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# SPLAT BALL

## OPERATING INSTRUCTIONS

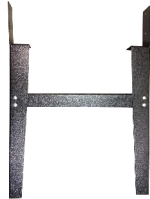


# Package Contents

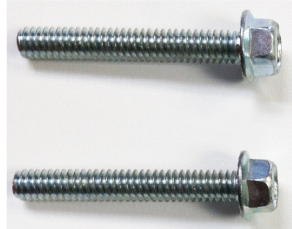
1. Splat Ball



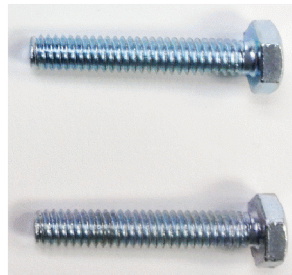
2. H-Stand,  
2 pieces



3. Flange head bolts, 8-pieces for  
sides of H-Stand, 1/4-20 x 1 3/4"  
with 3/8" head



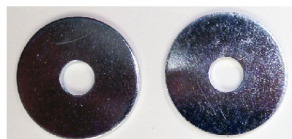
4. 1/4-20 x 1 1/2" bolt with 7/16" head,  
4-pieces for stand bottom



5. 1/4-20 flange nut, 4-pieces for  
stand bottom



6. 1/4-20 x 1 1/4" flange washer, 4-  
pieces for stand bottom



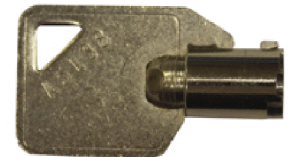
7. Foot levelers, 5/16"-18 x 1", 4-  
pieces for stand legs



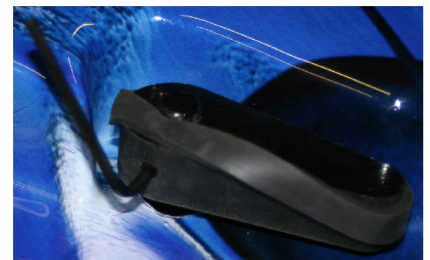
8. Snake Eye Bit, 1-piece for coin  
mech removal



9. Keys, 4-sets of 2 each (1-back  
door, 1-top lid, 2-front door)



10. Allen wrench, size - 1/8" for flipper  
adjustment



## **DESCRIPTION**

Splat Ball is an interactive skill bulk vendor based on the competitive play of pin ball.

## **GAME OBJECTIVE**

The interactive play consists of a one inch (850 count) gumball, 27 mm superball or one inch round candy (jawbreaker–sweet revenge) product dropping into the shooter tray. Player uses pin ball plunger to shoot product onto the play field. Player keeps ball in play using the flippers and attempts to score play ball into the small prize or grand prize hole.

## **GAME FEATURES**

- ▶ Suitable for all ages
- ▶ Intense interactive play
- ▶ Spell binding music with attract mode and winner sound effects
- ▶ Eye catching chasing LED rope light
- ▶ **Small Prize** vends one inch(850 count) gumballs, 27mm super balls, one inch(850 count) jawbreakers, or one inch round candy sweet tarts such as Sweet Revenge
- ▶ **Grand Prize** vends **round product** only; **Toy Capsules**–1.8" to 2.3" (45mm to 58mm), **Super Balls**–45mm & 49mm, **Foam or Sponge Balls**–1.8" to 2.3" (45mm to 58mm)
- ▶ **CAUTION: STANDARD 2" ACORN STYLE CAPSULES WILL NOT VEND!**
- ▶ Winner Every Time
- ▶ Custom graphics or branding available

## **MACHINE FEATURES**

- ▶ Adjustable volume
- ▶ Adjustable chasing LED rope light
- ▶ Default coin mech is 50¢. A 25¢, 75¢, \$.100 or token mechanism can be used
- ▶ Optional counter available

## **SETUP INSTRUCTIONS**

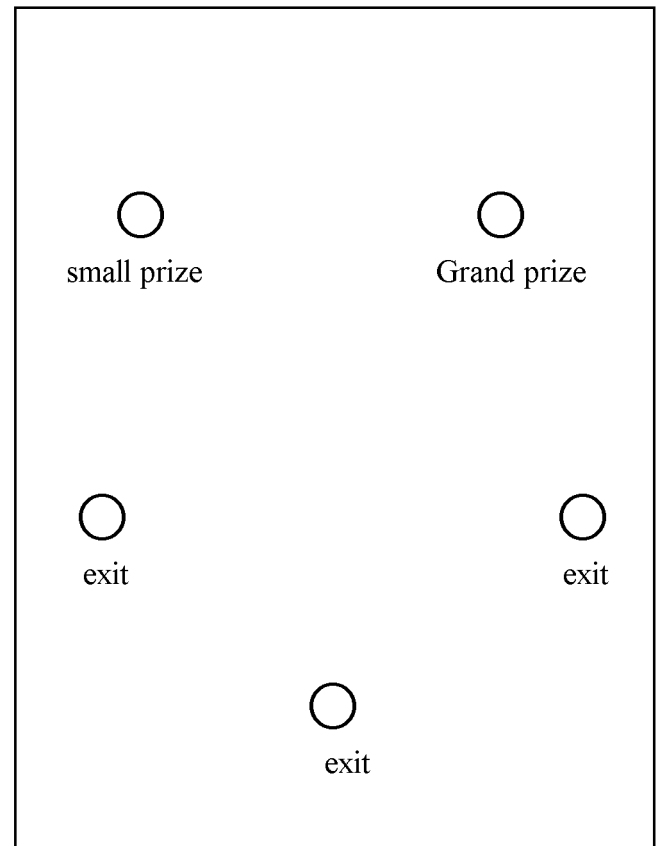
1. Carefully remove all bubble and protective wrap from unit.
2. Stand unit on end, see figure 1.
3. Locate the H-Stands and 8 flange bolts. Place H-Stand on unit with carriage bolts on cross beam facing out to the rear for the rear stand and out towards the front for the front stand, see figure 2. Insert the flange bolts through the stand and into the sides of the unit as seen in figure 3.

4. Feet levelers should be pre-installed as seen in figure 4.
5. With H-Stands secure to unit now stand unit up.
6. Open rear door and front door. When opening front door pull pin ball plunger back so plunger clears the top shield.
7. Locate the 4 1/4-20 x 1 1/4" bolts and place through bottom of stand and secure with fender washer and flange nut, see figure 5.
8. Open top lid (product storage bin) and fill appropriate product into small prize bin and grand prize bin.
9. Plug unit into wall outlet and test unit to insure small prize bin is dispensing product ball into the shooter tray.
10. Chasing sequence of the rope light can be adjusted by pressing the black button on the rope light controller. Access controller through rear door, see figure 6.

## GAME PLAY SCENARIOS

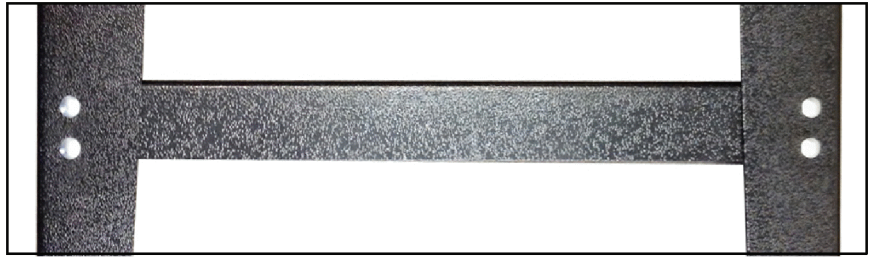
Coin up, small prize ball dispenses for game play, music starts and then:

- a. ball drops into small prize hole, “applause” sound plays, small prize motor starts, game ends, and music stops.
- b. ball drops into grand prize hole, “fireworks” sound plays, grand prize motor starts, game ends, and music stops.
- c. ball drops into any one of the exit holes, “oooh” sound plays, game ends and music stops. ( there is one switch for all three exit holes)
- d. ball **does not** drop into any hole, music plays until end of default game time, then stops and “oooh” sound plays, game over.

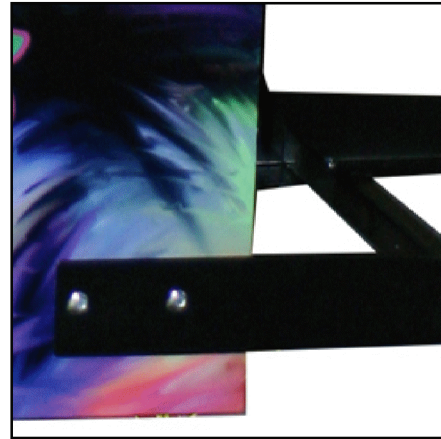




**Figure 1**



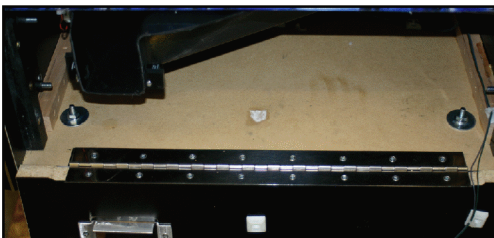
**Figure 2**



**Figure 3**



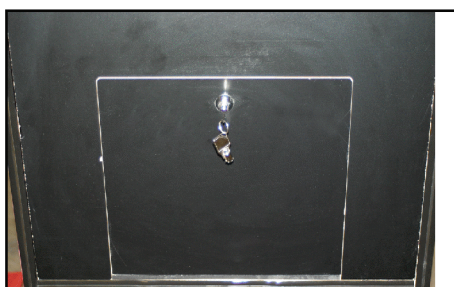
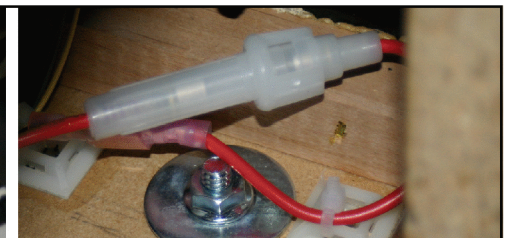
**Figure 4**



**Figure 5**      **Front Door**



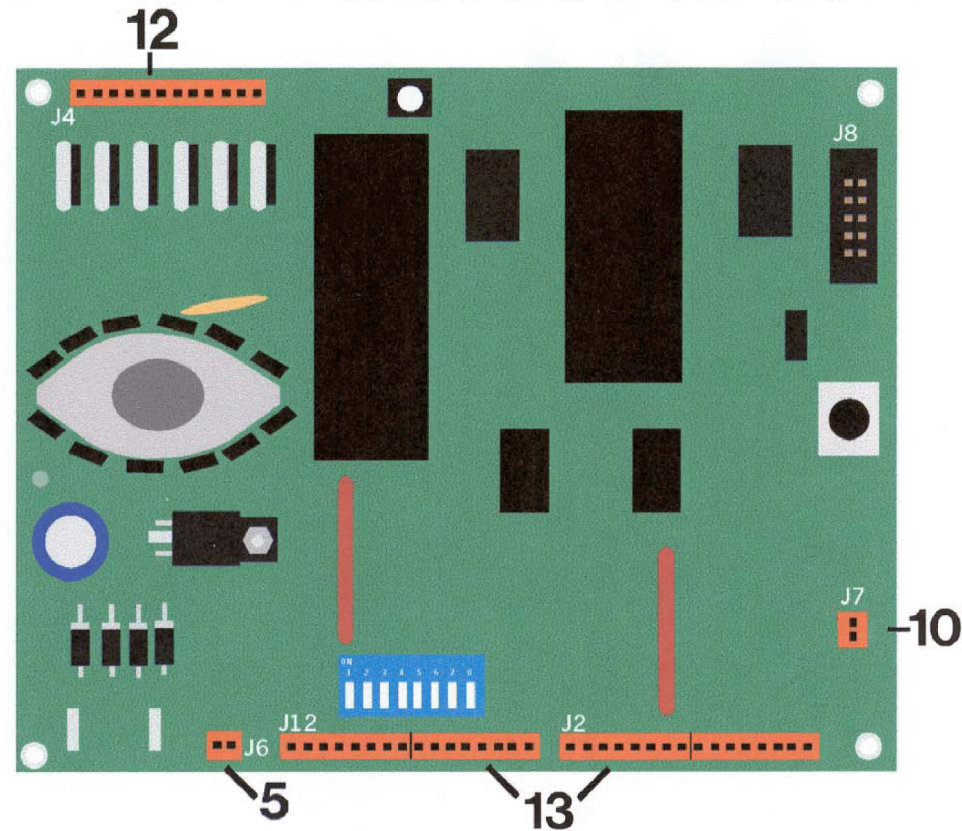
**Rear Door**



**Figure 6**



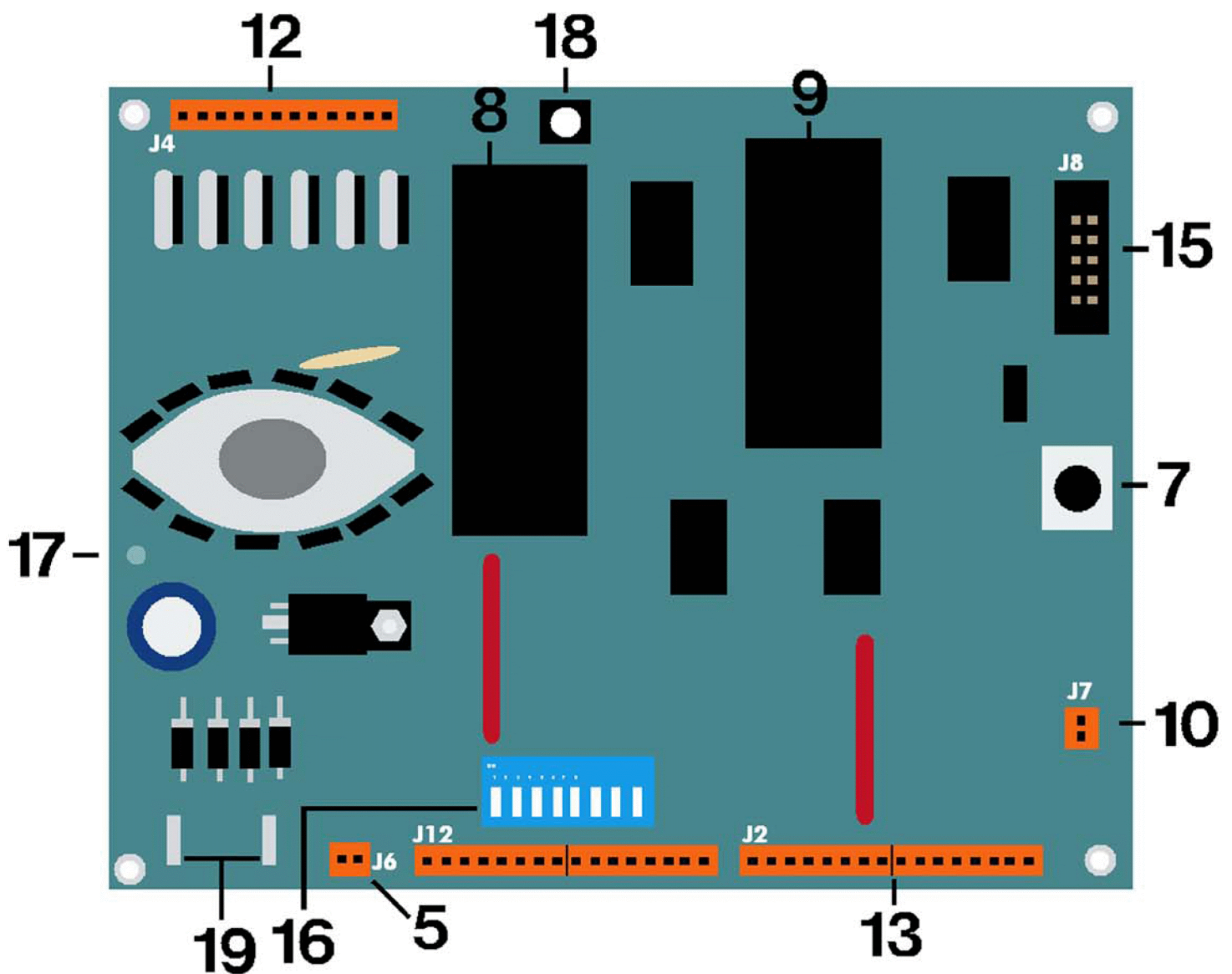
# Circuit Board with wire harness



- 5. J6, Not Used
- 10. J7, Speaker Out, Wire #15, white & yellow
- 12. J4, 12 Volt Outputs (left to right)
  - Not Used
  - Not Used
  - Not Used
  - Small Prize Motor, Wire #12, white & orange
  - Grand Prize Motor, Wire #13, white & yellow
  - Not Used
- 13. J12, 12 Volt Inputs (left to right)
  - Not Used
  - Not Used
  - Not Used
  - Not Used
  - Not Used
  - Not Used
  - Not Used

- J2 (left to right)
  - Coin Acceptor, Wire #3, white & green
  - Grand Prize Dispense, Wire #4, white & red
  - Not Used
  - Small Prize Dispense, Wire #5, white & brown
  - Exit/Game Stop, Wire #6, white & blue
  - Not Used
  - Small Prize Motor Off, Wire #7, white & black
  - Grand Prize Motor Off, Wire #8, white & purple

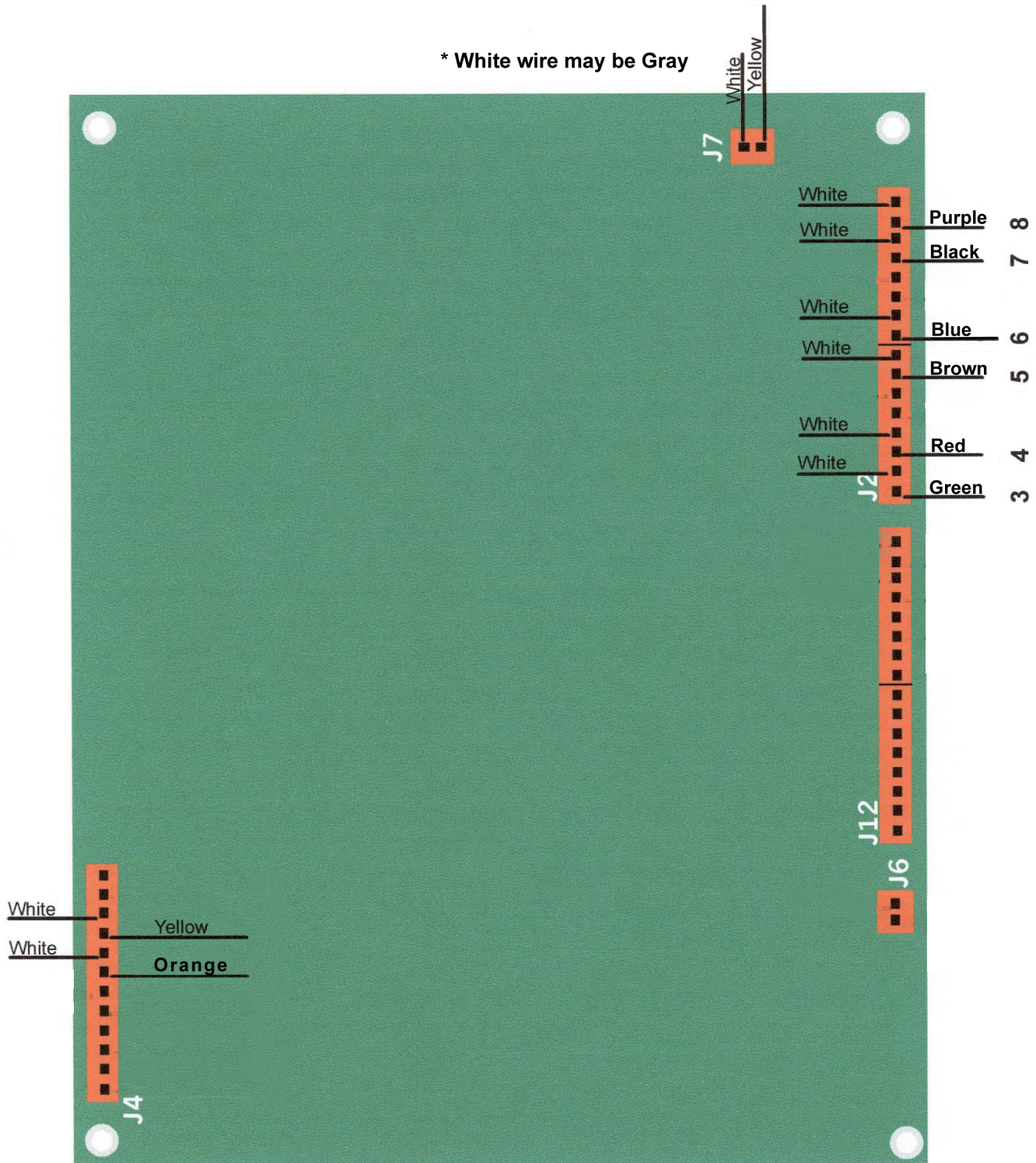
# Circuit Board



- 10. J7, Speaker Out, Wire #15
- 12. J4, 12 Volt Outputs (left to right)
  - Not Used
  - Not Used
  - Not Used
  - Small Prize Motor, Wire #1
  - Grand Prize Motor, Wire #2
  - Not Used
- 13. J12, 12 Volt Inputs (left to right)
  - Not Used
  - Not Used
  - Not Used
  - Not Used
  - Not Used
  - Not Used
  - Not Used
  - Not Used

- J2 (left to right)
  - Coin Acceptor, Wire #3
  - Grand Prize Dispense, Wire #4
  - Not Used
  - Small Prize Dispense, Wire #5
  - Exit / Game Stop, Wire #6
  - Not Used
  - Small Prize Motor Off, Wire #7
  - Grand Prize Motor Off, Wire #8
- 15. Display, Not Used
- 16. Dip Switches, All Always Off
- 17. Power on Light
- 18. Atract Music Selector
- 19. AC Power in (12 Volt)

\* White wire may be Gray



J2 Wire #

3. Coin Acceptor
4. Grand Prize Motor On
5. Small Prize Motor On
6. Exit/Game Stop
7. Small Prize Motor Off
8. Grand Prize Motor Off

J4 Wire #

1. Small Prize Motor
2. Grand Prize Motor

J6 Not Used

J7 Speaker

J12 Not Used