JET PONG™

Jet-Pong Home & Party Rental
JP200 User's Manual

Revision 3 – Jan 14, 2026

Made in RICHLAND HILLS, TEXAS USA

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Richland Hills, TX 76118
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For International Sales:
international@valley-dynamo.com

VD/AdTemp.Rev.02/2013

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

Valley-Dynamo Companies

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Jet-Pong Home & Party Rental JP200 User's Manual

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Jet-Pong Home & Party Rental JP200 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**

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

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

Jet-Pong Home & Party Rental User's Manual

Document Revision – 3.0 Date – 01/14/2026

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

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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.

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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.

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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™ Home & Party Rental JP200

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.

CE FOR INDOOR USE ONLY (*CE Tables only)

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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

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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.

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- 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)

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Section 4 – Quick Set-Up

Jet-Pong Home & Party Rental

Quick Start Guide

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

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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.

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Set-up Part Listing

Part number	Description	Quantity per Game
NI20300890	1/2-13 LEG LEVELER HEX NUT	4
JP-20510030	16 OZ RED SOLO CUP - STANDARD DISPOSABLE	20
JP-21710170	40mm PING PONG BALL	50
20515140	C/T LEG LEVELLER	8
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

Step 1: Empty the shipping box and each of its components. If you plan to carry the table down into a basement, upstairs or around corners you may need to undo the internal clamps between the 2 halves of the table. Disconnect the cables between each half and carry each half separately.

You will also need to remove the Infinity Table lid, disconnect the lid power cable and carry this lid separately. Place the table halves in location and reconnect the 2 halves securing the clamps and reconnecting the cables. Place the Infinity Table lid onto the table with the wiring connection to the rear. Connect this wiring to the matching connector.

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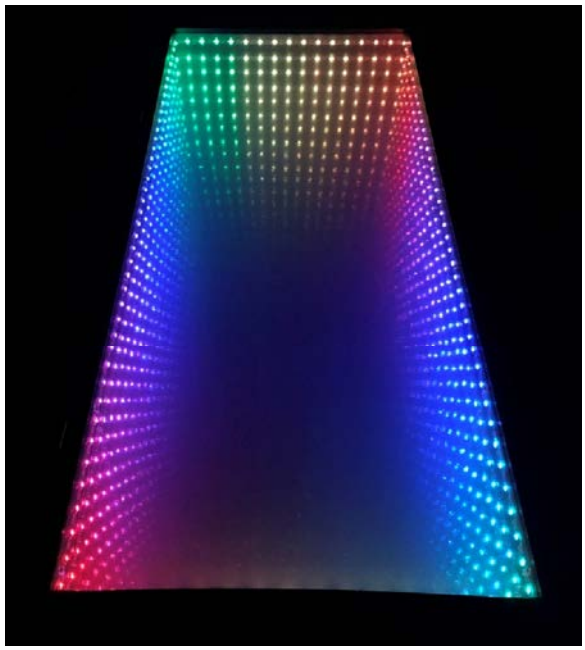

Step 2: Level the cabinet using the leg levelers so that the cabinet is leaning 2 degrees towards the players. This will allow balls on the Game top table surface to roll back to the players.

Step 3: Remove the cardboard box from inside the cabinet. It has the Extra cups and balls, Hardware, Mending plates, RGB LED remote control and Power Cord inside. Remove the Accessory Bag from the table lid. It has the front service door key.

Step 4: Remove the Black Ball Return shelf by unscrewing a black screw on the top right side. Remove the screw and set it to the side.

Step 5: Remove the Triangle Cup Tray Assembly and Ball Shield from the inside of the back section of the cabinet and set these aside.

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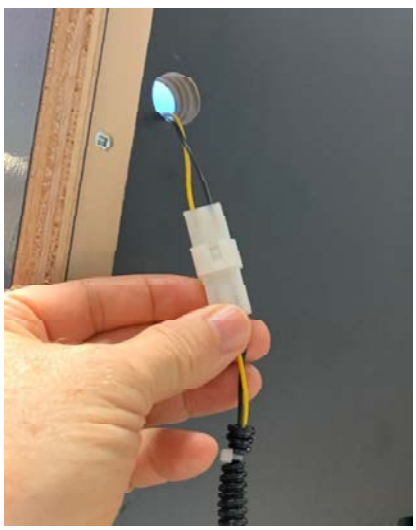
Step 6: Mount the Back Upright Section on the rear of the cabinet, using (6) 3/8" x 2 ½" Steel Dowels, (2) Mending Plates, and (8) 3/8-16 x ¾" Hex Head Bolts.

Step 7: Connect the 12V Power (yellow & black wires) and HDMI Cable into the back of the Monitor at the rear. Connect the 12 Vdc power to the marquee.



Step 8: 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.

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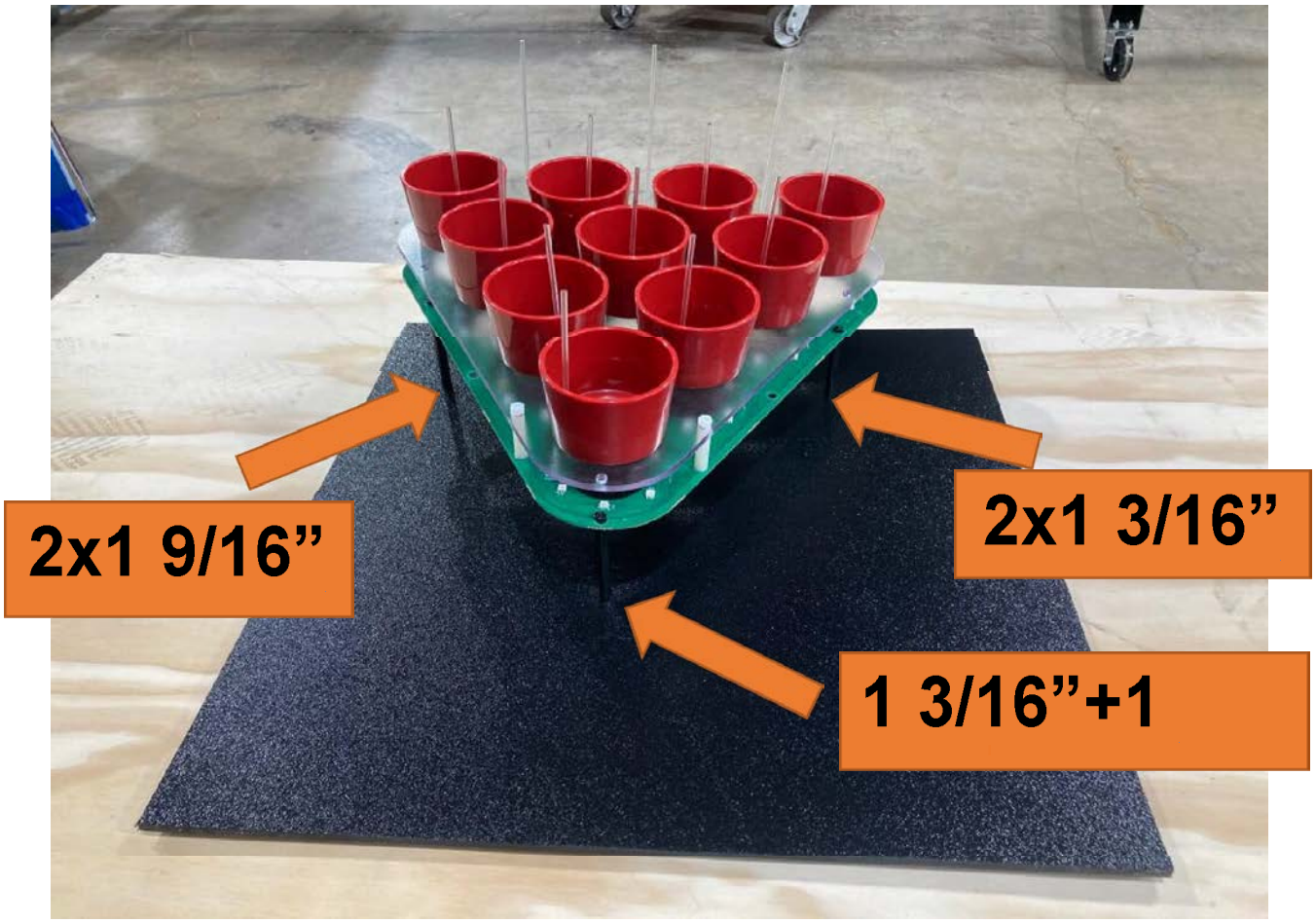

Step 9: Make sure the grey ribbon cable and 12Vdc cable (black & yellow) for the Triangle Circuit board come up through the rear black wire way. Slide the Ball Return shelf into the slot under the ball shield slot. Place the black Ball Return shelf in place so that the grey ribbon cable and 12Vdc cable (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.

Step 10: 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.

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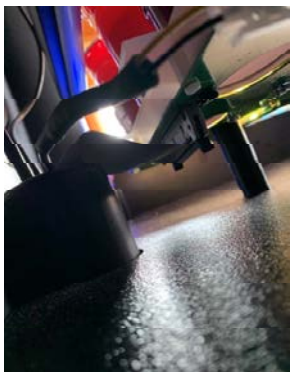
Step 11: Try rolling a ball under the Triangle Cup Tray Assembly to make sure it does not jam. Adjust the cables if necessary.

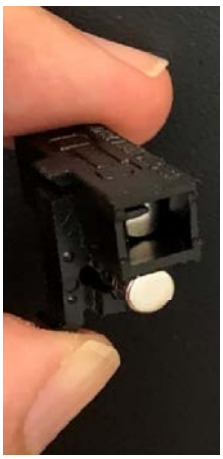


Step 12: Insert the (10) Red Solo Cups into the cup holders so that the clear speed reducer straws are on the inside of the cups. These stop the ball from spinning in order to speed up game play.

Step 13: Connect the 110V power cable into the rear of the cabinet and into a wall plug rated for at least for 5 amps. 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 up before moving on.

CAUTION

For locations using 220V, the (2) Power Supplies inside the cabinet must be switched to 220V, before making the wall connection.



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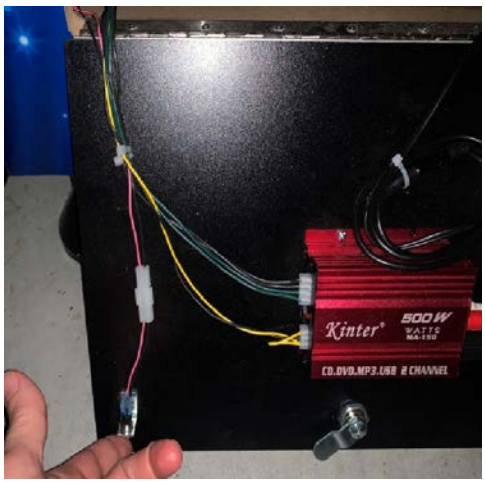
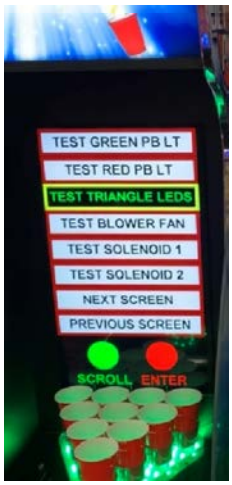
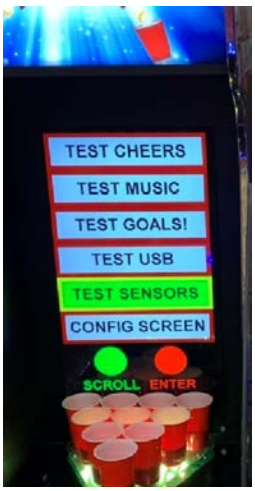
Step 14: If you need to change the existing configuration of the game simply open the front service door and press the red Service Button. This will provide you with service screens on the Rear Video Display. These screens help you customize your game and test that everything is working.You can adjust the speaker volume from inside the service door as well. Please refer to the Jet-Pong Home User's manual for making changes to the current configuration or for troubleshooting details. You can download the Jet-Pong Home User's Manual from our website - www.valley-dynamo.com or from www.jet-pong.com.







Step 15: To start a game simply press the Green Pushbutton to scroll down a menu of games. Use the Red Pushbutton to **"CONFIRM"** your selection. Jet-Pong Home & Party Rental has 5 different games you can select and play as 1 player or 2 players:

1) POINT PER CUP 2) POINTS PER CUP 3) FLASHING CUP
4) RING OF FIRE 5) 7th THROW

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Step 16: Once the game is selected, 1 Player or 2 Player is selected and starts, simply have the Green Player press the Green Flashing button to launch a ball, pick and then toss it into the Red Solo cups. Once the **"Shot Clock"** times out the Red Flashing button will flash for the Red Player to play and so on.

Step 17: Once everything is working install the Ball Shield by removing the Protective Coating and inserting it into the rear slot near the cups.

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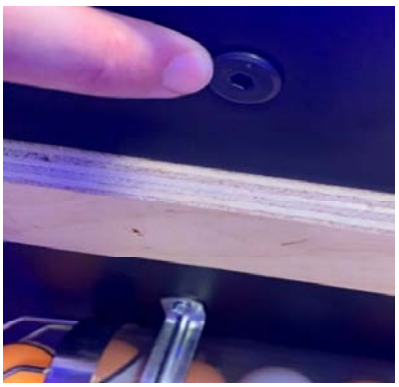
Step 18: Remove the Protective Coating from the Side Shields. Using a 4mm or 5/32" hex Allen-key install the Side Shields using the screws provided in the box. Do not overtighten.



Note: There are extra balls and cups in the game should you need them in the future (Note: Do not fill the ball return tube further than the plastic tube fitting near the triangle area, this will cause jamming at the entrance to the tube). There is also a remote control for controlling the LED strips in the Table Surface Infinity Panel.

Step 19: Your game is now ready to play.

Ads on Rear Scoreboard Display: 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:

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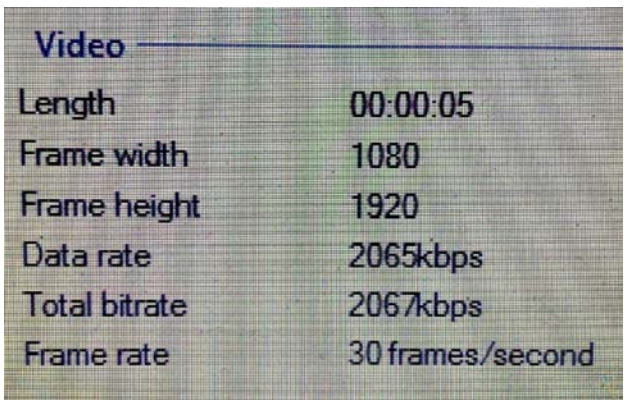
.mp4 files need to be **1920 x 1080, 5 seconds long, 30 frames/second:**



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.

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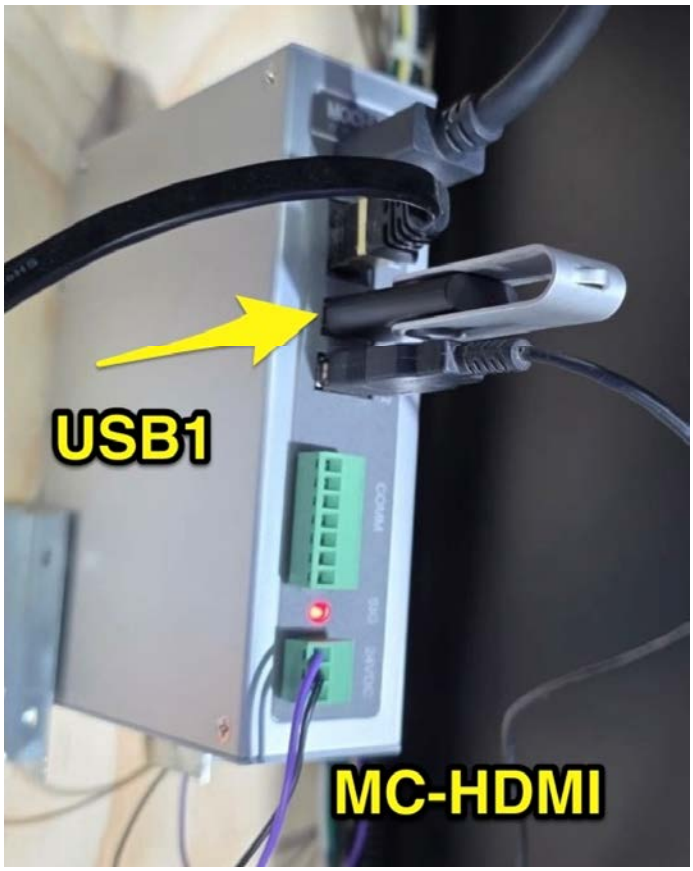

Home & Party Rental Photo Screen Savers on Rear Scoreboard Display using the older mTV-100: Jet-Pong Home & Party Rental has screen savers that you can display on the rear Scoreboard when the game is not being played. A total of 8 photos can be displayed every 5 sec. by placing these on a USB stick and inserting it into the mTV-100. Photos for the mTV-100 need to be **1280 x 720 p resolution.**

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mTV-100 USB Photos Procedure:

Turn the power off on the game. Open the front service door and locate the mTV-100 with a USB stick plugged into 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 screen savers should display on the rear Scoreboard Video Display when the game is not being played.

Replacement Parts:

Replacement Parts for both the Coin and Home versions of Jet-Pong: www.valley-dynamoparts.com.

Jet-Pong 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.

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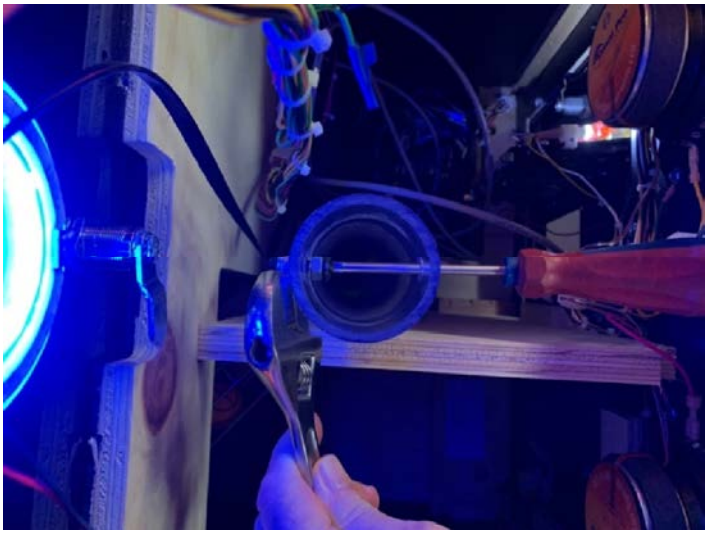
2) Step 2: Loosen Lock Nut on outside of chute.



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.

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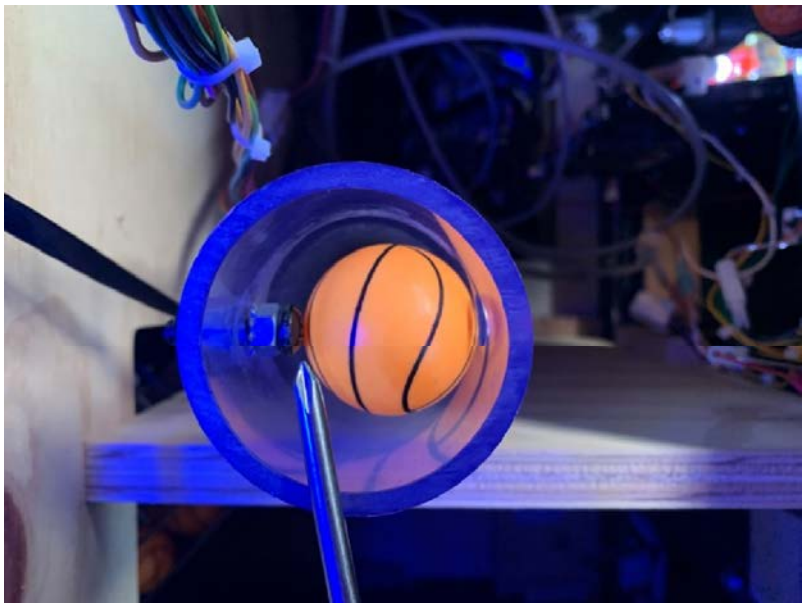
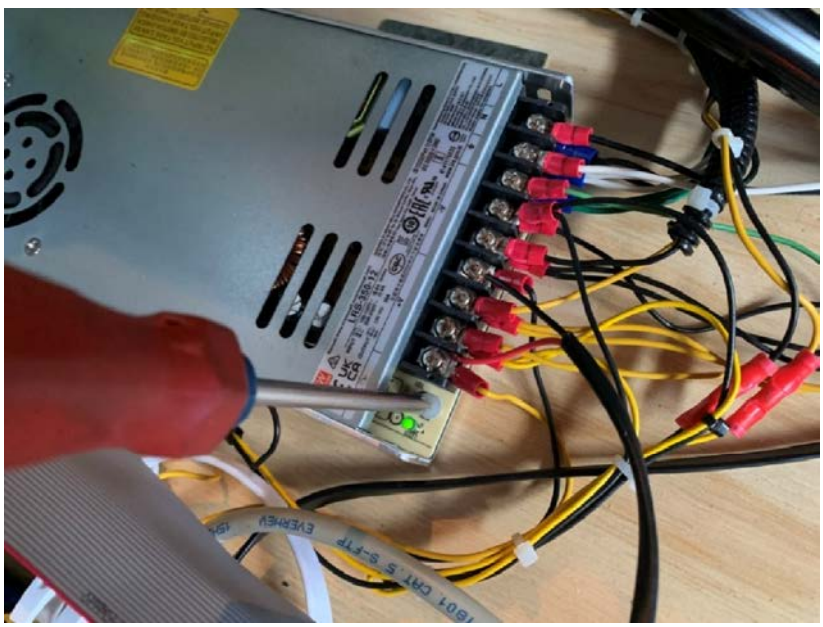


5) Step 5: If you want the ball to float higher simply adjust the 12 Vdc power supply screw in the cabinet to > 12.5 Vdc and < 13.0 Vdc. If you want the ball to float lower then adjust the 12 Vdc power supply screw in the cabinet to >12.0 Vdc and < 12.5 Vdc.



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

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Section 5 – Rules of Play

POINT PER CUP:

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.

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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.

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POINTS PER CUP:

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.

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FLASHING CUP:

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.

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RING OF FIRE:

1) This game has a centre up (fire) with 3 surrounding cups (fire) that have to be made.
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 made all 4 cups.
6) Player that makes all 4 cups wins.

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7TH THROW:

1) This game starts at POINT PER CUP for the 1st 6 throws and then moves to POINTS PER CUP 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.

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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 rear Video Display, Table Lid Plastic cover, Beverage Holders, Push-Button Lights, Side Shields, 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 (Speed Reducer) 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 (Speed Reducers) 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. Properly insert the Prop Stick (*CE tables only) when lifting the table Lid or disconnect and remove the Table Lid completely.

If any of the balls look damaged then disconnect the piping and replace the damaged ball(s).

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. Properly insert the Prop Stick (*CE tables only) when lifting the table Lid or disconnect and remove the Table Lid completely.

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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 disconnect the piping or blow it clean using a vacuum cleaner blower.

LED Inspection & Remote Controller Battery Replacement:

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

Inspect all LED lights on the INFINITY PANEL to make sure they are all working. The LED lighting on the INFINITY PANEL 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 rear Display. Refer to **Section 9 – Troubleshooting** for details.

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.

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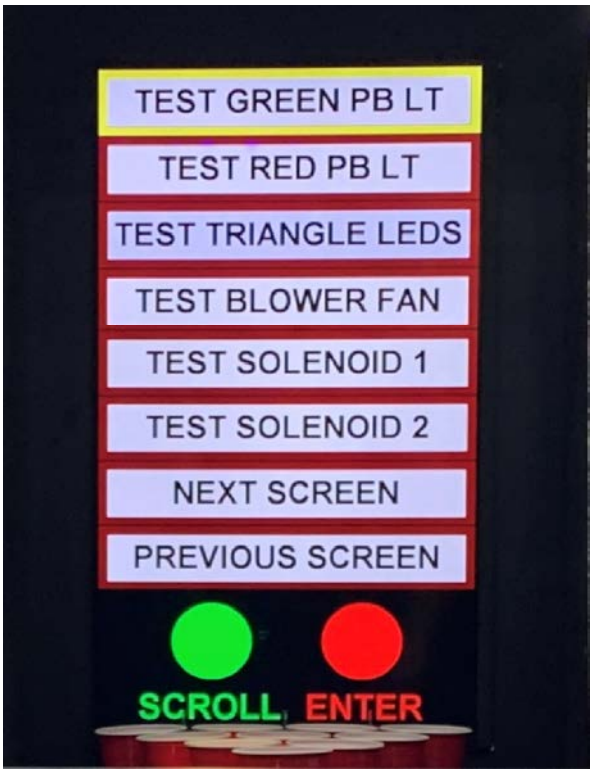

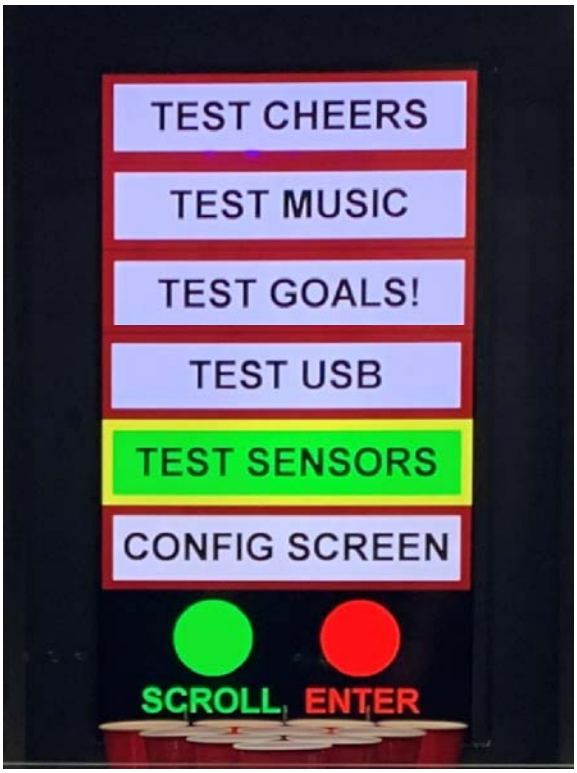

Pushbutton Inspection:

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 Rear Screen (see above photos). Refer to **Section 9 – Troubleshooting** for details. Open the front service door and press the **Service Button** to make sure the Rear 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 Rear Screen. Refer to **Section 9 – Troubleshooting** for details.

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Blower Fan Inspection:

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

Using the Troubleshooting screen on the Rear 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 filter 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 Rear 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.

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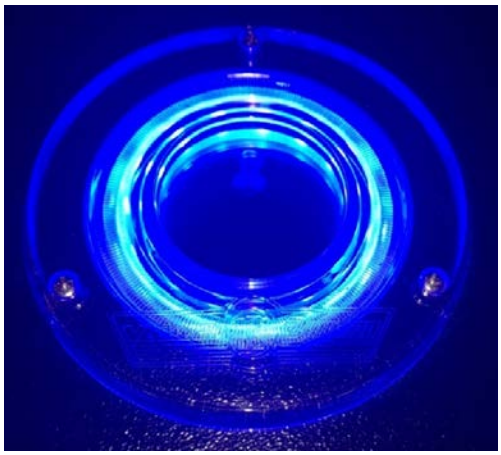
Periodically check and tighten the 2 lower Solenoid Trough screws on the Exhaust Chute above the Blower Fan:



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. Check electrical connectors on solenoids to ensure they are tight.

Music, Cheers, USB Photos Inspection:

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

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

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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: Infinity Panel LED Lights, Beverage Holder LEDs, Ball Exhaust Chute LEDs, Rear Touch Screen, Triangle Cup Assembly LEDs, etc.

The rear Video Scoreboard Display will initially display the **Jet-Pong** logo screen and then the main game menu screen.

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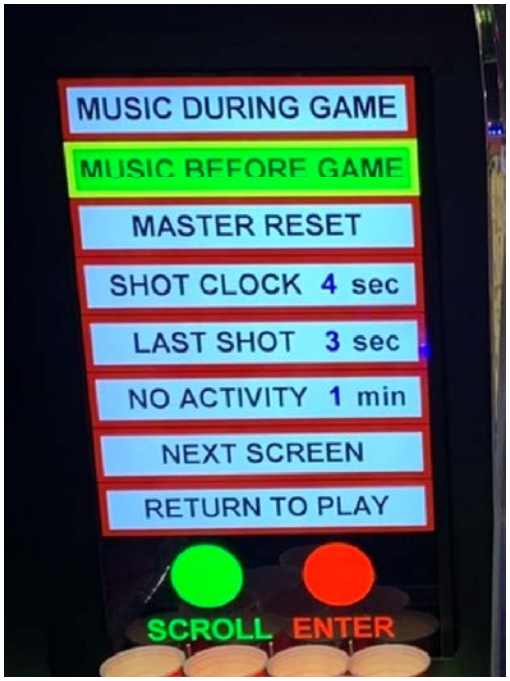
Configuration:

The Rear Video Screen allows the owner to configure the game using a **"Configuration"** screen. Open the front Service Door and press the "**Service"** button.



Use the **Green SCROLL** button to scroll down to your selection and then press the **Red ENTER** button to enable/disable or adjust the value.

Music During Game: Pressing this selection 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 (not green) the Cheers will still play when a goal is scored.

Music Before Game: Pressing this selection 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 card.

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

Shot Clock: This is the amount of time allowed before a pushbutton is enabled and flashes again. Note that during a game 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).

No Activity: 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.

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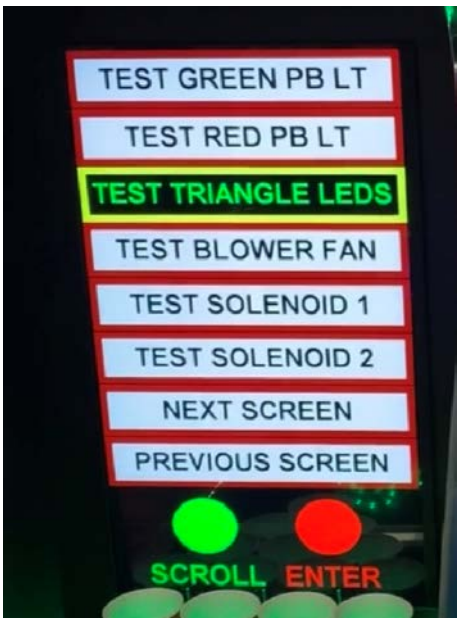
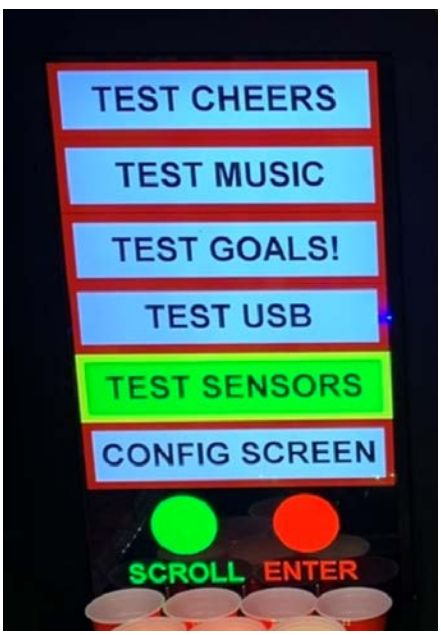
Next Screen: This takes you to troubleshooting screens.

Return to Play: If you are finished configuring you can simply press **"Return to Play"** to go back to the main screen with game menu.

TEST "Output Devices": This screen allows you to select and test any of the output devices like pushbutton lights, solenoids and blower.



TEST "Features and Inputs": This screen allows you to select and test features like cheers, music, goals! screens, usb photos and to test sensors.



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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.

Ads on Rear Scoreboard Display: 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:

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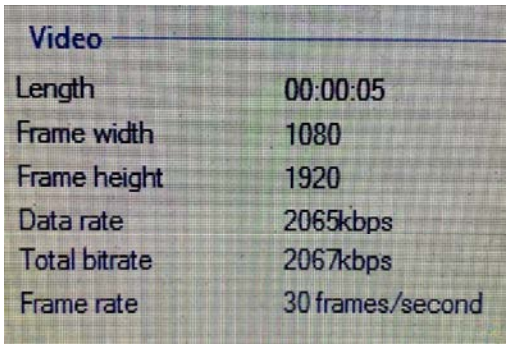
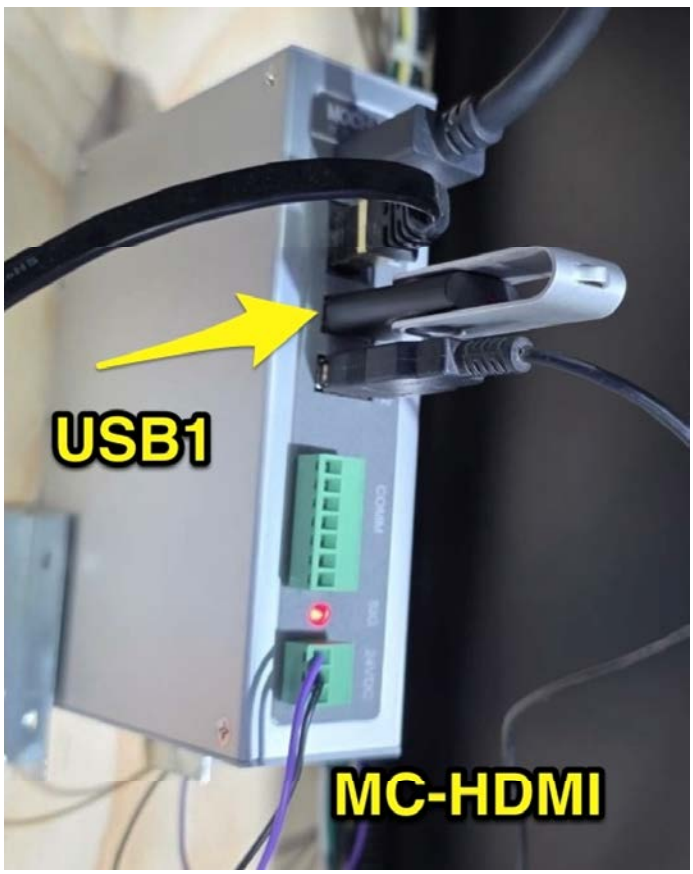
.mp4 files need to be **1920 x 1080, 5 seconds long, 30 frames/second:**



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.



For units using older mTV-100 : Jet-Pong allows you to display home or party rental photos on the rear Scoreboard. 8 photos can be added onto a USB stick and inserted into the mTV-100.

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Sample Photos:

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 photos should display on the rear Video Display when the game is not being played. You can test each photo using the troubleshooting screens on the rear Video Display.

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Operation:

1) To start a game simply press the Green Pushbutton to scroll down a menu of 5 games. Use the Red Pushbutton to **"CONFIRM"** your selection:

2) Once the game is selected, select 1 PLAYER (green only) or 2 PLAYERS (green and red)

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3) A green cup status and score screen displays.

4) Press the Green Flashing button to launch a ball. Once the **"Shot Clock"** times out the Red Flashing button will flash for the Red Player to play. 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, the rear display will then indicate which cup was made and will increment Green's score. The number of BALLS for green will decrease by 1.

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6) To EXIT the current game at any time simply press the Green and Red Pushbutton at the same time for a few seconds.

7) 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 so the game will end and revert back to the main screen.

8) Once a game is completed you can select another game to play.

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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.

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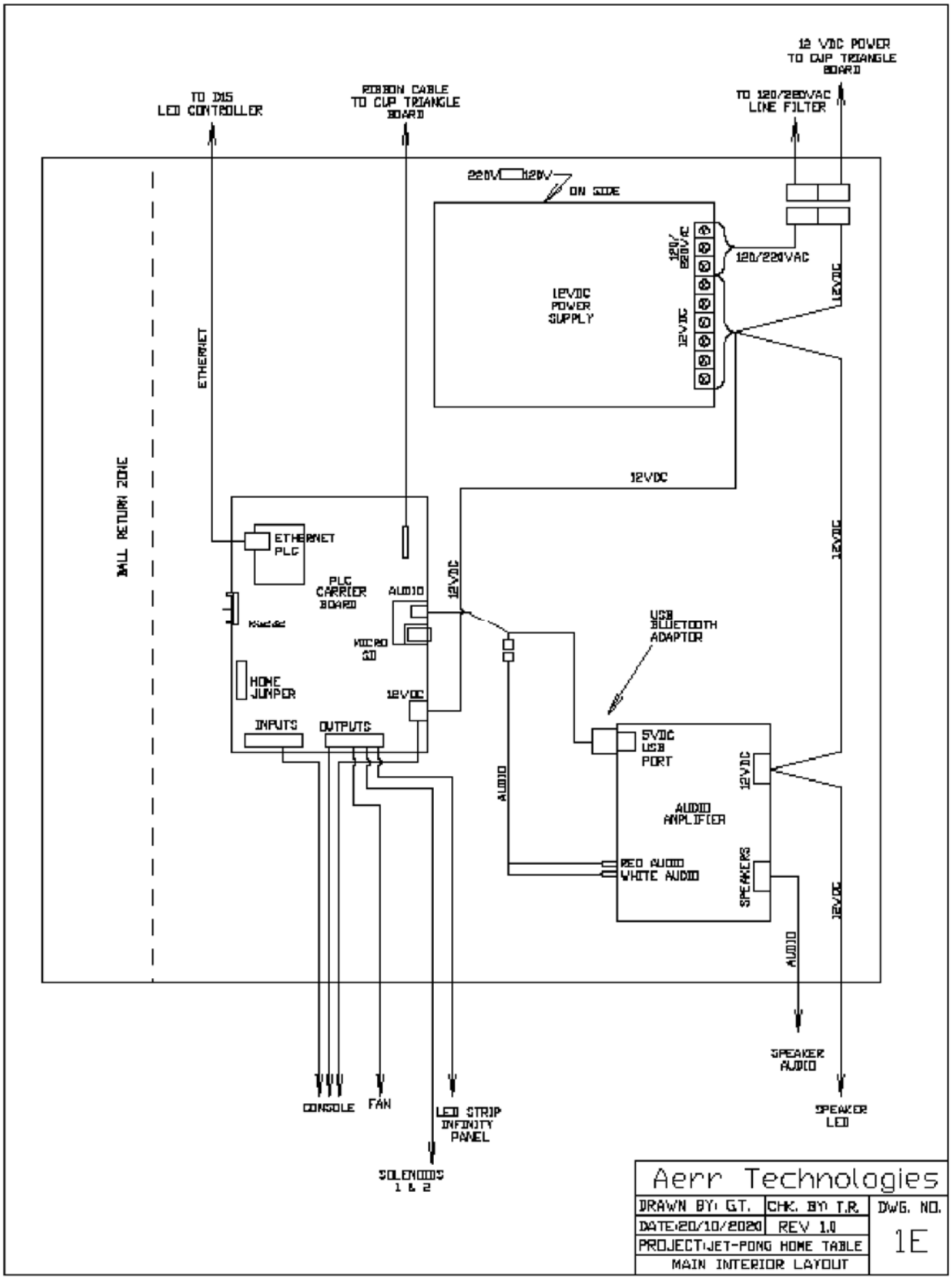

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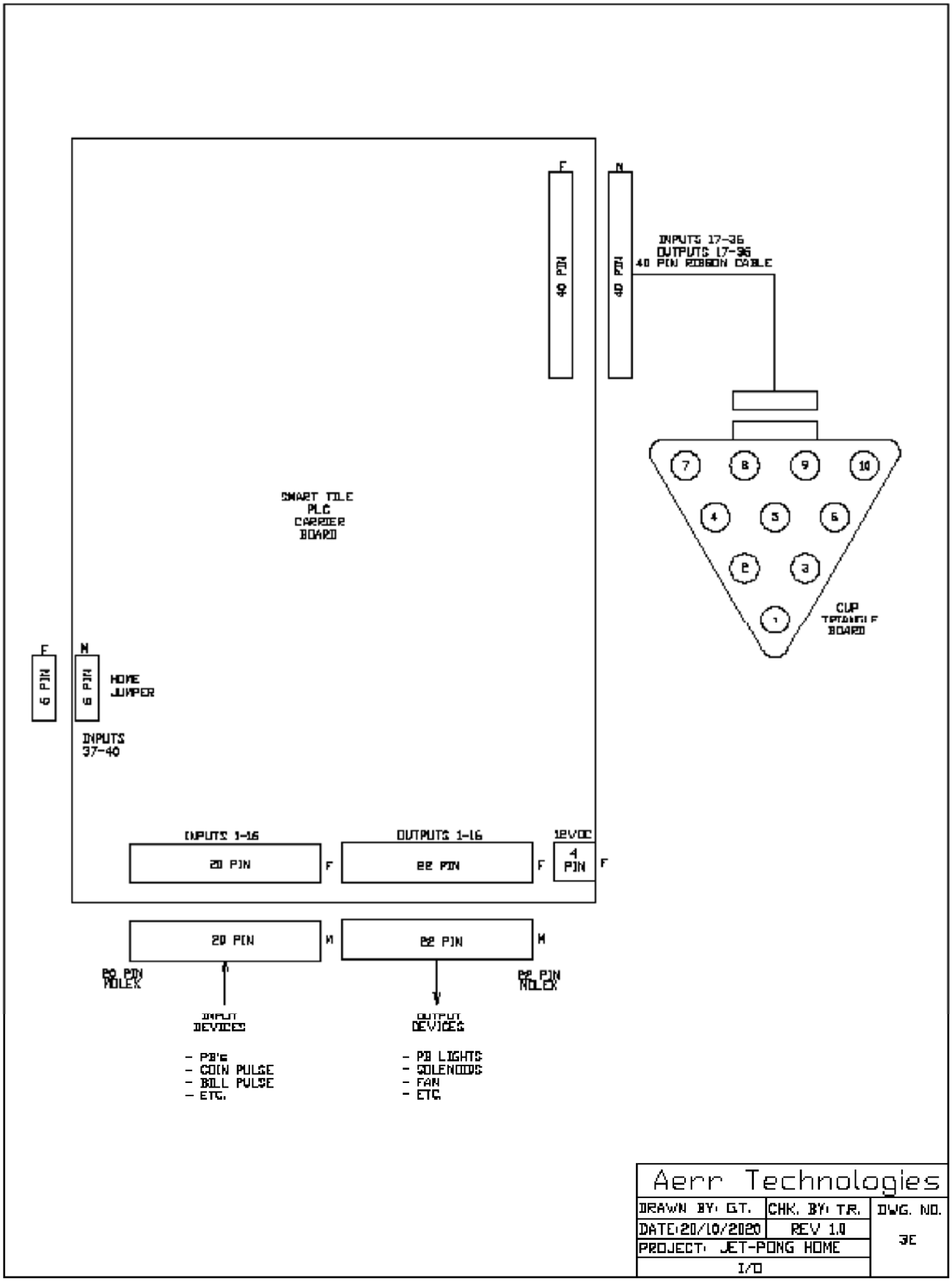

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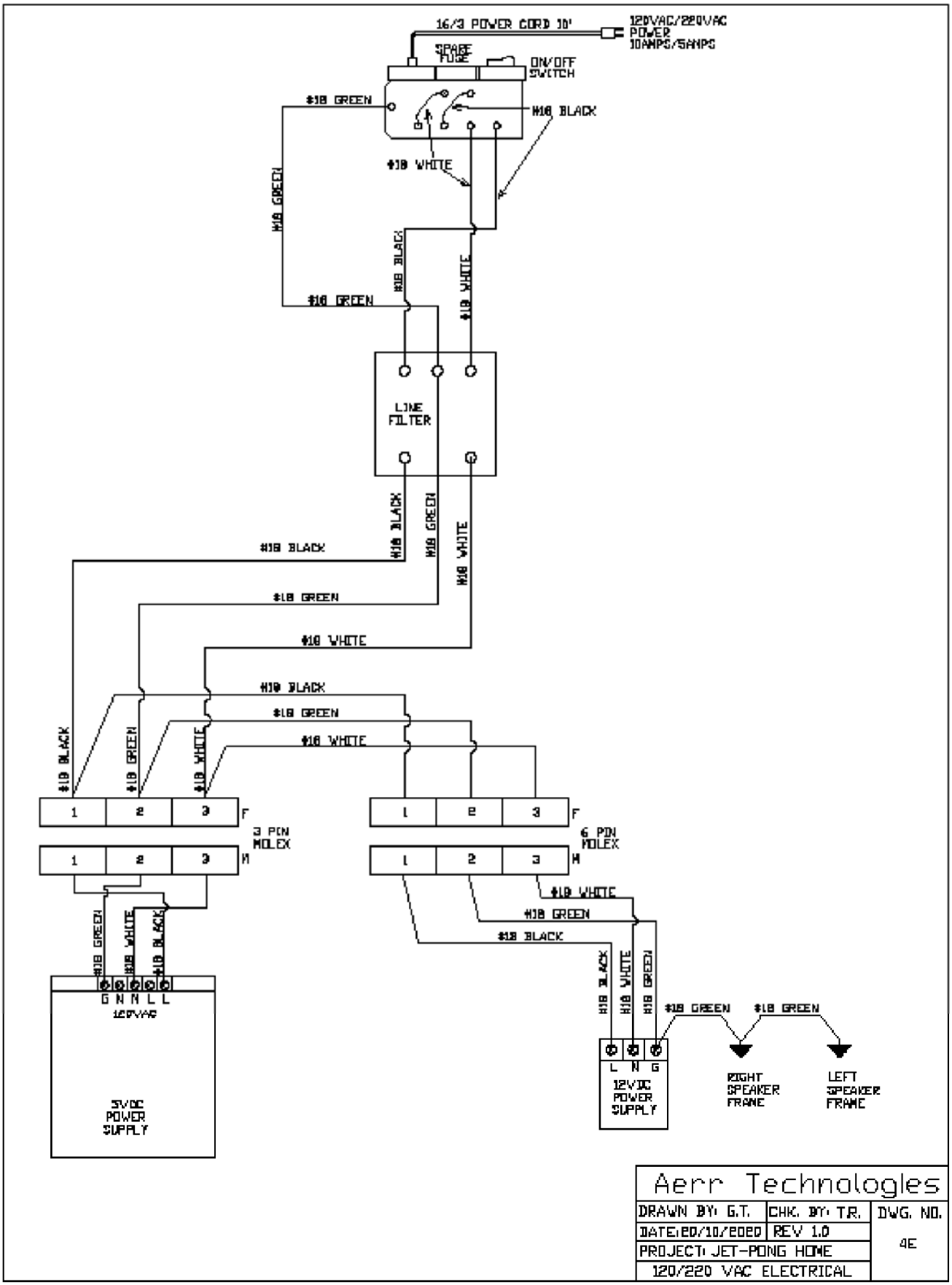

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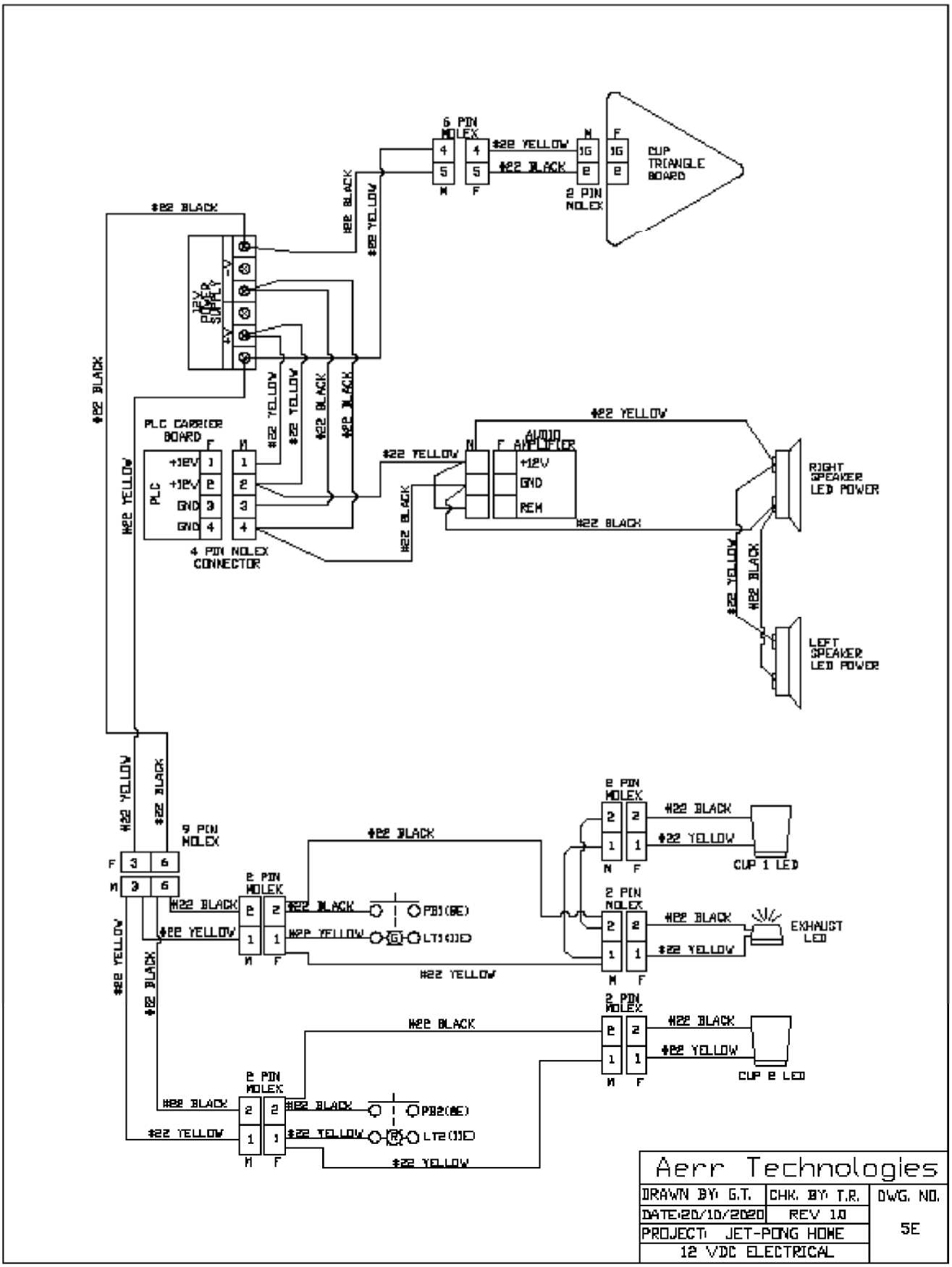

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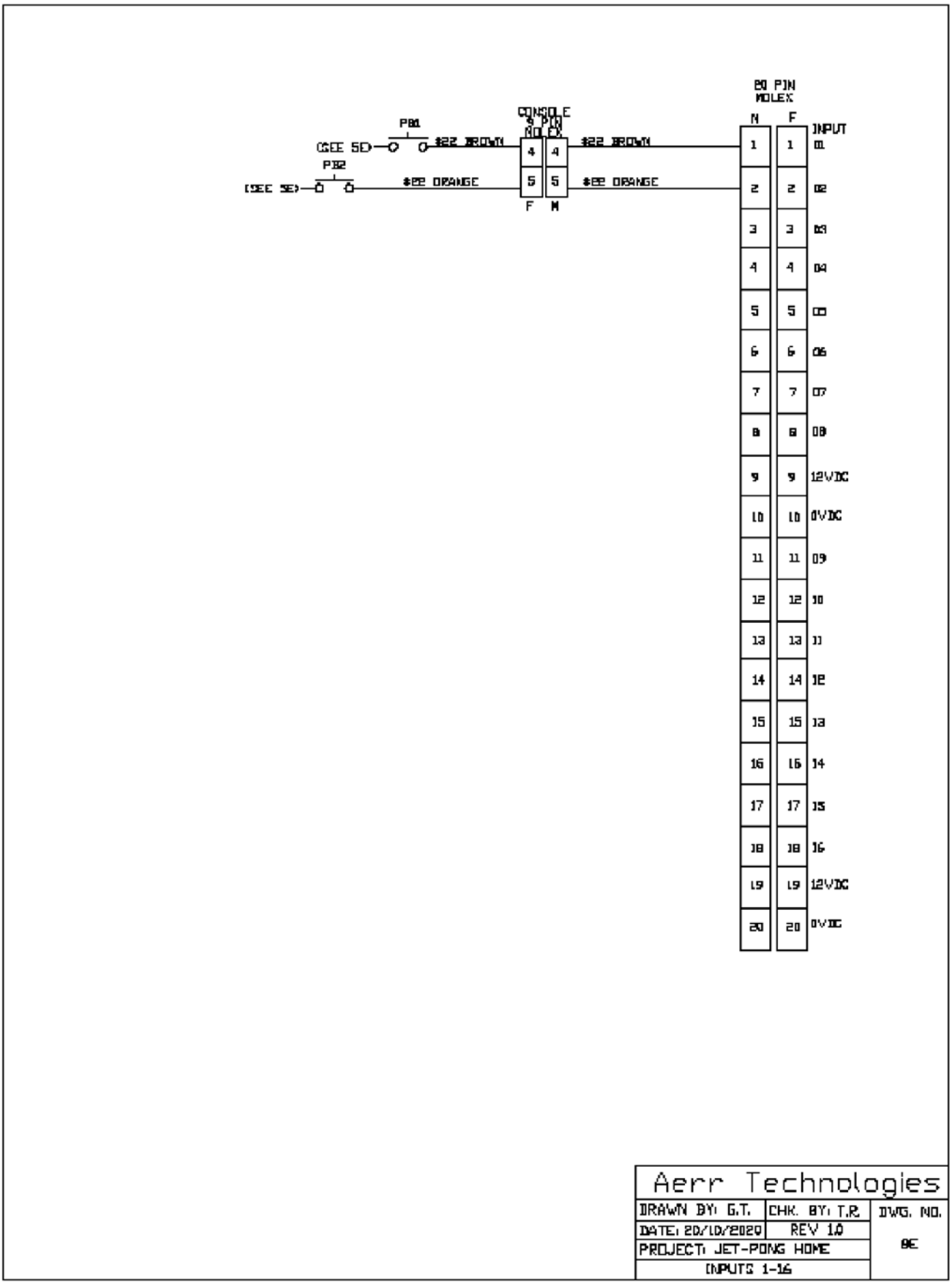

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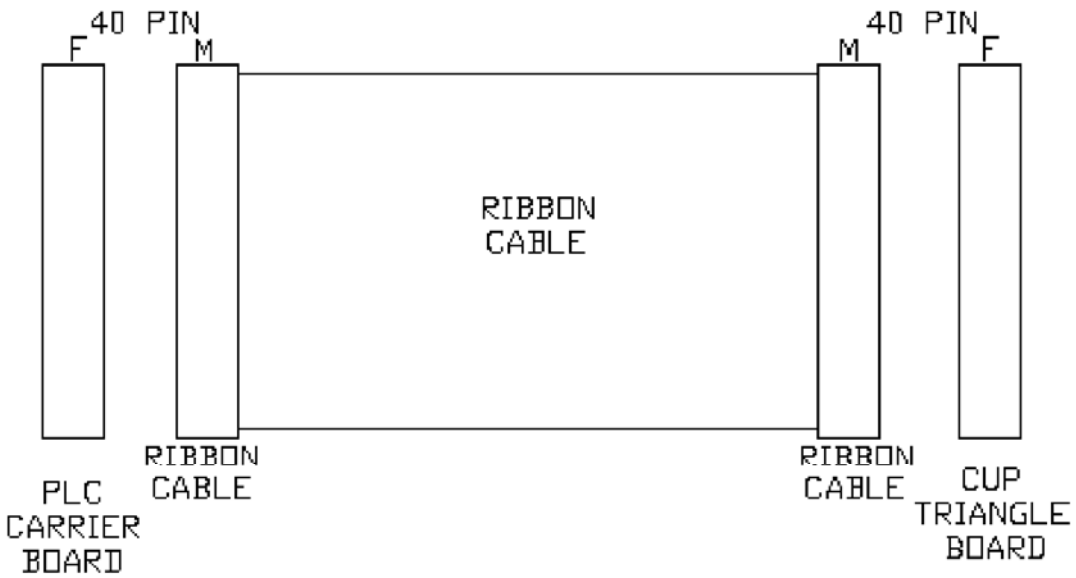

Aerr Technologies		
DRAWN BY: G.T.	CHK. BY: T.R.	DWG. NO.
DATE: 20/10/2020	REV 1.0	9E
PROJECT: JET-PONG HOME		
INPUT/OUTPUT 17-36		

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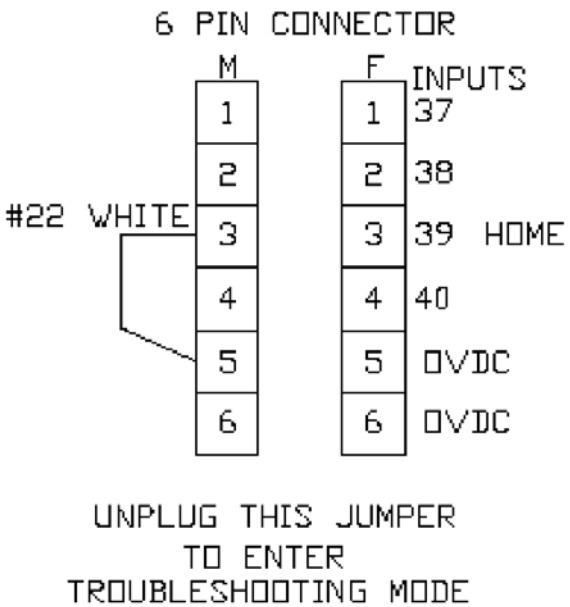

Aerr Technologies		
DRAWN BY: G.T.	CHK. BY: T.R.	DWG. NO.
DATE:20/10/2020	REV 1.0	10E
PROJECT: JET-PONG HOME		
INPUT 37-40 JUMPER		

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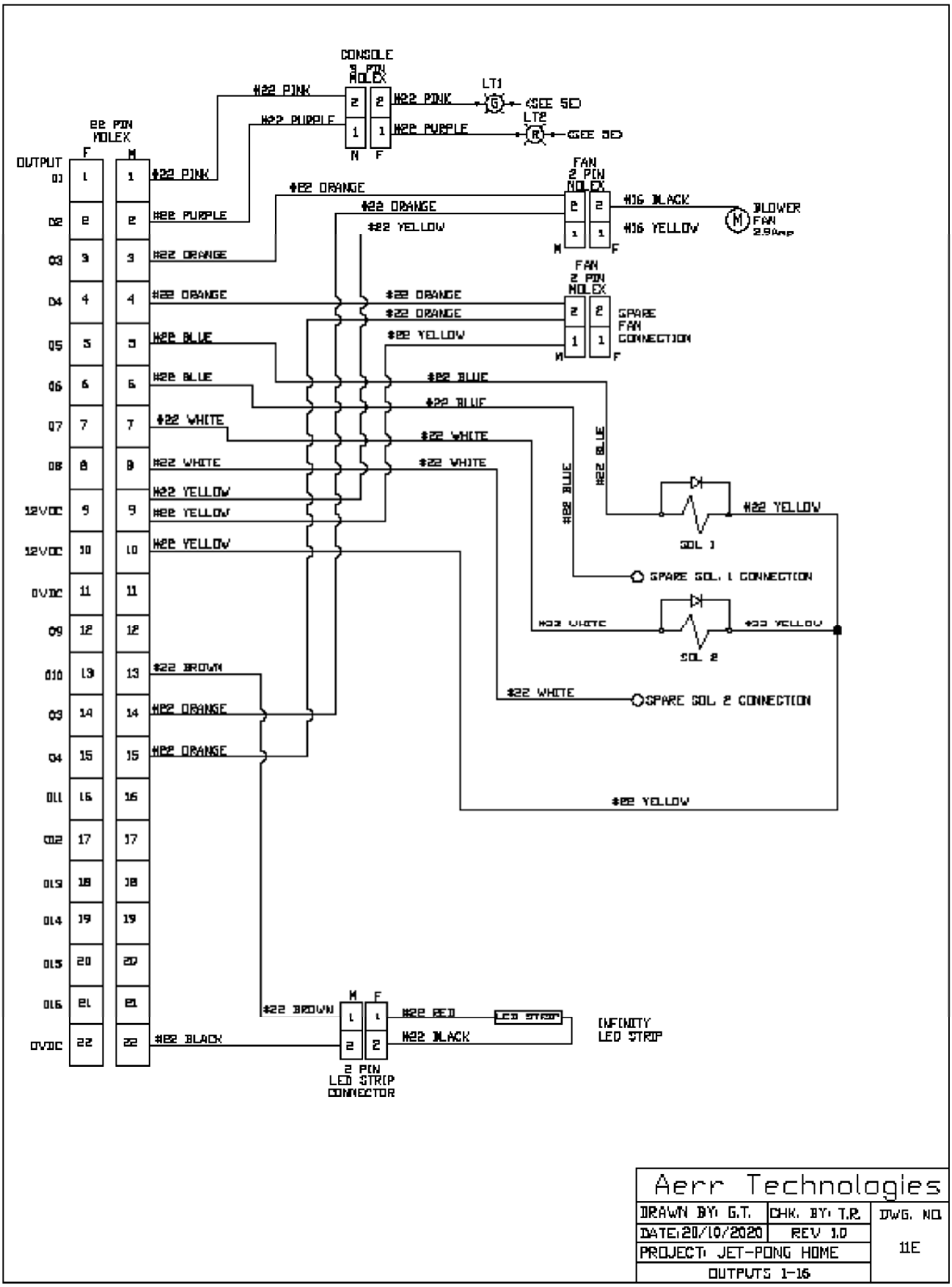

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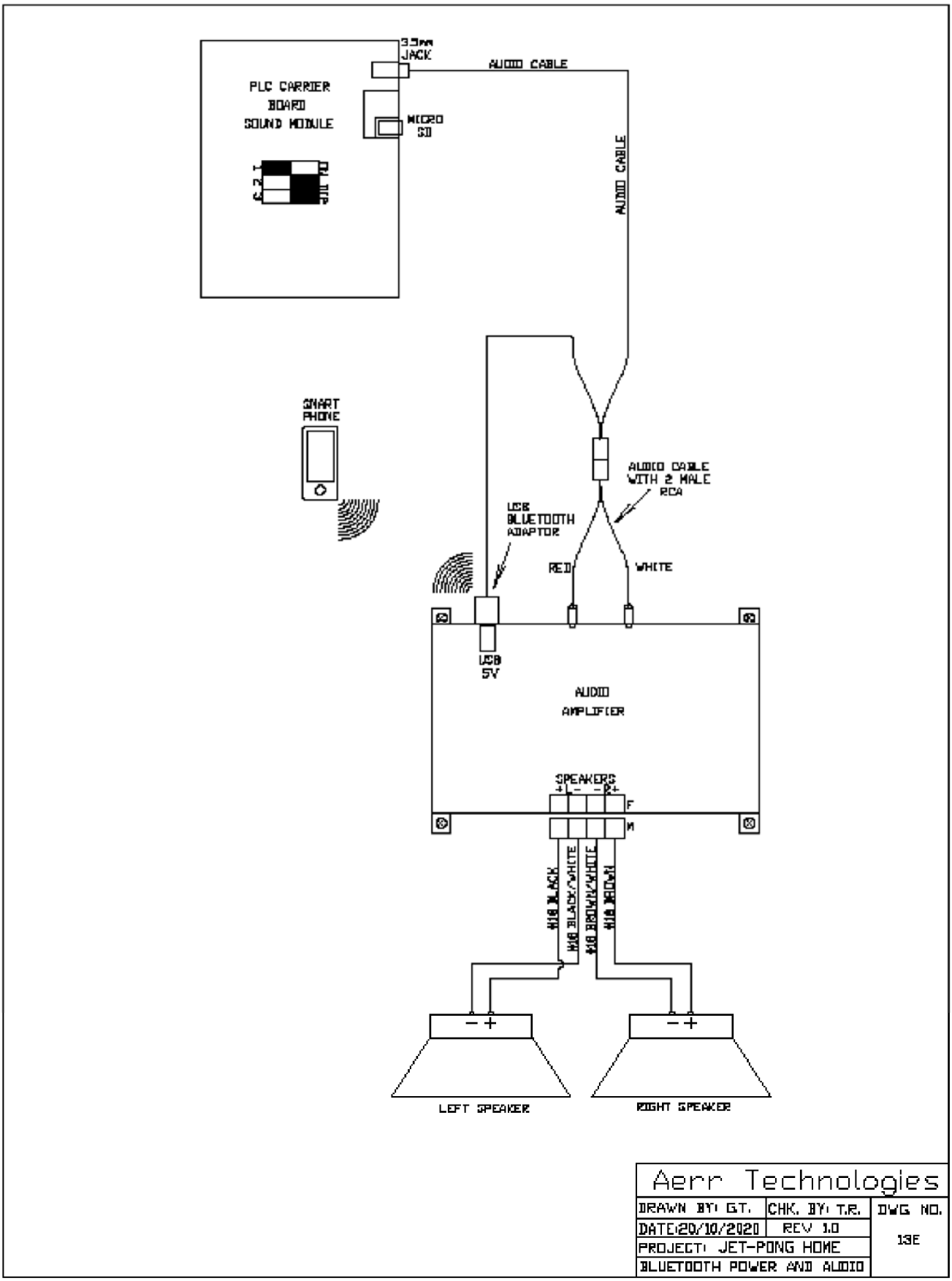

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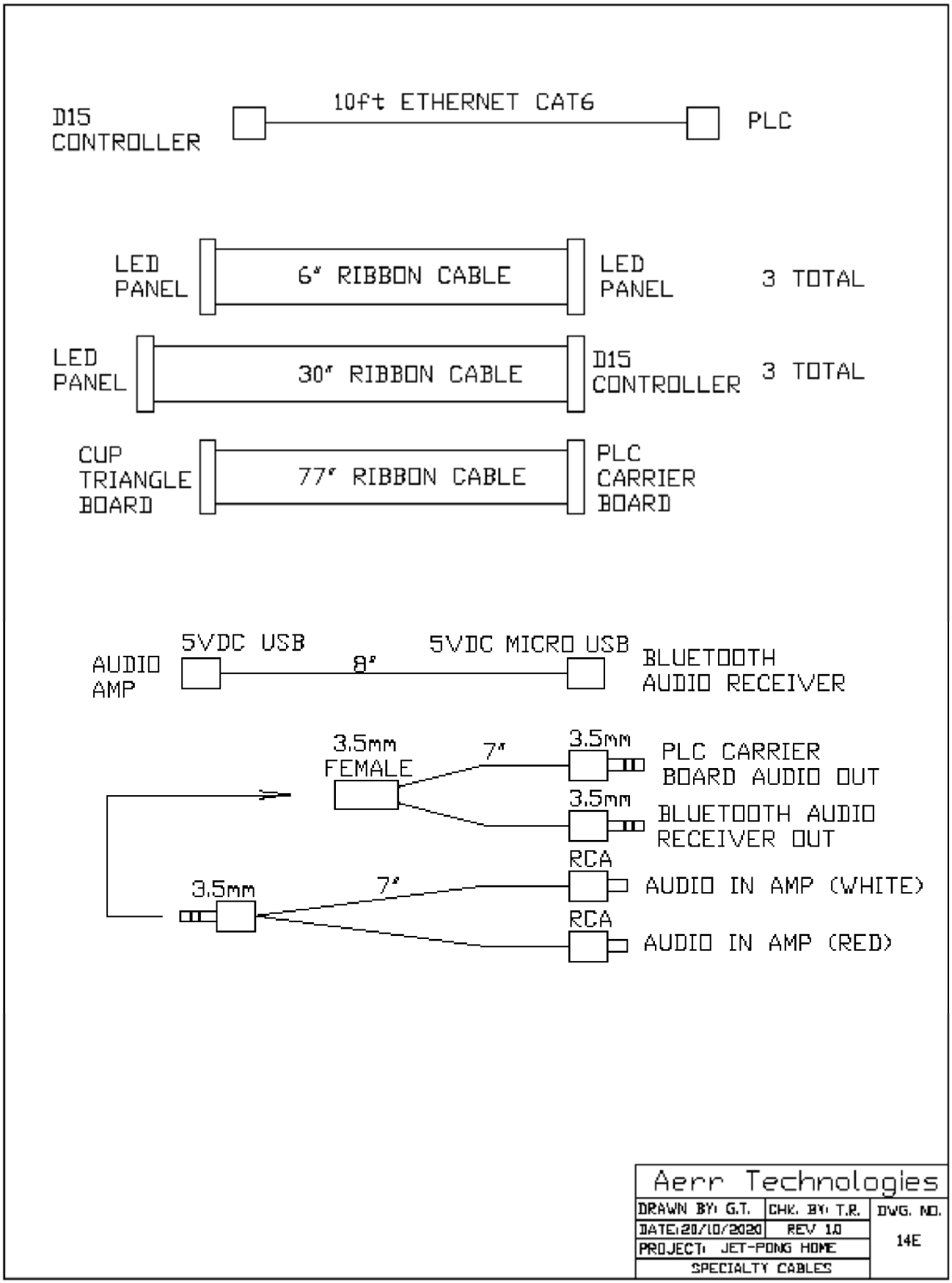

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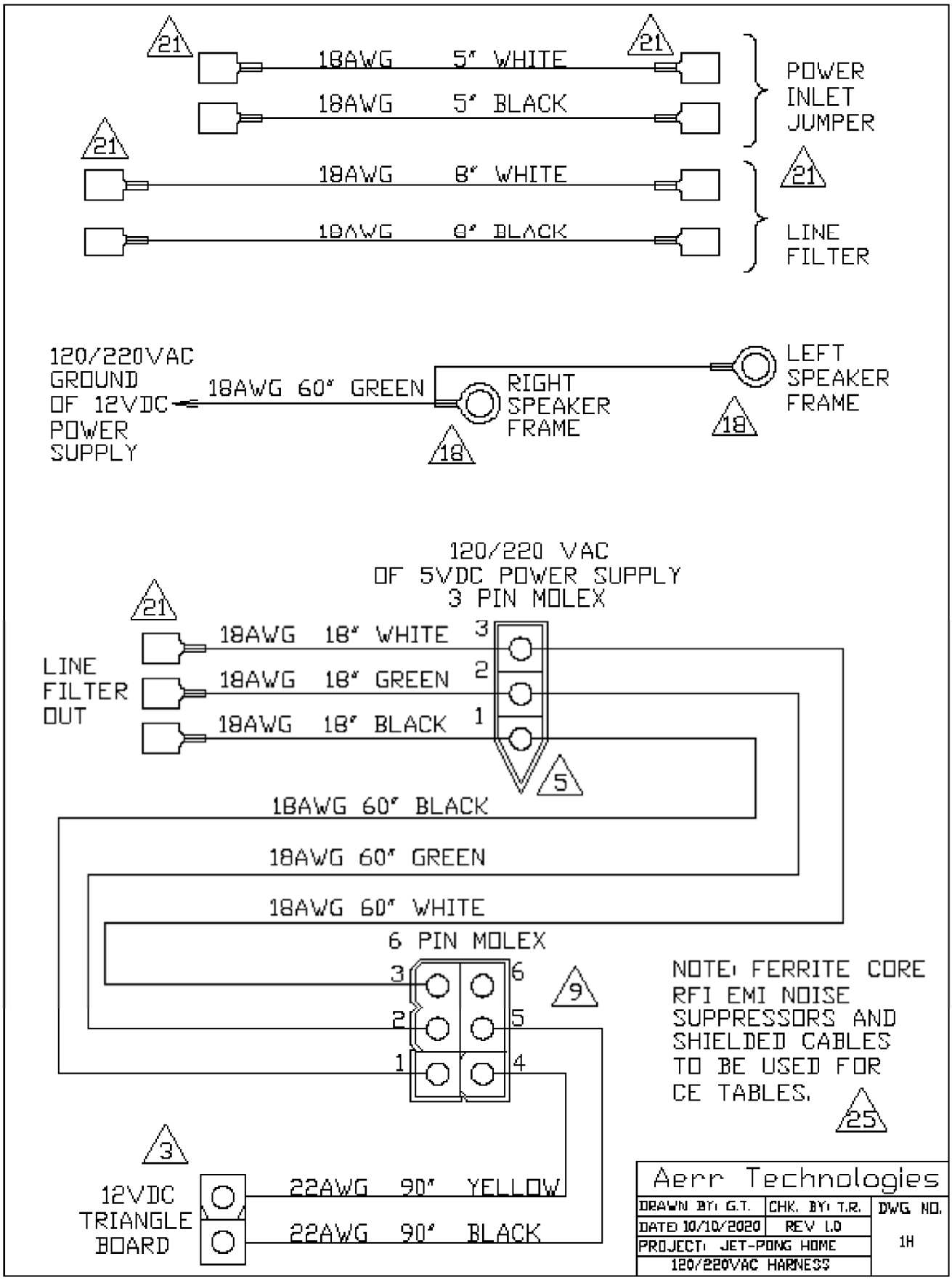

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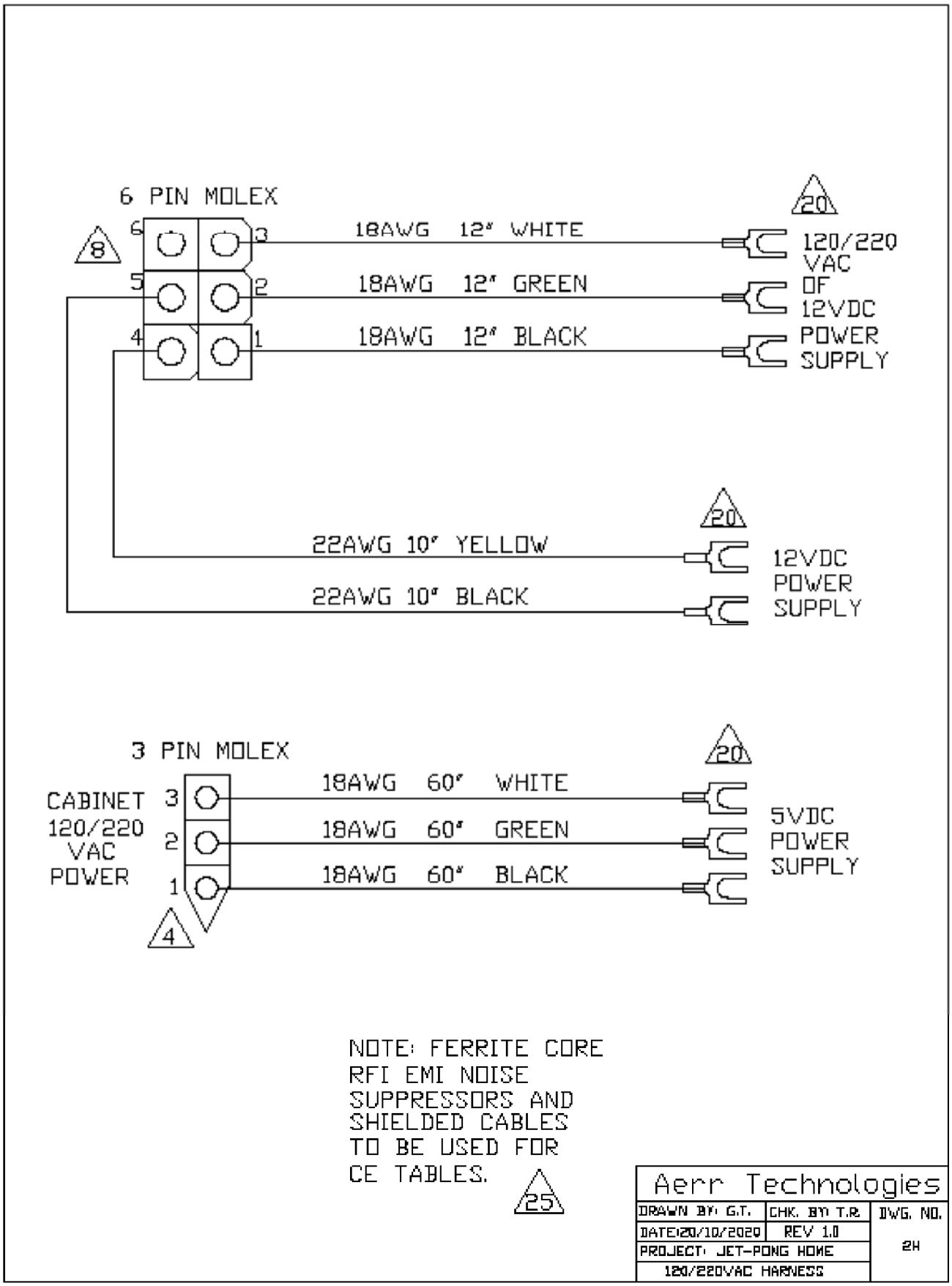

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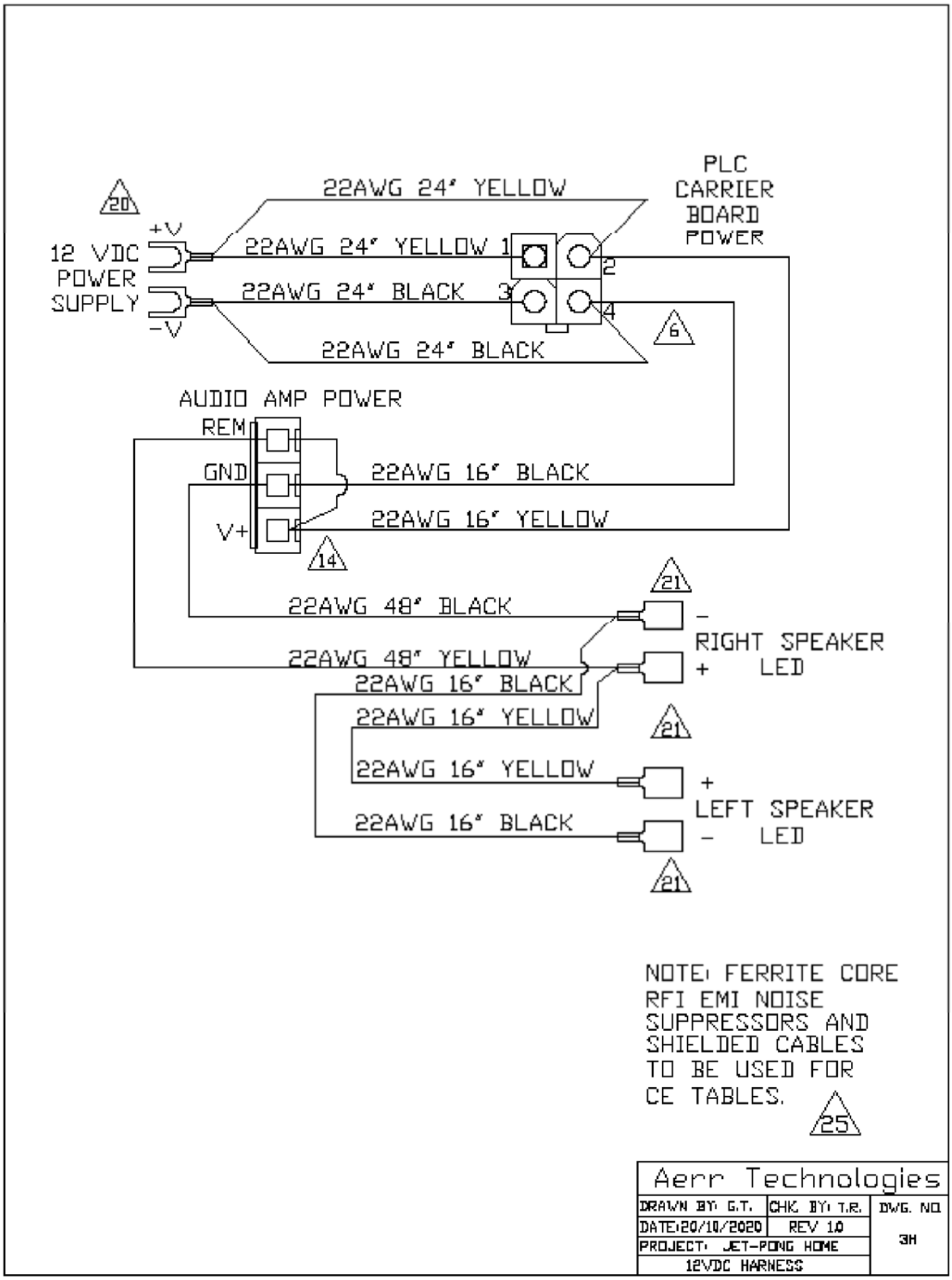

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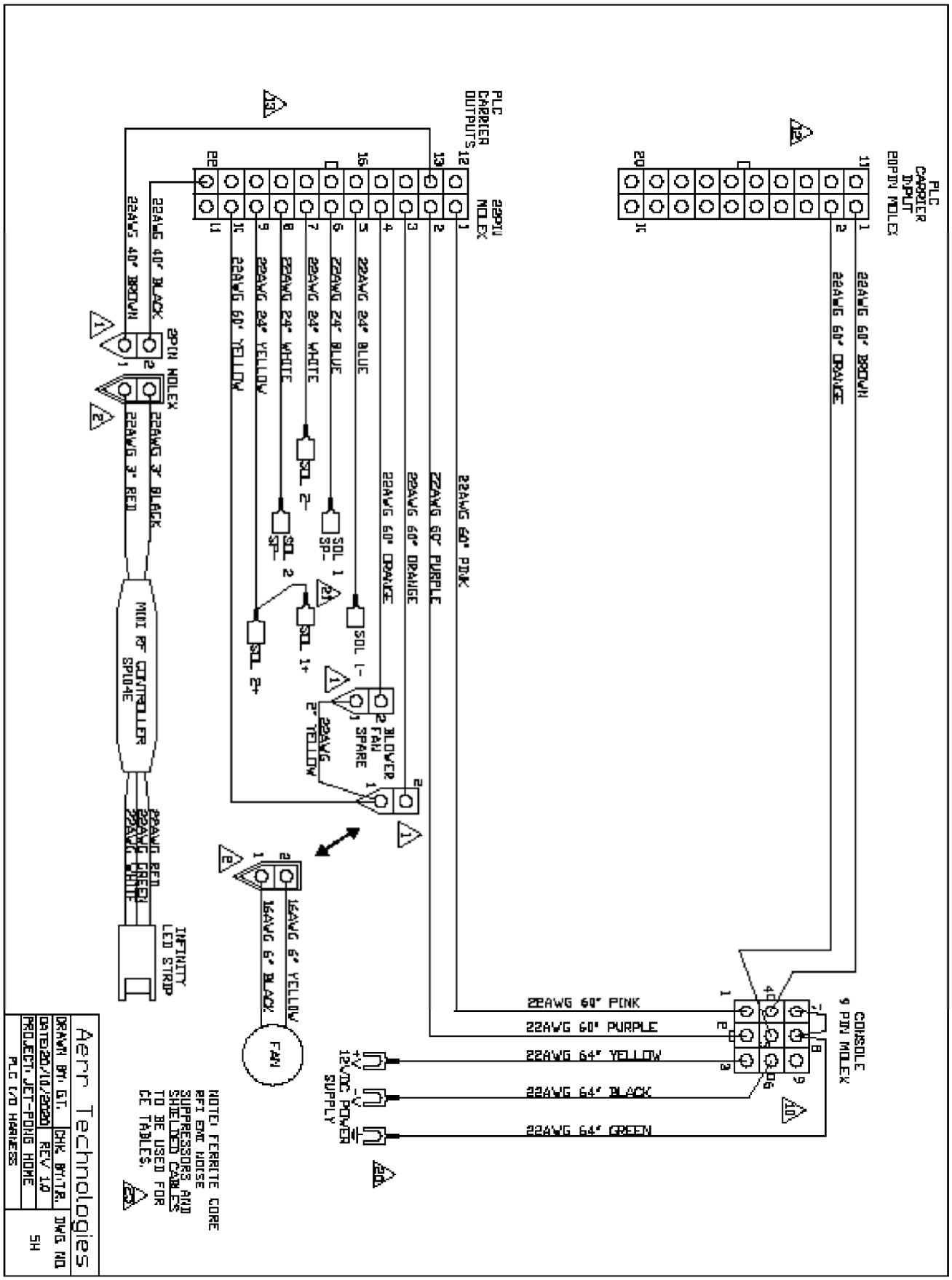

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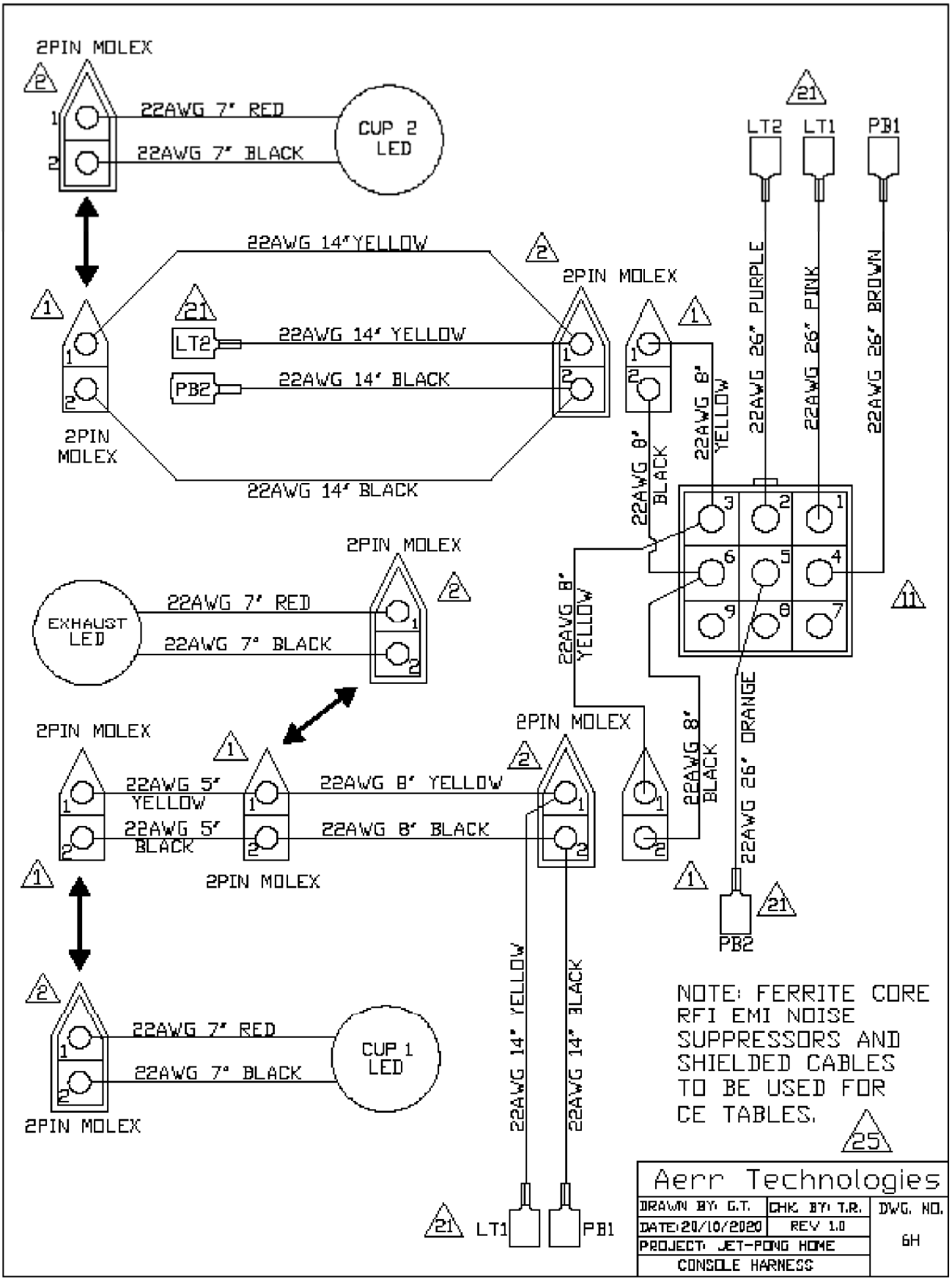

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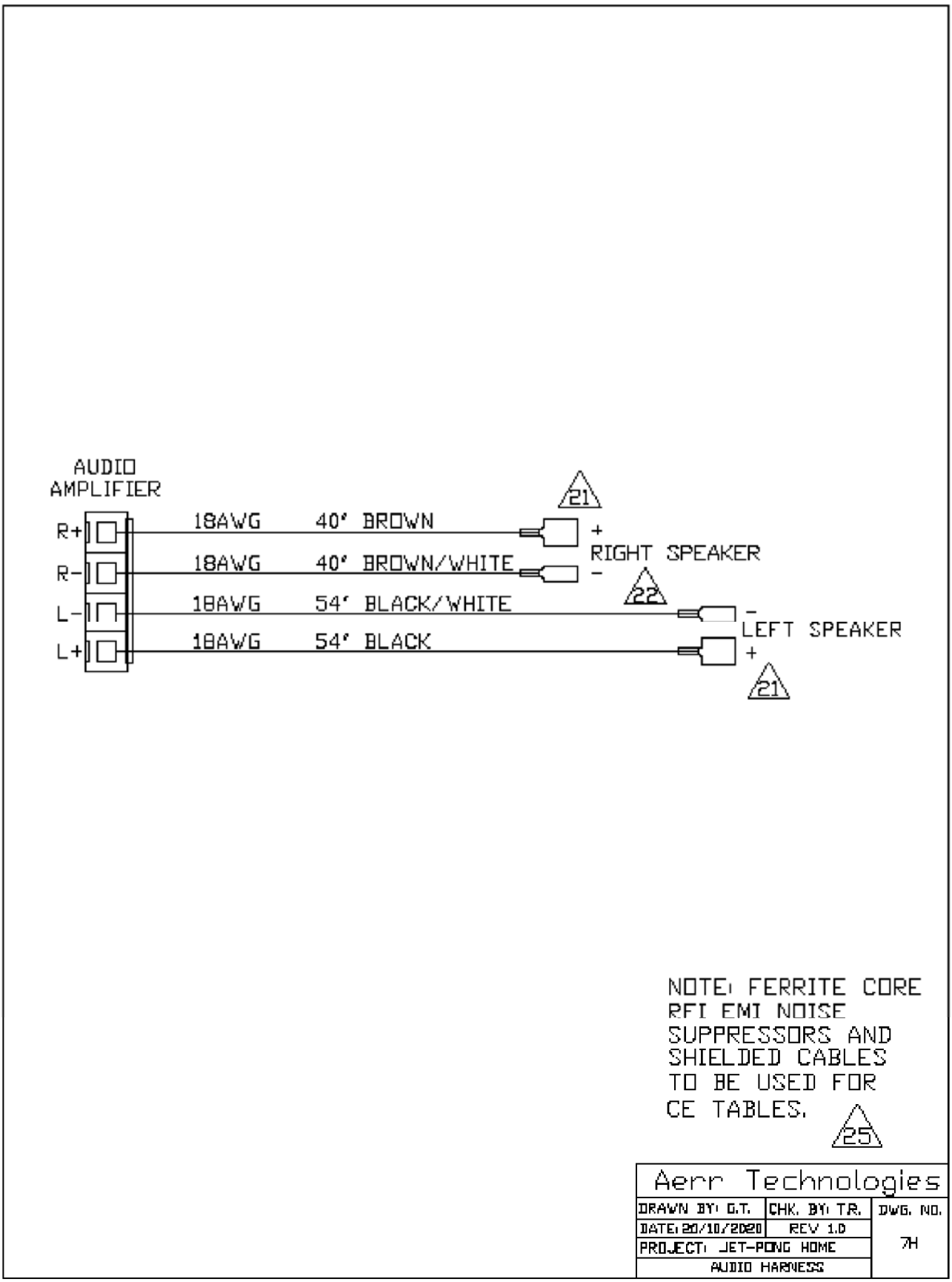

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Replacement Parts List:

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 JP-21710230	12 Vdc Power Supply -120 Vac/240 Vac to 12 Vdc, 29 amps, 50/60 hz - LRS-350-12 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-H070S **(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 JP-21710200	Short Ribbon Cables 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)

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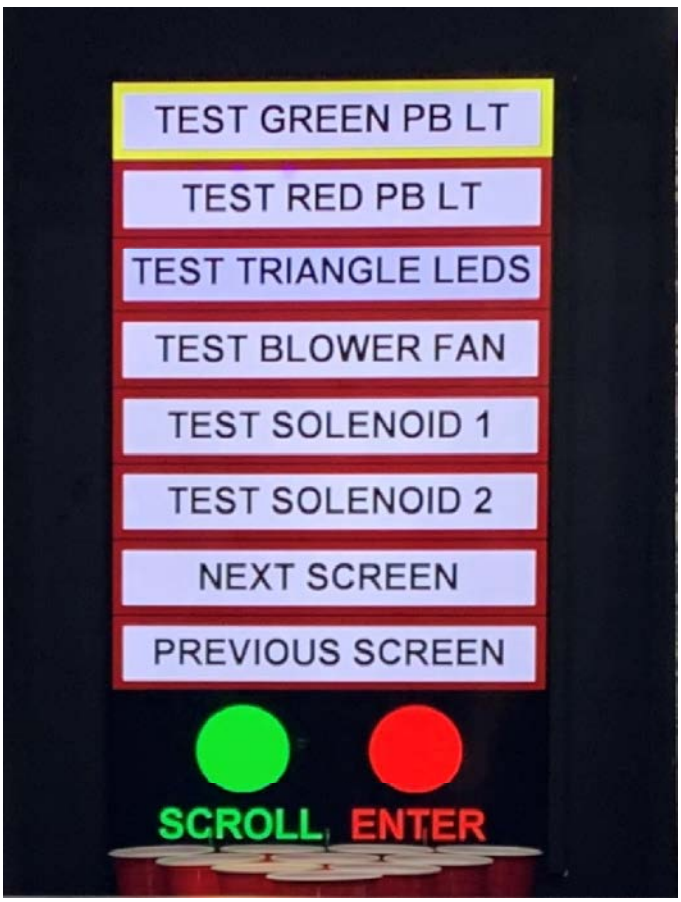
Section 9 – Troubleshooting

***** 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 Rear Video Screen comes equipped with **"Troubleshooting"** screens that can help you troubleshoot. Open the front **Service** door and press the **"Service"** button. This will take you to a **"Configuration"** screen. Then press the **"NEXT SCREEN"** button.



You can test each of the outputs such as pushbutton lights, triangle LEDs, Blower Fan & solenoids by using the green pushbutton to **SCROLL** to the device and then press the red **ENTER** pushbutton to turn that device on.

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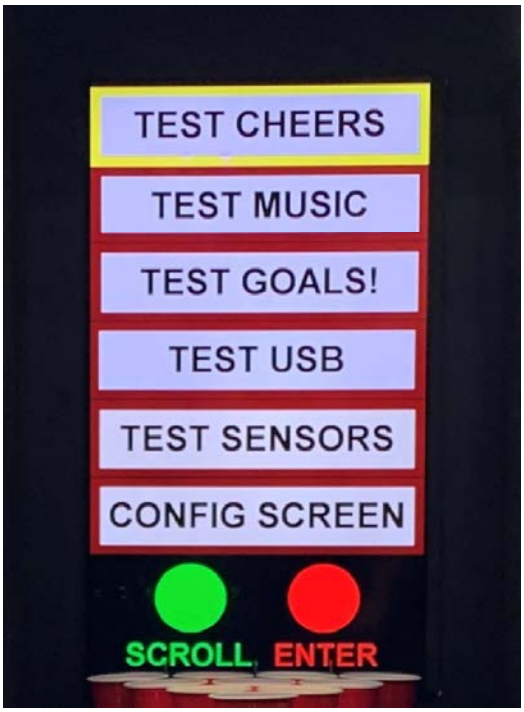
By pressing the **NEXT SCREEN** again you can test cheers, music, goals!, photos on USB stick and the cup sensors on the triangle board.



TEST SENSORS:

The Triangle Cup Assembly circuit board comes with 2 sets of through-beam sensors on each cup (redundancy). Both sensors are used to detect that a ball has landed in the cup. Notice how the screen indicates the status of each when you insert a pen in each cup.

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If a sensor is not working properly try to gently 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.

Console Pushbuttons:

If you press the Green Pushbutton on the console you will see **SCROLL** occur. If you press the Red Pushbutton on the console you should see **ENTER** occur. If not you will have to remove the console and replace the pushbutton switches.

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) Make sure the HDMI cable is plugged into the Video Display. Make sure the other end is plugged into the mTV-100. Swap the HDMI cable if necessary.
3) Make sure the USB stick is secure in the mTV-100.
4) Make sure there is 12 Vdc power for the mTV-100. There is an LED indicator light on the unit.
5) 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 photos on it.
6) 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.

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Symptom #3: 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 rear Screen to test the LEDs and sensors.
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 to make sure all terminals are tight on the PLC Expansion board.
6) 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.
7) Check to make sure voltage is 12.5 Vdc on the 12 Vdc power supply.
8) If the above does not work then replace the Triangle Cup Assembly circuit board.

Symptom #4: 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 #5: 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.

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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 #6: 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 #7: INFINITY PANEL 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.
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) If the above does not work then replace the defective controller.
4) If the above does not work then replace the defective LED strip.

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Symptom #8: 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 #9: 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) 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.
2) Replace the contact switch on the Pushbutton. Refer to **Section 8 – Spare Parts List** for details.

Symptom #10: 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 #11: 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 located behind the front service door.

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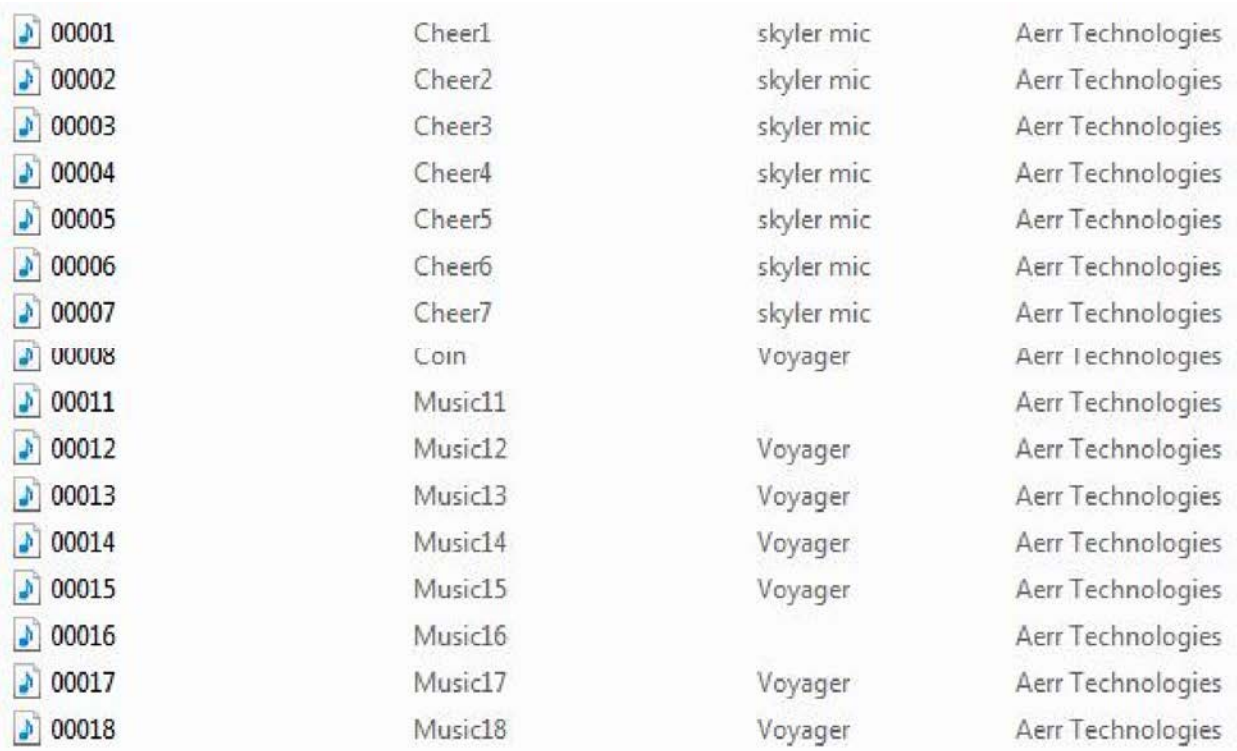
2) Inspect all audio amplifier connections to make sure there is 12Vdc power going to it, that the speaker connection is secure and that the incoming audio cable from the PLC Sound Module is secure.
3) Check the wire connections and cable harness at the speakers. You will need to remove the Control Console 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/scl/fo/92jmwx0s7zqk83682d6sc/AL7bAaJP_Ms4PpjdwrXuFdw?rlkey=z0u448txw8uhozw0rn4pdxmxw&st=nt3z9mhi&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 #12: 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.

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2) If solenoids are not springing forward and back properly remove the springs, stretch them by 50% and then reinstall them. Make sure the plunger shaft is not rubbing against anything.
3) 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.**
4) 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 #13: 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.
5) If the above does not work then replace the Triangle Cup Assembly circuit board. Refer to **Section 8 – Spare Parts List** for details.

Symptom #14: 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 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.
4) 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

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disappeared. If not then repeat the above a few times until the noise disappears otherwise replace the solenoid in question.

5) 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 #15: Free Play Jumper 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) Insert the "Free Play Jumper" (older units only) into the PLC Carrier board. If the game does not go into **"Free Play"** mode within a few seconds then inspect the jumper to make sure the wires are on the correct pins.
2) If this does not work then replace the PLC Carrier Board and/or PLC SmartTile Controller. Please contact Valley-Dynamo **Tech Support Hotline** (during business hours Central U.S. Time): **1-972-595-5300** (follow prompts for Tech Support)

Symptom #16: 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.

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