

Steer Crazy

Sit Down...  ... Grab the Wheel ... Steer Crazy...

Steer the ball into the high point holes... Win tickets!



Player rotates large neon disk with steering wheel while directing ball towards bullseye.

Dimensions:
(single with seat)
28" W x 60" H x 60" L
350 lbs.

- Exciting neon colors
- Attractive headers
- Sturdy cabinet construction
- Exciting sound effects
- High capacity front load ticket dispenser - (6000 tickets)
- Play and vend programmable
- Bankable for strong visual impact
- Hi-tech movable graphics and scoring
- Digital settings and game/ticket accounting

627 15th Avenue, East Moline, IL 61244

FUN
INDUSTRIES INC.

Local (309) 755-5021 • Fax (309) 755-1684

Call Fun Industries for Nearest Distributor

FUN INDUSTRIES

1-800-747-1144

MACHINE SETUP INSTRUCTIONS

1. Locate keys in coin return slot and open rear door, coin door and ticket door.
2. Remove stool and treadplate through rear door. This assembly will hook under the aluminum bar across the front of the cabinet when you have the machine in its final location.
3. Remove 3 lag screws from the cabinet bottom center line and slide game off pallet.
4. Attach Lexan header sign to top of unit, centered approximately 3" back from front glass, using screws provided.
5. Open ticket door and pull out ticket holder after loosening the thumb screw on the floor. Top of hopper comes through door first. Fill ticket holder with up to 6000 tickets. Place ticket holder back in place and tighten the thumb screw. Then feed the tickets to and through the dispenser.
6. Power the machine up after plugging into the wall. (The main power switch is located under the back glass, left side, accessible from the front.
7. Sound volume control is located on the control board. Attract mode sound is controlled in the options program.
8. If the score or ticket values must be changed, you have been provided with a decal to adjust machine rules and scores on the shroud surrounding the playwheel. Take the main glass off by removing the aluminum bar at the bottom of the glass. Open the coin door, loosen two wing nuts, and remove carriage bolts. Reach through coin door, right of center and push glass up.

PROGRAM OPTIONS

To change machine options, open coin door and push the remote program switch. By continuing to push the button, you will advance through the program options. To change the value of any option step on the gas pedal.

1. Coins received register, no reset, 0-50000
2. Tickets paid register, no reset, 0-50000
3. Coins required per play, range 1-5, default 1
4. Balls per play, range 1-5, default 3
5. Tickets paid at coinup, range 0-10, default 0
6. Tickets paid at score multiple (see 7), range 1-5, default 1
7. Score multiple for 6 payout, range 50-1000, default 150
8. Bonus tickets paid, range 0-100, default 50
9. Bonus ticket score required, range 500-10000, default 4000
10. Kicker on time, change only by factory request.
11. Attract Mode sound effects, 1=ON, 0=OFF
12. Slot timer, change only by factory request.
13. Game timeout - seconds required from ball kick to automatic game reset. (player gets 50 points) range 5-90, default 60



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

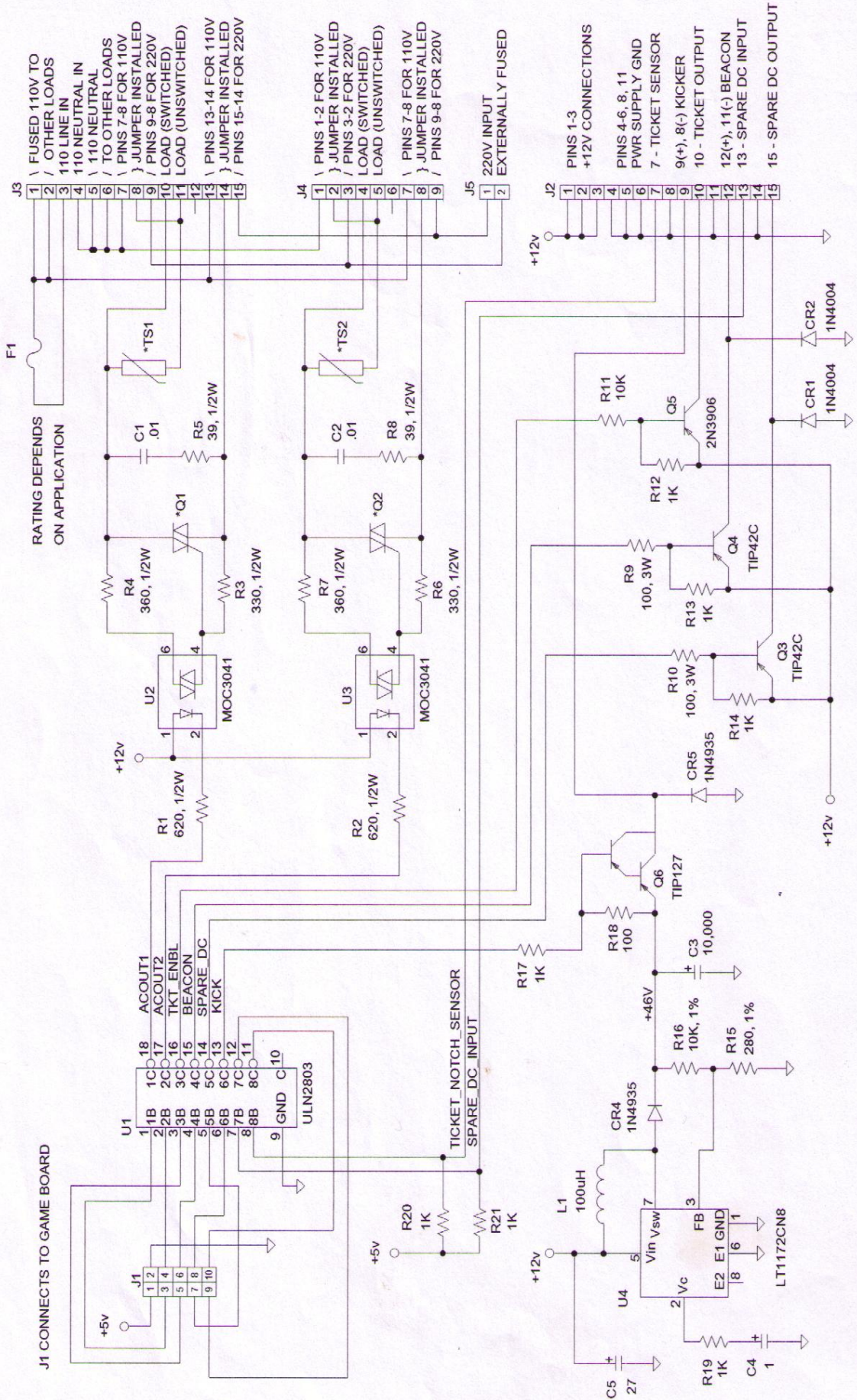
All returned parts must have a RAN # (Return Authorization Number), or they cannot be accepted and credited to your account.

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.

Revised 9/96

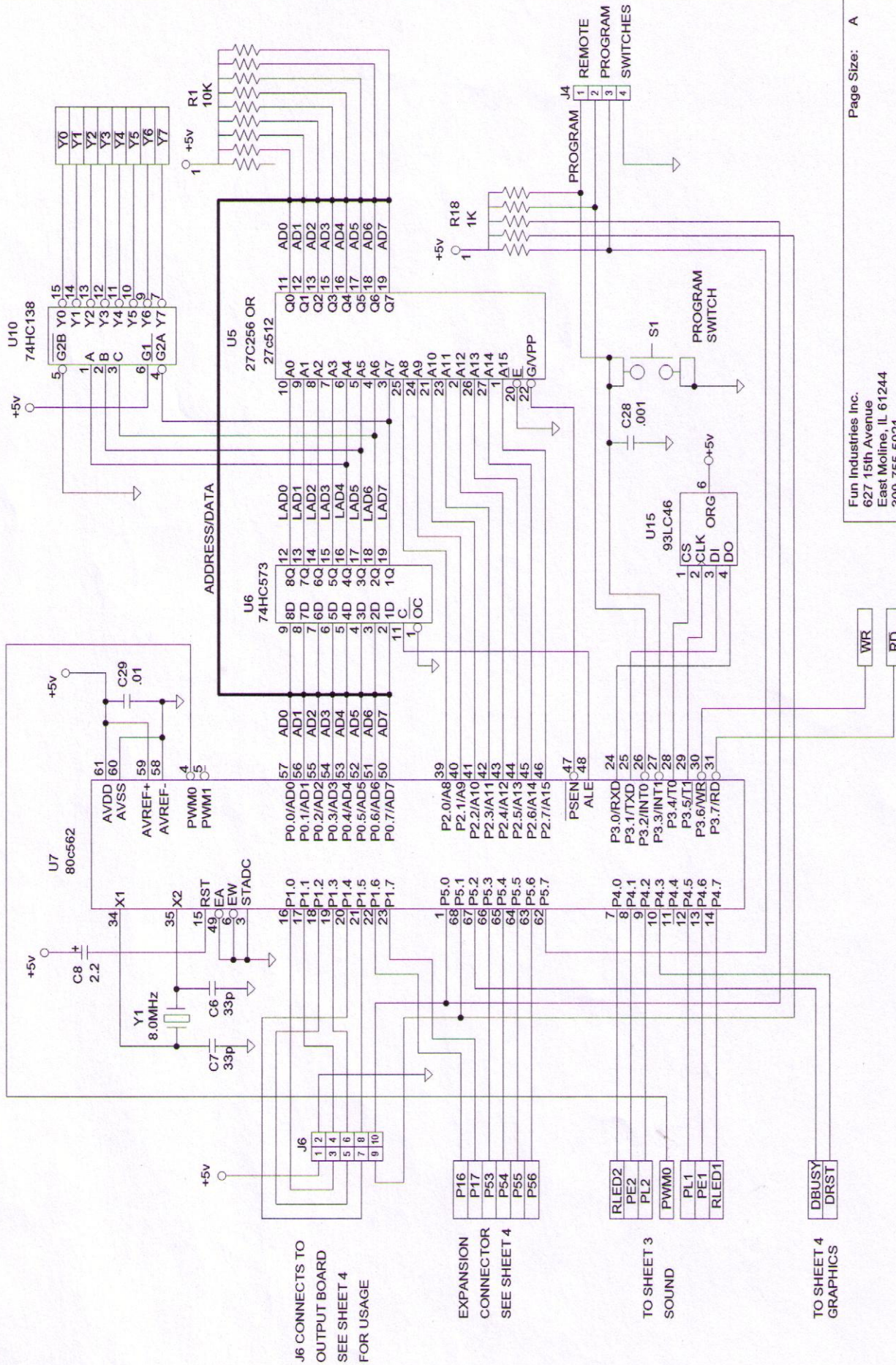


DRAWING NOTES:

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

Fun Industries, Inc.
 627 15th Avenue
 East Moline, IL 61244
 309-755-5021

SC-1770 Output Board Assemblies



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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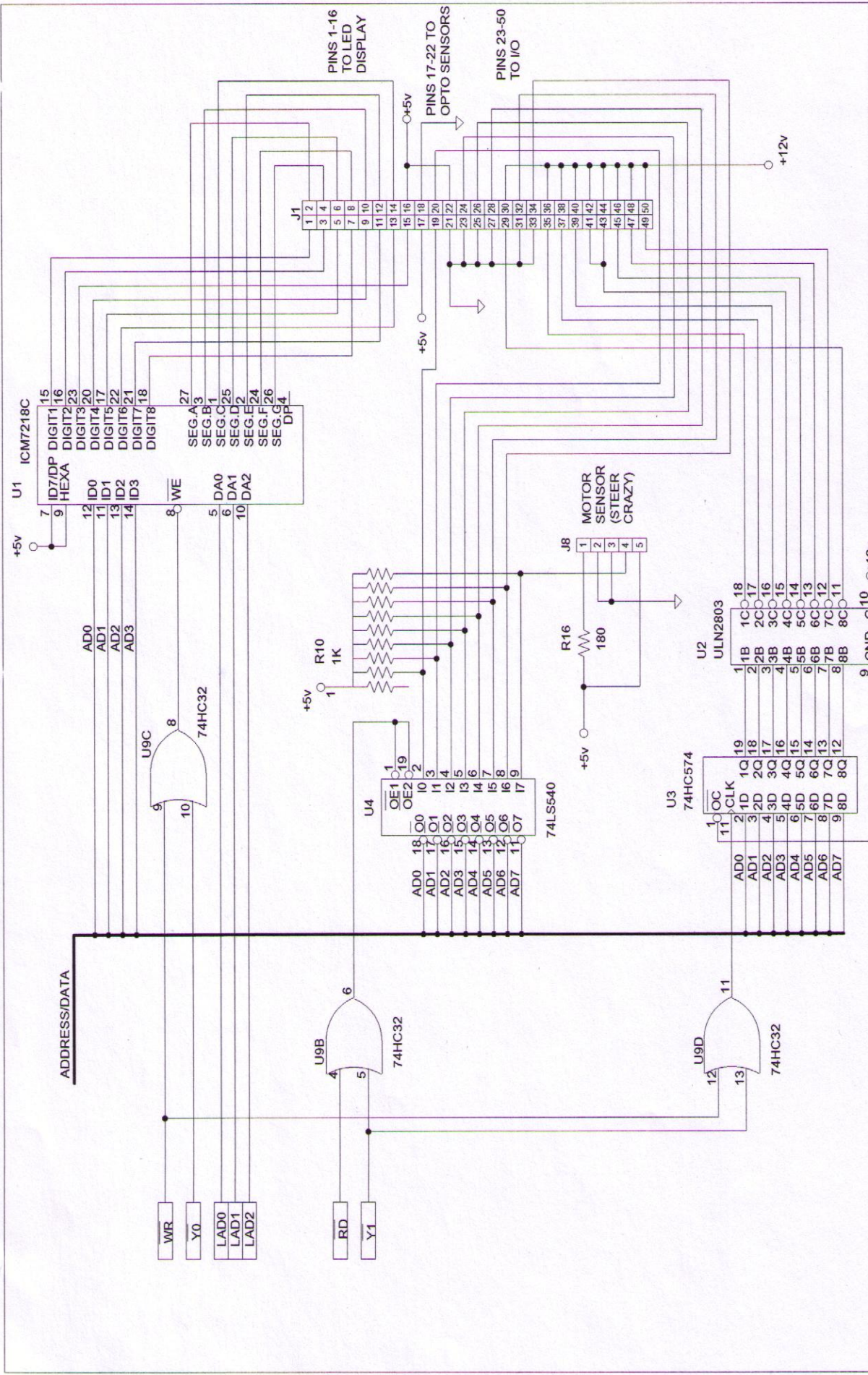
SC1780 Game Board Assembly - Microprocessor Core

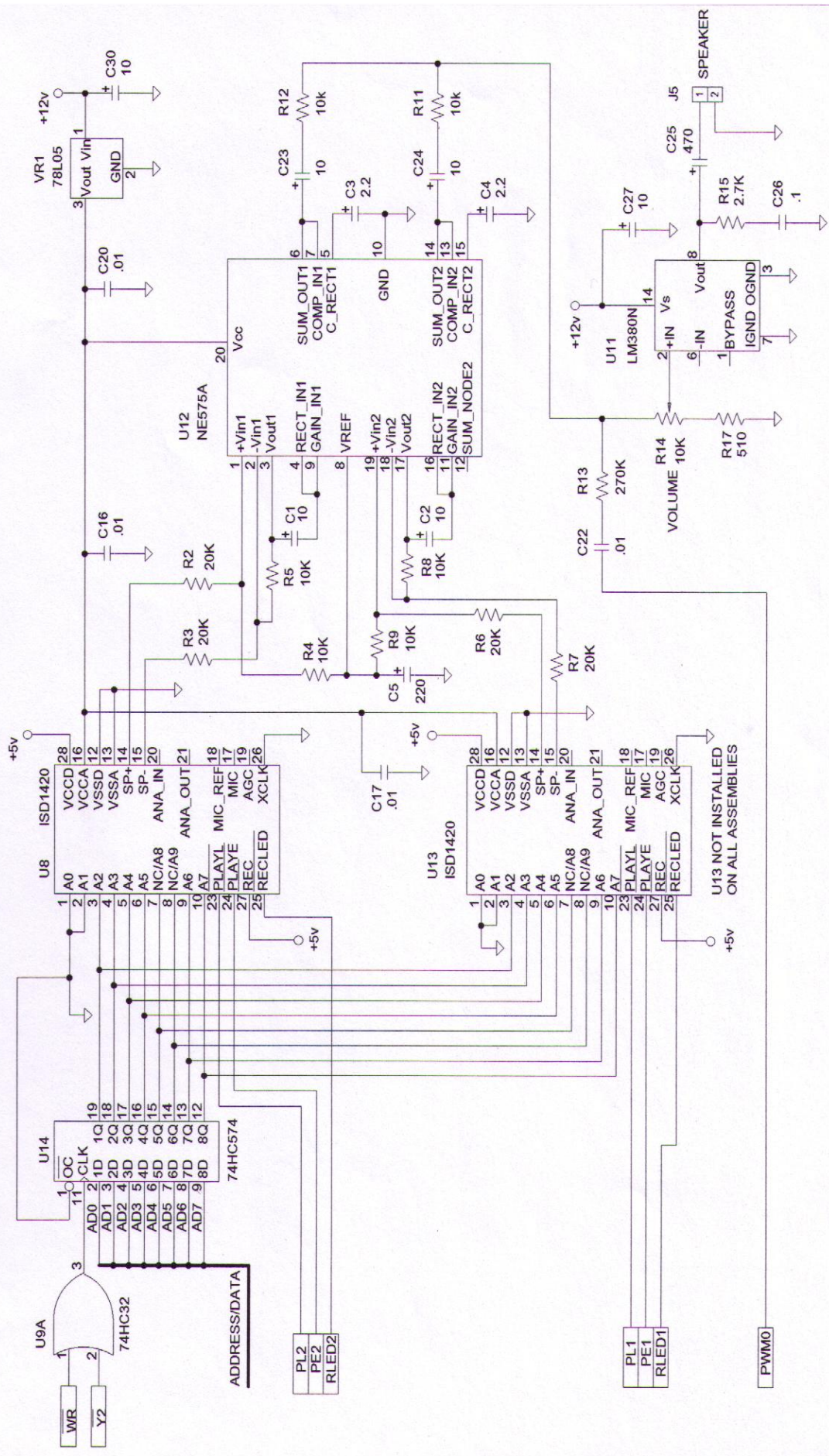
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Revision: A

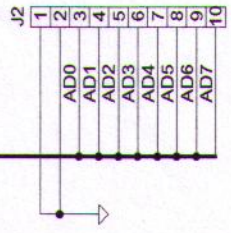
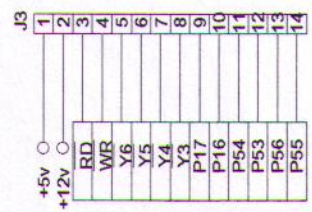
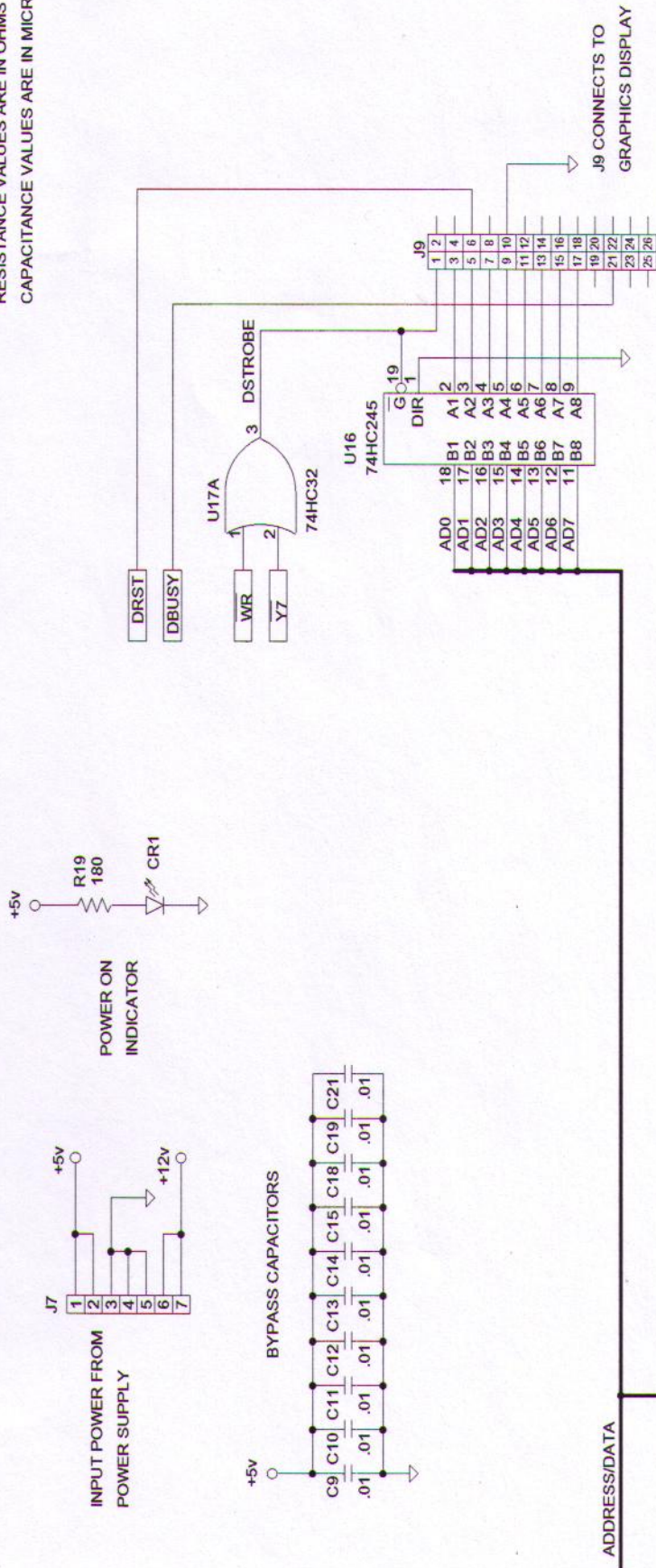
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UNLESS OTHERWISE NOTED:
RESISTANCE VALUES ARE IN OHMS
CAPACITANCE VALUES ARE IN MICROFARADS



- 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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SC1780 Game Board Assembly - Power, Graphics, Expansion Connector

Revision: A

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