20190403(尚瑩共用版)CXXACXX0

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.

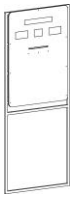
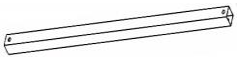
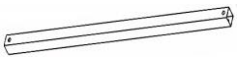
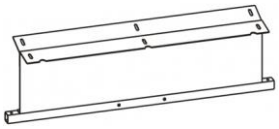
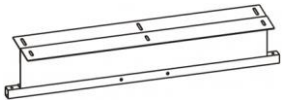
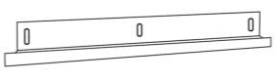
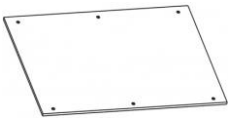
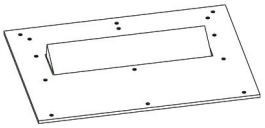
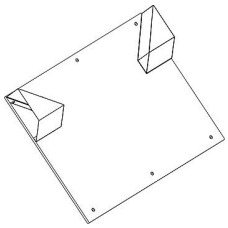
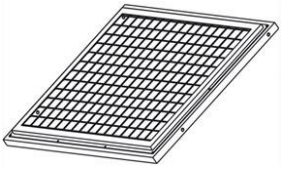
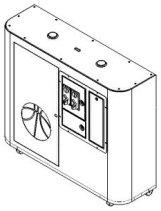
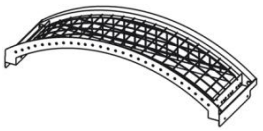
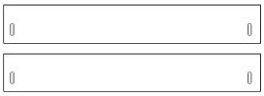
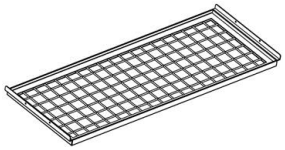
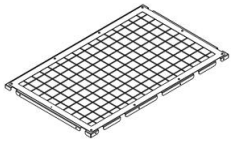
Do not put the machine under the direct sunlight, it will damage the inside parts.

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

1A a sensor	1B Basket kits	2A Basket board 	2BR Back right net stander kit
2BL Back left net stander kit	2C 2 Front net stander bridge(short) 	2E 2 Front net stander bridge(long) 	3A Front right net stander kit
3B Front left net stander kit	4A Base holder BF 	4B Base holder FB 	4C Base holder FF
4D Base holder BB 	4E Base holder FF (Bottom)	5A Wooden base A type 	5B Ball holder kit 
5C Ball guide kits 	6A Ball net holder kit 	6B Main part 	Top cover(optional) 
6E Rubber pad 	Basketball	Metal Shelf (optional) 	Lower Side Net (Frame Included)×4 (optional) 

2.Half-Assembly type parts list

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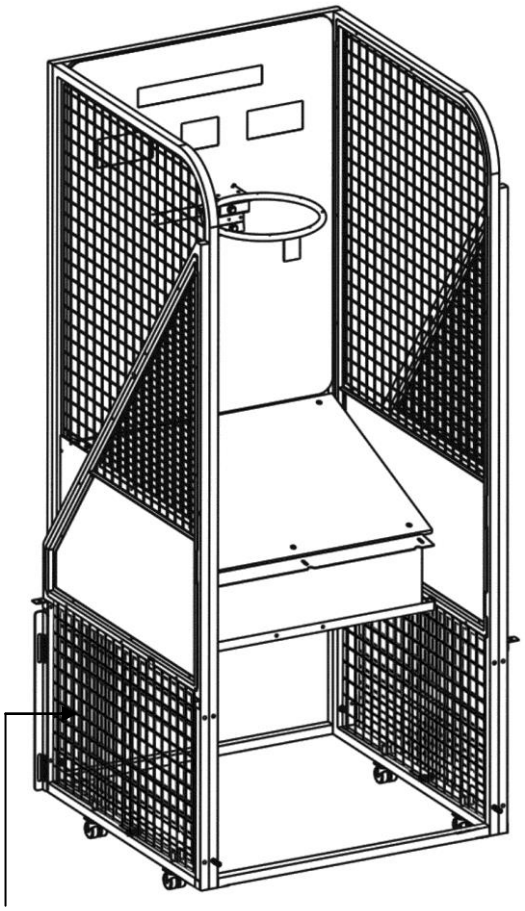
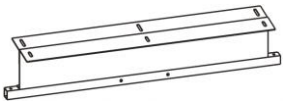
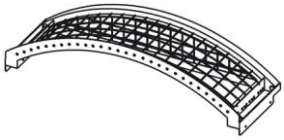
 
Lower Side Net
(Frame Included)×4 (optional)</td>
<td>4B Base holder FB
  </td>
</tr>
<tr>
<td>4C Base holder FF
 </td>
</tr>
<tr>
<td>Top cover(optional)
  </td>
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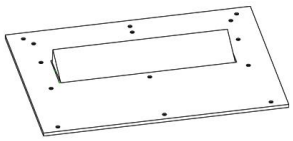
<td>5B Ball holder kit
  </td>
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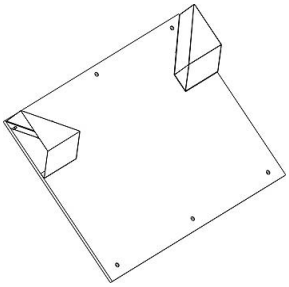
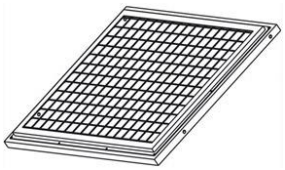
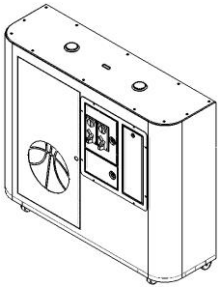
  </td>
<td>6A Ball net holder kit
  </td>
<td>6B Main part
  </td>
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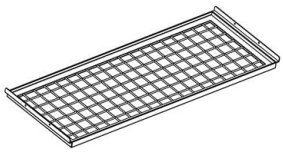
<td>Metal Shelf (optional)
  </td>
<td>Basketball
 </td>
<td></td>
</tr>
</table>

II.Machine view/size and power rating

Machine Dimensions：W1030×D2500×Top cover H2643mm

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

（Top cover 6.6kg、Metal Shelf 3.4kg、Lower Side Net 4.2kg×4）

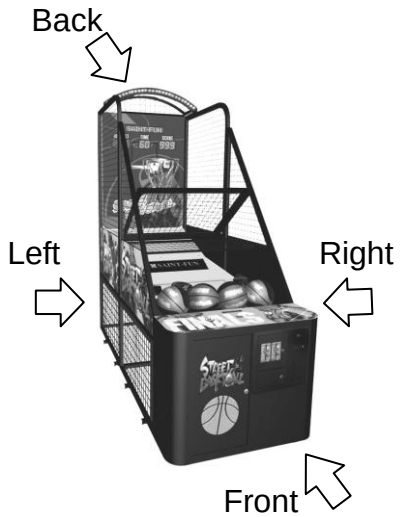
Voltage：AC110V~120V/AC220V~240V(50/60Hz) Use Electrical plug display as a glide Located behind the machine.

Power Consumption：200W

Fuse：2A（AC220V~240V）/ 5A（AC110V~120V）

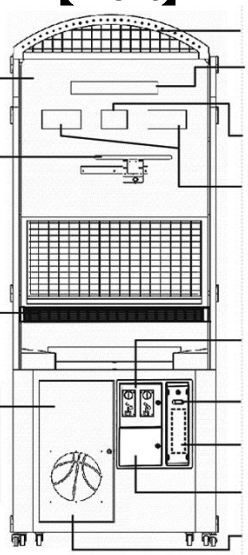
Token size：Ø22mm~27mm

Position direction

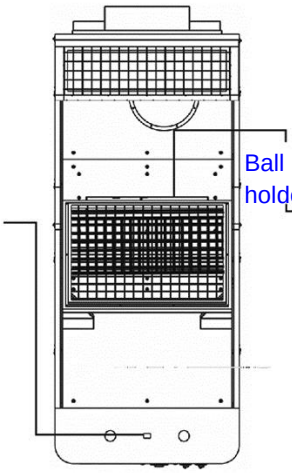


III.Component description

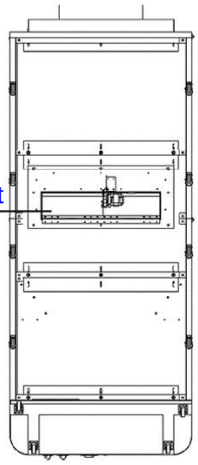
【Front】



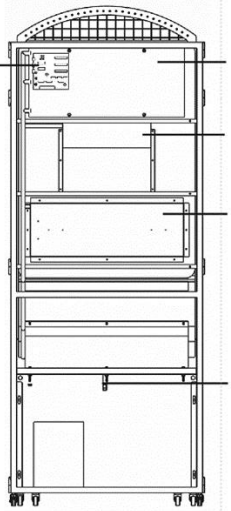
【Top】



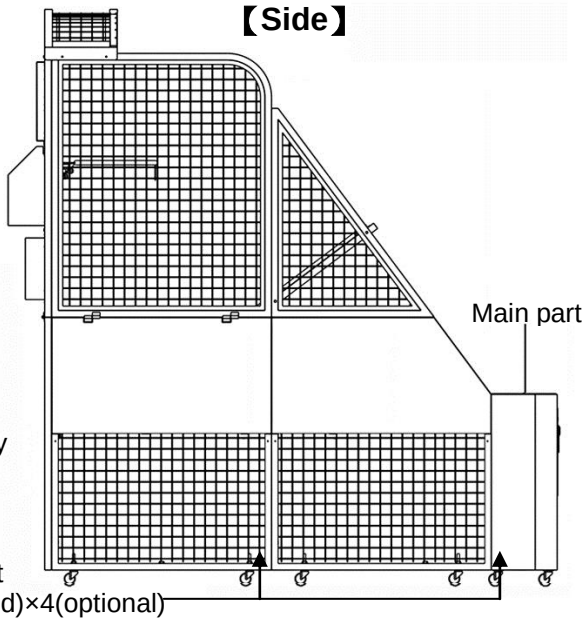
【Base】



【Back】



【Side】

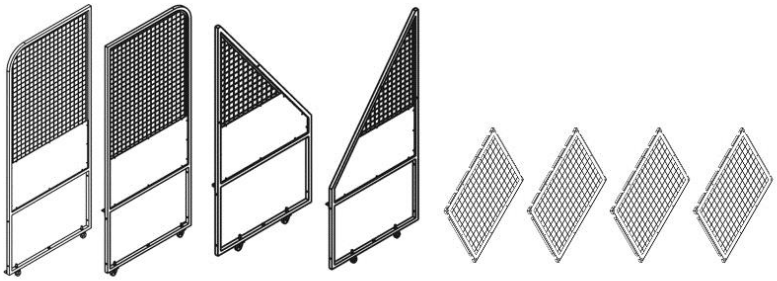


IV.Assembly and disassembly

1. Assembly and disassembly for Disassembly type

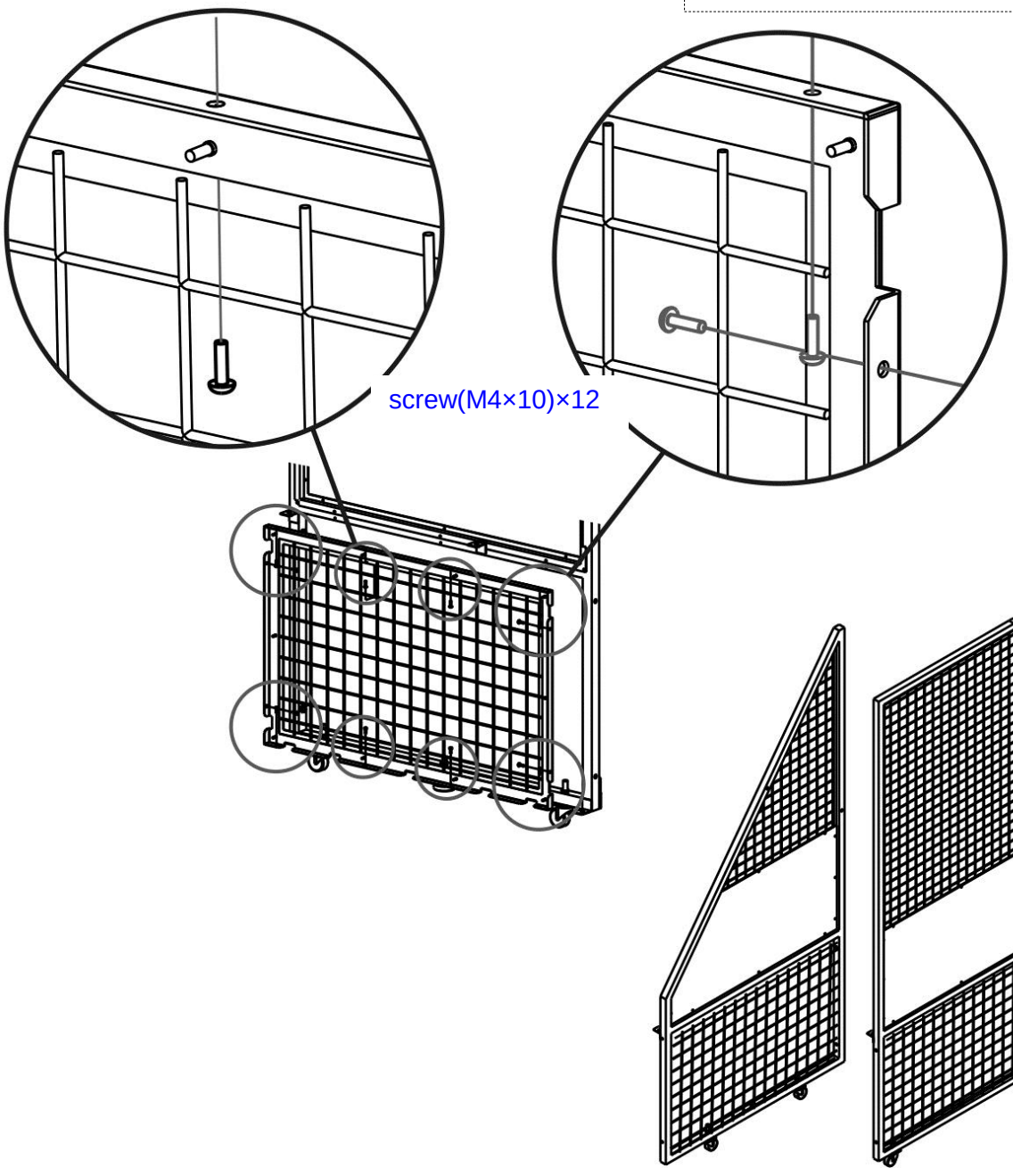
Step 1：

1.Screw【Lower Side Net (optional)】on the basket board front.



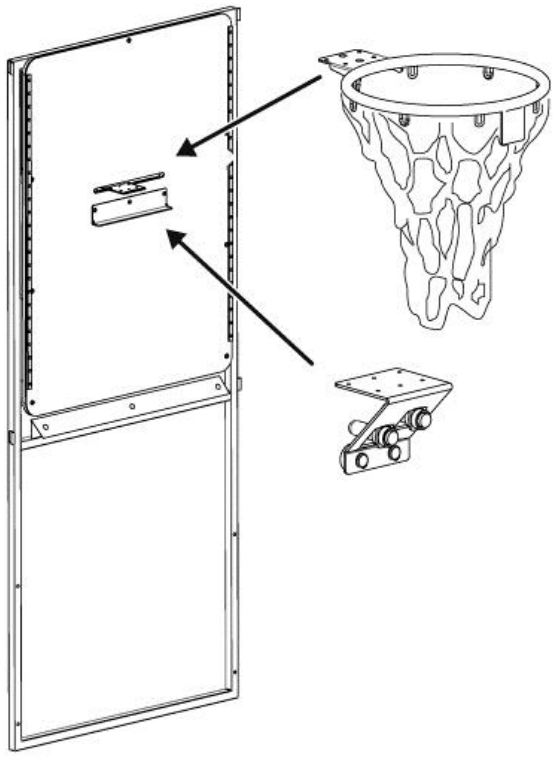
Assembly parts

2BR Back right net stander kit
2BL Back left net stander kit
3A Front right net stander kit
3B Front left net stander kit
Lower Side Net(Frame Included)



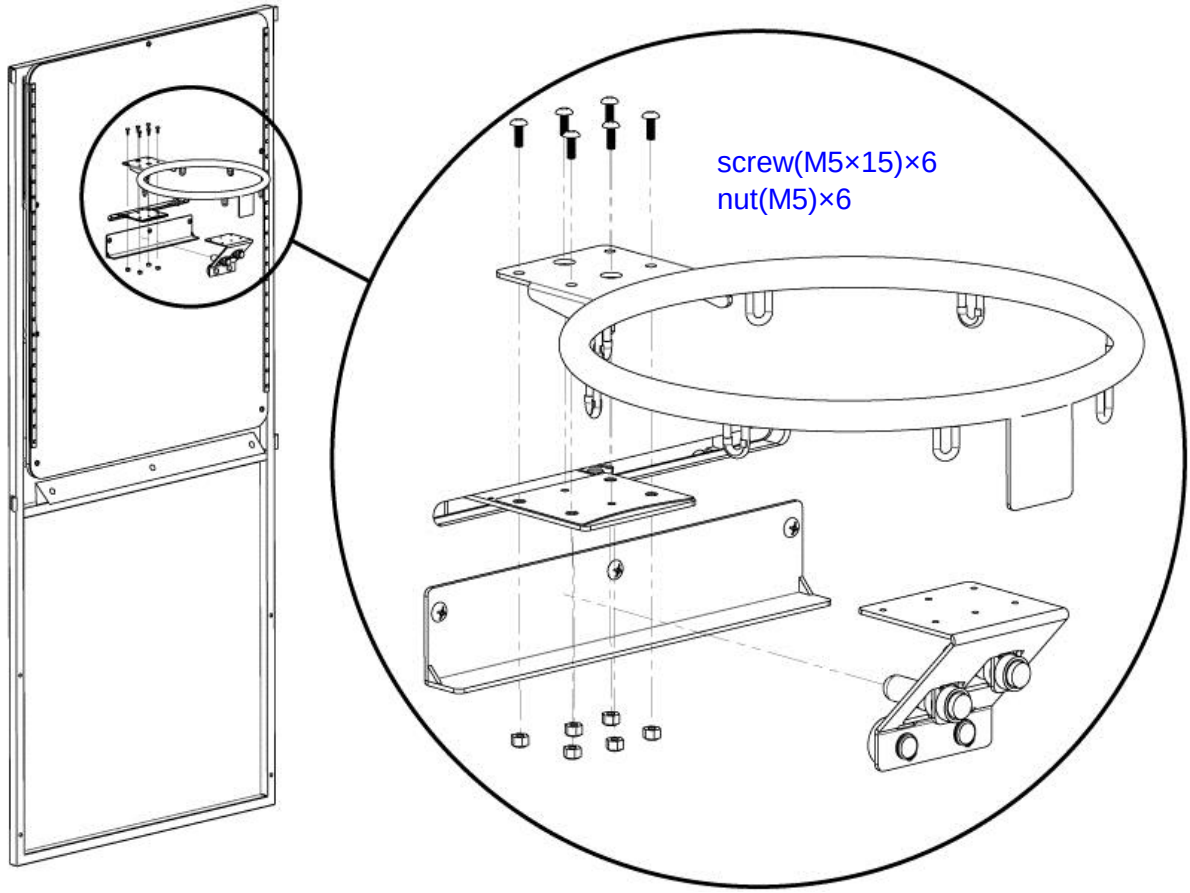
Step 2：

1.Screw【1A　a sensor、1B Basket kits】on the basket board front.



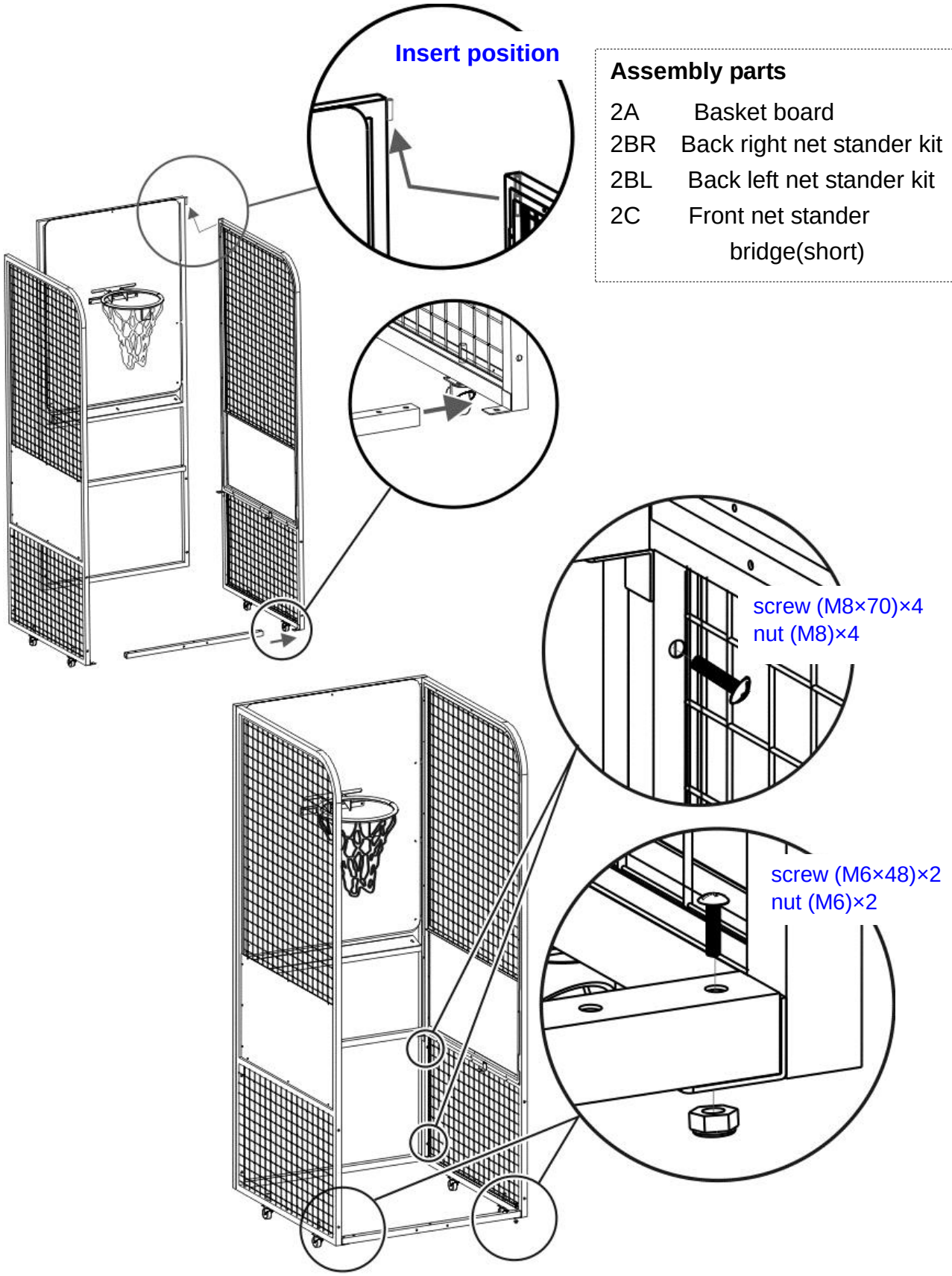
Assembly parts

1A　a sensor
1B　Basket kits
2A　Basket board



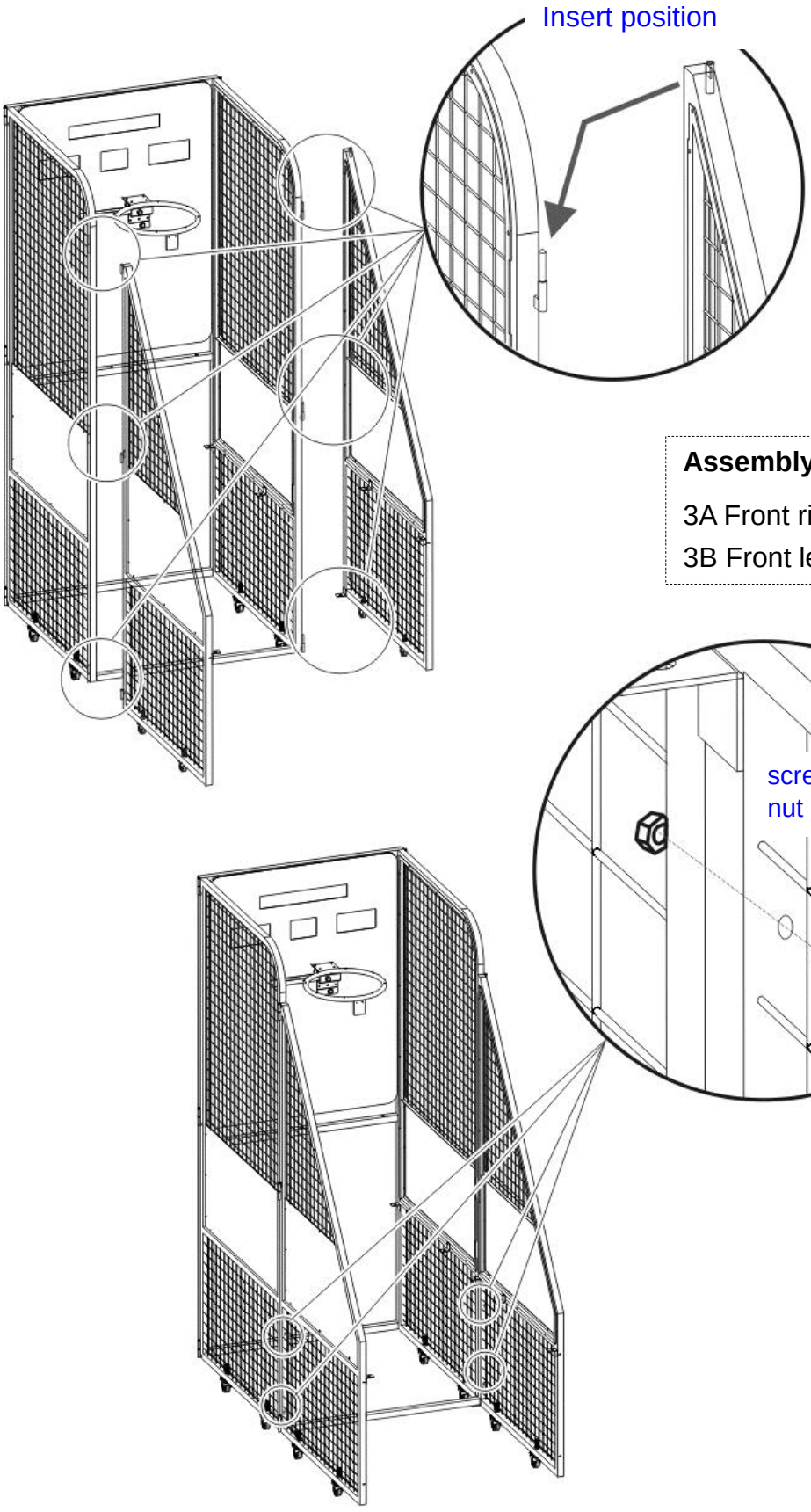
Step 3：

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 4：

Assemble【3A、3B Front right & left net stander kit】on basket board left and right, connect with screw & fixed it as drawing.



Assembly parts

3A Front right net stander kit

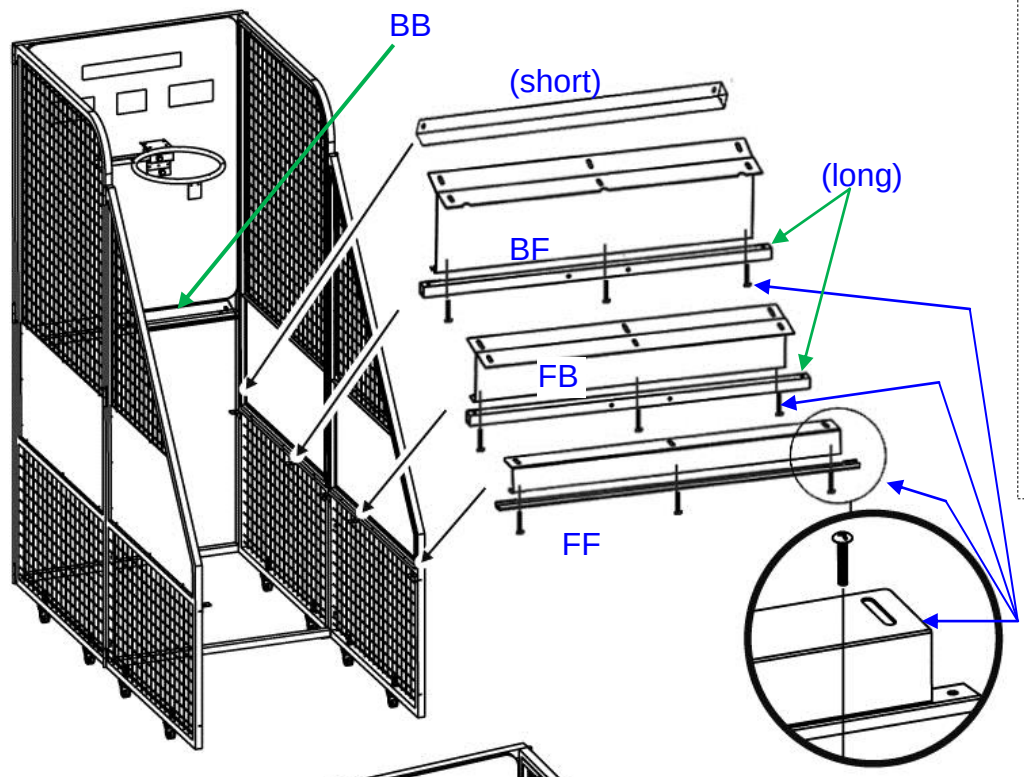
3B Front left net stander kit

Step 5：

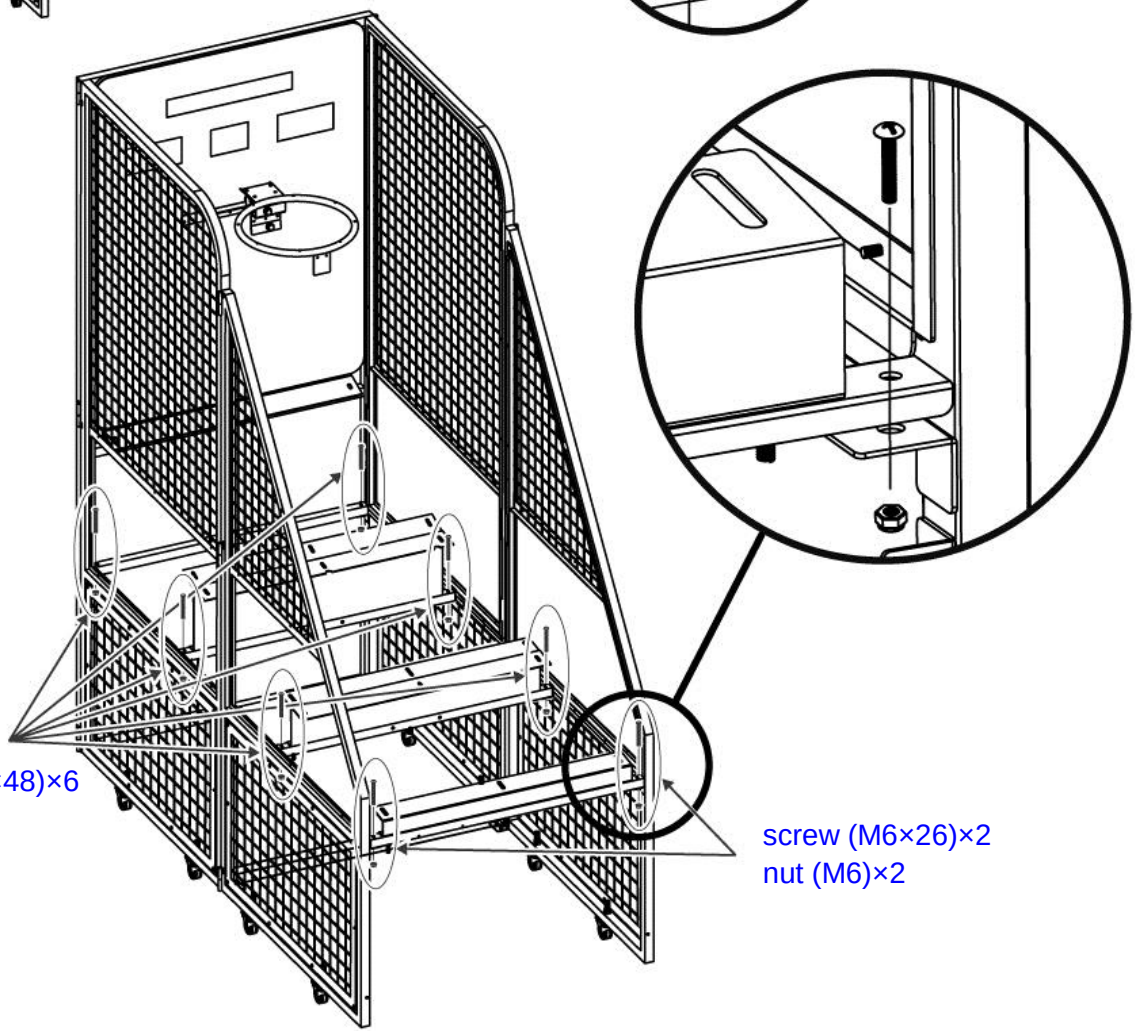
Screw the【BB、BF、FB、FF Base holders & Front net stander bridge(short)】step by step as drawing.

Assembly parts

2C	Front net stander bridge(short)
2E	2 Front net stander bridge(long)
4A	Base holder BF
4B	Base holder FB
4C	Base holder FF
4D	Base holder BB
4E	Base holder FF (Bottom)



screw (M6×48)×9
nut (M6)×9
washer(M6.5×13.5)×9

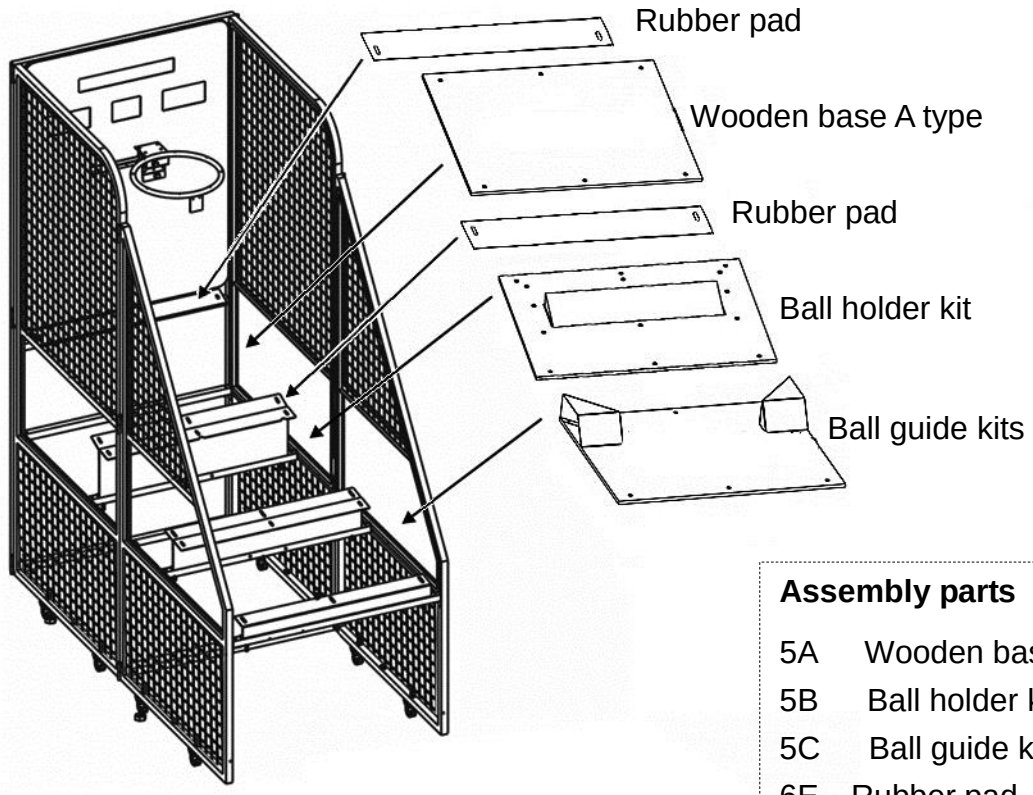


screw (M6×48)×6
nut (M6)×6

screw (M6×26)×2
nut (M6)×2

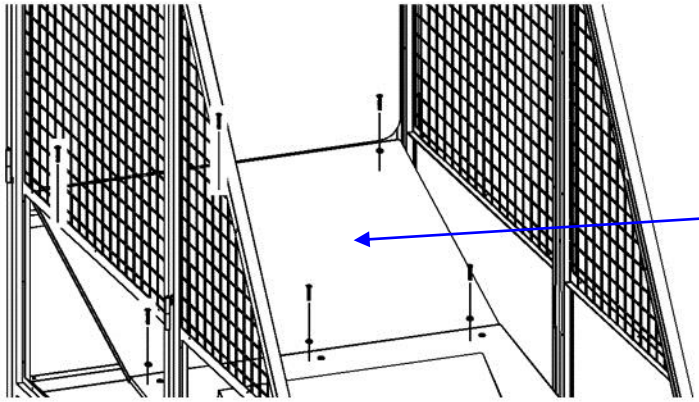
Step 6：

Screw the【5A Wooden base A type、5B Ball holder kit、5C Ball guide kits、6E Rubber pad】step by step as drawing.

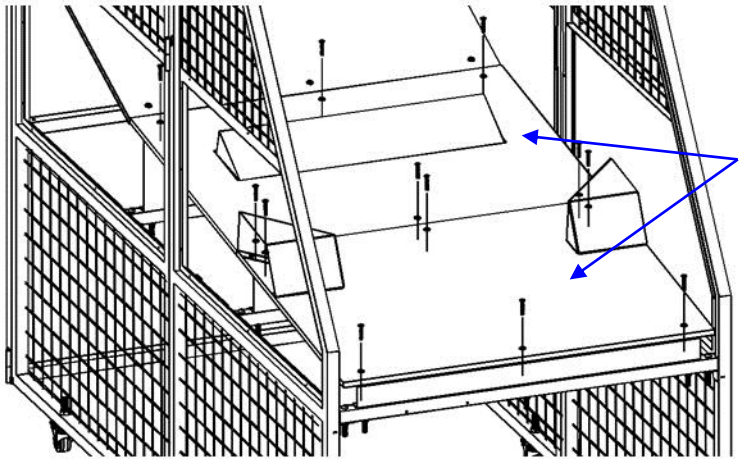


Assembly parts

5A	Wooden base A type
5B	Ball holder kit
5C	Ball guide kits
6E	Rubber pad



screw (M6×48) ×6
nut(M6) ×6
washer(M6.5×13.5) ×6



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

Step 7：

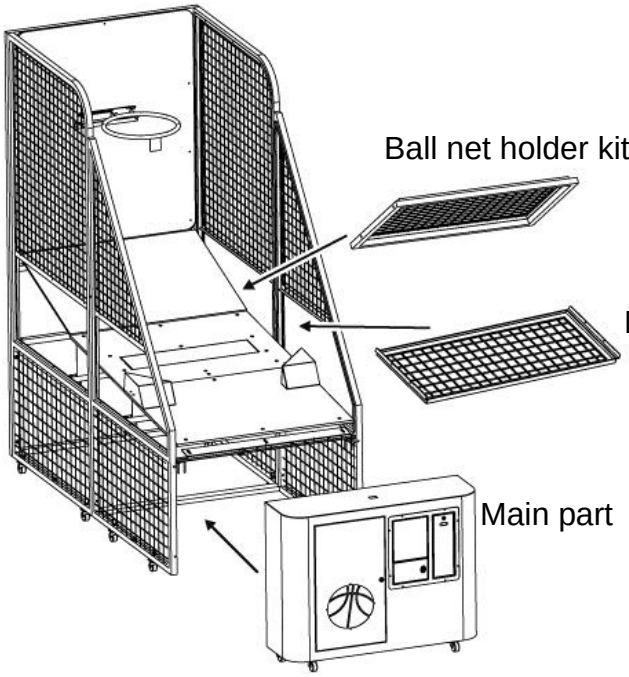
1. Screw【6A Ball net holder kit】.
2. Screw【6B Main part】、【Metal Shelf (optional)】.

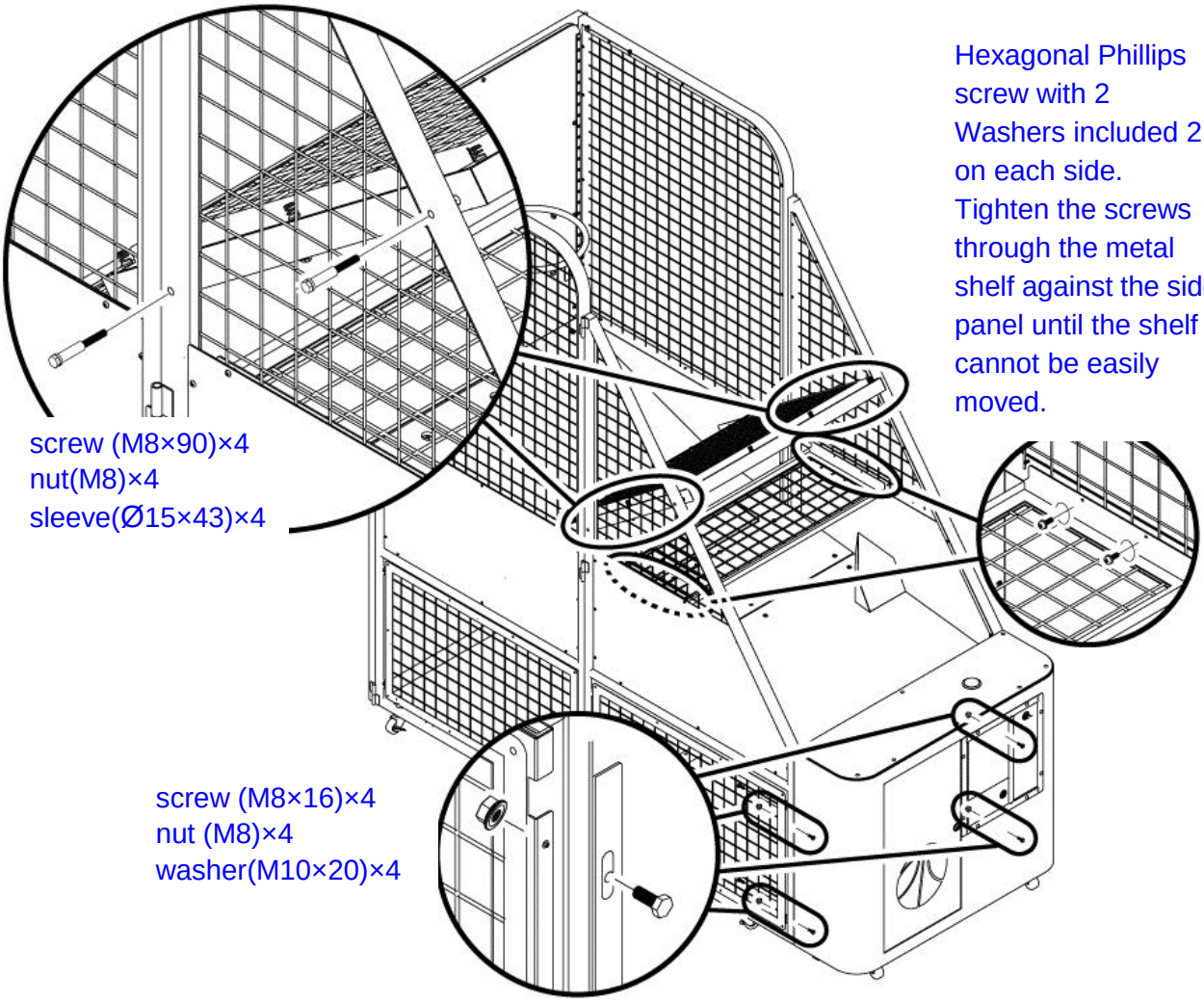
Assembly parts

6A Ball net holder kit

6B Main part

Metal Shelf (optional)



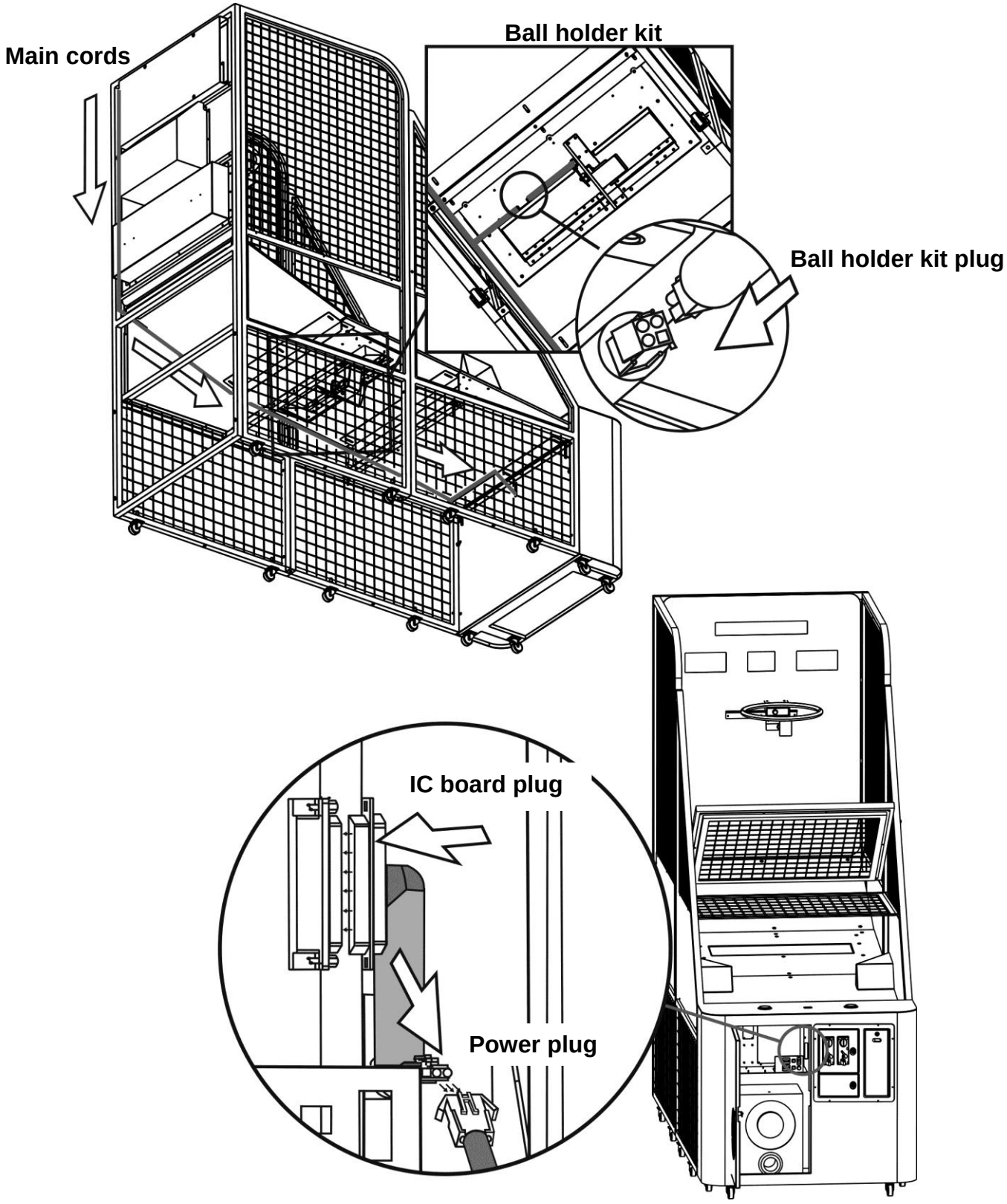


Step 8：

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.

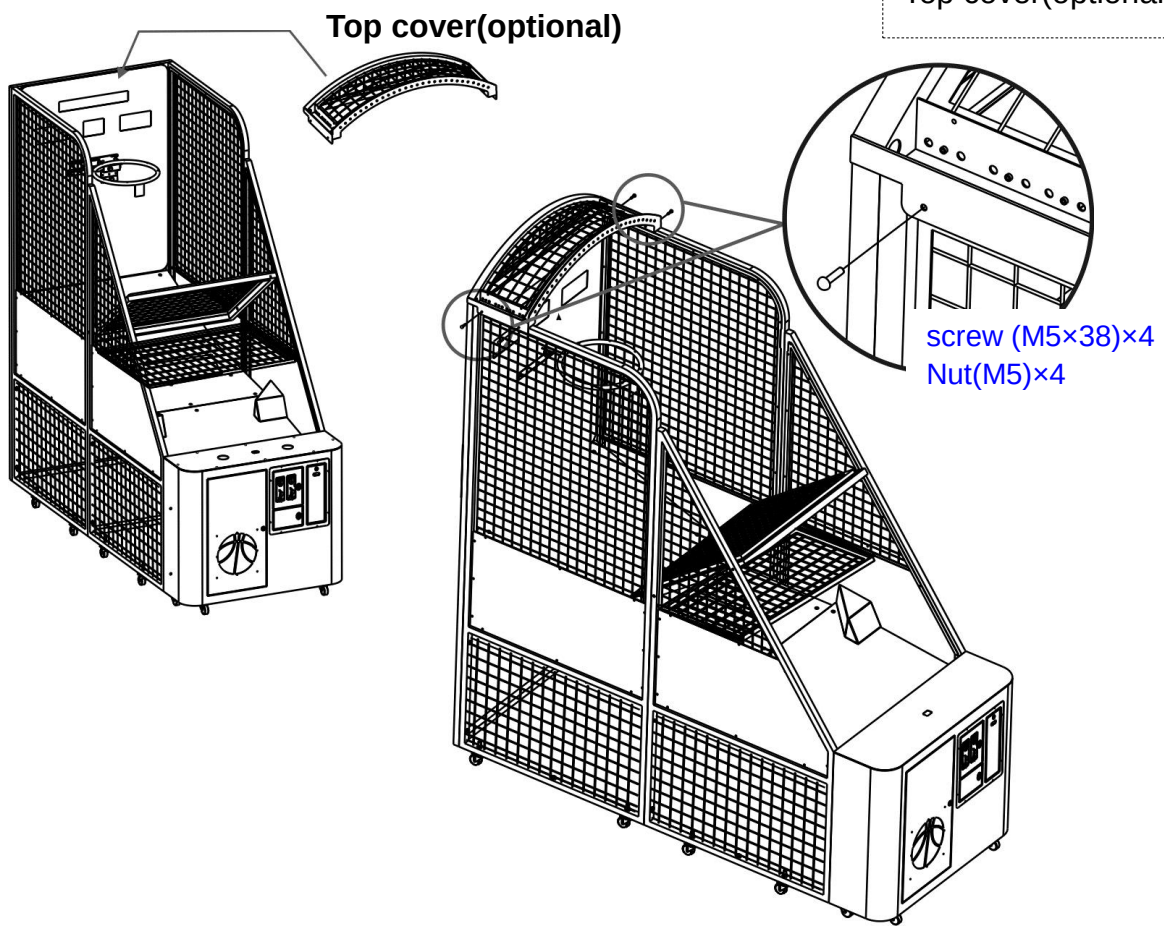


Step 9：

Screw【Top cover(optional)】step by step as drawing.

Assembly parts

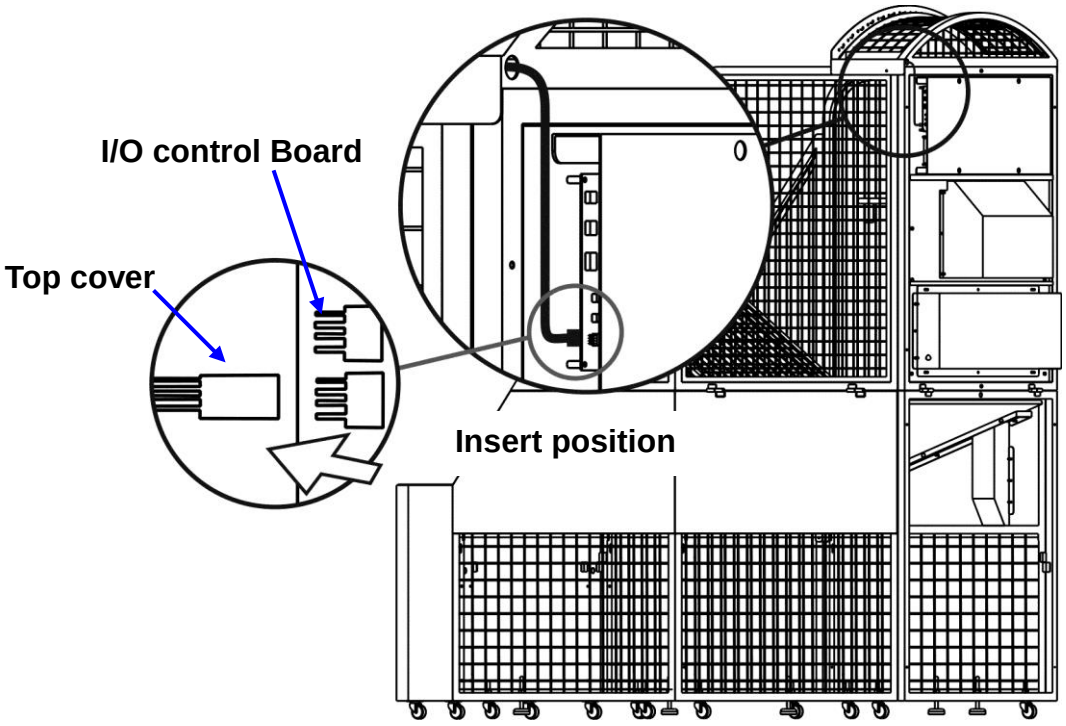
Top cover(optional)



Step 10：

1.Connect the I/O control board with top cover.

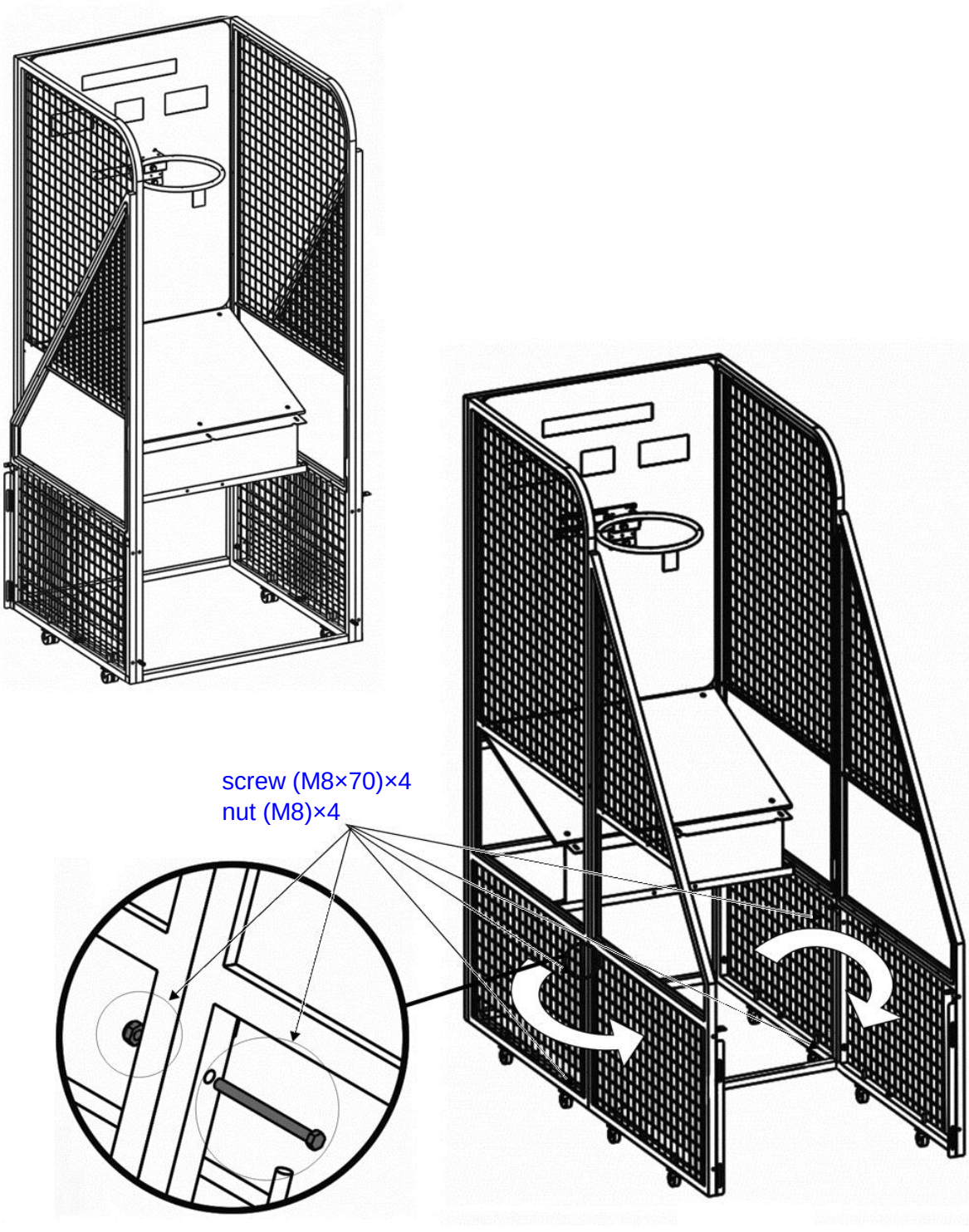
2.Now connect plugs as shown in drawing.



2. Assembly and disassembly for Half-Assembly type

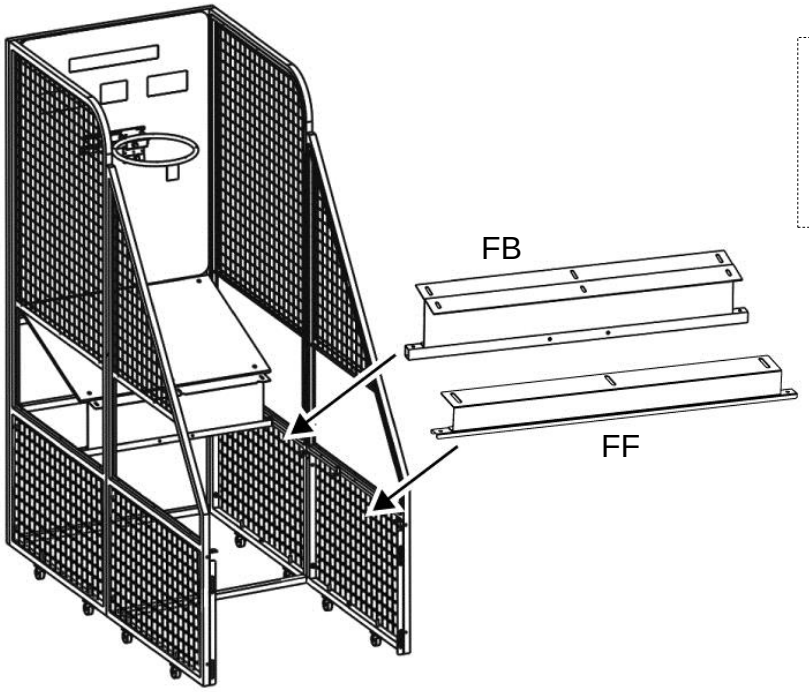
Step 1：

Turn the left and right frame180°to the position as drawing picture . Connect with screw & fixed it as drawing.



Step 2：

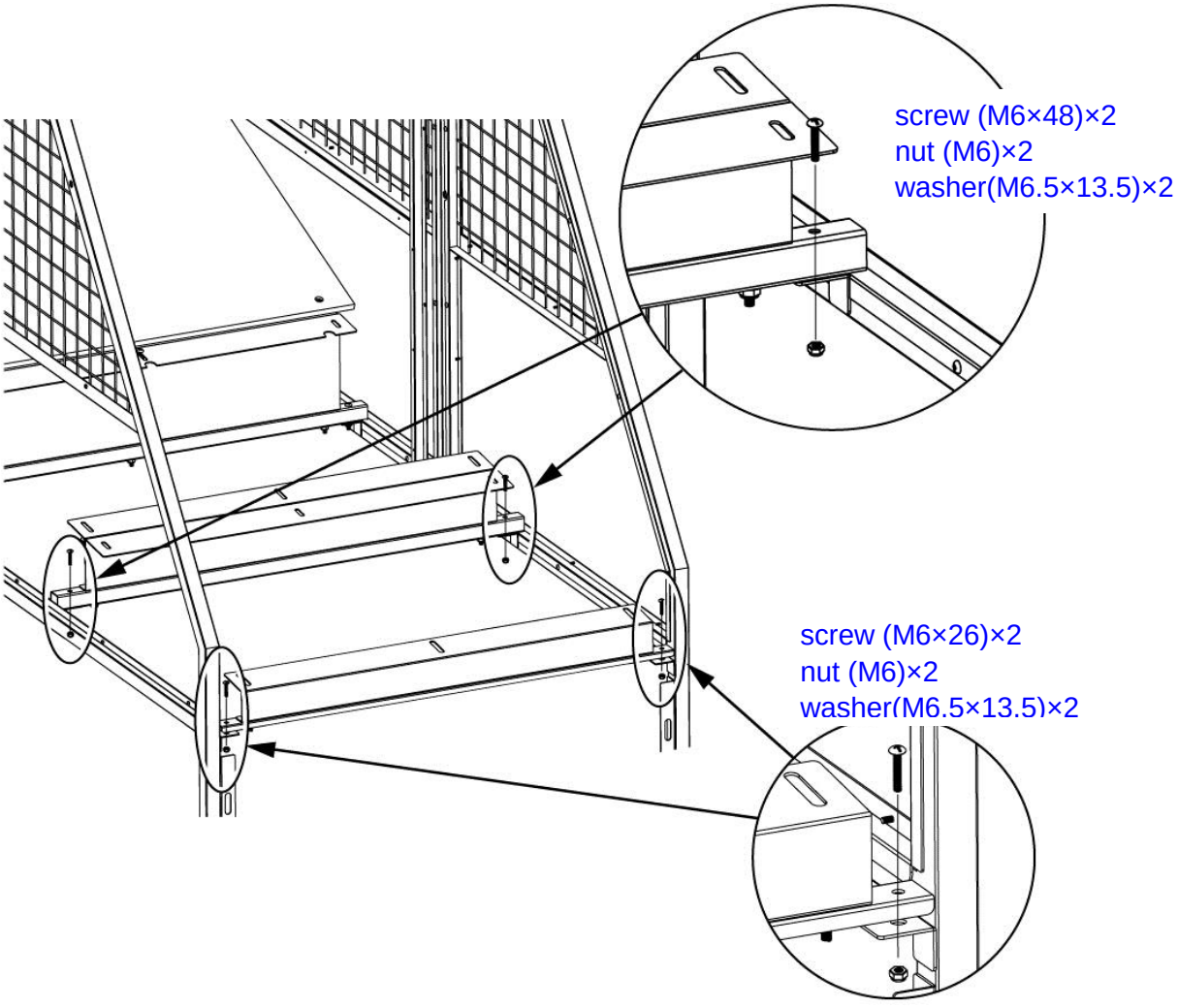
Screw the base frame FB and base frame FF as drawing picture.



Assembly parts

4B Base holder FB

4C Base holder FF



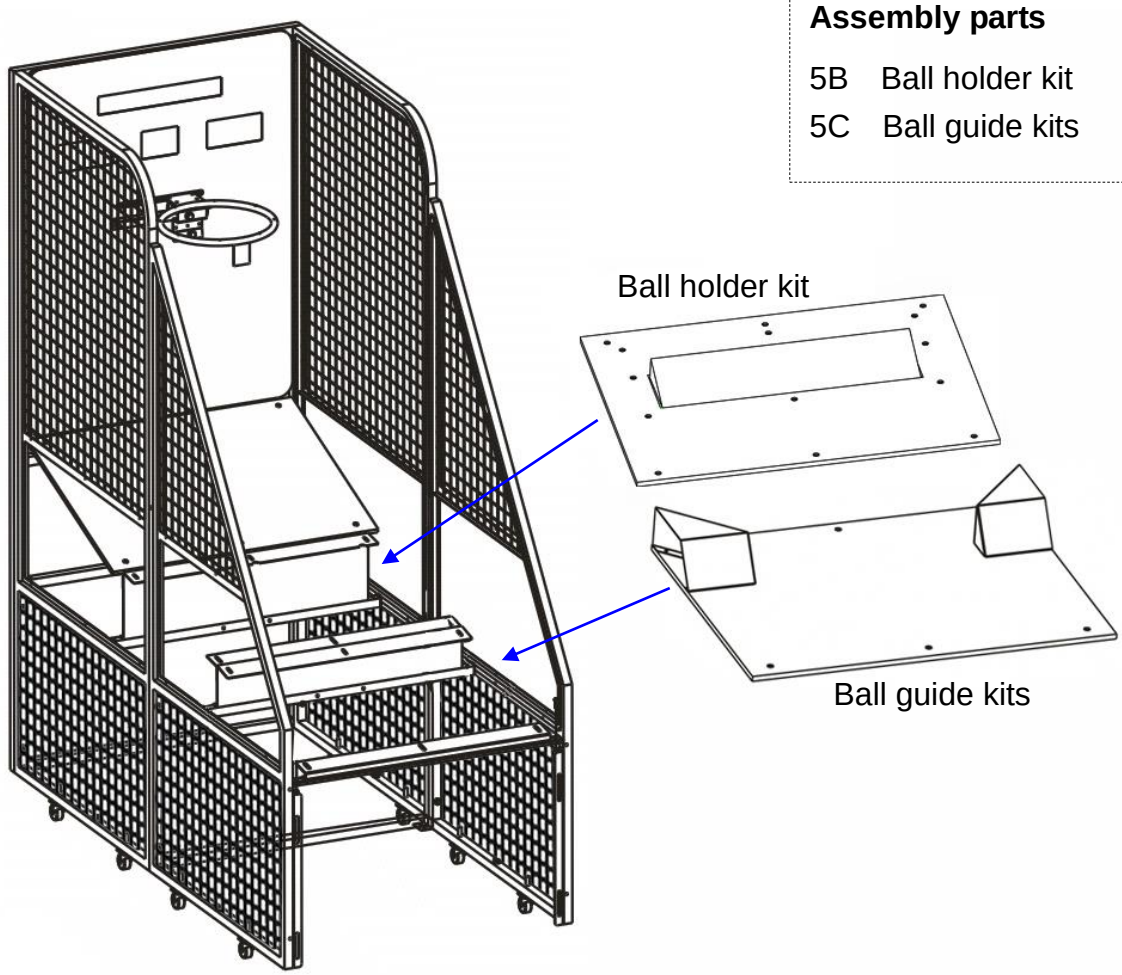
Step 3：

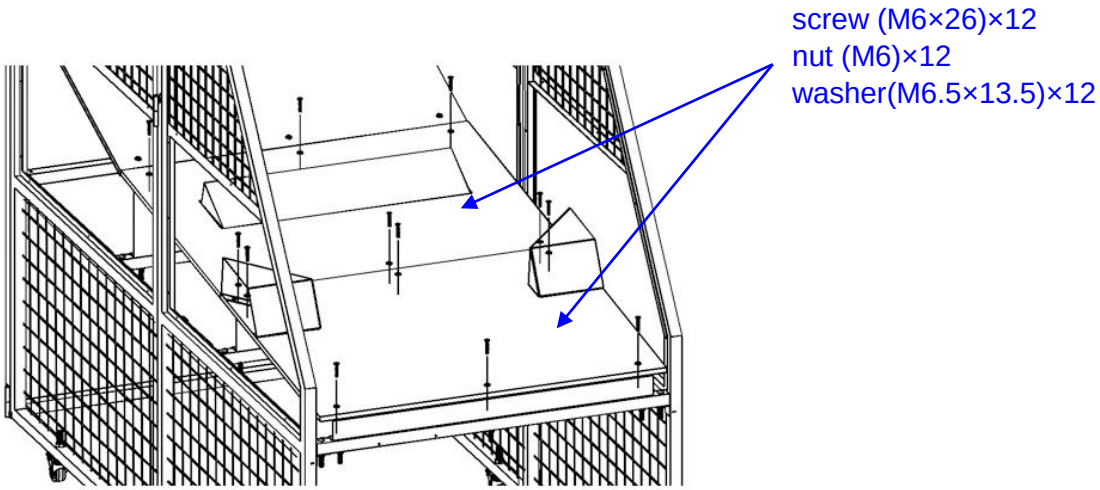
Screw the 5B Ball holder kit and 5C Ball guide kits as drawing picture.

Assembly parts

5B Ball holder kit

5C Ball guide kits





Step 4：

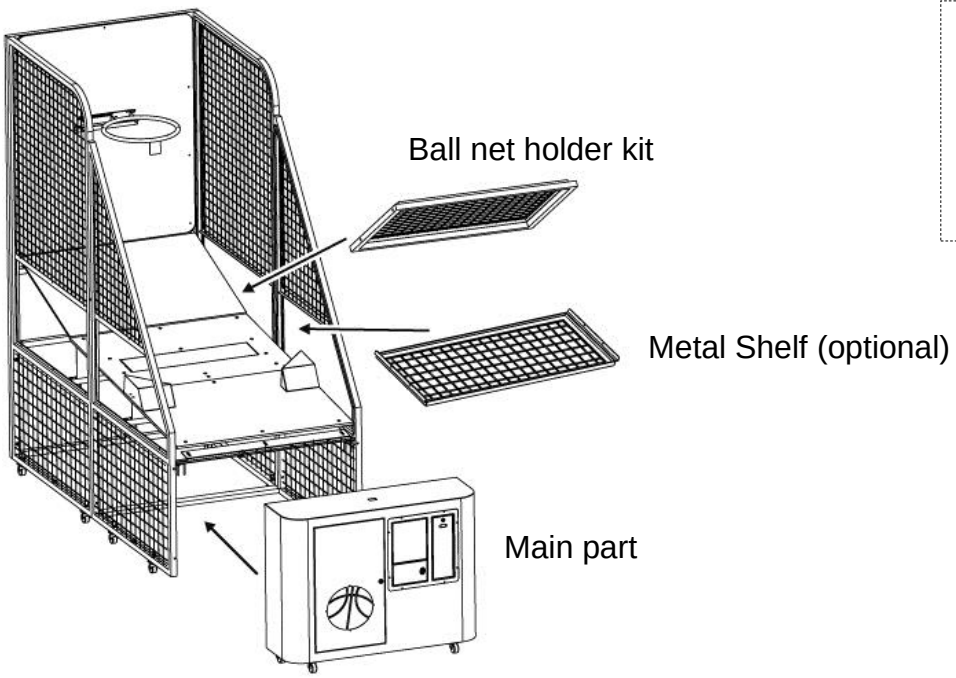
1. Screw【6A Ball net holder kit】.
2. Screw【6B Main part】、【Metal Shelf (optional)】.

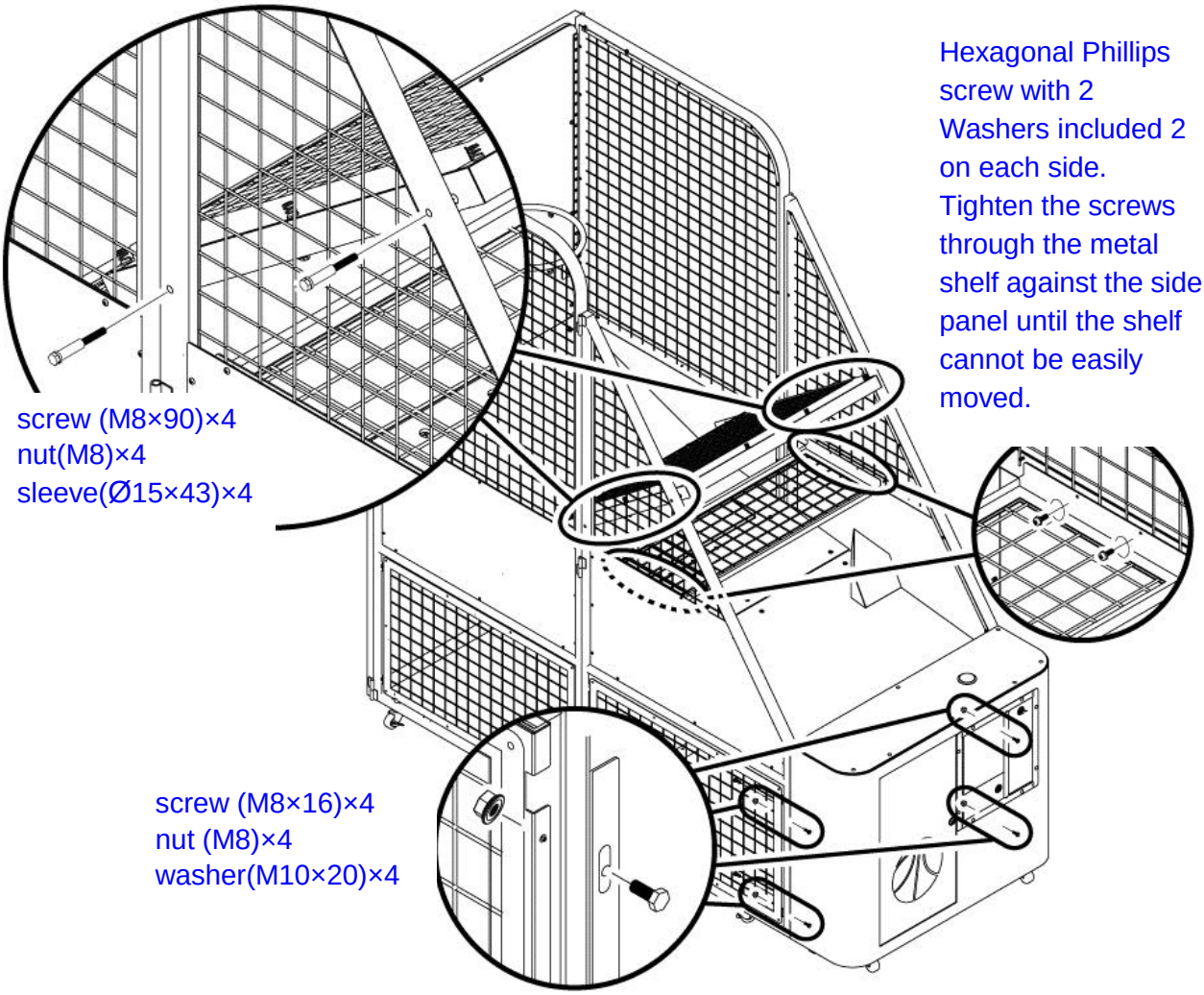
Assembly parts

6A Ball net holder kit

6B Main part

Metal Shelf (optional)



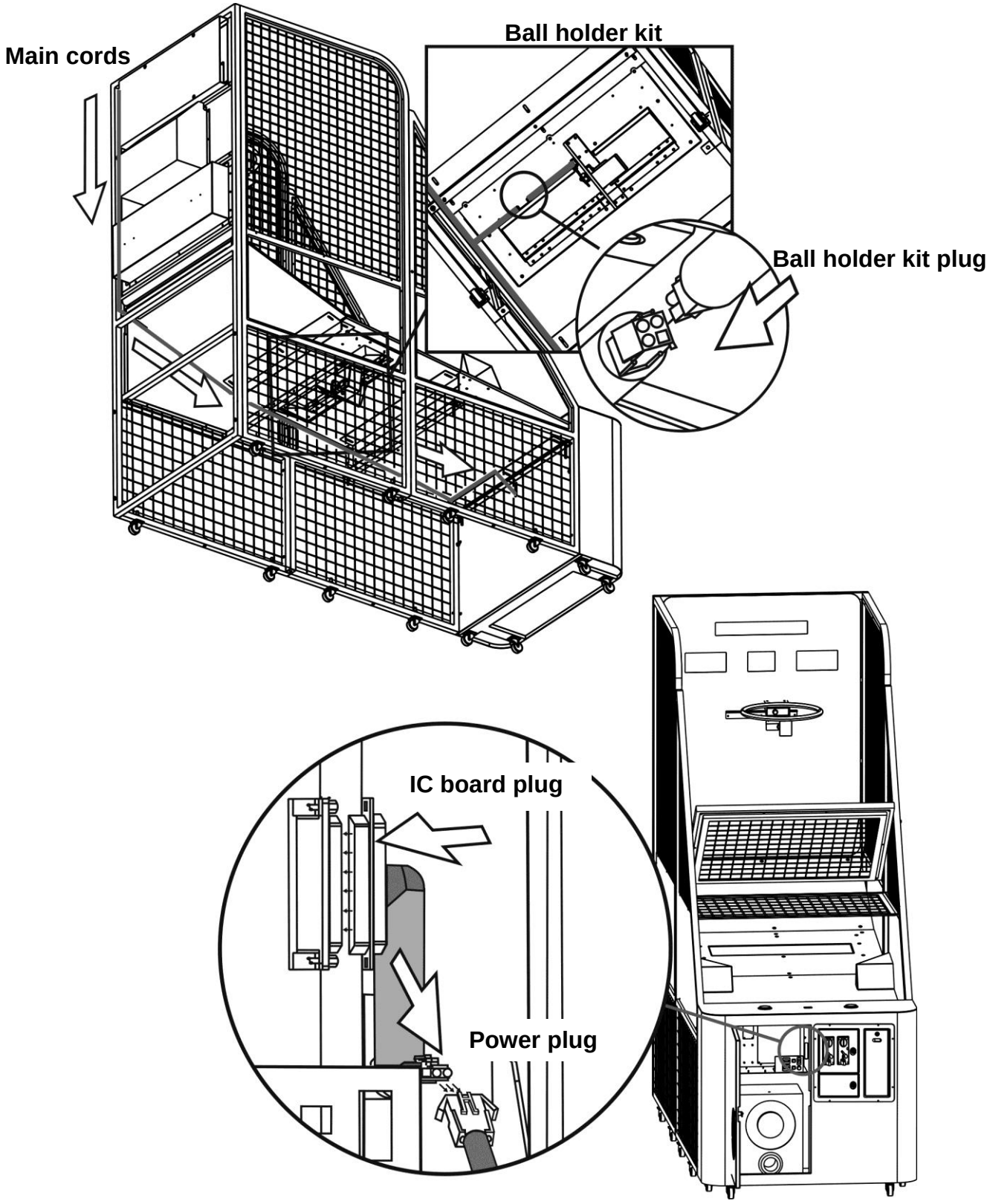


Step 5：

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.

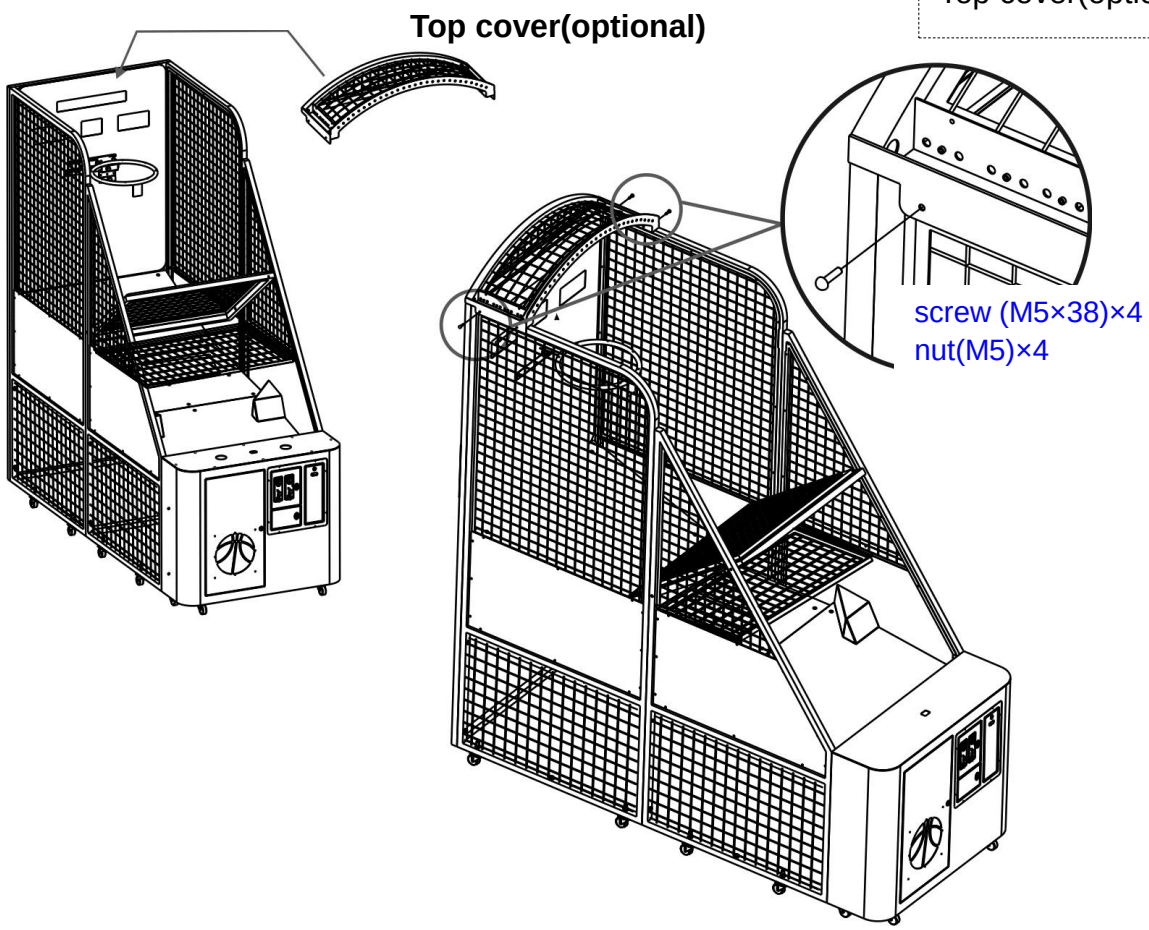


Step 6：

Screw【Top cover(optional)】step by step as drawing.

Assembly parts

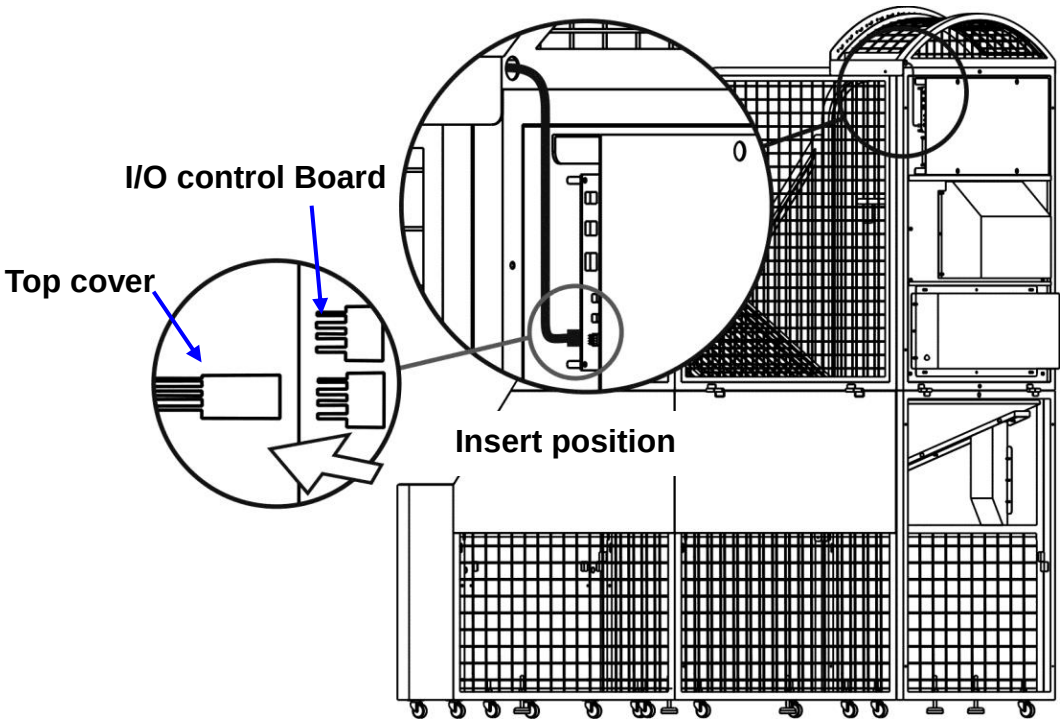
Top cover(optional)



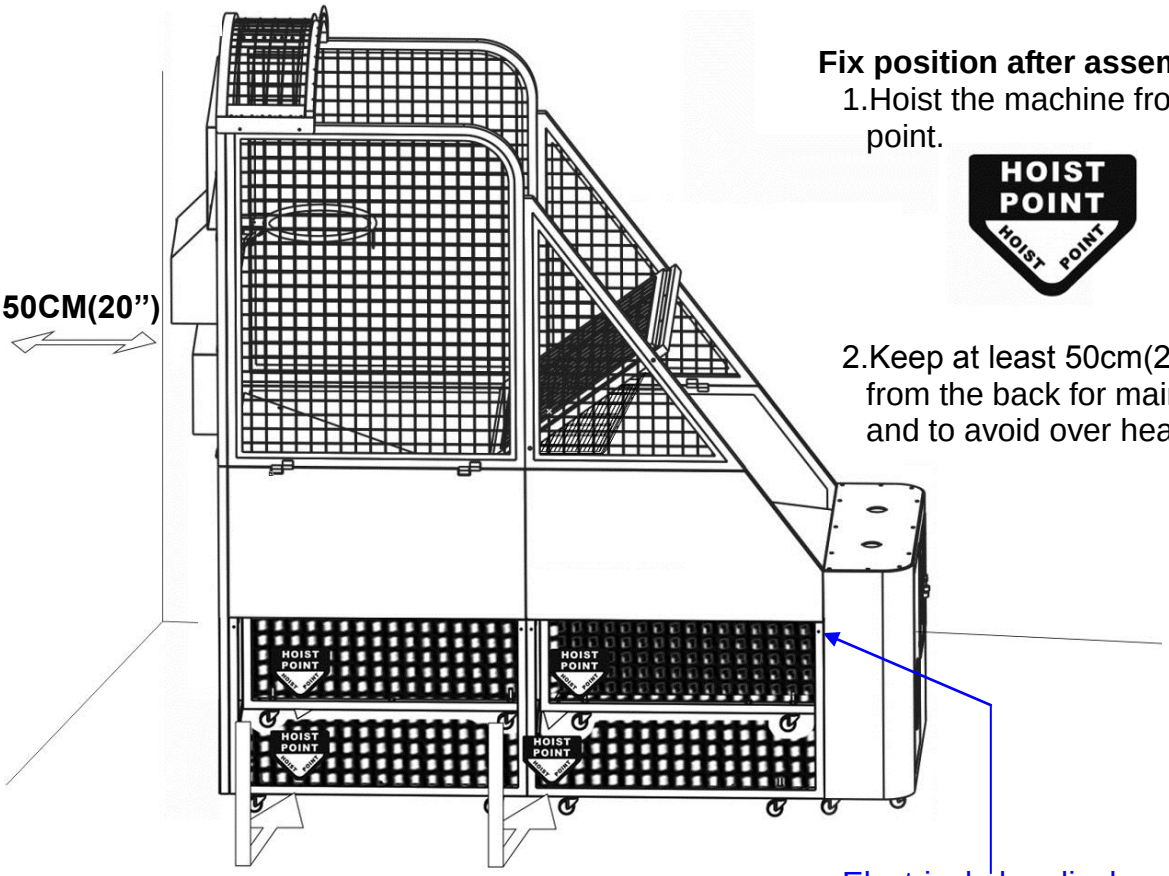
Step 7：

1.connect the I/O control board with top cover.

2.Now connect plugs as shown in drawing.



3.【SET-UP Position & maintenance】



Fix position after assembly

1.Hoist the machine from the hoist point.

2.Keep at least 50cm(20") space from the back for maintenance and to avoid over heating.

Attention:

◎The power must be turned off before any movements.

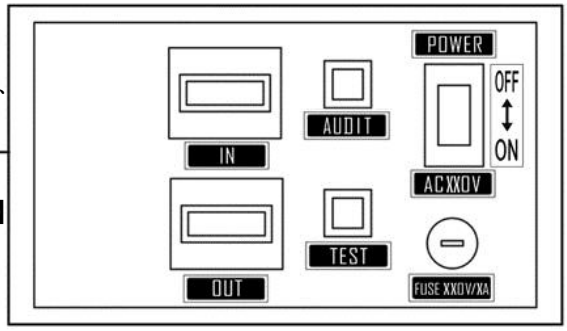
◎Check the power rate before use AC110V~120V/AC220V~240V , depending on Outlet Label.

V.Adjustment and Inspection

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

IC board includes POWER、FUSE、AUDIT and TEST functions

Please see【1 Link adjustment】for IC board function.



1.Link adjustment

【Cable link SET-UP】

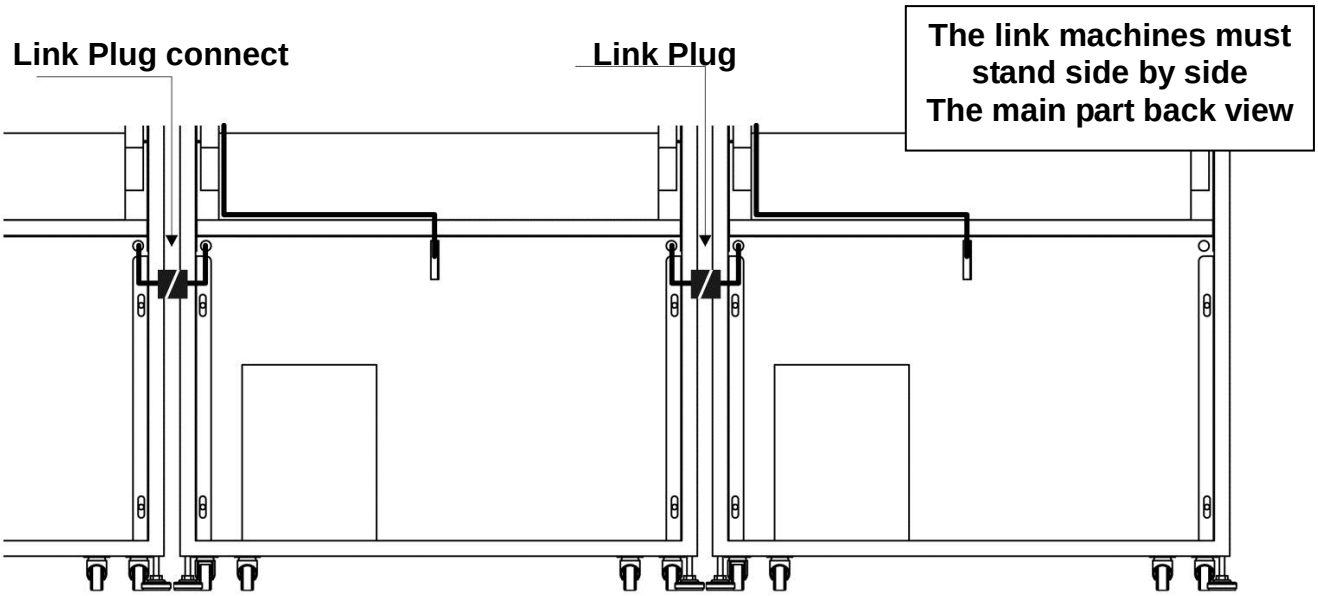
The link set-up must follow DIP-SW-SEP-UP NO.1~15 machines.

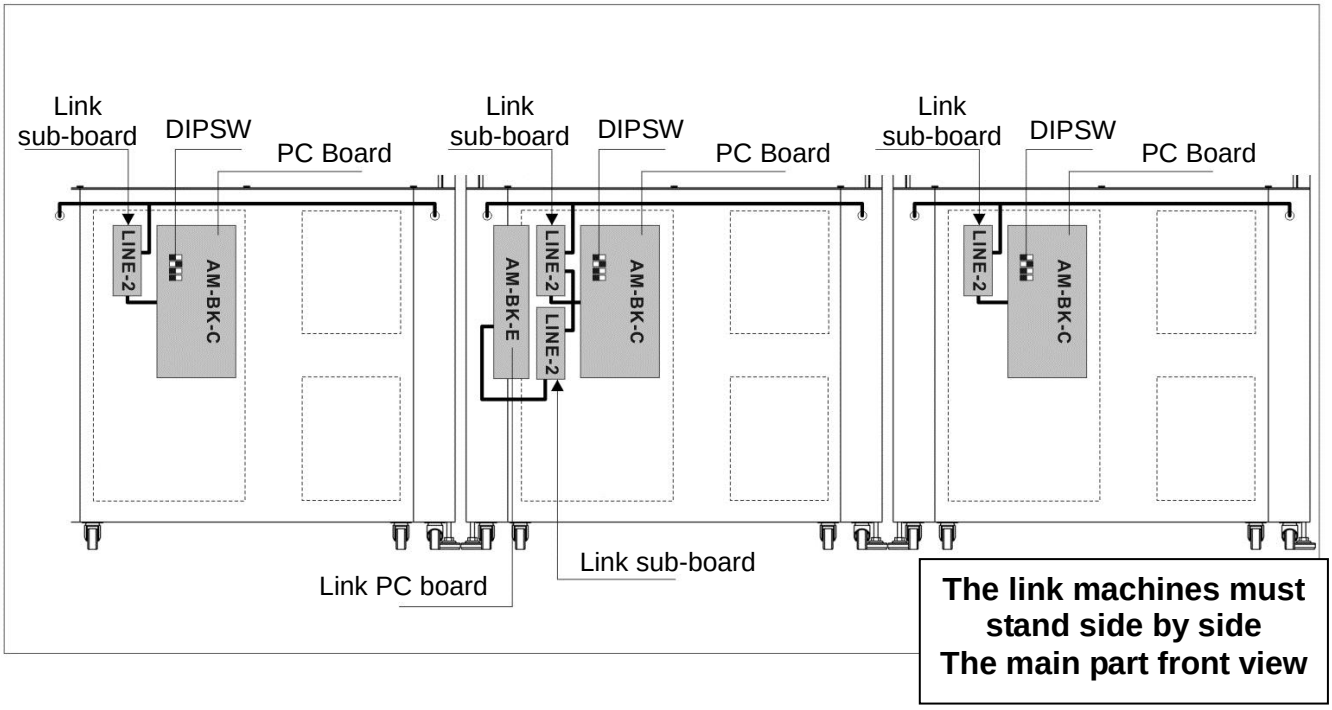
Intermittent allowed, but repeat is not allowed.

A . Link up to 15 machines

B . Only one main frame is needed.

C . Any game could be used as the main frame.

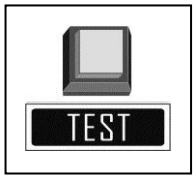




P.S. If only link two machines, the DIP-SW of the main control one must be set as OFF OFF OFF ON.

【Link main board adjustment】

Multi-function button：

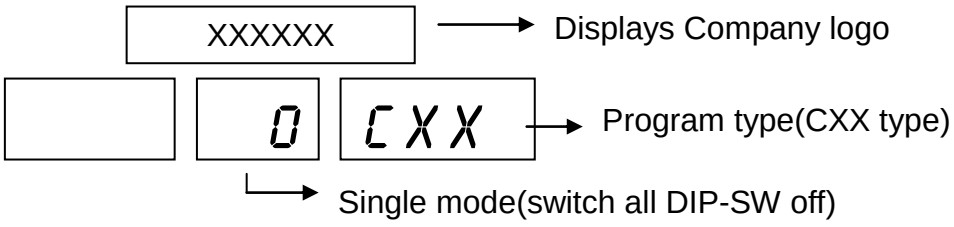


1.Press ▢ and start machine until LED display show 0 to enter LED Testing Mode.
2.In Standby Mode ▢ is「SERVICE」function, Press once means one coin, but No record.
3.In Audit Mode ▢ is「RESET」function.
4.In Ticket Dispenser Error Mode, ▢ is「Key out」function.

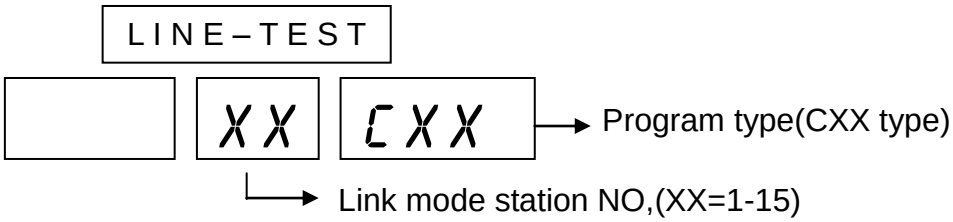
Link DIP-SW adjustment：

SW4	SW3	SW2	SW1	
OFF	OFF	OFF	OFF	Single mode
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

Single mode starting display：



Link mode starting display：



ATTENTION

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

2.Adjustment

Press AUDIT 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

1 – C O I N ← Alternately → 1 – P L A Y

_ _ 1 | _ _ | _ _ 1 | 1 _ _ | _ _ | _ _ 1

Press TEST then release

2 – C O I N ← Alternately → 1 – P L A Y

_ _ 1 | _ _ | _ _ 2 | 1 _ _ | _ _ | _ _ 2

Press TEST then release

3 – C O I N ← Alternately → 1 – P L A Y

_ _ 1 | _ _ | _ _ 3 | 1 _ _ | _ _ | _ _ 3

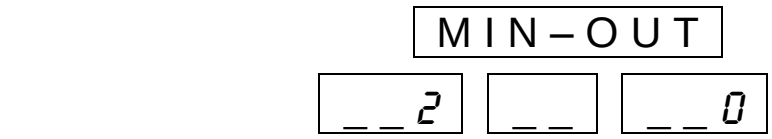
Press TEST then release

4 – C O I N ← Alternately → 1 – P L A Y

_ _ 1 | _ _ | _ _ 4 | 1 _ _ | _ _ | _ _ 4

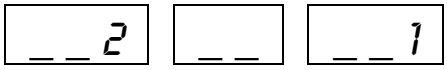
Press AUDIT for then release to enter SET-UP 2

【SET-UP 2】Additional tickets



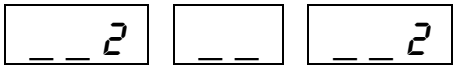
0 ticket dispensed after every game is ended

Press TEST then release



Each time game over
Release 1 additional tickets

Press TEST then release



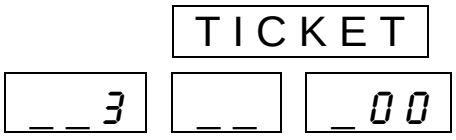
Each time game over
Release 2 additional tickets

Press TEST then release

Each time game over
Release 3 additional tickets

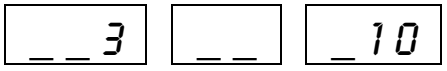
Press AUDIT then release to enter SET-UP 3

【SET-UP 3】Multiple of tickets



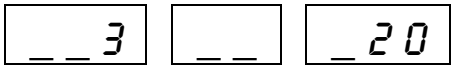
No ticket, game play only when SET-UP 2 is ineffective.

Press TEST then release



10 points：1 ticket

Press TEST then release

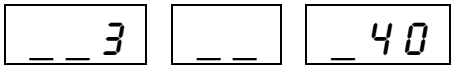


20 points：1 ticket

Press TEST then release

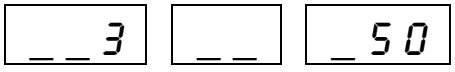
30 points：1 ticket

Press TEST then release



40 points：1 ticket

Press TEST then release



50 points：1 ticket

Press TEST then release

60 points：1 ticket

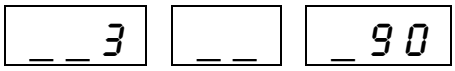
Press TEST then release

70 points：1 ticket

Press TEST then release

80 points：1 ticket

Press TEST then release



90 points：1 ticket

Press TEST then release

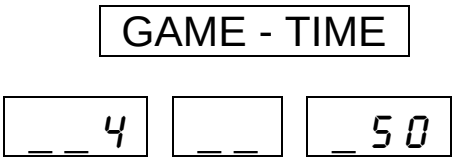
100 points：1 ticket

The explanation：

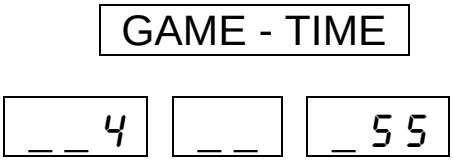
If the operator sets the game for 3____10 and the game is giving out tickets, the player will receive 1 ticket for every 10 points scored . If the operator sets the game for 3____20, the player will get 1 ticket for every 20 points scored and so on.
For additional (0-3) tickets enter SET-UP 2

Press AUDIT then release to enter SET-UP 4

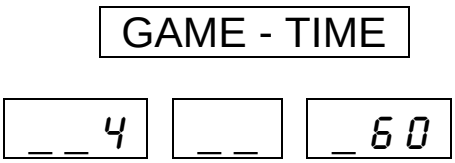
【SET-UP 4】Game Time SET-UP



Stage 1：50 seconds
Stage 2：40 seconds
Stage 3：30 seconds
Stage 4：20 seconds



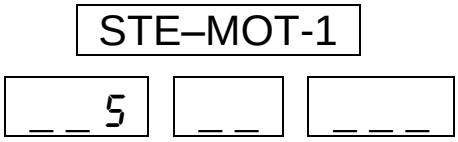
Stage 1：55 seconds
Stage 2：45 seconds
Stage 3：35 seconds
Stage 4：25 seconds



Stage 1：60 seconds
Stage 2：50 seconds
Stage 3：40 seconds
Stage 4：30 seconds

Press AUDIT then release to enter SET-UP 5

【SET-UP 5】Basket motor AUTO test

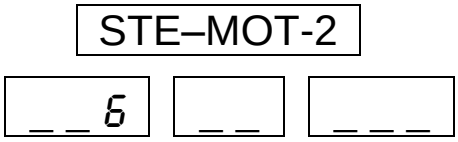


Press TEST then release to start basketball motor AUTO test

(Warning alarm will start after 5 seconds, if there is an error)

Press AUDIT then release to enter SET-UP 6

【SET-UP 6】Ball holder motor AUTO test

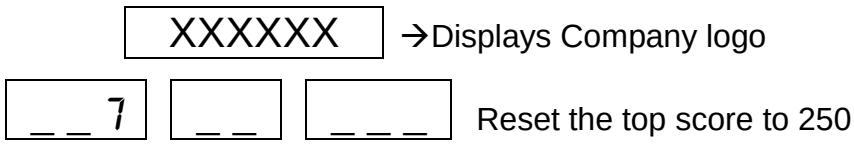


Press TEST then release to start ball holder motor AUTO test

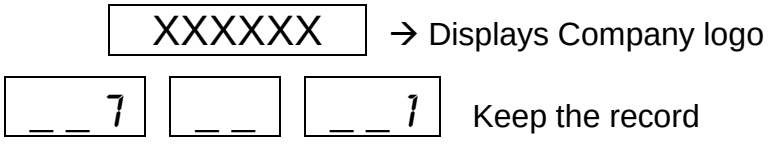
(Warning alarm will start after 5 seconds, if there is an error)

Press AUDIT then release to enter SET-UP 7

【SET-UP 7】Reset the top score 250 or keep the record

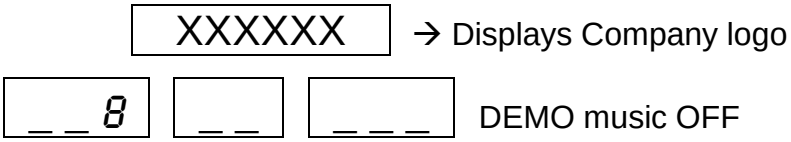


Press TEST then release



Press AUDIT then release to enter SET-UP 8

【SET-UP 8】SET-UP DEMO music（ON or OFF）



Press TEST then release

XXXXXX → Displays Company logo

_ _ 8 | _ _ | _ _ 1 DEMO music ON

【SET-UP 9】Clear credit

XXXXXX → Displays Company logo

_ _9 | _ _ | _ _ 1 Credit inserted

Press TEST then release

XXXXXX → Displays Company logo

_ _9 | _ _ | _ _ 0 Credit is cleared

※Restart the Machine to complete the SET-UP adjustment.

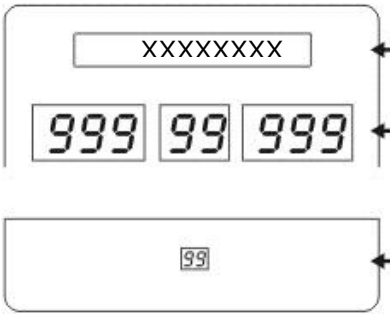
3.LED Monitor inspection

Testing：

1. Press TEST 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.



LED test function display：
LED displays Company logo, from right to left.

LED displays「0 1 2 3 4 5 6 7 8 9」,color test change from「red」、「green」then「orange」.

Coin LED displays「0 1 2 3 4 5 6 7 8 9」,color test「red」.

4.AUDIT

Press AUDIT to enter audit system under standby function only.

Press AUDIT then release, to enter 【audit 1】

COUNT - IN

1CX | XX | XXX

Record total received coins,
up to 999999 same as counter, counter reset is not allowed.

Press AUDIT then release, to enter【audit 2】

COUNT - OUT

2CX | XX | XXX

Record total dispensed tickets,
up to 999999 same as counter,
counter reset is not allowed.

Press AUDIT then release, to enter【audit 3】

SHIFT - IN

3CX | XX | XXX

Record total received coins
up to 999999,
counter reset is allowed.

Press AUDIT then release, to enter【audit 4】

SHIFT - OUT

4CX | XX | XXX

Record total dispensed tickets
up to 999999,
counter reset is allowed.

Press AUDIT then release, return to audit function【The end】

XXXXXX → Displays Company logo

_ _ _ | 5 5 | _ _ _

※Press AUDIT then release, to enter standby function.

※Press TEST then release, return to【audit 3】function. And reset the【audit 3】and【audit 4】.

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】	C O I N – 1	Warning alarm action Left coin selector is disconnected Left coin selector didn't turn into NC Left coin selector error
【Error 2】	C O I N – 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】	T I C K E T	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

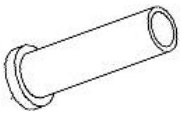
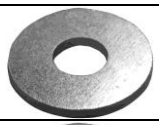
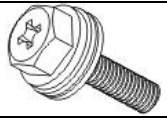
A.Stage 1：Proceed to Stage 2,when the total scores are over 40 in the end.
B.Stage 2：Proceed to Stage 3,when the total scores are over 150 in the end.
C.Stage 3：Proceed to Stage 4,when the total scores are over 250 in the end.
D.Stage 4：Final challenge, the last game will be finished when the time is 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		screw (M4×10)	48	Knock down machine Step 1
2		screw (M5×15)	6	Knock down machine Step 2
3		screw (M5×38)	4	Knock down machine Step 9 Semi-assemble machine Step 6
4		screw (M6×48)	17 12	Knock down machine Step 3.5 Semi-assemble machine Step 2
5		screw (M6×26)	20 14	Knock down machine Step 5.6 Semi-assemble machine Step 2.3
6		screw(M8×16)	4	Knock down machine Step 7 Semi-assemble machine Step 4
7		screw (M8×70)	8 4	Knock down machine Step 3.4 Semi-assemble machine Step 1
8		screw(M8×90)	4	Knock down machine Step 7 Semi-assemble machine Step 4
9		nut(M8)	16 12	Knock down machine Step 4.7 Semi-assemble machine Step 1.4
10		nut (M6)	38 16	Knock down machine Step 3.5.6.11 Semi-assemble machine Step 2.3
11		nut (M5)	10 4	Knock down machine Step 2.9 Semi-assemble machine Step 6
12		sleeve (Ø15×43)	4	Knock down machine Step 7 Semi-assemble machine Step 4
13		washer(M10x20)	4	Knock down machine Step 7 Semi-assemble machine Step 4
14		washer (M6.5×13.5)	24 12	Knock down machine Step 6.7 Semi-assemble machine Step 3.4
15		Hexagonal Phillips screw with 2 Washers	4	Knock down machine Step 7 Semi-assemble machine Step 4

STREET
BASKETBALL