Basketball Machine User Manual

Functions and Features

1.   Support single play and <u>Multi-Link Play</u>[*1], 2-16 sets machines can be linked at the same time.
2.   No need to be simultaneous. Can be divided in 4 groups and linked independently in different time. It's the real linkable mainboard for basketball game on the market.
3.   Prompted by real human voice, and accompanied with basketball game music (MP3 format), which can be customized.
4.   Record The highest Scores.
5.   The Playing Time & Passing Scores of each Stage are adjustable.
6.   With function of <u>Dispensing Tickets</u>[*2].
7.   Adjustable Pricing for Each Play.
8.   Intelligent Self-Protection Against the Malfunction of Moving Motor. The machine will stop working when the moving motor incurs a failure.
9.   Digit Menu + Thumbwheel Switch parameter setting.
10. Anti High-Voltage Connection Cables Assures the Stable Working
11. Double Magic Eyes for Shooting Assures the Correct Record of Scores.
12. Shooting Sound is selectable among "peng peng", "2-Point Shot" or "3-Point Shot", and the factory default setting is "peng peng".
13. Switchable between coin-operated mode "PLAY MODE" and free play mode "FREE PLAY"
14. Automatic Error Detecting and the Malfunction Position prompted by voice.
15. High-power amplifier can drive big sound box.
16. When the game over it calles the scores automatically, and multi voice prompts during the whole game.
17. 8-Stage Software Tuning for volume of prompt voice and the music.
18. The information shown on "Dot-Matrix Display Board" can be customized, including your company name, address and telephone number.
19. The score recording sensor can be set with single or double.

 ··· under Link play, all the prompt voice and MP3 music are simultaneous····

How to Play

Insert coins then choose to start the game in the countdown (10 seconds). If no choice be made in the countdown, the machine will start the game in single play mode automatically. The credit equal to pricing will be deducted after the game start.

1. Single play mode

1) Insert coins, and the credit will be displayed on the 2-digit LED on the console. There will be a voice prompt "Please push the single play or the link play button to start the game in the countdown". Choose the single play button on the left to start the game, and the amount equal to pricing will be deducted at the same time.

2) When starting the single play game, it will display "the first stage" at first. It will count down 5, 4, 3, 2, 1, 0 in seconds to start the game and display on the time display screen at the same time. Then it goes into the first stage's countdown. In the first stage, the basket will be stationary on the middle. The scores reach to the passing score, then go into next stage.

3) After passing the first stage, wait for 5 seconds then go into the second stage. It will display "the second stage", and count down 5, 4, 3, 2, 1, 0 in seconds to start the game and display on the time display screen at the same time. Then go into the second stage's countdown time. In the second stage game, the basket will be swinging on the left and right, the game will be more difficult. When the scores reach to the passing score, go into the next stage.

4) After passing the second stage, wait for 5 seconds then go into the third stage. It will display "the third stage " and count down 5, 4, 3, 2, 1, 0 in seconds to start the game and display on the time display screen at the same time. Then go into the third stage's count down time. In the third stage game, the basket will be swinging on the left and right, the game will be more difficult. When the scores reach to the passing score, go into the next stage.

5) After passing the third stage game over, wait for 5 seconds then go into the fourth stage. It will display "the fourth stage " and count down 5, 4, 3, 2, 1, 0 in seconds to start the game and display on the time display screen at the same time. Then go into the fourth stage's count down time. In the second stage game the basket will be swinging on the left and right, the game will be more difficult. When the scores reach to the passing score, go into the next stage. If the scores surpass the former highest scores, the highest scores will be renovated

6) The four stages are the whole complete game of single play. When the game is over, if there is enough credit left, the machine will prompt to start a new round of play after a short waiting. In new play, the above steps will be repeated.

2. **Link Play*1 Mode**

1) Insert coins, and the credit will be displayed on the 2-digit LED on the console. There will be a voice prompt "Please push the single play or the link play button to start the game in the countdown". Choose the single play button on the left to start the game. If linking successfully, the machine will prompt "You have joined in the link play, wait a moment please!" And the countdown time will also be simultaneous with other linked machines.

2) The amount equal to pricing will be deducted immediately if linking successfully. In the link game all of the countdown time will be simultaneous from the first stage to the 4th stage. In every state, if one of linked players passes the stage, the whole group of linked players will pass the stage, too.

3) The link play is nearly the same with the single play. The only difference is that all of the linked machines' game time will be simultaneous. In the simultaneous time they play together to win the scores.

3. **Pay Attention(In the linking play):**

1) In the link play, the game time of all machines is stipulated and uniformed by the <u>Link Control Board</u> as that: 60 seconds for the 1st stage, 50 seconds for the 2nd stage, 40 seconds of the 3rd stage and 30 seconds for the 4th stage. The passing scores are as per the setting of each machine.

2) In the link game, the Link Control Board and linked machines cannot be disconnected or turned off, otherwise all the machines should be restarted to have the link play be simultaneous.

3) Please set the ID of each machine by the thumbwheel switch SW1 before you can go with link play. Maximum 16 machines are allowed to be linked together, so the machines' ID should be ranged from NO. 1 - NO. 16. The repeated ID is not allowed, otherwise all of the machines can't be linked.

4) Caution: The load voltage of the 12V Power Supply should be above 11.5V when the machine is under linking. If the ultra-low voltage may cause the linking failure, and the load voltage can be fine tuned by potentiometer.

4. **Free play Mode (FREE PLAY)**

Put the 8th switch of DIP SW1 on mainboard to OFF position to go into the FREE PLAY mode. Under free mode the time display screen will display "00"and keep flashing, and meanwhile the singe play and linking play button keep flashing also. At the moment, don't need to insert coins, and just push the single or link button to start a game.

Rules of Getting Scores & Prize

1. Single Play

From the first stage to the fourth stage, in the last 10 seconds it's 3-point shots, and there before it's 2-point shots.

- The first stage passing scores is 40.
- The second stage passing score is 150.
- The third stage passing score is 250.

2. Link Play

From the first stage to the fourth stage, in the last 10 seconds it's 3-point shots, and there before it's 2-point shots. If one player passes the stage, the whole group will pass the stage.

- The first stage passing score is 40.
- The second stage passing score is 150.
- The third stage passing score is 250.

One link game can be linked by 16 players/machines on maximum. It can be divided in 4 groups linking independently in different time.

3. Prize for the Special Scores

When a whole game over, you can play one more time for free if your scores are displayed as 333, 444, 555, 666, 777, 888.

Parameter Setting

Keep pressing the setting switch S1, then turn on the power to go into the parameter setting. At the moment repeatedly press S1 to choose the function, 0-18 function code will display on the score screen; Press test button S2 to enter the setting under each code, and the parameter will display on the score screen; After finish setting, restart the machine and new settings will work. The below diagram is 0-18 function code's parameter diagram.

Function code	Code	minimum value	default	maximum value	parameter unit
Reset to Default Setting	00	press the test button S2 to restore default setting			
The 1st Stage Passing Scores	01	20	40	100	Scores
The 2nd Stage Passing Scores	02	80	150	250	Scores
The 3rd Stage Passing Scores	03	150	250	400	Scores
The 1st Stage Game Time	04	20	60	100	Seconds
The 2nd Stage Game Time	05	20	50	100	Seconds
The 3rd Stage Game Time	06	20	40	100	Seconds
The 4th Stage Game Time	07	20	30	100	Seconds
Scores Per Ticket	08	1	10	100	Scores
Single Play Countdown Time	09	1	5	10	Seconds
Link Play Countdown Time	10	6	10	30	Seconds
Volume of Prompt Voice	11	1	5	8	Stage
Volume Of Game Music	12	1	5	8	Stage
Single/Double Shot Sensor	13	1	2	2	Unit
Baffle Plate Self-Check or Not	14	0	1	1	1=Yes, 0=No
Reserved Code	15				
Preset The Highest Scores	16	300	300	700	Scores
Coins Deposited Statistics	17	0	0	65535	Units
Ticket Dispensed Statistics	18	0	0	65535	Piece

Specifications:

1. Volume Setting of Prompt Voice: 1 = lowest voice, 8 = loudest voice, adjustable by 8 stages.

2, Volume Setting of Game Music: 1 = lowest voice, 8 = loudest voice, adjustable by 8 stages.

3, Single/Double Shot Sensor Settings means to choose one or two sensors to detect the shots, choose one to use UPIR signal only, and choose two to use the UPIR and DNIR together.

Thumbwheel Switch SW1 Setting Diagram

functions	Thumbwheel Switches SW1 Setting Diagram							
	parameter	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
ID Number of Linked Machines	1	ON	ON	ON	ON				
	2	off	on	on	on				
	3	on	off	on	on				
	4	off	off	on	on				
	5	on	on	off	on				
	6	off	on	off	on				
	7	on	off	off	on				
	8	off	off	off	on				
	9	on	on	on	off				
	10	off	on	on	off				
	11	on	off	on	off				
	12	off	off	on	off				
	13	on	on	off	off				
	14	off	on	off	off				
	15	on	off	off	off				
	16	off	off	off	off				
Game Pricing	1coin, 1game					on	on		
	2coins,1game					off	on		
	3coins, 1game					on	off		
	4coins, 1game					off	off		
Shooting Prompt Voice	Peng Peng							ON	
	2-Point Shot 3-Point Shot								off
Working Mode	Coin Operated							ON	
	Free Game								off

Self-check

1. Keep pressing button S2, then turn on the power to go into self-check.
2. To test the 10-digit LED display screen first, display 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 to check if the digital tubes are all OK.
3. After that if the ticket dispenser installed, it will dispense 5 tickets out to check if the dispenser works correctly.
4. Then, goes to check he basket/hoop and the baffle: move for 3 seconds and stop for 2 seconds, and repeat doing this for several times. If hoop/baffle doesn't move, check the motor and wire connection.
5. Then, goes to check the link button light and single button light: switch on for 3 seconds and witch off for 2 seconds, and repeat doing this for several times.
6. Then, goes to check the I/O devices, and the diagnostic codes to be displayed on the digit LED display screens: 0 = OK, 1=BAD. Details as below:
   1) Upper Shooting Sensor   ------   Top Position on Scores Display Screen
   2) Lower Shooting Sensor   ------   Mid Position on Scores Display Screen
   3) Ball Baffle Plate Sensor   ------   Bottom Position on Scores Display Screen
   4) Ball Reposition Sensor   ------   Top Position on Time Display Screen
   5) Coin Acceptor   ------------   Bottom Position on Time Display Screen
   6) Single Play Button   ------   Top Position on the Highest Score Display Screen
   7) Link Play Button   ------   Bottom Position on the Highest Score Display Screen
7. Then, goes to check the Thumbwheel Switch SW1. Use your finger to turn on/off the switches from 1st-6th, and the setting will be shown on the credit LED display on the console.

Instructions of Motherboard's I/O

J11 (24V 12V 5V Power Input)

J12 (Music Amplifier Double-12V Transformer)

J19 (Ball Baffle Plate DB-MT / Hoop Motor BSK-MT)

J16 (220V/AC Power Input)

J12   J13 (Linking Input /Out)   J10 (Ticket Dispenser)

J8 (Link Play Button)   J9 (Single Play Button)

J11 (Coin Acceptor)   J3 (4-Sensors Input)

J7 (Credit LED Display)

J4 (7-Pin Socket for digital LED display)

J5 (8-Pin Socket for digital LED display)

J6 (6-Pin Socket for Dot-Matrix Info Display Board)
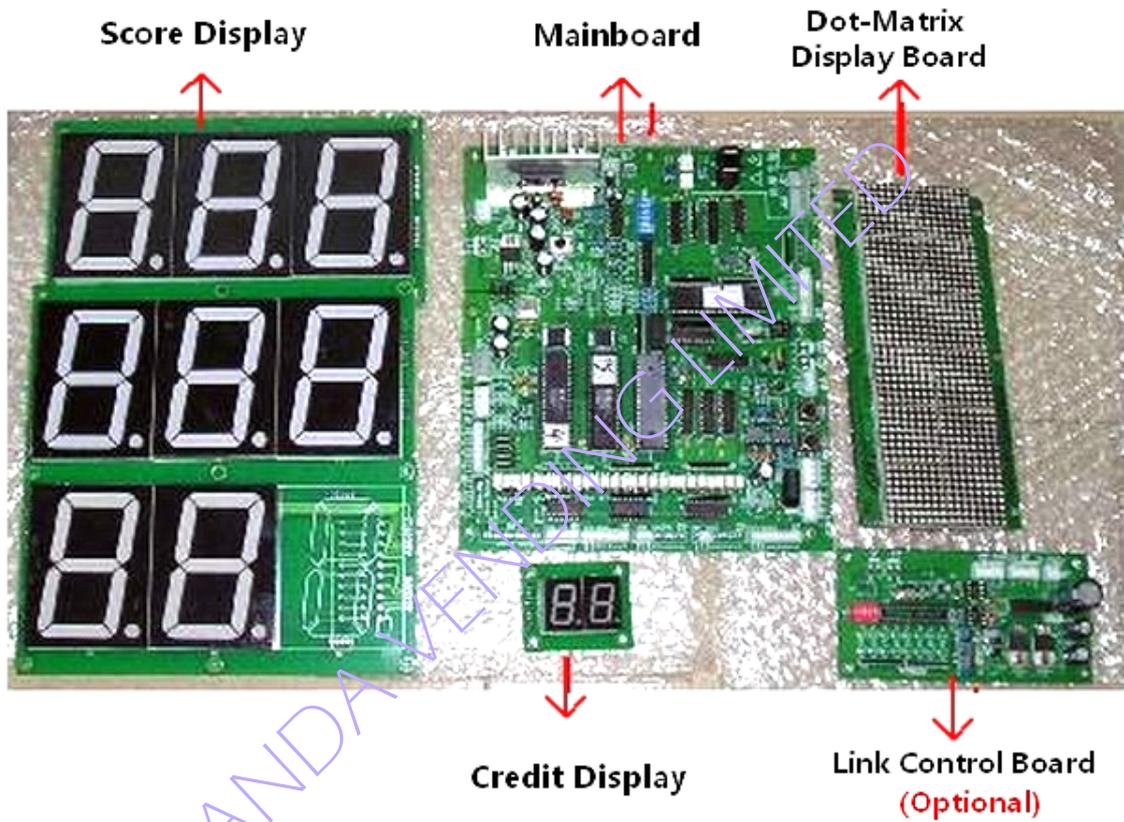
J18 (Audio Output, For Connection With External Amplifier/Sound Box)

J20 (For Connection With External Tuner)

J15 (For Connection With Speakers)

Pay Attention:

*1. <u>Multi-Link Play</u> requires the extra link control board, which is sold separately. One link board could support 2-16 machines.

*2. Function of <u>Dispensing Tickets</u> requires the ticket dispenser, which is also sold separately.

Score Display

Mainboard

Dot-Matrix Display Board

Credit Display

Link Control Board (Optional)

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