

SERVICE MANUAL

BASKETBALL PRO

Ver 1.0



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

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:



WARNING

Disregarding could result in serious injury.



CAUTION

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.

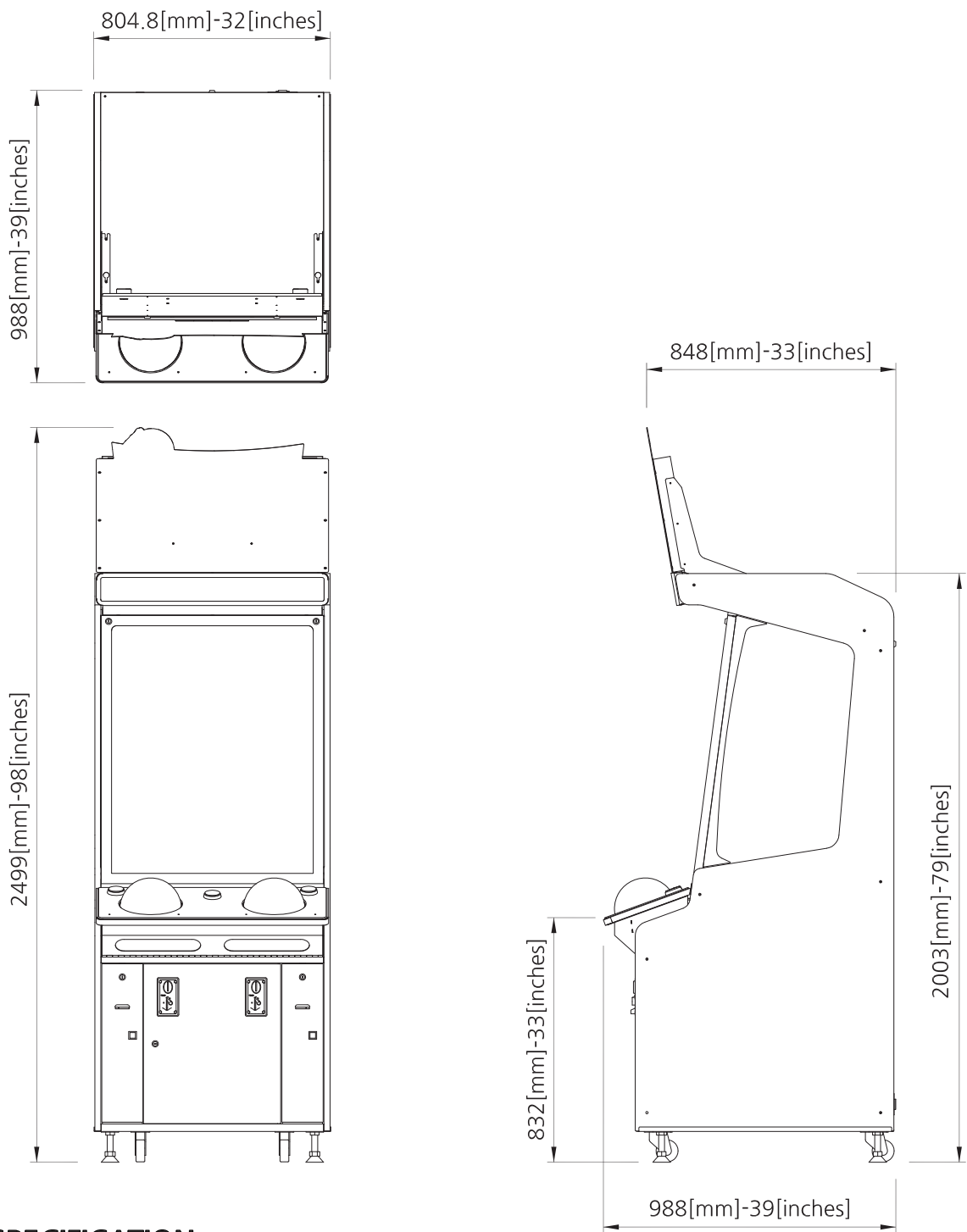
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1. SPECIFICATION AND DIMENSION

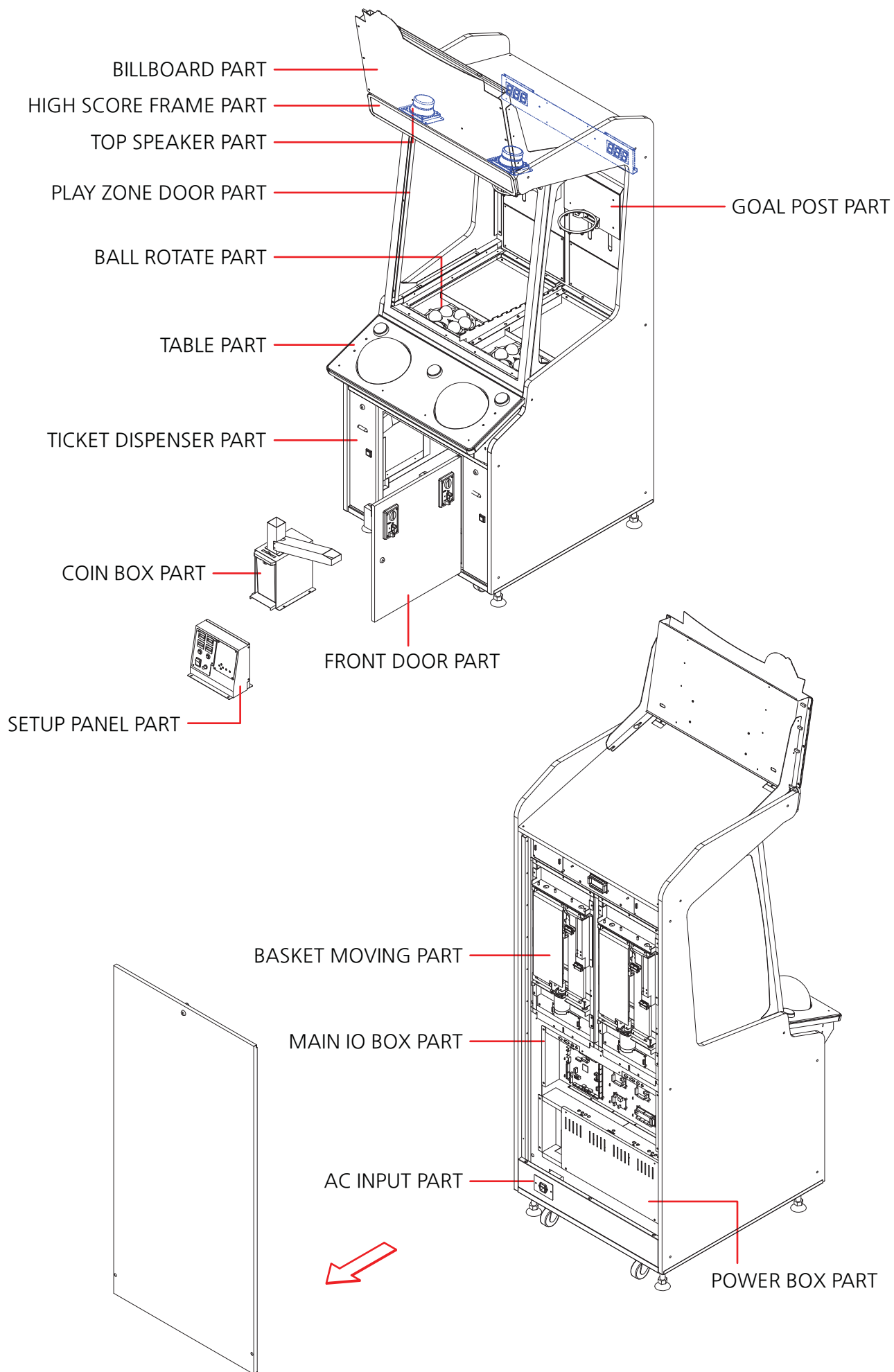
1-1. DIMENSION



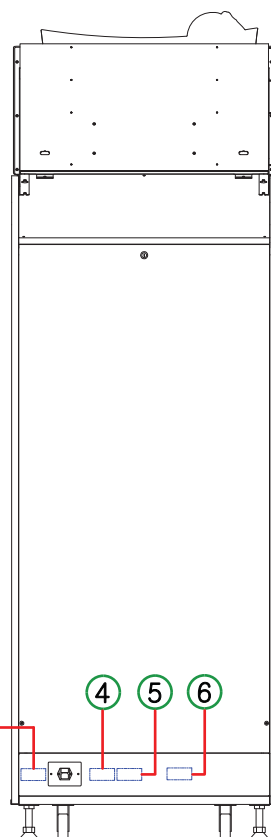
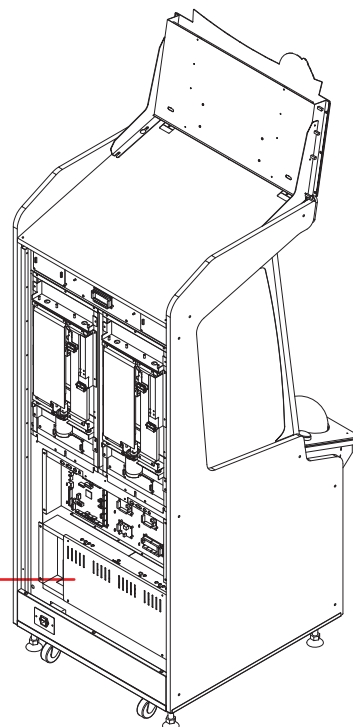
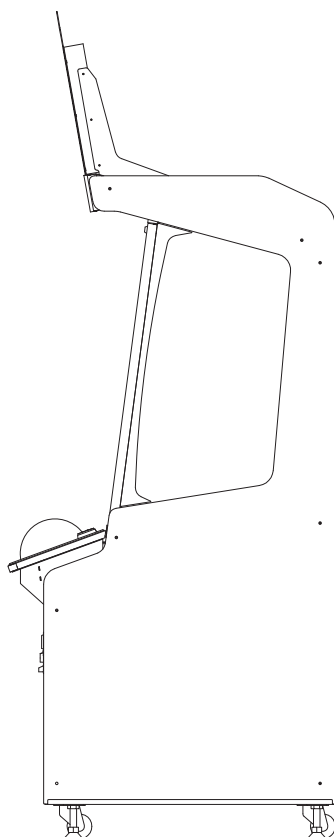
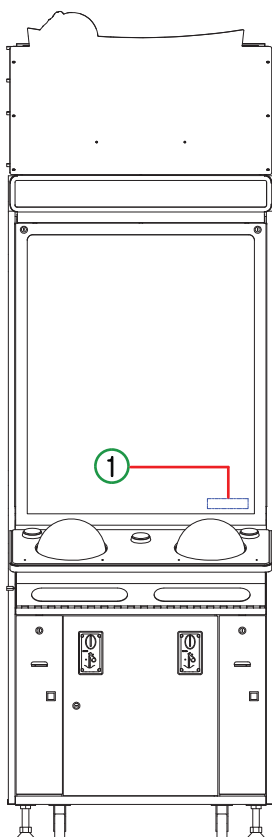
1-2. SPECIFICATION

DIMENSION (W x D x H)	805 x 988 x 2499 (mm)	
PACKING DIMENSION (W x D x H)	- x - x - (mm)	
WEIGHT (kg)	220 kg [WEIGHT INCLUDING : - kg] PACKAGING	
VOLTAGE	AC 120V	AC 230V
FREQUENCY RANGE	60Hz	50,60Hz
CONSUMPTION	300 W	300 W
CERTIFICATION	-	

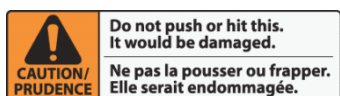
1-3. NAME OF PARTS



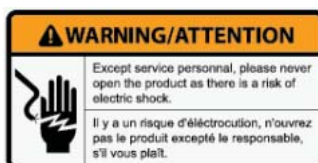
1-4. STICKER LOCATION



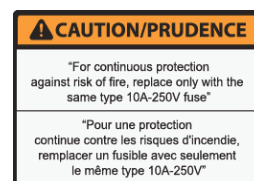
1



2



3



4



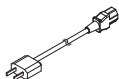
5

MODEL NAME	-
PRODUCT S/N	-
MAIN BOX S/N	-
LOD S/N	-
CERTIFICATE	-
MADE IN KOREA	
Koyong-si, Kyunggi-do, Korea Phone: 82-31-909-2100	

6



1-5. COMPONENTS

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

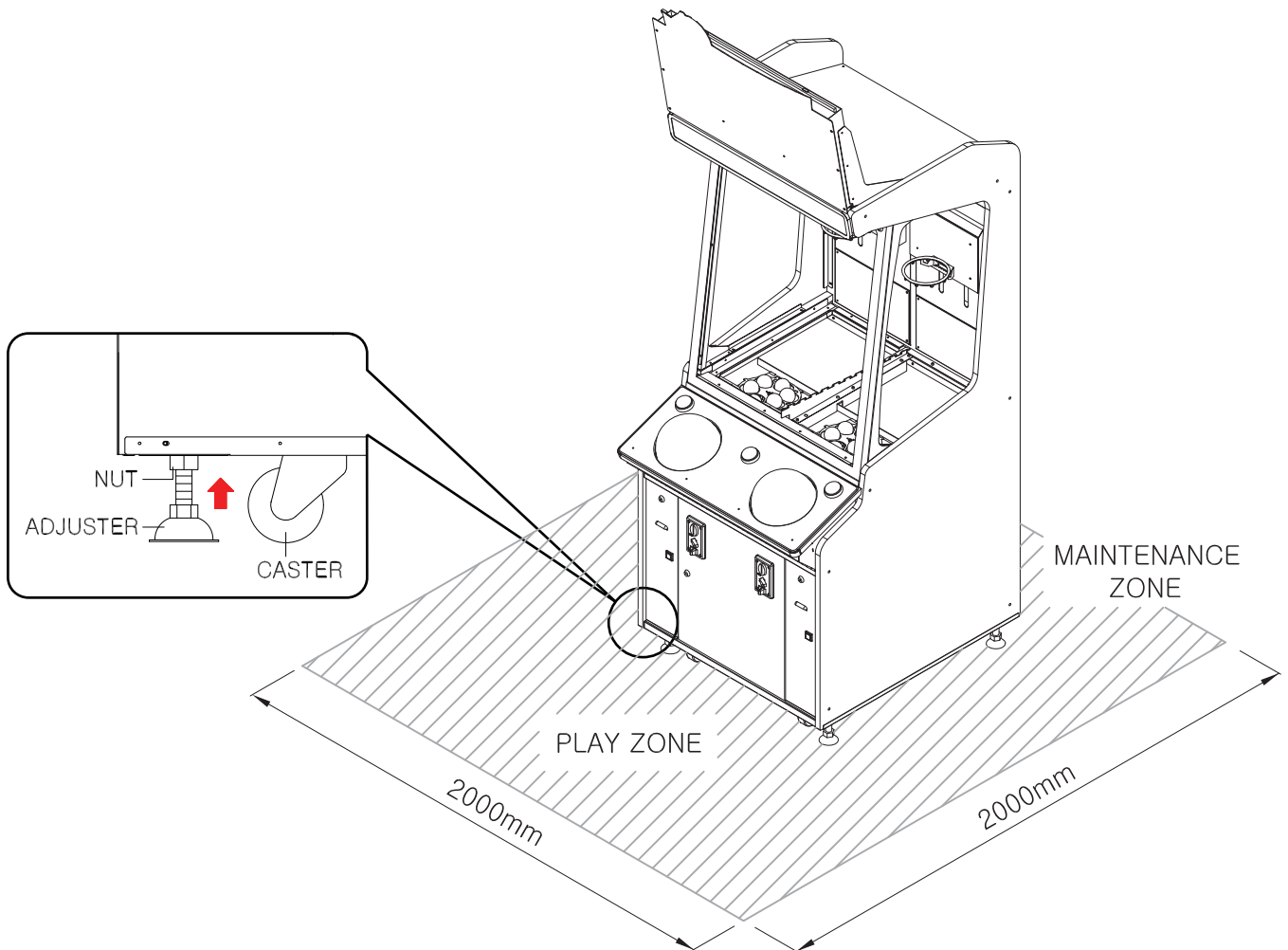
2. INSTALLATION

2-1. INSTALLATION SPACE

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

***IMPORTANT**

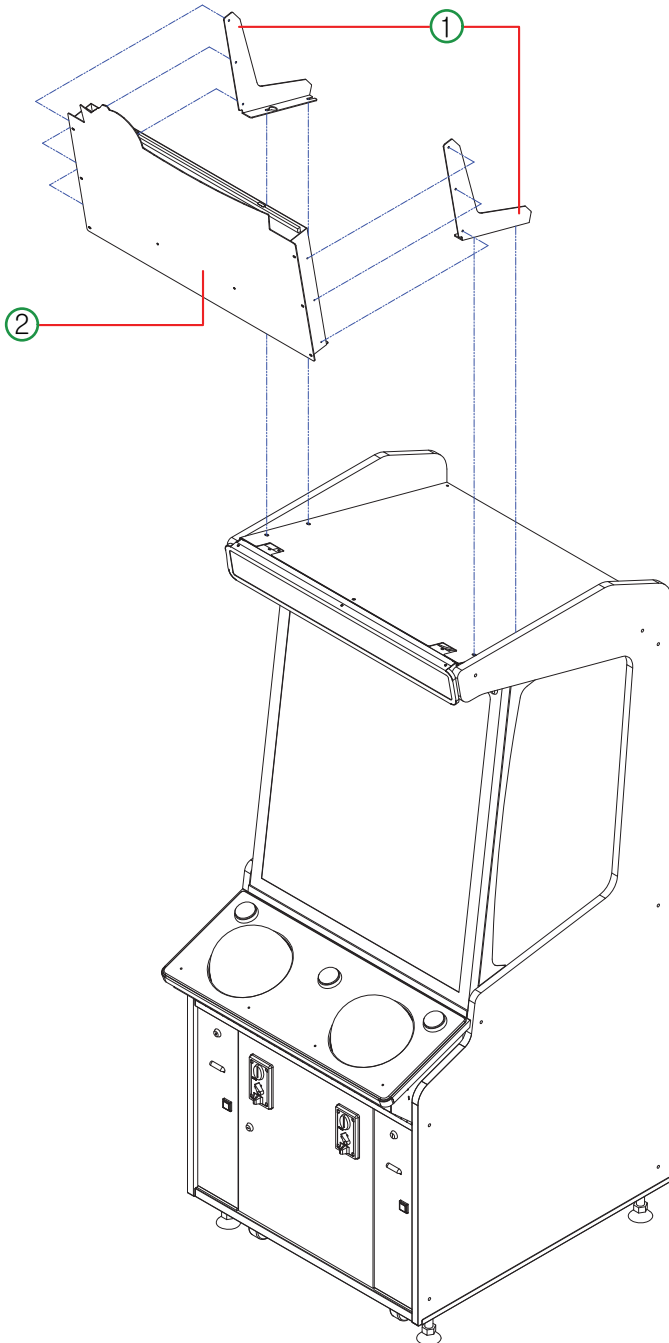
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position.



2-2. HOW TO INSTALL

1

* BILLBOARD



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



CONNECTION CONNECTOR

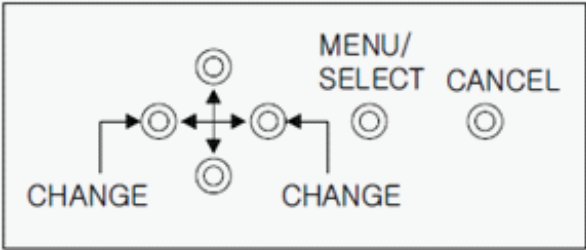
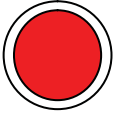
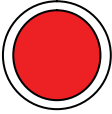


- You complete it like picture.

3. SETUP SETTING

3-1. MACHINE SETUP

1. SETUP BUTTON LAYOUT

		1) [↑↓] Up/Down Button : Menu Up/Down Move 2) [←→] Left/Right Button : Setting Value Change 3) Menu/Select Button : Execution of Set Up Menu Mode and Select 4) Cancel Button : Exit
 1P SERVICE / RESET	 2P SERVICE / RESET	NORMALLY SERVICE IN. WHEN ERROR OCCURS, USE THIS BUTTON TO CLEAR ERROR. * SERVICE IN: INCREASES BY 1 PLAY PER ONE PRESS.

[OPERATING OPTIONS]

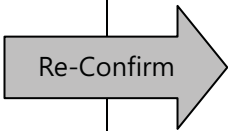
OPERATING OPTIONS	
Press MENU Button [MENU/SELECT Button: Enter]	
PROGRAM SETTING	SETTING MODE
CLEAR MODE	DELETE MODE
BOOKKEEPING	CHECK GAME DATA
FACTORY SETTING	INITIALIZING TO FACTORY SETTING
TEST MODE	TEST MODE
GAME MODE	EXIT TO GAME MODE

3-2. SETUP MODE

PROGRAM SETTING			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
★ CREDIT / COIN	Setting the Ratio of Credit per Coin	FREE, 1/1, 1/2, 1/3, 1/4, 1/5, 1/6, 1/7, 1/8, 1/9, 1/10, 2/1, 3/1, 4/1, 5/1	1/1
★ DIFFICULTY	Setting Difficulty Level (1)	EASY, NORMAL, HARD	NORMAL
★ SINGLE TIME	Setting Single Mode Play Time	20 ~ 70 by seconds	40
★ VERSUS TIME	Setting VS Mode Play Time (2)	+0 ~ +10 by seconds	+3
★ VERSUS SYNC	Setting VS Mode Backboard Synchronization (3)	OFF, ON	ON
TOPSCR TYPE	Setting Top-Score Keeping Method (4)	KEEP, RESET, AUTO	AUTO
★ BIGSCR AUTO	Setting Automatic Change of Big-Win Challenging Score (5)	FIXED, 1/10G, 1/20G, 1/30G, 1/40G, 1/50G, 1/60G, 1/70G, 1/80G, 1/90G, 1/100G	1/50G
★ BIGSCR FIXED	Setting Fixed Big-Win Challenging Score (5)	30 ~ 600 (±3)	180
★ BIGWIN START	Setting Big-Win Initial Ticket Value (6)	10 ~ 5000 (±10)	500
★ BIGWIN ADD	Setting Big-Win Ticket Increase Value	0 ~ 10 (±1)	5
★ BIGWIN LIMIT	Setting Big-Win Ticket Maximum Value (6)	100 ~ 9999 (±100)	5000
★ UNIT SCORE	Setting Allocation Unit Score based on Score (7)	1 ~ 99 (±1)	5
★ UNIT TICKET	Setting Allocation Unit Ticket based on Score (7)	1 ~ 5 (±1)	1
★ MIN. TICKET	Setting Allocation Minimum Ticket based on Score (7)	0 ~ 50 (±1)	10
★ VS WIN TICKET	Setting VS Mode Win Ticket	0 ~ 100 (±1)	10
★ FIXED TICKET	Setting Fixed Ticket (9)	OFF, 1 ~ 50 (±1)	OFF
TICKET RATIO	Setting actual dispensing Ticket Ratio (10)	OFF, 1/1, 1/2	1/1
DEMO VOLUME	Setting Demo Sound Volume (11)	MUTE, 10% ~ 100% (±10%)	80%
DEMO MOVING	Setting Backboard Action during Demo (12)	OFF, 1/2m, 1/4m, 1/6m, 1/8m	1/2m
DEMO BALL-SET	Setting Game Ball during DEMO (13)	OFF, 1/1m, 1/2m, 1/3m, 1/4m, 1/5m, 1/6m, 1/7m, 1/8m	1/1m
SAVE AND EXIT	Save and Exit	SELECT BUTTON : Select [YES] or [NO] and press (←/→) (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 summed up at Single Mode play time.
- (3) If Synchronization is ON, the back-board of 1P/2P is moved in the same pattern and it can affect Difficulty Level.
- (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 according to setting frequency and BigScr Auto is set as FIXED, Challenging Score is fixed at a score which was set at BigScr.
- (6) If maximum value is less than initial value, maximum value shall be reference value during play.
- (7) When not reaching BIG-WIN Score, tickets are released based on the score as per the larger value between Score/Unit Score x Unit Ticket and Minimum Tickets. (Minimum Tickets Release)
- (8) Irrespective of game results, tickets are released as much as set amount.
※ When FIXED TICKET is set, All of the functions for BIG-WIN, Allocation based on Score, VS WIN, MERCY TICKET are ignored and information about BIG-WIN and Allocation based on score does not appear.
- (9) OFF : No Ticket Release, 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...

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

LCD DISPLAY		LCD DISPLAY
====SAVE AND EXIT==== Save Changes? ----- YES or [NO]		WARNING : BOOKKEEPING will be Initialized. ** ARE YOU SURE? ** YES or [NO]
AFTER SELECTING (←/→), SELECT or CANCEL		

3-3. CLEAR MODE

CLEAR MODE		
LCD DISPLAY	DESCRIPTION	EXECUTION
CLEAR CREDITS & GAME	DELETE CURRENT CREDIT AND GAME DATA IN PROCESS	SELECT BUTTON : SELECT [YES] or [NO] AND PRESS (←/→) AND THEN SELECT or CANCEL
CLEAR TICKETS	DELETE TICKETS TO RELEASE AT PRESENT	
INIT TOP-SCORE	INITIALIZATION OF TOP-SCORE (1)	
INIT BIG-WIN	INITIALIZATION OF BIG-WIN TICKET	
CLEAR GAME-DATA	DELETE GAME-DATA (2)	
CLEAR BOOKKEEPING	DELETE GAME-DATA AND BOOKKEEPING DATA	
CLEAR CALIBRATION	DELETE CALIBRATION-DATA (3)	
EXIT	EXIT	

(1) INITIALIZED TO IDEAL VALUE ACCORDING TO SETTING OF PLAY TIME.

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

(3) MEASURED VALUE SUCH AS BACKBOARD MOVEMENT TIME IS INITIALIZED AND RE-CALIBRATING SHALL BE PERFORMED IN CASE OF BOOTING.

BOOKKEEPING		
LCD DISPLAY	DESCRIPTION	
---COIN COUNTER---	(INDIVIDUAL AND TOTAL PLAYER) COIN INPUT COUNTER	
1P : 0		
2P : 0		
TOTAL : 0		
--SERVICE COUNTER--	(INDIVIDUAL AND TOTAL PLAYER) SERVICE BUTTON COUNTER	
1P : 0		
2P : 0		
TOTAL : 0		
---TICKET COUNTER---	(INDIVIDUAL AND TOTAL PLAYER) TICKET RELEASE COUNTER	
1P : 0		
2P : 0		
TOTAL : 0		
---GAME PLAYS---	(INDIVIDUAL AND TOTAL PLAYER) TOTAL NUMBER OF PLAYS	
1P : 0		
2P : 0		
TOTAL : 0		
----BIG WIN----	(INDIVIDUAL AND TOTAL PLAYER) NUMBER OF TIMES OF BIG-WIN WINNING	
1P : 0		
2P : 0		
TOTAL : 0		
---VERSUS WIN---	NUMBER OF TIMES VS MODE WINNING AND DRAW	
1P : 0		
2P : 0		
DRAW : 0		
--GOAL/HIT PERCENT--	(INDIVIDUAL AND TOTAL PLAYER) AVERAGE GOAL SUCCESS PER GAME AND SUCCESS RATE PER HIT	
1P : 0.0 0.0%		
2P : 0.0 0.0%		
TOTAL: 0.0 0.0%		

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

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

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

3-4. TEST MODE

TEST MODE		
TEST MODE CAN BE ENTERED THROUGH TWO WAYS.		
1. NORMAL ENTER BY WAY OF OPERATING OPTIONS 2. DIRECT ENTER BY WAY OF PRESSING CANCEL BUTTON WHEN TURNING ON THE POWER - IN CASE OF DIRECT ENTER, TEST SOUND IS NOT DISPLAYED BECAUSE SOUND IS NOT LOADED. WHEN EXIT, IT SHALL BE DONE BY WAY OF GAME MODE, INSTEAD OF OPERATING OPTIONS.		
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	1st Column : [/_] DISPLAY OF BALL MOUNTING UPPER/LOWER SENSOR 2nd Column : [P] DISPLAY OF DISK DECELERATION SENSOR 3rd Column : [O] DISPLAY OF DISK STARTING SENSOR
	TIME FND	1st Column: [/_] DISPLAY OF BACKBOARD UPPER/LOWER LIMIT SWITCH 2nd Column: [/_] DISPLAY OF GOAL RECOGNITION UPPER/LOWER SENSOR
	CREDIT FND	2nd Column:[c] DISPLAY OF COIN INPUT SIGNAL
	START BUTTON	WHEN PRESSING THE BUTTON, EACH RELATED BUTTON FLICKERS
	TICKET BUTTON	
	SETUP LCD	2nd Line: sVStuTUcC... [s] 1P START BUTTON [V] VS MODE START BUTTON, [S] 2P START BUTTON [t] 1P Ticket Button [u] 1P Ticket Sensor [T] 2P Ticket Button [U] 2P Ticket Sensor [c] 1P Coin Signal Input [C] 2P Coin Signal Input 3rd Line: L12345678--R12345678 (L = 1P, R = 2P) [1/2] Backboard Upper / Lower Limit Switch [3/4] Goal Recognition Upper / Lower Sensor [5/6] Ball Mounting Upper / Lower Sensor [7/8] Disk Deceleration / Starting Sensor 4th Line: udlrsc12E mnpq1234xy [u/d/l/r/s/c] Set Up UP / DOWN / LEFT / RIGHT / SELECT / CANCEL BUTTON [1/2] 1P/2P SERVICE BUTTON, [E] ERROR CLEAR BUTTON [m/n] BOOT MODE DIP S/W (BOARD BOTTOM LEFT) [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 ON = TOTAL ON PLAYER = EACH PLAYER FLICKERING 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
	TOP FND	[TEST] [tst] [con] DISPLAY OF FLICKERING
	SCORE FND	[xxx] DISPLAY OF COIN INPUT COUNT
	TIME FND	1st Column:[E] DISPLAY OF ERROR 2nd Column:[c] DISPLAY OF COIN SIGNAL INOUT
TEST TICKET	TICKET TEST	
	DISPENSE 1P 3	1P TICKET DISPENSER RELEASE OF 3 TICKETS
	DISPENSE 2P 3	2P TICKET DISPENSER RELEASE OF 3 TICKETS
	EXIT	EXIT
	TOP FND	[TEST] [tst] [tic] DISPLAY OF FLICKERING
	SCORE FND	[xxx] DISPLAY OF REMAININ TICKETS / [Erx] ERROR CODE WHEN ERROR OCCURES
	TIME FND	1ST COLUMN [t] DISPLAY OF TICKET BUTTON 2ND COLUMN[u] DISPLAY OF TICKET SENSOR
	TICKET BUTTON	WHEN PRESSING THE BUTTON, LAMP TURNS ON. TRY AGAIN WHEN ERROR OCCURES
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] [Gol] DISPLAY OF FLICKERING
	SCORE FND	[xxx] DISPLAY OF COUNT FOR GOAL RECOGNITION NUMBER
	TICKET FND	[xxx] DISPLAY OF COUNT FOR IRRONEOUS GOAL RECOGNITION
	TIME FND	[□/□] 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) ↑/← BUTTON: 1P MOTOR UP/DOWN MOVE →/↓ BUTTON: 2P MOTOR UP/DOWN MOVE
	TOP FND	[TEST] [tst] [bb1] DISPLAY OF FLICKERING
	SCORE FND	1ST COLUMN: [□/□] DISPLAY OF BACKBOARD UP/DOWN LIMIT SWITCH 2~3 SPACES: [x.x] DISPLAY OF MOTOR REQUIRED CURRENT [Ex] DISPLAY OF ERROR CODE WHEN ERROR OCCURS (E3-x: ADC ERROR)

	TIME FND	[--/uP/dn] DISPLAY OF MOTOR MOVEMENT [Ex] DISPLAY OF ERROR CODE WHEN ERROR OCCURS (E4-x: BACKBOARD ERROR)
	TICKET FND	[xxxx] DC MOTOR REQUIRED CURRENT ADC VALUE (16 DIGITS)
	TEST AUTO	AUTOMATIC TEST ←/→ BUTTON: 1P/2P AUTOMATIC PROCESS ON/OFF
	TOP FND	[TEST] [tst] [bb2] DISPLAY OF FLICKERING
	SCORE FND	1ST COLUMN: [/_] DISPLAY OF BACKBOARD UP/DOWN LIMIT SWITCH 2 to 3 SPACES : [x.x] DISPLAY OF MOTOR REQUIRED CURRENT [E x] DISPLAY OF ERROR WHEN ERROR OCCURS (E3-x: ADC ERROR)
	TIME FND	[x.x] DISPLAY OF MOVEMENT TIME [Ex] DISPLAY OF ERROR WHEN ERROR OCCURS (E4-x: BACKBOARD ERROR)
	TICKET FND	[xxxx] DISPLAY OF NUMBER OF UP/DOWN REPEATION
	EXIT	EXIT
TEST BALDISC - MOT	BALL DISK MOTOR TEST	
	TEST MANUAL	MANUAL TEST (WORKING ONLY DURING THE TIME PRESSING THE BUTTON) ↑/← BUTTON: 1P STEP MOTOR FORWARD/REVERSE ROTATION →/↓ BUTTON: 2P STEP MOTOR FORWARD/REVERSE ROTATION
	TOP FND	[TEST] [tst] [st1] DISPLAY OF FLICKERING
	SCORE FND	1ST COLUMN: [/_] DISPLAY OF BALL MOUNTING UP/DOWN SENSOR 2ND COLUMN: [P] DISPLAY OF DISK DECELERATION SENSOR 3RD COLUMN: [O] DISPLAY OF DISK STARTING POINT SENSOR
	TIME FND	[--/Fo/bA] DISPLAY OF STEP MOTOR FORWARD/REVERSE ROTATION [Ex] DISPLAY OF ERROR CODE WHEN ERROR OCCURS (E5-x: BALL DISK ERROR)
	TEST SECTOR	SECTOR TEST (IRRESPECTIVE OF BALL MOUNTING OR NOT, ONE SECTOR AT A TIME REPEATS AUTOMATICALLY) ←/→ BUTTON: 1P/2P SECTOR TEST ON/OFF
	TOP FND	[TEST] [tst] [st2] DISPLAY OF FLICKERING
	SCORE FND	1ST COLUMN: [/_] DISPLAY OF BALL MOUNTING UP/DOWN SENSOR 2ND COLUMN: [P] DISPLAY OF DISK DECELERATION SENSOR 3RD COLUMN: [O] DISPLAY OF DISK STARTING POINT SENSOR
	TIME FND	[xx] DISPLAY OF SECTOR STEP NUMBER [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 AS GAME LOGIC) ←/→ BUTTON: 1P/2P LOGIC TEST ON/OFF
	TOP FND	[TEST] [tst] [st3] DISPLAY OF FLICKERING

	SCORE FND	1ST COLUMN: [/_] DISPLAY OF BALL MOUNTING UP/DOWN SENSOR 2ND COLUMN: [P] DISPLAY OF DISK SENSOR DECELERATION SENSOR 3RD COLUMN: [O] DISPLAY OF DISK STARTING POINT SENSOR
	TIME FND	[--/Pr] DISPLAY OF OPERATION STATUS [Ex] DISPLAY OF ERROR CODE WHEN ERROR OCCURES (E5-x: BALL DISK ERROR)
	TICKET FND	[xxxx] DISPLAY OF BALL HIT COUNT
	EXIT	EXIT
TEST SOUND	SOUND TEST (NOT SHOWN IN CASE OF DIRECT ENTER). ←/→ BUTTON: SELECT ITEMS SELECT BUTTONS: ITEM PLAY/STOP CANCEL BUTTON: EXIT	
	1. CH	VOICE OUTPUT ONE, TWO, ~ EIGHT IN ACCORDANCE WITH EACH CHANNEL SPEAKER LEFT : 1, 3, 5, 7 RIGHT : 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 ITEMS
	TIME FND	1P [--/PL] DISPLAY OF PLAY OR NON-PLAY 2P [xxx] DISPLAY OF PLAY ITEMS
EXIT	ENTER: EXIT BY WAY OF OPERATING OPTIONS	

3-5. BOOT SELF - TEST / ERROR RESET

ALL ITEMS ARE TESTED DURING BOOTING TEST BUT LIMITED ITEMS WITH ERROR ARE TESTED DURING RESETING ERROR. DETAILED STEPS ARE DISPLAYED AT TIME FND AND COMPLETION OF EACH STAGE 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 1ST COLUMN: [c] DISPLAY OF COIN SIGNAL INPUT
ADC	[A1]	ADC CONVERSION TEST
		SCORE FND 1ST COLUMN: [/_] DISPLAY OF BACKBOARD UP/DOWN LIMIT SWITCH SCORE FND 2ND~ 3RD COLUMN: [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 1ST COLUMN: [/_] DISPLAY OF BACKBOARD UP/DOWN LIMIT SWITCH SCORE FND 2ND~3RD COLUMN: [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 1ST COLUMN: [/_] DISPLAY OF BALL MOUNTING UP/DOWN SENSOR SCORE FND 2ND COLUMN: [P] DISPLAY OF DISK DECELERATION SENSOR SCORE FND 3RD COLUMN: [O] DISPLAY OF DISK STARTING POINT

3-6. ERROR CODE

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

BALL-DISC Er6	Er6-1	DISK STARTING POINT SENSOR NOT SENSED	1. CHECK DISK ENCODER AND WIRING
	Er6-2	DISK STARTING POINT SENSOR SENSED CONTINUOUSLY	2. CHECK STEPING MOTOR OPERATION 3. CHECK MAIN BOARD
	Er6-3	BALL SENSOR UP SENSED BUT BALL SENSOR DN NOT SENSED	1. CHECK BALL SENSOR PCB AND WIRING CONNECTION 2. CHECK MAIN BOARD
	Er6-4	BALL SENSORS NOT SENSED (NO BALL)	1. CHECK BALL INPUT 2. CHECK BALL SENSOR PCB AND WIRING CONNECTION 3. CHECK MAIN BOARD

IN CASE E2~E6 ERROR OCCURS, THE ERROR IS DISPLAYED AT SCORE / TIME FND OF THE PLAYER AND ALL FUNCTIONS STOP.
WHEN PRESSING THE SERVICE/RESET BUTTON AFTER TROUBLESHOOTING, 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 HAPPENS 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 STATE OF RESULTS
- WHEN SCORE IS HIGHER THAN BIG-WIN CHALLENGING SCORE
- WHEN MAIN GAME ENDS AT VS MODE

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

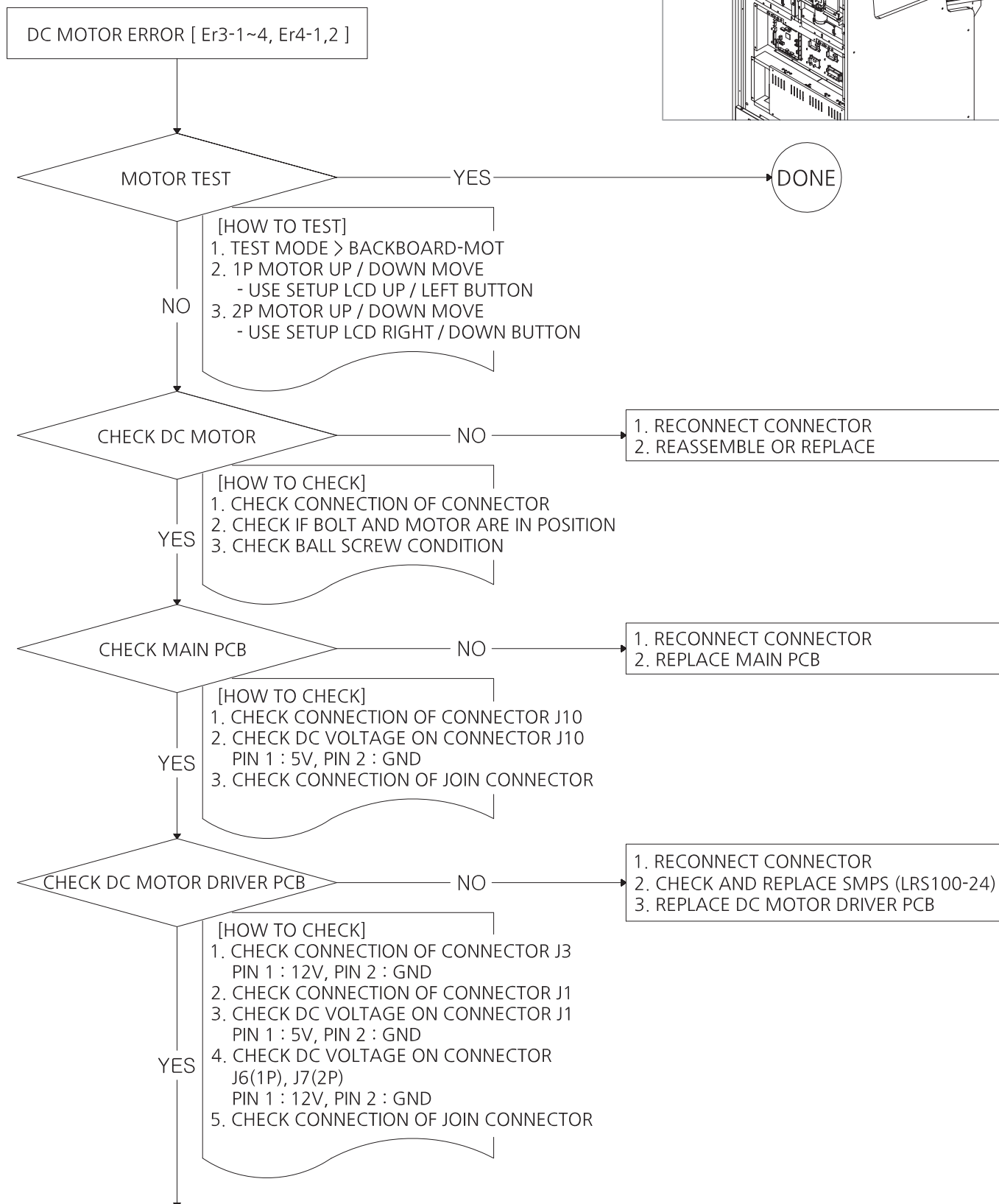
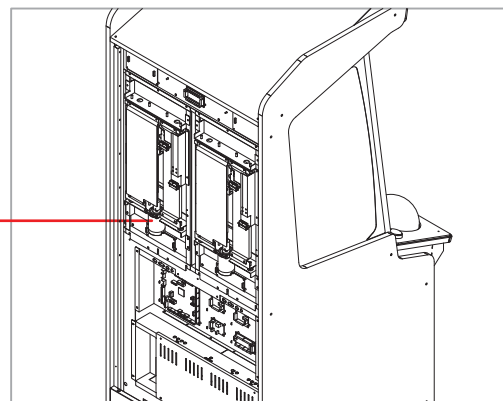
TICKET-RELATED ERRORS ARE DISPLAYED AT TICKET FND BUT GAMES SHALL BE CONTINUED.
WHEN PRESSING TICKET BUTTON AFTER TROUBLESHOOTING, REMAINING TICKETS SHALL BE RELEASED

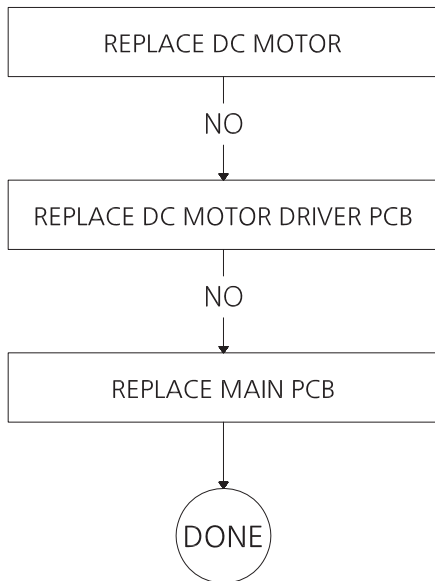
4. TROUBLESHOOTING

- * 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

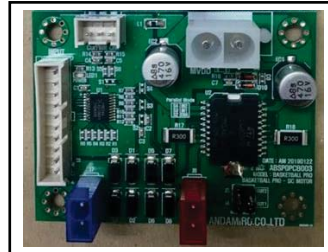




- CODE NO.
[MZZZ0MOT143]



- CODE NO.
[ABSP0PCB003]



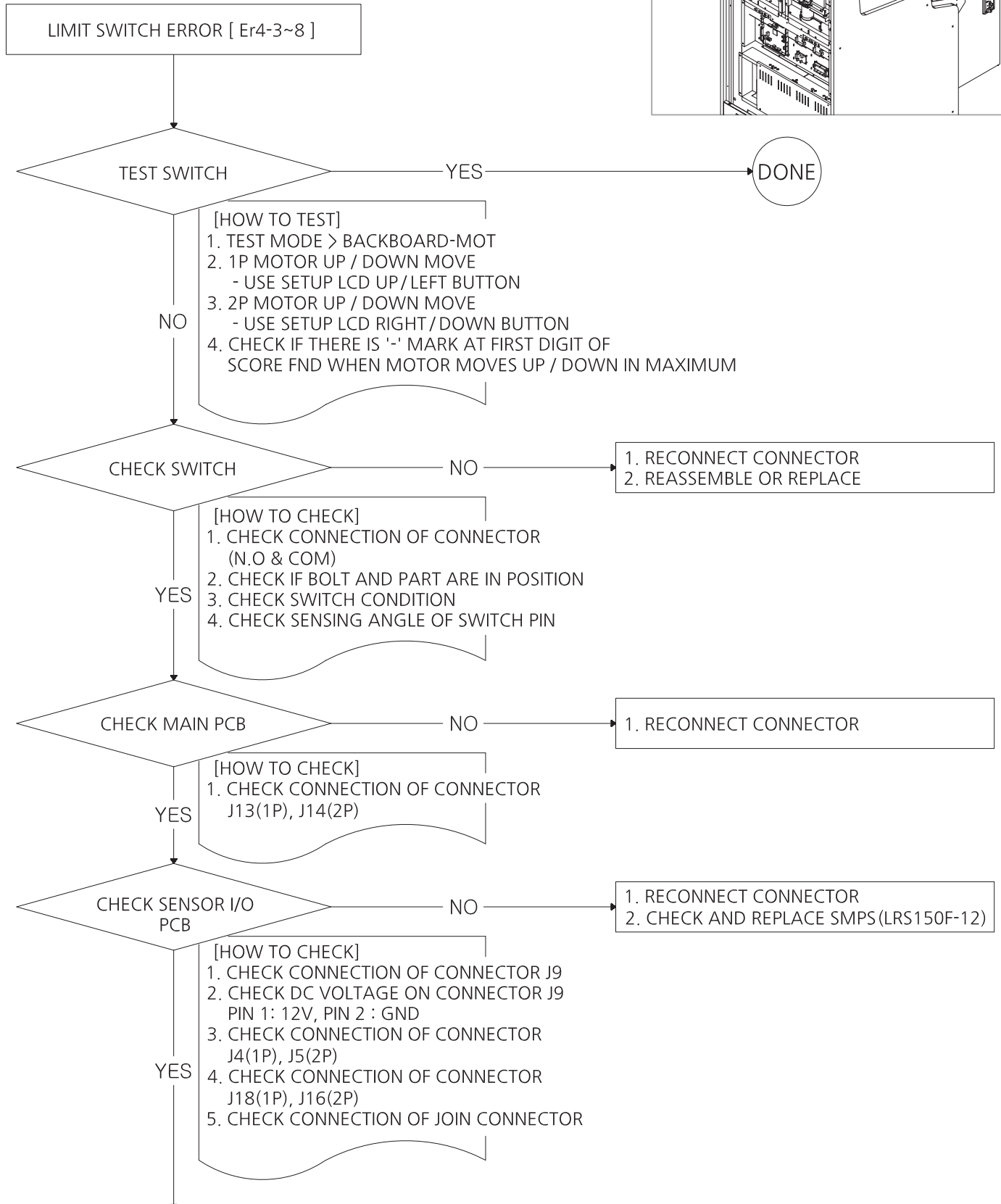
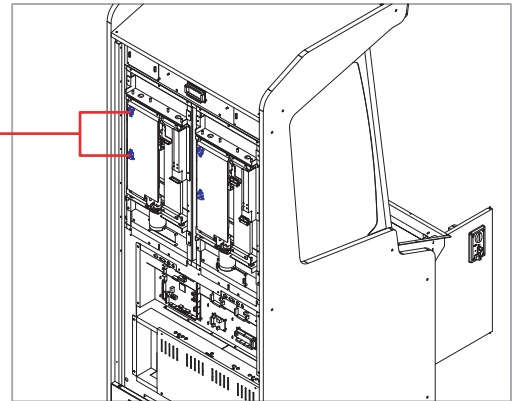
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[ABSP0PCB001]



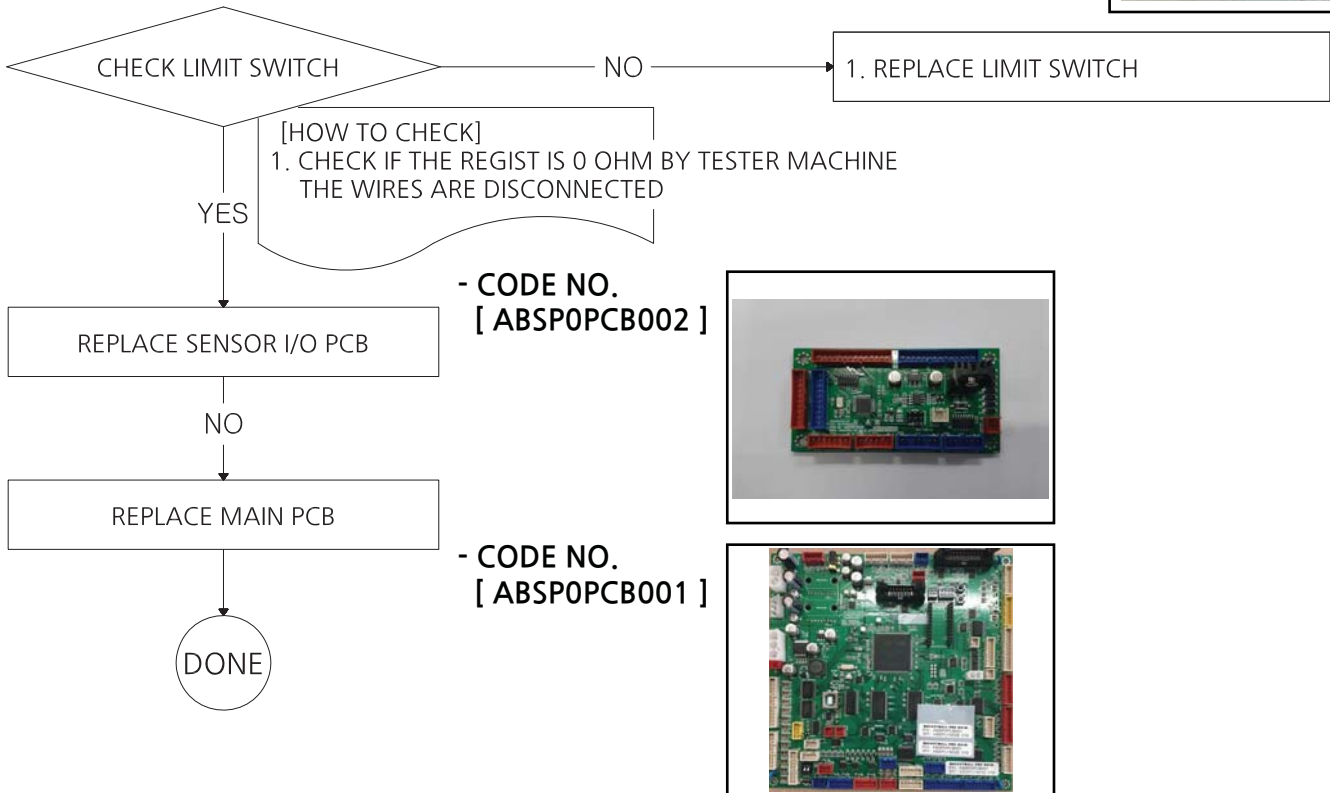
4-2. LIMIT SWITCH ERROR [Er4-3~8]

- IN CASE BACKBOARD MOTOR LIMIT SWITCH IS PROBLEM

LIMIT SWITCH



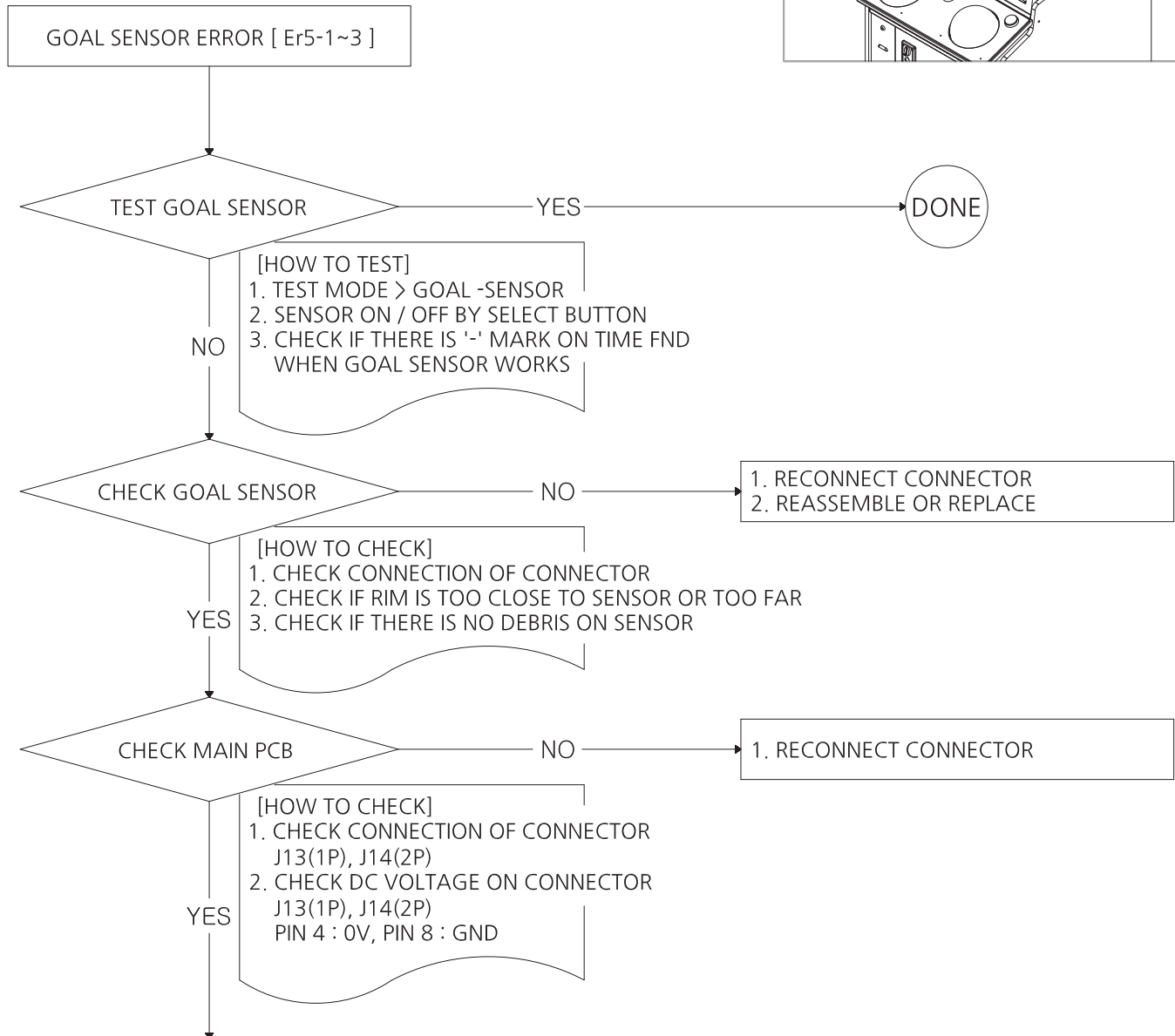
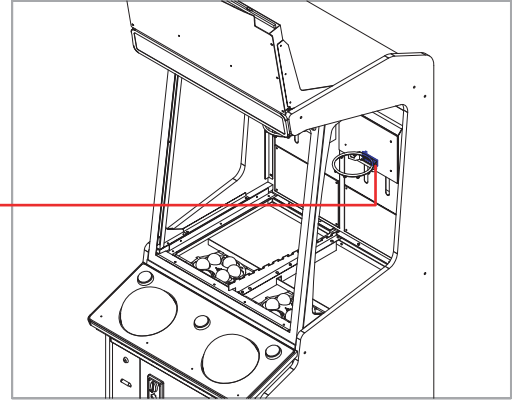
- CODE NO.
[MELE0MIC021]

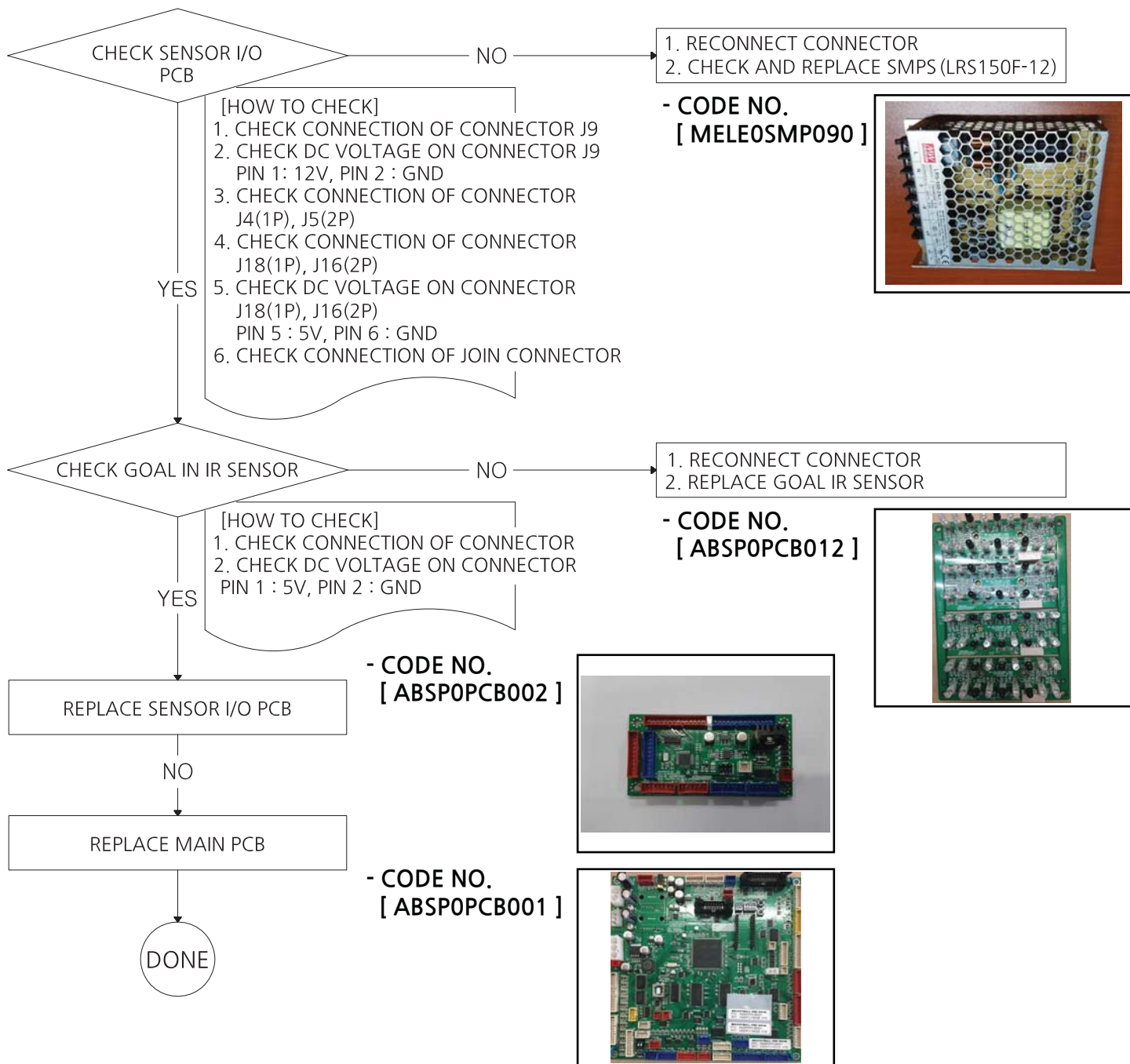


4-3. GOAL SENSOR ERROR [Er5-1~3]

- IN CASE GOAL SENSOR IS PROBLEM

GOAL SENSOR

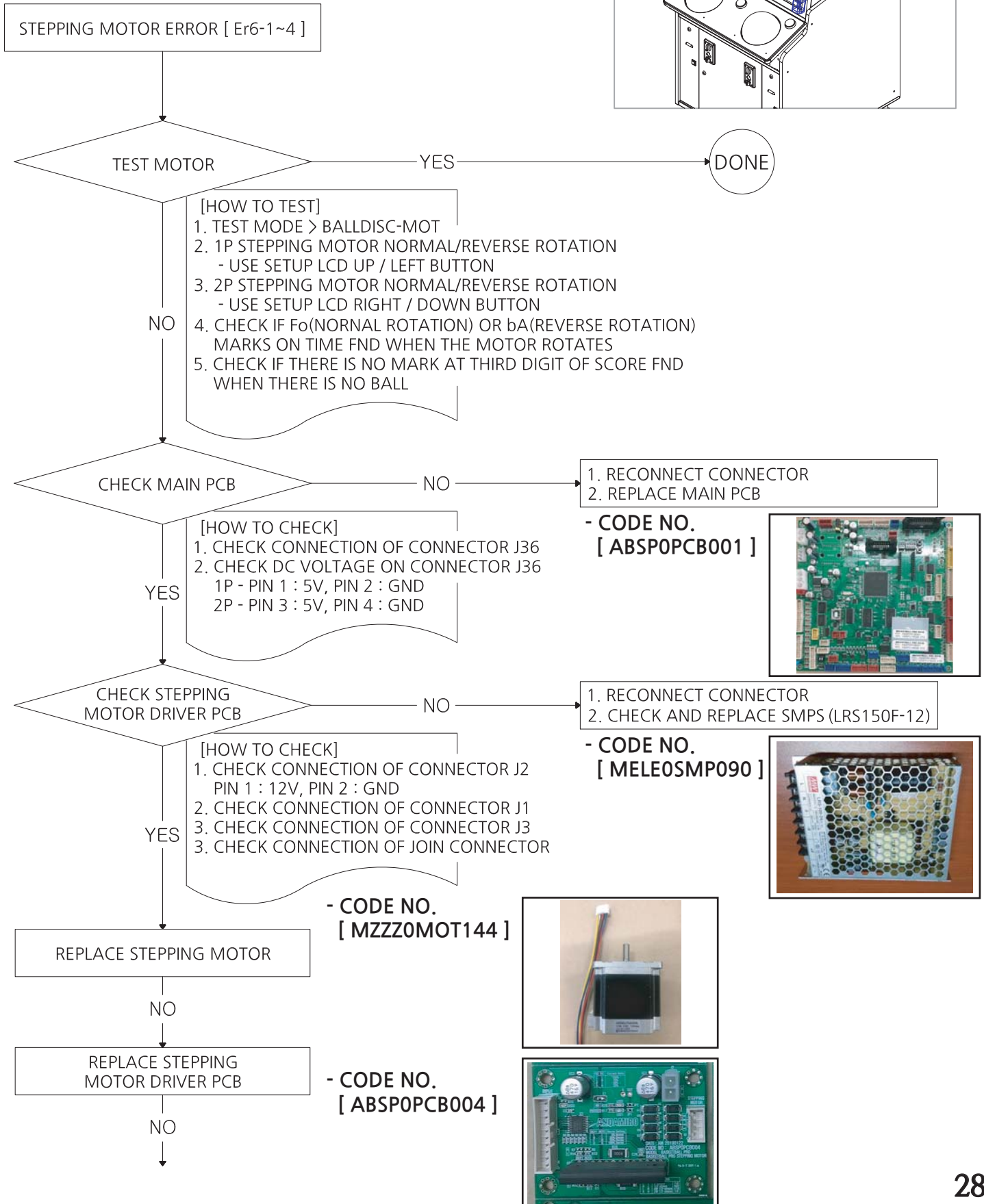
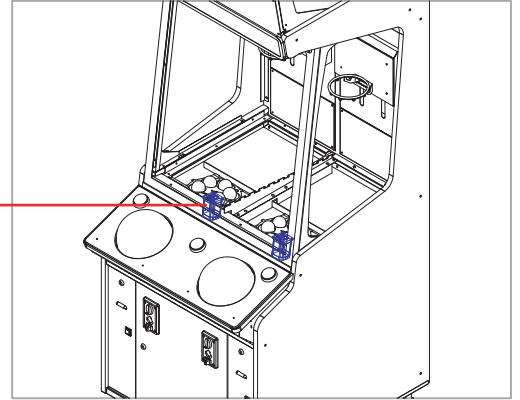




- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

4-4. STEPPING MOTOR ERROR [Er6-1~4]

- IN CASE STEP MOTOR IS PROBLEM



REPLACE MAIN PCB

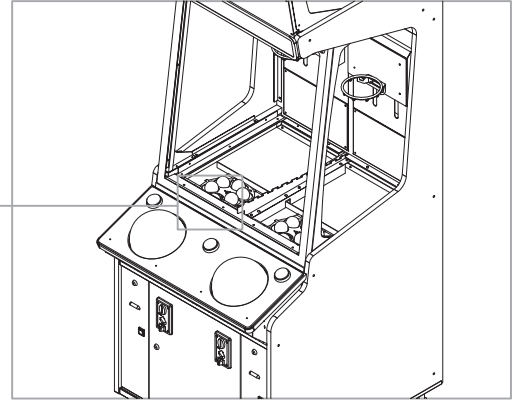
- CODE NO.
[ABSP0PCB001]

DONE



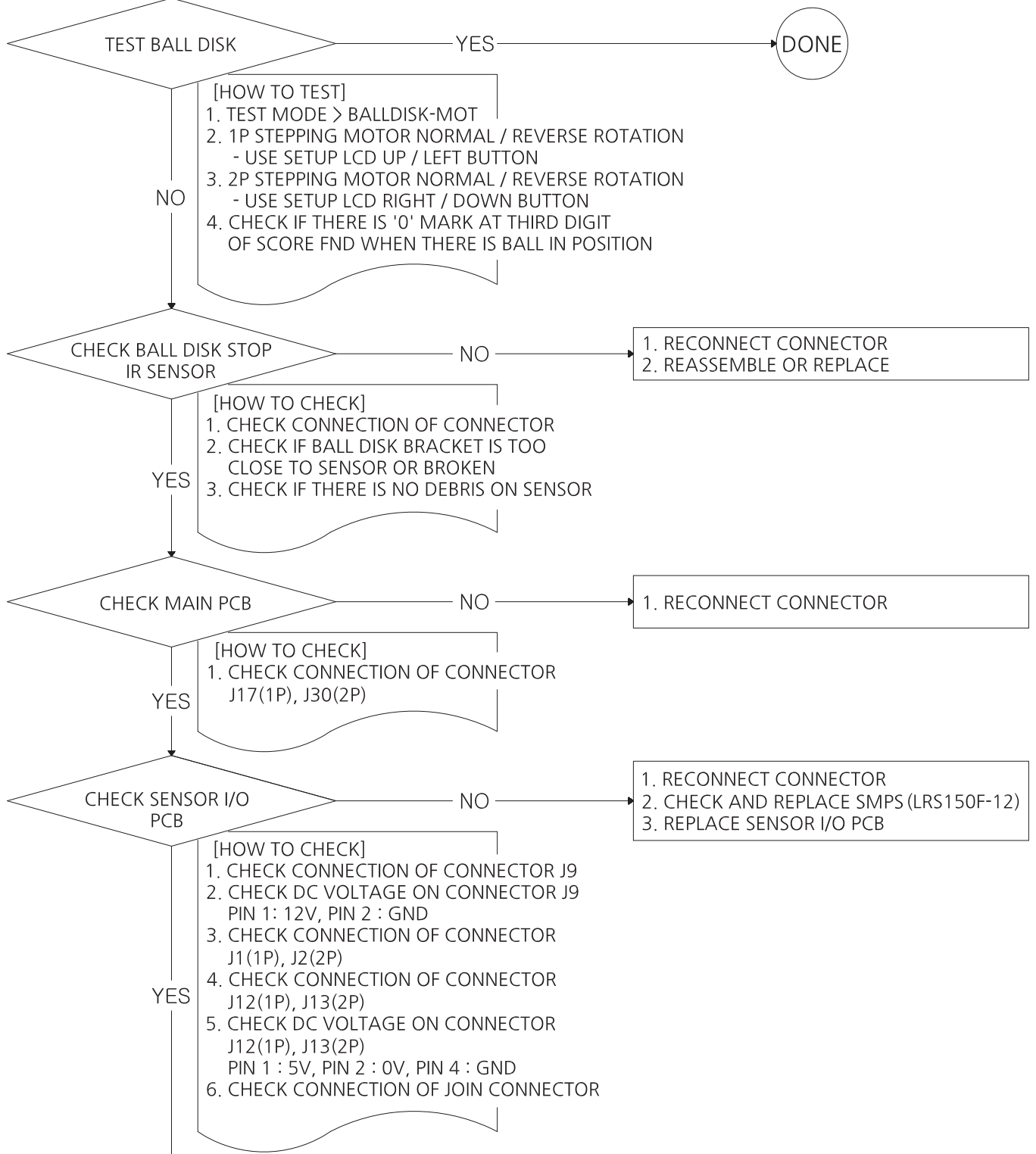
4-5. DISK STOP IR SENSOR ERROR [Er6-1~2]

- IN CASE DISK TOP IR SENSOR IS PROBLEM

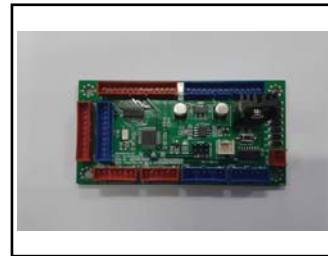
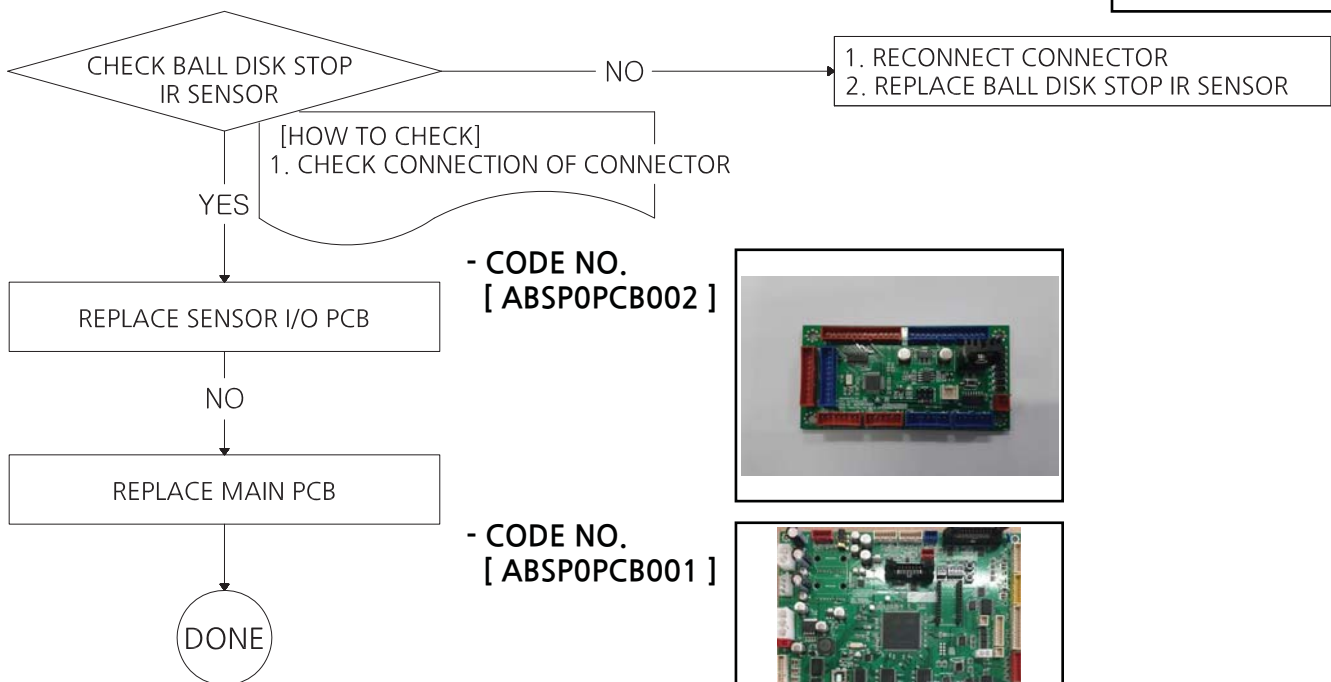
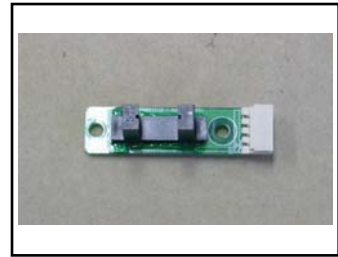


DISK STOP IR SENSOR ERROR [Er6-1~2]

DISK STOP IR SNESOR



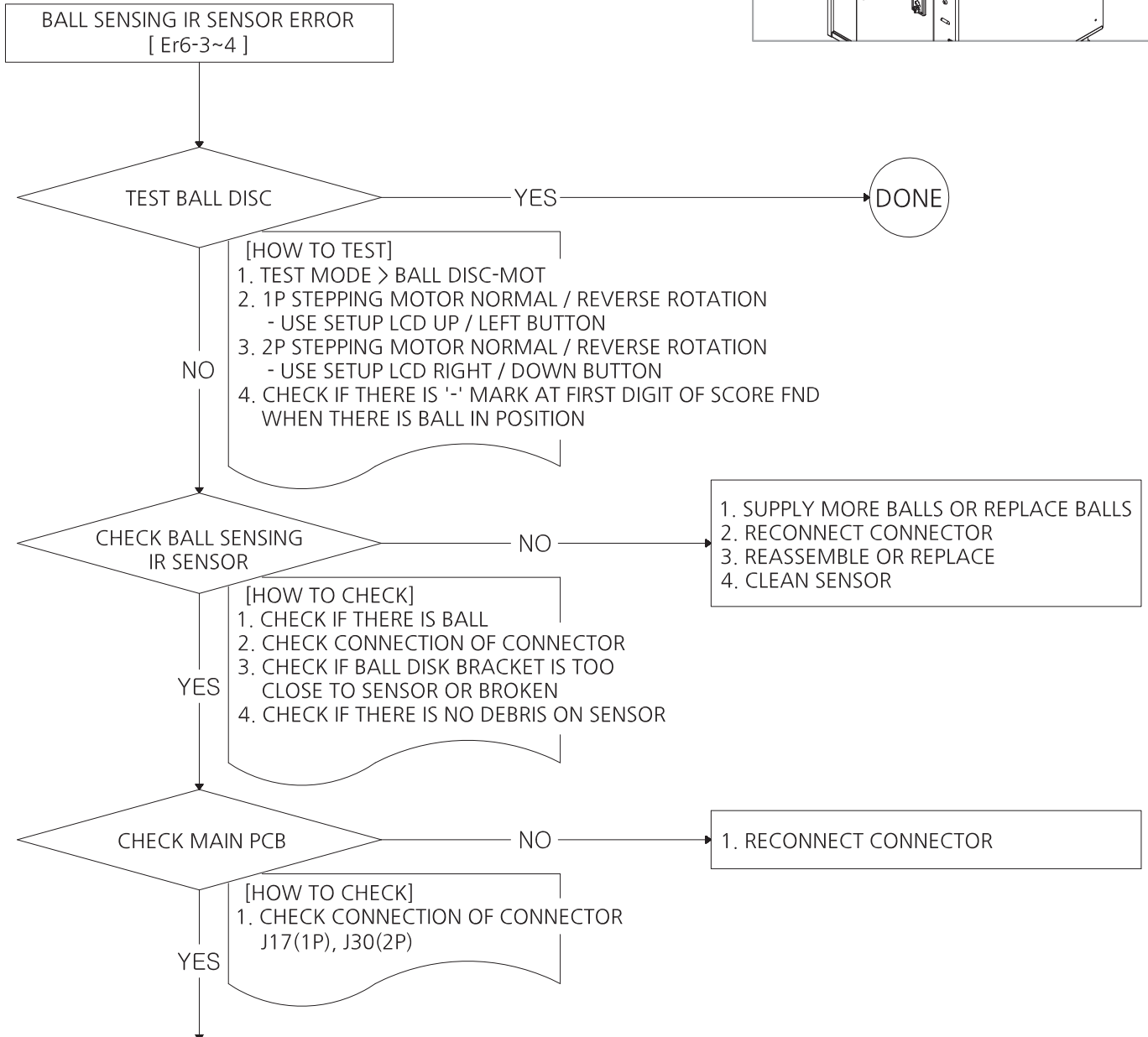
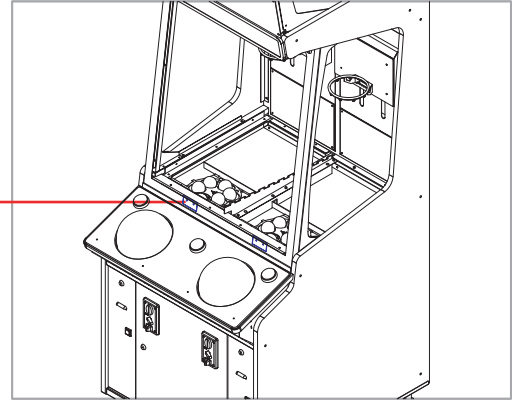
- CODE NO.
[AZZZ0PCB103]

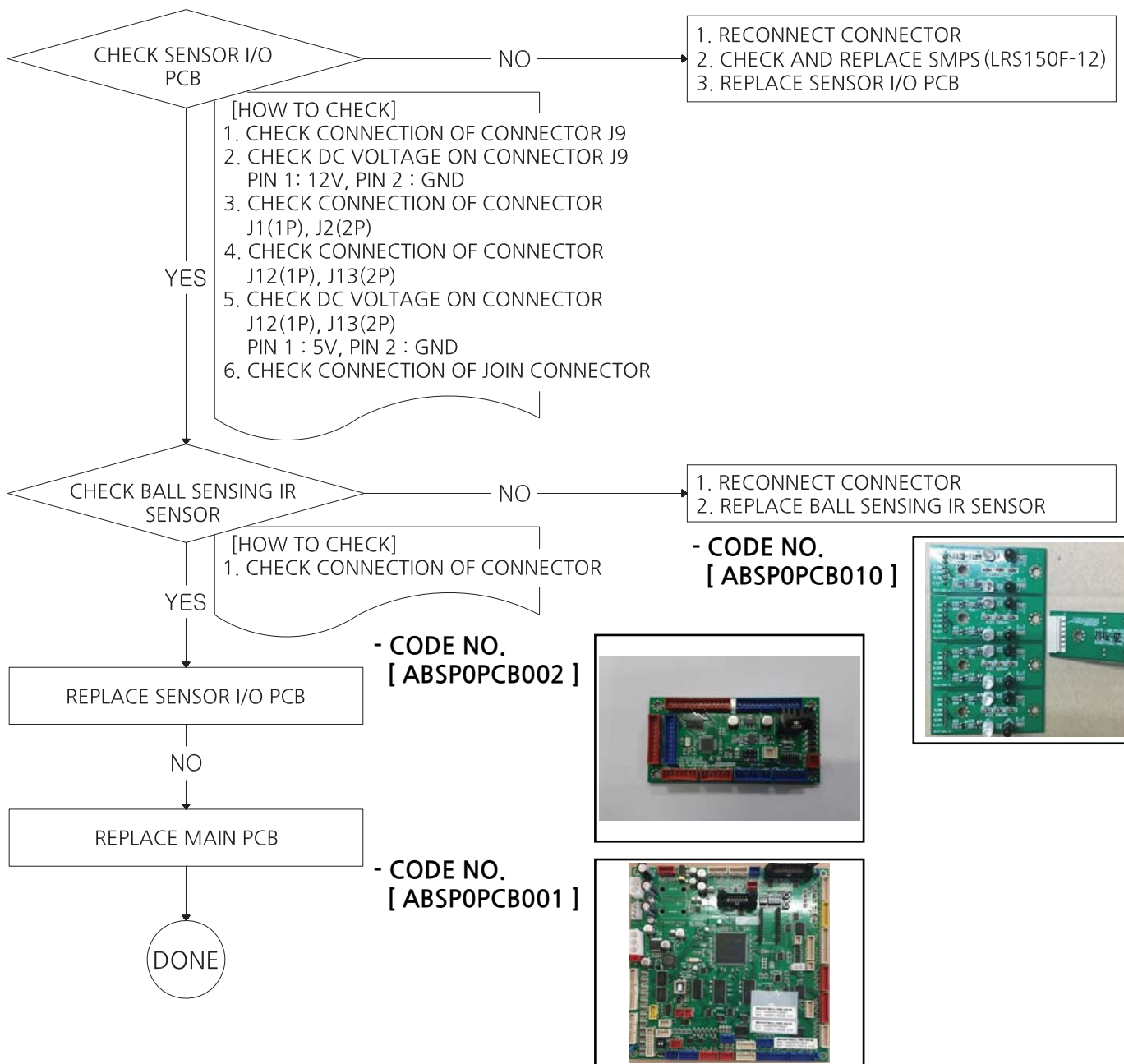


4-6. BALL SENSING IR SENSOR ERROR [Er6-3~4]

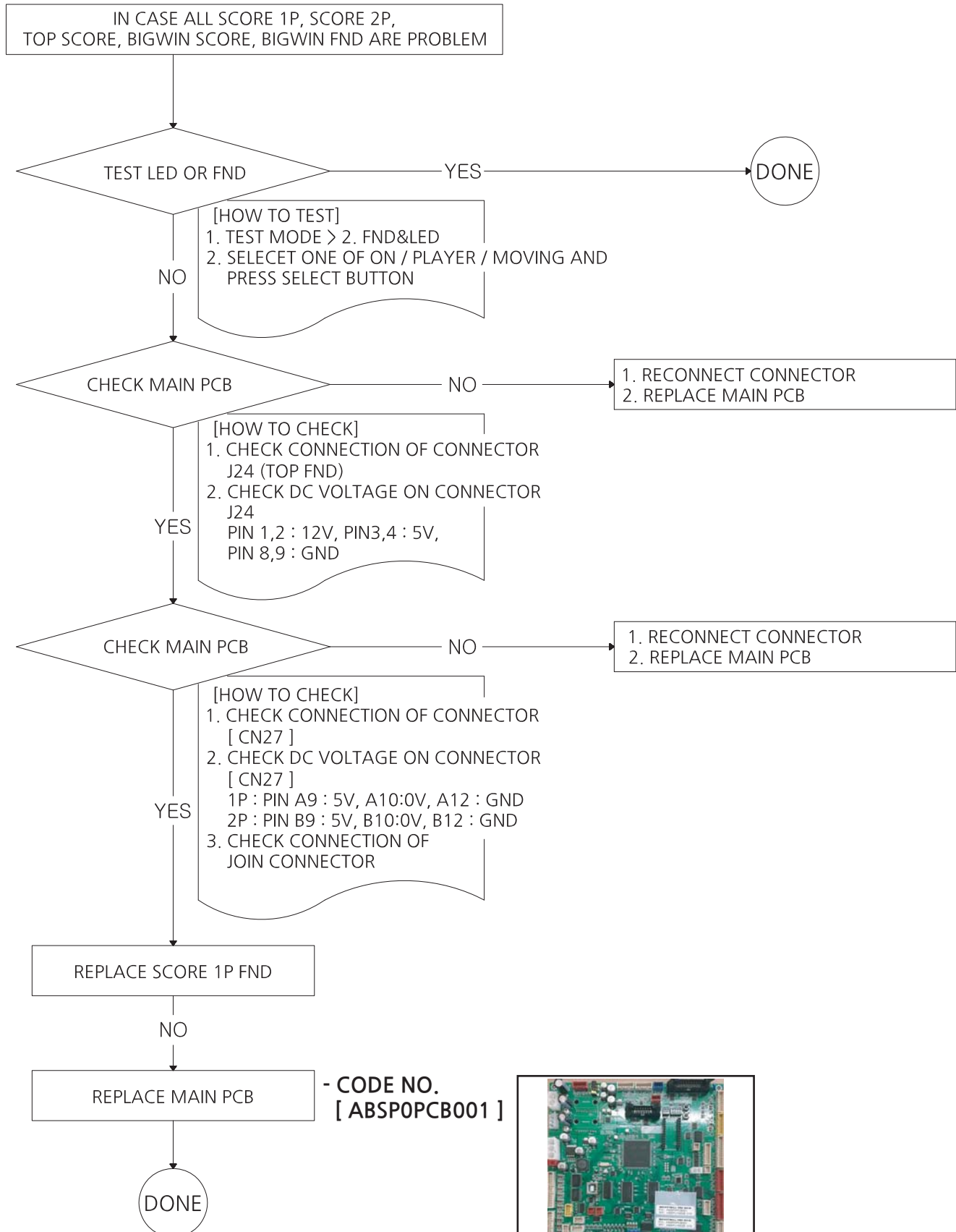
- IN CASE BALL SENSING IR SENSOR IS PROBLEM

BALL SENSING IR SENSOR

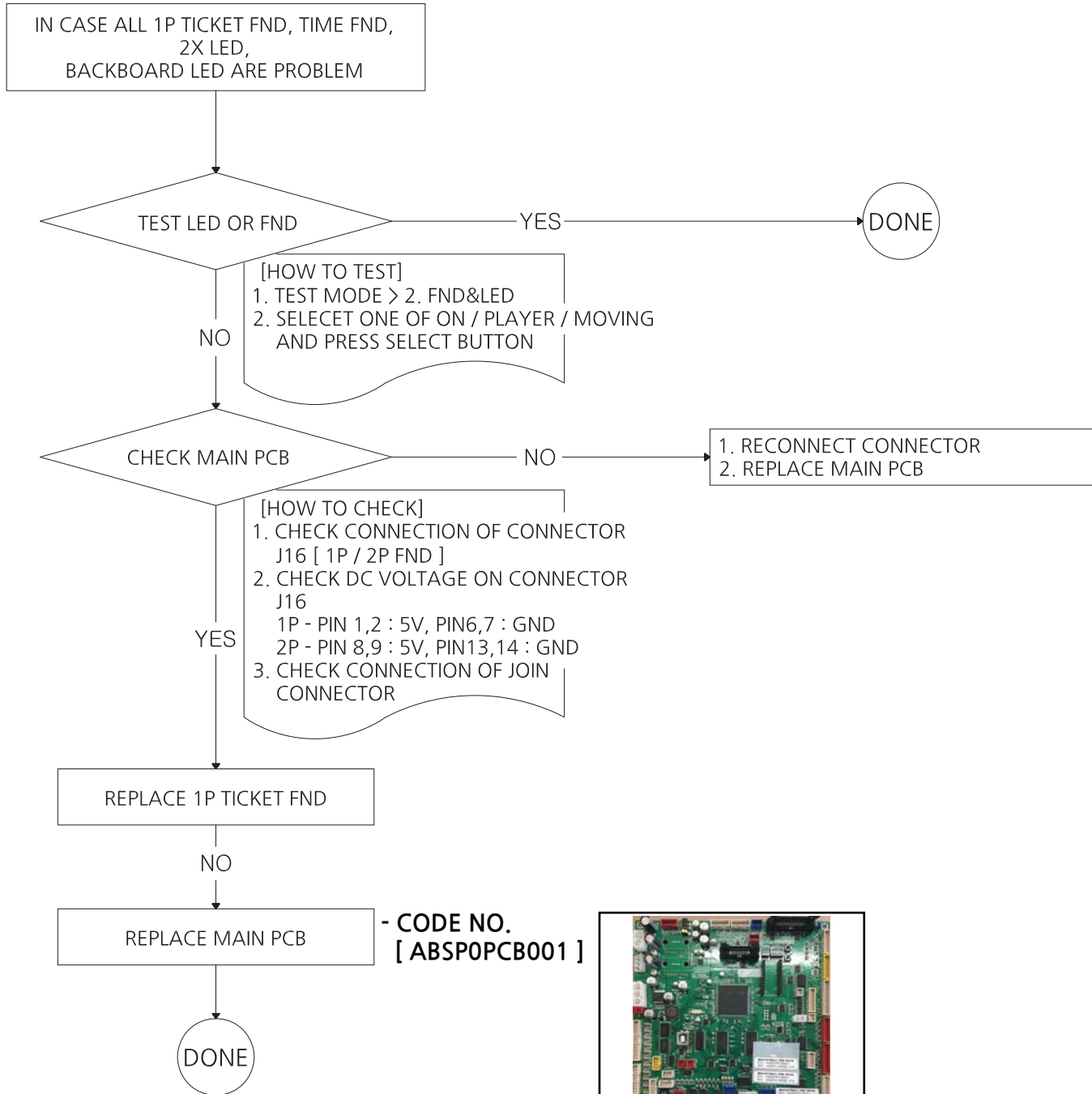




4-7. IN CASE ALL SCORE 1P, SCORE 2P, TOP SCORE, BIGWIN SCORE, BIGWIN FND ARE PROBLEM

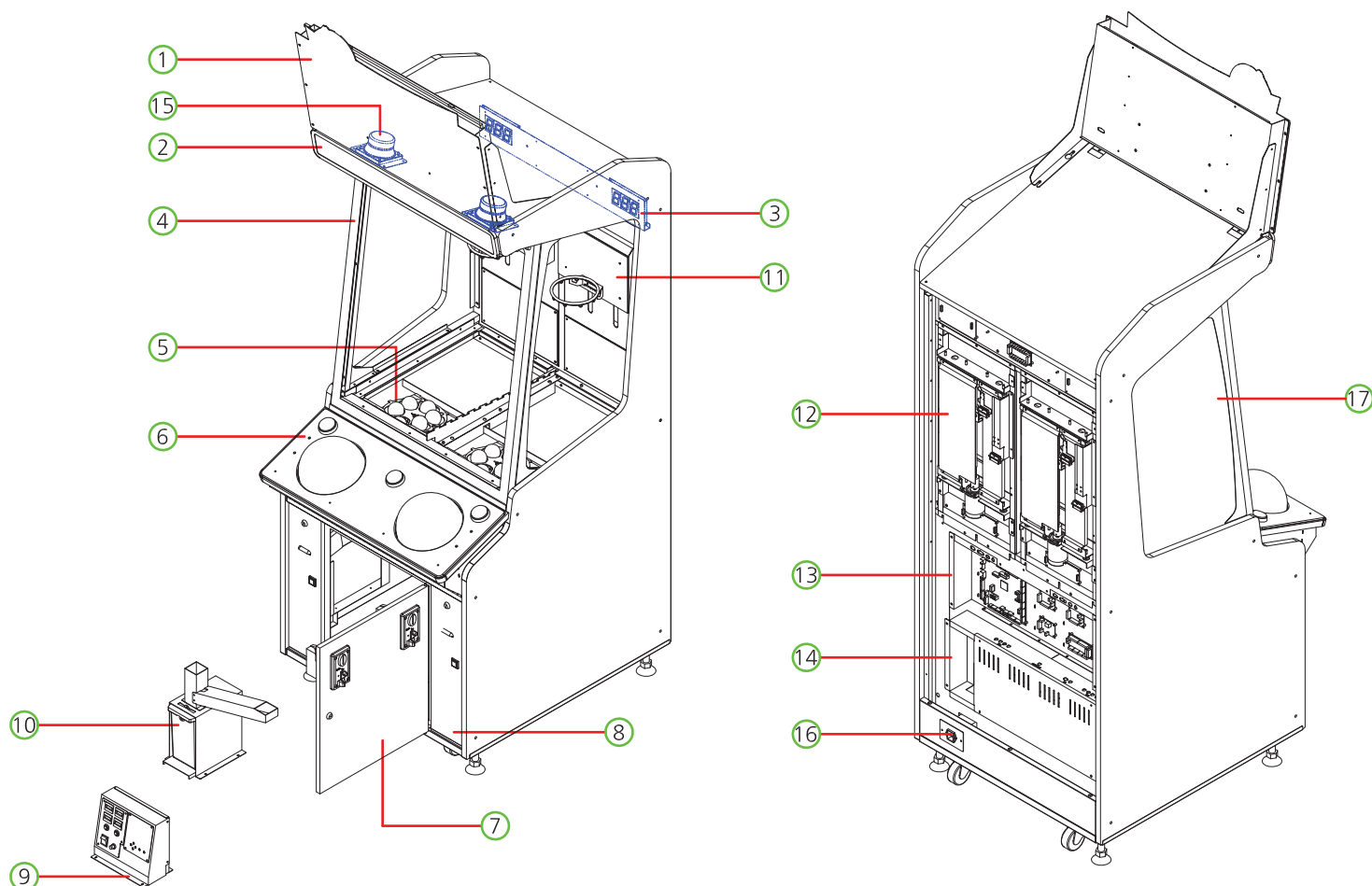


4-8. IN CASE ALL 1P TICKET FND, TIME FND, 2X LED, BACKBOARD LED ARE PROBLEM



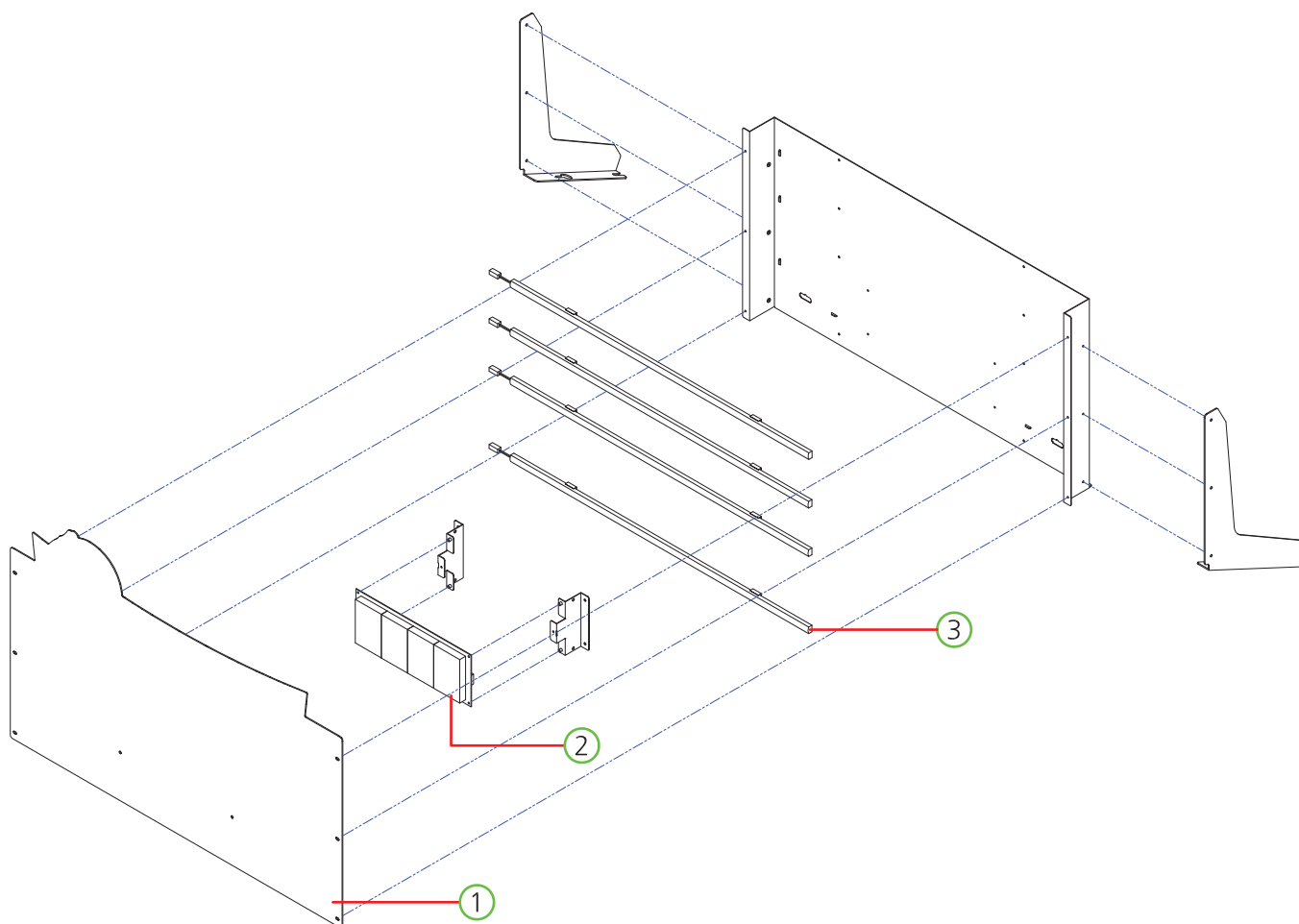
5. EXPLODED VIEW

5-1. MAIN CABINET PART



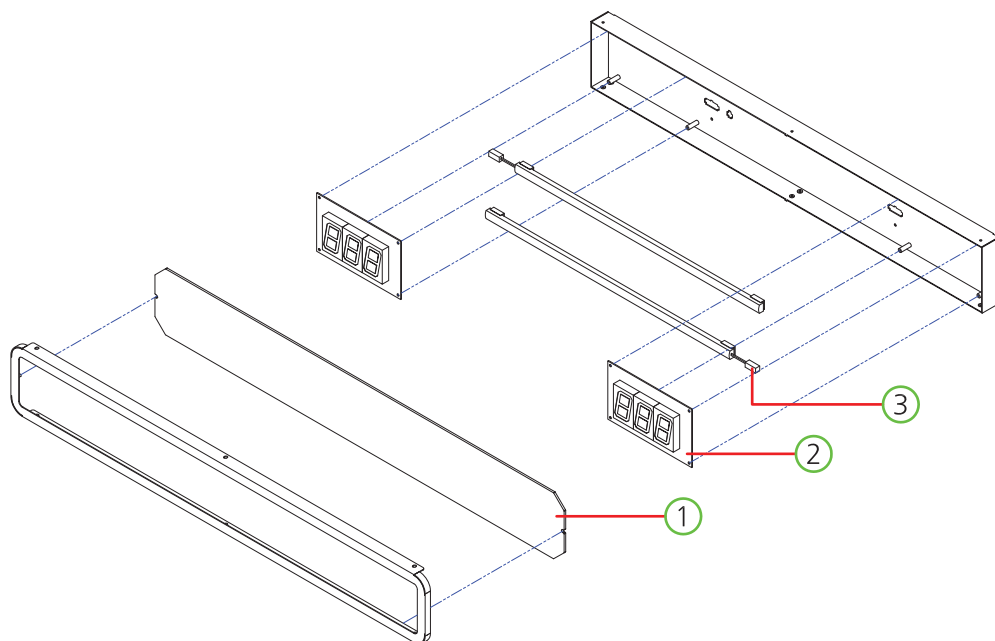
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD PART	-	1	-
2	HIGH SCORE FRAME PART	-	1	-
3	SCORE FND BKT PART	-	1	-
4	PLAY ZONE DOOR PART	-	1	-
5	BALL ROTATE PART	-	2	-
6	TABLE PART	-	1	-
7	FRONT DOOR PART	-	1	-
8	TICKET DISPENSER PART	-	2	-
9	SETUP PANEL PART	-	1	-
10	COIN BOX PART	-	1	-
11	GOAL POST 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	MBSP0GLA002

5-2. BILLBOARD PART



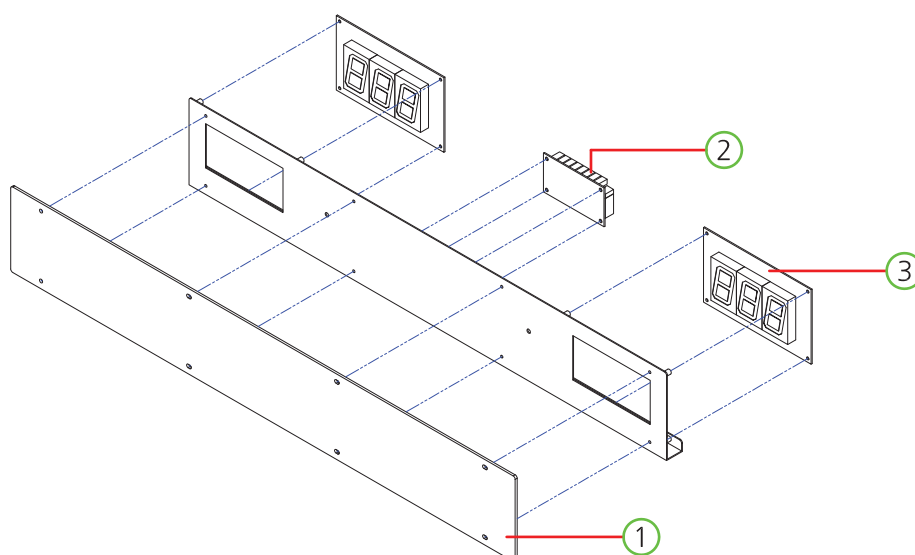
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN ACRYL	PET-2.0t	1	MBSP0ACR003
2	FND PCB ASS'Y	6390-4 (STRAIGHT)	1	AFND0PCB011
3	LED BAR 12V ASS'Y	710mm	4	AZZZ0PCB165

5-3. HIGH SCORE FRAME PART



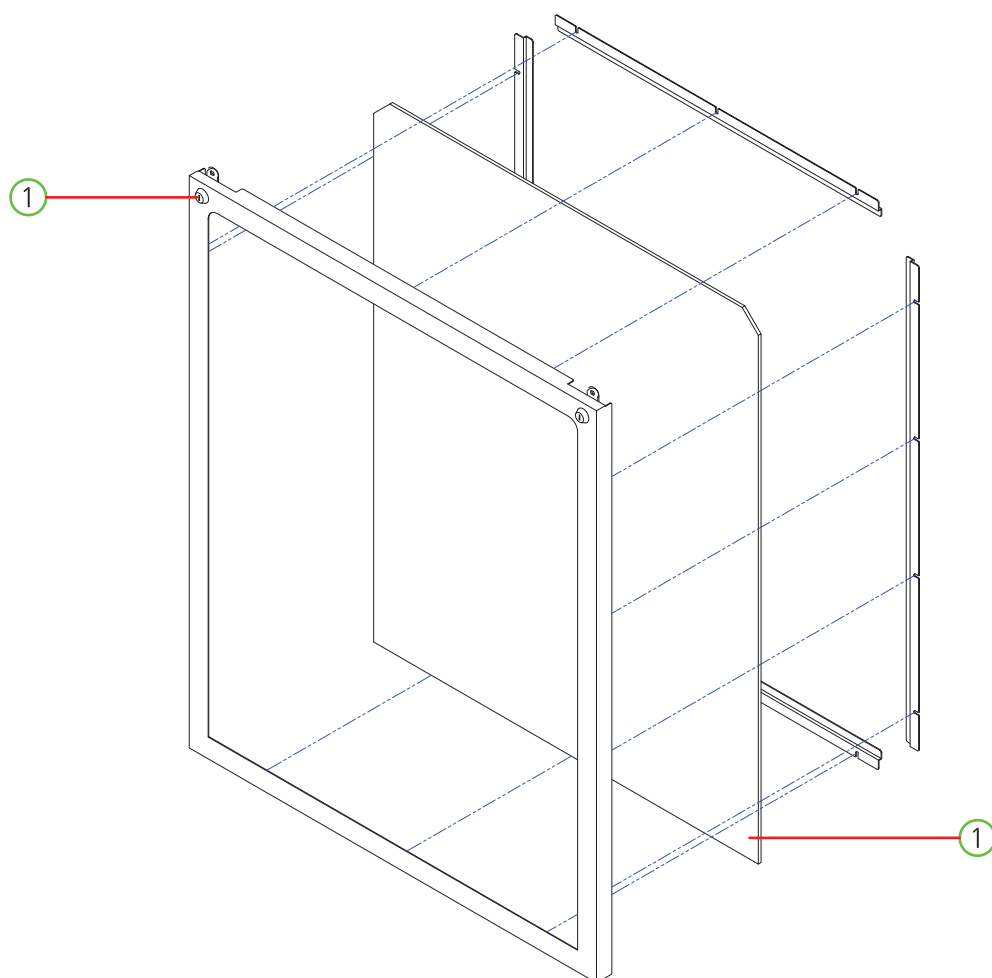
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	HIGH SCORE ACRYL	ACRYL-3.0t	1	MBSP0ACR004
2	BONUS FND PCB ASS'Y	SND1817	2	ASBP0PCB003
3	LED BAR 12V ASS'Y	460mm	2	AZZZ0PCB124

5-4. SCORE FND BKT PART



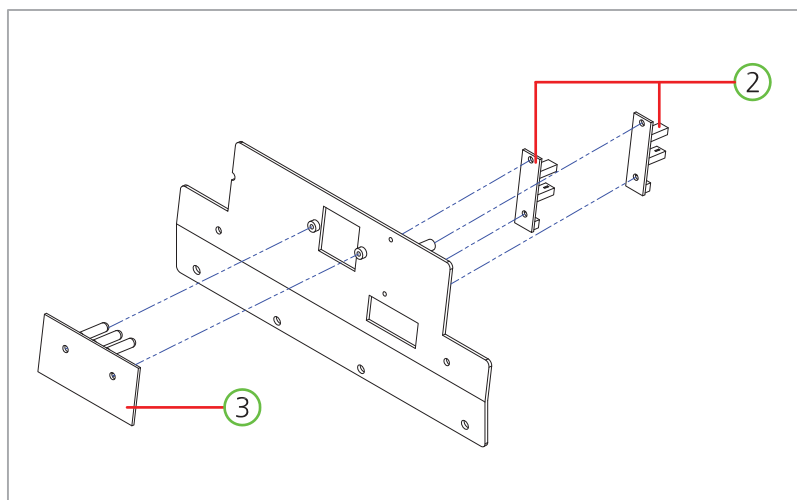
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SCORE BOARD ACRYL	ACRYL-3.0t	1	MBSP0ACR005
2	BASKETBALL PRO FND EXT IO PCB ASS'Y	-	1	ABSP0PCB005
3	BONUS FND PCB ASS'Y	-	2	ASBP0PCB003

5-5. PLAY ZONE DOOR PART

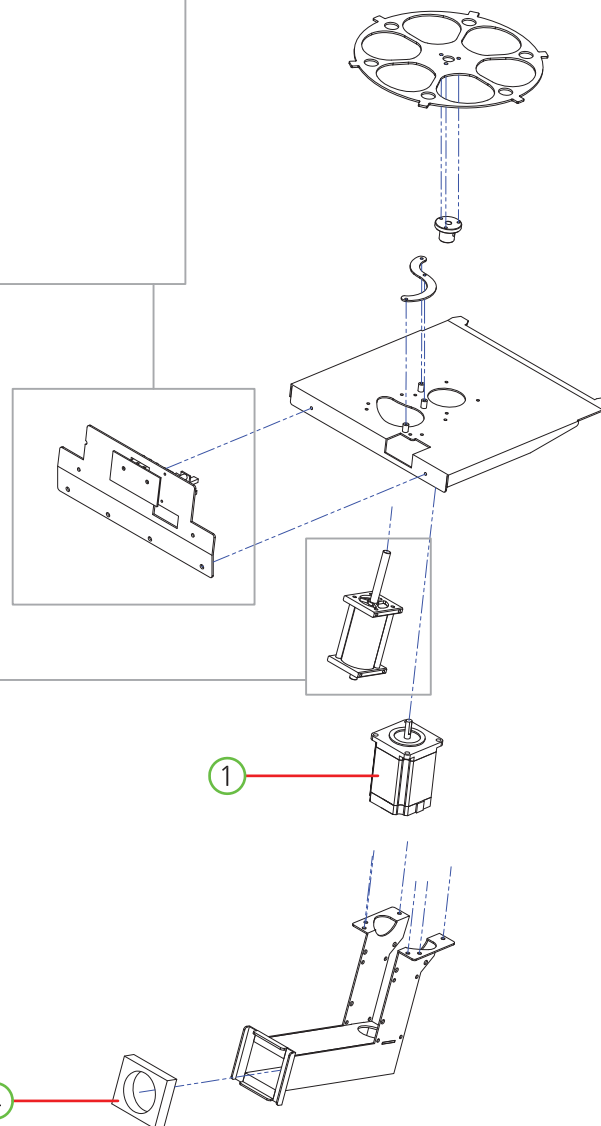
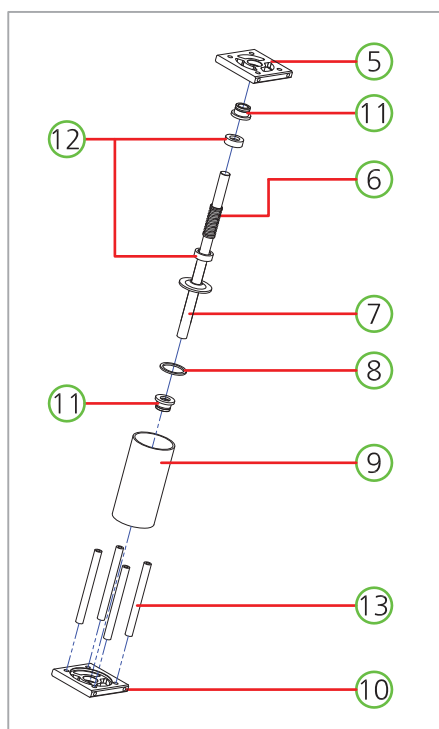


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PLAY ZONE DOOR GLASS	GLASS-5.0t	1	MBSP0GLA001
2	KEY ASS'Y	-	2	MZZZ0KEY076

5-6. BALL ROTATE PART

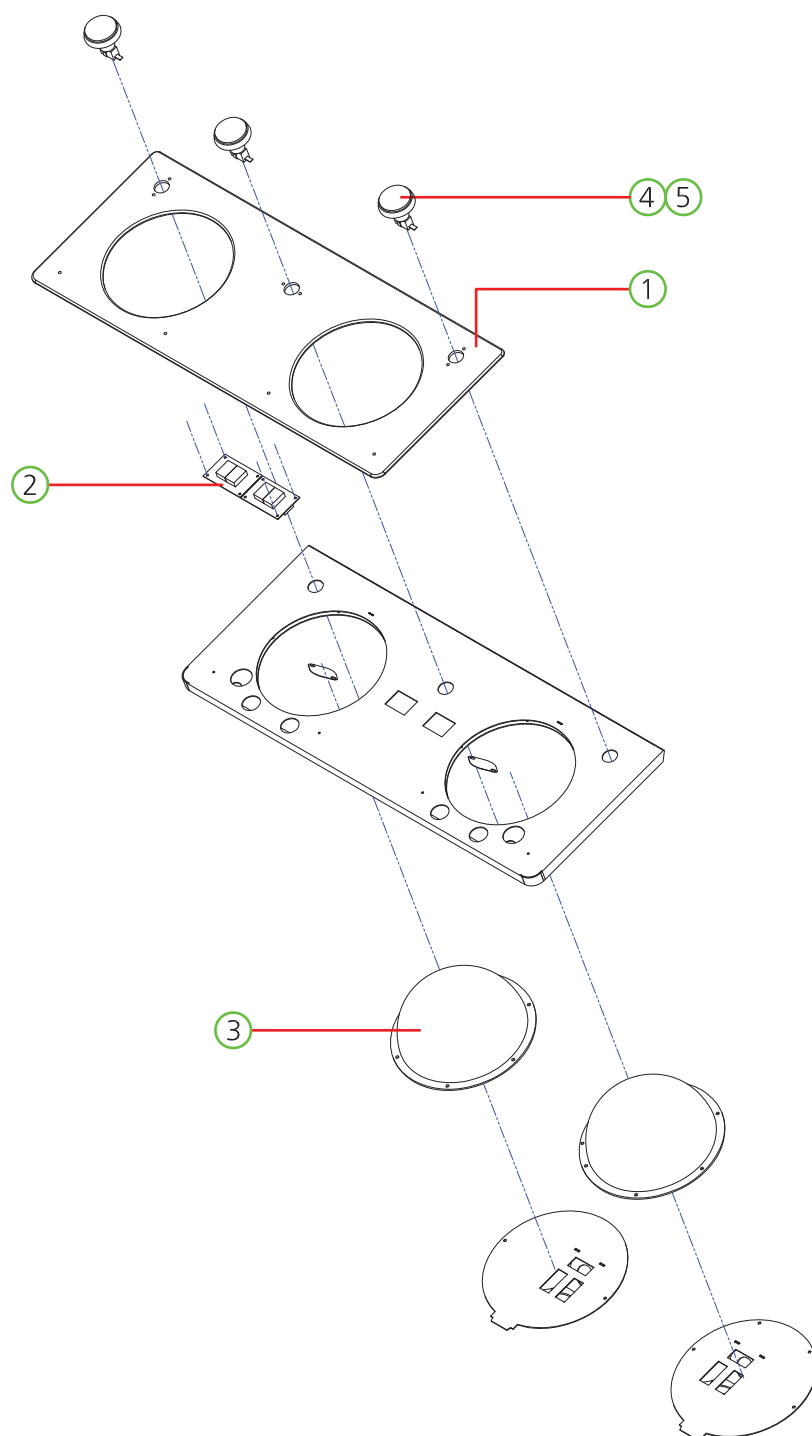


* ABSP0ASS007 : BALL SHOOTER CYLINDER ASS'Y



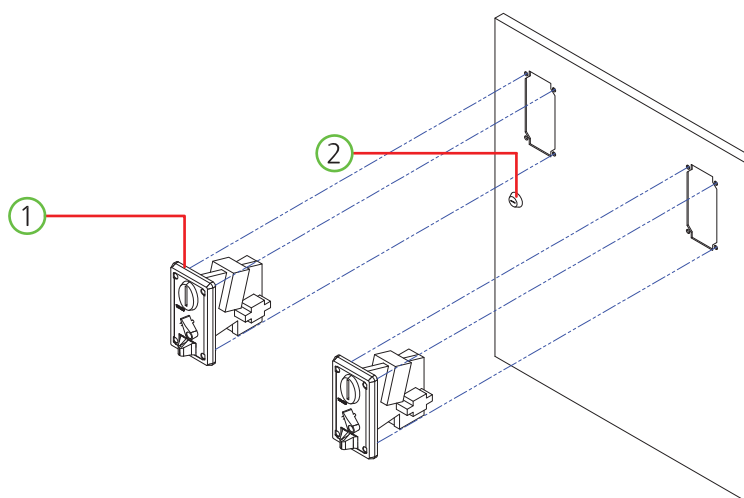
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	STEPPING MOTOR	4S56Q-04054S	1	MZZZ0MOT144
2	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	2	AZZZ0PCB103
3	BASKETBALL PRO 4 IR-PCB ASS'Y	-	1	ABSP0PCB010
4	BALL SHOOTER SPONGE	-	1	MBSP0SPO001
5	BALL SHOOTER PIPE FIX BKT	Al6061	1	MBSP0PRO013
6	CYLINDER SPRING	-	1	MBSP0SPR001
7	BALL TARGET SHAFT	Al6061	1	MBSP0PRO005
8	O RING	S10 (Φ9.5/1.5T)	1	MZZZ0ORI008
9	AIR CYLINDER PIPE	PC PIPE (Φ35 1.5T)	1	MBSP0PRO001
10	BALL SHOOTER PIPE FIX LOWER BKT	Al6061	1	MBSP0PRO004
11	BALL SHOOTER BUSH	ACETAL	2	MBSP0PRO010
12	CYLINDER SPRING COVER ACETAL	ACETAL	2	MBSP0PRO014
13	CYLINDER SPACER	STS304	4	MBSP0PRO011

5-7. PUSH TABLE COVER PART



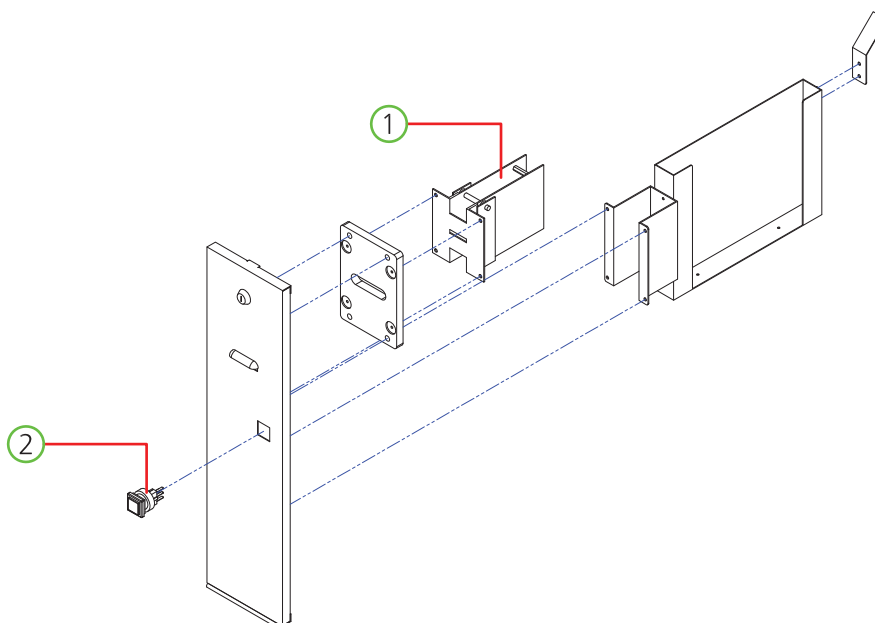
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TABLE MAIN ACRYL	ACRYL-5.0t	1	MBAP0ACR007
2	FND PCB ASS'Y	-	2	AFND0PCB001
3	BASKET BALL PUSH RUBBER	-	2	MBSP0RUB001
4	BUTTON SWITCH	AMIPB-60HR-W12D	3	MZZZ0BUT054
5	HOLDER ASS'Y	-	3	MZZZ0BUT103

5-8. FRONT DOOR PART



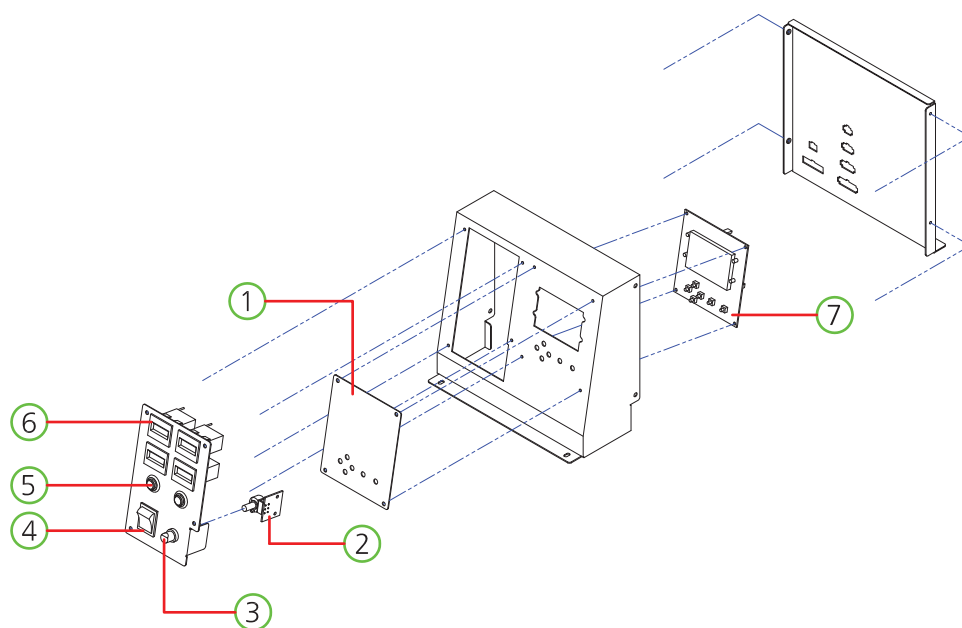
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN SELECTOR	TW-389	2	MZZZ0COS052
2	KEY ASS'Y	-	1	MZZZ0KEY076

5-9. TICKET DISPENSER 1P PART



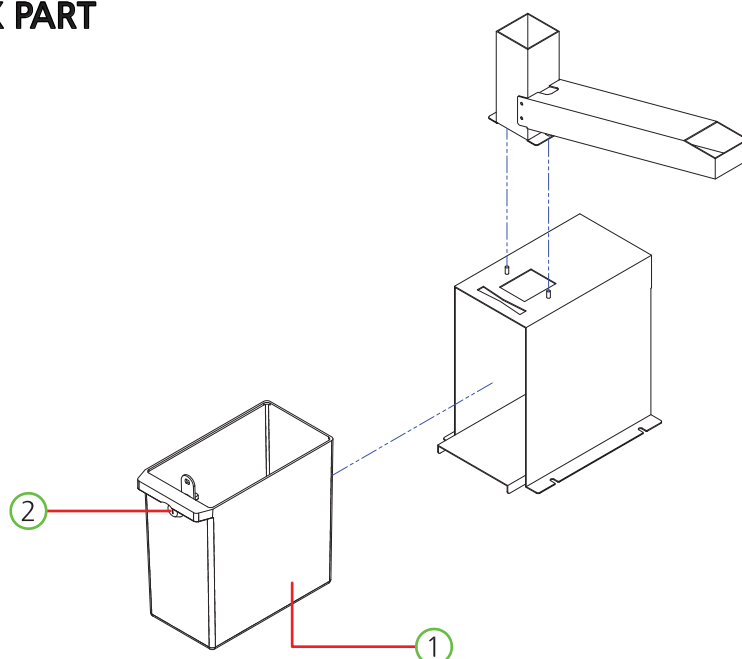
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSER	CLE CL-002Q_270	1	MZZZ0TID010
2	BUTTON SWITCH	TICKET AM1PB-26SH R12D	1	MMUM0BUT002

5-10. SETUP PANEL PART



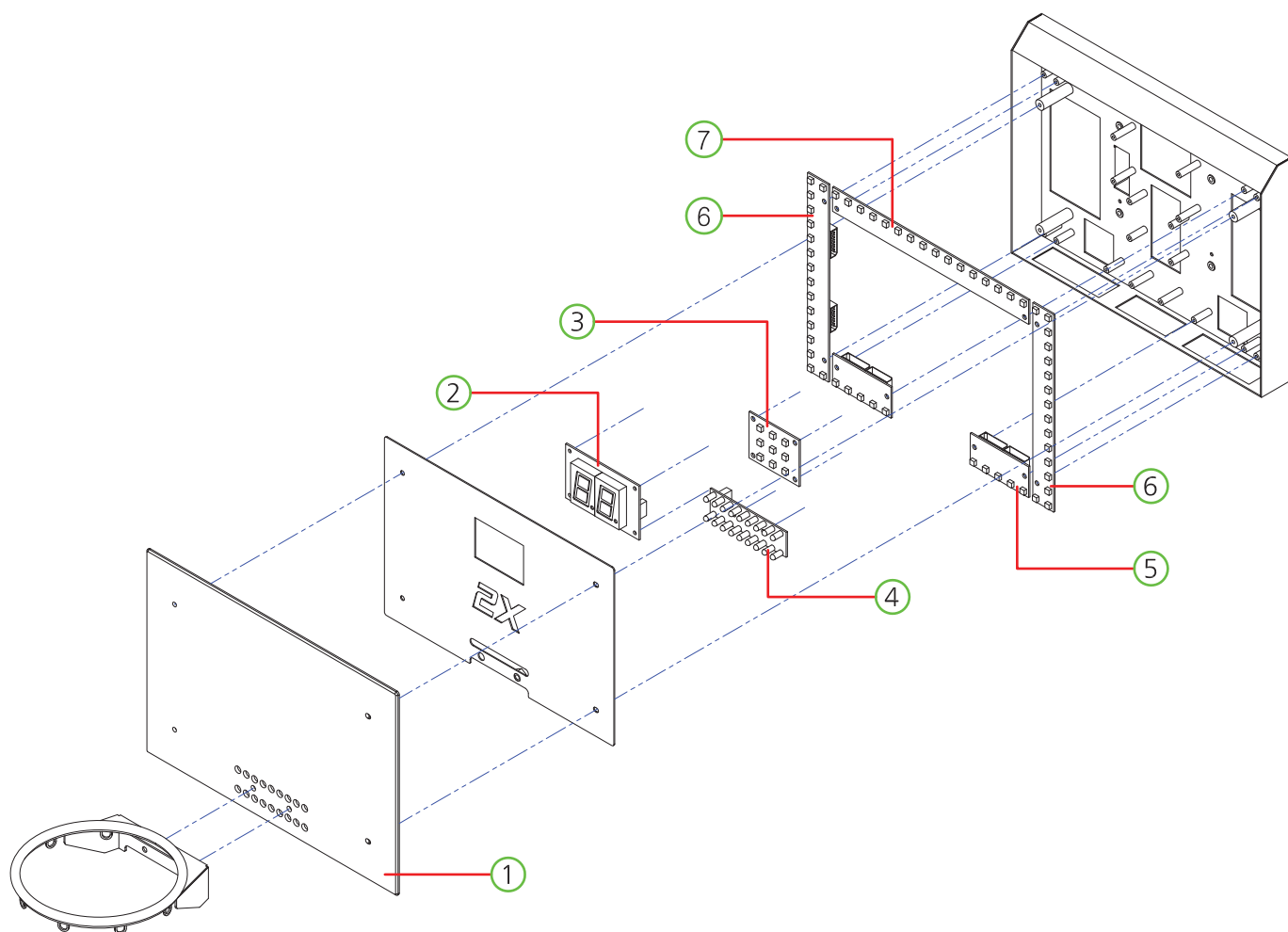
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CONTROL PANEL COVER ACRYL	PET-1.0t	1	MDM30ACR031
2	VOLUME PCB ASS'Y	1 VOLUME	1	AHM20PCB016
3	VOLUME KNOB	-	1	MELE0VOL007
4	ROCKER SWITCH	R595KDF	1	MELE0SWI021
5	PUSH BUTTON SWITCH	DS-412R ROSH	2	MELE0PUS006
6	COUNTER	OA127CL	4	MZZZ0COU002
7	SETUP LCD PCB ASS'Y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

5-11. COIN BOX PART



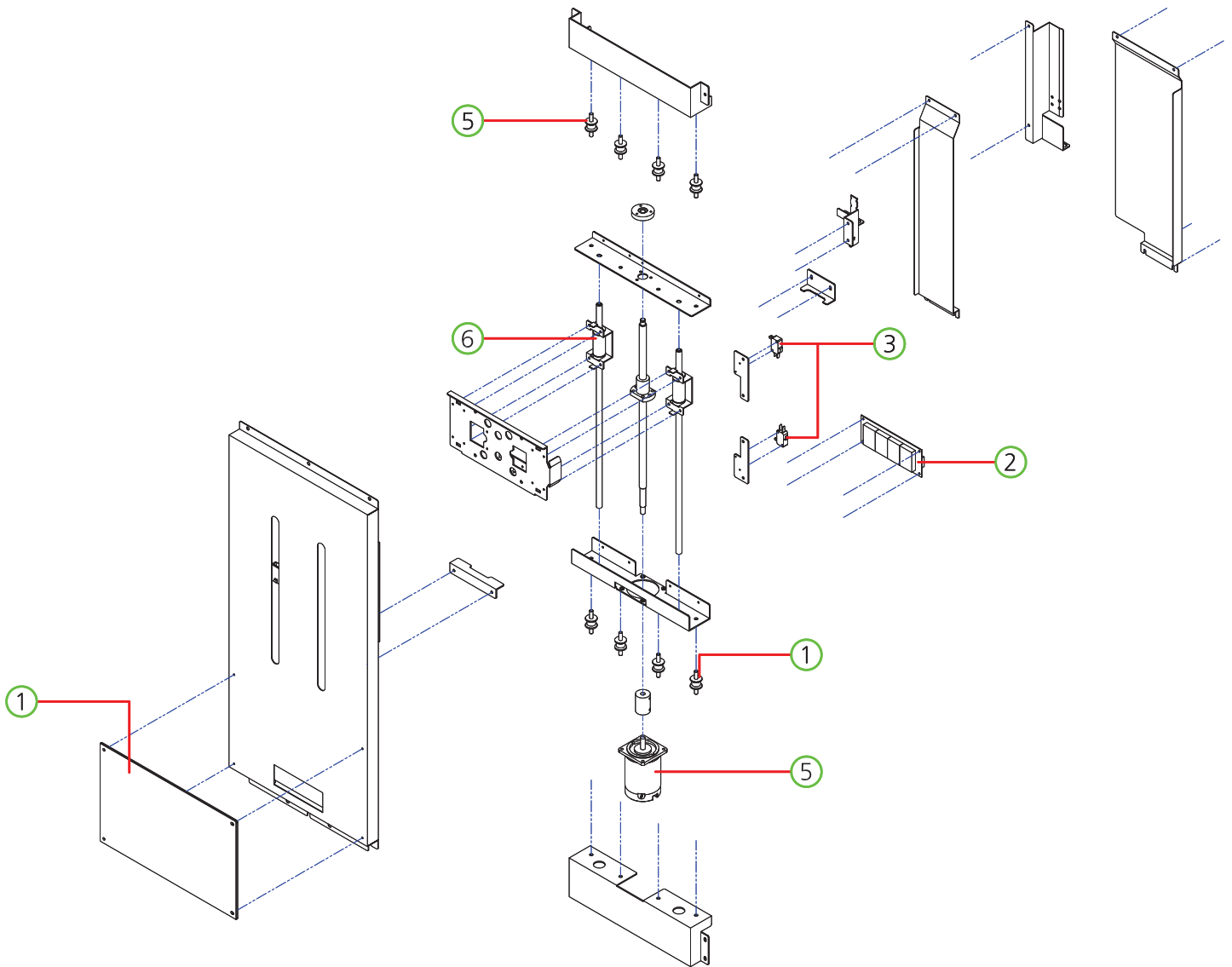
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN BOX SMALL	-	1	MDRE0PLA007
2	KEY ASS'Y	6001	1	MZZZ0KEY075

5-12. GOAL POST PART



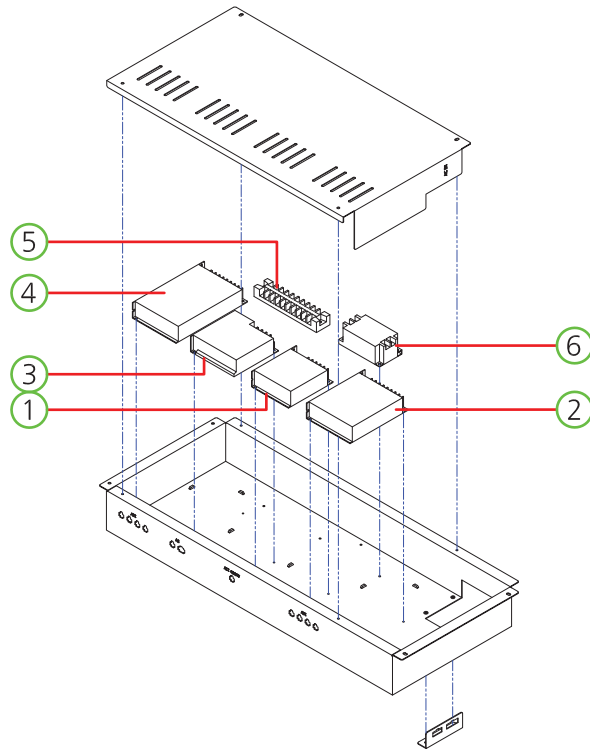
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BASKET MOVING BACKBOARD ACRYL	ACRYL-3t	1	MBSP0ACR002
2	FND PCB ASS'Y	2941-2 (ANGLE)	1	AFND0PCB015
3	BASKETBALL PRO 2X TIME LED80 PCB ASS'Y	80 x 48 RED 16EA	1	ABSP0PCB009
4	BASKETBALL PRO 18 IR-PCB ASS'Y	70 x 35 SI5312/ST5811 18R	1	ABSP0PCB012
5	BASKETBALL PRO BACKBOARD 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



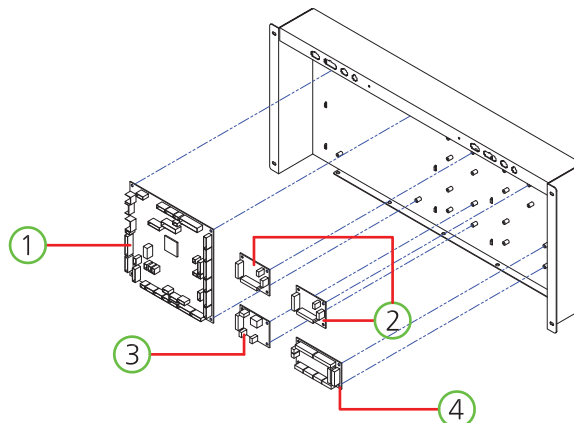
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	HOW TO PLAY ACRYL	ACRYL-3.0t	1	MBSP0ACR001
2	FND PCB ASS'Y	2941-4 (STRAIGHT)	1	AFND0PCB004
3	MICRO SWITCH	GSMV1651A2	2	MELE0MIC021
4	MOTOR	K6DS30N2-SA_60 DC24V 30W_2000RPM_2.5	1	MZZZ0MOT143
5	VIBRATION PROOF RUBBER BOLT	Ø20X16MM M6 20MM_B	8	MZZZ0RUB009
6	LM BEARING BUSH	LM12LUU	2	MZZZ0BEA127

5-14. POWER BOX PART



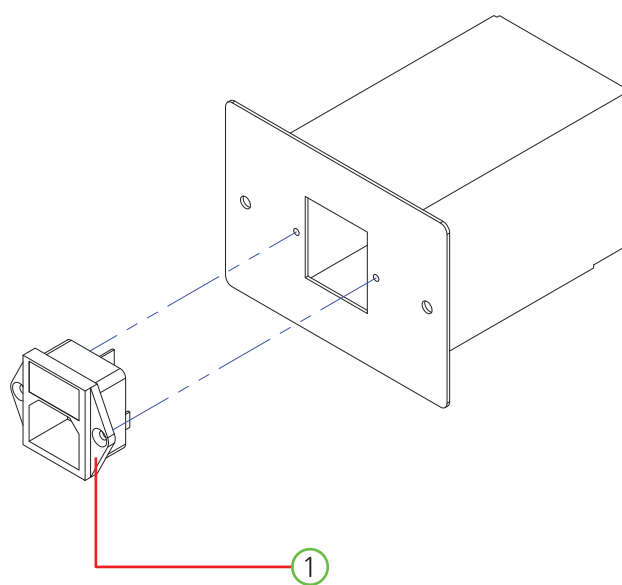
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	LRS 100-24	1	MELE0SMP080
2	POWER SMPS	LRS 50_12	1	MELE0SMP082
3	POWER SMPS	LRS 75_5	1	MELE0SMP094
4	POWER SMPS	LRS 150F_12	1	MELE0SMP090
5	TERMINAL BLOCK	250V 10P UL_CE	1	MELE0TEB003
6	NOISE FILTER	RNS-2010	1	MELE0NOI009

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

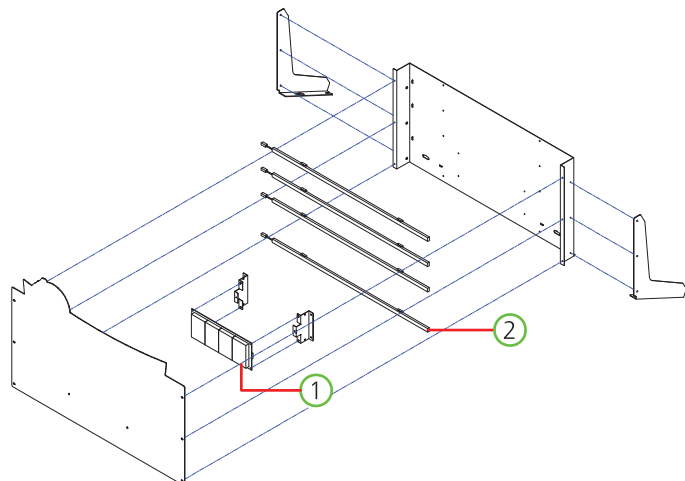
5-16. AC INPUT PART



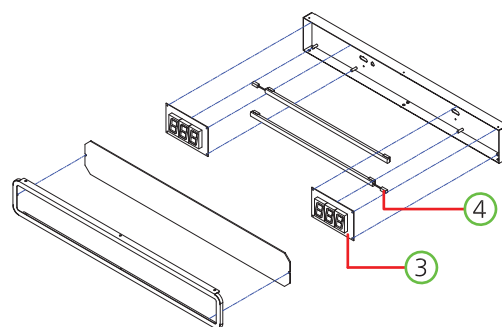
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT	DAC-13H	1	MELE0SWI015

6. PART PICTURE

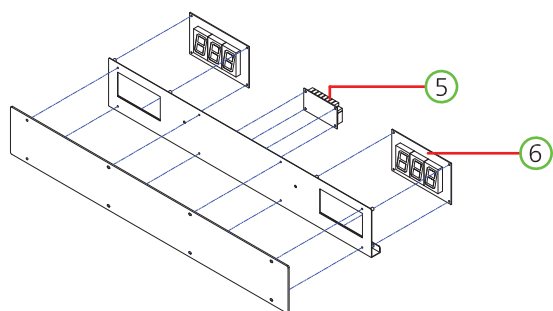
- BILLBOARD PART



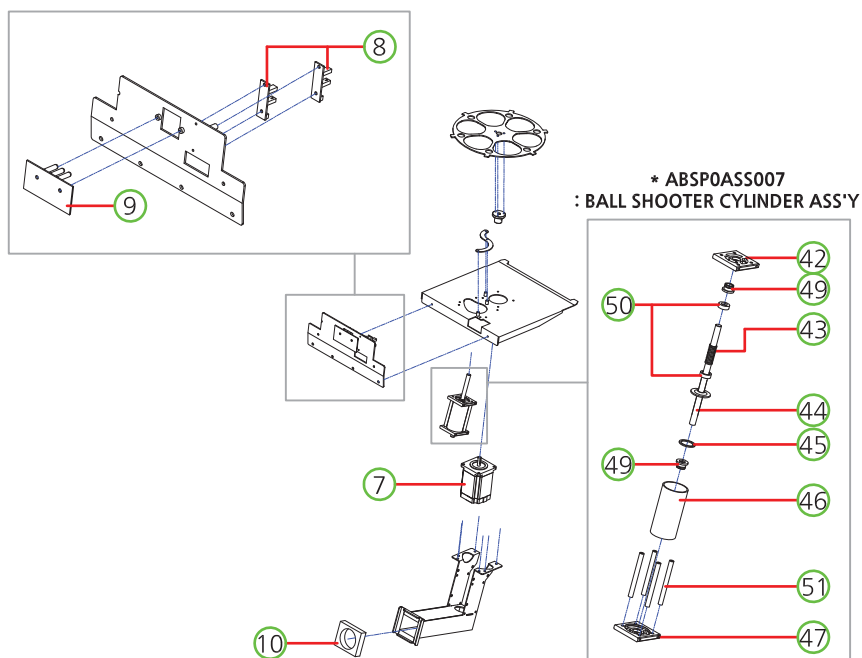
- HIGH SCORE FRAME PART



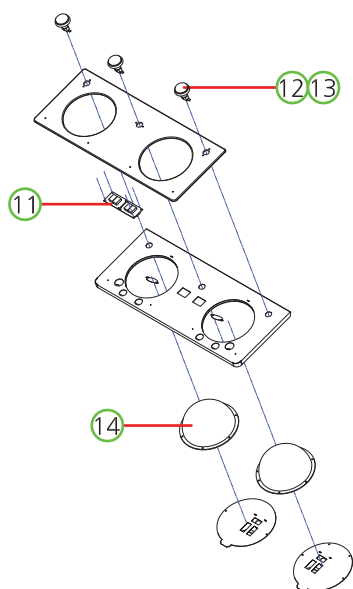
- SCORE FND BKT PART



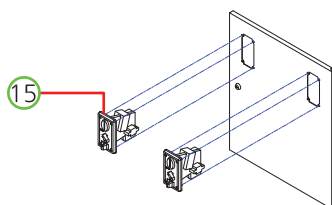
- BALL ROTATE PART



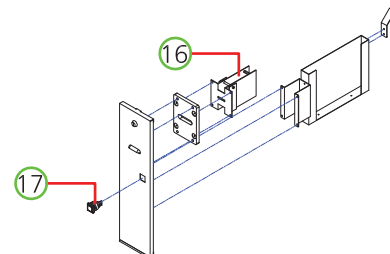
- PUSH TABLE COVER PART



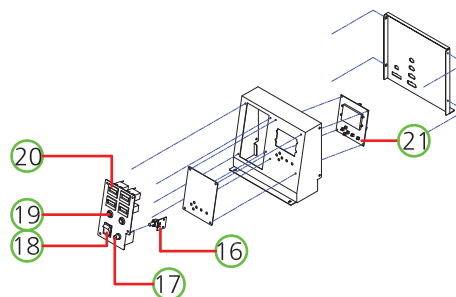
- FRONT DOOR PART



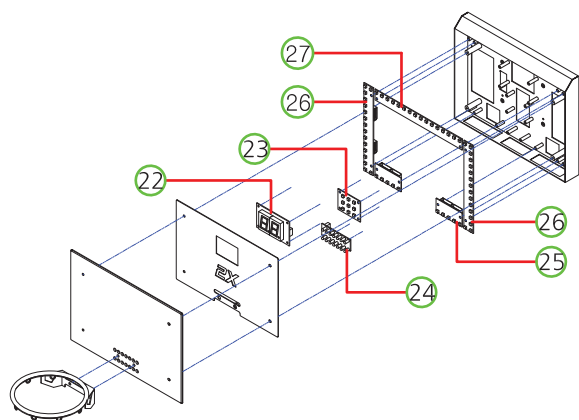
- TICKET DISPENSER PART



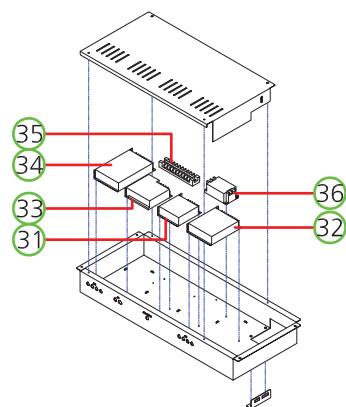
- SETUP PANEL PART



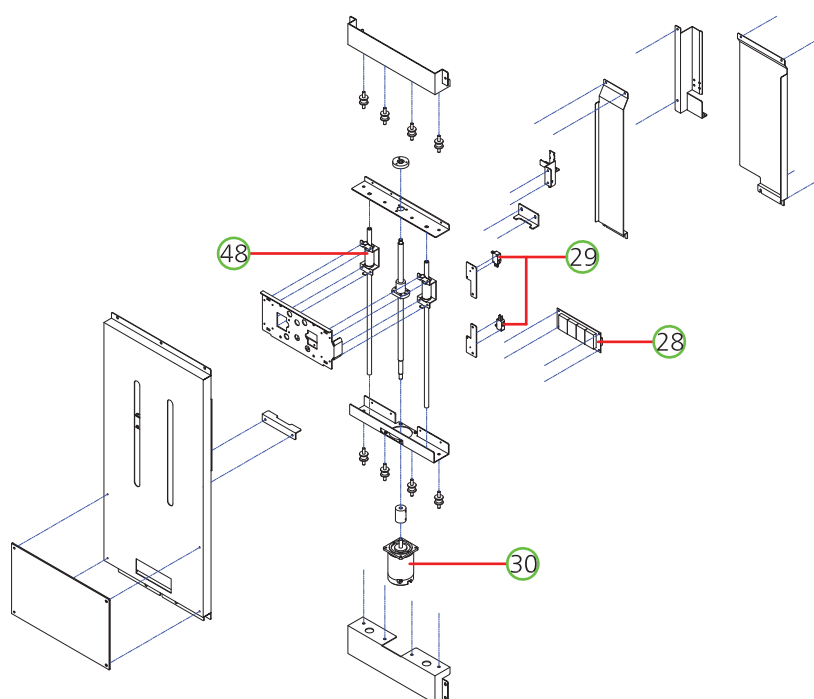
- GOAL POST PART



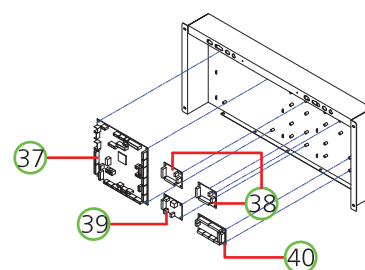
- POWER BOX PART



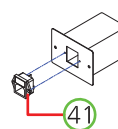
- BASKET MOVING PART



- 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	-	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	-	2	AFND0PCB001		○
⑫	○	BUTTON SWITCH	AMIPB-60HR-W12D	3	MZZZ0BUT054	N / A	N / A
⑬	○	HOLDER ASS'Y	-	3	MZZZ0BUT103	N / A	N / A
⑭	○	BASKET BALL PUSH RUBBER	-	2	MBSP0RUB001	N / A	N / A
⑮	○	COIN SELECTOR	TW-389	2	MZZZ0COS052	N / A	N / A
⑯	○	VOLUME PCB ASS'Y	1 VOLUME	1	AHM20PCB016		○
⑰	○	VOLUME KNOB	-	1	MELE0VOL007	N / A	N / A
⑱	○	ROCKER SWITCH	R595KDF	1	MELE0SWI021	N / A	N / A
⑲	○	PUSH BUTTON SWITCH	DS-412R ROSH	2	MELE0PUS006	N / A	N / A
⑳	○	COUNTER	OA127CL	4	MZZZ0COU002	N / A	N / A
㉑	○	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113		○
㉒	○	FND PCB ASS'Y	2941-2 (ANGLE)	1	AFND0PCB015		○
㉓	○	2X TIME LED80 PCB ASS'Y	80 x 48 RED 16EA	1	ABSP0PCB009		○
㉔	○	14 IR-PCB ASS'Y	70 x 35 SI5312/ST5811 14R	1	ABSP0PCB012		○
㉕	○	BACKBOARD LED70 PCB ASS'Y	70 x 33 RGB 5EA	2	ABSP0PCB008		○
㉖	○	BACKBOARD LED205 PCB ASS'Y	205 x 25 RGB 16EA	2	ABSP0PCB007		○
㉗	○	BACKBOARD LED235 PCB ASS'Y	235 x 25 RGB 16EA	1	ABSP0PCB006		○
㉘	○	FND PCB ASS'Y	2941-4 (STRAIGHT)	1	AFND0PCB004		○
㉙	○	MICRO SWITCH	GSMV1651A2	2	MELE0MIC021	N / A	N / A
㉚	○	MOTOR	K6DS30N2-SA_60 DC24V 30W_2000RPM_2.5	1	MZZZ0MOT143	○	
㉛	○	POWER SMPS	LRS 100-24	1	MELE0SMP080		○
㉜	○	POWER SMPS	LRS 50_12	1	MELE0SMP082		○
㉝	○	POWER SMPS	LRS 75_5	1	MELE0SMP094		○
㉞	○	POWER SMPS	LRS 150F_12	1	MELE0SMP090		○
㉟	○	TERMINAL BLOCK	250V 10P UL_CE	1	MELE0TEB003	N / A	N / A
㊱	○	NOISE FILTER	RNS-2010	1	MELE0NOI009	N / A	N / A
㊲	○	MAIN PCB ASS'Y	-	1	ABSP0PCB001		○
㊳	○	STEPPING MOTOR PCB ASS'Y	65 x 50 TB6560AHQ - 1CH	2	ABSP0PCB004		○
㊴	○	DC MOTOR PCB ASS'Y	65 x 50 L6205 - 2CH	1	ABSP0PCB003		○
㊵	○	SEN IO PCB ASS'Y	55 x 100 ATMEGA8A - IR	1	ABSP0PCB002		○
㊶	○	AC INPUT	DAC-13H	1	MELE0SWI015	N / A	N / A

NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
42	○	BALL SHOOTER PIPE FIX BKT	Al6061	1	MBSP0PRO013	N / A	N / A
43	○	CYLINDER SPRING	-	1	MBSP0SPR001	N / A	N / A
44	○	BALL TARGET SHAFT	Al6061	1	MBSP0PRO005	N / A	N / A
45	○	O RING	S10 (Ø9.5/1.5T)	1	MZZZ0ORI008	N / A	N / A
46	○	AIR CYLINDER PIPE	PC PIPE (Ø35 1.5T)	1	MBSP0PRO001	N / A	N / A
47	○	BALL SHOOTER PIPE FIX LOWER BKT	Al6061	1	MBSP0PRO004	N / A	N / A
48	○	LM BEARING BUSH	LM12LUU	2	MZZZ0BEA127	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	MBSP0SPO001	AFND0PCB001	MZZZ0BUT054

13	14	15	16	17	18
MZZZ0BUT103	MBSP0RUB001	MZZZ0COS052	AHM20PCB016	MELE0VOL007	MELE0SWI021

19	20	21	22	23	24
MELE0PUS006	MZZZ0COU002	AZZZ0PCB113	AFND0PCB015	ABSP0PCB009	ABSP0PCB012

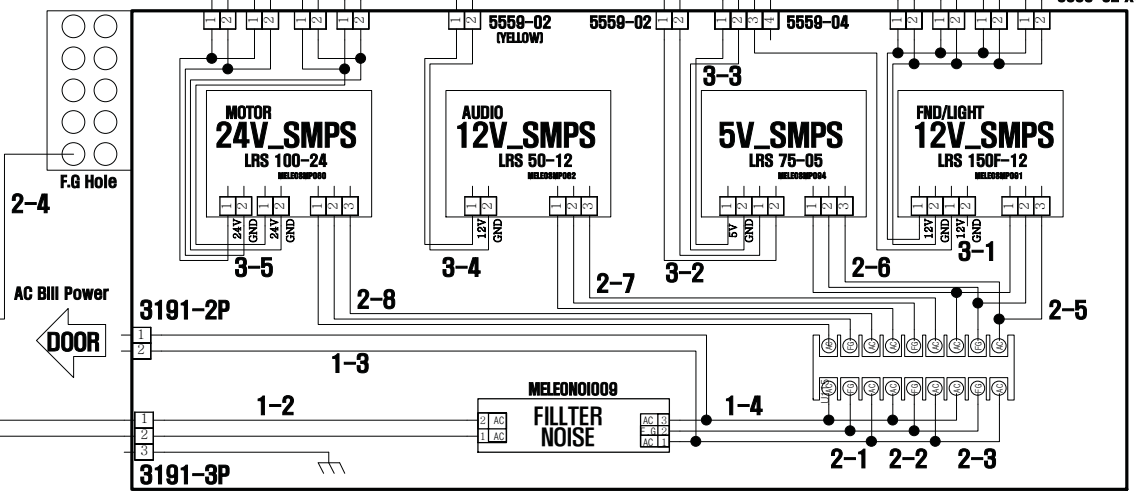
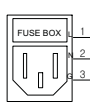
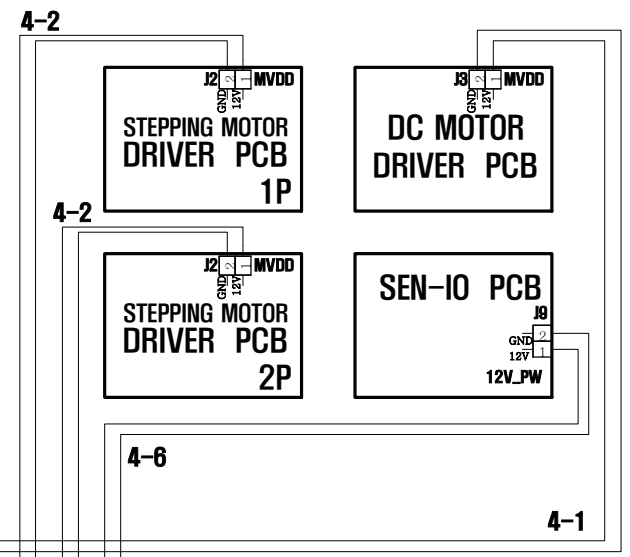
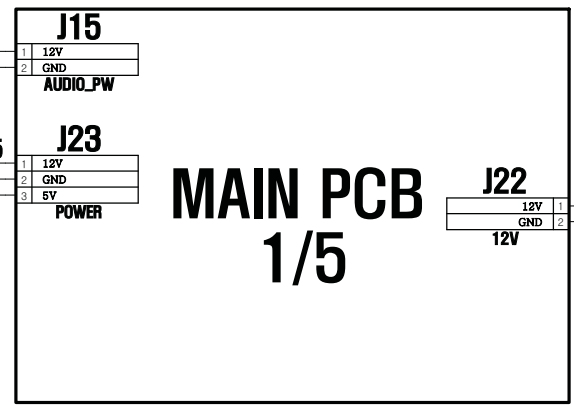
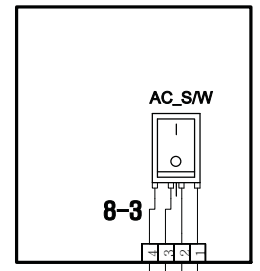
25	26	27	28	29	30
ABSP0PCB008	ABSP0PCB007	ABSP0PCB006	AFND0PCB004	MELE0MIC021	MZZZ0MOT143

31	32	33	34	35	36
MELE0SMP080	MELE0SMP082	MELE0SMP094	MELE0SMP090	MELE0TEB003	MELE0NOI009

37	38	39	40	41	42
					
ABSP0PCB001	ABSP0PCB004	ABSP0PCB003	ABSP0PCB002	MELE0SWI015	MBSP0PRO013
43	44	45	46	47	48
					
MBSP0SPR001	MBSP0PRO005	MZZZ0ORI008	MBSP0PRO001	MBSP0PRO004	MZZZ0BEA127

MARK	DATE	REVISION

SETUP BOX ASS'Y

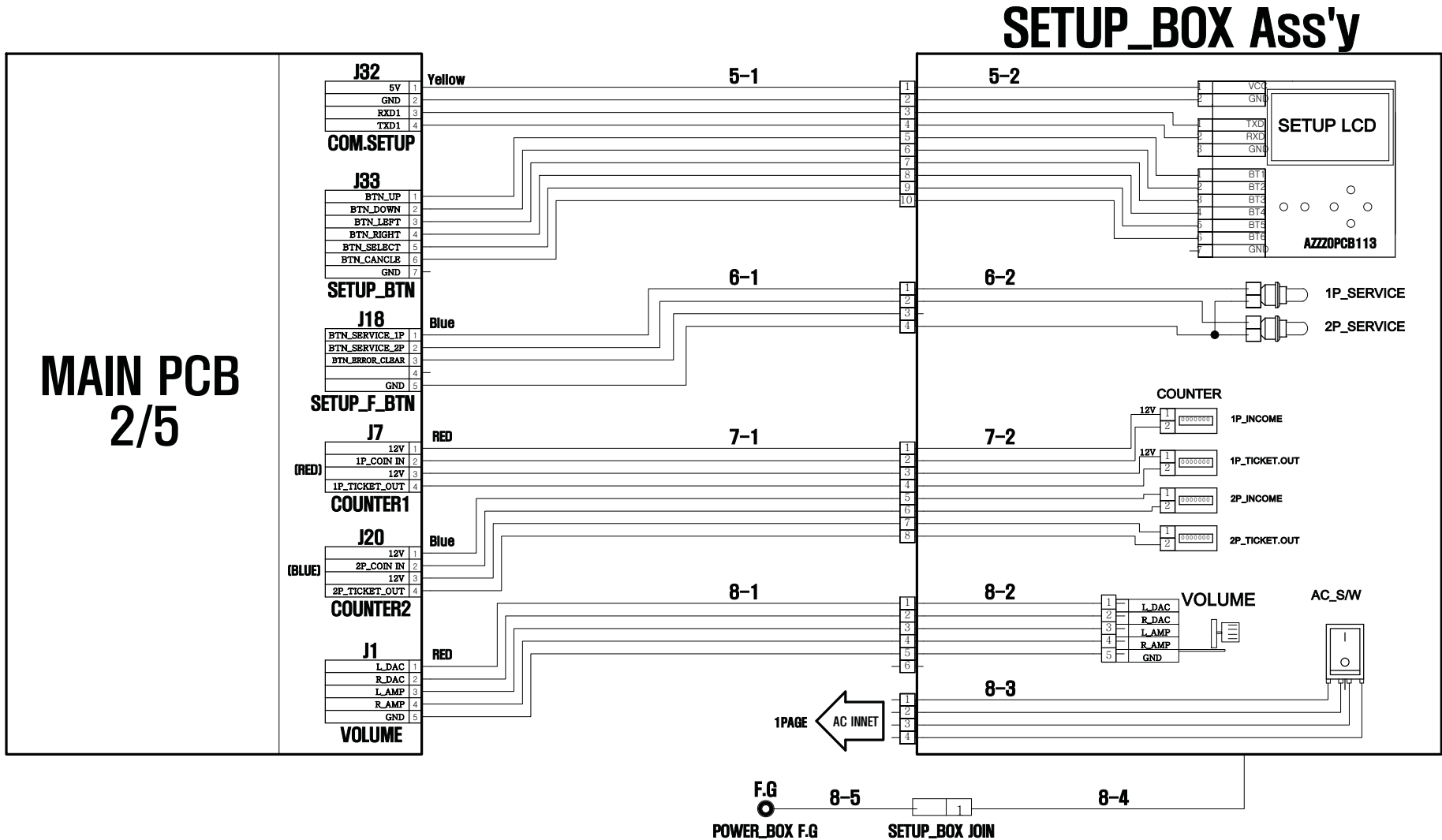


POWER BOX ASS'Y

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

ANDAMIRO

MARK	DATE	REVISION

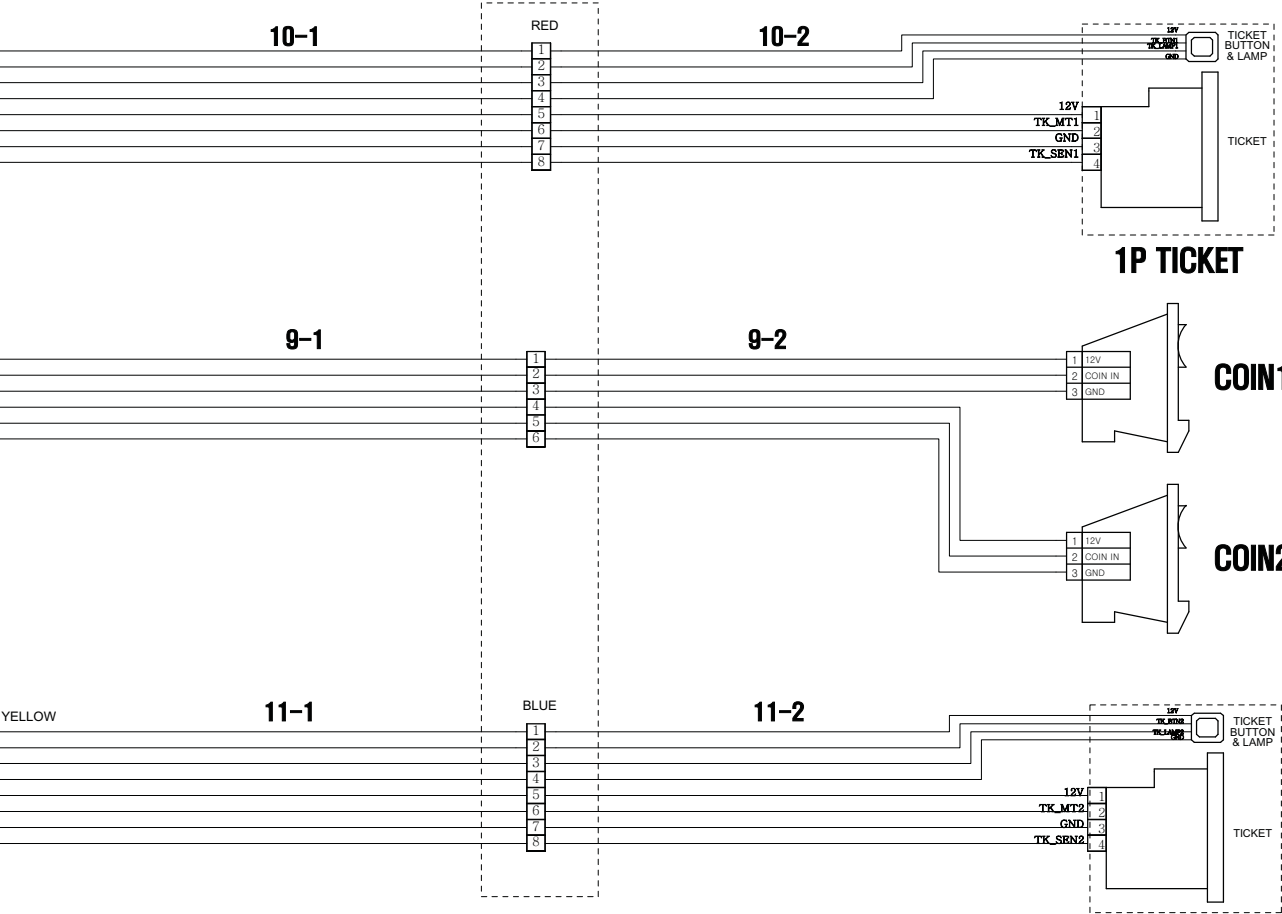
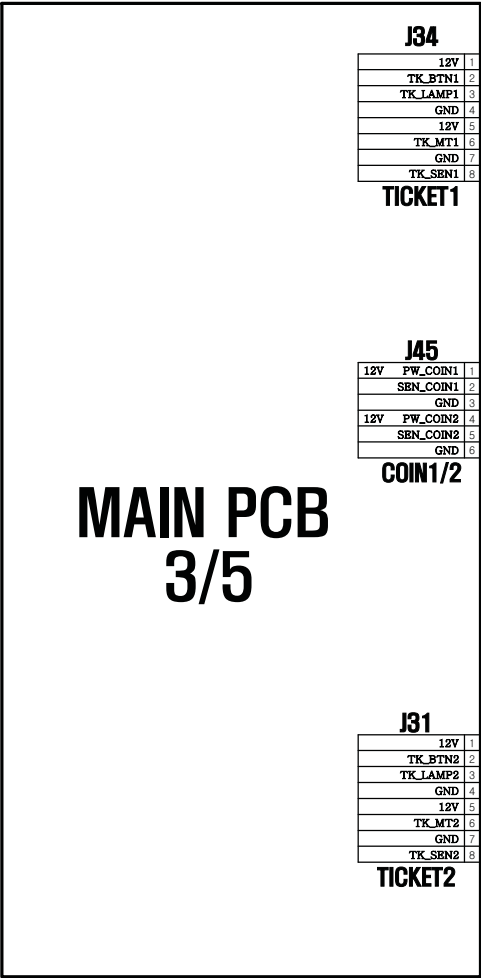


DRAWN BY	EXAMINATION	APPROVED BY	ITEM	BASKETBALL PRO
S.J.LEE			NAME	
			DWG.NO	2 of 8
			CODE.NO	
			DATE	

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MARK	DATE	REVISION

FRONT DOOR

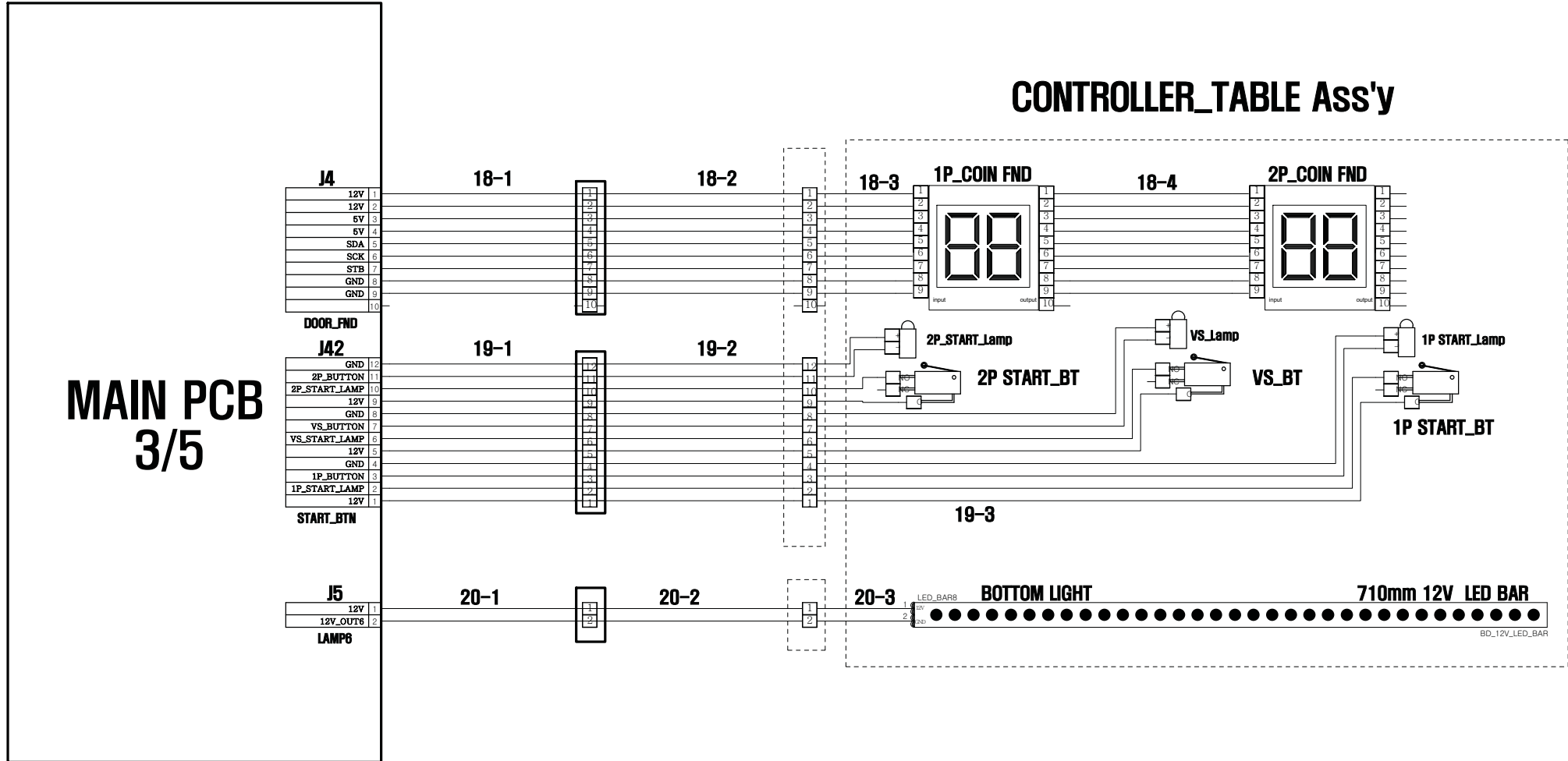


DRAWN BY	EXAMINATION	APPROVED BY	ITEM	BASKETBALL PRO
S.J.LEE			NAME	
			DWG.NO	3 of 8
			CODE.NO	
			DATE	

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CONTROLLER_TABLE Ass'y

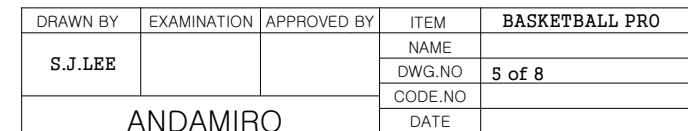
D		E		F	
MARK	DATE	REVISION			



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

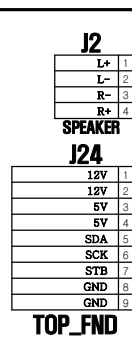
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MARK	DATE	REVISION



TOP SIDE

MAIN PCB
4/5



28-1

28-2

28-3

SPEAKER_R

SPEAKER_L

24-1

33-1

SCORE_1P

24-2

SCORE_2P

24-3

24-4

24-5

TOP SCORE

25-1

BIG WIN SCORE

25-2

25-3

32-1

32-2

32-3

460mm 12V LED BAR

2P

1P

BILL BOARD Ass'y

710mm 12V LED BAR

BIG WIN

25-4

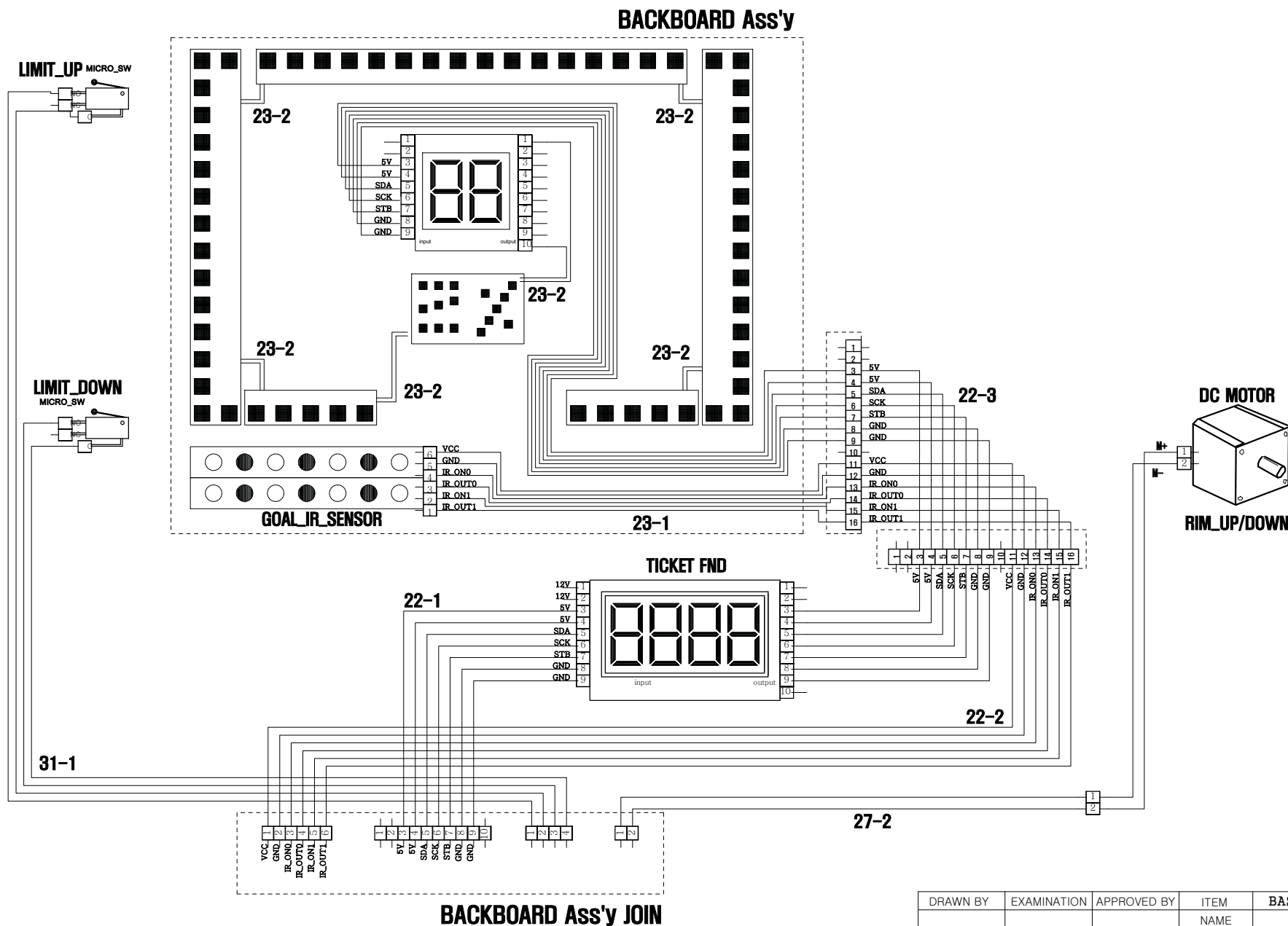
460mm 12V LED BAR

DRAWN BY	EXAMINATION	APPROVED BY	ITEM	BASKETBALL PRO
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			DWG.NO	6 of 8
			CODE.NO	
			DATE	

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BACK SIDE Ass'y

MARK	DATE	REVISION

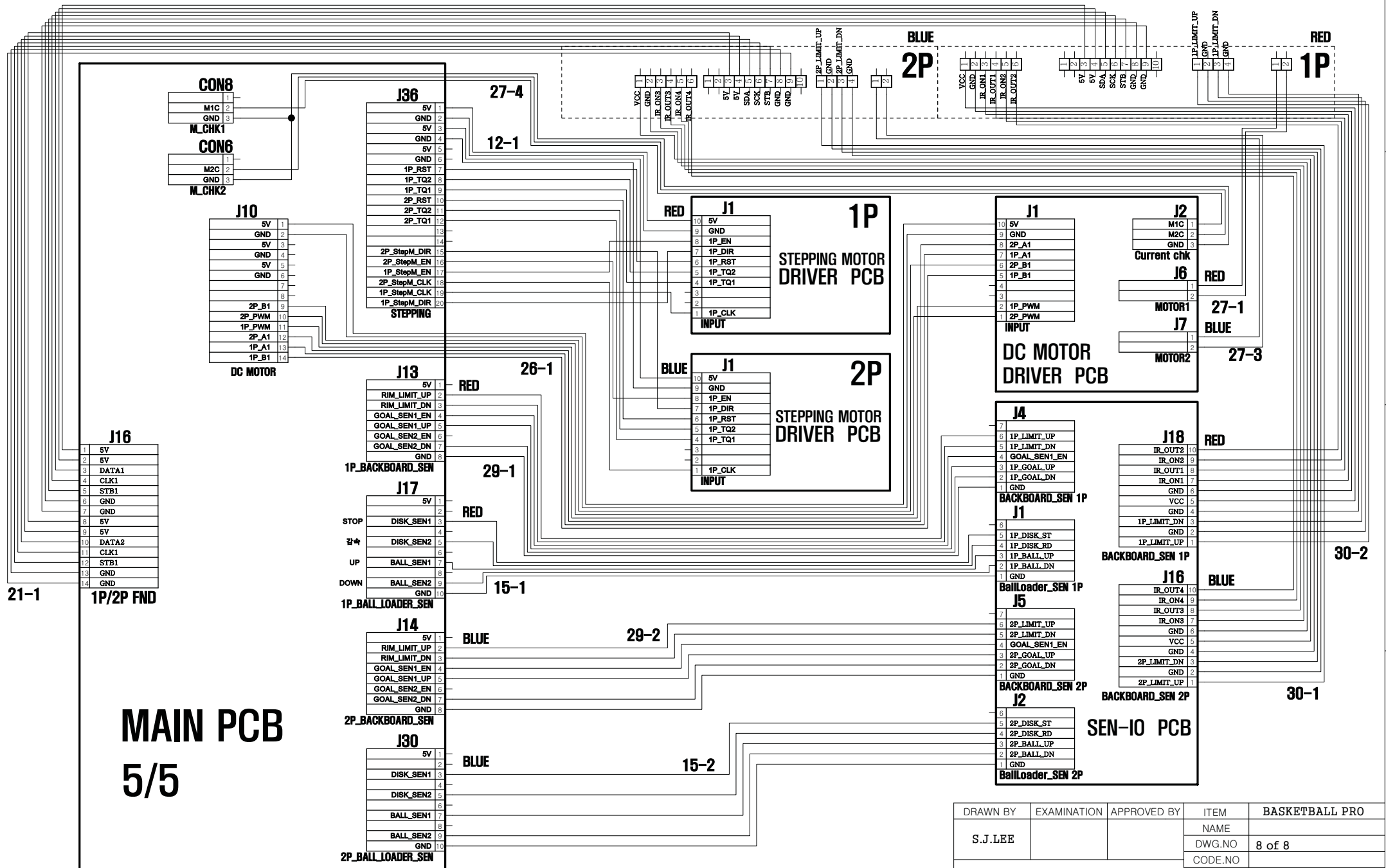


DRAWN BY	EXAMINATION	APPROVED BY	ITEM	BASKETBALL PRO
S.J.LEE			NAME	
			DWG.NO	7 of 8
			CODE.NO	
			DATE	

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PCB BOX Ass'y

MARK	DATE	REVISION



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S.J.LEE			NAME	
			DWG.NO	8 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.

ANDAMIRO CO., LTD.
www.andamiro.com



Please complete the following request form to place a warranty request and send it to ANDAMIRO Korea either by fax (Fax No: +82-31-908-7548) or by e-mail. The e-mail address of the person in charge of each region is shown in our web-site, www.andamiro.com

For the on-line request, please visit our web-site, www.andamiro.com and click "Customer Service" and then click "Contact Us" in which you shall find the e-mail address of the person in charge of each region.

1. Company Name : _____

2. Mailing Address : _____

3. E-Mail Address : _____

4. Phone No : _____

5. Name of the person in charge : _____

6. Description of the product defects

6-1) Name of the Game : _____

6-2) Serial No : _____

6-3) Date of Purchase : _____

6-4) Detailed description of the product defects.

Remarks: If possible, please provide us with related photos and videos which will be greatly appreciated to verify the cause of the problem.



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