

USER MANUAL

Clutch Shoot



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1、 Primary Parameter for The Whole Equipment

Suggestion: using this equipment indoors.

Dimension: W804*D965*H2361mm

Weight: 170KG

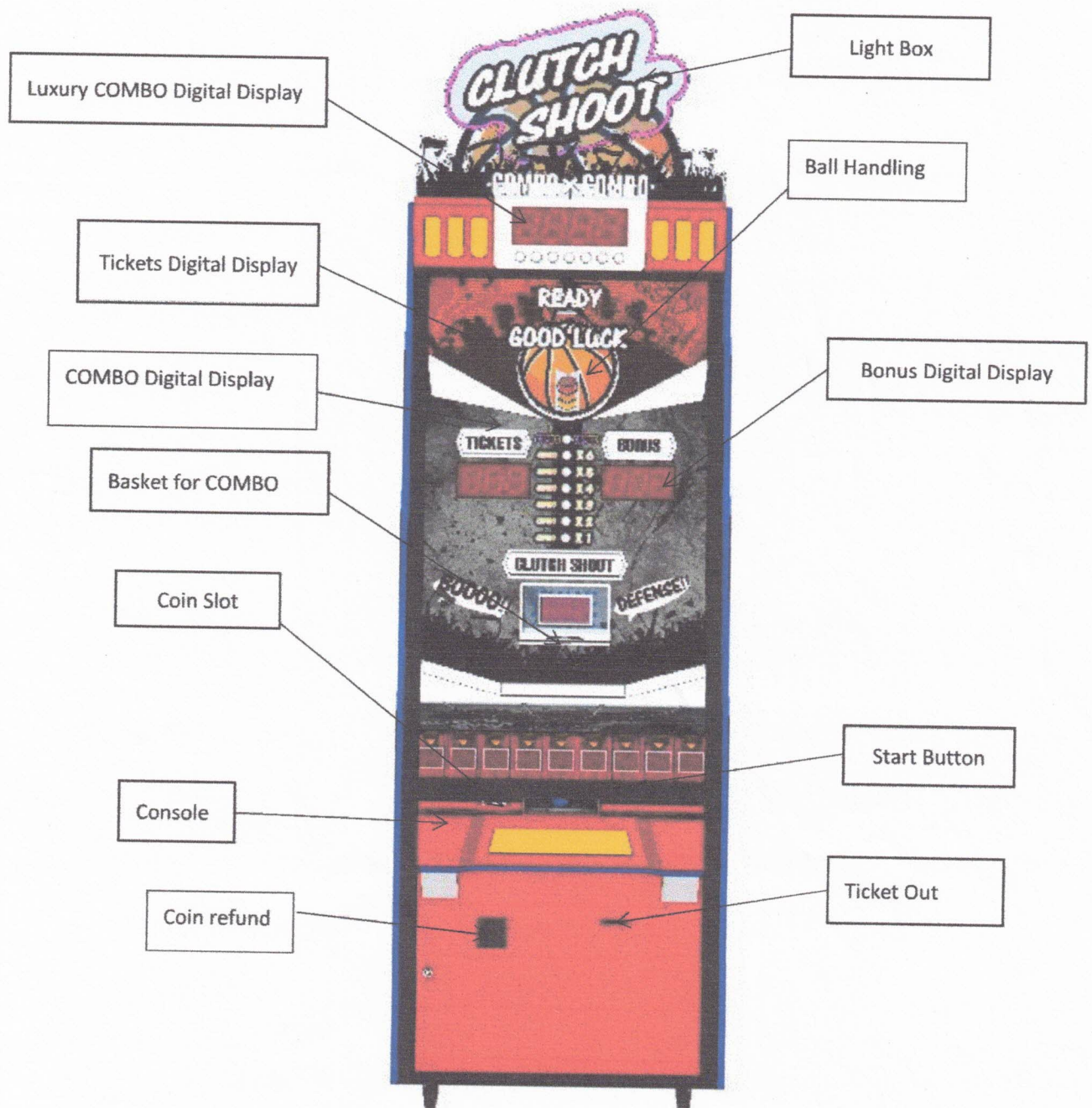
Frequency: 50HZ

Voltage: AC 220V - 240V, 50/60 Hz or AC110V±5%, 50/60 H

Power: 150W

Player Number: 1 Person

Working Environment: Temperature ranges from 0°C~+40°C, with low radiation, humidity, shock.



Warning:

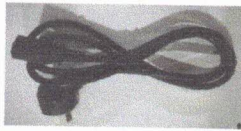

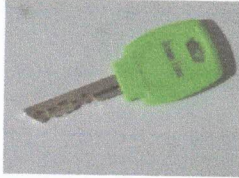
- (1) Don't change the device without authorized.Or it may short-circuit and even cause fire.
- (2) This machine is relatively heavy.Please ensure the safety of people and machine and make good preparation when you want to move it.
- (3) Please read this manual carefully before operation. And obey the safe notice, warning on the equipment to guarantee your and others' safety.


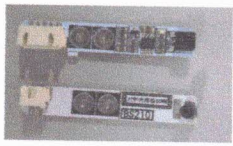
2、 Introduction

Clutch Shoot is the latest profitable and good-looking redemption which applies some elements of street basketball. Besides, this game pays more attention on skills and lucky cooperation.At the same time, total three awards encourage players to start games again and again. We create a big surprise for players. Luxury COMBO, COMBO increases manyfold and Bonus together, unexpected surprise gives players wonderful experience.

3、 Accessories

Please check all the following accessories are ready or not before moving

Name	Spec	Quantity	Sketch map	Remarks
Power Line		1		Setting according to customer's local standard.
User Manual	book	1		User manual
Key		2		For door
				For cash box

Ball		10		For ball circle system
Sensord	pair	1		

4、Playing Method

- Insert coins or swipe card, Game start.
- Distinguish the time and press the button.The ball handling will fall down a ball for each time.
 - ①If a ball falls into ball track directly,then you will get the tickets(score)according to track score(scores of nine tracks change after getting bonus)
 - ②If a ball hoops the clutch shoot and then falls into ball track,the tickets(score) will be the score of clutch shoot plus the score of the ball track.
 - ③If balls continuously hit the clutch shoot for seven times ,the tickets (score)will be the score of clutch shoot(COMBO) each time(score mutiplies each time) plus scores of track and luxury combo.If one of seven times dont hit the clutch shoot,than the COMBO will be the basic score of clutch shoot.
- If balls fall into all nine tracks,you will get the BONUS.
- Accumulate tickets (score)to change small tickets.
- If time over and never insert coins again,then the machine will get into standby state again.

5、Notice

- (1)Please don't uninstall,re-install,move this equipment.
- (2)The power must be off and the power supply should be shut off before moving.
- (3)Please comply with manufacture's requirement during the process of moving,overturning,transportation.
- (4)The equipment should be setup on the even floor, not on slipper, unstable or serious shaking place.
- (5)Please do not setup it by the equipment which easily causes high temperature or



sparks.

(6) Please don't lay any sundries on the equipment. The power supply should not be pressed by heavy object, and the circuit should not be uncovered for a long time.

(7) You must check the power plug and power supply is OK or not, check the voltage is complied with the equipment requirement or not before turning on the power.

(8) The power supply voltage should be at 220V

(9) The power should be off during maintenance and repair process.

(10) Non-professional should not repair electricity-control setting of the equipment.

(11) You should seize the power plug when moving the power supply, please do not seize the power supply.

(12) Please don't step on the power cable, or contact the power supply with wet hand to avoid electric shock.

6、 Operation Description

6-1、 Ticket installation instruction

(1) Open the front door;

(2) Put the tickets face up into the ticket track and the first should through the gear;

(3) Press the Micro-switch until printing out the first ticket.

(4) Lock the door;

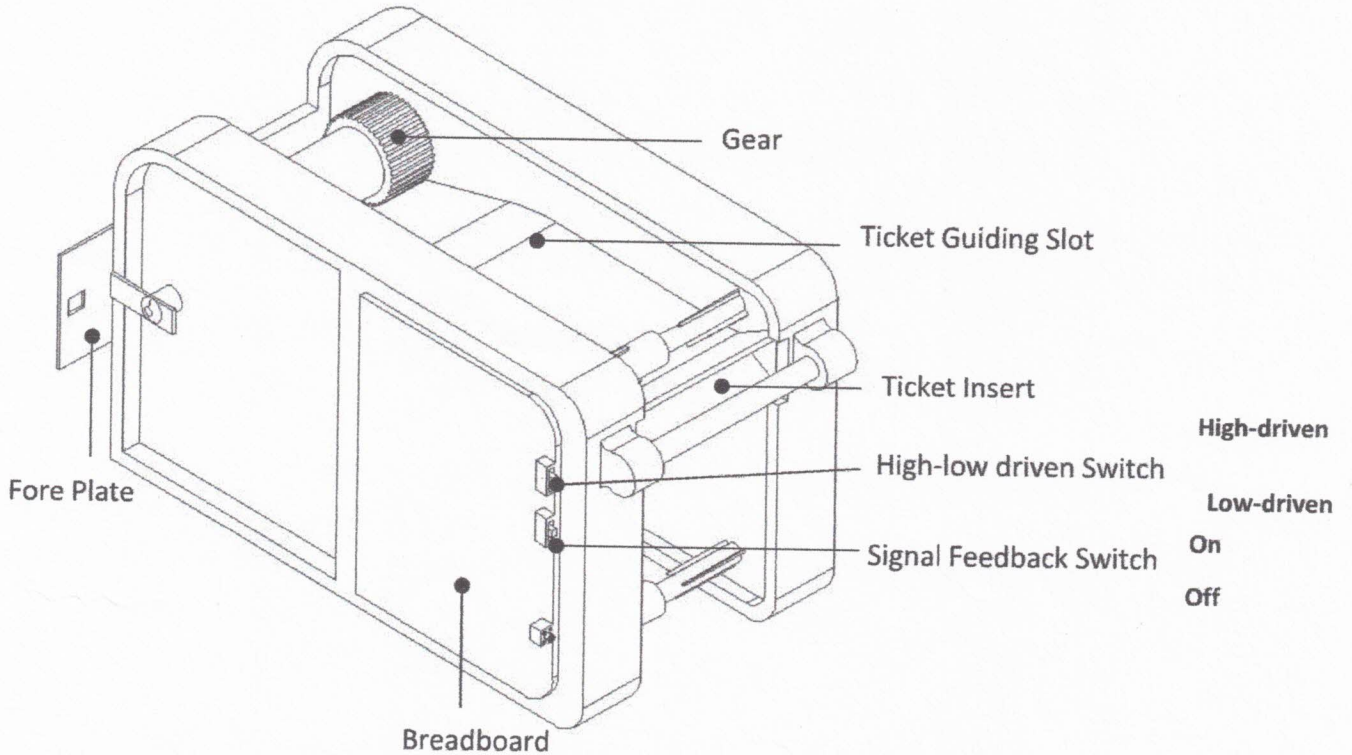
Caution:

① Don't overlap tickets into the ticket track.

② Tickets should be placed according the direction of ticket out.

③ Don't make the electric wire and tickets contact or twine together.

Instruction:



Press the micro-switch or high-low driven switch and keep the entrance of ticket in release. Then put the ticket into the ticket track and the first ticket go through the gear.

6-2、 Methods for No Tickets Alarm Relieve

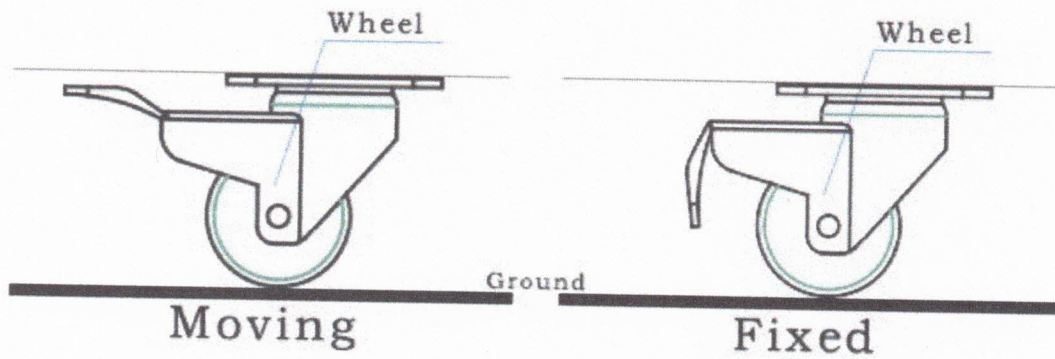
If no tickets in the ticket box or error, the device will alarm. There are two methods to relieve alarm:

- (1) Relieve alarm according to the error on stopwatch;
- (2) Put the ticket through the gear and press the micro-switch;

6-3、 Moving Operation

Moving State: Move up the brake and the wheel will move smoothly.

Fixed State: Move down the brake.

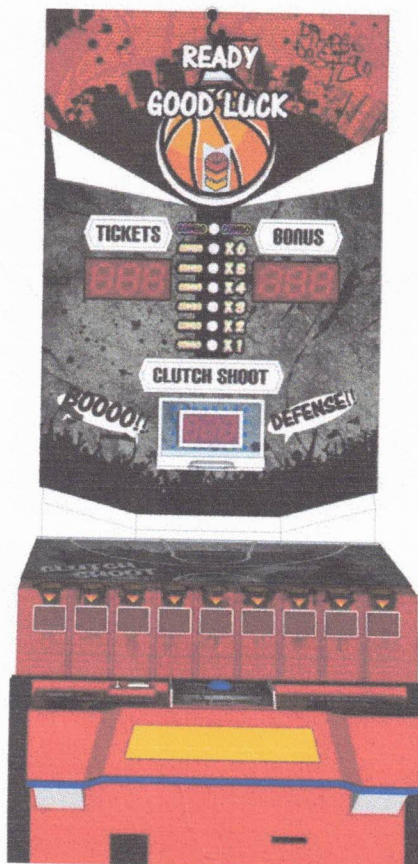
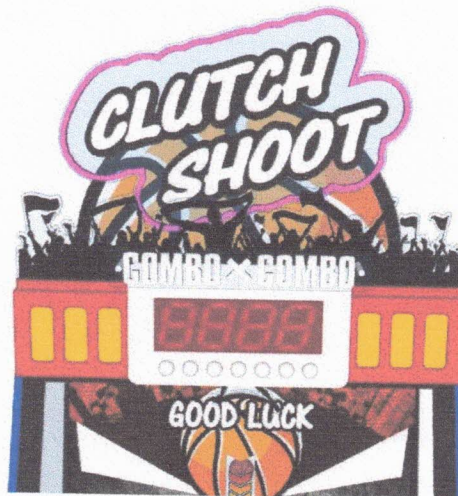


Attention:

- Keep fixed state when the machine working;
- Cut off power when the machine moving;
- Don't use the wheel to move when up stair or down stair.
- Hold the machine steadily and avoid shaking.
- Don't put sundries on the machine when moving.

7、Structure

7-1、Main Parts



7-2、Other Parts

(1) Coin Selector

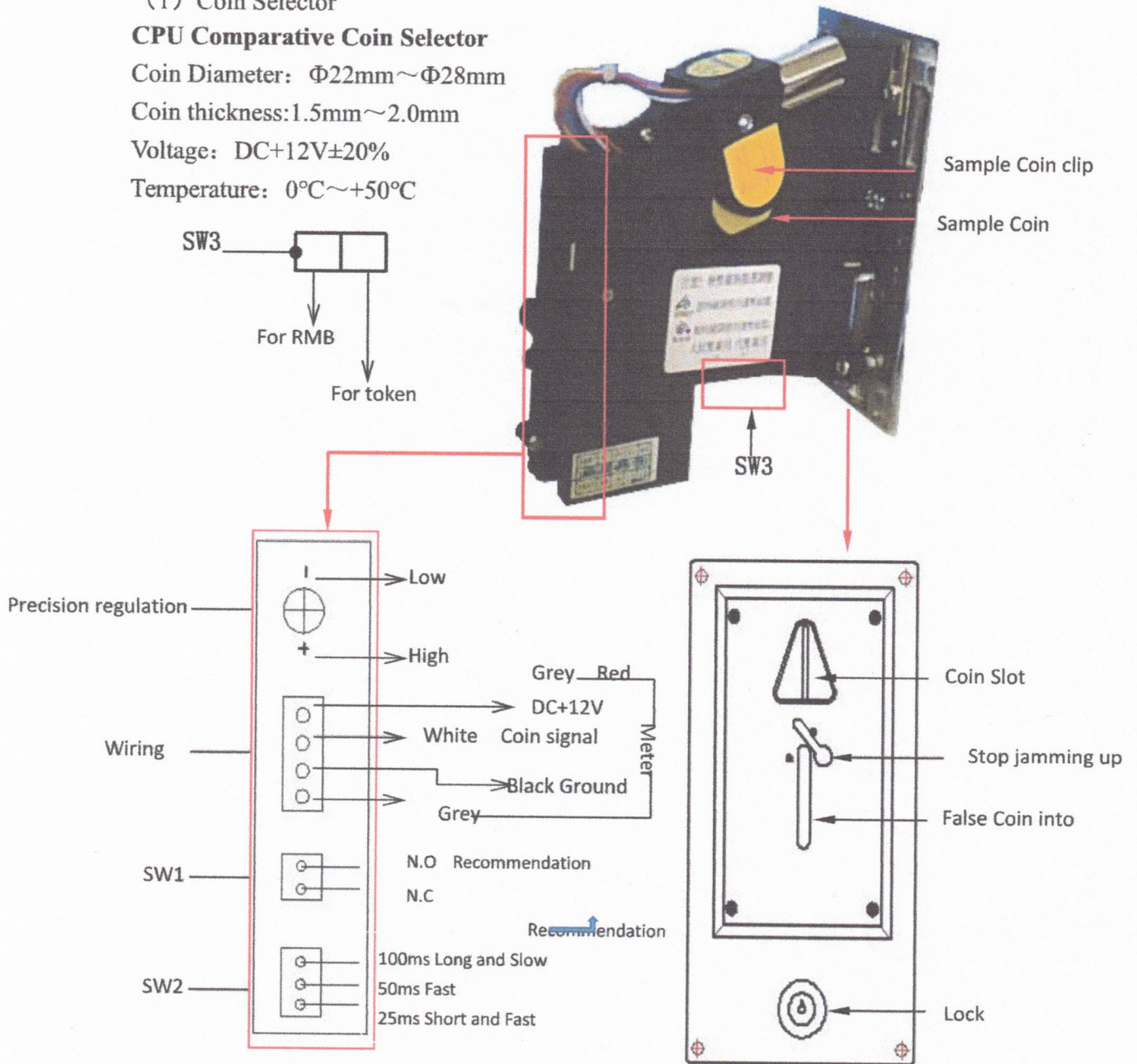
CPU Comparative Coin Selector

Coin Diameter: $\Phi 22\text{mm} \sim \Phi 28\text{mm}$

Coin thickness: $1.5\text{mm} \sim 2.0\text{mm}$

Voltage: $\text{DC}+12\text{V} \pm 20\%$

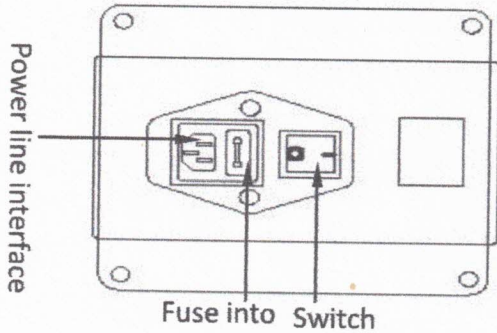
Temperature: $0^\circ\text{C} \sim +50^\circ\text{C}$



Description:

- ① Pull the sample coin clip up and get the sample coin and then change
- ② the coin you want to use.
- ③ Adjust SW3 if you use RMB or token.
- ④ Adjust SW2 to change the coin signal speed.
- ⑤ Turn the switch of precision, test the sensitivity of coin.

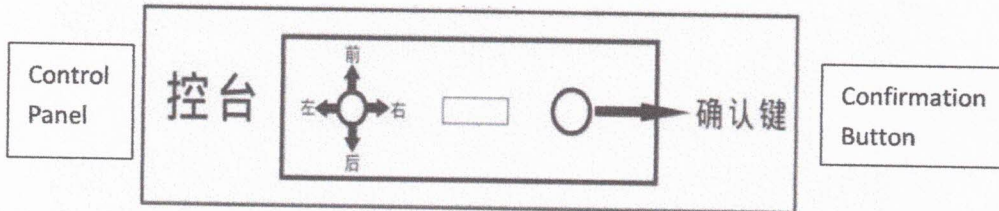
(2) Power Supply



If the power line has already been contacted and the switch stays "O" state but the machine doesn't electrify, you need to check the fuse.

(3) Control Panel

- 【SET】 Enter into menus;
- 【▲】 及 【▼】 Enter into background.
- 【◀】 及 【▶】 Submenu changing.
- 【O】 Store data.

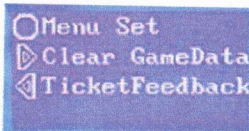
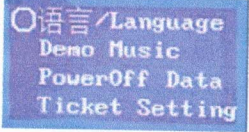
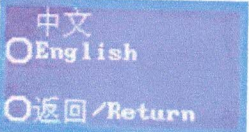

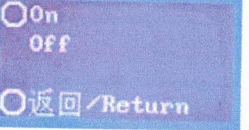




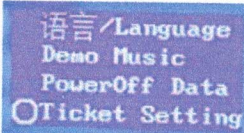
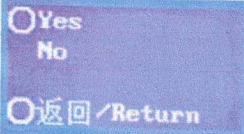
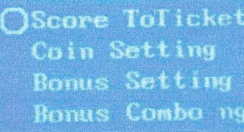
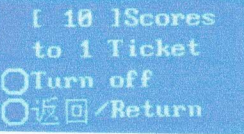
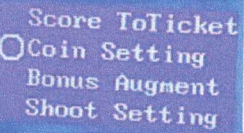
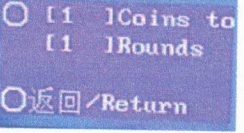
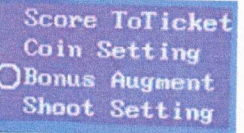
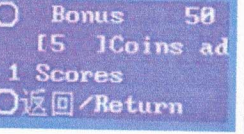
8、 Error Analysis

Error Code	Position	Analysis
E-1	Coin counter error	1、 Something else falls inside. 2、 Check whether error of dial level or not
E-2	Ticket Dispenser	1、 Lack of tickets 2、 Something else falls inside.
E-3-1/E-3-2/ E-3-3/E-3-4/ E-3-5/E-3-6/ E-3-7/E-3-8/E-3-9	Senor Error	E-3-1 ~ E-3-9:senor of ball tracks are blocked. Check whether senors in the correct position or not.

E-3-10	Error of button	Check is it causes by pressing on button for long time.
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9、Setting Description

No	Menu	Submenu	Picture	Description
				<p>1. Press confirmation button, Start functional setting.</p> <p>2. Press right button, clear the game scores or tickets record in the nixie tube</p> <p>3. If ticket dispenser lacks of tickets ,please put tickets in and then press left button.</p>
1	1-语言/Language	中文		Language change
		English		
2	2-Demo Music	On		<p>【On】 Play music all the time.</p> <p>【Off】 Play without music</p>
		Off		
3	3-PowerOff Data	Yes		<p>If power off suddenly, the machine will save all data up to power off if you choose Yes when setting. If choose No, you will loose all data.</p>
		No		

5	5-Ticket Setting	Yes		[Yes]Use ticket dispenser [No]Close ticket dispenser
		No		
6	6-Score to Ticket	[]Scores to1 Ticket Turn off [] Tickets/game	 	How many scores are equal to one ticket? Turn off means the [] Tickets/game will be closed. And it will under []Scores to1 Ticket mode.
7	7-Coin Setting	[]Coin to[]Rounds	 	How many coins for one round ?
8	8-Bonus Augment	Bonus [] []Coins add one scores	 	[]after Bonus is the scores of bonus.You can change it by left&right button. Every[] coins be inserted,the basis score of bonus will increase one point and so on. If no need to increase the basis score,just set [] as 0

9	9- Shoot Setting	Basket Bas [] [] Coins add 1 Scores	<p>Score ToTicket Coin Setting Bonus Augment <input type="radio"/> Shoot Setting</p> <p><input type="radio"/> Basket Bas 10</p> <p><input type="radio"/> 返回/Return</p>	<p>The basis score of basket setting. Every[] coins be inserted,the basis score will increase one point and so on. If no need to increase the basis score,just set [] as 0</p>
10	10-Shoot Combo et	<p>Mode X1 RANDOM X1 3SPEE X2 RANDOM X2 3SPEE</p> <p>MISS 1 Speed Min 20 Speed Max 70</p>	<p><input type="radio"/> Shoot Combo et Super PrizeSet Score Pattern Free Mode</p> <p><input type="radio"/> Mode X1 RANDO MISS 1 SpeedMin 20 SpeedMax 70</p> <p><input type="radio"/> Mode X1 3SPEE MISS 1 SpeedMin 20 SpeedMax 70</p> <p><input type="radio"/> Mode X2 RANDO MISS 1 SpeedMin 20 SpeedMax 70</p> <p><input type="radio"/> Mode X2 3SPEE MISS 1 SpeedMin 20 SpeedMax 70</p>	<p>X1 RANDOM: Constant basic score of basket and random speed of ball handling.</p> <p>X1 3SPEE:Constant basic score of basket ; Speed of ball handling will be different as below: Light 1-3 Easy Light 4-6 Medium Light 7 Difficult</p> <p>X2 RANDOM: Basic score of basket double when a ball into basket; Random speed of ball handling.</p> <p>X1 3SPEE: Constant basic score of basket ; Speed of ball handling will be different as below: Light 1-3 Easy Light 4-6 Medium Light 7 Difficult</p> <p>MISS 1:If Balls dont get into basket continuously, then miss one ball, 1 light off. If no need this one,just set MISS 0</p>

11	11- Super Prize Set	Combo Bas 200 []Coins add 1 scores	<input type="radio"/> Super PrizeSet Score Pattern Free Mode Function Test <input type="radio"/> Combo Bas 200 15]Coins ad 1 Scores <input type="radio"/> 返回/Return	<p>The basis score of Luxury COMBO . Every[] coins be inserted,the basis score will increase one point and so on.</p> <p>If no need to increase the basis score,just set [] as 0</p>
12	12-Score Pattern	Total Nine[] Bas [] Highest[]	<input type="radio"/> Super PrizeSet Score Pattern Free Mode Function Test <input type="radio"/> Total Nine 50 Bas 1 Highest 15 <input type="radio"/> 返回/Return	<p>Scores of nine ball tracks are randomly change.</p> <p>Total Nine[]: Total scores of nine ball tracks.</p> <p>Bas[]: the lowest score</p> <p>Highest[]: the highest score</p>
13	13-Free mode	Pay Mode Free Mode	<input type="radio"/> Super PrizeSet Score Pattern Free Mode Function Test <input type="radio"/> Pay Mode Free Mode <input type="radio"/> 返回/Return	<p>Pay Mode: Pay then begin the game.</p> <p>Free Mode: No need to play,game can begin at any time.</p>
14	14-Function Test	No change Test Mode	<input type="radio"/> Super PrizeSet Score Pattern Free Mode Function Test <input type="radio"/> No Change Test Mode <input type="radio"/> 返回/Return	<p>No change: Save the data</p> <p>Test Mode: For testing (Generally it is used on the factory to test the function of the machine.)</p>
15	15-Record	Coins In Tickets Out	<input type="radio"/> Record Adv Setting Exit & Save 投币Coins In 1191 出票Tickets Out 9584	<p>Coins In: record total number of coins were inserted</p> <p>Tickets Out: record total ticket out</p>

16	16-Adv Setting	No Change Default	<input type="radio"/> Record <input type="radio"/> Adv Setting <input type="radio"/> Exit & Save <input type="radio"/> No Change <input type="radio"/> Default	No change: save the data Default: reset the data as it from factory
17	Exit&Save		<input type="radio"/> Record <input type="radio"/> Adv Setting <input type="radio"/> Exit & Save 保存中请勿断电哦 No Power-Off When Saving	Save setting and exit

10、Resource Distribution

PORT	IDENTIFICATION	FUNCTION	MODEL	DESCRIPTION
J1 DB9 Shared Socket	DB9	Communication	X0001←→	
J2 XH-3P	TX02	Communication Output	X0001←	
	GND	Communication (Earth Wire)	X0001→	
	RX02	Communication Input	X0001←	
J3 XH-3P	TX03	Communication Output	X0001←	
	GND	Communication (Earth Wire)	X0001→	
	RX03	Communication Input	X0001←	
J4 XH-3P	TX04	Communication Output	X0001←	
	GND	Communication (Earth Wire)	X0001→	
	RX04	Communication Input	X0001←	
J5 XH-4P	3.3V	Supply Power output	X0001→	
	GND	Supply Power output	X0001→	
	ADC01	Potentiometer	X0001←	
	ADC02	Potentiometer	X0001←	
J6 5557-22P	IN01	Input	X0001←	Coin Detection
	IN02	Input	X0001←	Ticket Feedback

	IN03	Input	X0001←	Button Detection
	IN04	Input	X0001←	Senor Detection of ball controlling on the top
	IN05	Input	X0001←	Senor Detection of ball falling system for controlling ball .
	IN06	Input	X0001←	Score of Basket Detection
	IN07	Input	X0001←	Score Detection 1(From left to right)
	IN08	Input	X0001←	Score Detection 2(From left to right)
	IN09	Input	X0001←	Score Detection 3(From left to right)
	IN10	Input	X0001←	Score Detection 4(From left to right)
	IN11	Input	X0001←	Score Detection 5(From left to right)
	IN12	Input	X0001←	Score Detection 6(From left to right)
	IN13	Input	X0001←	Score Detection 7(From left to right)
	IN14	Input	X0001←	Score Detection 8(From left to right)
	IN15	Input	X0001←	Score Detection 9(From left to right)
	IN16	Input	X0001←	
	IN17	Input	X0001←	
	IN18	Input	X0001←	
	IN19	Input	X0001←	
	IN20	Input	X0001←	
	IN21	Input	X0001←	
	IN22	Input	X0001←	
J7 3.5MM Socket	3.5MM	Audio Output	X0001→Amp lifier	
J8 5557-4P	GND	Audio (Earth Wire)	X0001→Amp lifier	Audio Output
	GND	Audio (Earth Wire)	X0001→Amp lifier	Audio Output
	VOICE	Audio Output	X0001→Amp lifier	Audio Output
	VOICE	Audio Output	X0001→Amp lifier	Audio Output

J9 USB+Port	USB	Communication	X0001←→BS014	Background Setting
J10 VH-4P	RGBGND	Supply Power Output	X0001→	RGB illumination GND
	RGB12V	Supply Power Output	X0001→	RGB illumination 12V
	WS2811	Output	X0001→	RGB illumination signal
	RGBGND	Output	Power Distribution control box→X0001→	Power Distribution Control Box GND
	RGB12V	Output	Power Distribution Control Box →X0001→	Power Distribution Control Box 12V

Background IO Line Distribution

J11 VH-10P	12V	Supply Power Input	Power Distribution Control Box →X0001	Power Supply 12V
	GND	Supply Power Input	Power Distribution Control Box→X0001	Power Supply GND
	12V	Supply Power Output	X0001→	With Currentgalvanic Detection 12V Output Port
	UT01	Output	X0001→	Light of Start Button
	UT02	Output	X0001→	Motor of Ball Rising System
	UT03	Output	X0001→	Coin Dial Meter
	UT04	Output	X0001→	Ticket Dial Meter
	UT05	Output	X0001→	
	UT06	Output	X0001→	
	UT07	Output	X0001→	
	UT08	Output	X0001→	
J12 5557-18P	IU01	General IO	X0001→BS411	Upper Light Box
	IU02	General IO	X0001→	
	IU03	General IO	X0001→	
	IU04	General IO	X0001→	
	IU05	General IO	X0001→	
	IU06	General IO	X0001→	
	IU07	General IO	X0001→	
	IU08	General IO	X0001→	

	GND	Supply Power Output	X0001→	
	EN01	IO Enable	X0011←→	Ticket Dispenser Drive
	EN02	IO Enable	X0011←→BS411	Ball Controlling Electromagnet
	EN03	IO Enable	X0011←→BS411	Electromagnet of Ball Controlling of Ball Rising System
	EN04	IO Enable	X0011←→BS411	TICKETS Light
	DIR01	IO Direction	X0011←→BS411	BONUS Light
	DIR02	IO Direction	X0011←→BS411	SHOOT Light
	DIR03	IO Direction	X0011←→	Signal control for Light of Basket
	DIR04	IO Direction	X0011←→BS411	A light on basket
	5V	Supply Power Output	X0001→	
J13 XH-6P	12V	Supply Power Output	X0001→BS101	Digital Display 12V
	GND	Supply Power Output		Digital Display GND
	5V	Supply Power Output		Digital Display 5V
	TCH	Enable		Digital Display Enable
	CLK	Clock		Digital Display Clock
	DUT	Signal		Digital Display Signal
J14 VH-4P	5V	Supply Power Output	X0001→	
	5V	Supply Power Output	X0001→	
	5V	Supply Power Output	X0001→	
	5V	Supply Power Output	X0001→	
J15 XH-9P	GND	Supply Power Output	X0001→	
	3.3V	Supply Power Output	X0001→	
	Download Port	Supply Power Output	X0001→	
	SPI-CSN	3.3V Two-way IO	X0011←→	
	SPI-CLK	3.3V Two-way IO	X0011←→	

	SPI-MOSI	3.3VTwo-wayIO	X0011←→	
	SPI-MISO	3.3VTwo-wayIO	X0011←→	
	SPI-CE	3.3VTwo-wayIO	X0011←→	
	SPI-IRQ	3.3VTwo-wayIO	X0011←→	
J11 VH-2P	12V	Supply Power Input	Power Distribution Control Box→X0001	Power Supply12V
	GND	Supply Power Input	Power Distribution Control Box→X0001	Power Supply GND