



# STREET BASKETBALL

**MANUAL**



# Table of Contents

- Special note ..... 3
- Maintenance and Inspection ..... 3
- I. Inspection ..... 3
  - 1. Parts list..... 4
  - 2. Half-Assembly type parts list ..... 5
- II. Machine view/size and power rating ..... 6
- III. Component description ..... 6
- IV. Assembly and disassembly..... 7
  - 1. Assembly and disassembly for Disassembly type ..... 7
  - 2. Assembly and disassembly for Half-Assembly type..... 17
  - 3. **【SET-UP Position & maintenance】** ..... 24
- V. Adjustment and Inspection ..... 24
  - 1. Link adjustment ..... 25
    - [ Cable link SET-UP ] ..... 25
    - [ Link main board adjustment ] ..... 26
  - 2. Adjustment ..... 27
    - [ SET-UP 1 ] SET-UP the coin entry price for each game..... 27
    - [ SET-UP 2 ] Additional tickets..... 28
    - [ SET-UP 3 ] Multiple of tickets ..... 28
    - [ SET-UP 4 ] Game Time SET-UP ..... 29
    - [ SET-UP 5 ] Basket motor AUTO test..... 30
    - [ SET-UP 6 ] Ball holder motor AUTO test..... 30
    - [ SET-UP 7 ] Reset the top score 250 or keep the record..... 30
    - [ SET-UP 8 ] SET-UP DEMO music ( ON or OFF ) ..... 30
  - 3. LED Monitor inspection ..... 31
  - 4. AUDIT..... 31
  - 5. Error code..... 32
- VI. How to play..... 33
  - 1. There are total 4 Stages ..... 33
  - 2.2 play types available ..... 33
- VII. Screw and Nut list ..... 34
- VII. Expanded view ..... 36

Appendix: More details are given at the end of this documents



## Special note

We want to thank you for choosing our Street basketball machine, and hope you read these instructions first to insure the security of the user before this product is used.

This Manual contains the characteristics, special notes, and a Simple breakdown of the product.

## Maintenance and Inspection

- Keep the machine clean by using mild types of cleaners.
- Clean the machine regularly to maintain its appearance.
- The appliance must not be cleaned by a water jet.
- Treat acrylic with care by using Windex



### ※Machine position regulation

The power must be turned off before any movement.

The brake must be released, before the machine is moved.

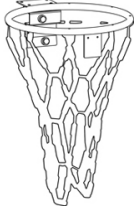
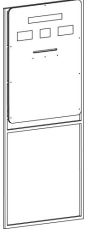
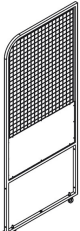
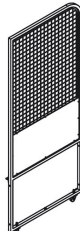
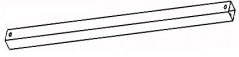


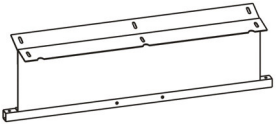


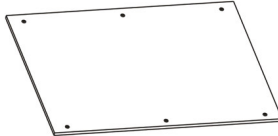
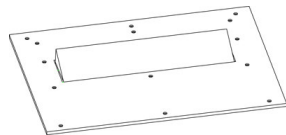
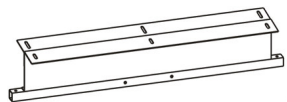
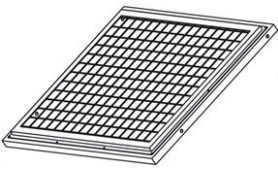
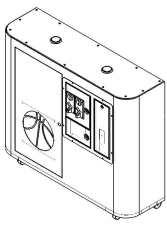
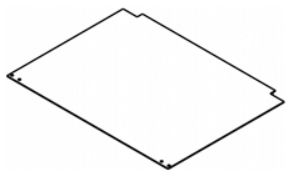

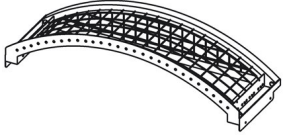
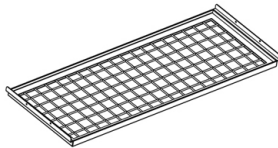
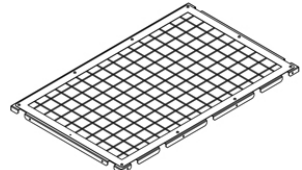



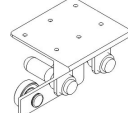
Do not put the machine under the direct sunlight, it will damage the inside parts.

## I. Inspection

Before product use, please confirm the product content first, if anything is missing, please contact us right away.

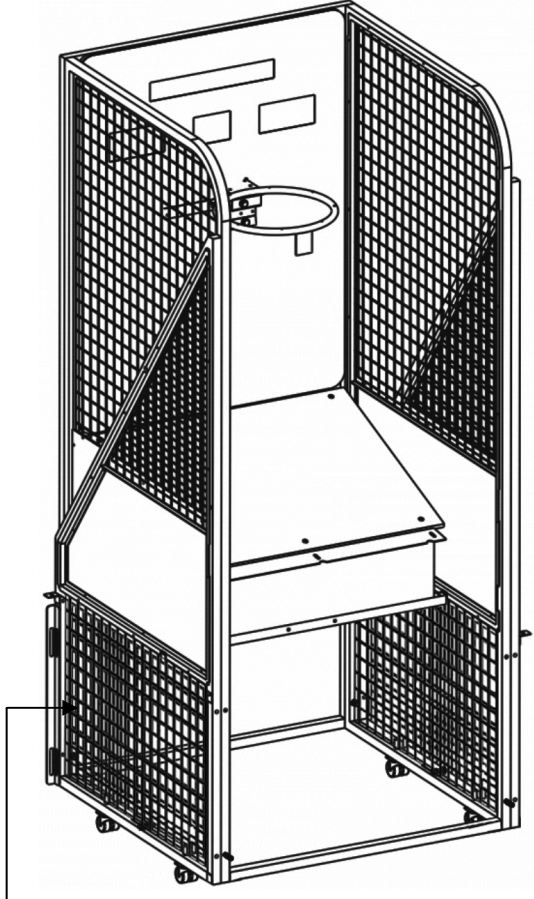
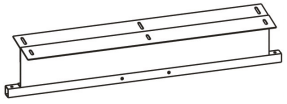

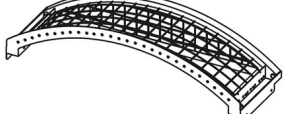

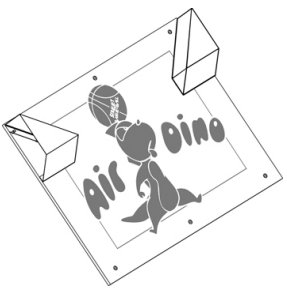

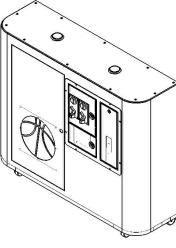
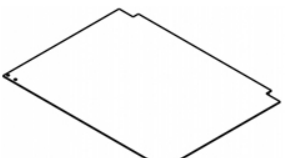

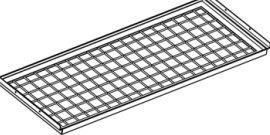
NO	Items	Specification	Total quantity
1	Chassis items	Packing	1 unit
2	Street basketball	No.5 Basketball	10 unit
3	Key	Maintenance door	1 pc
4	key	Cash box	1 pc
5	AC cable line		1 unit
6	Operation manual	A4	1 set

# 1.Parts list

<p>1B Basket kits</p> 	<p>2A Basket board</p> 	<p>2BR Back right net stander kit</p> 	<p>2BL Back left net stander kit</p> 
<p>2C 2 Front net stander bridge(short)</p> 	<p>3A Front right net stander kit</p> 	<p>3B Front left net stander kit</p> 	<p>4A Base holder BF kit</p> 
<p>4D Base holder BB</p> 	<p>4C Base holder FF</p> 	<p>5A Wooden base A type</p> 	<p>5B Ball holder kit</p> 
<p>4B Base holder FB</p> 	<p>6A Ball net holder kit</p> 	<p>6B Main part</p> 	<p>6C Block wooden board for motor</p> 
<p>5C Ball guide kits</p> 	<p>Top cover(optional)</p> 	<p>Metal Shelf (optional)</p> 	<p>Lower Side Net (Frame Included)×4 (optional)</p> 
<p>Basketball</p> 	<p>4E Base holder FF (Bottom)</p> 	<p>2E 2 Front net stander bridge(long)</p> 	<p>1A a sensor</p> 



## 2.Half-Assembly type parts list

<p style="text-align: center;">Main frame</p>  <p>Lower Side Net (Frame Included)×4 (optional)</p>	<p>4B Base holder FB</p> 		
<p>4C Base holder FF</p> 	<p>Top cover(optional)</p> 		
<p>5B Ball holder kit</p> 	<p>5C Ball guide kits</p> 	<p>6A Ball net holder kit</p> 	<p>6B Main part</p> 
<p>6C Block wooden board for motor</p> 	<p>Basketball</p> 	<p>Metal Shelf (optional)</p> 	

## II. Machine view/size and power rating

Machine Dimensions : W1030×D2500×Top cover H2643mm

Weight : 260 kg / 558.4 lbs (Accessories not Included )

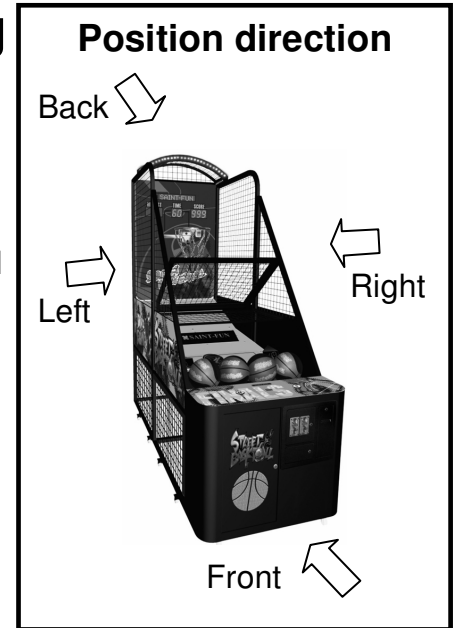
( Top cover 6.6kg 、 Metal Shelf 3.4kg 、 Lower Side Net 4.2kg×4 )

Voltage : AC110V~120V/AC220V~240V(50/60Hz) Use Electrical plug display as a glide Located behind the machine.

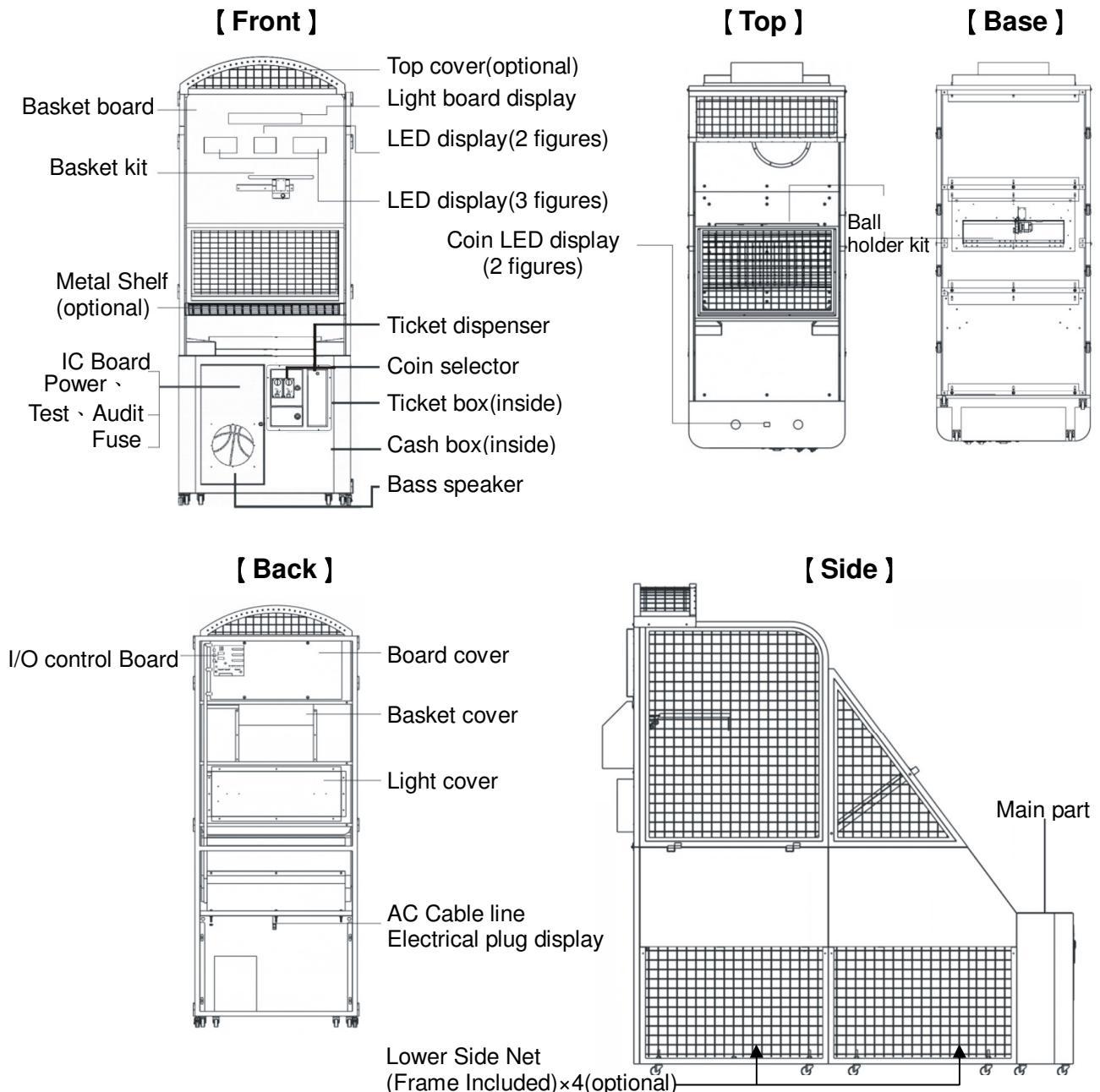
Power Consumption : 200W

Fuse : 2A ( AC220V~240V ) / 5A ( AC110V~120V )

Token size : Ø22mm~27mm



## III. Component description



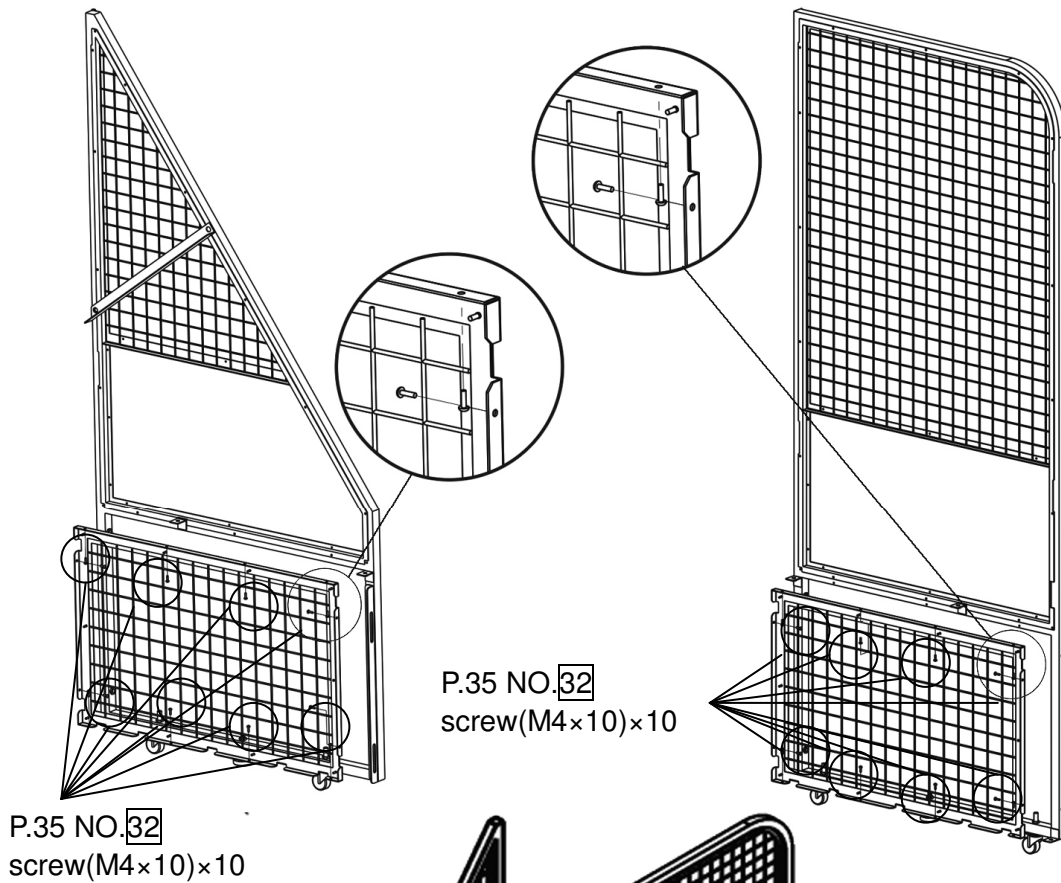


## IV. Assembly and disassembly

### 1. Assembly and disassembly for Disassembly type

#### Step 1 :

1.Screw [ Lower Side Net (optional) ] on the basket board front.

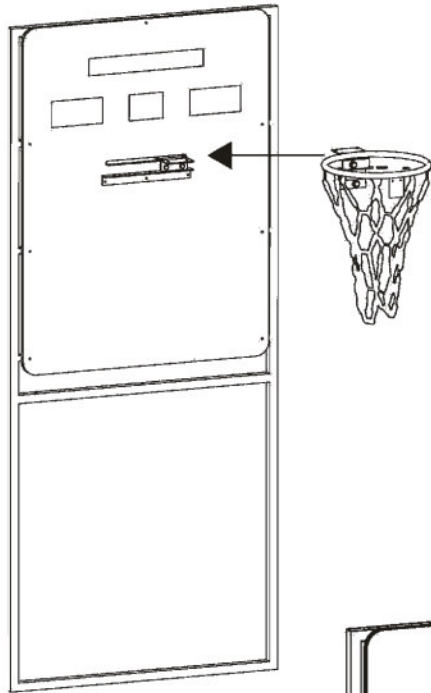


#### Assembly parts

- 2BR Back right net stander kit
- 2BL Back left net stander kit
- 3A Front right net stander kit
- 3B Front left net stander kit
- Lower Side Net(Frame Included)

**Step 2 :**

1.Screw [ 1B Basket kits ] on the basket board front.

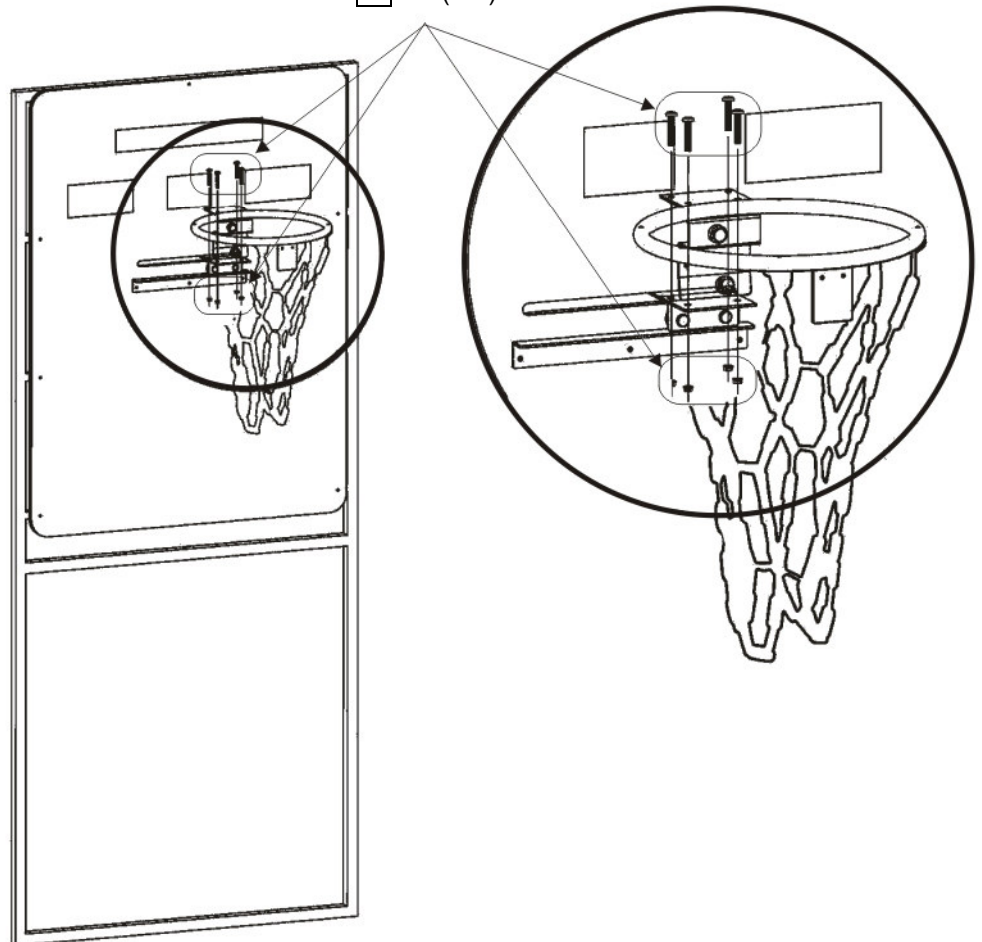


**Assembly parts**

- 1A a sensor
- 1B Basket kits
- 2A Basket board

P.34 NO.13 screw(M5×15)×6

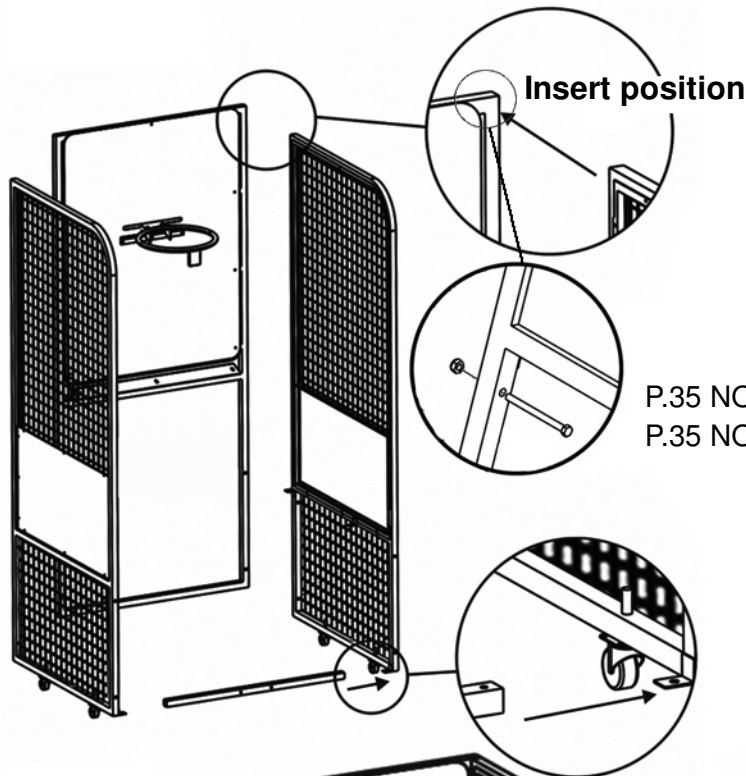
P.35 NO.21 nut(M5)×6





### Step 3 :

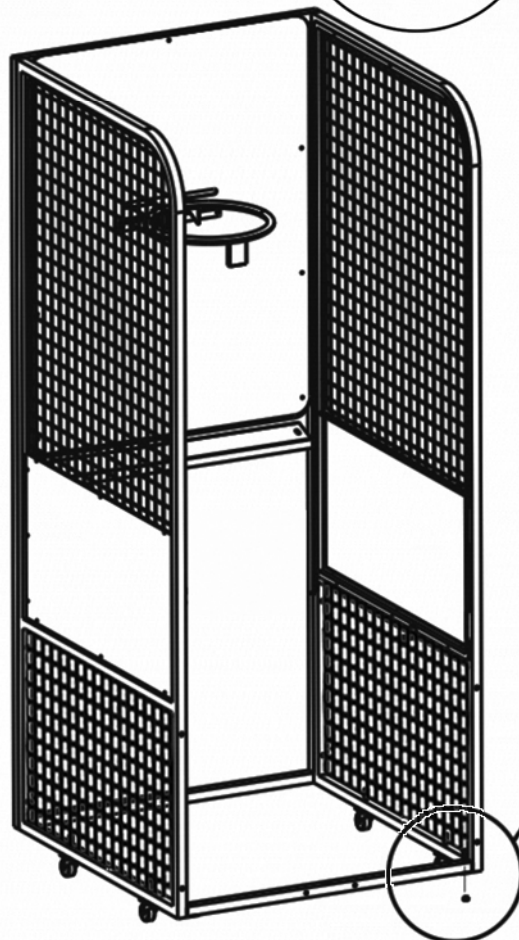
1. Screw [ 2BR - 2BL Back left & right net stander kits ] on basket board left and right.
2. Screw [ 2C Front net stander bridge(short) ] on Back left & Right net stander kits.



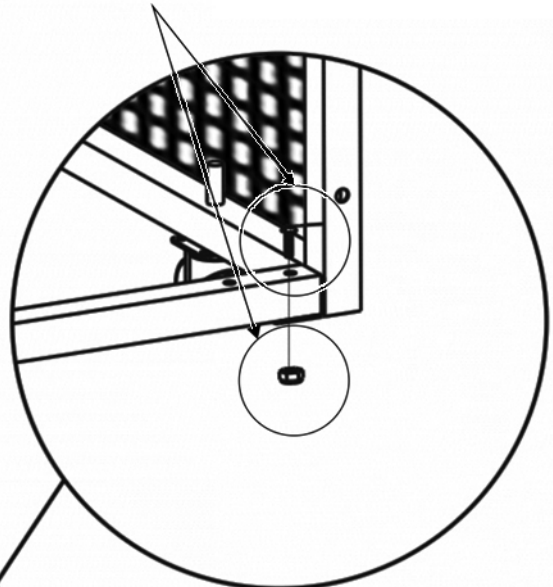
#### Assembly parts

- 2A Basket board
- 2BR Back right net stander kit
- 2BL Back left net stander kit
- 2C Front net stander bridge(short)

P.35 NO. **33** screw (M8×70)×4  
 P.35 NO. **19** nut (M8)×4

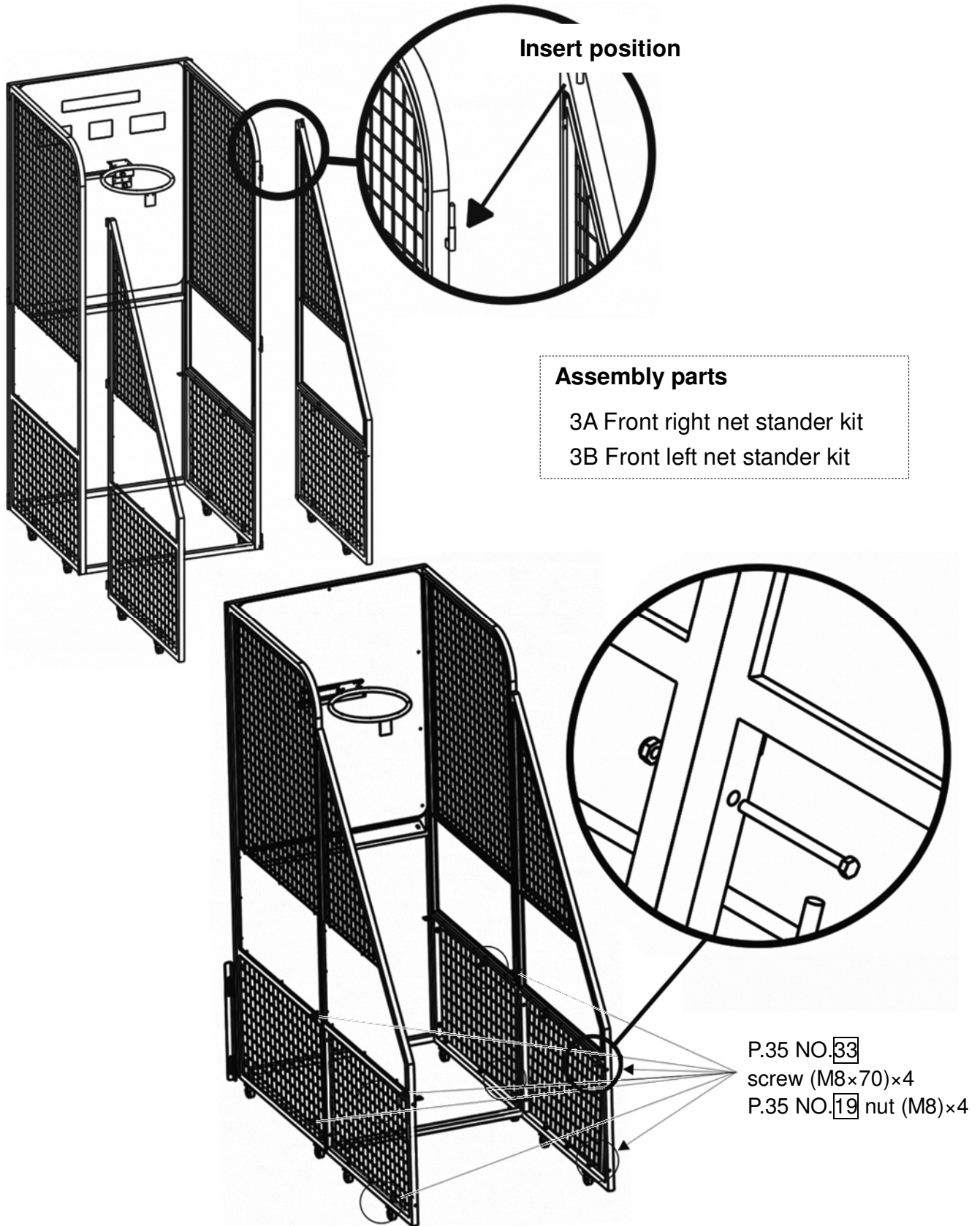


P.34 NO. **10** screw (M6×48)×2  
 P.35 NO. **20** nut (M6)×2



**Step 4 :**

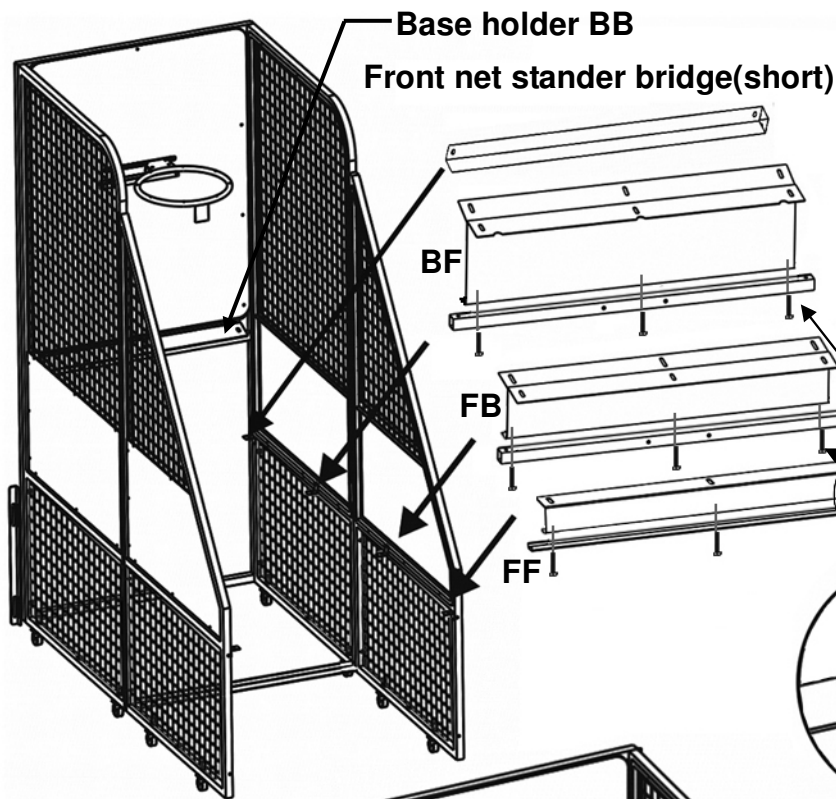
Assemble( 3A -3B Front right & left net stander kit )on basket board left and right, connect with screw & fixed it as drawing.





## Step 5 :

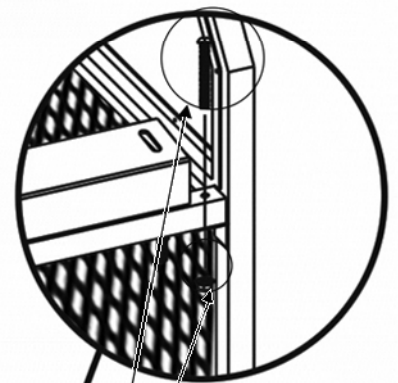
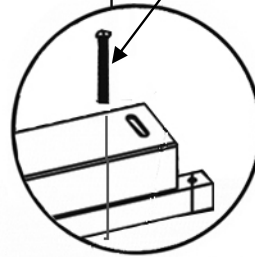
Screw the [ BF \ FB \ FF Base holders & Front net stander bridge(short) ] step by step as drawing.



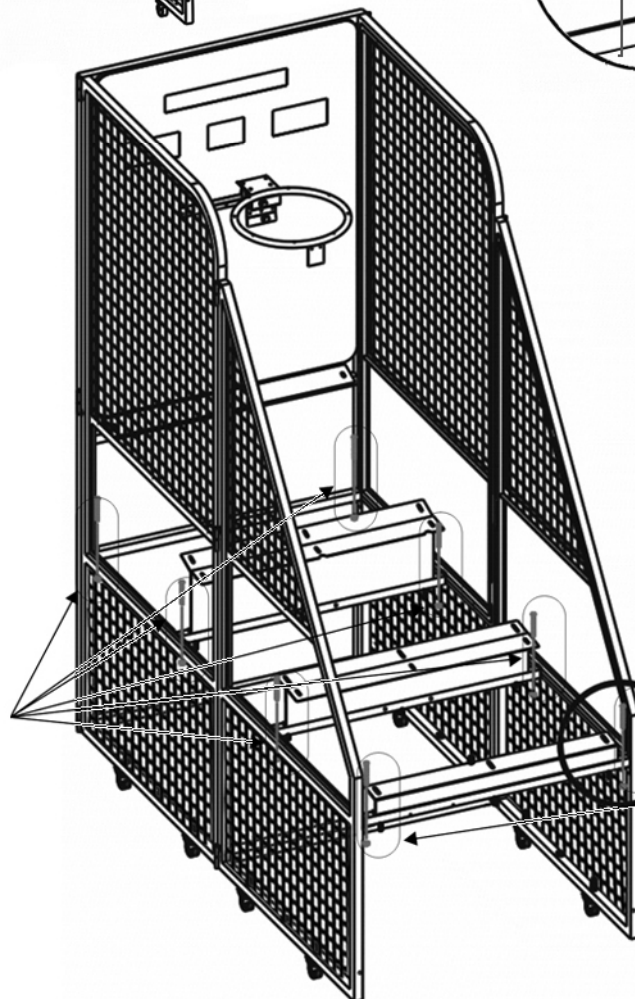
### Assembly parts

- 2C Front net stander bridge(short)
- 2E 2 Front net stander bridge(long)
- 4A Base holder BF
- 4B Base holder FB
- 4C Base holder FF
- 4D Base holder BB
- 4E Base holder FF (Bottom)

- P.34 NO. 10 screw (M6×48)×9
- P.35 NO. 20 nut (M6)×9
- P.35 NO. 30 washer(M6.5×13.5)×9



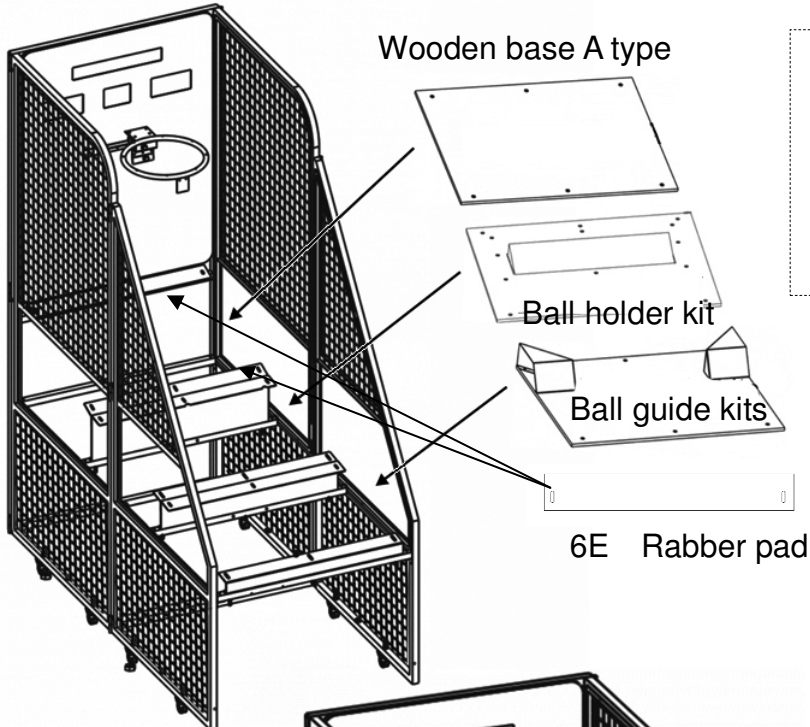
- P.34 NO. 10 screw (M6×48)×6
- P.35 NO. 20 nut (M6)×6



- P.34 NO. 11 screw (M6×26)×2
- P.35 NO. 20 nut (M6)×2

## Step 6 :

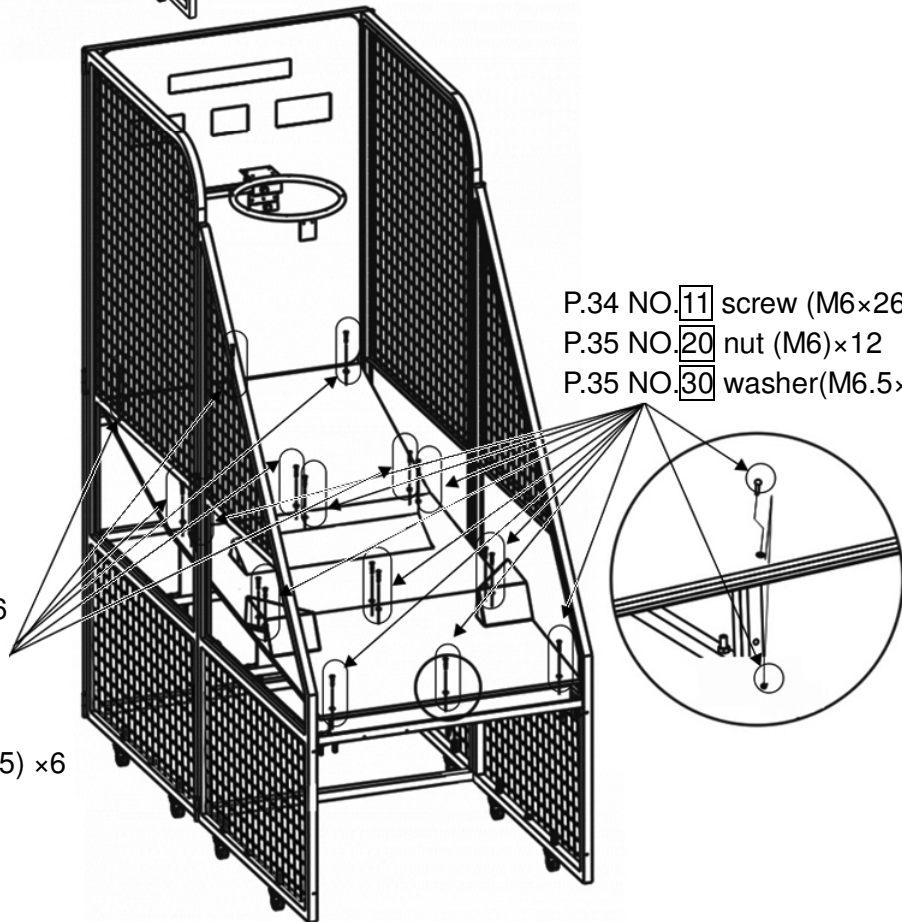
Screw the [ 5A Wooden base A type · 5B Ball holder kit · 5C Ball guide kits ] step by step as drawing.



### Assembly parts

- 5A Wooden base A type
- 5B Ball holder kit
- 5C Ball guide kits
- 6E Rabber pad

P.34 NO. **10**  
screw (M6×26) ×6  
P.35 NO. **20**  
nut(M6) ×6  
P.35 NO. **30**  
washer(M6.5×13.5) ×6



P.34 NO. **11** screw (M6×26)×12  
P.35 NO. **20** nut (M6)×12  
P.35 NO. **30** washer(M6.5×13.5) ×12

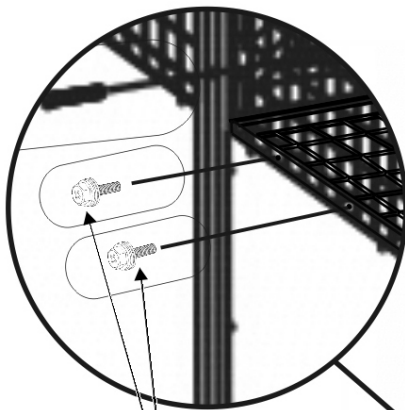
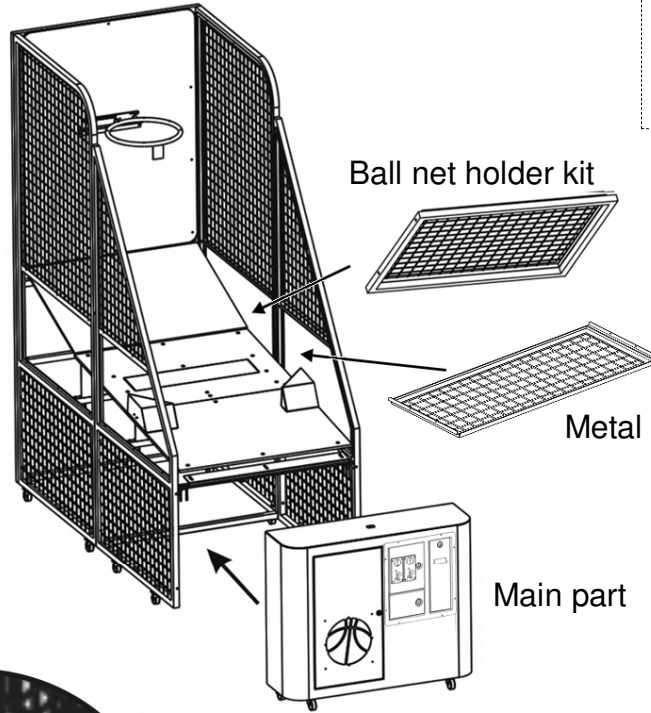


## Step 7 :

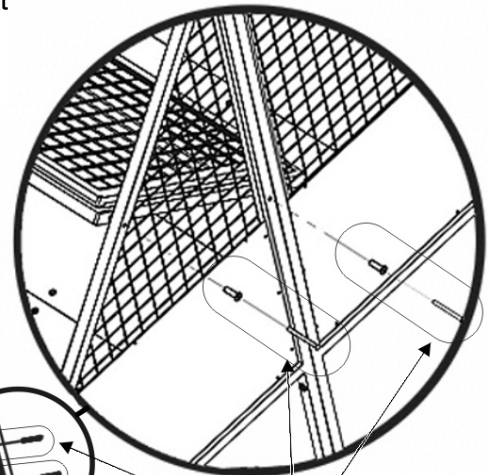
1. Screw [ 6A Ball net holder kit ] .
2. Screw [ 6B Main part ] - [ Metal Shelf (optional) ] .

### Assembly parts :

- 6A Ball net holder kit
- 6B Main part
- Metal Shelf (optional)

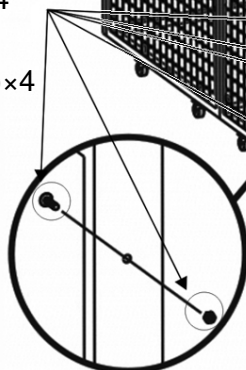


P.35 NO.31  
Hexagonal Phillips screw will 2  
Washers included 2 on each side



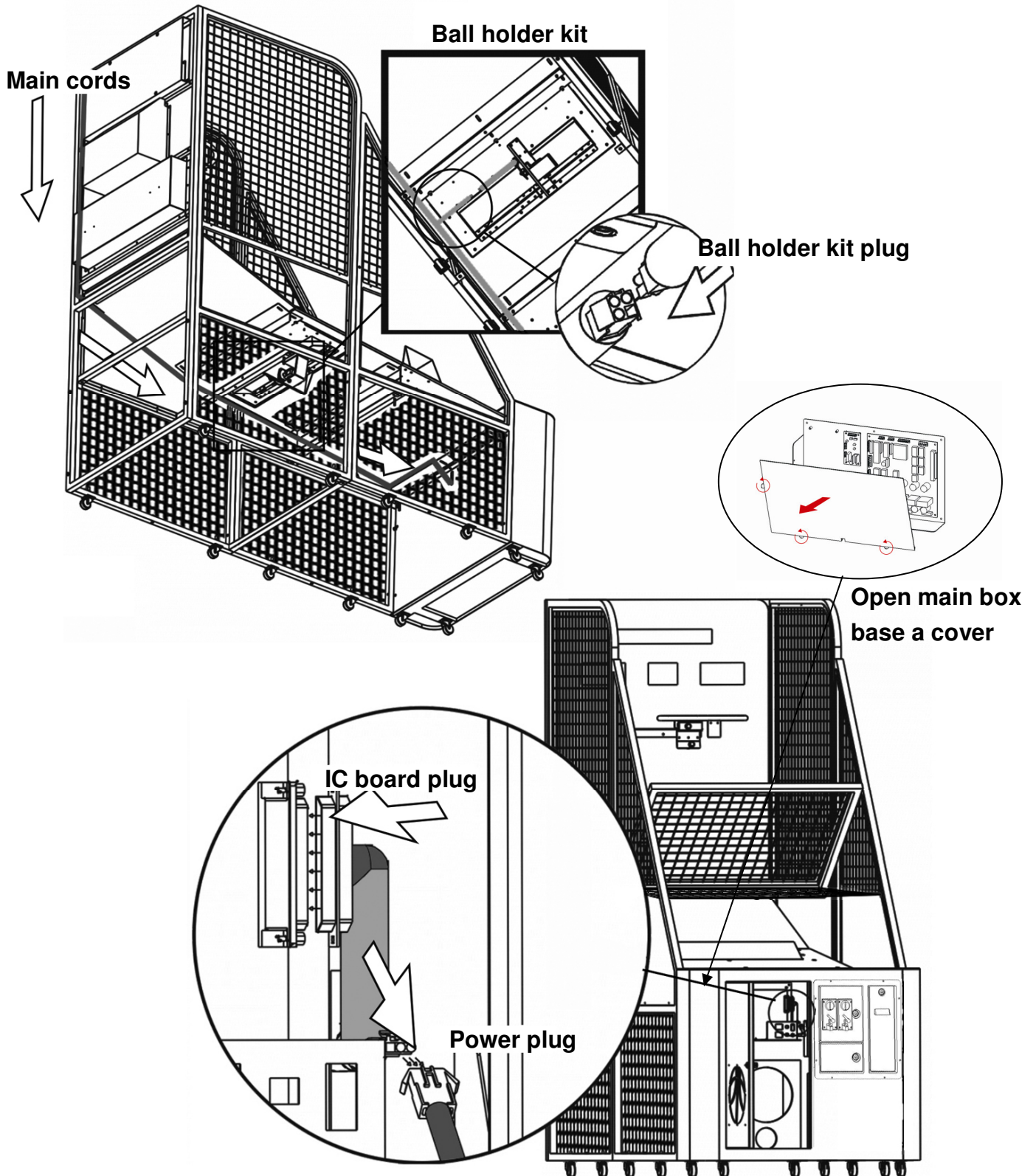
P.34 NO.04  
screw (M8×88)×4  
P.35 NO.19 nut(M8)×4  
P.35 NO.27  
sleeve (φ 15×43)×4

P.34 NO.08 screw (M8×16)×4  
P.35 NO.19 nut (M8)×4  
P.35 NO.30 washer(M10×20)×4



**Step 8 :**

1. Fix the 3 main cords as the following drawing.
2. Run the IC board plug and the ball holder kit plug located underneath the front of the ball net holder, through the hole in back of the main part.
3. Now connect plugs as shown in drawing.





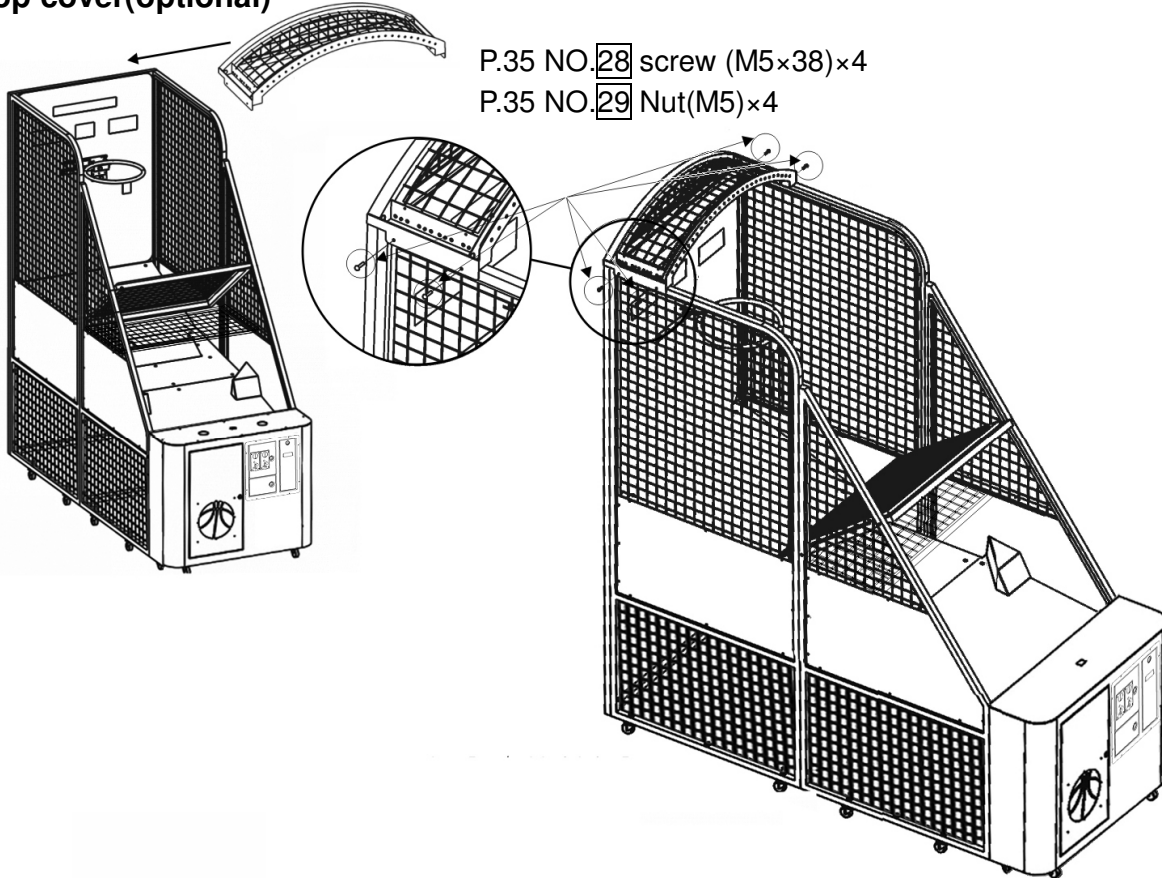
**Step 9 :**

Screw [ Top cover(optional) ] step by step as drawing.

**Assembly parts**

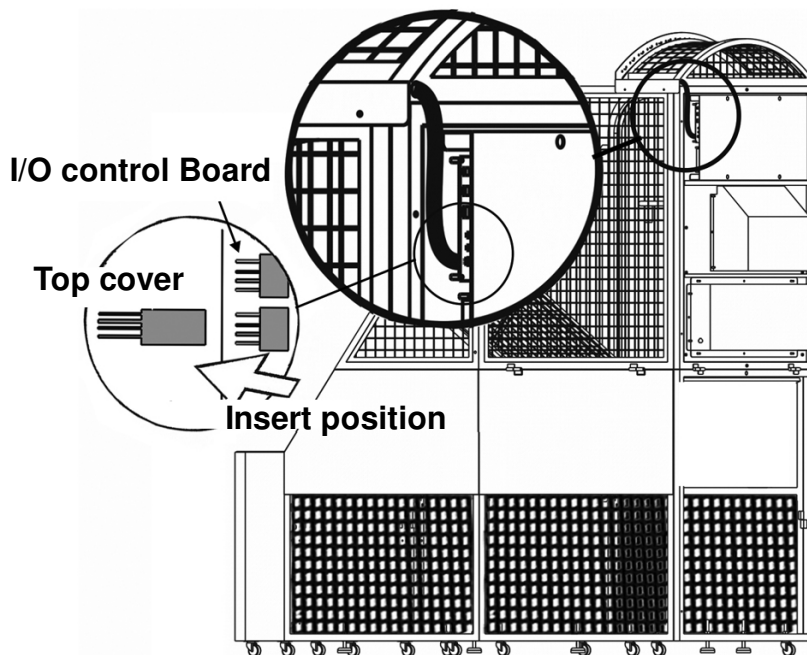
Top cover(optional)

**Top cover(optional)**



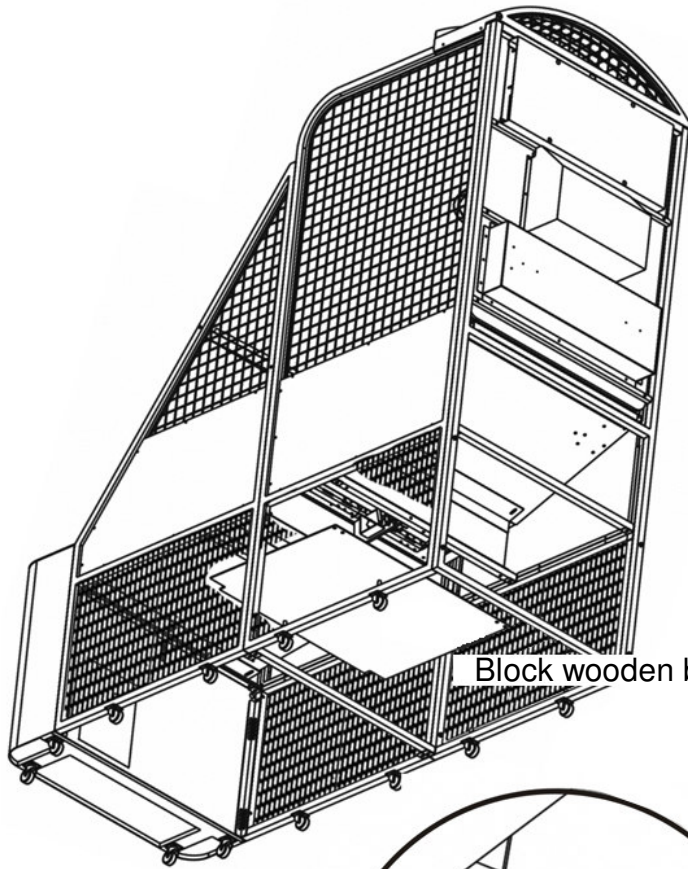
**Step 10 :**

1. connect the I/O control board with Top cover.
2. Now connect plugs as shown in drawing.



## Step 11 :

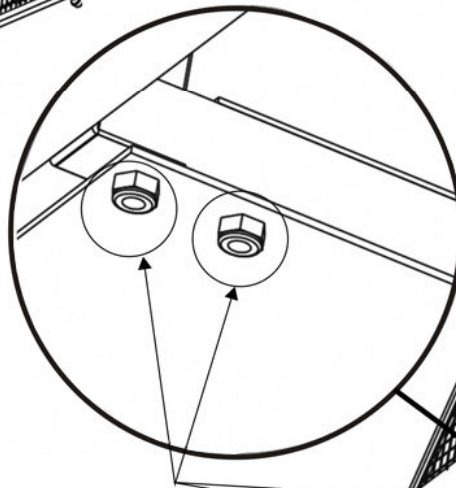
Use screws fixed it then complete the assembly street basketball.



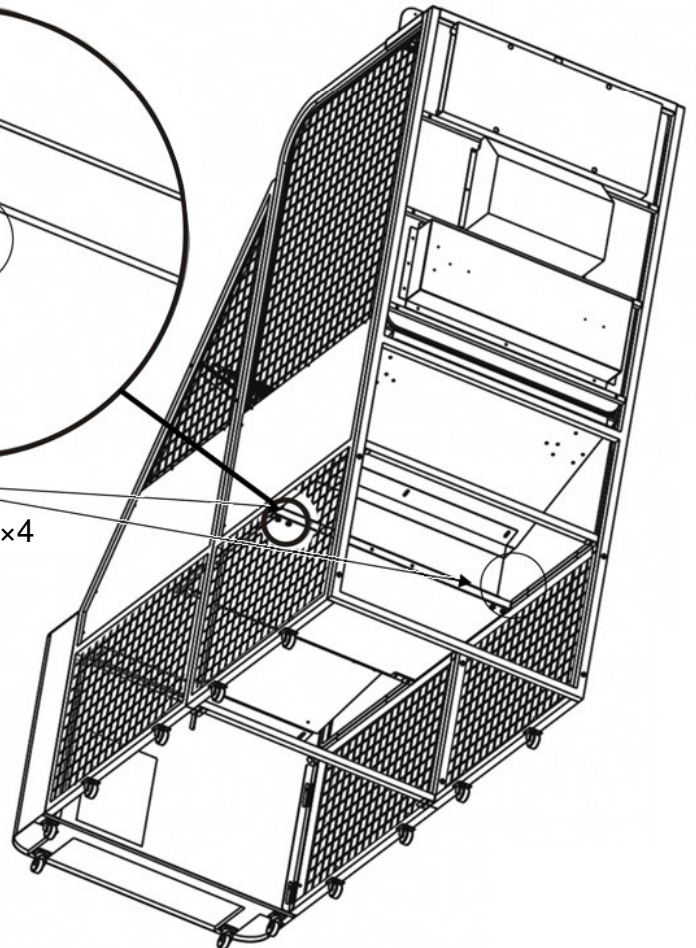
### Assembly parts

6C Block wooden board  
for motor

Block wooden board for motor



P.35 NO. 20 nut(M6)×4

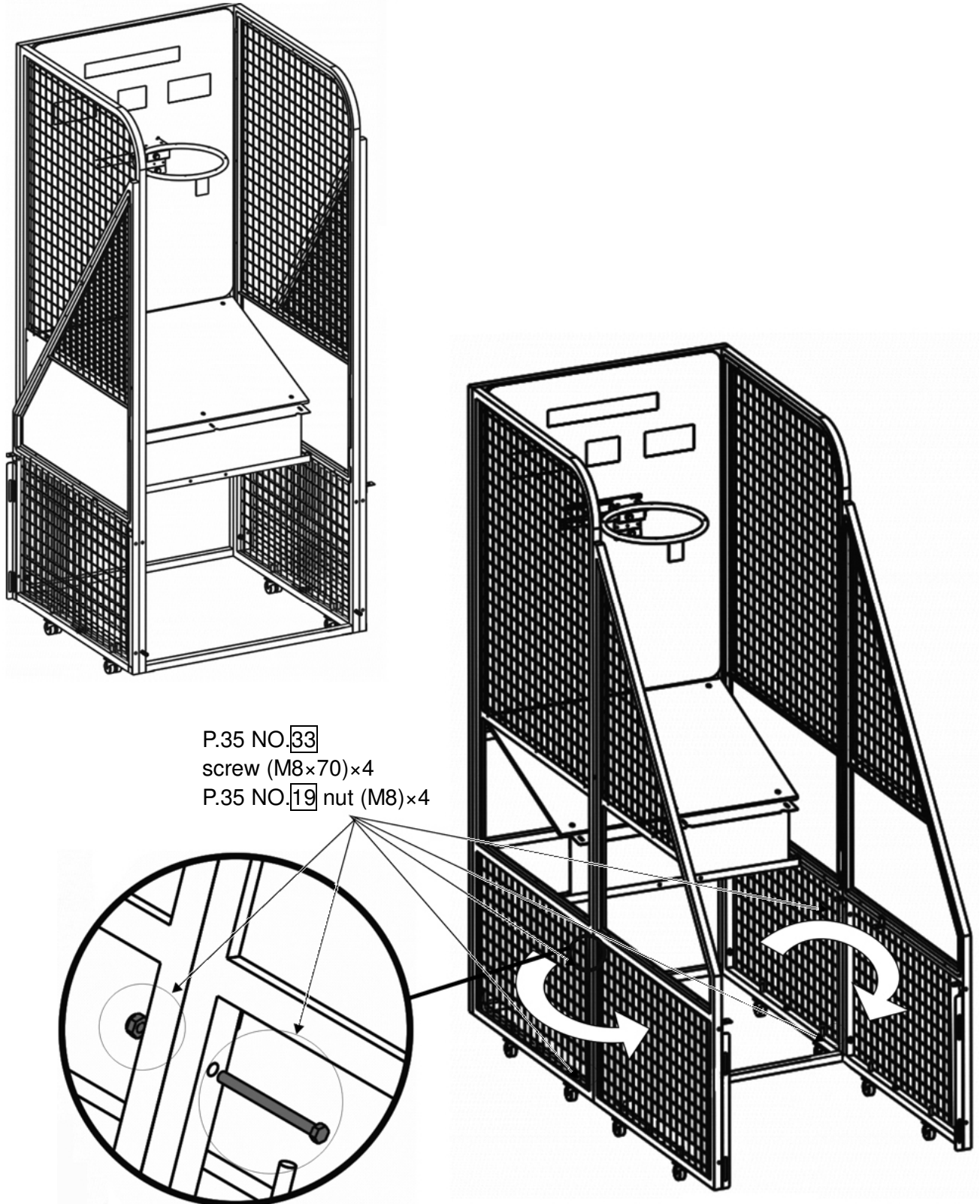




## 2. Assembly and disassembly for Half-Assembly type

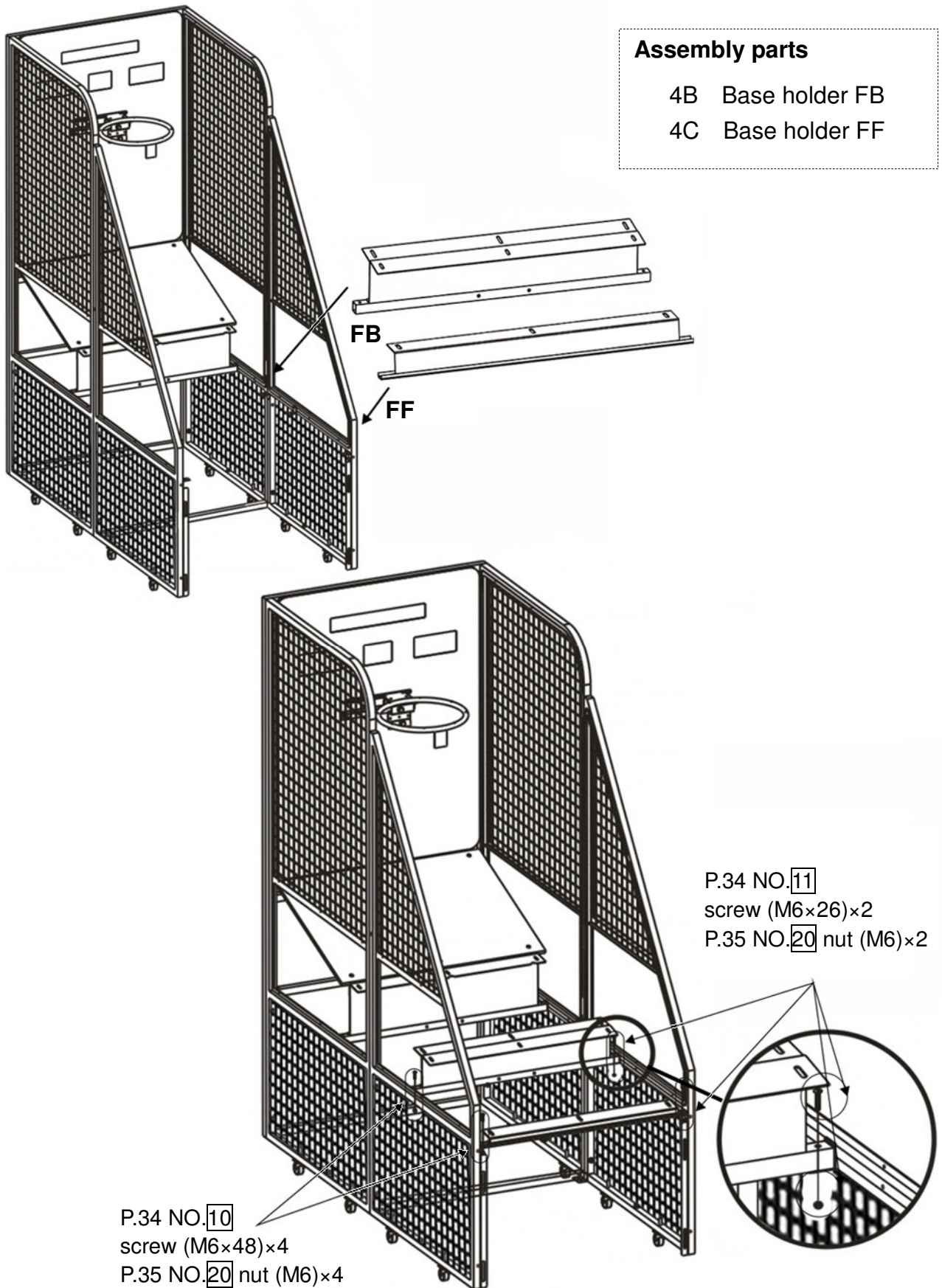
### Step 1 :

Turn the left and right frame 180° to the position as drawing picture . connect with screw & fixed it as drawing.



**Step 2 :**

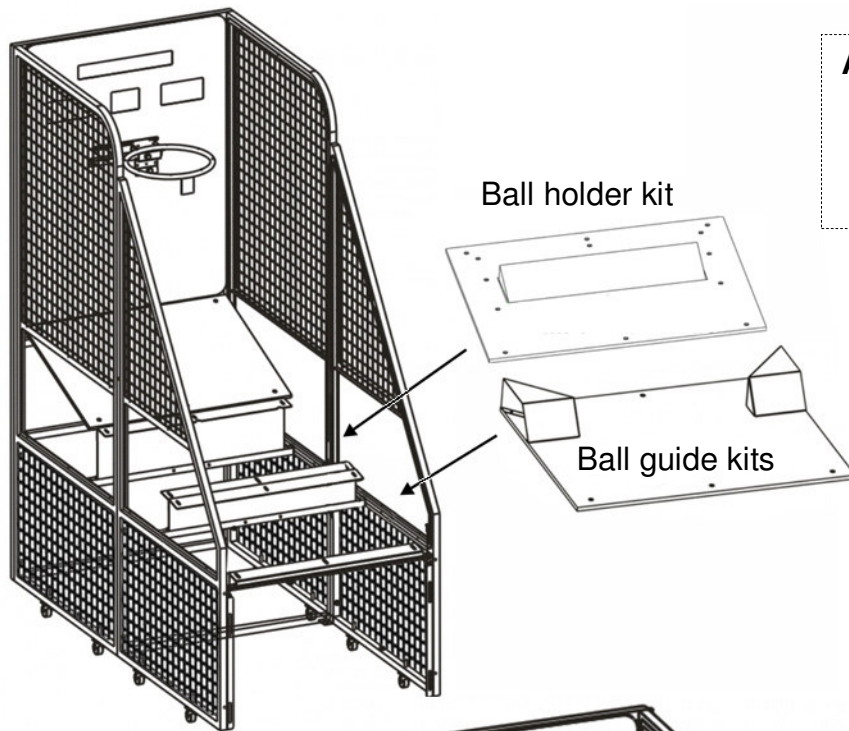
Screw the base frame FB and base frame FF as drawing picture.





### Step 3 :

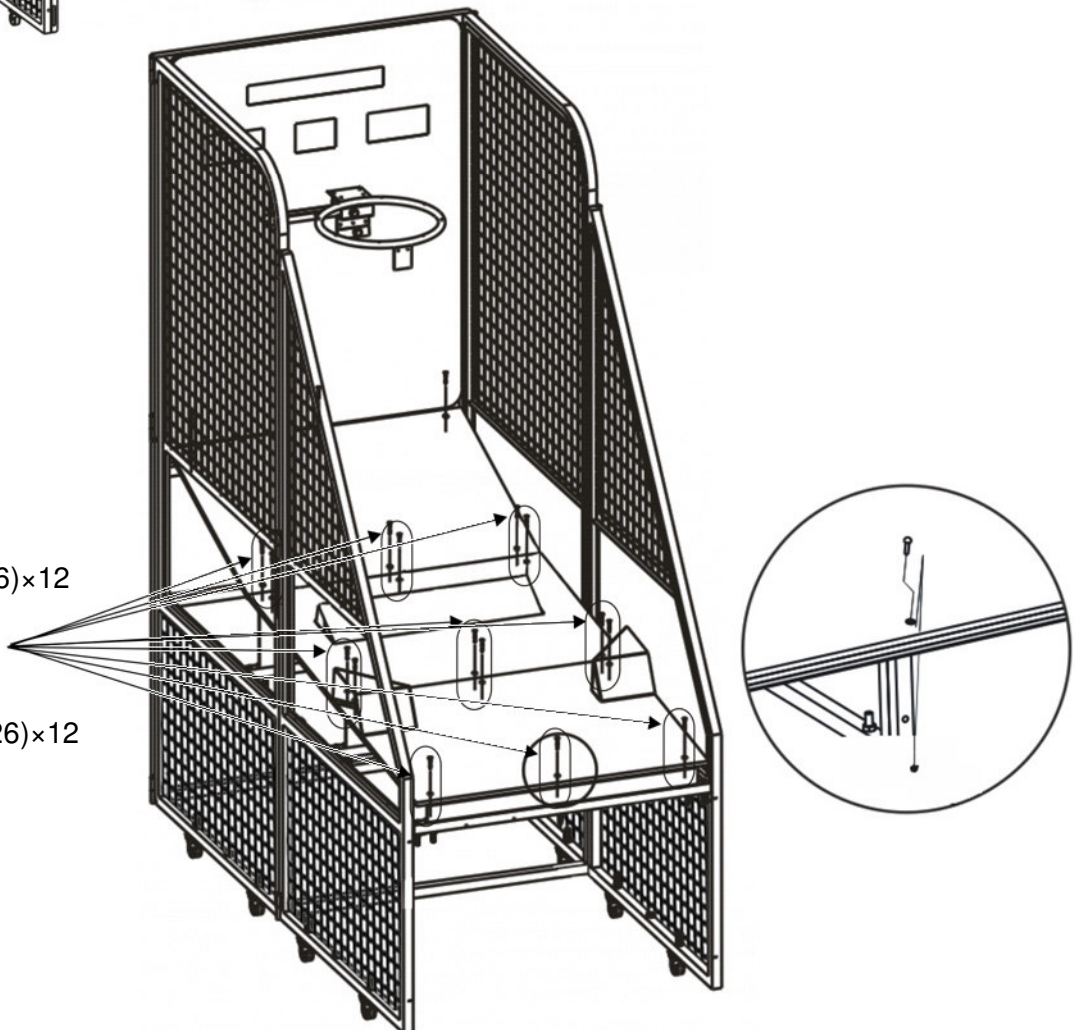
Screw the 5B Ball holder kit and 5C Ball guide kits as drawing picture.



#### Assembly parts

- 5B Ball holder kit
- 5C Ball guide kits

- P.34 NO. **11**  
screw (M6×26)×12
- P.35 NO. **20**  
nut (M6)×12
- P.35 NO. **30**  
washer(M6×26)×12

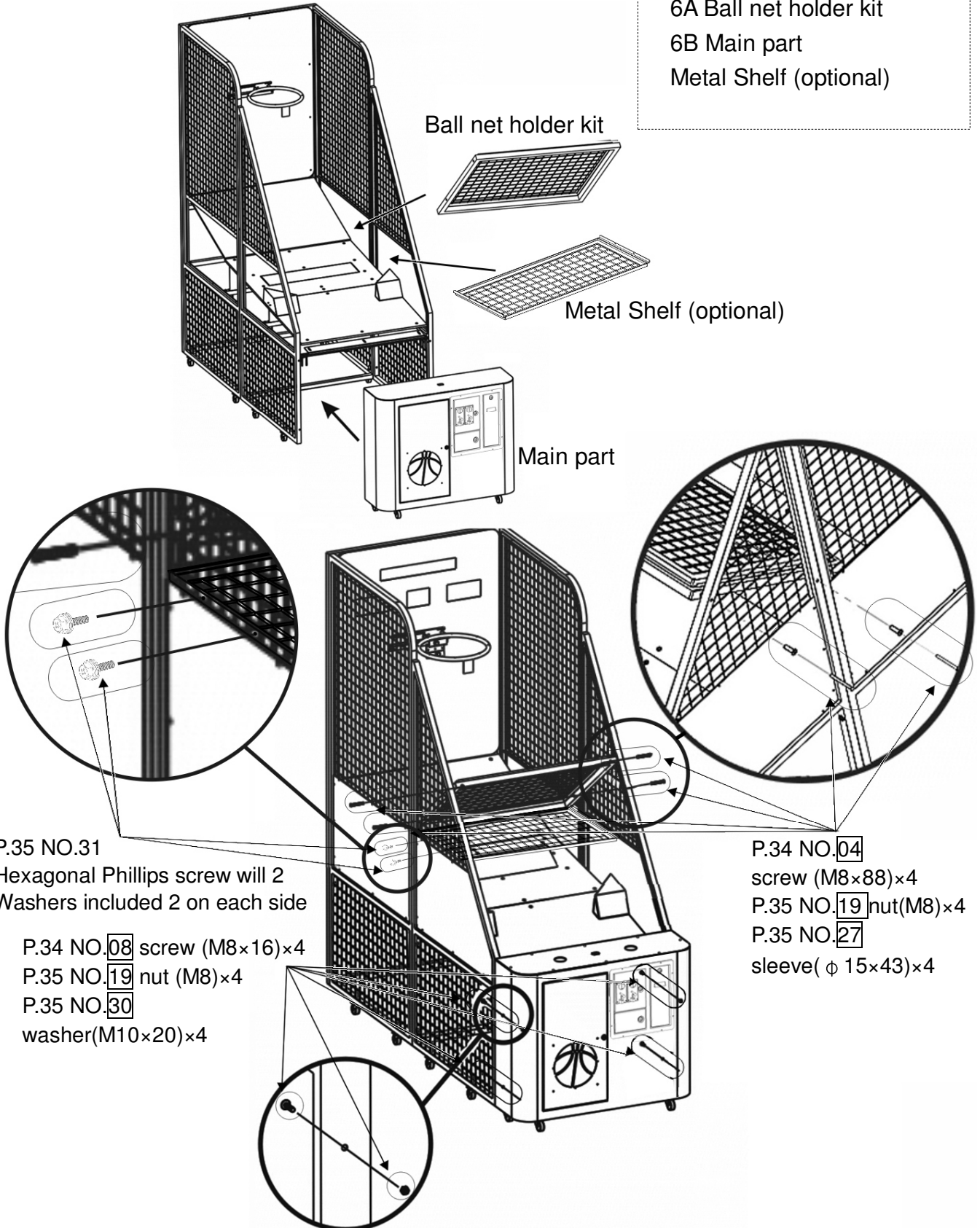


**Step 4 :**

1. Screw [ 6A Ball net holder kit ] .
2. Screw [ 6B Main part ] 、 [ Metal Shelf (optional) ] .

**Assembly parts :**

- 6A Ball net holder kit
- 6B Main part
- Metal Shelf (optional)



P.35 NO.31  
Hexagonal Phillips screw will 2  
Washers included 2 on each side

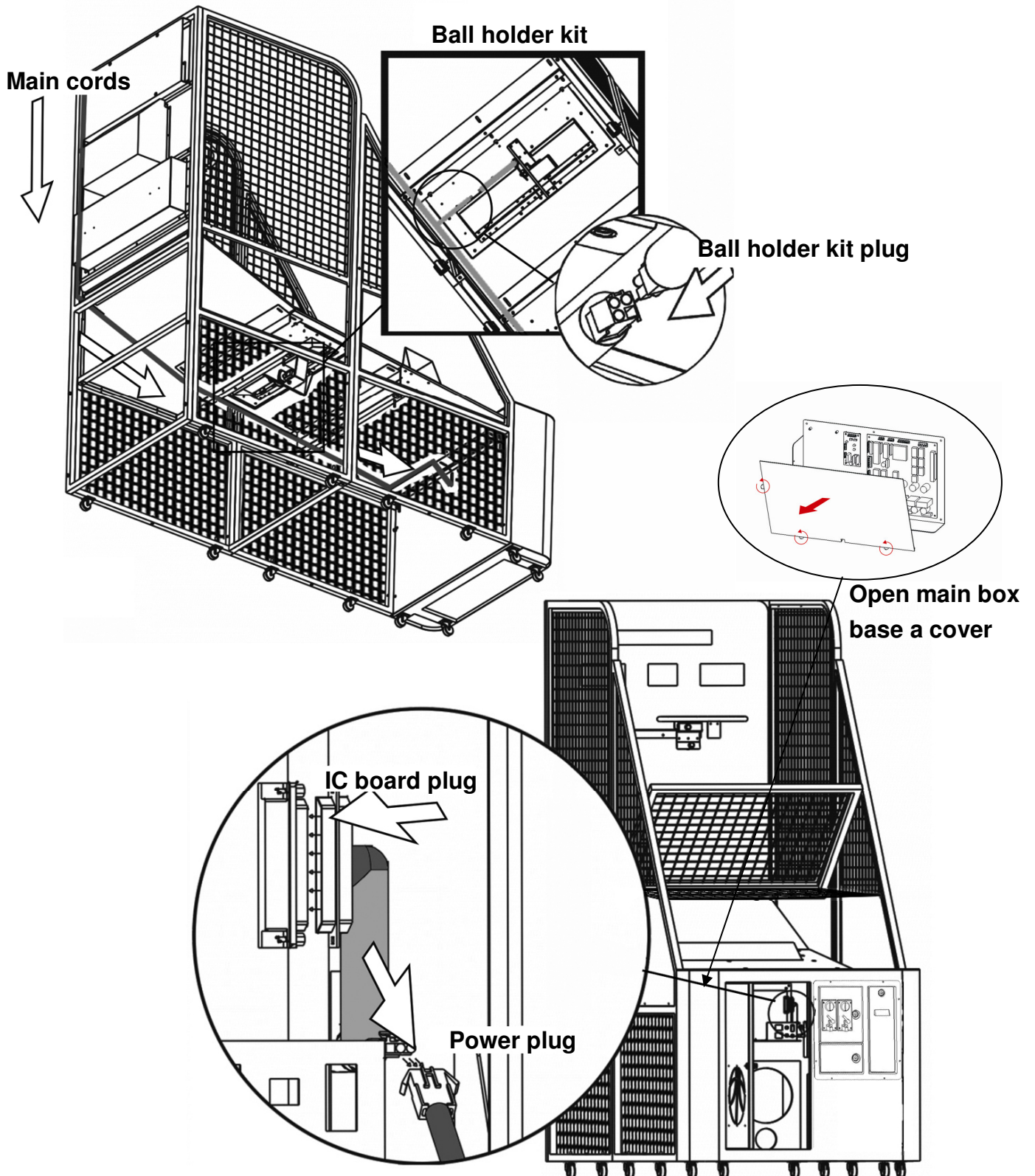
P.34 NO.08 screw (M8×16)×4  
P.35 NO.19 nut (M8)×4  
P.35 NO.30 washer(M10×20)×4

P.34 NO.04  
screw (M8×88)×4  
P.35 NO.19 nut(M8)×4  
P.35 NO.27  
sleeve( φ 15×43)×4



## Step 5 :

1. Fix the 3 main cords as the following drawing.
2. Run the IC board plug and the ball holder kit plug located underneath the front of the ball net holder, through the hole in back of the main part.
3. Now connect plugs as shown in drawing.

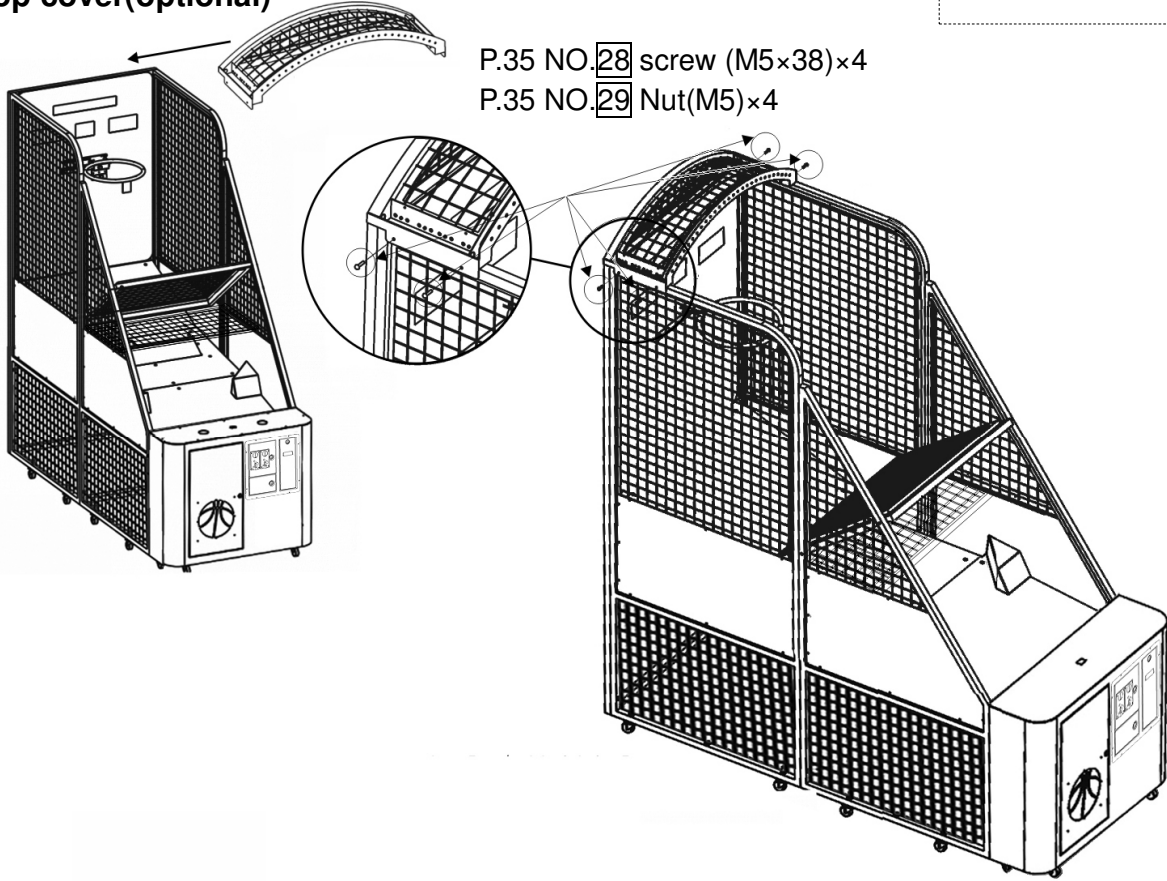


**Step 6 :**

Screw [ Top cover(optional) ] step by step as drawing.

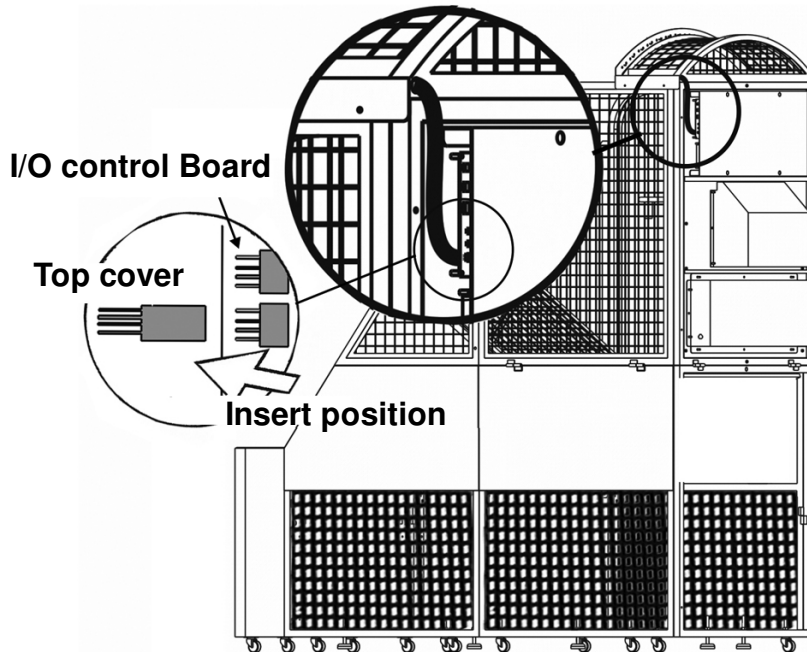
**Assembly parts**  
Top cover(optional)

**Top cover(optional)**



**Step 7 :**

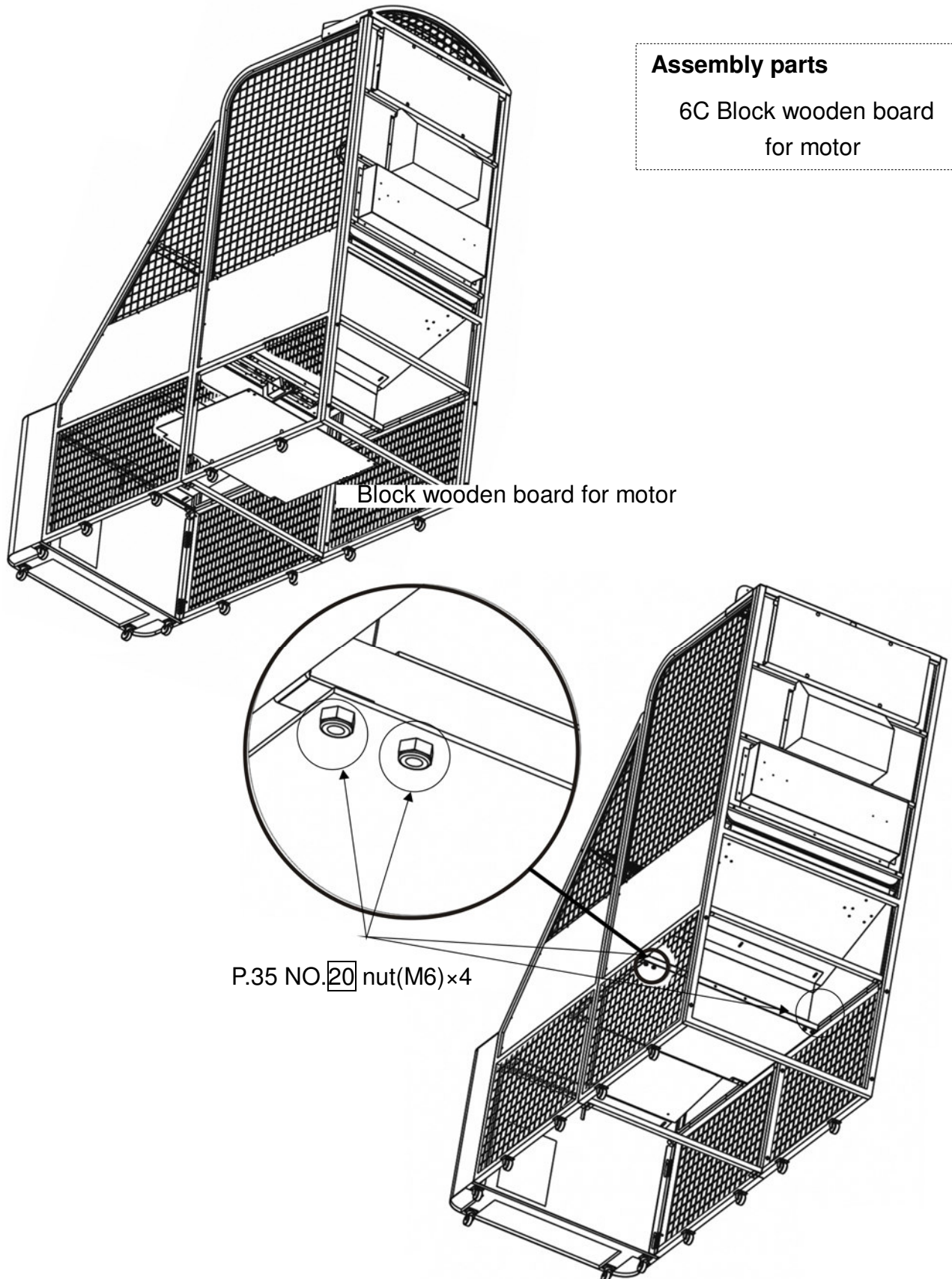
1. connect the I/O control board with Top cover.
2. Now connect plugs as shown in drawing.



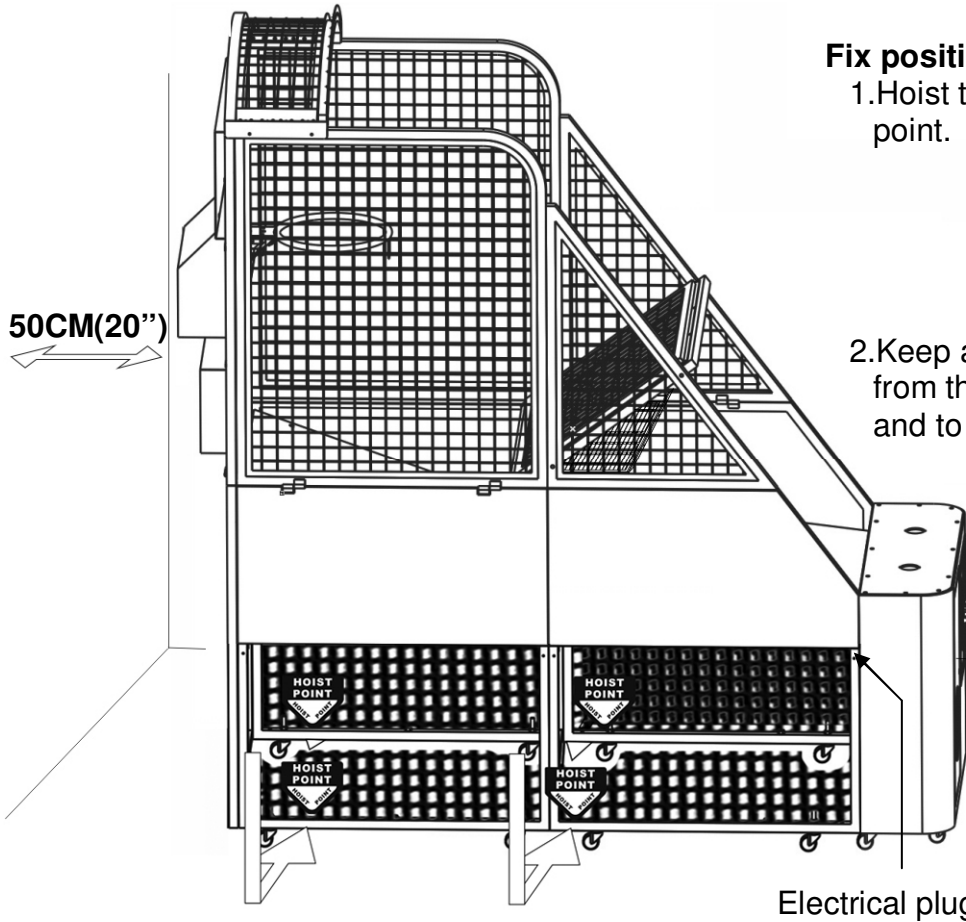


## Step 8 :

Use screws fixed it then complete the assembly street basketball.



### 3. 【SET-UP Position & maintenance】



#### Fix position after assembly

1. Hoist the machine from the hoist point.



2. Keep at least 50cm(20") space from the back for maintenance and to avoid over heating.

Electrical plug display

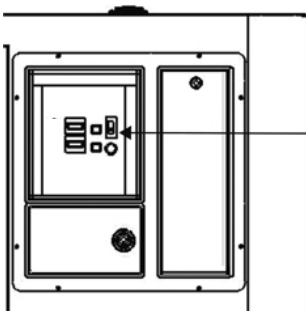
ATTENTION

**Attention:**

- ⊙ The power must be turned off before any movements.
- ⊙ Check the power rate before use AC110V~120V/AC220V~240V, Check Electrical plug display as a glide.

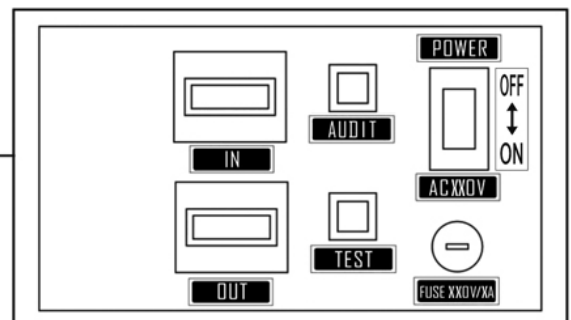
## V. Adjustment and Inspection

You can find the audit system by opening the main part door.



IC board includes power 、 fuse 、 Audit and test functions

Please see 【 1 Link adjustment 】 for IC board function.



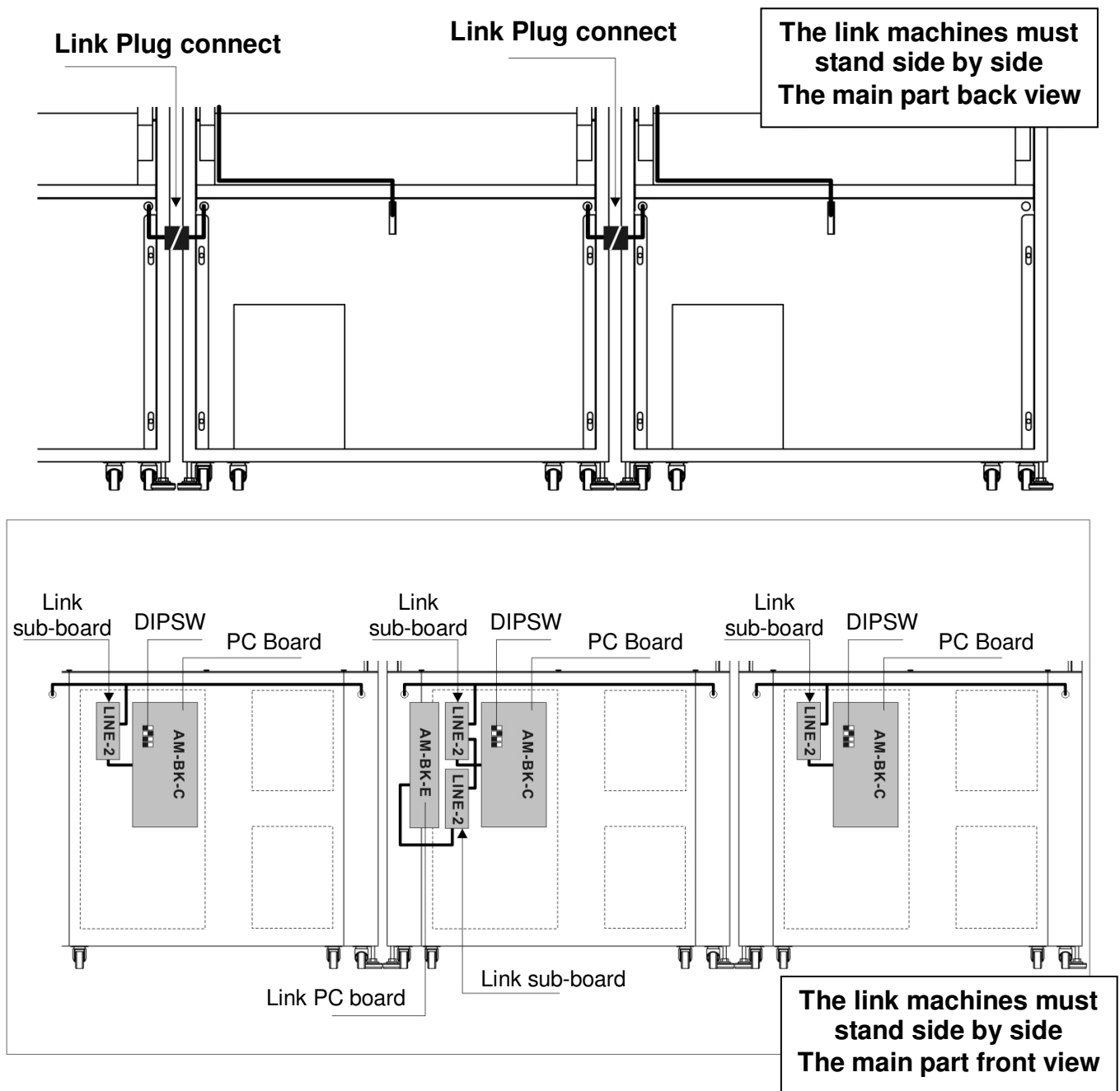
## 1.Link adjustment

### [ Cable link SET-UP ]

The link set-up must follow DIP-SW-SEP-UP N0.1~15 machines.

Intermittent allowed, but repeat.

- A . Link up to 15 machines
- B . Only one main frame is needed.
- C . Any game could be used as the main frame.






P.S. If two link machines-2 PCB are connected, the main control one DIP-SW must be set as OFF OFF OFF ON.

## [ Link main board adjustment ]

### Multi-function button :

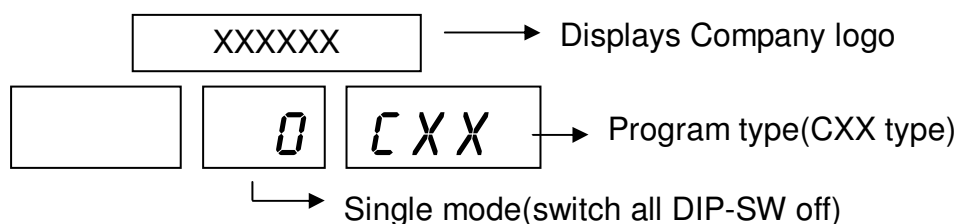


1. Press and turn on the power, for 「TEST」 function.
2. In Standby mold  is 「SERVICE」 function, Press once means one coin, but No record.
3. In audit mold  is 「RESET」 function.
4. In ticket dispenser error mode, press  is 「Key out」 function.

### Link DIP-SW adjustment :

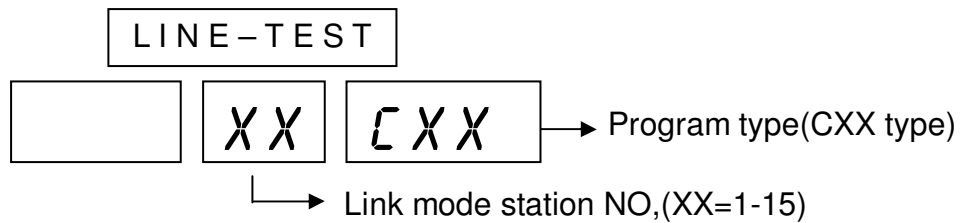
SW4	SW3	SW2	SW1	
OFF	OFF	OFF	OFF	Single mode
OFF	OFF	OFF	ON	link 1 Unit
OFF	OFF	ON	OFF	link 2 Unit
OFF	OFF	ON	ON	link 3 Unit
OFF	ON	OFF	OFF	link 4 Unit
OFF	ON	OFF	ON	link 5 Unit
OFF	ON	ON	OFF	link 6 Unit
OFF	ON	ON	ON	link 7 Unit
ON	OFF	OFF	OFF	link 8 Unit
ON	OFF	OFF	ON	link 9 Unit
ON	OFF	ON	OFF	link 10 Unit
ON	OFF	ON	ON	link 11 Unit
ON	ON	OFF	OFF	link 12 Unit
ON	ON	OFF	ON	link 13 Unit
ON	ON	ON	OFF	link 14 Unit
ON	ON	ON	ON	link 15 Unit

### Single mode starting display :





Link mode starting display :



**ATTENTION**

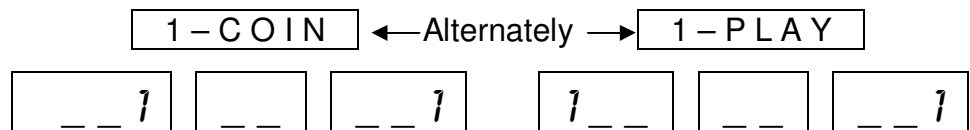
When you turn on the main control machine, the other machines will link as set situation.

## 2.Adjustment

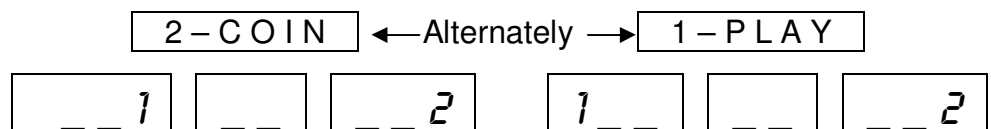
LINE-TEST after done the test can enter the set up.

Press and turn on the power, release the key after you hear the sound.

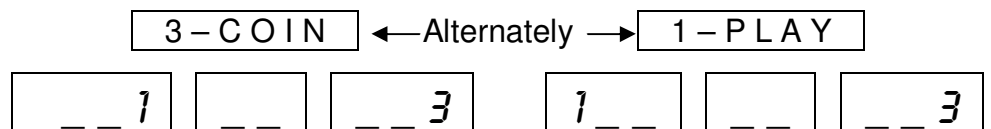
### [ SET-UP 1 ] SET-UP the coin entry price for each game



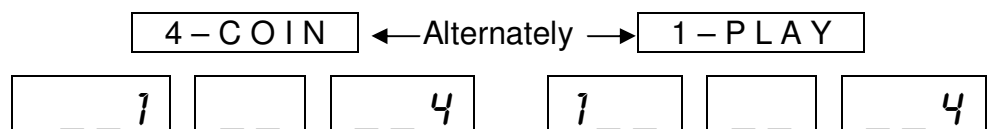
Press then release



Press then release



Press then release



Press for then release to enter SET-UP 2

### [ SET-UP 2 ] Additional tickets

- |  |   |       |     |       |   |
|--|---|-------|-----|-------|---|
|  | <b>MIN-OUT</b>  |       |     |       |   |
|  | <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 2</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 0</td> </tr> </table> | _ _ 2 | _ _ | _ _ 0 | 0 ticket dispensed after every game is ended        |
| _ _ 2  | _ _   | _ _ 0 |     |       |   |
| Press <b>TEST</b> then release                                 | <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 2</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 1</td> </tr> </table> | _ _ 2 | _ _ | _ _ 1 | Each time game over<br>Release 1 additional tickets |
| _ _ 2  | _ _   | _ _ 1 |     |       |   |
| Press <b>TEST</b> then release                                 | <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 2</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 2</td> </tr> </table> | _ _ 2 | _ _ | _ _ 2 | Each time game over<br>Release 2 additional tickets |
| _ _ 2  | _ _   | _ _ 2 |     |       |   |
| Press <b>TEST</b> then release                                 | <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 2</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> </tr> </table> | _ _ 2 | _ _ | _ _ 3 | Each time game over<br>Release 3 additional tickets |
| _ _ 2  | _ _   | _ _ 3 |     |       |   |
| Press <b>AUDIT</b> for 1 second then release to enter SET-UP 3 |   |       |     |       |   |

### [ SET-UP 3 ] Multiple of tickets

- |                                |  |       |     |      |   |
|--------------------------------|--|-------|-----|------|---|
|                                | <b>TICKET</b>  |       |     |      |   |
|                                | <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ 00</td> </tr> </table> | _ _ 3 | _ _ | _ 00 | No ticket, game play only<br>SET-UP 2 is ineffective. |
| _ _ 3                          | _ _  | _ 00  |     |      |   |
| Press <b>TEST</b> then release | <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ 10</td> </tr> </table> | _ _ 3 | _ _ | _ 10 | 10 points : 1 ticket                                  |
| _ _ 3                          | _ _  | _ 10  |     |      |   |
| Press <b>TEST</b> then release | <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ 20</td> </tr> </table> | _ _ 3 | _ _ | _ 20 | 20 points : 1 ticket                                  |
| _ _ 3                          | _ _  | _ 20  |     |      |   |
| Press <b>TEST</b> then release | <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ 30</td> </tr> </table> | _ _ 3 | _ _ | _ 30 | 30 points : 1 ticket                                  |
| _ _ 3                          | _ _  | _ 30  |     |      |   |
| Press <b>TEST</b> then release | <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ 40</td> </tr> </table> | _ _ 3 | _ _ | _ 40 | 40 points : 1 ticket                                  |
| _ _ 3                          | _ _  | _ 40  |     |      |   |
| Press <b>TEST</b> then release | <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ 50</td> </tr> </table> | _ _ 3 | _ _ | _ 50 | 50 points : 1 ticket                                  |
| _ _ 3                          | _ _  | _ 50  |     |      |   |
| Press <b>TEST</b> then release | <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ 60</td> </tr> </table> | _ _ 3 | _ _ | _ 60 | 60 points : 1 ticket                                  |
| _ _ 3                          | _ _  | _ 60  |     |      |   |



Press then release

70 points : 1 ticket

Press then release

80 points : 1 ticket

Press then release

90 points : 1 ticket

Press then release

100 points : 1 ticket

### The explanation :

If the operator sets the game for 3\_\_\_10 and the game is giving out tickets the player will receive 1 ticket for every 10 points scored . If the operator sets the game for 3\_\_\_20 the player will get 1 ticket for every 20 points scored and so on.  
For additional (0-3) tickets enter SET-UP 2

Press for 1 second then release to enter SET-UP 4

## [ SET-UP 4 ] Game Time SET-UP

### GAME - TIME

Stage 1 : 50 seconds

Stage 2 : 40 seconds

Stage 3 : 30 seconds

Stage 4 : 20 seconds

Stage 1 : 55 seconds

Stage 2 : 45 seconds

Stage 3 : 35 seconds

Stage 4 : 25 seconds

Stage 1 : 60 seconds

Stage 2 : 50 seconds

Stage 3 : 40 seconds

Stage 4 : 30 seconds

Press for 1 second then release to enter SET-UP 5

**[ SET-UP 5 ] Basket motor AUTO test**

STE-MOT-1

\_\_ 5 \_\_ \_\_

Press then release-Start basketball motor AUTO test  
(Warning alarm will start after 5 seconds, if there is an error)

Press for 1 second then release to enter SET-UP 6

**[ SET-UP 6 ] Ball holder motor AUTO test**

STE-MOT-2

\_\_ 6 \_\_ \_\_

Press then release-Start ball holder motor AUTO test  
(Warning alarm will start after 5 seconds, if there is an error)

Press for 1 second then release to enter SET-UP 7

**[ SET-UP 7 ] Reset the top score 250 or keep the record**

XXXXXX → Displays Company logo

\_\_ 7 \_\_ \_\_ Reset the top score to 250

Press then release

XXXXXX → Displays Company logo

\_\_ 7 \_\_ \_\_ 7 Keep the record

Press then release to enter SET-UP 8

**[ SET-UP 8 ] SET-UP DEMO music ( ON or OFF )**

XXXXXX → Displays Company logo

\_\_ 8 \_\_ \_\_ DEMO music OFF



Press then release

→ Displays Company logo

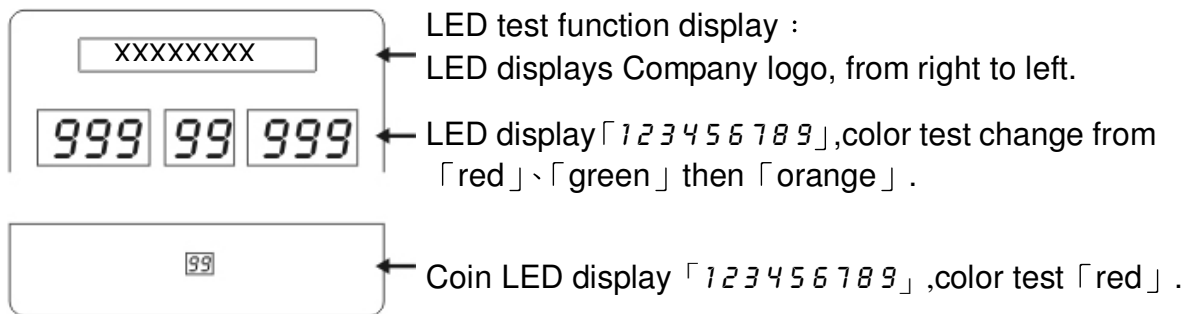
DEMO music ON

**※Restart the Machine to complete the SET-UP adjustment.**

### 3.LED Monitor inspection

Testing :

1. Press and turn on the power in the same time to enter LED testing mode. Release the test button until is displayed "1" on the LED.
2. Check if the LED is displayed correctly.
3. When testing is finished you will enter into the standby function.



4. After AUTO test is finished, it will enter into standby function.

### 4.AUDIT

Press enter into audit system in standby function only.

Press then release, enter into [ audit 1 ]

Record total received  
 Coins up to 999999 same as counter,  
 counter reset is not allowed.

Press then release, enter into [ audit 2 ]

Record total dispensed tickets  
 Tickets up to 999999 same as counter,  
 counter reset is not allowed.

Press then release, enter into [ audit 3 ]

SHIFT - IN

3CX XX XXX

Record total received  
Coins up to 999999,  
counter reset is allowed.

Press then release, enter into [ audit 4 ]

SHIFT - OUT

3CX XX XXX

Record total dispensed tickets  
up to 999999,  
counter reset is allowed.

Press then release, return back to audit function [ The end ]

XXXXXX → Displays Company logo

\_\_\_ 55 \_\_\_

※Press then release, enter into standby function.

※Press then release, return back to [ audit 3 ] function. And reset the [ audit 3 ] and [ audit 4 ] .

## 5.Error code

Every time machine is turned on it will do the AUTO test for 7 function points, Before entering into standby function.

The Error specification as below,

[ Error 1 ] COIN - 1

Warning alarm action  
Left coin selector is disconnected  
Left coin selector didn't turn in to NC  
Left coin selector error

[ Error 2 ] COIN - 2

Warning alarm action  
Right coin selector is disconnected  
Right coin selector didn't turn in to NC  
Right coin selector error

[ Error 3 ] SET-MOT - 1


Warning alarm action  
Basket motor power is disconnected  
Basket SENSOR-NO  
Basket is out of position



**[ Error 4 ]**    SET-MOT – 2

Warning alarm action  
 Ball holder motor power is disconnected  
 Ball holder SENSOR-NO  
 Ball holder is out of position

**[ Error 5 ]**    T I C K E T

Warning alarm action  
 Ticket dispenser is disconnected  
 Ticket dispenser adjustment error No tickets  
 Press  TEST for clean tickets.

**[ Error 6 ]**    COUNT - IN

Warning alarm action  
 Coin counter is disconnected  
 Coin counter error

**[ Error 7 ]**    COUNT-OUT

Warning alarm action  
 Ticket counter is disconnected  
 Ticket counter tickets

## VI.How to play

### 1. There are total 4 Stages

- A.Stage 1 : Proceed to Stage 2,when the total scores are over 40 in the end.
- B.Stage 2 : Proceed to Stage 3,when the total scores are over 150 in the end.
- C.Stage 3 : Proceed to Stage 4,when the total scores are over 250 in the end.
- D.Stage 4 : Final challenge, the last game will be finished when the time is terminated.

### 2.2 play types available










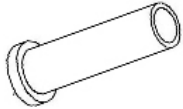

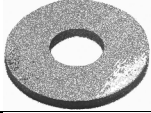
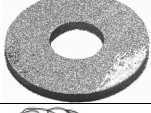



- A.Single play : DIP-SW set to single play.
- B.Link mode : DIP-SW set to link mode, up to 15 machines can be linked.  
 Press link mode, display link countdown time, any other machine can be linked together during the countdown. In link mode, up to 15 machines can be linked.

When the machine is in standby function, the SW is ineffectual.

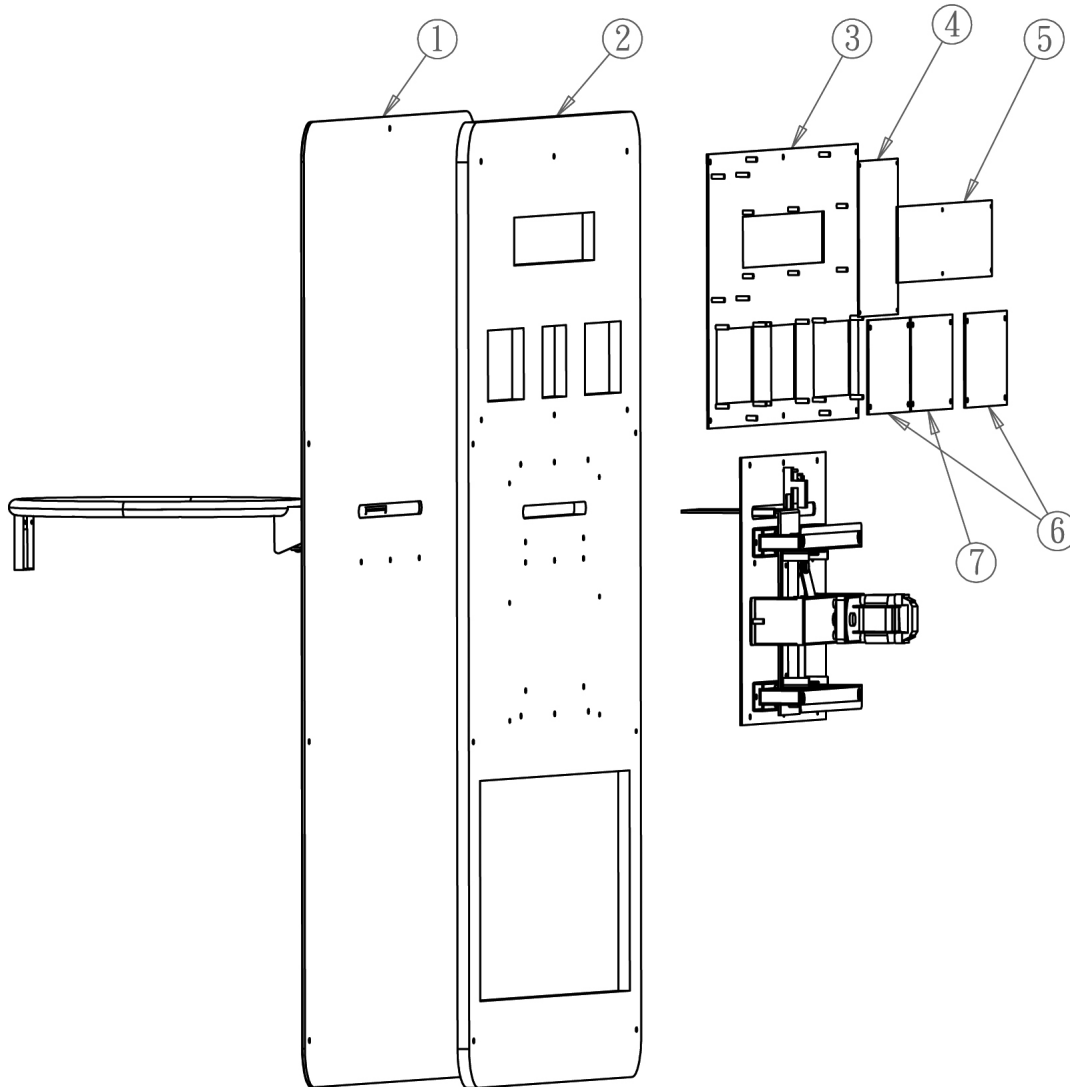


## VII.Screw and Nut list

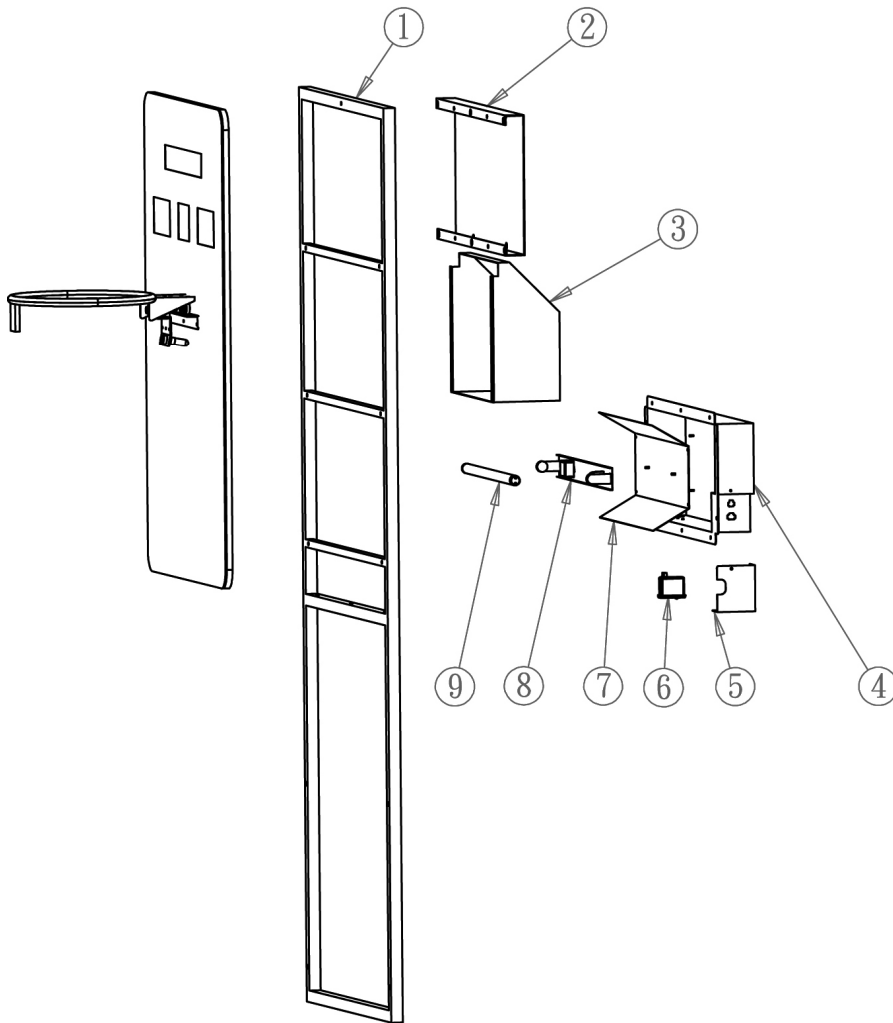
NO	picture	Specification	Total quantity	Position
1		screw(M4×12)	68	set
2		screw (M4×10)	21	set
3		screw (M3×5)	26	set
4		screw(M8×88)	4	Knock down machine Step 7
				Semi-assemble machine Step 4
5		screw (M5×20)	8	set
6		screw (M5×20)	8	set
7		screw (M5)	4	set
8		screw(M8×16)	4	Knock down machine Step 7
				Semi-assemble machine Step 4
9		screw (M6×55)	1	set
10		screw (M6×48)	14	Knock down machine Step 3.5.6
			12	Semi-assemble machine Step 2
11		screw (M6×26)	20	Knock down machine Step 5.6
			14	Semi-assemble machine Step 2.3
12		screw (M6×16)	16	set
13		screw (M5×15)	4	Knock down machine Step 2
14		screw (M4×15)	4	set
15		screw (M4×12)	58	set
16		screw (M4×8)	8	set
17		screw (M3×12)	2	set

NO	picture	Specification	Total quantity	Position
18		screw (M3×10)	1	set
19		nut(M8)	16	Knock down machine Step 4.7
			12	Semi-assemble machine Step 1.4
20		nut (M6)	38	Knock down machine Step 3.5.6.11
			20	Semi-assemble machine Step 2.3.8
21		nut (M5)	4	Knock down machine Step 2
22		nut (M4)	20	set
23		nut (M6)	4	set
24		nut (M5)	8	set
25		nut (M4)	44	set
26		nut (M3)	7	set
27		sleeve ( φ 15×43)	4	Knock down machine Step 7
				Semi-assemble machine Step 4
28		screw (M5×38)	4	Knock down machine Step 9
				Semi-assemble machine Step 6
29		washer(M4×12)	4	Knock down machine Step 9
				Semi-assemble machine Step 6
30		washer (M6.5×13.5)	24	Knock down machine Step 6.7
			12	Semi-assemble machine Step 3.4
31		Hexagonal Phillips screw will 2 Washers	4	Knock down machine Step 7
				Semi-assemble machine Step 4
32		screw (M4×10)	48	Knock down machine Step 1
33		screw (M8×70)	8	Knock down machine Step 3.4
			4	Semi-assemble machine Step 1

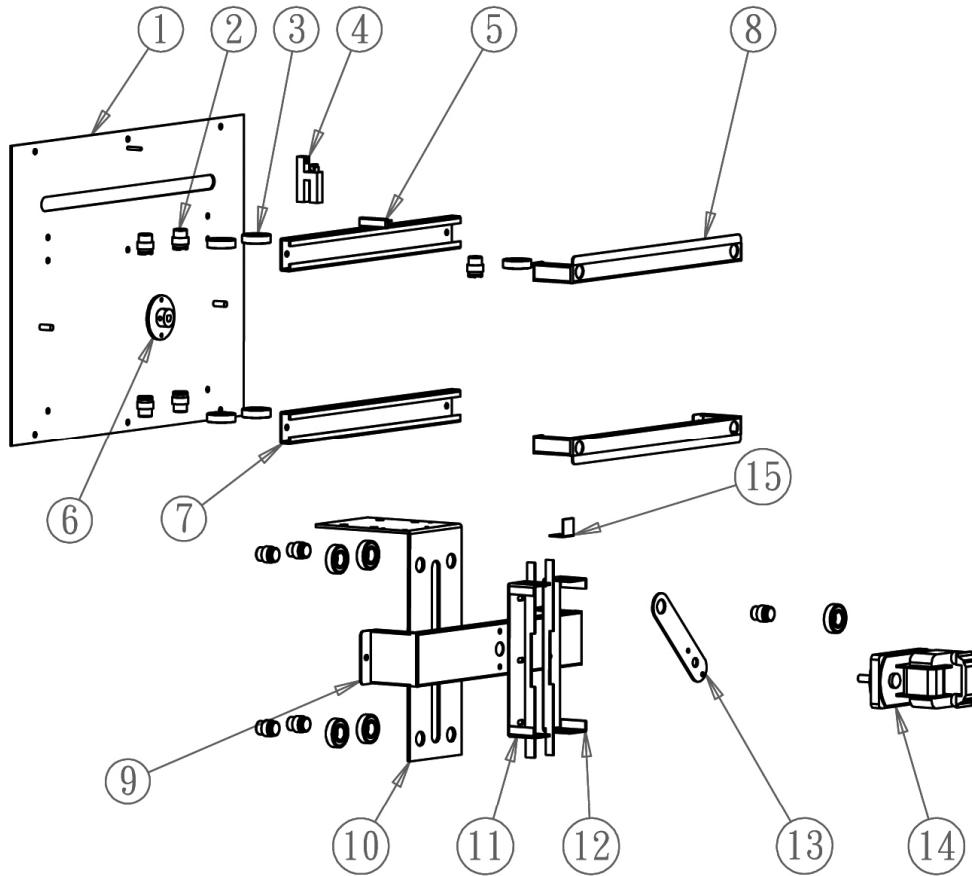
## VII.Expended view



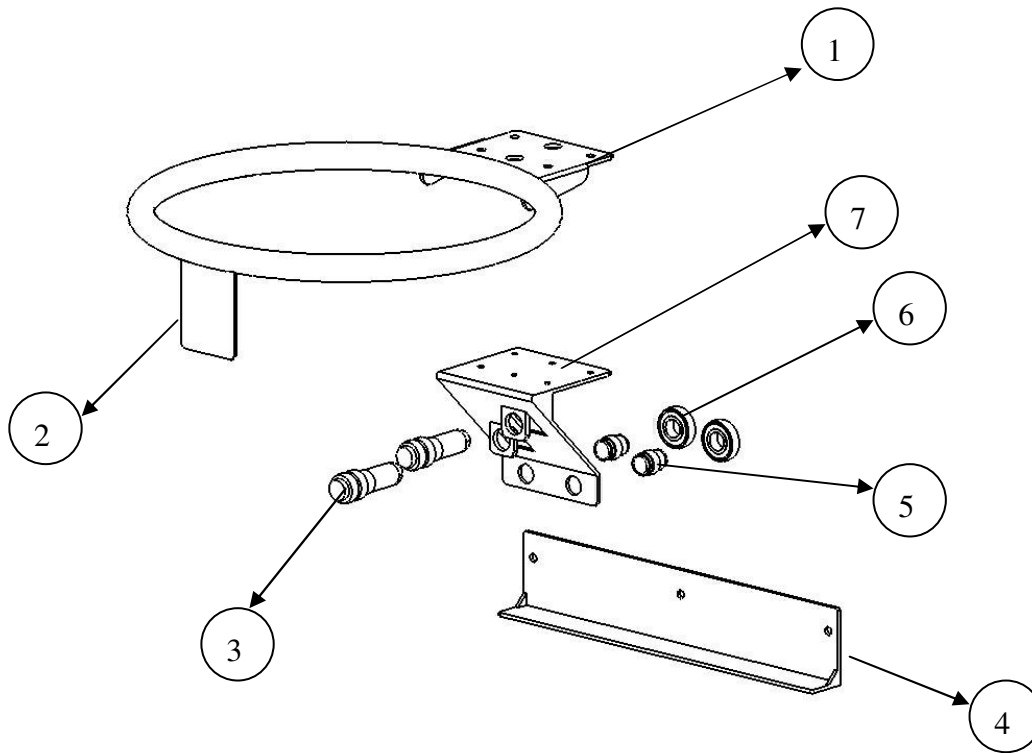
Item	Name	Part Number	Quantity
1	Basket acrylic board (RoHS)	1121-13800801	1
2	Basket board	2246-13800501	1
3	Main wooden board	1134-13801701	1
4	I/O control board B3 (RoHS)	2213-13800101	1
5	Running display board (RoHS)	2212-13800201	1
6	3 Digitals display board (RoHS)	2212-13800401	2
7	2 Digitals display board (RoHS)	2212-13800301	1



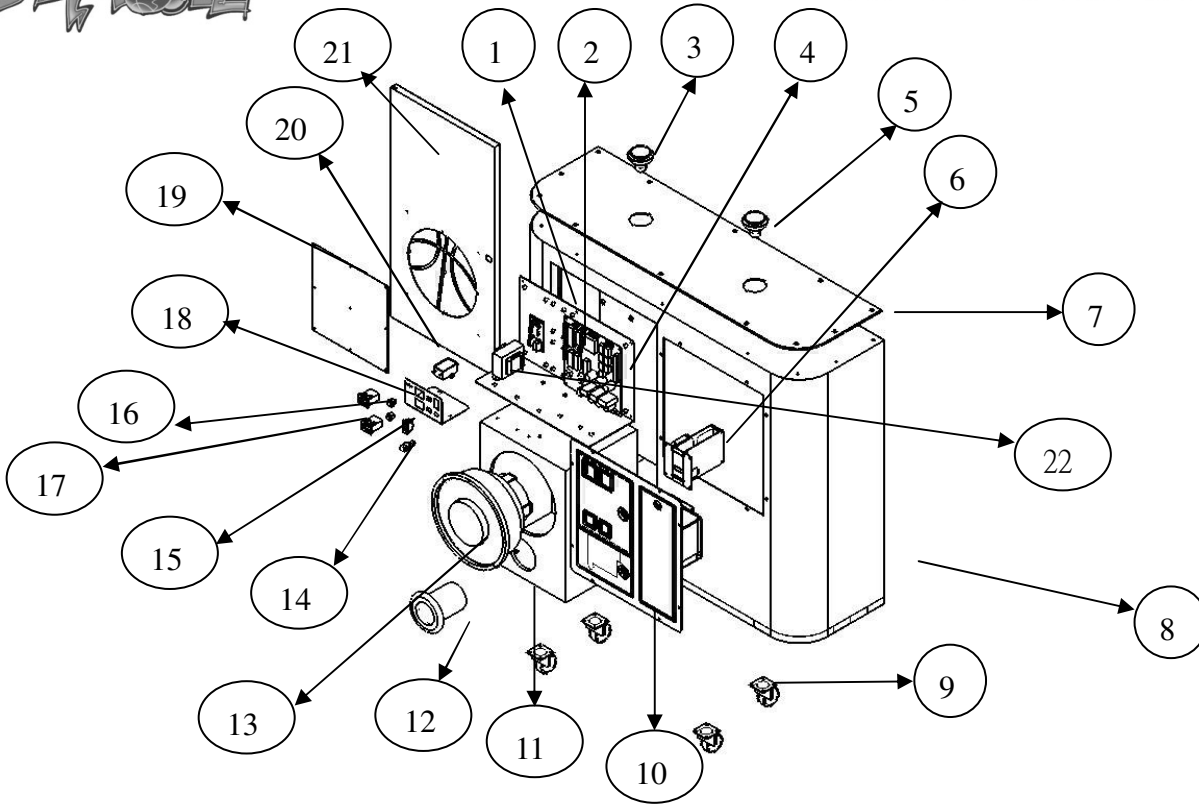
Item	Name	Part Number	Quantity
1	Frame for main wooden board fix use	1132-13800601	1
2	Basket upper back cover (AVR type)	1134-13801801	1
3	Basket lower back cover	1134-13802401	1
4	Light back cover (AVR type)	1134-13801441	1
5	Light case	1134-13809301	1
6	Starter	0941-00000941	1
7	Light reflection board	1134-13850311	1
8	Light 220V 14W	0962-18000005	1
9	Light T5 14W	0962-18000015	1



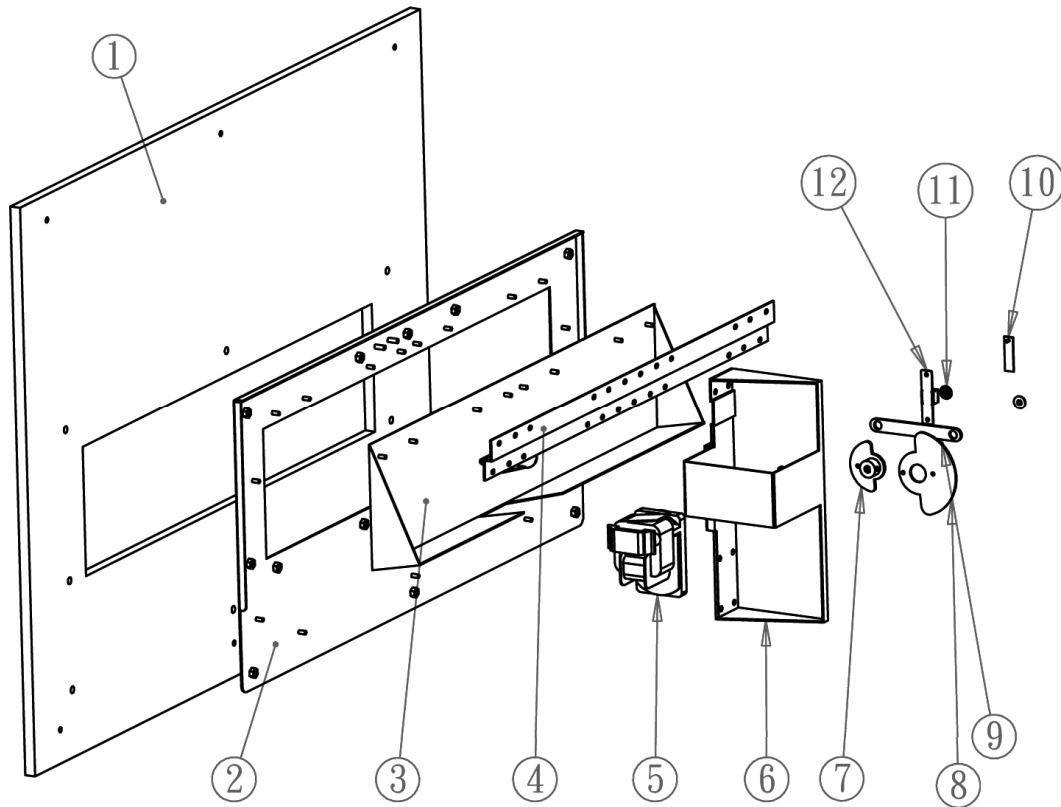
Item	Name	Part Number	Quantity
1	Wooden board for basket unit fix use	1134-13801101	1
2	Bearing (RoHS)	1151-13800301	10
3	Bearing (6002ZZ)	1243-13800101	10
4	Ball holder sensor 1.1 (RoHS)	2213-13800301	1
5	Sliding railway for sensor	1134-13802901	1
6	Bearing D type	1151-13800101	1
7	Sliding railway for basket	1134-13801601	2
8	Bearing cover	1132-13802601	2
9	Basket motor holder	1132-13801101	1
10	Basket holder	1134-13810101	1
11	Basket left holder	1132-13802701	1
12	Basket right holder	1132-13802701	1
13	Connecting rod for basket unit	1134-13801001	1
14	Gear motor (KGB-215-6130B1)	0912-00001061	2
15	Basket position bard	1134-13803001	1



Item	Name	Part Number	Quantity
1	Basket net set	1134-13800741	1
2	3M reflection sticker	1032-13800941	1
3	Basket sensor (WO-RNPW2) (RoHS)	0955-13800001	2
4	Basket sensor railway	1134-13807141	1
5	Bearing (RoHS)	1151-13800301	2
6	Bearing (6002ZZ)	1243-13800101	2
7	Basket sensor holder	1132-13801331	1



Item	Name	Part Number	Quantity
1	Main box base	1134-13800301	1
2	Link PCB (RoHS)	2215-13800201	1
3	Play button	2243-13800101	1
4	Single main PCB (RoHS)	2211-13800101	1
5	Play button	2243-13800201	1
6	Ticket dispenser	0918-00001021	1
7	Main case acrylic board (RoHS)	1121-13800701	1
8	Main case	1112-13800101	1
9	Wheel A002 without brake (RoHS)	1155-00010111	4
10	3 in 1 Name	1134-19310001	1
11	Speaker box	2246-13800401	1
12	Speaker (PL-T70130R) (RoHS)	1294-00000202	1
13	Speaker (10" RoHS)	0931-10000001	1
14	Fuse (R3-11 20mm)	0974-00001001	1
15	3P power with light (RS-003D)	0944-00000141	1
16	Push on (Red) (PB-003A)	0944-00000091	2
17	PIN counter (7 number)	0922-00001081	2
18	Counter A/C plug	1134-13800101	1
19	Hole type cover	1121-13800201	1
20	Wave filter (YGD3T5)	0924-00000101	1
21	Speaker cover	1121-13800301	1
22	Transformer (15V*2 70414-58A)	0923-10000031	1



Item	Name	Part Number	Quantity
1	Wooden board – B type	2246-13800201	1
2	Board of ball stopper unit	1134-13800801	1
3	Ball stopper board unit	1134-13800901	1
4	Chain for basket (650X46.6)	1134-13803301	1
5	Gear motor (KGB-215-6130 B1)	0912-00001061	1
6	Motor frisked for ball stopper unit	1132-13800901	1
7	Ball holder bearing	1151-13800201	1
8	Ball holder bearing D type	1134-13804201	1
9	Arm of ball stopper	1134-13802501	1
10	Sensor SW	2213-13800301	1
11	Bearing LF-1040	1243-13800301	2
12	Ball holder sensor holder	1132-13803001	1

