



ASSEMBLY / OPERATING MANUAL



Up to Six Supershot Game can be linked together for interactive competition and a progressive jackpot sign.



Sports Games Division

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Super Shot Deluxe Assembly and Operating Manual

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MANUAL DATE: 1/1/2004

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SPECIFICATIONS

Dimensions:

Assembled:

Height	8' 11"
Width	34"
Length	10' 7"
Weight	950 Lbs

Crated:

Height	6' 8"
Width	39"
Length	7' 5"
Weight	1000 Lbs, Boxed

Power Requirements:

Average:

110 Volts
66 Watts
.6 Amps

Maximum:

110 Volts AC
374 Watts
3.4 Amps

Replacement Power Supply Fuse:

5 Amp Slow-Blow
Littlefuse #218-005 Type T

UL Model Number:

STF-8

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INTRODUCTION

Congratulations! You have purchased SUPER SHOT DELUXE, the most exciting and best-made basketball game made in the world! Inside this manual, you will read about the many features of this product, including the moving basket, the four distinct, challenging games available within Super Shot and the ability to link two or more games to enhance play through head-to-head simultaneous competition.

WARNINGS

READ THIS MANUAL THOROUGHLY BEFORE ASSEMBLING YOUR GAME. FAILURE TO FOLLOW THE INSTRUCTIONS COULD CAUSE DAMAGE TO YOUR GAME AND VOID YOUR WARRANTY. IN ADDITION, THE MANUAL EXPLAINS THE GAME IN DETAIL AND THE OPTIONS YOU HAVE SO THAT YOU AND YOUR PLAYERS CAN ENJOY THE GAME TO ITS FULLEST.

THE POWER CORD MUST BE PLUGGED INTO A GROUNDED THREE-PRONG OUTLET. FAILURE TO DO SO COULD CAUSE PERMANENT INJURY OR GAME DAMAGE.

THIS GAME IS SUITABLE FOR ***INDOOR USE ONLY***. THE GAME SHOULD NOT BE INSTALLED OUTDOORS OR IN AREAS DIRECTLY EXPOSED TO SUNLIGHT, HIGH HUMIDITY, DIRECT WATER CONTACT, DUST, HIGH HEAT OR EXTREME COLD. **INSTALLATION IN ANY SUCH ENVIRONMENT SHALL VOID THE WARRANTY.**

REPLACEMENT OF FUSES, LAMPS AND ANY OTHER SERVICING ON THE PRODUCT SHALL BE CONDUCTED BY TRAINED PERSONNEL.

Federal Communication Commission (FCC) Compliance

THIS EQUIPMENT HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A CLASS "A" DIGITAL DEVICE, PURSUANT TO PART 15 OF THE FCC RULES. THESE LIMITS ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST HARMFUL INTERFERENCE WHEN THE EQUIPMENT IS OPERATED IN A COMMERCIAL ENVIRONMENT. THIS EQUIPMENT GENERATES, USES AND CAN RADIATE RADIO FREQUENCY ENERGY AND, IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTION MANUAL, MAY CAUSE HARMFUL INTERFERENCE TO RADIO COMMUNICATIONS. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE HARMFUL INTERFERENCE IN WHICH CASE THE USER WILL BE REQUIRED TO CORRECT THE INTERFERENCE AT HIS OWN EXPENSE.

Super Shot Deluxe Assembly and Operating Manual **ASSEMBLY INSTRUCTIONS**

Major Game Component Definitions

Acme Screw

The screw that is attached to the Gear Motor and Apron Assembly. Part of the Motor-Screw Assembly.

Apron Assembly

The frame assembly at the back of the Rear Assembly that includes the angled piece of basketball flooring.

Backboard Assembly

This unit is the frame assembly that includes the Backboard, the Hoop, Hoop Net and Hoop Sensors. Stored in a flat position on top of the Rear Assembly during shipping and affixed to Assembly in a upright position during assembly.

Ball Guard

The framed assembly, which includes the clear Plexi-glass that is bent at a 45-degree angle at the top. The Ball Guard is stored, under the Rear Assembly, during shipping and is installed at the front of the Rear Assembly.

Canopy

Steel wire panel that is curved in shape, stored on top of the Rear Assembly during shipping and attached to the top of the Left and Right Netting Panels during assembly.

Control Panel Assembly

Wooden Panel located on the top of the Front Cabinet on which the four control buttons and Control Panel Decal are located.

Crowd Panel

The frame assembly, which includes the screen printed picture of a basketball crowd, is stored under the canopy during shipping and installed at the back of Rear Assembly in assembly.

Display Glass

Plastic panel, covering the front of the Scoreboard, and is screen-printed with the Skee-Ball Logo.

Electronic Chassis Plate

Located, in the Front Cabinet and is underneath the Chassis Plate Cover. It contains the Logic Board, Power Supply, Sound Board and Power Distribution Board.

Front Assembly

The front part of the game that contains the Front Cabinet and the ball return area and is stored under the rear Assembly during shipping.

Front Cabinet

Located at the front of the Front Assembly. Accessed by opening the front blue door.

Front Leg

Metal pipe approximately 20" long with leg leveler at the end and with holes predrilled for adjustment. Attached to the Front Assembly during installation

Gear Motor

The D.C. motor and gearbox which drives the backboard back and forth, and is part of the Motor Plate Assembly.

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Limit Switch

The two switches on the Motor-Screw Assembly, one mounted at each end of the Acme Screw. They inform the Motor Control Board of the Apron Assembly's movement to either end of the Acme Screw.

Logic Board

Located on the Electronic Chassis Plate to the left of the Power Supply and is the circuit board, which controls the game.

Motor Access Panel

Painted Metal Door at the back of the Rear Assembly. Removed to access the Motor-Screw Assembly.

Motor Control Board

The circuit board assembly that is part of Motor-Screw Assembly.

Motor Plate Assembly

The assembly which consists of the Gear Motor, Screw, Coupler, Acme Screw, Super-Nut, Pillow Block, Motor Control Board, Screw Sensor, Precision Shafting and four Bearings all mounted on the Motor Plate.

Netting Panels

The two steel wire panels that are attached above and to each side of the Rear Assembly during assembly.

Network Interface Board

Located on the Logic Board. The PCB that interfaces with the other games in a linked network of Super Shots.

Pillow Block

The bracket at the front of the Motor-Screw Assembly which holds the Acme Screw.

Power Distribution Board

Located on the Electronic Chassis Plate immediately above the Power Supply.

Power Supply

Located on the Electronic Chassis Plate at the bottom right side. The Power Button is located on the top of the Power Supply and the 5 Amp and the Slow-Blow Fuse is on the upper right side.

Rear Assembly

The back and largest piece of the game.

Scoreboard

LED display located at the top front rear of the Rear Assembly behind the Display Glass.

Screw Coupler

The coupler that connects the Gear Motor to the Acme Screw.

Screw Sensor

Part of the Motor Screw Assembly. It senses the turning of the Acme Screw and thereby movement of the Backboard.

Sound Board

Located on the Electronic Chassis Plate, above the Power Distribution Board.

Speaker

Two of these mounted in the Display Glass.

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Super Nut

The nut that moves back and forth on the Acme Screw

Target Light

Fluorescent bulb located at the back of the Rear Assembly. Lights the Crowd Panel and Backboard. May be removed when servicing the game.

Pre-assembly

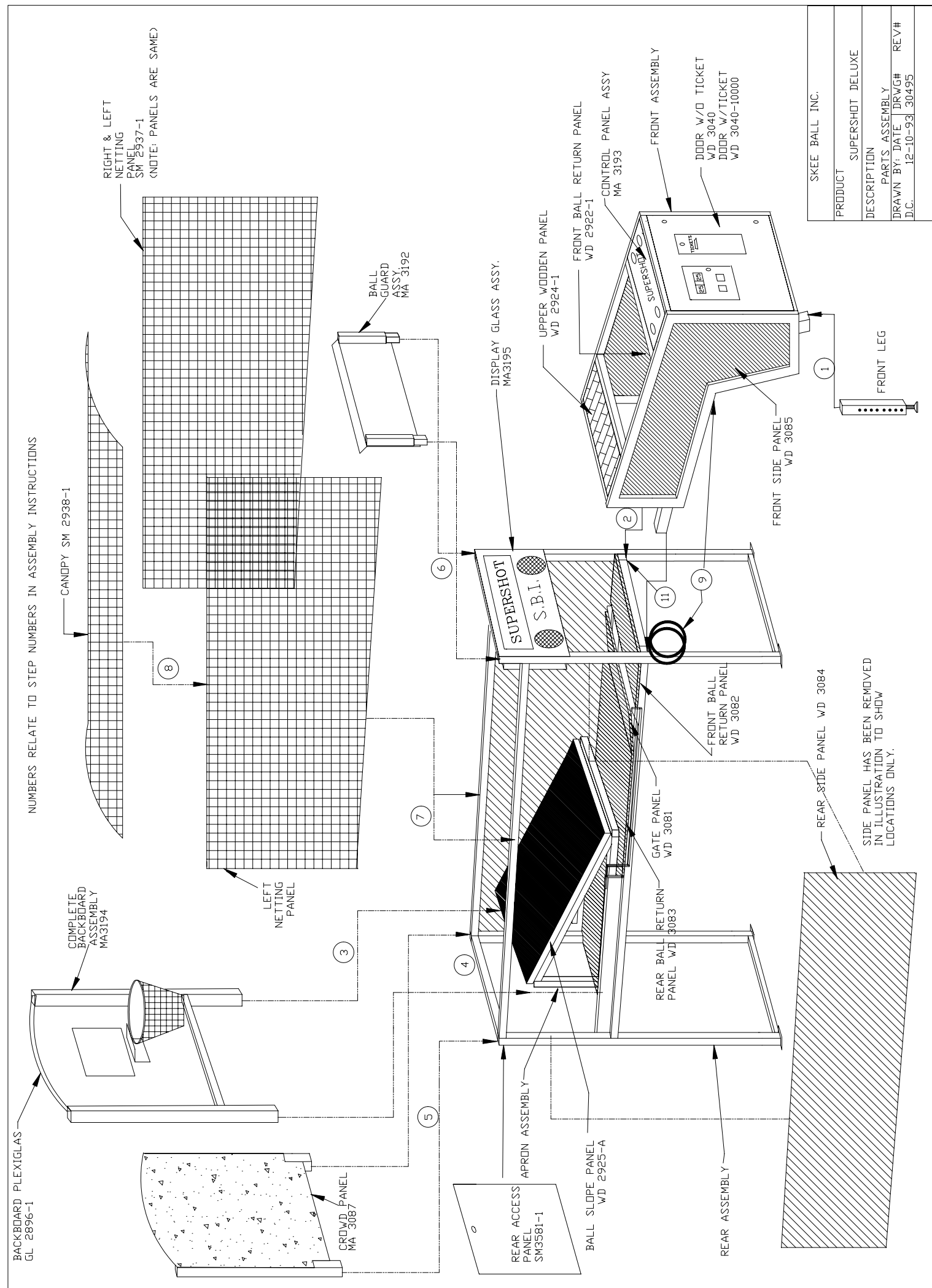
1. Inspect the game for any possible shipping damage.
2. Remove the Canopy
3. Cut the large black ty-wraps holding the Right and Left Netting Panels at either Side in four places and remove from pallet.
4. Remove the Ball Guard from under the Rear Assembly.
5. Cut the banding securing the Front Assembly to the pallet and slide it out from under the Rear Assembly.
6. Discard the gray foam protectors.
7. Unbolt Rear Assembly from pallet and slide off pallet.
8. Locate the hardware listed below in the coin box. **NOTE: Keys are cable tied on cross-pipes in the Center of Rear Assembly at front.**

¼ -20 x 1" long button head Allen bolts

¼ flat-washers

¼ -20 nyloc hex nuts

NUMBERS RELATE TO STEP NUMBERS IN ASSEMBLY INSTRUCTIONS



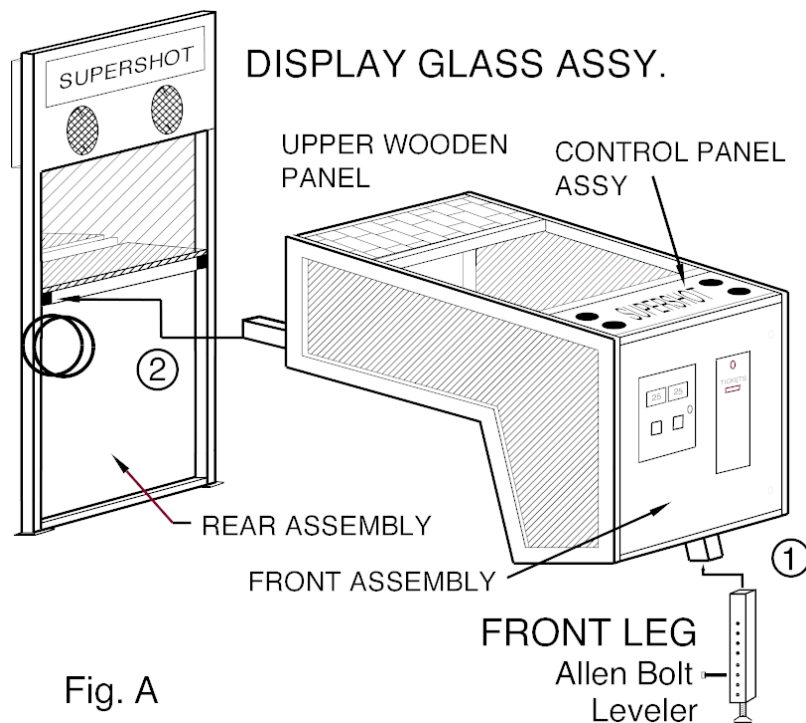
SKEE BALL INC.
PRODUCT
SUPERSHOT DELUXE
DESCRIPTION
PARTS ASSEMBLY
DRAWN BY: DATE
REV#
J.C. 12-10-93 30495

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Assembly

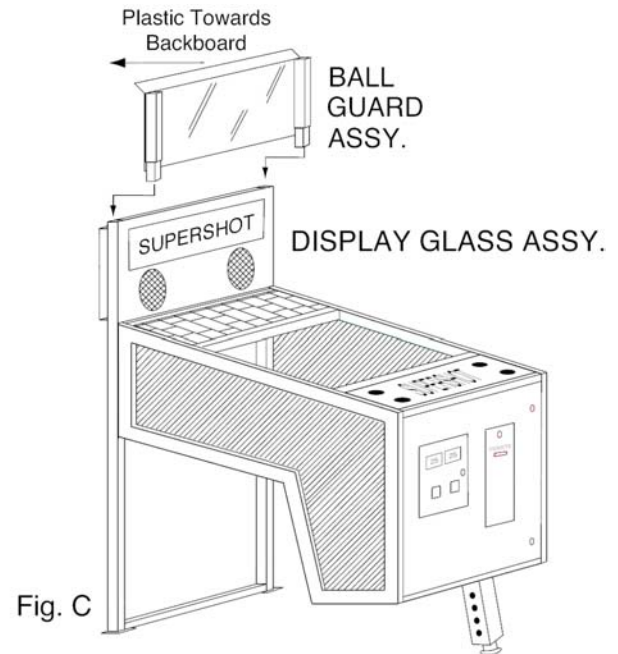
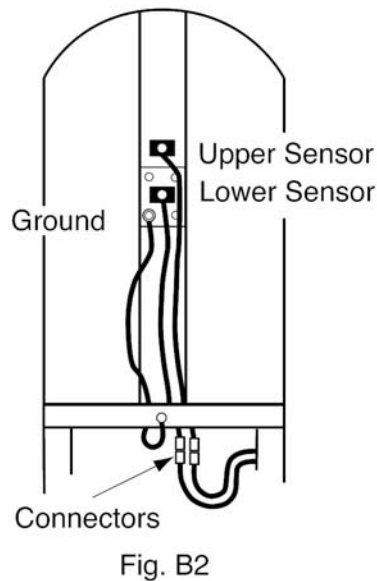
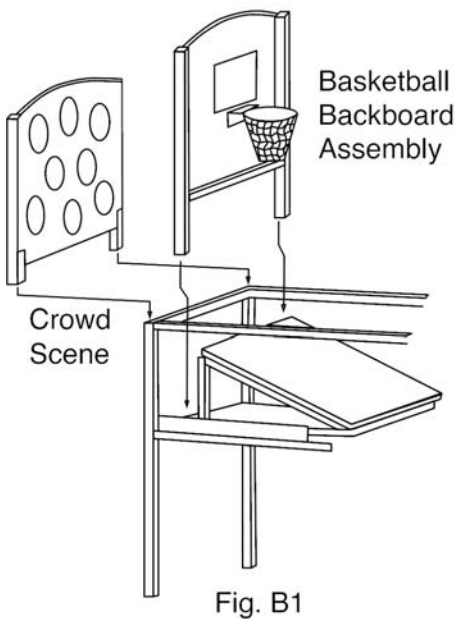
1. Locate the Front Leg and attach to the Front Assembly using one Allen bolt through the third hole from the bottom. You may make slight adjustments in the height of the Front Assembly by using a crescent wrench on the leveler at the bottom of the Front Leg.
2. Position the Front Assembly in front of the Rear Assembly and line up the 1-1/2" tubes protruding front the rear of the Front Assembly with those corresponding 1-3/4" tubes under the Scoreboard. Slide the Front Assembly into the Rear Assembly. Adjust the leg leveler until it lines up the holes for the mounting bolts located under the scoreboard.
3. Locate the Backboard Assembly. Lift the Backboard Assembly over the rear of Rear Assembly. Insert it into the tubes at the rear of the rear assembly.



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4. Locate the two cables and one ground strap on the Backboard Assembly. Connect the two Hoop Sensor cables to the connectors mounted at the rear of the game and marked "Upper Sensor" and "Lower Sensor". Make sure the upper Hoop Sensor cable is connected to the Upper Sensor connector, and likewise with the Lower Hoop Sensor cable. Lastly, attach the ground strap to the rear frame at the point indicated by the decal using the hex head screw pre-attached at the point.
5. **Failure to attach the ground strap could cause damage to the Motor Control Board.**



6. Install the Crowd Panel by plugging it into the tubes at the rear of the Read Assembly.
7. Install the Ball Guard so that the plastic is on the inside of the game and the bend is pointing towards the Backboard Assembly.
8. Locate the Left and Right Side Netting Panels labeled accordingly. The labels are located towards the front of each piece. Position each panel and secure using $\frac{1}{4}$ -20 x 1" long button head Allen bolts. .
9. Place the Canopy on top of the game. Affix in the front first and use $\frac{1}{4}$ -20 x 1" long button head bolts and nyloc nuts in all locations.
10. Cut the tywrap holding the Cable Assemblies at the center of the game below the Scoreboard. Route the cables toward the front of the game by pushing them into the wire saddles located on the sides of the tubing under the left side of the Front Assembly.
11. Locate and plug in the white 15 position cable. This cable supplies AC power and DC signals for the Motor Control Circuit at the rear of the game as well as DC power and signals to the hoop sensors.
12. Locate and plug in the white 4 position cable. This cable supplies 24 Volts AC to the Scoreboard.

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13. Locate and plug in the white 8 pin Scoreboard data cable

NOTE: If you wish to link two to six Super Shot Deluxe units together, locate the 4 pin data cable remaining (stored in the Front Cabinet during shipping). Plug this into one of the pair of mating connectors nearest the game to which this cable will be connected. The other end of this cable is routed to the next game and plugged into one of the pair of mating connectors nearest the game from which this cable came. Bulkhead connectors are labeled to match each connection. **YOU MUST MAKE SURE THE GAMES ARE PROGRAMMED CORRECTLY TO OPERATE IN A LINKED FASHION. (SEE “GAME OPTIONS – NETWORK SETUP”).**

14. Route the AC Power Cord located at the right rear of the Front Assembly through the wire saddles on the right underside of the game.

Your game is now ready for testing.

Testing

With the game powered up, press the Test Button.

The Moving Message Sign will display the software revision code (the sequence beginning with the “RV” on the top row) and the check code (the sequence on the right side of the top row beginning with “CK #). You will want to refer to these numbers in the event you need to speak to the Skee-Ball Service Department. Each of the Buttons will be identified hereinafter as either “A”, “B”, “C”, or “D” as explained below.

<u>Button</u>	<u>Location</u>	<u>Label</u>
A	Upper Left	Classic
B	Lower Left	Continuous
C	Upper Right	Push-Back
D	Lower Right	Random

Buttons “A” and “B” pressed simultaneously at any time during the following tests will return to this screen.

Press the “A” Button on the Control Panel to access Checkout. Press “B” for the Hardware tests. This is the starting point for all tests.

COIN TEST:

Press the test button to get back in test. Then test coin (1) and coin (2) as follows:

- 1) PRESS (A) BUTTON
- 2) PRESS (B) BUTTON
- 3) PRESS (B) BUTTON
- 4) PRESS (A) BUTTON
- 5) PRESS (A) BUTTON

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Now the display will read on the left “COIN (1)” “COIN (2)” with a “0” under both. To the right will be the word “COUNTER” with six (6) numbers under it.

- 1) PRESS COIN (1) BUTTON FIVE (5) TIMES
- 2) PRESS COIN (2) BUTTON FIVE (5) TIMES.

Coin (1) and coin (2) on display should have five (5) coins under both; coin counter to right should have added a total of ten (10) coins to its count. To exit this test, press (A) and (B) buttons together.

TICKET TEST:

Test ticket dispenser and ticket counter output as follows:

- 1) PRESS (A) BUTTON)
- 2) PRESS (B) BUTTON
- 3) PRESS (B) BUTTON
- 4) PRESS (A) BUTTON
- 5) PRESS (B) BUTTON
- 6) PRESS (A) BUTTON

On the display to the left you will see the word “DISPENSE” with a “0” under it, on the right the word “COUNTER” and six (6) numbers under it.

- 1) (A) BUTTON ADDS TICKETS
- 2) (B) BUTTON DISPENSES TICKETS

Press (A) button five (5) times and five (5) tickets will be added under “DISPENSE”.

Press (B) button the dispenser will dispense (5) tickets and the ticket counter above ticket dispenser will count the tickets dispensed. The ticket counter to the right on display will add five (5) tickets to its count. The number of tickets to the left will go from five (5) to zero (0) as the tickets are dispensed. To exit this test press (A) and (B) buttons together.

SENSOR TEST

Now you will test Hi-sensor, Lo-sensor, scoring, travel and three (3) point range procedures are as followed.

- 1) PRESS (A) BUTTON
- 2) PRESS (B) BUTTON
- 3) PRESS (A) BUTTON
- 4) PRESS (A) BUTTON

On display to the left you will see the word “TRAVEL” with “000” under it. Center display will have the words “HI” and “LO” with “0” under both, and to the right will have “BSKT” with “0” under it.

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- 1) With your hand, momentarily blocking the upper sensor five (5) times.
- 2) With your hand, momentarily blocking the lower sensor five (5) times.

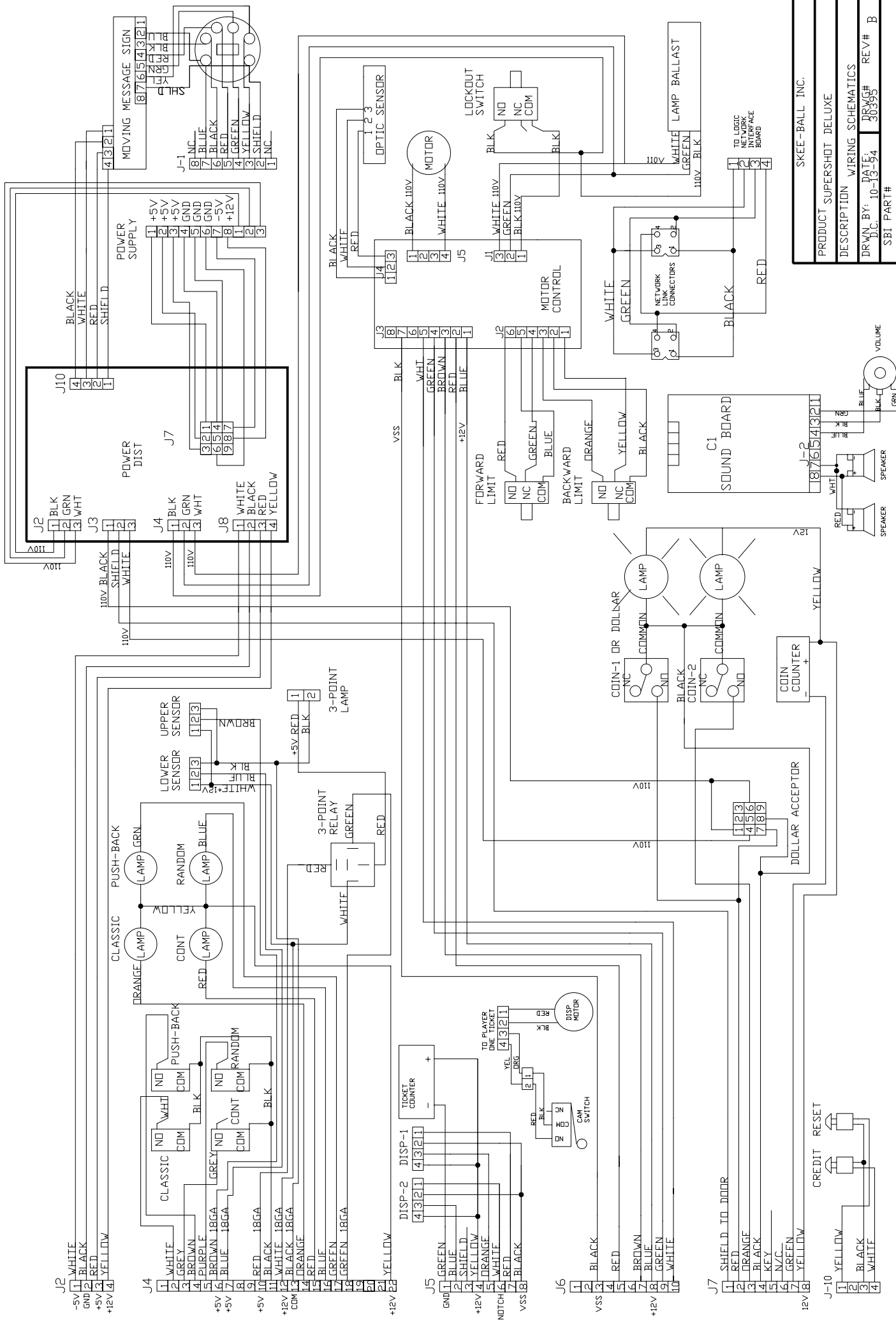
Center display under “HI” and “LO” should read five (5) under both. To score a basket, drop a basket ball through the hoop. On the right of the display under “BSKT” should record your basket. Repeat this step ten (10) times to be sure of accurate scoring.

To the left on the display under “TRAVEL” will be “000”. Press the (A) button, to move the basket forward. The “000” numbers will increment. When the travel numbers change to “250” the backboard will automatically reverse direction and continue this until the test is Exited.

MEMORY CLEAR (A.K.A. Master Reset):

In the event that you are requested to clear the Protected Memory, use the following procedure. **This operation will reset the game to the Factory Settings for all game options.** It is recommended that you copy all of the option setting, for the game, on to a piece of paper, before you proceed.

1. Go into the Option, Test, and Accounting menu by pressing and releasing the (Test) button one time. The display will show the software revision number and the check sum (I.E. “REV: 103C” and “CK\$ BA89”).
2. Press (A) and (B) buttons together and hold. While, holding (A) and (B) buttons down, press and release the test button, then release the (A) and (B) buttons. The display will read “WARNING”.
3. Press and release the (A) button then press and release the (B) button.
4. The display will read “MEMORY RESET” and you will hear the twilight zone music. Now the display will read “SET COUNTERS”.
5. Press (A) button one (1) time, the display will read “COIN COUNTER” with six (6) digits under it. Set this counter to all zeros “000000.” using the (A) BUTTON TO INCREMENT THE DIGIT, (B) BUTTON TO DECREMENT THE DIGIT, AND THE (C) BUTTON TO SET THE CURRENT DIGIT AND MOVE TO THE NEXT.
6. Now the display reads “REDEMPTION COUNTER” with six (6) numbers under it. Set this counter to all zeros “000000.” using the (A) BUTTON TO INCREMENT THE DIGIT, (B) BUTTON TO DECREMENT THE DIGIT, AND THE (C) BUTTON TO SET THE CURRENT DIGIT AND MOVE TO THE NEXT. The display will read “RESETTING MEMORY” followed by “SYSTEM RESET” that will flash six (6) times. A basketball will move across the display followed by “SUPER SHOT” and the super shot tune. MEMORY IS NOW CLEAR.



SKEE-BALL INC.			
PRODUCT SUPERSHOT DELUXE			
DESCRIPTION WIRING SCHEMATICS			
DRWN BY:	DATE:	DRWG#	REV#
10-13-94	10-13-94	30395	B
SBI PART#			

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OPERATOR CONTROLS

POWER BUTTON – On / Off button on is top of the Power Supply inside the Front Cabinet.

TEST BUTTON – Button located in the middle on the top side of the Electronic Chassis Plate. Pushing this button enables the operator to access software used for testing the game (see “Test Instructions”) changing game options (see “Game Options”) and accessing the game’s accounting information (see “Accounting”)

FREE CREDIT BUTTON – Button located on the topside of the Electronic Chassis Plate to the left of the Test Button. Pushing this button enables the operator to receive a credit without putting coins in the game or incrementing the coin meters. The number of times this button is used is recorded by the game software and can be accessed through the Accounting information.

VOLUME CONTROL – Knob located on the topside of the electronic Chassis Plate to the right of the Test Button. Turn clockwise to increase volume, counterclockwise to decrease volume.

CONTROL BUTTONS- The four, “Basketball,” buttons on the Control Panel are used during the game by the player and for various functions in the Test, Game Options and Accounting menu. The buttons are referred to as “A”, “B”, “C” and “D”. “A” is in the upper left hand corner, “B” in the lower left hand corner, “C” in the upper right and ”D” in the lower right.

GAME PLAY

Super Shot Deluxe does provide game variety through four different games and the excitement of direct competition through linking two to six games together. We have tried to design the game play to be as simple as possible for the players to understand while incorporating the above features. However, it is important that you, the game operator, understand the workings of the game thoroughly.

Prior to leaving your game open for play, you should be sure you have tested the game to ensure proper operation. See “Test Instructions.”

You also need to make sure the game is set according to your desires and particular circumstances. See “Game Options.”

Linked or Individual Games.

The Super Shot Deluxe may be linked, to other Super Shot Deluxe units, for competition among players. See “Assembly Instructions” and “Game Options.” However, Super Shot Deluxe is also an individual unit. These Game Play instructions assume for the most part that two or more Super Shot Deluxe games are linked together. Obviously, the references to linked or competition games should be ignored where not applicable, but the remaining game play instructions should be applicable.

Inserting Coins.

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Insert coins and press a button. (Not necessary if the game has been set for Free Play. See "Game Options-Free Play"). The number of coins required for one credit is adjustable. See "Game Options-Coins per credit." The length of time given for one credit is adjustable. See "Game Options-Seconds per Game" and "Game Options-Games Play Bonus." After inserting enough coins for one or more credits, the Scoreboard will instruct the player to press a button to select the game desired. There are four options available

Continuous:	The basket moves back and forth continuously throughout game play.
Push-Back:	The basket moves in increments after each successful basket.
Classic:	The basket stays up front until last part of game when it moves to the rear.
Random:	The basket moves back and forth randomly

Competition vs. Solo Play.

When two or more games are linked together, players may choose to play against each other or individually based on the timing of when they put in their money and press a game select button. Before the first player presses a game select button, he should wait until all the players against whom he wishes to compete have put their money into the game. Once one player has pressed a game select button, the Scoreboard will count down the time remaining for other players to coin up and "vote" for the game they want to play by pressing a game selection buttons. The amount of time in the countdown is adjustable. See "Game Options Network Setup." The actual game selected to be played by the group will be determined by majority vote. All ties are determined by the following priority.

- Random
- Push-back
- Continuous
- Classic

If a player has not pressed a game start button prior to the end of the count down period, he will still be included in the competition game as long as he had entered enough coins to get a credit prior to the end of the countdown period. If you prefer to only include those that have pressed the button, then you can change this. See "Game Options-B, Network Set-Up".

While the Competition linked game is playing, no other Competition games may begin. Players can start individual games by putting in their money and selecting a game. If a Competition game is being played, and a player pressed the game start button, the Scoreboard will not count down, the solo game will begin immediately.

The principal differences between a Competition game and a Solo game are. First, in a Competition game, the games involved start and end simultaneously. Second the other players' scores are shown on the Scoreboard during game play. Third, the Scoreboard declares each player's order of finish at the end of the game. We believe these features greatly enhance the enjoyment of our Competition game.

Nonetheless, a Solo game is still a complete and enjoyable game that is identical to the competition game except for the competitive features outlined above. In linked games, it is important to have the solo game available because some players may not want to wait until the end of a Competition game to play a game. Solo games enable them to do this,

NOTE: On all non-linked units, all games are Solo games.

Game Start.

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Prior to the start of the game, the basket will move forward all the way to its most forward position. During this time, the ball return gate goes down enabling the balls to roll to the player. To be fair, the game clock does not start and baskets do not count until the basket has come all the way forward and stops, enabling plenty of time for the ball to roll to the players.

Game Play.

The object is to score as many points as possible within the time allowed. In a Competition game, the object is to score more points than your opponents.

Scoring.

Successful baskets count two points or, in some cases, three points if this option is enabled and the requirements are satisfied. See “Game Options-Three Points”. The factory settings provide that three points will be awarded when a basket is made while the backboard is in the rear 1/3 of the track. All other baskets count as two points.

End of Game.

At the end of the game, the buzzer will sound the basket will go as far back as it can go and the ball return gate will rise, preventing balls from returning to the players. The Scoreboard will recap the score and, if a Competition game, display each player’s order finish.

Credits.

The game accepts money at any time. At the end of game, if there are any credits remaining, the Scoreboard will display how many games (credits) the player had remaining and instruct him to press a button to select a game.

Tickets.

In the event the game is out of tickets or a malfunction occurs, the message “Call Attendant” will appear on the Scoreboard.

Generally, the dispenser has run out of tickets and you may choose any one of the two following procedures to continue after the tickets are reloaded. If loaded, some other notch failure has occurred and it must be fixed prior to proceeding.

Note the number of tickets owed on the Scoreboard. Correct the problem first. Then move the ticket past the notch sensor until the “cash register” sound is heard, the A & B button will flash. To dispense tickets owed, press and release A and then B. Tickets will dispense until paid in full.

If the player has walked away instead of calling for an attendant, you may wish to utilize the second option. Press the Test Button and then exit by pressing this Test Button again. The memory will clear and the tickets and the game will go into its attract mode.

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GAME OPTIONS

Super Shot Deluxe has been designed to give the operator a great deal of flexibility in operating the game. Rather than employing a dip switch system, Super Shot Deluxe employs a system using the Test Button which affords the operator many more choices than could otherwise be practically provided. The following pages describe the Options Settings you may use.

The Settings at which the game has been set by the factory have been marked on the Option Setting sheet affixed to the inside of the Front Cabinet of your game.

NOTE FOR LINKED GAMES: IN THE CASE OF LINKED GAMES, YOU SELECT ALL THE OPTIONS ON THE MASTER UNIT ONLY. FOR ALL OF THE OTHER UNITS (THE SLAVES), YOU NEED ONLY SELECT THE OPTIONS UNDER OPTION B, NETWORK SETUP.

With the game powered up, press the Test Button located at the top center of the Electronic chassis plate inside the Front Cabinet.

To access and change the Game Options, the operator must use the buttons located on the front of the Control Panel. The location of the button, its normal function, its call letter and its function Game Options are set forth below:

Location	Label	Call Letter	Option Functions
Upper Left	Classic	A	Cycle Forward
Lower Left	Continuous	B	Cycle Backward
Upper Right	Push Back	C	Select
Lower Right	Random	D	None

Once the Scoreboard has displayed the software revision and check codes, press the “A” Button to access Checkout.

Press the “A” Button again to access Game Options. To cycle through the Game Options, continue pressing the “A” Button. When an Option that you wish to change or review is displayed on the Moving Message Sign, press the “C” Button. The Setting on which this Option is currently operating will be shown on the Scoreboard. To cycle through various Settings available for that Option, press the “A” Button. To select a Setting, press the “C” Button. To advance to the next Options, press the “A” Button. To return to the previous option, press the “B” Button. Press the Test Button and the game will reset.

DEFAULT OPTION/GAME TYPE

Game Type. Under this Option, you should set the unit as “Deluxe”, which enables the four backboard movement games (Classic, Continuous, Random, and Push Back). The only time you would want to set this Option to Standard is if you have a service problem relating to the backboard movement. While waiting to service this problem to keep the game from being down, you could set this Option to Standard. In this event, you need to physically move the backboard to the full forward position so that the gate is all the way down and disconnect the power to the Motor at J 1 on the Motor Control Board.

You also have the ability to reset all the Options to their “Default Settings” or factory backup instructions.

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NOTE: The factory may have preset some of your Options on other than the Default Settings. For example, a Default Setting is for “No Redemption”. However, if ticket dispenser is installed in your game at the factory, then the factory would have preset your game accordingly and with other ticket settings, rather than the Default Settings.

Default Settings

The Option to load the Default Settings is actuated when it is selected. After selecting this Setting, you may cycle to those Options that you wish to set at other than default Settings.

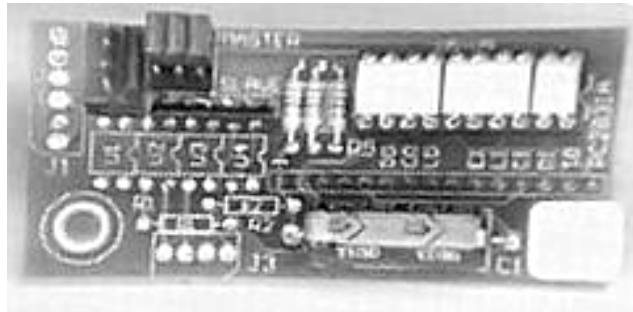
NETWORK SETUP

This Option enables you to set up your game for linking with other Super Shot Deluxe units, or for setting your game as an individual unit.

Master / Slave. The first function is to select whether the unit you are setting is the Master or a Slave. For each set of linked games, there is only one Master. **The Master is physically configured differently than the Slaves, so you must check the Chassis Plate Cover for a decal from the factory stating whether this unit has been configured as a Master or Slave.**

The Master Unit is responsible for directing the other games in all linked-communications. The position of the Master, in relation to the Slaves, does not matter. It can be to the right of the Slaves, to the left or in between.

If you wish to change a game from Master to Slave, or vice versa, you must first adjust the positions of the shorting plugs on the Network interface Board.



If the three shorting jumpers are plugged onto the bottom two pins (towards the word “Slave”) then the game has been configured as a Slave. All you have to do to configure the game as a Master is to remove all three plugs and reinsert them onto the top two pins of each set (towards the word Master).

If your Super Shot will operate as an individual unit, the shorting plugs can be configured either as a Master or a Slave. However, we recommend that it be set as a Slave, in which case you need to set the Network interface Board. See “Assembly Instructions.”

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Unit Number. Next, you assign a number to this particular unit. It is best to number the units from left to right in numerical order. In Competition games, the Scoreboard will display the scores of others players in the following order, with the numbers below corresponding to the numbers assigned to the units in the Option Settings.

1	2	3
4	5	6

It is important to assign the number to each unit corresponding to its physical position.

The Master does not need to be assigned any particular number nor be physically placed in any particular position. However, we recommend that Master be Unit No. 1 and placed as the left-most game of your set.

Installed Units. If you have set this unit as the Master, next you have to set how many other games are linked to this Master and assign numbers to those units.

For purposes assigning unit numbers, Buttons “A” and “B” toggle between including / excluding the number within the linked Network. When the number is the blocked in lights, that number is to be included in the Linked Network; when the number is just shown normally, then that number is to be excluded from the Network. The number assigned to the Master is automatically included in the Network and cannot be excluded.

Pressing Button “C” selects the display setting and moves on to the next number. Once you have selected to include or exclude numbers 1 through 6 within the Network, the Scoreboard moves on to the next Option Setting, “Option C, **Coin / Token.**”

If you have three games linked together, you should set numbers 1, 2, and 3 as included in the Network and numbers 4, 5, and 6 as excluded.

Link Delay. In a Master Unit, you next select the length of time between when the first player presses a game Select Button and the beginning of a Competition game. This is the period in which other players coining up may “vote” for which game they wish to play in the Competition game by pressing the button of their choice. See “Game Play-Competition vs. Solo Play.” The amount of time for which the Link Delay should be is about 3 seconds. If you have six units, the Link Delay should be about 8 to 10 seconds.

Select to Join. This Option permits the operator to determine whether players coining up during the Link Delay must press a Button to join the Competition Game (Enabled), or whether the player automatically joins as long as they coin up prior to the end of the Competition countdown (Disabled.)

The Default Setting is to disable the network and treat the unit as a non-linked game.

COIN / TOKEN / VALUE / CARD SWIPE / CARD INSERT

In this option, the operator set the game to accept coins (including bills if applicable), tokens, value, or a card reader. The reason for this is so that the Scoreboard informs the player the appropriate pricing, (e.g. 50 c (value) per game versus 2 (tokens) per game or 2 (coins) per game).

Note: When game is set for coin, it displays number of coins to be inserted which is generic vs. value in U.S. Dollars.

If “coins” is selected, the operator then selects the denomination of coin.

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The primary purpose of this option is to accommodate the \$1.00 coin, should it ever be implemented. It also has applications in some foreign coin situations.

This option permits the game to treat a specified coin denomination as the base coin. In the U.S., this is 25 cents. In foreign countries, this will differ. You can set Coin # 1 (left coin mechanism) and Coin #2 (right coin mechanism) to differing multiples of your base coin.

If your game has a dollar bill acceptor that was installed at the factory, it is connected to the game logic through the Coin #1 cable. However, the dollar bill acceptor is programmed to treat a \$1.00 bill as four quarters by emitting the four pulses per \$1.00. We have done this because the Default Setting for the Coin/Value/Option is: Coin #1 - \$.25 x 1 and Coin #2 - \$.25 x 1. By programming the dollar bill acceptor this way, there is no need for the customer to change this from the Default Setting whether or not he has a dollar bill acceptor.

If your game came from the factory with anything other than two 25 cent coin mechanisms or one 25 cent coin mechanism and one dollar bill acceptor, you should review this option to confirm the settings on which this option is operating.

If the unit you are setting is a Slave within a Network of two or more games, after you have cycled back to the heading “Option C, Coin/Token” you can press the test button. You cannot set an additional Option for a Slave Unit other than the Network and Coin Input Options as the Master will set all the remaining options.

COINS PER CREDIT

This option allows you to set the amount of coins required for one credit. This option should be reviewed in connection with “Option D / Seconds per Game” and “Option G / Game Play Bonus” as they both relate to what and how much a player will get for his money.

The Default Setting for this option is Two Coins per Credit.

NOTE: TO SET THE GAME (S) FOR FREE PLAY, YOU MUST SELECT “0” COINS.

Bonus Credit- This option allows you to set the game credit at some additional number of coins less than the standard numbered required to purchase additional game /s. i.e. \$.50 for one game and \$1.00 for 3 games. The idea here is to offer a better value to the player for inserting more money initially to get more games for less money. The game will not allow the bonus credit at 0 (zero) or to be equal to or less than the standard number of coins required to get a credit. (i.e. if the game is set at \$.50 per game, you can only set the bonus at \$.75 or greater.)

SECONDS PER GAME

This Option allows you to set the number of seconds a player gets in one game. Secondly, you also set the length of time from the end of a “Classic Game” (see “Game Play-Press Button”), that the basket moves back to the rear portion of the game.

The Default Setting for this Option is 40 Seconds per Game, and 10 Seconds for Classic Movement

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REDEMPTION

There are various options included within this option category.

Equipment. The first function is to inform the game logic what equipment is installed in your game. The selections here are as follows:

- Ticket Dispenser
- Prize Vending Department
- No Redemption Equipment

If you select No Redemption, you cycle to the next option.

Category. Once you have selected the Equipment in your game, you need to select the Category on which you wish to award tickets:

- Points
- Baskets

Games Ratio. Once you have determined the Category for which you will reward tickets, you must next determine the Ratio of tickets or prizes to be earned per that category:

_____ {tickets} for _____ {category}

For example, assume you have selected points as the Category for which you will reward tickets. You first select the number of tickets you wish to use as your minimum (usually this would be 1.) After you make this selection, you would then select how many of that Category (in the example, points) would be required to achieve the minimum reward (in this example, 1 ticket).

For example, you may wish to reward one ticket for every five points scored. If a player scored 42 points, he would receive eight tickets.

Redemption Maximum. The next Setting to be made with respect to Redemption is the maximum number-of-tickets that the game will dispense per game.

Redemption Minimum. The next setting under Redemption is the minimum number-of-tickets that the game will dispense per game if no baskets are scored. You may not select a Redemption Maximum or Minimum when the Games category is selected to award tickets.

Competition Bonus. This Option allows the Operator to provide Bonus ticket to players playing in a Competition game (available only for a linked set of two or more Super Shots). There are two type of competition Bonus settings available

1. “All to 1st”, gives all the tickets earned by each of the players competing in a Competition game under the Standard tickets settings to the player winning the game. In other words, the only player to win tickets in a Competition Game is the winner of the game, and he is awarded in addition to his own tickets, all those that would have been earned by the others players. It is important to remember that players playing by themselves in a Solo Game are not affected and still receive their normal tickets.
2. “Place Bonus” is more complicated. Each player still receives the number of tickets earned under the standard ticket setting(which may be set to be zero). In addition, each player receives a number of tickets based on his place of finish. The Operator sets the number of Bonus tickets awarded for the place of finish. You can only set Bonus awards for the number of games linked together (If there are three games, you can only set Bonus Awards for 1, 2, and 3).

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If you elect to award “Place Bonus”, you also select whether the awards are adjusted by the number of players competing in that competition game. If you elect to adjust the Place Bonus base on the number of players competing, the player is basically just rewarded for the number of players outscored. As an example, assume the standard ticket setting is set at 0 tickets, and the Place Bonus is set as follows (15-1st, 12 -2nd, 9- 3rd, 6-4th, 3-5th, 0-6th, there are six Super Shots in this location). Now, assume three players walk up and play a Competition game.

If you Network is set to “Adjust Bonus for # Players,” then the first place finisher will get six tickets, second will get three and third will get 0. In other words, the Place Bonus is adjusted to the number of players outscored. As an Operator, you know that you will only give the maximum bonus of 15 if six players play.

Jackpot. This Option enables the Operator to set up a progressive jackpot that can be won upon attainment of a specified score. (“High Score”). Skee-Ball sells a separate “Super Jackpot” sign that is installed above your Super Shot units. However, you do not need to have one these signs to offer the jackpot to your players.

If you elect to set the jackpot for Points, the number of points required to win the jackpot can be set between 10 and 180 Points. If you elect to set it for High Score, you can set a minimum high score required to win the jackpot. To reset the High Score, see Option J, “High Score”.

You also set up the parameters of the Progressive jackpot.

- (A) How many tickets are added to the jackpot per number of coins put into the games.
- (B) The minimum size of the jackpot (the beginning jackpot).
- (C) The Maximum size of the jackpot.

Lastly, you set how the jackpot is awarded. You can select

- (A) (go on-dispense) to dispense tickets up to the jackpot amount out of the game on which the jackpot was won, and allowing it and all the other units to go on with further play.
- (B) (wait - no dispense) to show the number of tickets won in the jackpot on the winning game, while allowing the other games to go on. The scoreboard on the winning game will not clear the number of tickets won (the jackpot) until cleared by an attendant.
- (C) (wait-dispense) to dispense the number of tickets won on the winning unit and to allow play on all other units until Jackpot is paid in full through the ticket dispenser.

You may wish to show the number of tickets won rather than dispensing them through the ticket dispenser because of the time delay, or because it could seriously deplete the ticket supply and lastly you may wish make an event out of handing over the jackpot tickets. The (wait – no dispense) option is preferred. Note that the jackpot Option can only be enabled on the Master unit, which sets it for all the Slaves in a linked set of Super Shots. If you have only a single unit and you still wish operate the progressive, you must make sure your single unit is set as a master rather than a Slave.

The Default Setting for the Redemption Option are 1 Ticket Dispenser, 1 Ticket for 2 points, No Minimum, No Maximum, No Competition bonus and No Jackpot.

IMPORTANT: CERTAIN MUNICIPALITIES DO NOT ALLOW TICKET REDEMPTION, HOWEVER, SOME CUSTOMERS HAVE REQUESTED THE PROGRESSIVE DISPLAY TO DRAW ATTENTION TO THE GAMES. IF A PROGRESSIVE IS HOOKED UP TO YOUR GAME AND THE JACKPOT IS NOT ENABLED, THE PROGRESSIVE WILL DISPLAY THE HIGH SCORE IN THE WINDOW WHERE TICKETS ARE NORMALLY DISPLAYED.

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GAME PLAY BONUS

This Option allows you to enable players to get bonus time based on scores achieved. Any bonus earned in a Competition game accrues to all the players, i.e., if a player on one game scores enough points to get the bonus time, the players on the other units also get the bonus time.

Seconds You select how much time is earned for achieving the Bonus Score (The “Bonus Time”) or you Disable this Option.

Bonus Score You set the number of points required to get the Bonus Time.

One Time / Multiple Award. You select whether there can be multiple awards of bonus Time in a competition game where more than one player achieves the Bonus award of Bonus time per game, (one time for the first player to achieve the Bonus Score). If set on “Each Player”, if six players are playing a Competition game, then there can be six awards for each player, you tend to get higher scores. Obviously, this increases game revenues as the games get more play.

The Default Setting for this Option is five Bonus seconds, Bonus Score of 30 and give Bonus for each Player.

FREE GAME BONUS

In addition to or in lieu of the Game Play Bonus Option (in which you award extra time on to a game) you can award a free game to a player under certain circumstances through the Free Game Bonus.

You can award a free game for some level of points achieved by a player or for the high score earned on that game since the score was last reset (see Option J). If for high score, you can set a minimum level of points required.

In addition, you can select Match Play, much like you see in pinball games, in which after each game there is an opportunity to match the last digit of you score shown on the Scoreboard, if a match is achieved, you earn a free game.

The Default setting for this Option is High Score Enabled with a Minimum Score of 40 points and Match Play Enabled.

ATTRACT MUSIC

This Option allows you to set the length of time between the audio of the Attract Music. You can also select to disable the Attract Music so that it never plays except when the game is coined up.

The Default Setting for this Option is 3 minutes.

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HIGH SCORE

This Option allows you to disable the feature that keeps track of the High-score on a game or on a group of games in the case of linked games.

In addition, in the event High Score is Enabled, the game logic retains in memory the High Score even through a power down. If you wish to continue to display the High Score from earlier periods, you want this Option set for “Always Save”. If you want to start a new game after a power down and allow new players to get the High Score recognition without beating prior periods’ High Score, then you should set this Option for “Erase On Reset”.

The Default Settings for this Option is “always save.”

NOTE: IF HIGH SCORE IS SET FOR ERASE ON RESET AND THE PROGRESSIVE JACKPOT OPTION IS BEING USED AND SET FOR “HIGH SCORE TO WIN”. PLEASE, BE AWARE THAT THIS VALUE WILL REVERT TO THE HIGH SCORE MINIMUM YOU HAVE IT SET FOR WITH EACH POWER DOWN.

THREE POINT RANGE

This Option allows you to Enable the Three Point Range Option. Under this setting, when the Backboard is in the rear 1/3 of its range motion, it is in the Three Point Range, as indicated by the light on the backboard and an audible whistle. A successful shot, while the backboard is in this position, earns three points rather than the normal two points.

The Default Settings for Option is Enabled.

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OPTION SETTINGS SCHEDULE

The schedule of all possible Option Settings follows. This schedule is attached to the inside of the game's Front Cabinet and marked to indicate the settings preset at the factory. If you change these settings, we recommend you mark your copy accordingly.

B: NETWORK SETUP

☐ Disable ☐ Master ☐ Slave
Unit Number ☐1 ☐2 ☐3 ☐4 ☐5 ☐6
Install Units ☐1 ☐2 ☐3 ☐4 ☐5 ☐6
Link Delay ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9
☐10 ☐11 ☐12 ☐13 ☐14 ☐15
Select to join: ☐ Enabled ☐ Disabled

C: COIN / TOKEN / CARD

☐ Value ☐ Token ☐ Coin ☐ Card Swipe ☐ Card Insert ☐10
Coin #1 Value ☐0 ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
Coin #2 Value ☐0 ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9

D: COIN PER CREDIT

☐0 (Free Play)
Credit: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15 ☐16 ☐17 ☐18 ☐19 ☐20
Bonus Credit: ☐ Disabled
☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10 ☐11
☐12 ☐13 ☐14 ☐15 ☐16 ☐17 ☐18 ☐19 ☐20 ☐21
☐22 ☐23 ☐24 ☐25 ☐26 ☐27 ☐28 ☐29 ☐30 ☐31
☐32 ☐33 ☐34 ☐35 ☐36 ☐37 ☐38 ☐39 ☐40

E: SECONDS PER GAME

☐15 ☐20 ☐25 ☐30 ☐35 ☐40 ☐45 ☐50 ☐55 ☐60
☐65 ☐70 ☐75 ☐80
Classic Move: ☐5 ☐10 ☐15 ☐20 ☐25 ☐30 ☐35 ☐40

F: REDEMPTION

☐ No Redemption
☐ Tickets
Category: ☐ Points ☐ Baskets ☐ Game
Give: ☐0 ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9
☐10 ☐11 ☐12 ☐13 ☐14 ☐15 ☐16 ☐17 ☐18 ☐19
☐20 ☐21 ☐22 ☐23 ☐24 ☐25 ☐26 ☐27 ☐28 ☐29
☐30 ☐31 ☐32 ☐33 ☐34 ☐35 ☐36 ☐37 ☐38 ☐39
☐40 ☐41 ☐42 ☐43 ☐44 ☐45 ☐46 ☐47 ☐48 ☐49
☐50
For: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15 ☐16 ☐17 ☐18 ☐19 ☐20
☐21 ☐22 ☐23 ☐24 ☐25 ☐26 ☐27 ☐28 ☐29 ☐30
☐31 ☐32 ☐33 ☐34 ☐35 ☐36 ☐37 ☐38 ☐39 ☐40
☐41 ☐42 ☐43 ☐44 ☐45 ☐46 ☐47 ☐48 ☐49 ☐50
Maximum: ☐ No max
☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15 ☐16 ☐17 ☐18 ☐19 ☐20
☐21 ☐22 ☐23 ☐24 ☐25 ☐26 ☐27 ☐28 ☐29 ☐30
☐31 ☐32 ☐33 ☐34 ☐35 ☐36 ☐37 ☐38 ☐39 ☐40
☐41 ☐42 ☐43 ☐44 ☐45 ☐46 ☐47 ☐48 ☐49 ☐50
☐51 ☐52 ☐53 ☐54 ☐55 ☐56 ☐57 ☐58 ☐59 ☐60
☐61 ☐62 ☐63 ☐64 ☐65 ☐66 ☐67 ☐68 ☐69 ☐70
☐71 ☐72 ☐73 ☐74 ☐75 ☐76 ☐77 ☐78 ☐79 ☐80
☐81 ☐82 ☐83 ☐84 ☐85 ☐86 ☐87 ☐88 ☐89 ☐90
☐91 ☐92 ☐93 ☐94 ☐95 ☐96 ☐97 ☐98 ☐99
Minimum: ☐ No Min
☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15 ☐16 ☐17 ☐18 ☐19 ☐20
☐21 ☐22 ☐23 ☐24 ☐25

☐ Vending
Category: ☐ Points ☐ Baskets ☐ Game ☐ High Score
High Score Min: ☐ No Min
☐10 ☐20 ☐30 ☐40 ☐50 ☐60 ☐70 ☐80 ☐90 ☐100
☐110 ☐120 ☐130 ☐140 ☐150 ☐160 ☐170 ☐180
Give: ☐1
For: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐15 ☐20 ☐25 ☐30 ☐35 ☐40 ☐45 ☐50 ☐55 ☐60
☐65 ☐70 ☐75 ☐80 ☐90 ☐100 ☐110 ☐120 ☐130 ☐140
☐150 ☐160

F: REDEMPTION (Cont.)

Redemption Alarm: ☐ Enabled ☐ Disabled
Competition Bonus: ☐ No Bonus ☐ All to 1st ☐ Place Bonus
#1: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15
#2: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15
#3: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15
#4: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15
#5: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15
#6: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15
Adjust Bonus: ☐ No Adjust ☐ For# of Players
Jackpot: ☐ No Jackpot ☐ points ☐ High Score
Jackpot Points: ☐10 ☐20 ☐30 ☐40 ☐50 ☐60 ☐70 ☐80 ☐90 ☐100
☐110 ☐120 ☐130 ☐140 ☐150 ☐160 ☐170 ☐180
High Score Min: ☐ No Min
☐10 ☐20 ☐30 ☐40 ☐50 ☐60 ☐70 ☐80 ☐90 ☐100
☐110 ☐120 ☐130 ☐140 ☐150 ☐160 ☐170 ☐180
Add: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15 ☐16 ☐17 ☐18 ☐19 ☐20
☐21 ☐22 ☐23 ☐24 ☐25
Coin: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
Jackpot Min.: ☐0 ☐10 ☐25 ☐50 ☐75 ☐100 ☐200 ☐300 ☐400 ☐500
☐600 ☐700 ☐800 ☐900 ☐1000 ☐15000
Jackpot Max.: ☐25 ☐50 ☐100 ☐200 ☐300 ☐400 ☐500 ☐600 ☐700 ☐800
☐900 ☐1000 ☐2500 ☐5000 ☐7500 ☐9999
Jackpot Payout: ☐ Wait-Dispense ☐ Wait-No Dispense
☐ Go On-Dispense

G: GAME PLAY BONUS

☐ Disable
Seconds: ☐5 ☐10 ☐15 ☐20 ☐25 ☐30
Points: ☐20 ☐25 ☐30 ☐35 ☐40 ☐45 ☐50 ☐55 ☐60 ☐65
☐70
Give Bonus: ☐ One Time Only ☐ Each Player

H: FREE GAME BONUS

☐ Disable ☐ Points ☐ High Score
For Points: ☐10 ☐20 ☐30 ☐40 ☐50 ☐60 ☐70 ☐80 ☐90 ☐100
☐110 ☐120 ☐130 ☐140 ☐150
High Score Min.: ☐ No Min.
☐10 ☐20 ☐30 ☐40 ☐50 ☐60 ☐70 ☐80 ☐90 ☐100
☐110 ☐120 ☐130 ☐140 ☐150 ☐160 ☐170 ☐180
Match Play: ☐ Enabled ☐ Disabled

I: ATTRACT MUSIC

☐ No Music
Minutes: ☐1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10
☐11 ☐12 ☐13 ☐14 ☐15 ☐16 ☐17 ☐18 ☐19 ☐20
☐21 ☐22 ☐23 ☐24 ☐25 ☐26 ☐27 ☐28 ☐29 ☐30
☐31 ☐32

J: HIGH SCORE

☐ Always Save ☐ Erase On Reset

K: 3 POINT RANGE

☐ Enabled ☐ Disabled

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ACCOUNTING

This feature allows you to retrieve a variety of information concerning the coins put into the game, the play of the game and, if applicable, the dispensing of tickets or cards.

To access the Accounting Information press the Test Button. After the Scoreboard has reset, press Button “B” above the Front Blue Door to access the Accounting software. Within the Accounting mode, press Button “A” to advance to the next item, Button “B” to move back to the previous item and both Buttons simultaneously to return to start.

To clear the Subtotals, advance to the last item of the menu and press Button “C”.

Listed below are the items included within the Accounting Menu and a description of their applications.

Item	Description
Accounts Totals	The total amount of money put into the game since it was shipped from the factory.
Accounts Subtotal	The amount of money put into the game since this item was last cleared.
Coin #1 Total	The total number of coins put through Coin #1
Coin #1 Subtotal	The number of coins put through Coin #1 since his item was cleared.
Coin # 2 Total	The total number of coins put through Coin # 2
Coin #2 Subtotal	The number of coins put through Coin #2 since this item was cleared.
Coin Counter	This should match the mechanical coin counter on the coin door. The total number of coins put through the game.
Free Credit Total	The total number of free credits given (Obtained from pressing the Free Credit Button).
Free Credit Subtotal	The number of free credits given since this item was last cleared.
Coin #1 Test	The total number of “coins” put through coin slot #1 during test.
Coin #2 Test	The total number of “coins” put through slot #2 during test.
Free Play Total	The total number of free play games played on the game. (obtained from having Option Setting on Free Play).
Free Play Subtotal	The number of free play games played since this item was last cleared .
Games Total	The total number of games played (includes free play and free credits.)
Games Subtotal	The number of games played since this item item was last cleared .
Continuous Total	The total number of Continuous games played.
Continuous Subtotal	The number of continuous games since this item was last cleared.
Classic Total	The total number of Classic games played.
Classic Subtotal	The number of Classic games since this item was last cleared.
Random Total	The total number of Random games played.
Random Subtotal	The number of Random games since this was last cleared.
Push Back Total	The total number of Push Back games played.
Push Back Subtotal	The total number of Push Back games since this item was last cleared.
Redemption Total	The total number of tickets and cards dispensed.
Redemption Subtotal	The number of tickets and cards dispensed since this item was last cleared.
Redemption Counter	Should match the mechanical counter on the ticket door. The total number of tickets dispensed.
Redemption Max/Coin	The most tickets dispensed per coin since this item was last cleared.
Clear Subtotals	Allows for clearing of all subtotal values.

**Super Shot Deluxe
Assembly and Operating Manual
OPTIONAL BILL ACCEPTOR INSTALLATION**

DANGER

**RISK OF ELECTRIC SHOCK
DISCONNECT ALL POWER PRIOR TO INSTALLATION
OF CURRENCY MECHANISM**

**THIS GAME WAS DESIGNED FOR THE MARS ELECTRONICS MODEL
#AE 2411-USE BILL ACCEPTOR ONLY.
DO NOT OPERATE THIS GAME
WITH ANY OTHER ALTERNATE MODEL**

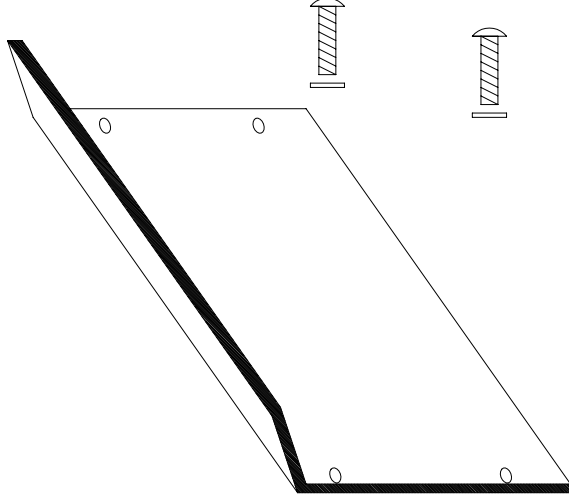
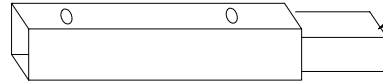
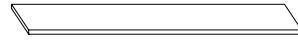
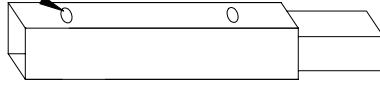
1. Disconnect 9 pin connector between coin door and main logic.
2. Remove the 4 screws holding coin door to main enclosure door.
3. Remove coin door.
4. Install new bill acceptor door.
5. Attach the bill acceptor door with the 4 screws removed in step 2.

1/4-20 BLIND INSERTS

HW 2430

1" FOAM TAPE

HW 2491
1/4-20X1 BLACK
BUTTONHEAD SOCKET
SCREWS W/1/4 BLACK
WASHERS.



BALL GUARD SUPPORT
PIPES MA 3191-1

BALL GUARD GLASS
GL 2893

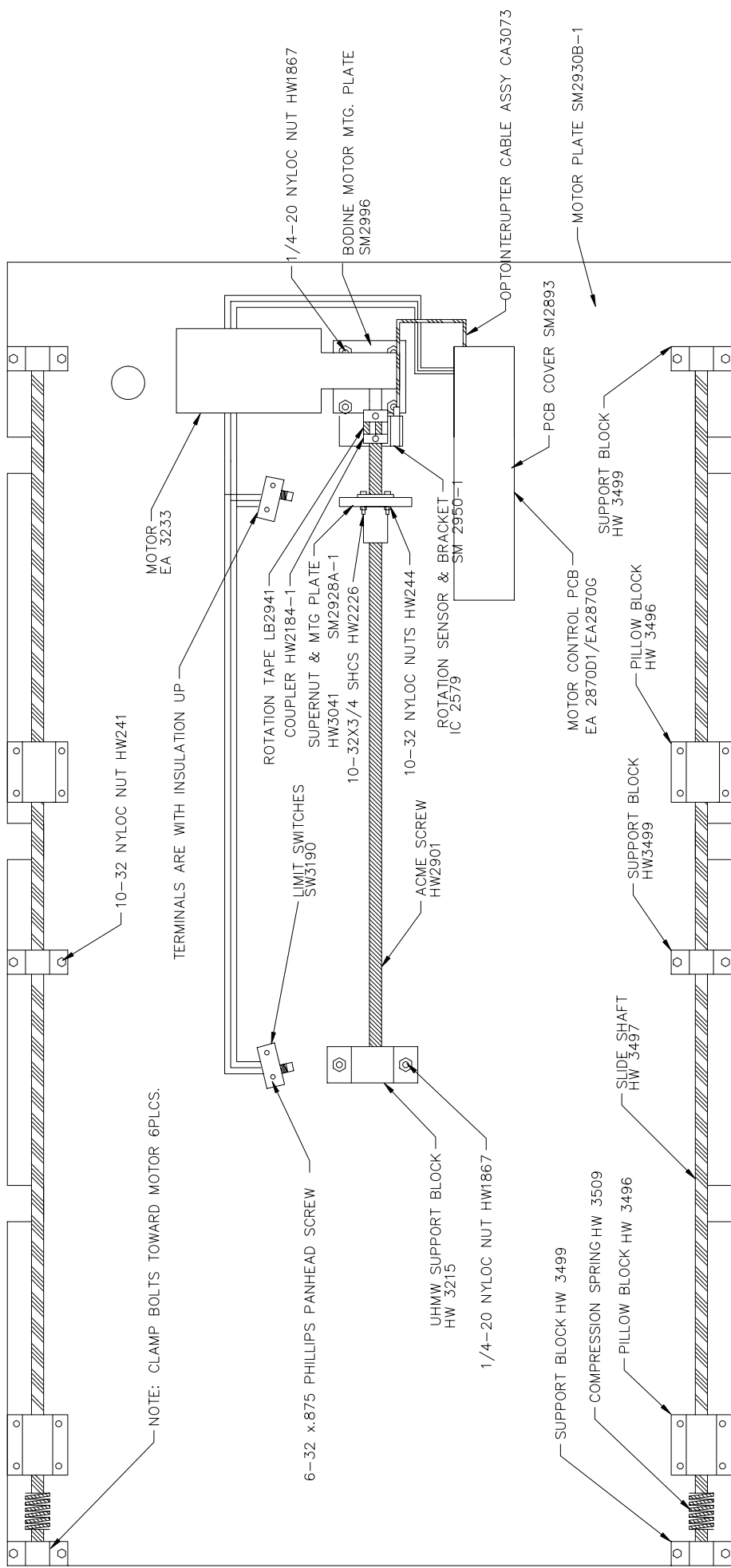
SKEE-BALL INC.

PRODUCT: SUPER SHOT DLX

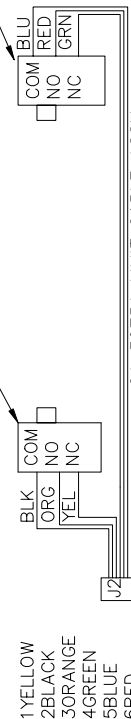
DESCRIPTION BALL GUARD ASSY.

DRWN BY: D.C. DATE: 7-30-93 DRWG# 30431 REV# D

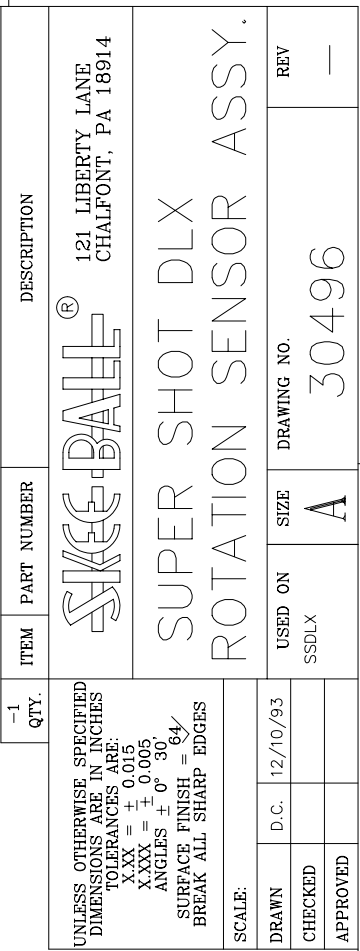
SBI PART#: MA 3192




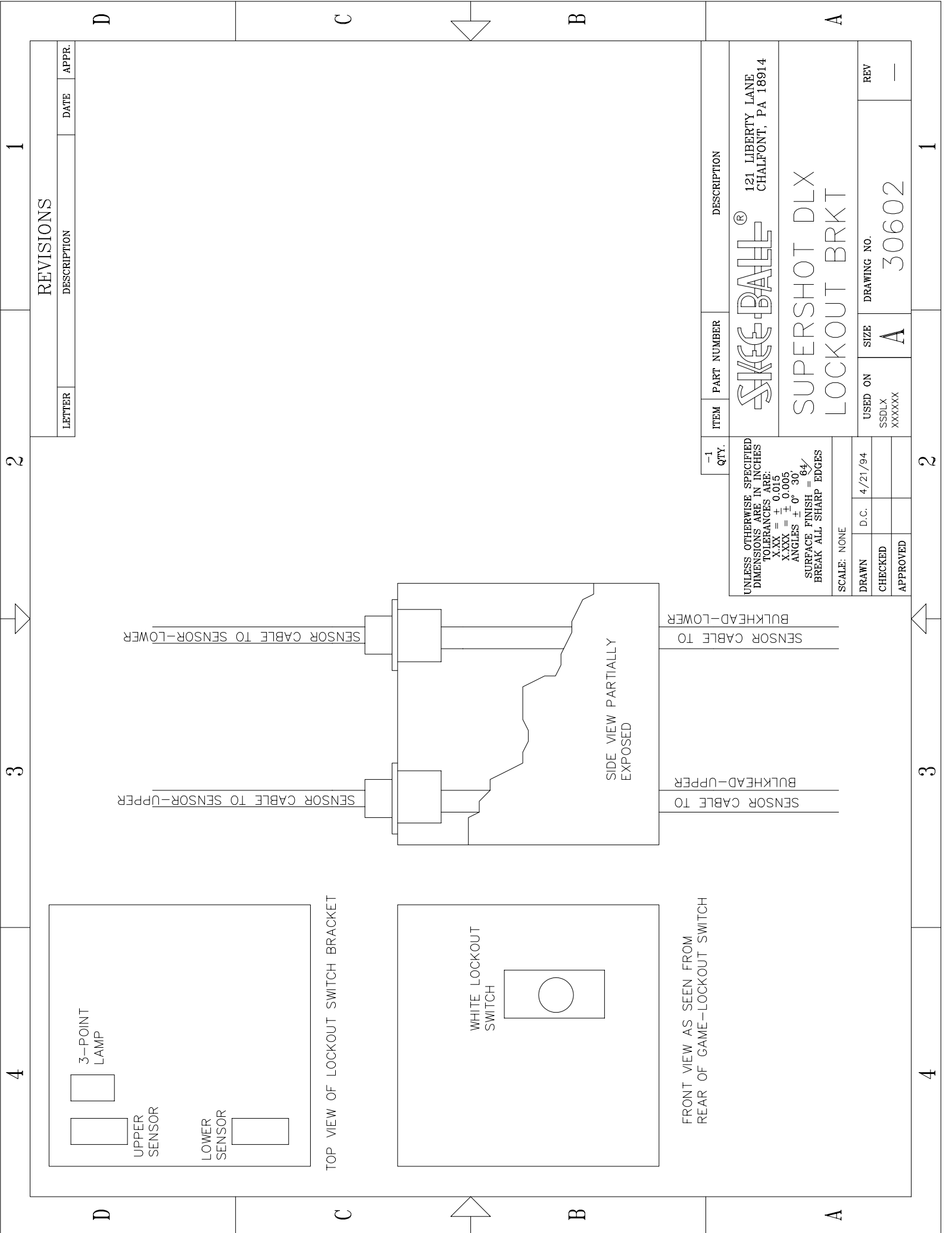
BACKWARD LIMIT FORWARD LIMIT

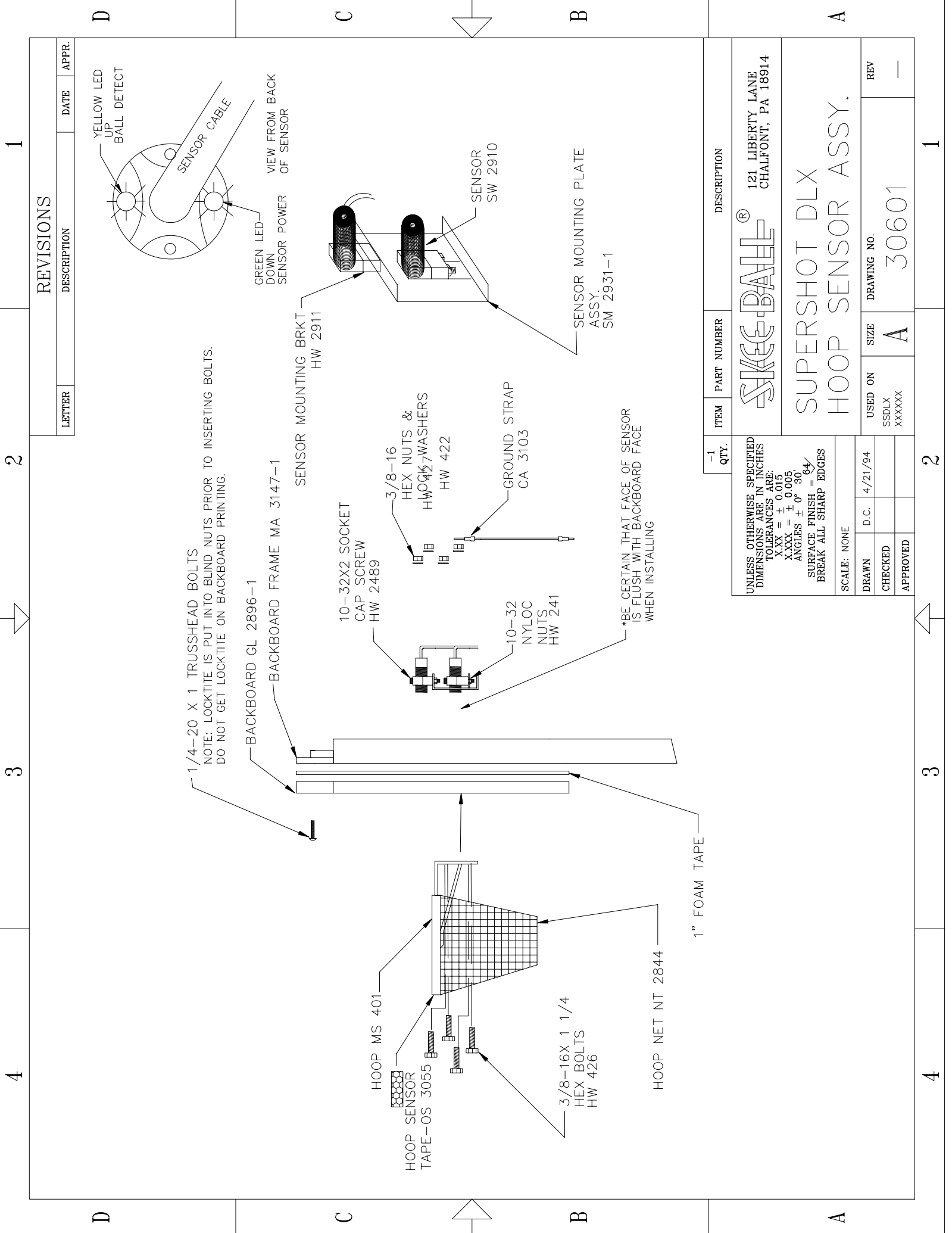


PRODUCT	NATIONAL SPORTS GAMES
DESCRIPTION	SUPERSHOT DELUXE
DRWN BY:	MOTOR PLATE INST
D.C.	DATE: 6-7-94
	REV# 30613
	N.S.G. PART# MA3072B



-1 QTY.		ITEM		PART NUMBER		DESCRIPTION	
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ARE: XXX = + 0.015 XXX = ± 0.005 ANGLES ± 0° 30' SURFACE FINISH = 64 BREAK ALL SHARP EDGES							
		121 LIBERTY LANE CHALFONT, PA 18914					
		SUPER SHOT DLX ROTATION SENSOR ASSY.					
SCALE:							
DRAWN		D.C.		12/10/93			
CHECKED							
APPROVED							
		USED ON SSDLX		SIZE A		DRAWING NO. 30496	
						REV —	





REVISIONS

LETTER	DESCRIPTION	DATE	APPR.
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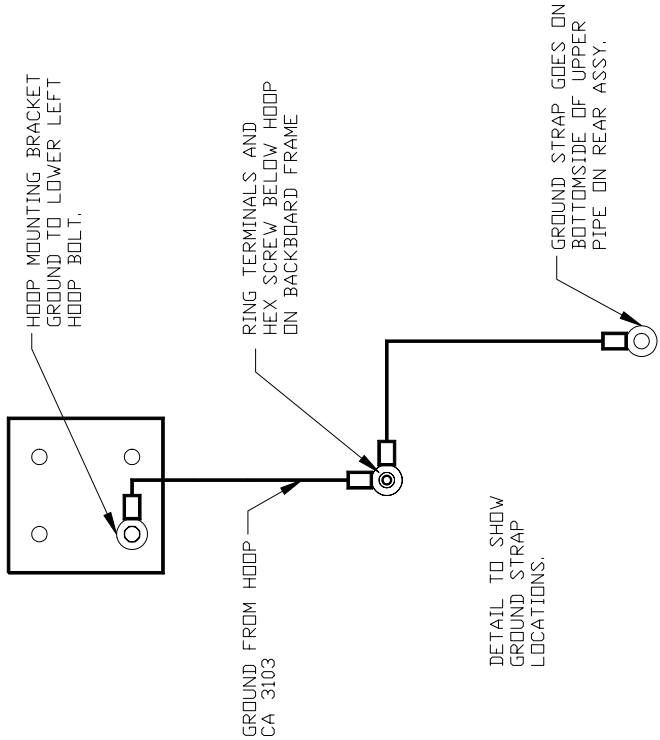
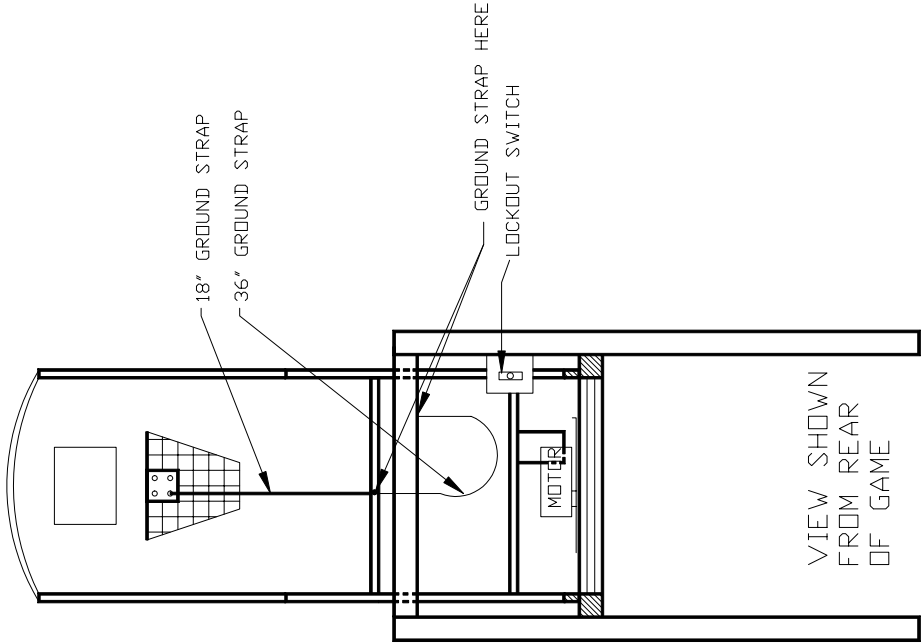
ITEM	PART NUMBER	DESCRIPTION
-1	QTY.	
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ARE:		
XXX = + 0.015		
XXX = + 0.005		
ANGLES ± 0° 30'		
SURFACE FINISH = 64		
BREAK ALL SHARP EDGES		
SCALE: NONE		
DRAWN	D.C.	4/21/94
CHECKED		
APPROVED		
USED ON	SIZE	DRAWING NO.
SSDLX XXXXX	A	30601
REV		—

SKF-BALL®
121 LIBERTY LANE,
CHALFONT, PA 18914

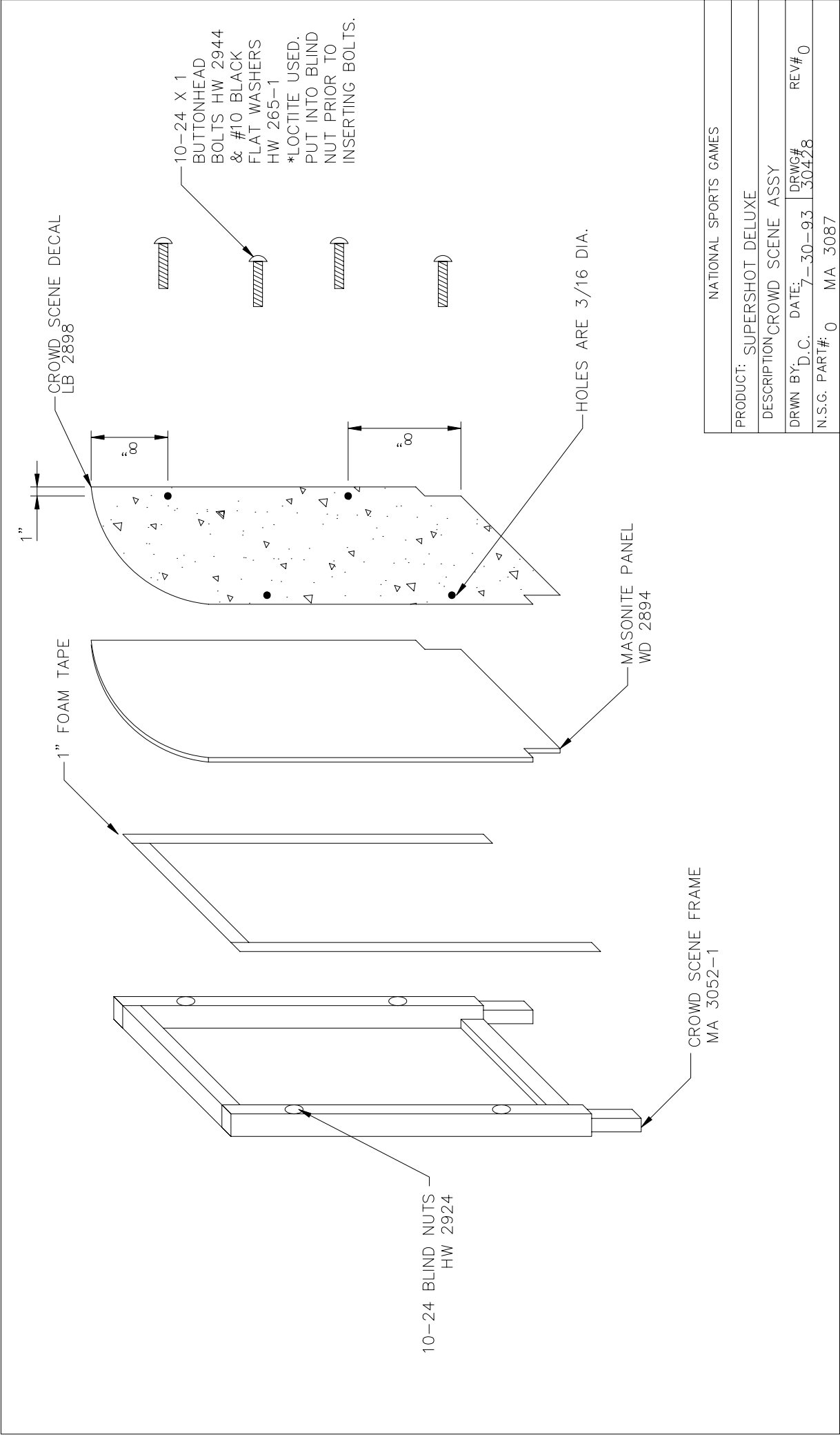
SUPERSHOT DLX
HOOP SENSOR ASSY.

IMPORTANT:

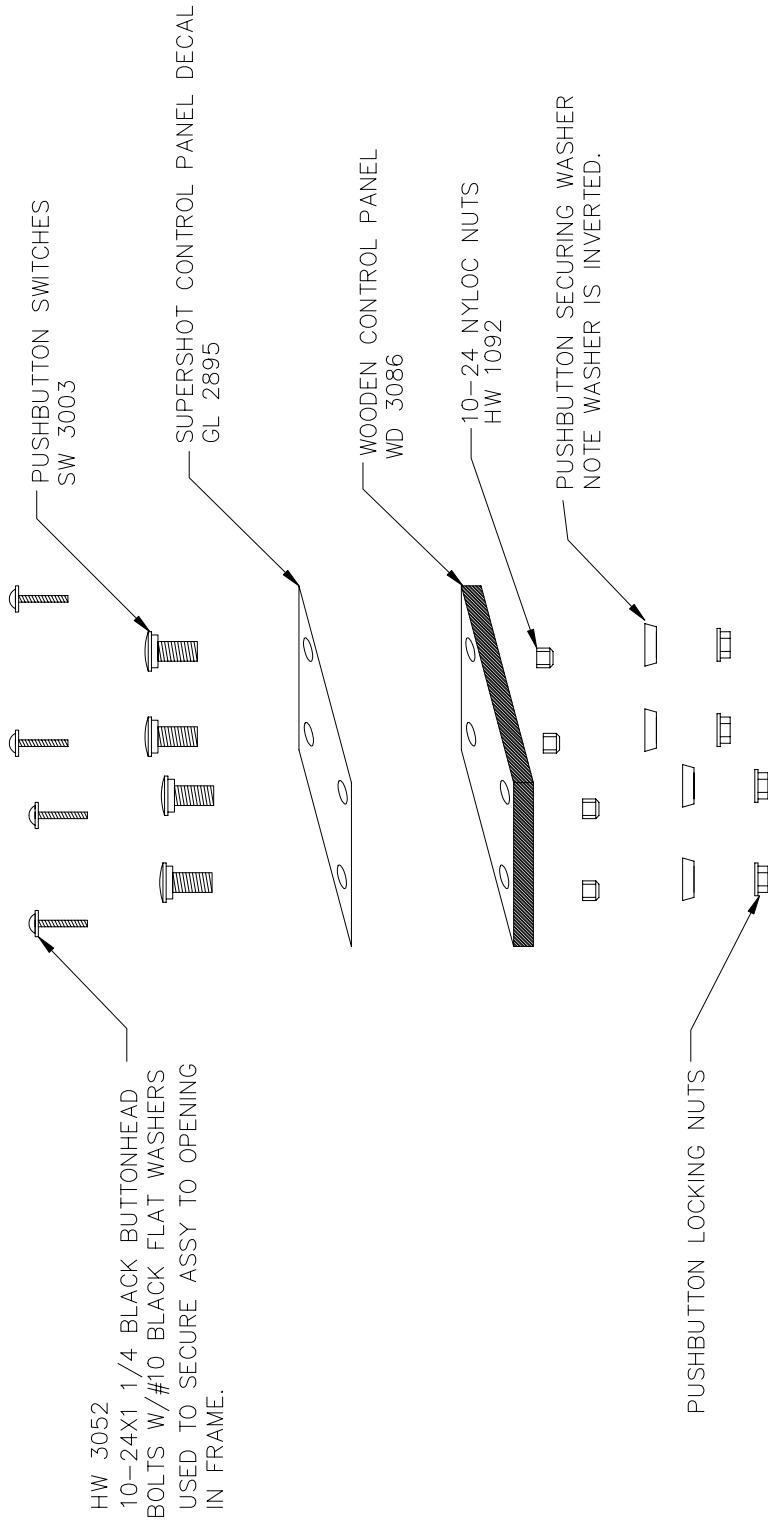
GROUND STRAPS MUST BE IN PLACE AND ATTACHED TO PREVENT DAMAGE TO MOTOR CONTROL BOARD.



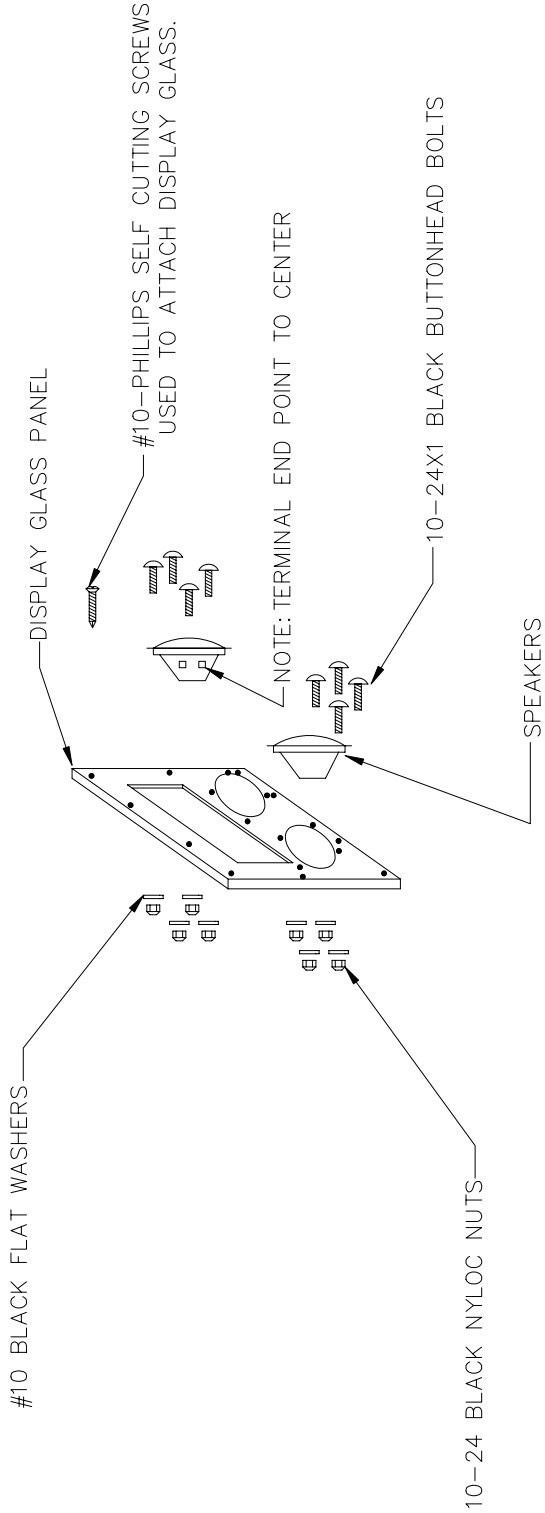
NATIONAL SPORTS GAMES
PRODUCT SUPERSHOT DELUXE
DESCRIPTION GROUNDING STRAPS
DRWN BY: T.C. DATE: 7-1-93
REV# 30417
NSG. PART#



NATIONAL SPORTS GAMES			
PRODUCT: SUPERSHOT DELUXE			
DESCRIPTION CROWD SCENE ASSY			
DRWN BY: D.C.	DATE: 7-30-93	DRWG# 30428	REV# 0
N.S.G. PART#: 0		MA 3087	



NATIONAL SPORTS GAMES			
PRODUCT: SUPERSHOT DELUXE			
DESCRIPTION: CONTROL PANEL ASSY.			
DRWN BY: D.C.	DATE: 7-30-93	DRWG# 30430	REV# 0
N.S.G. PART# 0	MA 3193		



NATIONAL SPORTS GAMES			
PRODUCT: SUPERSHOT DELUXE			
DESCRIPTION DISPLAY GLASS ASSY.			
DRWN BY: D.C.	DATE: 7-30-93	DRWG# 30429	REV# 0
N.S.G. PART# 0			

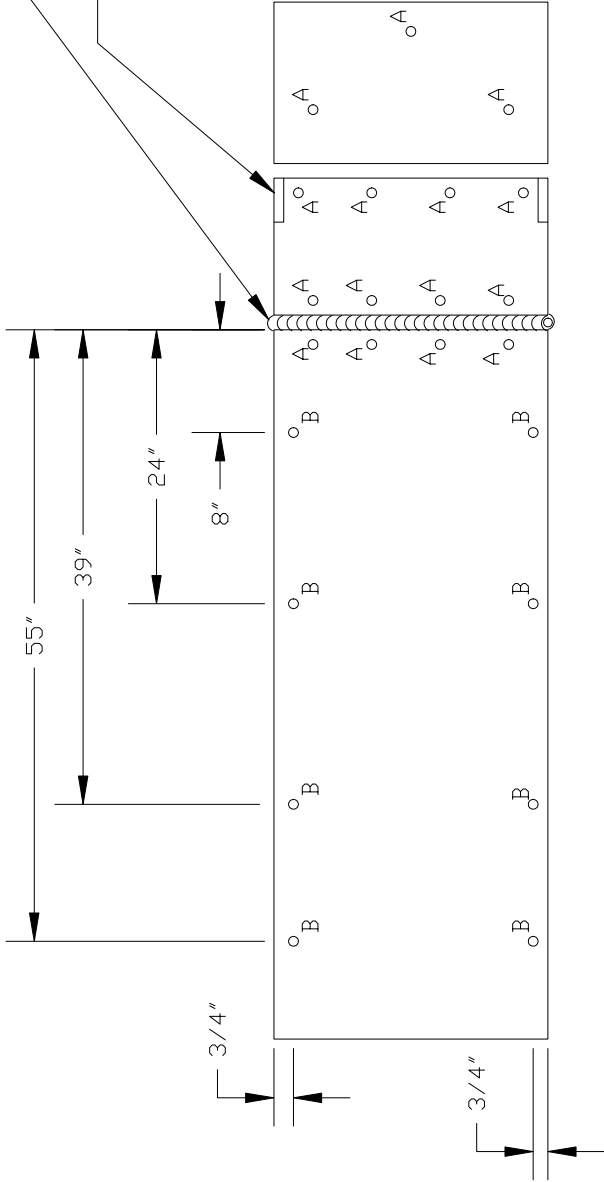
10-24X1 1/4 CARRIAGE BOLTS HW 2196-1
WITH NYLOC NUTS HW 1092

90° ANGLE GATE SUPPORT SM 3049

24" CONTINUOUS HINGE
HW 448

TEFLON STRIPS AFFIXED TO PANEL
BOTH SIDES. PL 3007

A=3/16 DIA. HOLES
B=5/16 DIA. HOLES
A-HARDWARE IS 10-24X1 1/4
BLACK CARRIAGE BOLTS AND
NYLOC NUTS.
B-HARDWARE IS 1/4-20 X 1 1/4
BLACK BUTTONHEAD BOLTS WITH
BLACK FLAT WASHERS.



MATERIAL IS 3/4 BLACK VINYL BOARD

NATIONAL SPORTS GAMES		
PRODUCT: SUPERSHOT DELUXE		
DESCRIPTION BALL RETURN PANEL ASSY		
DRWN BY: J.C.	DATE: 7-28-93	DRWG# 30425 REV#
N.S.G. PART#: MA 3153		

Super Shot Deluxe Assembly and Operating Manual TROUBLESHOOTING GUIDE

INTRODUCTION

The purpose of this guide is to help you pinpoint a problem area and eliminate the undue process of parts swapping, expedite shipping charges and other hassles associated with a breakdown due to unknown causes. In order to successfully follow this guide, it is imperative the individual understands the overall play of the game and its test functions. Reading the test portion of the Assembly/Operating Manual will enable one to pinpoint the problem area quickly.

Reading the Game Play portion of the Assembly /Operating Manual will enable one to better understand how and when certain functions relating to hardware (physical printed circuit board and components thereof) and software (the program which actually commands the hardware) interact.

The ability to utilize a DVM (Digital Volt Meter) is critical and this guide will be of little value to anyone not understanding the operation of a DVM.

The overall content is according to the most common problems of which Skee-Ball is aware. Listed below are general descriptions of the principal working parts of Super Shot Deluxe and a brief analysis of their functions.

Super Shot Deluxe

Assembly and Operating Manual

Checking Voltages

Universal Logic Printed Circuit Board

This is the largest Printed Circuit Board (PCB) in the game and the main program IC is located on this PCB.

Red light (CR6)

This Light is next to the large green capacitor (C15), and when on signifies game is in reset. Upon powering up the game, this light turns on and then turns off. This sequence signifies that the logic successfully power up.

Green light (CR1)

When flashing, at one-second intervals, signifies that the program is operating properly.

Orange light (CR11)

When flashing, indicates that data from matrix display board, is being received.

The +5 Volts is strictly for the logic.

Attach black lead from the DVM to VSS on main logic PCB and put red lead on banded side of CR5. A steady reading of 5.10 – 5.25Vdc should show on the meter. If the voltage is below 5.10 Vdc. The power detection logic will not allow the microprocessor to reset properly.

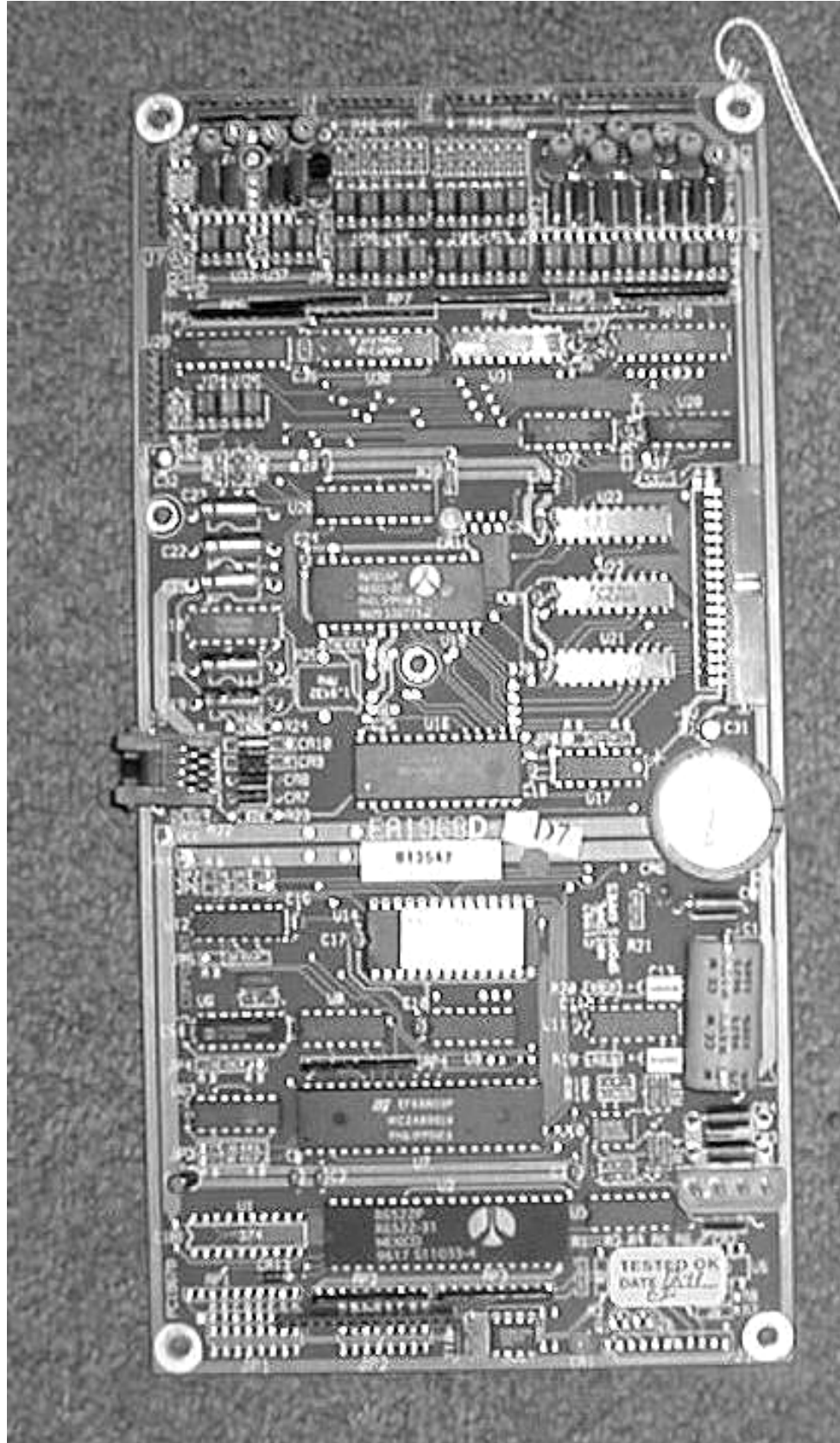
The +12 Volts is for lamps, sound, and ticket dispensers.

Attach black lead from the DVM to VSS on main logic PCB and put red lead on + Side of (C14). A steady reading of 11.70 –12.10 should show on the meter.

The -5 Volts is used for sound.

Attach black lead from the DVM to VSS on main logic PCB and put red lead and non-banded side of (CR2). A steady reading of -5V should show on the meter.

Super Shot Deluxe Assembly and Operating Manual



Super Shot Deluxe

Assembly and Operating Manual

Sound PCB

This PCB is mounted to the top of the logic and towards the top of the game. It creates all sounds for the game. Volume control is located on the top of the Chassis Plate. This is a small round device, and it is labeled accordingly. Volume is increased by turning clockwise.

Power Distribution PCB

This PCB is located directly between the Sound PCB and the Power Supply. It generates 20 VAC for the moving message display. Voltages, Should read 24 VAC between the black and red wires and 12.00 VAC between the black and white or red and white.

Power Supply

This is a chrome metal box mounted directly next to the logic PCB. This unit converts the AC voltage coming from the wall outlet into +5, +12 and -5DC voltages. The push-button on/off switch is a small metal button. The voltage adjust is located 2" to the left of the on/off switch and adjusts voltage up counter clockwise. **Voltages should never be measured at the supply.**

AC Line Fuse

This fuse is located on the upper right hand side of the power supply. In the event a "short" should occur anywhere in the AC system, the fuse will blow in order to protect the system. **Replace with a 5 Amp, Slow-Blow fuse only.**

Moving Message Display

The display is located in the center of game. This unit displays game status and test information.

There are three L.E.D.s located on the left side of the game and they are visible from left side of game and behind display. View the LEDs through the 1" diameter hole.

Red = Sign is in reset when steady on. Normal operation is, when game is powered-up and the L.E.D. comes on then turns off and stays off.

Orange = Data is being received from logic when flickering.

Green = Health light should be flashing at one second intervals, when operating properly.

Super Shot Deluxe

Assembly and Operating Manual

Hoop Sensors

There are two hoop sensors mounted behind the hoop, and on brackets affixed to a plate. The upper sensor is mounted above the hoop plate and the lower sensor is mounted below. Both sensors are mounted on the vertical centerline of the hoop plate. These are optical sensors aimed at the reflective tape which is affixed on a bracket on the inside front of the hoop rim. The basketball must break the beams of both sensors in sequence, first the upper, then both, then the lower. In short, the ball cannot go through the hoop from the bottom and give a score.

For games manufactured before (October, 2001):

Banner model number S18SN6L

There are two L.E.D. indicators on each sensor. Both should be steady on. The L.E.D. s should be vertical for proper sensor alignment.

Green = Power.
Yellow = Beam continuity.

For games manufactured after (October, 2001):

Carlo Gravazzi model number PA18CSR30NA1361

There is one L.E.D. indicator on the side of each sensor.

Yellow = Beam continuity.

Voltage check at rear of game with sensors unplugged. Using the VOM, put black lead at GND position and red lead at +12POS should read +12VDC. Put black lead at GND position and red at signal on both connectors should read +5VDC.

Rear Access Door

The access door is located at rear of game. The lock opens using same key as the front door. When opened, the AC Power is removed from motor control circuit to prevent accidental movement and subsequent injury to someone performing service to the game. The backboard will not move during game play or test mode without access door in the fully locked position.

Backboard Movement and Drive Motor Assembly

Located below hoop at rear of game. Motor is attached to a red plastic nut, which turns a screw to move the backboard to and from player. The motor is direct drive, eliminating belts, pulleys, etc. The motor thus operates on 130VDC.

Position Limit Switches

There are two switches located on the motor plate assembly. The one closest to the front of the game notifies the logic that the backboard is at full forward position and the one closest to the rear of the game notifies the logic that the backboard is at its "Home" or game over position thus raising the mechanical gate up and blocking balls from release to players.

Super Shot Deluxe Assembly and Operating Manual **DC Motor Control PCB**

Located next to the drive motor. This PCB receives signals from the logic PCB, along with the forward and backward limit switches concerning the position of the backboard. The Motor Control Board has four L.E.D indicators as follows:

- (CR11) Red: Motor on
- (CR12) Green: Direction command to move forward.
- (CR14) Yellow: Rotation sensor indicator.
When moving the backboard, the indicator will turn on and off signifying a count has been made.
- (CR13) Orange: Limit switch is in closed position.
Rear limit if Green L.E.D. is off and at the Front limit if Green L.E.D. is on

For games manufactured before (October, 2001).

The PCB is fused with a 2Amp Slow-Blow fuse to protect the circuitry from over –voltage or excessive current demands.

Voltage checks see Figure 3

- 5.10 VDC black lead at V-(A)+ lead at CR17 (band side).
- 160 VDC black lead at V-(B)+ lead at back of Q2.
- 100-130VDC black lead at V-(B)+ lead at back of Q1
- 125VDC black lead at V-(B)+ lead at back of U1.
- 12VDC black lead at V-(B)+ at V+(C)

Super Shot Deluxe Assembly and Operating Manual

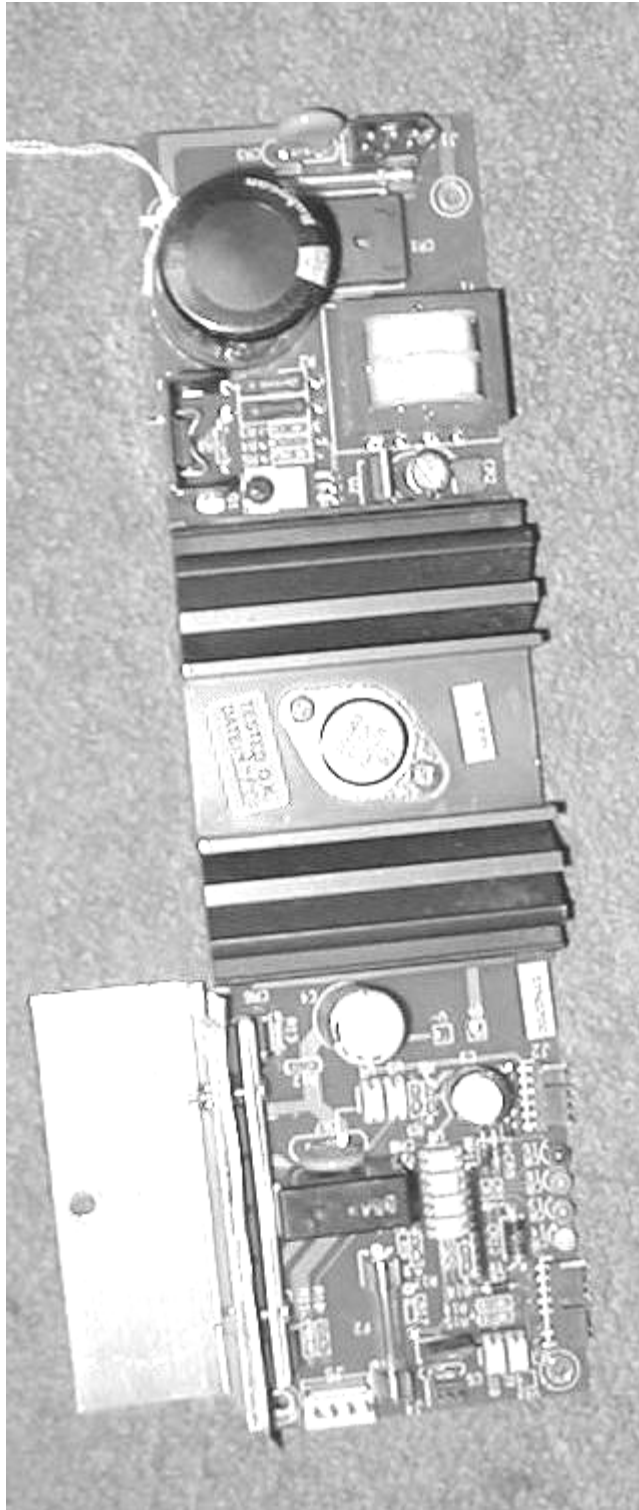
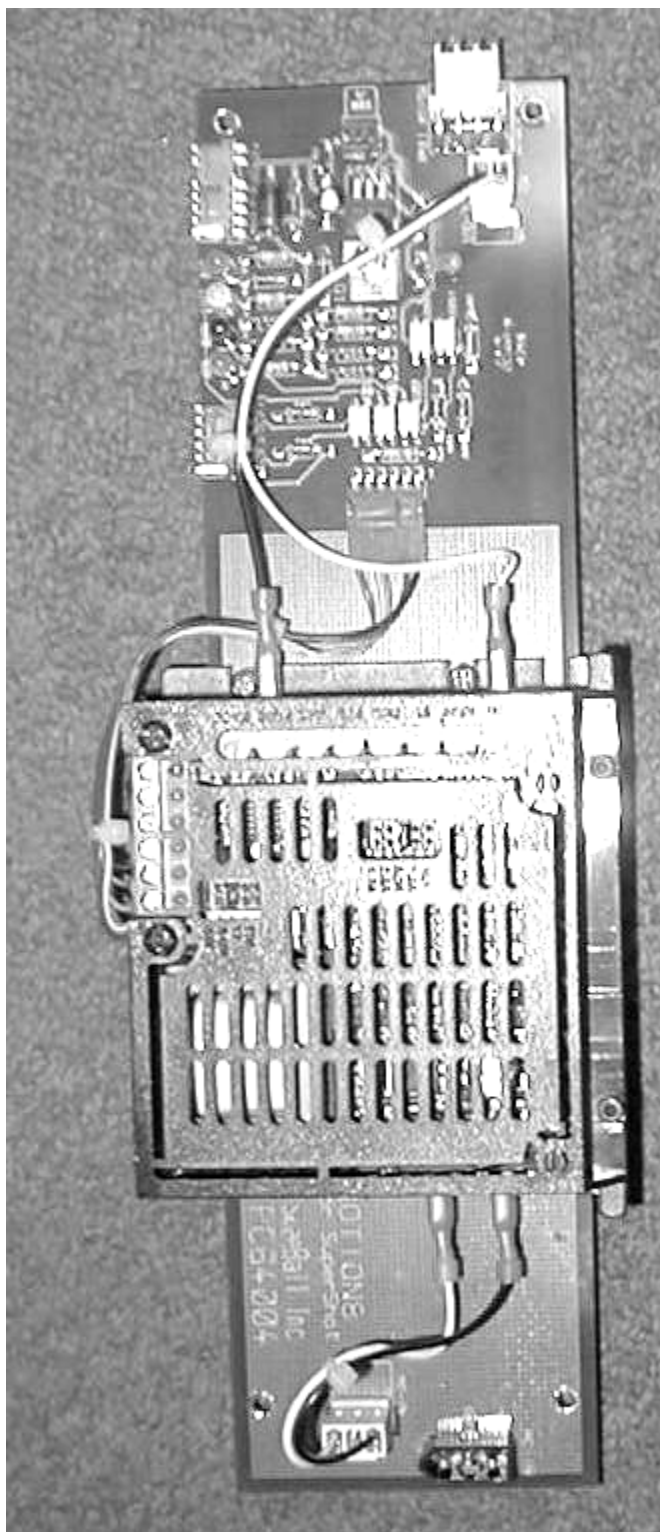


FIGURE #3

Super Shot Deluxe Assembly and Operating Manual

For games manufactured after (October, 2001).

A different type of Motor Control Board is supplied with the game and does not require a fuse on the PCB.



**Super Shot Deluxe
Assembly and Operating Manual
Game Power Up Sequence – Normal Condition**

1. Plug in game with front door open.
2. Red light (labeled on chassis cover “RED”) turns on then goes off.
3. Yellow light (labeled on chassis cover “FLASHING YELLOW”) flickers intermittently signifying data being received from matrix display board.
4. Green light (labeled on chassis cover “GREEN”) flashes at one-second intervals.
5. After 5 seconds, message displays system reset six times prior to sounding “Have a Nice Day”.
6. Display will run a pre-game message while playing the theme song.

Super Shot Deluxe

Assembly and Operating Manual

Trouble-Shooting Chart

<u>PROBLEM</u>	<u>ITEMS TO CHECK</u>	<u>POSSIBLE CURE</u>
A). Game does not power up.	Game plugged in to the wall.	
	Power Supply's on/off switch turned on.	
	AC line fuse	Replace fuse
	Power Supply's DC voltage output +5, 12, -5	Replace Power supply
	Power Supply to Power Distribution Board (J7)	Repair connection
	Connection J8 power distribution to J2 logic	Repair connection
	Data Cable J9 logic to J2 on the display	Reseat connectors
B). Backboard Does not move	Fuse on motor control PCB	Replace fuse
	Interlock Switch Open	Reseat Rear Access Door.
	Voltage check at motor control	Replace motor control PCB
	Motor turns but screw does not	Tighten Set screw on motor coupler
	Forward and backward limit switch activate orange indicator on motor PCB	Connection at limit switches.
C). Hoop not scoring	Plugged into corresponding Connectors at back of game	Lower to lower, upper to upper
	Reflector tape affixed to hoop	Adjust alignment
	Voltage check at rear bulkhead	Replace sensor
D). Problem with ticket dispenser	Pressing advance button on dispenser PCB works and sound of cash register is heard	Press A and B switch and tickets owed print out
E). Does not accept coins	Trip wire not bent	Adjust trip wire
	Will not work in test mode	Replace coin switch
F). No Sound	Game Option set for "No Music"	Reset Option
	Volume Control turned low	Increase Volume
	Speakers not connected.	Reconnect Speakers
G). After game selection, Backboard moves to front Limit Switch. Then moves to the Home position and the display reads "SELECT GAME".	Front limit switch working correctly	
	Backboard movement	Clean and lubricate Screw Assembly and linear slides
	Motor Control Board's output low	Replace motor control PCB
	Correct software for the Motor Control Board	Replace with correct Version

Super Shot Deluxe

Assembly and Operating Manual

MOST COMMONLY ORDERED PARTS

Stock No.	Description	Stock No.	Description
AC2163	Coin Bucket	IC2579	Rotation Sensor (Pre 12/1/2001)
AC2673	Cover, Holder, Cash Box	IC5695	Rotation Sensor (Post 12/1/2001)
CA3098	Network Interface Cable Assembly	LT0595	12VDC Player Button Bulb
EA1968D7	Universal Logic Assembly	LT2772	Target Light
EA1982A	Sound PCB Assembly	MA3087	Crowd Panel
EA2277C	Matrix display board	MA3281	Tape, Rotation Sensor (Pre 12/1/2001)
EA2508	DC Power Supply	MA3515	Motor Plate Assembly
EA2831A	Network Interface PCB	MS0613	Counter
EA2870H	DC Motor Control (Pre 12/1/2001)	MS1966	Ticket Dispenser
EA3106	Power Distribution Board	MS2655	Speaker
EA3143	Florescent lamp Fixture Assembly	MS3177	Basketball, Junior
EA3144	Hoop Sensor less mounting bracket	MS401	Hoop
EA3233A	Gear-motor	NT2844	Hoop Net
EA32364	DC Motor Control (Post 12/1/2001)	OS3055	Hoop Reflector Tape
EA3375C	Power Distribution Board	SM3305-1	Canopy
GL28921	Display Glass	SM3309-1	Netting Panels
GL2893	Ball Guard Glass	SM3581-1	Motor Access Panel
GL2895	Control Panel Decal	SW0474	Limit Switch (Interlock)
HW0446	8" Tywrap (White)	SW0754	Coin Micro-switch
HW1775	14" Tywrap (Black)	SW2989	Fuse, 5 Amp Slow-Blow
HW1826	Bumper, Rubber	SW3003	Player Switch
HW2184	Screw Coupler	SW3100	Switch for Player Button
HW2901	Acme Screw	SW3156	Fuse, 3 Amp Slow-Blow 1/4 x 1 1/4
HW3041	Super-nut	SW3157	Fuse, 3 Amp Slow-Blow 5 x 20mm(Some Models Only)
HW3215	Pillow Block	SW3190	Limit Switch
		WD3041A	Ball Gate Wood
		WD3319-1	Backboard

Super Shot Deluxe
Assembly and Operating Manual
SKEE – BALL’S SERVICE DEPARTMENT

SKEE-BALL

America’s Leading Sports Game Company

Dear Skee-Ball Customer:

Thank you for your recent purchase of an interactive game from Skee-Ball. We know that you will be happy with its performance.

Our goal at Skee-Ball is to provide you with the best service possible on a continuing basis. Our purpose in writing to you is to invite you to call us if we can assist you with the information on servicing your Skee-Ball game. We can be reached in our Phoenix Headquarters at (602) 470-1490, Monday through Friday from 7:00 a.m. to 11:30 and from 12:00 p.m. to 3:30 p.m., Arizona Time.

Prior to calling us, it is absolutely imperative you have the following information at hand in order to help you effectively:

- Serial number of game
- Software Revision Code and Check Code (see Test Instructions)
- Name of Distributor through which the game was purchased
- Date of purchase

Once again, thank you for your purchase. We look forward to helping you enjoy your Skee-Ball game to the fullest.

Sincerely,

SERVICE DEPARTMENT

Super Shot Deluxe

Assembly and Operating Manual

WARRANTY

Skee - Ball Incorporated warrants to the original purchaser that the product will be free of defects in workmanship and materials. The main processor and display boards are warranted for 1 year from date of purchase. All other components are warranted for 90 days from the date of purchase.

If your equipment fails to conform to the above-mentioned warranty, Skee-Ball, Inc.'s sole liability shall be, at its option, to repair or replace any defective component with a new or re-manufactured component of equal to or greater O.E.M. specifications.

Skee-Ball, Inc. will assume no liability whatsoever, for costs associated with labor to replace defective parts, or travel time associated therein.

Limitation on Liability – Skee-Ball's liability for damages hereunder, including but not limited to, liability for patent infringement or breach of warranty, shall not exceed the total of all charges and fees paid by the purchaser hereunder, exclusive of any taxes or other charges, (other than income taxes) which Skee-Ball was required to pay to third parties as the result of the receipt of such amounts. The purchaser expressly agrees, in the event of any breach of this agreement by Skee-Ball that purchaser's exclusive remedy hereunder shall be the right to limitation on the amount of damages set forth above.

IN NO EVENT WILL SKEE-BALL BE LIABLE FOR ANY SPECIAL, INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LOST PROFITS, EVEN IF SKEE-BALL HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE. The terms "incidental damages" and "consequential damages" shall have in this agreement the same meaning as given in Arizona Revised Statutes 47-2715 (U.C.C. 2-715), as the same may be amended from time to time.

In no case, whether on account of any act or failure to act by Skee-Ball or others, shall Skee-Ball be liable to purchaser for Skee-Ball's or another manufacturer's negligence in design, manufacture, delivery or installation of the equipment.

No action, regardless of its form, whether in contract, in tort (including negligence), or otherwise, arising out of, or as a result of, this agreement, shall be commenced by purchaser more than one year after the occurrence of the act or event giving rise to such action.

This warranty is contingent upon proper and normal use of the product and does not cover equipment which has been modified without Skee-Ball, Inc.'s written consent, which has been subject to unusual physical stress, incorrect assembly, hook-up, other misuse, neglect, improper electrical current, failures caused by natural disasters such as fire, flood and lightning or as a result of any unauthorized repairs or alterations.

THE FOREGOING WARRANTIES ARE IN LIEU OF ALL OTHER WARRANTIES EXPRESSED OR IMPLIED INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

Super Shot Deluxe

Assembly and Operating Manual

Should your product need servicing, please have the following information ready prior to contacting Skee-Ball, Inc.

Model # of the Unit

Serial # of the Unit

Serial # of the Part (i.e. – Main Processor Board) if applicable

Most of this information can be found on the UL tag attached usually to rear of the product.

When returning a unit for repair, call prior to returning your product to obtain an Return Material Authorization Number (RMA#). Failure to obtain an RMA# can lead to parts being delayed in repairs / shipping or return without repairs being completed. Write the RMA# on the outside of the package. Include the following information inside of the packaging:

Name, address, phone & fax number including area code.

Product Serial & Model Numbers.

RMA#.

Contact Name.

If possible, symptoms and / or problems experiencing.

Postage, insurance and / or shipping costs incurred while presenting your unit for repairs (in or out of warranty) is the responsibility of the consumer. Skee-Ball, Inc. will ship warranty repaired / replaced items back to the consumer free of charge via UPS Ground, U.S. Mail or other comparable shipping means. Any Express Mail or Overnight Shipping expenses are at cost to the consumer.

Skee-Ball, Inc. can be contacted at:

Skee-Ball, Inc.
121 Liberty Lane
Chalfont, PA 18914
(215) 997-8900 - Voice
(215) 997-8982 – Fax
penn@skeeball.com
Mon-Fri 8am – 5pm E.S.T.

Skee-Ball, Inc
3669 East LaSalle
Phoenix, AZ 85040
(602) 470-1490 - Voice
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phx@skeeball.com
Mon – Fri 7am to 11:30 – 12pm to 3:30pm AZ Time.