

VTG SERIES

Shuffleboard Manual



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P/N 44564 Rev. A



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The most current version of this manual is always available on the Spider 360 website at: <http://www.spider360.com>

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

This product is not intended for outdoor use. Indoor use only!

Do not install in an area where the machines electronics may get wet.



Introduction

This manual contains operation, parts lists and troubleshooting information for Spider 360's Virtual Table Game machine.

If you encounter a problem that is not covered in this manual, or if you have any questions, contact Spider 360 at 815-639-7676 from 8:30 a.m. to 4 p.m. CST. You can also reach us at support@spider360.com or visit our support site at:

<http://www.spider360.com/pages/support-dartboards>

Section 1 General Description

The Virtual Table Game Shuffleboard (VTG Shuffleboard) is an electronic shuffleboard.

1.1 Dimensions

Weight Boxed: 225 LBS

Weight Unboxed: 190 LBS

Boxed Dimensions: 69x32x40

Game Height 52"

Game Width: 31"

Game Depth: 65"

Section 2 Features of the Machine

This section lists the features available on the machine.

A. LCD Flat Screen Monitor

The color graphics on the 28" LCD Flat screen monitor look fantastic.

B. Normal Game Play Statistics

The machine displays player statistics on the screen following the end of every game.

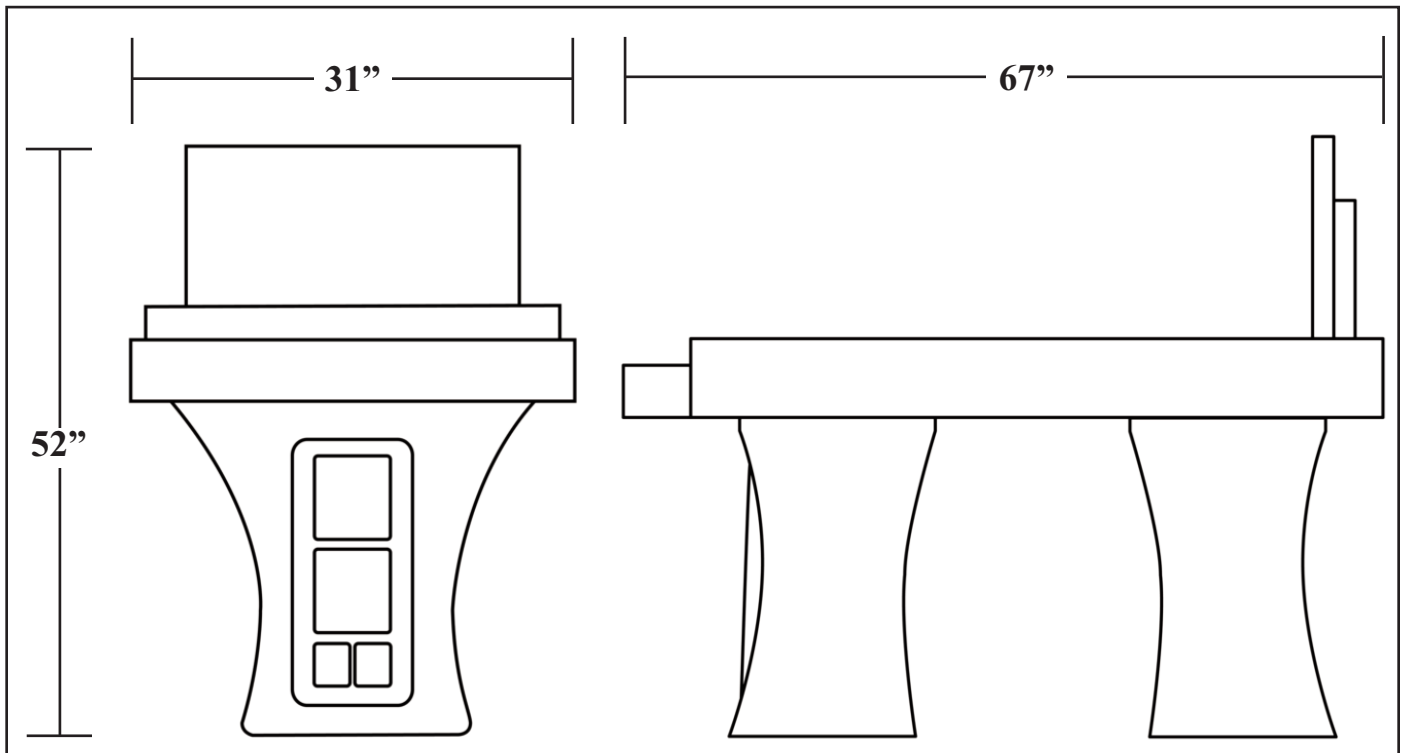
C. Translucent Tub

The Tub is translucent and has strings of LED's running inside of it. During attract mode, these LED's go through an "attract mode" and cycle through a rainbow of colors.

Also, during play, the tub also switches color to match the player that is up. (i.e., Player 3 is green pucks, the tub turns green).

D. Tournament Mode

Create a small (up to 8 players) tournament. Great for parties and family game night.



Section 3

VTG Shuffleboard Basics

3.1 Basic VTG Shuffleboard Definitions

28" Widescreen Monitor - A 28" widescreen HD Monitor.

Base - These plastic bases support the VTG SHUFFLEBOARD Home and contain the coin mechanisms.

Drink Holders - Place your frosty beverages in these while you play.

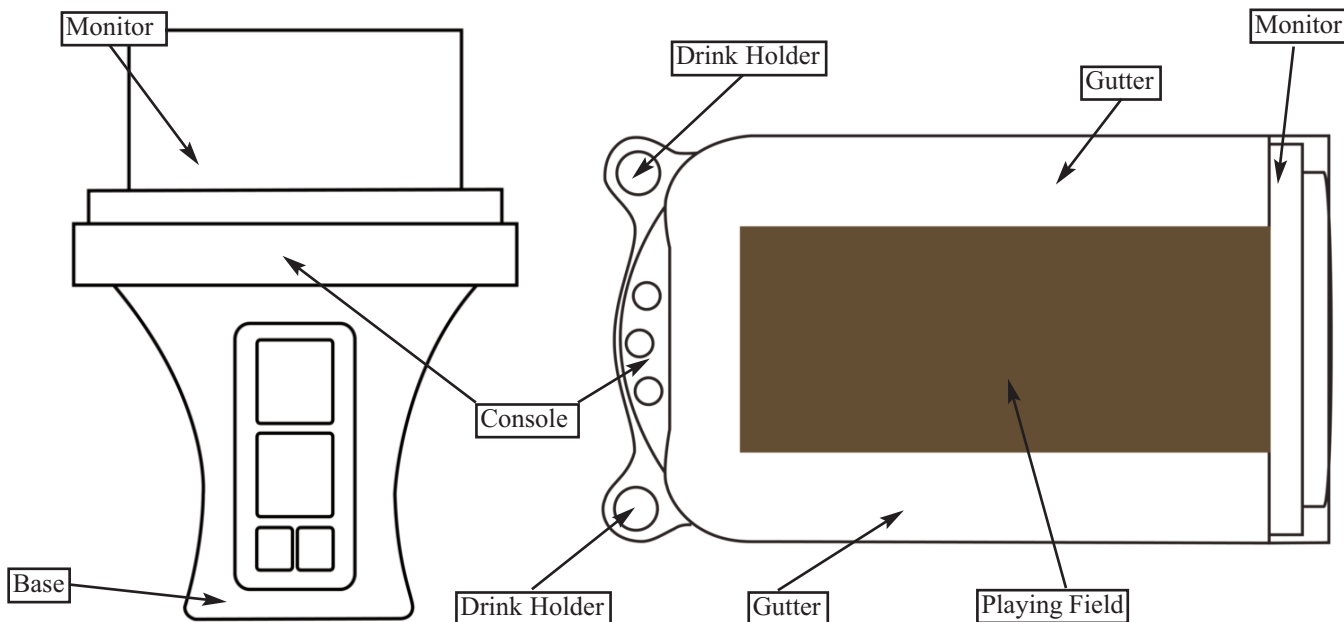
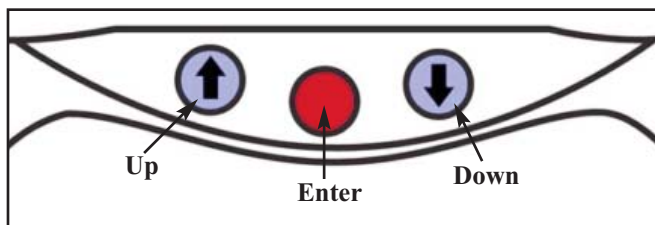
Gutter - When a puck slides off (or is knocked off) the playing field, the pucks land here.

Levelers- Allows for adjustment on uneven floors.

Playing Field - Players slide their pucks down the playing field.

3.2 Using the Console

The console contains three (3) buttons; Up, Down and Enter. These three buttons are used to navigate the menus on the VTG Shuffleboard. They also have uses while playing a game.



During a game, you can use the Console buttons to view the playing field.

♦Pressing the Blue “Up” Button will give you an overhead view of the playing field on the monitor.

♦Pressing the Blue “Down” button will display the end of the playing field on the monitor.

♦Pressing the Red “Enter” Button will display the menu page. From here you can exit the game or view instructions.

3.3 Using the Tournament Mode

Want to run a small tournament? The VTG Shuffleboard has a tournament program built in. This plays between 3 and 8 people and is single elimination. Follow the instructions below to set up a mini tournament.

1. From the main menu, select Tournament.
2. Select the game you will play. Knock Off 11, Knock Off 15, Crazy Shuffle, Classic Bowling, Classic Bowling Pro, Split/Second and Split/Second Pro Bowling are available in tournament mode.
3. Select the number of players playing in the tournament.
4. Choose to randomize the chart or not.
 - a. Selecting YES will mix up the playing order.
 - b. Selecting NO will use a default tournament chart.
5. Enter the player names. You will use the arrows to highlight the letters and the red button to select them. The letters are arranged alphabetically.
6. Choose **Start Tournament** to begin the tournament. The next page will display the tournament chart. Press the red button to continue. The first match will be brought up to be played.
7. Select which player will start first in the match.
8. Once the starting player is chosen, the match begins.

Repeat steps 7 and 8 for the other matches.

At the end of the tournament, the winning player will be awarded with a fanfare and his name being displayed above his opponents.

Section 4 Operation

4.1 Power Up

Once the machine is assembled and set in place (see Assembly Instructions), connect the power cord to a wall outlet. **Note: The outlet must have an earth ground and be wired for the correct polarity.** The incoming line voltage is not switched and power is immediately applied to the computer

4.2 Main Game Menu

This is the basic menu list on the VTG Shuffleboard that every player can see. Use the Up, Down and Enter buttons to navigate the menus.

A. Puck-Skee

Puck-Skee is the VTG Shuffleboard version of Skee-ball. It plays up to 4 players.

Slide the puck down the alley and try to get it into the baskets. There are seven (7) baskets to aim for: Two 100 point baskets and one each of 10, 20, 30, 40, 50 point baskets. As long as the puck stays in the play field, players will score some points. However, it is possible to knock the puck out of the play field. The highest score at the end of a set number of rounds wins.

Note: The number of rounds can be set in Game Setup>Game Round Limits.

B. Bowling

We got the idea for this set of games from the old arcade style puck bowling games.

Classic Bowling: This 1-4 player game essentially plays like traditional bowling you would find in a bowling alley. The point is to be the player with the highest score.

Points are combined from frame to frame. A frame in this game equals a turn for a player. Each player gets up to 2 throws to knock down all the pins each turn.

There are three possible marks you get in bowling. A **Strike**, a **Spare**, and an **Open** (no pins). A player scores points for each pin he knocked down.

A **Strike** is a feat that means you knocked down all the pins with one puck. A Strike earns you 10 points plus the next two pucks thrown. Example: You throw a strike on the first frame. On the next puck you knock down 2 pins. On the third puck thrown, you knock down 7 more pins. This in total will earn you 19 points for the first frame ($10+2+7=19$).

A **Spare** is a feat where you knock down pins for the first puck and then knock down the rest on the second. A Spare earns you ten points plus the next puck thrown. Example: If you get a spare in the first frame and 3 points on your next turn, you earn 13 points for the first frame ($10+3=13$).

An **Open** mark means you knocked down no pins on the puck you threw. This is commonly referred as a "gutter ball". No pins means no points.

The player with the most points at the end of the game wins.

Classic Bowling PRO: This 1-4 player game plays exactly like the SuperShuffle's Classic Bowling with one minor difference. The in game puck is smaller. This makes it harder to hit the sensors you want.

Split\Second: Split\Second is a one to six player game of skill and timing. For the most part, Split\Second plays like **Classic Bowling**. You earn points for every pin knocked down except Strikes and Spares.

The twist to this game is the Strikes and Spares. There is a display above the pins that scrolls through point combinations. These are the possible points you can get for Strikes and Spares. A Strike earns the top score while the spare earns the bottom score.

You will need to time your shots so that you get the best points as possible. These points only count for Strikes and Spares.

Split/Second PRO: This 1-4 player game plays exactly like the SuperShuffle's Split/Second with one minor difference. The in game puck is smaller. This makes it harder to hit the sensors you want.

C. Shuffleboard

These are the games that you might play on a normal shuffleboard.

Knock Off: Players take turns sliding a puck down the playing field. Lasers on the side of the game detect where the puck is in relation to the playing field.

In order to score points, your puck must pass the foul line. If it does not, it is removed (poofed) from play. Only pucks that have completely crossed a point line will get those points.

Example: If your puck lands on the line dividing 3 points from 2 points, that puck is worth 2 points. This is because that puck has not completely crossed the 3 point line.

Only the person whose farthest puck is closest to the end of the table will have their points counted. That person scores points on all his pucks that are ahead of his opponents.

The player who scored points shoots first next round.

Knock Off 11 The first to reach 11 points wins.

Knock Off 15 The first to reach 15 points wins.

You Vs. Super Shuffle: Selecting this menu, you have the choice of playing either Knock Off 11 or Knock Off 15 against the computer.

Crazy Shuffle: This game plays similar to a **Highscore** game except that the playing area is vastly different.

The end of the board has 16 squares with numbers listed between 2 and 9. Each player throws all of his pucks. Each square is worth 100 times the value listed (2=200, 9=900). Hangers are worth double!

The puck needs to make it past the foul line to stay in play. A puck must completely cross into the 100 spot to score any points.

At the end of a players turn, his score is tallied, and all pucks are removed and all the squares are shuffled for the next player. The player with the highest score after 8 rounds wins.

Big Ballz (optional game): This is unique game is reminiscent of Bingo or Cricket/200. The first to collect all the numbered “balls” and the “bull ball” wins the game. You do this by landing a puck on the circle representation of the “ball”.

If no one wins in eight rounds, the person with the most balls wins. If there is a tie, the points on the balls are scored. If that also ties, the game resets and lets you play again.

This is an optional game because the subject matter and graphics maybe inappropriate for younger users. This game can be turned on and off in the Service Menu (see page 0).

Leader of the Puck: This is a classic count up game. The person with the most points at the end of 8 rounds wins. Unlike the Knock Off games, each player throws all of their pucks on their turn.

First to 21: Play as a normal high score game, except, the first to 21 points wins. Unlike the Knock Off games, each player throws all of their pucks on their turn.

C. Tournament

The VTG Shuffleboard has a built in tournament mode. It will play between 3 and 8 players. For more info see section 3.3.

D. Return

Selecting this menu will cause the VTG Shuffleboard to enter Attract Mode. Attract Mode is where all the ads and attract screens are displayed and cycled through.

4.3 Setup Mode

To enter the Setup Mode, unlock and open the top coin-door. Press the Service Button. You can also get into the Set Up Menu if you have an Operator Button (see HotButton Setup).

All game options and hardware tests are selectable through software via the Setup Mode. The following are descriptions of the various options available in Setup mode. Use these descriptions as references and follow the instructions on the screen to make changes or view the settings. The up and down buttons are used to navigate menus and the enter button to make selections or changes.

A. Machine Setup Menu

Language Setup: Used to set the display language on the machine.

Time Setup: Used to access current date and time, Happy Hour and Hours of Operation time settings.

Set Time/Date: Used to set the machine’s clock and internal calendar.

Hours of Operation Setup: Setting the location’s Hours of Operation will allow the machine to enter sleep mode outside normal business hours. In Sleep Mode the monitor screen will blank out. While in Sleep Mode, inserting a coin or pressing any button will return the machine to Normal Mode.

Give This Machine A Name: Used to input a “human friendly” name for each machine.

Adjust Volume: Allows the operator to adjust the speaker volume.

Attract Setup: The items in this menu allow you to change the settings in the attract mode.

Manage Operator Ads: Displays all operator ads on the board and allows you to delete specific ads. This is good for troubleshooting.

Delete All Operator Ads: Used to delete ALL the graphic files from the machine.

Display Oneliners: This option allows you to turn on and off the quotations that appear in the attract screen.

Display Top Ten List : This option allows you to turn on and off the screens that show the top players for the games.

HotButton Setup: This menu allows you to change board related HotButton settings.

Create HotButton: This menu allows you to create any one of the three HotButtons; Player Button, Collector Button, and Operator Button.

Erase HotButton: This option allows you to erase information off of an individual HotButton.

View HotButton Configuration: This menu displays all the HotButton settings on the shuffleboard.

Delete HotButton Configuration: Deletes the HotButton settings from the shuffleboard.

Top Ten Setup: This menu allows you to turn on or off the Top Ten Lists. This will effects all games.

Reset Menu:

Reset to Factory Defaults: Resets all options to the original factory setting.

Reset Popularity Counters: Resets all the counters back to zero.

Reset Top Ten Lists: Resets all the Top Ten Lists. This cannot rest a game that is currently in a Jackpot promotion.

Reset Game Settings: Resets Game Round Limits and Price Settings to factory default.

B. Game Setup Menu

Game Round Limits: Used to set round limits for each individual game.

Backup Turn Limit: You can change the limit of the “Back Up A Turn” feature of the VTG Shuffleboard.

Beer Frame: This option allows you to turn on or off the Beer Frame feature of the bowling games.

Big Balls (Game): This option lets you turn on or off the game Big Balls which may not be appropriate for certain locations. (see Page 4 for info on the game.)

C. Reports

Game Popularity Counter: Displays a history of machine usage. Shows all games on the machine, the number of times each game was played, the number of credits collected toward each game, and the percentage of times each game was finished.

D. Diagnostics

Hardware Test: This menu has all the programs that will help you troubleshoot the functions of the shuffleboard.

Laser/Sensor Test: This option brings up a screen that will tell you if you are hitting a sensor and how bright the beam is.

iButton Test: This option will test your HotButton and make sure it’s working properly.

Play LED Pattern: This is to test your LEDs by running through a preprogrammed pattern of varying colors.

Reboot: This causes the shuffleboard to shut off then immediately turn back on.

View Boot Log: This report shows the recent history of when the VTG Shuffleboard was turned on and off.

Section 5 Technical Descriptions

Below are technical descriptions of the many parts within the VTG Shuffleboard .

5.1 Monitor

32" Wide LCD Monitor

5.2 Power Supply

ATX Switchable Power Supply: 12 VDC,
Switchable between 120 and 230 VAC

5.3 Hardware

PC Board: SATA 3GB/s DDR2 1066
RAM: 1024MB DDR2
Hard Drive: SATA 2.5" 40GB

5.4 Operating Conditions

The VTG Shuffleboard can be operated at 115~VAC or 220-240~VAC. There is a switch on the power supply to change between 115 Volts and 220-240 Volts.

Power consumption is 175 Watts at 50/60Hz.

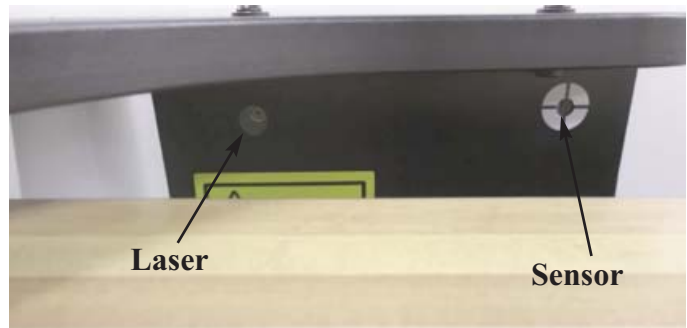
Warning: Make sure the voltage on the powersupply is set correctly for the area you are in.

Section 6 Maintenance

There will be times when you will need to manipulate the hardware on the VTG Shuffleboard. This section will explain how.

6.1 Adjusting the Lasers

The lasers are what the VTG Shuffleboard uses to sense when a puck has scored. From time to time, these may be knocked out alignment. Follow the instructions below:



You will need a 1/8" Allen Wrench for this task.

1. Remove the top allen screw and let the laser access plate hang loose.

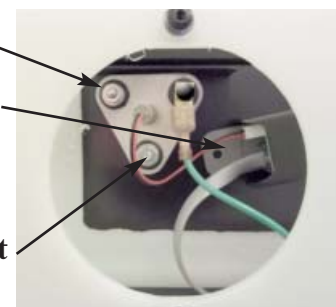


2. Go to Setup Menu.
3. Select Diagnostics.
4. Select Hardware test.
5. Select Laser/Sensor Test.
 - ♦This displays an image of the lasergrid.
 - ♦The percentages represent the strength of the lasers.
6. Slide the Laser Adjustment Tab towards the front of the machine until it stops. This will assist in the laser adjustments.

Horizontal Adjustment

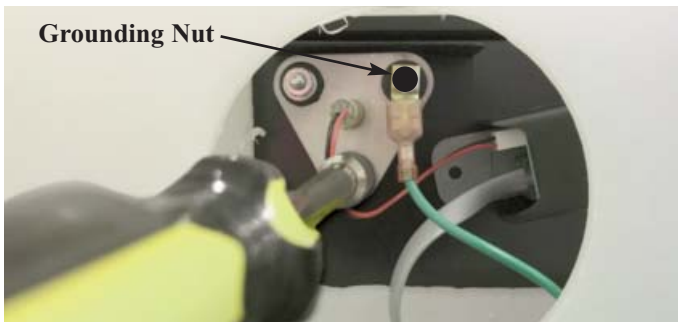
Laser Adjustment Tab

Vertical Adjustment



7. Using the 5/16" Nut driver, adjust the laser using the Horizontal and Vertical Alignment Nuts.
 - ♦Verticle Alignment: Clockwise is Up and Counterclockwise is Down.
 - ♦Horizontal Alignment: Clockwise moves the laser "dot" Left and Counterclockwise moves the laser "dot" Right.

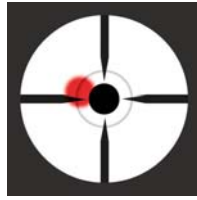
Warning: Do Not Attempt to Adjust The Grounding Nut.



Note: These adjustments aren't precisely Horizontal and Vertical. There are slight tilts to each setting due to the controls.



Good Alignment



Poor Alignment

8. Pull out the Laser Adjustment Tab until it stops. This creates a pocket where the sensor sits.



Caution: Make sure you perform this step. The machine will not function properly without completing this step.

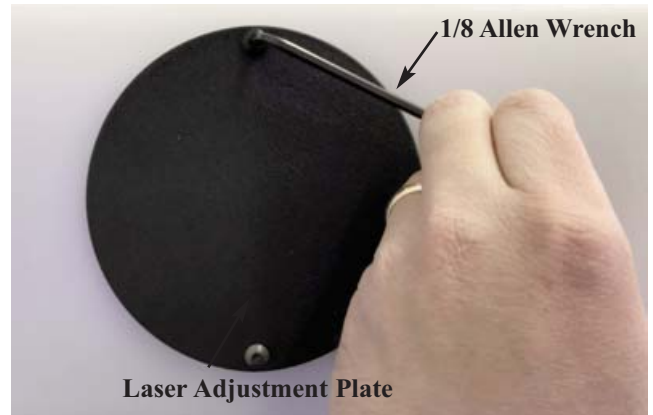
9. Once adjusted, close the laser access plate and screw it down.

WARNING: Do Not Over Tighten The Laser Brackets.

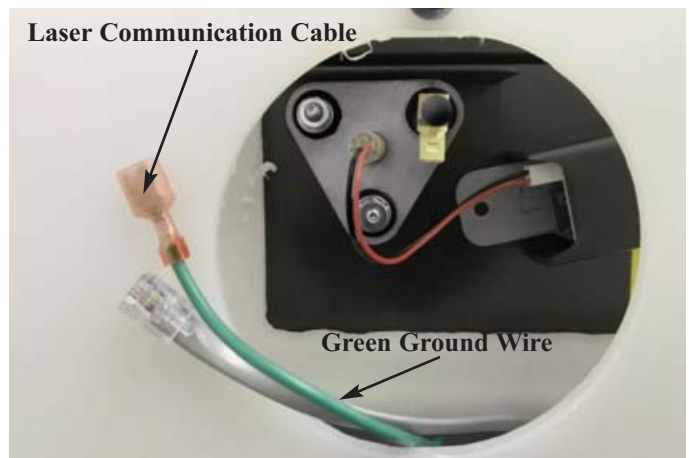
6.2 Replacing the Sensor Module

The Sensor Module of the VTG Shuffleboard includes the laser and the sensor.

1. Unplug the VTG Shuffleboard from the wall.
2. Remove the top allen screw, using the 1/8 allen wrench (3mm), from the Sensor adjustment plate.



3. Disconnect the green ground wire from the laser.
4. Disconnect the communication cable from the sensor port.



5. Unscrew the two screws, using a 5/32" or 4(mm) allen wrench, from the top of the sensor module.
6. Remove the old sensor module.
 - a. The module will be a snug fit.
 - b. Gently wiggle the module back and forth to loosen it.

6.3 Opening the Playing Surface

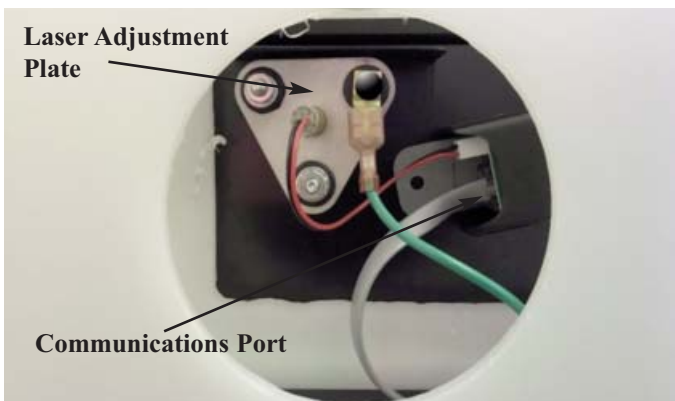
In order to change components or get into the **Setup Mode**, you will need to open the playing surface.

1. Use your key and unlock the playing surface in the front. After unlocking, remove the key.
2. Put both hands to the side of the playing surface. You should feel a hand hold on each side.
3. Carefully slide back the playing surface about an inch.
4. Lift up the playing surface and slide toward you. The VTG Shuffleboard Home game cabinet has notches that

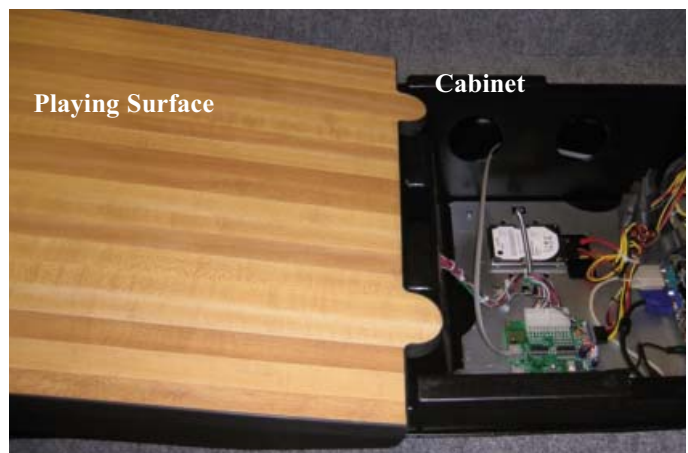
allow you to rest the playing surface on so that you don't have to remove it completely from the game.



7. Insert the new module. There are alignment pins in the top of the sensor module. Use those to place the sensor module in the correct position.
8. Replace and tighten the screws you removed in step 5.
9. Attach the green ground wire to the laser.
10. Plug in the communication cable into the laser port.



11. Repeat steps 2-10 for the opposite side if necessary.
12. Plug the VTG Shuffleboard back into the wall.
13. Align the lasers so that the game will function properly.
14. Secure the laser adjustment plate.



6.4 Puck Maintenance

The VTG Shuffleboard puck shouldn't need much maintenance. There are just a few considerations:

- ♦ Do Not Oil the Bearing. The Bearing does not need lubricant.
- ♦ Keep bearing free from debris. Use rubbing alcohol and compressed air to clean the bearing.
- ♦ Keep the bearing dry.

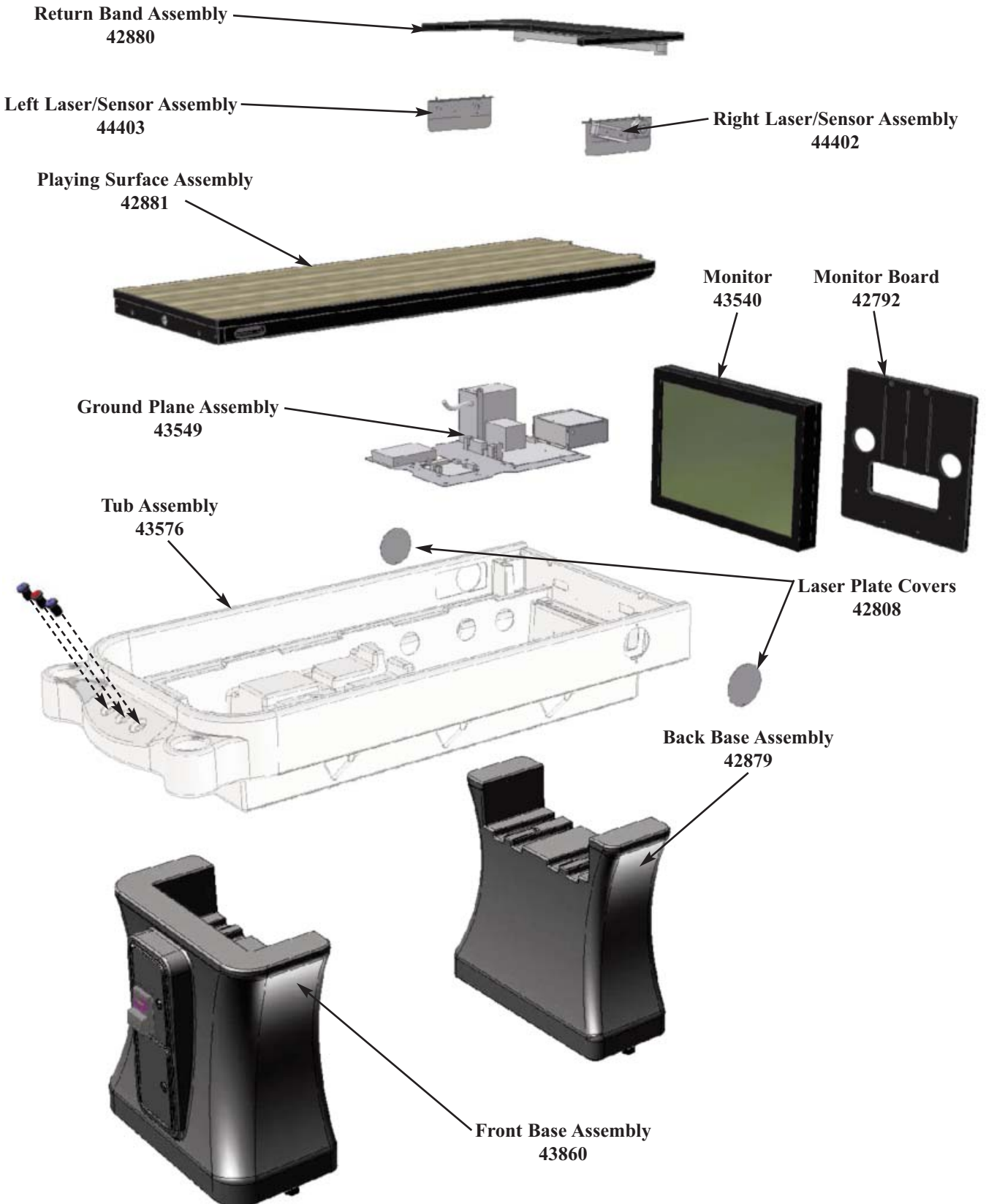
6.6 Playing Surface Maintenance

The VTG Shuffleboard playing surface shouldn't need much maintenance. Unlike other shuffleboard machines, you won't need to wax, polish or put any kind of lubricating material on the playing surface.

It will, however, need to be kept clear of any messes. Use any multi purpose cleaner and a paper towel to clean the playing surface.

Section 7 Parts List

The numbers listed are Spider 360 part numbers. Please use the Spider 360 numbers when placing an order. Some descriptions are followed by a number in parentheses. This number is the quantity used in that assembly.



7.1 VTG Shuffleboard - 44560

This is a list of the subassemblies and their part numbers. What will follow after this section is a broken down parts list of those sub assemblies.

Part #	Subassembly	Section
43540	Monitor	7.1
42792	Monitor Board	7.1
42880	Return Band Assembly	7.2
42808	Laser Adjustment Cover	7.1
44399	Laser/Sensor Assembly Kit	7.3
42881	Playing Surface Assembly	7.5
43549	Ground Plane Assembly	7.6
43576	Tub Assembly	7.7
43860	Front Base Assembly	7.8
42879	Back Base Assembly	7.9

7.2 Return Band Assembly - 42880

Part #	Description
42765	Wooden Support for Return Band
42767	Band Mount Post (2)
42766	Return Band

7.3 Left Laser/Sensor Assembly - 44403

Part #	Description
44202	Adjustment Plate Cover Left
42825	Left Sensor Mounting Bracket
44404	Laser Funnel Spacer
44214	Adjustment Plate w/Laser
44401	Laser Aperture Plate Left
42736	Sensor Assembly, Photodiode

7.4 Right Laser/Sensor Assembly - 44402

Part #	Description
44201	Adjustment Plate Cover Right
42824	Right Sensor Mounting Bracket
44404	Laser Funnel Spacer
44214	Adjust Plate w/Laser
44400	Laser Aperture Plate Right
42736	Sensor Assembly, Photodiode

7.5 Playing Surface Assembly - 42881

Part #	Description
41570	Lock
42800	Playing Surface

7.6 Ground Plane Assembly - 43549

Part #	Description
44162	Motherboard w/Processor and RAM
43337	Programmed Hard Drive
42688	IOB
42746	ATX Power Supply
39370	5x20mm Chassis Mount Fuse Holder
42023	3.15A Slo-Blo 250V Fuse
43532	LED Controller

7.7 Tub Assembly - 43576

Part #	Description
19131	Red Push Button
39753	Blue Push Button
44454	12V LED Lamp (3)
43541	Left carpet
43452	Right Carpet
43543	Front carpet

7.8 Front Base Assembly - 43860

Part #	Description
42115	Hot Button Reader
42416	Leveler (2)
42718	Front Base Cabinet

7.9 Back Base Assembly - 42879

Part #	Description
42416	Leveler (2)
42719	Rear Base Cabinet

7.10 Miscellaneous

Part #	Description
42809	Cover Plate (2)
43537	White Puck

7.11 LED Light Bar Assembly - 43579 (2)

Part #	Description
43773	LED Light Strip w/Harness
43552	LED Light Strip Bracket
43607	LED Light Strip Rear Bracket

Section 8: Troubleshooting

Problem	Possible Cause	Solution
Unable to Communicate with IOB	a. Parallel cable is unplugged either from the IOB or the Motherboard.	a. Check connections. Reattach cable if necessary.
Lasers are blocked <i>Left Laser Blocked</i> <i>Right Laser Blocked</i> <i>Both Lasers Blocked</i>	a. Laser is blocked. b. Lasers unaligned. c. Laser light is dim.	a. Remove blockage. If none is evident check the laser and sensor ports. Clean the sensor and laser. b. See 7.1 for instructions. c. Check connections for laser. Make sure the laser is plugged in to the IOB. If it is it could be a bad laser. Replace laser.
No Video	a. VGA Cable is not attached. b. The power cable is not attached. c. The external powerswitch on the back of the VTG Shuffleboard is switched to off. d. The monitor is not plugged into the junction box in the rear of the Super Shuffle. e. Power to the mainboard may be off. f. Possible CMOS setting issue.	a. Check the connections at monitor and the motherboard. b. Check the connections at monitor and the motherboard. c. Flip the external power switch on the back side of the VTG Shuffleboard to ON . d. Make sure all connections are in place and secure. e. Press the red button on the back of the machine. f. Check CMOS Power Setting. Change APM configuration to Power On.

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