



TM

Jet-Pong Coin JP100 User's Manual

Revision 8 – Jan 5, 2026



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See the full Valley Dynamo product line at
www.valley-dynamo.com



Jet-Pong Coin JP100 User's Manual



Jet-Pong Coin JP100 User's Manual

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Jet-Pong™ is a registered trademark. Reg. No. **5,962,669 and 1,925,931**

United States Patent # **7,673,877 B2**

China Patent #**CN115364469**

Canada Patent # **2,566,249**

United States Patent Filing # **63/190,372**

Jet-Pong Coin User's Manual

Document Revision – 8.0 Date – 01/05/2026

Dear Customer,

Thank you for choosing a quality engineered Valley-Dynamo product. Jet-Pong has been built with comprehensive quality assurance to ensure your satisfaction and trouble free use of the product.

This manual was written to assist you with Set-Up, Operation, Maintenance & Troubleshooting. Below is a list of sales and technical support contacts.

Special thanks to Aerr-Technologies for developing the patented technology and to Voyager, a Canadian band for developing much of the music.

We sincerely hope that you and your customers will enjoy playing Jet-Pong.

Valley-Dynamo

www.valley-dynamo.com

7115 Belton St.

Richland Hills, TX 76118

U.S.A.

National Sales Email: sales@valley-dynamo.com

International Sales Email: international@valley-dynamo.com

Technical Assistance: 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

An Electronic Version of this manual can be found at: www.valley-dynamoparts.com

or www.jet-pong.com/services

Section 1 - 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.

Jet-Pong Coin JP100 User's Manual

The following are not covered by the warranty:

- 1) Shipping or transport damage.
- 2) Normal wear and tear.
- 3) Damage or deterioration resulting from neglect, misuse, accident, liquid spills, improper installation, abuse, pets, burns or mishandling.
- 4) Incidental or consequential damage (except at Valley-Dynamo's discretion).
- 5) Removal or installation charges.
- 6) Shipping charges except at Valley-Dynamo's discretion.
- 7) Unauthorized modification of the product.
- 8) Use of this product with unapproved parts, conversion kits or accessories.
- 9) Damage from fire, flood, lightning or other acts of nature.

EXCLUSION OF DAMAGES

Valley-Dynamo's sole obligation and liability under this warranty is limited to the repair or replacement of a defective product at our option. Valley-Dynamo shall not, in any event, be liable for any incidental or consequential damages resulting from interruption of service, loss of business or revenue, or for liability in tort relating to this product or resulting from its use or possession.

LIMITATIONS OF IMPLIED WARRANTIES

There are no other warranties, expressed or implied, including but not limited to those of merchantability, revenue generation, or fitness for a particular purpose. The duration of implied warranties is limited to the period specified in the Warranty Period section above.

Section 2 - Declaration of Conformity

Jet-Pong™ is available with CE certification to be compliant with CE directives and standards. Many products require CE marking before they can be sold in the EU. CE marking indicates that a product has been assessed by the manufacturer and deemed to meet EU safety, health and environmental protection requirements. It is required for products manufactured anywhere in the world that are then marketed in the EU.

Applicable Standards:

EMC Directive 2014/30/EU

EN 55015 :2013+A1:2015, EN 55032: 2015,
EN 55035: 2017, EN 61000-3-2: 2014,
EN 61000-3-3: 2013+A1:2019, EN 60939-1 :2010

LVD Directive 2014/35/EU

IEC 60335-2-82: 2017, IEC 60335-1 Edition 5.2 2016

Product: Amusement Game

Model: Jet-Pong™ Coin JP100

Trademark: Reg. No. 5,962,669

Certification Type: ISO Type 3 Certification (*CE Tables only)

Ratings: 120 VAC, 60 hz or 220 VAC, 50 hz, 800 W

Main Replacement Fuse: 5 amps for 120 VAC: F10AL250V, 3 amps for 240 VAC: F3AL250V (*CE Tables only)

Ticket Dispenser Inline Fuse: 5 amps for 12 Vdc, 5GFU (*CE Tables only)

LED Display Inline Fuses: 5 amps for 12 Vdc, 5GFU (*CE Tables only)

Valley-Dynamo

www.valley-dynamo.com

7115 Belton St.
Richland Hills, TX 76118
U.S.A.

 **FOR INDOOR USE ONLY (*CE Tables only)**



Certificate of Conformity

Applicant: Valley-Dynamo

Address: 7115 Belton Street, Richland Hills, Texas, 76118, USA

Products: Amusement Game

Models: Jet-Pong JP100, Jet-Pong JP200

Trademark: Reg. No. 5,962,669

The listed products have been tested by us with the listed standards and found in compliance with the following European Directives:

EMC Directive 2014/30/EU

EN 55015 :2013+A1:2015, EN 55032: 2015,

EN 55035: 2017, EN 61000-3-2: 2014,

EN 61000-3-3: 2013+A1:2019, EN 60939-1 :2010

LVD Directive 2014/35/EU

IEC 60335-2-82: 2017, IEC 60335-1 Edition 5.2 2016

Certification Type: ISO Type 3 Certification

Ratings: 120 VAC, 60 hz or 220 VAC, 50 hz, 800 W

Signed By:

Name: Terry Ruddell

Position: Electrical Engineer

Location: 777 River Road, Lindsay, On, K9V4R4, Canada

Date: Oct. 21, 2019

CE FOR INDOOR USE ONLY

Date of Issue: Oct. 21, 2019

7115 Belton Street, Richland Hills, Texas, 76118, USA

1-972-595-5300 www.valley-dynamo.com

Section 3 – Warnings & Notices

USE OF NON-VALLEY-DYNAMO PARTS OR CIRCUIT MODIFICATIONS MAY CAUSE SERIOUS INJURY OR EQUIPMENT DAMAGE! USE ONLY GENUINE VALLEY-DYNAMO AUTHORIZED PARTS.

- For safety and reliability, substitute parts and modifications are not recommended.
- Substitute parts or modifications may void FCC type acceptance.
- Use only authorized components and parts. Failure to do so will void warranty and may result in incorrect and/or unsafe operation.

WARNING

- Disconnect power supply before any maintenance or services.
- Plug this game into a properly grounded outlet to prevent shock hazards and assure proper game operation.
- Do not use an adaptor plug to defeat the power cord's grounding pin.
- Do not cut off the ground pin.
- Do not use the power cord if damaged.

Information in this manual is subject to change without notice. Valley-Dynamo reserves the right to make improvements in the equipment function, design or components as engineering or manufacturing methods may warrant.

FOR GENUINE VALLEY-DYNAMO PARTS AND SERVICE CONTACT YOUR LOCAL AUTHORIZED VALLEY-DYNAMO DISTRIBUTOR.

PARTS CAN ALSO BE ORDERED AT: WWW.VALLEY-DYNAMOPARTS.COM

SAFE OPERATION *** CAUTION ***

- Do not throw debris into the cups.
- Do not spill liquids onto or into the game (use beverage holders to hold your drink).
- Do not attempt to burn the ping pong balls (they are flammable).
- Do not lean on the Lexan side shields.
- Do not drop or place objects down the Ball Chute Exhaust.
- Do not throw balls at people.
- Keep eyes and face away from Ball Chute Exhaust when launching balls.
- Set the speaker volume at a safe dB level.
- Do not set objects down on the table.
- Properly insert the Prop Stick when lifting the table Lid. (*CE Tables only)
- Turn off the On/Off switch at the rear and unplug the power cord before replacing any components.

Jet-Pong Coin JP100 User's Manual

- Jet-Pong can be used by children aged 8 years and above and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge with proper supervision and instruction.
- Children under the age of 8 shall not play with the appliance.
- Cleaning and user maintenance shall not be performed by children without supervision.
- Do not clean any parts of the game by waterjet.

FORESEEABLE MISUSE

- Do not throw debris into the cups. This will create jams possibly requiring a technician to troubleshoot the jam while power is on and the lid open.
- Do not drop or place objects down the Ball Chute Exhaust. This will create jams possibly requiring a technician to troubleshoot the jam while power is on and the lid open.
- Do not spill liquids onto or into the game (use beverage holders to hold your drink). This could potentially cause an electrical hazard.
- Keep eyes and face away from Ball Chute Exhaust when launching balls. This could cause bodily injury.
- Do not set objects down on the table. A spill could potentially cause an electrical hazard.
- Make use of the Prop Stick when lifting the table Lid. The Prop Stick will protect you in case of hydraulic cylinder failure. (*CE Tables only)

Section 4 – Quick Set-Up



Quick Start Guide for the Jet-Pong Coin Game Cabinet

Jan 5, 2026

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

Jet-Pong Coin JP100 User's Manual

- 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.



Jet-Pong Coin JP100 User's Manual

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

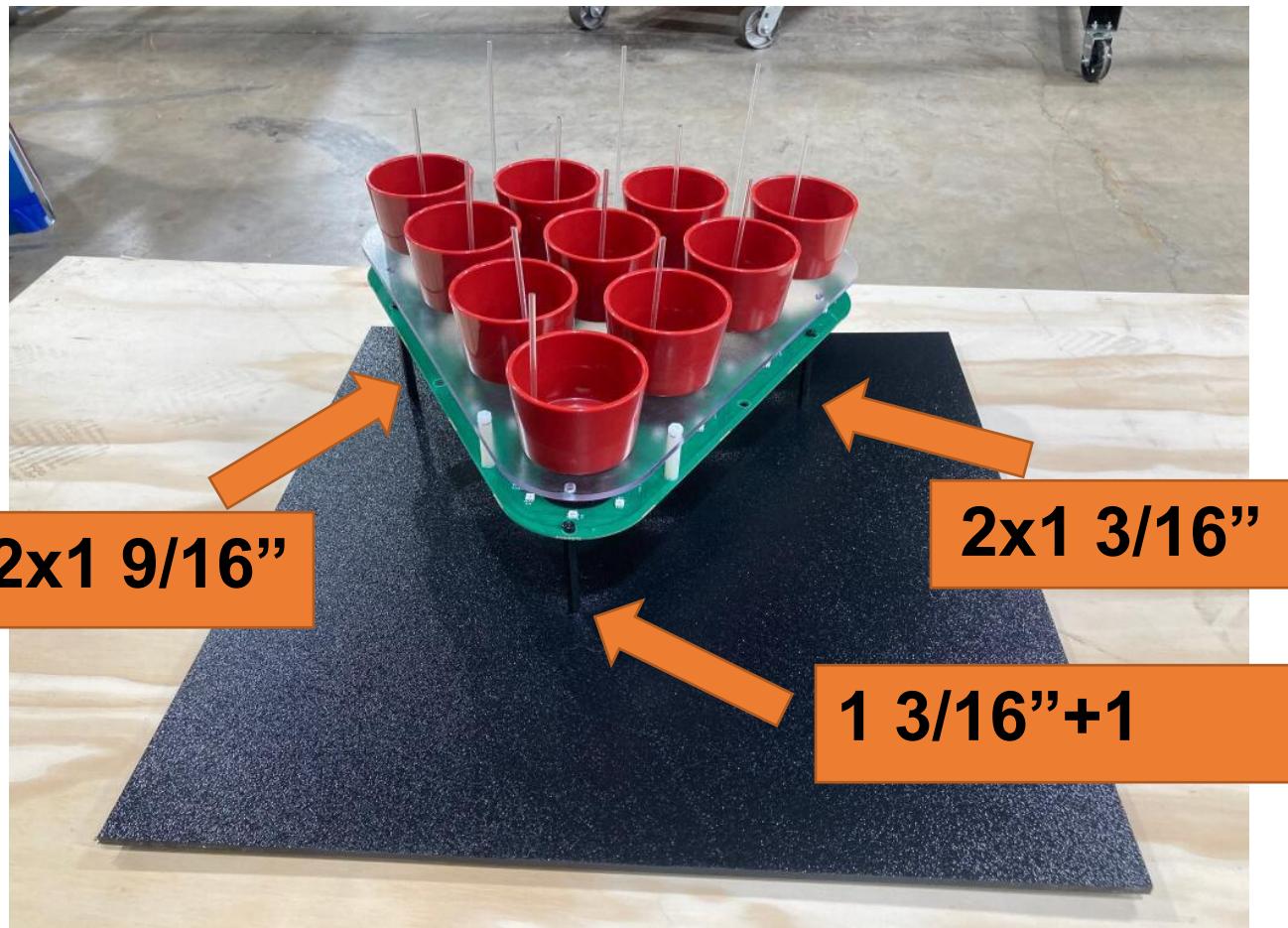


- 8) Connect the LED Strips to any Led Strip Cables connected to the SP901E Video Controller. Make sure they run through the black raceway and then close the tray covers.



Jet-Pong Coin JP100 User's Manual

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.

Jet-Pong Coin JP100 User's Manual

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.

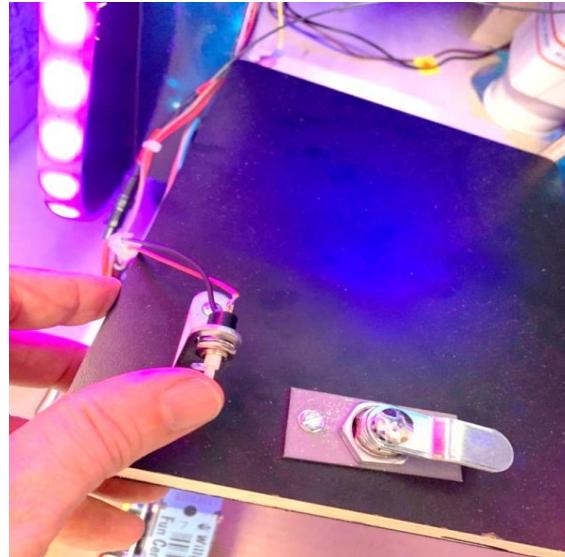


CAUTION: For locations using 220 Vac, the 2 Power Supplies (12 Vdc and 5 Vdc) inside the cabinet must be switched to 220 Vac before making the wall connection.

- 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. More details in this manual.



- 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.

Jet-Pong Coin JP100 User's Manual



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 16 OZ RED SOLO CUP - STANDARD	4
JP-20510030	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

Jet-Pong Coin JP100 User's Manual

Ads on Rear Scoreboard Display using newer MC-HDMI: Jet-Pong has .mp4 video ads that can display on the rear Scoreboard. 8 video Ads can be read from a USB stick which gets inserted into the rear silver MC-HDMI module. (Note that older models using an mTV-100 display photos only). Files on the USB stick are shipped as follows:

< MC-HDMI J...USB stick Q ...



1.mp4



2.mp4



3.mp4



4.mp4



5.mp4



6.mp4



7.mp4



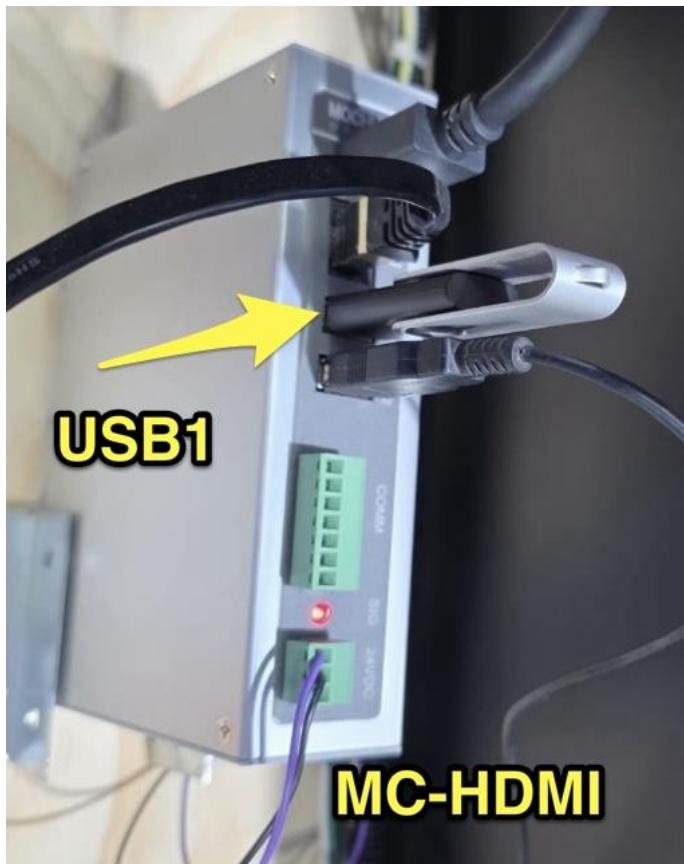
8.mp4

.mp4 files need to be **1920 x 1080, 5 seconds long, 30 frames/second**:

Video	
Length	00:00:05
Frame width	1080
Frame height	1920
Data rate	2065kbps
Total bitrate	2067kbps
Frame rate	30 frames/second

If you wish to display a photo, simply convert the photo to an .mp4 file with the above characteristics.

Once you have your 8 ads completed simply re-insert the USB stick into USB1 port.



Ads on Rear Scoreboard Display using the older mTV-100: 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.



Jet-Pong Coin JP100 User's Manual

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:

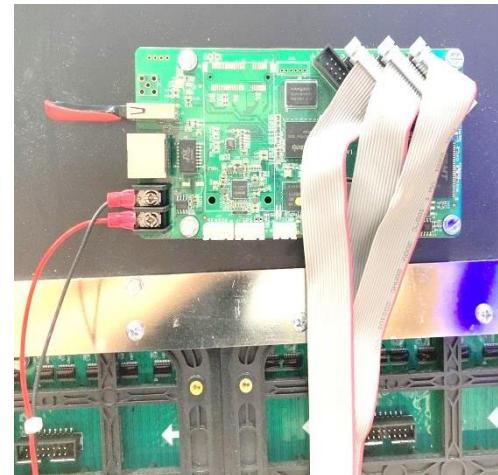
Turn the power off on the game. Lift the lid and towards the back left there is a module that is labeled mTV-100 with a USB stick plugged in it. Remove the USB stick from the mTV-100. Install it in your computer's USB port. Place your photos into each of these 8 folders. Remove the USB Stick from the 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.



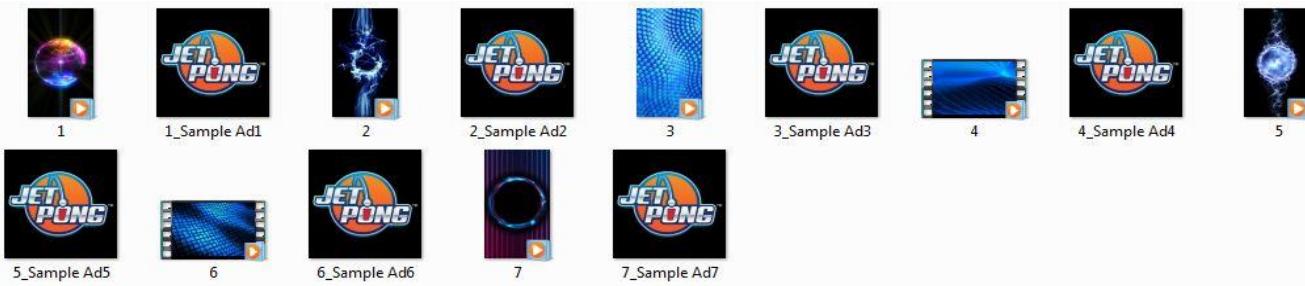
D15/D16 LED Table Lid USB Stick – Ad Changing Procedure:

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.

Jet-Pong Coin JP100 User's Manual



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.

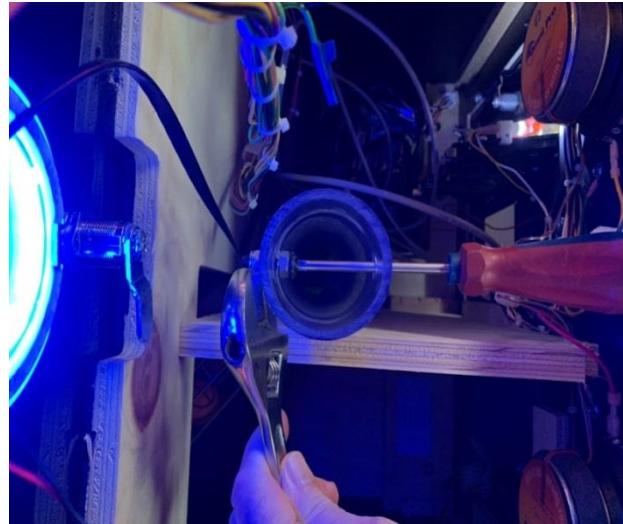
Simply replace any video or photo files you like using the same names so that they will play in the same order. Load your video ads (.mp4 files) and photo ads (.jpg images) onto the USB Stick. Remove the USB Stick from your computer and install it into the USB port on the D15 or D16. You do not need 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.

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 3rd party standard 40 mm ping pong balls you may need to recalibrate using this procedure.

1) Step 1: Remove Main Control Console.

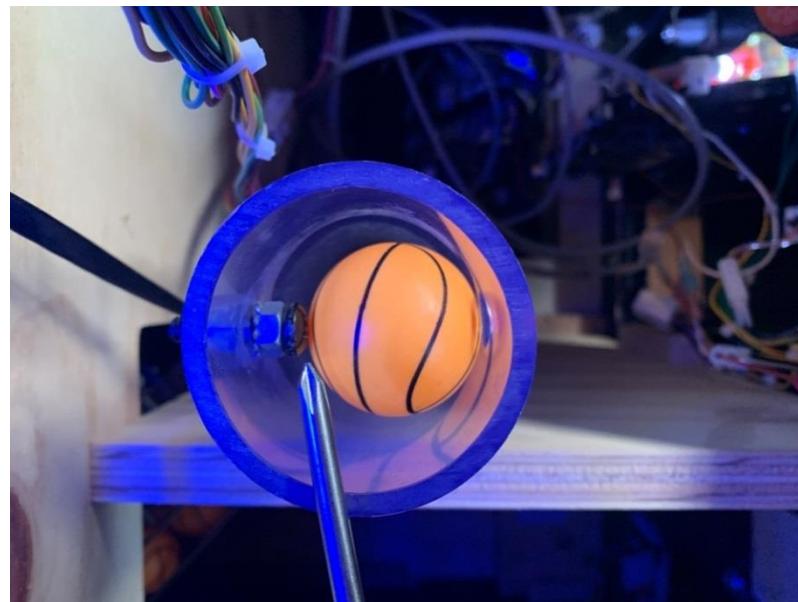


2) Step 2: Loosen Lock Nut on outside of chute.

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.

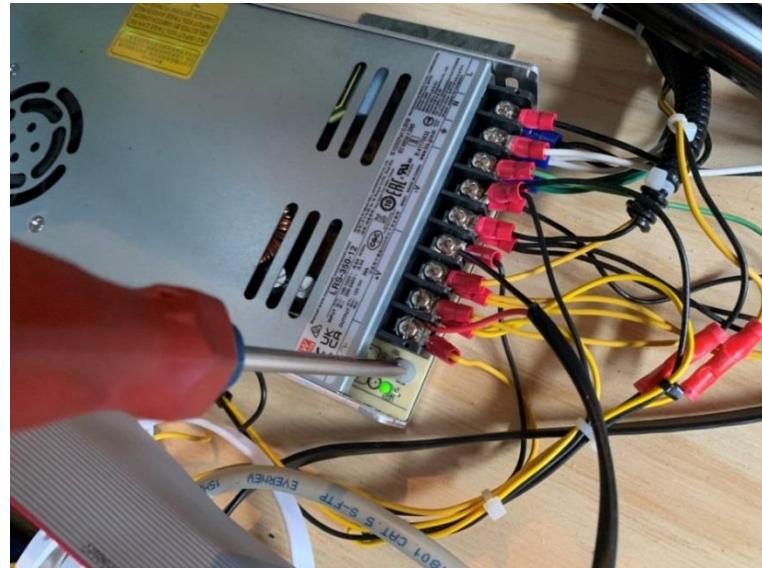


4) Step 4: Adjust the Speed Reducer screw so that the gap between it and the ball is minimal, almost rubbing. Launch a few balls to see how it behaves. Once it's launching properly tighten down the lock nuts on both sides of the chute wall. Try launching a few more balls to make sure.



Jet-Pong Coin JP100 User's Manual

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.

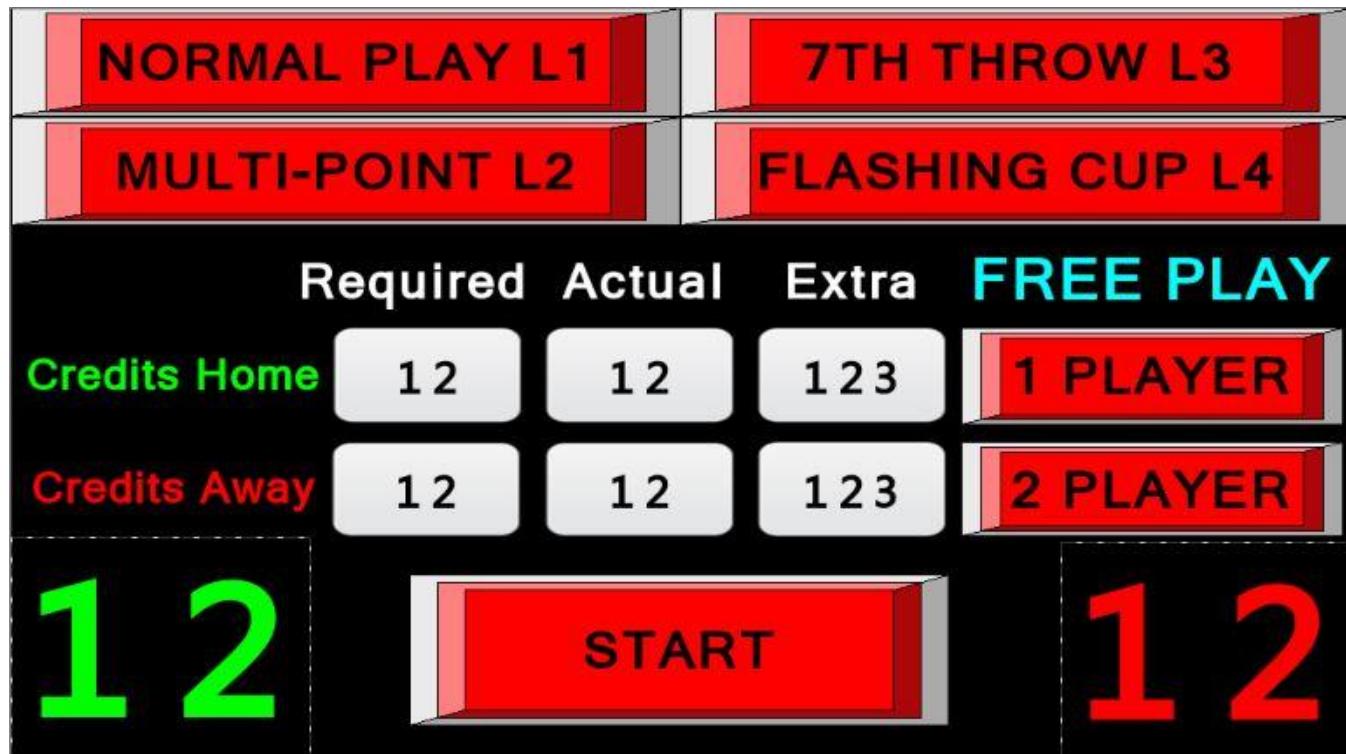


6) Step 6: Repeat above steps if necessary. Place Main Control Console back on the game once calibration is complete.



Enjoy your new Jet-Pong table!!!

Section 5 – Rules of Play



**** Note: Earlier versions of Jet-Pong only play 1 game which is just NORMAL PLAY. The latest version can play 4 different games each with a different level of difficulty.**

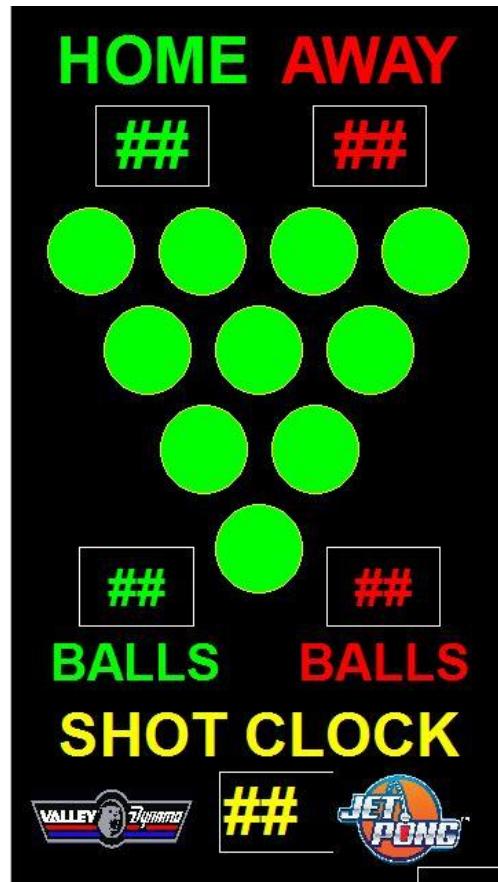
Jet-Pong NORMAL PLAY L1 (Level 1):

- 1) Both Players (**Home Green & Away Red**) stand at the front of the Jet-Pong table to pick and throw their balls.
- 2) Players can throw overhand or underhand and can bounce the ball from any surface.
- 3) If a ball bounces back onto the table lid or lands on the floor the player automatically gets a re-throw.
- 4) Each player takes a turn throwing 1 ball until they have both thrown 10 balls each.
- 5) Player with the highest score after 10 balls wins. If a player gets all 10 cups then the rear Video Display will display “**Perfect Score Hundo!**” where “**Hundo**” means shooting a perfect 100% in beer pong.

Jet-Pong Coin JP100 User's Manual

Jet-Pong Tournament Play:

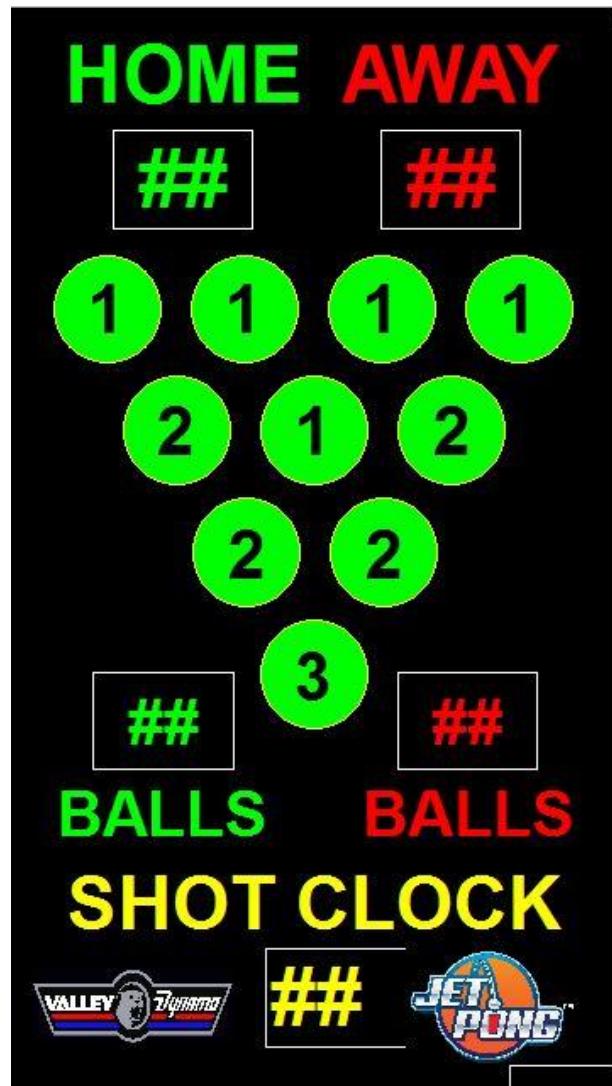
- 1) Jet-Pong meets the dimensional requirements of a professional Beer Pong tournament table.
- 2) Jet-Pong can be played with 2 or 4 players during tournaments.
- 3) A coin is tossed to decide which team will be **Home Green** and which team will be **Away Red**.
- 4) Players or teams (Green & Red) stand at the front of the Jet-Pong table to pick and throw their balls.
- 5) Players can throw overhand or underhand and can bounce the ball from any surface.
- 6) If a ball bounces back onto the table lid or lands on the floor at any time the ball is dead and must be placed in the return shoot to the left of the cups.
- 7) If 2 Players are playing then each player takes a turn throwing 1 ball until they have both thrown 10 balls.
- 8) If 4 Players are playing then each player takes a turn throwing 1 ball until they have all thrown 5 balls each.
- 9) Player or Team with the highest score after 10 balls wins. If a player or team gets all 10 cups then the rear Video Display will display “**Perfect Score Hundo!**” where “**Hundo**” means shooting a perfect 100% in a beer pong game.



Jet-Pong Coin JP100 User's Manual

Jet-Pong MULTI-POINT L2 (Level 2):

- 1) This game assigns different points to each cup where the front cup is worth 3 points because it is harder to get.
- 2) Both Players (**Home Green & Away Red**) stand at the front of the Jet-Pong table to pick and throw their balls.
- 3) Players can throw overhand or underhand and can bounce the ball from any surface.
- 4) If a ball bounces back onto the table lid or lands on the floor the player automatically gets a re-throw.
- 5) Each player takes a turn throwing 1 ball until they have both thrown 10 balls each.
- 6) Player with the highest score after 10 balls wins. If a player gets all 10 cups then the rear Video Display will display “**Perfect Score Hundo!**” where “**Hundo**” means shooting a perfect 100% in beer pong.



Jet-Pong Coin JP100 User's Manual

Jet-Pong 7TH THROW L3 (Level 3):

- 1) This game starts at Level 1 for the 1st 6 throws and then moves to Level 2 on your 7th throw. Your strategy should be to hit the rear cups in your 1st six throws.
- 2) Both Players (**Home Green & Away Red**) stand at the front of the Jet-Pong table to pick and throw their balls.
- 3) Players can throw overhand or underhand and can bounce the ball from any surface.
- 4) If a ball bounces back onto the table lid or lands on the floor the player automatically gets a re-throw.
- 5) Each player takes a turn throwing 1 ball until they have both thrown 10 balls each.
- 6) Player with the highest score after 10 balls wins. If a player gets all 10 cups then the rear Video Display will display “**Perfect Score Hundo!**” where “**Hundo**” means shooting a perfect 100% in beer pong.

Jet-Pong FLASHING CUP L4 (Level 4):

- 1) This level is for professional Beer Pongers as it is very difficult to get a perfect score. The goal is to sink the cup that is flashing. Once that cup is made another cup will flash.
- 2) Both Players (**Home Green & Away Red**) stand at the front of the Jet-Pong table to pick and throw their balls.
- 3) Players can throw overhand or underhand and can bounce the ball from any surface.
- 4) If a ball bounces back onto the table lid or lands on the floor the player automatically gets a re-throw.
- 5) Each player takes a turn throwing 1 ball until they have both thrown 10 balls each.
- 6) Player with the highest score after 10 balls wins. If a player gets all 10 cups then the rear Video Display will display “**Perfect Score Hundo!**” where “**Hundo**” means shooting a perfect 100% in beer pong.



Section 6 – Routine Maintenance

Note: This section can be performed by children aged 8 years and above and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge with proper supervision and instruction.

Cleaning:

CAUTION: Please remove power by turning the ON/OFF switch at the rear to the OFF position and unplug the power cord before cleaning.

Use Windex or similar cleaner to wipe down the entire table where needed. This includes the HMI (Human Machine Interface) Touch screen, Video Display, Table Lid LED Plastic cover, Beverage Holders, Push-Button Lights, Side Shields, Table Graphics, Coin/Bill Acceptor, Ticket Dispenser, the black Ball Return floor under the Triangle Cup Assembly, etc.

Cup Inspection:

Inspect Red Solo cups for any hair line fractures, dents, etc. Replace cups where necessary.

Cup Finger Inspection:

Inspect Cup Fingers for damage or loss. Repair where needed. You can order more from Valley-Dynamo if required. The purpose of these fingers is to reduce the amount of spinning when the ball enters the cup thus speeding up the game.

Ball Inspection:

CAUTION: Please remove power by turning the ON/OFF switch at the rear to the OFF position and unplug the power cord before lifting the Table Lid unless you absolutely must have power on for viewing balls in “**Free Play**” or “**Auto Cycle**”. Properly insert the Prop Stick (*CE tables only) when lifting the table Lid.

Using the key in the Accessories Bag, unlock and open the Table Lid. If any of the balls look damaged then place the game into “**Free Play**” mode (refer to Section 7) and press buttons until the damaged ball(s) surfaces through the Ball Exhaust Chute. You may also want to consider cleaning each ball before placing them back in the game.

Jet-Pong Coin JP100 User's Manual

Ball Return Inspection:

CAUTION: Please remove power by turning the ON/OFF switch at the rear to the OFF position and unplug the power cord before lifting the Table Lid unless you absolutely must have power on for viewing balls in “**Free Play**” or “**Auto Cycle**”. Properly insert the Prop Stick (*CE tables only) when lifting the table Lid.

Inspect the underside of the Triangle Cup Assembly to make sure no balls are trapped and that no debris is stopping the balls from rolling down into the metal **Inlet Trough** chute. Inspect the chute for any debris as well.

Search for any debris that may be lodged in the Ball Return piping. If debris is found you can try to place the game into “**Free Play**” mode and press buttons until the debris works itself down to the wire frame Solenoid Trough. If this does not work you may have to disconnect the piping or blow it clean using a vacuum cleaner blower. “**Auto Cycle**” mode is also another option for cleaning out balls.

LED Inspection & Remote Controller Battery Replacement:

CAUTION: This procedure requires the power to be on during inspection.

Inspect all LED lights to make sure they are all working. The LED lighting in the T-Molding is controlled by the remote controller in the Accessory Bag. You can press various buttons to select the color or speed of these LEDs. Note that there is a battery in the remote controller (CR2025 Lithium Battery 3V) that may need replacing every few years. If you find an LED strip that is not working refer to **Section 9 – Troubleshooting** for details.



The LED lights under the Triangle Cup Assembly can be turned on using the **Troubleshooting** screen on the HMI Touch Screen. Refer to **Section 9 – Troubleshooting** for details.

The LED lights on the Table Lid under the black plastic can be inspected for any LED lights that are not working. If you find an LED that is not working refer to **Section 9 – Troubleshooting** for details.

Jet-Pong Coin JP100 User's Manual

Inspect the LED lights in the Beverage Holders and around the Ball Exhaust Chute to make sure they are all on. If you find an LED that is not working refer to **Section 9 – Troubleshooting** for details.

Inspect the LED Lights inside the speakers to make sure they both work. If you find a set that is not working refer to **Section 9 – Troubleshooting** for details.

Pushbutton Inspection:

CAUTION: This procedure requires the power to be on and the lid closed during inspection.

The Pushbutton lights and switches on the Control Panel Console can be tested using the Troubleshooting screen on the HMI Touch Screen. Refer to **Section 9 – Troubleshooting** for details. Open the Ticket Dispenser door and press the **Service Button** to make sure the HMI Touch Screen changes accordingly.

Sensor Inspection:

CAUTION: This procedure requires the power to be on and the lid closed during inspection.

The ball sensors under the Triangle Cup Assembly can be tested using the Troubleshooting screen on the HMI Touch Screen. Refer to **Section 9 – Troubleshooting** for details.

Ticket Dispenser Inspection:

CAUTION: This procedure requires the power to be on and the lid closed during inspection.

The ticket dispenser can be tested using the Troubleshooting screen on the HMI Touch Screen. Refer to **Section 9 – Troubleshooting** for details. There is a button on the side of the Ticket Dispenser to manually feed tickets. Try pressing this button to make sure tickets feed properly.

Coin Mech(s), Card Swipe(s) & Bill Acceptor Inspection:

CAUTION: This procedure requires the power to be on and the lid closed during inspection.

The coin mech(s), card swipe(s) and bill acceptor can be tested using the Troubleshooting screen on the HMI Touch Screen. Refer to **Section 9 – Troubleshooting** for details. Check the Coin Mech light to make sure it is not burned out. Inspect the mechanical mechanisms on both the Coin Mech and Bill Acceptor for any major wear or jamming issues.

Jet-Pong Coin JP100 User's Manual

Blower Fan Inspection:

CAUTION: This procedure requires the power to be on and the lid closed during inspection.

Using the Troubleshooting screen on the HMI Touch Screen, turn on and off the Blower Fan manually to make sure it functions correctly. Make sure the capacitor on the 2 pin power connector is secure if your game comes with one. Refer to **Section 9 – Troubleshooting** for details. The capacitor filters any electrical noise generated by the fan. These are built into the new PLC carrier boards. **Also check to make sure the screen above the blower is clear of any debris.**

Solenoid Inspection:

CAUTION: This procedure requires the power to be on and the lid opened during inspection.

Solenoids can be tested using the Troubleshooting screen on the HMI Touch Screen. Refer to **Section 9 – Troubleshooting** for details. **NOTE:** these have to be tested one at a time. Make sure that the Solenoid springs are not compressed when the solenoids are in the Off state. Over time these springs may compress not allowing them to pull back to the Off position fully. If this is the case then you must replace the springs.

Exhaust Chute Inspection:

CAUTION: This procedure requires the power to be on and the lid opened during inspection.

Make sure there is no debris in the Exhaust Chute. If Debris is causing problems for ball delivery then refer to **Section 9 – Troubleshooting** for details.

Make sure that balls can just slightly pass by the Speed Reducer screw located near the exit. If this screw is too tight then balls will not slow down and will fly out of the chute. If too loose, balls will get stuck. Refer to **Section 9 – Troubleshooting** for details.

Jet-Pong Coin JP100 User's Manual

Periodically check and tighten the 2 lower Solenoid Trough screws on the Exhaust Chute above the Blower Fan:

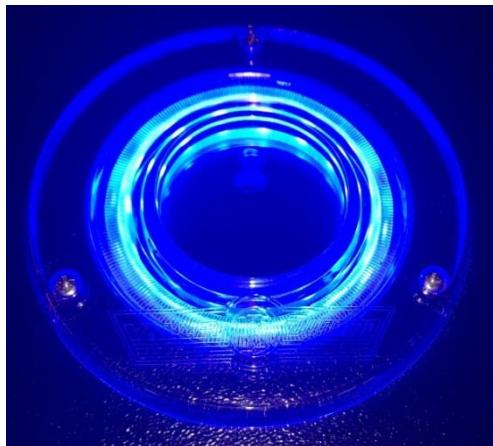


Table Lid

Supports Inspection:

CAUTION: This procedure requires the power to be on and the lid opened during inspection.

Make sure there is nothing restricting the Table Lid Supports. Make sure all lid support screws are secure. If the table lid is having trouble staying open then please order new supports from Valley-Dynamo.

Wiring Inspection:

CAUTION: This procedure requires the power to be off and the lid opened during inspection.

Inspect all wiring for burn marks, melting, loose connections, etc. Over time, screws on the power supplies that hold down wiring will loosen. It is recommended that all of these screw terminals get tightened periodically.

Music, Cheers, Videos & Ads Inspection:

CAUTION: This procedure requires the power to be on and the lid closed during inspection.

Using the Troubleshooting screen on the HMI Touch Screen you can test each of 8 songs, cheers, goal videos and advertising. Refer to **Section 9 – Troubleshooting** for details.

Jet-Pong Coin JP100 User's Manual

Overall System Check:

CAUTION: This procedure requires the power to be on and the lid opened during inspection.

By placing the game in “**Auto Cycle**” you can have the game automatically cycle 10 balls Green and 10 balls Red. You will need to place these balls in a box and when the automatic cycle ends place the balls in the Inlet Trough ball return near the cups. This is a good way to test many things at the same time such as lights, solenoids, fan, LEDs, music, videos, etc. Refer to **Section 9 – Troubleshooting** for details.

Section 7 – Power Up, Configuration & Operation

Power Up:

CAUTION: Lid shall be kept closed during power up.

Turn power on the game by pressing the toggle switch at the rear of the table. The LED indicator on the toggle switch should turn on.

The following devices should power up: T-Molding LED Lights, Beverage Holder LEDs, Ball Exhaust Chute LEDs, Table Lid LED Matrix, HMI (Human Machine Interface) Touch Screen, rear Video Scoreboard Display, Triangle Cup Assembly LEDs, etc.

The HMI and rear Video Scoreboard Display will initially display the **Jet-Pong** logo screen and then the Valley-Dynamo screen.



Once power up is complete the HMI will display the **FINAL SCORE** screen.



Note: Recycling power is a good way to reset the game.

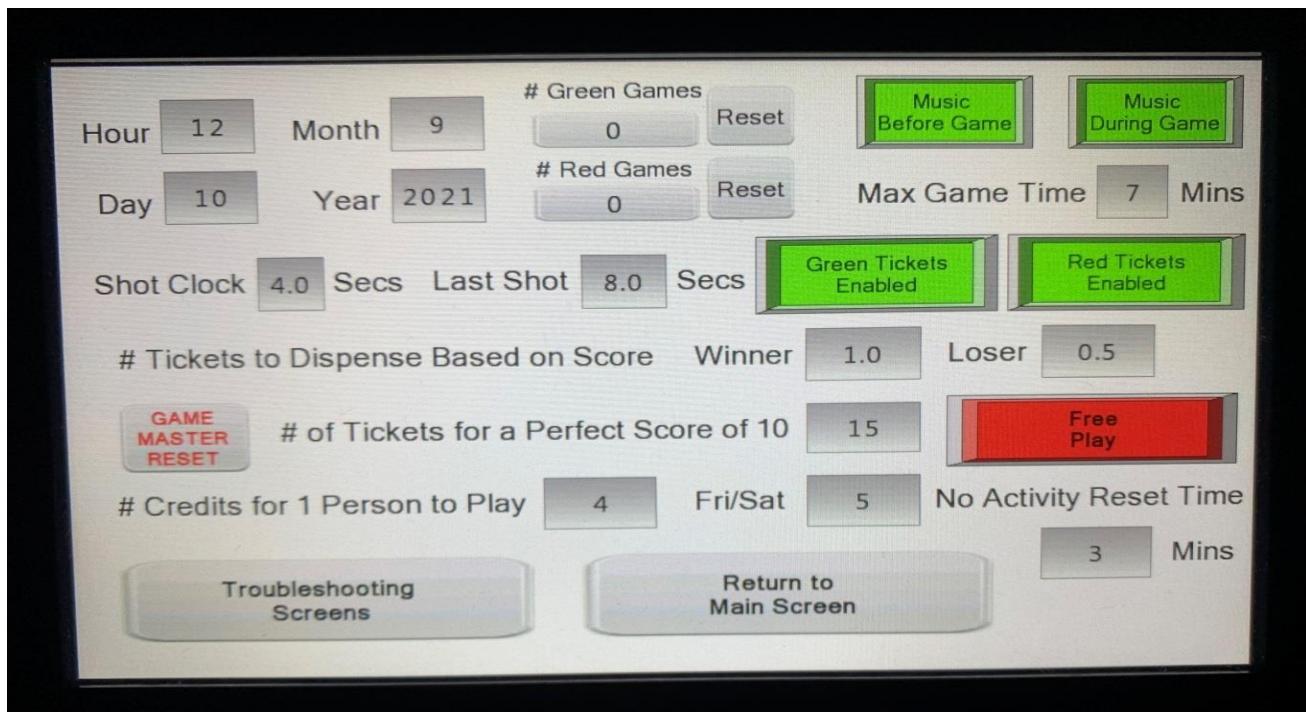
Jet-Pong Coin JP100 User's Manual

Configuration:

The HMI Touch Screen allows the owner to configure the game using a “Configuration” screen. Open the Ticket Dispenser Door and press the “Service” button.



The “Configuration” screen will display like this on the HMI Touch Screen:



Jet-Pong Coin JP100 User's Manual

On the latest version of Jet-Pong the screen may look like this:



Hour/Day/Month/Year: This allows you to adjust these for your time zone. Simply touch the number you want to change and use the pop-up keypad to enter the new number and then press **Enter**. You will notice in the top left a Minimum and Maximum range for each number. If the date is not being saved after a power failure, then it's time to replace the battery on the Main Processor. (5-year life expectancy) Refer to **Section 8 – Spare Parts List**.



Jet-Pong Coin JP100 User's Manual

Attract On/Off (X) Mins: This button enables (On) or disables (Off) the Attract Mode feature. When the game is over and people leave the game a ball will pop up X Minutes afterwards (adjustable). Typically this is set for 1 Minute. This attracts new players to the game. They will grab and toss this ball into a cup. Nothing will happen but they feel good about their throw and want to play more so they insert credits to play. We did a study and found this feature increased revenues by 30%. Only 1 free ball can pop up after a game is over otherwise people would simply wait for free balls every minute and not want to pay to play. This feature was added in Nov. 2022.

of Green Games or Red Games: These fields keep track of the total # of games that each side has played. (Maximum of 32,767) You can reset these counters by pressing the “Reset” buttons. **Note:** There is also a physical counter near the coin tray that is non-resettable. It is the sum total of all credits inserted.

Music Before Game: Pressing this button will turn green and allow music to play before a game. There are a total of 8 tunes that cycle one after the other. These files reside on a microSD card on the sound module. Technically you could place your own licensed music onto this microSD.

Music During Game: Pressing this button will turn green and allow music to play during a game. When a goal is scored a Cheer will interrupt the song. If this is set to off (red) the Cheers will still play when a goal is scored.

Max Game Time: This is the maximum time that a game can last. Once this time is reached the game will end.

Shot Clock: This is the amount of time allowed before a pushbutton is enabled and flashes again. Note that this value gets reset to 0 whenever a cup is made.

Last Shot: This is the amount of time allowed on a player's very last shot (ball #10). This gets added to the Shot Clock time on the HMI and rear Scoreboard Video Display.

Green Tickets Enabled: Pressing this button will turn green and will enable the left Green Ticket dispenser and all of its associated HMI screens.

Red Tickets Enabled: Pressing this button will turn green and will enable the right Red Ticket dispenser and all of its associated HMI screens.

of Tickets to Dispense Based on Score: You can enter a number from 0.0 to 9.9 in these fields by pressing the field and entering in your number. If you were to enter 2.5 for Winner and 1 for Loser and the final score was Green 7 and Red 2 then $7 \times 2.5 = 17.5$ (18 rounded up) tickets would dispense for Green and 2 tickets for Red. If both ticket dispensers are enabled and wired then 18 tickets would dispense from the Green Ticket Dispenser and 2 tickets would dispense from the Red Ticket Dispenser. If only 1 Ticket Dispenser is enabled and wired then $18 + 2$ tickets would dispense from the 1 Ticket Dispenser. A screen will display after the game is over to let both players know how many tickets they each won.

Jet-Pong Coin JP100 User's Manual

As the tickets are being dispensed the counter beside these numbers increment:



of Tickets For a Perfect Score of 10: You can enter a number from 0-99 in this field by pressing the field and entering in your number. Since a perfect score is so hard to get, it should be rewarded with even more tickets.

GAME MASTER RESET: This button does the same thing as recycling power.

FREE PLAY: This button allows players to play for free once you “**Return to Main Screen**”. After a game is over the player has to decide which game they wish to play, select 1 PLAYER or 2 PLAYERS and then press START.

of Credits for 1 Person to Play: You can enter a number from 1-99 in this field by pressing the field and entering in your number. If you were to enter 7 then both players would each need to insert 7 coins for a total of 14 coins. If the coins are quarters then this would equate to \$1.75/player. **NOTE:** If someone wishes to play by themselves they would simply insert 7 coins select the game they wish to play, select 1 PLAYER, Press the START button and then press the flashing Green pushbutton to get started.

Some bill accepters have dip switch settings on it that are set to send 4 credits (pulses) when \$1 is inserted. Make sure the “on” pulses from the bill acceptor are long enough (>.01 sec.) for our processor to read. Typical Bill Accepters can send out a 100 ms pulse or longer by setting switches or scanning a configuration sheet.

of Credits for 1 Person Fri/Sat: If you want to charge more on a busy Friday or Saturday you can enter a different # of credits for these days. The game uses an internal clock/calendar to monitor the day of the week. Make sure the **Hour/Day/Month/Year** is displaying correctly.

Clear Credits: Press this button to clear all credits. (New units only)

Single Coin Mech: Press this button if you only have 1 Coin Mech or Card Swipe. This would need to be wired to the Green Coin Mech wires. (New units only) (See electrical drawings in this manual.)

Jet-Pong Coin JP100 User's Manual

Two Coin Mechs: Press this button if you are installing 2 independent Coin Mechs or Card Swipes. The left Coin Mech or Card Swipe would be for Green Player and the right Coin Mech or Card Swipe would be for Red Player. If someone only inserts coins or swipes the Red side then only Red plays. (New units only) **By connecting the Ticket dispenser wiring for green and red to your card swipes you can receive credits back based on what you enter for ticker winner and loser.**

No Activity Reset Time: If there is no activity such as pressing buttons, sensing balls or entering coins, the game will time out and reset after this amount of time.

Troubleshooting Screens: If you need to perform troubleshooting simply press the “**Troubleshooting Screens**” button.

Return to Main Screen: If you are finished you can simply press “**Return to Main Screen**” to display the game status. **NOTE:** To return to “**Configuration**” screen you would need to press the “**Service**” button again.

Music & Cheers: Jet-Pong comes preloaded with music and cheers on a MicroSD card mounted on a Blue Sound Module located on the main processor Carrier board. There are 8 music files and 8 Cheers. These are .mp3 files. Technically you could load your own 8 songs and 8 cheers but you would have to make sure you own the music licenses for each.

Bluetooth Audio: If you don't want to hear any music or cheers from the game at all you can Bluetooth music to the game from your computer or phone by moving the audio cable from the blue Sound Module on the PLC Carrier board to the input of the Bluetooth device mounted to the Audio Amplifier. Then simply synch your phone in Bluetooth settings to the KN320 device.



Jet-Pong Coin JP100 User's Manual

Ads on Rear Scoreboard Display using new MC-HDMI:

.mp4 video Ads can be read from a USB stick which gets inserted into the rear silver MC-HDMI module. (Note that older models using an mTV-100 display photos only). Files on the USB stick are shipped as follows:

◀ MC-HDMI J...USB Stick ⌂ ⌁ ⌂ ⌂ ⌂



1.mp4



2.mp4



3.mp4



4.mp4



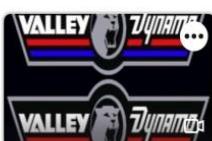
5.mp4



6.mp4



7.mp4



8.mp4

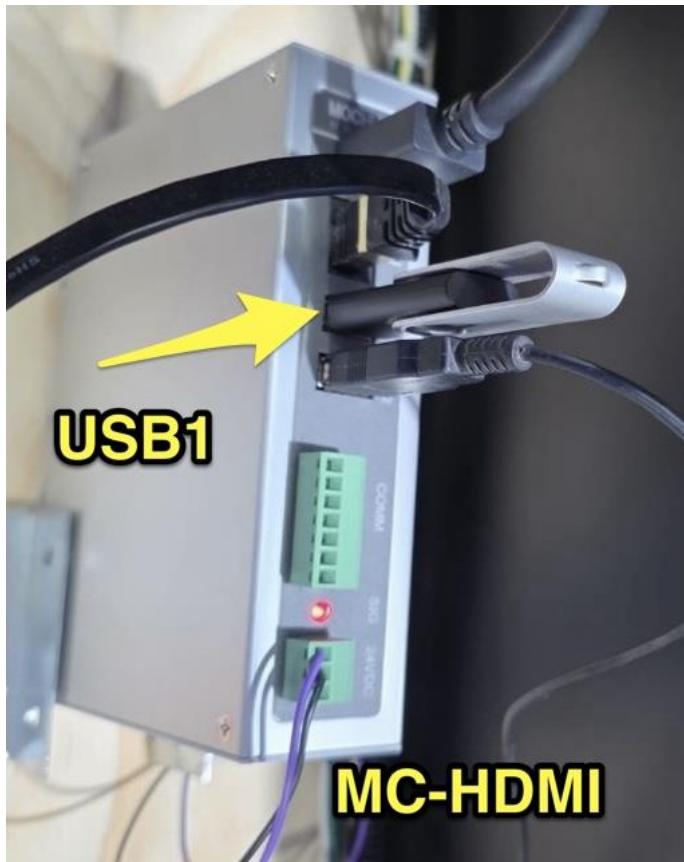
.mp4 files need to be **1920 x 1080, 5 seconds long, 30 frames/second**:

Video	
Length	00:00:05
Frame width	1080
Frame height	1920
Data rate	2065 kbps
Total bitrate	2067 kbps
Frame rate	30 frames/second

Jet-Pong Coin JP100 User's Manual

If you wish to display a photo, simply convert the photo to an .mp4 file with the above characteristics.

Once you have your 8 ads completed simply re-insert the USB stick into USB1 port.



Ads on Rear Scoreboard Display using older mTV-100: On older Jet-Pongs up to 8 photo ads can display on the rear Scoreboard. .jpg ads can be placed on a USB stick and inserted into the mTV-100. When the game is not being played these ads will change every 5 seconds.

Sample Ads:



Jet-Pong Coin JP100 User's Manual

mTV-100 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. They must be 1280 x 720 p. 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. You can test each photo using the troubleshooting screens on the HMI.

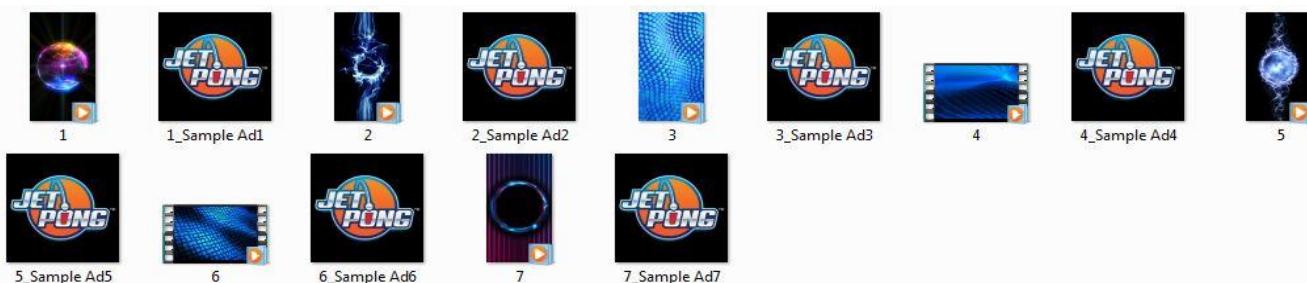


D15/D16 LED Table Lid Display Advertising Loading Procedure:

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. They must be 240 x 120 p. Check the bag of components that came with your table for this USB stick labeled D15/D16. On the newer versions this USB stick is green.



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



Jet-Pong Coin JP100 User's Manual

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/D16. You do not need to power down the D15/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. Power down and up to make sure all of the ads come up again. If not try a different USB stick.

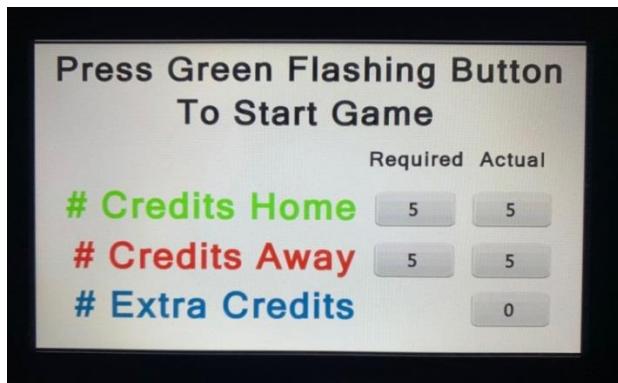
T-Molding LED Lights: The LED lighting in the T-Molding is controlled by the remote controller in the Accessory Bag. You can press various buttons to select the color or speed of these LEDs. Note that there is a battery in the remote controller (CR2025 Lithium Battery 3V) that may need replacing every few years. If you find an LED strip that is not working refer to **Section 9 – Troubleshooting** for details.



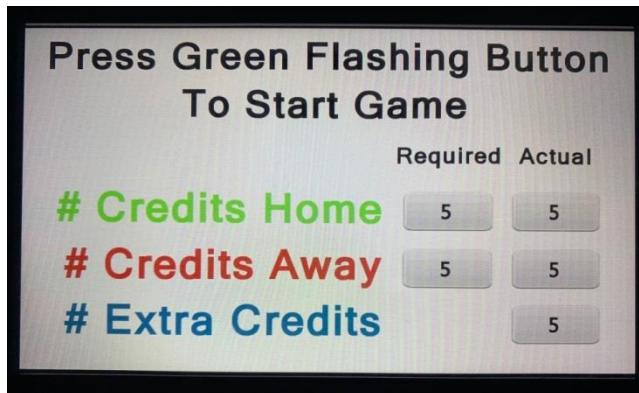
Operation:

- 1) Jet-Pong is preconfigured to accept 4 quarters or 1 dollar bill for each player to play. **NOTE:** Refer to **Configuration** on previous pages for details on how to change this. 5 quarters on week-ends.
- 2) Insert 8 quarters or 2 x \$1 bills to begin playing with 2 players (Green on the left, Red on the right). A Credit screen displays the number of credits required and paid by each player. (Left screen is what the old screen looked like. Right screen is what the newer screen looks like.)

Jet-Pong Coin JP100 User's Manual



Any credits paid beyond the required amount get added to the **Extra Credits** field.

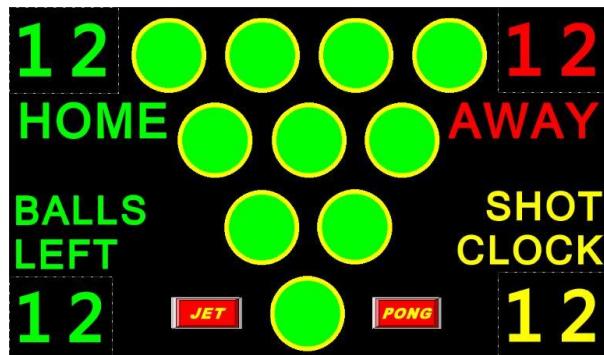


On the older units the Green player presses the flashing Green Pushbutton to start the game. The exception to this would be if Red is playing alone and inserts the required # of credits into the Red Coin mech only on a two Coin mech system.

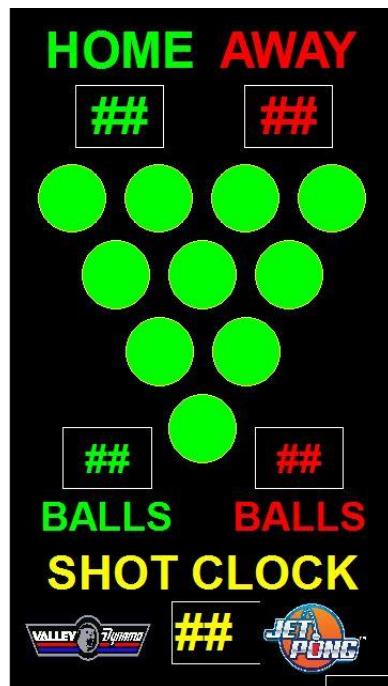
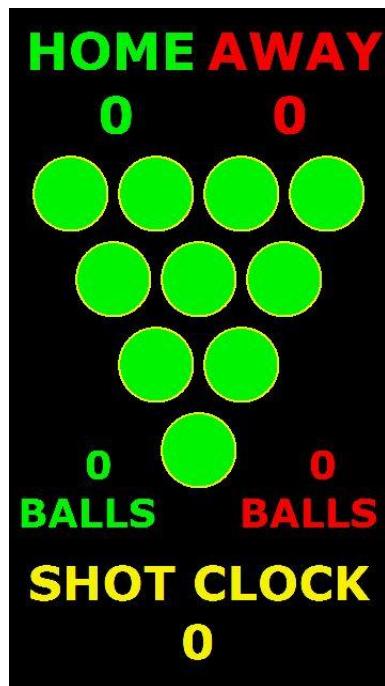
If someone wishes to play by themselves they would simply insert the number of credits required and then press the flashing Green pushbutton to get started. If a second player comes along after Green has already started and inserts the required number of credits then Red can join in. Both Green and Red will still only get 10 balls each to throw. If there are enough Extra Credits after a game then a new game will start.

On the new Jet-Pongs (> May 2024) Green adds the required credits and/or Red adds the required credits. They select 1 of 4 games to play, they select 1 PLAYER or 2 PLAYER and then press START. They then press their flashing button.

- 3) Once the Green button is pressed the following screen (left old, right new) will display on the HMI:



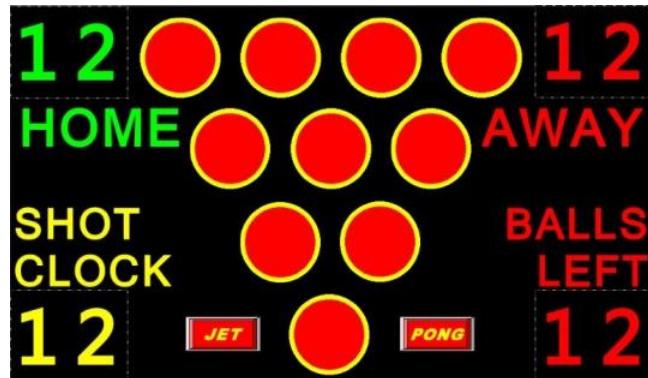
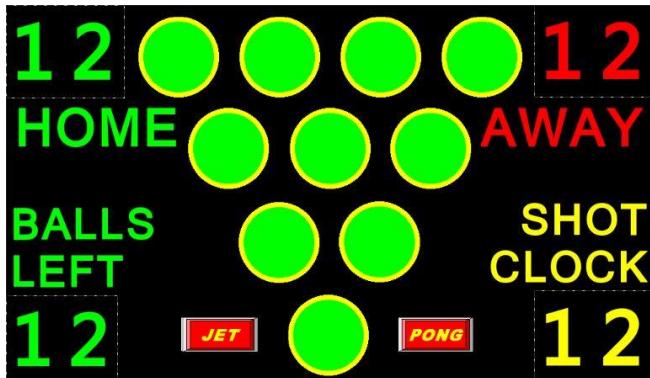
The following screen displays on the rear Video Display (left old, right new). The SHOT CLOCK will time down.



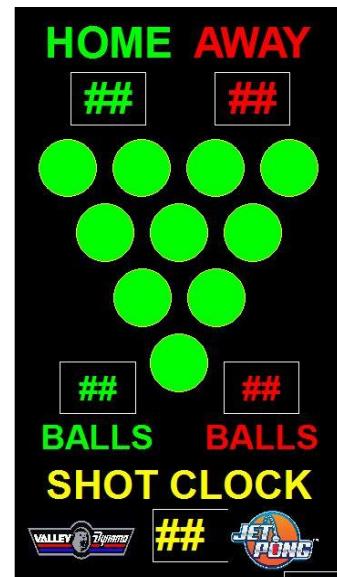
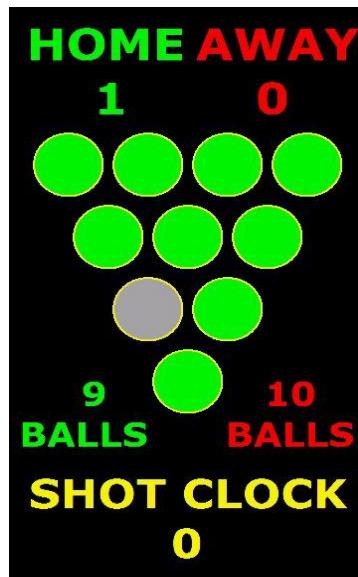
- 4) The Green player grabs the ball that is floating in the air after it exits the Ball Exhaust Chute and throws the ball overhand or underhand into one of the cups lit up by the Green LEDs. They can bounce the ball off any surface if they wish. If a ball bounces back onto the table lid or lands on the floor the player automatically gets a re-throw. Note that the table should be leveled to 2 degrees to allow balls to roll towards the players.
- 5) If a cup is made the Green LEDs under that cup will turn off, cheering will occur, the rear Video Display will show a goal scored image, HMI will display which cup was made and will increment Green's score.

Jet-Pong Coin JP100 User's Manual

The HMI Touch Screen will also indicate how many balls are left to throw and a Shot Clock.

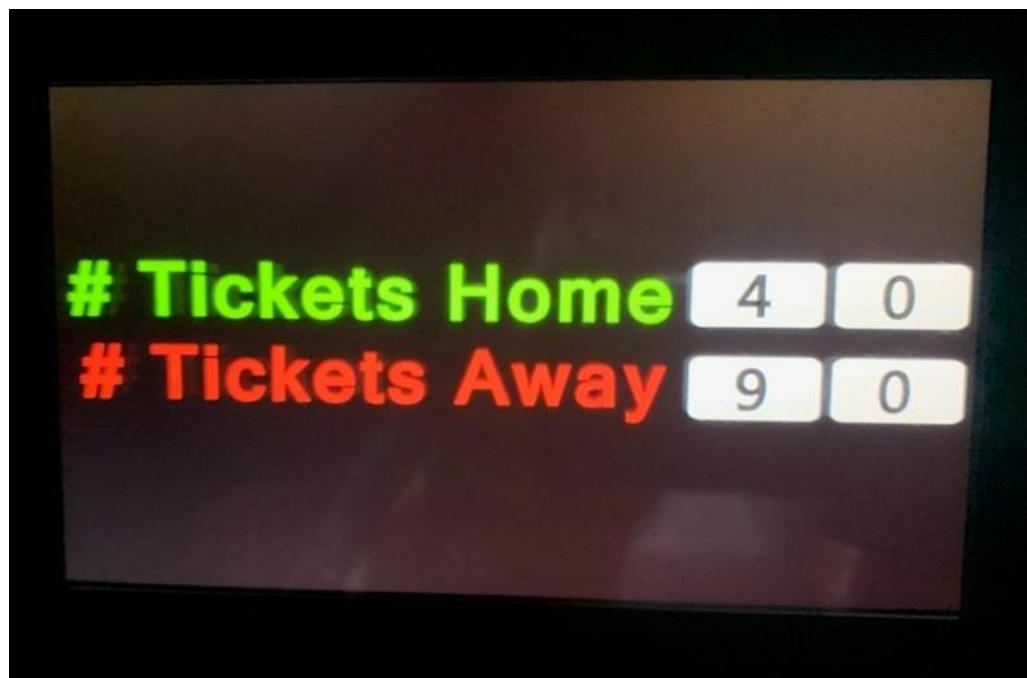


The rear Video Display will then show a similar screen to the HMI (left old, right new) indicating what cups have been made, number of balls left, the score and a Shot Clock.



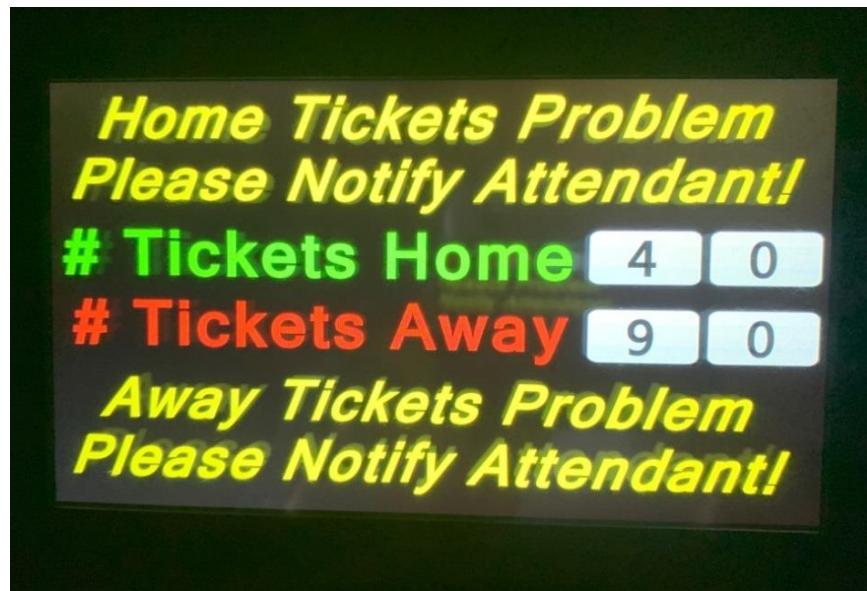
Jet-Pong Coin JP100 User's Manual

- 6) The Red player can now press the flashing Red pushbutton and the cycle repeats until both players have thrown 10 balls each. **Note:** If the players stop playing for X minutes (Adjustable from the Configuration Screen, typically 2 or 3 minutes) it is assumed they have abandoned the game and it will automatically reset clearing any past credits inserted in the game. Pressing the Game Reset on the Configuration Screen of the HMI or recycling power on the game will only clear the credits for the last game. Any extra credits will remain. Also if the game takes too long to play exceeding Max Game Time which is typically 7 minutes then the current game is over and resets. If there are extra credits then a new game will start.
- 7) Both players repeat the above until all 10 balls each have been thrown.
- 8) If you have one or two ticket dispensers installed and enabled from the “**Configuration**” screen, tickets will automatically dispense to the winner and loser based on what you set-up. See “**Configuration**” details on previous pages.
- 9) The following screen will appear to show the number of tickets that **Green Home** and **Red Away** wins and the actual number of tickets dispensed:



Jet-Pong Coin JP100 User's Manual

If ticket dispensers are empty or jammed a message screen like this will display:



10) The following HMI (left old, right new) screen will appear once all of the tickets have dispensed:



Jet-Pong Coin JP100 User's Manual

11) The rear Video Display score screen will appear once all of the tickets have dispensed. Ads will then play on the rear screen along with this final score until a new game has started.



Jet-Pong Coin JP100 User's Manual

Refer to the “**Configuration**” section on previous pages for more details on how to load your own ads on the rear screen.



12) To attract customers, LED Displays on the table lid provide video animations and more advertising. Refer to “**Configuration**” section on previous pages for more details on how to load your own videos and ads.



Jet-Pong Coin JP100 User's Manual

LED Lights below the Red Solo cups will strobe. Music will play “**Before Game**” or “**During Game**” if enabled on the “**Configuration**” screen.



Also the T-Molding LED lights will light up in various colors and strobe (some versions) if configured to do so. See “**Configuration**” section on previous pages for more details on how to change this.

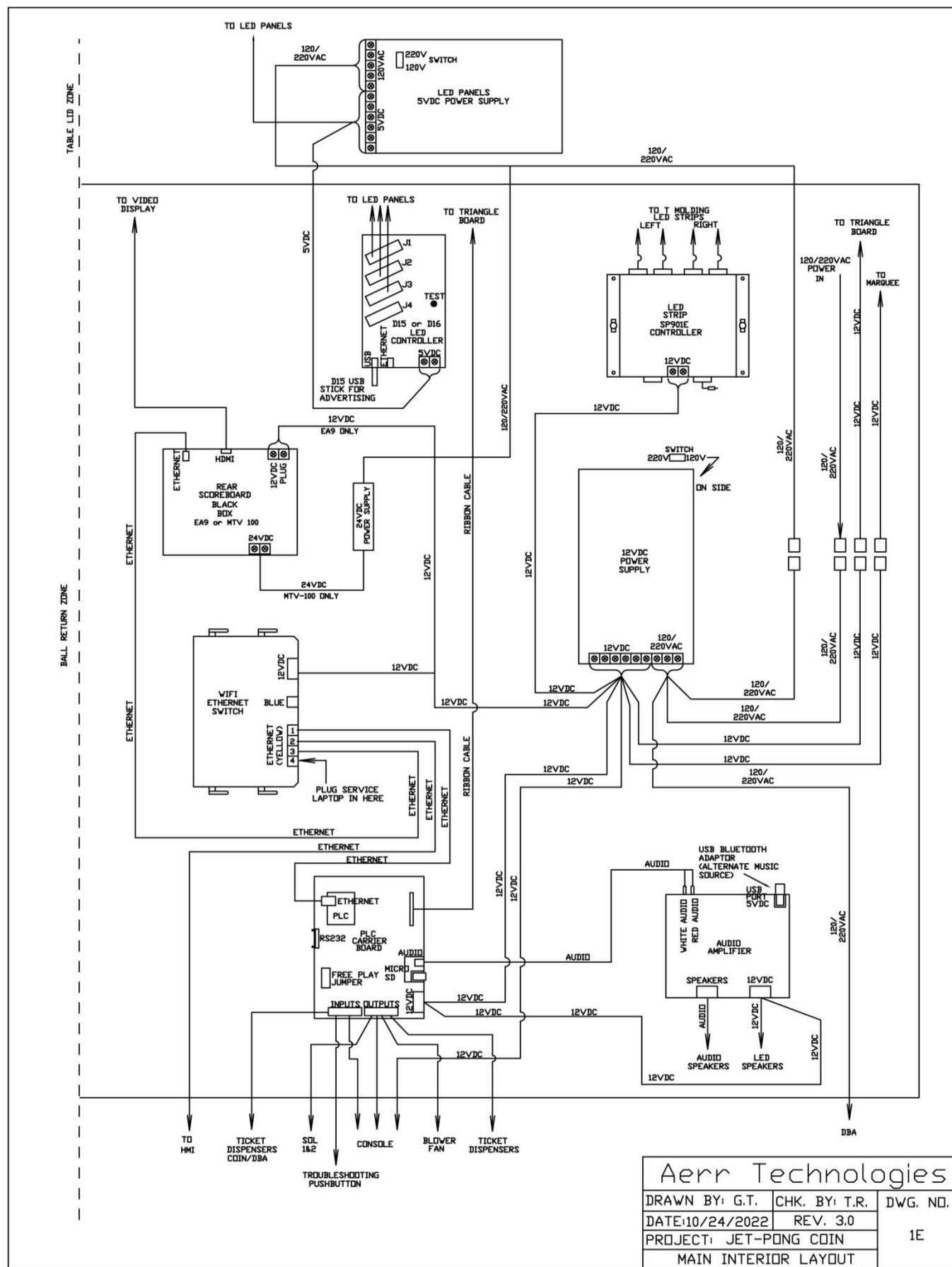


Section 8 – Electrical Drawings & Replacement Parts List

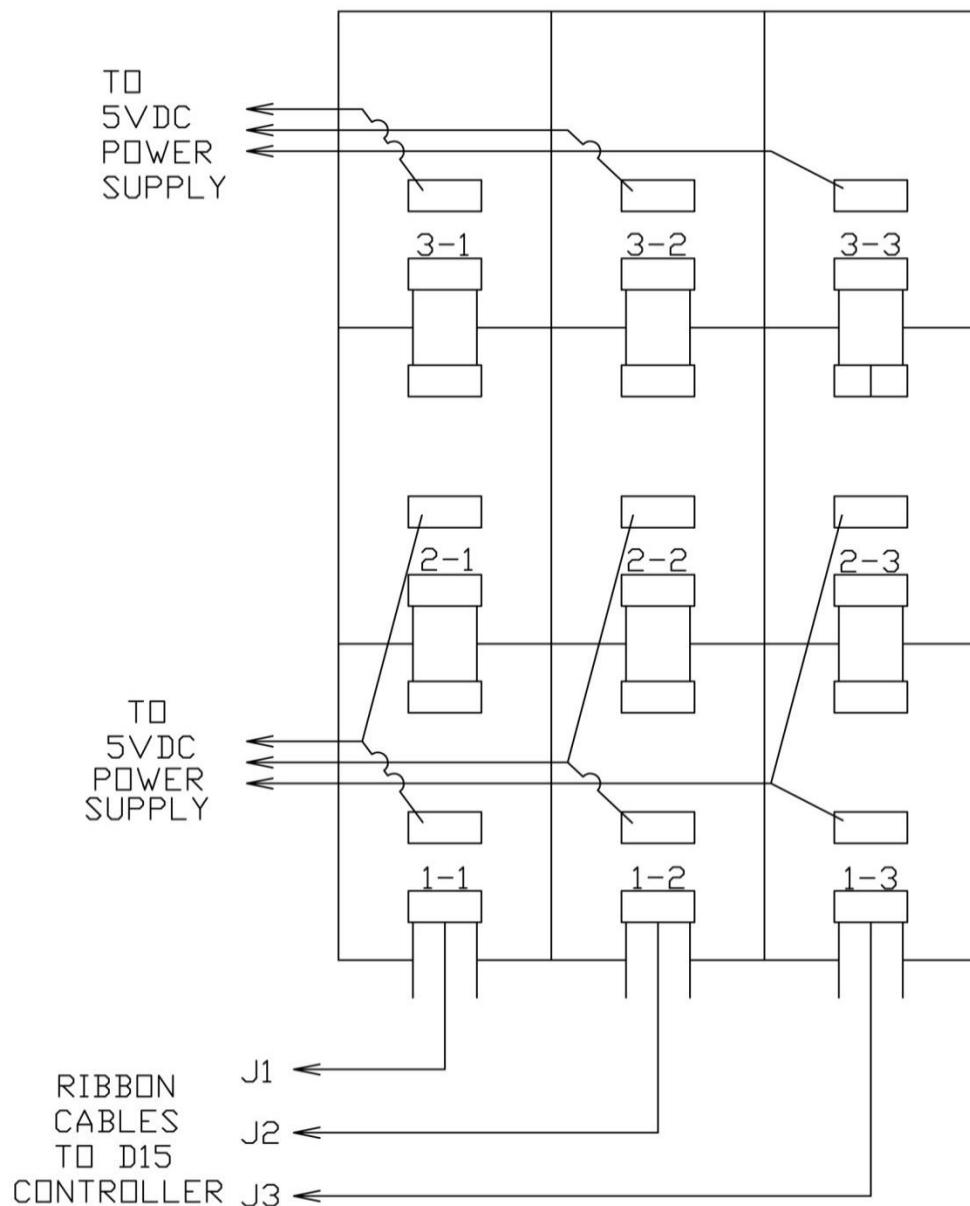
Electrical Drawings:

The purpose of including electrical drawings is to assist you with identifying each of the replacement components and also for troubleshooting in the next section 9. Drawings ending with E relate to electrical wiring and H relate to wire harnesses.

Jet-Pong Coin JP100 User's Manual

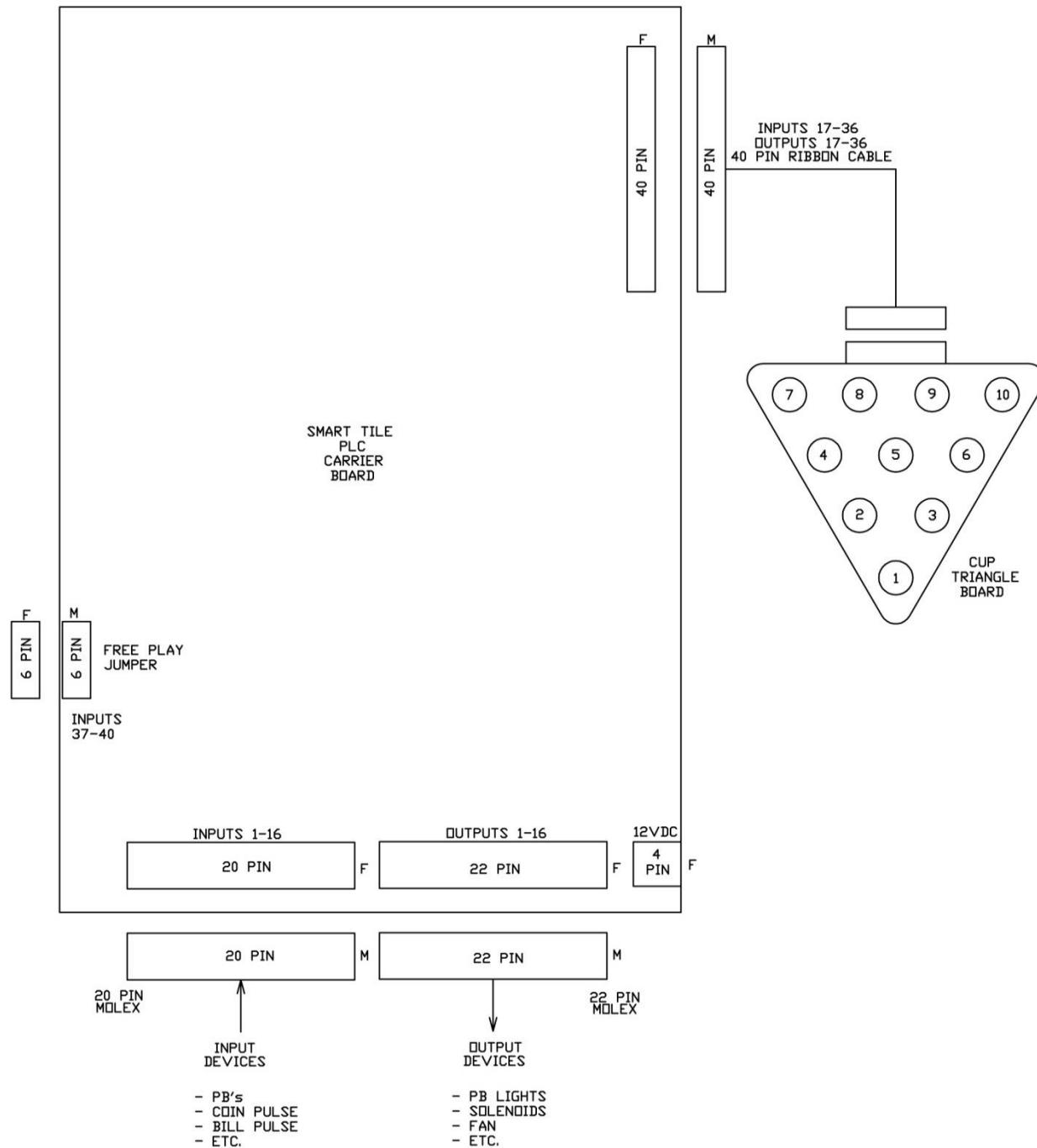


Jet-Pong Coin JP100 User's Manual



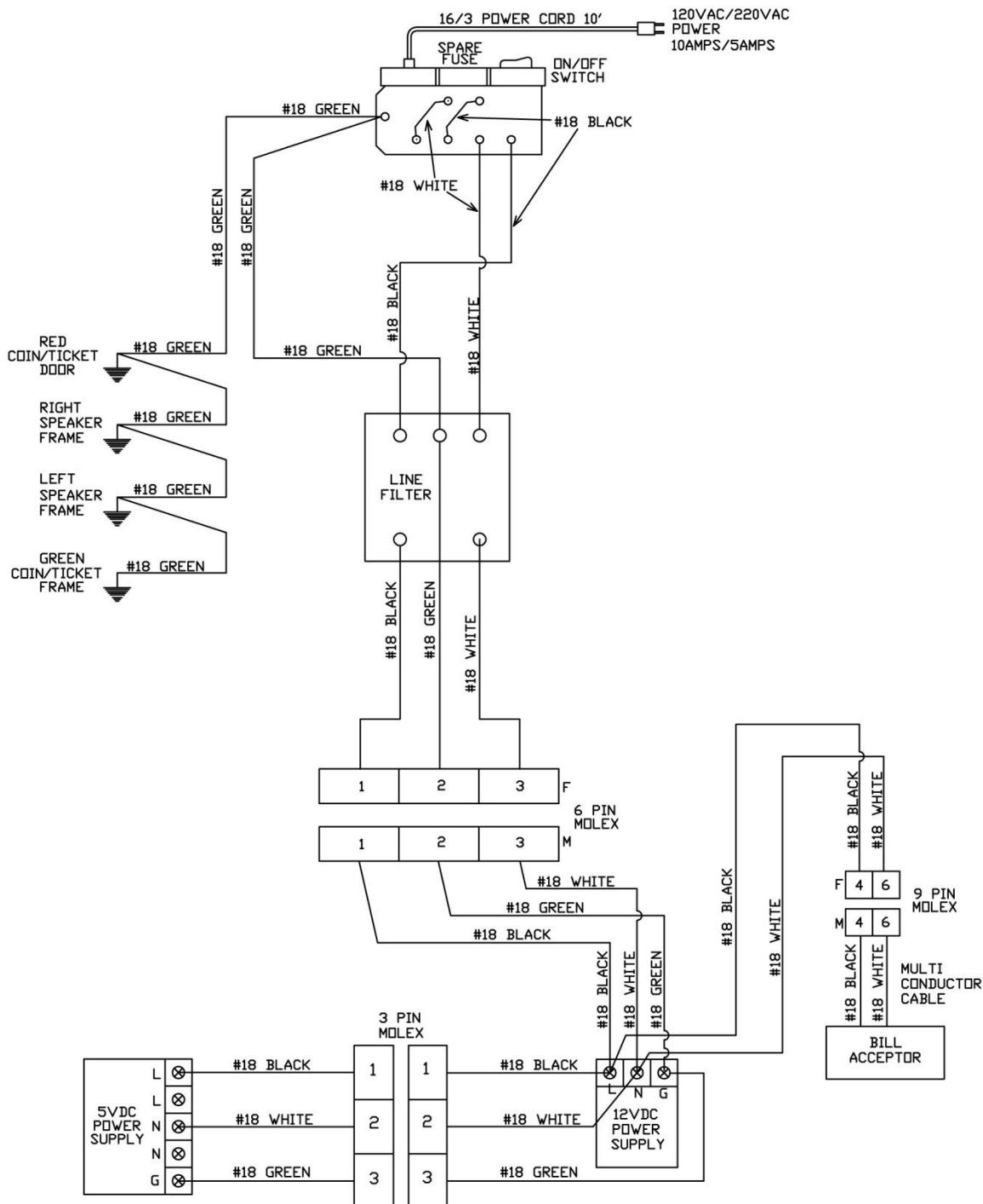
Aerr Technologies		
DRAWN BY: G.T.	CHK. BY: T.R.	DWG. NO.
DATE: 06/20/2021	REV 2.0	
PROJECT: JET-PONG COIN		
REAR OF LED LID		2E

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DATE: 06/20/2021	REV 2.0	
PROJECT: JET-PONG COIN		3E
I/O		

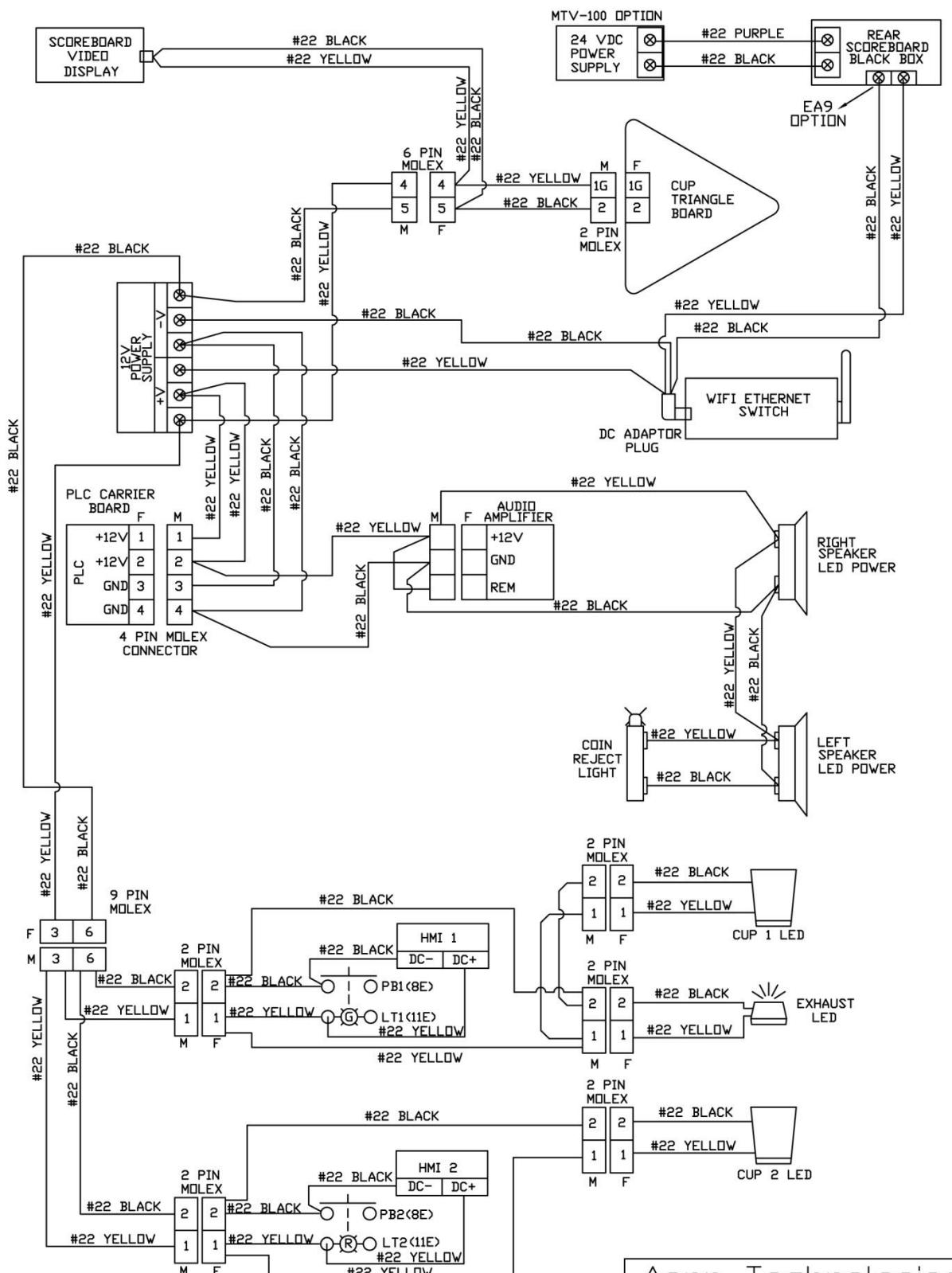
Jet-Pong Coin JP100 User's Manual



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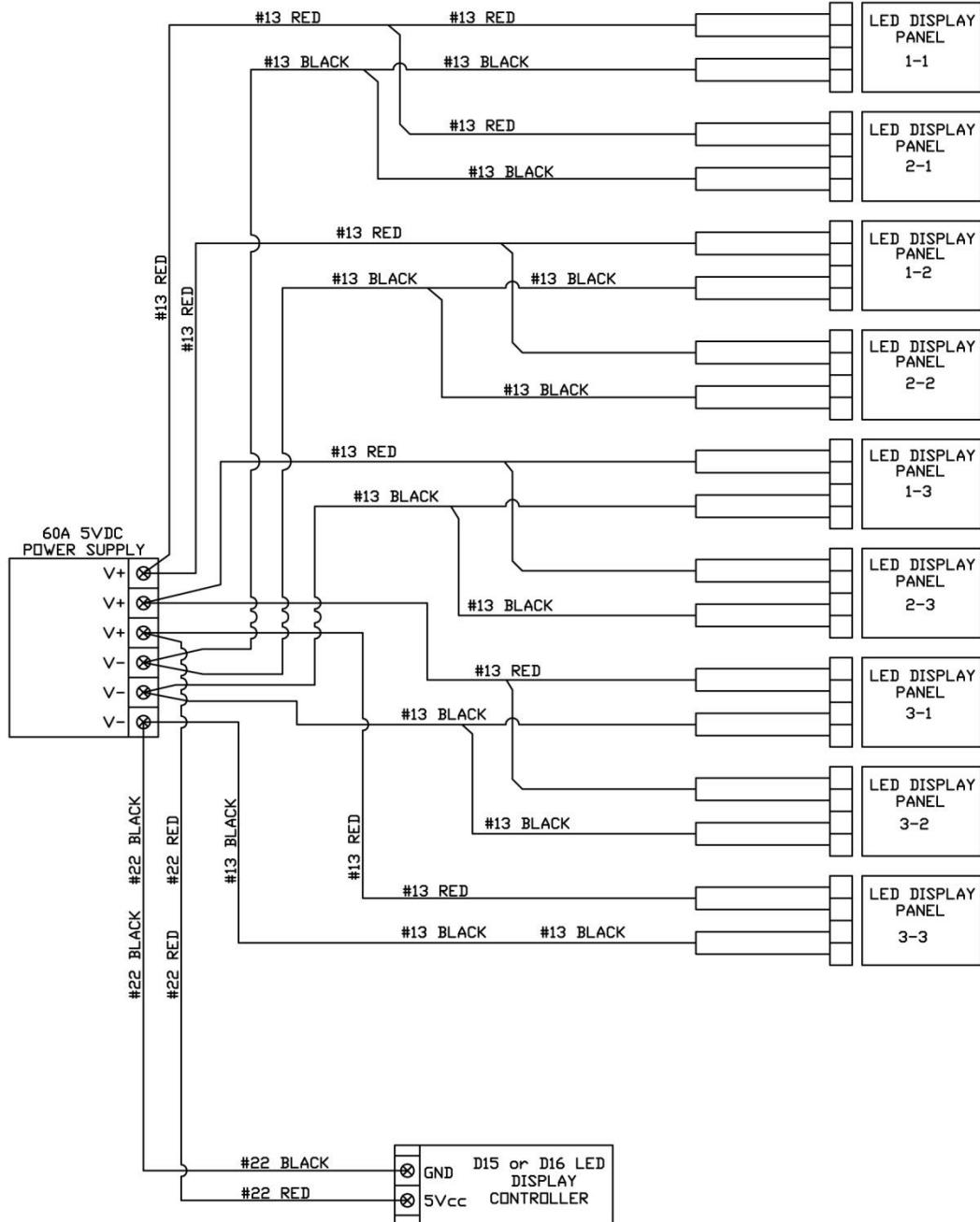
DRAWN BY: G.T.	CHK. BY: T.R.	DWG. NO.
DATE: 10/24/2022	REV 3.0	4E
PROJECT: JET-PONG COIN		
120/220 VAC ELECTRICAL		

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 DATE: 10/24/2022 | REV. 3.0 |
 PROJECT: JET-PONG COIN |
 12 VDC ELECTRICAL | 5E

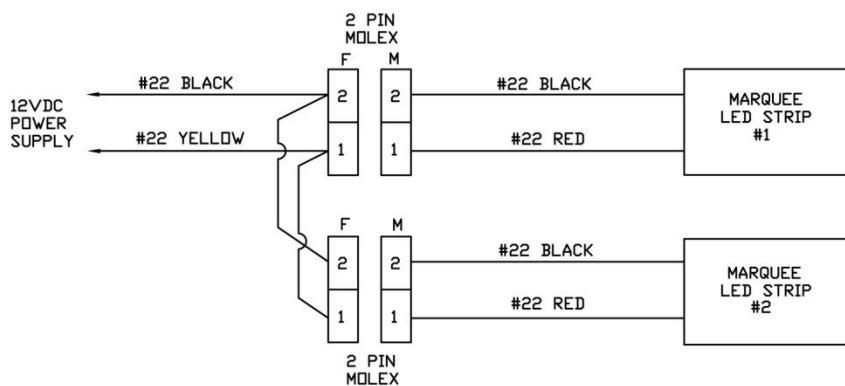
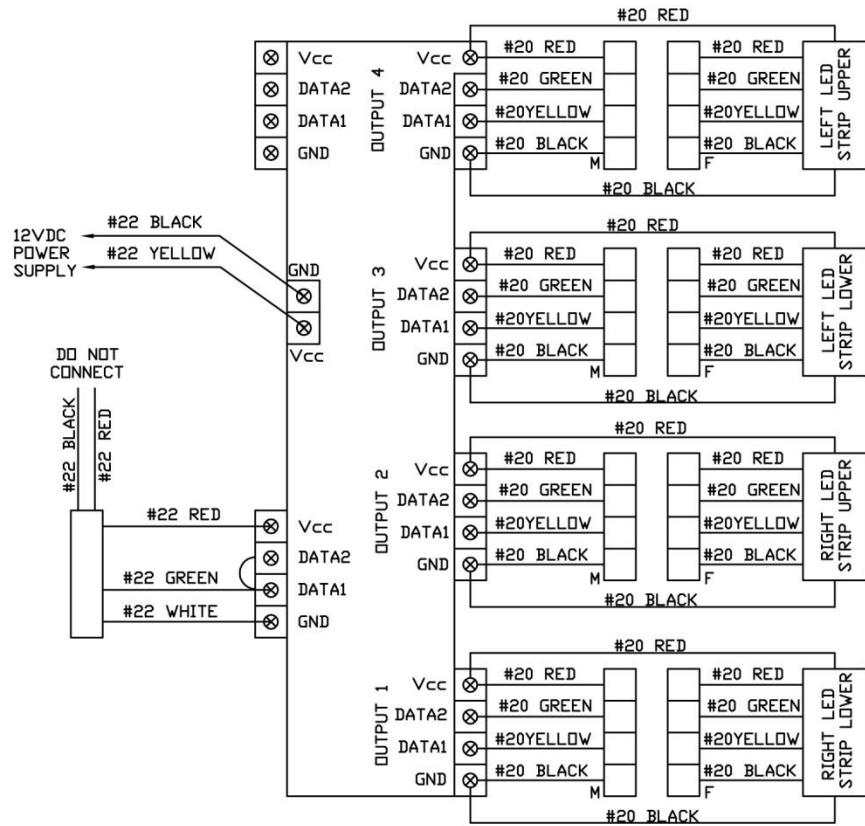
Jet-Pong Coin JP100 User's Manual



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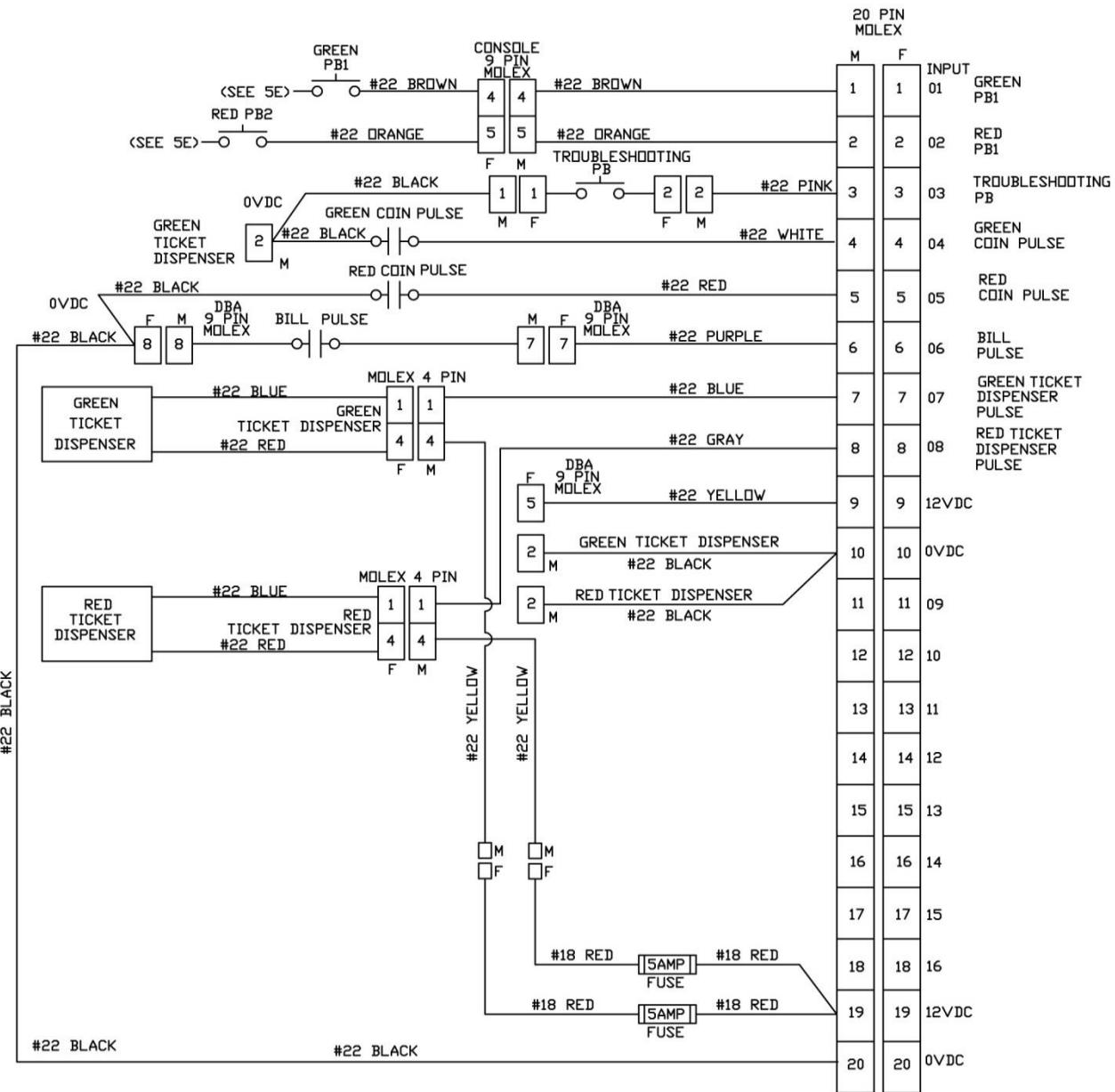
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DATE: 10/24/2022	REV. 3.0	
PROJECT: JET-PONG COIN		
5VDC ELECTRICAL		6E

Jet-Pong Coin JP100 User's Manual



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DATE: 10/24/2022	REV 3.0	
PROJECT: JET-PONG COIN		
5VDC LED STRIP		7E

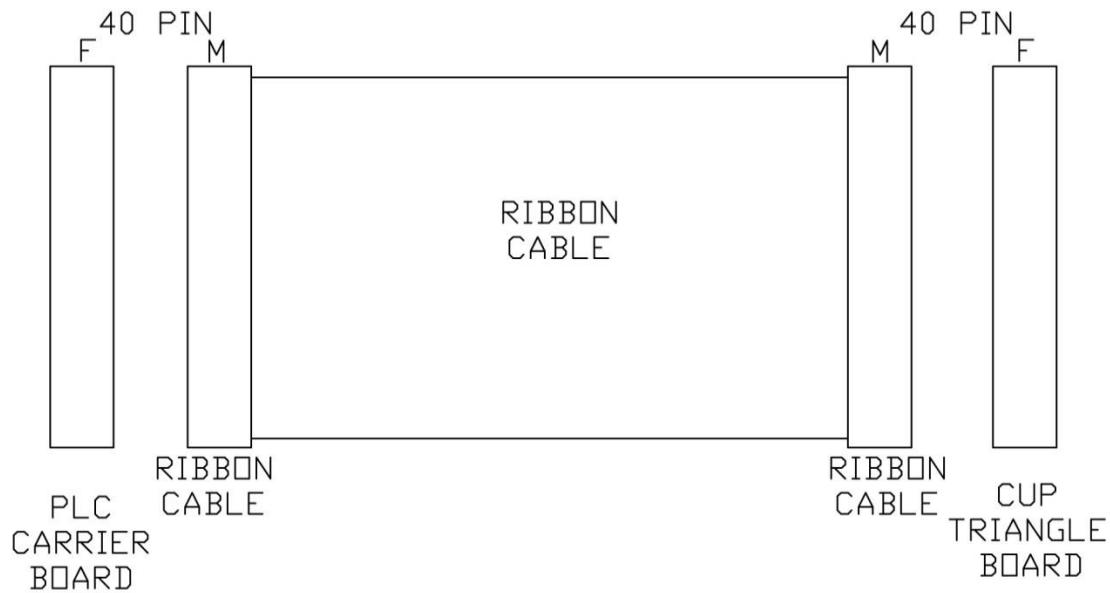
Jet-Pong Coin JP100 User's Manual



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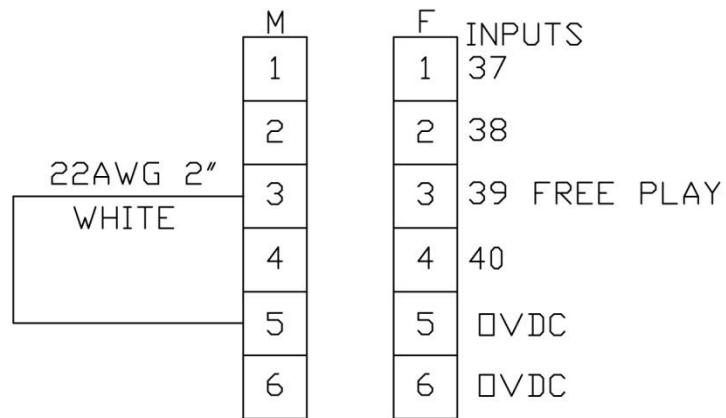
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DATE:10/24/2022	REV 3.0	
PROJECT: JET-PONG COIN		
INPUTS 1-16		

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DRAWN BY: G.T.	CHK. BY: T.R.	DWG. NO.
DATE:06/20/2021	REV 2.0	
PROJECT: JET-PONG COIN		9E
INPUT/OUTPUT 17-36		

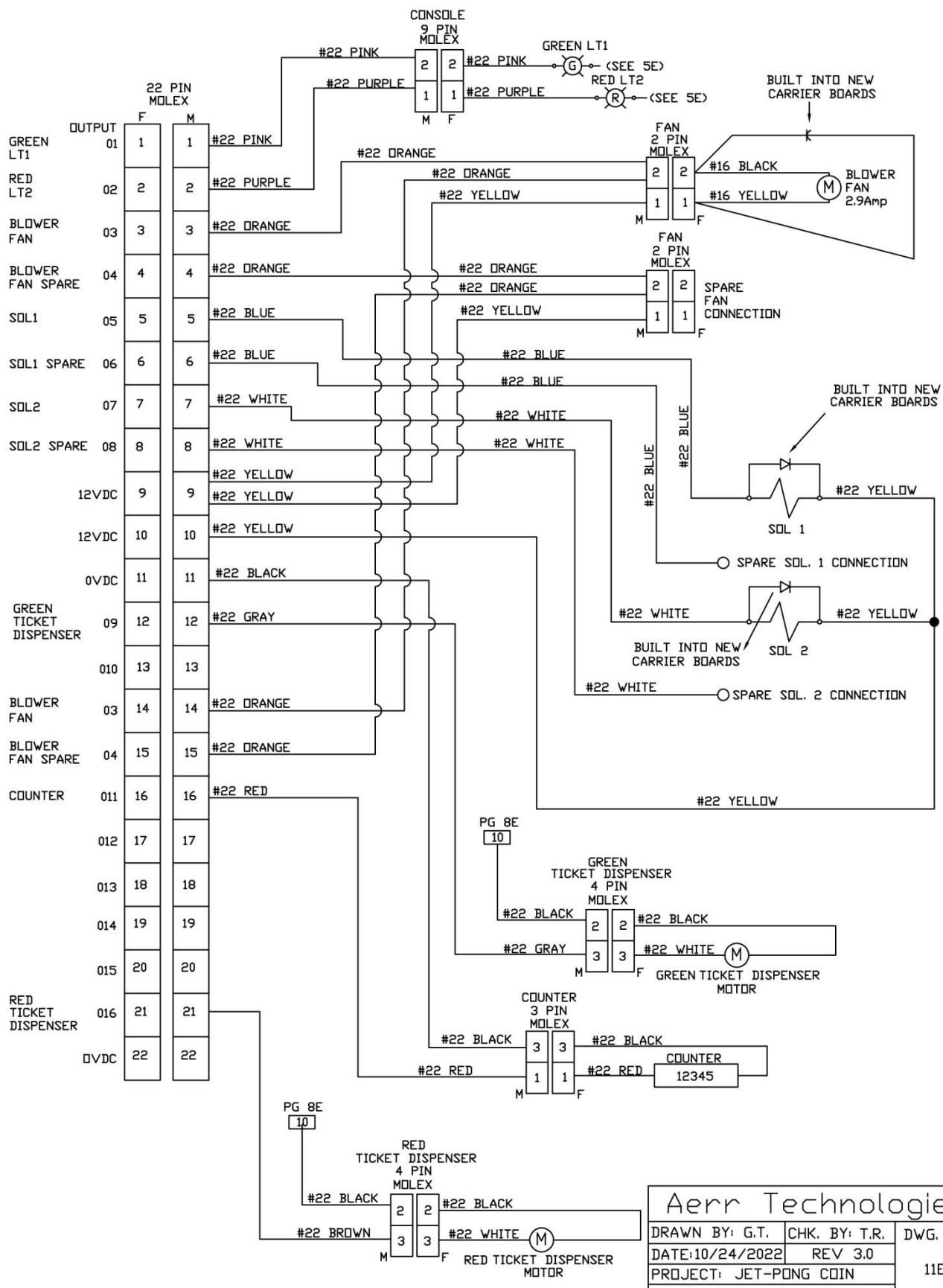
6 PIN CONNECTOR



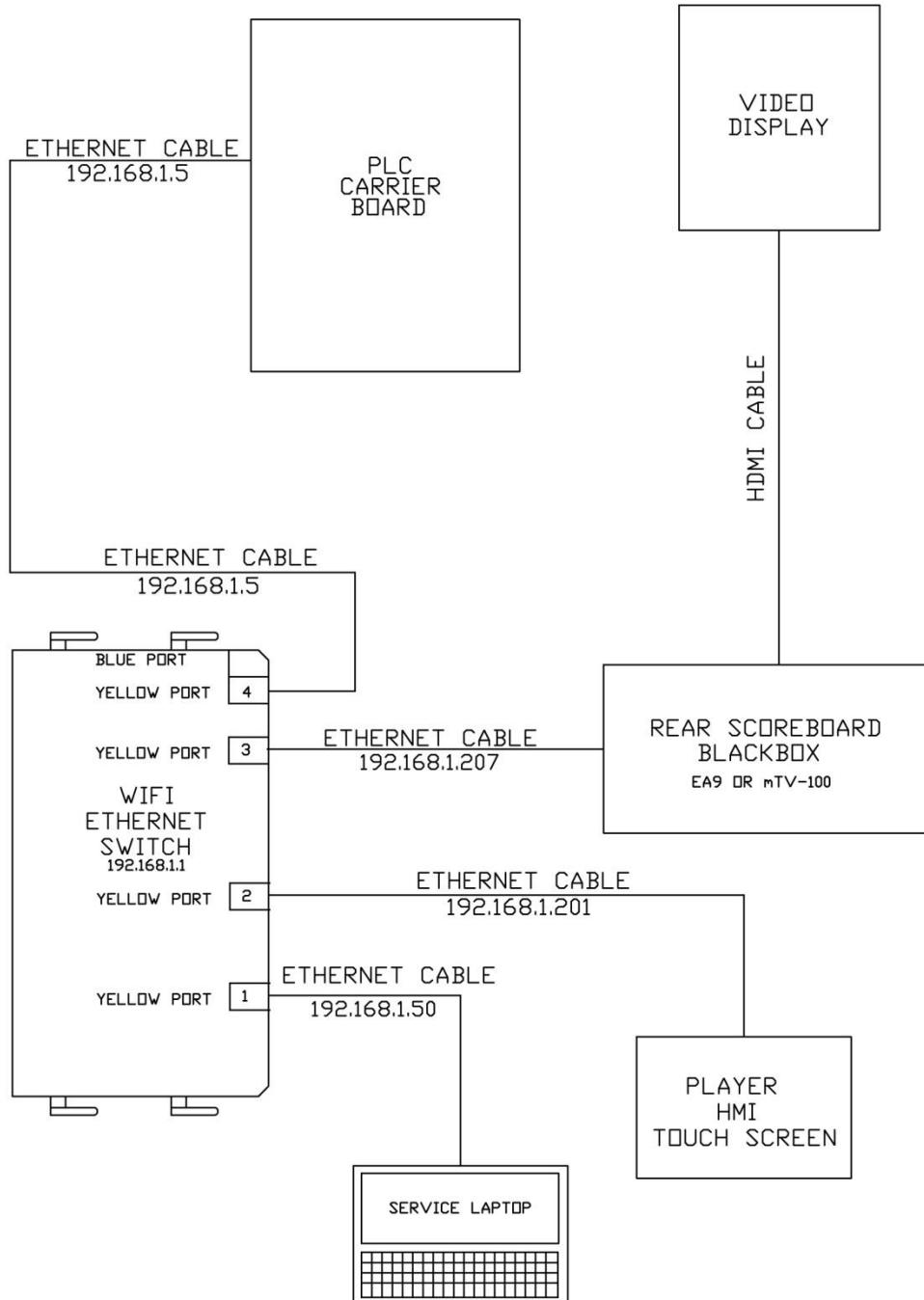
Aerr Technologies

DRAWN BY: G.T.	CHK. BY: T.R.	DWG. NO. 10E
DATE: 06/20/2021	REV 2.0	
PROJECT: JET-PONG COIN		
INPUT 37-40 JUMPER		

Jet-Pong Coin JP100 User's Manual



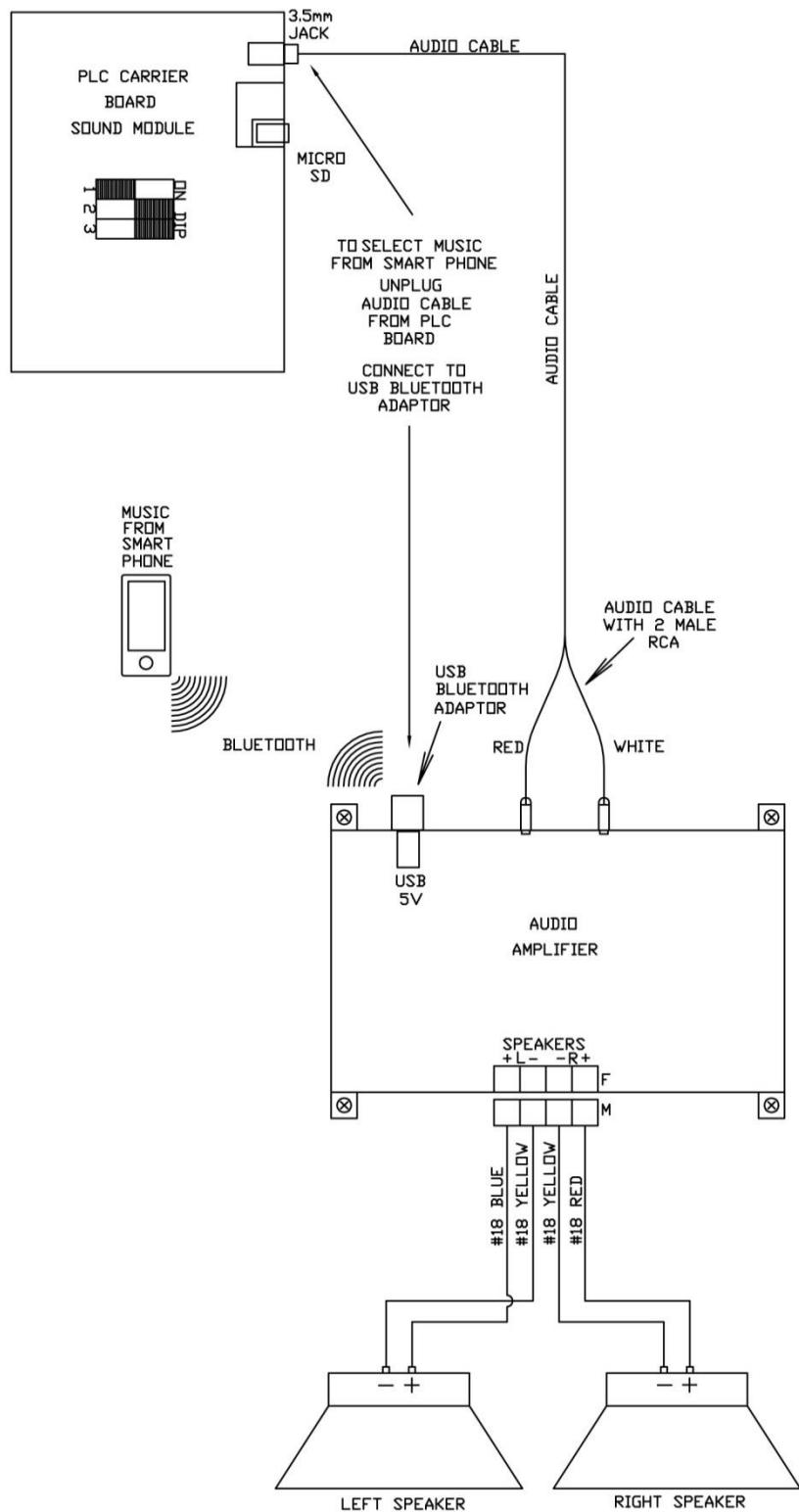
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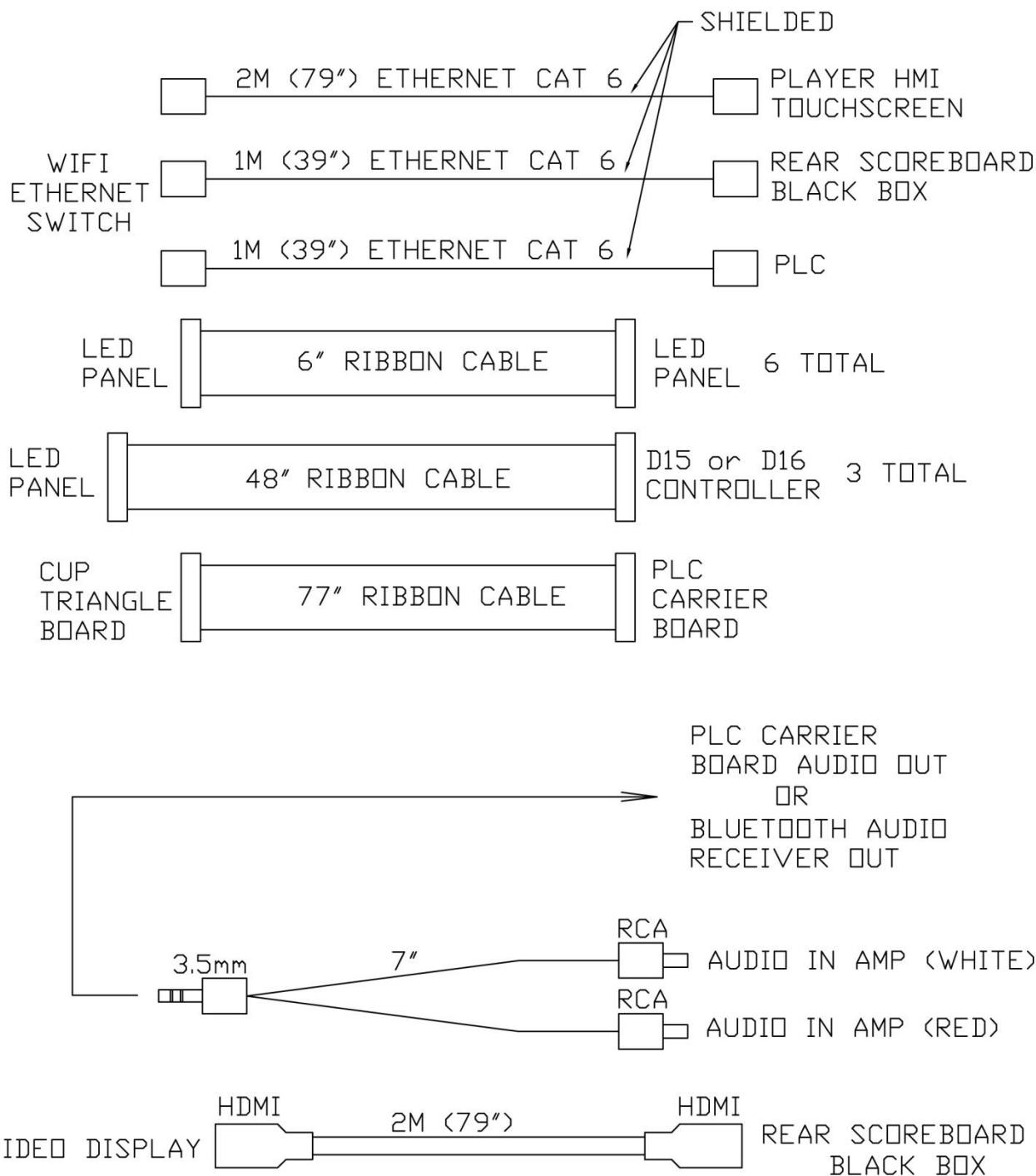
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DATE:06/20/2021	REV 2.0	
PROJECT: JET-PONG COIN		
COMMUNICATIONS		12E

Jet-Pong Coin JP100 User's Manual



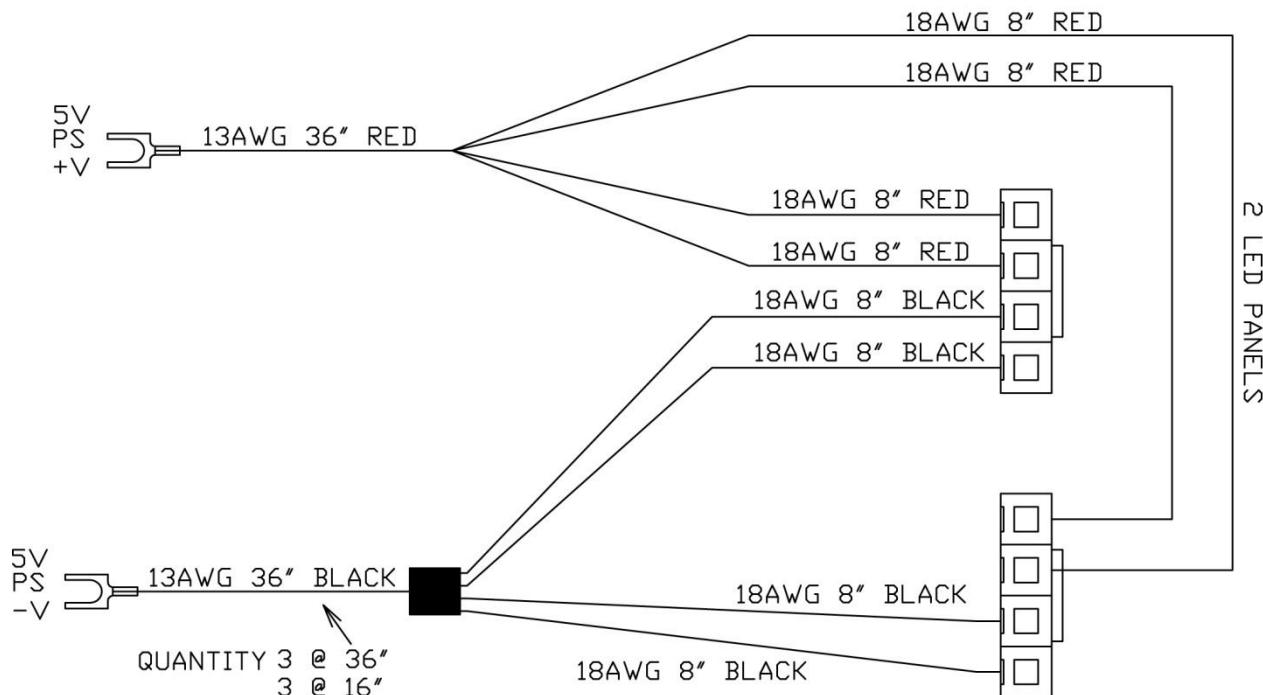
Aerr Technologies
 DRAWN BY: G.T. | CHK. BY: T.R. | DWG. NO.
 DATE: 06/20/2021 | REV 2.0 |
 PROJECT: JET-PONG COIN
 BLUETOOTH POWER AND AUDIO
 13E

Jet-Pong Coin JP100 User's Manual

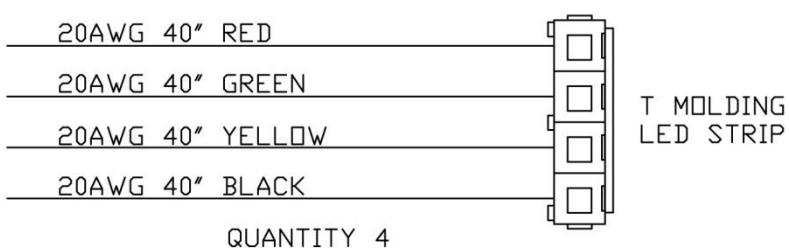


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DRAWN BY: G.T.	CHK. BY: T.R.	DWG. NO.
DATE: 10/14/2022	REV 3.0	
PROJECT: JET-PONG COIN		14E
SPECIALTY CABLES		

Jet-Pong Coin JP100 User's Manual



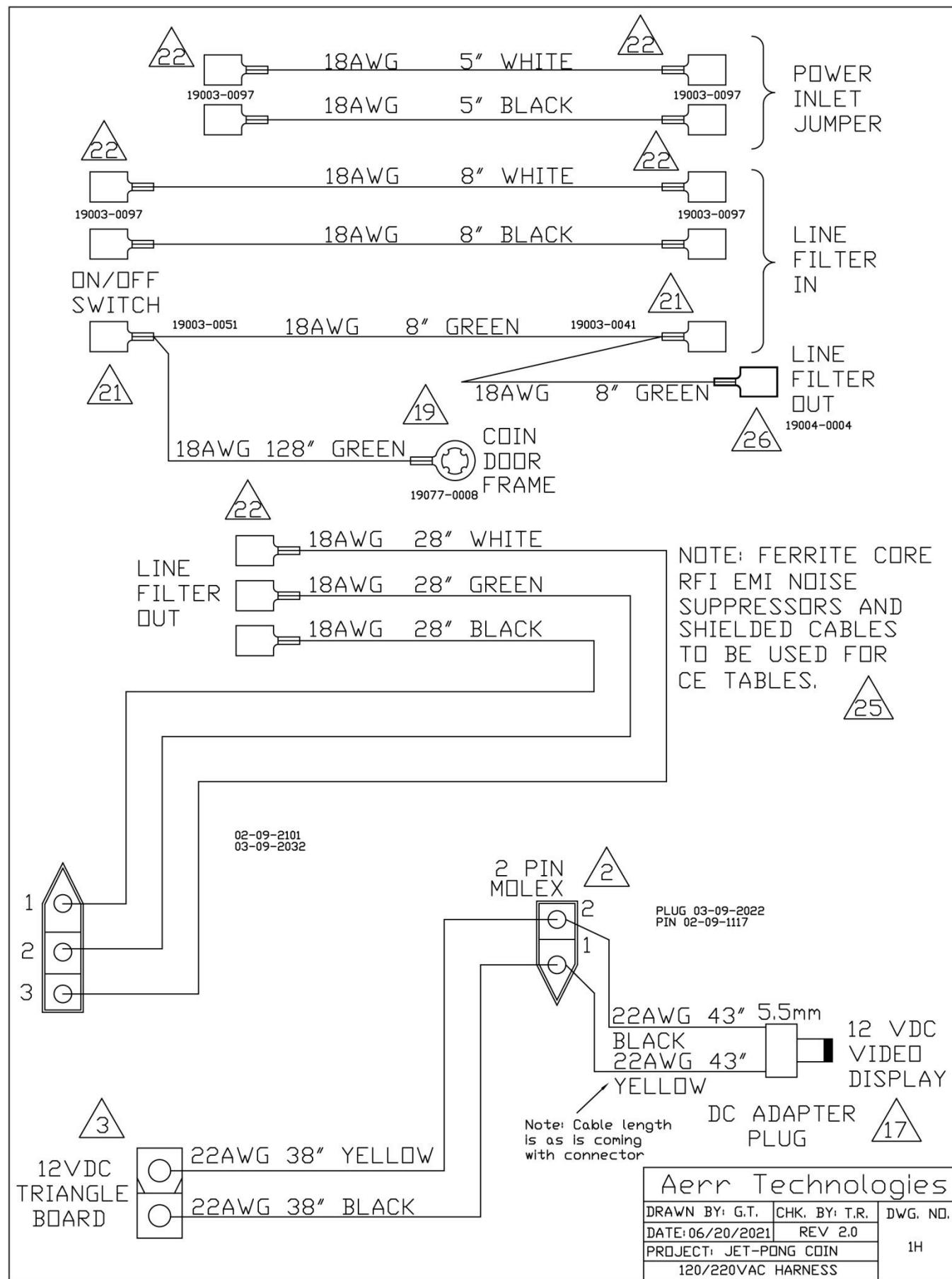
* SUPPLIED BY LED PANEL SUPPLIER



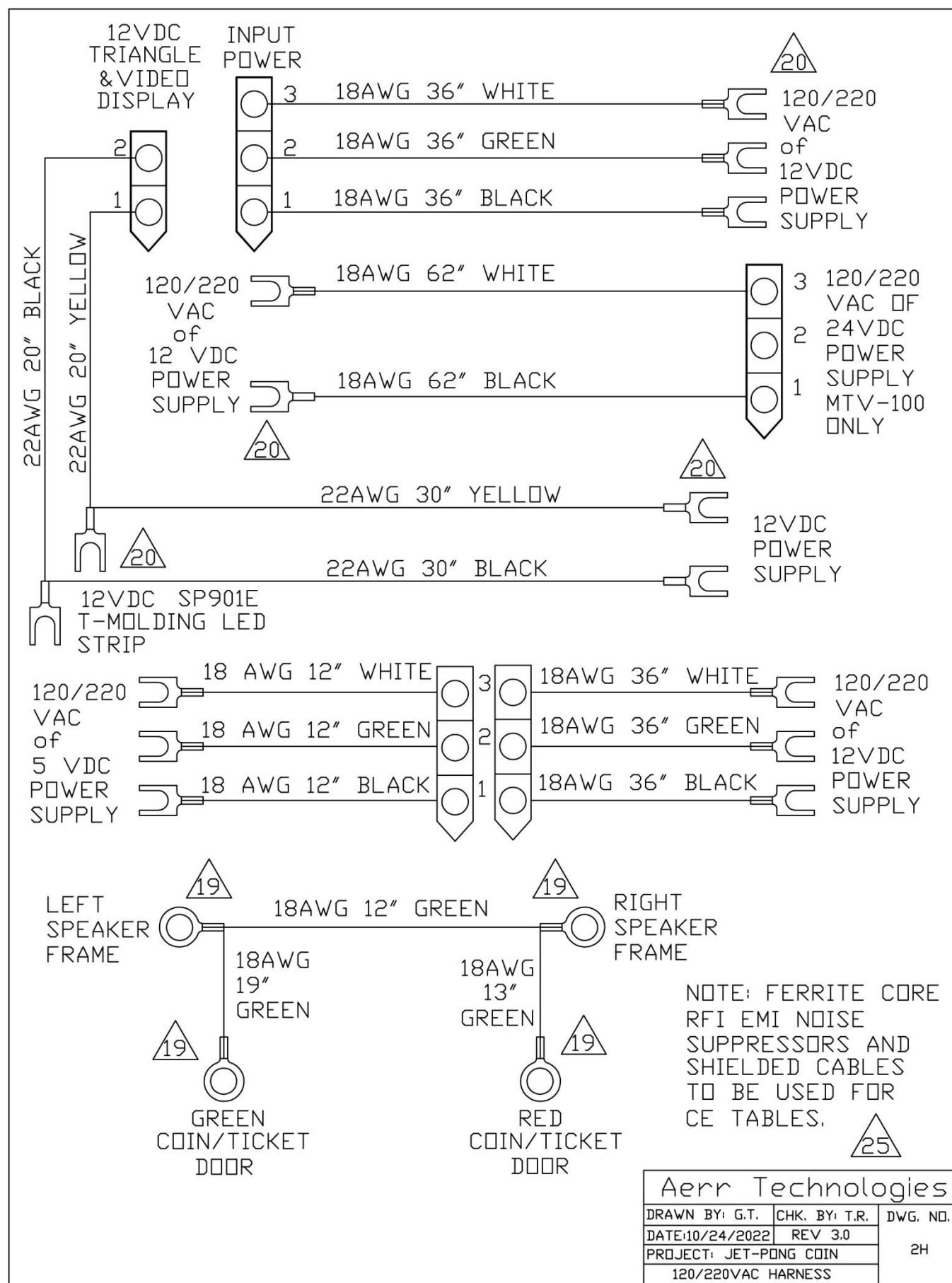
** SUPPLIED BY LED PANEL SUPPLIER

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DATE: 10/24/2022	REV 3.0	
PROJECT: JET-PONG COIN		
SPECIALTY CABLES 2		15E

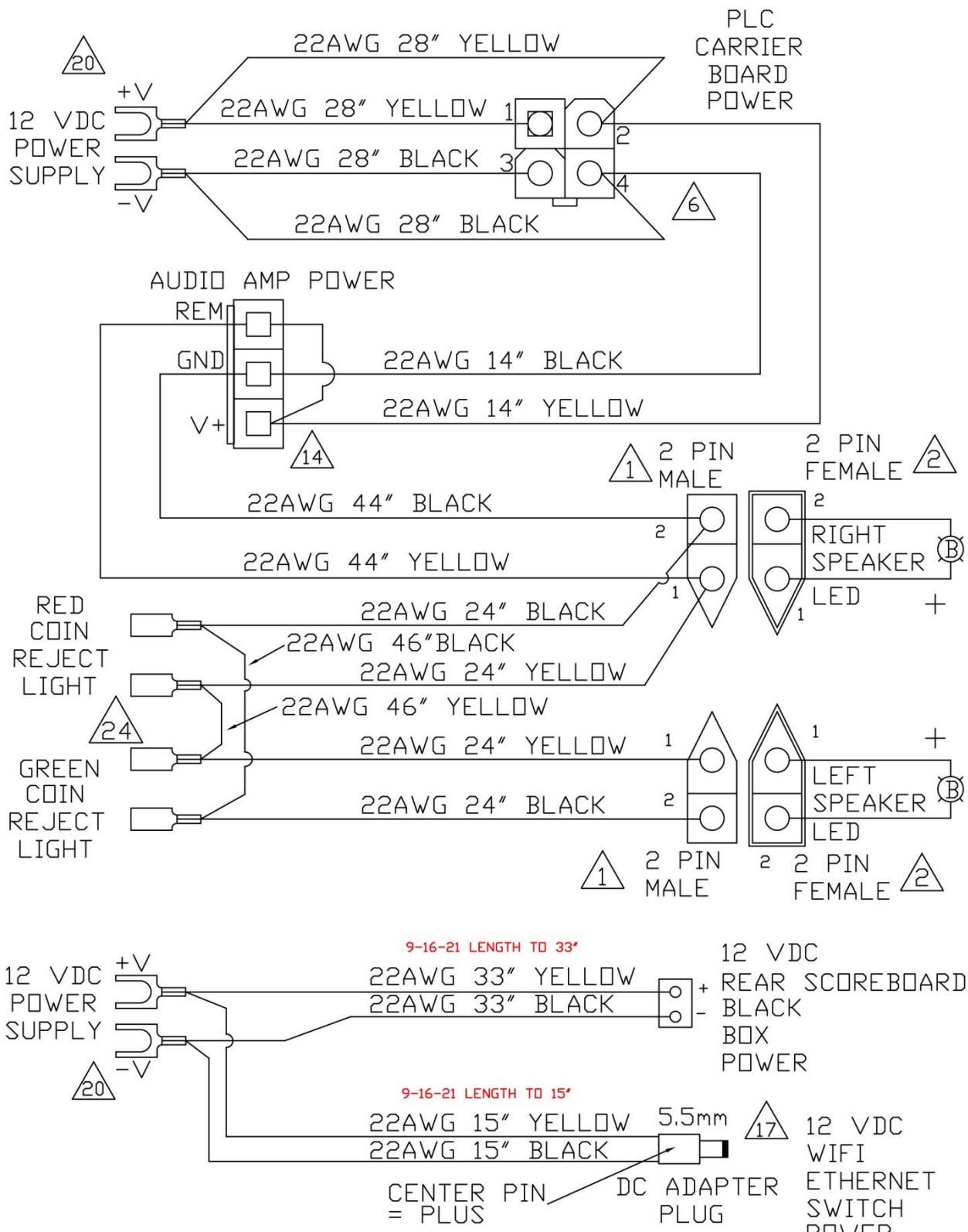
Jet-Pong Coin JP100 User's Manual



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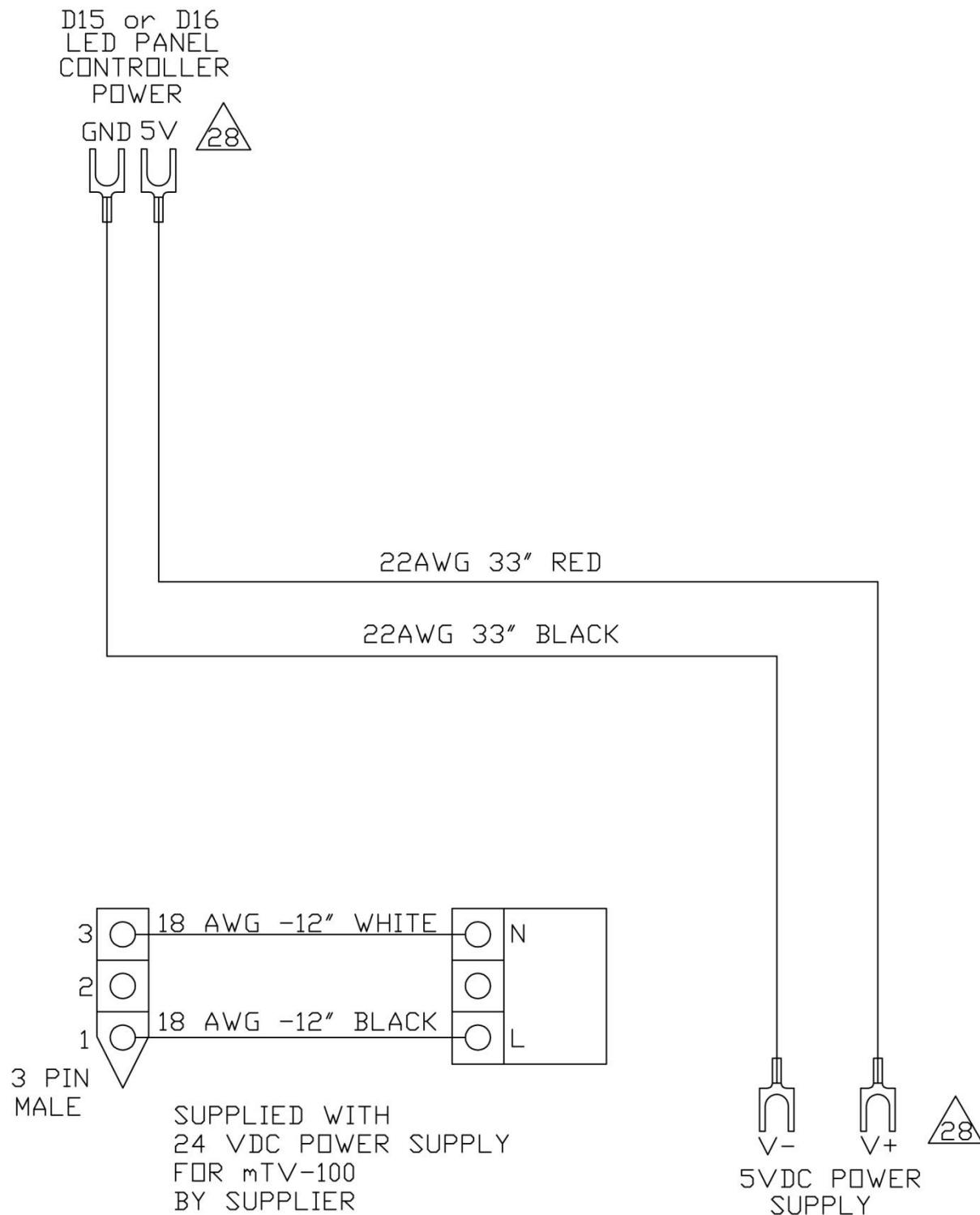
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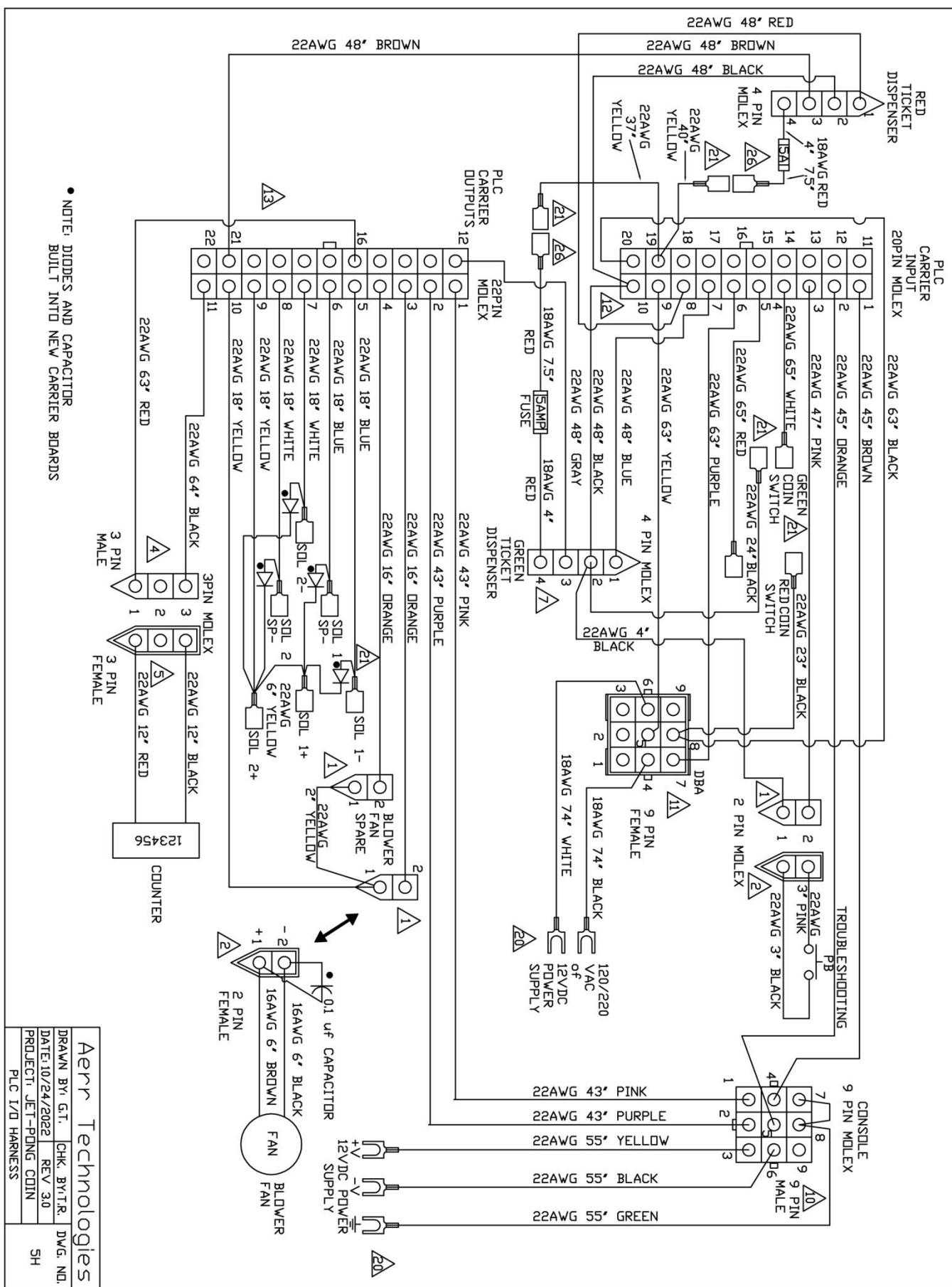
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DATE: 06/20/2021	REV. 2.0	
PROJECT: JET-PONG COIN		3H
12VDC HARNESS		

Jet-Pong Coin JP100 User's Manual



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DRAWN BY: G.T.	CHK. BY: T.R.	DWG. NO.
DATE: 10/24/2022	REV 3.0	
PROJECT: JET-PONG COIN		4H
5VDC HARNESS		

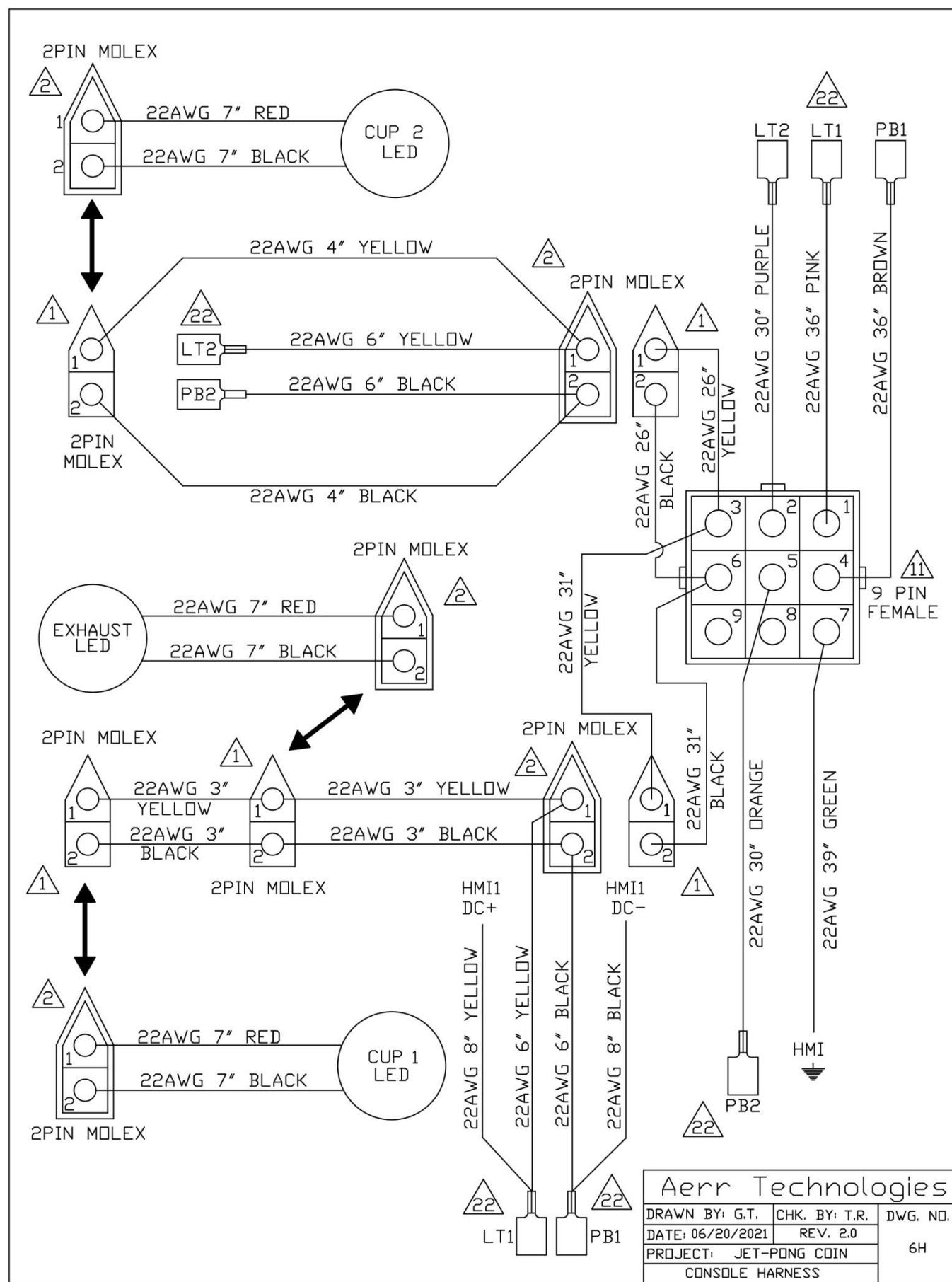
Jet-Pong Coin JP100 User's Manual



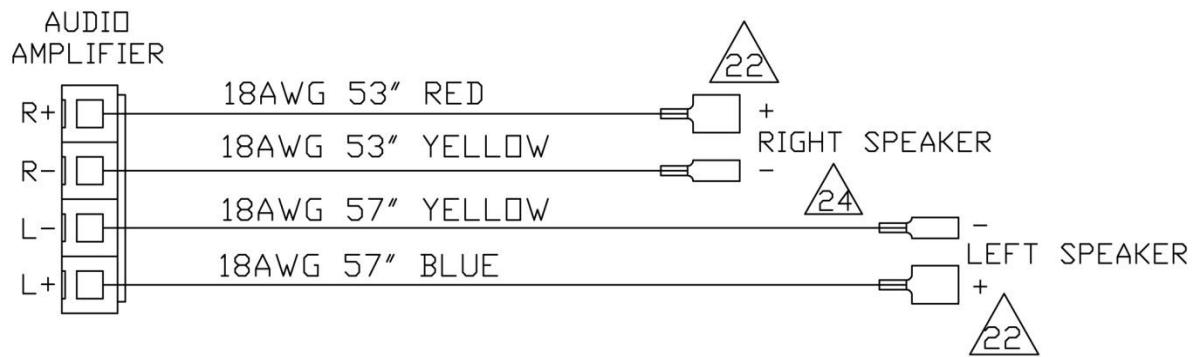
- NOTE: DIODES AND CAPACITOR BUILT INTO NEW CARRIER BOARDS

71 | Page

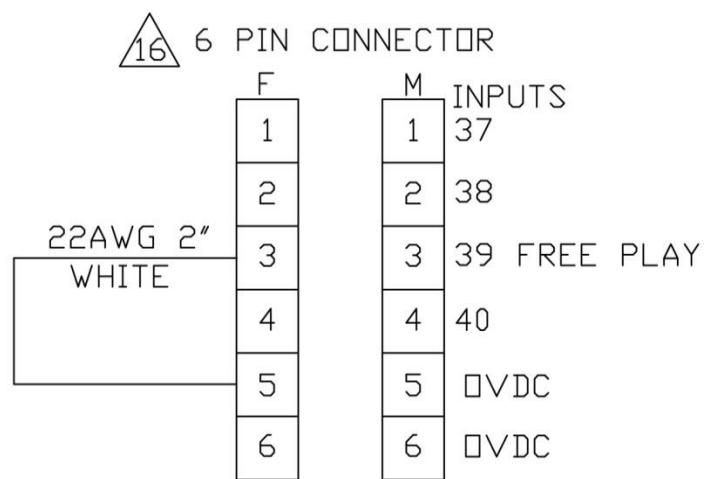
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DRAWN BY: G.T.	CHK. BY: T.R.	DWG. NO.
DATE: 06/20/2021	REV 2.0	
PROJECT: JET-PONG COIN		7H
AUDIO HARNESS		



Aerr Technologies		
DRAWN BY:	G.T.	CHK. BY:
DATE:	06/20/2021	REV:
PROJECT:	JET-PONG COIN	8H
FREE PLAY JUMPER		

Jet-Pong Coin JP100 User's Manual

Replacement Parts List:

The following is a **Replacement Parts List**. Please use the Valley-Dynamo part numbers on this list when ordering from our parts department: www.valley-dynamoparts.com.

Replacement Parts List

Part Number	Description
730000000	Power Cord, 16/3, 10 ft 120 Vac (For North America) - 5XFN6
NI800400100	Main Power Plug, Breaker, On/Off Switch - JR-101-1FR
244-2012	EMI Line Filter - 250 Vac, 10A, 50/60 hz - VIP4-2B-10
880406039	12 Vdc Power Supply -120 Vac/240 Vac to 12 Vdc, 29 amps, 50/60 hz - LRS-350-12
JP-21710230	Inline Fuse Holder 5 Amp - 5 x 20 mm 600V - L31422
JP-21710240	Fuse Holder Fuse 5 Amp - 5 x 20 mm 600V Slow Blow
JP-21710270	PLC Microprocessor - SmartTILE-FX (Preloaded with PLC Program)
JP-880600200	PLC Carrier Board c/w with Sound Module
JP-880600100	Triangle Board c/w Ribbon Cable
JP-21710030	7" HMI, 1024x600, DC9-28 V, Ethernet Modbus Port - MC-H70S (Preloaded with HMI Touch Screen Program)
	Scoreboard Black Box - EA9-RHMI (Preloaded with Scoreboard EA9 Program)
	Scoreboard Black Box - mTV-100 (Preloaded with Scoreboard mTV-100 Program)
JP-21710020	32" LCD Video Display Monitor - 12 Vdc, 4 A - 1920 x 1080 resolution, HDMI input, Auto Turn on after Power Fail
JP-21710070	HDMI Cable - 3 M
JP-21710150	Smart WiFi Router - 12 Vdc - WE4626-BKC
JP-21710040	Cat6 Ethernet Network Cable - 1 M - Grey
JP-21710050	Cat6 Ethernet Network Cable - 2 M - Black
JP-21710250	32 GB MicroSD Card - HSP 320MTEU3 - SLM 20Y40K (Preloaded with Music)
JP-21710260	32GB USB Stick, write 6M, speed 10M - (1 for LED Display) (Preloaded with Rear Video Display Ads)
JP-21710390	32GB USB Stick, write 6M, speed 10M - with D15 LOGO (Preloaded with Table Lid D15 LED Videos & Ads)
JP-21710290	Audio Stereo Amplifier - 12 Vdc, with USB Port - MA-150
JP-21710100	8" Splitter Cable 2 RCA to 3.5 mm Male Stereo - WJL-A1
JP-21710160	Bluetooth Wireless Audio Transmitter Receiver Adapter - KN320
880300650	Boss 200 Watt Speaker 5.25", 2 way 4 ohm - blue led - HF/SS - OPSL-1502B
880400850	Speaker grill cover case - OD 6.02" - A17052-FBA X0001M8HEOF
JP-20600080	Metal Cup Holder with Blue 12 Vdc LED Recessed Ring - LC-SS-Blue
JP-730600100	Blue-LED-Ring - 12 Vdc LED Lights, 3.5 inch (89.5 mm) OD, 2.65" (67.7 mm) ID
JP-860600100	100 mm Pushbutton Light Red (12 Vdc LED)
JP-860600105	100 mm Pushbutton Light Green (12 Vdc LED)
980400110	Solenoid Spring #017
NI879900150	Solenoid Pin
JP-21710350	Single Acting Spring Return to Extend Position Solenoid - Complete with Plungers - 12 Vdc - Guardian Electric A420-067949-03
JP-21710360	TVS Diode - 1.5KE33CA
JP-880100100	3" Blower Fan - 12 Vdc, 2.5 amp (5.0 amp fuse), 130 CFM - SFIB1-130-01
	Capacitor 0.1UF 50V X7R Radial (Removes Fan Electrostatic Noise)
JP-21710110	Mini-RF Controller - Dc 5-24V Input - Prewired with Green connector for SP901E
JP-21710120	Signal Amplifier - SP901E
JP-730600105	LED Strip 2.2 M - RGB 30 LEDs /M - LS-12VWS2815-30D(IP20)(2M) - with 1M of only 4 color wires prewired with Green connector for SP901E
JP-730600110	LED Strip 6 M - RGB 30 LEDs /M - LS-12VWS2815-30D(IP20)(6M) - with 1M of only 4 color wires prewired with Green connector for SP901E
JP-21710280	HD-D15 Engineering Model (Preloaded with Firmware, Configuration & Program)
JP-21710180	P4 Outdoor LED Panel 320 mm x 160 mm, 5Vdc, 5 Amps
JP-21710190	Short Ribbon Cables
JP-21710200	1.2 M Ribbon Cables
JP-21710210A	1.2 M Power Cables
JP-21710210B	55 cm Power Cables
JP-21710220	LED Matrix Power Supply - 5Vdc, 300W, 60Amp, 110/220Vac, 50/60hz - JPS300V
JP-20100010	Nylon Standoff M5x30+7 White
JP-20100020	Nylon Screw M5x10 White
JP-20100030	Nylon Hex Nut M5 White
JP-20100040	Nylon Standoff M4x30+6 Black
JP-20100050	Nylon Standoff M4x35+6 Black
JP-20100060	Nylon Standoff M4x40+6 Black
JP-20100070	Nylon Screw M4x10 Black
	Nylon Hex Nut M4
244-1020	Coin Meter Counter - 12 Vdc
	Wire Harness with Counter
JP-880303220 USED ONLY ON FIRST 100	Lampholder and LED for Mech Holder
	Entry Bezel Plastic for Suzo-Happ Coin Door - 42-0231-00D
	Reject Button Assembly - Yellow w/Suzo-Happ \$.25 Insert Reject Button Assembly - 42-0517-05D
	Screw #4 x 13/32 PHWHS Type B F/Plastic - 43-1003-00
880301430	Momentary Switch - Normally Open
JP-21710010	Gas Charged Lift Support - 250N
JP-20510030	16 oz Red Solo Cup - Standard Disposable
JP-21710170	40 mm Jet-Pong Ping-Pong Ball - 1/2 orange, 1/2 White, Black Stripe and Jet-Pong Logo (Bag of 50)

Section 9 – Troubleshooting

*** Troubleshooting Tools: Please insure that you have a Volt Meter, 9/16" Wrench or Socket, 4 mm or 5/32 Allen Wrench, #2 Phillips Drive, Pliers, Tamper Proof Torx Bits

CAUTION: Some of these troubleshooting procedures will require power on the table while the lid is open. Do not touch any live exposed screw terminals, connections, etc. that are powered.

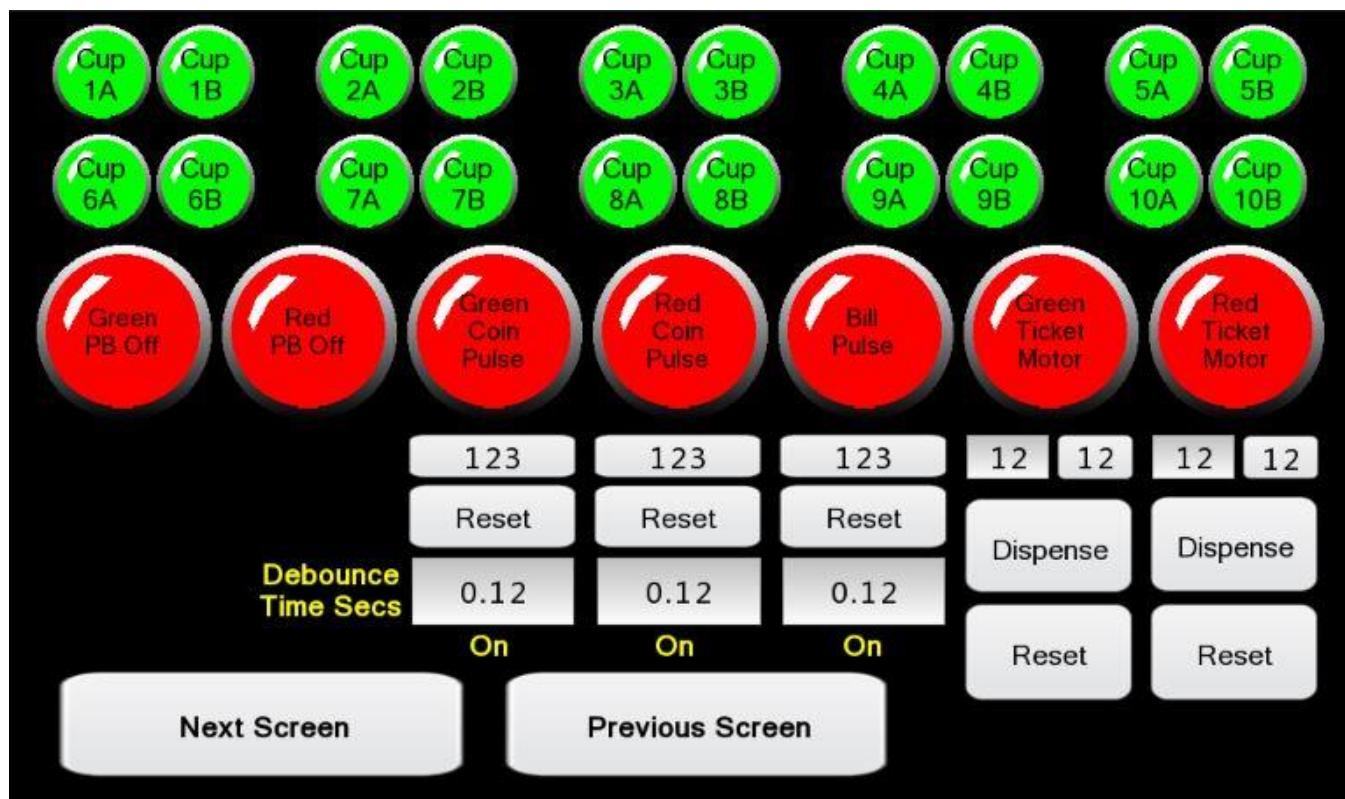
Troubleshooting Screens:

The HMI Touch Screen comes equipped with “**Troubleshooting**” screens that can help you troubleshoot. Open the Ticket Dispenser door and press the “**Service**” button. This will take you to a “**Configuration**” screen. Then press the “**Troubleshooting Screens**” button.

This will display the following (top old, bottom new)



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Cup Sensors:

CAUTION: This procedure requires the power to be on and the lid closed.

The Triangle Cup Assembly circuit board comes with 2 sets of sensors on each cup. Both sensors are used to detect that a ball has landed in the cup. If one sensor fails it will indicate in green “On”. With no balls entering the cups all of these sensors should indicate red “Off”. If not you can try to clean that sensor or bend it slightly so they are properly aligned. If 2 sensors on 1 cup fail then you will need to replace the Cup Holder Triangle Assembly circuit board otherwise that cup will not get added to the score when a ball passes through it. You can change the minimum “On Time” of the Cup Sensors in order to debounce them.

The round light indicators along the bottom of the above screen display the status of other inputs on the game: push-buttons, coin pulse, bill pulse and ticket motor.

Console Pushbuttons:

CAUTION: This procedure requires the power to be on and the lid closed.

Jet-Pong Coin JP100 User's Manual

If you press the Green Pushbutton on the console you will see the far left indicator light turn green and display “**Green PB On**”. Pressing the Red Pushbutton will activate the next indicator “**Red PB On**”.



Green Coin Pulse:

CAUTION: This procedure requires the power to be on and the lid closed.

If a coin is inserted in the green coin mech the “**Green Coin Pulse**” light will indicate green momentarily. The counter below it will increment. You can reset this counter by pressing the “**Reset**” button below it. You can adjust the minimum “**On**” time and “**Off**” time of this pulse in order to debounce the switch.

Red Coin Pulse:

CAUTION: This procedure requires the power to be on and the lid closed.

If a coin is inserted in the red coin mech the “**Red Coin Pulse**” light will indicate red momentarily. The counter below it will increment. You can reset this counter by pressing the “**Reset**” button below it. You can adjust the minimum “**On**” time and “**Off**” time of this pulse in order to debounce the switch.

Jet-Pong Coin JP100 User's Manual

Bill Pulse:

CAUTION: This procedure requires the power to be on and the lid closed.

If a bill is inserted in the Bill Acceptor the “**Bill Pulse**” light will turn green momentarily several times. The counter below it will increment by 4 for each \$1 inserted. You can reset this counter by pressing the “**Reset**” button below it. You can adjust the minimum “**On**” time and “**Off**” time of this pulse in order to debounce the switch. It is important to set your Bill Acceptor pulse width as long as possible. Please note that many Bill Acceptors require setting a switch or scanning a configuration sheet to set its output pulse width to a value equal or greater than 100 ms so our processor can read it. Please refer to your Bill Acceptor's manual.

Green Ticket Motor:

CAUTION: This procedure requires the power to be on and the lid opened.

To test your ticket dispenser you can enter a number from 2-99 under the “**Green Ticket Motor**” light. Then press “**Dispense**” to dispense that number of tickets. This can be useful when trying to feed in a new stack of tickets or for clearing a ticket jam. The number of tickets dispensed will indicate as well.

Red Ticket Motor:

CAUTION: This procedure requires the power to be on and the lid opened.

To test your ticket dispenser you can enter a number from 2-99 under the “**Red Ticket Motor**” light. Then press “**Dispense**” to dispense that number of tickets. This can be useful when trying to feed in a new stack of tickets or for clearing a ticket jam. The number of tickets dispensed will indicate as well.

The pulse “**On**” time can be entered for the Green Coin, Red Coin and Bill Pulse. The fastest pulse time that you can enter is 0.01 seconds. The pulse “**Off**” time does not need to be entered.

Jet-Pong Coin JP100 User's Manual

Next Screen:

You can press the “Next Screen” button to get to the next screen which will look like this:



Test Green Cups:

CAUTION: This procedure requires the power to be on and the lid closed.

The Triangle Cup Assembly circuit board has 2 sets of Green LEDs. If 1 set burns out you still have another Green set as a back-up. To make sure all Green LEDs are working you press the “Test Green Cups” button. To turn these LEDs off you simply press the button again.



Jet-Pong Coin JP100 User's Manual

Test Red Cups:

CAUTION: This procedure requires the power to be on and the lid closed.

The Triangle Cup Assembly circuit board also has 2 sets of Red LEDs. If 1 set burns out you still have another Red set as a back-up. To make sure all Red LEDs are working you press the “**Test Red Cups**” button. To turn these LEDs off you simply press the button again.

Test Green PB Light:

CAUTION: This procedure requires the power to be on and the lid closed.

To test the Green PB Light on the main console you can press the “**Test Green PB Light**”. You will see the Green PB Light turn on. To turn this light off you simply press the button again. Notice the Green and Red Cup leds are strobing during this test. This is simply showing the status of the Green and Red Cup leds as they are sequencing.



Test Red PB Light:

CAUTION: This procedure requires the power to be on and the lid closed.

To test the Red PB Light on the main console you can press the “**Test Red PB Light**”. You will see the Red PB Light turn on. To turn this light off you simply press the button again.

Jet-Pong Coin JP100 User's Manual

Test Sol1 Retract Cylinder:

CAUTION: This procedure requires the power to be on and the lid opened.

To test the 1st electric solenoid cylinder that the balls see first (the one holding back many balls under the table lid) you press “**Test Sol1 Retract Cylinder**”. **NOTE:** To shut off or extend the solenoid cylinder you simply press the button again or let it time out.

Test Sol2 Retract Cylinder:

CAUTION: This procedure requires the power to be on and the lid opened.

To test the 2nd electric solenoid cylinder (the one that allows a ball to drop on top of the Fan) you press “**Test Sol2 Retract Cylinder**”. **NOTE:** To shut off or extend the solenoid cylinder you simply press the button again or let it time out.

Test Fan:

CAUTION: This procedure requires the power to be on and the lid opened.

To test the Fan you can press “**Test Fan**”. You will see the Fan turn on. To turn the fan off you simply press the button again.

Test Green Tick Dispenser:

CAUTION: This procedure requires the power to be on and the lid opened.

To test the Green Ticket Dispenser you can press “**Test Green Tick Dispenser**”. This button will turn green. You will see the Green Ticket Dispenser motor turn on and dispense tickets. To turn the motor off simply press this button again.

Test Red Tick Dispenser:

CAUTION: This procedure requires the power to be on and the lid opened.

To test the Red Ticket Dispenser you can press “**Test Red Tick Dispenser**”. This button will turn green. You will see the Red Ticket Dispenser motor turn on and dispense tickets. To turn the motor off simply press this button again.

AUTO CYCLE:

CAUTION: This procedure requires the power to be on and the lid opened.

To have the game automatically cycle you can press the “**AUTO CYCLE**” button. This button will turn green. The game will automatically cycle through one entire 2 player game. To initiate a new AUTO CYCLE you must press the button off and then back on again. This is a good way to clean out the ball return piping and to test the functionality of the game.

Jet-Pong Coin JP100 User's Manual

Next Screen:

You can press the “**Next Screen**” button to get to the next screen which will look like this:



Test Video 1:

CAUTION: This procedure requires the power to be on and the lid closed.

To test Video 1 on the rear Video Display press “**Test Video 1**”. You should see the following screen:



Test Video 2-8:

CAUTION: These procedures require the power to be on and the lid closed.

To test Video 2-8 on the rear Video Display press “**Test Video 2-8**”.

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Test Ad 1-8:

CAUTION: This procedure requires the power to be on and the lid closed.

To test Ads 1-8 on the rear Video Display press “**Test Ad1-8**”. You should see advertising like this:



Test Cheer 1-8:

CAUTION: This procedure requires the power to be on and the lid closed.

To test Cheers 1-8 on the rear Video Display press “**Test Cheers 1-8**”. You will hear cheers from the crowd through the speakers.

Test Music 1-8:

CAUTION: This procedure requires the power to be on and the lid closed.

To test Music 1-8 on the rear Video Display press “**Test Music 1-8**”. You will hear music through the speakers.

Return to Main Screen:

CAUTION: This procedure requires the power to be on and the lid closed.

To return to the Main Screen simply press the “**Next Screen**” button to get to the “**Configuration**” screen and then press “**Return to Main Screen**”.

Jet-Pong Coin JP100 User's Manual

Troubleshooting Symptoms & Related Drawings:

#	Symptom	Related E-Drawing Numbers	Related H-Drawing Numbers
1	No Power at All	1E, 4E, 5E	1H, 2H
2	Rear Video Display Faulty	1E, 3E, 4E, 5E, 12E, 14E	1H, 2H, 3H
3	HMI Touch Screen Faulty	1E, 4E, 5E, 12E, 14E	1H, 2H, 3H, 5H, 6H
4	Table Lid LED Display Faulty	1E, 2E, 4E, 5E, 6E, 14E, 15E	1H, 2H, 4H
5	Red Solo Cup Triangle Faulty	1E, 3E, 4E, 5E, 9E, 14E	1H, 2H, 3H, 5H
6	Beverage Holder LEDs Faulty	1E, 4E, 5E	1H, 2H, 5H, 6H
7	Exhaust Chute Faulty	1E, 4E, 5E	1H, 2H, 5H, 6H
8	Speaker LEDs Faulty	1E, 4E, 5E	1H, 2H, 3H
9	T-Molding LEDs Faulty	1E, 4E, 5E, 7E, 15E	1H, 2H
10	Coin Mech(s) Faulty	1E, 3E, 4E, 5E, 8E, 11E	1H, 2H, 3H, 5H
11	Bill Acceptor Faulty	1E, 3E, 4E, 5E, 8E, 11E	1H, 2H, 3H, 5H
12	Credit System Faulty	1E, 3E, 4E, 5E, 8E, 11E	1H, 2H, 3H, 5H
13	Credit Counter Faulty	1E, 3E, 4E, 5E, 8E, 11E, 12E	1H, 2H, 3H, 5H
14	Ticket Dispenser(s) Faulty	1E, 3E, 4E, 5E, 8E, 11E	1H, 2H, 3H, 5H
15	Pushbutton LEDs Faulty	1E, 3E, 4E, 5E, 11E	1H, 2H, 3H, 5H, 6H
16	Pushbutton Switches Faulty	1E, 3E, 4E, 5E, 8E	1H, 2H, 3H, 5H, 6H
17	Service Button Faulty	1E, 3E, 4E, 5E, 8E	1H, 2H, 3H, 5H
18	Audio Faulty	1E, 3E, 4E, 5E, 13E, 14E	1H, 2H, 3H, 7H
19	Ball Delivery Faulty	1E, 3E, 4E, 5E, 11E	1H, 2H, 3H, 5H, 6H
20	Goal Scoring Faulty	1E, 3E, 4E, 5E, 9E, 11E, 12E	1H, 2H, 3H
21	Abnormal Noise Issues	1E, 3E, 4E, 5E, 11E, 13E	1H, 2H, 3H, 5H
22	Free Play Jumper Faulty	1E, 10E	1H, 2H, 3H, 8H
23	Balls Not Rolling Back to Player on Table Lid	Mechanical	Mechanical

Symptom #1: No Power at All

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Check that the 120Vac/230Vac cord is plugged into the wall outlet and that your breaker for the wall outlet has not tripped.
- 2) Check that the 120Vac/230Vac cord is plugged into the rear of the Jet-Pong table and that the toggle switch is in the “On” position. Check the fuse in the toggle switch housing to make sure it has not blown. There is a spare fuse in the holder.
- 3) Check the 12Vdc Power Supply connections to make sure you have AC power going in and 12 Vdc power coming out.

Symptom #2: Rear Video Display Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Check the 12 Vdc cord that plugs into the left side of the Video Display. Check the other end of this cord to make sure it is plugged in properly.
- 2) Use the troubleshooting screens on the HMI to test a sample Video. See instructions earlier in this chapter for details.

- 3) Make sure the HDMI cable is plugged into the Video Display. Make sure the other end is plugged into the Video Black Box. Swap the HDMI cable if necessary.
- 4) Make sure the USB stick is secure in the Video Black Box if using an mTV-100.
- 5) Make sure the Video Black Box has 12 Vdc power for EA9 or 24 Vdc power for mTV-100. There is an LED indicator light on the Video Black Box.
- 6) Make sure the USB stick is still working if using an mTV-100. If you plug the USB stick into your computer it should have Ads on it.
- 7) If a communications error displays then try recycling power to see if this clears. If it reoccurs then check the ethernet cable and the wifi ethernet switch.

Symptom #3: HMI Touch Screen Faulty

CAUTION: This procedure requires the power to be on and the Control Console to be removed.

- 1) Make sure 12Vdc power is available to the rear of the HMI. You will need to remove the Control Console by removing the screws around the perimeter of the black plastic console.
- 2) Make sure Ethernet cable is plugged in at the HMI and at the Wireless Router.
- 3) If a communications error displays then try recycling power to see if this clears. If it reoccurs then check the ethernet cable and the wifi ethernet switch.

Symptom #4: Table Lid LED Display Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Lift the table lid. Attach the Prop Stick as a safety measure (*CE Tables only). Make sure there is 12Vdc power going to the LED Matrix Processor.
- 2) Make sure all of the ribbon cables and power cables are secure at the LED Matrix Processor and at the LED Modules. Some earlier power cable versions have fuses which you can check.
- 3) Lift the table lid. Attach the Prop Stick as a safety measure.
- 4) Make sure all of the ribbon cables and power cables are secure at the LED Matrix Processor and at the LED Modules.
- 5) There is a small pushbutton on the LED Matrix Display processor that you can press several times to test the LED Matrix Display for any burned out LEDs.



Symptom #5: Red Solo Cup Triangle Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Use the “**Troubleshooting**” screen on the HMI Touch Screen to test these LEDs.
- 2) Check the 12Vdc connector at the rear of Triangle Cup Assembly to make sure it is not loose and that there is 12Vdc power on it.
- 3) Check the ribbon cable connector at the rear of Triangle Cup Assembly to make sure it is not loose and is locked in place. Replace this cable if necessary.
- 4) Lift the Table Lid. Insert the Prop Stick. Make sure the ribbon cable connector is secure on the PLC Expansion board.
- 5) Check the 12Vdc connector on the PLC Expansion board to make sure it is secure and that there is 12Vdc power on it.
- 6) Check to make sure all terminals are tight on the PLC Expansion board.
- 7) Check the 12Vdc connector on the PLC Processor board to make sure it is secure and that there is 12Vdc power on it. You should see LEDs on the PLC Processor.
- 8) If the above does not work then replace the Triangle Cup Assembly circuit board.

Symptom #6: Beverage Holder LEDs Faulty

CAUTION: This procedure requires the power to be on and the Control Console to be removed.

- 1) Make sure 12Vdc power is available to the rear of the Beverage Holder. You will need to remove the Control Console by removing the screws around the perimeter of the black plastic.

Symptom #7: Exhaust Chute Faulty

CAUTION: This procedure requires the power to be on and the Control Console to be removed.

- 1) Make sure 12Vdc power is available to the rear of the Exhaust Chute. You will need to remove the Control Console by removing the screws around the perimeter of the black plastic.
- 2) If air is not flowing properly check the screen above the blower for any debris. Clear debris by removing the exhaust chute piping by removing 2 screws towards the base of the piping where it connects to the horizontal metal solenoid trough ball return track for the 2 solenoids.

Jet-Pong Coin JP100 User's Manual

- 3) If the ball does not exit the chute properly to float then remove the console cover and adjust the screw speed reducer towards the top of the exhaust chute so that the ball just barely makes it past the reducer without jamming.



Symptom #8: Speaker LEDs Faulty

CAUTION: This procedure requires the power to be on and the Control Console to be removed.

- 1) Make sure 12Vdc power is available to the rear of the Speaker LEDs. You will need to remove the Control Console by removing the screws around the perimeter of the black plastic.

Symptom #9: T-Molding LEDs Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Check for loose connections at the LED T-Molding Lighting controller SP901E.
- 2) Locate the Handheld Controller for the LED Lighting and try pressing various buttons including “On” and “Off”. Replace batteries in this Handheld Controller if necessary. See **Section 6 – Routine Maintenance** for details. If this does not work then replace the Handheld Controller.
- 3) Lift the Black Cable Tray cover mounted on the inside wall of the rear of the table (one on each side). Check to make sure all LED strip connectors are plugged in and secure.
- 4) If the above does not work then replace the defective LED stripping in the T-Molding.
- 5) If the above does not work then replace the defective controller SP901E.

Symptom #10: Coin Mech(s) Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Use the HMI “**Troubleshooting**” screen to test the Coin Mech(s) or Card Swipe(s). See instructions earlier in this chapter for details.
- 2) Have someone insert a coin or swipe a card while you watch the LED inputs on the PLC Processor. The LED input should flash when a coin is inserted. If not then check connections and cable harness from the PLC Processor to the Coin Mech switch.

Jet-Pong Coin JP100 User's Manual

- 3) Make sure the number of coins required to start the game is properly set up on the **“Configuration”** screen discussed in Section 7. Also the Coin Pulse time.
- 4) If the Coin Mech LED is not working unlock and open the Coin Mech door. Check the connection and cable harness to the Coin Mech LED light back to the PLC Carrier Board. Check for 12Vdc power at the Coin Mech LED.

Symptom #11: Bill Acceptor Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Use the HMI **“Troubleshooting”** screen to test the Bill Acceptor. See instructions earlier in this chapter for details.
- 2) Have someone insert a bill while you watch the LED inputs on the PLC Processor. The LED input should flash fast several times when a bill is inserted. If not then check connections and cable harness from the PLC Processor to the Bill Acceptor. Check power to the Bill Acceptor.
- 3) Make sure the number of credits required to start the game is properly set up on the **“Configuration”** screen discussed in Section 7. Also the Bill Pulse time.
- 4) Make sure the number of pulses is set up properly on the Bill Acceptor itself.
- 5) Inspect the Bill Acceptor to make sure it is not full or jammed.

Symptom #12: Credit System Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Check the **“Configuration”** and **“Troubleshooting”** screens to make sure the proper number of credits are starting the game. On Fridays/Saturdays check to make sure the number of credits for these days is properly configured. If Friday/Saturday is not functioning properly then the main Processor battery (CR1632 3V Lithium) will need to be replaced. It has a 5 year life expectancy. Then re-enter the time & date and possibly any other important **“Configuration”** info for your game.



Symptom #13: Credit Counter Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Open the Coin Mech Door. Check the wiring connections and harness from the mechanical counter to the PLC Carrier Board. Insert credits to test.

Symptom #14: Ticket Dispenser(s) Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) A warning message will display on the HMI Touch Screen when one or both ticket trays are empty:



- 2) Use the troubleshooting screen to test the Ticket Dispenser. See instructions earlier in this chapter for details.
- 3) If the tray is not empty check all connections and cable harness to/from the Ticket Dispenser. There should be 12Vdc power at the connector to the Ticket Dispenser.
- 4) Check the ticket dispenser to make sure there are tickets available and that there are no jams. You may need to remove the Control Console by removing the screws around the perimeter of the black plastic. There is a button on the ticket dispenser to manually feed tickets.

Symptom #15: Pushbutton LEDs Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Make sure 12Vdc output wiring is secure at the rear of the Pushbutton Light. You will need to remove the Control Console by removing the screws around the perimeter of the black plastic.
- 2) Twist the LED Light holder at the rear and pull it out to inspect the LED to make sure it is secure in the holder.
- 3) Replace the LED Light as a last resort. Make sure + and – are correct. See **Section 8 – Spare Parts List.**

Symptom #16: Pushbutton Switches Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Use the “**Troubleshooting**” screen to test the Pushbutton switches. See instructions earlier in this chapter for details.

Jet-Pong Coin JP100 User's Manual

- 2) Have someone press the Pushbutton while you check the status of the inputs on the PLC Processor.
- 3) Check all connections and cable harness to/from the Pushbutton switch. You will need to remove the Control Console by removing the screws around the perimeter of the black plastic.
- 4) Replace the contact switch on the Pushbutton. Refer to **Section 8 – Spare Parts List** for details.

Symptom #17: Service Button Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Have someone press the Service Button while you check the status of the inputs on the PLC Processor.
- 2) Check all connections and cable harness to/from the Service Button.
- 3) If not working then replace the Service Button. Refer to **Section 8 – Spare Parts List** for details.

Symptom #18: Audio Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Increase the volume on the Audio Amplifier.
- 2) Inspect all audio amplifier connections to make sure there is 12Vdc power going to it, that the speaker connection is secure and that the incoming audio cable from the PLC Sound Module is secure.
- 3) Check the wire connections and cable harness at the speakers. You will need to remove the Control Console by removing the screws around the perimeter of the black plastic.
- 4) Power the game down, remove and inspect the MicroSD card in the PLC Sound Module to make sure it has all of these sound files on it. If not, download these files from this link:

https://www.dropbox.com/sh/7q0n0dh3vrpxoa3/AAA1EsIVtHgvqMrk_VVKGWgna?dl=0

 00001	Cheer1	skyler mic	Aerr Technologies
 00002	Cheer2	skyler mic	Aerr Technologies
 00003	Cheer3	skyler mic	Aerr Technologies
 00004	Cheer4	skyler mic	Aerr Technologies
 00005	Cheer5	skyler mic	Aerr Technologies
 00006	Cheer6	skyler mic	Aerr Technologies
 00007	Cheer7	skyler mic	Aerr Technologies
 00008	Coin	Voyager	Aerr Technologies
 00011	Music11		Aerr Technologies
 00012	Music12	Voyager	Aerr Technologies
 00013	Music13	Voyager	Aerr Technologies
 00014	Music14	Voyager	Aerr Technologies
 00015	Music15	Voyager	Aerr Technologies
 00016	Music16		Aerr Technologies
 00017	Music17	Voyager	Aerr Technologies
 00018	Music18	Voyager	Aerr Technologies

Symptom #19: Ball Delivery Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Press the next flashing button to see if a ball arrives. If a ball does not arrive then press the next flashing button while watching the 2 solenoid cylinders to see what the problem is. If one of the Solenoid Cylinders is causing the balls to jam then adjust or replace the solenoid cylinder. If the balls are jammed upstream try to clear the jam. This may require taking the piping apart by unscrewing the clamps or use of a vacuum cleaner blower to blow balls and /or debris towards the wire frames to clean out any debris.
- 2) Use the “**Troubleshooting**” screen to test the Solenoid Cylinders and Fan. See instructions earlier in this chapter for details. If one of the Solenoid Cylinders or Fan is not working then check connections and cable harnesses to the applicable device.
Note: Each solenoid and fan have redundant wiring that you can connect to if the transistor output on the carrier board is faulty.
- 3) If the above does not work then replace the non-functioning Solenoid Cylinder or Fan. Refer to **Section 8 – Spare Parts List** for details.

Symptom #20: Goal Scoring Faulty

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Use the “**Troubleshooting**” screen to test all of the Triangle Cup Assembly sensors. See instructions earlier in this chapter for details. If a sensor is not working bend the led sensor (re-align) on both sides so that they are directly facing each other.

- 2) Check the 12Vdc connector at the rear of Triangle Cup Assembly to make sure it is not loose and that there is 12Vdc power on it.
- 3) Check the ribbon cable connector at the rear of Triangle Cup Assembly to make sure it is not loose and is locked in place and at the PLC Carrier board connector as well.
- 4) If the above does not work then replace the Triangle Cup Assembly circuit board. Refer to **Section 8 – Spare Parts List** for details.

Symptom #21: Abnormal Noise Issues

CAUTION: This procedure requires the power to be on and the lid opened. When lifting the lid attach the Prop Stick as a safety measure. (*CE Tables only)

- 1) Open the table lid and listen for the source of the noise.
- 2) If the source of the noise is the Blower Fan then shut off the power and unplug the power cord. Dismantle the Blower Fan to see if there is any debris inside it. Remove the debris and reinstall the fan. Plug the cord back in and turn on the game to see if the noise has disappeared. If not then replace the Blower Fan.
- 3) If the source of the noise is the 5 Vdc Power Supply Fan then shut off the power and unplug the cord. Dismantle the 5 Vdc Power Supply Fan to see if there is any debris inside it. Remove the debris and reinstall the power supply. Plug the cord back in and turn on the game to see if the noise has disappeared. If not then replace the Blower Fan.
- 4) If the source of the noise is the 12 Vdc Power Supply Fan then shut off the power and unplug the cord. Dismantle the 12 Vdc Power Supply Fan to see if there is any debris inside it. Remove the debris and reinstall the power supply. Plug the cord back in and turn on the game to see if the noise has disappeared. If not then replace the Blower Fan.
- 5) If the source of the noise is the solenoids then use the “**Troubleshooting**” screens to test the solenoids to narrow down the source. If the solenoids or trough need mechanical adjustment then turn off the power and unplug the cord. Make the needed adjustment. Plug the cord back in and turn on the game to see if the noise has disappeared. If not then repeat the above a few times until the noise disappears otherwise replace the solenoid in question.
- 6) If the source of the noise is coming from the audio speakers then use the “**Troubleshooting**” screens to test the various Cheers and Music to see if it's a particular file that may be corrupted. If the noise is consistent with all music then check all audio connections. Try reloading the Cheers and Music as per Symptom #18. Try moving the audio cable to the Bluetooth device input and test use your Bluetooth on your phone to play music. If this works then replace the blue Sound Module on the PLC Carrier board. If this does not work then try replacing the speakers or audio amplifier. Refer to **Section 8 – Spare Parts List** for details.

Symptom #22: Balls Not Rolling Back to Player on Table Lid

CAUTION: This procedure requires the power to be on and the lid closed.

- 1) Grab a ball and place it on the table lid near the Clear Ball Guard near the Red Solo Cups. The ball should roll towards the front of the game. If not adjust the table levelers under the table so that the table lid is leaning 2 degrees towards the players.

Jet-Pong Coin JP100 User's Manual

Meets official Beer Pong Tournament Regulations & Local Liquor License Guidelines

Power Required 120/220 VAC | 5/10 AMP

