

Operation Manual



WARNING

Be sure to read this Operation Manual before use.



Universal Space Amusement Equipment Ltd.

Before using the product, be sure to read the follow:

To maintain the safety:

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning display and cautions, handle the product appropriately. Be sure to keep this operation manual nearby the product or elsewhere convenient for referring to it when necessary.

Herein, explanations which require special attention are in sign of warning. Depending on the potentially hazardous degrees, the terms of NOTICE, WARNING CAUTION, etc. are used. Be sure to understand the content of the displays before reading the text.



WARNING

Disregarding this text could result in serious injury.



Caution

Disregarding this text could result in damage to the machine.



Notice

An advisory text to hint or help understanding.



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Addendum

I/O chart

Wiring Diagram

1. The company

Thank you for purchasing the amusement Machine our company produce. Our company was found in 1993, it developed on and on and now it has rich human and material resources, it has been become a multiple-producing corporation that combine development, production, sale, management, service after selling. “Quality wins first, customer comes first and service wins first” is the company’s principles to go by and promise to customer.

DEFINITION OF LOCATION’S MAINTENANCE MAN AND SERVICEMAN



WARNING

Non-technical personnel who do not have technical knowledge and expertise should refrain from performing such work that this manual requires the location’s maintenance man or a serviceman to carry out, or work which is not explained in this manual. Failing to comply with this instruction can cause a severe accident such as electric shock.

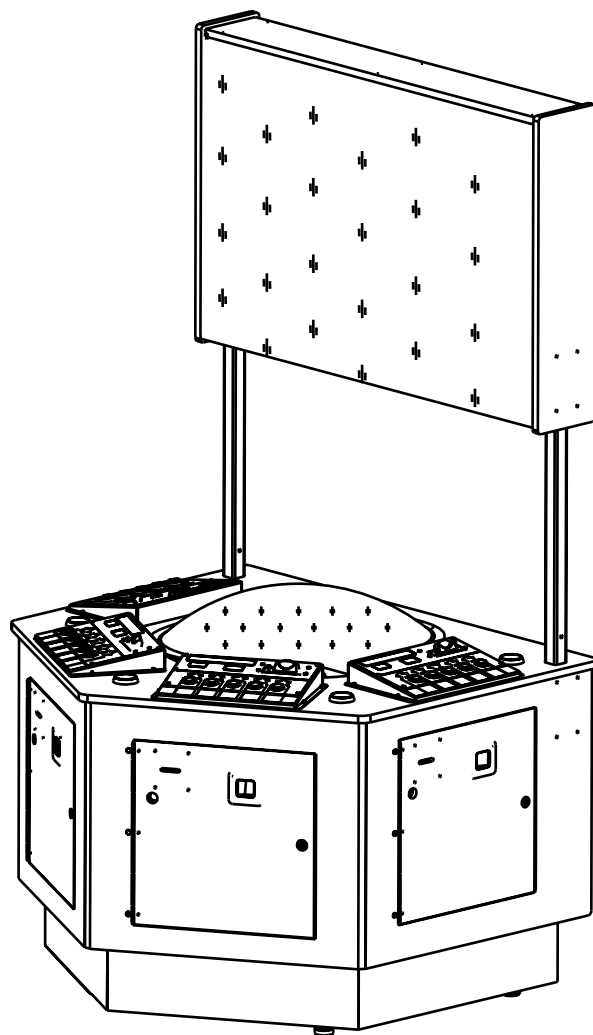
Ensure that parts replacement, servicing & inspections, and troubleshooting are performed by the locations maintenance man or the serviceman. It is instructed herein that particularly hazardous work should be performed by the serviceman who has technical expertise and knowledge.

2. Specifications



Specifications

- 1 Rated power supply:** AC110V 50/60Hz
- 2 Power Consumption:** Min power consumption 75W
Max power consumption 255W
- 3 Dimensions (mm):** 1118 (L) X 1218 (W) X 1978(H)
- 4 Weight:** **About 200 Kg**
- 5 Environment Condition:** Temperature(indoor):-10°C ~ +40°C
Humidity: ≤90%
Atmospheric pressure:86Pa ~ 106Pa



Note: Game parameters are subject change without notice.

3. Package contents

3.1 Body Assembly: 1 unit

● Make sure that all the parts shown below are included in product package.

● If any parts are missing, contact your distributor.

3.2 Accessories

NO	Component	Specification	Q'ty	Illustration	Note
1	Power wire	10A/250V 1.8m	1		
2	Fuse	3A/250V Φ5-20mm	1		220V
		3A/125V Φ5-20mm	1		110V
3	Operation	ENGLISH	1		
4	key	171	2		Service door
		2222	2		Cash door
5	Micro SW (ZIPPY)	CNR-05S-03	2		
6	Bulb	E27,110V/25W	1		
7	Lamp(inset)	12/1.2w	1		
8	Lamp(screw)	E10. 12/3W	1		

4. Installation



WARNING

This product is an indoor game machine. Do not install it outside. Even indoors,

Avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and or malfunctioning.

- Place subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and or shower, etc.
- Place subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.
- Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Dusty places.
- Sloped surfaces.
- Places subject to any type of violent impact.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.

LIMITATIONS OF USAGE REQUIREMENTS



WARNING

1. Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage and frequency requirement. A plate describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause a fire and electric shock.

2. Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.

Location to avoid installing



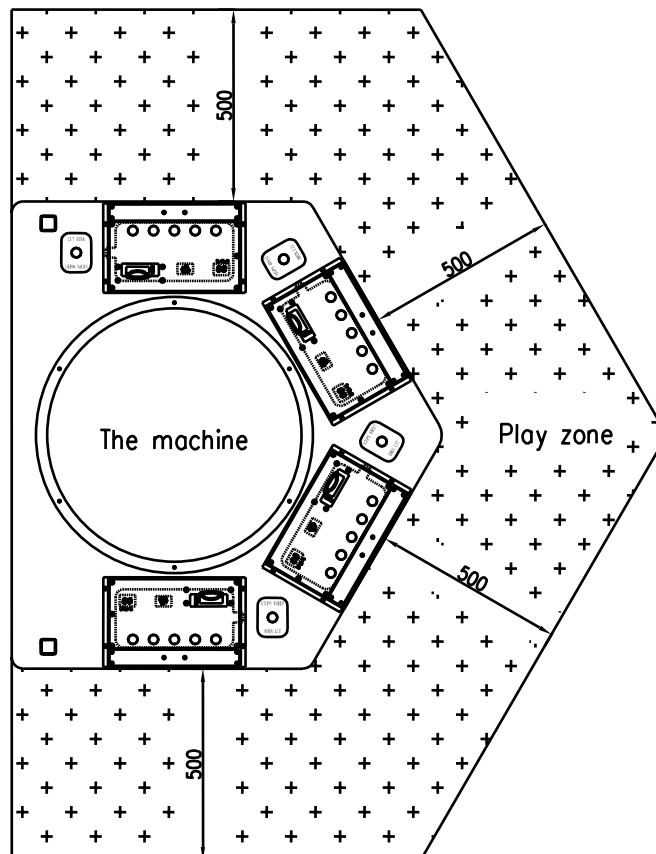
WARNING

Do not leave the machine on a slope, otherwise the machine may topple or cause unforeseen accidents.

Play zone

Space for Operation and Maintenance

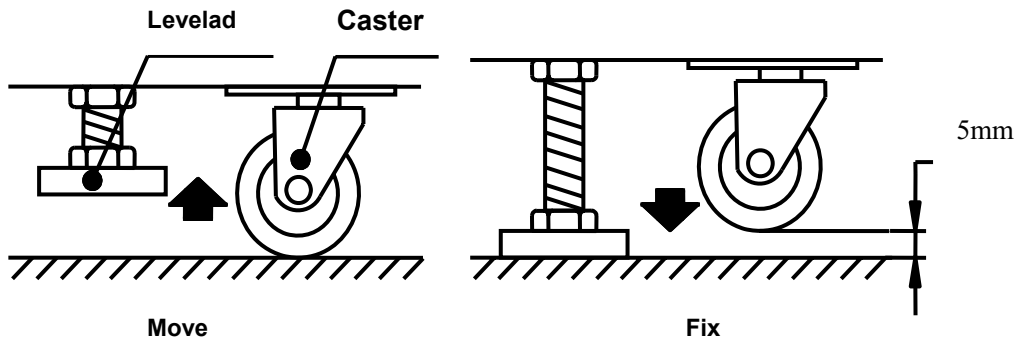
This machine requires space for playing the game (play zone) and for maintenance (maintenance zone) as shown below. Be sure to leave enough space when installing the machine.



Game leveling

Install this machine on a flat surface. Adjust levelers to lift casters off the ground and level game.

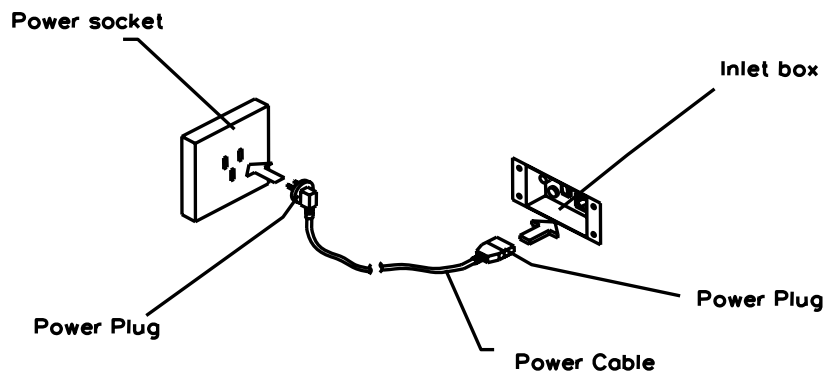
Make sure that the machine is level with the floor. If the machine is not level medals may not be play well.



5. Connecting the power cord and grounding

The connection:

1. Insert the plug of power cord into the power socket of the machine.
2. Insert the power cord plug into a service outlet.

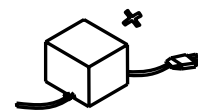


WARNING

Be sure to connect the ground wire before turn on the machine. Failure to connect the ground wire could result in electric shock if power occurs.

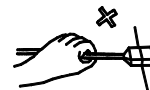
Warning:

★ Do not put heavy items on power cord.



★ Do not touch the power plug with a wet hand.

★ Do not draw or twist the cord.



★ Do not place the cord near a heat source.

★ Do not place the cord where the player can easily touch or kick.

★ Run this machine with the correct power configuration.



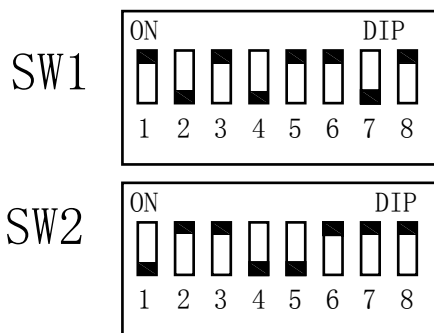
6. Game description

The instruction of how to play

1. Inset coin(s)
2. Press button for color you think ball will stop in
3. Pick color while “Press button” light is flashing.
4. Pick additional colors to increase chances of winning.

7. Switches

Game parameters are controlled by a dip switch banks labeled SW1. Each bank has eight switches where in the SW1-2 for example refers to bank 1 switch position 2.



The test board →



8. Adjustment

8.1 Group of score

Adjust it to set the group of score. There are 8 options for user to select. It controlled by SW11~SW13.

Group of score	Option	SW11	SW12	SW13	Note
SW11~SW13	1	on	on	on	
	2	off	on	on	
	3	ON	OFF	ON	
	4	off	on	on	
	5	on	on	off	
	6	off	on	off	
	7	on	off	off	
	8	off	off	off	

	Red	Green	Blue	Yellow	White
1	7	7	15	20	40
2	15	15	25	40	75
3	25	25	50	75	125
4	50	50	100	150	250
5	7	7	15	20	40
6	15	15	25	40	75
7	25	25	50	75	125
8	50	50	100	150	250

8.2 Credit

Time	Options	SW14	SW15	Note
SW14 ~ SW15	1	on	on	
	2	OFF	ON	
	3	on	off	
	4	off	off	



8.3 Time (for stop the wheel)

Adjust it to set the time to stop the wheel. There are 4 options for user to select. It controlled by SW17~SW18.

Time	Options	SW17	SW18	Note
SW17	5s	on	on	
	10s	OFF	ON	
~ SW18	10s	on	off	
	20s	off	off	

8.4 Time (Credit) :

Adjust it to set the time for chip in of this game. There are 4 options for user to select. It controlled by SW21~SW22.

payout	Option	SW21	SW22	Note
SW21	10s	on	on	
	15s	OFF	ON	
~ SW22	20s	on	off	
	25s	off	off	

8.5 Attract Mode:

Mode	Option	SW23	Note
SW23	10s	ON	
	15s	off	

8.6 Double score:

Double score	Option	SW24	Note
SW24	10s	on	
	15s	OFF	

8.7 Mercy Ticket:

Adjust it to set the Mercy Ticket of this game. There are 4 options for user to select. It controlled by SW25~SW26.

Mercy Ticket	Option (second)	SW25	SW26	Note
SW25 ~ SW26	0	on	on	
	1	OFF	ON	
	2	on	off	
	3	off	off	

Note: Game parameters are subject change without notice.

8.5 Fault display

1. When starting the game machine or entering the test condition, the related contents show wrong the below information.

Input	Content	Input	Content	Input	Content	Input	Content
I1	Insert Coin 1#	I11	Insert Coin 2#	I21	Insert Coin 3#	I31	Insert Coin 4#
I2	Feedback(ticket Mech) 1#	I12	Feedback(ticket Mech) 2#	I22	Feedback(ticket Mech) 3#	I32	Feedback(ticket Mech) 4#
I3	Reset(ticket Mech) 1#	I13	Reset(ticket Mech) 2#	I23	Reset(ticket Mech) 3#	I33	Reset(ticket Mech) 4#
I4	Lamp(red) 1#	I14	Lamp(red)2#	I24	Lamp(red)3#	I34	Lamp(red)4#
I5	Lamp(green)1#	I15	Lamp(green) 2#	I25	Lamp(green) 3#	I35	Lamp(green) 4#
I6	Lamp(blue) 1#	I16	Lamp(blue) 2#	I26	Lamp(blue) 3#	I36	Lamp(blue) 4#
I7	Lamp(yellow)1#	I17	Lamp(yellow) 2#	I27	Lamp(yellow) 3#	I37	Lamp(yellow) 4#
I8	Lamp(white) 1#	I18	Lamp(white) 2#	I28	Lamp(white) 3#	I38	Lamp(white) 4#
I9	Stop	I19	Stop	I29	Stop	I39	Stop
I10	Alarm	I20		I30		I40	



2. The following form represent that the related output signed in the below list should be checked when any devices of the machine couldn't work.

Output	Content	Output	Content	Output	Content	Output	Content
Out1	Coins	Out11	Lamp(red) 2#	Out21	Lamp(yellow) 3#	Out31	
Out2	Payout	Out12	Lamp(green) 2#	Out22	Lamp(white)3#	Out32	Wheel Motor
Out3	Ticket driver1#	Out13	Lamp(blue)2#	Out23	Indicate Lamp3#	Out33	Lamp2(green)
Out4	Lamp(red)1#	Out14	Lamp(yellow) 2#	Out24	Ticket driver4#	Out33	Lamp1(red)
Out5	Lamp(green)1#	Out15	Lamp(white)2#	Out25	Lamp(red)4#	Out35	Lamp4(yellow)
Out6	Lamp(blue)1#	Out16	Indicate Lamp2#	Out26	Lamp(green)4#	Out36	Lamp3(blue)
Out7	Lamp(yellow)1#	Out17	Ticket driver3#	Out27	Lamp(blue)4#	Out37	Control 1
Out8	Lamp(white)1#	Out18	Lamp(red)3#	Out28	Lamp(yellow)4#	Out38	Lamp5(white)
Out9	Indicate Lamp1#	Out19	Lamp(green)3#	Out29	Lamp(white)4#	Out39	Control 3
Out10	Ticket driver2#	Out20	Lamp(blue)3#	Out30	Indicate Lamp4#	Out40	Control 2

9. Maintenance and inspections

Safety checks

Check the points listed before operating the machine. These checks are necessary for safe machine operation.

- 1 Are all the level adjusters adjusted?
- 2 Is there sufficient play zone around the machine?

HANDLING PRECAUTIONS

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.



WARNING

1. Before performing work, be sure to turn power off. Performing the work without turning power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that effect.
2. To avoid electric shock or short circuit, do not plug in or unplug quickly.
4. Do not expose Power Cords and Earth Wires are susceptible to damage.
5. Damaged cords and wires can cause electric shock or short circuit.
6. When or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or electric shock.
7. Be sure to use fuses meeting specified rating. Using fuses exceeding can cause an electric shock.

OPERATION WARNING

- ★ Should a problem occur, switch OFF the power immediately and stop operating the machine. Then unplug the power cord the service outlet. Operating the machine without correcting the problem may cause a fire or accident.
- ★ Dust accumulated on the power plug may cause a fire. Check the plug regularly and remove any dust.
- ★ Insert the power plug securely into the service outlet. Poor contact may cause overheating, resulting in fire or burns.
- ★ Before operating the machine, always check that the machine has been installed according to the instructions and procedures in this Operation Manual. Failure to install correctly may result in a fire, electric shock, injury, or equipment malfunction.
- ★ To avoid injury resulting from down, and electric shock due to spilled drinks, instruct the player not to place heavy items or drinks on the product.



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★ Always turn off the power first to protect other personnel from electric shock, accidents and injury, and to prevent damage to electrical circuits.

★ If a fault occurs, first check that all the connectors are firmly connected.

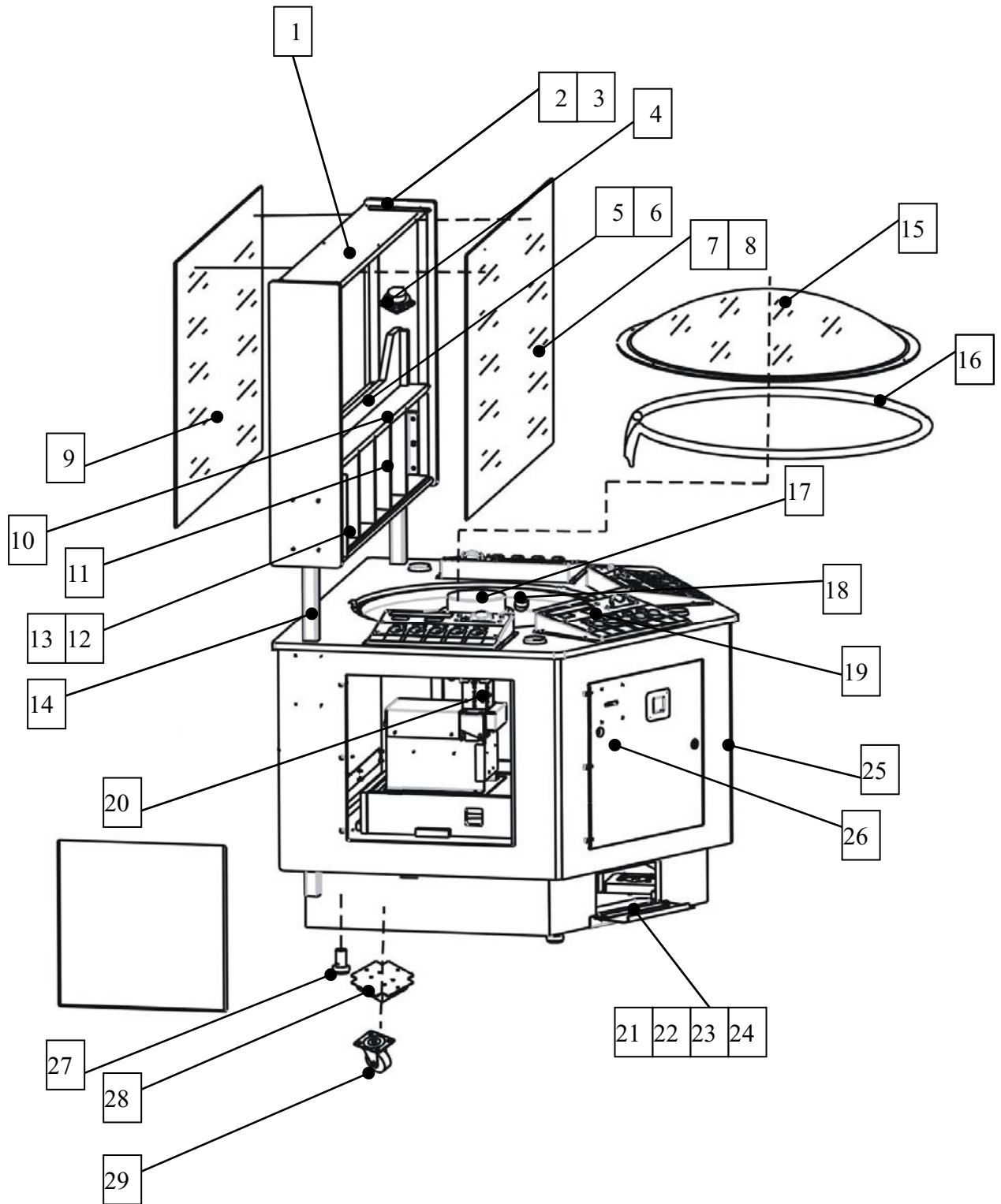
※ Contact your distributor if none of the cases below applies to the problem, or if the action listed does not appear to resolve the problem.

10. Troubleshooting

Problems	Cause	Countermeasures
With Main SW ON, no activation.	Power is not supplied.	Securely insert the power plug into the plug socket.
	Power supply/voltage is not correct.	Make sure that power supply/voltage is correct.
No sound is emitted.	Sound volume adjustment is not appropriate.	Adjust sound volume.
The lamp does not light up.	Lamp has burnt out	Replace the lamp.
The whole game does not run	I/O board adjust wrong	Check the I/O chart
	Loose contact	Check the connector
Noise	The parts of the game were loosening.	Screw them in tighten.

11. Overall construction

11.1 Overall



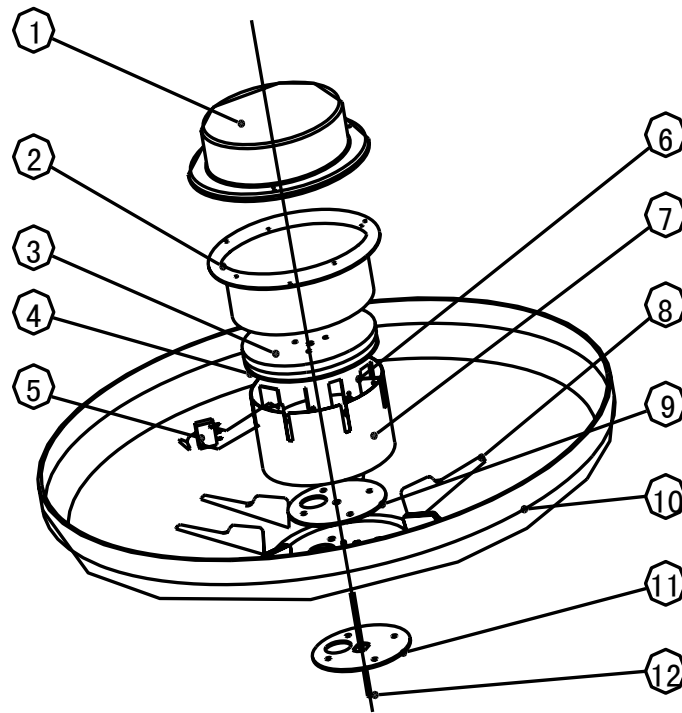


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Item	Part NO.	Content	Q'ty	Specification	Note
1	C-102-001-000	Marquee	1		
2	C-102-101-000	Fixation piece	1		
3	C-102-601-000	Cushion	1	EVA	
4	C-102-408-000	Speaker	1		
5	C-102-409-000	Light	1	T4-26W-110V	
6	C-102-501-000	U-Type Piece	1	Plywood	
7	C-102-602-000	Acrylic	1		
8	C-102-410-000	Wreath	1	Rubber	
9	C-102-502-000	Rear Board(Marquee)	1		Acrylic for USA
10	C-102-503-000	Up Board	1	Plywood	
11	C-102-504-000	Mid Board	4	Plywood	
12	C-102-102-000	Fixation Board1	1	Electrolysis	
13	C-102-103-000	Fixation Board2	1	Electrolysis	
14	C-102-104-000	Pole	2	Q235	
15	C-102-603-000	Acrylic	1		
16	C-102-411-000	Moving Lamp	1		
17	C-102-002-000	Wheel Assy	1		
18	C-102-412-000	Ball	1	Stainless steel	
19	C-102-003-000	Control Panel	4		
20	C-102-004-000	Eddy Assy	1		
21	C-102-105-000	Cash Box	1	Electrolysis	
22	C-102-106-000	Door	1	Q235	For cash box
23	C-102-107-000	Fixation Piece	1	Q235	For cash box
34	C-102-403-000	Lock	1	2222	For cash box
25	C-102-005-000	Rear Box	1		
26	C-102-604-000	Indicate Lamp	4	PVC	
27	C-102-108-000	Adjuster	4		
28	C-102-109-000	Base	3	Electrolysis	For Adjuster
29	C-102-413-000	Castor	3		



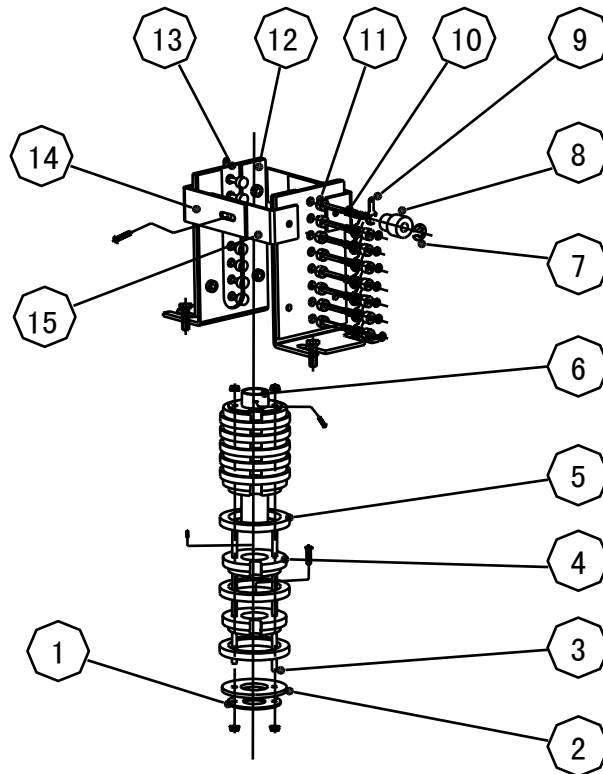
11.2 Wheel Assy



Item	Part NO.	Content	Q'ty	Specification	Note
1	C-102-605-000	Cover	1	Acrylic	For Lamp
2	C-102-110-000	Cover	1	Electrolyte	For Lamp Holder
3	C-102-606-000	Lamp Holder	1	Acrylic	
4	C-102-802-000	Lamp Board	1	LED45LP	For Moving Lamp
5	C-102-414-000	Micro SW	7		
6	C-102-111-000	Holder	1		For Micro SW
7	C-102-112-000	Cover	1	Electrolyte	For Holder
8	C-102-607-000	Separate Piece	7	Acrylic	For separate color
9	C-102-113-000	Circle1	1	Electrolyte	
10	C-102-608-000	Wheel	1		
11	C-102-114-000	Circle 2	1	Q235	
12	C-102-301-000	Screw	1	Stainless Steel	



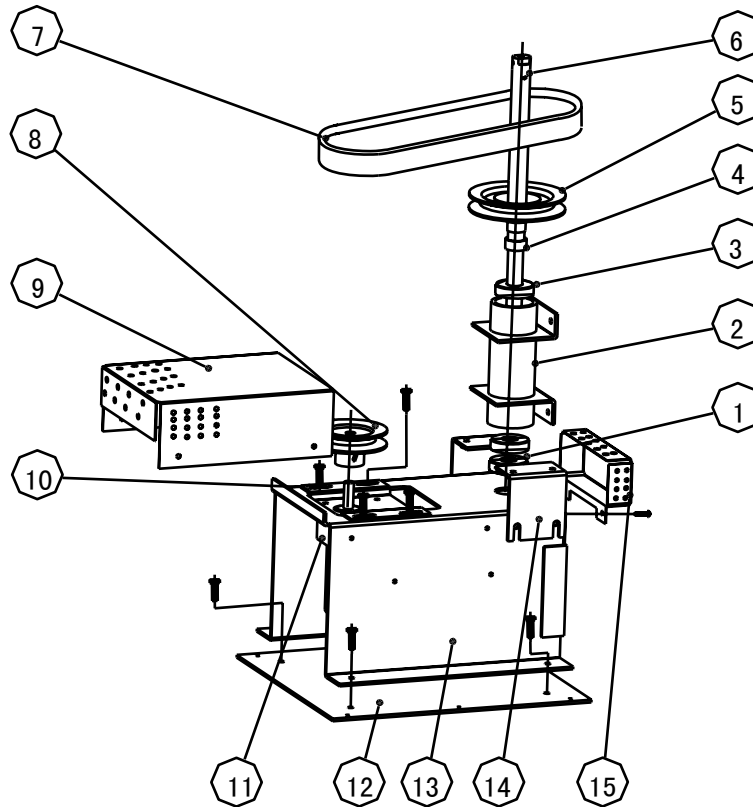
11.3 Eddy Assy1



Item	Part NO.	Content	Q'ty	Specification	Note
1	C-102-115-000	Cushion	1	Electrolyte / δ 1.5	
2	C-102-609-000	Nylon Cushion	1	Nylon/ δ 3	
3	C-102-302-000	M4 Screw	2	Stainless Steel M4	
4	C-102-610-000	Impact Circle 2	8		
5	C-102-116-000	Impact Circle 1	8	Brass	
6	C-102-303-000	Fixation Shaft	1	Q235	
7	C-102-117-000	E-type Cushion	16		
8	C-102-118-000	Brass cover	16	Brass	
9	C-102-119-000	Electric Pole	16	Brass	
10	C-102-304-000	Spring	16		
11	C-102-305-000	Electric Pole	16	Brass	
12	C-102-120-000	Support Frame	2	Electrolyte	
13	C-102-121-000	Support Board	2	Electrolyte	
14	C-102-122-000	Fixation piece(inner)	2	Electrolyte	
15	C-102-123-000	Fixation piece(outer)	2	Electrolyte	



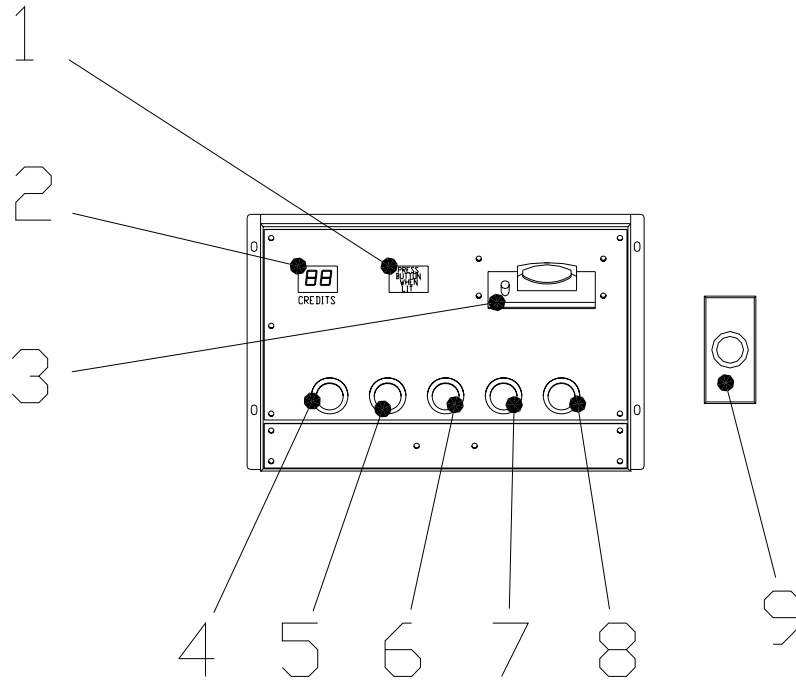
11.4 Eddy Assy 2



Item	Part NO.	Content	Q'ty	Specification	Note
1	C-102-306-000	Block	1	65SiMnA	
2	C-102-124-000	Cover	1	Q235	For axletree
3	C-102-415-000	Axletree	2	6203-2RZ	
4	C-102-125-000	Ring	1	Stainless Steel	
5	C-102-126-000	Wheel2	1		
6	C-102-307-000	Shaft	1	#45	
7	C-102-416-000	Strap	1	Type: A, L=550	
8	C-102-127-000	Wheel1	1		
9	C-102-128-000	Cover	1	Zinc	For wheel1
10	C-102-129-000	Fixation piece	1	Electrolyte	For motor
11	C-102-417-000	Motor	1	30R2BECI-D3	USA
12	C-102-130-000	Base Board	1	Electrolyte	For Motor
13	C-102-131-000	Support Fame	1	Zinc	For Motor
14	C-102-132-000	Support Fame	2	Electrolyte	
15	C-102-133-000	Cover	1	Zinc	For wheel 2



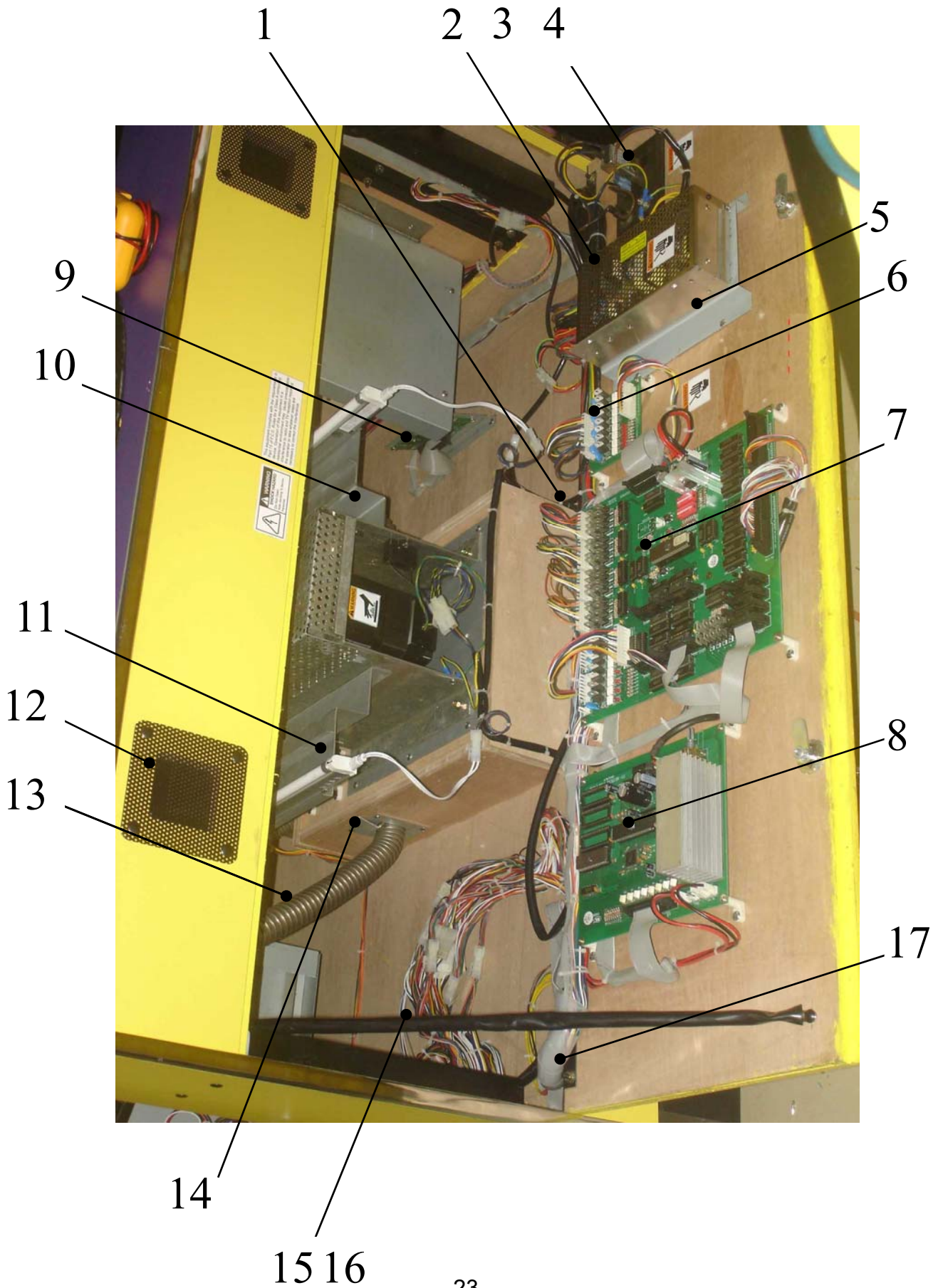
11.5 Control Panel



Item	Part NO.	Content	Q'ty	Specification	Note
1	C-102-407-000	Indicate Lamp	4		
2	C-102-803-000	LED	4		
3	C-102-418-000	Slot	4	Stainless Steel	
4	C-102-804-000	Button(red)	4		Lamp,SW
5	C-102-805-000	Button(Green)	4		Lamp,SW
6	C-102-806-000	Button(Blue)	4		Lamp,SW
7	C-102-807-000	Button(Yellow)	4		Lamp,SW
8	C-102-808-000	Button(white)	4		Lamp,SW
6	C-102-809-000	Button(red big)	4		Lamp,SW



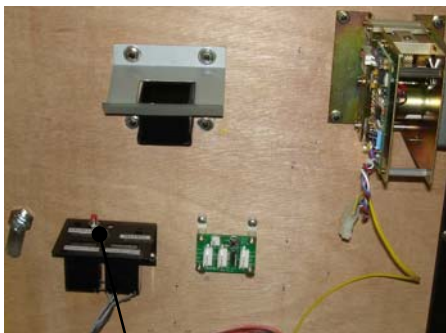
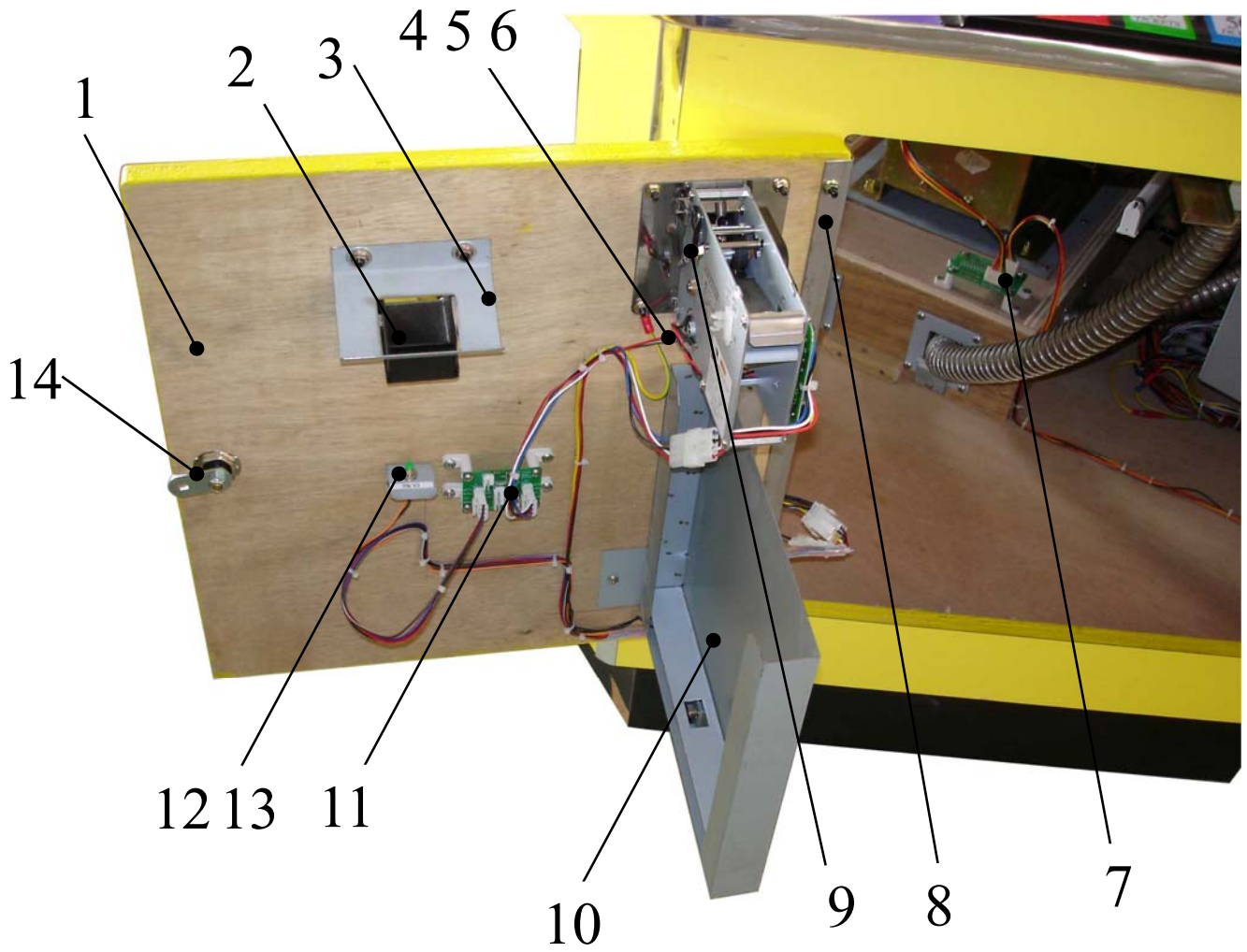
11.6 Electric Parts:





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Item	Part NO.	Content	Q'ty	Specification	Note
1	C-102-810-000	Relay	1	T9AP5D52-12	
2	C-102-811-000	Power Box	1		
3	C-102-812-000	Power Frame	1		
4	C-102-813-000	Box	1	Q235	
5	C-102-134-000	Holder	1	Electrolyte	For Power box
6	C-102-814-000	Controllable silicon board	1		
7	C-102-815-000	Main Board	1		
8	C-102-816-000	Music Board	1		
9	C-102-817-000	LED	1		
10	C-102-135-000	Fixation Board	2		For light
11	C-102-419-000	Light	2	T4-12W-110V	
12	C-102-136-000	Separate piece	2		
13	C-102-420-000	Channel	4		
14	C-102-137-000	Fixation Board		Electrolyte	For Channel
15	C-102-421-000	Chain	2	Q235	
16	C-102-422-000	Chain pole	2	PVC	
17	C-102-138-000	Hinge	1		For rear door



15



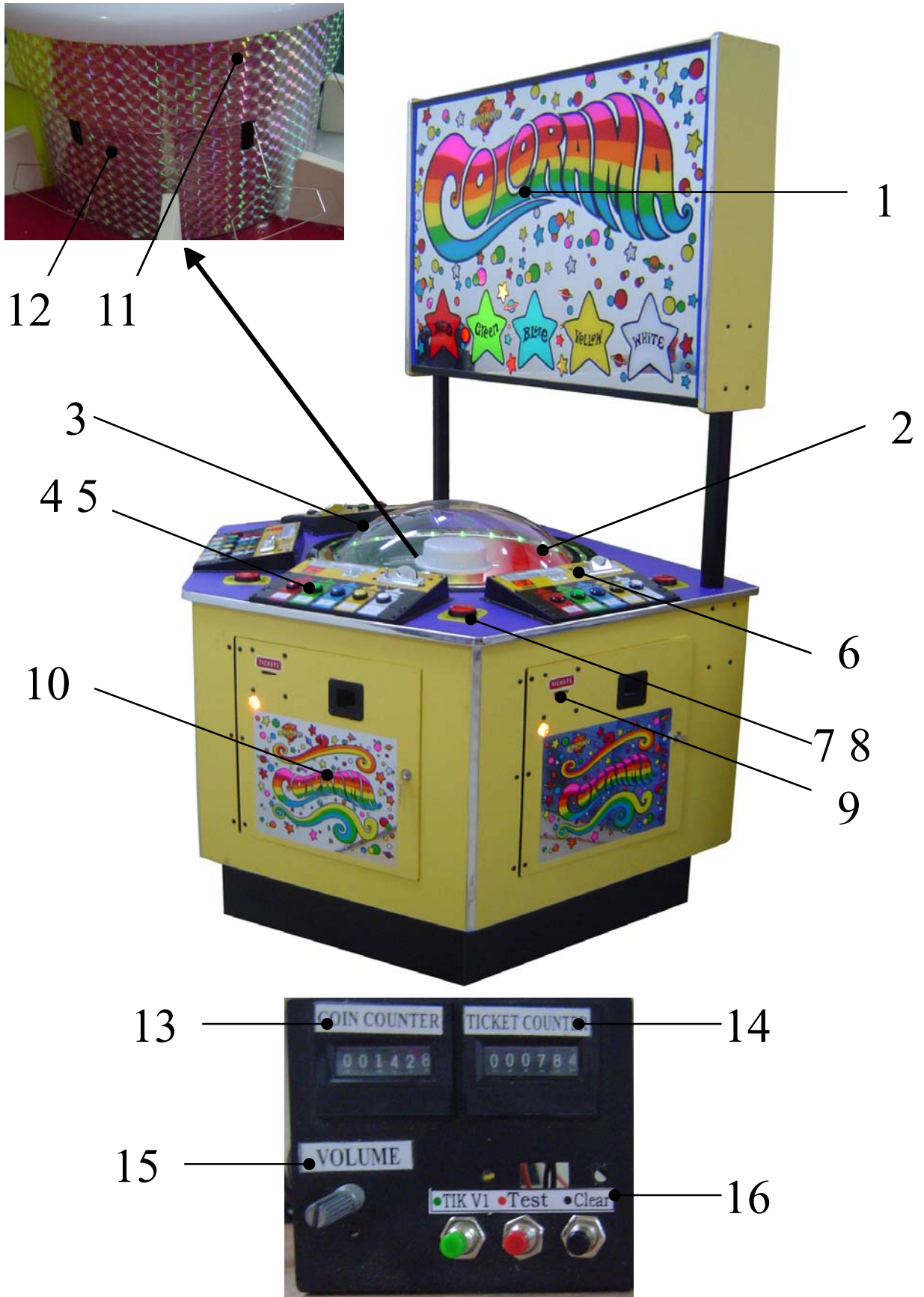
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Item	Part NO.	Content	Q'ty	Specification	Note
1	C-102-505-000	Service Door	4	Plywood	
2	C-102-139-000	Fault Exit	4	Q235	
3	C-102-140-000	Block Piece	4	Electrolyte	For Fault Exit
4	C-102-423-000	Indicate Lamp	4	E10 Double Pin	
5	C-102-424-000	Light holder	4	E10 Double Pin	
6	C-102-141-000	Fixation Piece	4		For indicate Lamp
7	C-102-818-000	Connect Piece	4		
8	C-102-142-000	Hinge	4		Front door
9	C-102-819-000	Ticket Assy	4		
10	C-102-143-000	Ticket Box	4		
11	C-102-820-000	Transformer Board	4		For Ticket Assy
12	C-102-821-000	Button	3		
13	C-102-144-000	Fixation Board	3	Electrolyte	For SW
14	C-102-402-000	Lock	4	171	For Service door
15	C-102-822-000	Test Panel	1		
16	C-102-145-000	Fault Slot	4	Electrolyte	
17	C-102-425-000	Coin Mech	4		
18	C-102-146-000	Base Board	4	Electrolyte	For Coin Mech
19	C-102-147-000	Fixation Board	4	Electrolyte	
20	C-102-426-000	Micro SW	4		
21	C-102-148-000	Fixation Board	4	Electrolyte	For Micro SW

11.7 Graphic Lists:





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Item	Part NO.	Content	Q'ty	Specification	Note
1	C-102-702-000	Marquee	2	1142×750 (δ5Arcylic)	
2	C-102-703-000	Wheel	1	760×760 (δ5 Arcylic)	
3	C-102-704-000	Acrylic	1	720×720 (δ3 Arcylic 片)	
4	C-102-705-000	Score Panel	4	338×42	
5	C-102-706-000	Score	4	251×26	
6	C-102-707-000	Control Panel	4	338×180	
7	C-102-708-000	Graphic	4	78×102 (δ2 Arcylic)	For button
8	C-102-709-000	Graphic	4	48×48	For button
9	C-102-710-000	Ticket	4	62×20	
10	C-102-711-000	Graphic	4	250×280	For front door
11	C-102-712-000	Glisten Paper 1	1	478×56	
12	C-102-713-000	Glisten Paper 2	1	446×76	
13	C-102-714-000	Coin counter	1	30×6	
14	C-102-715-000	Ticket Counter	1	30×6	
15	C-102-716-000	Volume	1	30×6	
16	C-102-717-000	Graphic	1	45×5.6	For Counter
17	C-102-718-000	High temperature	1		
18	C-102-719-000	High Voltage	7		
19	C-102-720-000	Graphic1	1		Background
20	C-102-721-000	Graphic 2	1		Background
21	C-102-722-000	Ticket reset2			
22	C-102-723-000	Ticket reset 3	1		
23	C-102-724-000	Ticket reset 4	1		

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