Spin-N-Win

Assembly and Operation

Manual

Skee Ball Inc. (Corporate Offices) • 121 Liberty Lane • Chalfont, PA 18914 • USA • (215) 997-8900 • Fax (215) 997-8982
Phoenix Offices: (Sports Games Division) • 3669 East La Salle Street • Phoenix, AZ 85040 • USA • (602) 470-1490 • Fax (602) 470-1495

Spin-N-Win
Assembly and Operation Manual

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Introduction

Congratulations! You have purchased SKEE–BALL's colorful new stop-action game. It combines bright lights, with exciting motion, and is sure to be an attention getter with any crowd. Pull the real slot lever, watch the lights begin to spin around, and hit the STOP button! Try to land on 25, 50, or 500, and win that amount in tickets. It's easy, fun, and exciting for players of all ages!

Spin-N-Win comes in a Standard 4' Dial Version or a Jumbo 6' Dial Version and both feature a steel frame construction with a powder-coated finished for long-lasting durability! Spin-N-Win uses SKEE–BALL's universal logic board and specially designed lamp driver boards for the simplest and most reliable operations.

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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.

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Letter from Skee – Ball 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 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

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Specifications

Standard Size (4’ Wheel) :

Dimensions:	48”W x 30”D x 96”H
Current:	110 Vac / 6.5 Amps
Weight:	Lbs
Shipping Weight:	
Created Dimensions:	80”L x 46”W x 861/2” H

Jumbo Size: (6’ Wheel)

Dimensions:	72”W x 38”D x 135”H
Current:	110Vac / 10Amps
Weight:	Lbs
Shipping Weight:	
Created Dimensions:	80”L x 46”W x 861/2” H

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Assembly Instructions

4 Foot Spin-N-Win

1) Remove shipping bracket from base cabinet and remove top cabinet from skid

2) Remove base cabinet from skid and place in approximate final location with room to work behind game.

3) Remove rear wood panel.

4) Place the top cabinet onto the base cabinet and attach with 4 5/16 bolts, washers, and nuts.
Note: bolts go through frame from bottom (nuts on top).

****** CAUTION ******

Do not open upper rear door until the top cabinet is attached to base. The weight of the lamp fixtures on the top door will tip the top cabinet.

5) Remove the shipping brackets from the top cabinet

6) Wire connections:

- 8 pin (data) pcb connector is plugged into j2 of the left (viewed from the back) lamp driver board.
- 3 pin (ac) pcb connector is plugged into j1 or j7 of the same board as the data.
- The other two connections are in-line. A 2 pin (12v) for the color wheel and a 3 pin (120v) for the fluorescent lamps.

7) Feed the power cord through the hole in the rear panel and re-attach the rear panel.

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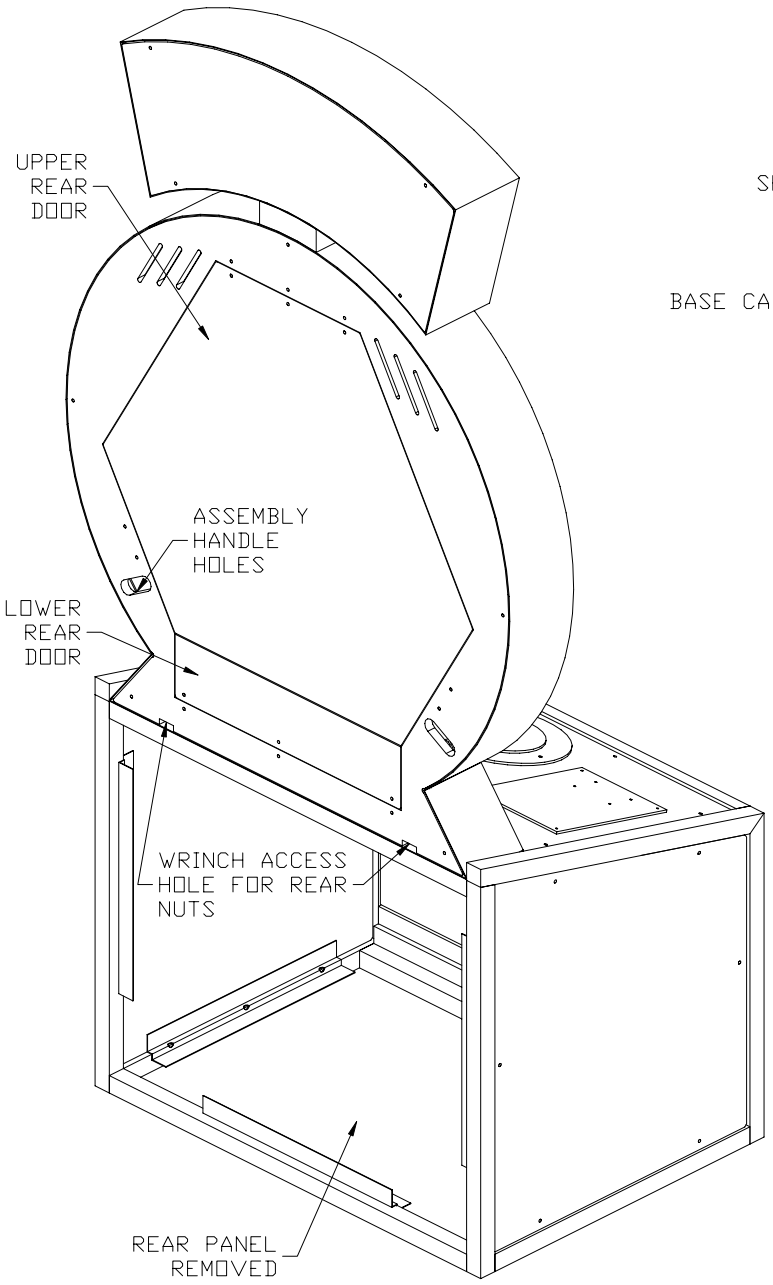
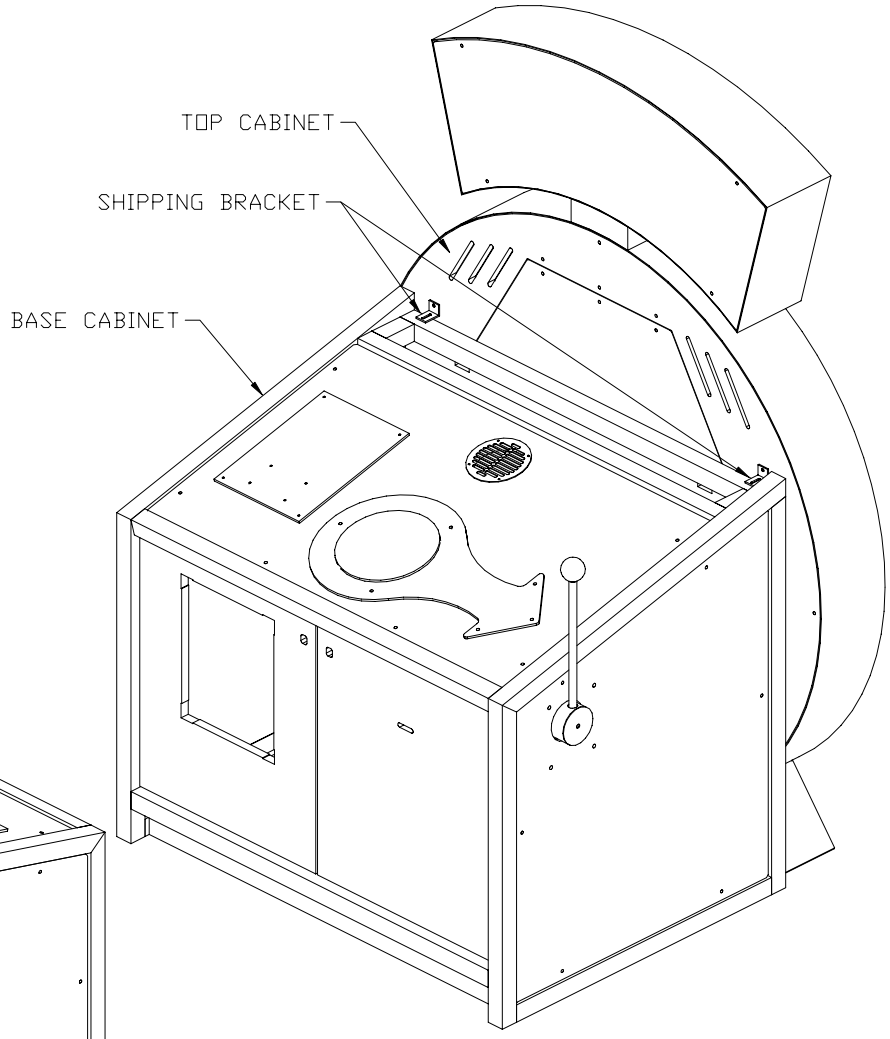
REVISIONS			
LETTER	DESCRIPTION	DATE	APPR.





ASSEMBLY INSTRUCTIONS:

1) REMOVE SHIPPING BRACKET FROM BASE CABINET AND REMOVE TOP CABINET FROM SKID

2) REMOVE BASE CABINET FROM SKID AND PLACE IN APPROXIMATE FINAL LOCATION WITH ROOM TO WORK BEHIND GAME.

3) REMOVE REAR WOOD PANEL.

4) PLACE THE TOP CABINET ONTO THE BASE CABINET AND ATTACH WITH 4 5/16 BOLTS, WASHERS, AND NUTS.
NOTE: BOLTS GO THROUGH FRAME FROM BOTTOM (NUTS ON TOP).

*** CAUTION ***
DO NOT OPEN UPPER REAR DOOR UNTIL THE TOP CABINET IS ATTACHED TO BASE. THE WEIGHT OF THE LAMP FIXTURES ON THE TOP DOOR WILL TIP THE TOP CABINET.

5) REMOVE THE SHIPPING BRACKETS FROM THE TOP CABINET

6) WIRE CONNECTIONS:

8 PIN (DATA) PCB CONNECTOR IS PLUGGED INTO J2 OF THE LEFT (VIEWED FROM THE BACK) LAMP DRIVER BOARD.

3 PIN (AC) PCB CONNECTOR IS PLUGGED INTO J1 OR J7 OF THE SAME BOARD AS THE DATA.

THE OTHER TWO CONNECTIONS ARE IN-LINE. A 2 PIN (12V) FOR THE COLOR WHEEL AND A 3 PIN (120V) FOR THE FLUORESCENT LAMPS.

7) FEED THE POWER CORD THROUGH THE HOLE IN THE REAR PANEL AND RE-ATTACH THE REAR PANEL.

-1 QTY.	ITEM	PART NUMBER	DESCRIPTION

UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES
TOLERANCES ARE:
X.XX = ± 0.015
X.XXX = ± 0.005
ANGLES ± 0° 30'
SURFACE FINISH = 64
BREAK ALL SHARP EDGES

SCALE: NONE

DRAWN	SRS	11/29/04
CHECKED		
APPROVED		

SKEE-BALL®
121 LIBERTY LANE
CHALFONT, PA 18914

GAME ASSEMBLY

USED ON	SIZE	DRAWING NO.	REV
SPIN-N-WIN 4 FOOT	A	52001-1	—

6 Foot Spin-N-Win

1) Remove shipping bracket for the top cabinet from the back support bar, remove top cabinet from skid, and remove the shipping brackets from the top cabinet.

2) Remove shipping bracket for the marquee from the back support bar, remove the marquee from the base cabinet, and remove the shipping brackets from the marquee.

3) Remove base cabinet from skid and place in approximate final location with room to work behind the game.

4) Remove the rear panel from the base cabinet.

5) Place the top cabinet onto the base cabinet and attach with 4 5/16" bolts, washers, and nuts. Note: bolts go through frame from bottom (nuts on top). And 4 1/4" bolts to the back support bar.

6) Install the marquee on top of the top cabinet with ?????? Bolts and nuts

7) Wire connections:
   - 8 pin (data) pcb connector is plugged into j2 of the left (viewed from the back) lamp driver board.
   - 3 pin (ac) pcb connector is plugged into j1 or j7 of the same board as the data.
   - The other two connections are in-line. A 2 pin (12v) for the color wheel and a 3 pin (120v) for the fluorescent lamps.

8) Marquee wire connections:
   - 8 pin (data) pcb connector is plugged into j2 of the lamp driver board.
   - 3 pin (ac) pcb connector is plugged into j1 or j7 of the lamp driver board.
   - 3 pin in-line (120v) for the fluorescent lamps.

9) Feed the power cord through the hole in the rear panel, reattach the rear panel, and move game to final position.

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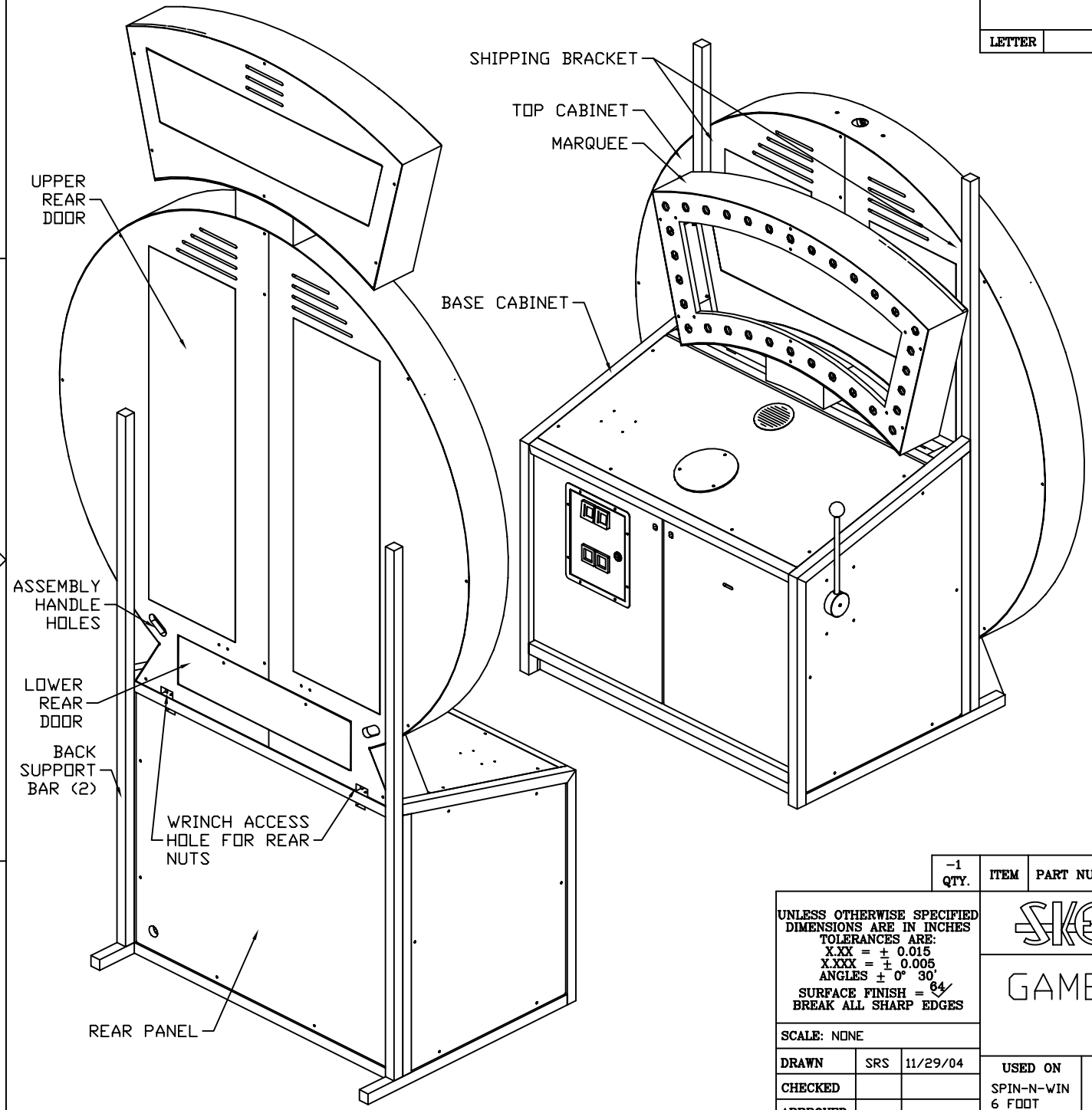


REVISIONS

LETTER	DESCRIPTION	DATE	APPR.

ASSEMBLY INSTRUCTIONS:

1) REMOVE SHIPPING BRACKET FOR THE TOP CABINET FROM THE BACK SUPPORT BAR, REMOVE TOP CABINET FROM SKID, AND REMOVE THE SHIPPING BRACKETS FROM THE TOP CABINET.

2) REMOVE SHIPPING BRACKET FOR THE MARQUEE FROM THE BACK SUPPORT BAR, REMOVE THE MARQUEE FROM THE BASE CABINET, AND REMOVE THE SHIPPING BRACKETS FROM THE MARQUEE.

3) REMOVE BASE CABINET FROM SKID AND PLACE IN APPROXIMATE FINAL LOCATION WITH ROOM TO WORK BEHIND THE GAME.

4) REMOVE THE REAR PANEL FROM THE BASE CABINET.

5) PLACE THE TOP CABINET ONTO THE BASE CABINET AND ATTACH WITH 4 5/16" BOLTS, WASHERS, AND NUTS. NOTE: BOLTS GO THROUGH FRAME FROM BOTTOM (NUTS ON TOP). AND 4 1/4" BOLTS TO THE BACK SUPPORT BAR.

6) INSTALL THE MARQUEE ON TOP OF THE TOP CABINET WITH 5/16 X 4 1/2" BOLTS AND NUTS

7) WIRE CONNECTIONS:
8 PIN (DATA) PCB CONNECTOR IS PLUGGED INTO J2 OF THE LEFT (VIEWED FROM THE BACK) LAMP DRIVER BOARD.

3 PIN (AC) PCB CONNECTOR IS PLUGGED INTO J1 OR J7 OF THE SAME BOARD AS THE DATA.

THE OTHER TWO CONNECTIONS ARE IN-LINE. A 2 PIN (12V) FOR THE COLOR WHEEL AND A 3 PIN (120V) FOR THE FLUORESCENT LAMPS.

8) MARQUEE WIRE CONNECTIONS:
8 PIN (DATA) PCB CONNECTOR IS PLUGGED INTO J2 OF THE LAMP DRIVER BOARD.

3 PIN (AC) PCB CONNECTOR IS PLUGGED INTO J1 OR J7 OF THE LAMP DRIVER BOARD.

3 PIN IN-LINE (120V) FOR THE FLUORESCENT LAMPS.

9) FEED THE POWER CORD THROUGH THE HOLE IN THE REAR PANEL, REATTACH THE REAR PANEL, AND MOVE GAME TO FINAL POSITION.

-1 QTY.	ITEM	PART NUMBER	DESCRIPTION

UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES
TOLERANCES ARE:
X.XX = ± 0.015
X.XXX = ± 0.005
ANGLES ± 0° 30'
SURFACE FINISH = 64
BREAK ALL SHARP EDGES

SCALE: NONE

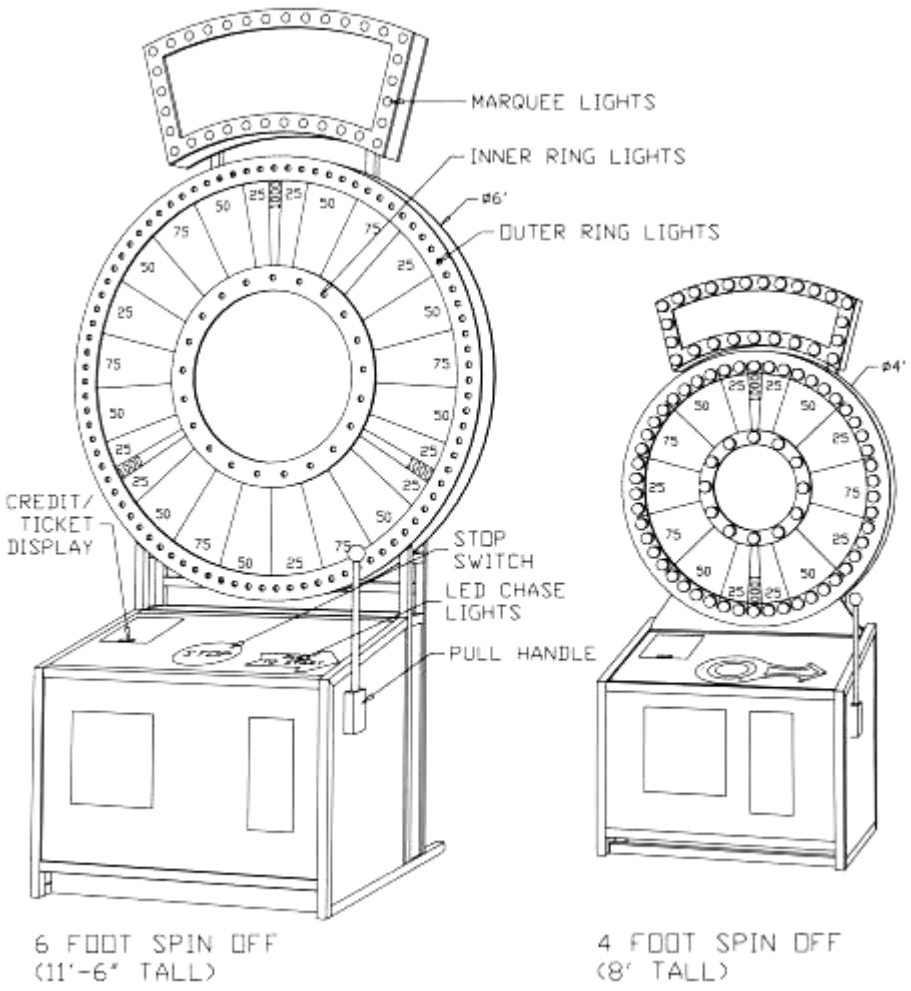
DRAWN	SRS	11/29/04
CHECKED		
APPROVED		

SKEE-BALL®
121 LIBERTY LANE
CHALFONT, PA 18914

GAME ASSEMBLY

USED ON	SIZE	DRAWING NO.	REV
SPIN-N-WIN 6 FOOT	A	52001-2	A

Game Overview



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Programming

BUTTON	FUNCTION
RESET/MENU:	1. Enter the Program Mode 2. Enter the new setting during programming. 3. During a ticket error condition; Pressing it once will clear the tickets owed and return to attract mode.
AUX1	1. Moves you forward through the selections within an option. 2. Used during diagnostic mode to toggle an output on or off. 3. During a ticket error condition; Pressing it once will Dispense the number of tickets owed.
AUX2	1. Moves you backwards from one option to the next. 2. In Diagnostic mode, it cycles through the different tests. 3. During a ticket error condition; Pressing it once will Dispense the number of tickets owed.

AUX1 & AUX2: When depressed at the same time, they will let you exit the programming mode or diagnostic mode.

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Options / Tests / Accounting

To get in to the Option Menu, press the ***Test/Menu***. The seven segment display will display the software revision number "100A", followed by the check sum number "*3AD4*". *Actual software revision and check sum will vary*. After a pause, the seven segment display will show " *00* ". This is Option 0. Pressing ***AUX1*** or ***AUX2*** will increment or decrement through all the options. Pressing the ***Test/Menu*** button will select that Option.

Options:

Option 00: **Select one of the following:**

Range: *0* - Exit change nothing (Pressing ***Test/Menu*** is the same as Pressing ***AUX1*** and ***AUX2*** Together)
1 - Run Diagnostics (Pressing ***Test/Menu*** will place the game it Diagnostic Mode)
2 - Accounting (Pressing ***Test/Menu*** will place the game it Accounting)

Option 01: **Load defaults**

0 - Exit change nothing (Pressing ***Test/Menu*** is the same as Pressing ***AUX1*** and ***AUX2*** Together)
1– Load Defaults (Pressing ***Test/Menu*** the one on the display will flash and set all options to the factory settings)

Option 02: **Number of coins to start a game (1-4)**

Range: *1 - 4*
Increment or decrement the value to the desired number of coins. Then press ***Test/Menu*** . The value on the display will flash to let you know it has been saved. Pressing ***AUX1*** and ***AUX2*** Together will move back to the Option Selection.

Default: 2

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Option 03: **Change Payout Table (1 – 6).**

Range: *0* - Exit change nothing Press ***MENU***

1 - Set Table #1
2 - Set Table #2
3 - Set Table #3
4 - Set Table #4
5- Set Table #5

6 – Set Manually (Pressing the ***MENU*** button will light the #1 bulb on the wheel and the display will show the current number of tickets .)

When selected, the lamp on the wheel will light and the current payout value will be displayed. Remember, for each wedge on the wheel, all the lights within that wedge must be individualy programmed with the same value of tickets.

Use ***AUX1/AUX2*** to change lamps.
Press "***Menu***" to change the value
Lamp will flash.
AUX1/AUX2 to increment/decrement value
Value can be set to: *1 - 25* (step by 1)
30 - 100 (step by 5)
110 - 500 (step by 10)
550- 1000 (step by 50)
1100 - *9999* (step by 100)
10000 (will display as *9999*)
"***Menu***" to accept and save
Press ***AUX1*** and ***AUX2*** at the same time to exit.

NOTE: Changing the payout will force Option 4 to 0.

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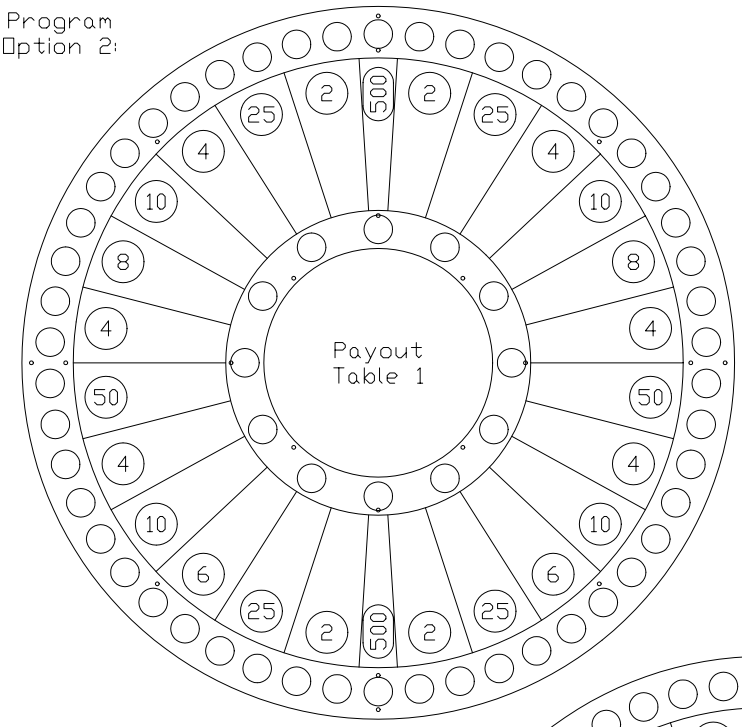
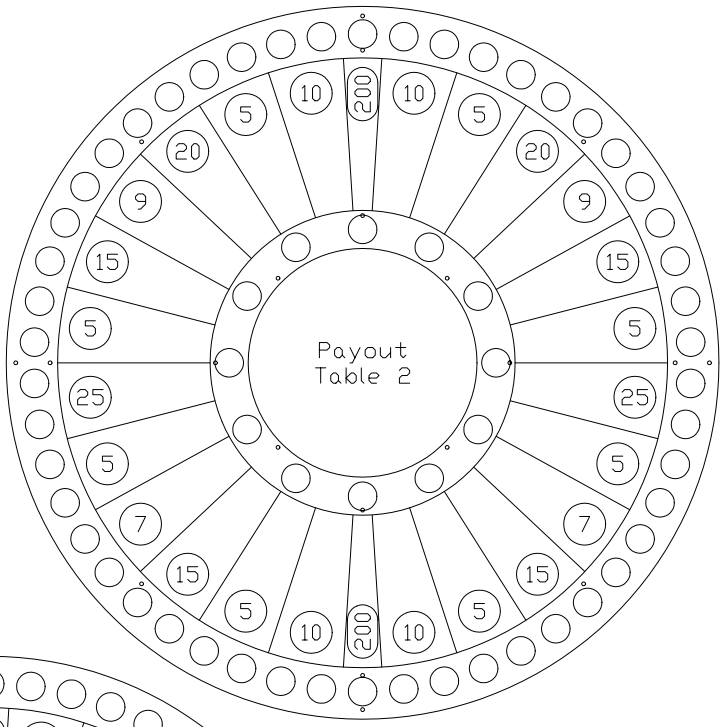
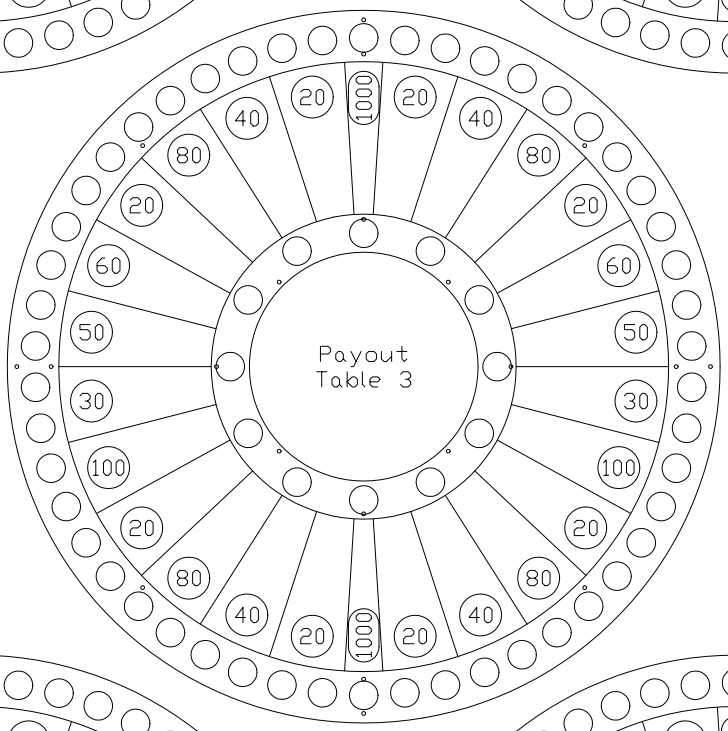
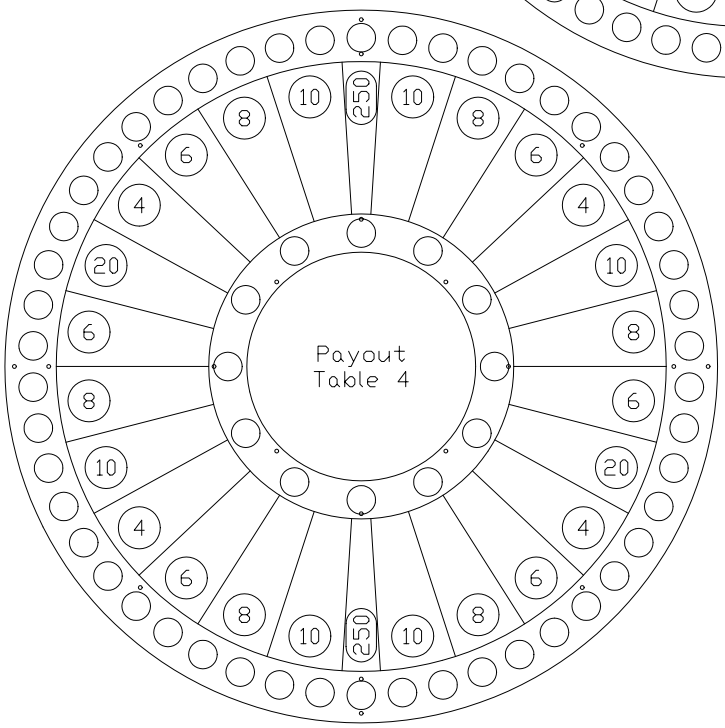
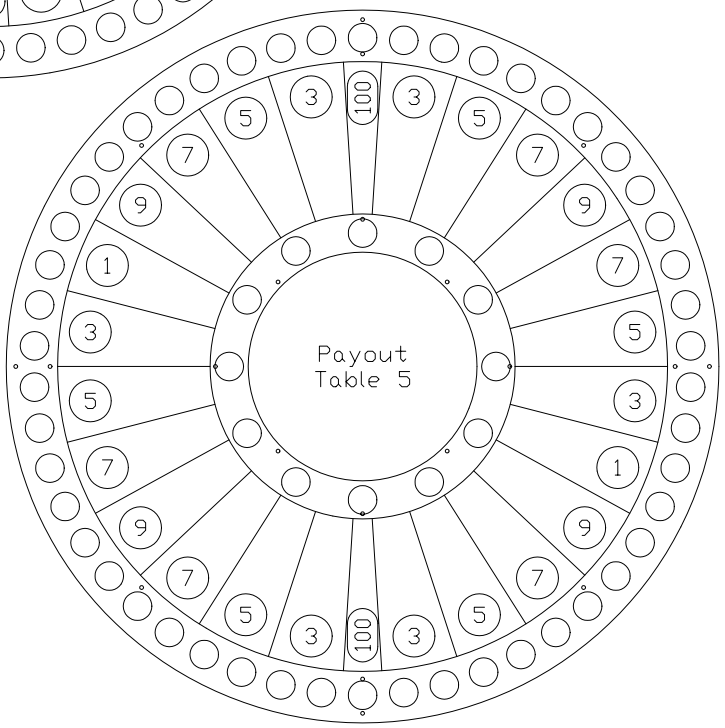
Program
Option 2:

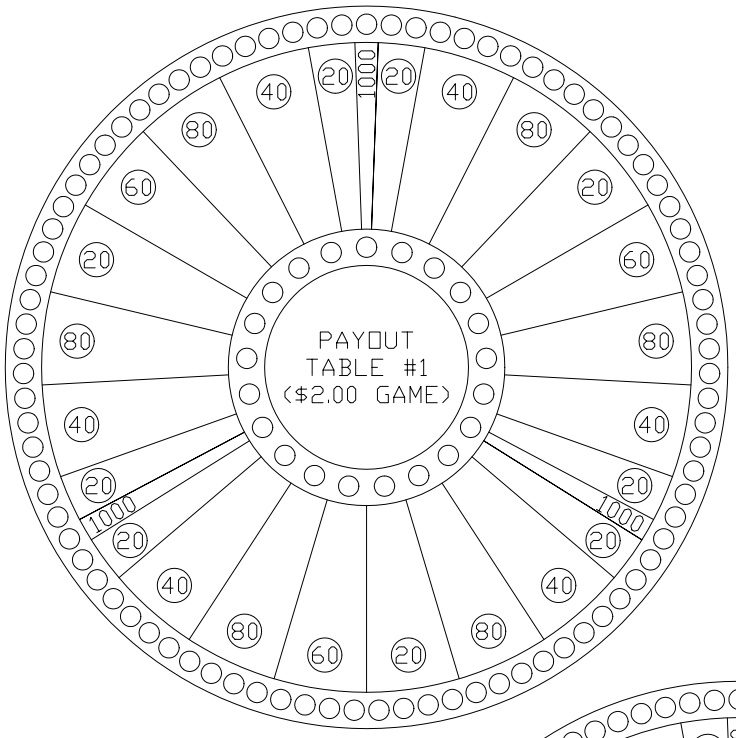


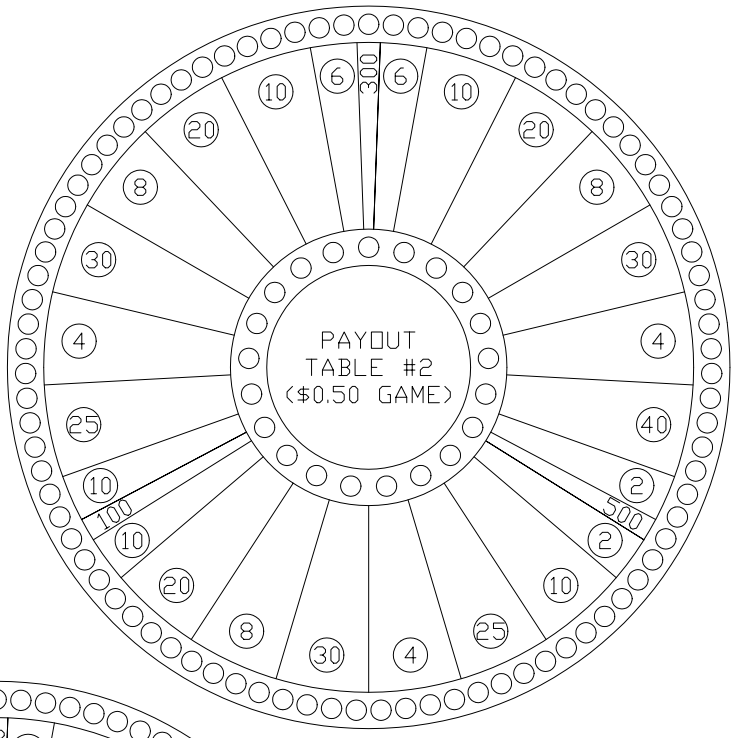


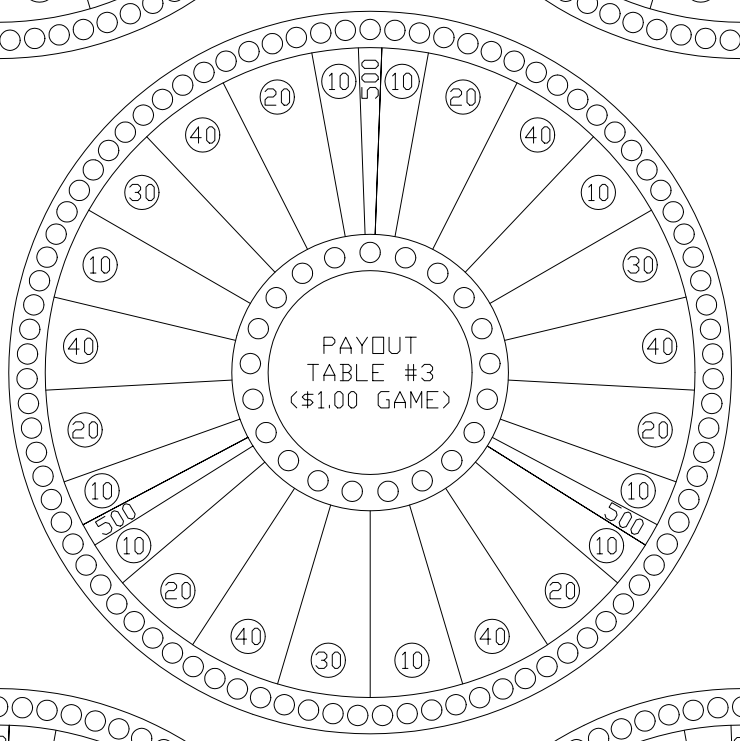


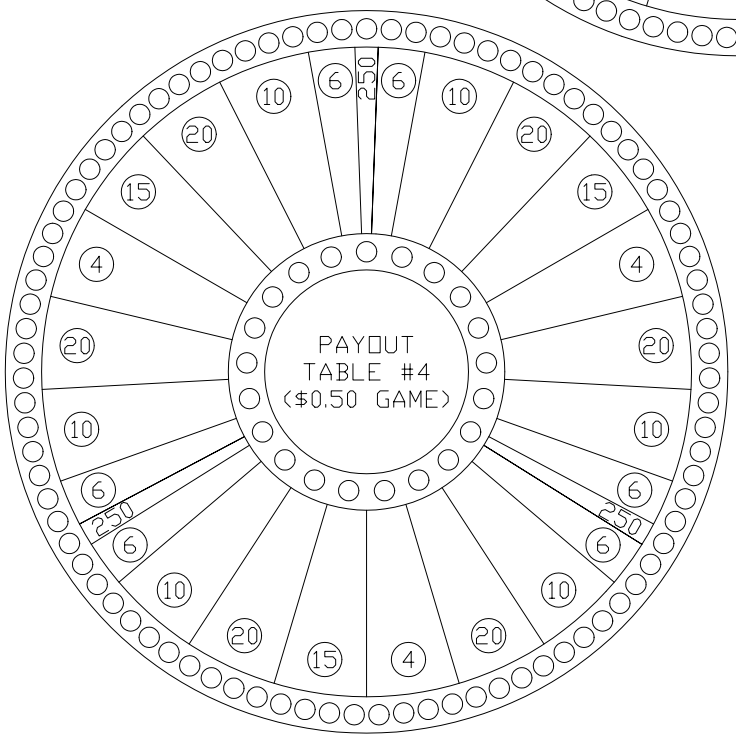


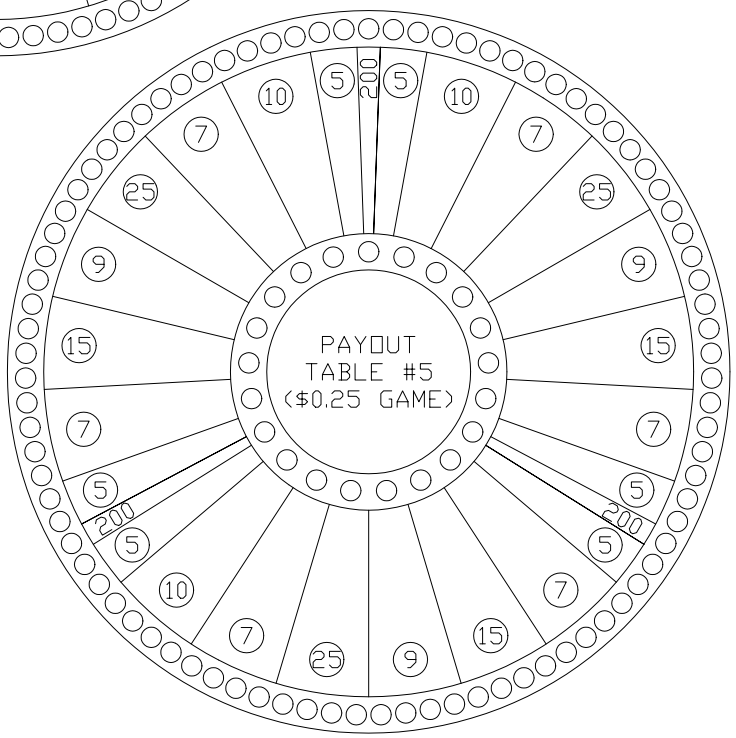



PAYOUT
TABLE #1
($2.00 GAME)
1000
1000
1000
20
40
80
60


PAYOUT
TABLE #2
($0.50 GAME)
300
500
100
2
4
8
10
20
25
30
40


PAYOUT
TABLE #3
($1.00 GAME)
500
500
500
10
20
30
40


PAYOUT
TABLE #4
($0.50 GAME)
250
250
250
4
6
10
15
20


PAYOUT
TABLE #5
($0.25 GAME)
200
200
200
5
7
9
10
15
25

Option 4: Call attendant to give tickets

This option sets the MAXIMUM number of tickets to be dispensed by the machine. Any tickets amounts equal to or greater than the number set are not dispensed by the machine. The tickets owed will be displayed on the 7-Seg display Followed by "CALL 4 HELP"
To clear, the "***STOP***" button must be pressed and released,
then within 5 seconds pressed and held down until the
display shows "0000" (about 5 seconds).

Range: 0 – No call. All tickets paid out
Lowest to Highest Payout value
9999 ***MAXIMUM number of tickets to be dispensed***
Default: 0

Option5: Tickets given if none won in game play.
This is the number of tickets to be dispensed if the player doesn't press the STOP button or walked away from the game, before option #10 has timed-out.

Range *0* - 10 tickets
Default: 5

Option *6*: Value of ticket
Range *1* - *4* tickets
Default: 1

Option *7*: Tickets Alarm Enable
Range *0*- Disabled
1– Enabled
Default: Enabled (Halt play until tickets are reloaded)

Option *8*: Jackpot Window Times
This option makes it easier or harder to win the Jackpot. 20 Easiest, 2 Hardest
Range *2 – 20* milliseconds
Default: 5

Option *9*: No pull timeout
Range *0* Start on Coin Drop
5 – 30 seconds (5 second steps)
Default: 15

Option *10*: No play timeout
Range*0*, *20 – 90* seconds (5 second steps)
Default: 20

Option *11*: End of Game time
Range*1* - *20* seconds
Default: 4

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Option 12: Sound Volume
Range*1 – 9*
Default: 5

Option 13: Activate Attract Sound
Range0 – 9 minutes
Default: 2

Option 14: Jackpot Bell
Range0 – 9 minutes Enable *1* or Disable *0*
Default: 1 (enabled)

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Test

There are 3 tests mode (Outputs, Inputs, Sound) that can be selected through Option 0. After "2" is selected from Option 0 the 3 digits will display "_00" – "_02". Press the "Reset" button to select the test.

Test 00: Outputs.

Use the Aux1/Aux2 buttons to move through the outputs
Use RESET to toggle on and off.
AUX1 and AUX2 together to exit

- 00 = Odd # lamps (Marquee, Inner Ring, & Outer Ring)
- 01 = Even # lamps (Marquee, Inner Ring, & Outer Ring)
- 02 = Chase LEDs
- 03 = Stop Button Lamp
- 04 = Counters
- 05 = Handle Lock Solenoid
- 06 = Color Wheel Motor
- 07 = Ticket Motor
- 08 = TCALL lamp (optional)

Test 01: Inputs.

Use the Aux1/Aux2 buttons to move through the inputs
0=open, 1=closed
AUX1 and AUX2 together to exit

- 00 = Stop button
- 01 = Handle Lower Limit switch/sensor
- 02 = Ticket Notch
- 03 = Coin1 switch
- 04 = Coin2 switch.
- 05 = TCALL switch (optional)

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Test 02:Sounds.

Use the Aux1/Aux2 buttons to move through the sounds
Use TEST to replay a sound.
AUX1 and AUX2 together to exit

00
01 "COININ.WAV"
02 "TIX PAYOUT2.WAV"
03 "ALARM_BUZZER.WAV"
04 "MUSIC LOOP.WAV"
05 "BIGSIXWHEEL2.WAV"
06 "HANDLE PULL5.WAV"
07 "PRESS TO STOP.WAV"
08 "POWERUP2.WAV"
09 "ATTRACT3.WAV"
10 "SPINNIN N WINNIN.WAV"
11 "PULLHANDLE1.WAV"
12 "THANKS FOR PLAYING_02.WAV"
13 "TRY AGAIN_02.WAV"
14
15 "COININ.WAV"
16 "TIX PAYOUT2.WAV"
17 "ALARM_BUZZER.WAV"
18 "MUSIC LOOP.WAV"
19 "BIGSIXWHEEL2.WAV"
20 "HANDLE PULL5.WAV"
21 "PRESS TO STOP.WAV"
22 "WHEELSTOP4.WAV"
23 "JACKPOT1.WAV"

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Accountings

Account 00: Soft counters
On entry 7seg display will show " 0 " then scroll the value for counter #0.
The counter will be scrolled as "_00-00-00_".

Press the AUX1 button to move up through the counters.
Press the AUX2 button to move back through the counters.
Pressing AUX1 and AUX2, when the display is not scrolling, will exit the test.

Counter 0:	Games played
Counter 1:	Games ended on jackpot.
Counter 2:	Total Tickets given
Counter 3:	Tickets per game

Error Codes

Upon encountering an error condition the 7seg display will flash "Er" plus the error condition code (0-9) and make an alarm sound. So for a ticket error the 7seg display will flash "Er0". After flashing the error code the display will scroll "CALL 4 HELP". The sequence will keep repeating until the ***AUX1 button*** is pressed or the game is reset.

ErrC - Checksum Error.
On power up the checksum for the protected memory did not match or the Program ROM has been updated.

When this is displayed ALL defaults have been restored and ALL Soft-counters have been reset.

Pressing ***"STOP" button*** will cause the game to reset and reload the protected memory..

On power up holding both the ***AUX1 and AUX2 buttons*** down will force a checksum failure.

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ErrD - Checksum Error.

ErrE - Checksum Error.

Err0 - Ticket Error.
The ticket machine was unable to dispense tickets due to either running out of tickets or a ticket jam.

Clear the ticket jam and/or Reload the Tickets. When the optic sensor is blocked by reloading the ticket dispenser, the game will display the number of tickets owed and the ***Stop button*** will flash. Press the Stop button to begin dispensing tickets.

Pressing "***Menu***" will clear any tickets owed.

If the optional ***TCALL*** switch is installed, activating it will show the tickets owed and deactivating it will clear the tickets.

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Cleaning and Routine Maintenance

1. Polycarbonate Panels:

   Skee-Ball, Inc. recommends using only “Kleenmaster Brillianize” which can be purchased through Skee-Ball as Part Number 800600-1.

2. Electronics Board:

   Skee Ball Inc. recommends using canned air to blow any dirt off the surface of the Electronics board.

3. Laminated Surfaces:

   Skee-Ball, Inc. recommends “Kleenmaster Brillianize”.

4. Optical Sensors:

   Skee-Ball, Inc. recommends using canned air to blow any dirt off of the surface of the sensors on a weekly basis.

5. Hinges

   Monthly, lightly spray the Ball Gate hinges with a light lubricant.

6. Painted Surfaces:

   Skee Ball Inc. recommends using Windex® or any other mild, non-abrasive household cleaner.

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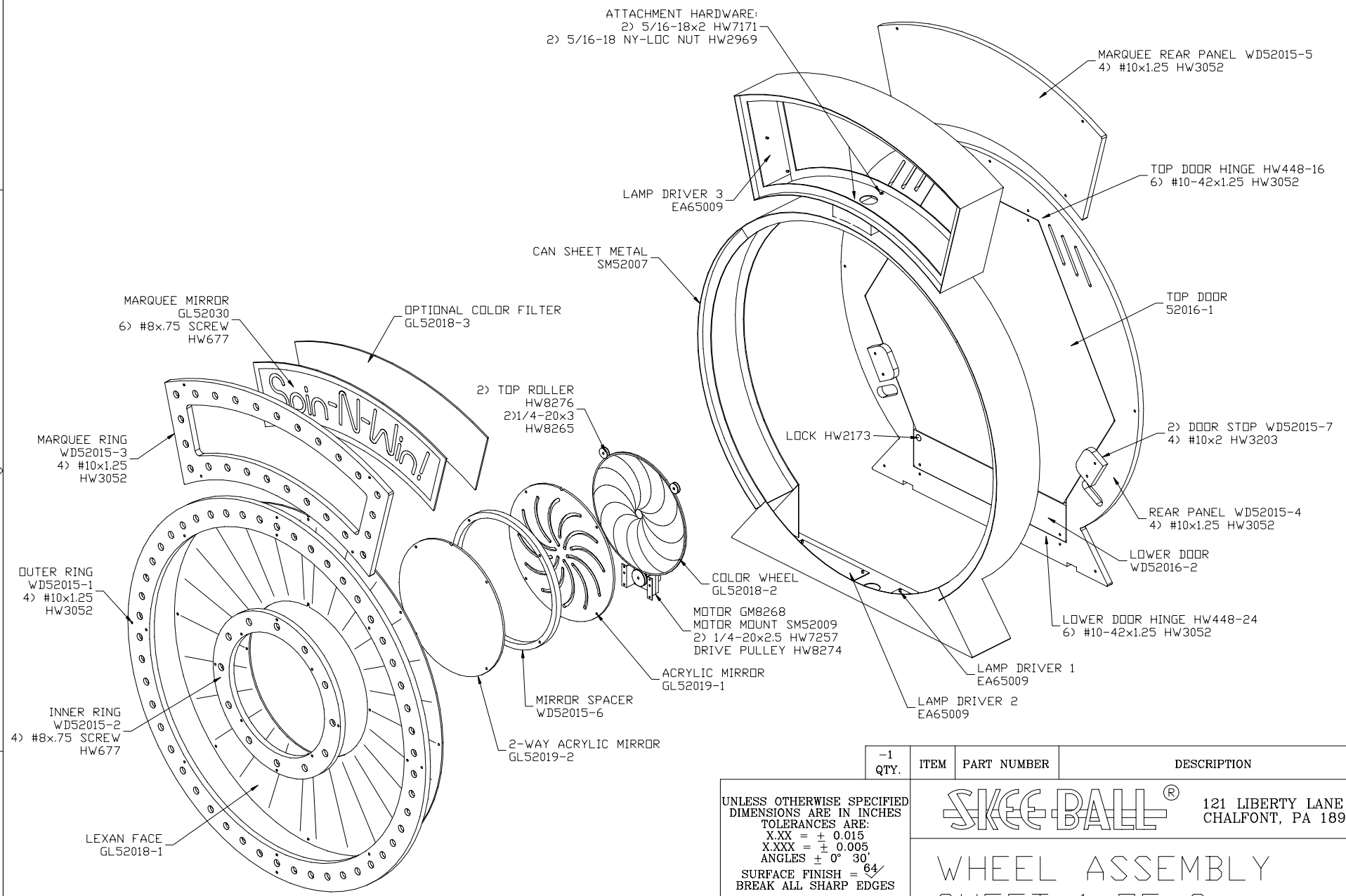
REVISIONS			
LETTER	DESCRIPTION	DATE	APPR.



-1 QTY.	ITEM	PART NUMBER	DESCRIPTION

UNLESS OTHERWISE SPECIFIED
DIMENSIONS ARE IN INCHES
TOLERANCES ARE:
X.XX = ± 0.015
X.XXX = ± 0.005
ANGLES ± 0° 30'
SURFACE FINISH = 64
BREAK ALL SHARP EDGES

SCALE: 1/15

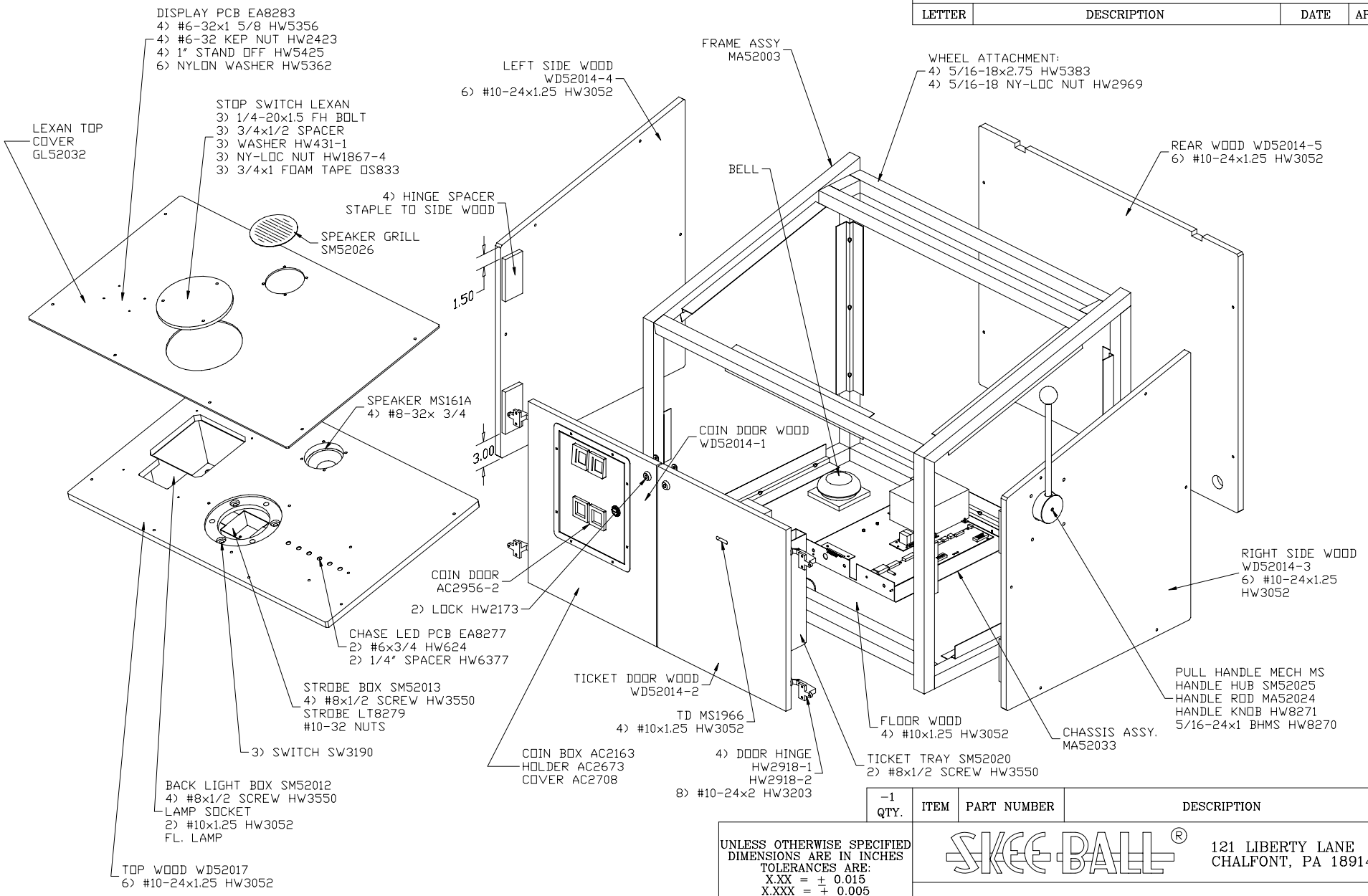
DRAWN	SRS	8/18/04
CHECKED		
APPROVED		

SKEE-BALL®
121 LIBERTY LANE
CHALFONT, PA 18914

WHEEL ASSEMBLY
SHEET 1 OF 2

USED ON	SIZE	DRAWING NO.	REV
SPIN-N-WIN 4 FOOT	A		—

REVISIONS			
LETTER	DESCRIPTION	DATE	APPR.



-1 QTY.	ITEM	PART NUMBER	DESCRIPTION

UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES
TOLERANCES ARE:
X.XX = ± 0.015
X.XXX = ± 0.005
ANGLES ± 0° 30'
SURFACE FINISH = 64
BREAK ALL SHARP EDGES

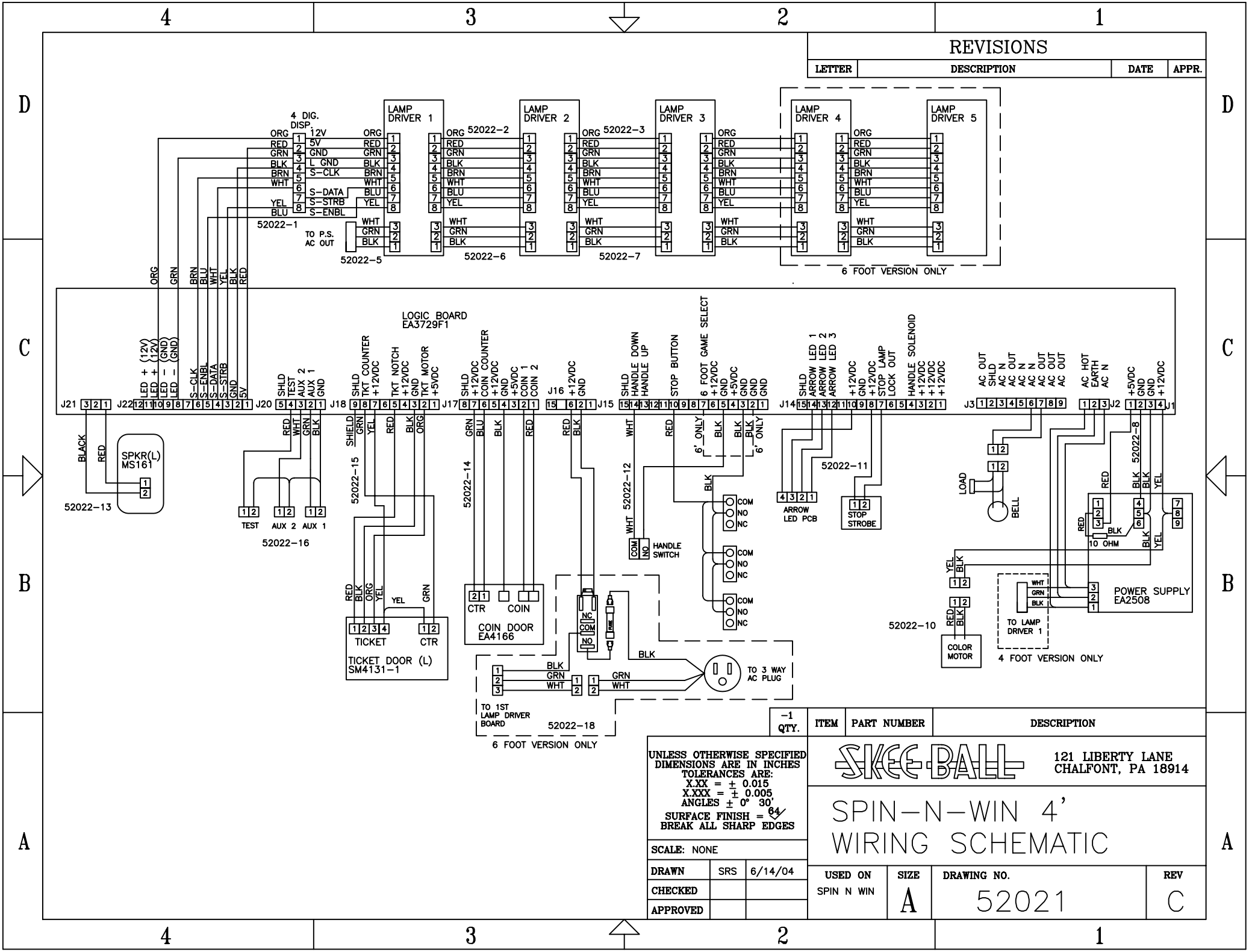
SCALE: 1/15

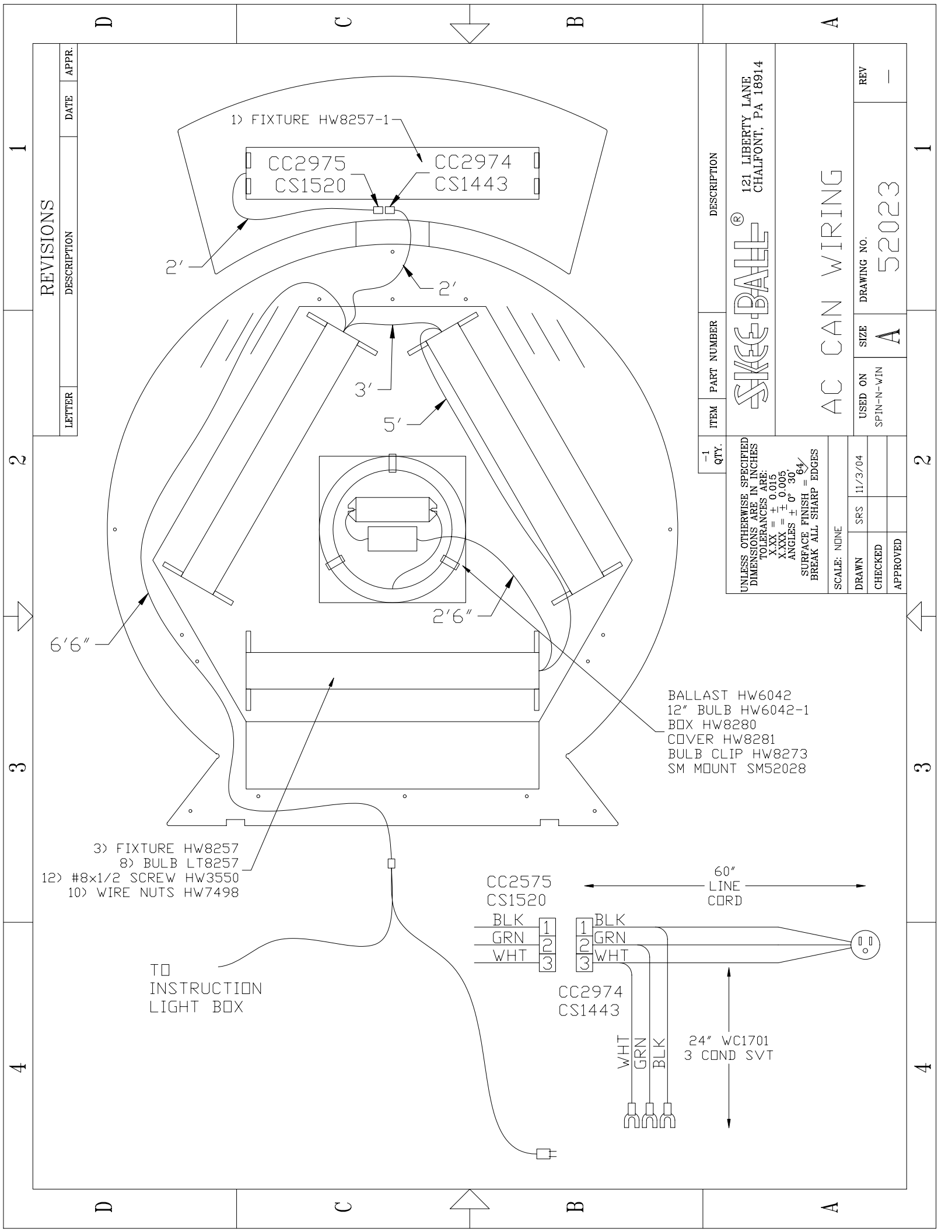
DRAWN	SRS	8/18/04
CHECKED		
APPROVED		

SKEE-BALL®
121 LIBERTY LANE
CHALFONT, PA 18914

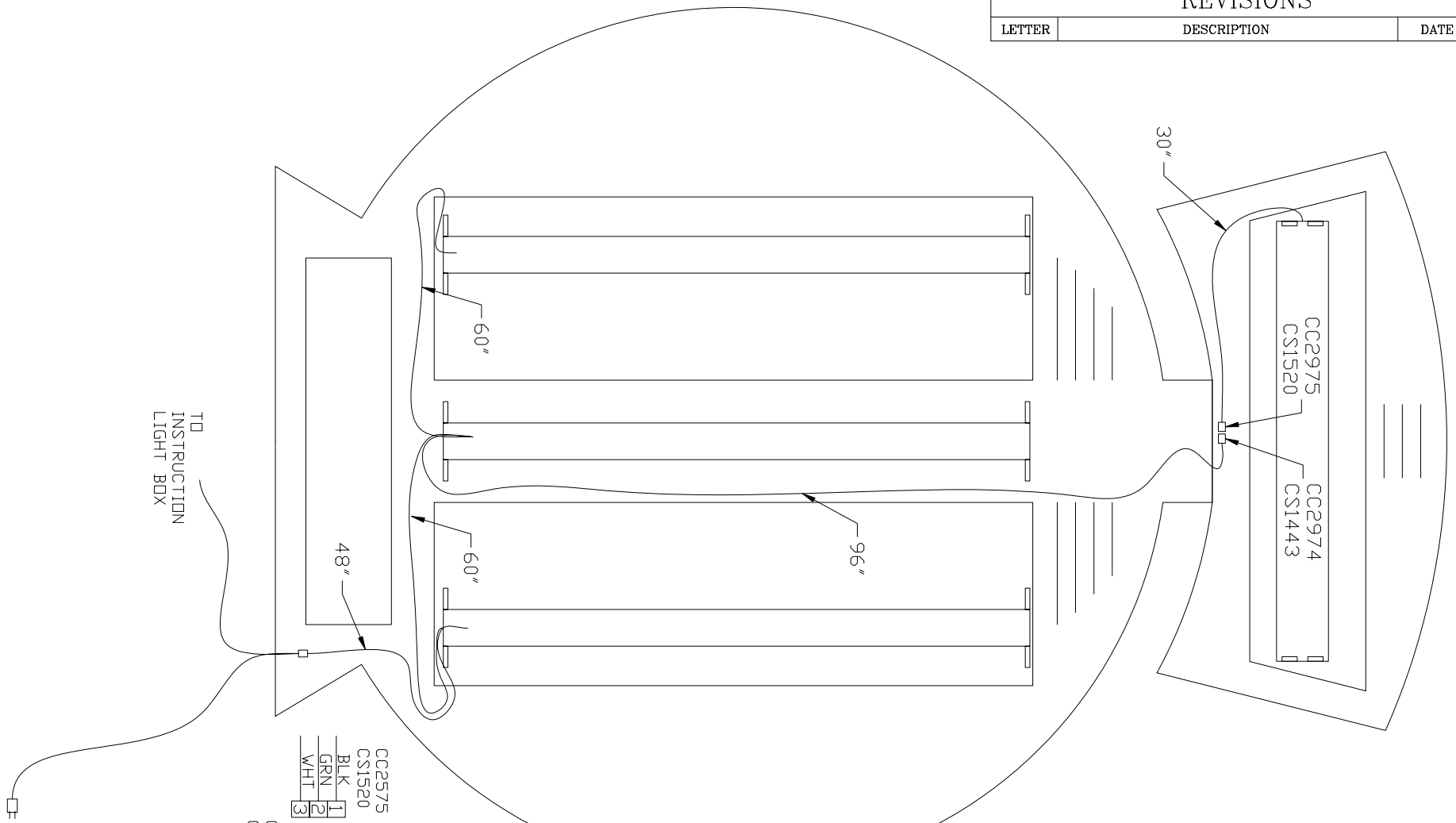
GAME ASSEMBLY
SHEET 1 OF 2

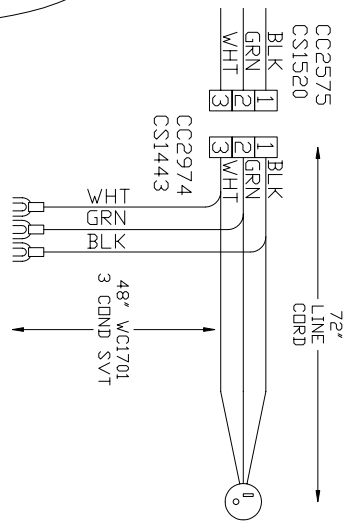
USED ON	SIZE	DRAWING NO.	REV
SPIN-N-WIN 4 FOOT	A		—


REVISIONS
LETTER
DESCRIPTION
DATE
APPR.
4 DIG. DISP.
LAMP DRIVER 1
LAMP DRIVER 2
LAMP DRIVER 3
LAMP DRIVER 4
LAMP DRIVER 5
52022-1
52022-2
52022-3
52022-5
52022-6
52022-7
TO P.S. AC OUT
6 FOOT VERSION ONLY
LOGIC BOARD EA3729F1
J21
J22
J20
J18
J17
J16
J15
J14
J3
J2
J1
SPKR(L) MS161
52022-13
52022-16
52022-15
52022-14
52022-12
52022-11
52022-10
52022-8
52022-18
TICKET
CTR
TICKET DOOR (L) SM4131-1
COIN DOOR EA4166
HANDLE SWITCH
ARROW LED PCB
STOP STROBE
LOAD
BELL
10 OHM
COLOR MOTOR
TO LAMP DRIVER 1
4 FOOT VERSION ONLY
POWER SUPPLY EA2508
TO 3 WAY AC PLUG
TO 1ST LAMP DRIVER BOARD
6 FOOT VERSION ONLY
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES
TOLERANCES ARE:
X.XX = ± 0.015
X.XXX = ± 0.005
ANGLES ± 0° 30'
SURFACE FINISH = 64
BREAK ALL SHARP EDGES
SCALE: NONE
DRAWN SRS 6/14/04
CHECKED
APPROVED
-1 QTY.
ITEM
PART NUMBER
DESCRIPTION
SKEE-BALL
121 LIBERTY LANE
CHALFONT, PA 18914
SPIN-N-WIN 4'
WIRING SCHEMATIC
USED ON
SPIN N WIN
SIZE
A
DRAWING NO.
52021
REV
C


1) FIXTURE HW8257-1
CC2975
CS1520
CC2974
CS1443
2′
2′
3′
5′
2′6″
6′6″
BALLAST HW6042
12″ BULB HW6042-1
BOX HW8280
COVER HW8281
BULB CLIP HW8273
SM MOUNT SM52028
3) FIXTURE HW8257
8) BULB LT8257
12) #8x1/2 SCREW HW3550
10) WIRE NUTS HW7498
TO
INSTRUCTION
LIGHT BOX
CC2575
CS1520
BLK
GRN
WHT
1
2
3
60″
LINE
CORD
CC2974
CS1443
WHT
GRN
BLK
24″ WC1701
3 COND SVT
REVISIONS
LETTER
DESCRIPTION
DATE
APPR.
ITEM
PART NUMBER
DESCRIPTION
-1
QTY.
SKEE-BALL®
121 LIBERTY LANE
CHALFONT, PA 18914
AC CAN WIRING
USED ON
SPIN-N-WIN
SIZE
A
DRAWING NO.
52023
REV
-
UNLESS OTHERWISE SPECIFIED
DIMENSIONS ARE IN INCHES
TOLERANCES ARE:
X.XX = ± 0.015
X.XXX = ± 0.005
ANGLES ± 0° 30′
SURFACE FINISH = 64/
BREAK ALL SHARP EDGES
SCALE: NONE
DRAWN
SRS
11/3/04
CHECKED
APPROVED

REVISIONS			
LETTER	DESCRIPTION	DATE	APPR.





QTY.	ITEM	PART NUMBER	DESCRIPTION
-1			

UNLESS OTHERWISE SPECIFIED
DIMENSIONS ARE IN INCHES
TOLERANCES ARE:
X.XX = ± 0.015
X.XXX = ± 0.005
ANGLES ± 0° 30'
SURFACE FINISH = 64
BREAK ALL SHARP EDGES

SCALE: NONE

DRAWN	SRS	11/3/04
CHECKED		
APPROVED		

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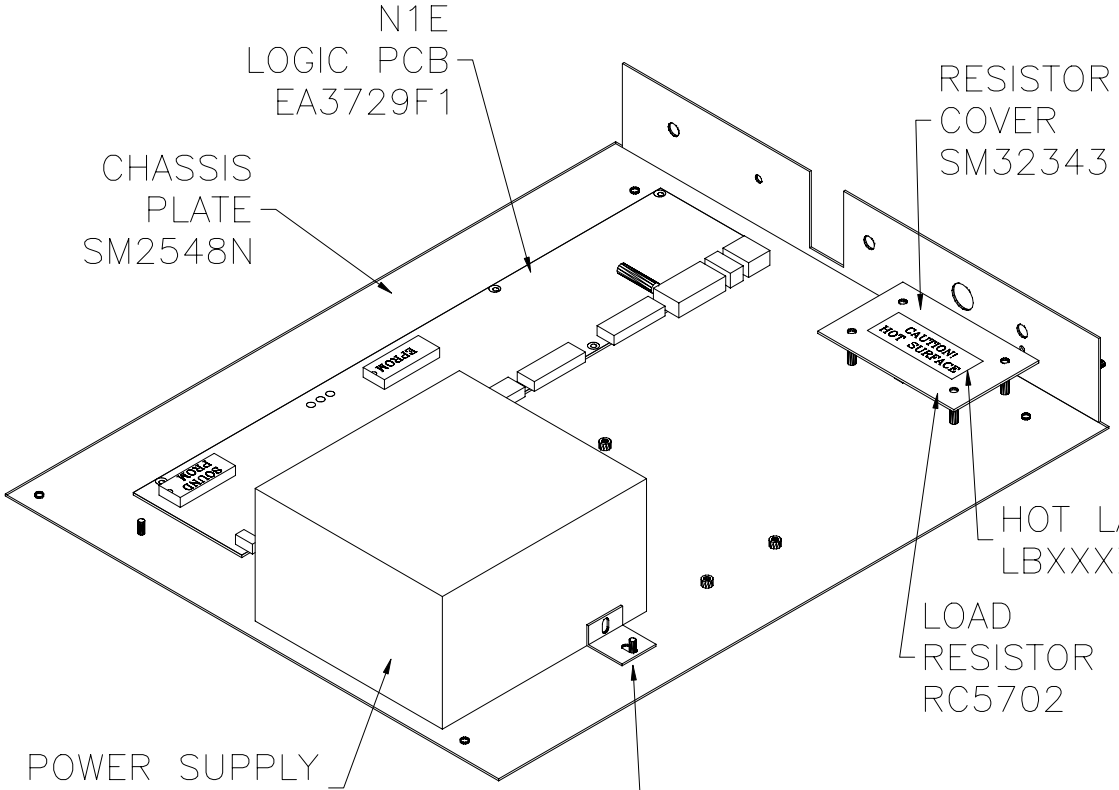
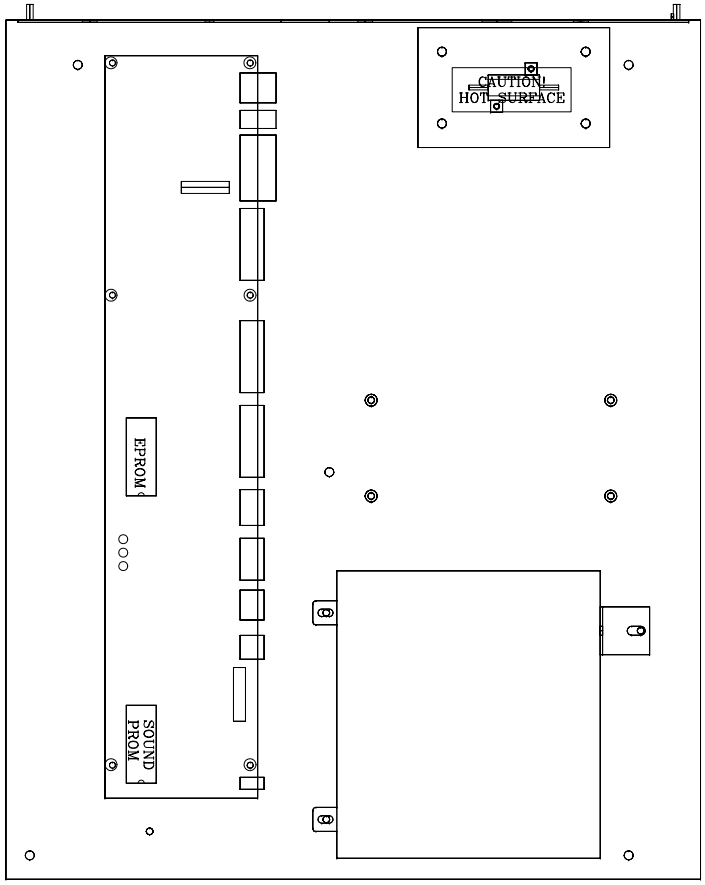
CHALFONT, PA 18914

AC CAN WIRING

USED ON	SIZE	DRAWING NO.	REV
SPIN-N-WIN 6 FT. GAME	A	52023-6	—

REVISIONS			
LETTER	DESCRIPTION	DATE	APPR.





LOGIC BOARD I/O

J1	CA52022-8	DC IN
J2	NOT USED	
J3	NOT USED	
J14	CA52022-11	CHASE LED / RELAYS
J15	CA52022-12	STOP SWITCHES / HANDLE SENSOR
J16	NOT USED	
J17	CA52022-14	COIN DOOR
J18	CA52022-15	TICKET DOOR
J19	NOT USED	
J20	CA52022-16	PROGRAM SWITCHES
J21	CA52022-13	AUDIO TO SPKR
J22	CA52022-1	DISPLAY DATA

-1 QTY.	ITEM	PART NUMBER	DESCRIPTION

UNLESS OTHERWISE SPECIFIED
DIMENSIONS ARE IN INCHES
TOLERANCES ARE:
X.XX = ± 0.015
X.XXX = ± 0.005
ANGLES ± 0° 30'
SURFACE FINISH = 64
BREAK ALL SHARP EDGES

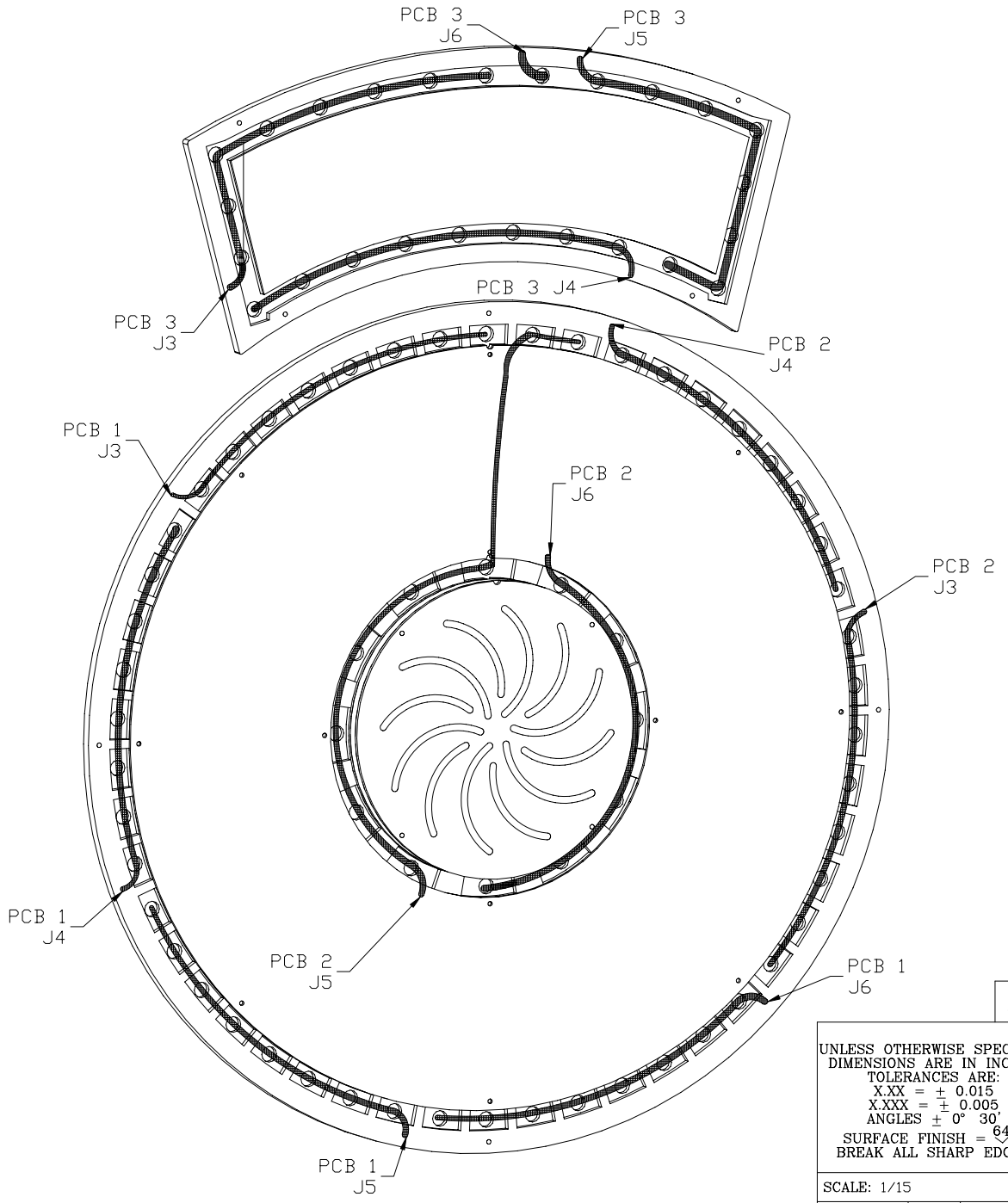
SCALE: NONE

DRAWN	SRS	4/9/01
CHECKED		
APPROVED		

SKEE-BALL®
121 LIBERTY LANE
CHALFONT, PA 18914

SPIN-N-WIN
CHASSIS LAYOUT

USED ON	SIZE	DRAWING NO.	REV
SPIN-N-WIN	A	52033	—



REVISIONS			
LETTER	DESCRIPTION	DATE	APPR.

–1 QTY.	ITEM	PART NUMBER	DESCRIPTION

UNLESS OTHERWISE SPECIFIED
DIMENSIONS ARE IN INCHES
TOLERANCES ARE:
X.XX = ± 0.015
X.XXX = ± 0.005
ANGLES ± 0° 30'
SURFACE FINISH = 64
BREAK ALL SHARP EDGES

SCALE: 1/15

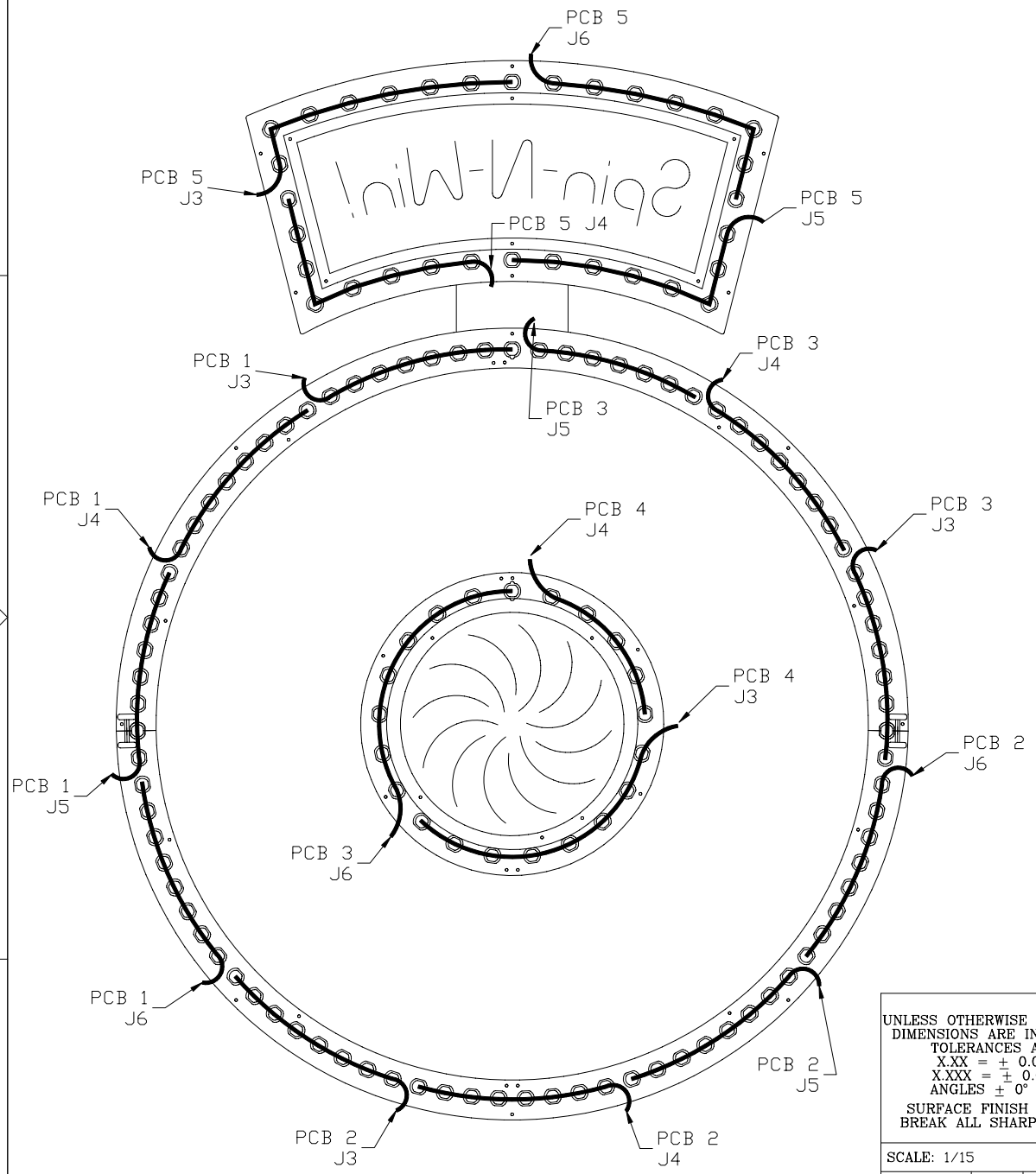
DRAWN	SRS	8/18/04
CHECKED		
APPROVED		

SKEE-BALL®
121 LIBERTY LANE
CHALFONT, PA 18914

GAME ASSEMBLY
SHEET 1 OF 2

USED ON	SIZE	DRAWING NO.	REV
SPIN-N-WIN 4 FOOT	A		—

REVISIONS			
LETTER	DESCRIPTION	DATE	APPR.



−1 QTY.	ITEM	PART NUMBER	DESCRIPTION

UNLESS OTHERWISE SPECIFIED
DIMENSIONS ARE IN INCHES
TOLERANCES ARE:
X.XX = ± 0.015
X.XXX = ± 0.005
ANGLES ± 0° 30'
SURFACE FINISH = 64
BREAK ALL SHARP EDGES

SCALE: 1/15

DRAWN	SRS	8/18/04
CHECKED		
APPROVED		

SKEE-BALL®

121 LIBERTY LANE
CHALFONT, PA 18914

LIGHT I/O
6 FOOT SPIN-N-WIN

USED ON	SIZE	DRAWING NO.	REV
SPIN-N-WIN 6 FOOT	A		—

Trouble-shooting Guide

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 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 an components thereof) and software (the program which actually commands the hardware) interact.

Reading the test portion of the Assembly/Operating Manual will enable one to pinpoint the problem area quickly.

The overall content is written according to the most common problems of which
Skee-Ball Inc. has been aware. Listed below are general descriptions of the principal problems and suggested point to troubleshoot.

Color Wheel is not spinning	Check for 12 Vdc across the motor. Check for broken or loose cable. Replace color wheel motor Check color wheel is seated between drive wheel and idler Bearings.
One half of the light circle or Marquee lights not working	Check data cables to and from lamp driver boards Check AC power cables
When game is turned on the bell continues to ring, lights are flashing and tickets continues to run.	Replace logic board.

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Display shows “Err C”	Pressing the “STOP” button will reset the game and clear the error. If the problem continues replace the logic board.
Display shows “Err 1” (Ticket Error)	Refill tickets Remove any tickets jammed in the dispenser Clean the optic eye on dispenser Replace the dispenser

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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 ADVIXED 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 Statues 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.

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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

Skee-Ball, Inc
3669 East LaSalle
Phoenix, AZ 85040
(602) 470-1490 - Voice
(602) 470-1495 – Fax
phx@skeeball.com

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