

SHOOT TO WIN Junior

1 Hoop



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FEATURES:

1. Play in 1 Player Mode. Press 1P when enough coins are inserted to give a credit.
2. Play in 2 Player Mode. Press 2P when enough coins are inserted to give a credit.
3. Game has 3 levels of game play. When enough points are scored, the game will continue to 2nd level. When enough points are scored in the 2nd level, the game will continue on to the 3rd level of play.
4. When a players score reaches the high score for the 3rd level, the game will play a “winning tune”.
5. Game Time and Points Level can easily be configured using the console buttons and the game display.

Setting Game Time and Point Levels

1. Press and HOLD the “Free Play Button” then reboot the game.
2. Release the “Free Play Button” after the game powers up.
3. Press the “TEST” button to cycle between 1ST Level, 2ND Level, & 3RD Level Modes

I. Setting the 1ST Level Game Time and Points

A. S1: **GAME TIME** {Set the 1ST Level Game Time. 30 to 100 seconds}

1. Press the 1P (Player 1) button to Increase the time
2. Press the 2P (Player 2) button to Decrease the time

NOTE: Press the “Free Play” button to continue to the 1ST Level points mode.

B. S1: **SCORE** {Set the 1ST Level Points: 20 to 250 Points}

1. Press the 1P (Player 1) button to Increase the score
2. Press the 2P (Player 2) button to Decrease the score

NOTE: Press the “TEST” microswitch button to continue to the 2ND Level mode.

II. Setting the 2ND Level Game Time and Points

A. S2: **GAME TIME** {Set the 2ND Level Game Time: 30 to 100 seconds}

1. Press the 1P (Player 1) button to Increase the time
2. Press the 2P (Player 2) button to Decrease the time

NOTE: Press the “Free Play” button to continue to the 2ND Level points mode.

B. S2: **SCORE** {Set the 2ND Level Points: 10 to 250 Points more than 1ST Level}

1. Press the 1P (Player 1) button to Increase the score
2. Press the 2P (Player 2) button to Decrease the score

NOTE: Press the “TEST” button to continue to the 3RD Level mode.

Setting Game Time and Point Levels { continued }

III. Setting the 3RD Level Game Time and Points

C. S3: **GAME TIME** {Set the 3RD Level Game Time: 30 to 100 seconds}

1. Press the 1P (Player 1) button to Increase the time
2. Press the 2P (Player 2) button to Decrease the time

NOTE: Press the “Free Play” button to continue to the 3RD Level points mode.

D. S3: **SCORE** {Set the 3RD Level Points: 10 to 250 Points more than 2ND Level}

1. Press the 1P (Player 1) button to Increase the score
2. Press the 2P (Player 2) button to Decrease the score

MASTER BOARD DIP SWITCH SETTINGS

| SWITCH 1 | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|-----------------------|--|--------------------------------------|-------------------------------|-------------------------------|-------------------------------|-------------------------------|-------------------------------|------------------|------------|
| COIN MECH 1 | 1 COIN = 1 CREDIT 1 COIN = 2 CREDITS 1 COIN = 5 CREDITS 1 COIN = 1/2 CREDIT | <u>OFF</u> ON <u>OFF</u> ON | <u>OFF</u> OFF ON ON | | | | | | |
| COIN MECH 2 | 1 COIN = 1 CREDIT 1 COIN = 2 CREDITS 1 COIN = 5 CREDITS 1 COIN = 1/2 CREDIT | | | <u>OFF</u> ON OFF ON | <u>OFF</u> OFF ON ON | | | | |
| # OF CREDITS PER PLAY | 1 CREDIT 2 CREDITS 3 CREDITS 4 CREDITS | | | | | <u>OFF</u> ON OFF ON | <u>OFF</u> OFF ON ON | | |
| ATTRACT MUSIC | NO YES | | | | | | | <u>OFF</u> ON | |
| RESERVED | DO NOT CHANGE | | | | | | | | <u>OFF</u> |

SWITCH 1 DIP SWITCH SETTING DESCRIPTIONS

COIN MECH 1

DIP Switch SW1 #1 and #2 will set the number of credits per coin for the 1ST coin mech

COIN MECH 2

DIP Switch SW1 #3 and #4 will set the number of credits per coin for the 2ND coin mech

OF CREDITS PER PLAY

DIP Switch SW1 #5 and #6 will set the number of credits required for 1 game.

ATTRACT MODE

If SW1 #7 is OFF, the attract music will be disabled and will NOT be heard.

If SW1 #7 is ON, the game will be enabled.

Gate Motor Configuration

GATE ILLUSTRATION

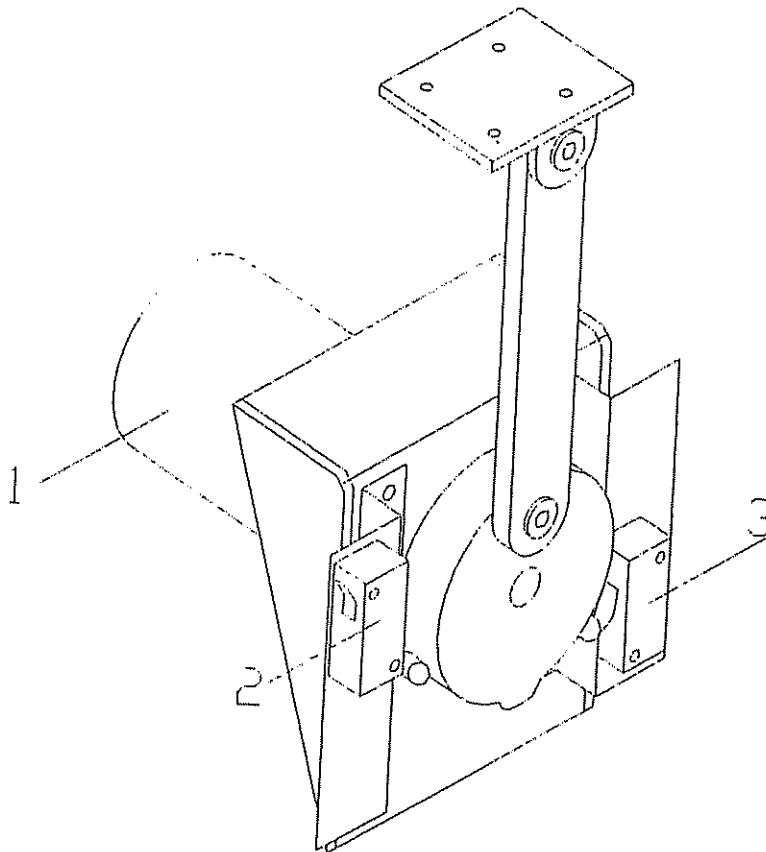
1. Gate Door AC Motor
2. Gate Door Down Limit Switch
3. Gate Door Up Limit Switch

GATE MOTOR INFORMATION

1. The gate motor rotates in a single counter-clockwise direction.
2. The ball gate must stop in the up position when the game is powered up.

GATE MOTOR TEST MODE

1. Press the TEST button when the game is "ON" to enter the test mode
2. Press the FREE PLAY button to test the Gate Motor UP and DOWN function.
3. Press the TEST button again to Exit the Gate Motor Test Mode



OPTICAL SENSOR CHECK

1. WHEN " ERROR 15" APPEARS, TOP SENSOR IS DOWN OR " ERROR 16 ", DOWN SENSOR IS DOWN
---SENSOR IS BLOCKED OR REFLECTOR IS OFF OR DIRTY.
-- PLEASE CLEAN SENSOR OR CHECK REFLECTOR.

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

A. POWER UP MACHINE.

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

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

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

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

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

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

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

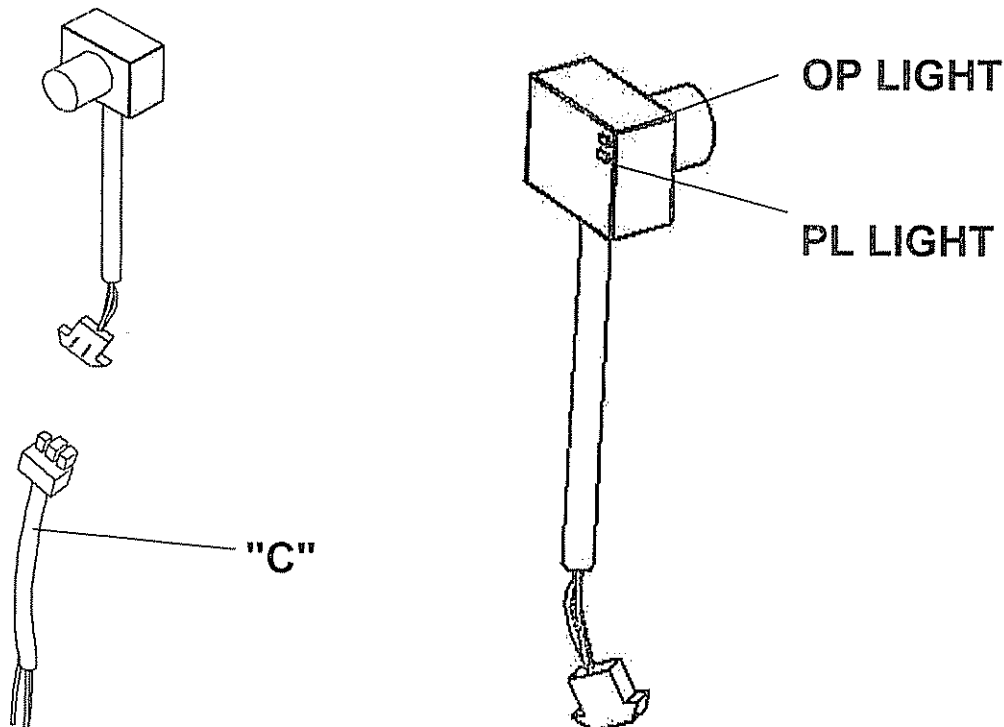
MAIN PCB LED1 MUST BE " ON "--OK.< IF NO, IT MEANS SENSOR WHITE WIRE IS DISCONNECTED
PLEASE REPLACE " C WIRE " AS BELOW.

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

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

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

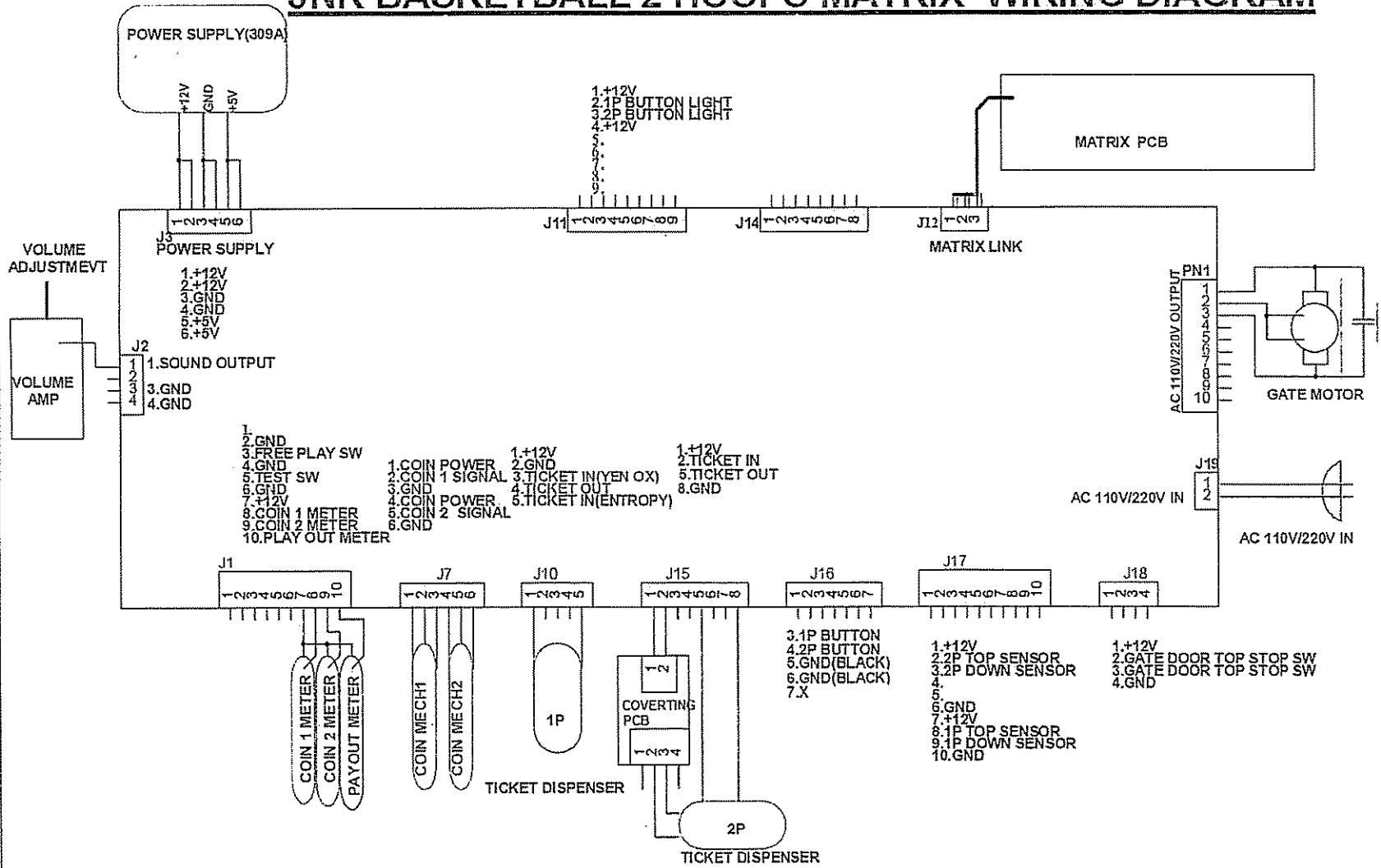
PLEASE WATCH IF CONNECTORS ARE OFF, CHECK WIRE BEFORE REPLACING SENSOR.



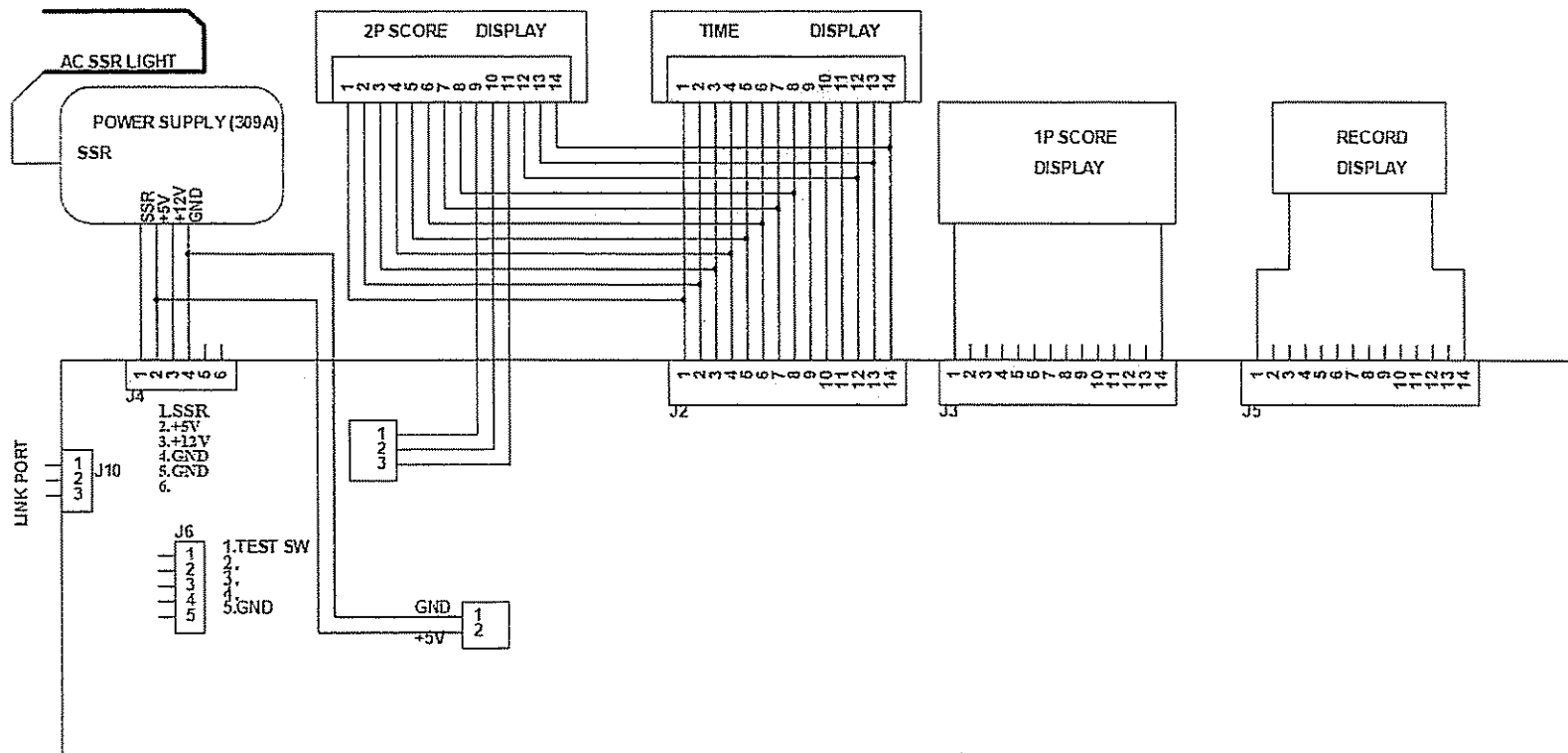
TROUBLE SHOOTING

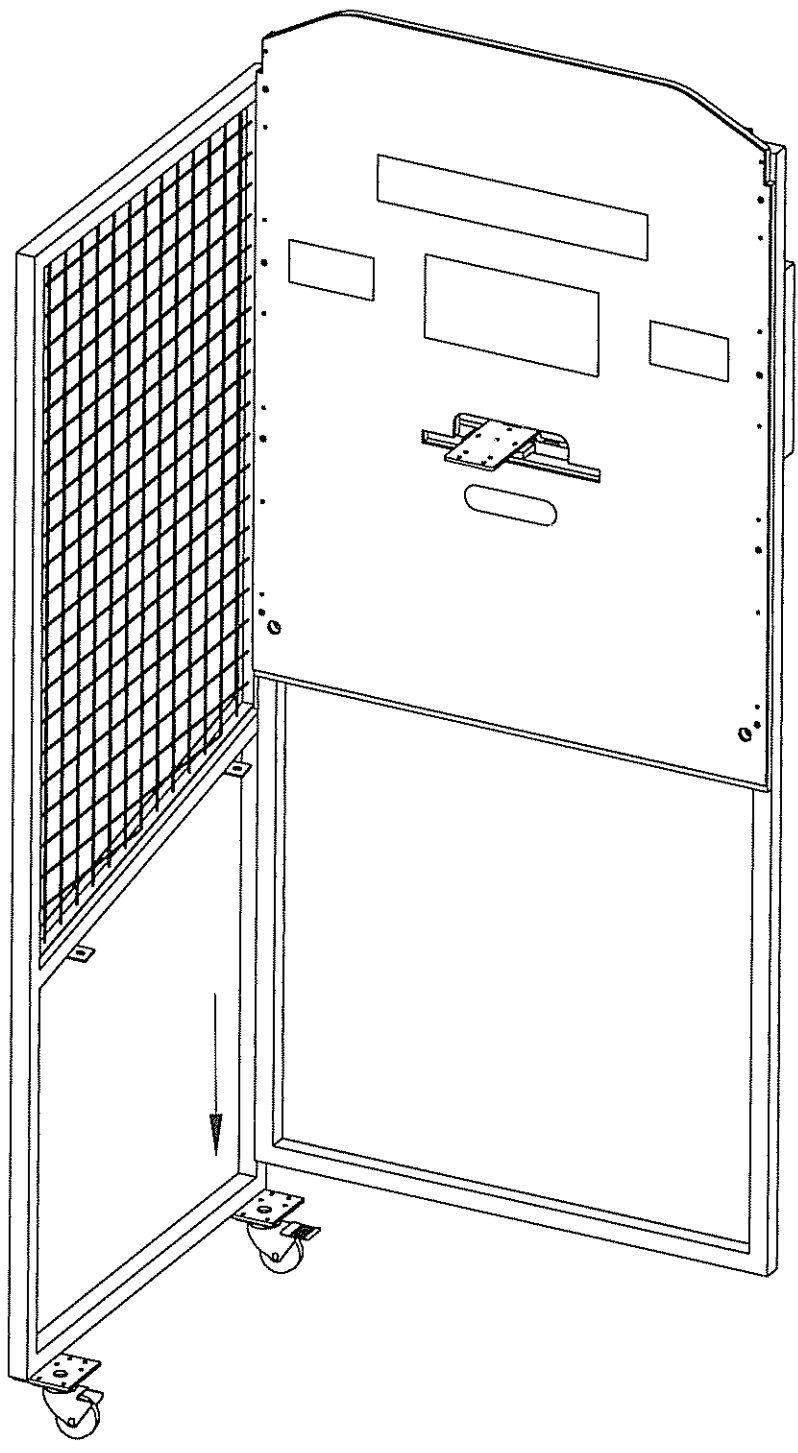
| CODE | ERROR | TROUBLESHOOTING |
|------|----------------------------|--|
| 1 | in meter (1) error | (1) check harness (2) replace meter |
| 2 | in meter (2) error | (1) check harness (2) replace meter |
| 3 | out meter error | (1) check harness (2) replace meter |
| 4 | coin mech (1) error | (1) check harness |
| | | replace coin mech |
| 5 | coin mech (2) error | (1) check harness |
| | | replace coin mech |
| 6 | memory error | replace PCB |
| 7 | memory data destroyed | data RESET(press " free play button " and reboot) |
| 8 | 1P up sensor error | reflector board dirty or sensor can't reflect to reflector board |
| 9 | 1P down sensor error | reflector board dirty or sensor can't reflect to reflector board |
| 10 | 2P up sensor error | reflector board dirty or sensor can't reflect to reflector board |
| 11 | 2P down sensor error | reflector board dirty or sensor can't reflect to reflector board |
| 12 | gate door going up error | adjust gate door going up switch or black screw maybe loose |
| 13 | gate door going down error | adjust gate door going down switch or black screw maybe loose |
| 14 | ticket dispenser 1 | (1) refill ticket (2) check wiring harness |
| | | (3) replace ticket dispenser |
| 15 | ticket dispenser 2 | (1) refill ticket (2) check wiring harness |
| | | (3) replace ticket dispenser |

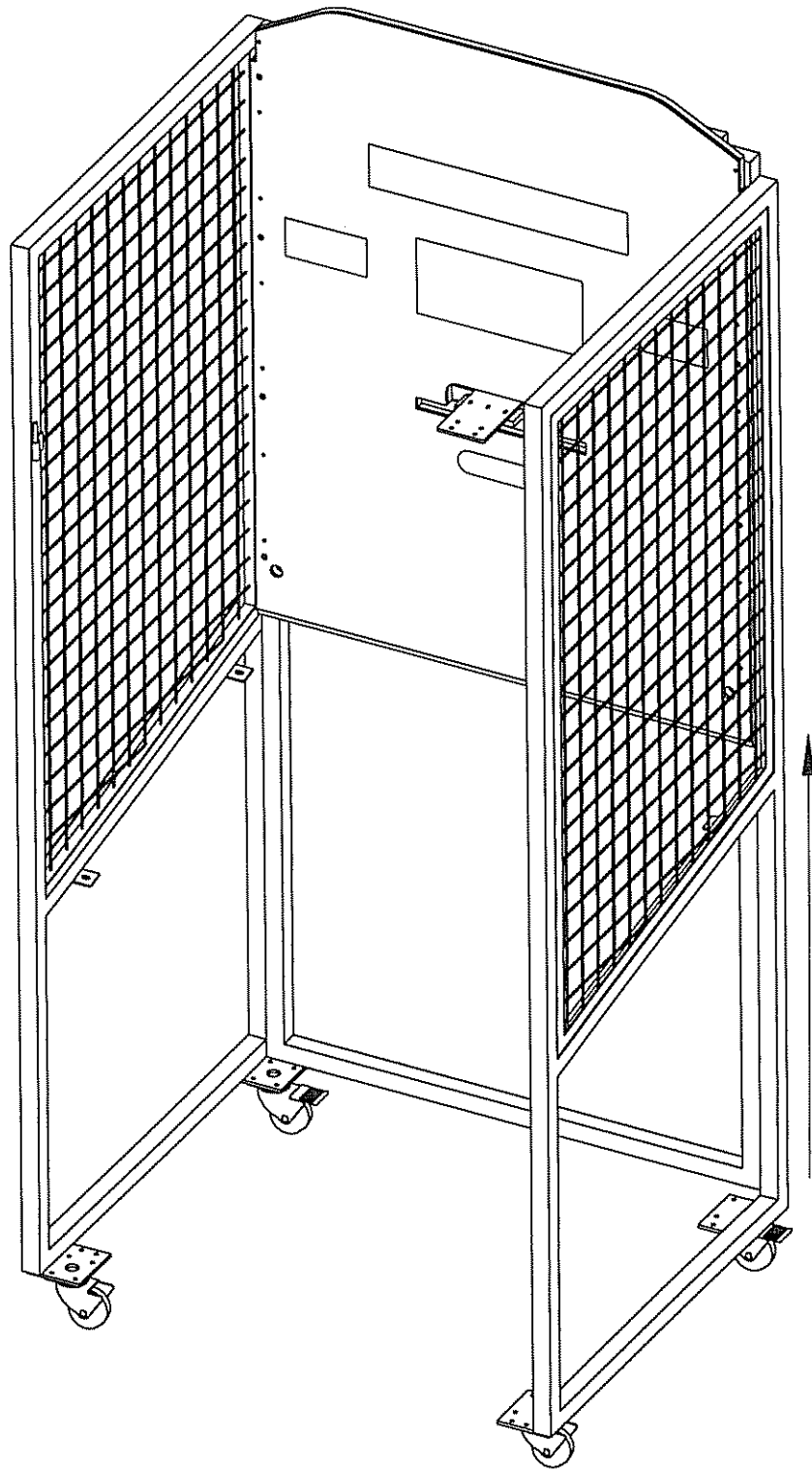
JNR BASKETBALL 2 HOOPS MATRIX WIRING DIAGRAM

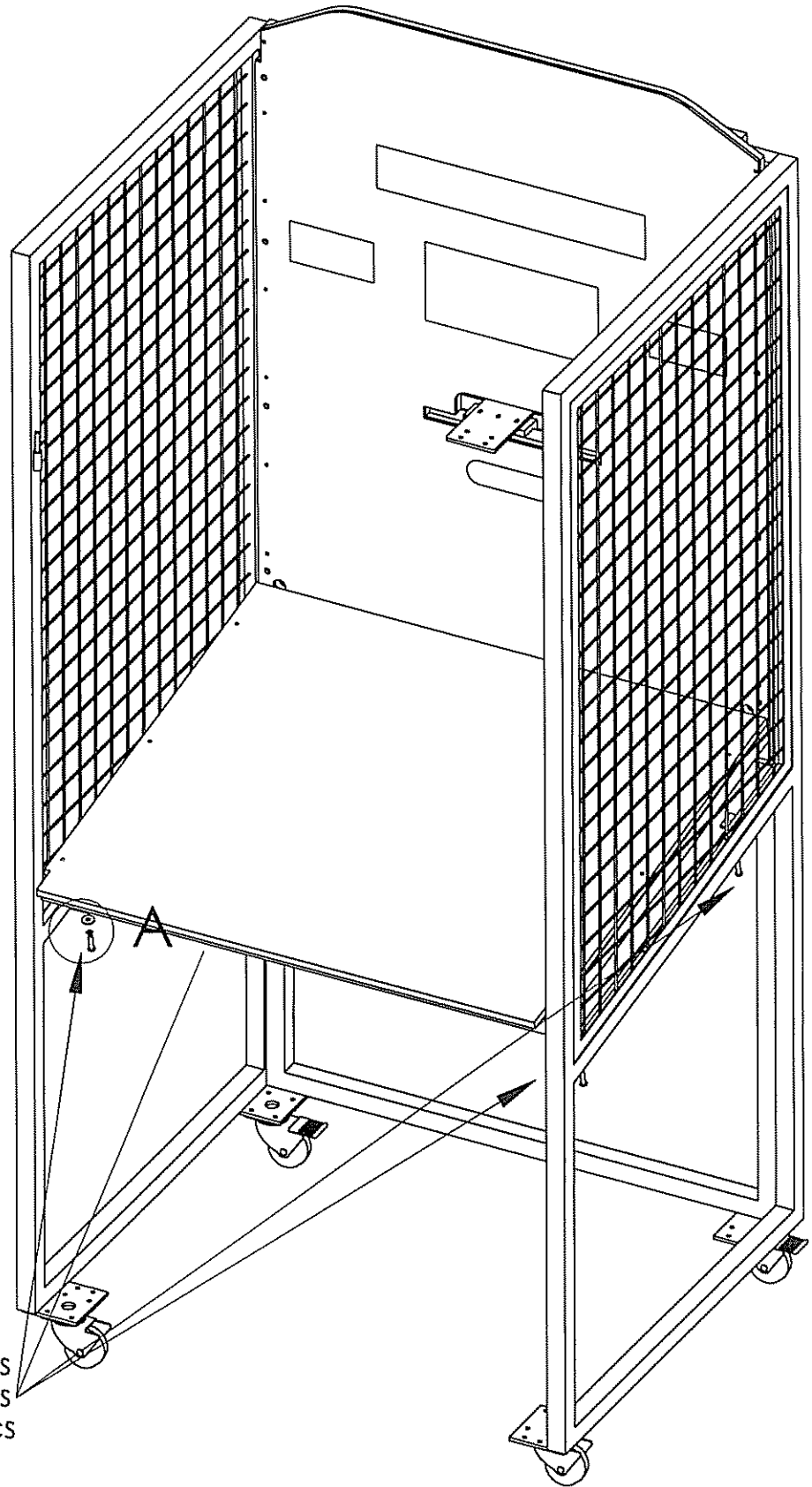


JNR BASKETBALL 2 HOOPS MATRIX WIRING DIAGRAM

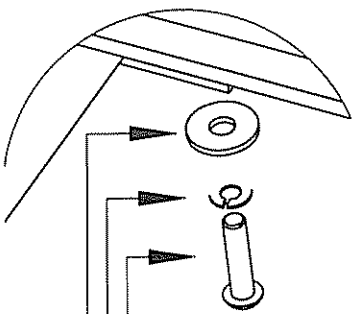




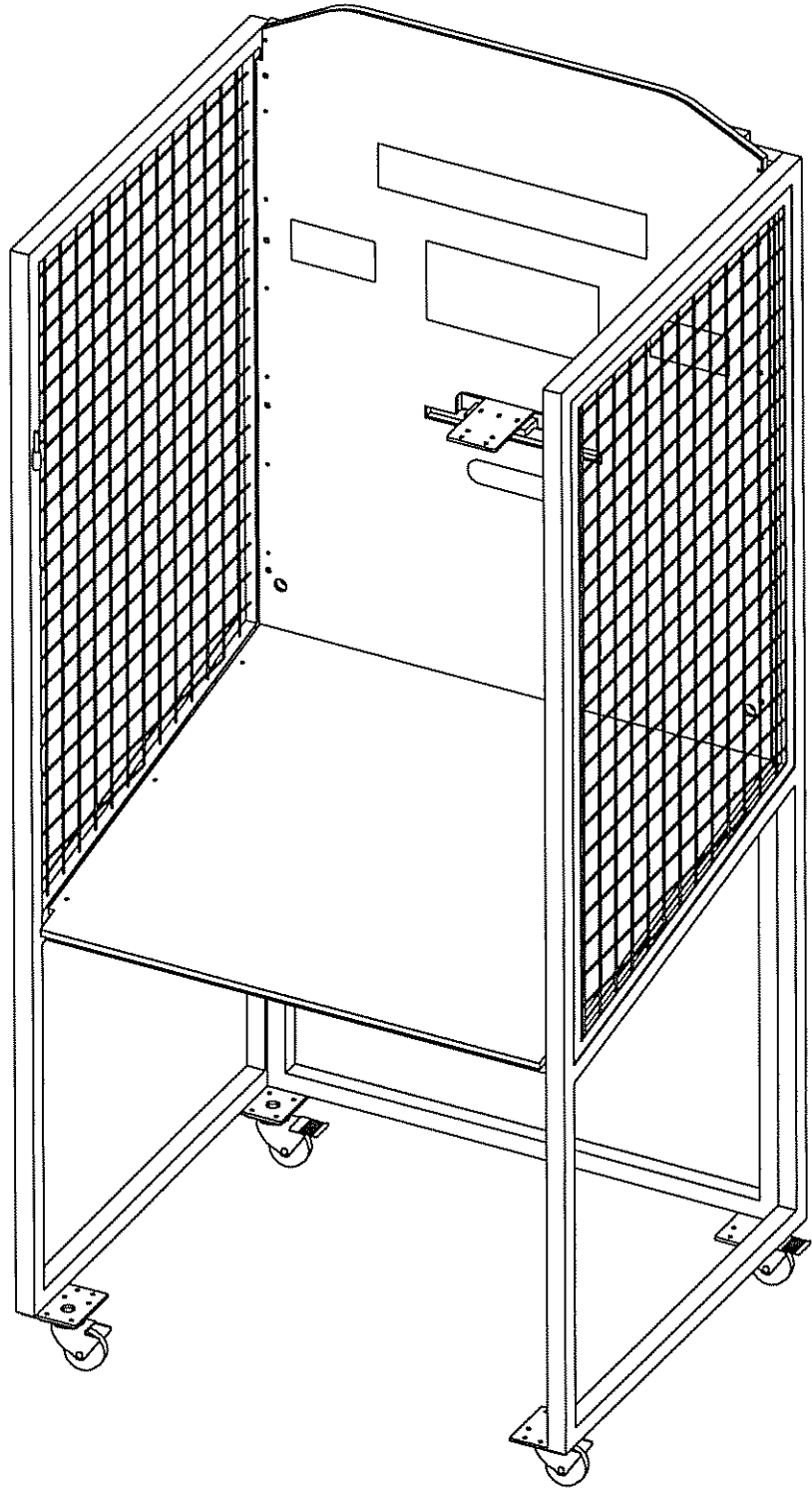


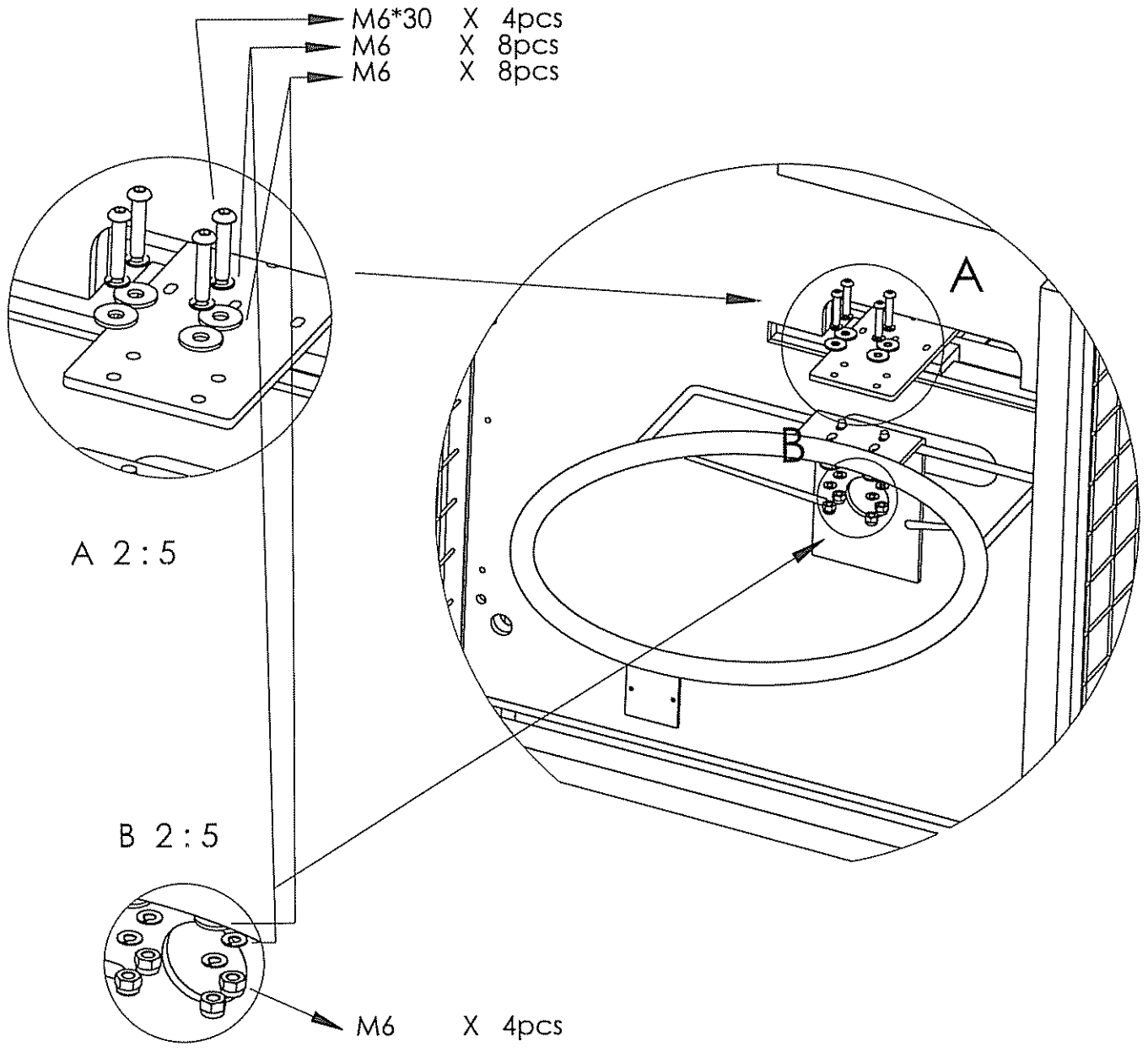


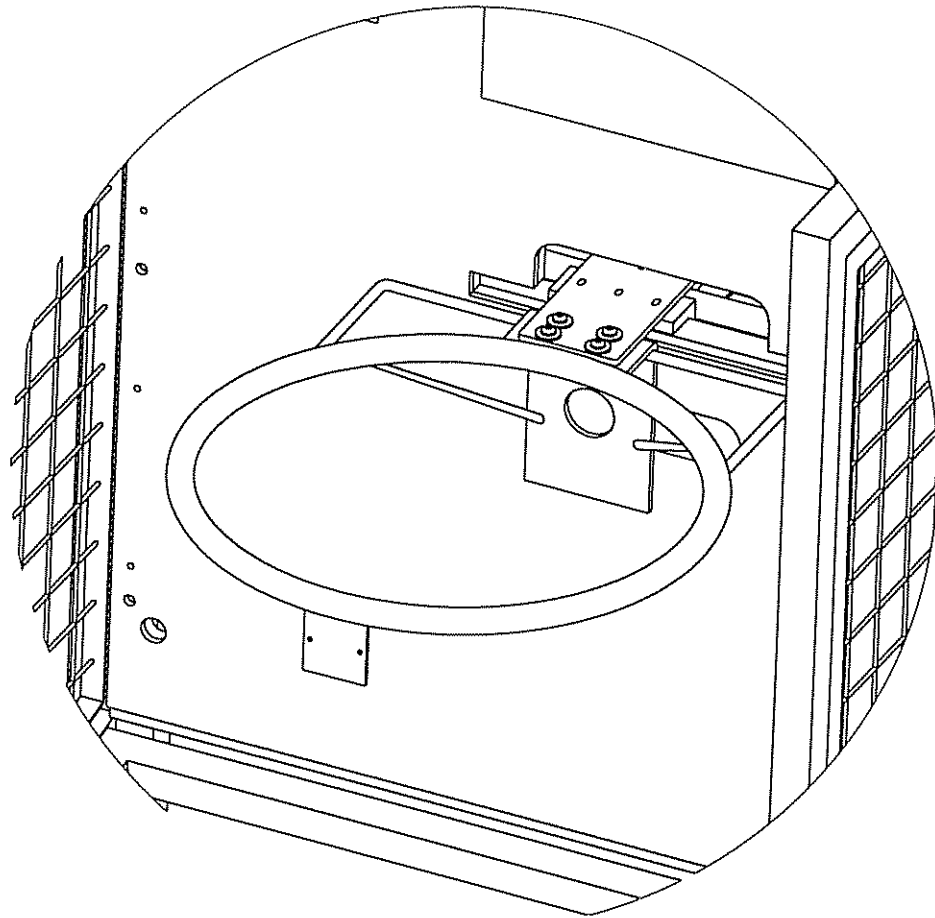
A 1:2



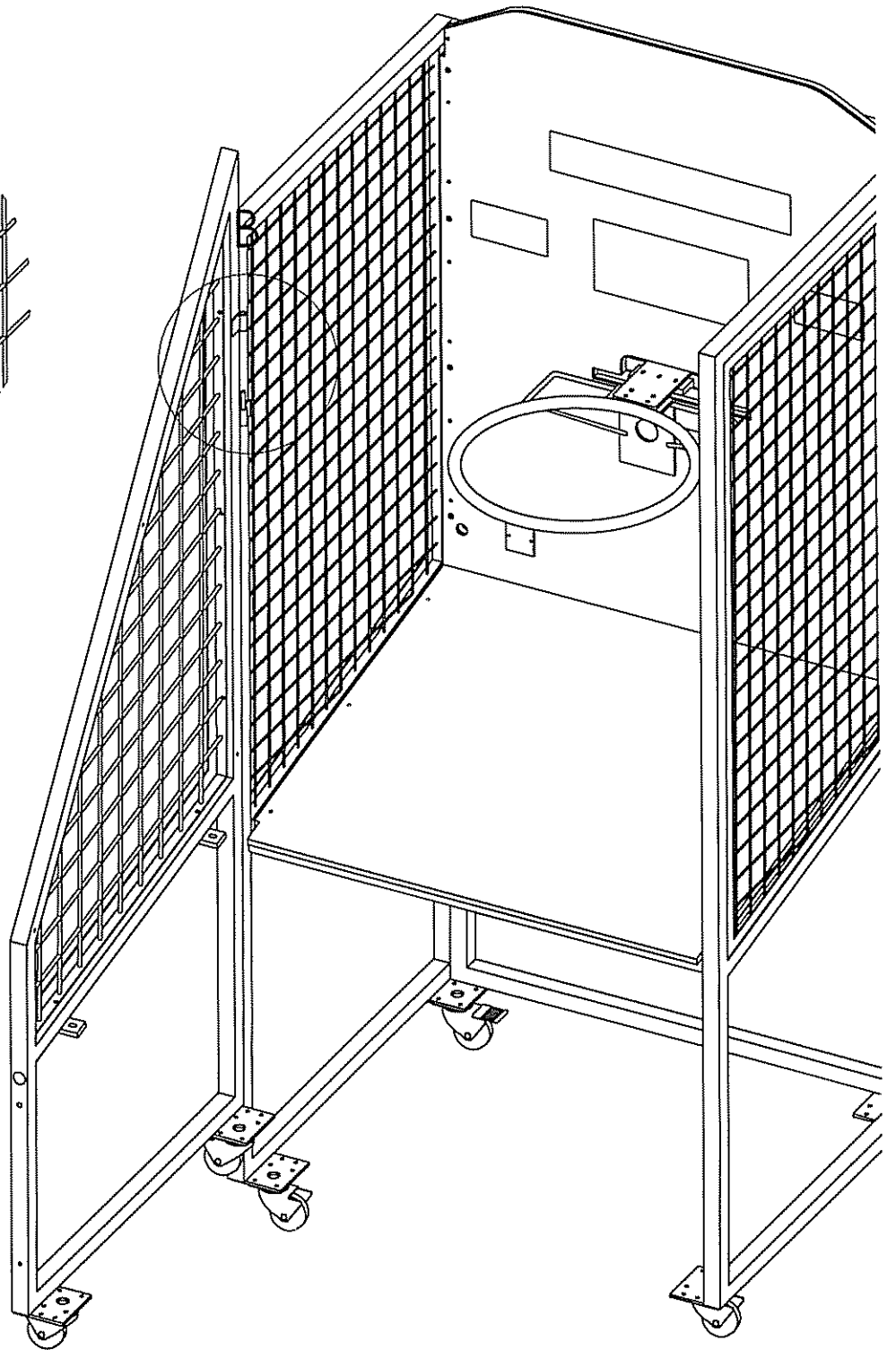
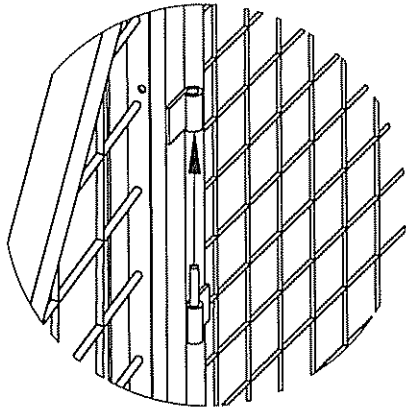
- M6 x 4pcs
- M6 x 4pcs
- M6*25 x 4pcs

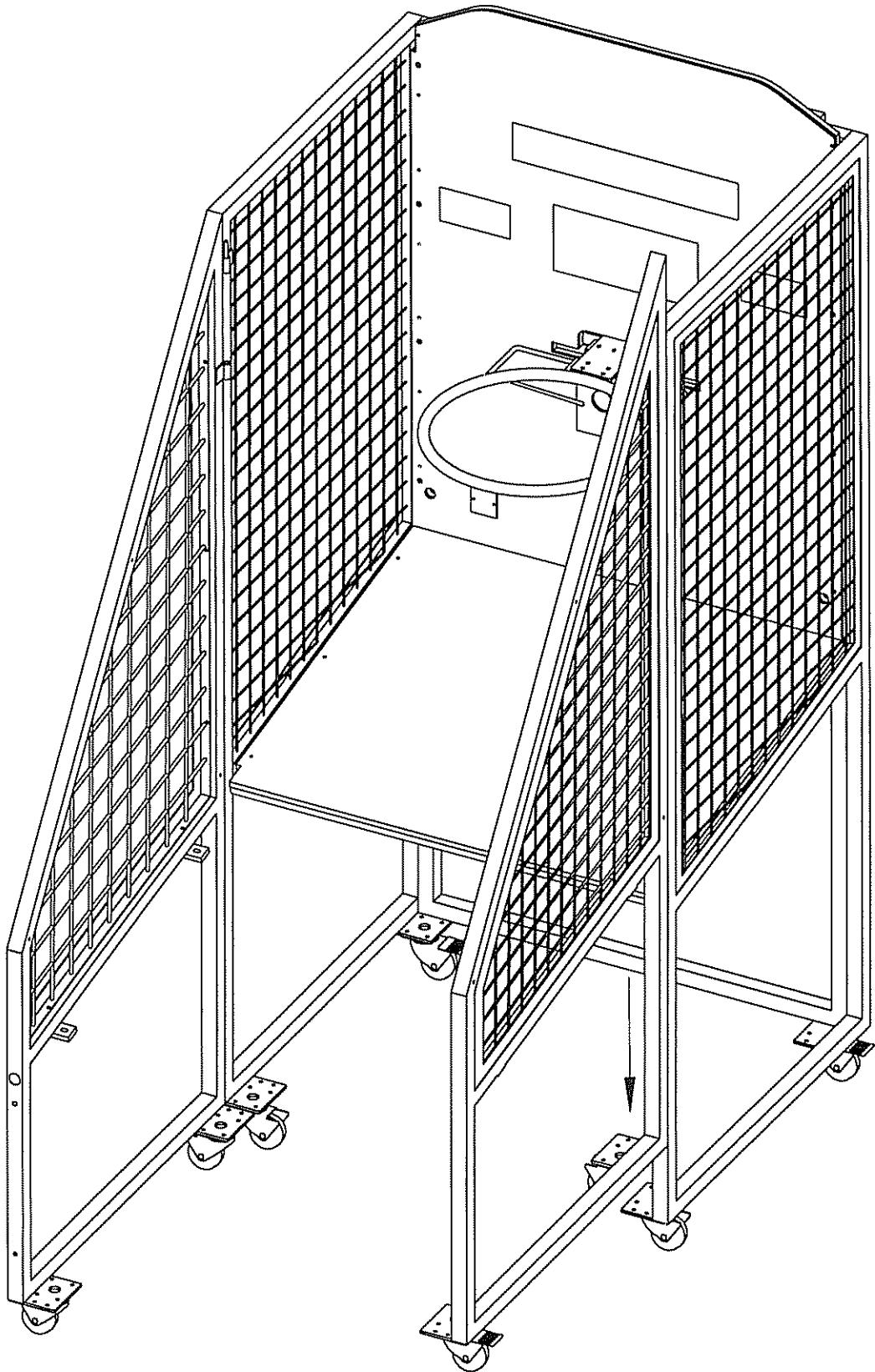


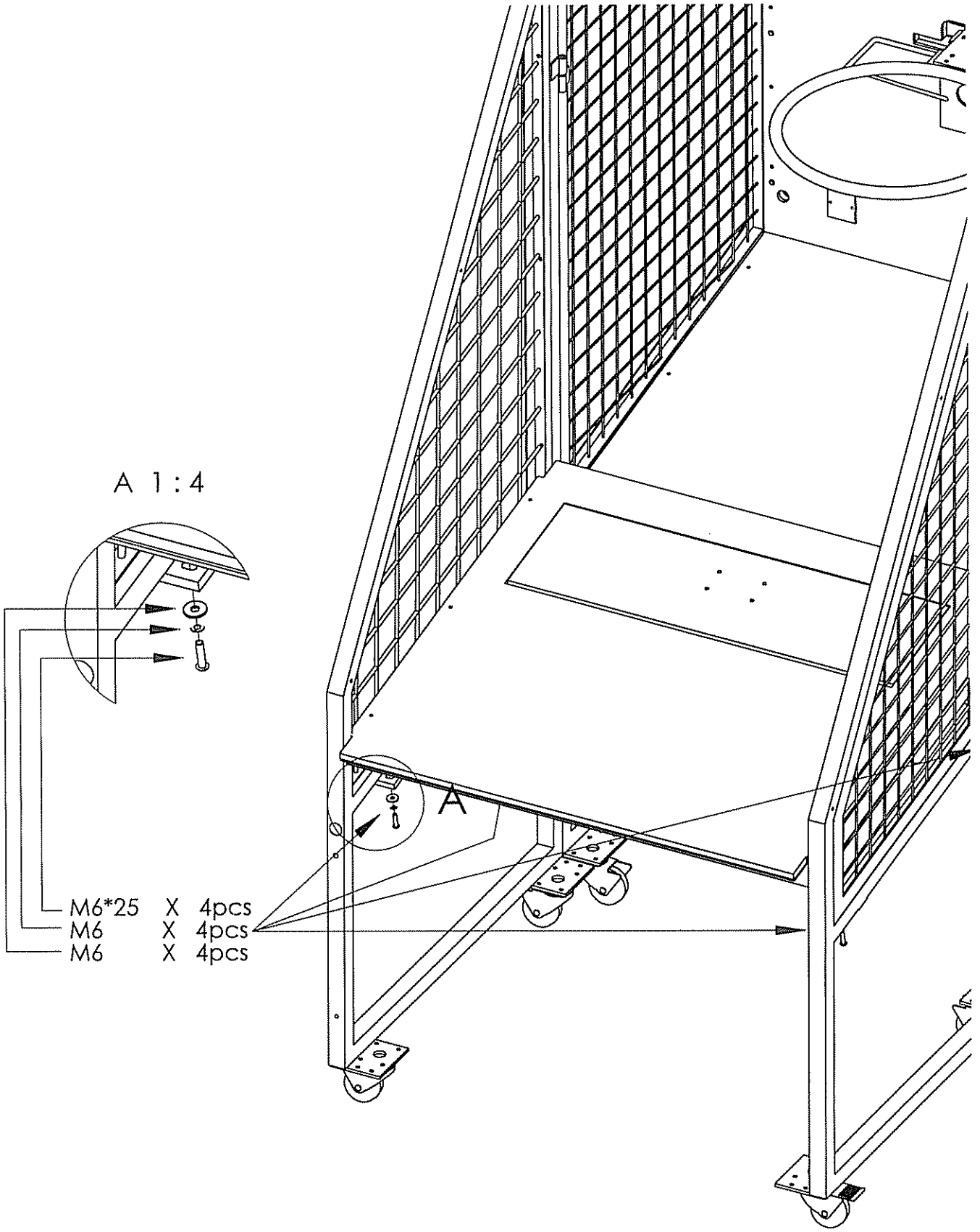




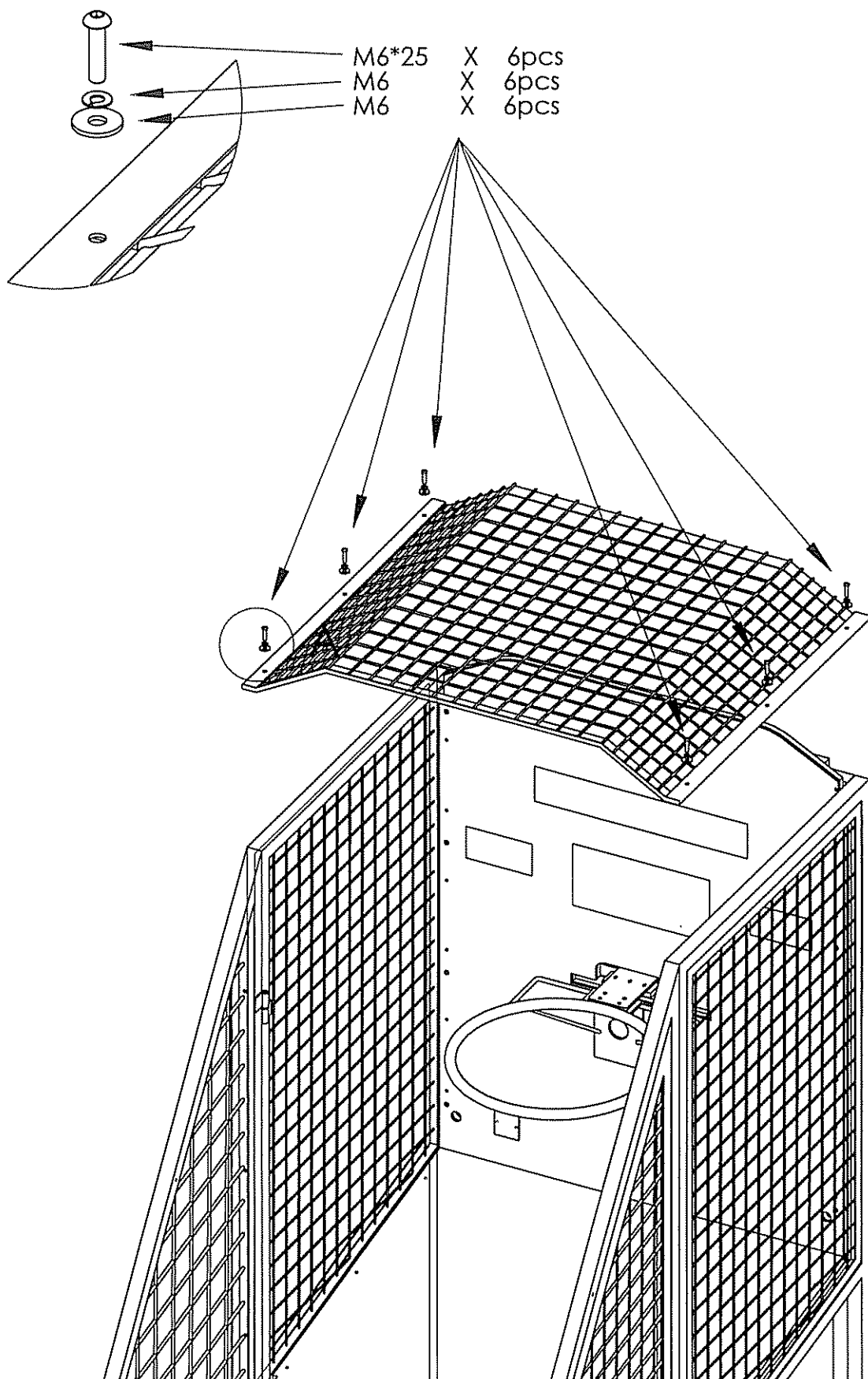
B 1:5



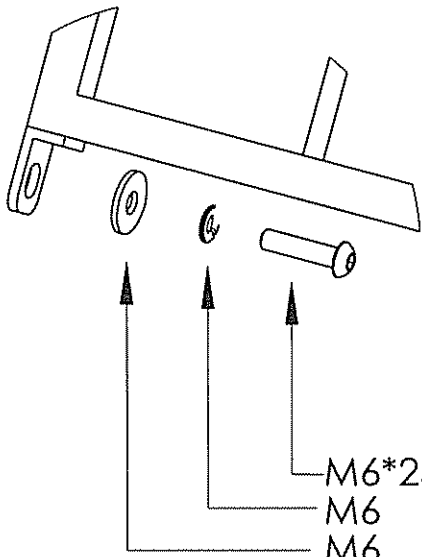




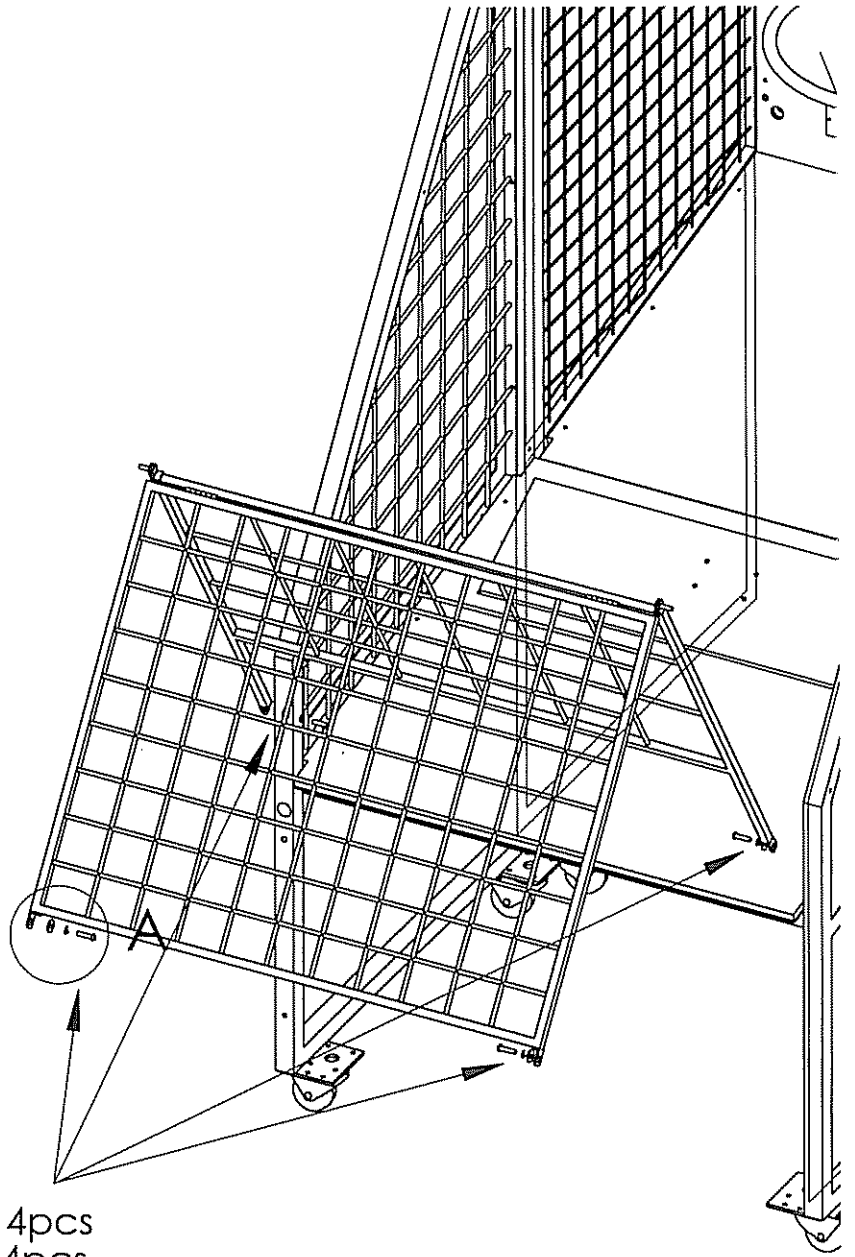
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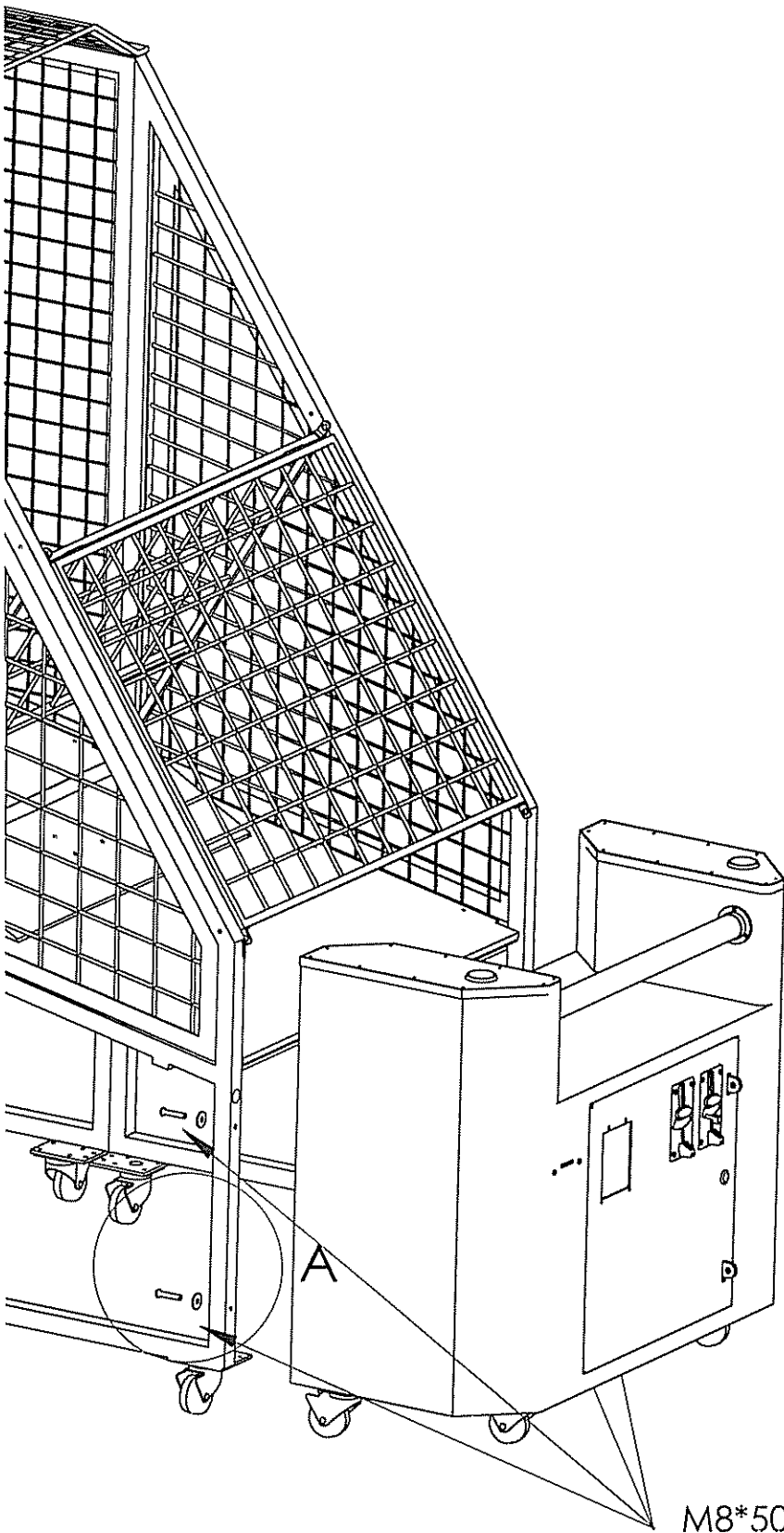


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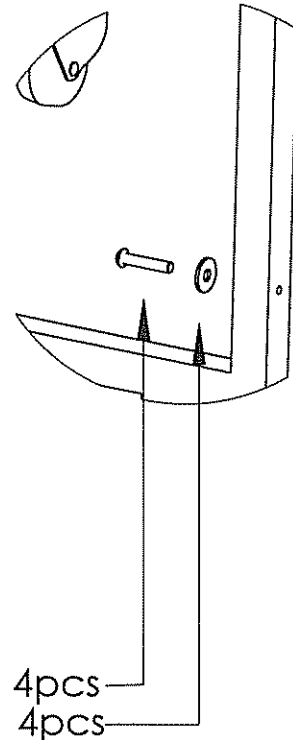


- M6*25 X 4pcs
- M6 X 4pcs
- M6 X 4pcs





A 1:5



M8*50 X 4pcs
M8 X 4pcs

