

Operation Manual



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Thank you for purchasing Extreme Hoops 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

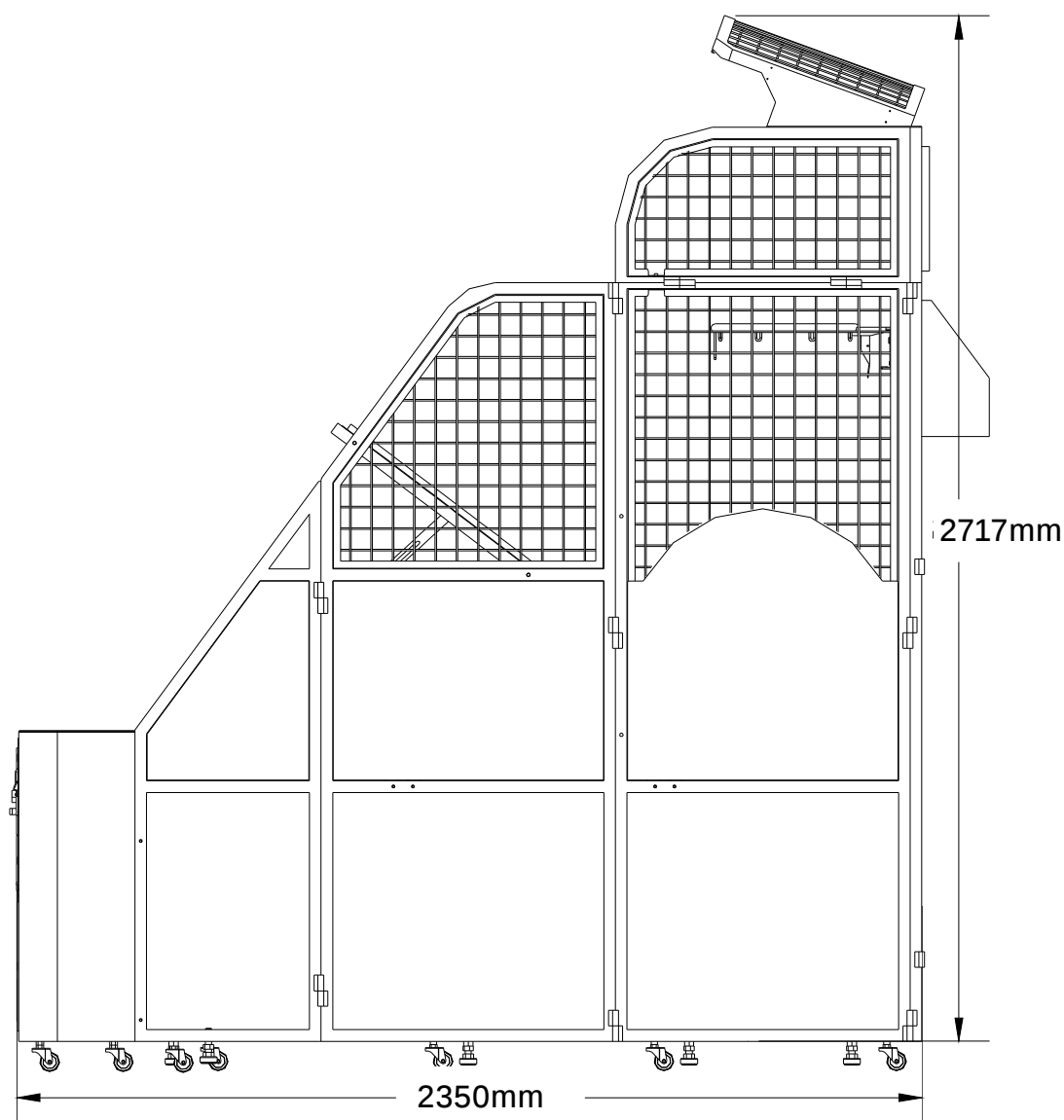


WARNING

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.

1. SPECIFICATIONS



Rated power supply: AC220V-240V 50Hz or 110V±10 60Hz

(1) Power consumption: Mini power consumption: 45W

Max power consumption: 90W

(2) Dimensions: W1030×D2200×H2243 (mm)

(3) Weight : Approximately 288Kg

(4) Environment condition: (Indoor) temperature: -10 °C~+40 °C

Humidity: ≤90%

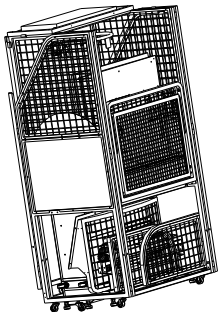
Atmospheric pressure: 86Pa~106 Pa

Note: Game parameters are subject to change without notice.

2. PACKAGE CONTENTS

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

- 1 x Body Assembly
- Following accessories

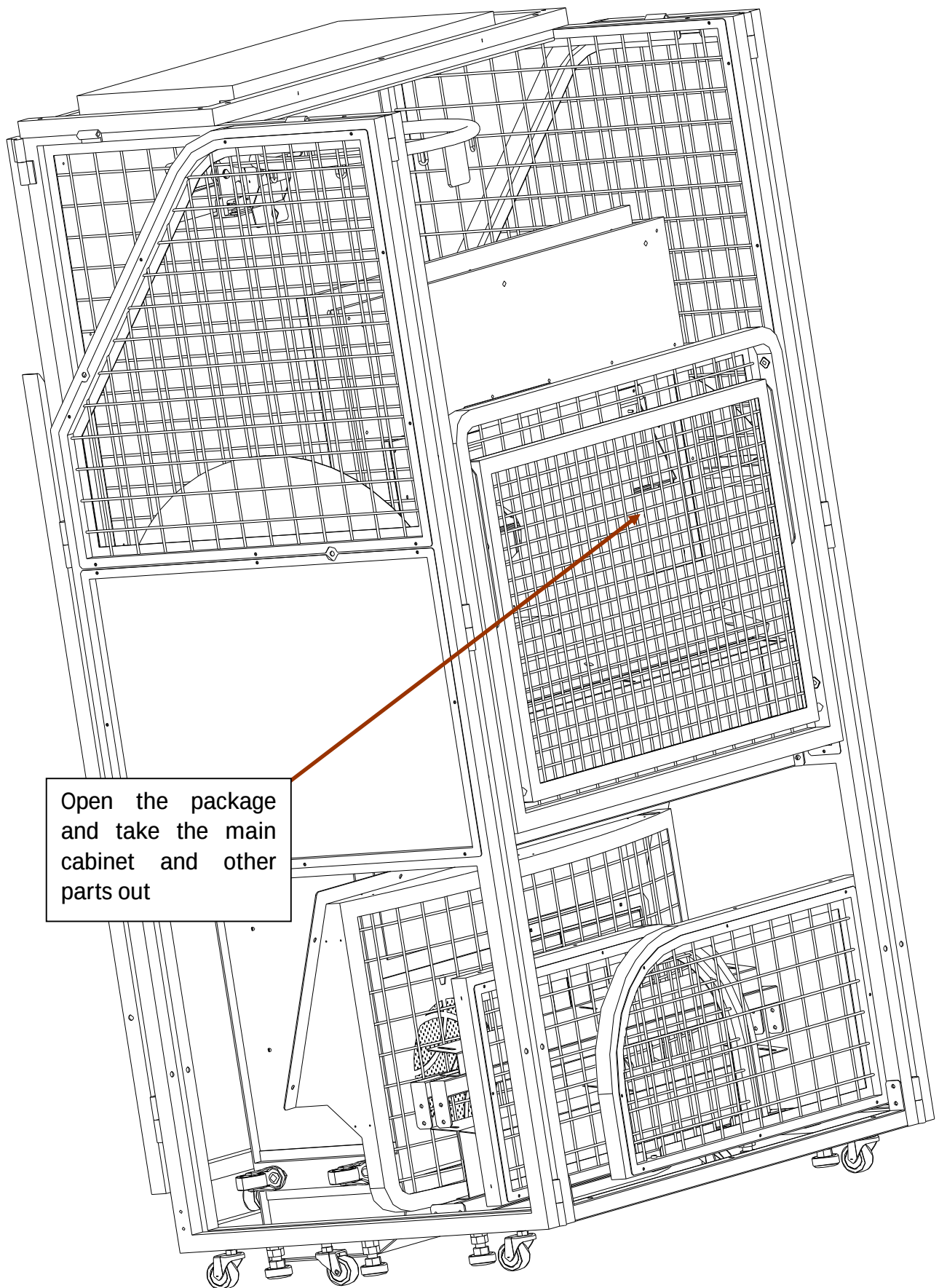
No	Part No.	Name	Qty	Illustration
1	E101-001-000	Body assembly	1	
2	E101-002-000	Control panel assembly	1	
3	E101-003-000	Ball gate assembly	1	
4	E101-501-000	Playfield	1	
5	E101-004-000	Beam and bracket 1	1	
6	E101-005-000	Beam and bracket 2	1	
7	E101-101-000	Control panel fixed board	2	
8		Accessories	1	See "Accessories list" in page 6 for details

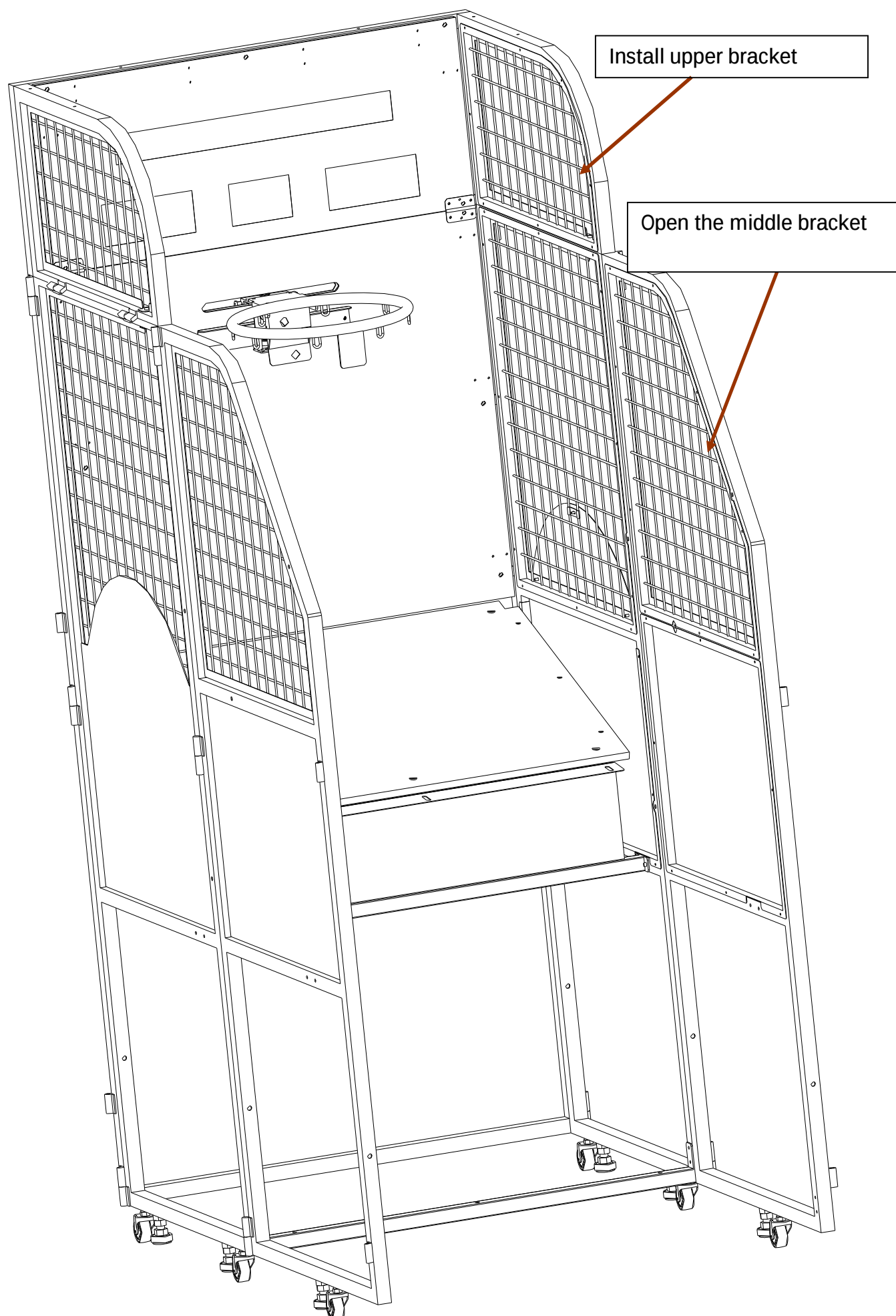
2.2 Accessories List

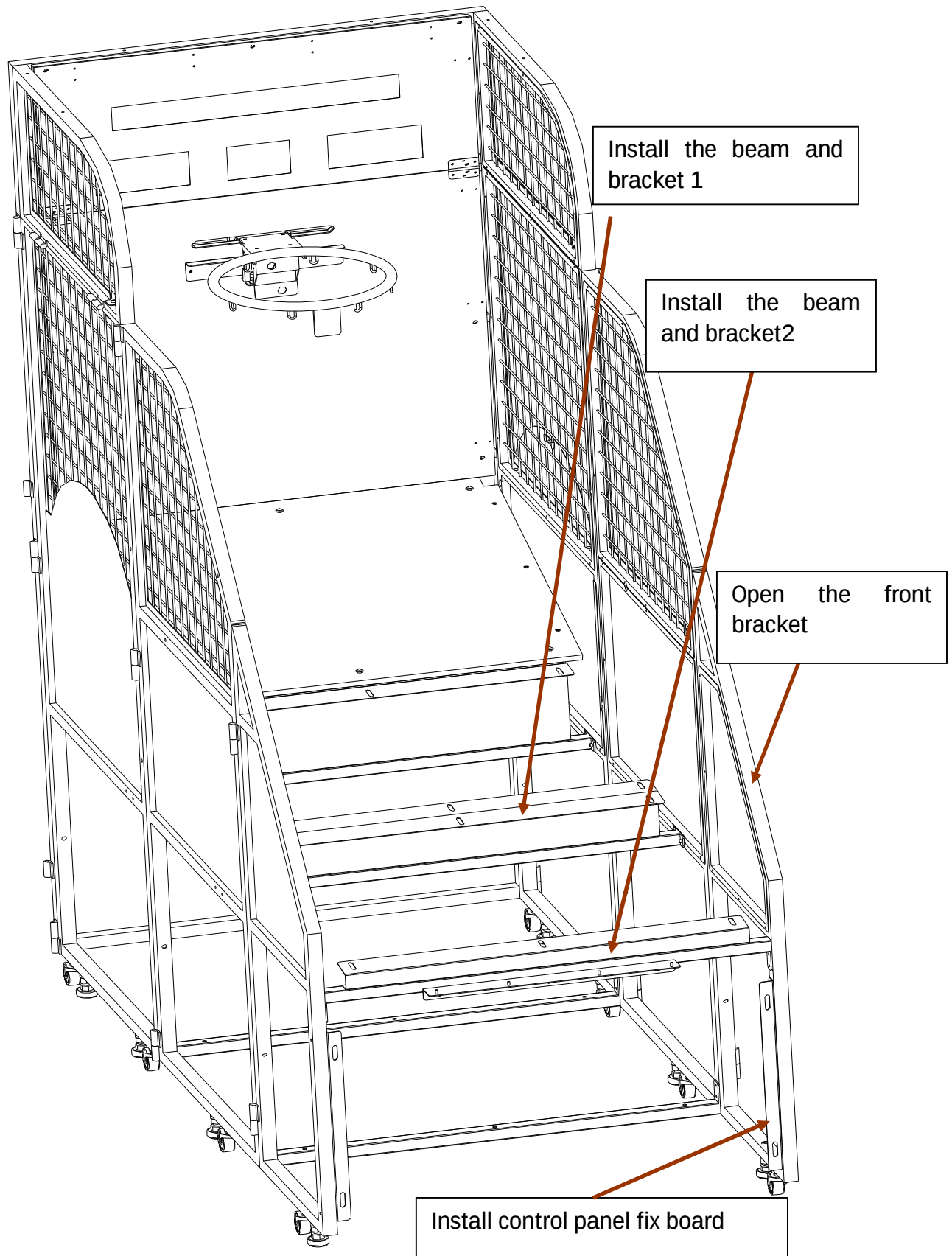
No.	Part No.	Code No.	Name	Specification	Qty
1	E101-401-000	23301000004	Power cord	10A/250V-3m	1
2	E101-423-000	21901000013	Fuse	φ5×20mm T10A 250VAC	1
3	E101-701-000	41411013002	Operation manual	English	1
4	E101-403-000	25300171002	Key	171	1
5	E101-404-000	25302222002		2222	1
6	E101-405-000	20106000082	Bearing with shaft	6002Z	2
7	E101-406-000	20105000077	Cir-clip	GB/T894.2-1986/do=16	2
8	E101-407-000	40613050001	Gas pin		2
9	E101-408-000	41000000015	UNIS basketball	Size 5	10
10	E101-129-000	20101020145	Cross recessed pan head screw kit	M8×20 Color Zinc Q235	4
11	E101-178-000	20101020147	Cross recessed pan head screw kit	M6×16 Color Zinc Q235	12
12	E101-441-000	20101048004	Hexagon flat round head screws	M6×45 nickel plating Q235	8
13	E101-441-000	20101048009	Hexagon flat round head screws	M8×80 nickel plating Q235	2
14	E101-438-000	20101048010	Hexagon flat round head screws	M8×25 nickel plating Q235	12
15	E101-179-000	20101048012	Hexagon flat round head screws	M8×70 nickel plating Q235	4
16	E101-128-000	20102040003	Non-metallic hexagon lock nut	M6 nickel plating Q235	8
17	E101-434-000	20102040023	Non-metallic hexagon lock nut	M8 nickel plating Q235	12
18	E101-444-000	20104023007	Cross recessed hexagon head bolt kit	M6×50 Color Zinc	8
19	E101-127-000	20113000051	C flat washer	8×1.6h	12
20	E101-126-000	20113000053	C flat washer	6×1.6h	8
21	E101-446-000	20211013062	Guide shaft	Black 45	2
22	E101-430-000	21504000001	Photoelectric switch reflective films	50×55	1

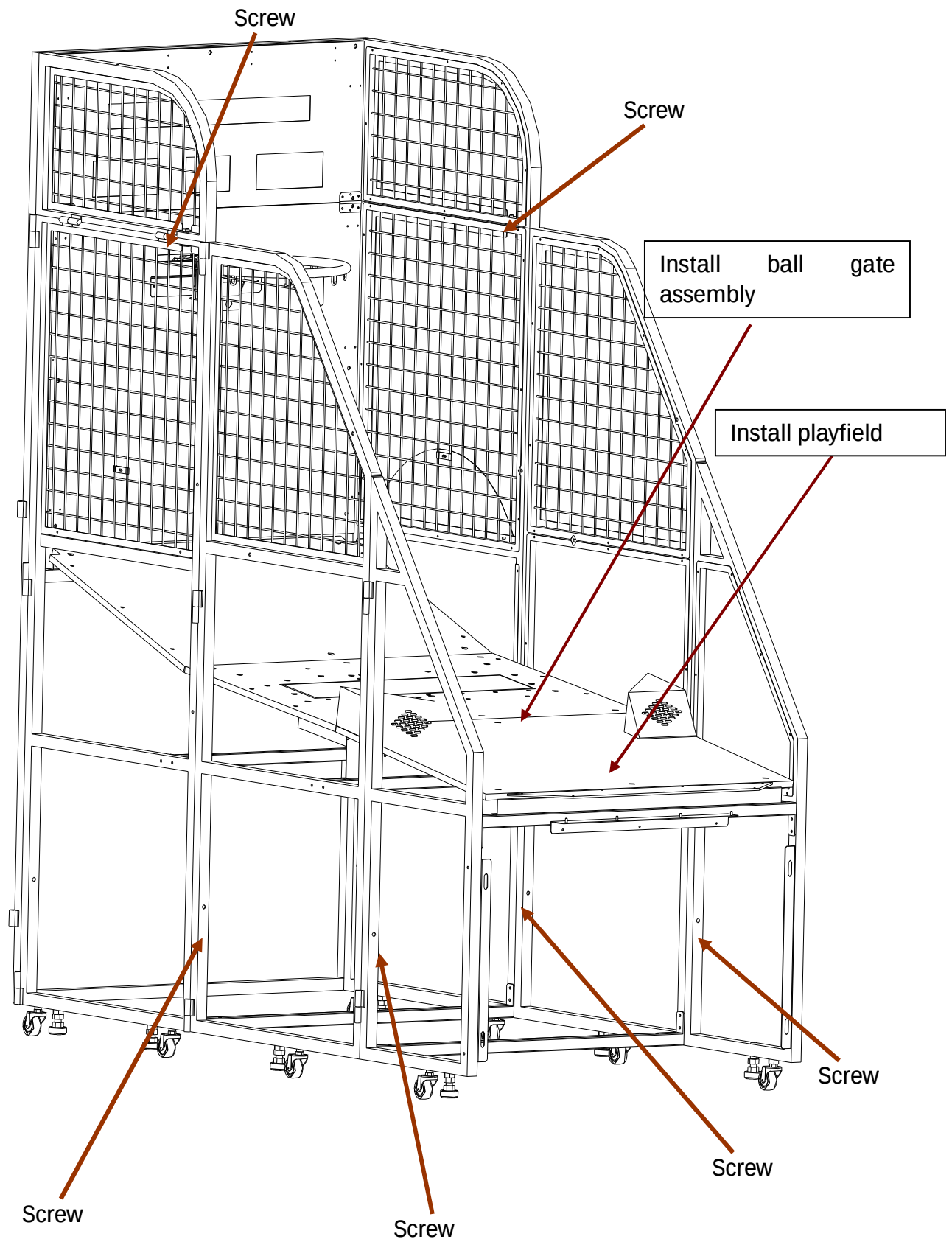
3. ASSEMBLY STEPS

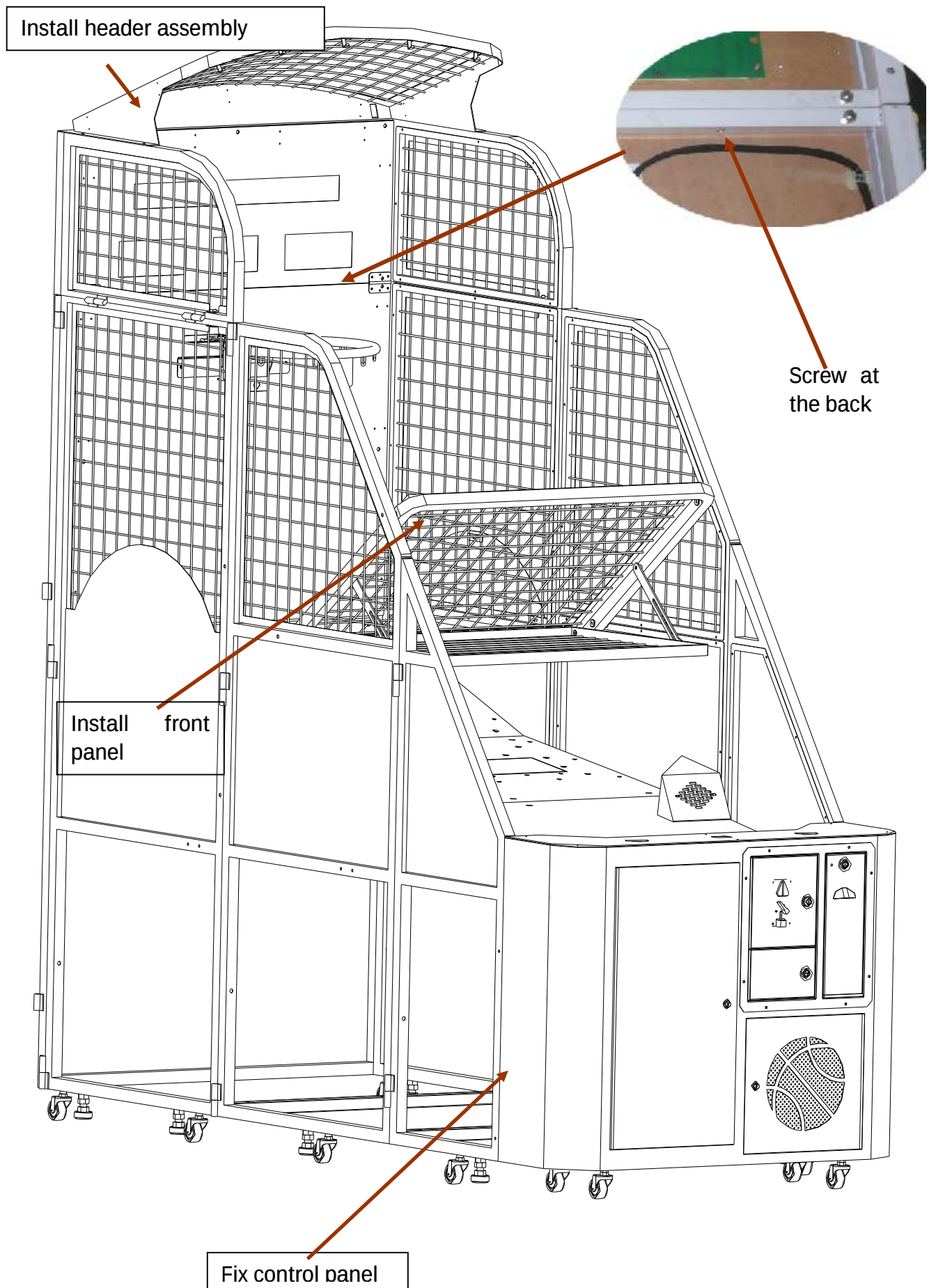
3.1 Cabinet Assembly



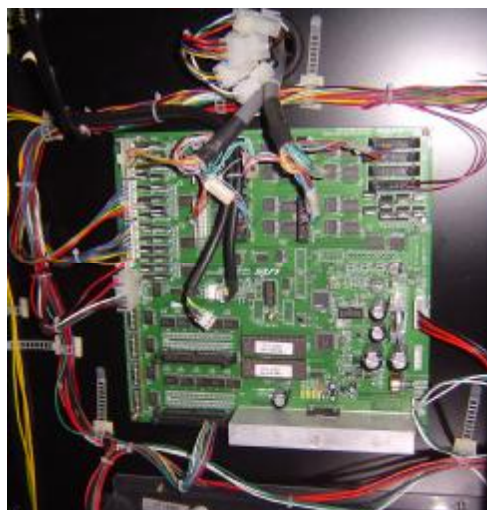
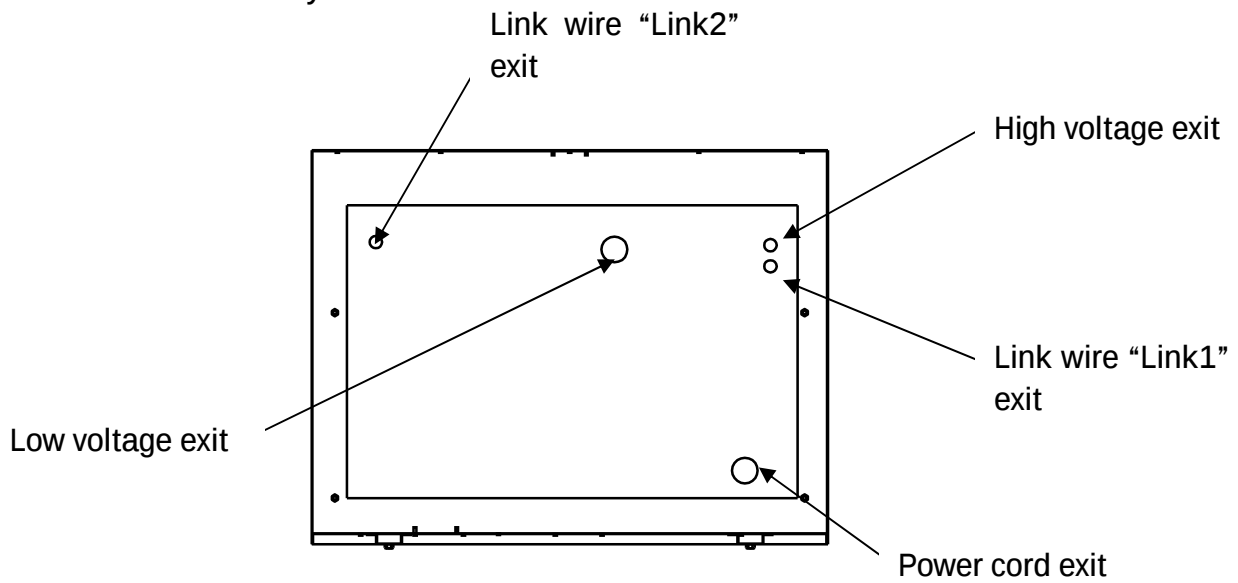








3.2 Control Pane Layout



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

3.3 Linking Games

There are two buttons on the control panel:

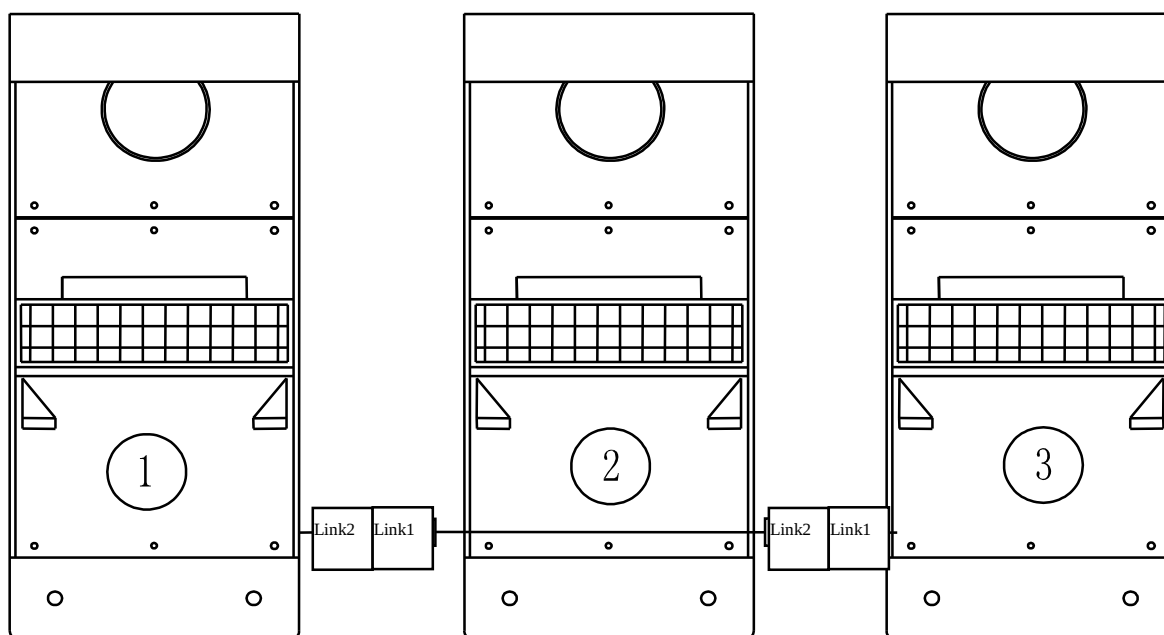


Link Game button: Press this button to compete with others.



Single Player: Press this button for single player game.

² Linked game Schematics:



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.

[See page 29- parameter setting part (15) for details]

Connection Illustration:



Notice:

- ² When linking the game, there should be one machine set as Game #1. Any of the machines can be set as Game #1. The rest of the machines can be #2 to #30 but the numbers cannot repeat.
- ² 30 machines can compete with each other in groups
- ² For the first time when game starts, you will see "1IP01 V1.02". The first "1" means the group form. "IP01" means the #1 machine.
- ² #1 machine will send its settings (excluding SW4) to the other linking games a few seconds after the game starts. It will reset when turned off.
- ² The DIP SWITCH settings on other machines should be exactly the same as the settings on Game #1 (except for the Game #).
- ² To set the JP value, you only need to set it on Game #1.

3.4 Wiring Layout:

In order to clear the layout in the machine, please follow the instructions below



Right side layout



Left side layout



The extra light belt is wrapped with nylon tape

4. SET UP & INSTALLATION

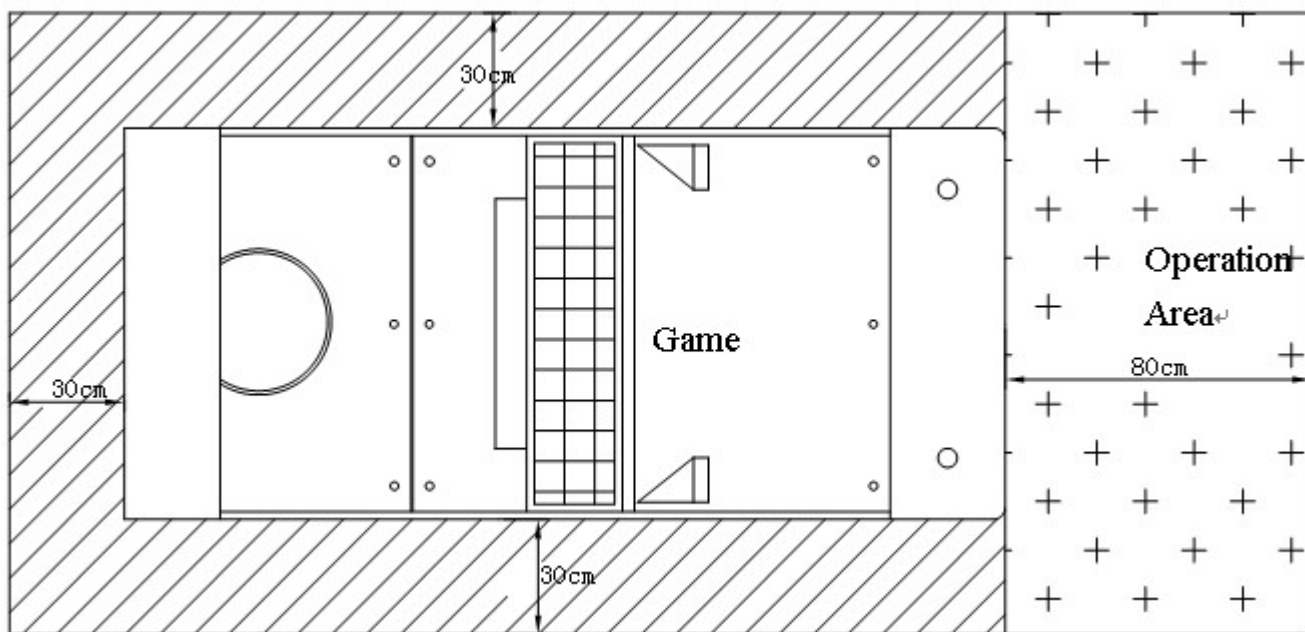
⚠ This product is an indoor game machine. Do not install outdoors.

- l Refer to IMPORTANT SAFETY INSTRUCTIONS (Pg. 3) for places to avoid
- l Place the unit on a dry level surface
- l 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:



Warning

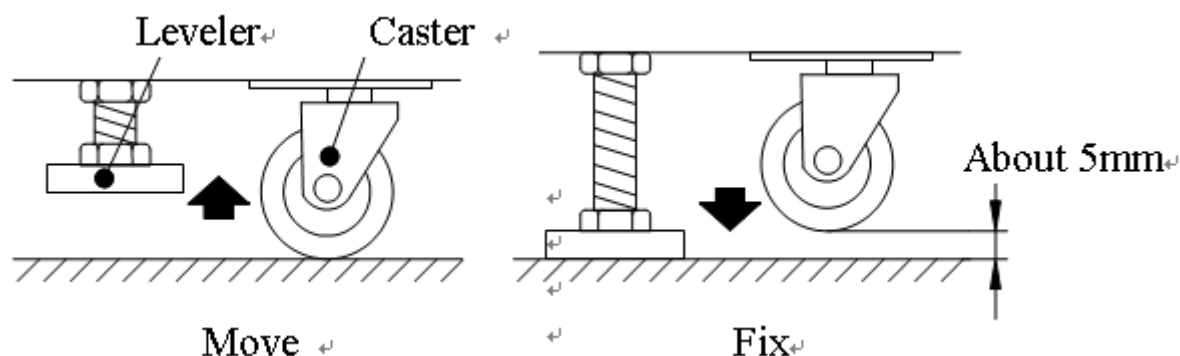
The machine must not be placed in the following places

- l where would makes the game wet
- l Heat place
- l The place where near to dangerous goods;
- l Slippery and unstable place;
- l The place where shake seriously
- l Dusty place.

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

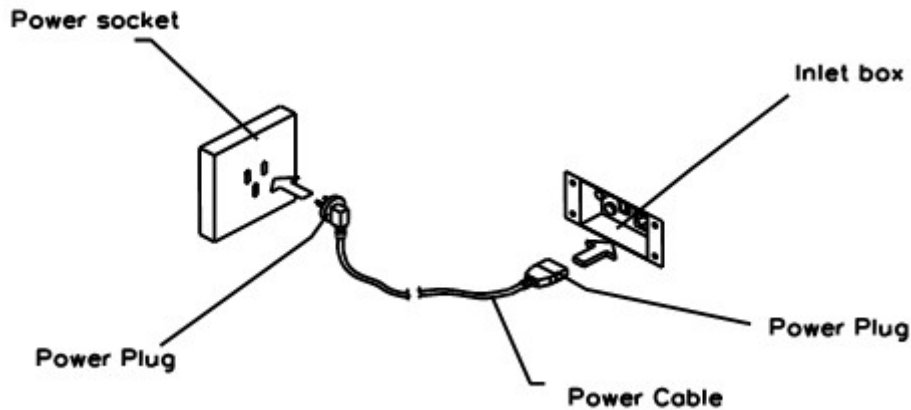
- Be careful not to damage the machine during transport.
- The machine should be handled with care when bringing it down from a higher level.
- Always unplug the game before moving.
- Keep the machine in upright position during transport.
- For longer distance transport, package the game properly to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

4.4 Connecting Power



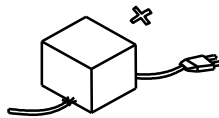
WARNING: Check the voltage rating before you connect the equipment to an electrical outlet to ensure that the required voltage and frequency match the available power source. Please refer the label of the machine.

- 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):

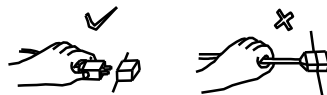


WARNING

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.



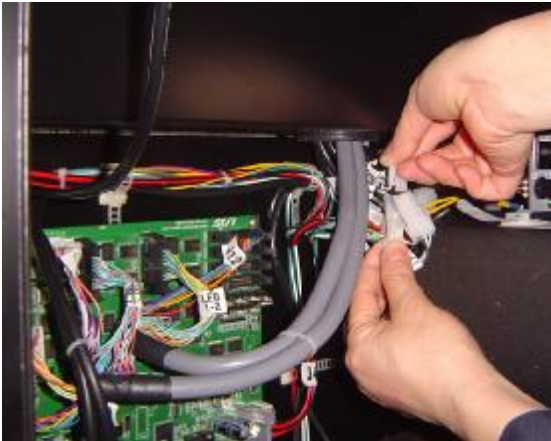
5. DISASSEMBLY

If you need to move the game in short distance, adjust the levelers back to an “up” position so the casters touch the ground. If you need to move the game in long distance, please pack the game before transportation, and reassembly before coming into service; Please

dismantle and assemble the game rightly to make sure it can be operated normally.

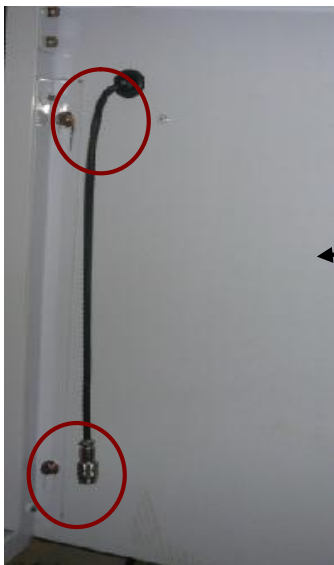
² To remove the control panel:

Step 1: Unplug the connectors from the PCB



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

Step3: 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.



Step5: Pull the control panel in the front.

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

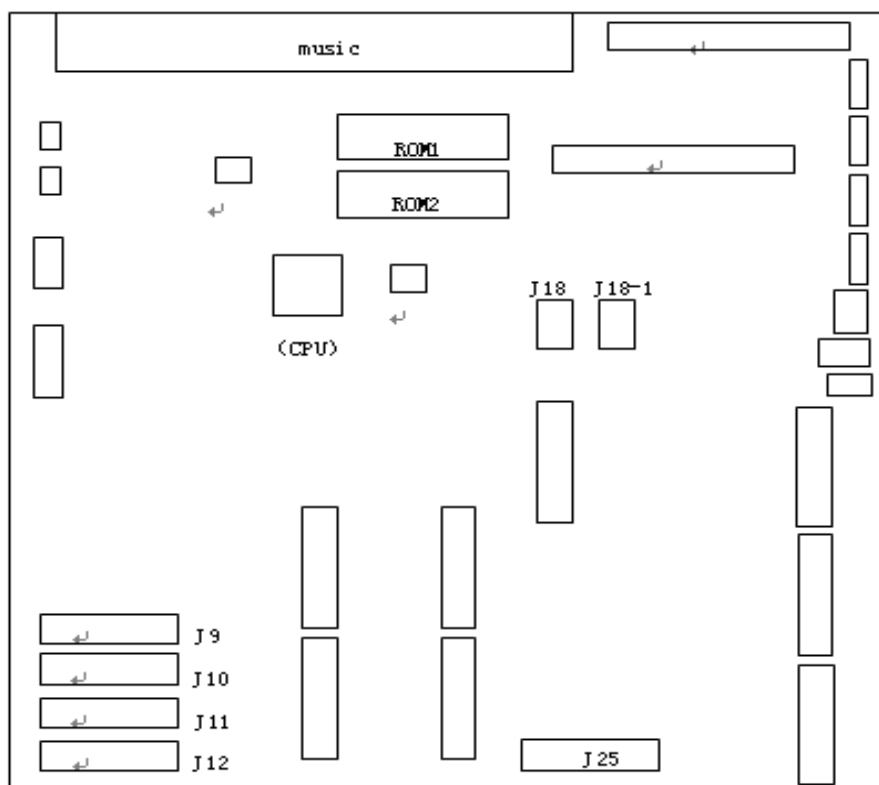
6. HOW TO PLAY

- ü Insert coin(s). Press “single player” button or “link game” button to start the game.
 - ü Start shooting. The LED display will show time and score. The default setting is: 30 points for Stage 1. 60 points for Stage 2, and 100 points for Stage 3. If the player cannot reach the minimum score, game is over.
 - ü Tickets will be paid out according to the score.
- (Notice: It is suggested to use 6 balls per machine.)

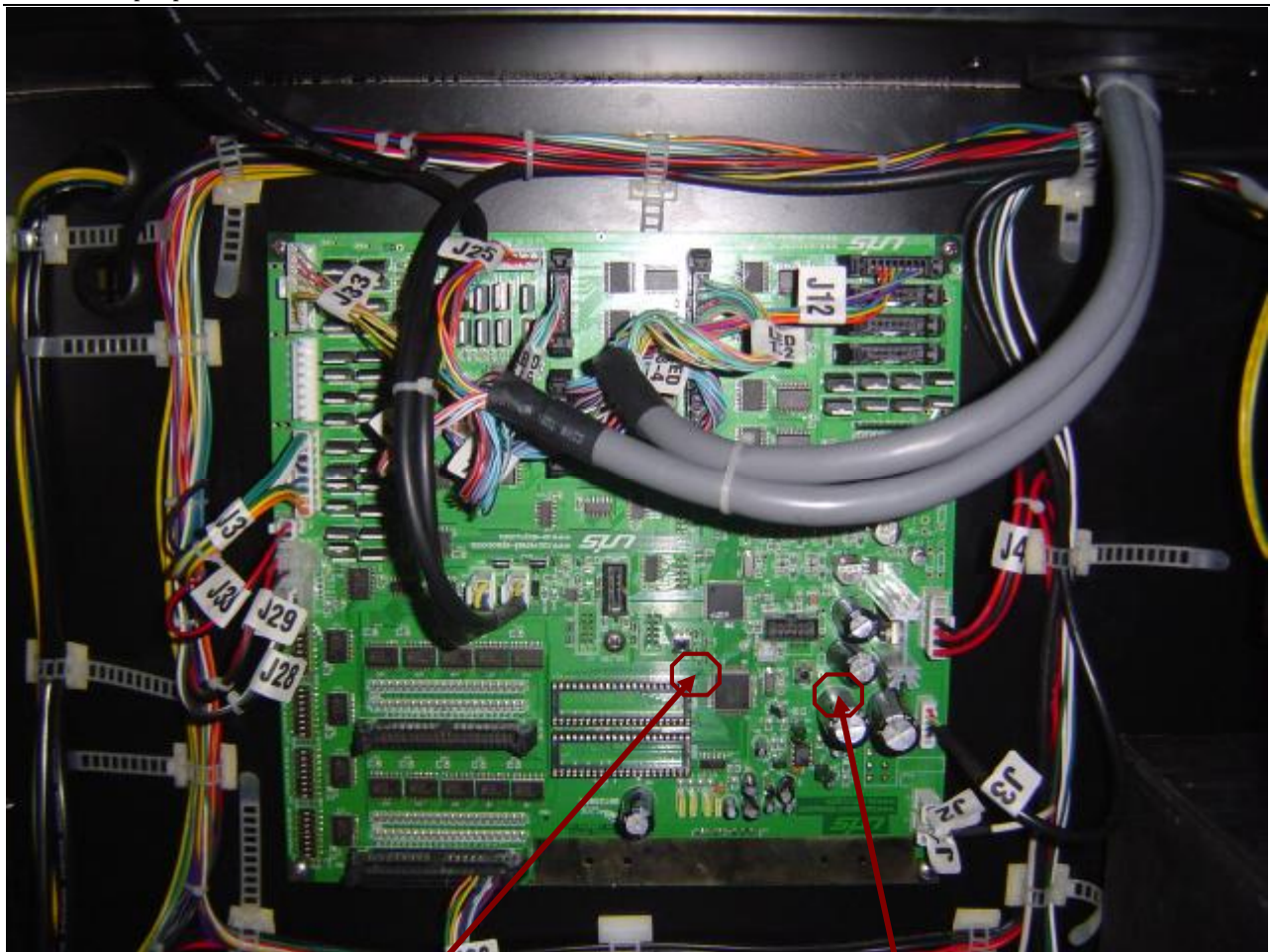
7. SWITCHES CONTROL SIGNAL

7.1 Main Board

Refer to the attached I/O chart and schematics. To adjust DIP SWITCH, please refer the I/O chart. The initial setting is in CAPITAL LETTER. Main board:



7.2 Main Board Connecting



RESET button

TEST button

Test: Press “test” to this mode, go into 0, press “test” after 1 second to go to 1. The other is the same.

TEST	Content	Explanation
Test 0	Jackpot number	Led_J33 2-1 flash and display “-0” to Test 0. the rest will display LED numbers, Led J-33, Led -J-32 is c. Dot matrix display each number.
Test 1	LED	Led_J33 2-1 flash and display “-2”, Led_J33 3-6
Test 2	DIP SW	LED_J33 2-1 flash and display, ‘-2’, LED_J33 3-6 display each DIP state.
Test3	Input	LED_J33 2-1 flash and display, ‘-3’, LED_J33 4-3 display 1st GND input signal ,LED_J33 6-5 display 2 nd , an so on. LED_J32 8-7display 7 th . Each input has coin sound .
Test 4	Output	LED_J33 2-1 flash and display, ‘-4’, I1-I8 and I9-I16control Out1-Out48
Test 5	Output	LED_J33 2-1 flash and display, ‘-5’, I1-I48control Out1-Out48.
Test 6	Output	LED_J33 2-1 flash and display, ‘-6’, Out1-Out48, 8numbers as one group for output.
Test 7	Music	LED_J33 2-1 flash and display, ‘-7’, LED_J33 5-3 display present music number, I1for play, I2 for +1, I3for set to 0, I4plus 10.

7.3 Signal Detections

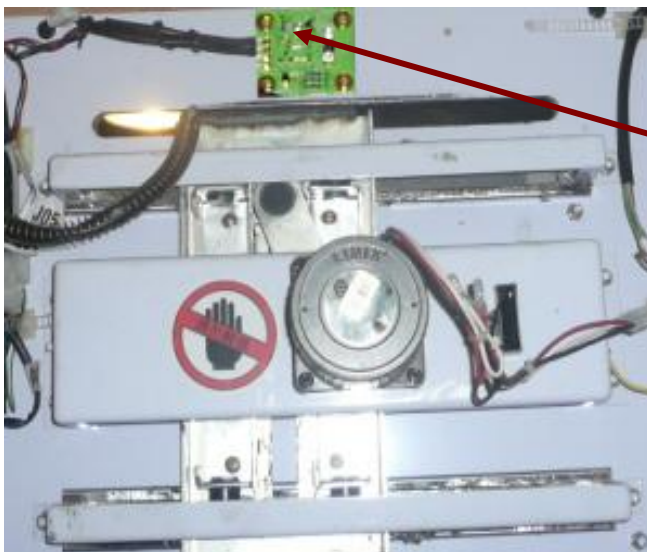
Sensor detection board

Sensor light:

To detect if the rim is in the center or not. If the sensor detects the rim, it will light up.



The rim is out of the position of the sensor. It can't detect the signal so the light is off.

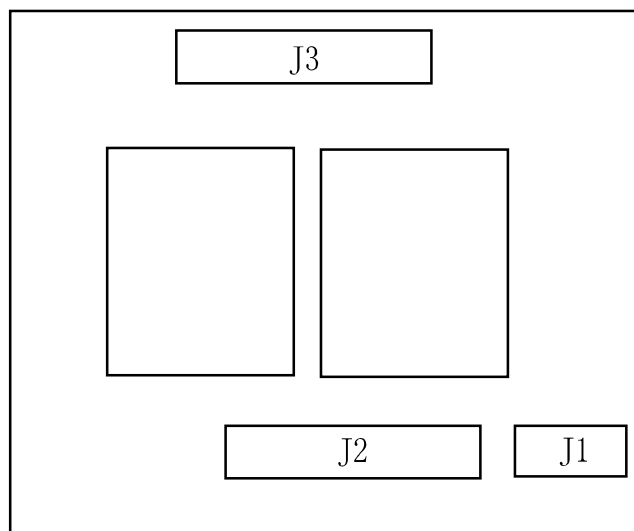
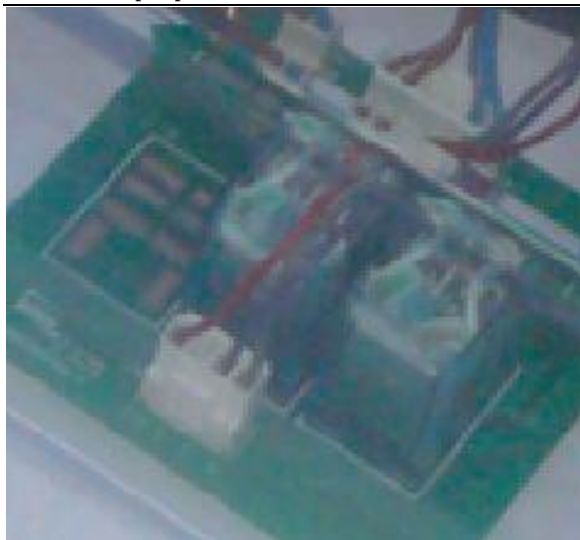


The relay board is located at the right corner of the service door.

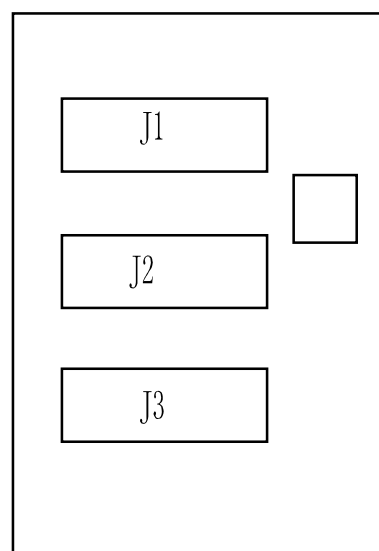
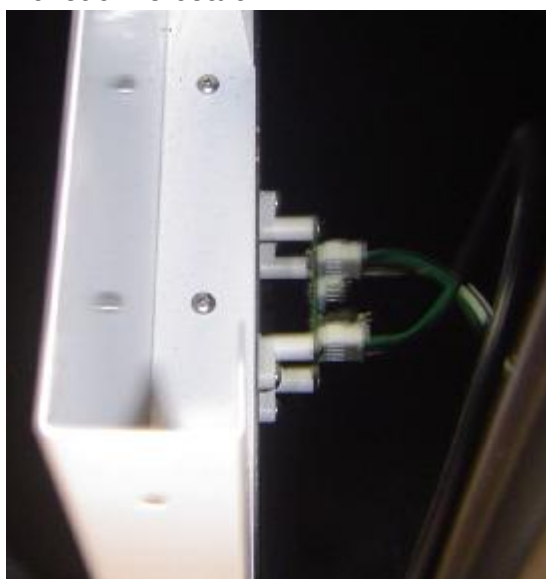
Open the ticket door to find the ticket drive board.



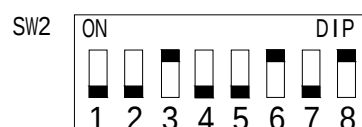
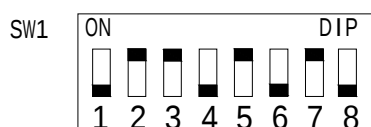
Relay board:



Ticket drive board:



7.4 DIP Setting (Default setting)



Notice

The above technical instructions would change without notice. The parameter setting of the IO chart subject to the game only.

8. PARAMETER SETTING

(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 one game
	2	ON	OFF	2 coin for one game
	3	off	off	3 coin for one game

(2) Score per ticket:

SW1-3 and 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 1 ticket
	20	OFF	ON	ON	Every 20 points for 1 ticket
	30	on	off	on	Every 30 points for 1 ticket
	40	off	off	on	Every 40 points for 1 ticket
	50	on	on	off	Every 50 points for 1 ticket
	60	off	on	off	Every 60 points for 1 ticket
	80	on	off	off	Every 80 points for 1 ticket
	No ticket	off	off	off	No tickets 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	Not ticket payout
	1	OFF	ON	At least dispense 1 tickets
	2	on	off	At least dispense 2 tickets
	3	off	off	At least dispense 3 tickets

(4) High score memory

SW1-8 is switch to keep the high score or not. There are 2 options.

Item	Content	DIP SW1	Note
		8	
High score memory	YES	on	With memory function
	NO	OFF	without memory function

(5) 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	1	on	on	1 round for 1 game
	2	off	on	2 round for 1 game
	3	on	off	3 round for 1 game
	4	OFF	OFF	4 round for 1 game

(6) Game time

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

Item	Content	DIP SW2		Note
		3	4	
Game time	A	on	on	Select project A
	B	off	on	Select project B
	C	ON	OFF	Select project C
	D	off	off	Select project D

(7) 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
	200	OFF	ON	High score setting is 200
	250	on	off	High score setting is 250
	300	off	off	High score setting is 300

(8) DBV (Round per bill)

SW2-7~ SW2-8 are the switches to adjust the bill for each round. There are 4 options.

Item	Content	DIP SW2		Note
		7	8	
DBV (Round per bill)	1	on	on	1 bill for 1 round
	2	OFF	ON	1 bill for 2 round
	3	on	off	1 bill for 3 round
	4	off	off	1 bill for 4 round

(9) 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	A	on	on	Select project A
	B	OFF	ON	Select project B
	C	on	off	Select project C
	D	off	off	Select project D

(10) 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	200	on	on	Reach 200 score for JP ticket
	250	off	on	Reach 250 score for JP ticket
	300	on	off	Reach 300 score for JP ticket
	350	OFF	OFF	Reach 350 score for JP ticket

(11) 3 Point time

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

Item	Content	DIP SW1	Note
		5	
3 Point time	A	on	Select project A
	B	OFF	Select project B

(12) 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	
Win JP ticket	10	ON	ON	Get 10 extra tickets when JP is won
	20	off	on	Get 20 extra tickets when JP is won
	30	on	off	Get 30 extra tickets when JP is won
	50	off	off	Get 50 extra tickets when JP is won

(13) 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 SW1	Note
		8	
JP ticket	Yes	on	Have JP ticket
	No	OFF	No JP ticket JP

(14) Game time, score for pass, 3 point time table.

Version	NO	Game time				3 Point time				Score for pass			
		Stg 1	Stg 2	Stg 3	Stg 4	Stg 1	Stg 2	Stg 3	Stg 4	Stg 1	Stg 2	Stg 3	Stg 4
CEC	A	30	25	20	20	25	20	20	20	30	60	100	150
	B	30	30	25	20	25	25	20	20	40	80	150	200
	C	40	35	30	25					50	100	160	250
	D	45	40	35	30					60	130	200	300

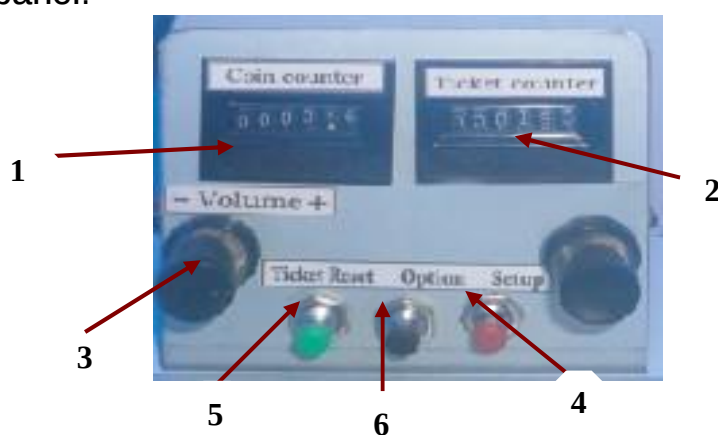
(15) Game NO. , Group and Demo

SW4-1~ SW4-8 are the switch to show the game No., the group way and demo switch.

Item	Content	46	47	48	Note
Group per game	1	ON	ON		1 game as 1 group
	5	off	on		5 game as 1 group
	10	on	off		10 game as 1 group
	1	off	off		1 game as 1 group
Demo	Yes			on	
	No			OFF	

Item	Content	DIP SW				
		41	42	43	44	45
Main	NO 1	OFF	ON	ON	ON	ON
Game No.	NO 2	on	off	on	on	on
	NO 3	off	off	on	on	on
	NO 4	on	on	off	on	on
	NO 5	off	on	off	on	on
	NO 6	on	off	off	on	on
	NO 7	off	off	off	on	on
	NO 8	on	on	on	off	on
	NO 9	off	on	on	off	on
	NO 10	on	off	on	off	on
	NO 11	off	off	on	off	on
	NO 12	on	on	off	off	on
	NO 13	off	on	off	off	on
	NO 14	on	off	off	off	on
	NO 15	off	off	off	off	on
	NO 16	on	on	on	on	off
	NO 17	off	on	on	on	off
	NO 18	on	off	on	on	off
	NO 19	off	off	on	on	off
	NO 20	on	on	off	on	off
	NO 21	off	on	off	on	off
	NO 22	on	off	off	on	off
	NO 23	off	off	off	on	off
	NO 24	on	on	on	off	off
	NO 25	off	on	on	off	off
	NO 26	on	off	on	off	off
	NO 27	off	off	on	off	off
	NO 28	on	on	off	off	off
	NO 29	off	on	off	off	off
	NO 30	on	off	off	off	off
	JP Maqee	OFF	OFF	OFF	OFF	OFF

² Meter panel:



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

9 GAME INSTALLATION AND SERVICE

9.1 Installation

- 1 Firstly check the assembling instructions and assemble the game.
- 2 Secondly, adjust the leveler of the game on even ground.
- 3 After installation, plug in. check the game operation. If there is a problem, stop the game and please check the trouble shooting section of this manual.

9.2 Game maintenance

- 1 Try to run the game first before operation every day .
- 2 Use soft cotton to clean the machine when it accumulated dust.
- 2 Check every component after running the game for a month.
- 3 Check the machine regularly.
- 4 To check the machine regularly.

9.3 Instructions for maintenance

- 1 Turn off the power before any maintenance

To avoid of being short circuit, turn off the power before any touching . If it needs to keep turning on the power, please following the request of the operation manual.

- 2 Using the suitable components when replaces them.

The unsuitable components can lead to short circuit, damage the main board and the other components.

- 3 Not to dismantle、 assembly or modify the device personally

It is possible to cause short circuit, damage and even cause a fire

- 4 Do not put containers with water, chemicals and other heavy objects on the machine.

The spill liquid can cause short circuit and damage of the components, it will also hurt people when the object fall from the machine

- 5 Do not repair the machine without randomly

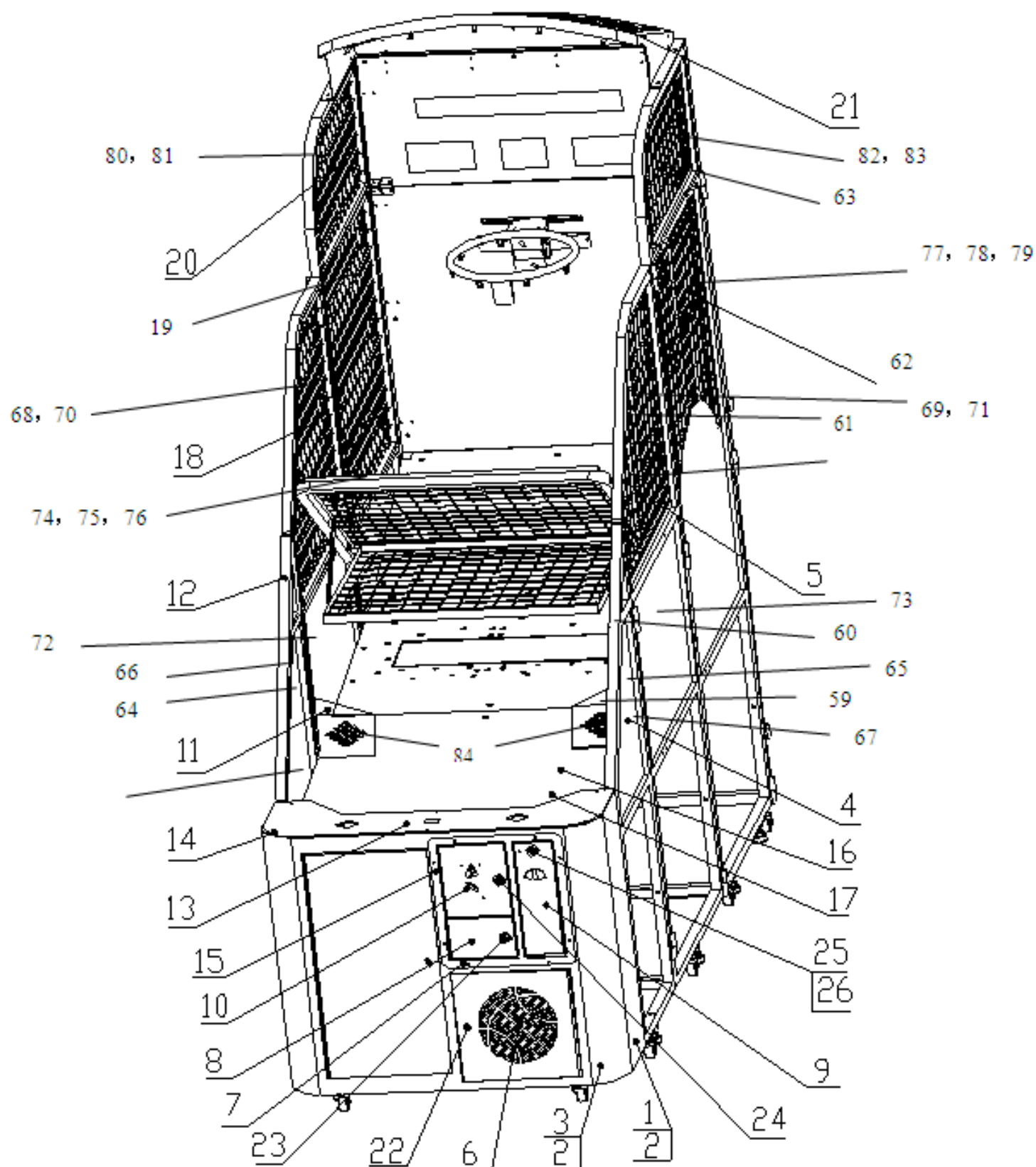
This may cause short circuit or other issue such as failure to operate the machine

10. TROUBLE SHOOTINGS

No.	Problem	Cause	Possible solution
1	No ticket dispensed	1. No tickets in the game. 2. Tickets are jammed. 3. Poor connection on the ticket dispenser.	1. Refill and press reset button 2. Take the jammed tickets out and then press the reset button 3. Replace with a better connector
2	Does not score when ball goes in	1. Reflective paper is worn or old. 2. Poor connection. 3. Ball sensor is damaged.	1. Replace the reflective paper. 2. Make sure the connection is good. 3. Replace with new sensor.
3	Rim in wrong position	1. Sensors disconnection 2. Rim detected sensor is damaged.	1. connect the sensor. 2. replace the sensor board.
4	Rim doesn't move	1. Relay is not working. 2. Motor is not working. 3. Faulty connectors.	1. Check the power voltage to see if it is the same as motor voltage. 2. Insure wire is connected properly. 3. Replace with new sensor.
5	Ball gate faulty	1. sensor connector is loose. 2. sensor is no t working.	1. Connect the wire properly. 2. Replace the new sensor.
6	Ball gate not open or not closed	1. Drive board sensor is not working. 2. Motor is not working. 3. Poor connection.	1. check the ball sensor input signal; 2. make sure power voltage is the same as motor voltage. 3. make sure every connector is connected.

11. OVERALL STRUCTURE

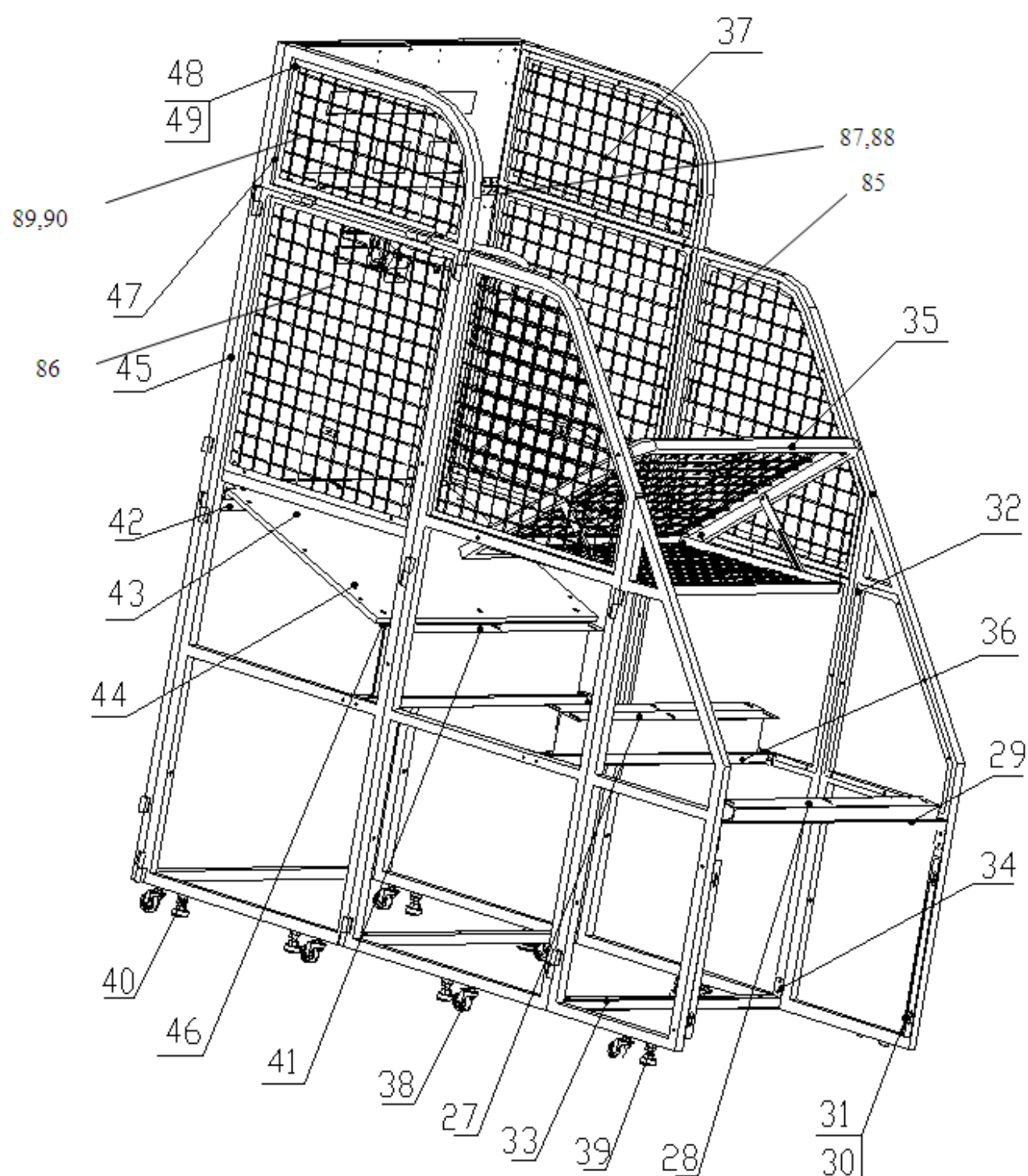
11.1 Main Part 1



No.	Part No.	Code No.	Name	Material	Qty.
1	E101-411-000	20211013048	Guide 1	Q235	1
2	E101-412-000	20101020034	Cross recessed pan head screw kit	Q235	13
3	E101-600-000	20611013003	Cover	Clear PVC	1
4	E101-433-000	20104023001	Cross recess pan head bolt kit	Q235	12
5	E101-434-000	20102000023	Non-metallic hexagon lock nut		112
6	E101-502-000	20311013004	Low speaker	Plywood	1
7	E101-435-000	20101020038	Cross recessed pan head screw kit	Q235	12
8	E101-188-000	26000006000	Ticket box243	Q235	1
9	E101-002-000	29911013014	Control panel assy.		1
10	E101-436-000	20101020146	Cross recessed pan head screw kit	Q235	4
11	E101-017-000	20211013050	Left speaker		
12	E101-007-000	29911013006	Left side-Front bracket Assy		
13	E101-704-000	20511013003	Control Panel decal	Clear plastic	1
14	E101-437-000	20101040006	Hexagon flat round head screws	Q235	13
15	E101-601-000	20611013004	Control panel plastic		1
16	E101-503-000	20311013002	Playfield 1	Plywood	1
17	E101-438-000	20101048010	Hexagon flat head screw	Q235	27
18	E101-008-000	29911013005	Left middle bracket assy		2
19	E101-009-000	29911013004	Left back bracket assy		2
20	E101-010-000	29911013007	Left top bracket assy		2
21	E101-102-000	20211013028	Top net board	Q235Wire mesh	1
22	E101-103-000	20211013053	Control panel lock	Q235	2
23	E101-105-000	20211013054	Coin mech lock	Q235	1
24	E101-439-000	25302222001	Lock		1
25	E101-106-000	20211013052	Coin door lock	Q235	2
26	E101-440-000	25300171001	Lock		4

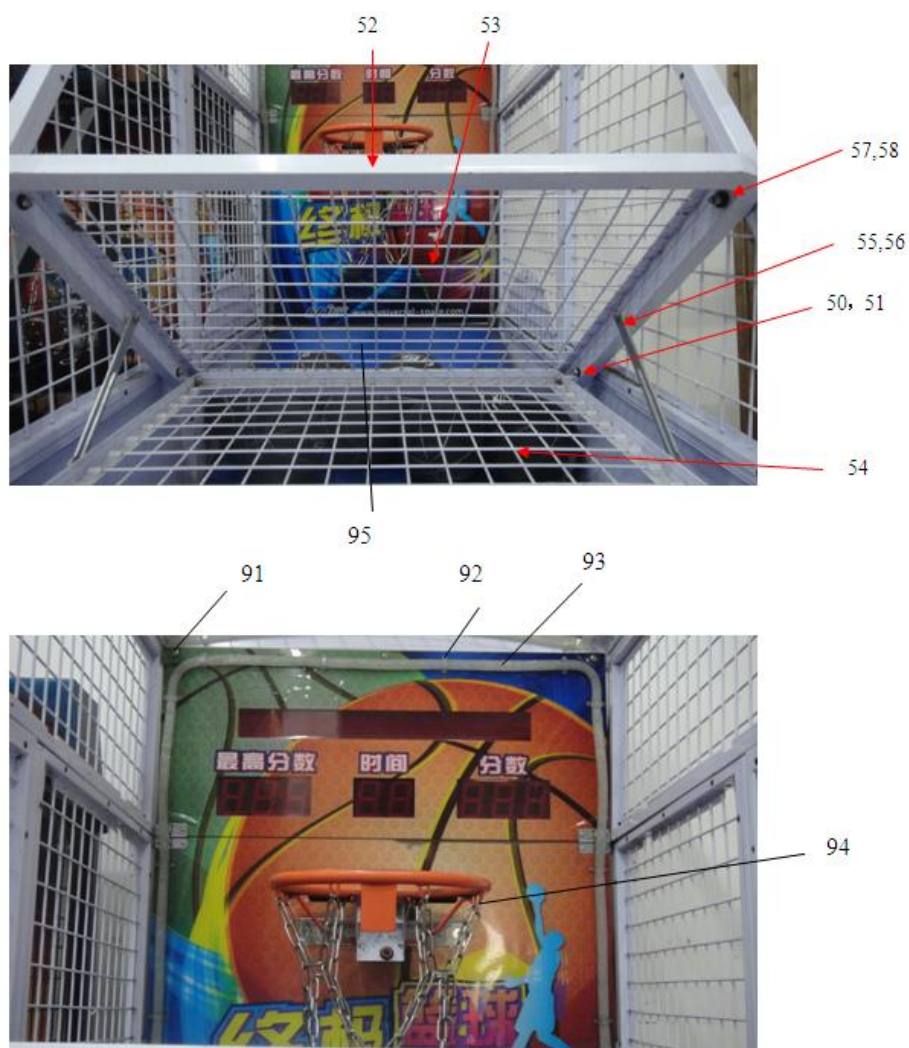
No.	Part No.	Code No.	Name	Material	Qty.
59	E101-006-000	20211013051	Right speaker	ø1.5white	1
60	E101-150-000	29911013010	Right front bracket assy		1
61	E101-147-000	29911013009	Right middle bracket assy		1
62	E101-143-000	29911013008	Right back bracket assy		1
63	E101-013-000	29911013011	Right top bracket assy		1
64	E101-170-000	20211013010	Left side-Front bracket	white	1
65	E101-149-000	20211013020	Right front bracket	white	1
66	E101-169-000	20211013011	Left front decal board	ø1 White	1
67	E101-148-000	20211013021	Right front decal board	ø1 white	1
68	E101-159-000	20211013007	Left middle bracket	white	1
69	E101-145-000	20211013017	Right middle bracket	white	1
70	E101-158-000	20211013008	Left middle net board	ø1.5 white	1
71	E101-144-000	20211013018	Right middle net board	ø1.5 white	1
72	E101-157-000	20211013009	Left middle decal board	ø1 white	1
73	E101-146-000	20211013019	Right middle decal board	ø1 white	1
74	E101-156-000	20211013003	Left back bracket	white	1
75	E101-155-000	20211013004	Left back net board	ø1.5 white	1
76	E101-154-000	20211013005	Left back decal board	ø1 white	1
77	E101-141-000	20211013014	Right back bracket	white	1
78	E101-140-000	20211013015	Right back net board	ø1.5 white	1
79	E101-142-000	20211013016	Right back decal board	ø1 white	1
80	E101-152-000	20211013012	Left top bracket	white	1
81	E101-151-000	20211013013	Left top net board	ø1.5 white	1
82	E101-139-000	20211013022	Right top bracket	white	1
83	E101-138-000	20211013023	Right top net board	ø1.5 white	1
84	E101-812-000	22801000047	Round speaker		2

11.2 Main Part 2



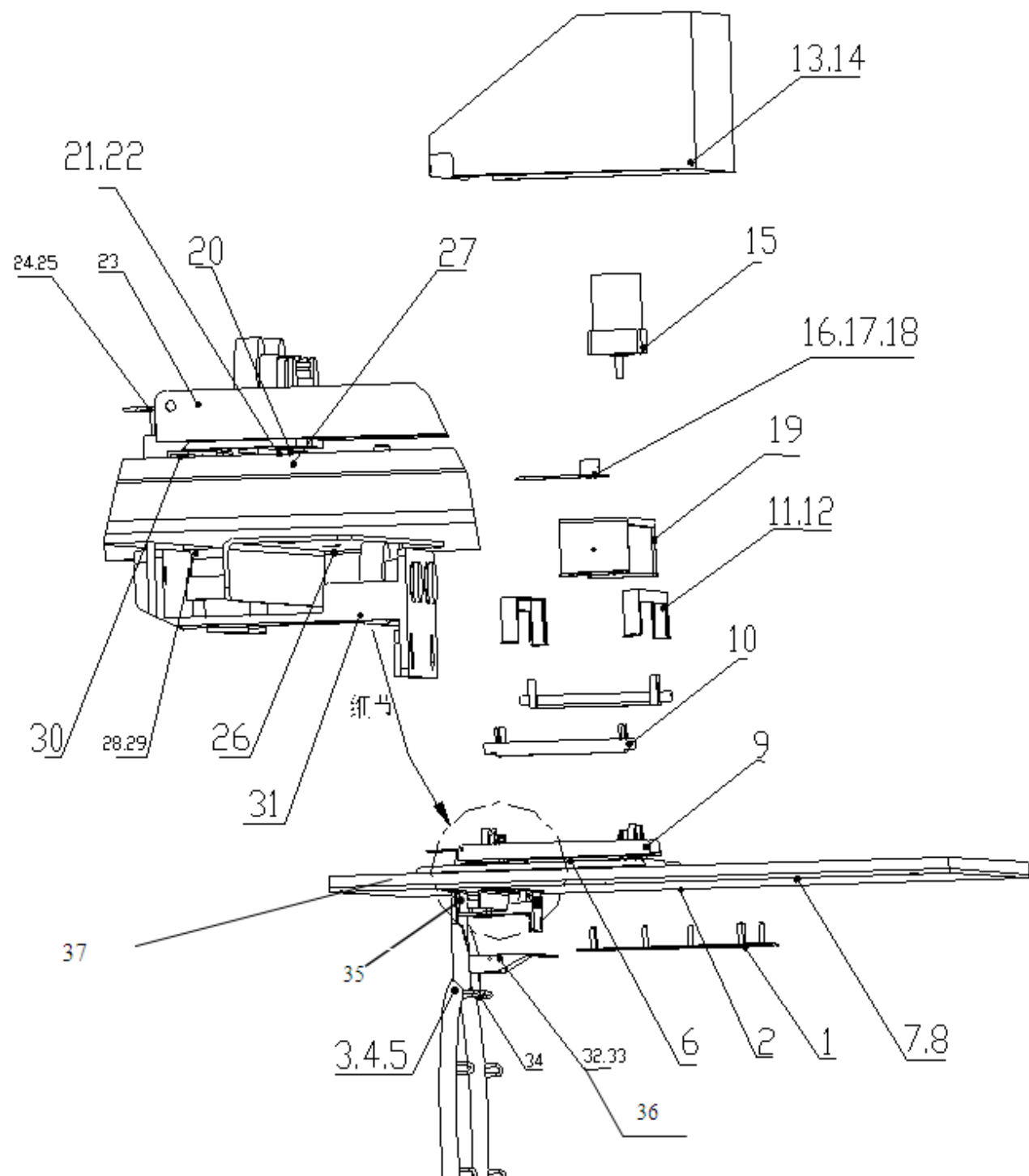
No.	Part No.	Code No.	Name	Material	Qty.
27	E101-107-000	20211013043	Beam bracket2	Q235	1
28	E101-108-000	20211013042	Beam bracket 1	Q235	1
29	E101-504-000	20211013049	LED fix board	Q235	1
30	E101-441-000	20101048004	Hexagon flat head screw	Q235	20
31	E101-109-000	20211013047	Control panel fix board	Q235	2
32	E101-442-000	20101048009	Hexagon flat head screw	Q235	6
33	E101-110-000	20211013041	Beam1	Square	3
34	E101-443-000	20101020090	Cross recessed pan head screw	Q235	2
35	E101-011-000	29911013013	Front bracket Assy		1
36	E101-111-000	20211013046	Beam 2	Square tube	2
37	E101-444-000	20104023007	Cross recess hexagon head bolt kit	Q235	8
38	E101-445-000	25501000083	2 inch caster		12
39	E101-446-000	26000009000	2 inch feet	Q235	8
40	E101-447-000	20102000014	Hexagon nut		8
41	E101-112-000	20211013044	Beam bracket 3	Q235	1
42	E101-113-000	20211013045	Beam bracket 4	Q235	1
43	E101-505-000	20311013003	Play field 3	Plywood	1
44	E101-448-000	20101040015	Hexagon flat round head screws	Q235	3
45	E101-012-000	20211013024	Back downside bracket assy	Square tube	1
46	E101-602-000	20611013002	Damping board	Black rubber	1
47	E101-003-000	29911013012	Back upper bracket assy		1
48	E101-453-000	20104020003	Cross recess hexagon head bolt kit	Q235	2
49	E101-450-000	20102000003	Non-metallic hexagon lock nut		2

No.	Part No.	Code No.	Name	Material	Qty.
85	E101-014-000	29911013001	Frame assembly		1
86	E101-153-000	20211013006	Net board clamp	Ø1.5 white	2
87	E101-137-000	20211013027	Back upper bracket Hinge		2
88	E101-136-000	20211013025	Back upper bracket	white	1
89	E101-135-000	20211013026	Dot matrix cover	Ø1 white	1
90	E101-177-000	20311013001	Back upper bracket	plywood	1



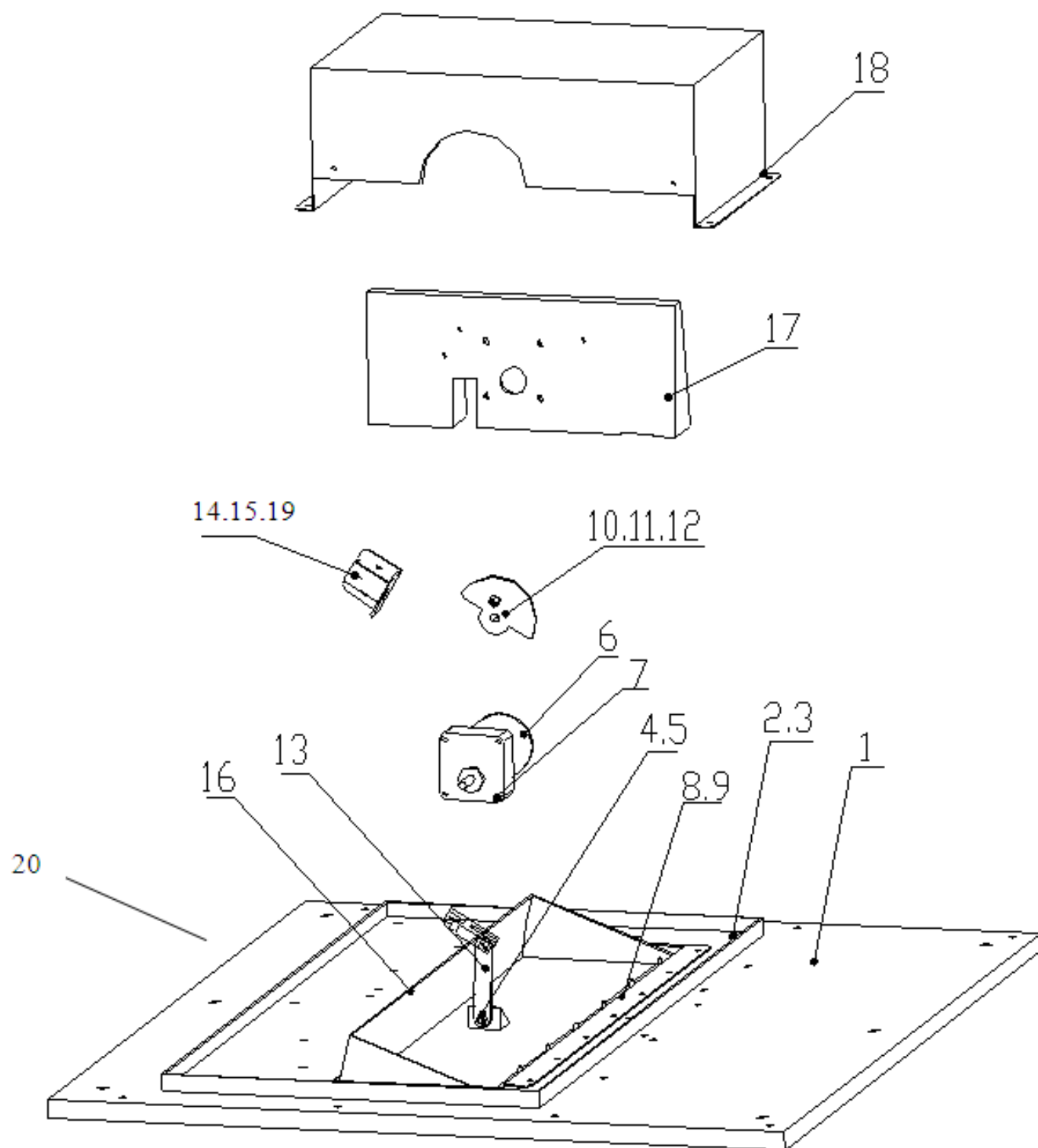
No.	Part No.	Code No.	Name	Material	Qty.
50	E101-168-000	20211013033	Sundry nets shaft cover		2
51	E101-443-000	20101020090	Cross recessed pan head screw kit	M6×20 color zinc	2
52	E101-167-000	20211013029	Front bracket	white	1
53	E101-166-000	20211013030	Front net board	δ1.5 white	1
54	E101-165-000	20211013031	Sundry nets	δ1.5 white	1
55	E101-164-000	20211013032	Sundry nets slide	δ4 White zinc	2
56	E101-163-000	20101020035	Cross recess hexagon head	M4×12 color	4
57	E101-162-000	20211013034	Bracket fixed sleeve	White zinc	4
58	E101-161-000	20105000080	B type circlip for shaft		4
91	E101-608-000	20611013001	Decal rubber mat	PU	7
92	E101-134-000	20211013002	Light strip fix board	δ1.5 white	5
93	E101-813-000	22002000007	LED soft light bar		2
94	E101-132-000	25109010001	hook		8
95	E101-160-000	35102000014	0.8 mm blue rubber board		2.1

11.3 Motion Assy.



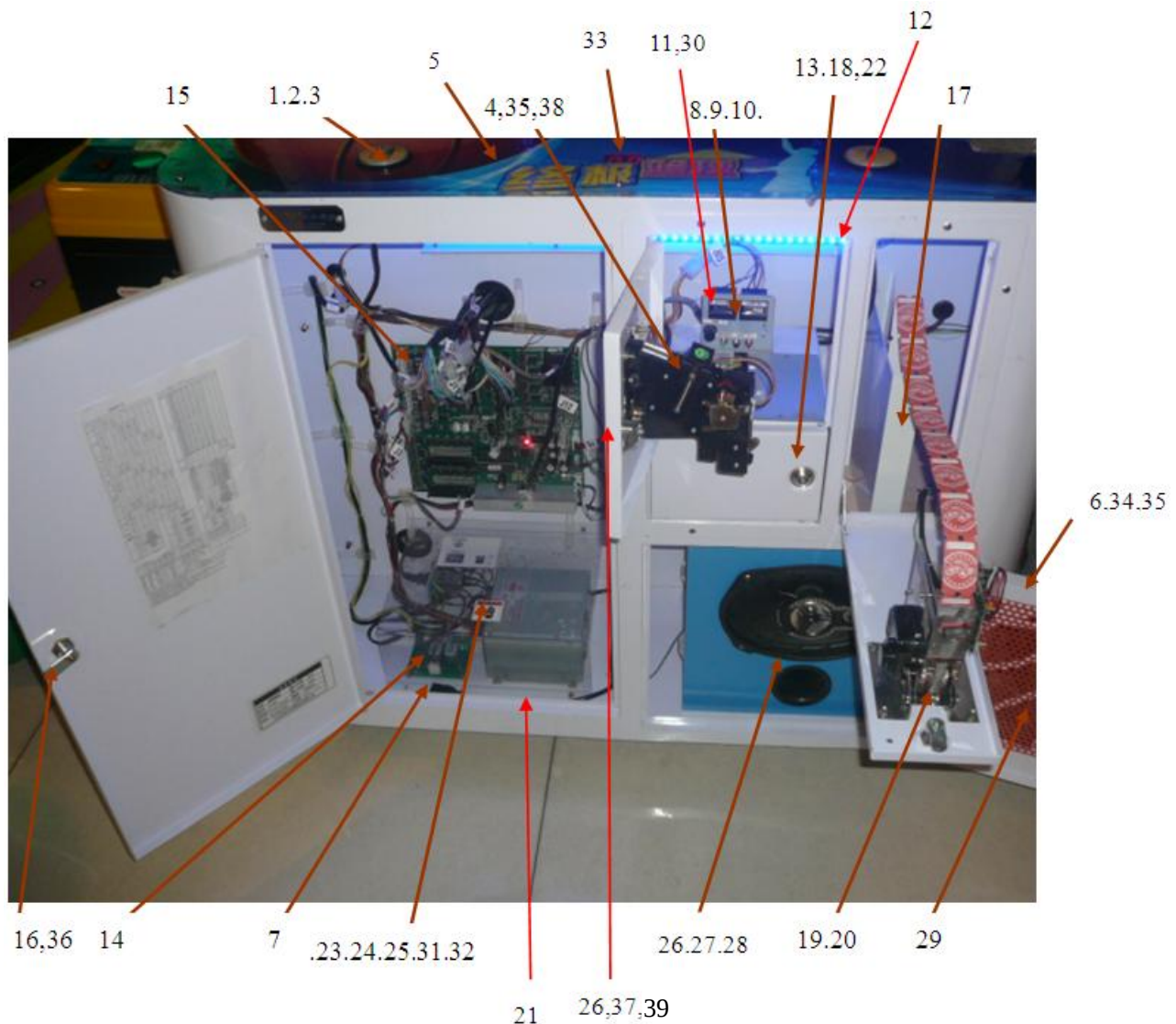
No	Part No.	Code No.	Name	Material	Qty.
1	E101-114-000	20211013069	Reinforce_R	Q235	1
2	E101-451-000	20103021001	Cross recess counter sunk head self- tapping screw	Q235	4
3	E101-452-000	20211013061	Rim	Q235	1
4	E101-453-000	20104020003	Cross recess hexagon bolt kit	Q235	1
5	E101-450-000	20102000003	Non-metallic hexagon lock nut		22
6	E101-115-000	20211013068	Reinforce_L	Q235	1
7	E101-603-000	20511013001	Main decal downside	Clear plastic	1
8	E101-506-000	20311013005	Main board downside	Plywood	1
9	E101-455-000	20211013058	Guide I	Stainless steel	2
10	E101-456-000	20211013059	Guide II	Q235	2
11	E101-116-000	20211013060	Bracket	Q235	2
12	E101-478-000	20101020041	Cross recessed pan head screw kit	Q235	10
13	E101-458-000	20211013067	Moto cover	Q235	1
14	E101-459-000	20101030147	Cross recessed pan head screw kit	Q235	10
15	E101-460-000	23405000021	Moto		1
16	E101-461-000	20211013057	Connected rod	45	1
17	E101-462-000	20101003006	Hexagon flat tight screw	Q235	2
18	E101-463-000	20102000002	Non-metallic hexagon lock nut		2
19	E101-464-000	20211013056	Moto rack	Q235	1
20	E101-465-000	20106000082	Bearing		13
21	E101-466-000	20211013062	Bearing axis	45	13
22	E101-467-000	20105000077	Shield ring		1
23	E101-117-000	20211013055	Main frame	Q235	1
24	E101-604-000	20211013070	Sensor block	Steel	1
25	E101-412-000	20101020034	Cross recessed pan head screw kit	Q235	2
26	E101-469-000	20101000076	Cross recessed pan head screw	Q235	5
27	E101-470-000	20113000012	A&C Class Washer		5
28	E101-471-000	20211013064	Bearing track	Steel	1
29	E101-472-000	20101048011	Hexagon flat round head screws	Q235	3
30	E101-507-000	20211013065	Backboard	Q235	1
31	E101-473-000	20211013063	Bearing rack	Q235	1
32	E101-474-000	20211013066	Sensor attached board	Q235	1
33	E101-605-000	20611013005	Sensor washer	Black rubber	1
34	E101-606-000	20611013006	Chain jacket		8
35	E101-131-000	20211013071	Cord spring	color zinc	1
36	E101-808-000	21501000001	Reflection-type sensor		2
37	E101-133-000	29911013002	Movable mechanism components		1

11 .4 Ball Gate Assy.



NO	PART NO	Code No	NAME	Material	QTY
1	E101-508-000	20311013006	Playfield2	Playfield 2	1
2	E101-118-000	20211013077	Ball gate fixe board	Q235	1
3	E101-475-000	20104020002	Cross recess hexagon bolt kit	Q235	20
4	E101-607-000	20211013075	Ball gate axle sleeve		2
5	E101-476-000	20105000078	B type circlip for shaft		2
6	E101-477-000	23405000053	AC gear motor		1
7	E101-478-000	20101020041	Cross recessed pan head screw kit	Q235	4
8	E101-119-000	20211013079	Hinge	Q235	1
9	E101-479-000	20101020036	Cross recessed pan head screw kit	Q235	11
10	E101-480-000	20211013073	Eccentric gear	Q235	1
11	E101-481-000	20101003004	Hexagon socket set screw	Q235	2
12	E101-482-000	20102000022	Non-metallic hexagon lock nut		11
13	E101-483-000	20211013074	Gate connecting rod	Stainless steel	1
14	E101-484-000	20211013078	Ball gate sensor board	Q235	1
15	E101-412-000	20101020034	Cross recessed pan head screw kit	Q235	2
16	E101-120-000	20211013076	Ball gate	Q235	1
17	E101-121-000	20211013072	Ball gate motor bracket	Q235	1
18	E101-122-000	20211013080	Ball gate motor cover	Q235	1
19	E101-486-000	21501000006	Sensor		1
20	E101-001-000	29911013003	Ball gate assy		1

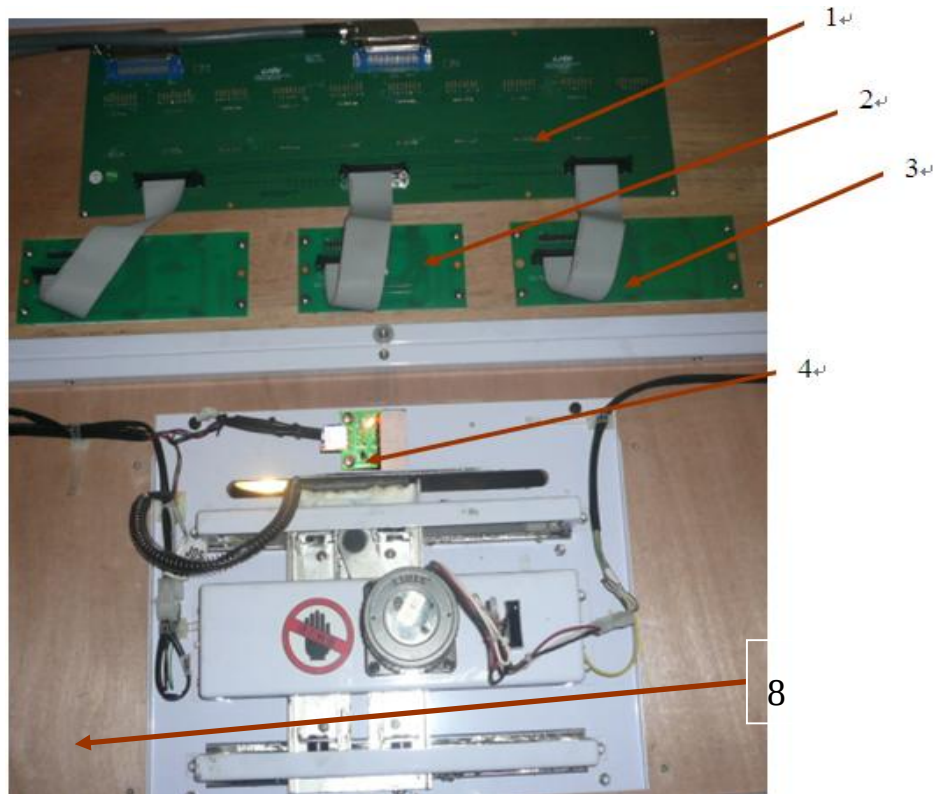
11.5 Control Panel Assy.



NO	PART NO.	Code No.	NAME	Material	QTY
1	E101-487-000	22401000079	Button white	Middle size, flat white	2
2	E101-488-000	22003000006	LED inserted bulb		2
3	E101-489-000	22604000006	Micro SW		2
4	E101-490-000	22301000001	Coin mech		2
5	E101-180-000	20211013035	Control panel	Q235	1
6	E101-492-000	20211013037	Right downside door	Q235	1
7	E101-493-000	23301000004	Power cord		1
8	E101-494-000	23000000005	Counter		2
9	E101-495-000	22402050001	Test button black		1
	E101-499-000	22402030002	Test button green		1
	E101-498-000	22402010002	Test button red		1
10	E101-496-000	22501000017	Dual POT		1

NO	PART NO.	Code No.	NAME	Material	QTY
11	E101-497-000	21709000002	POT connecting board		1
12	E101-811-000	21704000011	LED lamp board		1
13	E101-439-000	25302222001	Coin box door lock		1
14	E101-801-000	21709000001	Relay board		1
15	E101-802-000	21701000018	Main board		1
16	E101-440-000	25300171001	Service door lock		1
17	E101-102-000	26000006000	Ticket box		1
18	E101-105-000	20211013054	Coin mech lock		1
19	E101-410-000	23100000006	Ticket mech		1
20	E101-440-000	25300171001	Ticket lock		1
21	E101-402-000	21602000011	Power box		1
22	E101-439-000	25302222001	Lock		1
23	E101-404-000	21901000012	Fuse		1
24	E101-405-000	21902000006	Fuse socket		1
25	E101-406-000	23200000001	Filter		1
26	E101-106-000	20211013052	Coin door lock		2
27	E101-180-000	22805000001	Sound boxinerted tube		1
28	E101-189-000	22801000006	Speaker		1
29	E101-440-000	25300171001	Lock		1
30	E101-413-000	22403000001	POT knob		1
31	E101-809-000	22601000005	Small rocker switch		1
32	E101-810-000	21412000001	Terminal post		1
33	E101-814-000	21706000064	pcb		1
34	E101-174-000	20211013038	Speaker net	net plate	1
35	E101-482-000	20102000022	Non-metallic hexagon lock nut		15
36	E101-173-000	20211013036	Left door	Q235	1
37	E101-172-000	20211013039	Coin door		1
38	E101-171-000	20104040007	Step bolt	Q235	8
39	E101-440-000	25300171001	Lock		4
40	E101-175-000	20101020040	Cross recessed pan head screw kit	Q235	2

11.6 Other Electronic Component

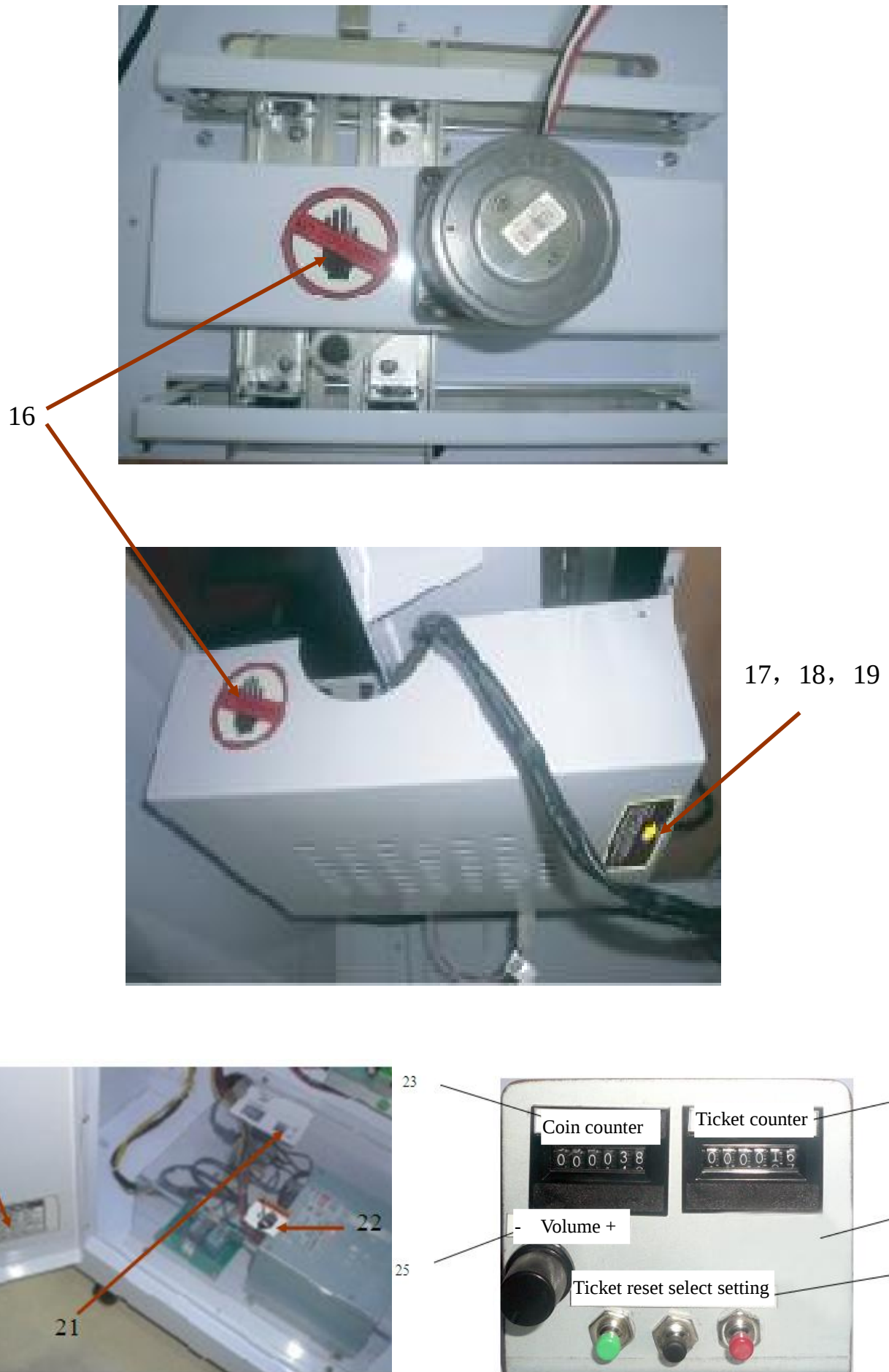


NO	PART NO	Code No.	NAME	QTY
1	E101-804-000	21704000115	PCB	1
2	E101-805-000	21706000063	PCB	1
3	E101-806-000	21706000061	PCB	2
4	E101-807-000	21705000020	Sensor board	1
5	E101-414-000	23313000005	Insulated bushing $\phi 50$	2
6	E101-415-000	23313000265	Insulated bushing $\phi 24$	5
7	E101-416-000	21606000011	3 Core connector	1

11.7 Game Decal



Warning and service sticker:



NO	PART NO.	Code No.	NAME	MATERIAL	QTY
1	E101-704-000	20511013006	Front side-L decal	PVC100U glue	1
2	E101-705-000	20511013007	Middle side-L decal	PVC100U glue	1
3	E101-706-000	20511013008	Rear side-R decal	PVC100U glue	1
4	E101-707-000	20511013018	Button decal(link)	PVC100U glue	1
5	E101-708-000	20511013004	Front door decal	PVC100U glue	1
6	E101-709-000	25600000034	Ticket decal	PVC100U glue	1
7	E101-710-000	20511013017	Button (decal single)	PVC100U glue	1
8	E101-711-000	20511013012	Play instruction decal	PVC100U glue	1
9	E101-704-000	20511013003	Control panel decal	d5 Plastic	1
10	E101-713-000	20511013009	Front side-R decal	PVC100U glue	1
11	E101-714-000	20511013010	Middle side-R decal	PVC100U glue	1
12	E101-715-000	20511013011	Rear side-R decal	PVC100U glue	1
13	E101-716-000	20511013002	Main interface upper	d5 Plastic	12
14	E101-603-000	20511013001	Main decal downside	d5 Plastic	1
15	E101-718-000	20511013005	Baffle decal	PVC100U glue	1
16	E101-719-000	25600000033	No touching decal	PVC100U glue	1
17	E101-720-000	20511013013	Ball gate motor cover decal	PVC100U glue	1
18	E101-721-000	20511013014	Wire screw instruction sticker decal	PVC100U glue	1
19	E101-723-000	20511013015	Forklift note sticker	PVC100U glue	1
20	E101-125-000	20511013024	110V power decal	d 0.5 Aluminum plate	1
21	E101-722-000	20511013019	110V Power stickers decal	PVC100U glue	1
22	E101-724-000	25600000036	High voltage decal - small	PVC100U glue	1
23	E101-728-000	25600000001	Coin counter decal	PVC100U glue	1
24	E101-726-000	25600000002	Ticket counter decal	PVC100U glue	1
25	E101-725-000	25600000003	Volume decal	PVC100U glue	1
26	E101-130-000	20211013001	Counter bracket		1
27	E101-727-000	20511013016	Counter decal	PVC100U glue	1

Wiring Diagram

