

# PAC-MAN BALLER

## SERVICE MANUAL





## BASKETBALL- ASSEMBLY MANUAL

### CAUTION!

*Two people are required to assemble the Basketball because of the risk of damage. Don't do it alone.*

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#### 1. Unpack the machine.



#### 2. Cut the belt that secures the roof and take it out carefully.

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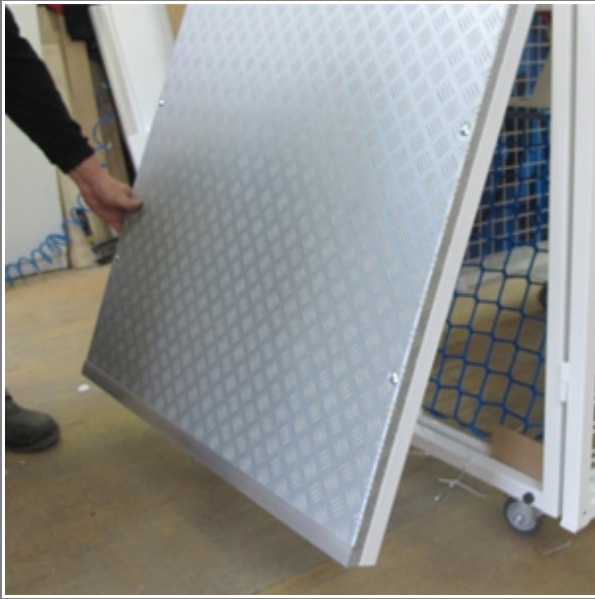
3. Take out the side barriers and front box.



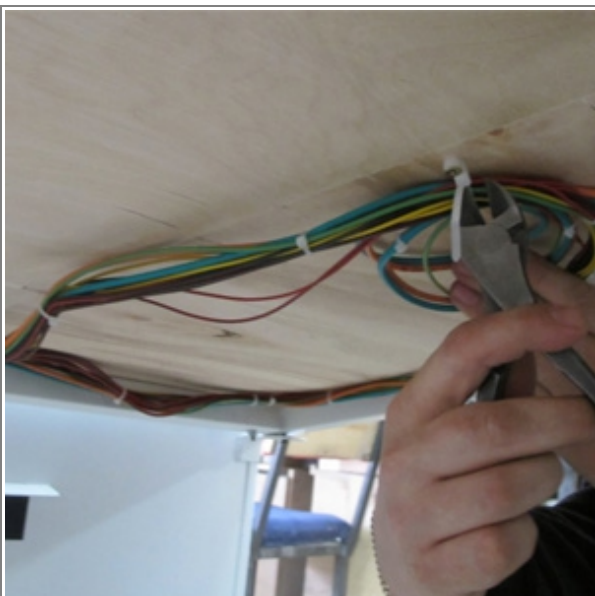
4. Unpack the control box (take out the keys from the upper door and open the lower door to take out the screw set).



5. Connect the lower part of the playfield with the control box (2 screws M6x30).

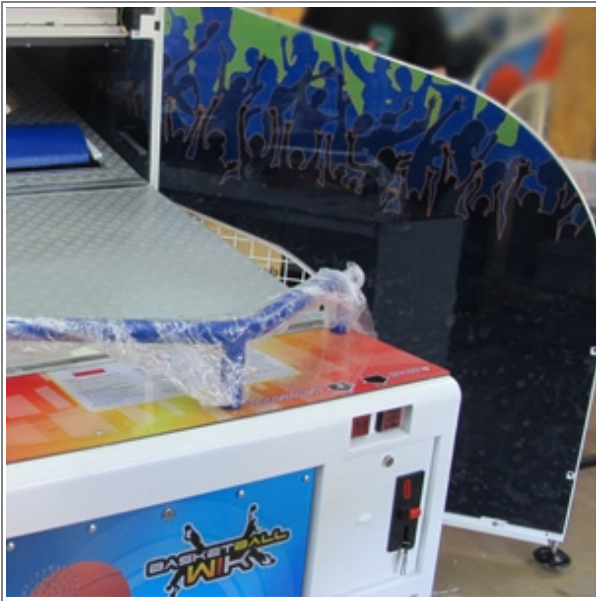


6. Put the control bunch through the hole in the control box (in the back side).

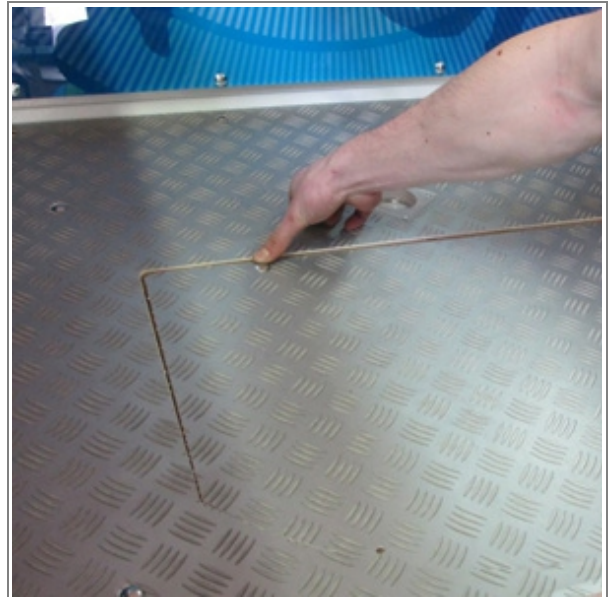
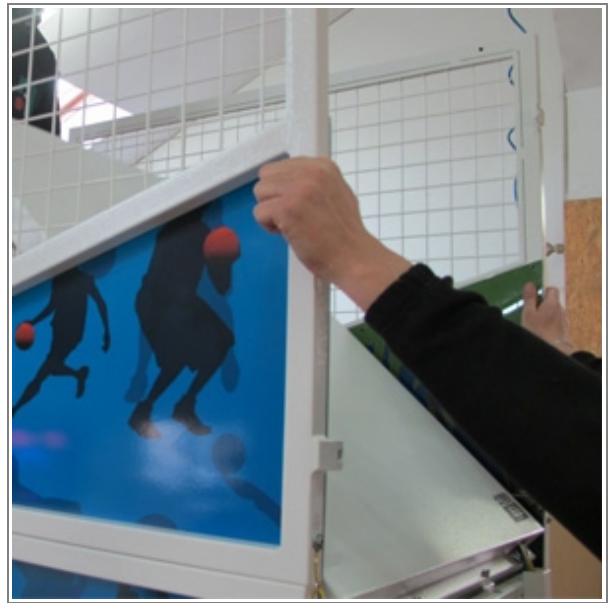


7. Screw lower side panels with the control box (4 screws outside M6x60) and assemble upper side panels.

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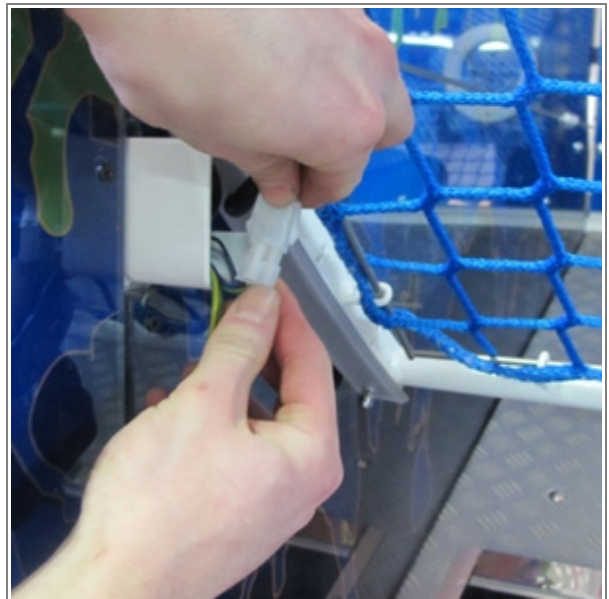
8. Lift up and attach upper panels to score bard (4 screws M6x20) and attach bottom of playfield (4 screws M6x30).



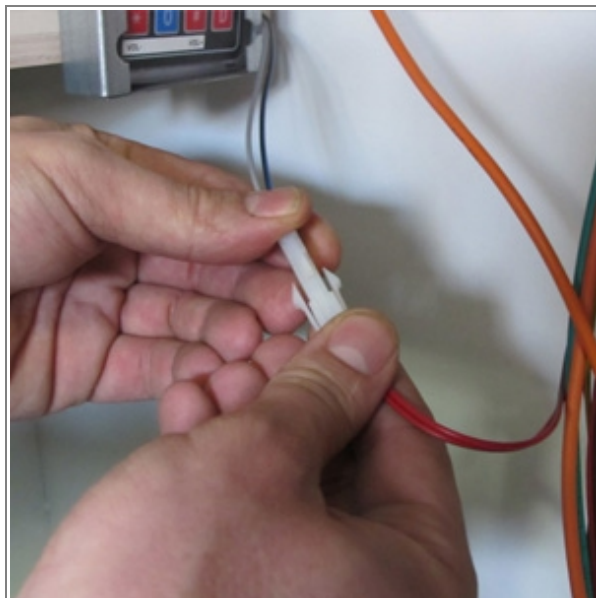
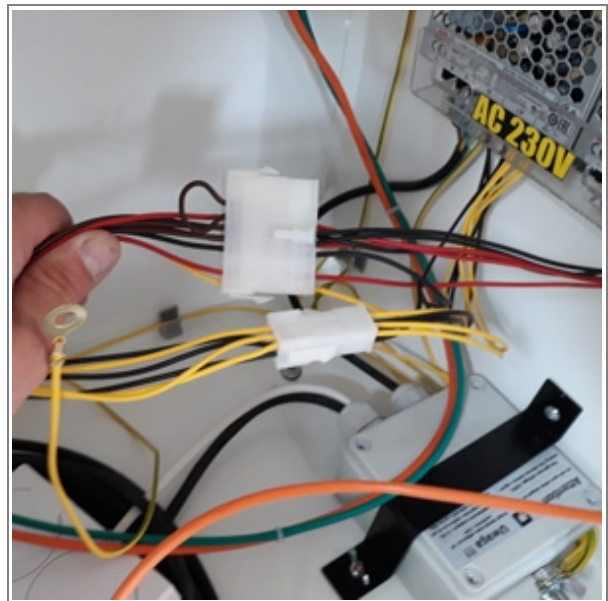
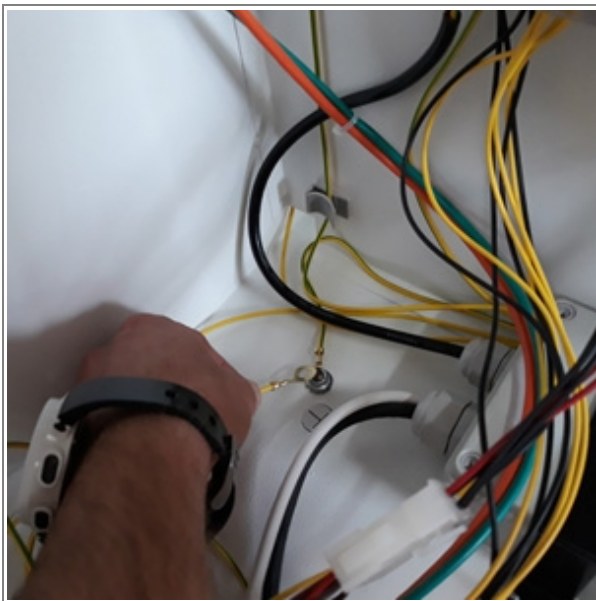
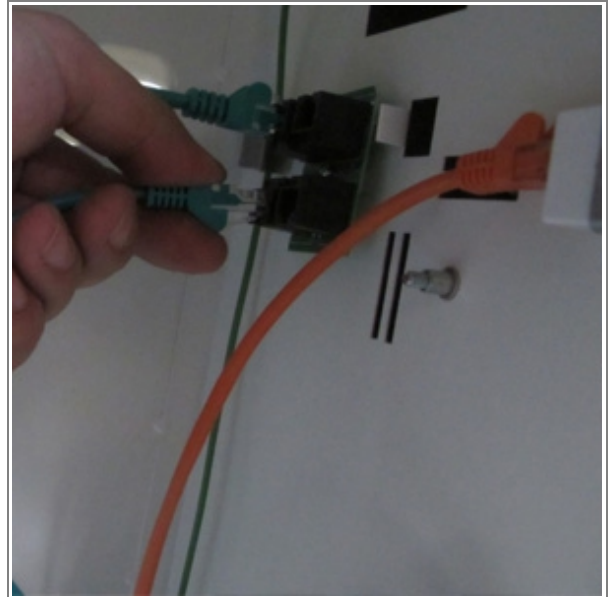
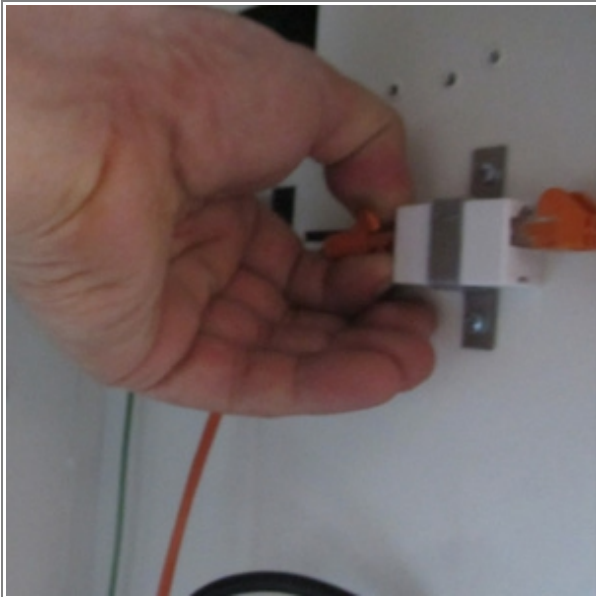
9. Assemble roof and the panels (4 screws M6x20). Connect roof lighting and screw cable cover (2 screws M6x20).



10. Remove central barrier from below and assemble it (2 screw M8x20). Connect lighting system and speakers.



11. Connect RJ wire (green and orange) to separating boards and cable bundle (picture).  
Do not forget to connect the grounding cables!





**PAC-MAN  
BALLER**

## SYSTEM SOFTWARE DESCRIPTION:

*The machine is pre-set and ready to work.*

To change settings, open the metal door and take out the keyboard.  
You can enter the menu by pressing **A** button for 5 seconds (you will see #'s appear on the screen) until you are asked to enter the PIN code.  
Enter **factory default PIN code – 1111** (gives you access to the programming menu).



Now you can move to the option you want to set (e.g. 01, 05, 17) by pressing **B** (up) and **C** (down) buttons. To enter and change the option press **#** until the lower line with the position you want to change starts blinking.

To change value use **B** and **C** or **0 – 9** numeric buttons. By pressing **#** you confirm the changes and the new values of the chosen option – the number in the first line starts to blink.

Use buttons **B** and **C** if you want to go to another option. To confirm all changes and exit from the programming menu press **A** button for 5 sec until “EXITING SETUP” appears on the score display.

Keyboard navigation listed below: (also found on the back of the keyboard)

### KEYBOARD:

- A** – enter/exit to/from programming menu
- B** – navigating in the programming menu (up)
- C** – navigating in the programming menu (down)
- #** - entering and navigating in the submenu (bottom lines with values you want to change)
- D, \*** - exit (escape) from submenu

## PROGRAMMING MENU:

OP 00	SOFTWARE RELEASE	<ul style="list-style-type: none"> <li>mainboard's no.</li> <li>access Code: <b>1111</b></li> </ul>
OP 01	LED MATRIX SOFT.	<ul style="list-style-type: none"> <li>led matrix software no..</li> </ul>
OP 02	TOTAL CASH	<ul style="list-style-type: none"> <li>non resettable counter</li> <li>T- shows a total number of tickets given from the ticket dispenser</li> <li>IMP- shows a total number of impulses sent from the coin acceptor to the main board</li> </ul>
OP 03	DAILY CASH	<ul style="list-style-type: none"> <li>resettable counter (press # to reset)</li> <li>T- shows a total number of tickets given from the ticket dispenser on current day</li> <li>shows a number of impulses sent from the coin acceptor to the main board on current day</li> </ul>
OP 04	LANGUAGE	<ul style="list-style-type: none"> <li>available languages : English, German, Polish</li> <li>default- English</li> </ul>
OP 05	GAME COST	<ul style="list-style-type: none"> <li>price of a game - amount of impulses sent from the coin acceptor necessary to get 1 credit (game).</li> <li>options: (01-99) ; 00- free play (coin acceptor doesn't accept any coins!)</li> </ul>
OP 06	CHANNEL SETTINGS	<ul style="list-style-type: none"> <li>for coin acceptors working in a parallel mode</li> <li>factory settings for PLN  <b>CH 01</b> impulse 01 bonus 00  <b>CH 02</b> impulse 02 bonus 00  <b>CH 03</b> impulse 05 bonus 01</li> <li>factory settings for EUR  <b>CH 04</b> impulse 01 bonus 00  <b>CH 05</b> impulse 02 bonus 00  <b>CH 06</b> impulse 04 bonus 00</li> <li>1 impulse = 1 game bonus= free game</li> </ul>
OP 07	COIN SELECTOR TEST	<ul style="list-style-type: none"> <li>impulses calculated according to settings in OP 06</li> <li>to perform the test put a coin to the coin acceptor and watch the display</li> </ul>
OP 08	LED BLINK	<ul style="list-style-type: none"> <li>allows a user to set different combinations and tempo options of LED's blinking</li> <li>default- tem:2 com:2</li> </ul>
OP 09	LIGHT LEVEL LED	<ul style="list-style-type: none"> <li>allows a user to change brightness of LED lightning</li> <li>Br_ - sets brightness of white LEDs in the table's bottom, max value: 59</li> <li>Br_c - sets brightness of RGB LEDs.</li> <li>default- Br_:50, Br_c:90</li> </ul>
OP 10	RESERVED	not active
OP 11	TICKETS AMOUNT	<ul style="list-style-type: none"> <li>amount of tickets initially put into the ticket dispenser, default- TK: 3000</li> </ul>
OP 12	TICKET FOR START	<ul style="list-style-type: none"> <li>defines how many tickets will be paid out at the start of the game- tickets for credit</li> <li>if set to 0 no tickets will be paid out at the start of the game</li> </ul>

OP 13	TICKETS	<ul style="list-style-type: none"> <li>allows to set the number of tickets to be paid out for a goal</li> </ul>
OP 14	TICKETER SETUP	<ul style="list-style-type: none"> <li>TK- shows default quantity of tickets loaded into the ticket dispenser.</li> <li>TK- settings for the ticket dispensers (sets the dispensing mechanism's rotation time in order to pay out 1 ticket):            0- ticket dispenser OFF            50- ticket dispenser ON (50 is the recommended value for JENOX and CLE ticket dispensers)            1,2- ticket dispenser ON (1 is recommended value for ENTROPY Pulse, 2 for Continuous)</li> </ul>
OP 15	POINTS- STAGES	<ul style="list-style-type: none"> <li>number of points required to pass into next level in each stage of a game</li> <li>default- P1,P2,P3,P4- 20 points</li> </ul>
OP 16	GAME TIME- STAGES	<ul style="list-style-type: none"> <li>time of each stage of a game</li> <li>default- T1,T2,T3,T4- 40 points</li> </ul>
OP 17	AUTOSTART TIME	<ul style="list-style-type: none"> <li>time after which new game starts automatically (if there's any credits left)</li> <li>default- min:0, sec:10</li> </ul>
OP 18	MULTIPLAYER MODE	<ul style="list-style-type: none"> <li>if the option is ON, up to 4 players can play together on one machine. After inserting the coin you need to push MULTIPLAYER button and choose the number of players</li> <li>default- M_P:1 (option ON)</li> </ul>
OP 19	DEMO INTERVAL	<ul style="list-style-type: none"> <li>time after which demo mode is enabled (when there's no more credits)</li> <li>default- min:0, sec:30</li> </ul>
OP 20	RECORD- SETUP	<ul style="list-style-type: none"> <li>estimates the minimum value that record will drop after set amount of time (connected with OP21)</li> <li>values in this option need to be multiplied by 10            e.g. Rec:15, Min:12- means that current record is 150 points and can decrease to 120 points minimally</li> </ul>
OP 21	RECORD- DECREASE	<ul style="list-style-type: none"> <li>time after which record will decrease with estimated value, e.g. M=10, P=1, it means that after every 10 minutes, record decreases by 1 point</li> </ul>
OP 22	RECORD BONUS	<ul style="list-style-type: none"> <li>after beating a record player is always given 1 bonus game</li> <li>this option allows a user to set additional bonuses for beating a record            P- more bonus games (P=1, gives a user 2 additional games, where 1= Play+1)            T- amount of ticket bonus for beating a record</li> </ul>
OP 23	CREDIT+	<ul style="list-style-type: none"> <li>option that allows a user to add credits without entering the MENU</li> <li><b>MODE:0</b> option off</li> <li><b>MODE:1</b> option on, to add credits press <b>B</b> in the DEMO mode</li> </ul>
OP 24	LINK- SETUP	<ul style="list-style-type: none"> <li>link NO- number of linked machine</li> <li>to make the linking option available: Link enable- ON</li> </ul>
OP 25	LINK- START TIME	<ul style="list-style-type: none"> <li>time after the game starts automatically on the linked machines if none of the players has pushed START button</li> <li>min:10 seconds, max:60 seconds</li> </ul>
OP 26	OPTIC SENSOR TEST	<ul style="list-style-type: none"> <li>graphic visual test for optic sensors in goals</li> <li>place an object in front of the sensor to see if it's working</li> </ul>
OP 27	BASKET TEST	<ul style="list-style-type: none"> <li>enter this mode (#) for a motor test</li> </ul>

OP 28	BALL OUTLET TEST	<ul style="list-style-type: none"> <li>enter this mode (#) for a ball outlet test</li> </ul>
OP 29	LED DISPLAY TEST	<ul style="list-style-type: none"> <li>enter this mode (#) for LED displays test</li> </ul>
OP 30	DEFAULT SETTINGS	<ul style="list-style-type: none"> <li>allows a user to restore the machine's default settings</li> </ul>
OP 31	SOUND FACTORY	<ul style="list-style-type: none"> <li>allows a user to restore the default sounds</li> </ul>
OP 32	TYPE OF MUSIC	<ul style="list-style-type: none"> <li>type of music played during the game or demo mode</li> <li>choose from 10 types of melodies (0-10) in the <u>demo mode</u></li> <li>choose from 9 types of melodies (0-9) in the <u>game mode</u></li> <li>set 0 to play melodies randomly</li> </ul>
OP 33	RESERVED	not active
OP 34	CUSTOMER NUMBER	not active
OP 35	SERIAL NUMBER	not active <ul style="list-style-type: none"> <li>set by the manufacturer</li> </ul>
OP 36	TIME SETTINGS	<ul style="list-style-type: none"> <li>allows a user to set the time</li> </ul>
OP 37	DATE SETTINGS	<ul style="list-style-type: none"> <li>allows a user to set the date</li> </ul>
OP 38	MENU CODE PIN	<ul style="list-style-type: none"> <li>user can change factory PIN to a personal code</li> <li>factory PIN is set to 1 1 1 1</li> <li><b>WARNING!</b> After change, restoring to a factory PIN is not possible. In case of losing your personal PIN contact the manufacturer.</li> </ul>

## ADVANCED MENU OPTIONS:

(to enter advanced menu options add 1 to the PIN code's last digit e.g. 1111+1= 1112)

OP 39	BASKET_MOVE-STAGE	<ul style="list-style-type: none"> <li>• set the basket move in every stage</li> <li>• default- M1=STOP, M2=SLOW, M3=FAST, M4=RANDOM</li> </ul>
OP 40	BASKET MOTOR SET	<ul style="list-style-type: none"> <li>• minimum=10, maximum=50</li> <li>• default- L:33, R=33</li> </ul>
OP 41	BASKET_STOP-STAGE	<ul style="list-style-type: none"> <li>• default-B1=30, B2=15, B3=5, B4=5</li> </ul>
OP 42	PAUSE TIME-STAGES	<ul style="list-style-type: none"> <li>• time of the pauses between the stages</li> <li>• default- P1,P2,P3,P4=10 seconds</li> </ul>
OP 43	PRACTICE-STAGES (1-2)	<ul style="list-style-type: none"> <li>• allows the user to take a practice in stage 1 and stage 2</li> </ul>
OP 44	LAMP OFF TIME	<ul style="list-style-type: none"> <li>• not active</li> </ul>
OP 45	LED BELTS	<ul style="list-style-type: none"> <li>• default- LED:99, COL:0</li> </ul>
OP 46	LED MATRIX INPUT	<ul style="list-style-type: none"> <li>• unlocked when- MX=1,</li> <li>• default- MX=0</li> </ul>

## WARRANTY TERMS AND CONDITIONS:

1. All of WIK products are designed and manufactured according to best standards and they guarantee high quality, simplicity of use and assembly. In case of any trouble we advise to read the instruction and information published in technical support section on our website: [www.wik.pl](http://www.wik.pl)
2. Warranty rights are entitled to purchasers of WIK products and are based on an invoice or receipt. WIK products are under warranty for:
  - 24 months starting from the date of purchase made by consumers for non-commercial use
  - 12 months starting from the date of purchase made by company for commercial use
3. In case the product appears to be faulty WIK Sp. z o.o. Hereinafter called WIK, will organize repair in order to restore the functionality of the product.
4. If any defects due to faulty materials and / or workmanship appears during the warranty period WIK will arrange repair free of charge.
 

Repair in the first place is organized through consultation by telephone or email and sending spare parts to replace defective items.

In case of replacement of parts / components the beginning of the warranty period for this part shall be the original date of purchase.

WIK warranty covers only products used for their intended purpose according to the information published in the manual.
5. Beneficiary of the warranty is not entitled to claim compensation of the lost benefits for the period in which the unit under warranty fails to operate properly. WIK is not responsible for any damage to property or person caused by improper use of the WIK products.
6. WIK warranty does not apply in the following cases :
  - purchasing documents have been altered in any way or made illegible
  - model and / or serial number ( if available ) has been altered, removed or defaced .
  - repairs or modifications have been made without consulting WIK service department
  - product is used contrary to its purpose
  - damage is caused by improper use of the product or environmental conditions do not comply with the recommended operation.
  - damage is caused by improper connection of equipment ,additional equipment or accessories other than those recommended by WIK.
  - the damage was caused by an external force (including lightning, surges in the power supply, fire, natural disaster) or during transport.
  - the product is defective due to the decline in the quality of items that are subject to natural wear and tear or damage to the parts subject to natural scratching .
  - natural wear and tear of consumable parts or accessories such as lighting , gaskets , pucks, mallets, hammers or contacts
  - defects or damage caused by accident, rollover, product's fall, mechanical damage caused by the users intentionally abusing physical force in the game
  - defects and damage resulting from improper use of accessories to play
  - defects or damage due to changes in the original form and/or function of the product specified in the product's manual
  - defects caused by incorrect connection , use, or storage of the product
7. Any defect should be reported in writing, or via e-mail sent to the WIK service department immediately, not later than seven days from the date of detection. Complaints made of non-compliance procedures and time limits set forth in this warranty will void the warranty and will not be considered.
8. Removal of identified defects must be made within not more than 14 days from the date of notification to WIK service department.
 

If it happens that due to the incorrect diagnose of failures problem remains unsolved, a 14-day period is counted again from the date of reapplication.
9. Parts removed as a part of warranty service remain the WIK property and beneficiary of the warranty is obliged to return them immediately (in person at the WIK premises or by sending by a courier at their own cost).
 

Failure to return the exchanged part within 30 days of the dispatch of spare parts / repair will form the basis for the invoice in the sum of the equivalent of spare parts.
10. For warranty repair shall be considered only repair of a defective product made in the warranty period and under the conditions of this warranty.
 

Any other activities such as: maintenance, periodic inspection, adjustment, checking and cleaning of the product will not be treated as a warranty repair.
11. Product is not under the warranty in case of:
  - failure to report defects immediately upon discovery, but not later than seven days from the date of detection;
  - failure to follow product's manual in the operation, maintenance and adjustment of the product;
  - failure to comply with the mandatory terms of guarantee of the product,
  - any modification of the Product without the prior consent of the WIK,
12. WIK has the right to refuse warranty service if the purchaser is in arrears with payments, regardless of their title, in particular default of payment for goods delivered by WIK to the Purchaser or service provided by WIK. In the case referred to in this section, WIK may refuse to perform any services under the guarantee and is exempt from liability to the purchaser under warranty.
13. Only products purchased directly from WIK or its authorized dealers are under warranty. Further disposal of the product does not transfer rights under this warranty to a subsequent purchaser.