



# SONIC ALLSTARS



## MANUAL



**SEGA**<sup>®</sup>  
amusements international

## Table of Contents

I .Product Check-list .....	3
1.Parts list.....	4
2. Half-Assembly type parts list .....	5
II.Product Specifications .....	6
III. Introduction of Product Appearance .....	6
IV.Assembly and disassembly .....	7
1. Assembly and disassembly for Disassembly type.....	7
2. Assembly and disassembly for Half-Assembly type.....	16
3. <b>【SET-UP Position &amp; maintenance】</b> .....	22
V. Introduction of Product Appearance .....	22
1.Link adjustment .....	23
<b>【Cable link SET-UP】</b> .....	23
<b>【Link main board adjustment】</b> .....	24
2.Adjustment.....	25
<b>【SET-UP 1】 SET-UP the coin entry price for each game.....</b>	<b>25</b>
<b>【SET-UP 2】 Additional tickets .....</b>	<b>26</b>
<b>【SET-UP 3】 Multiple of tickets .....</b>	<b>26</b>
<b>【SET-UP 4】 Game Time SET-UP .....</b>	<b>27</b>
<b>【SET-UP 5】 Basket motor AUTO test .....</b>	<b>28</b>
<b>【SET-UP 6】 Ball holder motor AUTO test .....</b>	<b>28</b>
<b>【SET-UP 7】 Reset the top score 250 or keep the record.....</b>	<b>28</b>
<b>【SET-UP 8】 SET-UP DEMO music ( ON or OFF ) .....</b>	<b>29</b>
<b>【SET-UP 9】 Difficulty Set Up .....</b>	<b>29</b>
3.LED Lighting Test .....	30
4.AUDIT.....	30
5.Error code.....	31
VI.How to play .....	32
1.There are total 4 Stages .....	32
2.2 play types available .....	32
VII.Screw and Nut list .....	33
VIII. Wires Layout .....	34
IX.Expended view.....	<b>37</b>

## Precautions

First, we would like to thank you for choosing our product. We hope you will read the manual before use to maintain user safety and ensure proper operation of the product. In this manual you will find product features, precautions and some simple troubleshooting methods. Please keep this manual in case of future problems or accidents.

### ※Notice※

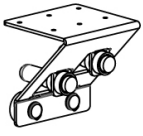
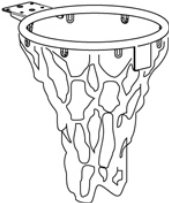
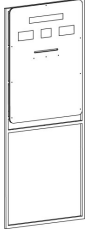
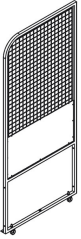
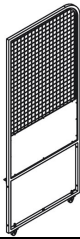
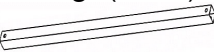



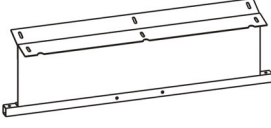
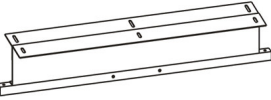



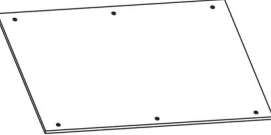
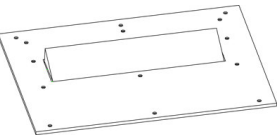
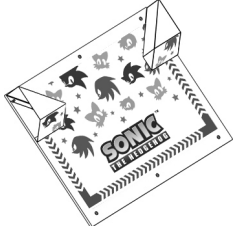
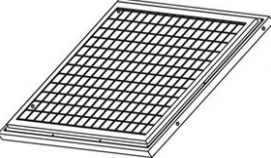



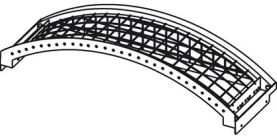
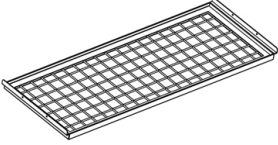
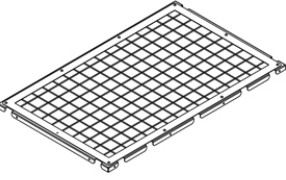
- ◎ After assembly, please check to ensure wires are in the proper positions.
- ◎ After set up is completed, you can plug in and turn on the machine.
- ◎ Turn off the machine before moving to prevent damage.

## I .Product Check-list

**Before using the product, please ensure the product content is correct. If anything is missing please contact us. Please also ensure all attached parts are included.**

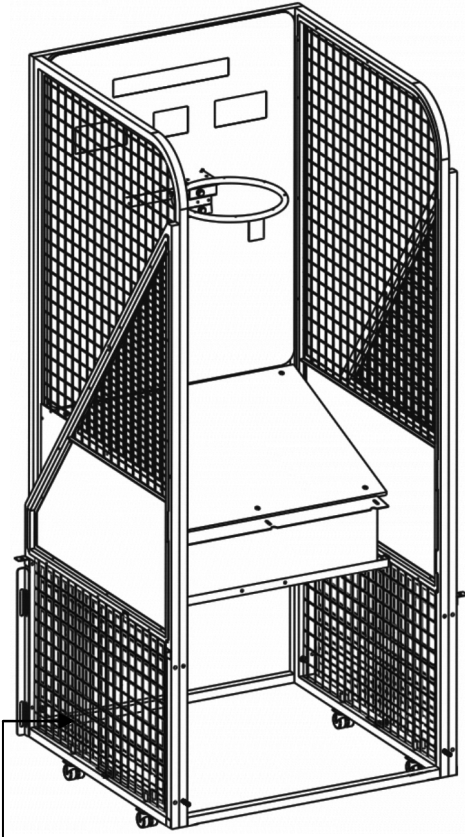
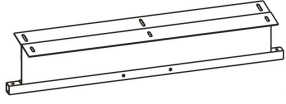

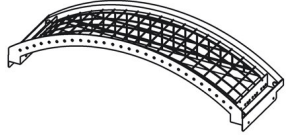
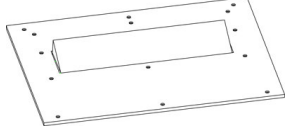
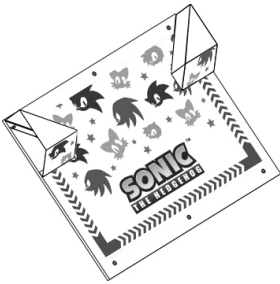
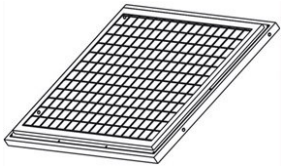

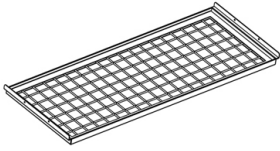

NO	Items	Specification	Total quantity
1	Chassis items	Packing	1 unit
2	Basketball	Sonic No.5 Basketball	10 unit
3	Key(702)	Maintenance door	1 pc
4	Key(436)	Cash box	1 pc
5	AC cable line		1 unit
6	Operation manual	A4	1 set

# 1.Parts list

<p>1A Sensor for basket (WO-RNPW2)</p> 	<p>1B Basket kits</p> 	<p>2A Basket board</p> 	<p>2BR Back right net stander kit</p> 
<p>2BL Back left net stander kit</p> 	<p>2C 2 Front net stander bridge(short)</p>  <p>2E 2 Front net stander bridge(long)</p> 	<p>3A Front right net stander kit</p> 	<p>3B Front left net stander kit</p> 
<p>4A Base holder BF</p> 	<p>4B Base holder FB</p> 	<p>4C Base holder FF</p> 	<p>4D Base holder BB</p> 
<p>4E Base holder FF (Bottom)</p> 	<p>5A Wooden board A type</p> 	<p>5B Ball holder kit</p> 	<p>5C Ball guide kits</p> 
<p>6A Ball net holder kit</p> 	<p>6B Main part</p> 	<p>Basketball</p> 	<p>6E Rabber pad</p> 
<p>Top cover</p> 	<p>Metal Shelf (optional)</p> 	<p>Lower Side Net (Frame Included)×4</p> 	

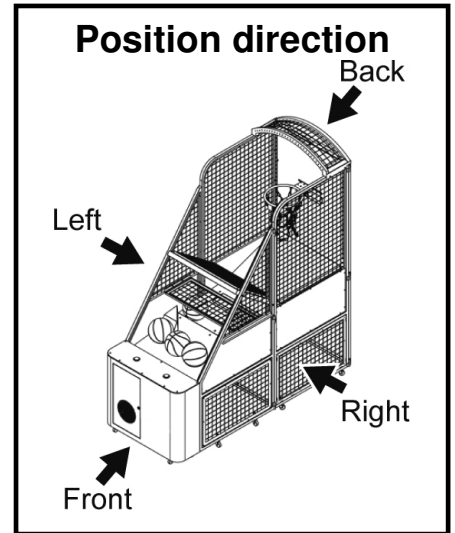


## 2. Half-Assembly type parts list

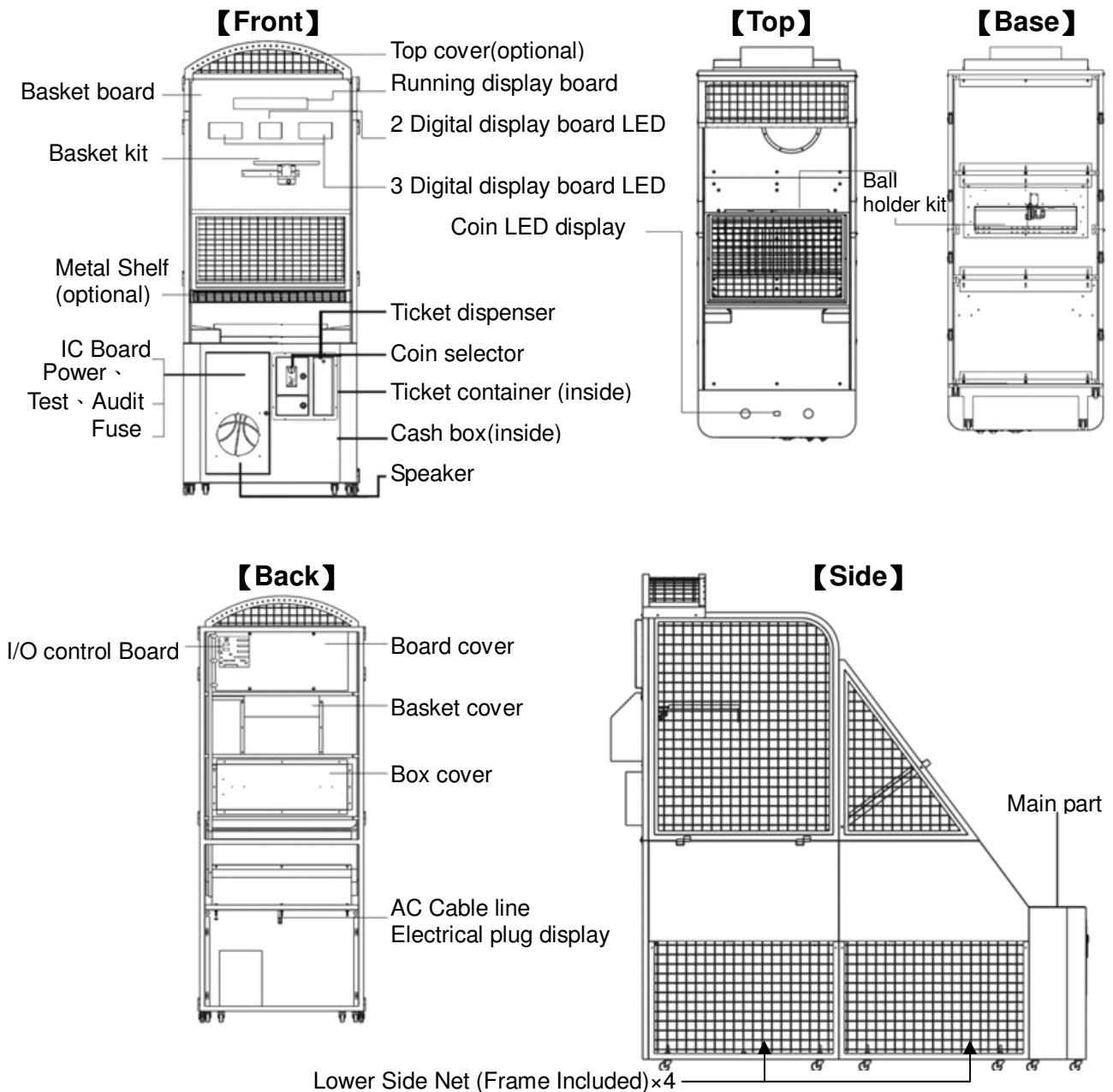
<p>Main frame</p>  <p>Lower Side Net(Frame Included)×4</p>	<p>4B Base holder FB</p> 	
	<p>4C Base holder FF</p> 	
	<p>Top cover</p> 	
	<p>5B Ball holder kit</p> 	
<p>5C Ball guide kits</p> 	<p>6A Ball net holder kit</p> 	<p>6B Main part</p> 
<p>Metal Shelf (optional)</p> 	<p>Basketball</p> 	

## II. Product Specifications

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 : 3A  
 Token size : Ø22mm~27mm



## III. Introduction of Product Appearance

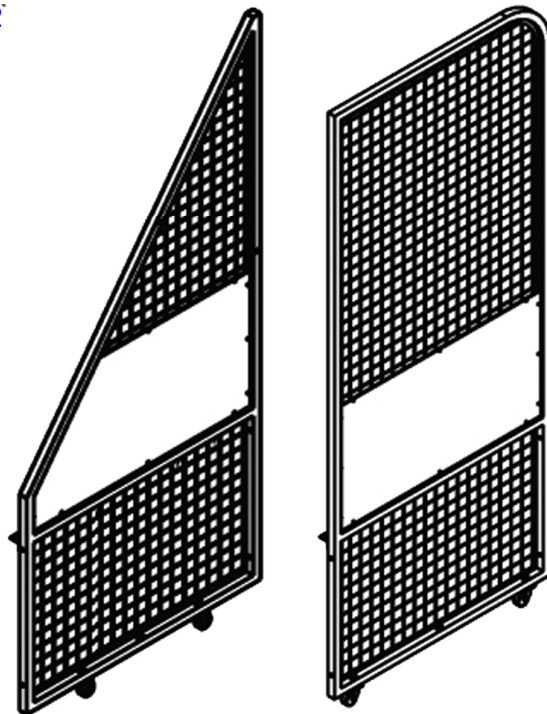
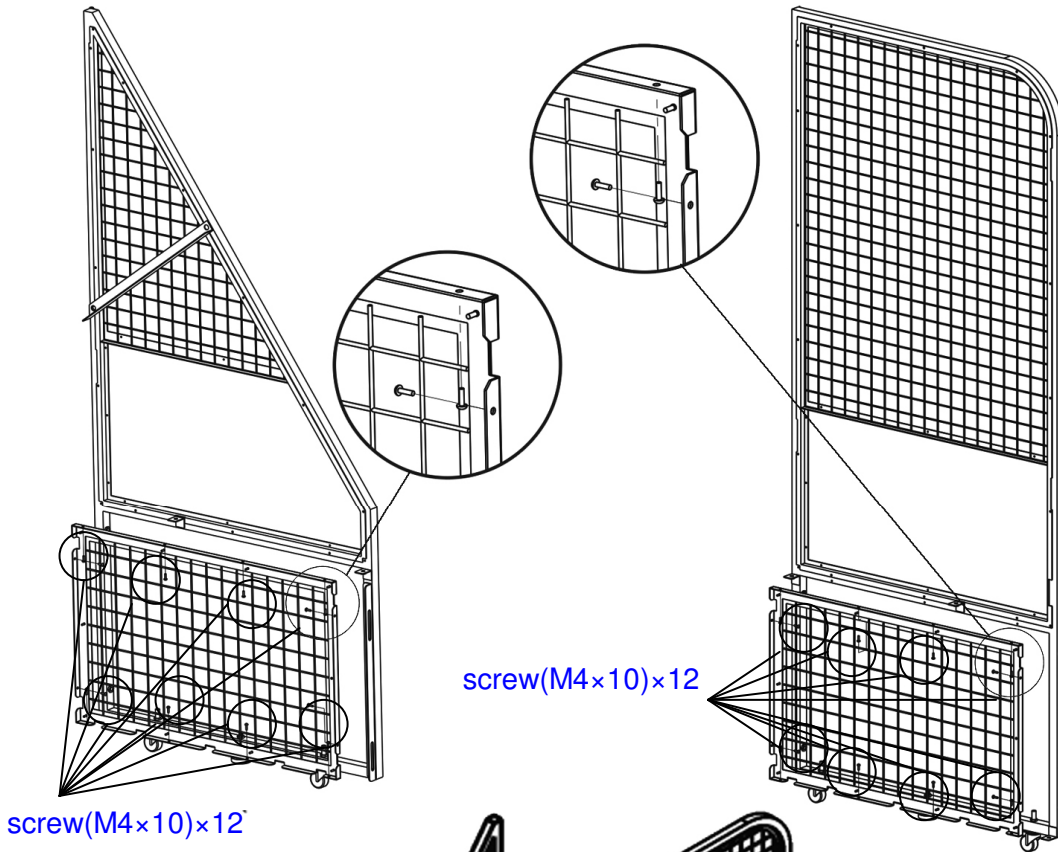


## IV. Assembly and disassembly

### 1. Assembly and disassembly for Disassembly type

**Step 1 :**

Screw **【Lower Side Net】** on the basket board front.



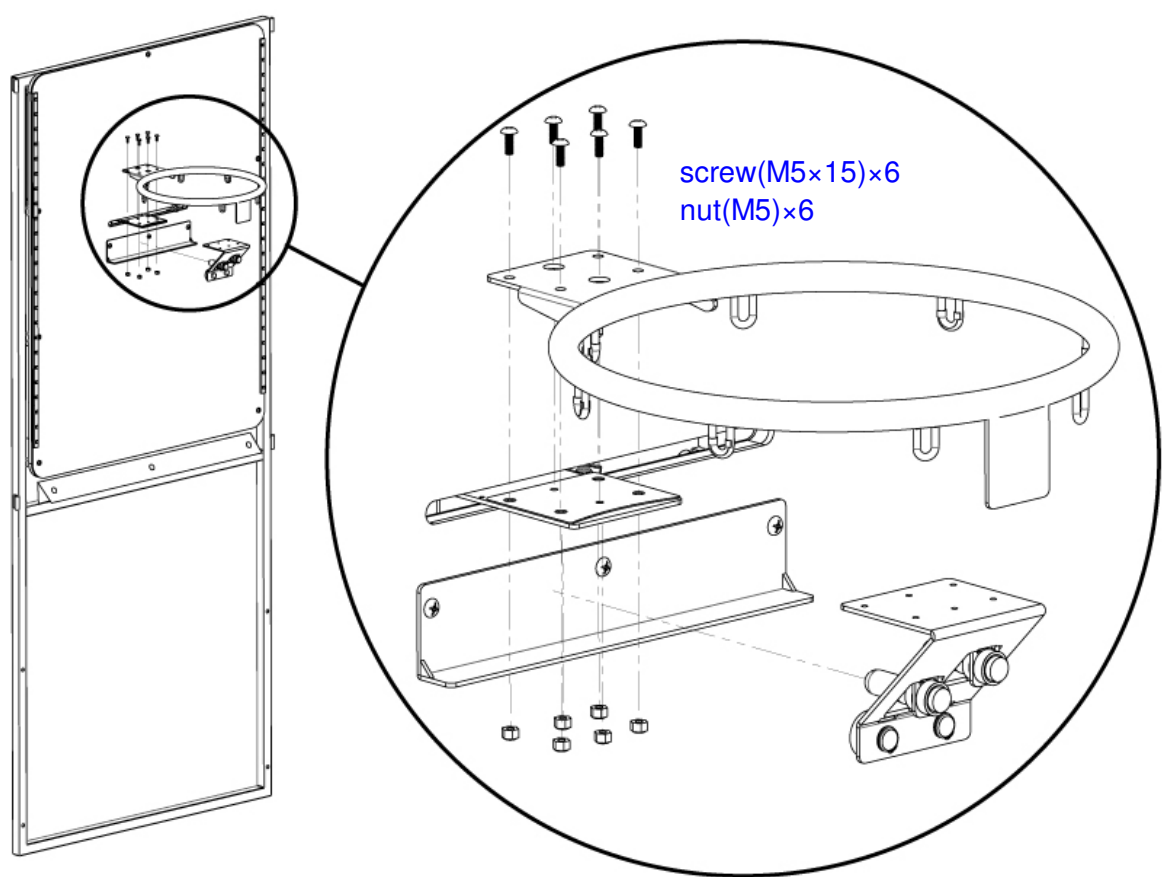
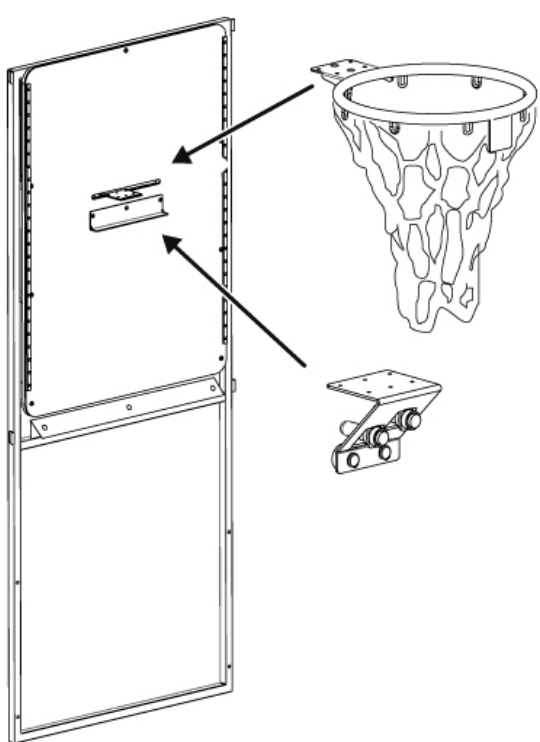
#### Assembly parts

- 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 :**

Screw **【1B Basket kits】** on the basket board front.

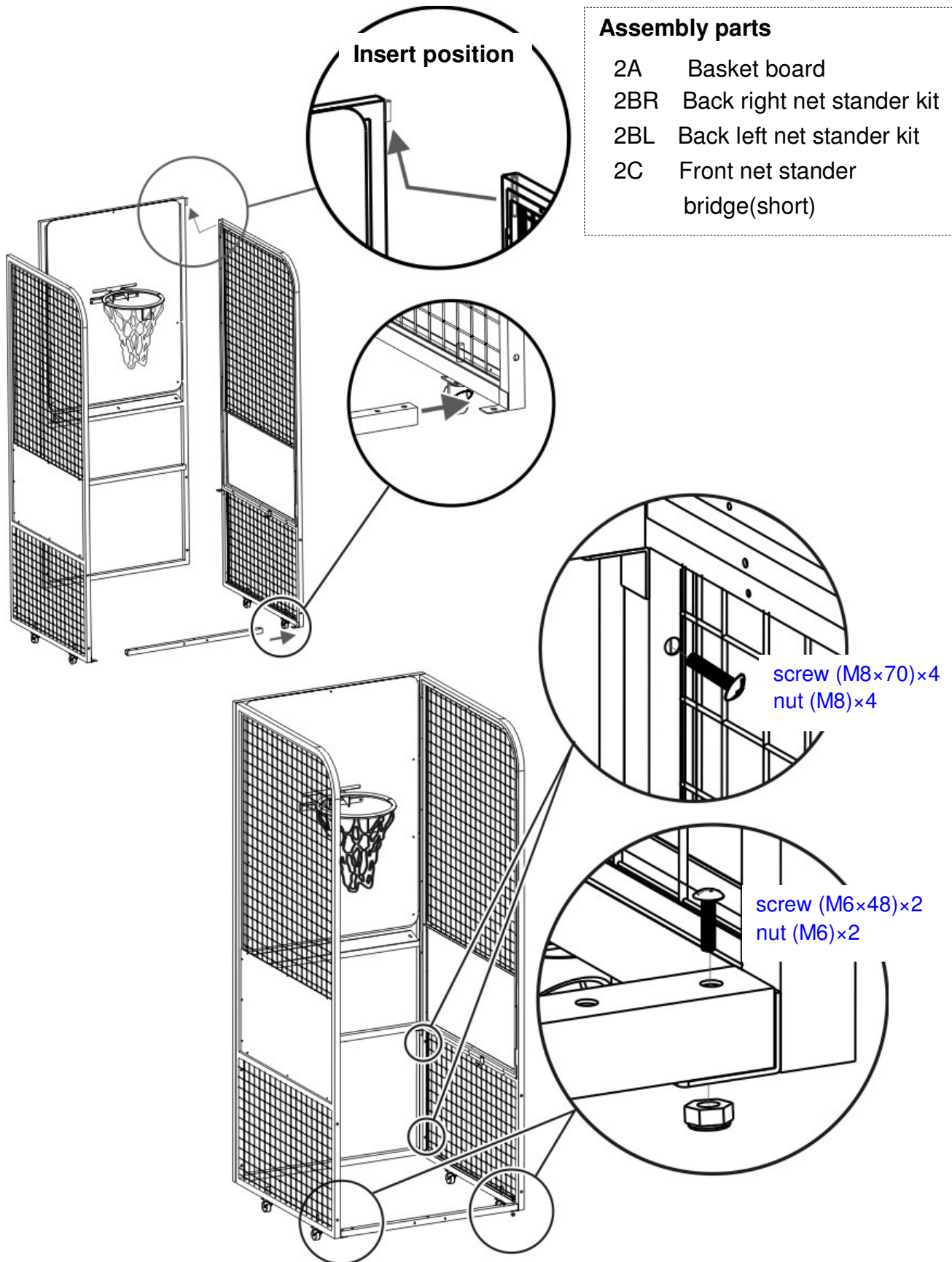
- Assembly parts**
- 1A Sensor for basket
  - 1B Basket kits
  - 2A Basket board





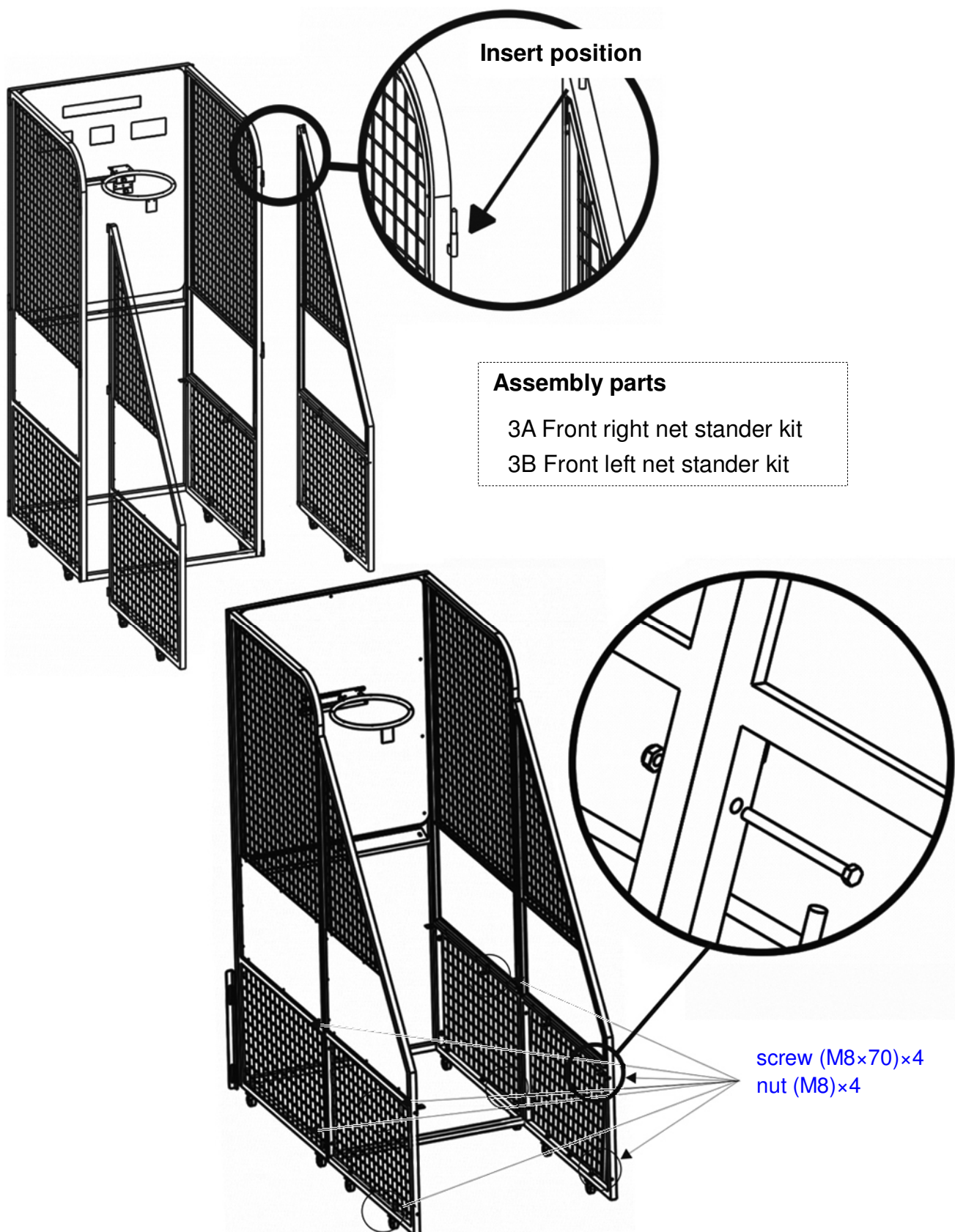
**Step 3 :**

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 :**

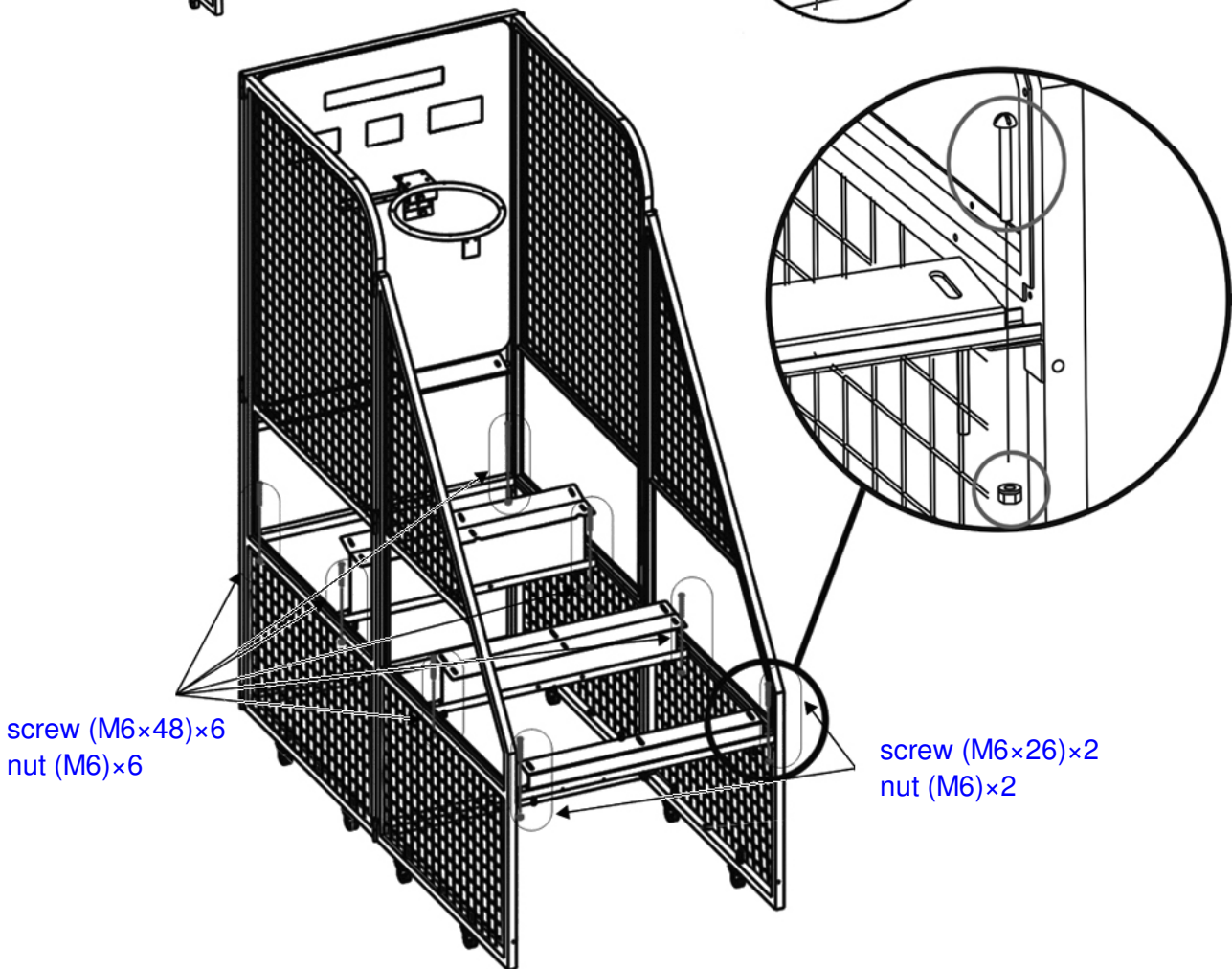
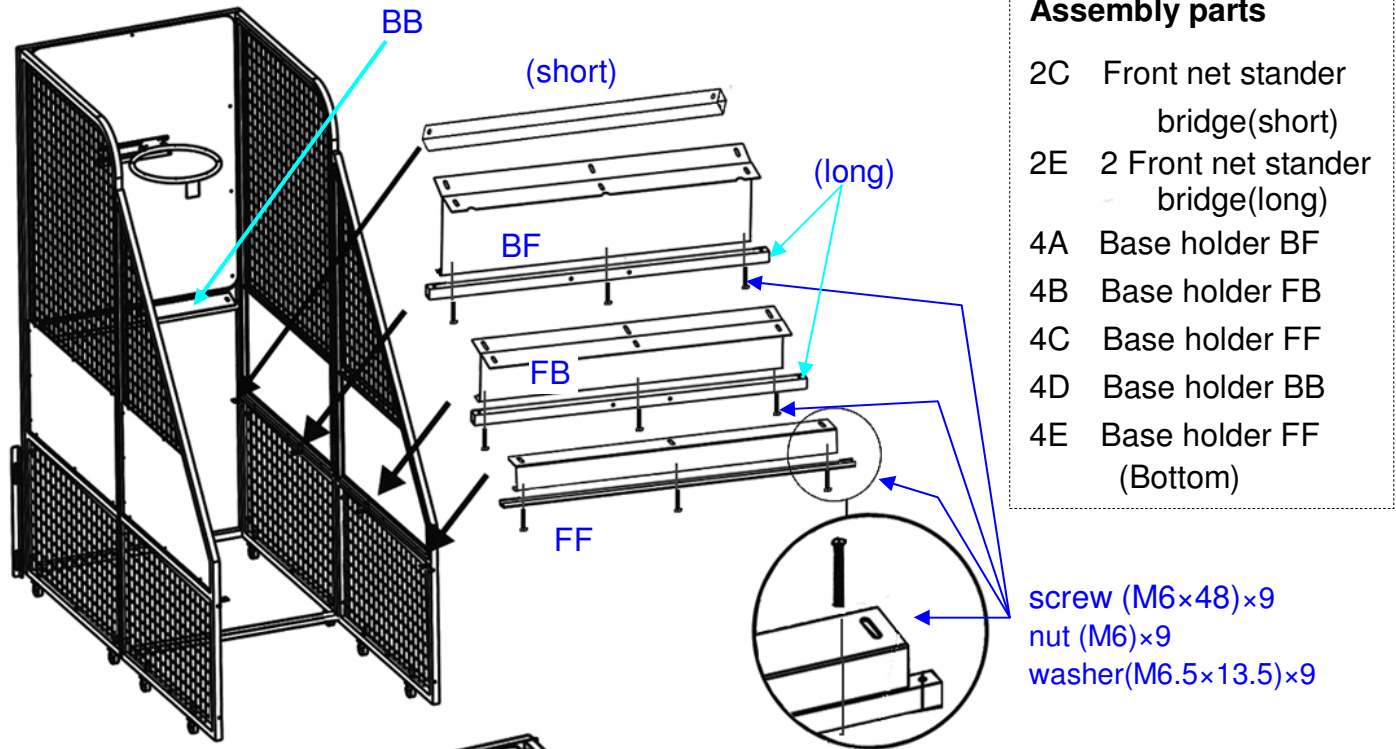
Assemble **【3A · 3B Front right & left net stander kit】** on basket board left and right, connect with screw & fixed it as drawing.





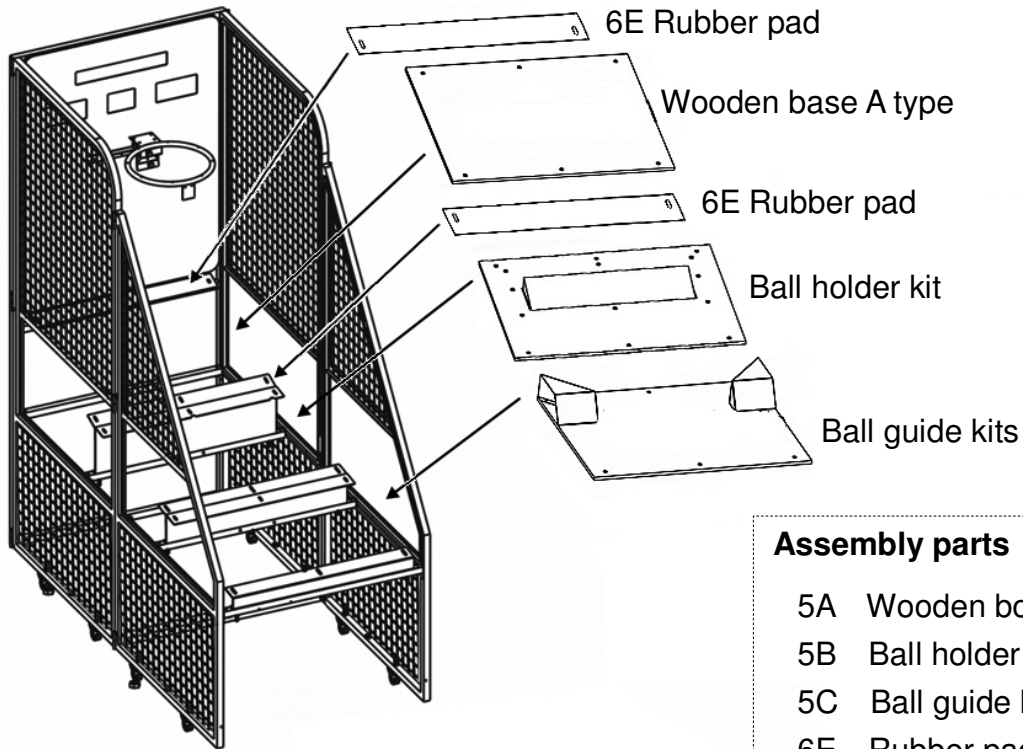
## Step 5 :

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



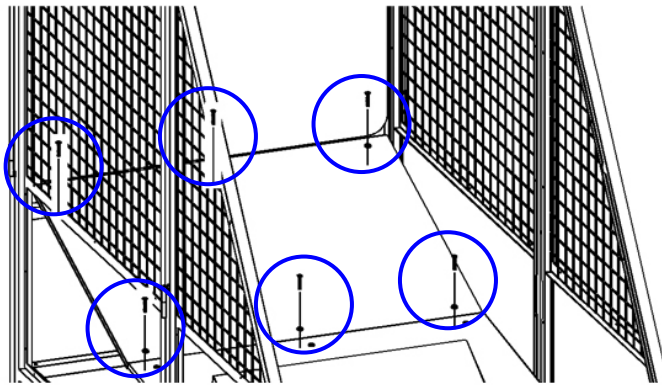
**Step 6 :**

Screw the **【5A Wooden base A type · 5B Ball holder kit · 5C Ball guide kits】** step by step as drawing.

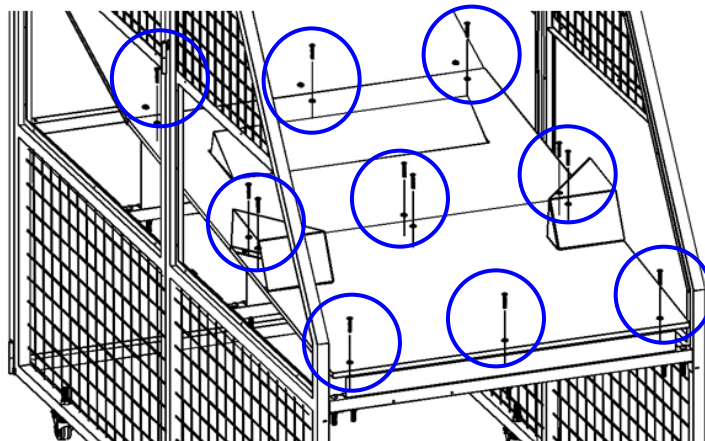


**Assembly parts**

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



screw (M6×26) ×6  
 nut(M6) ×6  
 washer(M6.5×13.5) ×6



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

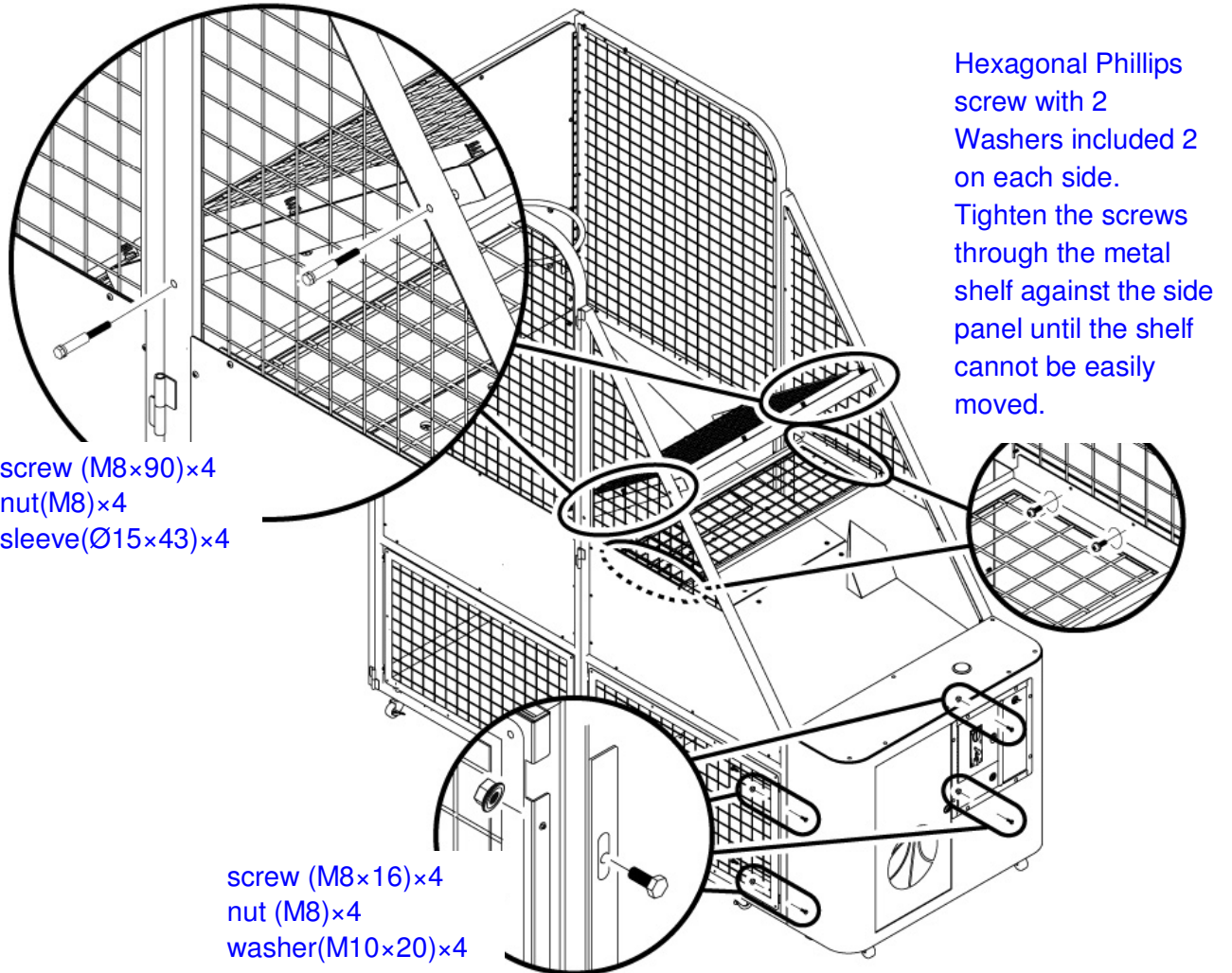
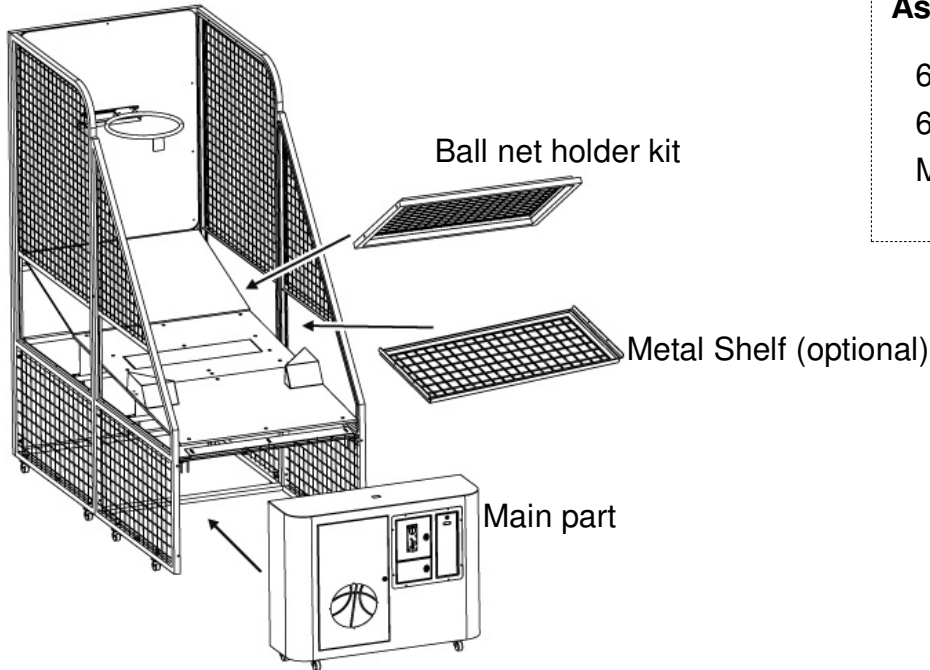


**Step 7 :**

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

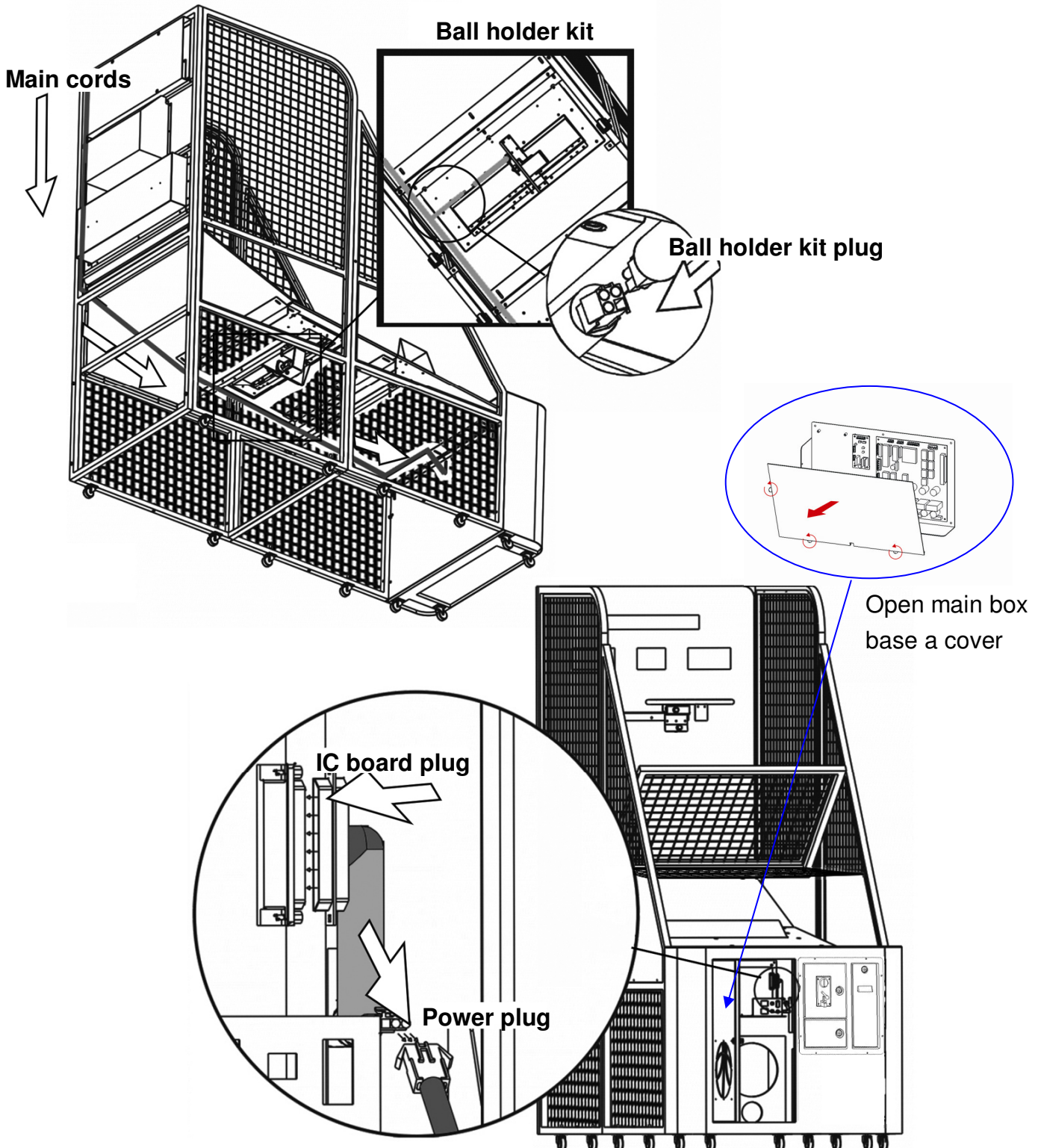
**Assembly parts :**

- 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.





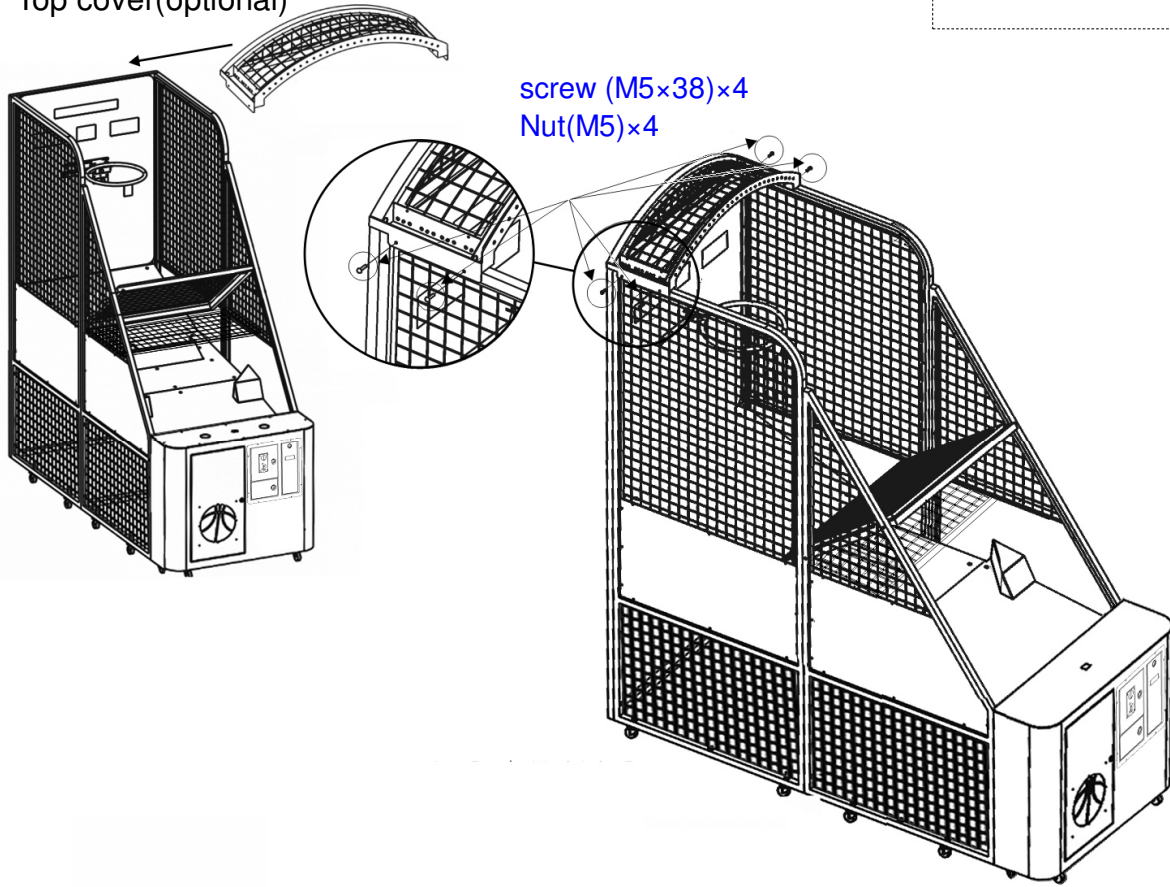
## Step 9 :

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

### Assembly parts

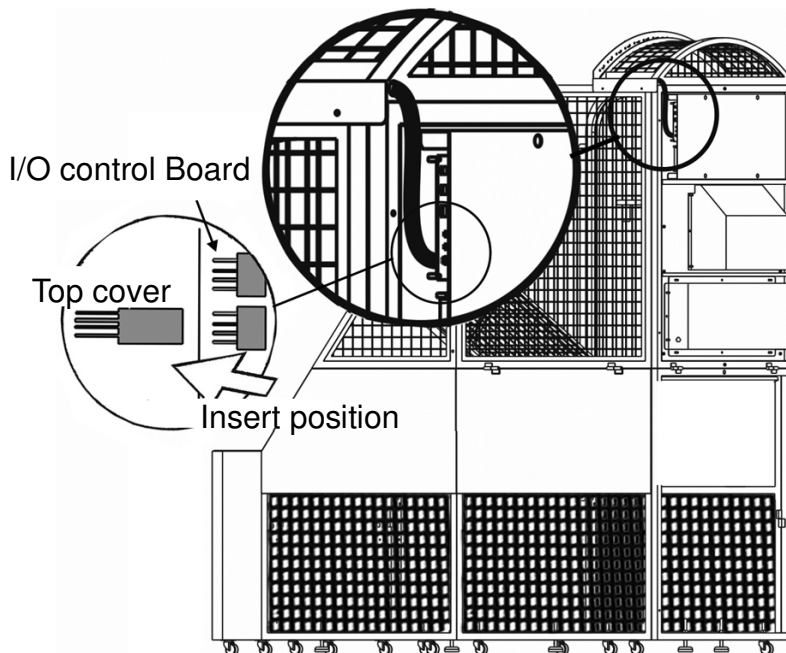
Top cover(optional)

Top cover(optional)



## Step 10 :

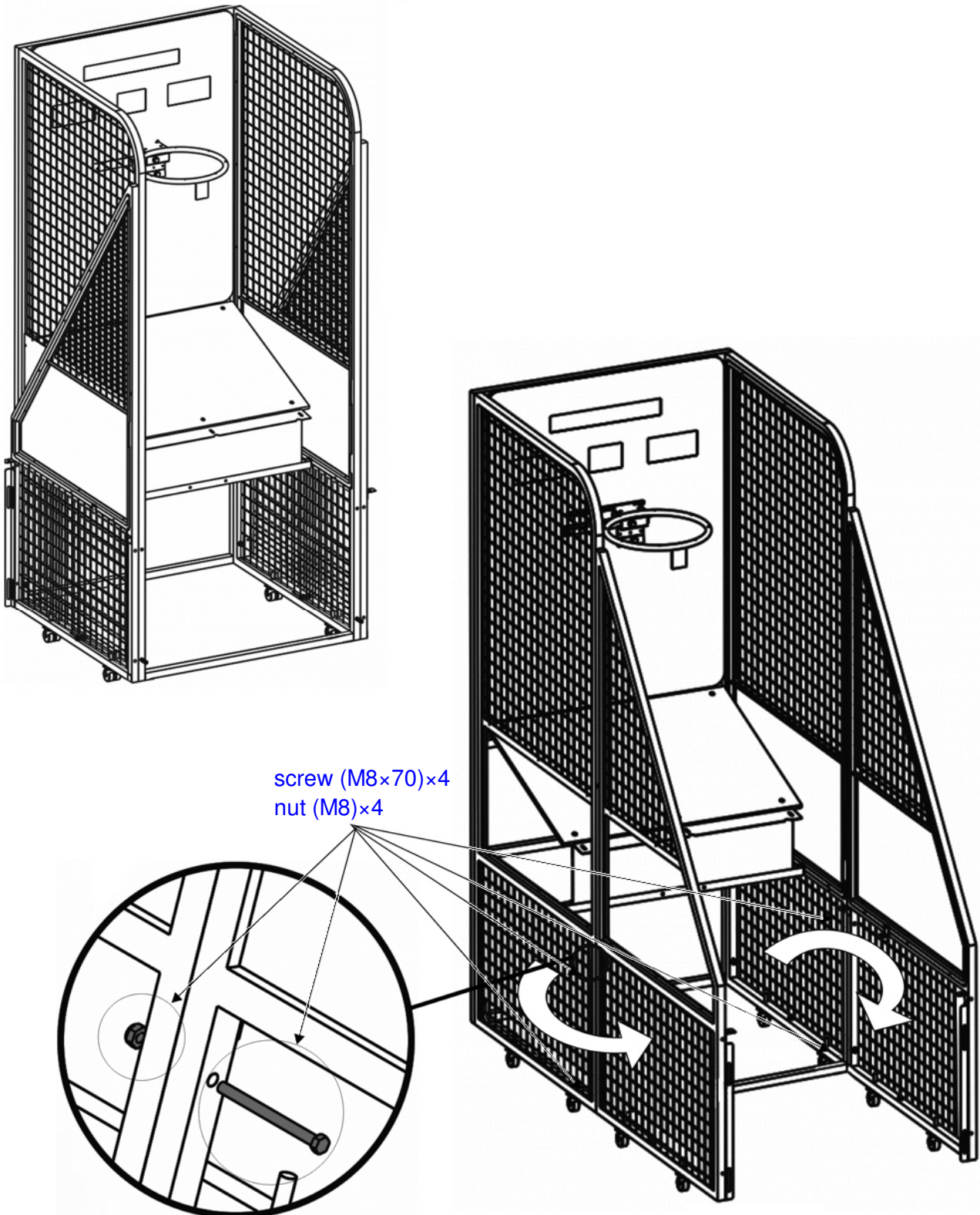
- 1.connect the I/O control board with Top cover.
- 2.Now connect plugs as shown in drawing.



## 2. Assembly and disassembly for Half-Assembly type

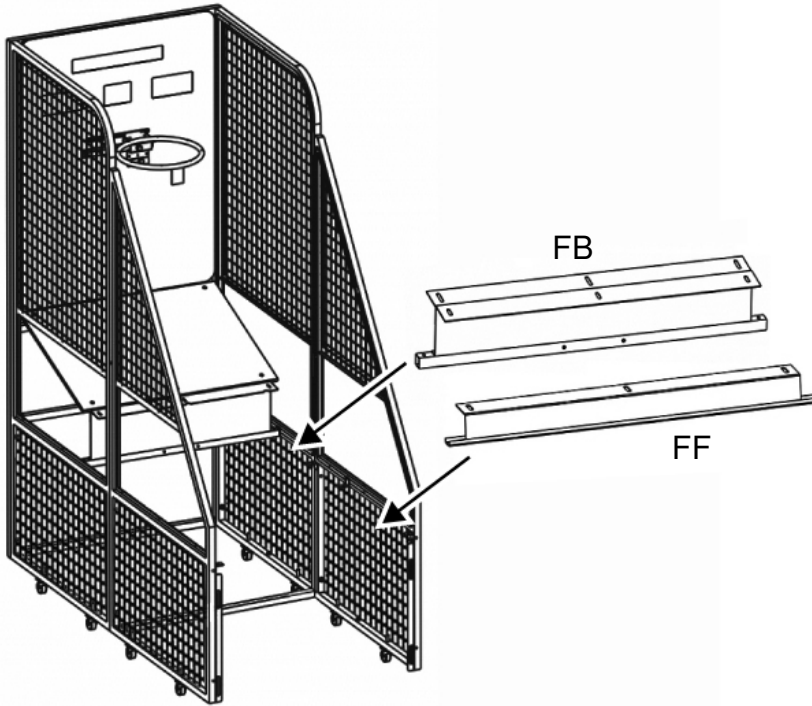
### Step 1 :

Turn the left and right frame 180° to the position as drawing picture . connect with screw & fixed it as drawing.



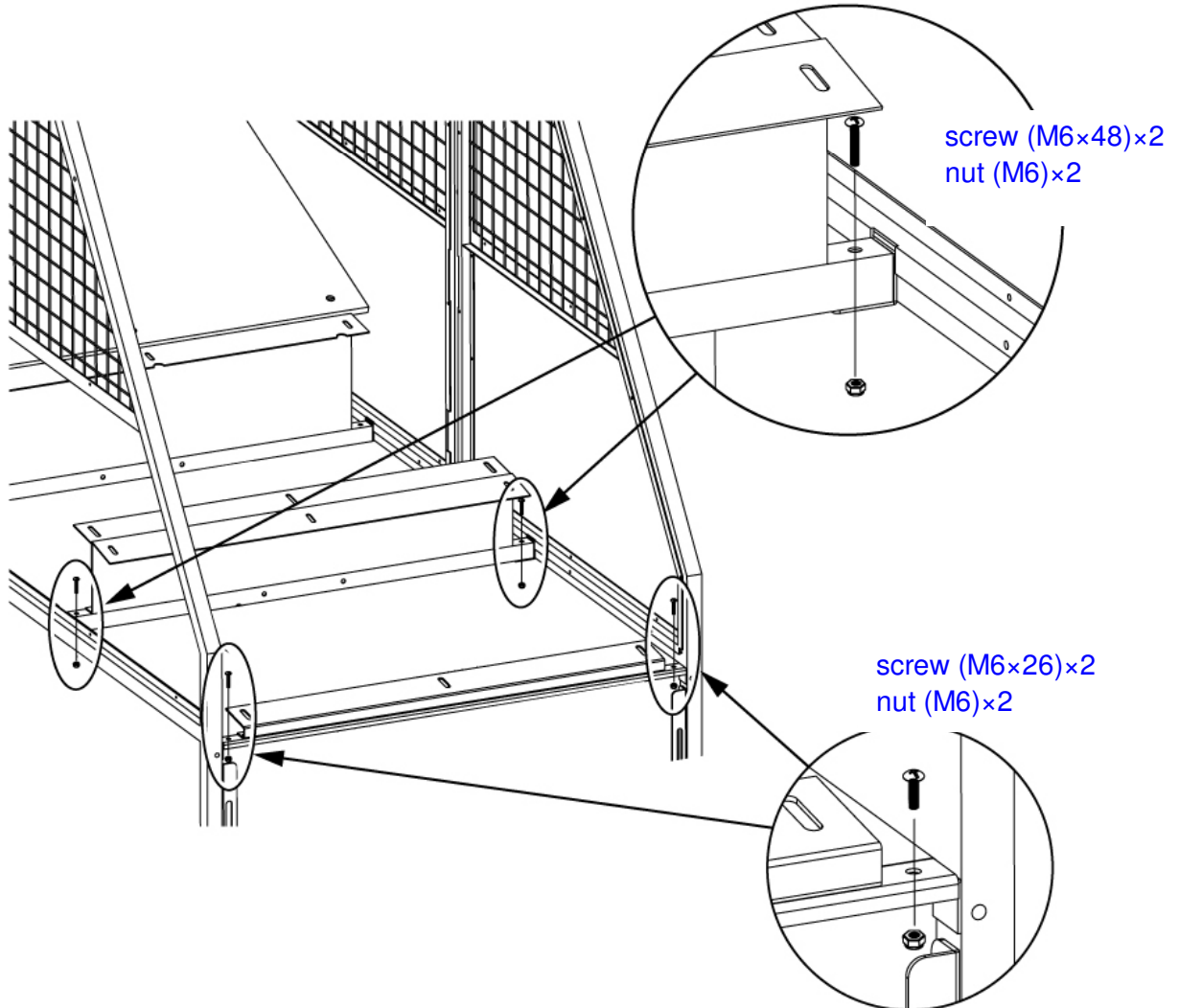
## Step 2 :

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



### Assembly parts

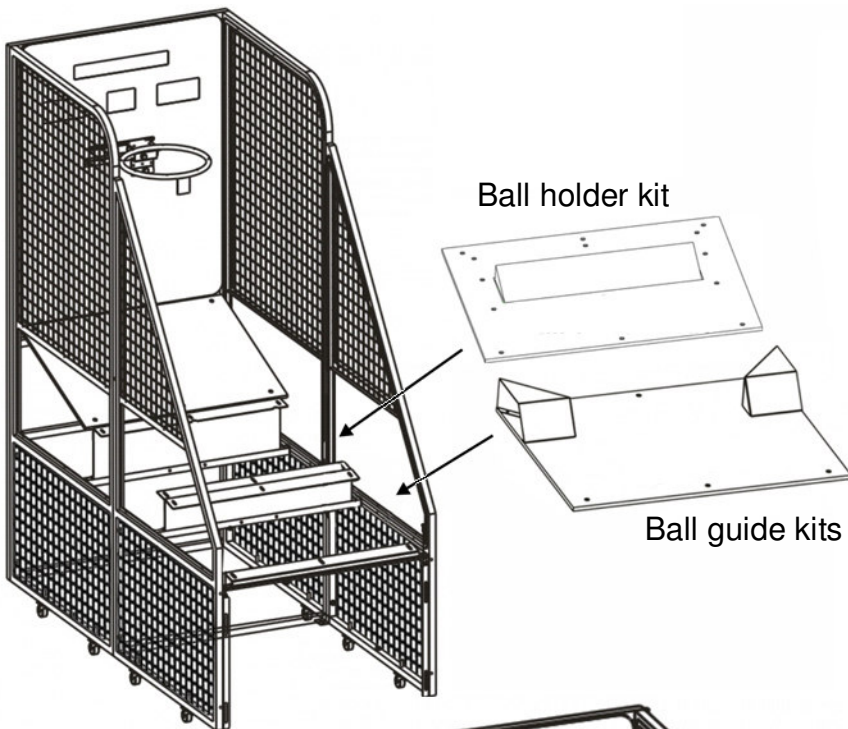
- 4B Base holder FB
- 4C Base holder FF



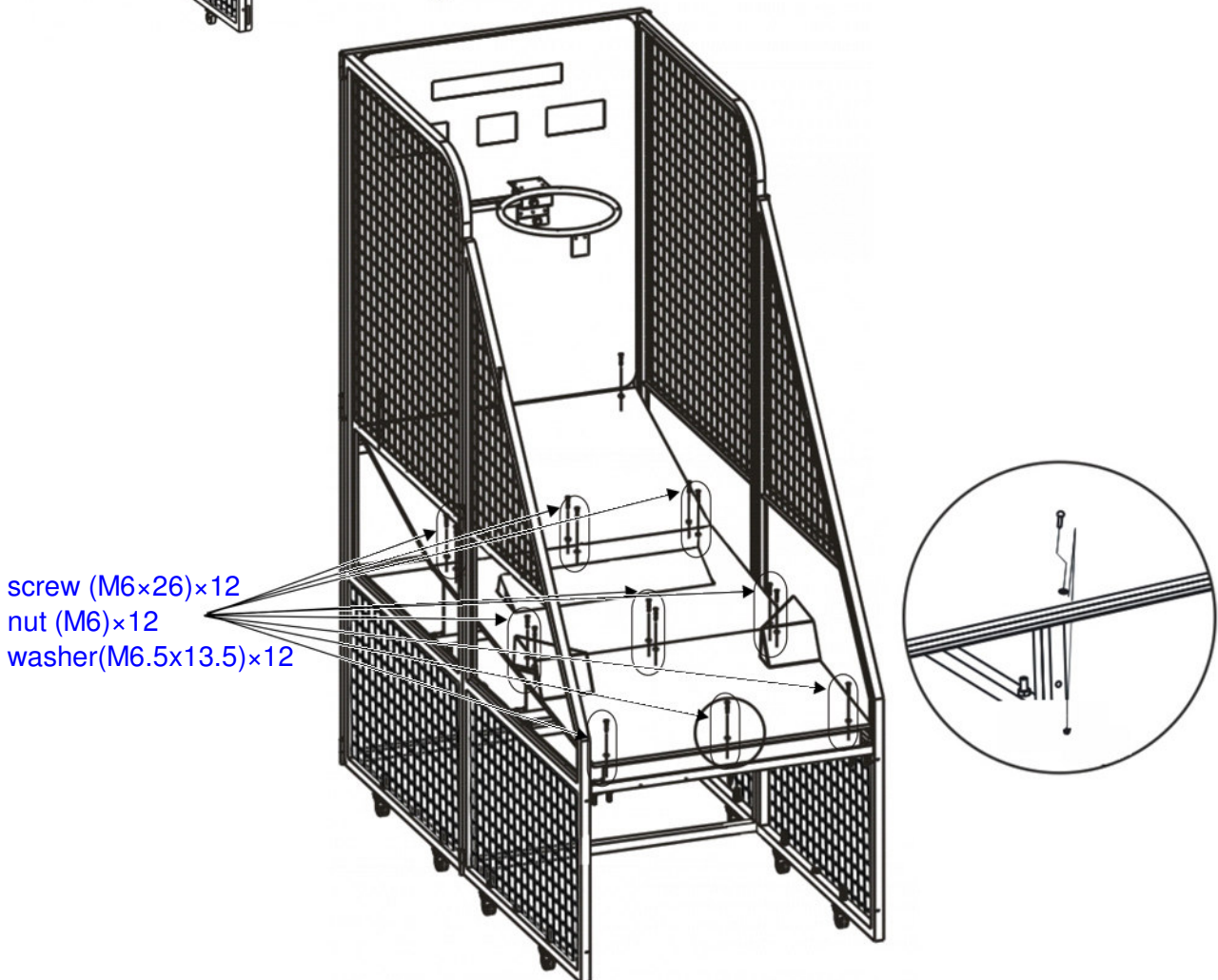


**Step 3 :**

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



- Assembly parts**
- 5B Ball holder kit
  - 5C Ball guide kits

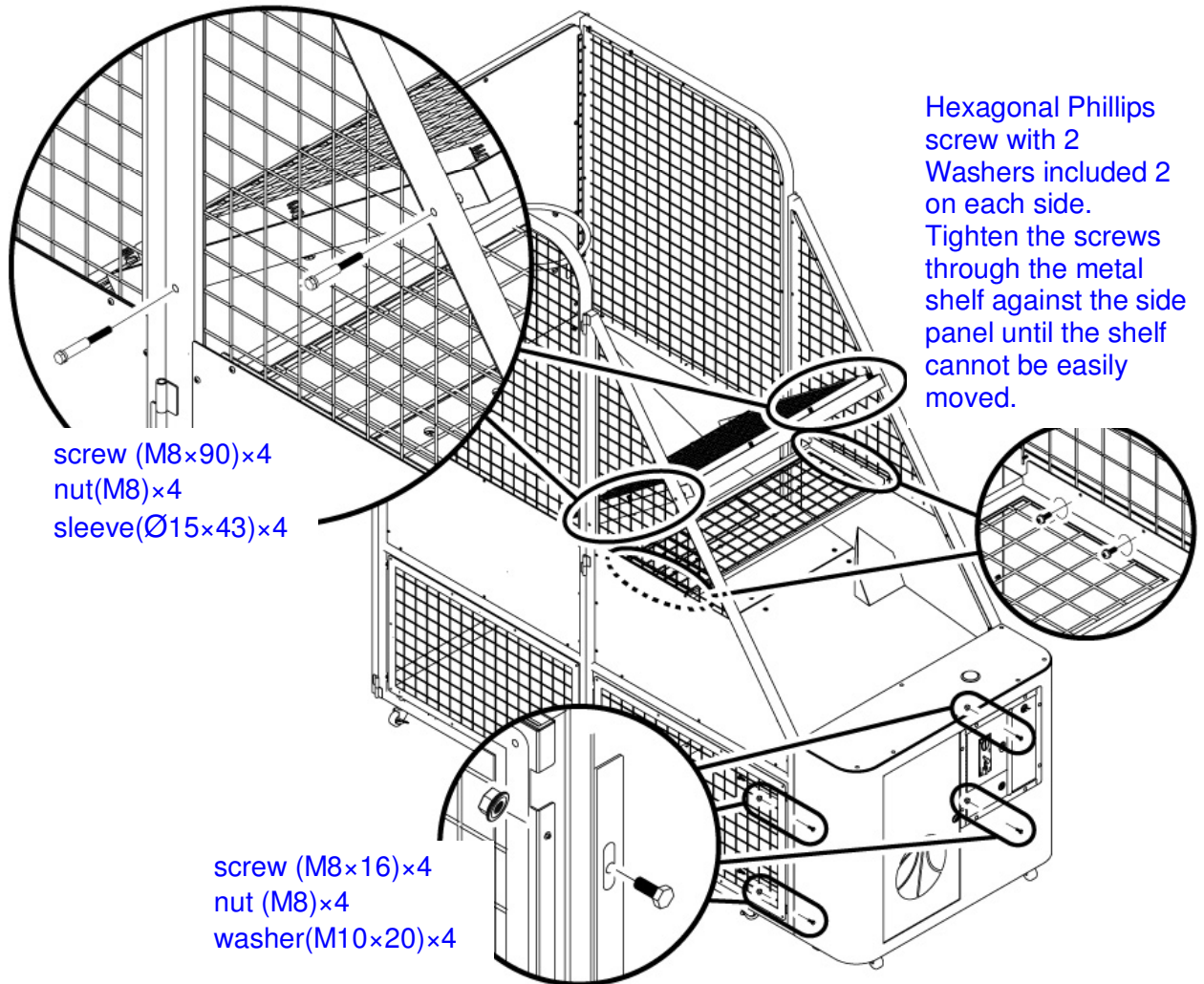
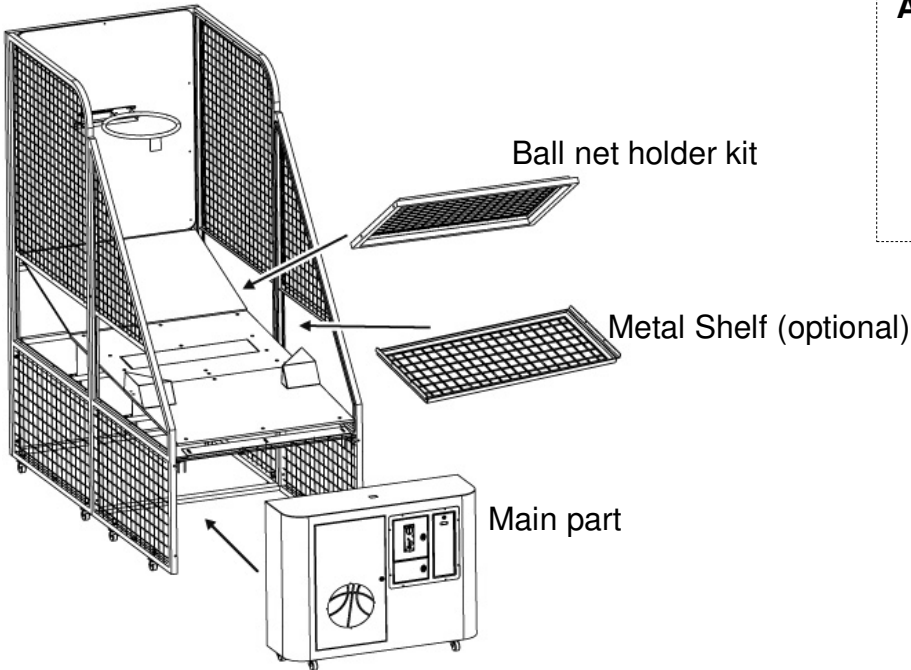


**Step 4 :**

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)



Hexagonal Phillips screw with 2 Washers included 2 on each side. Tighten the screws through the metal shelf against the side panel until the shelf cannot be easily moved.

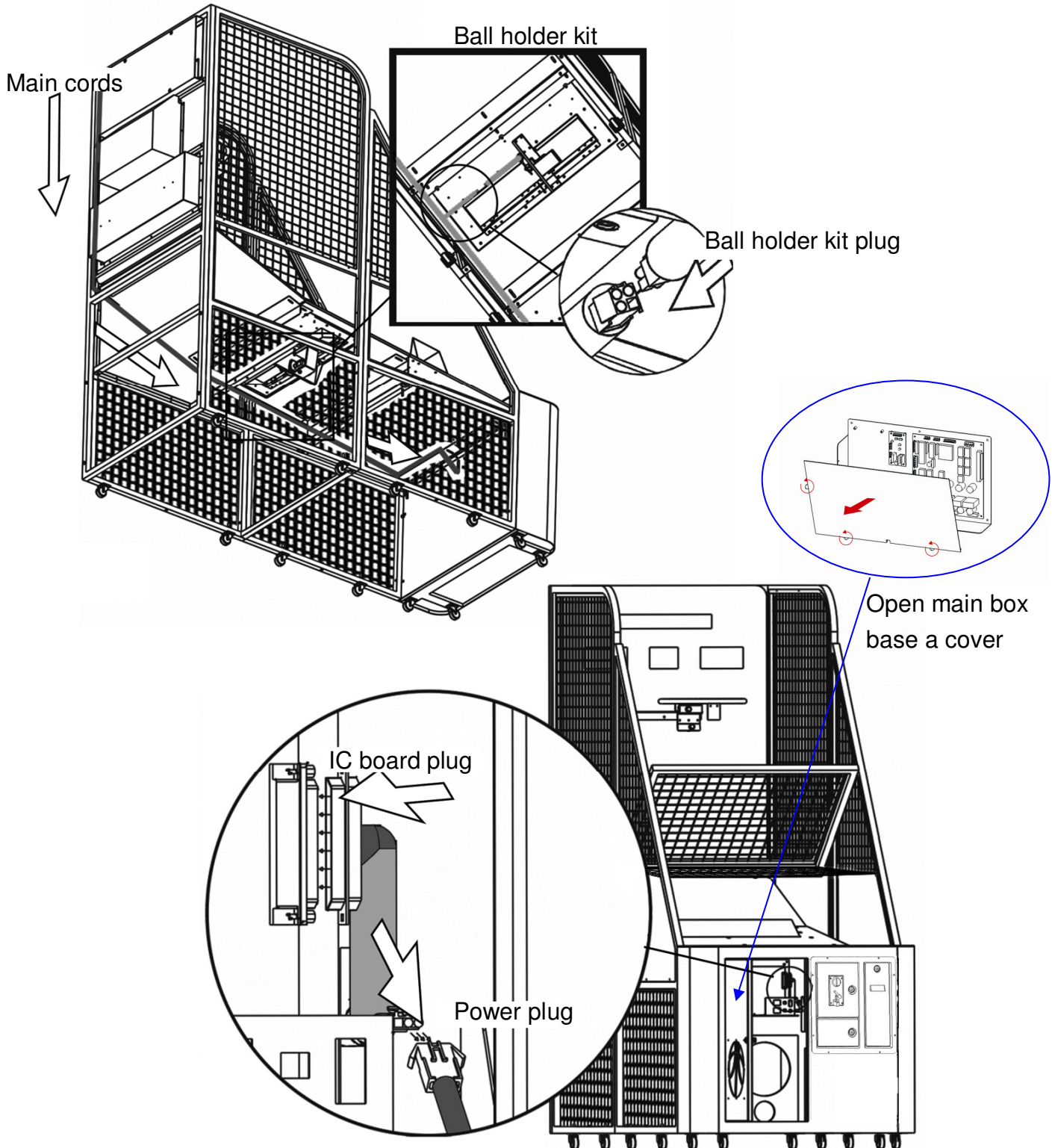
screw (M8×90)×4  
nut(M8)×4  
sleeve(Ø15×43)×4

screw (M8×16)×4  
nut (M8)×4  
washer(M10×20)×4



**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.





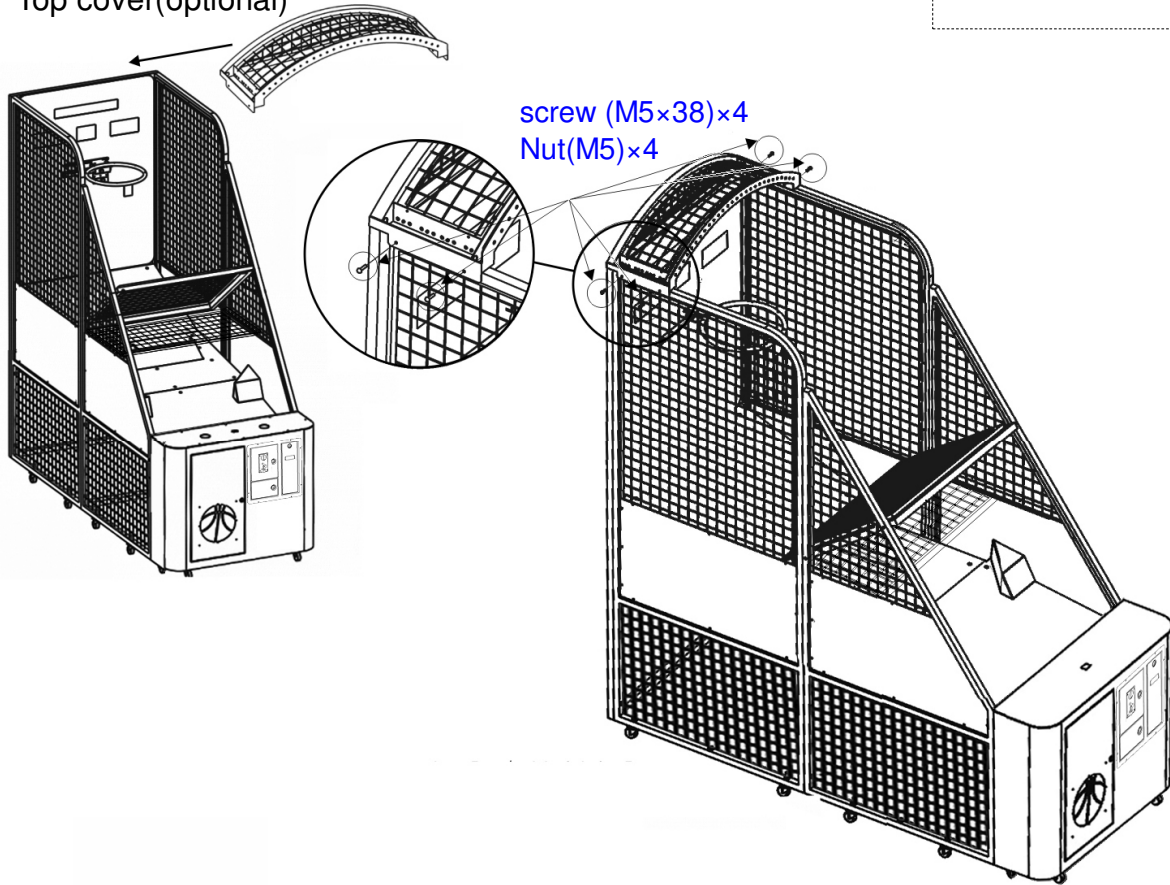
## Step 6 :

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

### Assembly parts

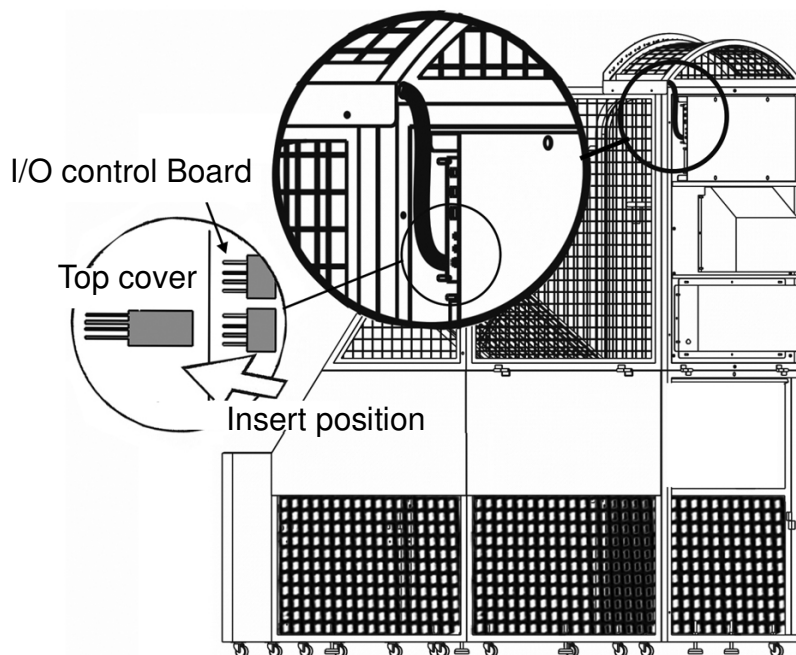
Top cover(optional)

Top cover(optional)

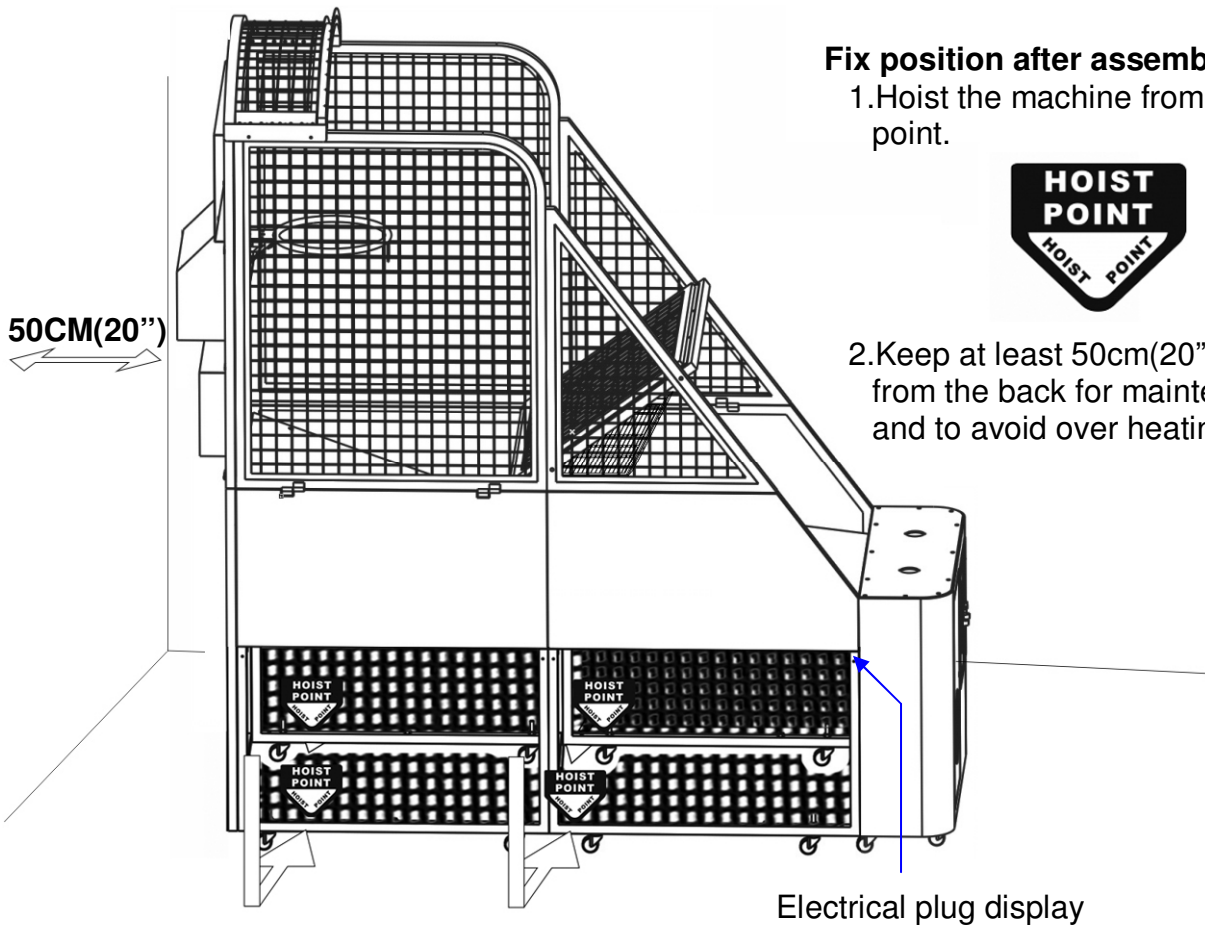


## Step 7 :

- 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.

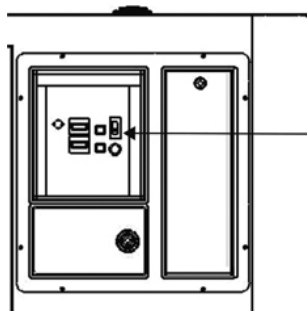
**Attention:**

- ⊙The power must be turned off before any movements.
- ⊙Check the power rate before use AC110V~120V/AC220V~240V, Check Electrical plug display as a glide.

**ATTENTION**

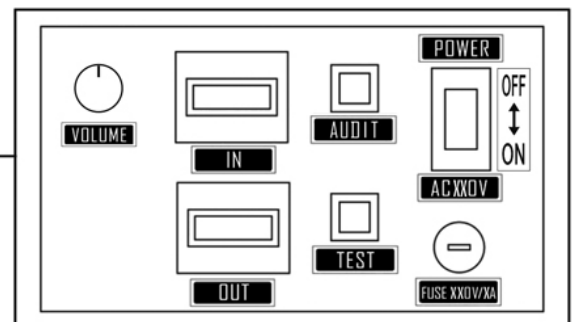
## V. Introduction of Product Appearance

Main Control Part is inside the cash door.



IC board includes power, fuse, audit and test functions

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



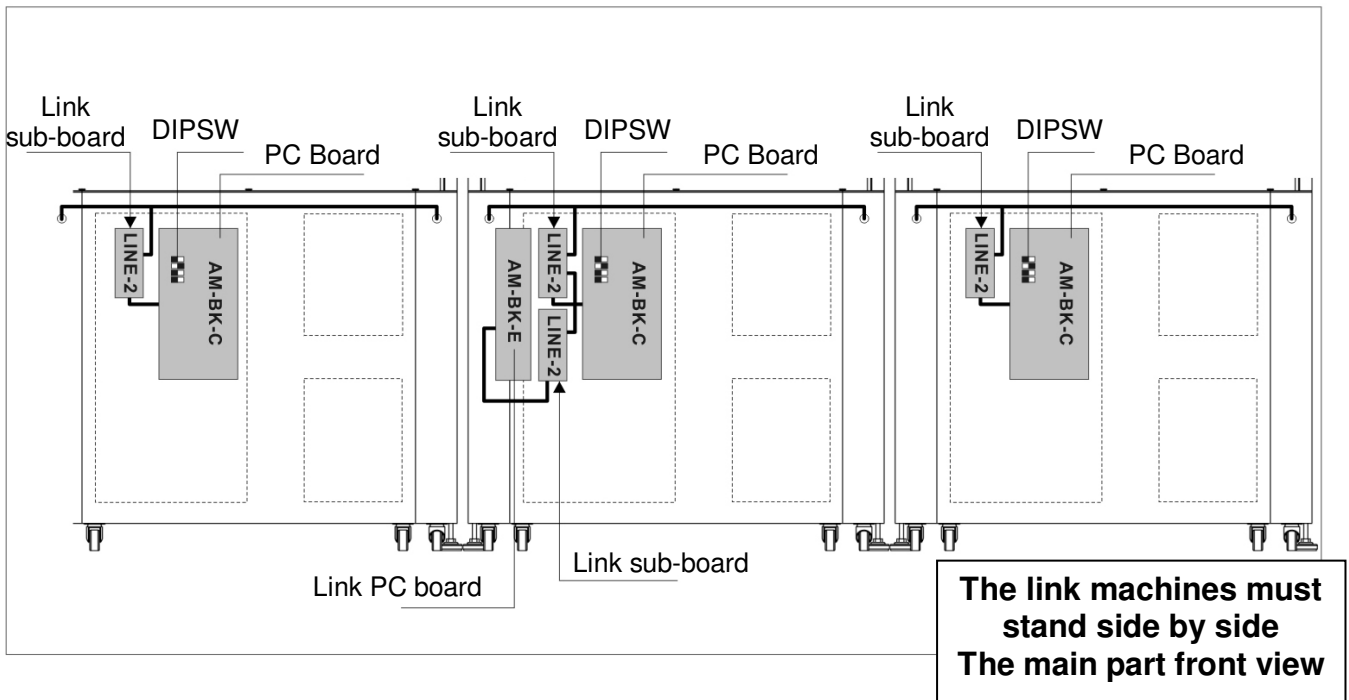
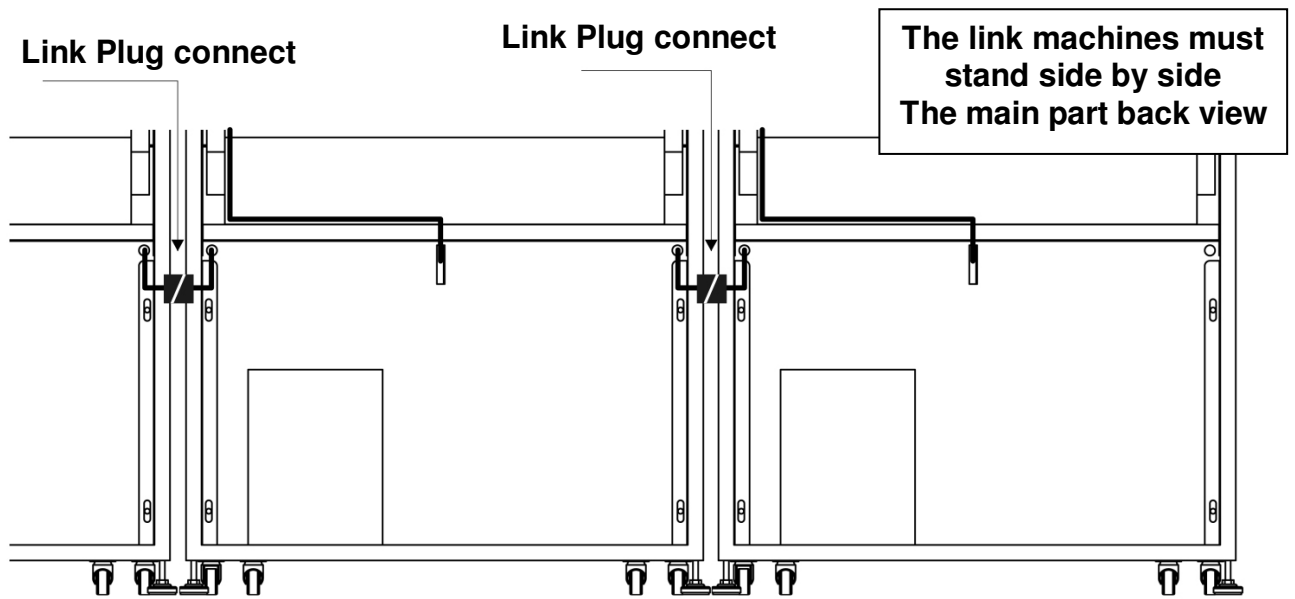
## 1.Link adjustment

### 【Cable link SET-UP】

The link set-up must follow DIP-SW-SEP-UP N0.1~15 machines.

Intermittent allowed, but repeat.

- 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 two link machines-2 PCB are connected, the main control one DIP-SW must be set as OFF OFF OFF ON.

## 【Link main board adjustment】

### Multi-function button :

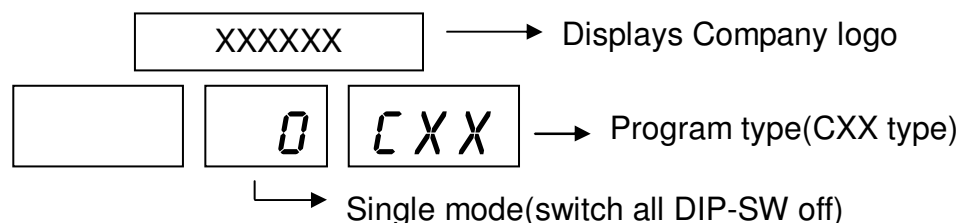


1. Press and turn on the power, for 「TEST」 function.
2. In Standby mold  is 「SERVICE」 function, Press once means one coin, but No record.
3. In audit mold  is 「RESET」 function.
4. In ticket dispenser error mode, press  is 「Key out」 function.

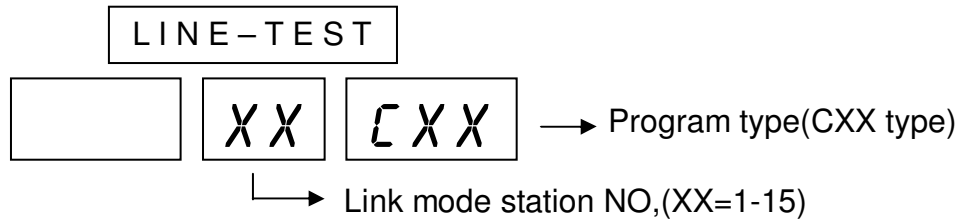
### Link DIP-SW adjustment :

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

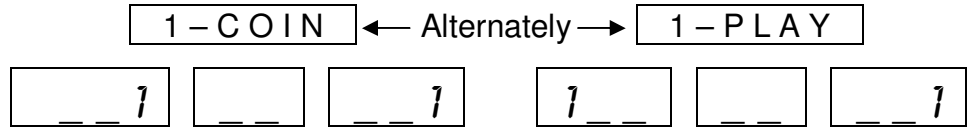


## 2.Adjustment

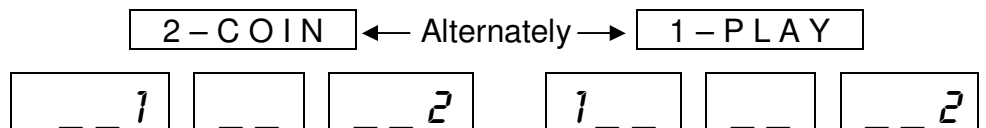
LINE-TEST after done the test can enter the set up.

Press  **AUDIT** and turn on the power, release the key after hear the sound.

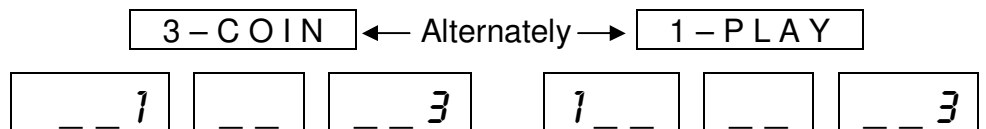
### 【SET-UP 1】 SET-UP the coin entry price for each game



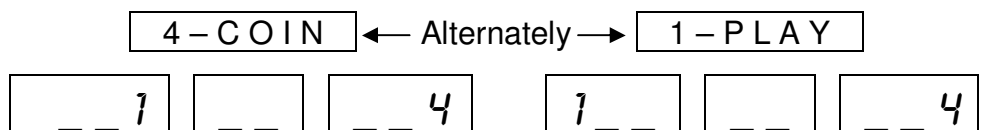
Press  **TEST** then release



Press  **TEST** then release







Press  **TEST** then release









Press  **AUDIT** for then release to enter SET-UP 2

## 【SET-UP 2】 Additional tickets

	<b>MIN-OUT</b>				
	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 2</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 0</td> </tr> </table>	_ _ 2	_ _	_ _ 0	0 ticket dispensed after every game is ended
_ _ 2	_ _	_ _ 0			
Press  <b>TEST</b> then release	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 2</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 1</td> </tr> </table>	_ _ 2	_ _	_ _ 1	Each time game over Release 1 additional tickets
_ _ 2	_ _	_ _ 1			
Press  <b>TEST</b> then release	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 2</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 2</td> </tr> </table>	_ _ 2	_ _	_ _ 2	Each time game over Release 2 additional tickets
_ _ 2	_ _	_ _ 2			
Press  <b>TEST</b> then release	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 2</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> </tr> </table>	_ _ 2	_ _	_ _ 3	Each time game over Release 3 additional tickets
_ _ 2	_ _	_ _ 3			
Press  <b>AUDIT</b> for 1 second then release to enter SET-UP 3					

## 【SET-UP 3】 Multiple of tickets

	<b>TICKET</b>				
	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 0</td> </tr> </table>	_ _ 3	_ _	_ _ 0	No ticket, game play only SET-UP 2 is ineffective.
_ _ 3	_ _	_ _ 0			
Press  <b>TEST</b> then release	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 2</td> </tr> </table>	_ _ 3	_ _	_ _ 2	2 points : 1 ticket
_ _ 3	_ _	_ _ 2			
Press  <b>TEST</b> then release	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> </tr> </table>	_ _ 3	_ _	_ _ 3	3 points : 1 ticket
_ _ 3	_ _	_ _ 3			
Press  <b>TEST</b> then release	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ _ 5</td> </tr> </table>	_ _ 3	_ _	_ _ 5	5 points : 1 ticket
_ _ 3	_ _	_ _ 5			
Press  <b>TEST</b> then release	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ 10</td> </tr> </table>	_ _ 3	_ _	_ 10	10 points : 1 ticket
_ _ 3	_ _	_ 10			
Press  <b>TEST</b> then release	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ 20</td> </tr> </table>	_ _ 3	_ _	_ 20	20 points : 1 ticket
_ _ 3	_ _	_ 20			
Press  <b>TEST</b> then release	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; height: 30px; text-align: center;">_ _ 3</td> <td style="width: 30px; height: 30px; text-align: center;">_ _</td> <td style="width: 30px; height: 30px; text-align: center;">_ 30</td> </tr> </table>	_ _ 3	_ _	_ 30	30 points : 1 ticket
_ _ 3	_ _	_ 30			

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** for 1 second then release to enter SET-UP 4


## 【SET-UP 4】 Game Time SET-UP

GAME - TIME

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** for 1 second then release to enter SET-UP 5

### 【SET-UP 5】 Basket motor AUTO test


STE-MOT-1


Press  **TEST** then release-Start basketball motor AUTO test  
 (Warning alarm will start after 5 seconds, if there is an error)

Press  **AUDIT** for 1 second then release to enter SET-UP 6

### 【SET-UP 6】 Ball holder motor AUTO test

STE-MOT-2

Press  **TEST** then release-Start ball holder motor AUTO test  
 (Warning alarm will start after 5 seconds, if there is an error)

Press  **AUDIT** for 1 second then release to enter SET-UP 7

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

→ Displays Company logo

Reset the top score to 250

Press  **TEST** then release

→ Displays Company logo

Keep the record

Press  **AUDIT** then release to enter SET-UP 8



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

XXXXXX ( Displays Company logo  
 \_\_ 8    \_\_    \_\_ 0 DEMO music OFF

Press  then release

XXXXXX → Displays Company logo  
\_\_ 8    \_\_    \_\_ 1 DEMO music ON

Press  then release to enter SET-UP 9

## 【SET-UP 9】 Difficulty Set Up

Link PCB DIS SWITCH	First stage pass points	40
SW1=OFF    SW2=ON	Second stage pass points	150
<span style="border: 1px solid black; padding: 2px 10px;">XXXXXX</span>	Third stage pass points	250
<span style="border: 1px solid black; padding: 2px 10px;">__ 9</span> <span style="border: 1px solid black; padding: 2px 10px;">__</span> <span style="border: 1px solid black; padding: 2px 10px;">__ 1</span>		

Press  then release

Link PCB DIS SWITCH	First stage pass points	30
SW1=ON    SW2=OFF	Second stage pass points	120
<span style="border: 1px solid black; padding: 2px 10px;">XXXXXX</span>	Third stage pass points	250
<span style="border: 1px solid black; padding: 2px 10px;">__ 9</span> <span style="border: 1px solid black; padding: 2px 10px;">__</span> <span style="border: 1px solid black; padding: 2px 10px;">__ 2</span>		


Press  then release

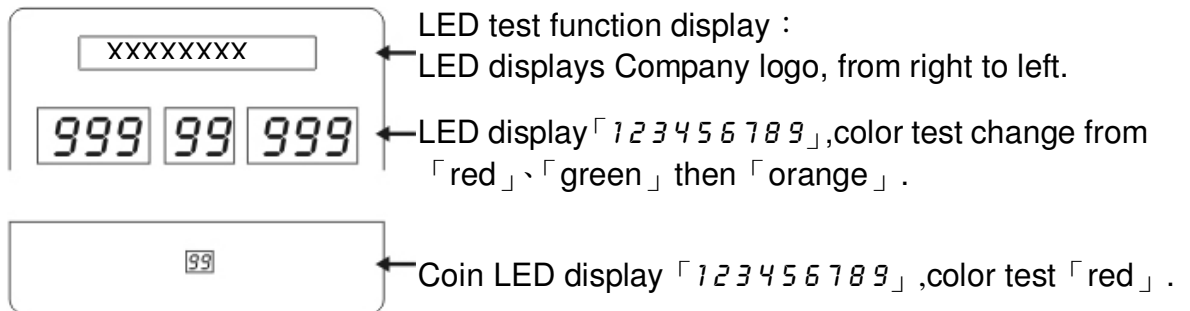
Link PCB DIS SWITCH	First stage pass points	20
SW1=OFF    SW2=OFF	Second stage pass points	100
<span style="border: 1px solid black; padding: 2px 10px;">XXXXXX</span>	Third stage pass points	250
<span style="border: 1px solid black; padding: 2px 10px;">__ 9</span> <span style="border: 1px solid black; padding: 2px 10px;">__</span> <span style="border: 1px solid black; padding: 2px 10px;">__ 3</span>		

**※Turn off the power after setting and turn on the power again. Each machine has to do so.**

### 3.LED Lighting Test


Testing :

1. Press  and turn on the power in the same time to enter LED testing mode. Release the test button until is displayed "1" on the LED.
- 2.Check if the LED is displayed correctly.
- 3.When testing is finished you will enter into the standby function.

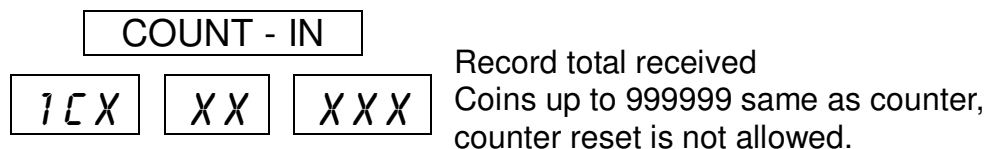


- 4.After AUTO test is finished, it will enter into standby function.

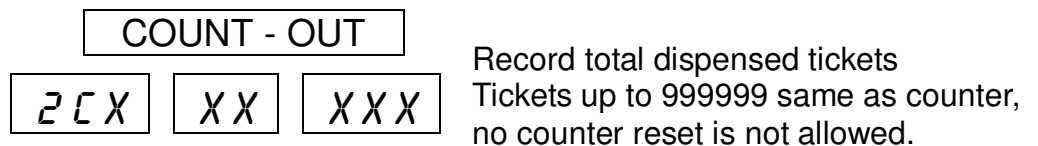
### 4.AUDIT

Press  enter into audit system in standby function only.

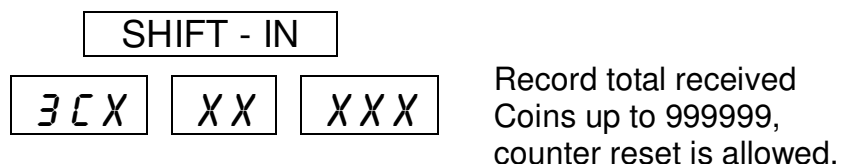
Press  then release, enter into 【audit 1】



Press  then release, enter into 【audit 2】



Press  then release, enter into 【audit 3】



Press  **AUDIT** then release, enter into **【audit 4】**


SHIFT - OUT

3 C X

X X

X X X


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


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

XXXXXX

→ Displays Company logo

5 5

※Press  **AUDIT** then release, enter into standby function.

※Press  **TEST** then release, return back 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,

<b>【Error 1】</b>	C O I N - 1	Warning alarm action Left coin selector is disconnected Left coin selector didn't turn in to NC Left coin selector error
<b>【Error 2】</b>	C O I N - 2	Warning alarm action Right coin selector is disconnected Right coin selector didn't turn in to NC Right coin selector error
<b>【Error 3】</b>	S E T - M O T - 1	Warning alarm action Basket motor power is disconnected Basket SENSOR-NO Basket is out of position
<b>【Error 4】</b>	S E T - M O T - 2	Warning alarm action Ball holder motor power is disconnected Ball holder SENSOR-NO Ball holder is out of position

**【Error 5】**

TICKET

Warning alarm action  
 Ticket dispenser is disconnected  
 Ticket dispenser adjustment error No tickets  
 Press  TEST for 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 tickets

## VI.How to play

### 1. There are total 4 Stages

- A.Stage 1 : Proceed to Stage 2,when the total scores are over 40/30/20 in the end.
- B.Stage 2 : Proceed to Stage 3,when the total scores are over 150/120/100 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.












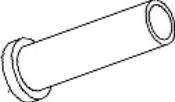
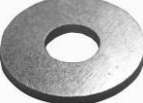

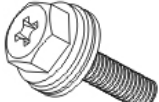
### 2.2 play types available

- A.Single play : DIP-SW set to single play.
- B.Link mode : DIP-SW set to link mode, up to 15 machines can be linked.  
 Press link mode, display link countdown time, any other machine can be linked together during the countdown. In link mode, up to 15 machines can be linked.

When the machine is in standby function, the SW is ineffectual.

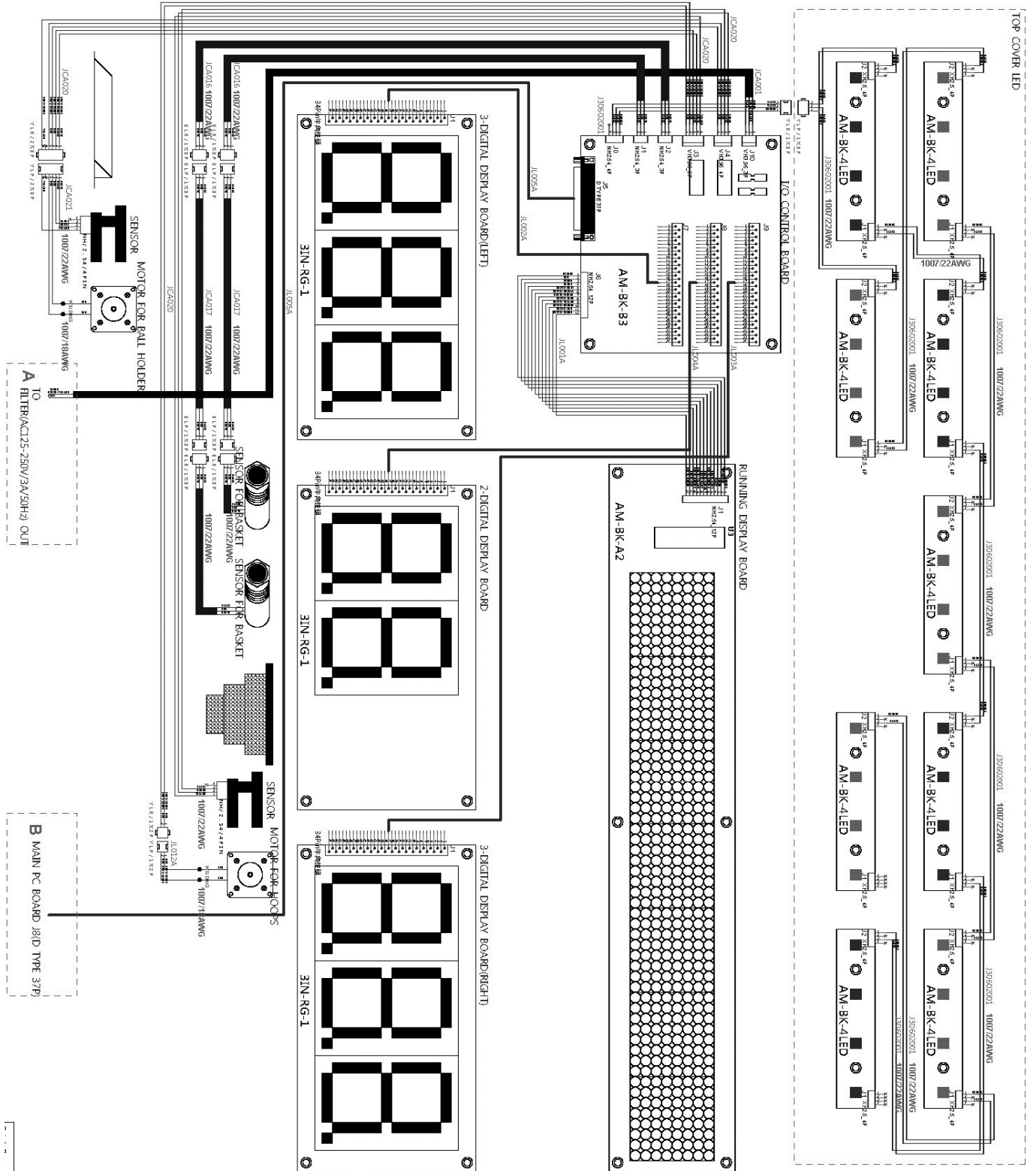


## VII.Screw and Nut list

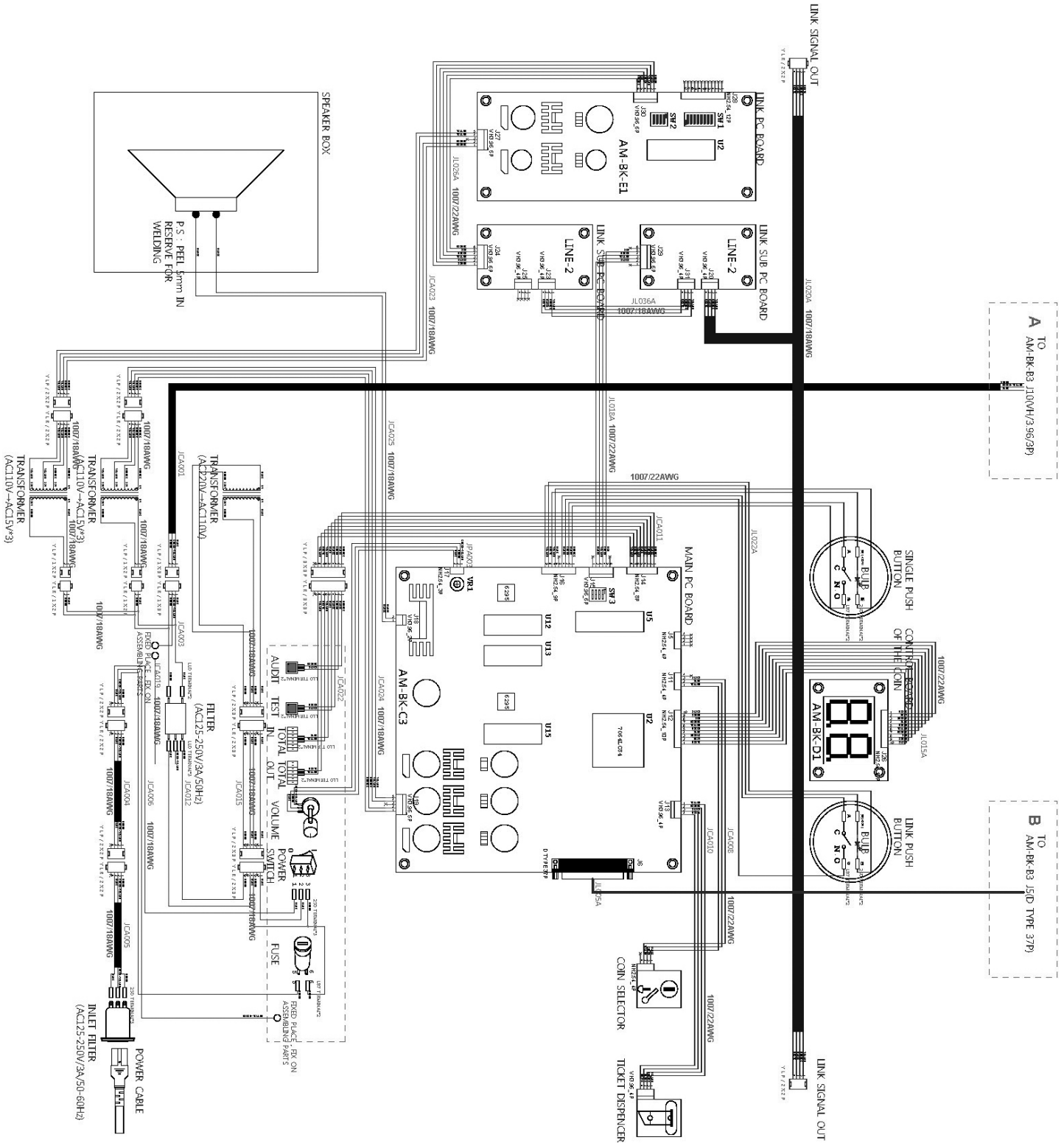
NO.	picture	Specification	Total quantity	Position
1		screw (M4×10)	48	Knock down machine Step 1
2		screw (M5×15)	6	Knock down machine Step 2
3		screw (M5×38)	4	Knock down machine Step 9
				Semi-assemble machine Step 6
4		screw (M6×48)	17	Knock down machine Step 3.5
				12
5		screw (M6×26)	20	Knock down machine Step 5.6
				14
6		screw(M8×16)	4	Knock down machine Step 7
7		screw (M8×70)	8	Knock down machine Step 3.4
				4
8		screw(M8×90)	4	Knock down machine Step 7
9		nut(M8)	16	Knock down machine Step 4.7
				12
10		nut (M6)	38	Knock down machine Step 3.5.6.11
				16
11		nut (M5)	10	Knock down machine Step 2.9
				4
12		sleeve (Ø15×43)	4	Knock down machine Step 7
13		washer(M10x20)	4	Knock down machine Step 7
14		washer (M6.5×13.5)	24	Knock down machine Step 6.7
				12
15		Hexagonal Phillips screw with 2 Washers	4	Knock down machine Step 7

# VIII. Wires Layout

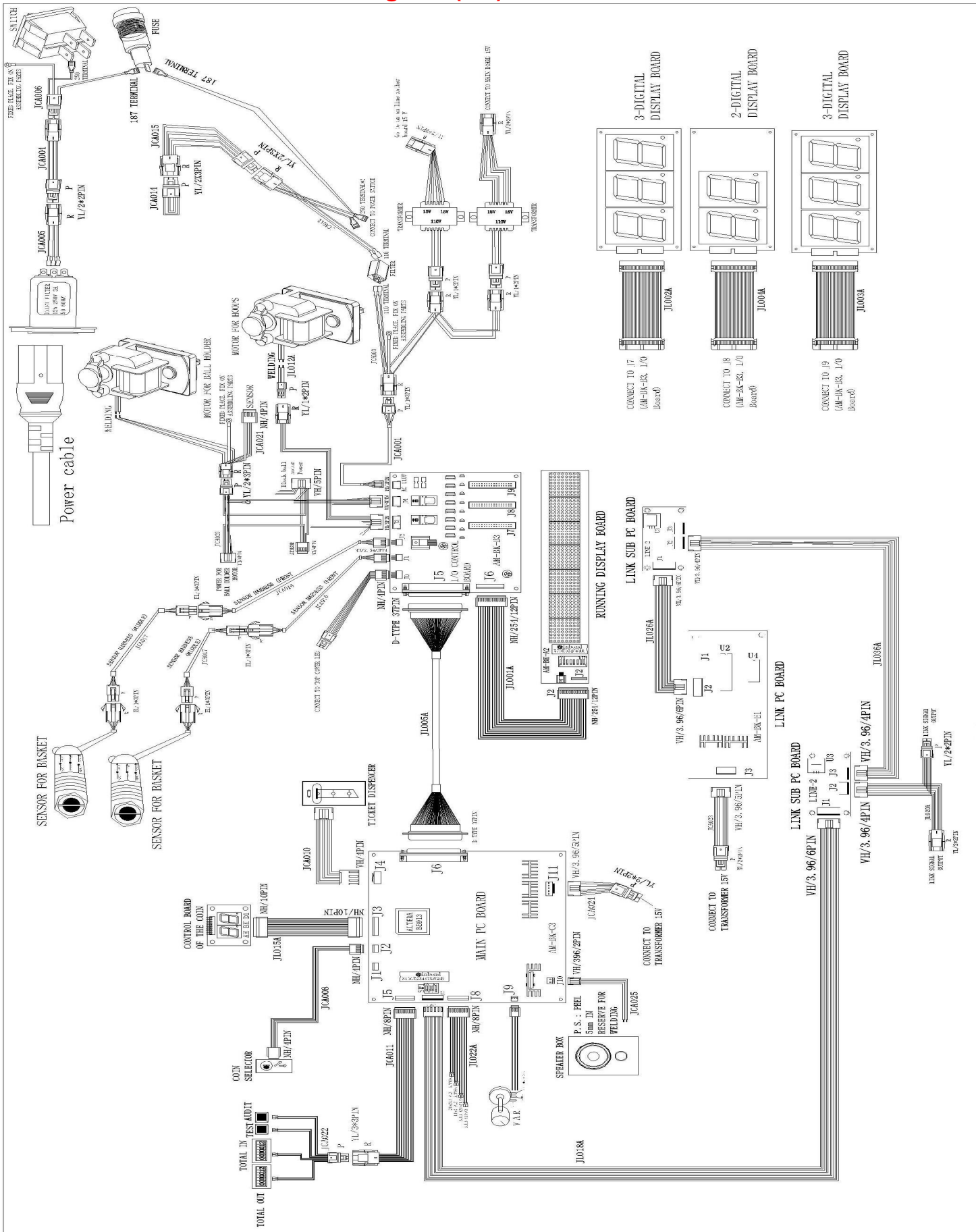
## Sonic Basketball Wire diagram (EU) For 220V 1/2



## Sonic Basketball Wire diagram (EU) For 220V 2/2

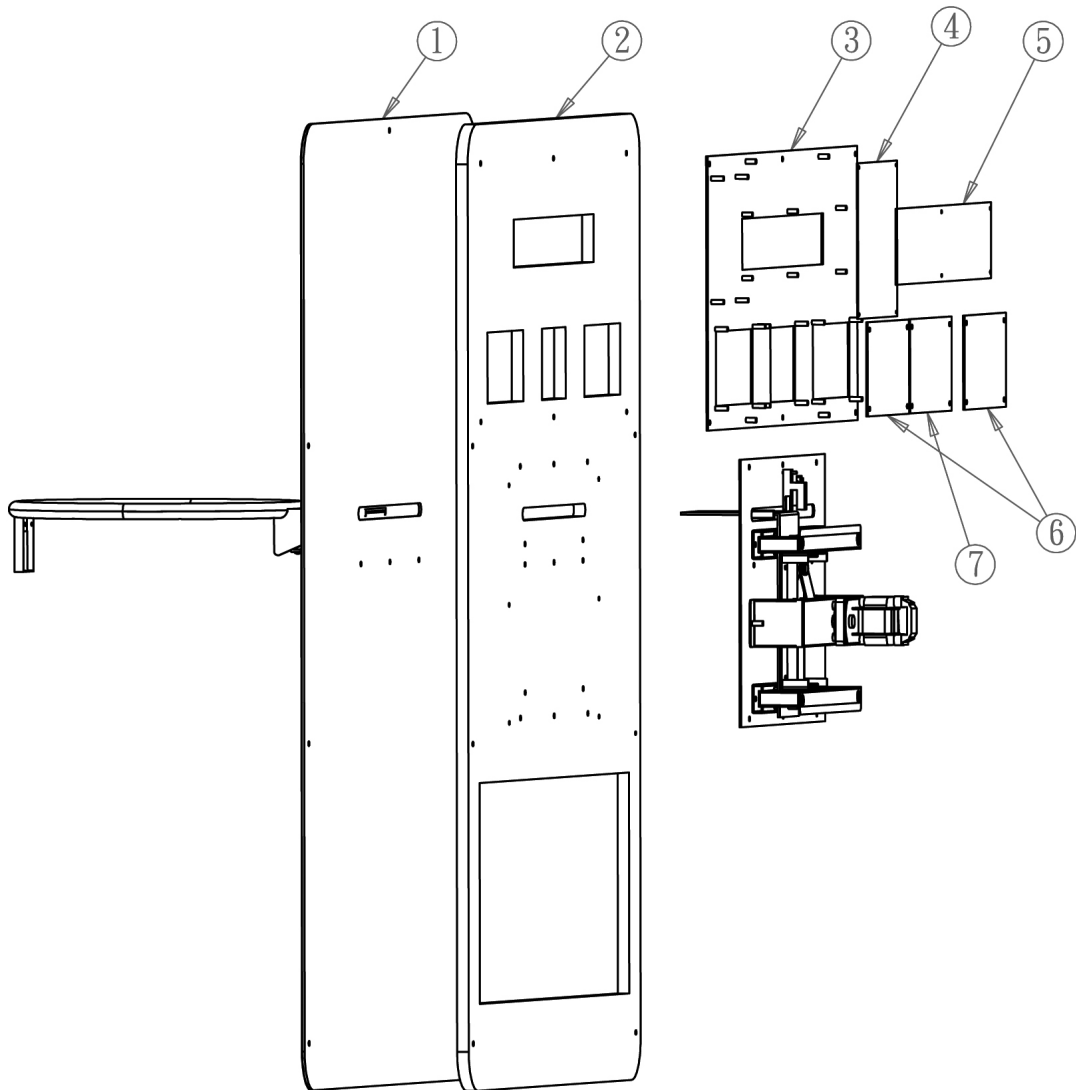


# Sonic Basketball Wire diagram (US) For 110V

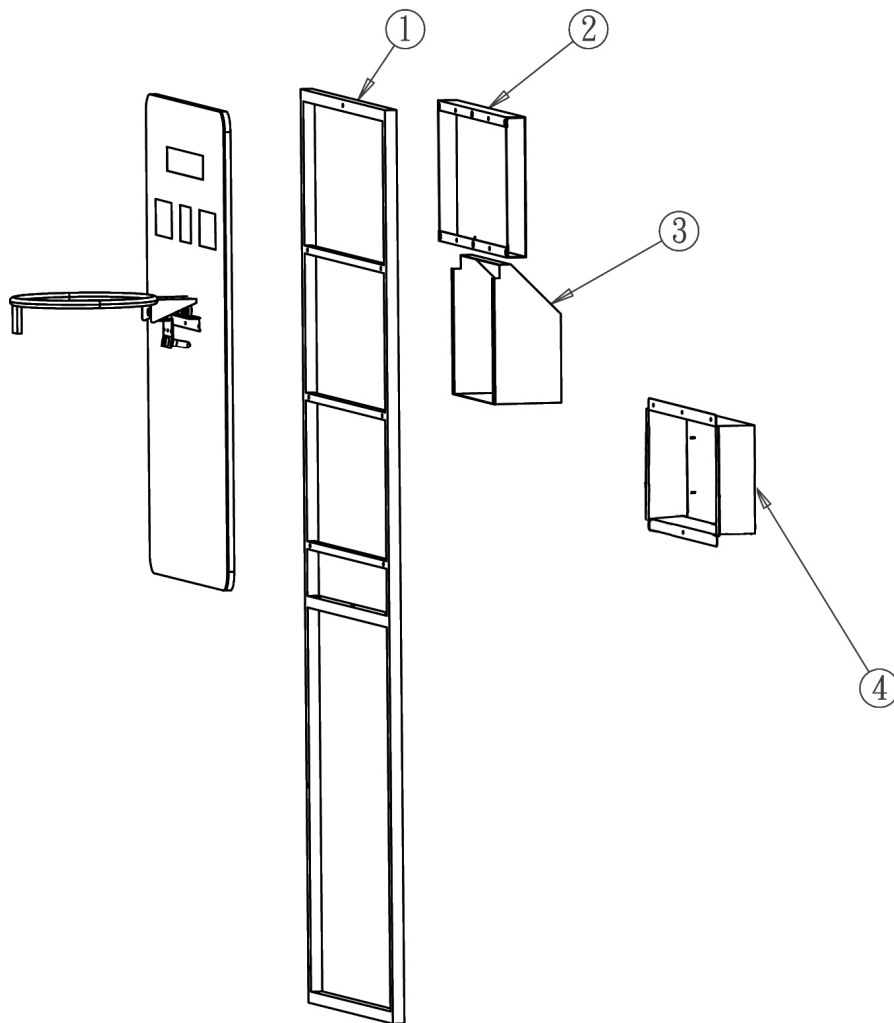




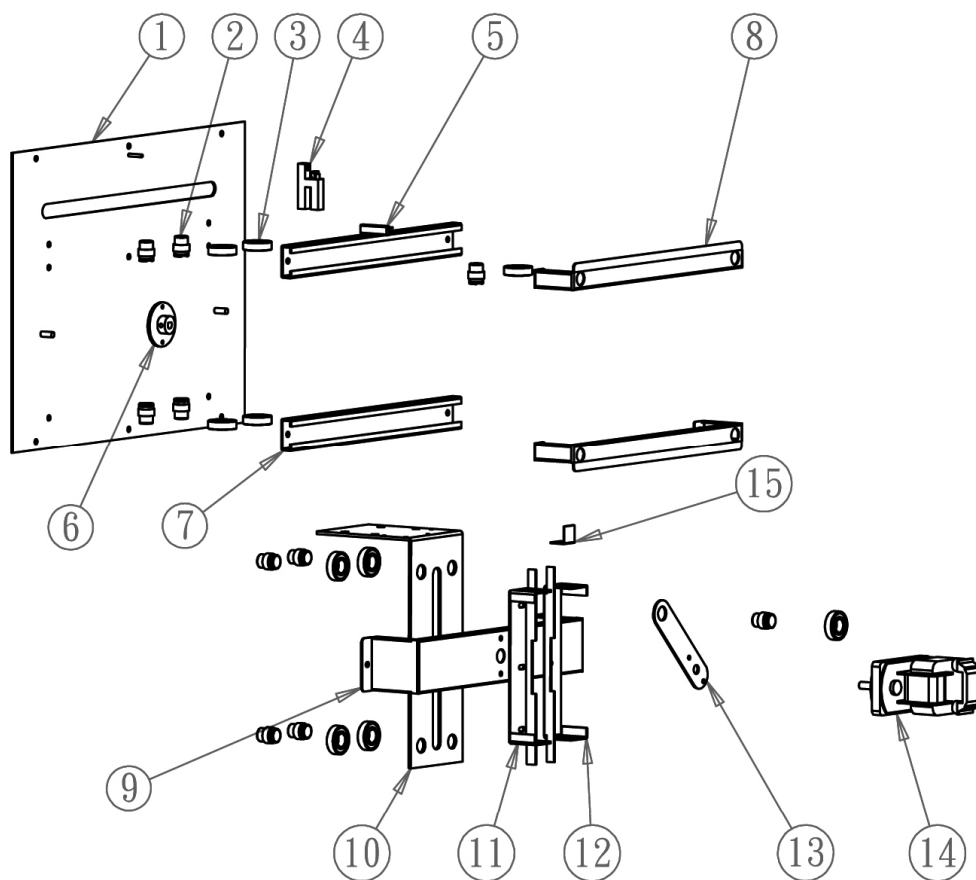
## IX. Expanded view



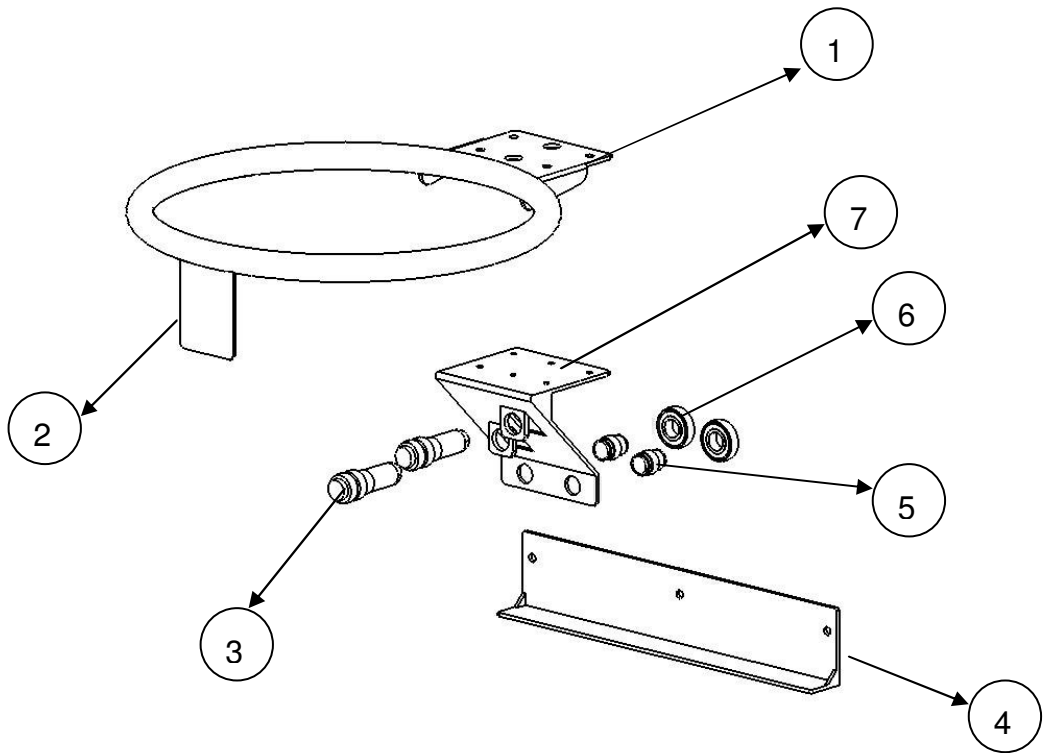
Item	Name	Part Number	Quantity
1	Basket acrylic board (SEGA#2)	1121-13801202	1
2	Wooden basket board (SEGA)	2246-13800501	1
3	Main wooden board(SEGA)	1134-13801701	1
4	I/O control board (SEGA)	2213-13800101	1
5	Running display board (SEGA)	2212-13800201	1
6	3 Digital display board (SEGA)	2212-13800401	2
7	2 Digital display board (SEGA)	2212-13800301	1



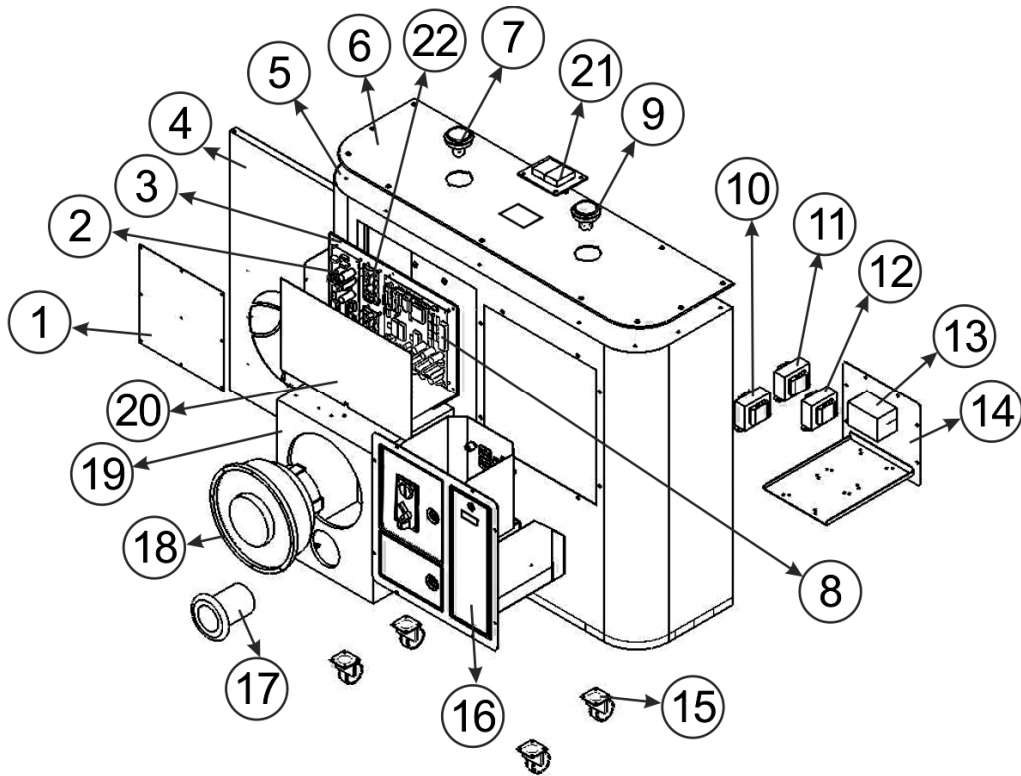
Item	Name	Part Number	Quantity
1	Frame for main wooden board fix use (SEGA)	1134-13850411	1
2	Board cover (SEGA)	1134-13850561	1
3	Basket cover (SEGA)	1134-13850571	1
4	Box cover (SEGA)	1134-13850581	1



Item	Name	Part Number	Quantity
1	Wooden board for basket unit fix use(SEGA)	1134-13801101	1
2	Bearing (SEGA)	1151-13800301	9
3	Bearing (6002ZZ)(SEGA)	1243-13800101	9
4	Sensor 1.1 (SEGA)	2213-13800301	1
5	Sliding railway for sensor(SEGA)	1134-13802901	1
6	Bearing D-Type for Basket(SEGA)	1151-13800101	1
7	Sliding railway for basket(SEGA)	1134-13801601	2
8	Bearing cover(SEGA)	1132-13802601	2
9	Basket motor holder(SEGA)	1132-13801101	1
10	Basket holder(SEGA)	1132-13801431	1
11	Basket left holder(SEGA)	1132-13802701	1
12	Basket right holder	1132-13802801	1
13	Connecting rod for basket unit(SEGA)	1134-13801001	1
14	Gear motor (KGB-215-8130B1)(SEGA)	0912-00001061	1
15	Basket position board(SEGA)	1134-13803001	1

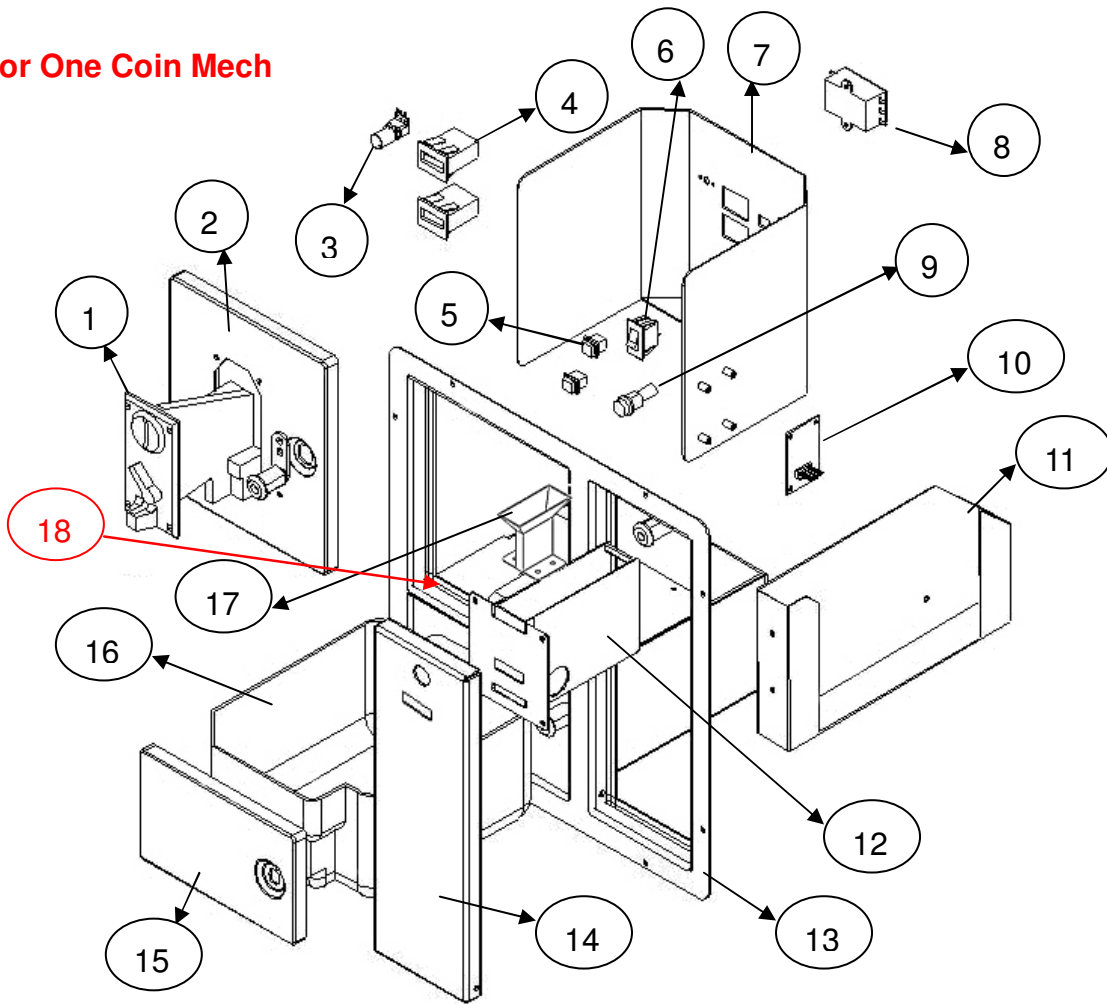


Item	Name	Part Number	Quantity
1	Basket net kit(SEGA)	1134-13800741	1
2	3M reflection sticker(SEGA)	1032-13800941	1
3	Sensor for basket (WO-RNPW2) (SEGA)	0955-13800001	2
4	Basket sensor railway(SEGA)	1134-13807141	1
5	Bearing (SEGA)	1151-13800301	2
6	Bearing (6002ZZ)(SEGA)	1243-13800101	2
7	Holder for basket sensor(SEGA)	1132-13801331	1
8	Sonic No.5 Basketball	1064-00000011	10



Item	Name	Part Number	Quantity
1	Hole type cover (SEGA)	1134-13850601	1
2	Link PCB(ROHS)	2215-13800101	1
3	Main box base (SEGA)	1134-13850631	1
4	The door of speaker(SEGA)	1134-13850611	1
5	Main part (SEGA)	1134-13850591	1
6	Main part acrylic board (SEGA#2)	1121-13801102	1
7	1P playpush button (SEGA)	2243-13800301	1
8	Single main IC board (SEGA) (AM-BK-C3)	2211-13800101	1
9	Team play push button (SEGA)	2243-13800401	1
10	Transformer 220V/110V 2A(SEGA)	0923-10000191	1
11	Transformer 110V/15V 3A*2(SEGA)	0923-10000181	1
12	Transformer 110V/15V 3A*2(SEGA)	0923-10000181	1
13	The knob for wooden box(SEGA)	1119-00000001	1
14	Base for transformer fixed use (SEGA)	1134-13850651	1
15	Castor(SEGA)	1155-00010111	4
16	3 in 1 door (SEGA for one coin mech)	2239-13800601	1
	3 in 1 door (SEGA for dual coin mech)	2239-13800701	1
17	Ventilation duct of speaker box (SEGA)	1294-00000202	1
18	Speaker (SEGA)	0931-10000015	1
19	Speaker box (SEGA)	2246-13800401	1
20	Cover for IC board (SEGA)	1134-13850641	1
21	COIN display board(AM-BK-D1)	2212-13800101	1
22	Link Sub IC Board (SEGA) (AM-BK-E1)	2215-13800201	2

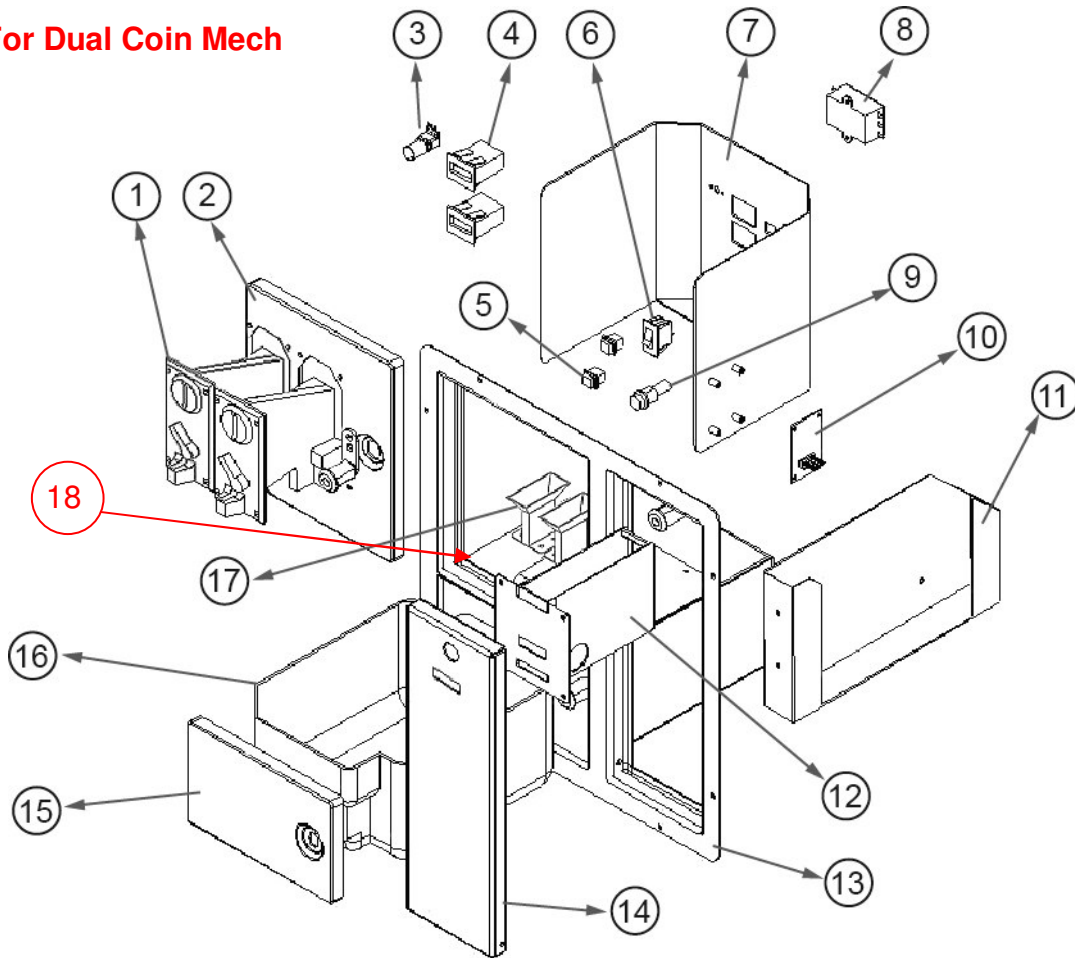
**For One Coin Mech**



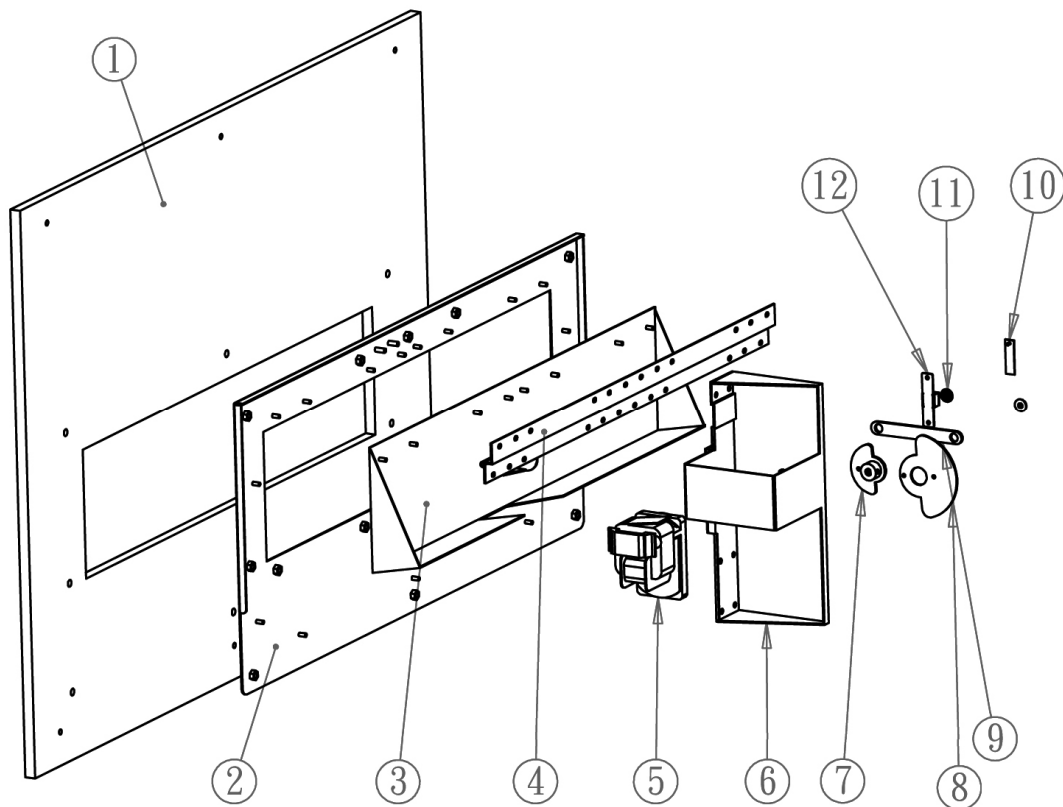
Item	Name	Part Number	Quantity
1	Coin selector (SEGA)-SR3	1219-10000105	1
2	Coin Door with Hinge (SEGA for one coin mech)	1634-03003001	1
3	Variable resistor 10K 3P(SEGA)	0106-00001001	1
4	Counter (SEGA)	0922-00001081	2
5	Audit push button (Red) (SEGA)	0944-00000091	2
6	Ship-Type switch(SEGA)	0944-00000141	1
7	Socket for counter (SEGA)	1134-13850621	1
8	Filter YG03T5 (3A)(SEGA)	0924-00000101	1
9	Fuse R3-11 20mm(SEGA)	0974-00001001	1
10	Ticket control board(SEGA)	2213-13100201	1
11	Ticket container(SEGA)	1134-19300051	1
12	Ticket dispenser(SEGA)	0918-00001011	1
13	Frame of 3 in 1 (SEGA)	1634-03002901	1
14	Ticket door with hinge (SEGA)	1634-03002701	1
15	Cash box door with hinge (SEGA)	1634-03002801	1
16	Cash box (SEGA)	1134-19300081	1
17	Coin Drop Plastic	1134-05000101	1
18	Coin track (one coin mech)	2263-03004002	1



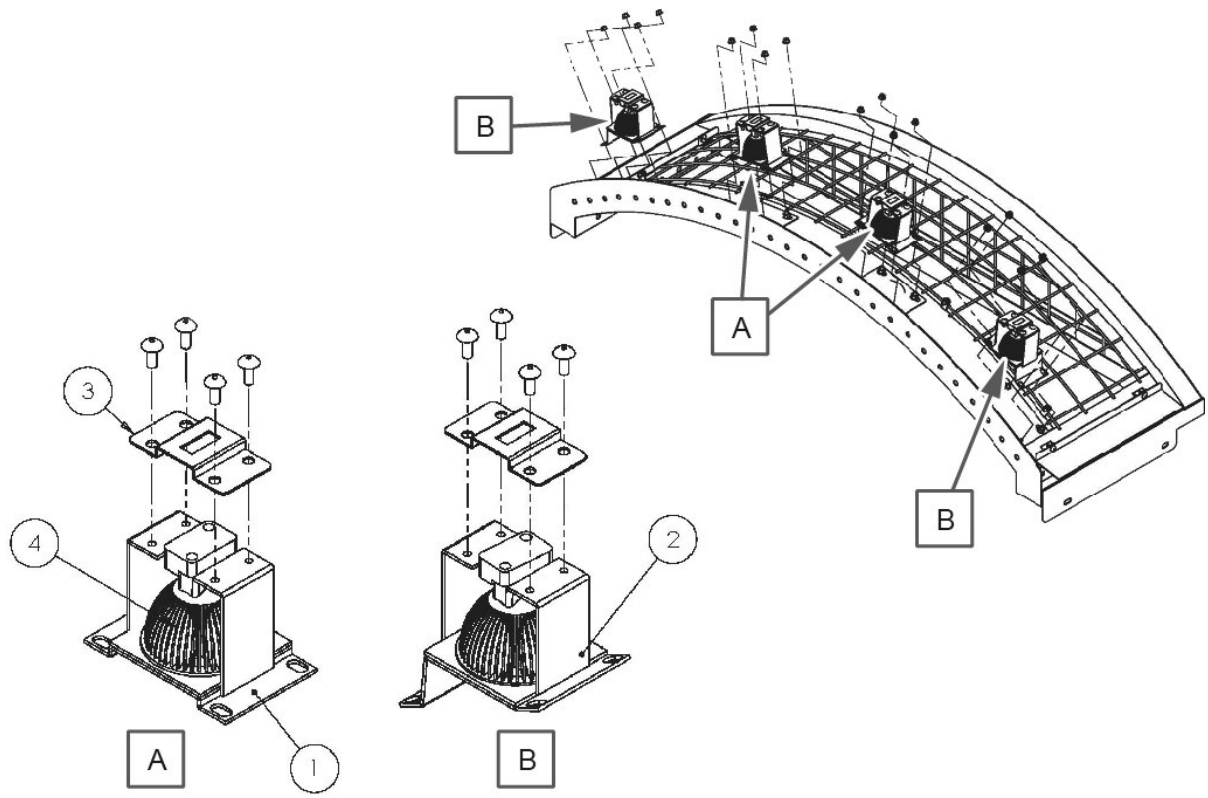
**For Dual Coin Mech**



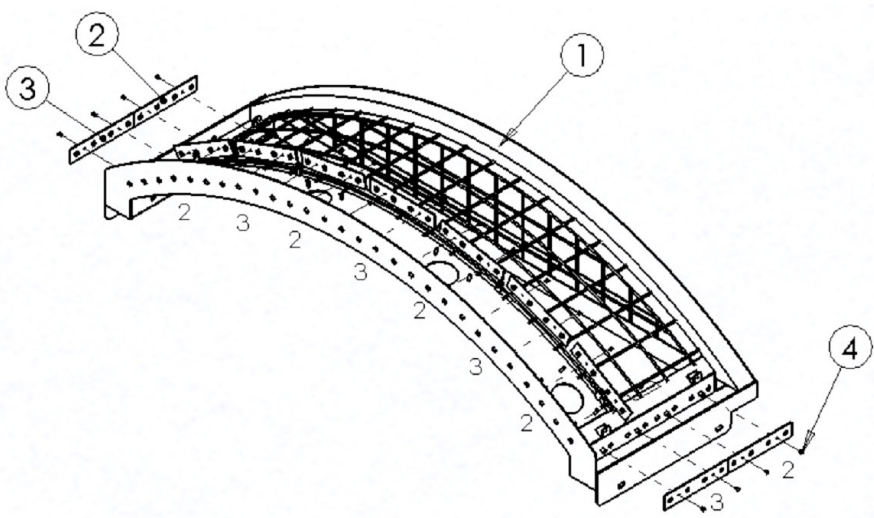
Item	Name	Part Number	Quantity
1	Coin selector (SEGA)-TW400	1291-10000041	2
2	Coin Door with Hinge (SEGA for Dual coin mech)	1634-03002301	1
3	Variable resistor 10K 3P(SEGA)	0106-00001001	1
4	Counter (SEGA)	0922-00001081	2
5	Audit push button (Red) (SEGA)	0944-00000091	2
6	Ship-Type switch(SEGA)	0944-00000141	1
7	Socket for counter (SEGA)	1134-13850621	1
8	Filter YG03T5 (3A)(SEGA)	0924-00000101	1
9	Fuse R3-11 20mm(SEGA)	0974-00001001	1
10	Ticket control board(SEGA)	2213-13100201	1
11	Ticket container(SEGA)	1134-19300051	1
12	Ticket dispenser(SEGA)	2331-51400101	1
13	Frame of 3 in 1 (SEGA)	1634-03002901	1
14	Ticket door with hinge (SEGA)	1634-03002701	1
15	Cash box door with hinge (SEGA)	1634-03002801	1
16	Cash box (SEGA)	1134-19300081	1
17	Coin Drop Plastic	1134-05000101	2
18	Coin track (dual coin mech)	2263-03003302	1



Item	Name	Part Number	Quantity
1	Wooden board B-type (SEGA)	2246-13802101	1
2	Base of ball holder unit (SEGA)	1134-13850671	1
3	Ball holder kit (SEGA)	1134-13850681	1
4	Hinge for ball holder (650*46.6)(SEGA)	1134-13803301	1
5	Gear Motor KGB-215-6130B1(SEGA)	0912-00001061	1
6	Motor Frisked for ball holder kit(SEGA)	1134-13850661	1
7	Bearing D-Type for ball holder(SEGA)	1151-13800201	1
8	Ball holder bearing(SEGA)	1134-13804201	1
9	Arm of ball holder(SEGA)	1134-13802501	1
10	SENSOR 1.1 (SEGA)	2213-13800301	1
11	Bearing LF-1040(SEGA)	1243-13800301	2
12	Bracket for ball holder sensor fixed use(SEGA)	1132-13803001	1
13	Ball Holder Unit Cover (SEGA)	<b>1134-13850751</b>	1



Item	Name	Part Number	Quantity
1	AM-BK1 LED Holder A	1132-13805201	2
2	AM-BK1 LED Holder B	1132-13805301	2
3	AM-BK1 LED Holder fixed	1132-13805001	4
4	MR16 LEDWhite Light(3W)	0962-00005401	4
5	LED (White Light) Bulb Holder	0962-00001041	4



Item	Name	Part Number	Quantity
1	AM-BK1 Top Cover (SEGA)	1134-13810501	1
2	AM-BK1 4LED Board (Red)	2212-13800601	6



**SEGA**<sup>®</sup>  
amusements international