OK

MANUFACTURING

SKITTLE BALL

OPERATING INSTRUCTIONS

DESCRIPTION

Skittle Ball is an interactive skill game with instant prize redemption. It incorporates a three- tiered prize system consisting, of a small prize, medium prize and large prize.

GAME OBJECTIVE

The object of the game is to score as many points as possible by using players' skill to aim shooter and pull plunger to shoot ball into the various point holes in the play field.

GAME FEATURES

< Addictive game play
< True skill game
< Suitable for all ages
< Sound effects and varying music tracks
< Three prize levels, small, medium and large
< Winner Every Time
< Attractive graphics
< Custom logos available

MACHINE FEATURES

< Heavy duty construction
< Mars bill acceptor, stacker.
< Total vend counter
< Volume control
< Rope light controllers
< Locking caster wheels
< Display shelf for small, medium, and large prize
< Dispenses a variety of Small Prizes:
     1. 27mm or 32mm super balls
     2. 850 or 600 count gumballs
     3. 850 or 600 count jawbreakers
     4. 1040 count Sweet Revenge
     5. 700 count Megabytes
     6. 1 to 1¼" round or acorn capsules
< Dispenses a variety of Medium Prizes:
     1. 45mm super balls
     2. 49mm super balls
     3. 2" standard or round capsules
< Dispenses a 3¾ to 4" (95mm to 100mm) capsule for the large prize
< Small Prize capacity: 2,000 1" product
< Medium Prize capacity: 200 2" capsules or 45/49mm super balls
< Large Prize capacity: 42   4" (100mm) capsules
< 220 volt option available
< Coin acceptors for tokens or foreign coins available
< Credits and remaining balls display
< Game default set for 50 cent vend; can be set for 1 to 4 coins
< Adjustable point values for small, medium and large prize
< Winner every play
< Small, medium & large prize counters to easily determine product cost

OPERATING INSTRUCTIONS

1.   Located in the coin cash box are:
   <   Extra fuse
   <   Velcro
   <   Spanner security bits (snake eye)
   <   Instructions and decals for bill and coin acceptors
   <   Menu Options are located on inside door of coin cash box

2.   Load small prize and large prize products in the rear of unit by removing upper back door (see figure 1). Load large prize capsules one at a time starting with the lowest row, working up to top row (see figure 1). Load small prize product by dumping product into the small prize hopper (see figure 1). Utilize extra small prize product storage **if necessary** by dumping product at the top of the extra storage column (see figure 1) after small prize hopper has been filled. After all product is filled, replace upper back door.

3.   Load medium prize product by removing the two locks in the display lid; lift off display lid and load medium prize product into the medium prize fill hole (see figure 2 & figure 3).

4.   With the display lid off, now place your small, medium and large prize displays in the appropriately marked display compartments (see figure 4).

5.   Remove front shield and test small, medium, and large prize dispensers by starting play with bill or coins and drop the play ball through the point holes to obtain the appropriate score to test the small, medium and large prize dispensing mechanisms (see figure 5).

6.   Replace front shield, display lid and secure with locks.

7.   The circuit board is located through the lower back door (see figure 6). This provides service access to the board and its components, rope light controllers, volume control, prize delivery chute, prize flap, small and medium prize motors.

8.   Total vend counter is mounted in the rear of the upper coin door and can be easily viewed when door is fully opened (see figure 7).

9.   Menu Options are located on inside door of coin cash box and on the next page. Red and yellow menu buttons are located next to the counter (see figure 7).

10.   Extra product storage space is available in the lower compartment, accessed through the lower back door.

11.   For technical service and trouble shooting please call our **Skittle Ball** technical service representative at 1-801-974-9116.

SKITTLE BALL MENU OPTIONS

Menu options are shown on the credit display. The left display (credit) show the settings and the right display (remaining balls) show the menu option number. The menu option buttons are located behind the upper coin door.   The red button will cycle through the thirteen menu options advancing to the next option each time it is pressed. The yellow button will cycle through the available settings for the selected menu option. Pressing the yellow button on options 11,12 & 13 (the small, medium, and large prize counters) will reset the count to zero. Return to game play by pressing the red button after option 14 to reset the display to show 0 credits and 0 remaining balls.

1. **Balls per credit**   (number of balls per each game credit)
    Can be from one to nine balls per credit **(default: 7)**

2. **Coins per credit**   (number of coins for one credit)
    1 = 1
    2 = 2   **(default)**
    3 = 3
    4 = 4

3. **Number of games per credit (default: 1 game per credit)** Can be set from one to four.

4. **1,000 point hole option**
    1. Instant large prize winner
    2. Instant medium prize winner
    3. 1,000 points **(default)**
    4. Rotate 1 through 3

5. **Winner Every Time** (dispenses a Small Prize with every play)*
    *This feature is currently disabled. Set small prize value at 700 points (default) which makes game a winner every time. Raise small prize value to 800 points or greater to make game a non winner every time.

    0 = Off **(default)**
    1 = On

6. **Tick-Tock sound for last two balls**
    0 = On **(default)**
    1 = Off

7. **Music tracks**
    0 = Same song plays all through game **(default)**
    1 = Songs rotate through the game

8. **Small prize win point level (default: 700)**

9. **Medium prize win point level (default: 1,800)**

10. **Large prize win point level (default: 2,600)**

11. **Small Prize Count**   Displays the number of Small Prizes dispensed

12.   **Medium Prize Count**   Displays the number of Medium Prizes dispensed

13.   **Large Prize Count**   Displays the number of Large Prizes dispensed

14.   **20 second play ball delivery** (delivers a play ball if no point or missed ball switch is
                                        activated after 20 seconds from previous ball delivery)
       0 = Off
       1 = On **(default)**

15.   **Return display to 0 0 for game operation.**

OPERATING SUGGESTIONS

The game default settings are arbitrarily set by OK MFG based upon our testing. These may or
may not meet the needs of your locations. Factors that should be considered in determining game
settings are location, custom base age, customer skill level and value of medium and large prizes.

Critical games settings:
<   Number of balls per play (default: 7). This can be set from one to nine balls per play. The
     number of balls per play does affect the length of game play.
<   Number of coins per credit (default: 2, 50¢). This can be set from one to four coins.
<   Number of games per credit (default: 1). This can be set from one to four credits.
<   Small prize point value (default: 700). This can be set from 700 to 3,000 points. Every
     ball scores; therefore, setting the small prize point value at the lowest possible score based
     upon the number of plays balls (default: 7 balls x 100 pts. = 700 points) makes the game a
     "**Winner Every Time**". This means that a prize is won with every game play. Setting the
     point value 100 points above the lowest possible points, e.g. 800 requires a player to now
     score 800 points to receive a small prize and no prize will dispense for a score a 700 points
     unless menu option #5, winner every time, is enabled.
<   Medium prize point value (default: 1,800). This can be set from 700 to 3,000 points.
<   Large prize point value (default: 2,300). This can be set from 700 to 4,000 points.

OPERATING TIPS

<   Maintaining good desirable merchandise that has a high perceived value such as licensed
     products and rotation of product will produce higher revenues.
<   Maintain a display of prizes that is attractive. Remember to update display when changing
     or rotating product.
<   Control product cost and pay out by adjusting the prize points values. A skill game that is
     challenging and with prize scores that are attainable will help to establish a game that
   everyone will want to play and play again.

Figure 1

Small Prize Extra Fill Area

Large Prize Fill

Small Prize Fill

Medium Prize Dispensing Wheel

Small Prize Dispensing Wheel

Figure 2

DISPLAY LID

LOCKS

Figure 3

Medium Prize Fill

FIGURE 4

Small Prize Display

Medium Prize Display
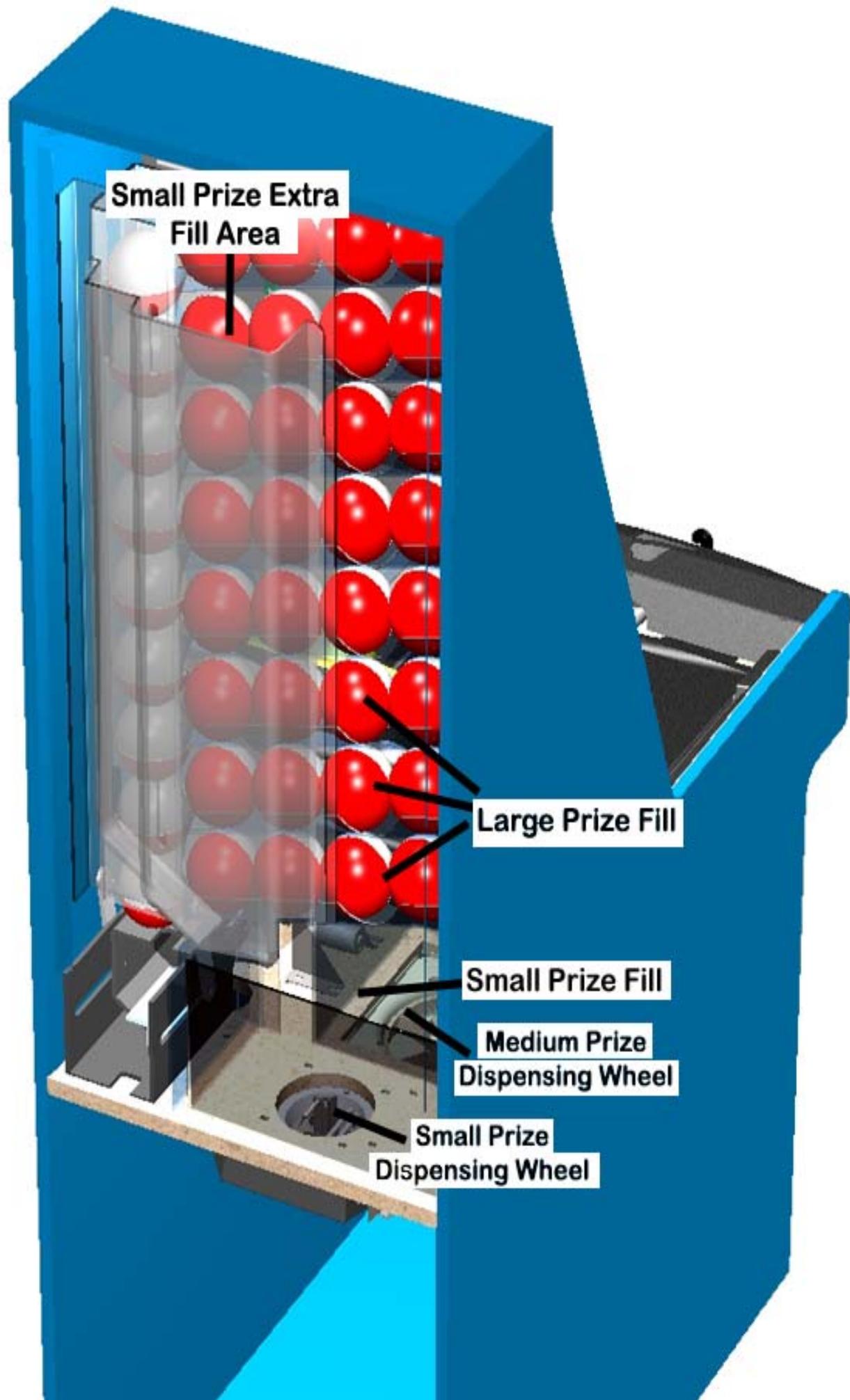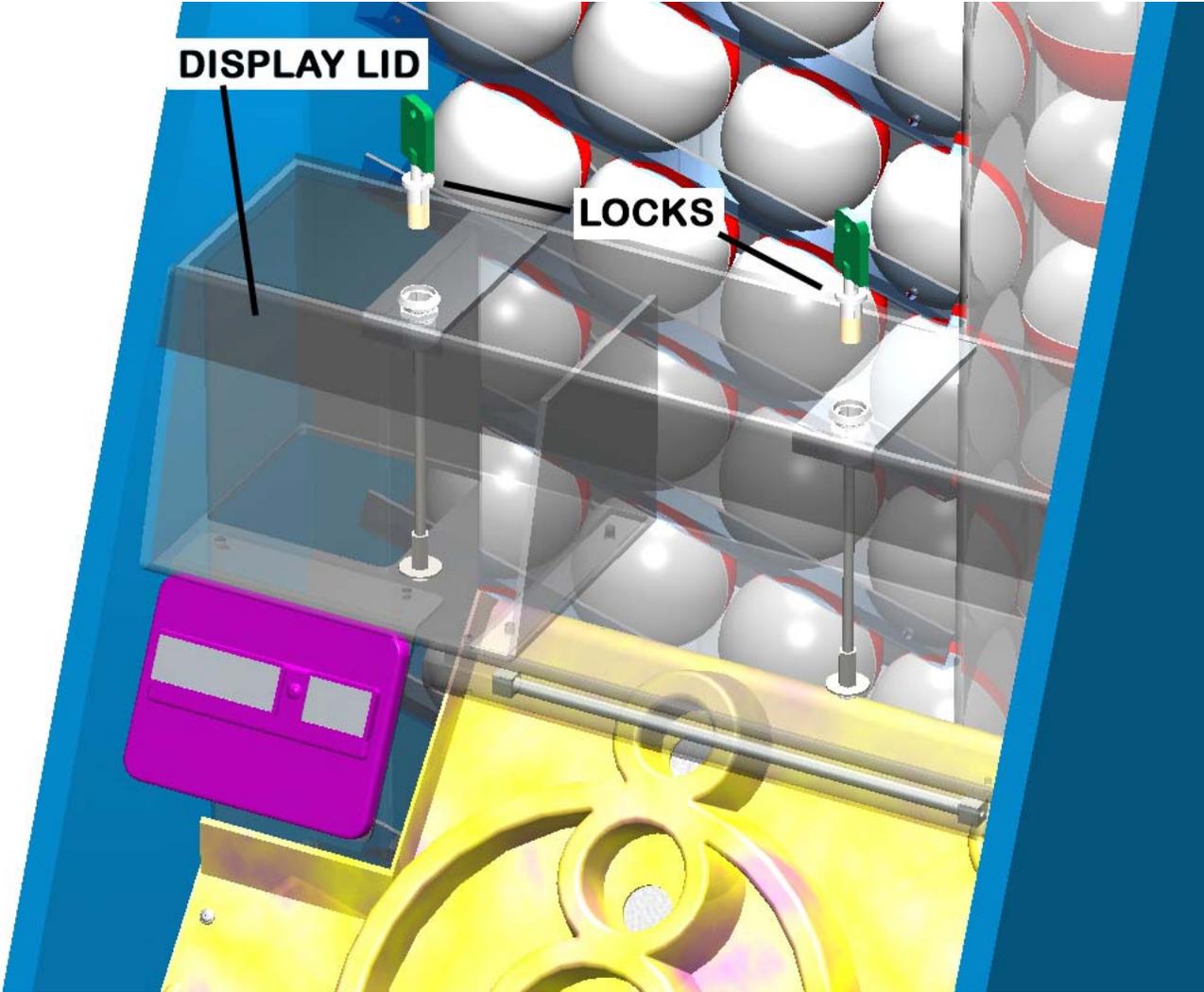
Large Prize Display
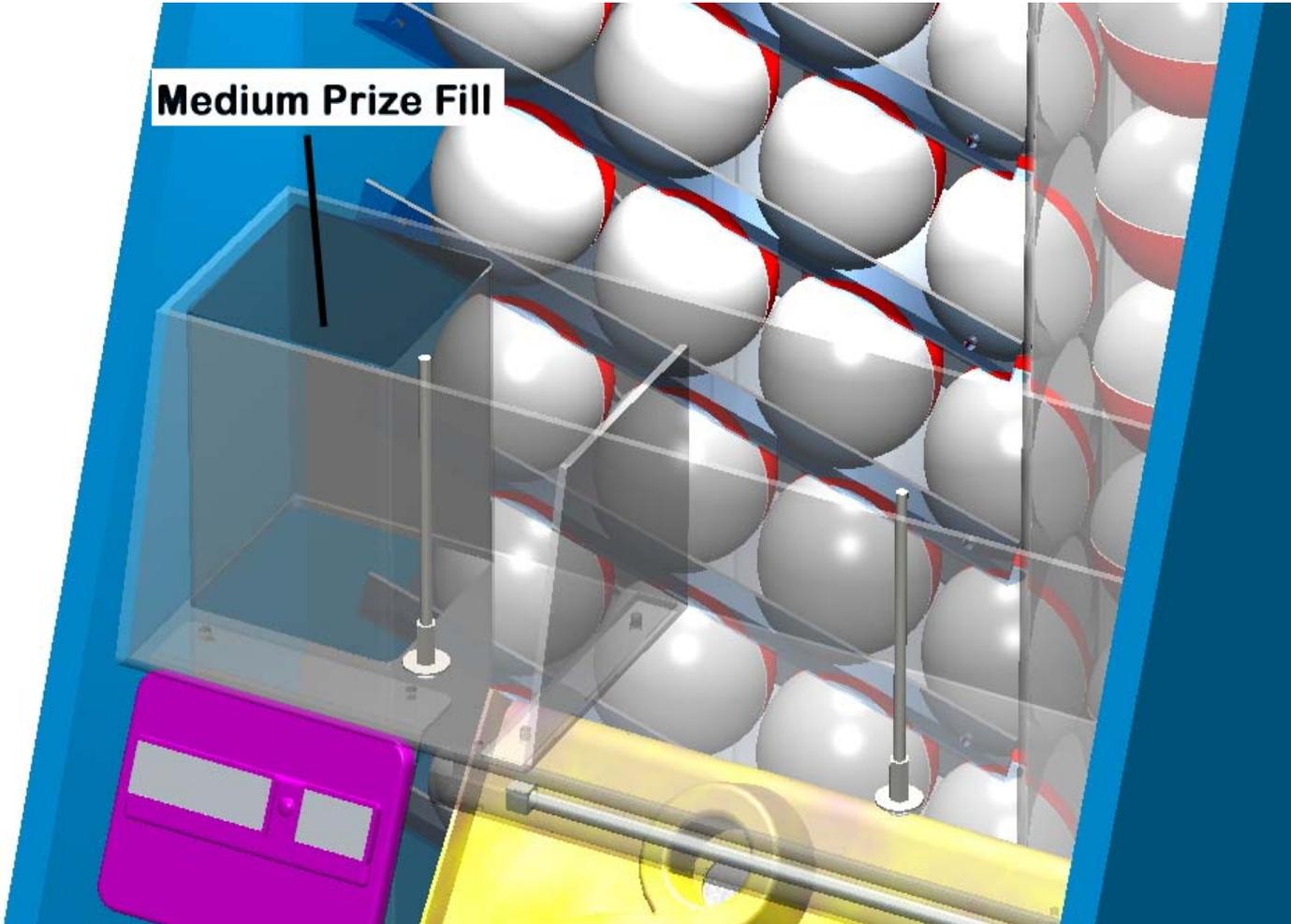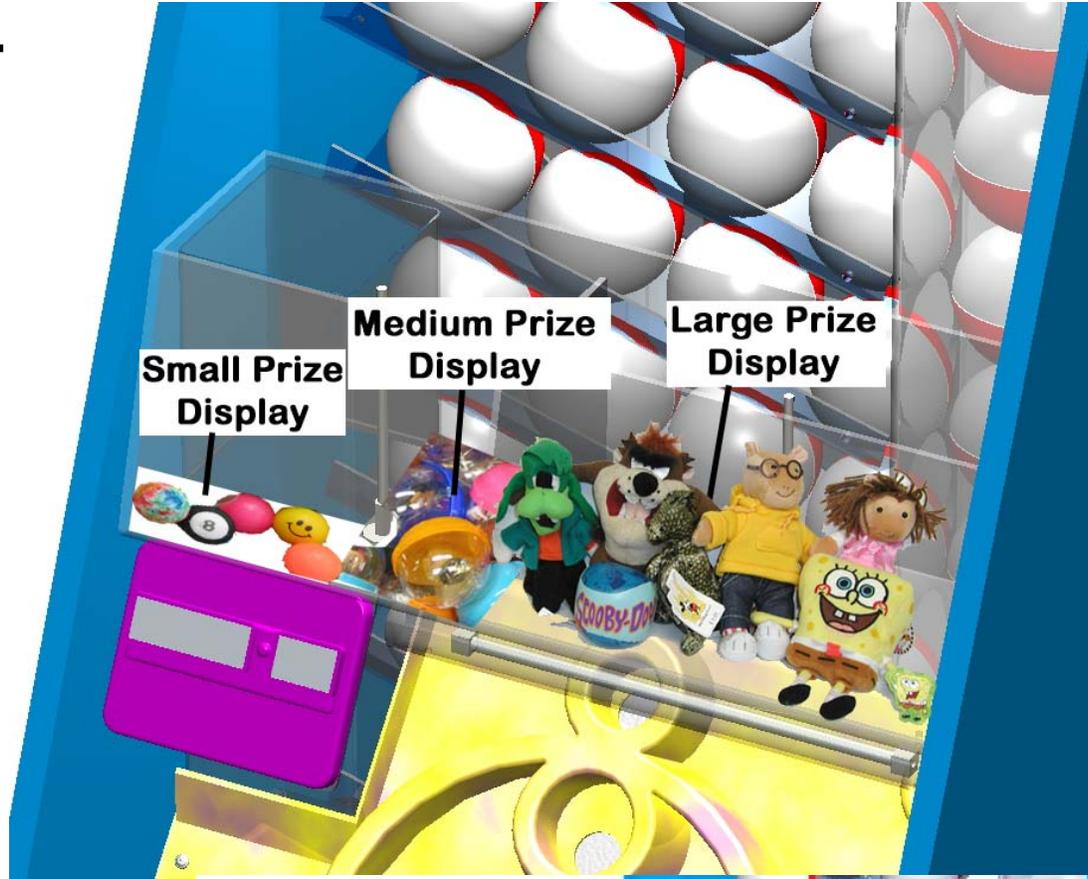
FIGURE 5

FRONT SHIELD

Remove display lid. Lift front shield up and out to remove.

FIGURE 6

Lower rear compartment contains:
- < **Circuit board**
- < **Volume control**
- < **Rope light controllers**
- < **Access to prize motors**
- < **Prize delivery chute**
- < **Prize Flap**
- < **Extra product storage**

Lower Rear Compartment

Counter

Menu Buttons

YELLOW

RED

Figure 7

Circuit Board

J4

J8

J8

J7

J10

J12

J6

J2

J6

J12

J2
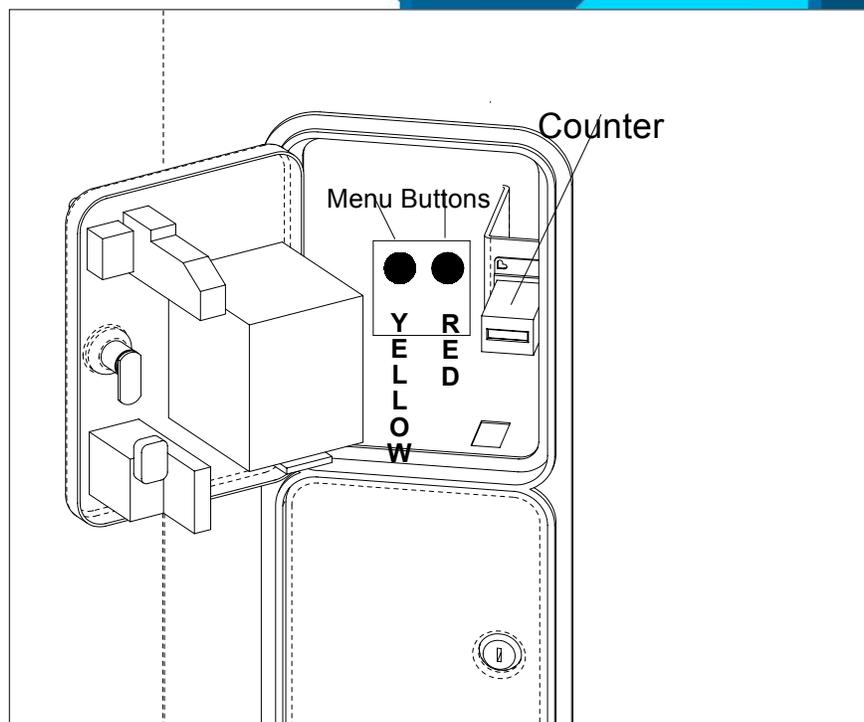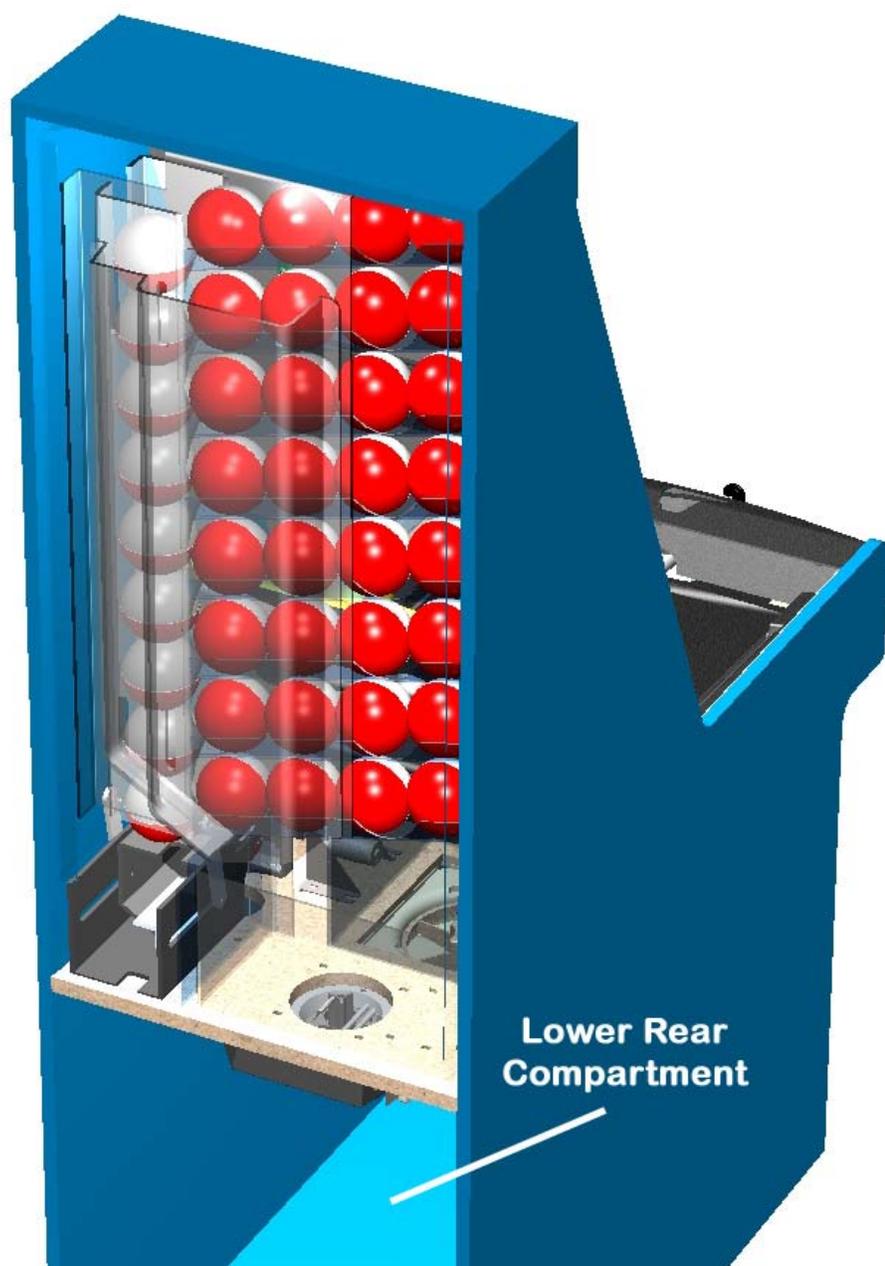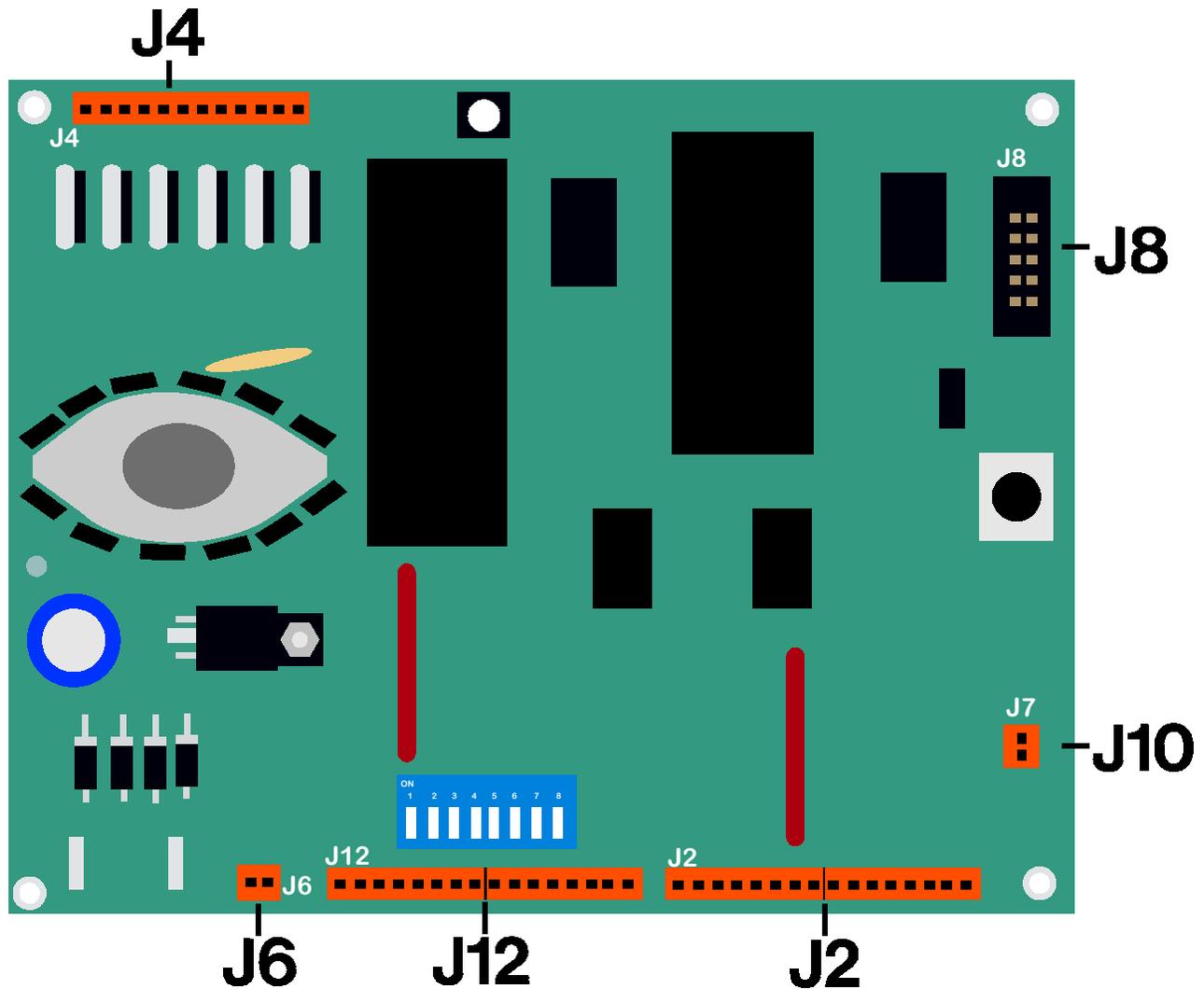
J2 (left to right)
1. Coin Acceptor
2. Token or dual coin acceptor
3. 1,000 point switch
4. 500 point switch
5. 400 point switch
6. 300 point switch
7. 200 point switch
8. 100 point switch

J12 12 Volt Inputs (left to right)
9. Large prize switch
10. Medium prize switch
11. Ball feed stop switch
12. Small prize switch
13. Miss ball switch
14. Bill acceptor
15. Display, Menu Button #1-Yellow
16. Display, Menu Button #2-Red

J4 12 Volt Outputs (left to right)
17. Not used
18. Not used
19. Ball feed motor
20. Small prize motor
21. Medium prize motor
22. Large prize motor

J6
23. Total vend counter

J7
24. Speaker Out

J8

Display

24

J7

8
7
6
5
4
3
2
1

J2

15 16
14
13
12
11
10
9

J12

J6

23

17 18 19 20 21 22

J4
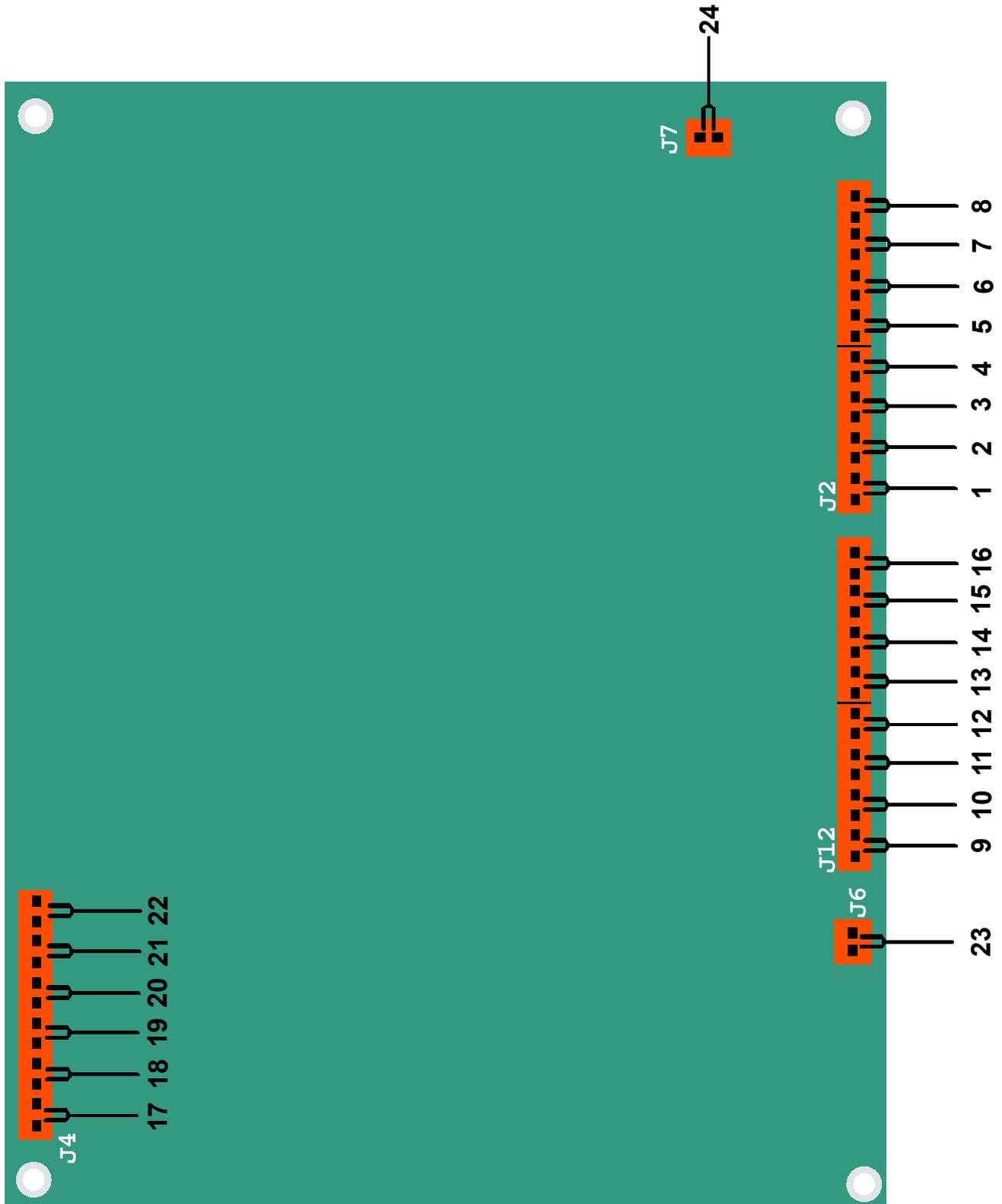
J2 Wire #

1. Coin acceptor
2. Token or dual coin acceptor
3. 1,000 point switch
4. 500 point switch
5. 400 point switch
6. 300 point swtich
7. 200 point switch
8. 100 point switch

J12 Wire #

9. Large prize switch
10. Medium prize switch
11. Ball feed stop switch
12. Small prize switch
13. Miss ball switch
14. Bill acceptor
15. Display, menu button, yellow
16. Display, menu button, red

J4 Wire #

17. Not Used
18. Not Used
19. Ball feed motor
20. Small prize motor
21. Medium prize motor
22. Large prize motor
J6--23. Total vend counter
J7--24. Speaker out
J8--Dispay

Small, medium and large prizes are available from OK Manufacturing. To view samples of our products, visit our web site at www.okmfg.net .

Call 1-800-748-5480 to order.