



Hitty Mouse



User Guide

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

Warning

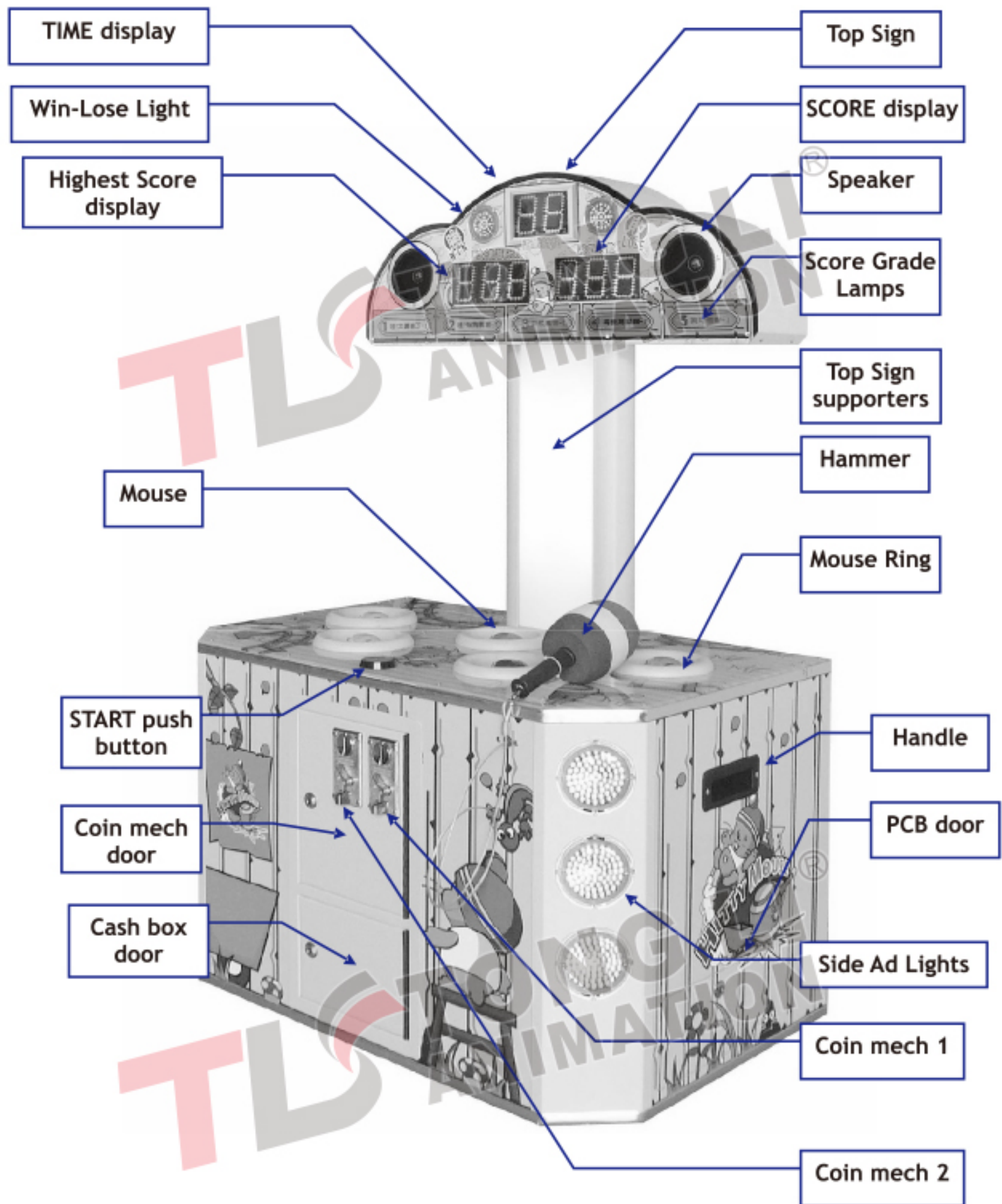
- Please read this user guide carefully before operation to ensure the safe operation of this machine.
- Please keep this user guide in order to check when you need in the future.

CONTENTS

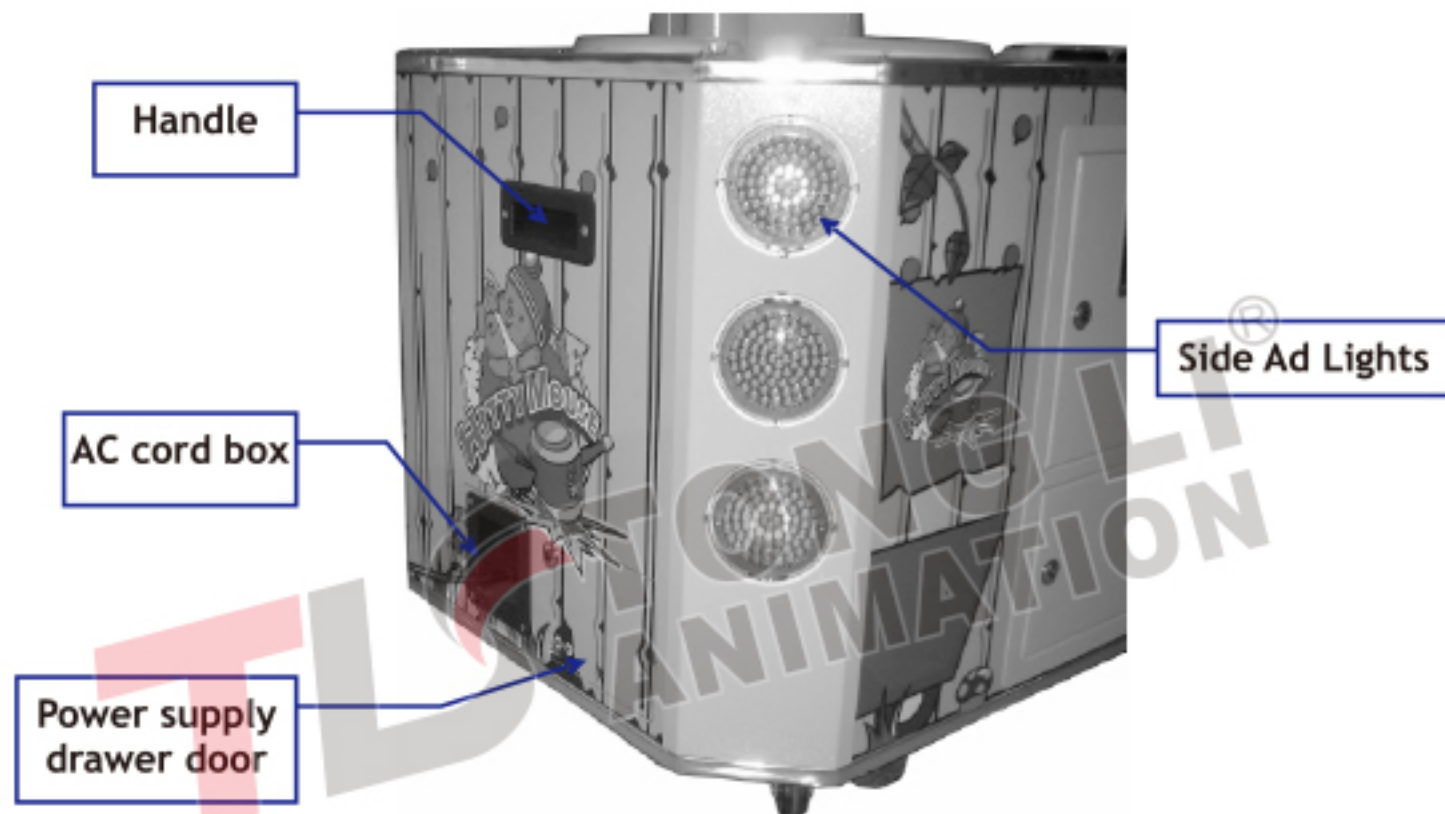
CHAPTER 1.	OVERALL CONSTRUCTION: PARTS AND NAMES	2
SECTION 1	FRONT OUTER PARTS.....	2
SECTION 2	MACHINE LEFT SIDE OUTER PARTS.....	3
SECTION 3	PARTS INSIDE OF THE POWER SUPPLY DRAWER DOOR	3
SECTION 4	PARTS INSIDE OF THE COIN MECH DOOR	4
SECTION 5	PARTS INSIDE OF THE PCB DOOR	4
SECTION 6	BACK OUTER PARTS	5
SECTION 7	PARTS INSIDE OF THE TOP SIGN 1	5
SECTION 8	PARTS INSIDE OF THE TOP SIGN 2	6
CHAPTER 2.	OPERATION.....	7
SECTION 1	HOW TO PLAY.....	7
SECTION 2	GAME RULES	7
ITEM 1	DEMO (STAND BY)	7
ITEM 2	INSERT COIN/S	7
ITEM 3	METER DETECTION	7
ITEM 4	SERVICE SWITCH.....	8
SECTION 3	GAME FEATURE SETUP.....	9
ITEM 1	DIP SW SETUP	9
SECTION 4	BOOKKEEPING	14
SECTION 5	RESET	15
CHAPTER 3.	MAINTENANCE AND SERVICE.....	16
SECTION 1	FUNCTIONS TEST	16
SECTION 2	ERROR CODES DESCRIPTION	17
SECTION 3	TROUBLE SHOOTING.....	19
CHAPTER 4.	WIRING DIAGRAM	21
SECTION 1	W080106 Main board wiring diagram.....	21
SECTION 2	W080107 SCORE DISPLAY DRIVER wiring diagram	24
SECTION 3	W080108 LEVEL lamps wiring diagram	26
SECTION 4	W080109 MICE DRIVER wiring diagram	27
SECTION 5	W040420-Y SIDE AD LED wiring diagram.....	30
SECTION 6	W060711-W623 WIN LOSE LED wiring diagram	31

CHAPTER 1. OVERALL CONSTRUCTION: PARTS AND NAMES

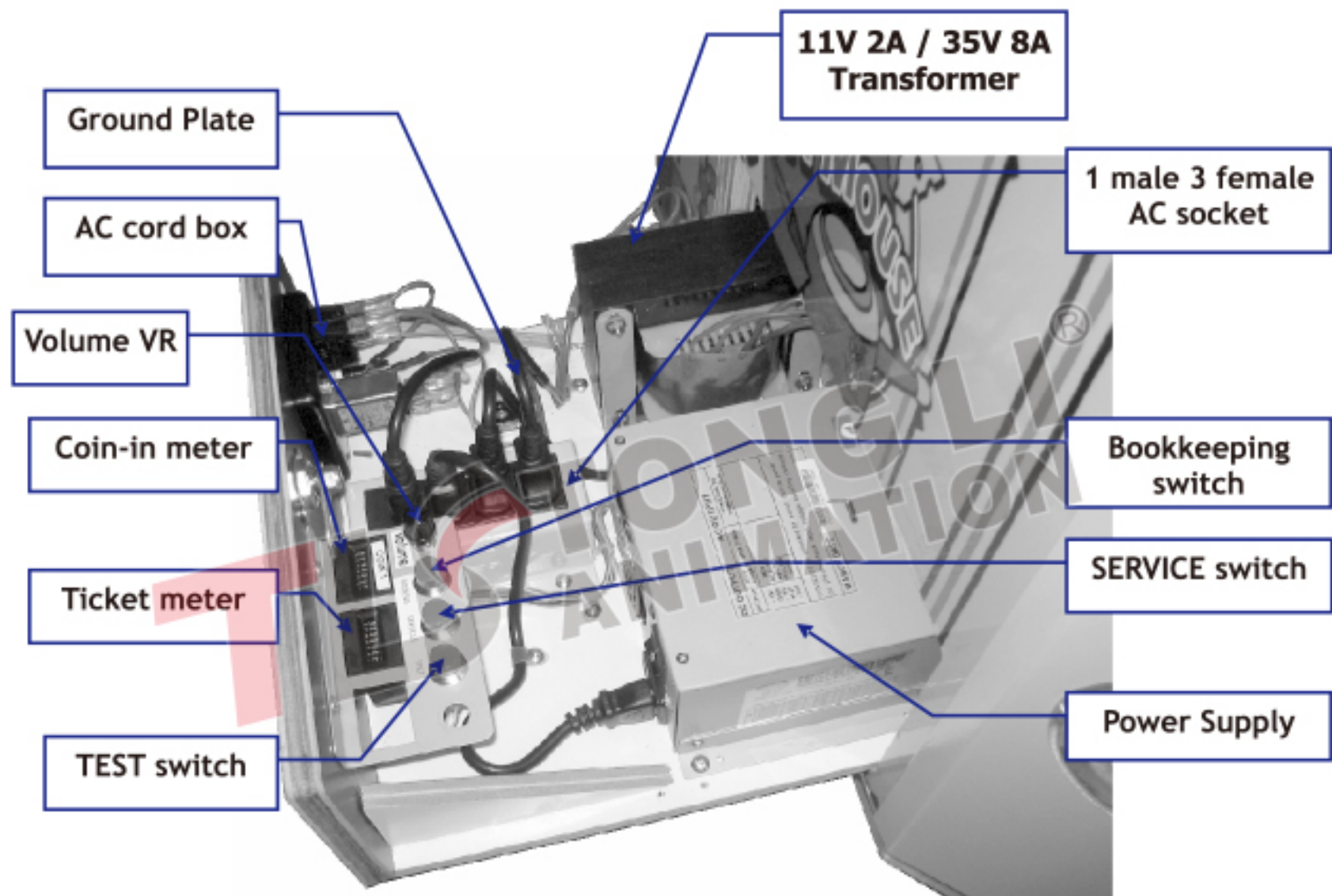
SECTION 1 FRONT OUTER PARTS



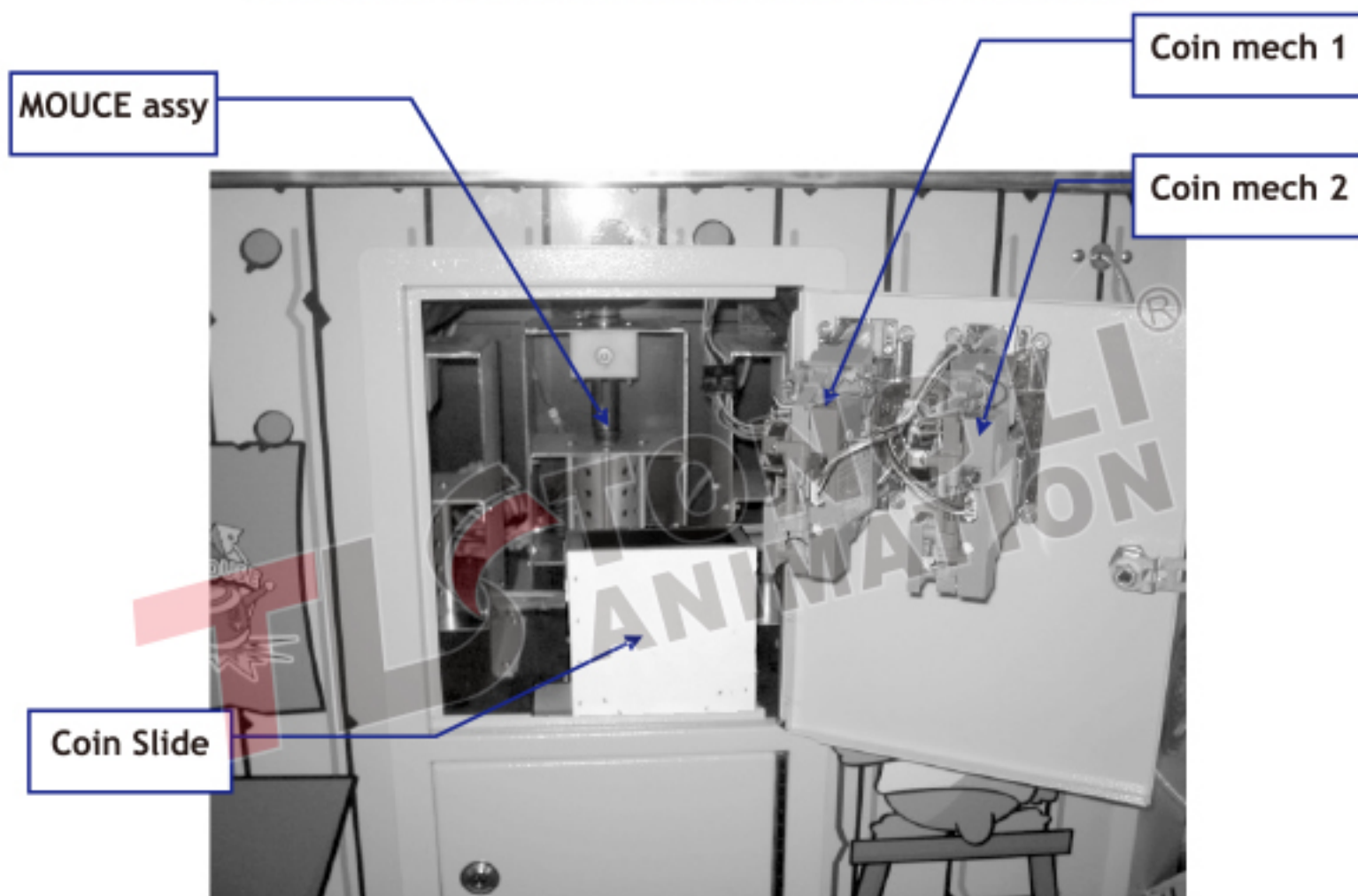
SECTION 2 MACHINE LEFT SIDE OUTER PARTS



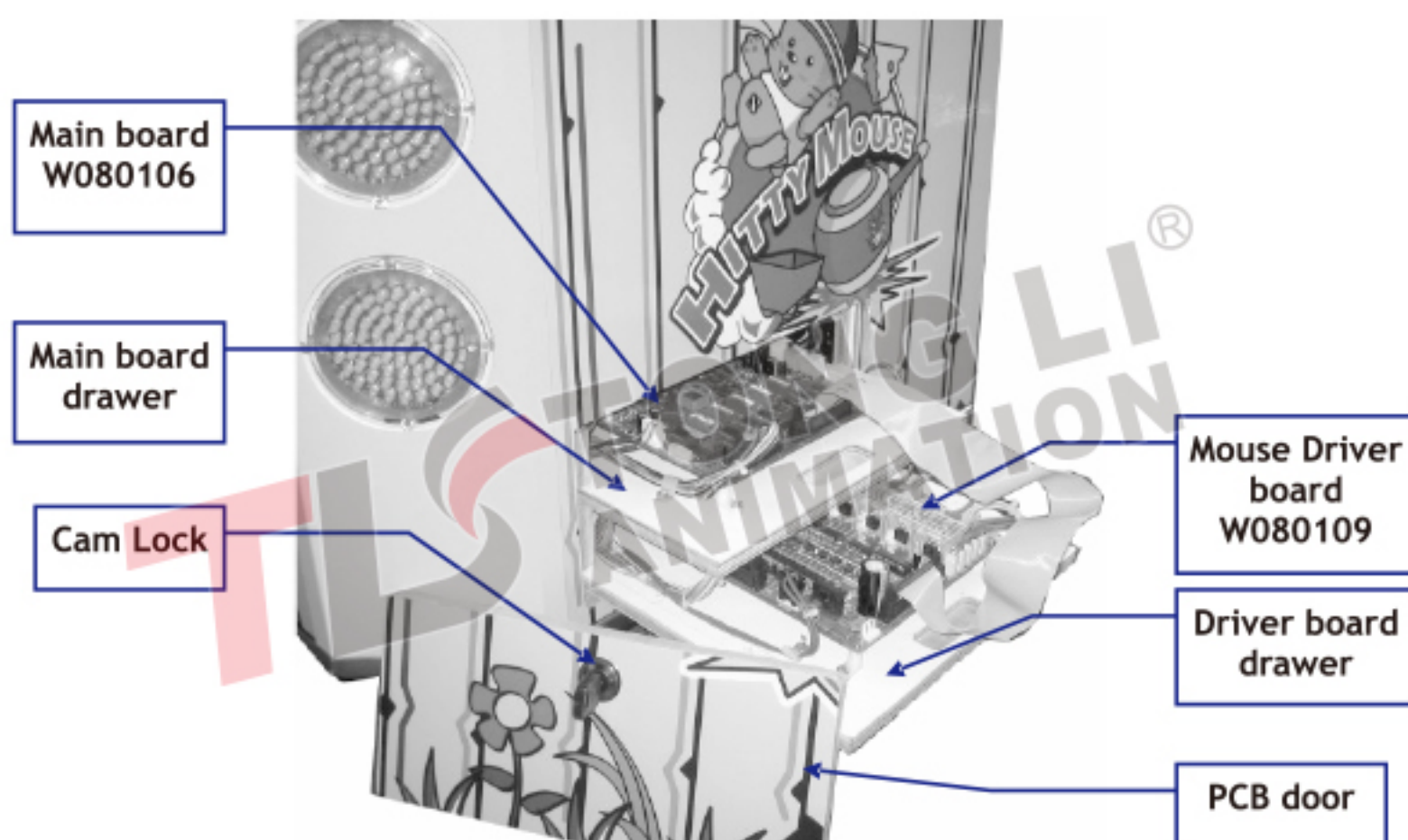
SECTION 3 PARTS INSIDE OF THE POWER SUPPLY DRAWER DOOR



SECTION 4 PARTS INSIDE OF THE COIN MECH DOOR



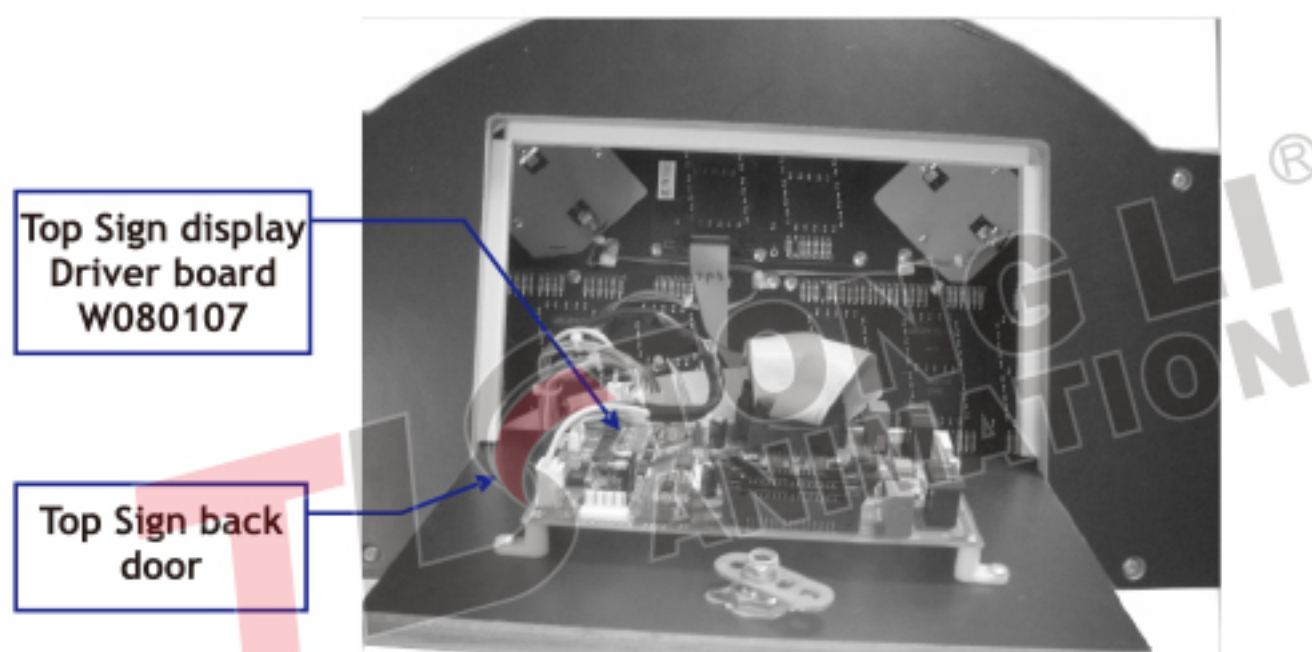
SECTION 5 PARTS INSIDE OF THE PCB DOOR



SECTION 6 BACK OUTER PARTS

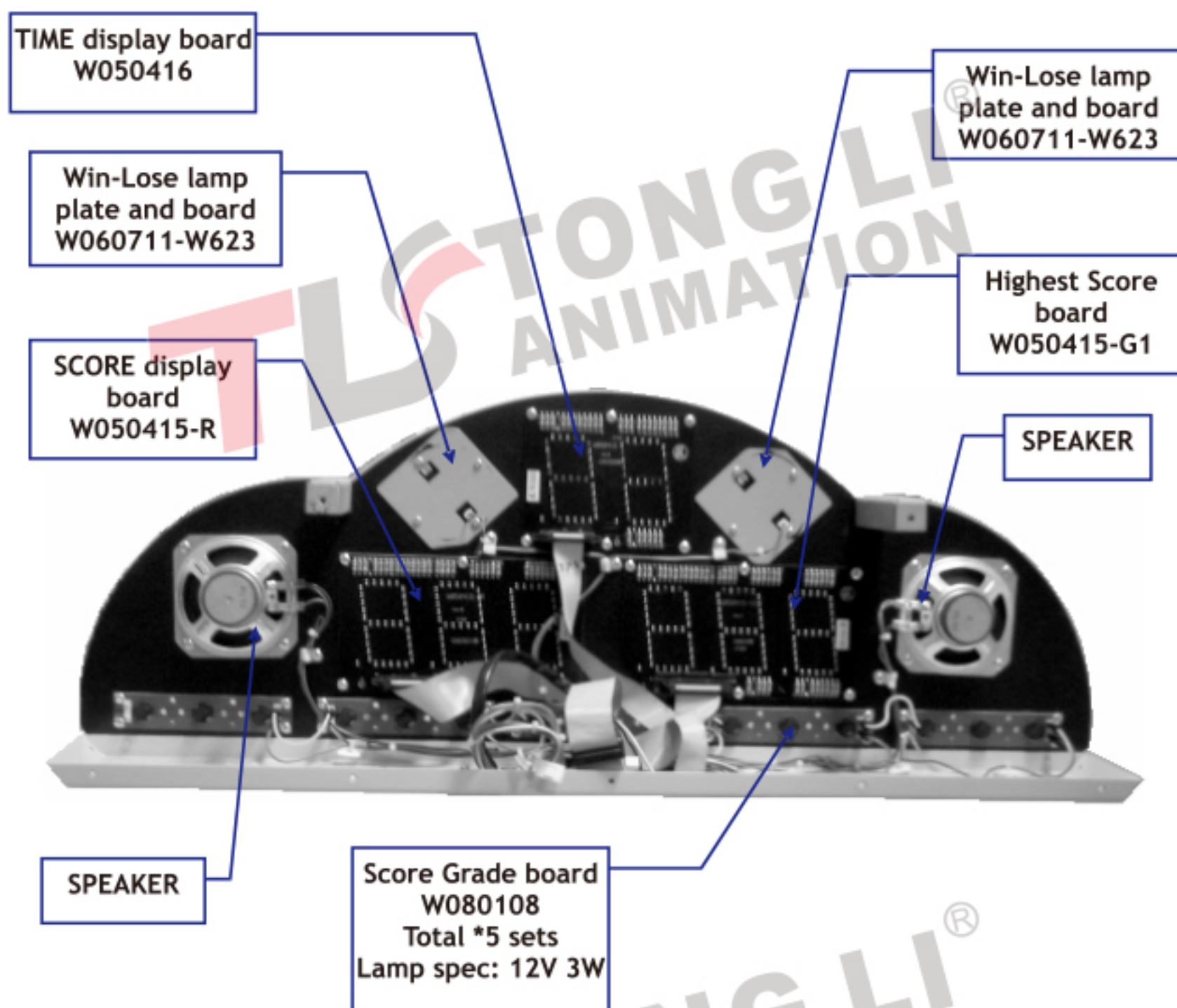


SECTION 7 PARTS INSIDE OF THE TOP SIGN 1



- Because the W080107 is fixed on the back door, if the back door needs to be taken out from the top sign, please disconnect the harness first.

SECTION 8 PARTS INSIDE OF THE TOP SIGN 2



CHAPTER 2. OPERATION

SECTION 1 HOW TO PLAY

1. When the machine is with credit, adjust the DIP SW 3 pin #5 to ON, then **[START]** button will be lit up, and when DIP SW3 pin #5 is to OFF, games will start automatically.
2. Hitting a mouse to win 1 point within game TIME.
3. After the end of the game, you will be qualified to be 1st (90% and up), 2nd (75~90%) 3rd (65%~74%), 4th (45%~64%) and 5th (below 45%) depending on the hit percentage against the total of mice came out. If ticket dispenser is installed in the machine, the number of tickets can be set for different levels win.

SECTION 2 GAME RULES

ITEM 1 DEMO (STAND BY)

Attract music will be played during stand by mode (credit=0).

ITEM 2 INSERT COIN/S

1. The relationship between the number of coin/s vs. credit/s is set through dip switch. There is only one setup for machines with two coin mechanisms.
2. Sound effect will be heard when coin/s or bill/s are inserted. Inserts meters will start to accumulate. The meter's unit is the number of pulses.
PS. 2 coin mechanisms with different coin pulse will be added together in the same meter.
3. CREDIT display:
 - If it is set to 1 coin 1 credit, the display will accumulate 1 for each insert.
 - If it is set to 2 coins 1 credit, the display will only show 1 after 2 coins have been inserted. Only a sound is heard with the first insert, with no change in the display.
 - If the inserted con/s is enough to start the game,  and  will be shown flashing alternatively.
4. Accumulation of insert coin/s:
 - If both of the coin mechanisms accept the same coin and multi-coins = 1 credit is set, also coins are inserted from different coin mechanisms will be added together. For example: if it is set 2 coins = 1 credit, it is fine to insert one coin to each of the coin mechanism to get one credit.

ITEM 3 METER DETECTION

The machine will detect coin/s inserts and tickets out through meters. If any meter is disconnected, the TIME display will show . SCORE display will show  if coin-in meter is not connected;  is shown if the ticket out meter is disconnected.

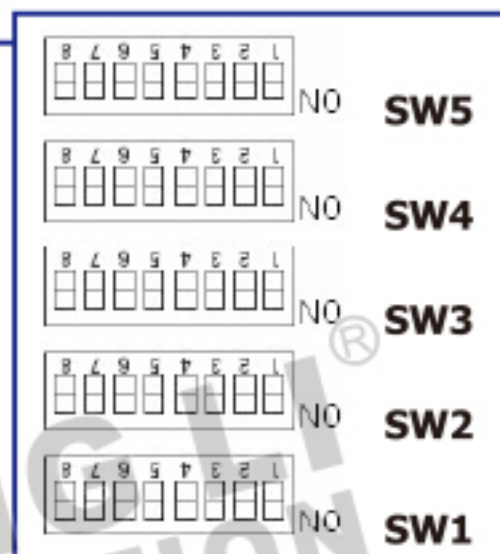
ITEM 4 SERVICE switch

1. Push 【 SERVICE 】 in stand by mode can play the game for free. However, no matter how many times you push it, you will only be able to play one game. 【 START 】 button will be flashing for a free game.
2. Before pushing 【 START 】 to play free game, the coin mechanism will not be inhibited for inserts. But after 【 START 】 is pushed, the coin mechanism will be inhibited not allowing any coin insert.
3. The game played during free game mode will be same as in regular game play. If there is any ticket win, the ticket out meter will still register the prize out.

SECTION 3 GAME FEATURE SETUP

ITEM 1 DIP SW setup

- LOCATION of the dip switches



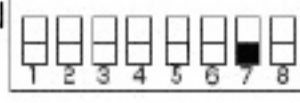
PCB door is located in the right hand of the machine. Main board is on the upper plate.

Program no. W6232A3

- Dip sw function

☐ is default $0 \rightarrow$ ON, $X \rightarrow$ OFF

➤ DIP SW1

SW No	DESCRIPTION	SETTINGS								DIP SW1
SW1 pin1 and 2	COIN VS. CREDIT	1	2	FUNCTIONS						ON 
		ON	ON	4 coins 1 play						
		ON	OFF	3 coins 1 play						
		OFF	ON	2 coins 1 play						
		OFF	OFF	1 coin 1 play						
SW1 Pin 3 and 4	GAME TIME	3	4	FUNCTIONS						ON 
		ON	ON	30 SEC						
		ON	OFF	90 SEC						
		OFF	ON	75 SEC						
		OFF	OFF	60 SEC						
SW1 Pin 5	DIFFICULTY	5	FUNCTION							ON 
		ON	EASY							
		OFF	HARD							
SW1 Pin 6	DEMO MUSIC (Attract Music)	6	FUNCTION							ON 
		ON	NO							
		OFF	YES							
SW1 Pin 7	HIGHEST SCORE	7	FUNTION							ON 
		ON	Total Mice Quantity During Games							
		OFF	Highest Score in the History							
SW1 Pin 8	GAME MODE	8	FUNCTION							ON 
		ON	FREE GAME							
		OFF	REGULAR GAME							
DIP SW1	DEFAULT	1	2	3	4	5	6	7	8	ON 
		X	X	X	X	X	X	X	X	

◆ **SETUP EXPLANATION :**

1. **COIN VS. CREDIT :** COIN MECH 1 and 2 share the same setting.
2. **DIFFICULTY :**
 - **HARAD :** during the first 8 seconds the mice will come out one after the other; in the middle of the game play, they will come out 1 to 3 at a time and during the last 8 seconds if the hit percentage has been over 89%, the mice will come out faster.
 - **EASY :** during the first 8 seconds the mice will come out one after the other and during the rest of the game play, they will come out 1 to 3 at a time randomly.
3. **HIGHEST SCORE :**
 - **TOTAL MICE QUANTITY DURING GAMES :** during plays, the total ran-out mice quantity is displayed •
 - **HIGHEST SCORE :** the highest score on the machine is displayed •
4. **Game Mode :**
 - **REGULAR GAME :** Regular games with coin in •
 - **FREE GAME :** a. Coin Mech Inhibit without prize payout •
 - b. The 『 SCORE 』 is displayed “FP” () during DEMO mode
 - c. 【 START 】 button will be lit up after pressing, and players press the button for game plays •

➤ **DIP SW2**

SW No	DESCRIPTION	SETTINGS								DIP SW2	
SW2 PIN 1	Payout ball each game	1	FUNCTION								ON 
		ON	One ball								
		OFF	NO BALL OUT								
SW2 PIN 2~4	PRIZE OUT MODE in single game	2	3	4	FUNCTION					ON 	
		ON	ON	ON	Based on level table 7						
		ON	ON	OFF	Based on level table 6						
		ON	OFF	ON	Based on level table 5						
		ON	OFF	OFF	Based on level table 4						
		OFF	ON	ON	Based on level table 3						
		OFF	ON	OFF	Based on level table 2						
		OFF	OFF	ON	Based on level table 1						
		OFF	OFF	OFF	NO BALL OUT						
SW2 PIN 6、7	Number of ball out when win the competition game	5	6	FUNCTION						ON 	
		ON	ON	3							
		ON	OFF	2							
		OFF	ON	1							
		OFF	OFF	0							
SW2 PIN 7、8	Number of ball when getting the same score both	7	8	FUNCTION						ON 	
		ON	ON	3							
		ON	OFF	2							
		OFF	ON	1							
		OFF	OFF	0							
DIP SW2	DEFAULT	1	2	3	4	5	6	7	8	ON 	
		X	X	X	X	X	X	X	X		

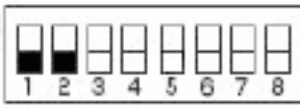
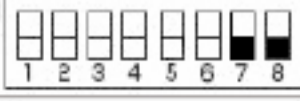
◆ **SETUP EXPLANATION :**

1. Payout ball each game : If it is set to ON, one ball will be out when starting the game •
2. Prize Out mode in single game: This setup is only working on single play. It's not working on competition game •

PAYOUT TABLE

LEVEL table	1	2	3	4	5
Table 1	1	0	0	0	0
Table 2	1	1	0	0	0
Table 3	1	1	1	0	0
Table 4	1	1	1	1	0
Table 5	2	2	1	1	1
Table 6	3	2	1	0	0
Table 7	5	4	3	2	1

➤ **DIP SW3**

SW No	DESCRIPTION	SETTING								DIP SW3
SW3 Pin 1 、 2	Number of ball out when loss the competition game	1	2	FUNCTION						ON 
		ON	ON	3						
		ON	OFF	2						
		OFF	ON	1						
		OFF	OFF	0						
SW3 Pin 3 、 4	FIXED	3	4	FUNCTION						ON 
		OFF	OFF	--						
SW3 Pin 5	When to start the game after insert the coin in single mode	5	FUNCTION							ON 
		ON	Press Start Button to start the games							
		OFF	Start games automatically							
SW3 Pin 6	Save the number of ball not paid after power off?	6	FUNCTION							ON 
		ON	NO							
		OFF	YES							
SW3 Pin 7 、 8	FIXED	7	8	FUNCTION						ON 
		OFF	OFF	--						
DIP SW3	DEFAULT	1	2	3	4	5	6	7	8	ON 
		X	X	X	X	X	X	X	X	

◆ **SETUP EXPLANATION :**

1. When to start the game after insert the coin in single mode :

- Press Start Button to start the games : The game won't be started unless players press 【 START 】 button •
- Start games automatically : The game will start automatically when it's with credit. After the game is over, and there is still credit on the game, the score for the last play will be display for 5 seconds •
- PS. This setting is only working on single play.

2. Save the number of ball not paid after power off? If it is set to ON (NO), even if there is any ball owed to the player, it will not be kept and paid out when the machine is re-start. This setting is valid for all functions using ball payout.

DIP SW4

SW No	DESCRIPTION	SETTING								DIP SW4
SW4 Pin 1~8	NOT USED	1~8		FUNCTION						ON 
		ON		NO						
		OFF		NO						
DIP SW4	DEFAULT	1	2	3	4	5	6	7	8	ON 
		X	X	X	X	X	X	X	X	

➤ DIP SW5

SW No	DESCRIPTION	SETTING								DIP SW5	
SW5 Pin 1	Player A (1P) Game function	1	FUNCTION								ON 
		ON	NO								
		OFF	YES								
SW5 Pin 2	Player B (2P) Game function	2	FUNCTION								ON 
		ON	NO								
		OFF	YES								
SW5 Pin 3	Keep the credits after power off?	3	FUNCTION								ON 
		ON	YES								
		OFF	NO								
SW5 Pin 4	NOT USED	4	FUNCTION								ON 
		OFF	NO								
SW5 Pin 5	VOICE	5	YES								ON 
		ON	CHINESE								
		OFF	ENGLISH								
SW5 Pin 6	Mice test upon power on	6	FUNCTION								ON 
		ON	YES								
		OFF	NO								
SW5 Pin 7 and 8	Brightness of the LED	7	8	FUNCTION						ON 	
		ON	ON	BRIGHTEST							
		ON	OFF	BRIGHTER							
		OFF	ON	BRIGHT							
		OFF	OFF	NORMAL							
DIP SW5	DEFAULT	1	2	3	4	5	6	7	8	ON 	
		X	O	O	X	X	X	X	X		

◆ SETUP EXPLANATION :

1. **PLAYER A (1P) GAME FUNCTION** : for 1-Player game machine, please set to OFF. If it is set to ON, the machine won't work. "E0" error message will be shown on "TIME" display.
2. **PLAYER B (2P) GAME FUNCTION**: because the main board W080106 is suitable for 1-player machine or 2-players machine and the current machine is for one player only, please set to ON for no 2-players function.
3. **Keep credits after power off?** If it is set to NO and there are still some credits remaining, every time after power off and back on, the credit will show 0.
4. **VOICE**: there are 2 languages selectable, Chinese or English.
5. **Mice test upon power on**: if it is set to YES, upon power on the machine, it will start with mice test first and then stand by for games.
6. **Brightness of the LED**: it is applicable to all three displays  HIGH SCORE  SCORE  TIME  This setting is adjustable any time, not as the other setting which will only be applied once the machine is off and on again.

SECTION 4 BOOKKEEPING

● 1P DISPLAYS

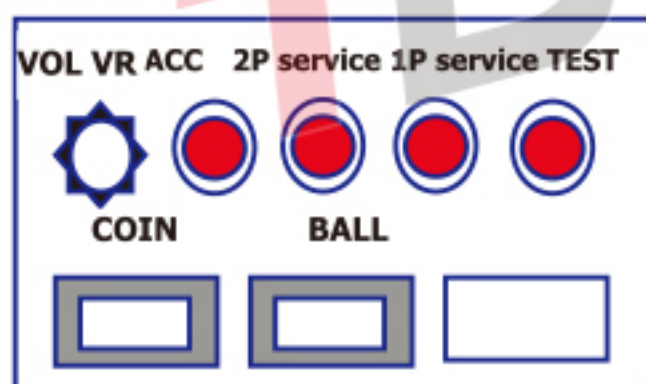


● 2P DISPLAY



● METER SET

(Located in power drawer)



- ◆ How to get in : during stand by mode(credit=0) press **【 ACC-bookkeeping 】** to get into accounting mode. You must power off to quit book keeping mode •

◆ Buttons operation :

- **【 ACC-bookkeeping 】**: switch book keeping items.
- **【 1P SERVICE 】**: hold **【 1P SERVICE 】** for one second to reset 1P bookkeeping record •
- **【 2P SERVICE 】**: Hold **【 2P SERVICE 】** for one second to reset 2P bookkeeping records •

● Display : the book keeping item's code will be shown on TIME display.

- A side(1P) Bookkeeping :

ITEM	DESCRIPTION	RECORDS RANGE
A0	TOTAL NUMBER OF GAMES PLAYED	0~999999
A1	COIN MECH 1 TOTAL NUMBER OF COINS INSERTED	0~999999
A2	COIN MECH 2 TOTAL NUMBER OF COINS INSERTED	0~999999
A3	NUMBER OF BALL OUT	0~999999
A4	Number OF TIMES service SW has been pressed(NUMBER OF FREE GAMES)	0~999999

■ B side(2P) Bookkeeping :

ITEM		DESCRIPTION	RECORDS RANGE
B0	60	TOTAL NUMBER OF GAMES PLAYED	0~999999
B1	61	COIN MECH 1 TOTAL NUMBER OF COINS INSERTED	0~999999
B2	62	COIN MECH 2 TOTAL NUMBER OF COINS INSERTED	0~999999
B3	63	NUMBER OF BALL OUT	0~999999
B4	64	Number OF TIMES service SW has been pressed(NUMBER OF FREE GAMES)	0~999999

Highest/OPP.SCORE



SCORE



The book keeping will be shown on 『 SCORE 』 display. If the record is over 999 , the thousand place will be show on 『 HIGHEST/OPP.SCORE 』 display. The bookkeeping show on the left is 1529 •

SECTION 5 RESET

Press【 ACC - Book keeping 】and【 TEST 】together while powering on the machine. The SCORE display

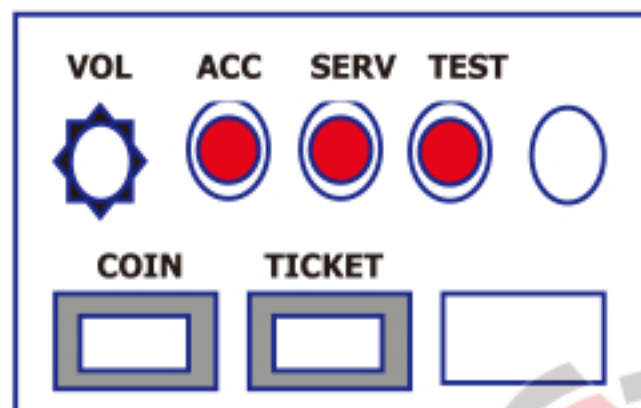
will show “CLr” () meaning all record has been cleared, including book keeping records and remaining credits.

CHAPTER 3. MAINTENANCE AND SERVICE

SECTION 1 FUNCTIONS TEST

- METER SET

(Located in power drawer)



- DISPLAY



- ◆ How to get in: during stand by mode (credit=0) press 【 TEST 】 switch to get into testing mode. Press 【 TEST 】 to switch from item to item.
- ◆ How to quit: you must switch off to quit.

ATTENTION: hold 【 TEST 】 button for minimum 0.5 second to switch from item #7 to #8.

ITEM	DESCRIPTION
1	Test display, button light, score level lamps, win/lose LED and side AD LED.
2	Test DIP SW1
3	Test DIP SW2
4	Test DIP SW3
5	Test DIP SW4
6	Test DIP SW5
7	Test input interface
8	Test Mice
9	Test music and sound effect
10	Mice automatic test

Following is the detailed description of each test item.

SECTION 2 ERROR CODES DESCRIPTION

The error codes will be shown on TIME display.

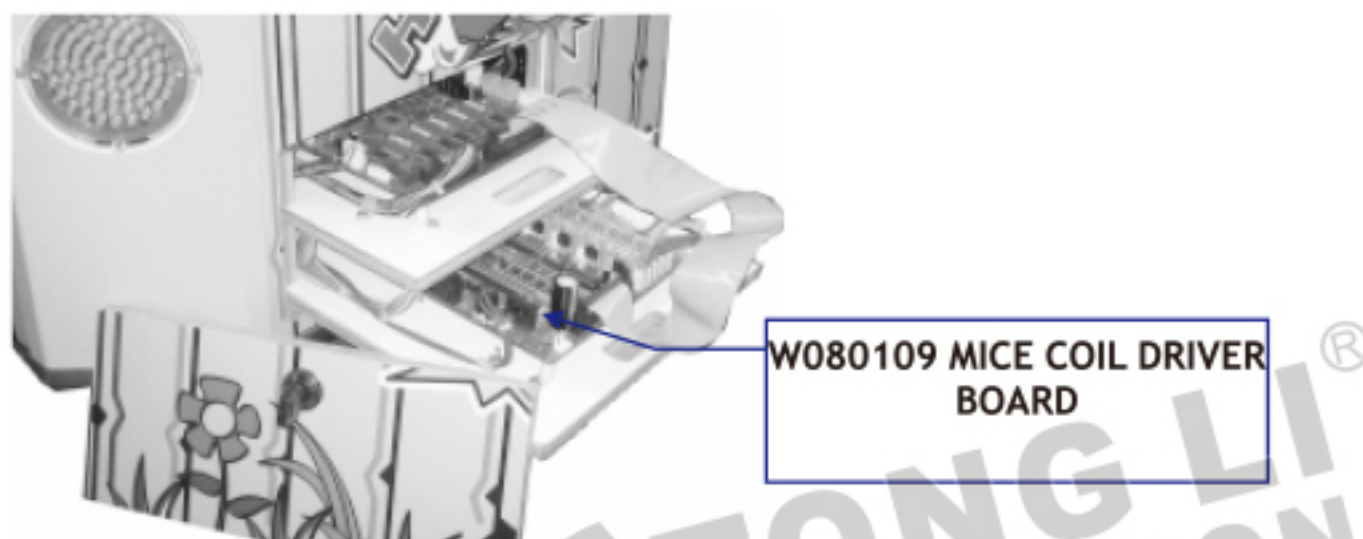
CODE	DESCRIPTION	TIMING	How to check and solve
E0	GAME FREEZED	Upon power on	Check if DIP SW5 pin 1 is set to ON. If yes, please set it to OFF. If it is already set to OFF, the main board is probably out of order.
E1	MICE driver board W080109 is not working properly.	Upon power on	1. Check if the mice driver board W080109 JP8 power PIN is receiving power? 2. Check if the mice driver board W080109 J1 transformer's power PIN is receiving power? 3. Check if the mice driver board W080109 JP9 #34PIN is connected to main board JP17 or the harness is broken? 4. Mice driver board W080109 out of work. 5. Main board W080106 out of work.
E2	When DIP SW5 pin #6 is set to ON but during mice testing the mice has no response.	Upon power on	1. Check if the mouse is lifting up? 2. Check if the detecting closing sensor of the mouse is well connected or it is disconnected? 3. Closing sensor out of work. 4. Main board W080106 out of work.
E3	COIN MECH 1 input error	Upon power on when DIP SW1 #8 is set to ON but do not check	1. Check if the coin mech 1 N.O. / N.C. is set to N.C., if so, please set it to N.O. and power off and on. If it is already set to N.O., the main board is probably out of work. 2. Coin mech 1 is out of work.
E4	COIN MECH 2 input error	Upon power on when DIP SW1 #8 is set to ON but does not check	1. Check if the coin mech 1 N.O. / N.C. is set to N.C., if so, please set it to N.O. and power off and on. If it is already set to N.O., the main board is probably out of work. 2. Coin mech 2 is out of work.

CODE	DESCRIPTION	TIMING	CHECK AND REMEDY
E5	COIN MECH 1 & 2 out of order in the same time	Upon power on when DIP SW1 #8 is set to ON but does not check	1. Check if COIN MECH 1 & 2 N.O. / N.C. are set both to N.C. if so, please set it to N.O. and power off and on. If it is already set to N.O., the main board is probably out of work. 2. Coin mech 1 & 2 are both out of work.
E6			
E6	TICKET OUT not working	Upon power on when DIP SW1 #8 is set to ON but does not check	1. When ticket is not able to be taken out, it might be ticket bin empty or ticket dispenser is stuck. 2. Please remove ticket dispenser error and then proceed as following: 『 SCORE 』 display will show the remaining tickets to be paid out. Press 【 SERVICE 】 button to ticket them out. PS. This code will only be shown within stand by mode (credit=0)
E7	METER OUT OF ORDER	Upon power on	1. When 『 SCORE 』 display shows “1” stands for COIN meter out of order; shows “2” stands for Ticket out meter of order. 2. Check if the meters pin is disconnected or bad connected. 3. Check if the harness J3-1 #12 PIN connector between the meters and main board is disconnected. 4. Check if main board J8 connector pin is disconnected. 5. Main board W080106 out of order.
E7			

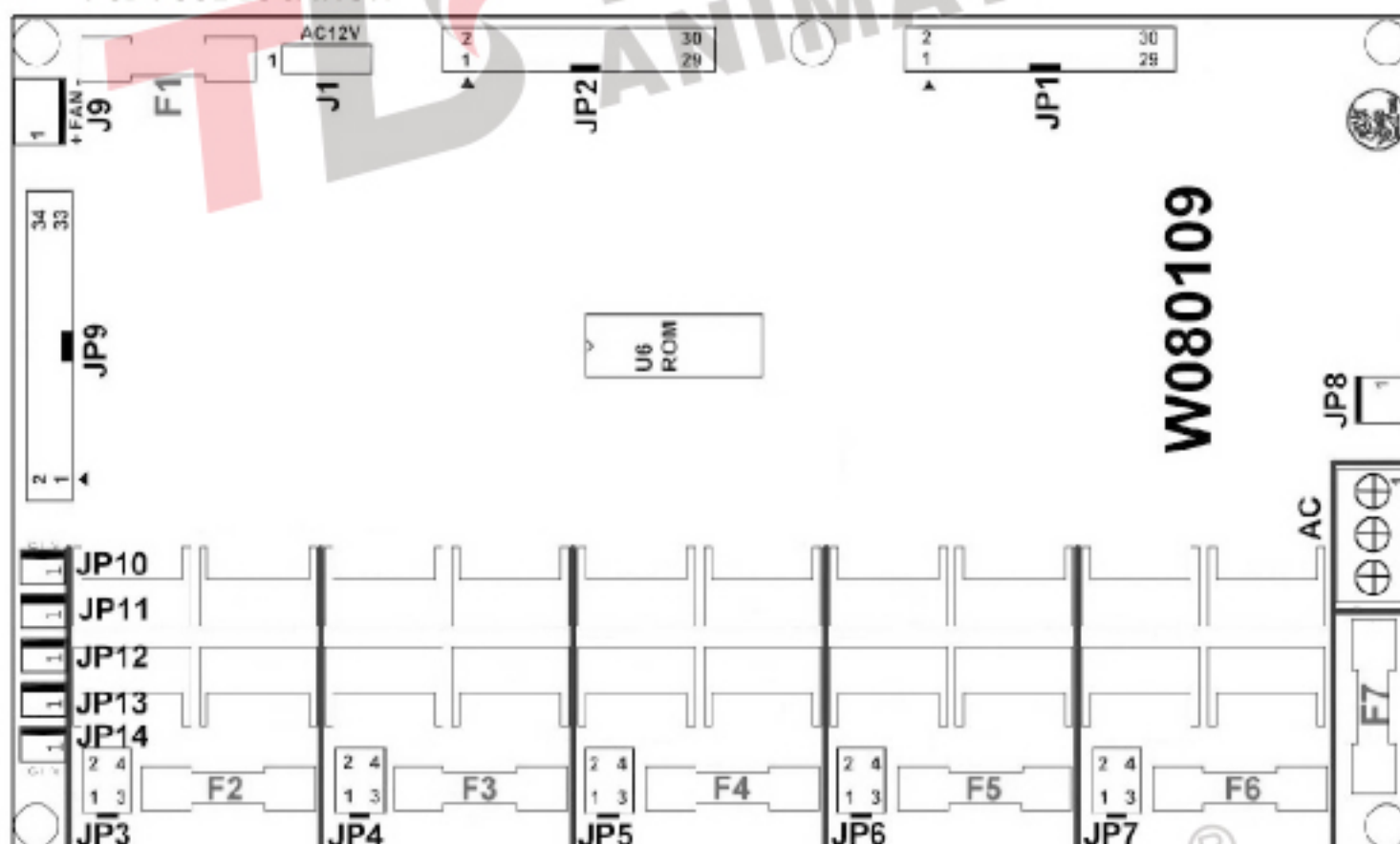
SECTION 3 TROUBLE SHOOTING

TYPE	SYMPTON	CHECK AND REMEDY
COIN INSERT	When coin is inserted into the coin mech, a sound is heard but there is no credit shown on display.	1. Please check if the setting "coin vs. credit" is set to 1:1. If the current setting is not the desired one, please make changes. 2. If DIP SW1#1 and #2 are already set to OFF 、 OFF (1:1), please send the main board back to manufacturer.
	Coin is not able to be accepted by the coin mechanism.	Comparative coin mechanism: 1. Please check if the sample coin attached to the coin mech is the same as the inserted one. 2. Adjust the sensibility of the coin mech slightly until the coin is accepted. 3. Check coin mech's connector PIN to see if the power supply is supplying the correct power of DC 12V. 4. Multi coin mech is out of order. Multi coins mech : 1. Sample taken and stored in the memory is having problem. Please refer to the coin mech's instruction manual to reset the coin mech. 2. Please check if the coin mech connector PIN is being correctly being supplied with DC 12V.

➤ W080109 MICE COIL DRIVER BOARD FUSE



● PCB FUSE LOCATION



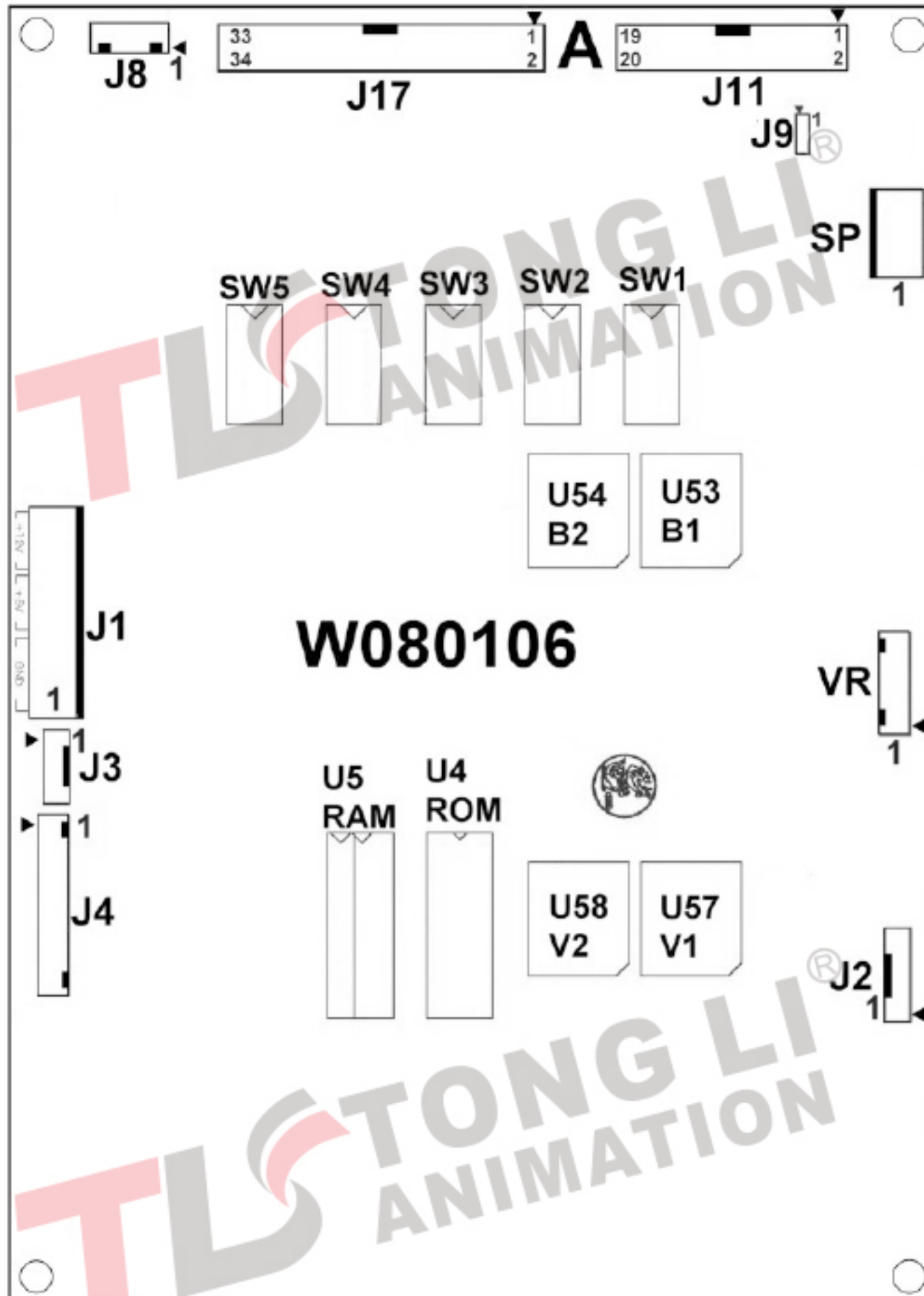
FUSE SPECIFICATIONS:

Position	SPECIFICATIONS	DESCRIPTION
F1	30mm 2.5A fast fuse	Transformer AC11V input protection fuse
F2	30mm 4A fast fuse	M1 coil shortcut protection fuse
F3	30mm 4A fast fuse	M2 coil shortcut protection fuse
F4	30mm 4A fast fuse	M3 coil shortcut protection fuse
F5	30mm 4A fast fuse	M4 coil shortcut protection fuse
F6	30mm 4A fast fuse	M5 coil shortcut protection fuse
F7	M1 coil shortcut protection fuse	Transformer AC35V input protection fuse

CHAPTER 4.WIRING DIAGRAM

SECTION 1 W080106 Main board wiring diagram

➤ CONNECTOR location



➤ CONNECTOR PINS DIAGRAM

J1	COLOR	3.96 PIN	NOTE
1	BLACK	GND	POWER SUPPLY PIN P2020
2	BLACK	GND	
3	BLACK	GND	
4		GND	
5	RED	+5V	
6	RED	+5V	
7	RED	+5V	
8		+12V	
9	YELLOW	+12V	
10		+12V	

J2	COLOR	2.0 PIN	NOTE
1	BROWN	Connected to SCORE display driver board W080107J2 (1 to 1)	COM PIN
2	RED		
3	ORANGE		
4	YELLOW		
5	GREEN		
6	GREY		
7	WHITE		
8	PINK		

J3	COLOR	2.0 PIN	NOTE
1	BLACK	GND	Button sw
2	YELLOW	TEST SW	
3	ORANGE	1P SERVICE SW	
4	BROWN		
5	RED	Bookkeeping SW	
6		GND	

J4	COLOR	2.5 PIN	NOTE
1		1P ball dispenser sensor signal	Small ball dispenser
2		2P ball dispenser sensor signal	
3			
4			
5		1P ball dispenser sensor GND	
6		2P ball dispenser sensor GND	
7			
8		1P ball dispenser motor -	
9		2P ball dispenser motor -	
10			
11			
12		1P ball dispenser +12V	
13		2P ball dispenser +12V	

J8	COLOR	2.5 PIN	NOTE
1	OR/WE	COIN meter	METER PIN
2	YW/GN	TICKET out meter	
3	GN/WE	Reserved meter	
4			
5	RD/WE	+12V	

J9		2.54 JUMP PIN	NOTE
1		HIGH driver	Ticket driver guidelines
2			
3		LOW driver	

J11 20PIN HORN					
P#	COLOR	PIN	P#	COLOR	PIN
1	PK/GN	START SW Light	2	RED	+12V
3		2-Players SW light	4		+12V
5		Ticket SSR	6		+12V
7	GREEN	Coin mech 1 inhibit	8	RED	+12V [®]
9	GN/WE	Coin mech 2 inhibit	10	RED	+12V
11	WHITE	Coin mech 1 signal	12	BLACK	GND
13	WE/BE	Coin mech 2 signal	14	BLACK	GND
15		TICKET SENSOR	16		GND
17	PINK	START SW	18	BLACK	GND
19		2-PLAYERS SW	20		GND

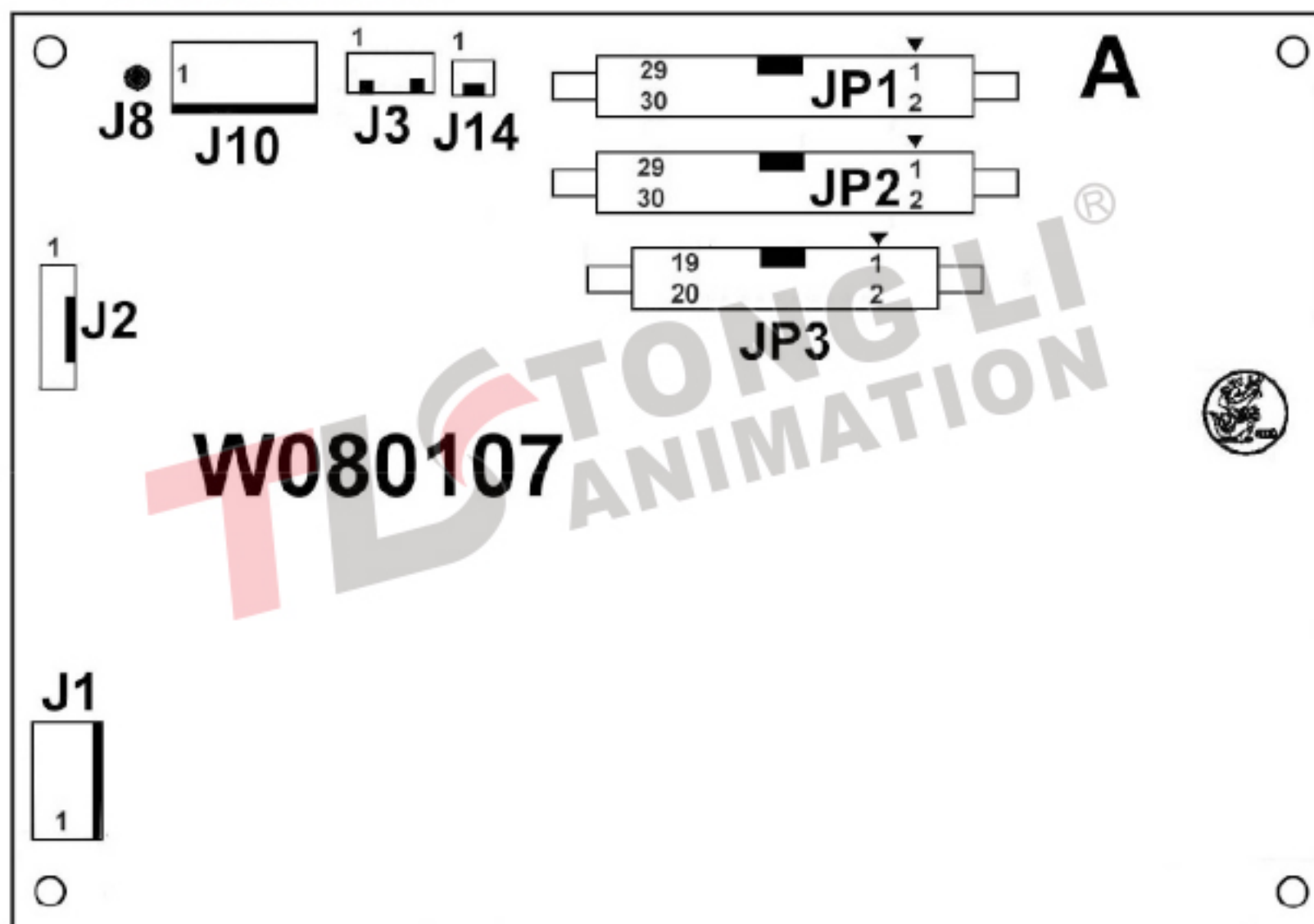
J17	34PIN HORN (1P)
34PIN connector linked to 1P mice driver board W080109 JP9	

SP	COLOR	3.96 PIN	NOTE
1	BLUE	1P SPEAKER+	SPEAKER [®]
2	BE/WE	1P SPEAKER-	
3			
4			

VR	COLOR	2.5 PIN	NOTE
1	BLACK	1P Volume VR #P1	VOLUME VR (1K)
2	RED	1P Volume VR #P2	
3	WHITE	1P Volume VR #P3	
4			
5			
6			
7			

SECTION 2 W080107 SCORE DISPLAY DRIVER wiring diagram

➤ CONNECTOR location



➤ CONNECTOR PINS DIAGRAM

J1	COLOR	3.96 PIN	NOTE
1	YELLOW	+12V	POWER SUPPLY PIN
2		+12V	
3		GND	
4	BLACK	GND	

J2	COLOR	2.0 PIN	NOTE
1	BROWN	Connected to main board W080106 J2 (1 to 1)	COM PIN
2	RED		
3	ORANGE		
4	YELLOW		
5	GREEN		
6	GREY		
7	WHITE		
8	PINK		

J3	COLOR	2.5 PIN	NOTE
1	RD/WE	1P WIN LED #P1	SPOT LIGHT W060711
2	RED	1PLOSE LED #P1	
3	PE	1P WIN LED #P2	
4	BE	1P LOSE LED #P2	

J8	COLOR	PIN	NOTE
1	YELLOW	+12V	Connected to LEVEL lamps control board W080108

J10	COLOR	3.96 PIN	NOTE
1	RED	Level 1 Lamp signal	Connected to LEVEL Lamps control board W080108
2	ORANGE	Level 2 Lamp signal	
3	YELLOW	Level 3 Lamp signal	
4	GREEN	Level 4 Lamp signal	
5	BLUE	Level 5 Lamp signal	

J14	COLOR	2.0 PIN	NOTE
1		1P	RESERVED
2		1P	

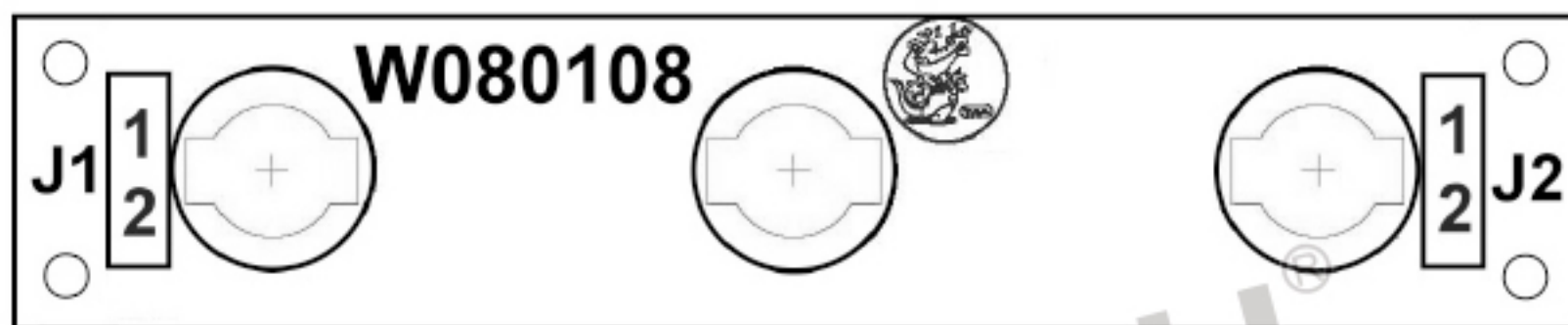
JP1	30PIN HORN
30P connector linked to W050415-R SCORE display board	

JP2	30PIN HORN
30P connector linked to W050415-G1 HIGH SCORE display board	

JP3	20PIN HORN
20P connector linked to W050416 TIME display board	

SECTION 3 W080108 LEVEL lamps wiring diagram

➤ CONNECTOR location



PS. J1 and J2 have exactly the same pin connectors

➤ CONNECTOR PIN DIAGRAM

J1	COLOR	2.5 PIN	NOTE
1	YELLOW	Connected to W080107 SCORE driver board J8	LEVEL 1 lamp board
2	RE	Connected to W080107 SCORE driver board J10 #1 pin	

J1	COLOR	2.5 PIN	NOTE
1	YELLOW	Connected to LEVEL 1 lamp board pin1	LEVEL 2 lamp board
2	ORANGE	Connected to W080107 SCORE driver board J10 #2	

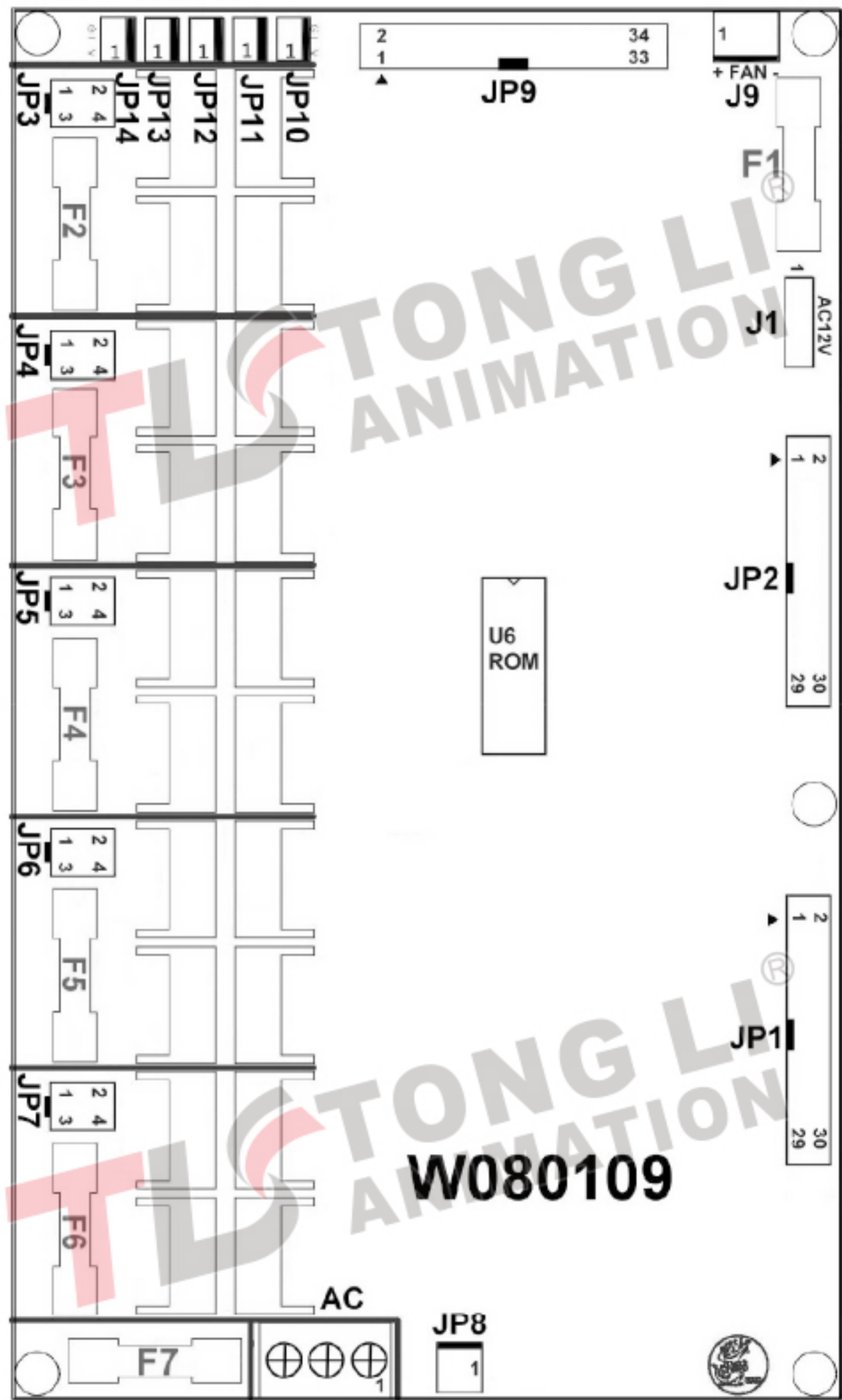
J1	COLOR	2.5 PIN	NOTE
1	ORANGE	Connected to LEVEL 2 lamp board pin1	LEVEL 3 lamp board
2	YELLOW	Connected to W080107 SCORE driver board J10 #3	

J1	COLOR	2.5 PIN	NOTE
1	YELLOW	Connected to LEVEL 3 lamp board pin1	LEVEL 4 lamp board
2	GREEN	Connected to W080107 SCORE driver board J10 #4	

J1	COLOR	2.5 PIN	NOTE
1	YELLOW	Connected to LEVEL 4 lamp board pin1	LEVEL 5 lamp board
2	BLUE	Connected to W080107 SCORE driver board J10 #5	

SECTION 4 W080109 MICE DRIVER wiring diagram

➤ CONNECTOR position



➤ CONNECTOR PIN DIAGRAM

JP1 30PIN HORN					
P#	COLOR	CONNECTOR	P#	COLOR	CONNECTOR
1			2	YW	Connected to left 1 W040420 yellow round AD light board (1 to 1)
3			4	OE	
5			6	RD	
7			8	BN	
9			10	PK	
11			12	WE	
13			14	GY	
15			16		
17	PE	Connected to left 2 W040420 yellow round AD light board (1 to 1)	18	YW/GN	Connected to left 3 W040420 yellow round AD light board (1 to 1)
19	BE		20	OE/WE	
21	GN		22	RD/WE	
23	YW		24	BN/WE	
25	OE		26	PK/BE	
27	RD		28	WE/RD	
29	BN		30	GY/BK	

JP2 30PIN HORN					
P#	COLOR	CONNECTOR	P#	COLOR	CONNECTOR
1			2	PE	Connected to right 1 W040420 yellow round AD light board (1 to 1)
3			4	BE	
5			6	GN	
7			8	YW	
9			10	OE	
11			12	RD	
13			14	BN	
15			16		
17	PK	Connected to right 2 W040420 yellow round AD light board (1 to 1)	18	PE/WE	Connected to right 3 W040420 yellow round AD light board (1 to 1)
19	WE		20	BE/WE	
21	GY		22	GN/WE	
23	PE		24	YW/GN	
25	BE		26	OE/WE	
27	GN		28	RD/WE	
29	YW		30	BN/WE	

JP3	COLOR	4.2 PIN	NOTE
1			MOUSE 1 coil
2	YELLOW	MOUSE 1 COIL	
3			
4	YELLOW	MOUSE 1 COIL	

JP4	COLOR	4.2 PIN	NOTE
1			MOUSE 2 coil
2	GREEN	MOUSE 2 COIL	
3			
4	GREEN	MOUSE 2 COIL	

JP5	COLOR	4.2 PIN	NOTE
1			MOUSE 3 coil
2	PURPLE	MOUSE 3 COIL	
3			
4	PURPLE	MOUSE 3 COIL	

JP6	COLOR	4.2 PIN	NOTE
1			MOUSE 4 coil
2	GREY	MOUSE 4 COIL	
3			
4	GREY	MOUSE 4 COIL	

JP7	COLOR	4.2 PIN	NOTE
1			MOUSE 5 coil
2	WHITE	MOUSE 5 COIL	
3			
4	WHITE	MOUSE 5 COIL	

JP8	COLOR	3.96 PIN	NOTE
1	YELLOW	+12V	Power supply PIN
2	BLACK	GND	

JP9	34PIN HORN
34PIN connector linked to main board W080106 JP17	

JP10	COLOR	2.54 PIN	NOTE
1	BN	+12V	Mouse 1 closing sensor
2	YW	MOUSE 1 sensor	
3	BLUE	GND	

JP11	COLOR	2.54 PIN	NOTE
1	BROWN	+12V	Mouse 2 closing sensor
2	GREEN	MOUSE 2 sensor	
3	BLUE	GND	

JP12	COLOR	2.54 PIN	NOTE
1	BROWN	+12V	Mouse 3 closing sensor
2	PURPLE	MOUSE 3 sensor	
3	BLUE	GND	

JP13	COLOR	2.54 PIN	NOTE
1	BROWN	+12V	Mouse 4 closing sensor
2	GREY	MOUSE 4 sensor	
3	BLUE	GND	

JP14	COLOR	2.54 PIN	NOTE
1	BROWN	+12V	Mouse 5 closing sensor
2	WHITE	MOUSE 5 sensor	
3	BLUE	GND	

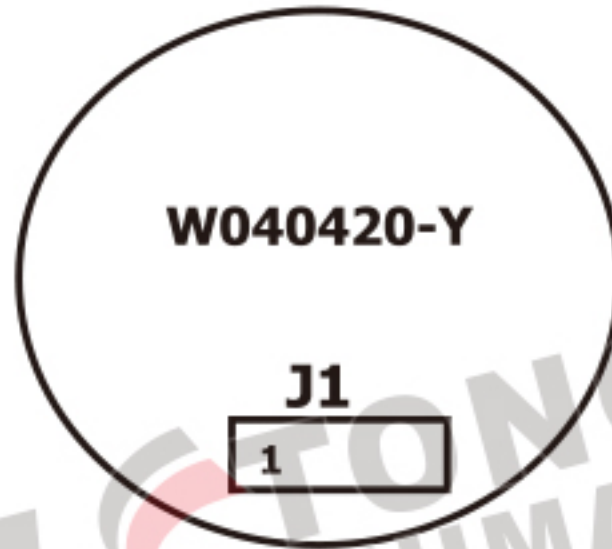
J1	COLOR	2.54 PIN	NOTE
1	BLUE	AC 11V IN	Transformer 11V 2A
2	BLUE	AC 11V IN	

J9	COLOR	2.54 PIN	NOTE
1		FAN POWER+	RESERVED
2			
3		FAN POWER –	

AC	COLOR	2.54 PIN	NOTE
1	BROWN	AC 35V IN	Transformer 35V 8A
2			
3	BROWN	AC 35V IN	

SECTION 5 W040420-Y SIDE AD LED wiring diagram

➤ CONNECTOR position



➤ CONNECTOR PIN DIAGRAM

J1	COLOR	2.5 PIN	NOTE
1	YELLOW	Connected to W080109 mouse coil driver board JP1#2、4、6、8、10、 12、14 (1 to 1)	Left side LED light 1
2	ORANGE		
3	RED		
4	BROWN		
5	PINK		
6	WHITE		
7	GREY		

J1	COLOR	2.5 PIN	NOTE
1	PE	Connected to W080109 mouse coil driver board JP2#2、4、6、8、10、 12、14 (1 to 1)	Right side LED light 1
2	BE		
3	GN		
4	YW		
5	OE		
6	RD		
7	BN		

J1	COLOR	2.5 PIN	NOTE
1	PURPLE	Connected to W080109 mouse coil driver board JP1#17、19、21、23、 25、27、29 (1 to 1)	Left side LED light 2
2	BLUE		
3	GREEN		
4	YELLOW		
5	ORANGE		
6	RED		
7	BROWN		

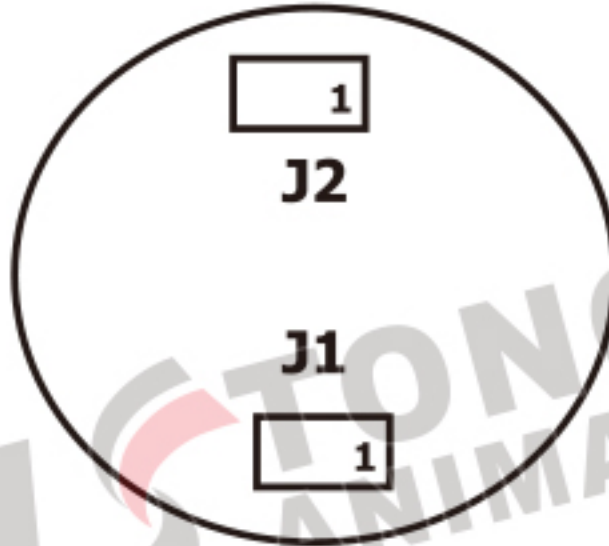
J1	COLOR	2.5 PIN	NOTE
1	PK	Connected to W080109 mouse coil driver board JP2#17、19、21、23、 25、27、29 (1 to 1)	Right side LED light 2
2	WE		
3	GY		
4	PE		
5	BE		
6	GN		
7	YW		

J1	COLOR	2.5 PIN	NOTE
1	YE/GN	Connected to W080109 mouse coil driver board JP1#18、20、22、24、 26、28、30 (1 to 1)	Left side LED light 3
2	OE/WE		
3	RD/WE		
4	BN/WE		
5	PK/BE		
6	WE/RD		
7	GY/BK		

J1	COLOR	2.5 PIN	NOTE
1	PE/WE	Connected to W080109 mouse coil driver board JP2#18、20、22、24、 26、28、30 (1 to 1)	Right side LED light 3
2	BE/WE		
3	GN/WE		
4	YW/GN		
5	OE/WE		
6	RD/WE		
7	BN/WE		

SECTION 6 W060711-W623 WIN LOSE LED wiring diagram

➤ CONNECTOR location



PS. J1 and J2 have exactly the same connector pins

➤ CONNECTOR PIN DIAGRAM

J1	COLOR	2.5 PIN	NOTE
1	RD/WE	Connected to W080107J3#1	WIN LED BOARD
2	PE	Connected to W080107J3#3	

J1	COLOR	2.5 PIN	NOTE
1	RED	Connected to W080107J3#2	LOSE LED BOARD
2	BLUE	Connected to W080107J3#4	

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Company Name: Guangzhou Tong Li Animation Technology Co., Ltd.

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Version: Ver1.0

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