



SKU#: BG-W6322DSB

# Double Shot Basketball

## Instruction Manual

Assembly, Operation, and Care Instructions

Serial #: \_\_\_\_\_

Distributed By: \_\_\_\_\_

Sales Person: \_\_\_\_\_

Technical Service #: +1-716-866-0054

V.080116

## **Inspect Immediately after Transporting the Product**

After receiving the shipment, inspect the product thoroughly to ensure that it has been shipped with care. Before turning the power on, please check the following:

- Check the cabinet for damage or shifting that may have occurred during shipping. Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are all the legs and/or feet intact?
- Do the power supply voltage and frequency requirements meet with those of the location (110V/220V)?
- Are all wires linked correctly and securely connected to each other? If coupled in an incorrect manner, the connection will not be made accurately and it could cause not only irreparable damage to the machine, but also is a potential fire hazard. **DO NOT INSERT CONNECTORS FORCIBLY.**
- Check that all the cables, including power cables, are undamaged. Do power cables or other wires have any splices, cuts, or dents?
- Have you been provided with all of the associated accessories?  
**Tip:** Most of the pieces required to assemble the table are shipped within the unit. Use your unit keys to access parts of the unit and check for damage or other problems.
- Can all doors/lids be opened with the accessory keys? Can doors/lids be firmly closed? Does the coin box key open the coin box(es)?



## Safety Instructions



- This equipment may contain hazardous voltage which can cause electrical shock. Only **qualified personnel**\* should work inside the equipment.  
\*Note: Keep reading for a list of qualified personnel.
- To maintain personal safety and the safe operation of this product, read the entire manual before using it. The following instructions are intended for the users, operators, and the personnel in charge of the operation of the machine. **Be sure to keep this manual close to the product or in a convenient place for future reference.**



## IMPORTANT NOTICE

- This product is intended for indoor use only
- This is NOT a child's toy; adult supervision is required for children to play this game. Children under 106 cm (roughly 3.5 ft) in height should not approach the game while it is in use, as this could be hazardous.
- Do not sit, climb, or lean on the game. Do not place anything, including people, on the top of the surface of the cabinet.
- Do not drag the unit when moving it, as this could damage the legs or cabinet beyond repair.
- Do not place any food or drinks on the unit.

## Definition of Site Maintenance Personnel or Other Qualified Individuals



# WARNING

Servicing and maintenance work of the contents herein stated should be performed by the **SERVICEMAN** stipulated as per IEC Standard. Those who do not have technical expertise and knowledge other than the **SERVICEMAN** are not allowed to perform the work herein stated. Executing the aforementioned work by such non-technical personnel can cause serious accidents that may endanger life.

Replacing parts, maintenance inspections, and troubleshooting should be carried out by **Site Maintenance Personnel** or other **Qualified Professionals**. This manual includes directions for potentially dangerous procedures which should only be performed by professionals with appropriate and specialized knowledge.

The **Site Maintenance Personnel** or other **Qualified Professionals** mentioned in this manual are defined as follows:

- **Site Maintenance Personnel:** Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner and/or operator of this product. Maintenance Personnel frequently service machines within amusement facilities or similar premises by carrying out everyday procedures such as: assembly, maintenance inspections, and replacement of units or replaceable parts.
  - **Actions Approved for Site Maintenance Personnel:** Machine assembly, maintenance inspection, and replacement of units or replaceable parts.
- **Other Qualified Professionals:** Personnel employed by the amusement equipment manufacturer. Personnel may also have been involved in design, production, testing, or maintenance of said amusement equipment. This individual should have either graduated from a technical school or hold similar qualifications in electrical, electronics, or mechanical engineering.
  - **Actions Approved for Other Qualified Professionals:** Assembly, maintenance, inspection, and replacement of units or replaceable parts for amusement equipment and/or vending machines, including repair or adjustments of electrical, electronic, or mechanical parts.

## Before Using This Product

Please be sure to read the following before using this machine, in order to ensure the safe operation of this product. The following instructions are intended for users, operators, and personnel in charge of the operation and maintenance of the machine. After carefully reading and sufficiently understanding the warning displays and cautions, please handle the machine appropriately. Be sure to keep this manual for future reference.

**Qualified Personnel:** Only personnel who have technical expertise should perform the work stated herein to avoid hazardous situations. The instructions state that site maintenance personnel should be the only personnel performing work. Please perform maintenance work in accordance with the stated instruction; provided instructions for maintenance work are to minimize risk and prevent accidents. Failing to perform work as stated within the Instruction Manual may potentially be dangerous to both maintenance personnel and users.

- **Be sure to turn off the power before working on the machine.** To prevent electric shock, be sure to turn the power off before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual will state to do so.
- **Be sure to ground the Earth Terminal.** This is not required in the case where a power cord with earth/ground is used.
- **Ensure the power supply used is equipped with an Earth Leakage Breaker.** This product does not incorporate an Earth Leakage Breaker. Using a power supply which is not equipped with an Earth Leakage Breaker can cause a fire when or if earth leakage occurs.
- **Before installing the product, check for electrical specifications; the product must meet the requirements.** Ensure the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications that are different from the designated specifications can cause a fire and/or electric shock.
- **Install and operate the product where appropriate lighting is available, allowing warning and safety labels to be read clearly.** To ensure customer safety, labels and printed instructions describing potentially hazardous situations are applied to places where risk for potential accidents are increased.

**If any label is peeled off, apply it again immediately.** Please contact Barron Games Technical Support at 1+716-866-0054 or email [service@barrongames.com](mailto:service@barrongames.com) if you are in need of new stickers or parts. Visit [www.BarronGames.com](http://www.BarronGames.com) for more information about Barron Games' Parts and Service Department.

## INSTALLATION AND MAINTENANCE SAFETY

This product is an indoor game machine. **Do not install it outside.** Even indoors, avoid installing it in the places mentioned below, so as to avoid causing a fire, electric shock, machine malfunction, or even death. Do not install or maintain this product in/on/within/near:

- places subject to rain or water leakage, places subject to high humidity, or in the proximity of an indoor swimming pool, shower, steam room, etc.
- places subject to direct sunlight, places subject to high temperatures, or in the proximity of heat dispensing units or portable heating devices.
- places filled with inflammable gas, within the vicinity of highly flammable or volatile chemicals, or other hazardous materials.
- dusty places.
- sloped surfaces.
- places subject to any type of violent impact.
- the vicinity of anti-disaster solutions, such as fire exits and extinguishers.
- places where the operating (ambient) temperature range is not 5°C to 30°C (41°F to 86°F).
- places near water or spray from water (such as a jet wash, hot tub, or swimming pool).

**To ensure maximum safety for the users and service personnel, ensure that where the product is operated has sufficient lighting to allow all safety labels to be read clearly. Operation under insufficient lighting is not advised.**



# ASSEMBLY

1. Read this Instruction Manual carefully before assembling or playing.
2. Ensure that there is sufficient space to place and shift the product prior to assembly
3. **Two adults** are recommended to assemble the product.
4. Inspect and ensure all parts are securely attached before rotating pieces of the unit.
5. **Please Note:** Children and pets should be kept away from assembly and game pieces; this table contains small parts that could be a potential choking hazard.
6. This machine is supplied with a full range of accessories to help you get started right away.



# TOOLS NEEDED



- **Double Shot Basketball Instruction Manual**



- **Hardware (Included)**



- **Screw Driver or Drill**

\*Note: Please retain the original packaging, so that it may be used for storage or transport later.

## Assembly – Step A (Unpack the Unit)

1. Remove the wooden board.



2. Move/Open the left and right nets to the front.



3. Unscrew the cable ties.



## Assembly – Step **B** (Assemble the Game)

1. Rest the board on the metal brackets on each side of the unit to assemble the front net.



2. Use the small screws to mount the linked metal under the wooden board.



3. Fit a screw, spring washer, & flat washer to mount the metal bracket of Right and Left Metal Net



## Assembly – Step **B** (Assemble the Game)

4. Unscrew the Hex Socket screws which mount the console box to the back of the unit.



5. Unscrew both screws a little bit in order to remove the console unit easier.



6. Remove the console box from the base unit and re-tighten the screws that you loosened above.



## Assembly – Step **B** (Assemble the Game)

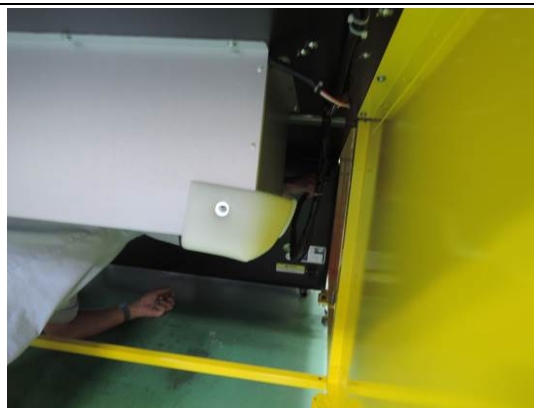
7. Assemble console box onto front of unit by screwing on the hex socket screws.



8. Attach the L shape bracket onto the back of the console box. Use the larger screws to mount the L shaped bracket.



9. Cut the cable tie.



## Assembly – Step **B** (Assemble the Game)

10. Insert Harness into the hole on back of console box to front, and plug all cables into PCB board.



11. Connect the machine to the power outlet. It should start and be ready to program.

## Assembly – Step C (Program the PC Board)

### DIP Switch Adjustments

#### DIP SWITCH 1

		1	2	3	4	5	6	7	8
<b>COIN 1</b>	4 coins, 1 game	ON	ON						
	3 coins, 1 game	ON	OFF						
	1 coin, 1 game	OFF	ON						
	4 coins, 1 game	OFF	OFF						
<b>COIN 2</b>	4 coins, 1 game			ON	ON				
	3 coins, 1 game			ON	OFF				
	1 coin, 1 game			OFF	ON				
	4 coins, 1 game			OFF	OFF				
<b>GAME TIME</b>	75 sec					ON	ON		
	60 sec					ON	OFF		
	45 sec					OFF	ON		
	30 sec					OFF	OFF		
<b>DEMO MUSIC</b>	NO							ON	
	YES							OFF	
<b>FREE PLAY</b>	YES								ON
	NO								OFF

## Assembly – Step C (Program the PC Board)

### DIP Switch Adjustments

#### DIP SWITCH 2

		1	2	3	4	5	6	7	8
<b>Tickets payout when inserting coin/s</b>	3 Tickets	ON	ON						
	2 Tickets	ON	OFF						
	1 Ticket	OFF	ON						
	None	OFF	OFF						
<b>Prize for Winner</b>	One Free Play			ON	ON				
	Same as SW2 6-7			ON	OFF				
	Tickets for Winner (SW3 1-2)			OFF	ON				
	None			OFF	OFF				
<b>Prize for Loser</b>	Tickets for Loser (SW3 3-4)					ON			
	None					OFF			
<b>Tickets by score when single play</b>	Every 10 points = 1 Ticket						ON	ON	
	Every 5 points = 1 Ticket						ON	OFF	
	Every 1 point = 1 Ticket						OFF	ON	
	None						OFF	OFF	
<b>Keep the tickets which are not dispensed out yet after powering off</b>	NO								ON
	YES								OFF

## Assembly – Step C (Program the PC Board)

### DIP Switch Adjustments

#### DIP SWITCH 3

		1	2	3	4	5	6	7	8
Tickets for Winner	15 Tickets	ON	ON						
	10 Tickets	ON	OFF						
	5 Ticket	OFF	ON						
	None	OFF	OFF						
Tickets for Loser	5 Tickets			ON	ON				
	3 Tickets			ON	OFF				
	1 Ticket			OFF	ON				
	None			OFF	OFF				
Reserved						OFF	OFF	OFF	OFF

#### DIP SWITCH 4

		1	2	3	4	5	6	7	8
Bill Acceptor	4 coins = 1 game	ON	ON						
	3 coins = 1 game	ON	OFF						
	3 coins = 1 game	OFF	ON						
	1 coin = 1 game	OFF	OFF						
Keep CREDIT	YES			ON					
	NO			OFF					
Keep Highest Score when Power On	YES				ON				
	NO				OFF				
Language	Chinese					ON			
	English					OFF			
Reserved						OFF			
Number of Stages	5							ON	ON
	4							ON	OFF
	3							OFF	ON
	2							OFF	OFF

## Assembly – Step ① (Buttons)

### Left Side Buttons:

Test Key	Service Key
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### Right Side Buttons:

Account Key	Service Key
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## Assembly – Step ② (Hardware Tests)

**Hardware Test:** (When in standby, press **TEST KEY** [left side] to enter **TEST MODE**)

### Display Test:

1. Single Play Button will take you back to the game.
2. Press Service Button (left side) for two seconds to enter internal settings.

### Input Test (DIP SW, KEY, & Sensor):

1. **Single Play Button:** Test Red/Orange rope light
2. **Two Play Button:** Blue/Green rope light

### Output Test:

1. **Single Play Button:** Test Hoop
2. **Two Play Button:** Test Gate
3. **Service Button:** Test Ticket Dispenser

### Sound Test:

1. **Single Play Button:** Next Sound
2. **Two Play Button:** Replay
3. **Service Button:** Add Background Sound
4. **Account Button:** Next Background Sound

## Assembly – Step ③ (Default Settings)

**When powered on, press the ACCOUNT button and SERVICE buttons at the same time; all data will be cleared.**

### Default Settings:

1. 3 Points per Goal for the last 10 seconds
2. Stages Score:
  - 1<sup>st</sup> = 30 points
  - 2<sup>nd</sup> = 150 points
  - 3<sup>rd</sup> = 250 points
  - 4<sup>th</sup> = 350 points
  - 5<sup>th</sup> = 450 points
3. Highest Score: 150

## Assembly – Step ⑥ (Internal Settings)

**During standby, press the TEST button to enter TEST MODE. When display shows “DISPLAY TEST,” press the SERVICE button.**

### Settings:

#### 1. Target Score:

- P.01: 1st Stage: 1~500 Scores
- P.02: 2nd Stage: ~999 Scores
- P.03: 3rd stage: ~999 Scores s
- P.04: 4th stage: ~999 Scores
- P.05: 5th stage: ~999 Scores

#### 2. Game Time for 3-Point Goals:

- P.06: 1st stage: 0~30 sec.
- P.07: 2nd Stage: 0~30 sec.
- P.08: 3rd stage: 0~30 sec.
- P.09: 4th stage: 0~30 sec.
- P.10: 5th stage: 0~30 sec.
- P.11: Highest scores: 25~999 Scores

## Assembly – Step ⑦ (Accounting)

**When powered on, press the right side “ACCOUNT” button to check accounting data.**

### Settings:

1. **Press Right Side ACCOUNT button:** check next accounting item. Accounting Item: A.01 ~ A.10
2. **Press Right Side Single Play button for two seconds:** the current Accounting Item will be cleared to Zero.
3. **Press Single Play button and Two Play button at same time for two seconds, ALL accounting data will be cleared to zero.**
4. **Press Right Side SERVICE button:** leave accounting function.

### Accounting Item:

#### 1. Left Side Accounting Data:

- A1. XXXXXX Total games of Left side
- A2. XXXXXX Coin 1
- A3. XXXXXX Coin 2
- A4. XXXXXX Service
- A5. XXXXXX Tickets

#### 2. Right Side Accounting Data:

- B1. XXXXXX Total games of Right side
- B2. XXXXXX Coin 1
- B3. XXXXXX Coin 2
- B4. XXXXXX Service
- B5. XXXXXX Tickets

## Assembly – Step ① (Operating the Game)

### How to Play the Game:

1. Players may compete at same time or play single player to challenge local high scores. Pressing the start button on one side will start a countdown, allowing for a second player to join and the “versus” button to be pressed, if the two players would like to compete.
2. The game distinguishes between goals worth 2 and 3 points. For the last ten seconds, each ball earns a player 3 points. Stages may be adjusted during game programming.
3. When two players are competing, if one player scores high enough to advance to the next stage, both players advance to the next stage.
4. The player with the highest score at the end of the time specified by the operator is declared the winner. The winning player may receive tickets or have one more free game (options are programmable).



## After Installing the Game

1. Check the voltage regularly to avoid a short circuit or potential fire. Do not overload the circuit.
2. Keep the power cord out of areas with busy foot traffic to ensure the safety of users and the machine.
3. Keep children away from all power sources and power supply units. Children should always be under adult supervision while using the machine. Youth under 120cm (roughly 4ft) in height should not operate this machine.
4. Regular maintenance should be performed on the machine to ensure that it is clean, smooth, and debris-free (see section "Care and Maintenance").
5. Do not use any sharp instruments on any part of the machine as it may cause irreparable damage.
6. Remove and replace any piece or part that becomes damaged.
7. Turn off the game and have it inspected by an electrician or service technician if it is operating abnormally.
8. Contact an electrician or service technician if your product experiences the following:
  - Power Failure
  - Liquid or Objects Found Near/Inside Electronic Components
  - Abnormal Sounds Coming from the Cabinet
9. Use caution while transporting.
10. Do not use outdoors or in damp areas.
11. Take extra care when handling the glass surface.

## Care and Maintenance

1. Always connect the machine to a grounded electrical outlet.
2. Always turn OFF the power and unplug the power supply to the game before opening or replacing any parts. When unplugging the machine from an electrical outlet, grasp the plug, not the cord.
3. **Caution:** Always use digital multimeter, logic tester, or oscilloscope for testing integrated circuits. Do not connect or disconnect any of the integrated circuits while the machine is ON. Do not install any fuse that does not meet the specified rating.
4. Use a soft cloth and product-specific polishing spray to clean the unit. Do not use any ammonia or bleach-based products. Do not apply cleaner or any other liquid directly onto the machine; instead, apply it to the cloth and then wipe the surface. We've found that a microfiber cloth works great to remove dirt and fingerprints with ease.
5. Dust, grime, and other debris can collect inside the body of your machine over time. Vacuum out the inside cavity and underneath the machine frequently. Opening the cabinet will also give you access to excess dust that may have built up under the machine over time. **NEVER ATTEMPT** to clean the cabinet while the game is operating.
6. Clean any dirt or debris from the main PC Board with a soft brush or dry cloth. **NEVER USE WATER OR OTHER LIQUIDS.** Always be sure to turn off or unplug the machine before opening the PC Board panel.
7. Periodically check the functionality of the coin mechanisms and empty coin boxes.
8. If applicable, check the functionality of the ticket dispensers and restock.
9. Perform maintenance work in accordance with these instructions. **Be sure to always turn off the power before servicing the machine.**

## Troubleshooting

**Having trouble assembling your new table?** Call our experts in the Parts and Service Department (1+716-866-0054) or email [Service@BarronGames.com](mailto:Service@BarronGames.com) and we will be happy to assist you!

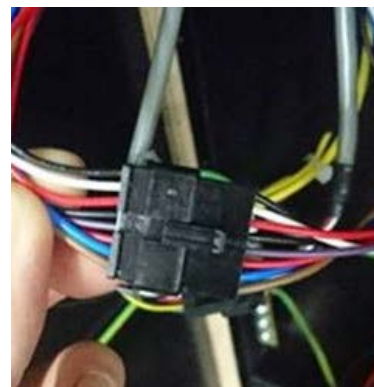
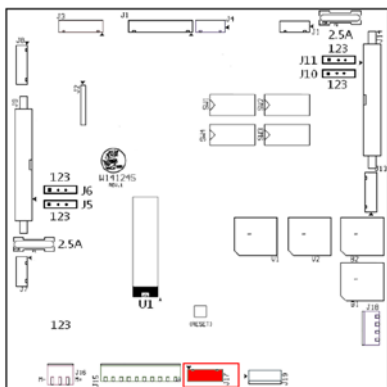
### Ticket Error E1:

- During standby, the TIME/CREDIT DISPLAY shows "E1," indicating a Ticket Error.
- The Scores Display shows the ticket number which is not dispensed out yet.
- Press the Service Button to clear the error.

**Balls getting stuck on the gate?** Ensure you are using the appropriate size balls. Check to ensure that the gate is installed at the proper angle (see below).



**Ball gate is inverted (gate closes when credited):** Check that J17 and the connector near power supplier is connected well. If it still malfunctions, test the proximity sensor.



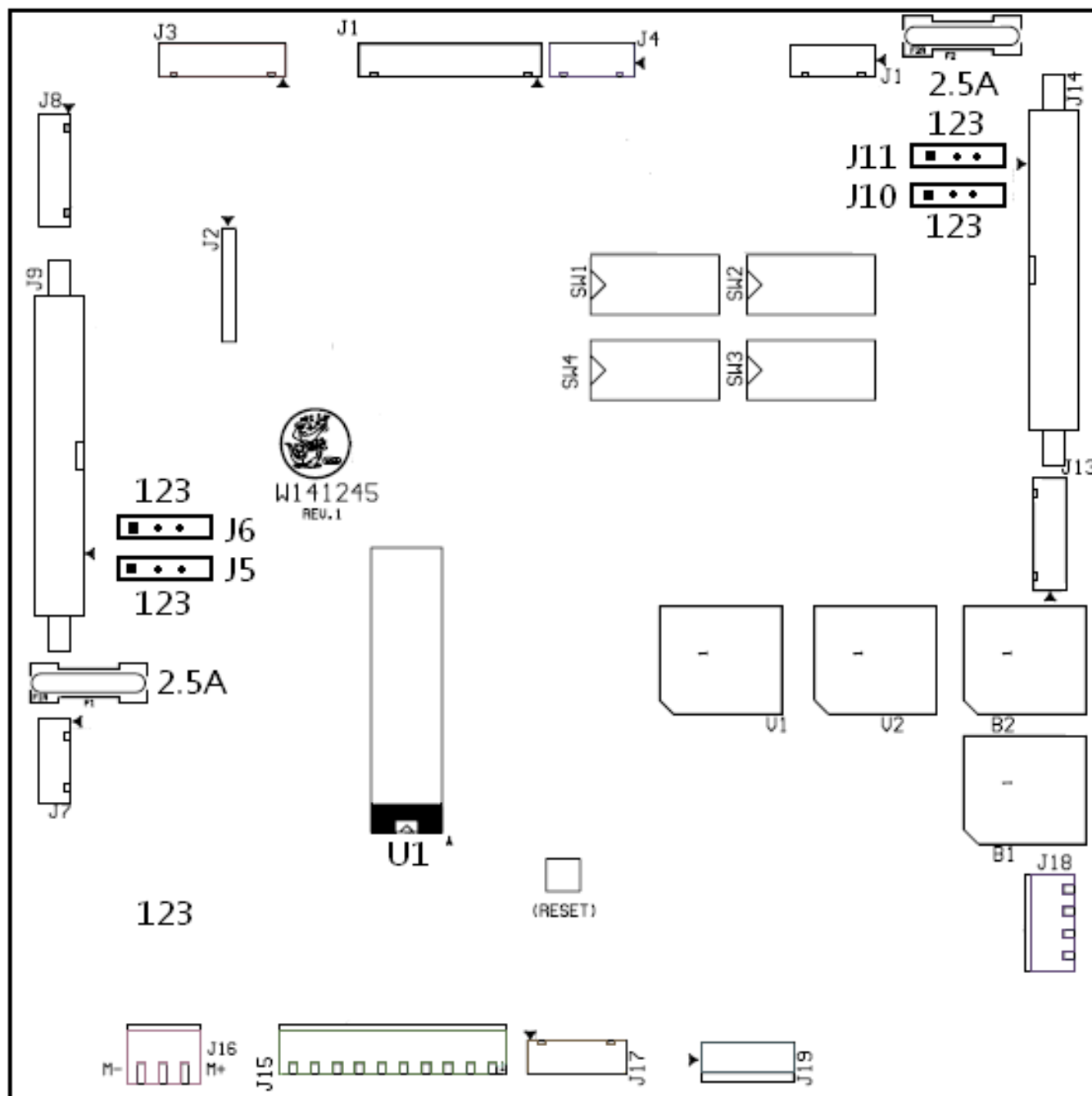
**Test the proximity sensor:** If sensor is working properly, the display will show two lines (close gate) and one line (open gate). If not, then the sensor is out of service.

Follow along with this video: <http://bit.ly/2aD6CAz>

- 1) Hold the test button in and turn the power on
- 2) Release the test button and wait for the display to count to 10
- 3) Press the test button two times, the display should say "output test"
- 4) Press the versus button once, wait for the diagnostic to raise and lower the gate
- 5) Press the versus button twice, wait for the diagnostic to raise and lower the gate

## Electronic Diagrams (W6322)

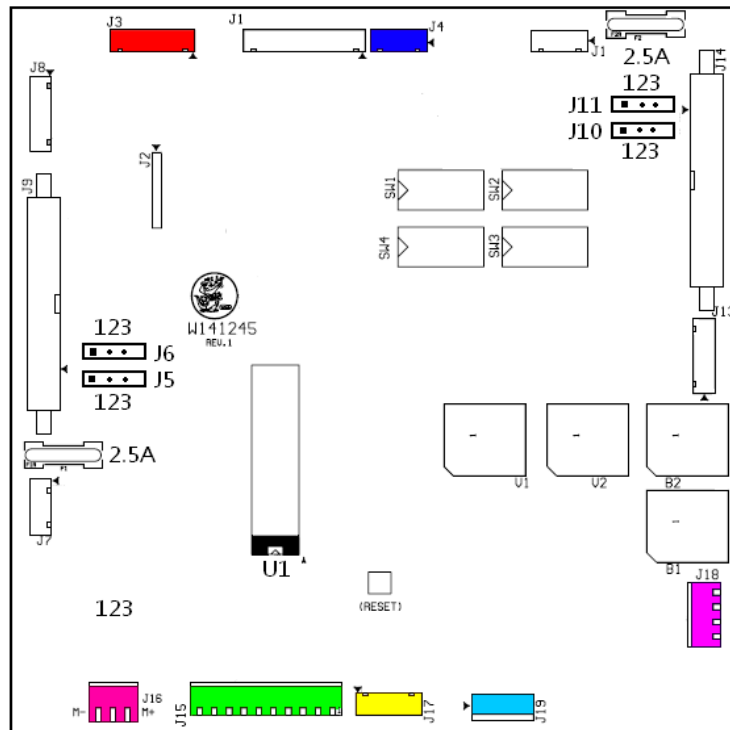
### Main Board Connector – PCBW141245



\*Note: See the following pages for individual connector data and settings.

## Electronic Diagrams (W6322)

### Main Board Connector Part 1



## Electronic Diagrams (W6322)

### Main Board Connector – Part 1

#### J3

2.5mm - 8PIN (RS232) TO PCB-W150106

1	12V		
2	RTS	W150106 J3-2	W150106 J3
3	CTS	W150106 J3-3	
4	RXD1	W150106 J3-5	
5	TXD1	W150106 J3-4	
6	GND	W150106 J3-6	
7	PLUG	W150106 J3-7	
8	GND		

## Electronic Diagrams (W6322)

### Main Board Connector – Part 1

#### J4

2.5mm - 5PIN

Cable to PCB-W141238 I/O J2

#### J15

3.96mm - 10PIN - Power Input to P2050 Power Supply

1	GND	GND Input
2	GND	GND Input
3	GND	GND Input
4	5V	5V Input
5	5V	5V Input
6	12V	12V Input
7	12V	12V Input
8	12V	12V Input
9	GND	Gate Power GND Input
10	12V	Gate Power 12V Input

#### J16

3.96mm - 3PIN to Gate Motor

1	M+	Motor +	To Gate Motor
2			
3	M-	Motor-	

#### J17

2.5mm - 6PIN to Gate Sensor

1	z12V	V+	Gate Sensor NO
2	GATE1	OUT	
3	GND	GND	
4	12V	V+	Gate Sensor NC
5	GATE2	OUT	

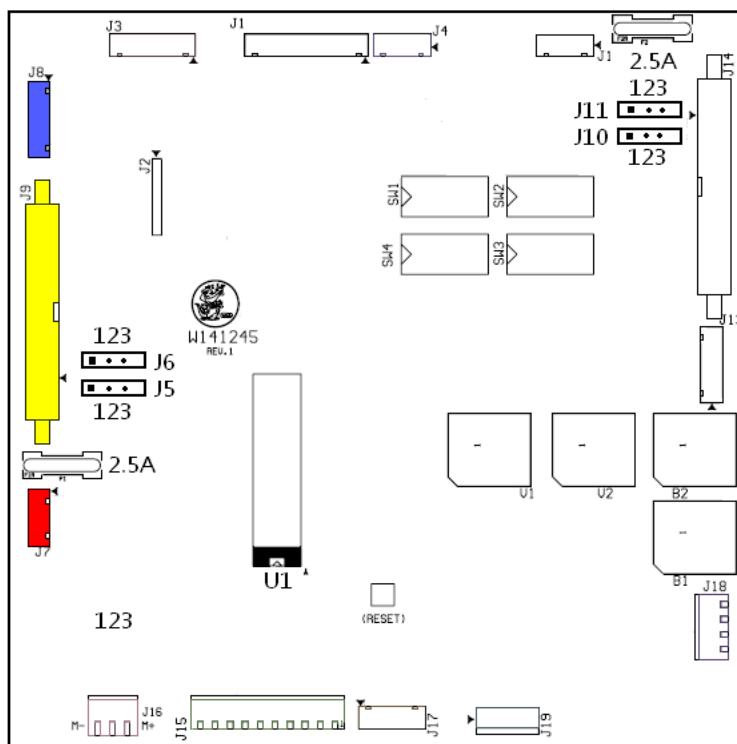
## Electronic Diagrams (W6322)

### Main Board Connector – Part 1

6	GND	GND	
J18			
3.96mm - 4PIN to Speaker			
1	SP2+	Speaker +	Right Speaker (B)
2	SP2-	Speaker -	
3	SP1-	Speaker -	Left Speaker (A)
4	SP1+	Speaker +	
J19			
2.54mm - 6PIN - Volume VR			
1	R-AGND	VR1-1	1 GND
2	L-AGND	VR2-1	2 GND
3	L-VR12	VR2-2	2 White
4	R-VR22	VR1-2	1 White
5	R-VR21	VR1-3	1 Red
6	L-VR11	VR2-3	2 Red

## Electronic Diagrams (W6322)

### Main Board Connector Part 2: Left Side Wiring (LION SIDE)



\*Note: See the following pages for individual connector data and settings; colors correspond to connection list.

## Electronic Diagrams (W6322)

### Main Board Connector – Part 2: Left Side Wiring (LION SIDE)

#### J7

#### 2.5mm - 5PIN to Meters (LEFT)

1	METER11	Coin 1 Meter
2	METER12	Coin 2 Meter
3	METER13	Tickets Meter
4	METER14	Note Reader Meter
5	12V	Meter 12V

## Electronic Diagrams (W6322)

### Main Board Connector – Part 2: Left Side Wiring (LION SIDE)

#### J8

##### 2.5mm - 7PIN to ICT Note Reader (RS232) Left Side

1	12V	ICT note Reader 12V	
2	RTS3		RS232 D-SUB
2	RTS3		
3	CTS3		
4	RXD3	D-SUB 9F PIN3 TXD	
5	TXD3	D-SUB 9F PIN2 RXD	
6	GND	D-SUB 9F PIN5 GND	
7	GND	ICT Note Reader GND	

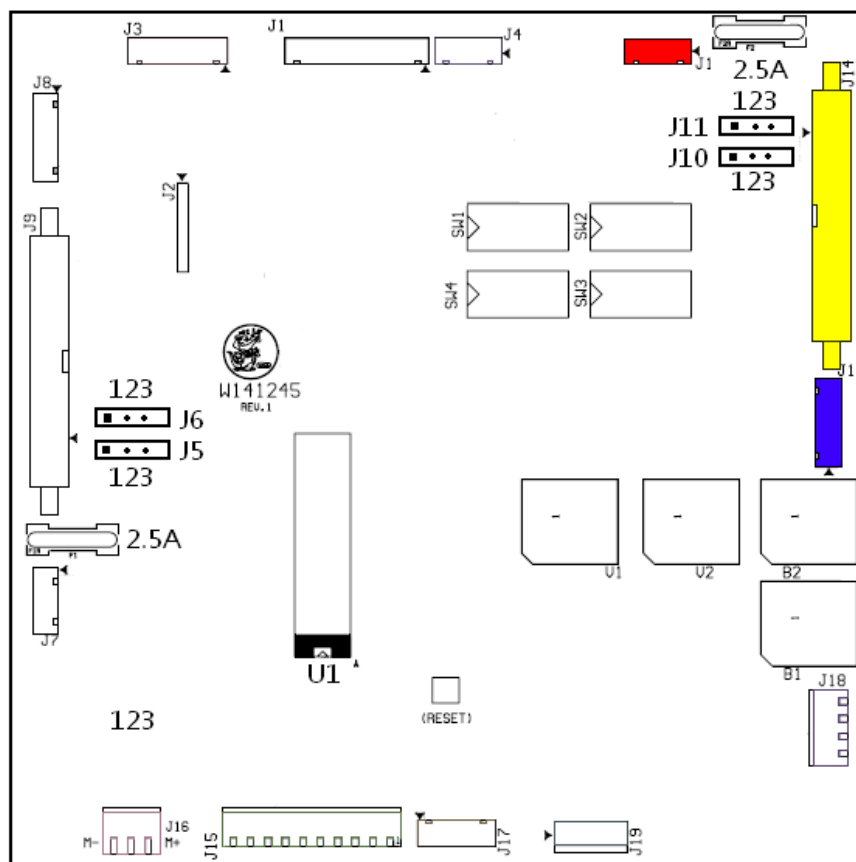
#### J9

##### 2.54mm 30PIN Left Side Console / Setting

1	LAMP11	Single Play Light-	2	12V	Single Play Light +
3	LAMP12	Two Play Light -	4	12V	Two Play Light +
5	TICK1L	Ticket Motor-L	6	12V	Ticket Dispenser 12V
7	TICK1H	Ticket Motor-H	8	12V	
9	C1DIS	Coin 1 Inhibit	10	12V	Coin1 12V
11	C2DIS	Coin 2 Inhibit	12	12V	Coin2 12V
13	COIN11	Coin 1 Signal	14	GND	Coin1 GND
15	COIN12	Coin 2 Signal	16	GND	Coin2 GND
17	TICK IN1	Ticket Signal	18	GND	Ticket Dispenser GND
19	START1	Single Play KEY	20	GND	Single Play KEY COM
21	LINK1	Two Play KEY	22	GND	Two Play KEY COM
23	SERVICE1	Service KEY	24	GND	Service KEY COM
25	TEST	Test KEY	26	GND	Test KEY COM
27	IN8		28	GND	
29			30	GND	

## Electronic Diagrams (W6322)

### Main Board Connector Part 3: Right Side Wiring (BEAR SIDE)



\*Note: See the following pages for individual connector data and settings; colors correspond to connection list.

## Electronic Diagrams (W6322)

### Main Board Connector – Part 3: Right Side Wiring (BEAR SIDE)

#### J12

#### 2.5mm - 5PIN to Meter (Right side)

1	METER21	Coin1 Meter
2	METER22	Coin2 Meter
3	METER23	Tickets Meter
4	METER24	Note Reader Meter
5	12V	Meter 12V

## Electronic Diagrams (W6322)

### Main Board Connector – Part 3: Right Side Wiring (BEAR SIDE)

#### J13

##### 2.5mm - 7PIN to ICT Note Reader (RS232) Right

1	12V	ICT Note Reader 12V	
2	RTS4		to ICT Note Reader (Right Side) RS232 D-SUB
3	CTS4		
4	RXD4	D-SUB 9F PIN3 TXD	
5	TXD4	D-SUB 9F PIN2 RXD	
6	GND	D-SUB 9F PIN5 GND	
7	GND	ICT Note Reader GND	

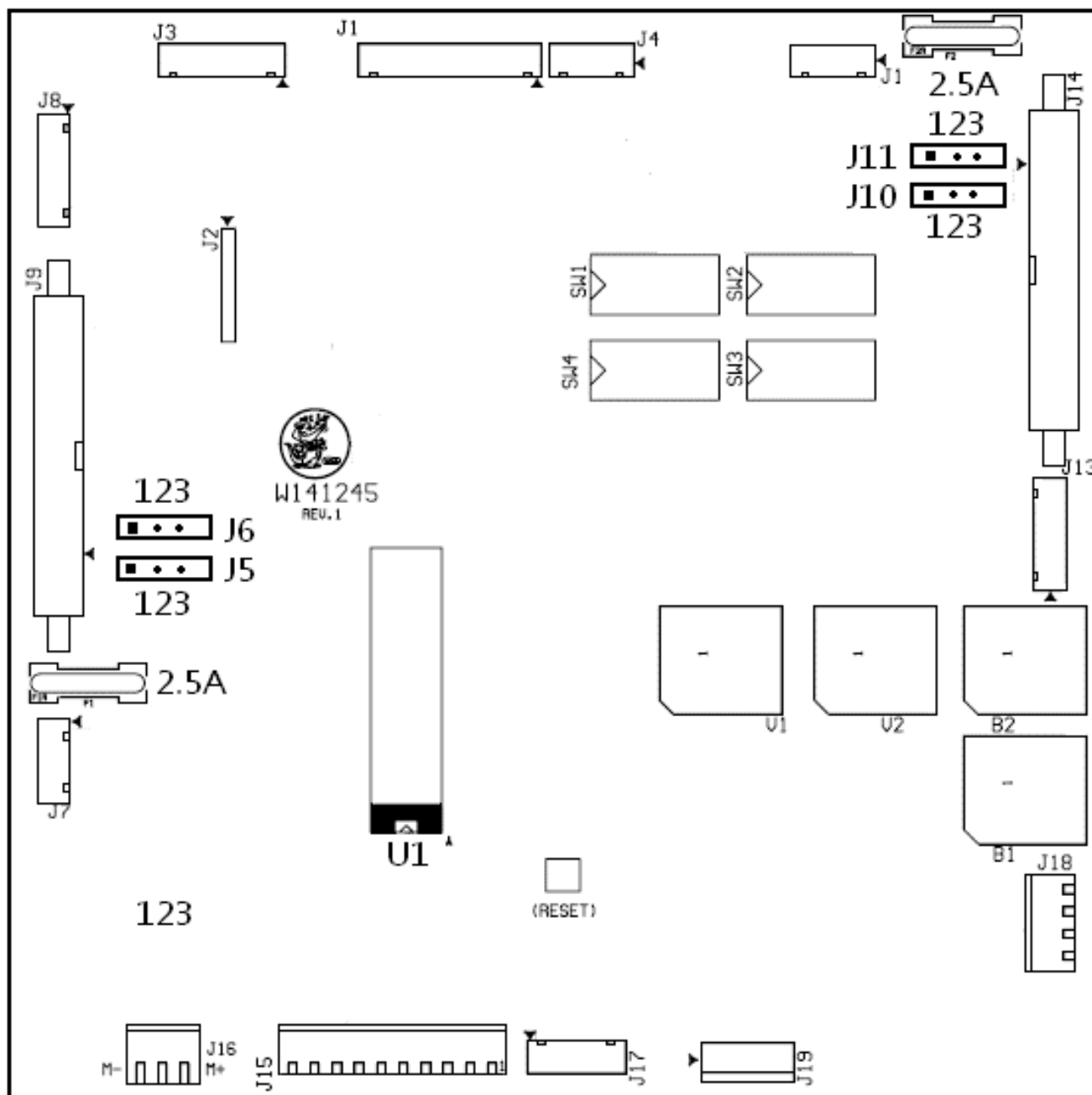
#### J14

##### 2.54mm - 30PIN Right Console / Setting

1	LAMP21	Single Play Light-	2	12V	Single Play Light +
3	LAMP22		4	12V	
5	TICK2L	Ticket Motor-L	6	12V	Ticket Dispenser 12V
7	TICK2H	Ticket Motor-H	8	12V	
9	C3DIS	Coin1 Inhibit	10	12V	Coin1 12V
11	C4DIS	Coin2 Inhibit	12	12V	Coin2 12V
13	COIN21	Coin 1 Signal	14	GND	Coin 1 GND
15	COIN22	Coin 2 Signal	16	GND	Coin 2 GND
17	TICK IN2	Ticket Signal	18	GND	Ticket Dispenser GND
19	START2	Single Play	20	GND	Single Play COM
21	LINK2		22	GND	
23	SERVICE2	Service	24	GND	Service COM
25	ACC	ACCOUNT	26	GND	ACCOUNT COM
27	IN9		28	GND	
29			30	GND	

## Electronic Diagrams (W6322)

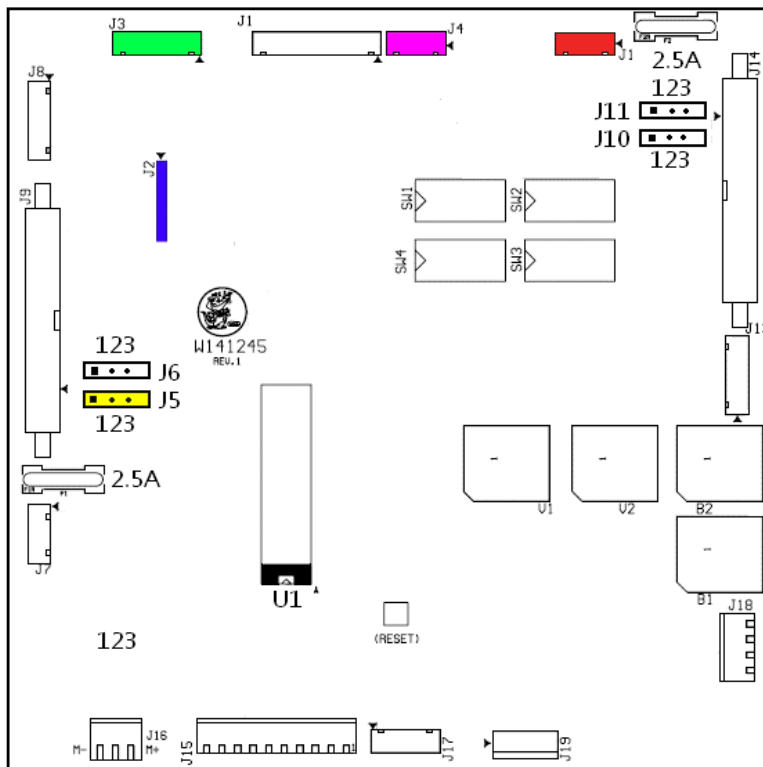
### I/O Board – W141238



\*Note: See the following pages for individual connector data and settings.

## Electronic Diagrams (W6322)

### I/O Board Part 1



\*Note: See the following pages for individual connector data and settings; colors correspond to connection list.

## Electronic Diagrams (W6322)

### I/O Board – Part 1

#### J1

#### 3.96mm - 6PIN - Power In to P2050 Power Supply

1	MOTOR POWER	Hoop Motor Power 12V
2	I/O POWER	Power 12V
3	I/O POWER	Power 12V
4	GND	Power GND
5	GND	Power GND
6	MOTOR POWER GND	Hoop Motor Power GND
1	MOTOR POWER	Hoop Motor Power 12V
2	I/O POWER	Power 12V

## Electronic Diagrams (W6322)

### I/O Board – Part 1

#### J2

#### 2.5mm - 5PIN

RS232 to W141245 J4

#### J3

#### 2.5mm - 6PIN

1	GND	W141133 J2-2 GND	Left Side Caption Board (Lion) to W141245 Caption Board (RS232)
2	RXD	W141133 J2-1 TXD	
3	TXD	W141133 J2-3 RXD	
4	GND	W141133 J2-2 GND	Right Side Caption Board (Bear) to W141245 Caption Board (RS232)
5	RXD	W141133 J2-1 TXD	
6	TXD	W141133 J2-3 RXD	

#### J4

#### 2.5mm - 12PIN

1	12V	SSR1+	Left Side to Red/Orange 12VRope Light (Lion)
2	LAMP1	SSR1-	
3	12V	SSR2+	Left Side to Blue/Green 12V Rope Light
4	LAMP2	SSR2-	
5	12V		
6	LAMP3		
7	12V	SSR3+	Right Side to Red/Orange 12V Rope Light (Bear)
8	LAMP4	SSR3-	
9	12V	SSR4+	Right Side to Blue/Green 12V Rope Light
10	LAMP5	SSR4-	
11	12V		
12	LAMP6		

#### J5

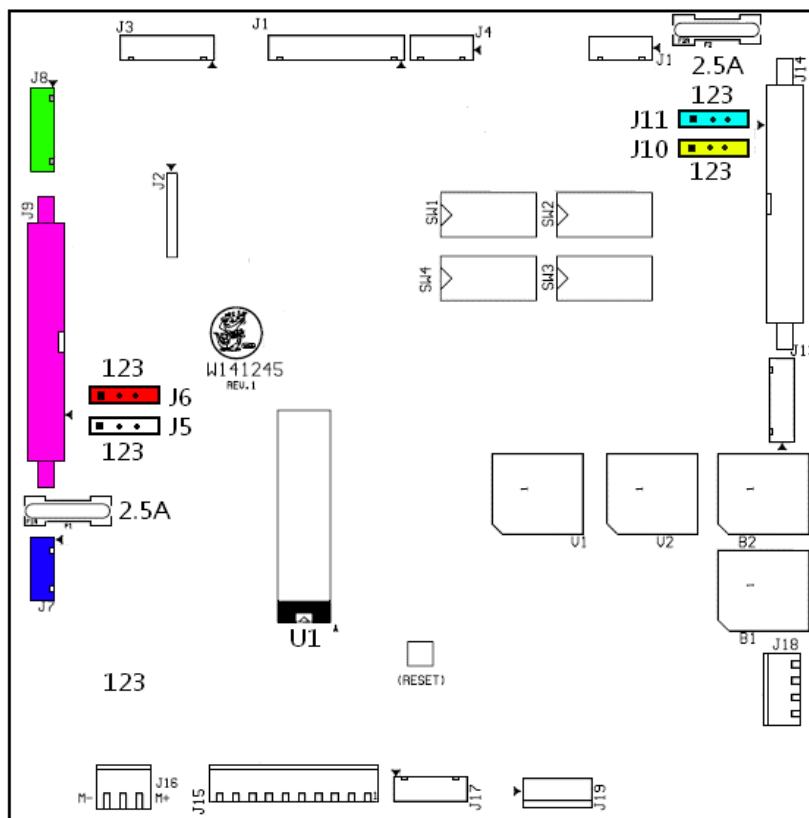
#### 2.54mm - 14PIN

to W040418 High Score Board (center)

## Electronic Diagrams (W6322)

### I/O Board

#### Part 2: Right Side Wiring (BEAR SIDE)



\*Note: See the following pages for individual connector data and settings; colors correspond to connection list.

## Electronic Diagrams (W6322)

### I/O Board – Part 2: Right Side Wiring (BEAR SIDE)

#### J6

2.54mm - 14PIN

W040418 Score Board (Right Side)

#### J7

2.5mm - 15PIN

2.5mm 15PIN to W101138 TIME/CREDIT BOARD (Right Side)

## Electronic Diagrams (W6322)

### I/O Board – Part 2: Right Side Wiring (BEAR SIDE)

#### J8

##### 3.96mm - 3PIN

1	M1+	Hoop Motor+	to Hoop Motor Output (Right Side)
2			
3	M1-	Hoop Motor -	

#### J9

##### 2.5mm - 18PIN Hoop Sensor (Right Side)

1	12V	12V	Hoop Upper Sensor (Right Side)
2	IN1	VO	
3	GND	GND	
4	12V	12V	Hoop Lower Sensor (Right Side)
5	IN2	VO	
6	GND	GND	
7	12V	12V	Hoop Center Position Sensor (Right Side Hoop)
8	IN3	VO	
9	GND	GND	
10	12V		
11	IN4		
12	GND		
13	12V		
14	IN5		
15	GND		
16	12V		
17	IN6		
18	GND		

## Electronic Diagrams (W6322)

### I/O Board – Part 2: Right Side Wiring (BEAR SIDE)

#### J10

##### 3.96mm - 4PIN

1	12V	Caption Board J1-1 12	W141238 Caption Board \ J1 Power (Right Side)
2	GND		
3	5V		
4	GND	Caption Board J1-4 GND	

#### J11

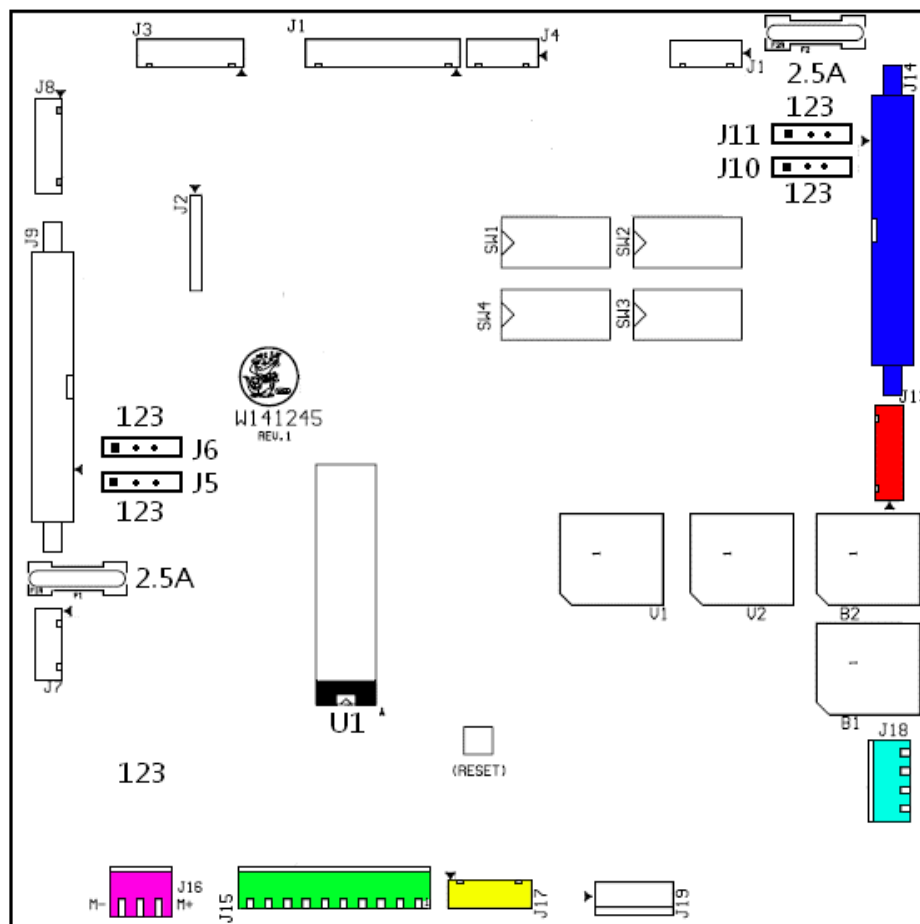
##### 2.5mm 7PIN

1	12V	to W141136 RGB Light Board J1 (Right Side)
2	GND	
3	SD1	
4	CK1	
5	SL1	
6	GND	
7	12V	

## Electronic Diagrams (W6322)

### I/O Board

#### Part 3: Left Side Wiring (LION SIDE)



\*Note: See the following pages for individual connector data and settings; colors correspond to connection list.

## Electronic Diagrams (W6322)

### I/O Board – Part 3: Left Side Wiring (LION SIDE)

#### J13

2.54mm - 14PIN

to W040418 Score Board (Left Side)

#### J14

2.5mm - 15PIN

2.5mm 15PIN to W101138 TIME/CREDIT BOARD (Left Side)

## Electronic Diagrams (W6322)

### I/O Board – Part 3: Left Side Wiring (LION SIDE)

#### J15

##### 3.96mm - 3PIN

1	M1+	Hoop Motor+	to Hoop Motor (Left Side)
2			
3	M1-	Hoop Motor-	

#### J16

##### 3.96mm - 4PIN

1	12V	Caption Board J1-1 12	W141238 Caption Board \ J1 Power (Left Side)
2	GND		
3	5V		
4	GND	Caption Board J1-4 GND	

#### J17

##### 2.5mm - 18PIN Hoop Sensor (Left Side)

1	12V	12V	Hoop Upper Sensor (Left Side Hoop)
2	IN7	VO	
3	GND	GND	
4	12V	12V	Hoop Lower Sensor (Left Side Hoop)
5	IN8	VO	
6	GND	GND	
7	12V	12V	Hoop Center Position Sensor (Left Side Hoop)
8	IN9	VO	
9	GND	GND	
10	12V		
11	IN10		
12	GND		
13	12V		
14	IN11		

## Electronic Diagrams (W6322)

### I/O Board – Part 3: Left Side Wiring (LION SIDE)

15	GND		
16	12V		
17	IN12		
18	GND		

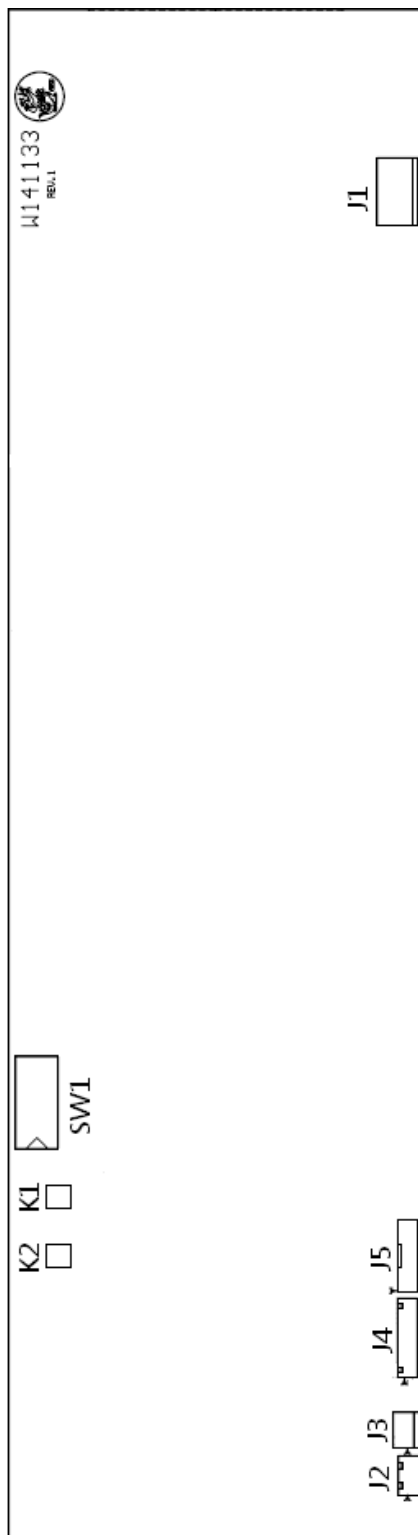
### J18

#### 2.5mm - 7PIN

1	12V	to W141136 RGB Light Board J1 (Left Side)
2	GND	
3	SD2	
4	CK2	
5	SL2	
6	GND	
7	12V	

## Electronic Diagrams (W6322)

### Caption Board Wiring (W141133)



#### Caption Board DIP SW Settings

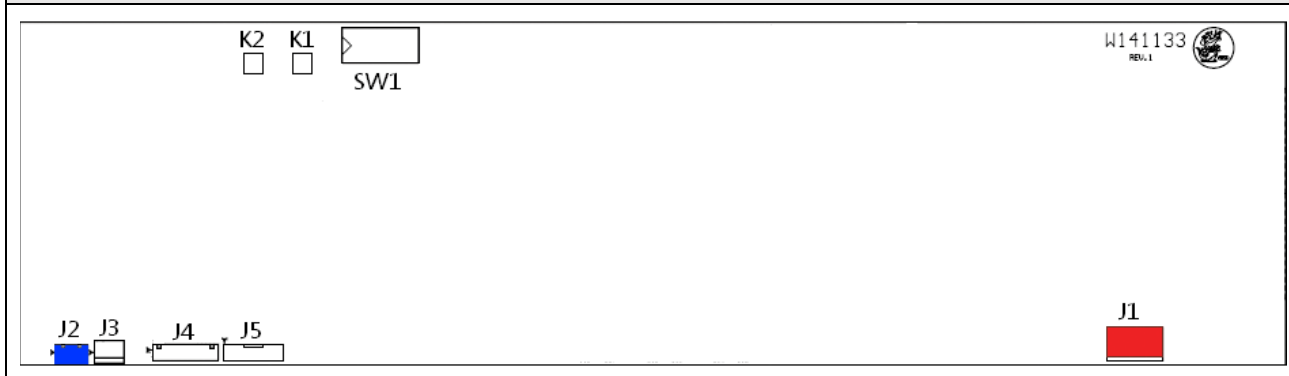
##### DIPSW-6:

Full-shaped horizontal = OFF

Full-shaped vertical = ON

## Electronic Diagrams (W6322)

### Caption Board Wiring



\*Note: See the following pages for individual connector data and settings; colors correspond to connection list.

## Electronic Diagrams (W6322)

### Caption Board Wiring

#### J1

#### 3.96mm - 4PIN Power In

J1		Left Side Caption Board	Right Side Caption Board
1	12V	W141238 J17-1 12V	W141238 J10-1
2	GND		
3			
4	GND	W141238 J17-4 GND	W141238 J10-4

#### J2

#### 2.5mm - 3PIN (RS232) to W141238 I/O Board J3

J2		Left Side Caption Board	Right Side Caption Board
1	TXD	141238 J3-2	141238 J3-5
2	GND	141238 J3-1	141238 J3-4
3	RXD	141238 J3-3	141238 J3-6

## Common Parts List: Double Shot Basketball

SKU# BG-W6322DSB

Part Number	Part Name
G-PQ20-004-002	Basketball
PCB-W141133	Marquee Board
PCB-W141245	Main Board
PCB-W1001135	Time Board (2 digits)
PCB-W040418	Score Board (3 digits)
PCB-W140311	RGB LED Driver Board
G-GA-P250	Power Supply
ASW-GW30-6322-01	Button (Single Player)
ASW-GW30-6322-03	Button (2 Player)
ASW-OP-M183MXB	Score Sensor
G-OB30-WA08Nt3P-OE	Sensor for Moving Hoop
G-GS02-SE32065B-SP1	Motor for Moving Hoop
G-GS02-SE32065B	Motor Gate



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