRAM

Your machine is programmed from the front coin door. Open the door and locate the 2 push-buttons mounted to the rear of the coin box. The left button cycles you through the program options and the right button changes the setting. The option number and settings are read by viewing the displays on the front glass. The option number is shown on the bottom right side digits and the setting for each option is shown on the large display digits.

For example; when you are checking the coin counter, you would open the coin door and push the left program button once. The bottom right side digits should read "01" and the large display digits read "1234". This would mean that your machine has taken in 1234 coins, assuming the counter was at zero to start with. **Note: The bottom left digit will display the 10K digit for any program reading that would require 5 digits.**

Each time you press the left program button you will see the option number change on the bottom right digits. This machine currently has 10 program options. Once you cycle past option #10, the machine will go back to "normal play" mode. Another example might be that you want to change the machine from 1 coin per play to 2 coins. *Note: Your machine is provided with extra decals for changing the coins per play up to 5 coins (see "Removing Glass").* Push the left program button until option #3 is displayed on the bottom right digits, then push the right program button until the setting on the large digits reads 2. All program options are defined below.



<u>Option#</u>	<u>Description</u>	<u>Factory Setting</u>	<u>Minimum</u>	<u>Maximum</u>	<u>Increments by</u>
1	Coin Counter	n/a	0	50,000	n/a
2	Ticket Counter	n/a	0	50,000	n/a
3	Coins Required	1	1	5	1
4	Tickets just for playing	0	0	5	1
5	Starting Bonus payout	200	25	1000	25
6	Bonus increment per play	1	1	5	1
7	Maximum Bonus	2000	500	9999	500
8	Maximum tickets game dispenses	300	100	1000	25
9	Game Play Timer	30	15	90	5
10	Attract sound (1=on,0=off)	1	0	1	1

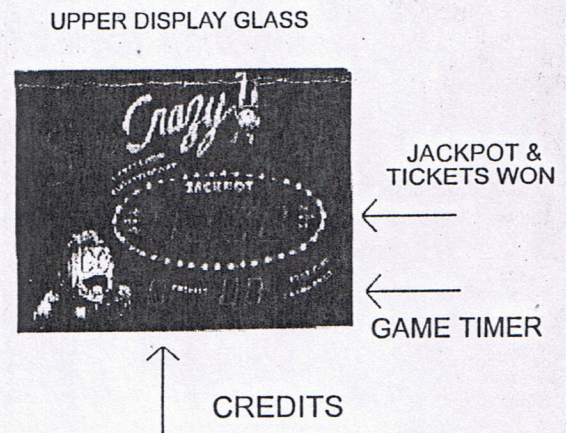
INSTALLING TICKETS

To install tickets into your Steer Crazy II, open the front ticket door and observe the ticket bin mounted on the floor of the game. Lean the bin towards the front of the game and remove through the door. Fill the bin with up to 6000 tickets. Then reinsert the bin through the door and mount it back on its cradle. Now you must feed the first tickets into the rear of the dispenser. *Note the auto-feed button located on the side of the dispenser. This helps you to get the tickets to the dispenser opening.* Once the bin is full and tickets have been fed to the dispenser, shut and lock the ticket door.

BASIC GAME OPERATION

Steer Crazy II is a fast play redemption machine that is sure to make your customers "Steer Crazy". This game has a progressive "Jackpot" that increases with each play. The jackpot total is always shown on the large display while the machine is idle. The basic concept of the game is to get the playball into the center hole of the playwheel for maximum ticket payout.

To play the game, first insert the required amount of coins. Extra credits will be displayed on the lower left segment of the upper glass. Once coined-up the machine will fire a ball into the playfield. Notice the game timer counting down on the lower right display. With the steering wheel, try to get the ball into the "Jackpot" hole at the center of the playwheel. Once the ball has dropped off of the playwheel, the amount of tickets won will be dispensed. *Note: The game will not proceed to the next credit until all tickets won on the previous play have been dispensed.* If the amount of tickets won is greater than your preprogrammed maximum number to dispense, the call attendant light will be turned on and the amount of tickets owed to the player will be displayed on the large upper display. *This same situation would also occur if your dispenser were to run out of tickets.* Once the player has been paid or the ticket bin refilled, turn the power off and back on to reset the machine.



STEER CRAZY II TROUBLESHOOTING

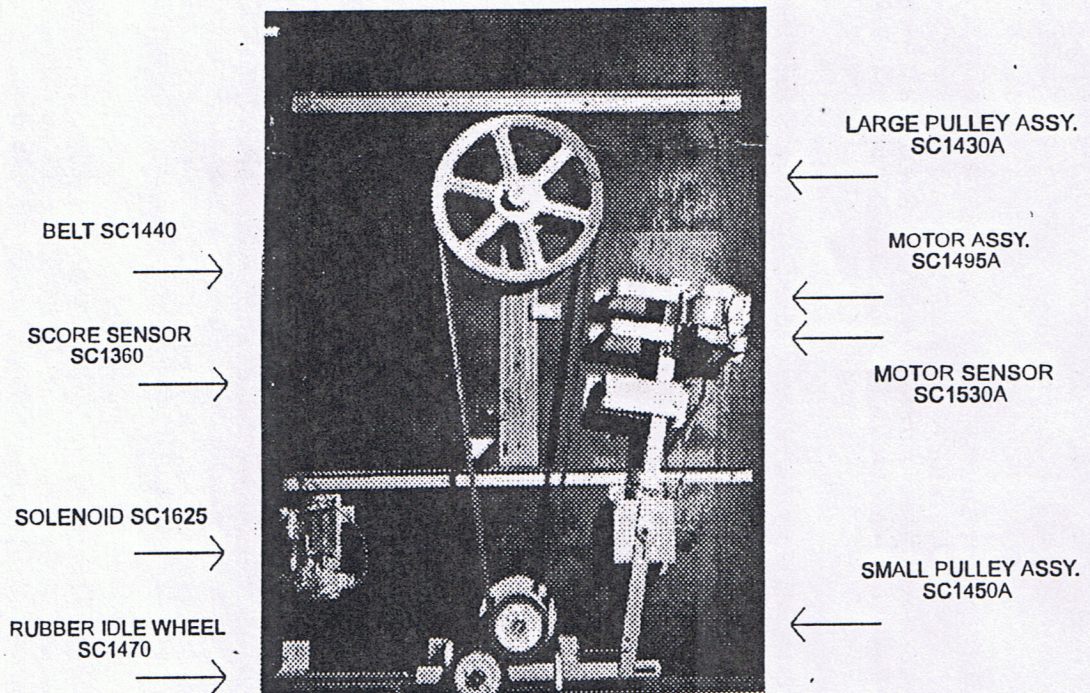
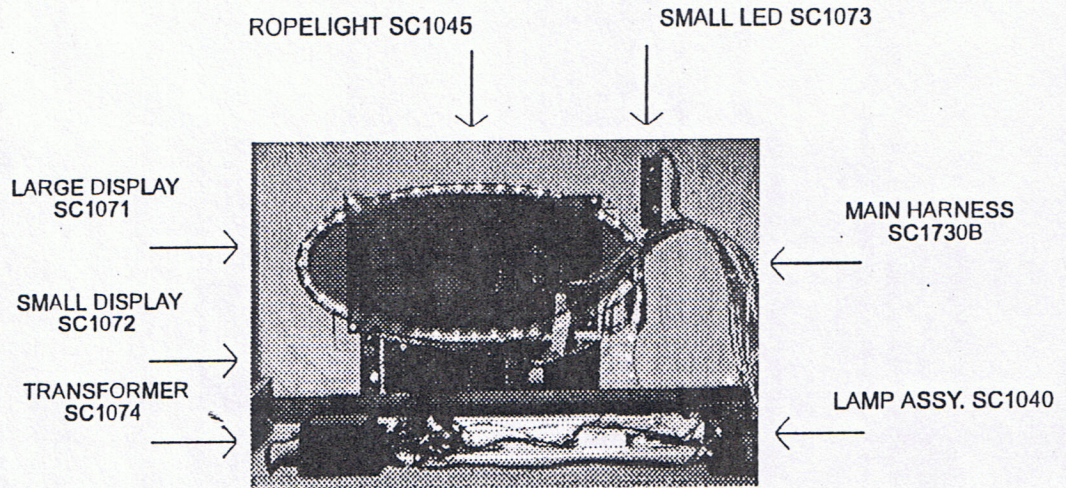
SYMPTOM	POSSIBLE SOLUTION
1. No power	Check that the toggle switch under the front display glass is turned on. Make sure machine is plugged in and circuit is live.
2. Ball is getting "lost" in playfield	Machine needs to be leveled. You may need to lift the rear levelers to provide more roll. Bright light shining down on the playfield may effect the photo sensor underneath.
3. Ball will not shoot	Engage motor may be turning constantly, not allowing the game to proceed to the next phase. (see below). Engage motor not cycling a full 180 degrees. Poor contact on end of stroke switch at on solenoid. Foreign object in ball return. Broken shooter leg.
4. Engage motor runs constant	Slot sensor dirty, defective, or unplugged.
5. Machine "locks up" after playing	Ticket notch sensor dirty. Ticket bin empty. Coin switch sticking.
6. Volume needs adjusted	Locate and adjust volume knob on upper front corner of main control board.

**FOR FURTHER ASSISTANCE CONTACT OUR SERVICE DEPARTMENT
@ 1-800-747-1144**

REMOVING MAIN GLASS

You may need to remove the main glass on your game occasionally for cleaning or to change the required coins for play decal. To do this, we have supplied a flat metal hook with each machine. Open the front coin door and remove the 2 wing nuts holding the aluminum glass bar in place just ahead of the steering wheel. Once you remove the wing nuts from inside the front door, push the carriage bolts out and remove the aluminum bar. Push the glass towards the rear of the machine to help create some space, then hook the glass with the flat metal tool and lift until you can hold it with one hand. Then slide it towards you. To replace, just slide it in and drop in place, then replace the aluminum bar and hardware.

STEER CRAZY II SPARE PARTS



OTHER PARTS

- SC1650A-LOWER STEERING SHAFT ASSY.
- SC1760-POWER SUPPLY
- SC1770-OUTPUT BOARD
- SC1780-MAIN BOARD



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

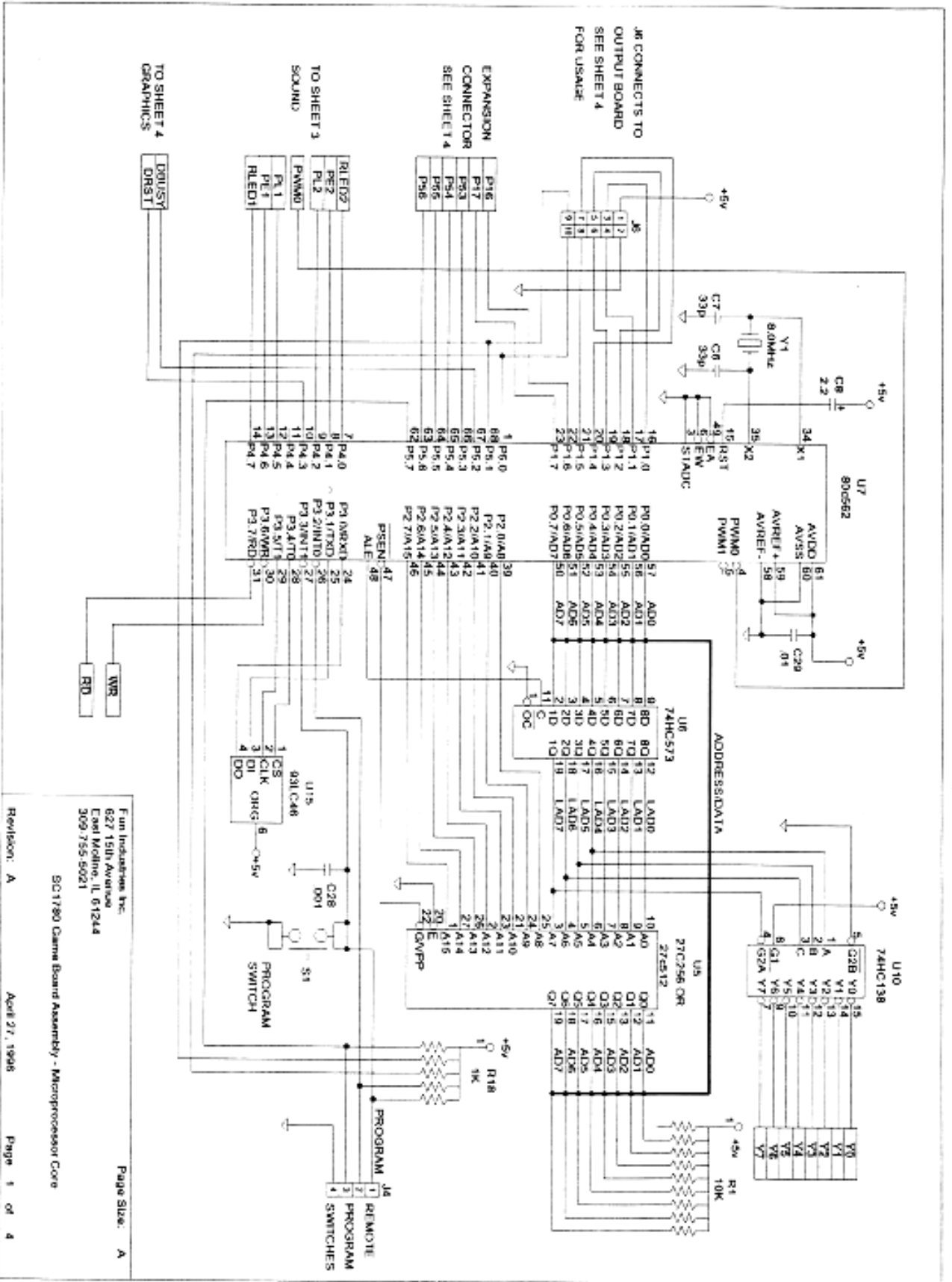
All returned parts must have a RAN # (Return Authorization Number), or they cannot be accepted and credited to your account.

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.

SC1780-1



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SC1780 Game Board Assembly - Microprocessor Core

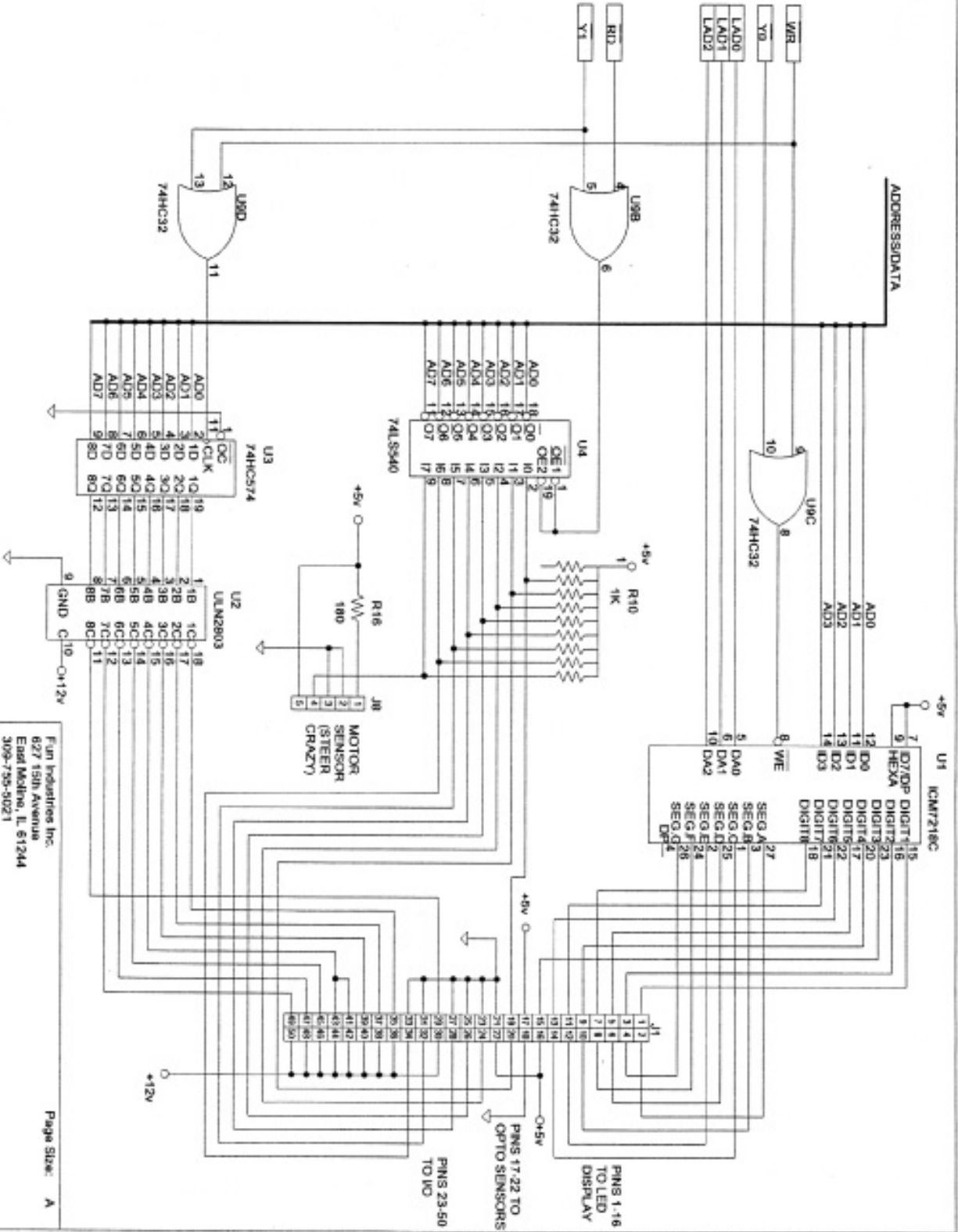
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Page 1 of 4

SC1780-2



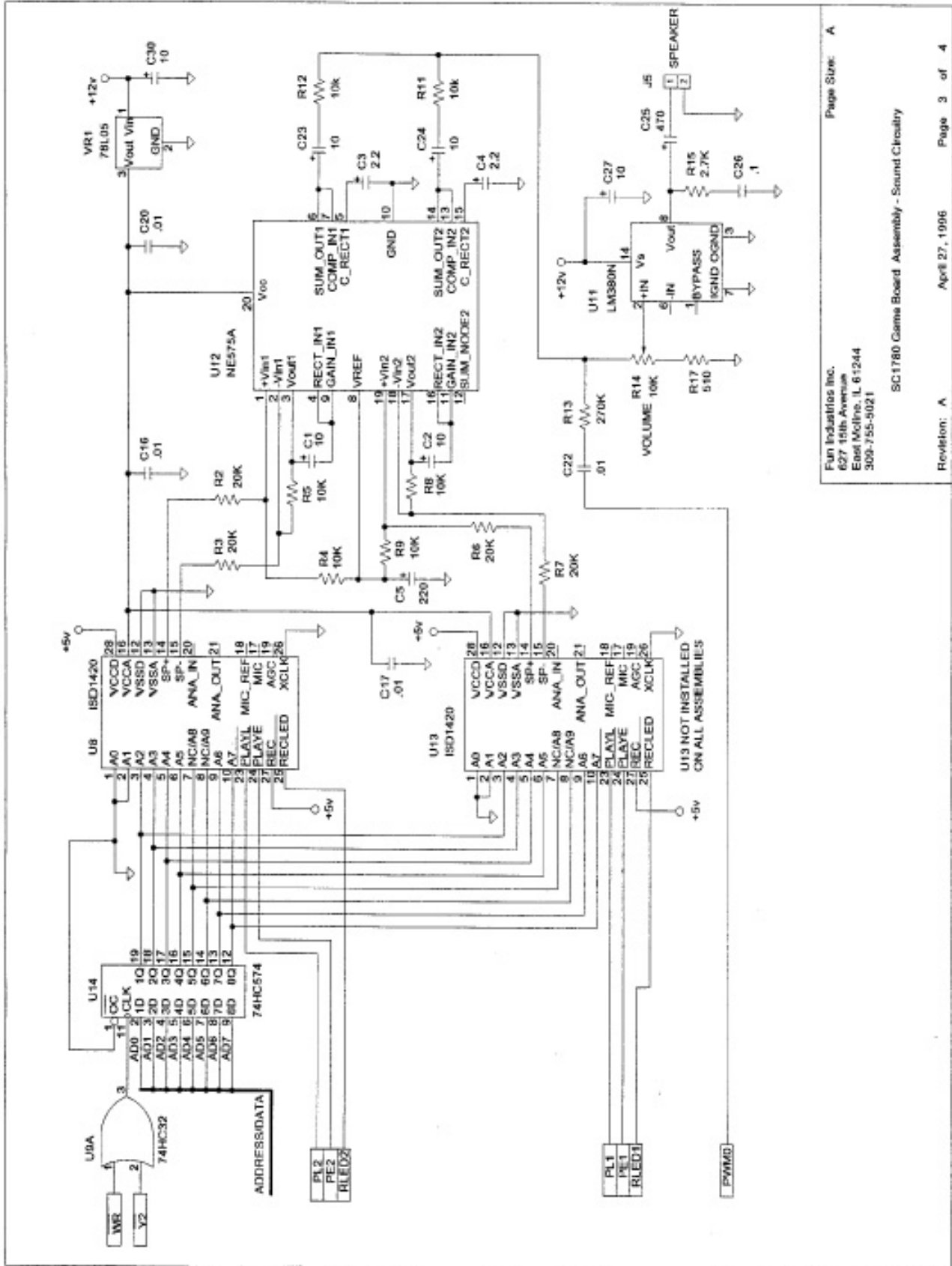
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SC1780 Gamma Board Assembly- RD and LED Display

Revision: A April 27, 1996 Page 2 of 4

Page Size: A

SC1780-3



SC1780-4

