



STREET PITCHER

MANUAL

BROMLEY INC
420 CROSSEN AVE
ELK GROVE VILLAGE, IL 60007
847-427-0639 SERVICE

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Before You Start

We would like to thank you for using our product. Please read this manual before using the machine to ensure the safety of users and regular operations. This manual contains important information of the properties, features, safety instructions, and trouble shooting tips. Please keep these instructions for future references.

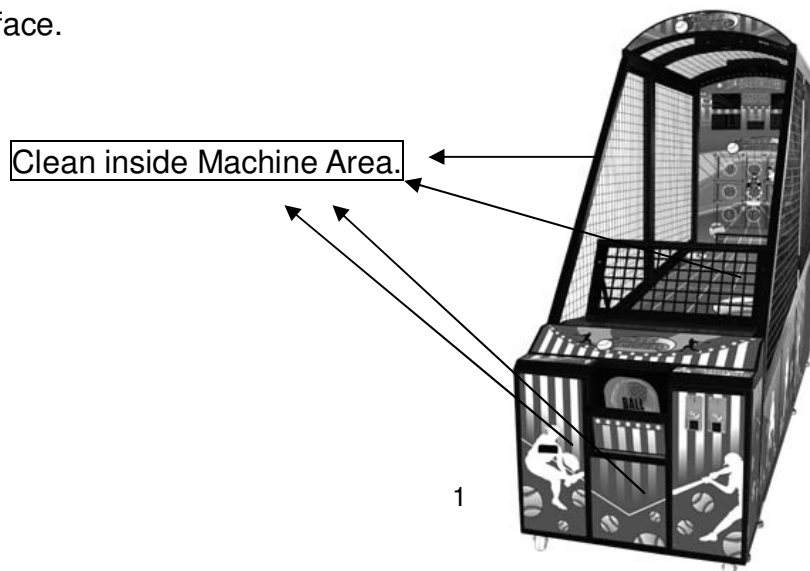
※Attention!

- ◎ Please examine if the cables are properly connected after assembling the machine.
- ◎ Plug in and turn on the power when everything set up and ready to go.
- ◎ Please turn its power off before moving to avoid damages to the machine.
- ◎ Please lift from the corners of the machine before moving.

“If the power cord is damaged, it must be replaced with a special cord or assembly available from the manufacturer or its service agent...”

Daily Cleaning and Maintenance

- Please keep the machine surface clean with detergent. It is easy for the surface of the machine to become dirty.
- Please clean machine regularly to maintain its look.
- Box Surface and Aisle: Use oil removers or detergent if there are dirty spots on the surface.



I. What's Included

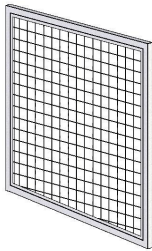
Please check if the contents are complete after purchasing this product.

Item #	Item Name	Description	Quantity
1	Machine Body	Please see the descriptions below	1
2	Balls	Balls	20
3	Keys	2 front box keys, 2 money box keys, 1 front box cover key, and 1 rear box cover key	6
4	Cables		1
5	Manual		1

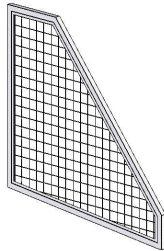
Note: Place only 8 balls during its game play and store the rest of the balls for spare use.

1. Item List (Detail)

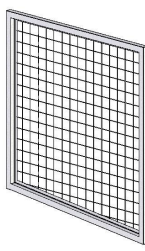
Left Rear Upper Frame



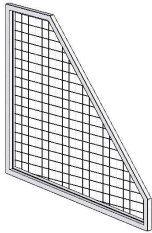
Left Front Upper Frame



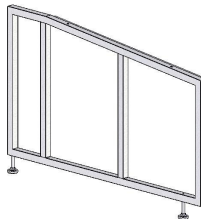
Rear Right Upper Frame



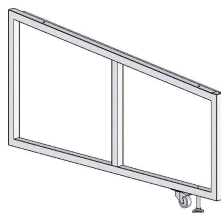
Right Front Upper Frame



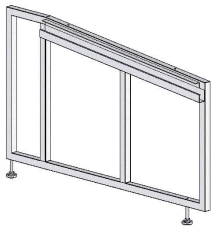
Left Rear Lower Frame



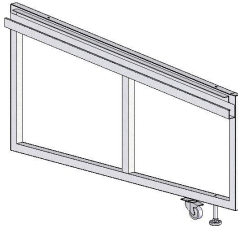
Left Front Lower Frame



Right Rear Lower Frame

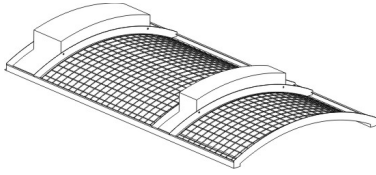


Right Front Lower Frame

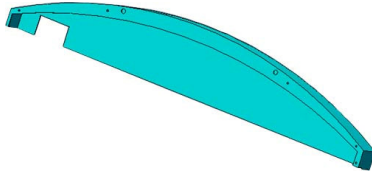


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Machine Cover



LED Cover



Decal for Top Cover



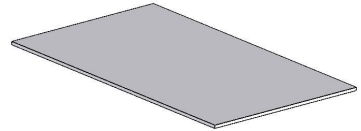
Rear Compartment



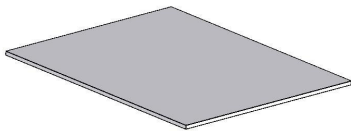
Front Compartment



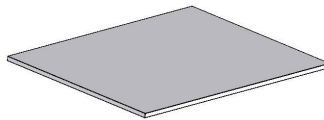
Aisle (rear)



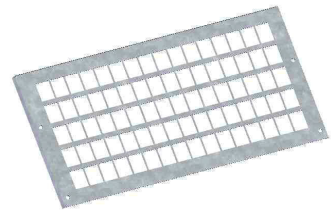
Aisle (middle)



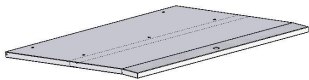
Aisle (front)



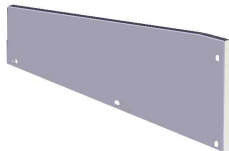
Blocking Net Frame



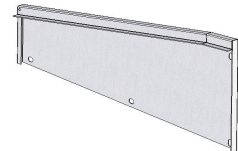
Front Door Frame



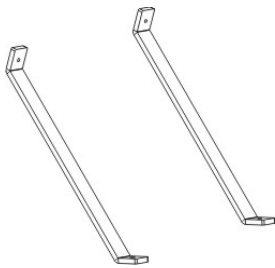
Left Front Inner Rack



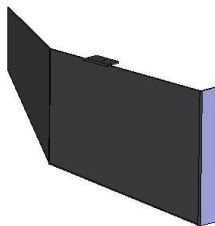
Right Front Inner Rack



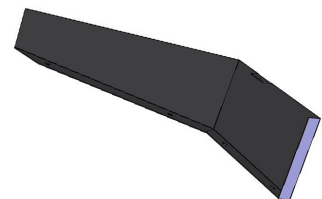
Blocking Net Frame Rack



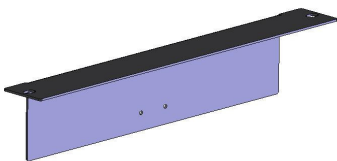
Right Ball-Recycling Blocking Board



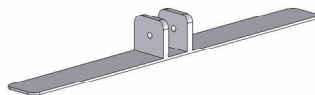
Left Ball-Recycling Blocking Board



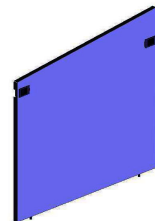
Solenoid Control Valve Supporting Rack



Solenoid Control Valve Block Board

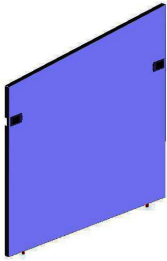


Right Front Lower Board 1

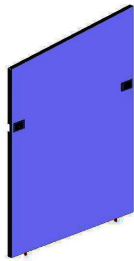


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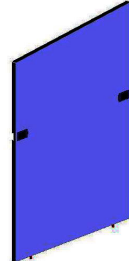
Right Front Lower Board 2



Right Front Lower Board 3



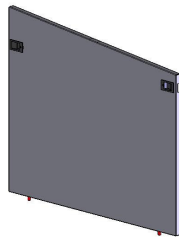
Right Front Lower Board 4



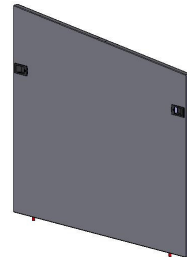
Right Front Lower Board 5



Left Front Lower Board 1



Left Front Lower Board 2



Left Front Lower Board 3



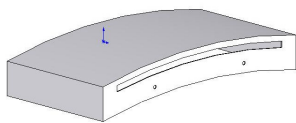
Left Front Lower Board 4



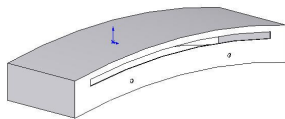
Left Front Lower Board 5



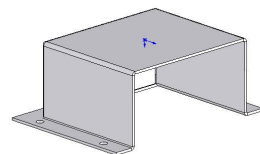
Top Rear Light Cover



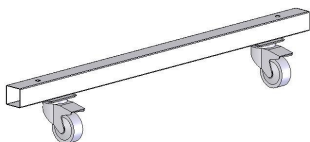
Top Front Light Cover



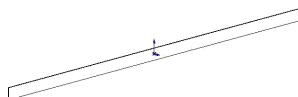
Rear Box Wire Outlet Cover



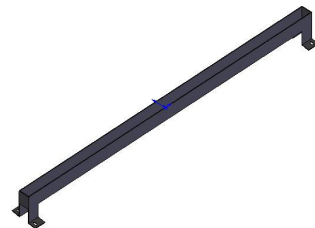
Lower Supporting Bracket



Sensor Cover



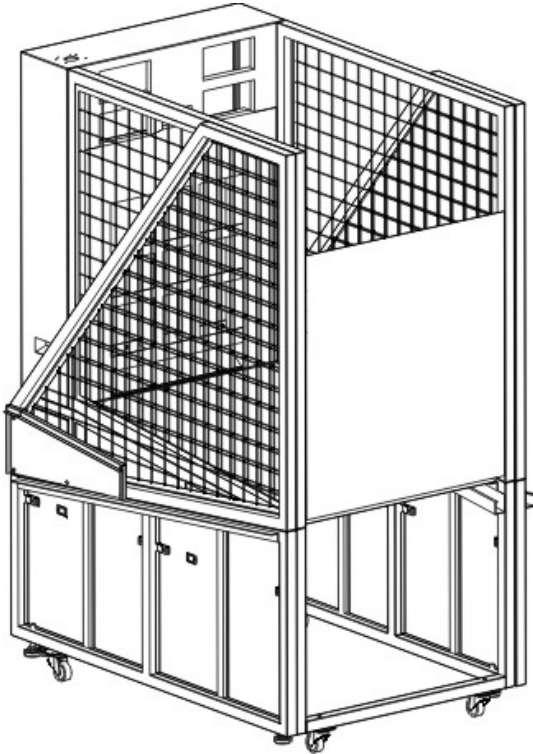
Speed Sensor Bracket



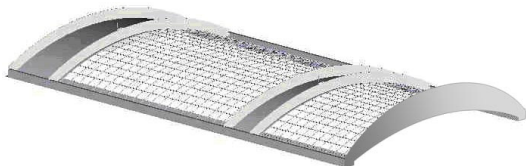
2. Item List (Half-built)

Main Body

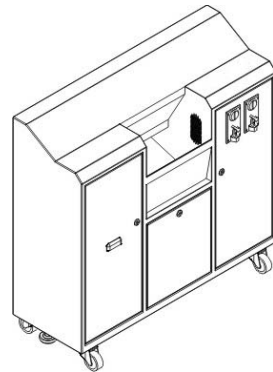
(Including rear box and upper and lower rack)



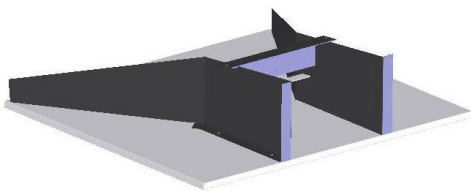
Top Cover



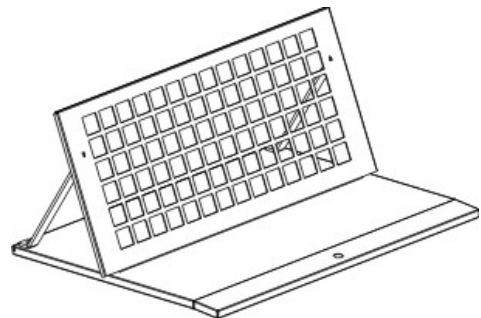
Front Compartment



Ball Return Ramp

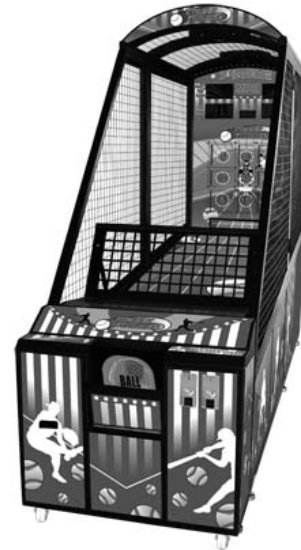


Middle Ball-Blocking Rack Set

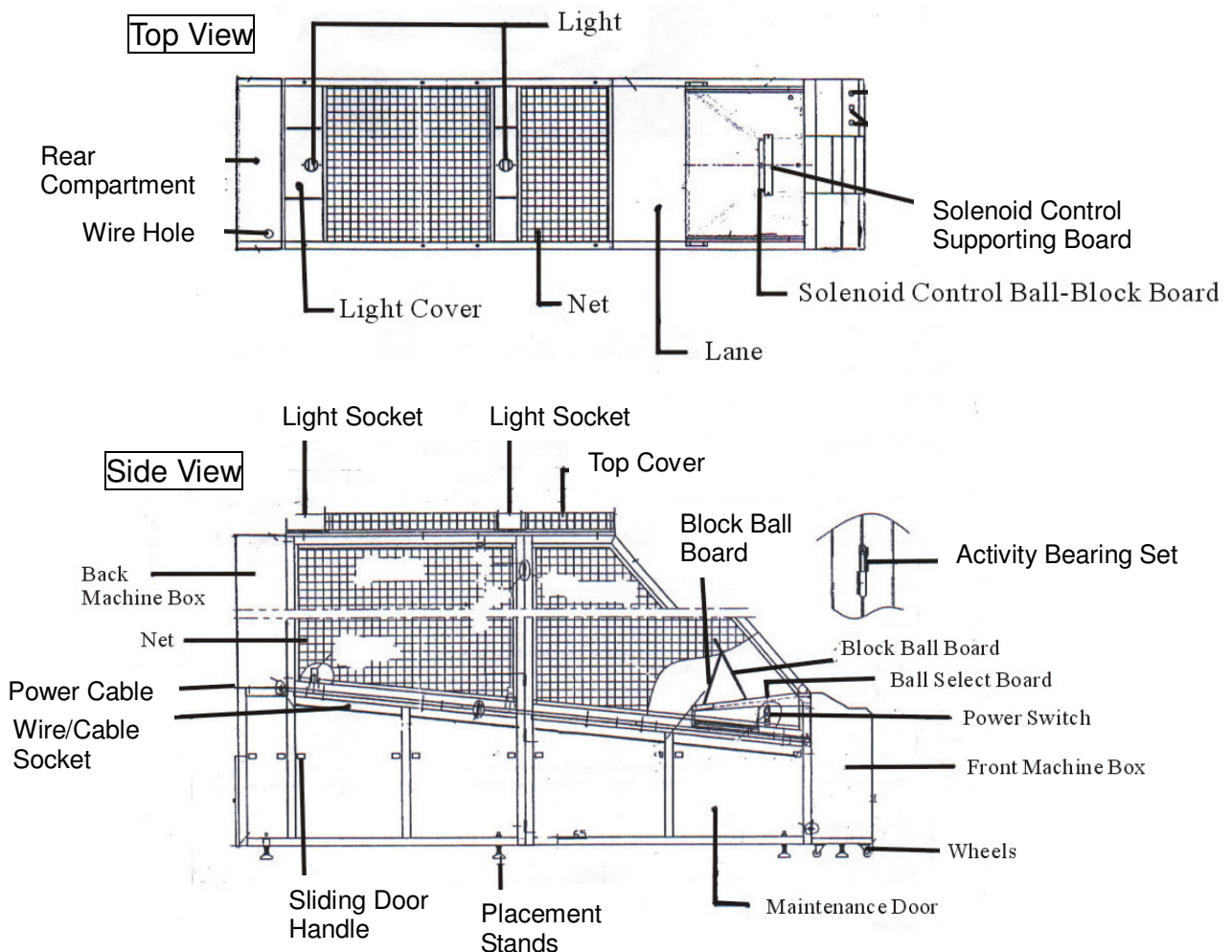


II. Specifications

Item	Size
Physical Size	Width 35.5 × Depth 128 × Height 89 in.
Weight	Approx. 772 lbs
Power Source	AC 110V (50/60Hz)
Power Consumption	300W
Fuse	5A

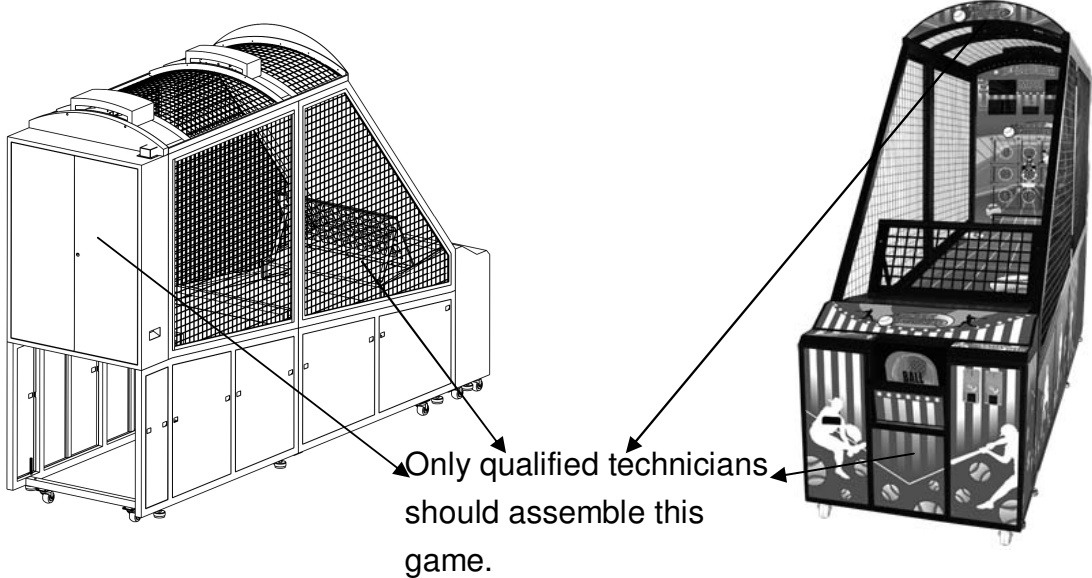
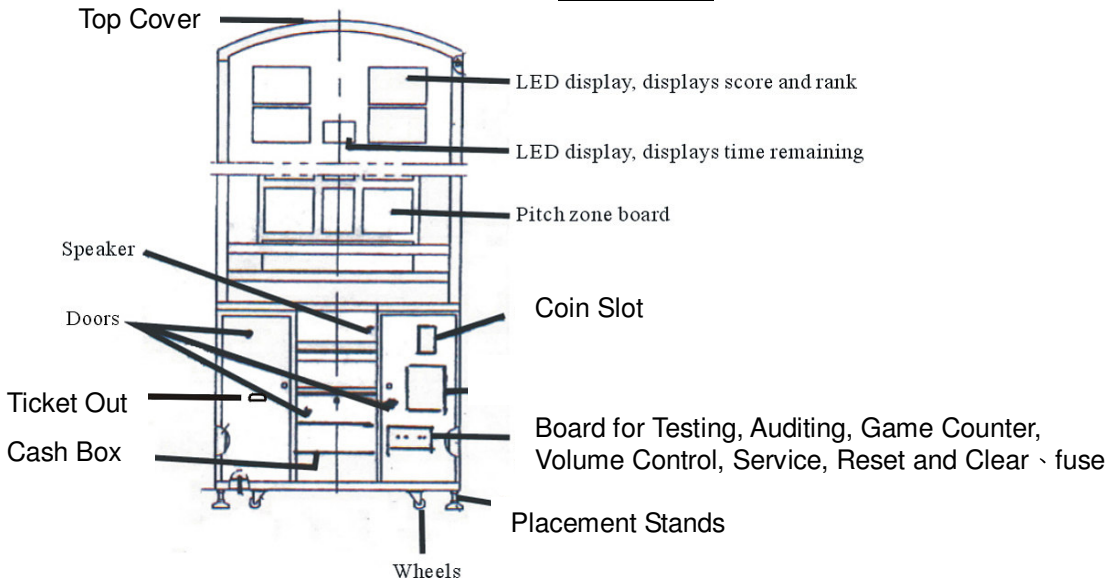


III. External Product View



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Front View

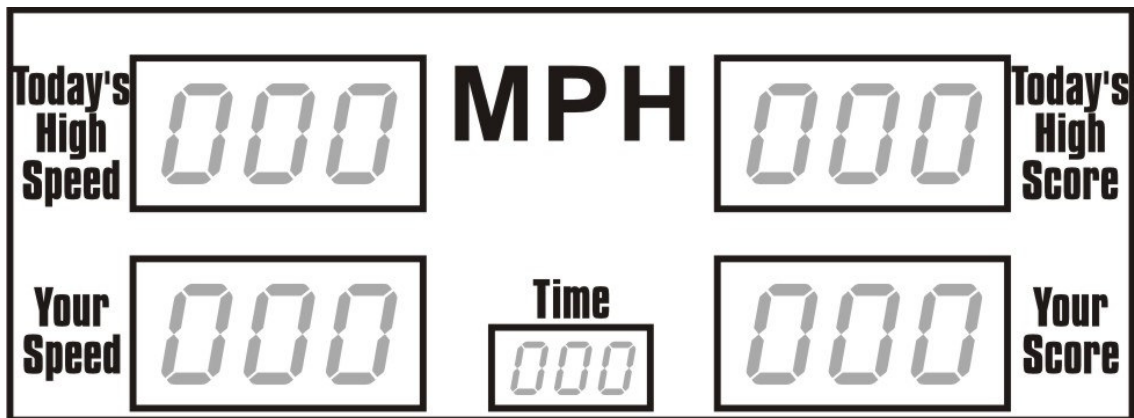


IV. Game Instructions and LED Display Descriptions

Single Player

Throw balls at the target panel as hard as you want and within the allowed amount of time.

LED Display Descriptions



「**Today's High Speed**」 : During a game, the speed record will renew the highest speed every time.

「**Your Speed**」 : Displays the current speed.

「**Today's High Score**」 : Displays the highest recorded score.

「**Your Score**」 : Displays the current score.

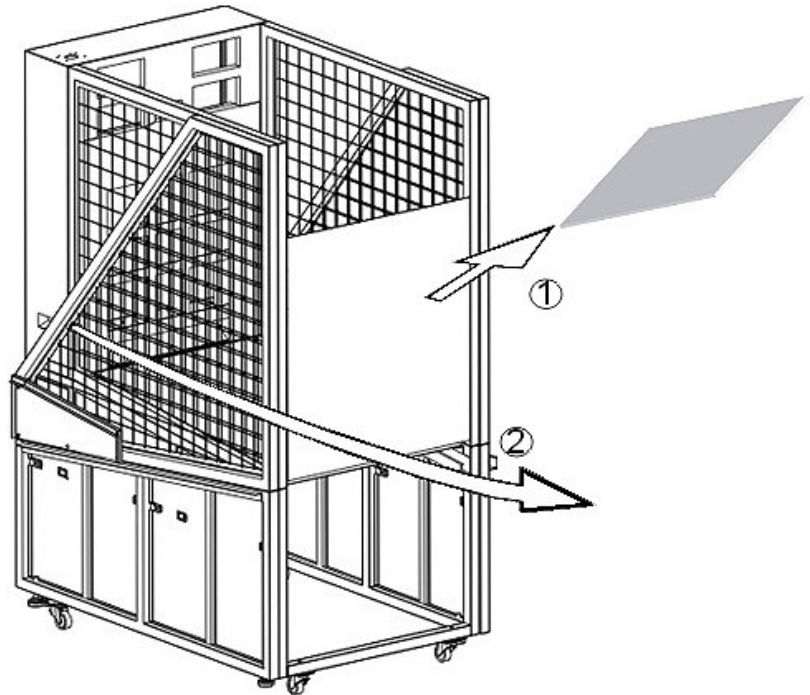
「**Time**」 : Displays the remaining time in seconds.

V. Install and Uninstall

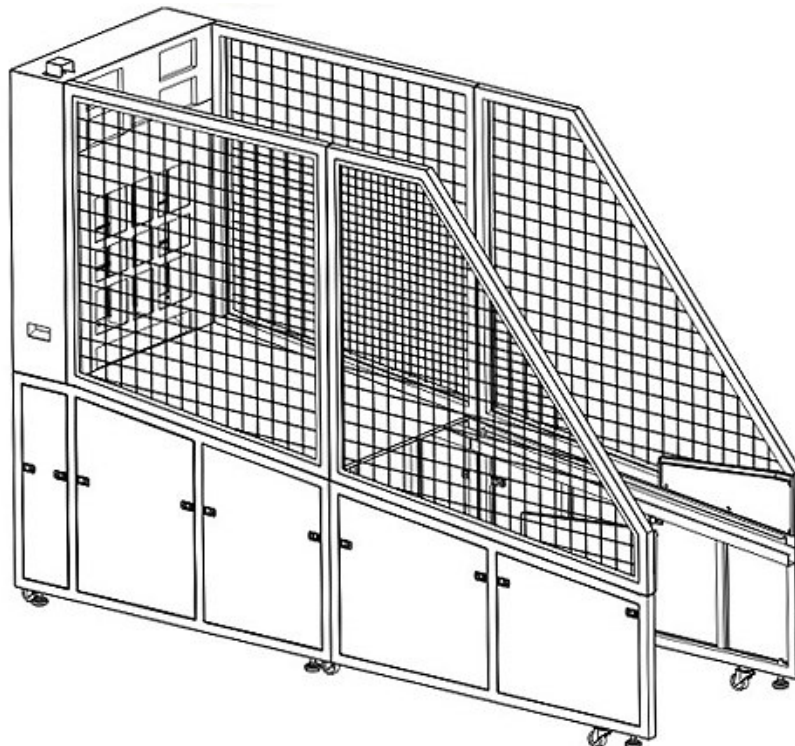
Installation Procedures

※Do not tighten screws until all parts are in place.

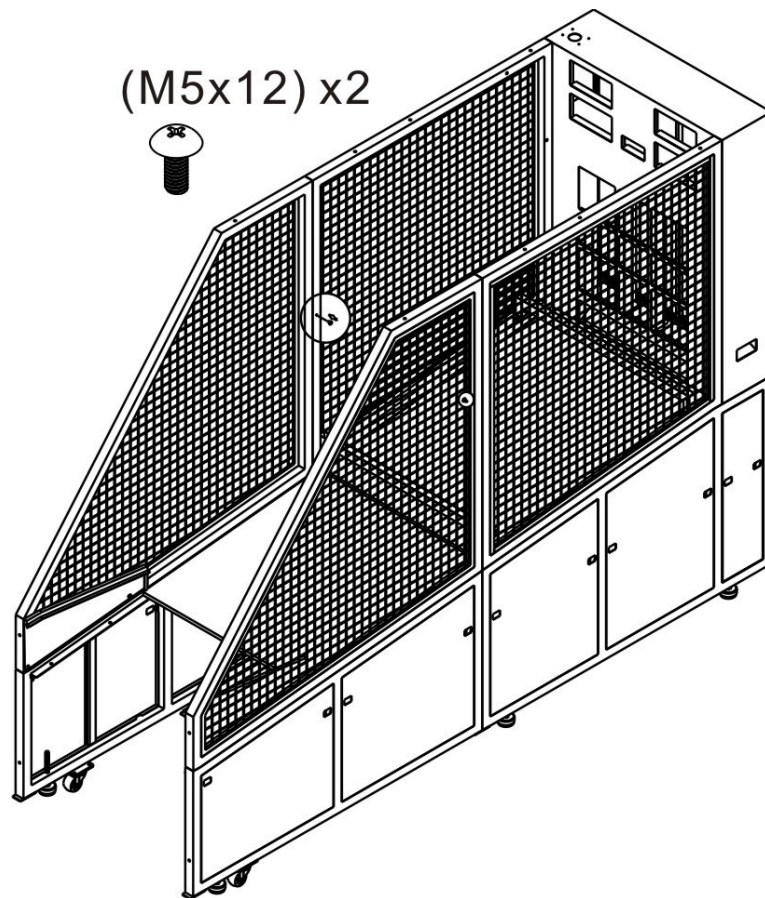
(1) Lift the middle section of the runway.



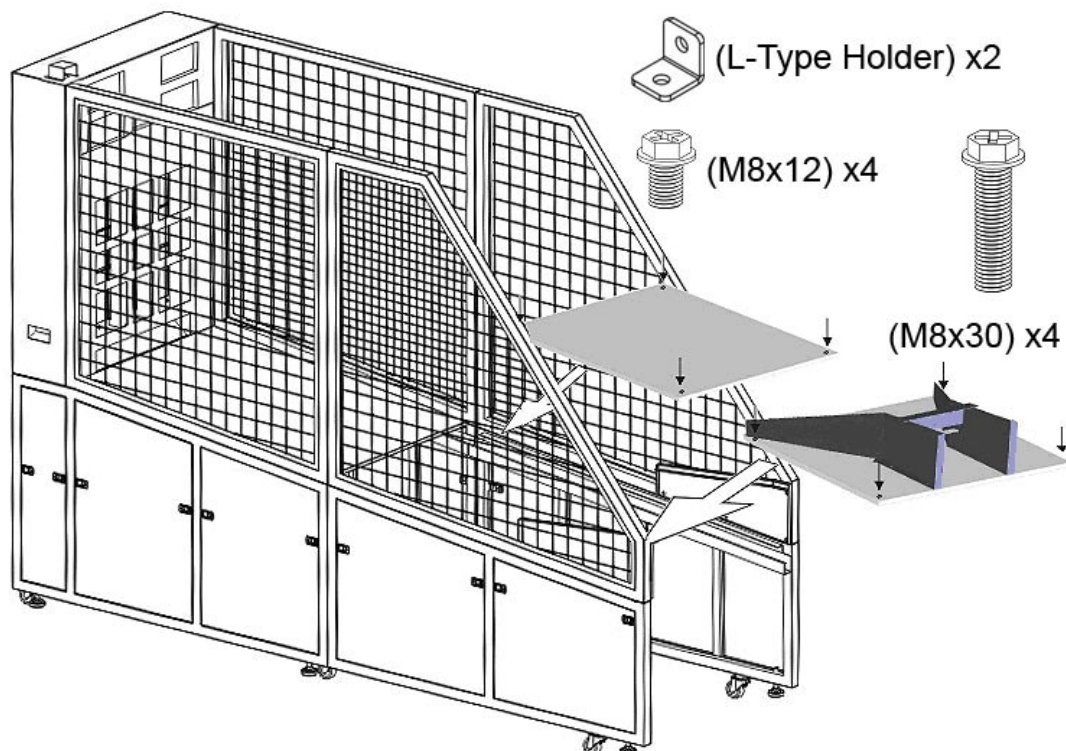
(2) Fully expand the two net frames.



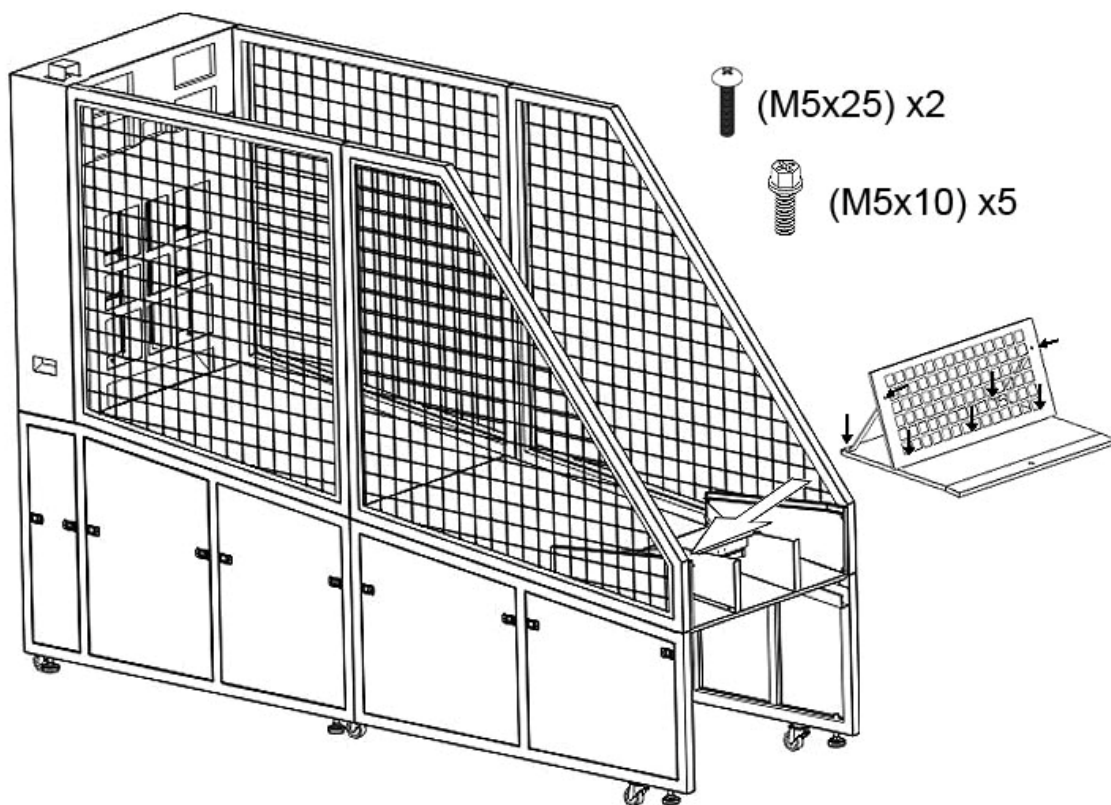
(3) Screw Installation.



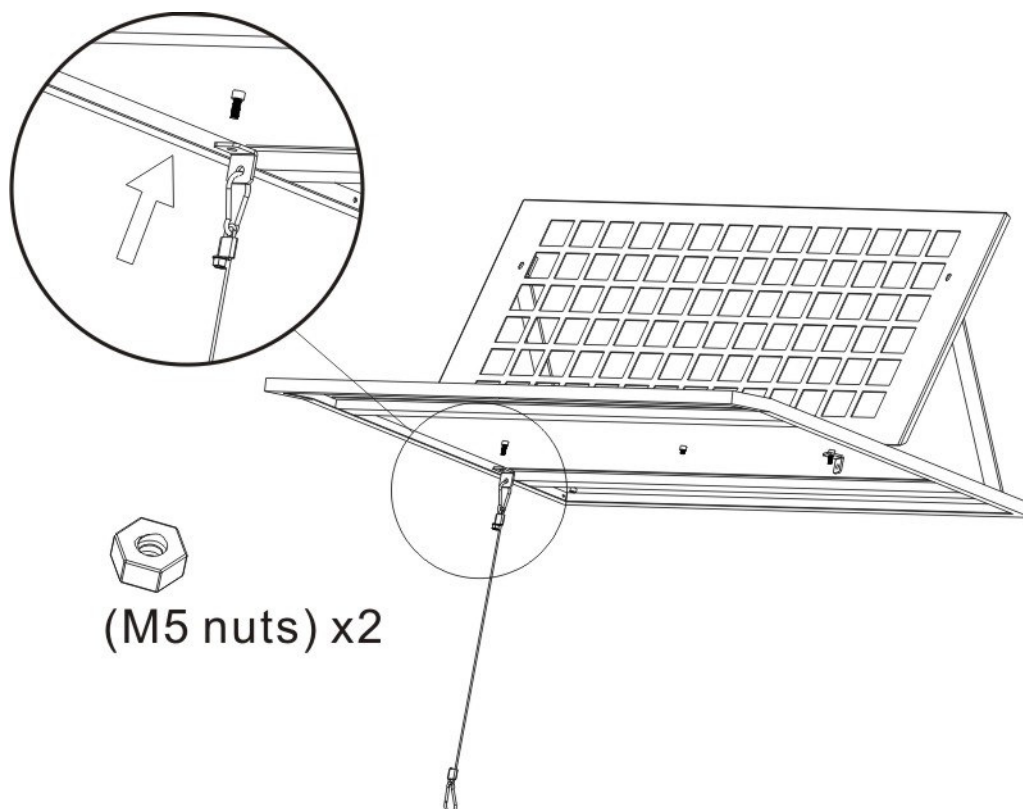
(4) Install middle and front section of the ball lane.



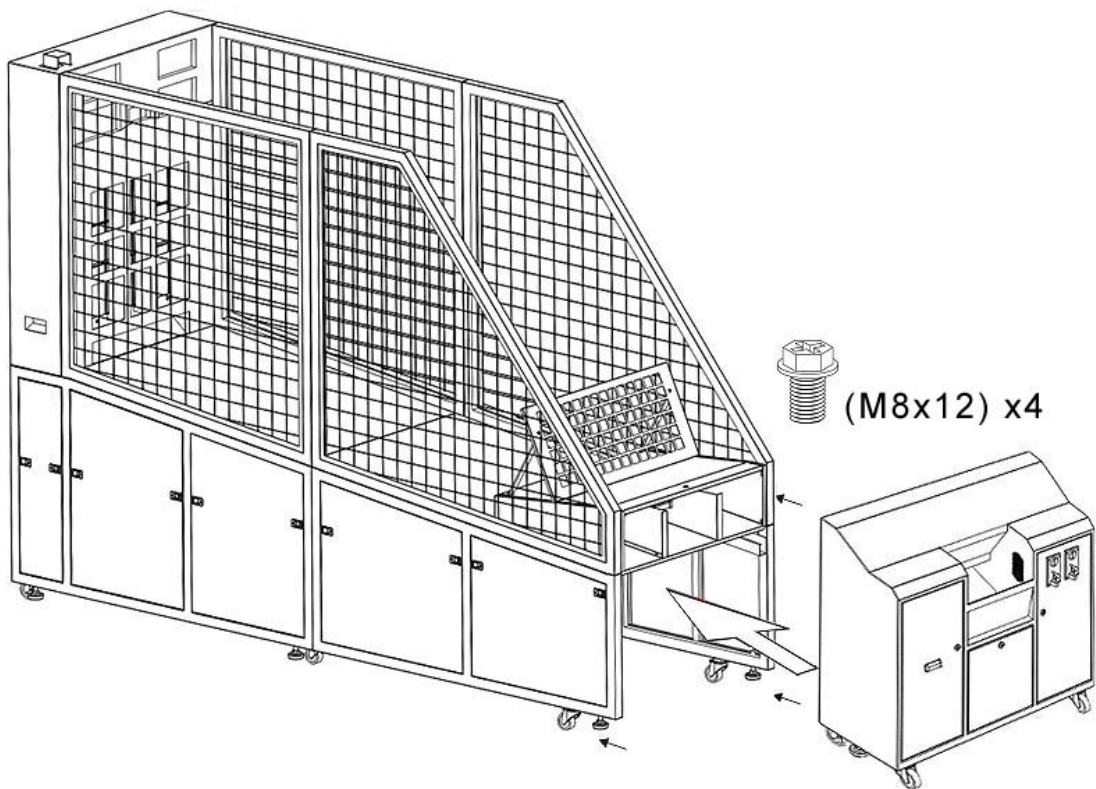
(5) Install middle Ball-Blocking Rack Set.



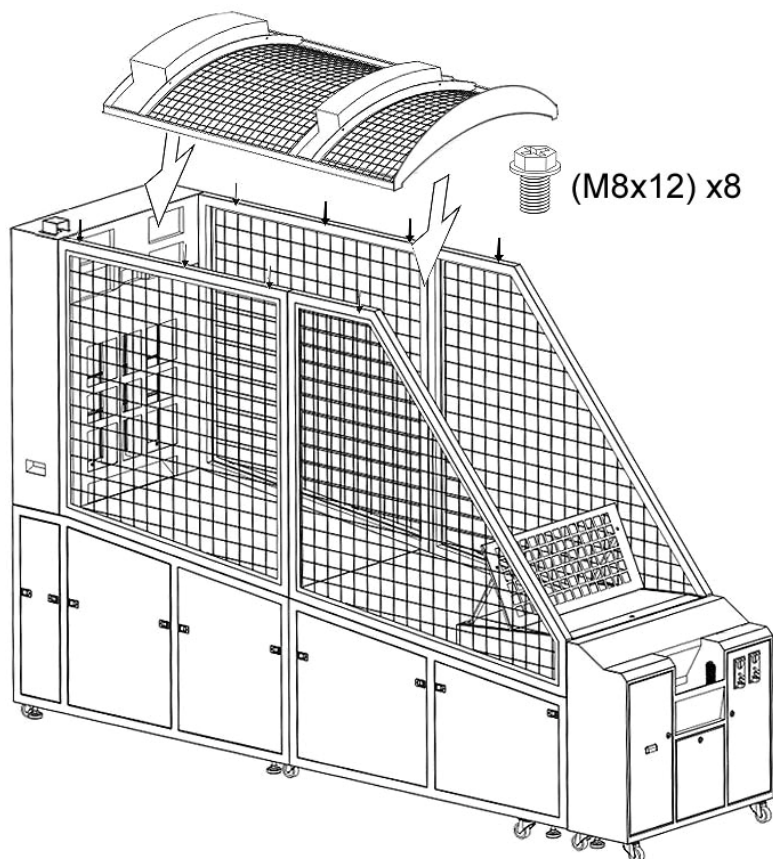
(6) Assembling the lock stopper and wire rope together with the front cover plate.



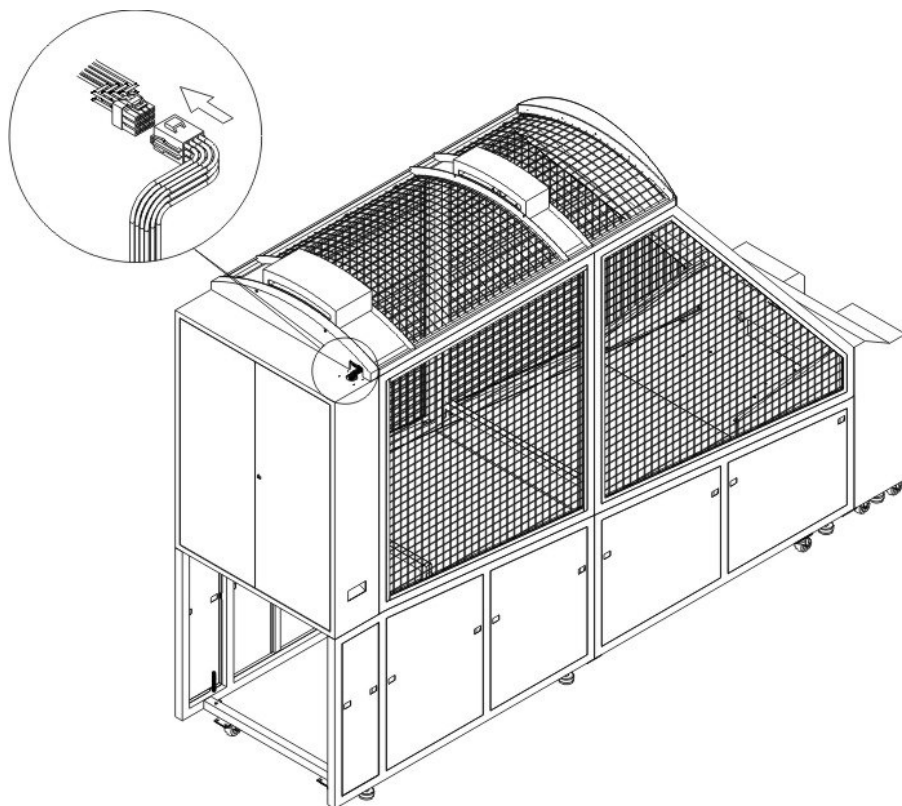
(7) Lock the front cover.



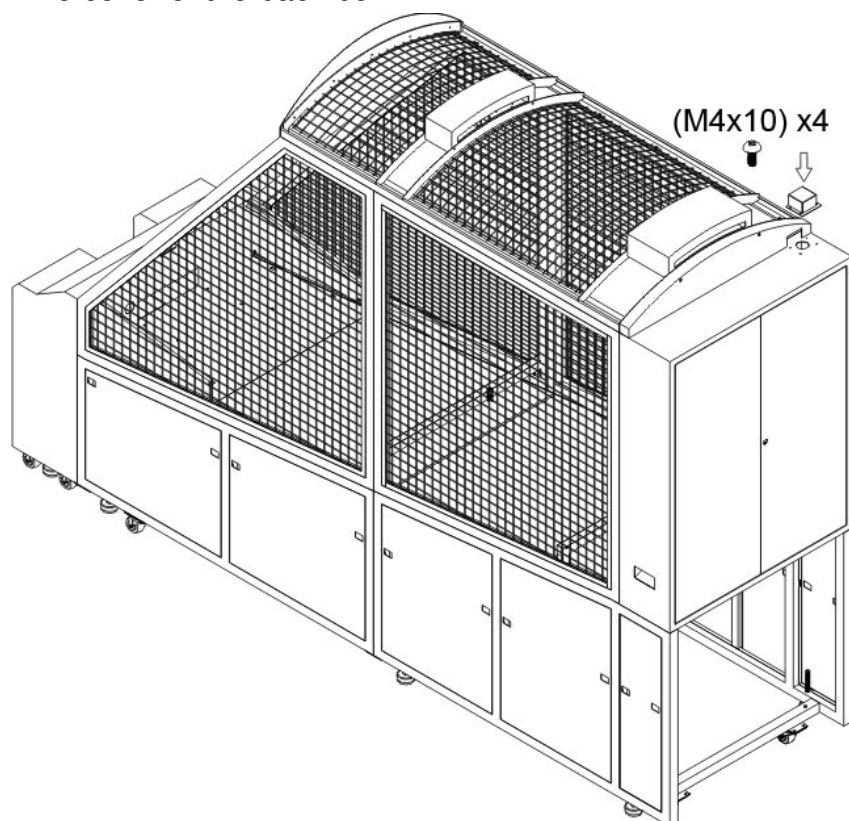
(8) Install the top cover



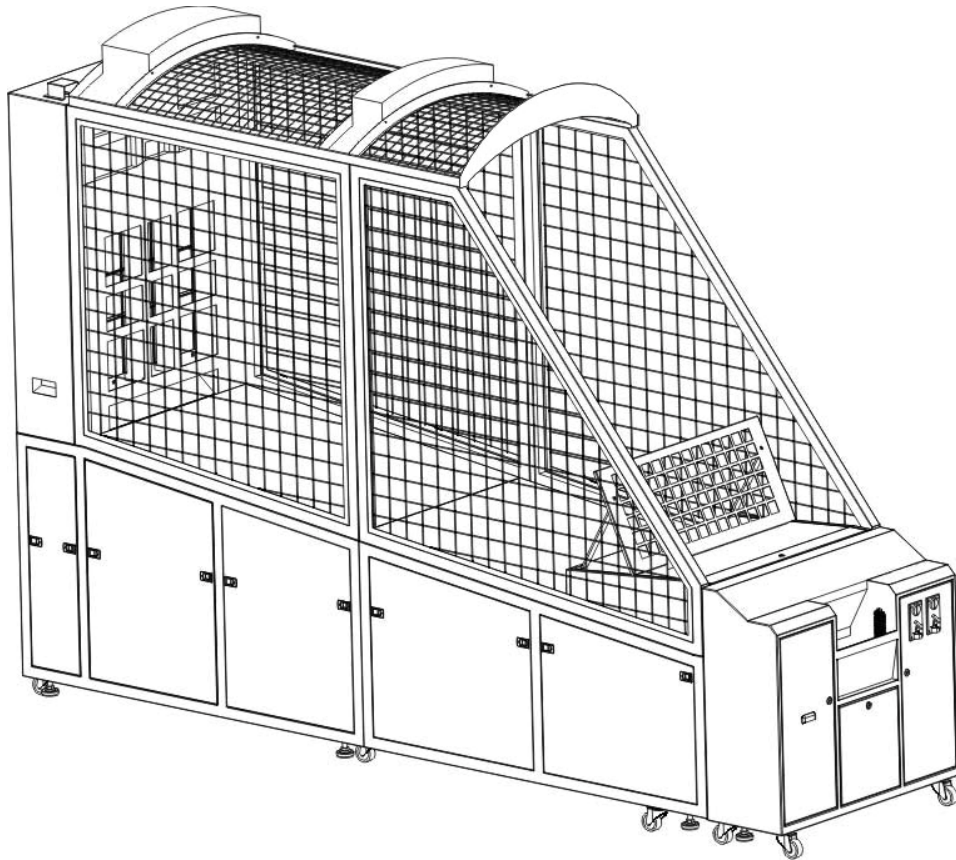
(9) Assembly for the LED light & wire set. (Please remove the wire cover of the rear Compartment before starting the assembly)

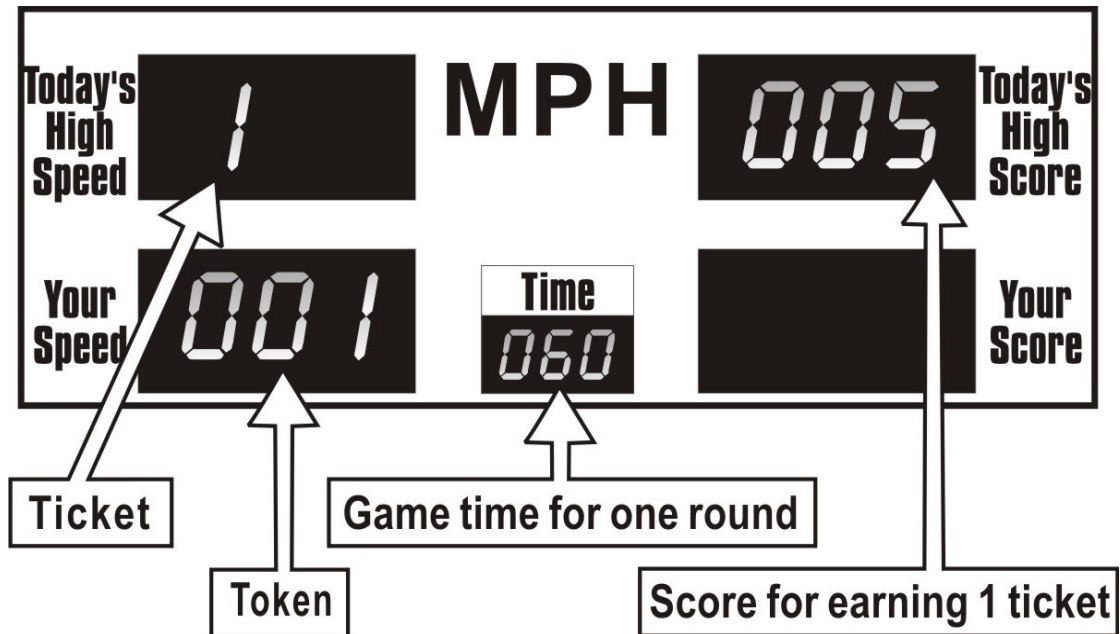


(10) Fix the wire cover of the back box.



(11) Installation completed!





[Setting 2] To Set the Number of Tokens Needed for a Game

Set DIP S4 #8 On to display the current setting and then adjust. This will display on the 「Today's High Score」 screen.

DIP S4 #5 & #6 ※ Default setting is at 1 Token/Round [O=On X=Off]

		1	2	3	4	5	6	7	8
Coin Token/Round	1					X	X		
	2					O	X		
	3					X	O		
	4					O	O		



The amount of tokens needed to be inserted for each game will display within 「Your Speed」 box.

[Setting 3] To Set the Attract Mode

Attract mode will not play when DIP S4 #4 is set to On. Attract mode will play again when DIP S4 #4 is set to Off.

DIP S4 #4 ※ Default Setting is On [O=On X=Off]

		1	2	3	4	5	6	7	8
Standby Music	Yes				X				
	No				O				

[Setting 4] To Set the Game Time

Set DIP S4 #8 On to display current setting and adjust the values.
This value will be displayed at 「Time」 screen.

DIP S3 #1 & #2 ※ Default Setting is 60 seconds [O=On X=Off]

		1	2	3	4	5	6	7	8
Game Time	45	X	X						
	60	0	X						
	90	X	0						
	120	0	0						



Total Game time will display within 「Time」 box.

[Setting 5] Mercy Ticket Setup

You must turn on the SW on the ticket control board first. Next, DIP SW#8 must be flipped in the on position, from there you can adjust the ticket value which will be displayed on the 「Today's High Speed」 LED display on the left side.

DIP S3 #5 #6 ※ Standard Setup 1 Ticket [O=On X=Off]

		1	2	3	4	5	6	7	8
Mercy Ticket Setup	0					X	X		
	1					0	X		
	2					X	0		
	3					0	0		



「Today's High Speed」one the left, the first number shown is the ticket payout.

[Setting 6] To Set the Score and Ticket Exchange Rate

You must turn on the SW on the ticket control board first. Then DIP S4#8 setup up on position. Set DIP S4 #8 On to display the current setting and adjust the value. This value will be displayed at 「Today's High Score」 screen.

DIP S3 #7 #8 ※ Standard Setup 50 Score per Ticket [O=On X=Off]

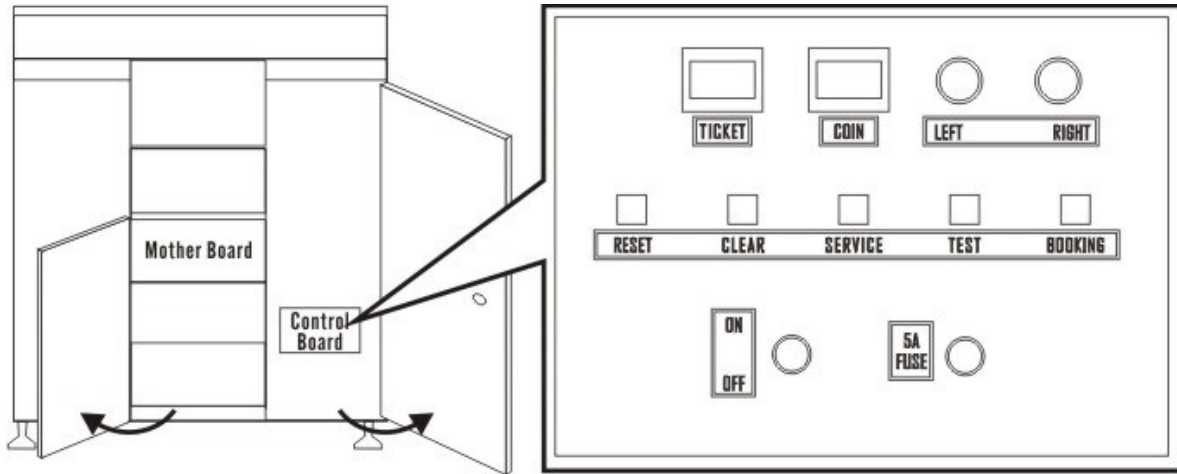
		1	2	3	4	5	6	7	8
Score & Ticket Exchange Rate	5 points/ticket							X	X
	10 points/ticket							o	X
	30 points/ticket							X	o
	50 points/ticket							o	o



「Today's High Score」 indicates the tickets earned from the player

- ※The ticket dispenser control board must be turn Off, when no ticket dispenser on the machine, and ticket control board turn off. When use the ticket dispenser on the machine, machine will display the warning sound when the ticket box is empty. Please refill the ticket and press the **REST** button on the control board, then machine will reset again. Warning sound will stop and payout the remaining tickets.

2. Function Testing



Service Button Testing

Service: Pressing the **SERVICE** button is the same as inserting the amount of token needed for one game, but this will not count towards the history total token intake.

Clear Button Testing

Clear: When **CLEAR** button is pressed, it will clear the value for Link Highest Score, Link Rank, Highest Score, Remaining Time and Current Score and set them to 0. At the same time, the coins inserted and remaining rounds will be reset to 0, and end the ongoing game.

System Resetting

Reset: Pressing the **RESET** button will reset the motherboard. It's the same as the **CLEAR** button, but it will not clear the current token credits. This can be used when there's system failures. 「Today's High Score」, 「Your Speed」, 「Time」 and 「Your Score」 display boards will enter a self testing mode, and 7 layer display monitor will display from 0 to 9 then back to 0 for nine micro-switches. (-) shows that the system is functioning at a normal stage, (E) shows that there is an error in the system and will not return to its standby mode until the error is fixed. Please check section 4 for Error Codes.

3. Bookkeeping System

(1) Token amount

To use the auditing function, the password must be entered correctly during the “waiting for game” mode. However, no access to auditing mode if a coin is present. User must first press **CLEAR** before entering the password. Password setting according to its sequence is: **Single** → **Link** → **Start** → **Test** → **Service** → **Audit**. When finished, you will be able to see the 6-digit 「Highest Score」 screen and 「Your Score」 screen history of total token intake. To exit audit mode, press **Audit** button again to get into standby mode. In audit mode, you can start “Clear Total Coin Number” function. To clear password:

- a. In the correct sequence press **Service** → **Test** → **Clear** buttons. This will clear the history of total token taken. When left the audit mode, press **Audit** button again to get into standby mode.

(2) Ticket amount

Press the book button to enter into the ticket bookkeeping function. It will display on your [Today’s High Speed] LED display and [Your Speed] display, reading 6 digits total from left to right. Press book button again to return back to the standby function.

Under the ticket bookkeeping function, you can setup the reset password action.

- a. Press the start and link buttons together at the same time, then press the clear button, that will reset the ticket amount. Then press the clear button again, to return to Standby mode in the bookkeeping function.

4. Error Code

During startup sequence, the machine should automatically detect 9 adjustment switches, 2 game buttons and coin slots for faults. If no faults are found, the machine would proceed into standby mode. In detecting switches, a (-) would be displayed for normal operations, or (E) for errors. Should there be any errors, the machine should display the malfunction parts on the display. After the error has been corrected, press self-test again. If everything is functioning within normal parameters, the machine will go into standby mode.

Error 1: 「Today's High Score」, 「Your Score」, 「Time」 Display

Represents pitching zone SW:

5 pt Top Left	10 pt Top Center	5 pt Top Right
10 pt Middle Left	30 pt Center	10 pt Middle Right
5 pt Bottom Left	10 pt Bottom Center	5 pt Bottom Right

Pitching Zone Board Back View

Error 1: 「Today's High Score」 Displays Represents pitching zone SW



Center 30 pt SW is not connected
Center 30 pt SW is not on NC
Center SW error



Middle Left 10 pt SW is not connected
Middle Left 10 pt SW is not on NC
Middle Left SW error



Top Center 10 pt SW is not connected
Top Center 10 pt SW is not on NC
Top Center SW error

Error 2: 「Your Score」 Displays Represents pitching zone SW

Top Right 5 pt SW is not connected
 Top Right 5 pt SW is not on NC
 Top Right SW error



Bottom Right 5 pt SW is not connected
 Bottom Right 5 pt SW is not on NC
 Bottom Right SW error



Bottom Reft 5 pt SW is not connected
 Bottom Reft 5 pt SW is not on NC
 Bottom Reft SW error

Error3: 「Time」 Displays Represents pitching zone SW

Middle Right 10 pt SW is not connected
 Middle Right 10 pt SW is not on NC
 Middle Right SW error

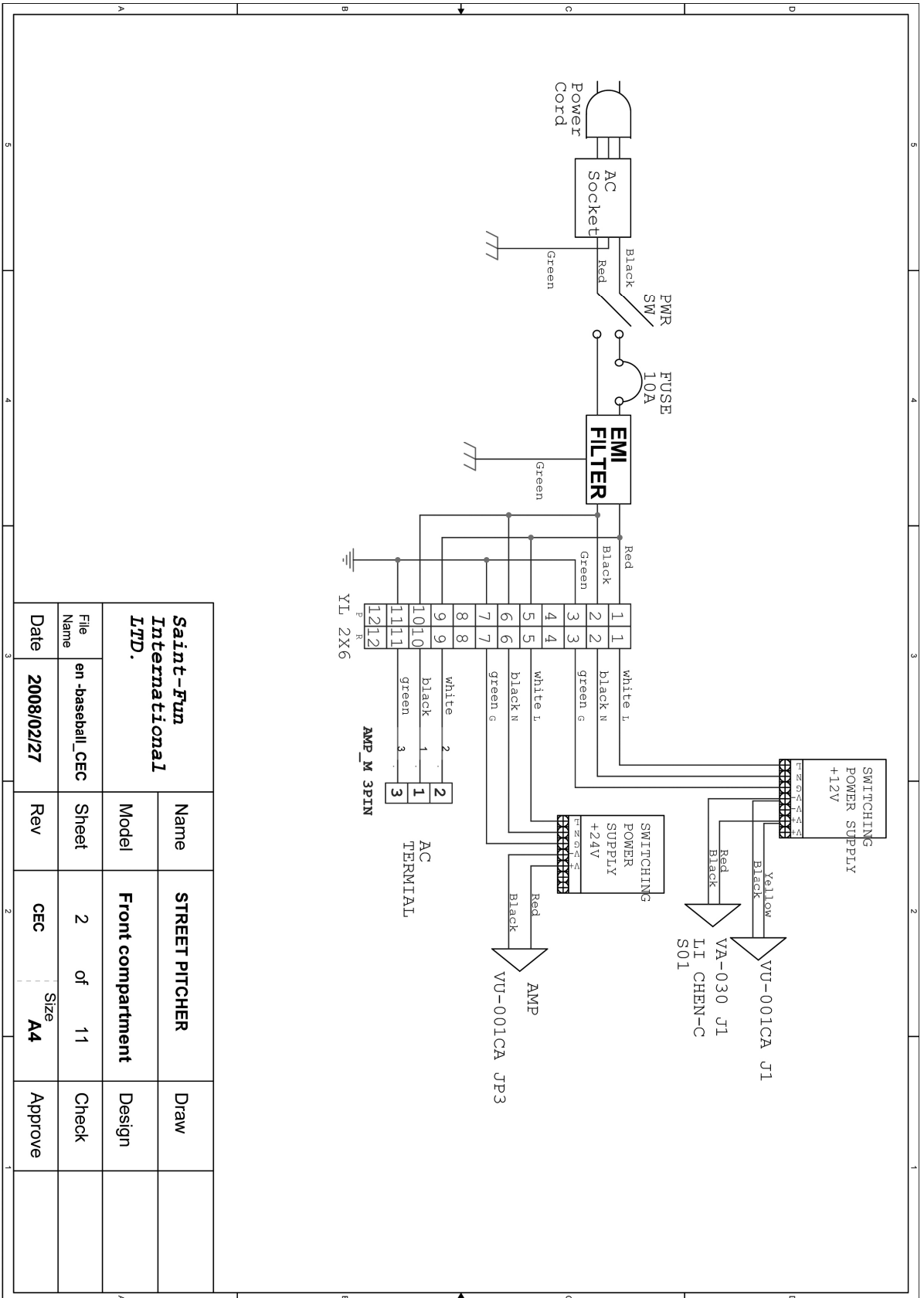


Bottom Center 10 pt SW is not connected
 Bottom Center 10 pt SW is not on NC
 Bottom Center SW error



Top Left 5 pt SW is not connected
 Top Left 5 pt SW is not on NC
 Top Left SW error

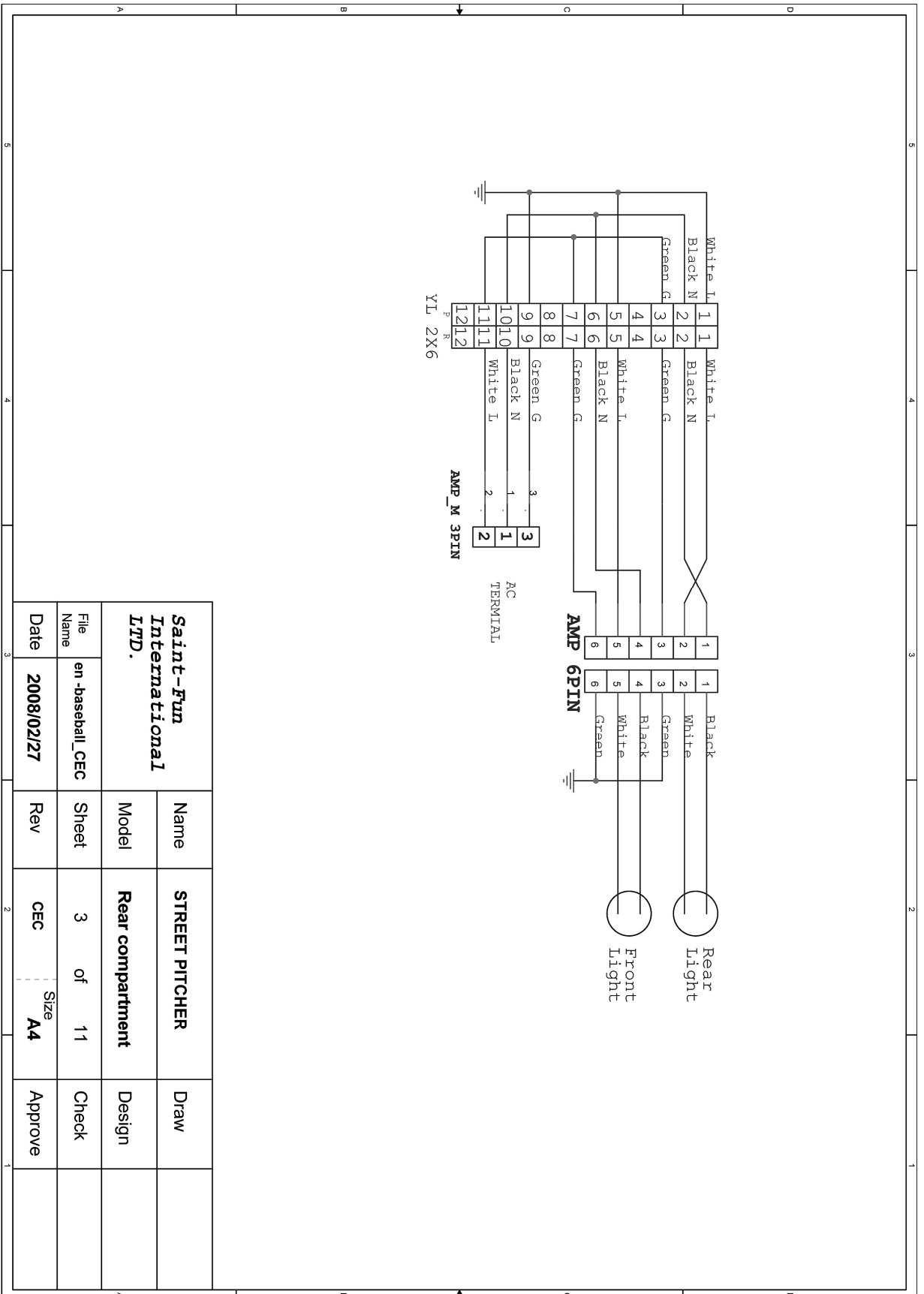
VIII. Wire Harness Layout Front Compartment



Saint-Fun International LTD.		STREET PITCHER		Draw	
File Name	en-baseball_CEC	Model	Front compartment	Design	
Date	2008/02/27	Sheet	2 of 11	Check	
		Rev	CEC	Size A4	Approve

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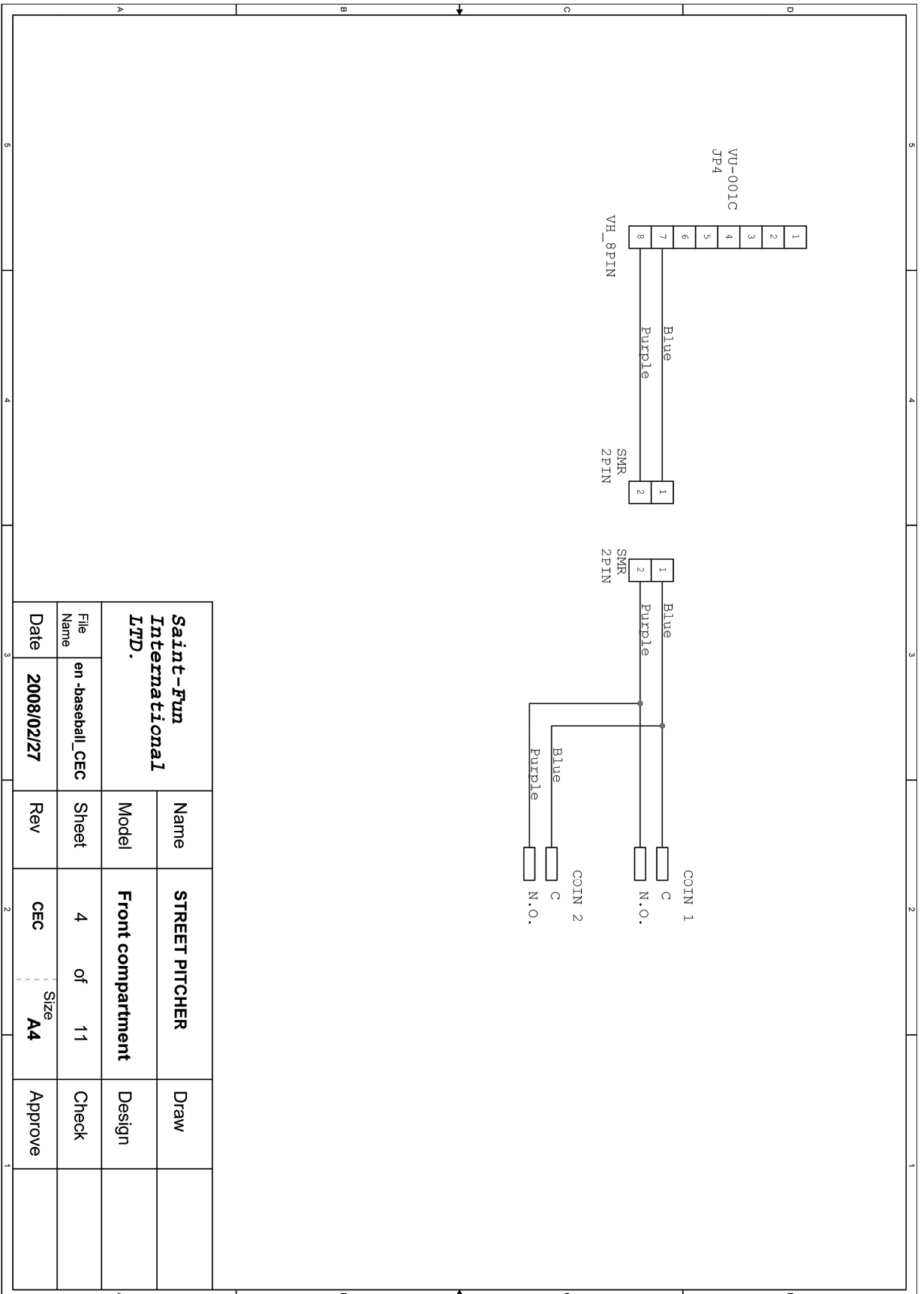
Rear Compartment



Saint-Fun International LTD.		STREET PITCHER	Draw
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Date	2008/02/27	Sheet	Check
Rev	CEC	3 of 11	Approve
	Size	A4	

STREET PITCHER

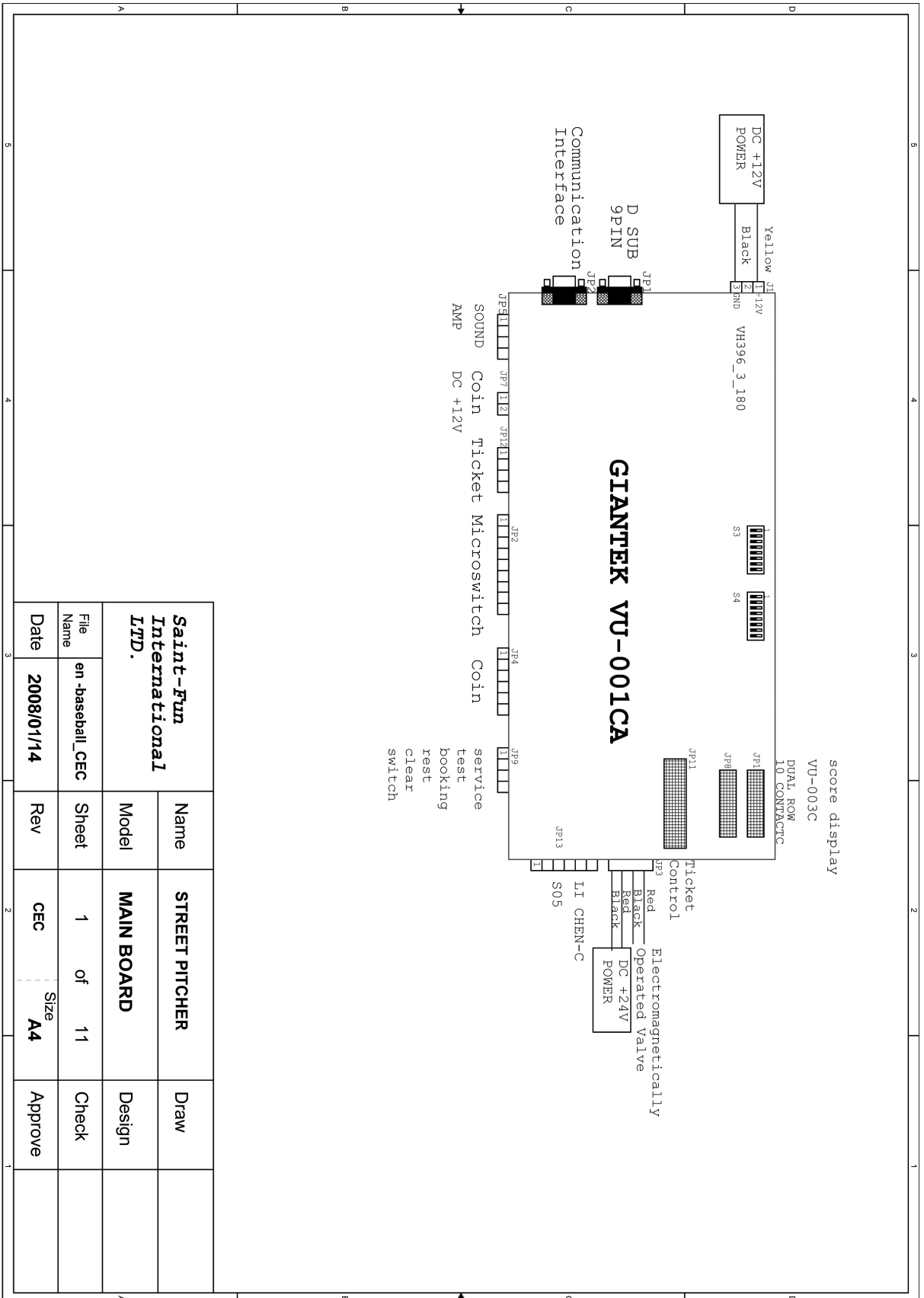
Front Compartment



Saint-Fun International LTD.		Name	STREET PITCHER		Draw
Model	Front compartment		Design		
File Name	en -baseball_CEC		Sheet	4 of 11	Check
Date	2008/02/27		Rev	CEC	Approve
	Size	A4			

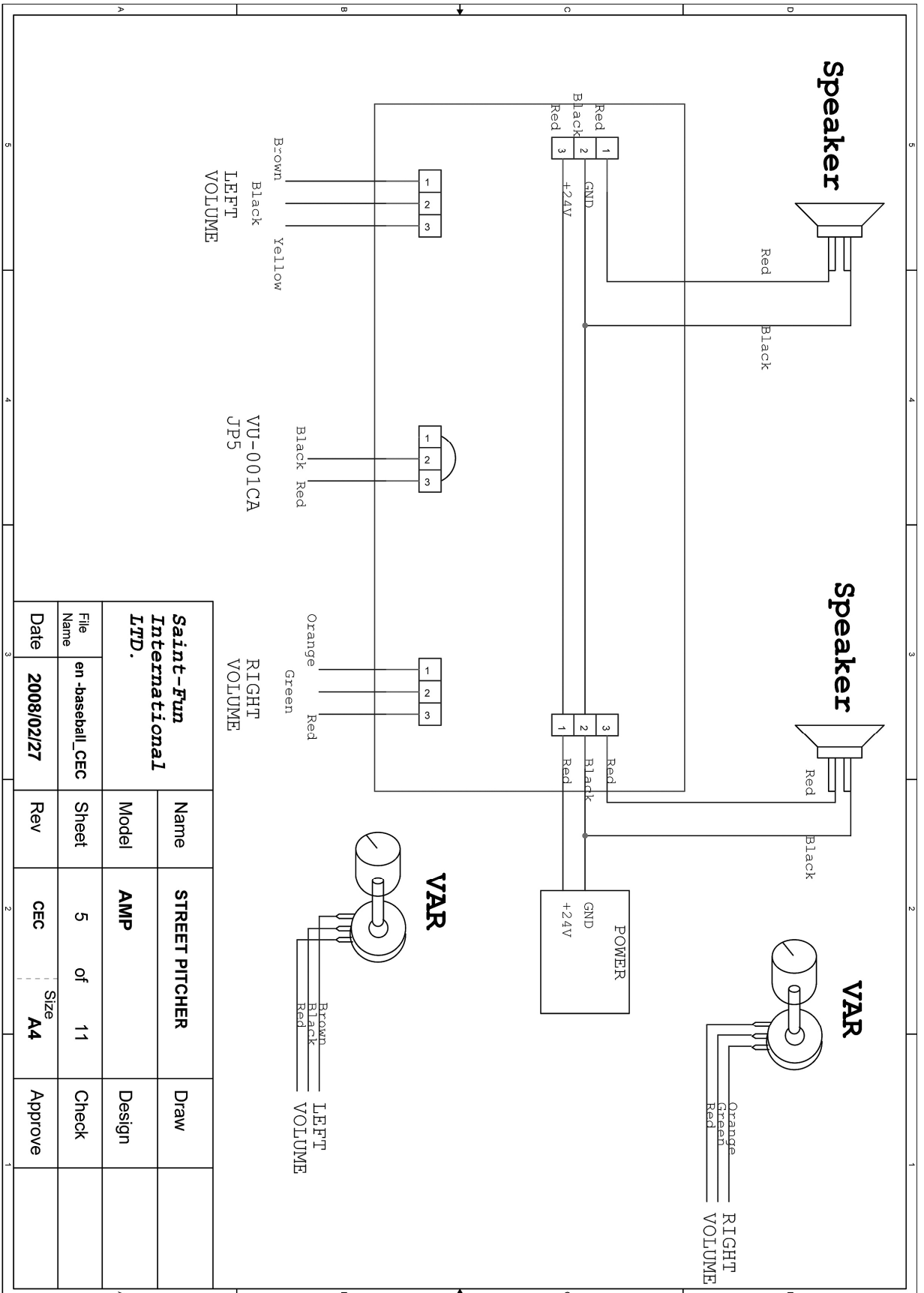
STREET PITCHER

Main Board



STREET PITCHER

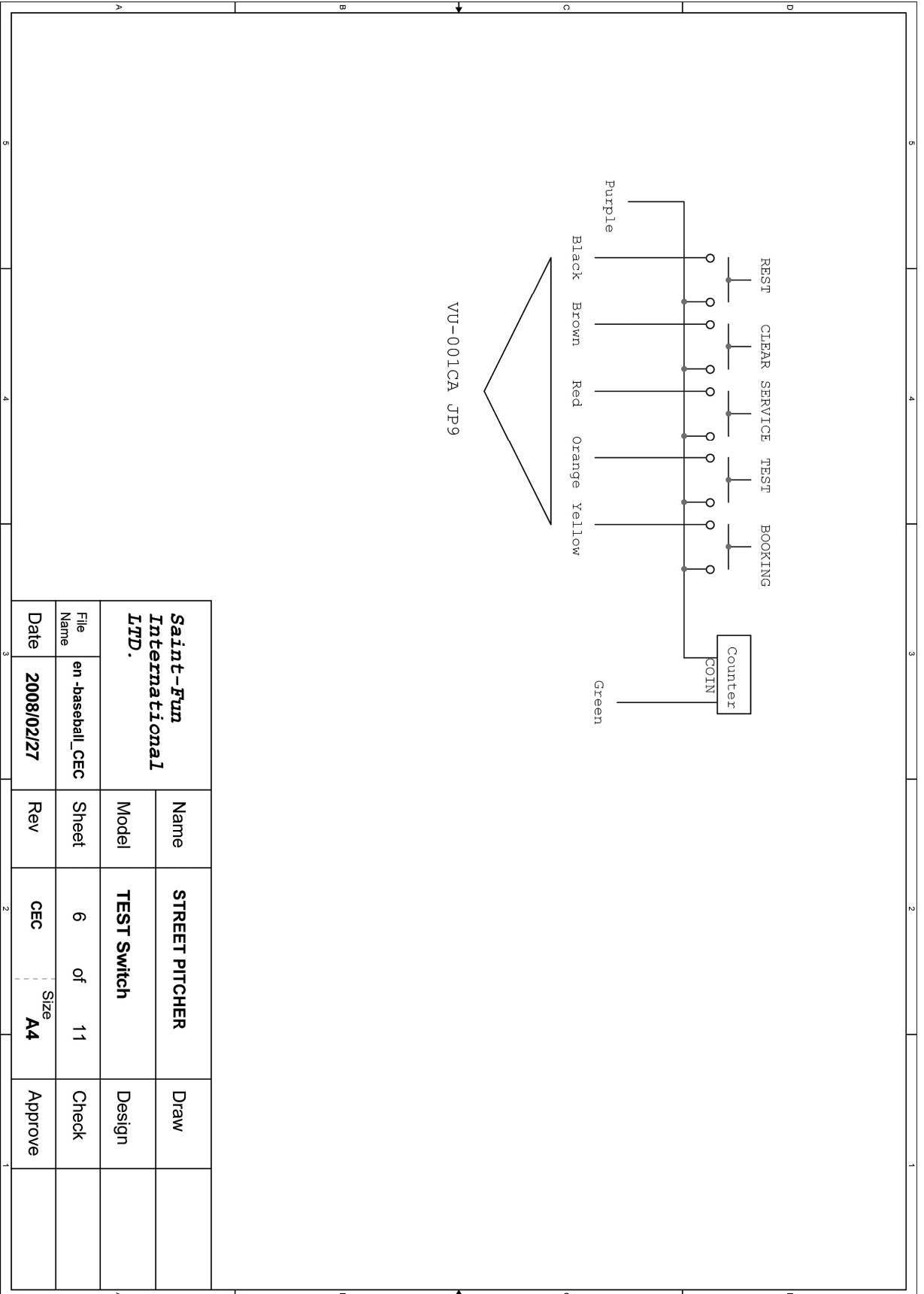
AMP



Saint-Fun International LTD.		STREET PITCHER		Draw	
File Name	en-baseball_CEC	Model	AMP	Design	Check
Date	2008/02/27	Sheet	5 of 11	Check	Approve
Date	2008/02/27	Rev	CEC	Size	A4

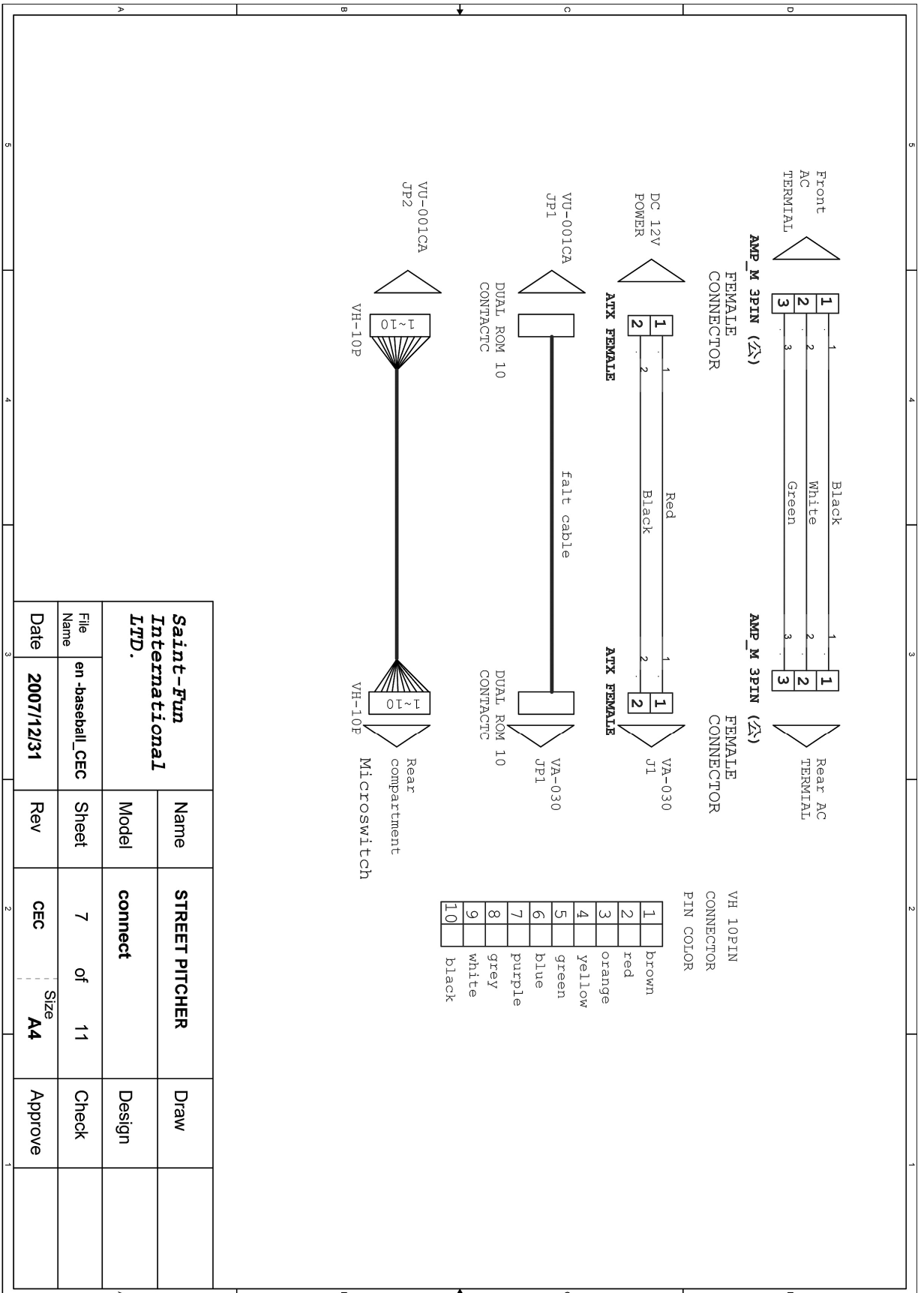
STREET PITCHER

Test Switch



STREET PITCHER

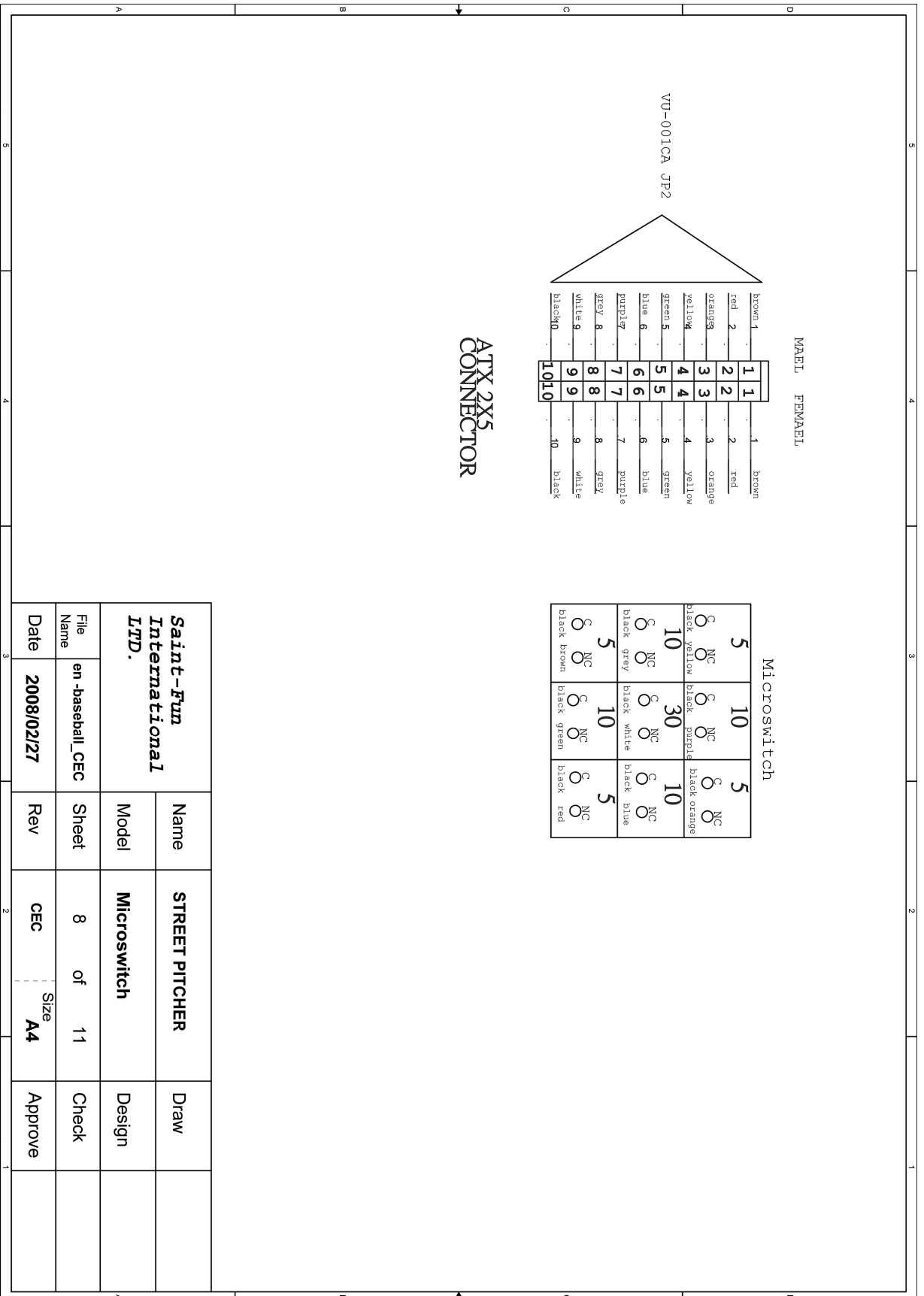
Connect



Saint-Fun International LTD.		Name		STREET PITCHER		Draw	
		Model		connect		Design	
File Name	en-baseball_CEC	Sheet	7	of	11	Check	
Date	2007/12/31	Rev	CEC	Size	A4	Approve	

STREET PITCHER

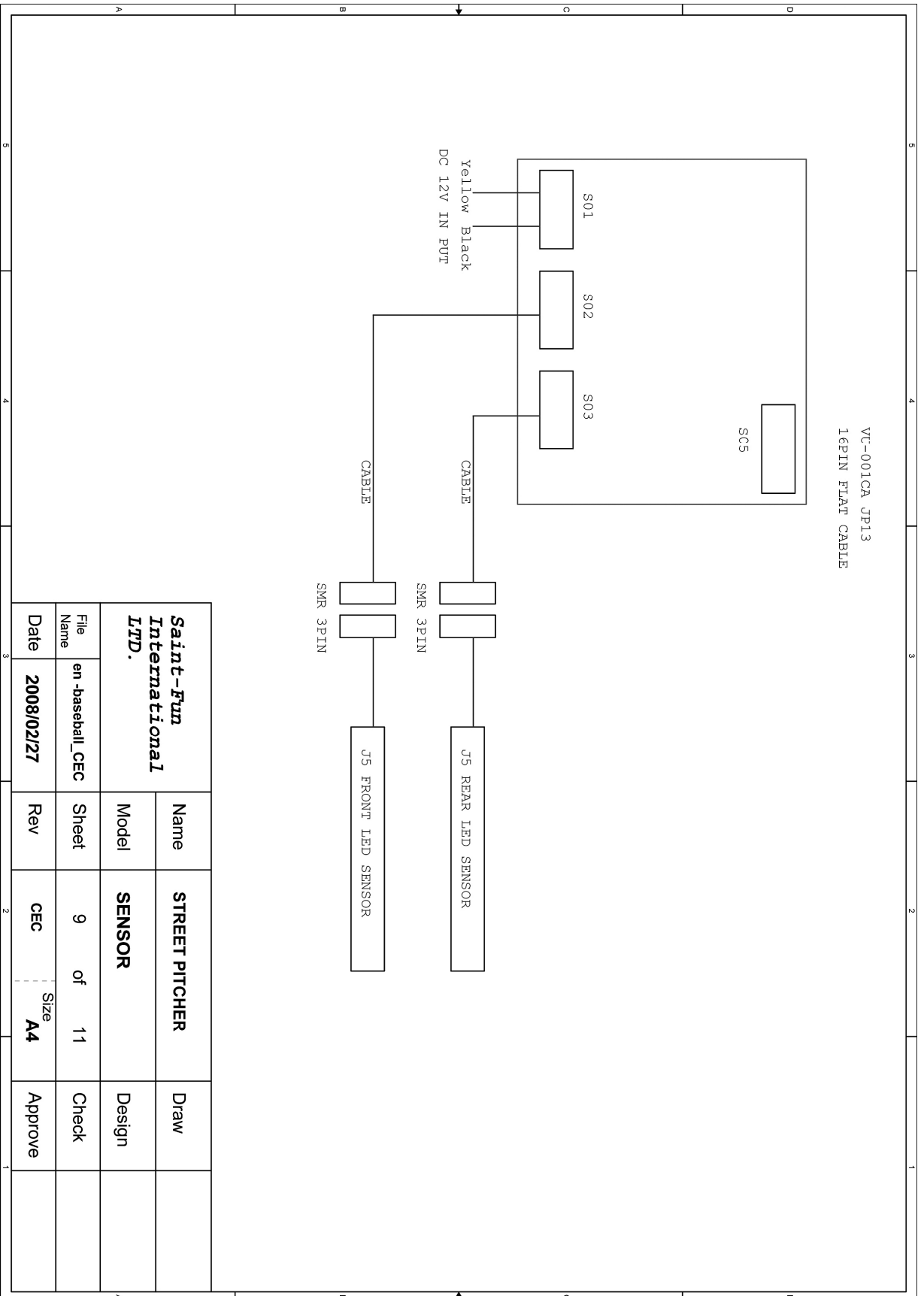
Microswitch



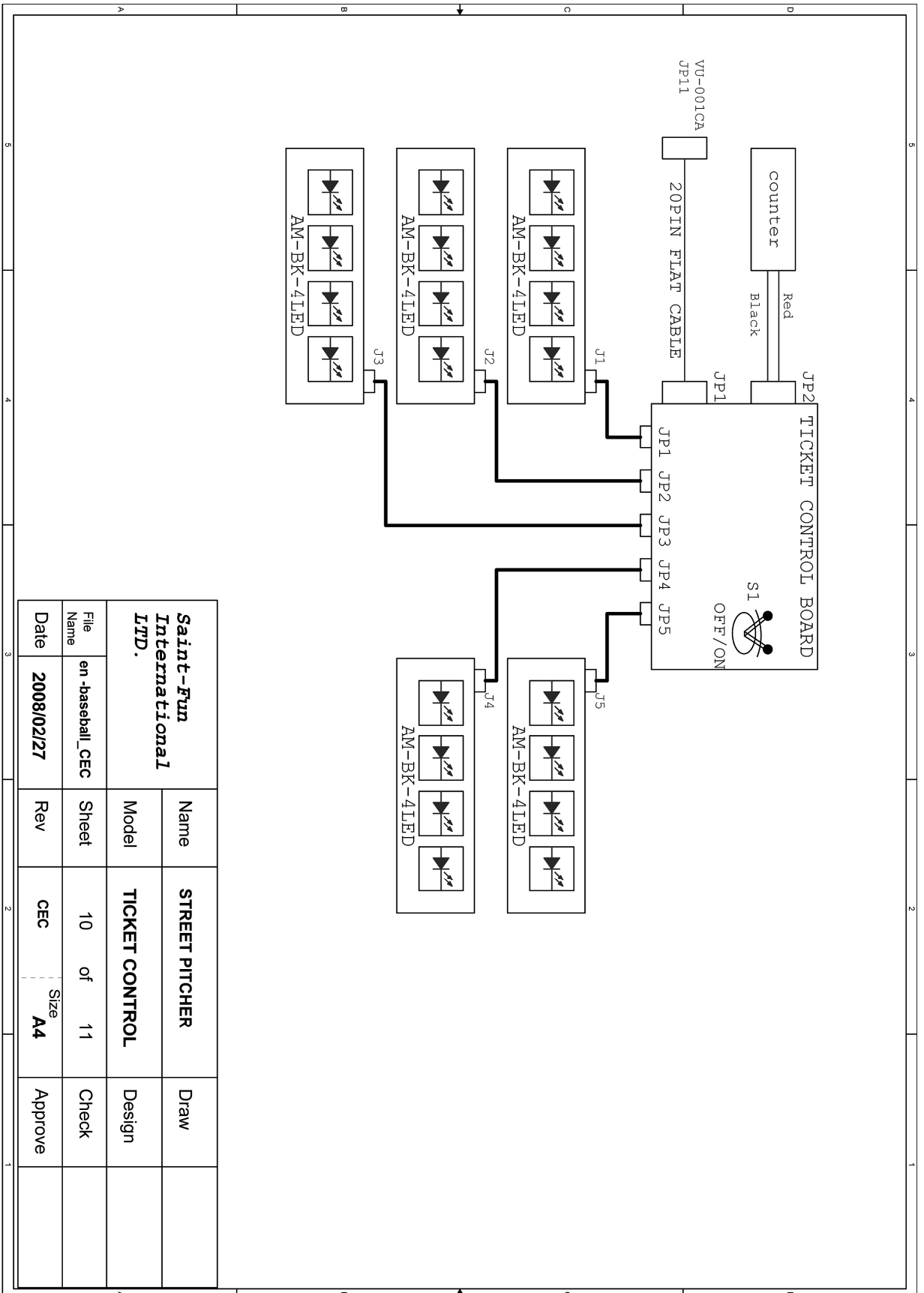
Saint-Fun International LTD.		Name	STREET PITCHER		Draw
		Model	Microswitch		Design
File Name	en-baseball_CEC	Sheet	8 of 11	Check	
Date	2008/02/27	Rev	CEC	Size A4	Approve

STREET PITCHER

Sensor



Ticket Control



Appendix: Adjustment Chart

When DIP S4 #8 is On, it will display the current setting and allow adjustments. After setting up, please switch DIP S4 #8 Off to return to the normal mode.

1 · DIP SW (S4) ※Default Setting [O: On X: Off]

		1	2	3	4	5	6	7	8
Normal Game	※								X
Game Setting Mode									0
Displays Player's Record History		0							
Displays the Default Credit Setting		X							
Attract Mode	Yes				X				
	※No				0				
Coin Token/Round	※1					X	X	X	
	2					0	X	X	
	3					X	0	X	
	4					0	0	X	

2 · DIP SW (S3) ※Default Setting [O: On X: Off]

		1	2	3	4	5	6	7	8
Game Time	45	X	X						
	※60	0	X						
	90	X	0						
	120	0	0						
Score for 1 Ticket	5 pt/Ticket							X	X
	10 pt/Ticket							0	X
	30 pt/Ticket							X	0
	※50 pt/Ticket							0	0

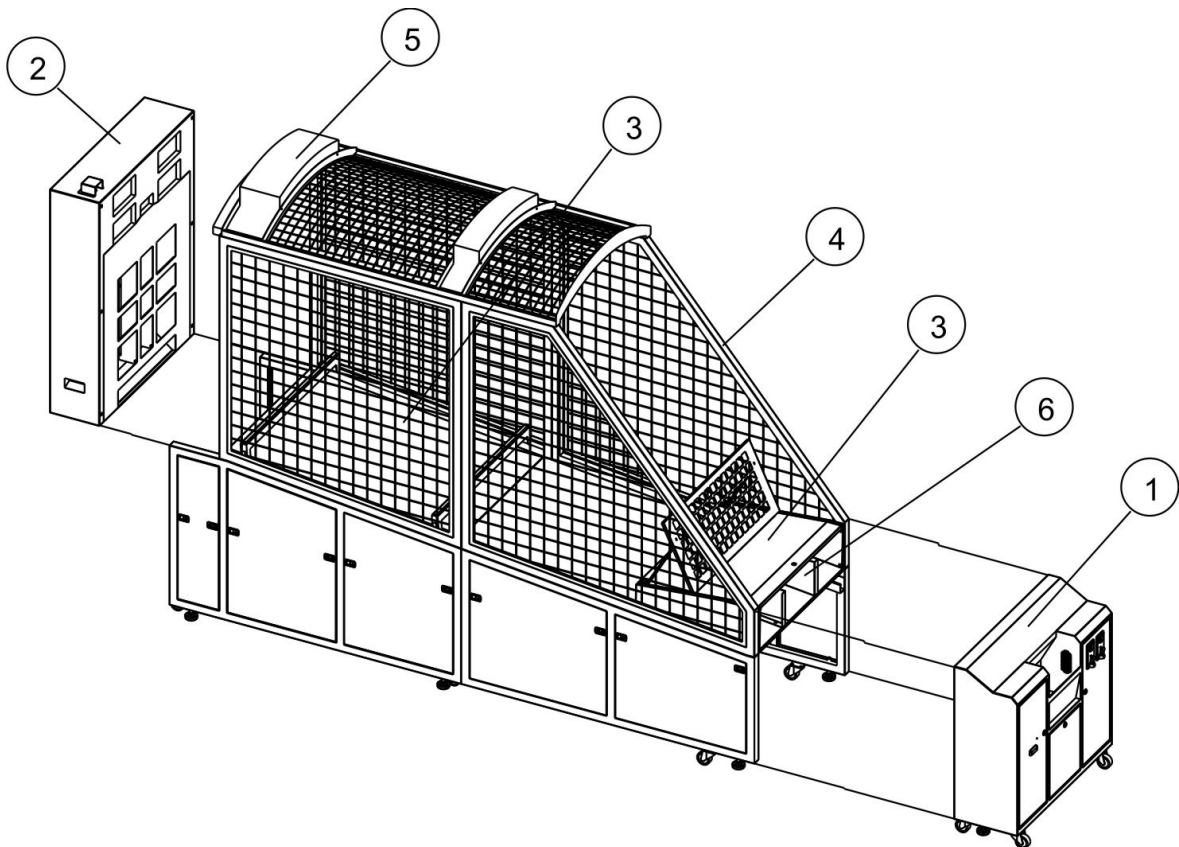
3 · DIP SW (S3)

		1	2	3	4	5	6	7	8
Mercy Ticket Number	0					X	X		
	※1					0	X		
	2					X	0		
	3					0	0		

Appendix: Item List

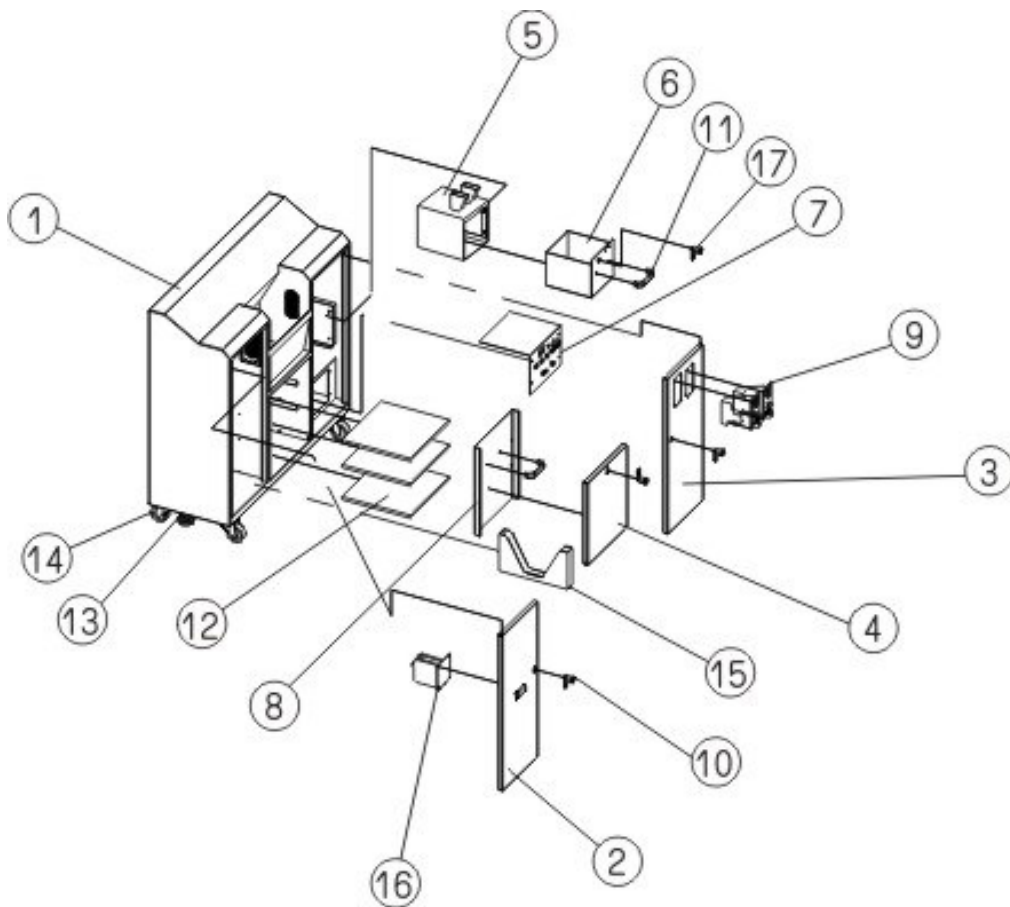
1.Part List (Detail) :

No	Part Name	Part No	Qty
1	Front Compartment	5091-14500105	1
2	Rear Compartment	5091-14500205	1
3	Lane Set	5091-14500305	1
4	Body Machine Set	5091-14500405	1
5	Top Cover	5091-14501005	1
6	Ball Blocking Set	5091-14500505	1



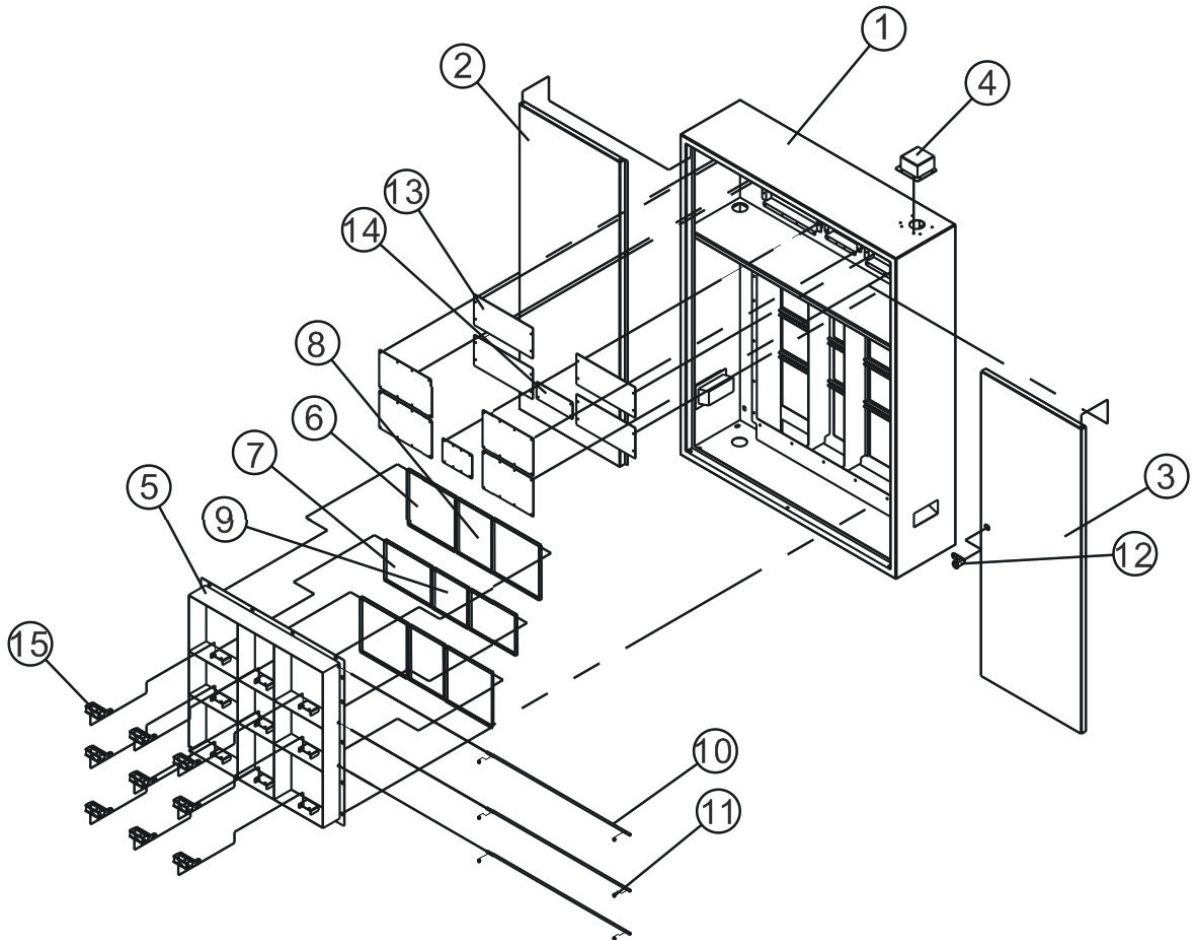
2.Front Compartment :

No	Part Name	Part No	Qty
1	Front Machine Box	1112-14500101	1
2	Left Door with Ticket Out	1134-14501001	1
3	Right Door	1121-14500201	1
4	Main Machine Box Door	1121-14500301	1
5	Cash Box	1134-14500101	1
6	Ball Blocking Set	1134-14500201	1
7	Control Panel Board	1134-14500301	1
8	Metal Part Cover Main Board	1134-14500401	1
9	Coin Slot		2
10	Key 140 Long (with key)	1234-00006601	3
11	Handle	1235-14500101	2
12	Wooden Board for Fixed Machine Board	1121-14502301	3
13	Placement Stands	1156-14500101	2
14	Wheels	1155-14500101	4
15	Ticket Box	1134-14501101	1
16	Ticket Dispenser	0918-00000401	1
17	Key 223 Short (with key)	1234-00006701	1



3.Rear Compartment :

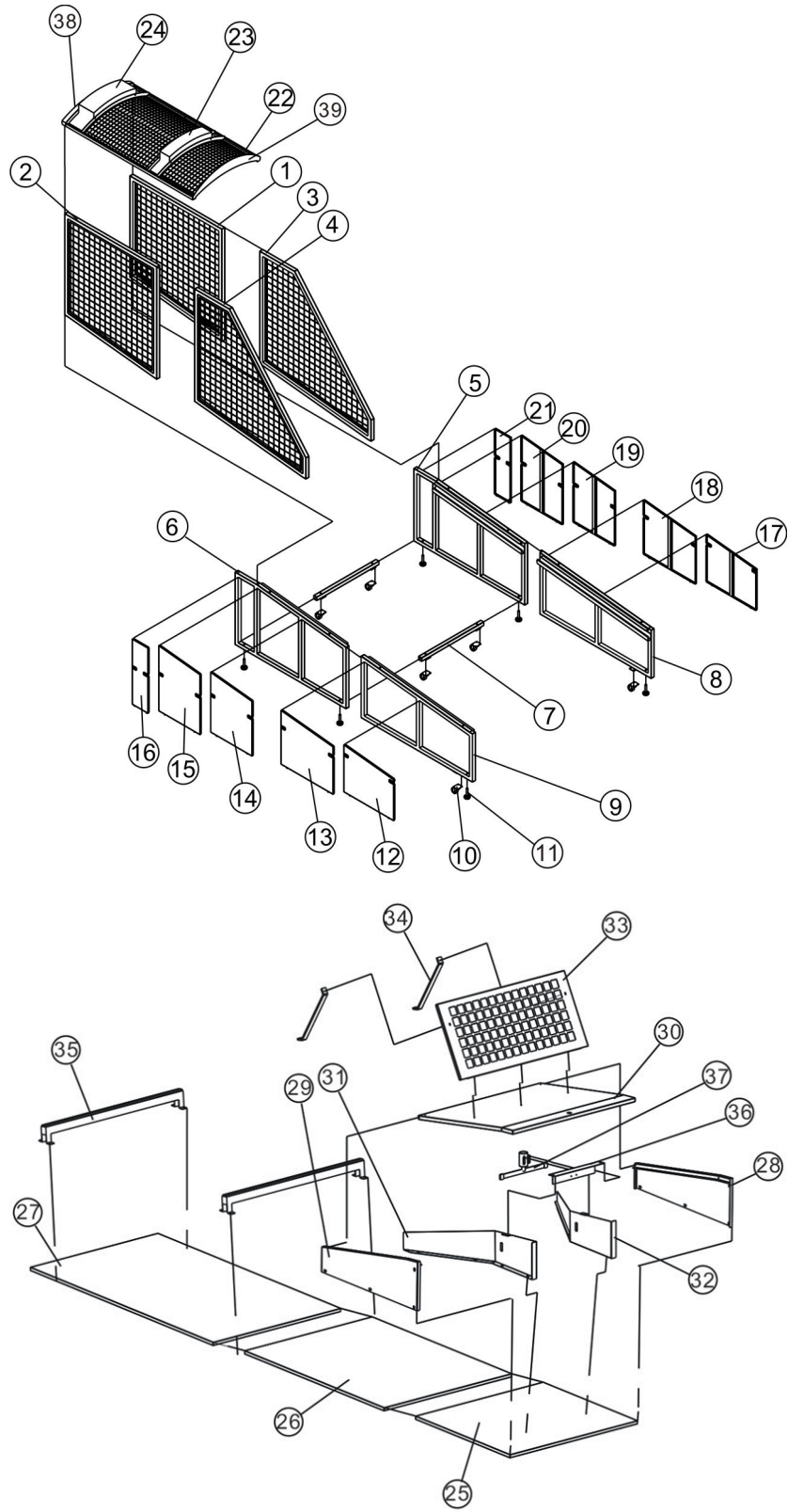
No	Part Name	Part No	Qty
1	Back Machine Box	1112-14500201	1
2	Left Door	1121-14500401	1
3	Right Door	1121-14500501	1
4	Cover Cap for the Wire-Out	1112-14500301	1
5	Inner Pitch Zone	1134-14500501	1
6	Corner 5 Score Plate	1134-14502301	4
7	Right/Left 10 Score Plate	1134-14502501	2
8	Upper/Lower 10 Score Plate	1134-14502401	2
9	Center 30 Score Plate	1134-14502601	1
10	Metal Stick for Fixed Pitch Zone Board	1234-14500101	3
11	Metal Stick C Ring	1242-14500101	6
12	Key 140 Long (with key)	1234-00006601	1
13	Acrylic (large)	1121-14502501	4
14	Acrylic (small)	1121-14502601	1
15	Switch	0946-00003101	9



4.Frame List :

No	Part Name	Part No	Qty
1	Rear Right Upper Frame	1121-14501901	1
2	Left Rear Upper Frame	1121-14502001	1
3	Right Front Upper Frame	1121-14502101	1
4	Left Front Lower Frame	1121-14502201	1
5	Right Rear Lower Frame	1132-14500301	1
6	Left Rear Lower Frame	1132-14500401	1
7	Left and Right Lower Supporting Brackets	1132-14500501	2
8	Right Front Lower Frame	1132-14500701	1
9	Left Front Lower Frame	1132-14500601	1
10	Wheels	1155-14500101	6
11	Placement Stands	1156-14500101	6
12	Left Front Lower Board 1	1134-14501301	1
13	Left Front Lower Board 2	1134-14501401	1
14	Left Front Lower Board 3	1134-14501501	1
15	Left Front Lower Board 4	1134-14501601	1
16	Left Front Lower Board 5	1134-14501701	1
17	Right Front Lower Board 1	1134-14501801	1
18	Right Front Lower Board 2	1134-14501901	1
19	Right Front Lower Board 3	1134-14502001	1
20	Right Front Lower Board 4	1134-14502101	1
21	Right Front Lower Board 5	1134-14502201	1
22	Top Cover	1134-14502701	1
23	Top Front Light Cover	1134-14502801	1
24	Top Rear Light Cover	1134-14502901	1
25	Aisle (rear)	1121-14501201	1
26	Aisle (middle)	1121-14501701	1
27	Aisle (front)	1121-14501801	1
28	Right Front Inner Rack	1121-14501501	1
29	Left Front Inner Rack	1121-14501401	1
30	Front Door Frame	1121-14501301	1
31	Left Ball-Recycling Blocking Board	1134-14500601	1
32	Right Ball-Recycling Blocking Board	1134-14500701	1
33	Blocking Net Frame	1121-14501601	1
34	Blocking Net Frame Rack	1132-14500201	2
35	Speed Sensor Socket	1134-14501201	2
36	Solenoid Control Valve Supporting Rack	1132-14500101	1
37	Solenoid Control Valve Block Board	1134-14500801	1
38	LED Cover		1
39	Decal for Top Cover		1

STREET PITCHER



**BROMLEY
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