



OWNERS MANUAL

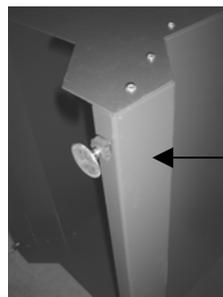
ASSEMBLY

1. Unpack Machine – Hardware package is in the small box with base components.
2. Assemble the machine base (*figure A*) by attaching 1 front/rear panel (*front panel has decal*) to the 2 side panels by standing the side panels on end and fastening the front panel to them with (10) #6 phillips head screws provided. Start 1 screw in each panel to help hold the pieces up and then begin fastening the remaining screws. Do not tighten the screws until all 10 have been started and your panels are square with each other. Be careful not to over tighten the screws to avoid stripping the sheet metal hole. Repeat with the remaining front/rear panel.
3. Insert the leveler nuts into the square holes located and the bottom of each side panel. You may need to squeeze each nut with a pair of pliers or tap them with a hammer to get them seated. Insert all 4 levelers (*figure B*). Level machine on location to prevent a chance of tipping.

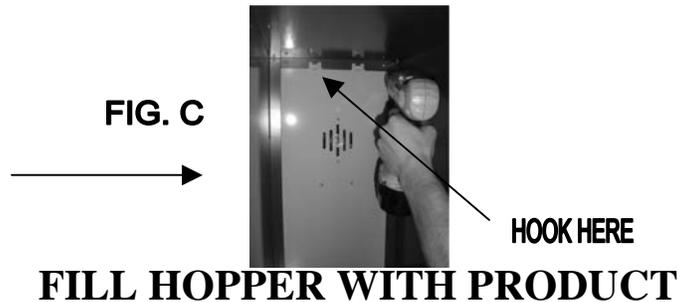
FIG. A



FIG. B



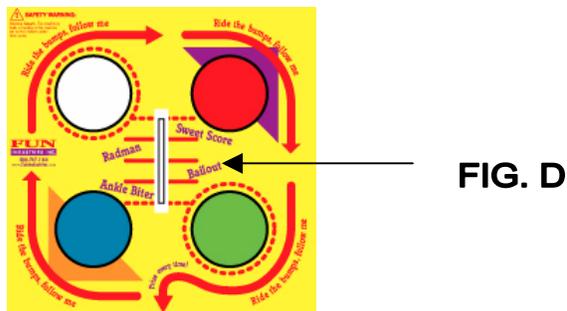
4. Place the top cabinet on its back. Lift the base assembly and hook it into the slots on the bottom of the main cabinet (*figure C*). Align the 4 holes on the base assembly with the 4 holes on the bottom of the main cabinet. Secure the base to the cabinet by fastening with (4) #6 phillips screws provided. Do not tighten until all screws have been started and again take care not to over tighten the screws.



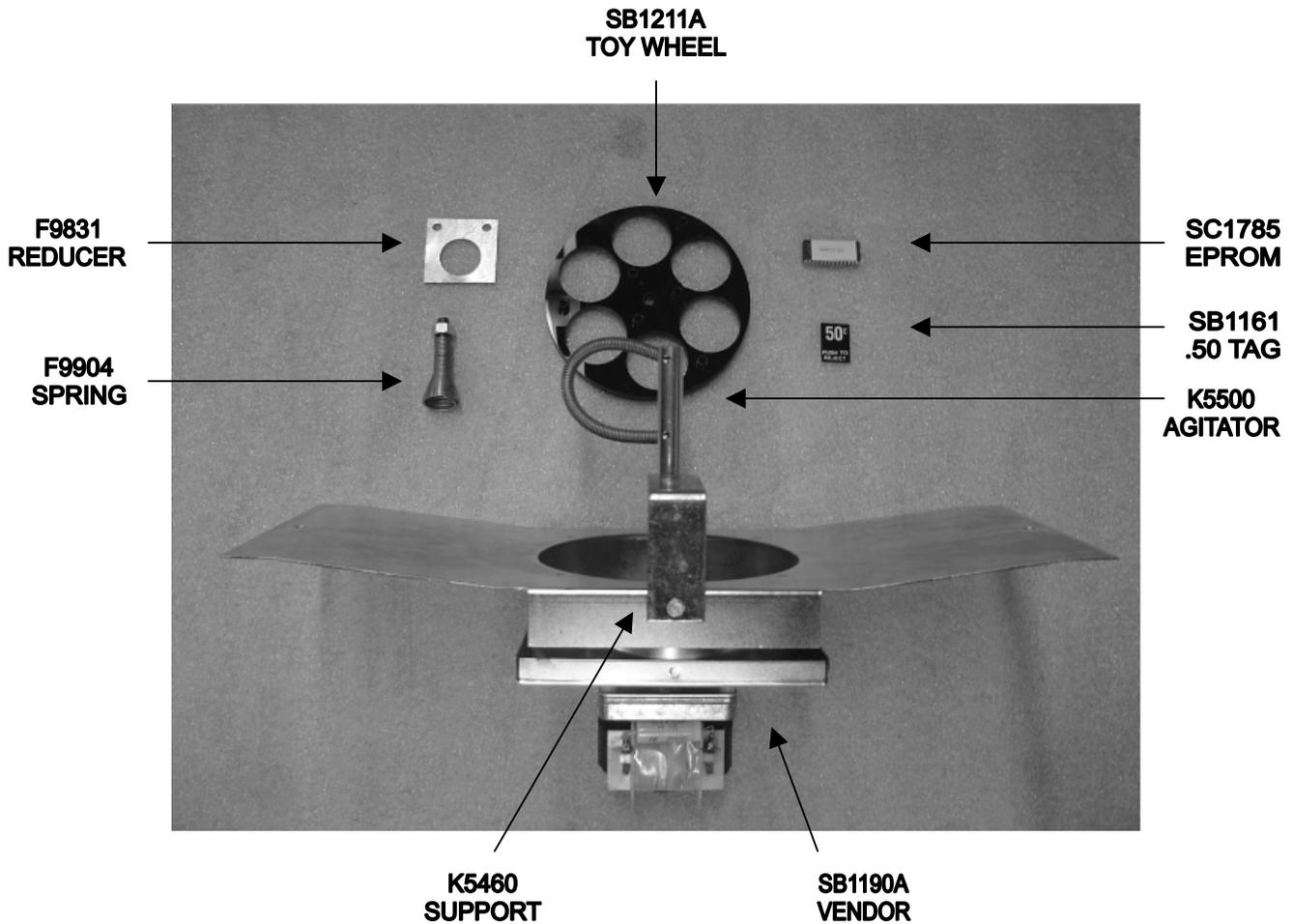
5. Unlock the lid and remove it from the cabinet. Speed Bumps is capable of vending round product from 5/8" to 1-1/3" (16MM-34MM). Assembly of additional included parts (*see Vending Options page*) may be required to properly vend the size that you desire. Your machine is preset at the factory prior to shipping to vend 27 MM balls @ .25 per play. Fill your hopper with product.

TEST MACHINE

6. Plug in the main power cord. Turn the power switch on located at the rear of the machine under the cabinet. Insert 1 coin for 25 cent play or 2 coins for 50 cent play (25 cent and 50 cent play options require different program eproms as defined on the Vending Options page). The machine will vend a prize upon coin-up and light one of the Speed Bumps. The player will follow the sequence in each round as the Speed Bumps will increase in number and accelerate. Once the player incorrectly repeats the sequence the game will end and his/her score rating will be displayed on the red led assembly (*see figure D*).



VENDING OPTIONS



*50 cent play is achieved by changing the (*SC1785*) eprom in socket U5 of the (*SC1780*) main control board.

*Product 5/8" to 7/8": requires adding the (*F9831*) reducer to the vendor below the wheel with 2 #6 phillips screws provided. Use an allen wrench to remove the (*K5500*) agitator and slide the vending wheel up and out of the way. Fasten the reducer to the pre-punched holes in the bottom of the vending pan and reassemble.

*Product 1 1/8" to 1 1/3" requires changing to the (*SB1211A*) toy vend wheel and changing the (*F9904*) spring/stud assembly. Use an allen wrench to remove the (*K5500*) agitator and plastic shaft spacer. With a 1/2" open end wrench, remove the existing spring/stud assembly by loosening the jam nut under the (*K5460*) support. Pull the existing wheel out. Slide the plastic shaft spacer onto the motor shaft and slide toy vend wheel on the shaft. Install the new (*shorter*) spring /stud assembly to the support with about 1/4 inch of the stud protruding through the bottom of the bracket and tighten the jam nut to the top side of the bracket. Reinstall the agitator to the motor shaft.

REPLACEMENT PARTS



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

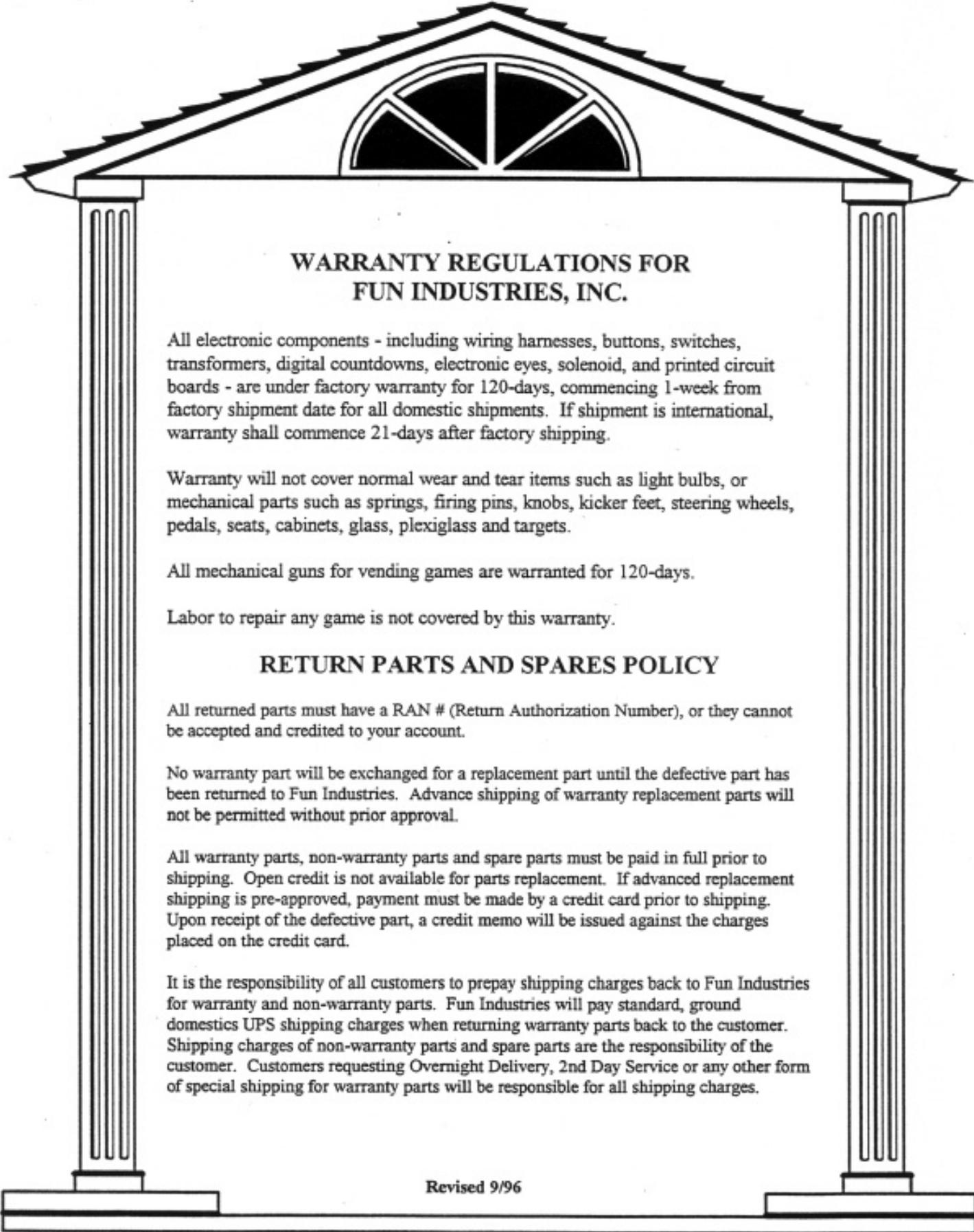
FUN
INDUSTRIES INC.

627 15th Avenue
East Moline, Il 61244

800-747-1144 • Ph. 309-755-5021
Fax: 309-755-1684

e-mail: sales@funindustries.com
www.funindustries.com

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WARRANTY REGULATIONS FOR FUN INDUSTRIES, INC.

All electronic components - including wiring harnesses, buttons, switches, transformers, digital countdowns, electronic eyes, solenoid, and printed circuit boards - are under factory warranty for 120-days, commencing 1-week from factory shipment date for all domestic shipments. If shipment is international, warranty shall commence 21-days after factory shipping.

Warranty will not cover normal wear and tear items such as light bulbs, or mechanical parts such as springs, firing pins, knobs, kicker feet, steering wheels, pedals, seats, cabinets, glass, plexiglass and targets.

All mechanical guns for vending games are warranted for 120-days.

Labor to repair any game is not covered by this warranty.

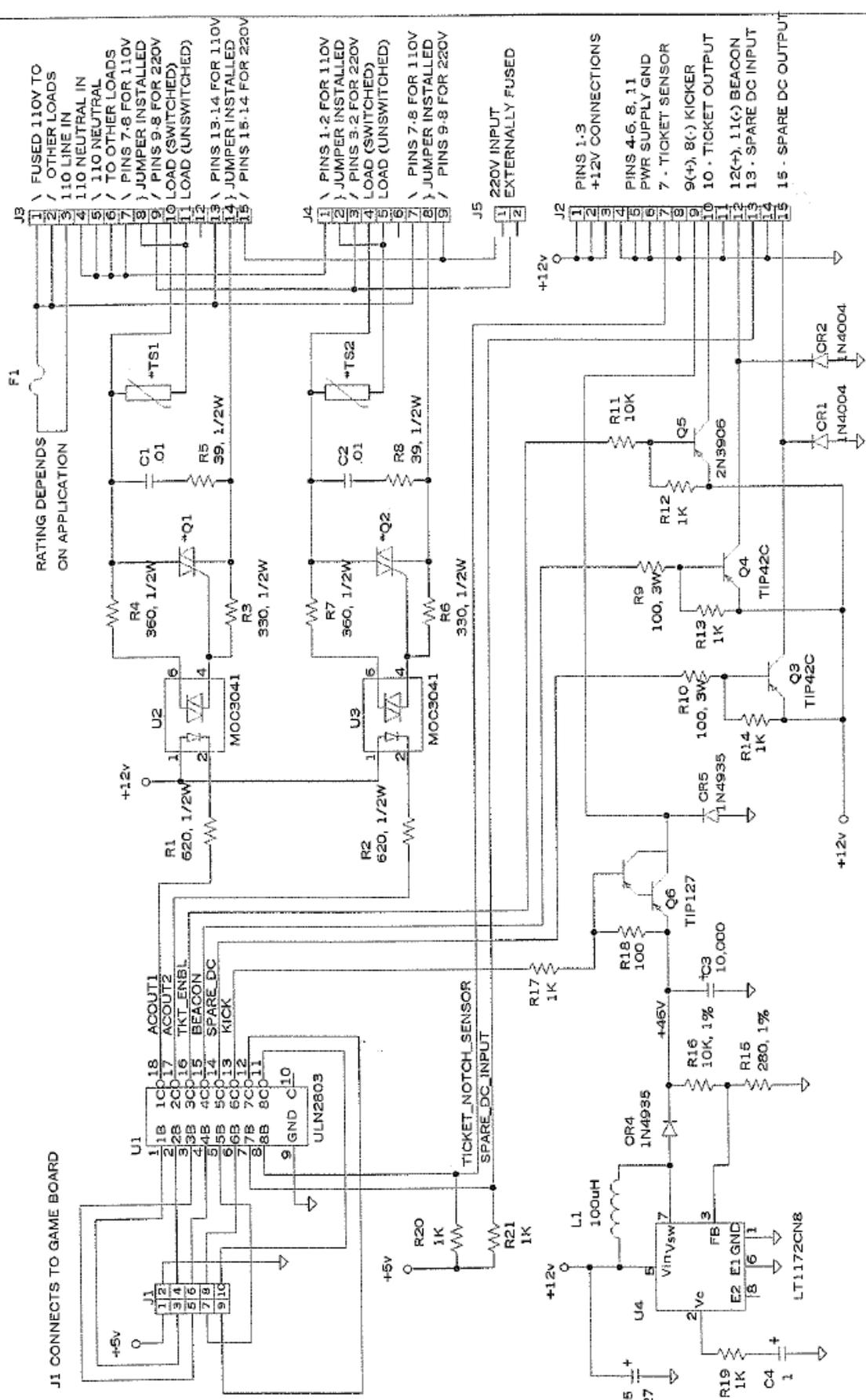
RETURN PARTS AND SPARES POLICY

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

No warranty part will be exchanged for a replacement part until the defective part has been returned to Fun Industries. Advance shipping of warranty replacement parts will not be permitted without prior approval.

All warranty parts, non-warranty parts and spare parts must be paid in full prior to shipping. Open credit is not available for parts replacement. If advanced replacement shipping is pre-approved, payment must be made by a credit card prior to shipping. Upon receipt of the defective part, a credit memo will be issued against the charges placed on the credit card.

It is the responsibility of all customers to prepay shipping charges back to Fun Industries for warranty and non-warranty parts. Fun Industries will pay standard, ground domestic UPS shipping charges when returning warranty parts back to the customer. Shipping charges of non-warranty parts and spare parts are the responsibility of the customer. Customers requesting Overnight Delivery, 2nd Day Service or any other form of special shipping for warranty parts will be responsible for all shipping charges.



J1 CONNECTS TO GAME BOARD

RATING DEPENDS ON APPLICATION

FUSED 110V TO OTHER LOADS
110 LINE IN
110 NEUTRAL IN
110 NEUTRAL TO OTHER LOADS
PINS 7-8 FOR 110V JUMPER INSTALLED
PINS 9-8 FOR 220V LOAD (SWITCHED)
PINS 13-14 FOR 110V JUMPER INSTALLED
PINS 15-14 FOR 220V

PINS 1-2 FOR 110V JUMPER INSTALLED
PINS 3-2 FOR 220V LOAD (SWITCHED)
PINS 7-8 FOR 110V JUMPER INSTALLED
PINS 9-8 FOR 220V

220V INPUT EXTERNALLY FUSED

PINS 1-3
PINS 4-6, 8, 11
PWR SUPPLY GND
7 - TICKET SENSOR
9(+), 8(-) KICKER
10 - TICKET OUTPUT
12(+), 11(-) BEACON
13 - SPARE DC INPUT
15 - SPARE DC OUTPUT

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627 15th Avenue
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809-755-5021

SC1770 Output Board Assemblies

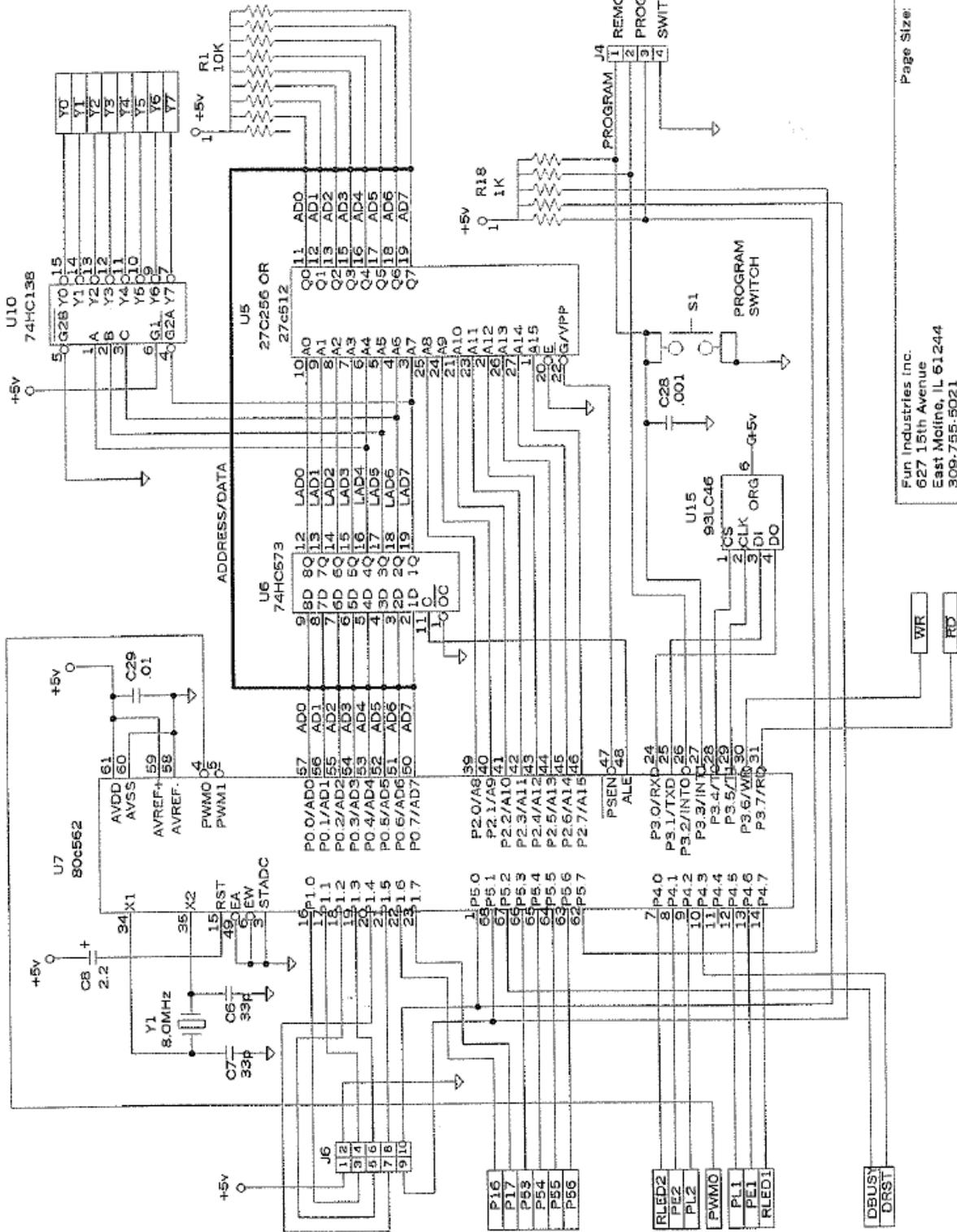
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April 26, 1996

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DRAWING NOTES:
UNLESS OTHERWISE NOTED, RESISTOR VALUES ARE IN OHMS
UNLESS OTHERWISE NOTED, CAPACITOR VALUES ARE IN MICROFARADS
ALL COMPONENTS ARE NOT INSTALLED ON ALL BOARD ASSEMBLIES. SEE APPLICABLE BILL OF MATERIAL
Q1, Q2, TS1, TS2 (IF USED) DEPEND ON GAME AND VOLTAGE. SEE APPLICABLE BILL OF MATERIAL

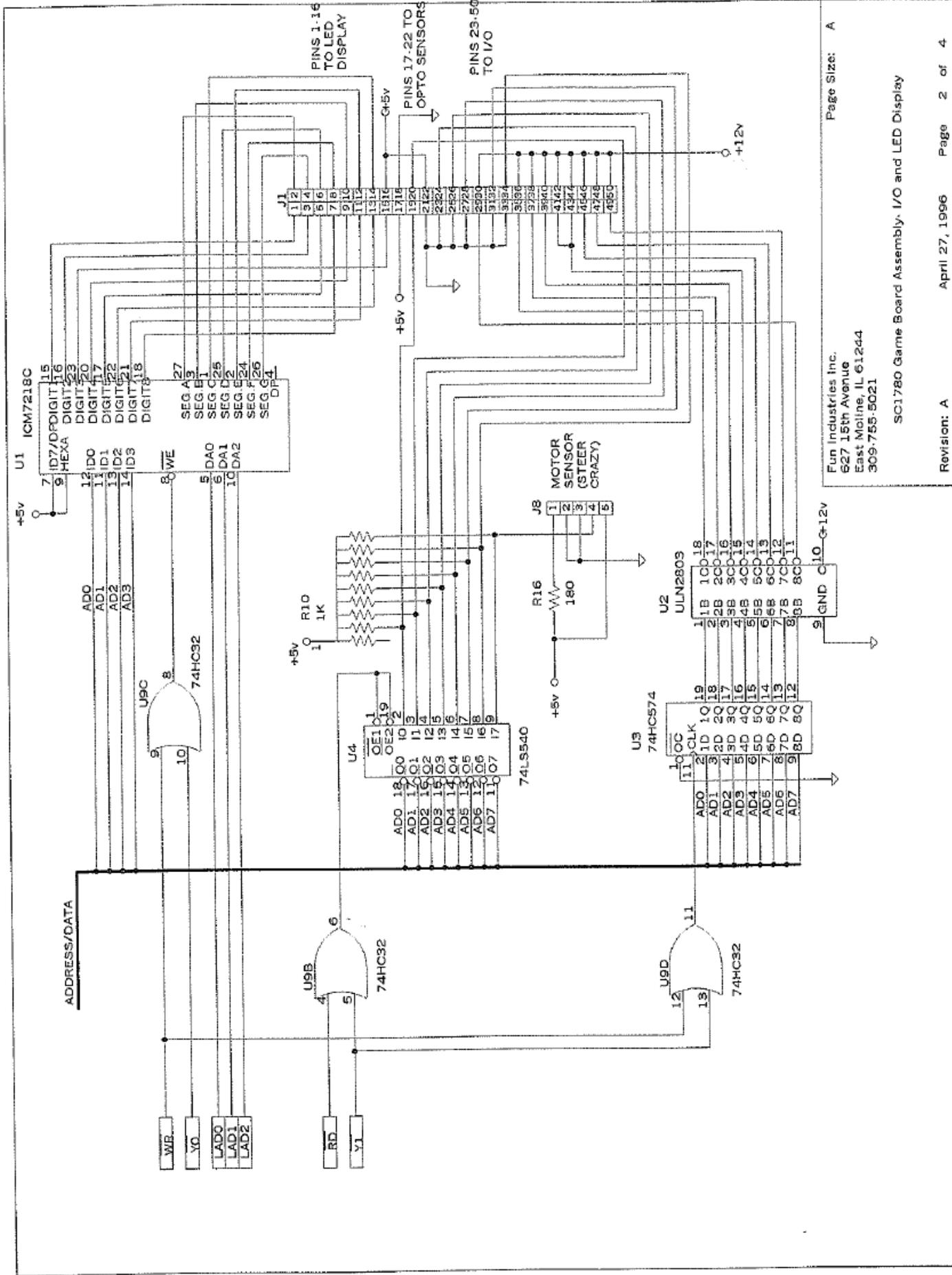


J6 CONNECTS TO
OUTPUT BOARD
SEE SHEET 4
FOR USAGE

EXPANSION
CONNECTOR
SEE SHEET 4

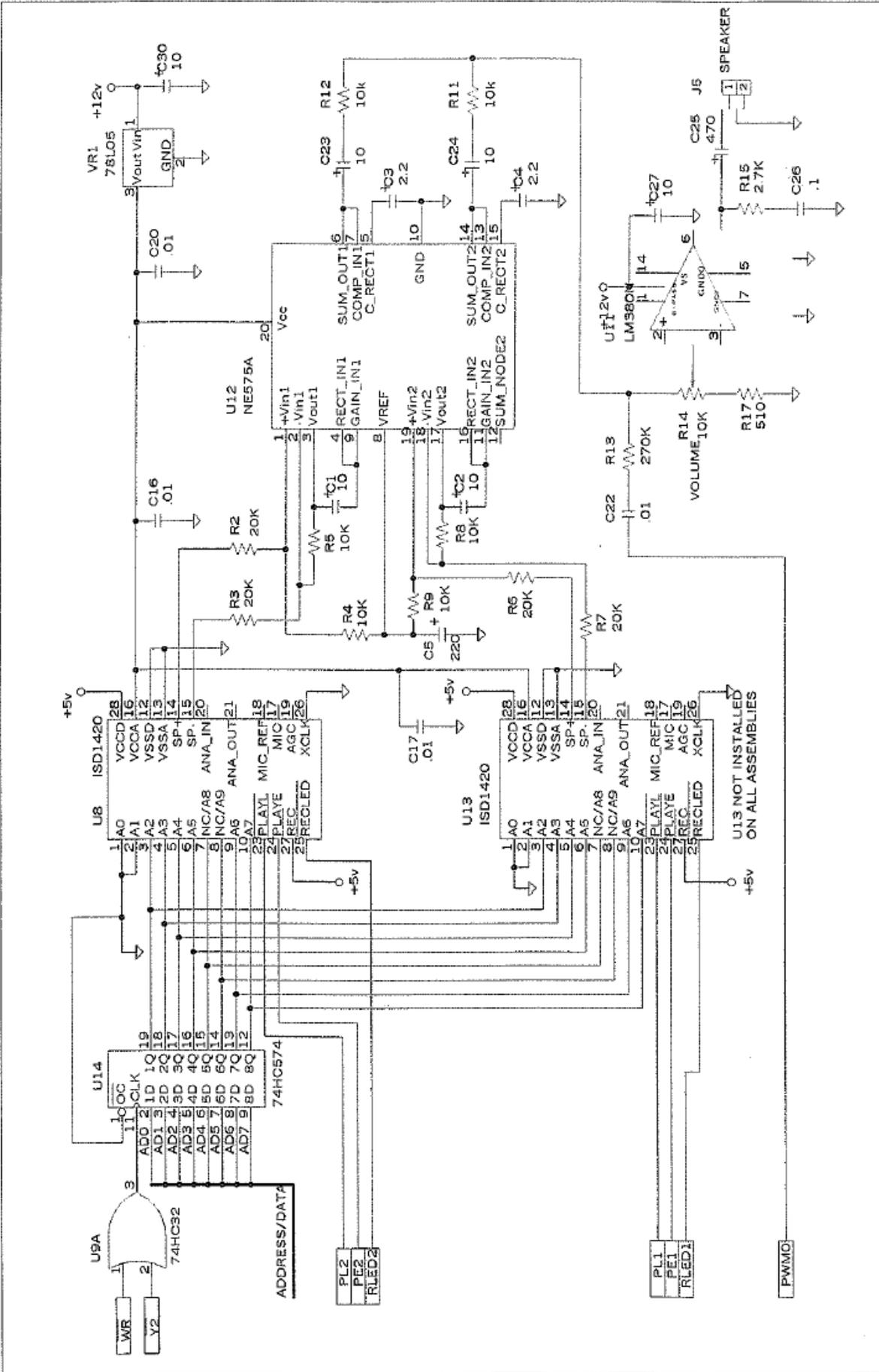
TO SHEET 3
SOUND

TO SHEET 4
GRAPHICS

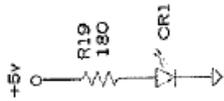


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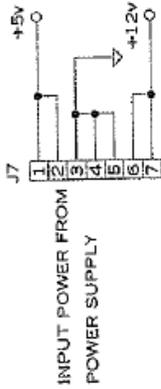
SC1780 Game Board Assembly, I/O and LED Display



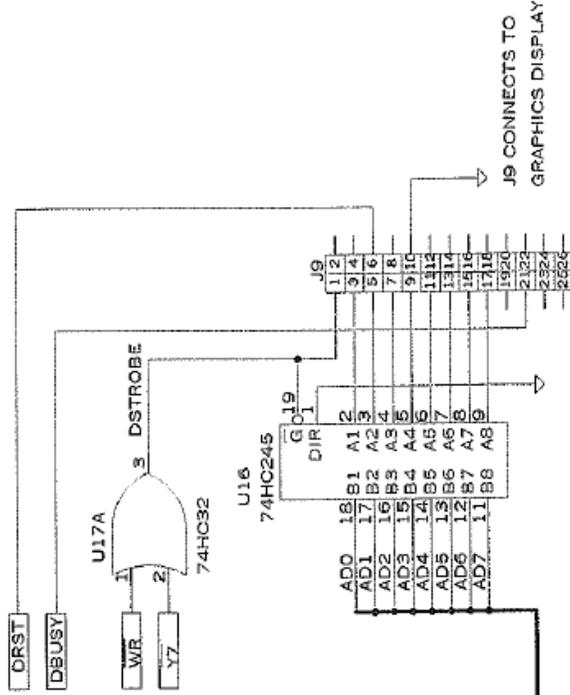
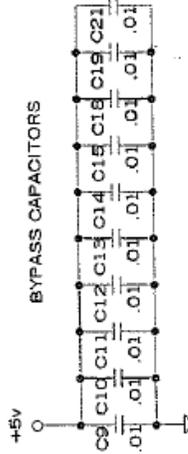
UNLESS OTHERWISE NOTED:
RESISTANCE VALUES ARE IN OHMS
CAPACITANCE VALUES ARE IN MICROFARADS



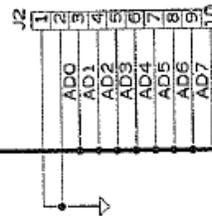
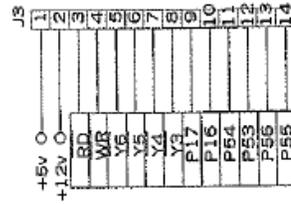
POWER ON
INDICATOR



BYPASS CAPACITORS



ADDRESS/DATA



NORMAL USAGE FOR OUTPUT BOARD CONNECTOR - J6

- PIN 1 - +5 VOLTS
- PIN 2 - GND (SIGNAL COMMON)
- PIN 3 - AC OUTPUT 1 (PLAYWHEEL VEND. OR BLOWER MOTOR)
- PIN 4 - AC OUTPUT 2 (TRAVELLER LIGHTS , SPARE, OR NOT INSTALLED)
- PIN 5 - TICKET VENDOR ENABLE
- PIN 6 - BEACON
- PIN 7 - SPARE DC OUTPUT (NOT INSTALLED)
- PIN 8 - KICKER OUTPUT (IF APPLICABLE)
- PIN 9 - TICKET NOTCH SENSOR
- PIN 10 - SPARE DC INPUT

J2 AND J3 PROVIDE CONNECTIONS TO FUTURE EXPANSION DAUGHTERBOARD

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627 15th Avenue
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SC1780 Game Board Assembly - Power, Graphics, Expansion Connector

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