Users Manual

SUMMIT MODEL

With Bill Acceptor

TWICE THE FUN

IN HALF THE SPACE

Scoreboard

Di
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LED li

Time

Blocking System
blocks bumper to prevent
play after the game is over

Special lever for safe &
easy installation of
playing surface
(Patent pending)

Maple playing surface
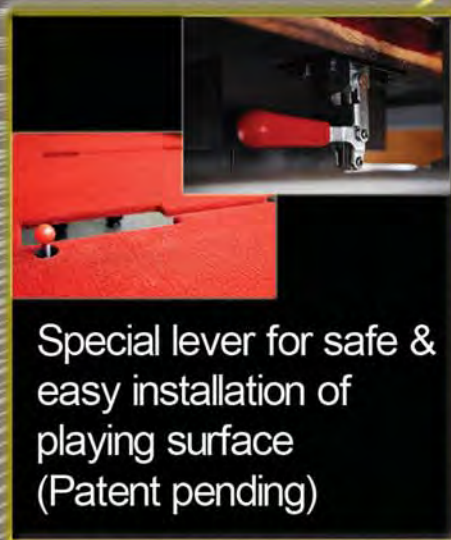
- *TWICE THE FUN IN HALF THE SPACE* - ONLY 7 FEET LO
  (7 '* 4 '* 32") PLAYS LIKE A LONG TABLE.
- EASY INSTALLATION
- BILL ACCEPTOR IS EASILY INSTALLED
- GREAT ROI: GET YOUR INVESTMENT BACK IN MONTHS
- SECURE METER READING SYSTEM: RETAINS HISTORI

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ghting

50

remaining

SNAP-BACK SHUFFLEBOARD ®
SUMMIT MODEL
Optional Bill Acceptor System
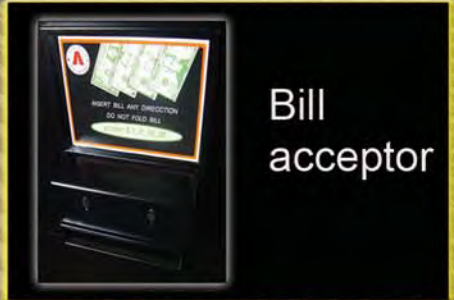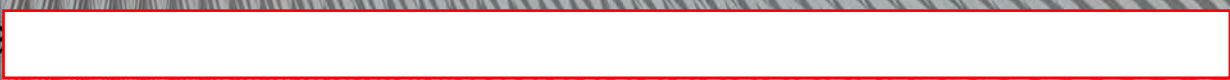
Solid wood cradle

Milled solid wood legs

Bill acceptor

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CAL MONEY COLLECTION DATA

Parts/Screws/Bolts/Accessories/Tools List

I. Parts

No	Name	Quantity	Specification (mm)	Location	Picture
1	Cash box	1		Bill acceptor system box	
2	Cash box holder	1		Long box	
3	Motor box	1		Small box	
4	Pivot box	1		Small box	
5	Blocker	1		Long box	

II. Screws and bolts

No	Name	Quantity	Function	Location	Picture	Tools you can use
1-1	M8*16 with washer	2	Attaching cash box to the box cradle	Small box		6mm Allen wrench
1-2	M6*16	4	Attaching cash box to the box holder	Small box		5mm Allen wrench
3-1	M4*16	2	Attaching the motor box & pivot box to cradle	Small box		Phillips Head screw driver
4-1	M4*16	2	Attaching the motor box & pivot box to cradle	Small box		Phillips Head screw driver
5-1	M3*6	2	Attaching the blocker to motor box & pivot box	Small box		Phillips Head screw driver

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IV. Tools

No.	Name	Quantity	Function	Location	Picture
1	5mm Allen wrench	1	Attaching M6 screws	Box No. 1	
17-1	6mm Allen wrench	1	Attaching M8 screws	Box No. 1	
19-1	Phillips Head screw driver	1	1) Attaching receptor 4-in-one fasteners into the playing surface; 2) unsrew the screws on the Box No. 2 to open the box	Box No. 1	

III. Accessories

No.	Name	Quantity	Specification (mm)	Location	Picture
1	Cable No.1	1		Small box	
2	Cable No.2	1		Small box	

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How to install

1. Connect the blocker with the motor box and the pivot box and fasten them with the screws.

2. Insert cable No.1 into the connector at the bottom of the motor box.

3. Position the two side ramps away from the rear of the table to enable installation of the blocking system. The attaching screws at the bottom of the cradle should be removed for this step.

4. Let the cable pass through the hole at the bottom of the cradle. Then insert the blocking system just in front of the rear of the cradle. Please

pay attention to the two positioning holes in each side in the cradle.

5. Insert the pins of the pivot box into the positioning hole in the cradle and fasten both the motor box and the pivot box to the cradle with screws.

6. And then move the ramps toward the rear of the table until they are next to the blocking system and tighten them with screws.

7. Insert the other end of cable No.1 into the socket next to the power box.

8. Install the cash box holder between the two front legs by using the bolts to attach the holder. The front wood shelf which comes with the Summit model Snap-Back Shuffleboard table will not be used with the bill acceptor system, so you may choose to discard it or store it.
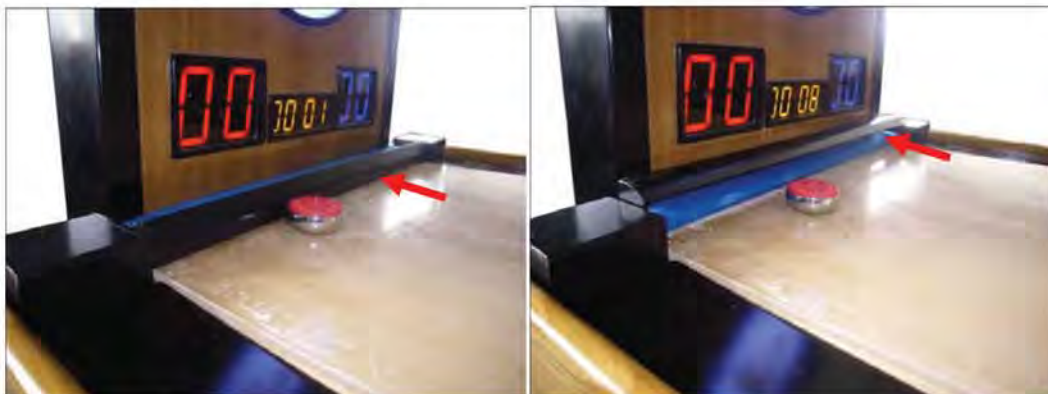
| **The blocker is closed** | **The blocker is open** |

The bumper will stop function when the blocker is closed. And the pucks cannot snap back in the game until it is open.

9. Open the cash box, lift it up and attach it to the holder by using the bolts. Tighten the bolts with the Allen Wrench to make sure the cash box is tightly attached to the holder. Then fasten the screws on the top. Close the door. The lower box can store the pucks and the powder.

10. Insert cable No.2 into the connector on the cash box, and the other end into the socket near the red button box (left side, under cradle).

11. Turn on the power

Default Settings:

01 Price to start game: $1.50

02 Playing time for game start: 15 minutes (900 seconds)

03 Minimum payment for more playing time: $ 0.50

04 Additional playing time for minimum payment: 5 minutes (300 seconds)

For most situations, the default settings will be satisfactory, and you should be able to start immediately by using them. However, if you prefer to modify the cost of play, or the playing time allowed, you can modify the default amounts by changing the Function Settings, as follows:
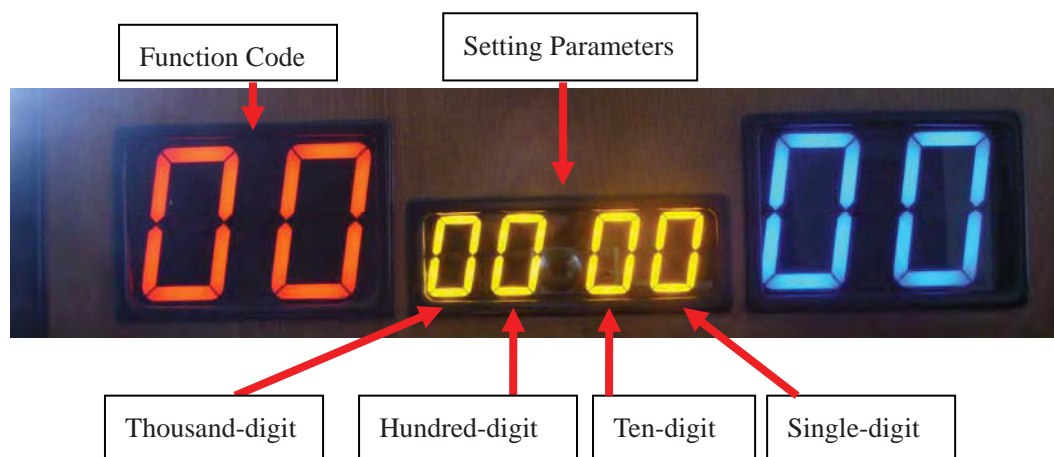
How to Set the Charging Rules of Our Business Edition

Something you need to know before setting:

The Red Button in the scoreboard is a door-controlled power switch of the scoreboard.

The function settings are modified by pressing the four buttons on the back of the PCB inside the scoreboard.

| Pro Button | "+"Button | "-" Button | Set Button |

| Function Code | Setting Parameters |

| Thousand-digit | Hundred-digit | Ten-digit | Single-digit |
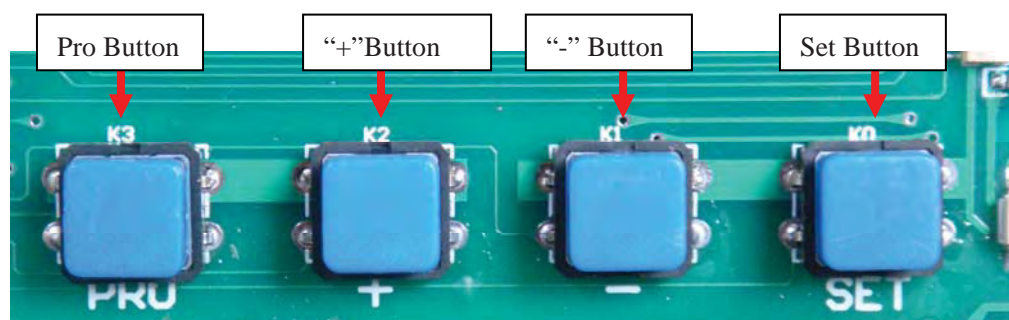
- Press PRO for 3 seconds: Entering or exiting the programming mode
- Press SET for 1.5 seconds: When function code (Red LED) flashes, you press SET for 1.5 seconds the flashes will jump to the Yellow LED area. This means you can adjust the parameters now. And when the Yellow LED flashes, you press SET for 1.5 seconds, the setting parameters you just input will be saved and the Red LED will began to flashes. That means the function code is ready for you to choose.

- Press SET quickly: Choosing the place of the digit on the scoreboard
- It is adjustable when the digit flashes
- Press +: Increase the number
- Press -: Decrease the number

Before setting the rules, it is required to know the meanings of those Function Codes. Simply introduction as follow:

Function code	Definition	Unit	Default setting	Example
01	Game start price	cent	150	200
02	Game start time	second	900	600
03	Min. go on payment	cent	50	100
04	Incremental playing time	second	300	300
*05	Value for each pulse of the slot	cent	5	25

Example of modifying the Default Setting

Function 01 Game start price: 200 cents ($2)

Function 02 Game start time: 600 seconds (10minutes)

Function 03 Min. go on payment: 100 cents ($1)

Function 04 Incremental playing time: 300 seconds (5minutes)

Function 05 Value for each pulse of the slot: 25cents ($0.25) It should equal to the pulse setting of the bill acceptor. Say if the bill acceptor is 4 pulse/$, the value for function 05 should be 25.   Note: when you change the bill acceptor, it needs to be modified to match with the pulse of the bill acceptor.

Settings Procedures:

Turn on the power switch, and then open the back door of the scoreboard. If the power of the scoreboard is turned off, please press the red button to turn on the power.

1. Press PRO for 3 seconds to enter Programming Mode. One of the red LED at the front of the scoreboard will flash.

2. To choose the *Game start price* (function 01), press "+" one time to select function code "01", which will be shown on the red LEDs. Then the defaulting setting parameter (0150) will be show on the yellow LEDs.

3. Press SET for 1.5 seconds. And one of the yellow digits is flashing.

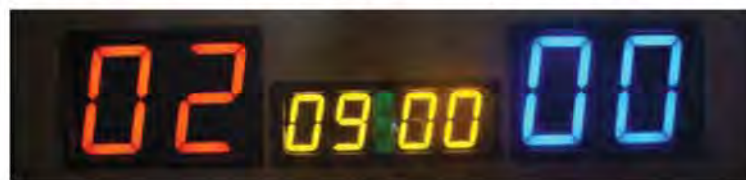**4.** To adjust the amount of *Game start price* (200cents) needed to start the game.

- You can press "+" or "-" repeatedly until you reach the zero number in the single-digit (you will not modify it if it is zero), when you has finished, then press "SET" quickly to move to the Ten-digit.
- You can press "+" or "-" repeatedly until you reach the zero number, when you have finished the second digit, then press "SET" quickly to move to the Hundred-digit.
- You can press "+"one time, then you will find the Hundred-digit showing 2. When you finish the setting, press SET for 1.5 seconds to save it. And at the same time, the red LED flashes; the yellow LED will not flash.

(The modified parameter)

5. To set the *Game start time* (function 02), press "+" one time to select function code "02". Then it will show the defaulting setting amount (0900).

6. Press SET for 1.5 seconds. The right digit of the yellow LED flashes.

7. To adjust the amount of *Game start time* (600minutes). Now you need to change the Hundred-digit to "6": press "SET" quickly twice to let the Hundred-digit flashes, and then press the "-"three times, the third digit will show "6". When you finish the setting, press SET for 1.5 seconds to save it.
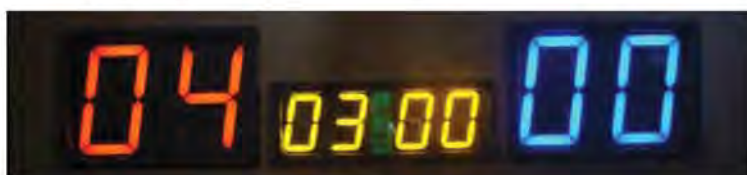
8. To set the *Min. go on payment* (function 03), press "+"one time to select function code "03". Then it will show the defaulting setting amount (0050).

9. Press SET for 1.5 seconds. The right digit of the yellow LED flashes.

10. To adjust the amount of *Min. go on payment* (100cents) needed to continue the game. Press "SET" quickly to let the Ten-digit flash. Now you need to change the Ten-digit as "0",press the "-"five times, it will show "0".Then press SET quickly to move to the Hundred-digit we need to modify, press the "+" one time, it will show digit "1". When you finish the setting, press SET for 1.5 seconds to save it.

11. The *Incremental playing time* (function 04) will remain the default setting.

12. To set the *Value for each pulse of the slot* (function 05), press "+" to select functional code "05". Then it will show the defaulting setting amount (0005).

15. Press SET for 1.5 seconds. And the right digit of the yellow LED flashes.

13. To adjust the amount of *Value for each pulse of the slot* (25cents). Now you need to change the Ten-digit as "2".When you finish the setting, press SET for 1.5 seconds to save it.

14. Then press the PRO for 3 seconds return to the game mode.

Now you have finished the modifying setting. If you want to check what you have set, you can press PRO for 3 seconds to enter Programming Mode again. Then you can change the function code from 1 to 5. And the numbers on the yellow LEDs will show what you have done.

Default Setting Chart

Function code	Default setting	Function code	Default setting
01	150	11	100
02	900	12	0
03	50	13	5
04	300	14	9999
*05	5	15	1
06	10	16	10
07	1	17	30
08	0	18	30
09	5	19	0
10	50	20	209

Note: Please do not change the default settings of Function code from 06 to 20.