SHOOT TO WIN

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PROGRAM VERSION
F35B-SMA-E-VB1.0

SHOOT TO WIN

A. FEATURES:

1. PLAY 3 LEVELS MOST WHEN SORING POINTS OVER SETTING POINTS.

2. FIRST LEVEL BASKET IS FIXED, AND 2ND LEVEL BASKET SWING SLOWLY,
AND 3RD LEVEL SWING QUICKLY.

3. SWING STRUCTURE CAN EITHER SET ON OR OFF, GAME 2ND LEVEL AND 3RD LEVEL CAN
EITHER SET ON OR OFF ALL BY DIP SWITCH SETTING.

4. GAME TIME AND POINTS OER LEVEL CAN BE SET EASILY BY PRESSING BUTTON, FAST AND EASIER.

5. LINK FROM 2-16 UNITS, INCREASING FUN. (NEED TO SET DIP SW2).

6. SPECIAL LIGHTING AND SOUNDING EFFECTS (STRONG SUPER LED LIGHTS, DC12V DESIGN,
SMALL CURRENT, DURABLE, DOUBLE HI FI SPEAKER SOUNDING SYSTEM)

B. HOW TO SET POINTS AND GAME TIME ? TURN OFF MACHINE FIRST.

1. PRESS " FREE PLAY " BUTTON AND POWER ON MACHINE, DO NOT RELEASE" FREE PLAY " BUTTON UNTIL
MACHINE IS POWERED UP.

1-1 S1:TIME - SET FIRST LEVEL GAME TIME
PRESS " SINGLE " BUTTON --INCREASE ; " LINK " BUTTON -- DECREASE. RANGE FROM 30 - 100 SECONDS.

2. PRESS "FREE PLAY " BUTTON TO SWITCH [GAME TIME SETTING] <> [SETTING POINTS TO NEXT LEVEL].

1-2 S1:SCOR - SET 1ST LEVEL POINTS-:
PRESS " SINGLE " BUTTON " - INCREASE ; " LINK " BUTTON - DECREASE. RANGE FROM 20 - 250 POINTS.

3. PRESS " TEST" MICROSWITCH TO SWITCH [1ST LEVEL SETTING]<>[2ND LEVEL SETTING]<>[3RD LEVEL SETTING]

4. 2-1 S2: TIME - SET 2ND LEVEL GAME TIME:
PRESS " SINGLE " BUTTON - INCREASE ; " LINK " BUTTON - DECREASE. RANGE FROM 30 - 100 SECONDS.

5. 2-2 S2: SCOR - SET 2ND LEVEL POINTS:
PRESS " SINGLE " BUTTON - INCREASE; " LINK " BUTTON - DECREASE. RANGE 10 - 250 POINTS MORE
THAN 1ST LEVEL.

6. 3-1 S3:TIME--- SET 3RD LEVEL GAME TIME:
PRESS " SINGLE " BUTTON - INCREASE; " LINK " BUTTON -- DECREASE. RANGE FROM 30 -100 SECONDS.

7. 3-2 S3:SCOR---SET 3RD LEVEL POINTS:
PRESS " START " BUTTON - INCRESAE; " LINK " BUTTON - DECREASE. RANGE 10- 250 POINTS MORE
THAN 2ND LEVEL.

* WHEN PLAYER'S SCORE REACH SETTING POINTS OF 3RD LEVEL, MACHINE GIVES WONDERFUL MUSIC.

C. HOW TO RESET RECORD

1. PRESS " MICROSWITCH " NEARBY PCB FOR ONE SECOND AND RELEASE, DO IT TWICE TO DELETE RECORD.

SHOOT TO WIN MULTI-PLAYERS

DIP SWITCH SETTING

LET DIP SW3-6 ON TO LAUNCH MULTI-PLAYER MODE

(1-4 PLAYERS TO COMPETE ON A SINGLE GAME, SEE THE SETTING OF DIPSW3)

MULTI-PLAYER COMPETITION INSTRUCTION:

1.TO INSERT ENOUGH COIN FOR MULTI-PLAYER GAME

(EX:A PLAYER CAN INSERT $1 TO PLAY A SINGLE-PLAYER GAME. INSERTING $2 BEFORE PLAYING WILL TRIGGER A 2-PLAYER GAME)

2. PRESS "START" BUTTON TO CONFIRM NUMBER OF PLAYER, THE MACHINES WILL COUNT DOWN FROM 5 SECONDS. PLAYER CAN PRESS "LINK" BUTTON TO REVISE THE NUMBER OF PLAYER BEFORE THE COUNTDOWN FINISHED

3. THE MACHINE WILL MEMORIZE THE SCORE WHEN EACH PLAYER FINISH HIS/HER ROUND

4.SHOW SCORE OF EACH COMPETETOR WHEN GAME IS OVER, THEN TICKET PAYOUT. NO.1 WINNER GETS ALL THE TICKETS. (IF THERE'S 2 NO.1 WINNERS OR MORE, THE WINNERS SHARE ALL THE TICKETS)

DIP SW1

FUNCTION	PIN	1	2	3	4	5	6	7	8
COIN MECH 1	1 COIN 1 CREDIT	0	0						
	1 COIN 2 CREDIT	1	0						
	1 COIN 5 CREDIT	0	1						
	1 COIN 0.5 CREDIT	1	1						
COIN MECH 2	1 COIN 1 CREDIT			0	0				
	1 COIN 2 CREDIT			1	0				
	1 COIN 5 CREDIT			0	1				
	1 COIN 0.5 CREDIT			1	1				
PLAY PER GAME	1 CREDIT					0	0		
	2 CREDIT					1	0		
	3 CREDIT					0	1		
	4 CREDIT					1	1		
ENTER 3RD, 4TH, 5TH LEVEL AFTER SETTING POINTS	4TH OR 5TH LEVEL							1	
	3RD LEVEL							0	
FREE PLAY	YES								1
	NO								0

* PLS REBOOT MACHINE WHEN DIP SWITCH SETTING IS CHANGED.

DIP SW2

FUNCTION	PIN	1	2	3	4	5	6	7	8
LAUNCH SWING FUNCTION (NOTE1)	YES	0							
	NO	1							
LED LIGHT DURING GAME	FLASH WHEN BALL IS SHOT IN HOOP		0						
	FLASH AT GAMEPLAY ALL THE TIME		1						
DEMO MUSIC (ATTRACT MODE)	NO			0					
	YES			1					
LINK SLAVE SETTING (NOTE 2)	SLAVE NO.1				0	0	0	0	1
	SLAVE NO.2				1	0	0	0	1
	SLAVE NO.3				0	1	0	0	1
	SLAVE NO.4				1	1	0	0	1
	SLAVE NO.5				0	0	1	0	1
	SLAVE NO.6				1	0	1	0	1
	SLAVE NO.7				0	1	1	0	1
	SLAVE NO.8				1	1	1	0	1
	SLAVE NO.9				0	0	0	1	1
	SLAVE NO.10				1	0	0	1	1
	SLAVE NO.11				0	1	0	1	1
	SLAVE NO.12				1	1	0	1	1
	SLAVE NO.13				0	0	1	1	1
	SLAVE NO.14				1	0	1	1	1
	SLAVE NO.15				0	1	1	1	1
	SLAVE NO.16				1	1	1	1	1
LAUNCH LINK FUNCTION	YES								1
	NO								0

* PLS REBOOT MACHINE WHEN DIP SWITCH SETTING IS CHANGED.

NOTE 1 : WHEN DIP SW2-1 IS OFF : FIRST LEVEL BASKET IS FIXED, AND 2ND LEVEL BASKET SWING SLOWLY, AND 3RD LEVEL SWING QUICKLY.

WHEN DIP SW2-1 IS ON : ALL BASKET IS FIXED WIHOUT SWING.

NOTE2.

(1).WHEN LINK FUNCTION IS REQUIRED, PLEASE PURHCASE LINK PCB AND LINK WIRINGHARNESS

(2). EVERY MACHINE MUST SET SLAVE NUMBER BUT NUMBER CAN'T BE THE SAME.

(3). LINK FUNCTION MUST BE ON, DIP SW2-8 ON.

DIP SW3

TICKET SETTING OF SINGLE PLAYER(DIPSW 3-6 OFF) OR MULTI-PLAYER (DIPSW 3-6 ON)

A:TICKET SETTING OF SINGLE PLAYER(DIPSW 3-6 OFF) (SLAVE MACHINESLINKABLE)

FUNCTION		1	2	3	4	5	6	7	8
(SLAVE) TICKET RATE	5 POINTS 1 TICKET	0	0	0			0		
	10 POINTS 1 TICKET	1	0	0			0		
	20 POINTS 1 TICKET	0	1	0			0		
	30 POINTS 1 TICKET	1	1	0			0		
	40 POINTS 1 TICKET	0	0	1			0		
	50 POINTS 1 TICKET	1	0	1			0		
	60 POINTS 1 TICKET	0	1	1			0		
	70 POINTS 1 TICKET	1	1	1			0		
(SLAVE) MERCY TICKET	0 TICKET				0		0		
	1 TICKET				1		0		
(SLAVE) MAXIMUM TICKET	NO LIMITED					0	0		
	20 TICKETS					1	0		
SINGLE PLAYER OR MULTI-PLAYER	SINGLE PLAYER						0		
TICKET PAYOUT OF LINK CONTROLLED BY MASTER OR SLAVE	MASTER SETTING							1	
	SLAVE SETTING							0	
TICKET PAYOUT	NO								0
	YES								1

B:TICKET SETTING OF MULTI-PLAYER(DIPSW 3-6 ON) (SLAVE MACHINES UNLINKABLE)

FUNCTION		1	2	3	4	5	6	7	8
TICKETS EACH COMPETITIOR WILL GET (NO.1 WINNER GET ALL TICKETS)	1 TICKET	0	0	0			1		
	2 TICEKTS	1	0	0			1		
	3 TICEKTS	0	1	0			1		
	4 TICEKTS	1	1	0			1		
	5 TICEKTS	0	0	1			1		
	8 TICKETS	1	0	1			1		
	10 TICKETS	0	1	1			1		
	12 TICKETS	1	1	1			1		
EXTRA TICKET FOR NO.1 WINNER (FOR 4-PLAYER GAME)	0 TICKET				0	0	1		
	5 TICKETS				1	0	1		
	10 TICKETS				0	1	1		
	20 TICKETS				1	1	1		
SINGLE PLAYER OR MULTI-PLAYER							1		
	MULTI-PLAYER						1		
TICKET PAYOUT	NO								0
	YES								1

NOTE: 1. PLS REBOOT MACHINE WHEN DIP SWITCH SETTING IS CHANGED.

2. CHOOSE TO PAYOUT TICKET DIP SW2 - 8PIN ON.

3. CANNOT LINK SLAVE MACHINES WHEN DIPSW 3- 6 IS ON

4. IF THERE'S MORE THEN 2 NO.1 WINNERS, THE WINNERS SHARE ALL THE TICKET

LINK MASTER SETTING

1. MACHINE IS AVAILABLE FOR LINK PCB, AND MACHINES LINK FROM 2-16 MACHINES.
   MEAN 16 PLAYERS JOIN COMPETITION TOGETHER.

2. SLAVE MACHINE MUST BE INSTALLED WIRED HARNESS (INSIDE MACHINE), AND MUST SET SLAVE NO.
   PLS REFER TO DIP SW 2 SETTING OF EACH MACHINE, PLEASE NOTE NO. OF EACH SLAVE MACHINE MUST BE DIFFERENT.
   MAHCINE WITH LINK PCB MUST BE SET NO. 1.

3.WHEN SLAVE MAHCINES WORK, GAME PARAMETER IS ALL DISTRIBUTED BY MASTER MACHINE. SLAVE MACHINES SETTING ARE USELESS. PARAMETER DECIDES BY ITS SETTING WHEN SLAVE MACHINE IS BY " SINGLE PLAY".

PARAMETER'S OF LINK MASTER IS DECIDED BY NO. 1 MACHINE OR SMALLEST OF SLAVE MAHCINE.

GAME PARAMETER CONTROLLED BY LINK MASTER MACHINE IS AS FOLLOWS:

A.1ST, 2ND AND 3RD GAME TIME AND STANDARD SETTING POINTS.

B.WITH OR WITHOUT 2ND LEVEL AND 3RD LEVEL.

C. WHEN SLAVE MACHINE LINKS, CHOOSE LINK MASTER SETTING OR SLAVE SETTING TO PAYOUT TICKET. (PLS REFER TO DIP SW3 SETTING OF SLAVE MACHINE)

D. CHOOSE LINK MASTER MACHINE TO PAYOUT TICKET (REFER TO BELOW CHART).
   WHEN 1 OR 2 PLAYERS GET SAME POINTS, THEY SHARE ALL TICKETS DISPENSED.

DIPSW1 LINK MASTER TICKET PAYOUT SETTING

FUNCTION		1	2	3	4	5	6	7	8
TICKETS EACH PERSON GET WHEN JOIN LINK COMPETITION	1 TICKET	0	0	0					
	2 TICKETS	1	0	0					
	3 TICKETS	0	1	0					
	4 TICKETS	1	1	0					
	5 TICKETS	0	0	1					
	8 TICKETS	1	0	1					
	10 TICKETS	0	1	1					
	12 TICKETS	1	1	1					
TOTAL TICKETS FROM ABOVE GAME	TO EVERY PLAYER				0				
	ALL GET BY NO. 1 PLAYER				1				
EXTRA TICKETS FOR NO. 1 PLAYERS OVER 3 PLAYERS	0 TICKET					0	0		
	5 TICKETS					1	0		
	10 TICKETS					0	1		
	20 TICKETS					1	1		

*** PLS REBOOT MACHINE WHEN DIP SWITCH SETTING IS CHANGED.**

LINK BOARD DIP SW2 SETTING

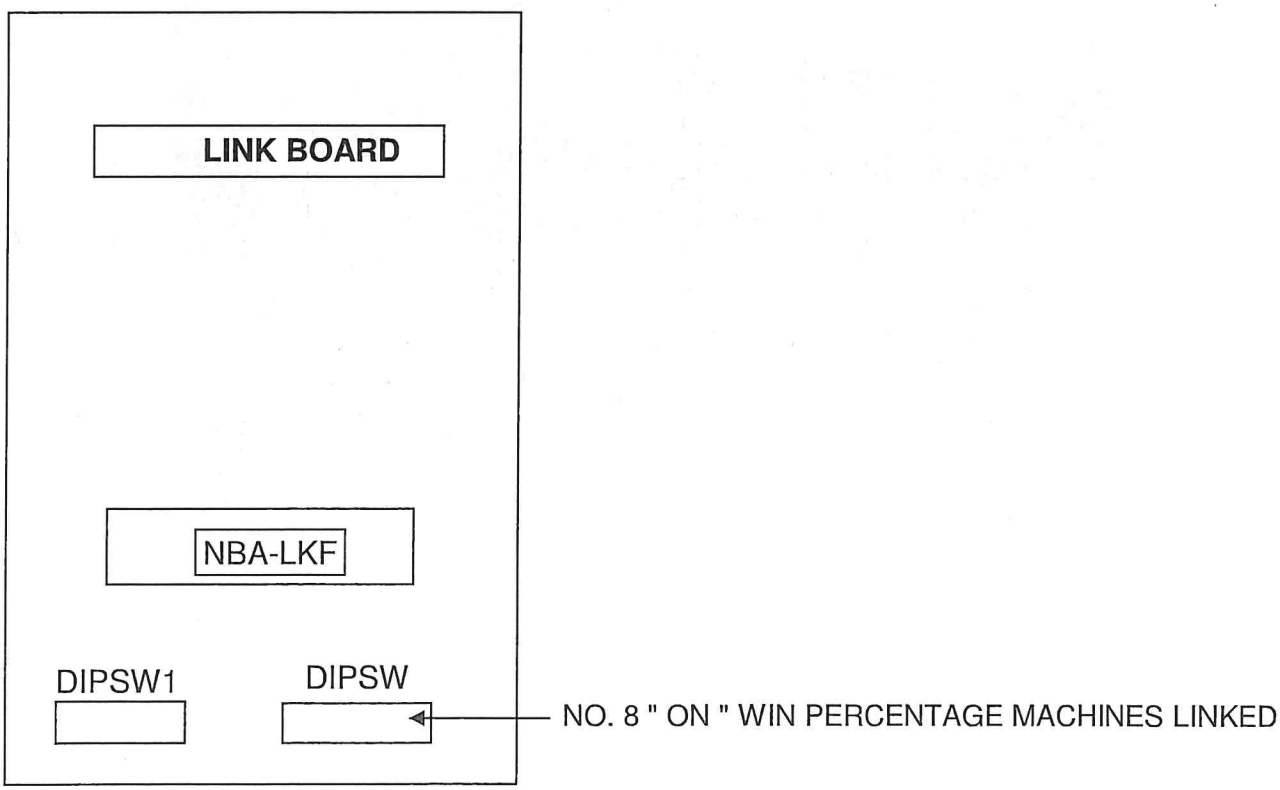
LINK BOARD DIPSW 2

FUNCTION		1	2	3	4	5	6	7	8
3 ROUNDS		0							
5 ROUNDS OR 4 ROUNDS		1							
WIN PERCENTGE	YES								1
	NO								0

5 ROUNDS OR 3 ROUNDS SETTING:
A. LINK BOARD DIP SW2 NO.1 --> ON AND REBOOT.
B. SET MAIN PCB ON EACH MACHINE DIP SW1 NO. 7 --> ON AND REBOOT.
C. IF SETTING IS 4 ROUNDS, SET SLAVE NO. 1 TIME " 0 " SEC.

PROGRAM INSTRUCTION

1. LINK BOARD VERSION ...NBA-LKE(5 ROUNDS).----COMPATIBLE WITH MAIN BOARD PROGRAM (NBA-D2)
2. MAIN PCB PROGRAM...[IC5->NBA-E2] ; SOUND ROM VERSION...[IC3->SWNBA1Z]+ [IC37->SWNBA2C2]



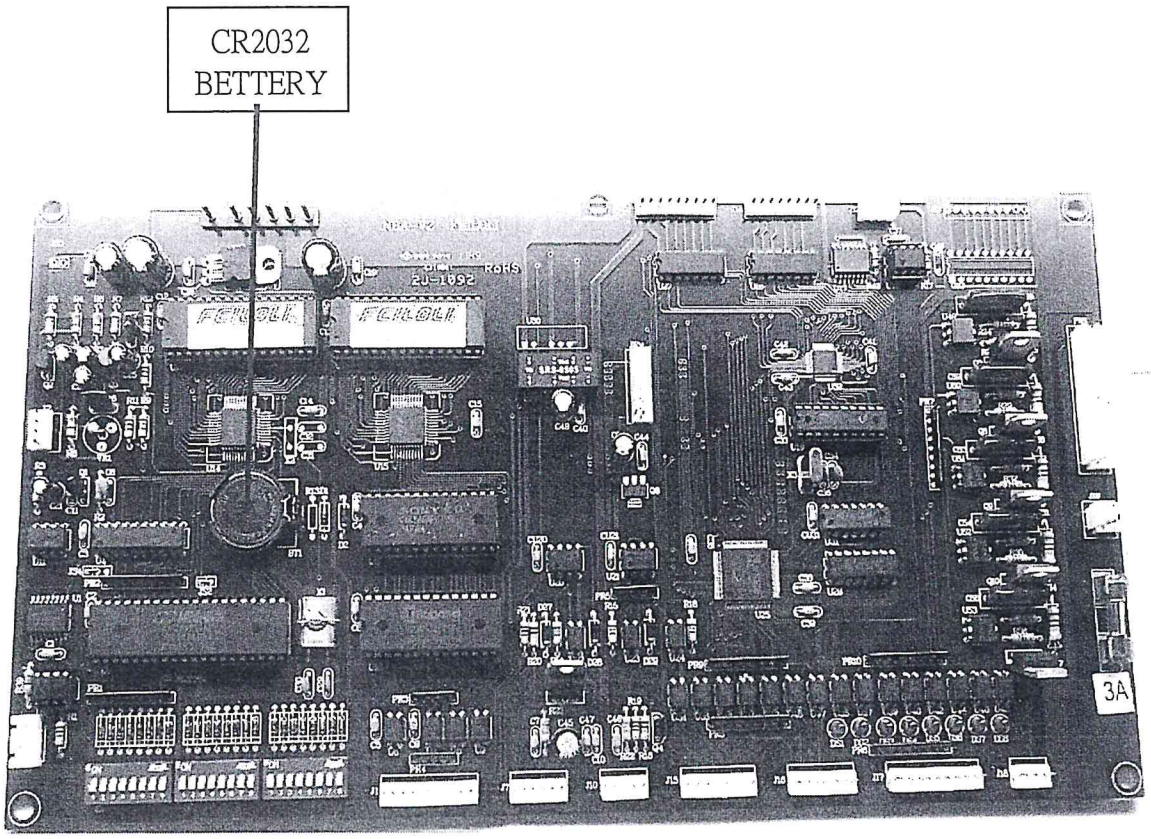
NEW PCB: SOLUTION OF ERROR NG007-RAM DATA OF MAIN PCB

1. Setting data and information of the game are memorized by PCB U5 and power saving offered by battery No. BT1:CR2032.

2. Error code NG 007 : Memory Ram damage.
Troubleshooting: Data reset (Press FREE PLAY button then reboot.)

3. Replace the battery BT1:CR2032 if error code NG007 happened regularly.

4. Attention: The life of battery BT1:CR2032 is 1~2 years.



TROUBLE SHOOTING

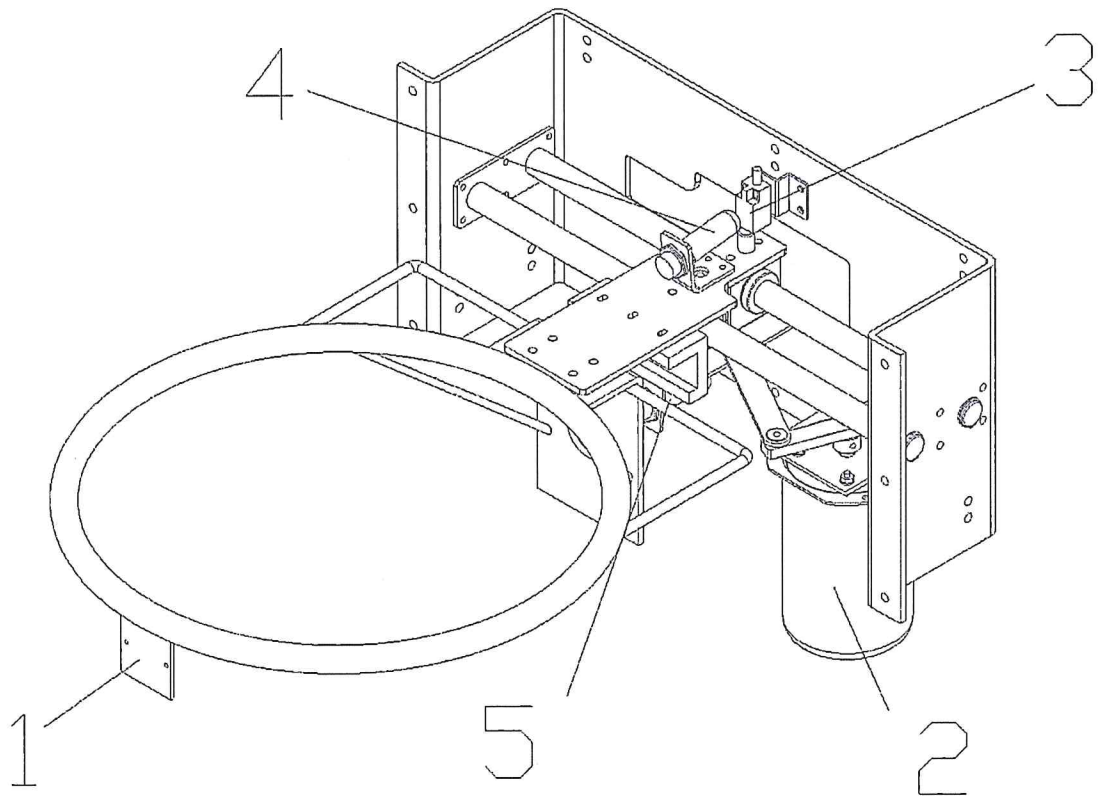
CODE	ERROR	TROUBLESHOOTING
1	in meter (1) error	(1) check harness (2) replace meter
2	in meter (2) error	(1) check harness (2) replace meter
3	out meter error	(1) check harness (2) replace meter
4	coin mech (1) error	(1) check harness
		replace coin mech
5	coin mech (2) error	(1) check harness
		replace coin mech
6	memory error	replace PCB
7	memory data destroyed	Data reset(Press FREE PLAY button then reboot machine OR Change Main pcb BT1:CR2032)
8 swing	swing direction wrong or left/right SENSOR adversely	check swing motor harness or left/right sensor harness
9 swing	(1) swing right SENSOR error	check SENSOR & harness
	(2) motor dead	1.driver PCB fuse burnt 2. driver PCB error 3. NO 48V
	(3) rotating SENSOR error	check SENSOR & harness
10 swing	(1) motor dead	1.driver PCB fuse burnt 2. driver PCB error 3. NO 48V
	(2) rotating SENSOR error	check SENSOR & harness
11 swing	swing original SENSOR error	check SENSOR & harness
12 swing	swing left SENSOR error	check SENSOR & harness
13 swing	swing left SENSOR ON NG	check SENSOR & position
14 swing	swing right SENSOR ON NG	check SENSOR & position
15 sensor	up sensor error	reflector board dirty or sensor can't reflect to reflector board
16 sensor	down sensor error	reflector board dirty or sensor can't reflect to reflector board
17 gate door	gate door going up error	adjust gate door going up switch or black screw maybe loose
18 gate door	gate door going down error	adjust gate door going down switch or black screw maybe loose
19		
20	NO TICKET OR TICKET DISPENSER ERROR	(1) refill ticket (2) check wiring harness
		(3) replace ticket dispenser

IV BACK MOVING ASSEMBLY

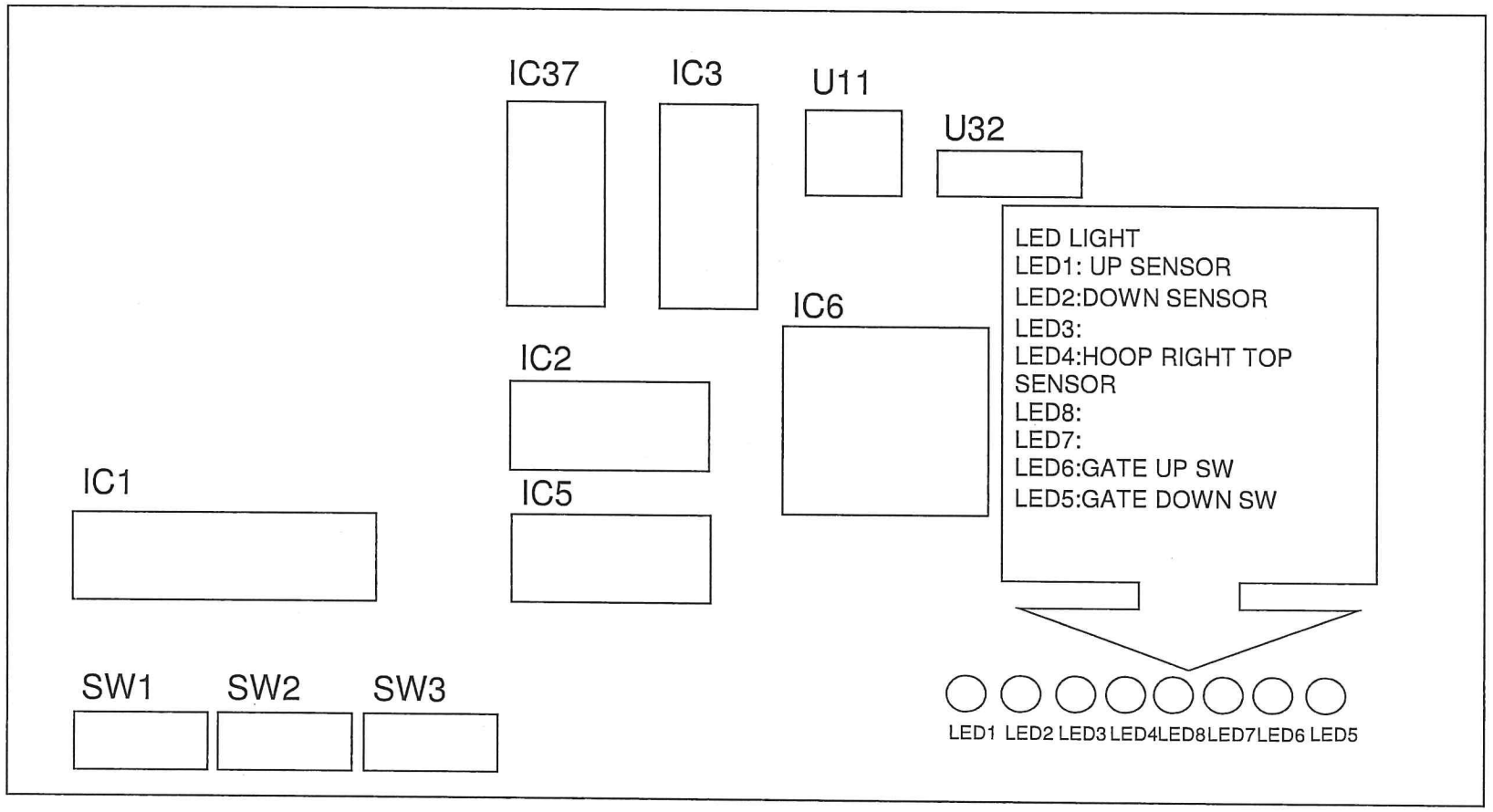
(1) UP DOWN SENSOR REFLECTOR
(2) MOVING DRIVER MOTOR (DC48V)
(3) BASKET RIGHT STOP SENSOR
(4) UP OPTICAL SENSOR
(5) DOWN OPTICAL SENSOR

INSTRUCTION

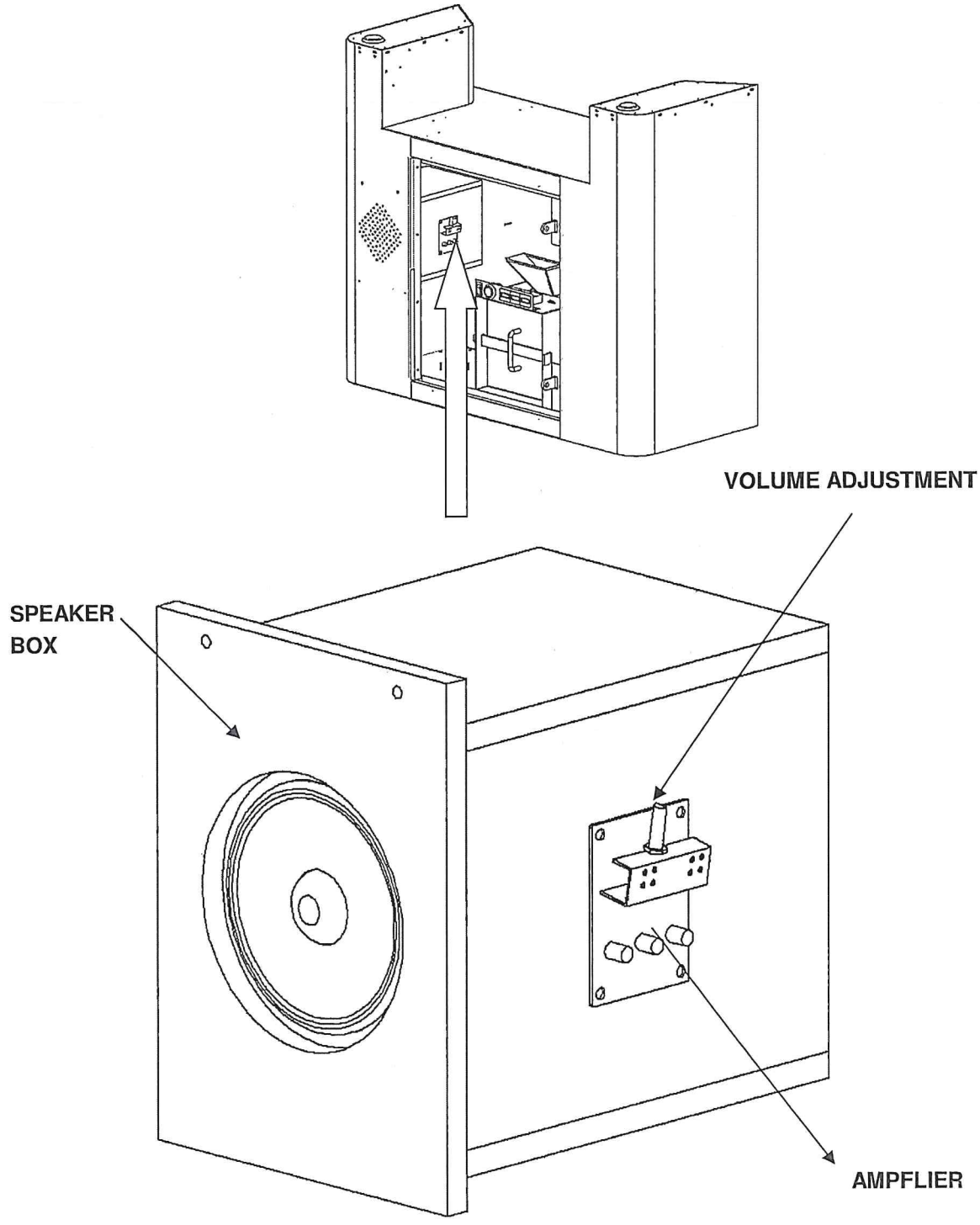
1. UP-DOWN SENSOR CAN'T BE BLOCKED WHEN POWER UP AND MUST AIM AT REFLECTOR OTHERWISE ERROR CODE SHOW 15 OR 16.
   (SENSOR LED MUST BE ON, AND PCB LED 1, 2 MUST BE OFF)
2. WHEN MOVING IS MOTIVATED,(DIPSW 2-1--OFF), MACHINE WILL TEST MOVING ASSEMBLY
   (MOVING TO RIGHT, THEN LEFT, THEN GOING BACK TO MIDDLE).
3. WHEN MOVING MOTOR IS ON, IT MUST READ " BASKET RIGHT TOP SENSOR" IN 6 SECONDS, OTHERWISE IT SAYS MOTOR ERROR. (ERROR 10 OR 11)



LED LIGHT NO. INSTRUCTION(IV BACK MOVING)



HI FI SPEAKER & AMPFLIER



OPTICAL SENSOR CHECK

1. WHEN " ERROR 15" APPEARS, TOP SENSOR IS DOWN OR " ERROR 16 ", DOWN SENSOR IS DOWN.

---SENSOR IS BLOCKED OR REFLECTOR IS OFF OR DIRTY.

-- PLESE CLEAN SENSOR OR CHECK REFLECTOR.

2. IF IT DOES NOT SCORE ONCE SHOOTING, UP OR DOWN SENROR IS DISCONNECTED OR ERROR.

A. POWER UP MACHINE.

2.PLEASE CHECK LIGHT ON BACK OF MACHINE. PL LIGHT MUST BE GREEN ON, AND OP MUST BE OFF.-->OK.

3. BLOCK SENSOR WITH PAPER:**PL GREEN LIGHT MUST BE ON, OP LIGHT MUST BE ON YELLOW**.-->OK.

**** ABOUT NO. 2, IF PL LIGHT IS NOT ON, THE SENSOR COULD BE DISCONNECTED.(***

PLEASE REPLACE "C" WIRE AS BELOW) OR SENSOR IS BAD.

**IF ALL OK, SENSOR WHITE WIRE COULD BE DISCONNECTED. PLEASE CHECK FOLLOWING.

1.PLEASE HAVE SOMEONE CHECK MAIN BOARD LED1,LED2 INSIDE FRONT CONSOLE BOX.

2. IF UP SENSOR OP IS OFF, MAIN PCB LED1 MUST BE OFF. PLEASE BLOCK UP SENSOR WITH PAPER AND SENSOR OP LIGHTS YELLOW.

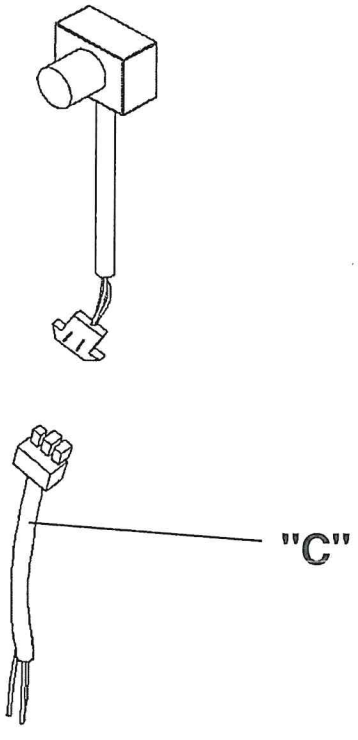
MAIN PCB LED1 MUST BE " ON "--OK.< IF NO, IT MEANS SENSOR WHITE WIRE IS DISSCONNEDTED, PLEASE REPLACE " C WIRE " AS BELOW.

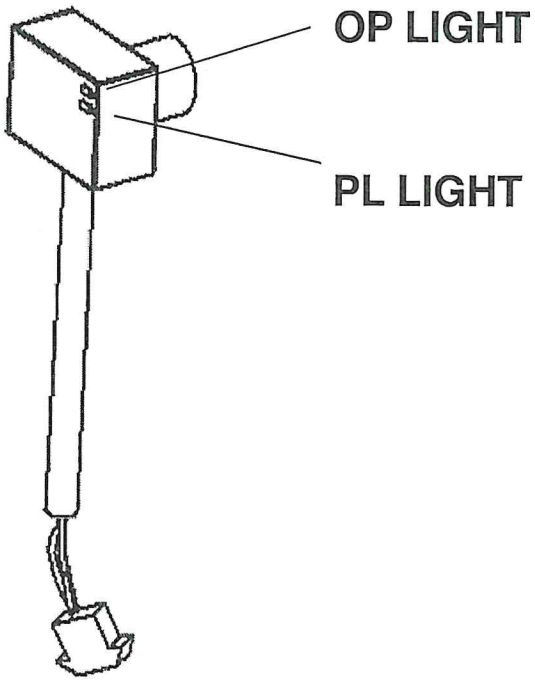
3. IF DOWN SENSOR OP IS OFF, MAIN PCB LED 2 MUST BE OFF. PLEASE BLOCK DOWN SENSOR WITH PAPER AND SENSOR OP LIGHTS YELLOW.

MAIN PCB LED2 MUST BE " ON "--OK.< IF NO, IT MEANS SENSOR WHITE WIRE IS DISSCONNEDTED, PLEASE REPLACE " C WIRE " AS BELOW.

***IF SENSOR WIRE IS DISCONNECTED, PLEASE REPLACE " C" (SPARE INSIDE MACHINE). IF NOT, PLEASE CHECK CONNECTING PART OF TWO MACHINES.**

PLEASE WATCH IF CONNECTORS ARE OFF, CHECK WIRE BEFORE REPLACING SENSOR.





GATE DOOR ASCENDING SYSTEM CONFIGURATION

ILLUSTRATION:

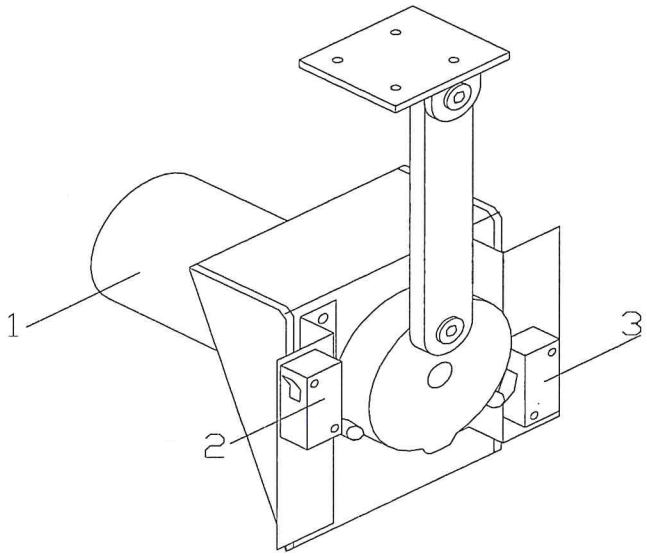
1. GATE DOOR AC MOTOR.
2. GATE DOOR DOWN STOP POSITION MICROSWITCH
3. GATE DOOR TOP STOP POSITION MICROSWITCH

INSTRUCTION:

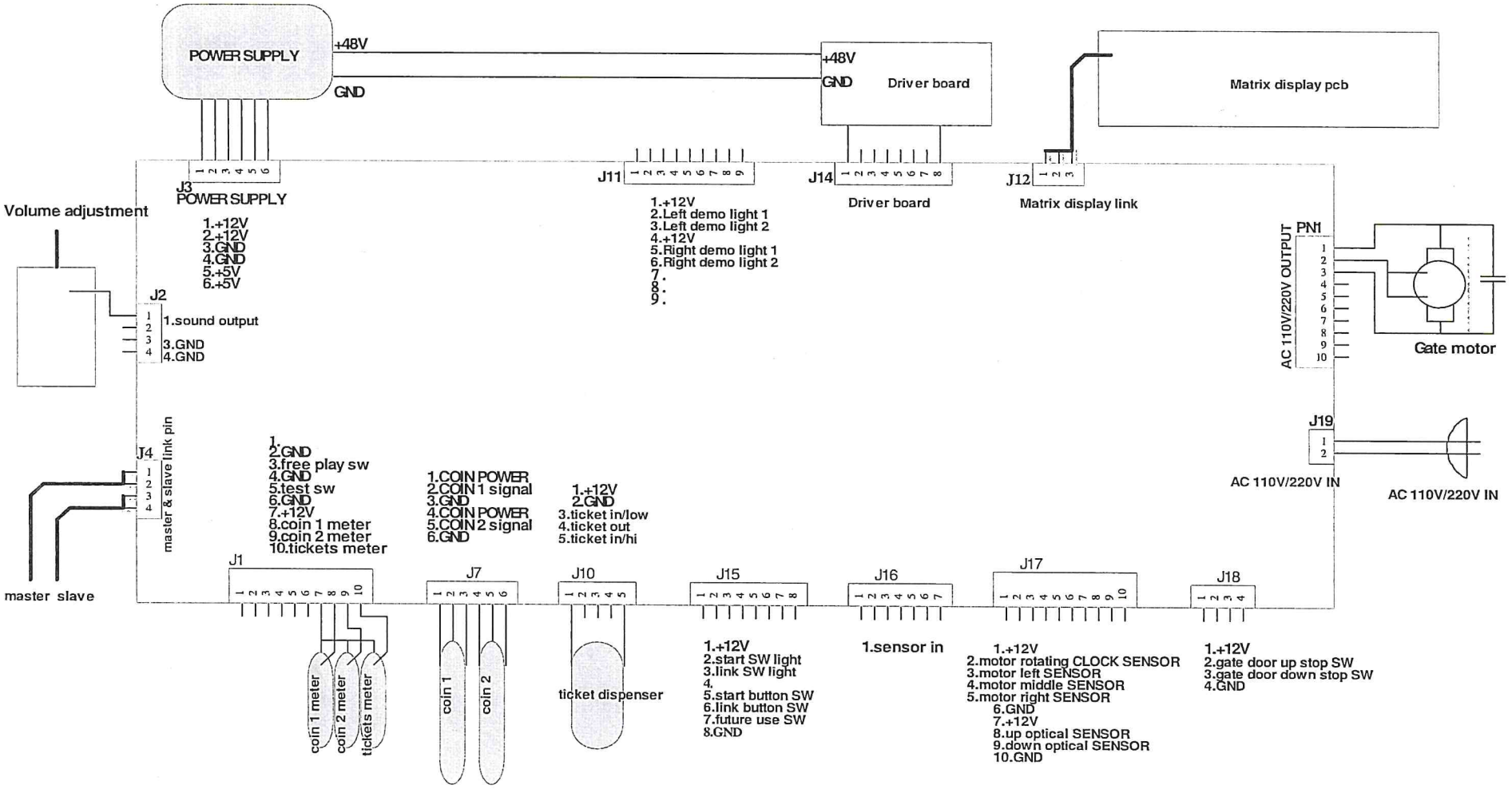
1. GATE MOTOR ROTATED IN SINGLE DIRECTION (ANTI CLOCKWISE).
2. GATE DOOR MUST STOP AT TOP STOP POSITION WHEN MACHINE POWER UP.

TEST INSTRUCTION:

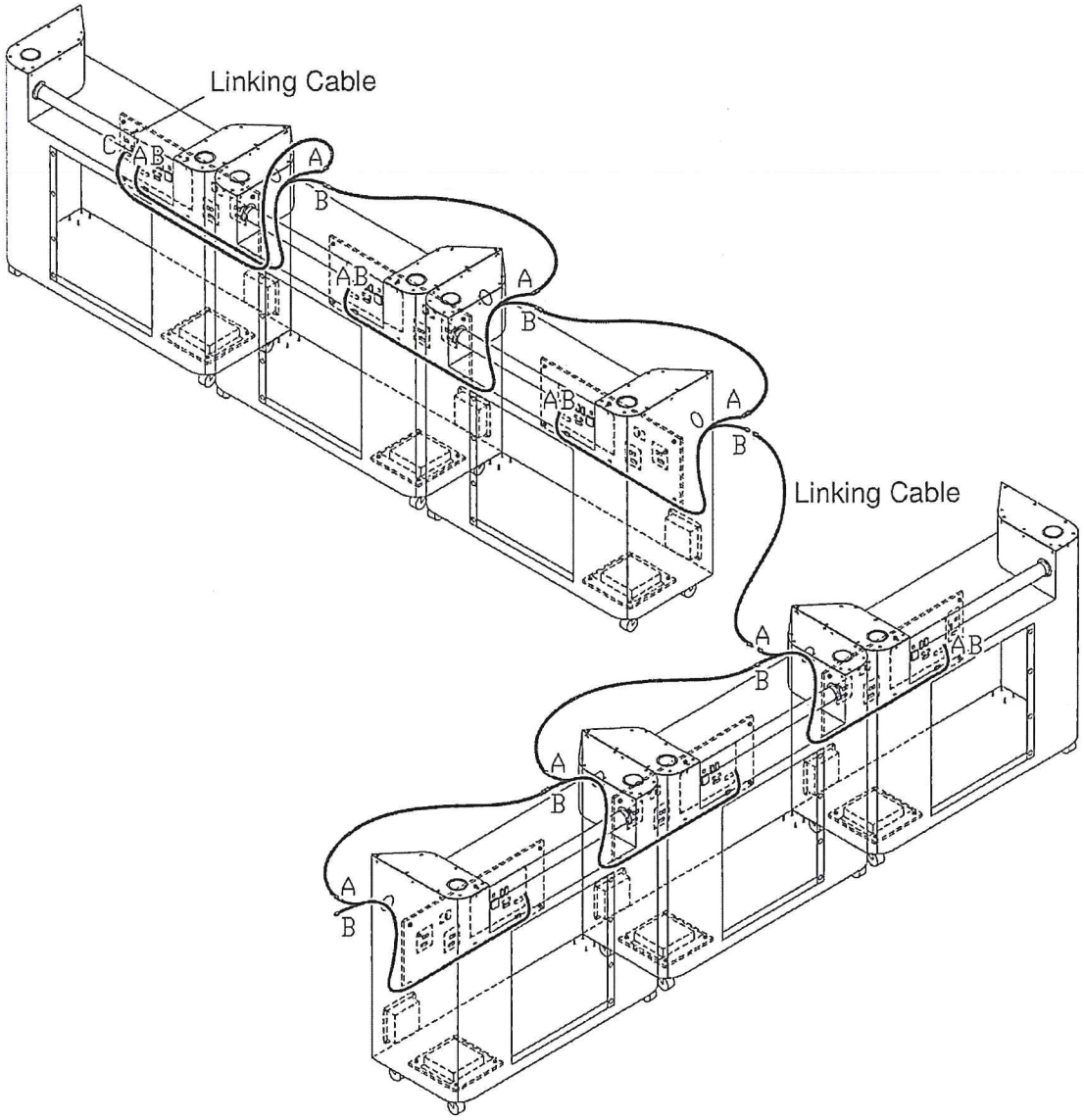
1. PRESS " TEST BUTTON " WHEN MACHINE IS " ON " STATUS. AND ENTER GATE TESTING MODE.
   TEST GATE DOOR UP AND DOWN AND RECORD SCORE WILL BE SET AT 60 POINTS.
2. PRESS " FREE PLAY BUTTON " TO TEST GATE DOOR UP DOWN.
3. PRESS " TEST BUTTON " TO LEAVE GATE DOOR TEST MODE.



DREAM SHOOTER II PCB wire diagram

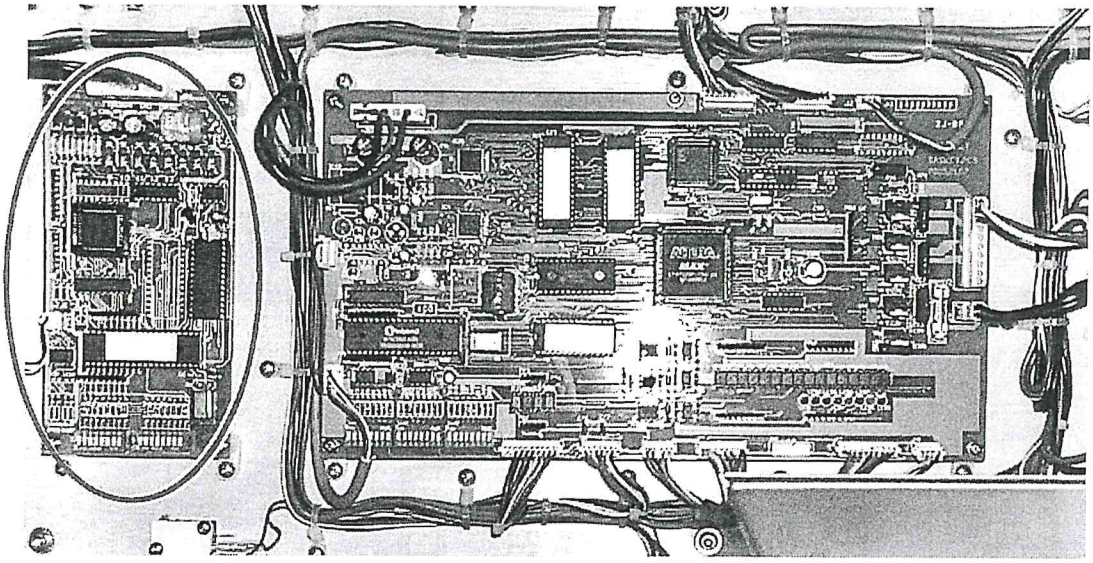


b. Linking machines connection

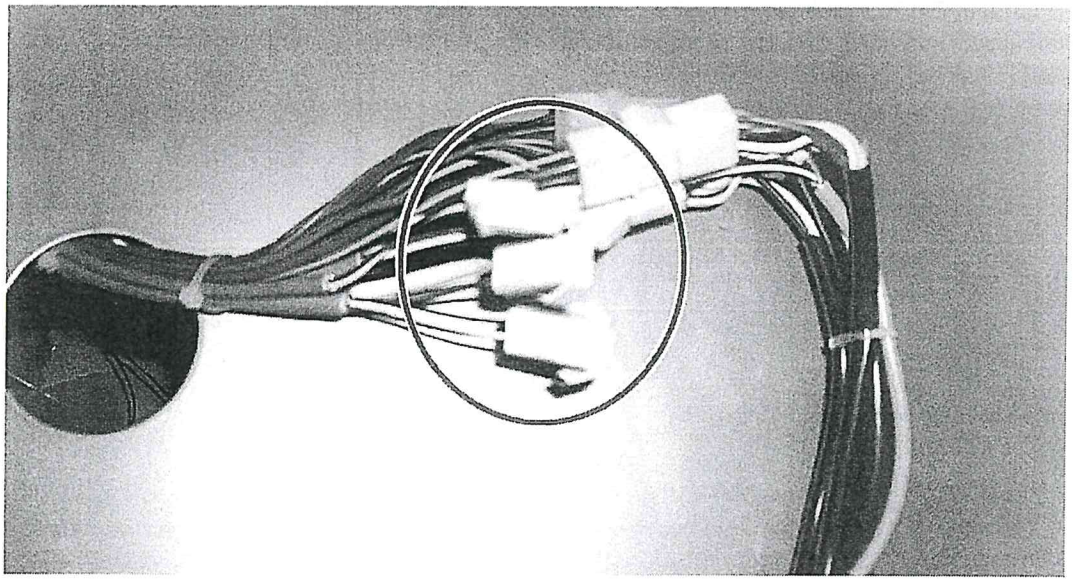


c. LINK BOARD INSTALLATION

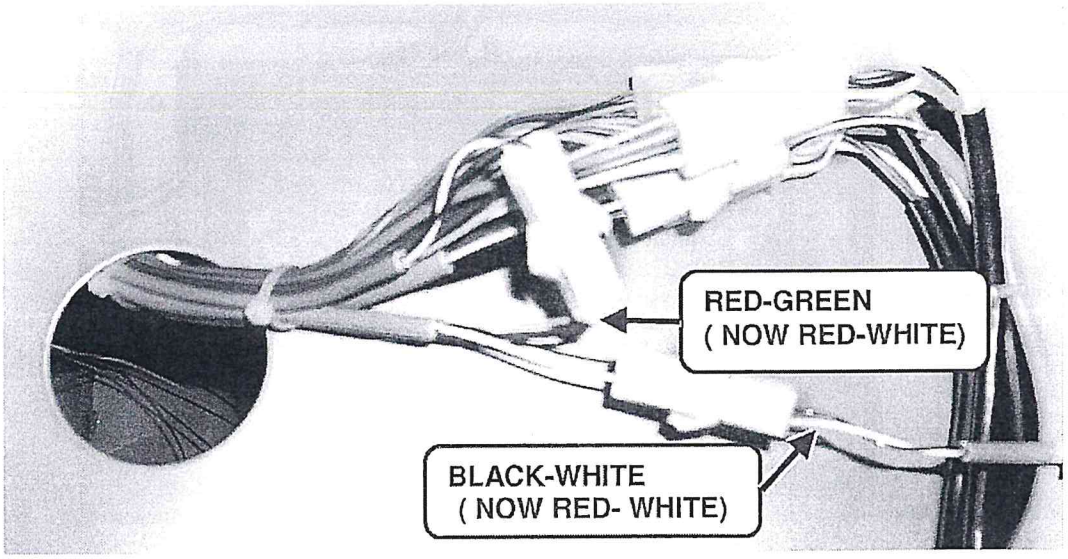
(1) PLEASE INSTALL LINK BOARD NEXT TO MAIN PCB IN MASTER MACHINE AS BELOW.



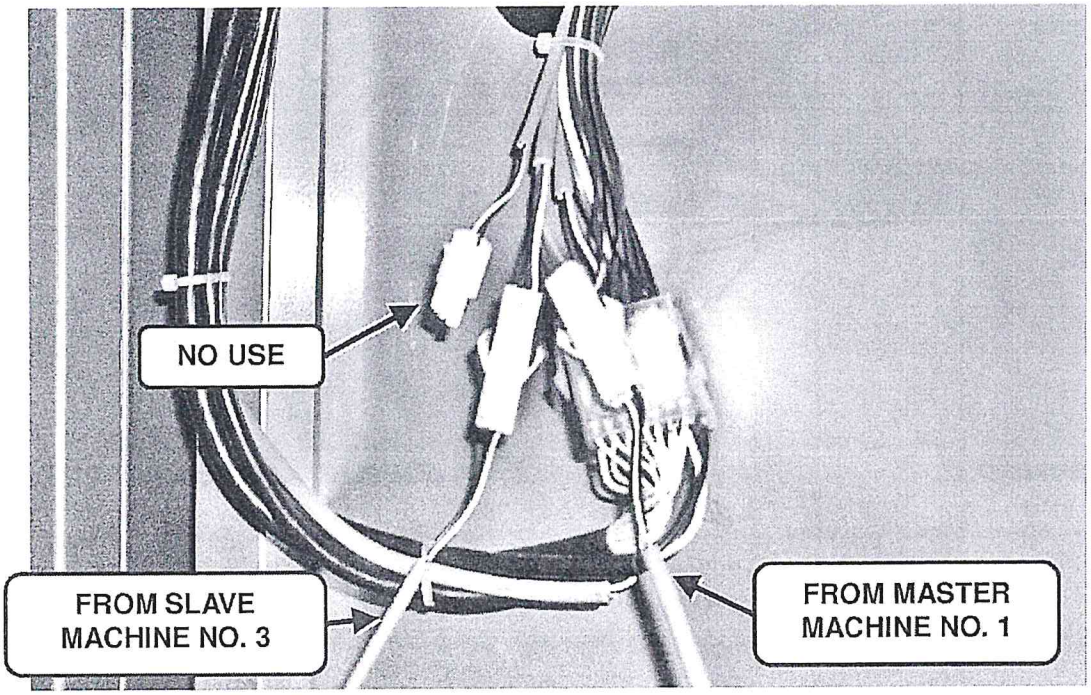
(2) THERE ARE THREE SETS OF WIRES BEHIND CONTROL BOX, THEY ARE BLACK-RED IN COLOR.



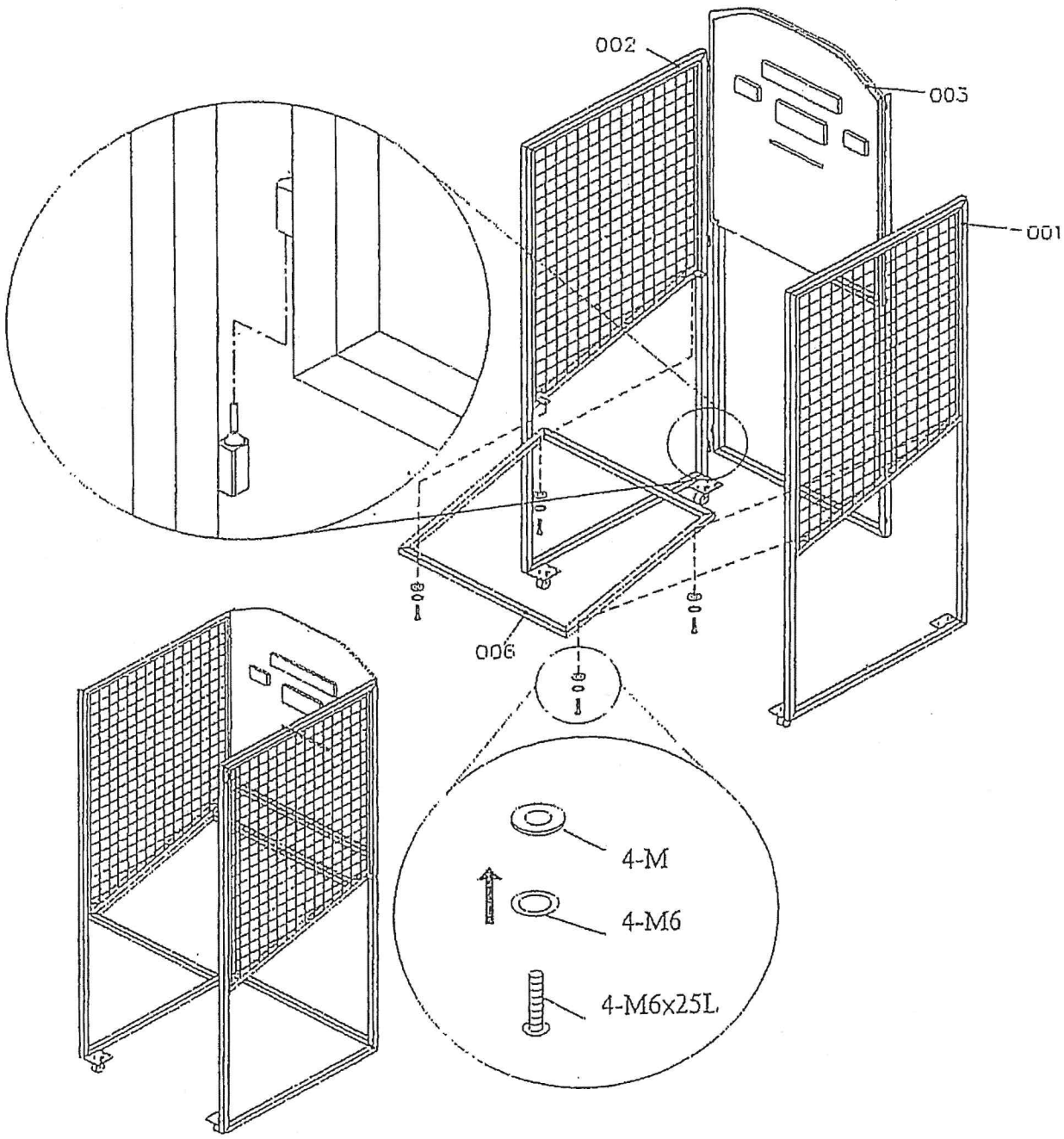
(3) IN MASTER MACHINE, PLEASE CONNECT TWO SETS TOGETHER AND NOTE RED-WHITE MUST MATCH RED-WHITE IN COLOR. (PICTURE SHOW RED-GREEN TO BLACK-WHITE) PLEASE CONNECT THE WIRE WITH LINK WIRE WITH GREY CABLE WHICH IS INSIDE THE COIN BOX OF EACH MACHINE WITH SPARE PARTS.

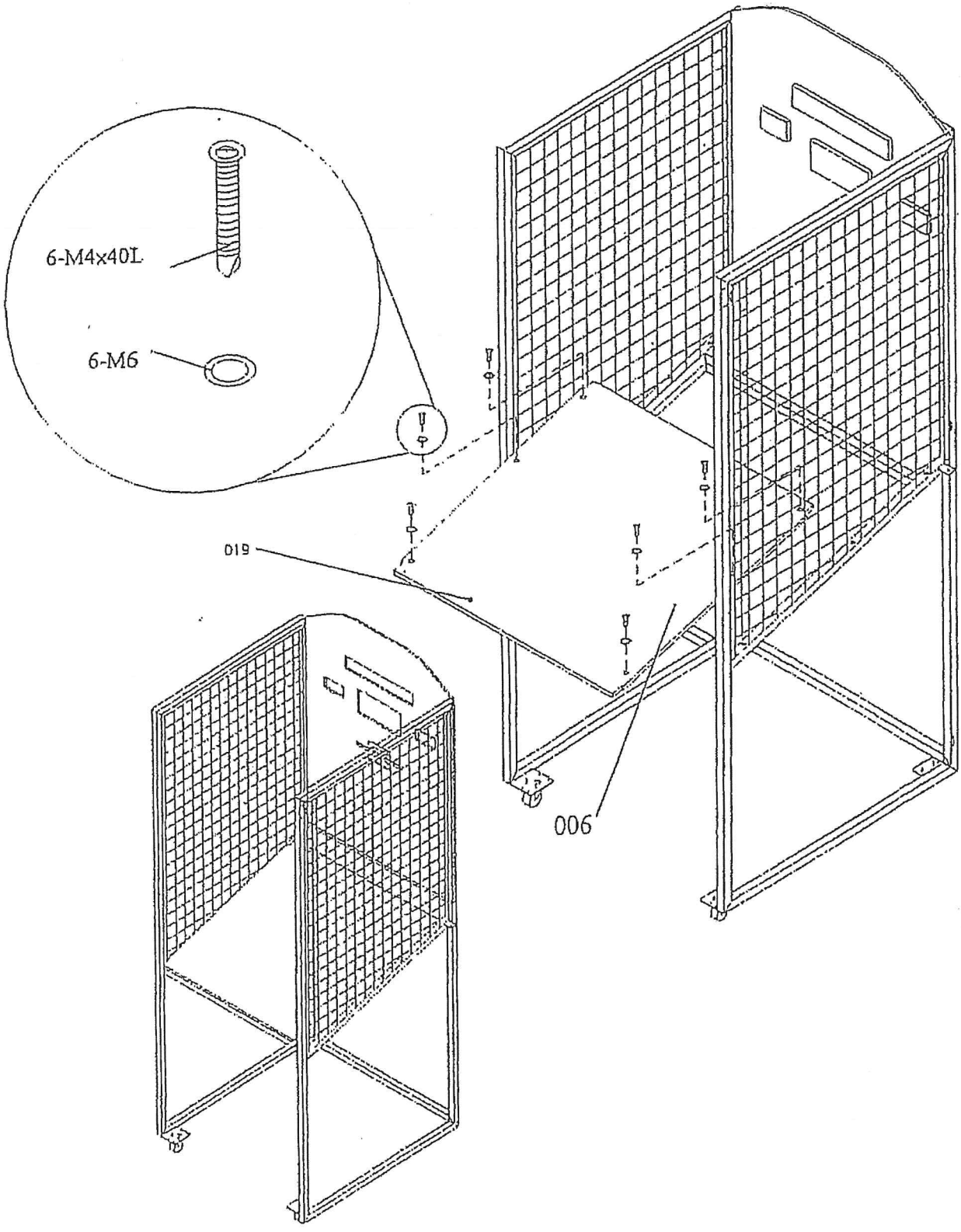


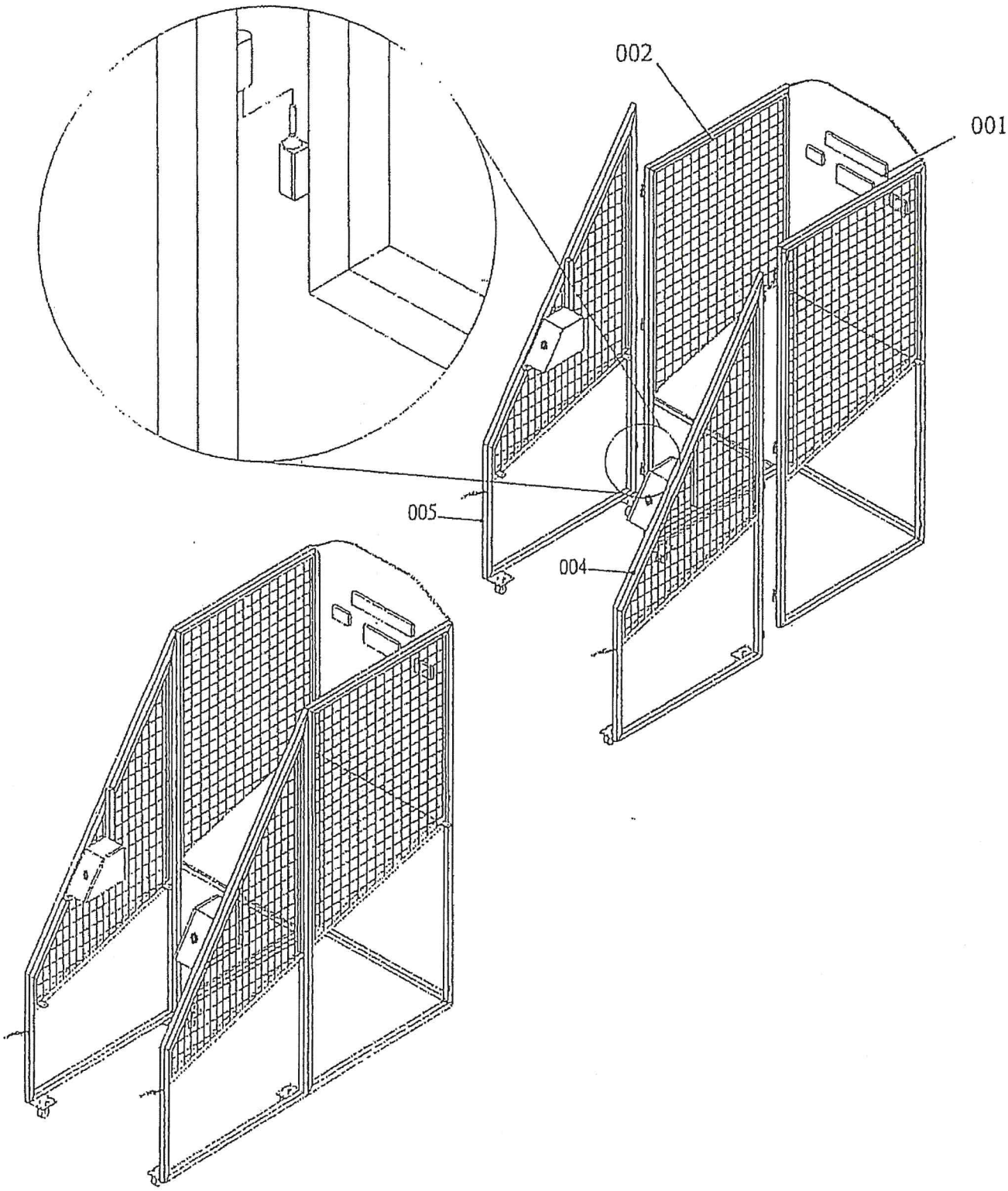
(4) IN MASTER MACHINE, PLEASE CONNECT TWO SETS TOGETHER AND NOTE RED-WHITE MUST MATCH RED-WHITE IN COLOR. (PICTURE SHOW RED-GREEN TO BLACK-WHITE) PLEASE CONNECT THE WIRE WITH LINK WIRE WITH GREY CABLE WHICH IS INSIDE THE COIN BOX OF EACH MACHINE WITH SPARE PARTS.

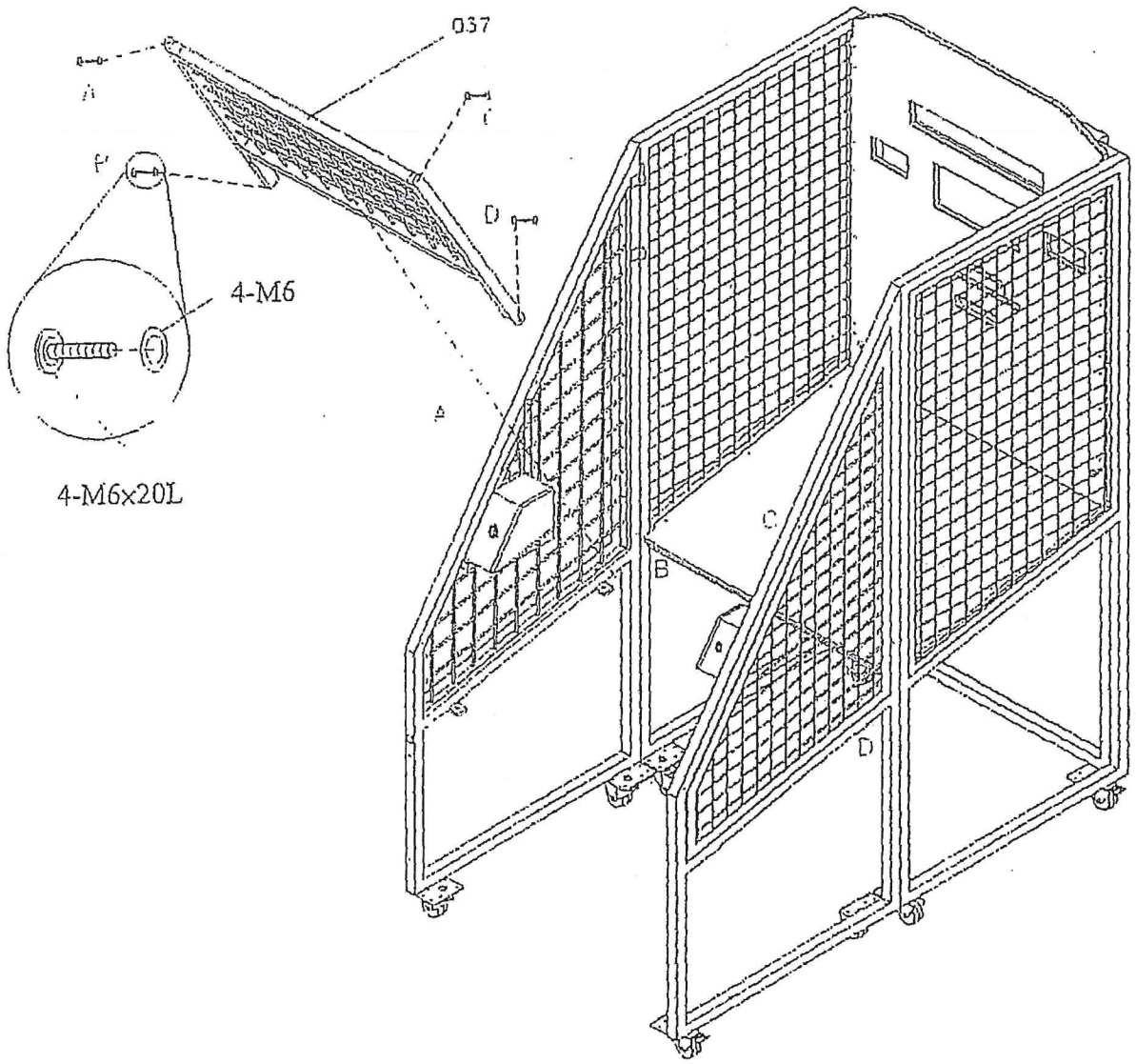


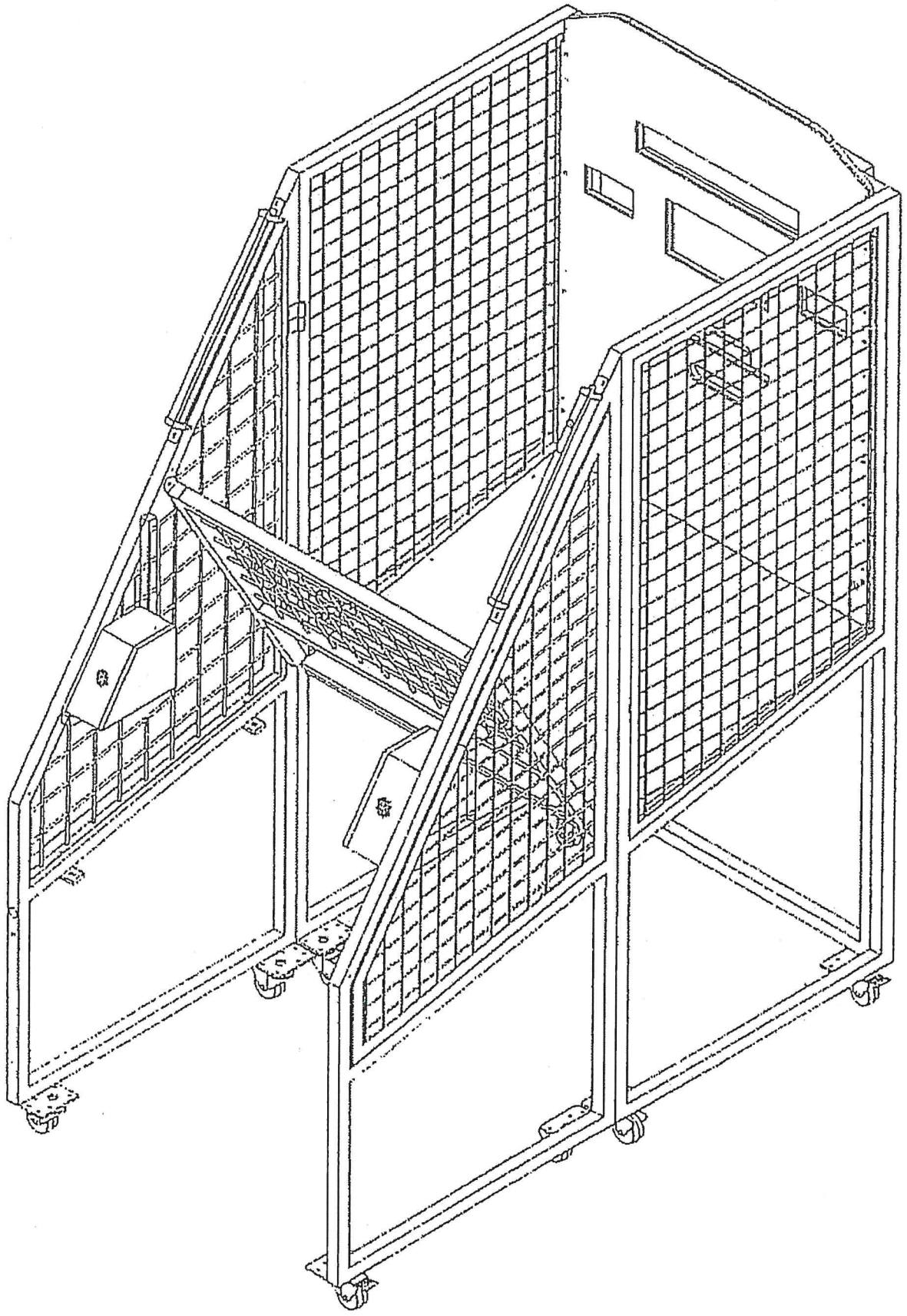
(5) PLEASE NOTE TWO WIRES OF LAST SLAVE MACHINES WILL NOT BE CONNECTED.

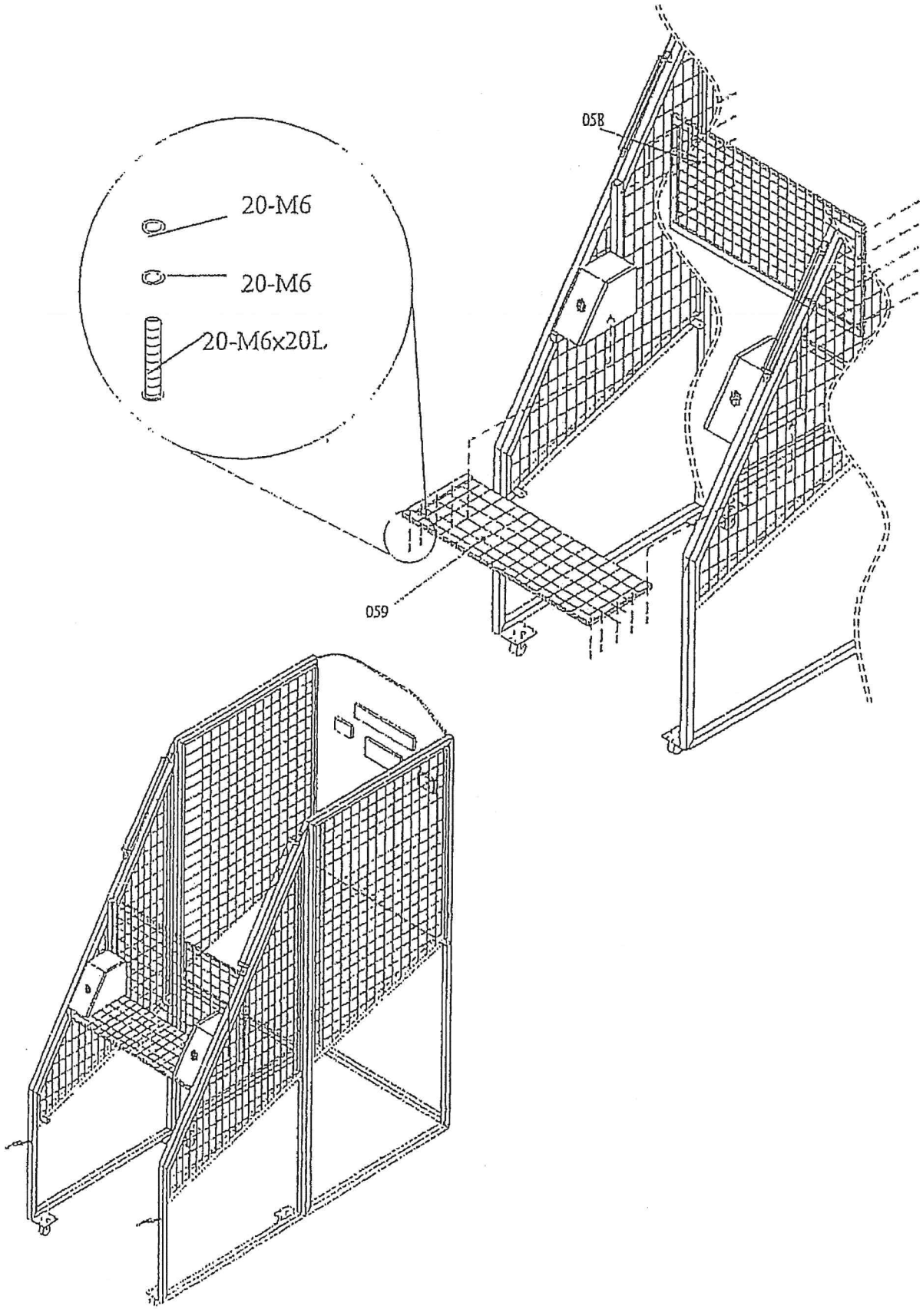

002
003
001
006
4-M
4-M6
4-M6x25L

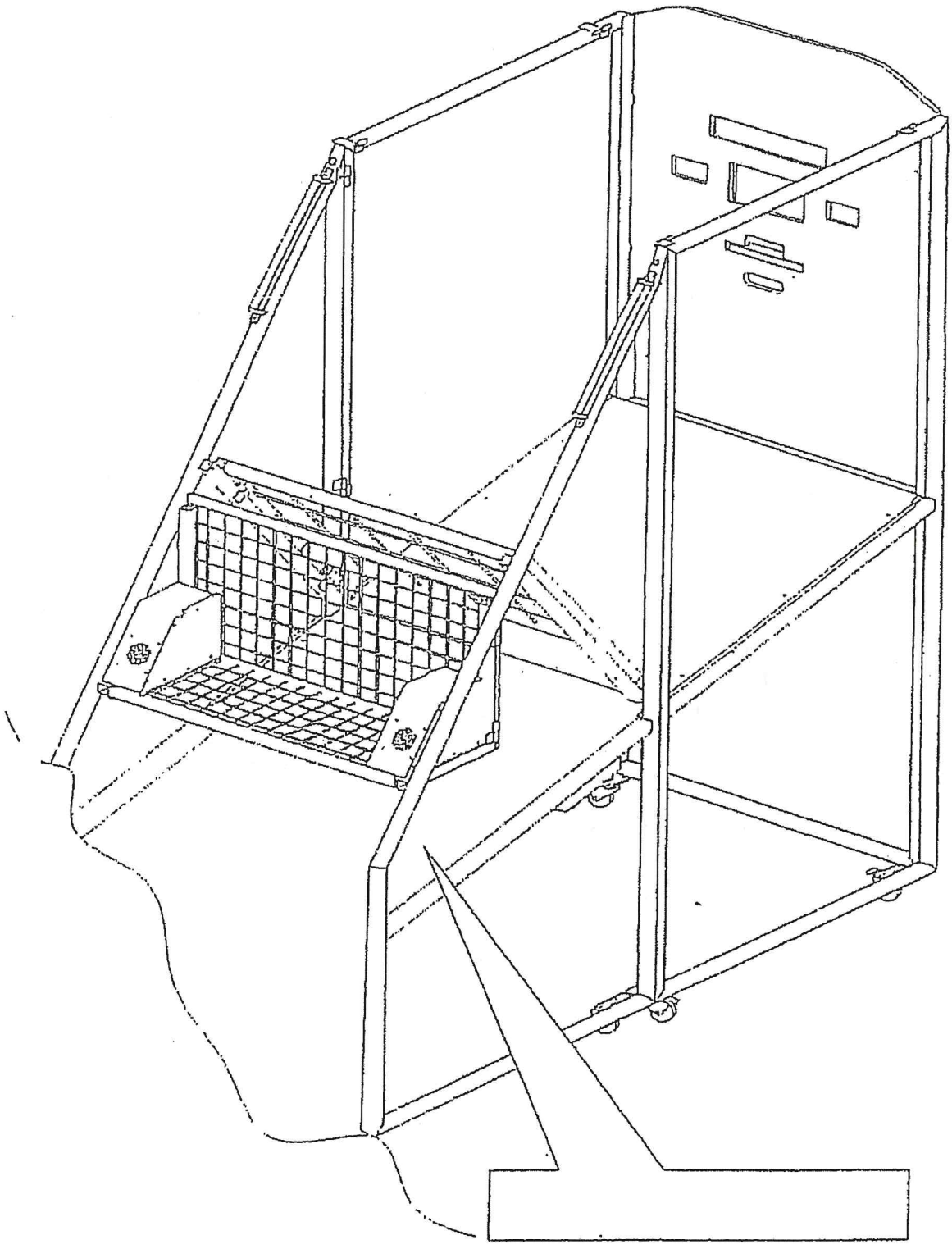

6-M4x40L
6-M6
019
006

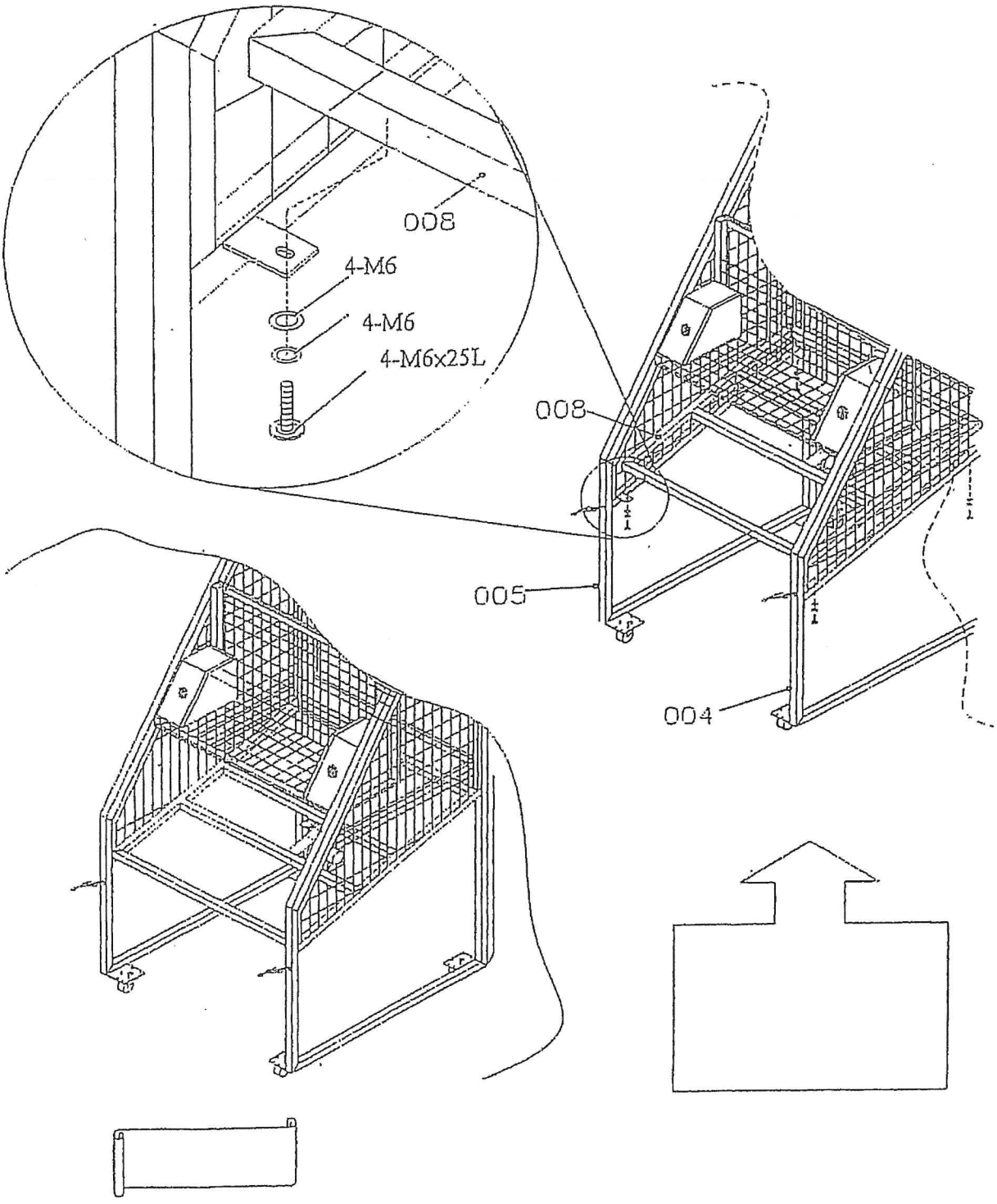

002
001
005
004

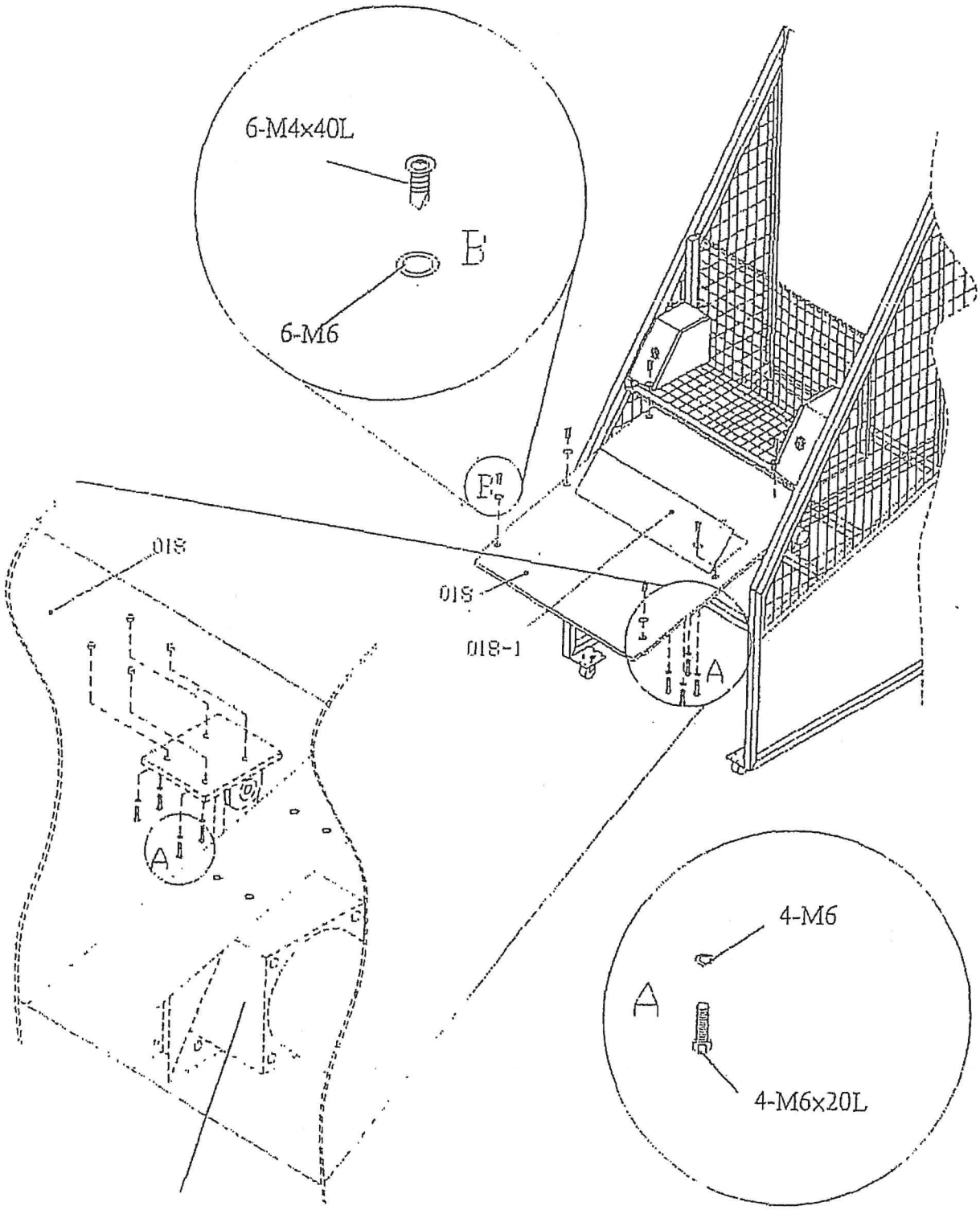

037
A
F
D
4-M6
4-M6x20L
C
B
D

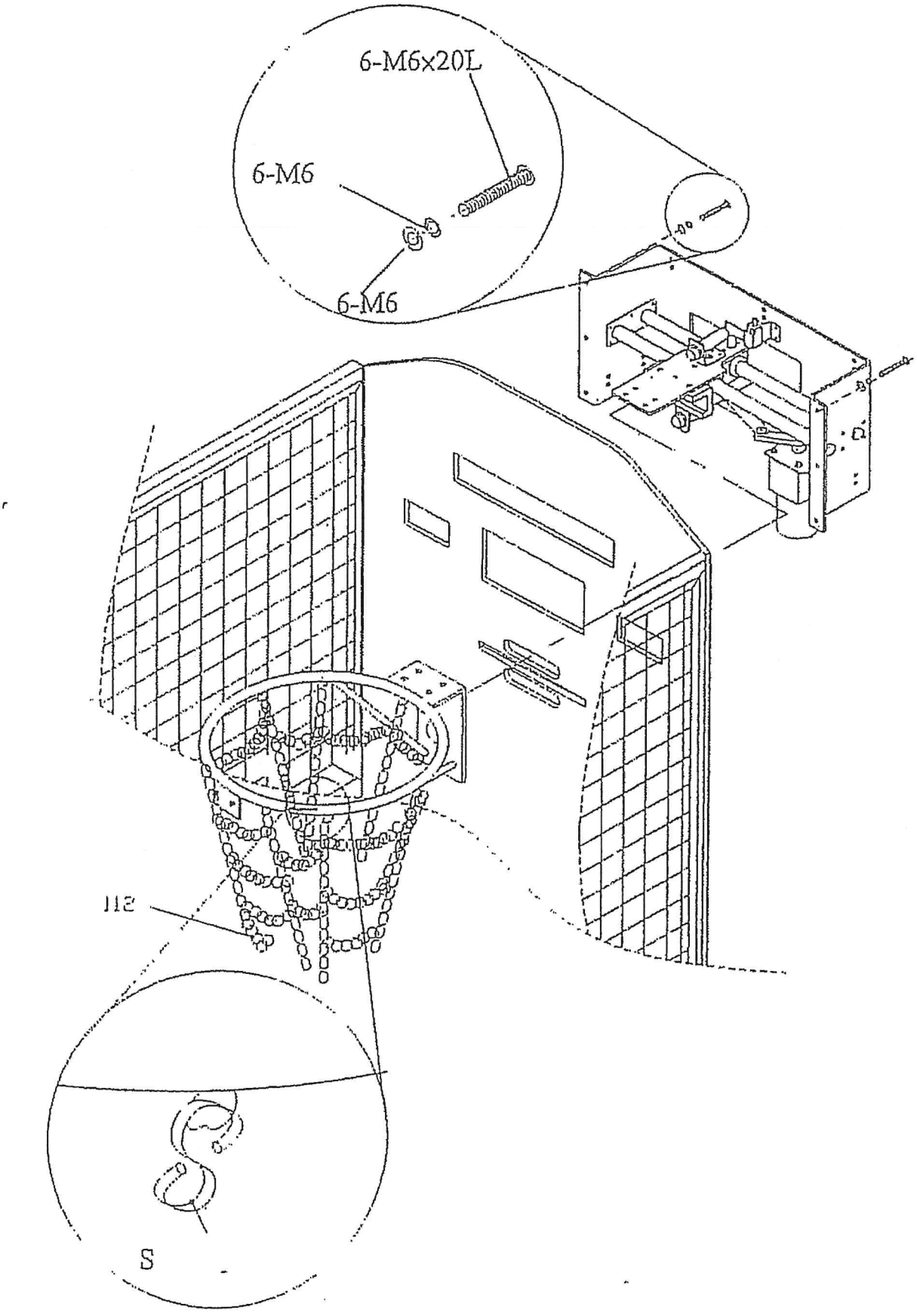


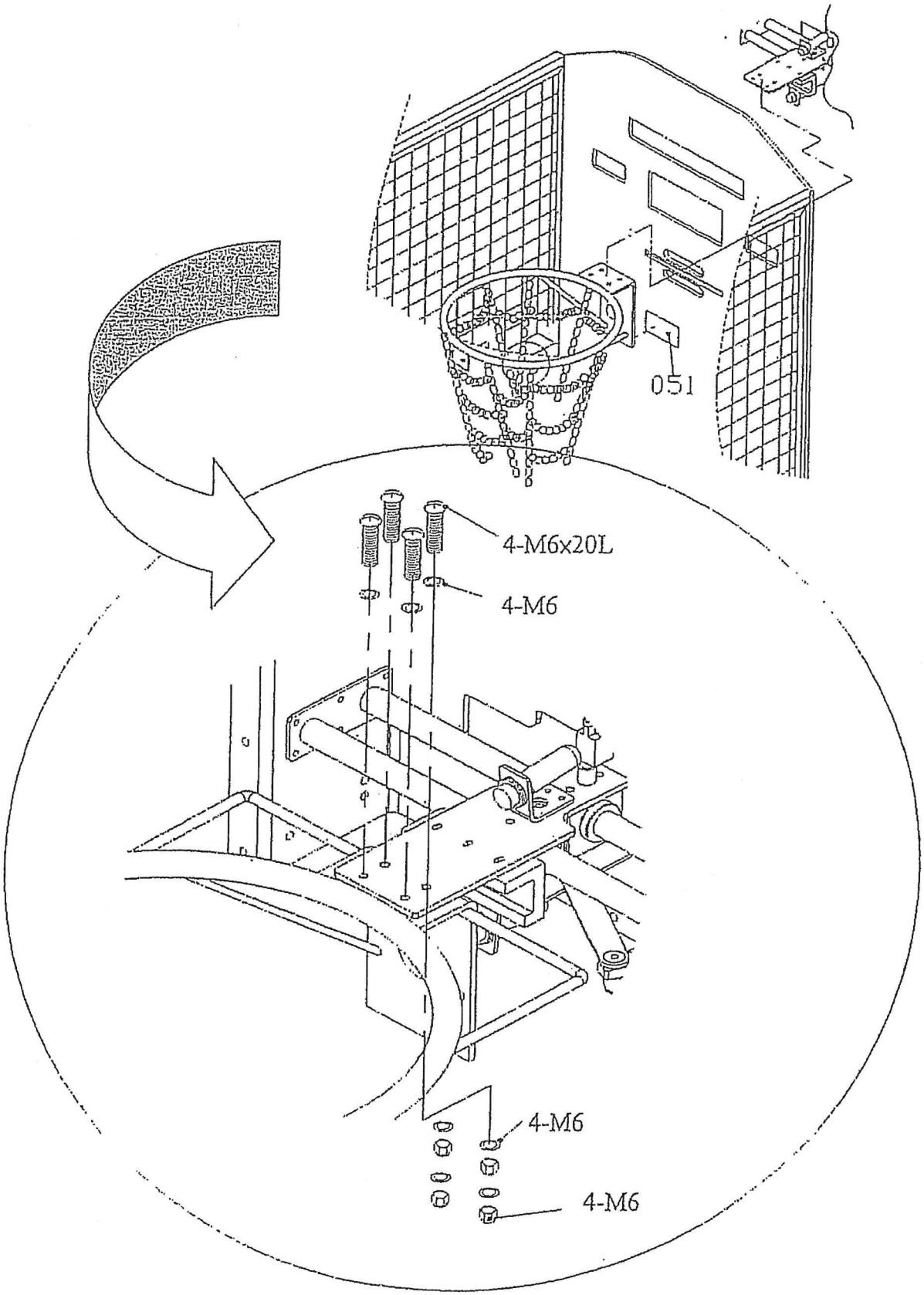

20-M6
20-M6
20-M6x20L
058
059

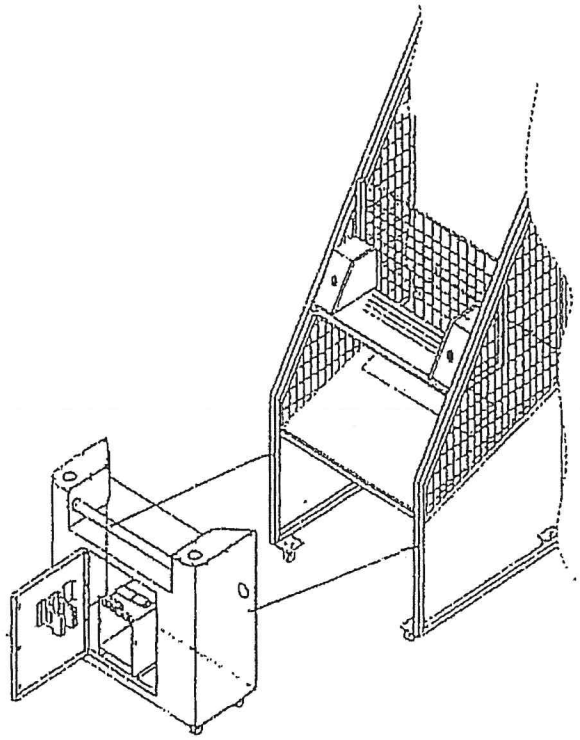


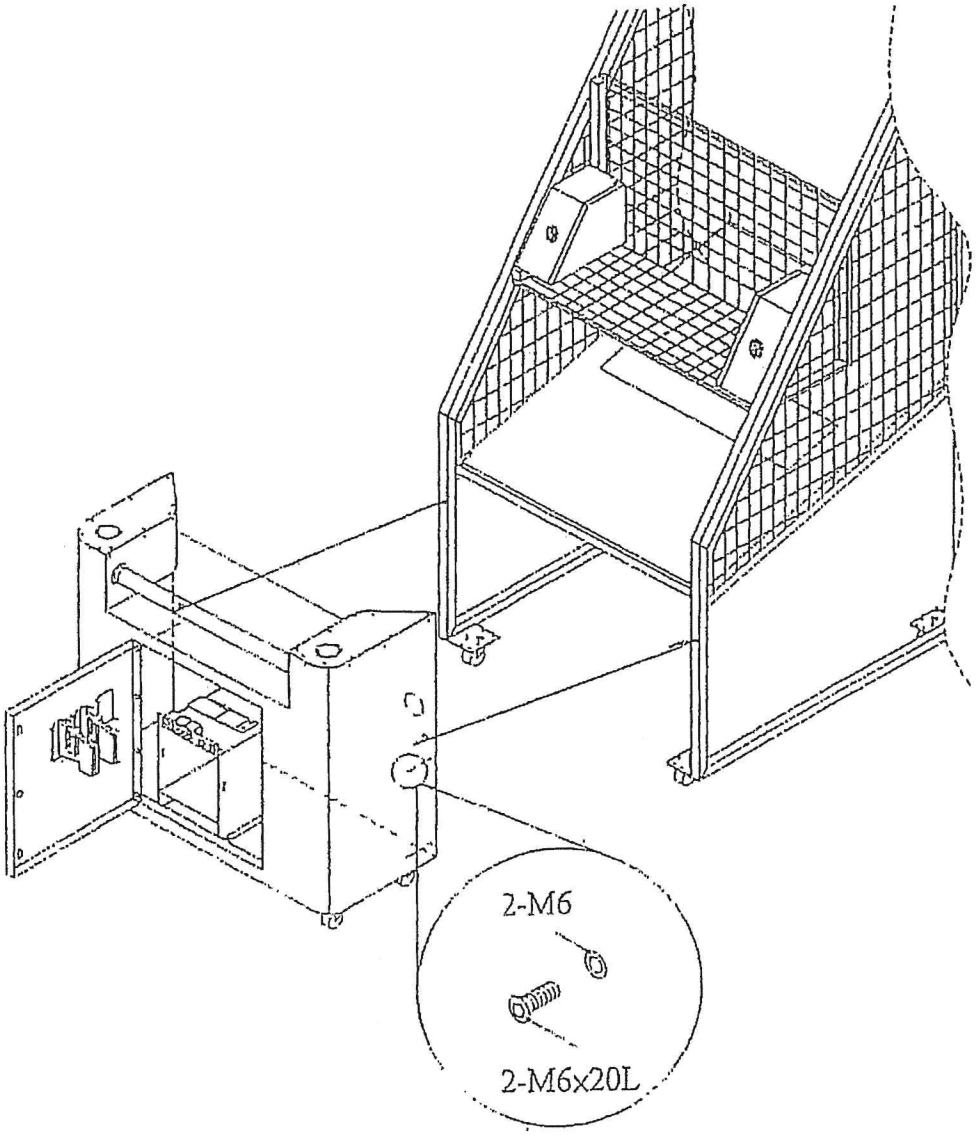

008
4-M6
4-M6
4-M6x25L
008
005
004

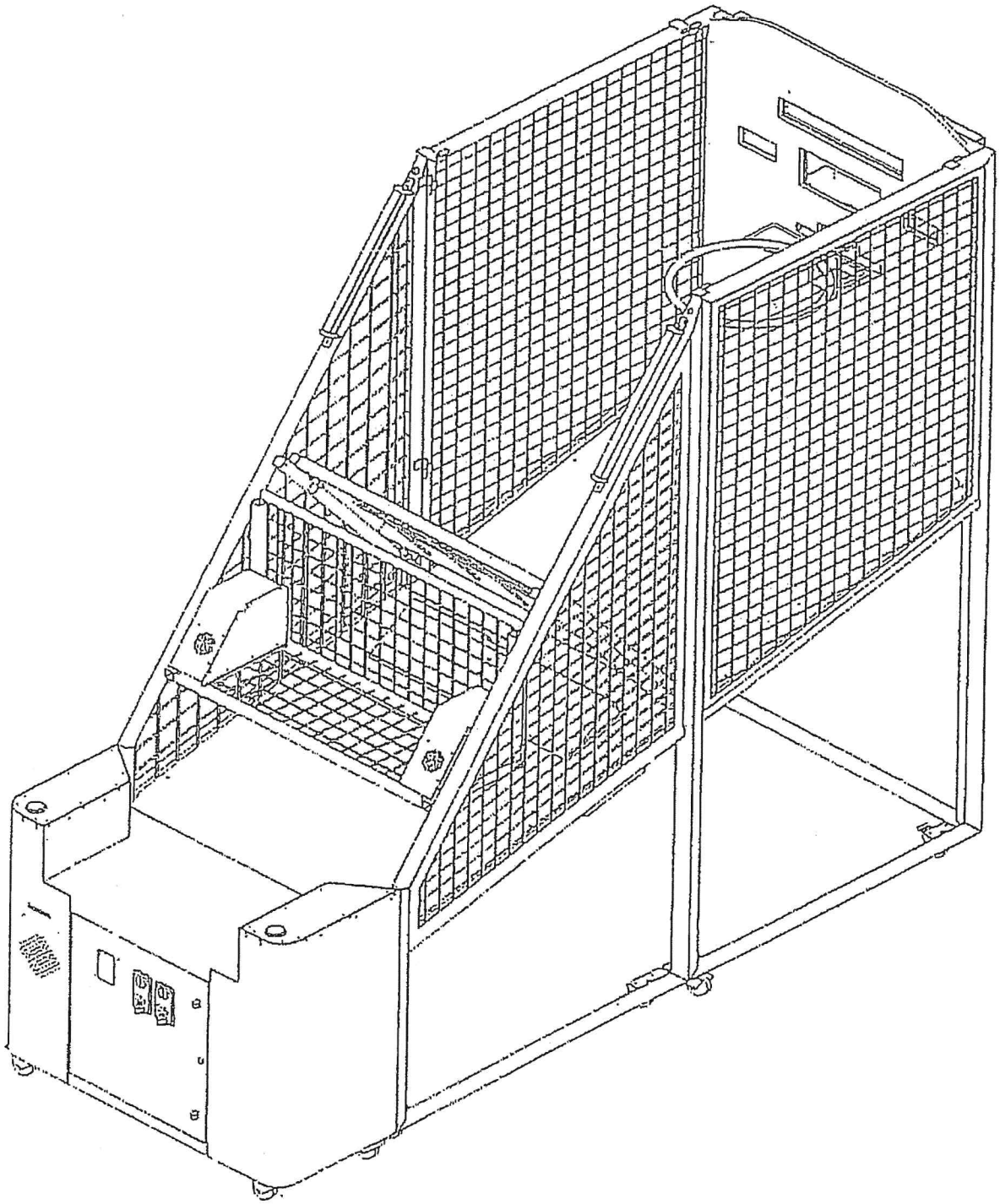

6-M4x40L
B
6-M6
A
4-M6
4-M6x20L

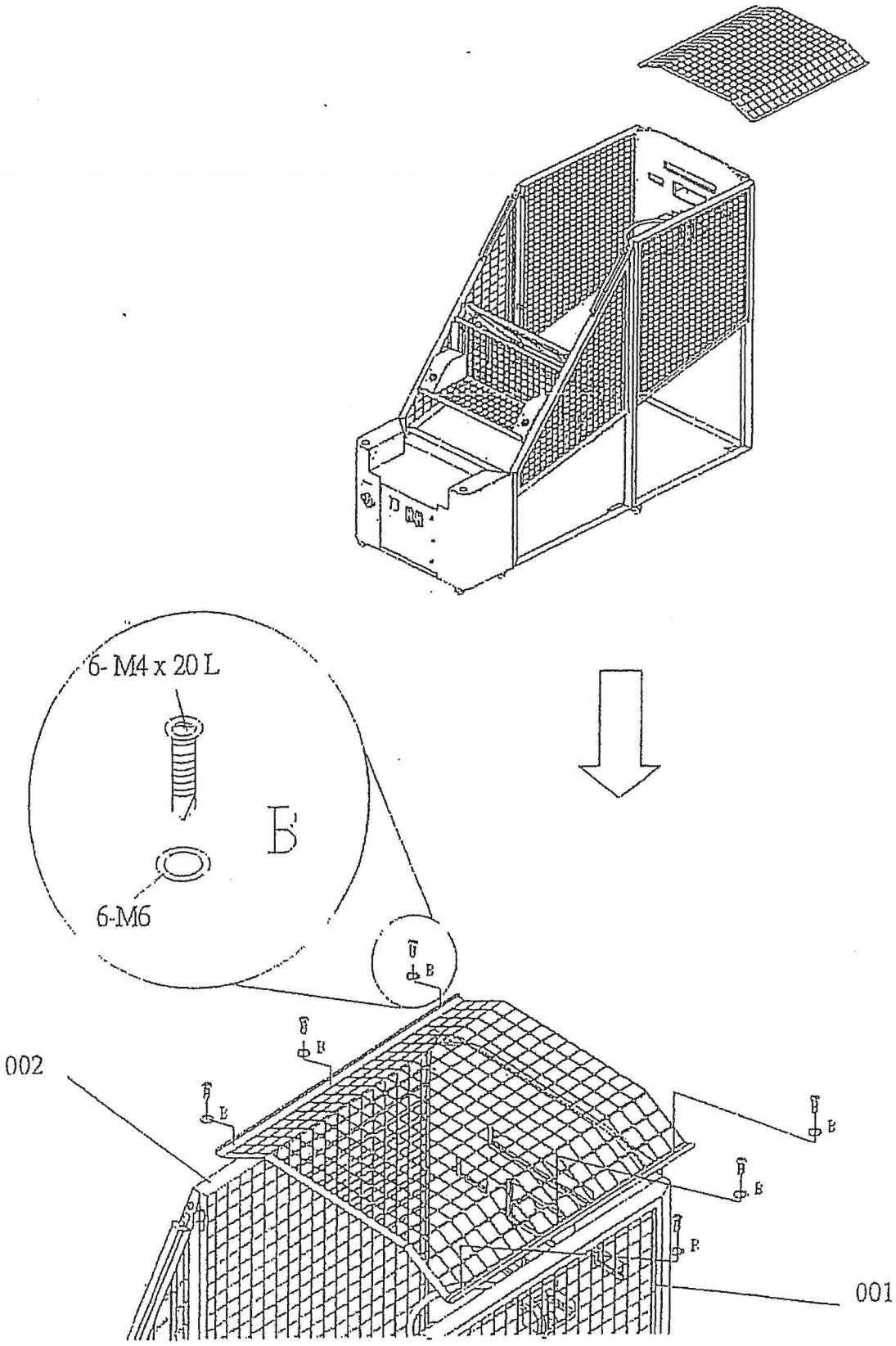
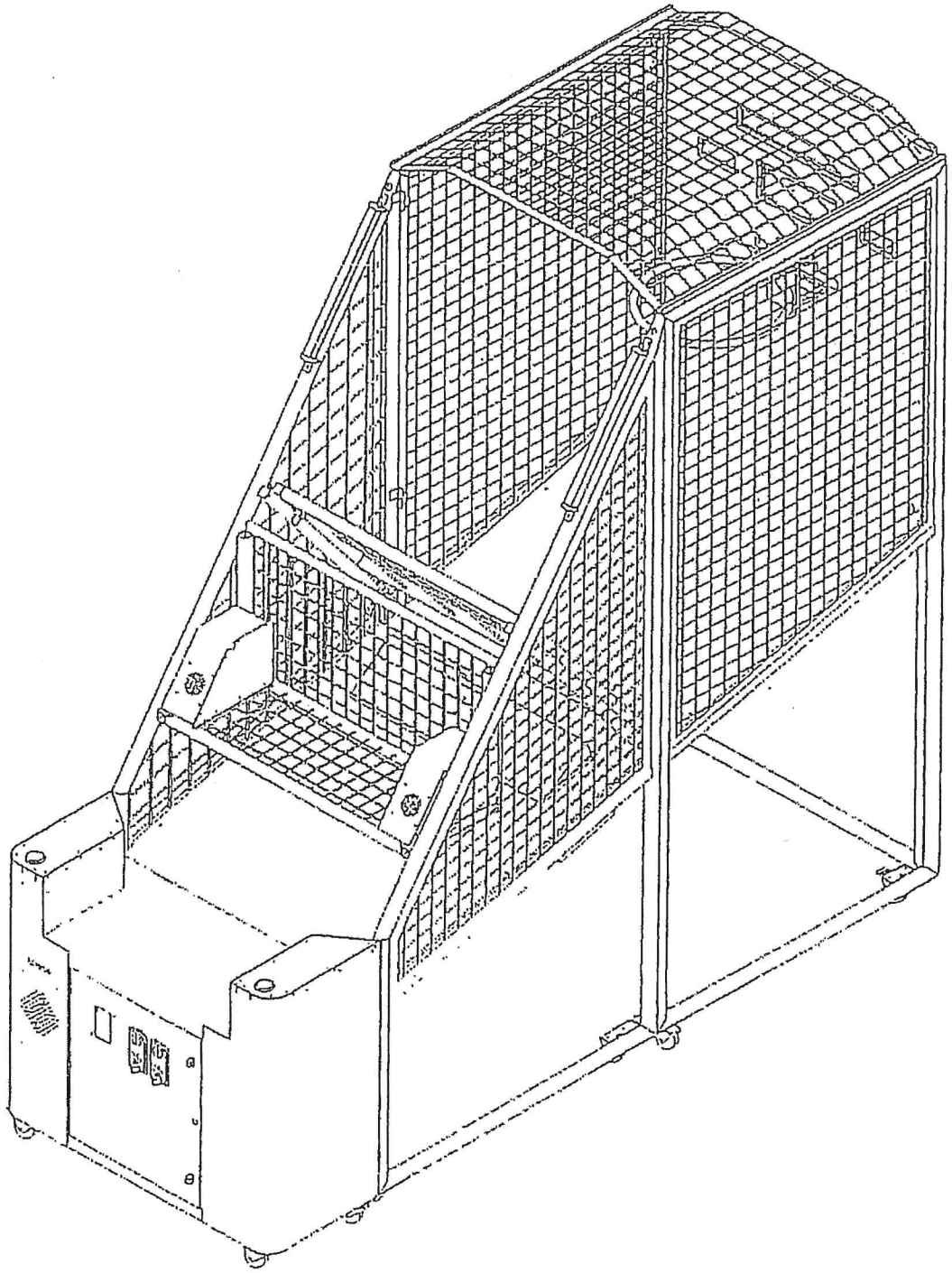

6-M6x20L
6-M6
6-M6
S


051
4-M6x20L
4-M6
4-M6
4-M6




2-M6
2-M6x20L




6- M4 x 20 L
Б
6-M6
002
001