

Warning

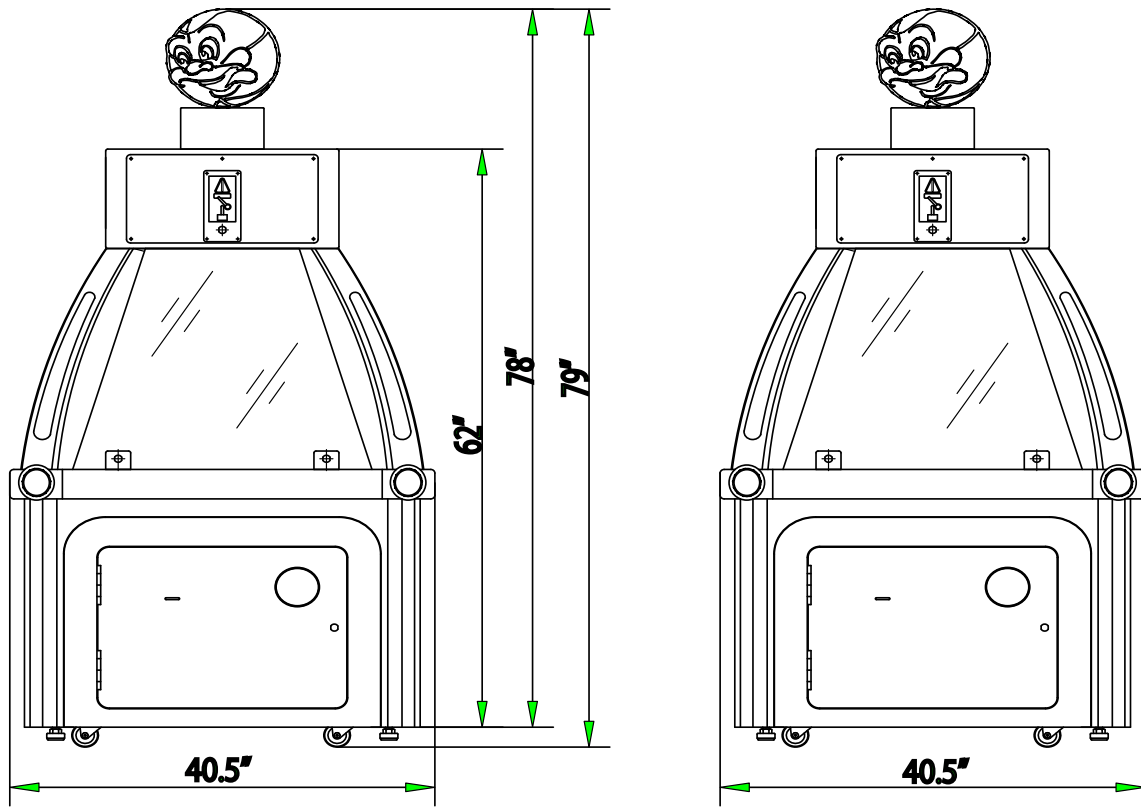
Please remove shipping
screws and foam blocks
before applying power

Manual



**Family Fun Companies, INC.
J. Richard Oltmann Creation
Parts, Service and Distribution
708-598-8580**

1. Specifications



- (1) Rated power supply: AC "220V $\pm$ 10% 50Hz or 110V $\pm$ 10% 60Hz";
(Note: Game configured at factory for 110VAC or 220VAC)
- (2) Power Consumption: Min90W, Max200W
- (3) Dimensions: W40.5" $\times$ D40.5" $\times$ H79"
- (4) Game Weight 410lb
Gross Shipping Weight 550lb; includes games and shipping materials
- (5) Environment condition: Temperature(indoor): $-10^{\circ}\text{C} \sim +40^{\circ}\text{C}$
Humidity: $\leq 90\%$;

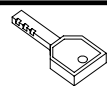
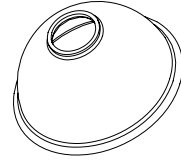
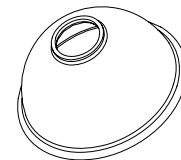
Note: Game parameters are subject change without notice.

2.Package contents

Be sure to check that you have received all packages indicated below.

(1) Body 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

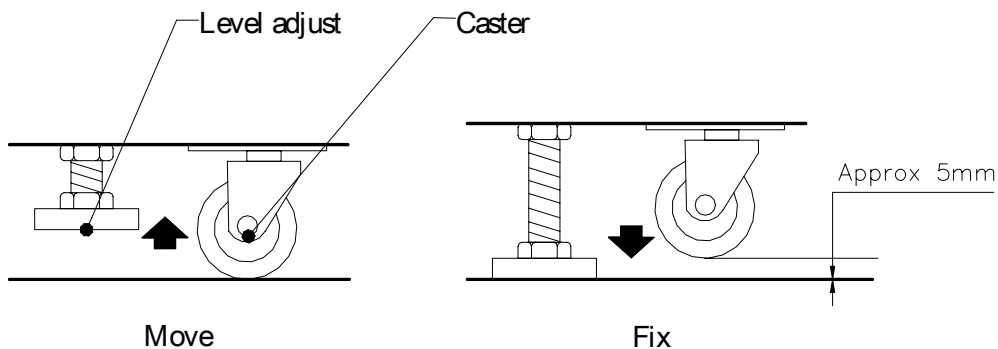
This machine is designed for indoor use only.

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.

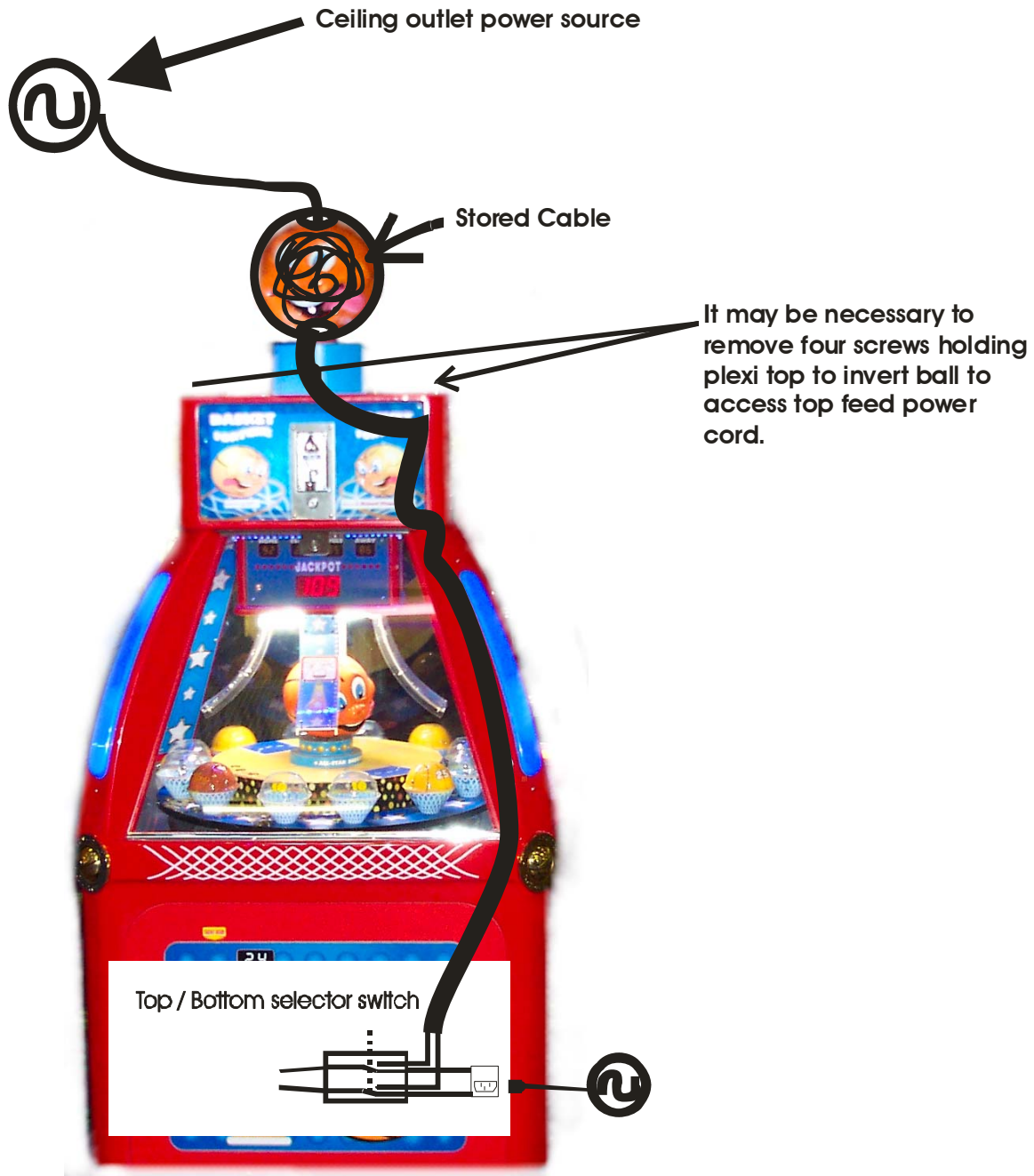


WARNING

- 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.



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

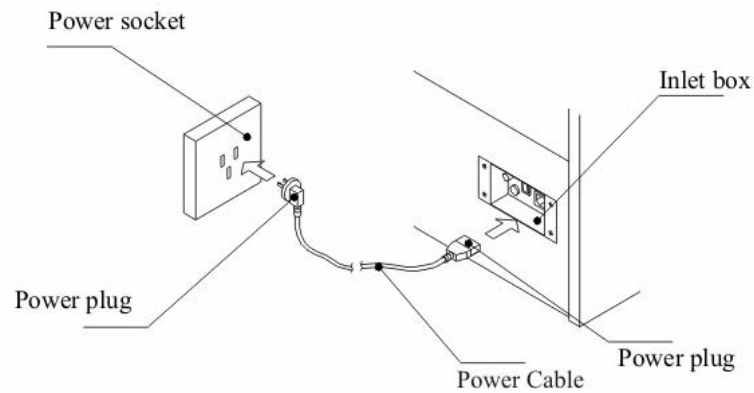
Jackpot Hole Size	1-1/2"
25 Point Hole Size	1-5/8"

- 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:



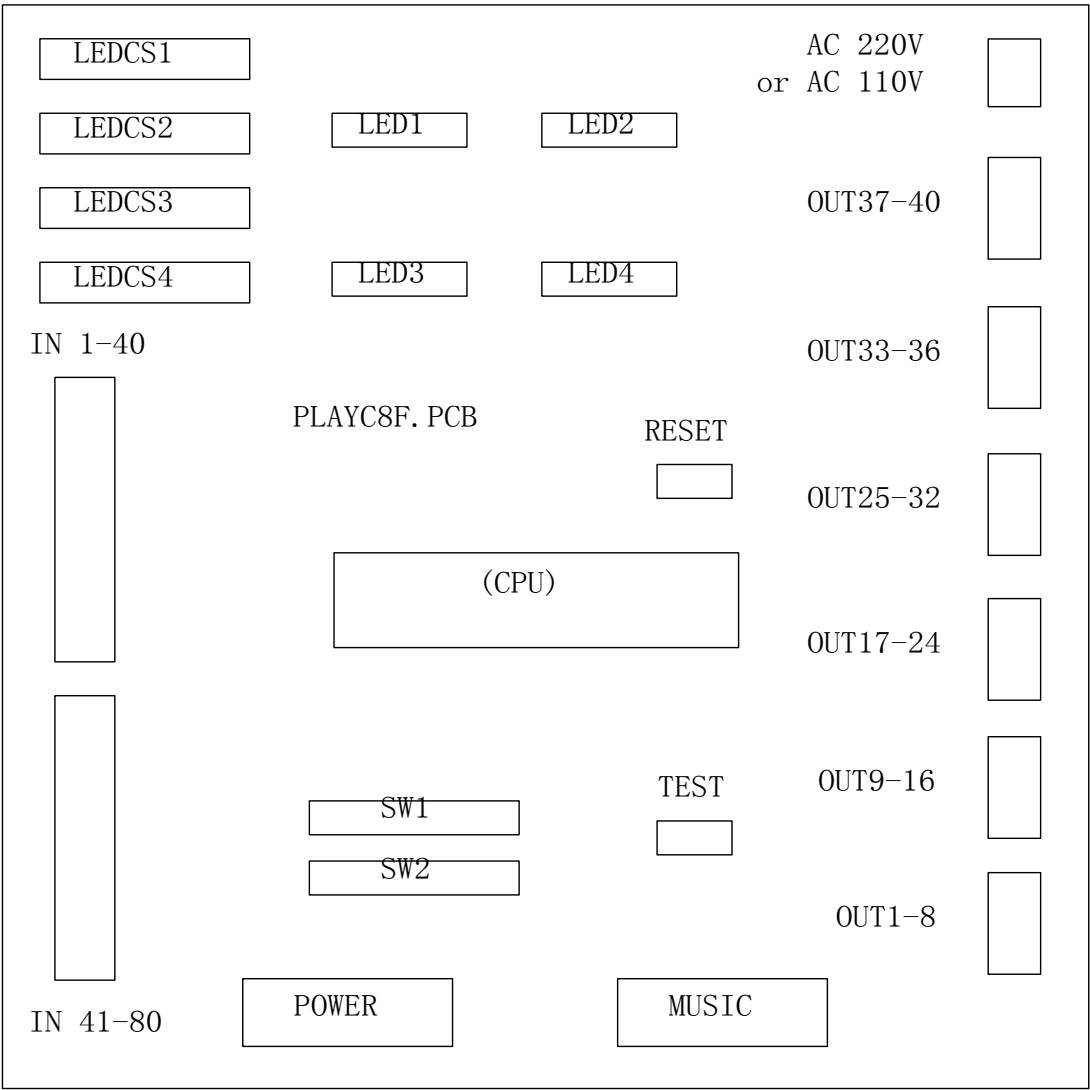
1. Insert the socket end of power cord into the power input of the game.

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.

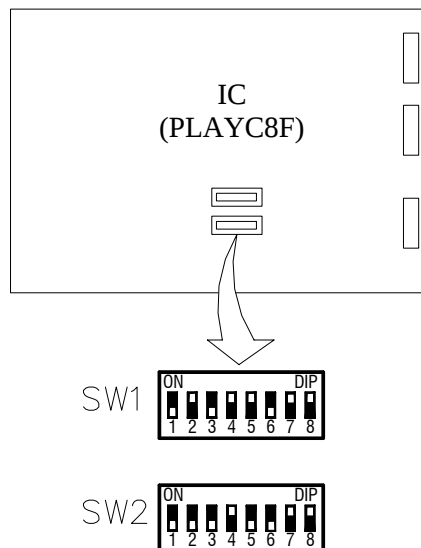
7. PCB Block Diagram



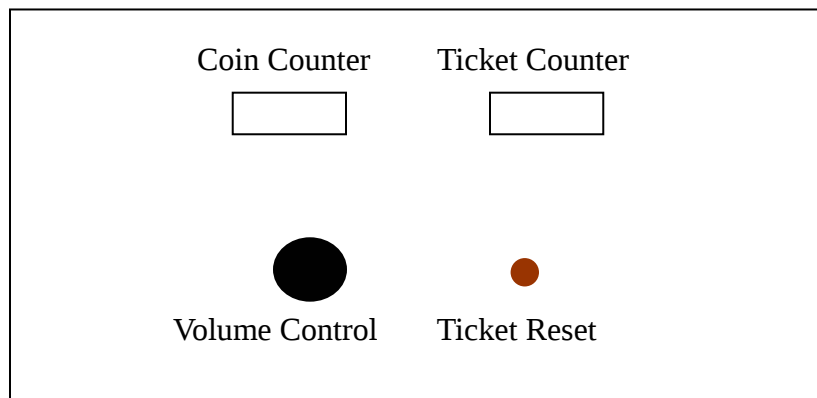
8. Switches

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.



The test button:



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. Check for 12v at mech (see game continually pays tickets)	Repair wires Replace ticket mech, 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. NO/NC switch should be set to NO Speed switch should be set to SLOW Strict/Slack can be adjusted to allow more tolerance on coin size. Check continuity of all wires	Replace Coin Mech Replace U1 74HC245N Replace tip122 T4
Coin enters game but does not make input sound	Wiring continuity problem, check white (coin signal) wire back to main board. Coin signal wire should have 5V and drop to 0V when coin is inserted. Verify nc / no switch is in the N.O. position and the white coin signal wire at the mech has 5V	Replace mech Replace U1 74HC374N
Game continually pays tickets	Verify ticket mech is operating properly 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 Replace T3 Replace 74HC374N Replace Inverter Board
Game not scoring correctly	Home position sensor failure (sensor has a visible red emitter and is always lit when working properly) Coin score switch area failure, verify red led turns on when coin is dropped past coin detect plate	Replace home position sensor Replace coin detector
Turntable stutters	Verify the red emitter light is on. Clean Sensor. Possible home position sensor failure (sensor has a visible red emitter and is always lit when working properly)	Check wiring continuity Clean home position sensor 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 =OFF=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

9/13/2005

Item	Content	DIP SW							
		SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
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			
Regular Basket	1				off	off			
	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	DIP SW							
		SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
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 adjustmen 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				

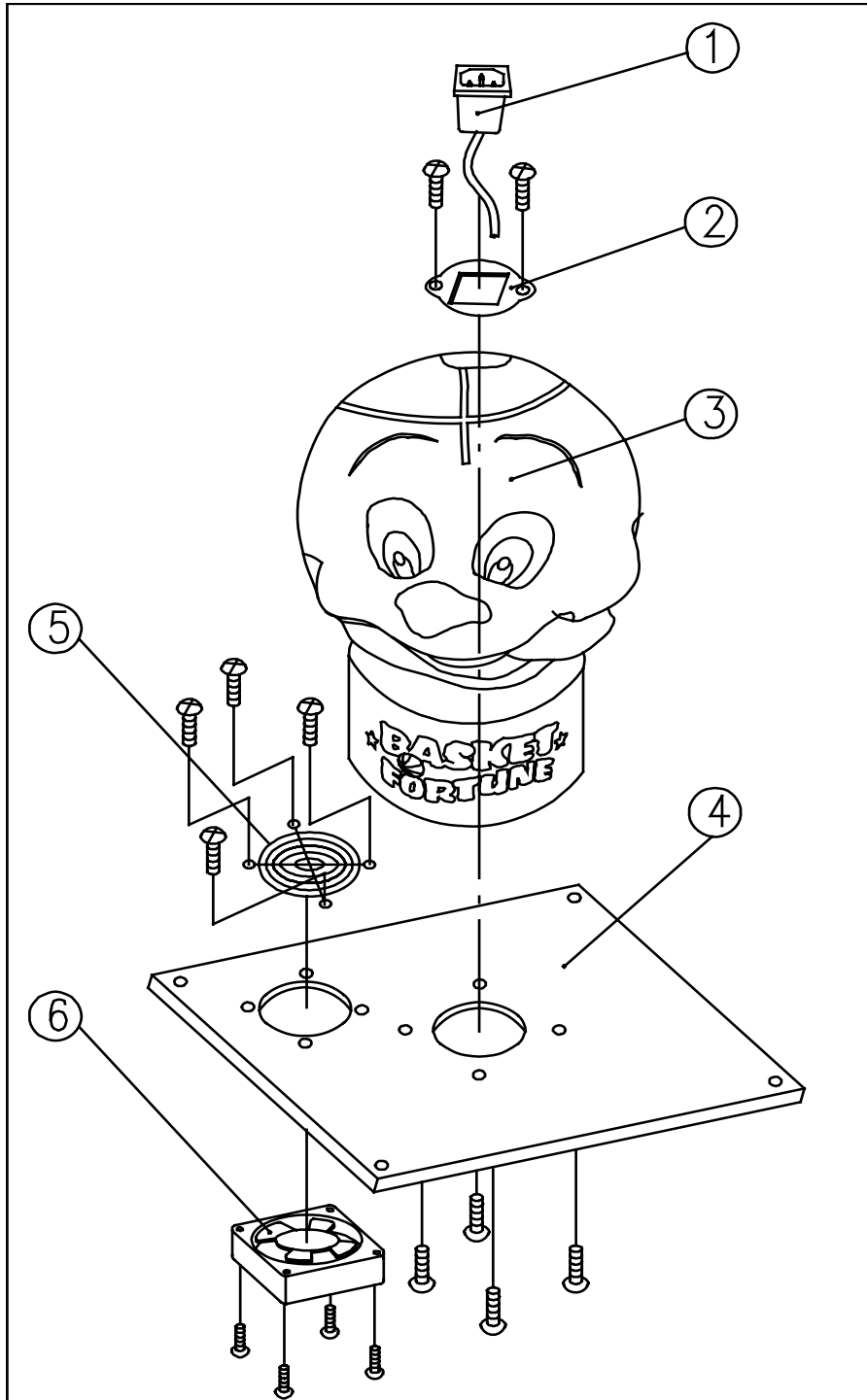
Input:

INPUT	Content	INPUT	Content	INPUT	Content	INPUT	Content
I1	1#Coin in	I11	4#Ticket counter feedback	I21		I31	
I2	1#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	1#Ticket counter feedba	I15		I25		I35	
I6	2#Prize	I16		I26		I36	
I7	3#Coin in	I17		I27		I37	
I8	1#Ticket counter feedba	I18		I28		I38	
I9	3#Prize	I19		I29		I39	
I10	4#Coin in	I20		I30		I40	

Output:

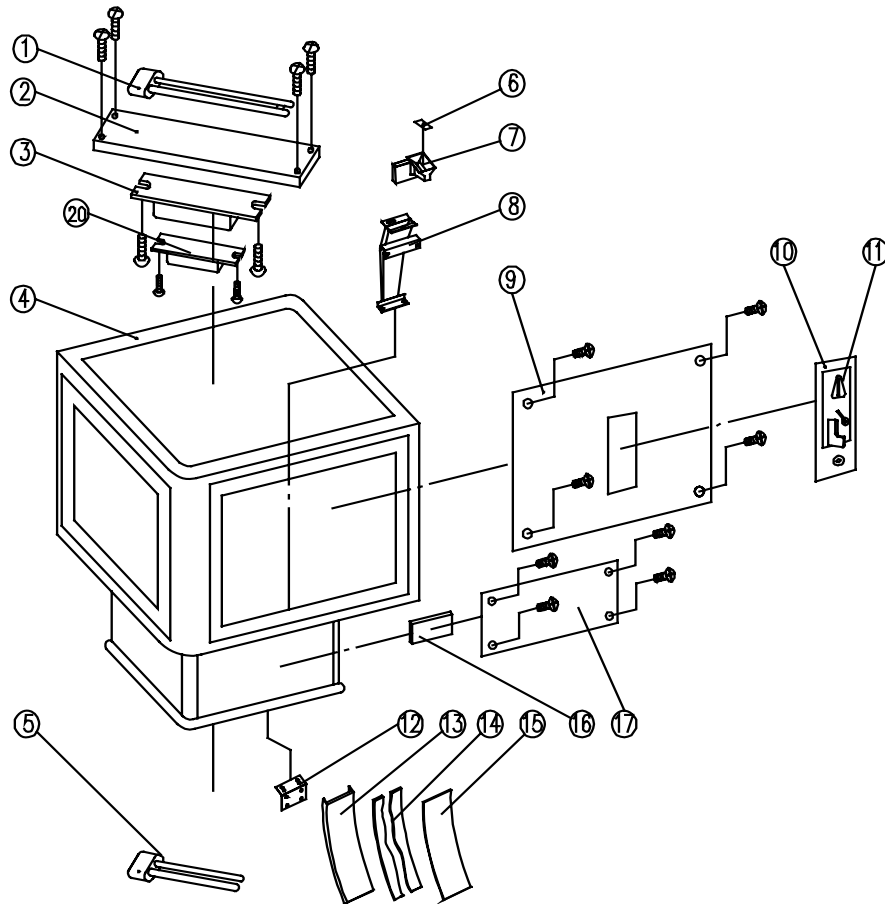
OUTPUT	Content	OUTPUT	Content	OUTPUT	Content	OUTPUT	Content
OUT1	Coin counter	OUT11	2#Effect lamps(green)	OUT21		OUT31	
OUT2	Ticket counter	OUT12	2#Effect lamps(blue)	OUT22		OUT32	
OUT3	1#Ticket drive	OUT13	3#Effect lamps(green)	OUT23		OUT33	
OUT4	2#Ticket drive	OUT14	3#Effect lamps(blue)	OUT24		OUT34	
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	

Top Assembly BF1



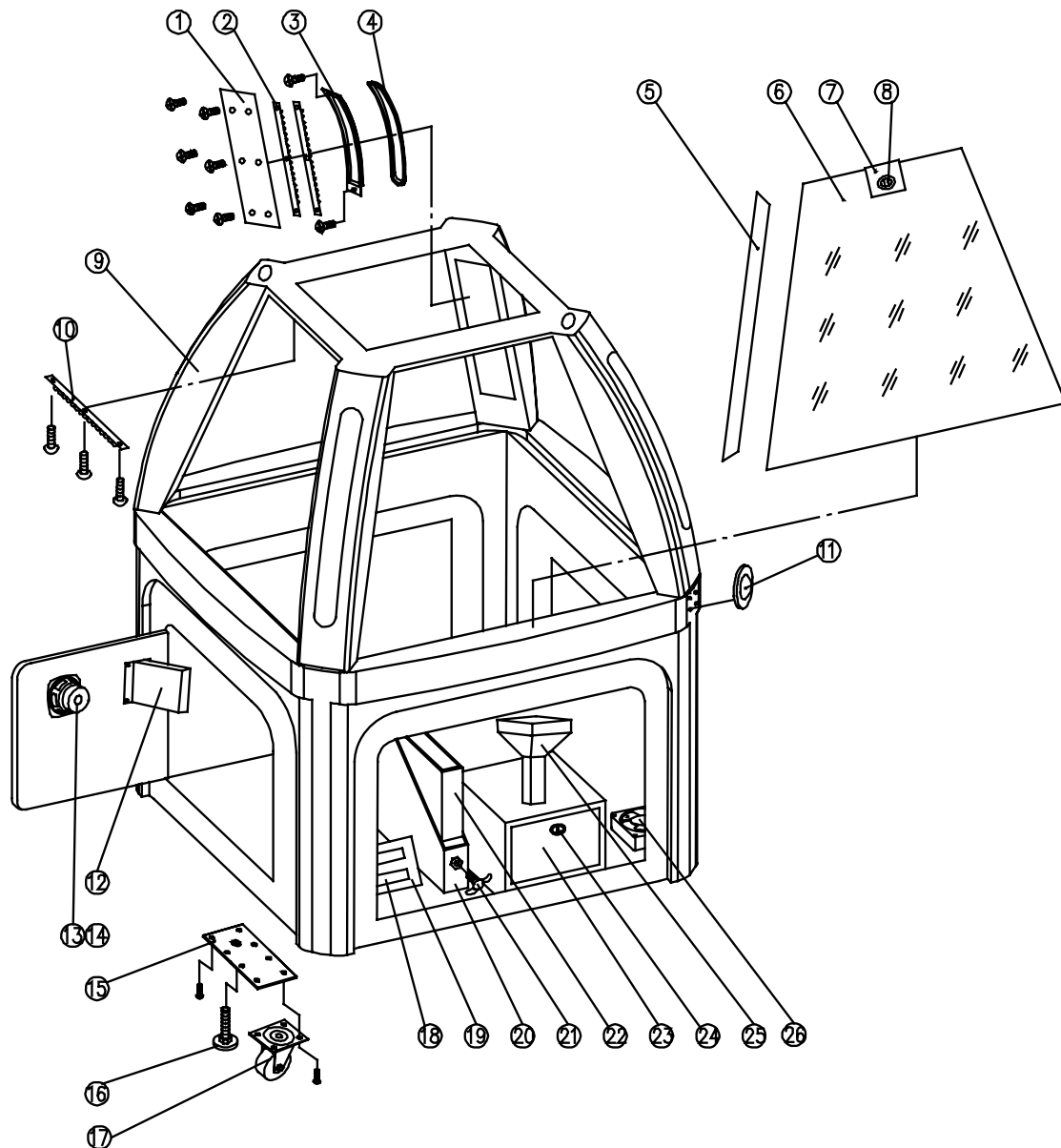
NO	NAME	Qty	NOTE
BF-1-1	Top Socket	1	
BF-1-2	Socket Fix Plate	1	
BF-1-3	Top Basketball	1	
BF-1-4	Top Plexi	1	
BF-1-5	Fan net	1	
BF-1-6	Fan	1	

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	36ea
BF-2-7	Catch Coin Funnel	4	36ea
BF-2-8	Coin Drop Funnel	4	36ea
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	24
BF-2-13	Coin Drop Board	4	36
BF-2-14	Coin Rundown Board	4	36
BF-2-15	Rundown Cover	4	36
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	

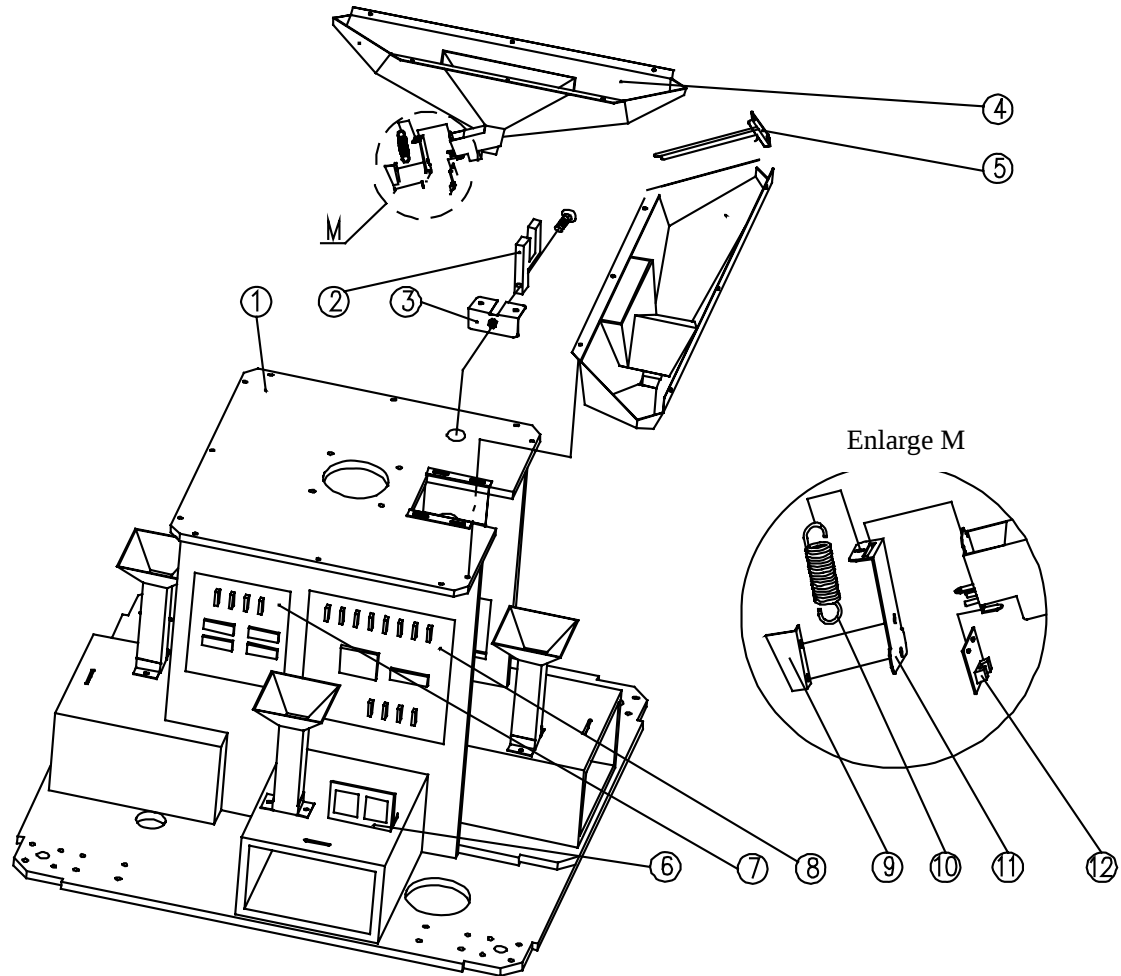
Main Cabinet (Outer) BF3



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	

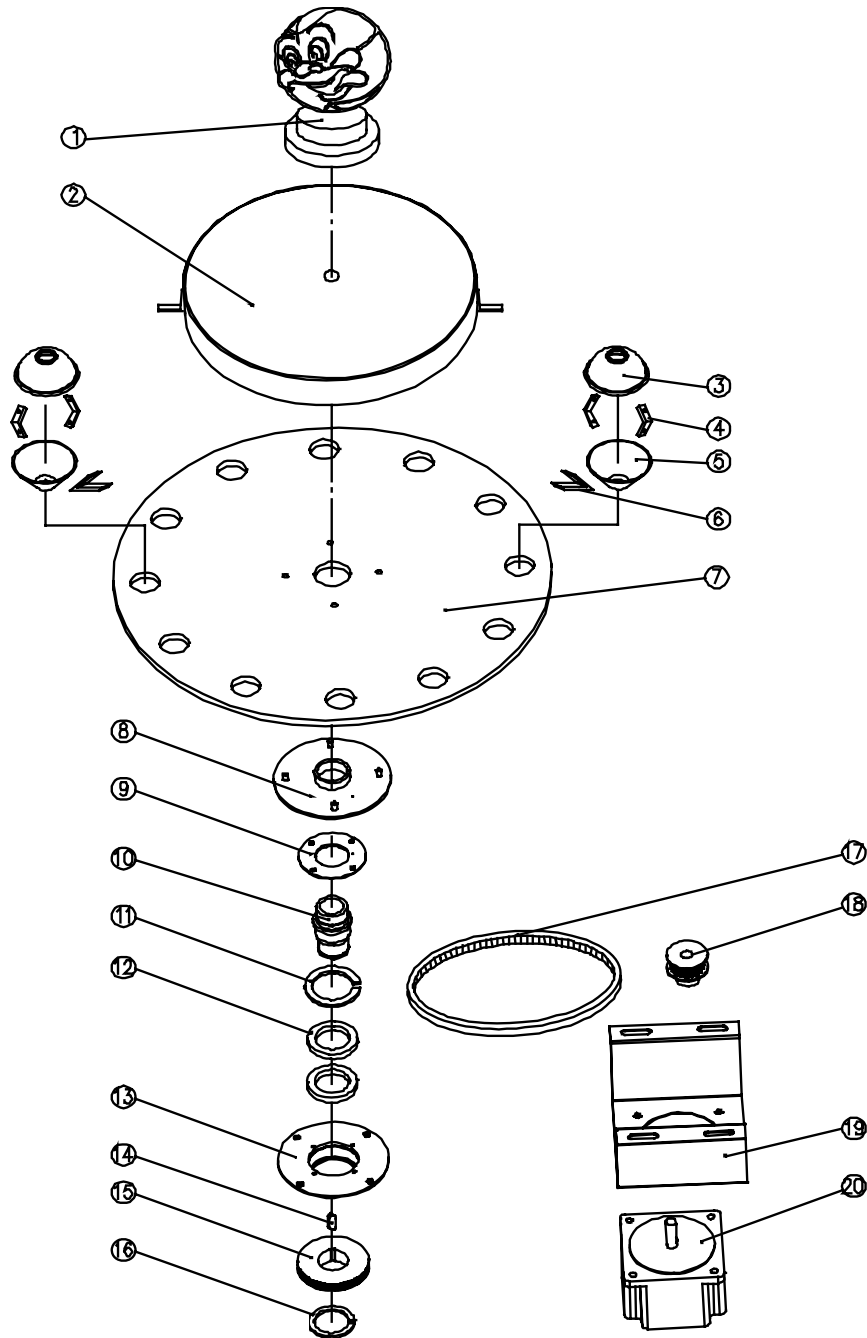
NO	NAME	QTY	NOTE
BF-3-13	Speaker	4	
BF-3-14	Speaker Net	4	
BF-3-15	Castor Bracket	4	
BF-3-16	Leveler	4	
BF-3-17	Castor	4	
BF-3-18	Bottom LCD	2	
BF-3-19	LCD Bracket	1	
BF-3-20	Ticket bin Bracket	4	
BF-3-21	Wing Nut	4	
BF-3-22	Ticket Bin	4	
BF-3-23	Coin Box	4	
BF-3-24	Coin Box Lock	4	
BF-3-25	Coin Box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

Main Cabinet (Inner) BF4



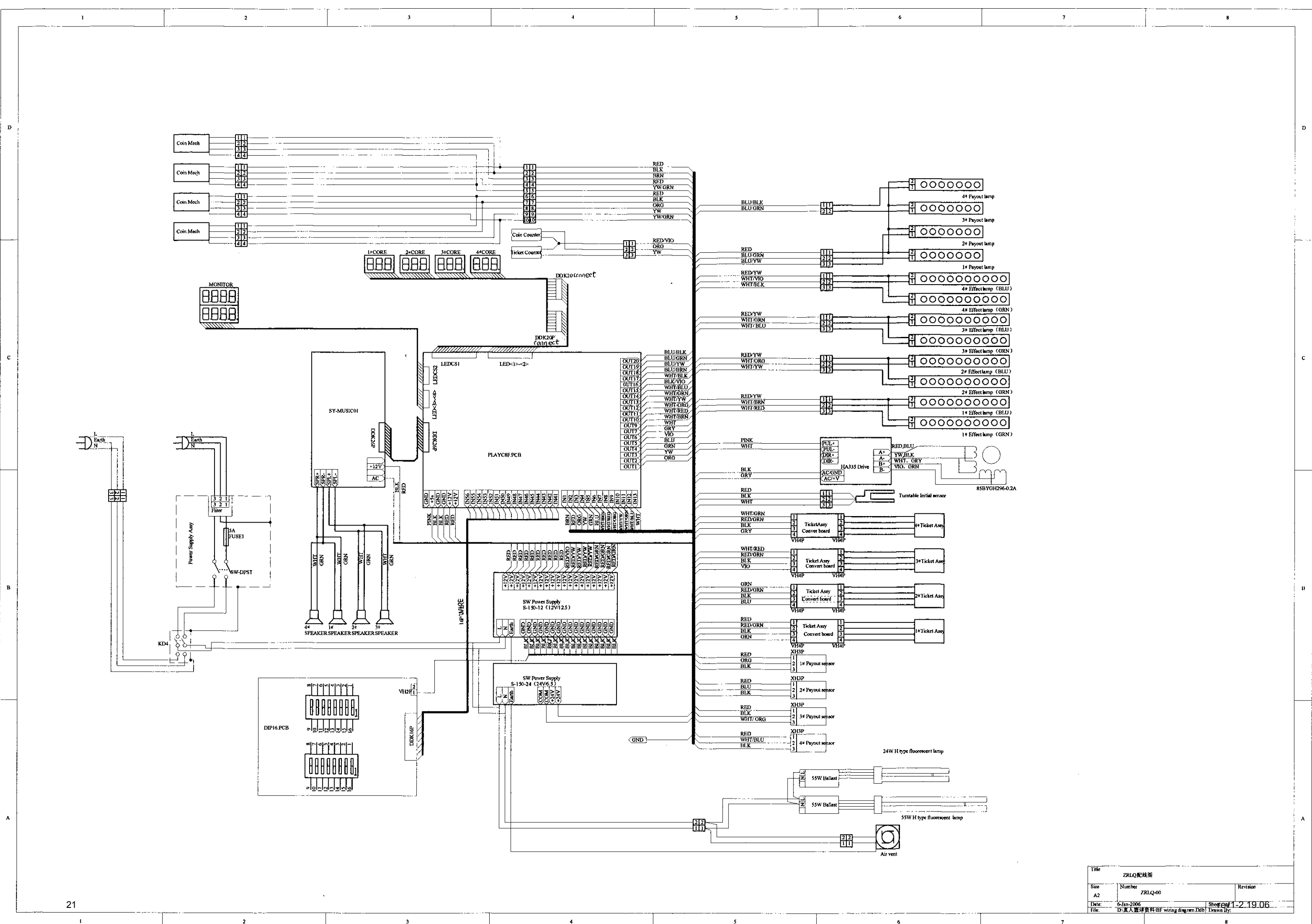
NO	NAME	QTY	NOTE
BF-4-1	Turntable mounting plate	1	
BF-4-2	Turntable Sensor	1	Home position
BF-4-3	Sensor mounting plate	1	
BF-4-4	Turntable coin funnel	4	
BF-4-5	Turntable coin funnel seam cover	4	
BF-4-6	Counter	1	
BF-4-7	Sound board	1	
BF-4-8	Main board	1	
BF-4-9	Baffle	4	
BF-4-10	Spring	4	
BF-4-11	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	



Title			ZRLQ配线图		
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