

Crazy Hoop Operation Manual



**Be Sure
to Read this
Manual
Before Use**

LNS[®]
UNIVERSAL SPACE

www.universal-space.com

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Thank you for purchasing **Crazy Hoop** from **UNIVERSAL SPACE**. We hope you enjoy the product.

This manual contains valuable information about how to operate and maintain your game machine properly and safely. It is intended for the owner and/or personnel in charge of product operation. Carefully read and understand the instructions.

If you need any help during installation and setup please utilize this manual and troubleshooting guide. If the product fails to function properly, *non-technical personnel should under no circumstance attempt to service the machine*. Contact your distributor or manufacturer for help.

Before use, please read **IMPORTANT SAFETY INSTRUCTIONS**.

IMPORTANT SAFETY INSTRUCTIONS

To ensure the safe usage of this product, carefully read and understand these instructions before operating your game. Save these instructions for future reference.

Use this product only as described in this manual. Other uses not recommended may cause fire, electric shock or personal injury. Unplug the game from the outlet when not in use, when moving from one location to another, and before cleaning/servicing.

Explanations which require special attention are indicated by signs of warning. Depending on the potential hazardous degree, the terms: **NOTE**, **NOTICE**, and **WARNING** are used.

NOTE: A NOTE indicates useful hints or information about product usage.

NOTICE: A NOTICE indicates potential damage to product and how to avoid the problem.

WARNING: A WARNING indicates a potential for product damage or serious personal Injury.

It is important to understand the meaning of the following HAZARD SIGNS before continuing:

High Voltage and Shock Hazard:

High voltage can cause electric shock.

Turn off/unplug power before servicing.



High Temperature Hazard:

This part may cause scalding.

Do not touch. Surface may be hot.



No Touching Hazard:

This part may be hot or can cause electric shock.

Do not touch.



Use the following safety guidelines to help ensure your own personal safety and to help protect your equipment and surrounding environment from potential damage.

 **This product is an indoor game machine. Do not install outdoors.**

Avoid installing in the following places to prevent fire, electric shock, injury and/or machine malfunctioning:

- Places subject to rain/moisture, or places subject to high humidity.
- Places subject to direct sunlight, or places subject to extremely hot or cold temperatures to ensure that it is used within the specified operating range.
- Places where inflammable gas may be present or in the vicinity of highly inflammable/volatile chemicals or items that can easily catch fire
- On unstable or sloped surfaces. The machine may topple or cause unforeseen accidents.
- Vicinity of fire exits, fire extinguishers etc that may block/prevent safety measures

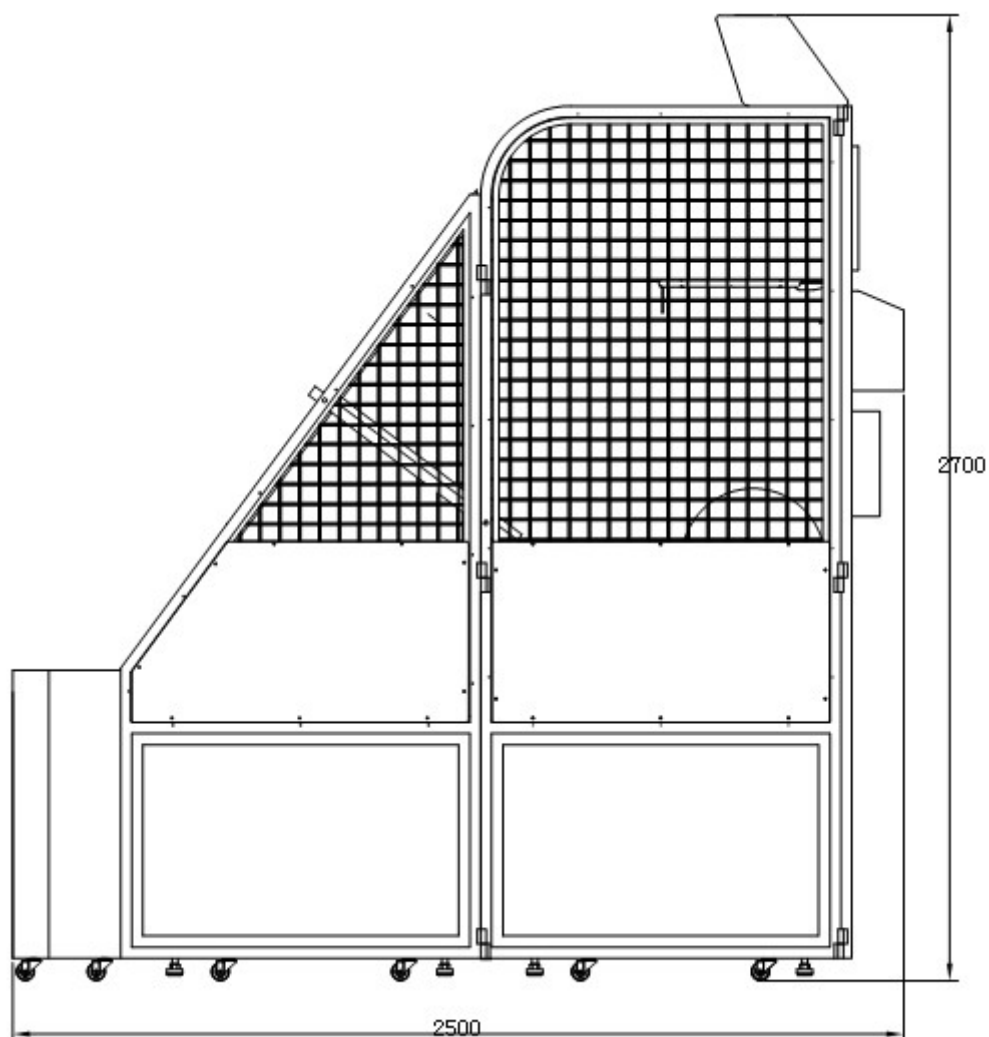
**WARNING**

Non-technical personnel who do not have technical knowledge and Expertise should refrain from performing such work that this manual require or perform tasks which are not explained in this manual. Failing to comply can cause severe accidents such as electric shock or other serious injuries.

WARNING: To reduce the risk of fire, electric shock or personal injury, unplug or disconnect the machine from the power supply before servicing.

Note: The contents of this manual may be updated without notice.

1. SPECIFICATIONS



(1) Work power: AC220V \pm 10 50Hz or 110V \pm 10 60Hz

(As the actual voltage, please refer the label of the machine)

(2) Power Consumption: Min 90W, Max 200W

(3) Dimension: W1020 \times D2500 \times H2700 (mm)

(4) Weight: About 260Kg

(5) Condition: (Indoor) Temperature: -10 $^{\circ}$ C \sim +40 $^{\circ}$ C

Humidity: \leq 90%

Atmospheric pressure: 86P_a \sim 106 P_a

! **NOTICE:** After turning off the game, please wait at least 1 minute before restarting again.

Note: Game parameters are subject to change without notice.

2. PACKAGE CONTENTS

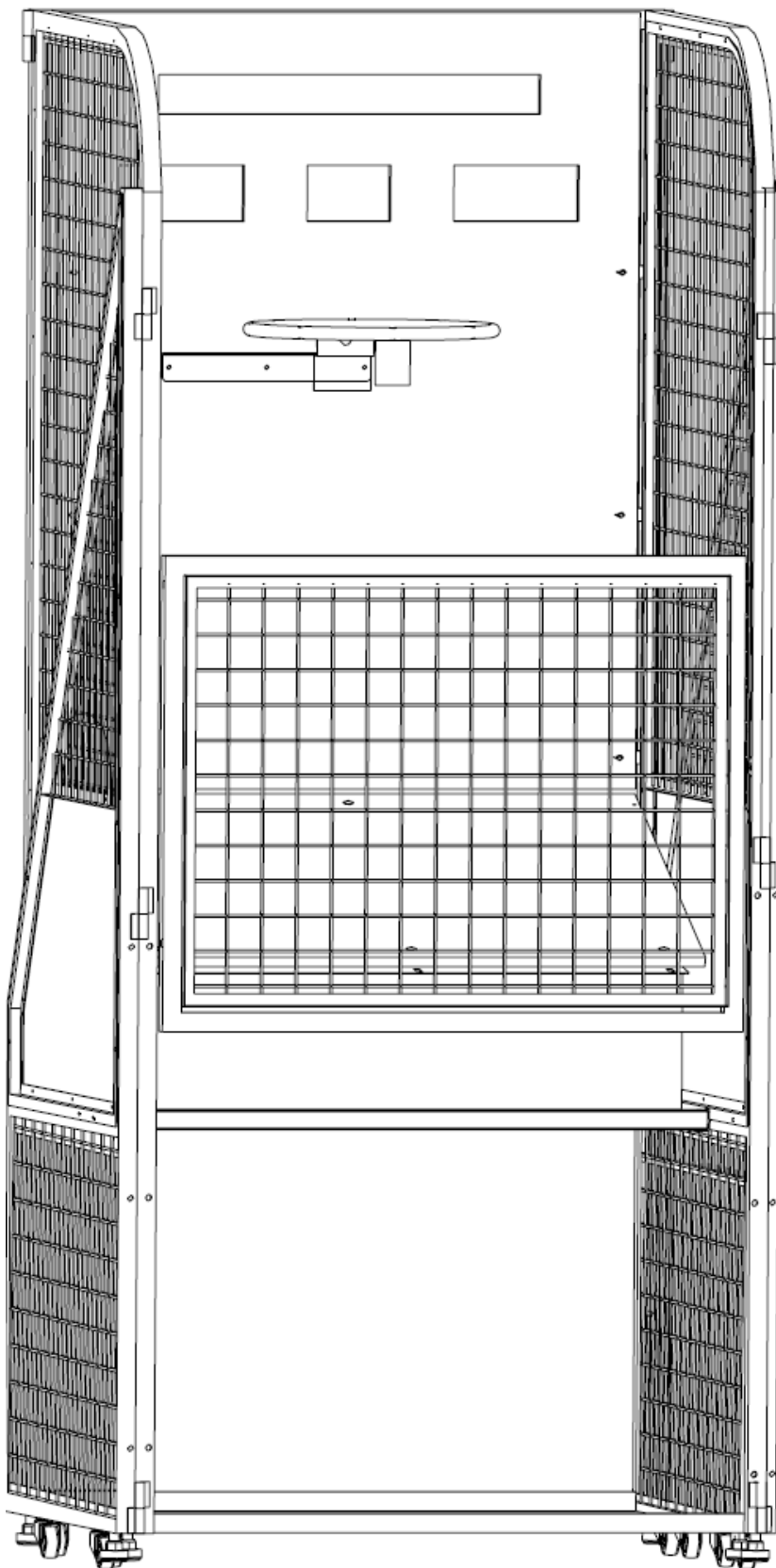
Open the package and make sure all the items are included:

- 1 x Body Assembly, 1 x Control panel Assembly, 1 x Marquee Assembly, 1 x Ball gate assembly, 1 x playfield assembly.
- Following accessories

No.	Component	Specification	Qty	Unit	Illustration	Note
1	Power Cord	15A/250V 3.5m	1	pcs		
2	Fuse	5A/250 (10A/125V) φ5-20	2	pcs		
3	Operation manual	English	1	pcs		
4	Key	171	1	pcs		Service door
		2222	1	pcs		Cash box door
5	Bearing with shaft	6002Z	2	pcs		
6	Circlip	GB/T894.2-1986/d ₀ =16	2	Pcs		
7	Gas pin		2	pcs		
8	UNIS basketball	Size 5	8	pcs		

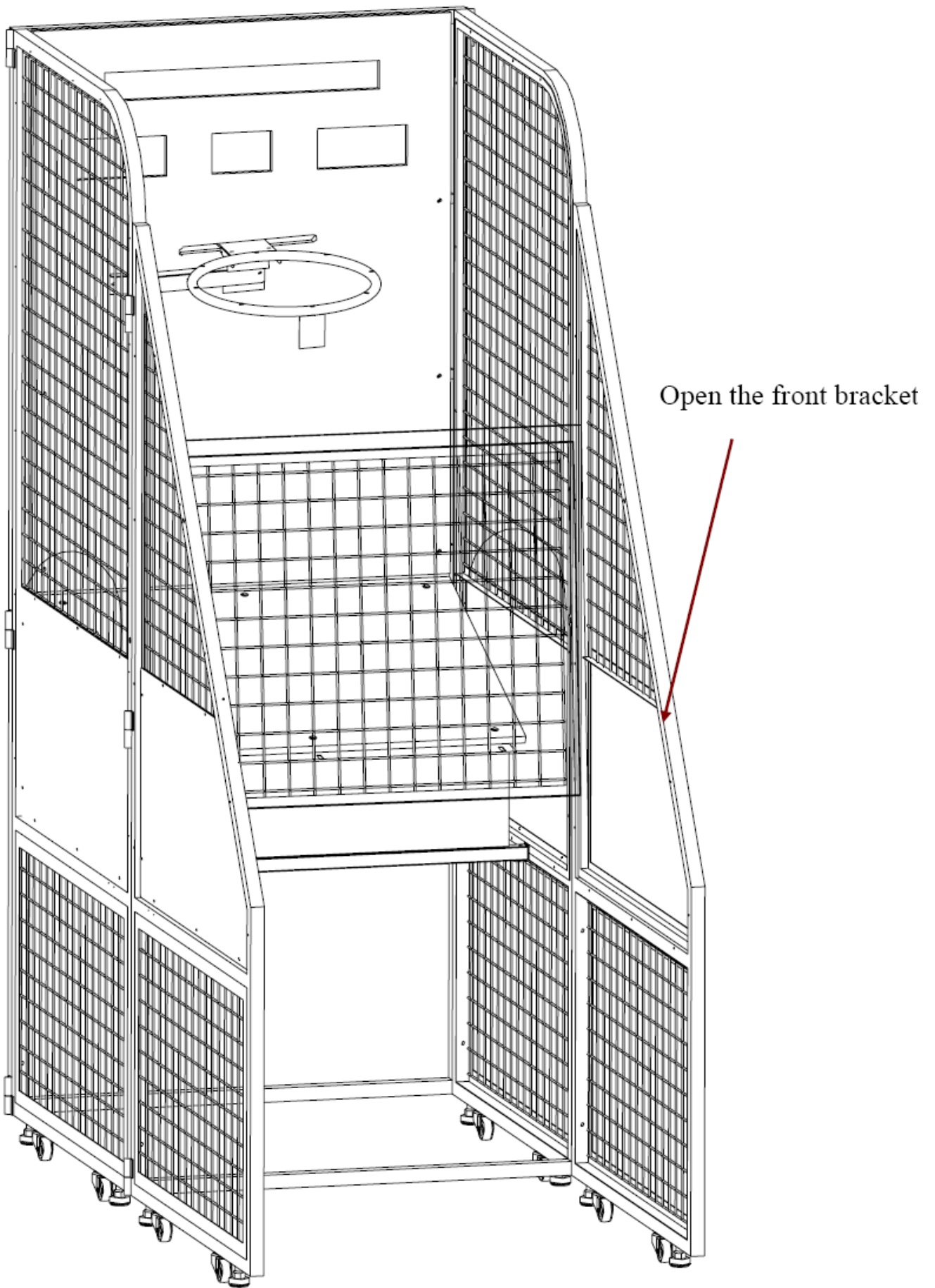
If any items are found to be missing, please contact your sales representative for help immediately.

3. ASSEMBLE STEPS

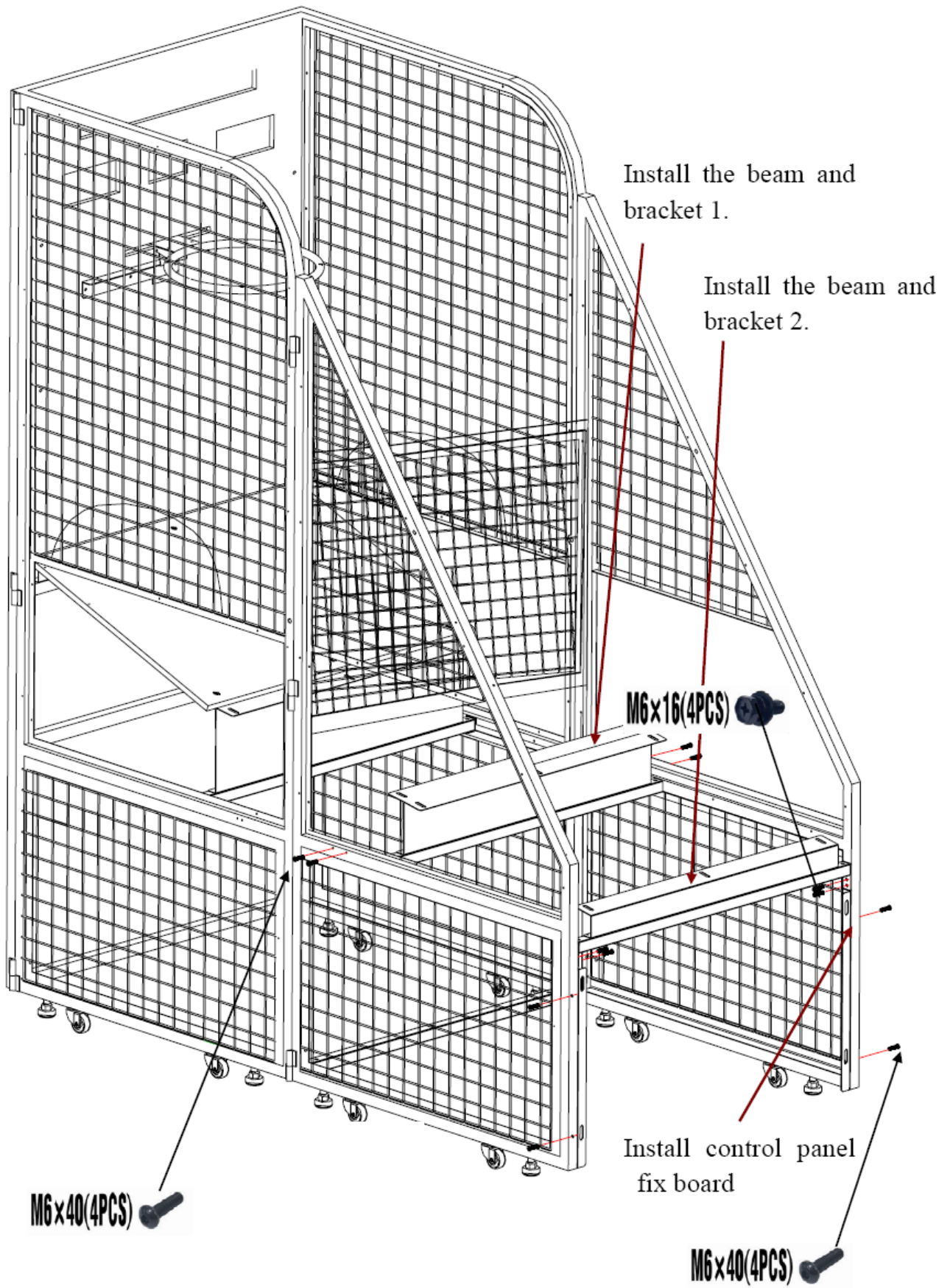


Open the package and take the main cabinet and other parts out

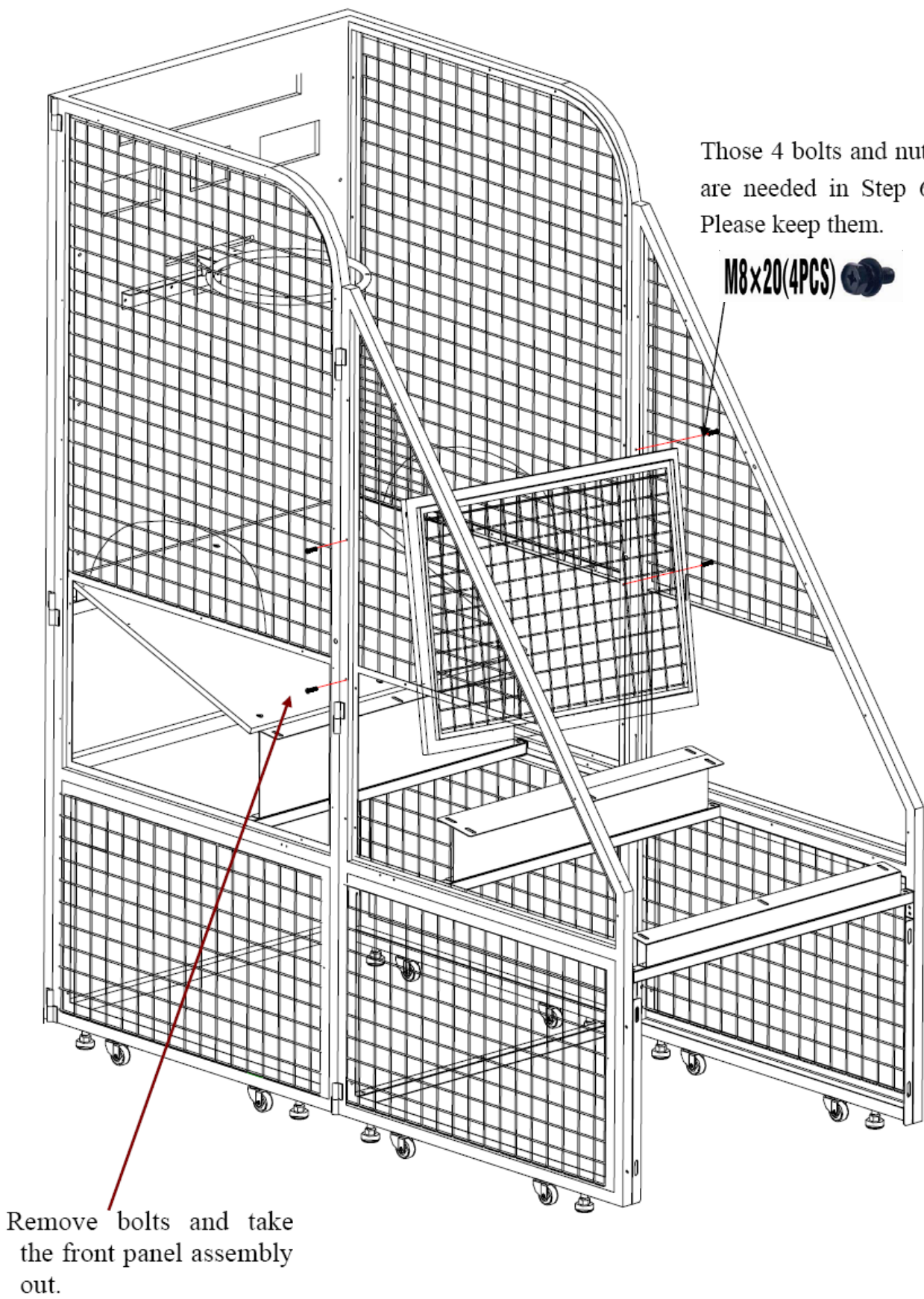
Step 1



Step 2



Step 3

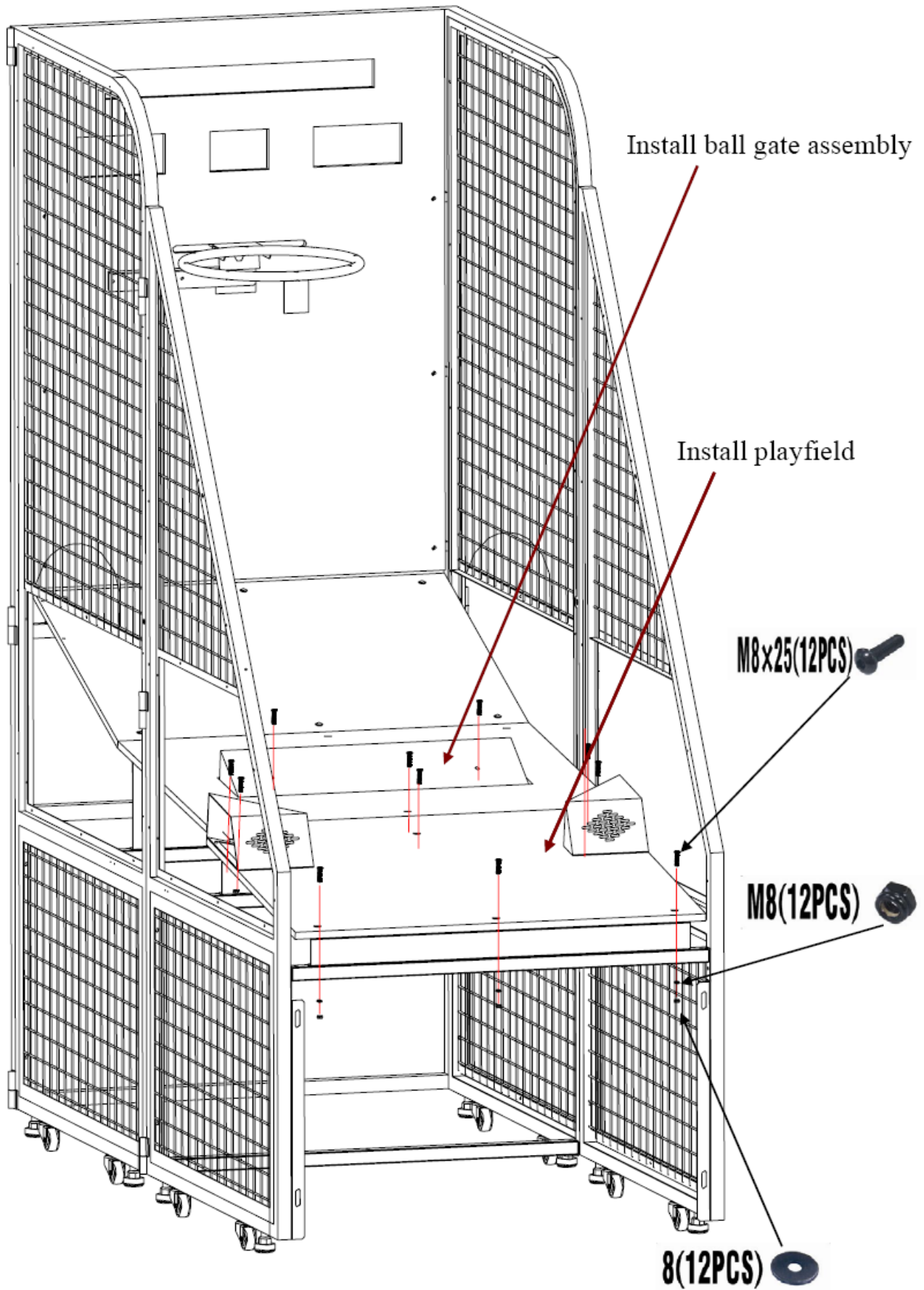


Those 4 bolts and nuts
are needed in Step 6.
Please keep them.

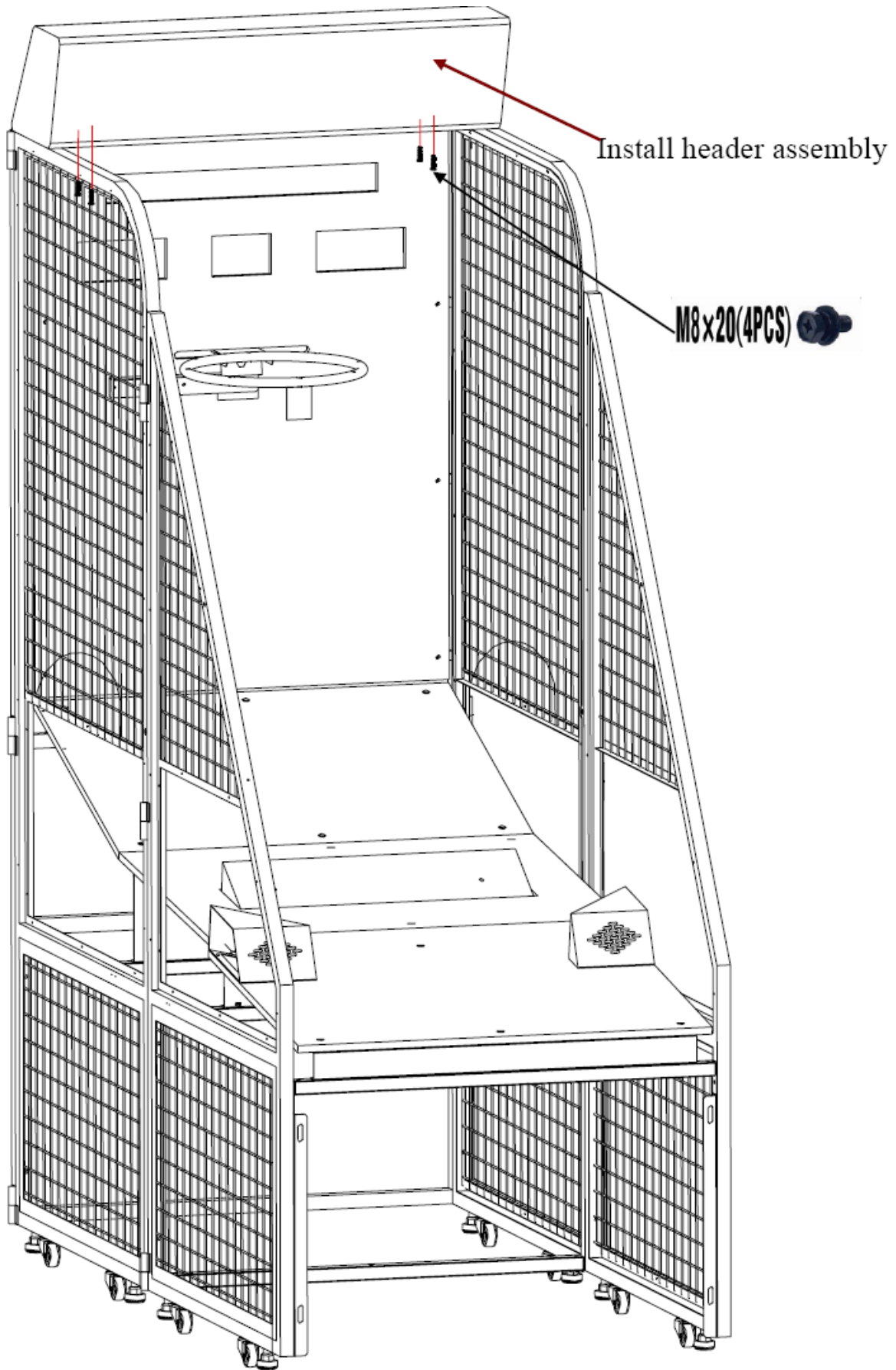
M8x20(4PCS) 

Remove bolts and take
the front panel assembly
out.

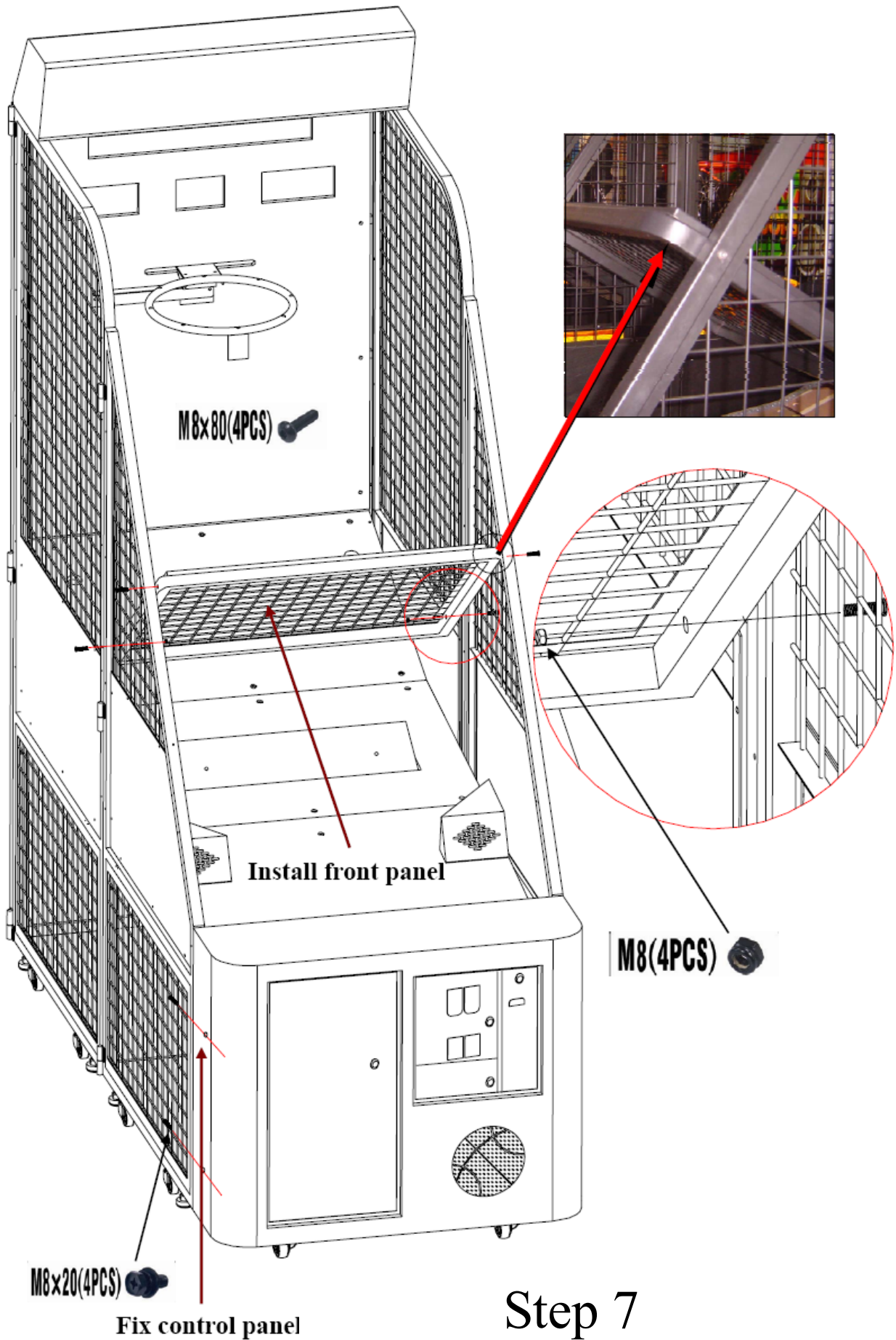
Step 4

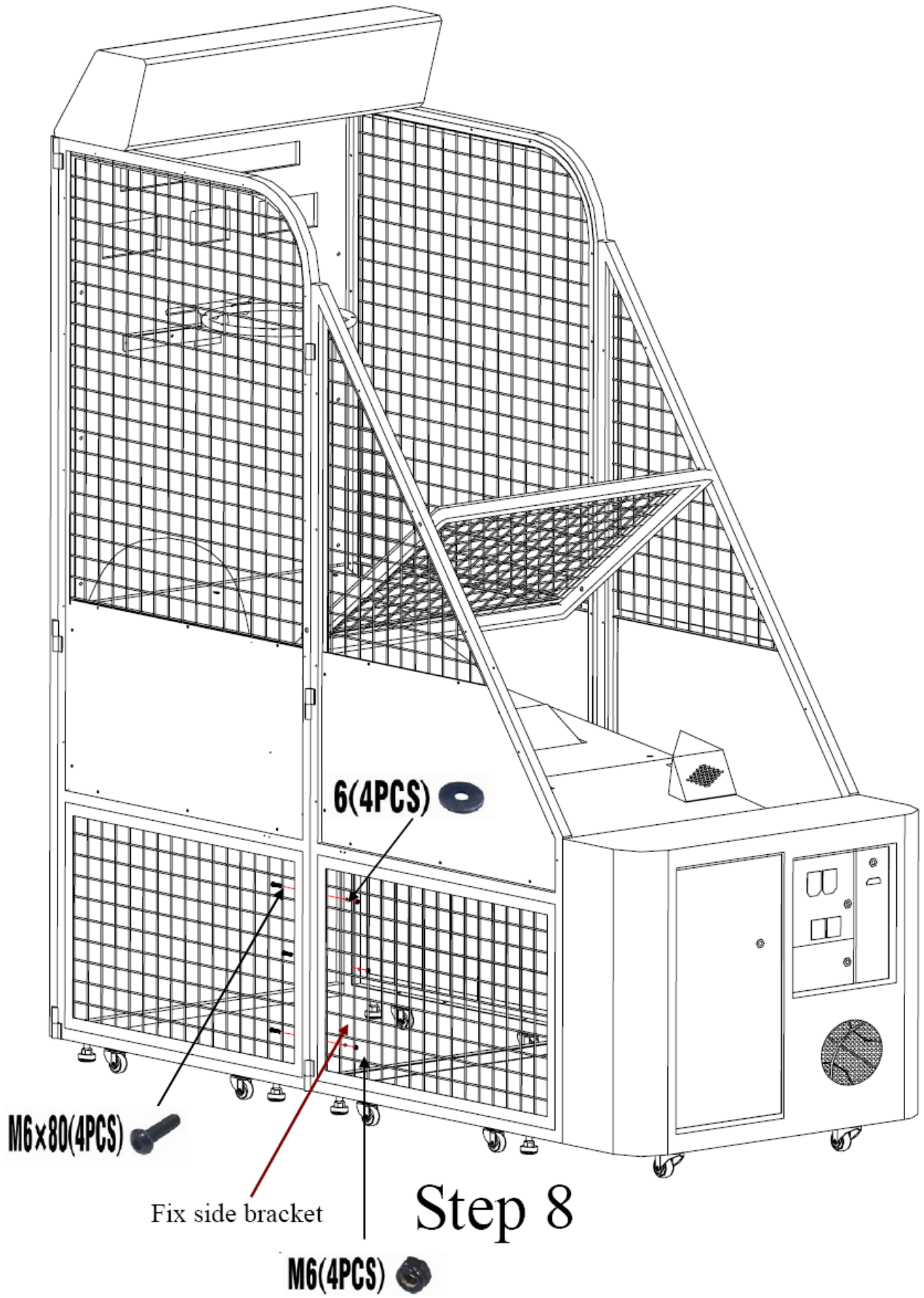


Step 5

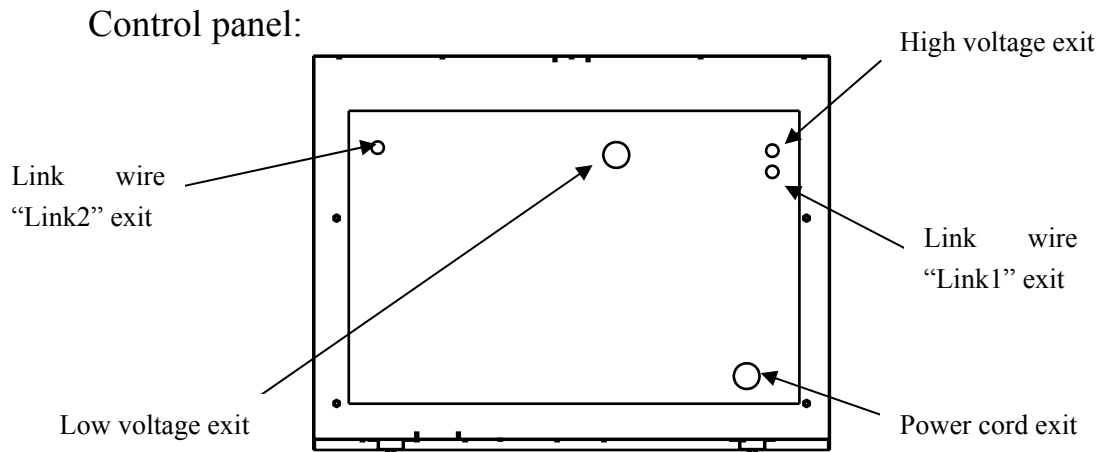


Step 6

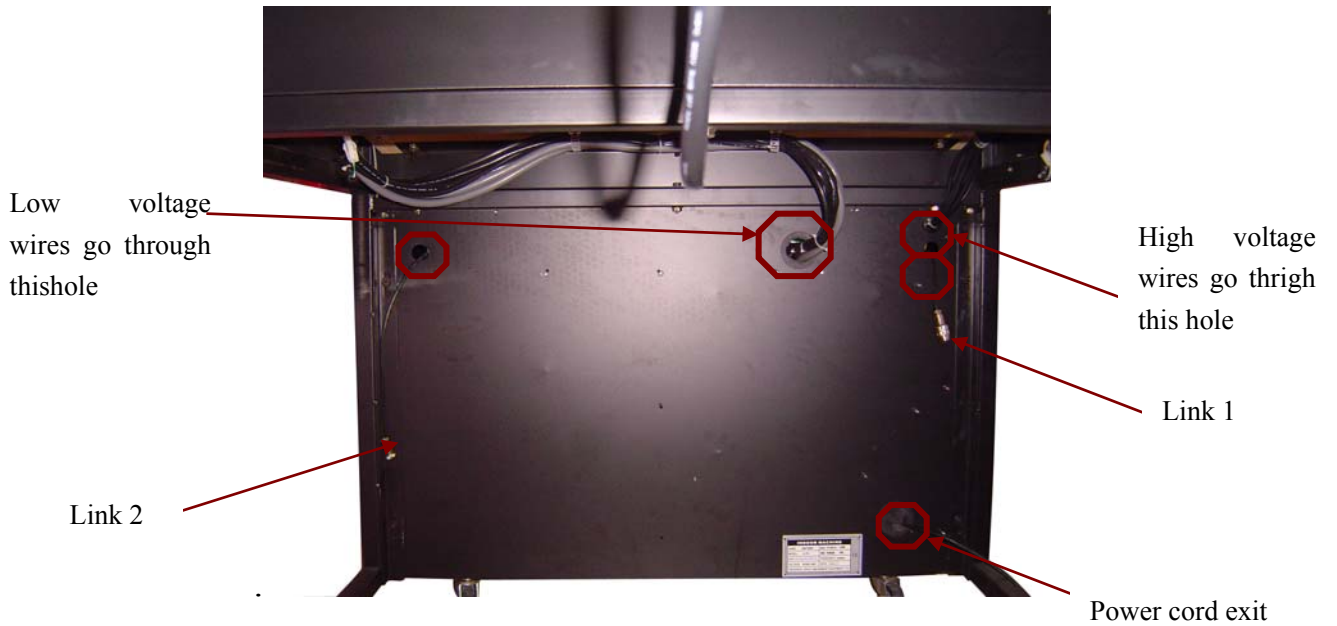




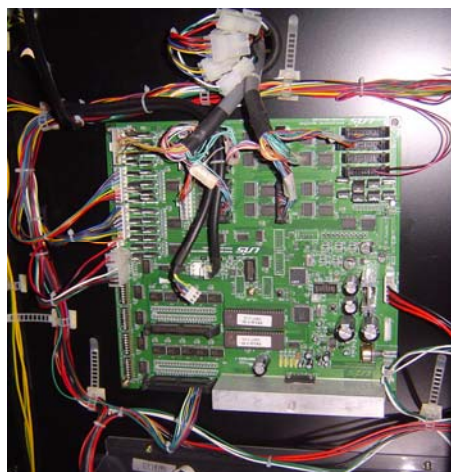
4. LAYOUT ON CONTROL PANEL



Step 1: Connecting



Step 2: Connecting



Connect the wires to the PCB as per the numbers marked on the PCB.

5 LINK GAME

5-1 There are two buttons on the control panel:

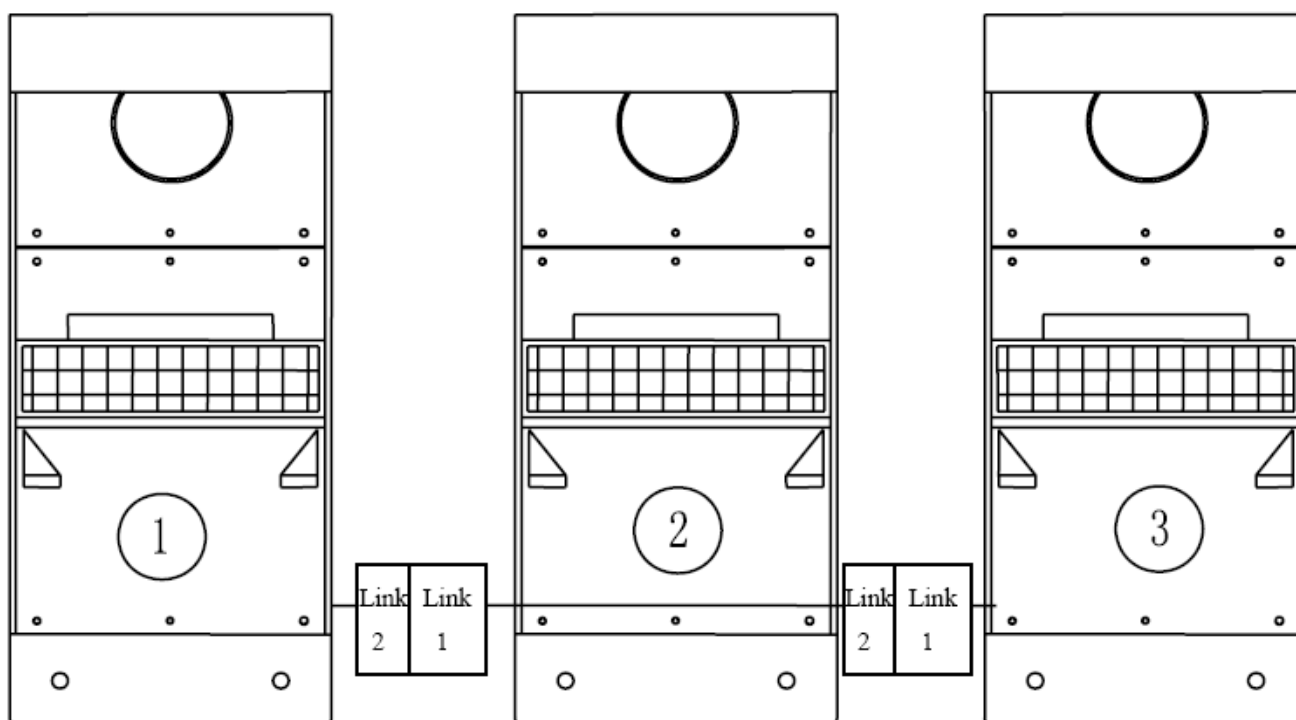


Link Game button: Press this button to compete with others.



Single Player: Press this button to have single player game.

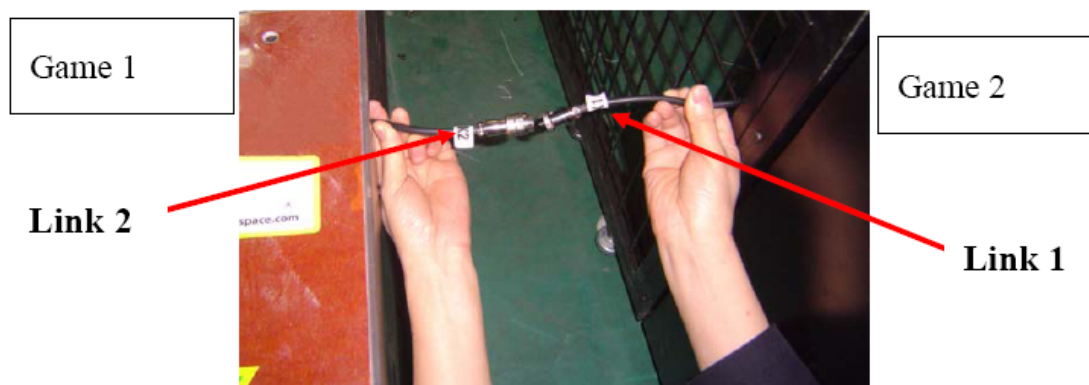
5-2 Link game schematic:



5-3 How to link games: Connect Link 2 (in Game①) to Link 1 (in Game②).

Then connect Link2 (in Game②) to Link1 (in Game③). The rest of the connections are the same.

5-4 Connection illustration:

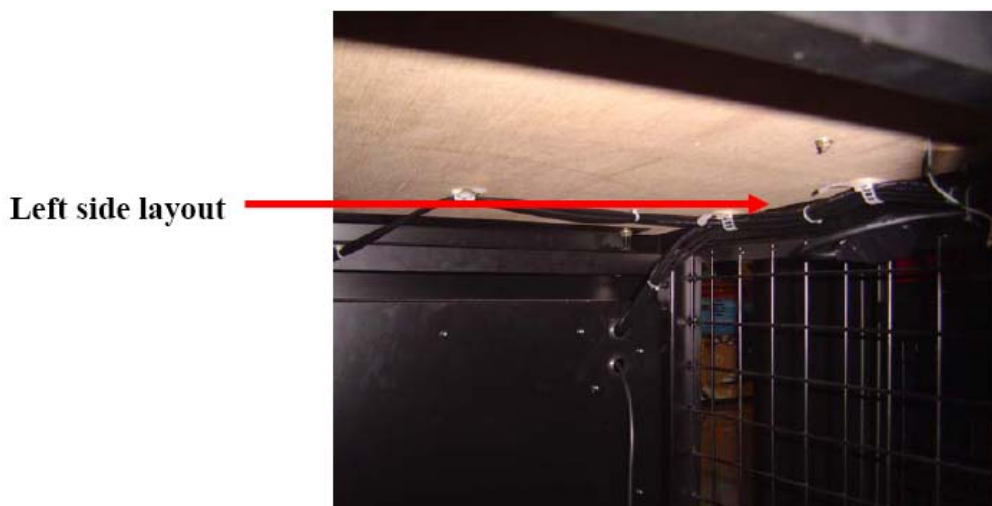


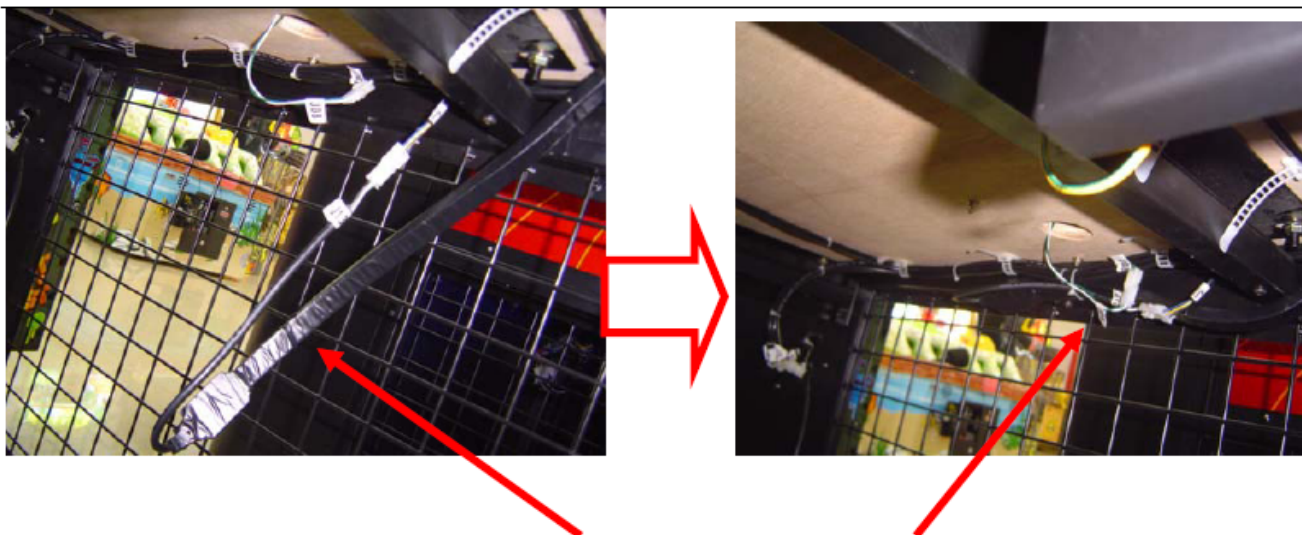
Notice:

- ✧ When linking the game, there should be one game set as Game #1. Any of the games can be set as Game #1. The rest of the games can be #2 to #30 but you cannot repeat.
- ✧ 30 games can compete with each other in groups.
- ✧ The first time to start the game, it will show "1P01 V1.02".The first "1" means the group form. "1P01" means the NO1 machine.
- ✧ NO1 machine will send it's setting (excluding SW4) to the linking games after a few seconds when game starts. It will reset when turned off.
- ✧ The DIP SWITCH setting in other games should be the same as the Game NO1 setting except the Game NO.
- ✧ To set the JP value, you only need to set on the Game NO1.

5-5 Wiring layout:

In order to clear the layout in the machine, below is the instruction for your reference:

**Right side layout****Left side layout**



The extra **light belt** is wrapped with nylon tape.

6. SET UP & INSTALLATION

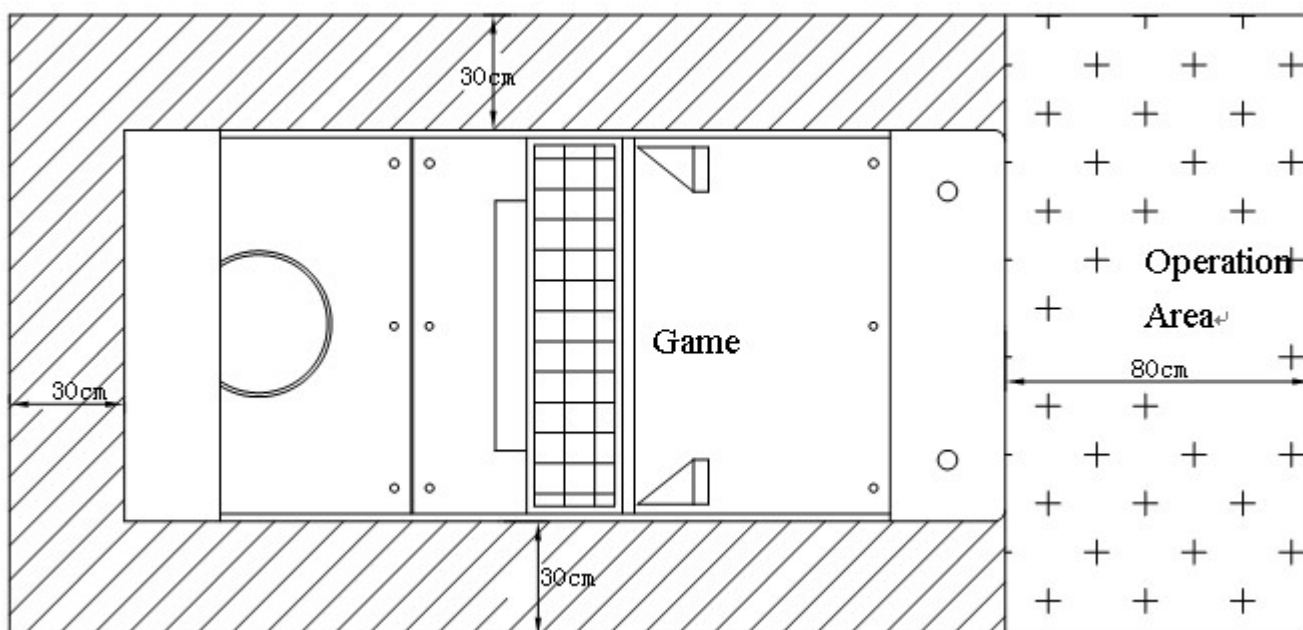
! This product is an indoor game machine. Do not install outdoors.

- Refer to IMPORTANT SAFETY INSTRUCTIONS (Pg. 3) for places to avoid
- Place the unit on a dry level surface
- Ventilation openings in the back of the unit must not be obstructed by objects or by wall.

4-1 Play Zone

This machine requires space for playing and for maintenance as shown below.

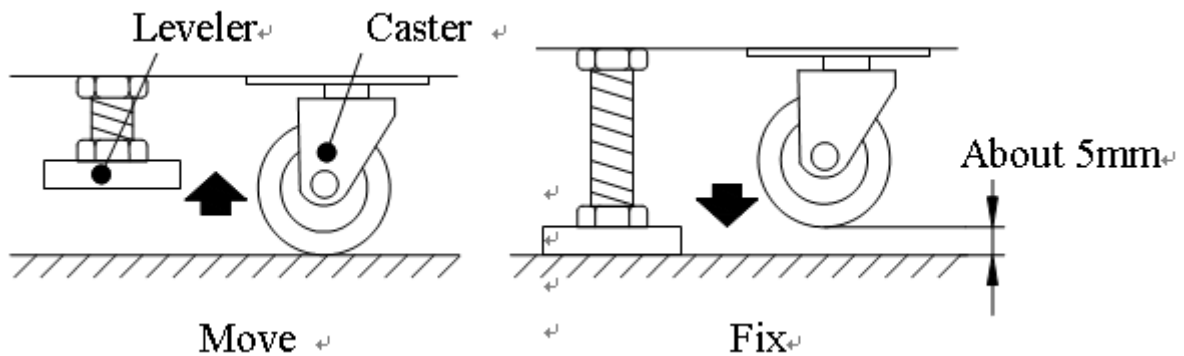
Leave space around the game upon installation:



4-2 Level Adjustment

Install this machine on a flat surface. Adjust levers to lift casters off the ground to level the game. If the game is installed on an unsuitable floor, it could cause a malfunction.

To fix the game, adjust the Leveler down until it touches the floor, lifting the casters off the ground by 5mm. Repeat the same for all levelers.



NOTICE

Make sure the machine is level with the ground and all the adjustable legs should stick to the floor closely.


4-3 Transporting the Game

If you need to move the game, adjust the levelers back to an “up” position so the casters touch the ground.

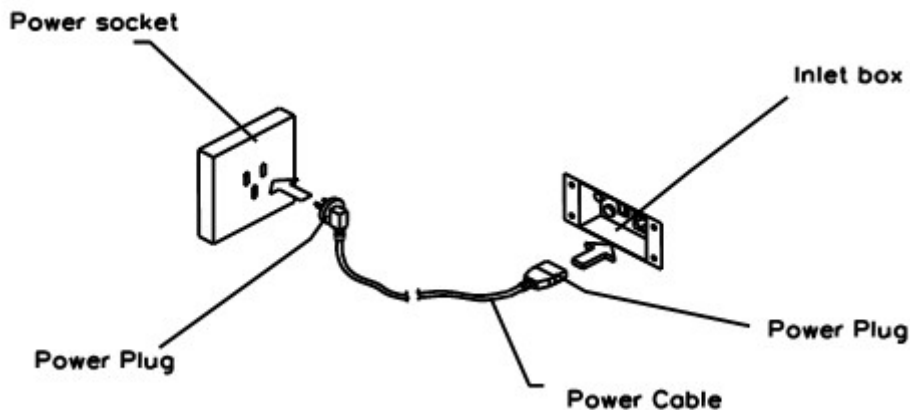
NOTICE

- Be careful not to damage the machine during transport.
- The machine should be handled with care when bringing it down from a higher level.
- Always unplug the game before moving.
- Keep the machine in upright position during transport.
- For longer distance transport, package the game properly to prevent damages

4-4 Connecting Power

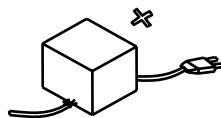
 **WARNING:** Check the voltage rating before you connect the equipment to an electrical outlet to ensure that the required voltage and frequency match the available power source. Please refer the label of the machine.

- Do not plug the equipment power cables into an electrical outlet if the power cable is damaged.
- Avoid putting many loads on one electrical outlet as it could generate heat and fire resulting from overload.
- Connect the grounding conductor to the earth terminal (GND):

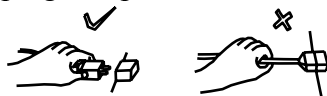


 **WARNING**

Ensure no heavy objects rest on the power cord. Check to make sure the game cabinet does not sit on the power cord as this could damage the cord and become hazardous.



To disconnect the game, grip the plug and pull it from the wall outlet. Never pull by the cord.



To prevent electric shock, do not touch the power plug when hand is wet.



Ensure that nothing rests on the power cord and that it is not located where it can be stepped on or tripped over.

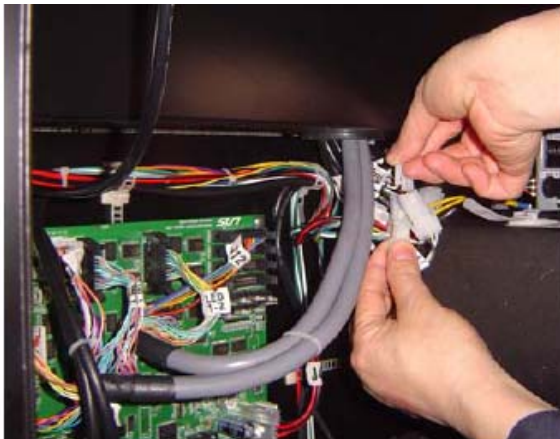


5. PACKAGE

For moving the game a short distance, just adjust the leveler and then move the game. For moving the game a long distance, it should be packed. Before operating the game, it should be assembled.

How to remove the control panel:

Step 1: Unplug the connectors from the PCB.



Step 2: Unplug the high voltage and low voltage connectors as pictured.

Step 3: Pull the wires out of the middle hole carefully. Please do not break the wire.





Step 4: Remove screws on the two sides of the control panel.



Step 5: Pull the control panel in the front.

Step 6: The package should be the same as the factory original packing.

6. HOW TO PLAY

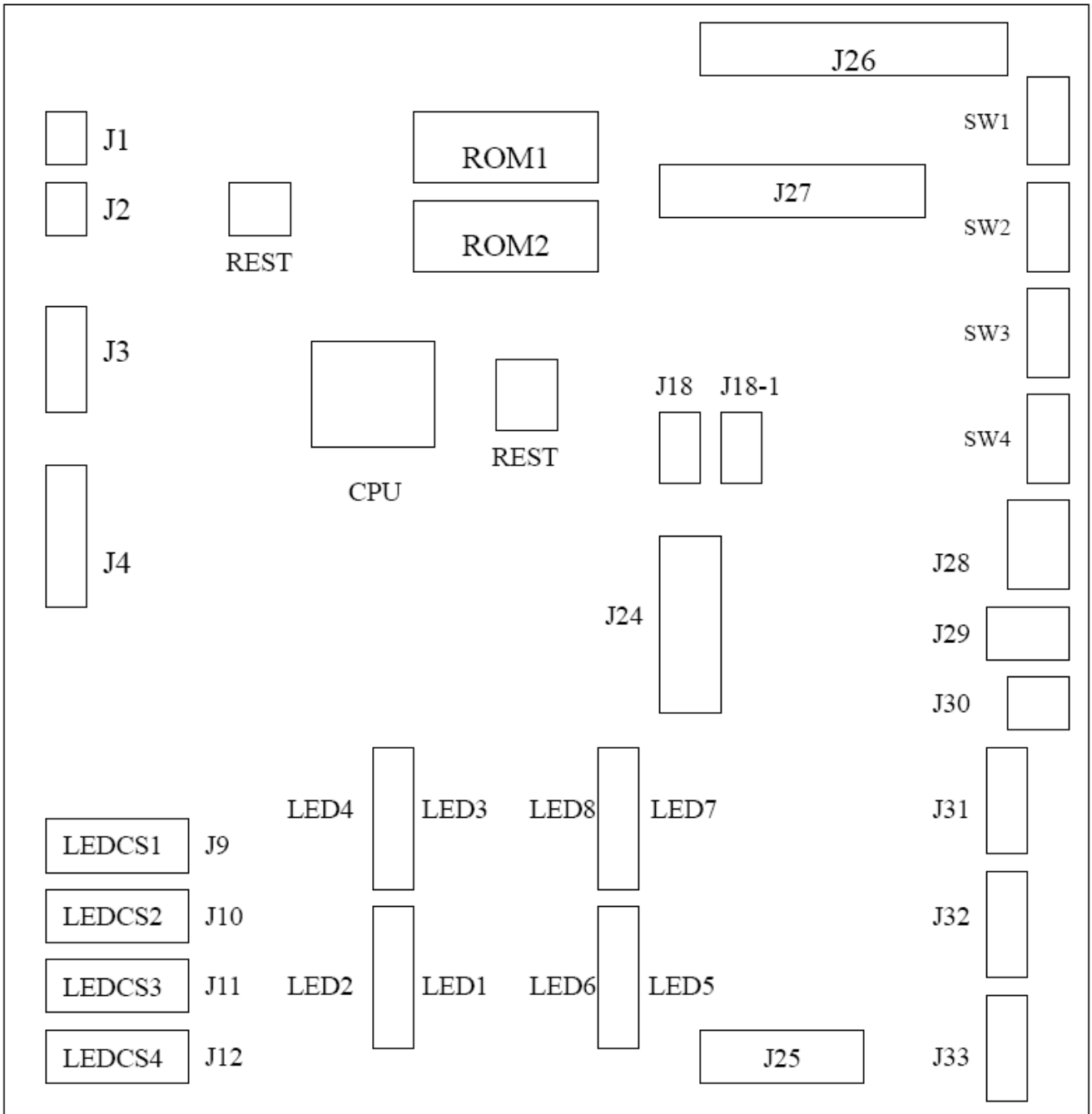
- ✓ Insert coin(s). Press “single player” button or “link game” button to start the game.
- ✓ Start shooting. The big display will show some relative information. The default setting is: 30 points for Stage 1. 60 points for Stage 2. 100 points for Stage 3. If the player cannot get that score, the game is over.
- ✓ Tickets will be paid according to the score.
(Notice: It is suggested that 6 balls for each game to play.)

7. SWITCHES CONTROL SIGNAL

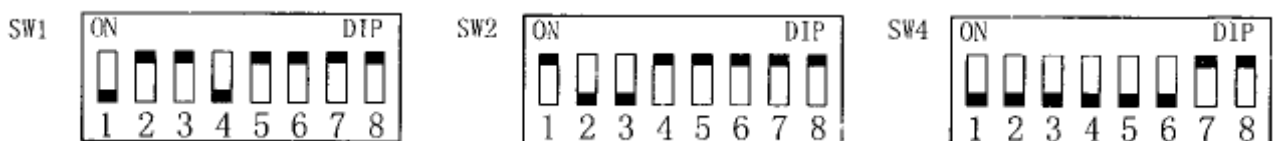
7-1 Refer to the attached I/O chart and the schematic.

To adjust DIP SWITCH, please refer the I/O chart. The initial setting is in capitalization.

Main board:



7-2 DIP Setting (Default Setting)



⚠ The above are subject change without notice.

8. PARAMETER SETTING:

8-1 (1) Coin per Game:

SW1-1 and SW1-2 are the switches to adjust how many coins to start the game. There are 4 options.

ITEM	CONTENT	DIP SW1		NOTE
		1	2	
Coin per game	0	on	On	Free play
	1	OFF	ON	1 coin for 1 game
	2	on	off	2 coins for 1 game
	3	off	off	3 coins for 1 game

(2) Score Per Ticket:

SW1-3 ~ SW1-5 are the switches to adjust the payout. There are 8 options.

ITEM	CONTENT	DIP SW1			NOTE
		3	4	5	
Score per ticket	10	on	on	on	Every 10 points for 1ticket
	20	off	on	on	Every 20 points for 1ticket
	30	on	off	on	Every 30 points for 1ticket
	40	OFF	OFF	ON	Every 40 points for 1ticket
	50	on	on	off	Every 50 points for 1ticket
	60	off	on	off	Every 60 points for 1ticket
	80	on	off	off	Every 80 points for 1ticket
	No ticket	off	off	off	No ticket payout

(3) Mercy Ticket

SW1-6~SW1-7 are switches to adjust the minimum ticket payout. There are 4 options

ITEM	CONTENT	DIP SW1		NOTE
		6	7	
Mercy ticket	0	ON	ON	No ticket payout
	1	off	on	At least dispense 1 ticket
	2	on	off	At least dispense 2 ticket
	3	off	off	At least dispense 3 ticket

(4) Round Per Game

SW2-1 ~ SW2-2 are the switches to adjust how many rounds for one play. There are 4 options.

ITEM	CONTENT	DIP SW2		NOTE
		1	2	
Round per game	2	on	on	1 round for 1 game
	3	off	on	2 rounds for 1 game
	4	ON	OFF	3 rounds for 1 game
	5	off	off	4 rounds for 1 game

(5) Game Time:

SW2-3 ~ SW2-4 are the switches to adjust the play time for each round. There are 4options.

ITEM	CONTENT	DIP SW2		NOTE
		3	4	
Game time	1	on	on	Option 1
	2	off	on	Option 2
	3	on	off	Option 3
	4	OFF	OFF	Option 4

(6) High Score Initial Value

SW2-5 ~ SW2-6 are the switches to adjust the initial value of the high score setting.

There are 4 options.

ITEM	CONTENT	DIP SW2		NOTE
		5	6	
High score initial value	150	ON	ON	High score setting is 150
	250	off	on	High score setting is 200
	350	on	off	High score setting is 250
	500	off	off	High score setting is 500

(7) Score for Pass

SW3-1~ SW3-2 are the switches to adjust the score for passing each stage. There are 4 options.

ITEM	CONTENT	DIP SW3		NOTE
		1	2	
Score for pass	1	ON	ON	Option 1
	2	off	on	Option 2
	3	on	off	Option 3
	4	off	off	Option 4

(8) JP Score

SW3-3~ SW3-4 are the switches to adjust the JP score. There are 4 options. (Only enabled when using the JP Marquee)

ITEM	CONTENT	DIP SW3		NOTE
		3	4	
JP score	100	on	on	Reach 100 score for JP ticket
	200	off	on	Reach 200 score for JP ticket
	300	ON	OFF	Reach 300 score for JP ticket
	400	off	off	Reach 400 score for JP ticket

(9) Win JP Ticket

SW3-6~ SW3-7 are the switches to adjust tickets on JP. There are 4 options. (It is enabled when using JP marquee.)

ITEM	CONTENT	DIP SW3		NOTE
		6	7	
JP Ticket	20	ON	ON	Get 20 extra tickets when JP is won.
	30	off	on	Get 30 extra tickets when JP is won.
	50	on	off	Get 50 extra tickets when JP is won.
	100	off	off	Get 100 extra tickets when JP is won.

(10) 3 Point Time

SW3-5 is the switch to adjust the time during 3 point shooting, There are 2 options

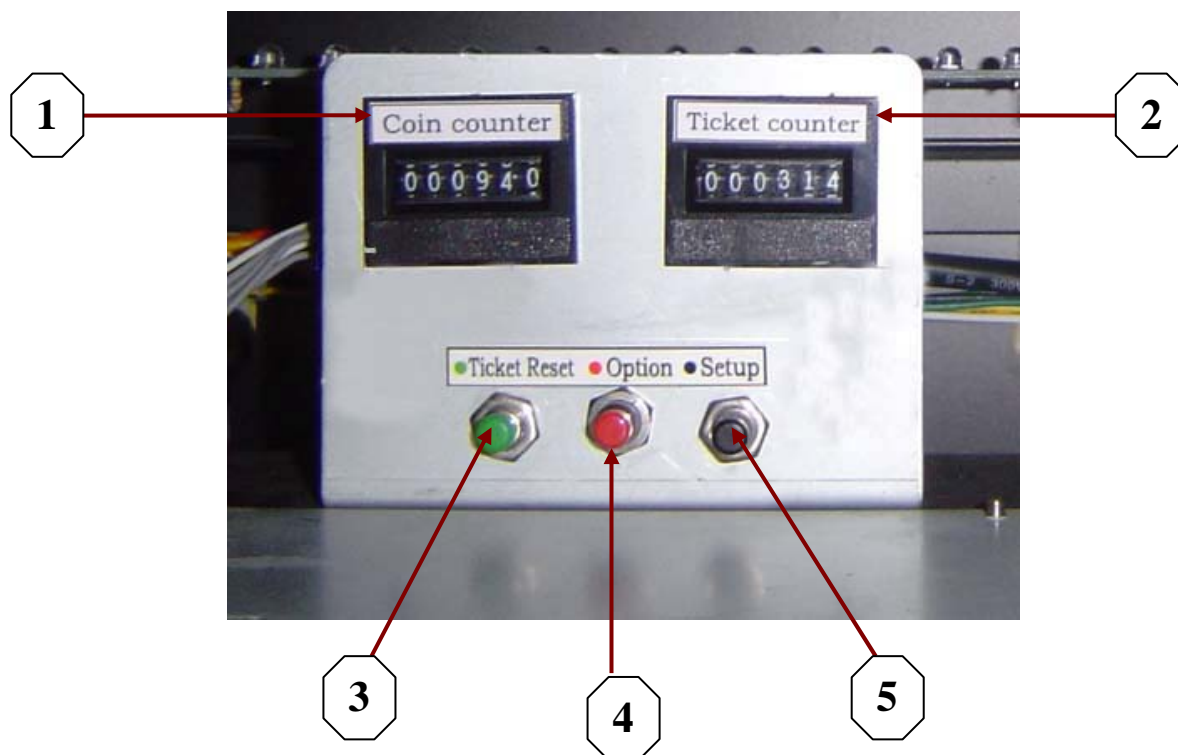
ITEM	CONTENT	DIP SW3	NOTE
		5	
3 Point time	1	ON	Select the 1st option
	2	off	Select the 2 nd option

(11) Win JP ticket

SW3-8 is the switch to adjust if getting the JP ticket or not when you reach the JP score. There are 2 options. (It is enabled when using JP Marquee)

ITEM	CONTENT	DIP SW3	NOTE
		5	
Win JP ticket	1	ON	JP ticket available
	2	off	No JP ticket

8-2 Meter panel:



- ◇ 1. Coin counter: Display the amount of the coins put in .
- ◇ 2. Ticket counter: Display the amount of the tickets dispensed.
- ◇ 3. Ticket reset: Reset the tickets when refill the tickets.
- ◇ 4. Option: No function for the moment.
- ◇ 5. Setup: No function for the moment.

9. MAINTENANCE, INSPECTION

9-1 Safety Check

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

1. Try to run the game before operation each day.
2. Conduct monthly routine checks of game components ensure good working condition
3. Check the machine regularly for dust and clean when necessary.

Note: Parts and components require preventative maintenance to be kept running smoothly

9-2 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.

Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine



WARNING

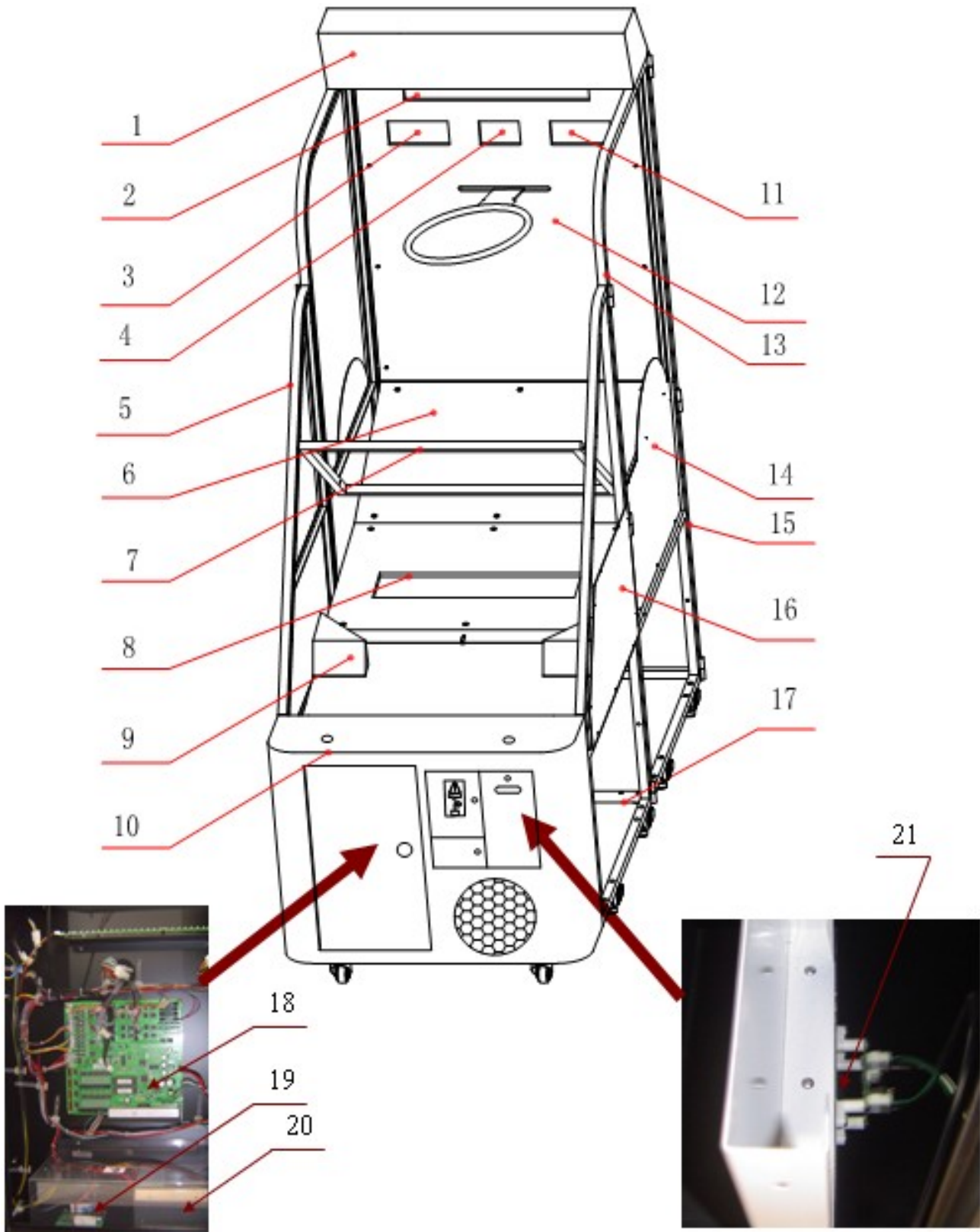
- Before servicing the machine, be sure to turn power off. Servicing without turning the power off can cause electric shock or short circuit.
- To avoid electric shock or short circuit, do not plug then unplug the power quickly
- Do not expose power cords and earth wires, these are susceptible to damage.
- Damaged cords and wires can cause electric shock or short circuit and should be replaced immediately.
- When or after installing the product, avoid pulling the power cord to prevent unnecessary wear and tear. Use the power button to disconnect power.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or replace locally. Continued usage of damaged cord can cause fire, electric shock or leakage.
- Perform grounding appropriately. Inappropriate grounding can cause electric shock.
- Use fuses that meet specified rating. Fuses exceeding can cause an electric shock.
- Should a problem occur, turn off the power immediately and stop operating the machine. •Unplug the power cord of the service outlet. Operating the machine without correcting the problem may cause a fire or injuries.
- Insert the power plug securely into the outlet. Poor contact may cause overheating, resulting in fire or burns.
- To ensure the warning labels attached on the machine are visible and legible, install the machine in a well-lit location, and keep the labels clean at all times. Make sure the labels are not hidden behind other game machines.

10. TROUBLE SHOOTING

Problem	Cause	Possible Solution
No ticket dispensed	No tickets in the game	Refill and press the reset button
	Tickets are jammed	Take the jammed tickets out and then press the reset button.
	Poor connection on the ticket dispenser.	Replace with a better connector.
Does not score when ball goes in	Reflective paper is worn or old.	Replace the reflective paper.
	Poor connection	Make sure the connection is good
	Ball sensor is damaged	Replace with new sensor.
Rim in wrong position	Sensor disconnected	Connect the sensor
	Rim detected sensor is damaged.	Replace the sensor board
Rim doesn't move	Relay is not working	Check the input signal
	Motor is not working	Check the power voltage to see if it is the same as motor voltage.
	Faulty connectors	Insure wire is connected properly
Ball gate faulty	Sensor connector is loose	Connect the wire properly
	Sensor is damaged	Replace with new sensor
Ball gate not open or not closed	Drive board sensor is not working.	Check the ball sensor input signal
	1. Motor is not working	Make sure power voltage is the same as motor voltage.
	Poor connection	Make sure every connector is connected

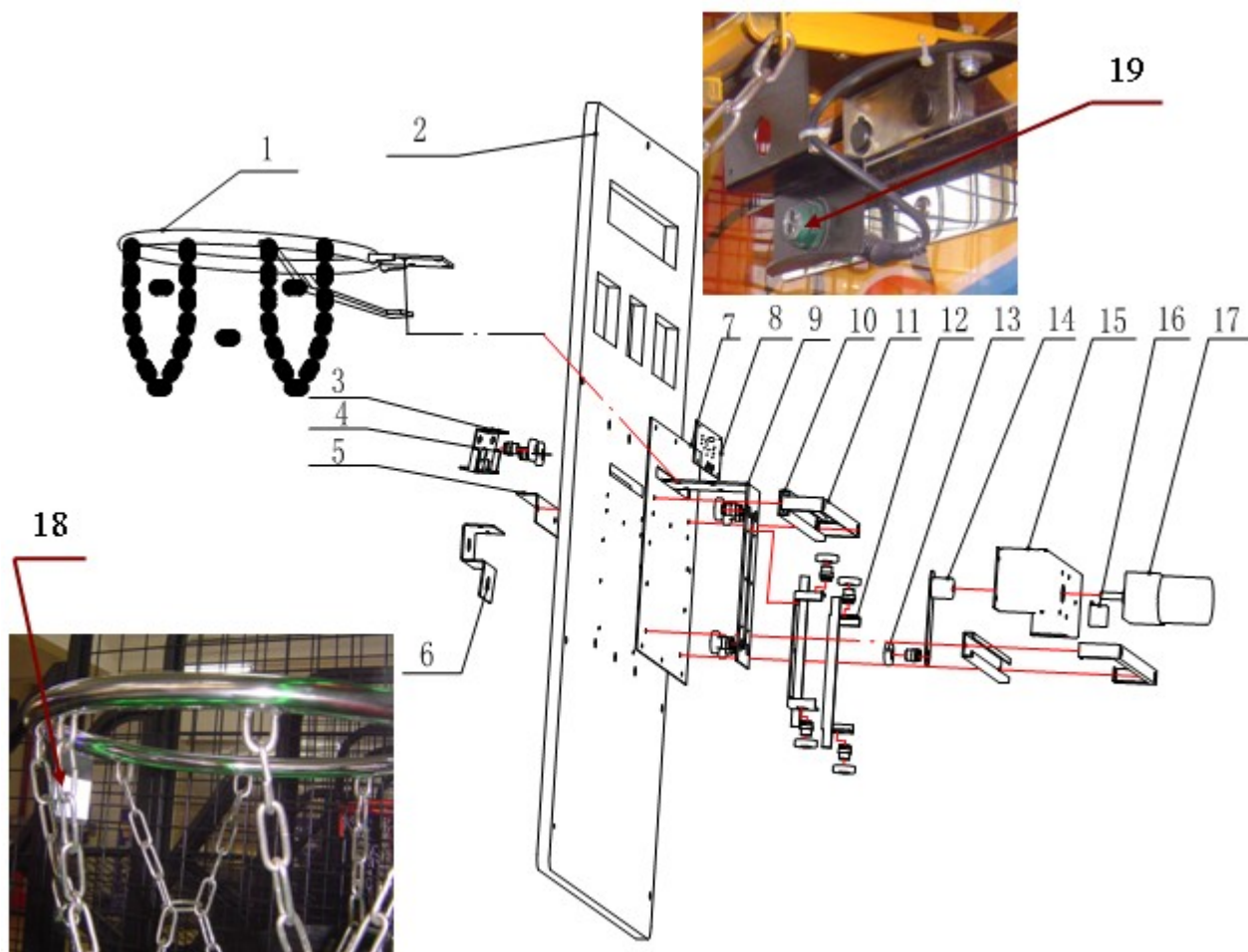
11. OVERALL STRUCTURE

11-1 Main Part 1:

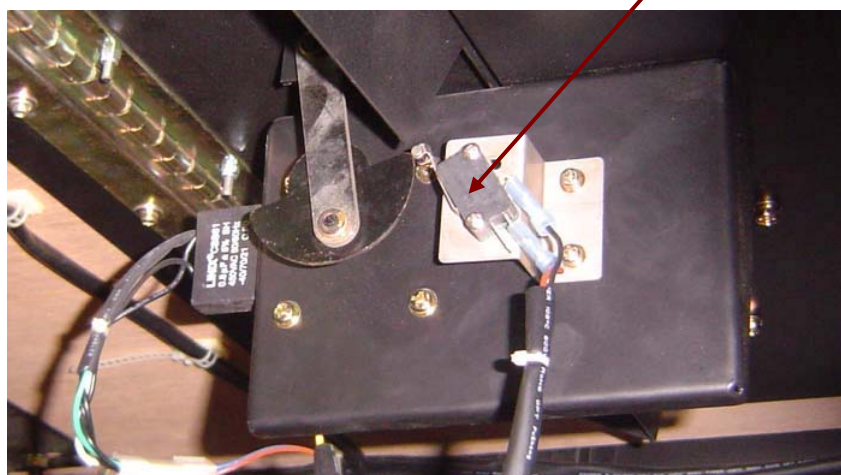
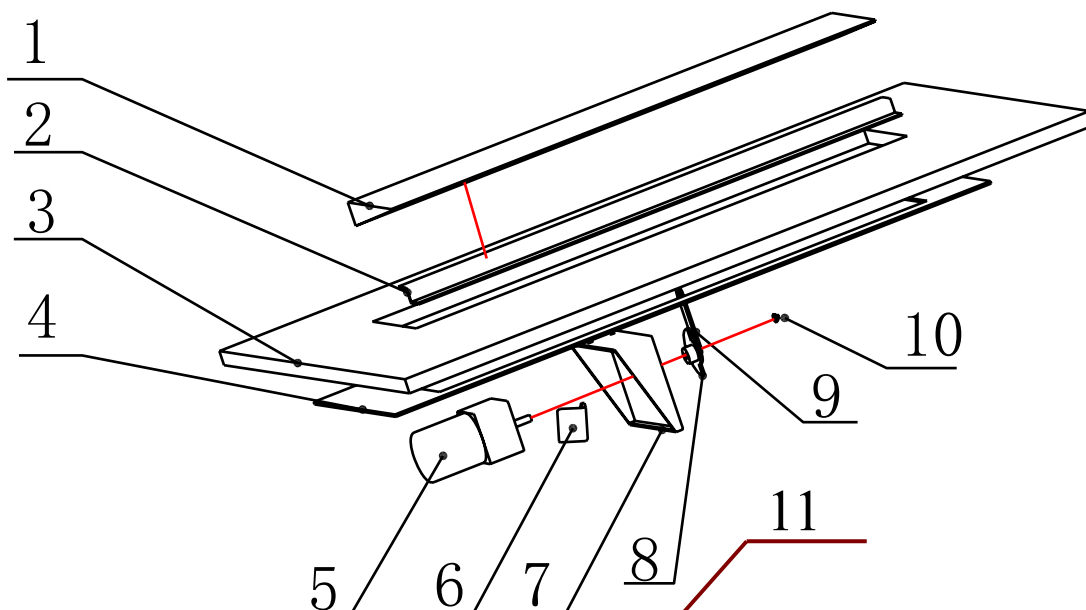


NO	PART NO.	NAME	QTY	SPEC.	NOTE
1	FKLQ-1	Marquee	1		
2	FKLQ -2	Matrix board	1		Display game information
3	FKLQ -3	Left display	1		Display the high score
4	FKLQ -4	Middle display	1		Display game time
5	FKLQ -5	Front side bracket	2		1 left / 1 right
6	FKLQ -6	Playfield	3		
7	FKLQ -7	Shield	1		
8	FKLQ -8	Ball gate Assy.	1		
9	FKLQ -9	Speaker	2		1 left / 1 right
10	FKLQ-10	Control panel Assy.	1		
11	FKLQ -11	Right display	1		Display the score
12	FKLQ -12	Motion Assy	1		
13	FKLQ -13	Rear side bracket	2		1 left / 1 right
14	FKLQ -14	Rear side panel	2		1 left / 1 right
15	FKLQ -15	Back bracket	1		
16	FKLQ -16	Front side panel	2		1 left / 1 right
17	FKLQ -17	Bottom beam 1	5		
18	FKLQ -18	Mainboard	1		
19	FKLQ -19	Silicon controlled board	1		
20	FKLQ -20	Power supply	1		
21	FKLQ -21	Ticket drive board	1		

11-2 Motion Assy.

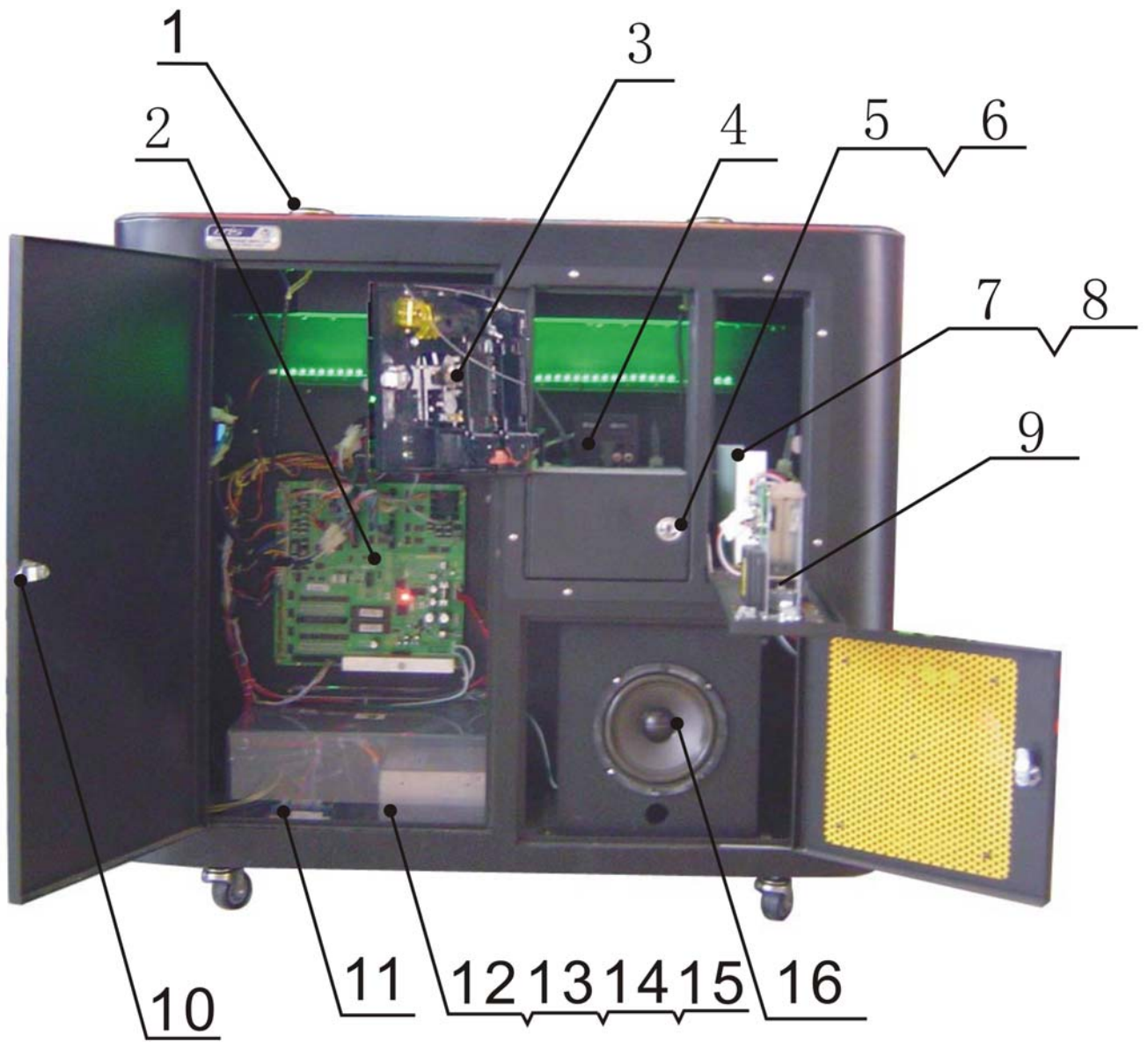


NO	PART NO.	NAME	QTY	SPEC.	NOTE
1	FKLQ -23	Rim	1	$\phi 20$	
2	FKLQ -24	Back Board	1	15mm	
3	FKLQ -25	Bearing Rack	1	3 mm	
4	FKLQ -26	Bearing Axis	13	$\phi 6$	
5	FKLQ -27	Bearing Track	1	1.5 mm	
6	FKLQ -28	Sensor Rack	1	1.5 mm	
7	FKLQ -29	Attached board	1	1.5 mm	
8	FKLQ -30	Sensor Board	1		
9	FKLQ -31	Main Frame	1	3 mm	
10	FKLQ -32	Guide Strip I	2	2 mm	
11	FKLQ -33	Guide Strip II	2	2mm	
12	FKLQ -34	Bracket	2	3 mm	
13	FKLQ -35	Bearing	13	6002	
14	FKLQ -36	Connected Rod	1	2 mm	
15	FKLQ -37	Motor Rack	1	2mm	
16	FKLQ -38	Start up Capacitor	1		
17	FKLQ -39	Motor	1	YN70-15Z/70JB100G10	
18	FKLQ -40	Reflect Paper	1	50×55	
19	FKLQ -41	Ball Detected Sensor	2		

11-3 Ball gate Assy

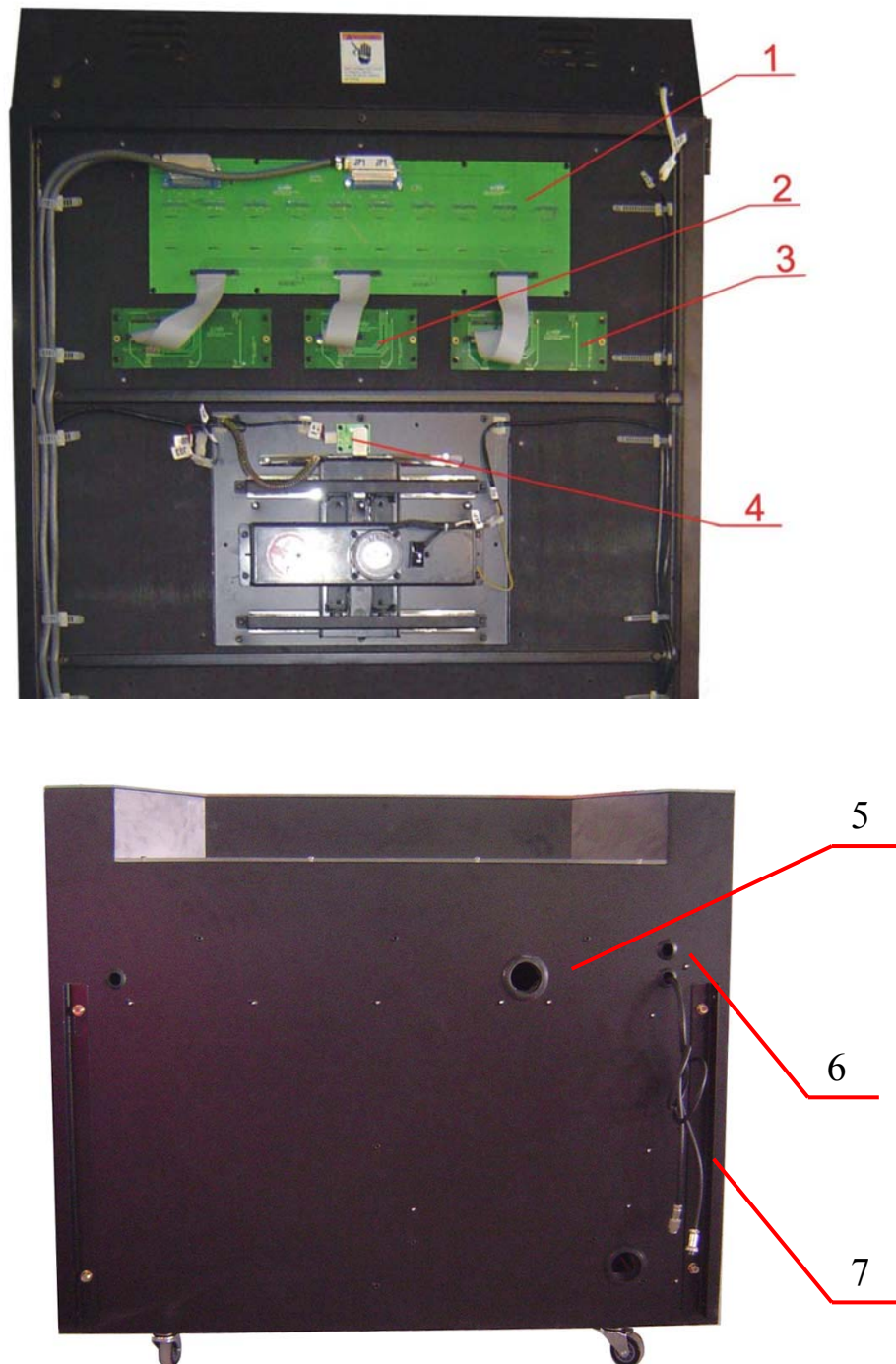
NO	PART NO.	NAME	QTY	SPEC.	NOTE
1	FKLQ -42	Ball Gate	1	1.5mm	
2	FKLQ -43	Hinge	1		
3	FKLQ -44	Bed Plate	1	15mm	
4	FKLQ -45	Fix Board	1	3mm	
5	FKLQ -47	Motor	1	YN60-6Z/60JB100G8	
6	FKLQ -48	Capacitor	1		
7	FKLQ -49	Motor Bracket	1	3mm	
8	FKLQ -50	Encoder Wheel	1		
9	FKLQ -51	Connection Rod	1	3mm	
10	FKLQ -52	Axle Sleeve	2		
11	FKLQ -53	Switch with wheel	1		

11-4 Control panel Assy.



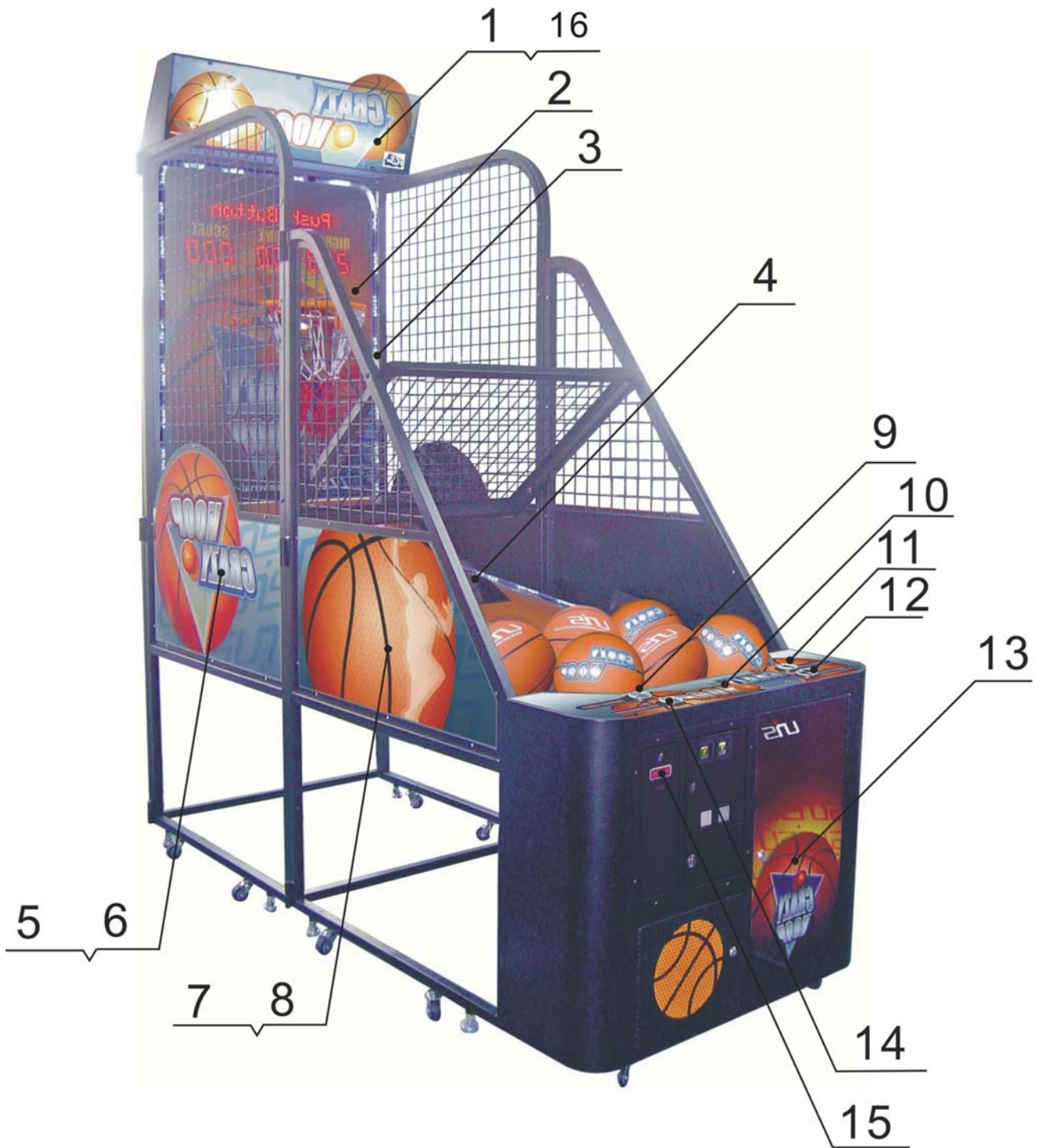
No.	Part No.	Name	Qty	Spec.	Note
1	C105-415-000	Button	1		
2	C105-801-000	Main board	1	V8	
3	C105-416-000	Coin mech	1	2	
4	C105-417-000	Counter	1	2	
5	C105-145-000	Coin box	1		
6	C105-418-000	Coin box lock	1	2222	
7	C105-146-000	Ticket holder	1		
8	C105-802-000	Ticket conversion board	1		
9	C105-419-000	Ticket mech	1	3mm	
10	C105-420-000	Lock	1	171	
11	C105-803-000	Controllable silicon board	1	JJJ140.PCB	
12	C105-421-000	Power box	1		
13	C105-422-000	Filter	1	10GENG3E-R	
14	C105-423-000	Fuse	1	10A/125V	
15	C105-424-000	Fuse socket	1	10A/250V R3-11	
16	C105-425-000	Speaket	1	6.0"	





11-5 Other electronic component:



No.	Part No.	Name	Qty	Spec.	Note
1	C105-804-000	Dot matrix	1	DZ-1120.PCB	
2	C105-805-000	2 Digit display	1	LED86*65-2U.PCB	
3	C105-806-000	3 Digit display	2	LED86*65-3U.PCB	
4	C105-807-000	Sensor	1	Fanse.PCB	
5	C105-426-000	Insulated ϕ 50	2	ϕ 50	
6	C105-427-000	Insulated ϕ 24	5	ϕ 24	
7	C105-428-000	3 Core connector	1	1male , 1 female	

11-6 Game decal:



No.	Prat No.	Name	Qty	Spec.	Note
1	C105-701-000	Header decal	1	1000×400	
2	C105-702-000	Game play decal	1	948×1248	
3	C105-429-000	Light belt	2	RC3D-W3.17-24W	
4	C105-703-000	Logo decal	1	655×150	
5	C105-704-000	Rear side_R decal	1	898×660	
6	C105-705-000	Rear side_L decal	1	898×660	
7	C105-706-000	Front side_R decal	1	898×458	
8	C105-707-000	Front side_L decal	1	898×458	
9	C105-708-000	Button decal (Single)	1	48×48	
10	C105-709-000	Control panel decal	1	1000×300	
11	C105-710-000	Button decal (Moving)	1	48×48	
12	C105-711-000	Button decal (No move)	1	48×48	
13	C105-712-000	Front door decal	1	357×689	
14	C105-713-000	Button decal (Link)	1	48×48	
15	C105-714-000	Ticket decal	1	62×20	
16	C105-430-000	Fruorescent lamp		AC110V/21W	
17	C105-715-000	High voltage decal	1		
18	C105-716-000	No touching decal	2		
19	C105-717-000	Ticket counter decal	1		
20	C105-718-000	Coin counter decal	1		
21	C105-719-000	Ticket reset decal	1		

Have Questions? Contact us!

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