

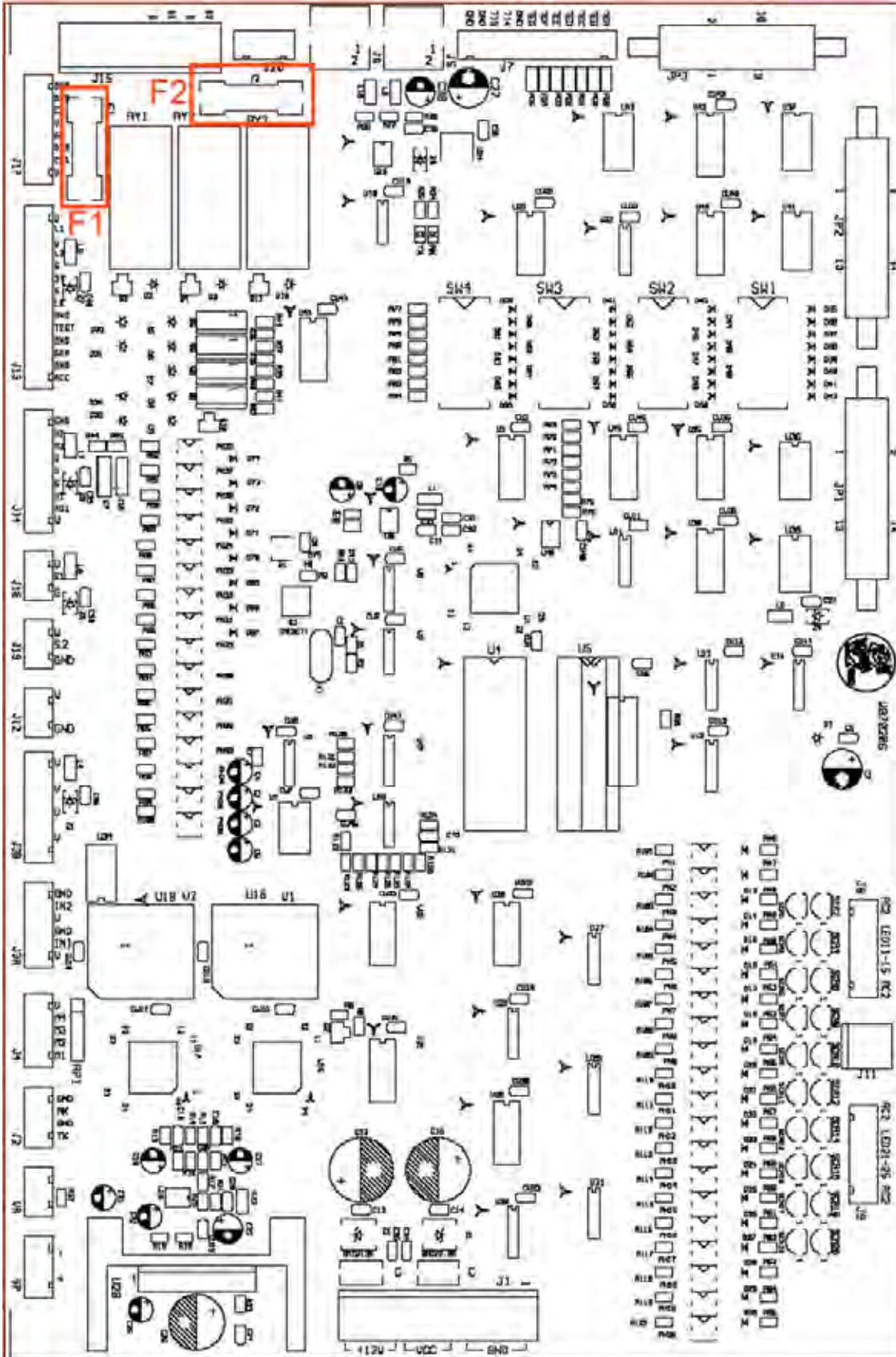
# SHIRTS AND SKINS

## JUNIOR EDITION



# W632 SHIRTS AND SKINS

**FUSE AT MAIN BOARDS (F1, 20 mm 2A GATE MOTOR; F2, 20 mm 2A BASKET MOTOR)**



## **PROGRAM NO. : W632**

- **SPECIFICATION:** Optical sensors for basket, hoop position and gate.
- **DEMO MUSIC:** Available all the time.
- **FREE GAME:** Set SW4 PIN#4 to ON and press START to play.
- **DIP SW adjustable game time, score required to pass the round, and three-point shot.**

## **ASSEMBLY INSTRUCTIONS**

1. You can link up to 8 games. Each game must have a unique serial number (DIP SW1 pins 6~8 setup). No serial numbers can be repeated nor can the master board can be absent. If the master game is not working, it may be replaced by a sub-game, and converted to a master game.
2. Linking system setup is transmitted by the master game to the sub-games. Therefore, the sub-games only set DIP SW1 pin 6~8(serial number setup) and DIP SW1 pin 5(linking selection). All sub-games must be power off and on if any setup changes has been made to the master game.
3. After sub-games serial numbers have been set, power them on first (do not power on the master game yet). The serial numbers will be shown on each of the games only when the master game is off. Check for duplicate serial numbers.

## **HOW TO PLAY**

1. Insert coins and press **【START】** . The game time will start counting down.
2. Shoot balls within game time. Each basket is worth 2 points. Baskets within last 10~25 seconds are worth 3 points (these are default values which can be adjusted). There are total of 2-5 rounds to be set. Each round can last 30~75 seconds (adjustable). Points won within each round must reach the setup's minimum points value in order to pass to the next round. The basket will move slowly beginning from the 2<sup>nd</sup> round and on to increase the difficulty.
3. Display explanation:
  - A. Score required to pass the round: Shown on the left. Before game starts it is red and flashing. It shows the required target score to pass to the next round.
  - B. Top score: Shown on the left. It is in green and shows the highest score recorded in this single game.
  - C. Game time: Shown in the center.
  - D. Score: Shown on the right. It shows the accumulated points won so far. Green means it is below the target score; red means it is over the target score and qualifies for the next round.
4. Prize payout: Getting points over the target score of the last round will award a prize or tickets.

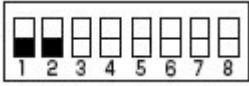

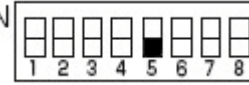


## LINKED GAME RULES






1. The DIP SW1 pin 5 must be set to ON to be able to play linked games; otherwise only single play is allowed.
2. You can link between 2~8 games. One will be a master game and the rest are all sub-games. There must be at least one master and one sub-game. Serial numbers of the master game or the sub-games must not be repeated ( DIP SW1 pin 6~8 ) . It is not necessary to set the serial numbers in order (1-2-3....), but the master game must be set.
3. The competition compares the score of each game against the others. If the score is zero, it will not be counted into the competition.
4. If any of the games have finished the game first and restarted the game and did not wait until the competition is over, it will not be counted into the competition. Upon end of the competition if only one game remains, it will not be counted either.
5. The first 3 places will be scored. The total points of each 3 games and their respective place number will be shown; games with lower points than the above mentioned 3 places will not be shown.
6. During a linking game, the remaining games not joined in the actual game have no possibility to another linked competition. They must wait until the first competition is finished (a link indicator light will be on). In other words, only one group is possible to compete at a time.
7. When LINKED PLAY button is pushed, 6 seconds will be count down to wait for other games to join the competition. Every time another game joins the competition, another 6 seconds will start counting down. If there is only one game pushing LINKED PLAY and no one else has joined the competition, this game will start to play as SINGLE PLAY. In this case, the link indicator light will still be ON to add players to LINKED PLAY.

## SETUP TABLE

PROGRAM : **W632**

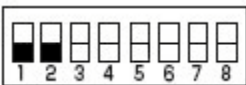


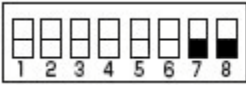

PS.  INITIAL SETUP. O → ON, X → OFF

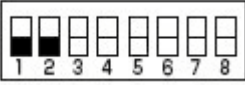
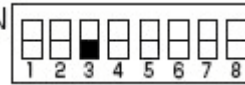

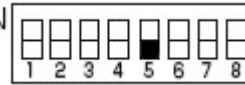
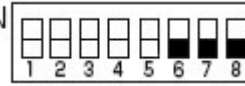

SW No	DESCRIPTION	SETUP								DIP SW1
SW1-1,2	# OF COIN1 PER # OF CREDITS	<b>1</b>	<b>2</b>	<b>FEATURE</b>						ON 
		ON	ON	1:2						
		ON	OFF	3:1						
		OFF	ON	2:1						
		OFF	OFF	1:1						
SW1-3,4	# OF COIN2 PER # OF CREDITS	<b>3</b>	<b>4</b>	<b>FEATURE</b>						ON 
		ON	ON	1:2						
		ON	OFF	3:1						
		OFF	ON	2:1						
		OFF	OFF	1:1						
SW1-5	LINK PLAY	<b>5</b>		<b>FEATURE</b>						ON 
		ON	YES							
		OFF	NO							
SW1-6,7,8	SERIAL NUMBER OF THE SUB- GAME	<b>6</b>	<b>7</b>	<b>8</b>	<b>FEATURE</b>					ON 
		ON	ON	ON	MASTER+8					
		ON	ON	OFF	7					
		ON	OFF	ON	6					
		ON	OFF	OFF	5					
		OFF	ON	ON	4					
		OFF	ON	OFF	3					
		OFF	OFF	ON	2					
		OFF	OFF	OFF	1					
DIP SW1	INITIAL SETUP	1	2	3	4	5	6	7	8	ON 
		X	X	X	X	X	X	X	X	

SW No	DESCRIPTION	SETUP								DIP SW2
SW2-1,2	Number of ROUNDS	<b>1</b>	<b>2</b>	<b>FEATURE</b>						ON 
		ON	ON	5 ROUNDS						
		ON	OFF	4 ROUNDS						
		OFF	ON	3 ROUNDS						
		OFF	OFF	2 ROUNDS						
SW2-3,4	GAME TIME of each ROUND	<b>3</b>	<b>4</b>	<b>FEATURE</b>						ON 
		ON	ON	75 SEC.						
		ON	OFF	60 SEC.						
		OFF	ON	45 SEC.						
		OFF	OFF	30 SEC.						
SW2-5,6	3 points GAME TIME	<b>5</b>	<b>6</b>	<b>FEATURE</b>						ON 
		ON	ON	25 SEC.						
		ON	OFF	20 SEC.						
		OFF	ON	15 SEC.						
		OFF	OFF	10 SEC.						
SW2-7,8	CREDIT VS. TICKET Win x tickets per each credit	<b>7</b>	<b>8</b>	<b>FEATURE</b>						ON 
		ON	ON	10						
		ON	OFF	2						
		OFF	ON	1						
		OFF	OFF	0						
DIP SW2	INITIAL SETUP	1	2	3	4	5	6	7	8	ON 
		X	O	O	X	X	X	X	X	

**ADJUSTMENT DESCRIPTION:**

1. Number of ROUNDS: **MAX. 3 ROUNDS ONLY WHEN ADJUSTED TO 3 ROUNDS. PLAYERS HAVE TO REACH THE SCORE REQUIRED TO PASS THE ROUND**
2. GAME TIME of each ROUND: **THE SETUP IS FOR ALL ROUNDS. CANNOT SETUP DIFFERENT GAME TIMES FOR DIFFERENT ROUNDS.**
3. 3 points GAME TIME: **X SECONDS FOR 3 POINTS GAME TIME BEFORE EACH ROUND ENDS.**

SW No	DESCRIPTION	SETUP								DIP SW3
SW3-1,2	TARGET SCORE 1 <sup>st</sup> round	<b>1</b>	<b>2</b>	<b>FEATURE</b>						ON 
		ON	ON	<b>60 POINTS</b>						
		ON	OFF	<b>50 POINTS</b>						
		OFF	ON	<b>40 POINTS</b>						
		OFF	OFF	<b>30 POINTS</b>						
SW3-3,4	TARGET SCORE 2 <sup>nd</sup> round	<b>3</b>	<b>4</b>	<b>FEATURE</b>						ON 
		ON	ON	<b>200 POINTS</b>						
		ON	OFF	<b>180 POINTS</b>						
		OFF	ON	<b>160 POINTS</b>						
		OFF	OFF	<b>150 POINTS</b>						
SW3-5,6	TARGET SCORE 3 <sup>rd</sup> round	<b>5</b>	<b>6</b>	<b>FEATURE</b>						ON 
		ON	ON	<b>300 POINTS</b>						
		ON	OFF	<b>280 POINTS</b>						
		OFF	ON	<b>260 POINTS</b>						
		OFF	OFF	<b>250 POINTS</b>						
SW3-7,8	TARGET SCORE 4 <sup>th</sup> round	<b>7</b>	<b>8</b>	<b>FEATURE</b>						ON 
		ON	ON	<b>400 POINTS</b>						
		ON	OFF	<b>380 POINTS</b>						
		OFF	ON	<b>360 POINTS</b>						
		OFF	OFF	<b>350 POINTS</b>						
DIP SW3	INITIAL SETUP	1	2	3	4	5	6	7	8	ON 
		X	X	X	X	X	X	X	X	

SW No	DESCRIPTION	SETUP								DIP SW4
SW4-1,2	Target score 5 <sup>TH</sup> round	<b>1</b>	<b>2</b>	<b>FEATURE</b>						ON 
		ON	ON	<b>500 POINTS</b>						
		ON	OFF	<b>480 POINTS</b>						
		OFF	ON	<b>460 POINTS</b>						
		OFF	OFF	<b>450 POINTS</b>						
SW4-3	Keep CREDIT	<b>3</b>	<b>FEATURE</b>							ON 
		ON	YES							
		OFF	NO							
SW4-4	FREE GAME	<b>4</b>	<b>FEATURE</b>							ON 
		ON	YES							
		OFF	NO							
SW4-5	5 sec. break between steps	<b>5</b>	<b>FEATURE</b>							ON 
		ON	NO							
		OFF	YES							
SW4-6,7,8	POINTS VS. TICKETS X scores = 1 ticket	<b>6</b>	<b>7</b>	<b>8</b>	<b>FEATURE</b>					ON 
		ON	ON	ON	<b>100</b>					
		ON	ON	OFF	<b>50</b>					
		ON	OFF	ON	<b>30</b>					
		ON	OFF	OFF	<b>20</b>					
		OFF	ON	ON	<b>10</b>					
		OFF	ON	OFF	<b>5</b>					
		OFF	OFF	ON	<b>2</b>					
		OFF	OFF	OFF	<b>0</b>					
DIP SW4	INITIAL SETUP	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	ON 
		X	X	X	X	X	X	X	X	

**ADJUSTMENT EXPLANATION:**

**1. FREE GAME: PUSH 【START】 BUTTON TO START GAMES WHEN FREE GAME IS SET TO “YES”. THERE WILL NOT BE ANY TICKET PAYOUT UNDER THE SETUP.**



## BOOKKEEPING

Press **【ACC】** button while in attract mode.

Press **【ACC】** button to switch between the bookkeeping items.

Press **【TEST】** button to quit.

Hold **【START】** button for 2 seconds to reset the item

ITEM (CREDIT DISPLAY)	CONTAIN ( 5 digits , extends to TIME display )	NUMBER AFTER RESET
<b>A1</b>	COIN1 TOTAL COINS INSERTED	<b>0</b>
<b>A2</b>	COIN2 TOTAL COINS INSERTED	<b>0</b>
<b>A3</b>	Number of times service button has been pressed ( free games )	<b>0</b>
<b>A4</b>	NUMBERS OF TICKETS PAID	<b>0</b>
<b>A5</b>	RESERVED	<b>0</b>
<b>A6</b>	TOTAL GAME PLAYS	<b>0</b>
<b>A7</b>	TOP SCORE	<b>150</b>

**RESET:** Hold **【TEST】** and **【ACC】** buttons while powering on. A sound will be heard indicating reset has been completed. At this time all bookkeeping is reset to 0 and the TOP SCORE will be set to 150.

## TEST

Press **【TEST】** button while in attract mode.

Press **【TEST】** button to switch between the testing items. To quit test mode, power off and on.

ITEM	CONTENT	
<b>CREDIT DISPLAY</b>	<b>TOP SCORE DISPLAY</b>	
<b>0</b>		DISPLAY TEST
<b>1-</b>	<b>d5 1</b>	DIP SW1 test, TIME display shows the SW on/off status
<b>2-</b>	<b>d52</b>	DIP SW2 test, TIME display shows the SW on/off status
<b>3-</b>	<b>d53</b>	DIP SW3 test, TIME display shows the SW on/off status
<b>4-</b>	<b>d54</b>	DIP SW4 test, TIME display shows the SW on/off status
<b>5-</b>	<b>1 n</b>	input interface test, TIME display shows the input end's code, SCORE display shows the input end's status
<b>6-</b>	<b>OUT</b>	output interface test , SCORE display shows the displaying output end's status. Score display shows [-OO] pressing any button a. Press [ACC] to test the capsule dispenser. Hold down button to turn and relieve to stop. The status is shown on the center [-1O]=turn [-OO] = stop. ( Capsule dispenser is optional ) b. Press [LINK] button to test the balls gate. Press one time to close and one time to open. The open/close status is shown on the left. [1OO]=open [OOO]=close [-OO]=stop. The decimal point shows the gate's status. If it is on means the gate is on the open position. c. Press <b>【START】</b> button to test the hoop motor. Hold down to turn and release to stop. The status is shown on the right [-O1]=turn [-OO]=stop.
<b>7-</b>	<b>Sou</b>	Sound test. TIME display shows the sound code. Press [START] button to play the next sound. Press [LINK] button to repeat

## ERROR CODE EXPLANATION

ERROR CODE	CONTENT	SOLUTION
Error 1	COIN1 ERROR	1. ADJUST THE COIN MECH TO N.O. 2. CHANGE THE COIN MECH IF IT'S BAD. 3. CHANGE THE MAIN BOARD IF IT'S BAD.
Error 2	COIN2 ERROR	
Error 5	TICKET DISPENSER ERROR	1. Press <b>【TEST】</b> or <b>【SERVICE】</b> or <b>【ACC】</b> to remove the error code and resume paying out tickets.

ERROR		SOLUTION
BASKET PROBLEM	BASKET DOESN'T MOVE	1. CHECK IF THE FUSE 2A AT J20 IS BLOWN. 2. CHECK IF THE J20 ON THE MAIN BOARD IS LOOSE 3. CHECK IF THE BASKET MOTOR CONNECTOR IS LOOSE 4. CHANGE THE MAIN GAME BOARD 5. CHANGE THE BASKET MOTOR
	BASKET FIXED POSITION	1. CHECK IF J3A ON THE MAIN BOARD IS LOOSE 2. CHECK IF THE BASKET FIXED POSITION SENSOR CONNECTOR IS LOOSE 3. CHECK THAT THE BASKET FIXED POSITION SENSOR IS WORKING
	NO SCORE WHEN SHOOTING INTO BASKET	1. CHECK IF J12 ON THE MAIN BOARD IS LOOSE 2. CHECK IF THE BASKET SENSOR CONNECTOR IS LOOSE 3. CHECK THAT THE BASKET SENSOR IS WORKING
GATE PROBLEM	GATE DOESN'T MOVE	1. CHECK IF THE 2A FUSE NEAR J15 IS BLOWN. 2. CHECK IF J15 OF THE MAIN BOARD IS LOOSE 3. CHECK IF THE GATE MOTOR CONNECTOR IS LOOSE 4. CHANGE THE GATE MOTOR. 5. CHANGE THE MAIN GAME BOARD
	GATE ALWAYS TURNS	1. CHECK IF J18 ON THE MAIN BOARD IS LOOSE 2. CHECK IF THE GATE SENSOR CONNECTOR IS LOOSE 3. CHECK THAT THE GATE SENSOR IS WORKING

<b>LINK PROBLEM</b>	<b>NUMBERS AT TIMER DISPLAY ONLY(NO LINK)</b>	<ol style="list-style-type: none"> <li>1. CHECK DIP SW1 PIN #6~#8 TO SEE IF THE SUB-GAME NUMBERS REPEAT.</li> <li>2. CHECK IF J5 OR J6 ON THE MAIN BOARD IS LOOSE.</li> <li>3. CHECK PIN #6 COMMUNICATION CABLE FOR PROBLEMS</li> <li>4. CHECK THAT THE SOFTWARE VERSION IS THE SAME FOR ALL GAMES.</li> <li>5. CHANGE THE MAIN GAME BOARD.</li> </ol>
	<b>SW DOESN'T WORK</b>	<ol style="list-style-type: none"> <li>1. CHECK THAT THE DIP SW1 PIN #5 IS ON. IF YES, CHECK THE MASTER GAME SETUP. SUB-GAME(S) FOLLOW THE SAME SETUP AS THE MASTER GAME.</li> <li>2. CHECK AS THE DESCRIPTION AT "NUMBERS AT TIMER DISPLAY ONLY (NO LINK)"</li> </ol>
	<b>UNSTABLE LINK</b>	<ol style="list-style-type: none"> <li>1. CHECK AS THE DESCRIPTION AT "NUMBERS AT TIMER DISPLAY ONLY (NO LINK)"</li> <li>2. CHECK THE SW AT THE LINK BUTTON, AND THE CONNECTOR</li> <li>3. CHANGE THE MAIN GAME BOARD.</li> </ol>

<b>ERROR</b>	<b>SOLUTION</b>
<b>SOUND PROBLEM</b>	<ol style="list-style-type: none"> <li>1. CHECK IF VOLUME 1K VR WORKS GOOD</li> <li>2. CHECK IF THE SPEAKER CONNECTOR IS LOOSE</li> <li>3. CHANGE THE SPEAKER.</li> <li>4. CHANGE THE MAIN GAME BOARD.</li> </ol>
<b>DISPLAY PROBLEM</b>	<ol style="list-style-type: none"> <li>1. CHANGE THE PIN HARNESS IF IT'S DAMAGED.</li> <li>2. CHANGE THE DISPLAY.</li> <li>3. CHANGE THE MAIN GAME BOARD.</li> </ol>
<b>LED ROUND DISPLAY PROBLEM</b>	<ol style="list-style-type: none"> <li>1. CHECK IF J8 AND J9 AT THE MAIN BOARD ARE LOOSE</li> <li>2. CHANGE THE HARNESS.</li> <li>3. CHANGE THE LED ROUND DISPLAY.</li> <li>4. CHANGE THE MAIN GAME BOARD.</li> <li>5. CHECK THE POWER SUPPLY WITH 12V, 3A IF THE 2 LED ROUND DISPLAY ARE NOT ON.</li> </ol>
<b>CAN'T TURN ON THE MACHINE</b>	<ol style="list-style-type: none"> <li>1. CHECK IF THE POWER SUPPLY LIGHT IS ON.</li> <li>2. CHANGE THE POWER SUPPLY</li> <li>3. CHANGE THE MAIN GAME BOARD.</li> </ol>