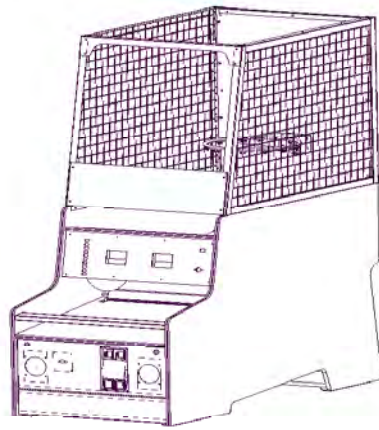




# LIL' HOOPS INSTRUCTION MANUAL



VER. 1-03



## **TABLE OF CONTENTS**

<b>TABLE OF CONTENTS</b>	<b>1</b>
<b>OBJECT</b>	<b>2</b>
<b>INSTALLATION INSTRUCTIONS</b>	<b>2</b>
<b>SPECIAL FEATURES</b>	<b>3-4</b>
<b>ACCESSIBLE CIRCUIT BOARDS</b>	<b>3</b>
<b>SAFETY BALL STOP</b>	<b>3</b>
<b>STEREO SOUND</b>	<b>3</b>
<b>PROGRAMMING</b>	<b>4</b>
<b>TICKET PATTERNS</b>	<b>5</b>
<b>MAINTENANCE SCHEDULE</b>	<b>6</b>
<b>TROUBLESHOOTING/CLEARING CREDITS</b>	<b>7-8</b>
<b>SPARE PARTS PRICE LIST</b>	<b>9</b>
<b>CABLE PIN-OUTS</b>	<b>10-13</b>
<b>WARRANTY INFORMATION</b>	<b>14</b>
<b>TICKET DISPENSER INFORMATION</b>	<b>INSERT 1</b>

## **GENERAL INFORMATION**

### **OBJECT**

Player(s) insert coin(s). The ball gate will fall, releasing the basketballs allowing the player access to them. The player(s) shoot the basketballs into the basketball hoop located in the game until the time on the counter expires. The player can then retrieve the dispensed tickets.

### **INSTALLATION INSTRUCTIONS**

- Inspect all cargo for damage to the outside of cartons before removing. If there is any sign of damage, indicate on the Bill of Lading prior to the driver departing. If damage is found after the driver leaves, contact Bay-Tek immediately.
- Remove the keys from the coin return to open the front door of the console, and inspect the interior of the console for shipping damage.
- Use glass cleaner and a soft clean cloth to clean the acrylic and lexan artwork inside and outside of the game.
- The game is set to the standard factory settings. Variations and user changeable features are listed in this manual.
- Power cord is coiled up and attached to the back of the game. Uncoil the cord and plug the cord in.
- Put the game in the desired location. (No rear access to the game is necessary.)
- Remove the basketballs from the plastic bag, and place them in the ramp.
- Fill the ticket tray with tickets.
- Check the game to make sure that everything is working. If something is not working, or if anything goes wrong during the life of the game, contact the service department at: [service@bay-tek.com](mailto:service@bay-tek.com), or (920) 822-3951.

## **SPECIAL FEATURES**

### **ACCESSIBLE CIRCUIT BOARDS**

The two display boards are accessed through the back of the display box. Remove the two plastic light covers. Unscrew the screws that hold the top back trim onto the display box. Remove the three screws that hold the back display board to the box. The display boards should now be easily seen through the back of the display box. The main board and the power supply are located on the back wall of the console. To access them, simply open the front door.

### **SAFETY BALL STOP**

The ball stop on the Lil' Hoops is engineered so that there is a slight spring resistance to it. This will prevent children from getting their fingers caught or pinched in the ball stop.

### **STEREO SOUND**

The volume potentiometer on the Set-Up bracket (see Diagram 1), located in the console on the front left wall, controls both the right and left speakers.

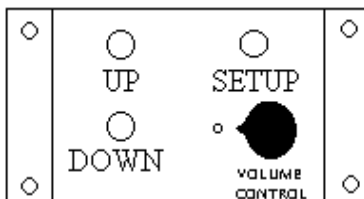
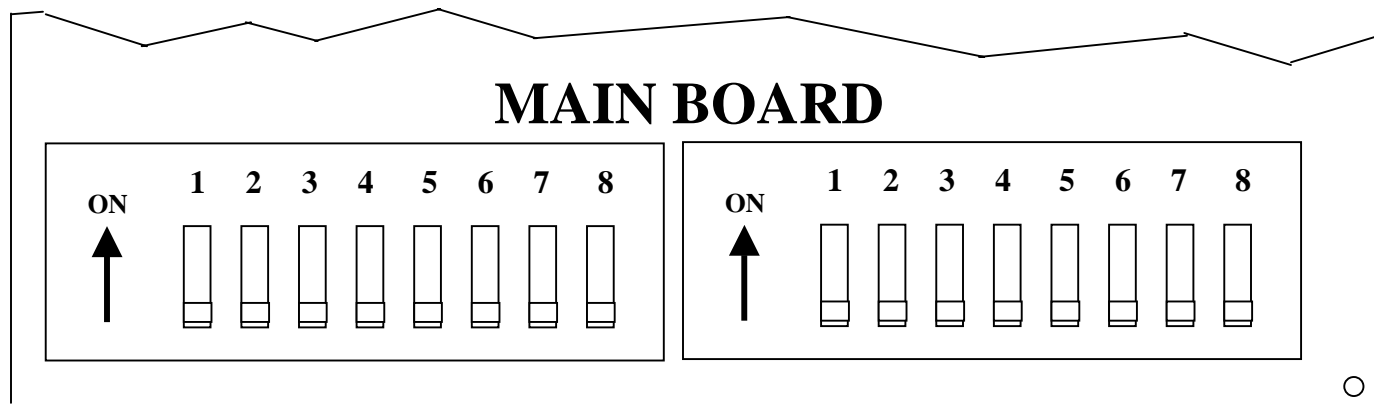


Diagram 1

## PROGRAMMING

There are two eight pole dip switches located in the lower right-hand corner of the main board. The switches can be accessed by simply opening up the front door and reaching into the game; the main board is located inside the front console on the back wall. The dip switches should look just like the diagram below. When setting the dip switches, turn the game off by pulling the plug out of the wall outlet. Set the dip switches to the desired settings, wait 30 seconds and then plug the game back into the wall outlet..



X – closed or on position  
O – open or off position

\* - indicates the default setting

### Group #1

Switch #	Ticket Pattern	Switch #	Mercy Ticket(s)
<u>1</u> <u>2</u> <u>3</u>		<u>4</u> <u>5</u> <u>6</u>	
O O O	1	O O O	0*
O O X	2	O O X	1
O X O	3	O X O	2
O X X	4	O X X	3
X O O	5*	X O O	4
X O X	6	X O X	5
X X O	7	X X O	6
X X X	8	X X X	7

\*\*\*See page 5 for ticket patterns.\*\*\*

Switch #	Attract Mode	Switch #	Coins per Play
<u>7</u>		<u>8</u>	
X	On*	X	2
O	Off	O	1*

## TICKET PATTERNS

<u>SCORE</u>	<u>TICKET PATTERN</u>							
	1	2	3	4	5	6	7	8
0 – 2	0	0	1	1	1	3	2	2
3 – 5	0	1	1	1	2	3	2	4
6 – 8	1	1	2	2	3	4	4	6
9 – 12	1	2	2	2	4	4	4	8
13 – 17	2	3	3	3	5	5	6	10
18 – 23	2	4	3	4	6	5	8	12
24 – 30	3	5	4	5	7	6	10	14
31 – 37	3	6	4	6	8	6	12	16
38 – 44	4	7	5	7	9	7	14	18
45 – 99	5	8	6	8	10	7	16	20

## **MAINTENANCE SCHEDULE**

A clean, well-maintained game will attract more players, operate more efficiently and in turn, generate more revenue. The following is a short list of general maintenance and cleaning information. We recommend you follow these procedures on a regular basis.

**NOTE: WHEN SERVICING THE GAME, ALWAYS MAKE SURE THE UNIT IS TURNED OFF!**

### Weekly Basis:

- Vacuum the ramp, ticket tray, and ticket dispenser thoroughly.
- Clean the acrylic pieces, backboard, and ramp surface with a soft cloth and glass cleaner.
- Inspect lighting for non-working halogen lights and chaselight LEDs.
- Inspect the LED display boards for non-working LEDs

### Quarterly Basis:

- Clean the basketball sensor and mirror located underneath the hoop on the backboard of the game. Clean with a soft cloth and glass cleaner.
- Check the basketball hoop bolts for tightness.

## **TROUBLESHOOTING**

Following is a list of malfunctions that may occur with your game. If you should experience a malfunction, follow the solutions in the order they are listed. If you can not solve the problem, replace the main board with a main board from a working game if available. This will enable you to isolate the problem to the main board. If you have a malfunctioning main board, please have the serial number ready and contact the service department at Bay-Tek for prompt shipment of an advanced replacement main board.

**NOTE: REMEMBER TO TURN THE GAME OFF WHEN SERVICING.**

### **Game Has No Function:**

- Check for proper connection of the power cord to the power supply.
- Ensure proper connection to the power outlet.
- Check for voltage at the outlet.
- Check for voltage at the power supply.

### **Game Has No Audio:**

- Turn the volume control knob back and forth a few times.
- Check the connection of the audio cable at the main board.
- Check the connections at the speaker terminals
- Replace the main board with the main board from a working Lil' Hoops to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

### **Tickets Do Not Dispense:**

- Check the connections between the ticket dispenser and the main cable harness.
- Check the connection of the main cable and the main board.
- Replace the main board with the main board from a working Lil' Hoops to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

### **Game Dispenses Wrong Amount Of Tickets:**

- Clean the opto-electronic beam breaker sensor located on the ticket dispenser circuit board. To clean, simply blow on the sensor to get most of the debris out and finish with Isopropyl alcohol and a cotton swab.
- Check the correct dip switch settings on the main board
- Replace the ticket dispenser with a ticket dispenser from a working Bay-Tek game to isolate the problem to the ticket dispenser.
- Replace the main board with the main board from a working Lil' Hoops to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.



## **TROUBLESHOOTING (CONT.)**

### **Attraction Lighting Does Not Function Properly:**

- Check to see that the black telephone connector on the main board is connected properly.
- Check the chaselight ramp jumper wire for proper connection.
- Check the chselights for proper connection.
- Replace the main board with the main board from a working Lil' Hoops to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

### **Ball Gate Does Not Function Properly:**

- Check the gate for any obstructions and remove them.
- Check to see if the motor cable and the motor sensor cable are properly connected to the jumper cable located on the underside of the game.
- Check the motor/cable connection.
- Check the sensor/cable connection.
- Check for voltage at the motor and the sensor.
- Replace the main board with the main board from a working Lil' Hoops to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

### **Hoop Sensor Does Not Work:**

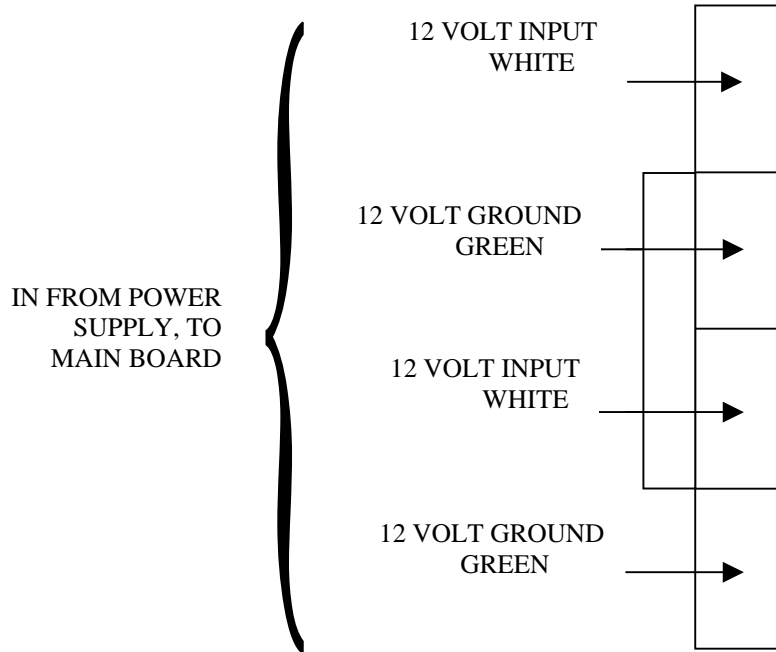
- Check the net that is on the rim, to make sure that it is not blocking the sensor from working properly.
- Check to make sure that the sensor is tight in the bracket, and also make sure that the mirror is in place.
- Check the connection of the hoop sensor and the cable that runs the length of the ramp.
- Check the connection at the main board.
- Replace the main board with the main board from a working Lil' Hoops to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

\* CREDITS AND TICKETS OWED CAN BE CLEARED BY PUSHING THE UP BUTTON SHOWN IN DIAGRAM 1 ON PAGE THREE.

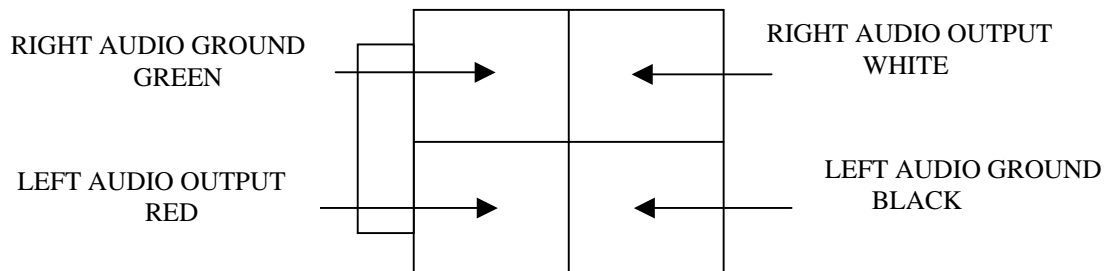
## SPARE PARTS PRICE LIST – LIL HOOPS

<u>Description</u>	<u>Part #</u>	<u>Price – US\$</u>
BASKETBALLS - 8 ¾"	A5BA2020	9.75
CASH BOX	A5CB2020	10.00
TICKET DISPENSER	A5TD1	210.00
ACRLIC COVER FOR LIGHTS	A5CO2021	10.00
ACRYLIC CONTROL PANEL	A5AC2020	60.00
RED PUSH BUTTON "START"	A5PB8000	12.50
LAMP/SWITCH HOLDER	A5LH7000	5.00
SPEAKER	A5SP1050	15.00
SPEAKER GRILL	A5GR2010	7.50
<u>MOTORS</u>		
BALL GATE MOTOR	AAMO1002	80.00
REFLECTIVE SENSOR, BALL GATE	AABD5010	22.50
SIDE DECAL	A5DC2020	55.00
<u>LIGHTING</u>		
LAMP, HALOGEN, 20 WATT	A5LA9050	15.00
<u>ELECTRONIC BOARDS</u>		
POWER SUPPLY	A5PS1002	90.00
MAIN BOARD	AAMB5A	600.00
AUDIO EPROM	AAEP-LH	35.00
MICROCONTROLLER	AAMC-LH	35.00
SCORE – TIME DISPLAY BOARD	AABD2602	100.00
TOP NET	A5NE2020	45.00
CLIPS FOR NET(24 PER GAME)	9381T23	.25
<u>BASKETBALL HOOP</u>		
RIM	A5RI2600	149.00
NET	A5NE2601	25.00
SENSOR FOR BASKET	AASE0020	125.00
MIRROR	A5MI2600	7.50

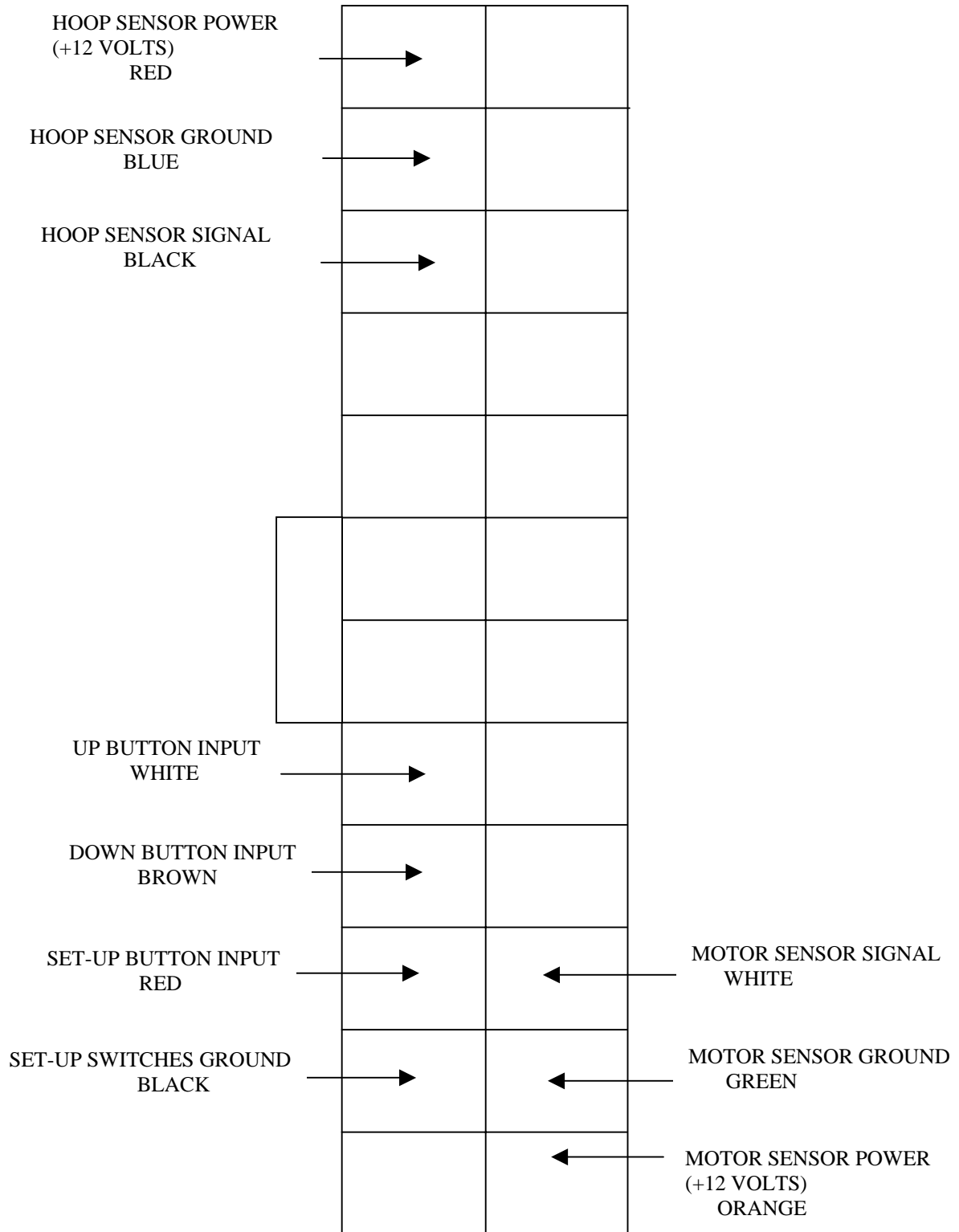
## 12 VOLT JUMPER CABLE (J1) PIN - OUT



## VOLUME CABLE (J2) PIN - OUT



## SENSOR, SET-UP BRACKET CABLE (J3) PIN - OUT



## CONTROL BOX CABLE (J4) PIN - OUT

