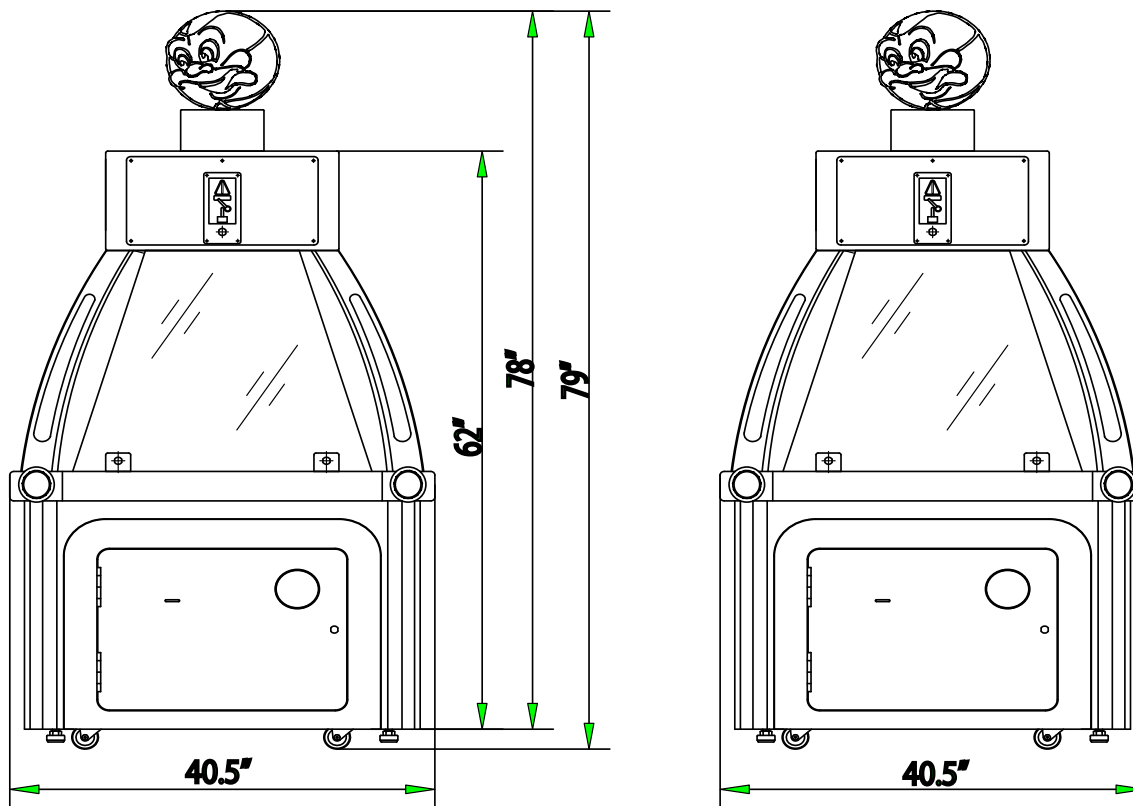# Manual



**Family Fun Companies, INC.**
**J. Richard Oltmann Creation**

# 1. Specifications



(1) Rated power supply: AC "220V±10% 50Hz or 110V±10% 60Hz";
   (Note: Game configured at factory for 110VAC or 220VAC)
(2) Power Consumption：Min90W, Max200W
(3) Dimensions: W40.5"×D40.5"×H79"
(4) Game Weight 410lb
      Gross Shipping Weight 550lb；includes games and shipping materials
(5) Environment condition:Temperature(indoor): −10℃～+40℃
                                    Humidity：≤90%；

Note: Game parameters are subject change without notice.

## 2.Package contents

Be sure to check that you have received all packages indicated below.
(1) Bady Assembly: 1 unit;
(2) Accessories:

| NO. | Name | Specification | Qty | Illustration |
|-----|------|---------------|-----|--------------|
| 1 | Power wire | 15A/250V  1.8m | 1 |  |
| 2 | Fuse | 5A/250V(10A/125V) Φ5-20 | 2 |  |
| 3 | Manual | English | 1 |  |
| 4 | Key | 171 | 4 |  |
| | | 2222 | 2 |  |
| 5 | Infrared | MOC70T4 | 2 |  |
| 6 | LED(Blue) | 42.5×0.8cm | 2 |  |
| 7 | LED(Green) | 42.5×0.8cm | 1 |  |
| 8 | Belt | XL260 | 1 |  |
| 9 | Basket(Brown) | Φ28/Φ31/Φ35/Φ38/Φ41 | 5 |  |
| 9 | Basket(Orange) | Φ25/Φ31/Φ35/Φ38/Φ41 | 15 |  |

NOTE: This list is just for reference, please refer the actual part list.

# 3. Installation

### ⚠ WARNING

⬤ **For indoor use only!**

## 3-1.  Locations to avoid installing:

### ⚠ WARNING

This machine is designed for indoor use only.
Do not install in:
- Locations exposed to direct sunlight.
- Locations subjected to rain or water leakage..
- Locations close to a heat source.

## 3-2 Game Leveling

Install this machine on a flat surface.  Adjust levelers to lift casters off the ground and level game.



Level adjust     Caster

Approx  5mm
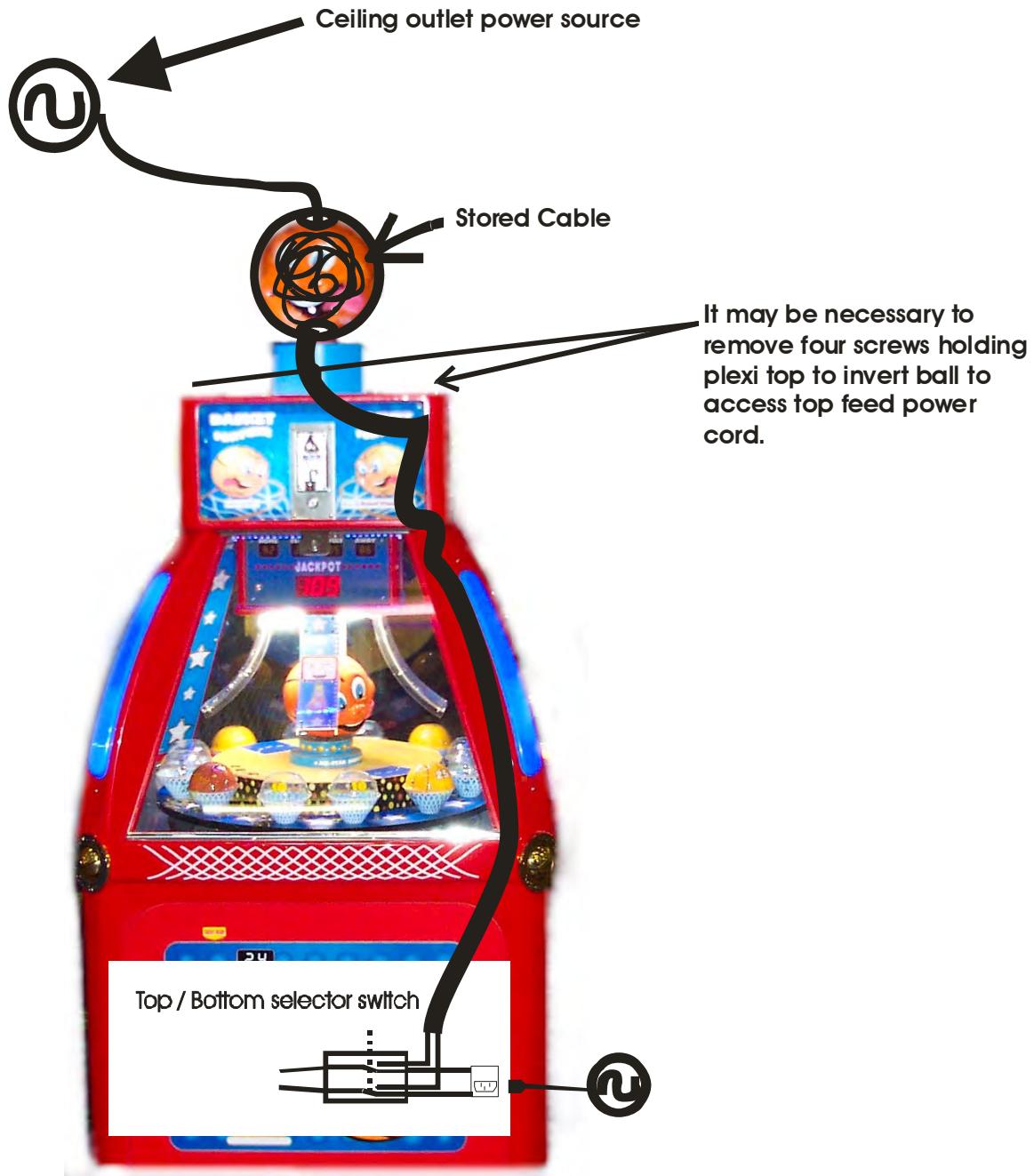
Move                          Fix
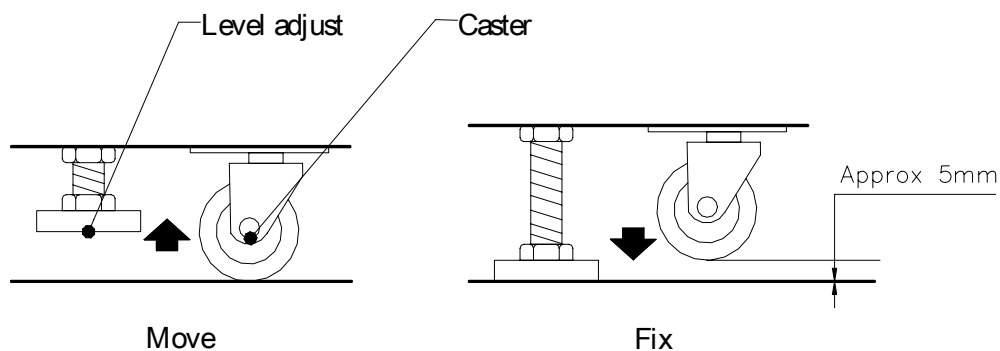
### ⚠ WARNING

- Unplug game before moving.
- Do not lay game on side during transport.

# 3-3. Power Configurations

The game has two power feed options. The first is through the ball on the top of the game and is for a ceiling feed configuration. There is approximately 6 feet of cord stored in the ball on top of the game. It can be accessed by removing the cap on top of the ball (it may be necessary to turn the ball upside down to get the cord) and removing the desired length of cord. The next is in the bottom of the game and can easily be accessed through the main door on the side of the game. Please see diagram below.



Ceiling outlet power source

Stored Cable

It may be necessary to remove four screws holding plexi top to invert ball to access top feed power cord.

Top / Bottom selector switch

# 4. Game Percentages

Game Default setting for a 32% payout
Table is for starting point reference

Coin Size .882" token
      Jackpot Hole Size     1"
      25 Point Hole Size    1-1/8"

Coin Size .900" token
      Jackpot Hole Size     1-1/4"
      25 Point Hole Size    1-3/8"

Coin Size $.25
      Jackpot Hole Size     1-3/8"
      25 Point Hole Size    1-1/2"

Coin Size .984 token
      Jackpot Hole Size     1-1/2"
      25 Point Hole Size    1-5/8"

32%    Ten Point Baskets will always stay at 2-1/16"
       Bonus Jackpot starts/resets to 100
       Progressive Jackpot 1pt increment per coin played
       Mercy 1 ticket for each coin played
       Orange basket is set to 25 points
       Brown basket is set to 10 points

For any other coin combinations call Family Fun Companies for custom baskets and setup help.

# 5. Connecting the power cord and grounding

## 5-1 The connection:
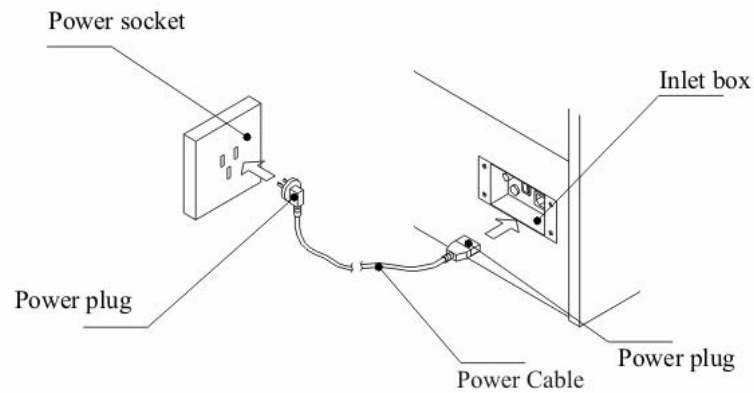


1. Insert the socket end of power cord into the power input of the game.

Insert the power cord plug into a service outlet.

# 6.Instructions for play

1. Insert coins to the coin mech, the coins run into the turntable;
2. When coins drop into the basketball hole on the turntable, the player gets the corresponding score;
3. When coins drop outside the basketball hole, the player can get least score;
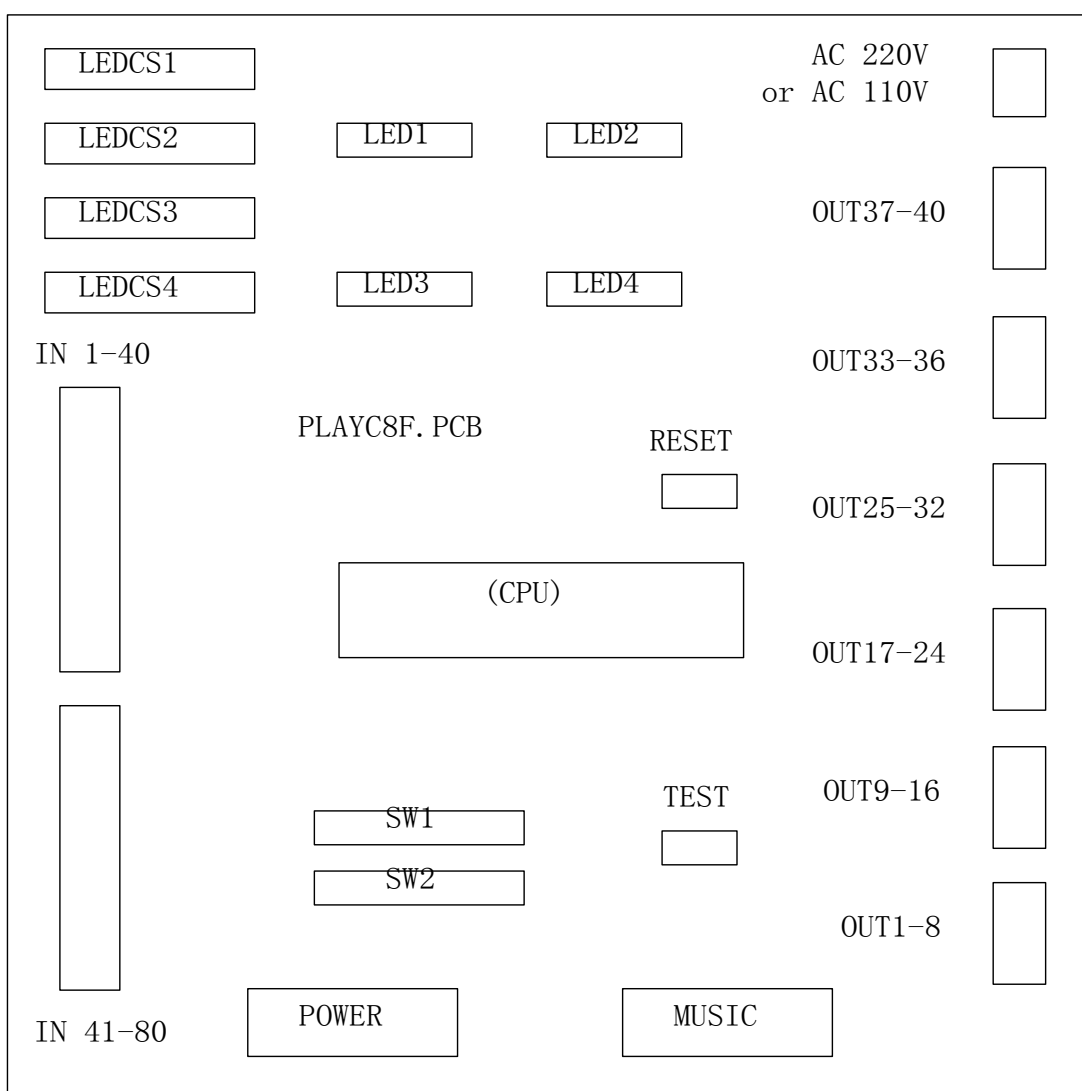5. When coins drop into JACKPOT hole, the player wins and gets the score which is displayed on the SCORE LCD.

# 7. PCB Block Diagram

LEDCS1

LEDCS2          LED1          LED2                    AC 220V
                                              or AC 110V

LEDCS3                                          OUT37-40

LEDCS4          LED3          LED4

IN 1-40                                          OUT33-36

          PLAYC8F.PCB              RESET
                                                OUT25-32

              (CPU)
                                                OUT17-24

                              TEST      OUT9-16
              SW1
              SW2
                                                OUT1-8

IN 41-80      POWER                MUSIC

8

# 8.    Switches

**The DIP SW1 and SW2 Locations**

Game parameters are controlled by two sets of dip switch banks labeled SW1 and SW2. Each bank has eight switches where in the SW2-2 for example refers to bank 2 switch position 2.

IC
(PLAYC8F)

SW1  ON          DIP
     1 2 3 4 5 6 7 8

SW2  ON          DIP
     1 2 3 4 5 6 7 8

# The test button:

Coin Counter          Ticket Counter

Volume Control        Ticket Reset
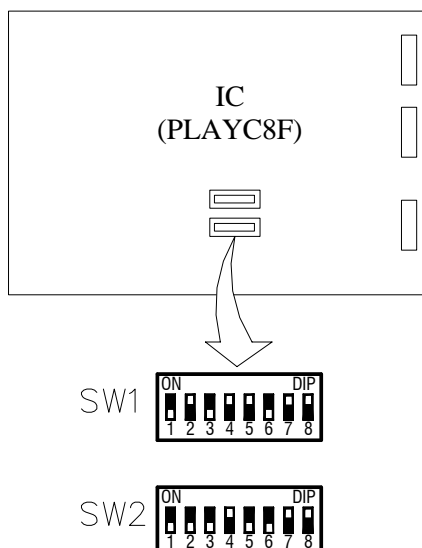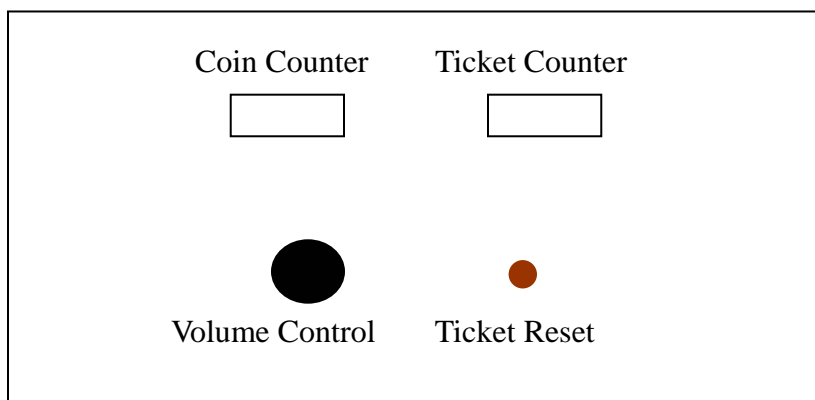
**Ticket Reset:** If the game experiences a ticket jam the game will hold the value of tickets owed and display them in the Bonus window. After the jam is cleared and the reset button is pressed the game will resume the ticket payout.

# 9.    Troubleshooting

| | | |
|---|---|---|
| ***No payout*** | Check continuity of all wires from main board and power supply to mech.<br>Check for 12v at mech<br>(see game continually pays tickets) | Repair wires<br>Replace ticket mech,<br>Replace tip122 T3, T4, T5, T6 depending on side malfunctioning |
| ***Coin Mech continually rejecting*** | Verify all switches on the mech are in the correct position.<br>NO/NC switch should be set to NO<br>Speed switch should be set to SLOW<br>Strict/Slack can be adjusted to allow more tolerance on coin size.<br>Check continuity of all wires | Replace Coin Mech<br>Replace U1 74HC245N<br>Replace tip122 T4 |
| ***Coin enters game but does not make input sound*** | Wiring continuity problem, check white (coin signal) wire back to main board.<br>Coin signal wire should have 5V and drop to 0V when coin is inserted.<br>Verify nc / no switch is in the N.O. position and the white coin signal wire at the mech has 5V | Replace mech<br>Replace U1 74HC374N |
| ***Game continually pays tickets*** | Verify ticket mech is operating properly<br>T3 transistor Tab should measure 12vdc to ground when mech is off and 0vdc to ground when mech is on. If not replace T3. verify inverter board is inverting signal on white (enable) wire. You should have 12V coming from main board on white wire to inverter board and 0V on ticket mech side of inverter board white wire to coin mech. If not replace inverter board or TIP 127 on inverter board. Check continuity of all wires | Replace ticket mech<br>Replace T3<br>Replace 74HC374N<br>Replace Inverter Board |
| ***Game not scoring correctly*** | Home position sensor failure  ( sensor has a visible red emitter and is always lit when working properly)<br><br>Coin score switch area failure,  verify red led turns on when coin is dropped past coin detect plate | Replace home position sensor<br><br>Replace coin detector |
| ***Turntable stutters*** | Verify the red emitter light is on.<br>Clean Sensor.<br>Possible home position sensor failure  ( sensor has a visible red emitter and is always lit when working properly) | Check wiring continuity<br>Clean home position sensor<br>Replace home position sensor |

**Coin Mech**
  Verify coin input signal switch on coin mech is in the NO position
  Red wire:  +12
  Black wire:  Coin Enable Signal , Ground 0V
  White wire:  Coin input signal , normal open = 5V,  coin detect = 0V pulse

**Inputs** are logic level low to enable and hi or open to disable
**Outputs** are supplying ground to the device to enable with +12 always at the device.
**Run Steps** increment from 0 to about 4000 and reset back to 0 when home position sensor detects home.

## Technical Notes:

### Input Table

*Pins 1-14 read 5V in normal state (NO INPUT DETECTED =0FF=5V)*

*(INPUT DETECTED = ON = 0V)*

| CONNECTOR J011 PIN# | DESCRIPTION | Wire Color | ON / *OFF Voltage Reading | Control Chip |
|---|---|---|---|---|
| 1 | #1 PLAYER COIN | BRN | 0V/5V | U1 |
| 2 | #1 PLAYER TICKET NOTCH | RED | 0V/5V | U1 |
| 3 | #1 PLAYER PRIZE SENSOR | ORN | 0V/5V | U1 |
| 4 | #2 PLAYER COIN | YEL | 0V/5V | U1 |
| 5 | #2 PLAYER TICKET NOTCH | GRN | 0V/5V | U1 |
| 6 | #2 PLAYER PRIZE SENSOR | BLU | 0V/5V | U1 |
| 7 | #3 PLAYER COIN | WHT/BRN | 0V/5V | U1 |
| 8 | #3 PLAYER TICKET NOTCH | WHT/RED | 0V/5V | U1 |
| 9 | #3 PLAYER PRIZE SENSOR | WHT/ORN | 0V/5V | U2 |
| 10 | #4 PLAYER COIN | WHT/YEL | 0V/5V | U2 |
| 11 | #4 PLAYER TICKET NOTCH | WHT/GRN | 0V/5V | U2 |
| 12 | #4 PLAYER PRIZE SENSOR | WHT/BLU | 0V/5V | U2 |
| 13 | TURNTABLE HOME POSITION SENSOR | WHT | 0V/5V | U2 |

### Output Table:

*Pins 1-7 read 12V in normal state (DEVICE NOT ENABLED=OFF=12V)*

*(DEVICE ENABLED=ON=0V)*

*Pins 9-20 read .7 or 6v depending on state of LED*

| Connector J021-25 pin# | Description | Wire Color | On /*Off Voltage Reading | Tip122 Position |
|---|---|---|---|---|
| 1 | COIN COUNTER | ORN | 0V/12V | T1 |
| 2 | TICKET COUNTER | YEL | 0V/12V | T2 |
| 3 | #1 PLAYER TICKET DRIVE MOTOR | GRN | 0V/12V | T3 |
| 4 | #1 PLAYER TICKET DRIVE MOTOR | BLU | 0V/12V | T4 |
| 5 | #1 PLAYER TICKET DRIVE MOTOR | PURP | 0V/12V | T5 |
| 6 | #1 PLAYER TICKET DRIVE MOTOR | GRY | 0V/12V | T6 |
| 7 | TURNTABLE MOTOR IMPULSE | WHT | 4-5 const | T7 |
| 8 | Not used | | 0V | T8 |
| 9 | #1 PLAYER EFFECT LAMP (GREEN) | BRN | .7V/6V | T9 |
| 10 | #1 PLAYER EFFECT LAMP (BLUE) | RED/WHT | .7V/6V | T10 |
| 11 | #2 PLAYER EFFECT LAMP (GREEN) | ORN | .7V/6V | T11 |
| 12 | #2 PLAYER EFFECT LAMP (BLUE) | WHT | .7V/6V | T12 |
| 13 | #3 PLAYER EFFECT LAMP (GREEN) | GRN/WHT | .7V/6V | T13 |
| 14 | #3 PLAYER EFFECT LAMP (BLUE) | BLU | .7V/6V | T14 |
| 15 | #4 PLAYER EFFECT LAMP (GREEN) | PURP | .7V/6V | T15 |
| 16 | #4 PLAYER EFFECT LAMP (BLUE) | BLK/WHT | .7V/6V | T16 |
| 17 | #1 PLAYER PRIZE LAMP | BLUE | .7V/6V | T17 |
| 18 | #2 PLAYER PRIZE LAMP | BLUE | .7V/6V | T18 |
| 19 | #2 PLAYER PRIZE LAMP | BLUE | .7V/6V | T19 |
| 20 | #2 PLAYER PRIZE LAMP | BLUE | .7V/6V | T20 |

**General Testing Help**

Always check continuity of any wires related to a malfunction of a device (motor, bulb, sensor) from the device to the board.

An easy way to get voltage reading of a TIP122 is to put one leg of your meter on ground ( which can be found on the power connector on the main board) and the other lead to the Tab of the transistor in question.

For further troubleshooting help we have a graphical lesson of general troubleshooting techniques available.  Call technical support and request the trouble shooting guide for your game.

# Basket Fortune I/O Chart 10Feb06 rev4.0

| Item | Content | SW11 | SW12 | SW13 | SW14 | SW15 | SW16 | SW17 | SW18 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | DIP SW | | | | |
| JP Start Value | 0 | on | on | on | | | | | |
| | 15 | off | on | on | | | | | |
| | 25 | on | off | on | | | | | |
| | 50 | off | off | on | | | | | |
| | 75 | on | on | off | | | | | |
| | **100** | **off** | **on** | **off** | | | | | |
| | 125 | on | off | off | | | | | |
| | 150 | off | off | off | | | | | |
| JP Increment | 1/3 | | | | on | on | | | |
| | **1/2** | | | | **OFF** | **ON** | | | |
| | 0 | | | | on | off | | | |
| | 1 | | | | off | off | | | |
| Regular Basket | 0 | | | | | | on | on | on |
| | 2 | | | | | | off | on | on |
| | **4** | | | | | | **ON** | **OFF** | **ON** |
| | 6 | | | | | | off | off | on |
| | 8 | | | | | | on | on | off |
| | 10 | | | | | | off | on | off |
| | 12 | | | | | | on | off | off |
| | 20 | | | | | | off | off | off |

| Item | Content | SW21 | SW22 | SW23 | SW24 | SW25 | SW26 | SW27 | SW28 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | DIP SW | | | | |
| Mercy Tickets | 0 | on | on | | | | | | |
| | **1** | **OFF** | **ON** | | | | | | |
| | 2 | on | off | | | | | | |
| | 3 | off | off | | | | | | |
| Orange Basket Values | 5 | | | on | on | on | | | |
| | 10 | | | off | on | on | | | |
| | 15 | | | **ON** | **OFF** | **ON** | | | |
| | 20 | | | off | off | on | | | |
| | 25 | | | on | on | off | | | |
| | 30 | | | off | on | off | | | |
| | 35 | | | on | off | off | | | |
| | 40 | | | off | off | off | | | |
| Attract Sound Delay | 0 | | | | | | on | on | |
| | 1 | | | | | | off | on | |
| | 2 | | | | | | **ON** | **OFF** | |
| | 5 | | | | | | off | off | |

| | | SW31 | SW32 | SW33 | SW34 | SW35 | SW36 | SW37 | SW38 |
|---|---|---|---|---|---|---|---|---|---|
| turntable home position adjustment factory set **do not adjust** | **1** | on | on | on | on | | | | |
| | **2** | off | on | on | on | | | | |
| | **3** | on | off | on | on | | | | |
| | **4** | off | off | on | on | | | | |
| | **5** | on | on | off | on | | | | |
| | **6** | off | on | off | on | | | | |
| | **7** | on | off | off | on | | | | |
| | **8** | off | off | off | on | | | | |
| | **9** | on | on | on | off | | | | |
| | **10** | off | on | on | off | | | | |
| | **11** | on | off | on | off | | | | |
| | **12** | off | off | on | off | | | | |
| | **13** | on | on | off | off | | | | |
| | **14** | off | on | off | off | | | | |
| | **15** | on | off | off | off | | | | |
| | **16** | off | off | off | off | | | | |

**Input:** 9/13/2005

| INPUT | Content | INPUT | Content | INPUT | Content | NPUT | Content |
|---|---|---|---|---|---|---|---|
| I1 | 1#Coin in | I11 | 4#Ticket counter feedback | I21 | | I31 | |
| I2 | Ticket counter feedba | I12 | 4#Prize | I22 | | I32 | |
| I3 | 1#Prize | I13 | Turntable initial position | I23 | | I33 | |
| I4 | 2#Insert coin | I14 | | I24 | | I34 | |
| I5 | Ticket counter feedba | I15 | | I25 | | I35 | |
| I6 | 2#Prize | I16 | | I26 | | I36 | |
| I7 | 3#Coin in | I17 | | I27 | | I37 | |
| I8 | Ticket counter feedba | I18 | | I28 | | I38 | |
| I9 | 3#Prize | I19 | | I29 | | I39 | |
| I10 | 4#Coin in | I20 | | I30 | | I40 | |

**Output:**

| OUTPUT | Content | OUTPUT | Content | OUTPUT | Content | UTPU | Content |
|---|---|---|---|---|---|---|---|
| OUT1 | Coin counter | OUT11 | 2#Effect lamps(green) | OUT21 | | OUT31 | |
| OUT2 | Ticket counter | OUT12 | 2#Effect lamps(blue) | OUT22 | | OUT32 | |
| OUT3 | 1#Ticket drive | OUT13 | 3#Effect lamps(green) | OUT23 | | OUT33 | |
| OUT4 | 2#Ticket drive | OUT14 | 3#Effect lamps(blue) | OUT24 | | OUT34 | |
| OUT5 | 3#Ticket drive | OUT15 | | OUT25 | | OUT35 | |
| OUT6 | 4#Ticket drive | OUT16 | | OUT26 | | OUT36 | |
| OUT7 | Turntable motor impuls | OUT17 | *1#Prize lamps* | OUT27 | | OUT37 | |
| OUT8 | | OUT18 | *2#Prize lamps* | OUT28 | | OUT38 | |
| OUT9 | 1#Effect lamps(green) | OUT19 | *3#Prize lamps* | OUT29 | | OUT39 | |
| OUT10 | 1#Effect lamps(blue) | OUT20 | *4#Prize lamps* | OUT30 | | OUT40 | |

真人篮球

2/19/2006

# Top Assembly    BF1
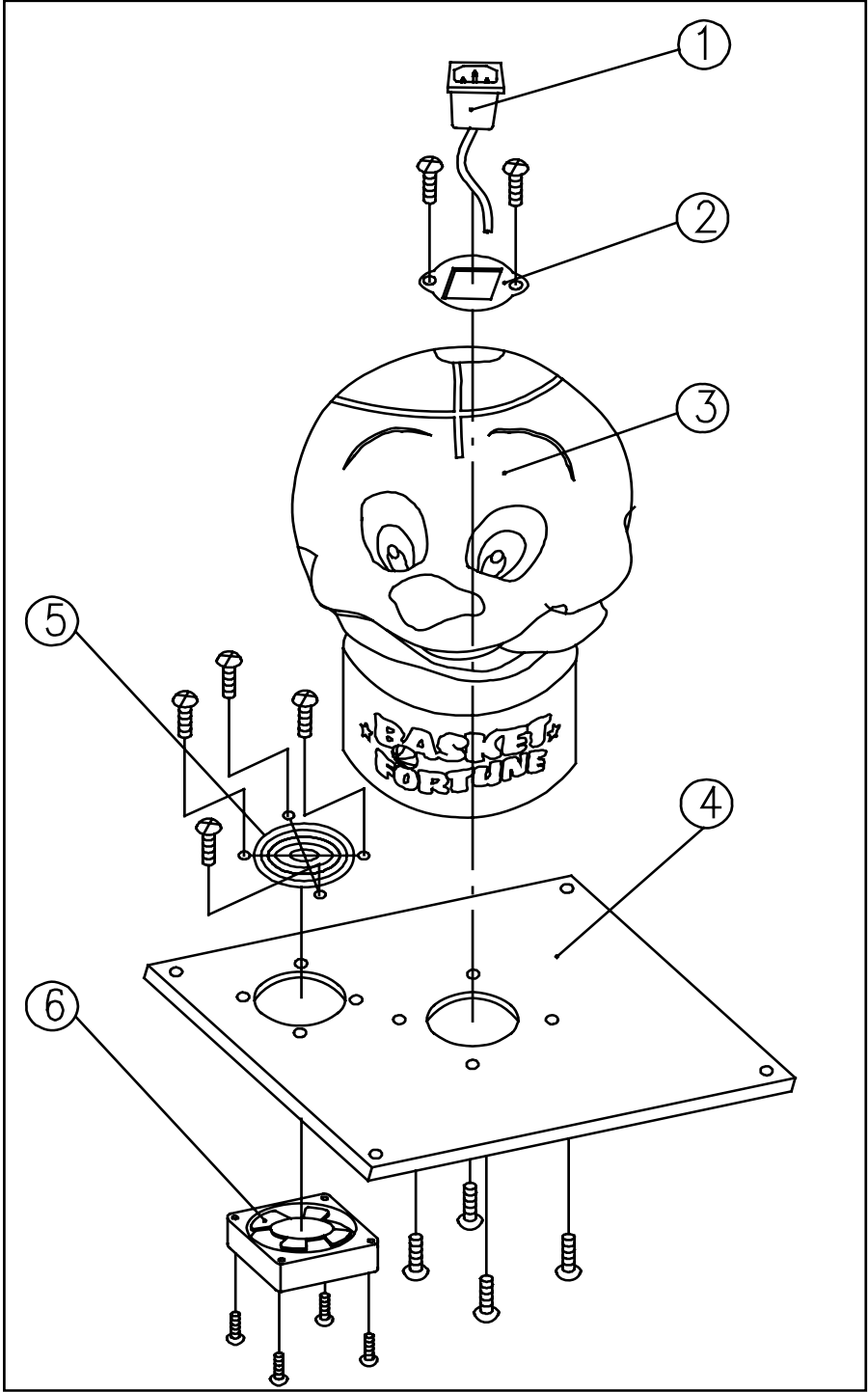


| NO | NAME | Qty | NOTE |
|---|---|---|---|
| BF-1-1 | Top Socket | 1 | |
| BF-1-2 | Socket Fix Plate | 1 | |
| BF-1-3 | Top Basketball | 1 | |
| BF-1-4 | Top Plexi | 1 | |
| BF-1-5 | Fan net | 1 | |
| BF-1-6 | Fan | 1 | |

# Upper Cabinet   BF2
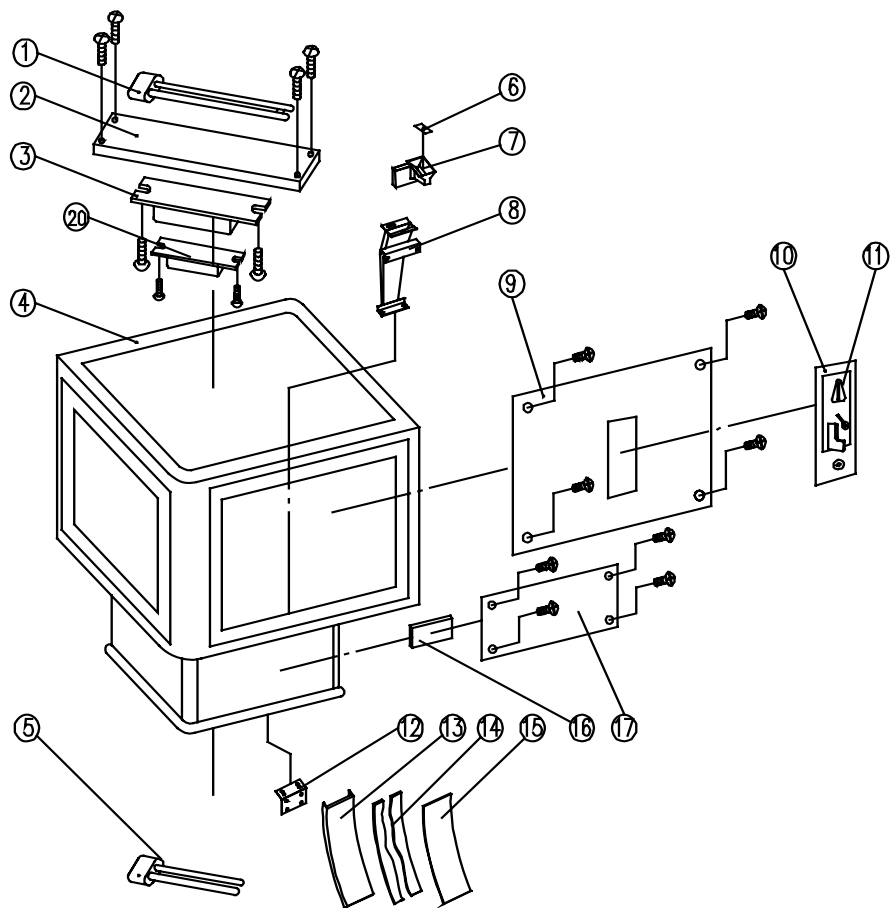


| NO | NAME | Qty | NOTE |
|---|---|---|---|
| BF-2-1 | H Type Light (big) | 1 | |
| BF-2-2 | Light Plate | 1 | |
| BF-2-3 | Ballast (BIG) | 1` | |
| BF-2-4 | Light Box Fiberglass | 1 | |
| BF-2-5 | H Type light(small) | 1 | |
| BF-2-6 | Shock Pad | 4 | |
| BF-2-7 | Catch Coin Funnel | 4 | |
| BF-2-8 | Coin Drop Funnel | 4 | |
| BF-2-9 | Light Box Graphic | 4 | |
| BF-2-10 | Coin Mech Plate | 4 | |
| BF-2-11 | Coin Mech | 4 | |
| BF-2-12 | Coin Ramp Bracket | 4 | |
| BF-2-13 | Coin Drop Board | 4 | |
| BF-2-14 | Coin Rundown Board | 4 | |
| BF-2-15 | Rundown Cover | 4 | |
| BF-2-16 | Light Box LCD | 4 | |
| BF-2-17 | LCD Graphic | 4 | |
| BF-2-18 | Coin Ramp Assembly | | 2-12,2-13,2-14,2-15 Assembled |
| BF-2-19 | Coin Drop Assembly | | 2-6, 2-7, 2-8 Assembled |
| BF-2-20 | Ballast (small) | 1 | |

# Main Cabinet (Outer)    BF3
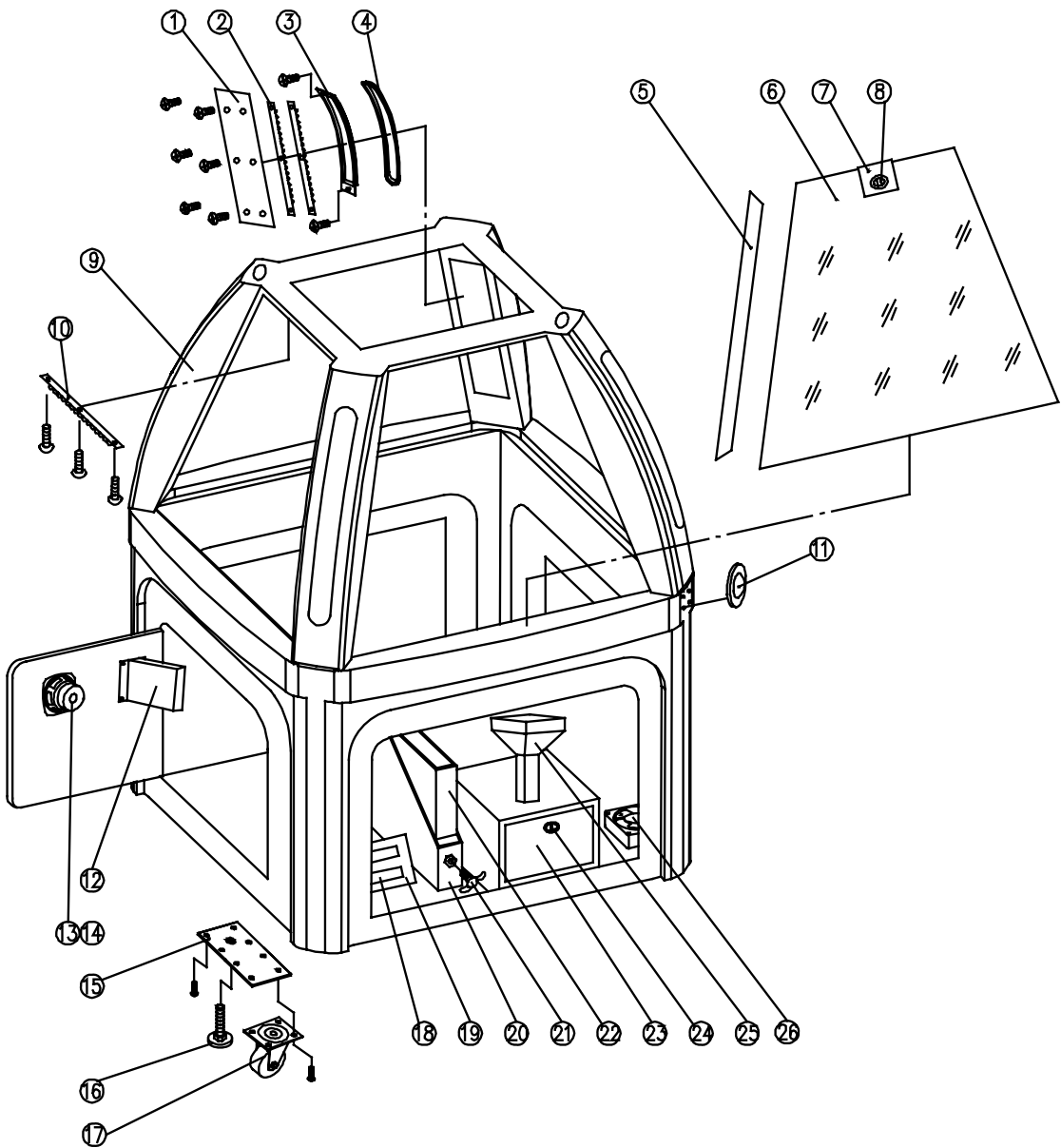


| NO | NAME | QTY | NOTE |
|---|---|---|---|
| BF-3-1 | Graphic Inside | 4 | |
| BF-3-2 | LED Strip | 8 | 4 Green and 4 Blue |
| BF-3-3 | LED Cover Fix Board | 4 | |
| BF-3-4 | LED Cover | 4 | |
| BF-3-5 | Glass Spacer | 8 | |
| BF-3-6 | Glass | 4 | |
| BF-3-7 | Lock Board | 4 | |
| BF-3-8 | Lock | 4 | |
| BF-3-9 | Cabinet Fiberglass | 1 | |
| BF-3-10 | LED Strip | 4 | Blue |
| BF-3-11 | Decoration Ball Emblem | 4 | |
| BF-3-12 | Ticket Dispenser | 4 | |

| NO | NAME | QTY | NOTE |
|---|---|---|---|
| BF-3-13 | Speaker | 4 | |
| BF-3-14 | Speaker Net | 4 | |
| BF-3-15 | Castor Bracket | 4 | |
| BF-3-16 | Leveler | 4 | |
| BF-3-17 | Castor | 4 | |
| BF-3-18 | Bottom LCD | 2 | |
| BF-3-19 | LCD Bracket | 1 | |
| BF-3-20 | Ticket bin Bracket | 4 | |
| BF-3-21 | Wing Nut | 4 | |
| BF-3-22 | Ticket Bin | 4 | |
| BF-3-23 | Coin Box | 4 | |
| BF-3-24 | Coin Box Lock | 4 | |
| BF-3-25 | Coin Box Funnel | 4 | |
| BF-3-26 | Bottom Fan | 1 | |

# Main Cabinet (Inner)   BF4



Enlarge M
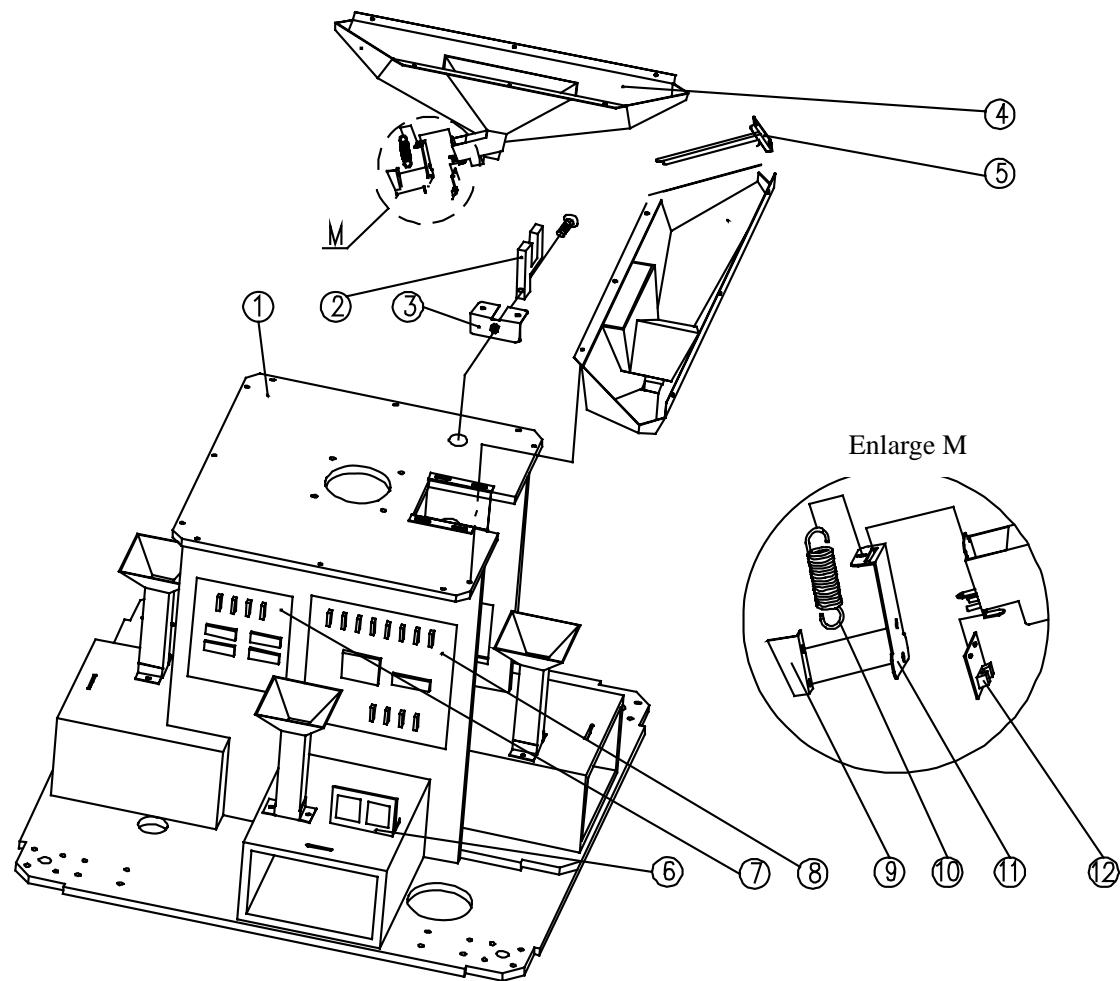
| NO | NAME | QTY | NOTE |
|---|---|---|---|
| BF-4-1 | Turntable mounting plate | 1 | |
| BF-4-2 | Turntable Sensor | 1 | Home position |
| BF-4-3 | Sensor mounting plate | 1 | |
| BF-4-4 | Turntable coin funnel | 4 | |
| BF-4-5 | Turntable coin funnel seam cover | 4 | |
| BF-4-6 | Counter | 1 | |
| BF-4-7 | Sound board | 1 | |
| BF-4-8 | Main board | 1 | |
| BF-4-9 | Baffle | 4 | |
| BF-4-10 | Spring | 4 | |
| BF-4-11 | Coin Baffle | 4 | |
| BF-4-12 | Sensor | 4 | |
| | Power Supply | | |
| | Stepper Motor Drive Board | | |
| | Ticket Mech Inverter Board | | |
| | Ribbon Cables | | |
| | Power Selector Switch | | |
| | On / Off Switch | | |

# Turntable Assembly    BF5
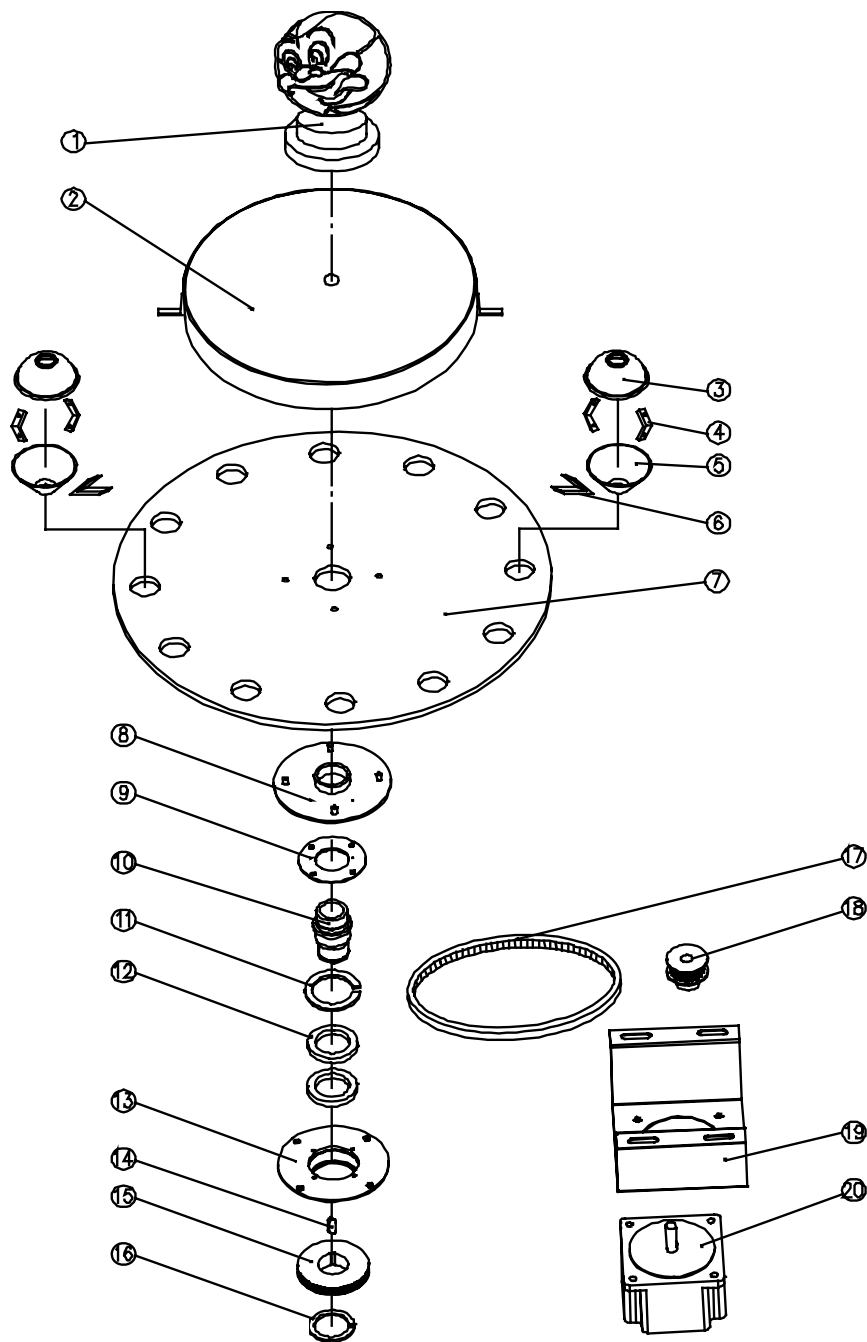


| NO | NAME | QTY | NOTE |
|---|---|---|---|
| BF-5-1 | Basketball inside | 1 | |
| BF-5-2 | Fibreglass Base | 1 | |
| BF-5-3 | Basket Top | 12 | 1Brown, 3Orange, 8Clear |
| BF-5-4 | Basket holder | 24 | |
| BF-5-5 | Basket Bottom | 12 | |
| BF-5-6 | Basketball holder | 12 | |
| BF-5-7 | Turntable | 1 | |
| BF-5-8 | Turntable Flange | 1 | |
| BF-5-9 | Bearing Cap | 1 | |

| NO | NAME | QTY | NOTE |
|---|---|---|---|
| BF-5-10 | Shaft | 1 | |
| BF-5-11 | Elastic collar | 1 | |
| BF-5-12 | Bearing | 1 | |
| BF-5-13 | Bearing bracket | 1 | |
| BF-5-14 | Key | 1 | |
| BF-5-15 | Table Pulley | 1 | |
| BF-5-16 | Elastic collar | 1 | |
| BF-5-17 | Belt | 1 | |
| BF-5-18 | Motor Pulley | 1 | |
| BF-5-19 | Motor bracket | 1 | |
| BF-5-20 | Stepper Motor | 1 | |

Coin Mech
Coin Mech
Coin Mech
Coin Mech

1#CORE  2#CORE  3#CORE  4#CORE

MONITOR

Coin Counter
Ticket Counter

DDK20connect
DDK20P connect

RED
BLK
BRN
RED
YW/GRN
RED
BLK
ORG
YW
YW/ORN

RED/VIO
ORG
YW

BLU/BLK
BLU/GRN

RED
BLU/GRN
BLU/YW

RED/YW
WHT/VIO
WHT/BLK

RED/YW
WHT/ORN
WHT/BLU

RED/YW
WHT/ORO
WHT/YW

RED/YW
WHT/BRN
WHT/RED

4# Payout lamp
3# Payout lamp
2# Payout lamp
1# Payout lamp
4# Effect lamp (BLU)
4# Effect lamp (GRN)
3# Effect lamp (BLU)
3# Effect lamp (GRN)
2# Effect lamp (BLU)
2# Effect lamp (GRN)
1# Effect lamp (BLU)
1# Effect lamp (GRN)

SY-MUSIC01

LEDCS1   LED<1>-<2>
LEDCS2   LED<3>-<4>

PLAYC8F.PCB

OUT20  BLU/BLK
OUT19  BLU/GRN
OUT18  BLU/YW
OUT17  BLU/BRN
OUT16  WHT/BLK
OUT15  BLK/VIO
OUT14  WHT/BLU
OUT13  WHT/ORN
OUT12  WHT/YW
OUT11  WHT/ORG
OUT10  WHT/RED
OUT9   WHT/BRN
OUT8   WHT
OUT7   GRY
OUT6   VIO
OUT5   BLU
OUT4   GRN
OUT3   YW
OUT1   ORG

PINK
WHT

BLK
GRY

RED
BLK
WHT

PUL+
PUL-
DIR+
DIR-

AC/GND
AC/+V

HA335 Drive

RED.BLU
YW.BLK
WHT. GRY
VIO. GRN

A+
A-
B+
B-

85BYGH296-0.2A

+12V
AC

Turntable Initial sensor

WHT/ORN
RED/GRN
BLK
GRY
Ticket Assy Convert board
4# Ticket Assy

WHT/RED
RED/ORN
BLK
VIO
Ticket Assy Convert board
3# Ticket Assy

GRN
RED/GRN
BLK
BLU
Ticket Assy Convert board
2# Ticket Assy

RED
RED/ORN
BLK
GRN
Ticket Assy Convert board
1# Ticket Assy

RED
ORG
BLK
XH3P
1# Payout sensor

RED
BLU
BLK
XH3P
2# Payout sensor

RED
BLK
WHT/ORG
XH3P
3# Payout sensor

RED
WHT/BLU
BLK
XH3P
4# Payout sensor

GND

L Earth N
L Earth N

Power Supply Assy
Filter
5A FUSE1
6W-DPST
KD4

SPEAKER SPEAKER SPEAKER SPEAKER
4#  1#  2#  3#

DIP16.PCB

SW Power Supply
S-150-12 (12V/12.5)

SW Power Supply
S-150-24 (24V/6.5)

24W H type fluorescent lamp

55W Ballast
55W Ballast
55W H type fluorescent lamp

Air vent

Title: ZRLQ配线图
Size: A2
Number: ZRLQ-00
Revision:
Date: 6-Jan-2006
File: D:\真人篮球资料-BF wiring diagram.Ddb
Sheet of
Drawn By:

21