

# FLY BALL



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## **Overview:**

Fly Ball players need a unique combination of hand eye coordination, predictive ability, and good old-fashioned luck. The game begins when the player inserts the number of credits required to start the game (between 1 and 4). The machine will then “pitch” a number of balls for the player to catch from (15 to 30 in increments of 5). In any of 4 difficulty levels, allowing for 64 value level settings altogether.

The player moves his “fielder” rapidly to the point where they think the ball can be caught. An array of strategically placed “bumpers” provides the player with many surprises on the way to a win. Eight payout options are available to choose from, offering either 1 inch (25mm) bouncing balls or 4 inch (102mm) capsules, either prize can be awarded at coin up, a 1” ball can be awarded on the way to a win, and either prize can awarded at a “win”.

Flashing lights and the option for sounds and “demo” games playing at intervals draw attention to the game. The center display on the playfield will show the number of catches required to win the game. When the player inserts the required number of credits into the machine through the coin mech or optional bill acceptor, the center display and some of the playfield lights will blink. When the player hits start, the center display will light steadily and initially read “0”, thereafter recording the number of successful catches made by the player. When the player has reach the number of catches required (see DIP SW settings section) the machine return to attract mode having dispensed prizes according to what payout mode is selected.

Dip switch Settings:

Factory Settings		OFF	ON	ON	OFF	OFF	OFF	OFF	OFF
DIP SW1		1	2	3	4	5	6	7	8
Balls per game	15	ON	ON						
	20	OFF	ON						
	25	ON	OFF						
	30	OFF	OFF						
Credits per game	4			ON	ON				
	3			OFF	ON				
	2			ON	OFF				
	1			OFF	OFF				
Number of Small Prizes dispensed at coin up	0	IF SET TO 0 NO SMALL BALLS WILL BE VENDED AT ANY TIME. THE NUMBER SELECTED ONLY EFFECTS SMALL BALLS DISPENSED AT COIN UP				ON	ON		
	3					OFF	ON		
	2					ON	OFF		
	1					OFF	OFF		
RESERVED								OFF	OFF
								OFF	OFF
								OFF	OFF
								OFF	OFF

Factory Settings		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
DIP SW2		1	2	3	4	5	6	7	8
Mode	Test	ON	ON	*IN TEST MODE THE MACHINE WILL VEND A PRIZE AFTER THREE CATCHES.					
	Operate	OFF	OFF						
Difficulty	Extreme			ON	ON				
	Difficult			OFF	ON				
	Moderate			ON	OFF				
	Easy			OFF	OFF				
Number of catches to win small prize	19	If used, Value must be less than value of balls required to win (DIP SW3 poles 6,7,and 8) or this option will not work.				ON	ON	ON	ON
	18					OFF	ON	ON	ON
	17					ON	OFF	ON	ON
	16					OFF	OFF	ON	ON
	15					ON	ON	OFF	ON
	14					OFF	ON	OFF	ON
	13					ON	OFF	OFF	ON
	12					OFF	OFF	OFF	ON
	11					ON	ON	ON	OFF
	10					OFF	ON	ON	OFF
	9					ON	OFF	ON	OFF
	8					OFF	OFF	ON	OFF
	7					ON	ON	OFF	OFF
	6					OFF	ON	OFF	OFF
	5					ON	OFF	OFF	OFF
	None					OFF	OFF	OFF	OFF

Factory Settings		OFF	OFF	OFF	OFF	OFF	ON	ON	ON
DIP SW3		1	2	3	4	5	6	7	8
Attract Mode	OFF	ON	ON						
	Demo Game	OFF	ON						
	Demo Music	ON	OFF						
	Game & Music	OFF	OFF						
Attract Interval Minuets	60			ON	ON				
	40			OFF	ON				
	30			ON	OFF				
	20			OFF	OFF				
RESERVED						OFF			
						OFF			
Catches to win large prize	12						ON	ON	ON
	14						OFF	ON	ON
	16						ON	OFF	ON
	18						OFF	OFF	ON
	20						ON	ON	OFF
	22						OFF	ON	OFF
	24						ON	OFF	OFF
	26						OFF	OFF	OFF

Factory Settings		OFF	OFF	OFF	OFF	ON	ON	OFF	OFF
DIP SW4		1	2	3	4	5	6	7	8
RESERVED			OFF						
			OFF						
Restock Alarm	Active			ON					
	Off			OFF					
Remember credits at power off	Yes				ON				
	No				OFF				
Remember payout at power off	Yes					ON	*If machine times out for prize error will be remembered after power fail.		
	No					OFF			
Prize payout mode	MODE	Vend prize at {N = NONE SM = 1" Ball L = 4" Capsule}			Coin up	Win			
	A				N	SM	ON	ON	ON
	B				N	L	OFF	ON	ON
	C				SM	N	ON	OFF	ON
	D				SM	SM	OFF	OFF	ON
	E				SM	L	ON	ON	OFF
	F				L	N	OFF	ON	OFF
	G				L	SM	ON	OFF	OFF
	H				L	L	OFF	OFF	OFF
Clear accounts	Yes								ON
	No								OFF

## Accessing program Options and Stored Information:

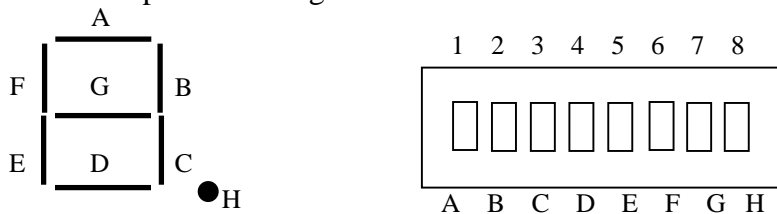
- 1) With the machine off press and hold setup switch 3 while powering up. The center “Target” display will show a “0” in the tens position. Release the switch and “1” will appear in the ones position of the “Target” display. Setup switch 1 allows you to scroll through the options (1-4) in increasing order, should you pass the option that you want to use pressing setup switch 2 will allow you to “back up” to 0. When the option that you want is displayed pressing the “start” switch will select it.

Option	Explanation
0	Exit mode
1	Test Mode
2	Check Accounts
3	RESERVED
4	RESERVED

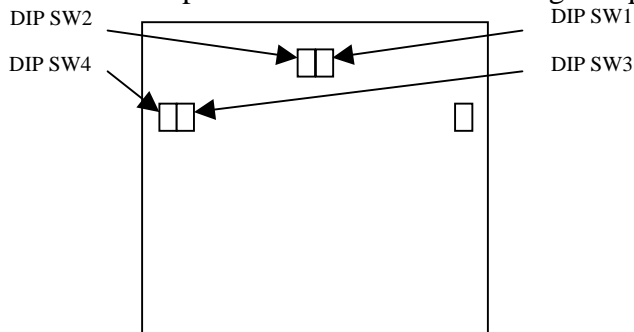
- 2) Test submenu -

Option	Explanation
0	Exit test mode
1	DIP SW test
2	Display Test
3	Prize Motor test
4	Sound test

- 1) DIP SW test, When selected the positions that the DIP switches are set to can be “read” from the “Target” and “Balls remaining” displays on the playfield. Each digit of the LED display is made of seven segments and a decimal point. The segments are laid out as follows:



- On the display board the ones place of the “target” display represents DIP SW1. The tens place DIP SW2. DIP SW3 is shown in the ones place of the “balls remaining” display and DIP SW4 in the tens place.

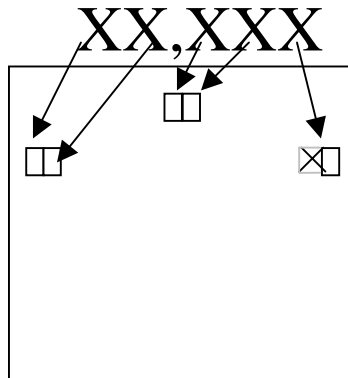


- A lit segment shows that a DIP SW pole is set to ON unlit segments are off. If the displays don’t match the settings of the DIP SW then the switch may be dirty or defective.

- 2) Item 2 display test from the menu will cause the segments of all LED displays to light individually in each display and then all together in an alternating pattern.
- 3) Tests the prize payout motors, when selected the large prize hopper will run until it dispenses a prize, the machine will then switch to the small prize motor which will run until a ball is dispensed.
- 4) Plays each sound that is programmed into the board one after the other in a repeating loop. Pressing setup switch 3 exits all test modes with the exception of the motor test, which ends after both hoppers have tested OK.

## Accessing accounting information:

- 1) To enter accounting information display press and hold setup sw3 while starting the machine. Release setup switch 3 and press setup sw1 until the right digit of the center “target” display shows 3. Press the start button. Pressing setup sw1 repeatedly will scroll through items 1 through 13 in the “balls remaining” display. Pressing the “start” button once will display the information for the accounting item as follows. Ones place – Right section of the “Balls Caught” display. Tens place –Right section of the “Target” display. Hundreds place – Left section of the “Target” display. Thousands place - Right section of the “Balls remaining” display. Finally Ten thousands place – Left section of “Balls remaining” display.



- 2) The accounting items are displayed n the “balls remaining” display as follows:

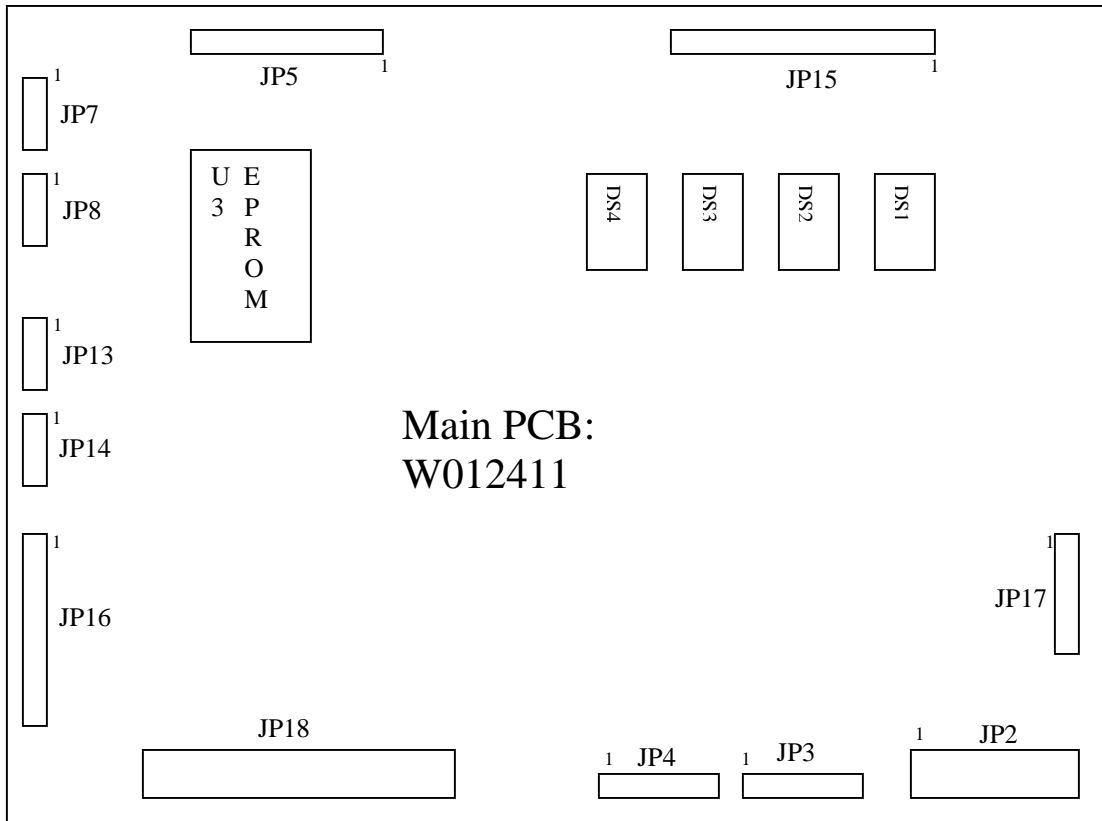
Item #	Title	Item #	Title
00	Press “start” to exit	07	RESERVED
01	Coin mech in	08	Total large prize out (all)
02	Bill acceptor in	09	Total small prize out (all)
03	Mercy large prize out	10	RESERVED
04	Mercy small prize out	11	RESERVED
05	Total games played	12	Total large prizes won
06	total games lost	13	Total small prizes won

- 3) Mode 3 is reserved for future development.
- 4) Mode 4 is reserved for future development.

## Trouble Shooting:

Error Code	Title	Possible causes
1	Shooter motor	Shooter motor, ball jam, sensor in shooter rail malfunction
71	Hopper empty	Empty hopper, bad payout sensor
81	Shooter sensor	Check sensor, harness connections
82	Catcher sensor	Check sensor, harness connections
83	Large hopper sensor	Check sensor, harness connections
84	Small hopper sensor	Check sensor, harness connections
91	Coin meter error	Con meter, harness connections
92	Large hopper meter error	Large hopper meter, harness connections
93	Small hopper meter error	Small hopper meter, harness connections

# Wiring Pinouts:



JP17	Color	Signal
1	Black	
2	Purple	
3	Black	Sound pot. Leg 1
4	White	Sound pot. Leg 2
5	Red	Sound pot. Leg 3

JP15	Color	Signal	
1	Black	Ground	Coin Mech
2	White	Coin Signal	
3		Inhibit	
4	Green/White	Inhibit	
5	Red	+12VDC	
6	Red	+12VDC	DBA
7	White/Blue	DBA Signal	
8	Black	Ground	
9			
10			
11			
12			
13			
14	Red	+12VDC	
15	Orange	Coin Meter	
16	Green	DBA Meter	
17	Blue	Sm. Ball Meter	
18	Violet	Lg. Ball Meter	

1	Black	Ground
2	Brown	Start Sw. N.O.
3	Orange	Setup Sw.1 N.O.
4	Green	Setup Sw.2 N.O.
5	White	Setup Sw.3 N.O.
6	Yellow/Black	Start Lamp
7	Blue/Orange	AD light 1
8	Violet/Yellow	AD Light 2
9	Grey/Red	AD light 3
10	Red	+12VDC

JP7	Color	Signal
1	Black	Ground
2	Green	Prize Out Sens. Sig.
3	Red	+12VDC
4	Red/White	+12VDC
5	White	Prize out motor

JP8	Color	Signal
1	Black	Ground
2	Blue/White	Prize Out Sens. Sig.
3	Red	+12VDC
4	Red/White	+12VDC
5	Violet/White	Prize out motor

JP5	Color	Signal

JP12	Color	Signal
1		
2		
3		
4	Red	+12VDC
5	White	Display Light 1,2

JP13	Color	Signal
1		
2		
3		
4	Red/Black	+12VDC
5	Green/Yellow	Display Light 3,4

JP14	Color	Signal
1		
2		
3		
4	Grey	Shooter Motor
5	Pink	Shooter Motor

JP16	Color	Signal
1	Ello	+5VDC
2	White	Sensor Sig.
3	Black	Ground
4		
5		
6		
7	Red	+12VDC
8	Voilet	Sensor Sig.
9	Black	Ground
10		
11		
12		

JP2	Color	Signal
1	Black	Ground
2	Black	Ground
3		Ground
4	Yellow	+12VDC
5		+12VDC
6	Red	+5VDC
7		+5VDC
8	Green	SSR

JP6	Color	Signal
1		
2		Key out SW
3		Key In SW
4		
5		
6		
7		
8		
9		Key in out SW Com.
10		