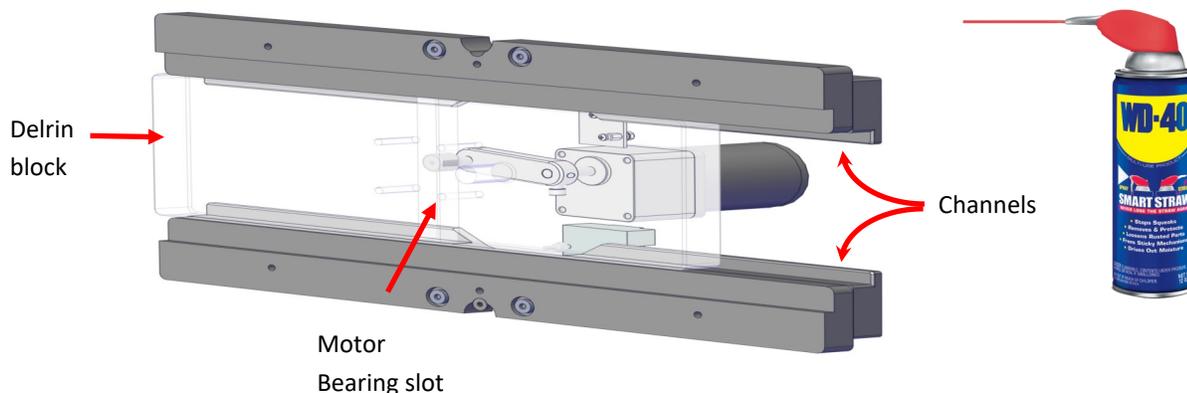


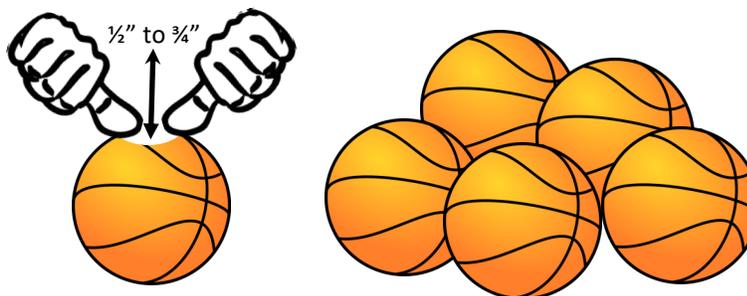
Back Board Maintenance - Game Time / Hoop FX

The hoop assembly moves left and right by two Delrin blocks that ride on a HPDE channel. After a period of time it might become necessary to lubricate these parts to allow smooth operation. We suggest spraying WD-40 into the grooves and on the Delrin blocks where it contact the HPDE channel.



Ball Inflation

We suggest that all of our basket ball games have five basket balls loaded into them for the best play experience. Each ball should be inflated so that when you push down with your two thumbs, the ball should depress about $\frac{1}{2}$ " to $\frac{3}{4}$ ". If you bounced the ball, it should only bounce one full time. Too much pressure will cause the balls to bounce out of the machine while too little will give the player a poor experience.

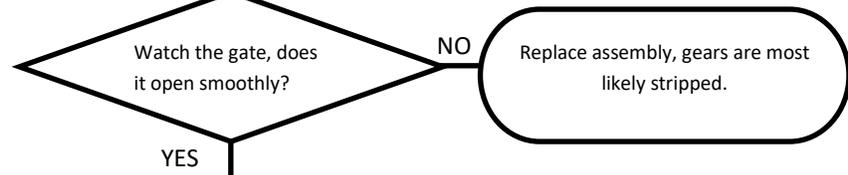
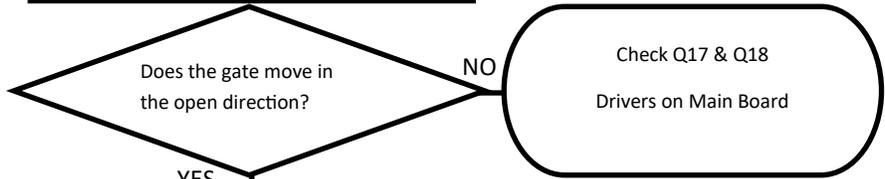


NBA Hoops Ball gate issues

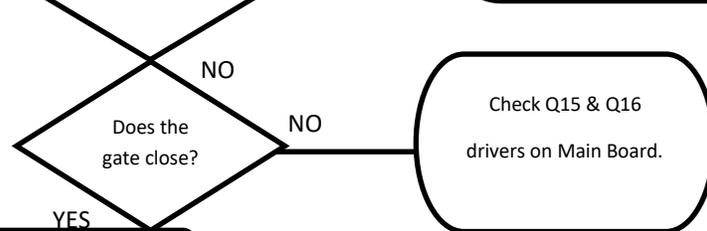
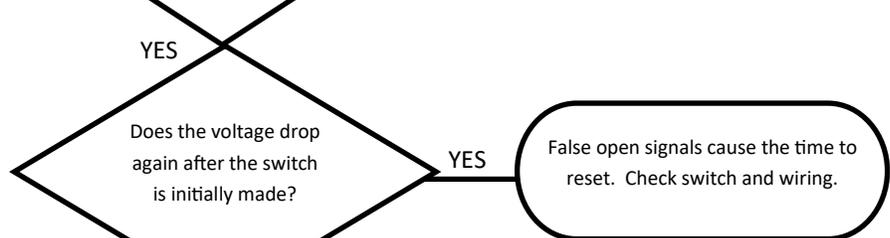
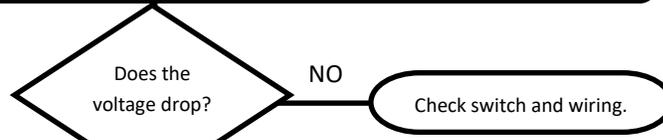
It has come to our attention that the flow chart printed in our manual to trouble shoot the ball gate is truncated in some spots. Here is the flow chart with no truncation. Future manuals have this error corrected.

BALL GATE FLOWCHART NBA HOOPS

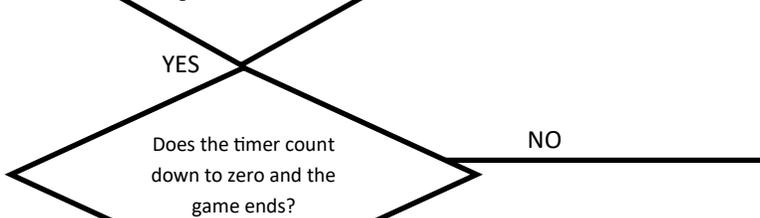
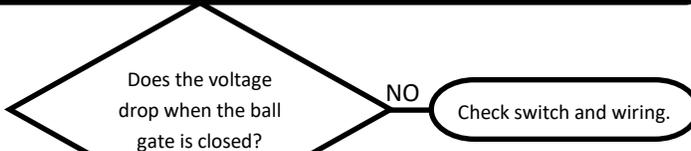
Ball Gate continually opens/closes
(time also resets).



On the mainboard and using your voltage meter, connect the red probe to connector 4, pin 6 and connect the black probe to connector 4, pin 7 or pin 9. Look for a voltage drop to ground when the gate is open.



At the main board and using your meter attach the red probe to connector 4, pin 3. Attach your black probe to either pin 7 or 9.



Possible grounding or power loss issues that is causing the game to lock-up.

LED 14 on the main board will light when the ball gate is open when Q17 and Q18 are activated.

LED 15 on the main board will light when the ball gate is close when Q15 and Q16 are activated.

See section "HF ground check Ohm values document."

Gate Motor assembly is technically ok.