



Valley-Dynamo

[www.valley-dynamo.com](http://www.valley-dynamo.com)

7115 Belton St.

Richland Hills, TX 76118

U.S.A.



**Link to Jet-Pong User's Manual**

National Sales Email: [sales@valley-dynamo.com](mailto:sales@valley-dynamo.com)

International Sales Email: [international@valley-dynamo.com](mailto:international@valley-dynamo.com)

Technical Assistance: [techhelp@valley-dynamo.com](mailto:techhelp@valley-dynamo.com)

Tech Support Hotline (during business hours Central U.S. Time):

1-972-595-5300 (follow prompts for Tech Support)

Spare Parts: [www.valley-dynamoparts.com](http://www.valley-dynamoparts.com)

See the full Valley Dynamo product line at  
**[www.valley-dynamo.com](http://www.valley-dynamo.com)**



7115 Belton St.  
Richland Hills, TX 76118  
972.595.5300

[sales@valley-dynamo.com](mailto:sales@valley-dynamo.com)

For International Sales:  
[international@valley-dynamo.com](mailto:international@valley-dynamo.com)

VD/AdTemp Rev. 02/2013



Valley-Dynamo Companies





# Quick Start Guide for the Jet-Pong Game Cabinet

May 29, 2024

## Tools Required:

9/16" Wrench or Socket

4mm or 5/32 Allen Wrench

#2 Phillips drive

Pliers

## CAUTION

**We strongly recommend this assembly/installation is performed by professionals.**

**This Game is very heavy – 2 People are required to install this Game.**

**NEVER ALLOW THE BACK BOX TO STAND ON ITS OWN**

**UNTIL IT IS FASTENED TO THE MAIN CABINET**

**ASSEMBLY SHOULD BE NEAR THE GAMES' FINAL LOCATION**

Warranty Valley-Dynamo warrants its new products to be free from defects resulting from faulty manufacture or faulty components under the following terms and conditions: WARRANTY PERIOD 90-day warranty period WARRANTY SERVICE Valley-Dynamo will, at its sole option, repair, upgrade or replace this product in the event of any defect in materials or workmanship during the warranty period. This shall be Valley-Dynamo's sole obligation, and the customer's sole remedy, for any warranty claim. Valley-Dynamo will request that you provide the complete Model Number & Serial Number of the unit (not just the last 5 digits), or other proof of purchase such as an invoice or receipt. OPERATORS AND END USERS – While our Tech Support staff is available to assist with diagnosis and troubleshooting, contact your

Distributor for Warranty Service on your equipment. DEALERS AND DISTRIBUTORS – To obtain replacement and an RMA number, contact Valley-Dynamo referencing the Model number and Serial number of the unit and the nature of the problem. Valley-Dynamo will, at its discretion, send replacement parts and/or issue an RMA for the return of failed parts. To avoid billing issues, request an RMA when the failed part is present or readily available. Credit will be issued only upon receipt and inspection of the RMA. Valley-Dynamo may send replacement parts or issue an account credit. NO REFUNDS. Valley-Dynamo reserves the right to cancel outstanding RMAs 30 days after issue. Items returned without an RMA will not be inspected or credited and may be refused or returned at Customer Expense. REPLACEMENT PARTS COVERAGE – Valley-Dynamo warrants replacement parts for 90 days from the date of purchase. To obtain a replacement and an RMA number, contact Valley-Dynamo referencing the nature of the problem and provide proof of purchase. Valley-Dynamo will, at its discretion, send replacement parts and/or issue an RMA for the return of failed parts. To avoid billing issues, request an RMA when the failed part is present or readily available. Upon receipt and inspection of the RMA, Valley-Dynamo may send replacement parts or issue an account credit. NO REFUNDS. Valley-Dynamo reserves the right to cancel outstanding RMAs 30 days after issue. Items returned without an RMA will not be inspected or credited and may be refused or returned at the Customer's Expense. SCOPE OF COVERAGE Note that our warranty is not an unconditional guarantee for the duration. Valley-Dynamo products are made to our exacting standards and known for their durability, but are not indestructible and may require periodic maintenance in order to function properly.

- 1) **CAUTION: Do not use a lift truck to lift under the table sides. You may destroy the LED lights and T-Molding. Do not allow the LED light strips on the bottom of the rear Marquee Upright Section to get crimped.**

- 2) Remove all packaging.

**CAUTION:** Watch for sharp nails, staples, screws, etc.

- 3) Get assistance to manually lift the game onto the floor and in location. Adjust leg levelers to insure the table is levelled width wise and leaning 2 degrees length wise towards the players. This will allow balls on the game top to roll back to the players. Do not apply stress to the leg levelers horizontally. That means properly lifting the table and not dragging it.



- 4) Remove the Coin Door key from the Coin Return and unlock the Coin Door. Remove Accessory Bag inside the Cash Box. It has the service door keys and RGB LED remote controller. Use the service key to open the top table lid and remove the cardboard box. It has extra cups, balls, hardware, mending plates and power cord inside.



- 5) Remove the Triangle Cup Tray Assembly, Black Ball Return shelf and Ball Shield from the inside of the back section of the cabinet and set aside.
- 6) Mount the Rear Marquee Upright Section on the rear of the cabinet, using (6) 3/8" x 2 1/2" Steel Dowels, (2) Mending Plates, and (8) 3/8-16 x 3/4" Hex Head Bolts. Be careful not to crimp the Led Strips inside the T-Molding. Please notice the Clearance Notches on the cabinet for safe routing of the LED Strips.

**CAUTION:** Make sure all dowels and bolts are installed and secure.



- 7) Connect the 12Vdc Power and HDMI Cable into the back of the monitor. Connect the 12Vdc Power to the upper Marquee.

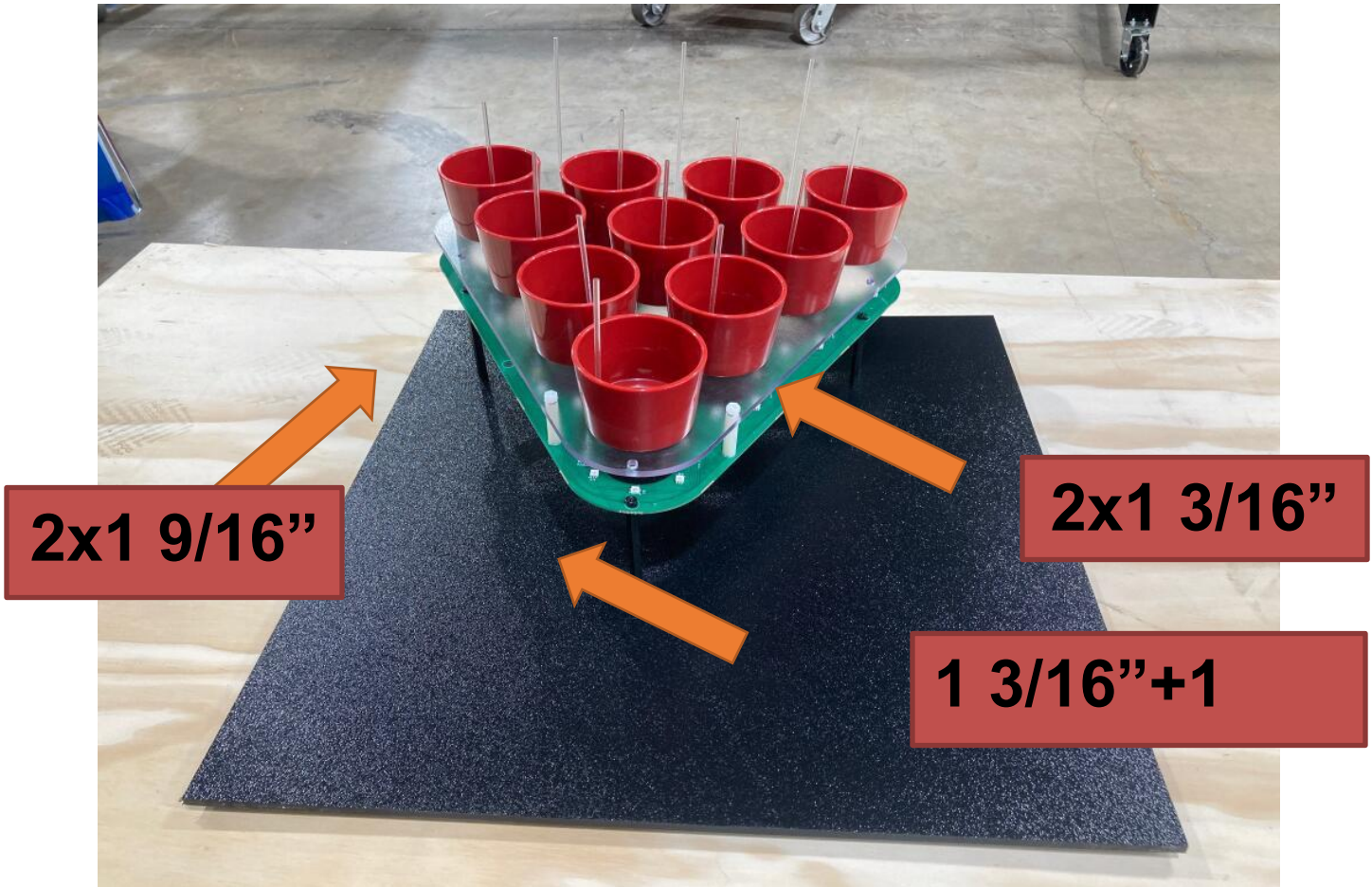




- 8) Connect the LED Strips to any Led Strip Cables connected to the SP901E Video Controller. Make sure they run through the black raceway and then close the tray covers.



- 9) There are 3 black hex standoffs taped to the underside of the Ball Return shelf. **Each standoff is a different length and is taped to a specific hole. DO NOT MIX THESE UP.** Mount each of the 3 different length black Stand-Offs taped to the underside of the black Ball Return shelf to the holes on the rough surface of the shelf by inserting black plastic screws into the holes on the underside (smooth surface) and finger tightening the hex stand-offs on the top side (rough surface) so they are snug. Remove the black nuts from each stand-off.



- 10) Make sure the grey ribbon cable and 12Vdc cable (black & yellow) for the Triangle Circuit board come up through the rear black wire way. Slide the Ball Return shelf into the slot under the ball shield slot. Place the black Ball Return shelf in place so that the grey ribbon cable and 12Vdc cable (black & yellow) coming from the rear black wire way remain on top of the shelf. Secure the shelf using the screw you removed from the cleat. It will align with a pre-drilled hole in the support cleat.
- 11) Connect the grey ribbon cable and 12Vdc cable to the Triangle Cup Tray Assembly. Make certain the electrical connectors have **locked** into place. Place the Triangle Cup Tray Assembly on top of the (3) Black stand-offs. Make sure the 12 Vdc connector rests inside the notch cut-out in the rear wall. Use the rear access door to pull the excess cables down through the black wire way so they don't interfere with rolling balls. Place and secure the 3 nuts on the threaded extension on the black hex standoffs that should be exposed above the green Triangle Circuit board. The Triangle Circuit board should now be fairly level, free to allow balls to flow under without jamming.

**CAUTION:** Place the excess ribbon and 12 Vdc cable down the black plastic race way so it doesn't interfere with the rolling balls.



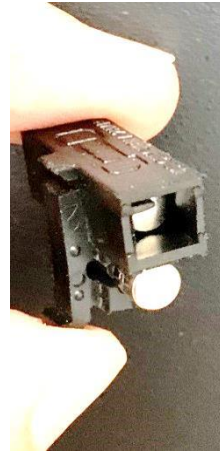


- 12) Insert the (10) Red Solo Cups into the Cup Holders **without breaking or loosening the Cup Holder Fingers.** The Cup Holder fingers (clear stir sticks) go inside the cup to reduce the amount of time a ball spins inside the cup. There are also 3 at the rear to stop balls from jamming between the cups and the backwall.

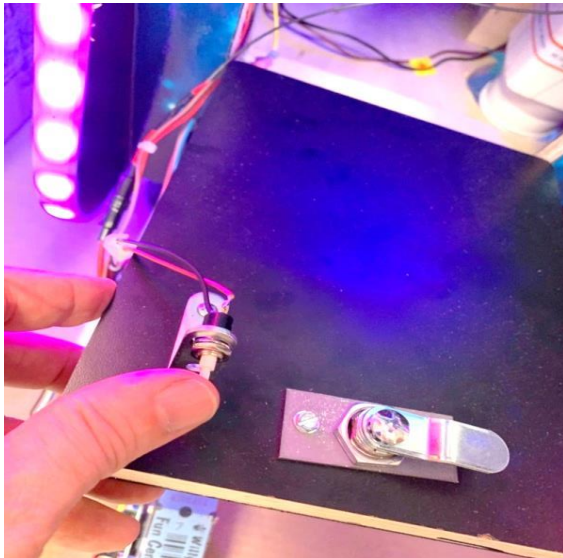


**CAUTION: For locations using 220 Vac, the 2 Power Supplies (12 Vdc and 5 Vdc) inside the cabinet must be switched to 220 Vac before making the wall connection.**

- 13) Connect the 110Vac (or 220Vac) power cable into the rear of the cabinet and into a wall plug rated for at least 5 amps. Notice the fuse holder beside the On/Off switch.



- 14) Turn on the **Power On** switch at the rear of the game and observe that all lights and displays turn on. Wait until the game has fully booted on the HMI, Table Lid LED Display and Rear Video Display. If you get a communications error on any screen please recycle power and try again.
- 15) Open the front left service door and press the **Service Button**. This will provide you with service screens on the HMI. These screens help you configure your game and test that everything is working. **Please refer to the Jet-Pong User's Manual** ([www.valley-dynamo.com](http://www.valley-dynamo.com) or the service page of [www.jet-pong.com](http://www.jet-pong.com)) for more details on configuration & troubleshooting or click on the QR code below:



**Link to Jet-Pong User's Manual for System Configuration, Wiring & Troubleshooting**

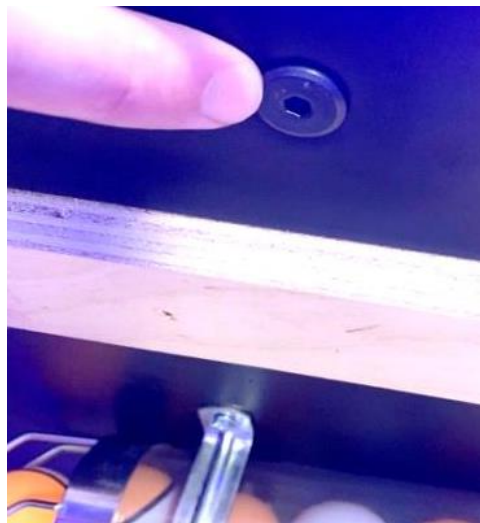
- 16) Once configured, insert coins, card swipe or bills (if equipped) to play your first game. If you don't have any coins you can press the **Service Button** and then press **Free Play** on the **HMI Touch Screen** to play. Note that there is an **"Attract"** mode that can be configured. It attracts people to the game by launching and floating a ball after a game is over. This draws people to the game which increases revenues. Note that it will only launch once after a game.



- 17) Once everything is working install the **Ball Shield** by removing the **Protective Film** and inserting it into the rear slot near the cups.



- 18) Remove the Protective Coating from the Side Shields. Using a 4 mm or 5/32" hex Allen-key to install the Side Shields using the screws provided in the Cash Box. Do not overtighten.



**Note:** There are extra balls and cups in the game should you need them in the future. There is also a remote control for the LED strips in the T-Molding. You can place your advertising on the D15 or D16 USB stick provided and then insert it into the D15 or D16. You can also place advertising on the mTV-100 USB stick to display ads on the rear display.

The game comes preloaded with 38 Ping Pong balls. These are standard 40 mm Ping Pong balls that you can purchase in bags of 50 from Valley-Dynamo (with logo) or local sporting store (no logo). There are companies that can add a logo for you for your venue. You should see the last ball in the clear pipe exposed at the exit of the metal **Inlet Trough**. It is important that you don't overfill the pipe past this location otherwise you run the risk of ball jams.

## Set-up Parts Listing

Part Number	Description	Quantity per Game
NI20300890	1/2-13 LEG LEVELER HEX NUT	4
JP-20510030	16 OZ RED SOLO CUP - STANDARD DISPOSABLE	20
JP-21710170	40mm PING PONG BALL	50
20515140	C/T LEG LEVELER	4
NI870007405	CORNER CASTING BOLT 3/8-16 x 3/4"	8
JP-20100130	DEC HEAD BOLT, 1/4-20 X .984	16
JP-20600060	MENDING PLATE	2
20606760	STEEL DOWEL 3/8X2 1/2"	6

**Ads on Rear Scoreboard Display:** Jet-Pong has photo ads that can display on the rear Scoreboard. 8 Ads can be read from a USB stick which gets inserted into the rear grey module called an mTV-100. mTV-100 photos need to be **1280 x 720 p** in size.

During the game the following sample photos are displayed on the rear screen. These are built into the program so are not easily changeable.



### Sample Ads:

There are 8 ads that look like this currently on the USB stick in the mTV-100. You can change these to any 8 ads you like.



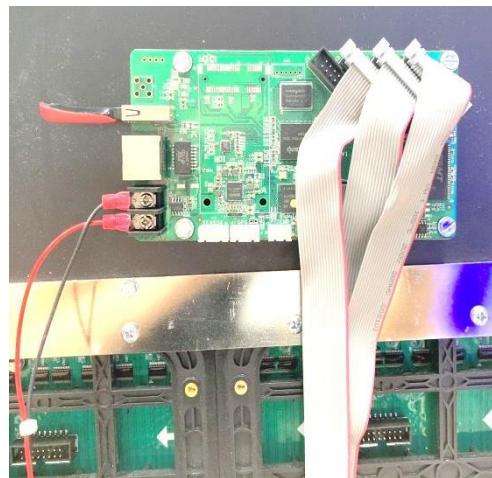
### mTV-100 USB Stick - Ad Changing Procedure:

Turn the power off on the game. Lift the lid and towards the back left there is a module that is labeled mTV-100 with a USB stick plugged in it. Remove the USB stick from the mTV-100. Install it in your computer's USB port. Place your photos into each of these 8 folders. Remove the USB Stick from the computer and install it back into the USB port on the mTV-100. Power up the game. Your ads should display on the rear Scoreboard Video Display when the game is not being played. Each ad plays for a few seconds.

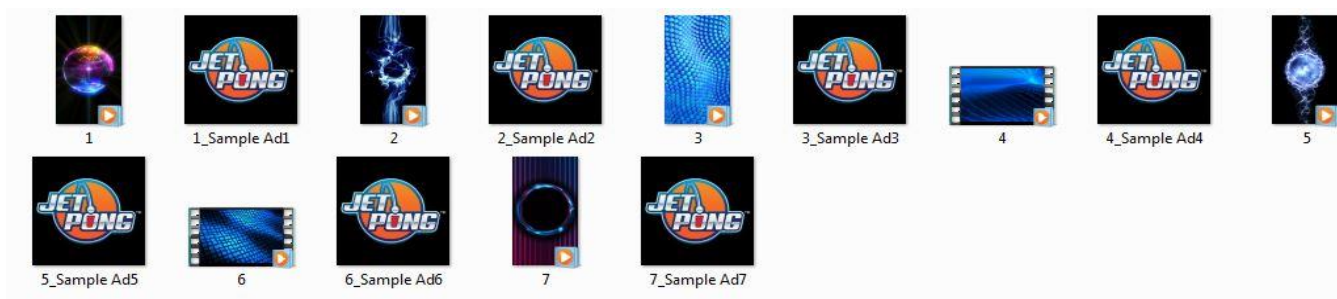


### D15/D16 LED Table Lid USB Stick – Ad Changing Procedure:

Jet-Pong has **videos & photo** advertisements that can display on the Table Lid using the D15/D16 LED Controller microprocessor located under the table lid. The D15/D16 comes preloaded with these files. If you want to customize your own ads, you can simply load and play them from a USB stick. Check the bag of components that came with your table for this USB stick labeled D15 or D16.



Insert the D15/D16 USB stick into your laptop. You should see the following files on the stick:



Each photo **Image size is 240 x 120 p.** Video labeled “1” above will play for a few seconds, then the photo ad “1\_Sample\_Ad1”, then the video labeled “2”, etc. After the last photo ad “7\_Sample\_Ad7” finishes it will repeat the cycle and so video “1” will play.



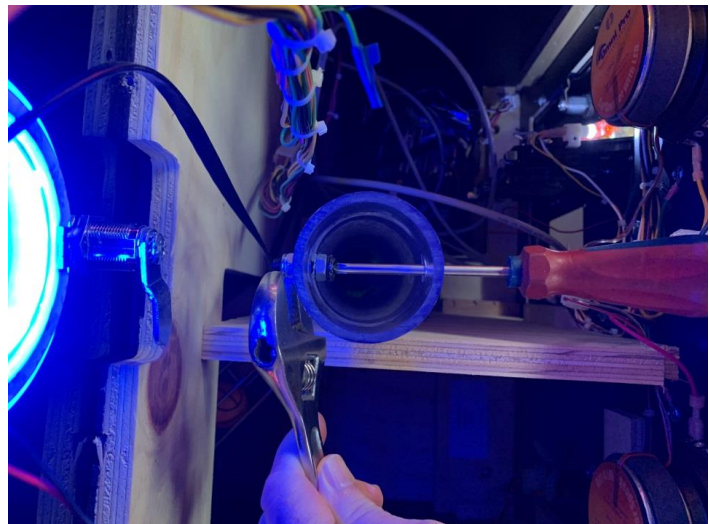
Simply replace any video or photo files you like using the same names so that they will play in the same order. Load your video ads (.mp4 files) and photo ads (.jpg images) onto the USB Stick. Remove the USB Stick from your computer and install it into the USB port on the D15 or D16. You do not need to power down the D15 or D16 for this. Your ads should display on the Table Lid Display within a few seconds. Check them all to make sure you are happy with the way they are displaying. You may need to edit these for color or resolution.

## Jet-Pong & Jet-Hoops Floating Ball Calibration Procedure

If you have issues with the ball not exiting and floating consistently you can use this procedure to recalibrate.

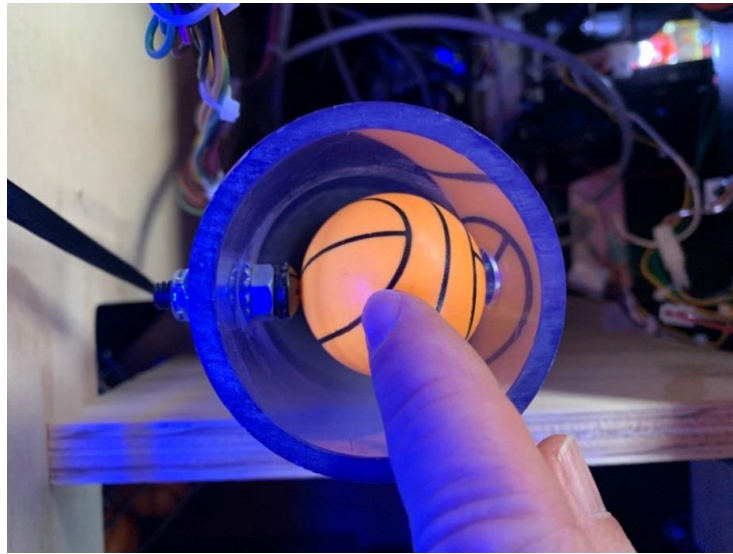
**NOTE:** If in the future you choose to use 3<sup>rd</sup> party standard 40 mm ping pong balls you may need to recalibrate using this procedure.

### 1) Step 1: Remove Main Control Console.

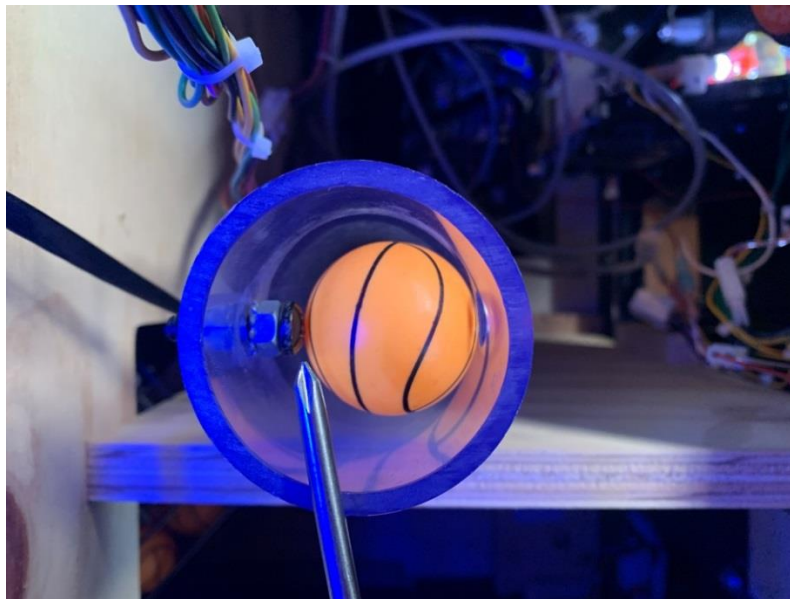


### 2) Step 2: Loosen Lock Nut on outside of chute.

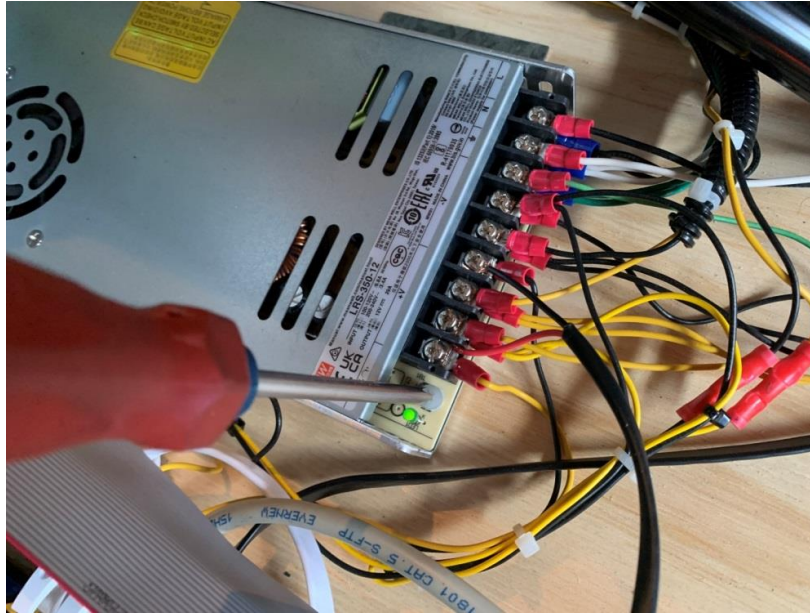
**3) Step 3:** Turn on the game and launch a ball. Use your finger to hold the ball in the air stream against the Speed Reducer screw to view the gap between the ball and the screw.



**4) Step 4:** Adjust the Speed Reducer screw so that the gap between it and the ball is minimal, almost rubbing. Launch a few balls to see how it behaves. Once it's launching properly tighten down the lock nuts on both sides of the chute wall. Try launching a few more balls to make sure.



**5) Step 5:** If you want the ball to float higher simply adjust the 12 Vdc power supply screw in the cabinet to  $> 12.5$  Vdc and  $< 13.0$  Vdc. If you want the ball to float lower then adjust the 12 Vdc power supply screw in the cabinet to  $> 12.0$  Vdc and  $< 12.5$  Vdc.



**6) Step 6:** Repeat above steps if necessary. Place Main Control Console back on the game once calibration is complete.



Enjoy your new Jet-Pong table!!!