



Sega Sonic Allstars Kids Basketball USER MANUAL V03

Please read this manual before installation and operation

Guangzhou Superwing Animation Technology Co.Ltd

Safety Introduction – Read before operating

This manual is intended to provide detailed descriptions together with all necessary information covering the general

operation of electronic assemblies, electromechanical, servicing control, spare parts, etc. for the product: "Sega Sonic Allstars Kids Basketball"

This manual is intended for the owners, personnel managers in charge of operation of this product. Operate the product after carefully reading and sufficiently understanding the instructions.

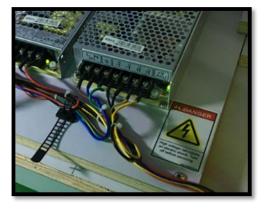
In the unlikely event that the product does not function correctly, **DO NOT** allow anyone other than a technician to touch the internal system. Turn off the power to the machine, making sure to unplug the electrical cord from the outlet, and contact the office listed below or the point-of-purchase for this product.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require special attention are indicated on the game cabinet in the form of warning labels.

Warning: Proceed with caution – Only open door/cover if you are a qualified technician High voltage can cause an electric shock Turn off before servicing



Danger: Potential immediate danger High voltage can cause an electric shock Turn off before servicing



Potential Risk to life or damage to product

If ignored, may result in the mishandling of the product and cause faulty operation or damage to the product or person(s)

Definition of 'Site Maintenance Personnel' or Other Qualified individuals.



Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals should not be carried out by personnel without the necessary skill or technological experience. Work carried out by unqualified persons may cause serious accidents, including

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialised knowledge.

The site maintenance personnel or other qualified professionals mentioned in this manual are defined as follows:

Site maintenance personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to be carried out by site maintenance personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:

Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronic/mechanical engineering.

Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage:

The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product

appropriately. Be sure to keep this manual close to the product or in a convenient place for future reference.

- Perform work in accordance with the instructions herein stated. Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work.
- Be sure to turn off the power before working on the machine. To prevent an electric shock, be sure to turn off the power before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual herein always states to that effect.
- Be sure to ground the Earth Terminal (This is not required in the case where a power cord with earth is used).
- This product is equipped with the Earth Terminal. When installing the product, connect the Earth Terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment ensure that the Earth Wire is firmly connected to the control equipment.
- Ensure that the Power Supply used is equipped with an Earth Leakage Breaker. This product does not incorporate the Earth Leakage Breaker. Using a power supply which is not equipped with the Earth Leakage Breaker can cause a fire when earth leakage occurs.
- Be sure to use fuses which meet the specified rating (only for the machines which use fuses). Using fuses exceeding the specified rating can cause a fire and an electric shock (only for the machines which use fuses). Using fuses exceeding the specified rating can cause a fire and an electric shock.

Specification changes (removal of equipment, conversion and/or addition) not designated by SEGA are not allowed. The parts of the product include warning labels for safety, covers for personal protection, etc. It is hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated. SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.

- Ensure that the product meets the requirements of appropriate electrical specifications. Before installing the product check for electrical specifications. SEGA products have a nameplate on which electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock.
- Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read. To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.
- When transporting or reselling this product, be sure to attach this manual to the product.
- Descriptions herein contained may be subject to improvement changes without notice.
- The contents described herein are fully prepared with due care. However, should any question arise, or errors be found, please contact SEGA.

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on the power, check the following points to ensure that the product has been transported in a satisfactory status.

- Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are casters and adjusters damaged?
- Do the power supply voltage and frequency requirements meet with those of the location?
- Are all wiring connectors correctly and securely connected? Unless connected in the correct way, connector connections cannot be made accurately. Do not insert connectors forcibly.
- Do power cables have cuts and dents?
- Are all accessories available?
- Can all doors and lids be opened with the accessory keys? Can doors and lids be firmly closed?

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Product Details

Model No.: RM--056

Weight & Dims: W1433×D1380×H1807MM / 100Kg



Game overview:

- 1. The game consists of three levels. The player must beat the minimum score for that level to proceed to the next level. (The score for each level is settable by operator)
- 2. The time for each level is operator adjustable
- 3. Both baskets are active when playing, so it is easy for two children to play.

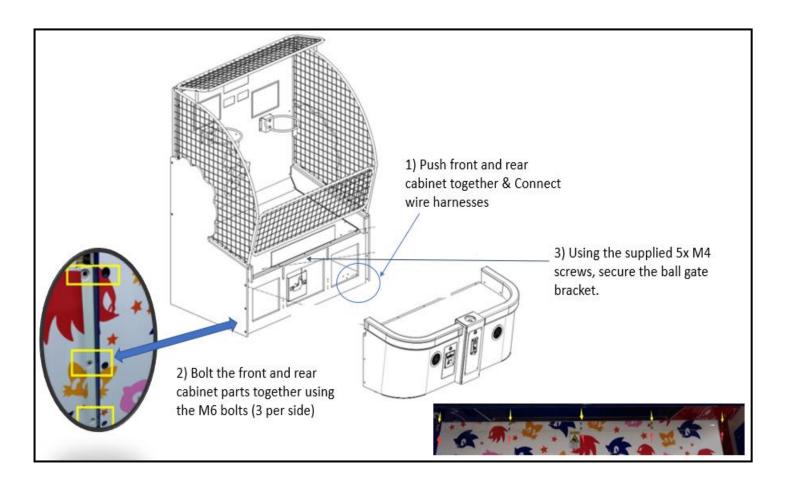
Accessories List

Content	Quantity	Remarks
User Manual	1	
Keys (Service and cashbox)	1x 6019 / 1x 6178	
power cord	1	
Bolts	6	M6 type
Screws	5	М4 Туре
Basketball	15	Game to operated with 10 balls. Keep 5 as spares
Air pumper	1	
Reflective stickers	2	Spares for basket sensors

Machine Installation

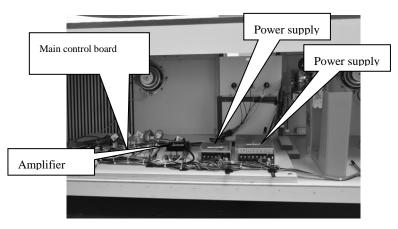
1) Before pushing front and back of machine together, connect all wire harnesses. (It is not possible to make a misconnection as the connectors are unique) Carefully push the machine together minding not to trap the wire harnesses.

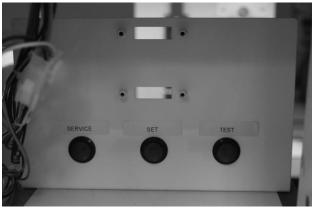
Note: You may find it easier to tilt the machine backwards to get the front of the game to push underneath the bracket strip



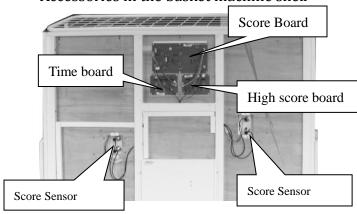
- 2) Using the supplied M6 bolts, secure the front and rear of the game together through the holes in the side of the game (3 per side)
- 3) Fix the center bracket to the front of the machine using the supplied M4 bolts.

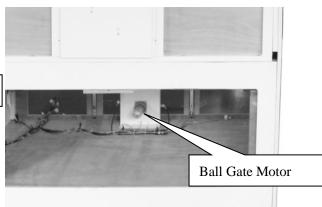
Main electrical area:



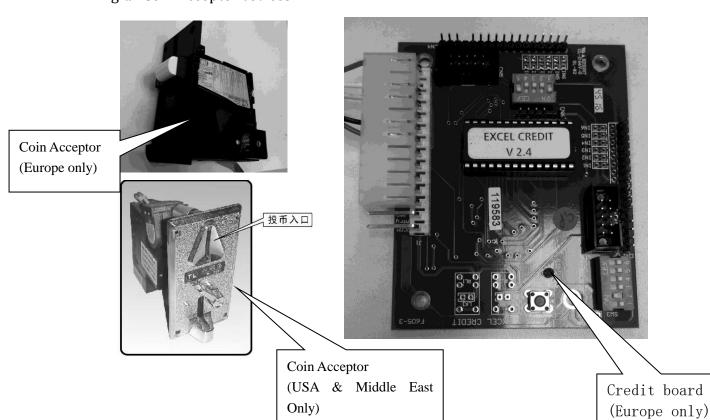


Accessories in the basket machine shelf





Digital Coin Acceptor devices:



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Game description

Reward description: If all 3 levels are passed, a free game is awarded. Scoring:

- 1) Score three points when a basket is scored with less than 15 seconds.
- 2) Score 2 points in normal play (more than 15 seconds on the clock remaining

Button

- 1、Setting》SET \ Switch Menu
- 2、 Service》 SER \ Increase parameter value +
- 3、 Testing》 TEST \ Decrease parameter value -
- 一、Standby Presentation



二、Entering the settings menu

*Press SET button will show Ser - Test option

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In Menu Setup
Ser:<- Test:->
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- : Press SER button to return to game/demo mode
- : Press TEST button to Enter settings menu

Navigation once in Settings menu

- SET button moves to next option
- SER increase parameter number
- SER decrease parameter number
- o The first level scores setting.



Score required for player to get to round 2

Play One Set In Time: 040

Time for round 1

Play Two Set Score:120

Score required for player to get to round 3

Play Two Set In Time:035

Time for round 2

Play Three Set Score:180

Score required for player to beat the high score

Play Three Set In Time:030

Time for round 3

MaxScore Set Score:180

Set the Max score than can be achieved.

Setup In Coins InCoins: 001

Credit required per play

Set Lottery Lottery: 006

Set how many points you need for 1 ticket (e.g. if a player gets 60 points, they win 10 tickets (60/6)

Set Volume song
Vol: 025

Game volume 0-30 (default 25)

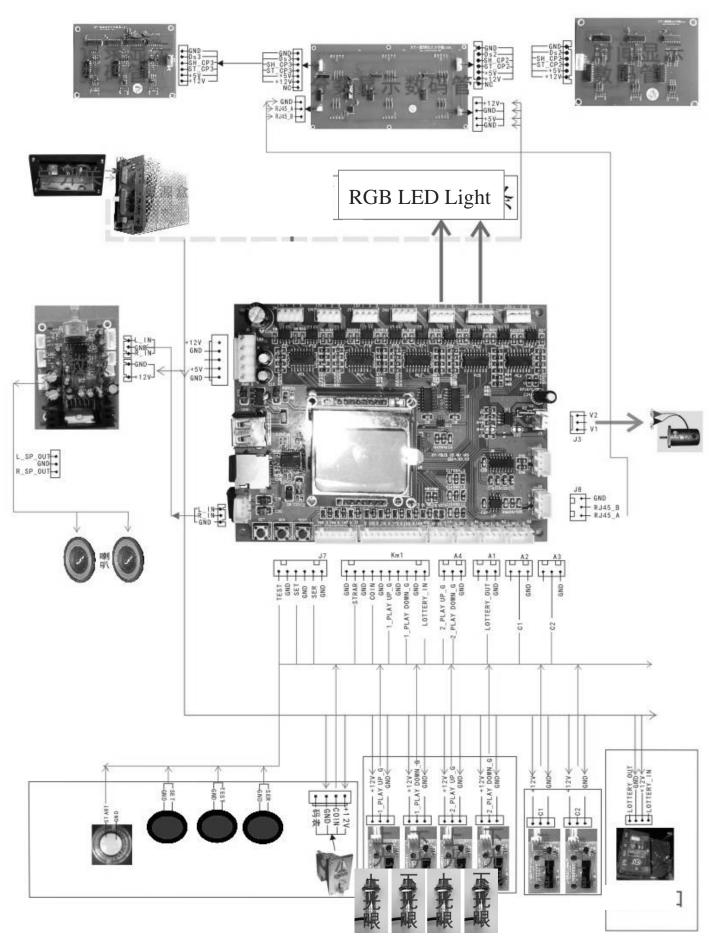
Standby Volume Vol: 015

Demo volume 0-30 (default 15)

Maintenance and Repair

Issue	Countermeasures
Score not registered when basket is scored.	 Check sensor reflector stickers are in good condition and sensor is aligned with them. Check wiring is connected at the back of the game and at the IO board Check the sensor has 12vdc supply and the signal line is not short circuit
Ball gate does not move	 Check wiring at the gate motor is connected between motor and IO board Check the motor has 12vdc when a game is started Check bate open and closed sensors
Game does not credit	 Check the coin acceptor/credit board has 12vdc supply Check the coin line is 5vdc and not short Ground the coin line to see if you can get a credit
Game countdown time does not function	 Check wiring between count down timer board & IO board Check to see if other function work (Ball gate opens, music starts, can score points)
Game does not dispense tickets	 Check the setting is turned on (Setting mode "Ticket Switch = ON" Check the Dispenser has 12vdc power (Press the drive button on the dispenser to test. Check there are tickets in the dispenser Check the switch settings on the dispenser (Should be like below pic)
No Power to Game	 Check IEC fuse at the back of the machine Check Switch mode power supplies have 100-240VAC supply Check wiring between IEC and Power supplies

Wiring Diagram



Parts code	Image	Descriptionj	Qty per machine
1.DZ.DQ.0090	GO JOHN THE PROPERTY OF THE PR	Basket score Sensor	4
1.DZ.DQ.0287	TL-002IV 微电脑出票器	Ticket Dispenser (TL-002)	1
1.DZ.DQ.0291		Main fuse holder	1
1.DZ.DQ.0332		Main Fuse	1
1.DZ.DY.0135	Variabilities III Service III	IEC Mains inlet (250V)	1
1.DZ.DY.0143	HOUSE AND	SMPS (5V/7A) 100-240VAC	1

1.DZ.DY.0147	RS-100-12 WITH TO SHOULD LIKE THE THE THE THE THE THE THE THE THE TH	SMPS (12v/8.5A) 100-240VAC	1
1.DZ.KG.1005		Main power swirch	1
1.DZ.KG.2001		TEST Button (Red)	3
1.DZ.KG.2020		Start Button / incl switch	1
1.DZ.LB.0056		4" Speaker 15W 8 Ohm	2
1.DZ.LE.0063		RGB LED strip with cons (90cm)	2
1.DZ.LE.0063		RGB LED strip with cons (45cm)	1

1.DZ.LE.0063	B B B B B B B B B B B B B B B B B B B	RGB LED strip with cons (180cm)	2
1.DZ.LE.0063		RGB LED strip with cons (140cm)	1
1.DZ.XB.0135		Audio Amplifier	1
1.SL.QT.0092		Ticket bin (Yellow)	1
1.SL.YZ.0124		Sonic basketball 5"	15
1.TZ.ET.0524	广州市雄翔动漫科技有限公司产品合格证产品名称:产品编号:审核编号:检验: **********************************	Mark(CE版)	1
1.TZ.ET.0702	SUPERWING ANIMATION TECHNOLOGY CO.,LTD NAME: Baby Basketball(SEGA) MAX POWER: 190W MODEL: RM-056-2 MIN POWER: 125W S/N: RM05620121AI006B FREQUENCY: 50-60Hz VOLTAGE: 110-240VAC DATE: 2019 01.3 INDOOR MACHINE FC CC C	Mark	1

1.WJ.S.1028	List	6019 door lock (Kids BB)	2
1.WJ.S.1029		6178 Lock (kids BB)	1
5.FL.0060	Hp://www.xiongyegame.ex	Key Ring	1
1.WJ.S.2008	6019	6019 Key (Kids BB)	1
1.WJ.S.2010	[6178]	6178 Key (Kids BB)	1
1.XC.QT.0170	Page 4	Wire (5A)	1

2.XB.ET.0010		Main IO board (Kids BB)	1
2.XB.ET.0020	E A CONTROL OF THE CO	Sub Sound board (Kids BB)	1
2.XB.ET.0054		Front LCD display (Kid BB)	1
2.XB.QJ.0064	DO COMPANY NAME OF THE PART OF	Optocoupler isolation board (Kids BB)	1
2.XB.YZ.0033	XY-篮球机光电开关V03.1 J1 UUU. x1 ongyegame. cn +12U C GND R3 Q2 Q2 R4 R2	Ball Gate sensor board (Kids BB)	2

2.XB.YZ.0036		3 digit time/score display (kids BB)	1
2.XB.YZ.0037		3 digit time/high score display (kids BB)	1
2.XB.YZ.0100		3 digit high score display (kids BB)	1
5.FL.0075	A CONTRACTOR OF THE PARTY OF TH	Ball Pump (Kids BB)	1
9.DZ.DJ.0010	RS 775SH 12V (800rpm	Ball Gate motor 12v 1800RPM (kids BB)	1
9.SM.ET.0041	Sega Sonic Alksturs Kick Baskethall USER MANUL, VOJ Terratularium stematicam metanorium Compplied Stemans Animation Technology Cotted Comp	Kids BB manual	1

2.TZ.ET.0268	COTTA PLAY FASTI	Acrylic (SEGA)	1
2.TZ.ET.0134	######################################	Sticker V04(SEGA)	1
2.TZ.ET.0135	来子整理制 英文版 / 弘任 (VO 3 (世 第 专 版) 20190.02 **********************************	Sticker V03(SEGA)	1

SPARES AND SERVICE CONTACT INFORMATION

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