



*All Star*  
**BASEBALL**

**All Star Baseball  
Service Manual & Instructions**

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



Valley-Dynamo Companies





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For additional Technical Assistance:

**Email anytime:**  
**[techhelp@valley-dynamo.com](mailto:techhelp@valley-dynamo.com)**

**During business hours (Central US Time): call  
972.595.5300 and follow the prompts for Tech  
support**



## 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 LENGTH**

**30 Days** on All-Star Baseball, Zombie League All Stars, and Replacement Parts

### **FOR 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 and you must 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 of your problem, 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.

## **SCOPE OF COVERAGE**

Note that our warranty is not an unconditional guarantee for the duration. 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. The following are not covered by the warranty.

- 1) Shipping or transport damage
- 2) Normal usage, wear and tear
- 3) Damage, glass breakage or deterioration resulting from neglect, misuse, accident, liquid spills, improper installation, abuse, pets, burns or mishandling
- 4) Incidental or consequential damage (except at Valley-Dynamo's discretion).
- 5) Removal or installation charges.
- 6) Shipping charges except at Valley-Dynamo's discretion.
- 7) Unauthorized modification of the product.
- 8) Use of this product with unapproved parts, conversion kits or accessories.
- 9) Damage from fire, flood, lightning or other acts of nature – for your protection always use a surge protected outlet.

## **EXCLUSION OF DAMAGES**

Valley-Dynamo's sole obligation and liability under this warranty is limited to the repair or replacement of a defective product at our option. Valley-Dynamo shall not, in any event, be liable for any incidental or consequential damages resulting from interruption of service, loss of business or revenue, or for liability in tort relating to this product or resulting from its use or possession.

## **LIMITATIONS OF IMPLIED WARRANTIES**

There are no other warranties, expressed or implied, including but not limited to those of merchantability, revenue generation, or fitness for a particular purpose. The duration of implied warranties is limited to the period specified in the Warranty Length section above.

## **TO OBTAIN TECHNICAL SUPPORT**

Please check the resources available at [www.valleydynamoparts.com](http://www.valleydynamoparts.com) or contact [TECHHELP@valley-dynamo.com](mailto:TECHHELP@valley-dynamo.com)



## Assembly Instructions

1) Position the box as shown in the photo. Not surprisingly, with the arrows pointing upward and the word “TOP” at the top of the box. Remove the lid...



2) ...slide the corner protectors up and remove them from the box.

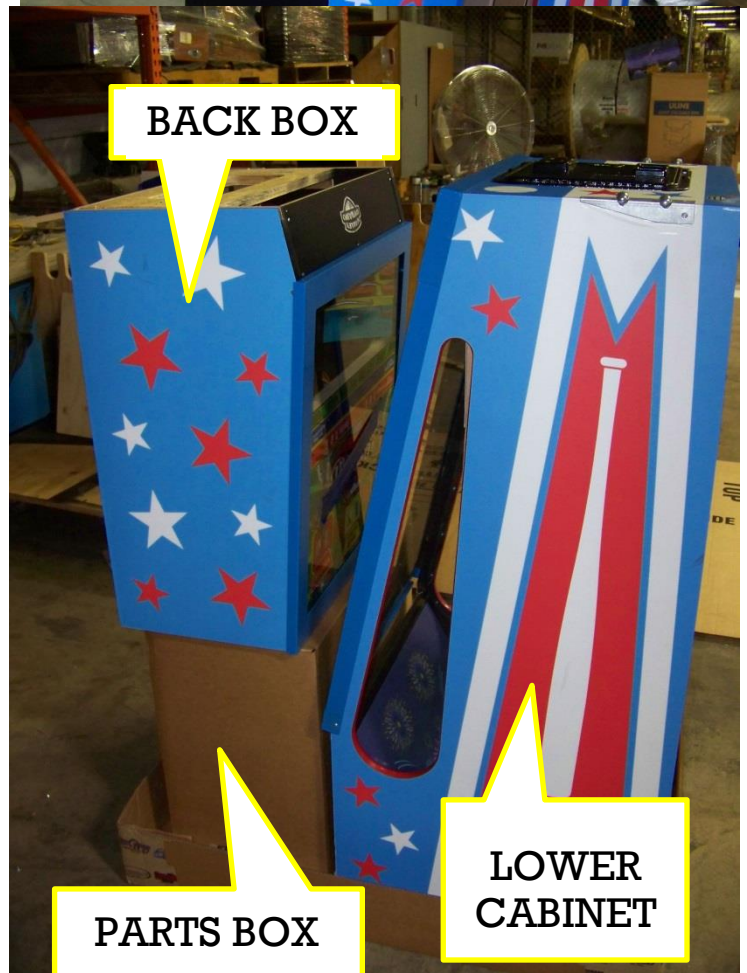


3) The box can then be lifted up. Save the box for use as a protective surface to avoid scratching your All Star Baseball unit as it is being assembled.



So we are all in agreement on the names of what's in the box....

You will need a 5/8" wrench to assemble the unit



- 5) Remove the legs from the parts box. Each leg should have a leveler installed (if not, install it at this time).

Make sure each leg leveler is adjusted to its highest position and screwed “all the way in”.



- 6) While the Lower Cabinet is still in the upright position, install the two front legs using two 5/8” leg bolts per leg. The leg bolts can be found at the corners of the Lower Cabinet. Remove them, install the legs, reinstall and fully tighten the bolts.



- 7) Rotate the Lower Cabinet into position; use the box top as a pad to prevent scratching back of the cabinet...



- 8) ...and use the parts box to prop up the cabinet so you can install the rear legs. As with the front legs, the leg bolts will be found installed in the cabinet. Remove the bolts, secure the legs, reinstall and fully tighten the bolts.

You can now lift up the Lower Cabinet, remove the parts box, and let it sit on the legs.

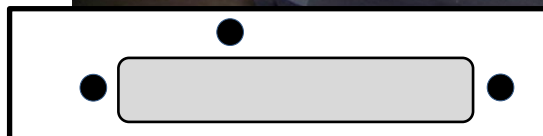


- 9) Use the key found in the parts box to remove the rear door from the Back Box.

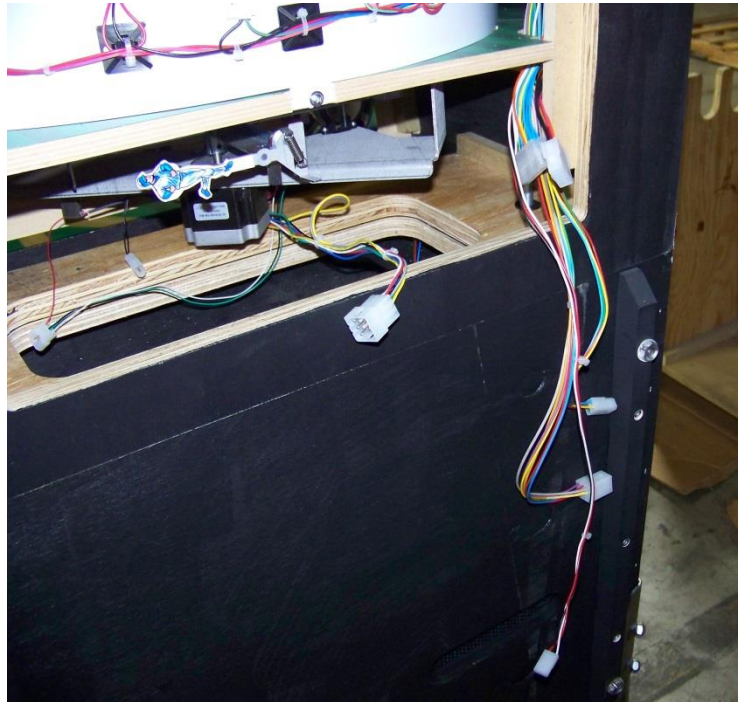


- 10) **WITH ASSISTANCE,** place the Back Box atop the Lower Cabinet and orient it so the large rounded-rectangle openings are aligned. Use three mounting bolts to secure the Back Box in place.

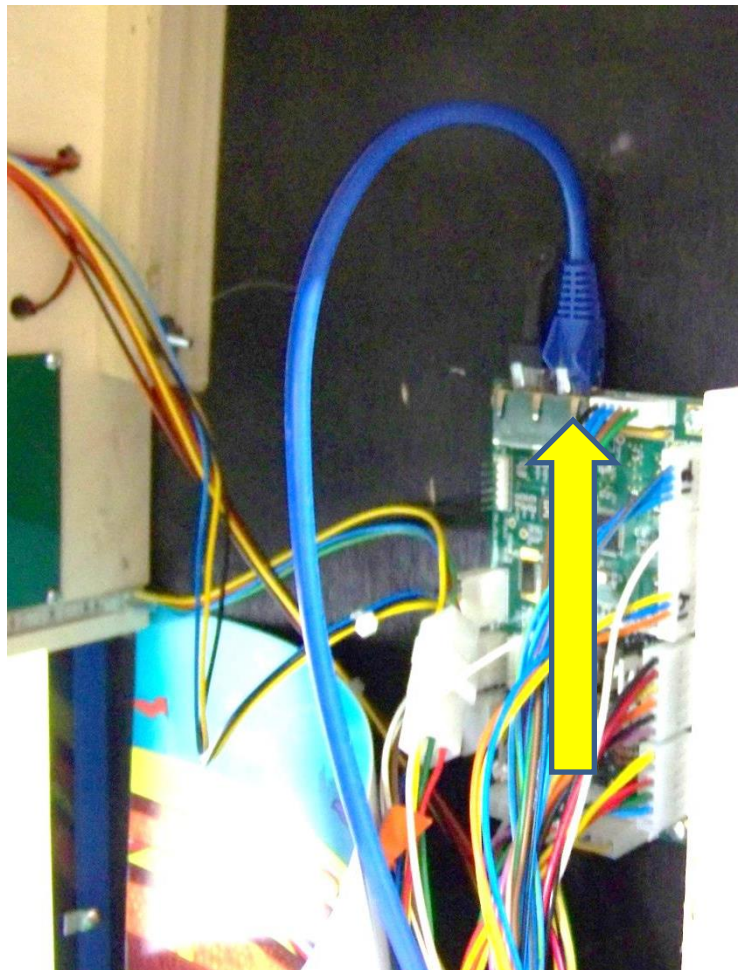
The bolts thread into inserts on either side of the opening, and inside to the **LEFT** of the base-runner mechanism motor



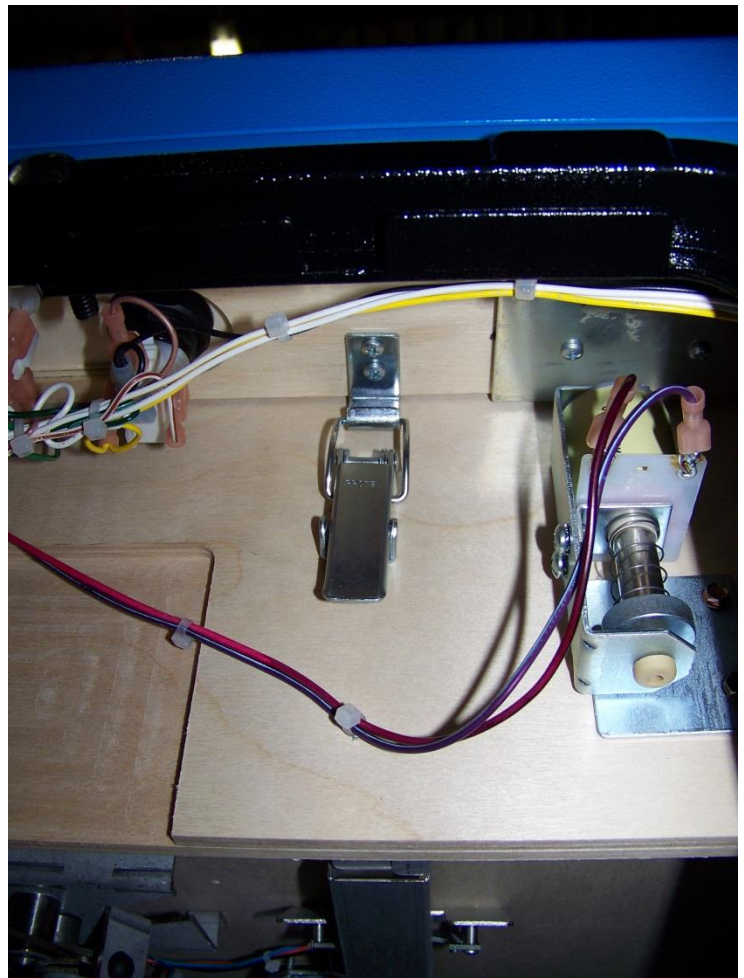
- 11) Connect the cables from the Back Box to the Lower Cabinet using the color-coordinated markings on each connection. Route the cables so they do not interfere with the base-runner mechanism.



- 12) The CAT5 network cable from the lower cabinet should be connected to the I/O Board as shown.



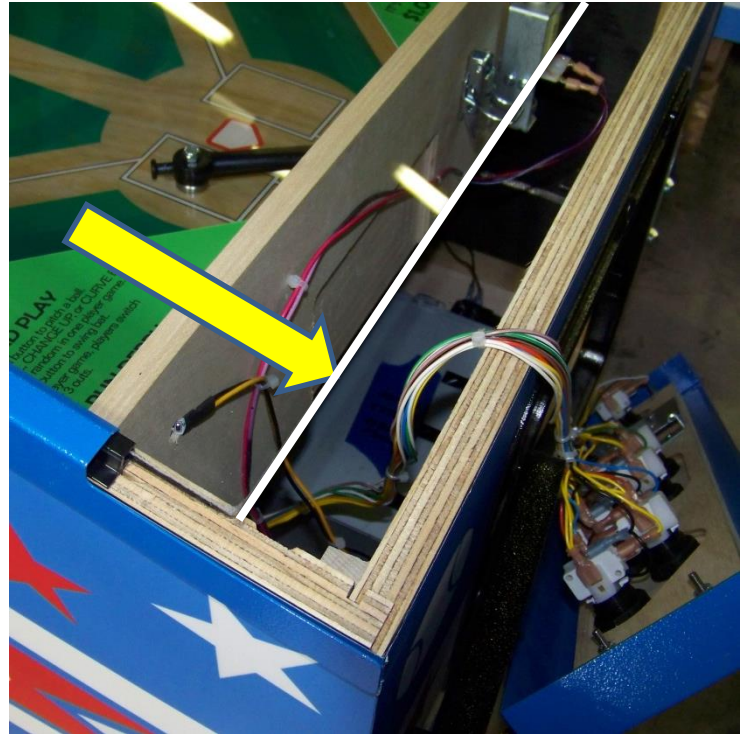
- 13) To add the balls to the unit, first open the coin door and loosen the latch inside the coin door that secures the control panel



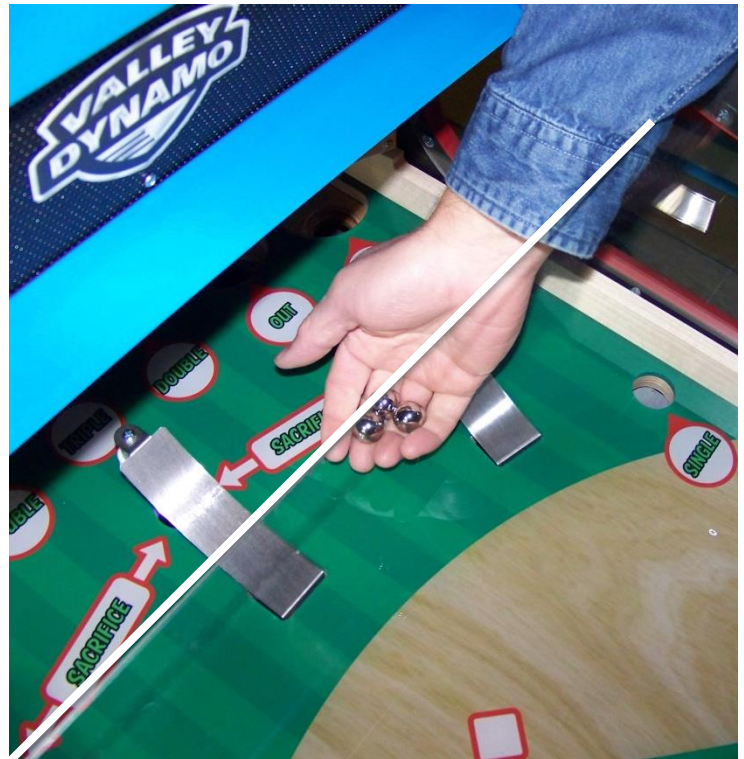
- 14) Lift the control panel straight up, and then pivot the upper portion toward you, away from the cabinet.



- 15) With the control panel pivoted back, you can now slide the game glass gently towards you to open up a gap at the top, just below the back box.



- 16) Providing enough room to gently place the balls onto the playfield. Reverse the process by sliding the game glass back into place, replacing the control panel, and securing the clamp inside the coin door that holds the control panel in place.



- 17) Install the power cable and plug in the unit into a grounded, surge-protected outlet. Turn on the power switch located beneath the right front corner of the Lower Cabinet. If there are no problems, you can replace the rear door on the back box.





## Game Play

**COIN PLAY:** Insert coins or bills (with optional Bill Acceptor) as indicated on the instruction card. Credit is indicated by the lamp in the backbox.

**FREE PLAY :** Set using parameters on page #15

1 and 2 player start button will illuminate when credit is available.

### **SINGLE PLAYER GAME:**

Player pushes any lit “pitch” button, and uses “bat” button to swing the bat.

Pitch style chosen at random by the game, regardless of button pressed.

If ball lands in a scoring hole, indicated value is registered.

Pitch buttons relight when next pitch is ready.

Play continues until player has 3 outs.

### **TWO PLAYER GAME:**

Identical to the single player game with these exceptions:

One player selects pitches while the other bats.

Players switch roles once first player has 3 outs.

Play continues until both players have 3 outs.

### **HOME RUN DERBY:**

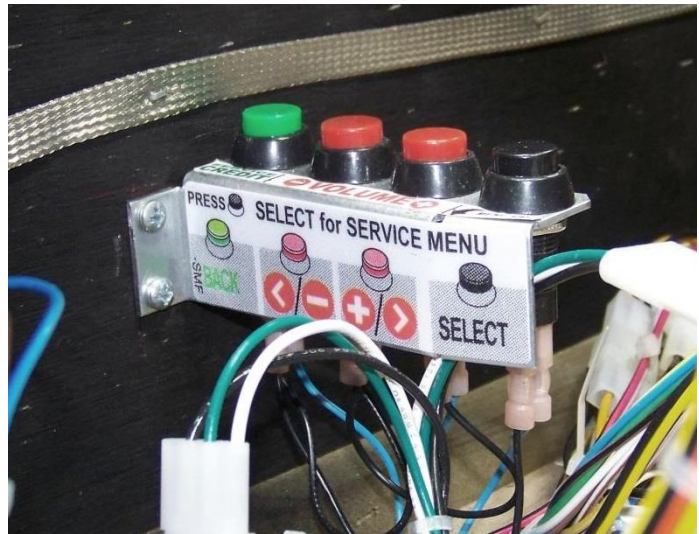
A single player game where player is pitched a set number of pitches (adjustable from 1 to 49, factory default 15). All pitches are “Change Up”. Only Home Runs score.



## Game Parameters

See the following table for the settings that can be changed. Settings are stored in flash memory, so settings are saved even when the power is off. To change settings for the game use the following steps:

1. Open the coin door, the setting are changed with these four buttons located inside the cabinet to the left.
2. At "Game Over", press SELECT. High score will reset to zeros to indicate the start of diagnostic mode.
3. Press SELECT, all pitch count lamps will be off
4. Use +/- to select the setting number to adjust per the table below. Number 1-9 is indicated by the pitch count. To continue to diagnostic mode, press SELECT when pitch count lamps are off.
5. Press SELECT to change the setting displayed in the pitch count lamps. The score reels will indicate the current value of the selected setting. Pressing BACK here will return you to step 1.
6. Use +/- to change the setting.
7. Press SELECT to accept the new value. Press BACK to keep the old value. This will return you to step 3.



<b>Number</b>	<b>Setting</b>	<b>Default</b>	<b>Notes</b>
1	High Score	5	
2	Home Run Derby Balls	15	1 through 49
3	Innings per Game	1	
4	Bat coil strength	40	Range 1-99. Greater number is stronger
5	Curve Magnet strength	65	Range 1-99. Greater number is stronger
6	Credits per game	4	0 = free play
7	Features	1	
8	Attract Delay	2	x 8 = seconds, 0 through 15
9	GI Brightness	14	1=dim, 15=brightest
10	Player 1 counter		Enter resets all audits
11	Player 2 counter		
12	Derby game count		
13	Home run count		
14	Grand slam count		
15	Pitch speed, Fast	7	Range 1-15
16	Pitch speed, Curve	5	Range 1-15
17	Pitch speed, Change up	5	Range 1-15
18	Curve magnet delay	3	Range 1-99



## Selected Parts List

part #	description
BASE-860200000	BUTTON - CHANGE UP
BASE-860200010	BUTTON - CURVE BALL
BASE-860200020	BUTTON - FAST BALL
BASE-860200030	BUTTON - 1 PLAYER
BASE-860200040	BUTTON - 2 PLAYER
BASE-860200050	BUTTON - SELECT GAME
BASE-860200060	BUTTON - BAT
BASE-21120050	BACKGLASS, PRINTED (ALL AMERICAN) – <i>ground shipment only</i>
BASE-21120060	DECAL - BOTTOM CABINET LEFT
BASE-21120070	DECAL - BOTTOM CABINET RIGHT
BASE-21120080	DECAL - TOP CABINET LEFT
BASE-21120090	DECAL - TOP CABINET RIGHT
BASE-21120100	DECAL - BOTTOM CABINET FRONT
BASE-20620440	LEG - BASEBALL
BASE-20120230	LEG BOLTS - BASEBALL
BASE-20120240	LEG LEVELERS - BASEBALL
BASE-21720005	FLIPPER COIL - BATTING
BASE-20620040	FLIPPER LINK
BASE-20620070	FLIPPER COIL PLUNGER
BASE-20620050	FLIPPER INTERMEDIATE LINK
BASE-20620200	RUNNING MAN
BASE-21720040	SOLENOID - RUNNING MAN
BASE-21720060	STEPPER MOTOR - RUNING MAN
BASE-21720020	ROTATION OPTICAL SENSOR
BASE-20620220	EXTENSION SPRING - RUNNING MAN

part #	description
BASE-21720210	LIGHT INSERT BOARD, LEFT
BASE-21720220	LIGHT INSERT BOARD, RIGHT
BASE-21720230	7-SEGMENT SCORE DISPLAY PCB
BASE-21720240	SOUND BOARD - ALL AMERICAN
BASE-21720255	MOTOR SPEED CONTROL PCB
BASE-21720260	I/O BOARD PK CSL 82020
BASE-21720270	SMALL LED INDICATOR BOARD
BASE-21720290	POWER SUPPLY - BASEBALL
880401175	CIRCUIT BREAKER, 5A
BASE-21720310	CIRCUIT BREAKER, 3A
BASE-730500140	WIRE HARNESS, RGB LED MAIN
BASE-730500150	WIRE HARNESS, RGB LED'S
BASE-730500180	WIRE HARNESS, CAT-5 END
BASE-730500155	WIRE HARNESS, OPTICAL SWITCH
BASE-730500113	WIRE HARNESS - WHITE LED FRONT CABINET
BASE-21720140	POWER SUPPLY, 48v
BASE-21720170	AMPLIFIER, 200 WATT
880301420	ROCKER SWITCH, ON/OFF 5A
BASE-21720070	LED SPOT LIGHTS
BASE-21720200	BASEBALL OPTO PCB
BASE-20520015	CRYSTAL BUMPER STOPS
BASE-21720130	MAGNET ASSEMBLY



## TEMPERED MAIN GLASS

The **TEMPERED** main glass of both the All Star and Zombie League All Star Games measures

**32 1/8" x 22 3/4" x 3/16" thick**

In most cases it will be more economical to source this **TEMPERED** glass locally than to have it shipped from Valley-Dynamo.