



TM



Valley-Dynamo

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

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U.S.A.

Link to Jet-Hoops User's Manual

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

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

See the full Valley Dynamo product line at

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



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VD/AdTemp.Rev.02/2013



Valley-Dynamo Companies





# Quick Start Guide for the Jet-Hoops Game Cabinet

May 30, 2024

## Tools Required:

9/16" Wrench or Socket	4mm or 5/32 Allen Wrench
#2 Phillips drive	Pliers

## CAUTION

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

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

Do not drag the game over carpet.

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

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

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

Warranty Valley-Dynamo warrants its new products to be free from defects resulting from faulty manufacture or faulty components under the following terms and conditions: WARRANTY PERIOD 90-day warranty period WARRANTY SERVICE Valley-Dynamo will, at its sole option, repair, upgrade or replace this product in the event of any defect in materials or workmanship during the warranty period. This shall be Valley-Dynamo's sole obligation, and the customer's sole remedy, for any warranty claim. Valley-Dynamo will request that you provide the complete Model Number & Serial Number of the unit (not just the last 5 digits), or other proof of purchase such as an invoice or receipt. OPERATORS AND END USERS – While our Tech Support staff is available to assist with diagnosis and troubleshooting, contact your Distributor for Warranty Service on your equipment. DEALERS AND DISTRIBUTORS – To obtain replacement and an RMA number, contact Valley-Dynamo referencing the Model number and Serial number of the unit and the nature of the problem. Valley-Dynamo will, at its discretion, send replacement parts and/or issue an RMA for the return of failed parts. To avoid billing issues, request an RMA when the failed part is present or readily available. Credit will be issued only upon receipt and inspection of the RMA. Valley-Dynamo may send replacement parts or issue an account credit. NO REFUNDS. Valley-Dynamo reserves the right to cancel outstanding RMAs 30 days after issue. Items returned without an RMA will not be inspected or credited and may be refused or returned at Customer Expense. REPLACEMENT PARTS COVERAGE – Valley-Dynamo warrants replacement parts for 90 days from the date of purchase. To obtain a replacement and an RMA number, contact Valley-Dynamo referencing the nature of the problem and provide proof of purchase. Valley-Dynamo will, at its discretion, send replacement parts and/or issue an RMA for the return of failed parts. To avoid billing issues, request an RMA when the failed part is present or readily available. Upon receipt and inspection of the RMA, Valley-Dynamo may send replacement parts or issue an account credit. NO REFUNDS. Valley-Dynamo reserves the right to cancel outstanding RMAs 30 days after issue. Items returned without an RMA will not be inspected or credited and may be refused or returned at the Customer's Expense. SCOPE OF COVERAGE Note that our warranty is not an unconditional guarantee for the duration. Valley-Dynamo products are made to our exacting standards and known for their durability, but are not indestructible and may require periodic maintenance in order to function properly.

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

2) Remove all packaging.

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

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

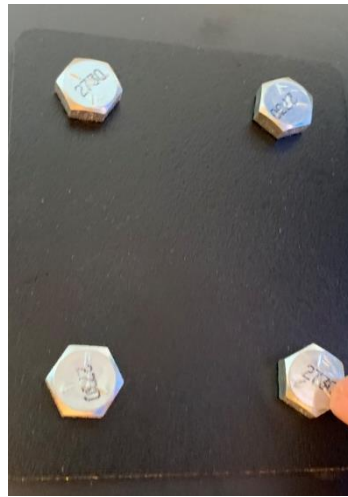


- 4) Remove the Coin Door key from the Coin Return and unlock the Coin Door. Remove Accessory Bag inside the Cash Box. It has the service door keys and RGB LED remote controller. Use the service key to open the top table lid and remove the cardboard box. It has extra balls, hardware, mending plates and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

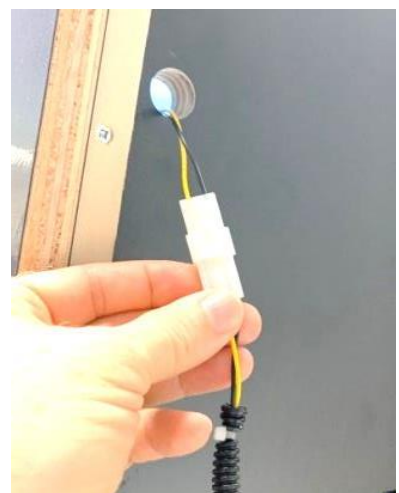
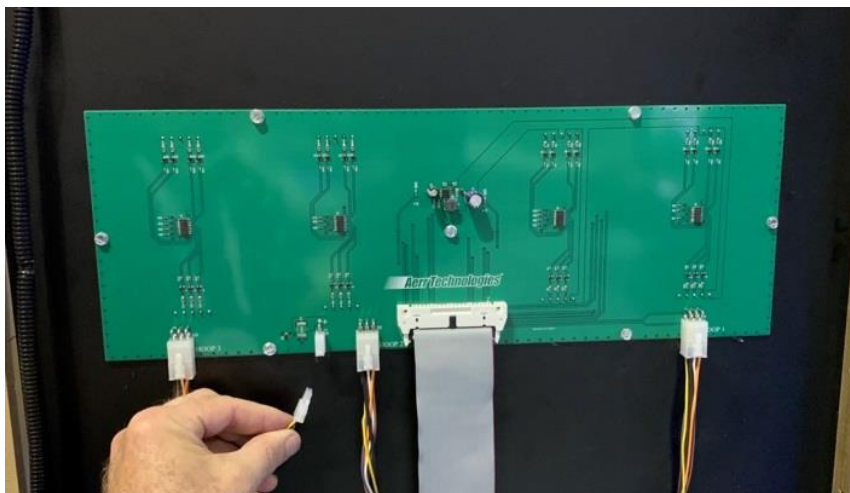
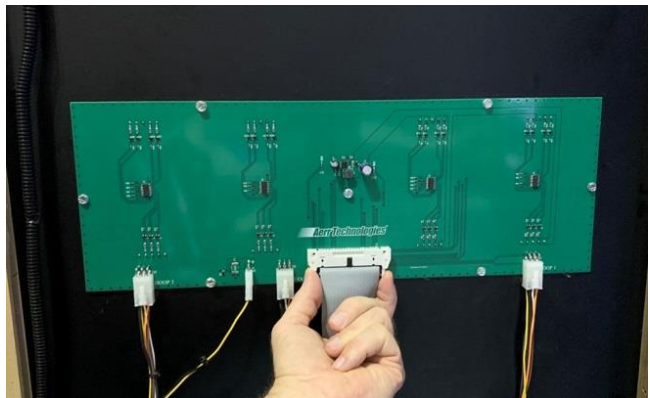
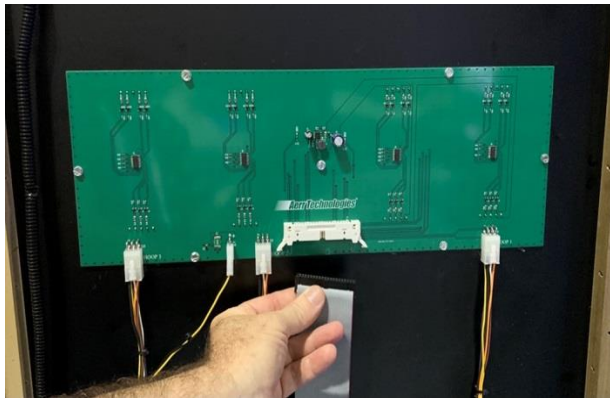


- 5) Remove the Black Ball Return shelf and Ball Shield Guard from the inside of the back section of the cabinet and set these aside.
- 6) Mount the Rear Marquee Upright Section on the rear of the cabinet, using (6) 3/8" x 2 1/2" Steel Dowels, (2) Mending Plates, and (8) 3/8-16 x 3/4" Hex Head Bolts.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

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



- 7) Unscrew and remove the rear wood panel. Feed the ribbon cable through the rear slot and connect it to the bottom of the Jet-Hoops Scoreboard. Lock the cable in place. Feed the 12Vdc power cables through the round black wire way on the bottom left and connect the #16 gauge one to the Jet-Hoops Scoreboard. Connect the other 12Vdc Power cable to the upper Marquee.

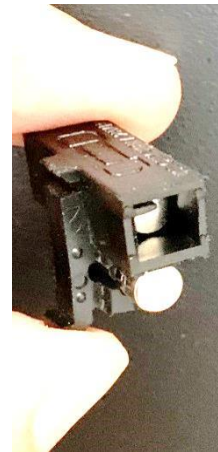


- 8) Connect the LED Strips to any Led Strip Cables connected to the SP901E Video Controller. Make sure they run through the black raceway and then close the tray covers.



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

- 9) 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.



- 10) 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 and Table Lid Video Display. After complete power up if you get a communications error on any screen please recycle power and try again.

- 11) Open the front left service door and press the **Service Button**. This will provide you with service screens on the HMI. These screens help you **configure** your game and **test** that everything is working. **Please refer to the Jet-Hoops User's Manual** ([www.valley-dynamo.com](http://www.valley-dynamo.com) or the service page of [www.jet-hoops.com](http://www.jet-hoops.com)) for more details on configuration,wiring & troubleshooting or scan the QR code below:



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

- 12) 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.
- 13) Once everything is working, install the **Ball GuardShield** by removing the **Protective Film** and inserting it into the rear slot near the hoops. It is **angled** towards the back wall to help reflect balls downward. Screw the rear wood panel back in place.



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



**Note:** There are extra balls and cups in the game should you need them in the future. There is also a remote control for the LED strips in the T-Molding. You can place advertising on the mTV-100 USB stick (located inside the game towards the rear right) to display ads on the Table Surface 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 basketball theme) or local sporting store (no logo). There are companies that can add a logo for you for your venue. Please refer to the last section of this guide for instructions on calibration of Floating Ball return system. You should see the last ball in the clear pipe exposed at the exit of the metal **Inlet Trough**. It is important that you don't overfill the pipe past this location otherwise you run the risk of ball jams.

### Set-up Parts Listing

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



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

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



**Sample Ads:**

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



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

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



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

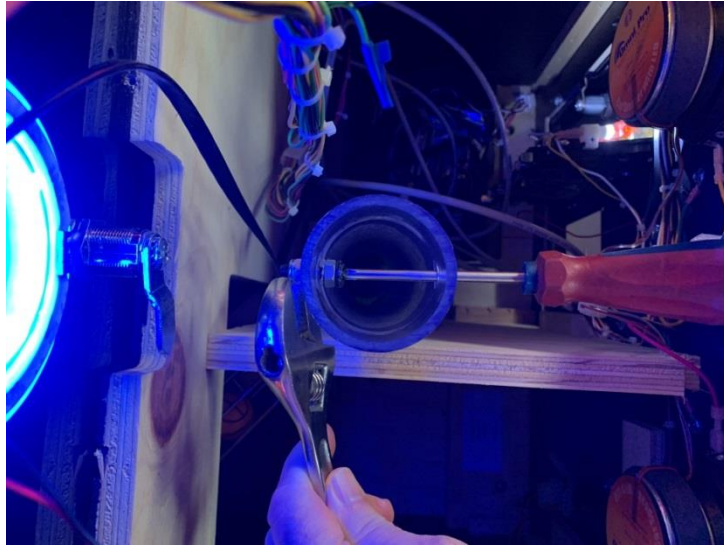
If you have issues with the ball not exiting and floating consistently you can use this procedure to recalibrate.

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

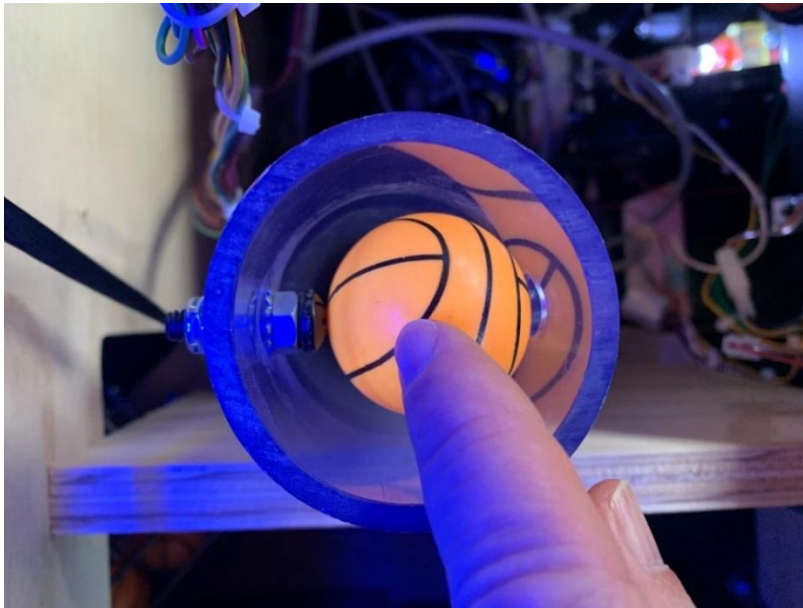
1) Step 1: Remove Main Control Console.



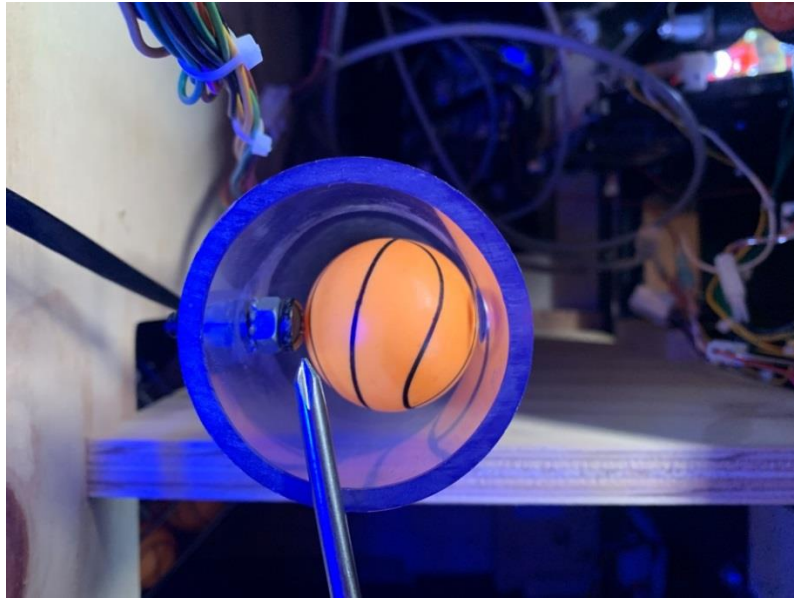
2) Step 2: Loosen Lock Nut on outside of chute.



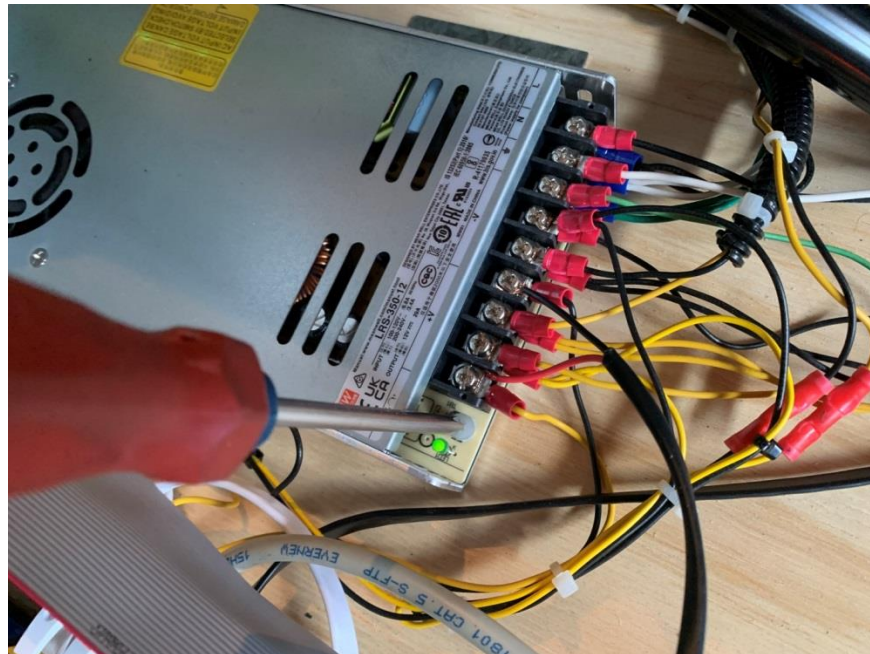
**3) Step 3:** Turn on the game and launch a ball. Use your finger to hold the ball in the air stream against the Speed Reducer screw to view the gap between the ball and the screw.



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



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



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



**Enjoy your new Jet-Hoops table!!!**