

# SERVICE MANUAL



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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.

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## P R E C A U T I O N S I N H A N D L I N G

- 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, faite 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.

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## 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

ITEM	DETAILS	
Voltage	AC120V	AC230V
Frequency	60Hz	50/60Hz
Standby Power, Operating Power	265W(Max), 300W(Max)	
Install Dimensions (W*D*H)	1297*1015*2450(mm), 51*40*97(inch)	
Packing Dimensions (W*D*H)	1370*1080*2160(mm), 54*43*85(inch)	
Net Weight (kg)	236kg	
Packing Weight (kg)	269kg	
Certification	CE	
※ NOTE: This product is a free bolt product. ( AC 120-230V )		



## 2. COMPONENTS

Please make sure that you have received the items list as below

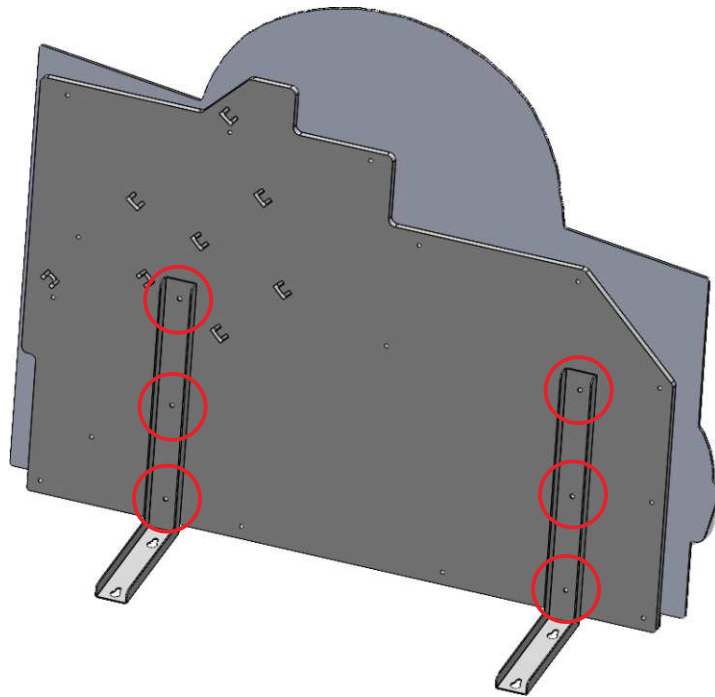
No.	PartName	Spec.	Picture	QTY
1	Manual			1
2	Key	666		2
3	Key	6086		2
4	M4 hex wrench			1
5	M6 hex wrench			1
6	Hex socket screws	M6*12		14
7	Spring	1.5*11.5*100(mm) 36 (cycle)		2
8	U-shaped sensor			2
9	Power cord	3m		1
10	Mini basketball			44

### 3. INSTALLATION

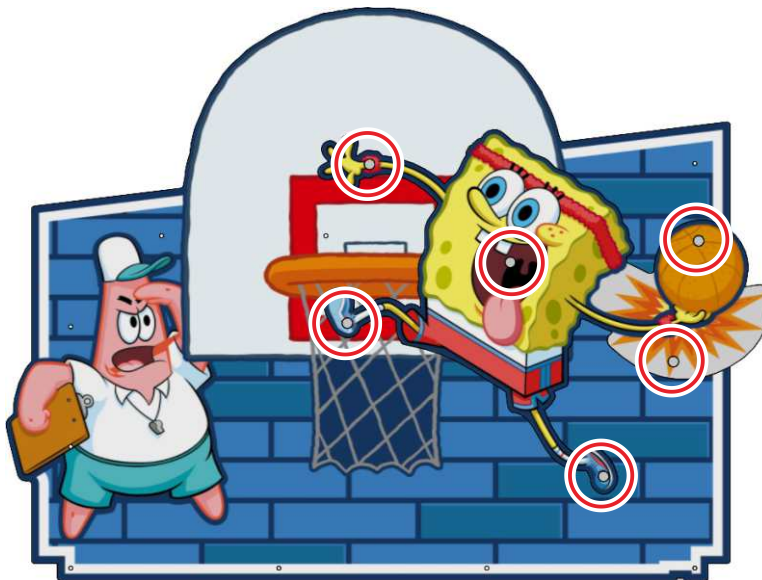
#### 3-1 Machine installation

No.	PartName	QTY	Picture
1	Machine Case	1	
2	Marquee	1	
3	Background board acrylic	1	
4	Backboard hardware	2	

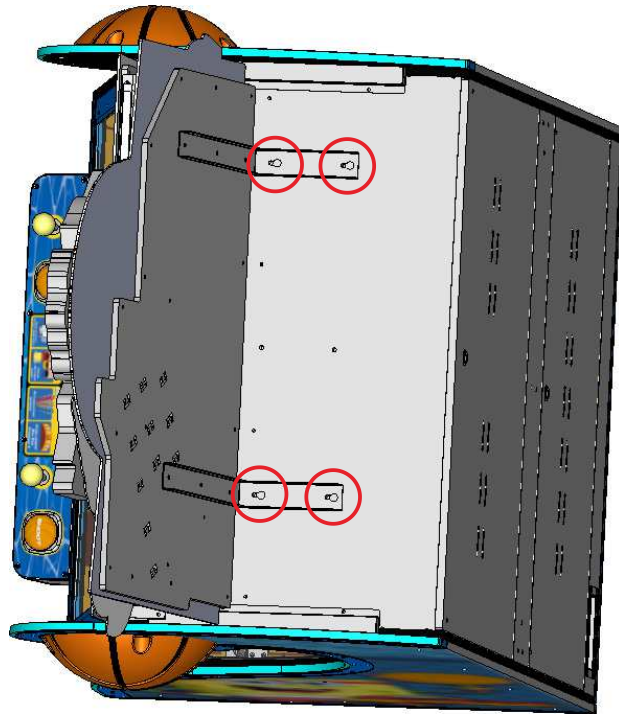
1. Secure with M6\*12 hex socket screws



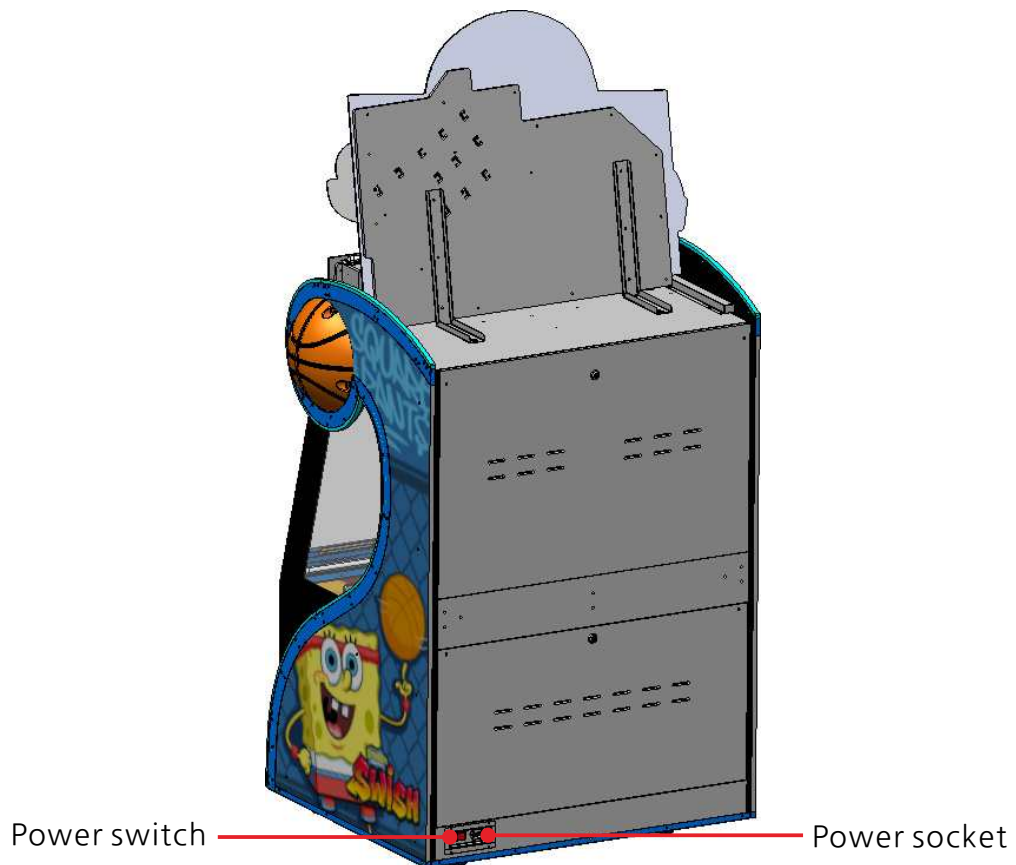
2. Fixed advertising nail



3. Use M6\*12 inner hexagon screws to fix marquee and connect wires



4. Finish assembling, turn on the machine



## 3-2 How to move/lock the machine

The machine must be placed on a horizontal surface. It comes with 4 foot pads and 4 casters.

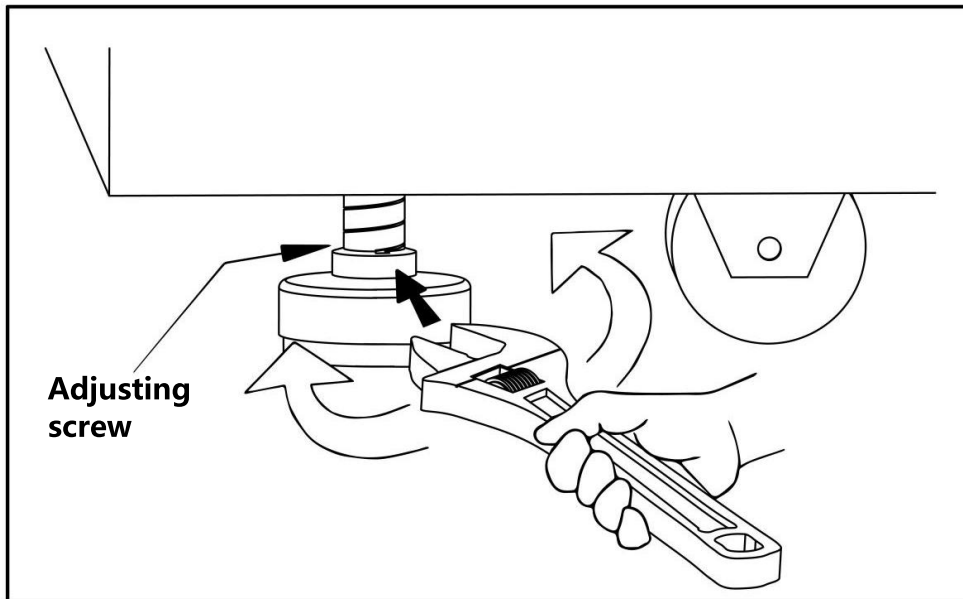
When moving the machine: Adjust the foot pads to the highest point and keep at least 1cm away from the floor.

When lock the machine: please keep all the pads horizontally fixed on the floor.

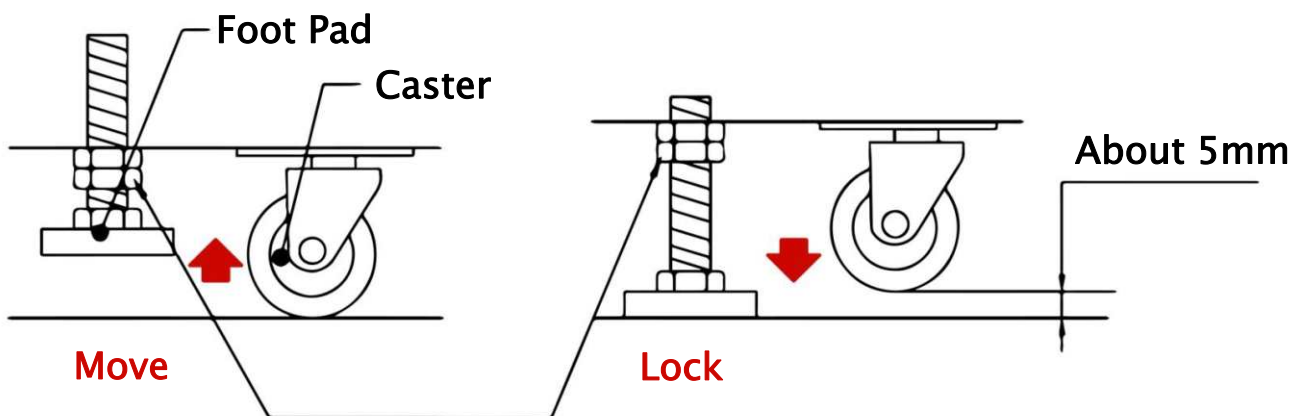
### Operation as follows

①When moving the machine, adjust the foot pads to the highest point and keep the casters touch the floor.

②The machine can be easily moved while the wheels are load-bearing.



③After confirm the location, tighten screws downward and fix it. Adjust the height of the four foot pads until the machine is in level.



## 4. GAME INSTRUCTION

2 player simulation shooting game, we provide more exciting and fun gameplay.



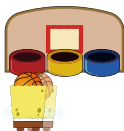





### About The Game

1. Insert coins, ball hopper releases balls
2. Control joystick, move the player
3. Target at the basket, press button to shoot the ball into corresponding baskets and highlight color lights. Win tickets.
4. When ACC lights to SPIN, the wheel will spin and win certain tickets

### ★ Game Feature



1. Simulate shooting movements, simple and fun
2. The game has three different colored baskets, making it more playable
3. Accumulate points and participate in a spinning wheel to have the opportunity to win more tickets and become more attractive

### How To Play

Device name	Picture	Function
1P/2P button		1P or 2P coin-in, the button will light up, press it to enter the game
1P/2P joystick		Control the joystick, move the shooting assy
Shooting assy		Move the shooting assy, press the button, shoot into different colored basket
ACC light FND		Shooting into different colored basket will light up their colored ACC light, and win tickets. When the light arrive SPIN, the Spin wheel will run
Coin credit & Time FND		Displays coin count and game countdown
Ticket FND		Show players corresponding tickets
BIG WIN FND		Show BIG WIN tickets
Spin wheel FND		Show spin wheel tickets

# 5. SETUP SETTINGS

## 5.1 HOW TO ENTER SETUP MENU





	<ol style="list-style-type: none"> <li>(1) Joystick up/down button: choose item</li> <li>(2) Joystick left/right button: change value</li> <li>(3) Menu/select button: enter setting and confirm</li> <li>(4) Start button: confirm</li> <li>(5) 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>Service button: normally, it uses for giving credit; when error, press it to reset</p> <p>* Press it one time to give 1 credit.</p>

MAIN SETTINGS MENU INTERFACE
MENU / SELECT
PROGRAM SETTINGS
CLEAR MODE
BOOKKEEPING ADATA
FACTORY SETTING
PROGRAM SELTINGS
CLEAR MODE
BOOKKEEPING DATA
FACTORY SETTING
TEST MODE
EXIT

## 5.2 PROGRAM SETTINGS

LCD display	Describe	Range	Default value
<b>PLAY/COIN</b>	Coin setting	Coin operated or free	Put in coins
<b>COIN SETTING</b>	1. Insert coins 2. Free play <i>(this item will not be change even it was set factory setting)</i>	Insert coins or free play	
	Choose to insert coin, N coinM play	1-9	1
<b>VERSION</b>	INT V3.00		
<b>PAYOUT SETTING</b>	Pay out ticket setting AVERAGE PAYOUT TICKET	5-70	30
<b>PLAY TIME</b>	Play time	5-30	10 SEC
<b>BALL SETTING</b>	Ball setting for each play	1-7	3
<b>LED LAMP</b>	Reset for the LED LAMP count after 1 credit play	Yes or No	Yes

<b>TICKET SETTING</b>	Ticket payout rate setting NONE: No ticket out, automatic cancellation Pay out ticket in 1:1 ratio Pay out ticket for 2 scores 1 ticket	"NONE" " 1/1 " " 1/2 "	1/1
<b>MERCY TICKET</b>	MERCY TICKET	0-20 Increase 1 by 1	2
<b>DEMO TIME</b>	Setting the demo time OFF: Not use	"OFF" 1-60 minutes Increase each 1 minute	5 MIN
<b>SAVE AND EXIT</b>	SAVE AND EXIT		
<b>CANCEL AND EXIT</b>	CANCEL AND EXIT		

PAYOUT SHEET APPLICATION GUIDE		
Range	Reel Sheet	Acrylic Back Panel
<b>PAYOUT 5~8 TICKET</b>		
<b>PAYOUT 30~70 TICKET</b>		

PAYOUT SETTING GUIDE			
Range	Big Win Value	Reel Value	Back Panel Value
<b>Payout 5 Ticket</b>	50	Coin operated or free	Put in coins
<b>Payout 6 Ticket</b>	100	7, 9, 10, 16, 20, 18	1, 2, 3, 5, SPIN
<b>Payout 8 Ticket</b>	150		
<b>Payout 30 Ticket</b>	200		
<b>Payout 35 Ticket</b>	200	30, 50, 80, 110, 150, 130	2, 4, 6, 10, SPIN
<b>Payout 40 Ticket</b>	400		
<b>Payout 45 Ticket</b>	500		
<b>Payout 50 Ticket</b>	600		
<b>Payout 55 Ticket</b>	800		
<b>Payout 60 Ticket</b>	800		
<b>Payout 65 Ticket</b>	900		
<b>Payout 70 Ticket</b>	1000		

## 5.3 CLEAR MODE


LCD display	Describe	Execute
<b>CLEAR 1P TICKETS</b>	Clear 1P outstanding tickets	Press confirm button and move  Execute after [YES] or [NO]
<b>CLEAR 1P PLAYS</b>	Clear 1P outstanding plays	
<b>CLEAR 2P TICKETS</b>	Clear 2P outstanding tickets	
<b>CLEAR 2P PLAYS</b>	Clear 2P outstanding plays	
<b>CLEAR ALL DATA</b>	Clear all data (clear plays, tickets and other data refer to game)	
<b>EXIT</b>	Exit	

## 5.4 BOOKKEEPING DATA

LCD display 1P : 1 Player 2P : 2 Player TOTAL : 1P, 2P	Introduction
-- COIN IN -- 1P: 0 2P: 0 TOTAL: 0	Each position coin in TT Tickets
-- SERVICE IN -- 1P: 0 2P: 0 TOTAL: 0	Each position service in TT service in
-- GAME PLAYS -- 1P: 0 2P: 0 TOTAL: 0	Each position game plays TT plays
-- TICKET OUT -- 1P: 0 2P: 0 TOTAL: 0	Each position ticket out TT tickets
-- NO. OF REEL -- 1P: 0 2P: 0 TOTAL: 0	Each position number of reel Reel play
-- REEL 1,2,3 -- R1 1P:0 2P:0 R2 1P:0 2P:0 R3 1P:0 2P:0	Each position reel 1.2.3

-- REEL 4,5,6 -- R4 1P: 0 2P: 0 R5 1P: 0 2P: 0 R6 1P: 0 2P: 0	Each position reel 4.5.6
-- REEL7 -- R7 1P: 0 2P: 0	Each position reel 7
-- Goal Success -- 1P: 0 % 2P: 0 % TOTAL: 0%	Display each position ratio (show % ) Reset by each 1000
-- PAYOUT SETTING -- 1P: 0 2P: 0 TOTAL: 0	Current payout setting
-- VERSION INFO --	Game info V 1.00
Cancel button: Exist	

## 5.5 FACTORY SETTING

(clear all data and get back to default value) <b>Inserting coins, bills setting will not be changed by factory setting</b>	
LCD display (execute)	LCD display (execute)
<b>FACTORY-SETTING</b> ARE YOU SURE? YES or [ NO ] Move cursor to confirm	 <b>FACTORY-SETTING</b> REALLY ? YES or [ NO ] Move cursor to confirm

## 5.6 TEST MODE

Test mode: This option allows to test 1P and 2P signals separately, as well as enter the aging test option; The testing options and methods for 1P and 2P are consistent;

Test Mode		
1P Test	1P input test	Test sensor, micro switch and so on signal
	1P output test	Test motor, counter and so on
	1P LED test	Test LED
	1P FND test	Test FND display
	1P sound test	Test sound

Input test	Test options	<p>Test method (Press the ↑ or ↓ buttons to switch options, press the cancel button to return to the higher-level menu) When a signal is detected for the detection item, there will be an audible reminding;</p>
	Game button	Pressing this button will display OFF on the screen, and popping up the screen will display ON;
	Joystick	Press the left direction to display left: OFF, pop up to display left: ON; Press in the right direction to display right: OFF, pop up to display ON;
	Coin	Insert each 1 coin, will change 1 time from ON to OFF
	Up ball sensor	The up ball sensor shows ON when not blocked, and OFF when blocked
	Dispensor sensor	Two dispensor sensors show ON when not blocked, and OFF when blocked. (At this point, the distribution ball motor spinning can be controlled by the joystick to assist in detecting these two sensors. The two directions of the joystick control the motor spinning, which can provide signals to these two sensors respectively.)
	Basketry sensor	Three basketry sensors testing show ON when not blocked, and OFF when blocked.
	Shooter sensor	Shooter sensor, show ON when not blocked, and OFF when blocked. (At this point, the game button can be used to control the rotation of the projection device motor to assist in detecting this sensor. The game button can be pressed to spin the motor, and the start button can be released to stop the Motor)
	Move sensor	There are three move sensors, two micro switches, and one Sensor. All them are All on the shooter movement trajectory. When micro switch is not press, it will show ON; when it is pressed, it displays OFF; If the sensor is not blocked, it shows ON, but if it is blocked, it shows OFF; (At this point, the joystick can be used to control the motor spinning of the movable device to assist in detecting these three signals. The two directions of the joystick control the motor to spin in both directions, which can provide these three signals.)
	Ticket button	Pressing this button will display OFF on the screen, and popping up the screen will display ON;
Reel sensor	Reel has two sensors show ON when not blocked, and OFF when blocked. (At this point, the game button can be used to control the motor spinning and assist in detecting these two sensor. The game button can be pressed to spin the motor, and the game button can be released to stop the motor)	

Output test	Test options	<p>Test Method (Press ↑ or ↓ button to switch options, press cancel button to return to the upper menu)</p> <p>The display shows the real-time status of the test motor "rotating" or "stopping"; if the status of the motor is the same as the display status, it means the motor is normal; otherwise, the motor is not Normal)</p>
	MOVE MOTOR	The two directions of the joystick control the direction of motor operation, pushing the joystick motor to turn and not pushing the joystick motor to stop;
	DISPENSOR MOTOR	The two directions of the joystick control the direction of operation of the motor, pushing the joystick motor to turn, not pushing the rocker motor to stop;
	SHOOTER MOTOR	The game button controls the ball shooter motor, the ball shooter motor rotates when the button is pressed, and the ball shooter motor stops when the button is pressed;
	HOPPER MOTOR	The game button controls the hopper motor, press the button to turn it; press the button to pop up it to stop;
	BASKET MOTOR	Game button to control the basket motor operation, press the button to turn it; press the button to pop up it to stop;
	REEL MOTOR	The game button controls the reel motor, press the button to turn it; press the button to stop it.
	TICKET DISPENSOR TEST	Pressing the start button once, the ticket dispenser dispenses 3 tickets; the display shows ON when the ticket dispenser starts and OFF when the ticket dispenser stops
	COUNTER TEST	When the joystick fluctuates to the left one time, the coin counter adds one; when the joystick fluctuates to the right one time, the ticket counter adds one.

LED TEST	Test options	<p>Test Method (Press → or ← button to switch options, press cancel button to return to the upper menu)</p> <p>The display shows the real-time status of the test light;</p>
	OFF	Lights out
	ON	Lights on
	ON/OFF	Lights on/off switching

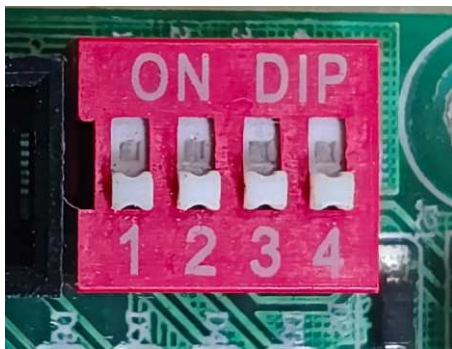
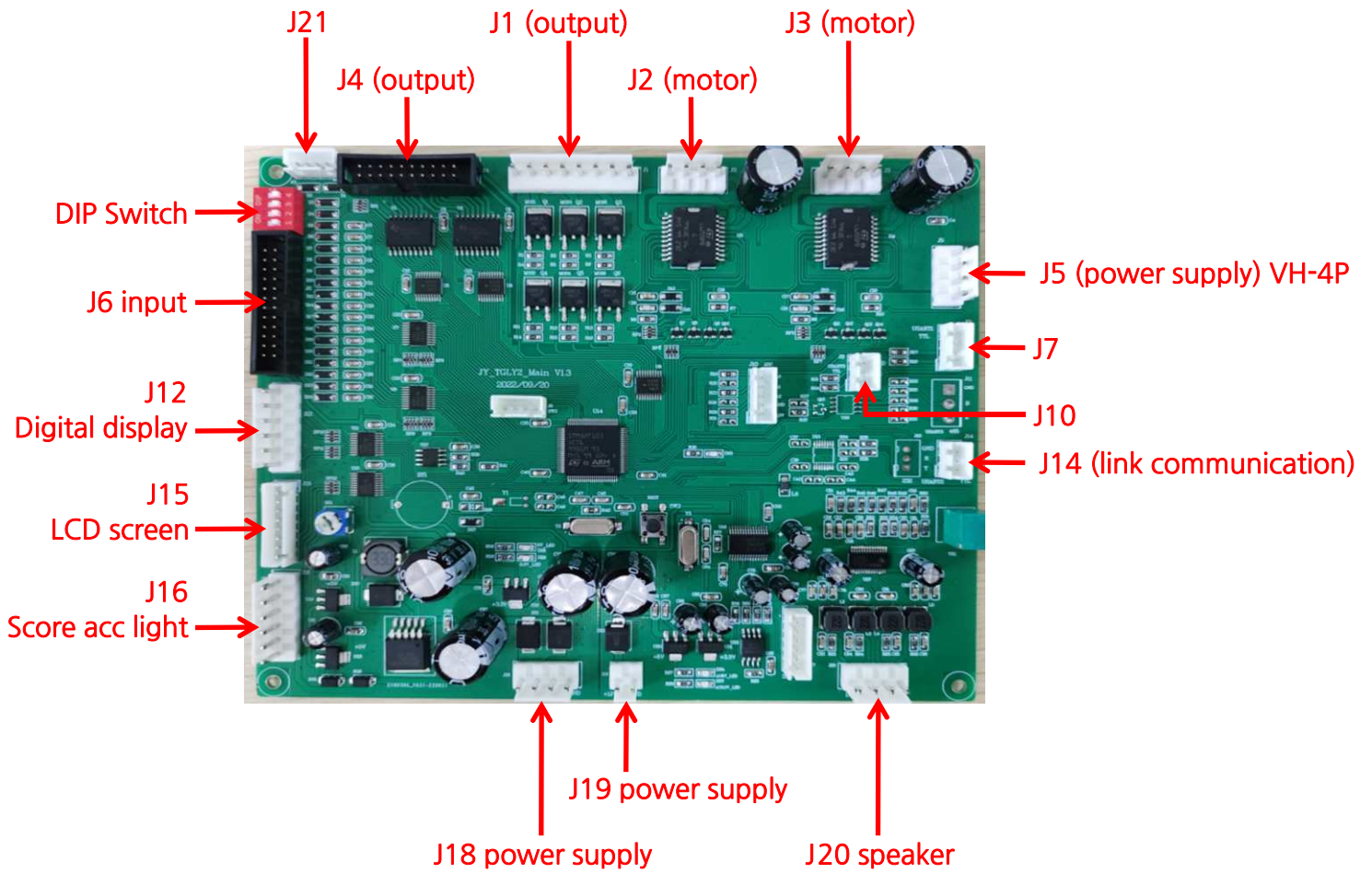
FND TEST	<p>Test Method Press the game button, switch the digital display to display numbers in sequence, 0-9, cycle display, press one time, the number changes once; and with the display shows the same digital content</p>
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Sound test	<p>Test Method Press the game button once to switch between playing music content one by one</p>
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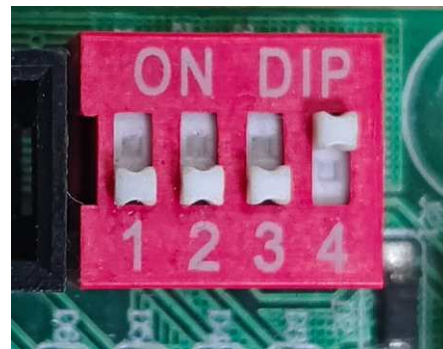
AGING MODE	Test options	<p>Test method  (Press the → or ← button to switch options, press the cancel button to return to the previous menu)</p> <p>If a certain aging mode is selected, the machine will directly enter the aging state; When in the aging state, press the selection button to exit the aging state and directly return to the aging selection option</p>
	OFF	Not enter to aging test
	1P	1P enter aging test
	2P	2P enter aging test
	1P&2P	1P&2P enter aging test

# 6. BOARD INFORMATION

## 6.1 Mainboard (1P & 2P)



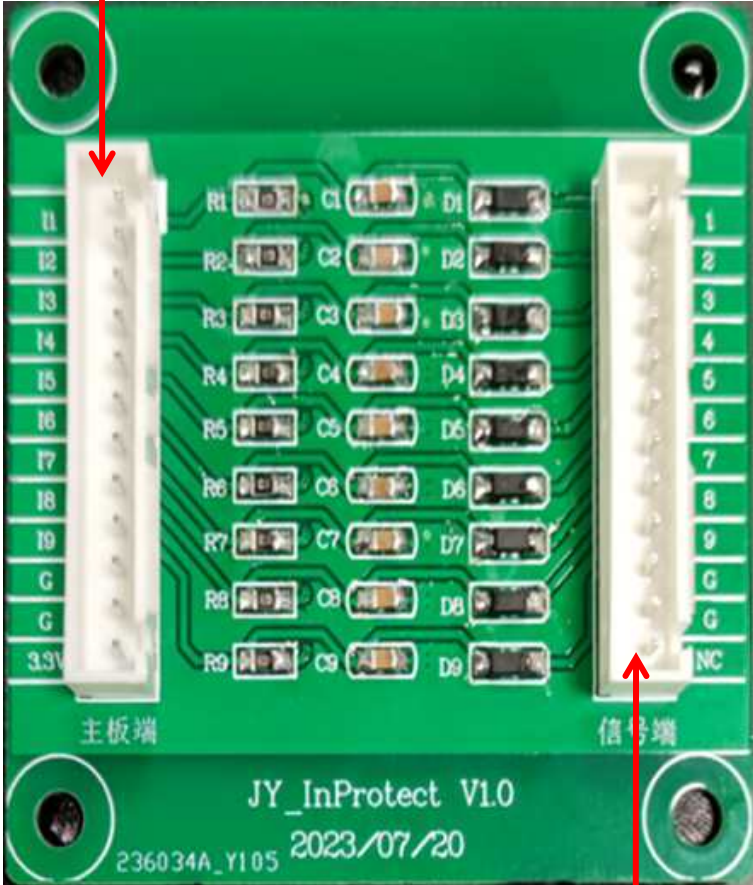
1P DIP Switch



2P DIP Switch

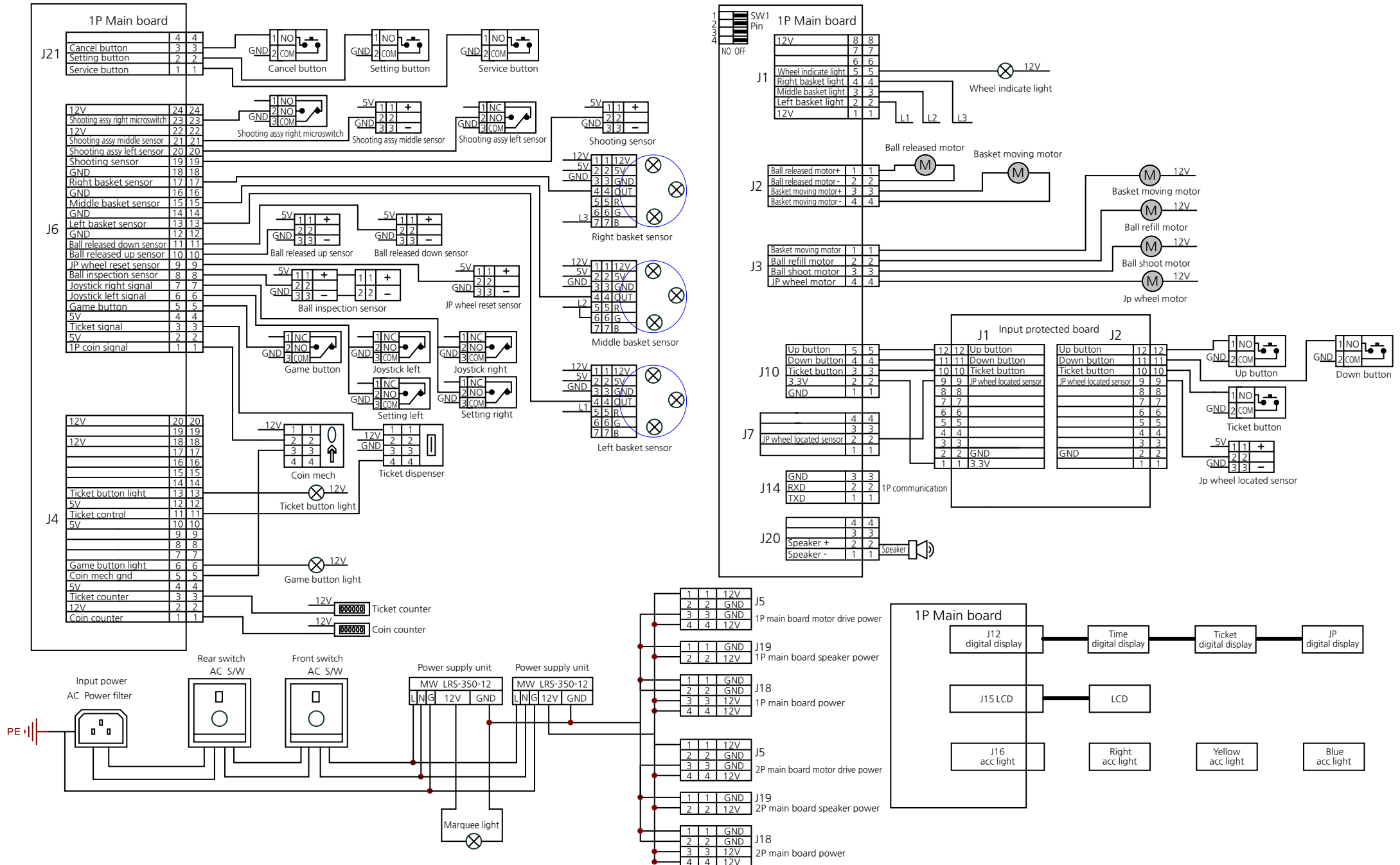
# 6.2 Attached Board

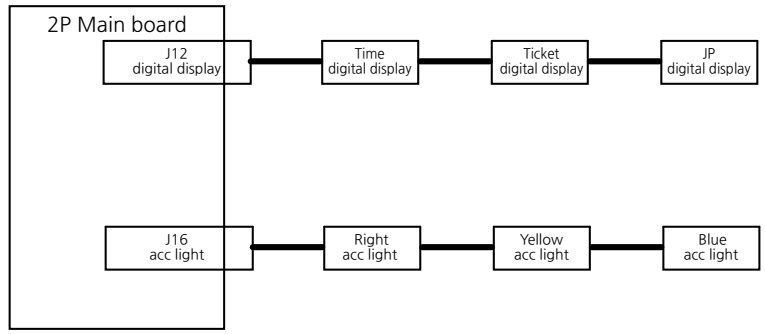
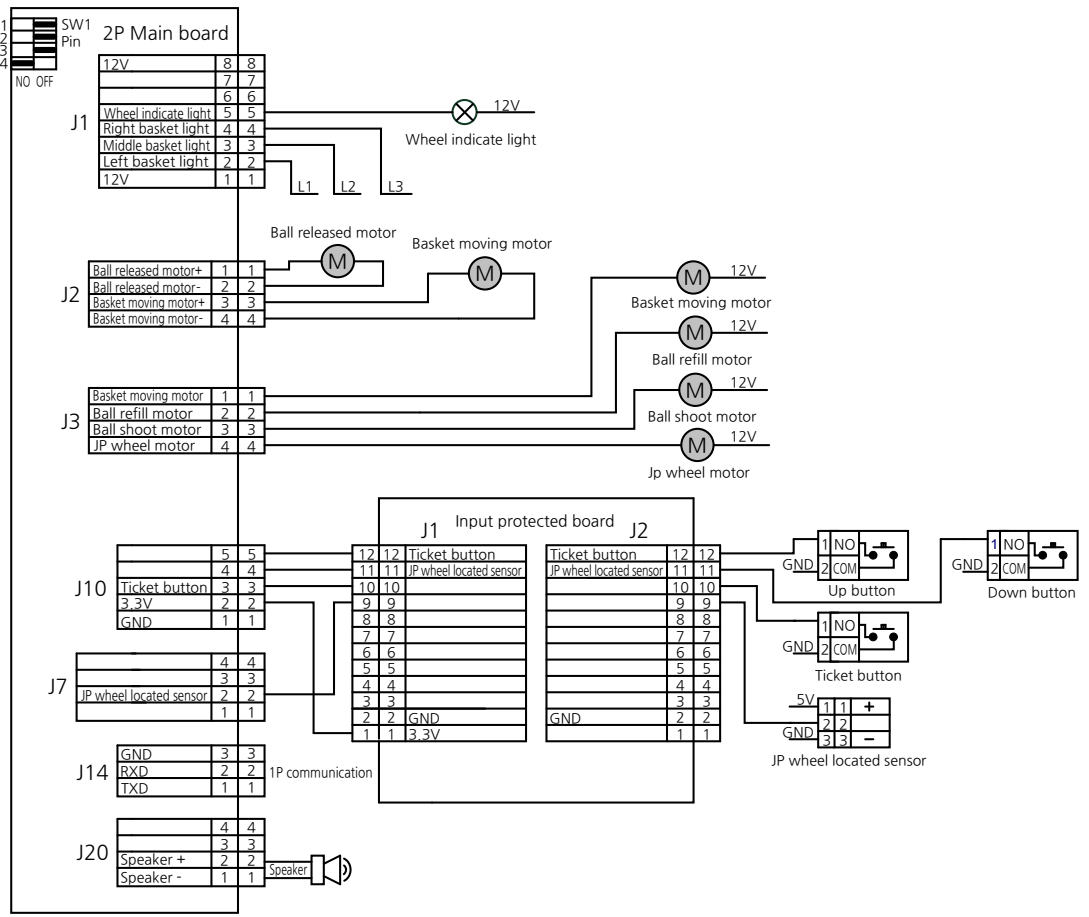
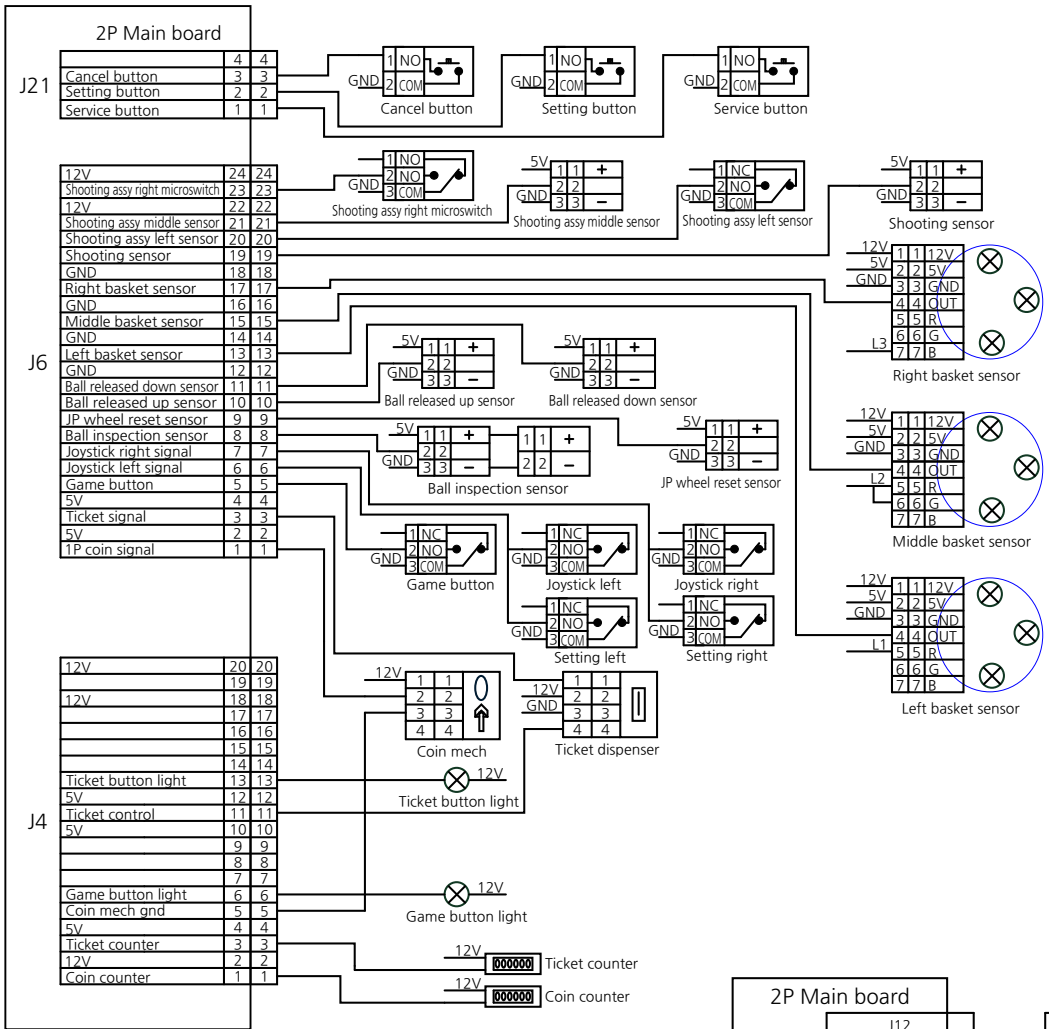
J1 (connect PCB port) c3-12P



J2 (connect game button) c3-12P

# 7. CIRCUIT DIAGRAM

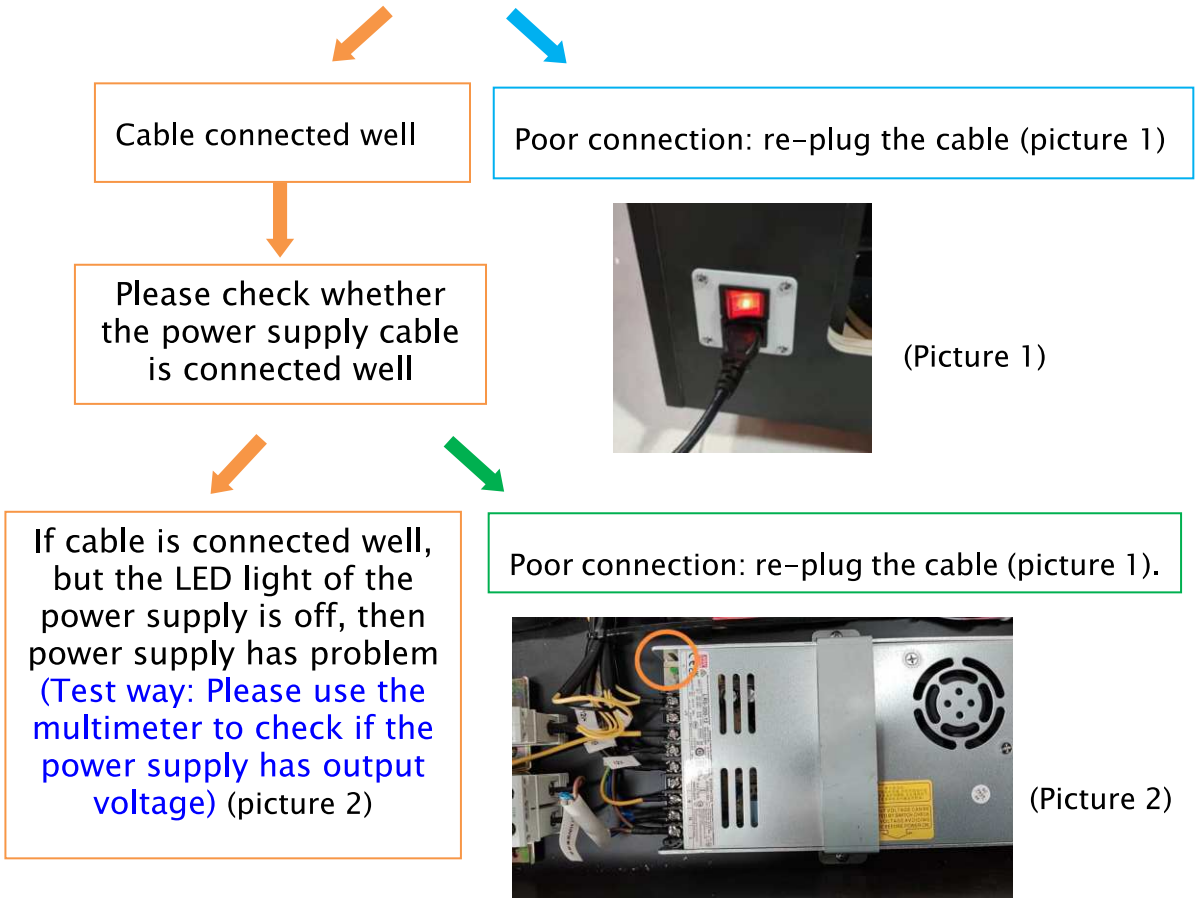




# 8. TROUBLE SHOOTING

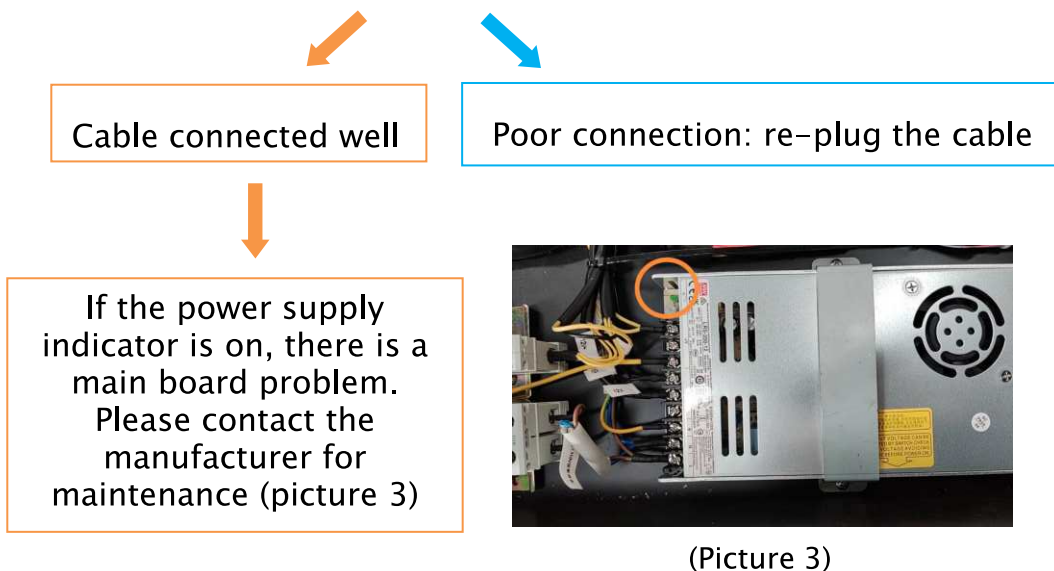
## 8-1 Machine can not boot, no electricity

Please check if AC power cable is connected well.



## 8-2 Power on machine, LED light is working, but it doesn't function.

Check whether the SMPS power cable is connected well



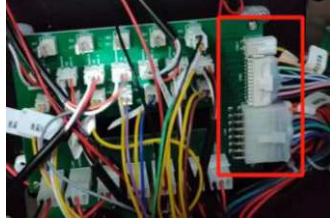
## 8-3 Machine can accept coins and has sound effects, but the solenoids do not jump.

Please check the control board under the dispenser whether the cable is connected well.

Cable connected well

Please use a multimeter to check if there is a 24V output from the 24V supply voltage. If not, it might has problem, please contact the manufacture for maintenance.

Poor connection: re-plug the cable.



## 9. ERROR CODE

Error code description: When the machine malfunctions, the ticket digital display and screen will show error code.

Error	Error Description	Reason	Solution
<b>E01</b>	Coin acceptor fault	1. Coin acceptor broken 2. Coin acceptor pin wrong	1. Replace coin acceptor 2. Coin acceptor pin to NO
<b>E02</b>	Ticket dispenser signal fault	1. Ticket dispenser broken 2. Ticket dispenser pin wrong	1. Replace ticket dispenser 2. Ticket dispenser pin to NO
<b>E03</b>	Control panel game button signal fault	1. Game button connect to NC or broken 2. Game button was press during power on self-test	1. Replace game button or make it to NO 2. Do not press the joystick during the power on self-test
<b>E04</b>	Joystick left direction abnormal	1. Joystick left direction broken 2. Joystick left direction was press during the power on self-test	1. Replace joystick 2. Do not press the joystick during the power on self-test;
<b>E05</b>	Joystick right direction abnormal	1. Joystick right direction broken 2. Joystick right direction was press during the power on self-test	1. Replace joystick 2. Do not press the joystick during the power on self-test
<b>E06</b>	Up ball sensor signal abnormal	1. Up ball sensor broken 2. Up ball motor fault	1. Replace up ball sensor 2. Check any obstacle block sensor 3. Check up ball motor blocked or not 4. Replace up ball motor
<b>E08</b>	Dispensor down sensor signal abnormal	1. Dispensor down sensor broken 2. Dispensor motor fault	1. Replace dispensor down sensor 2. Check whether the Dispensor motor block or not 3. Replace the dispensor motor
<b>E09</b>	Dispensor up sensor signal abnormal	1. Dispensor up sensor broken 2. Dispensor motor fault	1. Replace dispensor up sensor 2. Check whether the Dispensor motor block or not 3. Replace the dispensor motor
<b>E10</b>	Left basketry score sensor abnormal	1. Left basketry score sensor abnormal broken 2. Have obstacle in the middle of the sensor	1. Replace left basketry score sensor 2. Whether left basketry score sensor has obstacle and remove it
<b>E11</b>	Middle basketry score sensor abnormal	1. Middle basketry score sensor broken 2. Have obstacle in the middle of the sensor	1. Replace middle basketry score sensor 2. Check whether have obstacle in the middle of the sensor and remove it

<b>E12</b>	Right basketry score sensor abnormal	1. Right basketry sensor broken 2. Have obstacle in the middle of the sensor	1. Replace right basketry sensor 2. Check whether have obstacle in the middle of the sensor and remove it
<b>E13</b>	Shooter sensor signal abnormal	1. Shooter sensor broken 2. Shooter move motor fault	1. Replace shooter sensor 2. Check the shooter move motor blocked or not 3. Replace shooter move motor
<b>E14</b>	Shooter left micro switch signal abnormal	1. Shooter move left micro switch broken 2. Shooter move motor fault	1. Replace shooter move left micro switch 2. Check the shooter move motor blocked or not 3. Replace shooter move motor
<b>E15</b>	Shooter middle micro switch signal abnormal	1. Shooter move middle sensor broken 2. Shooter move motor fault	1. Replace shooter move middle sensor 2. Check the shooter move motor blocked or not 3. Replace shooter move motor
<b>E16</b>	Shooter right micro switch signal abnormal	1. Shooter move right micro switch broken 2. Shooter move motor fault	1. Replace shooter move right micro switch 2. Check the shooter move motor blocked or not 3. Replace shooter move motor
<b>E17</b>	Service button signal fault	Service button broken	Replace new button
<b>E18</b>	Ticket button signal fault	Ticket button broken	Replace new button
<b>E19</b>	JP reel reset sensor Signal abnormal	1. JP reel reset sensor broken 2. Reel motor fault	1. Replace reel reset sensor 2. Check reel motor blocked or not 3. Replace reel motor
<b>E20</b>	JP reel position Sensor signal abnormal	1. Reel position sensor broken 2. Reel motor fault	1. Exchange reel position sensor 2. Check reel motor blocked or not 3. Replace reel motor
<b>E21</b>	Motherboard fault	Motherboard problem	Send motherboard back to manufacture to repair or replace a new one
<b>HEP</b>	Ticket error	Not pay out ticket	1. Check whether have tickets 2. Check ticket dispenser motor 3. Check ticket dispenser sensor

The above errors will be corrected automatically after the problem is solved. You can continue the game.

**Note: when machine faults occur, please check parts' circuit whether loose or not.**












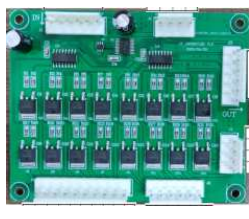








## 10. WARRANTY

### SB SWISH AS PARTS List

Item	Andamiro P/N	Parts Name	Spec.
1	MSSW0PAC001	ball refill motor	DC 12V 55R
2	MSSW0PAC002	figurin moving motor	DC 12V 160R
3	MSSW0PAC003	shoot ball motor	DC 12V 25R
4	MSSW0PAC004	ball dispener motor	DC 12V 12R
5	MSSW0PAC005	basket move left/right motor	DC 12V 25R
6	MSSW0PAC006	coin acceptor	TW-389
7	MSSW0PAC007	game button	#80
8	MSSW0PAC008	Service button	16mm
9	MSSW0PAC009	Ticket issuance button	#30
10	MSSW0PAC010	lock	666
11	MSSW0PAC011	basket net	wire
12	MSSW0PAC012	figurin moving belt	XL037
13	MSSW0PAC013	figurin moving motor wheel	
14	MSSW0PAC014	power switch	CY (Red)
15	MSSW0PAC015	power plug/filter	10A
16	MSSW0PAC016	press spring	1.5*11.5*100
17	MSSW0PAC017	ball refill belt	
18	MSSW0PAC018	speaker	4 inch
19	MSSW0PAC019	joystick	
20	MSSW0PAC020	joystick knob	
21	MSSW0PAC021	mini basketball	Size : 35mm
22	MSSW0PAC022	“figurin moving left/right sensor ball dispense sensor”	U type Photo Sensor
23	MSSW0PAC023	photoelectric switch	Photo Sensor
24	MSSW0PAC024	microswitch	
25	MSSW0PAC025	setting board	
26	MSSW0PAC026	screen	
27	MSSW0PAC027	motorboard	SpondgeBob Swish

28	MSSW0PAC028	led control board	
29	MSSW0PAC029	integral light board	
30	MSSW0PAC030	protection board	
31	MSSW0PAC031	score/time display	FND PCB
32	MSSW0PAC032	big win/tickets display	FND PCB 1.8 inch
33	MSSW0PAC033	basket sensor	Photo Sensor
34	MSSW0PAC034	ball refill sensor	Photo Sensor
35	MSSW0PAC035	power box 350-12	LRS-350-12, 12V/29A
36	MSSW0PAC036	Light Panel	LED PCB
37	MSSW0PAC037	relay	
38	MSSW0PAC038	sounds board	

ASPARTICTURE			
▼1	▼2	▼3	▼4
			
▼5	▼6	▼7	▼8
			
▼9	▼10	▼11	▼12
			
▼13	▼14	▼15	▼16
			

▼17	▼18	▼19	▼20
			
▼21	▼22	▼23	▼24
			
▼25	▼26	▼27	▼28
			
▼29	▼30	▼31	▼32
			
▼33	▼34	▼35	▼36
			
▼37	▼38	▼39	▼40
