

BALL MACHINE

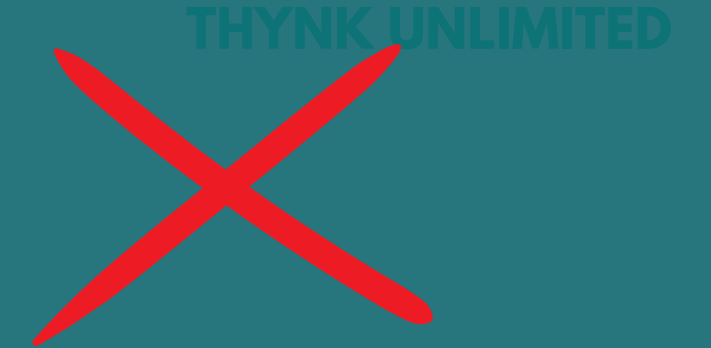
QUICK USER GUIDE



Do's + Dont's



- Always Book
- Collect in all the balls after use
- Ask any questions you may have
- Have Fun



- Stand directly in front of the ball launching chute
- Look into the ball exit chute when power is "ON"
- Insert any hands/objects in the exit chute when power is "ON"

THYNK UNLIMITED

BALLS



THIS COMPARTMENT IS
WHERE THE BALLS GO FOR
THE LAUNCHER - JUST
UNZIP AND FILL IT UP!

ANGLE OF THE LAUNCHING CHUTE



IF YOU UNZIP THIS
COMPARTMENT YOU CAN
CHANGE THE ANGLE OF THE
LAUNCHING CHUTE



IT'S SIMPLE TO LOOSEN THE
SCREW AND THEN CHANGE
THE ANGLE TO ANYWHERE
FROM 0-40 DEGREES

THE CHUTE AND CONTROL PANEL



THIS IS THE LAUNCHING
CHUTE - BALLS FLY OUT OF
HERE... DONT STAND
INFRONT OF THIS

NEXT TO THE CHUTE YOU
WILL FIND THE ON BUTTON,
FEED SPEED AND BALL
SPEED BUTTONS

THE CONTROL PANEL

THIS IS SPEED AT WHICH BALLS WILL BE FED FROM THE MACHINE, THE HIGHER THE FEED THE QUICKER THE NEXT BALL WILL COME AT YOU.



THIS IS THE SPEED THAT THE BALL WILL LEAVE THE SHOOT AT YOU CAN CHANGE THIS BY SPINNING THE BUTTON TO YOUR PREFERRED SPEED.

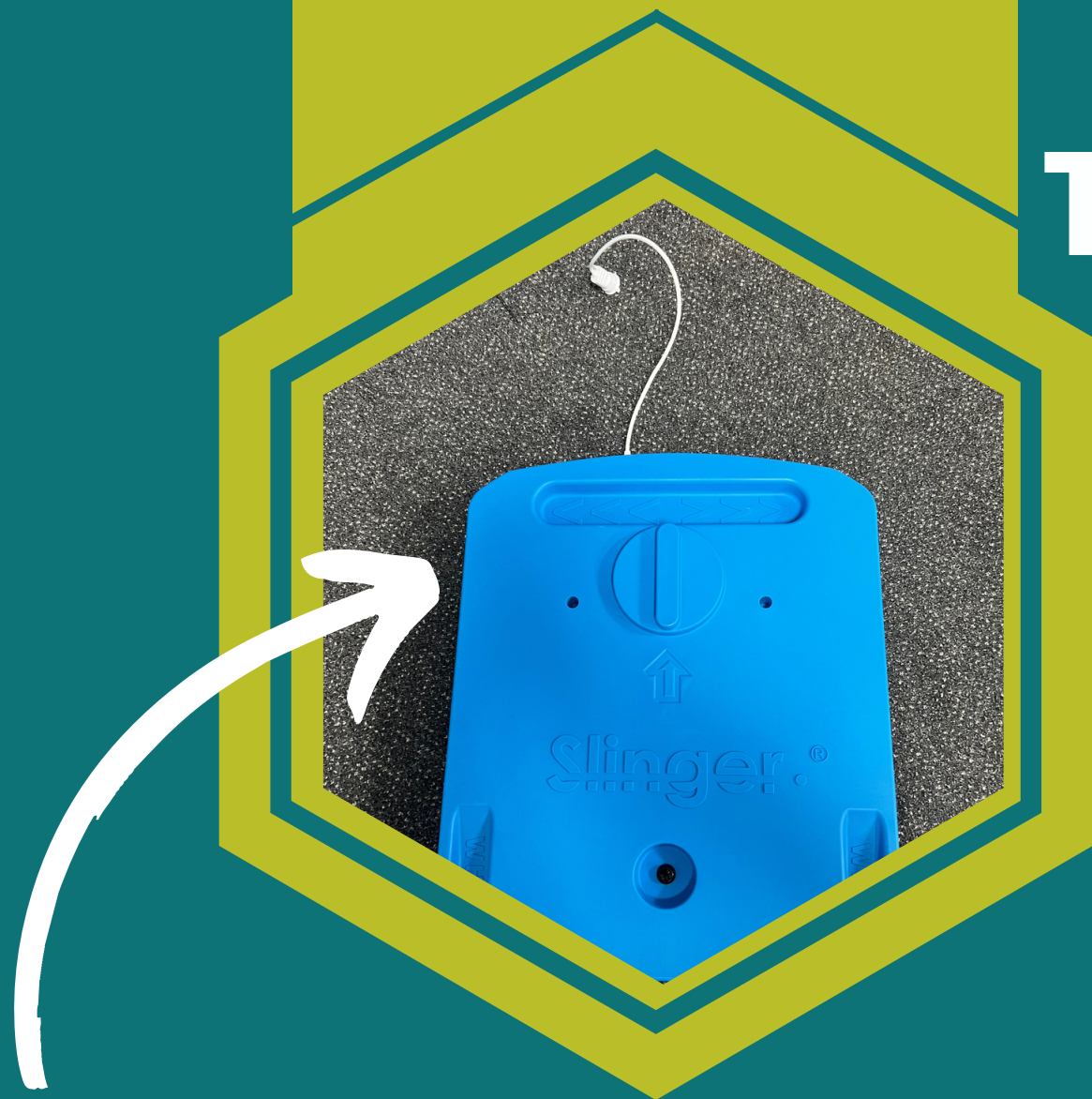
THE CONTROL PANEL

THIS IS THE CHARGING PORT FOR THE CHARGING CABLE - THE CHARGER SHOULD NEVER BE ON FOR MORE THAN 5 HOURS SO IT IS IMPORTANT THAT YOU LET THE WHATSAPP GROUP KNOW YOU HAVE USED AND PLUGGED IN THE CHARGER



THIS IS WHERE YOU PLUG IN THE MAGNETIC WIRE FOR THE OSCILLATOR (NEXT PAGE)

THE OSCILLATOR FOR ROTATING THE MACHINE



THIS IS THE OSCILLATOR - BASICALLY
IT IS WHAT MAKES THE BALL
MACHINE ROTATE - PLUG THE WHITE
WIRE INTO THE CONTROL PANEL AS
PER PREVIOUS PAGE



THE OSCILLATOR IS
CONTROLLED BY THE KEY
FOB - AS IS THE BALL CHUTE
- SEE NEXT PAGE

THE KEY FOB



THE KEY FOB IS KEPT IN THE SIDE POCKET AND ATTACHED AS PER IMAGE - THIS IS THE MOST IMPORTANT PART OF THE MACHINE AS WITHOUT IT IT DOESN'T WORK.



THE KEY FOB CONTROLS BOTH THE BALL CHUTE AND THE OSCILLATOR - PLEASE MAKE SURE THIS IS RETURNED TO THE SIDE POCKET AFTER USE !!!!