Instruction Manual

SUPERLEAGUE

MK5 Optima Multicoin System

Electronic Battery Powered Vending System

November 2011

OVERVIEW

The new Superleague Mk5 Optima is the most comprehensive electronic system available in the market to date offering every configuration to maximise table revenue. However comprehensive does not mean complicated and great effort has been taken to "KEEP IT SIMPLE"

A major advantage of the Superleague system is that It is totally unnecessary to open the table to select and set the programs you desired. Simply insert your unique key into the Master Switch, which is located in the Liquid Crystal Display console on the ball drawer front, and turn it fully in a clockwise direction to engage the MENU MODE.
 Note;- the key is sprung loaded so a little inward pressure is required to turn the key.

From here you can select any of your desired options by using the normal GAME, TIME and SPEED POOL buttons, which function as MENU UP, MENU DOWN and MENU SELECT buttons when the Master Switch is in the MENU MODE. This compact unit has been designed to be both ascetically pleasing to the punter, but also to make life easier for the operator to set up.

The Master Switch can be set in four positions as listed below. The key is removable in position 1,2 and 3 but is locked in situ in position 4 to guard against leaving the table inadvertently in that mode.

Turning the Master Switch in a clockwise direction :-

Position 1   TABLE OFF

Position 2   TABLE ON, WITH NO ILLUIMINATION.

Position 3   TABLE ON, WITH PULSE ILLUMINATION / ATTRACT MODE WORKING.

Position 4   MENU SELECT MODE.

When the Master Switch is turned to the Menu Select mode the LCD and the program buttons will illuminate for ease of selection.

Selecting position 4 on the Master Switch puts the system into MENU MODE. The first menu option (VEND BALLS) will appear on the LCD unit. Pressing the TIME or GAME buttons will scroll through the list of options in a clockwise or anticlockwise direction depending on which button you press. Either direction will eventually return to the original menu option.

The Menu in clockwise order displays as follows:-

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VEND BALLS
FREEPLAY (unscheduled)
SPEED POOL
BATTERY LEVEL
SET TIME
MULTI VEND
GAME PRICING
TIME PRICING
FREE PLAY 1 (scheduled)
FREEPLAY 2
FREEPLAY 3
HAPPY HOUR 1
HAPPY HOUR 2
HAPPY HOUR 3
REPORT
DIAGNOSTIC
CUSTOM DISPLAY
LANGUAGE
CURRENCY

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How it all works

IMPORTANT – for many of the functions to work correctly it is necessary to set the TIME and DATE which is listed below under SET TIME. We would recommend that this function be activated as the first operation.

VEND BALLS

This menu option automatically dispenses the balls. It can provide a free game or be used to test the dispensing mechanism. Note this action will register on the data capture as a free play.

If this option is required select position 4 on the Master Switch and wait until VEND BALLS appears on the LCD screen. Press the MENU ENTER (Speed Pool) button and the balls will automatically vend.

Then return the Master Lock Switch to positions 1, 2 or 3 as required and remove the Key.

FREE PLAY (Unscheduled)

This is a simple ON /OFF set up, where selecting free play "ON" puts the table in permanent free play mode until such time as it is switched back to free play "OFF". All free play vends are recorded in the REPORT mode.

To set the table to FREE PLAY turn the Master Switch to position 4 . Press the DOWN (Game) button until FREEPLAY appears. Press MENU SELECT (Speed Pool) button to enter the sub-menu. By pressing the TIME or GAME button ON or OFF will appear. When the correct mode is on screen (ie ON or OFF) press MENU SELECT (Speed Pool) button to actuate. Use the same procedure to deselect free play and return to the normal pricing structure.

SPEED POOL

Once again the selection of Speed Pool is a simple ON/OFF situation. When speed pool is selected players are able to time their games. Pressing the SPEED POOL button on the commencement of play resets and starts the timer. At the end of the game the SPEED POOL button is again depressed, and the time taken for the game is displayed for a duration of 10 seconds on the LCD screen. After the Speed Pool game has been running for 30 seconds a small audible bleep will be heard and likewise a double bleep will occur after 1 minute. (see Match Pool)

To activate or deactivate SPEED POOL turn the Master Switch to the MENU MODE and scroll through the Menu using the UP or DOWN buttons until SPEED POOL appears on the LCD screen. Depress MENU SELECT to enter the sub-menu and use the UP and DOWN buttons to select Speed Pool ON or Speed Pool OFF as required. Depress the MENU SELECT button to activate. Return the Master Switch to positions 1,2 or 3 as required and remove the key.

MATCH POOL

In many pool competitions the one minute rule is adopted, requiring a player to address the table within a minute of the previous player leaving it. The Speed Pool function can be used to measure this delay. With speed pool turned on the player presses the speed pool button as he or she leaves the table, starting the clock. The next player to take a shot presses the Speed Pool button to deactivate it. If the audible double bleep is heard before the player addresses the table the shot is forfeited.

BATTERY LEVEL

The battery life is displayed as a percentage of it's usable charge. i.e. a display of 50% would mean the battery had used half of its charge. Please be aware that batteries do not discharge in a linear progression. You will find that the battery will drop down quite rapidly to 75% charge, then it will slowly drop to 25% charge and then drop more rapidly until it requires recharging.

NOTE:- If the battery voltage level becomes too low the system displays "LOW BATTERY" for five seconds every 30 seconds on the display screen and also a warning buzzer will sound for the first five "LOW BATTERY" warnings on the LCD screen.

To check the battery life turn the Master Switch to MENU SELECT (Position 4) Use the UP and DOWN buttons to scroll through the menu until BATTERY LEVEL is displayed on the LCD screen.
Press MENU SELECT (Speed Pool) and the battery condition, expressed as a percentage, will be displayed on the LCD screen.
To Exit press MENU SELECT (Speed Pool) and then return the Master Switch to the desired position and remove the Key.

Note :- The table is set up with a battery charger in situ. All that is required to actuate the charger is a ten amp machine lead plugging into the socket underneath the table. We would remind the operator that there are safety issues to contend with having trailing leads running across the floor and would ask that this operation be carried out in full compliance with current legislation.

SET TIME

Programs such as happy hour and planned free play are available at any time of the day or night. In order for this to happen the table must keep time, which means the clock has to be set up in real time. If the clock is not set the diagnostic menu will report clock failure and many of the menu functions will not work correctly..

To set the TIME turn the Master Switch to MENU MODE (position 4). Press the MENU UP (Time) or MENU DOWN (Game) buttons until SET TIME appears on the LCD screen and then press MENU SELECT (Speed Pool Button). You will then be asked to select the correct day of the week. By pressing the UP and DOWN buttons you will be able to bring up MONDAY through to SUNDAY on the LCD screen. When the correct day is visible press the MENU SELECT button.

You will then be asked to select the correct hour of the day on a 24 hour clock. If for instance it is 2 o'clock in the afternoon then press the UP or DOWN button until 14.00 hours is displayed on the LCD screen. When the hour displayed is correct press MENU SELECT to set. This will then bring up the MINUTES menu. Press the UP or DOWN buttons to scroll through 60 minutes until the correct time is displayed on the LCD unit. Then press MENU SELECT to save the correct minute reading. The TIME is now set and if your selection is finished simply return the Master Switch to positions 1, 2 or 3 as required.

MULTI-VEND

When designing this module a few operators told us that they only wanted a simple electronic coin validation system.
The multi-vend option allows the unit to be set just to accept coins to the value of one game (in the OFF position) or multi-vend up to a value of £20 (in the ON position)

To set MULTI-VEND turn the Master Switch to MENU MODE and then press the UP or DOWN buttons to scroll through the menu until MULTI-VEND is displayed on the LCD screen. Press MENU SELECT and then press the UP and DOWN buttons to bring the ON or OFF command up on the LCD screen. When the desired command is visible press MENU SELECT to set and save the command. If your selection is then finished return the Master Switch to positions 1,2 or 3 and remove the key.

GAME PRICING

The system can be set up to give a broad range of pricing, from a single fixed game price to varying numbers of games at varying prices.
The simplest situation would be a fixed price for 24 hours per day 7 days per week. This program is selected as follows:-

Turn the Master Switch to MENU MODE and scroll through the menu with the UP or DOWN buttons until GAMES PRICE appears on the LCD screen. Press MENU SELECT to enter the sub-menu and depress the UP or DOWN buttons until ON appears on the LCD screen and then press MENU SELECT.
Next, scroll through the menu of Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday and All days with the UP or DOWN buttons and when ALL DAYS appears on the LCD screen press the MENU SELECT button.

You will then enter a sub-menu which will display one of the following three options PRICE OPTION 1, PRICE OPTION 2, PRICE OPTION 3. Using the UP or DOWN buttons bring PRICE OPTION 1 up onto the LCD screen and press MENU SELECT. The next sub-menu will display the name GAME(S) with a number in front of it. Usually this number will be set at 1 but if that is not the case use the UP or DOWN button to select No1 (choice of 1-50 games) and then depress MENU SELECT. The next sub-menu will ask you for the price you wish to set in PRICE OPTION 1. Scroll through the options with the UP and DOWN buttons (which increase or decrease the price one tenth of a unit (10p in the case of Sterling) until the correct price is displayed on the LCD and press MENU SELECT.

The system is now set up to give a single game price on all days with no BONUS features.

BONUS FEATURES

In order to maximise table utilisation and hence increase cash box take the pricing structure can be set to offer games on the basis that the more you play the cheaper each game becomes.
The new system not only offers the standard format of 1 game for xxx, 2 games for xxx, 3 games for xxx but can offer any combination of games e.g. 1 game for xxx, 3 games for xxx, 5 games for xxx. This means that you are not restricted to 1,2 or 3 game options, you can have 1,2,4 or 1,3,5 or 1,5,10, the options are entirely up to you.

Setting Bonus Features.

For the purpose of the example we will propose to set up the following for all days of the week.:- 1 game for £1.00, 3 games for £2.50, 5 games for £3.50.

Turn the Master Switch to MENU MODE (position 4) and scroll through the menu with the UP or DOWN buttons until GAMES PRICE appears on the LCD. Press MENU SELECT. Use the UP and DOWN buttons to display ON, on the LCD screen and then press MENU SELECT.
Next, scroll through the menu of Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday and All days with the UP or DOWN buttons and when ALL DAYS appears on the LCD screen, press MENU SELECT.
You will then enter a sub-menu which will display one of the following three options PRICE OPTION 1, PRICE OPTION 2, PRICE OPTION 3. Using the UP or DOWN buttons bring PRICE OPTION 1 up on the LCD screen and press MENU SELECT. The next sub-menu will ask you to select the number of games you require in PRICE OPTION 1 and if it is not already displayed as "I" then using the UP and DOWN buttons scroll through the options from 1 to 50 until No 1 shows on the LCD screen and then press MENU SELECT.
The next sub menu will ask you for the price you wish to set for OPTION 1. Scroll through the options with the UP and DOWN buttons until the correct price of £1 is displayed on the LCD screen and press MENU SELECT. (1 game for £1.00 is now entered)

To configure PRICE OPTION 2 at 3 games for £2.50 we repeat the process as for PRICE OPTION 1 but assign this to PRICE OPTION 2 i.e.

Scroll to GAME PRICE and press MENU SELECT. Scroll to ON and press MENU SELECT. Scroll to ALL DAYS and press MENU SELECT. Scroll to PRICE OPTION 2 and press MENU SELECT. Scroll to '3' games and press MENU SELECT. Scroll to £2.50 and press MENU SELECT.

To configure PRICE OPTION 3 of 5 games for £3.50 do exactly the same as for PRICE OPTION 2 but selecting PRICE OPTION 3 and substitute 5 games for £3.50 instead of 3 games for £2.50

If for any reason bonus pricing is not required on a particular day or days you have one of two options. Either select the bonus features for individual days or set OPTIONS 2 and 3 to £0.00 on the days you do not wish them to operate.

Your bonus features will now scroll across the LCD screen when the Master Switch is in either position 2 or 3.

TIME PRICING

The Time pricing option works exactly the same as Game pricing except that the player buys TIME instead of GAMES. i.e 10 minutes for XXX, 20 minutes for XXX and 30 minutes for XXX. As with game pricing the number of minutes can be adjusted and the price per period can be adjusted.

To set time pricing set it in exactly the same way as Game Pricing but substitute minutes for games.

GAME & TIME PRICING

When both TIME and GAME pricing are activated the player has the option to select either means of purchase. If they depress the GAME button first after obtaining credits they will continue to buy games until their credits are used up. Likewise if they depress the TIME button the drawer will continue to vend on the time button until the time purchased is used up.

SCHEDULED FREE PLAY

Free play can be scheduled in up to three separate periods in any one day. Those periods can be altered on a daily basis, or scheduled the same for every day of the week. This option is useful where events such as club nights happen on a regular basis, as it saves the table having to be adjusted and the inconvenience of someone having to carry out the operation.

To set scheduled free play is very straight forward. Turn the Master Switch to MENU MODE and then scroll with the UP or DOWN button until FREEPAY 1 appears on screen. Press MENU SELECT and depress the UP or DOWN button until Free Play "ON" appears on screen and press MENU SELECT. The days of the week will start to appear on screen. Using the UP or DOWN buttons scroll through until the day you require appears on screen (ALL DAYS if you want the free play period to happen at the same time every day) Press MENU SELECT and the START TIME will appear on screen. Press the UP or DOWN buttons to scroll through a twenty four hour clock at 15 minute intervals. When the correct start time appears on screen press MENU SELECT and the STOP TIME will then appear on screen. Again using the UP or DOWN buttons select the time you want the free play to finish and then press MENU SELECT to complete the operation.

If you want the scheduled time for FREEPLAY 1 to differ on different days then repeat the abovementioned exercise for the remaining pertinent days. FREEPLAY 2 & 3 are set in exactly the same way as FREEPLAY 1.

HAPPY HOUR

Happy hours have become very popular for encouraging trade during what would normally be a slack period and the Superleague Electronic System allows for up to three periods of Happy Hour pricing per day, seven days per week. The same options are available in Happy Hour pricing as are used in GAME PRICING and the same method is used to set the pricing portion of the set up.

To set HAPPY HOUR turn the Master Switch to MENU MODE and using the UP or DOWN button scroll through the menu until HAPPY HOUR 1 appears on the LCD screen. Press the MENU SELECT button and using the UP or DOWN button scroll until "ON" appears on the screen and depress the MENU SELECT button. The screen will then automatically start showing the days of the week. Scroll through them using the UP or DOWN buttons until you are displaying the day of the week you wish to program (or ALL DAYS if you wish the same time periods on all seven days). Press MENU SELECT when you have scrolled to the correct day. The LCD will then automatically go to PRICE OPTION 1. When that appears press MENU SELECT and the screen will then ask for the START TIME. Using the UP or DOWN buttons scroll through the 24 hour clock to display the time you want Happy Hour to start. When the screen is displaying the correct time depress the MENU SELECT button and then the STOP time will be displayed on the screen. Using the UP and DOWN buttons scroll through the 24 hour clock to select the time you wish happy hour to finish. When the correct time is displayed on the LCD screen depress the MENU SELECT button to set it.
You then have the option to select GAME or TIME pricing (by scrolling the UP and DOWN buttons) When you have decided which of those you desire, press the MENU SELECT button to store your choice.
The Menu then moves on to the same sequence as used in GAME PRICE mode and using the same method you can select the number of games and the pricing structure you wish to offer i.e.
1 game for xxx, 2 games for xxx and 3 games for xxx. and likewise for the time purchase modes.

If you wish to offer a single price during Happy Hour leave options 2 and 3 on zero.

If you have more than one period of Happy Hour during the day then use Happy Hour 2 and 3 as necessary, programming them in exactly the same way as Happy Hour 1.

REPORT

The cash box reporting system is designed in two ways. You can retrieve the take split into three hourly intervals per day over a seven day period, or you can retrieve the entire take split into Game spend, Time game spend, Happy Hour Game spend, Happy Hour Time game spend, and Free play games. Note the PCB is programmed in such a way that ALL free play games are recorded in the report menu. It is therefore simple to establish if the free play mode is being abused.

PLEASE ALSO NOTE THAT THE CASH BOX COUNTER IS A DIGITAL READOUT DISPLAYED ON THE LCD SCREEN. THE READOUT WILL AUTOMATICALLY APPEAR ON SCREEN WHENEVER THE BALL DRAWER IS REMOVED.

To access the report menu turn the Master Switch to the MENU MODE and scroll through the menu with the UP or DOWN buttons until the REPORT menu appears in the LCD screen. Depress the MENU SELECT button to access the report and then use the UP and DOWN buttons to scroll to the required reports.

DIAGNOSTICS

WHEN THE DIAGNOSTIC MODE IS SELECTED THE PROGRAM WILL AUTOMATICALLY ALLOW THE OPERATOR TO TEST THE COIN VALIDATOR AND SHOW THE VALUE OF ANY COINS ENTERED.

SHOULD THERE BE ANY FAULT IN THE INTERNAL CLOCK THE DISPLAY WILL SHOW CLOCK FAIL

SHOULD THERE BE ANY MEMORY LOSS OR DAMAGE THE DISPLAY WILL SHOW MEMORY FAULT.

Diagnostic mode is accessed by turning the Master Switch to MENU MODE. Then scroll through the menu with either the UP or DOWN buttons until DIAGNOSTICS appear on the LCD screen. Depress the MENU SELECT button to access the various diagnostics.

The CLOCK FAIL and MEMERY FAULT will only display if the fault exists, otherwise the program will be ready to test coins inserted in the validator.

CUSTOM DISPLAY

IN NORMAL OPERATING MODE THE TOP LINE OF THE DUAL LINE LIQUID CRYSTAL DISPLAY UNIT, SCROLLS WITH A CUSTOM DISPLAY. THE DEFAULT MODE READS " SUPERLEAGUE ! MORE THAN JUST A GAME OF POOL" BUT THIS CAN BE PROGRAMMED TO READ MORE OR LESS ANYTHING THE OPERATOR WISHES. EACH CHARACTER SPACE, ON THE DISPLAY CAN BE PROGRAMMED AND HAS AN OPTION OF 26 LETTERS IN UPPER AND LOWER CASE, 10 NUMBERS AND A SELECTION OF THE COMMON PUNCTUATION MARKS, ENABLING MOST CUSTOM DISPLAYS TO BE ACHIEVED.

To set up a custom display turn the Master Switch to the MENU MODE and scroll through the menu using the UP or DOWN buttons until CUSTOM DISPLAY appears on the LCD screen.
Depress the MENU SELECT button to enter the sub menu.
The correct character can be selected by depressing the UP or DOWN buttons. When the correct character appears on screen it is locked in place and the next character space selected by depressing the MENU SELECT button.
When the custom display is complete enter the return arrow to denote the end of the text and exit the menu.

LANGUAGE

THE DEFAULT PCB IS PROGRAMMED IN BOTH ENGLISH AND FRENCH AND EITHER LANGUAGE CAN BE SELECTED EASILY. THE PCB IS CAPABLE OF BEING PROGRAMMED IN ANY LATIN BASED LANGUAGE SUBJECT TO TERMS AND CONDITIONS.

To change the language, select the MENU MODE with the Master Switch, scroll through the menu with the UP or DOWN buttons until LANGUAGE is displayed on the LCD screen. Depress the MENU SELECT button to enter the sub-menu and choose the correct language using the UP or DOWN buttons. Depressing the MENU SELECT button sets the language and exits the sub-menu.

CURRENCY

The currency display can be changed from Pounds Sterling to Euro.

To Change the currency symbol simply select the CURRENCY sub-menu and change to the desired display with the UP or DOWN Buttons. Depressing the MENU SELECT button sets the currency and exits the sub-menu.

Note The currency display has no influence on the coin validator.

SPARE PARTS

Superleague carries a comprehensive stock of all table spares but the main electronic parts are listed below:-

PART NUMBERS

900-506 MK 5 MULTICOIN PCB
300-800 SUPERLEAGUE GEARED MOTOR
016-180 LIQUID CRYSTAL DISPLAY
016-181 LCD RIBBON CABLE
016-360 4 POSITION SWITCH LOCK (MASTER SWITCH)
012-612 COIN VALIDATOR RIBBON CABLE
032-110 UNIVERSAL MK5 OPTIMA LOOM
016-351 RED **GAME** BUTTON, SWITCH AND LED BULB
016-350 GREEN **SPEED POOL** BUTTON, SWITCH AND LED BULB
016-349 ORANGE **TIME** BUTTON, SWITCH AND LED BULB
016-688 SUPERLEAGUE 12 VOLT RE-CHARGEABLE BATTERY
016-690 SUPERLEAGUE 12 VOLT BATTERY CHARGER
016-310 SPEAKER AND GRILL
SBT01   SUPERLEAGUE BATTERY TRAY.

Spares are available from:

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