

SUPER HOOP - LA

OPERATING and SERVICE GUIDE

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IMPORTANT SAFETY INFORMATION

Harry Levy Amusement Contractor Limited products are designed to operate safely when installed and used according to general safety practices. The following guidelines explain potential hazards, and describes important safety practices designed to minimise hazards and the associated risks.

Our machines are designed to provide general safety requirements that reduce the risk of personal injury to both the user and the operator from ;-

Electrical Shock hazards.

(hazardous voltage levels are contained in parts of the machine).

Fire hazards. (overloads, temperature rise, material flammability).

Mechanical hazards. (sharp edges, moving parts, instability).

Energy hazards.

(circuits with high energy levels or the potential as burn hazards).

Heat hazards. (accessible parts of the product at high temperatures).

Chemical hazards. (contact with chemical fumes and vapours).

Radiation hazards. (noise, ionising laser, or ultrasonic waves).

The machine will operate safely when used according to the marked electrical ratings, and product usage instructions.

- Any machine that appears damaged in any way must not be used.
- This guide should be retained for future reference.
- All warnings should be adhered to.
- All operating and use instructions should be followed.
- The electrical installation must comply with your local electrical wiring codes, such as IEC 364 parts 1 - 7.
- Your machine should be situated on a smooth level floor to remain stable.
- Ventilation slots should never be blocked or covered, as this may cause overheating.
- Your machine is designed for indoor use only, do not expose it to the weather, damp environments or install it near water or a wet location.
- Your machine should only be operated in the ambient temperature range +10°C to +35°C, and humidity of less than 85% non-condensing.
- This machine is either fitted with a 3 wire earthed (grounded) type plug, or supplied with a 3 wire power cord to be used with a suitable plug and earthing (grounding) type power outlet. Do not defeat the safety purpose of the earthing (grounding) system.
- All wiring must be carried out by a qualified electrician.
- The power outlet should be close to the equipment and accessible to allow the machine to be disconnected from the power supply. The power supply cord should be routed so that it is not likely to be walked on, damaged, strained or squashed.
- Do not overload wall outlets or power distribution outlets as this can give rise to fire or electric shock hazard. Never exceed 80% of any system or outlet rating.
- This machine should be situated away from heat sources such as radiators, and away from the effects of direct sunlight.

IMPORTANT SAFETY INFORMATION (continued)

Unplug the machine from the wall outlet and refer servicing to qualified service personnel under the following conditions :-

When the power supply cord (or extension cord) is damaged.

If the machine has any damaged doors or windows, or is not secure in any way

If liquid has been spilled into it, or it has been exposed to rain or water.

If foreign objects have fallen, or been introduced into it.

If the machine does not operate normally by following the operating instructions.

Any replacement parts used must be as specified by Harry Levy Amusement Contractor Ltd. Unauthorised substitutions may result in malfunction, electric shock, fire, or other hazards.

When any service function is completed, ask the service technician to carry out safety checks to determine the machine is in proper operating condition.

Do not add unauthorised options or features to your machine as they may cause hazards directly, or cause the machine to become hazardous in its operation.

Players should not have access to any internal part of the machine.

Attendants who refill tickets, prize dispensers or coin hoppers should have access to only those areas, which incorporate the required levels of safety for this purpose. Any barriers, screens or safety interlocks must not be defeated. The hoops can move automatically in the attract mode, presenting a hazard to personnel in the playfield area if the machine is switched on. Always switch the machine off when accessing the playfield area.

Servicing in all other compartments of the machine must be referred to qualified service personnel. No liability is accepted by Harry Levy Amusement Contractor Ltd. or any Agents acting for them for any damage or injury arising from the use of this Operating and Service Guide.

Mains lead wiring :-

| <u>UK</u> (supplied) | | <u>USA</u> equivalent |
|----------------------|-----------------|-----------------------|
| BROWN | LIVE/HOT | BLACK |
| BLUE | NEUTRAL | WHITE |
| GREEN / YELLOW | EARTH | GREEN |

As the colours of the wires in the mains lead of this appliance may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows;

The wire coloured Green and Yellow must be connected to the terminal in the plug which is marked with the letter E, or marked by the EARTH symbol, or coloured Green, or Green and Yellow.

The wire coloured Blue must be connected to the terminal marked with the letter N, or NEUTRAL.

The wire coloured Brown must be connected to the terminal marked with the letter L, or LIVE.

IMPORTANT- This machine must be EARTHED (grounded)

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1. Information

The information contained in this guide must not be reproduced, used or disclosed to persons not having a need to know consistent with the use and operation of the Super Hoop-La, without written permission from Harry Levy Amusement Contractor Ltd.

Harry Levy Amusement Contractor Ltd operate a policy of continuous development and improvement, and reserve the right to modify equipment, or change the specifications and contents of the current guide without notice.

2. Delivery

Remove any transit packing materials from outside and inside the machine then site the Super Hoop-La on a smooth level floor. Please handle your machine with care. Do NOT drop it, or subject it to shocks, damp, or any potentially harmful environment.

Connect your Super Hoop - La to the mains supply using the mains lead issued with your machine. UK machines have a suitable moulded plug fitted to the lead, with the correct 5 Amp fuse installed. The mains lead plugs into the power socket on the back of the machine.

3. GENERAL SERVICING

3.1 Routine Maintenance

Please follow our easy guide to maintain your Super Hoop-La in peak condition, giving you top earnings for many years. The machine is robust and dependable. Regular cleaning is the first requirement. To keep the machine in optimum condition for maximum profit, maintain all visible internal and external surfaces in a clean 'as new' condition.

1. Laminated cabinet body and paintwork - Clean with an all purpose cleaner then, where required use a wax furniture polish on gloss surfaces.
2. Glass and chrome parts - Clean with a quality window cleaning solution.
3. Plastic and glass fibre parts - Use a general purpose furniture polish.

Note ;- Do not use abrasive or caustic cleaners or solvents on plastic, painted, or glass fibre parts.

SAFETY - Always use cleaning products according to the manufacturers own instructions.

3.2 Ticket dispenser.

The ticket dispenser is a Deltronic DL-1275 unit. Please refer to the pink manual for the ticket machine operation, adjustment and electrical specifications.

To Refill the Tickets ;- Open the front door and load the new ream of tickets into the ticket holder. Attach reams of tickets together with the gummed end for longer refill intervals. Feed the tickets into the ticket machine until they touch the rollers. Push the 'RESET' button and the ticket machine will complete its award, and continue with its normal game cycle.

3.3 Vend Unit

To restock prizes in the vend unit, open the front door. Slide out the bottom vend tray, refill all positions then slide the tray back. Slide out the top vend tray, refill all positions then slide the tray back. Close and lock the door. Open the coin mech. door then push and hold the "FULL" button until the display acknowledges **FUL** (5 seconds).

The machine is now ready to continue operation.

NOTE ;- When vending heavy prizes, only part fill the spiral (the motor will not cope) and adjust the spiral quantity accordingly (see section 6.1)

Prize Dispenser Carton Sizes ;

10 Count Payout Helix

| | |
|-------------------|--------|
| Maximum Thickness | 52 mm |
| Minimum Width | 63 mm |
| Maximum Width | 57 mm |
| Maximum Height | 140 mm |

18 Count Payout Helix

| | |
|-------------------|--------|
| Maximum Thickness | 25 mm |
| Minimum Width | 25 mm |
| Maximum Width | 57 mm |
| Maximum Height | 140 mm |

24 Count Payout Helix

| | |
|-------------------|--------|
| Maximum Thickness | 10 mm |
| Minimum Width | 25 mm |
| Maximum Width | 57 mm |
| Maximum Height | 140 mm |

Additional 10,18 or 24 count helix can be obtained from us, if you wish to change the standard configuration.

3.4 Emptying the cash box

Unlock and open the cash-box door, empty and replace the cashbox, close and lock the door. Take the counter readings to confirm the cash value.

4. DESCRIPTION OF THE GAME

4.1 Self Test

At switch on your Super Hoop-La will go through a visual start up routine :-

The top-sign and front corner fluorescent lamps will light.

The dichroic playfield lamps will light (early models).

The rope lights on the playfield will flash on and off (attract mode).

The coin mech. signal lines are tested.

The hoop will return to it's park position at the left-hand side, nearest the front window.

The award system signal lines are tested.

After all of the above tests have been performed correctly the coin mechanism will enable and the machine will go into the attract mode.

4.2 The Attract Mode

The machine will play a series of tunes at intervals (refer to Switch Settings). The hoop may be set to simulate a game, at either 3 or 10 minute intervals (see switch settings) to demonstrate the game. If a credit is registered during an attract demonstration the hoop will immediately return to it's park position.

4.3 The game

When a valid price of play is registered, a 'coin in' sound is activated. The credits are shown on the credit display, and recorded on the internal counter.

The player control buttons start to flash, indicating that they are active. The game starts on the first push of a button and is timed to last according to the switch setting. The player uses skill and judgement to position the hoop directly over the chosen target, then pushes the 'drop' button. If the

game times-out (a verbal warning tells the player to hurry up!) the hoop stops wherever it is and drops. A hit is registered by a switch in the playfield (at the back of each target tube), the playfield lights flash and the player is awarded according to the switch settings. A miss is also detected and the machine encourages the player to have another go. At the end of a game the hoop returns to it's park position ready for the next game. Consolation ticket awards may be made (see switch settings).

5. SPECIFICATIONS

5.1 Dimensions.

| | <u>1 Player</u> | | <u>2 Player</u> | |
|--------|------------------------|-------|------------------------|-------|
| Height | 2020 mm | 79 ½" | 2020 mm | 79 ½" |
| Depth | 1170 mm | 46" | 1170 mm | 46" |
| Width | 910 mm | 36" | 1780 mm | 70" |

5.2 Electrical ratings

| | <u>1 Player</u> | | <u>2 Player</u> | |
|-----------------------|------------------------|-----------|------------------------|-----------|
| At 110 Volts 60 Hz :- | 3.6 Amps | 360 Watts | ?Amps | ?Watts |
| At 230 Volts 50 Hz :- | 2.0 Amps | 400 Watts | 3.3 Amps | 670 Watts |

Please refer to the label on the machine (at the cable entry) for your machines input voltage.

5.3 Error codes and alarm signals

Error codes appear on the credit display, and flash alternately with outstanding credits. Some errors can be cleared by pushing the Reset button on the board behind the coin mech. Always ensure any obvious mechanical faults are rectified before trying the Reset button. If a Reset button push fails to clear the fault, the machine may be reset by switching it off, wait 10 seconds then switch it back on again.

ERROR CODES (shown on the credit display)

| | |
|-----|--|
| E11 | Coin 1 mech. or signal line fault. |
| E12 | Coin 2 mech. or signal line fault. |
| E13 | Coin 3 mech. or signal line fault. |
| E14 | Coin 4 mech. or signal line fault. |
| E15 | Coin 5 mech. or signal line fault. |
| E16 | Coin 6 mech. or signal line fault. |
| E51 | Carriage fault - FWD/BACK switch error or timeout. |
| E52 | Carriage fault - UP/DOWN switch error or timeout. |
| E53 | Carriage fault - LEFT/RIGHT switch error or timeout. |
| E06 | Vend system error. |
| E07 | Ticket award fault. |
| E08 | Hit switch (next to a prize tube) fault. |
| E09 | Hopper award fault. |

5.4 Switch settings

Rotary and Dip-switches are located on the board inside the coin mech. door.
Switch the machine OFF before making adjustments to switch settings.

The **GAME TIME** can be set up to be either unlimited or timed. See section 6 Page 9.
If unlimited, the game time ends when the **DROP** button is pushed.
If **TIMED**, the setting is varied by switch 1.

Switch 1 10 way rotary switch **GAME TIME**

| Position | Game time (seconds) |
|----------|---------------------|
| 0 | 6 |
| 1 | 8 |
| 2 | 10 |
| 3 | 12 |
| 4 | 14 |
| 5 | 16 |
| 6 | 18 |
| 7 | 20 |
| 8 | 22 |
| 9 | 24 |

Switch 2 16 way rotary switch **PRICE OF PLAY**

| Position | Price of Play |
|----------|---|
| 0 | 5 games per base coin Base coin = 5p in UK |
| 1 | 2½ games per base coin |
| 2 | 1 game per base coin USA setting. |
| 3 | 2 base coins per game |
| 4 | 3 base coins per game |
| 5 | 4 base coins per game 20p UK |
| 6 | 5 base coins per game 25p UK |
| 7 | 6 base coins per game 30p UK |
| 8 | 8 base coins per game 40p UK |
| 9 | 10 base coins per game 50p UK |
| A | 12 base coins per game |
| B | 15 base coins per game |
| C | 20 base coins per game |
| D | 25 base coins per game |
| E | 30 base coins per game |
| F | 40 base coins per game |

Switch 3 10 way rotary switch **TO SELECT COIN SET (Electronic Mechs Only)**

| Pos'n | Coin line | | | | | | | | | | Base value | |
|-------------------|-----------|-----|----|----|----|----|----|----|----|----|------------|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | | |
| 0 | 100 | 50 | 20 | 10 | 10 | 5 | 5 | 2 | 1 | -- | UK | 5 |
| 1 | 100 | 25 | 10 | 5 | -- | -- | -- | -- | -- | -- | | 25 |
| 2 | 200 | 100 | 50 | 10 | 5 | -- | -- | -- | -- | -- | | 10 |
| 3 | 200 | 100 | 50 | 20 | 10 | 5 | 2 | 1 | -- | -- | | 10 |
| 4 | 100 | 50 | 10 | 5 | 1 | -- | -- | -- | -- | -- | | 10 |
| 5 | 100 | 40 | 20 | 10 | 5 | 2 | 1 | -- | -- | -- | | 10 |
| 6 | 50 | 20 | 5 | 1 | -- | -- | -- | -- | -- | -- | | 1 |
| 7 | 50 | 25 | 10 | -- | -- | -- | -- | -- | -- | -- | | 5 |
| 8 & 9 - not used. | | | | | | | | | | | | |

| Switch 4 | 8 pole dipswitch | | | <u>ATTRACT SETTINGS</u> |
|-----------------|------------------|----------|----------|---------------------------------------|
| <u>Pole</u> | <u>1</u> | <u>2</u> | <u>3</u> | Select delay between attract messages |
| | OFF | OFF | OFF | NO attract sound |
| | ON | OFF | OFF | 30 Sec |
| | OFF | ON | OFF | 60Sec |
| | ON | ON | OFF | 90 Sec |
| | OFF | OFF | ON | 120 Sec |
| | ON | OFF | ON | 150 Sec |
| | OFF | ON | ON | 180 Sec |
| | ON | ON | ON | 210 Sec |

- Pole 4 ON Hoop movement during attract
 OFF No hoop movement during attract
- Pole 5 ON Hoop attract movement every 10 minutes (only active when
 OFF Hoop attract movement every 3 minutes pole 4 ON)
- Pole 6 ON Test setting (burn in routine) for factory use.
 OFF Normal operation. Default setting.
- Pole 7 8 Payout device
- OFF OFF Prize vend unit
- ON OFF Ticket machine
- OFF ON -
- ON ON Coin hopper

| Switch 5 | 8 pole dipswitch | | | <u>COIN & AWARD SETTINGS</u> |
|-----------------|------------------|----------|----------|---|
| <u>Pole</u> | <u>1</u> | <u>2</u> | <u>3</u> | Fixed / Consolation tickets per game |
| | OFF | OFF | OFF | 0 |
| | ON | OFF | OFF | 1 |
| | OFF | ON | OFF | 2 |
| | ON | ON | OFF | 3 |
| | OFF | OFF | ON | 4 |
| | ON | OFF | ON | 5 |
| | OFF | ON | ON | 6 |
| | ON | ON | ON | 7 |

- Pole 4 ON Consolation tickets at end of game (Only active when a
 OFF Fixed tickets awarded at start of game value selected)

| <u>Pole</u> | <u>5</u> | <u>6</u> | <u>7</u> | Select coin mechanism / Free play options |
|-------------|----------|----------|----------|---|
| | OFF | OFF | OFF | Mechanical coin mech. - USA |
| | ON | OFF | OFF | Mars Cashflow / Sentinel 4 coin type |
| | OFF | ON | OFF | C220 8 coin |
| | ON | ON | OFF | Serial interface |
| | OFF | OFF | ON | Not used |
| | ON | OFF | ON | Not used |
| | OFF | ON | ON | Free play - No awards |
| | ON | ON | ON | Free play with awards |

- Pole 8 Vend Test Mode
- OFF Vend test mode OFF
- ON Vend test mode ON

Note:- must be set to vend unit prize dispenser SW4 poles 7 & 8 OFF

Inhibit link options (per player). From left to right ;-

All mechs other than Cashflow Serial ;-

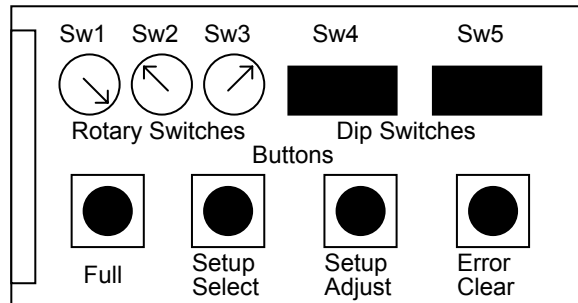
Coin 4 Coins 7 & 8 Coins 5 & 6 Coin 1 Coin 2 Coin 3

Cashflow (Serial interface only) - Program Version CFLOW2 V1.0 ;-

Coin 1 Coin 2 Coin 3 Coins 4 & 5 Coins 6 & 7 Coins 8 & 9

6. SET - UP ROUTINES

Two control push-buttons (located behind the coin mech.) are used for the set-up procedure, SETUP SELECT and SETUP ADJUST.



The SETUP SELECT button is used to step through the menu options, and the SETUP ADJUST button is used to alter the setting to the new value.

Once the set-up procedure has been started it must be completed (indicated by the display going back to showing credits. This ensures all the adjustments are correctly stored.

6.1 Vend Unit

This procedure is used to tell the **vend unit** which prize has been displayed in which playfield tube. It also programs the number of coils on each vend spiral to monitor the stock levels.

To start ; Press SETUP SELECT. The credit display will show **SYS**.

Pressing SETUP ADJUST will step through the 6 options, **PRI CtL Hit Pt AC** and **SYS**.

Once the desired mode shows on the display, Press SETUP SELECT.

If you choose **SYS** mode this allows you to adjust the settings for the number of turns on each spiral. The range is from 1 to 30, and the display now shows **A x x**. **A** indicates spiral A, and **x x** indicates the current number of turns programmed in.

Spiral Layout (viewed from the front of the machine) ;-

Note, this diagram shows the maximum number of spirals that can be installed (8 on each row). The factory standard configuration is 3 spirals on the top row (A, d, F) and 6 spirals on the bottom row (P to =). Where a spiral is not installed the value should be set to 0.

Press SETUP ADJUST to alter the setting.

Once the correct number of turns shows on the display ...

Press SETUP SELECT to step to the next spiral, **C x x**, then repeat procedure for all spirals.

Press SETUP SELECT at the end. This stores the information and exits from the set-up mode. Fill each turn of each spiral with a prize, then press the "VEND UNIT FULL" button, until the display acknowledges **FUL** (see also section 3.3 - Vend Unit).

The display then returns to show credits and is in normal play mode.

To set-up the **prize mode (PRI)** to tell the dispenser which prize to vend ;-

Press SETUP SELECT. The credit display will show **SYS**.

Pressing SETUP ADJUST will step through the 6 options, **PRI CtL HIt Pt AC** and **SYS**.
Once **PRI** shows on the display, Press SETUP SELECT.

This allows you to link the playfield target tube with the appropriate prize dispenser spiral. The display will show **0 1 x** where **0 1** is prize tube position 1, and **x** is the vend spiral that will award the players prize.

Playfield tube layout ;-

Press SETUP ADJUST to alter the settings. When the correct spiral is allocated to the playfield prize tube ...

Press SETUP SELECT to move onto tube 2, and repeat the procedure until all 25 tubes are associated with a vend spiral. Several tubes can be linked to a single vend spiral.

Press SETUP SELECT. This stores the information and exits from the set-up mode. The display now shows credits and the machine is in normal play mode.

NOW FILL WITH PRIZES - see section 3.3

6.2 Ticket Dispensing.

Press SETUP SELECT. The credit display will show **SYS**.

Pressing SETUP ADJUST will step through the 4 options, **TIC CtL HIt** and **SYS**
Once **TIC** shows on the display, Press SETUP SELECT.

This allows you to programme a ticket quantity awarded for each tube. The display will flash, showing alternately **0 1 --** and **x x x** where **0 1 --** is prize tube position 1, and **x x x** is the quantity of tickets.

Press SETUP ADJUST to alter the setting (any value from 1 to 250). Hold down for fast forward. When the correct value shows

Press SETUP SELECT to move on to the next tube, then repeat this procedure for all 25 positions.

Press SETUP SELECT at the end. This stores the information and exits from the set-up mode. The display now shows credits and the machine is in normal play mode.

6.3 Player Control Function.

To modify the function of the **player controls**,

Press SETUP SELECT. The credit display will show **SYS**.

Pressing SETUP ADJUST will step through the 6 options, **PRI** (or **TIC**) **CtL HIt Pt AC** and **SYS**.

Once **CtL** shows on the display, Press SETUP SELECT.

The display will show either **OnE** or **rEP**. Press SETUP ADJUST to change the display.

Choosing **OnE** will select a game that only allows one operation of each direction control button. Each button is disabled after one use.

Choosing **rEP** will select a game that allows repeated presses of all the direction controls until the DROP button is pressed, or the game time expires.

When the desired mode is displayed, press SETUP SELECT to store and exit from the setup mode.

NOTE :- For a changed setting to take effect the machine must be switched off (10seconds), then switched on again.

6.4 Target Hit counters.

The Super Hoop - La records every winning hit on every target tube. To access this data ;-

Press SETUP SELECT. The credit display will show **SYS**.

Pressing SETUP ADJUST will step through the 6 options, **PRI** (or **TIC**) **CtL Hit Pt AC** and **SYS**.

Once **Hit** shows on the display, Press SETUP SELECT.

The display will flash, showing alternately **0 1 -** and **x x x** where **0 1 -** is the target tube number (see playfield tube layout above), and **x x x** is the number of hits on that position.

The data shown cannot be adjusted, it is read only. Using SETUP SELECT will step through the 25 positions, then one final press of SETUP SELECT will exit the setup mode.

Note: The HIT log registers can all be reset to zero as follows:-

- a) The machine should be in normal attract mode with no errors and zero credits showing.
- b) Press both the RIGHT and BACK control buttons simultaneously and also the ERROR CLEAR button on the set up panel.
- c) All the 25 registers For the HIT log should now show 0 0 0

6.5 Game Time

To modify the GAME TIME between UNLIMITED and TIMED....

Press SETUP SELECT. The credit display will show **SYS**.

Pressing SETUP ADJUST will step through the 6 options, **PRI** (or **TIC**) **CtL Hit Pt AC** and **SYS**.

Once **Pt** shows on the display, Press SETUP SELECT.

The display will show either **On** or **OFF**. Press SETUP ADJUST to change from one to the other.

On is for game timer enabled - the hoop will drop automatically after the set time expires.

OFF is for game timer disabled - the game time ends when the player presse the DROP button.

Press SETUP SELECT to store the setting and exit setup mode.

Note: If the setting is altered, the machine must be powered down and reset before the new setting takes effect.

6.6 Bonuses

To modify price of play bonus awards....

Press SETUP SELECT. The credit display will show **SYS**.

Pressing SETUP ADJUST will step through the 6 options, **PRI** (or **TIC**) **CtL Hit Pt AC** and **SYS**.

Once **AC** shows on the display, Press SETUP SELECT.

The display will show **A L x**. where **A L** is "accumulated credits low", and **x** is the setting between 0 and 9. This can be used, if required, to give bonus credits when coins are inserted to the value of the second largest coin or above. Press ADJUST to set the bonus credit at this level between 0 and 9.

Press SELECT - display will show **A H x**, where **A H** is the "accumulated credits high", and **x** is the setting between 0 and 9. This can be used, if required, to give bonus credits when coins are inserted to the value of the largest coin or above. Press ADJUST to set the bonus credit at this level between 0 and

9.

Press select to store the setting and exit setup mode.

Note 1: the credit accumulator is cancelled to zero when a game is started.

Note 2: If the setting is altered, the machine must be powered down and reset before the new setting takes effect.

7. ACCESS

7.1 General

With the exception of re-loading tickets for the ticket dispenser, or prizes in the vend unit, or emptying the cashbox, always disconnect the machine from the mains supply by removing it's plug from the supply socket.

7.2 Playfield.

To gain access to the Playfield unlock the front sliding glass windows. The machine should be switched off as the hoops may start to move automatically (in attract mode) and could cause injury. This gives access to the rear prize display shelves, the hoop carriages, the internal lighting, the prize tubes and associated 'hit switch' levers, and by tilting the playfields you gain access to the logic control and sound boards.

To lift the playfield unscrew the fixing screws found in the bottom of tubes 22 and 24. Release the rope light from the front retainer then lift the playfield gently from the front. It will pivot about midway, giving access to the logic control and sound board.
(Note, only one sound board per 2 player machine, in the left hand side).
Support the playfield in position.

7.3 Front door .

Ticket award version. Opening the front door will give you access to the speaker, ticket dispenser and ticket holder, and the back of the player control buttons.

Vend Prize version. Opening the front door gives access to the speaker behind the door flap, and the prize vend unit. The vend trays will slide out towards you on rails, to allow you to reload a prize in each turn of the spiral.

When every turn of each spiral is full, replace the vend trays, close and lock the vend unit, and open the coin mech. door to press and hold the button marked FULL (on the operator setup switch board) until the display acknowledges with **FUL** (about 5 seconds).

7.4 Coin Mechanism

The coin-mechanism is fitted to a standard mini-door. Unlock to access the coin mech, the coin and award counters, the back of the credit display board, the volume control/s (in the left hand side of a 2 player), and the operator setup switches. The main ON / OFF switch is also behind the coin mech. - the right hand side of a two player, attached to the power supply unit which is mounted on a sliding board allowing access to all components. There are two smaller switches above the setup board to turn off each half of a 2 player game for repair / service.

7.5 Top artwork panel

To access the fluorescent lamp/s behind the top artwork panel, first make sure the machine is disconnected from the mains supply. Undo the topsign roof panel. Remove and store the artwork panel in a safe place. Replace tubes or starters with components of the same specification.

7.6 Corner posts

To access the fluorescent lamp remove the 2 bolts holding the top corner metalwork. Slide the artwork up and pull it out.

7.7 Rear of the machine

At the rear of the machine is the IEC power inlet socket. The label will indicate the machines working voltage requirement.

7.8 Carriage & Trolley

Unlock the glass doors then either move the carriage manually to the right, or switch the power off when the carriage has positioned itself on the right side, this allows you to reach to unclip the top access panel and open it outwards.

Either push the carriage back to it's park position or turn the power on so that it parks itself, then using suitable steps gain access to the top of the trolley through the hatch.

The rubber drive belts on the wheels can be changed, inspection carried out, or the trolley can be lifted out through the hatch once the cables have been unplugged.

8. ELECTRICAL SYSTEMS.

8.1 General.

When investigating faults, in general disconnect the machine from the mains supply then check the looming and connectors for damage. Check the physical condition and operation of any suspect device or unit, (remove from the machine if necessary) and bench test.

Should a problem develop indicating a board fault, it is recommended that the board is returned for repair or replacement by your distributor. Fault diagnosis and repair may only be performed by skilled service personnel, but this may invalidate any warranty.

8.2 Fuses

WARNING - FUSES CARRY HIGH VOLTAGE - DISCONNECT FROM THE MAINS.

Fuses are located on the Power Supply Board, behind the coin mech. To access, remove the mains supply lead, then unscrew the single fixing screw holding the board. The complete unit now slides out. There are two fuseholders, each carrying two fuses :-

ratings (from left to right)

| | | | |
|------------------------|--------------------------|--------------------------|----------------------|
| 10 Amp (T) (Orange) | 10 Amp (T) (Red/Blue) | 5 Amp (T) (Red/Brown) | 5 Amp (T) (Brown) |
| 24V Power | 12V Power | 12V Logic | Mains Live |

Spare fuses are provided in a holder near the mains ON / OFF switch.

8.3 Wiring check.

If a fault occurs **SWITCH THE MACHINE OFF**, then check that:-

- a) Fuses are intact
- b) All wires are properly secured to their terminals, or securely crimped into connector pins.
- c) All plugs and sockets are correctly mated.
- d) No wires are trapped, damaged or broken.

A visual inspection will show the general condition of wiring. A more thorough test using a continuity tester will be needed to check suspect wiring, however once a machine has been operating successfully wiring is very rarely a cause for concern.

8.4 Power supply

When faults occur that affect the whole of the machine, check that the machine is connected to a suitable live mains supply ! If the supply is good, disconnect, then check the fuses, power supply and regulation systems.

**WARNING - HIGH VOLTAGES EXIST WITHIN THIS MACHINE,
DISCONNECT FROM THE MAINS SUPPLY BEFORE CONTINUING.**

- Check the fuses using a continuity meter.
- Refer to schematics and drawings to check wiring connections.
- Meter the outputs from the power supply to their destinations, checking continuity.
- Check that the transformer low voltage AC outputs are as follows;
- 10v Yellow wires
- 12v Red wires.
- 18v Violet wires.

8.5 Logic Control board.

The logic control board is located under the stepped playfield. There are no operator switches on the board - as these are situated remotely, behind the coin mech.

There are no operator serviceable parts on the logic control board, but if there is a requirement to change a board or check the board connectors, unscrew the fixing screws in the bottom of tubes 22 and 24. Lift the playfield as described in section 7.2. Prop the playfield at a height that gives access to the logic control and sound boards.

There are no fuses on the logic control, or sound boards.

8.6 Target Hit Switch

At the back of each target tube a microswitch is mounted under the playfield with the sense lever projecting through a hole. When a player accurately hits a target the hoop drops over the tube and activates the microswitch. If the machine does not register a hit, check that the switch lever has not been damaged or bent, and operates correctly under finger pressure. An award will only be made during a valid game. If the switch or the wiring is suspect, access the underside of the playfield as described in section 7.2.

8.7 Speaker.

The speaker is fitted to the front award panel, either behind the prize protection flap, or alongside the ticket dispenser. If the speaker is suspected faulty check the wiring connections first. If it needs replacing use one rated 8 Ohms, 25 Watts.

8.8 Lighting.

Fluorescent lamp(s) are located behind the top artwork panel, and in each vertical corner post. Dichroic lamps were fitted in the roof on early models, downlighting the playfield. Switch the machine off and allow lamps to cool before handling. Remove the old lamp and dispose of carefully. Replace with one of the same rating and type. Do NOT exceed the 50 Watt rating of the 12 Volt dichroic lamps.

8.9 Coin and award counters

Electro-Mechanical counters are located behind the coin mech. door, and are labelled as appropriate.

9. Mechanical Systems

9.1 Carriage

The Carriage runs left to right in the top of the machine, above the playfield. It carries the trolley. The carriage will park at the left hand side of the playfield when the machine is switched on, also at the end of every game, and every attract movement sequence.

The carriage runs on 4 plastic wheels, each wheel is fitted with 2 rubber belts to give traction. To replace the drive belts unlock the glass, move the carriage to the right to reach the roof hatch clip, & release the hatch, opening outwards. Move the carriage to the park position and all rubber drive belts will be accessible through the top hatch.

9.2 Trolley

The trolley runs backwards and forwards inside the carriage. It carries the hoop, the hoop raising and lowering motor and the hoop parking ring.

The hoop parking ring is fitted with 24 Volt 2.2 Watt wedge (push fit) bulbs. Replace only with this type.

The trolley is controlled from an on board logic control PCB that communicates with the main logic PCB located under the stepped playfield. The green LED indicates a correct power supply to the trolley.

There are no fuses on board. Position sensing is carried out by microswitches.

The trolley runs on 4 wheels each fitted with two rubber belts to give traction. To replace the belts refer to the instructions to lower the carriage (given above).

9.3 Self Clear

Your Super Hoop-La is designed to clear simple faults and hoop jams by itself. This is to minimise servicing by attendants, and maximise profit for you.

In the unlikely event the hoop becomes stuck on the playfield the machine will make a series of lifts to free it. Between each lift it will release the cord so that it goes slack, then try again, and each of 5 attempts will be a little stronger.

If this should fail an error code will be displayed and a warning message broadcast. The machine will continue to try to free itself at 3 minute intervals, to try and resume normal operations.

10. Trouble shooting

Always replace faulty items with units of the same specification. Where possible, determine the original cause of a fault and rectify to avoid recurrence of the problem. If a coin mechanism or ticket dispenser is suspect, test it in another machine in place of a known good unit.

| <u>Symptom</u> | <u>Possible Fault</u> | <u>Remedy</u> |
|-----------------------------------|--|--|
| Will not start | Internal switch off Fuse blown. | Check internal switch is ON. Check plug fuse, then internal fuses. |
| Warning announcement | Various | Check section on ERROR CODES |
| No Sound | Volume Speaker | Adjust volume behind coin mech. Check speaker connections |
| Motors continue to run | Position sense microswitch | Check setup & function. Replace. |
| Erratic trolley / carriage travel | Worn / broken rubber belts | Replace the belts on all wheels |
| Ticket machine not working | Ticket jam. Dirty count opto Motor Ticket P.C.B | Clear jam Clean the opto. Push RUN button. Bench test if possible. Check transistor 2N2222, & IC 40106 opto-sensor. See Deltronic manual. |
| Coin mechanism. not working | Mechanism jammed. Not accepting coins | Open cover and unjam Check wiring. Replace mechanism |

11. Spare parts list

Below is a list of parts for the Super Hoop-La. There is a description and stock number to help you identify the part you require. Please quote the description and our stock number.

| <u>Description</u> | <u>Harry Levy Stock Number</u> |
|-------------------------------|--------------------------------|
| 50 Watt Dichroic lamp | 6707 early models |
| 24V 2.2 Watt wedge bulb | 7044 |
| Neon Sign | HL9947 |
| Hoop Cord | 6367 |
| Drive motor | HL9482 |
| Rubber belts (trolley) | 8405 |
| Rubber belts (carriage) | 8514 |
| Ticket machine DL1275 | 6381 |
| Speaker | 6979 |
| 301 Locks and keys | 6087 |
| 201 Locks and keys | 6278 |
| Counters | 6029 |
| 20 watt florescent tubes | 6126 |
| Main Logic P.C.B | 8413 |
| Trolley Logic PCB | 8417 |
| Sound PCB | 8414 |
| Dichroic Relay PCB | 8353 early models |
| Hoop (114 i/d - ticket award) | HL5581 |
| Hoop (113 i/d - prize vend) | HL9355 |
| Red Crown | HL9348 |
| Yellow Crown | HL9351 |
| Green Crown | HL9350 |
| Window Lock | 7203 |
| Playfield microswitch | 6084 |
| Carriage microswitch | 6133 |
| Hoop up microswitch | 8404 |
| Trolley microswitch | 6133 |
| Trolley opto sensor | 6928 early models |
| Target Tube | HL5587 |

Other parts are available on request.