

# SERVICE MANUAL

# BASKETBALL PRO





Ver 1.0\_INT



[ IMPORTANT ]

- ▶ Please read the manual carefully and keep it in mind before using this machine
- ▶ Put this manual within touch of your reference in anytime.

ISSUE DATE: Apr. 25, 2022

| PRODUCT INFO  | PART INFO   | SUPPORT INFO   | NEW PRODUCT INFO  |
|---|---|--|---|
|  |  |  |  |

※ QR(SUPPROT) - Leaflets, manuals, solution(error code, trouble shooting document, watch&solve)

# PRECAUTIONS FOR USE

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to protect players, visitors and property.

## For safety reasons.

- The following suggestions should be adhered to:



Disregarding could result in serious injury.



Disregarding could result in injury or product damage.

- The following graphic suggestions describe the types of precautions to be followed.



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- **Precautions to be followed:**

**Certain procedures require a qualified in-shop maintenance person or industry specialist.**

**For such instructions, a qualified person must take care of the jobs.**

- Otherwise an electric shock, machine trouble or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance person and industry specialist are defined as follows.

### **Qualified in-shop maintenance person**

- A service staff shall have experience in operations of game machines. The staff shall be responsible for assembly, installation, inspection and maintenance of the machine.

### **Industry specialist**

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. He or she must have an education in electrical, electronic and mechanical engineering and routinely maintain and repair amusement machines.

# PRECAUTIONS FOR USE

## WARNING

**Be sure to consult an industry specialist when setting up, moving or transporting this product.**

- This product should not be set up, moved or transported by any one other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
- When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged.

**The machine for indoor usage only does not install outside.**



**Do not set the game machine up near emergency exits.**



**Protect the game machine from:**

- Rain or moisture.
- Direct sunlight.
- Direct heat from air-conditioning and heating equipment, etc..
- Hazardous flammable substances.
- Otherwise an accident or malfunction may result.



**Do not place containers holding chemicals or water on or near the game machine.**



**Do not place objects near the ventilating holes.**



**Do not bend the power cord by force or place heavy objects on it.**



**Never plug or unplug the power cord with wet hands.**



**Never unplug the game machine by pulling the power cord.**



## CAUTION

**Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.**

**Be sure to use the attached power cord.**

**Never plug more than one cord at a time into the electrical receptacle.**



**Do not lay the power cord where people walk through.**



**Be sure to ground this product.**



**Do not exert excessive force when moving the machine.**




**For proper ventilation, keep the game machine 100mm(4") away from the walls.**

**Do not alter the system related dipswitch settings.**

# PRECAUTIONS FOR USE

## WARNING

**If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it.** 

- Using the machine in abnormal conditions could result in fire or accidents.

### In case of abnormality

1. Turn OFF the main power switch.
2. Unplug the power cord from the receptacle.
3. Contact your nearest dealer.

**Do not leave the power cord plugged in improperly or covered with dust.** 

- Doing so could result the power cord periodically.

## CAUTION

**Do not use this product anywhere other than industrial areas.** 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones and etc..
- Do not give shock the surface of glass products.

- Please do not play this game if
  - When you do drinking;
  - When your physical condition is not normal;
  - When you are in pregnancy;
  - When you have on a pulse controller;
  - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While do games, pay attention to surrounding.

**Do not plug or unplug the power cord with wet hands.** 

**In handling the power cord, follow the instructions below.** 

- |   |  |
|---|--|
| • Do not damage the power cord.           | • Do not modify the power cord.            |
| • Do not bend the power cord excessively. | • Do not twist the power cord.             |
| • Do not heat the power cord.             | • Do not pull the power cord.              |
| • Do not bind the power cord.             | • Do not stand on the power cord.          |
| • Do not sandwich the power cord.         | • Do not drive a nail into the power cord. |

**If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.**

**\* Electromagnetic wave may cause unexpected noise from speaker.**

# PRECAUTIONS FOR USE

## ⚠ WARNING

Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine.



When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.



Opening inside the machine shall be done by machine specialist only as high electric current is being sent inside. For game machine with monitor, a care should be taken while opening its back door. If not, a damage to the inside parts or the monitor may occur.



If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.



Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodeling.



To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent.

- Using thinner or other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

## ⚠ CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine.



Be sure not to let the machine tip over.

Before moving the machine, be sure to turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord from the machine.



Before moving take the machine, off the levelers and move it on the casters.

Avoid excessive force while moving the machine.

.....

## PRECAUTIONS IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, and etc., be sure to give this manual to the new owner.

# PRÉCAUTION D'EMPLOI

Les consignes de sécurité suivantes sont données dans ce manuel. Elles doivent être strictement suivies pour protéger ceux qui les installent. Utiliser ou entretenir ce produit pour la sécurité des utilisateurs, des visiteurs et des biens.

Pour des raisons de sécurité.

- **Les suggestions suivantes doivent être respectées:**

## **ATTENTION**

Le non-respect peut entraîner des blessures graves.

## **PRUDENCE**

Le non-respect peut entraîner des blessures ou des dommages au produit.

- **Les suggestions graphiques suivantes décrivent les types de précautions à prendre.**



Indique qu'attention est requise.



Interdit.



Indique que quelque chose doit être effectuée.

- **Les précautions à prendre :**

**Certaines procédures exigent une personne de maintenance qualifiée en atelier ou un spécialiste de l'industrie. Pour ces instructions, une personne qualifiée doit prendre soin des travaux.**

- Sinon, un choc électrique, un dysfonctionnement de la machine, ou un accident grave peut en résulter.
- Remplacement des pièces de machines, l'inspection et la maintenance des machines, et le dépannage doit être attribué qu'à une personne de maintenance qualifiée en atelier ou spécialiste de l'industrie. Cette brochure donne des instructions que les emplois dangereux, en particulier, doivent être traités par un spécialiste de l'industrie. La personne de maintenance qualifiée en atelier et le spécialiste de l'industrie sont définis comme suit.

### **La personne de maintenance qualifiée en atelier**

- Un personnel de service doit avoir de l'expérience dans les opérations de machines de jeux. Le personnel est responsable pour l'assemblage, l'installation, l'inspection et l'entretien de la machine.

### **Le spécialiste de l'industrie**

- Un spécialiste de l'industrie doit être engagé dans la conception, la fabrication, l'inspection et l'entretien des appareils d'amusement.  
Il ou elle doit avoir une formation en génie électrique, électronique et mécanique, et de maintenir régulièrement et de réparer les appareils d'amusement.

# PRÉCAUTION D'EMPLOI


## ATTENTION

Si il y a une anomalie comme fumée, mauvaise odeur ou bruit anormal émis par la machine,  couper immédiatement l'interrupteur principal et débranchez le câble d'alimentation de la prise pour arrêter son fonctionnement.

- L'utilisation de l'appareil dans des conditions anormales peut provoquer un incendie ou un accident.

En cas d'anomalie

1. Mettez l'interrupteur principal sur ARRÊT.
2. Débranchez le câble d'alimentation de la prise.
3. Contactez votre revendeur le plus proche.

**Ne pas brancher le câble d'alimentation incorrectement ou le laisser être recouvert de poussière.** 


Cela pourrait nuire le câble d'alimentation.


## PRUDENCE

**Ne pas utiliser ce produit ailleurs que dans les zones industrielles.** 

- L'utiliser dans une zone résidentielle ou d'une zone à côté d'un quartier résidentiel pourrait nuire à la réception des radios, téléviseurs, téléphones, etc.
- Ne donnez pas de choc à la surface d'un produit en verre.

- S'il vous plaît ne pas jouer à ce jeu.
  - Quand vous buvez;
  - Lorsque votre condition physique n'est pas normale;
  - Lorsque vous êtes dans une période de grossesse;
  - Lorsque vous avez un contrôleur d'impulsion;
  - Lorsque vous avez récemment subi une crampe ou évanouissement en regardant la télévision.
- Évitez une force excessive / un choc pendant la lecture / de déplacer le jeu.
- Quand vous jouez les jeux, faites attention aux alentours.

**Ne pas brancher ou débrancher le câble d'alimentation avec les mains mouillées.** 

**Dans la manipulation du câble d'alimentation, suivez les instructions ci-dessous.** 

- |  |   |
|--|---|
| • Ne pas endommager le câble d'alimentation.                 | • Ne pas modifier le câble d'alimentation.            |
| • Ne pas plier le câble d'alimentation de manière excessive. | • Ne tordez pas le câble d'alimentation.              |
| • Ne pas chauffer le câble d'alimentation.                   | • Ne tirez pas sur le câble d'alimentation.           |
| • Ne pas lier le câble d'alimentation.                       | • Ne montez pas sur le câble d'alimentation.          |
| • Ne pas prendre en sandwich le câble d'alimentation.        | • Ne pas mettre un clou dans le câble d'alimentation. |

**Si la fiche du câble d'alimentation ou est endommagé, cessez immédiatement d'utiliser la machine et demandez à votre revendeur le plus proche de remplacer les pièces.**

# PRÉCAUTION D'EMPLOI

## ATTENTION

**Assurez-vous de consulter un spécialiste de l'industrie lors de la mise en place, du déplacement ou le transport de ce produit.**

- Ce produit ne doit pas être mis en place, déplacé ou transporté par une quelconque autre qu'un spécialiste de l'industrie.
- Lors de l'installation de ce produit, installez 4 niveleurs de pieds uniformément sur le sol et assurez-vous que le produit est installé de façon stable dans une position horizontale. Une installation instable peut entraîner des blessures ou un accident.
- Lors de l'installation de ce produit, ne pas appliquer une force excessive sur les pièces mobiles. Sinon, des blessures et des accidents peuvent y résulter, ou le produit peut être endommagé.

**La machine pour une utilisation en intérieur uniquement, ne pas installer à l'extérieur.**



**N'installez pas la machine de jeu près des issues de secours.**



**Protéger la machine de jeu de:**



- L'humidité ou la pluie.
- La lumière directe du soleil.
- La chaleur directe de la climatisation et du chauffage, etc...
- Des substances inflammables dangereuses.
- Sinon, un accident ou un dysfonctionnement.

**Ne pas placer les récipients contenant des produits chimiques ou de l'eau sur ou près de la machine de jeu.**



**Ne placez pas d'objets à proximité des orifices de ventilation.**



**Ne pas plier le cordon d'alimentation par la force ou de placer des objets lourds au-dessus.**



**Ne jamais brancher ou débrancher le cordon d'alimentation avec les mains mouillées.**



**Ne jamais débrancher la machine de jeu en tirant le câble d'alimentation.**



## PRUDENCE

**Veillez à utiliser le câblage intérieur selon les exigences de tension spécifiées. Pour une rallonge, utilisez la notation spécifiée ou plus.**

**Veillez à utiliser le cordon d'alimentation fourni.**

**Ne jamais brancher plus d'un cordon à la fois dans la prise électrique.**



**Ne pas poser le cordon d'alimentation où les gens marchent à travers.**



**Soyez sûr de mettre à la terre ce produit.**



**Ne pas exercer une force excessive lors du déplacement de la machine.**




**Pour une ventilation correcte, garder la machine de jeu 100mm (4 ") loin des murs.**


**Ne pas modifier les réglages des commutateurs DIP liées au système.**





# PRÉCAUTION D'EMPLOI


## ATTENTION

Veillez à éteindre l'interrupteur d'alimentation principale et débranchez le cordon d'alimentation de la prise avant d'inspecter ou de nettoyer la machine. 

Lors du remplacement des pièces, veillez à utiliser une partie des spécifications correctes. Ne jamais utiliser de pièces autres que celles spécifiées. 

L'ouverture à l'intérieur de la machine doit être effectuée par le spécialiste de la machine seulement, comme le courant électrique élevé est transmis à l'intérieur. Pour la machine de jeu avec le moniteur, un soin doit être pris lors de l'ouverture de sa porte arrière. Si non, une détérioration des pièces à l'intérieur ou à l'écran peut se produire. 


Si l'interrupteur secondaire du panneau de service est éteint sans éteindre le commutateur d'alimentation principale de l'unité d'alimentation, certaines parties dans les unités restent sous tension. Lors de l'ouverture de la porte arrière, veillez à éteindre l'interrupteur d'alimentation principale et débranchez le cordon d'alimentation de la prise. 

Il est strictement conseillé de s'abstenir de démonter et de réparer des pièces qui ne sont pas indiqués dans ce manuel, ainsi que les paramètres et le remodelage. 


Pour nettoyer la machine de jeu, l'essuyer avec un chiffon doux imbibé avec un détergent neutre.

- L'utilisation plus mince d'un autre solvant organique ou de l'alcool peut décomposer le matériel.
- Un choc électrique ou une défaillance de l'équipement pourraient être causés par la pénétration de l'eau à l'intérieur de la machine.

## PRUDENCE

Les composants de la machine de jeu sont sensibles aux vibrations et aux chocs. Il faut faire attention lors du déplacement et le transport de la machine de jeu. 

Veillez à ne pas laisser la machine se renverser.

Avant de déplacer la machine, veillez à éteindre l'interrupteur d'alimentation principale, débranchez le cordon d'alimentation de la prise et débranchez le cordon d'alimentation de la machine. 

Avant de déplacer la machine, la mettre hors des niveleurs et le déplacer sur les roulettes.

Éviter une force excessive lors du déplacement de la machine.

.....

## PRÉCAUTIONS LORS DU MANIEMENT

- Lors de la mise en place, l'inspection, l'entretien, déplacement ou le transport de ce produit, suivez les procédures et les instructions énoncées dans ce manuel et effectuer ce travail en toute sécurité.
- Ne pas mettre en place, manipuler, inspecter, entretenir, déplacer ou transporter ce produit dans des conditions équivalentes à l'état de "ATTENTION" ou "PRUDENCE" spécifiée dans ce manuel.
- Si un nouveau propriétaire obtient ce produit à la suite d'un transfert, etc., soyez sûr de donner ce manuel au nouveau propriétaire.

# CONTENTS

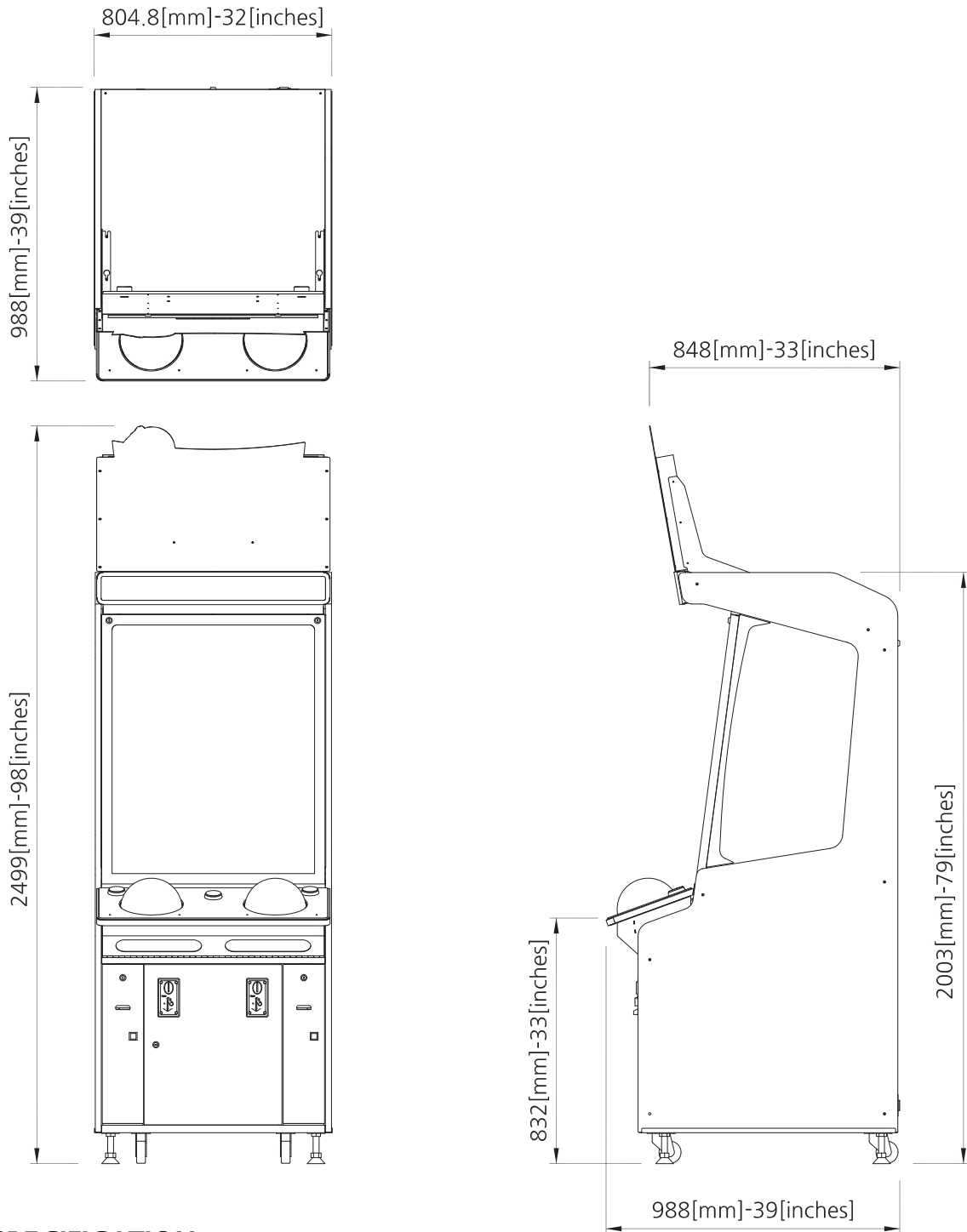
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|   |     |
|---|-----|
| <b>1. SPECIFICATION AND DIMENSION</b>   | P03 |
| 1-1. DIMENSION  | P03 |
| 1-2. SPECIFICATION  | P03 |
| 1-3. NAME OF PARTS  | P04 |
| 1-4. STICKER LOCATION   | P05 |
| 1-5. COMPONENTS   | P06 |
| <b>2. INSTALLATION</b>  | P07 |
| 2-1. INSTALLATION SPACE   | P07 |
| 2-2. HOW TO INSTALL   | P08 |
| <b>3. SETUP SETTINGS</b>  | P09 |
| 3-1. MACHINE SETUP  | P09 |
| 3-2. SETUP MODE   | P10 |
| 3-3. CLEAR MODE   | P12 |
| 3-4. TEST MODE  | P15 |
| 3-5. BOOT SELF - TEST / ERROR RESET   | P19 |
| 3-6. ERROR CODE   | P20 |
| <b>4. TROUBLESHOOTING</b>   | P22 |
| 4-1. DC MOTOR ERROR [ Er3-1~4, Er4-1,2 ]  | P22 |
| 4-2. LIMIT SWITCH ERROR [ Er4-3~8 ]   | P24 |
| 4-3. GOAL SENSOR ERROR [ Er5-1~3 ]  | P26 |
| 4-4. STEPPING MOTOR ERROR [ Er6-1~2 ]   | P28 |
| 4-5. BALL SENSING IR SENSOR ERROR [ Er6-5 ] For temporary measures                      | P29 |
| 4-6. DISK STOP IR SENSOR ERROR [ Er6-1~2 ]  | P30 |
| 4-7. BALL SENSING IR SENSOR ERROR [ Er6-5 ]   | P32 |
| 4-8. IN CASE ALL SCORE 1P, SCORE 2P, TOP SCORE,<br>BIGWIN SCORE, BIGWIN FND ARE PROBLEM | P34 |
| 4-9. IN CASE ALL 1P TICKET FND, TIME FND, 2X LED,<br>BACKBOARD LED ARE PROBLEM          | P35 |

|                               |     |
|-------------------------------|-----|
| <b>5. EXPLODED VIEW</b>       | P36 |
| 5-1. MAIN CABINET PART        | P36 |
| 5-2. BILLBOARD PART           | P37 |
| 5-3. HIGH SCORE FRAME PART    | P38 |
| 5-4. SCORE FND BKT PART       | P38 |
| 5-5. PLAY ZONE DOOR PART      | P39 |
| 5-6. BALL ROTATE PART         | P40 |
| 5-7. PUSH TABLE COVER PART    | P41 |
| 5-8. FRONT DOOR PART          | P42 |
| 5-9. TICKET DISPENSER 1P PART | P42 |
| 5-10. SETUP PANEL PART        | P43 |
| 5-11. COIN BOX PART           | P43 |
| 5-12. GOAL POST PART          | P44 |
| 5-13. BASKET MOVING PART      | P45 |
| 5-14. POWER BOX PART          | P46 |
| 5-15. MAIN IO BOX PART        | P46 |
| 5-16. AC INPUT PART           | P47 |
| <b>6. PART PICTURE</b>        | P48 |
| <b>7. BLOCK DIAGRAM</b>       | P54 |

# 1. SPECIFICATION AND DIMENSION

## 1-1. DIMENSION

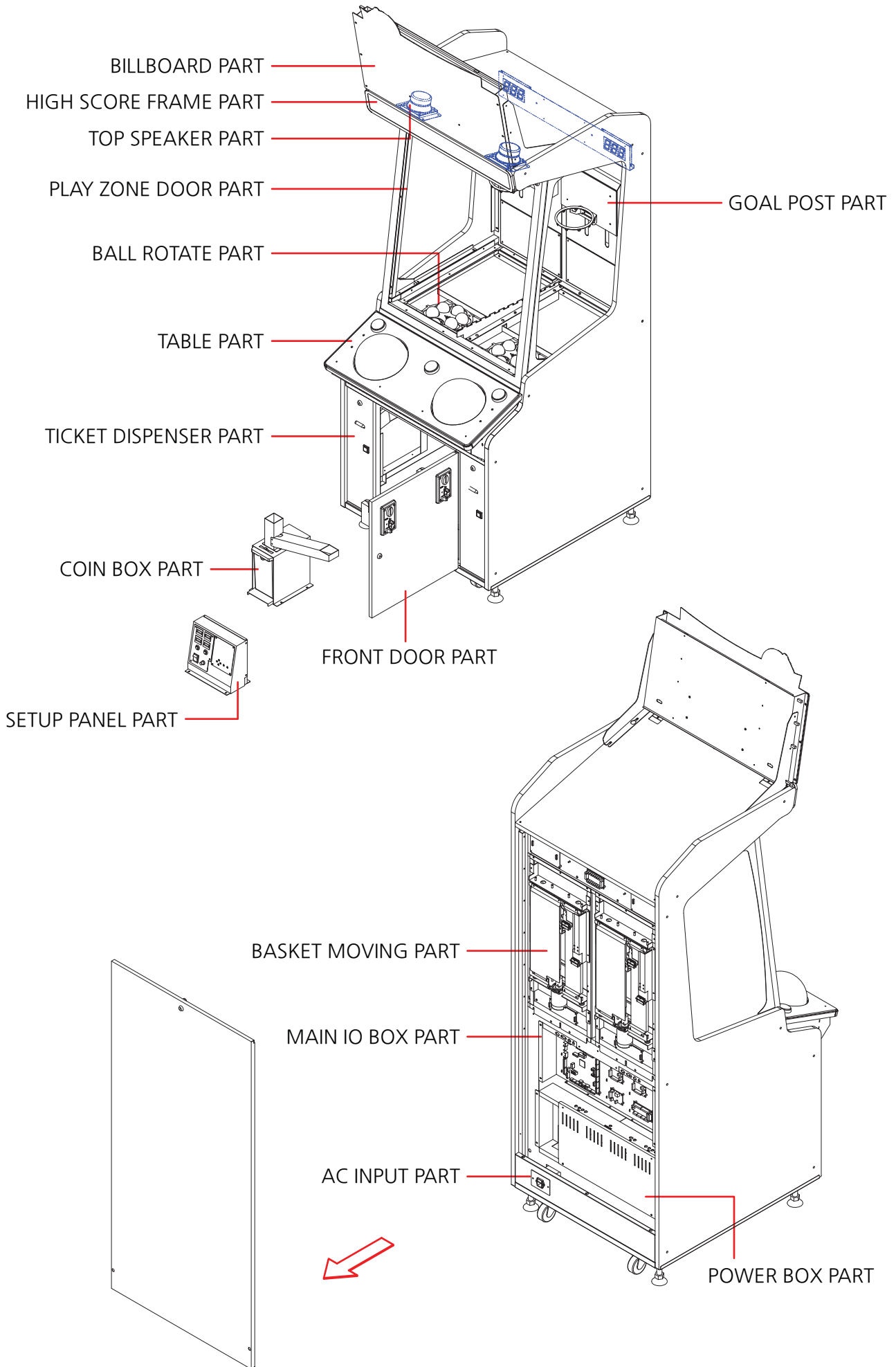


## 1-2. SPECIFICATION

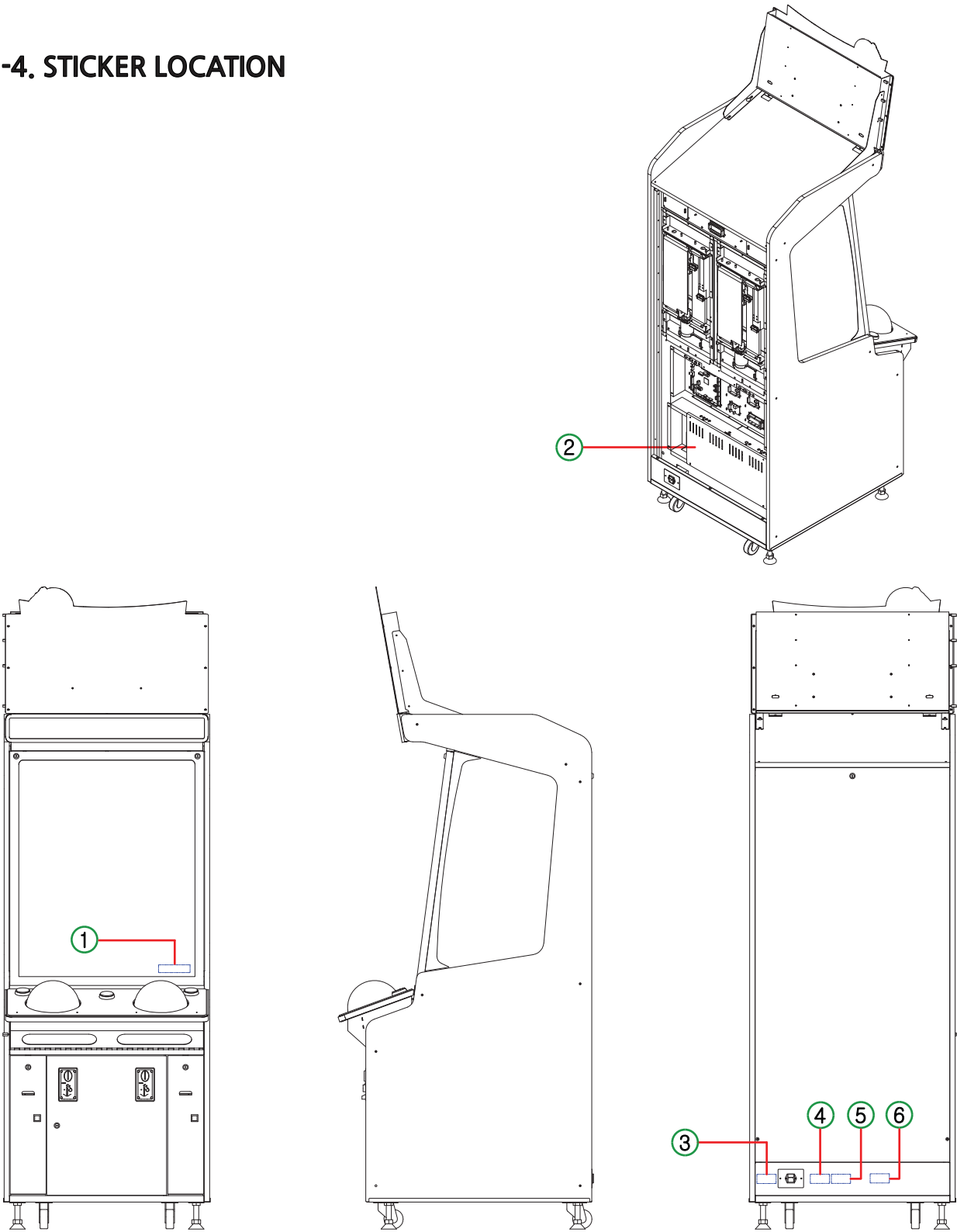
|                               |   |
|-------------------------------|---|
| DIMENSION (W x D x H)         | 805 x 988 x 2499 (mm)                             |
| PACKING DIMENSION (W x D x H) | 1150 x 900 x 2200 (mm)                            |
| WEIGHT (kg)                   | 220 kg [ WEIGHT INCLUDING : 260 kg ]<br>PACKAGING |
| VOLTAGE                       | AC 120V   |
| FREQUENCY RANGE               | 60Hz  |
| CONSUMPTION                   | 300 W   |

\* The 120V voltage specification is for the Americas only, and the 230V (50/60Hz) voltage specifications are for other countries.

### 1-3. NAME OF PARTS



# 1-4. STICKER LOCATION



1

|  |                         |  |
|--|-------------------------|--|
|  | <b>CAUTION/PRUDENCE</b> | <b>Do not push or hit this. It would be damaged.</b>         |
|  |                         | <b>Ne pas la pousser ou frapper. Elle serait endommagée.</b> |

2

|  |  |
|--|--|
|  | <b>WARNING/ATTENTION</b>   |
|  | Except service personal, please never open the product as there is a risk of electric shock.       |
|  | Il y a un risque d'électrocution, n'ouvrez pas le produit excepté le responsable, s'il vous plaît. |

3

|   |
|---|
| <b>CAUTION/PRUDENCE</b>   |
| "For continuous protection against risk of fire, replace only with the same type 10A-250V fuse"                         |
| "Pour une protection continue contre les risques d'incendie, remplacer un fusible avec seulement le même type 10A-250V" |

4



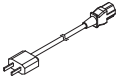









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**Certification Label**

6

|   |
|---|
| <b>WARNING</b>  |
| ROCKING, SHAKING, OR TIPPING MAY CAUSE INJURY OR DEATH!<br>This unit must be fastened securely to the wall, floor or adjacent object in compliance with the installation instructions.                  |
| <b>ATTENTION</b>  |
| AGITER, SECOUER OU BASCULER PEUT CAUSER DES BLESSURES OU ENTRAINER LA MORT!<br>Cettté unité doit être fixée au mur, au plancher ou à un objet à proximité conformément aux instructions d'installation. |

## 1-5. COMPONENTS

| NO. | PART NAME               | SPEC.        |   | QTY    |
|-----|-------------------------|--------------|---|--------|
| 1   | AC POWER CORD           | -            |    | 1      |
| 2   | KEY                     | 6001, 7001   |    | 2 EACH |
| 3   | BOLT                    | M4x8L        |    | 18     |
| 4   | BOLT                    | M6x16L       |    | 2      |
| 5   | WRENCH                  | 2.5, 3, 4 mm |    | 1 EACH |
| 6   | BALL                    | -            |    | 30     |
| 7   | COIN BLANK BKT          | -            |    | 2      |
| 8   | BASKET BALL PUSH RUBBER | -            |   | 2      |
| 9   | MANUAL                  | -            |  | 1      |
| 10  | TROUBLESHOOTING MANUAL  | -            |  | 1      |

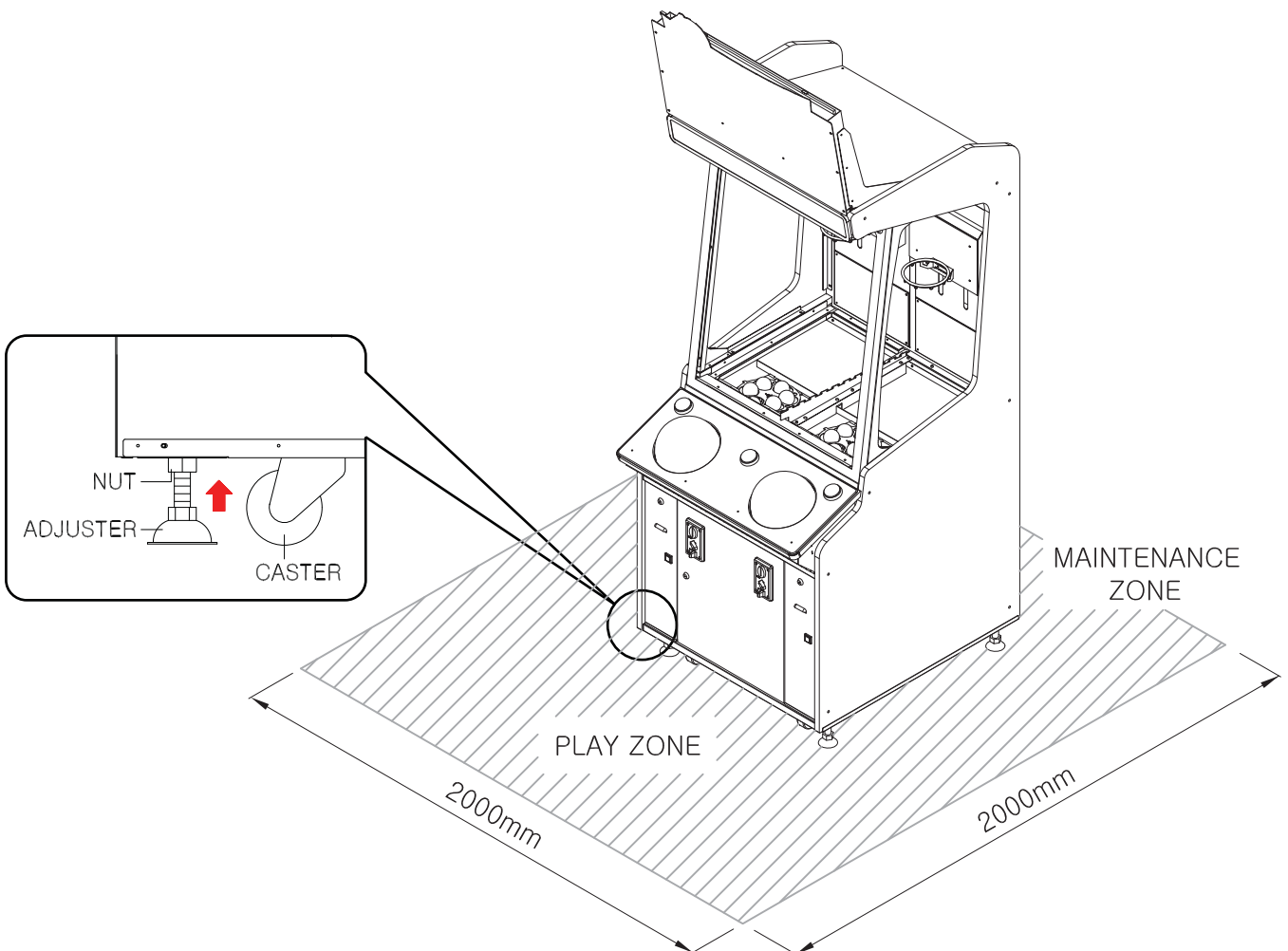
## 2. INSTALLATION

### 2-1. INSTALLATION SPACE

- Need to have installation place.  
Maintenance zone & Play zone should have at least 2000mm x 2000mm each.

#### **\*IMPORTANT**

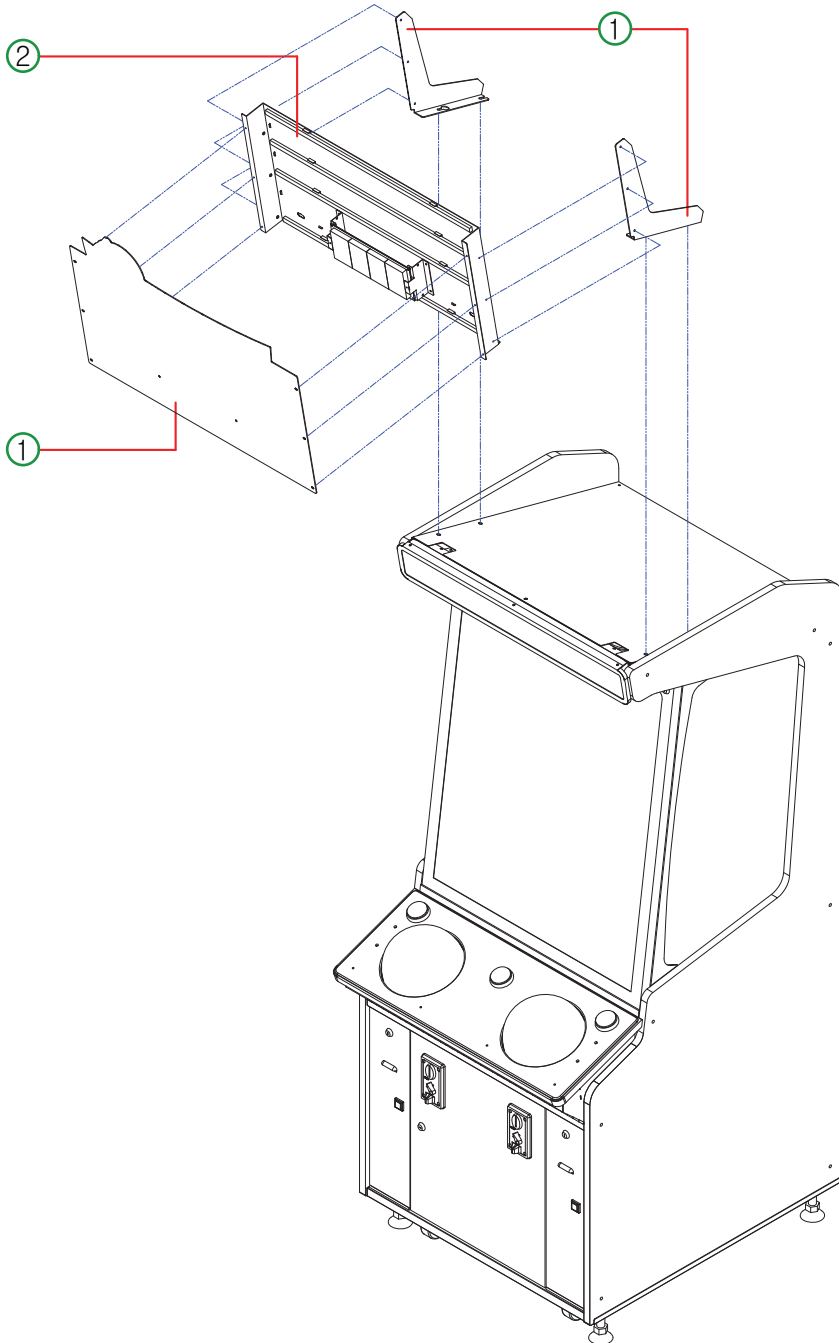
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position.



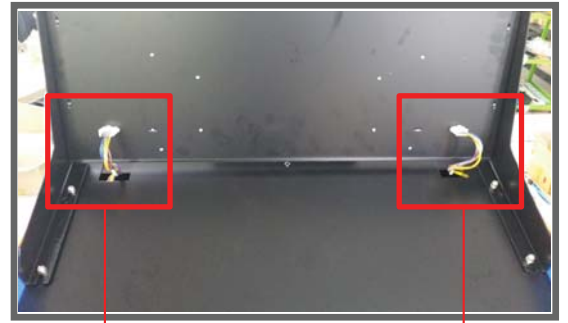


## 2-2. HOW TO INSTALL

### 1 \* BILLBOARD



- After assembling ① BILLBOARD FIX BKT + BILLBOARD ACRYL and ② BILLBOARD ASS'Y connect connector using [M6 bolt, 4pcs]



CONNECTION CONNECTOR

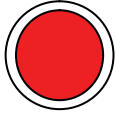
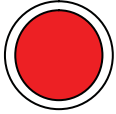


- You complete it like picture.

# 3. SETUP SETTING

## 3-1. MACHINE SETUP

### 1. SETUP BUTTON LAYOUT

|   |   |
|---|---|
|   | <ol style="list-style-type: none"> <li>1) [↑↓] Up/Down Button : Menu Up/Down Move</li> <li>2) [←→] Left/Right Button : Setting Value Change</li> <li>3) Menu/Select Button : Execution of Set Up Menu Mode and Select</li> <li>4) Cancel Button : Exit</li> </ol> |
| <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>1P SERVICE / RESET</p> </div> <div style="text-align: center;">  <p>2P SERVICE / RESET</p> </div> </div> | <p>NORMALLY SERVICE CREDIT. WHEN ERROR OCCURS, USE THIS BUTTON TO CLEAR ERROR.</p> <p>* SERVICE CREDIT : INCREASES BY 1 PLAY PER ONE PRESS.</p>   |

### [ OPERATING OPTIONS ]

| OPERATING OPTIONS  |                                 |
|--|---------------------------------|
| <b>ENTER BY PRESSING MENU/SELECT BUTTON - NOT ABLE TO ENTER DURING INITIAL SOUND-LOADING</b> |                                 |
| PROGRAM SETTINGS   | SETTING MODE                    |
| CLEAR MODE   | DELETE MODE                     |
| BOOKKEEPING  | CHECK GAME DATA                 |
| FACTORY SETTING  | INITIALIZING TO FACTORY SETTING |
| TEST MODE  | TEST MODE                       |
| EXIT   | EXIT TO GAME MODE               |

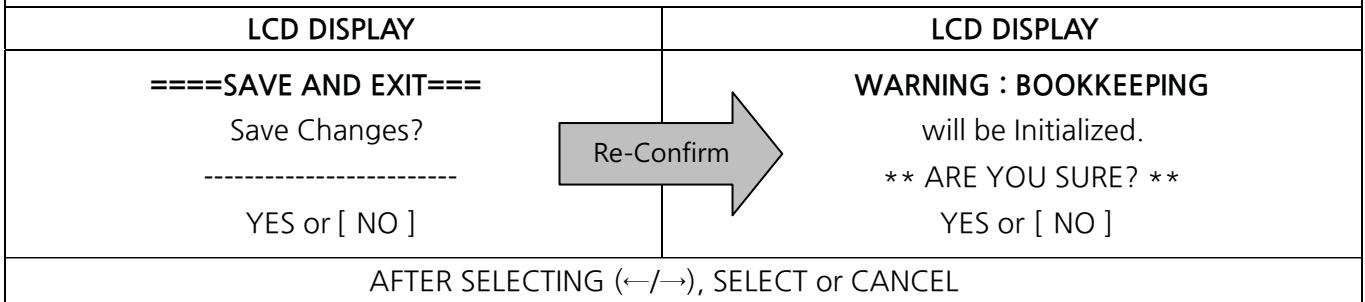
## 3-2. SETUP MODE

| PROGRAM SETTINGS |   |   |               |
|------------------|---|---|---------------|
| ITEMS            | DESCRIPTION   | RANGE   | DEFAULT       |
| ★ Credit/Coin    | Setting the Ratio of Credit per Coin                      | FREE,<br>1/1, 1/2, 1/3, 1/4, 1/5,<br>1/6, 1/7, 1/8, 1/9, 1/10, 2/1,<br>3/1, 4/1, 5/1  | 1/1           |
| ★ Difficulty     | Setting Difficulty Level (1)                              | EASY, NORMAL, HARD  | <b>NORMAL</b> |
| ★ Single Time    | Setting Single Mode Play Time                             | 20 ~ 70 by seconds  | <b>40</b>     |
| ★ Versus Time    | Setting VS Mode Play Time (2)                             | +0 ~ +10 by seconds   | <b>+3</b>     |
| ★ Versus Sync    | Setting VS Mode Backboard Synchronization (3)             | OFF, ON   | <b>ON</b>     |
| TopScr Type      | Setting Top-Score Keeping Method (4)                      | KEEP, RESET, AUTO   | <b>AUTO</b>   |
| ★ BigScr Auto    | Setting Automatic Change of Big-Win Challenging Score (5) | FIXED,<br>1/10G, 1/20G, 1/30G, 1/40G,<br>1/50G, 1/60G, 1/70G, 1/80G,<br>1/90G, 1/100G | <b>1/50G</b>  |
| ★ BigScr Fixed   | Setting Fixed Big-Win Challenging Score (5)               | 30 ~ 600 (±3)   | <b>180</b>    |
| ★ BigWin Start   | Setting Big-Win Initial Ticket Value (6)                  | 10 ~ 5000 (±10)   | <b>500</b>    |
| ★ BigWin Add     | Setting Big-Win Ticket Increase Value                     | 0 ~ 10 (±1)   | <b>5</b>      |
| ★ BigWin Limit   | Setting Big-Win Ticket Maximum Value (6)                  | 100 ~ 9999 (±100)   | <b>5000</b>   |
| ★ Unit Score     | Setting Unit Score of Payout based on User Score (7)      | 1 ~ 99 (±1)   | <b>5</b>      |
| ★ Unit Ticket    | Setting Unit Ticket of Payout based on User Score (7)     | 1 ~ 5 (±1)  | <b>1</b>      |
| ★ Min. Ticket    | Setting Minimum Ticket of Payout based on User Score (7)  | 0 ~ 50 (±1)   | <b>10</b>     |
| ★ VS Win Ticket  | Setting VS Mode Win Ticket                                | 0 ~ 90 (±1)   | <b>10</b>     |
| ★ Fixed Ticket   | Setting Fixed Ticket (8)                                  | OFF, 1 ~ 50 (±1)  | <b>OFF</b>    |
| ★ Ticket Ratio   | Setting actual dispensing Ticket Ratio (9)                | OFF, 1/1, 1/2   | <b>1/1</b>    |
| 1P Ball-Sen      | 1P Setting Ball Sensor Location                           | DN, UP  | <b>DN</b>     |
| 2P Ball-Sen      | 2P Setting Ball Sensor Location                           | DN, UP  | <b>DN</b>     |
| Demo Volume      | Setting Demo Sound Volume (10)                            | MUTE,<br>10% ~ 100% (±10%)  | <b>80%</b>    |
| Demo Moving      | Setting Backboard Action during Demo (11)                 | OFF,<br>1/2m, 1/4m, 1/6m, 1/8m  | <b>1/2m</b>   |
| Demo Ball-Set    | Setting Game Ball during DEMO (12)                        | OFF,<br>1/1m, 1/2m, 1/3m, 1/4m<br>1/5m, 1/6m, 1/7m, 1/8m                              | <b>1/1m</b>   |
| SAVE AND EXIT    | Save and Exit   | SELECT BUTTON :<br>Select [YES] or [NO] and press (←/→)<br>(SELECT), or (CANCEL)      |               |
| CANCEL AND EXIT  | Cancel and Exit   |   |               |

- (1) Movements of Backboard are controlled by Setting Difficulty Level and Player's Skill
- (2) It is added at Single Mode play time.
- (3) If Synchronization is ON, the back-board of 1P/2P is moved in the same pattern.
- (4) KEEP : Keep Top Score until Clear RESET: Reset when rebooting AUTO: Subtract flexibly according to the score during non-play after 30 games
- (5) If BigScr Auto is not set as FIXED, Challenging Score changes flexibly in order to win Big Win by frequency and if BigScr Auto is set as FIXED, Challenging Score is fixed at a value as set at BigScr fixed.
- (6) If maximum value is less than initial value, the initial value shall be applied as a maximum value.
- (7) When not reaching BIG-WIN Score, tickets are dispensed based on User Score as per the larger value between  $\text{USER SCORE} \times \frac{\text{UNIT TICKET}}{\text{UNIT SCORE}}$  and Minimum Tickets.
- (8) Irrespective of game results, tickets are dispensed as setting value
  - ※ When FIXED TICKET is set, All of the functions for BIG-WIN, Payout based on User Score, VS WIN are ignored and information about BIG-WIN and Payout based on User Score does not appear during game play.
- (9) OFF : No Ticket dispense, 1/2: Half Ticket (Actually 1 ticket against displayed 2 tickets)
- (10) MUTE: Demo Sound OFF
- (11) OFF: No Backboard movement during Demo Mode, 1/2m: Backboard movement once per 2 minutes, ...
- (12) OFF: No Setting for Game Ball during Demo Mode, 1/1m: Game Ball Setting about once per 1 minute...“ nute...

**NOTICE!**

**SETTING ITEMS WITH “★” MARK AFFECT INTERNAL BOOKKEEPING. THUS, IF IT CHANGES, INTERNAL BOOKKEEPING DATA AND ALL INFORMATION ABOUT GAME DATA, CREDIT & TICKET WILL BE DELETED. DISPLAY OF WARNING NOTICE [YES] or [NO] BEFORE IT CHANGES.**



### 3-3. CLEAR MODE

| CLEAR MODE           |  |   |
|----------------------|--|---|
| ITEMS                | DESCRIPTION                                    | EXECUTION   |
| CLEAR CREDITS & GAME | DELETE CURRENT CREDIT AND GAME DATA IN PROCESS | SELECT BUTTON :<br>SELECT [YES] or [NO] AND PRESS (←/→) AND THEN SELECT or CANCEL |
| CLEAR TICKETS        | DELETE TICKETS TO DISPENSE AT PRESENT          |   |
| INIT TOP-SCORE       | INITIALIZATION OF TOP-SCORE                    |   |
| INIT BIG-WIN         | INITIALIZATION OF BIG-WIN TICKET               |   |
| CLEAR GAME-DATA      | DELETE GAME-DATA (1)                           |   |
| CLEAR BOOKKEEPING    | DELETE GAME-DATA AND BOOKKEEPING DATA          |   |
| CLEAR CALIBRATION    | DELETE CALIBRATION-DATA (2)                    |   |
| EXIT                 | EXIT   |   |

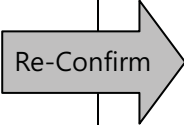
(1) ALL DATA ABOUT CREDIT & GAME, TICKETS, TOP-SCORE AND BIG-WIN ARE INITIALIZED.

(2) MEASURED VALUE SUCH AS BACKBOARD MOVEMENT TIME IS INITIALIZED AND RE-CALIBRATING SHALL BE PERFORMED WHEN BOOTING.

| BOOKKEEPING   |  |
|---|--|
| ITEMS   | DESCRIPTION  |
| ---COIN COUNTER---<br>1P : 0<br>2P : 0<br>TOTAL : 0                       | COIN INPUT COUNTER                                     |
| --SERVICE COUNTER--<br>1P : 0<br>2P : 0<br>TOTAL : 0                      | SERVICE BUTTON COUNTER                                 |
| ---TICKET COUNTER---<br>1P : 0<br>2P : 0<br>TOTAL : 0                     | TICKET DISPENSE COUNTER                                |
| ---GAME PLAYS---<br>1P : 0<br>2P : 0<br>TOTAL : 0                         | TOTAL NUMBER OF PLAYS                                  |
| ----BIG WIN----<br>1P : 0<br>2P : 0<br>TOTAL : 0                          | NUMBER OF TIMES OF BIG-WIN WINNING                     |
| ---VERSUS WIN---<br>1P : 0<br>2P : 0<br>DRAW : 0                          | NUMBER OF TIMES VS MODE WINNING AND DRAW               |
| --GOAL/HIT PERCENT--<br>1P : 0.0 0.0%<br>2P : 0.0 0.0%<br>TOTAL: 0.0 0.0% | AVERAGE GOAL SUCCESS PER GAME AND SUCCESS RATE PER HIT |

|   |   |
|---|---|
| ---SCORE AVERAGE---<br>1P : 0.0<br>2P : 0.0<br>TOTAL : 0.0                      | AVRAGE SCORE PER GAME   |
| --PAYOUT AVERAGE--<br>1P : 0.0<br>2P : 0.0<br>TOTAL : 0.0                       | AVERAGE PAYOUT PER GAME   |
| ----SINGLE MODE----<br>GAME : 0<br>PAYOUT : 0<br>AVERAGE: 0.0                   | NUMBER OF GAMES, TOTAL PAYOUT, AVERAGE PAYOUT PER GAME IN SINGLE MODE                                 |
| ---VERSUS MODE---<br>GAME : 0<br>PAYOUT : 0<br>AVERAGE: 0.0                     | NUMBER OF GAMES, TOTAL PAYOUT, AVERAGE PAYOUT PER GAME IN VS MODE                                     |
| --PAYOUT DETAILS--<br>FIX : 0.0 BIG : 0.0<br>VSW : 0.0 SCR : 0.0<br>TOTAL : 0.0 | AVERAGE FIXED, VS WIN, BIG-WIN, PAYOUT BASED ON USER SCORE PER GAME AND AVERAGE TOTAL PAYOUT PER GAME |
| ---SCORE BLOCK 1---<br>0~ 29: 0<br>30~ 59: 0<br>60~ 89: 0                       | ACHIEVEMENT COUNTS FOR EACH SCORE SECTION   |
| ---SCORE BLOCK 2---<br>90~119: 0<br>120~149: 0<br>150~179: 0                    | ACHIEVEMENT COUNTS FOR EACH SCORE SECTION   |
| ---SCORE BLOCK 3---<br>180~209: 0<br>210~239: 0<br>240~269: 0                   | ACHIEVEMENT COUNTS FOR EACH SCORE SECTION   |
| ---SCORE BLOCK 4---<br>270~299: 0<br>300~329: 0<br>330~359: 0                   | ACHIEVEMENT COUNTS FOR EACH SCORE SECTION   |
| ---SCORE BLOCK 5---<br>360~389: 0<br>390~419: 0<br>420~449: 0                   | ACHIEVEMENT COUNTS FOR EACH SCORE SECTION   |
| ---SCORE BLOCK 6---<br>450~479: 0<br>480~509: 0<br>510~539: 0                   | ACHIEVEMENT COUNTS FOR EACH SCORE SECTION   |

|   |   |
|---|---|
| ---SCORE BLOCK 7---<br>540~569:        0<br>570~599:        0<br>600~        :        0 | ACHIEVEMENT COUNTS FOR EACH SCORE SECTION |
| ---VERSION INFO---<br>>>BASKETBALL PRO<<<br>TK-INT-NOR Ver x.xx<br>DATE: xxxx/xx/xx     | INDICATION OF VERSION AND DATE            |
| ←/↑BUTTON: MOVE UP THE PAGE →/↓BUTTON: MOVE DOWN THE PAGE, CANCEL BUTTON: EXIT          |   |

|  |  |
|--|--|
| <b>FACTORY SETTING</b>   |  |
| INITIALIZING TO FACTORY SETTING VALUE<br>CLEAR TOTAL DATA AND SET IT UP TO DEFAULT VALUE |  |
| <b>LCD DISPLAY</b>   | <b>LCD DISPLAY</b>   |
| === FACTORY SETTING ===<br>Are You Sure?<br>-----<br>YES or [NO]                         | WARNING : WHOLE DATA<br>will be Factory-Set,<br>** ARE YOU SURE? **<br>YES or [NO] |
|        |  |
| SELECT (←/→) AND THEN EXECUTE SELECT or CANCEL   |  |

### 3-4. TEST MODE

| TEST MODE      |  |   |
|----------------|--|---|
| TEST ITEMS     | SET UP ITEMS   | DESCRIPTION AND DISPLAY   |
| TEST INPUT     | INPUT DEVICE TEST  |   |
|                | EXIT   | EXIT  |
|                | TOP FND  | [TEST] [tst] [Inp] Display of flickering  |
|                | SCORE FND  | 1 <sup>st</sup> Digit:[ /_] Display of Ball Mounting Upper/Lower Sensor<br>2 <sup>nd</sup> Digit:[P] Display of Disk Deceleration Sensor<br>3 <sup>rd</sup> Digit:[O] Display of Disk Starting Point Sensor   |
|                | TIME FND   | 1 <sup>st</sup> Digit:[ /_] Display of Backboard Upper/Lower Limit Switch<br>2 <sup>nd</sup> Digit:[ /_] Display of Goal Recognition Upper/Lower Sensor   |
|                | CREDIT FN  | 2 <sup>nd</sup> Digit:[c] Display of Coin Input Signal  |
|                | START BUTTON   | While pressing the button, each related button lamp turns on  |
|                | TICKET BUTTON  |   |
|                | SETUP LCD  | 2 <sup>nd</sup> Line: sVStuTUcC....<br>[S] 1P Start Button [V] VS Mode Start Button,<br>[S] 2P Start Button<br>[t] 1P Ticket Button [u] 1P Ticket Sensor<br>[T] 2P Ticket Button [U] 2P Ticket Sensor<br>[c] 1P Coin Signal Input [C] 2P Coin Signal Input<br>3 <sup>rd</sup> Line: L12345678--R12345678 (L = 1P, R = 2P)<br>[1/2] Backboard Upper/Lower Limit Switch [3/4] Goal Recognition<br>Upper/Lower Sensor<br>[5/6] Ball Mounting Upper/Lower Sensor<br>[7/8] Disk Deceleration/Starting Sensor<br>4 <sup>th</sup> Line: udlrsc12E mnpq1234xy<br>[u/d/l/r/s/c] SETUP<br>UP/DOWN/LEFT/RIGHT/SELECT/CANCEL BUTTON<br>[1/2] 1P/2P SERVICE BUTTON, [E] ERROR CLEAR BUTTON<br>[m/n] BOOT MODE DIP S/W (BOARD BOTTOM LEFT)<br>[p/q] USER DIP SW6, [1/2/3/4] USER DIP SW7, [x/y] USER SW |
| TEST FND & LED | FND & LED TEST   |   |
|                | Type   | OFF = TOTAL OFF<br>ON = TOTAL ON<br>PLAYER = Each player flickering<br>MOVING = Moving by each device unit  |
|                | EXIT   | EXIT  |
| TEST COIN      | COIN SELECTER TEST   |   |
|                | Coin1 EN   | OFF/ON = Coin Selector 1 EN OFF/ON  |
|                | Coin2 EN   | OFF/ON = Coin Selector 2 EN OFF/ON  |
|                | EXIT   | EXIT  |
|                | UPPER FND  | [TEST] [tst] [con] Display of flickering  |
|                | SCORE FND  | [xxx] Display of Coin Input count   |
| TIME FND       | 1 <sup>st</sup> Digit : [E] Display of error<br>2 <sup>nd</sup> Digit:[c] Display of Coin Signal Input |   |



|                    |                              |   |
|--------------------|------------------------------|---|
| TEST TICKET        | TICKET DISPENSER TEST        |   |
|                    | DISPENSE 1P 3                | 1P Ticket dispenser releases 3 tickets  |
|                    | DISPENSE 2P 3                | 2P Ticket dispenser releases 3 tickets  |
|                    | EXIT                         | EXIT  |
|                    | TOP FND                      | [TEST] [tst] [tic] Display of flickering  |
|                    | SCORE FND                    | [xxx] Display of remaining tickets<br>[Er <sub>x</sub> ] Error code when error occurs   |
|                    | TIME FND                     | 1 <sup>ST</sup> Digit [t] Display of Ticket Button<br>2 <sup>ND</sup> Digit [u] Display of Ticket Sensor  |
|                    | TICKET BUTTON                | When pressing the button, lamp turns on. Try again when error occurs  |
| TEST COUNTER       | COUNTER TEST                 |   |
|                    | PULSE 1P COIN IN             | 1P COIN IN Counter increase   |
|                    | PULSE 1P TICKET OUT          | 1P TICKET OUT Counter Increase  |
|                    | PULSE 2P COIN IN             | 2P COIN IN Counter increase   |
|                    | PULSE 2P TICKET OUT          | 2P TICKET OUT Counter increase  |
|                    | EXIT                         | EXIT  |
|                    | TOP FND                      | [TEST] [tst] [cnt] Display of flickering  |
| TEST GOAL-SENSOR   | GOAL RECOGNITION SENSOR TEST |   |
|                    | Enable                       | OFF/ON = OFF/ON for sensor control board Enable   |
|                    | EXIT                         | EXIT  |
|                    | TOP FND                      | [TEST] [tst] [Go] Display of flickering   |
|                    | SCORE FND                    | [xxx] Display of count for goal recognition   |
|                    | TICKET FND                   | [xxx] Display of count for erroneous recognition  |
|                    | TIME FND                     | [ <u> </u> / <u> </u> ] Display of goal recognition Top/Bottom Sensor   |
| TEST BACKBOARD-MOT | BACKBOARD MOTOR TEST         |   |
|                    | TEST MANUAL                  | MANUAL TEST (working only during the time pressing the button)<br>↑/← BUTTON: 1P MOTOR UP/DOWN MOVE<br>→/↓ BUTTON: 2P MOTOR UP/DOWN MOVE  |
|                    | TOP FND                      | [TEST] [tst] [bb1] Display of flickering  |
|                    | SCORE FND                    | 1 <sup>ST</sup> Digit:[ <u> </u> / <u> </u> ] Display of backboard Up/Down Limit Switch<br>2~3 Digit:[x.x] Display of motor required current<br>[Ex] Display of error code when error occurs (E3-x: ADC Error)  |
|                    | TIME FND                     | [--/uP/dn] Display of motor movement<br>[Ex] Display of error code when error occurs (E4-x: Backboard Error)  |
|                    | TICKET FND                   | [xxxx] DC Motor required current ADC Value (16 hexadecimal)   |
|                    | TEST AUTO                    | AUTOMATIC TEST<br>←/→ BUTTON: 1P/2P AUTOMATIC PROCESS ON/OFF  |
|                    | TOP FND                      | [TEST] [tst] [bb2] Display of flickering  |
|                    | SCORE FND                    | 1 <sup>ST</sup> Digit:[ <u> </u> / <u> </u> ] Display of backboard Up/Down Limit Switch<br>2~3 Digit:[x.x] Display of motor required current<br>[E x] Display of error code when error occurs (E3-x: ADC Error) |
|                    | TIME FND                     | [x.x] Display of movement time<br>[Ex] Display of error code when error occurs (E4-x: Backboard Error)  |
|                    | TICKET FND                   | [xxxx] Display of number of Up/Down Repetition  |
|                    | EXIT                         | EXIT  |

|                          |                      |   |
|--------------------------|----------------------|---|
| TEST<br>BALLDISC-<br>MOT | BALL DISK MOTOR TEST |   |
|                          | TEST MANUAL          | MANUAL TEST (working only during the time pressing the button)<br>↑/← BUTTON: 1P STEP MOTOR FORWARD/REVERSE ROTATION<br>→/↓ BUTTON: 2P STEP MOTOR FORWARD/REVERSE ROTATION  |
|                          | TOP FND              | [TEST] [tst] [st1] Display of flickering  |
|                          | SCORE FND            | 1 <sup>ST</sup> Digit: [ / _ ] Display of ball mounting Up/Down Sensor<br>2 <sup>ND</sup> Digit: [P] Display of Disk Deceleration Sensor<br>3 <sup>RD</sup> Digit: [O] Display of Disk Starting Point Sensor        |
|                          | TIME FND             | [--/Fo/bA] DISPLAY OF STEP MOTOR FORWARD/REVERSE ROTATION<br>[Ex] Display of error code when error occurs (E5-x: Ball Disk Error)   |
|                          | TEST SECTOR          | SECTOR TEST<br>(When ball is not mounted, one sector at a time repeats automatically)<br>←/→ BUTTON: 1P/2P SECTOR TEST ON/OFF   |
|                          | TOP FND              | [TEST] [tst] [st2] Display of flickering  |
|                          | SCORE FND            | 1 <sup>ST</sup> Digit: [ / _ ] Display of ball mounting Up/Down Sensor<br>2 <sup>ND</sup> Digit: [P] Display of Disk Deceleration Sensor<br>3 <sup>RD</sup> Digit: [O] Display of Disk Starting Point Sensor        |
|                          | TIME FND             | [xx] Display of Sector Step Number<br>[Ex] Display of error code when error occurs (E5-x: Ball Disk Error)  |
|                          | TICKET FND           | [xxxx] Display of number of repetitions   |
|                          | TEST LOGIC           | LOGIC TEST (TEST in the same way game logic)<br>←/→ BUTTON: 1P/2P LOGIC TEST ON/OFF   |
|                          | TOP FND              | [TEST] [tst] [st3] Display of flickering  |
|                          | SCORE FND            | 1 <sup>st</sup> Digit: [ / _ ] Display of Ball Mounting Up/Down Sensor<br>2 <sup>nd</sup> Digit: [P] Display of Disk Sensor Deceleration Sensor<br>3 <sup>rd</sup> Digit: [O] Display of Disk Starting Point Sensor |
|                          | TIME FND             | [--/Pr] DISPLAY OF OPERATION STATUS<br>[Ex] Display of error code when error occurs (E5-x: Ball Disk Error)   |
|                          | TICKET FND           | [xxxx] Display of Ball Hit Count  |
|                          | EXIT                 | EXIT  |

|            |   |   |
|------------|---|---|
| TEST SOUND | SOUND TEST ←/→ BUTTON: SELECT ITEMS<br>SELECT BUTTONS: ITEM PLAY/STOP CANCEL BUTTON: EXIT |   |
|            | 1. CH   | Voice Output One, Two, ~ Eight according to each channel speaker<br>Left Speaker : 1, 3, 5, 7<br>Right Speaker : 2, 4, 6, 8 |
|            | 2. BGM  | Background Sound Output Test  |
|            | 3. SFX  | Sound Effect Output Test  |
|            | 4. VOC  | Voice Output Test   |
|            | TOP FND   | [TEST] [tst] [snd] Display of flickering  |
|            | SCORE FND   | [xxx] Display of Select Times   |
|            | TIME FND  | 1P [--/PL] Display of Play or Non-Play<br>2P [xxx] Display of Play Times  |

### 3-5. BOOT SELF - TEST / ERROR RESET

All items are tested during booting test but limited times with error are tested during resetting error. Detailed steps are displayed at Time FND and completion of each step is shown as [OC] and error is shown as [Er].

| TEST ITEMS  | DETAILED STEPS | DESCRIPTION AND DISPLAY   |
|-------------|----------------|---|
| CHARGE-IN   | [co]           | COIN SELECTOR INPUT TEST  |
|             |                | SCORE FND 1 <sup>ST</sup> Digit:[c] DISPLAY OF COIN SIGNAL INPUT  |
| ADC         | [A1]           | ADC CONVERSION TEST   |
|             |                | SCORE FND 1 <sup>st</sup> Digit:[/_] Display of backboard Up/Down Limit Switch<br>SCORE FND 2 <sup>nd</sup> ~ 3 <sup>rd</sup> Digit:[x.x] Display of backboard motor required current |
| BACKBOARD   | [b1]           | TEST FOR OPERATION OF BACKBOARD MOTOR AND LIMIT SWITCH  |
|             | [b2]           | TEST FOR OPERATION OF BACKBOARD MOTOR AND SHUTTLE TIME  |
|             | [b3]           | OPERATION OF BACKBOARD MOTOR AND LOCATION TO CENTER   |
|             |                | SCORE FND 1 <sup>ST</sup> Digit:[/_] Display of backboard Up/Down Limit Switch<br>SCORE FND 2 <sup>ND</sup> ~3 <sup>RD</sup> Digit:[x.x] Display of backboard motor required current  |
| GOAL-SENSOR | [c1]           | GOAL SENSOR INPUT TEST  |
|             |                | SCORE FND [GS/_] Display of goal recognition Up/Down Sensor   |
| BALL-DISC   | [d1]           | OPERATION TEST FOR BALL DISK SENSOR AND STEPING MOTOR   |
|             |                | SCORE FND 1 <sup>st</sup> Digit: [_/_]Display of ball mounting Up/Down Sensor   |
|             |                | SCORE FND 2 <sup>nd</sup> Digit:[P] Display of Disk Deceleration Sensor<br>SCORE FND 3 <sup>nd</sup> Digit:[O] Display of Disk Starting Point   |

### 3-6. ERROR CODE

| ERROR TYPE                | ERROR CODE   | DESCRIPTION  | CHECK POINTS  |
|---------------------------|--------------|--|---|
| <b>CHARGE-IN</b><br>Er2   | <b>Er2-1</b> | ABNORMAL CONDITION OF COIN SIGNAL FOR TWO SECONDS  | 1. CHECK COIN SELECTOR AND WIRING CONNECTION<br>2. CHECK MAIN BOARD                 |
|                           | <b>Er3-1</b> | NO ACK. SIGNAL OR ABNORMAL FUNCTION  | 1. CHECK ADC CHIP<br>2. CHECK MAIN BOARD  |
| <b>ADC</b><br>Er3         | <b>Er3-2</b> | NO CHANGE AT ANALOGUE VALUE  |   |
|                           | <b>Er3-3</b> | ABNORMAL VALUE WHILE DC MOTOR STOPS  |   |
|                           | <b>Er3-4</b> | ABNORMAL VALUE (LIMIT SWITCH CHANGED) WHILE DC MOTOR WORKS   |   |
| <b>BACKBOARD</b><br>Er4   | <b>Er4-1</b> | WHILE MOTOR WORKS, CURRENT VALUE LOWER THAN REFERENCE VALUE (NO CHANGE AT LIMIT SWITCH, MOTOR NOT WORKING) | 1. CHECK CONNECTION STATUS OF MOTOR<br>2. CHECK MAIN BOARD                          |
|                           | <b>Er4-2</b> | WHEN MOTOR WORKS, LOAD HIGHER THAN REFERENCE VALUE (JAM)   | 1. CHECK MOTRO JAM<br>2. CHECK MAIN BOARD   |
|                           | <b>Er4-3</b> | LIMIT UP NOT SENSED  | 1. CHECK LIM IT UP/DN SWITCH<br>2. CHECK LIM IT UP/DN WIRING<br>3. CHECK MAIN BOARD |
|                           | <b>Er4-4</b> | LIMIT DN NOT SENSED  |   |
|                           | <b>Er4-5</b> | LIMIT UP SENSED CONTINUOUSLY   |   |
|                           | <b>Er4-6</b> | LIMIT DN SENSED CONTINUOUSLY   |   |
|                           | <b>Er4-7</b> | LIMIT UP/DN S/W SENSED AT THE SAME TIME  |   |
|                           | <b>Er4-8</b> | LIMIT UP/DN WORKS ABNORMALLY, DIFFERENT FROM THEIR FUNCTIONS   |   |
| <b>GOAL-SENSOR</b><br>Er5 | <b>Er5-1</b> | GOAL UP SENSOR SENSED CONTINUOUSLY   | 1. CHECK GOAL SENSOR PCB AND WIRING CONNECTION<br>2. CHECK MAIN BOARD               |
|                           | <b>Er5-2</b> | GOAL DN SENSOR SENSED CONTINUOUSLY   |   |
|                           | <b>Er5-3</b> | WHEN BOOTING, ABNORMAL SIGNAL OF GOAL UP/DN SENSOR   |   |

|                          |              |  |  |
|--------------------------|--------------|--|--|
| <b>BALL-DISC<br/>Er6</b> | <b>Er6-1</b> | DISK STARTING POINT SENSOR NOT SENSED          | 1. CHECK DISK ENCODER AND WIRING<br>2. CHECK STEPING MOTOR OPERATION<br>3. CHECK MAIN BOARD  |
|                          | <b>Er6-2</b> | DISK STARTING POINT SENSOR SENSED CONTINUOUSLY |  |
|                          | <b>Er6-5</b> | BALL RECOGNITION SENSORS NOT SENSED (NO BALL)  | 1. CHECK BALL INPUT<br>2. CHECK BALL SENSOR PCB AND WIRING CONNECTION<br>3. CHECK MAIN BOARD |

In case E2~E6 error occurs, the error code is displayed at SCORE/TIME FND of the player and all functions stop. When pressing SERVICE/RESET Button after troubleshooting, the error is cleared and functions are restored through testing process. However, there may be some delay when the other player is playing the game at restore time.

※ If an error occurs to one player at VS Mode, the game switches to single mode automatically

※ The game shall be continued at following cases even when error occurs and error shall be displayed when game stops.

- In case of CHARGE-IN Er2, when games are in process or there are remaining credits
- When game ends and in a state of results
- When score is higher than BIG-WIN Challenging Score
- When main game ends at VS Mode

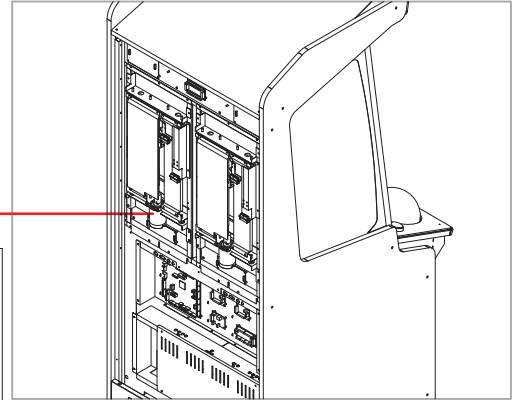
|                      |             |   |   |
|----------------------|-------------|---|---|
| <b>TICKET<br/>Et</b> | <b>Et-E</b> | TICKET SIGNAL NOT SENSED (NO TICKET)    | 1. CHECK TICKET EMPTY/JAM<br>2. CHECK TICKET DISPENSER AND WIRING CONNECTION<br>3. CHECK MAIN BOARD |
|                      | <b>Et-J</b> | TICKET SIGNAL SENSED CONTINUOUSLY (JAM) |   |

Ticket-related errors are displayed at Ticket FND but games shall be continued. When pressing Ticket Button after trouble shooting, remaining tickets shall be dispensed.

# 4. TROUBLESHOOTING

\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

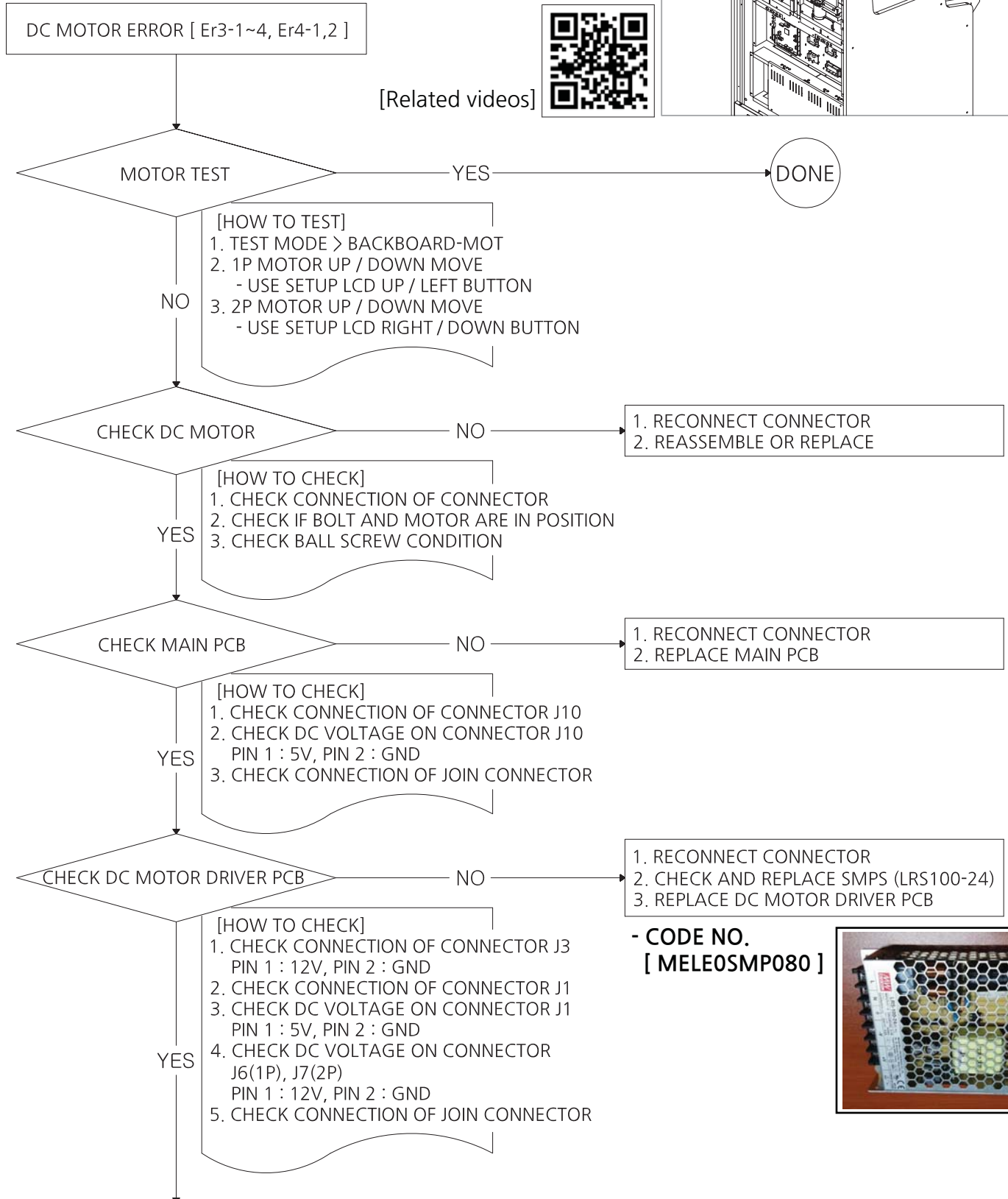
## 4-1. DC MOTOR ERROR [ Er3-1~4, Er4-1,2 ] - IN CASE THE MOTOR OR THE PCB RELATED MOTOR PROBLEM



DC MOTOR

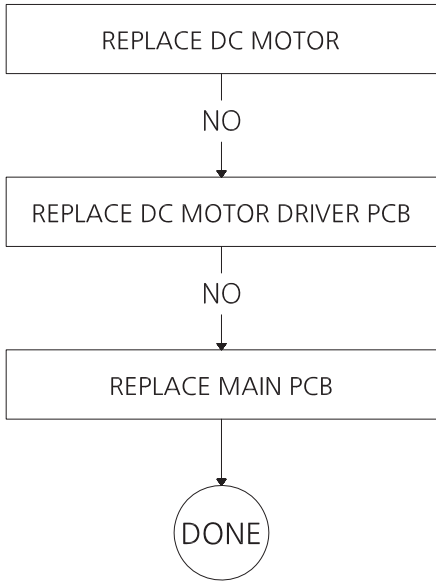


[Related videos]



- CODE NO.  
 [ MELEOSMP080 ]

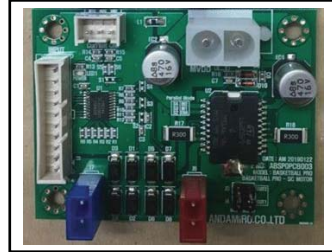




- CODE NO.  
[ MZZZ0MOT143 ]



- CODE NO.  
[ ABSPOPCB003 ]



- CODE NO.  
[ ABSPOPCB001 ]







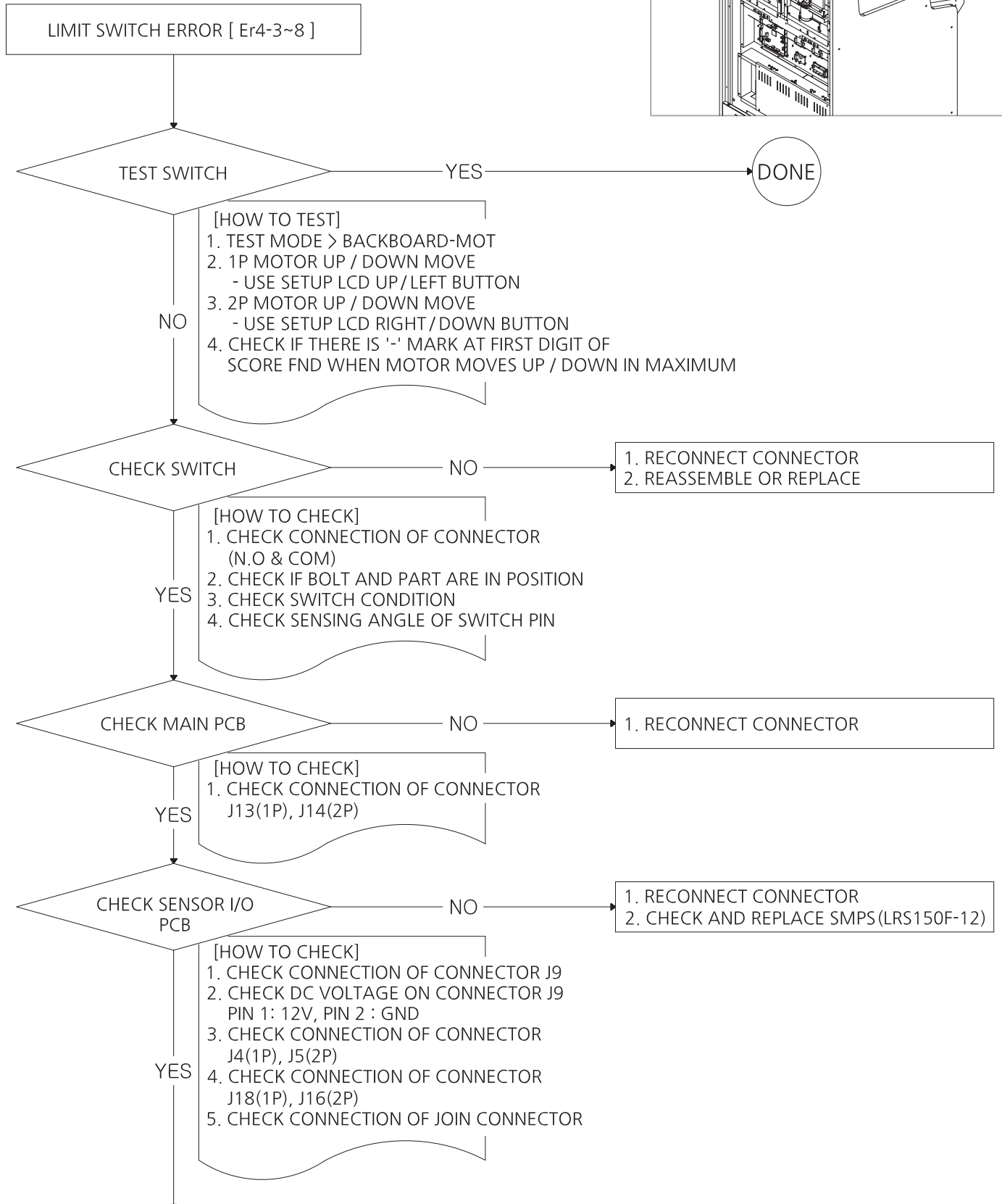
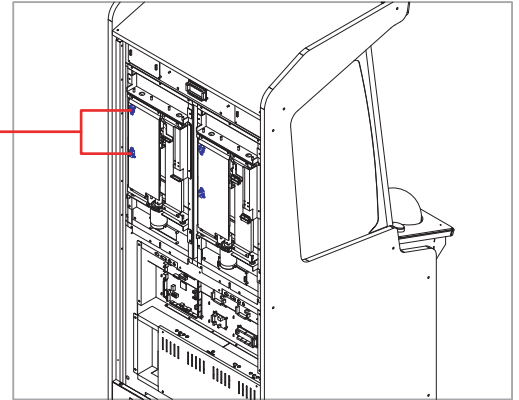
[Related videos]

\* General check up : Check the supply voltage and wiring connection properly  
\* "NO" : Means faulty of the check up result.

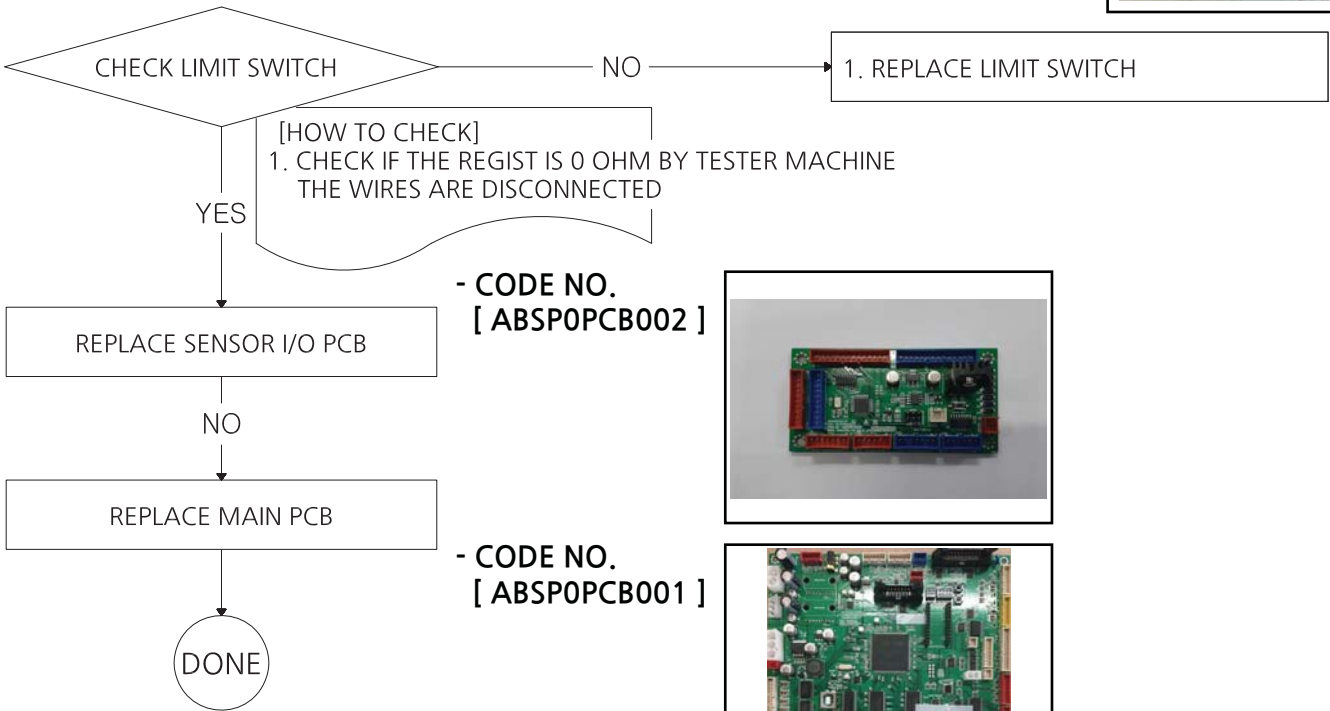
## 4-2. LIMIT SWITCH ERROR [ Er4-3~8 ]

- IN CASE BACKBOARD MOTOR LIMIT SWITCH IS PROBLEM

LIMIT SWITCH



- CODE NO.  
[ MELEOMIC021 ]

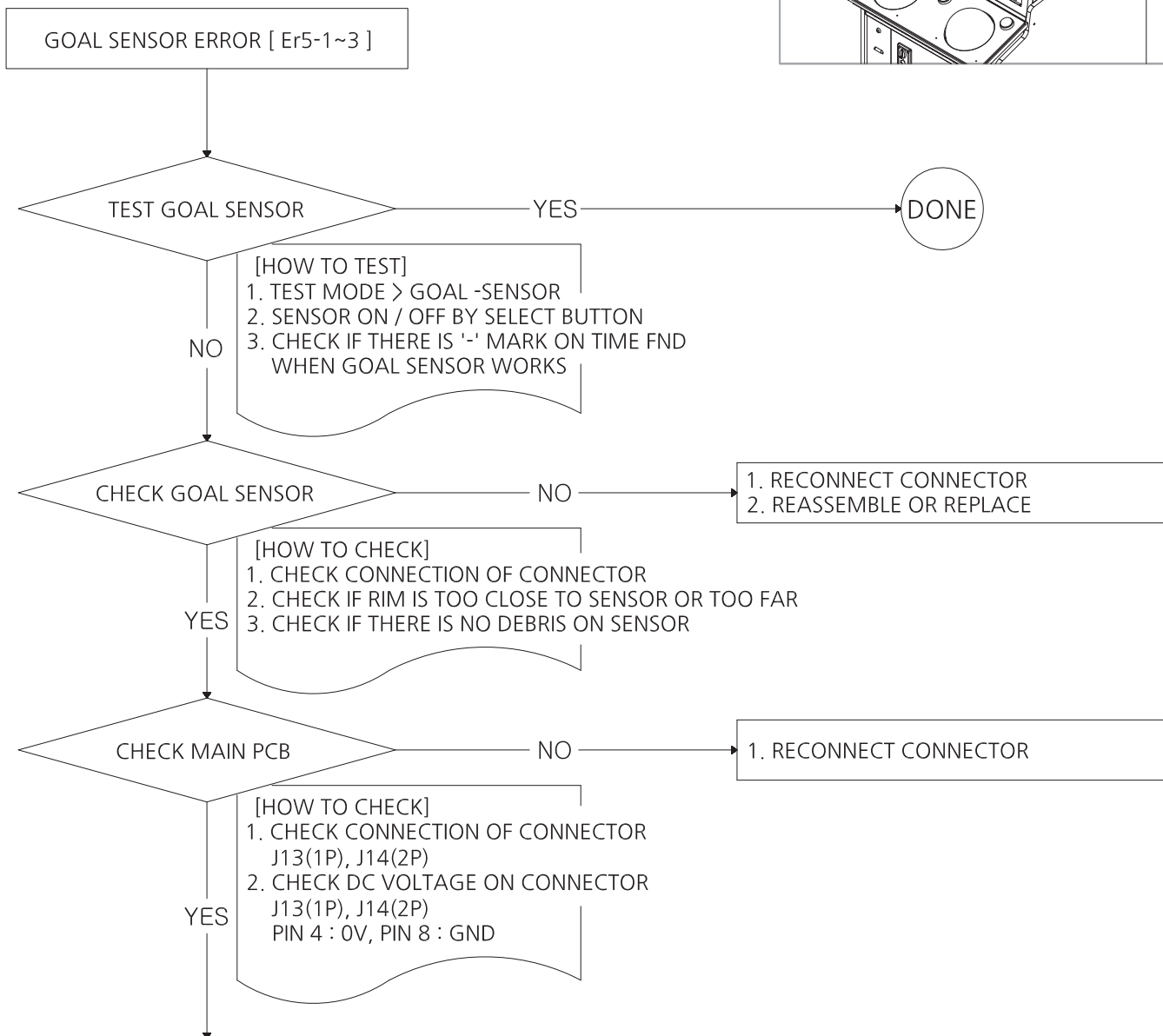
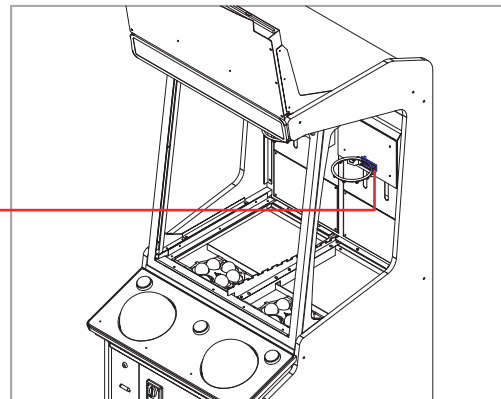


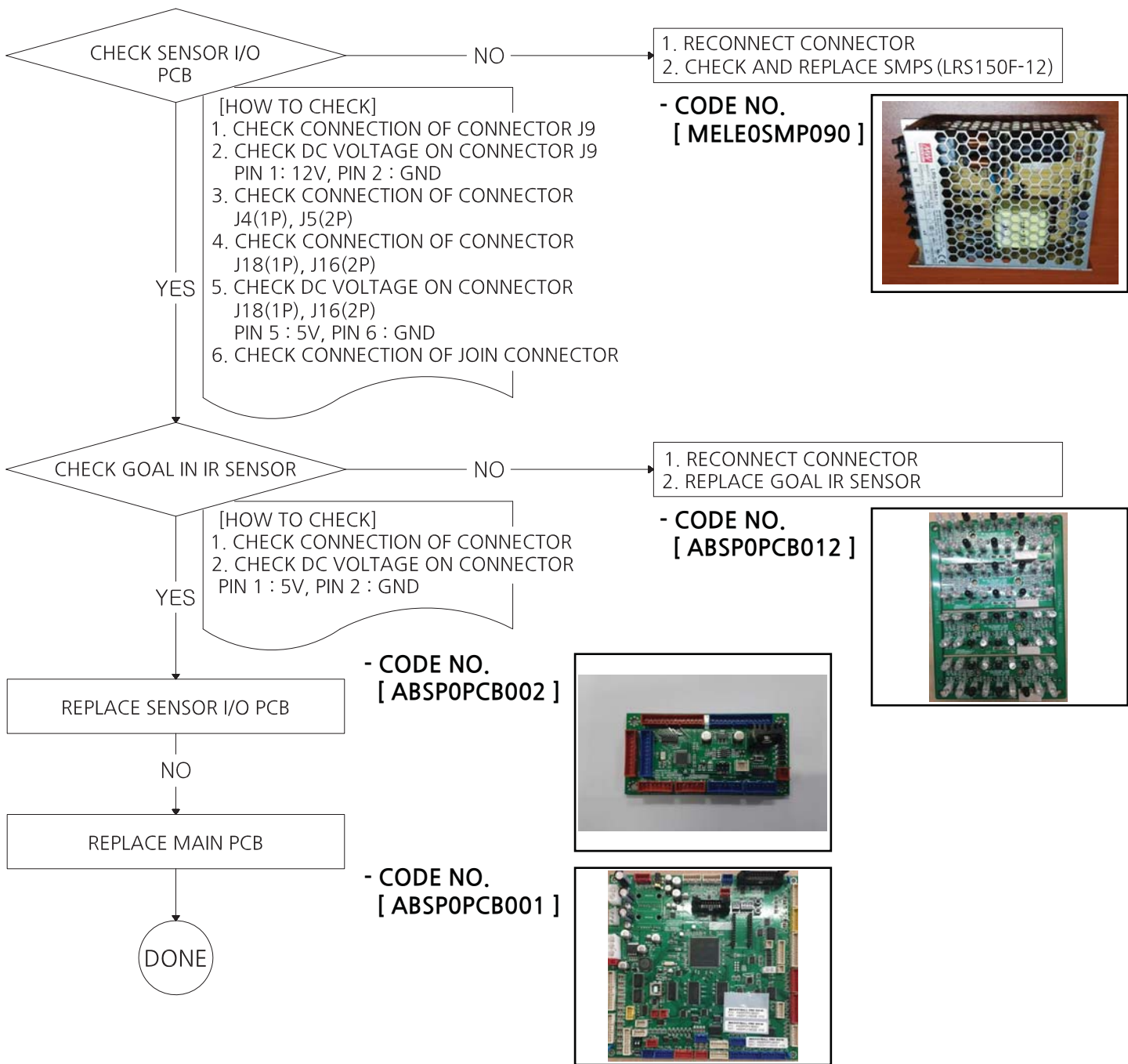


[Related videos]

\* General check up : Check the supply voltage and wiring connection properly  
\* "NO" : Means faulty of the check up result.

### 4-3. GOAL SENSOR ERROR [ Er5-1~3 ] - IN CASE GOAL SENSOR IS PROBLEM



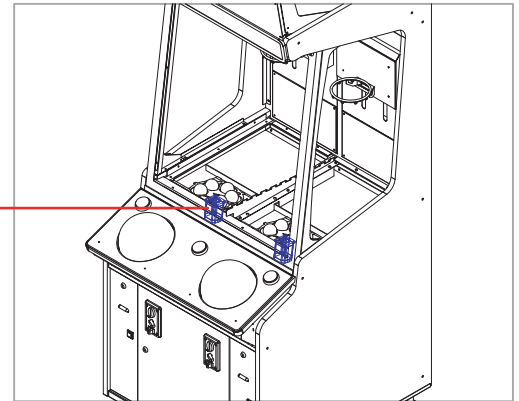




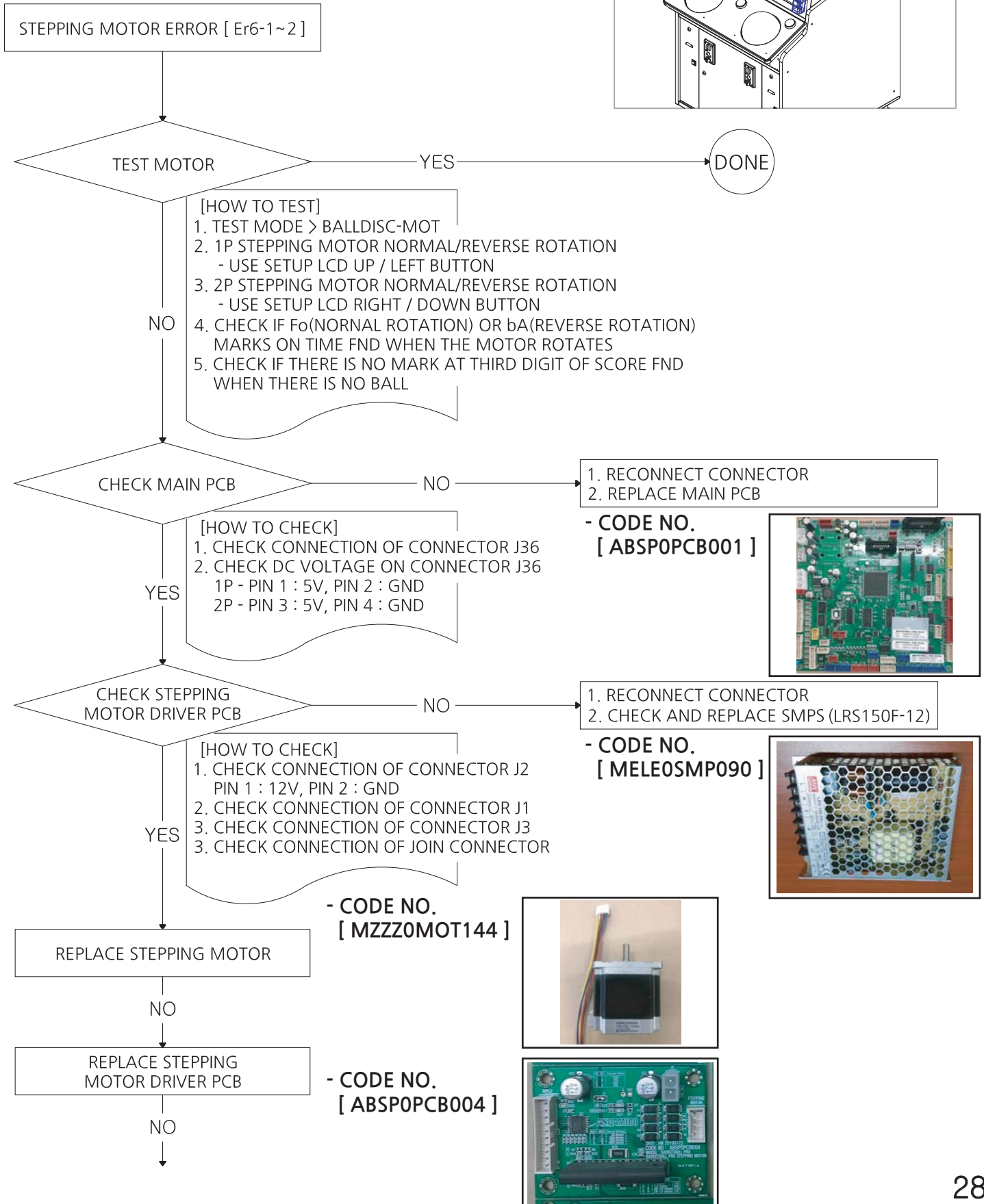
[Related videos]

\* General check up : Check the supply voltage and wiring connection properly  
\* "NO" : Means faulty of the check up result.

### 4-4. STEPPING MOTOR ERROR [ Er6-1~2 ] - IN CASE STEP MOTOR IS PROBLEM

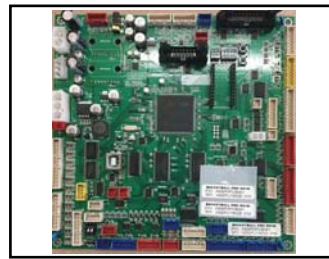


STEPPING MOTOR



REPLACE MAIN PCB

- CODE NO.  
[ ABSPOP0CB001 ]



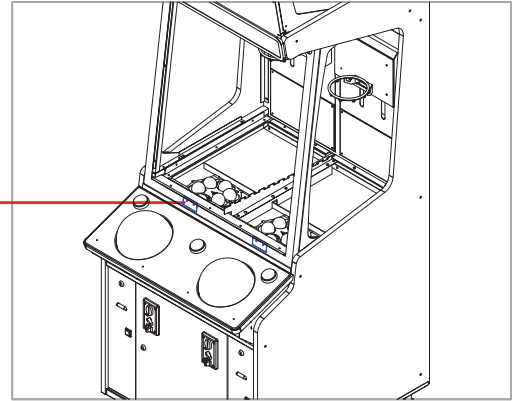
DONE

### 4-5. BALL SENSING IR SENSOR ERROR

[ Er6-5 ]

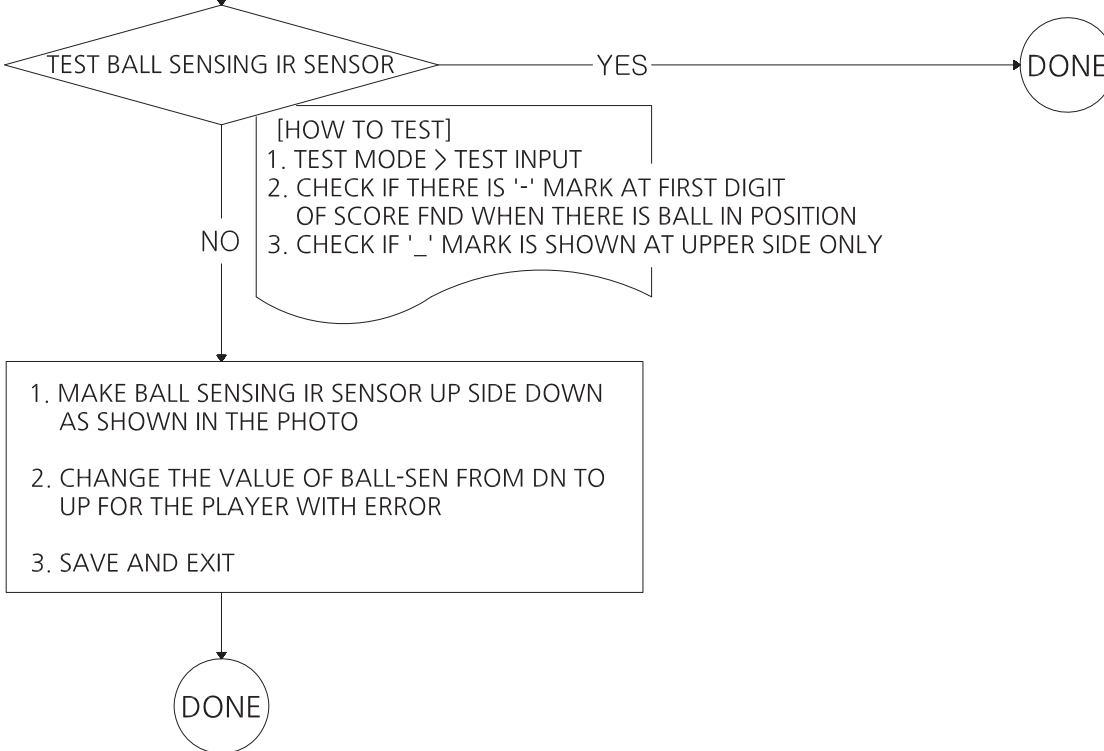
- IN CASE BALL SENSING IR SENSOR IS PROBLEM

BALL SENSING IR SENSOR

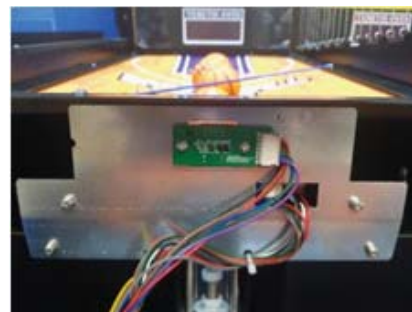
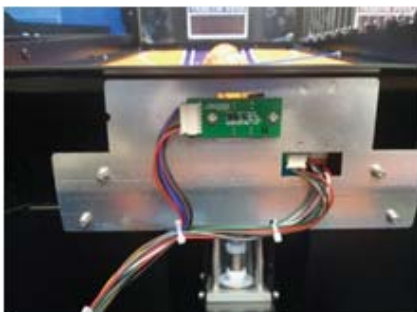


[Related videos]

BALL SENSING IR SENSOR ERROR  
[ Er6-5 ]



**\* When ER 6-5 occurs, in case upper sensor of Ball Sensing IR Sensor is normal and lower sensor is defective, troubleshooting is as follows. If both upper and lower sensors are defective, please replace the whole Ball Sensing IR Sensor. After replacing it, please perform program setting and put Ball Sensing IR Sensor in original position.**

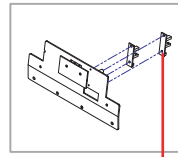
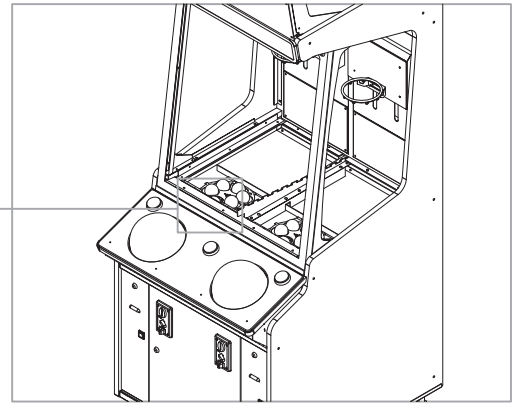




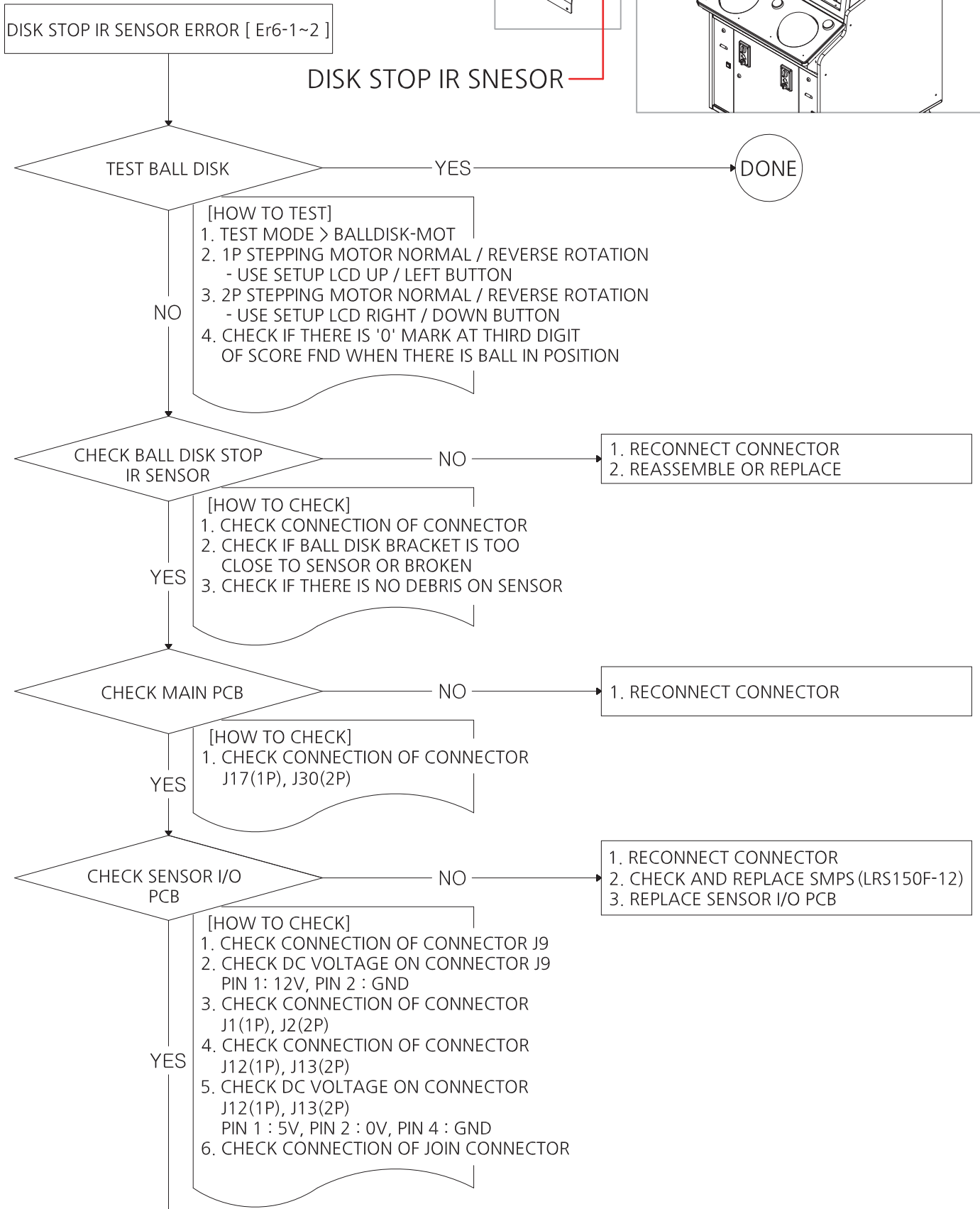
[Related videos]

\* General check up : Check the supply voltage and wiring connection properly  
\* "NO" : Means faulty of the check up result.

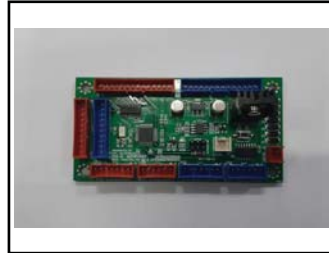
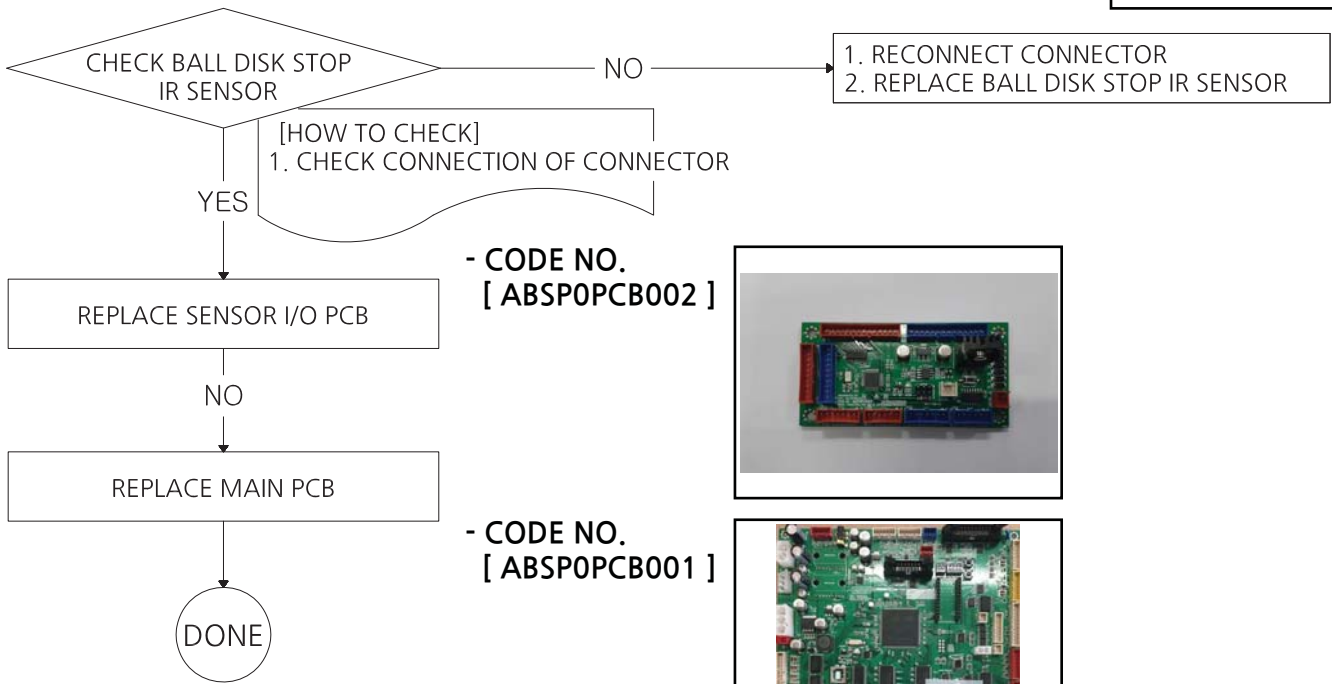
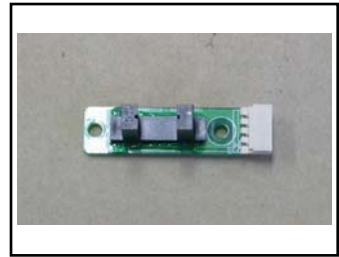
## 4-6. DISK STOP IR SENSOR ERROR [ Er6-1~2 ] - IN CASE DISK TOP IR SENSOR IS PROBLEM



DISK STOP IR SNEGOR



- CODE NO.  
[ AZZZ0PCB103 ]







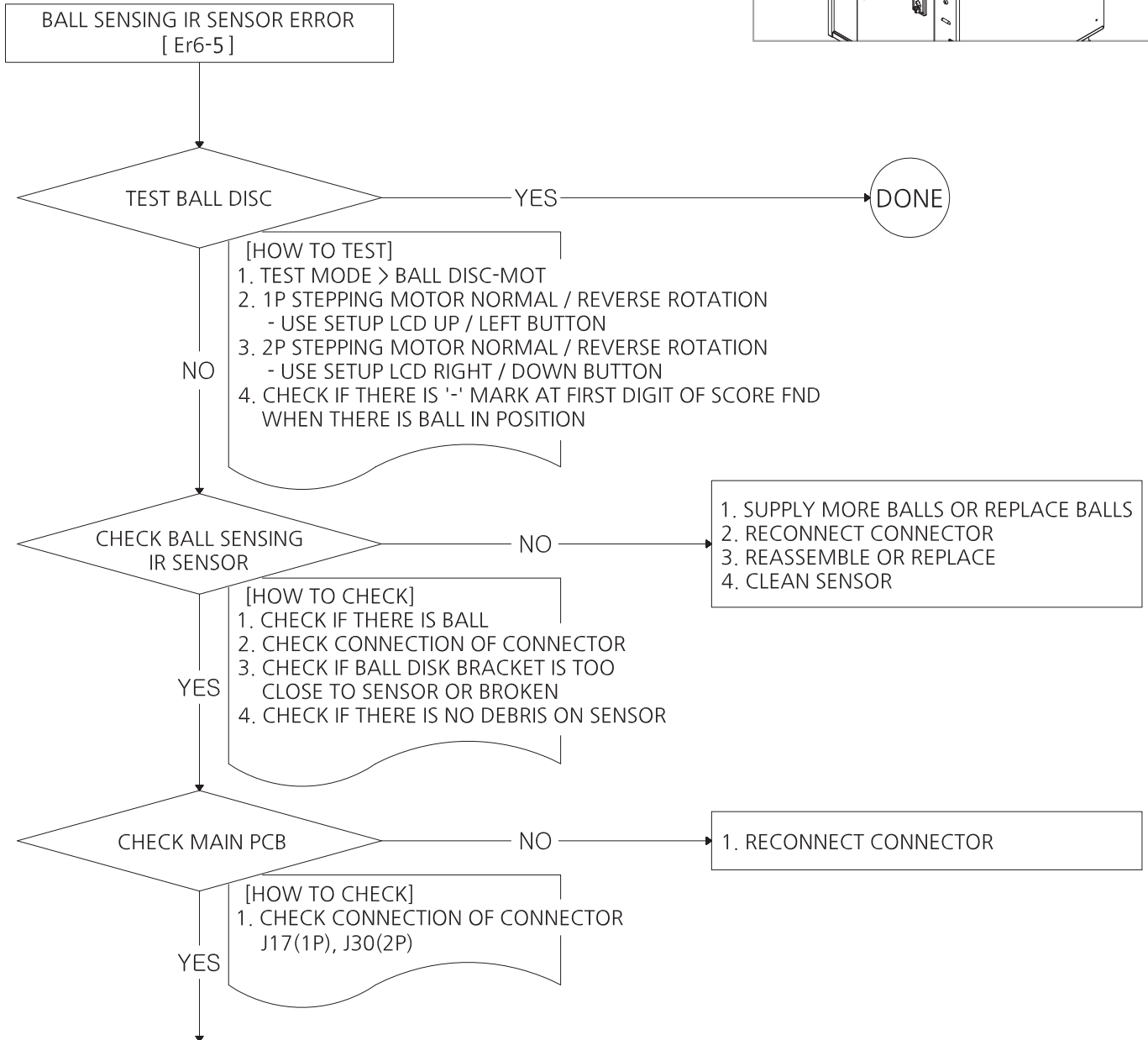
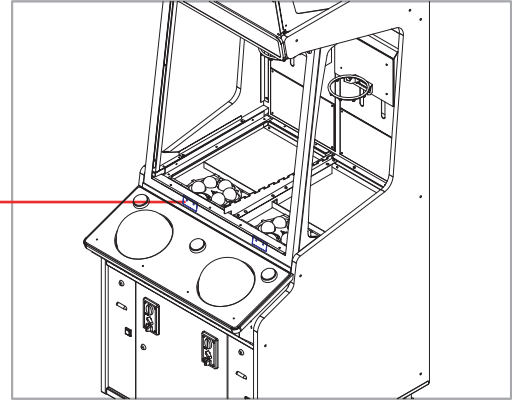
[Related videos]

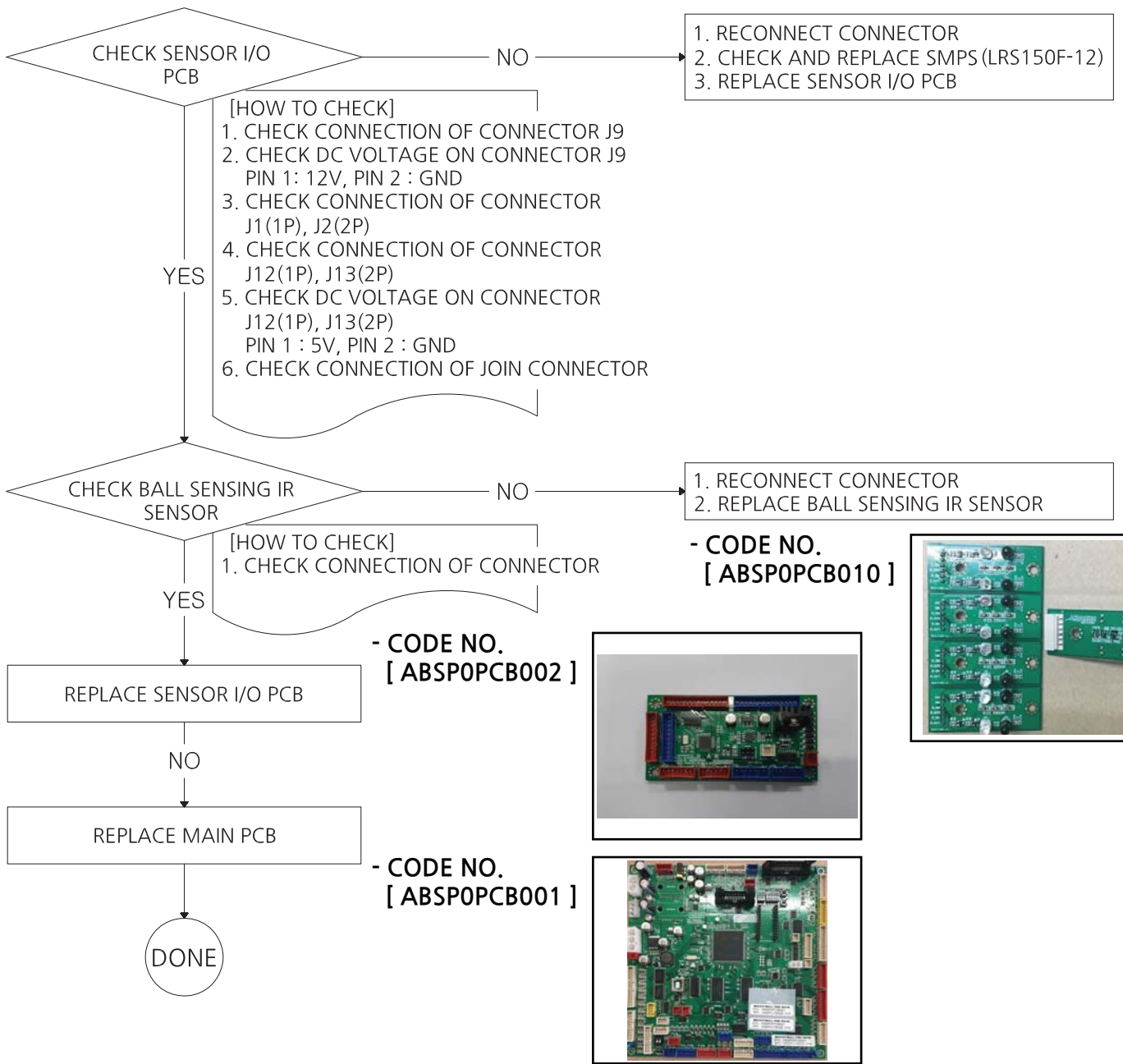
\* General check up : Check the supply voltage and wiring connection properly  
\* "NO" : Means faulty of the check up result.

# 4-7. BALL SENSING IR SENSOR ERROR [ Er6-5 ]

- IN CASE BALL SENSING IR SENSOR IS PROBLEM

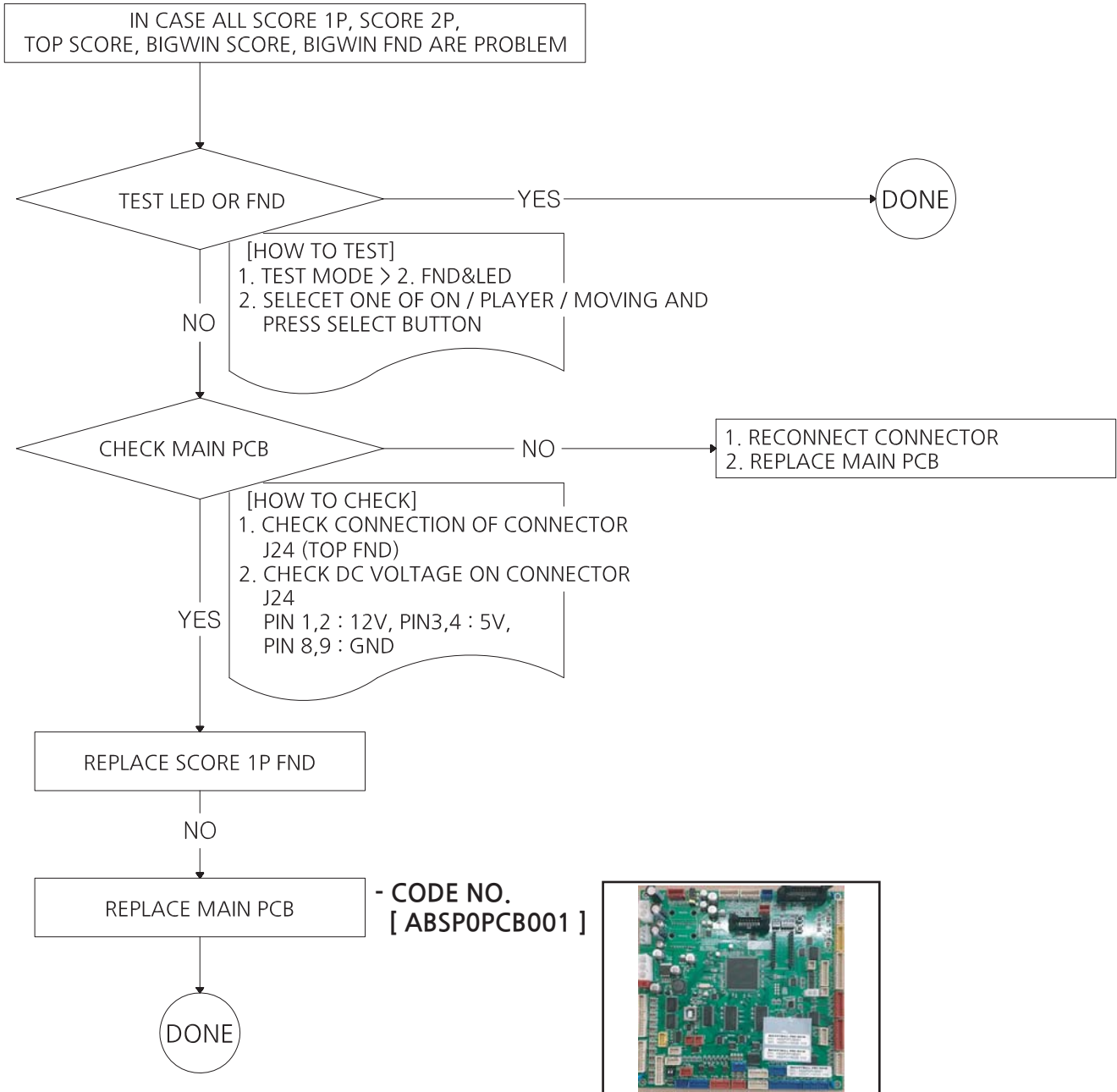
BALL SENSING IR SENSOR





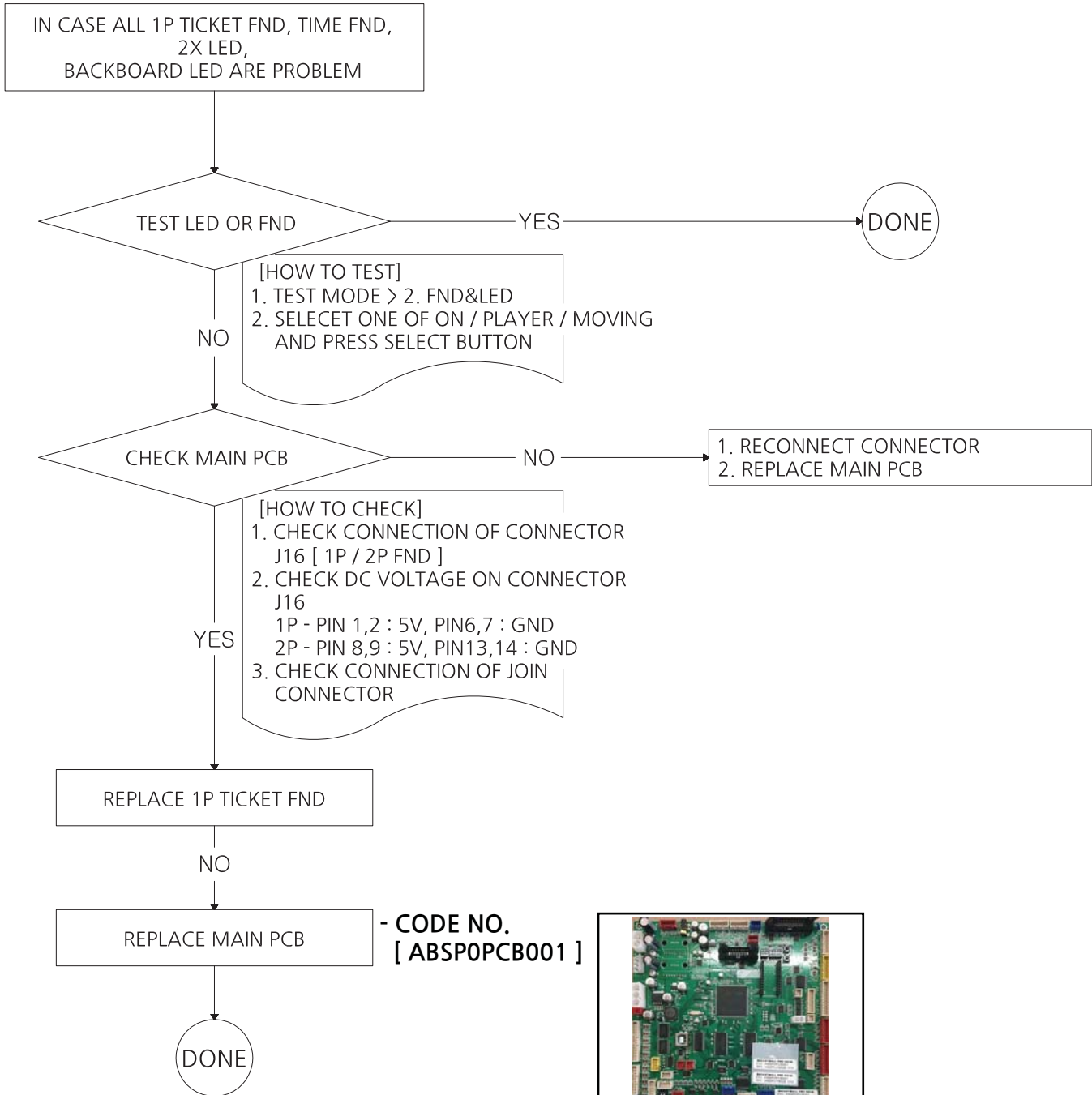
\* General check up : Check the supply voltage and wiring connection properly  
\* "NO" : Means faulty of the check up result.

## 4-8. IN CASE ALL SCORE 1P, SCORE 2P, TOP SCORE, BIGWIN SCORE, BIGWIN FND ARE PROBLEM



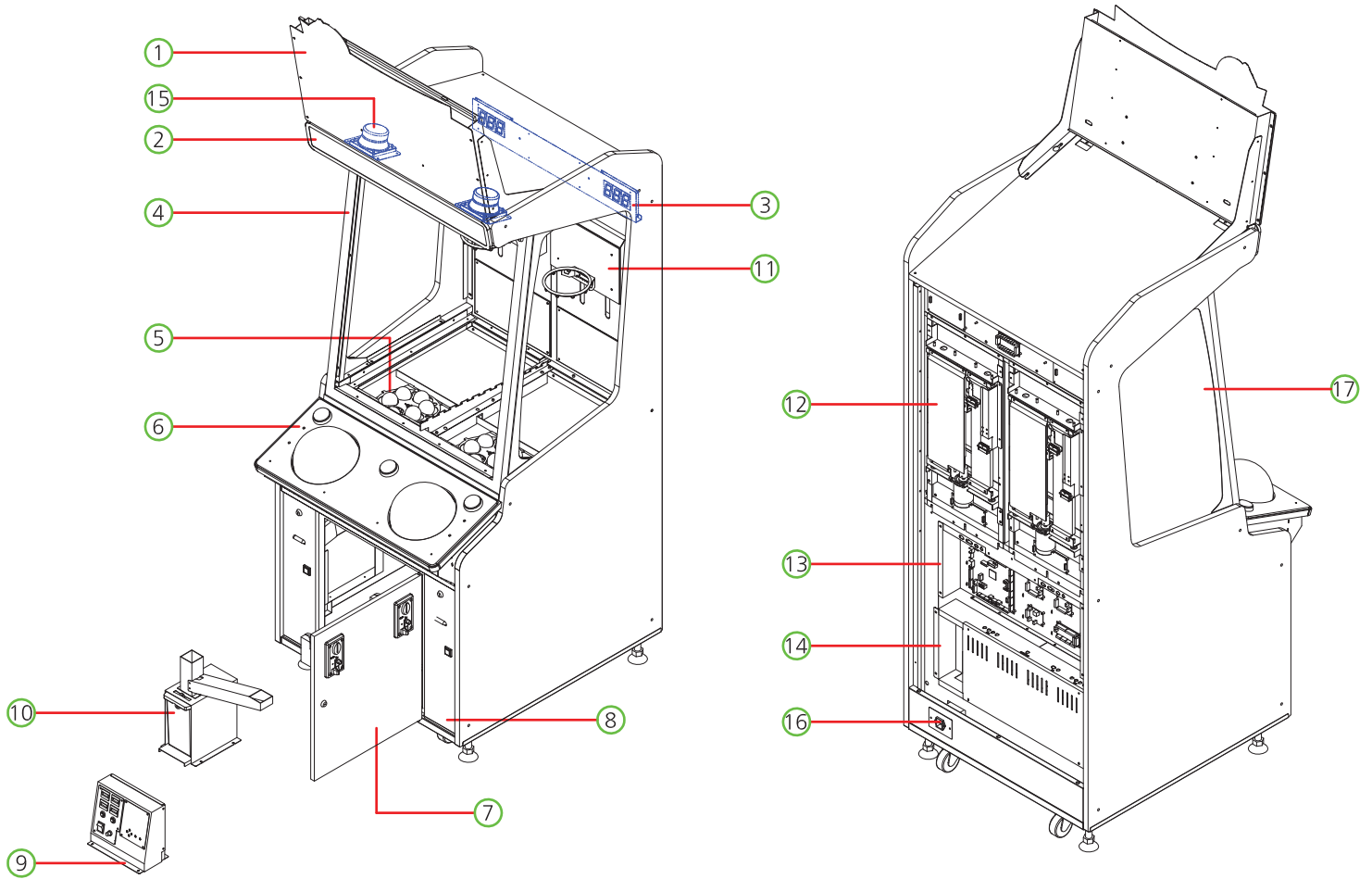
\* General check up : Check the supply voltage and wiring connection properly  
\* "NO" : Means faulty of the check up result.

## 4-9. IN CASE ALL 1P TICKET FND, TIME FND, 2X LED, BACKBOARD LED ARE PROBLEM



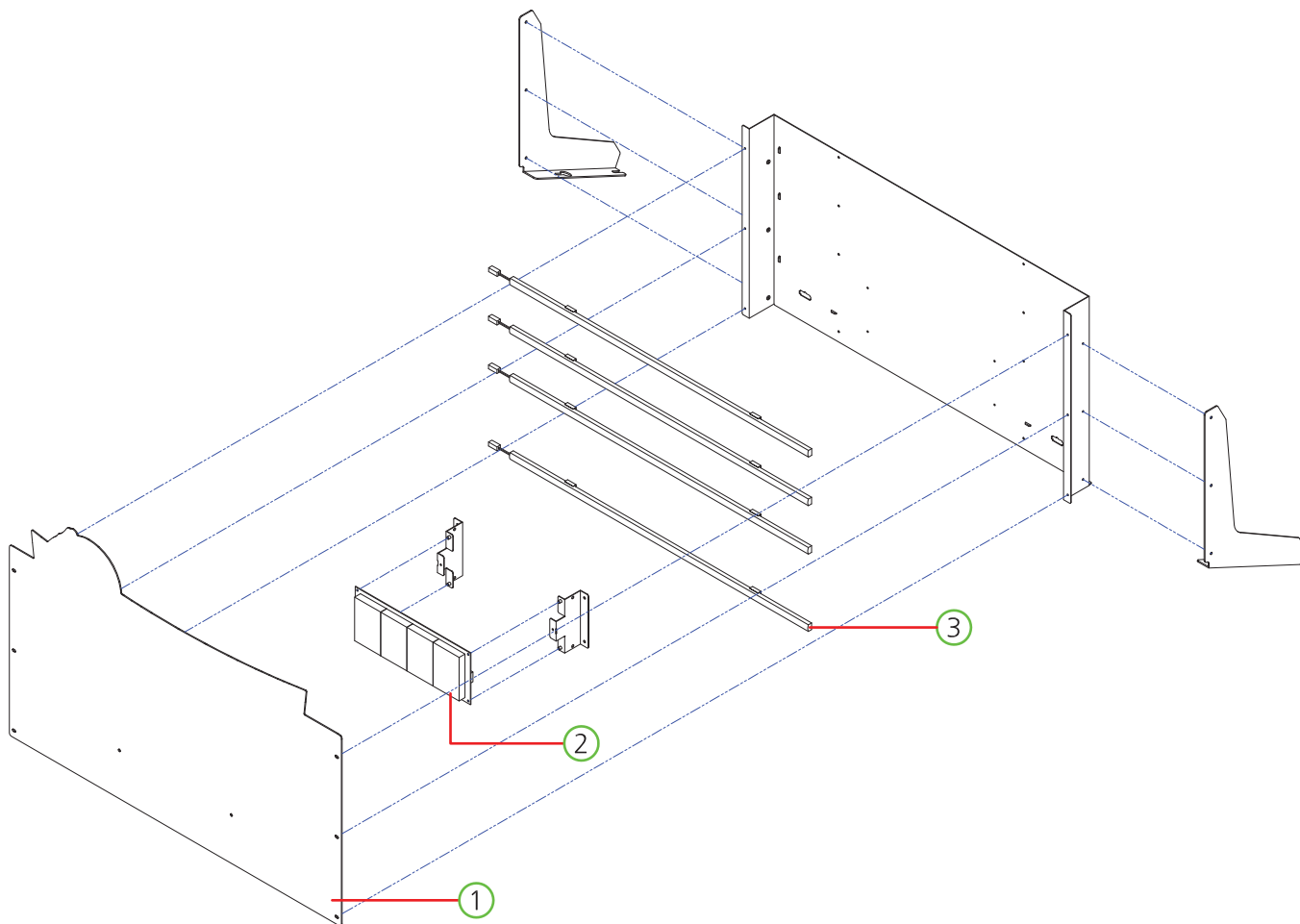
# 5. EXPLODED VIEW

## 5-1. MAIN CABINET PART



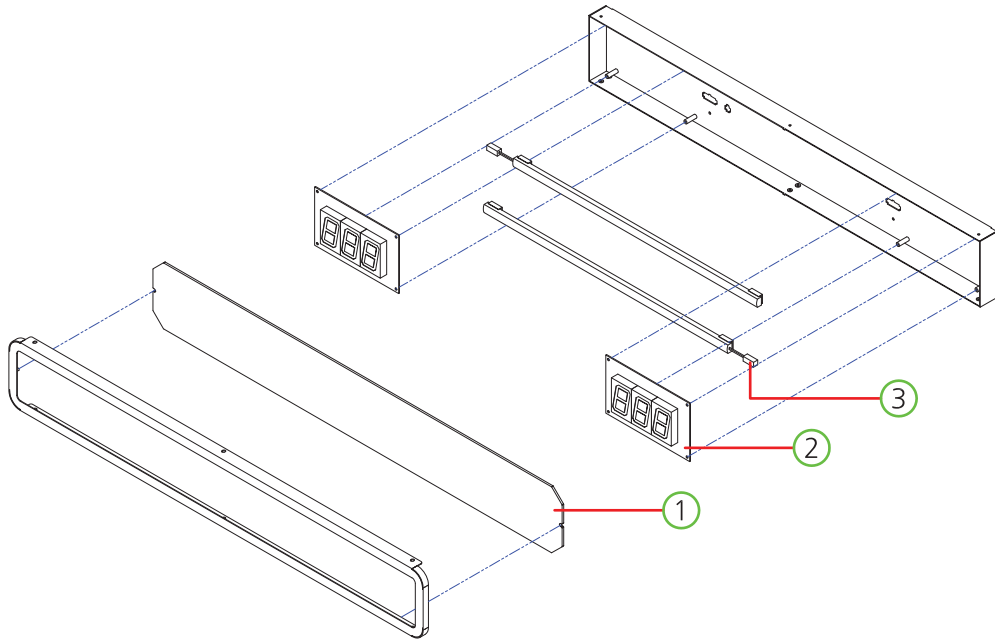
| NO. | PART NAME             | SPEC.      | QUANTITY | CODE NO.    |
|-----|-----------------------|------------|----------|-------------|
| 1   | BILLBOARD PART        | -          | 1        | -           |
| 2   | HIGH SCORE FRAME PART | -          | 1        | -           |
| 3   | SCORE FND BKT PART    | -          | 1        | -           |
| 4   | PLAY ZONE DOOR PART   | -          | 1        | -           |
| 5   | BALL ROTATE PART      | -          | 2        | -           |
| 6   | TABLE PART            | -          | 1        | -           |
| 7   | FRONT DOOR PART       | -          | 1        | -           |
| 8   | TICKET DISPENSER PART | -          | 2        | -           |
| 9   | SETUP PANEL PART      | -          | 1        | -           |
| 10  | COIN BOX PART         | -          | 1        | -           |
| 11  | GOAL POST PART        | -          | 2        | -           |
| 12  | BASKET MOVING PART    | -          | 2        | -           |
| 13  | MAIN IO BOX PART      | -          | 1        | -           |
| 14  | POWER BOX PART        | -          | 1        | -           |
| 15  | TOP SPEAKER PART      | -          | 2        | -           |
| 16  | AC INPUT PART         | -          | 1        | -           |
| 17  | SIDE GLASS            | GLASS-5.0T | 2        | MBSPOGLA002 |

## 5-2. BILLBOARD PART



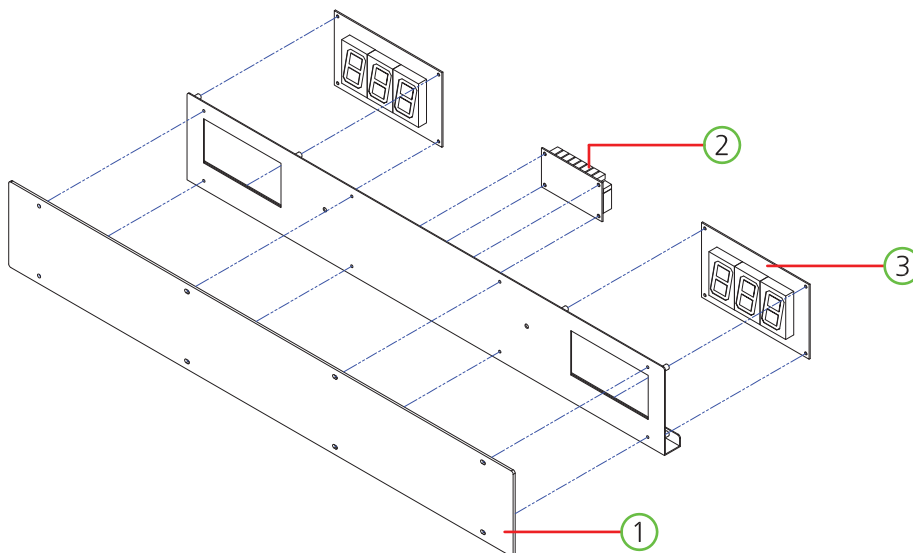
| NO. | PART NAME            | SPEC.             | QUANTITY | CODE NO.    |
|-----|----------------------|-------------------|----------|-------------|
| 1   | BILLBOARD MAIN ACRYL | PET-2.0t          | 1        | ABSP0ACP001 |
| 2   | FND PCB ASS'Y        | 6390-4 (STRAIGHT) | 1        | AFND0PCB011 |
| 3   | LED BAR 12V ASS'Y    | 710mm             | 4        | AZZZ0PCB165 |

### 5-3. HIGH SCORE FRAME PART



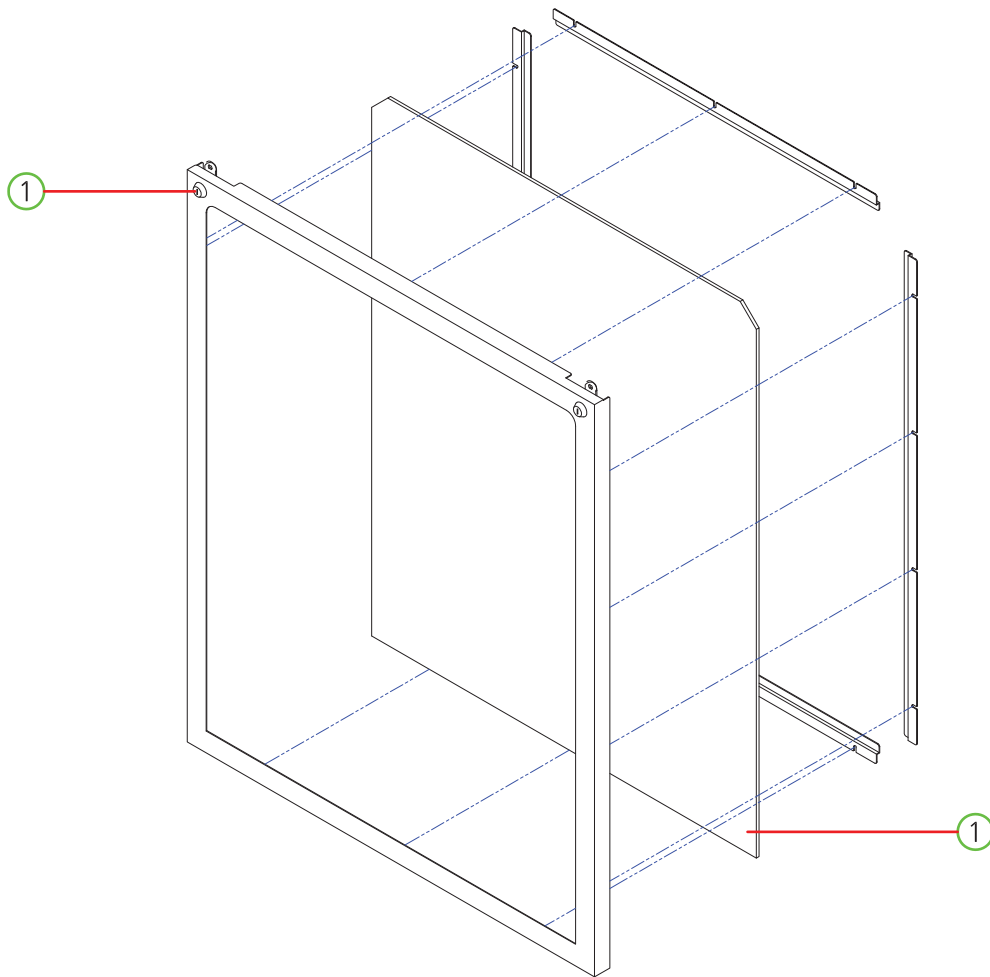
| NO. | PART NAME           | SPEC.      | QUANTITY | CODE NO.    |
|-----|---------------------|------------|----------|-------------|
| 1   | HIGH SCORE ACRYL    | ACRYL-3.0t | 1        | ABSP0ACP002 |
| 2   | BONUS FND PCB ASS'Y | SND1817    | 2        | ASBP0PCB003 |
| 3   | LED BAR 12V ASS'Y   | 460mm      | 2        | AZZZ0PCB124 |

### 5-4. SCORE FND BKT PART



| NO. | PART NAME                           | SPEC.      | QUANTITY | CODE NO.    |
|-----|-------------------------------------|------------|----------|-------------|
| 1   | SCORE BOARD ACRYL                   | ACRYL-3.0t | 1        | ABSP0ACP003 |
| 2   | BASKETBALL PRO FND EXT IO PCB ASS'Y | -          | 1        | ABSP0PCB005 |
| 3   | BONUS FND PCB ASS'Y                 | SND 1817   | 2        | ASBP0PCB003 |

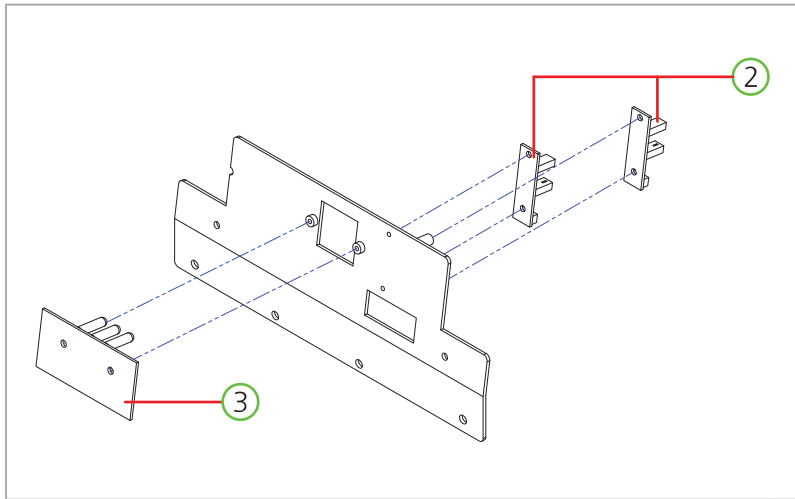
## 5-5. PLAY ZONE DOOR PART



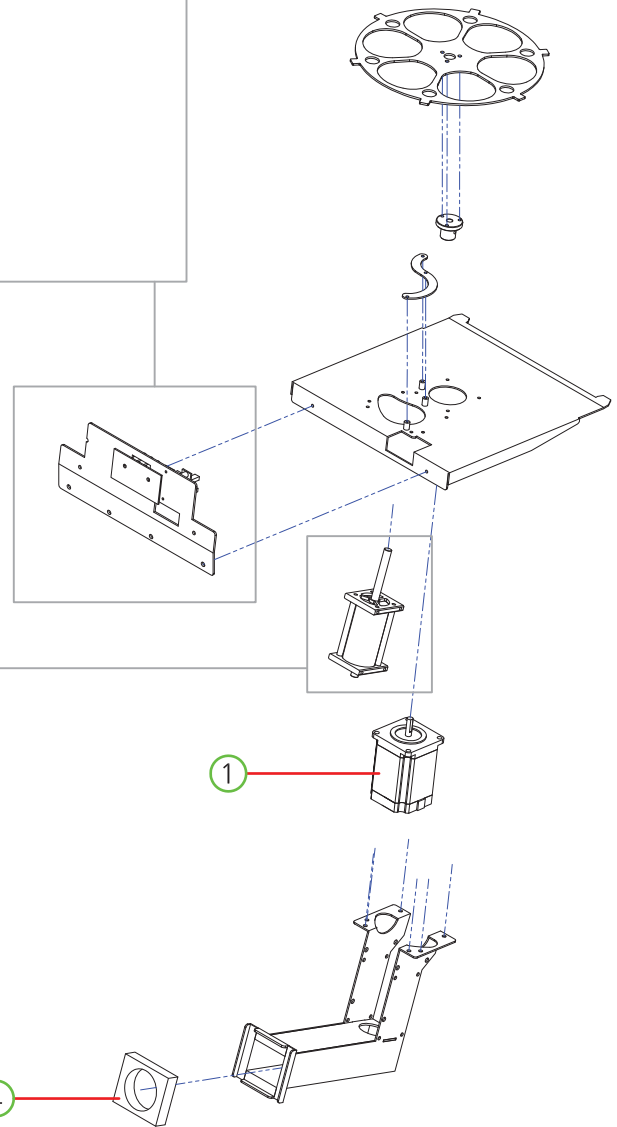
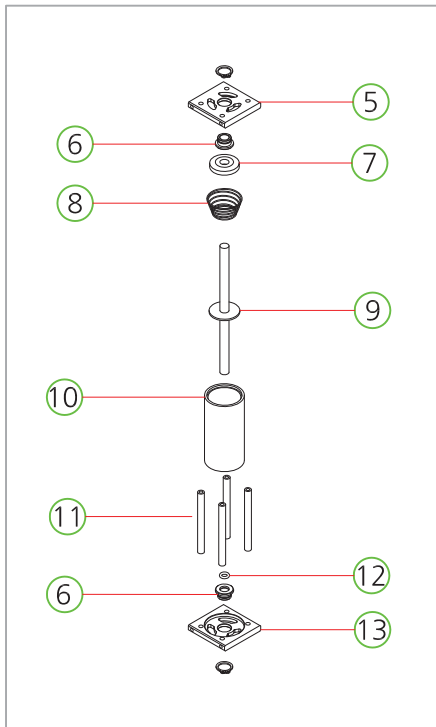
| NO. | PART NAME            | SPEC.      | QUANTITY | CODE NO.    |
|-----|----------------------|------------|----------|-------------|
| 1   | PLAY ZONE DOOR GLASS | GLASS-5.0t | 1        | MBSP0GLA001 |
| 2   | KEY ASS'Y            | -          | 2        | MZZZ0KEY076 |



## 5-6. BALL ROTATE PART

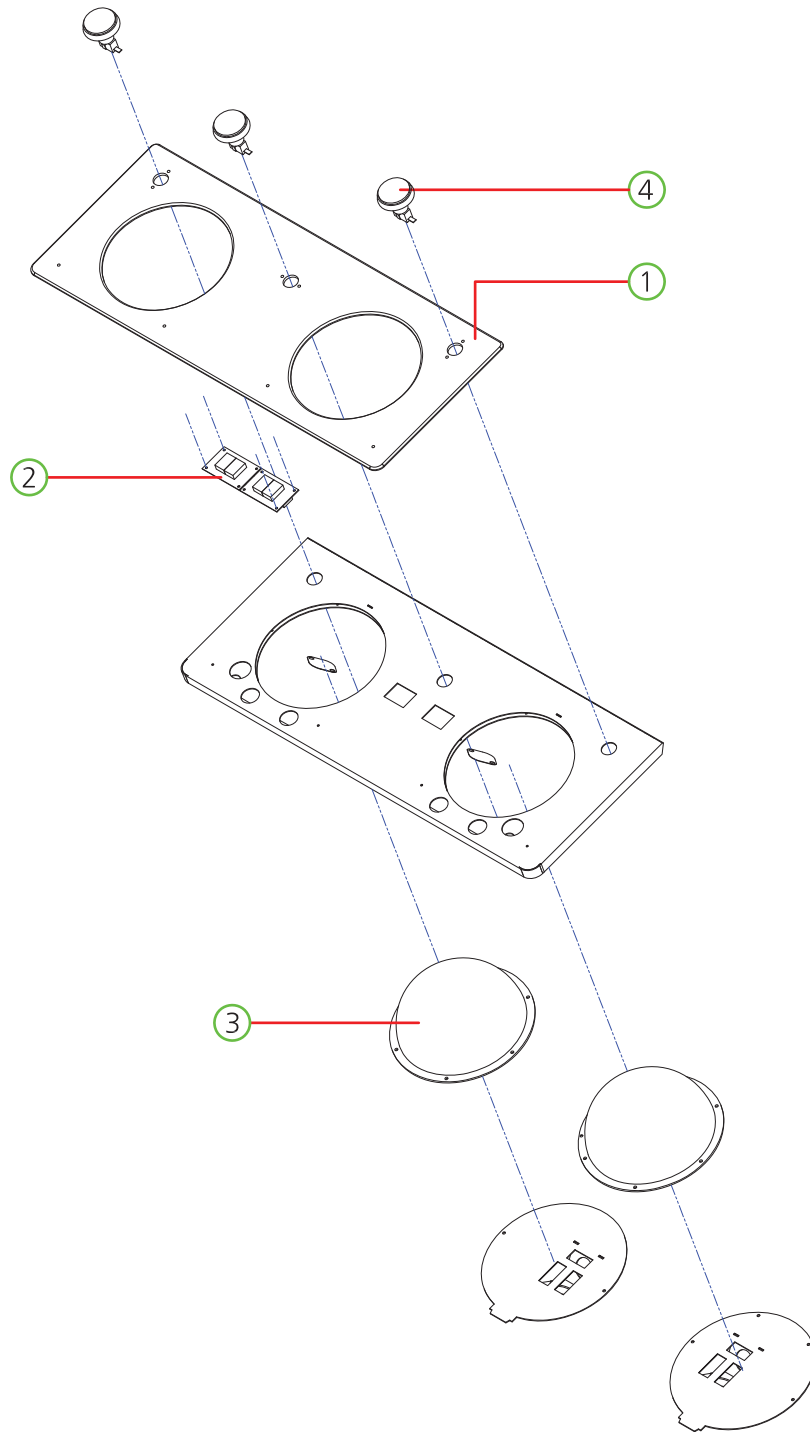


**\* ABSP0ASS007  
: BALL SHOOTER CYLINDER ASS'Y**



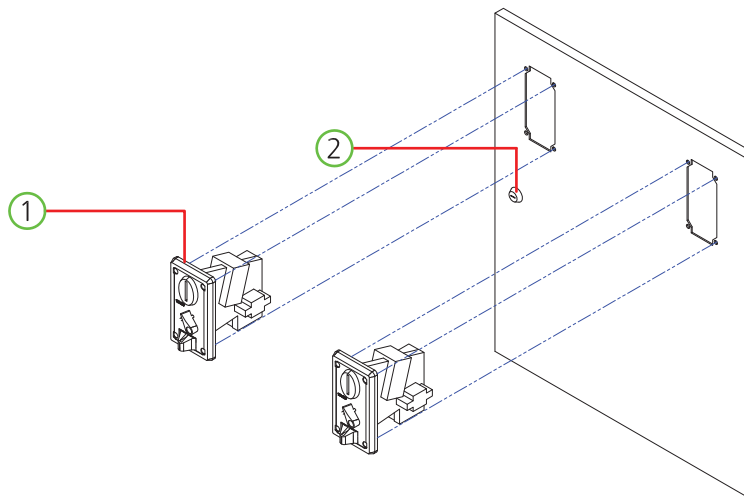
| NO. | PART NAME                       | SPEC.        | QUANTITY | CODE NO.    |
|-----|---------------------------------|--------------|----------|-------------|
| 1   | STEPPING MOTOR                  | 4S56Q-04054S | 1        | MZZZ0MOT144 |
| 2   | PHOTO INT-1 PCB ASS'Y           | ANGLE TYPE   | 2        | AZZZ0PCB103 |
| 3   | BASKETBALL PRO 4 IR-PCB ASS'Y   | -            | 1        | ABSP0PCB010 |
| 4   | BALL SHOOTER SPONGE             | -            | 1        | MBSP0SPO001 |
| 5   | BALL SHOOTER PIPE FIX BKT       | AI6061       | 1        | MBSP0PRO013 |
| 6   | BALL SHOOTER BUSH               | ACETAL       | 2        | MBSP0PRO021 |
| 7   | CYLINDER SPRING BLOCK URETAN    | URETAN       | 1        | MBSP0PRO023 |
| 8   | CYLINDER SPRING                 | STS304-0.8t  | 1        | MBSP0SPR007 |
| 9   | BALL TARGET SHAFT               | AI6061       | 1        | MBSP0PRO020 |
| 10  | AIR CYLINDER PIPE               | ACRYL-3t     | 1        | MBSP0PRO022 |
| 11  | CYLINDER SPACER                 | STS304       | 4        | MBSP0PRO011 |
| 12  | O RING                          | -            | 1        | MZZZ0ORI006 |
| 13  | BALL SHOOTER PIPE FIX LOWER BKT | AI6061       | 1        | MBSP0PRO004 |

## 5-7. PUSH TABLE COVER PART



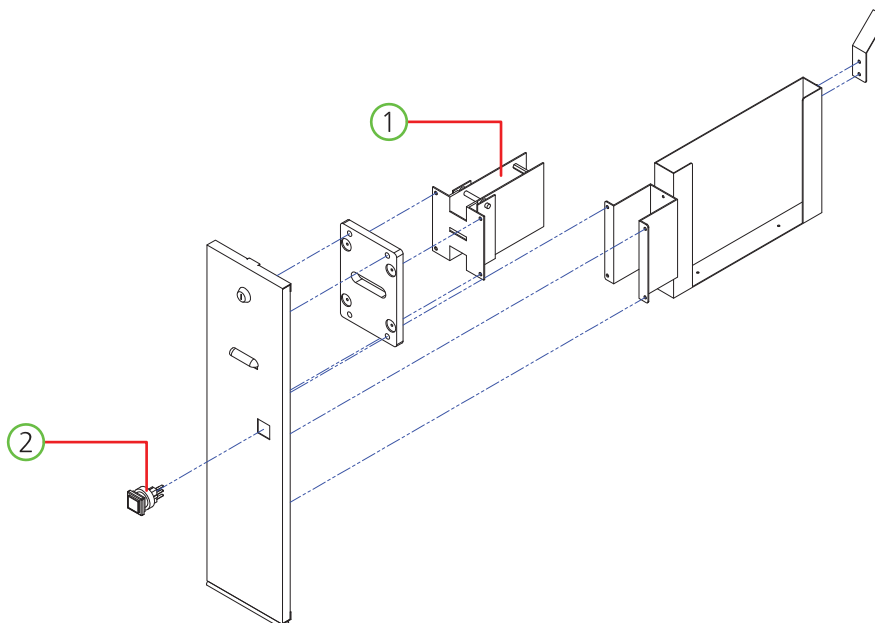
| NO. | PART NAME               | SPEC.           | QUANTITY | CODE NO.    |
|-----|-------------------------|-----------------|----------|-------------|
| 1   | TABLE MAIN ACRYL        | ACRYL-5.0t      | 1        | ABAP0ACR007 |
| 2   | FND PCB ASS'Y           | 2029-2          | 2        | AFND0PCB001 |
| 3   | BASKET BALL PUSH RUBBER | -               | 2        | MBSP0RUB001 |
| 4   | BUTTON SWITCH           | AMIPB-60HR-W12D | 3        | MZZZ0BUT054 |

## 5-8. FRONT DOOR PART



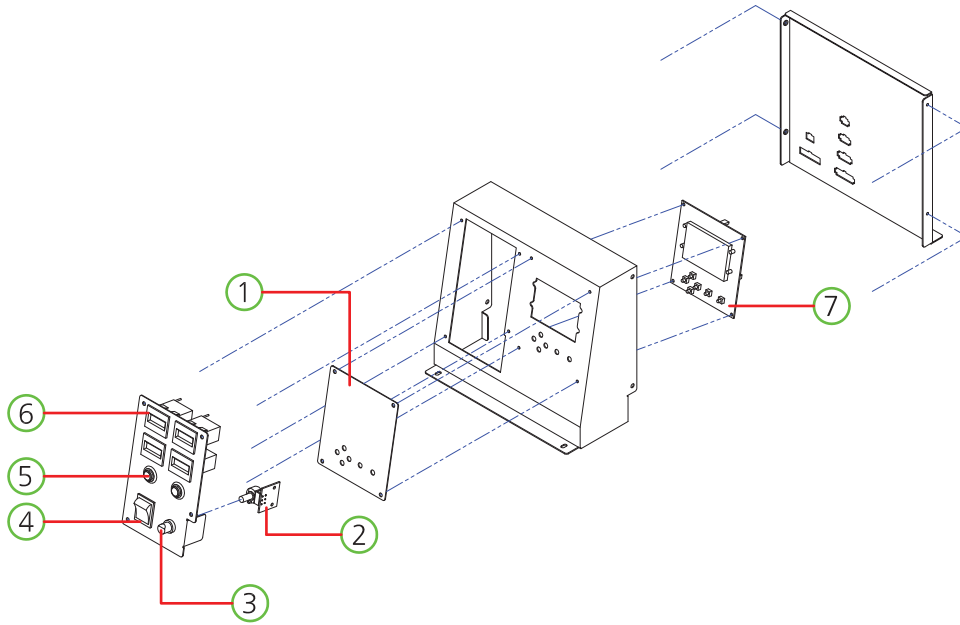
| NO. | PART NAME     | SPEC.  | QUANTITY | CODE NO.    |
|-----|---------------|--------|----------|-------------|
| 1   | COIN SELECTOR | TW-389 | 2        | MZZZ0COS052 |
| 2   | KEY ASS'Y     | -      | 1        | MZZZ0KEY076 |

## 5-9. TICKET DISPENSER 1P PART



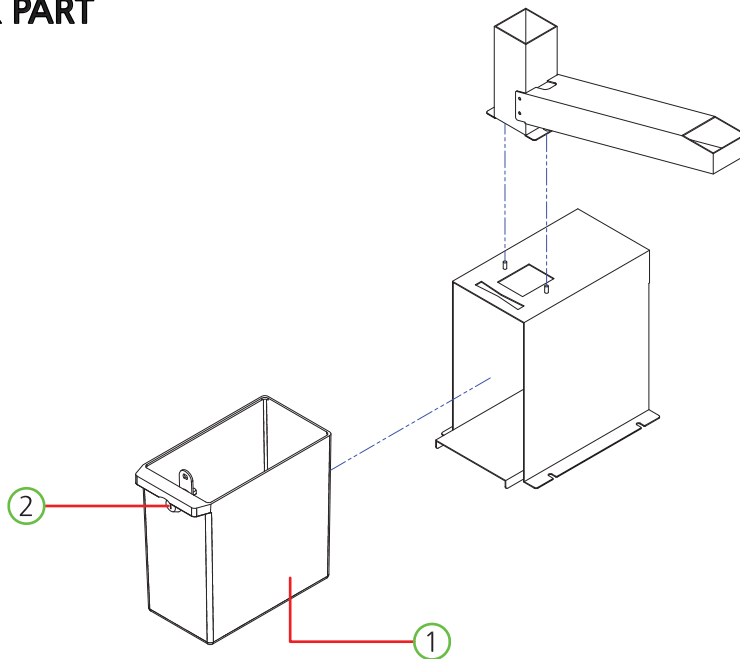
| NO. | PART NAME        | SPEC.                  | QUANTITY | CODE NO.    |
|-----|------------------|------------------------|----------|-------------|
| 1   | TICKET DISPENSER | CLE CL-002Q_270        | 1        | MZZZ0TID010 |
| 2   | BUTTON SWITCH    | TICKET AM1PB-26SH R12D | 1        | MMUM0BUT002 |

## 5-10. SETUP PANEL PART



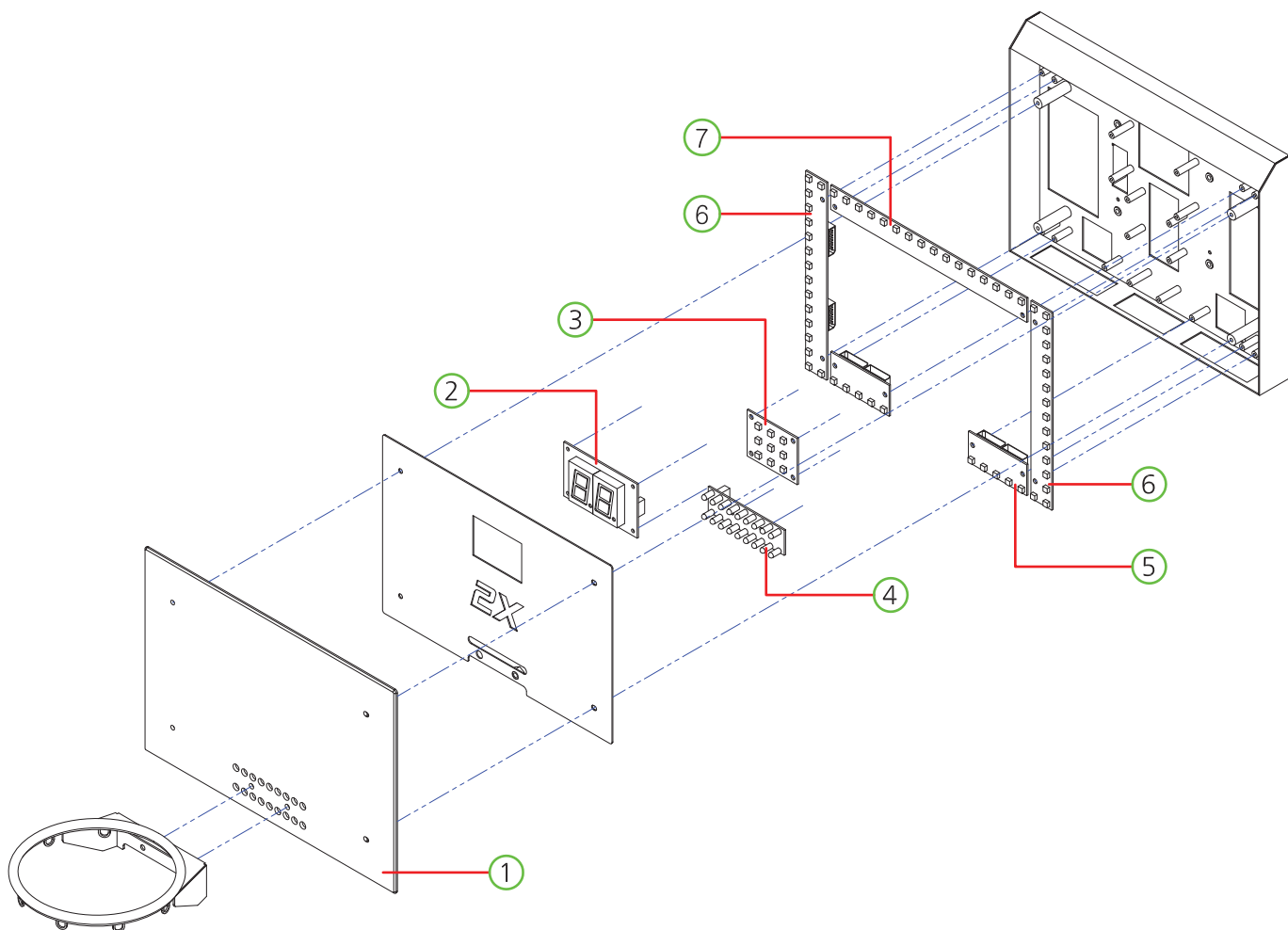
| NO. | PART NAME                 | SPEC.        | QUANTITY | CODE NO.    |
|-----|---------------------------|--------------|----------|-------------|
| 1   | CONTROL PANEL COVER ACRYL | PET-1.0t     | 1        | MDM30ACR031 |
| 2   | VOLUME PCB ASS'Y          | 1 VOLUME     | 1        | AHM20PCB016 |
| 3   | VOLUME KNOB               | -            | 1        | MELE0VOL007 |
| 4   | ROCKER SWITCH             | R595KDF      | 1        | MELE0SWI021 |
| 5   | PUSH BUTTON SWITCH        | DS-412R ROHS | 2        | MELE0PUS006 |
| 6   | COUNTER                   | OA127CL      | 4        | MZZZ0COU002 |
| 7   | SETUP LCD PCB ASS'Y       | -            | 1        | AZZZ0PCB113 |

## 5-11. COIN BOX PART



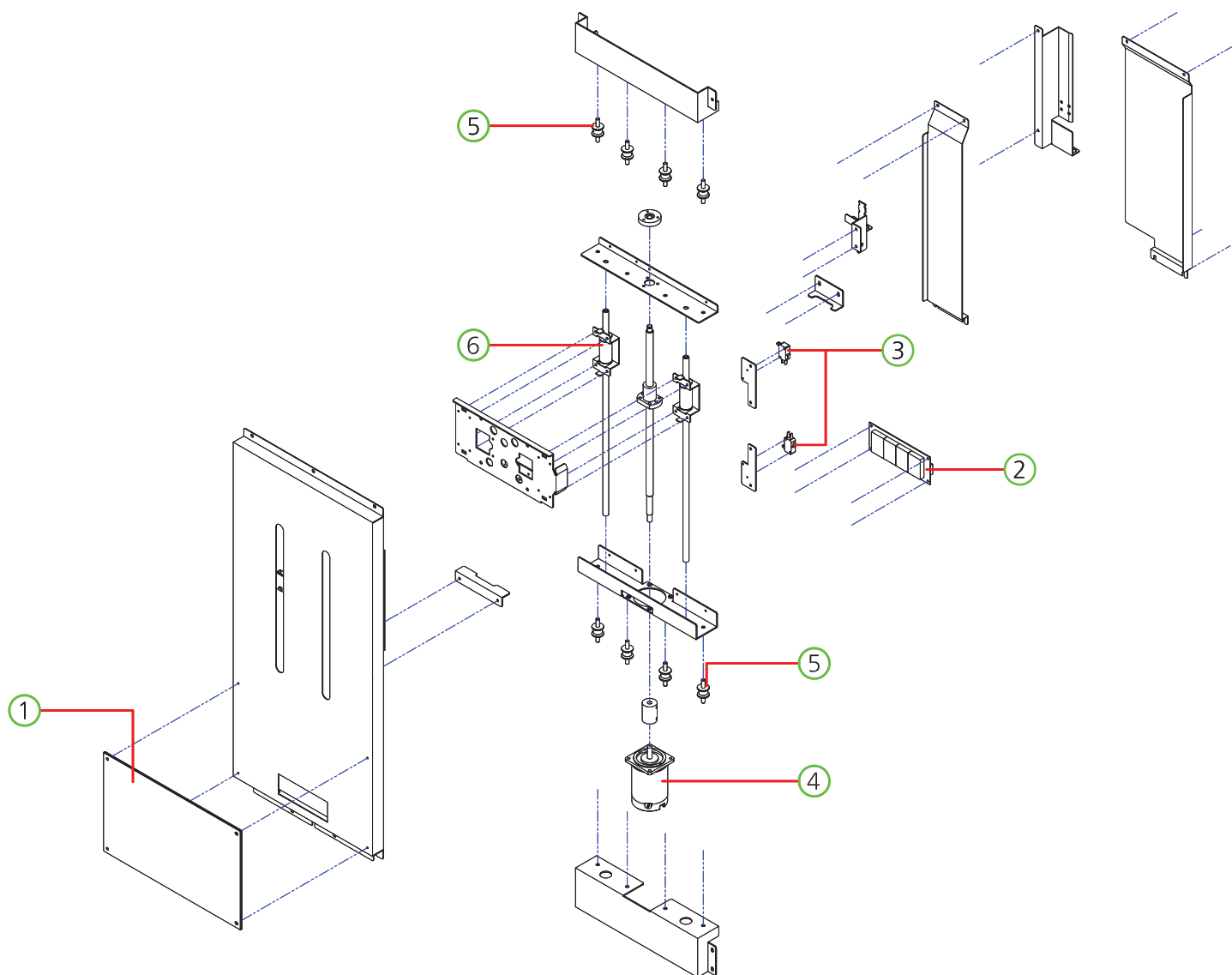
| NO. | PART NAME      | SPEC. | QUANTITY | CODE NO.    |
|-----|----------------|-------|----------|-------------|
| 1   | COIN BOX SMALL | -     | 1        | MDRE0PLA007 |
| 2   | KEY ASS'Y      | 6001  | 1        | MZZZ0KEY075 |

## 5-12. GOAL POST PART



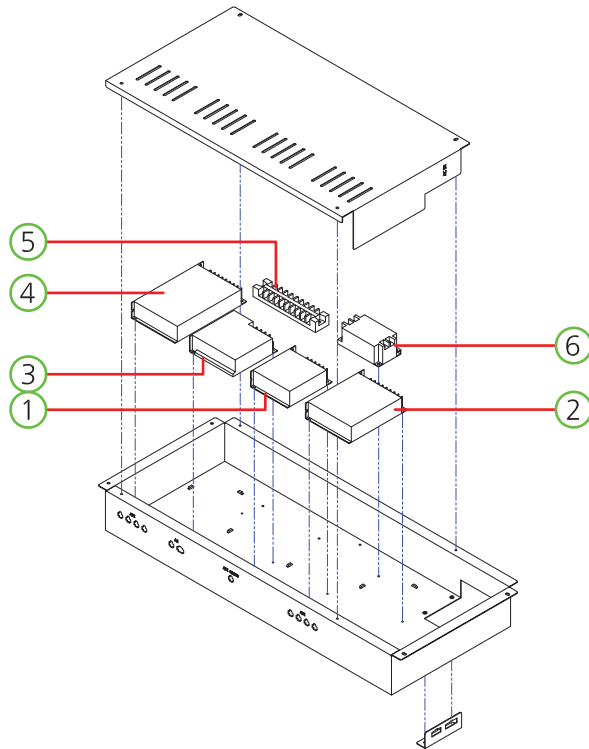
| NO. | PART NAME                                 | SPEC.                     | QUANTITY | CODE NO.    |
|-----|---|---------------------------|----------|-------------|
| 1   | BASKET MOVING BACKBOARD ACRYL             | ACRYL-3t                  | 1        | ABSP0ACP004 |
| 2   | FND PCB ASS'Y                             | 2941-2 (ANGLE)            | 1        | AFND0PCB015 |
| 3   | BASKETBALL PRO 2X TIME LED60 PCB ASS'Y    | 80 x 48 RED 16EA          | 1        | ABSP0PCB009 |
| 4   | BASKETBALL PRO 18 IR-PCB ASS'Y            | 70 x 35 SI5312/ST5811 18R | 1        | ABSP0PCB012 |
| 5   | BASKETBALL PRO BACKBOARD LED70 PCB ASS'Y  | 70 x 33 RGB 5EA           | 2        | ABSP0PCB008 |
| 6   | BASKETBALL PRO BACKBOARD LED205 PCB ASS'Y | 205 x 25 RGB 16EA         | 2        | ABSP0PCB007 |
| 7   | BASKETBALL PRO BACKBOARD LED235 PCB ASS'Y | 235 x 25 RGB 16EA         | 1        | ABSP0PCB006 |

## 5-13. BASKET MOVING PART



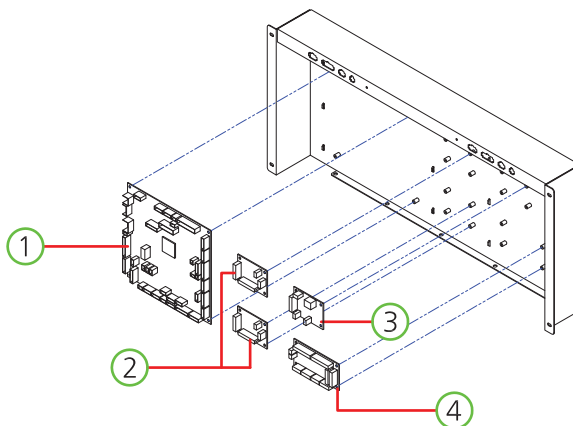
| NO. | PART NAME                   | SPEC.                                   | QUANTITY | CODE NO.         |
|-----|-----------------------------|---|----------|------------------|
| 1   | HOW TO PLAY ACRYL           | ACRYL-3.0t                              | 1        | ABSP0ACR001, 008 |
| 2   | FND PCB ASS'Y               | 2941-4 (STRAIGHT)                       | 1        | AFND0PCB004      |
| 3   | MICRO SWITCH                | GSMV1651A2                              | 2        | MELE0MIC021      |
| 4   | MOTOR                       | K6DS30N2-SA_60 DC24V<br>30W_2000RPM_2.5 | 1        | MZZZ0MOT143      |
| 5   | VIBRATION PROOF RUBBER BOLT | ∅20X16MM M6 20MM_B                      | 8        | MZZZ0RUB009      |
| 6   | LM BEARING BUSH             | LM12LUU                                 | 2        | MZZZ0BEA127      |

## 5-14. POWER BOX PART



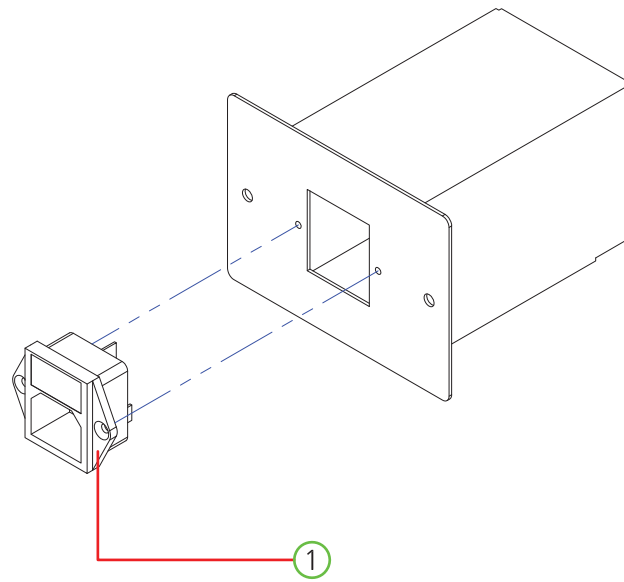
| NO. | PART NAME      | SPEC.          | QUANTITY | CODE NO.    |
|-----|----------------|----------------|----------|-------------|
| 1   | POWER SMPS     | LRS 100-24     | 1        | MELE0SMP080 |
| 2   | POWER SMPS     | LRS 50_12      | 1        | MELE0SMP082 |
| 3   | POWER SMPS     | LRS 75_5       | 1        | MELE0SMP094 |
| 4   | POWER SMPS     | LRS 150F_12    | 1        | MELE0SMP090 |
| 5   | TERMINAL BLOCK | 250V 10P UL_CE | 1        | MELE0TEB003 |
| 6   | NOISE FILTER   | RNS-2010       | 1        | MELE0NOIO09 |

## 5-15. MAIN IO BOX PART



| NO. | PART NAME                               | SPEC.                   | QUANTITY | CODE NO.    |
|-----|---|-------------------------|----------|-------------|
| 1   | BASKETBALL PRO MAIN PCB ASS'Y           | -                       | 1        | ABSP0PCB001 |
| 2   | BASKETBALL PRO STEPPING MOTOR PCB ASS'Y | 65 x 50 TB6560AHQ - 1CH | 2        | ABSP0PCB004 |
| 3   | BASKETBALL PRO DC MOTOR PCB ASS'Y       | 65 x 50 L6205 - 2CH     | 1        | ABSP0PCB003 |
| 4   | BASKETBALL PRO SEN IO PCB ASS'Y         | 55 x 100 ATMEGA8A - IR  | 1        | ABSP0PCB002 |

## 5-16. AC INPUT PART

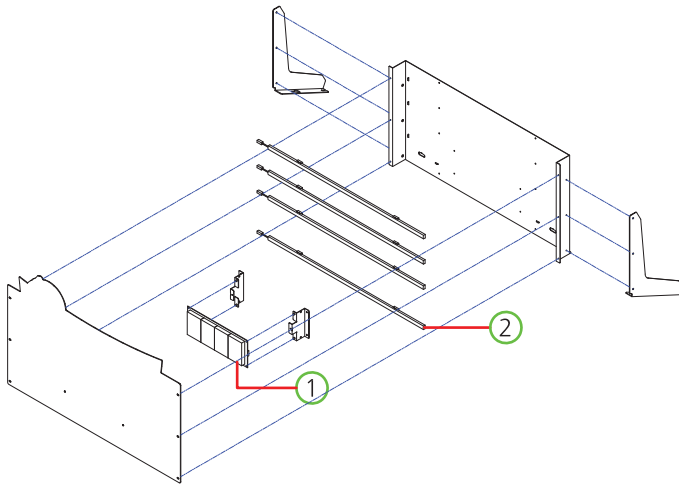


| NO. | PART NAME | SPEC.   | QUANTITY | CODE NO.    |
|-----|-----------|---------|----------|-------------|
| 1   | AC INPUT  | DAC-13H | 1        | MELE0SWI015 |

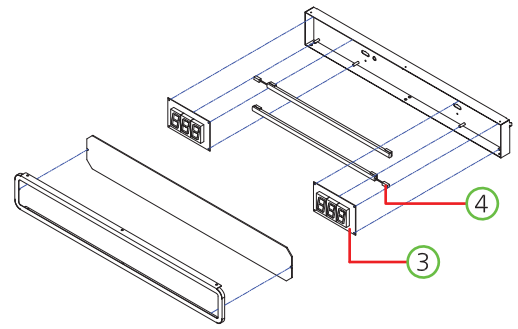


# 6. PART PICTURE

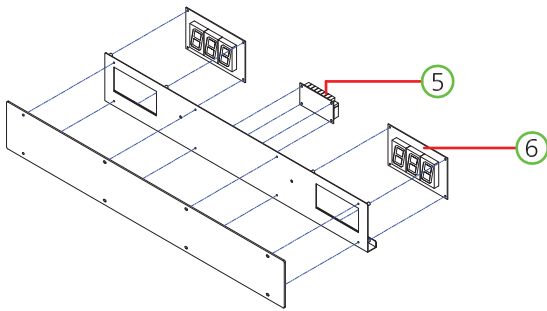
- BILLBOARD PART



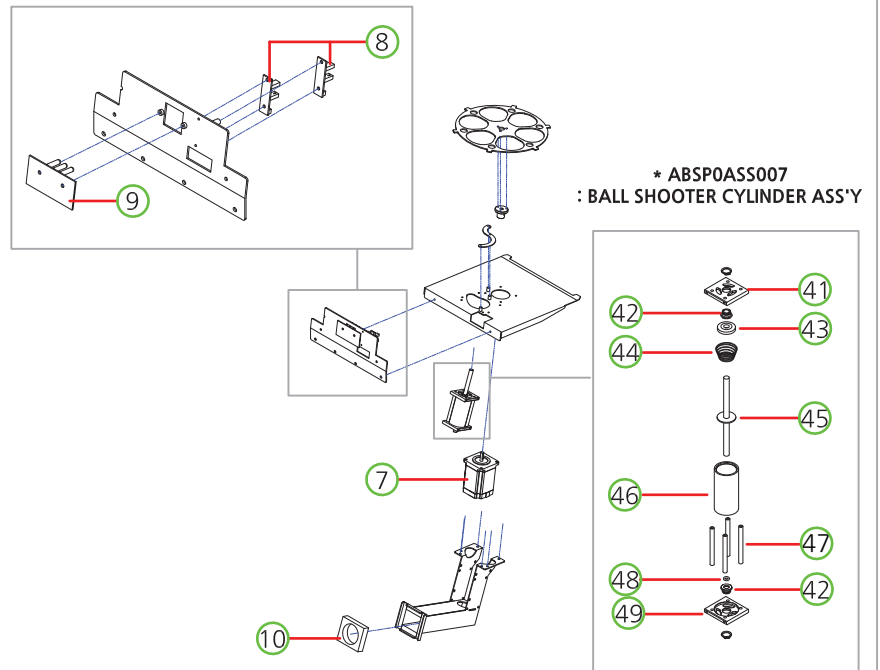
- HIGH SCORE FRAME PART



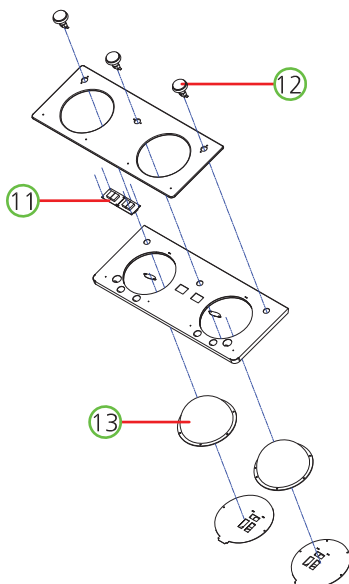
- SCORE FND BKT PART



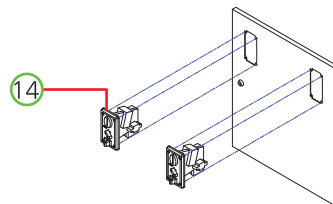
- BALL ROTATE PART



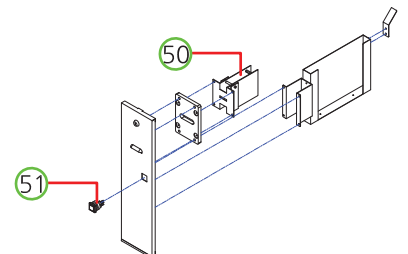
- PUSH TABLE COVER PART



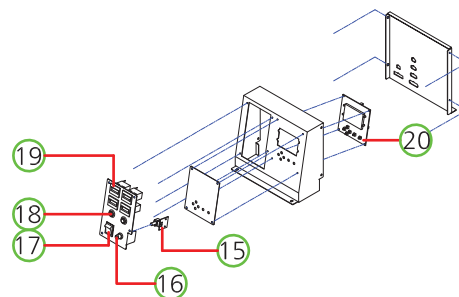
- FRONT DOOR PART



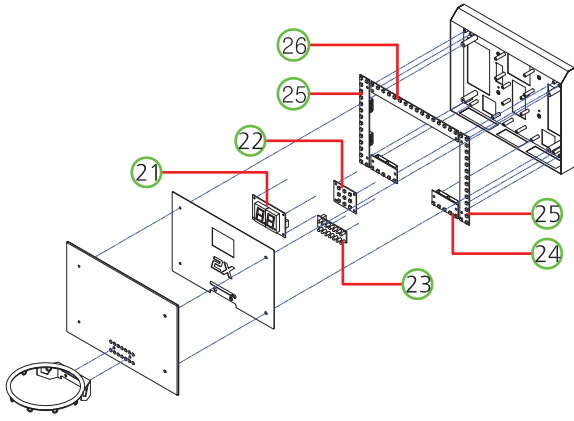
- TICKET DISPENSER PART



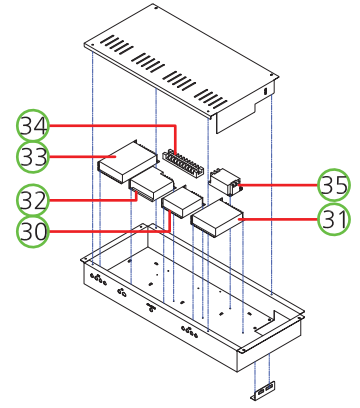
- SETUP PANEL PART



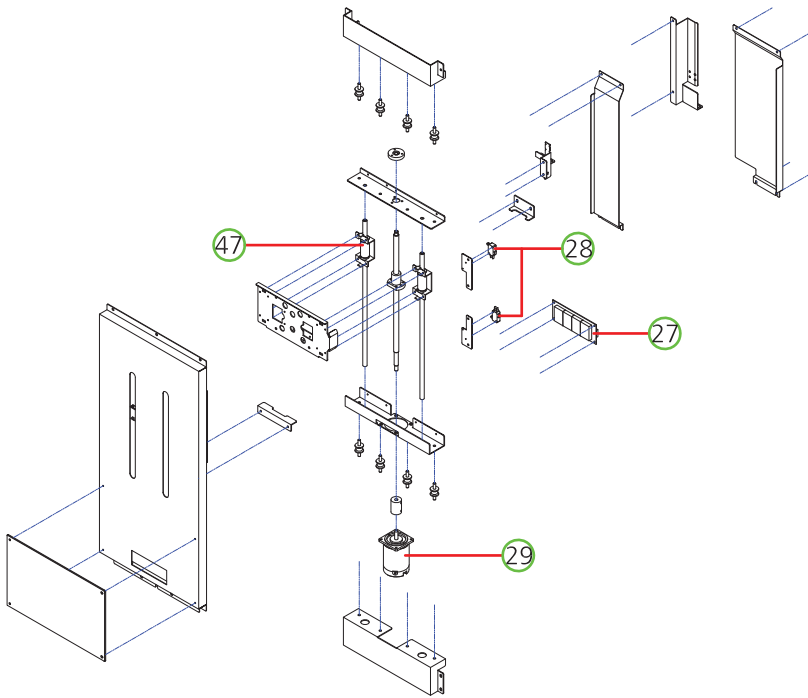
- GOAL POST PART



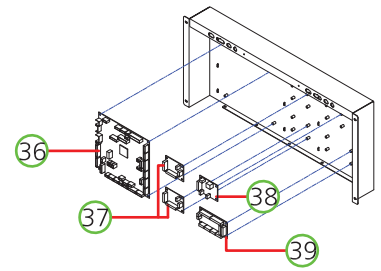
- POWER BOX PART



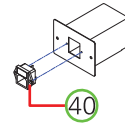
- BASKET MOVING PART



- MAIN IO PART



- AC INPUT PART



| NO. | PIC | PART NAME                     | SPEC.                                   | QTY | CODE NO.    | WARRANTY |          |
|-----|-----|-------------------------------|---|-----|-------------|----------|----------|
|     |     |                               |   |     |             | 6 Month  | One Year |
| ①   | ○   | FND PCB ASS'Y                 | 6390-4 (STRAIGHT)                       | 1   | AFND0PCB011 |          | ○        |
| ②   | ○   | LED BAR 12V PCB ASS'Y         | 710mm                                   | 4   | AZZZ0PCB165 | N / A    | N / A    |
| ③   | ○   | BONUS FND PCB ASS'Y           | SND1817                                 | 2   | ASBP0PCB003 |          | ○        |
| ④   | ○   | LED BAR 12V ASS'Y             | 460mm                                   | 2   | AZZZ0PCB124 | N / A    | N / A    |
| ⑤   | ○   | FND EXT IO PCB ASS'Y          | -                                       | 1   | ABSP0PCB005 |          | ○        |
| ⑥   | ○   | BONUS FND PCB ASS'Y           | SND1817                                 | 2   | ASBP0PCB003 |          | ○        |
| ⑦   | ○   | STEPPING MOTOR                | 4S56Q-04054S                            | 1   | MZZZ0MOT144 | ○        |          |
| ⑧   | ○   | PHOTO INT-1 PCB ASS'Y         | ANGLE TYPE                              | 2   | AZZZ0PCB103 |          | ○        |
| ⑨   | ○   | BASKETBALL PRO 4 IR-PCB ASS'Y | -                                       | 1   | ABSP0PCB010 |          | ○        |
| ⑩   | ○   | BALL SHOOTER SPONGE           | -                                       | 1   | MBSP0SPO001 | N / A    | N / A    |
| ⑪   | ○   | FND PCB ASS'Y                 | 2029-2                                  | 2   | AFND0PCB001 |          | ○        |
| ⑫   | ○   | BUTTON SWITCH                 | AMIPB-60HR-W12D                         | 3   | MZZZ0BUT054 | N / A    | N / A    |
| ⑬   | ○   | BASKET BALL PUSH RUBBER       | -                                       | 2   | MBSP0RUB001 | N / A    | N / A    |
| ⑭   | ○   | COIN SELECTOR                 | TW-389                                  | 2   | MZZZ0COS052 | N / A    | N / A    |
| ⑮   | ○   | VOLUME PCB ASS'Y              | 1 VOLUME                                | 1   | AHM20PCB016 |          | ○        |
| ⑯   | ○   | VOLUME KNOB                   | -                                       | 1   | MELE0VOL007 | N / A    | N / A    |
| ⑰   | ○   | ROCKER SWITCH                 | R595KDF                                 | 1   | MELE0SWI021 | N / A    | N / A    |
| ⑱   | ○   | PUSH BUTTON SWITCH            | DS-412R ROSH                            | 2   | MELE0PUS006 | N / A    | N / A    |
| ⑲   | ○   | COUNTER                       | OA127CL                                 | 4   | MZZZ0COU002 | N / A    | N / A    |
| ⑳   | ○   | SETUP LCD PCB ASS'Y           | -                                       | 1   | AZZZ0PCB113 |          | ○        |
| ㉑   | ○   | FND PCB ASS'Y                 | 2941-2 (ANGLE)                          | 1   | AFND0PCB015 |          | ○        |
| ㉒   | ○   | 2X TIME LED60 PCB ASS'Y       | 80 x 48 RED 16EA                        | 1   | ABSP0PCB009 |          | ○        |
| ㉓   | ○   | 14 IR-PCB ASS'Y               | 70 x 35 SI5312/ST5811 14R               | 1   | ABSP0PCB012 |          | ○        |
| ㉔   | ○   | BACKBOARD LED70 PCB ASS'Y     | 70 x 33 RGB 5EA                         | 2   | ABSP0PCB008 |          | ○        |
| ㉕   | ○   | BACKBOARD LED205 PCB ASS'Y    | 205 x 25 RGB 16EA                       | 2   | ABSP0PCB007 |          | ○        |
| ㉖   | ○   | BACKBOARD LED235 PCB ASS'Y    | 235 x 25 RGB 16EA                       | 1   | ABSP0PCB006 |          | ○        |
| ㉗   | ○   | FND PCB ASS'Y                 | 2941-4 (STRAIGHT)                       | 1   | AFND0PCB004 |          | ○        |
| ㉘   | ○   | MICRO SWITCH                  | GSMV1651A2                              | 2   | MELE0MIC021 | N / A    | N / A    |
| ㉙   | ○   | MOTOR                         | K6DS30N2-SA_60 DC24V<br>30W_2000RPM_2.5 | 1   | MZZZ0MOT143 | ○        |          |
| ㉚   | ○   | POWER SMPS                    | LRS 100-24                              | 1   | MELE0SMP080 |          | ○        |
| ㉛   | ○   | POWER SMPS                    | LRS 50_12                               | 1   | MELE0SMP082 |          | ○        |
| ㉜   | ○   | POWER SMPS                    | LRS 75_5                                | 1   | MELE0SMP094 |          | ○        |
| ㉝   | ○   | POWER SMPS                    | LRS 150F_12                             | 1   | MELE0SMP090 |          | ○        |
| ㉞   | ○   | TERMINAL BLOCK                | 250V 10P UL_CE                          | 1   | MELE0TEB003 | N / A    | N / A    |
| ㉟   | ○   | NOISE FILTER                  | RNS-2010                                | 1   | MELE0NOI009 | N / A    | N / A    |
| ㊱   | ○   | MAIN PCB ASS'Y                | -                                       | 1   | ABSP0PCB001 |          | ○        |
| ㊲   | ○   | STEPPING MOTOR PCB ASS'Y      | 65 x 50 TB6560AHQ - 1CH                 | 2   | ABSP0PCB004 |          | ○        |
| ㊳   | ○   | DC MOTOR PCB ASS'Y            | 65 x 50 L6205 - 2CH                     | 1   | ABSP0PCB003 |          | ○        |
| ㊴   | ○   | SEN IO PCB ASS'Y              | 55 x 100 ATMEGA8A - IR                  | 1   | ABSP0PCB002 |          | ○        |
| ㊵   | ○   | AC INPUT                      | DAC-13H                                 | 1   | MELE0SWI015 | N / A    | N / A    |
| ㊶   | ○   | BALL SHOOTER PIPE FIX BKT     | AI6061                                  | 1   | MBSP0PRO013 | N / A    | N / A    |

| NO. | PIC | PART NAME                       | SPEC.                  | QTY | CODE NO.    | WARRANTY |          |
|-----|-----|---------------------------------|------------------------|-----|-------------|----------|----------|
|     |     |                                 |                        |     |             | 6 Month  | One Year |
| 42  |     | BALL SHOOTER BUSH               | ACETAL                 | 2   | MBSP0PRO021 | N / A    | N / A    |
| 43  | ○   | CYLINDER SPRING BLOCK URETAN    | URETAN                 | 1   | MBSP0PRO023 | N / A    | N / A    |
| 44  | ○   | CYLINDER SPRING                 | STS304-0.8t            | 1   | MBSP0SPR007 | N / A    | N / A    |
| 45  |     | BALL TARGET SHAFT               | Al6061                 | 1   | MBSP0PRO020 | N / A    | N / A    |
| 46  |     | AIR CYLINDER PIPE               | ACRYL-3t               | 1   | MBSP0PRO022 | N / A    | N / A    |
| 47  | ○   | CYLINDER SPACER                 | STS304                 | 4   | MBSP0PRO011 | N / A    | N / A    |
| 48  | ○   | O RING                          | -                      | 1   | MZZZ0ORI006 | N / A    | N / A    |
| 49  | ○   | BALL SHOOTER PIPE FIX LOWER BKT | Al6061                 | 1   | MBSP0PRO004 | N / A    | N / A    |
| 50  | ○   | TICKET DISPENSER                | CLE CL-002Q_270        | 1   | MZZZ0TID010 | N / A    | N / A    |
| 51  | ○   | BUTTON SWITCH                   | TICKET AM1PB-26SH R12D | 1   | MMUM0BUT002 | N / A    | N / A    |

|             |             |             |             |             |             |
|-------------|-------------|-------------|-------------|-------------|-------------|
| 1           | 2           | 3           | 4           | 5           | 6           |
|             |             |             |             |             |             |
| AFND0PCB011 | AZZZ0PCB165 | ASBP0PCB003 | AZZZ0PCB124 | ABSP0PCB005 | ASBP0PCB003 |













|             |             |             |            |             |             |
|-------------|-------------|-------------|------------|-------------|-------------|
| 7           | 8           | 9           | 10         | 11          | 12          |
|             |             |             |            |             |             |
| MZZZ0MOT144 | AZZZ0PCB103 | ABSP0PCB010 | MBSPOSP001 | AFND0PCB001 | MZZZ0BUT054 |

|             |             |             |             |             |             |
|-------------|-------------|-------------|-------------|-------------|-------------|
| 13          | 14          | 15          | 16          | 17          | 18          |
|             |             |             |             |             |             |
| MBSPORUB001 | MZZZ0COS052 | AHM20PCB016 | MELE0VOL007 | MELE0SWI021 | MELE0PUS006 |

|             |             |             |             |             |             |
|-------------|-------------|-------------|-------------|-------------|-------------|
| 19          | 20          | 21          | 22          | 23          | 24          |
|             |             |             |             |             |             |
| MZZZ0COU002 | AZZZ0PCB113 | AFND0PCB015 | ABSP0PCB009 | ABSP0PCB012 | ABSP0PCB008 |

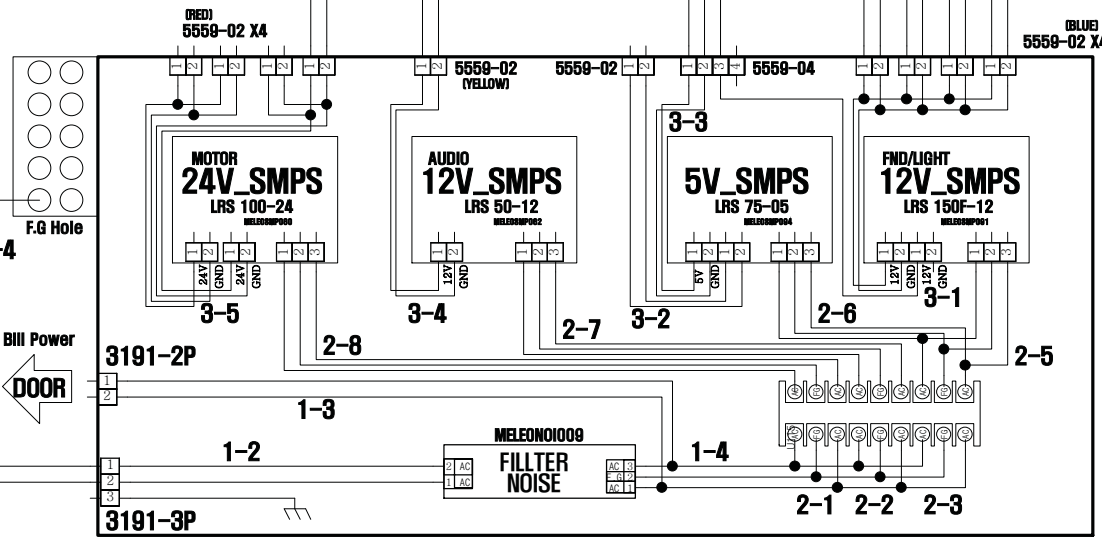
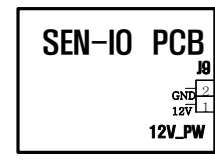
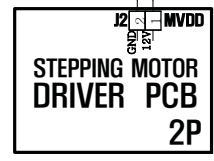
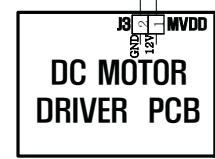
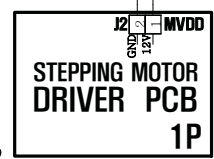
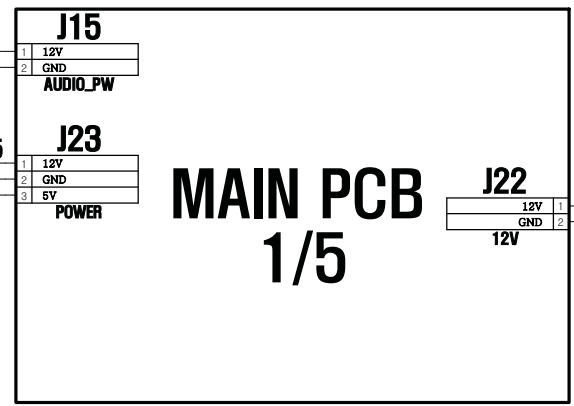
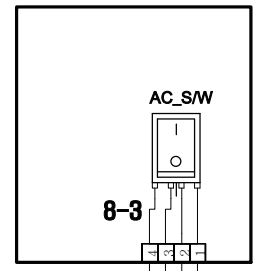
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|-------------|-------------|-------------|-------------|-------------|-------------|
| 25          | 26          | 27          | 28          | 29          | 30          |
|             |             |             |             |             |             |
| ABSP0PCB007 | ABSP0PCB006 | AFND0PCB004 | MELE0MIC021 | MZZZ0MOT143 | MELE0SMP080 |

|             |             |             |             |             |             |
|-------------|-------------|-------------|-------------|-------------|-------------|
| 31          | 32          | 33          | 34          | 35          | 36          |
|             |             |             |             |             |             |
| MELE0SMP082 | MELE0SMP094 | MELE0SMP090 | MELE0TEB003 | MELE0NOI009 | ABSP0PCB001 |

|  |   |   |  |   |   |
|--|---|---|--|---|---|
| 37   | 38  | 39  | 40   | 41  | 43  |
|  |  |  |  |  |  |
| ABSP0PCB004  | ABSP0PCB003   | ABSP0PCB002   | MELE0SWI015  | MBSP0PRO013   | MBSP0PRO023   |
| 44   | 47  | 48  | 49   | 50  | 51  |
|  |  |  |  |  |  |
| MBSP0SPR007  | MBSP0PRO011   | MZZZ0ORI006   | MBSP0PRO004  | MZZZ0TID010   | MMUM0BUT002   |

|      |      |          |
|------|------|----------|
| MARK | DATE | REVISION |
|      |      |          |
|      |      |          |

**SETUP BOX ASS'Y**



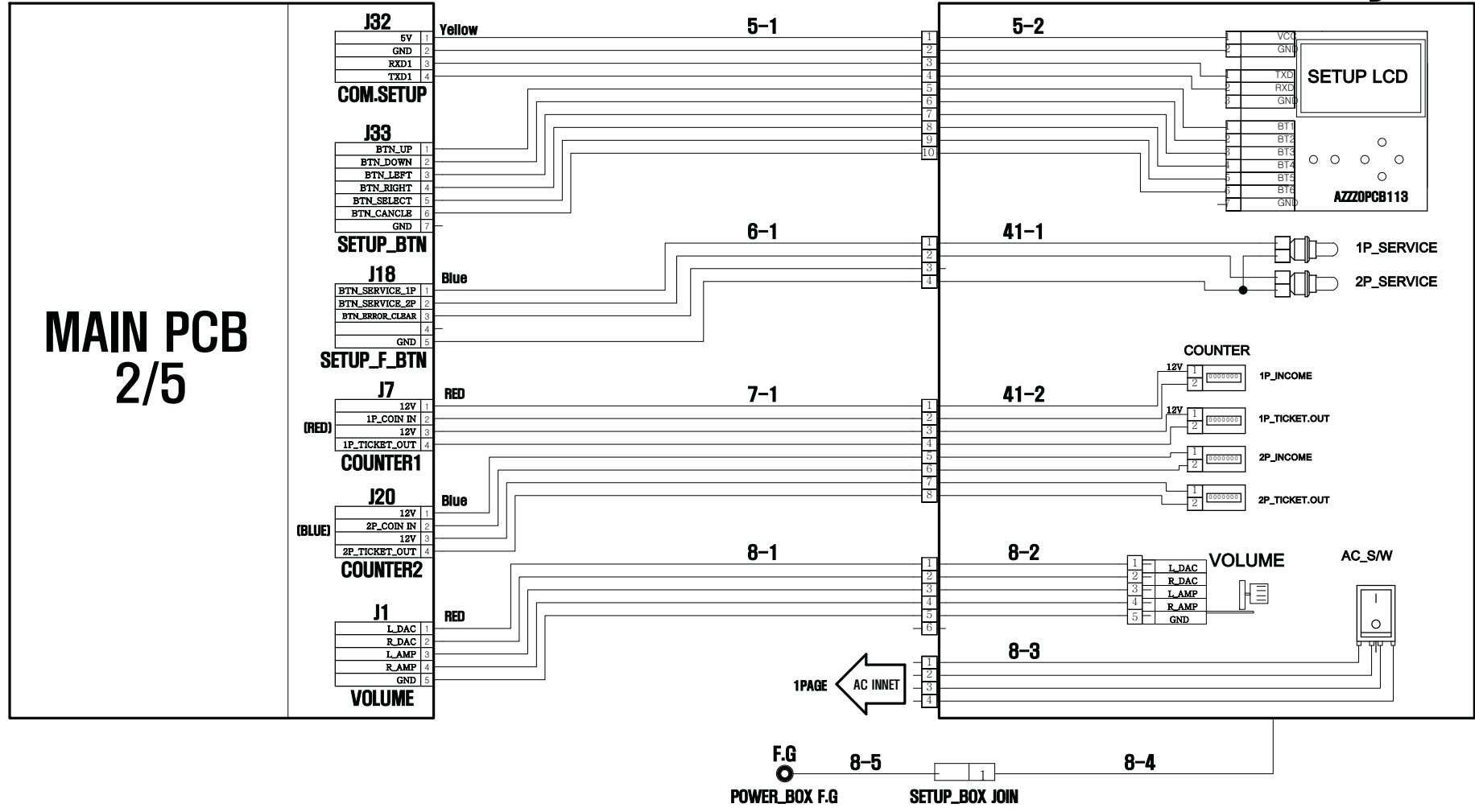
**POWER BOX ASS'Y**

|          |             |             |         |                |
|----------|-------------|-------------|---------|----------------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | BASKETBALL PRO |
| S.J.LEE  |             |             | NAME    |                |
|          |             |             | DWG.NO  | 1 of 8         |
|          |             |             | CODE.NO |                |
|          |             |             | DATE    |                |

ANDAMIRO

|      |      |          |
|------|------|----------|
| MARK | DATE | REVISION |
|      |      |          |
|      |      |          |

# SETUP\_BOX Ass'y



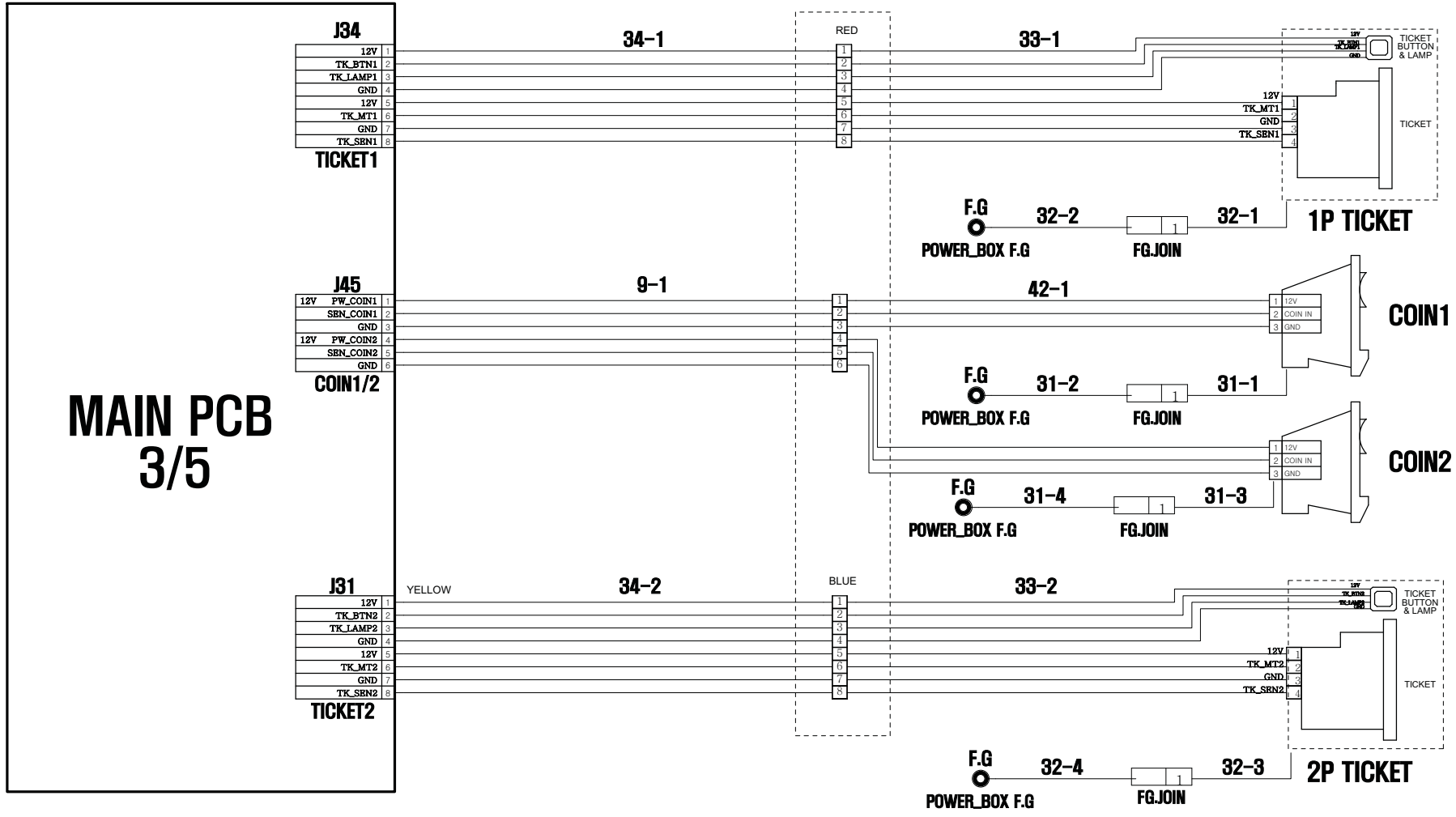
|          |             |             |         |                |
|----------|-------------|-------------|---------|----------------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | BASKETBALL PRO |
| S.J.LEE  |             |             | NAME    |                |
|          |             |             | DWG.NO  | 2 of 8         |
|          |             |             | CODE.NO |                |
|          |             |             | DATE    |                |

ANDAMIRO



# FRONT DOOR

| MARK | DATE | REVISION |
|------|------|----------|
|      |      |          |
|      |      |          |
|      |      |          |



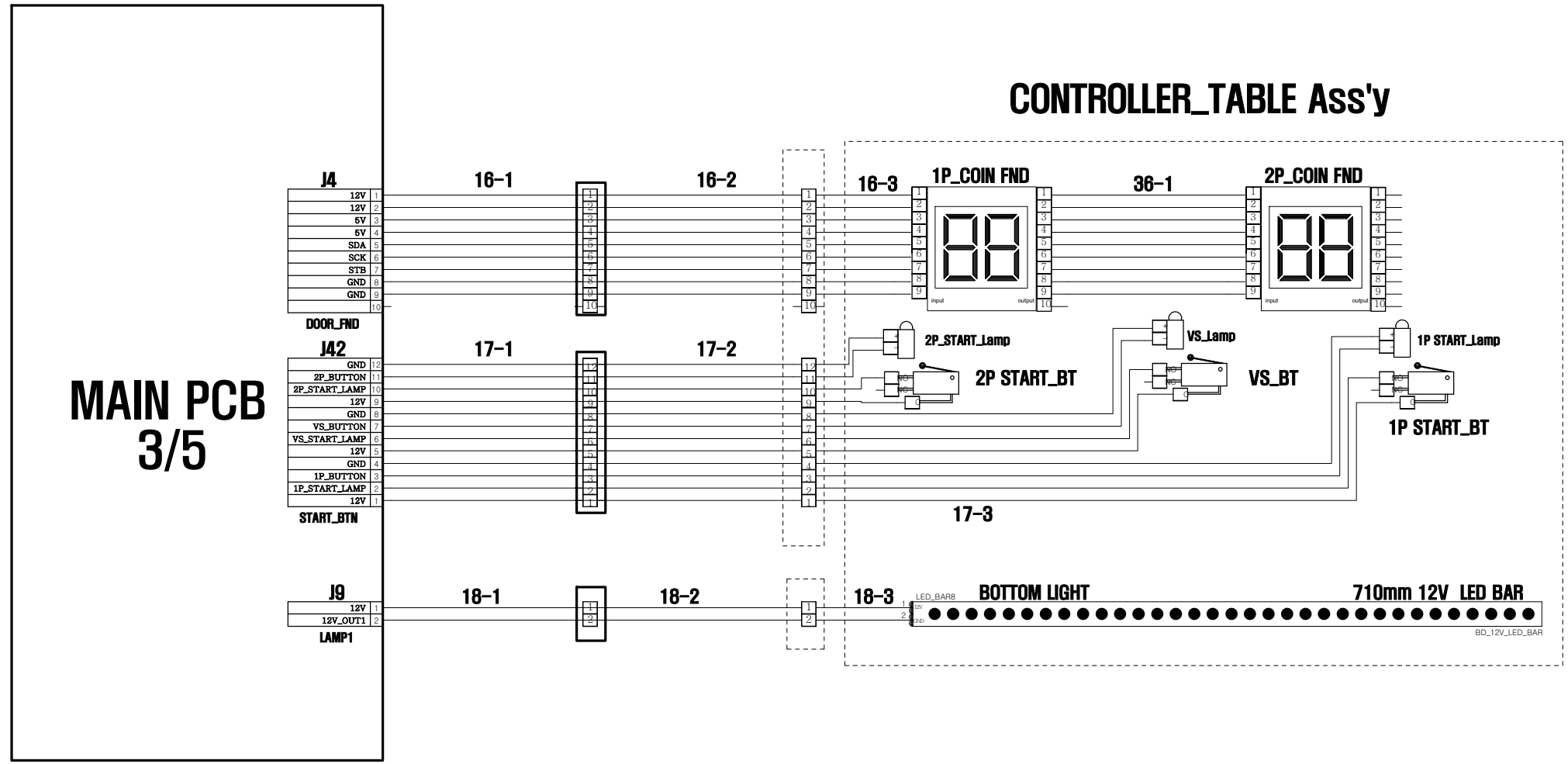
**MAIN PCB  
3/5**

| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | BASKETBALL PRO |
|----------|-------------|-------------|---------|----------------|
| S.J.LEE  |             |             | NAME    |                |
|          |             |             | DWG.NO  | 3 of 8         |
|          |             |             | CODE.NO |                |
|          |             |             | DATE    |                |

**ANDAMIRO**

|      |      |          |
|------|------|----------|
| MARK | DATE | REVISION |
|      |      |          |
|      |      |          |
|      |      |          |

# CONTROLLER\_TABLE Ass'y



**MAIN PCB  
3/5**

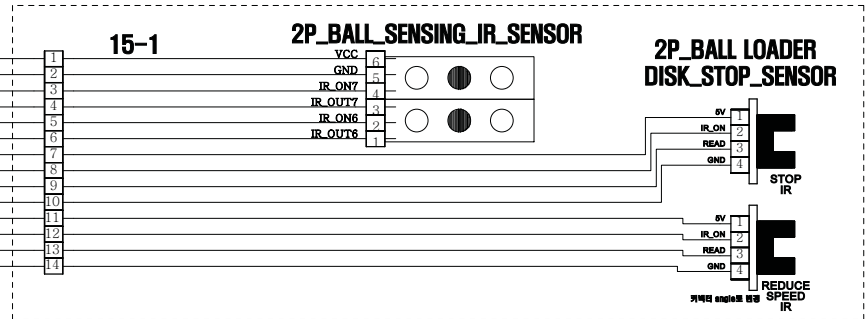
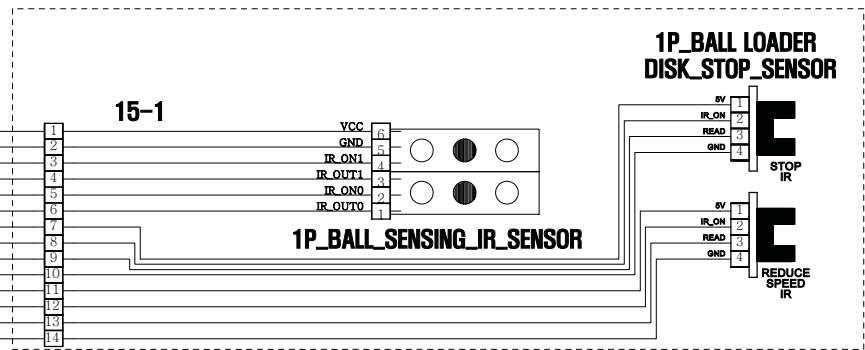
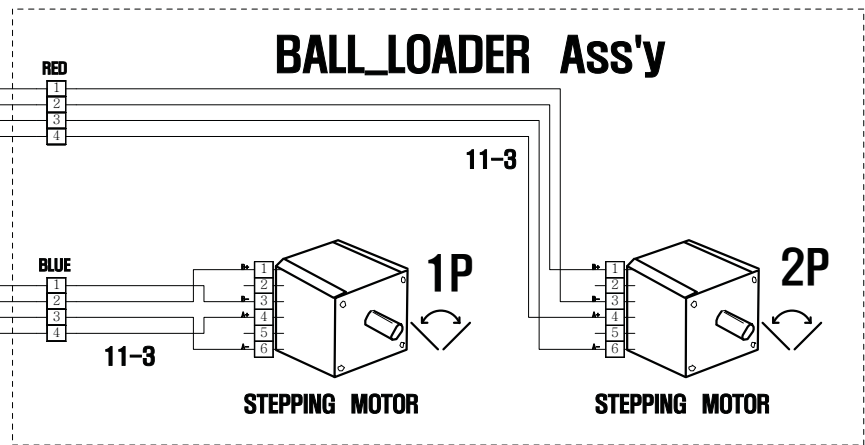
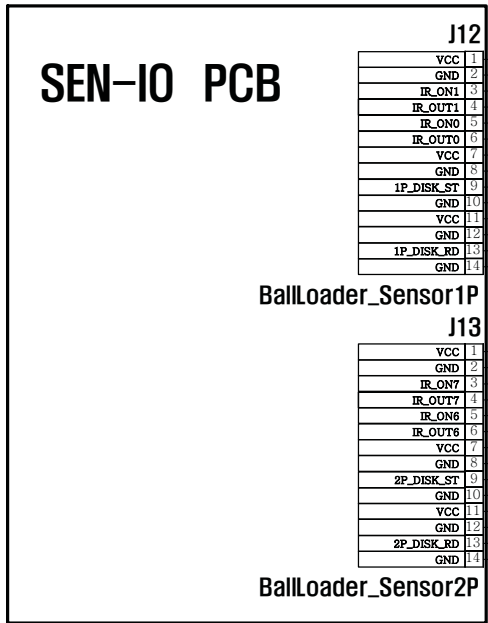
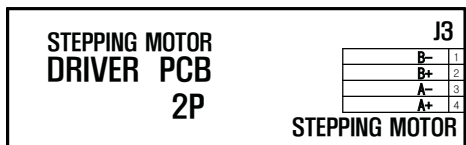
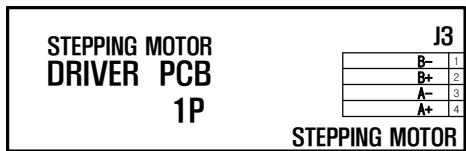
# CONTROLLER\_TABLE Ass'y

|          |             |             |         |                |
|----------|-------------|-------------|---------|----------------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | BASKETBALL PRO |
| S.J.LEE  |             |             | NAME    |                |
|          |             |             | DWG.NO  | 4 of 8         |
|          |             |             | CODE.NO |                |
|          |             |             | DATE    |                |

ANDAMIRO

# BALL\_LOADER\_Ass'y

|      |      |          |
|------|------|----------|
| MARK | DATE | REVISION |
|      |      |          |
|      |      |          |

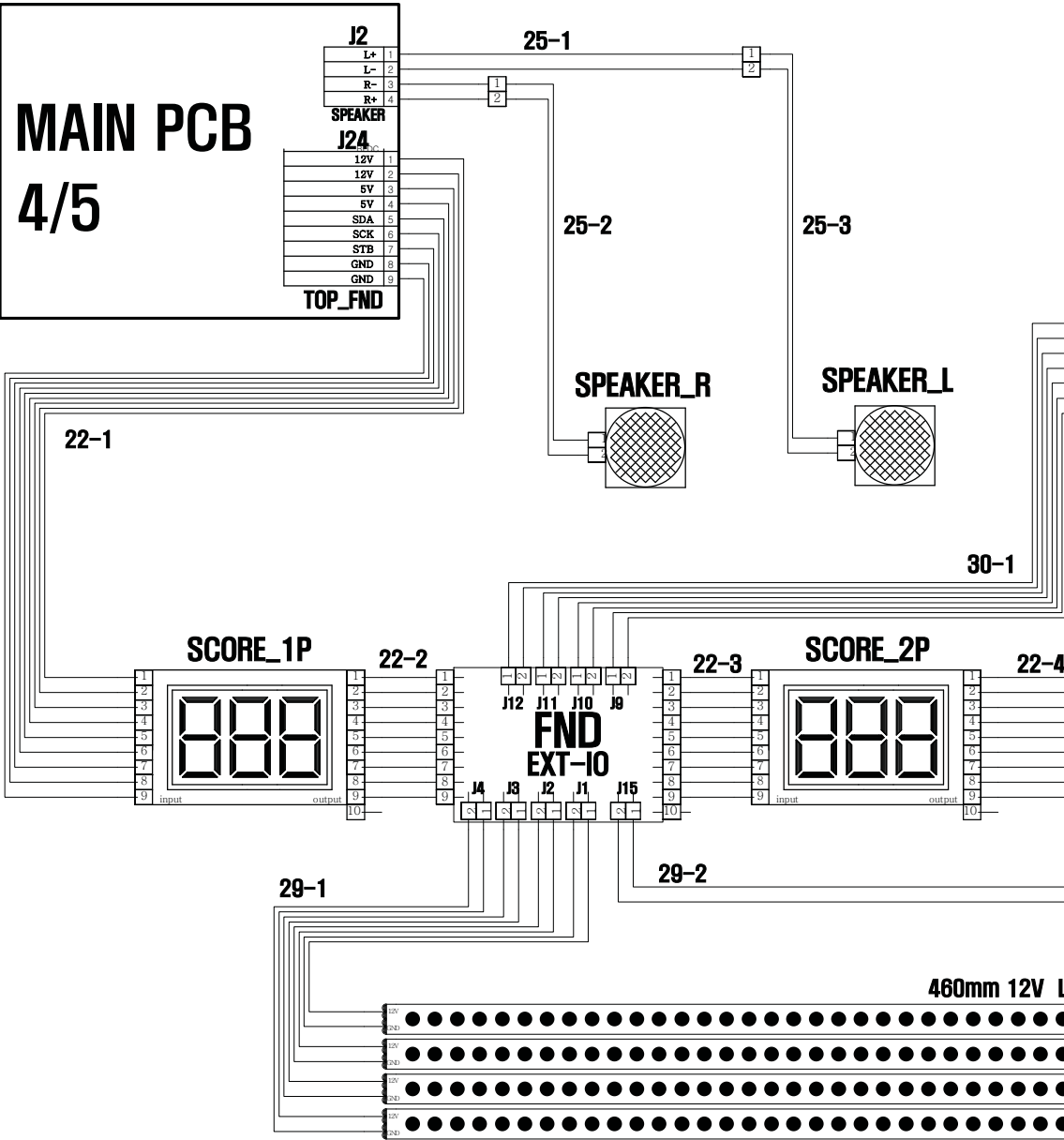
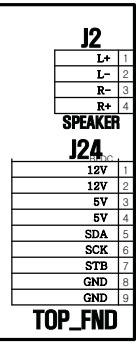


|          |             |             |         |                |
|----------|-------------|-------------|---------|----------------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | BASKETBALL PRO |
| S.J.LEE  |             |             | NAME    |                |
|          |             |             | DWG.NO  | 5 of 8         |
|          |             |             | CODE.NO |                |
|          |             |             | DATE    |                |

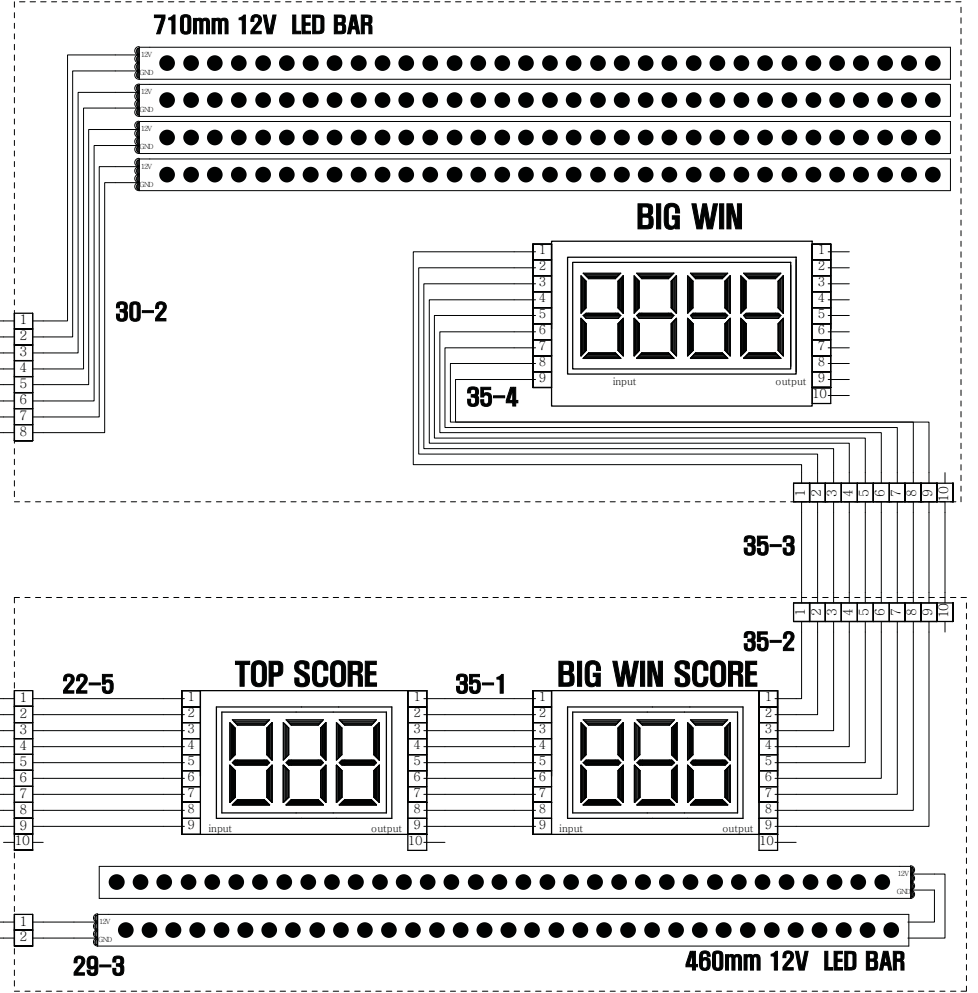
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# TOP SIDE

**MAIN PCB**  
4/5



## BILL BOARD Ass'y



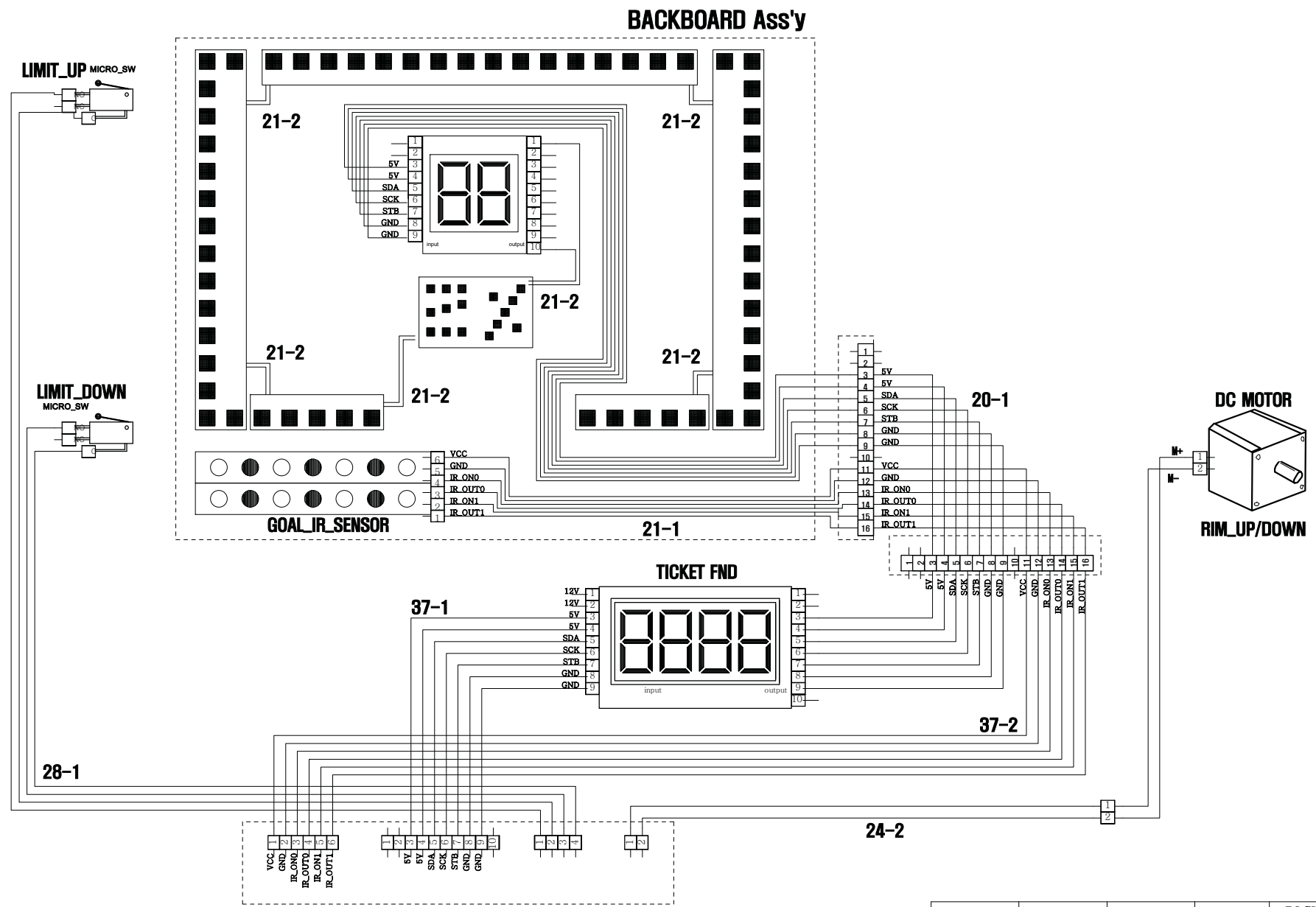
| MARK | DATE | REVISION |
|------|------|----------|
|      |      |          |
|      |      |          |

|          |             |             |         |                |
|----------|-------------|-------------|---------|----------------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | BASKETBALL PRO |
| S.J.LEE  |             |             | NAME    |                |
|          |             |             | DWG.NO  | 6 of 8         |
|          |             |             | CODE.NO |                |
|          |             |             | DATE    |                |

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# BACK SIDE Ass'y

|      |      |          |
|------|------|----------|
| MARK | DATE | REVISION |
|      |      |          |
|      |      |          |



|          |             |             |         |                |
|----------|-------------|-------------|---------|----------------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | BASKETBALL PRO |
| S.J.LEE  |             |             | NAME    |                |
|          |             |             | DWG.NO  | 7 of 8         |
|          |             |             | CODE.NO |                |
|          |             |             | DATE    |                |

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## **ANDAMIRO WARRANTY POLICY**



Andamiro warrants to the original purchaser that all of its products will be free from defects in material and workmanship.

**Andamiro warrants the parts from date of shipment as follows.**

- **One Year Limited Warranty : Electronic Boards**
- **6 Months Limited Warranty : Moving Parts**

For any key components within the warranty period, Andamiro will repair or replace defective components free of charge.

When placing a warranty request, the customer is requested to furnish the following information:

1. Name of the game.
2. Serial Number of the game.
3. A Detailed Description of the defect/s experienced.

This warranty does not apply to the defects caused due to misuse or abuse of the product.

Any alterations made to game or game parts will void this warranty.

For warranty details on our product range please visit our website, [www.andamiro.com](http://www.andamiro.com).

ANDAMIRO CO., LTD.  
[www.andamiro.com](http://www.andamiro.com)



# BASKETBALL PRO

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