

SKEE-BALL[®]

HOME ARCADE PREMIUM

Manual Version 1.3

OWNER'S MANUAL



MADE IN AMERICA SINCE 1908

BAY★TEK
entertainment



HEY, READ THIS!



The Skee-Ball Home Arcade Premium is made from flammable materials. Do not install this game in a place near open flames or hot surfaces. Also, don't put it under falling anvils.

This game contains electrical components. Be sure to routinely inspect wires and couplings for damage.

IMPORTANT: Only plug this game into a proper 120V 3-prong, grounded outlet.

Do not attempt to modify this game's wiring or circuitry in any way.

This game should be assembled by two (2) or more adults, but not more than ten. That would be a lot. You'd be stepping on each other's feet and... Yeah, two is enough.

Don't try to be a tough guy, because **this game weighs approximately 240 pounds when fully assembled. Four (4) or more adults must be involved when moving the assembled game.**

CAUTION: The game cabinet pieces may tip over. Ensure that the game is assembled and operated on a level surface that can support its weight.

Do not climb, sit or stand on the game. Feel free to dance next to it, just not on top of it.

Adults must carefully supervise children who are using this game. I believe the children are our future.

This game is intended for indoor use only. So, don't take it fishing.

Do not place liquids or beverages on the game. Also, don't feed it after midnight.

YOUR SAFETY

is of the utmost importance to us... quickly followed by cheese curds and polka music!

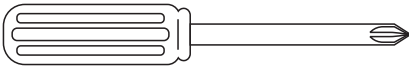
ASSEMBLY

Thank you for your purchase, and congratulations on owning an American favorite!

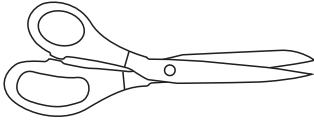
Now it's time to assemble this baby! Don't be nervous. This won't be like that entertainment center that took six hours and you still ended up with extra parts. I promise this will be easy and you'll be rollin' in no time.

TOOLS YOU'LL NEED

PHILLIPS SCREWDRIVER



SNIPPY CHOPS



LEFT JOINER



RIGHT JOINER



BALLS (5)



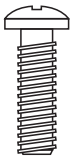
UNICORN HORN
(Just Kidding)



HEAD

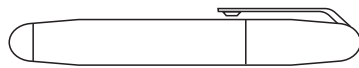
RAMP

HARDWARE



BIG HONKIN'
SCREWS (10)

MAINTENANCE KIT



OOPS MARKER

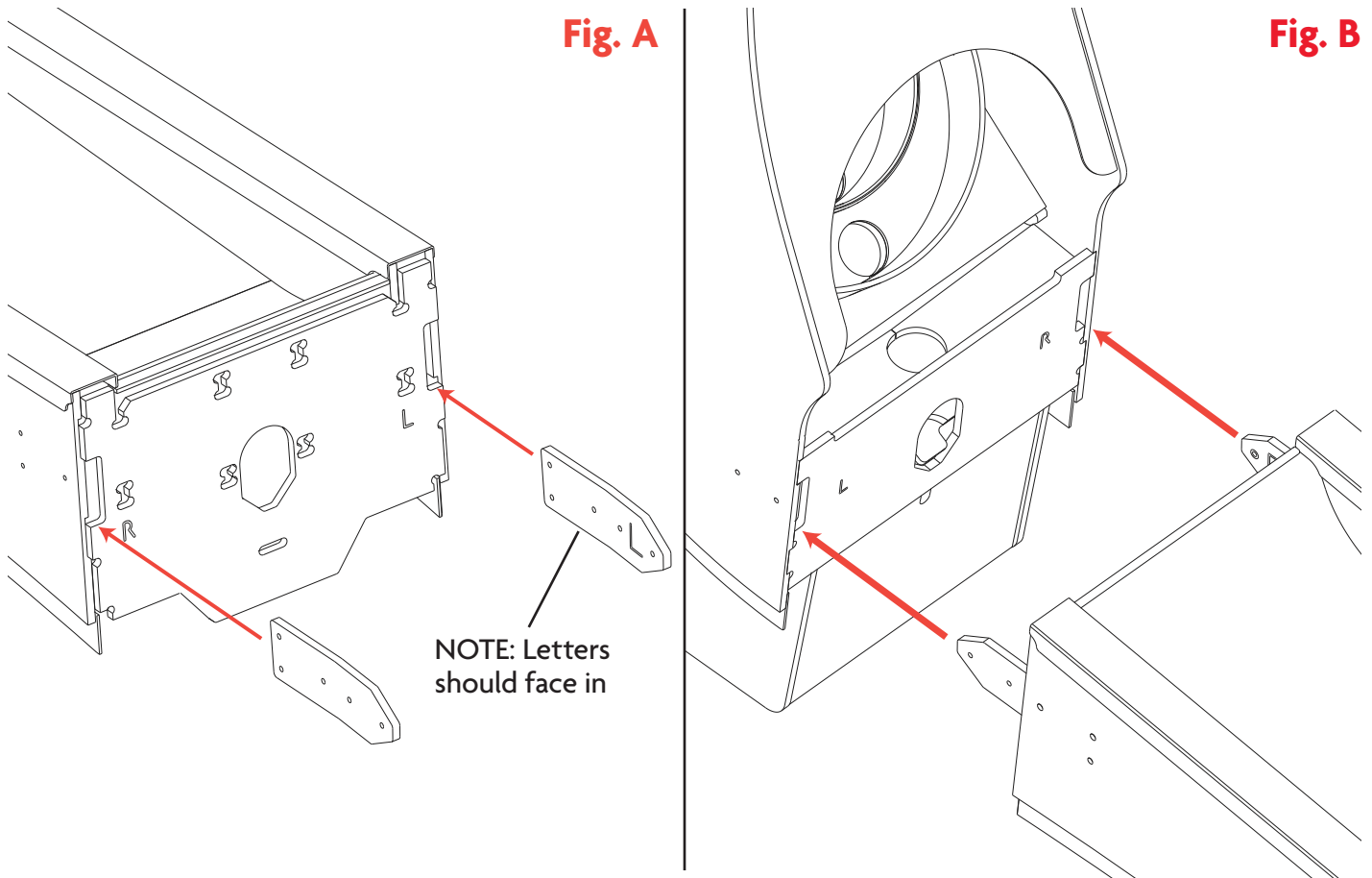


SQUARE BITS

*Please save these items. Hopefully, they never need to come out of your junk drawer. But we want you to have them just in case.

1. **Carefully remove all pieces from the packaging. Make sure you have all the parts shown in the diagram. If anything is damaged or missing contact the store where you bought your game.**
2. **Set the HEAD section in place.** (If you're going to have a big argument about where the game goes, best do that now.)

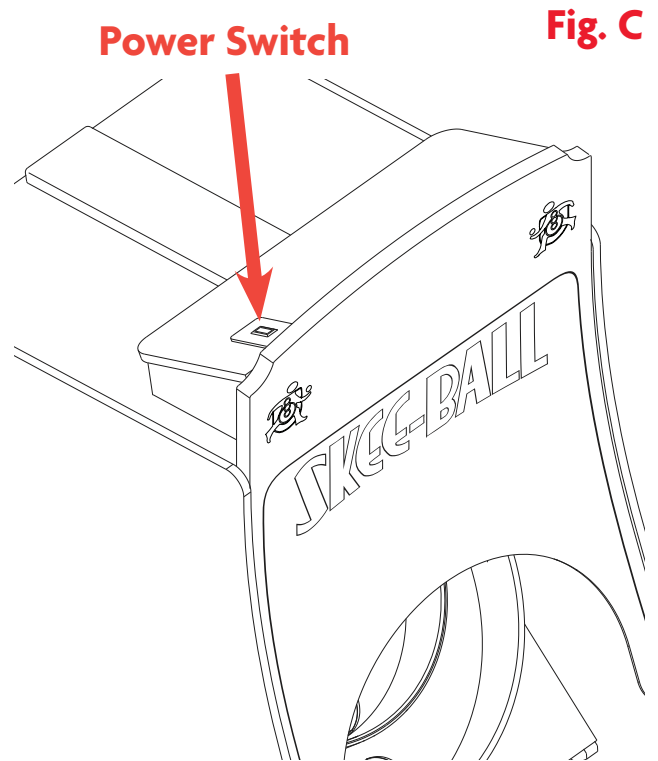
3. **Insert the JOINERS into the slots on the RAMP making sure to match the L and R on each piece. (Fig. A) Use six BIG HONKIN' SCREWS to secure them. Be careful if using an electric screwdriver as over-tightening may cause unintended damage.**



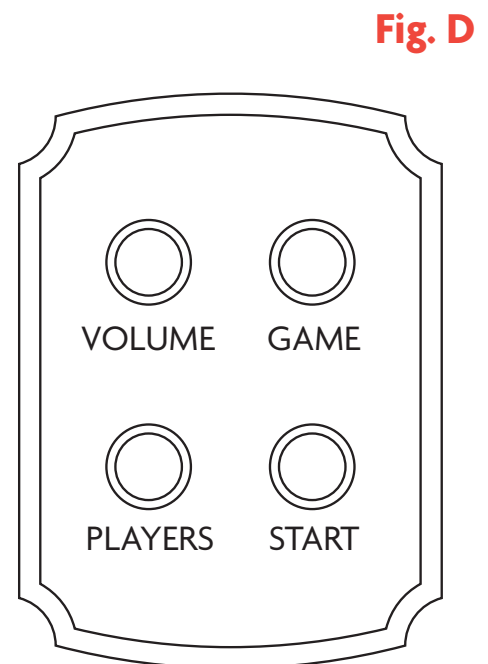
4. **With the JOINERS attached, slide the RAMP into the HEAD (Fig. B) and use the rest of the BIG HONKIN' SCREWS to secure both sections together.** Now, hold your screwdriver to the sky and proclaim, “Skee-Ball® sections, I unite thee!”
5. **Reach under the game** (watch for snakes) **and connect cable plugs.** If you like, you can pretend you're a mad scientist building a time machine.
6. Hold on, we're almost there! **Go behind the game and ever so carefully snip the zip-tie to release the power cord.**
7. **Plug the game in into a wall outlet.**

IT'S GAME TIME!

1. **Power the game on (Fig. C)**
2. **Get familiar with the Button Panel (Fig. D)**
 - a. **Volume:** Set between 0-10
 - b. **Game:** Use this button to select one of six game modes. You can also use this button to cancel a running game.
 - c. **Players:** Choose between 1-6 players
 - d. **Start:** Press to begin your game

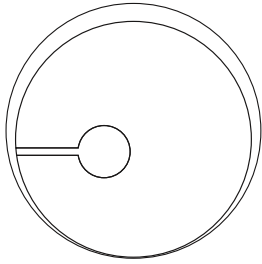


3. **Get Your Game On**
 - a. **Classic:** Each player rolls 9 balls up the ramp into the targets, high score wins.
 - b. **Three-Ball:** A twist on Classic, each player rolls 3 frames of 3 balls each, high score wins.
 - c. **Speed:** Players roll balls as fast as they can for 30 seconds, high score wins.
 - d. **Countdown:** Players roll 3 balls at a time to countdown from 310 to exactly zero. First player to zero wins. Note: if you bust, your turn is over for that round.
 - e. **Light 'em up:** Players roll 3 balls at a time, aiming to hit each target once. The goal is to hit each target with the least amount of balls. Note: you only need to hit one of the 'hundo' targets.
 - f. **Blackjack:** Each player is dealt a random card. Roll one ball at a time to reach exactly twenty-one. Don't bust or your game is over. Game ends after completing the round in which any player scores a twenty-one.
 - 10 Target = Ace, 11 points first time, 1 point each time after
 - 20 Target = 2 points
 - 30 Target = 3 points
 - 40 Target = 4 points
 - 50 Target = 5 points
 - Hundo Targets = 10 points



TROUBLESHOOTING

We hope you don't have any issues with your new Skee-Ball game, but if you do start here. If you get stuck please contact our service team.

Problem	Cause	Remedy	
Game does not turn on	Unplugged from wall. Faulty On/Off switch.	Check wall outlet power adapter cable and ensure it is secured into the display module. Ensure On/Off Switch is flipped to the correct position.	
Sound Issues	Volume is controlled by the "Volume" push button on the front switch panel.	Ensure large connectors between the ramp and head sections is tight and secure.	
Game does not start	The "Start" push button on the front of the alley should start a game.	Ensure large connectors between the ramp and head sections is tight and secure.	
Game does not score	Stuck or broken switch in the target area.	Look into the target which does not score. Verify the round pad of the switch is intact and close to the opening of the hole. Replace switch if broken.	 <p>Switch Alignment</p>
Front Panel Buttons do not work	Dirty or stuck buttons. Faulty cable.	Gently clean the buttons to remove any grime that may be limiting the switch action. Ensure large connectors between the ramp and head sections is tight and secure.	
Lights under cabinet do not work.	Faulty or disconnected cable.	Ensure large connectors between the ramp and head sections is tight and secure.	

SERVICE



service@baytekent.com • 920-822-3951

WARRANTY

This product is covered by a 6-month warranty that is effective for from the date of purchase. If during this 6-month period, a part is found to be defective or breaks, we will offer to replace parts at no cost.

This warranty only applies to the original product purchaser.

The warranty is void if the product has been modified or repaired or if it has been damaged as a result of accident, abuse, misuse, loss of parts, neglect, weather, acts of God, any action or omission which constitutes a deviation from operating instructions, or any other causes not arising out of defects in workmanship or materials.

All warranty claims must be made, in writing and sent to service@baytekent.com and received on or before the last day of the Warranty Period.

This Warranty gives you specific legal rights and you may also have other rights that vary from one state, providence, or country to another.

Do you want an extended 6-month warranty? Register your game at

skeeball.com/register

and we will grant you an additional 6-months of protection.

FCC STATEMENT

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver
- Connect the equipment into an outlet that is on a circuit different from the receiver
- Consult the dealer or an experienced radio / TV technician for help.



