**What is Claimed is:**

1. A shooting game device with a locking function, comprising:

a table, comprising a central area and at least two shooting positions surrounding the central area;

a game processing unit, providing a shooting game and generating a game image;

a display unit, connected with the game processing unit and displaying the game image, and disposed at the central area;

at least two preview units, connected with the game processing unit, each of the at least two preview units arranged corresponding to a player, and generating a preview pattern according to at least one lockable target object, the preview pattern being corresponding to the at least one lockable target object and presented on the game image, and comprising at least one locking diagram corresponding to the at least one lockable target object;

at least two control units, connected with the game processing unit, each of the at least two control units arranged corresponding to the player, and provided for the player to switch and select any one of the at least one locking diagram so as to enable the game processing unit to lock the lockable target object which is selected; and

at least two shooting units, connected with the game processing unit, each of the at least two shooting units being arranged

corresponding to the player, and provided for the player to attack the lockable target object which is locked through operating the control unit; and

at least two player terminals, each of the at least two player terminals comprising one of the at least two preview units, one of the at least two control units, one of the at least two shooting units and a data transmission interface, wherein the game processing unit is connected with the preview unit, the control unit and the shooting unit of each of the player terminal through the data transmission interface, respectively.

2. The shooting game device according to claim 1, wherein the shooting game device comprises at least one additional display unit,

each of the at least two player terminals comprises one of the display units, and the game processing unit is connected with the display unit through the data transmission interface, respectively.

3. The shooting game device according to claim 1, wherein the at least two player terminals are respectively disposed at the at least two shooting positions in a one-to-one manner.

4. The shooting game device according to claim 1, wherein the locking diagram corresponding to the lockable target object that does not appear in the game image in the preview pattern is displayed in gray scale.

5. The shooting game device according to claim 1, wherein each of the at least two preview units generates the preview pattern according to the at least one lockable target object appearing in the game image correspondingly.

6. The shooting game device according to claim 1, wherein the at least one locking diagram in the preview pattern is ranked based on any one of random manner, player preferences, and corresponding scores.

7. The shooting game device according to claim 1, wherein each of the at least two control units comprises a direction control element and an input interface, and the input interface comprises a point button and an action button.

8. The shooting game device according to claim 7, wherein each of the at least two shooting unit comprises a plurality of shooting

apparatuses, and the player utilizes the control unit to switch and use any one of the plurality of shooting apparatuses for attacking the lockable target object.

9. The shooting game device according to claim 1, wherein each of the at least two player terminals includes a personal screen, each of the personal screens is connected with the game processing unit and arranged corresponding to one of the at least two player terminals, the personal screen presents a personal game image of the player correspondingly, and the personal game image displays a specific information according to the player correspondingly.

10. The shooting game device according to claim 9, wherein the personal screen is a touch screen, the control unit includes a direction control element and an input interface, and the personal screen is integrated with the input interface.

11. The shooting game device according to claim 9, wherein the specific information includes the preview pattern.