



# STREET BASKETBALL Instruction Manual

# ⚠ Warning

- •To be able to safely use this machine, please be sure to carefully read this instruction manual before use.
- Please carefully keep this manual in a manner that the users can look for it at any time.

The specifications of the machine and the contents of this manual are subject to change without notice.

There is a slight difference between the illustrations and the actual product.

SAINT-FUN®





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# Special note

We want to thank you for choosing our Street basketball machine, and hope you read these instructions first to insure the security of the user before this product is used.

This Manual contains the characteristics, special notes, and a Simple breakdown of the product.

### **Maintenance and Inspection**

- Please keep the machine clean. The exterior is touched by players, resulting in it getting dirty, so please use neutral cleaners on surface.
- Please regularly clean the machine to maintain appearance.
- Machine Exterior: Use stain removers or detergents to clean and remove stains.
- Acrylic Parts: Use glass-cleaning detergent to clean.
- Do not use water to clean the machine.

#### Machine position regulation

The power must be turned off before any movement.

The brake must be released, before the machine is moved.

Do not put the machine under the direct sunlight, it will damage the inside parts



# I.Inspection

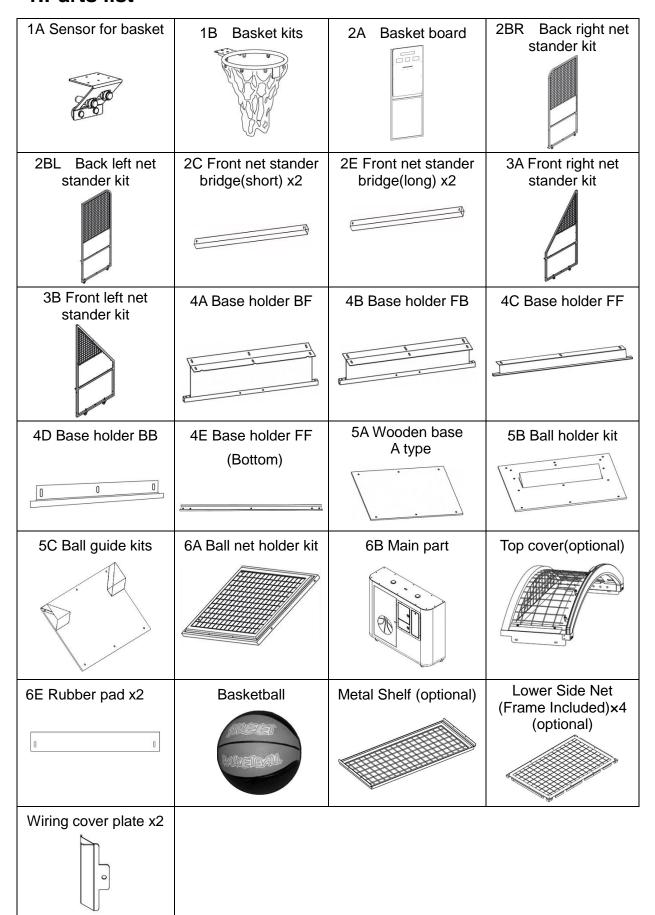
Before product use, please confirm the product content first, if anything is missing, please contact us right away.

NO	Items	Specification	Total quantity	
1	Chassis items	Packing	1 unit	
2	Street basketball	No.5 Basketball	10 unit	
3	Key	Maintenance door	1 pc	
4	key	Cash box	1 pc	
5	AC cable line		1 unit	
6	Operation manual	A4	1 set	
7	Accessories	Packing	1 set	
8	List of Street Basketball Spare Parts	A4	1 set	





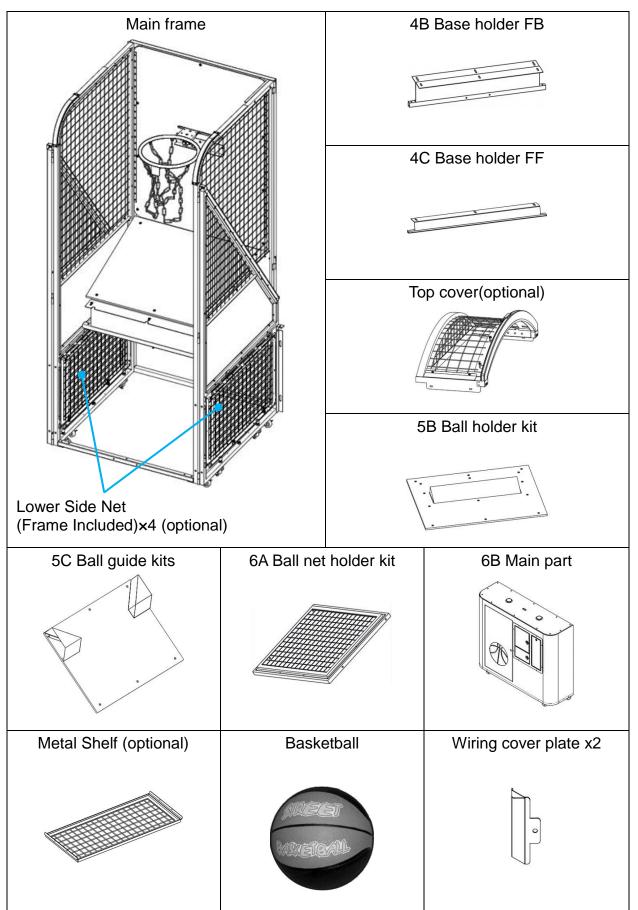
### 1.Parts list







# 2.Half-Assembly type parts list







# II.Machine view/size and power rating

Machine Dimensions: W1030xD2500xTop cover H2643mm

Weight: 260 kg / 558.4 lbs (Accessories not Included)

(Top cover 6.6kg \ Metal Shelf 3.4kg \ Lower Side Net 4.2kgx4)

Voltage: AC110V~120V/AC220V~240V(50/60Hz) Use Electrical

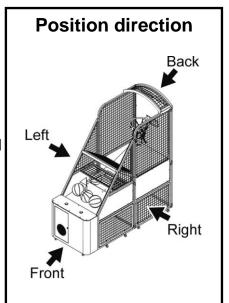
plug display as a glide Located behind the machine.

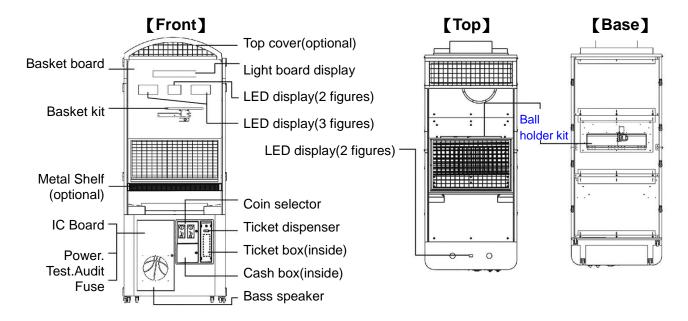
Power Consumption: 200W

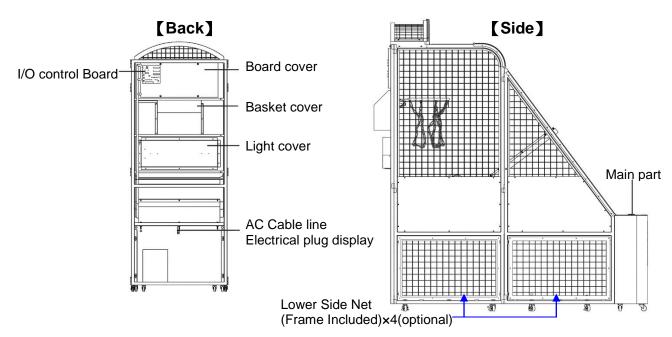
Fuse: 2A(AC220V~240V)/5A(AC110V~120V)

Token size: Ø22mm~27mm

# III.Component description







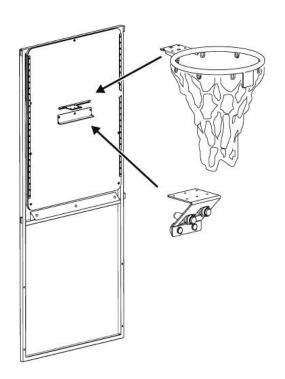




# IV. Assembly and disassembly

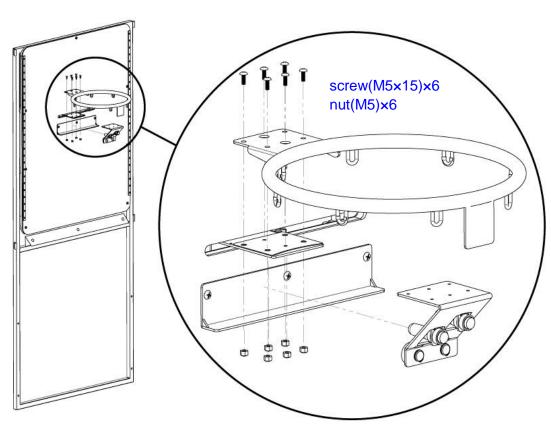
# 1. Assembly and disassembly for Disassembly type

Step 1:
Screw [1B Basket kits] on the basket board front.



#### **Assembly parts**

- 1A Sensor for basket
- 1B Basket kits
- 2A Basket board

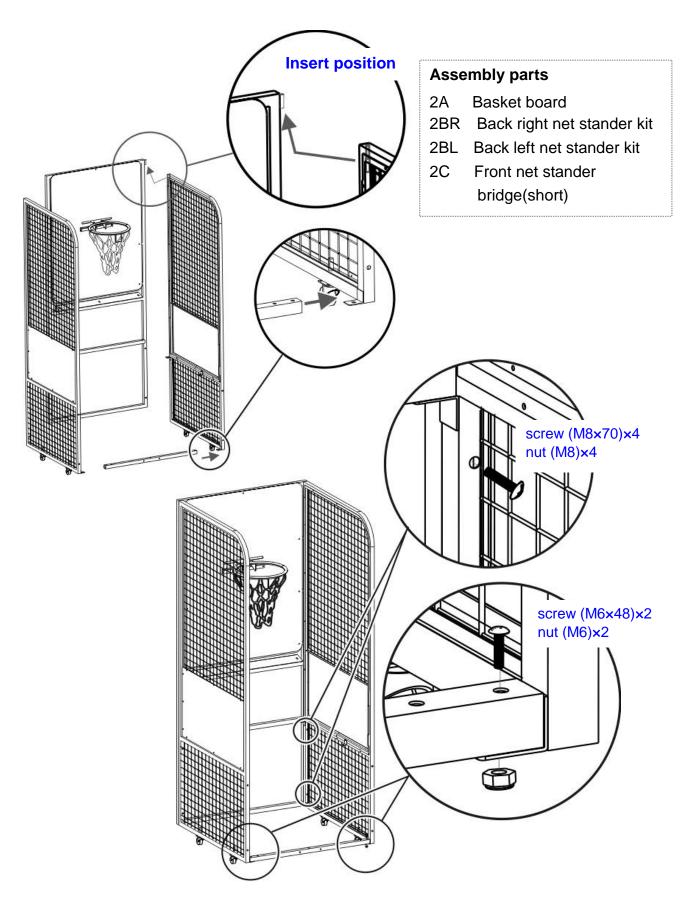






#### Step 2:

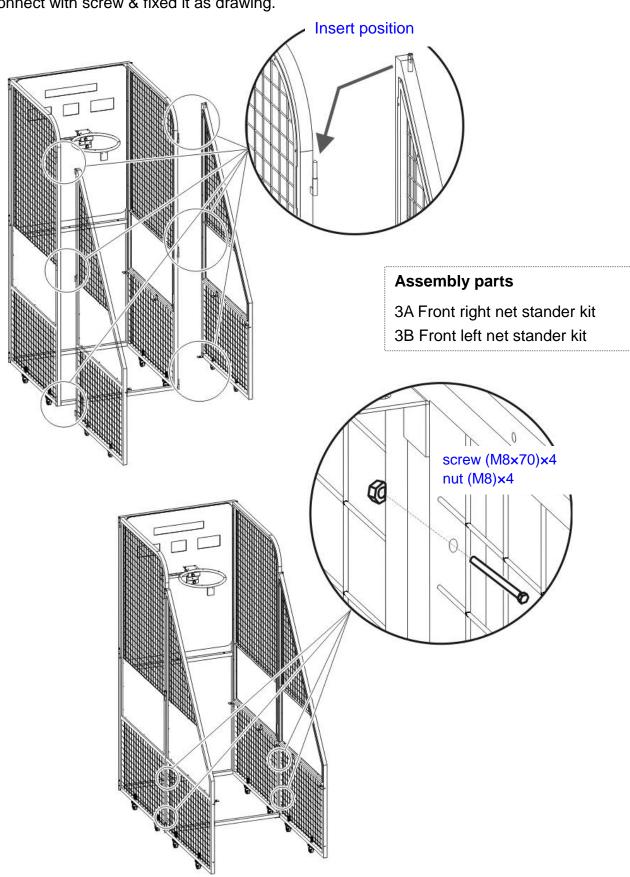
- 1. Screw [2BR 2BL Back left & right net stander kits] on basket board left and right.
- 2. Screw [2C Front net stander bridge(short)] on Back left & Right net stander kits.







Step 3:
Assemble [3A · 3B Front right & left net stander kit] on basket board left and right, connect with screw & fixed it as drawing.

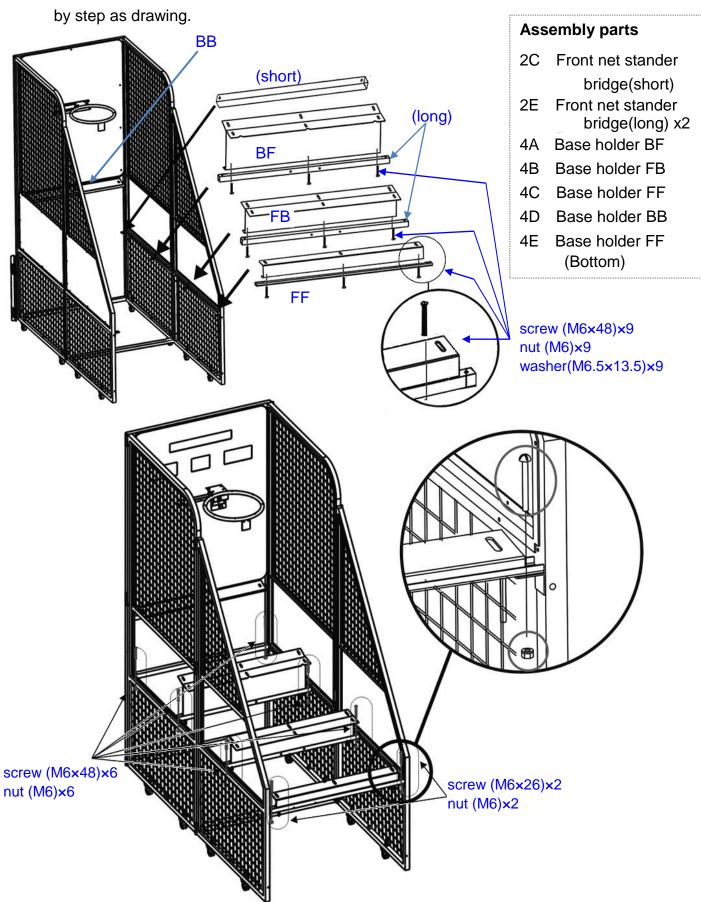






Step 4:

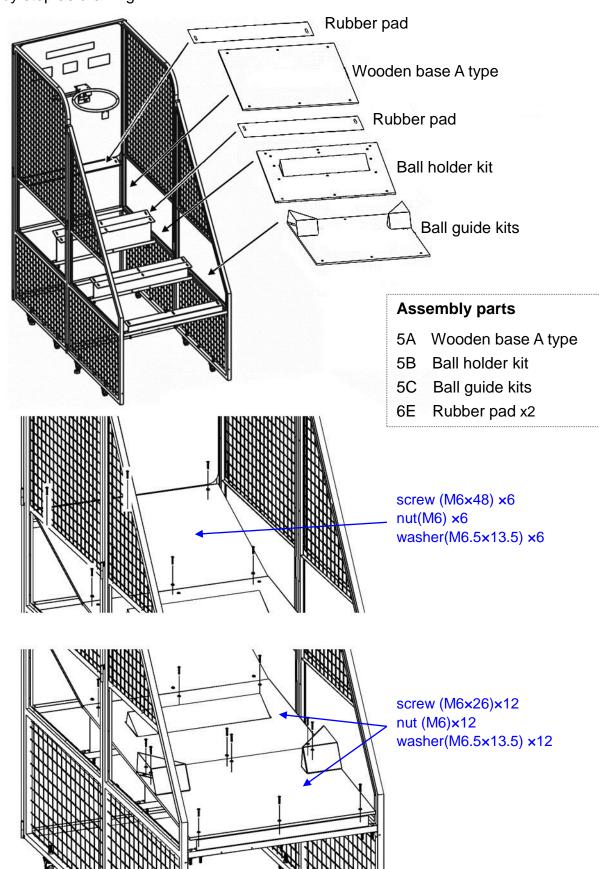
Screw the [BB · BF · FB · FF Base holders & Front net stander bridge(short)] step







Step 5:
Screw the [5A Wooden base A type 5B Ball holder kit 5C Ball guide kits 6E Rubber pad] step by step as drawing.

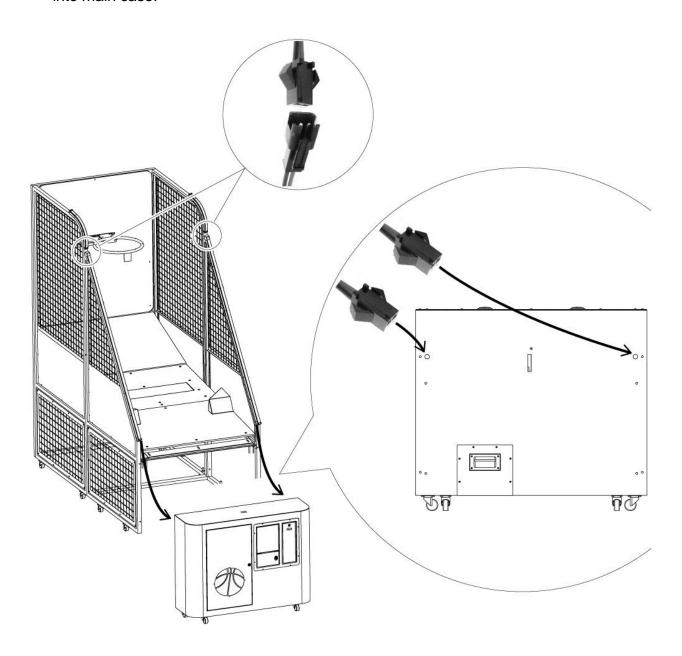






Step 6:

Connect the connectors on both sides, and pull the connectors of the bottom of side LED into main case.

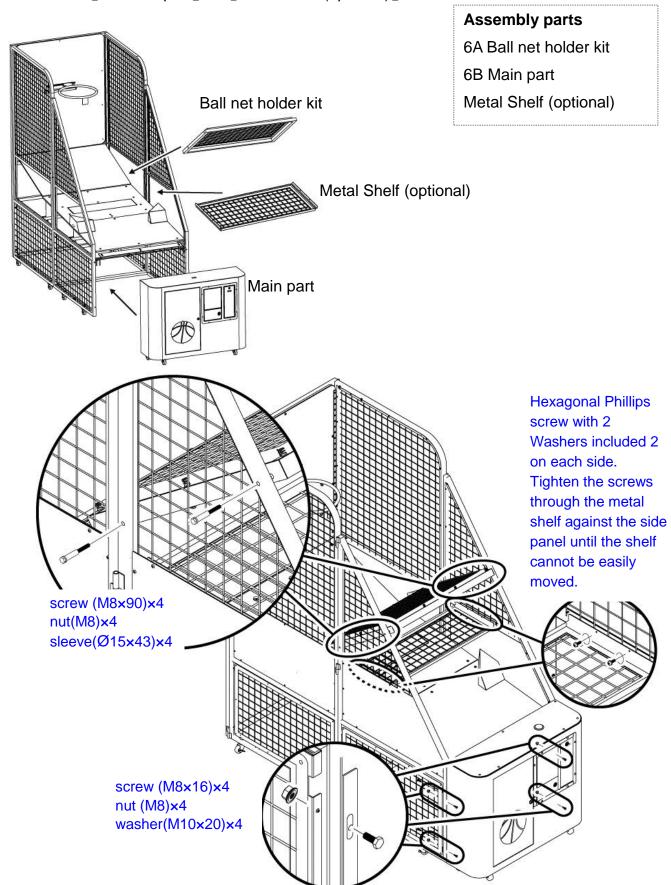






#### Step 7:

- 1. Screw [6A Ball net holder kit].
- 2. Screw [6B Main part] \ [Metal Shelf (optional)].

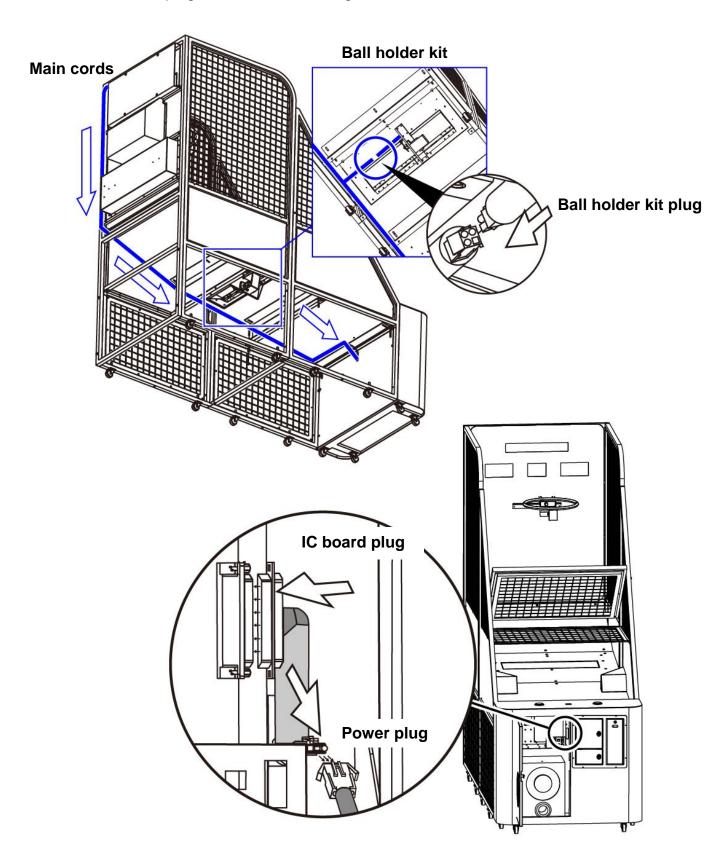






#### Step 8:

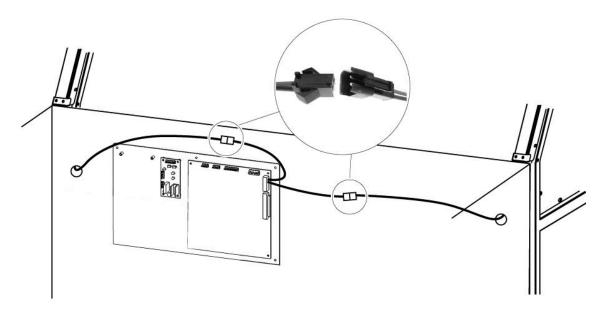
- 1. Fix the 3 main cords as the following drawing.
- 2.Run the IC board plug and the ball holder kit plug located underneath the front of the ball net holder, through the hole in back of the main part.
- 3. Now connect plugs as shown in drawing.







**Step 9 :**Combine the connectors with the harness on main board.



Step 10 :
Screw [Top cover(optional)] step by step as drawing.

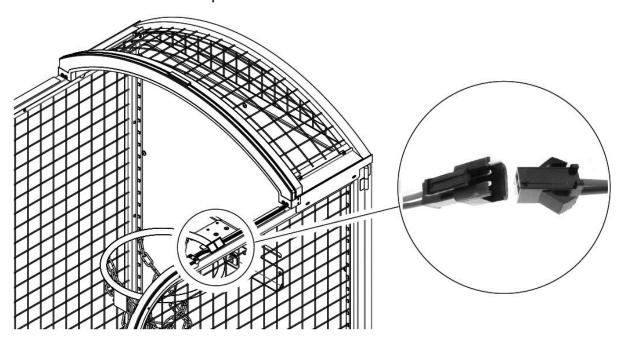
Assembly parts
Top cover(optional)

screw (M5x38)x4
nut(M5)x4





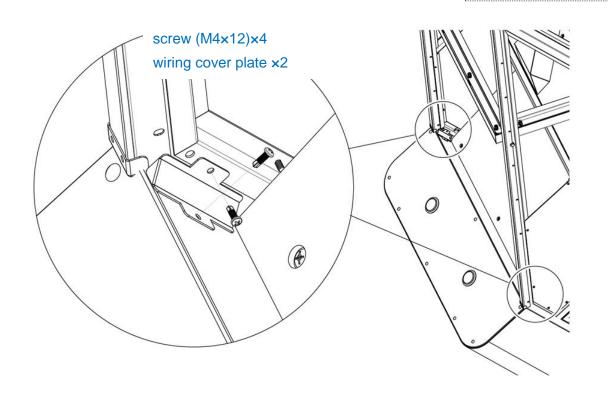
**Step 11:**Connect the connectors of top cover and side LED.



**Step 12 :**Cover the harness exposed and gap by wiring cover plate.

### Assembly parts

Wiring cover plate x2



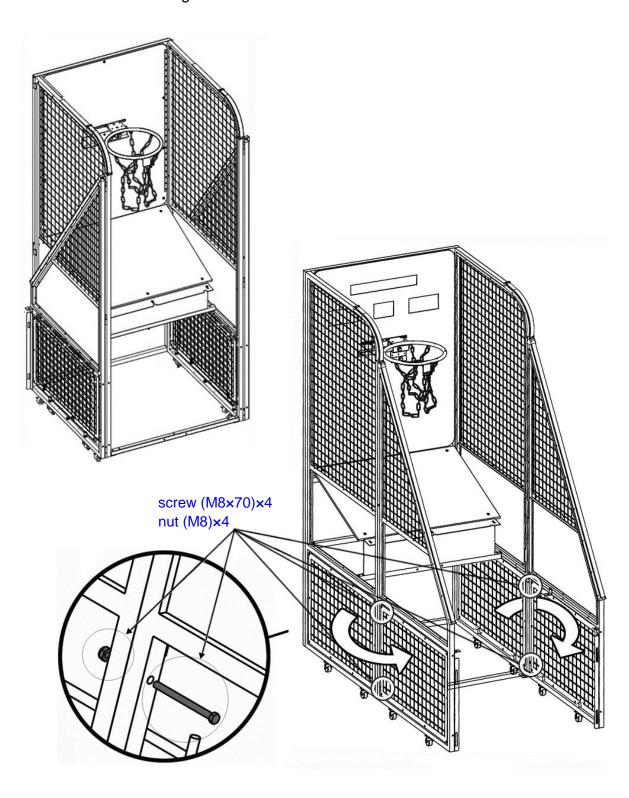




# 2. Assembly and disassembly for Half-Assembly type

### Step 1:

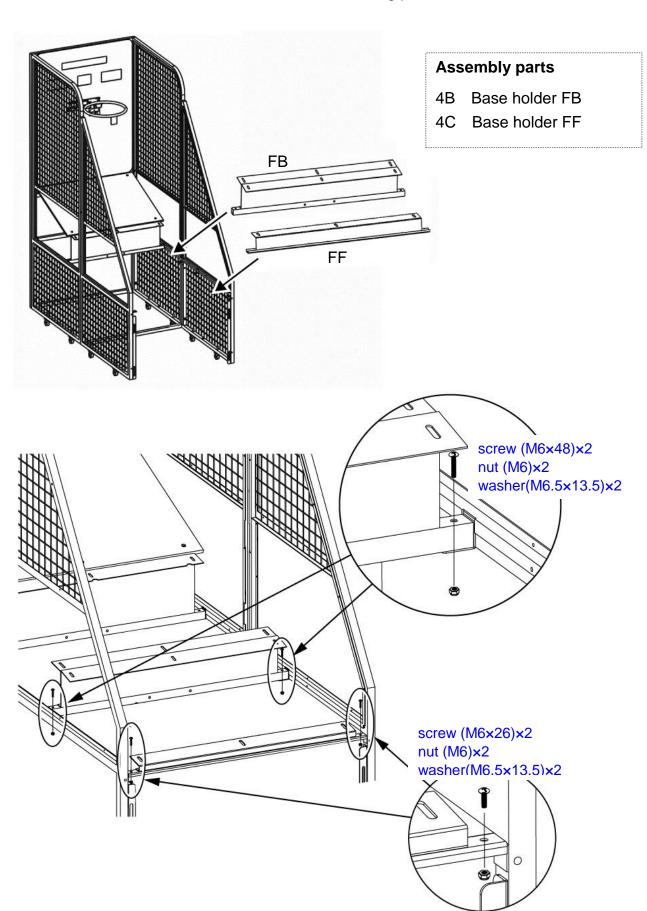
Turn the left and right frame 180  $^{\circ}$  to the position as drawing picture . Connect with screw & fixed it as drawing.







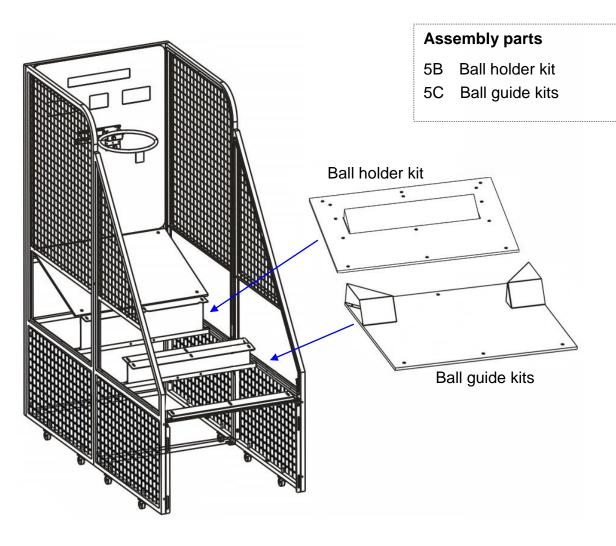
**Step 2 :**Screw the base frame FB and base frame FF as drawing picture.

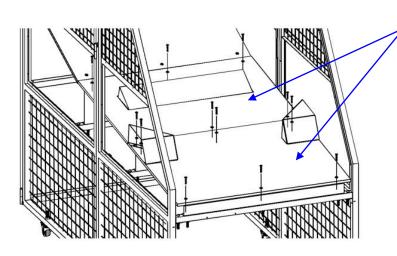






**Step 3:**Screw the 5B Ball holder kit and 5C Ball guide kits as drawing picture.





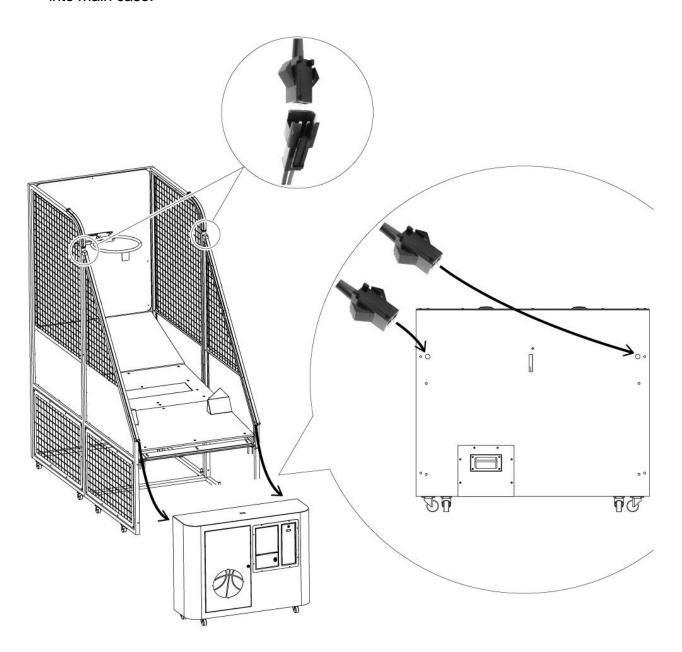
screw (M6×26)×12 nut (M6)×12 washer(M6.5×13.5)×12





Step 4:

Connect the connectors on both sides, and pull the connectors of the bottom of side LED into main case.

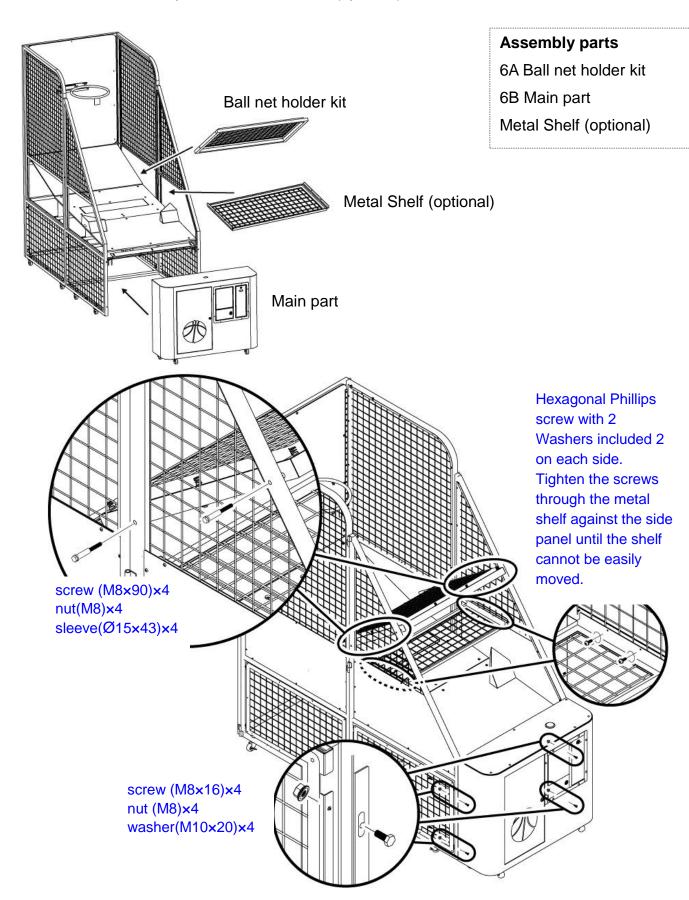






#### Step 5:

- 1. Screw [6A Ball net holder kit].
- 2. Screw [6B Main part] \ [Metal Shelf (optional)].

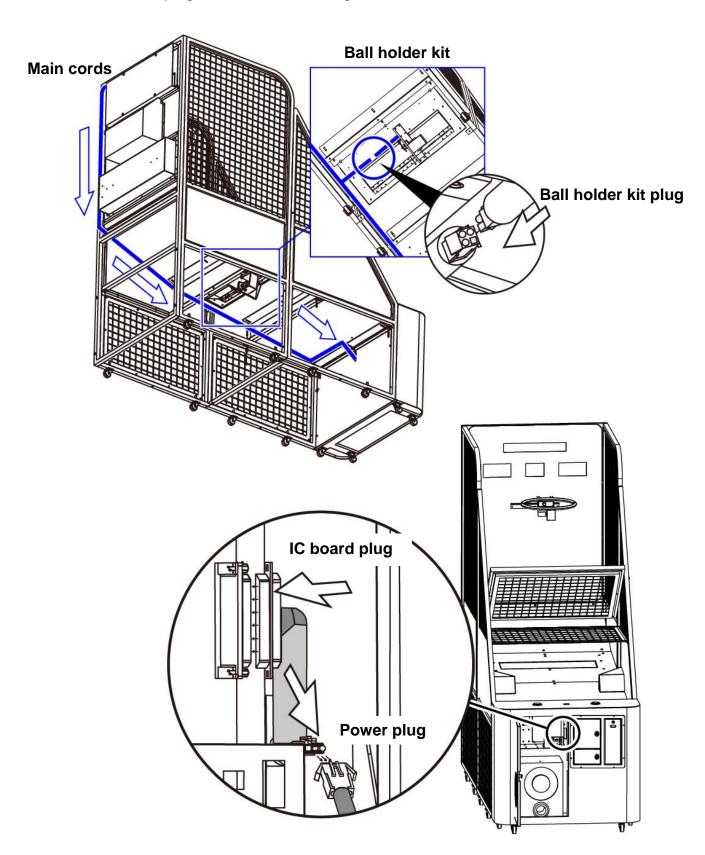






#### Step 6:

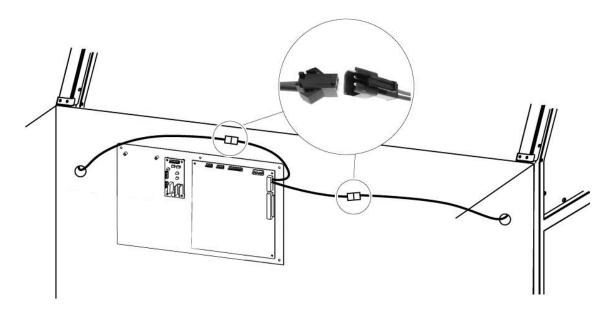
- 1. Fix the 3 main cords as the following drawing.
- 2.Run the IC board plug and the ball holder kit plug located underneath the front of the ball net holder, through the hole in back of the main part.
- 3. Now connect plugs as shown in drawing.







**Step 7:**Combine the connectors with the harness on main board.



Step 8 :
Screw [Top cover(optional)] step by step as drawing.

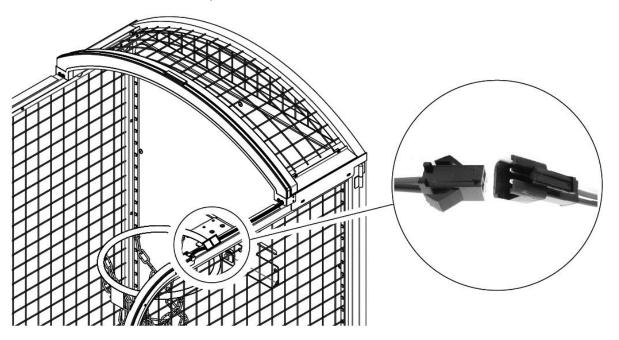
Assembly parts
Top cover(optional)

screw (M5x38)x4
Nut(M5)x4





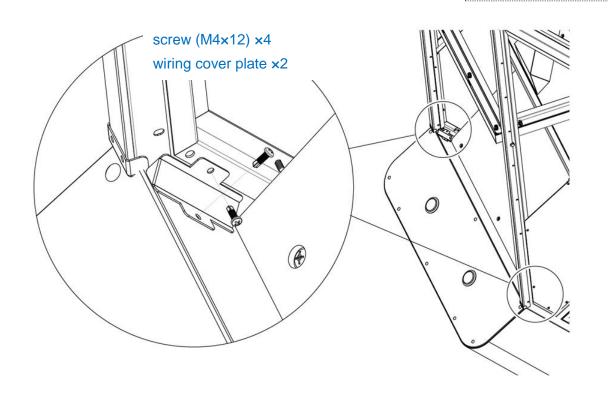
**Step 9:**Connect the connectors of top cover and side LED.



**Step 10 :**Cover the harness exposed and gap by wiring cover plate.

### Assembly parts

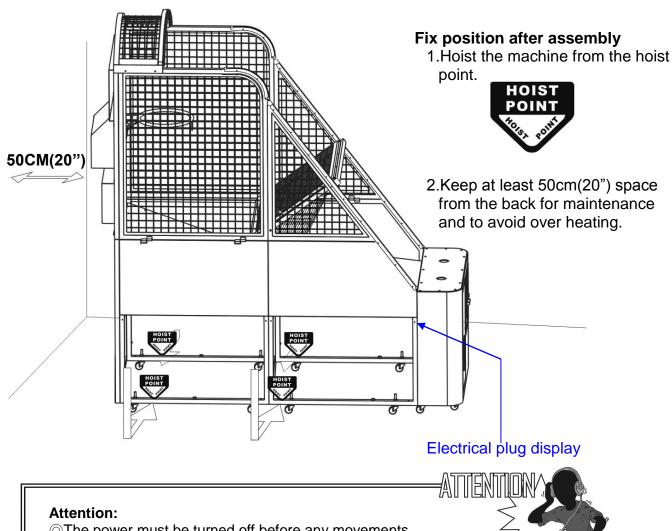
Wiring cover plate x2







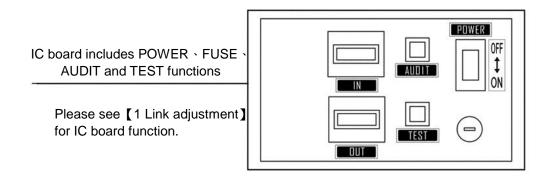
### 3. [SET-UP Position & maintenance]



- The power must be turned off before any movements.
- ©Check the power rate before use AC110V~120V/AC220V~240V, depending on Outlet Label.

# V.Adjustment and Inspection

You can find the audit system by opening the main part door.







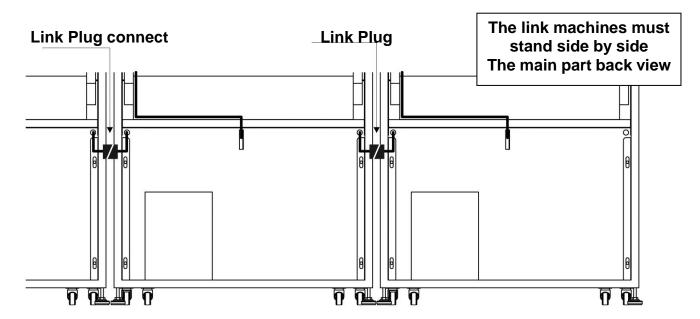
### 1.Link adjustment

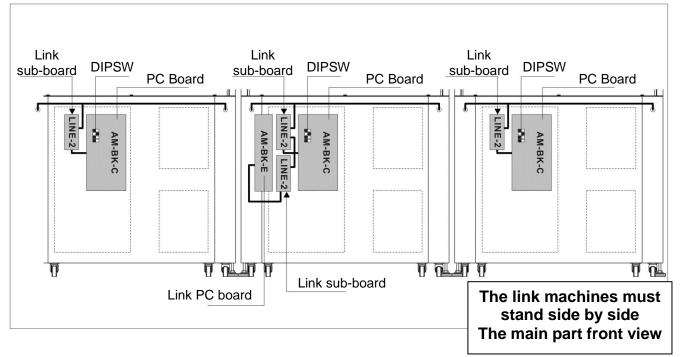
#### [Cable link SET-UP]

The link set-up must follow DIP-SW-SEP-UP NO.1~15 machines.

Intermittent allowed, but repeat is not allowed.

- A . Link up to 15 machines
- B . Only one main frame is needed.
- C . Any game could be used as the main frame.





P.S. If only link two machines, the DIP-SW of the main control one must be set as OFF OFF ON.





### [Link main board adjustment]

#### **Multi-function button:**

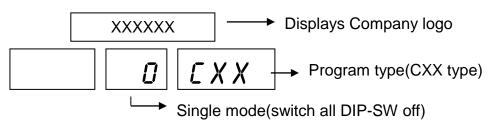


- 1.Press and start machine until LED display show 0 to enter LED Testing Mode.
- 2.<u>In Standby Mode</u> □ is 「SERVICE」 function, Press once means one coin, but No record.
- 3. In Audit Mode  $\blacksquare$  is  $\lceil \mathsf{RESET} \rfloor$  function.
- 4.<u>In Ticket Dispenser Error Mode</u>, □ is 「Key out」function.

#### Link DIP-SW adjustment:

SW4	SW3	SW2	SW1			
OFF	OFF	OFF	OFF	Single mode		ode
OFF	OFF	OFF	ON	link	1	Unit
OFF	OFF	ON	OFF	link	2	Unit
OFF	OFF	ON	ON	link	3	Unit
OFF	ON	OFF	OFF	link	4	Unit
OFF	ON	OFF	ON	link	5	Unit
OFF	ON	ON	OFF	link	6	Unit
OFF	ON	ON	ON	link	7	Unit
ON	OFF	OFF	OFF	link	8	Unit
ON	OFF	OFF	ON	link	9	Unit
ON	OFF	ON	OFF	link	10	Unit
ON	OFF	ON	ON	link	11	Unit
ON	ON	OFF	OFF	link	12	Unit
ON	ON	OFF	ON	link	13	Unit
ON	ON	ON	OFF	link	14	Unit
ON	ON	ON	ON	link	15	Unit
1						

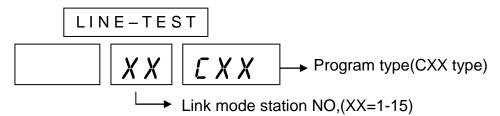
#### Single mode starting display:







#### Link mode starting display:



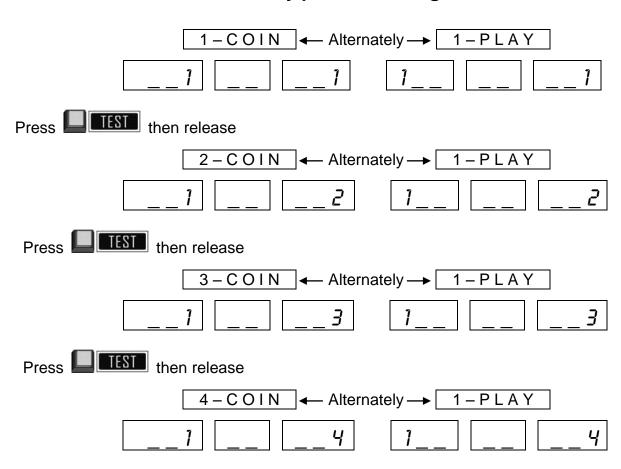
When you turn on the main control machine, the other machines will link as set situation.



### 2.Adjustment

Press and turn on the power, release the key after you hear the sound.

### [SET-UP 1] SET-UP the coin entry price for each game



Press for then release to enter SET-UP 2





# [SET-UP 2] Additional tickets

MIN-OUT 2	0 ticket dispensed after every game is ended
Press then release	Each time game over Release 1 additional tickets
Press then release	Each time game over Release 2 additional tickets
Press then release	Each time game over Release 3 additional tickets

# **[SET-UP 3]** Multiple of tickets

	TICKET	
3		No ticket, game play only wher SET-UP 2 is ineffective.
Press TEST then release		
3	_ 10	10 points: 1 ticket
Press then release		
3		20 points: 1 ticket
Press  then release		
3	_ 3 0	30 points: 1 ticket
Press  then release		
3		40 points: 1 ticket
Press  then release		
3		50 points: 1 ticket
Press then release		
3		60 points: 1 ticket





Press TEST then re	elease			
	3		_ 7 0	70 points : 1 ticket
Press TEST then re	elease			
	3		_ 8 0	80 points: 1 ticket
Press TEST then re	elease			
	3		90	90 points: 1 ticket
Press TEST then re	elease			
	3		100	100 points : 1 ticket
The explanation:				
If the operator sets the ga	ame for 3	_10 and the	game is (	giving out tickets, the
player will receive 1 ticke	t for every 10	) points scor	ed . If the	operator sets the game
for 320, the player w	ill get 1 ticke	et for every 2	0 points s	cored and so on.
For additional (0-3) ticket	s enter SET-	UP 2		
Press AUDIT then re	elease to ent	er SET-UP	4	

# [SET-UP 4] Game Time SET-UP

GAME - TIME Stage 1:50 seconds Stage 2: 40 seconds 50 Stage 3:30 seconds Stage 4: 20 seconds GAME - TIME Stage 1:55 seconds Stage 2: 45 seconds 55 Stage 3: 35 seconds Stage 4: 25 seconds GAME - TIME Stage 1: 60 seconds Stage 2:50 seconds 80 Stage 3:40 seconds Stage 4: 30 seconds

Press Laur then release to enter SET-UP 5



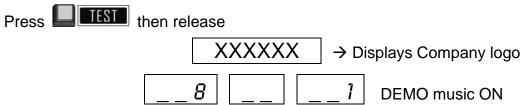


# [SET-UP 5] Basket motor AUTO test

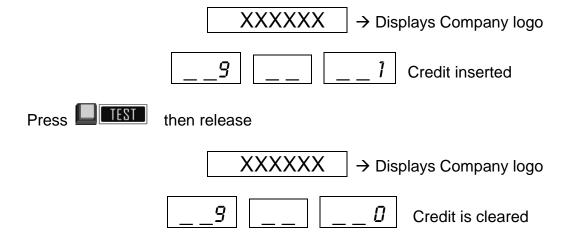
STE-MOT-1
5
Press then release to start basketball motor AUTO test
(Warning alarm will start after 5 seconds, if there is an error)  Press Table then release to enter SET-UP 6
[SET-UP 6] Ball holder motor AUTO test
STE-MOT-2
<b>6</b>
Press then release to start ball holder motor AUTO test
(Warning alarm will start after 5 seconds, if there is an error)  Press then release to enter SET-UP 7
[SET-UP 7] Reset the top score 250 or keep the record
XXXXXX → Displays Company logo
Reset the top score to 250
Press then release
XXXXXX → Displays Company logo
7
Press LAUDIT then release to enter SET-UP 8
[SET-UP 8] SET-UP DEMO music (ON or OFF)
XXXXXX → Displays Company logo
B DEMO music OFF







#### [SET-UP 9] Clear credit

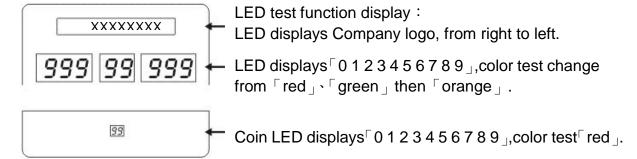


**%**Restart the Machine to complete the SET-UP adjustment.

### 3.LED Monitor inspection

#### Testing:

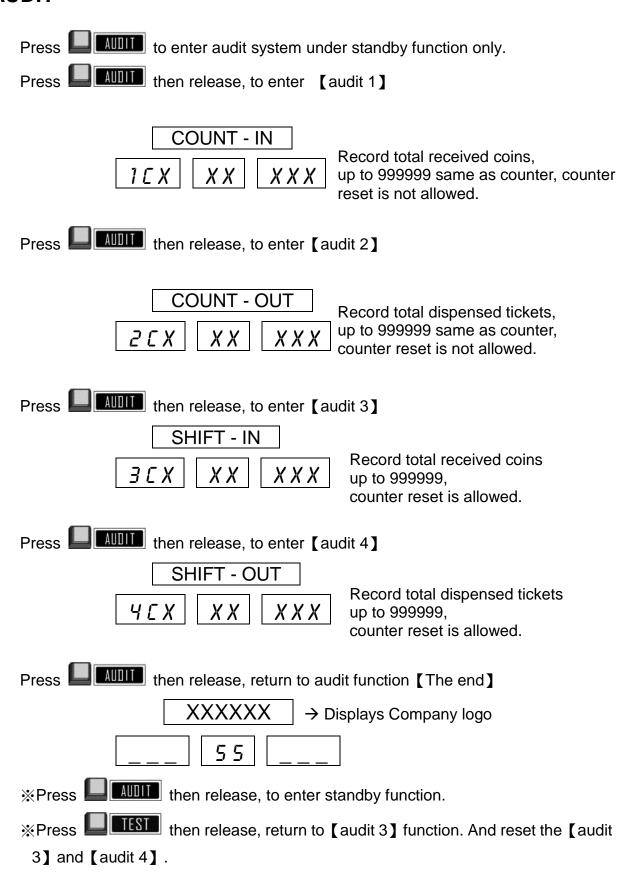
- 1. Press and turn on the power in the same time to enter LED testing mode. Release the test button until is displayed "0" on the LED.
- 2. Check if the LED is displayed correctly.
- 3. After testing is finished, it will enter into standby function.







#### 4.AUDIT







### 5.Error code

Every time machine is turned on, it will do the AUTO test for 7 function points, before entering into standby function.

The Error specification as below,

[Error 1]	Warning alarm action Left coin selector is disconnected Left coin selector didn't turn into NC Left coin selector error
[Error 2]	Warning alarm action Right coin selector is disconnected Right coin selector didn't turn into NC Right coin selector error
[Error 3] SET-MOT – 1	Warning alarm action Basket motor power is disconnected Basket SENSOR-NO Basket is out of position
[Error 4] SET-MOT – 2	Warning alarm action Ball holder motor power is disconnected Ball holder SENSOR-NO Ball holder is out of position
[Error 5] TICKET	Warning alarm action Ticket dispenser is disconnected Ticket dispenser adjustment error, No tickets press to clean tickets.
[Error 6] COUNT - IN	Warning alarm action Coin counter is disconnected Coin counter error
[Error 7] COUNT-OUT	Warning alarm action Ticket counter is disconnected Ticket counter error





# VI. How to play

#### 1. There are 4 Stages in total

A.Stage 1: Proceed to Stage 2, when the total scores are over 40 in the end.

B.Stage 2: Proceed to Stage 3, when the total scores are over 150 in the end.

C.Stage 3: Proceed to Stage 4, when the total scores are over 250 in the end.

D.Stage 4: Final challenge, the last game will be finished when the time is

terminated.

#### 2. 2 play types available

A. 1P play: DIP-SW set to 1P play.

B. Team play: DIP-SW set to link mode, up to 15 machines can be linked.

Press Team play, display link countdown time, any other machine can be linked together during the countdown. In

Team play, up to 15 machines can be linked.

When the machine is in standby function, the SW is ineffectual.





# VII.Screw and Nut list

NO.	picture	Specification	Total quantity	Position
1	000	screw (M5×15)	6	Knock down machine Step 1
2	Quality 1	corou (ME. 20)	4	Knock down machine Step 10
2		screw (M5×38)	4	Semi-assemble machine Step 8
3		oorow (M6.449)	17	Knock down machine Step 2.4
3	6	screw (M6×48)	12	Semi-assemble machine Step 2
		a arou (Me. 26)	20	Knock down machine Step 4.5
4	6	screw (M6×26)	14	Semi-assemble machine Step 2.3
			4	Knock down machine Step 7
5	E. S.	screw(M8×16)	4	Semi-assemble machine Step 5
	A submittee	screw (M8×70)	8	Knock down machine Step 2.3
6		SCIEW (IVIOX70)	4	Semi-assemble machine Step 1
		screw(M8×90)	4	Knock down machine Step 7
7		oorew(woxee)	7	Semi-assemble machine Step 5
		m. 14/M/O)	16	Knock down machine Step 3.7
8		nut(M8)	12	Semi-assemble machine Step 1.5
			38	Knock down machine Step 2.4.5.11
9		nut (M6)	16	Semi-assemble machine Step 2.3
		put (M5)	10	Knock down machine Step 1.9
10	7	nut (M5)	4	Semi-assemble machine Step 8
	0	sleeve (Ø15×43)		Knock down machine Step 7
11			4	Semi-assemble machine Step 5
			4	Knock down machine Step 7
12		washer(M10x20)	4	Semi-assemble machine Step 5
		washer (M6.5×13.5) 24	24	Knock down machine Step 5.7
13			12	Semi-assemble machine Step 3.5
		Hexagonal Phillips screw with 2 Washers	4	Knock down machine Step 7
14				Semi-assemble machine Step 5
4.5	15 screw(M	screw(M4×12) 4	4	Knock down machine Step 12
15			4	Semi-assemble machine Step 10

