

# Summary of manual-basketball-machine-EN.pdf

## Summary: Manual Basketball Machine EN ## Document

Overview This manual provides comprehensive instructions for the operation, maintenance, and configuration of an arcade basketball machine manufactured by Made for Arcade Netherlands (October 2023).

### ## Key Sections ###

#### 1. Safety and Operational Limits

- The machine must not operate for more than 10 consecutive hours - After maximum 10 hours of operation, requires complete shutdown for at least 1 hour with power supply interrupted (plug out) - Follow unpacking instructions carefully to avoid damage - Use side cutters or nail scissors to cut drawstrings in hard-to-reach places - Ensure machine parts don't move during cutting and electrical cables aren't accidentally cut

#### ### 2. Machine Configuration Menu System

The machine features an extensive menu system with multiple configuration options:

**MENU OPTION A: BASIC SETTINGS** - Various basic machine parameters and settings

**MENU OPTION B: PROBABILITY SETTINGS** - B1: Price ratio - Ratio between games played and prizes paid out - Lower ratio pays out more prizes - Higher ratio makes it harder to win - Ratio of 5 means prize can be paid every 5 games (other 4 times claw is weaker) - B4: Whether player can play again if no prize won - B5: Number of prizes per session

**Additional Menu Options:** - **MENU OPTION C: PARAMETER** - **MENU OPTION D: ACCOUNTS** - **MENU OPTION E: DATE CLEAR** - **MENU OPTION F: RESET** - **MENU OPTION G**

### ### 3. Maintenance Procedures

- Periodic maintenance requirements - Visual inspection of cabling and mechanisms - Claw-rope procedure - Coin acceptor training

### ### 4. Operational Guidelines

- Commissioning instructions - Machine operation procedures - Taking machine out of service - Support and service contact information

## ## Important Notes

- Manufacturer: Made for Arcade Netherlands - Manual date: October 2023 - Contains multi-language support information - Includes detailed intended use guidelines