



Happy ShooTing



User Guide

Remark: Photos are for your reference only,
please regard the actual product as the truth.



Warning

- Please read this user guide carefully before operation to ensure the safe operation of this machine.
- Please keep this user guide in order to check when you need in the future.

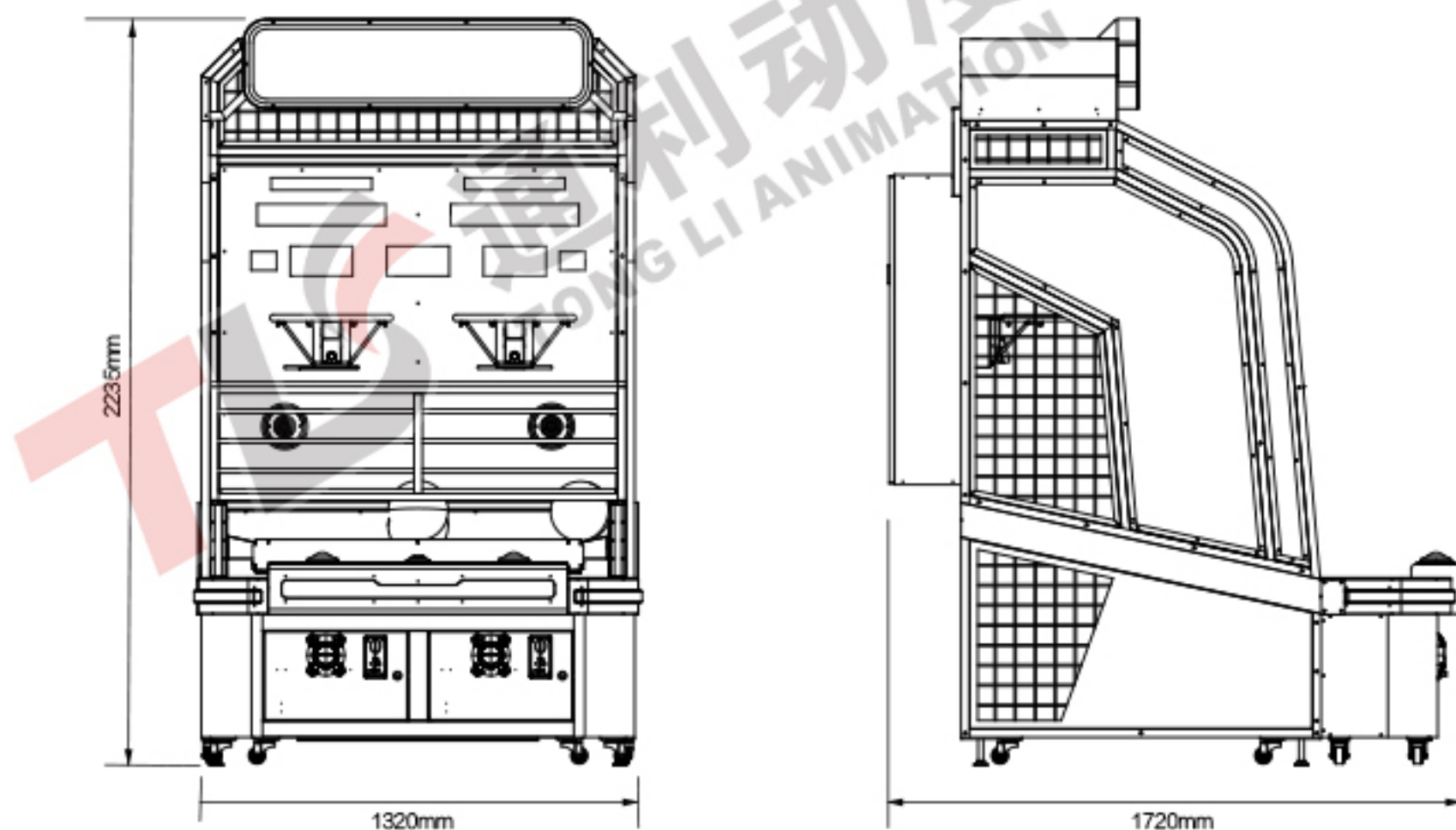


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1.Specification and dimension

1-1. Dimension



Dimension (W × D × H)	1404 x1730 x 2110(mm)
Weight (KG)	200kg
Voltage (Hz)	AC 220V
Power consumption	170 W

1-2.List of components

Number	Name	Specification	Quantity
1	Power line		1
2	Key TS777		2
3	Internal hexagonal wrench	5mm 	1
4	Internal hexagonal wrench	3mm 	1
5	Internal hexagonal wrench	2.5mm 	1
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2.How to play

2-1.How to play

1. Players can have a competition at same time or have a single play to reach the highest scores.
2. When two players have a completion, if one of players reaches next stage scores, then both players can play next stage.
3. Winner can get tickets or have one more free game.
4. During the game, there are 2-point shot and 3-point shot. On last ten seconds, each ball can get 3-point. Each stage can be adjusted by setting

3.DIP SW SETTING

1.DIP SW1		1	2	3	4	5	6	7	8
Coin1	4Coins :1 Play	ON	ON						
	3Coins : 1 Play	ON	OFF						
	2 Coins :1 Play	OFF	ON						
	1 Coin :1 Play	OFF	OFF						
Coin2	4 Coins : 1 Play			ON	ON				
	3 Coins : 1 Play			ON	OFF				
	2 Coins : 1 Play			OFF	ON				
	1 Coin:1 Play			OFF	OFF				
Game Time	75 Sec.					ON	ON		
	60 Sec.					ON	OFF		
	45 Sec.					OFF	ON		
	30 Sec.					OFF	OFF		
DEMO Music	No							ON	
	Yes							OFF	
FREE PLAY	Yes								ON
	No								OFF
		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

2.DIP SW2		1	2	3	4	5	6	7	8
Tickets payout when insert coin/s	3 tickets	ON	ON						
	2 tickets	ON	OFF						
	1 tickets	OFF	ON						
	None	OFF	OFF						
Prize for Winner	One free play			ON	ON				
	Same as Sw2 6~7			ON	OFF				
	Tickets for winner (SW3 1~2)			OFF	ON				
	None			OFF	OFF				
Prize for Loser	Tickets for winner (SW3 3~4)					ON			
	None					OFF			
Tickets by scores when single play	Every 10 points/1 ticket						ON	ON	
	Every 5 points/1 ticket						ON	OFF	
	Every 1 point/1 ticket						OFF	ON	
	None						OFF	OFF	
Keep the tickets which are not dispensed out yet after powering off	NO								ON
	YES								OFF
		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

3.DIP SW3		1	2	3	4	5	6	7	8
Tickets for Winner	15 tickets	ON	ON						
	10 tickets	ON	OFF						
	5 tickets	OFF	ON						
	None	OFF	OFF						
Tickets for Loser	5 tickets			ON	ON				
	3 tickets			ON	OFF				
	1 ticket			OFF	ON				
	None			OFF	OFF				
Reserved						OFF	OFF	OFF	OFF
出厂设定值		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

4.DIP SW4		1	2	3	4	5	6	7	8
Bill acceptor	4 Coins: 1 Play	ON	ON						
	3 Coins: 1 Play	ON	OFF						
	2 Coins: 1 Play	OFF	ON						
	1Coin: 1 Play	OFF	OFF						
Keep credit	YES			ON					
	NO			OFF					
Keep highest score when power on	YES				ON				
	NO				OFF				
Language	Chinese					ON			
	English					OFF			
Reserved							OFF		
Number of stage	5							ON	ON
	4							ON	OFF
	3							OFF	ON
	2							OFF	OFF
		OFF	OFF	OFF	OFF	ON	OFF	OFF	OFF

4. Hardware test

When Standby, press TEST KEY (Left side) to enter TEST MODE

Item 1. DISPLAY TEST

(Single Play button= back to game. Press SERVICE button (Left side) for two second to enter internal setting.)

Item 2. INPUT TEST

(DIP SW, KEY & SENSOR, Single Play button: Test Red/Orange rope light, Two Play button Blue/Green Rope light)

Item 3. OUTPUT TEST

(Gate= two Play button, Hoop= Single Play button, Ticket dispenser= SERVICE button)

Item 4 SUOND TEST

(Single Play button=Next Sound, Two Play button= Replay, SERVICE button = add background sound, ACCOUNT button=next background sound)

5. Default setting

When power on, press ACCOUNT button and SERVICE button at same time, all data will be cleared.

Default 3-points shot: The last 10 seconds.

Stages Score: 1st: 30, 2nd:150, 3rd:250, 4th:350, and 5th:450

Highest Score: 150

6.Internal setting

Internal Setting: During standby, press TEST button to enter TEST MODE.
When display shows “DISPLAY TEST”, press SERVICE button.

Setting:

TARGET SCORE:

P.01: 1st Stage: 1~500 Scores

P.02: 2nd Stage: ~999 Scores

P.03: 3rd stage: ~999 Scores s

P.04: 4th stage: ~999 Scores

P.05: 5th stage: ~999 Scores

Game Time for 3 Point Shot

P.06: 1st stage: 0~30 sec.

P.07: 2nd Stage: 0~30 sec.

P.08: 3rd stage: 0~30 sec.

P.09: 4th stage: 0~30 sec.

P.10: 5th stage: 0~30 sec.

P.11: Highest scores: 25~999 Scores

7.Accounting

When Power on, press Right Side ACCOUNT button to check accounting data.

- 1.Press Right Side ACCOUNT button: check next accounting item.
Accounting Item: A.01 ~ A.10
- 2.Press Right Side Single Play button for two seconds: the current Accounting Item will be cleared to Zero.
- 3.Press Single Play button and Two Play button at same time for two seconds, ALL accounting data will be cleared to zero.
- 4.Press Right Side SERVICE button, leave accounting function.

Accounting Item:

Left side Accounting Data:

- A1. XXXXXX Total games of Left side
- A2. XXXXXX Coin 1
- A3. XXXXXX Coin 2
- A4. XXXXXX Service
- A5. XXXXXX Tickets

Right side Accounting Data:

- B1. XXXXXX Total games of Right side
- B2. XXXXXX Coin 1
- B3. XXXXXX Coin 2
- B4. XXXXXX Service
- B5. XXXXXX Tickets

8.Error code

During standby, the TIM/CREDIT DISPLAY show E1, it means Ticket Error.

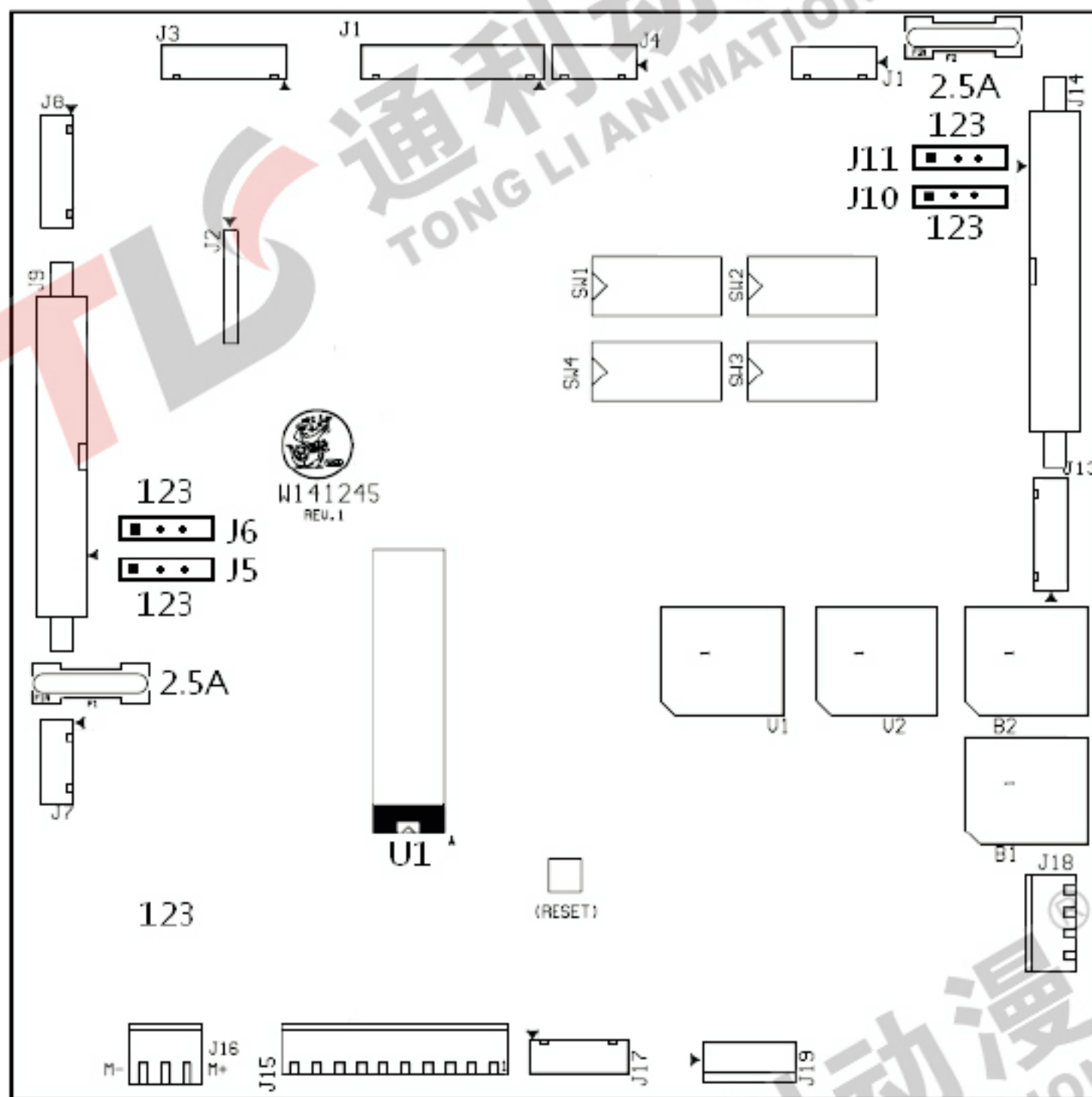
The Scores Display show the ticket number which is not dispensed out yet.

Press the Service Button to clear the error.

9.W6322 wiring diagram

◆ Main board CONNECTOR

◆Main board PCB- W141245



J15: 3.96mm 10PIN Power input to P2050power supply		
1	GND	GND Input
2	GND	GND Input
3	GND	GND Input
4	5V	5V Input
5	5V	5V Input
6	12V	12V Input
7	12V	12V Input
8	12V	12V Input
9	GND	Gate powet GND Input
10	12V	Gate power 12V Input

J16: 3.96mm 3PIN to gate motor			
1	M+	motor+	to gate motor
2			
3	M—	motor—	

J17: 2.5mm 6PIN to gate sensor			
1	12V	V+	Gate sensor NO
2	GATE1	OUT	
3	GND	GND	
4	12V	V+	Gate sensor NC
5	GATE2	OUT	
6	GND	GND	

J18: 3.96mm 4PIN to speaker			
1	SP2+	speaker+	Right speaker (B)
2	SP2—	speaker—	
3	SP1—	speaker—	Left speaker (A)
4	SP1+	speaker+	

J19: 2.54mm 6PIN Volume VR			
1	R-AGND	VR1-1	1 GND
2	L-AGND	VR2-1	2 GND
3	L-VR12	VR2-2	2 White
4	R-VR22	VR1-2	1 White
5	R-VR21	VR1-3	1 Red
6	L-VR11	VR2-3	2 Red

◆Left side wiring (Lion)

J7: 2.5mm 5PIN to meters(Left)		
1	METER11	Coin 1 meter
2	METER12	Coin 2 meter
3	METER13	Tickets meter
4	METER14	Note reader meter
5	12V	Meter 12V

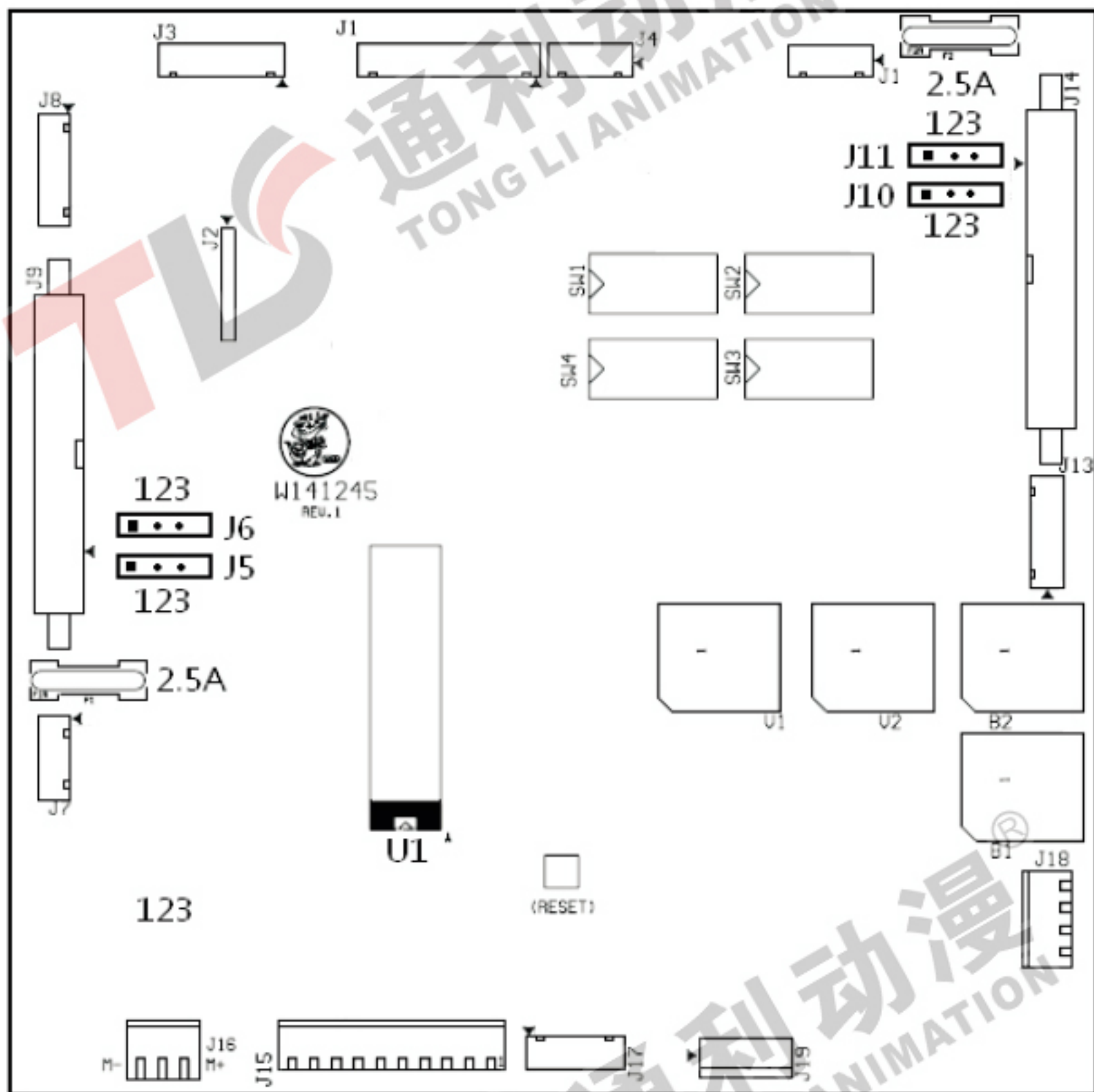
J9: 2.54mm 30PIN Left side console/setting					
1	LAMP11	Single play light-	2	12V	Single play light+
3	LAMP12	Two play light-	4	12V	Two play light+
5	TICK1L	Ticket motor-L	6	12V	Ticket dispenser12V
7	TICK1H	Ticket motor-H	8	12V	
9	C1DIS	Coin 1 inhibit	10	12V	Coin 1 12V
11	C2DIS	Coin 2 inhibit	12	12V	Coin 2 12V
13	COIN11	Coin 1 singal	14	GND	Coin 1 GND
15	COIN12	Coin 2 singal	16	GND	Coin 2 GND
17	TICK IN1	Ticket signal	18	GND	Ticket dispenser GND
19	START1	Single play KEY	20	GND	Single play KEY COM
21	LINK1	Two play KEY	22	GND	Two play KEY COM
23	SERVICE1	Service KEY	24	GND	Service KEY COM
25	TEST	Test KEY	26	GND	Test KEY COM
27	IN8		28	GND	
29			30	GND	

◆Right side wiring (Bear)

J12: 2.5mm 5PIN to meter (Right side)		
1	METER21	Coin 1 meter
2	METER22	Coin 2 meter
3	METER23	Tickets meter
4	METER24	Note reader meter
5	12V	Meter 12V

J14: 2.54mm 30PIN Right console/setting					
1	LAMP21	Single play light-	2	12V	Single play light+
3	LAMP22		4	12V	
5	TICK2L	Ticket motor-L	6	12V	Ticket dispenser12V
7	TICK2H	Ticket motor-H	8	12V	
9	C3DIS	Coin1 inhibit	10	12V	Coin1 12V
11	C4DIS	Coin2 inhibit	12	12V	Coin2 12V
13	COIN21	Coin1 signal	14	GND	Coin1 GND
15	COIN22	Coin2 signal	16	GND	Coin2 GND
17	TICK IN2	Ticket signal	18	GND	Ticket dispenser GND
19	START2	Single play	20	GND	Single play COM
21	LINK2		22	GND	对战玩KEY COM
23	SERVICE2	Service	24	GND	Service COM
25	ACC	Account	26	GND	Account COM
27	In9		28	GND	
29			30	GND	

◆W141238 I/O Board



J1: 3.96mm 6PIN Power in to P2050 power supply		
1	MOTOR POWER	Hoop motor power 12V
2	I/O POWER	Power 12V
3	I/O POWER	Power 12V
4	GND	Power GND
5	GND	Power GND
6	MOTORPOWER GND	Hoop motor power GND

J2: 2.5mm 5PIN
Rs232 to W141245 J4

J3: 2.5mm 6PIN			
1	GND	W141133 J2-2 GND	Left side caption board (Lion) to W141245 caption board (RS232)
2	RXD	W141133 J2-1 TXD	
3	TXD	W141133 J2-3 RXD	
4	GND	W141133 J2-2 GND	Right side caption board (Bear) to W141245 caption board (RS232)
5	RXD	W141133 J2-1 TXD	
6	TXD	W141133 J2-3 RXD	

J5: 2.54mm 14PIN
to W040418 high score board(center)

◆Right side (Bear)

J6: 2.54mm 14PIN
W040418 Score board (Right side)

J7: 2.5mm 15PIN
2.5mm 15PIN to W101138Time/CREDIT board (Right side)

J8: 3.96mm 3PIN			
1	M1+	Hoop motor+	to hoop motor output (Right side)
2			
3	M1-	Hoop motor-	

J9: 2.5mm 18PIN hoop sensor (Right side)			
1	12V	12V	Hoop upper sensor (Right side)
2	IN1	VO	
3	GND	GND	
4	12V	12V	Hoop lower sensor (Right side)
5	IN2	VO	
6	GND	GND	
7	12V	12V	Hoop Center Position Sensor (Right Side Hoop)
8	IN3	VO	
9	GND	GND	
10	12V		
11	IN4		
12	GND		
13	12V		
14	IN5		
15	GND		
16	12V		
17	IN6		
18	GND		

J10: 3.96mm 4PIN		
1	12V	Caption Board J1-1 12
2	GND	W141238 Caption Board\ J1 Power (Right Side)
3	5V	
4	GND	
		Caption Board J1-4 GND

J11: 2.5mm 7PIN		
1	12V	to W141136 RGB Light Board J1 (Right Side)
2	GND	
3	CD1	
4	CK1	
5	SL1	
6	GND	
7	12V	

◆Left Side (LION)

J13: 2.54mm 14PIN	
to W040418 Score board (Left side)	

J14: 2.5mm 15PIN	
2.5mm 15PIN to W101138 Time/CREDITBOARD (Left Side))	

J15: 3.96mm 3PIN		
1	M1+	Hoop Motor+
2		to Hoop Motor (Left Side)
3	M1-	Hoop Motor-

J16: 3.96mm 4PIN			
1	12V	Caption Board J1-1 12	W141238 Caption Board J1 Power (Left Side)
2	GND		
3	5V		
4	GND	Caption Board J1-4 GND	

J17: 2.5mm 18PIN Hoop sensor (Left side)			
1	12V	12V	Hoop upper sensor (Left side hoop)
2	IN7	VO	
3	GND	GND	
4	12V	12V	Hoop Lower Sensor (Left Side Hoop)
5	IN8	VO	
6	GND	GND	
7	12V	12V	Hoop Center Position Sensor (Left Side Hoop)
8	IN9	VO	
9	GND	GND	
10	12V		
11	IN10		
12	GND		
13	12V		
14	IN11		
15	GND		
16	12V		
17	IN12		
18	GND		

J18: 2.5mm 7PIN		
1	12V	to W141136 RGB Light Board J1 (Left Side)
2	GND	
3	SD2	
4	CK2	
5	SL2	
6	GND	
7	12V	

◆W141133 Caption Board Wiring



Caption Board DIPSW Setting

DIPSW-6 Full-shaped horizontal=0FF, Full-shaped vertical =0N

J1: 3.96mm 4PIN Power in			
J1		Left Side Caption Board	Right Side Caption Board
1	12V	W141238 J17-1 12V	W141238 J10-1
2	GND		
3			
4	GND	W141238 J17-4 GND	W141238 J10-4

J2: 2.5mm 3PIN (RS232) to W141238I/OBoard J3			
J2		Left Side Caption Board	Right Side Caption Board
1	TXD	141238 J3-2	141238 J3-5
2	GND	141238 J3-1	141238 J3-4
3	RXD	141238 J3-3	141238 J3-6

MAINTENANCE

Dear Customers:

Thanks for your purchasing from Tong Li! We will constantly improve our quality and service, and provide you better quality, high-efficiency, professional products and after-sales service. For protect your legitimate rights and interests, please read this manual detail, and knowing our service content, if the products and accessories were broken without according to this manual, we will not responsible for warranty, and only provide products and accessories for value.

1. Guarantee term.

Guarantee period of crane machines electronic components is 12 months from the purchasing. (Base on the PI date.).

2. The situation without guarantee.

After you purchase this product, if the machines were broken by below reasons, we can not provide guarantee according to this term, and will provide you service for value.

- (1) The whole machine or the parts is over the guarantee period.
- (2) LCD monitor surface is scuffing, weeping, fracture by human error.
- (3) User breached this manual, install, keeping and use wrongly causes to broken.
- (4) Fixing by person without our company authentication, user fixed (Wrong operation, scuffing, knock mark by human error, water-dampness, supply improper voltage.) causing to broken.
- (5) No purchase and guarantee voucher.
- (6) Guarantee and purchase voucher are modified by human.
- (7) The model and number are not match with matter.
- (8) The machine broken due to using the accessories without our authentication
- (9) The machine broken due to natural disaster (earthquake, fire).

3. Service type.

- (1) Once the products are broken down, please notice to us at once.
- (2) Products breakdown maintenance, please must send the unserviceable component to us, and provide the related purchasing voucher.

4. Reminder

- (1) The accessories during the fixing are belong to our company.
- (2) The service for value is containing cost of labor and fixing material.

5. Service and support.

- (1) Please review our website www.tonglianimation.com to get the latest information.
- (2) Technical support and after-service tel: 86-20-23885899





Product name:Double shot

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Version:Ver.01

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