

KICK N' CATCH SET UP INSTRUCTIONS

CONTENTS: Game Machine, Cabinet Base, Base Screws, Vending Options Sheet, Wiring Diagram, Vending Product (Optional).

TOOLS NEEDED: 5/16 Nut Driver or Socket

- STEP 1:** Install cabinet base by lifting machine over the top of the base. Slide the base forward and insert the base Screws through the pre-drilled holes provided. Tighten each screw firmly.
- STEP 2:** Check compatibility of the product to the settings of the vending mechanism and vending chute as explained in Vending Options Sheet.
- STEP 3:** Fill hopper with product. Unlock the top lid lock and fill hopper being careful to look for foreign objects or broken pieces of product that may lead to a jam in the vending mechanism or elsewhere.
- STEP 4:** Visual Inspection. Inspect cabinet and wiring for any loose connections that may have occurred in shipment of your machine.
- STEP 5:** Power-up. Plug the machine in and turn it on. A toggle switch is located at the rear of the machine.
- STEP 6:** Check Program Options. Your machine is set at a specific program for vend and play options at our factory. To check or reprogram your machine refer to the "Programming Options" sheet provided.
- STEP 7:** Enjoy your profits. This requires no manual or instructions.

FOR ASSISTANCE PLEASE CALL 1-800-747-1144

KICK 'N CATCH OPERATION

- LOCATION:** Entertainment Centers, Pizza Parlors, Skating Rinks, Bowling Alleys, Convenience Stores, Cinemas, Truck Stops, Coin Laundries, Tourist, Attractions, and Family Restaurants.
- CUSTOMER:** Fun for all ages, but most important is the Kick 'N Catch fills two very critical voids now in the industry. First is the age group between 5 and 12 years of age,, second is girls. You may laugh but who has the best chance of getting in mom and dad's pocket for quarters. What do you offer for this group??
- OBJECT:** KICK 'N CATCH, simple but challenging. Ball is kicked to top of playfield and falls through a series of pins (similar to Pachinco). The football player is moved from left to right trying to determine where the ball will fall. Catch the ball, drop it in the hopper and you score 100 points.
- SCORING:** For each ball you catch the electronic score board registers 100 points. You select 5 - 30 kicks per play.
- EXTENDED PLAY:** Select Extended playing bonus of 5 - 30 kicks at 30 playing levels.
- PRIZE EVERYTIME:** Every quarter played will vend a prize (superballs, jawbreakers, gum, jewelry, toys) (jewelry must be in capsules). Score 700 points and receive a second prize (this number can be programmed in the field to higher or lower numbers - see instruction manual).
- CHALLENGE:** The KICK 'N CATCH is very addictive. The higher the score, the harder the customer tries to beat it.. Several players will compete to get the highest score.
- REDEMPTION:** The KICK 'N CATCH is available with a Deltronic's Ticket Dispenser for those locations set up for ticket redemption.

VENDING OPTIONS FOR KICK-N-CATCH
SEE ILLUSTRATIONS ON PREVIOUS PAGE

1. **Superballs:** Superballs are standard product in this machine. They are vended by using a six-holed wheel K5450 with the full 1 1/4 inch opening in the bottom of the casting. A top support arm K5460 is required with a 2 inch stud through a 2 1/4 inch spring. This is located over the vending wheel and is held by a screw on the front side of the casting. An agitator K5500 is also required for proper feeding of the Superballs. This is slid on top of the motor shaft and fastened with 2 set screws. A single vend tab K5513 must also be installed in the left slot of the vend tube K5512 directly above the photo detector. This tab must be painted flat black. This reduces glare inside the detection area. The tab is placed with the short bend inside the tube. SEE ILLUSTRATION B
2. **1800-2000 CT Candy:** Candy is vended with a 1 inch hole tab F9831 that is fastened directly over the vending hole under the wheel. Two holes are provided for easy installation. Candy is vended by using the same six-holed wheel K5450 as above and the same top support assembly K5460 as above. An agitator K5500 is also required on the shaft of the motor. The single vend tab on the vend tube must now be installed in the right slot with the long bend inside the tube. SEE ILLUSTRATION A
3. **Toy Capsules:** Capsules are vended without a tab K5513 in the vend tube SEE ILLUSTRATION C nor a 1 inch hole tab F9831 in the base of the vend casting. This allows clear passage for the larger product. A six-spoked wheel K5470 is now used on the motor shaft with a smaller top support assembly consisting of a 1 inch stud through a 1 3/4 inch spring and fastened again to the front of a casting. No agitator is required when vending capsules.

PROGRAMMING OPTIONS

To display or change the present programming options, press the push-button on the main control card mounted to the side of the unit. Access is through the rear. Use the right kick switch to increment through the options and the left kick switch to change the value. The option number is shown on the top two digits of the display and the value of that option is shown on the bottom four digits of the display. The programming mode can be terminated at any time by pressing the push-button while in the programming mode.

To Default to the factory starting values, hold the push-button switch while turning on the power. This will cause all the values to return to the factory settings except for the audit counter.

The following is a list of options and their default values:

OPTION	DEFAULT	EXPLANATION
1	9975	This is the audit counter which displays the number of coins registered in the machine. This value can't be altered.
2	10	This is the number of starting balls per game. It can be varied in increments of 5 up to a maximum of 30.
3	500	A score equaling or exceeding this value will increment the number of balls remaining by the value specified in option #4. This value can be varied from 0 to 3000 in increments of 100.
4	5	This is the number of extra balls received upon reaching the score set in option #3. This value varies from 0 to 25 in increments of 1.
5	0	This is the score at which the first prize will be vended. This value can be from 0 to 3000 in increments of 100.
6	700	This is the score at which the second prize will be vended. This value can be from 0 to 5500 in increments of 100.
7	5500	A prize will be vended at any multiple of this value. It can be from 0 to 5500 in increments of 100.
8	5500	When the score reaches or exceeds this

value, a free game will be given at the finish of the present game. This value can be varied from 0 to 5500 in increments of 100.

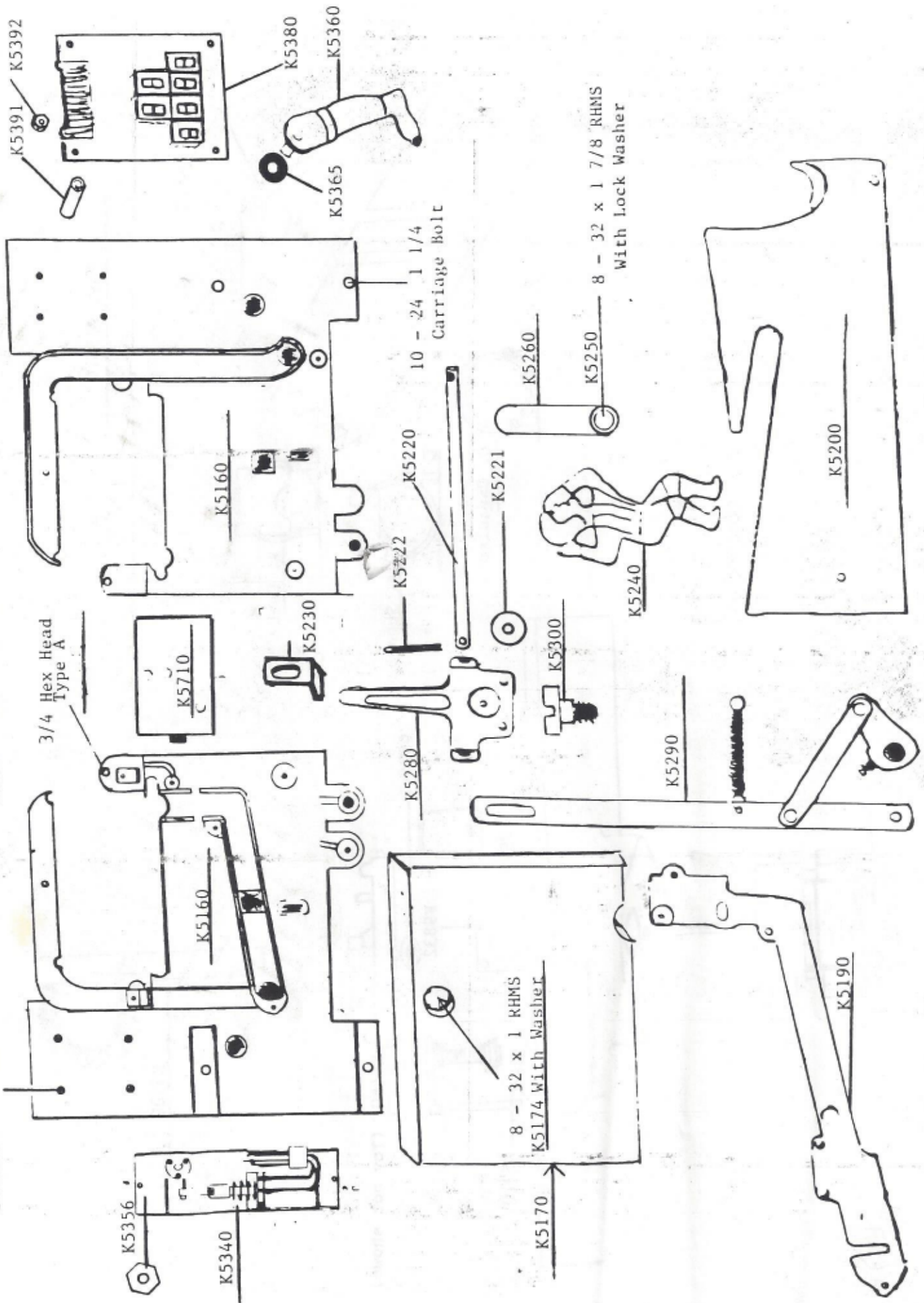
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| 9 | 1 | This is the number of coins required to start a new game. The value can range from 0 to 8 in increments of 1. A value of 0 will default to 1. |
| 10 | 750 | This is the buzzer "ON" time for a new game, or at any time a prize is dispensed. A value of 1000 is equal to 1 second. This value can range from 0 to 2000 in increments of 250 (=1/4 second). |
| 11 | 250 | This is the buzzer "ON" time for a ball caught. A value of 1000 is equal to 1 second. This value can range from 0 to 2000 in increments of 250 (=1/4 second). |
| 12 | 30 | This is the amount of time the kicker solenoid is activated. This value ranges from 0 to 60 in increments of 2. The value is in milliseconds and should normally not require changing. |
| 13 | 2000 | (FOR PROGRAM 021-1161B ONLY) This is the motor pause time during prize dispensing. It allows time to detect a prize. This value ranges from 0 to 3000 in increments of 100 (=1/10 second). |
| 14 | | At this point all values changed will be stored and the game will be ready to play. |

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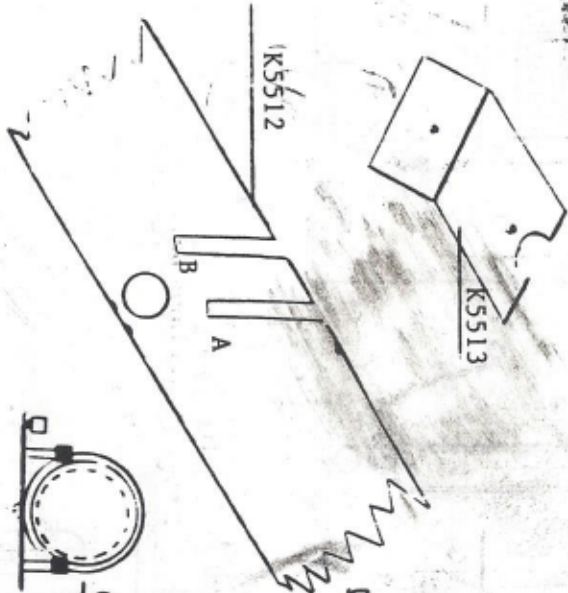
K5390 6 - 32 x 1 RHMS

Part #5150

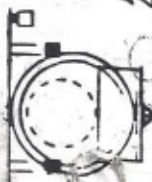


ALL OTHER SCREWS ARE 8 - 32 x 1/2 SELF TAP

Part #K5510



C. Capsules

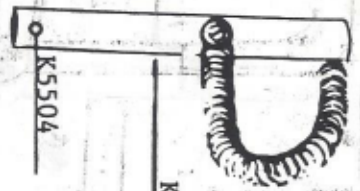


B. Superballs



A. Candy

Part #K5400



K5500

K5504

