

BASKETBALL MANUAL

Playing:

To start a play insert a coin (coins) into the coin acceptor. There will appear a number of credits at the display . Press the START button.

The game will finish after a set time.

Volume:

After opening the door to the slot mechanism press the “+” button on the main board which is placed on the right side inside the table to turn up the volume and the “-” button to turn it down.

Programming:

The machine is default and ready to work. To change settings enter to programming MENU pressing “+” and “-” buttons on the main board simultaneously and keep pressing for 10 seconds. Machine will ask you to enter the CODE. Using “+” , “-“ and “OK” buttons enter default code which is “1111” . Now you can move to the option you want to programme (e.g. 01, 05, 17) by pressing “+” or “-“ buttons accordingly. By pressing “OK”) you confirm your entry to a given option. Press “+” or “-“ button to change the setting of a given option. The new parameters are shown on the display board.

By pressing “OK” you confirm changes.

By pressing “+” or “-“ buttons you can move to another option.

IMPORTANT

After entering the programming system all unused credits will be cancelled (they will be counted by the meters).

Options in programming menu of “BASKETBALL” machine:

0P 00 – SERIAL NUMBER.

0P 01 – TOTAL CASH

Not-delete counter (not possible to change).

0P 02 – DAILY CASH

Delete counter. To delete counter pres “OK”, “+”, “OK” buttons.

0P 03 – LANGUAGE

Availabe languages: English, German, Polish, Greek

0P 04 – GOALS NUMBERS - (Not activate !!!)

0P 05 – GAME TIME - (Not activate !!!)

0P 06 – BRIGHTNESS

0P 07 – VOLUME (1 – 99)

0P 08 – TYPE OF MUSIC

Type of music during the game.

0P 09 – POMP TEST (on – off) - (Not activate !!!)

0P 10 – LAMP TEST (on – off) - (Not activate !!!)

0P 11 – OPTICAL SENSOR TEST

0P 12 – DISPLAY TEST

0P 13 – AUTOSTART TIME

0P 14 – LAMP TIME OFF - (Not activate !!!)

0P 15 – MUSIC INTERV.

0P 16 – IMPULSE FACTOR

Signal multiplication of coin selector (in most reasons should be set 1)

0P 17 – GAME COST

Price of the game – how many impulses send from coin selector is necessary to get one credit (game) (01 – 99; 00 - free plays - coin selector doesn't accept the coins).

0P 18 – AUTOSTART

There are two settings:

“AUTO” – if there are any left credits after finishing the game another game starts automatically after time which is set in OP 13.

“NOR” – to start another game the player has to push the START button.

0P19 – MENU CODE

Makes possible to change the default enter code to MENU.

In case of loosing the new code please contact the producer or a distributor.

0P 20 – CHANNEL SETT.

Settings for coin selector working in parallel mode.

0P 21 – COIN SELECTOR TEST

When you put the coin to the coin selector display shows which PIN and how many impulses go to the CPU board.

0P 22 – LED BLINK (speed; comb.)

0P 23 – LED BLINKIND MODE (manual,auto, ON during game, OFF during game)

0P 25 – DEAFULT SET

0P 26 – SOUND (default, custom)

0P 27 – LIGHT LEVEL

0P 31 – RECORD

0P 36 – REC-DECREASE (minutes)

0P 37 – REC-DECREASE (p)

0P 38 – REC-DECREASE (minimum)

0P 42 – BONUS RECORD (on – off)

0P 45 – WELCOME SND (on – off)

0P 46 – STAGES:

- stages (1-4)
- time
- points
- basket move: STOP, SLOW, FAST, RANDOM
- parking time
- hand move: STOP, SLOW, FAST, RANDOM
- pause
- bonus game

0P 47 – TICKETER:

- time (75 ms)

- per game

- per record

- points

- per points

0P 48 – CUSTOMER NUMBER

0P 50 – BALL OUTLET TEST

0P 51 – BASK TEST: (STOP, RIGHT, LEFT)

0P 52 – HAND TEST: (STOP, RIGHT, LEFT)

0P 53 – MULTIPLAYER (ON. OFF)

0P 54 – POINTS LIMIT (ON. OFF)