

SA-8 BALL & COIN COUNT PROGRAMMING INSTRUCTIONS & BUTTON FUNCTIONS

PROGRAMMING COIN & BALL INSTRUCTIONS

PROGRAMMING COINS:

NOTE: Before programming unplug power from Light Box, then plug power back in.

- 1) Push and hold the program button "P"
- 2) Push the coin button "C" 1 time for 1 coin, 2 times for 2 coins etc...
- 3) Release the program button when desired amount of coin inputs are achieved.

NOTE: If you push the coin button more than needed, release the program button and start over.

PROGRAMMING BALLS:

NOTE: Before programming unplug power from Light Box, then plug power back in.

- 1) Push and hold the program button "P"
- 2) Push the ball button "B" 1 time for 1 ball, 2 times for 2 balls etc...
- 3) Release the program button when desired amount of ball inputs are achieved.

NOTE: If you push the coin button more than needed, release the program button and start over.

PROGRAMMING TIME INCREMENTS:

NOTE: Rental times are preset for 15 minute increments.

- 1) Push and hold the program button
- 2) Push the "RENT" button 1 time for 5 minutes, 2 times for 10 minutes etc...
Release the program button when desired amount of time inputs are achieved

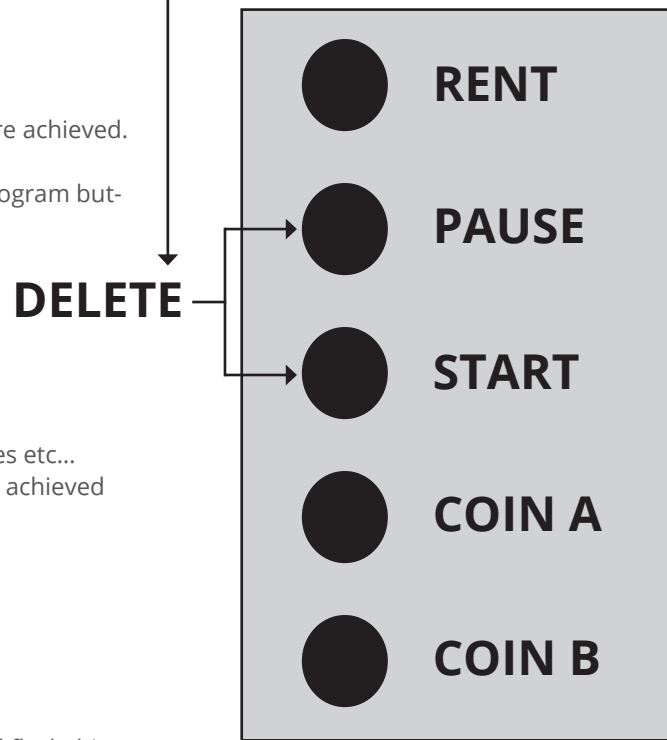
GAME TIMED RENTALS:

NOTE: Rental times are preset for 15 minute increments.

- 1) Push the "RENT" button 1 time for 15min. 2 times for 30min etc...
- 2) Press the "COIN A" button or "COIN B" button
- 3) Push the "START" button on coin box or Light Box to start game.
- 4) Game will pitch programmed balls and shut off and yellow light will flash, hit start button again to start another game. The start button will be active until time runs out.

DELETING A GAME

To delete a game in progress, Push and hold the "PAUSE" and "START" button at the same Time, as shown in the drawing Below.



BUTTON FUNCTIONS

Rent	Activates/adds 5 min rental games.
Pause	Temporarily disables game. "Push start to re-activate"
Start	Starts game after Rent/ Pause button is pressed.
Coin	Starts a manual game. (Same as coin activated game)