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THE BASKETBALL

machine manual



I. INTRODUCTION.

The „**BASKET**” strength machine is the amusement device designed for play in bars, clubs, cinemas, festivities, amusement parks, etc. The machine is profit-making device not paying the money prizes.

The machine is designed and made from state of the art materials and parts available on the market. Components of the device are compliant with the safety standards, what is confirmed by CE certificate.

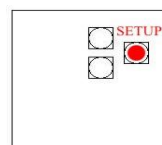
II. TECHNICAL PARAMETERS

<i>Height</i>	<i>255 cm</i>
<i>Width</i>	<i>100 cm</i>
<i>Length</i>	<i>275 cm</i>
<i>Total weight</i>	<i>250 kg</i>
<i>Power supply</i>	<i>220 – 240 V</i>

III. BASKET PARAMETERS CHANGE - SETUP.

To enter SETUP turn-off the machine an holding SETUP key on the MAIN board turn it back on. Switching between the SETUP items is realised by the following keys:

Confirmation of the selected option - ENTER button
Browsing the options - Pushing left / right buttons



1 - 6. Setting credits.

In option 1-3 set number of credits which shall be granted by the machine after a coin is inserted on the first, second and third coinbox channel. These are double options. The number of games relating (left display) and the coin value (right display) can be set.

Example: Push ENTER, when small display is blinking the credit value shall be set, i.e. to 0,5. Confirm by pushing ENTER, then set the coin value i.e. 1. It means that inserting two coins on this channel gives 1 credit and 2 pulses to mechanical counter.

Options 4-6 relates to banknotes. Coding is realised the same way as above.

7. Record.

In this option the machine record value in the range 10 – 999 can be changed. For that purpose *ENTER* shall be pushed, then the required record value shall be set using *left / right* buttons.

8. Test hardware.

Pushing appropriate buttons enables performing of the device operation test After SETUP is pushed the following are tested: After ENTER is pushed the following are tested:

- *motor*
- *Opening the ball hatch and setting the basket in middle position*
- *Closing the ball hatch and setting the basket in middle position.*

9. Factory settings.

Pushing the *ENTER* button causes setting of setup options to factory settings. Initial parameters are:

<i>CREDIT</i>	- 0
<i>PULSES</i>	- 1 , 2 , 5
<i>CREDITS</i>	- 1 , 2 , 5
<i>RECORD</i>	- 100
<i>ROUND TIME</i>	- 60 s
<i>MIN NUMBER OF POINTS TO ADVANCE TO 2nd ROUND</i>	- 50
<i>MIN NUMBER OF POINTS TO ADVANCE TO 3rd ROUND</i>	- 100
<i>PRESENTATION REPEAT TIME</i>	- 300 s = 5 min
<i>FREE PLAY</i>	- OFF
<i>NUMBER OF TICKETS FOR BEATING RECORD</i>	- 0
<i>MIN NUMBER OF POINTS FOR GRANTING THE TICKETS</i>	- 500
<i>FOR HOW MANY POINTS OVER A MINUTE THE TICKETS ARE GRANTED</i>	- 500
<i>LANGUAGE</i>	- 1(ang)
<i>LINK ADDRESS</i>	- 1 (slave)
<i>COUNTER (current counter)</i>	- 0
<i>NAME</i>	- AAAAA

10. The presentation repeat time.

The option enables changing of the presentation repeat time. Set in seconds presents time, after which the music is played. Push *ENTER* then set the desired time and confirm.

11. Current counter.

This is the number of pulses recorded in the machine from last settling.
The current counter is reset after *ENTER* is pushed

12. Electronic counter.

This is information about number of pulses from the beginning of machine production.
The number cannot be deleted. (Right display)

13. Resetting credits.

Push *ENTER* to reset number of credits.

14. Free Play - free of charge play.

Push *ENTER*, switching through left display enables game parameters changing

000 - Charged
001 - Free Play (gra za darmo)

Confirm pushing *ENTER* after an option is selected

15 – 17. Ticket Score.

18. Mechanical counter check

The number is presented on the left display. Push *ENTER* to change the time number, then select the desired number.

1 - mechanical counter check active
0 - mechanical counter check inactive

19. Settings for the manufacturer.

20. Round time.

Time in seconds is presented on the left display. It means time of the round in seconds.

21. Round time.

Result is presented on the left display. It means minimum number of points required for advance to 2nd round.

22. Round time.

Result is presented on the left display. It means minimum number of points required for advance to 3rd round.

23. LINK.

In this option the device address in LINK network is set. Each device is connected with others must have other address. At least one MASTER device with address 0 must be in the network, information on the left display. Other devices shall have following addresses (1,2,3(...)) – 15. It allows to connect together 16 devices (as MASTER has address 0). The settings can be accepted with *ENTER*..

During a game, left display presents number of points won by the best player in the game. Only the players who won the required number of points will be advanced to the next round.

24. SETTINGS.

MATRIX / SIMPLE. NOTE! For the manufacturer.