HOT SHOT
FREE THROW FURY

PLACE SERIAL NUMBER LABEL HERE

BAY ★ TEK
entertainment

BAY TEK ENTERTAINMENT
Pulaski Industrial Park
1077 East Glenbrook Drive
Pulaski, WI 54162 USA

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All games are proudly manufactured at our factory in Pulaski, Wisconsin, USA

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WELCOME TO HOT SHOT 2023

Congratulations on your purchase!
Please take a moment to read through this manual and be sure to contact us
if you have any questions, or would like more information.

Thank you for your purchase! Your business is important to us and we hope
you enjoy this game as much as we do!

Your Friends at Bay Tek Entertainment

Please inspect the game for any damaged, loose, or missing parts.

If damage is found, please contact your freight carrier first.
Then, contact Bay Tek Entertainments' Service Department at
(920) 822-3951 Ext. 1102
Or email us at   baytek.service@thevillage.bz for further assistance.

SAFETY PRECAUTIONS

NOTICE
Modifications to the mechanical, electrical and structural components of this game
may void its compliance certifications.

This appliance is suitable for INDOOR, DRY locations only.

DANGER
DO NOT perform repairs or maintenance on this game with the power ON.
Unplug the unit from the wall outlet or shut off the power strip located inside the cabinet.

WARNING
Use of flammable subtances can cause sever burns or serious injury.
Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline kerosene or thinners.

CAUTION
Lifting heavy objects can cause back, neck or other injuries. Be sure adequate lifting and moving
devices are available when unloading, unpacking and moving this game.

ATTENTION
Be sure the electrical power matches the game requirements. See the serial number located on the
back of the game cabinet. Always plug into a grounded circuit. If the supply cord is damaged, it must
be replaced by an approved cord or assembly provided by the manufacturer.
A shielded power cable must be used for the game to retain EU/EMC compliance.

IN CASE OF EMERGENCY
UNPLUG THE POWER CORD.
The power cord must be accessible at all times in case of an emergency.

WARNING
This unit is capable of producing sound levels hazardous to human hearing.
Consult local sound regulations and adjust volume accordingly.

GAME SPECIFICATIONS

WEIGHT

NET WEIGHT	1986 lbs.	900 kg
SHIP WEIGHT	2086 lbs.	946 kg

POWER REQUIREMENTS

INPUT VOLTAGE RANGE	100 to 240 VAC
INPUT FREQUENCY RANGE	50/60 Hz

GAME DIMENSIONS

WIDTH	60 inches	152 cm
DEPTH	163 inches	414 cm
HEIGHT	161 inches	409 cm

MAX OPERATING CURRENT

3.8 Amps @ 115 VAC / 2.5 Amps @ 230 VAC

OPERATING TEMPERATURE

FAHRENHEIT	45 - 80 F
CELSIUS	7.2 - 26.7 C

SHIPPING DIMENSIONS

PALLET # 1	72"L x 48"W x 67"H , 695 lbs.
PALLET # 2	84"L x 54"W xl 69" H 1391 lbs.

Note: 2 linked games with a divider dimensions:
   Width: 11' 7"   / 353 cm
   Depth: 13" 7"   / 414 cm
   Height: 13" 5"   / 409 cm

161"
409 cm

163"
414 cm

60"
152 cm

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HOT SHOT 2023 GAME SETUP

The game will arrive on 2 pallets. Please inspect the pallets for shipping damage and report immediately to the freight company if any damage found.

Tools Needed:

2 -3 ladders (12-15 foot)	9/16" Wrench	5/32" Hex Bit
3 -4 people	7/16" Wrench	# 2 Square bit
Torx T-30 bit	15/16" wrench	# 3 Phillips Bit
	Or	
	Crescent Wrench	

Important:

Portions of this game are heavy, bulky and large. Assembly requires 3-4 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the game.

Instructions:

Before pallets arrive, clear space in the game room. 20' by 20' or more is recommended. 4-5 hours assembly time per game is typical.

The game will arrive on 2 pallets:

Pallet # 1 contains the front console and hoop.

Pallet # 2 contains the stacked cabinet parts.

 - Remove the shrink wrap and cardboard from both pallets.

Pallet # 1 - Remove the cardboard surround, and remove the plastic bag of balls and set aside for later use.

 - Remove the hardware kit which contains all of the nuts and bolts for the assembly and bring to game assembly area.

 - Remove the bag of game keys and unlock and open the front door.

Pallet # 2 - Remove the foam and laminate (D2), Part #A5LA8400, and set aside for later.

The large back wall wood piece is attached to the side of the pallet.

Important! - One person must hold this while a 2nd person snips the banding strap to release this large back wall piece.

 - Remove this back wall (E1) and place on the floor near the final game position as shown.

Note: The game assembly will start with the cabinet on it's back, to be tipped up during the assembly process.

HOT SHOT 2023 GAME SETUP

The next component on the stack is the Ball Gate Platform.
- Remove the wood blocking to release this Ball Gate Platform using a # 2 square bit.
- Remove this Ball Gate Platform and set aside for later use.

The next component on the stack is the giant heavy box.
- Remove the wood blocking to open this giant heavy box using a # 2 square bit.

The plan is to leave this giant heavy box on the pallet and unload the contents.

The parts that will be used first will be placed near the game assembly area, the other parts will be placed further away to be used later.

- Remove Long Legs (C7) part # A5ME27520 from giant heavy box and place at the bottom of the back wall.

- Remove 4 Ramp Supports (C15), Part # WACA22047, from giant heavy box and place near the assembly area.

 - Remove the 4 Base Plates (C3) part # A5ME22002 from giant heavy box and place near the assembly area.

  - Remove the 2 Back Wall Mount Tops (C5) part # A5ME22005 from giant heavy box and place near the assembly area.

  - Remove the 3 packages of Leg Assemblies (C8) part # A5ME22008 from giant heavy box and place near the assembly area.

- Remove the 4 Ramp Support Brackets (C10) part # A5ME22006 from giant heavy box and place near the assembly area.
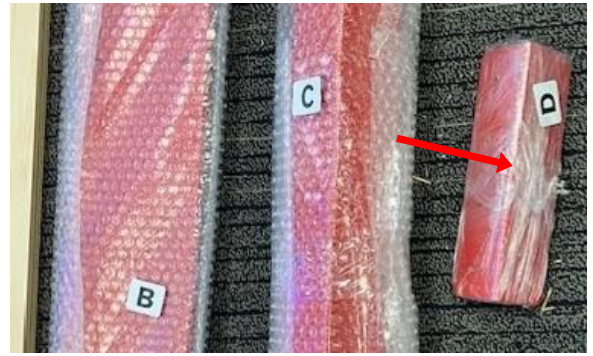
- Remove the Back Wall Splice (C16), Part # WACA22046 from giant heavy box and place near the assembly area.

- Remove the 2 packages of Leg Supports (C6) part # A5ME22009 from giant heavy box and place near the assembly area.
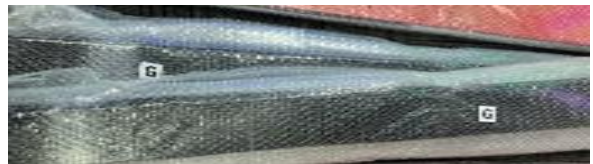
Everything else in the giant heavy box can now be removed and placed a bit further away for later use.

The now giant light box can be removed from the pallet.

- Remove the wood bracing to access the Rear Side Wall using a # 2 square bit.

- Remove the Left Side Back Panel (B8), Part # WACA22022, from the pallet and place in the assembly area as shown.

Note: The arrow on the wood point toward the rear of the game.
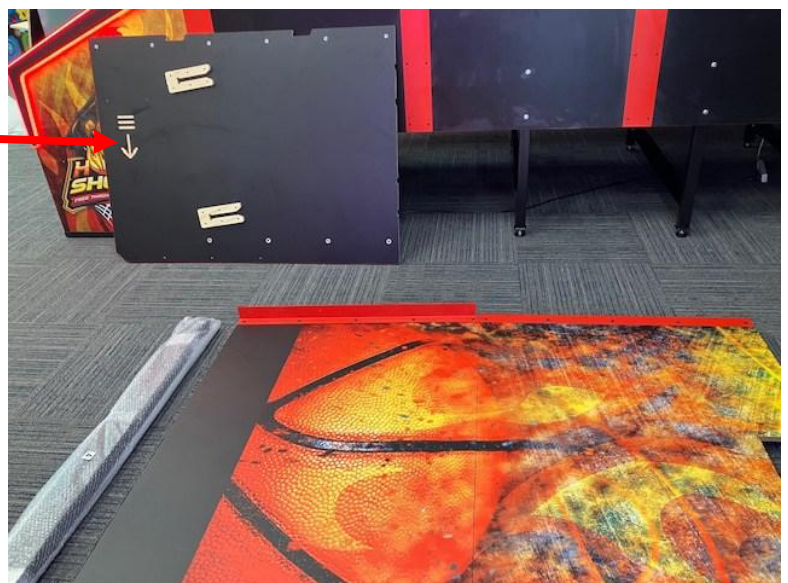
Install the Long Rear Legs:

 - Unwrap the Long Rear Legs (C7) part # A5ME27520 and place one against the Rear Side Wall as shown.

- Locate 3 sets of bolts, spilt washers, and washers from the hardware kit.

A5BOHH090

A5WALO010

A5WAFL050
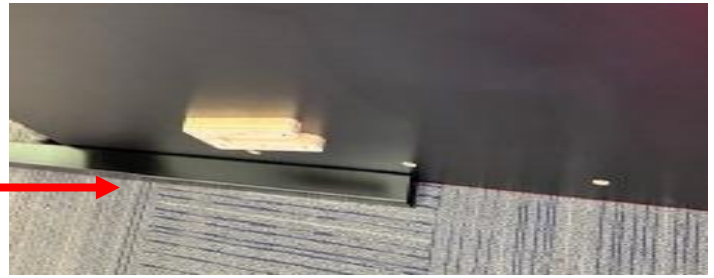
- From the back side, hand thread these 3 sets of bolts, spilt washers, and washers and tighten using a 9/16" wrench.
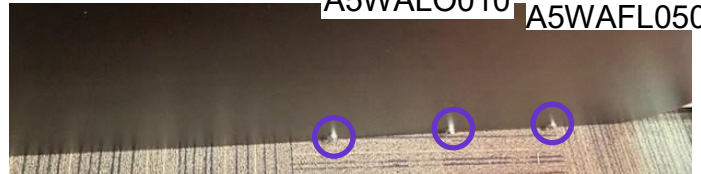
- Slide this Left Side Back Panel under the Back Wall so that the Long Rear Leg is under the red bracket mounted on the back Wall.
Note: Have a 2nd person lift the Back Wall to slide under and help align the 4 holes for the next step.

- Locate 4 each of A5BOBH030 bolts, A5WAFE020 washers, and A5NUNY055 nuts from the hardware kit.

A5BOBH030

A5WAFE020

A5NUNY055
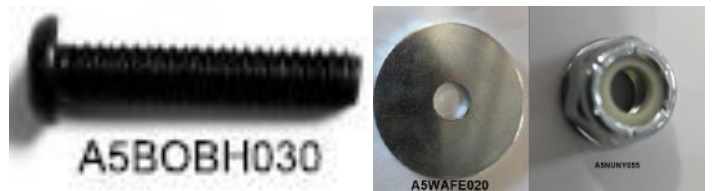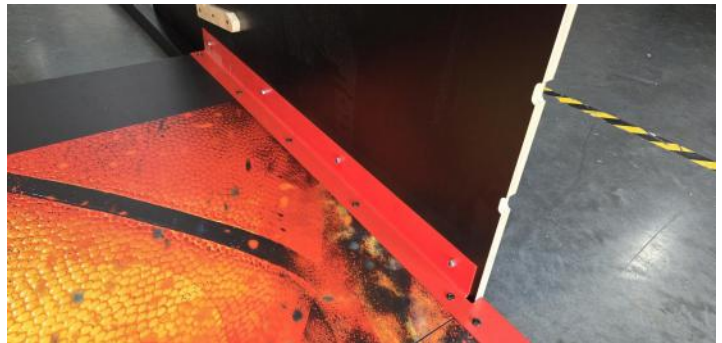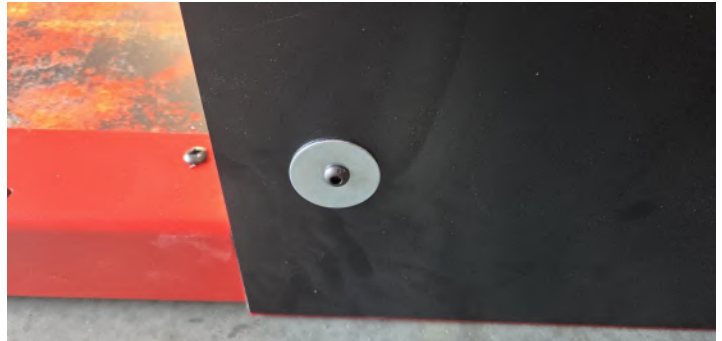
- Insert the assembled bolt and washer from the outer wall and secure them in place with the bolts from the inside.

- Remove the Right Side Back Panel (B9), Part # WACA2208 from the pallet stack and place on the right side of the Back Wall as shown.

- Unwrap the last Long Rear Leg (C7) part # A5ME27520 and install into the right side rear side wall using the same process as the other side.

- Use 3 sets of bolts, spilt washers, and washers from the hardware kit, hand thread into right side wall and tighten using a 9/16" wrench.
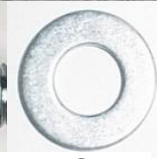
A5BOHH090   A5WALO010   A5WAFL050

- Locate 4 each of A5BOBH030 bolts, A5WAFE020 washers, and A5NUNY055 nuts from the hardware kit.

A5BOBH030   A5WAFE020   A5NUNY055
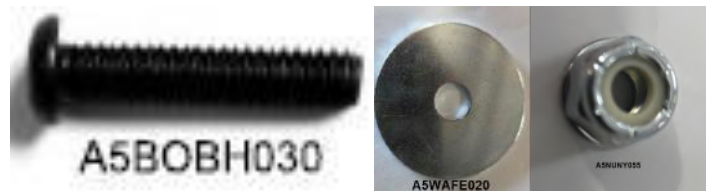
- Slide the Right Side Back Panel under the Back Wall, and locate 4 bolts from the hardware kit.

- Hand thread the 4 bolts from the red rail into the Rear Side Wall and tighten using a 5/32 hex bit.

- Locate 2 sets of bolts, spilt washers, and washers from the hardware kit.

A5BOHH090   A5WALO010   A5WAFL050

- Unwrap one of the packages of Short Legs (C8) part # A5ME22008 and place one against the left rear side wall as shown.

- Hand thread the bolt, split washer, washers into left side wall and tighten using a 9/16" wrench.

Install a Short Leg (C8) part # A5ME22008 into the right side rear side wall using the same process as the left side.

 - Use 2 sets of bolts, spilt washers, and washers from the hardware kit, hand thread into right side wall and tighten using a 9/16" wrench.

A5BOHH090   A5WALO010   A5WAFL050

 - Locate and slide 2 Ramp Supports (C15), Part # WACA22047 into the slots as shown, but DO NOT screw down yet.

 - Remove the next board from the pallet stack, (B7) Part # WACA22037. This board has notches cut out that will align with the tabs on the Ramp Braces.

 - Using 2 people, place this board into the cabinet as shown. Ensure the tabs line up with the notches.
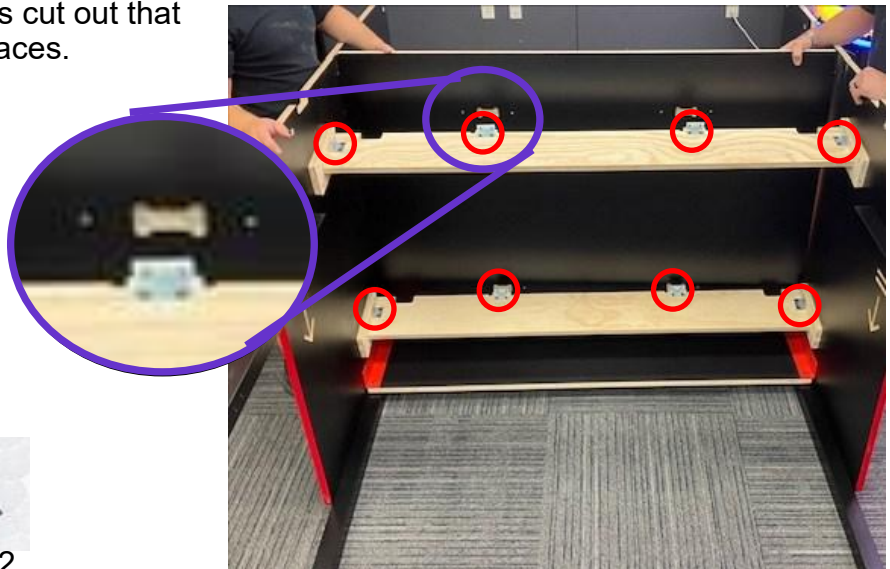
 - Locate 16 screws from the hardware kit.

A5SCPH152

 - The 2 ramp braces can now be secured using these 16 black screws with a # 2 bit.

- Locate 2 Leg Supports (C6) part # A5ME22009

- Locate 8 bolts from the hardware kit.

A5SCHH007

- Place the 2 Leg Supports into position as shown and secure using these 8 black bolts using a 5/32 hex bit.
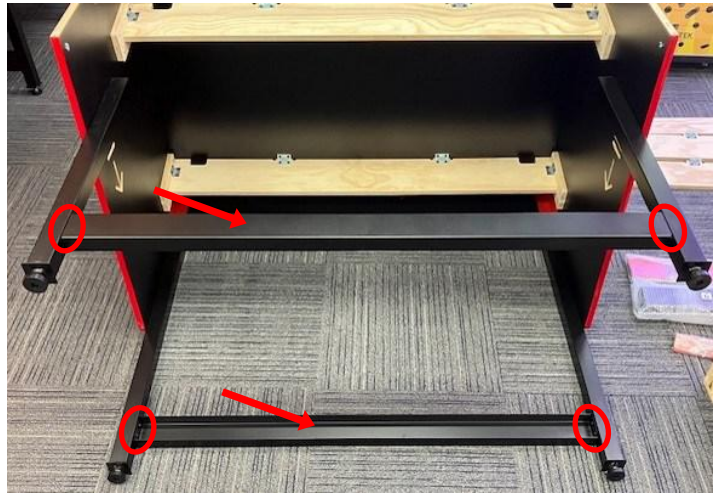
The assembled cabinet can now be tipped up and moved closer to final game room position. However, there will need to be space for a couple ladders behind the cabinet.

- Using 3 - 4 people, carefully tip the cabinet up onto it's feet as shown.

- Slide the cabinet closer to final game position, but leave 4 feet behind the game for ladders and 2 feet away from game next to it.

- Locate 8 of 2" bugle screws (A5SCFH060) from the hardware kit.

A5SCFH060

- Screw the 8 screws from the top down into the support braces into the pilot holes locations using a # 2 bit.

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- Unwrap 2 Base Plates (C3) part # A5ME22002

- Locate 6 black bolts from the hardware kit.

A5BOPH312

- Place 1 Base Plate against right side of cabinet as shown and hand thread 6 bolts into the cabinet. Leave these bolts loose for now.

Repeat the process for the left side:
- Locate 6 black bolts from the hardware kit.

A5BOPH312

- Place 1 Base Plate against the left side of cabinet and hand thread 6 bolts into the cabinet. Leave these bolts loose for now.
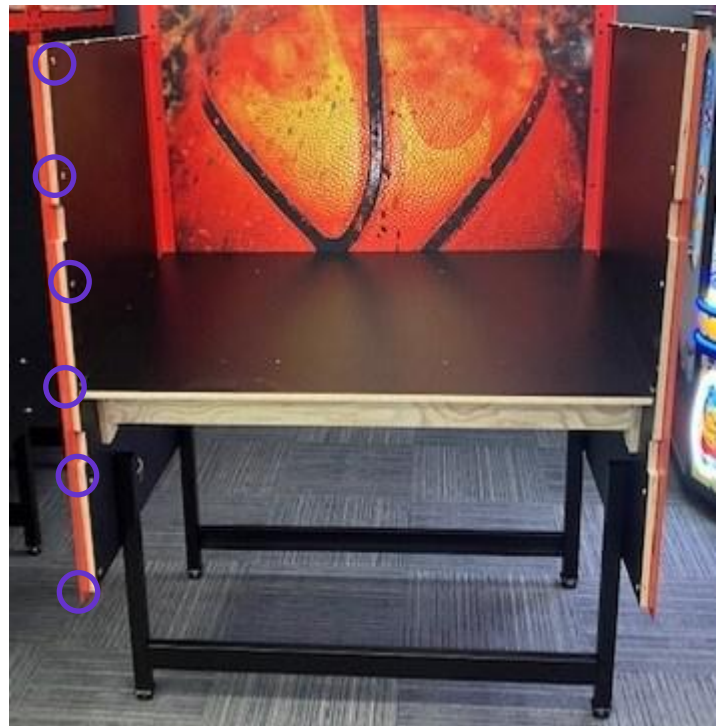
- Remove the next board, (B5) part # WACA22005, from the pallet stack and place on the floor as shown.

- Locate 2 sets of bolts, spilt washers, and washers from the hardware kit.

A5BOHH090   A5WALO010   A5WAFL050

- Unwrap one of the packages of Short Legs (C8) part # A5ME22008 and place one against the right middle side panel as shown.

- Hand thread the bolt, split washer, washers into right side wall and tighten using a 9/16" wrench.

- Tip this right middle wall section up and bring to assembly.

- Locate 6 black bolts from the hardware kit.

A5BOPH312

- Using 2 people, place the right middle side panel into position as shown.

Note: The sides have interlocking tabs that lock the sides into Place.

- Hand thread the 6 bolts into the holes of the base plate.

- All 12 of these bolts can now be tightened using a # 2 square bit.

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Repeat the same process for the left side middle side:

 - Remove the next board, (B6) part # WACA22017, from the pallet stack and place on the floor.
 - Locate 2 sets of bolts, spilt washers, and washers from the hardware kit.
 - Unwrap one of the Short Legs, (C8) part # A5ME22008, and place one against the left middle side panel.
 - Hand thread the bolt, split washer, washers into left side wall and tighten using a 9/16" wrench.
 - Tip this left middle side panel up and bring to assembly.
 - Locate 6 black bolts from the hardware kit.
 - Using 2 people, place the left middle section into position.
 - Hand thread the 6 bolts into the holes of the connection plate.
 - All 12 of these bolts on the left side can now be tightened using a # 2 square bit.

A5BOHH090   A5WALO010   A5WAFL050

A5BOPH312

The assembly so far:

 - Locate 1 Leg Support (C6) part # A5ME22009

 - Locate 4 bolts from the hardware kit.

A5SCHH007

 - Place the Leg Support into position as shown (It's best to keep the open end toward the back of the game) and secure using these 4 black bolts using a 5/32 hex bit.
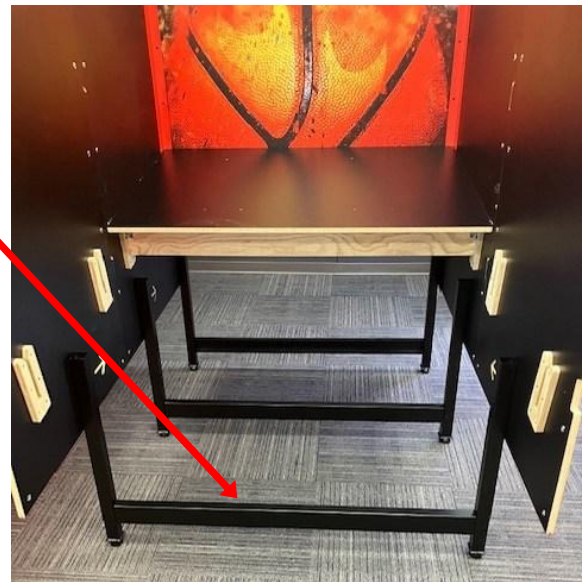
- Locate and slide 2 Ramp Supports, (C15) part # WACA22047 into the slots as shown, but DO NOT screw down yet.

- Remove the next board from the pallet stack, (B4) part # WACA22036. This board has notches cut out that will align with the tabs on the Ramp Braces.

- Using 2 people, place this board into the cabinet as shown. Ensure the tabs line up with the notches.

- Locate 8 of 2" bugle screws (A5SCFH060) from the hardware kit.

- Push the ramp board snug to the rear of the cabinet and screw the 8 screws from the top down into the support braces into the pilot holes locations using a # 2 bit.
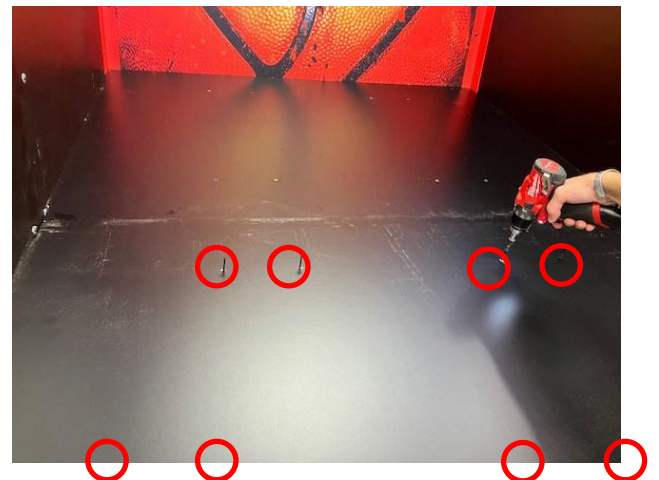
- Locate 16 of black 10's screws from the hardware kit.

A5SCPH152

- Carefully crawl under cabinet and secure the 2 ramp braces using these 16 black screws with a # 2 bit.

- Locate and unwrap 2 Floor Supports (C10) part # A5ME22006.

- Locate 8 of black 10's (A5SCPH152) from the hardware kit.

A5SCPH152

- Place 1 of the red metal floor supports under the right side of the cabinet as shown. The bracket will support the ends of the floor boards as they come together.
  Note: The gap between the floor boards is normal.

- Install the 8 black 10's (A5SCPH152) using a # 2 square bit.

Repeat the process for the left side of the cabinet
- Locate 8 of black 10's (A5SCPH152) from the hardware kit.
- Place 1 of the red metal floor supports under the left side of the cabinet.
- Install the 8 black 10's (A5SCPH152) using a # 2 square bit.

Install both Side Connector Plates to the middle section:
- Unwrap 2 Base Plates, (C3) part # A5ME22002

- Locate 12 black bolts from the hardware kit.

A5BOPH312

- Place 1 Base Plate against the left side of cabinet as shown and hand thread 6 bolts into the cabinet. Leave these bolts loose for now.

- Place 1 Base Plate against the right side of cabinet as shown and hand thread 6 bolts into the cabinet. Leave these bolts loose for now.

We will now build the front sides. It is the same process as before, noting that the arrows on the wood sides point towards the rear of the cabinet.

 - Remove the next board from the pallet stack, (B3) part # WACA22011, and place on the floor.

 - Locate 2 sets of bolts, spilt washers, and washers from the hardware kit.

A5BOHH090   A5WALO010   A5WAFL050

 - Unwrap one of the Short Legs (C8) part # A5ME22008 and place one against the left front side panel.
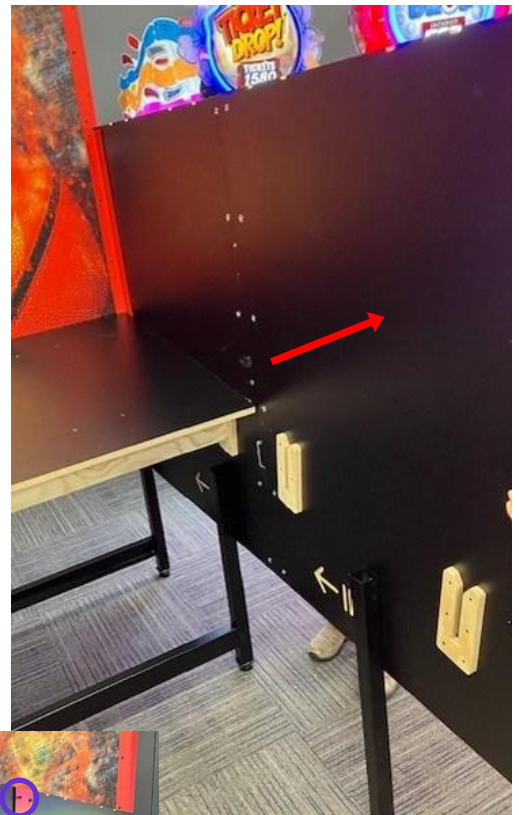 - Hand thread the bolt, split washer, washers into side wall and tighten using a 9/16" wrench.

 - Remove the next board from the pallet stack, (B2) part # WACA22004, and place on the floor.

 - Locate 2 sets of bolts, spilt washers, and washers from the hardware kit.

A5BOHH090   A5WALO010   A5WAFL050

 - Unwrap one of the Short Legs (C8) part # A5ME22008 and place one against the right front side panel.

 - Hand thread the bolt, split washer, washers into side panel and tighten using a 9/16" wrench.

 - Bring both front side panels to the cabinet.

 - Locate 12 black bolts from the hardware kit.

A5BOPH312

 - Using 2 people, place one front section into position. Make sure the arrows point toward the rear of the cabinet.

 - Hand thread the 6 bolts into the holes of the connection plate.

 - Using 2 people, place the other front section into position.

 - Hand thread the 6 bolts into the holes of the connection plate.

 - All 12 of these bolts on both sides can now be tightened using a # 2 square bit.

- Locate 1 Leg Support (C6) part # A5ME22009

- Locate 4 bolts from the hardware kit.

A5SCHH007

- Place the Leg Support into position as shown (It's best to keep the open end toward the back of the game) and secure using these 4 black bolts using a 5/32 hex bit.

- Locate the Ball Release Panel, (D1), previously removed from the pallet.
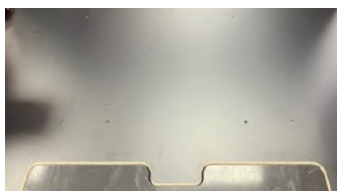
- Using 2 people, bring Ball Release Panel into the cabinet as shown, with the ball gate toward the front of the cabinet.
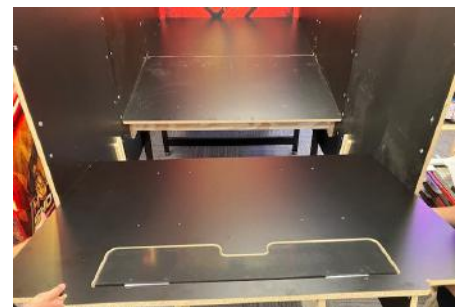
- The wood underneath the Ball Gate Platform must slide into the slots on the side panels and drop fully so that the top is flush with the middle section.
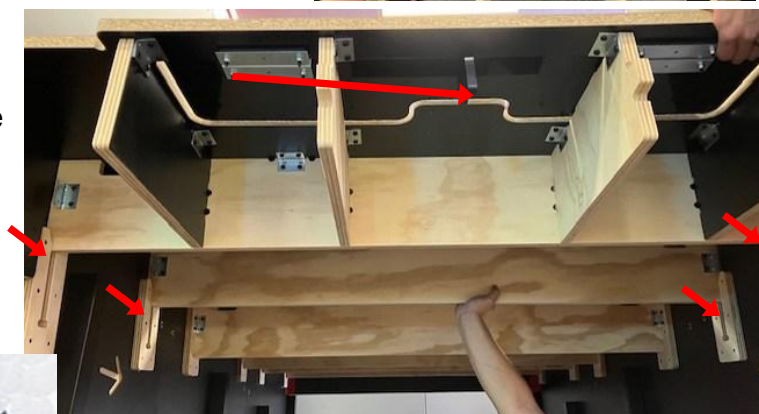
- Locate 8 of black 10's (A5SCPH152) from the hardware kit.

A5SCPH152

- Install the 8 black 10's (A5SCPH152) using a # 2 square bit into the L brackets
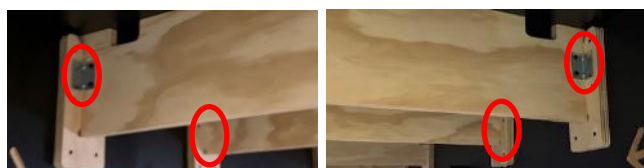
- Locate and unwrap 2 Floor Supports (C10) part # A5ME22006.

- Locate 16 of black 10's (A5SCPH152) from the hardware kit.

A5SCPH152

- Place 1 of the red metal floor supports under each side of the cabinet.   The bracket will support the ends of the floor boards as they come together.
  Note: The gap between the floor boards is normal, it will be covered with flooring.

- Install the 16 black 10's (A5SCPH152) using a # 2 square bit. (8 per bracket)
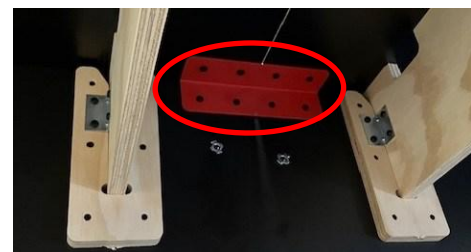
- Locate the Back Wall Splice, (C16), previously removed from the box.
- Install Back Wall Splice at the top back of game over 2 long bolts as shown.
- Locate 2 washers and 2 nylon nuts from the hardware kit. A5WAFL060 and A5NUNY065.

A5WAFL060   A5NUNY065
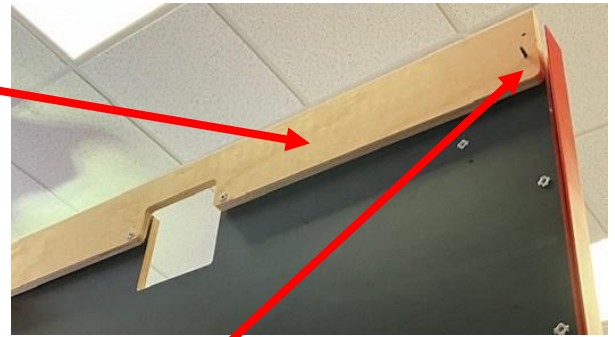
- Install a washer and locknut on top of the long bolts and using a 7/16" wrench - but do not fully tighten yet. Leave this board slightly use for easier installation of the Back Wall Panel later.

- Remove the next board from the pallet stack, (B1) part # WACA22023, and set aside for later use.

Install the right side cage to the back of game:

- Remove the wood bracing to access the Side Cages using a # 2 square bit.

- Remove a net section (all 6 are the same) from the pallet stack and bring to the right side of the cabinet.

- Bring one 15 foot ladder to the outside right rear corner of the game.
- Bring a "Little Giant" 8 foot ladder to the inside of the game.
We recommend the "Little Giant" because one leg can be extended to accommodate the slant of the bottom of the ball area.
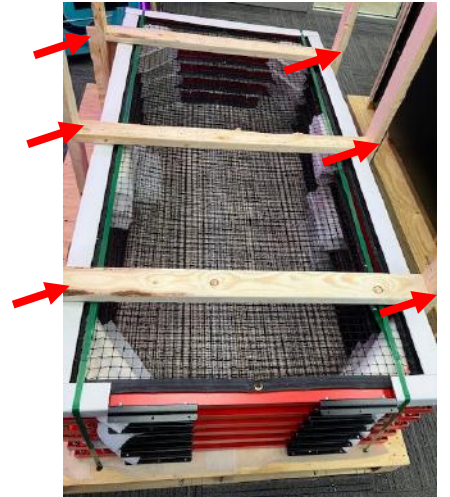
- Locate 3 of bolts (A5SCHH007) and 3 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

- Using 2 people, bring the net section to the right rear of the cabinet.

- Install the 3 bolts (A5SCHH007) from the front side net into the back wall red metal. Have the 2nd person behind the game to thread on the 3 nuts (A5NULO050). Tighten using a 5/32 hex bit.

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- Locate 6 of black 10's (A5SCPH152) from the hardware kit.

A5SCPH152

- Install the 6 black 10's (A5SCPH152) using a # 2 square bit into the L brackets

Install the left side cage to the back way the same way:

 - Remove a net section from the pallet stack and bring to the left side of the cabinet.

 - Locate 3 of bolts (A5SCHH007) and 3 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

 - Using 2 people, bring the net section to the left rear of the cabinet.

 - Install the 3 bolts (A5SCHH007) from the front side net into the back wall red metal. Have the 2nd person behind the game to thread on the 3 nuts (A5NULO050). Tighten using a 5/32 hex bit.

 - Locate 6 of black 10's (A5SCPH152) from the hardware kit.

A5SCPH152

- Install the 6 black 10's (A5SCPH152) using a # 2 square bit into the L brackets

Install the left side support to the back of game:
 - Locate the 2 Back Wall Supports (C5) part # A5ME22005 from giant heavy box and place near the assembly area.

 - Locate 3 of bolts (A5SCHH007) and 3 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

 - Install 1 of the interchangeable Back Wall Supports (C5) on the left side of the game, to the net wall - above the back wall as shown using the 3 bolts and nut. Tighten using a 5/32 hex bit.

Install the right side support to the back way the same way:
 - Locate 3 of bolts (A5SCHH007) and 3 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

 - Install the Back Wall Supports (C5) on the right side of the game, to the net wall - above the back wall as shown using the 3 bolts and nuts. Tighten using a 5/32 hex bit.

 The Back Wall Panel previously removed from the pallet stack will now be installed to the back of the game:

Position the 2 ladders behind the game so that 2 people can carry the Back Wall Panel up the ladders and slide it into the gap between the red metal brackets and the bare wood back wall splice.

Note: Make sure the bare wood piece is slightly loose to allow the Back Wall Panel to slide in.
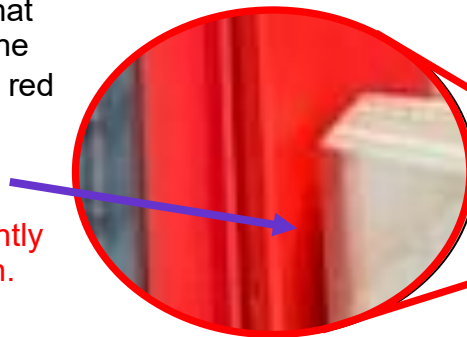
- Using 2 people, carefully carry the Back Wall Panel up the 2 ladders.

Make sure the notch cutout is on the bottom.

- Slide the bottom of the Back Wall Panel against the red metal rails and lower into the gap between the red metal brackets and the bare wood back wall splice.
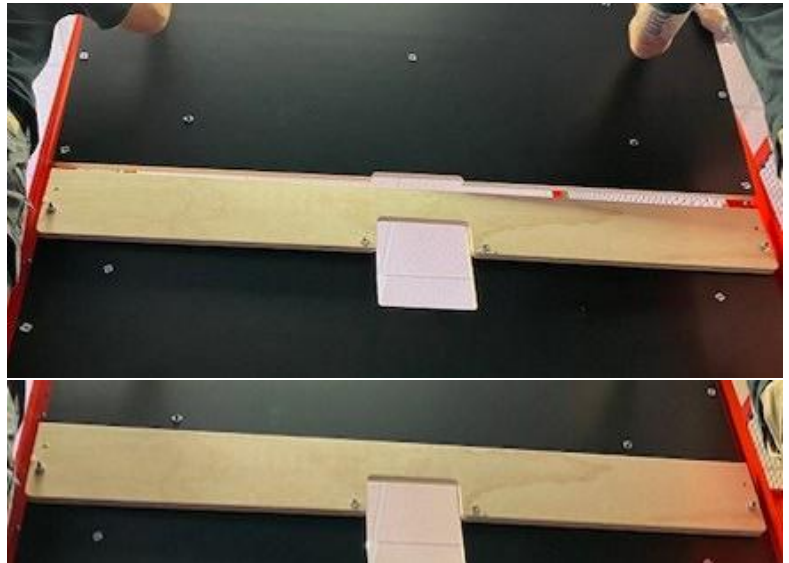
Picture of it fully seated into the gap.

- Locate 2 of bolts (A5SCPH270) from the hardware kit.

A5SCPH270
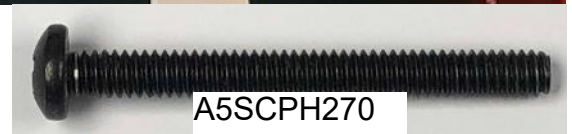
- Carefully climb inside the cabinet and install 1 of these bolts into the right side of the game, in the bottom hole of the newly installed panel as shown.
Tighten using a # 2 square bit.

- Install the other bolt into the left side of the game, in the bottom hole of the newly installed panel.
Tighten using a # 2 square bit.

- Secure the cross brace with 2 washerS (A5WAFL060) and nylon nuts (A5NUNY055)

TIGHTEN USING 2
A5WAFL060 & 2
A5NUNY055.

- Locate 4 black bolts from the hardware kit.

A5BOPH312

- Carefully climb inside the cabinet and hand thread these 4 bolts into the right side to secure the rear panel as shown. Tighten using a # 2 square bit.

Repeat the process for the left side of the cabinet
- Locate 4 black bolts from the hardware kit.
- Hand thread into the left side to secure the rear panel. Tighten using a # 2 square bit.

2 Roof Panels will now be installed on top of the side nets:
- Locate 2 Roof Slats, (C1) part # WACA22000 boards previously removed from box.

- Locate 8 black bolts from the hardware kit.

A5BOPH312

- Install the 2 Roof Slats on top of side nets.
   Ensure T-Nuts are on top of board.
- Hand thread 2 bolts into each side of each Roof Panel.

(It's best to keep the T Molding splice toward the back of the game)

- Tighten all bolts using a # 2 square bit.

Install the middle set of side cages:

 - Locate 5 of bolts (A5SCHH007) and 5 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

 - Using 2 people, remove a net section from the pallet stack and bring to the right side of the cabinet.

Since the side nets are interchangeable, there will be some extra holes not used. We recommend using 2 bottom holes, 1 middle hole, and 2 top holes for each side net as shown.

 - Install the 5 bolts (A5SCHH007) from the middle side net into the rear side net. Thread on the 5 nuts (A5NULO050). Tighten using a 5/32 hex bit.

Secure bottom edge of cage:
 - Locate 6 of black 10's (A5SCPH152) from the hardware kit.

A5SCPH152

 - Install the 6 black 10's (A5SCPH152) using a # 2 square bit into the L brackets on the bottom of the nets.

Repeat the process for the left side net section:
 - Bring a net section to the left side of the cabinet.

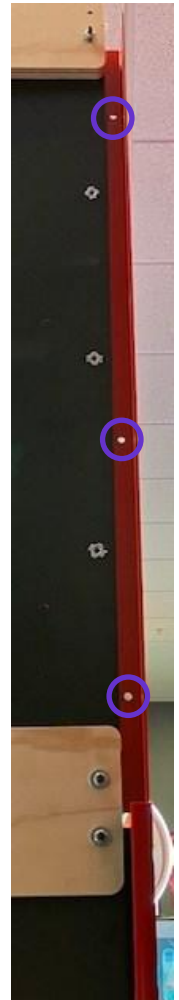 - Locate 5 of bolts (A5SCHH007) and 3 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

 - Install the 5 bolts (A5SCHH007) from the middle side net into the rear side net. Thread on the 5 nuts (A5NULO050). Tighten using a 5/32 hex bit.

 - Locate 6 of black 10's (A5SCPH152) from the hardware kit.

A5SCPH152

 - Install the 6 black 10's (A5SCPH152) using a # 2 square bit into the L brackets on the bottom of the nets.

2 Roof Slats will now be installed on top of the side nets:
 - Locate 2 Roof Panel boards previously removed from box.
 - Locate 8 black bolts from the hardware kit.

 - Install the 2 Roof Slats on top of side nets.
    Ensure T-Nuts are on top of board.   A5BOPH312
 - Hand thread 2 bolts into each side of each Roof Panel.
(It's best to keep the T Molding splice toward the back of the game)
 - Tighten all bolts using a # 2 square bit.
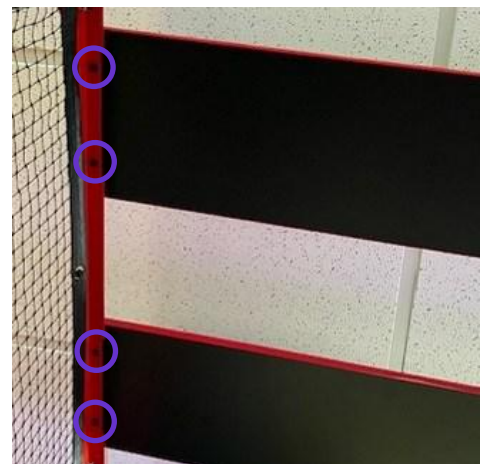
Repeat this same process for the front set of side cages:

 - Locate 5 of bolts (A5SCHH007) and 5 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

 - Using 2 people, remove a net section from the pallet stack and bring to the right side of the cabinet.

Since the side nets are interchangeable, there will be some extra holes not used. We recommend using 2 bottom holes, 1 middle hole, and 2 top holes for each side net as shown.

 - Install the 5 bolts (A5SCHH007) from the middle side net into the rear side net. Thread on the 5 nuts (A5NULO050). Tighten using a 5/32 hex bit.

Secure bottom edge of cage:
 - Locate 6 of black 10's (A5SCPH152) from the hardware kit.

A5SCPH152

 - Install the 6 black 10's (A5SCPH152) using a # 2 square bit into the L brackets on the bottom of the nets.

Repeat the process for the left side net section:
 - Bring a net section to the left side of the cabinet.

 - Locate 5 of bolts (A5SCHH007) and 5 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

 - Install the 5 bolts (A5SCHH007) from the middle side net into the rear side net. Thread on the 5 nuts (A5NULO050). Tighten using a 5/32 hex bit.

 - Locate 6 of black 10's (A5SCPH152) from the hardware kit.

 - Install the 6 black 10's (A5SCPH152) using a # 2 square bit into the L brackets on the bottom of the nets.

A5SCPH152

\1 Roof Panels will now be installed on top of the front nets:
 - Locate the last Roof Slat board previously removed from box.
 - Locate 4 black bolts from the hardware kit.

 - Install the Roof Slat on top of side nets.
   Ensure T-Nuts are on top of board.   A5BOPH312
 - Hand thread 2 bolts into each side of each Roof Panel.
(It's best to keep the T Molding splice toward the back of the game)
 - Tighten all bolts using a # 2 square bit.

Prepare the Backboard:

- Remove the plywood with Backboard attached from Pallet #1 using # 2 square bit.

- Using 2 or more people, remove a backboard section from the pallet stack and set on the floor.

- Remove the 4 nuts from the plywood using a 7/16" wrench.

- Remove the 4 bolts the front of the Backboard using a # 2 square bit.

- Important! From the back side of Backboard, tuck the cables into the hole so they will not be pinched as the Backboard is installed. Make sure they are secure as the Backboard is moved.

Install the Backboard:

The inside back of the backboard has an angle cut in the white plastic that will match up with an angle an the back of the game. This will allow the backboard to be lifted up and hooked into place.

- Using 2 or more people, carefully carry the Backboard inside the cabinet, lift over the plywood angled board and set into position as shown.

- Locate 6 bolts (A5SCPH270) from the hardware kit.

A5SCPH270

- Install the 6 bolts using a # 2 square bit. 1 bolt in each corner, and 2 near the basket.
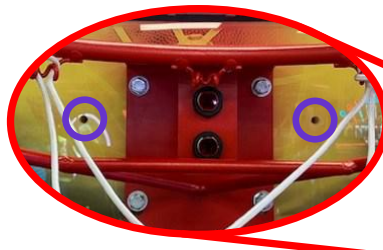
Connect the Backboard Cables:

- Locate 6 of Wire Saddles (A5WRSD010) from the hardware kit.

- Locate the bag of 3 long cables from inside the Front Console.
(CE22032, CE22033, CE22034)

- Uncoil these 3 cables and bring the ends labeled "2nd end" to the top back of the game.

- Plug the CE22032 cable into the hoop sensors SE22000 and SE22001 cables.
Ensure that the red connectors plug together, and the blue connectors plug together.

30
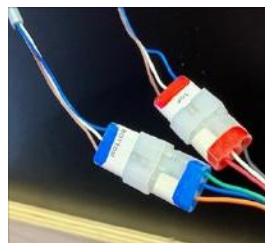
- Plug the 22033 cable into the CE22024 cable.

- Plug the 22034 cable into the CE22024 & CE22025 cables. The yellow sockets plug together and the single wire connectors plug together.
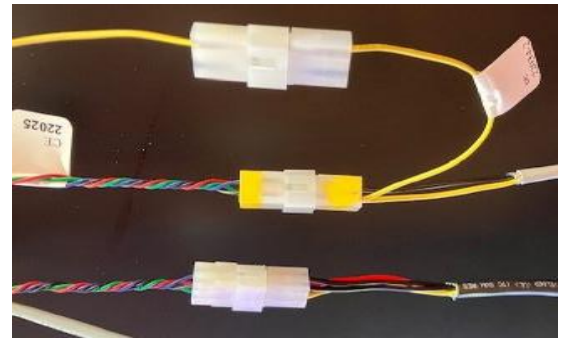
- Install the 6 Wire Saddles into the holes in the back of the cabinet, and route the cables to the right and down the cabinet as shown.
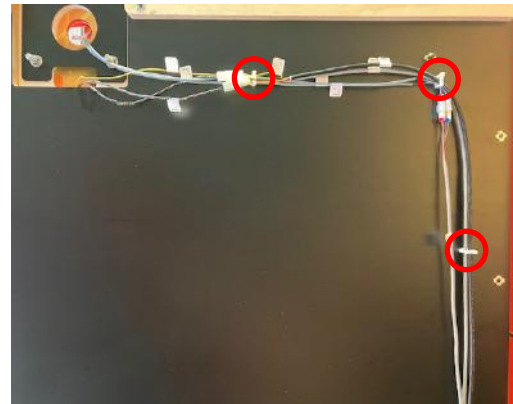
The cables will clip into the Wire Saddles to keep them secure.

- Route the 3 cables up and through the slots in the Ramp Braces.

- Bring the 3 cables to the front of the cabinet through these holes in the Ramp Braces.
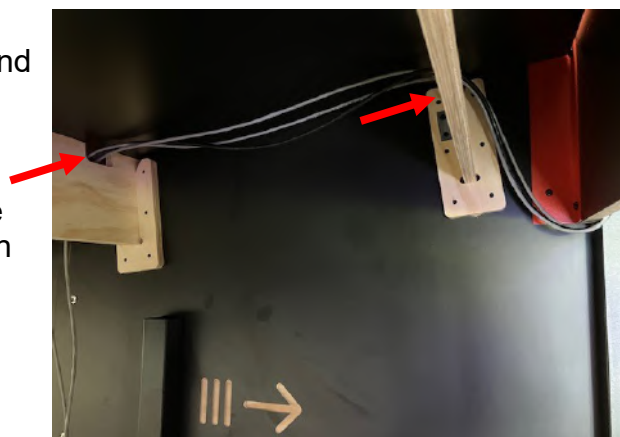
- The cabinet can now be pushed back to it's final game position.
We recommend that space is left behind the game for future access to game components.

Install the Front Support Bracket:

 - Locate the Front Cross Brace, (C2) part # A5ME22000.

 - Locate 4 of bolts (A5SCHH007) and 4 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

 - Using 2 people, carefully bring the Front Support Bracket to the top front of game.

 - Install the 4 bolts (A5SCHH007) from the Front Cross Brace into the front side net. Thread on the 5 nuts (A5NULO050). Tighten using a 5/32 hex bit.

Install Ball Release Assembly:

 - Locate the Ball Release Assy inside the front door.

 - Locate 5 of bolts (A5BOBH030) from the hardware kit.

A5BOBH030

 - Place Ball Release Assy in position under the ball gate, install 5 bolts and tighten using a 5/32 hex bit.

 - Remove the cotter pin, plastic spacers, and pin from Ball Release Assy

 - Install the same cotter pin, plastic spacers, and pin also including the arm from the ball gate.
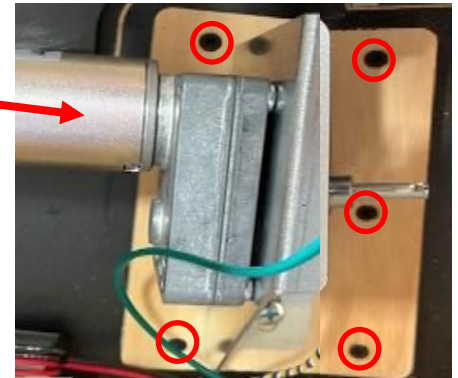
The complete assembly.
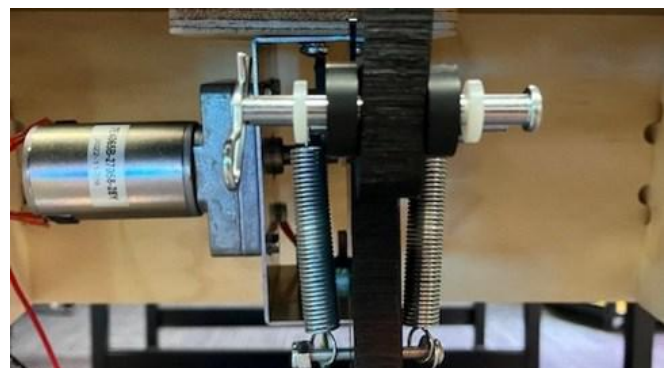
Install Floor Trim:
 - Locate the rolled up foam and laminate floor.
(D2) Part # A5LA8400

 - Locate 2 packs of black plastic trim, (C13 & C14) part #'s
WACA22079 & WACA22078

 - Locate 30 of 1-1/2" screws
(A5SCFH125) from the
hardware kit.

A5SCFH125

- Roll out the white foam so that it is flush with the
backboard with equal distance gaps on the left and right
side.

- Roll out the laminate flooring on top of the white foam so
that it is flush with the backboard with equal distance gaps
on the left and right side.

 - Place 1 of the longer black plastic trim pieces against the
back wall and secure with 5 of 1-1/2" screws (A5SCFH125)
Do not overtighten - these screws only need to be snug.

 - Pull the laminate flooring tight toward the front of the cabinet.

 - Place 1 of the shorter black plastic trim pieces against the
rear left side wall and secure with 5 of 1-1/2" screws
(A5SCFH125)
Again -do not overtighten - these screws only need to be snug.

 - Place 1 of the shorter black plastic trim pieces against the
rear right side wall and secure with 5 of 1-1/2" screws
(A5SCFH125)

 - Place 1 of the shorter black plastic trim pieces against the
front left side wall up against the previously installed piece and
secure with 5 of 1-1/2" screws (A5SCFH125)

 - Place 1 of the shorter black plastic trim pieces against the
front right side wall up against the previously installed piece
and secure with 5 of 1-1/2" screws (A5SCFH125)

 The last longer black plastic trim piece will hold down the front
edge of the laminate and foam.
 - Line up the black plastic piece so that it is flush against the
edge of the laminate & foam.
 - Secure with 5 of 1-1/2" screws (A5SCFH125)

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Remove the Front Console from Pallet # 1:

 - Remove the 3 of 2X4's on each side of the pallet using a # 2 square bit.
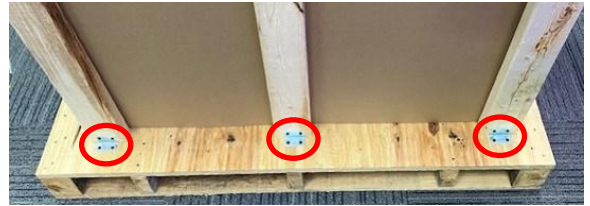
 - Remove card board surrounding Front Console.
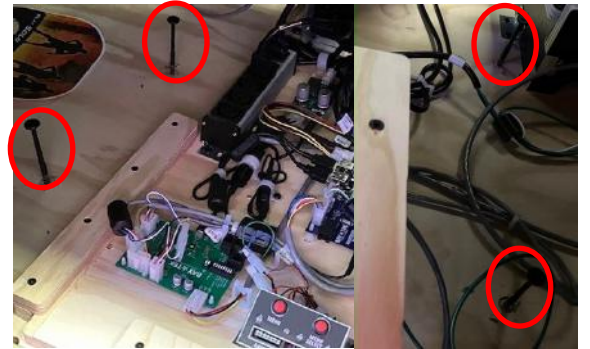
 - Remove the 4 bolts holding the Front Console to the pallet using a Torx T-30 bit.

 - Remove the 2 LED panels from Front Console and set aside for later use.

 - Using 3-4 people, remove the Front Console from the pallet and place near the front of the assembled cabinet.

 - Connect the 3 cables from the rear of the cabinet to the cables inside the front console.
CE22032 to CE22004
CE22033 to CE22035
CE22034 to CE22006

 - Connect the cable from the Ball Gate cable to the cables inside the front console.
CE22031 to CE22001

Connect the Front Console to the assembled game:

- Locate the 2 Console to Base plates, (C4) part # A5ME22001.

- Locate 12 black bolts from the hardware kit.

A5BOPH312

- Install one Console to Base plate onto the left side of cabinet as shown.

Note: Ensure the off-set holes are to the top, lower hole to the front of the cabinet.

- Hand thread the 6 bolts into the holes of the connection plate. Leave loose for now.

- In a similar way, install the other Console to Base plate onto the right side of cabinet.

Note: Ensure the off-set holes are to the top, lower hole to the front of the cabinet.

- Hand thread the 6 bolts into the holes of the connection plate. Leave loose for now.

- Push the front cabinet up tight to the rear cabinet assembly. Ensure all cables are clear and do not get pinched.

Note: there are tabs under the cabinet that need to mesh together

- If these tabs are too tight, the rear cabinet can be raised by adjusting the leg levers with a 15/16" wrench.
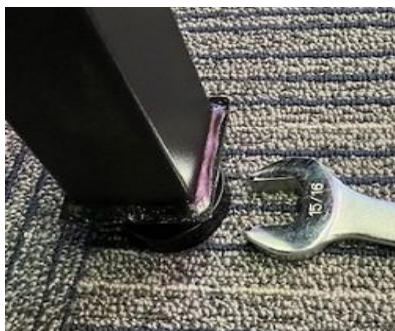
- Once again, locate 12 black bolts from the hardware kit.

A5BOPH312
- Hand thread the 6 bolts into the remaining holes of the connection plates on both sides of the cabinet..

- After all 12 bolts have been started, tighten all bolts with a # 2 square bit.
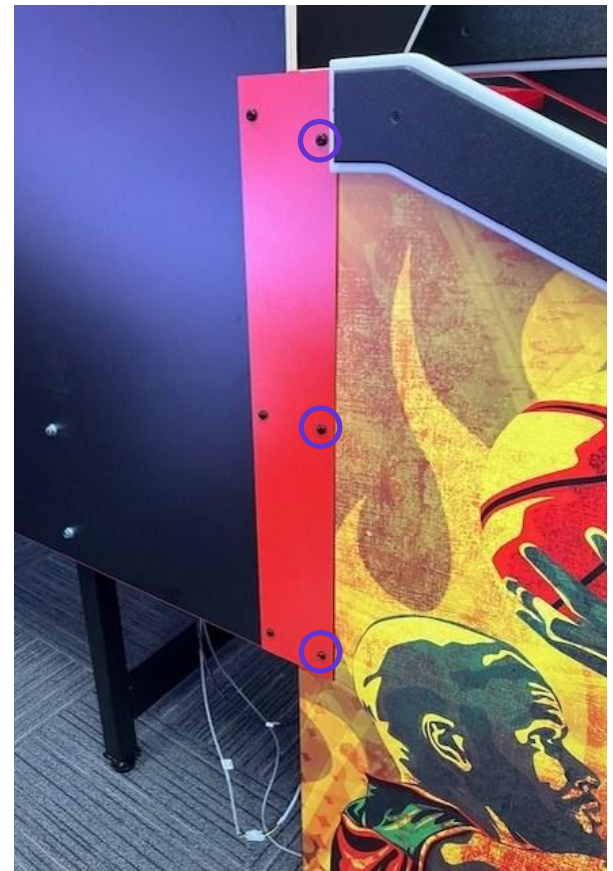
- Connect the Ball Gate cable to the cable from inside the front cabinet.
CE22031 to 22001

- On the left side of the cabinet, tuck the 3 cables up and over wood toward front console.

Install Ball Gate Cover:
 - Locate black plastic ball gate cover, (C12) Part $
WACA22076

 - Locate 11 of black 10's (A5SCPH152)
from the hardware kit.

A5SCPH152

 - Install the black plastic gate cover by sliding
the 3 notches into the notches in the cabinet.
Slide the cover forward and install the 11
screws (A5SCPH152) into the holes using a
2 square bit.
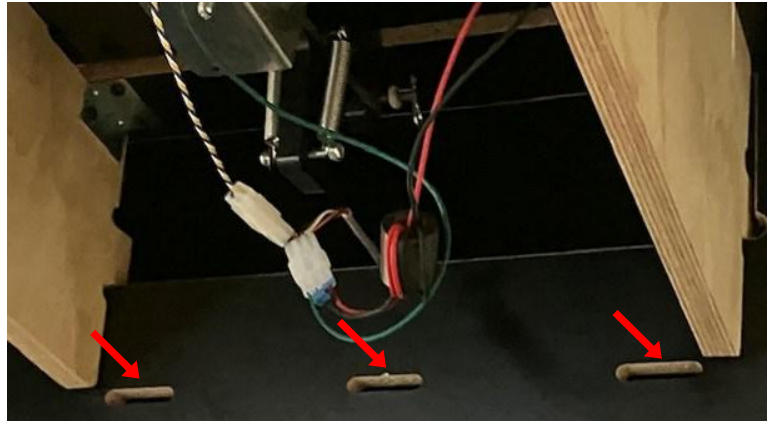
Install Ball Deflectors

 - Locate 2 of red metal Ball Deflectors, (C9) part #
A5ME22007

 - Locate 6 of black 10's
(A5SCPH152)
from the hardware kit.

A5SCPH152

 - Install 1 Ball Deflector on the left side of the cabinet as
shown. The short mounting flange to the rear of cabinet, the
long mounting flange to the front of the cabinet.

 - Secure with 6 black 10's (A5SCPH152) using a # 2
square bit.
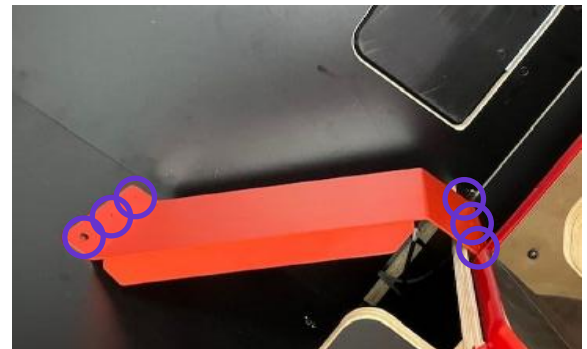
Repeat the process for the right side:
 - Locate 6 of black 10's (A5SCPH152) from the hardware kit.

 - Install 1 Ball Deflector on the right side of the cabinet as shown. The
short mounting flange to the rear of cabinet, the long mounting flange to
the front of the cabinet.

 - Secure with 6 black 10's (A5SCPH152) using a # 2 square bit.

Install the 2 LED panels:

 - Locate left side LED Panel assembly.

 - Locate 2 of bolts (A5SCHH007) and 2 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

 - Locate 5 black bolts (A5BOPH312) from the hardware kit.

A5BOPH312

 - Bring the left side LED Panel up onto the left side of the front console.

 - Plug in the LED cable to the main cabinet harness.   CE22039 to CE22037
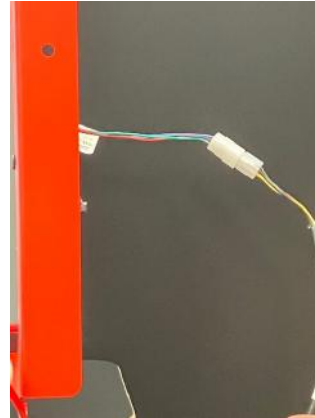
- Install 3 black bolts (A5BOPH312) into the side holes.
     Tighten using a # 2 square bit.

- Install 2 black bolts (A5BOPH312) into the bottom mounting flange.
     Tighten using a # 2 square bit.
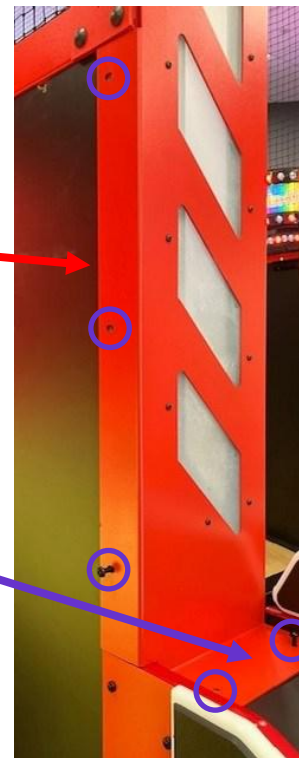
- Install 2 of bolts (A5SCHH007) into the 2 top holes in the left side LED panel.

 - Install 2 nuts (A5NULO050) onto the back side of these 2 bolts.

 - Tighten using a 5/32 hex bit.
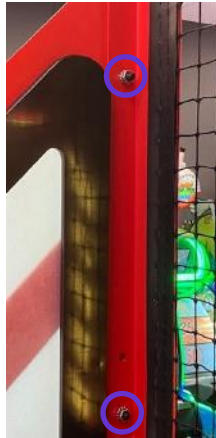
Repeat the process for the right side LED panel:
 - Locate 2 of bolts (A5SCHH007) and 2 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

 - Locate 5 black bolts (A5BOPH312) from the hardware kit.

A5BOPH312

 - Bring the right side LED Panel up onto the right side of the front console.

 - Plug in the LED cable to the main cabinet harness.   CE22039 to CE22037

 - Install 3 black bolts (A5BOPH312) into the side holes. Tighten using a # 2 square bit.

 - Install 2 black bolts (A5BOPH312) into the bottom mounting flange. Tighten using a # 2 square bit.

- Install 2 of bolts (A5SCHH007) and 2 nuts (A5NULO050) into the 2 top holes in the left side LED panel. Tighten using a 5/32 hex bit.

Install final red metal Ball Guard:

 - Locate the Lower Front Console Brace, (C11) part # A5ME22017 and bring to game and place as shown.

 - Locate 4 of bolts (A5SCHH007) and 4 nuts (A5NULO050) from the hardware kit.

A5SCHH007   A5NULO050

 - Install 2 of bolts (A5SCHH007) and 2 nuts (A5NULO050) into the left side, and install 2 of bolts (A5SCHH007) and 2 nuts (A5NULO050) into the right side. Tighten using a 5/32 hex bit.
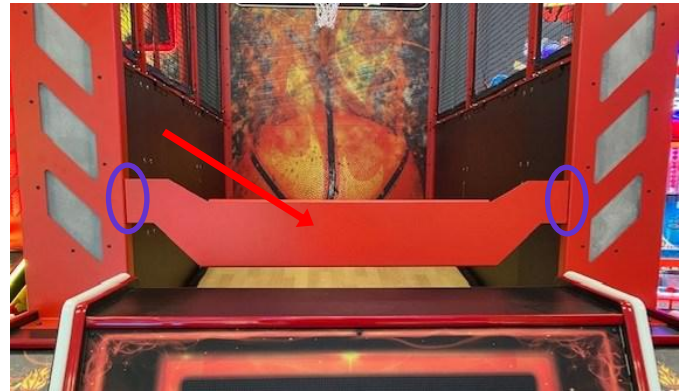
The game build is now complete!

 - Locate the power cord (A5CORD29). It will come out from the right back of front console. Remove the 7 screws using a # 2 square bit to access the line filter socket which the power cord will plug into.

 - The power cord should then be plugged into the wall socket.

 - Open the front door of the game and flip the rocker switch on the power strip to power on the game.

The game is now set up and ready to play!
Enter the menu to adjust settings to your specific location.
Price per play / Ticket Payout / etc..
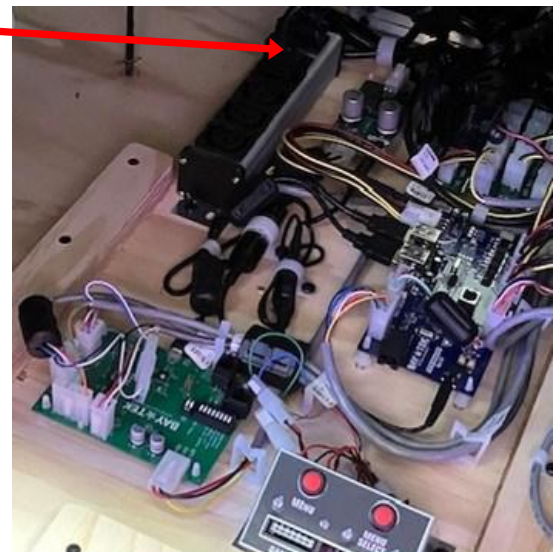
If your lucky enough to have 2 games, go to the beginning and start over.
If you also have a Divider Kit, the games should be left about 18 inches apart to provide room for the kit to be installed. Assembly Instructions for the Divider Kit will be included in the kit.

CARD SWIPE SYSTEM INSTALLATION

The Hot Shot game is pre-wired with a UCL (Universal Card Link) connector to accept Card Swipe systems from many different manufactures.
Please follow these instructions to make full use of this capability.

From Ticket Dispenser
Blue Wire is Notch Signal
White Wire is Enable Signal

To Door I/O Board

Option #1:

Card swipe systems may come with a standard 9 pin Molex connector.   This is the UCL connector.
Simply plug this connector into your card swipe reader.

AACE22017P

AACE22017P

From Power Distribution Board

This would normally plug into coin mechanism.

Black wire is ground. (common)
Green wire is coin signal.
Yellow wire is +12 Volts DC

- -

From Ticket Dispenser
Blue Wire is Notch Signal
White Wire is Enable Signal

To Door I/O Board
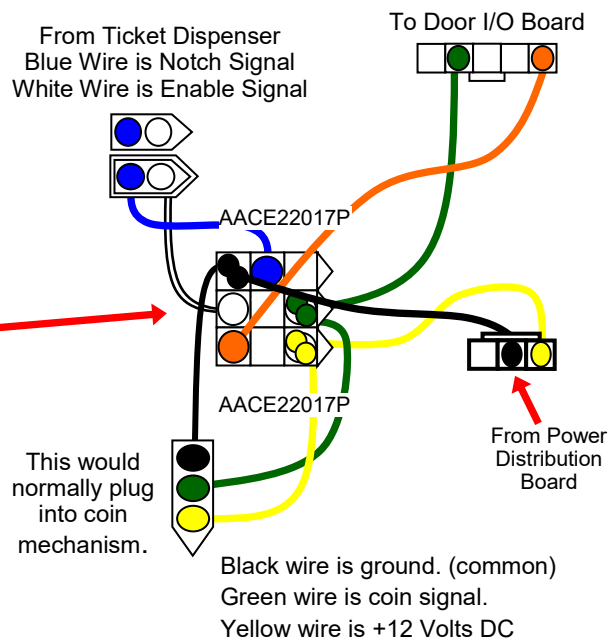
Option #2:

If your card swipe systems does not have a standard 9 pin Molex connector, then you will have to splice wires into the AACE22017P harness.

AACE22017P

Black wire is ground. (common)
Green wire is coin signal.
Yellow wire is +12 Volts DC

AACE22017P

From Power Distribution Board

This would normally plug into coin mechanism.
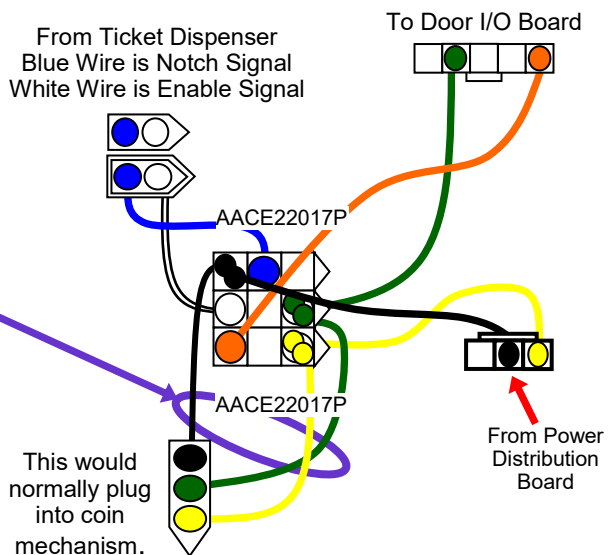
Notes:
1.) Many card swipe systems have a voltage threshold that can be adjusted in the card swipe menu.
Please set this "Game Drive Threshold" to 2 Volts.

Menu Changes
Enter menu:
      Change "Credits" to Swipe or Tap
      Change "Redemption Type" to Tickets, Points, or Coupons

Regulation Sized Free Throw Game!

At game start, a motor will turn and release the balls to the player.

After the game is over, the motor will turn and close the ball gate.

Dual optical reflective sensors in the hoop record scores.

Menu settable 3-point score timing at the end of the game.

Linking cable included to link 2 games for head to head play.

MAIN MENU SETTINGS

The Menu and Menu Select buttons are located inside the front door.
Hold the MENU button down for 3 seconds to open the main menu on the display.
Press MENU to scroll through the options, and MENU SELECT to change the settings.
Default settings are highlighted in yellow below.

Credits Needed

Card Swipe	Tap Card	Free Play	1	2	3	...	19	20

Sets the amount of credit pulses needed to start a game. "Card Swipe" will display "Swipe Card" on the displayscreen. "Tap Card" will display "Tap Card" on the display screen.

Redemption Type

Tickets	Points	Coupons	Entertainment Only

Sets the wording on the screen used to describe any tickets won.
"Entertainment Only" will not give tickets for games.

Game Volume

Off	Low	Medium	High	Highest

Adjusts the sound level during game play.

Attract Volume

Off	Low	Medium	High	Highest

Adjusts the sound level of the music during non-play periods.

Attract Time

Off	1	2	3	5	5	6	...	14	15

Sets the amount of time (in minutes) between attract sound cycles during non-play periods.
"Off" means that there will be no music played during non-play periods.

Game Time

15	20	25	30	34	40	45	50	...	80	85

Sets the length (in seconds) of each game.

Bonus Time Mode

Disabled	Allow Once	Allow Twice	Allow Four	Allow Eight	Infinite

Allows extra time periods to be added to the length of the game after scoring
a certain amount of points.

MAIN MENU SETTINGS

Scroll through the options by pressing the "MENU" button.
Change selection with the "SELECT" button. Default settings are highlighted in yellow below.

Points for Bonus Time

10	11	12	…	19	20	21	…	28	29	30

How many points the player must score to activate "Bonus Time Mode"

Bonus Time Awarded

5	6	7	8	9	10	11	12	13	14	15

Sets the amount of time (in Seconds) that will be added to game length when scoring the "Points for Bonus time"

Three Point Time

5	6	7	8	9	10	11	…	13	14	15

Sets the amount of time (in seconds) during the end of the game that each basket will score 3 points

Link Join Time

10	11	12	13	14	15	16	17	18	19	20

Sets the amount of time (in seconds) during the player can coin up and join a linked game for head to head play. Note: This option is only visible if the game is linked.

Payout Setting Recommendations

Price Per Play	$0.50	$1.00	$1.50	$2.00	$2.50	$3.00	$5.00
Ticket Setting	1	1	1	2	3	4	5
Point Setting	5	5	5	5	5	5	5
Max Tickets	30	30	50	50	50	75	90
Game Time	30s	30s	45s	45s	45s	45s	45s
Bonus Time Mode	Allow Once	Allow Twice	Allow Twice	Allow Twice	Allow Twice	Allow Three	Allow Three
Points for Bonus Time	20	20	20	20	20	20	20
Bonus Time Awarded	5s	5s	5s	5s	5s	5s	5s
3 Point Time	10s	10s	10s	10s	10s	10s	10s
Mercy Tickets	5	5	5	5	5	5	5

Yellow column is the recommended settings for a game cost of $1.50 per play,
with a $0.01 ticket value.
These values are recommendations only, your results may vary depending on the player skill level.

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MAIN MENU SETTINGS

Scroll through the options by pressing the "MENU" button.
Change selection with the "SELECT" button. Default settings are highlighted in yellow below.

Ticket Setting

1	2	3	4	5	6	7	8	9	10

Sets the number of tickets awarded for the set amount of points scored in "Points Settings" below.

Points Setting

1	2	3	4	5	6	7	8	9	10

Sets the number of points needed to be awarded the number of tickets in "Ticket Settings" above.

Max Tickets

Off	5	10	15	…	45	50	55	…	90	95	100

Sets the maximum amount of tickets that can be awarded for each game.
"Off" means that a player can win as many tickets as set in the settings.

Mercy Tickets

Disabled	1	2	3	4	5	6	7	8	9	10

Sets the amount of tickets that will be awarded for a game if the number of tickets won is zero.
"Disabled" means that a player will not receive tickets if a basket is not scored.

Starting High Score

30	35	40	45	50	55	60	…	70	75

Sets the initial "High Score" , This resets every power cycle.

Add Cheat Credits

Press the Menu Select button 3 times to add a credit to the game after the menu is exited.

Clear Tix and Credits

Press the Menu Select button 3 times to clear the tickets owed and credits on the game.

Reset Defaults

Press the Menu Select button 3 times to reset the Menu Settings to factory defaults.

Diagnostics Menu

Scroll through the options by pressing the "Menu Select" button.
Exit the menu by pressing the "Menu" button.

Hoops

Shows the status of the 2 hoop sensors. T is top sensor, B is bottom sensor

`DIAGNOSTICS`
`HOOPS T OFF B OFF`

Normally, both show "OFF" as they both see the reflection from the tape at the front of the rim.

They both should blink quickly to "ON" when the ball passes the sensors and they are briefly blocked.

Game Buttons

Shows the state of the 2 pushbuttons on the game.

`DIAGNOSTICS`
`GAME BTNS S OFF V OFF`

"S" is Left Single Player Button, "V" is Right Versus Head to Head Button

Normally the display will show "OFF" for both buttons. When pressed, the display will change to "ON"
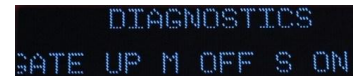
Ball Gate

Shows the current state of the ball gate - either UP or DOWN

`DIAGNOSTICS`
`GATE UP M OFF S ON`

Press the right Versus Head to Head Button to lower the gate.
Press the left Single Player Button to raise the gate.

When a button is pressed to move the motor, the "M" will change to "ON" until motor stops.
The "S" will flash "OFF" as the sensor is blocked.

Link Verification

Only applicable when 2 games are linked with cable # CE22036P

`DIAGNOSTICS`
`LINK  P OFF G OFF`

Both linked games must be in this menu option.
Both "P" and "G" are normally "OFF"
The "P" will change to "ON" when the other games Single Player button is pressed.
The "G" will change to "ON" when the other games Head to Head button is pressed.

RGB Color

Press the "Menu Select" button to cycle from all Red LED's to all Green LED's to all Blue LED's

Test Ticket Dispenser

Press the Single Player button to dispense 1 ticket.
Press the Head to Head button to dispense 10 tickets.

Software Versions

Shows the current software version of the Controller Board, Display Driver Board, and Door Board.

TROUBLESHOOTING GUIDE

Troubleshooting Strategy

Use common sense and a systematic method of troubleshooting to determine the exact problem, probable cause and remedy. Use the process of elimination to find the faulty component. Always check for the simple and obvious causes first such as unplugged, loose or broken wires and bad sensors, bent, pinched, stuck or jammed components.

Troubleshooting Chart

Problem	Probable Cause	Remedy
No power to the game No lights on at all	Unplugged. Circuit breaker tripped. Line Filter Faulty. Power strip faulty. Disconnected, loose or broken wires.	Check wall outlet. Reset power strip breaker switch or building circuit breaker. Replace Line Filter (Part # A5FI9012) Change plug position, replace power strip if a section does not work. Part # A5OU5000 Check rocker switch on power strip. Refer to wiring diagram. Check connections and reseat cables from line filter to outlet strip. Cables # CE22026P and A5CORD29 **If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.**
Dollar Bill Acceptor not functioning Ensure Bill Acceptor is set to "Always Enable" **Important : Only 12 Volt DC DBA is to be installed.** Model # AE 2454 U5E Part # A5AC9101	Check for power to Bill Acceptor. Dirt or debris in acceptor slot. Pinched, broken, or disconnected wiring. Bill acceptor problem. Part # A5AC9101	Acceptor should cycle stacker at game power up. If not, check cable connections. Refer to "How to Clean Bill Acceptor" Or clean with bill reader cleaning card. (A5CC9000) Check wiring from bill acceptor to I/O Aux Board. (AACE22038P) Repair or replace wiring harness. Make sure wires are secure in connectors. Refer to troubleshooting section of dollar bill acceptor manual included with this game or the diagnostics label of the back of the unit.
Meters does not work Game meter will click as the game ends. Ticket meter will click as tickets come out of game and notch is "seen" by dispenser.	Ensure correct number of tickets are being dispensed Disconnected, loose or broken wires. Faulty counter.	Check ticket values in menu. Refer to Tickets not dispensing troubleshooting section. Refer to wiring diagram. Check connections and reseat cables from meters to I/O Aux Board Cables # AACO1020 and CE22018P Replace counter. AACO1020.
Control Panel Buttons not Working	Dirty or Sticky Button Loose or bad connection. Test Switches in Diagnostic Menu Faulty Button	Spray Cleaner on top of button, wipe down, and tap button multiple times to free up stuck button. Refer to wiring diagram. Check multiple connections and reseat cables from Controller Board to Switches. Cables # AACE22002P Enter menu, scroll to Diagnostic Menu and press "Menu Select" button to access switch test. Replace faulty button if needed. Part # A5BU27501

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Game not coining up	Look for communication and power on the I/O Aux Board for that player.	Refer to "I/O Aux Board Issue" diagnostic section.
	Ensure game makes sound when coin switch is triggered.	Check coin switches—both should be wired normally open. If one switch is "closed" the other will not work either. Check wiring to I/O Aux Board. (AACBL4A-DOORA, CE22017P)
	Ensure 12 Volts DC is at coin door.	12 Volts DC comes in from Power Dist Board on cable # CE22017P
	Game set to large amount of credits per game.	Check Game Setup Menu. Ensure Credits is set to proper value.
	Coin Input stuck ON	Ensure only 5 volts on coin switch green and black wires. Replace I/O Aux board if needed. Part # AACB9605A-HSHOT2
No Sound Controller Board creates sound, the Audio Amplifier board amplifies it.	Volume/Attract volume set to zero.	Enter Main Menu and verify: Game Volume & Attract Volume is not OFF.
	Disconnected, loose or broken wires.	Refer to wiring diagram. Check connections and reseat audio cable from controller board to speakers. Cables # A5CE2321, A5CEAU010, CE22000P, and power in cable CE22012P

	Verify 12 Volts DC to Audio Amplifier Boards on CE22012P	Unplug audio cable (A5CEAU010) from motherboard, plug into MP3 player or phone and see if music is amplified and comes out of speaker.
		  If Yes - then controller board is faulty.
		  If No - then cable or amplifier board is faulty

	Faulty speaker.	Replace speaker. AACE8811A
I/O Aux Board Issue Game does not coin up, and has no other functions. Red and Yellow LEDs	Green power LED should be flashing.	If it is off, then check 12 & 5 Volts DC coming into board on cable CE22007P from Power Distribution Board.
	Red and Yellow LED's should be on solid, with yellow LED blinking.	If not on, then it is not communicating with the controller board. Check A5CBL5900 USB cable. Replace cable if needed.
		If they are off, check power into board on CE22007P cable. Replace board if needed.
	Faulty I/O Aux Board.	Replace if needed. Part # AACB9605A-HSHOT2
Low Tickets message on monitor 	Tickets are empty in ticket tray	Load tickets into tray. Ensure tickets hold down the micro switch wire.
	Faulty cable. Disconnected, loose or broken wires.	Check connectors from low ticket switch to Door board. Check for continuity. (AACE22016P)
	Faulty low ticket switch.	Inspect switch and replace if needed. (AASW200)
	Dipswitch on I/O Aux Board.	Check dipswitch settings on the I/O Aux board. If the game has a card swipe system, Dipswitch # 5 should be ON.
	Faulty I/O Aux Board.	Replace I/O Aux Board. Part # AACB9605A-HSHOT2

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
Tickets do not dispense or Wrong amount dispensed Check for the correct amount of tickets set in menu.	Opto Sensor on ticket dispenser dirty.	Blow dust from sensor and clean with isopropyl alcohol.
	Faulty ticket dispenser.	Replace with working dispenser to isolate the problem. (A5TD1)
	Notch on tickets cut too shallow.	Flip tickets and load upside-down to have large cut notch toward opto sensor.
	Faulty cable. Disconnected, loose or broken wires.	Check cables from ticket dispensers to Door board. Check for continuity.(CE22016P and CE22017P)
	Faulty I/O Aux Board.	Ensure issue is not with a card swipe system - Replace I/O Aux Board. Part # AACB9605A-HSHOT2

	Settings in Menu are incorrect.	Enter Menu and check certain areas:
		   Redemption Type set to Entertainment Only
		   Tickets settings per Point.
		Door Board Dipswitch Settings:
		   1/2 Ticket Payout / Fixed tickets

Menu Buttons do not work. The menu buttons are located inside the Front Door	Swap connectors at the 2 buttons.	Replace button if problem stays with button.(AAPB2700A)
	Pinched, broken, or disconnected wiring	Inspect crimp to ensure good connection. Check connections from menu buttons to I/O Aux Board. Check cables (AAPB2700A, AACE22018P)
	I/O Aux board faulty.	Replace Door Board if needed. Part # AACB9605A-HSHOT2
All LED Color Strips are not Working Controller Board issue	Ensure Controller Board is receiving voltage from Power Distribution Board.	Refer to wiring diagram. Check connections & reseat cables from Power Distribution Board to Board. CE22013P
	Ensure USB cable has good communication to the motherboard.	Refer to wiring diagram. Check connections and reseat USB cable from Motherboard to Light Board.. Cable # A5CBL5900
	Faulty LED	Refer to wiring diagram. All light cables plug into the Controller Board.
LED Lights in the Hoop Backboard are not Working	Loose or bad connection.	Refer to wiring diagram. Check multiple connections and reseat cables from Controller Board to Backboard. Cables # CE220005P, CE22035P. CE22033P, CE22024P And cables from Power Distribution Board # CE22006P, CE22034P, CE22025P
	Test LED's in Diagnostic Menu	Enter menu, scroll to Diagnostic Menu and press "Menu Select" button to access color test
	Faulty LED	Replace faulty LED. Part # AACE22025P & AACE22024P
LED Lights in the Left and Right Side Cage are not Working	Loose or bad connection.	Refer to wiring diagram. Check multiple connections and reseat cables from Controller Board to side cage lights. Cables # CE220005P, CE22035P. CE22033P, CE22037P
	Test LED's in Diagnostic Menu	Enter menu, scroll to Diagnostic Menu and press "Menu Select" button to access color test
	Faulty LED	Replace faulty LED. Part # AACE22039P

TROUBLESHOOTING GUIDE

Problem	Probable Cause	Remedy
LED Lights on top or bottom of ball trough area are not working.	Loose or bad connection	Refer to wiring diagram. Check multiple connections and reseat cables from Controller Board to lights. Cables # CE220001P, CE22010P
	Test LED's in Diagnostic Menu	Enter menu, scroll to Diagnostic Menu and press "Menu Select" button to access color test
	Faulty LED	Replace faulty LED. Part # AACE22019P or AACE22020P
LED Lights on left side of front console are not working.	Loose or bad connection	Refer to wiring diagram. Check multiple connections and reseat cables from Controller Board to lights. Cables # CE220009P
	Test LED's in Diagnostic Menu	Enter menu, scroll to Diagnostic Menu and press "Menu Select" button to access color test
	Faulty LED	Replace faulty LED. Part # AACE22021P or AACE22022P or AACE22023P
LED Lights on right side of front console are not working.	Loose or bad connection	Refer to wiring diagram. Check multiple connections and reseat cables from Controller Board to lights. Cables # CE220003P
	Test LED's in Diagnostic Menu	Enter menu, scroll to Diagnostic Menu and press "Menu Select" button to access color test
	Faulty LED	Replace faulty LED. Part # AACE22021P or AACE22022P or AACE22023P
One or more Flood Lights not working.	No 12 Volt DC to Lights Loose or bad connection.	Refer to wiring diagram. Check multiple connections and reseat cables from Power Distribution Board to lights. Cables # CE220008P
	Faulty Flood Light	Swap Flood Light to another connection. Replace if needed. Part # AALD22001P
Both Displays not working	No 5 Volt DC to Display. Loose or bad connection.	Refer to wiring diagram. Check multiple connections and reseat cables from Power Distribution Board to Displays. Cables # CE220011P, CE22015P
	Missing Communication from Controller Board	Refer to wiring diagram. Check multiple connections and reseat cables from Controller Board to Matrix Board to Displays. Cables # A5CE22031, AACE22014P
	Faulty Matrix Board	Replace Matrix Board. Part # AACB14000A-HSHOT
	Faulty Display Board	Replace Display Board. Part # A5LD1052
One Display is not working	No 5 Volt DC to Display. Loose or bad connection.	Refer to wiring diagram. Check connections and reseat cables on jumper cable to Displays. Cables # CE220015P
	Faulty Ribbon Jumper Cable	Refer to wiring diagram. Reseat ribbon jumper cable between displays. Cables # A5CE9736
	Faulty Display Board	Swap Display Boards from side to side, replace if needed. Part # A5LD1052
Scoring Issues	Refer to "Scoring Issues" Section	Refer to "Scoring Issues" Section
Linking not Working	Refer to "Linking Issues" Section	Refer to "Linking Issues" Section. Ensure linking cable is a cross over cable.
Ball gate not working	Refer to "Ball Gate Not Operating Correctly" Section	Refer to "Ball Gate Not Operating Correctly" Section

CIRCUIT BOARD LAYOUT

Boards are located inside the front door.

A5PS1013
Power Supply

On/Off Rocker Switch on Power Supply

On/Off Rocker Switch

Outlet Strip
A5OU5000

AACE22000P
To Speaker

**A5CB9621A
Audio Amplifier**

AACE22012P
Power In from Power Dist. Board

A5CEAU010

CE22011P

CE22017P   CE22006P

CE22008P

AACE22012P
Power to Audio Board

Power In from Power Supply

**A5CB5156B
Power Dist. Board**

AACE22013P
Power to Controller Board

AACE22007P
To Door Board

AACE22013P
Power In from Power Dist. Board

A5CBL5900
USB communication to motherboard

A5CE22031
USB communication to display board

AACE22001P
Ball Gate

AACE22002P
Control Panel Buttons

PORT 1   PORT 2   PORT 3   PORT 4

**AACB22000A
Controller Board**

AACE22009P
Left RGB Lights

AACE22003P
Right RGB Lights

AACE22010P
Middle RGB Lights

AACE22005P
Backboard RGB Lights

AACE22004P
Hoop Sensors

A5CBL5900
USB communication to Controller Board

AACE22018P
Menu Buttons & Meters

AACE22016P
Low Ticket Switch

AACE22016P
Ticket Dispenser

**AACB9605A-HSHOT2
I/O Aux Door Board**

AACE22017P
Coin Mech

AACE22038P
DBA Cable

AACE22007P
Power in from Power Dist Bd

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WIRING DIAGRAM

Menu Button — AAPB2700A

Menu Select — AAPB2700A

AACE22018P

Clicks as the game starts — Game Counter

AACO1020

Clicks as tickets are being dispensed. — Ticket Counter

Low Ticket Switch
Wired Normally Open
AASW200
1/4" Spacer A5SENY020

AACE22016P

Red & Yellow Communication LED's

A5CBL5900
USB communication to motherboard

Green Power LED

**AACB9605A-HSHOT2
I/O Aux Door Board**

To Ticket Dispenser
Part # A5TD1
Notch Signal
Com Ground
Enable Signal
12 Volt Power

Blue & Black Wires: 5 VDC when notch opto is blacked. 0 VDC when sees a notch.
White & Black Wires: 5 VDC when enabled and tickets are trying to dispense.

AACE22016P

AACE22017P

AACE22017P

AACE22017P

AACE22017P

AAACE22038P

AACE22007P
Power in from Power Dist Bd

From Power Distribution Board

3.3 VDC normally on switches. Goes to 0 when activated.

AACBL4A-DOORA
Coin Door Lights and Switches

UCL Connector
Card Swipe system cable would be plugged into this connector.

To 12 Volt DC Bill Acceptor
A5AC9101 or A5AC9094

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HOOP SENSORS & BALL GATE WIRING DIAGRAM

AASE22000P
Top Hoop Sensor

The Top Sensor
connectors are
colored Red

There are 2 LED's on the sensors:
Green means it has power.
Yellow is normally ON, and goes out
when hoop is blocked.

AASE22001P
Bottom Hoop Sensor

AACE22032P

The Bottom Sensor
connectors are
colored Blue

A5MO5154
Ball Gate Motor

Normally
4 Ohms
across the
motor.

AACB5190A
Home Sensor

12 VDC on the Yellow and Blue wires.
0 Volts on Blue and White wires when the sensor is open.
4 Volts on Blue and White wires when the sensor is blocked

AACE22031P

Rear Section

Front Console

AACE22001P

AACE22013P
Power In
from Power
Dist Board

AACE22004P

AACE22036P   Linking Cable
Note: Linking cable is a cross
over cable, not pin 1 to pin 1.

**AACB22000A
Controller Board**

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BUTTONS & SOUND WIRING DIAGRAM

Speaker
AACE8811A
2-4 Ohms

Speaker
AACE8811A
2-4 Ohms

AACE22000P

A5CB9621A
Audio Amplifier

Power In from Power Supply

A5CB5156B
Power Dist. Board

Part # A5BU27501
Orange Circle Button
1 Player

Part # A5BU27501
Orange Circle Button
Linked

AACE22012P

AACE22002P

AACB22000A
Controller Board

A5CE2321
Audio Filter

A5CEAU010

CIRCUIT BOARD LAYOUT

Displays and Flood Lights can be accessed by removing the front plexi display cover.

AACB14000A-HSHOT
Matrix Board

AALD22001P
12 V Flood
Light

AALD22001P
12 V Flood
Light

AALD22001P
12 V Flood
Light

AACE22014P

AACE22008P

A5CE9736

A5LD1052

A5LD1052

A5CE22031
USB communication to
Controller Board

5 Volts DC to
Display

AACE22015P

AACE22011P
5 Volts DC to
Display

Power In from Power Supply

A5CB5156B
Power Dist. Board

AACE22013P
Power In
from Power
Dist Board

A5CE22031
USB communication
to display board

A5CBL5900
USB communication

AACB9605A-HSHOT2
I/O Aux Door Board

AACB22000A
Controller Board

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GAME LIGHTING WIRING DIAGRAM

AACE22025P
Inside Backboard
RGB LEDs

AACE22024P
Outside Backboard
RGB LEDs

AACE22034P

Rear Section

Front Console

AACE22033P

AACE22006P

AACE22039P
Left Side Cage
RGB LEDs

AACE22039P
Right Side Cage
RGB LEDs

Power In from Power Supply

AACE22037P

AACE22035P

AACE22013P
Power In
from Power
Dist Board

AACE22005P

**A5CB5156B
Power Dist. Board**

AACE22009P

**AACB22000A
Controller Board**

AACE22003P

AACE22023P
Display Sides
RGB LEDs

AACE22023P
Display Sides
RGB LEDs

AACE22009P

AACE22010P

AACE22022P
Trough Sides
RGB LEDs

AACE22020P
Trough Upper RGB LEDs

AACE22003P

AACE22022P
Trough Sides
RGB LEDs

AACE22010P

AACE22021P
Cabinet Sides
RGB LEDs

AACE22019P
Front RGB LEDs

AACE22021P
Cabinet Sides
RGB LEDs

AC POWER IN WIRING DIAGRAM

AACE22030P
Hinge to
Ticket
Dispenser

AACE22028P
Front Door
Hinge to
Hinge

AACE22029P
Front Door
Hinge to
Coin Door

AACE22027P
Front Door
Hinge to
Ground Stud

Ground
Stud in the
Front
Cabinet

AACE22026P

Power In Cord
From Wall
Part # A5CORD29

AC Line Filter
Board
AACB15001

Line Filter
A5FI9012

**If the supply cord
is damaged, it
must be
replaced by a
special cord or
assembly
available from the
manufacturer or
its service agent**

AACE22026P

On/Off
Rocker
Switch

A5PS1013
Power Supply

On/Off Rocker
Switch on
Power Supply

Part # A5CORD5001
AC Power In Cable

Outlet Strip
A5OU5000

**Power In from
Power Supply**

AACE22012P
To Audio
Board

AACE22013P
To Controller
Board

**A5CB5156B
Power Dist. Board**

AACE22007P
To Door Board

AACE22012P

SCORING ISSUES

Information on Scoring:

There are 2 reflective sensors mounted on the back of the hoop.
The game must "see" both of these sensors to score a basket.
   It must first see the top sensor, then the bottom sensor. This sequence eliminates the "false score".

The infrared light from the sensors bounce off the reflective tape in the front of the hoop and creates a beam. The ball will break this beam to score.

AASE22000P
Top Hoop Sensor
Red Housing

AASE22001P
Bottom Hoop Sensor
Blue Housing

AATA8701 is the reflective tape.

When beam is operating correctly, **both the yellow and green LED's will glow** on right side of sensors.
If only the yellow LED is ON, then the beam is not being reflected back at the sensor.
     Check Reflective tape (AATA8701)
     Ensure the housing assembly is pointing straight at reflective tape.

If no LED's are ON, then sensor is not getting power.
     Check cables AACE22033P and AACE22004P
     Replace sensor. (AASE22000P or AASE22001P)

Note: There is a small pot on the sensor itself that controls brightness.
 If this is turned up too far, the sensor will be too bright and overpower the other sensor.

BALL GATE NOT OPERATING PROPERLY

The ball gate will normally be up to stop balls.
It will cycle down to allow balls to pass over it during game play.
To test - Press the menu button to enter the main menu.
Press menu button to get to "Diagnostic", then press the menu
select button to scroll to the Gate Diagnostics.

Press the right Versus Head to Head Button to lower the gate.
Press the left Single Player Button to raise the gate.

When a button is pressed to move the motor, the "M" will change to "ON" until motor stops.
The "S" will flash "OFF" as the sensor is blocked.
Verify that the balls roll smoothly to the player.

Press the left Single Player Button to raise the gate.
   Verify that the balls are being blocked by the ball gate.

If any adjustments need to be made for the ball gate height, refer to **"How to Adjust the Ball Gate"**

The ball gate movement is controlled by a sensor attached
to the motor.
The sensor watches a cam with a solid end and a forked end.

- When the gate is up, the motor will stop past the forked end of the
cam.

AACB5190A
Sensor for Motor
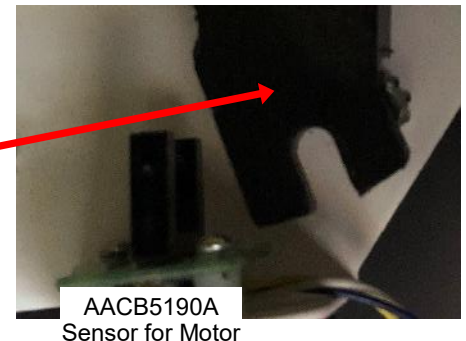
- When the gate is down, the motor will stop past the solid end of the cam.

If the ball gate motor is timing out after about 1 revolution, this sensor is not
seeing the cam at all. Check cable connections and replace sensor if needed.

If the motor is not turning at all, refer to wiring diagrams and check wiring,
check for 12 volts DC at the motor while selecting open/close gate in the menu.
Normally 4 Ohms across the motor.
Replace motor if needed. Part # A5MO5154

HOW TO ADJUST THE BALL GATE

If the ball gate is not opening fully, or blocking balls when it is open, the metal motor mount must be adjusted up or down.

This ball gate motor mount is covered by a black plastic panel.
Remove this panel by removing the 11 screws using a # 2 square bit.

Verify the ball gate opens and closes cleanly and is set to the correct height to stop balls:
To test - Press the menu button to enter the main menu.
Press menu button to get to "Diagnostic", then press the menu select button to scroll to the Gate Diagnostics.

Press the right Versus Head to Head Button to lower the gate.
Press the left Single Player Button to raise the gate.

If any adjustments need to be made for the ball gate height, loosen the 2 bolts holding the assembly to the wood using a 7/16" wrench.
Re-position the assembly in the appropriate direction and re-tighten the bolts.

Test again using the menu buttons in the diagnostic menu.

When the ball gate height is correct, the black plastic cover can be attached to the bottom of the game.
This will protect the wires and motor from curious fingers.
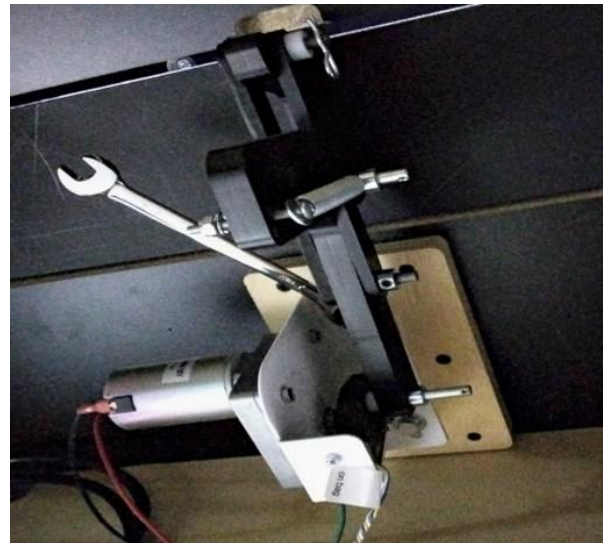
Slide the thin black plastic panel into position under the cabinet, sliding the notches into the wood.

Secure the panel using the 11 screws using a # 2 square bit.

POWER SUPPLY DIAGNOSTICS

1.) Verify AC power to game. Check power strip in front door. The rocker switch should be illuminated.

2.) Check connection to power supply.

3.) Ensure Power Supply switch is set to 115V (or 230V)
(*Some model power* supplies may not have this)

**A5PS1013
Power Supply**

4.) Ensure Power switch is on.

5.) Check for power supply fan turning.
 - If the power supply fan is turning and there is no 12 Volts out, the power supply is faulty and needs to be replaced.

6.) If power supply fan is not turning, check power supply cables to the Power Distribution Board. This board takes the power in, and directs it to the different 12 volt loads.

   - Turn off game.

   - Unplug all power out connectors from the right side of the Power Distribution Board. Turn on game and if the power supply fan is turning, plug one cable in at a time until the fan stops turning.

   - If power supply fan is not turning when only the power supply is plugged into the Power Distribution Board, then replace power supply. It should come on with simply the load of the Power Distribution Board plugged into it. Part # A5PS1013

Power In from Power Supply

**A5CB5156B
Power Dist. Board**
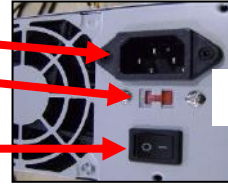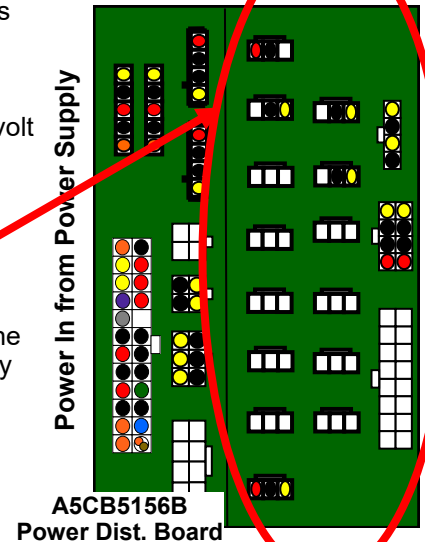
HOW TO REPLACE DISPLAY

The display boards are accessed from the front of the cabinet. Remove the screws holding the front plexi in place using a # 2 square bit.

The display board can then be lifted out and unplugged.
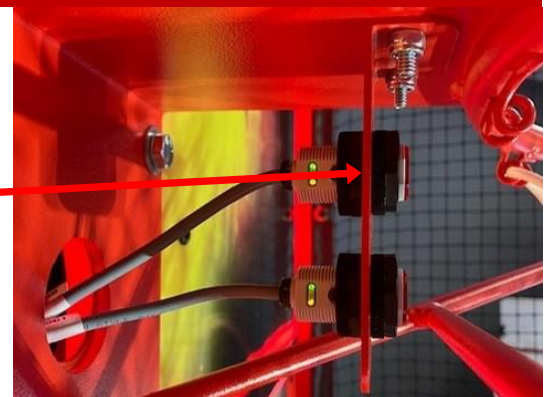
HOW TO REPLACE SCORE SENSORS

To change a score sensor, unplug the cable from the back of the cabinet. A 10-12 foot ladder is needed for this.

Carefully climb into the cabinet to the hoop.
Unthread the plastic nut on the back of the sensor.

The sensor can now be removed and replaced.
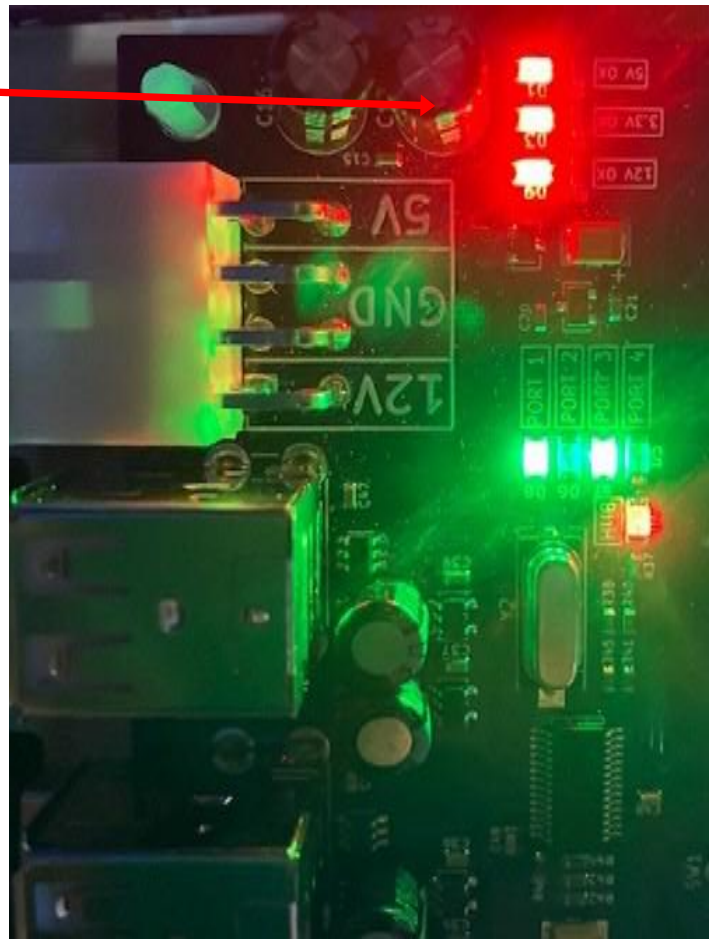
CONTROLLER BOARD INFORMATION

The controller board has 3 red LED's that show good power into the board.

If one of these LED's is not red, check the corresponding voltage on the CE22013P cable from the Power Distribution Board into Controller Board.

There should be 5 Volts DC between the red and black wires.

There should be 12 Volts DC between the yellow and black wires.

The 3.3 Volts DC is regulated by the Controller Board itself. If this LED is out, replace the Controller Board. Part # AACB22000A

The green LED's on the Controller show USB communication with the Door Board, and the Matrix Board.

There should be 2 of these 4 LED's on at all times.

If not, then one of those USB devices is not working properly.

Swap USB ports on the Controller Board to rule out a faulty USB port.

LINKING ISSUES

Both games need the cross over linking cable plugged into the "Link" socket on the controller Board.
Cable # CE22036P
Make sure it is not a straight through cable.

Verify Linked in the games menu:
Enter the menu, and scroll through the options by pressing the "Menu Select" button.

Both linked games must be in this menu option.

Both "P" and "G" are normally "OFF"
The "P" will change to "ON" when the other games Single Player button is pressed.
The "G" will change to "ON" when the other games Head to Head button is pressed.

BILL ACCEPTOR DIAGNOSTICS

Note: There are many different models and brands of Bill Acceptors that are used on redemption games. Your Bill Acceptor may differ from the unit shown. Standard DBA is MEI # AE2454-U5E Part # A5AC9101

Determine if Bill Acceptor has power:
Turn game ON—The bill acceptor should make noise as stacker cycles and green lights on outside bezel should flash.

If NO power:
Use meter to measure 12 VDC voltage at cable going into Bill Acceptor from front I/O Aux Board

If power is OK:
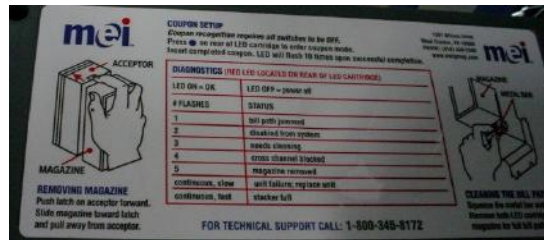Clean Bill Acceptor path to make sure there is nothing jamming unit.
Check dipswitch settings on side of acceptor.
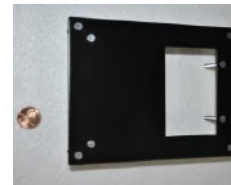   **Make sure switch # 8 is OFF for Always Enable**

ERROR CODES
Count the number of flashes on front bezel of Bill Acceptor and follow on Bill Acceptor chart for repair instructions.

BLANKING PLATES AVAILABLE

|		
A5PL4200	DBA Plate used for Upstacker Bill Acceptor	
A5PL9998	Plate used instead of Coin Mechanisms	
A5PL8900	Plate used for Bill Validator	
A5PL9995	Plate used instead of ticket dispenser	

I/O BOARD DIPSWITCH SETTINGS

SWITCH	DESCRIPTION	ON	OFF
1	**SHOW GAME** Does not dispense tickets and clears all accumulated credits if ON		X
2	**AMUSEMENT ONLY** Does not dispense tickets if ON		X
3	**NJ LOCKOUT** Saves tickets owed and unused credits after a power loss if ON		X
4	**1/2 TICKET PAYOUT** Dispenses 1/2 the amount of tickets as shown on screen. It will round up odd amounts of tickets if ON		X
5	**DISABLES LOW TICKET INPUT** Disables the low ticket message on screen if ON. This option should be enabled when using a card swipe system	X	
6	**NOT USED**		
7	**NOT USED**		
8	**NOT USED**		

Note: Make sure that both dipswitches on this bank of 2 are both Off.
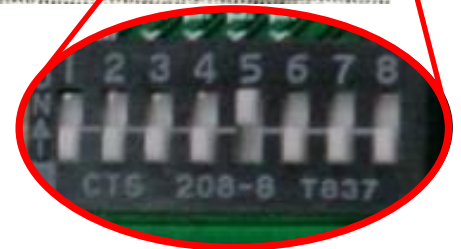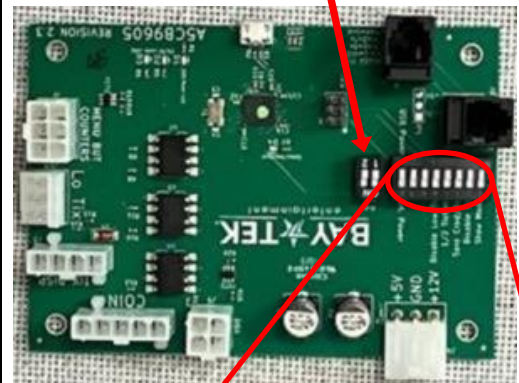
I/O AUX BOARD PINOUT

Outputs:
Q1 (PD1)   Game counter
Q2 (PD0)   Tickets counter
Q3 (PD6)   Coin Lockout
PE6   Ticket Enable

Inputs:
PD4   Menu Button
PC6   Select Button
PD7   Ticket Notch
PB4   Coin In
PB5   DBA In
D15 (A1)   Low Ticket Switch Input

🟡 = +12 VDC   🔴 = +5 VDC
⚫ = Ground   🔵 = Output
🟢 = Input

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
A5BA8703	Basketball SB1000 (5 per game)	A5ME22024	Hot Shot Rim
AABK1013	Push Button/Counter Bracket With Decal	A5ME27520	Long Leg, (2 per game)
A5BU27501	Push Button with Switch (2 per game)	A5ME4180	Right Ticket Tray Bracket
A5CB2020	Cash Box	A5ME4182	Cashbox Guide
A5FO22000	Foam, Large, Under Laminate Flooring 55"X 94"	A5CBL5900	USB Cable Male A to Male Micro
AALA22000	Wood Grain Laminate Flooring 39 sq ft	A5CE22031	USB Cable Male A to Male B
A5LK2001	Coin Box Lock, A05/E00 Key Code	A5CE2321	Audio Noise Eliminator
A5LK5002	Game Locks, 7/8", H95 Key Code (3 per game)	A5CE9736	Jumper Display Ribbon Cable
A5LV10000	Leg Levers (8 per game)	A5CORD29	AC Power Cord, 20 foot
A5MO5154	Ball Release Motor	A5CORD5001	Power Cord Extension, C14 TO C13.
A5NE22000	Side Net, Hot Shot (6 per game)	AACE22000P	Speaker Cable
A5NE8402	Rim Net, Hot Shot	AACE22001P	Ball Gate Motor & Sensor Front Jumper
A5OU5000	Outlet Strip	AACE22002P	Push Buttons Cable
A5SP10000	Ball Gate Spring (2 per game)	AACE22003P	Right Side RGB Light Jumper
AASW200	Low Ticket Switch	AACE22004P	Hoop Sensor Jumper Cable
AATA8701	Reflective Tape for Hoop	AACE22005P	Backboard RGB Light Jumper
A5TD1	Ticket Dispenser	AACE22006P	Backboard Inside Light Cable
A5VF4604	Cup Holder	AACE22007P	I/O Board Power In Cable
W5HG1015	Hinge, 5", Double Bend (4 per game)	AACE22008P	Flood Light Power In Cable
W5HG1025	Hinge, 16", Double Bend	AACE22009P	Left Side RGB Light Jumper
W5HG1065	Hinge, 5-75, Single Bend	AACE22010P	Middle RGB Light Jumper
W5KE5000	Lock Keeper (3 per game)	AACE22011P	Display 5 Volt Power In
W5TM4003	Red T-Molding, 7/8" (82 feet per game)	AACE22012P	Audio Board Power In Cable
A5BK9999	Power Supply Mounting Bracket	AACE22013P	Controller Board Power In Cable
A5ME10018	Cage Panel Bracket (12 per game)	AACE22014P	Display Ribbon Cable Jumper
A5ME15005	Ticket Tray Insert (2 per game)	AACE22015P	Display 5 Volt Jumper Cable
A5ME1727	Motor Bracket	AACE22016P	Ticket Dispenser Cable
A5ME22000	Front Cross Brace	AACE22017P	Coin Door Cable
A5ME22001	Console To Base Plate (2 per game)	AACE22018P	Menu Button and Meter Cable
A5ME22002	Base Plate (4 per game)	AACE22019P	Front Cabinet RGB LED Lights
A5ME22003	Back Wall Mount Right	AACE22020P	Trough Upper RGB LED Lights
A5ME22004	Back Wall Mount Left	AACE22021P	Cabinet Sides RGB LED Lights (2 per game)
A5ME22005	Back Wall Mount Top (2 per game)	AACE22022P	Trough Sides RGB LED Lights (2 per game)
A5ME22006	Ramp Support (4 per game)	AACE22023P	Display Sides RGB LED Lights (2 per game)
A5ME22007	Ball Funnel (2 per game)	AACE22024P	Outside Backboard RGB LEDs
A5ME22008	Leg Assembly (6 per game)	AACE22025P	Inside Backboard RGB LEDs
A5ME22009	Leg Horizontal (4 per game)	AACE22026P	Power Cable from Line Filter
A5ME22010	Front Corner Brace Right	AACE22027P	Ground Wire, Front Door Hinge to Ground Stud
A5ME22011	Front Corner Brace Left	AACE22028P	Ground Wire, Front Door Hinge to Hinge
A5ME22012	Net Frame Top/Bottom (12 per game)	AACE22029P	Ground Wire, Front Door Hinge to Coin Door
A5ME22013	Net Frame Side (12 per game)	AACE22030P	Ground Wire, Ticket Dispenser to Hinge
A5ME22014	Rim Backing Plate	AACE22031P	Ball Gate Motor & Sensor Rear Cable
A5ME22016	Cage Corner (24 per game)	AACE22032P	Hoop Sensor Rear Cable
A5ME22017	Lower Front Cross Brace	AACE22033P	Backboard RGB Jumper
A5ME22023	Sensor Mount		

PARTS LIST

PART #	DESCRIPTION	PART #	DESCRIPTION
AACE22034P	Backboard Inside Light Jumper	WACA22061	Right Light Rail Angled, White Plastic
AACE22035P	Backboard and Side Cage Lights Jumper	WACA22062	Left Light Rail Console, White Plastic
AACE22036P	Linking Cable	WACA22063	Right Light Rail Console, White Plastic
AACE22037P	Side Cage Light Power	WACA22064	Light Rail Center Trough, White Plastic
AACE22038P	Bill Acceptor Cable	WACA22065	Backboard Light Retainer 1 (2 Per Game)
AACE22039P	LED Lights inside Metal Rails (2 per game)	WACA22066	Backboard Light Retainer 2 (2 Per Game)
AACE8811A	Speaker (2 per game)	WACA22067	Ball Gate, Black Plastic
AACO1020	Ticket/Game Counter Assy	WACA22068	Rail 1 Plastic
AALD22001P	Flood Light Assy. (3 per game)	WACA22069	Rail 2 Plastic (2 Per Game)
AAPB2700	Menu Button (2 per game)	WACA22070	Rail 3 Plastic (2 Per Game)
A5DE22000	Backboard Printed Plexi	WACA22076	Gate Guard Plastic
A5DE22001	Display Panel Printed Plexi	WACA22078	Floor Trim, Horizontal (2 Per Game0
A5DE22002	Light Guard Clear Plexi	WACA22079	Floor Trim, Vertical (4 Per Game)
A5DE22003	Back Wall Top Decal	WACA27508	Ball Gate Arm
A5DE22004	Back Wall Middle Decal	WACA27523	Gate Shim Thinner ,(2 Per Game)
A5DE22005	Back Wall Bottom Decal	WACA27524	Gate Shim Thicker , (2 Per Game)
A5DE22006	Cabinet Right Side Decal	WACA27577	Spring Loaded Link
A5DE22007	Cabinet Left Side Decal	WARR8017	White Feet (5 Per Game)
A5DE22008	Angle Panel Left Decal		
A5DE22009	Angle Panel Right Decal		
A5DE22010	Drink Shelf Decal		
A5DE22011	Cabinet Front Left Decal	**Divider Kit**	
A5DE22012	Cabinet Front Right Decal	A5DE22025	Divider Panel Top Printed Plexi
A5DE22013	Cabinet Front Decal	A5DE22026	Divider Panel Bottom Printed Plexi
A5DE22014	Cabinet Door Decal	A5DE22027	Divider Console Front Decal
A5DE22015	Buttons Cover Up Decal	A5DE22028	Divider Console Top Decal
AACB15001	AC Line Filter Board	A5ME22018	Divider Short Side (2 Per Game)
A5CB5156B	Power Distribution Board	A5ME22019	Divider Long Side (2 Per Game)
AACB5190A	Motor Home Sensor	A5ME22020	Divider Support Brace
A5CB9621A	Audio Amplifier Board	A5ME22021	Divider Cross Brace (3 Per Game)
A5FI9012	Inline Filter	A5ME22022	Divider Connection Plate (6 Per Game)
A5LD1052	Display Board (2 per game)	A5BOPH312	Black Bolt 1/4-20x1 (46 Per Game)
A5PS1013	Power Supply, EVGA 500	A5NULO050	Nut, Lock, 1/4-20 (46 Per Game)
AACB14000A-HSHOT	Matrix Controller Board	A5SCFH030	8 X 1" Black Bugles (3 Per Game)
AACB22000A	Controller Board, Hot Shot 2023	A5SCFH060	Screw, Flat Head, #9 X 2" (9 Per Game)
AACB9605A-HSHOT2	Door Board, Hot Shot 2023	A5SCPP025	Screw, 1/4"-20, 1 1/2"Long (8 Per Game)
AASE22000P	Top Hoop Sensor	A5WAFL090	1/4" Washer (8 Per Game)
AASE22001P	Bottom Hoop Sensor		
AASD0032-HSHOT2	Micro SD Card for Display Control BD		
WACA10041	Spring Link (2 per game)		
WACA10121	Plastic, Gear Motor Arm		
WACA17067	Ticket Door Brace		
WACA22056	Backboard, White Plastic		
WACA22057	Left Light Rail Angled, White Plastic		
WACA22058	Left Light Rail Trough, White Plastic		
WACA22059	Right Light Rail Trough, White Plastic		
WACA22060	Front Light Rail, White Plastic		
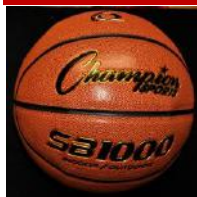
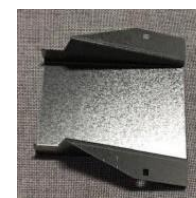|							
A5BA8703	AABK1013	A5BU27501	A5CB2020	A5FO22000	A5KIT-HSOT2	AALA22000	A5LK2001
A5LK5002	A5LV10000	A5MO5154	A5NE22000	A5NE8402	A5SP10000	AASW200	
AATA8701	A5TD1	A5VF4604	W5HG1015	W5HG1025	W5HG1065	W5KE5000	W5TM4003
A5BK9999	A5ME10018	A5ME15005	A5ME1727	A5ME22000	A5ME22001	A5ME22002	A5ME2200	A5ME22004
A5ME22005	A5ME22006	A5ME22007	A5ME22008	A5ME22009	A5ME22010	A5ME22011	A5ME22012	A5ME22013
A5ME22014	A5ME22016	A5ME22017	A5ME22023	A5ME22024	A5ME27520	A5ME4180	A5ME4182
A5CBL5900	A5CE22031	A5CE2321	A5CE9736	A5CORD29	A5CORD5001	AACE22000P
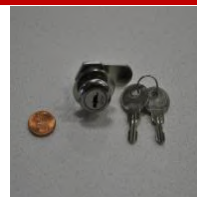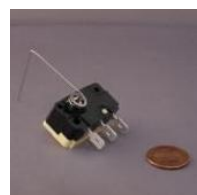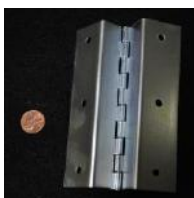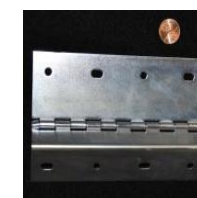
PARTS PICTURES

AACE22002P AACE22003P AACE22004P AACE22005P AACE22006P AACE22007P AACE22008P AACE22009P

AACE22010P AACE22011P AACE22012P AACE22013P AACE22014P AACE22015P AACE22016P AACE22017P
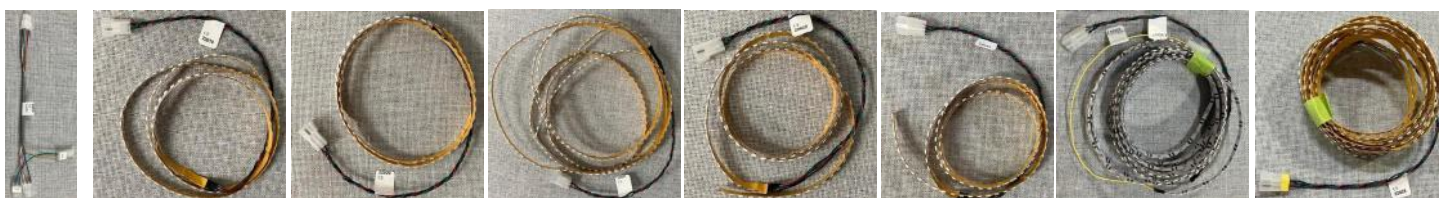
AACE22018P AACE22019P AACE22020P AACE22021P AACE22022P AACE22023P AACE22024P AACE22025P

AACE22026P AACE22027P AACE22028P AACE22029P AACE22030P AACE22031P AACE22032P AACE22033P

AACE22034P AACE22035P AACE22036P AACE22037P AACE22038P AACE22039P AACE8811A AACO1020
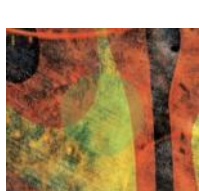
AAPB2700A AALD22000P AALD22001P AASE22000P AASE22001P A5DE22000 A5DE22001

A5DE22002 A5DE22003 A5DE22004 A5DE22005 A5DE22006 A5DE22007 A5DE22008 A5DE22009

A5DE22010   **A5DE22011**   **A5DE22012**   **A5DE22013**   **A5DE22014**   **A5DE22015**   **AACB15001**   **A5CB5156B**

AACB5190A   **A5CB9621A**   **A5FI9012**   **A5LD1052**   **A5PS1013**   **AACB14000A-HSHOT**   **AACB22000A**   **AACB9605A-HSHOT2**
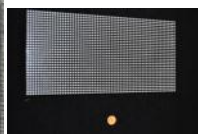
AASD0032-HSHOT2

A5DE22025   **A5DE22026**   **A5DE22027**   **A5DE22028**   **A5ME22018**   **A5ME22019**   **A5ME22020**

A5ME22021   **A5ME22022**

DIVIDER KIT SETUP

These instructions will detail the assembly and attachment of the 3 divider kits available.

AAKIT-DIVIDER-HSHOT2   Divider kit for 2 Hot Shot games

AAKIT-DIVIDER-TT   Divider kit for 2 Tundra Toss games

AAKIT-DIVIDER-HSHOT2TT   Divider kit for 1Hot Shot game next to 1 Tundra Toss game.
    The pictures may be different, but the assembly is the same.

The Divider Kit will arrive either on it's own pallet or attached to a game pallet. Please inspect for shipping damage and report immediately to the freight company if any damage found.

<u>Tools Needed:</u>

Phillips head screwdriver bit   # 2 Square head screwdriver bit   1 - 2 people

Important:

Portions of this game are heavy, bulky and large. Assembly requires 1 - 2 people to lift heavy components, and ladders that are tall and strong enough to position components to the top of the games.

Instructions:

Well, the good news is that the hard parts are done!

You've got 2 games all set up - leave about 18" from game wood wall to game wood wall to allow for the kit to be installed.

Note: 2 linked games with a divider dimensions:
Width: 11' 7"   / 353 cm
Depth: 13" 7"   / 414 cm
Height: 13" 5"   / 409 cm

Install Lower Plexi Assembly:

 - Loosen the 6 bolts on the right side of the left game and right side of left game using a # 2 square bit.

The metal brackets on artwork assembly will slide under these bolts.

- Install the Lower Plexi Assembly as shown with 2 bolts & nuts on the top on bottom, and 3 bolts & nuts on each side, and tighten using a # 2 square bit.

The 2 games may have to be moved around a bit to allow this to fit.

Build Top Plexi Assembly:

- Locate the Top Plexi artwork

- Locate 6 of Divider Connection Plates (A5ME22022)
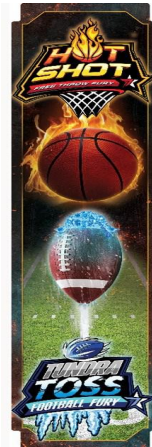
- Locate 2 of long side metal (A5ME22019)
Caution: These metal sides will have a light cable connecting them.

- Locate 8 of bolts (A5BOPH312) and 8 nuts (A5NULO050) from the hardware kit.

A5BOPH312   A5NULO050

- Place the plexi upside down on a flat surface.
- Slide the long side metal under the edge of the plexi.
- Position 3 of the divider connection plates under the long side metal.
- Align the 3 holes in the plexi and long side metal and install the 4 bolts & nuts into the holes, making sure to include the diver connection plates on those 3 holes.
 Tighten using a # 2 square bit.

- Repeat this process for the other edge of the top plexi.

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- Locate 2 of the Divider Cross Braces (A5ME22021)

- Locate 12 of bolts (A5BOPH312) and 12 nuts (A5NULO050) from the hardware kit.

A5BOPH312   A5NULO050

- Position the divider cross brace on the short side of the top plexi. Install 6 of the bolts and nuts into the top plexi as shown.
Tighten using a # 2 square bit.

- Repeat this process for the other edge of the top plexi.

Install Top Plexi Assembly:

- Bring the newly completed Top Plexi Assembly to the game.

- Locate 8 of bolts (A5BOPH312) and 8 nuts (A5NULO050) from the hardware kit.

A5BOPH312   A5NULO050

- Install the Top Plexi as shown with3 bolts & nuts into each connection plate on each side,
 and 2 bolts and nuts on the bottom mounting flange.
Tighten using a # 2 square bit.

Install Wood Supports:

Wood supports will be installed in the space between the 2 games.

There are mounting holes underneath the decals on all games built.

These mounting holes will have to be cut out so that the wood supports can be bolted in place.

 - Locate the 6 cutouts on the right side of the left game and the left side of the right game.

 - Carefully use a knife to cut out the decal to expose the mounting holes.

 - Locate 12 of bolts (A5SCPP025) and 12 washers (A5WAFL090) from hardware kit.

A5SCPP025

A5WAFL090

 - Locate 4 wood support pieces.

 - Hand thread 6 bolts with washers into the wood support pieces as shown. Tighten with Phillips screwdriver.