OPERATORS MANUAL

Version 10

HYPERshoot

Firmware Version 5.00.000

PLEASE NOTE

Read this manual before operating the machine.
Visit www.laigames.com for support.

Correspondence regarding this machine should be addressed to your closest LAI Games office, or LAI Games Distributor.
For contact details, refer to the back page of this manual.

Table of Contents

SAFETY PRECAUTIONS

The following safety precautions and advisories used throughout this manual are defined as follows.

WARNING: Disregarding this text could result in **serious injury**.

CAUTION: Disregarding this text could result in damage to the machine.

NOTE: An advisory text to hint or help understand.

PLEASE READ THE FOLLOWING

WARNING: <u>Always</u> turn **OFF** Mains AC power and unplug the game before opening or replacing any parts.

<u>Always</u> grasp the plug, not the line cord, when unplugging the game from an electrical outlet.

<u>Always</u> connect the Game Cabinet to a grounded electrical outlet with a securely connected ground line.

<u>Do Not</u> install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

<u>Do Not</u> install the Game Cabinet in areas that would present an obstacle in case of an emergency, i.e. near fire equipment or emergency exits.

CAUTION: <u>Always</u> use a Digital Multimeter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.

<u>Do Not</u> connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.

<u>Do Not</u> use any fuse that does not meet the specified rating.

<u>Do Not</u> subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 °C.

MACHINE INSTALLATION AND INSPECTION

When installing and inspecting *HYPERshoot*, be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

- Be sure to turn the power **OFF** before working on the machine.

> **WARNING:** <u>Always</u> turn **OFF** mains power before removing safety covers and refit all safety covers when work is completed.

- Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk.

- Check that the rubber glide feet levellers are set correctly on the floor so that the game cabinet is level and stable.

- Always make complete connections for the integrated circuit (IC) logic PC Boards and other connectors. Insufficient insertion can damage the electrical components.

- Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.

- If any integrated circuit (IC) logic PC Boards should need servicing, please contact the nearest LAI Games Distributor (refer to the back page of this manual).

INTRODUCTION

Congratulations on your purchase of **HYPERshoot** by LAI Games. We hope you take the time to read this manual and learn about the many features and user-friendly adjustments that can be made to fine-tune the game for maximum earning potential.

DESCRIPTION

HYPERshoot reinvents arcade basketball to offer an innovative and rewarding game experience for players of all skill levels. Players can choose either a single player game or to play in linked mode with one to seven other players (one player per **HYPERshoot** unit).

PACKAGING

CONTENTS

- HYPERshoot unit
- Operator Manual
- 3 x Coin door keys
- 7 x Basketball
- 1 x Power cord
- 1 x Hand pump
- 2 x M5 Allen bolts
- 2 x M5 Lock washer
- 2 x M5 Flat washer
- 2 x Flange nuts
- 1 x 2.5mm Allen Key
- 1 x 3mm Allen key
- 1 x 17mm Wrench
- 1 x 6.3A fuse
- 1 x Link cable
- 1 x Programming harness
- 1 x Optional NRI coin mech harness

SPECIFICATIONS

DIMENSIONS

- Weight: 400kg   (881.85lb)   (excluding packaging)
- Weight: 470kg   (1036.17lb)   (including packaging)
- Height: 2942mm   (115.8")   (excluding marquee)
- Height: 3495mm   (137.6")   (including marquee)
- Width: 1087mm   (42.8")
- Length: 3189mm   (125.6")
- Power: Maximum 600W

ELECTRIC SUPPLY

The game can operate on a universal mains input voltage between 85-265VAC 47-63Hz single phase. The supply must be a three wire grounded supply.

An adjustment screw is available for fine-tuning the output voltage.

LOCATION REQUIREMENTS

- Ambient temperature: 5C - 40C
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low
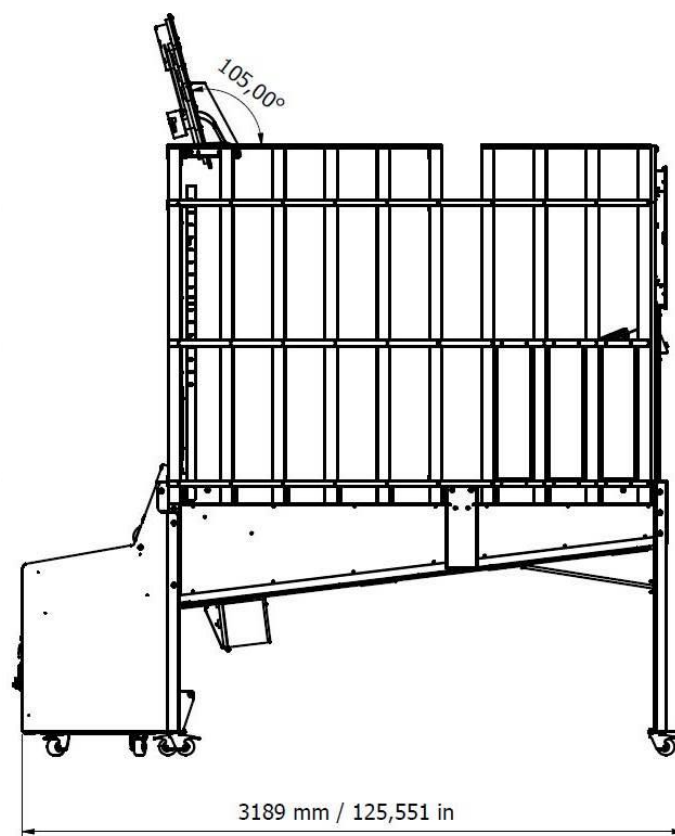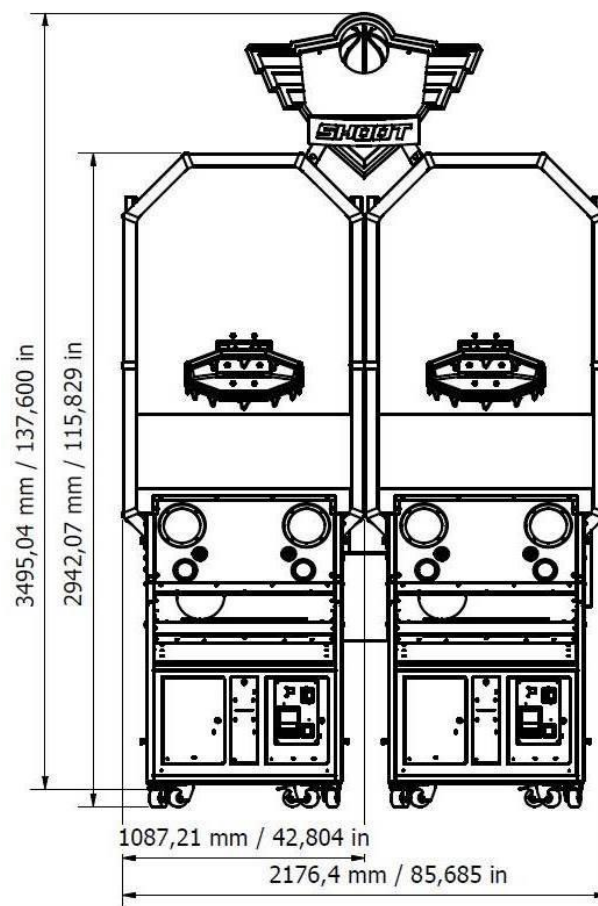
PACKAGING DETAILED
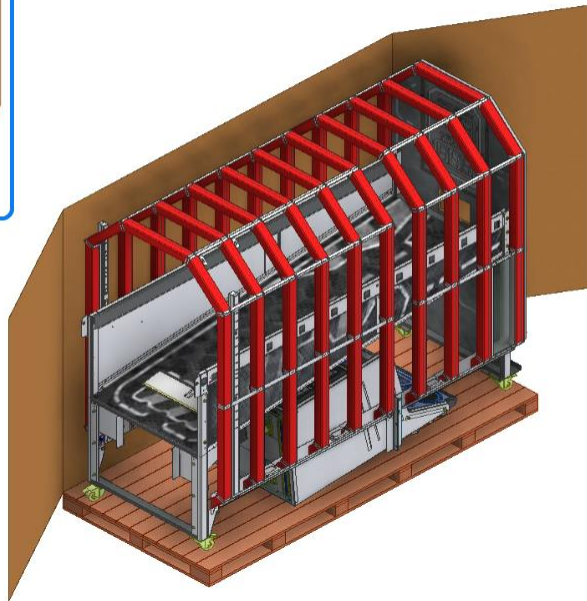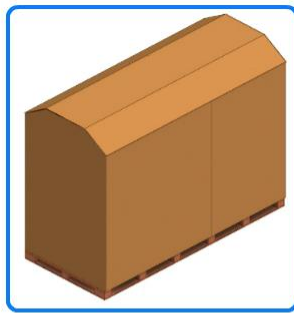
ASSEMBLY

PARTS DETAILED

REAR CHASER LIGHTS

FRONT CHASER LIGHTS

CHASE INTERMID CONNECT BRACKET-1

CHASER INTERMID CONNECT BRACKET-2

HOOP ASSEMBLY

ACRYLIC SHIELD

HS-REAR MAIN CABINET

SIDE INNER COVERS

HS-FRONT CABINET

BOTTOM CONNECTOR COVERS
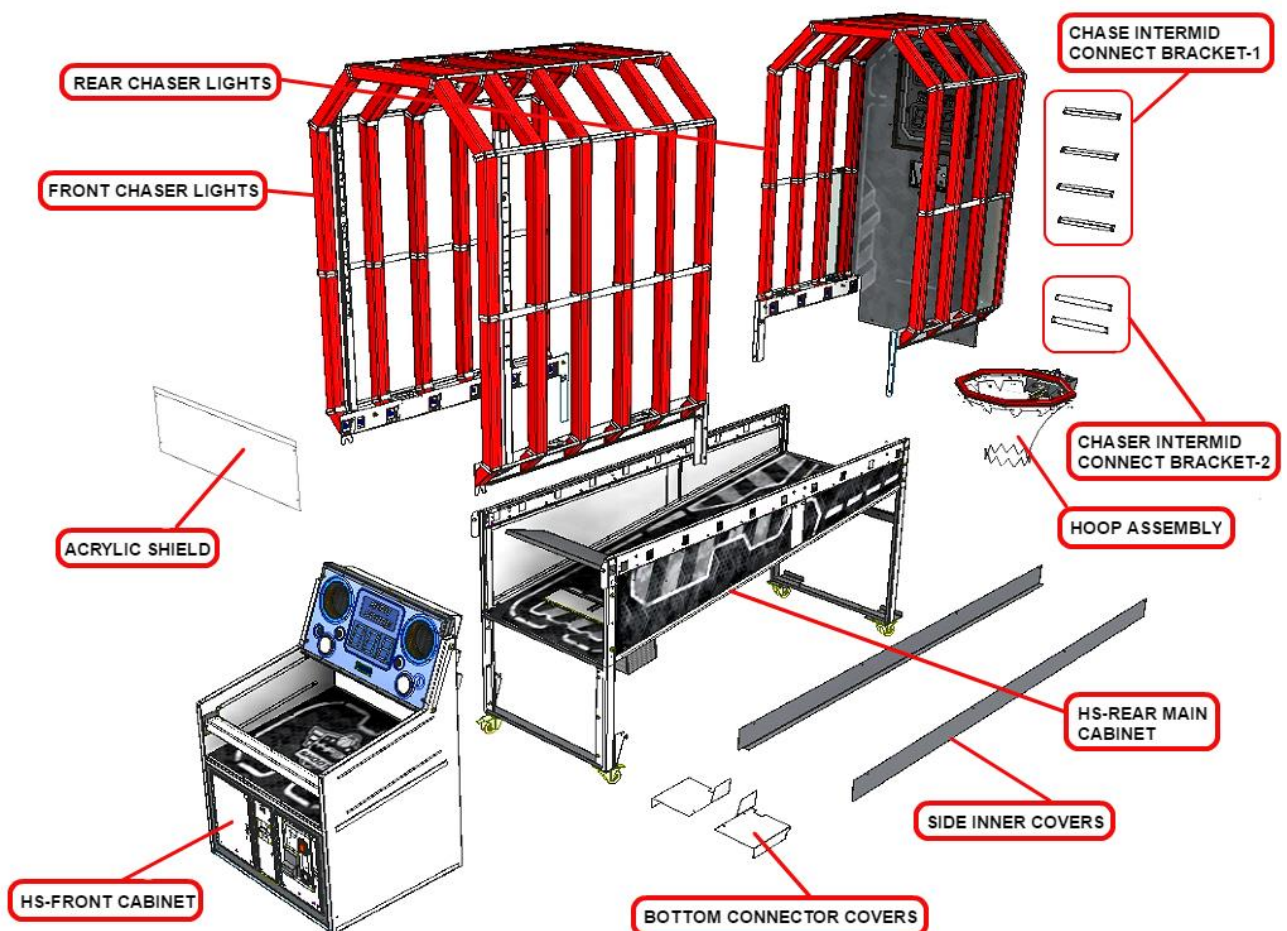
ASSEMBLY STEPS

1. Remove 8 x M10 hex bolts on the backboard and unmount it.
2. Remove 2 x M10 hex bolts from the support brackets on either side of the cabinet (4 x M10 bolts total) and put them aside for use in step 4.
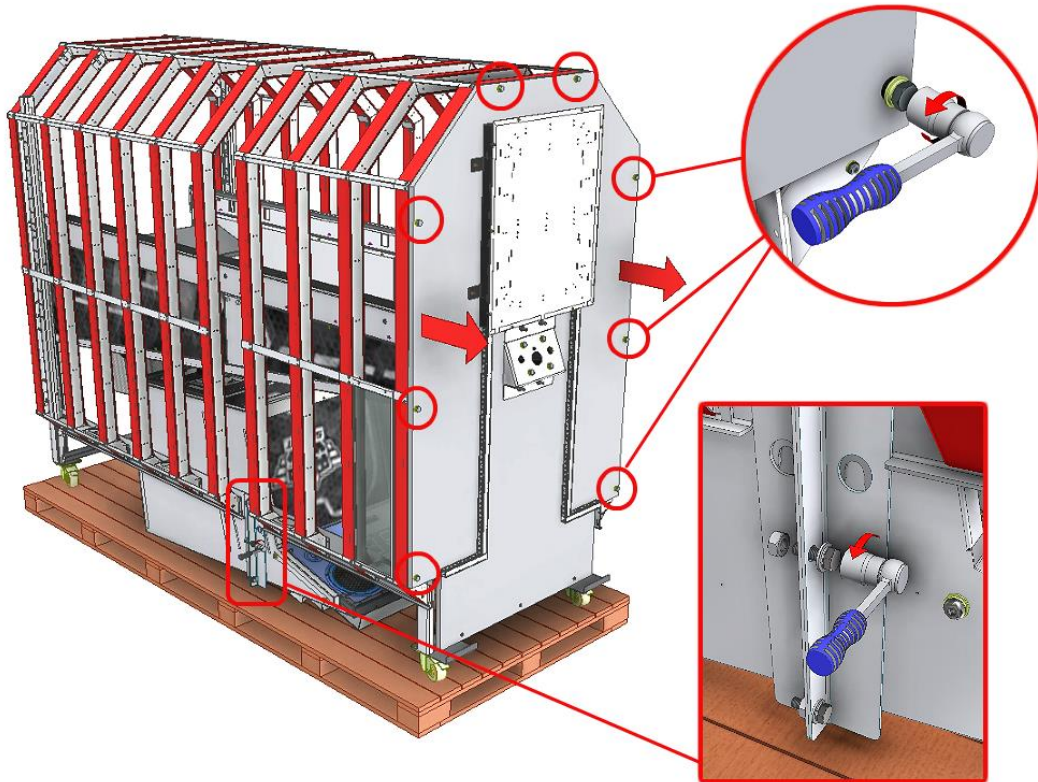
3. Lift the rear chaser light section and place it on the front guide pin and rear platform.

PLATFORM

GUIDE PIN
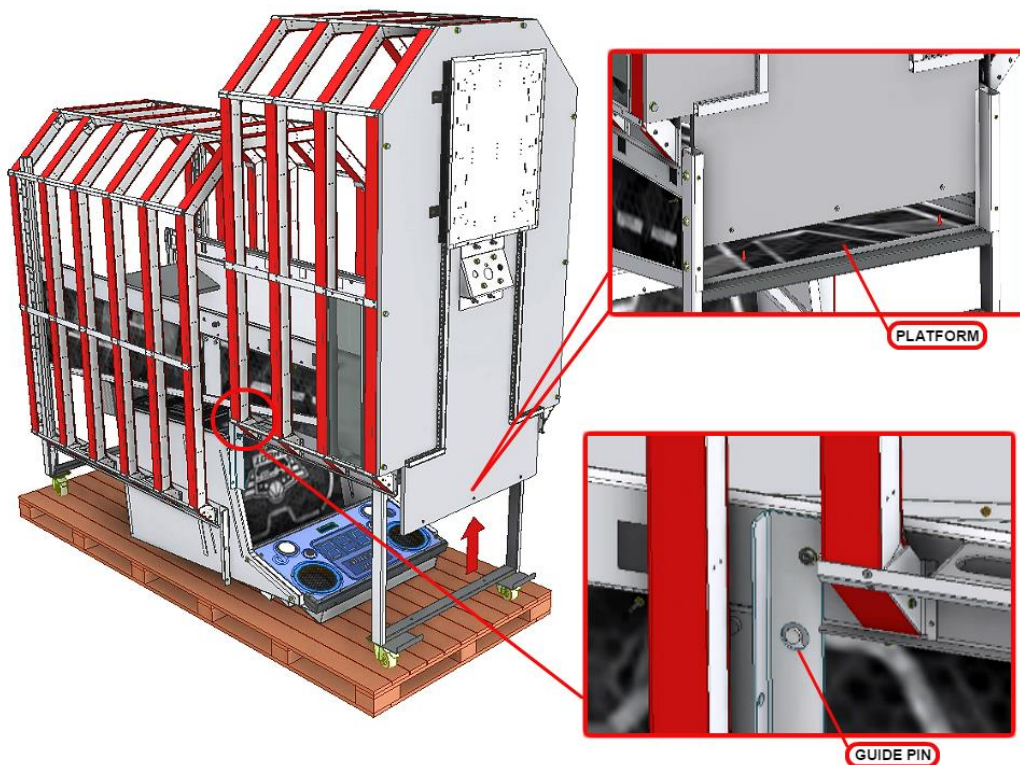
4. Lock the rear chaser light section in place using the 4 x M10 hex bolts (2 x bolts per side) from step 1.
5. Replace the backboard, and secure it using the same 8 M10 hex bolts that were removed in step 1.
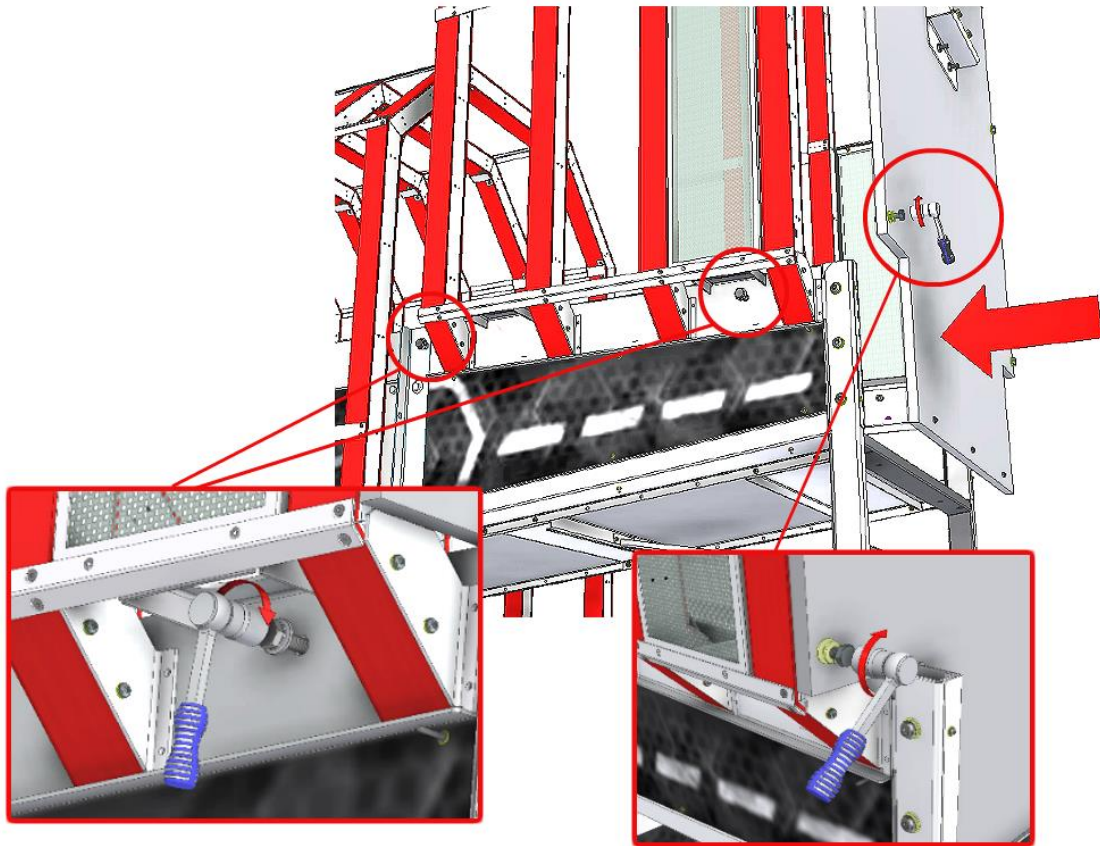
6. Lift the front chaser light section and place it on the front guide pines and rear guide pins.

GUIDE PIN

GUIDE PIN
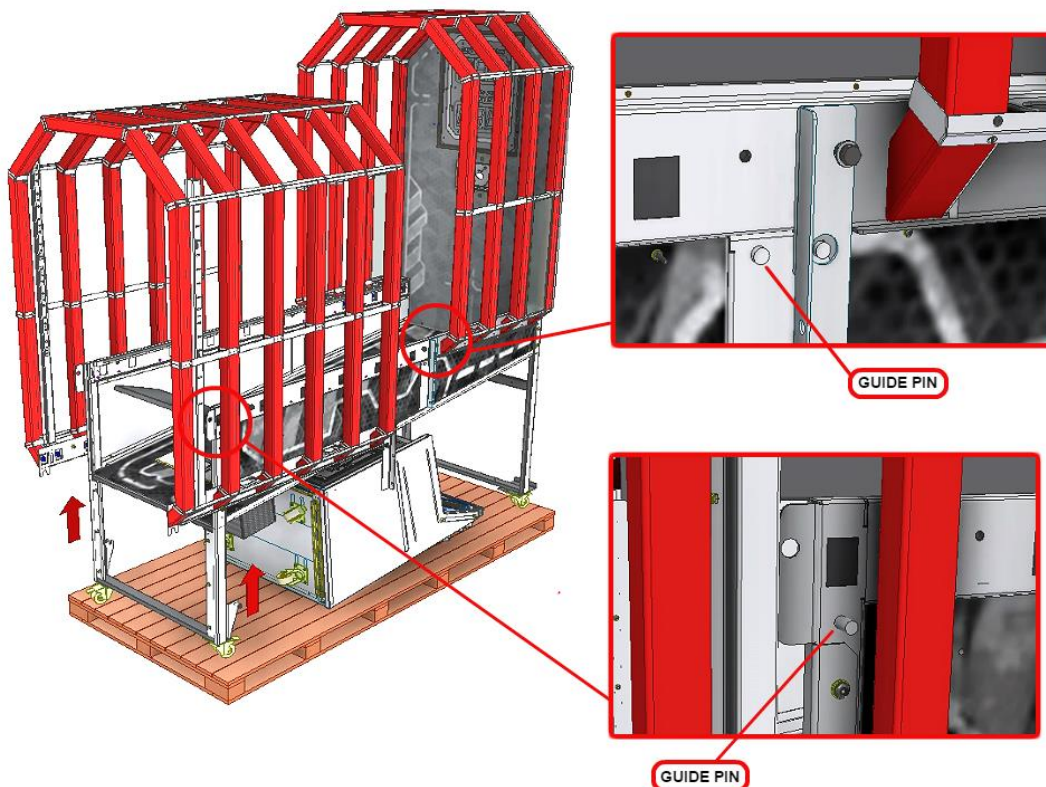
7. Lock the front chaser lights section in place using 2x M10 hex bolt per side (4 x bolts total.)
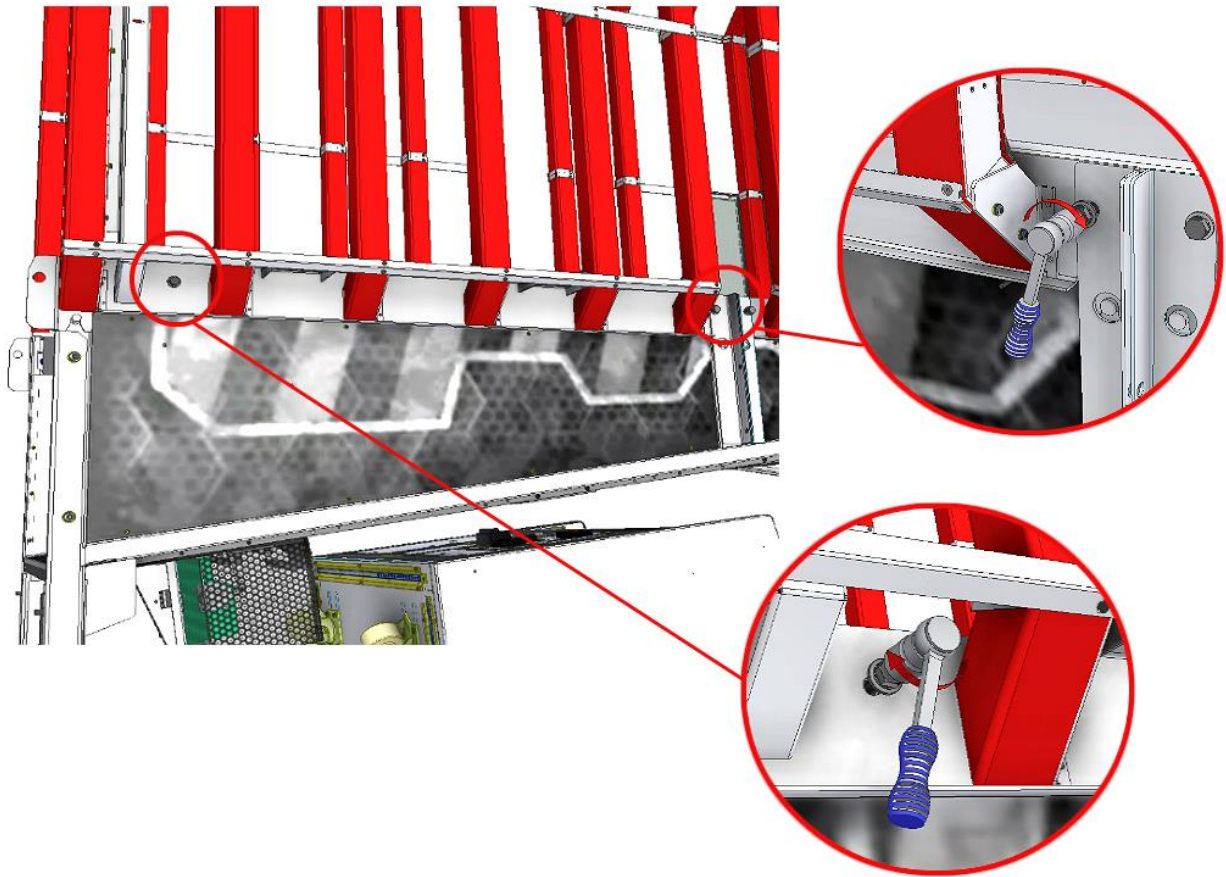
8. Slide the front cabinet out from underneath the main cabinet and unpack it.
9. Unlock the caster wheels on the main cabinet and remove it from the pallet.
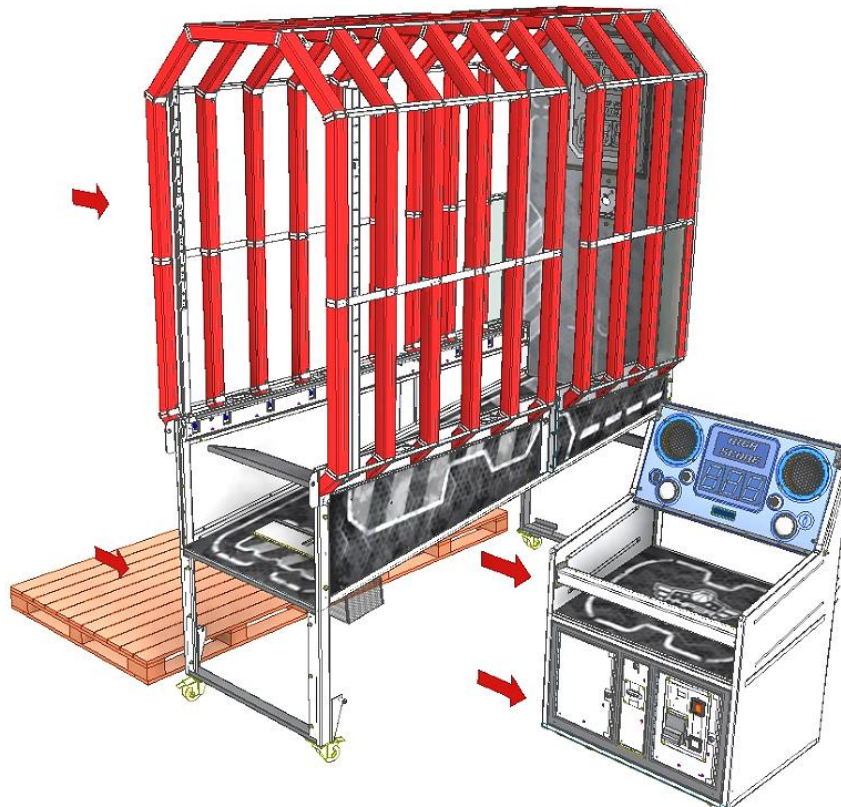
10. Plug in all 10 connectors along the left side for the chase lights, and 2 connectors at the front for the sensors.

> **CAUTION:** DO NOT step on the ball gate. This can result in damage to the mechanism.
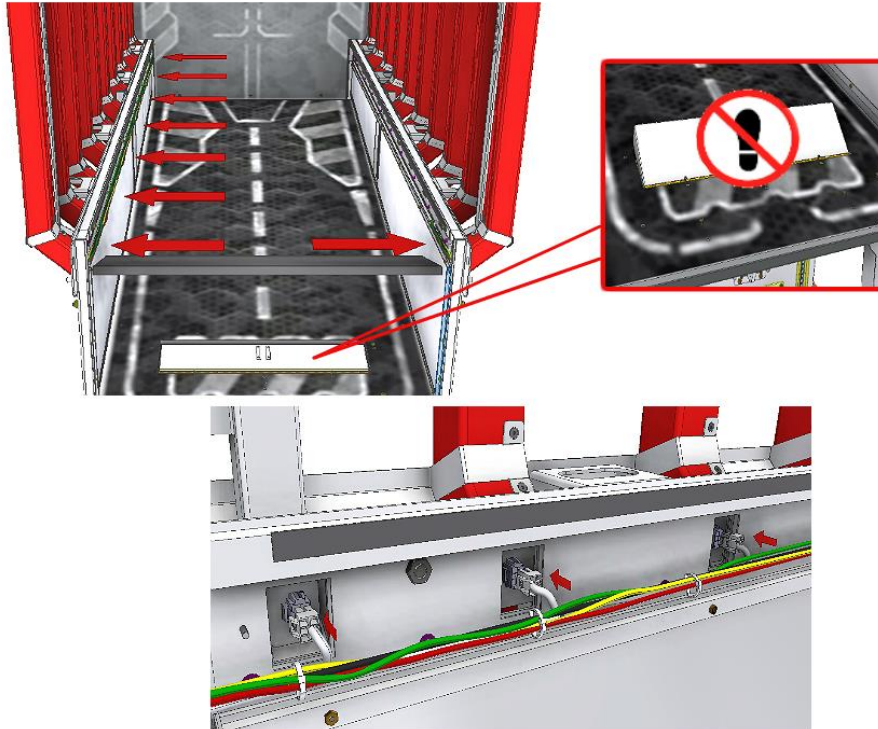
11. Locate the hoop component and insert the connector through the access hole.
12. Lock it in place using 4 x M10 hex bolts as shown below.

13. Install the cable tie holder and hoop harness as shown below.
14. Plug the connectors at the left and right sides in.
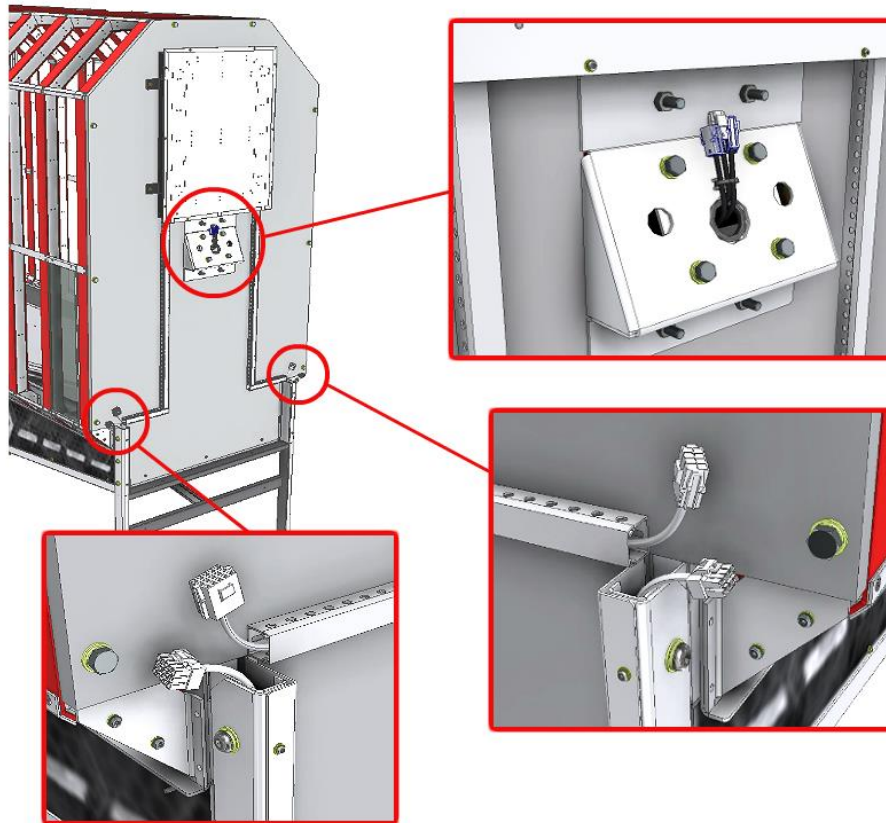
15. Locate and remove the 6 screws shown below.
16. Install the connector brackets at locations 1, 2 and 3. Location 1 and 3 use the same bracket.
17. Use the screws from step 15 to lock the brackets in place.
18. Repeat steps 15 to 17 on the opposite side of the cabinet.

LOCATION-3

LOCATION-2

LOCATION-1
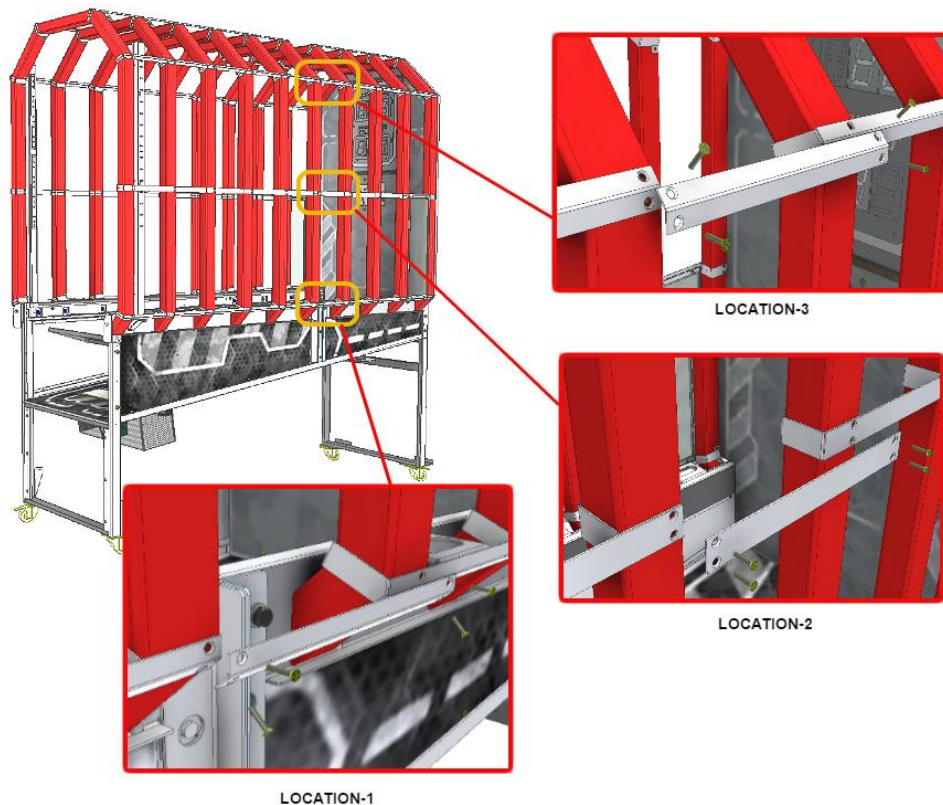
If you have a marquee to install, please continue to step 19 below. If you are not installing a marquee, please skip ahead to step 26.

19. Position the two cabinets next to each other and place the bracket in between, aligning the screw to the bracket keyholes.
20. Loosen, but do not remove, all 4 screws, then push the two cabinets together.
21. Slide the bracket down, and lock it in place with the screws, tightening 2 screws on one side first, then the 2 screws on the other side.
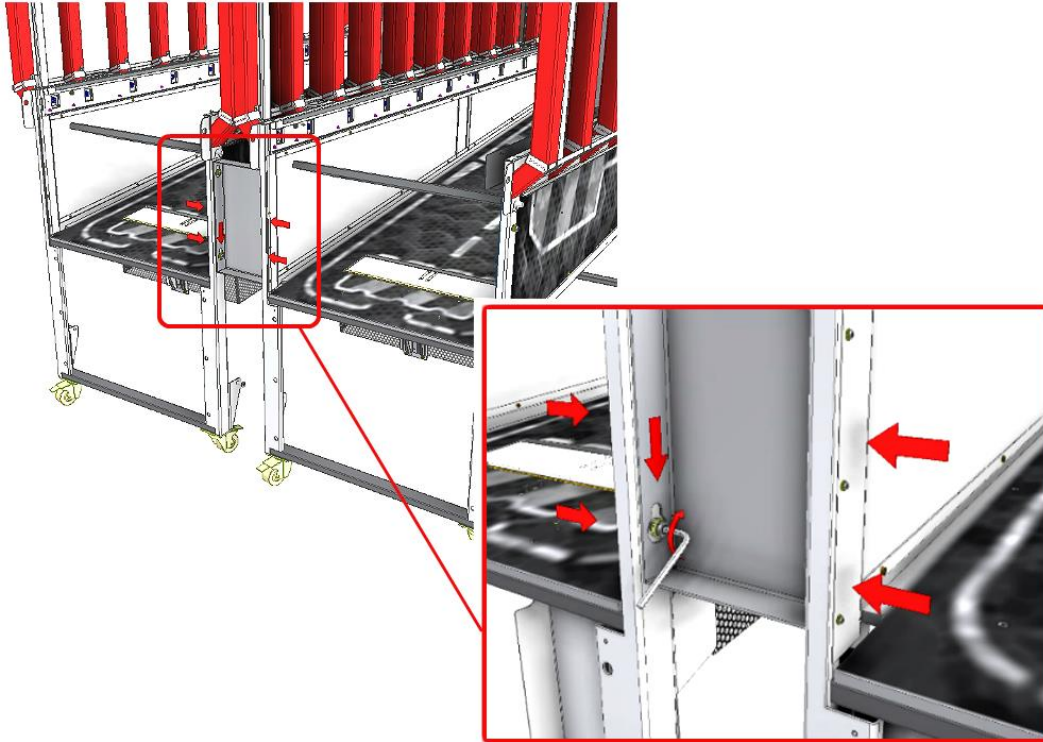
22. Remove 2 x M10 hex bolts at the top of the backboard, and install with the bracket shown.
23. Install another bracket below the rear frame with 2 x M6 hex bolts and nuts.
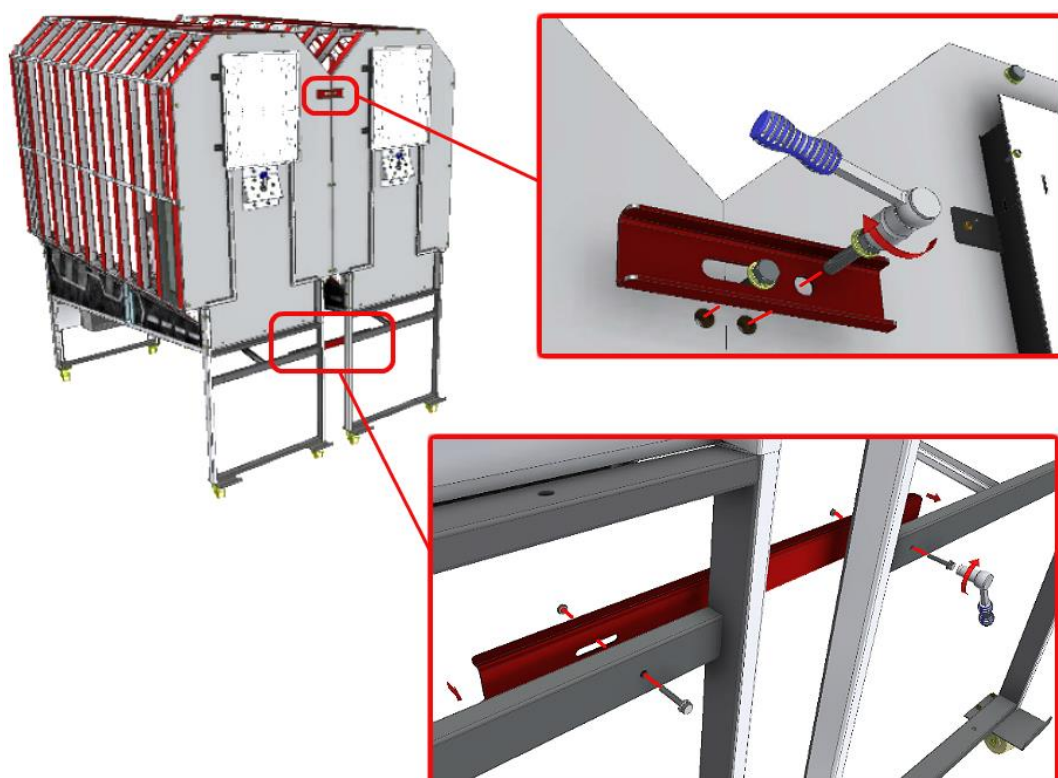
24. Position the marquee at the top, between the two units.
25. Locate the mounting brackets shown, and lock the marquee in place using 4 x M5 locknuts.
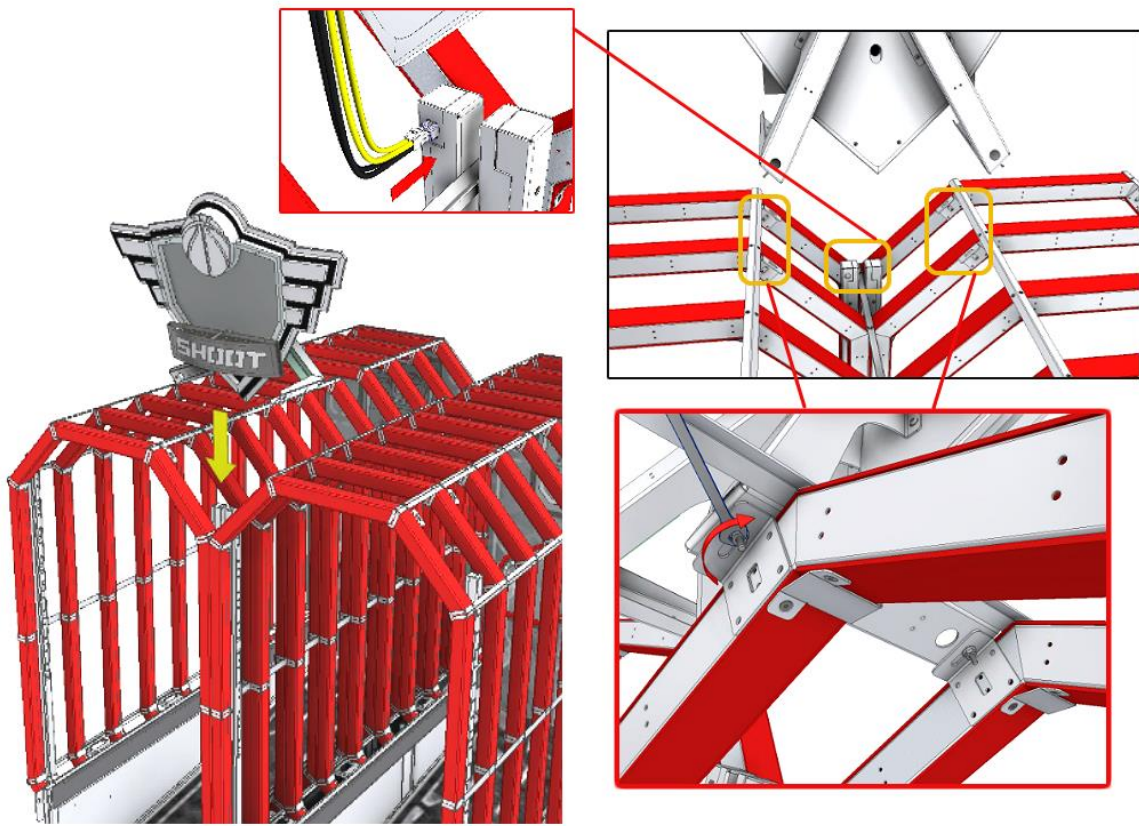
26. Remove 6 x M10 screws from the rear of front cabinet.
27. Align the front cabinet to the rear main cabinet, and lock in place using the screws removed in the previous step.
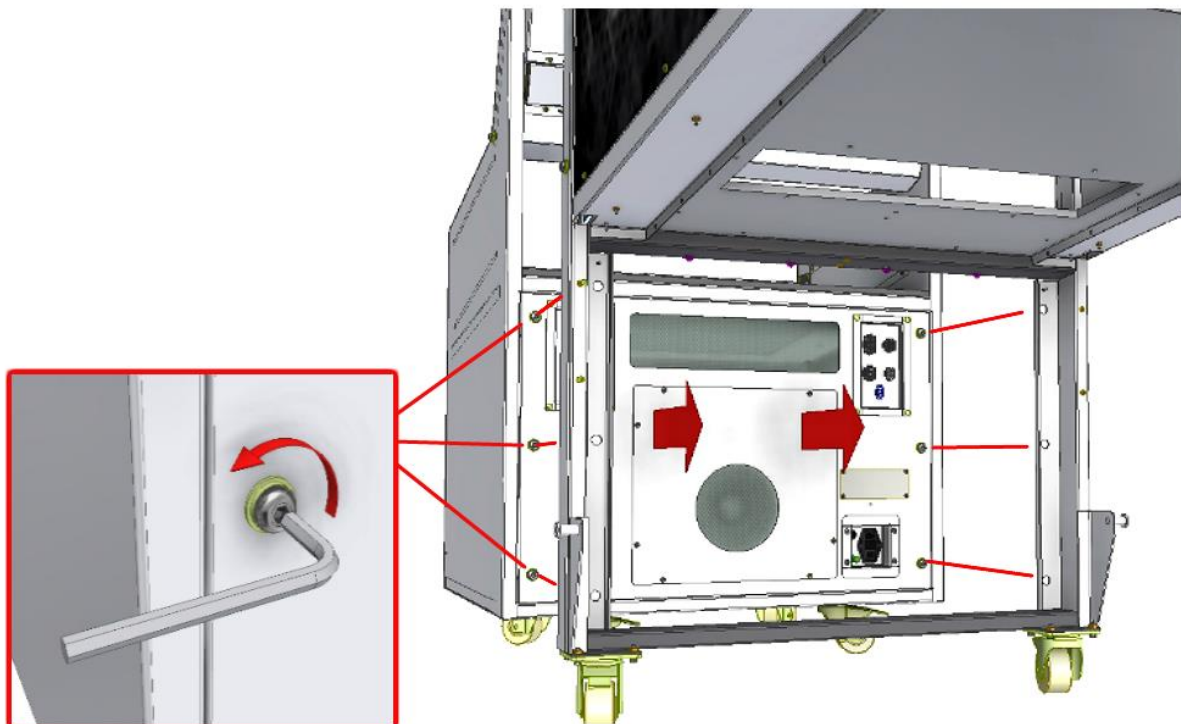
28. Plug in all 10 connectors shown below.
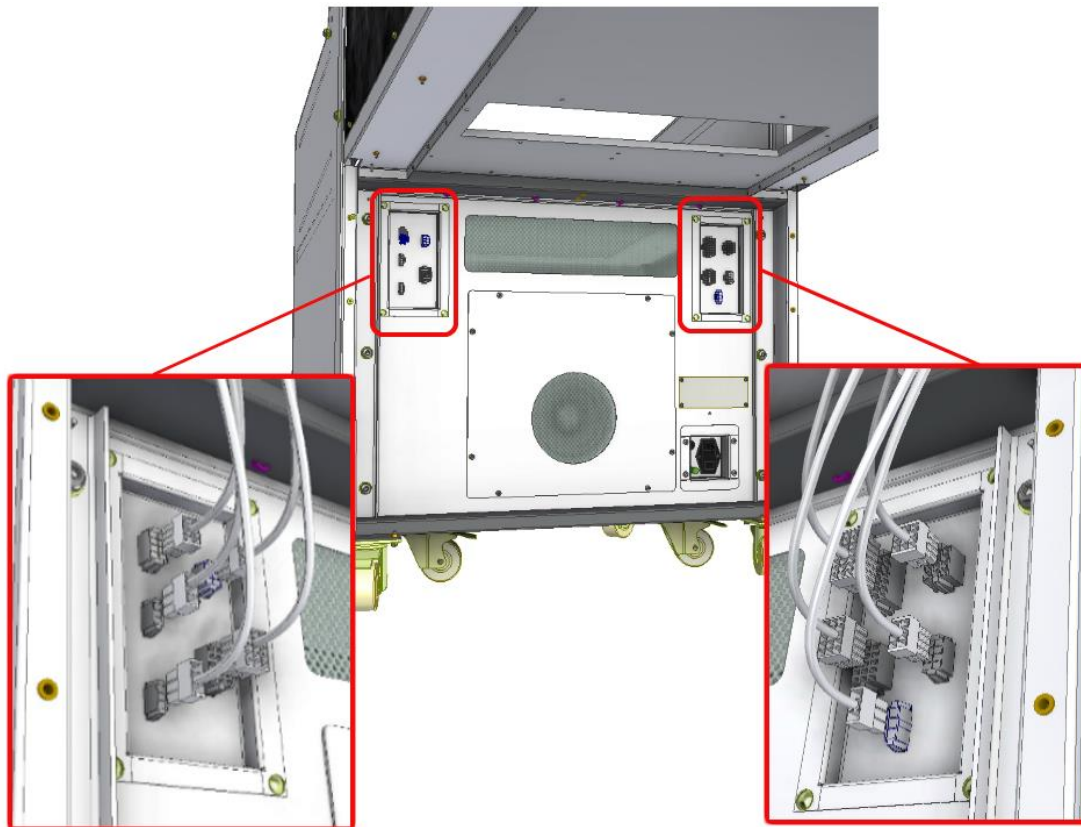
29. Power up the game and ensure that all lights and sensors are functioning correctly.
30. Install 2 x side inner covers (packed separately).
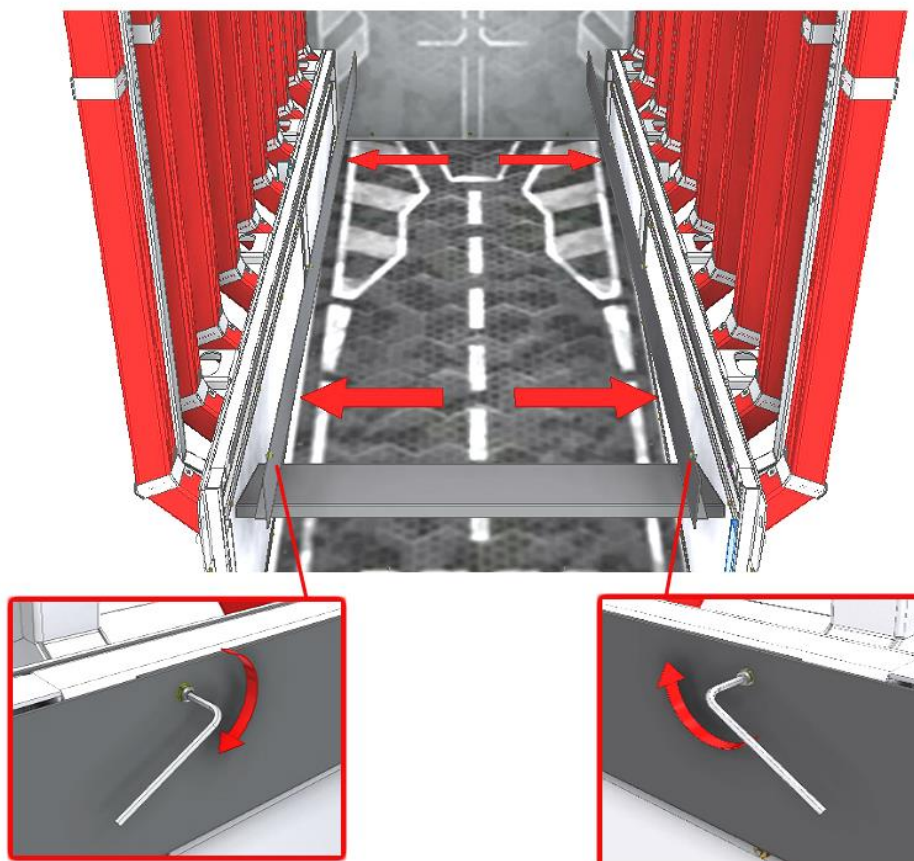
31. Install 2 x bottom connector covers (packaged separately) using 4 x M4 screws.
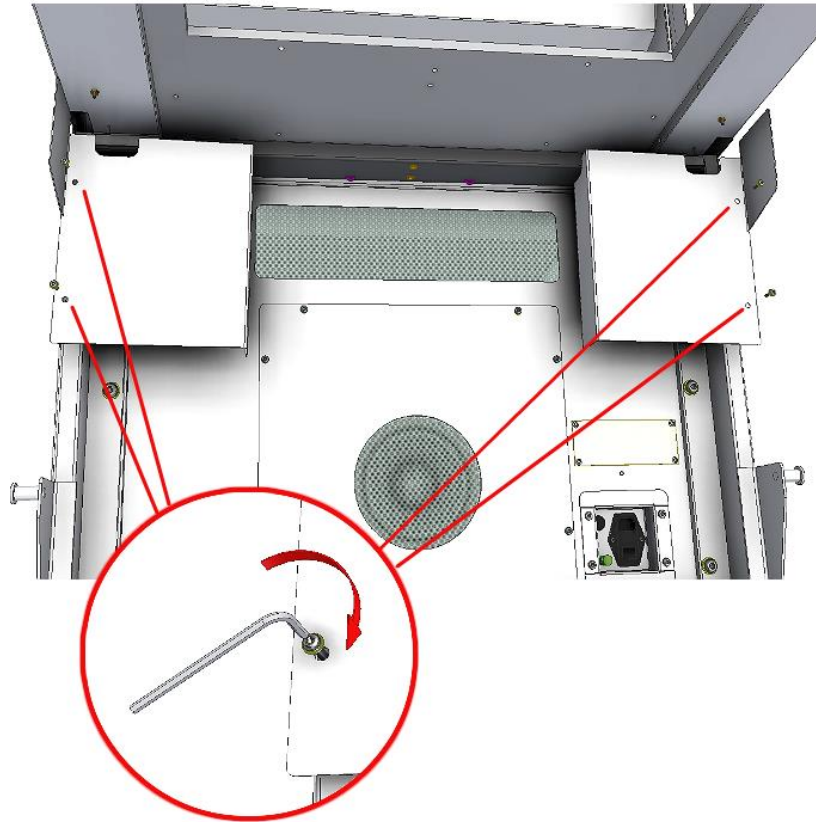
32. Remove the 4 x M5 hex bolts shown.
33. Install the acrylic shield in place at the front of the cabinet using the bolts removed in the previous step.

AFTER INSTALLING SHIELD
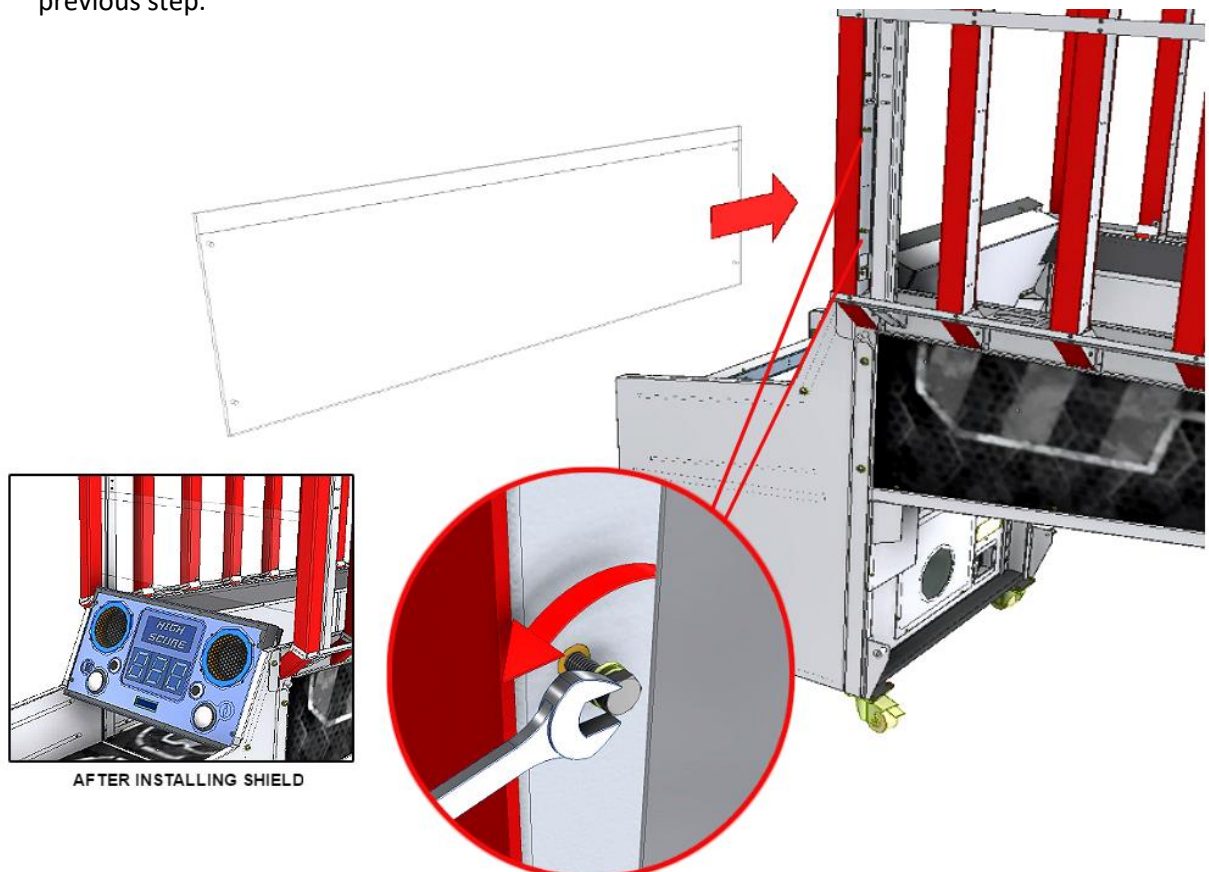
GAMEPLAY AND MODES

OBJECTIVE

The primary objective in **HYPERshoot** is to score as many points as possible, by shooting hoops quickly and accurately. Shooting consecutive hoops quickly will increase the basket level, from a minimum of one to a maximum of five. The basket level reflects how many points the player earns for each hoop. If the player is too slow, or misses, the basket level will drop back to one.

HOW TO PLAY

SINGLE PLAYER GAME

- Pay to play
- Select single player game
- Shoot hoops
- Game time runs out
- Tickets are vended based on player score

LINKED PLAY

- Pay to play
- Select linked game
- Five second countdown for other players to join begins
- One to seven other players join
- All linked players shoot hoops at the same time
- Game time runs out
- Winner is awarded a bonus
- Tickets are vended based on player score

ATTRACT MODE

Attract mode provides a visual and audio display while the game is not being played.

PLAY MODE

HYPERshoot has two play modes. The standard *Coin Play* mode, where a coin or coins are inserted, or *Free Play* mode, where no coins are necessary.

COIN PLAY

Coin Play mode is entered from *Attract mode*, by inserting coins in any of the two coin slots on the front of the machine cabinet, then following the instructions in the "How to Play" section.

FREE PLAY

Free play can be set in one of three ways:
- Entering the operator menu by pressing the red TEST button, then entering the game settings. From here, enter free play settings and turn free play mode on.
- For a single free game, just press the green SERVICE button once.
- Push and hold the green SERVICE button for 5 seconds. This is a temporary free mode, and the game will return to normal when reset.

OPERATION

P SETTINGS

1. **Coin 1 Coins per Credit** *Default 1, Adjustable 1 – 20*
   Sets the number of coins that need to be inserted in exchange for each game credit.

2. **Coin 1 Games per Credit** *Default 1, Adjustable 1 – 20*
   Sets the number of games granted for each credit.

3. **Coin 1 Multi Bonus Credits** *Default Off, Adjustable On / Off*
   Turn on the first stage of bonus credits for coin mech 1. Turning this setting on will activate settings 3-1 to 3-6.

   3.1. **Coin 1, Stage 1, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit stage 1.
      This setting is only active if setting 3 is ON.

   3.2. **Coin 1, Stage 1, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of bonus credits that are given when credit stage 1 is reached.
      This is the number of bonus credits given, on top of what has been paid for.
      This setting is only active if setting 3 is ON.

   3.3. **Coin 1, Stage 2, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit stage 2.
      This setting is only active if 3-1 and 3-2 are active.

   3.4. **Coin 1, Stage 2, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of bonus credits that are given when credit stage 2 is reached.
      This is the number of bonus credits given, on top of what has been paid for.
      This setting is only active if 3-1 and 3-2 are active.

   3.5. **Coin 1, Stage 3, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit stage 3.
      This setting is only active if 3-3 and 3-4 are active.

   3.6. **Coin 1, Stage 3, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of bonus credits that are given when credit stage 3 is reached.
      This is the number of bonus credits given, on top of what has been paid for.
      This setting is only active if 3-3 and 3-4 are active.

4. **Coin 2 Coins per Credit** *Default 1, Adjustable 1 – 20*
   Sets the number of coins in coin mech 2 input that need to be inserted in exchange for each game credit.

5. **Coin 2 Games per Credit** *Default 1, Adjustable 1 – 20*
   Sets the number of games granted for each credit from coin mech 2 input.

6. **Coin 2 Multi Bonus Credits** *Default Off, Adjustable On / Off*
   Turn on the first stage of bonus credits for coin mech 2. Turning this setting on, will activate settings 6-1 to 6-6.

   6.1. **Coin 2, Stage 1, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of coins that need to be inserted into coin mechanism 2 to reach the bonus credit stage 1.
      This setting is only active if setting 6 is ON.

   6.2. **Coin 2, Stage 1, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of bonus credits that are given when credit stage 1 is reached.
      This is the number of bonus credits given, on top of what has been paid for.
      This setting is only active if setting 6 is ON.

   6.3. **Coin 2, Stage 2, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of coins that need to be inserted into coin mechanism 2 to reach the bonus credit stage 2.
      This setting is only active if 6-1 and 6-2 are active.

   6.4. **Coin 2, Stage 2, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of bonus credits that are given when credit stage 2 is reached.
      This is the number of bonus credits given, on top of what has been paid for.
      This setting is only active if 6-1 and 6-2 are active

   6.5. **Coin 2, Stage 3, Number of Coins** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of coins that need to be inserted into coin mechanism 2 to reach the bonus credit stage 3.
      This setting is only active if 6-3 and 6-4 are active.

   6.6. **Coin 2, Stage 3, Number of Bonus Credits** *Default Off, Adjustable Off / 1 – 99*
      This sets the number of bonus credits that are given when credit stage 3 is reached.
      This is the number of bonus credits given, on top of what has been paid for.
      This setting is only active if P6-3 and P6-4 are active.

7. **Common Coin** *Default Off, Adjustable On / Off*
   If the setting is ON, coin 1 and coin 2 contribute to the same coin pool. If the setting is off, they are counted separately.
   This setting is only active is P17, Card System, is set to off.

8. **Attract Sound** *Default 3 minutes, Adjustable Off, 2m, 3m, 4m, 5m, 10m, 30m*
   Controls the delay between the attract mode audio loop repeating.

9. **Error Message Alert** *Default Display & Audio, Adjustable Display & Audio, Audio Only, Display Only, Off*
   Controls how the game indicates an error has occurred. Errors can be shown on the display and/or with an error voice message that is played through the speakers, or hidden completely.

10. **Free Mode** *Default Off, Adjustable On / Off*
    Sets if the game requires a credit to start playing. If set to on, the game can be played for free.

11. **Prize Type** *Default Ticket, Adjustable Off / Ticket / Coupon*
    Defines the type of prize given to the player. This only affects how the jackpot number and tickets owing number is displayed.
    If set to "Off" then no prize is paid out and P15 is hidden.
    If set to "Tickets" then prize numbers shown on displays are the same as the number of tickets dispensed from the mech.
    If set to "Coupons" (1 ticket = 2 coupons), then prize numbers displayed to the player double the number of tickets dispensed from the mech.

12. **Number of Score Points per Ticket** *Default 5, Adjustable Disabled, 0.5-10*
    Hidden if P11 is set to off. Sets how many score points are required to dispense 1 ticket from the mech.
    If set to "Disabled," no tickets will be dispensed.

13. **Number of Maximum Tickets** *Default 50, Adjustable 1-1000*
    Sets the maximum number of tickets allowed to be dispensed based on the game score.

14. **Number of Mercy Tickets** *Default 5, Adjustable 1-500*
    Sets the amount of tickets to be dispensed per player after gameplay if the player score does not reach the level of setting 12.

15. **Mercy Payout** *Default Off, Adjustable Off / On Credit / On Start / After Game*
    Hidden if P11 is set to Off. Sets when Mercy tickets will be paid out.
    If set to "Off", no mercy tickets are awarded.
    If set to "On Credit," the Number of Mercy Tickets (P14) quantity will be dispensed when the game is credited. Tickets are in addition to tickets awarded at the end of the game. "On Credit" mercy tickets are not awarded from any Bonus Credits that are won (refer to game setting "Bonus Type").
    If set to "On Start," the Number of Mercy Tickets will be dispensed when the game play starts. Tickets are in addition to tickets awarded at the end of the game.
    If set to "After Game," the Number of Mercy Tickets will be dispensed when the game has completed, only if the players score does not reach the level of Number of Score Points Per Ticket (P12).

16. **High Score** *Default 0, Adjustable 0 – 999*
    The current value of the high score.

17. **Reset High Score** *Default Never, Adjustable Power On / never*
    Set if the high score is reset to 0 every time the game is powered on, or never.

18. **Card System** *Default On, Adjustable On / Off*
    Activate or deactivate the card system on the machine.

19. **Game Time** *Default 30, Adjustable 20-99*
    Sets how long a game lasts. Adjustable in 5 second increments.

20. **Bonus Type** *Default Off, Adjustable /Off / Credit / Ticket*
    Sets what bonus is awarded to the winner of a linked game. If "Link Address" is set to None, then this Bonus Type value is also set to None and hidden from view.
    If set to award a bonus, then the following rules are applied:
    If multiple players tie for first place, then they all receive the same bonus.
    The winning score must be greater than 0.

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21. **Bonus Ticket / Bonus Credit** *Default Tickets - 50, Credits – 1, Adjustable Tickets 1-5000, Credits 1*
Sets the quantity of bonus items awarded, depending on the value of the "Bonus Type" setting.
If "Bonus Type" is set to None, this setting is hidden.
If "Bonus Tickets" is set to Tickets, then this setting displays "Bonus Tickets" and will pay out the set number of tickets.
If "Bonus Type" is set to Credit, then this setting displays "Bonus Credit" and will allow a single credit to be paid out.

22. **Link Address** *Default None, Adjustable None / Master / Slave 1 - 7*
If set to none, linking is turned off. If linking is on, there can be only one master machine. Other connected games must be set to a unique slave number between one and seven.

23. **Choose Color** *Default Peri Purple, Adjustable Atomic Tangerine / Hot Rod Red / Hot Pink / Peri Purple / Deep Purple / Electric Blue / Baby Blue / Shamrock Green / Cyber Green / Unmellow Yellow*
Set the color of the cabinet lighting.

24. **Total Cabinets** *Default 2, Adjustable 2 - 8*
Sets how many cabinets are connected in the current linked network.

25. **Link Countdown Timeout** *Default 15, Adjustable 5-15*
Sets how many seconds the game will wait while prompting for players to join a linked game.

26. **Shot Clock Position** *Default Back Panel, Adjustable back panel / front panel*
Sets where the shot clock is displayed. This is used for different cabinet versions.

AUDITS

1. **Total Coins 1**

   Shows the number of coins inserted on COIN1 input.

2. **Total Coins 2**

   Shows the number of coins inserted on COIN2 input.

3. **Total Service Credits**

   Shows the number of times the service button was used to issue 1 credit to the game.

4. **Bonus Count**

   Shows the number of times the game bonus was paid out. See game setting "Bonus Type" for more information.

5. **Total Games Played**

   Shows the number of games successfully completed.

6. **Average Tickets Per Game**

   Calculation result of Total Tickets / Total Games Played

7. **Average Score Per Game**

   Shows the average score based on every game played

8. **Number of Solo Games**

   Number of single player games played

9. **Number of 2 Player Games**

   Number of Linked two player games played

10. **Number of 3 Player Games**

    Number of Linked three player games played

11. **Number of 4 Player Games**

    Number of Linked four player games played

12. **Number of 5 Player Games**

    Number of Linked five player games played

13. **Number of 6 Player Games**

    Number of Linked six player games played

14. **Number of 7 Player Games**

    Number of Linked seven player games played

15. **Number of 8 Player Games**

    Number of Linked eight player games played

16. **Average Points Per Basket**

    Average number of points scored per basket, based on all games played

17. **Average Shots Per Game**

    Average number of shots per game (front sensor)

18. **Average Sunk Per Game**

    Average number of baskets sunk per game (rear sensor)

19. **Basket Sink Percentage**

    Percentage of shots that went through the basket

20. **Av Number of 1pt Baskets**

    Average number of 1 point baskets per game

21. **Av Number of 2pt Baskets**

Average number of 2 point baskets per game

22. **Av Number of 3pt Baskets**

Average number of 3 point baskets per game

23. **Av Number of 4pt Baskets**

Average number of 4 point baskets per game

24. **Av Number of 5pt Baskets**

Average number of 5 point baskets per game

25. **Perc. Reach 2pts**

Percentage of players to sink at least one 2 point basket

26. **Perc. Reach 3pts**

Percentage of players to sink at least one 3 point basket

27. **Perc. Reach 4pts**

Percentage of players to sink at least one 4 point basket

28. **Perc. Reach 5pts**

Percentage of players to sink at least one 5 point basket

29. **Chksum**

Manufacturers audit for error detection

INPUT AND OUTPUT TESTS

OUTPUT TESTS

1. **All Outputs**

   Runs the seven segment displays, cabinet LEDs and the high score light.

2. **Seven Segment**

   Counts all seven segment displays from 0 – 9.

3. **Lights**

   Runs all lights individually. Chase lighting 1 – 10, hoop, backboard, right rear base, left rear base, front base, then the player panel.

4. **Sounds**

   Play all sounds in sequence.

5. **Max Load**

   Runs all outputs at the same time at maximum power. Seven segments are set to 8888, audio plays, all motors run and all lights turn on.

INPUT TESTS

The display will read ON or OFF to indicate if the currently selected input is active or not.

- **Up Button**
- **Down Button**
- **Test / Enter Button**
- **Service / Back Button**
- **Utility Button**
- **Single Player Button**
- **Link Button**
- **Coin 1**
- **Coin 2**
- **Front Sensor**
- **Rear Sensor**
- **Close Gate Sensor**
- **Open Gate Sensor**

RUN TESTS

1. **Ticket Mech**

   Dispense a single ticket from the ticket mech

2. **Ball Gate Motor**

   Run the ball gate motor

GAME HISTORY

This menu lists the data on the last 10 game plays. Each entry lists three pieces of data:

- H – The entry number, from 1 – 10
- S – The game score
- GT – The game type, either single or linked.

VERSION

View the current firmware version number.

ERRORS

Name	Cause	Solution
Error ticket	The game has run out of tickets or if there is a jam on ticket mech 1	Refill the ticket mechs and ensure there is no jam. Clear the error by viewing it in the errors menu and pressing the right button. The game will automatically pay out remaining tickets if there is activity on the ticket sensor.
Single button error	The single player button has been pressed for a long period of time.	Check the button switch to see if it is jammed and clear the jam.
Link button error	The linked game button has been pressed for a long period of time.	Check the button switch to see if it is jammed and clear the jam.
Utility button error	The utility button has been pressed for a long period of time.	Check the button switch to see if it is jammed and clear the jam.
Up button error	The up button has been pressed for a long period of time.	Check the button switch to see if it is jammed and clear the jam.
Down button error	The down button has been pressed for a long period of time.	Check the button switch to see if it is jammed and clear the jam.
Right button error	The right button has been pressed for a long period of time.	Release the right button to clear the error.
Error History	The CPU cannot read or write to its on-board EEPROM history data or is receiving errors during communication with the EEPROM.	Clear the error by viewing it in the errors menu and pressing the right button. If the error still occurs, the IC is faulty and needs to be replaced.

Name	Cause	Solution
Ball Gate Error	Ball gate sensors are not reading expected values.	Check the ball gate sensors are operating correctly and are not jammed. Use the run tests menu to ensure that the ball gate motor is running correctly.
Error EEP NJ *Only applicable to NJ software*	The CPU cannot read or write to its on-board EEPROM New Jersey data or is receiving errors during communication with the EEPROM.	Clear the error by viewing it in the errors menu and pressing the right button. If the error still occurs, the IC is faulty and needs to be replaced.

HARD ERRORS

This category of errors is used to identify specific errors serious enough that gameplay must be stopped, either to prevent damage to the machine or because it would result in a negative gameplay experience for the player.

Name	Cause	Solution
Coin 1 error	The coin sensor has been pressed for a long period of time.	Release the coin sensor to clear the error.
Coin 2 error	The coin sensor has been pressed for a long period of time.	Release the coin sensor to clear the error.
Error Front Sensor	The front sensor has been reported as active for too long	Check that the sensor is not dirty or blocked by anything. Use the operator menu input tests to check that the Front Sensor input is triggered when throwing a ball. Check that the sensor is connected correctly. If the problem persists, you may need to recalibrate the sensor. Instructions for this can be found in the operator manual.

Error Rear Sensor	The rear sensor has been reported as active for too long	Check that the sensor is not dirty or blocked by anything. Use the operator menu input tests to check that the Rear Sensor input is triggered when throwing a ball. Check that the sensor is connected correctly. If the problem persists, you may need to recalibrate the sensor. Instructions for this can be found in the operator manual.
Error EEP Audit UR	The CPU cannot read or write to its on-board EEPROM unresettable audits, or is receiving errors during communication with the EEPROM.	Set all audits to default by viewing the error in the errors menu and pressing the right button. If the error still occurs, the IC is faulty and needs to be replaced.
Error EEP Audit R	The CPU cannot read or write to its on-board EEPROM resettable audits, or is receiving errors during communication with the EEPROM.	Set all audits to default by viewing the error in the errors menu and pressing the right button. Set resettable audits back to default by going into the audits menu and press and hold the right button. If the error still occurs, the IC is faulty and needs to be replaced.
Error PSet	The CPU cannot read or write to its on-board EEPROM program settings, or is receiving errors during communication with the EEPROM.	Clear the error by viewing it in the errors menu and pressing the right button. If the error still occurs, the IC is faulty and needs to be replaced.

TROUBLESHOOTING

SENSOR CALIBRATION

The front throw and basket sensors are calibrated by the manufacturer but can be recalibrated if the game isn't functioning as expected. Using differently colored or dirty basketballs may effect the calibration.

FRONT THROW SENSOR

The front throw sensor detects when a ball is thrown. One receiver PCB contains 8 receive sensors connected to 1 adjustment trimpot. Each receive sensor has an indicator LED which turns ON when the sensor is clear and turns OFF when the sensor is blocked.

Calibration involves adjusting trimpots until all indicator LEDs operate correctly:

1. Ensure the game is powered on and the FB213A PCBs powered
2. Increase the sensitivity of the sensors via the trimpots until the PCBs 8 sensor indicator LEDs turn on – this indicates that the sensors are able to detect each other
3. Block each sensor individually and check that the indicator LED turns OFF. If it does not turn off, decrease the sensitivity via the trimpot until it does
4. Unblock the sensor and ensure the indicator LED turns ON
5. Repeat for all 8 sensor indicator LEDs per PCB
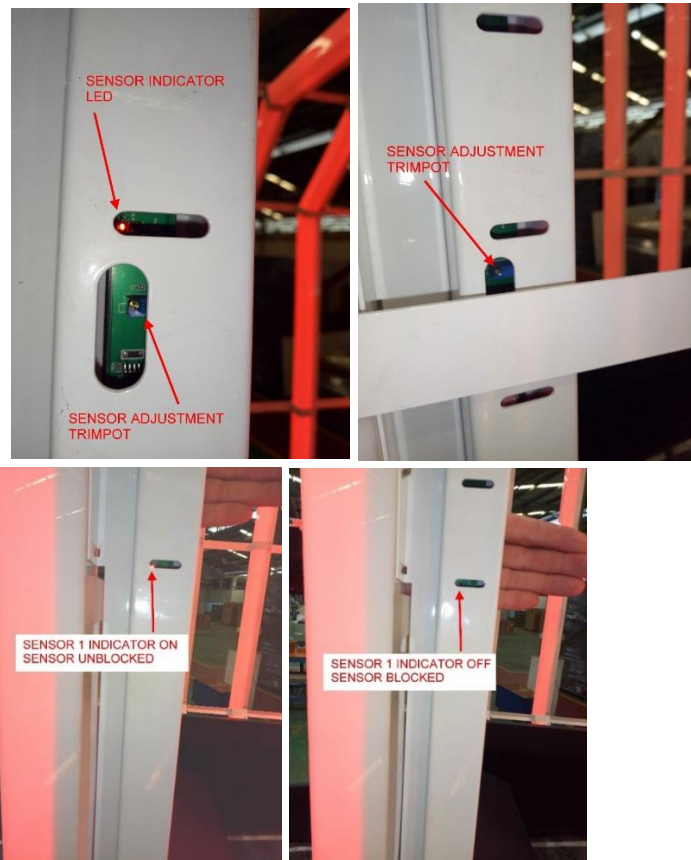
BASKET SENSOR

The basket sensor calibration ensures it properly detects any balls that pass through the basket. Incorrect calibration will result in the ball not being detected when passing through the basket or the ball being incorrectly detected when outside the basket. The sensor can be adjusted to increase and decrease the sensitivity, until the balls are detected correctly.

Two sensors need calibrating in the same manner:

1. Turn the adjustment screw all the way in one direction using a small fine flat screwdriver, taking care not to use too much force. The adjustment screw is accessible from behind the cabinet.

2. Adjust the calibration screw while passing a ball through the basket, taking note that the situations below are met. The red LED turns on when the ball is detected.

   - Ensure that the ball *is not* detected when the ball is at the below three positions outside the basket. Move the ball up and down outside the basket and ensure the sensor LED never turns on. If the LED *does* turn on, decrease the sensitivity of the sensor.

   - Ensure that the ball *is* detected when the ball is at the below four positions inside the basket. Move the ball up and down through the basket and ensure the sensor LED turns ON with each pass of the ball. If the LED *does not* turn on, increase the sensitivity of the sensor.

   - Continue to tweak the sensitivity of the sensors, testing the ball in the above positions.

BACKBOARD DISPLAY

SHOWING INVALID INFORMATION

If the backboard display is showing unclear or invalid information, it's possible that p setting 23, Shot Clock Position, has been set incorrectly.

1. Establish if your shot clock value is displayed on the backboard or on a front panel.
2. Enter the operator menu.
3. Enter the p settings menu.
4. Go to setting number 23, and ensure that it is set correctly based on your cabinets configuration.

SECTION A: SERVICE INSTRUCTIONS

NOTE: Be sure to read the following carefully before servicing the machine.

LOCATING AND ACCESSING PARTS

The following pictures identify the location of the main serviceable items.

CABINET FRONT
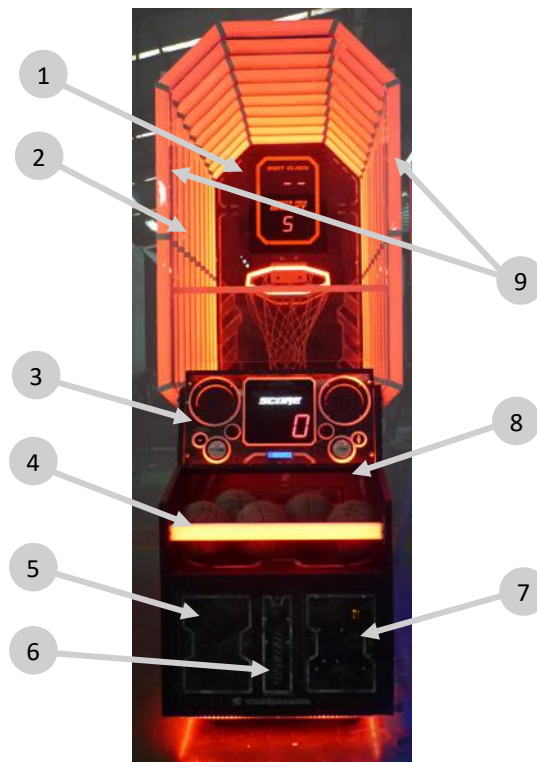
1. Backboard
2. Chase lighting
3. Player panel
4. Stop bar
5. Service door
6. Ticket door
7. Coin door
8. Ball gate
9. Front throw sensors

BACKBOARD

1. Shot clock display
2. Points per basket display
3. Basket sensors

PLAYER PANEL
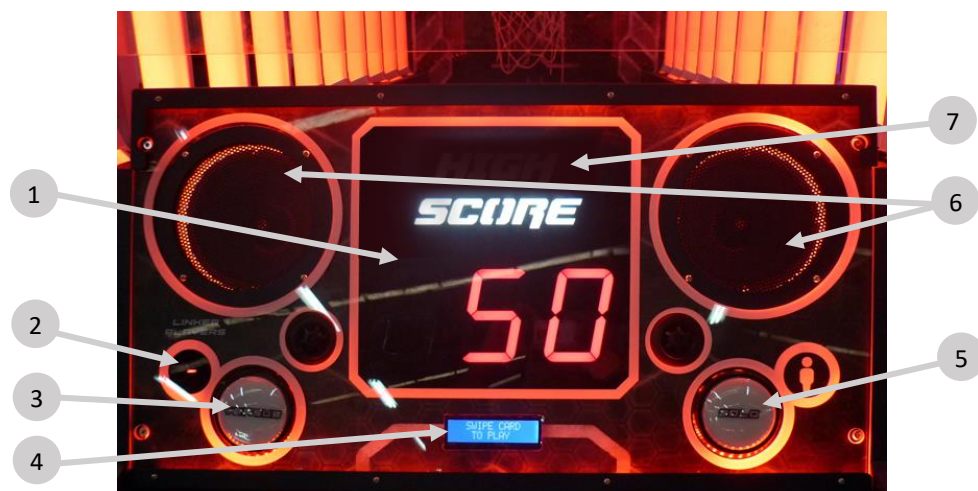
1. Score display
2. Link player count display
3. Link player button
4. Credit display
5. Singly player button
6. Speakers
7. High score lamp

CABINET INNER
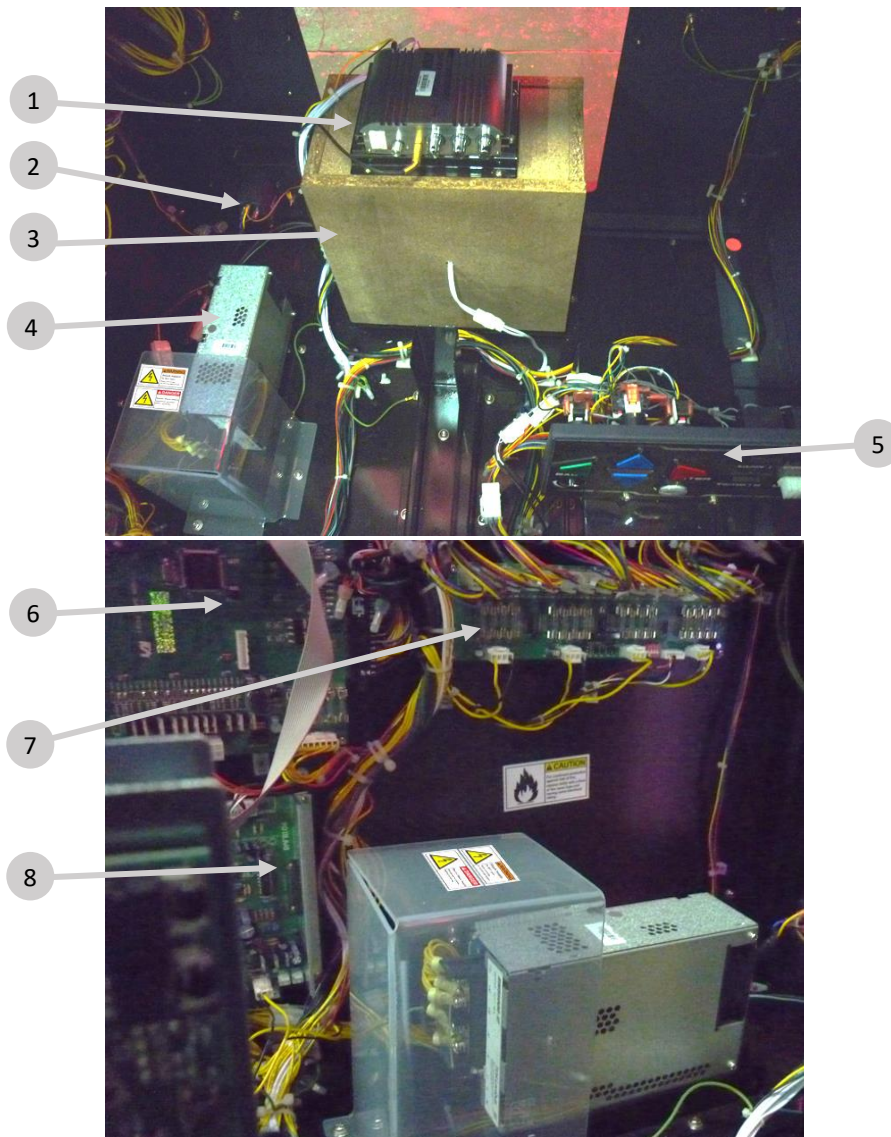
1. Amplifier
2. Power inlet
3. Subwoofer
4. Power supply
5. Operator panel
6. FB216 Game IO PCB
7. FB215 PWM Driver PCB
8. FB106 Sound PCB

OPERATOR PANEL / SERVICE CONTROLS
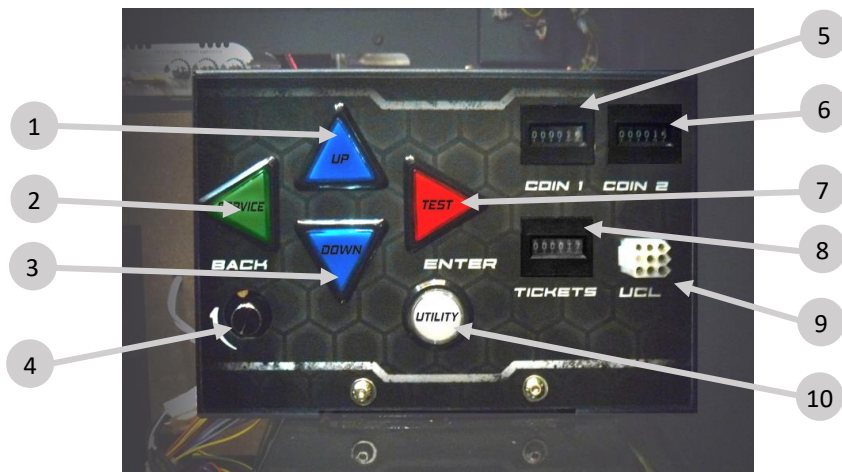
1. Up button
2. Back / service button
3. Down button
4. Volume control
5. Coin 1 counter
6. Count 2 counter
7. Test / enter button
8. Ticket counter
9. UCL connector
10. Utility button

BALL GATE
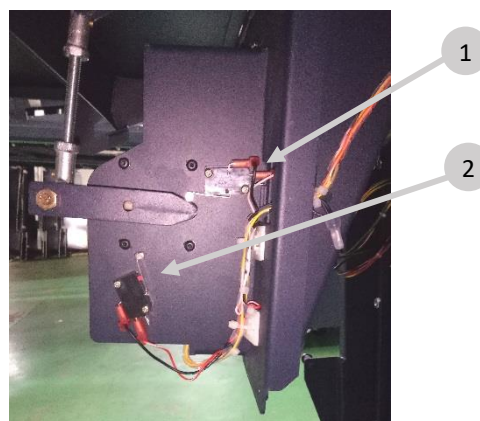
1. Open switch
2. Closed switch

LINK CONNECTORS

Up to 8 *HYPERshoot* games can be linked together for competitive play. Daisy-chain the games together by connecting the supplied Link Cable to the IN and OUT connectors on each machine. Games on the end positions of the link only need a single cable connection.

Position of the link "Master" is not critical, it can be at any position in the network as long as only a single master exists in the network.
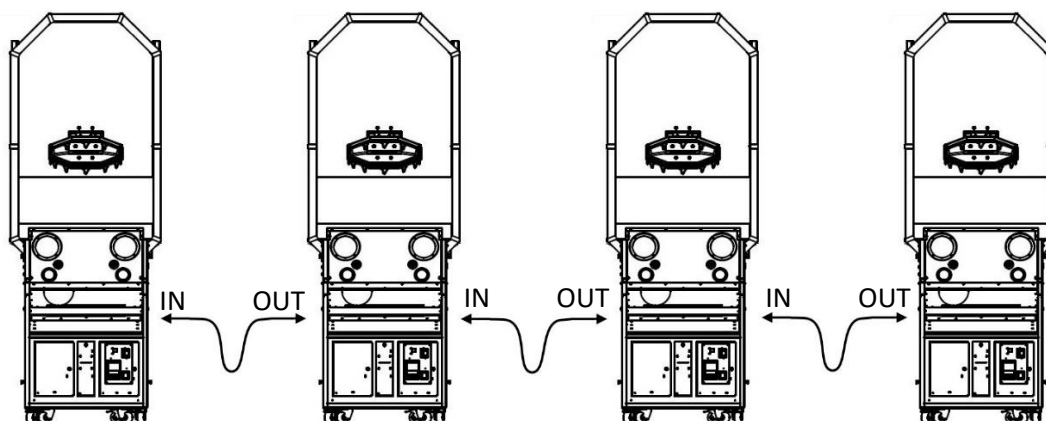
PARTS DESCRIPTION

CHASE LIGHTS

Chase lights consist of 10 rings containing RGB LEDs with each ring under firmware control. During game play they will show a lighting animation which appears to follow the ball as it is thrown through the air.

BASKET SENSOR

The basket consists of RGB LED strip under firmware control, and 2 proximity sensors used to detect the ball. Both sensors are used to detect the ball as it passes through the basket.

FRONT THROW SENSOR

The front throw sensor is required for normal game play and scoring. The sensor consists of the FB213A and FB213B pair. An IR-beam ladder detects when a ball passes by and this in turn is used to trigger the chase light animation.

The front throw sensor requires calibration after installation to detect a ball throw. The FB213B is an adjustable IR receiver PCB. One receiver PCB contains 8 receive sensors connected to 1 adjustment trimpot. Each receive sensor has an indicator LED which turns ON when the sensor is clear and turns OFF when the sensor is blocked.

BALL GATE

The ball gate consists of a geared motor which raises and lowers a "gate" to hold the balls. The motor stops when it hits switches at the extent of travel.
Ensure the switches are intact and make contact with the gate lift arm.

BACKBOARD DISPLAYS

FB63 7-Segment Display PCBs are used to display the game time remaining, and the current points per basket. Access is from the rear of the game.

LED LIGHTING/FB215

16 independent LED lighting channels are used in **HYPERshoot**. Each channel is fused and driven by the FB215 PCB.
Channels 1-10 are used on the chase lights
Channel 11 is the basket
Channel 12 is the backboard
Channel 13, 14 is the rear lower floor lighting.
Channel 15 is the player panel and ball stopper
Channel 16 is the front floor lighting.
FB215 is controlled by the FB216 Game Control Board.

PLAYER PANEL

Access to the panel components is by removing the front face of the player panel. The player panel consists of the edge mounted LED lighting, speaker system (midrange, tweeter, crossover), display PCBs and player buttons.

SPEAKERS

Two component speakers are wired to the left and right outputs from the amplifier. Each speaker pair consists of a crossover, midrange speaker and tweeter speaker.

AMPLIFIER/FB106/SUBWOOFER

The FB106 is the sound driver board containing the sound files. The volume can be adjusted by the potentiometer located on the operator panel.
An extra amplifier is included to drive a subwoofer. The adjustment knobs on this amplifier have been set by the manufacturer and should be left in default positions.

OPERATOR PANEL COUNTERS

Counters will increment for each coin inserted and each ticket paid out. Counters are under firmware control and are not directly connected to the mechanisms.

OPERATOR PANEL BUTTONS

Press the green SERVICE/BACK button to issue a service credit from attract mode. Press and hold the green SERVICE/BACK button to enter temporary Free Mode, this will remain in place until machine power is reset.
Press the red TEST/ENTER button to enter the operator menu from attract mode.
When in the operator menu, use four up/down/left/right buttons to navigate through the menu.

OPERATOR PANEL VOLUME KNOB

Use to adjust the speaker's sound level.

GAME BOARD – FB216

The FB216 is the main control board for the game. It contains the application firmware and output drivers to read sensor inputs and control the lighting, displays and audio. It has five fuses, the ratings of which can be seen in the image below:

COIN MECHANISM / BILL ACCEPTOR / CARD SYSTEM

Credits can be inserted via a coin mech, bill acceptor and/or card system connection. All interfaces are located inside the front coin door.

TICKET MECHS

Tickets won are paid out on the ticket mech. A ticket error will occur when a ticket cannot be dispensed due to a jam or empty dispenser.

POWER INLET/MAINS SWITCH

The power inlet is a standard IEC inlet socket with a mains power switch, located at the rear of the machine. There is a main power fuse internal in this IEC socket. The fuse should be a M205, 250VAC, 6A.

> **WARNING:** **ALWAYS** turn **OFF** mains power and unplug the game before replacing any fuses.
> **ALWAYS** use the correctly rated fuse.

POWER SUPPLY

The entire machine is powered by a single 600W 12V power supply. AC input is universal 85-265VAC 47-63Hz.

LAMPS

> **WARNING:** **Always** turn **OFF** mains power and unplug the game, before replacing any lamps.
> **Always** replace the lamps with the same or equivalent size, wattage and voltage**.**

All button lamps are 12VDC T10 LED or equivalent.

All remaining lighting is RGB LED strip. Contact your nearest LAI Games office for replacement LED strip to ensure color is matched.

MAINTENANCE

EXTERIOR

- Regularly dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap.
- Clear any dust from play area coming from the balls.
- Check for blown bulbs and replace as required.
- Check all LED strips are functioning and repair as required.
- Check the front throw sensor operation over its entire height by passing a ball through it during the Input Test menu or during game play. Calibrate if necessary.
- Check both basket sensors detect balls in the basket and reject balls outside the basket. Calibrate if necessary.
- Clean the balls and ensure they are fully inflated.
- Check all lighting covers for cracks and replace when necessary.
- Check the basket, ball gate and playfield hardware is firmly secured and tighten fasteners where required.

INTERIOR

- Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen.
- Check and tighten all fixing hardware and fasteners as required.
- Check all harnessing is intact and repair if necessary.

FB216 UPDATE PROCEDURE

TOOLS REQUIRED

- 1 x USB – TTL Serial Adapter with Connector Harness
- 1 x PC or Laptop with USB Port running a Windows OS (will be connected to game during the update, so must be portable)
- 1 x Computer Program FLASHER-STM32
- 1 x HEX File (containing PCB update)

PC SETUP

FLASHER-STM32

1. The program FLASHER-STM32 needs to be downloaded and installed on the PC
2. Visit www.st.com
3. In the search bar at the top of the page, search for FLASHER-STM32
4. Select the suggested result from the Products category
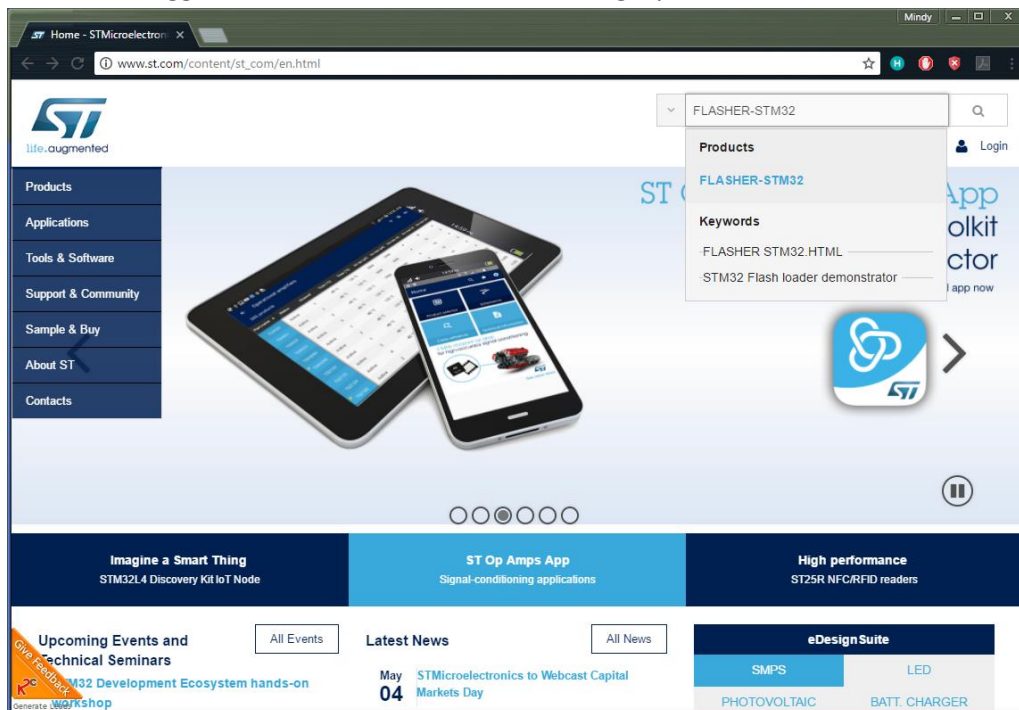
5. Alternatively, in the navigation menu on the left, select:
    1. Tools & Software
    2. Software Development Tools
    3. Product Tree (on the right)
    4. STM32 Software Development Tools
    5. Scroll down, and select FLASHER-STM32 from the list
6. Scroll to the bottom of the product page, and select the "Get Software" button
7. You will need to enter your name and email address to confirm the download
8. Once the software is downloaded, install it on the PC

PROCEDURE

1. Switch off the game that is being updated
2. Access the required service area and locate the PCB (refer to Locating and Accessing parts – Cabinet Inner for assistance in locating FB216)
3. Place the PC near the PCB, and connect them using the USB – TTL serial adapter cable, from the USB port on the PCB, to the J5 programming port on the PCB
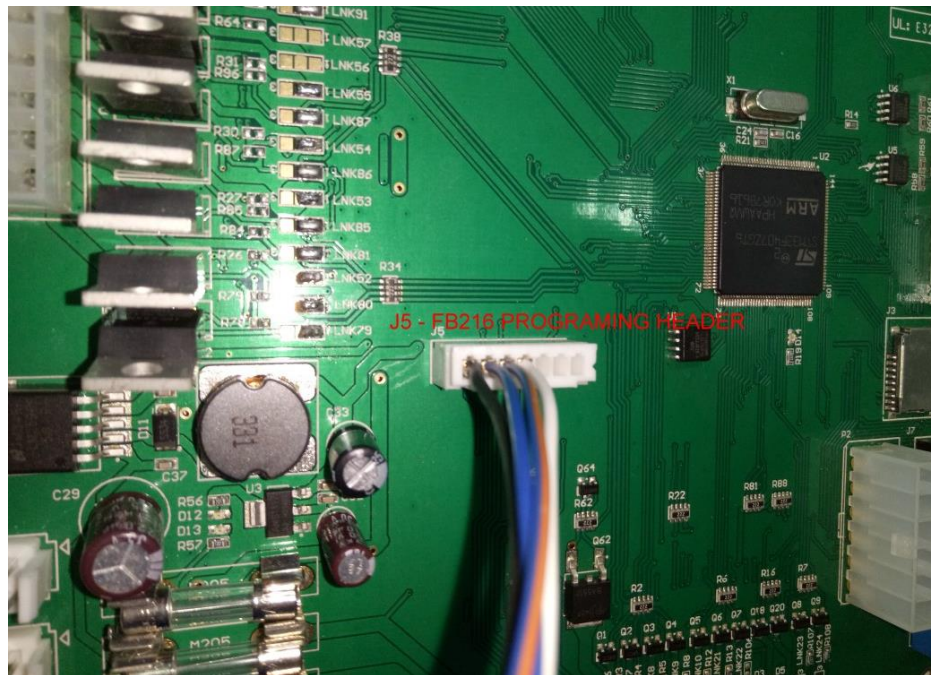
4. Power on the game
5. In the start menu, navigate to STMicroelectronics > FlashLoader, and run the Demonstrator GUI application
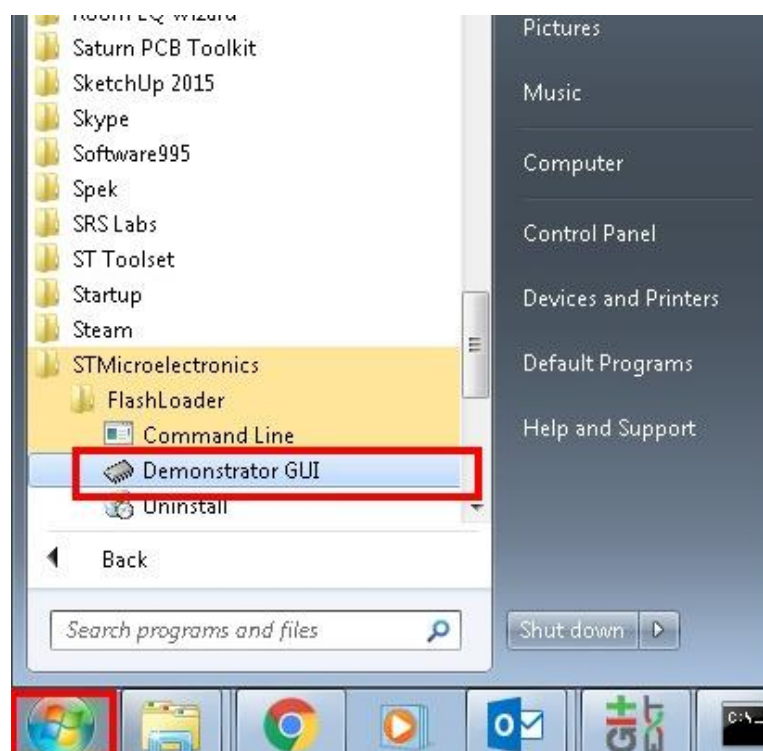
6. For the Port Name setting, open the drop-down menu and select the only COM port available (COM number is automatic and can vary). If you're unable to proceed to the next step when pressing next, restart the PC and try again.
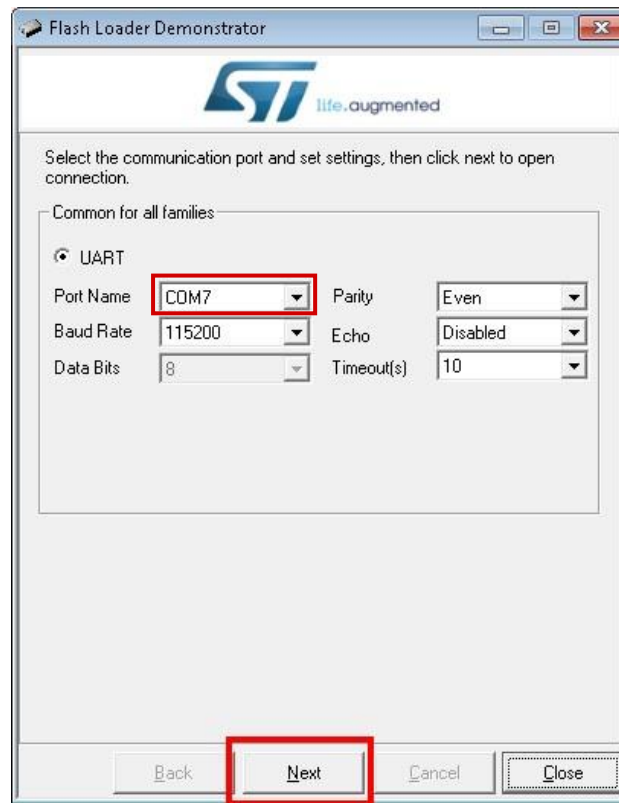
7. Leave the rest of the settings at their default value, and select Next
8. The next screen should show the "Target is readable" message
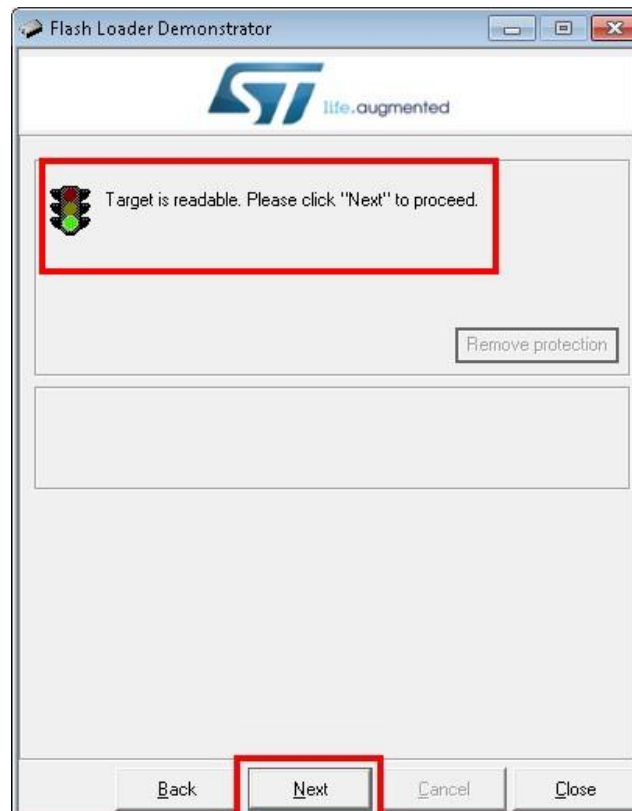
9. Press Next
10. Ensure that the target field correctly reads "STM32F4_05_07_15_17_1024K"
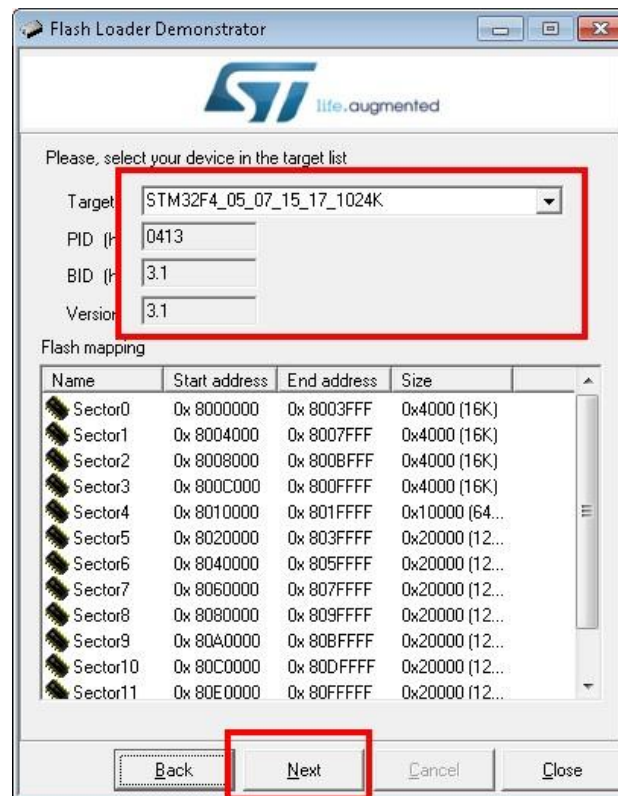
11. Press Next
12. Select "Download to device" on the left
13. Click the "…" button on the right hand side of the window, and navigate to and select the HEX file
14. Select "Global Erase"
15. Select the "Verify after download" checkbox
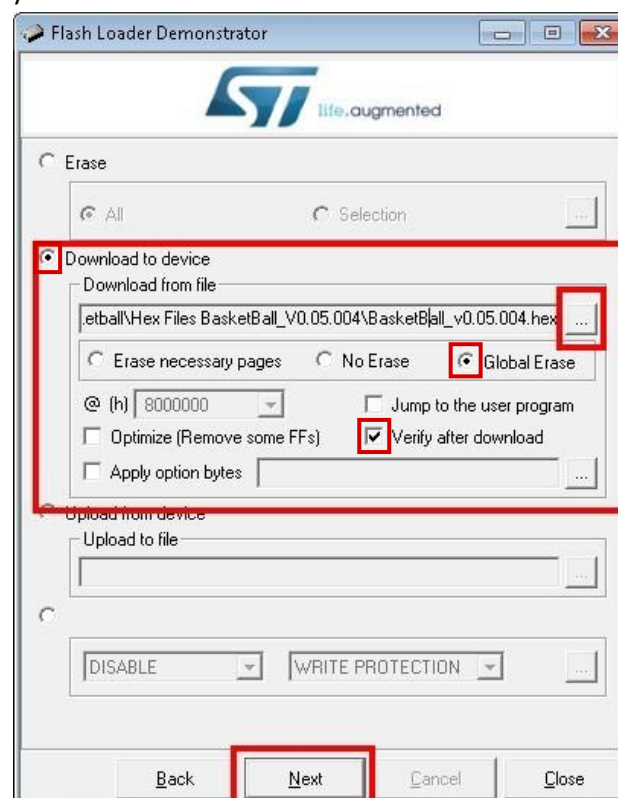
16. Press Next
17. Above the progress bar, the text will progress from "Downloading," to "Verifying," to "Success"
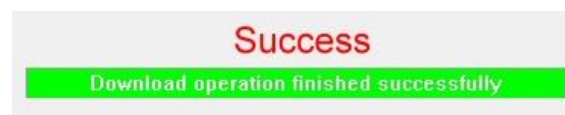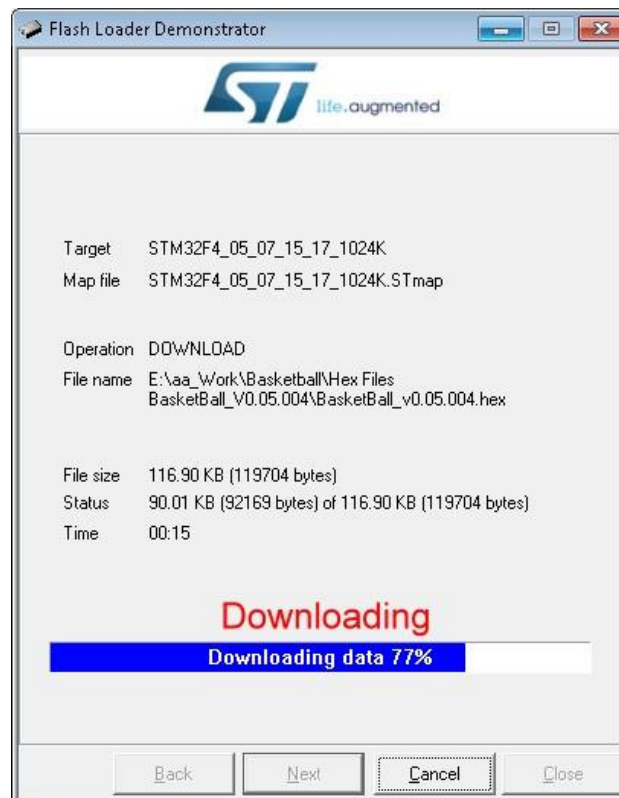
18. Once the progress bar is green and states "Download operation completed successfully," press Close to finish
19. Turn off the game
20. Remove the USB – TTL adapter cable from the PCB
21. Turn on the game
22. Enter the operator menu
23. There may be an error present after the update - clear the error in the operator menu
24. Check the firmware version to verify that the update was completed successfully

TROUBLESHOOTING

NO COM PORT SELECTABLE FROM DROP DOWN

If you're up to step 6, and there are no options to select a port from the drop-down menu, the PC is not able to communicate with the PCB

1. Ensure the game is powered on, and the PCB has power – verify that the heartbeat LED (shown below) is flashing to ensure that the PCB has power

2. Check that the cable is securely inserted into the USB port on the PC and the J5 port on the PCB
3. Restart the game while the cable is connected and the Demonstrator App is running
4. Restart the Demonstrator App while the cable is connected and the game is switched on
5. If none of these steps solve the issue, the cable may be faulty

CONNECT TO FB216 PROGRAMMING PORT J5

PIN 1

PIN8

J5

1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8

JST XHP-8

BOOT0

GND

AWG24 RED
AWG24 WHITE
AWG24 BLUE
AWG24 BLACK

LENGTH 80CM

GLUE CONNECTOR AND COVER JOIN IN
HEATSHRINK
TO PREVENT CONNECTOR COMING OFF

PIN 1

PIN 6

VCC
3.3V
TXD
RXD
GND

J?

6	6
5	5
4	4
3	3
2	2
1	1

JST XHP-6

CH340 USB-TTL
SERIAL CONVERTER

CHECK PIN NUMBERING WHEN
CONNECTING. SOME CONVERTERS HAVE
DIFFERENT PINOUTS
ENSURE ONLY TTL LEVEL SIGNALS ARE
CONNECTED. DO NOT CONNECT RS232
LEVEL SIGNALS.

Title *FB216 Programming Harness*

LAI Games
www.laigames.com

Page Size: A4 | Revision: 1.3
Design Date: 15-Sep-16 | Sheet 1 of 1
Engineer: KS | FileName: FB216 Serial Programmer Harness.SchDoc

SECTION B: TECHNICAL DETAILS

WARNING: **Always** turn **OFF** mains power and unplug the game before cleaning the interior of the machine.

WARNING: It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

POWER SUPPLY

The universal AC input power supplies generates 12VDC for the entire machine.
The power supply output voltage should be 12VDC. It can be adjusted when necessary by turning the blue adjustment trimpot with a small Philips screwdriver.

COIN OPTIONS REFERENCE GUIDE

By default, the coin door contains a micro switch connected to the COIN2 input for crediting the machine.

A 9 way Molex connector has been installed on the coin door which can be optionally used to make adaptors for most electronic coin systems and comparators.

The following picture illustrates the connector pinout.
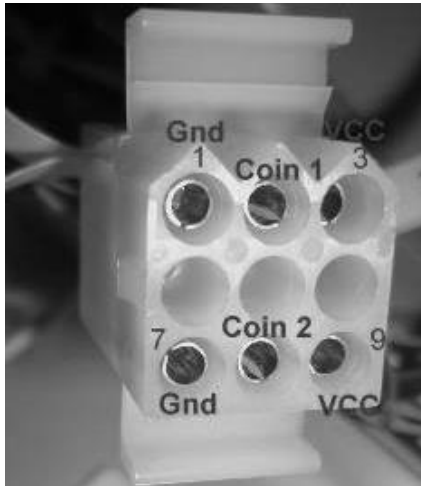
Shell part number: Molex 03-09-1092

Pins: Molex 02-09-1119 (loose)
                               Molex 02-09-1117 (chain)

PIN1 = GND
PIN2 = COIN1 input
PIN3 = 12VDC
PIN7 = GND
PIN8 = COIN2 input
PIN9 = 12VDC

Contact your nearest LAI Games distributor for harnessing to suit different coin comparators and bill acceptors.

UNIVERSAL CARD LINK CONNECTION

A 9 pin Universal Card Link connector exists on the operator panel inside the coin door.
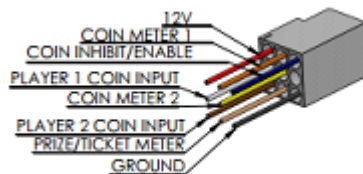
Mating shell part number: Molex 9-pin housing: 03-09-2092

Pins part number: Wire Gauge and Terminals: 02-09-2103 (14-20 gauge wire) or 02-09-2118 (18-22 gauge wire)

Pin 1. +12v- Supply to Card System.

Pin 2. Coin 1- input to the game PCB.

Pin 3. Coin 2- input to the game PCB.

Pin 4. Coin meter 1- is connected to the coin meter 1 output from the game PCB and can be used by card systems for monitoring purposes.

Pin 5. Coin meter 2- is connected to the coin meter 2 outputs from the game PCB and can be used by card systems for monitoring purposes.

Pin 6. <u>Ticket Meter</u>- is connected to the Ticket 1 Meter output from the game PCB and can be used by card systems for monitoring purposes.

Pin 7. <u>Empty</u>

Pin 8<u>.</u> <u>Empty</u>

Pin 9. <u>Ground</u>- is connected to the common Ground connection, the same ground as the Game PCB.

TICKET MECHANISMS

A ticket mech can be fitted inside the ticket doors. Connections are available through a standard 4 way Molex receptacle. Deltronic DL-1275 mechs are installed by default.
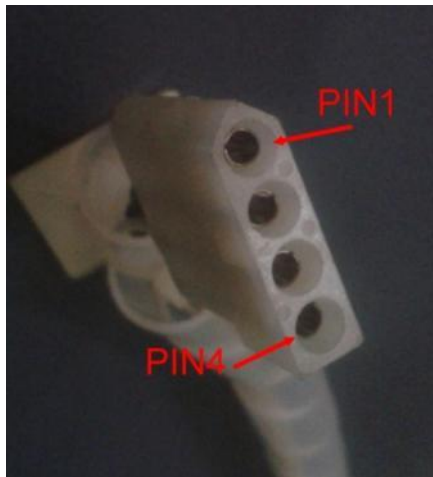
Shell part number: Molex 03-09-1042

Pins: Molex 02-09-1119 (loose)
                   Molex 02-09-1117 (chain)

PIN1 = NOTCH
PIN2 = GND
PIN3 = DRIVE
PIN7 = 12VDC

CONNECTORS

6 WAY JST - BIDIRECTIONAL MOTOR

PIN	CPU PIN	FUNCTION NAME	DESCRIPTION
1		Unused	
2		Unused	
3		Unused	
4		Unused	
5		Unused	
6		Unused	

7 WAY JST - USER BUTTON

PIN	CPU PIN	FUNCTION NAME	DESCRIPTION
1	-	12VDC	Button lamp power
2	-	GND	Logic ground for button switches (switch COMMON)
3	PE10	BTN1_SW	Button 1 switch (switch NO)
4	PE12	BTN2_SW	Button 2 switch (switch NO)
5	PD1	BTN1_LAMP	Low-side driver for button 1 lamp
6	PD2	BTN2_LAMP	Low-side driver for button 2 lamp
7	-	GND	Unused ground

8WAY FEMALE HEADER - DEBUG

PIN	CPU PIN	FUNCTION NAME	DESCRIPTION
1	PA0	DEBUG TXD	Transmit debugging data from CPU
2	-	3.3V	3.3V power out
3	-	3.3V	3.3V power out
4	PD7	DEBUG_RST	GP Output from CPU to reset debug module
5	PD6	DEBUG_GPO	GP Output from CPU to assist debug module
6	-	3.3V	3.3V power out
7	-	GND	Power ground
8	PC11	DEBUG RXD	Receive debug data to CPU

6 WAY MINI-JST - BALL DISPENSER CONNECTION

PIN	CPU PIN	FUNCTION NAME	DESCRIPTION
1	-	12VDC	Solenoid power
2	PD3		Solenoid activation (pull to ground)
3	-	12VDC	Power
4	PE11		
5	-	GND	Ground
6	PC1		

WIRING DIAGRAMS

(Next Page)

POWER

DB?

L
E
N

FUSE 6.35A
6.35A FUSE

FILTER

L E N

MAINS DB BOX

EARTH

C1
N E L — VLR 3W
N E L — VLP 3W
1 2 3
1 2 3

C2
3 3 L
2 2 E
1 1 N
VLR 3W VLP 3W

TO SHEET 14 (SKB-EM-014)
22 AWG 3 CORE DBA Power

TO SHEET 13 (SKB-EM-013)
22 AWG Ticket Dispenser

TO SHEET 4 (SKB-EM-004)
22 AWG Player Panel and Display

TO SHEET 2 (SKB-EM-002)
18 AWG CPU and Amply

TO SHEET 3 (SKB-EM-003)
22 AWG Operator Panel

TO SHEET 6 (SKB-EM-006)
18 AWG RGB Driver

TO SHEET 7 (SKB-EM-007)
18 AWG Extension Connection

⚠3

C4
GND — 1 — GND
GND — 2 — GND
GND — 3 — GND
GND — 4 — GND
GND — 5 — GND
GND — 6 — GND
GND — 7 — GND
GND — 8 — GND
GND — 9 — GND
GND — 10 — GND
GND — 11 — GND
GND — 12 — GND
GND — 13 — GND
GND — 14 — GND
GND — 15 — GND
YLR 15W YLP 15W

PW1 ⚠3

POWER SUPPLY

12VDC 50A RWS600B-12

L — N
N — L
EARTH — E

GND — GND
GND — GND
— GND

+12VDC — +12V DC
+12VDC — +12V DC
— +12V DC

POWER SUPPLY

C3
+12V DC — 1 — +12V DC
+12V DC — 2 — +12V DC
+12V DC — 3 — +12V DC
+12V DC — 4 — +12V DC
+12V DC — 5 — +12V DC
+12V DC — 6 — +12V DC
+12V DC — 7 — +12V DC
+12V DC — 8 — +12V DC
+12V DC — 9 — +12V DC
+12V DC — 10 — +12V DC
+12V DC — 11 — +12V DC
+12V DC — 12 — +12V DC
+12V DC — 13 — +12V DC
+12V DC — 14 — +12V DC
+12V DC — 15 — +12V DC
YLP 15W YLR 15W

FH1
FUSE 5A — +12V FH1

FH2
FUSE 5A — +12V FH2

⚠7

⚠3

Title **WIRING DRAWING HYPER SHOOT**

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Engineer: SOMA

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CPU & AMPLIFIER

PCB FB216
I/O BOARD

LINKING CONNECTOR

VOLUME CONTROL

PCB FB106

TO SHEET 1 (SKB-EM-001)
TO SHEET 3 (SKB-EM-003)
TO SHEET 4 (SKB-EM-004)
TO SHEET 6 (SKB-EM-006)
TO SHEET 7 (SKB-EM-007)
TO SHEET 13 (SKB-EM-013)
TO SHEET 14 (SKB-EM-014)

LINK LOOP CABLE

AUDIO IN

HONGXING

Subwoofer

Title **WIRING DRAWING HYPER SHOOT**
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Engineer: SOMA
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FileName: HPS-EM-002 Cpu & Amply.SchDoc

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OPERATOR PANEL

VOLUME CONTROL

RPot1

STEREO POT

C23

V-5V	1	V-5V
V-WIP	2	V-WIP
V-GND	3	V-GND

YLP 3   YLR 3

C25

+12V DC	1	1	COUNTER +
COIN METER 1	2	2	COUNTER -

YLP 2W YLR 2W

COIN 1 COUNTER

C26

+12V DC	1	1	COUNTER +
COIN METER 2	2	2	COUNTER -

YLP 2W YLR 2W

COIN 2 COUNTER

C27

+12V DC	1	1	COUNTER +
TICKET METER	2	2	COUNTER -

YLP 2W YLR 2W

TICKET COUNTER

C24

COIN METER 1	1	1	COIN METER 1
COIN METER 2	2	2	COIN METER 2
TICKET METER	3	3	TICKET METER
LEFT BTN	4	4	LEFT BTN
RIGHT BTN	5	5	RIGHT BTN
UP BTN	6	6	UP BTN
DOWN BTN	7	7	DOWN BTN
UTILITY BTN	8	8	UTILITY BTN
DGND	9	9	DGND
GND	10	10	GND
+12V DC	11	11	+12V DC
+12V DC	12	12	+12V DC

YLP 12W   YLR 12W

LEFT

RIGHT

UP

DOWN

UTILITY

LEFT BTN
RIGHT BTN
UP BTN
DOWN BTN
UTILITY BTN
DGND/SHEILD
GND
+12V DC

TEST LAMP   SERVICE LAMP   UP LAMP   DOWN LAMP   UTILITY LAMP

C101

+12V (F1)	1
COIN 1	2
	3
COIN METER 1	4
	5
TICKET NOTCH	6
DBA/COIN ENABLE	7
TICKET DRIVE	8
GND	9

Receptacle Housing 9 W

CARD SYSTEM CONNECTION

Title **WIRING DRAWING HYPER SHOOT**

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Engineer: SOMA   FileName: HPS-EM-003 Operator Panel.SchDoc

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PLAYER PANEL

LCD DISPLAY

C32
White Molex 14

TO SHEET 6 (SKB-EM-006)
TO SHEET 1 (SKB-EM-001)
TO SHEET 2 (SKB-EM-002)

GND
VCC
VDO
LCD-RS
LCD-RW
LCD-ENABLE
LCD-BD4
LCD-BD5
LCD-BD6
LCD-BD7

WHITE LED STRIPS
"HIGH" BACKLIGHT
+12V (F4)
LED HIGH
C35
YLP 2W YLR 2W

WHITE LED STRIPS
"SCORE" BACKLIGHT
+12V (F4)
GND
C36
YLP 2W YLR 2W

KY-661 CROSSOVER
INPUT TWEETER WOOFER
SPK +
SPK -
SPK +
SPK -

KY-661 CROSSOVER
INPUT TWEETER WOOFER
SPK +
SPK -
SPK +
SPK -

C28
SCORE 7SEG CLK	1	SCORE 7SEG CLK
ALL 7SEG DATA	2	ALL 7SEG DATA
SHIELD	3	SHIELD
PLAYER 7SEG CLK	4	PLAYER 7SEG CLK
ALL 7SEG DATA	5	ALL 7SEG DATA
SHIELD	6	SHIELD

YLP 6W YLR 6W

C29
VCC	1	VCC
GND	2	GND
VDO	3	VDO
LCD-RS	4	LCD-RS
LCD-RW	5	LCD-RW
LCD-ENABLE	6	LCD-ENABLE
LCD-BD4	7	LCD-BD4
LCD-BD5	8	LCD-BD5
LCD-BD6	9	LCD-BD6
LCD-BD7	10	LCD-BD7
	11	
	12	

YLP 12W YLR 12W

C30
+12V (F4)	1	+12V (F4)
+12V (F4)	2	+12V (F4)
GND	3	GND
DGND	4	DGND
LED HIGH	5	LED HIGH
SPK L+	6	SPK L+
SPK L-	7	SPK L-
SINGLE LAMP	8	SINGLE LAMP
SINGLE BTN	9	SINGLE BTN
SPK R+	10	SPK R+
SPK R-	11	SPK R-
	12	
LINKED LAMP	13	LINKED LAMP
LINKED BTN	14	LINKED BTN
	15	

YLP 15W YLR 15W

C31
12V-15	1	12V-15
RED-15	2	RED-15
GREEN-15	3	GREEN-15
BLUE-15	4	BLUE-15

YLP 4W YLR 4W

LED STRIP RGB TOP
YJ-MK-F2BY35x36-6W

LED STRIP RGB RIGHT BOTTOM
YJ-MK-F2BY35x36-6W

C33
12V	1	12V-15
RED	2	RED-15
GREEN	3	GREEN-15
BLUE	4	BLUE-15

YLR 4W YLP 4W

C34
12V	1	12V-15
RED	2	RED-15
GREEN	3	GREEN-15
BLUE	4	BLUE-15

YLR 4W YLP 4W

C112
BLUE-15	4	12V
GREEN-15	3	RED
RED-15	2	GREEN
12V-15	1	BLUE

YLP 4W YLR 4W

C113
BLUE-15	4	12V
GREEN-15	3	RED
RED-15	2	GREEN
12V-15	1	BLUE

YLP 4W YLR 4W

LED STRIP RGB SPK L
YJ-MK-F2BY35x36-6W

LED STRIP RGB SPK R
YJ-MK-F2BY35x36-6W

SPK L-
SPK L+
SPK R+
SPK R-

+12V (F4)
LINKED LAMP
LINKED LAMP

SINGLE LAMP
SINGLE LAMP

DGND
LINKED BTN
LINKED BTN

SINGLE BTN
SINGLE BTN

SCORE DISPLAY
FB63
12V
12V
GND
GND
DATA
CLK
C37
JST 6W

PLAYER DISPLAY
FB73
DATA
CLK
12V
GND
C38
JST 4W

+12V (F4)
GND
SHIELD
ALL 7SEG DATA
SCORE 7SEG CLK

ALL 7SEG DATA
PLAYER 7SEG CLK
+12V (F4)
SHIELD
GND

Title **WIRING DRAWING HYPER SHOOT**
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FileName: HPS-EM-004 Player Panel.SchDoc
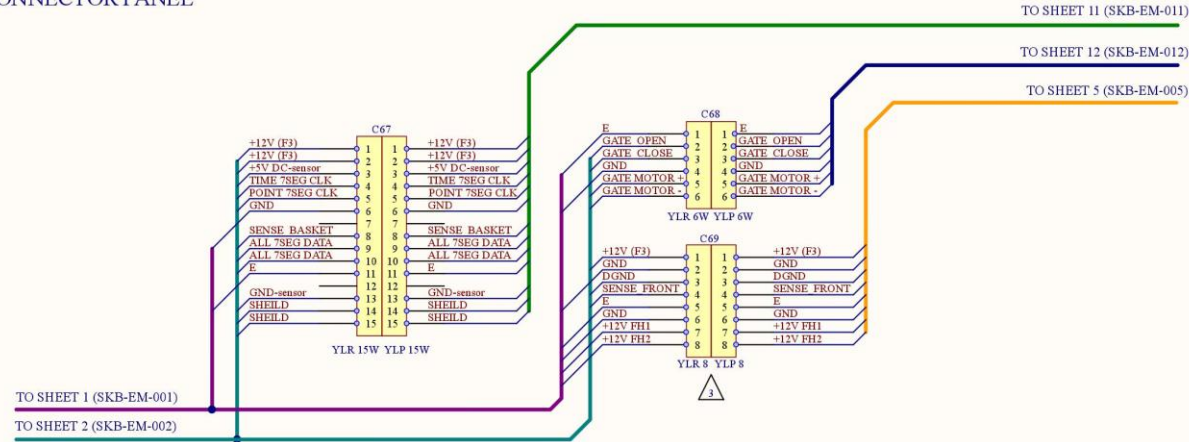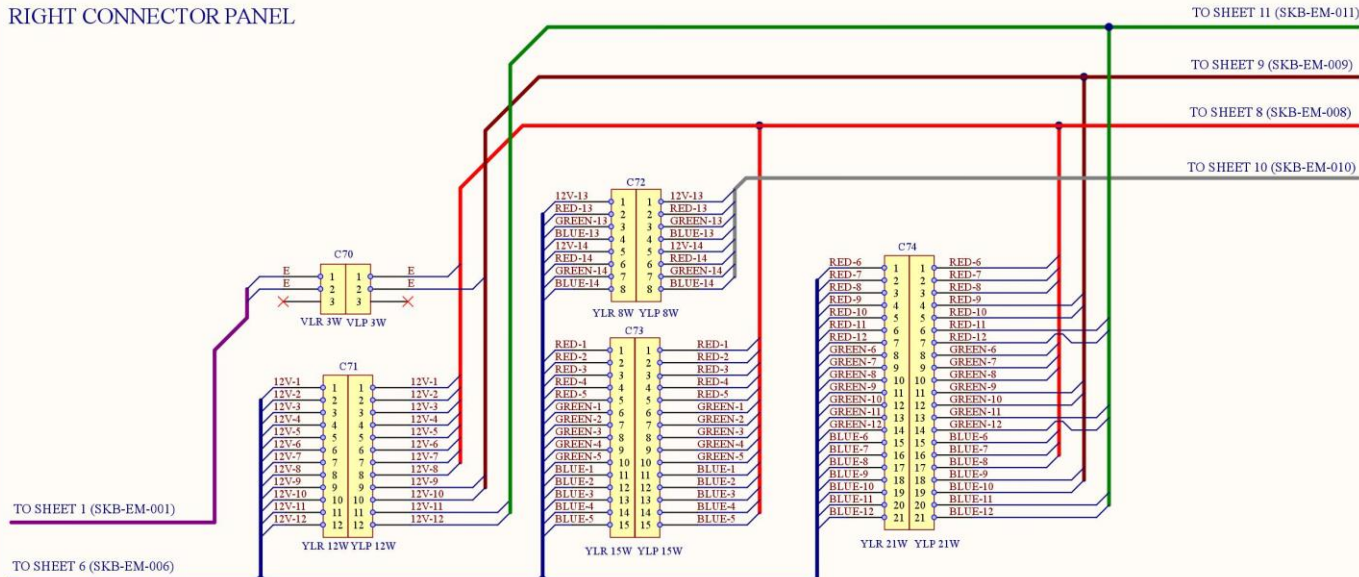
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FRONT SENSOR
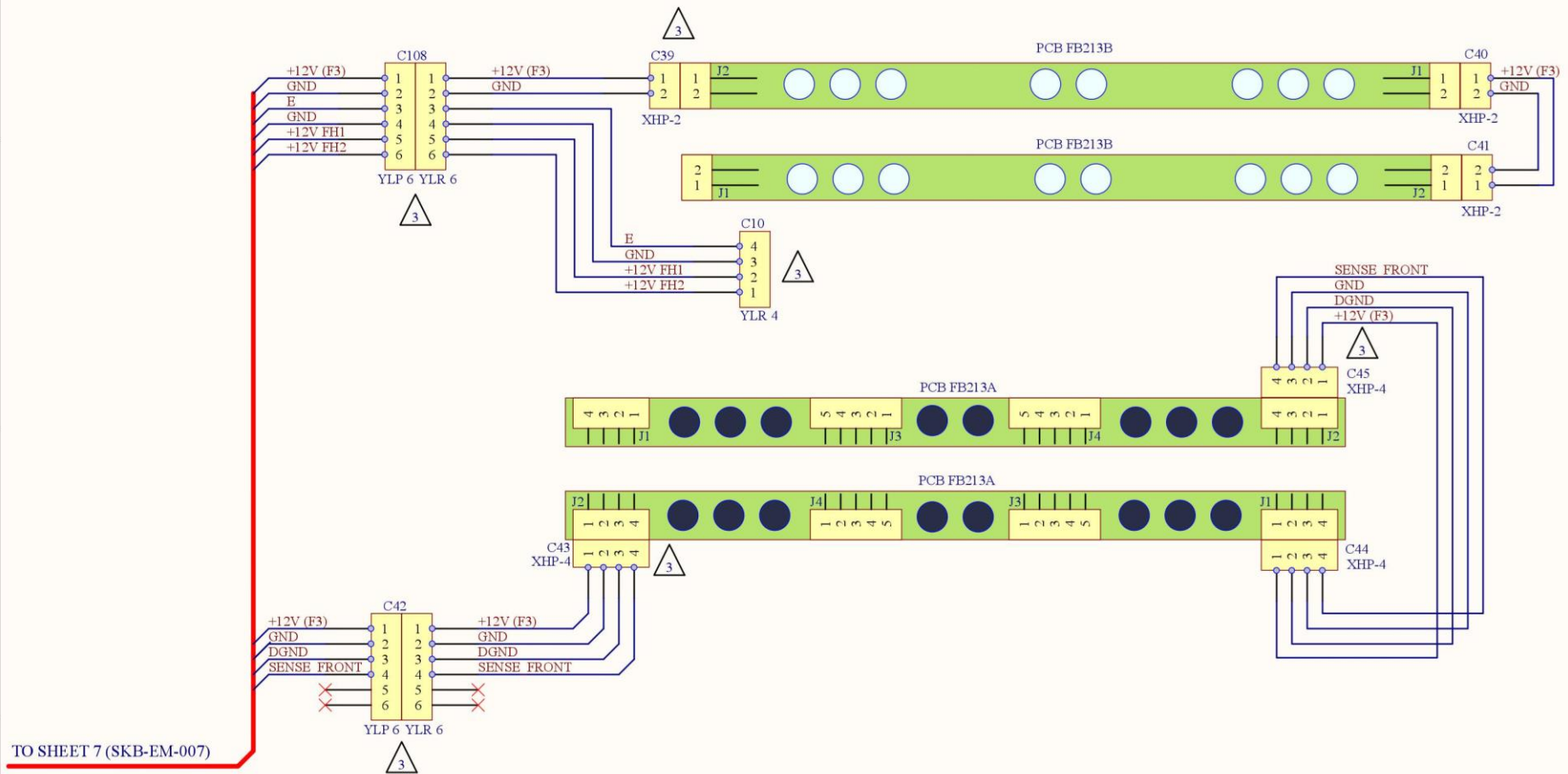
TO SHEET 7 (SKB-EM-007)

Title **WIRING DRAWING HYPER SHOOT**

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Engineer: SOMA		FileName: HPS-EM-005 Front Sensor.SchDoc

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RGB DRIVER

PCB FB215
PWM DRIVER

TO SHEET 10 (SKB-EM-010)
TO SHEET 7 (SKB-EM-007)
TO SHEET 1 (SKB-EM-001)
TO SHEET 2 (SKB-EM-002)

Title: **WIRING DRAWING HYPER SHOOT**
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Design Date: Project_Date
Engineer: SOMA
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FileName: HPS-EM-006 RGB Driver.SchDoc
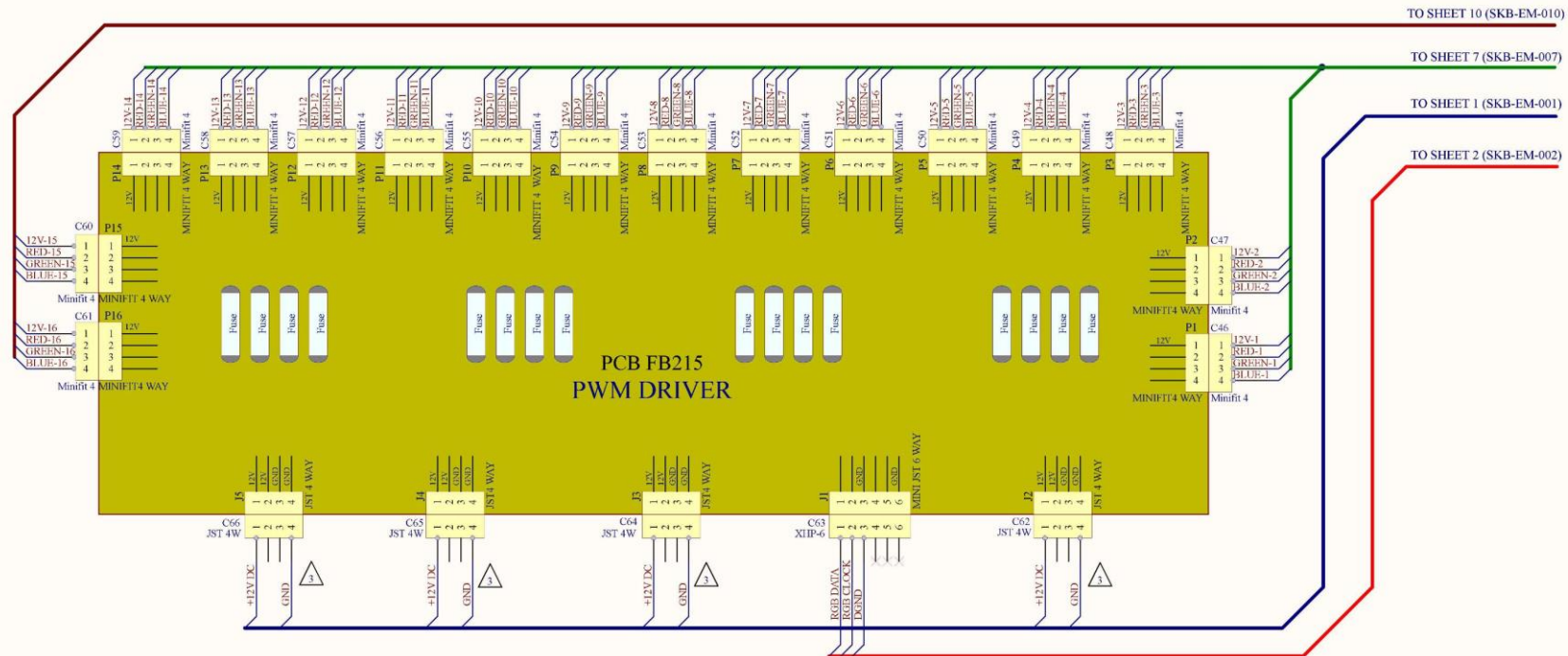
EXTENSION CONNECTION

LEFT CONNECTOR PANEL

TO SHEET 11 (SKB-EM-011)
TO SHEET 12 (SKB-EM-012)
TO SHEET 5 (SKB-EM-005)

C67

+12V (F3)	1	1	+12V (F3)
+12V (F3)	2	2	+12V (F3)
+5V DC-sensor	3	3	+5V DC-sensor
TIME 7SEG CLK	4	4	TIME 7SEG CLK
POINT 7SEG CLK	5	5	POINT 7SEG CLK
GND	6	6	GND
SENSE BASKET	7	7	SENSE BASKET
ALL 7SEG DATA	8	8	ALL 7SEG DATA
ALL 7SEG DATA	9	9	ALL 7SEG DATA
E	10	10	E
	11	11	
	12	12	
GND-sensor	13	13	GND-sensor
SHEILD	14	14	SHEILD
SHEILD	15	15	SHEILD

YLR 15W YLP 15W

C68

E	1	1	E
GATE OPEN	2	2	GATE OPEN
GATE CLOSE	3	3	GATE CLOSE
GND	4	4	GND
GATE MOTOR +	5	5	GATE MOTOR +
GATE MOTOR -	6	6	GATE MOTOR -

YLR 6W YLP 6W

C69

+12V (F3)	1	1	+12V (F3)
GND	2	2	GND
DGND	3	3	DGND
SENSE FRONT	4	4	SENSE FRONT
E	5	5	E
GND	6	6	GND
+12V FH1	7	7	+12V FH1
+12V FH2	8	8	+12V FH2

YLR 8 YLP 8

TO SHEET 1 (SKB-EM-001)
TO SHEET 2 (SKB-EM-002)

RIGHT CONNECTOR PANEL

TO SHEET 11 (SKB-EM-011)
TO SHEET 9 (SKB-EM-009)
TO SHEET 8 (SKB-EM-008)
TO SHEET 10 (SKB-EM-010)

C70

E	1	1	E
E	2	2	E
	3	3	

VLR 3W VLP 3W

C72

12V-13	1	1	12V-13
RED-13	2	2	RED-13
GREEN-13	3	3	GREEN-13
BLUE-13	4	4	BLUE-13
12V-14	5	5	12V-14
RED-14	6	6	RED-14
GREEN-14	7	7	GREEN-14
BLUE-14	8	8	BLUE-14

YLR 8W YLP 8W

C71

12V-1	1	1	12V-1
12V-2	2	2	12V-2
12V-3	3	3	12V-3
12V-4	4	4	12V-4
12V-5	5	5	12V-5
12V-6	6	6	12V-6
12V-7	7	7	12V-7
12V-8	8	8	12V-8
12V-9	9	9	12V-9
12V-10	10	10	12V-10
12V-11	11	11	12V-11
12V-12	12	12	12V-12

YLR 12W YLP 12W

C73

RED-1	1	1	RED-1
RED-2	2	2	RED-2
RED-3	3	3	RED-3
RED-4	4	4	RED-4
RED-5	5	5	RED-5
GREEN-1	6	6	GREEN-1
GREEN-2	7	7	GREEN-2
GREEN-3	8	8	GREEN-3
GREEN-4	9	9	GREEN-4
GREEN-5	10	10	GREEN-5
BLUE-1	11	11	BLUE-1
BLUE-2	12	12	BLUE-2
BLUE-3	13	13	BLUE-3
BLUE-4	14	14	BLUE-4
BLUE-5	15	15	BLUE-5

YLR 15W YLP 15W

C74

RED-6	1	1	RED-6
RED-7	2	2	RED-7
RED-8	3	3	RED-8
RED-9	4	4	RED-9
RED-10	5	5	RED-10
RED-11	6	6	RED-11
RED-12	7	7	RED-12
GREEN-6	8	8	GREEN-6
GREEN-7	9	9	GREEN-7
GREEN-8	10	10	GREEN-8
GREEN-9	11	11	GREEN-9
GREEN-10	12	12	GREEN-10
GREEN-11	13	13	GREEN-11
GREEN-12	14	14	GREEN-12
BLUE-6	15	15	BLUE-6
BLUE-7	16	16	BLUE-7
BLUE-8	17	17	BLUE-8
BLUE-9	18	18	BLUE-9
BLUE-10	19	19	BLUE-10
BLUE-11	20	20	BLUE-11
BLUE-12	21	21	BLUE-12

YLR 21W YLP 21W

TO SHEET 1 (SKB-EM-001)
TO SHEET 6 (SKB-EM-006)

CHASE 1

CHASE 2

CHASE 3

C75

12V
RED
GREEN
BLUE
E

1
2
3
4
5
6

1
2
3
4
5
6

12V-1
RED-1
GREEN-1
BLUE-1
E

EARTH   YLR 6W   YLP 6W

C76

12V
RED
GREEN
BLUE
E

1
2
3
4
5
6

1
2
3
4
5
6

12V-2
RED-2
GREEN-2
BLUE-2
E

EARTH   YLR 6W   YLP 6W

C77

12V
RED
GREEN
BLUE
E

1
2
3
4
5
6

1
2
3
4
5
6

12V-3
RED-3
GREEN-3
BLUE-3
E

EARTH   YLR 6W   YLP 6W

TO SHEET 7 (SKB-EM-007)

CHASE 6

CHASE 5

CHASE 4

C80

12V
RED
GREEN
BLUE
E

1
2
3
4
5
6

1
2
3
4
5
6

12V-6
RED-6
GREEN-6
BLUE-6
E

EARTH   YLR 6W   YLP 6W

C79

12V
RED
GREEN
BLUE
E

1
2
3
4
5
6

1
2
3
4
5
6

12V-5
RED-5
GREEN-5
BLUE-5
E

EARTH   YLR 6W   YLP 6W

C78

12V
RED
GREEN
BLUE
E

1
2
3
4
5
6

1
2
3
4
5
6

12V-4
RED-4
GREEN-4
BLUE-4
E

EARTH   YLR 6W   YLP 6W

CHASE 7

CHASE 8

C81

12V
RED
GREEN
BLUE
E

1
2
3
4
5
6

1
2
3
4
5
6

12V-7
RED-7
GREEN-7
BLUE-7
E

EARTH   YLR 6W   YLP 6W

C82

12V
RED
GREEN
BLUE
E

1
2
3
4
5
6

1
2
3
4
5
6

12V-8
RED-8
GREEN-8
BLUE-8
E

EARTH   YLR 6W   YLP 6W

Title **WIRING DRAWING HYPER SHOOT**

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CHASE 9

C83

12V			12V-9
RED	1	1	RED-9
GREEN	2	2	GREEN-9
BLUE	3	3	BLUE-9
E	4	4	E
	5	5	
	6	6	

EARTH

YLR 6W   YLP 6W

CHASE 10

C84

12V			12V-10
RED	1	1	RED-10
GREEN	2	2	GREEN-10
BLUE	3	3	BLUE-10
E	4	4	E
	5	5	
	6	6	

EARTH

YLR 6W   YLP 6W

TO SHEET 8 (SKB-EM-008)

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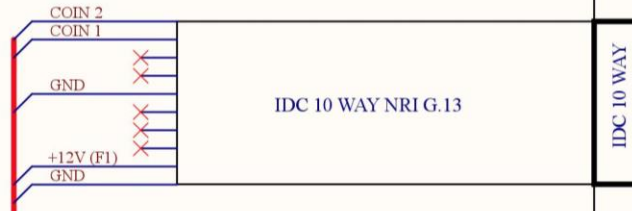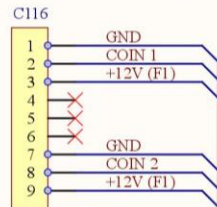
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LIGHTING RGB

RGB RIGHT SIDE

LED STRIP RGB RIGHT SIDE

YJ-MK-F2BY35x36-6W

C85

BLUE	4	4	BLUE-13
GREEN	3	3	GREEN-13
RED	2	2	RED-13
12V	1	1	12V-13

YLR 4W YLP 4W

RGB LEFT SIDE

LED STRIP RGB LEFT SIDE

YJ-MK-F2BY35x36-6W

C86

BLUE	4	4	BLUE-14
GREEN	3	3	GREEN-14
RED	2	2	RED-14
12V	1	1	12V-14

YLP 4W YLR 4W

RGB BALL STOPPER

LED STRIP BALL STOPPER

YJ-MK-F2BY35x36-6W

C87

BLUE	4	4	BLUE-15
GREEN	3	3	GREEN-15
RED	2	2	RED-15
12V	1	1	12V-15

YLR 4W YLP 4W

RGB FRONT BASE

C88

12V-16	1	1	12V
RED-16	2	2	RED
GREEN-16	3	3	GREEN
BLUE-16	4	4	BLUE

YLP 4W YLR 4W

LED STRIP RGB BASE FRONT BOTTOM SIDE L

YJ-MK-F2BY35x36-6W

LED STRIP RGB BASE FRONT

YJ-MK-F2BY35x36-6W

LED STRIP RGB BASE FRONT BOTTOM SIDE R

YJ-MK-F2BY35x36-6W

TO SHEET 7 (SKB-EM-007)

TO SHEET 6 (SKB-EM-006)

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BACKBOARD

LED STRIP RGB TIME
YJ-MK-F2BY35x36-6W

LED STRIP RGB POINT
YJ-MK-F2BY35x36-6W

POINT DISPLAY
Middle Digit
FB63
12V 12V GND GND DATA CLK
1 2 3 4 5 6
C91
JST 6W

TIME DISPLAY
2 Digit
FB63
12V 12V GND GND DATA CLK
1 2 3 4 5 6
C92
JST 6W

C95
SENSE BASKET — 1 1 — SENSE
+5V DC-sensor — 2 2 — 5V
GND-sensor — 3 3 — GND
YLP 3W YLR 3W

C96
SENSE BASKET — 1 1 — SENSE
+5V DC-sensor — 2 2 — 5V
GND-sensor — 3 3 — GND
YLP 3W YLR 3W

C120
12V-12 — 1 1 — 12V
RED-12 — 2 2 — RED
GREEN-12 — 3 3 — GREEN
BLUE-12 — 4 4 — BLUE
YLP 4W YLR 4W

C119
12V-12 — 1 1 — 12V
RED-12 — 2 2 — RED
GREEN-12 — 3 3 — GREEN
BLUE-12 — 4 4 — BLUE
YLP 4W YLR 4W

TIME 7SEG CLK
ALL 7SEG DATA
SHEILD

POINT 7SEG CLK
ALL 7SEG DATA
SHEILD

GND
+12V (F3)

C97
12V-12 — 1 1 — 12V-12
RED-12 — 2 2 — RED-12
GREEN-12 — 3 3 — GREEN-12
BLUE-12 — 4 4 — BLUE-12
YLP 4W YLR 4W

LED STRIP RGB SQUARE

C98
12V-11 — 1 1 — 12V
RED-11 — 2 2 — RED
GREEN-11 — 3 3 — GREEN
BLUE-11 — 4 4 — BLUE
YLP 4W YLR 4W

C89
+12V (F3) — 1 1 — +12V (F3)
+12V (F3) — 2 2 — +12V (F3)
+5V DC-sensor — 3 3 — +5V DC-sensor
TIME 7SEG CLK — 4 4 — TIME 7SEG CLK
POINT 7SEG CLK — 5 5 — POINT 7SEG CLK
GND — 6 6 — GND
7 7
SENSE BASKET — 8 8 — SENSE BASKET
ALL 7SEG DATA — 9 9 — ALL 7SEG DATA
ALL 7SEG DATA — 10 10 — ALL 7SEG DATA
E — 11 11 — E
12 12
GND-sensor — 13 13 — GND-sensor
SHEILD — 14 14 — SHEILD
SHEILD — 15 15 — SHEILD
YLR 15W YLP 15W

C90
12V-11 — 1 1 — 12V-11
RED-11 — 2 2 — RED-11
GREEN-11 — 3 3 — GREEN-11
BLUE-11 — 4 4 — BLUE-11
12V-12 — 5 5 — 12V-12
RED-12 — 6 6 — RED-12
GREEN-12 — 7 7 — GREEN-12
BLUE-12 — 8 8 — BLUE-12
YLR 8W YLP 8W

Note : In corner Install
FB220 For Join Led
Strip RGB

LED RGB BASKET

TO SHEET 7 (SKB-EM-007)

EARTH

Title **WIRING DRAWING HYPER SHOOT**

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Engineer: SOMA

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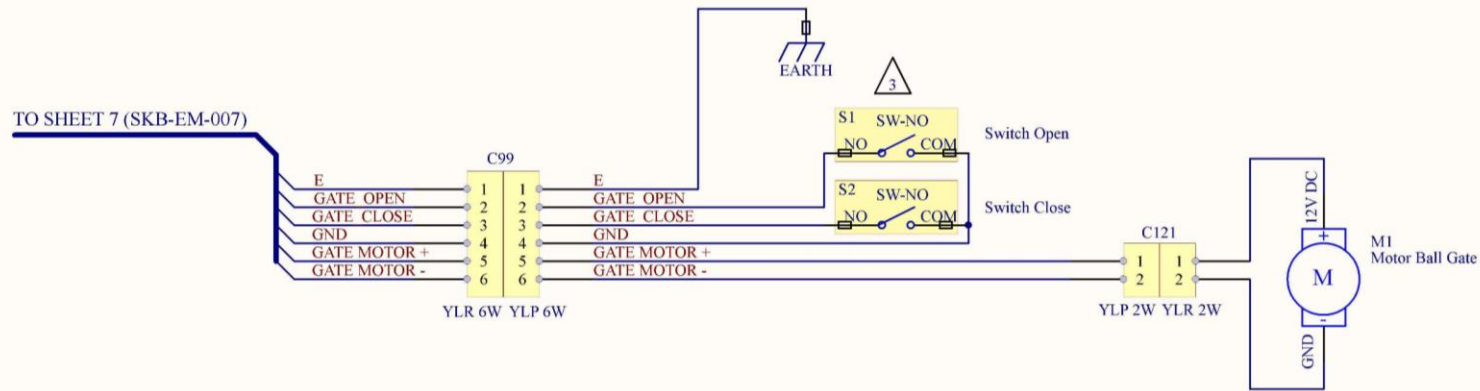
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BALL GATE

TO SHEET 7 (SKB-EM-007)

EARTH

S1 SW-NO
NO — COM   Switch Open

S2 SW-NO
NO — COM   Switch Close

C99

E	1	1	E
GATE OPEN	2	2	GATE OPEN
GATE CLOSE	3	3	GATE CLOSE
GND	4	4	GND
GATE MOTOR +	5	5	GATE MOTOR +
GATE MOTOR -	6	6	GATE MOTOR -

YLR 6W   YLP 6W

C121

1	1
2	2

YLP 2W   YLR 2W

12V DC
+
M
M1
Motor Ball Gate
-
GND

Title **WIRING DRAWING HYPER SHOOT**

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Page Size:	A4	Revision:	10

Design Date:	Project_Date	Sheet 12 of 24
Engineer:	SOMA	FileName: HPS-EM-012 Motor Ball Gate.SchDoc

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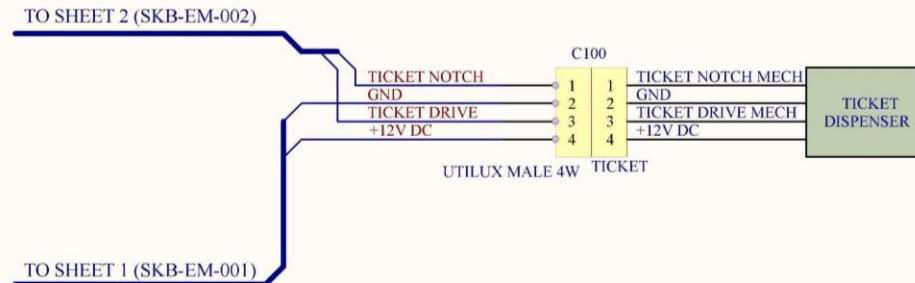
TICKET DISPENSER

TO SHEET 2 (SKB-EM-002)

C100

TICKET NOTCH — 1 | 1 — TICKET NOTCH MECH
GND — 2 | 2 — GND
TICKET DRIVE — 3 | 3 — TICKET DRIVE MECH
+12V DC — 4 | 4 — +12V DC

TICKET DISPENSER

UTILUX MALE 4W   TICKET

TO SHEET 1 (SKB-EM-001)

Title **WIRING DRAWING HYPER SHOOT**

Page Size: A4   Revision: 10

Design Date: Project_Date
Engineer: SOMA

Sheet 13 of 24
FileName: HPS-EM-013 Ticket Dispenser.SchDoc

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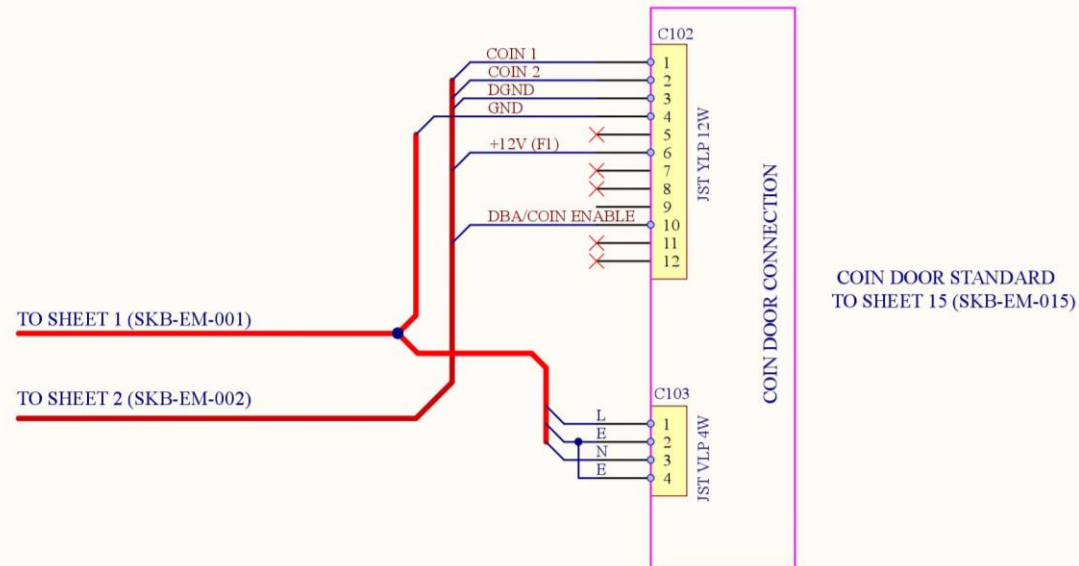
LAI GAMES

COIN DOOR CONNECTION

C102

COIN 1	1
COIN 2	2
DGND	3
GND	4
	5
+12V (F1)	6
	7
	8
	9
DBA/COIN ENABLE	10
	11
	12

JST YLP 12W

COIN DOOR CONNECTION

COIN DOOR STANDARD
TO SHEET 15 (SKB-EM-015)

TO SHEET 1 (SKB-EM-001)

TO SHEET 2 (SKB-EM-002)

C103

L	1
E	2
N	3
E	4

JST VLP 4W

Title **WIRING DRAWING HYPER SHOOT**

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Page Size: A4	Revision: 10

Design Date: Project Date	Sheet 14 of 24
Engineer: SOMA	FileName: HPS-EM-014 Coin Door Connection.SchDoc

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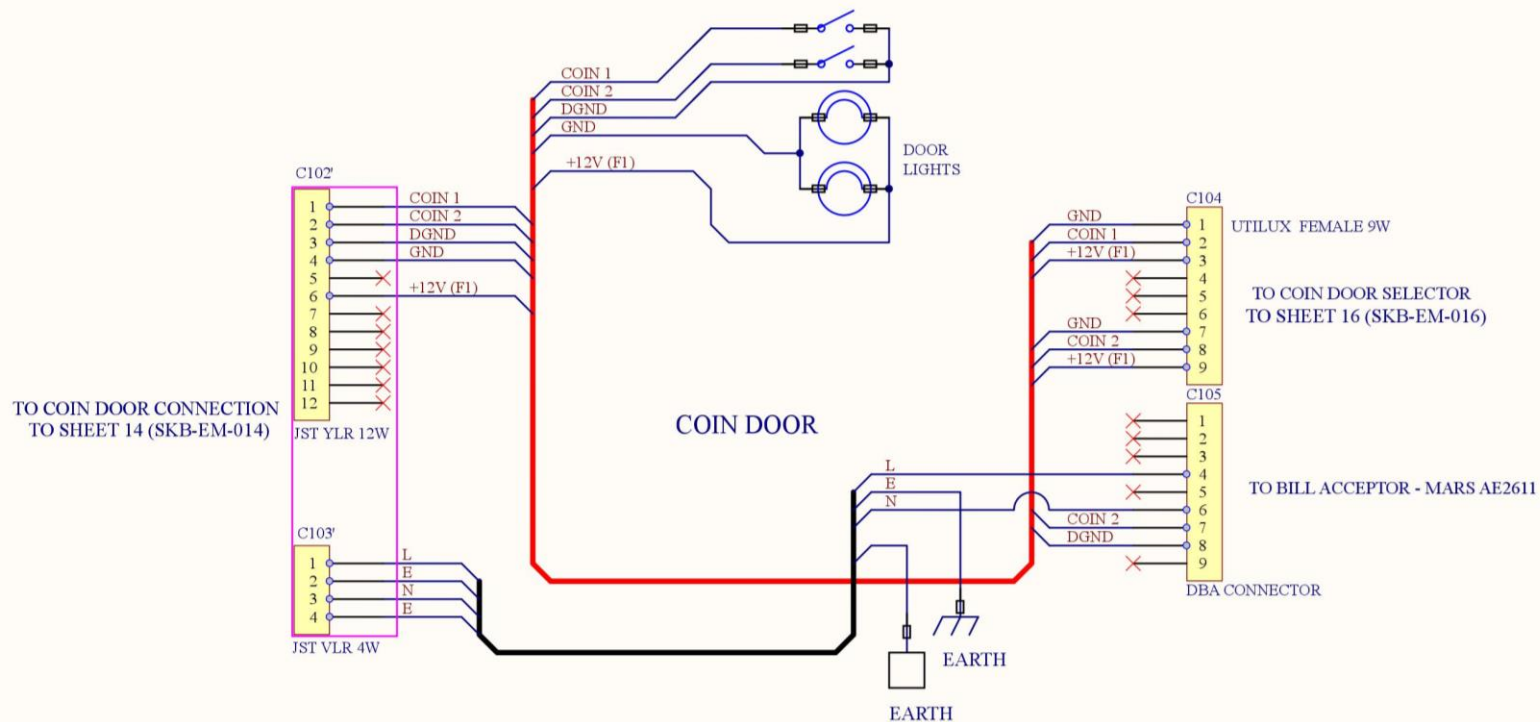
COIN DOOR STANDARD

COIN 1
COIN 2
DGND
GND

+12V (F1)

DOOR LIGHTS

C102'

1	COIN 1
2	COIN 2
3	DGND
4	GND
5	
6	+12V (F1)
7	
8	
9	
10	
11	
12	

JST YLR 12W

TO COIN DOOR CONNECTION
TO SHEET 14 (SKB-EM-014)

C103'

1	L
2	E
3	N
4	E

JST VLR 4W

COIN DOOR

L
E
N

EARTH

EARTH

C104

1	GND
2	COIN 1
3	+12V (F1)
4	
5	
6	
7	GND
8	COIN 2
9	+12V (F1)

UTILUX FEMALE 9W

TO COIN DOOR SELECTOR
TO SHEET 16 (SKB-EM-016)

C105

1	
2	
3	
4	
5	
6	
7	COIN 2
8	DGND
9	

TO BILL ACCEPTOR - MARS AE2611

DBA CONNECTOR

(OPTIONAL)
WIRING FOR COIN DOOR
WITH IDC NRI G.13

FOR OPTIONAL IDC NRI G.13

NOTE:-
PIN 1 = BLACK
PIN 2 = YELLOW
PIN 3 =
PIN 4 =
PIN 5 =
PIN 6 = BLACK
PIN 7 =
PIN 8 =
PIN 9 = COIN 1
PIN 10 = COIN 2

COIN 2
COIN 1

GND

IDC 10 WAY NRI G.13

IDC 10 WAY

+12V (F1)
GND

TO COIN DOOR STANDARD (SKB-EM-002)
TO SHEET 15 (SKB-EM-015)

FOR OPTIONAL COIN SELECTOR
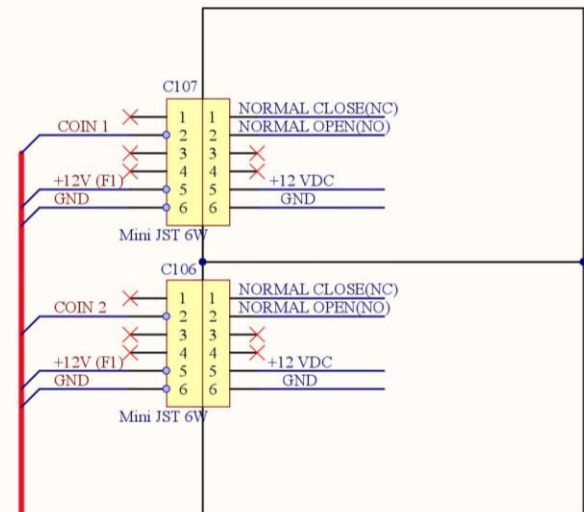
C116

1	GND
2	COIN 1
3	+12V (F1)
4	
5	
6	
7	GND
8	COIN 2
9	+12V (F1)

C107

COIN 1

+12V (F1)
GND

1		1	NORMAL CLOSE(NC)
2		2	NORMAL OPEN(NO)
3		3	
4		4	
5		5	+12 VDC
6		6	GND

Mini JST 6W

C106

COIN 2

+12V (F1)
GND

1		1	NORMAL CLOSE(NC)
2		2	NORMAL OPEN(NO)
3		3	
4		4	
5		5	+12 VDC
6		6	GND

Mini JST 6W

CONNECTOR 6 WAY MINI JST

Title **WIRING DRAWING HYPER SHOOT**

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Engineer: SOMA | FileName: HPS-EM-016 Optional Coin Selector.SchDoc

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OPTIONAL DBA ENABLE
MARS BILL ACCEPTOR (AE-2654-U5)
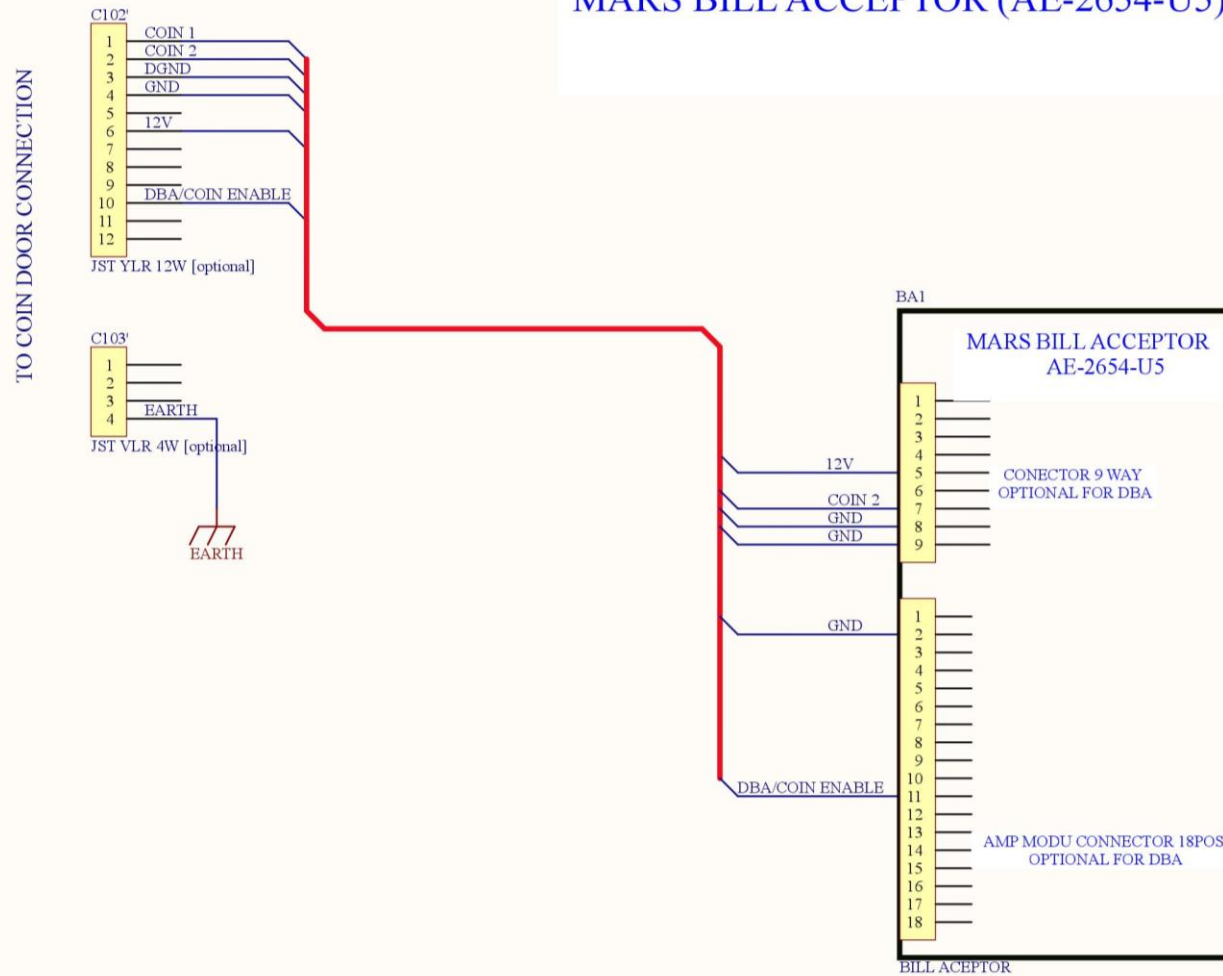
TO COIN DOOR CONNECTION

C102'

1 — COIN 1
2 — COIN 2
3 — DGND
4 — GND
5
6 — 12V
7
8
9
10 — DBA/COIN ENABLE
11
12

JST YLR 12W [optional]

C103'

1
2
3
4 — EARTH

JST VLR 4W [optional]

EARTH

BA1

MARS BILL ACCEPTOR
AE-2654-U5

1
2
3
4
5 — 12V
6 — COIN 2
7 — GND
8 — GND
9

CONECTOR 9 WAY
OPTIONAL FOR DBA

1 — GND
2
3
4
5
6
7
8
9
10
11 — DBA/COIN ENABLE
12
13
14
15
16
17
18

AMP MODU CONNECTOR 18POS
OPTIONAL FOR DBA

BILL ACEPTOR

Title **WIRING DRAWING HYPER SHOOT**

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Engineer: SOMA | FileName: HPS-EM-017 Optional DBA Enable.SchDoc

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COIN ENABLE
OPTIONAL
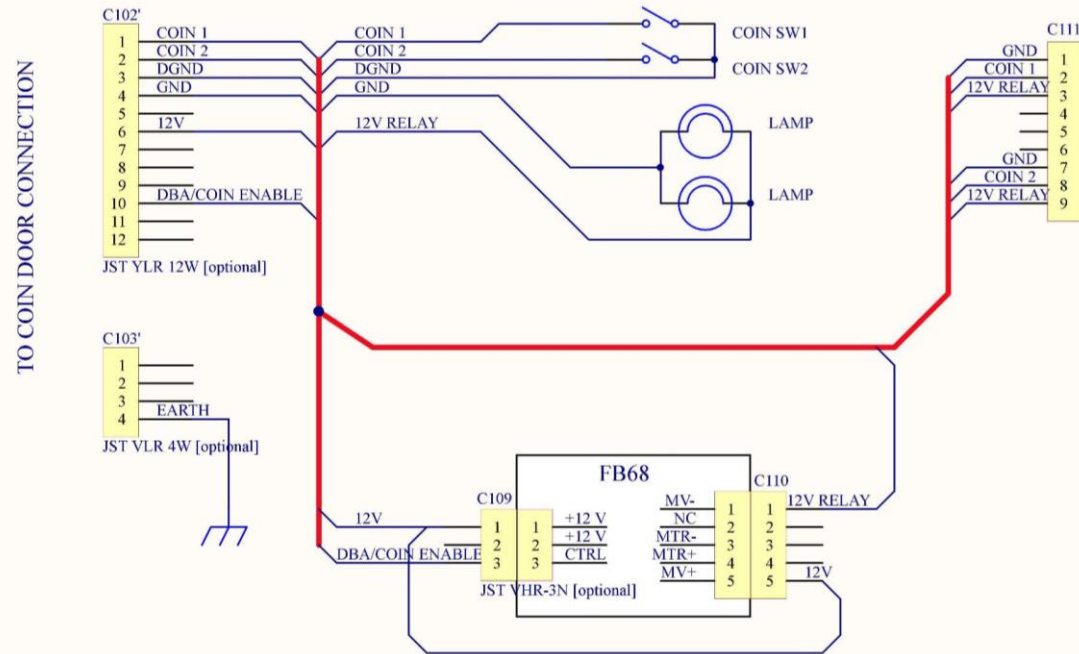
TO COIN DOOR CONNECTION

C102'
1 COIN 1
2 COIN 2
3 DGND
4 GND
5
6 12V
7
8
9
10 DBA/COIN ENABLE
11
12

JST YLR 12W [optional]

COIN 1
COIN 2
DGND
GND

12V RELAY

COIN SW1
COIN SW2

LAMP

LAMP

C111
GND 1
COIN 1 2
12V RELAY 3
4
5
6
GND 7
COIN 2 8
12V RELAY 9

C103'
1
2
3
4 EARTH

JST VLR 4W [optional]

FB68

12V

DBA/COIN ENABLE

C109
1 +12 V
2 +12 V
3 CTRL

1
2
3

JST VHR-3N [optional]

MV-
NC
MTR-
MTR+
MV+

C110
1 12V RELAY
2
3
4
5 12V

Title **WIRING DRAWING HYPER SHOOT**

Page Size: A4   Revision: 10

Design Date: 13-04-2016
Engineer: SOMA

Sheet 18 of 24

FileName: HPS-EM-018 Optional Coin Door Enable.SchDoc

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MECHANICAL ILLUSTRATIONS

MAIN CABINET

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	ASSY Front Enclosure	HSH-ASSY-001-R9	1
2	ASSY Rear Enclosure	HSH-ASSY-002-R6	1
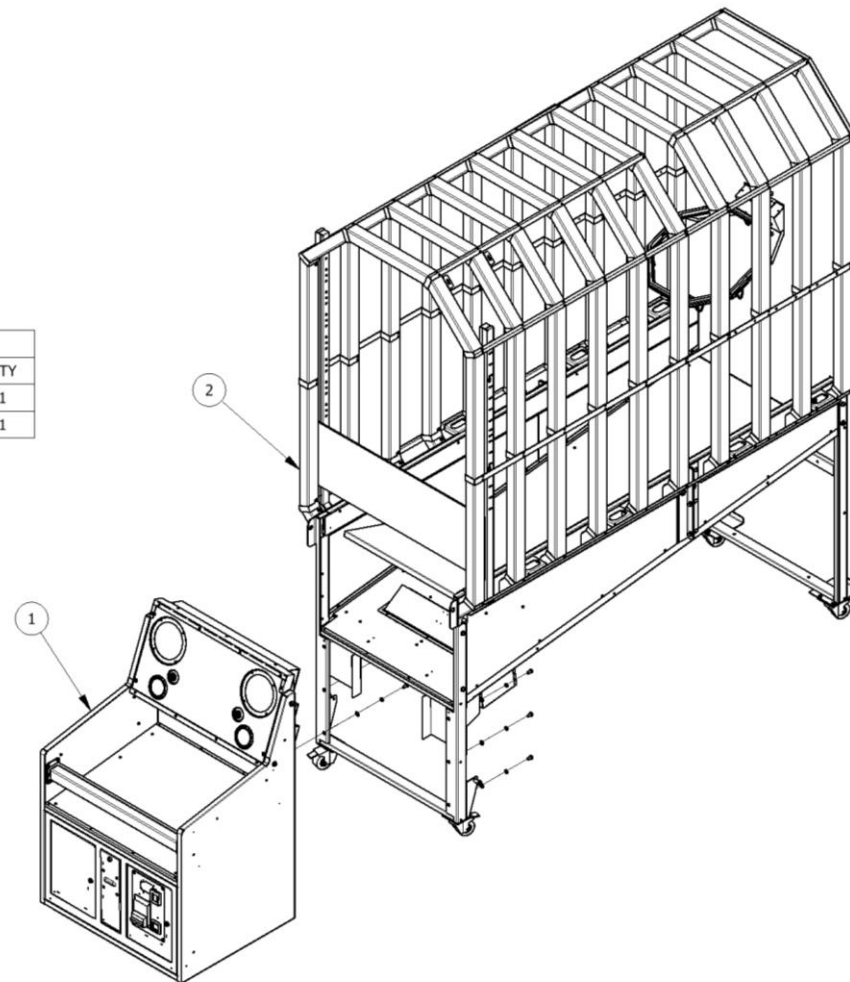
# FRONT ENCLOSURE

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WELDAssy Enclosure Frame	HSH-SA-001-R3	1
2	Assyparts_FrontEncl_FrontPanel	HSH-ASSY-015-R3	1
3	AssyPart_Service Panel	HSH-ASSY-008-R0	1
4	AssyPart_Cash_Box_Housing	HSH-ASSY-007-R1	1
5	ASSY_Front LED Cover	HSH-ASSY-010-R4	1
6	ASSY_DisplayPanel	HSH-ASSY-014-R3	1
7	AssyParts_Sub_Woofer	HSH-ASSY-016-R1	1
8	AssyParts_DB_Box	HSH-ASSY-018-R1	1
9	AssyParts_Main PCB Boards	HSH-ASSY-020-R0	1
10	AssyParts_Power Supply	HSH-ASSY-022-R0	1
11	Assyparts_LED_Base_Bracket1	HSH-ASSY-026-R1	1
12	Assyparts_LED_Base_Bracket2	HSH-ASSY-027-R0	2
13	AssyParts_Conenctor Panel-RH	HSH-ASSY-032-RH-R0	1
14	AssyParts_Conenctor Panel-LH	HSH-ASSY-032-LH-R0	1
15	RearFrame_Panel	HSH-SA-05-R1	1
16	FrontEnclosure-SideFrame_InnerFiller_LH	HSH-FM-031-LH-R2	1
17	FrontEnclosure-SideFrame_InnerFiller_RH	HSH-FM-031-RH-R2	1
18	FrontEnclosure-EQP_Mounting_Bracket	HSH-FM-040-R4	1
19	MDF_FrontMetal_Trim	HSH-FM-047-R0	1
20	Serial Number Plate	HSH-FM-042-R0	1
21	Power supply cover PVC	HSH-FP-020-R0	1
22	MDF_Panel_Bed_12mm_FrontEnclosure	HSH-FW-002-R1	1
23	List sticker 1	HSH-FM-101-R0	1
24	TICKET HOLDER	HSH-FM-044-R1	1
25	Castor Wheel 3" (Swivel without Brake) VC PU	HM0092	4

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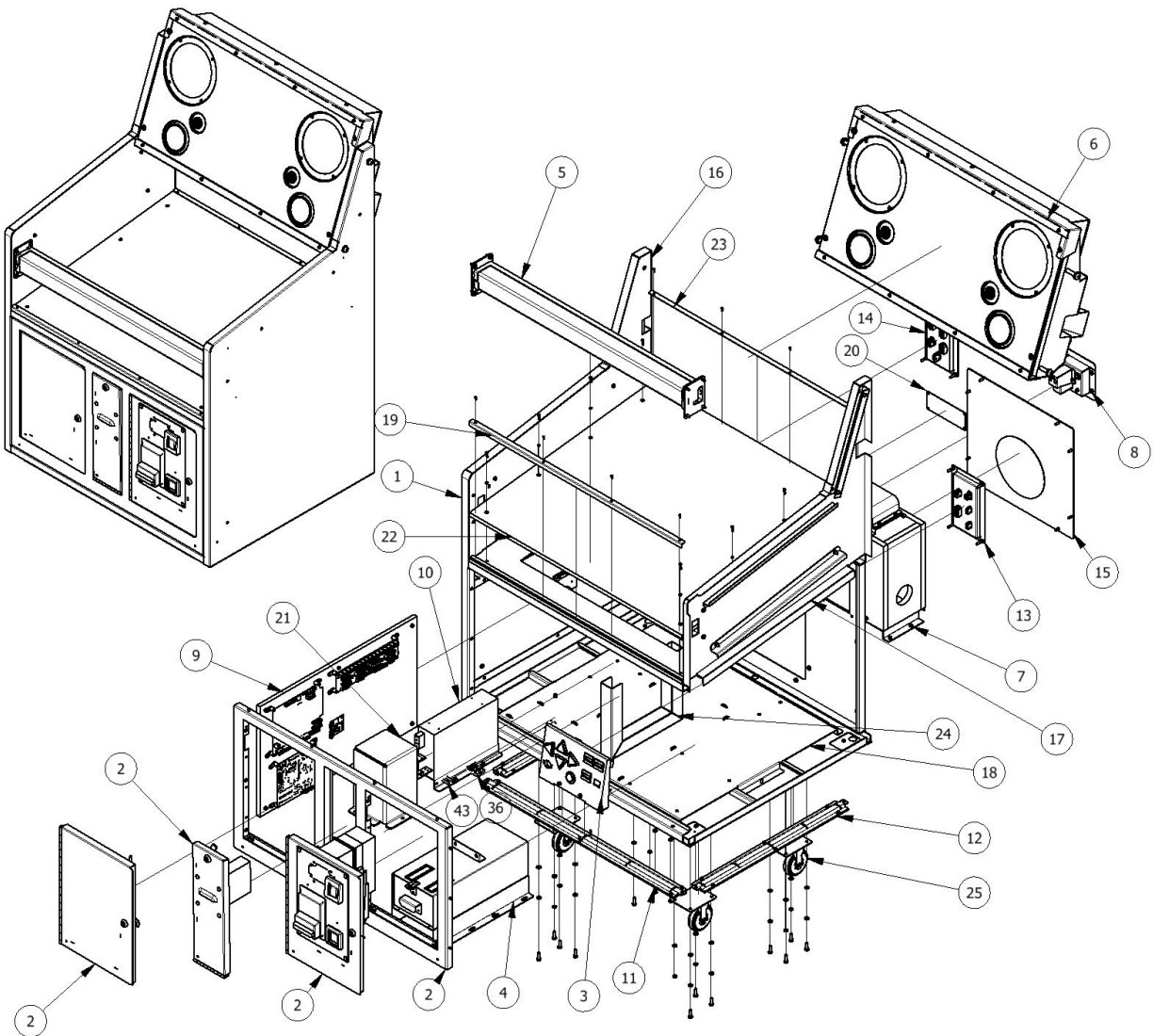
REAR ENCLOSURE 1

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	ASSY Rear Enclosure step2	ASSY-002.B-R5	1
2	ASSY_ChaserModule_Front	HSH-ASSY-003-R3	1
3	ASSY_ChaserModule_Rear	HSH-ASSY-004-R4	1
4	Chaser Intermid Connect-1	HSH-FM-064-R1	4
5	Chaser Intermid Connect-2	HSH-FM-065-R1	2
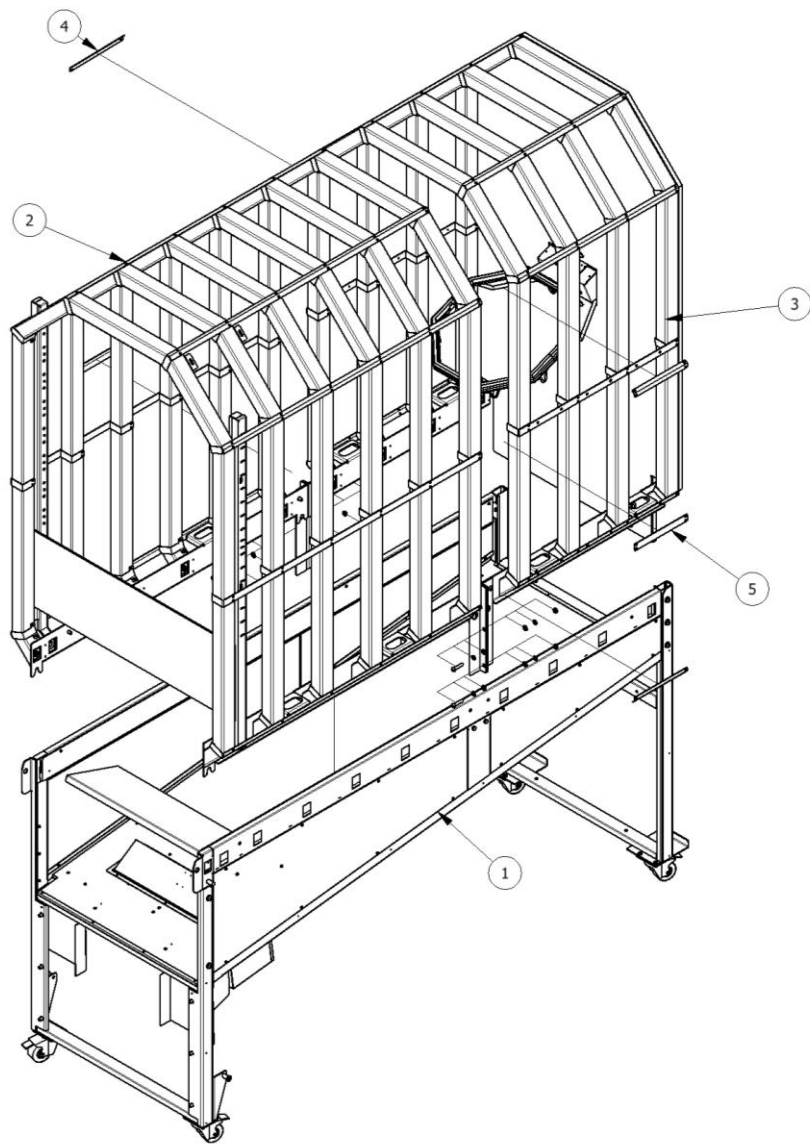
REAR ENCLOSURE 2 AND 3

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	AssyParts_SidePanel_Frame_LH	HSH-ASSY-017-LH-R3	1
2	AssyParts_SidePanel_Frame_RH	HSH-ASSY-017-RH-R3	1
3	WeldAssy_RearPanel_Frame	HSH-SA-16-R12	1
4	WeldAssy_FrontPanel_Frame	HSH-SA-15-R2	1
5	MDF_Panel_Bed_12mm	HSH-FW-004-R1	1
6	Frame_Bottom_Support_Bracket-2	HSH-FM-057-R1	2
7	Rear Trunk Cover	HSH-FM-074-R1	2
8	AssyParts_leg_Support	HSH-ASSY-028-R1	1
9	Castor Wheel 3" (Swivel with Brake) VC PU	HM0091	4
10	T edge LED strip mounting	HSH-FP-039-R0	2
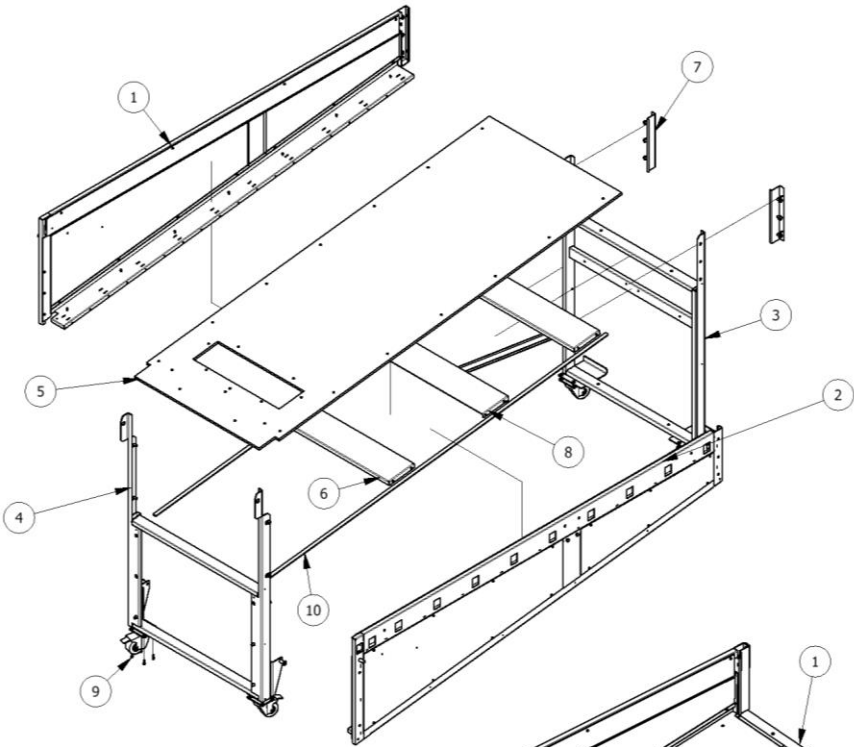
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	ASSY Rear Enclosure step1	HSH-ASSY-002.A-R3	1
2	AssyParts_Bball_BallGate_Update	ASSY-025-R3	1
3	List sticker 1	HSH-FM-101-R0	2
4	List sticker 2	HSH-FM-102-R0	2
5	BallGate Protection Bracket	HSH-FM-082-R0	1
6	Bottom Connector Cover_LH	HSH-FM-075-LH-R1	1
7	Bottom Connector Cover_RH	HSH-FM-075-RH-R1	1
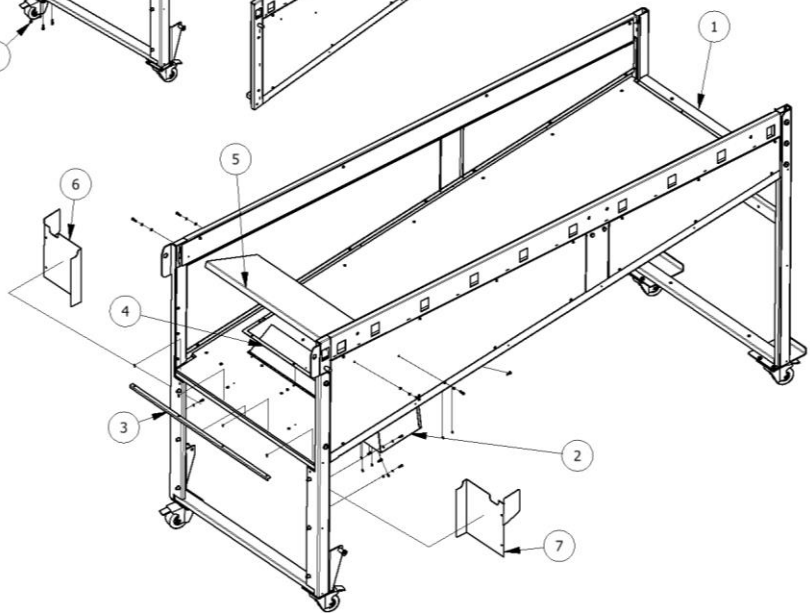
CHASER MODULE FRONT AND REAR

PARTS LIST

ITEM	DESCRIPTION	PART NUMBER	QTY
1	AssyParts_ChaserLight_FRONT	HSH-ASSY-019-FR-R2	1
2	AssyParts_ChaserLight_MID 1	HSH-ASSY-019-MID1-R2	4
3	AssyParts_ChaserLight_MID 2	HSH-ASSY-019-MID2-R1	1
4	WeldAssy_FrontChaser_MTG_Plate_LH	HSH-SA-018LH-FR-R2	1
5	WeldAssy_FrontChaser_MTG_Plate_RH	HSH-SA-018RH-FR-R2	1
6	AssyPart_Side Sensor Bracket_LH	HSH-ASSY-030-LH-R1	1
7	AssyPart_Side Sensor Bracket_RH	HSH-ASSY-030-RH-R1	1
8	Acrylic Shield_Clear_6mm	HSH-FP-001-R0	1
9	Acrylic_Front Join_Bracket_1	HSH-FM-062-R1	6
10	Acrylic_Front Join_Bracket_2	HSH-FM-063-R1	2
11	Button Head Socket Bolt M10x20	HF0846	4
12	Lock Washer M10 - Stainless	HF1079A	4
13	Flat Washer M10 - Stainless	HF1069A	4
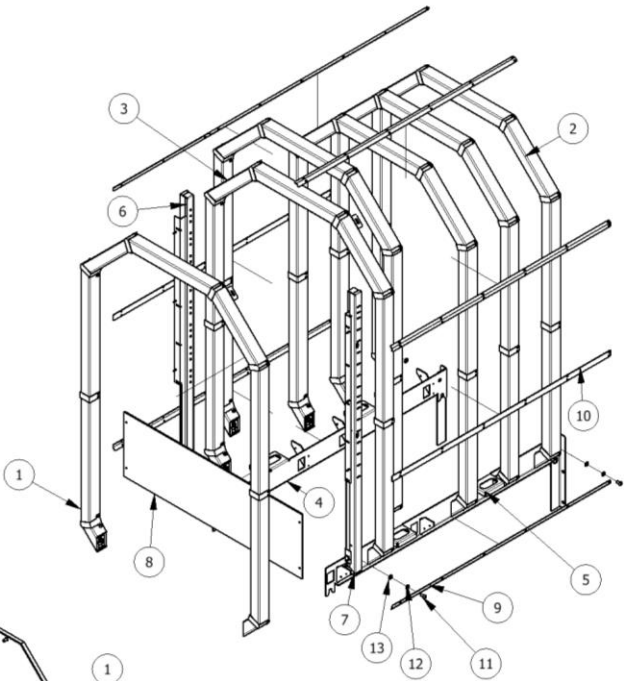
PARTS LIST

ITEM	DESCRIPTION	PART NUMBER	QTY
1	AssyPart_Backboard	HSH-ASSY-029-R4	1
2	AssyParts_ChaserLight_MID 1	HSH-ASSY-019-MID1-R2	3
3	AssyParts_ChaserLight_REAR	HSH-ASSY-019-REAR-R1	1
4	WeldAssy_RearChaser_MTG_Plate_LH	HSH-SA-18LH-REAR-R2	1
5	WeldAssy_RearChaser_MTG_Plate_RH	HSH-SA-18RH-REAR-R2	1
6	Acrylic_Rear Join_Bracket_1	HSH-FM-066-R1	4
7	Acrylic_Rear Join_Bracket_2	HSH-FM-067-R1	2
8	Button Head Socket Bolt M10x20	HF0846	4
9	Lock Washer M10 - Stainless	HF1079A	4
10	Flat Washer M10 - Stainless	HF1069A	4
1	Plastic Cable trunking 1	HSH-FP-037-R0	2
12	Plastic Cable trunking 2	HSH-FP-038-R0	2
13	Acrylic_Rear Join_Bracket_3	HSH-FM-068-R1	2
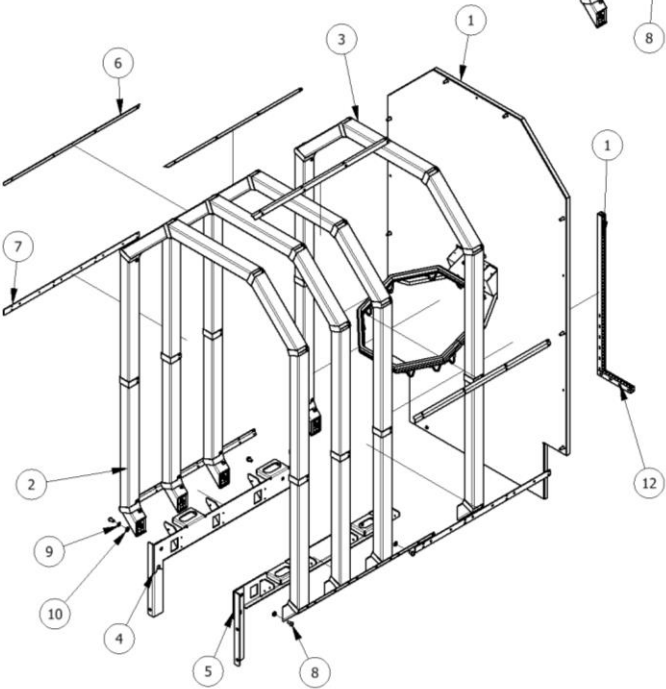
FRONT ACCESS PANEL AND COIN DOOR

PARTS LIST

ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_Front Access_Panel	HSH-SA-04-R2	1
2	Hinge Coin Door_BBall	HSH-FM-027-R0	1
3	TRIPLE LOCK CAM	HSH-FM-033-R0	1
4	Coin Door_Lock Rod	HSH-FM-034-R0	2
6	Ground connector	HSH-FM-084-R0	1
5	Camlock	HM0004	1
7	Button Head Socket Bolt M5x10 - Stainless	HF0503B	8
8	Flange Nut M5 - Stainless	HF1026A	8
9	Split pin 1/16x3/4"	HF6017	2
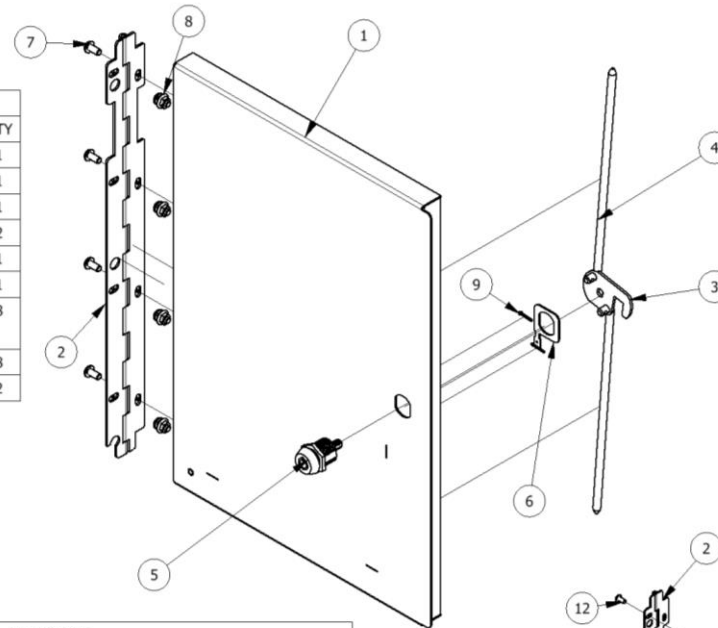
PARTS LIST

ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_Coin Door	HSH-SA-03-R2	1
2	Hinge Coin Door_BBall	HSH-FM-027-R0	1
3	TRIPLE LOCK CAM	HSH-FM-033-R0	1
4	Coin Door_Lock Rod	HSH-FM-034-R0	2
5	DBA_Mounting_Panel	HSH-FM-037-R0	1
6	EMBED Mounting panel	HSH-FM-077-R1	1
7	Blank mounting panel	HSH-FM-078-R0	1
8	Camlock	HM0004	1
9	Coin Mechanism Assembly	HA 0014	1
10	DBA Unit	--	1
11	Split pin 1/16x3/4"	HF6017	2
12	Button Head Socket Bolt M5x10 - Stainless	HF0503B	8
13	Carriage Bolt 3/16"x1" - Stainless	HF6030A	8
14	Flange Nut M5 - Stainless	HF1026A	8
15	Nut 3/16" - Stainless	HF3008A	8
16	Flat Washer M5 - Stainless	HF1066A	8
17	Lock Washer M5 - Stainless	HF1076A	8
18	Ground connector	HSH-FM-084-R0	1
19	DBA cover	HSH-FM-085-R0	1
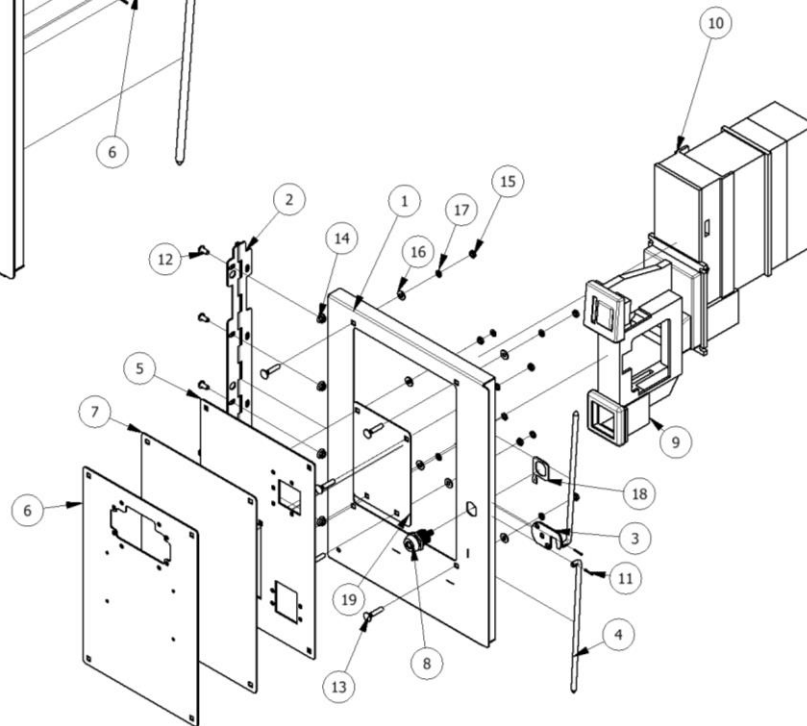
CASH BOX HOUSING AND OPERATOR PANEL

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Cash box base_Mounting_Bracket	HSH-FM-039-R0	1
2	WeldAssy_CashBox_Housing	HSH-SA-08-R0	1
3	WeldAssy_CashBox_Housing_Cover	HSH-SA-07-R1	1
4	Cash Box Slide Strip	HSH-FP-010-R0	1
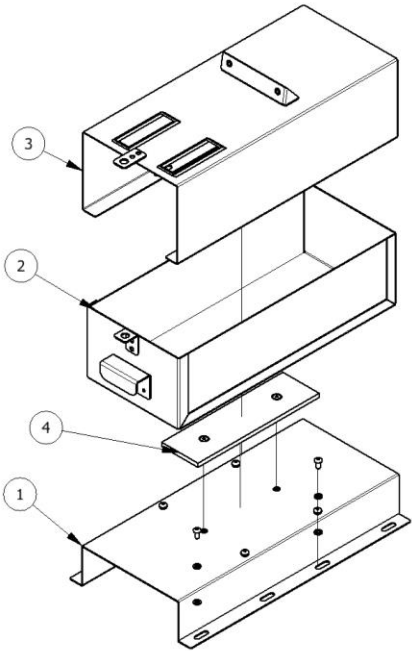
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy-Service Panel Bracket	HSH-SA-06-R0	1
2	Switch Button Triangle CW-408 Blue	EA0588	2
3	Switch Button Triangle CW-408 Green	EA0590	1
4	Switch Button Triangle CW-408 Red	EA0589	1
5	Round button White + Led Light Colour White (GNT)	EA0352	1
6	Coin Counter 12VDC P/N : COA126	EA1263	3
7	VOLUME_KNOB	EP0602	1
8	Potensiometer	EE 0688	1

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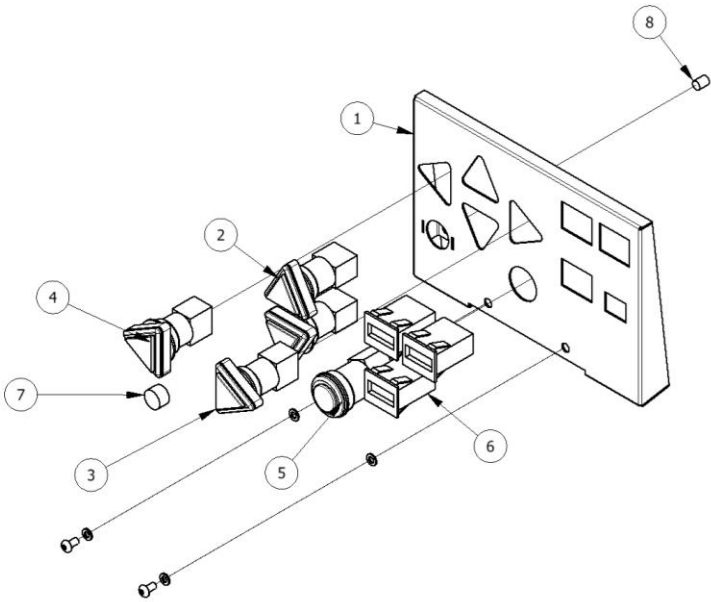
TICKET DOOR, FRONT LED COVER AND DISPLAY FRONT

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Ticket Door	HSH-FM-035-R3	1
2	Hinge Ticket Door_Bbal	HSH-FM-028-R0	1
3	Cam Lock BAck Door	HSH-FM-036-R0	1
4	Camlock	HM0004	1
5	Ticket Dispenser DL-1275 ELECTRONIC LABS INC	EA 1103	1
6	Ground connector	HSH-FM-084-R0	1
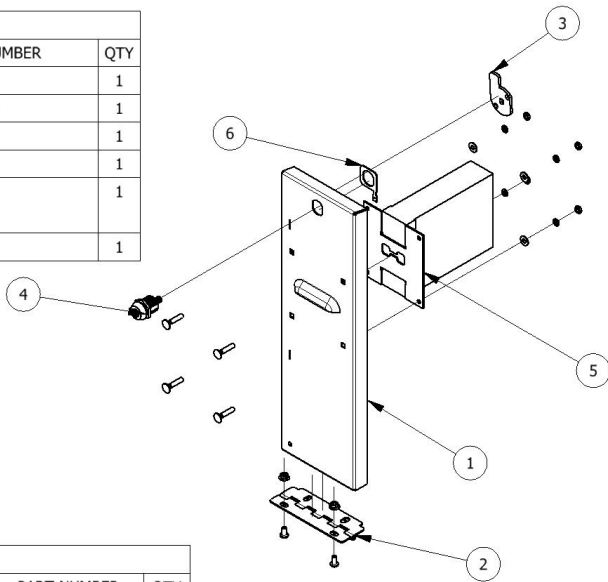
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_Display_Panel_TOP BEZEL	HSH-SA-11-R2	1
2	WeldAssy_Display_Panel_BOTTOM Bezel	HSH-SA-12-R1	1
3	Acrylic_Clear-Display_Panel	HSH-FP-002-R1	1
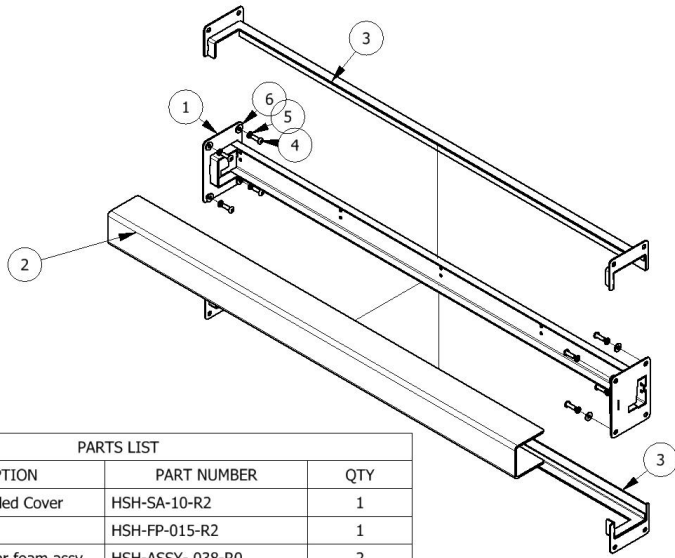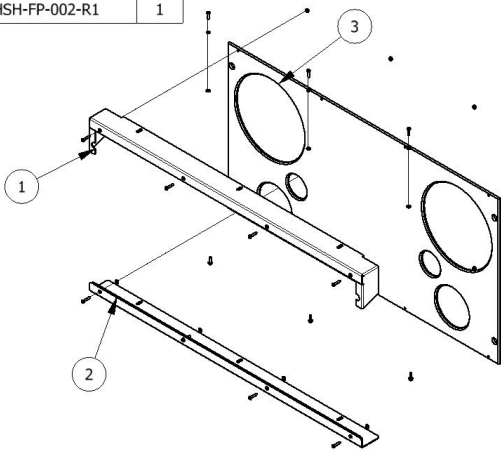
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldASSY_Front led Cover	HSH-SA-10-R2	1
2	Front led cover	HSH-FP-015-R2	1
3	Reinforce front bar foam assy	HSH-ASSY- 038-R0	2
4	Button Head Socket Bolt M5x15 - Stainless	HF0505B	8
5	Lock Washer M5 - Stainless	HF1076A	8
6	Flat Washer M5 - Stainless	HF1066A	8

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DISPLAY BOARD AND DISPLAY PANEL

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	MDF-Display_Panel_18mm_3-Digit_4in	HSH-FW-003-R1	1
2	Speaker_particle Spacer_CMP631	HSH-FW-008-R0	2
3	WeldAssy_Speaker Grill KY-661	HSH-SA-13-R1	2
4	Surround LED Holder_T2	HSH-FM-050-R0	2
5	Tweeter Mtg Bracket_KY-661	HSH-FM-051-R0	2
6	High Score LED Bracket	HSH-FM-052-R1	1
7	Template_HIGH_Score	HSH-FM-053-R0	1
8	Acrylic_Grey_1-Digit_1in	HSH-FP-003-R0	1
9	Acrylic_Grey_Display Panel	HSH-FP-005-R0	1
10	Acrylic_Milk_HIGH_Score	HSH-FP-007-R0	1
11	Speaker_Acrylic Frame-T2	HSH-FP-019-R0	2
12	Digital Display 1-DIGIT_1"	FB73 1-Digit-1in	1
13	PCB FB63 3 Digit 7 Segment 4" Display	BA1608	1
14	Pcb LCD 16X2 Color Blue	BA1504	1
15	Dome Button Large Round Clear With Led Model 401	EA0476	2
16	Tweeter_CMP630	Tweeter_KY-661 (mesh)	2
17	Speaker_CrossOverl_CMP631	Speaker_CrossOverl_KY-661	2
18	Speaker 6,5" KY661	EA1224	2
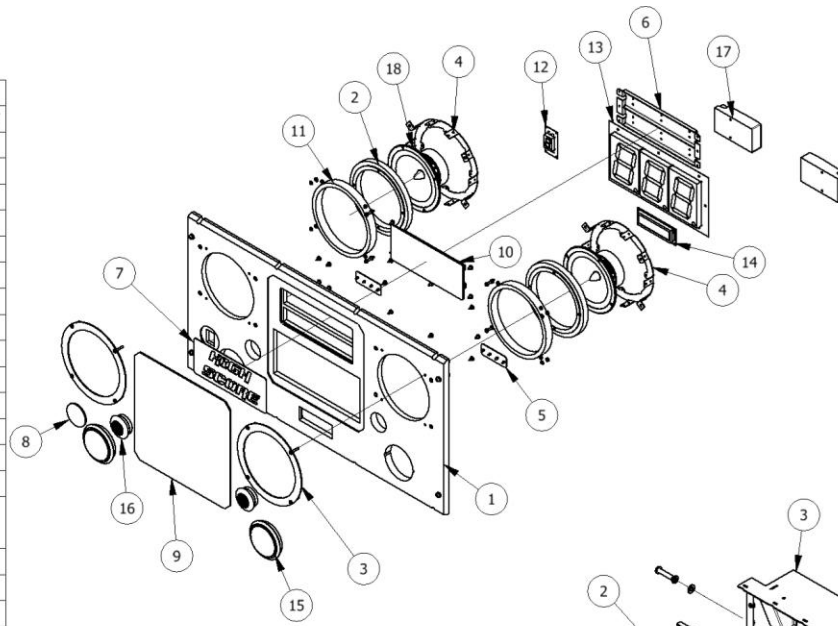
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	AssyParts_Display_Front-Bezel	HSH-ASSY-011-R1	1
2	AssyParts_Display_MDF Board	HSH-ASSY-012-R2	1
3	Display_Panel_Casing SA	HSH-SA-14-R2	1
4	Display_Case_Rear CableCover	HSH-FM-054-R1	2
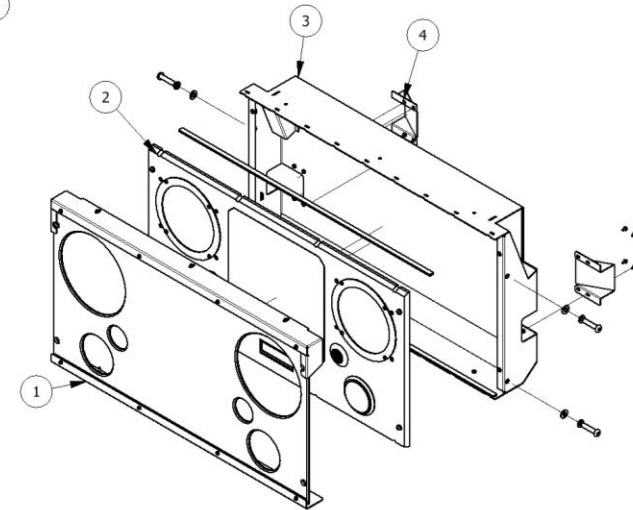
AMPLIFIER BRACKET, FRONT ENCLOSURE PANEL AND SUBWOOFER BOX

PARTS LIST

ITEM	DESCRIPTION	PART NUMBER	QTY
1	Amplifier Bracket	HSH-FM-049-R0	1
2	Hongxing HX168AN 2.1 Amplyfier	EA1588	1
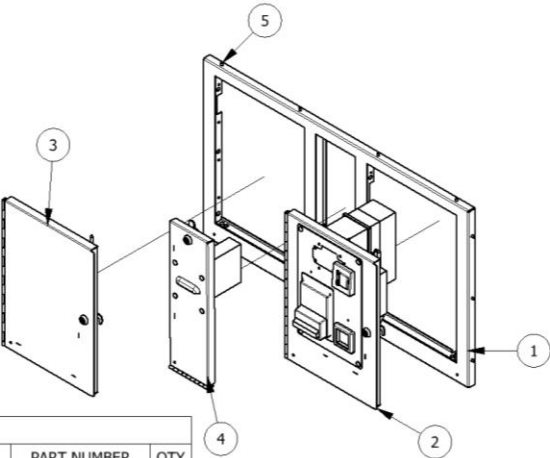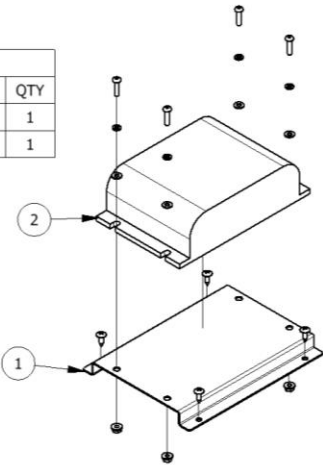
PARTS LIST

ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_FrontEncl_FrontPanel	HSH-SA-002-R1	1
2	AssyParts_Coin Door	HSH-ASSY-006-R2	1
3	AssyParts_Front Access_Panel	HSH-ASSY-005-R2	1
4	AssyParts_Ticket Door	HSH-ASSY-009-R2	1

PARTS LIST

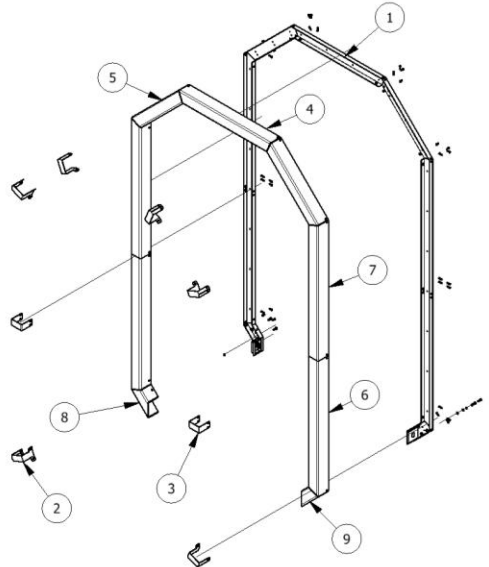| ITEM	DESCRIPTION	PART NUMBER	QTY
1	AssyPart_Amplifier Bracket	HSH-ASSY-013-R0	1
2	SubWoofer Mounting_Bracket	HSH-FM-048-R1	1
3	Woofer_Box_SA	HSH-SA-028-R1	1
4	WOOFER 6"	EA1203	1

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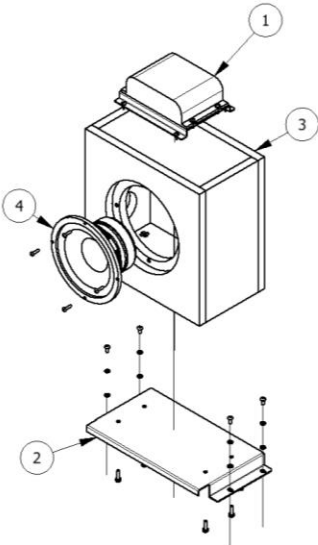
RIGHT AND LEFT SIDE PANEL FRAME

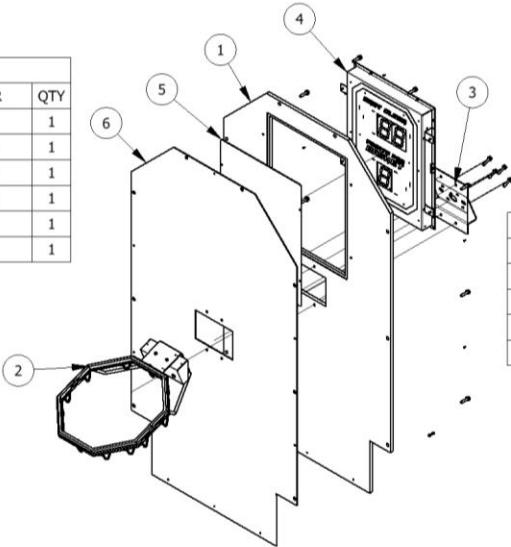| PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_SidePanel_Frame_RH	HSH-SA-017RH-R2	1
2	Cable_Guide_Cover_RH	HSH-FM-058-RH-R1	1
3	SIDE_Top_LongBrace_Cover_RH	HSH-FM-059-RH-R2	1
4	Side_MDF Panel-1	HSH-FW-006-R1	1
5	Side_MDF Panel-2	HSH-FW-007-R0	1
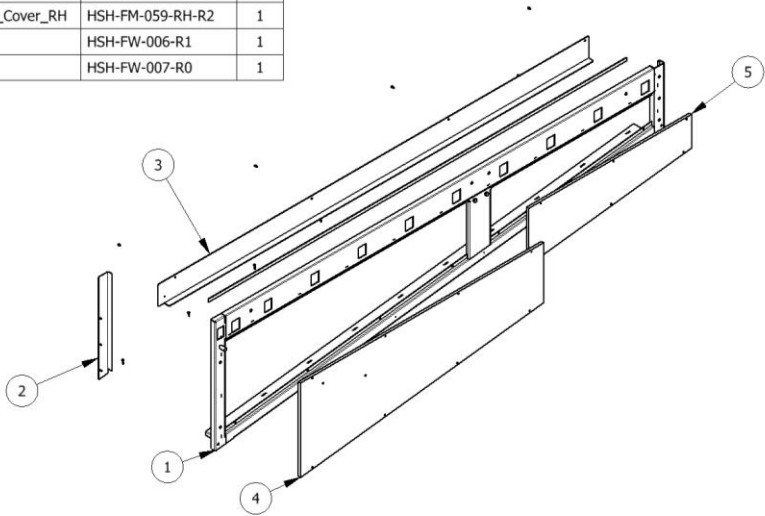
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_SidePanel_Frame_LH	HSH-SA-017LH-R2	1
2	Side_MDF Panel-1	HSH-FW-006-R1	1
3	Side_MDF Panel-2	HSH-FW-007-R0	1
4	SIDE_Top_LongBrace_Cover_LH	HSH-FM-059-LH-R3	1
5	Cable_Guide_Cover_LH	HSH-FM-058-LH-R1	1

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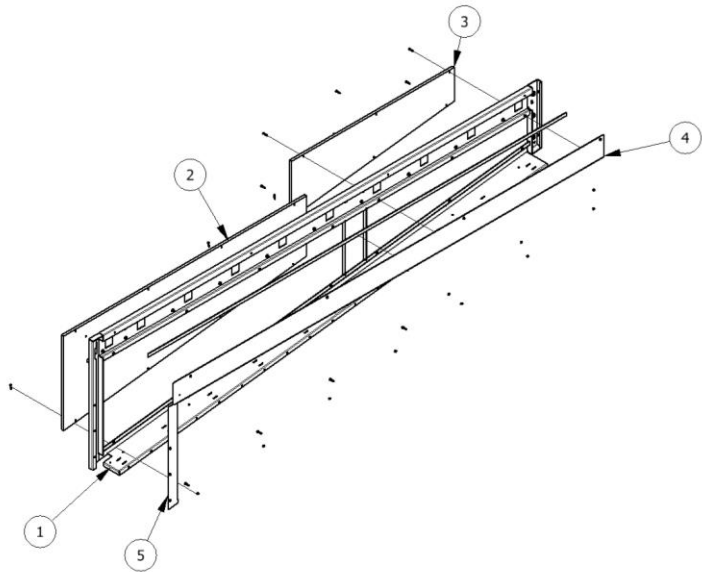
MAIN PCB BOARD AND DB BOX

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	PCB_Base Board	HSH-FW-001-R0	1
2	PCB FB216 Game Board	BAFB216	1
3	FB215 PWM Driver	BAFB215	1
4	PCBFB106 Sound Amplifier	BAFB106	1
5	FB221 Remote Volume Control PCB	BAFB221	1
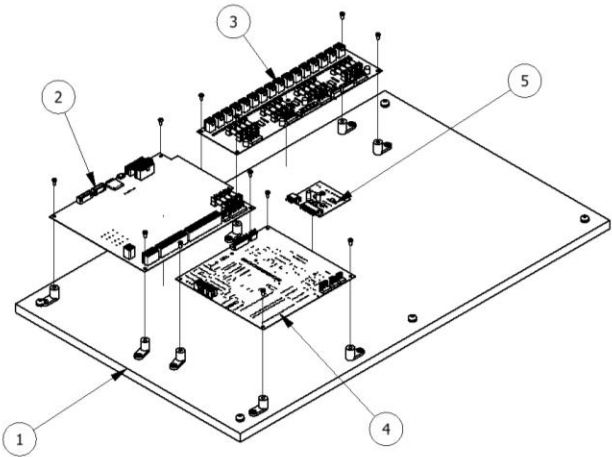
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	DB box front Rev1	HSH-FM-030-R1	1
2	IEC C14 EMI Filter	EA0649	1
3	DB Housing Box_rev	HSH-FM-029-R0	1
4	Rubber Plug Gromment Ø22mm	HM0234	1
5	Binding Post	EA1356	1

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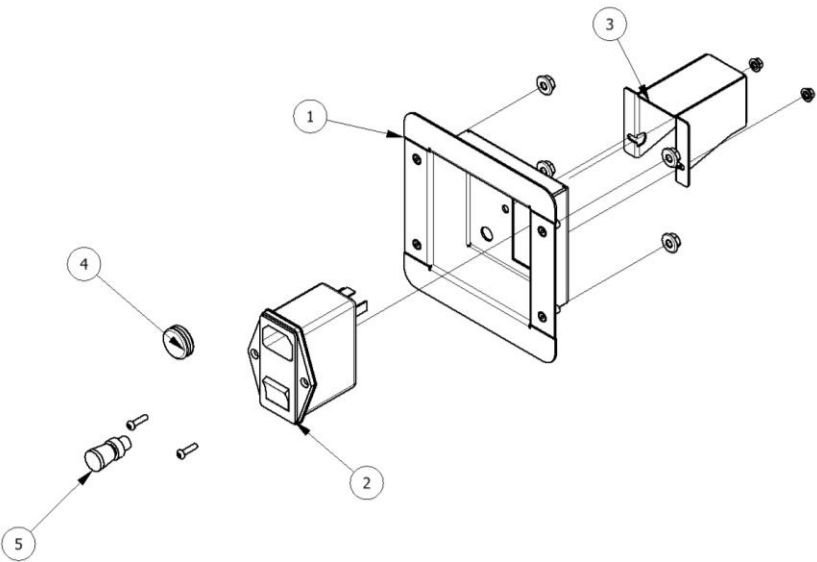
FRONT AND REAR CHASER LIGHTS

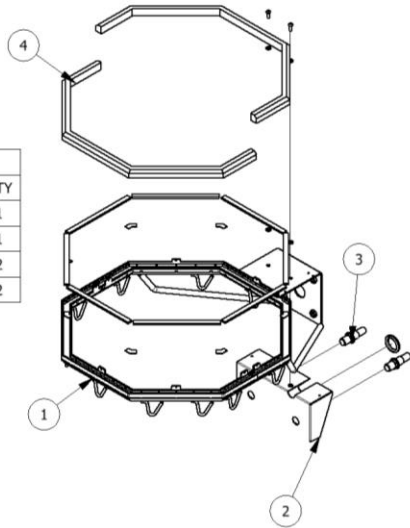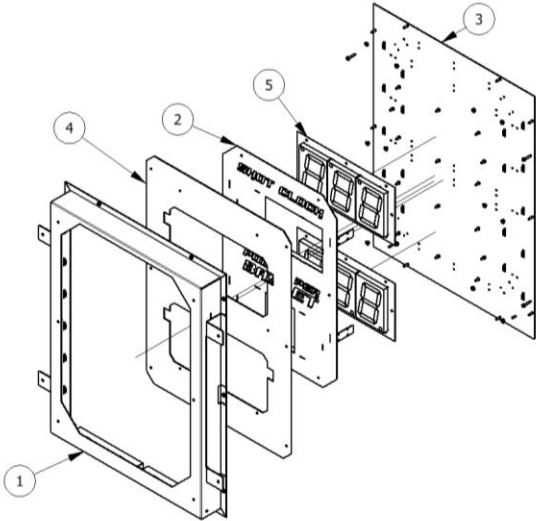| PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_ChaserLight_Bracket_ FRONT	HSH-SA-019-FR-R1	1
2	Acrylic_Corner_Connect_1	HSH-FM-060-R1	6
3	Acrylic_Corner_Connect_2	HSH-FM-061-R1	2
4	ChaseLight_Acrylic_1	HSH-FP-011-R0	1
5	ChaseLight_Acrylic_2	HSH-FP-012-R0	2
6	ChaseLight_Acrylic_3_LH	HSH-FP-013-LH-R0	2
7	ChaseLight_Acrylic_3_RH	HSH-FP-013-RH-R0	2
8	ChaseLight_Acrylic_4_RH	HSH-FP-014-RH-R0	1
9	ChaseLight_Acrylic_4_LH	HSH-FP-014-LH-R0	1
10	Connector Housing YLR-06V	EP0726: YLR-06V	1
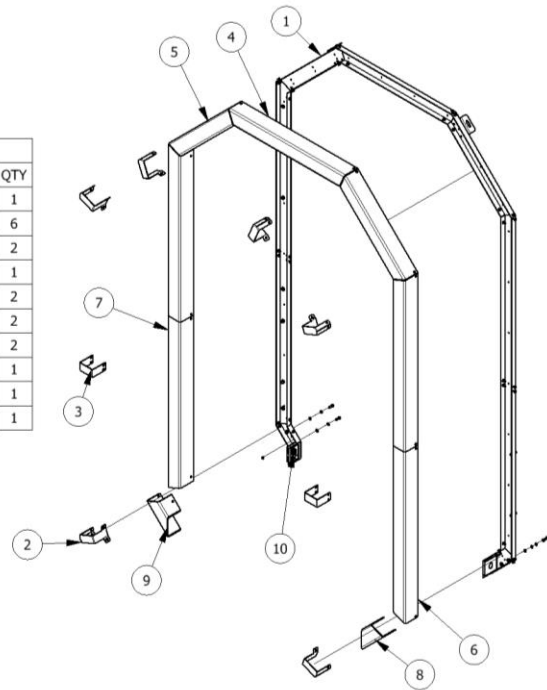
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_ChaserLight_Bracket_ REAR	HSH-SA-19-REAR-R0	1
2	Acrylic_Corner_Connect_1	HSH-FM-060-R1	6
3	Acrylic_Corner_Connect_2	HSH-FM-061-R1	2
4	ChaseLight_Acrylic_1	HSH-FP-011-R0	1
5	ChaseLight_Acrylic_2	HSH-FP-012-R0	2
6	ChaseLight_Acrylic_4_LH	HSH-FP-014-LH-R0	1
7	ChaseLight_Acrylic_4_RH	HSH-FP-014-RH-R0	1
8	ChaseLight_Acrylic_3_LH	HSH-FP-013-LH-R0	2
9	ChaseLight_Acrylic_3_RH	HSH-FP-013-RH-R0	2
10	Connector Housing YLR-06V	EP0726: YLR-06V	1
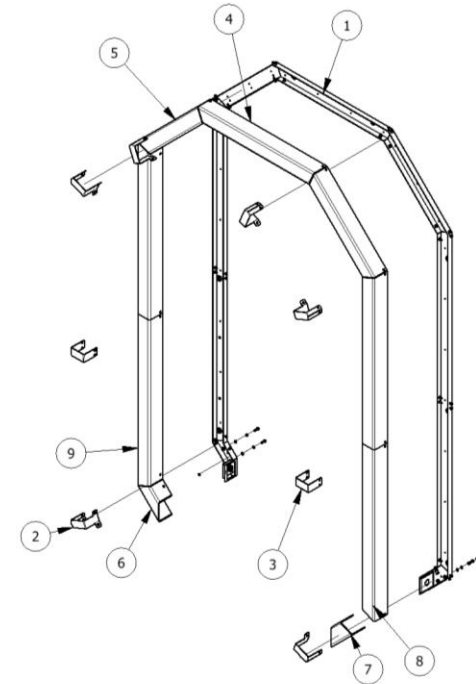
MID 1 AND 2 CHASER LIGHTS

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_ChaserLight_Bracket_MID 1	HSH-SA-019-MID 1-R1	1
2	Acrylic_Corner_Connect_1	HSH-FM-060-R1	6
3	Acrylic_Corner_Connect_2	HSH-FM-061-R1	2
4	ChaseLight_Acrylic_1	HSH-FP-011-R0	1
5	ChaseLight_Acrylic_2	HSH-FP-012-R0	2
6	ChaseLight_Acrylic_3_LH	HSH-FP-013-LH-R0	2
7	ChaseLight_Acrylic_3_RH	HSH-FP-013-RH-R0	2
8	ChaseLight_Acrylic_4_LH	HSH-FP-014-LH-R0	1
9	ChaseLight_Acrylic_4_RH	HSH-FP-014-RH-R0	1
10	Connector Housing YLR-06V	EP0726: YLR-06V	1

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_ChaserLight_Bracket_MID 2	HSH-SA-019-MID 2-R0	1
2	Acrylic_Corner_Connect_1	HSH-FM-060-R1	6
3	Acrylic_Corner_Connect_2	HSH-FM-061-R1	2
4	ChaseLight_Acrylic_1	HSH-FP-011-R0	1
5	ChaseLight_Acrylic_2	HSH-FP-012-R0	2
6	ChaseLight_Acrylic_3_LH	HSH-FP-013-LH-R0	2
7	ChaseLight_Acrylic_3_RH	HSH-FP-013-RH-R0	2
8	ChaseLight_Acrylic_4_LH	HSH-FP-014-LH-R0	1
9	ChaseLight_Acrylic_4_RH	HSH-FP-014-RH-R0	1
10	Connector Housing YLR-06V	EP0726: YLR-06V	1

BACKBOARD, HOOP AND BACKBOARD HOUSING

PARTS LIST

ITEM	DESCRIPTION	PART NUMBER	QTY
1	Rear_MDF-BackBoard	HSH-FW-005-R1	1
2	AssyParts_Hoop_OCTAGON	HSH-ASSY-024-R2	1
3	Assyparts_Extension_Hoop_Mtg_Bracket	HSH-Assy-069-R0	1
4	AssyParts_Backboard_Housing	HSH-ASSY-021-R2	1
5	Acrylic_Grey_BackBoard	HSH-FP-004-R0	1
6	BackBoard_Acrylic_Cover	HSH-FP-008-R2	1

PARTS LIST

ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_Hoop_Octagon_Frame	HSH-SA-024-R1	1
2	WeldAssy_Sensor Hooper Bracket	HSH-SA-023-R1	1
3	Infrared Sensor	E18-D80NK-N	2
4	Octagon Acrylic	HSH-FP-018-R0	2

PARTS LIST

ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_BackBoard_Housing	HSH-SA-21-R1	1
2	BackBoard_Stencil_SA	HSH-SA-022-R2	1
3	BackBoard_Housing_Cover	HSH-FM-070-R1	1
4	Acrylic_Milk_Backboard	HSH-FP-006-R0	1
5	PCB FB63 3 Digit 7 Segment 4" Display	BA1608	2

BASKETBALL GATE AND POWER SUPPLY

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	WeldAssy_BallGate_Mounting_Frame_R2	HSH-SA-025-R2	1
2	WeldAssy_BallGate_Barrier_R2	HSH-SA-026-R1	1
3	ASSY_HS BallGATE MotorHousing	HSH_ASSY-037-R1	1
4	BallGate_Cover	HSH-FM-076-R1	1
5	Bar Motor Extension	HSH-FM-080-R1	1
6	Threaded Rod_M8x85	HSH-FM-081-R1	1
7	Ballgate_Switch_Spacer	HSH-FP-009-R0	2
8	MicroSwitch Switch	EA0405	2
9	T rod M8	HA1429	2
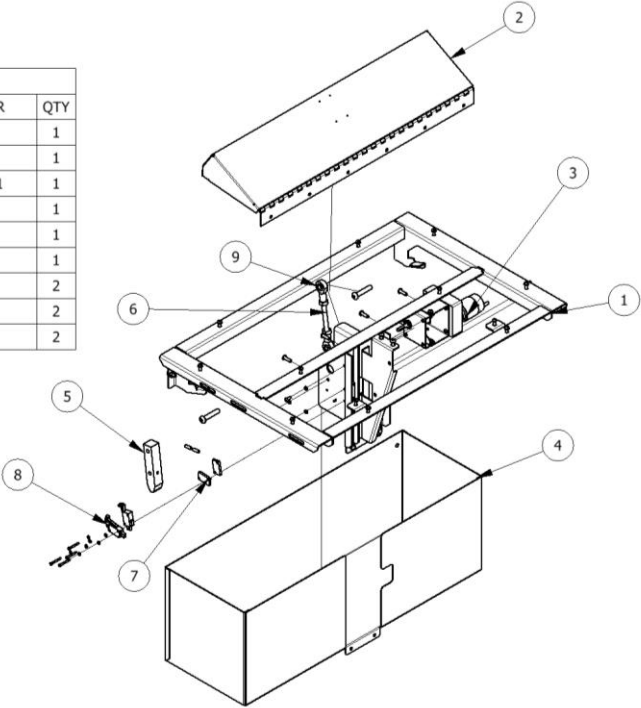
PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	PW_Supply_Mounting_Bracket_SWS1000L	HSH-FM-041-R0	1
2	Power Supply TDK Lambda SWS1000L-12 MCM LITE DB	EA1291	1
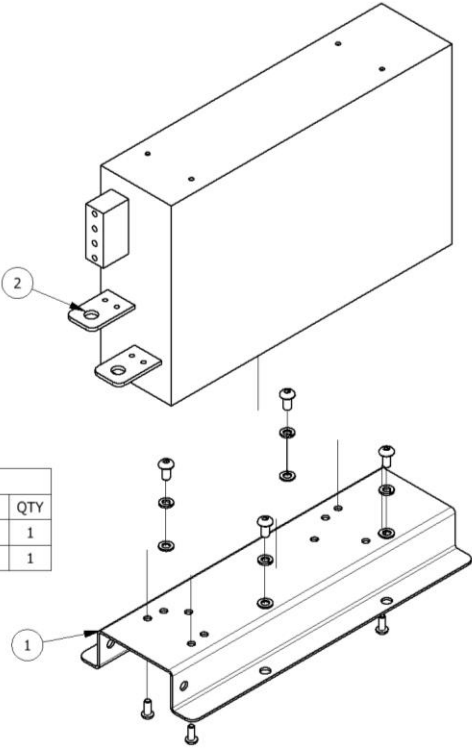
LEG SUPPORT, LED BASE BRACKET 1 AND 2

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Frame_Bottom_Leg_Support	HSH-FM-055-R1	1
2	Frame_Bottom_Support_Bracket	HSH-FM-056-R1	1
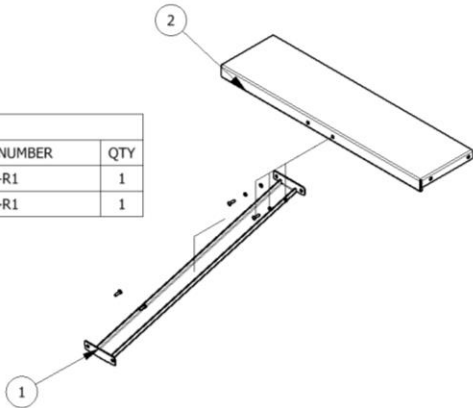
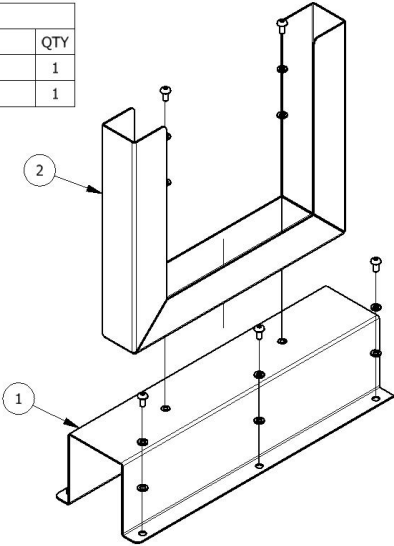| PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	FrontEnclosure-LED_Base_Bracket1	HSH-FM-045-R1	1
2	LED Base Cover1	HSH-FP-016-R0	1
3	LED_BaSE1	LED_BaSE1	1
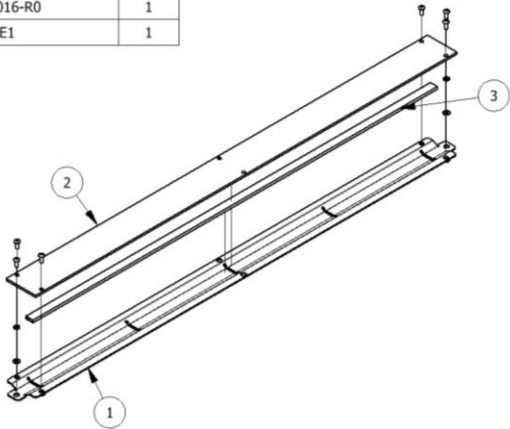
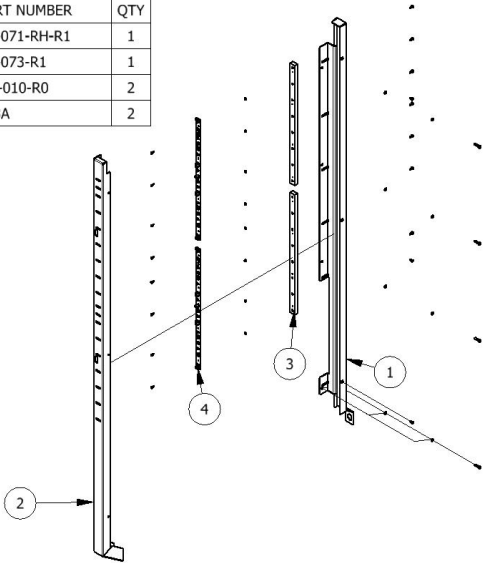| PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	FrontEnclosure-LED_Base_Bracket2	HSH-FM-046-R0	1
2	LED Base Cover2	HSH-FP-017-R0	1
3	LED_BaSE2	LED_BaSE2	1
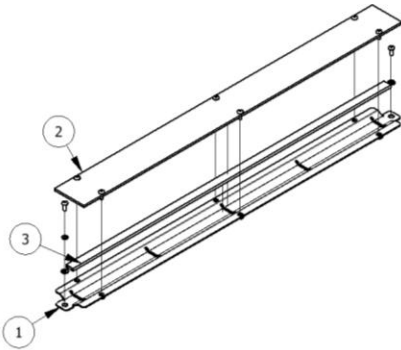
# TICKET HOLDER, SIDE SENSOR BRACKET RIGHT AND LEFT

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Ticket Holder_Mounting_Bracket	HSH-FM-043-R0	1
2	TICKET HOLDER	HSH-FM-044-R1	1

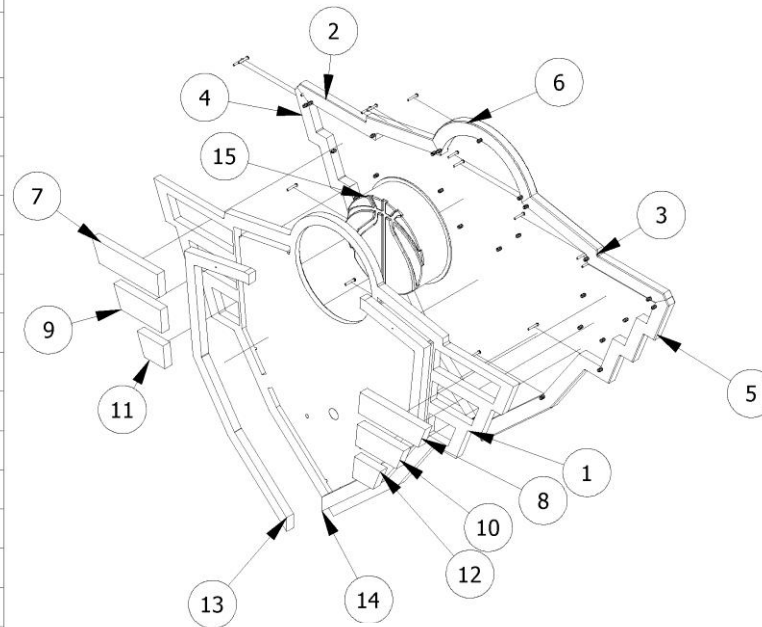| PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Side Sensor Bracket_RH	HSH-FM-071-RH-R1	1
2	Side Sensor Receiver_Cover	HSH-FM-073-R1	1
3	Front_Sensor_Spacer	HSH-FW-010-R0	2
4	PCB FB213A IR Deceiver	BAFB213A	2

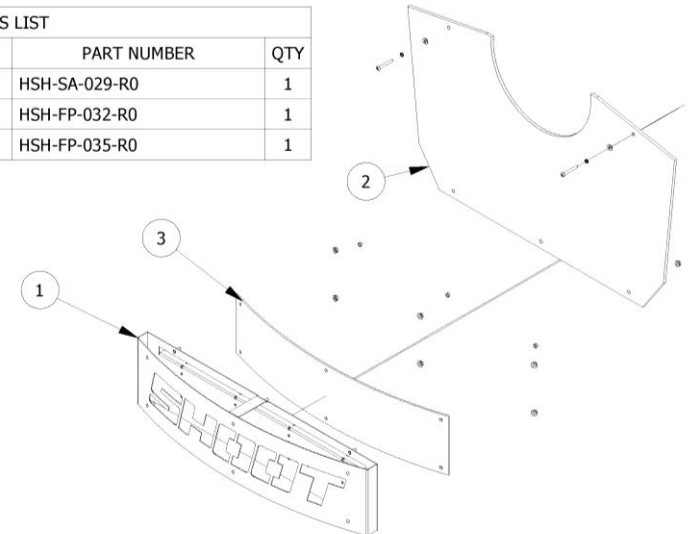| PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Side Sensor Bracket_LH	HSH-FM-071-LH-R1	1
2	Side Sensor Transmitter_Cover	HSH-FM-072-R1	1
3	PCB FB213B IR Transmiter	BAFB213B	2
4	Front_Sensor_Spacer	HSH-FW-010-R0	2

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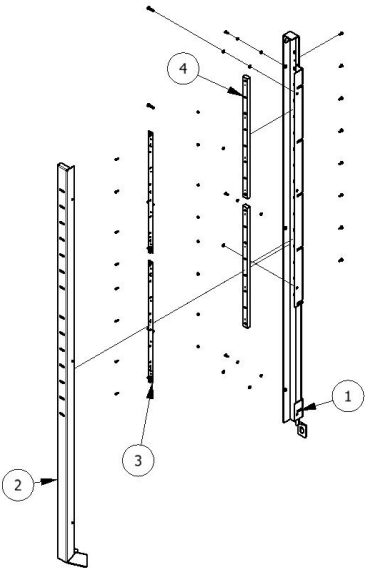
MARQUEE BASE AND DISPLAY

| PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Base Marquee	HSH-FW-017-R0	1
2	Edge 1 R	HSH-FP-021-R0	1
3	Edge 1 L	HSH-FP-022-R0	1
4	Edge 2 R	HSH-FP-023-R0	1
5	Edge 2 L	HSH-FP-024-R0	1
6	Edge 3	HSH-FP-025-R0	1
7	Wing 1 R	HSH-FP-026-R0	1
8	Wing 1 L	HSH-FP-027-R0	1
9	Wing 2 R	HSH-FP-028-R0	1
10	Wing 2 L	HSH-FP-029-R0	1
11	Wing 3 R	HSH-FP-030-R0	1
12	Wing 3 L	HSH-FP-031-R0	1
13	Acrylic Liner R	HSH-FP-033-R0	1
14	Acrylic Liner L	HSH-FP-034-R0	1
15	Plastic Vacum	HSH-FP-036-R0	1

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Bracket Acrylic Display SA	HSH-SA-029-R0	1
2	Marquee acrylic display	HSH-FP-032-R0	1
3	Shoot Acrylic cover	HSH-FP-035-R0	1

FULL MARQUEE ASSEMBLY

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Assy Base Marquee	HSH-ASSY-033-R0	1
2	Display Marquee Assy	HSH-ASSY-034-R0	1
3	Marquee support L SA	HSH-SA-030-LH-R0	1
4	Marquee support R SA	HSH-SA-030-RH-R0	1
5	Side led bracket R	HSH-FM-092-R0	1
6	Side led bracket L	HSH-FM-093-R0	1
7	Marquee led bracket 1	HSH-FM-094-R0	2
8	Marquee led bracket 2	HSH-FM-095-R0	2
9	Marquee cover	HSH-FM-096-R0	1
10	Center led bracket	HSH-FM-097-R0	1
11	Lower led bracket	HSH-FM-098-R0	1
12	Wood spacer	HSH-FW-018-R0	1
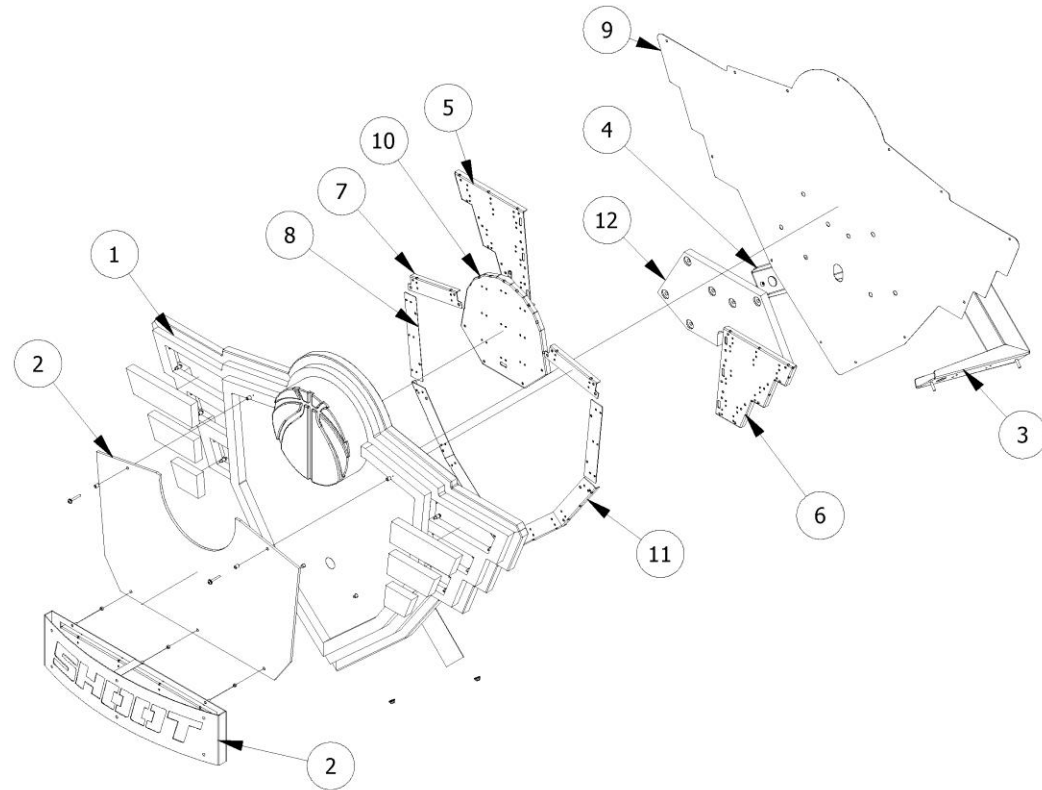
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IF MAKING A WARRANTY CLAIM:
(a)   A copy of the sales invoice must accompany the claim.
(b)   To and from transport and freight costs are not covered by the warranty.
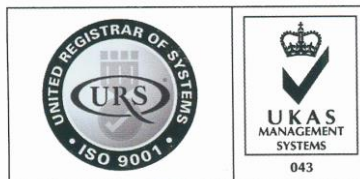(c)   Warranty is not transferable with the sale of a machine from one owner to another.

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