

Hot Shot Basketball

Installation and Operation

Manual 990445

02 Oct 15; rev 23+



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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.

A. The power cord must be plugged into a grounded, three-prong outlet. Failure to do so could cause permanent injury or game damage.

B. 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.

C. Only trained personnel should conduct replacement of fuses, lamps and any other servicing on the product.

SPECIFICATIONS

HOT SHOT BASKETBALL GAME

all TBD

Height xx in

Width xx in

Length xx in

Weightxxx lbs. Uncrated

xxx lbs. Crated

Power Maximums:

115 VAC, x.0 AMPS

xxx WATTS

Power Averages:

115 VAC, x.0 AMPS

xxx WATTS

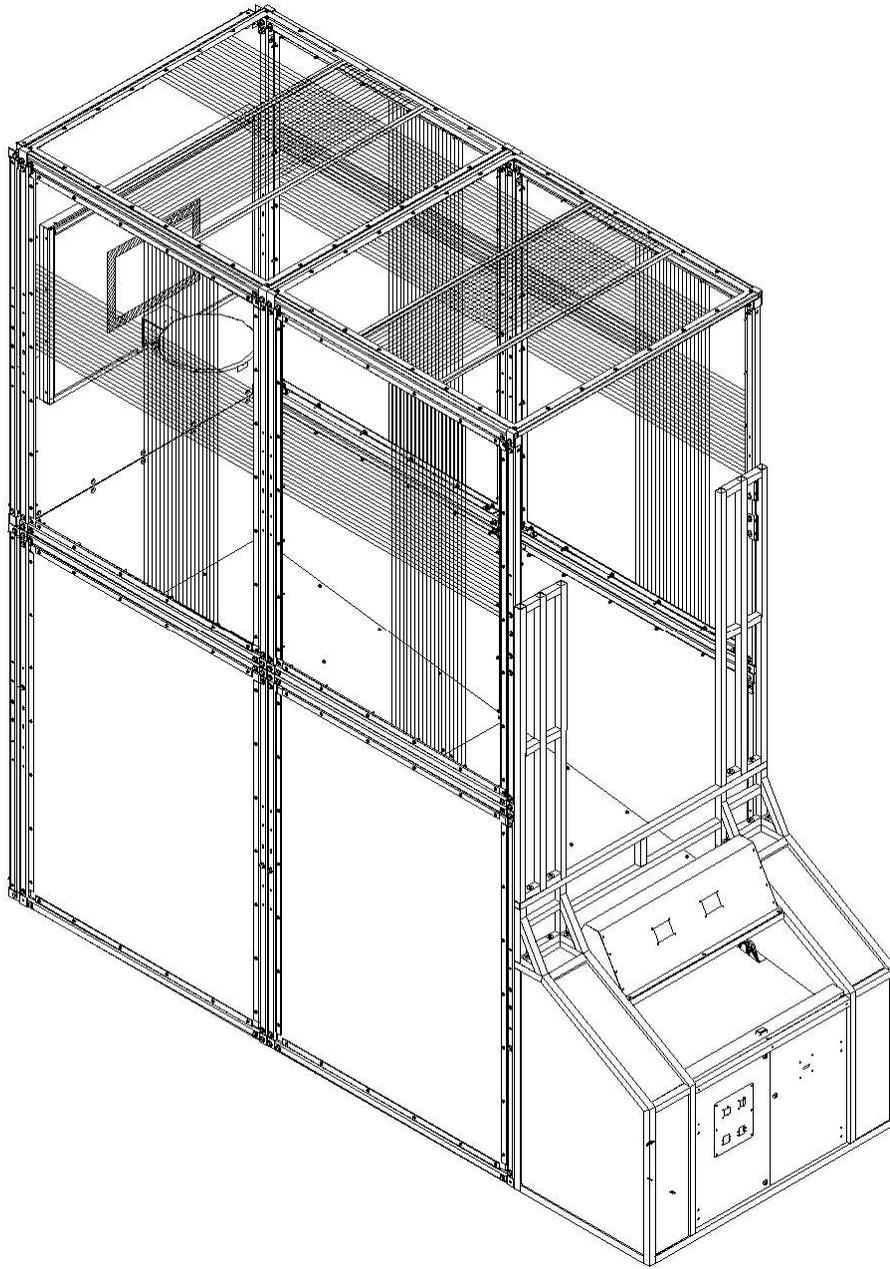
ASSEMBLY SEQUENCE

Assembly of Hot Shot will require 2 or 3 strong people, tools, and about 4 hours of time.

Here is a photo of the finished assembly of the game:

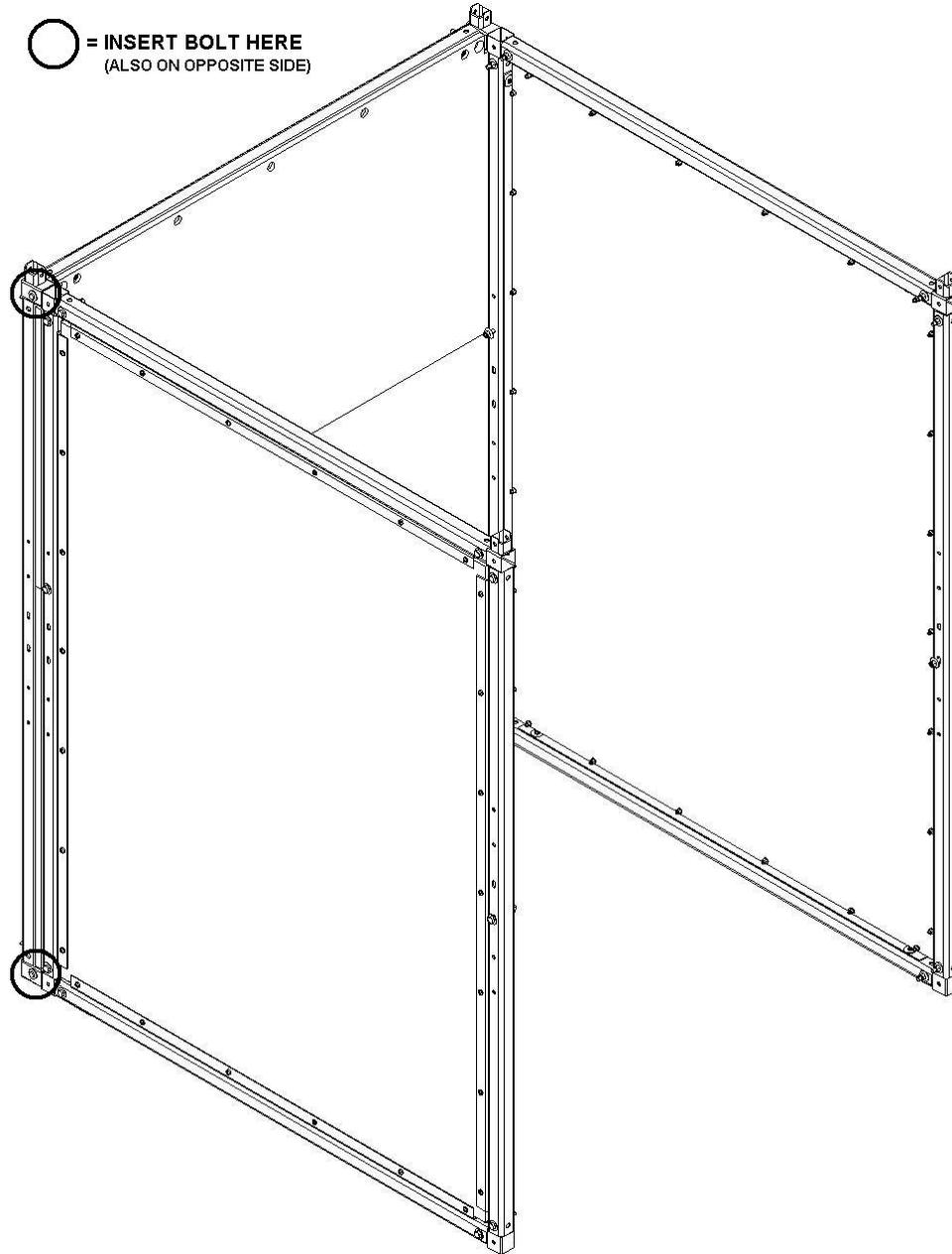


Here is an isometric drawing of the finished assembly of the game:



Step 1:

Assemble the lower back panel with both the lower right and left rear panels:



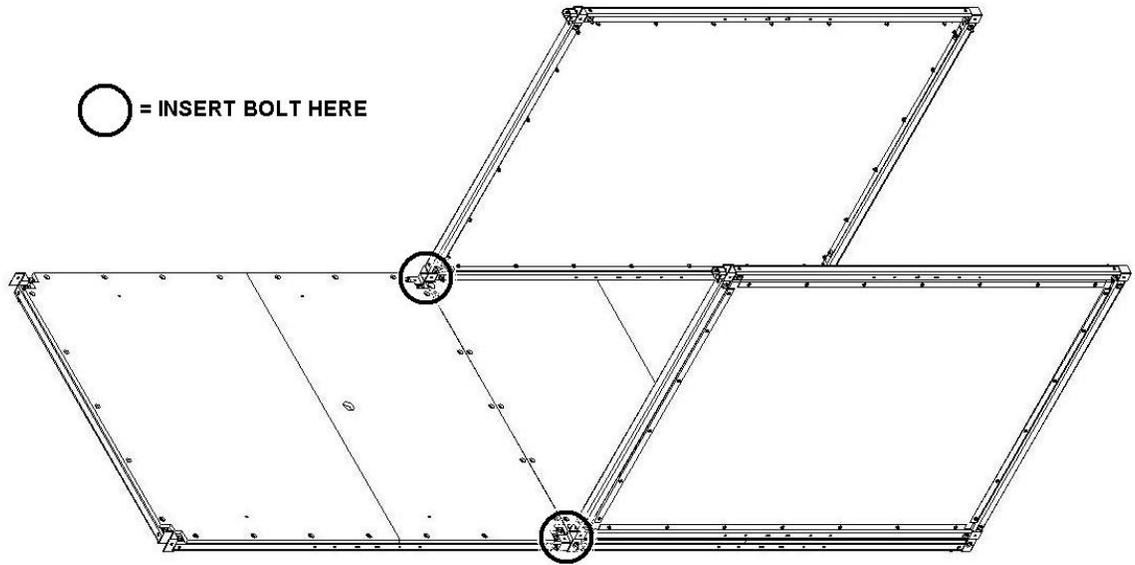
- Qty 4) 3/8 16 x 1" bolt
- Qty 8) 3/8 washer
- Qty 4) 3/8 16 nylock nut



NOTE: Tighten the 1" bolts via the hole in the back of the game.

Step 2:

Tip the assembly on its back, and attach the upper back panel to the lower back panel:



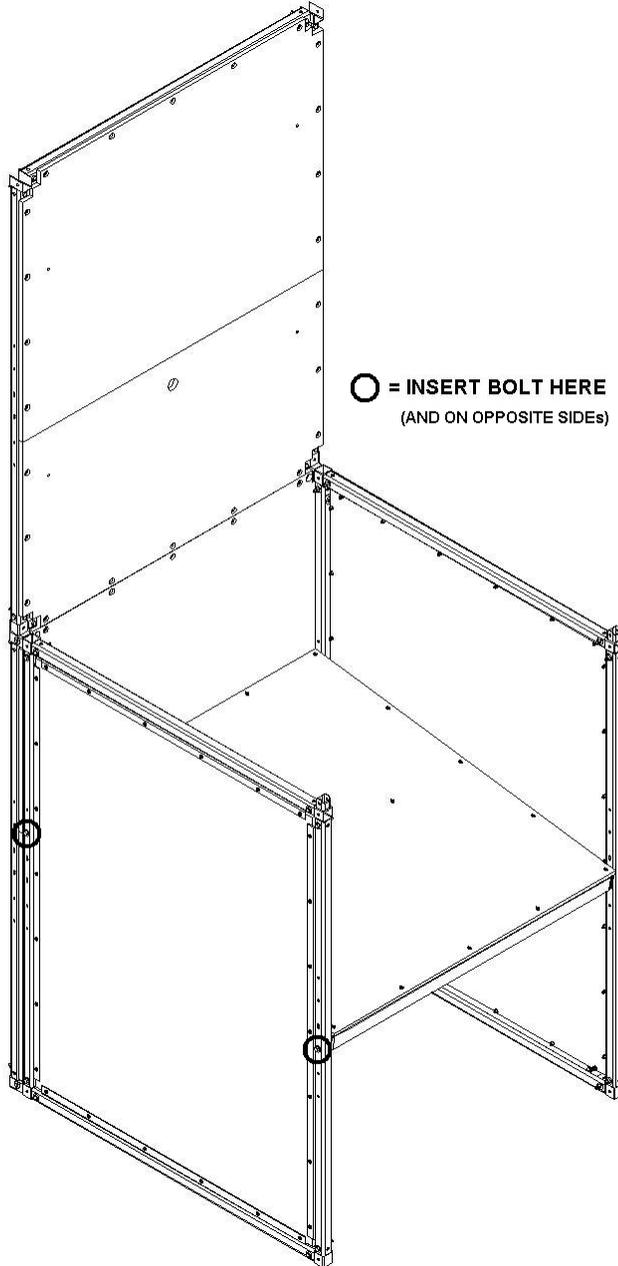
- Qty 2) 3/8 16 x 2 3/4" bolt
- Qty 4) 3/8 washer
- Qty 2) 3/8 16 nylock nut





Step 3:

Stand this assembly upright and attach the rear playfield floor:



- Qty 4) 3/8 16 x 3" bolt
- Qty 4) specially modified 3/8 washer
- Qty 4) 3/8 washer
- Qty 4) 3/8 16 nylock nut

NOTES: Insert the 3" bolts through the side holes, but do not tighten.
Hang the rear floor onto bolts (underneath.)

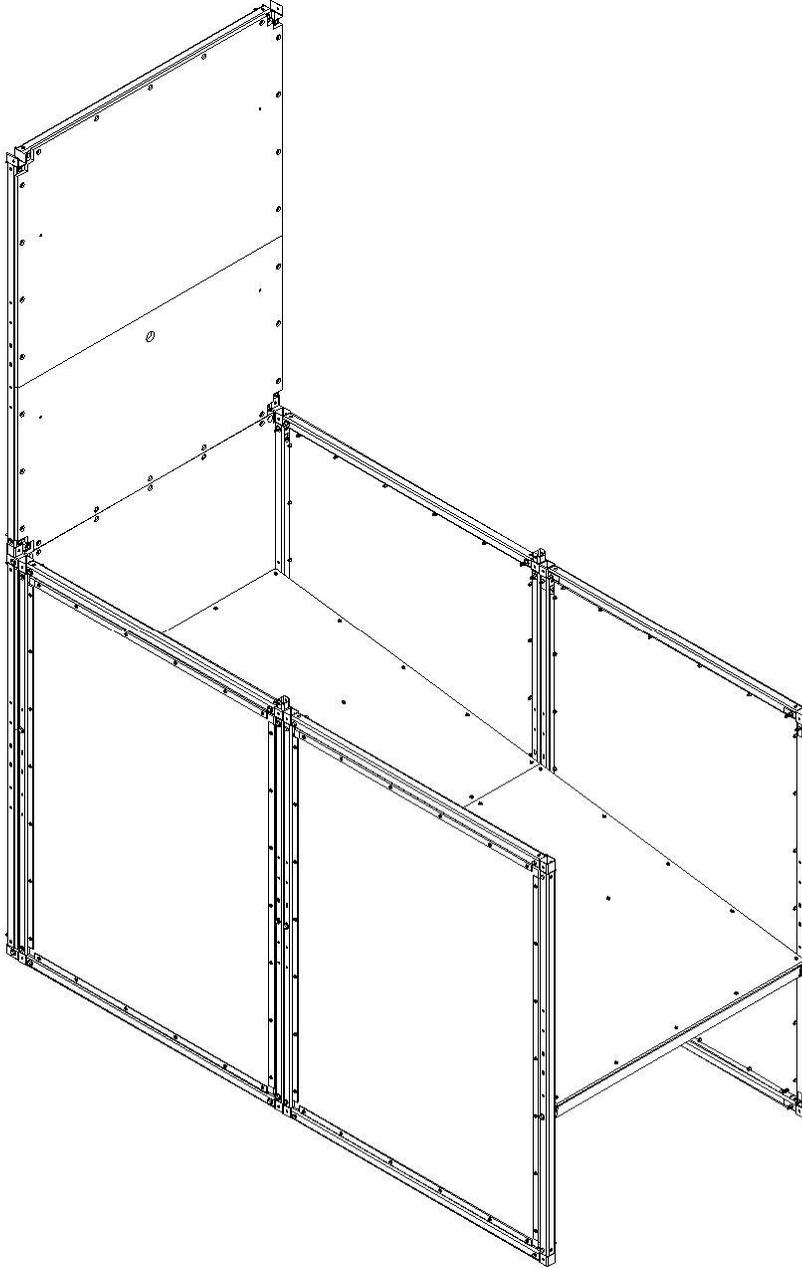
Use the specially modified washers on the inside of the bolt.
The flat of the specially modified washer avoids a clearance problem.





Step 4:

Attach the lower left and right front panels, then the front playfield floor:

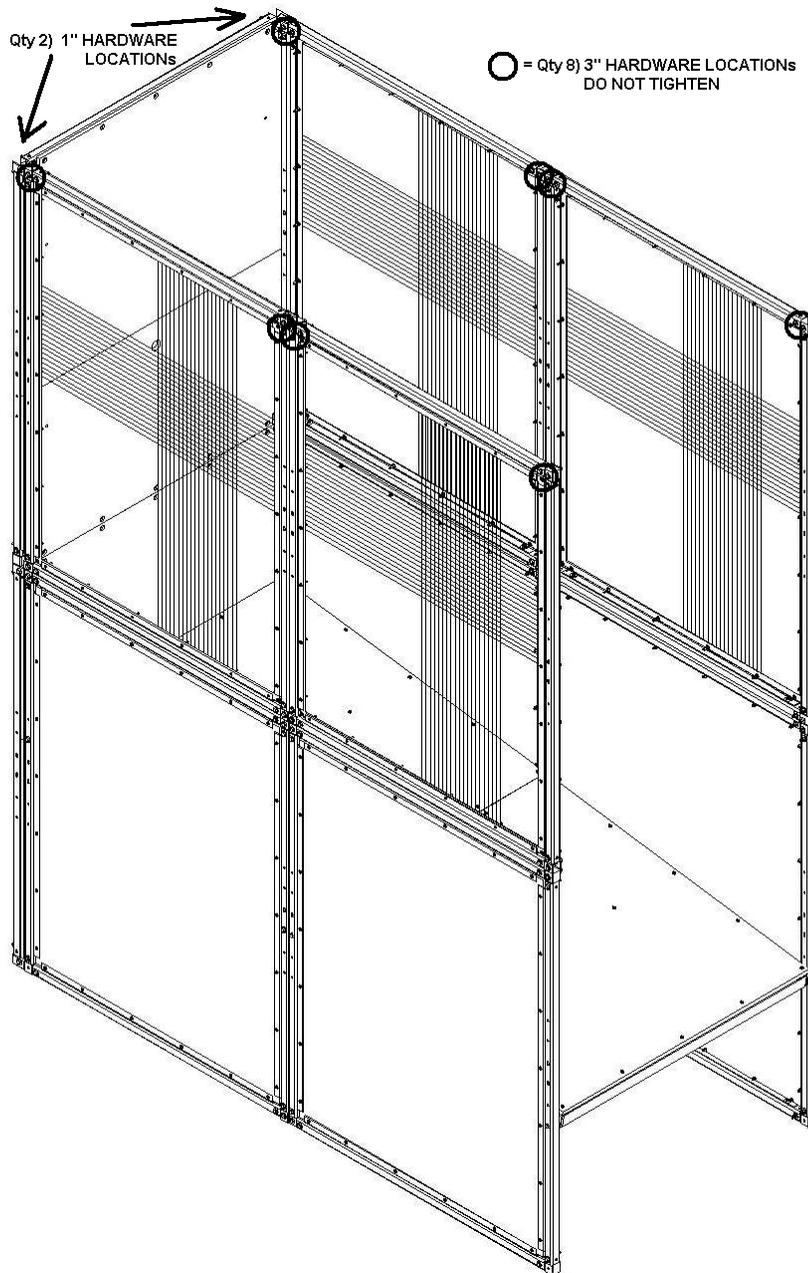


- Qty 4) 3/8 16 x 3" bolt
- Qty 4) 3/8 16 x 2 3/4" bolt
- Qty 4) specially modified 3/8 washer
- Qty 12) 3/8 washer
- Qty 8) 3/8 16 nylock nut



Step 5:

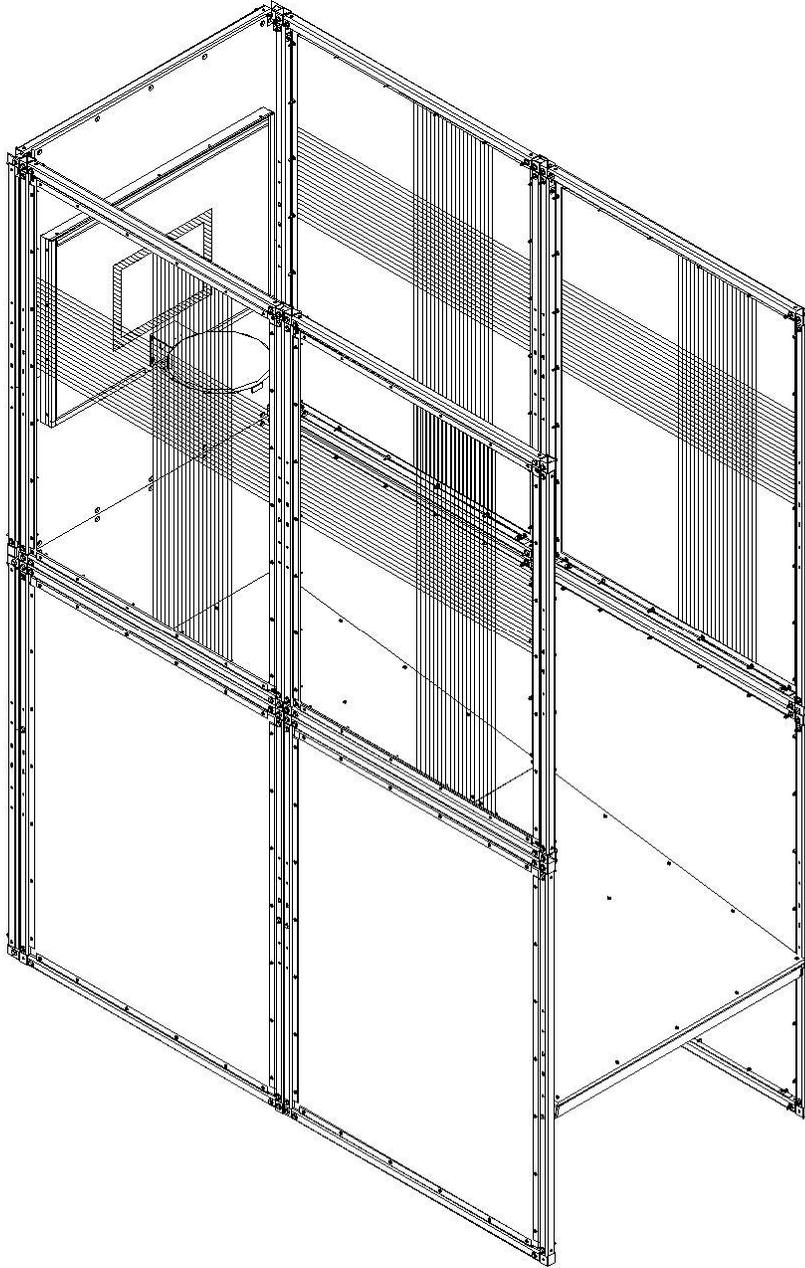
Attach the upper left and right rear side nets, then the upper left and right front side nets:



- Qty 8) 3/8 16 x 3" bolt
- Qty 8) 3/8 16 x 2 3/4" bolt
- Qty 2) 3/8 16 x 1" bolt
- Qty 36) 3/8 washer
- Qty 18) 3/8 16 nylock nut

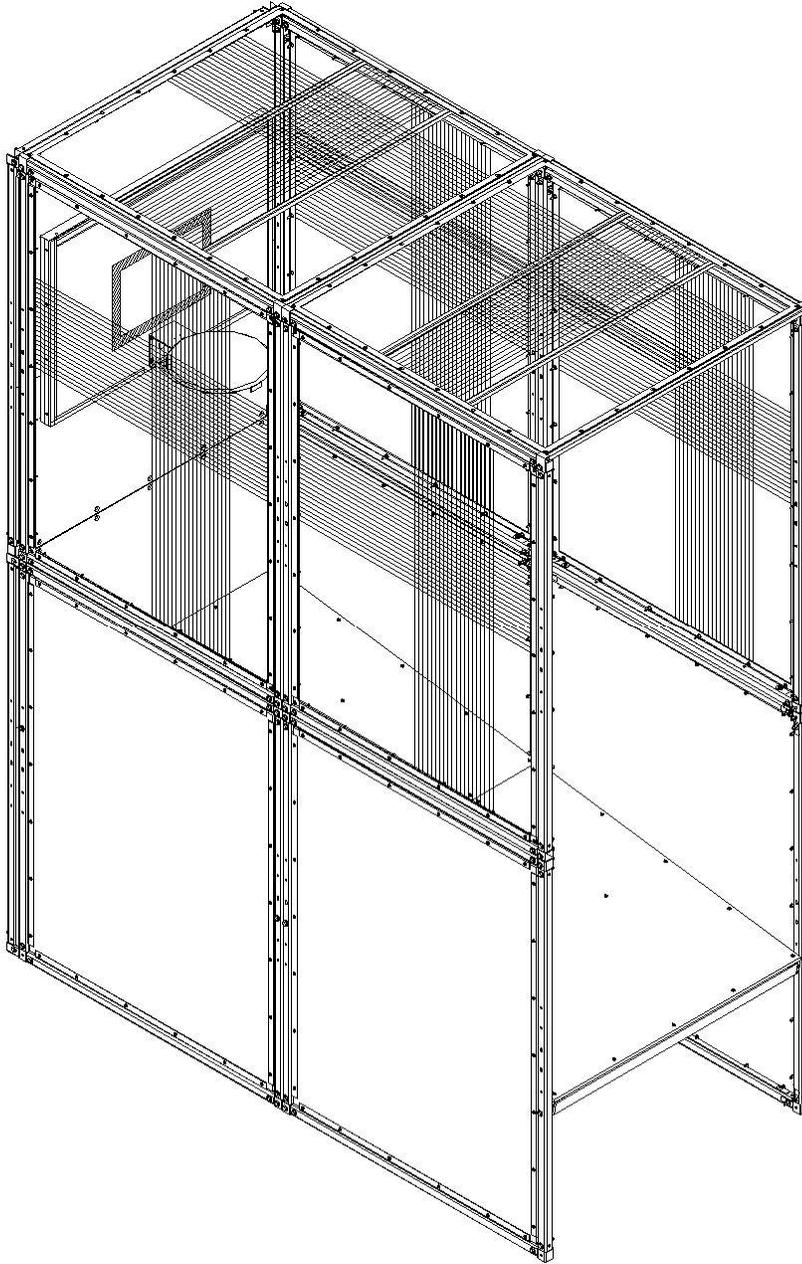
NOTE: Do not tighten the 3" bolt's nylock nuts (to prepare for the mounting of the top canopies in Step 7.)

Step 6:
Attach the backboard:



Qty 4) 3/8 washer
Qty 4) 3/8 16 nylock nut

Step 7:
Attach the rear top canopy then the front top canopy:



NOTE: Hardware for this step was applied in Step 5 (3" loose bolts in 8 locations.)

Also: Use assemblers on ladders on each side to hoist each canopy, pass one side to the opposite assembler, then lower the slots in each canopy onto the loose 3" bolts then tighten.

Step 8:

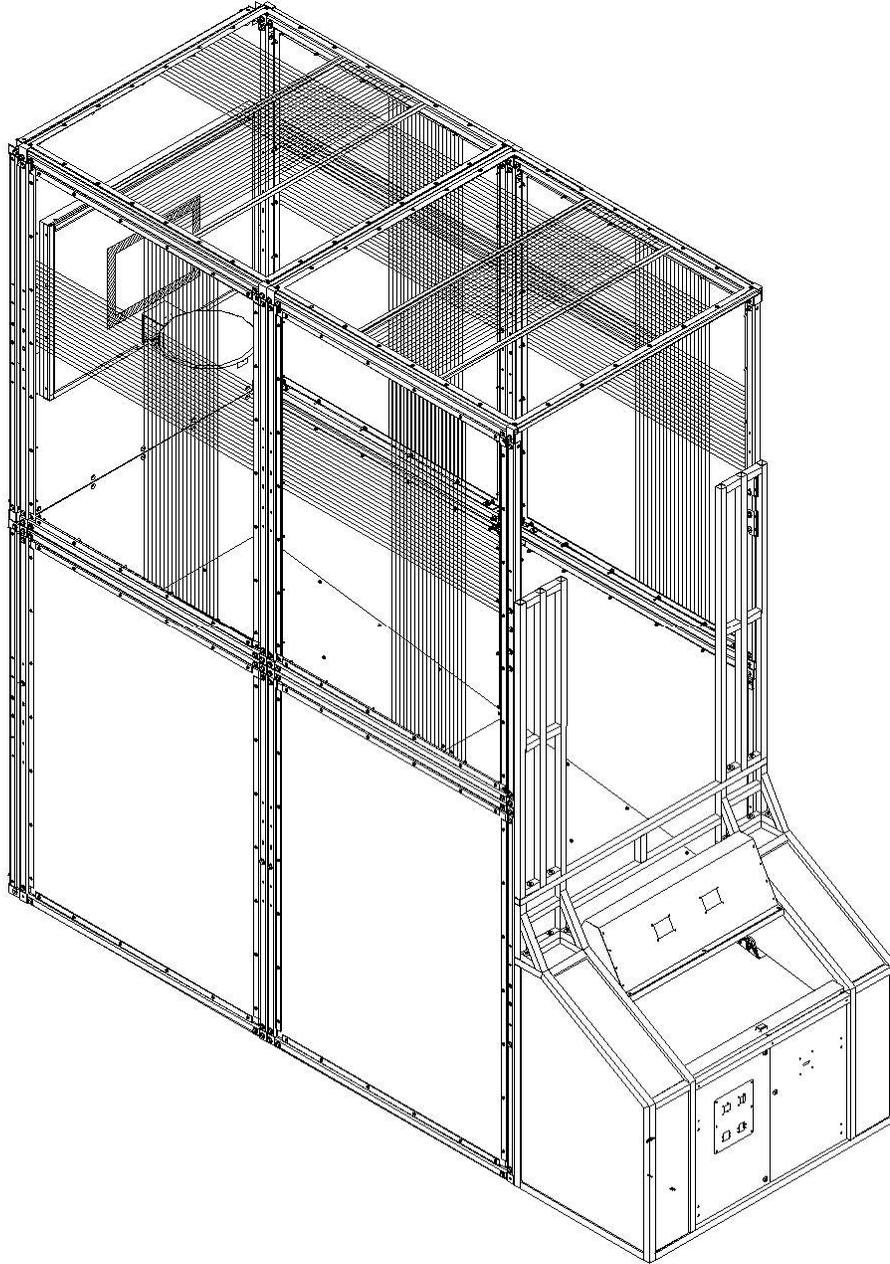
Attach the triangular ball diverters using pre-made holes in the ramp floor.

Qty 4) 1/4 20 2" cap screw

Qty 4) 1/4 20 nylock nut

Step 9:

Attach the console then the left and right front vertical ball guards:



- Qty 4) #14 self-drillers
- Qty 10) 3/8 16 x 2 3/4" bolt
- Qty 20) 3/8 washer
- Qty 10) 3/8 16 nylock nut
- Qty 4) 1/4 20 x 3 1/2" bolt
- Qty 8) 1/4 washer
- Qty 4) 1/4 20 nylock nut

NOTES: Slide the console into place. Continued...
From the inside of the game (carefully climb in via the front doors),
C-clamp the console to the game until flush.
This solves any slight racking problems.

Use self-drillers and attach the bottom brackets to the game.
Attach the upper brackets to the game with the 2 3/4" bolts.
Attach uprights using the provided hardware.
Ensure that you clamp the console to the frame while attaching at the boltholes.

Plug in the backboard cables and the rope lights.
Use the provided wire covers to hide the exposed portions of the cables.

The disassembly sequence is the reverse of the assembly sequence.

Power-Up Sequence

The game will perform some internal checks and show the software revision number on the 4-digit display (such as: “r 07”). If “attract audio” is enabled, the game will then begin playing an audio attract snippet.

Game Overview

This game is designed to be universal by offering an array of programming capabilities in hopes that you, the game operator, will have all of the settings regarding tickets, coins, length of game, etc., that you need, available for your location.

Idle Display (Attract Mode)

Every so often, the game will play the an audio attract sound-bite while waiting for some coins to be entered. (See “*Game Options - Attract Audio Period*”)

Coins

The number of coins required for one credit is adjustable. (See “*Game Options - Coins Per Play*”)

Game Play

The object is to score as many points as possible in the time given. (See “*Game Options - Game Time*”)

Scoring

The internal computer counts the baskets (and acknowledges with a positive message and 2 more points), and it is displayed on the console displays. During the final seconds of the game, 3 more points will be scored for each basket. (See: “*Game Options - Three Point Period*”)

End Of Game

When approaching the end of the game, the player will be warned (“Ten seconds to go!”) At the end tickets will be paid according to the options setups and go back into the attract mode until additional coins/credits are inserted. Near the end of the game, the ball gate will close, trapping balls in the backcourt area.

Credits

The game accepts money at any time except during option programming. At the end of the game, if there are any credits remaining, a new game will begin.

Tickets

The game will dispense tickets to the player according to the many different operator adjustable options.

(See “*Game Options - Tickets*”)

In the event the game is out of tickets, the game will inform the player to call an attendant. The attendant must correct the malfunction and or reload the tickets. Then the game will automatically dispense the tickets owed to the player. The game will be either returned to the attract mode, or if enough coinage has been inserted, begin a new game. If the ticket alarm feature is disabled, the game simply continues as if tickets were not to be dispensed.

(See “*Game Options - Ticket Alarm*”)

MAJOR COMPONENTS

Controller Assembly

This assembly is located in the electronics area below the runway at the front of the game. The CPU is on one printed circuit board and is referred to as the Universal Controller (P/N 632099-2).

Program / Counter PCB (Printed Circuit Board)

The Counter PCB (P/N 632031-1) is located in the electronics area below the Ball Return at the front of the game. It is used to programs all game options, and counts tickets and coins



Programming Display

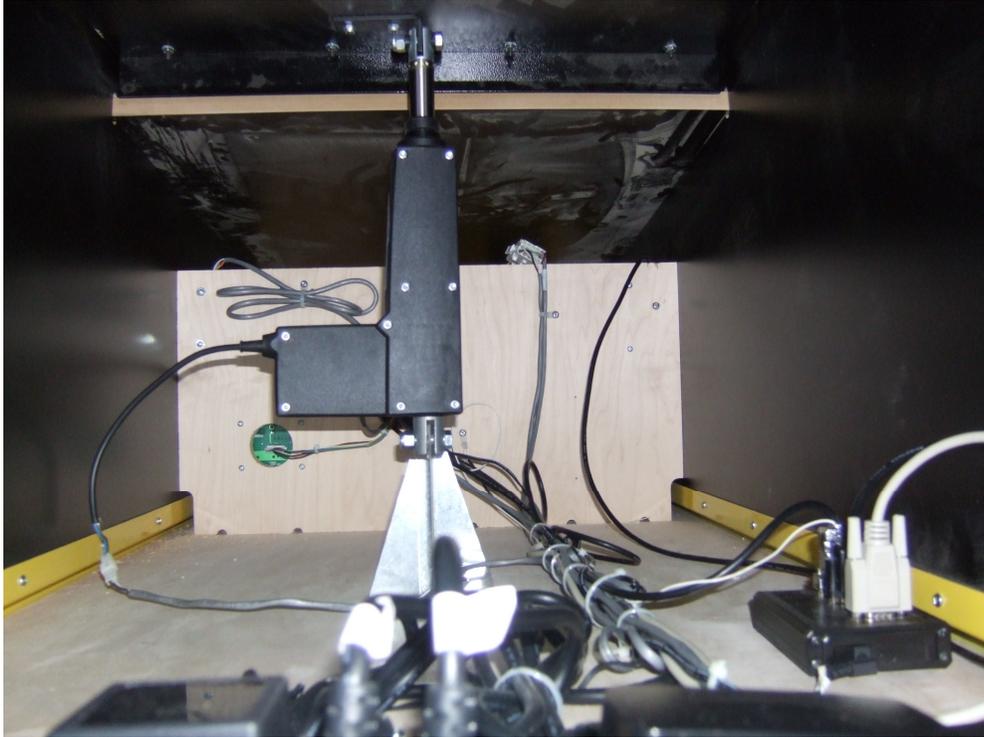
The Hot Shot game uses the TIME and SCORE displays (on the game's console) to assist during options programming.

Power Supply

The Power Supply (P/N 800758-5) is located in the electronics area, below the ball return at the front of the game.

Ball Release Actuator

The Ball Release Actuator (P/N 800853-3) raises and lowers the ball release ramp that captures the balls when a game is not in play. The actuator is located approximately in the center of the game on the bottom floor, and is accessible by removing the back panel.

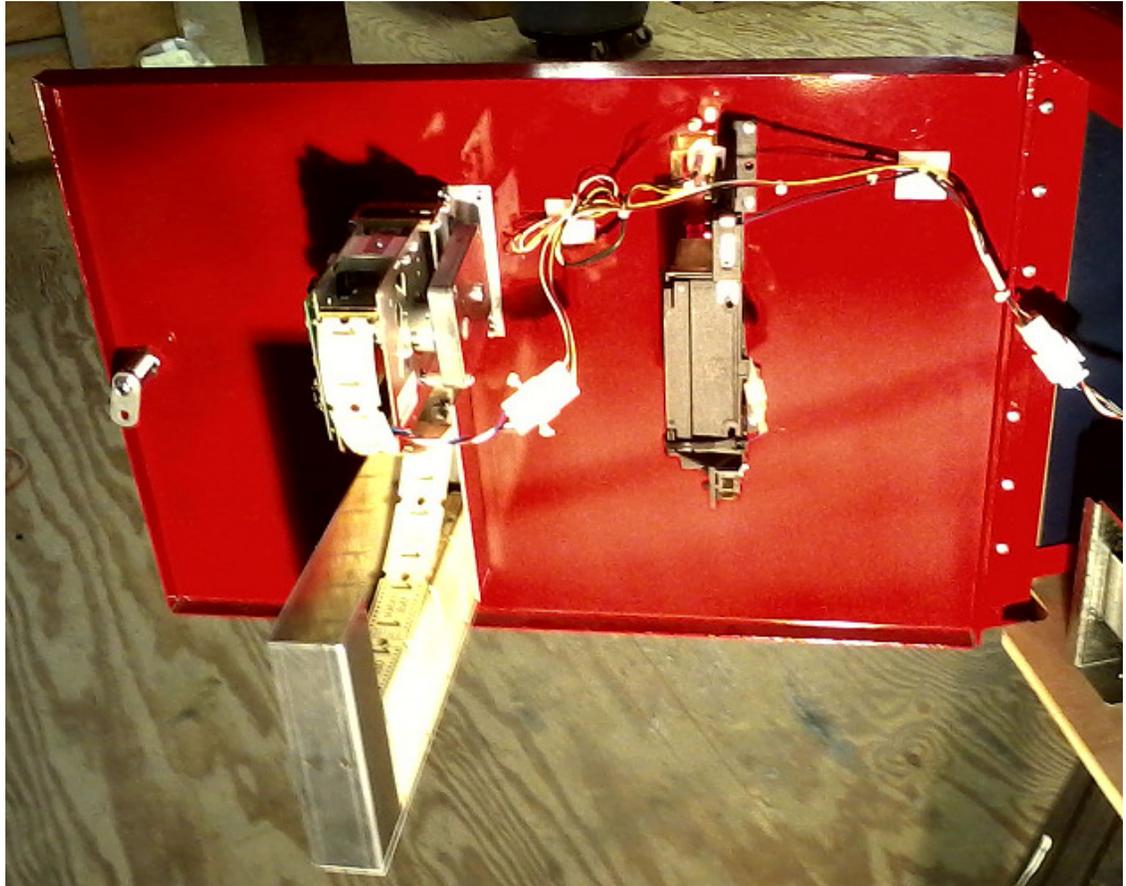


Speakers

The Speakers (P/N 801553-2) are located on each front side of the console and are accessible via the Coin Doors.

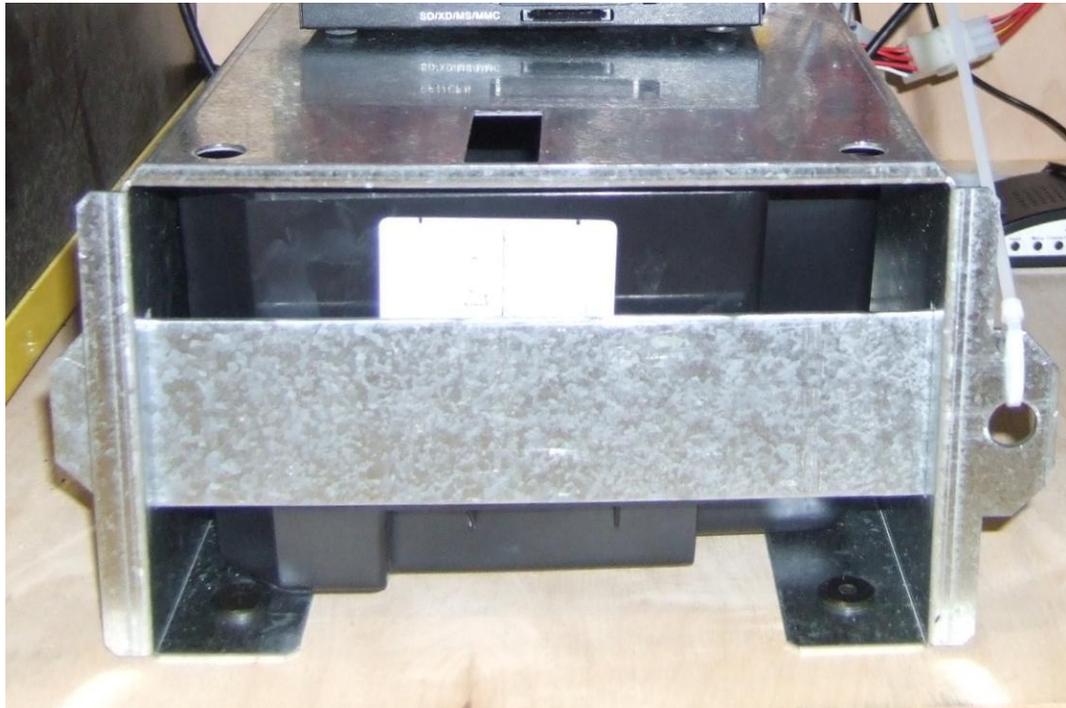
Ticket Dispenser

The Ticket Dispenser (P/N 800142-2) is located on the right Coin Door. This device dispenses tickets to the player. The Ticket Tray (P/N 8000552-1) is attached to the door directly below the Ticket Mech.



Coin Mechanisms (Coin Mechs) / Cash Box

The Coin Mechs (P/N 800671-23) and Coin Box (P/N 387020-1) are located in the left front of the game. The coin mech (attached to the Coin Door) and cash box (attached to floor) collect and store the coins or tokens used to activate the game. The Coin Box Tray (P/N 800050-27) is located inside the Coin Box.



Game Time and Score Displays

These are the dual two-digit displays that report time remaining (in seconds) for the current game (“**TIME**”), and the current game’s score (“**SCORE**”) (in points, where **1 basket always scores 2 or 3 points**). These displays are also used during Options Programming.

Opto-Sensors

The Opto-Sensors (P/N 800773-4) are located just below the rim in the back of the game. These sensors detect a scoring basket and use the reflective tape applied to the inside surface of the metal tab on the front of the basket.

SD Card (contains certain sound data)

The SD card on the main controller board must be properly inserted for the game to work correctly.

Game Options / How to program

Printed here is a copy of the options list (and programming help)
as mounted behind the Coin Door:

SkeeBall, Inc. - Hot Shot Basketball Game

Use the "RESET" button to sequence through the options.
Use the "AUX" buttons to sequence through the option
values.

Programmable Options:

- Option **P1**: Reset Defaults: (default: NO)
0 is NO, 1 is YES
- Option **P2**: Game Time: (default: 45)
20 to 90 seconds in 5 - sec. increments
- Option **P3**: Attract Audio Period: (default: 1 min)
0 is OFF or... 1 to 10 minute period
- Option **P4**: Three Point Period: (default: 10 sec)
0 to 20 in increments of 5 seconds
- Option **P5**: Ticket Dispenser Enable: (default: YES)
0 is NO, 1 is YES
- ...and then, if **P5** is set to "YES", ...
- Option **P6**: Minimum Tickets per play: (default: 0)
0 to 10 in increments of 1
- Option **P7**: Points per Ticket: (default: 2)
1 to 10 in increments of 1
- Option **P8**: Maximum Tickets per play: (default: 0)
0 to 99 in increments of 1
0 is "NO Maximum Tickets per play"
- Option **P9**: Ticket Alarm: (default: OFF)
0 is OFF, 1 is ON
- Option **PA**: Money Mech 1 Credits: (default: 1)
1 to 25
- Option **Pb**: Money Mech 2 Credits: (default: 4)
1 to 25
- Option **PC**: Credits per play: (default: 4)
1 to 20 in increments of 1

continued...

Option **Pd**: Credits per Discount Game: (default: 0)
0 (off), or
(CreditsPerGame + 1) to 99 in increments of 1

Option **PE**: Games per Discount: (default: 1)
1 to 3 (allows better discounting control)

Option **PF**: Real Start Button is Installed: (default: 0)
0 is NO; 1 is YES

Option **PG**: Leaderboard is Installed: (default: 0)
0 is NO; 1 is YES

Option **dt**: Not really an option. This is a diagnostic
counter used by SkeeBall technicians.
Please call SkeeBall if this number is
often greater than zero.

...and then "**donE**" will be displayed,
showing that all option values have been saved

Notes:

- always:

2 points per basket or...

3 points per basket during end-game 3-point period

(26-Sep-2014; rev 22+)

Hot Shot has been designed to give the operator a great deal of flexibility in operating the game. Rather than employing a dipswitch system, Hot Shot employs a system using the **RESET & AUX** buttons and EEPROM (memory that holds values between power-ups), which affords the operator many more choices than could otherwise be practically provided. The following pages describe the Options available to you, how to review the Option Settings and how to select the Option Settings you want.

To access, view and/or change the game options, the operator must use all three of the buttons located behind the coin door. Each button has a specific function and location as outlined below:

LOCATION	LABEL	FUNCTION
Left	AUX 1	Cycle BACKWARD through all option choices.
Center	RESET	Access each option, one at a time... ...when “ donE ” is displayed, all options have been saved.
Right	AUX 2	Cycle FORWARD through all option choices.

With the game powered up, find the **Program / Counter PCB** behind the coin door. Upon pushing the **RESET** button (on that **PCB**), the display will show “**P1 00**”. Interpret this as “Program Option **P1** has a current value of **00**.”

To cycle through all of the options, continue pressing the **RESET** button. When an option that you wish to change is displayed,

- press the **AUX1** button to **decrease** the value of that option or,
- press the **AUX2** button to **increase** the value of that option.

After changing an option’s value, press **RESET** to move to the next option.

If an option does NOT need to change, just press **RESET** to move to the next option.

When programming, always cycle through ALL of the options.

After **dt**, pressing **RESET** will cause the display to show “**donE**”. Interpret this as “all of the option values have been saved into permanent memory.”

“Discount Games” Programming Examples:

	Credits per play (Option Pc above)	Credits per discount (Option Pd above)	Games per discount (Option PE above)
1 game for \$1.00 / 3 games for \$2.00 :	4	8	1
1 game for \$1.00 / 6 games for \$5.00 :	4	20	1
1 game for \$2.00 / 3 games for \$5.00 :	8	20	1
1 game for \$2.00 / 5 games for \$6.00 :	8	24	2

FOR YOUR RECORDS...

P1: Reset Defaults

Setting **P1** to a '1' and then pressing **RESET** will **COPY** (reload) **all** of the factory defaults into **all** of the options.

Option: Purpose	Current	Min	Increment	Default	Max	In Units Of
P2: Game Time	_____	20	5	45	90	seconds
P3: Attract Audio Period	_____	0 (off)	1	1	15	minutes
NOTE: - Set P3 to '0' to disable the attract audio completely .						
P4: Three Point Period	_____	0	5	10	20	seconds

NOTE: - Set **P4** to the number of seconds at the end of the game when a basket scores 3 (not 2) points.

Option: Purpose	Current	Min	Increment	Default	Max	In Units Of
P5: Ticket Dispenser Enable	_____	0	-	1	1	('1' is Enabled)

NOTE: - If **P5** is set to '0', the options **P6,7,8,**and **9** cannot be set...

Option: Purpose	Current	Min	Increment	Default	Max	In Units Of
P6: Minimum Tickets Per Play	_____	0	1	0	20	tickets
P7: Points per Tickets	_____	2	2	2	10	points
P8: Maximum Tickets Per Play	_____	0	1	0	50	tickets

NOTE: - Set **P8** to '0' to set **NO** Maximum Tickets Per Play (that is the default.)

P9: Ticket Alarm	_____	0	-	0	1	('1' is Enabled)
-------------------------	-------	---	---	---	---	------------------

Option: Purpose	Current	Min	Increment	Default	Max	In Units Of
PA: Money Mech 1 Credits	_____	1	4	1	4	'credits' or 'coins'
Pb: Money Mech 2 Credits	_____	1	4	1	4	'credits' or 'coins'
PC: Credits Per Game	_____	1	1	4	8	'credits' or 'coins'
Pd: Credits Per Discount Game	_____	0 (off)	1	0	99	'credits' or 'coins'

NOTES: - Set **Pd** to '0' to disable the discount behavior.

- The working Minimum Value of **Pd** is (CreditsPerGame + 1).

PE: Games Per Discount	_____	1	1	1	3	'games'
PF: Real Start Button is Installed	_____	0	1	0	1	0 is NO ; 1 is YES
PG: Leaderboard is Installed	_____	0	1	0	1	0 is NO ; 1 is YES

NOTES: - All tickets awarded after game is complete.
- Score is based on 2 or 3 points per basket.

TICKET DISPENSER

Basic operation of ticket dispenser model DL1275H

When the control unit calls for a ticket to be issued, the motor in the dispenser is turned on. When a ticket is dispensed, the opto beam breaker senses a notch in the ticket and sends back a signal to the control unit. At this time the ticket counter is incremented. If no more tickets are called for, the motor is turned off.

Tickets are moved through the ticket chute by means of a power driven roller, which is spring loaded against an idler roller. The power driven roller has two Neoprene O Rings installed, and under normal operating conditions these rings are the only contact with the tickets. The power driven roller is mounted on the output shaft of the motor gear train assembly. The motor assembly is mounted to the pivot bracket assembly in the two Olite Bearings. The motor assembly has a limited free swing, limited by a single pin engaged in the brake sprag. The brake sprag engages the roller as an anti theft device. With the free swing of the motor assembly, the direction of torque, when the electric power is applied, is in a direction so as to release the brake sprag. When an attempt is made to pull tickets from the machine with the power off, the torque is reversed and the brake sprag is engaged. Also, the pulling of tickets will cause the pivot bracket assembly to apply a pressure to the power driven roller against the ticket and idler roller greater than the pre-set spring load. This will cause the O Rings to depress and the coarse knurled surface of the roller will then grip the tickets. One ounce of pull will apply 20 lbs. of pressure on the rollers.

Ticket Dispenser Components

1. Ticket Dispenser Controller Board

Attached to the ticket machine is a transistor motor controller, which provides dynamic braking to ensure accurate and repeatable ticket stopping after issuing any number of tickets. Included as part of the controller is ticket sensing by means of an Opto Beam Breaking Sensor. Also included is signal conditioning which provides high electrical noise immunity. The output of the ticket sensing circuitry is the equivalent to a single pole double throw switch.

2. Roller Tension Spring

The roller tension spring keeps constant tension on the tickets, which insures proper delivery and prevents tickets from being pulled through when the dispenser is idle. To increase tension, loosen screw and move spring forward. Tension is adjusted correctly when the tickets cannot be pulled from the dispenser.

3. Ticket Guide Spring

The ticket guide spring insures that the notches in the tickets pass through the Opto Beam Breaker Sensor. To increase tension, loosen screw and move other spring up. This changes the tension of the inner spring. Tickets should be snug between spring and side plate but not deformed by excess tension. This spring is adjusted at the factory for 1-3/16" wide tickets.

4. Ticket Stop Adjustment

The ticket stop adjustment allows positioning of tickets while machine is off. The ticket should protrude through slot approximately 1/16". The ticket dispenser PC board is mounted with two screws and two slotted holes. Loosening the screws and moving the board forward will allow the tickets to stop farther out beyond the edge of the lot.

Conditions That Could Cause the Ticket Error To Be Announced.

1. Dispenser out of tickets.
2. Insufficient tension on roller tension spring.
3. Tickets stopping back too far in slot causing tickets to jam.
4. Ticket guide spring not guiding tickets.
5. Dirt on opto beam breaker.
6. Missing notches on tickets.
7. Defective dispenser controller board or motor.

Loading of Tickets

Tickets are entered in the rear of ticket chute and pushed forward. The power driven roller will be spring loaded against the idler roller and tickets will not pass until the rollers are clear of each other. This is accomplished by use of thumb and index finger, one placed on the block to which the spring is attached, the other on the pivot bracket assembly, then squeeze. Push the tickets through until you see the edge of the ticket. Align the notch in the center of the optic sensor.

Ticket Dispenser Replacement

The ticket dispenser can be removed and replaced by disconnecting the cable and lifting out the dispenser. Place the new dispenser into the slots on the mounted frame secured to the door.

Parts Reference

TBD

GENERAL TROUBLESHOOTING

CAUTION: High voltage is present in some areas of the game (power supply, SCR, solenoid, etc.). Unplug line cord before performing any troubleshooting.

PROBLEM	RECOMMENDATION
Game halts after power-up and “dS” is displayed on the controller circuit card.	The controller is looking for its SD memory card, but cannot find it. Check that the SD memory card on the main controller board is properly inserted.
Ticket count not accurate	<ol style="list-style-type: none"> 1. Clean Sensor 2. Check cable from ticket mech to cpu. 3. Replace ticket mech.
Missed scoring.	<ol style="list-style-type: none"> 1. Adjust the sensors to make sure they can detect the ball as it goes downward through the basket: First the upper sensor, then both sensors, then the lower sensor, then neither sensor. 2. Check cable from cpu to sensor 3. Replace a sensor
No Sound	<ol style="list-style-type: none"> 1. Check cable from cpu to speakers. 2. Check program options settings. 3. Replace a speaker. 4. Replace the controller.
Will not coin up	<ol style="list-style-type: none"> 1. Check the connection at coin mech. 2. Replace switch. 3. Replace controller.

Returned Components

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 serial number tag attached usually to rear of the product.

When returning a unit for repair, call prior to returning your product to obtain a 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 Numbers including Area Code.

Product Serial & Model Numbers.

RMA#

Contact Name

If possible, symptoms and / or problems being experienced.

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.'s distributors are independent, privately owned and operated. In their judgment, they may sell parts or accessories other than those manufactured by Skee-Ball, Inc. We cannot be responsible for the quality, suitability, or safety of any non-Skee-Ball, Inc. part, or any modification, including labor, which is performed by such distributor.

WARRANTY

Your new HOT SHOT™ game is warranted to the original end user for a period of 90 days for mechanical components and 1 year for electronics from date of first use. Your sales receipt determines date of first use.

To obtain warranty coverage for your game, we may require proof of sale as well as the serial number of the unit that may be found on the back on the game.

Your warranty may be void if the game is modified in any way, or parts other than those approved for use on this product by SkeeBall inc. are used. Your warranty will be void if a 3 prong grounded A.C. receptacle is not used. Failure to use a properly grounded receptacle can damage your game since the circuitry is designed to use this safety feature.

For all parts covered under warranty, new or remanufactured parts from the factory may be used. All replacement parts will be warranted for the balance of the original warranty period, or for 90 days, whichever is longer.

For electronics, an advance exchange program is offered for the first six months of use. After the first six months of use, your electronics must be sent in for repair that will then be repaired at no charge.

For all warranty returns, you must first call SkeeBall Inc. at (215) 997-8900 and obtain a return authorization number (RMA). Failure to obtain a RMA will delay your warranty claim until all pertinent information has been obtained. Also, when returning any electronics for repair, a complete description of the problem should be noted in the packaging. Also, your name and a phone number where you can be reached should also be included.

All warranted parts would be sent to you via ground shipping services free of charge. Any faster method of shipping will be the responsibility of the end user.

TO OBTAIN SERVICE, PLEASE CALL OUR SERVICE DEPARTMENT AT:

215-997-8900

Wire Schematic

See attached.

#