960814 C35 版本

STREET BASKETBALL

MANUAL

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Special note

We want to thank you for choosing our Street basketball maching,

and hope you read these instructions first to insure the

security of the user before this product is used ◦

This Manuel contains the characteristics, special notes, and a

simple breakdown of the product.

I. Inspection

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

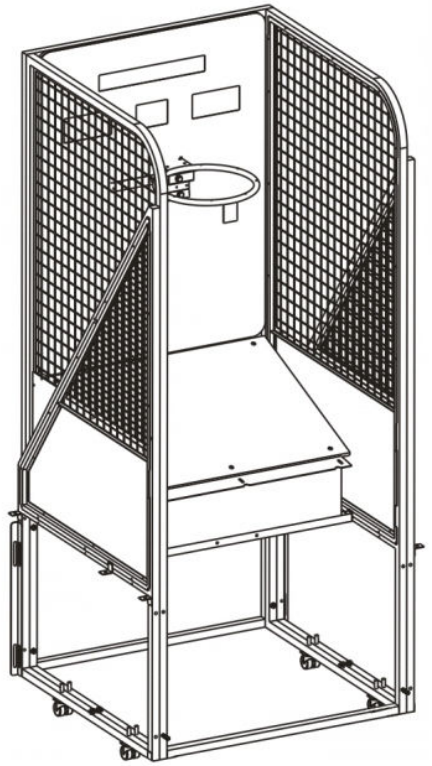
✓	Items	Specification	Total quantity
	Chassis items	Packing	1 unit
	Street basketball	No. 5 Basketball	7 unit
	Key(5350)	Maintenance door, ticket dispenser	1 pc
	Key(5348)	Cash box	1pc
	AC cable line		1 unit
	Operation manual	A4	1 set

Machine position regulation

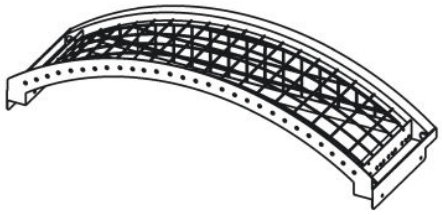
- The power must be turned off before any movement
- The brake must be released, before the machine is moved.
- Do not put the machine under the direct sunlight, it will damage the inside parts.

Half-Assembly type parts list

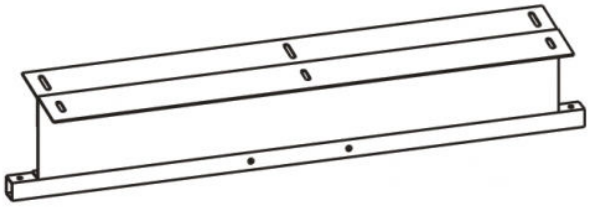
Main frame



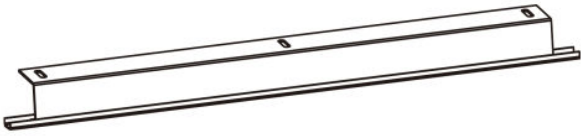
3 C Top cover



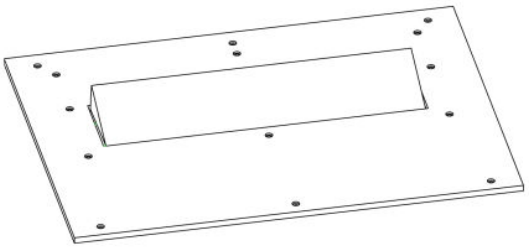
4 B Base holder FB



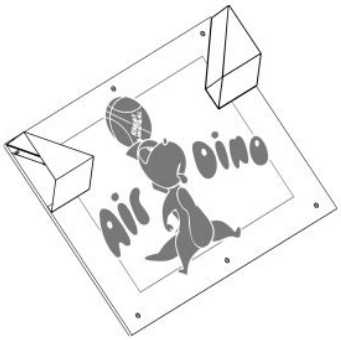
4 C Base holder FF



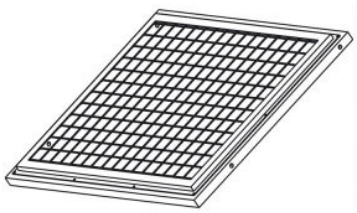
5 B Ball holder kit



5C Ball guide kits

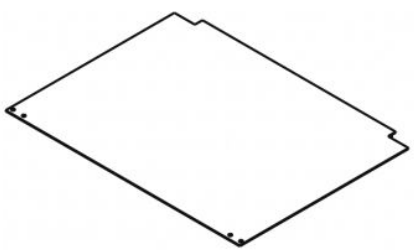


6 A ball net holder kit



6 B main part

6 C Block wooden board for motor



II. Machine view/size and power rating

Machine Dimensions:

W1030 xD2500 xH2420/2643(Top cover)mm

W3'3'' xD8'3''xH7'9''

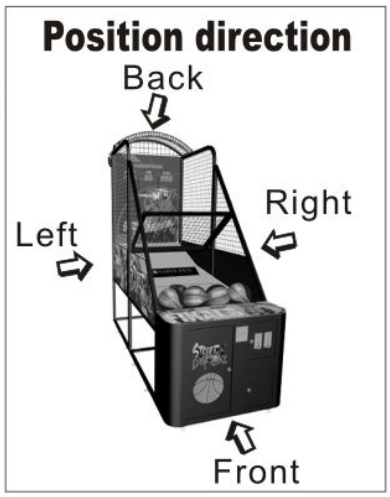
Weight : 266.5 kg / 573 lbs

Voltage : AC110Vor220V (50/60Hz)

Power Consumption:200W

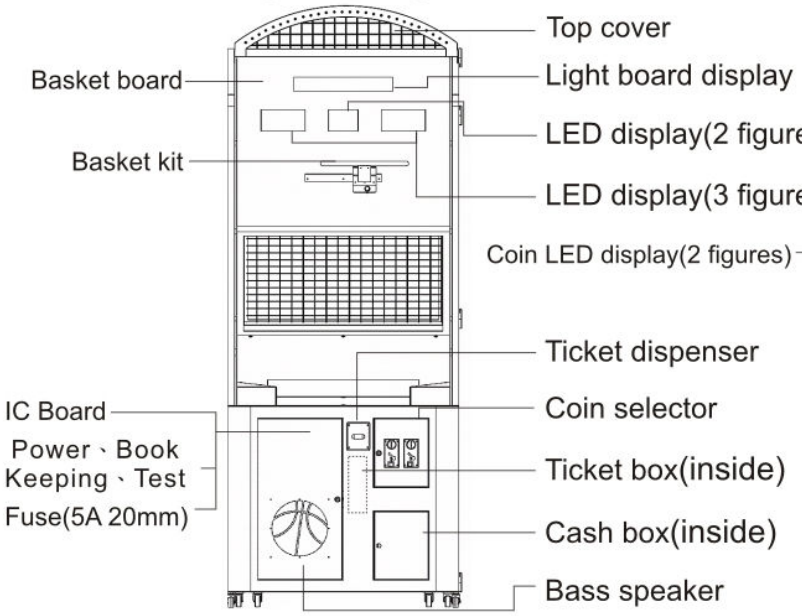
Fuse : 5A

Tokeu size : ψ22 mm ~ 27 mm

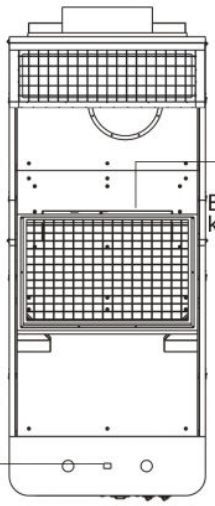


III. Component description

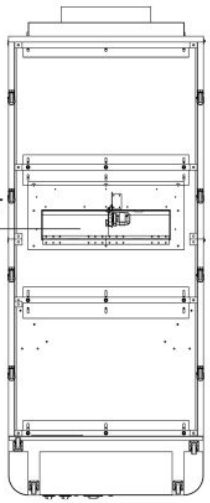
【Front】



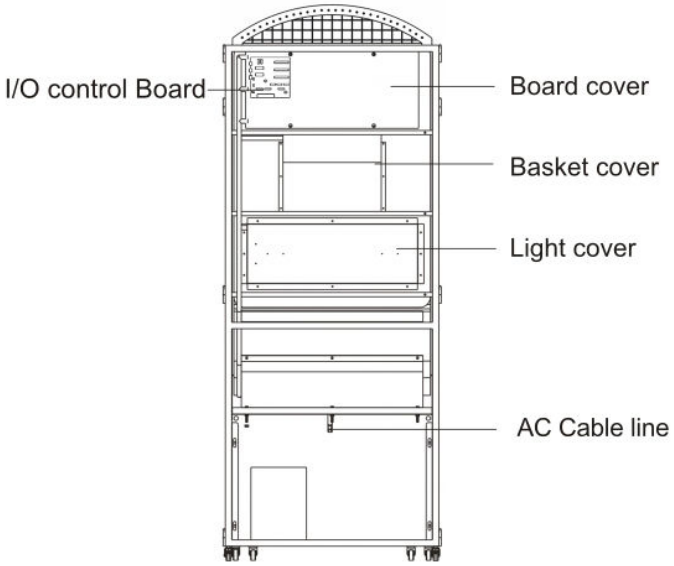
【Top】



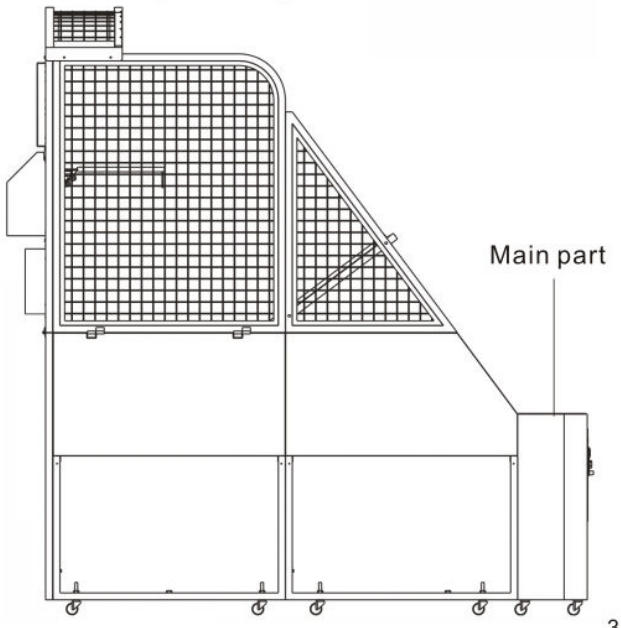
【Base】



【Back】



【Side】

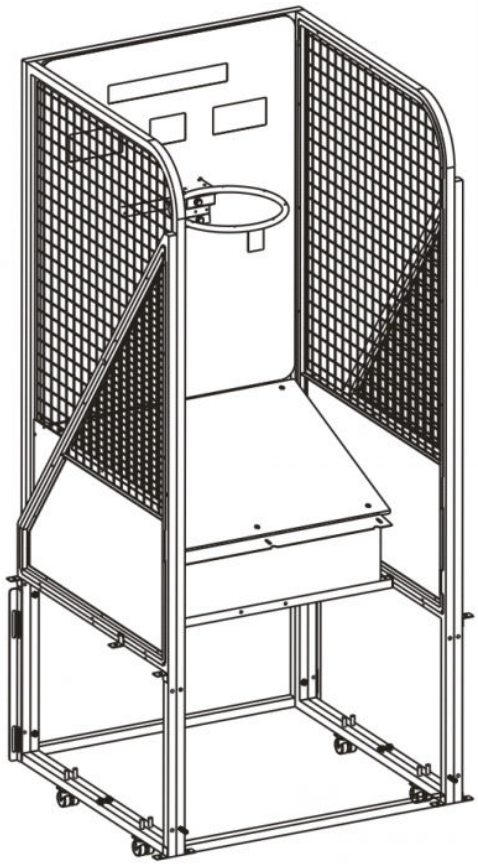


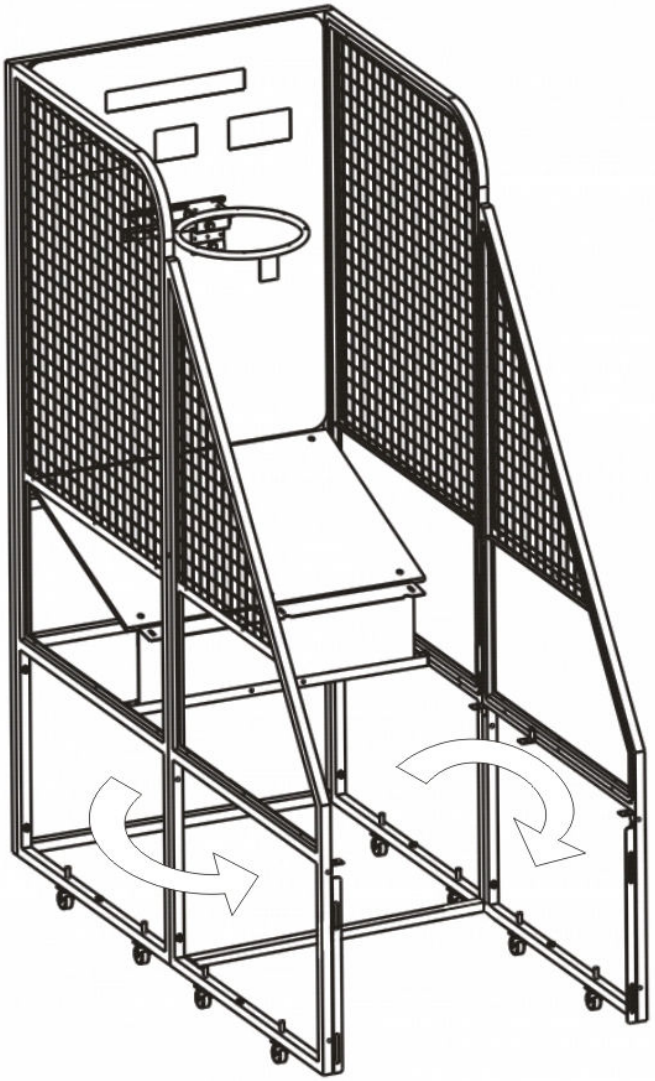
IV. Assembly and disassembly

1.Assembly and disassembly for Half-Assembly type

Step 1 :

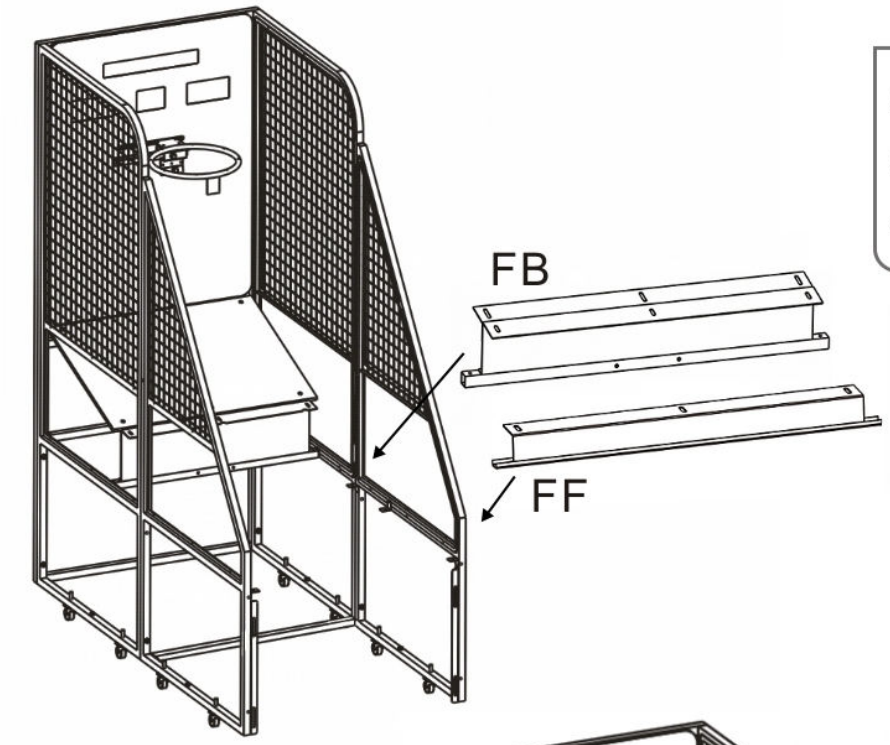
1.Turn the left and right frame 180° to the position as drawing picture.





Step 2 :

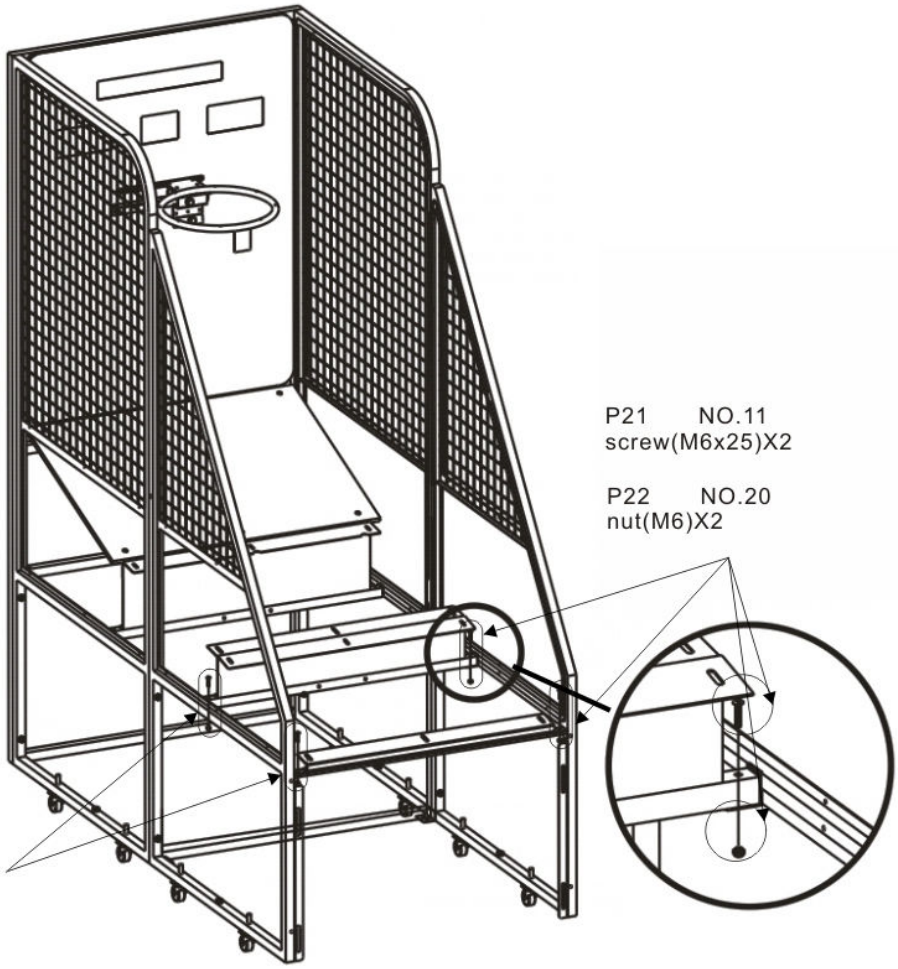
1.Screw the base frame FB and base frame FF as drawing picture.



Assembly parts:

4B Base holder FB

4C Base holder FF



P21 NO.11
screw(M6x25)X2

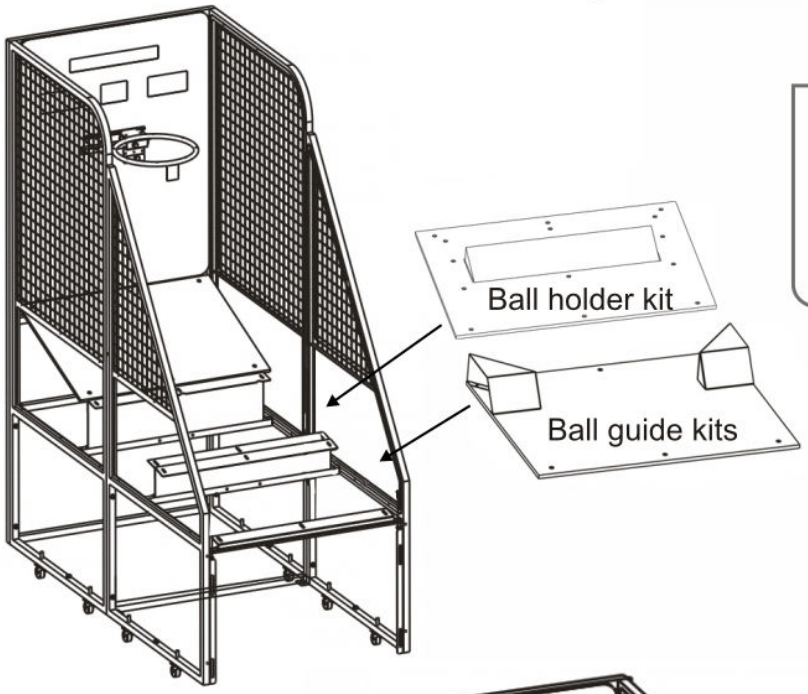
P22 NO.20
nut(M6)X2

P21 NO.10
screw(M6x45)X4

P22 NO.20
nut(M6)X4

Step 3 :

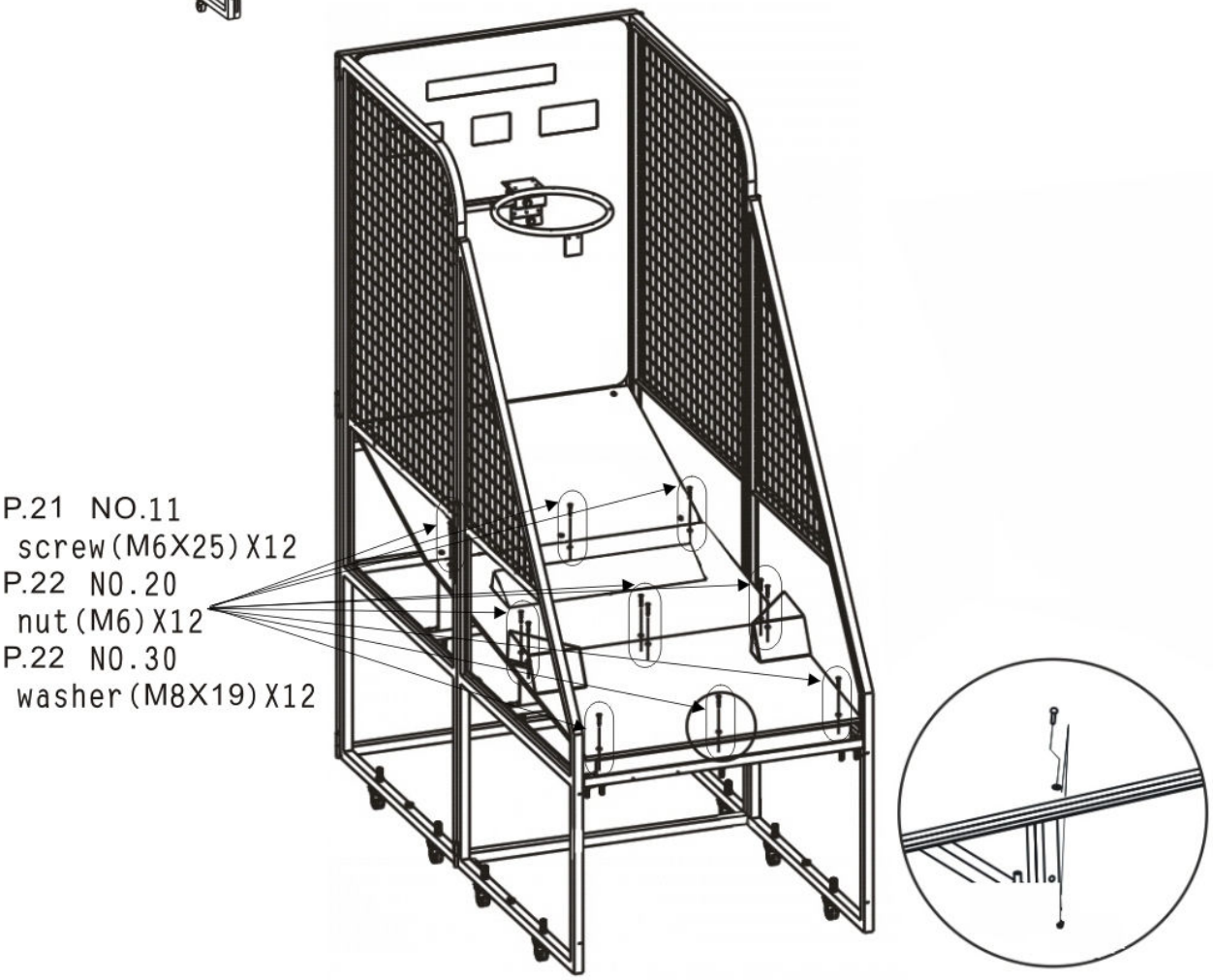
1.Screw the 5B Ball holder kit and 5C Ball guide kits as drawing picture.



Assembly parts:

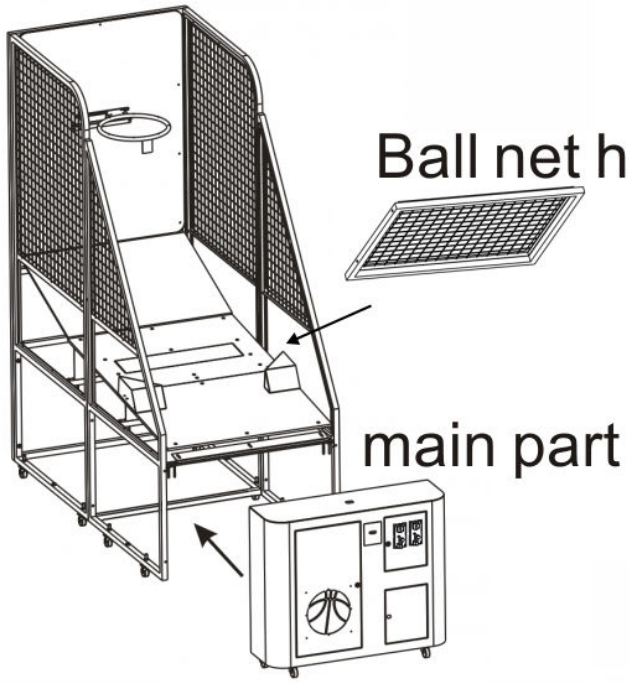
5 B Ball holder kit

5 C Ball guide kits



Step 4 :

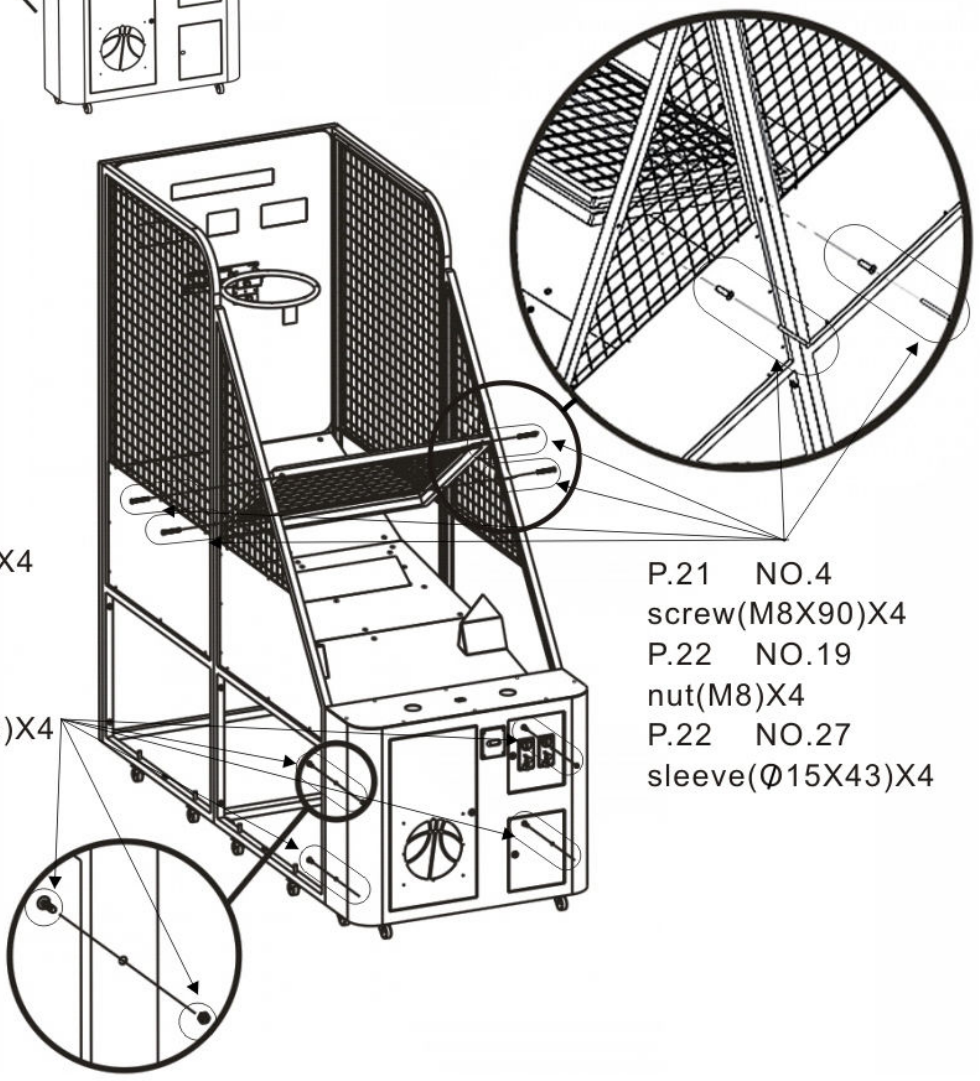
1.Screw【**6 A Ball net holder kit**】
2.Screw【**6 B Main part**】。



Assembly parts:

6 A Ball net holder kit

6 B Main part



P.21 NO.8
screw(M8X20)X4
P.22 NO.19
nut(M8)X4
P.22 NO.30
washer(M8X19)X4

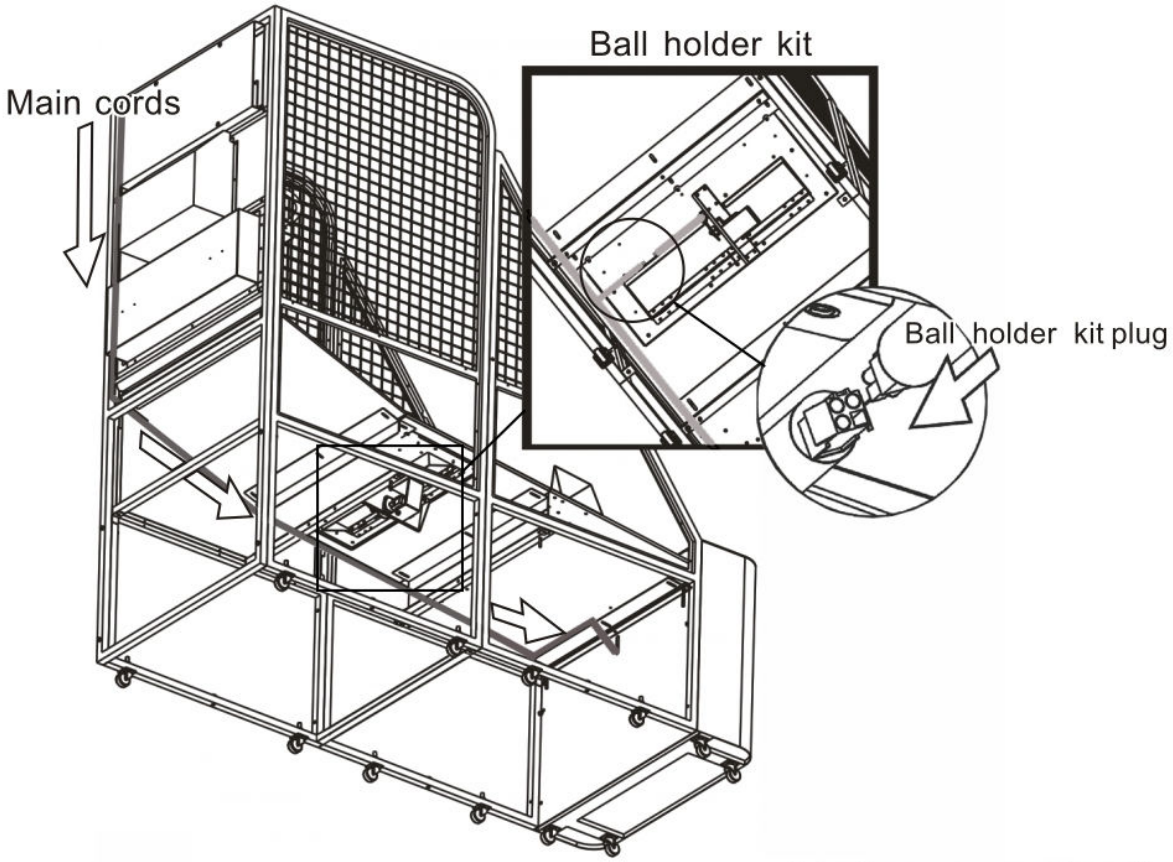
P.21 NO.4
screw(M8X90)X4
P.22 NO.19
nut(M8)X4
P.22 NO.27
sleeve(Ø15X43)X4

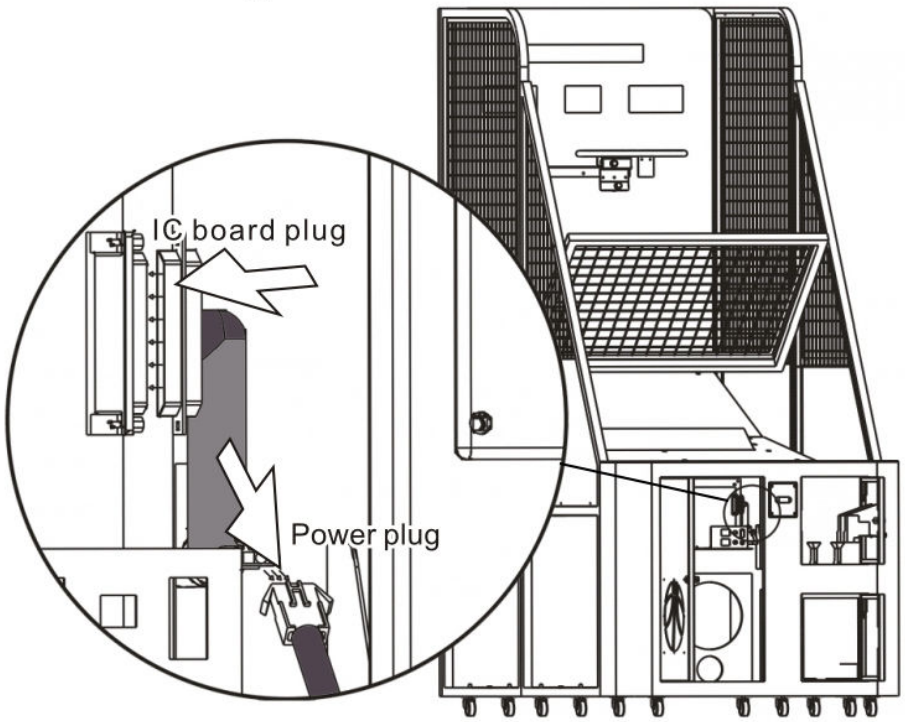
Step 5 :

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.



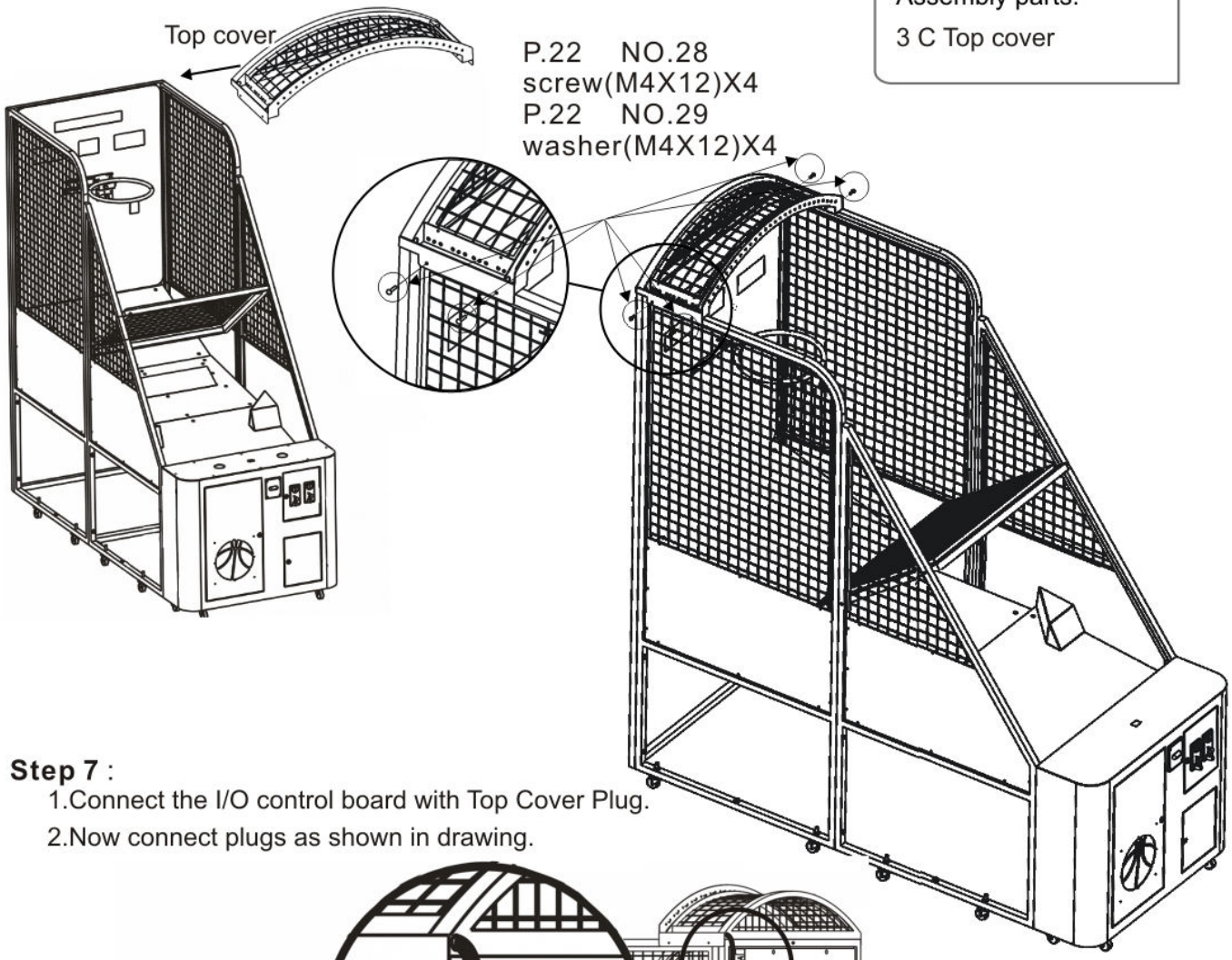


Step 6 :

Screw [3C Top cover] step by step as drawing.

Assembly parts:

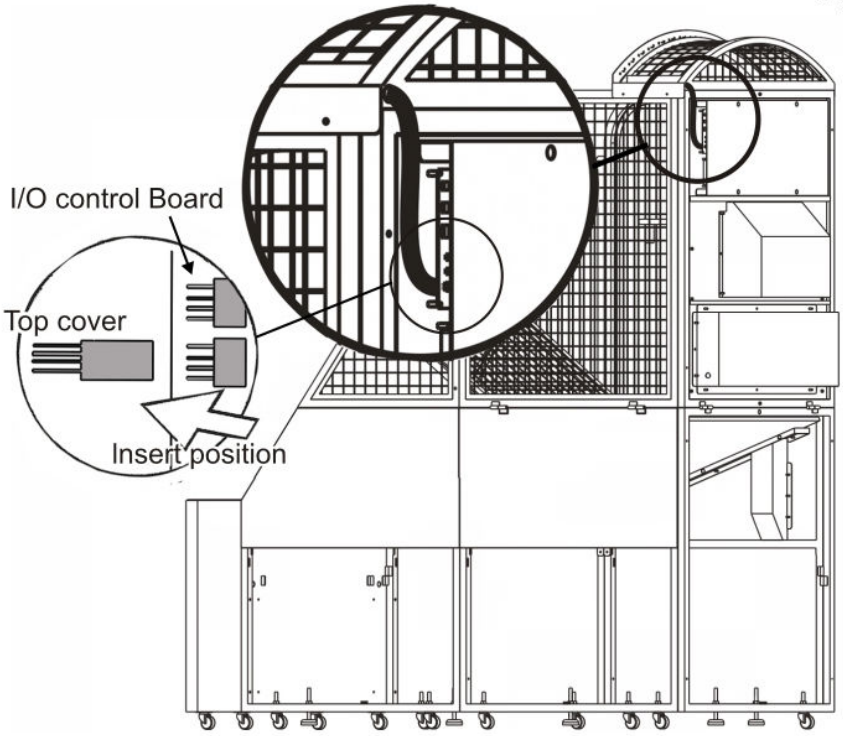
3 C Top cover



Step 7 :

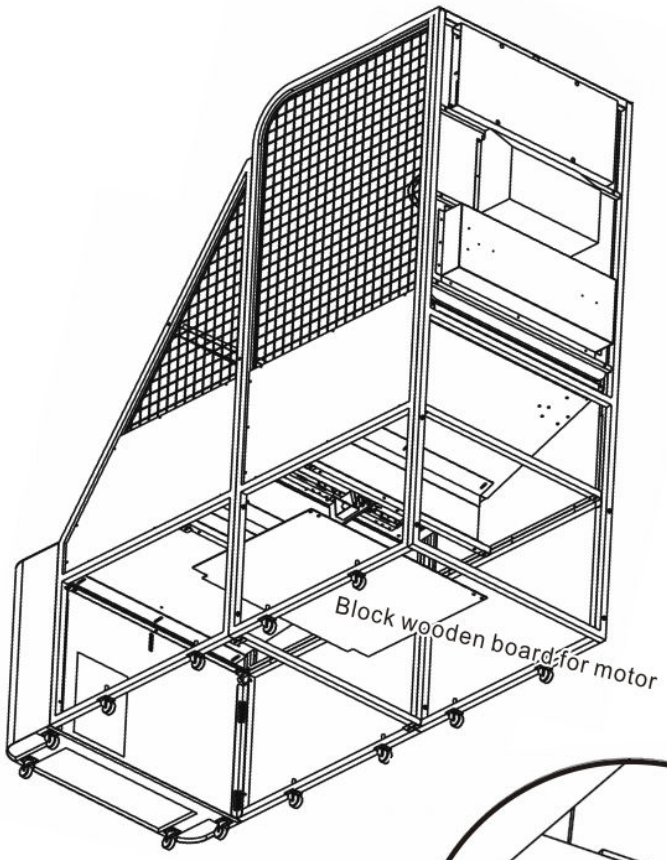
1.Connect the I/O control board with Top Cover Plug.

2.Now connect plugs as shown in drawing.



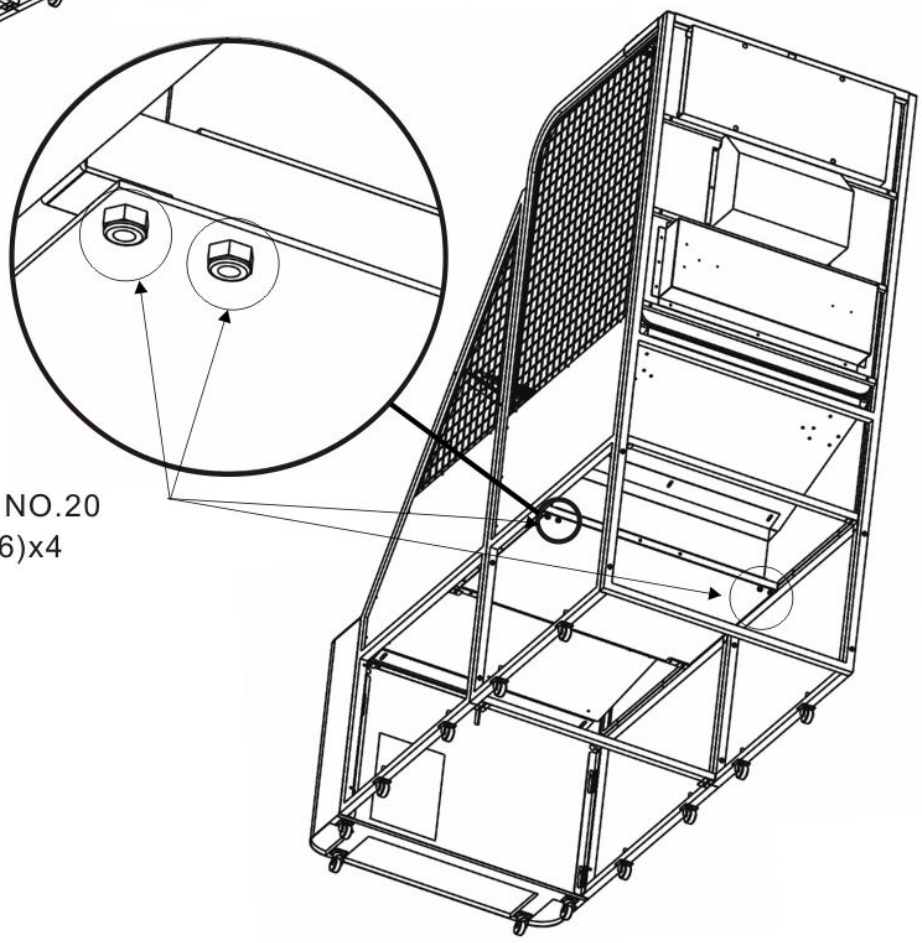
Step 7：

use screws fixed it then complete the assembly street basketball.



Assembly parts:

6C Block wooden board for motor



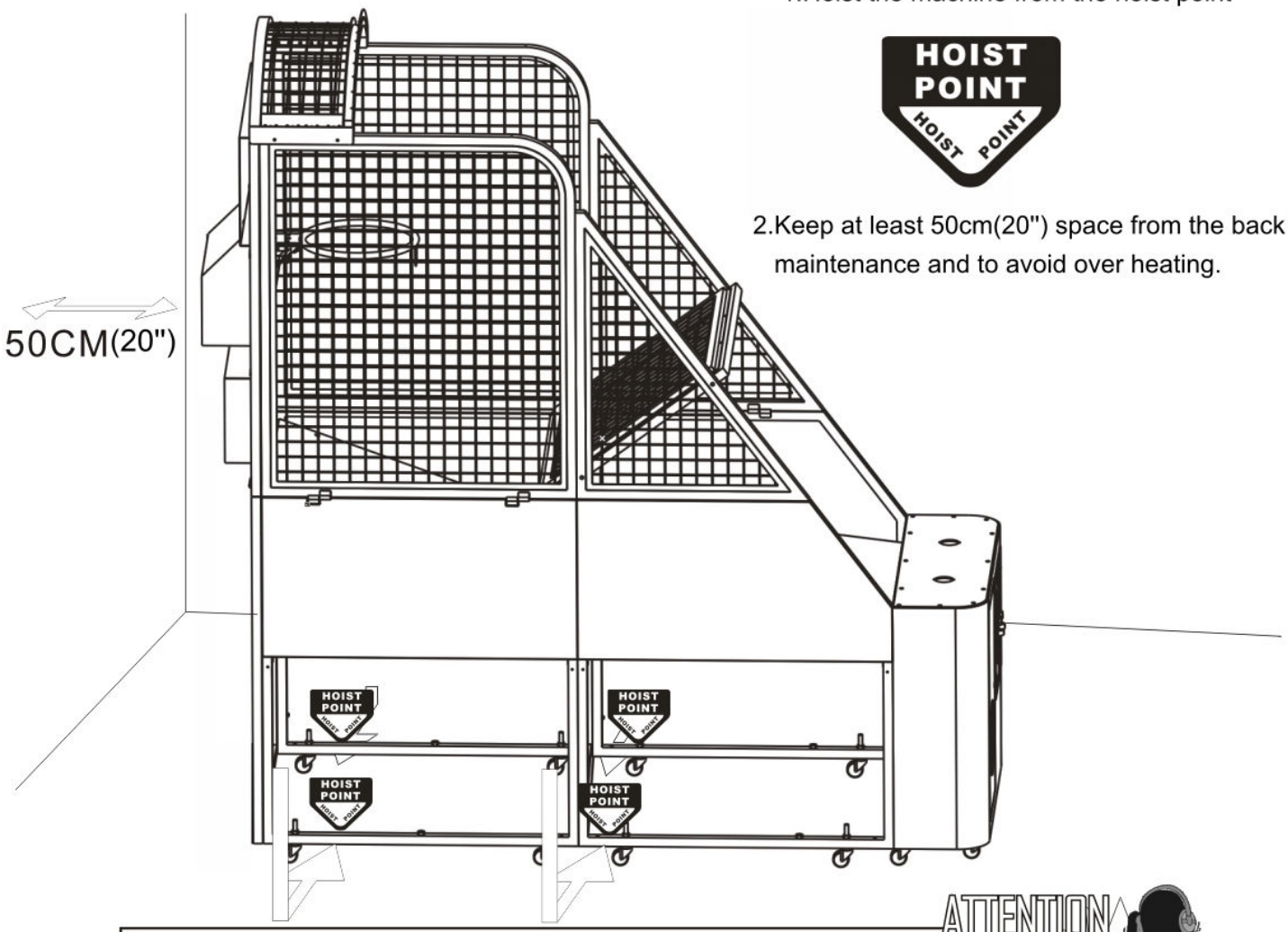
P.22 NO.20
nut(M6)x4

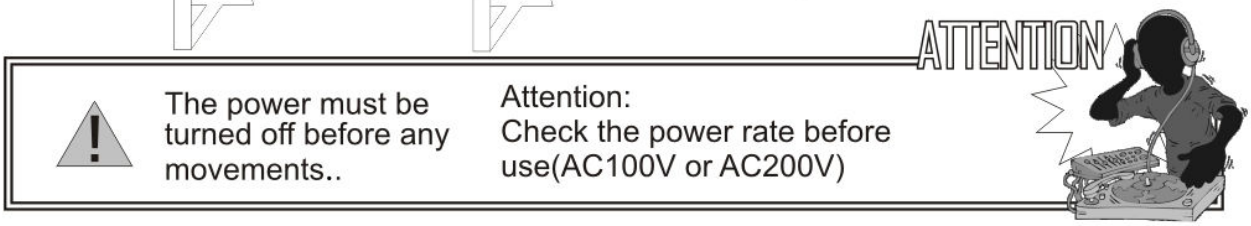
2.【SET-UP Position & maintenance】

Fix position after assembly:

1.Hoist the machine from the hoist point

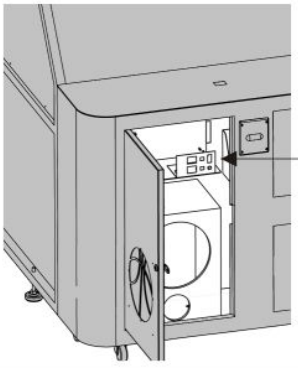
2.Keep at least 50cm(20") space from the back for maintenance and to avoid over heating.





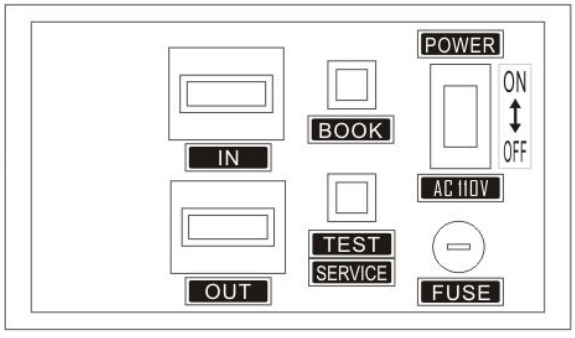
V. Adjustment and Inspection

You can find the book keeping system by opening the main part door.



IC board includes power, fuse, book keeping and test functions.

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



1. Link adjustment

【 Cable link SET-UP 】

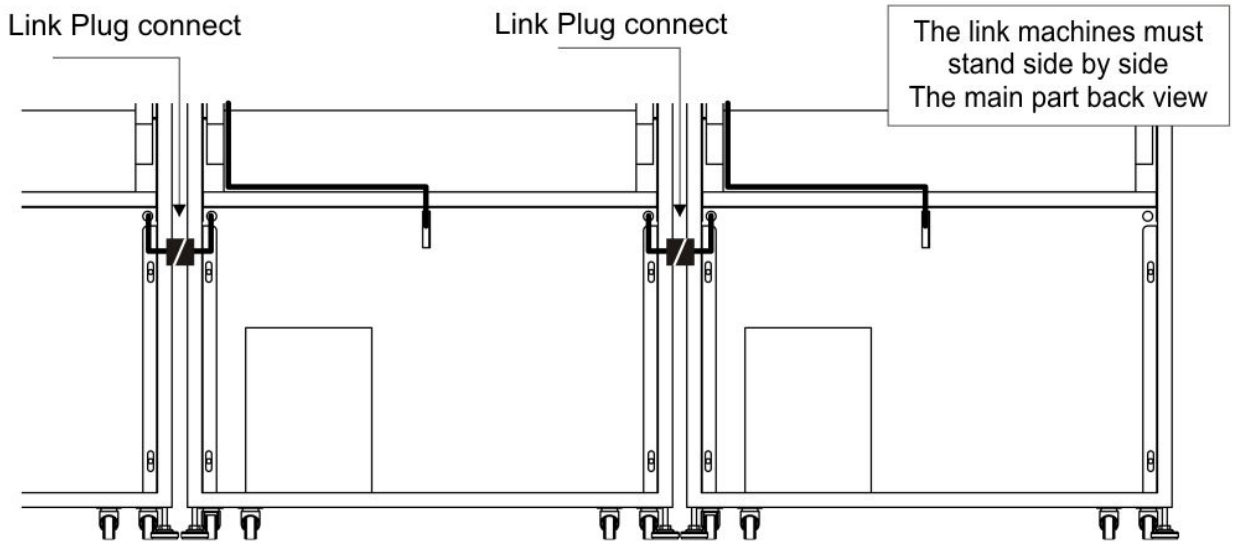
The link set-up must follow (Link program C35 Type) DIP-SW- SET-UP No. 1~ 15 machines.

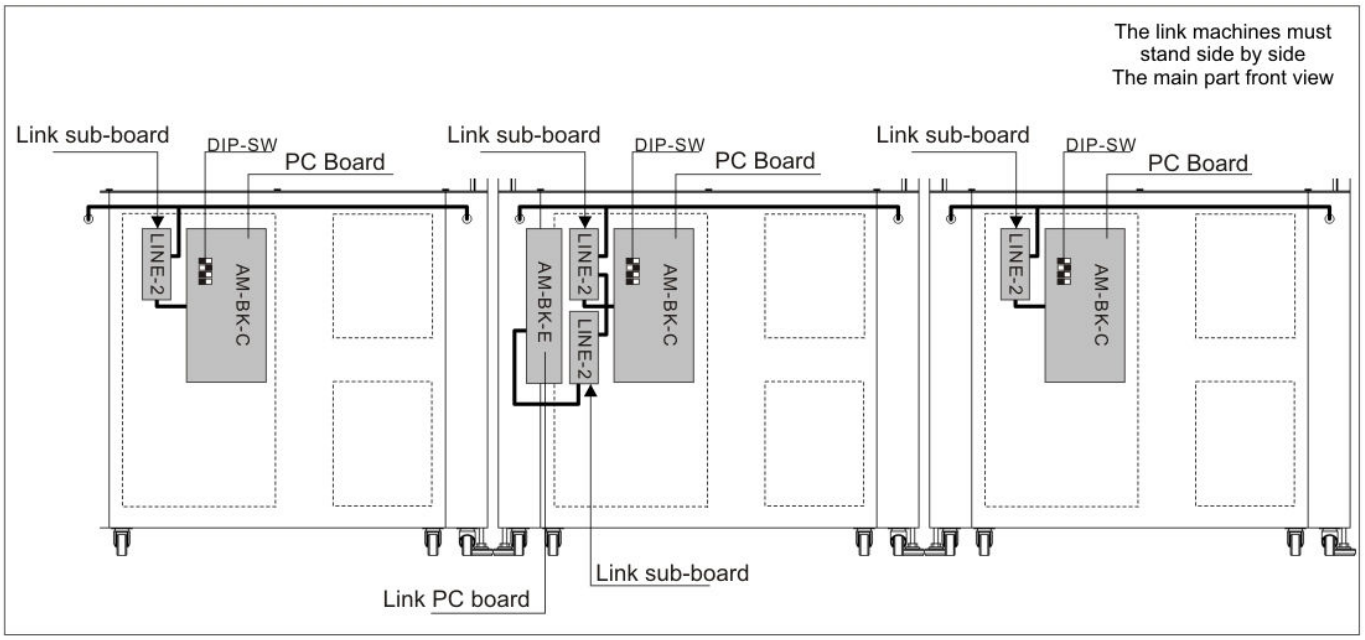
Intermittent allowed, but repeat

A.Link up to 15 machines

B.Only one main frame is needed.

C.Any game could be used as the main frame.



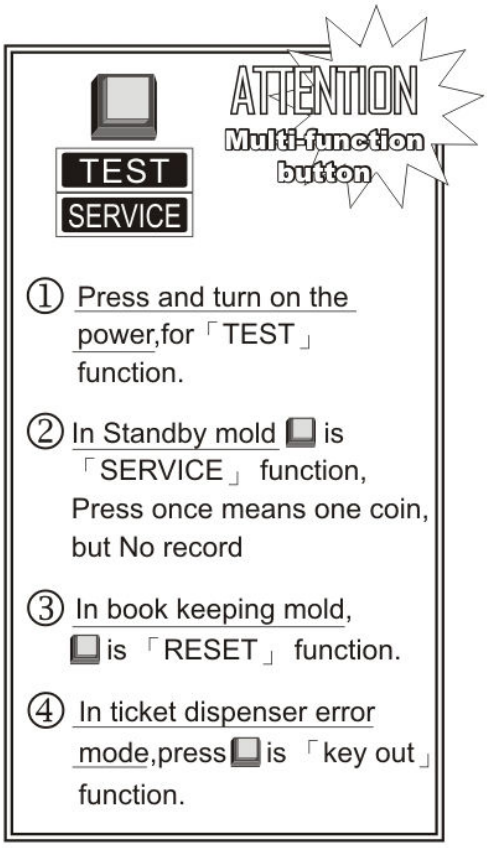


P.S. If two link machines- 2 PCB are connected, the main control one DIP-SW must be set as OFF OFF OFF ON.

【Link main board adjustment】

IC Board TYPE AM-BK-C35

Link program C35 type

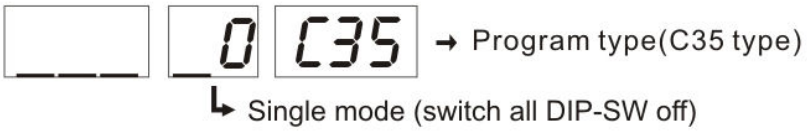


Link program C35 type DIP-SW adjustment

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：

SAINT-FUN



Link mode starting display：

LINE-TEST

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 BOOK 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

1—COIN ← Alternately → 1—PLAY

Press TEST then release

2—COIN ← Alternately → 1—PLAY

Press TEST then release

3—COIN ← Alternately → 1—PLAY

Press TEST then release

4—COIN ← Alternately → 1—PLAY

Press BOOK for then release to enter SET-UP 2

【SET-UP 2】Additional tickets

MIN—OUT

Press TEST (down) then release

0 ticket dispensed after every game is ended

Press TEST (down) then release | 2 | | 1 | Each time game over Release 1 additional tickets

Press TEST (down) then release | 2 | | 2 | Each time game over Release 2 additional tickets

Press TEST (down) then release | 2 | | 3 | Each time game over Release 3 additional tickets

Press BOOK for 1 second then release to enter SET-UP 3

【SET-UP 3】 Multiple of tickets

TICKET

3		00	No ticket, game play only SET-UP 2 is ineffective.

Press TEST (down) then release

3		10	10 points : 1 ticket

Press TEST (down) then release

3		20	20 points : 1 ticket

Press TEST (down) then release

3		30	30 points : 1 ticket

Press TEST (down) then release

3		40	40 points : 1 ticket

Press TEST (down) then release

3		50	50 points : 1 ticket

Press TEST (down) then release

3		60	60 points : 1 ticket

Press TEST (down) then release

3		70	70 points : 1 ticket

Press TEST (down) then release

80 points : 1 ticket

Press TEST (down) then release

90 points : 1 ticket

Press TEST (down) 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 BOOK for 1 second then release to enter SET-UP 4

【SET-UP 4】Game Time SET-UP

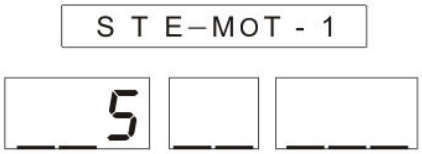
Stage1: 60 seconds
Stage2: 50 seconds
Stage3: 40 seconds
Stage4: 30 seconds

Stage1: 55 seconds
Stage2: 45 seconds
Stage3: 35 seconds
Stage4: 25 seconds

Stage1: 50 seconds
Stage2: 40 seconds
Stage3: 30 seconds
Stage4: 20 seconds

Press BOOK for 1 second then release to entry SET-UP 5

【SET-UP 5】Basket motor AUTO test

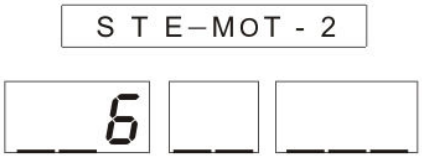


Press TEST (down) then release-Start basketball motor AUTO test

(Warning alarm will start after 5 seconds, if there is an error)

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

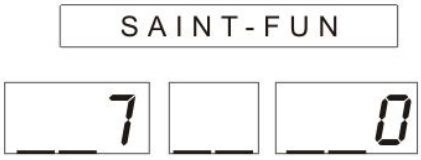
【SET-UP 6】Ball holder motor AUTO test



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

Press BOOK (down) then release to enter SET-UP 7

【SET-UP 7】Reset the top score to 250 or keep the record.



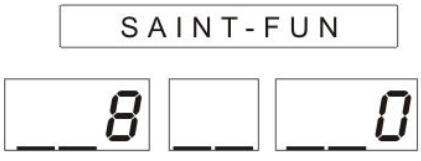
Reset the top score to250

Press TEST (down) then release

Keep the record.

Press BOOK (down) then release to enter SET-UP 8

【SET-UP 8】SET-UP DEMO music(ON or OFF)



DEMO music OFF

Press TEST (down) then release

DEMO music OFF

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

3. LED Monitor inspection

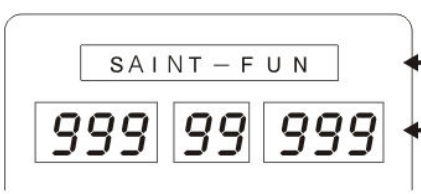
Testing:

1.Press TEST (down) 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.

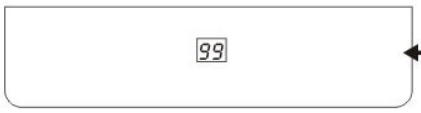
3.When testing is finished you will enter into the standby function.



LED test function display：

LED display「SAINT-FUN」,from right to left.

LED display「123456789」,color test change from 「red」, 「green」 then 「orange」.



Coin LED display「123456789」,color test 「red」

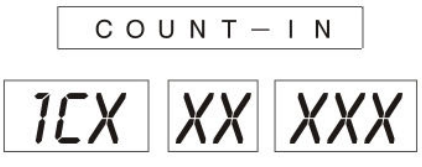
- Under 150 scores LED display is in「Red」figures.
- Frow 151 to 250 scores LED display is in「Green」figures.
- Over 250 scores LED display is in「Red」figures.

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

4. Book keeping

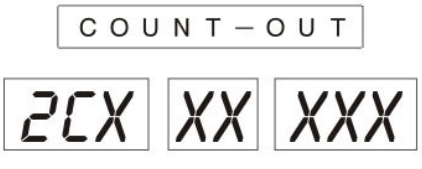
Press BOOK enter into book keeping system in standby function only.

Press BOOK (upper) then release, enter into (book 1)



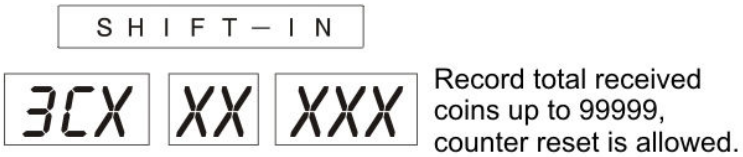
Record total received coins up to 999999 same as counter, no counter reset allowed.

Press BOOK (upper) then release, enter into (book 2)



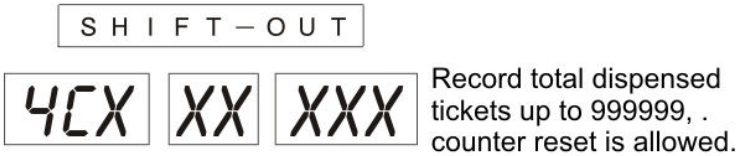
Record total dispensed tickets up to 999999 same as counter, no counter reset allowed.

Press BOOK (upper) then release, enter into (book 3)



Record total received coins up to 99999, counter reset is allowed.

Press BOOK (upper) then release, enter into (book 4)



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

Press BOOK (upper) then release, return back to book keeping function (The end)

※**Press BOOK (upper) then release, enter into standby function.**

※Press TEST (down) then release, return back to (book 3) function.
And reset the book 3 and book 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】 C O U N T – I N

Warning alarm action
Coin counter is disconnected
Coin counter error

【Error 7】 C O U N T – O U T

Warning alarm action
Ticket counter is disconnected
Ticket counter error

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(M4X15)	68	set
2		screw(M4X15)	21	set
3		screw(M3X6)	26	set
4		screw(M8X90)	8	Semi-assemble machine Step 4
5		screw(M5X25)	8	set
6		screw(M4X15)	8	set
7		screw(M5)	4	set
8		screw(M8X20)	4	Semi-assemble machine Step 4
9		screw(M6X55)	1	set
10		screw(M6X45)	12	Semi-assemble machine Step 2
11		screw(M6X25)	14	Semi-assemble machine Step 2、3
12		screw(M6X15)	16	set
13		screw(M5X15)	4	set
14		screw(M4X15)	4	set
15		screw(M4X12)	58	set

VII. Screw and Nut list

NO	picture	Specification	Total quantity	Position
16		screw(M4X6)	8	set
17		screw(M3X15)	2	set
18		screw(M3X10)	1	set
19		nut(M8)	12	Semi-assemble machine Step 4
20		nut(M6)	20	Semi-assemble machine Step 2、3
21		nut(M5)	4	set
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(Ø15X43)	4	Semi-assemble machine Step 4
28		screw(M4X12)	4	Semi-assemble machine Step 6
29		washer(M4X12)	4	Semi-assemble machine Step 6
30		washer(M8X19)	12	Semi-assemble machine Step 3、4

STREET
BASKETBALL