

INSTRUKCJA OBSŁUGI SERVICE MANUAL

THE BIG SHOW BASKETBALL



the best amusement equipment

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CONGRATULATIONS!

Congratulations on purchasing BASKETBALL made by WIK-
a guarantee of a great fun and high income.

This manual will help you to assemble, safely use, customize
and maintain your device's maximum earning power and player's
satisfaction over the years to come.

Thank you for choosing WIK products.

WIK team

GRATULACJE!

Gratulujemy zakupu **Koszykówki WIK**- urządzenia, które jest
gwarancją świetnej zabawy i jeszcze lepszych zysków.

Niniejsza instrukcja pomoże państwu złożyć i bezpiecznie
użytkować urządzenie, przy jednoczesnym zachowaniu
maksymalnych zdolności zarobkowych urządzenia jak i
satysfakcji graczy.

Dziękujemy, że wybraliście produkty WIK.

zespół WIK



BASKETBALL- ASSEMBLY MANUAL BASKETBALL- INSTRUKCJA MONTAŻU

CAUTION!

Two people are required to assemble the Basketball because of the risk of damage. Don't do it alone.

UWAGA!

Wymagane jest montowanie koszykówki we dwie osoby z powodu ryzyka uszkodzenia Koszykówki. Nie rób tego sam.

1. ||Unpack the machine || [Rozpakuj](#) ||



2. || Take every parts out carefully [Ostrożnie zdejmij wszystkie części](#) ||

||



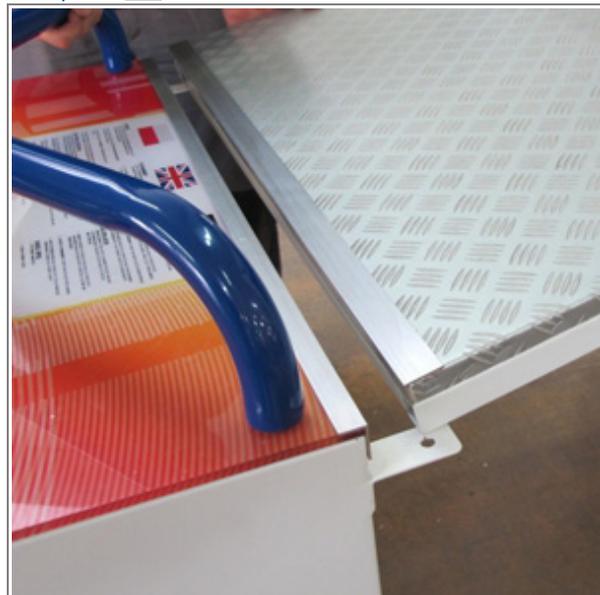
3. || Take the front box || [Wyjmij skrzynie](#) ||



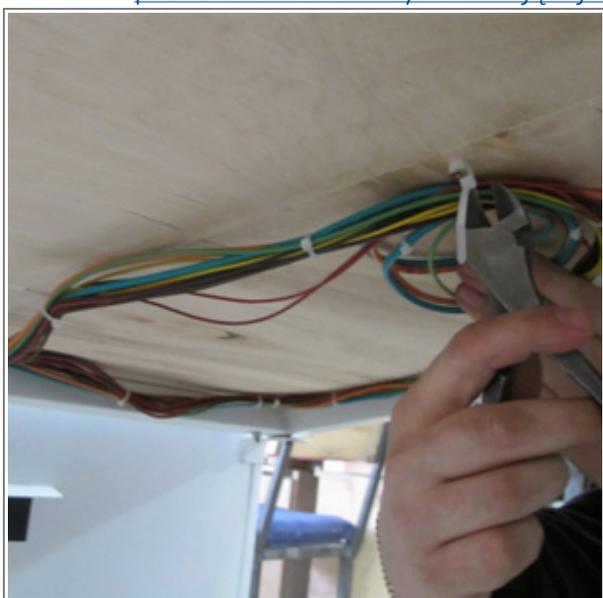
4. || Unpick the control box (take out the keys from the upper door and open the lower door to take out the screw set [Rozpakuj skrzynie sterująca \(wyjmij klucze z górnych oraz otwórz dolne, żeby wyciągnąć zestaw śrub i](#) ||



5. || Connect a lower part of the playfield with the control box (2 screws [Zmontuj dolną część pola gry ze skrzynią sterującą \(2 śruby](#) ||



6. || Put the control bunch through the hole in the control box (in the back [Przetóż przez otwór w skrzyni sterującej wiązkę sterującą \(z tyłu](#) ||



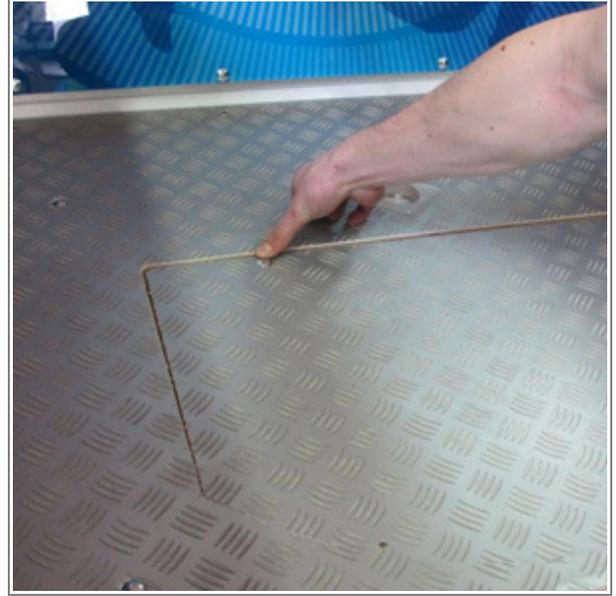
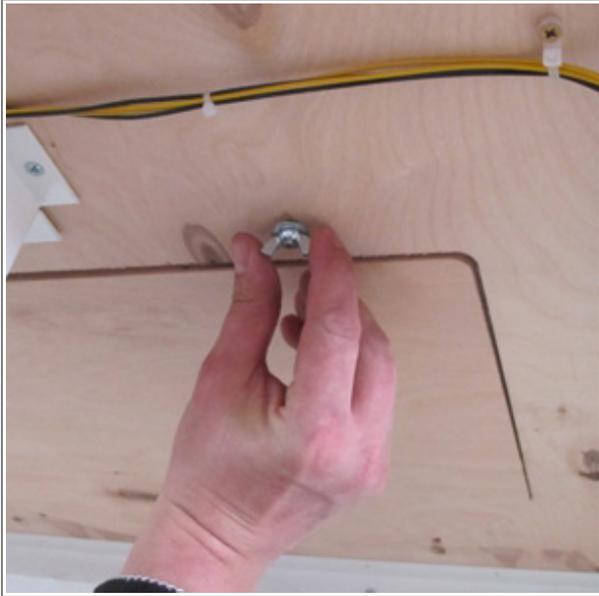
7. || Screw lower side panels with a control box (4 screws outside boczne skrzyni sterującej (4 śruby od zewnątrz Przykręć dolne bariery



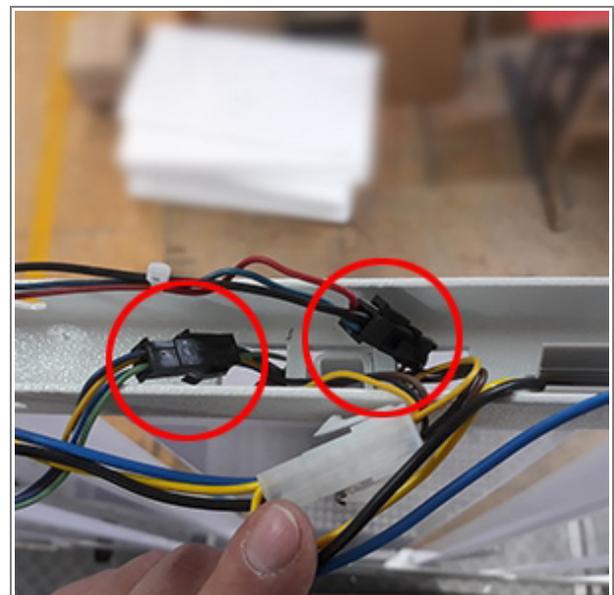
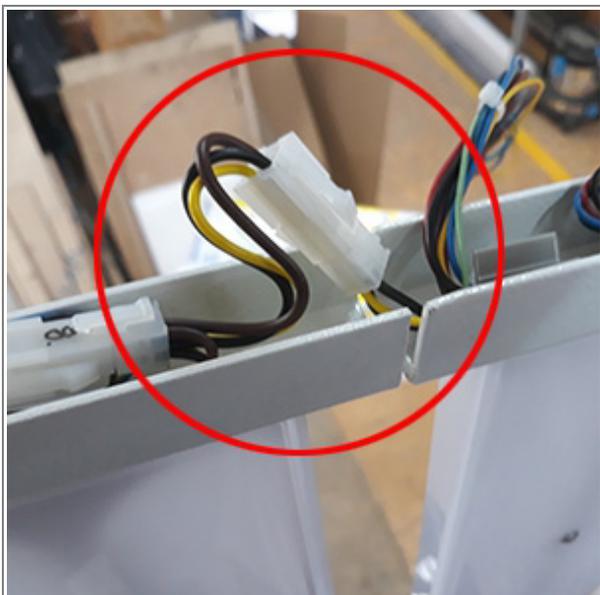
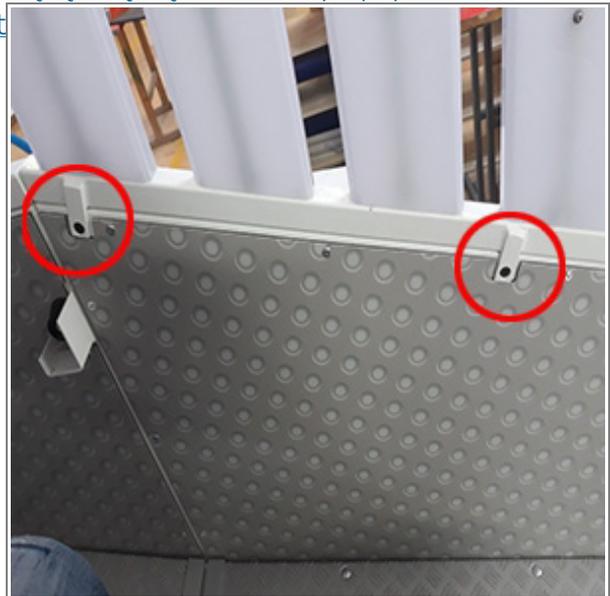
8. || Apply and screw the upper panels to the (4 screws M6x20). Then lift the board screw it to the sides (4 screws Natóż i przykręć górne bariery do (2 śruby M6x20). Następnie podnieś tablicę i przykręć ją do natężonych boków (4 śruby



9. || Apply and screw cover (4 screws M6x30). Turn from the || [Natóż i przykręć](#)
[\(4 śruby M6x30\). Śruby skręcane są od środka](#) [oślonę](#)



10. || Apply and screw smaller side barriers (2 screws M6x20) and connect the plug that the wire and optic diodes on both sides [Natóż i przykręć mniejsze boczne](#)
[\(2 śruby M6x20\). Podłącz wtyczkę łączącą wiązkę oraz diody optyczne z](#) ||



11. Apply the part of the roof with a bunch of cables and screw it on both sides (4 screws M6x45)

[Nałóż część daszku z wiązką kabli i przykręć go z obu stron \(4 śruby](#) 



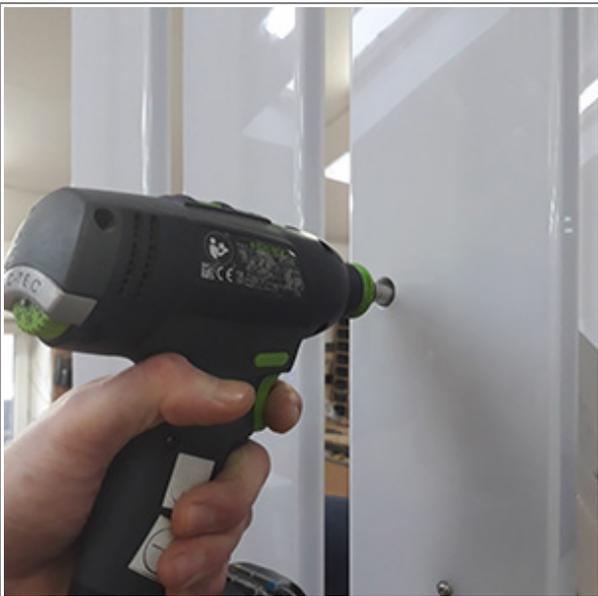
12. Apply the second part of the roof by connecting the plugs on both sides. Screw it on both sides

(6 screws [Nałóż drugą część daszku, podłączając wtyczki z obu](#)

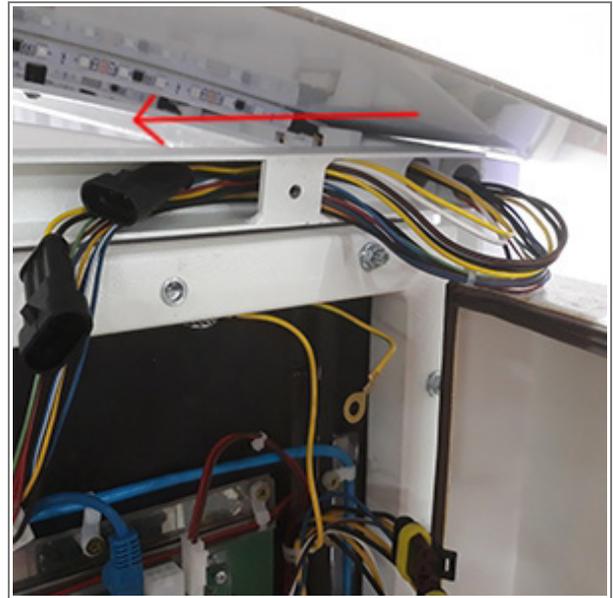
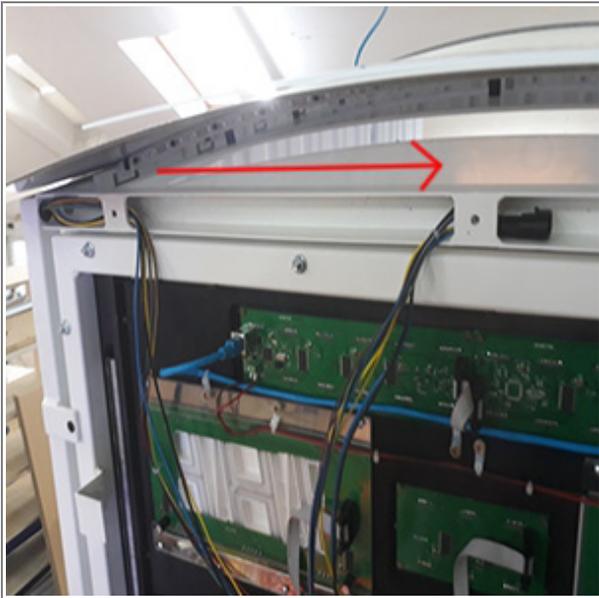
[Przykręć go z obu stron \(6 śrub](#) 



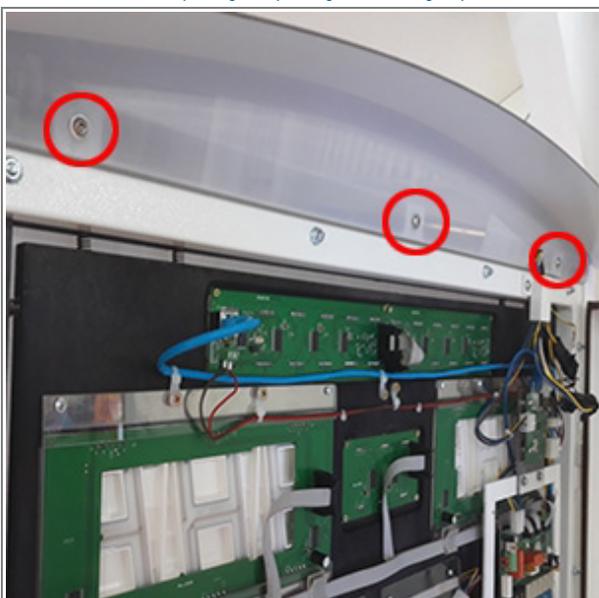
13. Remove a central barrier from the basketball and assembly it (2 screw M8x20). Connect a system and speakers [Wyjmij przegrodę środkową ze środka koszykówki i](#)
[\(2 śruby M8x20\). Podepnij oświetlenie oraz](#) ⏏



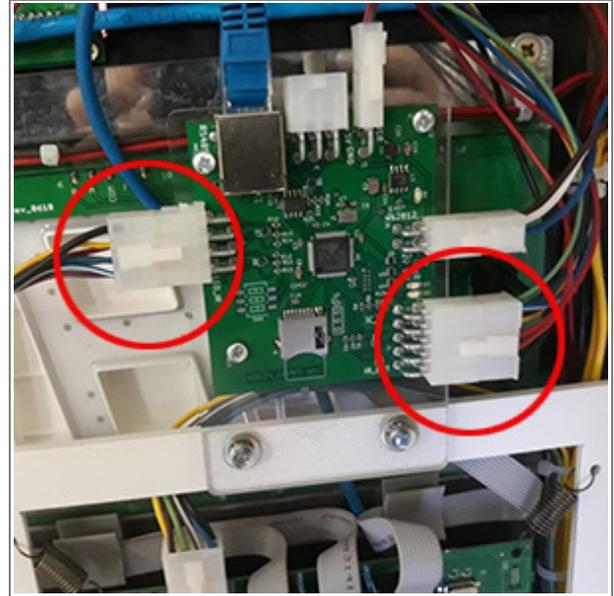
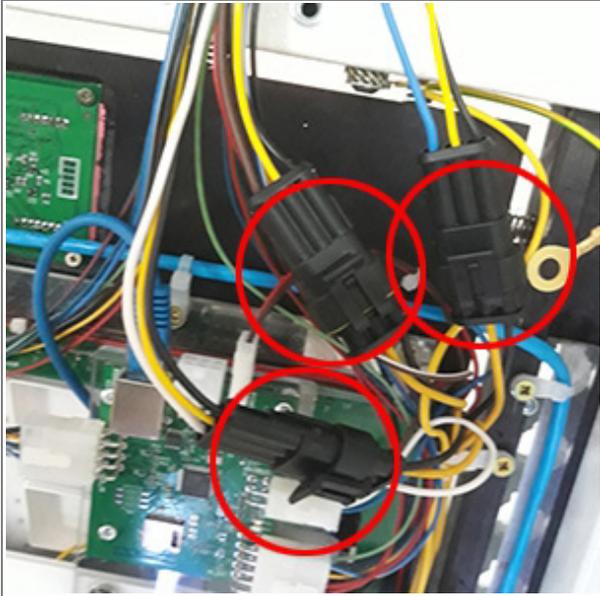
- 14.|| Remove the back cover above the board (3 screws M6x30) and carry the cable from both sides through the profile and then through the hole in the cover ||
Zdejmij tylną osłonę nad tablicą (3 śruby M6x30) oraz przetuż wiązkę kabli z obu stron przez profil a następnie przez otwór w ||



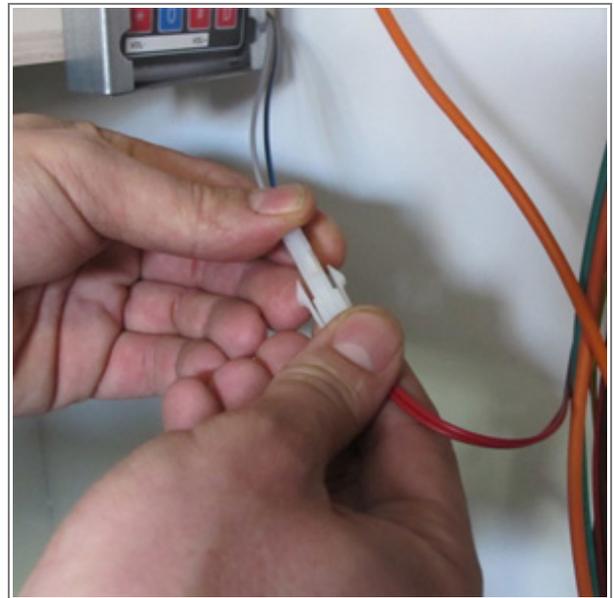
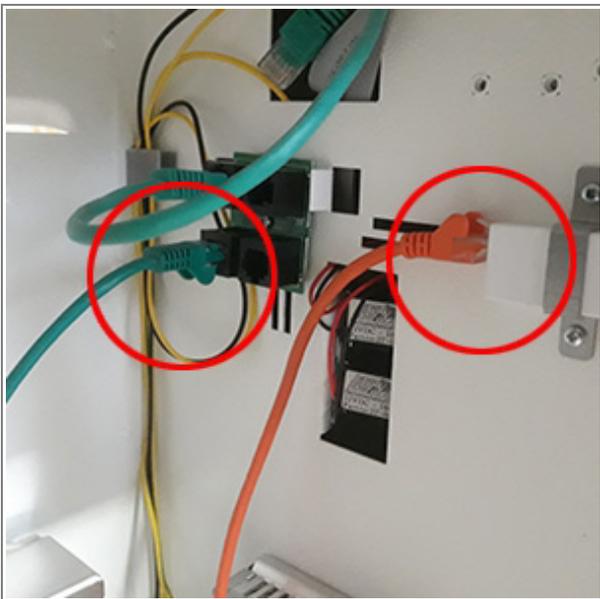
- 15.|| Screw the back cover back in, then screw the wire of cables cover (2 screws
Przykręć tylną osłonę spowrotem, a następnie przykręć osłonę wiązki kabli (2 śruby ||x20)

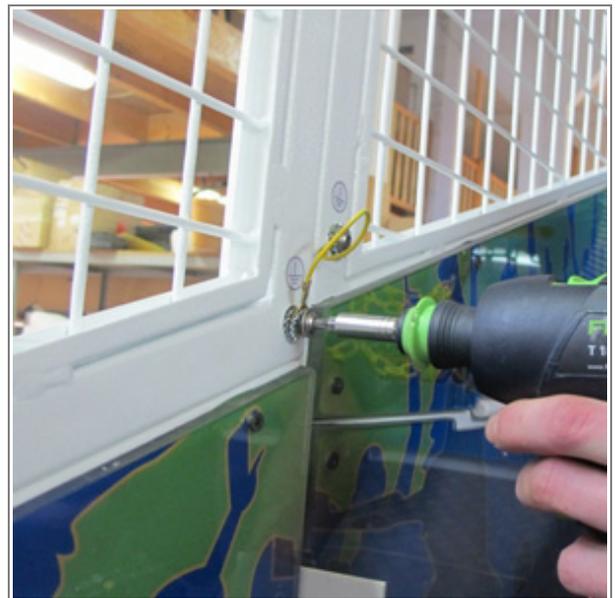
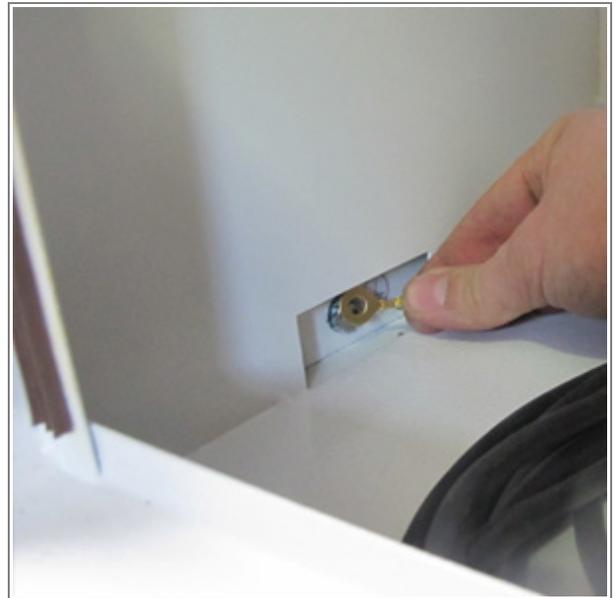
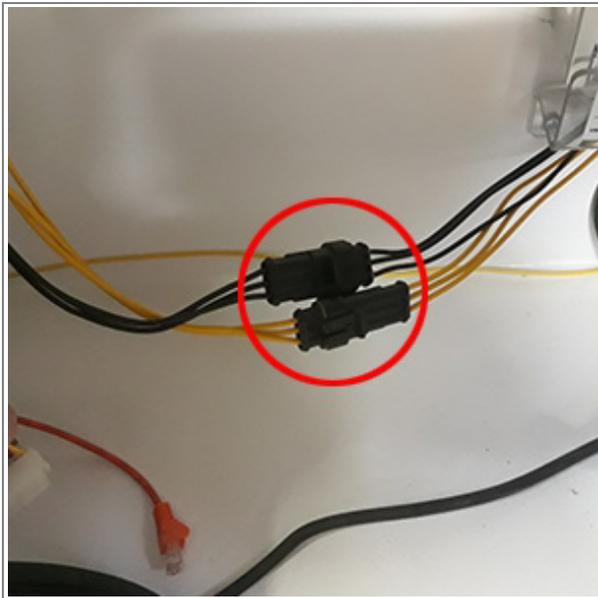
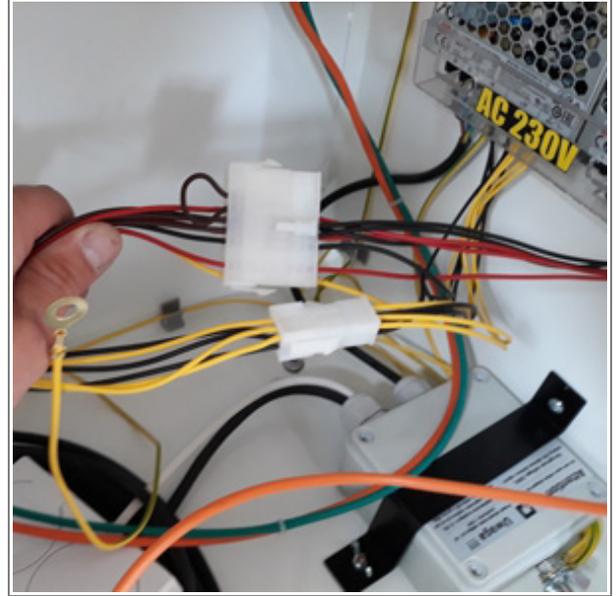
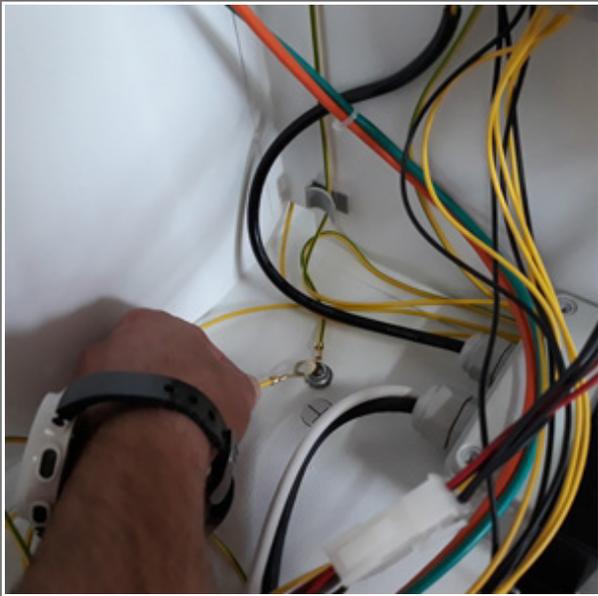


16.|| Attach the plugs (3 black) lighting, paying attention to the colors of the and the plugs (2 white) to the control [Podepnij wtyczki \(3 czarne\)](#) zwracając uwagę na kolory kabli oraz wtyczki (2 białe) do płytki [||](#)



14.|| Connect RJ wire (green and orange) to separating boards and a bundle of cables Do not forget to connect the grounding [Podłącz kable RJ \(zielony i do płytek rozdzielających oraz wiązkę kabli \(zdjęcia\). Nie zapomnij podłączyć kabli](#) [||](#)







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PROGRAMOWANIE:

Urządzenie jest fabrycznie zaprogramowane i gotowe do pracy. Aby zmienić otwórz metalową klapę, wyjmij i podłącz KLAWIATURĘ z wyświetlaczem.



Aby wejść do MENU programowania wciśnij i przytrzymaj przez 5 sekund przycisk A (do momentu wyświetlenia #####). Urządzenie poprosi o wprowadzenie numeru PIN.

Wprowadź fabryczny kod PIN 1111.

Fabryczny kod PIN daje dostęp do MENU programowania.

Za pomocą **E** i **C** dokonuje się wyboru kolejnych opcji/punktów w MENU, a **#** uzyskuje możliwość zmiany wartości dla wybranej opcji. Wartości zmieniamy przyciskami B i C lub przyciskami numerycznymi (0-9).

Przyciskiem **#** zatwierdza się nowe ustawienia i wychodzi z głębokiego MENU (powinna migać górna linijka).

W celu wyjścia z MENU programowania i zapamiętania dokonanych zmian należy przytrzymać **A** przez około 5 sekund, aż do pojawienia się napisu **>EXITING** .
SETUP<

KLAWIATURA:

(opis można znaleźć z tyłu klawiatury)

A- WEJŚCIE/WYJŚCIE Z MENU

B- PORUSZANIE SIĘ PO MENU PROGRAMOWANIA (GÓRA)

C- PORUSZANIE SIĘ PO MENU

#- ZATWIERDZENIE USTAWIEŃ W MENU

D, * - WYJŚCIE (ESCAPE) Z PODMENU PROGRAMOWANIA



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SYSTEM SOFTWARE DESCRIPTION:

The machine is pre-set and ready to work.

To change settings, open the metal door and take out the keyboard. You can enter the menu by pressing **A** button for 5 seconds (you will see #’s appear on the screen) until you are asked to enter the PIN. Enter **factory default PIN code 1111** (gives you access to the programming menu).



Now you can move to the option you want to set (e.g. 01, 05, 17) by pressing **B** (up) and **C** (down) buttons. To enter and change the option press **#** until the lower line with the position you want to change starts blinking.

To change value use **B** and **C** or **0 – 9** numeric buttons. By pressing **#** you confirm the changes and the new values of the chosen option – the number in the first line starts to blink. Use buttons **B** and **C** if you want to go to another option. To confirm all changes and exit from the programming menu press **A** button for 5 sec until “EXITING SETUP” appears on the score display. Keyboard navigation listed below: (also found on the back of the keyboard)

KEYBOARD:

- A – enter/exit to/from programming menu
- B – navigating in the programming menu (up)
- # – navigating and navigating in the submenu (bottom line) (down) values you want to change
- D, * - exit (escape) from submenu

PROGRAMMING MENU:

| | | |
|-------|--------------------|---|
| OP 00 | SOFTWARE RELEASE | <ul style="list-style-type: none"> mainboard's no. access Code: 1111 |
| OP 01 | LED MATRIX SOFT. | <ul style="list-style-type: none"> led matrix software no.. |
| OP 02 | TOTAL CASH | <ul style="list-style-type: none"> non resettable counter • T- shows a total number of tickets given from the ticket dispenser • IMP- shows a total number of impulses sent from the coin acceptor to the main board |
| OP 03 | DAILY CASH | <ul style="list-style-type: none"> resettable counter (press # to reset) T- shows a total number of tickets given from the ticket dispenser on current day • shows a number of impulses sent from the coin acceptor to the main board on current day |
| OP 04 | LANGUAGE | <ul style="list-style-type: none"> available languages : English, German, Polish • default- English • price of a game - amount of |
| OP 05 | GAME COST | <ul style="list-style-type: none"> impulses sent from the coin acceptor necessary to get 1 credit (game). options: (01-99) ; 00- free play (coin acceptor doesn't accept any coins!) • for coin acceptors working in a parallel mode • factory settings for PLN CH 01 impulse 01 bonus 00 CH 02 impulse 02 bonus 00 |
| OP 06 | CHANNEL SETTINGS | <ul style="list-style-type: none"> CH 03 impulse 05 bonus 01 • factory settings for EUR CH 04 impulse 01 bonus 00 CH 05 impulse 02 bonus 00 CH 06 impulse 04 bonus 00 • 1 impulse = 1 game bonus= free game |
| OP 07 | COIN SELECTOR TEST | <ul style="list-style-type: none"> impulses calculated according to settings in OP 06 • to perform the test put a coin to the coin acceptor and watch the display |
| OP 08 | LED BLINK | <ul style="list-style-type: none"> allows a user to set different combinations and tempo options of LED's blinking default- tem:2 com:2 |
| OP 09 | LIGHT LEVEL LED | <ul style="list-style-type: none"> allows a user to change brightness of LED lightning • Br_ - sets brightness of white LEDs in the table's bottom, max value: 59 • Br_c - sets brightness of RGB LEDs. • default- Br_:50, Br_c:90 |
| OP 10 | RESERVED | not active |
| OP 11 | TICKETS AMOUNT | <ul style="list-style-type: none"> amount of tickets initially put into the ticket dispenser, default- TK: 3000 |
| OP 12 | TICKET FOR START | <ul style="list-style-type: none"> defines how many tickets will be paid out at the start of the game- tickets for credit • if set to 0 no tickets will be paid out at the start of the game |

| | | |
|-------|-------------------|---|
| OP 13 | TICKETS | <ul style="list-style-type: none"> allows to set the number of tickets to be paid out for a goal |
| OP 14 | TICKETER SETUP | <ul style="list-style-type: none"> TK- shows default quantity of tickets loaded into the ticket dispenser. TK- settings for the ticket dispensers (sets the dispensing mechanism's rotation in order to pay out 1 ticket): 0- ticket dispenser OFF 50- ticket dispenser ON (50 is the recommended value for JENOX and CLE ticket dispensers) 1,2- ticket dispenser ON (1 is recommended value for ENTROPY Pulse, 2 for Continuous) |
| OP 15 | POINTS- STAGES | <ul style="list-style-type: none"> number of points required to pass into next level in each stage of a game default- P1,P2,P3,P4- 20 points |
| OP 16 | GAME TIME- STAGES | <ul style="list-style-type: none"> time of each stage of a game default- T1,T2,T3,T4- 40 points |
| OP 17 | AUTOSTART TIME | <ul style="list-style-type: none"> time after which new game starts automatically (if there's any credits left) default- min:0, sec:10 if the option is ON, up to 4 players can play together on one machine. After inserting the coin you need to push MULTIPLAYER button and choose the number of players |
| OP 18 | MULTIPLAYER MODE | <ul style="list-style-type: none"> default- M_P:1 (option ON) |
| OP 19 | DEMO INTERVAL | <ul style="list-style-type: none"> time after which demo mode is enabled (when there's no more credits) default- min:0, sec:30 estimates the minimum value that record will drop after set amount of time (connected with OP21) |
| OP 20 | RECORD- SETUP | <ul style="list-style-type: none"> values in this option need to be multiplied by 10 e.g. Rec:15, Min:12- means that current record is 150 points and can decrease to 120 points minimally |
| OP 21 | RECORD- DECREASE | <ul style="list-style-type: none"> time after which record will decrease with estimated value, e.g. M=10, P=1, it means that after every 10 minutes, record decreases by 1 point |
| OP 22 | RECORD BONUS | <ul style="list-style-type: none"> after beating a record player is always given 1 bonus game this option allows a user to set additional bonuses for beating a record P- more bonus games (P=1, gives a user 2 additional games, where 1= Play+1) T- amount of ticket bonus for beating a record |
| OP 23 | CREDIT+ | <ul style="list-style-type: none"> option that allows a user to add credits without entering the MENU MODE:0 option off MODE:1 option on, to add credits press B in the DEMO mode |
| OP 24 | LINK- SETUP | <ul style="list-style-type: none"> link NO- number of linked machine to make the linking option available: Link enable- ON |
| OP 25 | LINK- START TIME | <ul style="list-style-type: none"> time after the game starts automatically on the linked machines if none of the players has pushed START button min:10 seconds, max:60 seconds |
| OP 26 | OPTIC SENSOR TEST | <ul style="list-style-type: none"> graphic visual test for optic sensors in goals place an object in front of the sensor to see if it's working |
| OP 27 | BASKET TEST | <ul style="list-style-type: none"> enter this mode (#) for a motor test |

| | | |
|-------|------------------|--|
| OP 28 | BALL OUTLET TEST | <ul style="list-style-type: none"> enter this mode (#) for a ball outlet test |
| OP 29 | LED DISPLAY TEST | <ul style="list-style-type: none"> enter this mode (#) for LED displays test |
| OP 30 | DEFAULT SETTINGS | <ul style="list-style-type: none"> allows a user to restore the machine's default settings |
| OP 31 | SOUND FACTORY | <ul style="list-style-type: none"> allows a user to restore the default sounds |
| OP 32 | TYPE OF MUSIC | <ul style="list-style-type: none"> type of music played during the game or demo mode choose from 10 types of melodies (0-10) in the <u>demo mode</u> choose from 9 types of melodies (0-9) in the <u>game mode</u> set 0 to play melodies randomly |
| OP 33 | RESERVED | not active |
| OP 34 | CUSTOMER NUMBER | not active |
| OP 35 | SERIAL NUMBER | not active • set by the manufacturer |
| OP 36 | TIME SETTINGS | <ul style="list-style-type: none"> allows a user to set the time |
| OP 37 | DATE SETTINGS | <ul style="list-style-type: none"> allows a user to set the date |
| OP 38 | MENU CODE PIN | <ul style="list-style-type: none"> user can change factory PIN to a personal code factory PIN is set to 1 1 1 1 WARNING! After change, restoring to a factory PIN is not possible. In case of losing your personal PIN contact the manufacturer. |

ADVANCED MENU OPTIONS:

(to enter advanced menu options add 1 to the PIN code's last digit e.g. 1111+1= 1112)

| | | |
|-------|-----------------------|--|
| OP 39 | BASKET_MOVE-STAGE | <ul style="list-style-type: none"> • set the basket move in every stage • default- M1=STOP, M2=SLOW, M3=FAST, M4=RANDOM |
| OP 40 | BASKET MOTOR SET | <ul style="list-style-type: none"> • minimum=10, maximum=50 • default- L:33, R=33 |
| OP 41 | BASKET_STOP-STAGE | <ul style="list-style-type: none"> • default-B1=30, B2=15, B3=5, B4=5 |
| OP 42 | PAUSE TIME-STAGES | <ul style="list-style-type: none"> • time of the pauses between the stages • default- P1,P2,P3,P4=10 seconds |
| OP 43 | PRACTICE-STAGES (1-2) | <ul style="list-style-type: none"> • allows the user to take a practice in stage 1 and stage 2 |
| OP 44 | LAMP OFF TIME | <ul style="list-style-type: none"> • not active |
| OP 45 | LED BELTS | <ul style="list-style-type: none"> • default- LED:99, COL:0 |
| OP 46 | LED MATRIX INPUT | <ul style="list-style-type: none"> • unlocked when- MX=1, • default- MX=0 |