

Basketball Machine — User Manual

This manual applies to:

- [basketball machine * rental * foldable on wheels](#)
- [basketball machine foldable on wheels](#)



The basketball machine is a free-standing arcade machine with a scoreboard, a moving basket and control buttons that challenges players to score as many baskets as possible within a time limit. This manual covers safe set-up, operation, the controller menu, coin training and maintenance.

Caution: this machine weighs approximately 220 kg and can tip over if pulled or climbed on — always place it on a stable, level surface, mind the loud audio, and remember there are live mains parts inside.

Contents

Disclaimer	1
Copyright	3
Other languages	4
Power supply and surge protection	4
Duty cycle and cooling breaks	4
Support and service	4
Machine description	5
Intended use	5
Safety warnings	5
Commissioning the machine / preparation	6
Operation of the machine	6
Programming the machine	6
Coin training	7
Taking the machine out of service	7
Specifications	8

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All relevant national, regional and local safety regulations must be followed when installing and using this machine. For safety reasons and to ensure compliance with the documented system data, the components may only be repaired by the manufacturer.

If machines are used for applications with technical safety regulations, the relevant instructions must be observed. Failure to observe this information may result in personal injury and/or damage to the machine.

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Copyright

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Other languages

This is the English user manual (or an automatic translation thereof). Manuals in other languages may be available on request.

Power supply and surge protection

Arcade and entertainment machines are computer-controlled and contain sensitive electronics. Mains power at events, venues and even ordinary outlets is frequently unstable or “dirty” — voltage spikes, surges, sags and brown-outs, flicker, overloaded or shared circuits, generators, long extension runs and the switching of nearby equipment can all push the supply outside the machine’s safe operating range.

You must always connect the machine through a good-quality surge protector, and — wherever the supply is unreliable or the machine must not lose power unexpectedly — through an uninterruptible power supply (UPS). These sensitive machines cannot tolerate power spikes, surges, brown-outs or sudden cut-offs.

Damage, data loss or malfunction caused by power-supply problems is **not covered by warranty**. Failure to use adequate power protection can lead to machine malfunction and, in some cases, a risk of fire or bodily harm. If you are unsure about your power supply, consult a qualified electrician before use.

Duty cycle and cooling breaks

These machines are built for event and venue use, not uninterrupted operation. Their motors, power supplies, controllers and lighting generate heat, and running continuously lets that heat build up beyond the safe operating range. **Do not run the machine continuously for more than 4 hours. After every 4 hours of use, switch it off completely for at least 10 minutes, by disconnecting the power supply,** to let the components cool before resuming.

Overheating from exceeding this duty cycle can cause reduced performance, premature wear, component failure and, in some cases, a risk of fire or bodily harm. Damage or malfunction resulting from continuous operation beyond these limits, or from inadequate cooling breaks, is **not covered by warranty**. Always keep air inlets and outlets clear and unobstructed.

Support and service

For more information, service, technical support, ordering user manuals, or for any other questions,

please contact:

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Machine description

The basketball machine is a full-size arcade machine designed to stand freely in the room. It is an independently operating machine equipped with a scoreboard, a moving basket and control buttons. The machine is designed to play at different levels according to the player's skill — the better the player is, the more difficult the game becomes. The ultimate goal is to score as many points as possible within a given time by throwing balls through the basket.

Intended use

The basketball machine is intended for entertainment use — at home, at events and in venues — under adult supervision. The minimum age for using the machine is twelve years; underage players should only use the machine under the direct supervision of an adult.

Safety warnings

Always place the basketball machine on a stable, level and safe surface to prevent it from falling over or being pulled down. The machine weighs approximately 220 kg and can be dangerous if not installed correctly — players may pull on it out of enthusiasm, causing it to tip over. Follow these safety warnings to avoid injury or damage to the machine.

Suffocation

Be careful with small keys, as they can pose a choking or swallowing hazard. Keep them out of the reach of children and store them safely when not in use.

Hearing damage

The basketball machine can produce loud noises that may damage your hearing. Do not stand too close to the speakers and do not turn the volume up too loud.

Electrocution hazard

Be careful when opening the machine doors. For your own safety, always remove the plug from the socket before opening a door — there may be live parts inside that could cause electric shock resulting in injury or death if touched. Close and lock the doors with the supplied key before inserting the plug back into the socket.

Gaming addiction

Playing games can be addictive and can lead to health problems. If you experience symptoms of gaming addiction such as fatigue, insomnia or irritability, seek professional help. Independent, scientifically substantiated information about problematic gaming is available via gameninfo.nl and the Gaming Infoline 0900-1995 (€0.10/min).

Commissioning the machine / preparation

Follow the unpacking and assembly instructions carefully to avoid damage to the machine. Preferably use side cutters or nail scissors to cut the tension straps, which are often in hard-to-reach places. The basketball machine works on 220/240 volts / 50 Hz. Inspect the outside and inside of the machine and the power cord for defects or damage — open all panels and doors and pay particular attention to damage or loose connections of electrical wiring and components. Do not connect the machine if anything is damaged. Close and lock all doors and panels with the enclosed keys, insert the supplied connection cable into the back of the machine, plug into a proper socket and switch on at the back. The machine then starts up automatically.

Operation of the machine

Once switched on and a game is started, balls are released and the player throws them through the moving basket to score within the allotted time. The machine plays at different levels depending on the player's skill, becoming more difficult as the score rises. The number of coins needed per game, the score thresholds for each level, the level durations and other aspects are configured in the user menu.

Programming the machine

This machine offers a built-in user menu that allows you to change various settings. On the controller inside the machine you will find four programming buttons.

- **#1** — access to the main menu.
- **#2** — walk through the menu options.
- **#3 / #4** — change the selected menu option (+ and –).

To change a setting, first press **#1**, then use **#2** to move to the appropriate menu option, and use **#3** or **#4** to increase or decrease the value. Please note: there is a risk of electrocution while the doors are open and the machine is connected to the mains. Do not touch electrical wiring, plugs, circuit boards or connections — press only buttons 1–4, then immediately close and lock the door with the enclosed keys.

Menu #	Function	Value
1	Number of coins to be inserted for 1 game (0 = free game)	0–9

Menu #	Function	Value
2	Score you must pass to advance to game level 2	30-120
3	Score you must pass to advance to game level 3	60-240
4	Score you must pass to advance to game level 4	100-300
5	Score you must pass to advance to game level 5	160-400
6	Duration in seconds for level 1	0-100 sec
7	Duration in seconds for level 2	0-100 sec
8	Duration in seconds for level 3	0-100 sec
9	Duration in seconds for level 4	0-100 sec
10	Duration in seconds for level 5	0-100 sec
11	Number of points to get a ticket (optional)	0-100
12	Number of points to get a prize (optional — gashapon)	0-200
13	Basket sensor (0 = off, 1 = on)	0-1
14	Total number of coins inserted	(counter)
15	Total tickets issued	(counter)
16	Child / adult mode	0-1
17	Awarding a prize / gashapon (from / to)	0-1
18	Connect machines	0-1
19	Language setting (0 = Chinese, 1 = English)	0-1
20	Baffle / valve setting (0 = 2 sensors, 1 = 1 sensor)	0-1

Coin training

The coin acceptor in your machine is either empty or has already been trained on Made for Arcade coins. If the coin acceptor is empty and the machine is not set to free play, a sample coin must first be placed in the acceptor.

First remove the plug and open the front of the machine with the corresponding key. On the right side of the coin acceptor you will see a slider with a blue sticker — carefully lift this up. There is a shallow slot at the bottom where you can slide a coin in. While holding the slider up, place the coin in the slot, then slowly and carefully lower the slider with the coin in between. Close the machine door again with the corresponding key and reconnect the power. Finally, insert another coin of the same type through the coin slot at the front of the machine.

When a coin is inserted, the coin acceptor compares it with the sample coin. If the coins are equal, the inserted coin is sent to the cash drawer and a credit is counted on the user display. Only insert coins with a diameter of 18 to 25 mm and a thickness of 1.6 to 2 mm.

Taking the machine out of service

Turn off the switch on the machine and remove the plug from the socket so the power supply is completely interrupted. Do not leave the machine unattended while it is connected to the power supply.

Specifications

Property	Value
Size	102 cm wide × 250 cm deep × 265 cm high
Current	220/240 volts — 1.1 A
Temperature zone(s)	Storage: 5-30°C; Working: 5-30°C
Weight	220 kg
Payment system	Coin insert included free games
Speaker system	4" mounted speakers
Keyboard	2 buttons
Audio	Built-in amplifier