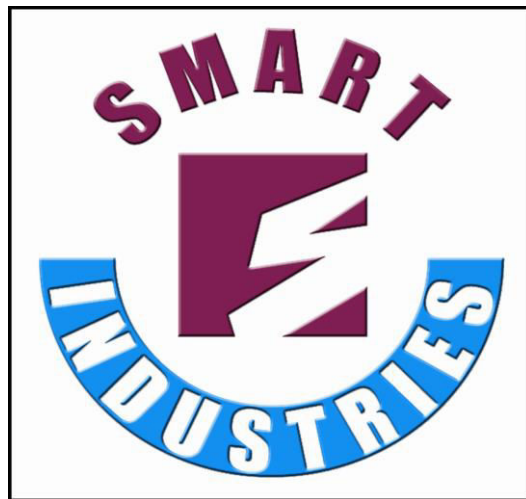




**MANUAL**



MANUAL VERSION : VER (B) TICKETS & PRIZES  
PROGRAM VERSION : HIT\_V6

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## SAFETY NOTICE

This 《Manual》 describes how to install, set up and use this product. It is intended to instruct operator and maintenance personnel to safely and correctly operate the machine. Make sure to follow all the safety and warning instructions described to prevent

- Before connecting the machine to the main supply, verify that the voltage is correct to avoid fires or electric shock.
- DO NOT insert/unplug the power plug abruptly.
- DO NOT touch the plug with damp hands.
- To avoid electric shock and short circuit, DO NOT expose the power cord or ground wire across the passage.
- To avoid fires, DO NOT place any flammable objects close to the power cord.
- When plugging/unplugging the power cord, make sure to hold plug. DO NOT pull on the power cord.
- In the event of frayed power cord, please contact your dealer for replacement.
- DO NOT use fuses or parts that are not recommended by the manufacture.
- DO NOT disassemble, change and modify the machine without authorization. Inappropriate handling of the machine will cause damage to the machine and injury threat to players and spectators.
- Please check and maintain the machine regularly.
- DO NOT use any other subject to hit the machine expect the standard game hammer.
- Standing or climbing on the machine is prohibited in anytime to avoid any injury threat to players.

# SPECIFICATION

1.VOTAGE : 110V / 220V  
FREQUENCY : 50 / 60 HZ

## 2.DIMENTIONS

GAME CABINET : 44.5 in. (W) x 32.75 in. (D) x 75 in. (H)  
PRIZE CABINET : 23.75 in. (W) x 24 in. (D) x 54.25 in. (H)

## 3.EQUIPMENT :

DOUBLE COIN ACCEPTER  
TICKET DISPENSER  
PRIZE CABINET

# COMPOENET

ITEM	DESCRIPTION	UNIT	REMARK
1	MANUAL	1	
2	KEY (2735)	2	
3	POWER LINE	1	

## FEATURE :

1. With 3 different classic legendary monster, moving up and down by electric coil, the sensor induct the hitting signal to score.
2. Minimum score requested to pass each level, 2 level maximum available.
3. Game time and score setting available, easy set with Pin switch.
4. Different monster with different sound when punched.
5. Different music plays for your level of score when game over, to rich in entertainment.

## Sound play for grade :

Top scores : Over 81 score

Second scores : 61~80 score

Third scores : 31~60 score

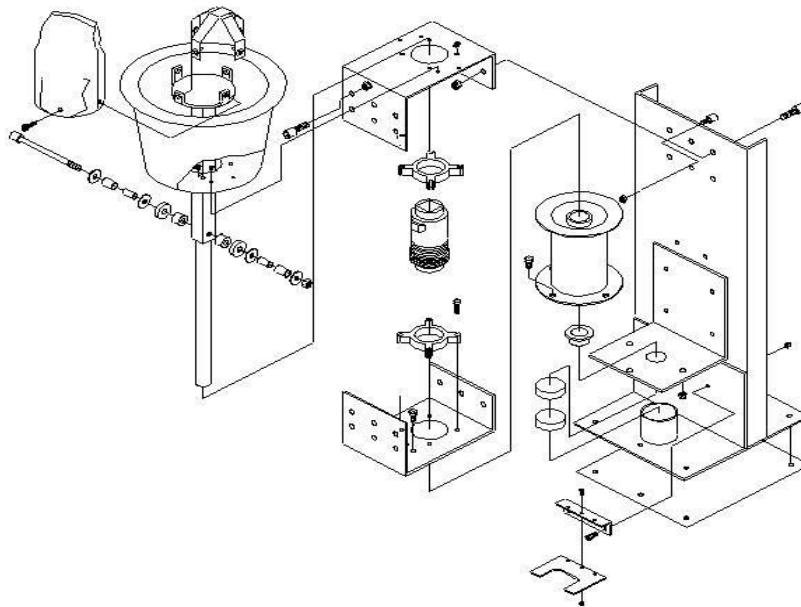
Four scores : 0~30 score

"Add. Toy box on machine side, including A.B.C.D 4 toy poles."

## Instruction:

- 1 Start game after coin inserted, basic score display for toy, Player win the prize when score the basic score.
- 2 Choose Prize: Choose the prize when the prize number light on, also with speech sound guided.  
Prize number 1-4, each number has 3 seconds period. Cyclic progress till player choose the prize. Press the button to choose the prize.
- 3 Attention: System will replace the prize automatically when selected prize error.

# STRUCTURE



SENSOR : Obstruct->MCU induct the signal in LO

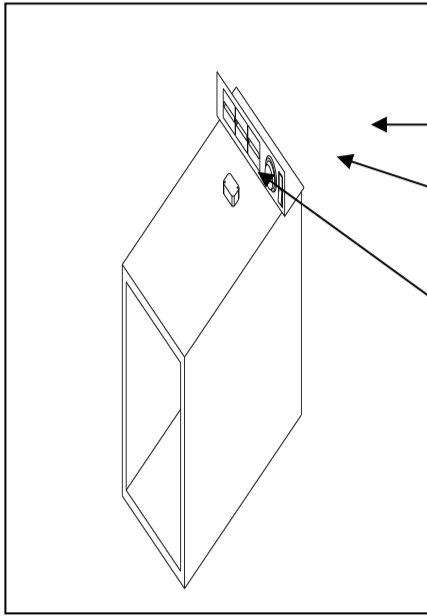
- 1.Press down or pull the doll when game proceed will be not cause any breakdown.
- 2.Malfunction by 1 or 2 of the doll won't effect others.
- 3.Test prograss: Test button on the counter base.  
Press "TEST" button to test each doll, please check the "Elimination of Malfunction" if there have any breakdown.
- 4.The Coil with temperature protection to prevent overheat.

# COUNTER BASE AND COIN ACCEPTER

L: Coin Counter 1

M: Ticket Counter

R: Coin Counter 2



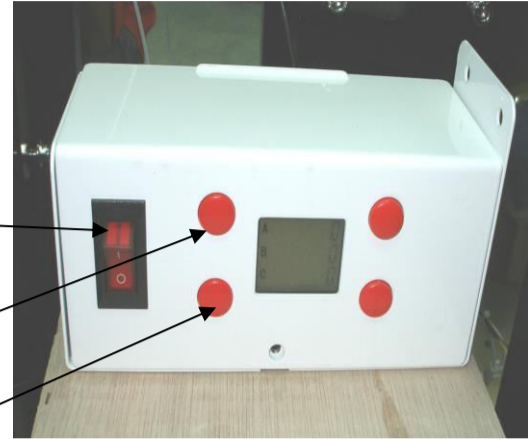
**Power Switch**

**Free Play**

Counter won't activated when button pressed

**Test Switch**

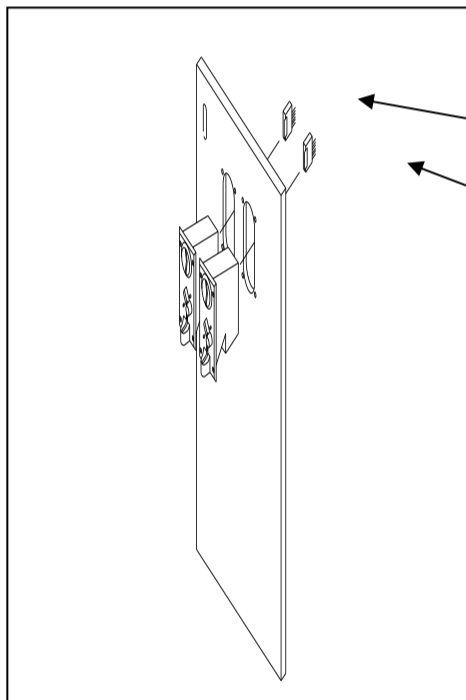
For test the Doll & sensor active functional.



A: Coin Counter 1

B: Coin Counter 2

C: Ticket Counter



**Coin Acceptor 1 -White single wire.**

**Coin Acceptor 2 -Gray single wire.**

# **SETTINGS MODE**

## **RESETTING THE HIGH SCORE:**

Turn the machine OFF.

Press and HOLD the "FREE PLAY" button.

Continue HOLDING the "FREE PLAY" button and Turn the Power ON.

Continue HOLDING the "FREE PLAY" button until the Score Display Shows 222

Release the "FREE PLAY" button and the Score Display will show 001

Press the TEST SWITCH to Reset the High Score.

Turn the power OFF then ON to go back to game play.

## **RESETTING ACCUMULATED WIN RATE:**

Turn the machine OFF.

Press and HOLD the "FREE PLAY" button.

Continue HOLDING the "FREE PLAY" button and Turn the Power ON.

Continue HOLDING the "FREE PLAY" button until the Score Display Shows 222

Release the "FREE PLAY" button and the Score Display will show 001

Press the "FREE PLAY" button Again, and the Score Display will show 002

Press the TEST SWITCH to Reset the Accumulated Win Rate.

Turn the power OFF then ON to go back to game play.



# **SETTINGS MODE**

## **TICKET RATE SETTING:**

**Turn the machine OFF.**

**Press and HOLD the “FREE PLAY” button.**

**Continue HOLDING the “FREE PLAY” button and Turn the Power ON.**

**Continue HOLDING the “FREE PLAY” button until the Score Display Shows 222**

**Release the “FREE PLAY” button and the Score Display will show 001**

**Press the “FREE PLAY” button Again, and the Score Display will show 002**

**Press the “FREE PLAY” button AGAIN, and the Score Display will show 003**

**Press the TEST SWITCH to Enter the Ticket Adjustment Mode.**

**The TIME DISPLAY will show the Number of Points required for 1 Ticket.**

**The Points Per Ticket Value will range from 1 to 99.**

**Press the FREE PLAY button to Increase this value.**

**Once the number goes past 99 it will start over at 01.**

**Once you have set your Desired Ticket Rate, press the FREE PLAY button.**

**Then, turn the power OFF then ON to go back to game play.**

### **NOTE:**

**After setting the Points Per Ticket Value, Reset the Accumulated Win Rate.**

# DIP SWITCH SETTINGS

## DIP SW1

**1=ON    0=OFF**

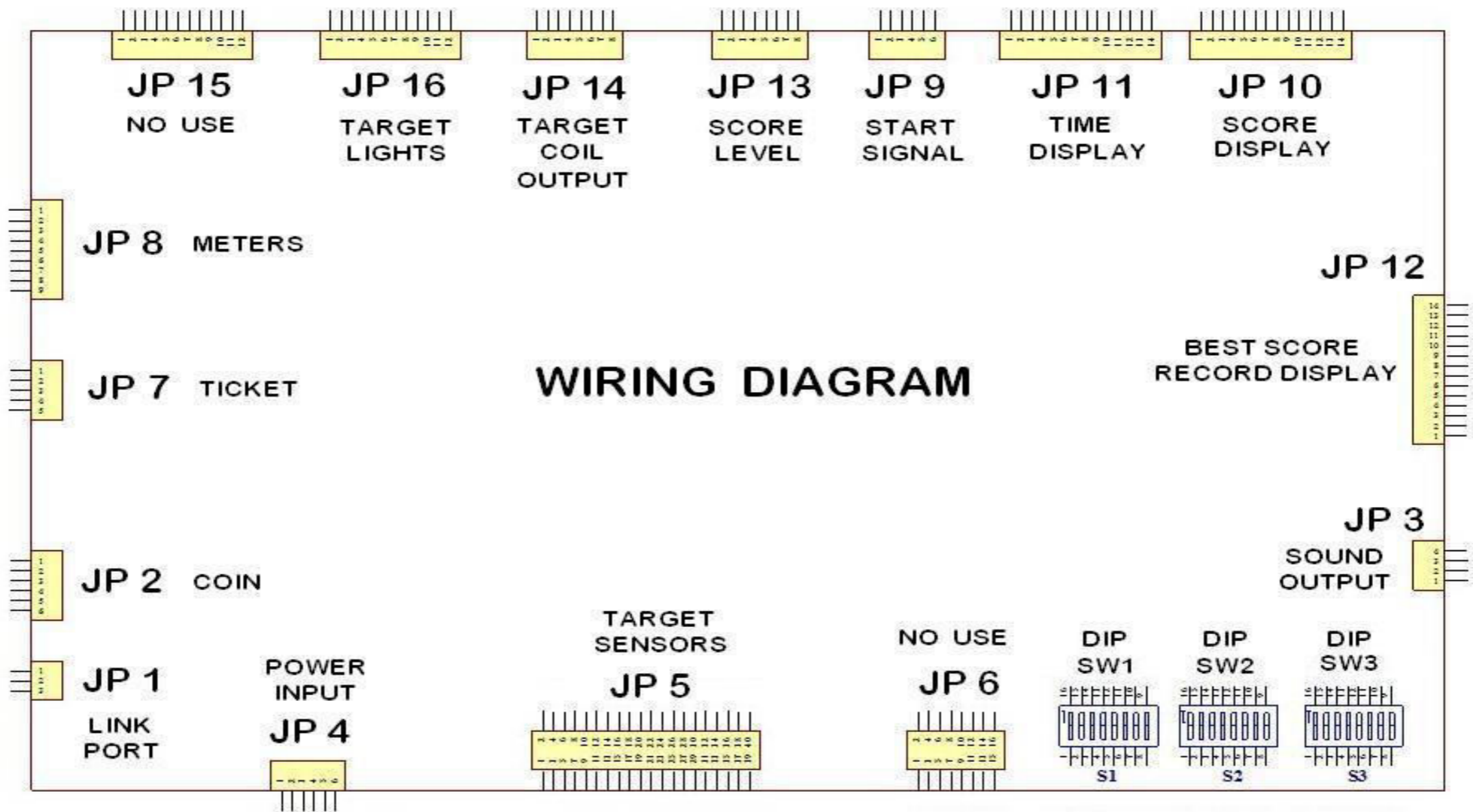
		1	2	3	4	5	6	7	8
<b>COIN MECH 1</b>	1COIN 1PLAY	0	0						
	1COIN 2PLAY	1	0						
	1COIN 4PLAY	0	1						
	1COIN 5PLAY	1	1						
<b>COIN MECH 2</b>	1COIN 1PLAY			0	0				
	1COIN 2PLAY			1	0				
	1COIN 4PLAY			0	1				
	1COIN 5PLAY			1	1				
<b>PER GAME</b>	1 COIN					0	0		
	2 COIN					1	0		
	3 COIN					0	1		
	4 COIN					1	1		
<b>COIN RECORD</b>	Y							0	
	N							1	
<b>TICKET PAYOUT</b>	N								0
	Y								1

## DIP SW2

FUNCTION		1	2	3	4	5	6	7	8
<b>WIN RATE 1 / X</b>	1 PLAY	1							
	2 PLAY		1						
	3 PLAY			1					
	5 PLAY				1				
	10 PLAY					1			
	20 PLAY						1		
	30 PLAY							1	
	50 PLAY								1
	EACH 10 PLAY	0	0	0	0	0	0	0	0

n PLAY/ 1WIN: IF SETTING 7 PLAY/1 WIN, TURN SW2: 2,4 ON. 35 PLAY/1WIN, TURN 4,7 ON.  
 PRIZE RANGE: 121 PLAY/ 1 WIN AS LARGEST.





# WIRING DIAGRAM

## "INPUT" CONNECTORS

### JP 1 LINK PORT

1. RS232 TXD (RED)
2. RS232 RXD (WHITE)
3. GROUND (BLACK)

### JP 2 COIN

1. +V (YELLOW)
2. COIN MECH 1 (WHITE)
3. GROUND (BLACK)
4. +V (YELLOW)
5. COIN MECH 2 (GRAY)
6. GROUND (BLACK)

### JP 4 POWER INPUT

1. +12 VDC (YELLOW)
2. +12 VDC (YELLOW)
3. GROUND (BLACK)
4. GROUND (BLACK)
5. VCC (RED)
6. VCC (RED)

### JP 6 NO USE

1. NO USE
2. GROUND
3. NO USE
4. GROUND
5. NO USE
6. GROUND
7. NO USE
8. GROUND
9. NO USE
10. +12 VDC
11. N / C
12. +12 VDC
13. N / C
14. +12 VDC
15. +12 VDC
16. +12 VDC

### JP 9 START SIGNAL

1. +12 VDC (YELLOW)
2. NO USE LAMP
3. LINKING PLOT (WRITE)
4. NO USE BUTTON
5. LINKING BUTTON (BLUE)
6. GROUND (BLANK)

### JP 5 TARGET SENSORS

1. SCORE SENSOR 1 (BROWN)
2. +12 (YELLOW)
3. SCORE SENSOR 6 (GRAY)
4. +12 (YELLOW)
5. NO USE C1
6. +12 (YELLOW)
7. NO USE D1
8. +12 (YELLOW)
9. SCORE SENSOR 2 (ORANGE)
10. +12 (YELLOW)
11. NO USE B2
12. +12 (YELLOW)
13. NO USE C2
14. +12 VDC
15. NO USE D2
16. +12 VDC
17. SCORE SENSOR 3 (GREEN)
18. +12 VDC
19. NO USE B3
20. +12 VDC
21. NO USE C3
22. GROUND (BLACK)
23. NO USE D3
24. GROUND (BLACK)
25. SCORE SENSOR 4 (BLUE)
26. GROUND (BLACK)
27. NO USE B4
28. GROUND (BLACK)
29. NO USE C4
30. GROUND (BLACK)
31. NO USE D4
32. GROUND (BLACK)
33. SCORE SENSOR 5 (PURPLE)
34. GROUND
35. NO USE B5
36. GROUND
37. NO USE C5
38. GROUND
39. NO USE D5
40. GROUND

### JP 15 NO USE

1. +12 VDC
2. +12 VDC
3. NO USE
4. NO USE
5. NO USE
6. NO USE
7. NO USE
8. NO USE
9. NO USE
10. NO USE
11. NO USE
12. NO USE

# WIRING DIAGRAM

## "OUTPUT" CONNECTORS

### JP 3 SOUND OUTPUT

1. SOUND OUT (WHITE)
2. N / C
3. GROUND
4. GROUND

### JP 7 TICKET

1. +12 VDC (RED)
2. GROUND (BLACK)
3. TICKET SIGNAL (YENOX)
4. TICKET SENSOR (BLUE)
5. TICKET SIGNAL (TECHWAY) (WHITE)

### JP 8 METER

1. GROUND (BLACK)
2. FREE PLAY BUTTON (BROWN)
3. GROUND (BLACK)
4. TEST BUTTON (GREEN)
5. GROUND
6. +12 VDC (YELLOW)
7. COIN METER 1 OUT (BLUE)
8. COIN METER 2 OUT (PURPLE)
9. TICKET OUT METER (GRAY)

### JP 10 SCORE DISPLAY

1. DATA D0 (BLACK)
2. DATA D1 (BROWN)
3. DATA D2 (RED)
4. DATA D3 (ORANGE)
5. DATA D4 (YELLOW)
6. DATA D5 (GREEN)
7. DATA D6 (BLUE)
8. DATA D7 (BLACK)
9. ONE'S UNIT (BROWN)
10. TEN'S UNIT (RED)
11. HUNDRED'S UNIT (ORANGE)
12. VCC (YELLOW)
13. +12 VDC (GREEN)
14. GROUND (BLUE)

### JP 11 TIME DISPLAY

1. DATA D0 (BLACK)
2. DATA D1 (BROWN)
3. DATA D2 (RED)
4. DATA D3 (ORANGE)
5. DATA D4 (YELLOW)
6. DATA D5 (GREEN)
7. DATA D6 (BLUE)
8. DATA D7 (BLACK)
9. ONE'S UNIT (BROWN)
10. TEN'S UNIT (RED)
11. HUNDRED'S UNIT (ORANGE)
12. VCC (YELLOW)
13. +12 VDC (GREEN)
14. GROUND (BLUE)

### JP 12 HIGH SCORE DISPLAY

1. DATA D0 (BLACK)
2. DATA D1 (BROWN)
3. DATA D2 (RED)
4. DATA D3 (ORANGE)
5. DATA D4 (YELLOW)
6. DATA D5 (GREEN)
7. DATA D6 (BLUE)
8. DATA D7 (BLACK)
9. ONE'S UNIT (BROWN)
10. TEN'S UNIT (RED)
11. HUNDRED'S UNIT (ORANGE)
12. VCC (YELLOW)
13. +12 VDC (GREEN)
14. GROUND (BLUE)

### JP 13 SCORE LEVEL LIGHTS

1. +12 VDC (YELLOW)
2. +12 VDC (YELLOW)
3. LEVEL 1 (GREEN)
4. LEVEL 2 (BLUE)
5. LEVEL 3 (PURPLE)
6. LEVEL 4 (GRAY)
7. GROUND
8. GROUND

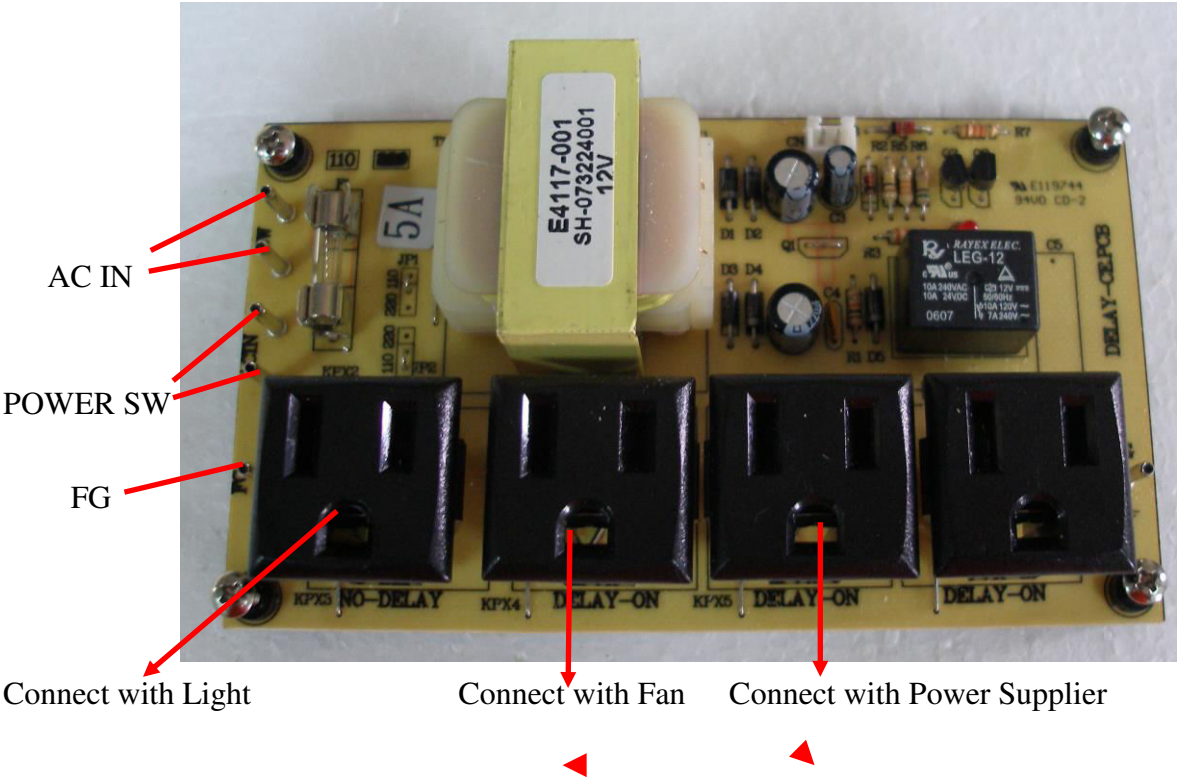
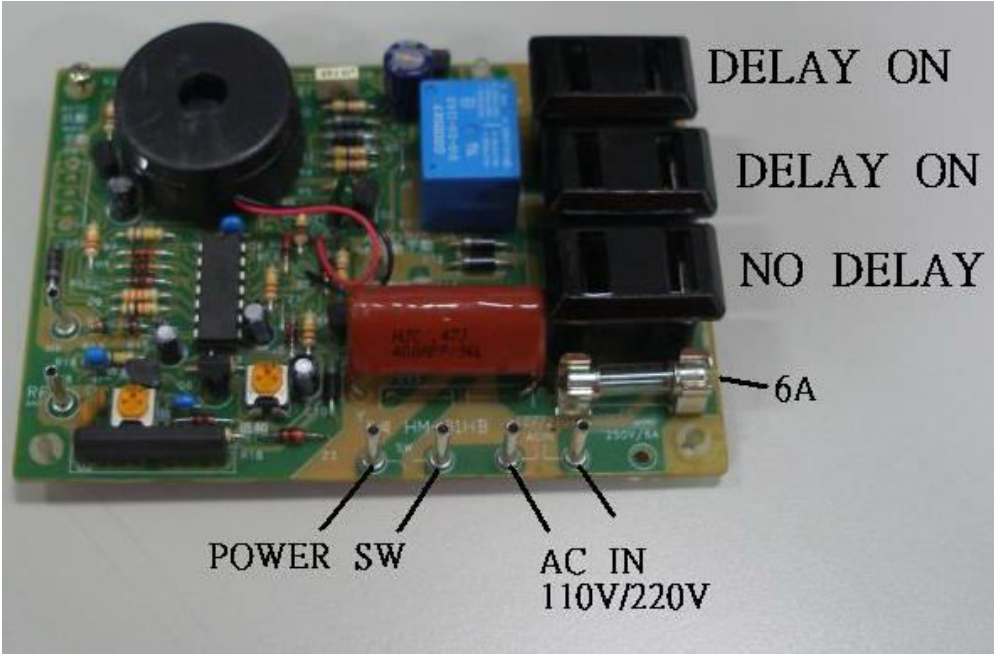
### JP 14 TARGET COIL OUTPUT

1. DRIVE 1 (BROWN)
2. DRIVE 2 (ORANGE)
3. DRIVE 3 (GREEN)
4. DRIVE 4 (BLUE)
5. DRIVE 5 (PURPLE)
6. DRIVE 6 (GRAY)
7. +12 VDC (YELLOW)
8. +12 VDC (YELLOW)

### JP 16 TARGET LIGHTS

1. FLASHLIGHT 1 (BROWN)
2. FLASHLIGHT 2 (ORANGE)
3. FLASHLIGHT 3 (GREEN)
4. FLASHLIGHT 4 (BLUE)
5. FLASHLIGHT 5 (PURPLE)
6. FLASHLIGHT 6 (GRAY)
7. NO USE
8. NO USE
9. NO USE
10. NO USE
11. +12 VDC
12. +12 VDC

# Power Distributor Boards



## TROUBLESHOOTING

NO.	REASON	SOLUTION
1	Coin Meter 1	(1)Check wire. (2)Replace the Meter.
2	Coin Meter 2	(1)Check wire. (2)Replace the Meter.
3	Ticket Meter	(1)Check wire. (2)Replace the Meter.
4	Coin Selector 1	(1)Check wire. (2)Replace the selector.
5	Coin Selector 2	(1)Check wire. (2)Replace the selector.
6	Memory Card	Replace PCB.
7	Ticket Machine	Check and replenish the token.
9	Toy warning/ toy error	(1)Check the toy is order off (2)Check the toy switch is on order line
10		
11	Coil Set No.1 Error	(1)Check set No.1 and sensor. (2)Replace the sensor.
12	Coil Set No.2 Error	(1)Check set No.2 and sensor. (2)Replace the sensor.
13	Coil Set No.3 Error	(1)Check set No.3 and sensor. (2)Replace the sensor.
14	Coil Set No.4 Error	(1)Check set No.4 and sensor. (2)Replace the sensor.
15	Coil Set No.5 Error	(1)Check set No.5 and sensor. (2)Replace the sensor.
16	Coil Set No.6 Error	(1)Check set No.6 and sensor. (2)Replace the sensor.
17	Toy set No. 1 Error	(1)Check the switch is ok (2)Check the toy is stock available
18	Toy set No. 2 Error	(1)Check the switch is ok (3)Check the toy is stock available
19	Toy set No. 3 Error	(1)Check the switch is ok (4)Check the toy is stock available
20	Toy set No. 4 Error	(1)Check the switch is ok (5)Check the toy is stock available