

# BASKETBALL MANUAL

## Playing:

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

The game will finish after a set time.

## Volume:

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

## Programming:

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

By pressing “OK” you confirm changes.

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

## IMPORTANT

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

## Options in programming menu of “BASKETBALL” machine:

**0P 00 – SERIAL NUMBER.**

**0P 01 – TOTAL CASH**

Not-delete counter (not possible to change).

**0P 02 – DAILY CASH**

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

**0P 03 – LANGUAGE**

Availabe languages: English, German, Polish, Greek

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

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

**0P 06 – BRIGHTNESS**

**0P 07 – VOLUME (1 – 99)**

**0P 08 – TYPE OF MUSIC**

Type of music during the game.

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

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

**0P 11 – OPTICAL SENSOR TEST**

**0P 12 – DISPLAY TEST**

**0P 13 – AUTOSTART TIME**

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

**0P 15 – MUSIC INTERV.**

**0P 16 – IMPULSE FACTOR**

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

**0P 17 – GAME COST**

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

**0P 18 – AUTOSTART**

There are two settings:

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

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

**0P19 – MENU CODE**

Makes possible to change the default enter code to MENU.

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

**0P 20 – CHANNEL SETT.**

Settings for coin selector working in parallel mode.

**0P 21 – COIN SELECTOR TEST**

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

**0P 22 – LED BLINK** (speed; comb.)

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

**0P 25 – DEAFULT SET**

**0P 26 – SOUND** (default, custom)

**0P 27 – LIGHT LEVEL**

**0P 31 – RECORD**

**0P 36 – REC-DECREASE** (minutes)

**0P 37 – REC-DECREASE** (p)

**0P 38 – REC-DECREASE** (minimum)

**0P 42 – BONUS RECORD** (on – off)

**0P 45 – WELCOME SND** (on – off)

**0P 46 – STAGES:**

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

**0P 47 – TICKETER:**

- - time (75 ms)
- per game
- per record
- points
- per points

**0P 48 – CUSTOMER NUMBER**

**0P 50 – BALL OUTLET TEST**

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

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

**0P 53 – MULTIPLAYER** (ON. OFF)

**0P 54 – POINTS LIMIT** (ON. OFF)

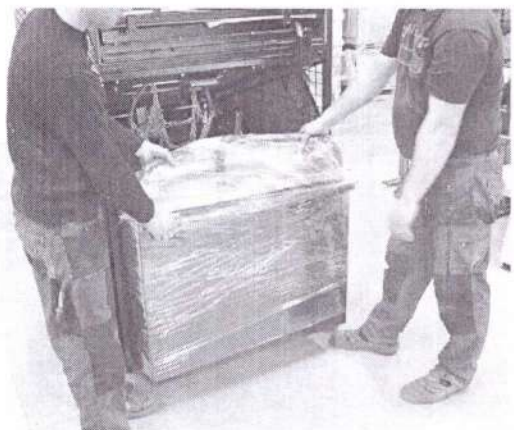
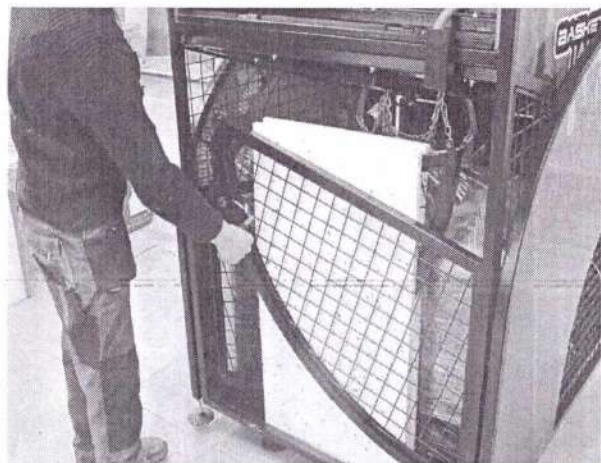
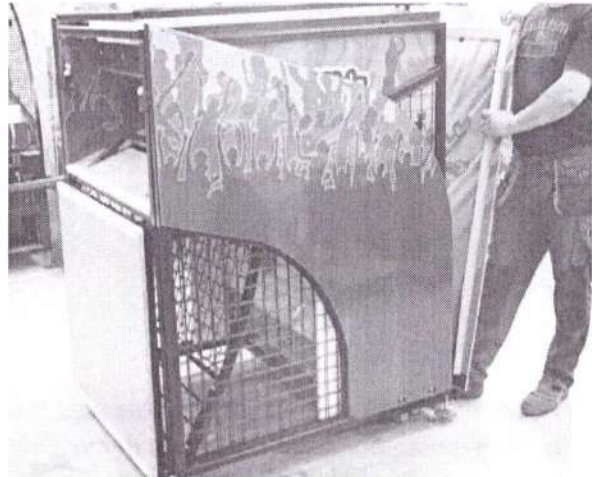
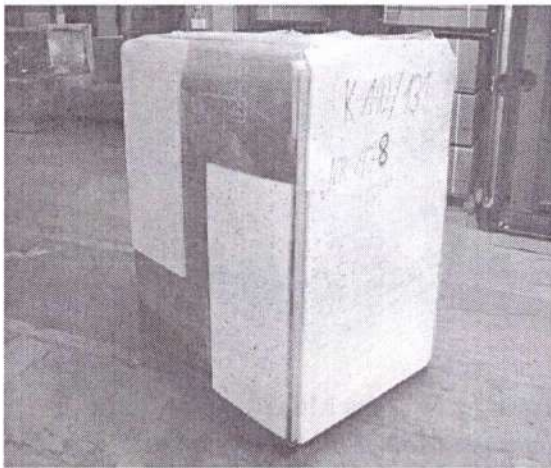
Szalikowi mēret : 115 x 139 x 160 cm

PL: INSTRUKCJA MONTAŻU KOSZYKÓWKI „WIK”

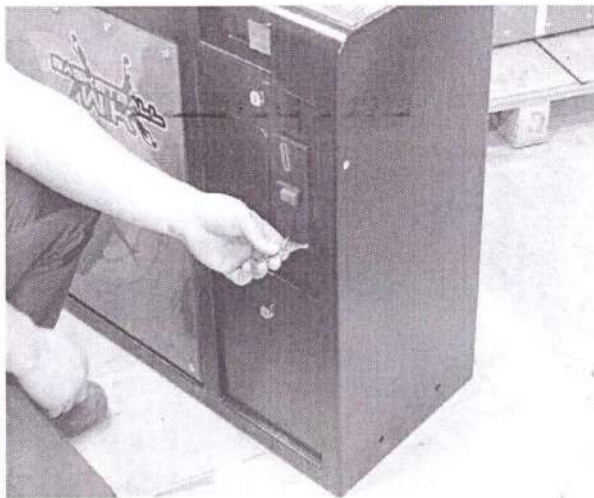
RU: ИНСТРУКЦИЯ СБОРКИ БАСКЕТБОЛА „WIK”

ENG: MANUAL OF ASSEMBLY THE BASKETBALL “WIK”

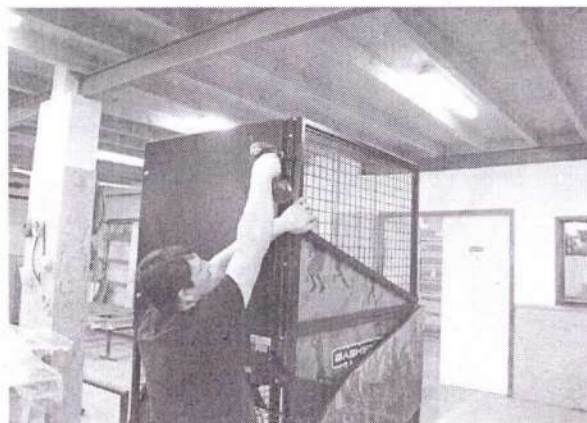
1. Rozpakować urządzenie // Распаковать устройство // *Unpack a basketball machine*



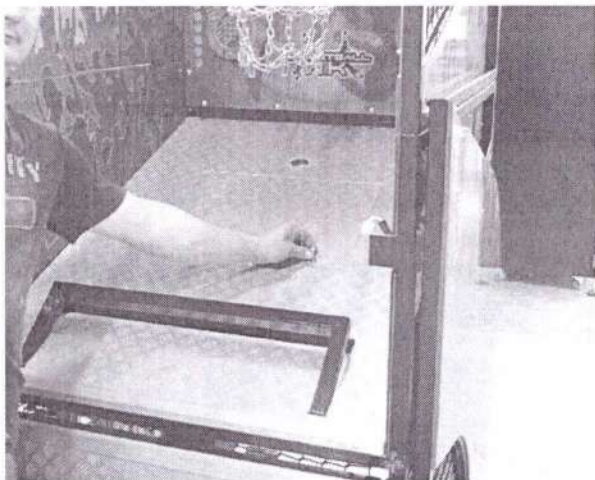
2. Otworzyć dolne drzwiczki od koszykówki i wyjąć zestaw śrub montażowych // *Открыть нижние дверцы и вынуть монтажные винты* // Open lower door and take out assembly screws



3. Podnieść i przykręcić osłony boczne oraz tablicę wyników (4 śruby M6x20) // *Поднять и подкрутить боковые панели и доску счёта (4 винты М6 х20)* // Lift up and fix together side panels and score bard (with screws M6x20 – 4 pcs).



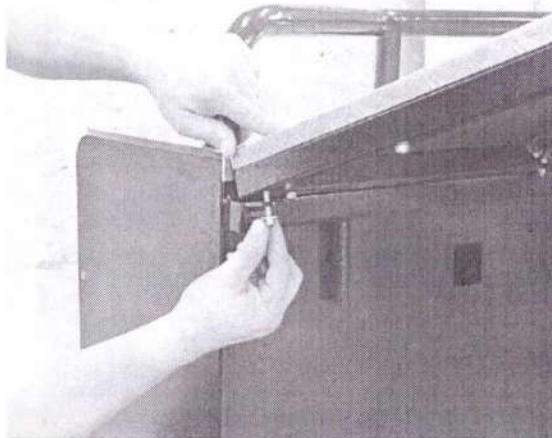
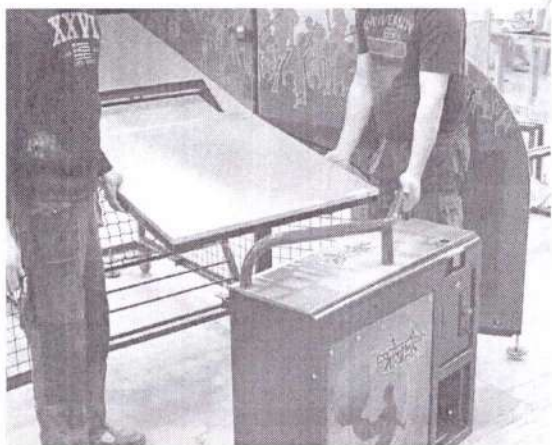
4. Przykręcić dno w polu gry (4 śruby M6x30) // Подкрутить дно игрового поля (4 винты M6 x30) // Fix a bottom of the playfield (4 screws M6x30).



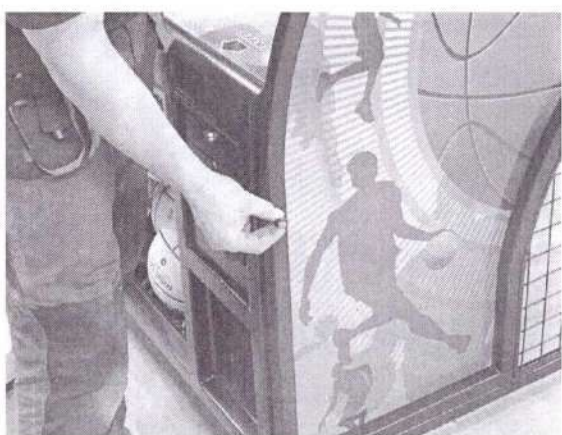
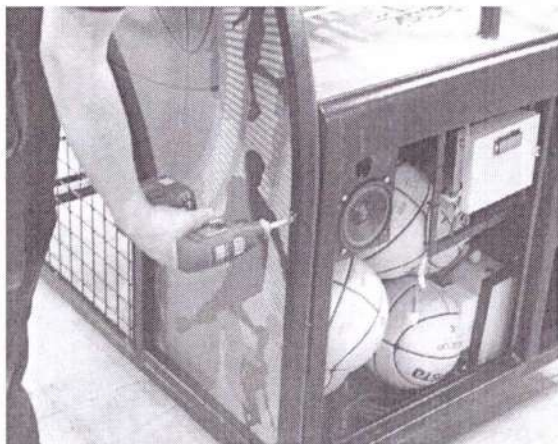
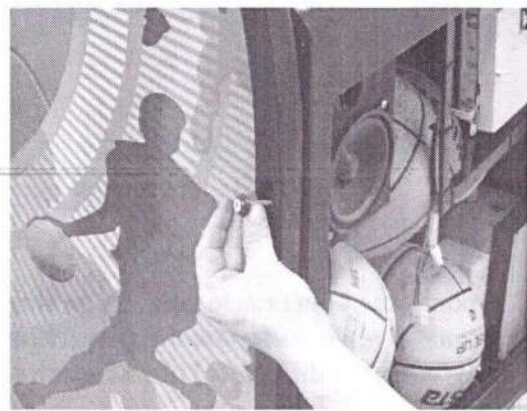
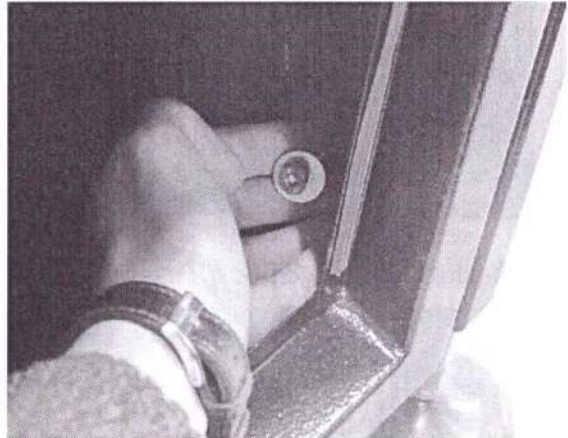
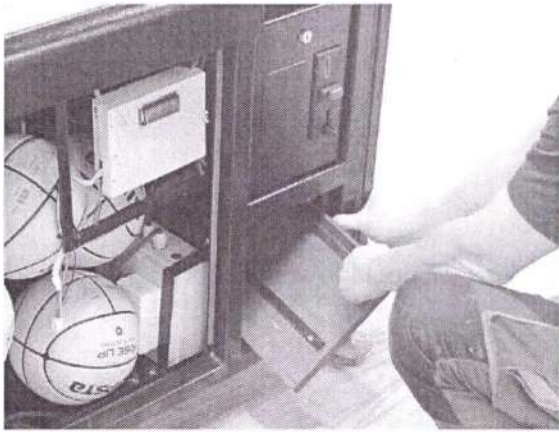
5. Rozłożyć osłony dolne // Разложить нижние панели // Spread lower panels



6. Zmontować dolną część pola gry ze skrzynią sterującą (2 śruby M6x30) // Соединить низ игрового поля с коробкой управления (2 винты M6 x30) // Connect a lower part of the playfield with the control box (2 screws M6x30)



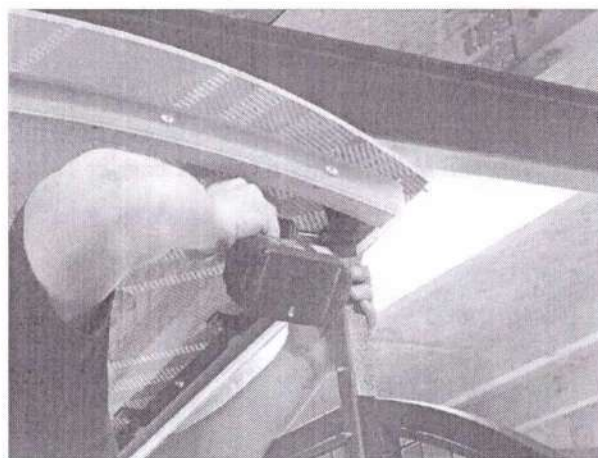
7. Przykręcić dolne osłony boczne do skrzyni sterującej (2 śruby od wewnątrz M6x30, 2 śruby od zewnątrz M6x60) // Подкрутить нижние боковые панели с коробкой управления (2 винты изнутри М6 х60, 2 винты извне М6 х60) // Screw lower side panels with a control box (2 screws inside M6x60, 2 screws outside M6x60)



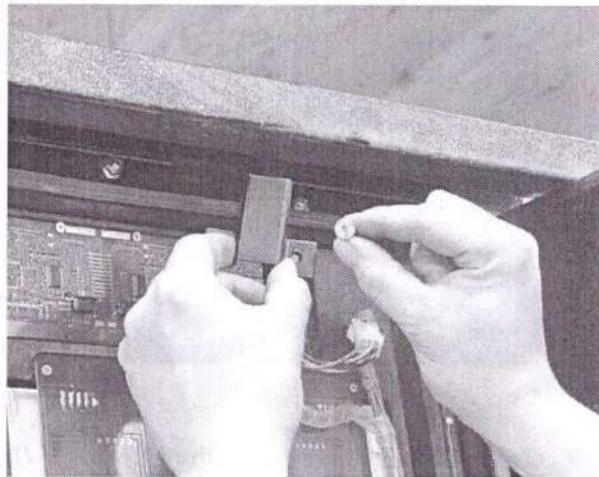
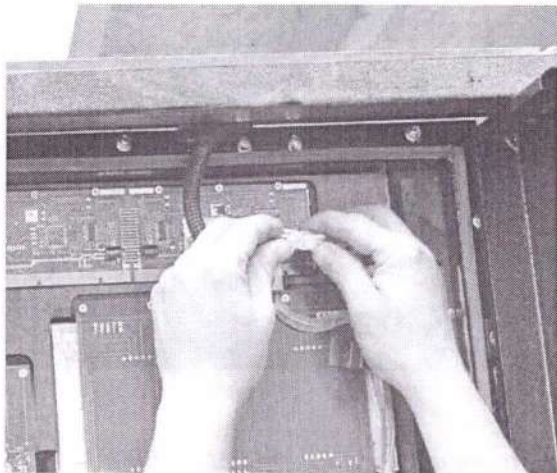
8. Zamontować górne osłony boczne // Подкрутить верхние боковые панели // Assembly side panels



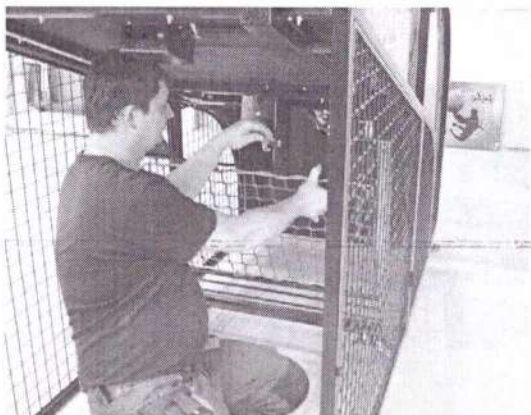
9. Zamontować daszek (4 śruby M6x20) // Подкрутить навес (4 винты М6 х20) // Assembly roof (4 screws M6x20)



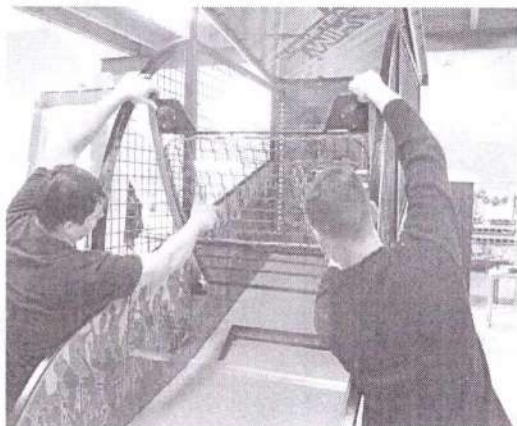
10. Podłączyć oświetlenie daszka oraz przykręcić osłonę kabli (2 sztuki M6x20) //  
*Подключить освещение навеса и подкрутить крышки кабеля (2 винты M6x20) //*  
Connect roof lighting and screw cables cover (2 screws M6x20)



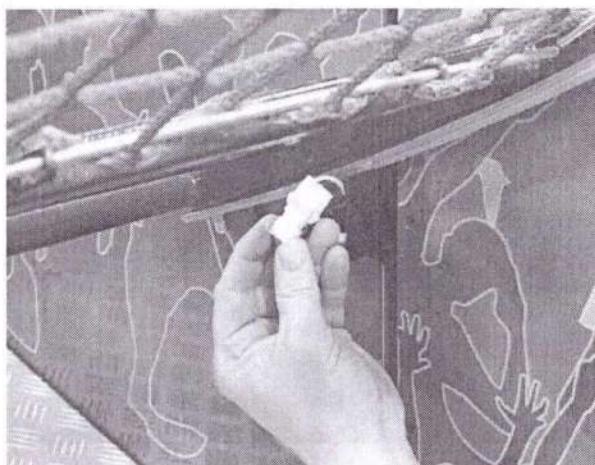
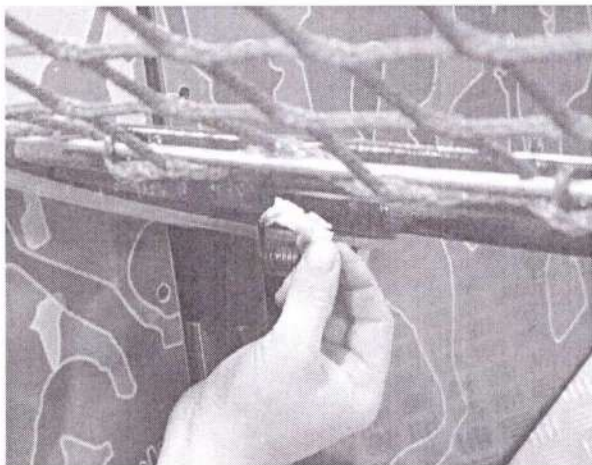
11. Wyjąć przegrodę środkową z koszykówki // *Вынуть центральной барьер //* Remove a central barrier outside the basketball



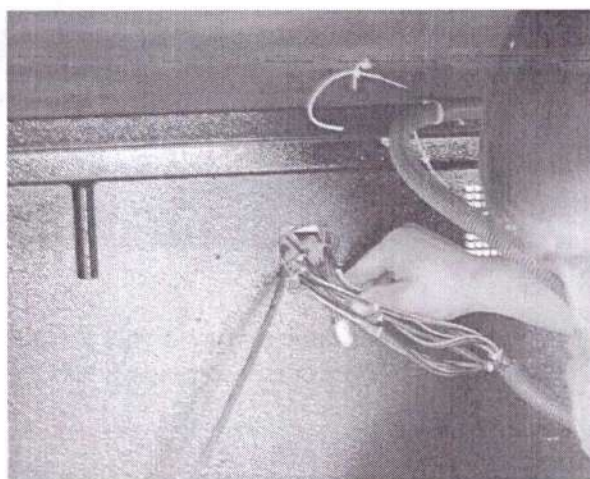
12. Zamontować przegrodę środkową (2 sztuki M6x45) // *Подкрутить центральной барьер //* Assembly a central barrier



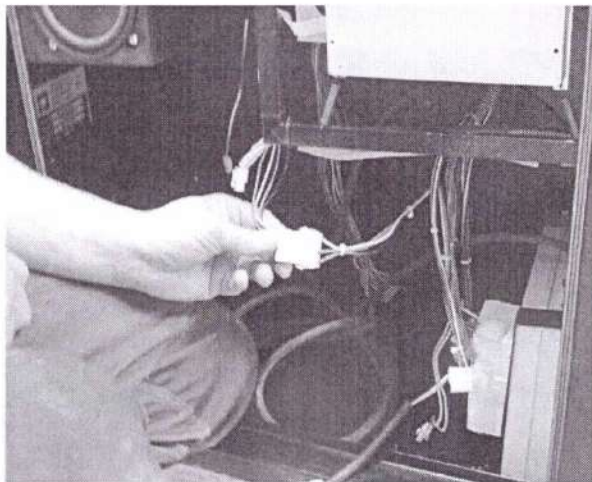
13. Podpiąć oświetlenie oraz głośniki w przegrodzie środkowej // *Подключить освещение и спикеры в центральной барьер* // Connect a lighting system and speakers in the central barrier



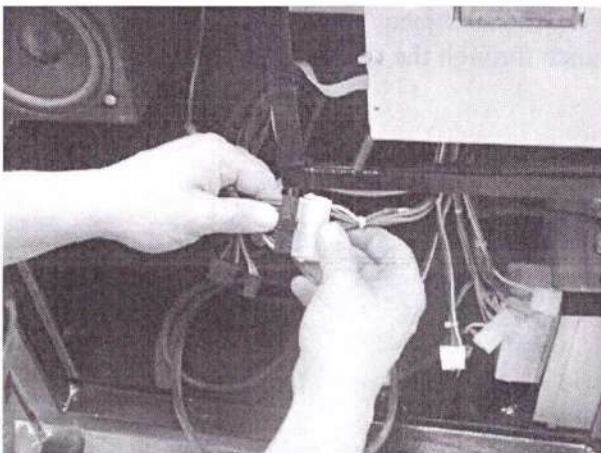
14. Przełożyć przez otwór w skrzyni sterującej wiązkę sterującą / *Продеть связку управления в коробку управления* / Put the control bunch through the whole in the control panel (in the back side)



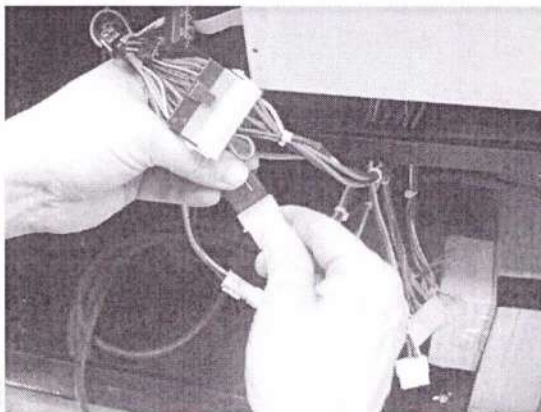
15. Podłączyć sterowanie wysypem, koszem i łapą (opcja) oraz podświetlenie kosza (halogen) // *Подключить управление высыпа, короба и лапы (вариант). Подключить освещение короба (галоген)* // Connect a control system of ball release, basket and hand (option). Connect a basket's lighting.



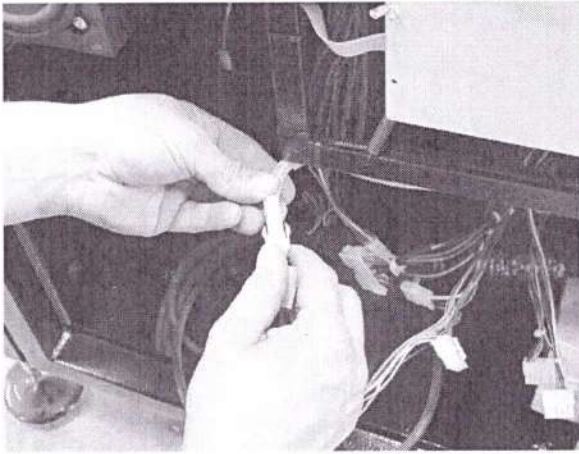
16. Podłączyć zasilanie interfejsu // *Подключить электропитание по интерфейс* // Connect a power supply of interface



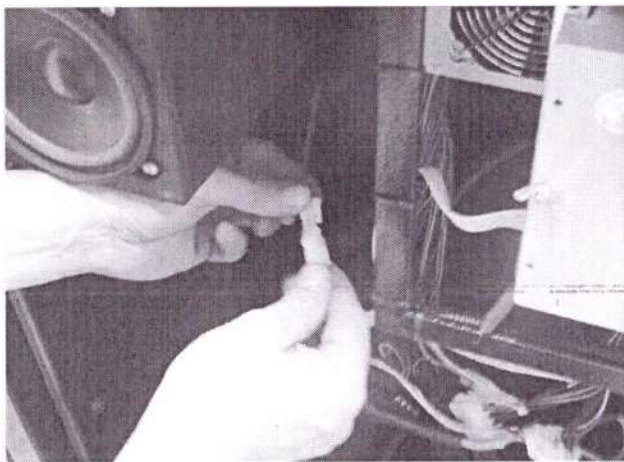
17. Podłączyć zasilanie płyty głównej // *Подключить электропитание по материнской платы* // Connect a power supply of CPU



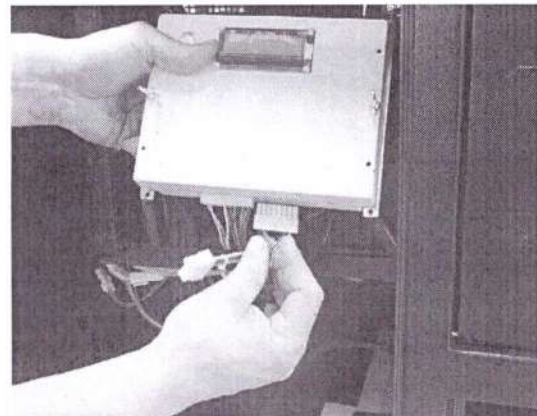
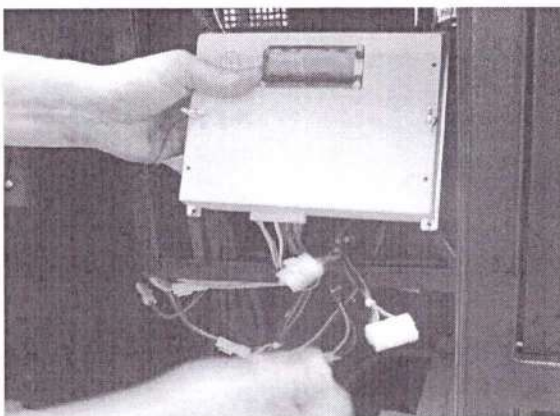
18. Podłączyć zasilanie przycisku START // *Подключить электропитание по кнопку START* // Connect a power supply of START button

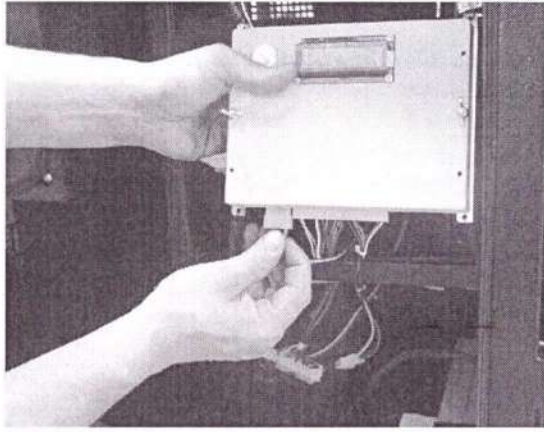


19. Podłączyć zasilanie głośników // *Подключить электропитание по спикеры* // Connect a power supply of speakers



20. Podłączyć płytę główną z wiązką sterującą // *Подключить материнской плату с связку управления* // Connect CPU with the control bunch



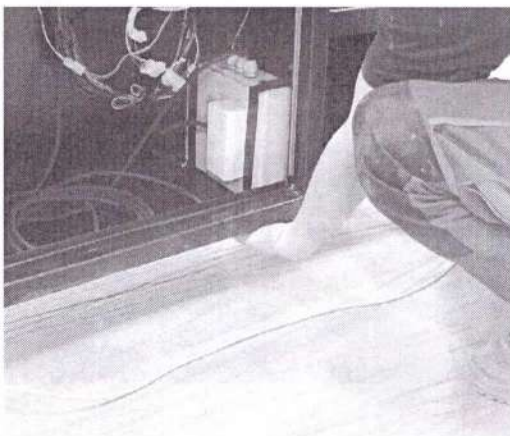


21. Podłączyć wtyczkę kabla zasilającego z gniazdem sieciowym 230V // *Подключить в 230 V*  
// Connect to a 230 V socket

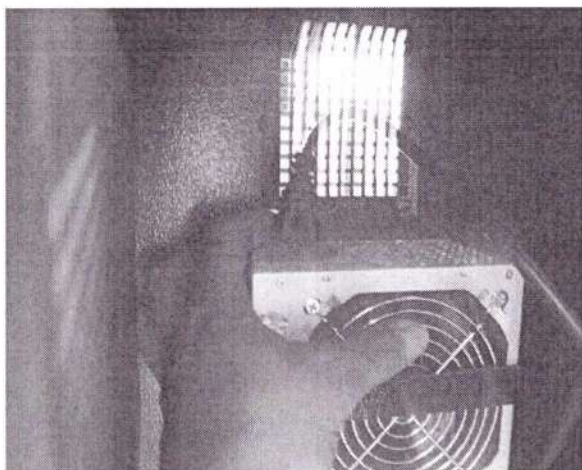


22. Włączyć urządzenie na włącznikach: zasilacza głównego oraz zasilacza ATX // *Включить основной источник питания и ATX питания* // Turn on the main power supply and ATX Power supply

ZASILACZ GŁÓWNY // *Основной источник питания* // Main power supply:



ZASILACZ ATX // *ATX питания* // ATX Power supply :



23. Zamknąć drzwi przednie oraz dolne skrzyni sterującej // *Закройте переднюю и нижнюю двери* // Close front and lower door

