

CEC's Street Hoops Operation Manual



WARNING

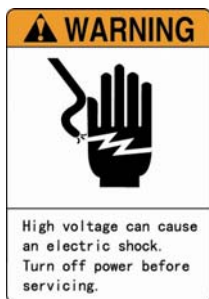
Be sure to read this Operation Manual before use.

Bromley Incorporated in conjunction with Universal Space.
420-Crossen Avenue
Elk Grove IL 60007
847-427-0639 Service Dept.

Safety Instructions

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 or convenient for referring to when necessary.

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.



High Voltage Warning:

High voltage can cause an electric shock.
Turn off power before servicing.



No Touching Warning:

This part may cause an electric shock or the surface is overheating. Do not touch this part.

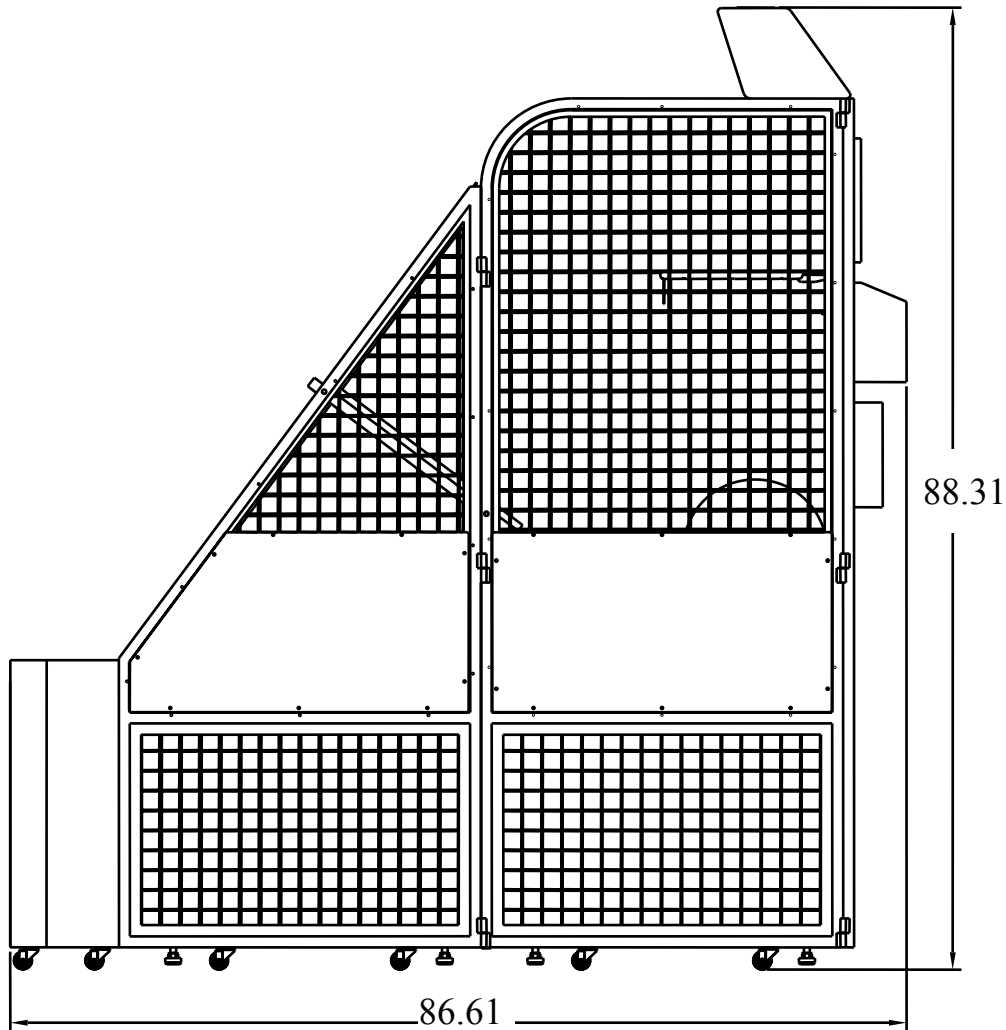
WARNING

**ONLY QUALIFIED TECHNICAL PERSONNEL SHOULD WORK ON THIS GAME.
FAILING TO COMPLY CAN CAUSE SEVERE INJURY.**

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1. Specifications



- 1 Rated Power Supply: AC220V \pm 10 50Hz or 110V \pm 10 60Hz
- 2 Power Consumption: Min power consumption 90W
Max power consumption 200W
- 3 Dimensions: W40.55 \times D86.61 \times H88.31 (Inch)
- 4 Weight: About 572pounds
- 5 Environment Condition: Temperature(Indoor): -47F +101F
Humidity: \leq 90%
Atmospheric Pressure: 86P_a~106 P_a

Note: Game parameters are subject change without notice.

Package Contents

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

NO	PART NO	NAME	QTY	ILLUSTRATION
1	S101-001-000	Main Cabinet	1	
2	S101-002-000	Control Panel	1	
3	S101-003-000	Header	1	
4	S101-004-000	Ball Gate Assy	1	
5	S101-005-000	Playfield	1	
6	S101-006-000	Beam & Rack 1	1	
7	S101-007-000	Beam & Rack 2	1	
8	S101-101-000	Control Panel Fix Board	2	
9		Spare Parts 1	1	See table below for details

2.2 Spare parts 1:

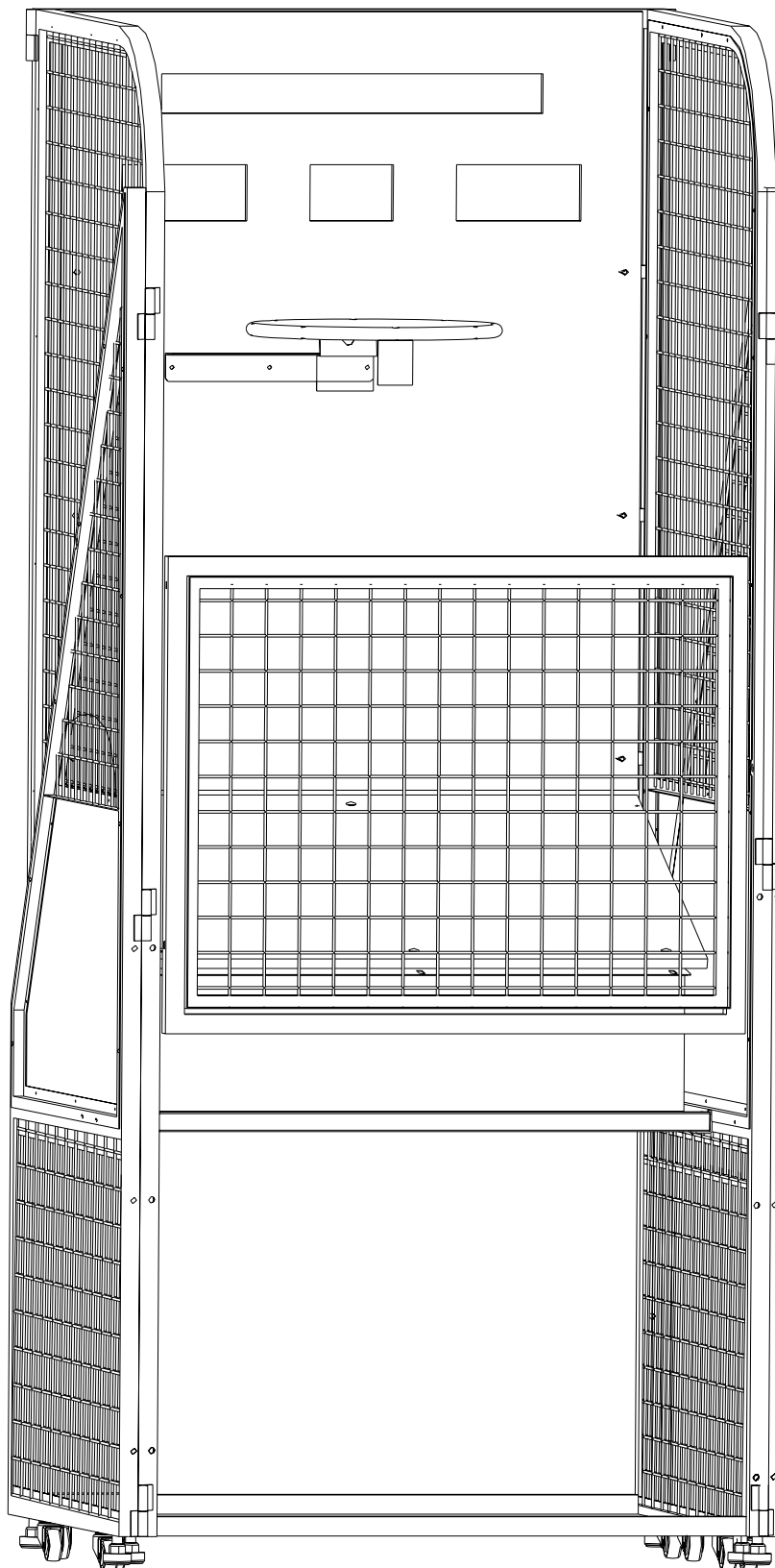
NO	PART NO.	NAME	SPEC.	Qty	ILLUSTRATION	NOTE
1	S101-810-000	Power Cord	15A/220V 3.5m	1		
2	S101-429-000	Fuse	5A/250 (10A/125V) φ 5-20	2		
3	S101-730-000	Manual	English	1		
4	S101-425-000	Key	GU071 #1	2		
5	S101-442-000	Bearing	6002Z	2		
6	S101-303-000	Circlip	GB/T894.2-1986/d ₀ =1 6	2		
7	S101-443-000	Air Needle		2		
8	S101-444-000	Black Basketball	#5	6		
9	S101-445-000	Pump		1		
10		Hexagonal socket flat round head screw	M8×25 BLK	12		Playfield 1, playfield 2
11		Hexagonal socket flat round head screw	M6×80 BLK	4		Side front bracket, side back bracket
12		Hexagonal socket flat round head screw	M6×40 BLK	8		Beam 2, control panel fix board
13		Cross hexagon head kit bolt	M8×20 BLK	8		Header, control panel
14		Cross hexagon head kit bolt	M6×16 BLK	4		Beam 1
15		Hex lock nut	M8 BLK	12		
16		Hex lock nut	M6 BLK	4		
17		Flat washer	M8 BLK	12		
18		Flat washer	M6 BLK	4		
19	S101-415-000	Bulb	12V 3W	1		
20	S101-409-000	Reflect paper	50×55	1		
21		Spare screws		1		

3. Assembly Instruction

3.1 Assemble screws part list:

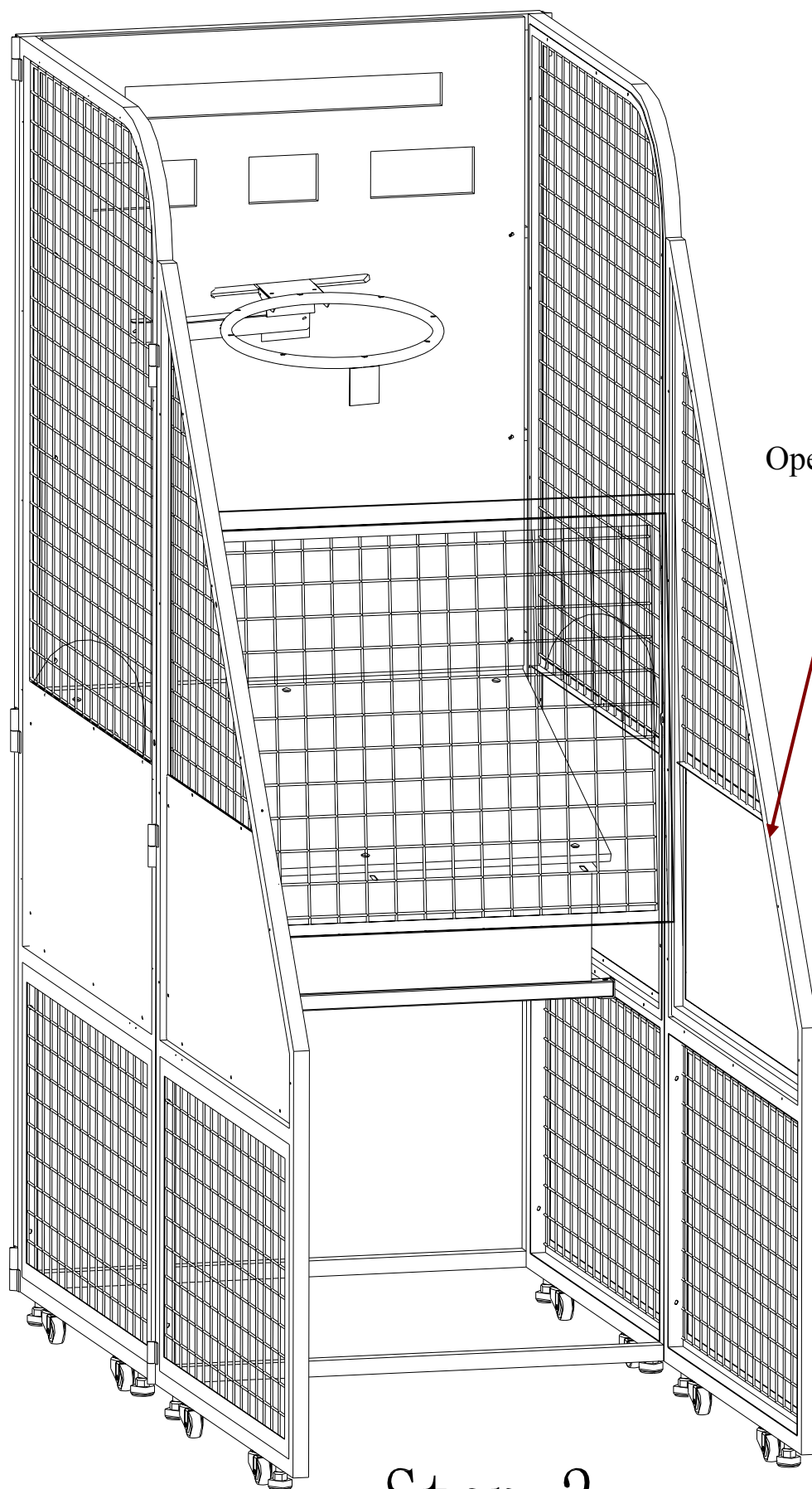
NO	NAME	SPEC.	Qty	ILLUSTRATION	Note
1	Hexagonal socket flat round head screw	M8×25 BLK	12		
2	Hexagonal socket flat round head screw	M6×80 BLK	4		
3	Hexagonal socket flat round head screw	M6×40 BLK	8		
4	Cross hexagon head kit bolt	M8×20 BLK	8		
5	Cross hexagon head kit bolt	M6×16 BLK	4		
6	Hex lock nut	M8 BLK	12		
7	Hex lock nut	M6 BLK	4		
8	Flat washer	M8 BLK	12		
9	Flat washer	M6 BLK	4		

3.2 Assemble Steps:



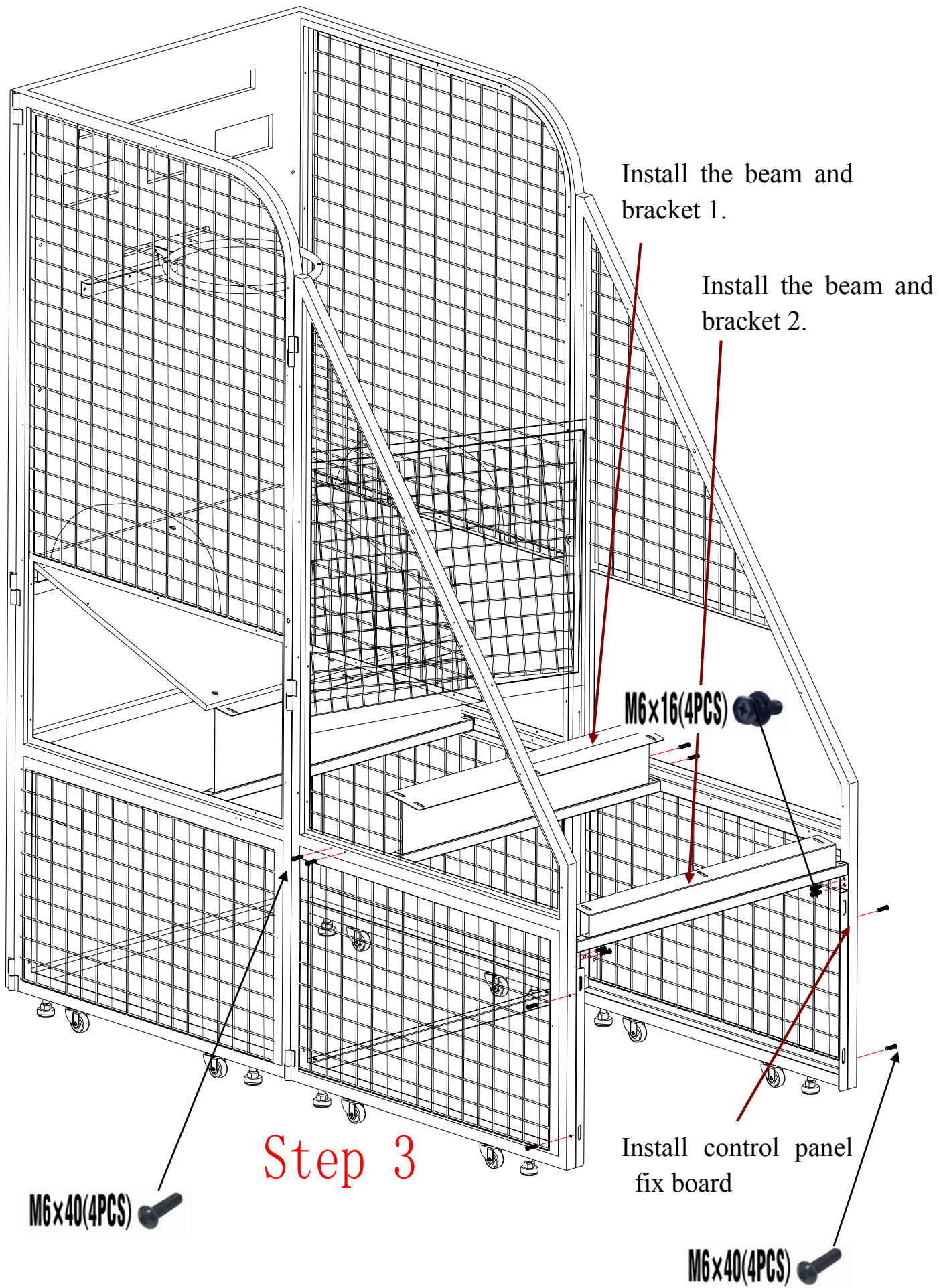
Open the package and take the main cabinet and other parts out

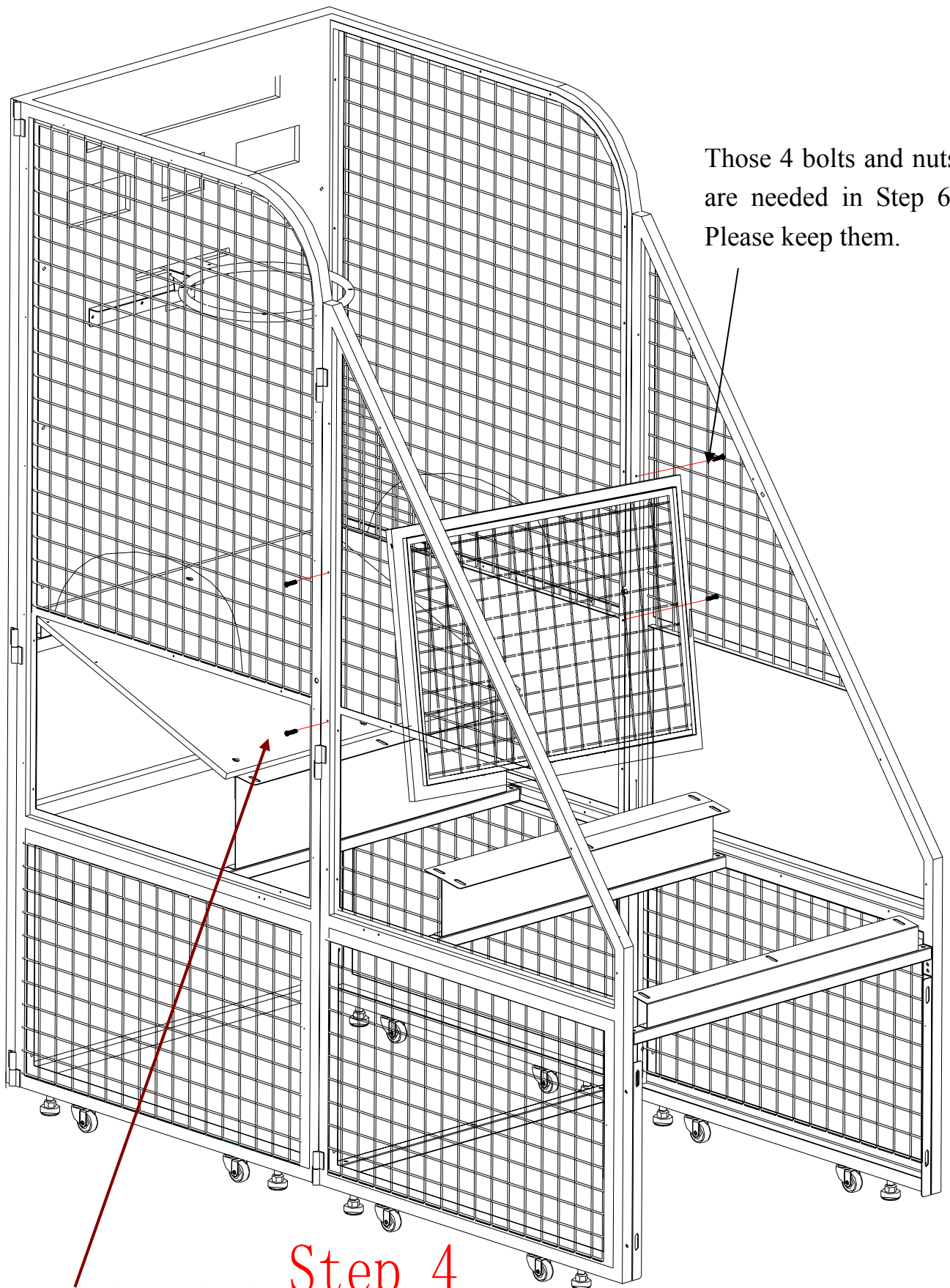
Step 1



Open the front bracket

Step 2

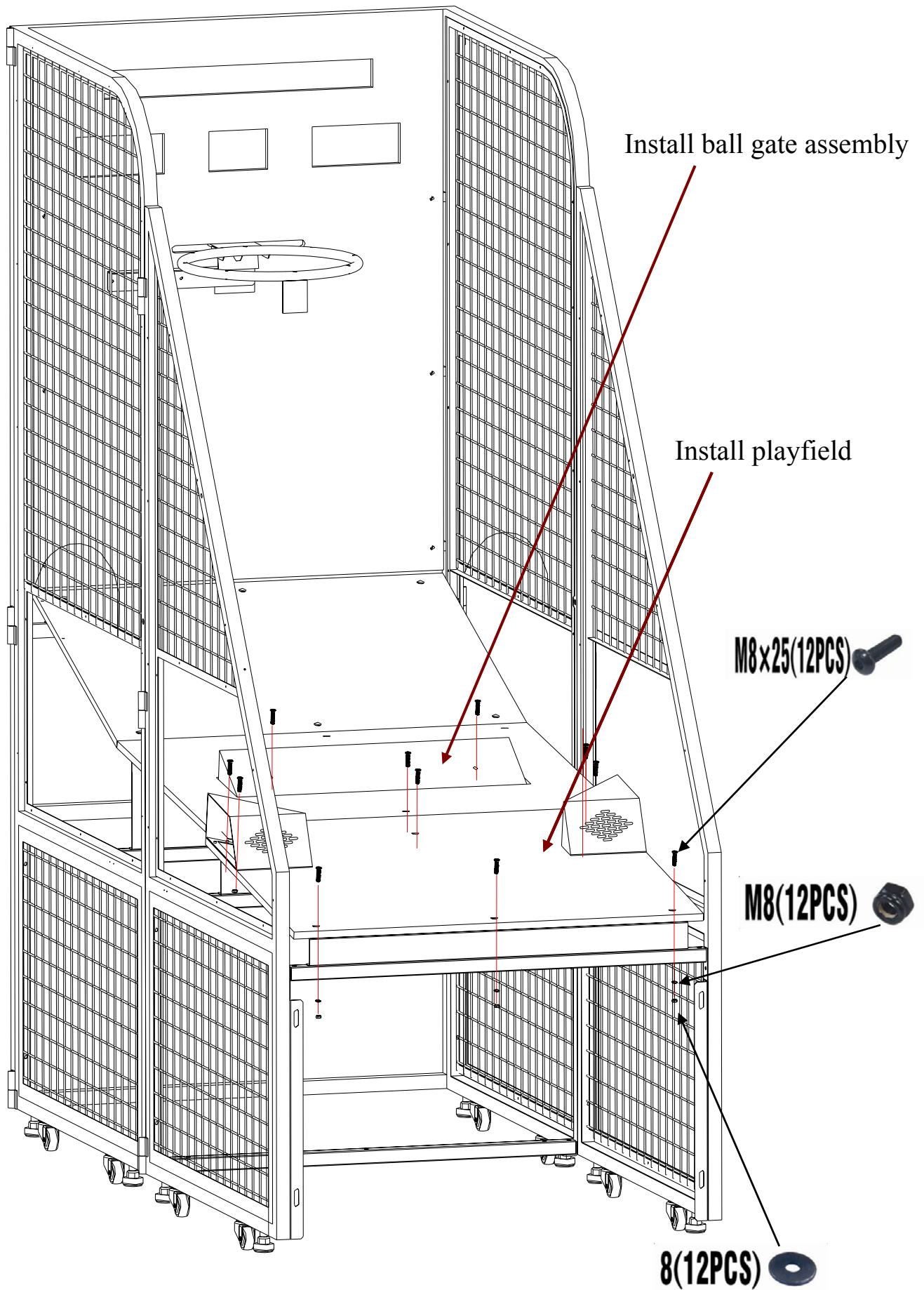




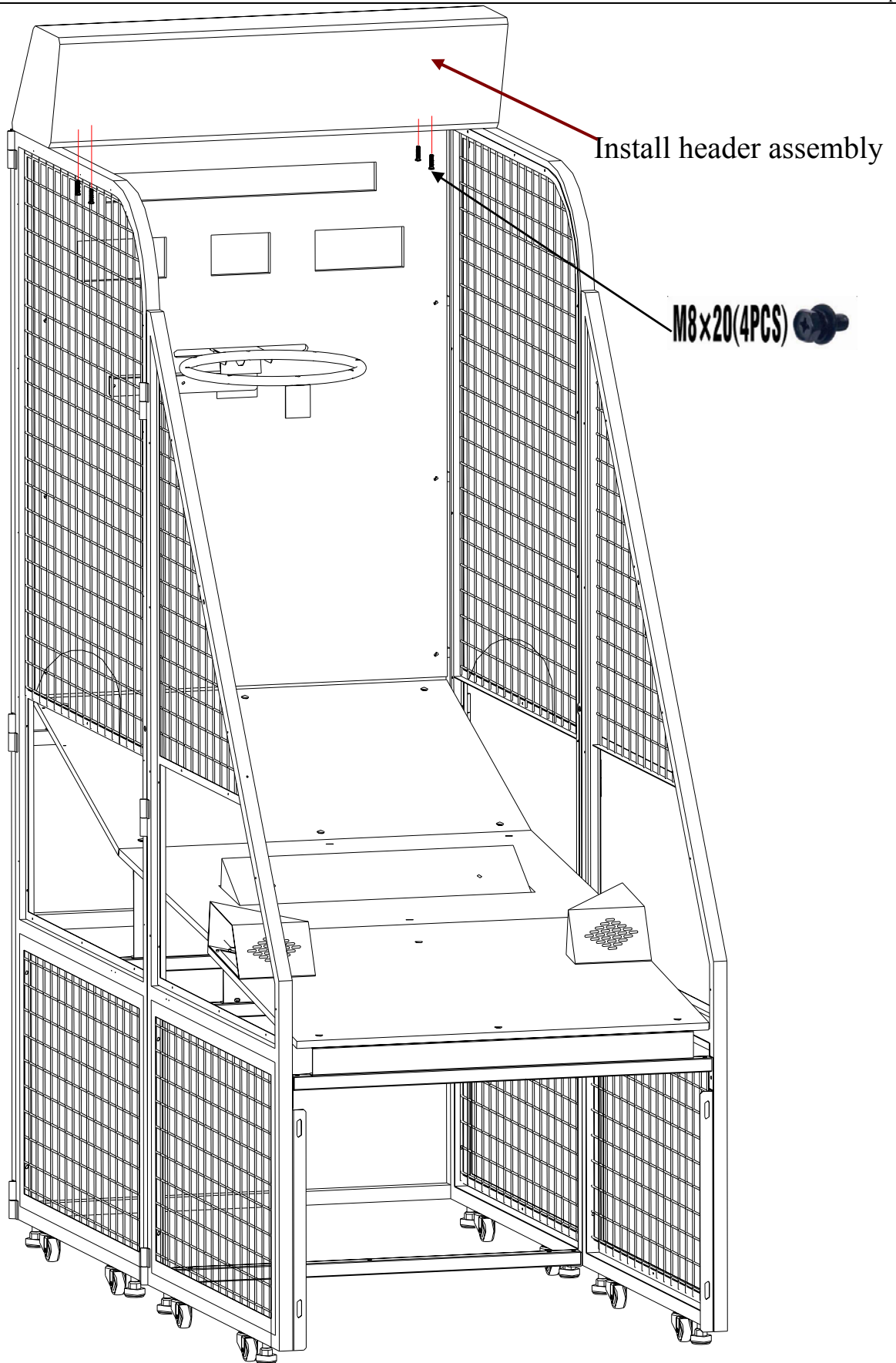
Those 4 bolts and nuts are needed in Step 6. Please keep them.

Remove bolts and take the front panel assembly out.

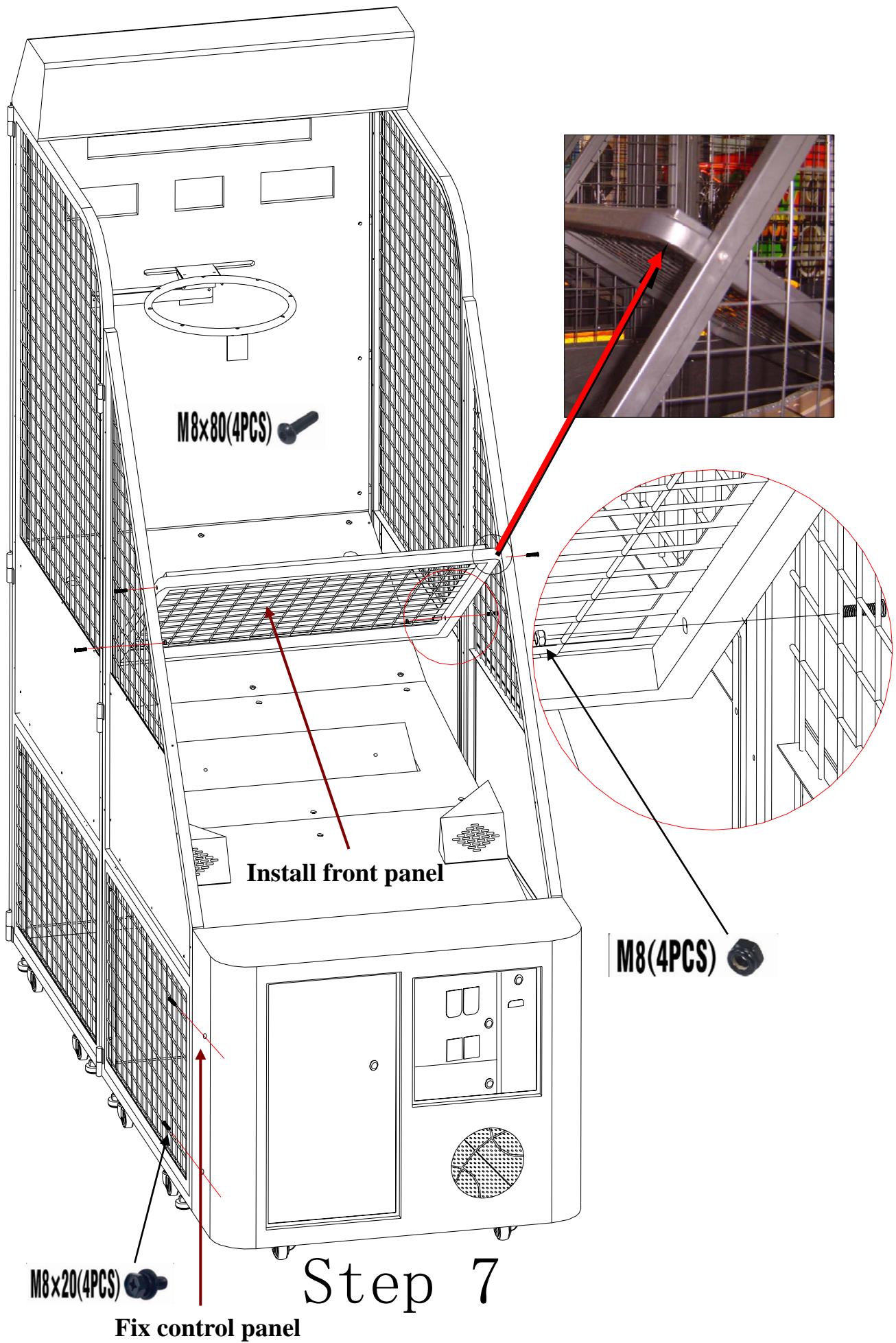
Step 4

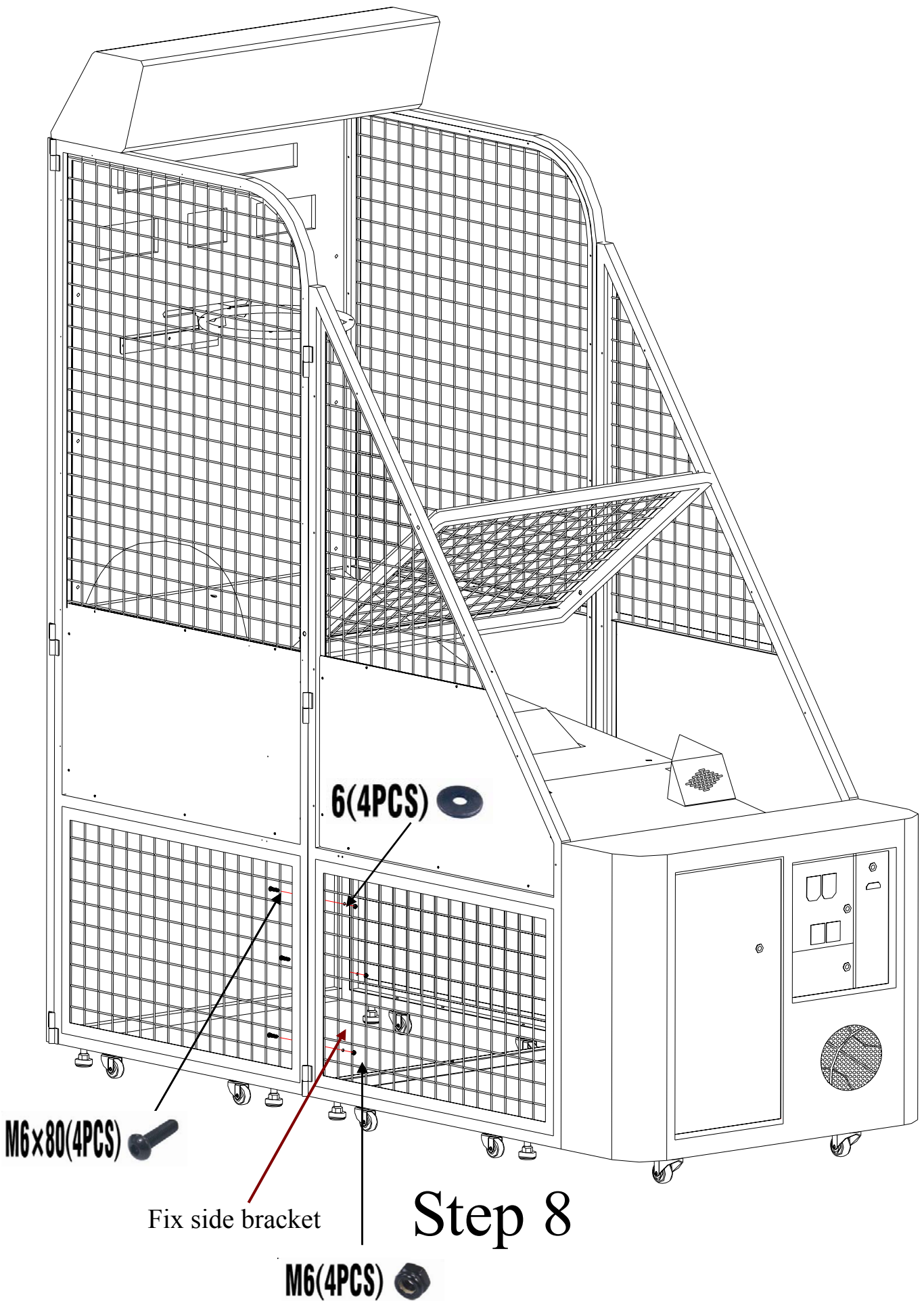


Step 5



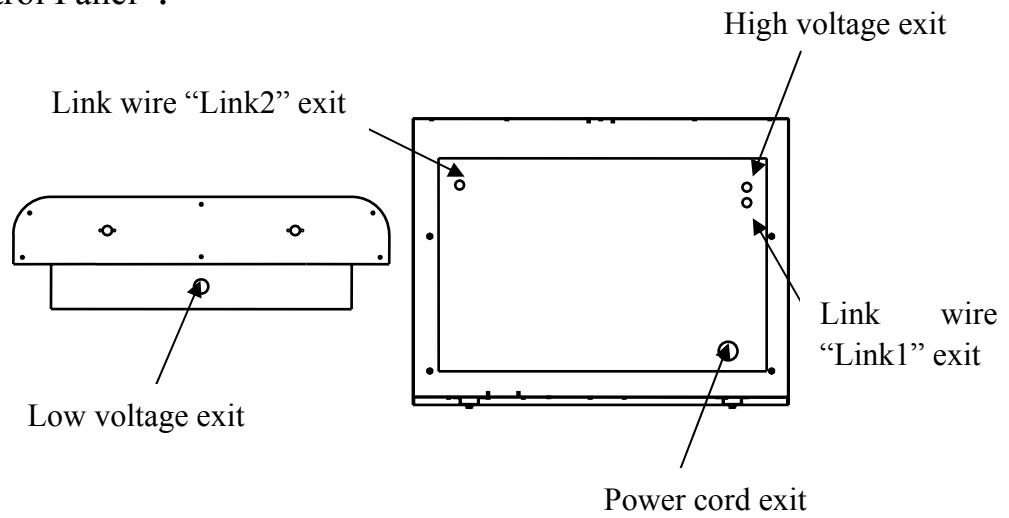
Step 6



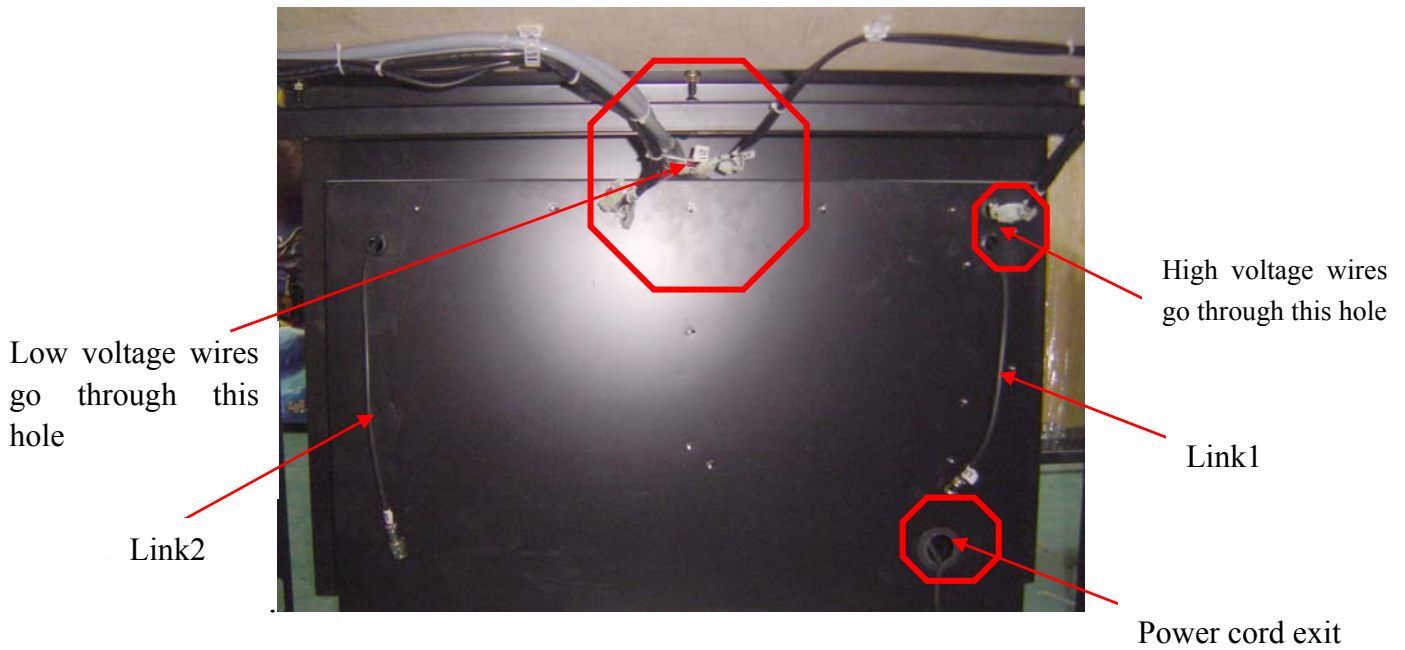


3.3 Layout on Control Panel:

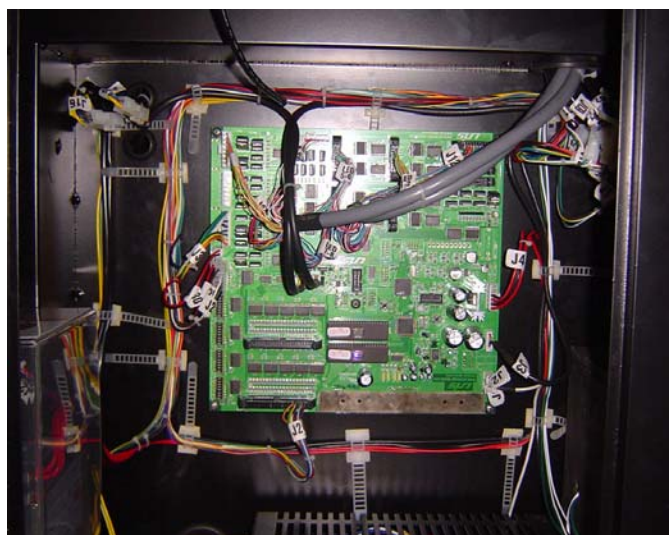
Control Panel :



Step 1: Connecting



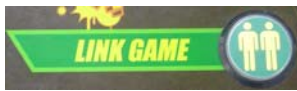
Step 2: Connecting



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

3.4 Link game:

✧ There are two buttons on the control panel:

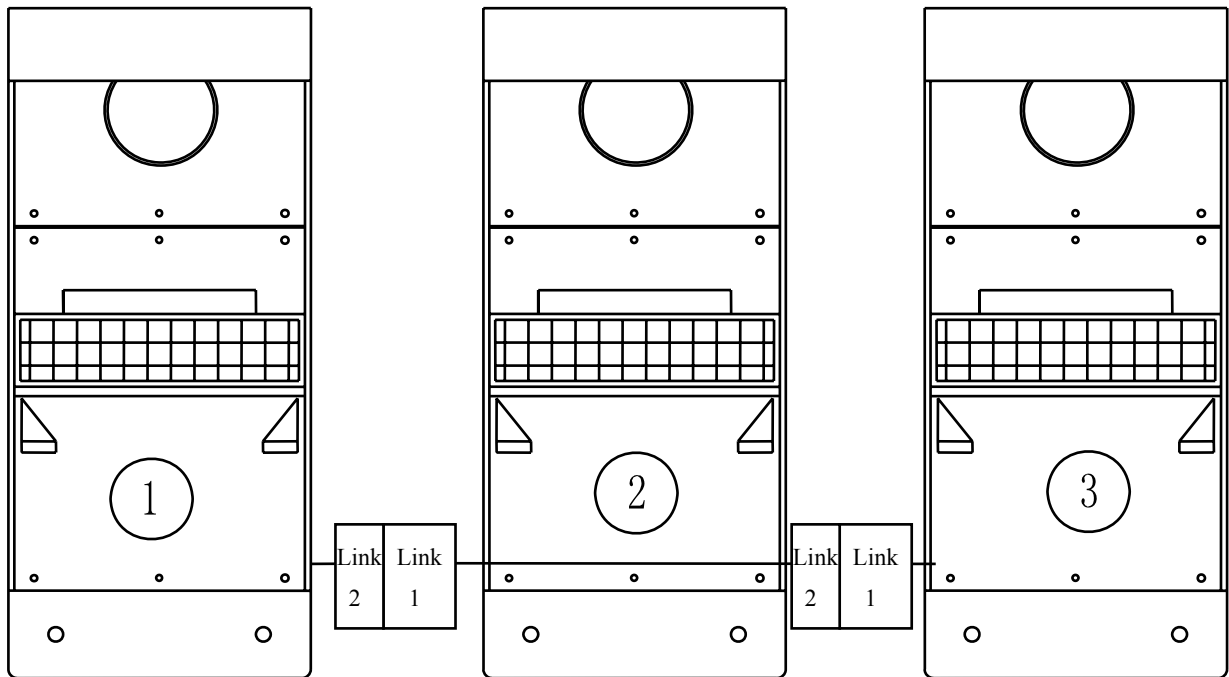


Link Game button: Press this button to compete with others.



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

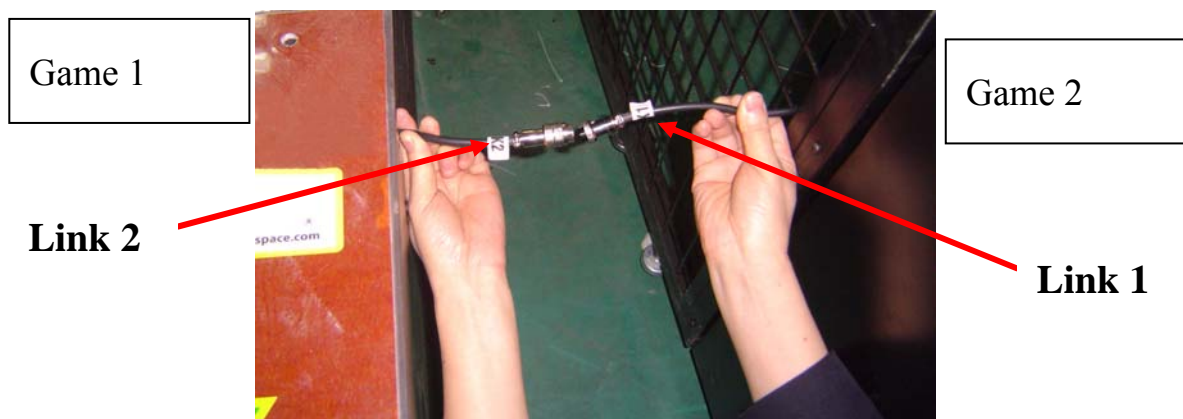
✧ Link game schematic:



How to link games: Connect Link 2 (in Game ①) to Link 1 (in Game ②).

Then connect Link2 (in Game ②) to Link1 (in Game ③). The rest of the connections are the same. (For more detail, please refer to page 28)

Connection illustration:

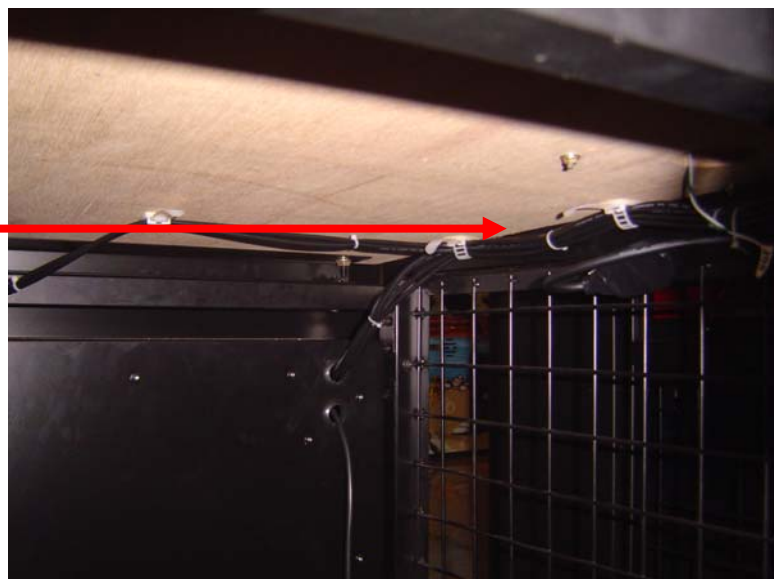


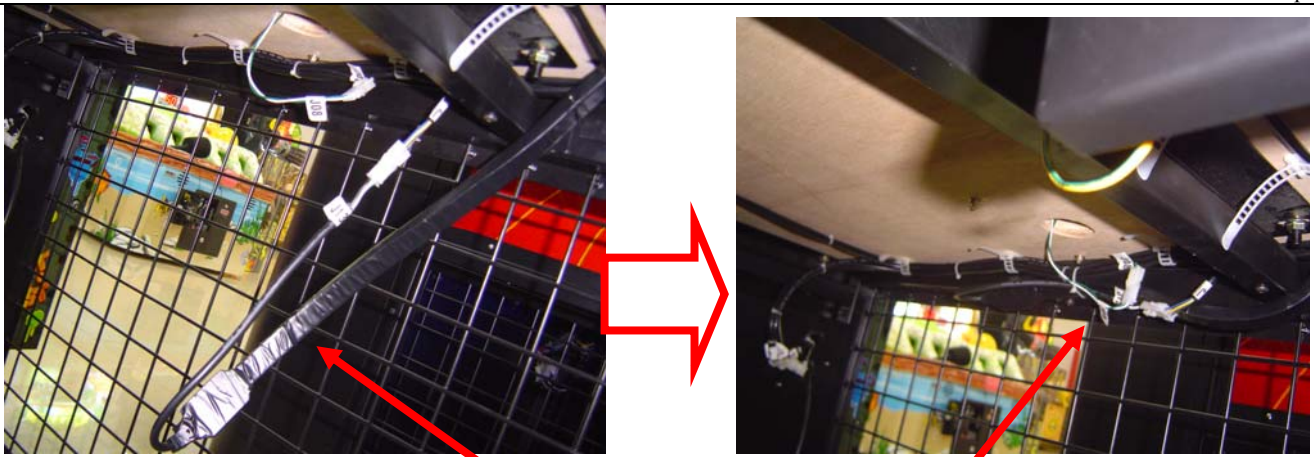
! Notice:

- ✧ 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 "1IP01 V1.02".The first "1" means the group form. "IP01" 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.

3.5 Wiring layout:

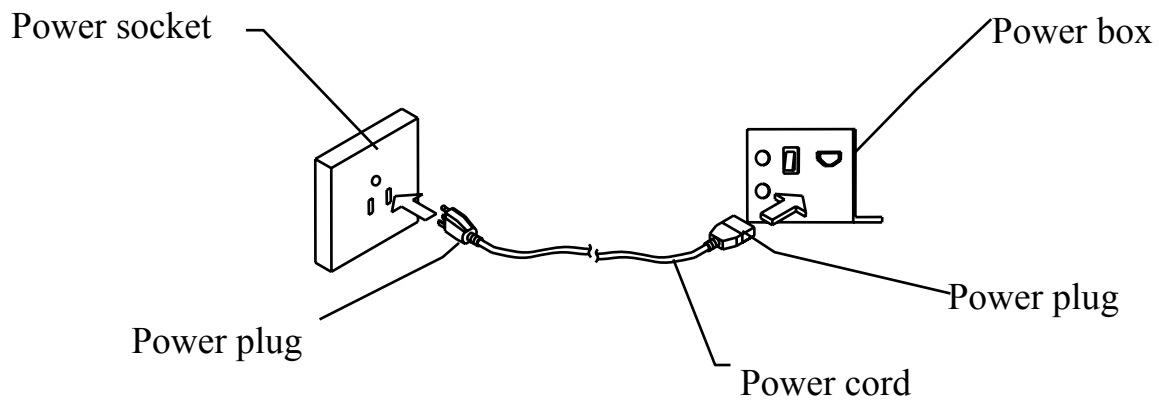
In order to clear the layout in the machine, below is the instruction for your reference:

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



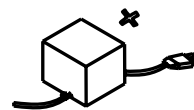
The extra **light belt** is wrapped with nylon tape.

3.6 Connecting the power cord:



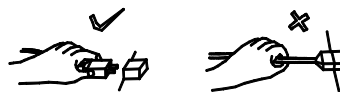
 Notice:

- ★ 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 it.

- ★ Run this machine with the correct power configuration.



4. Installation



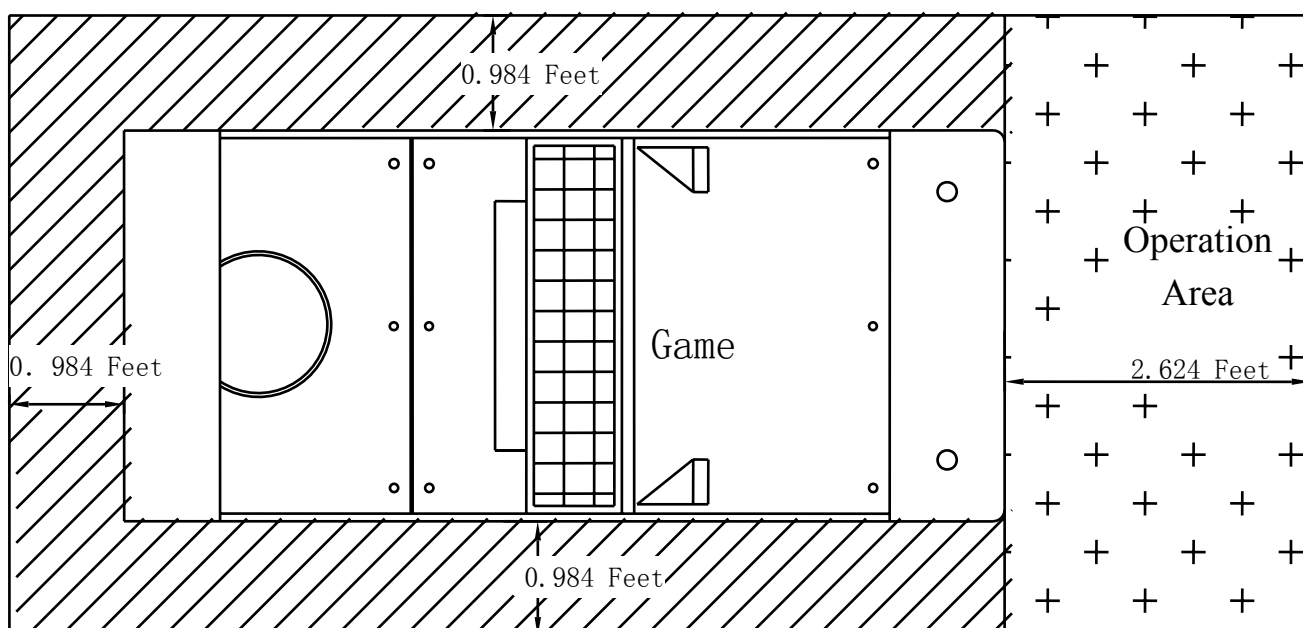
Warning

Indoor use only!

4.1 Play Zone

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

✧ Notice: This machine can be located side by side for linking games.



Locations to avoid installing:



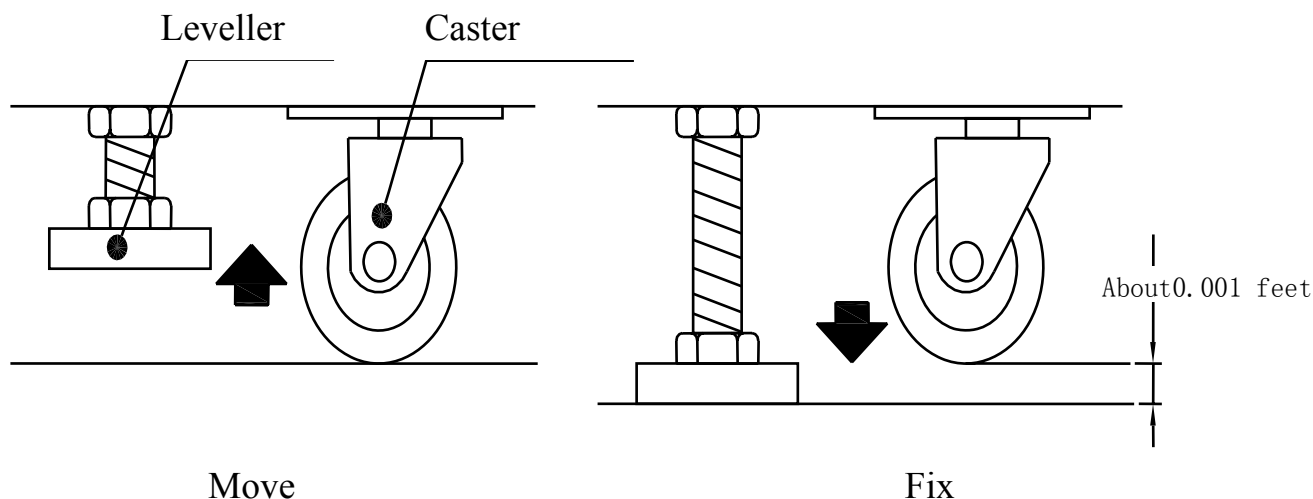
Warning

This machine is designed for indoor use only. Never install this machine outdoors or any of the following:

- Places where dew may develop due to temperature differences
- Locations close to hazardous article
- Locations close to a heating instrument
- Close to instruments that can easily catch fire
- Unstable or vibrating places
- Damp or dust places.

4.2 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, it may not play well.



Warning

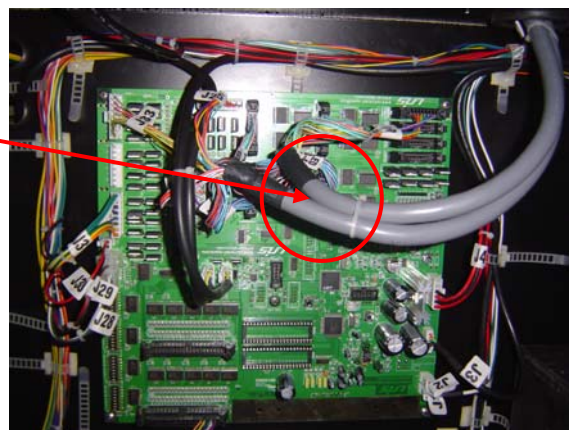
Unplug the game before moving.

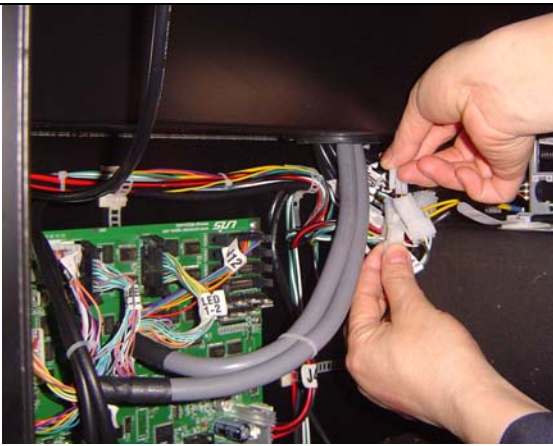
5. Package:

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:

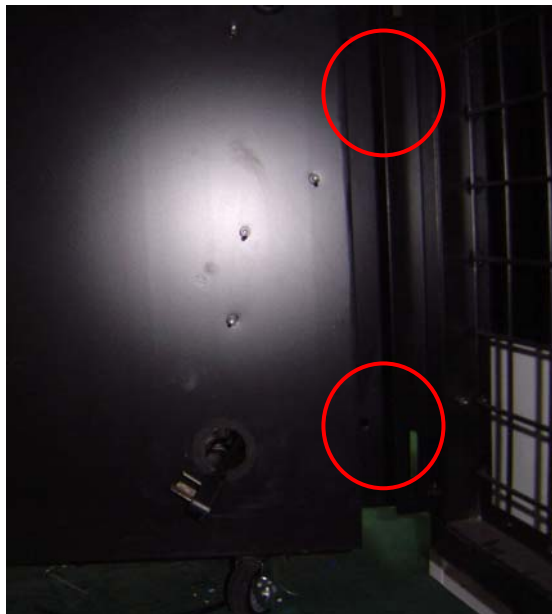
Step 1: Unplug the connectors from the PCB.





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. Game Description

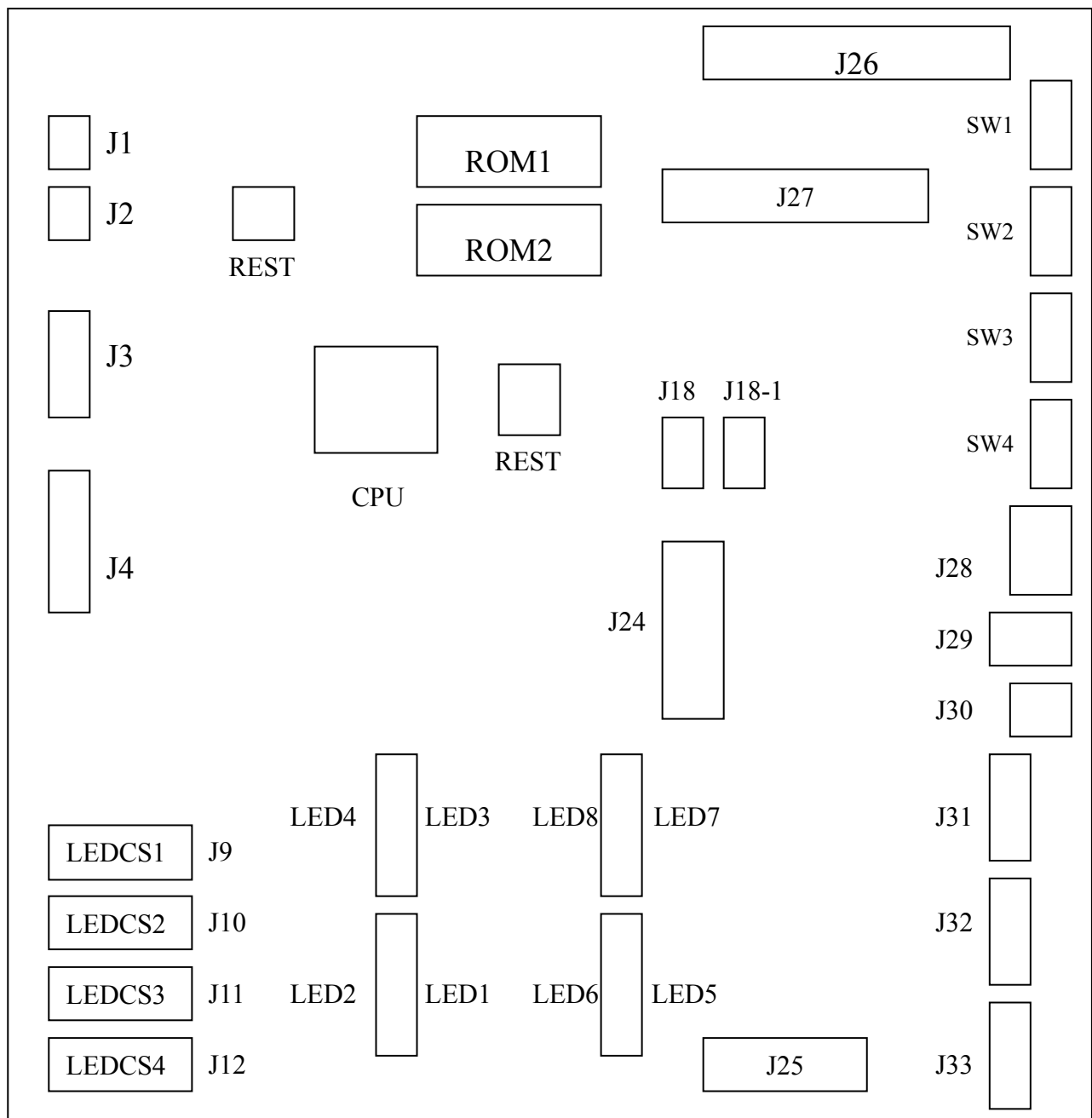
- ✓ Insert coin(s). Press “single player” button or “link game” button to start the game.
- ✓ Start shooting. The big display will show some relative information. The default setting is: 30 points for Stage 1. 60 points for Stage 2. 100 points for Stage 3. If the player cannot get that score, the game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

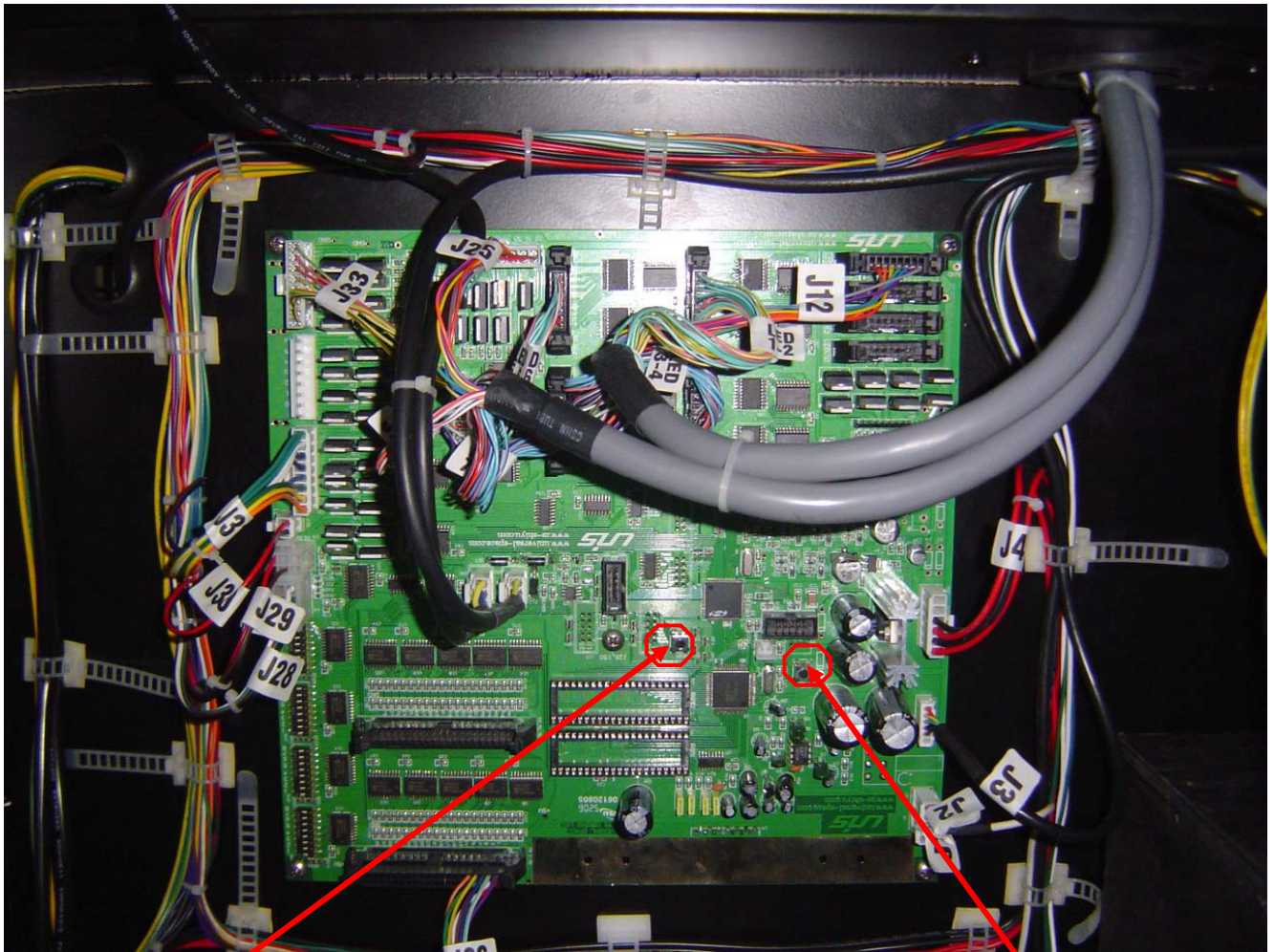
7.1 Refer to the attached I/O chart and the schematic.

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

7.3 Main board:



7.4 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.

Test0: Jack number Led_J33 2-1 flash and display "-0" to Test0. The rest will display LED numbers, Led_J33, Led_J32 is c. Dox Martrix display each number.

Test1: LED Led_J33 2-1 flash and display "-1". The rest LED will display one number from 1 to 8.

Test2: 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 2nd, and so on. Led_J32 8-7 display 7th. Each input has coin sound.

Test4: Output Led_J33 2-1 flash and display "-4", I1~I8 and I9~I16 control Out1 ~Out48.

Test5: Output Led_J33 2-1 flash and display "-5", I1~I48 control Out1~Out48

Test6: Output Led_J33 2-1 flash and display "-6", Out1~Out48, 8 numbers as one group for output.

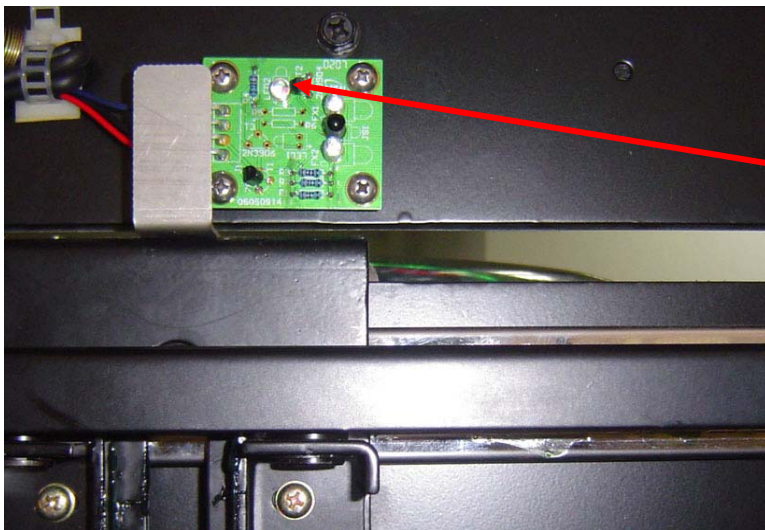
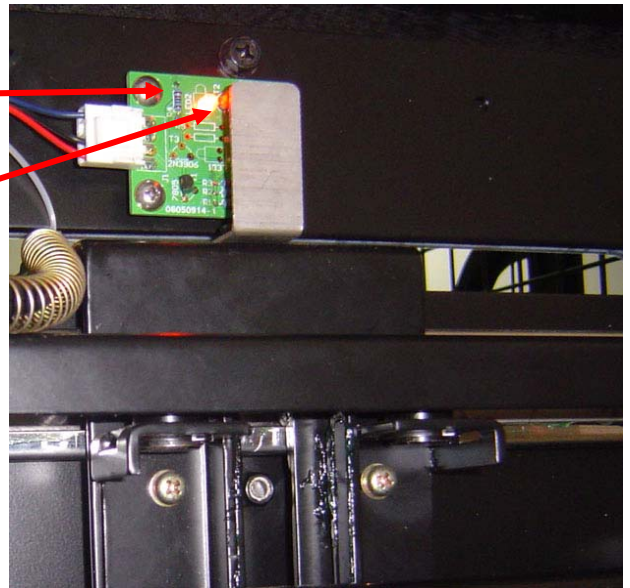
Test7: Music Led_J33 2-1 flash and display "-7", Led_J33 5-3 display present music number, I1 for play, I2 for +1, I3 for set to 0, I4 plus 10.

7.5 Signal detection:

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.

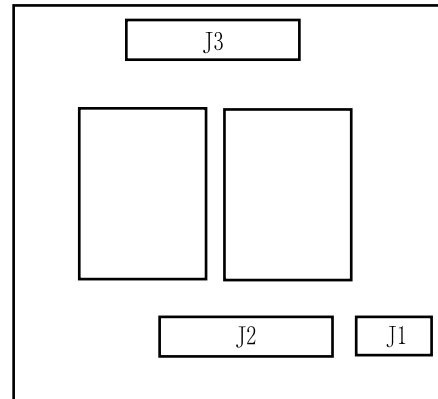
7.6 Relay board and the ticket drive board location.



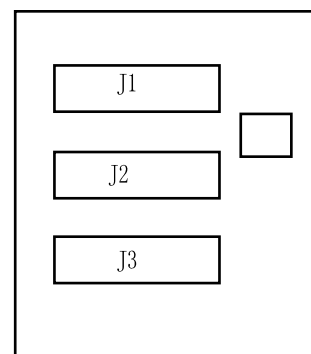
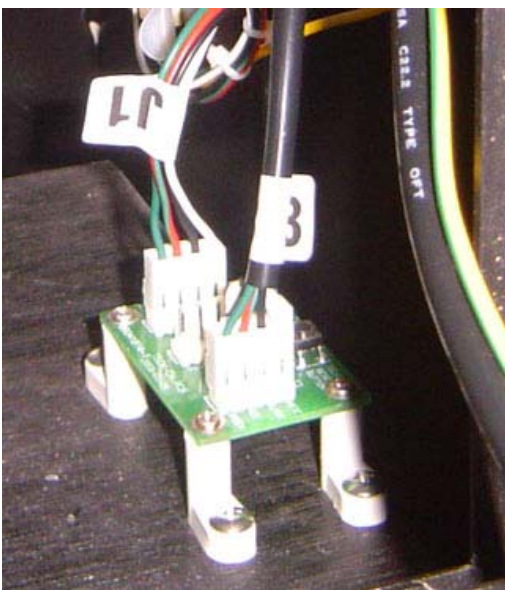
Open the ticket door to find the ticket drive board.

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

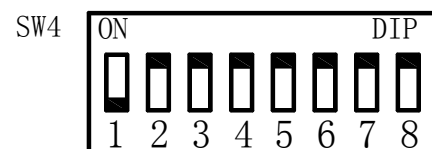
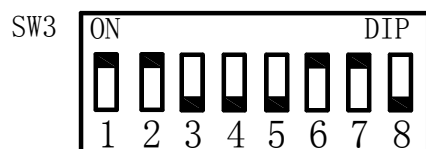
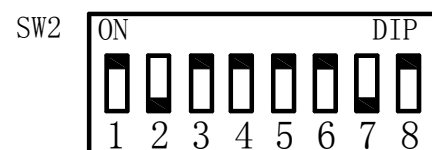
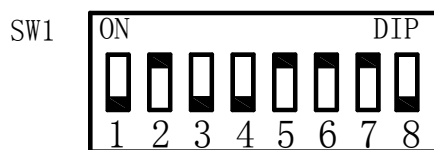
Relay board:



Ticket drive board:



7.7 DIP Setting (Default Setting)



! The above are subject change without notice.

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 coins for one game
	3	off	off	3 coins for one game

(2) Score Per Ticket:

SW2-3 ~ SW2-5 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 20points for 1 ticket
	30	on	off	on	Every 30points for 1 ticket
	40	off	off	on	Every 40points for 1 ticket
	50	ON	ON	OFF	Every 50points for 1 ticket
	60	off	on	off	Every 60points for 1 ticket
	80	on	off	off	Every 80points 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	No ticket payout
	1	OFF	ON	At least dispense 1 ticket
	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	Able	on	Keep high score
	Unable	OFF	Reset to default setting

(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 rounds for 1 game
	3	on	off	3 rounds for 1 game
	4	OFF	OFF	4 rounds 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 to 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 rounds
	3	on	off	1 bill for 3 rounds
	4	off	off	1 bill for 4 rounds

(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 SW3	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) 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
		8		
Win JP Ticket	Yes	on		Have JP ticket
	No	OFF		No JP ticket

(14) Game Time, Score for Pass, 3 point Time table.

Version	NO	Game Time				3 Point Time				Score For Pass			
		Stg1	Stg2	Stg3	Stg4	Stg1	Stg2	Stg3	Stg4	Stg1	Stg2	Stg3	Stg4
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

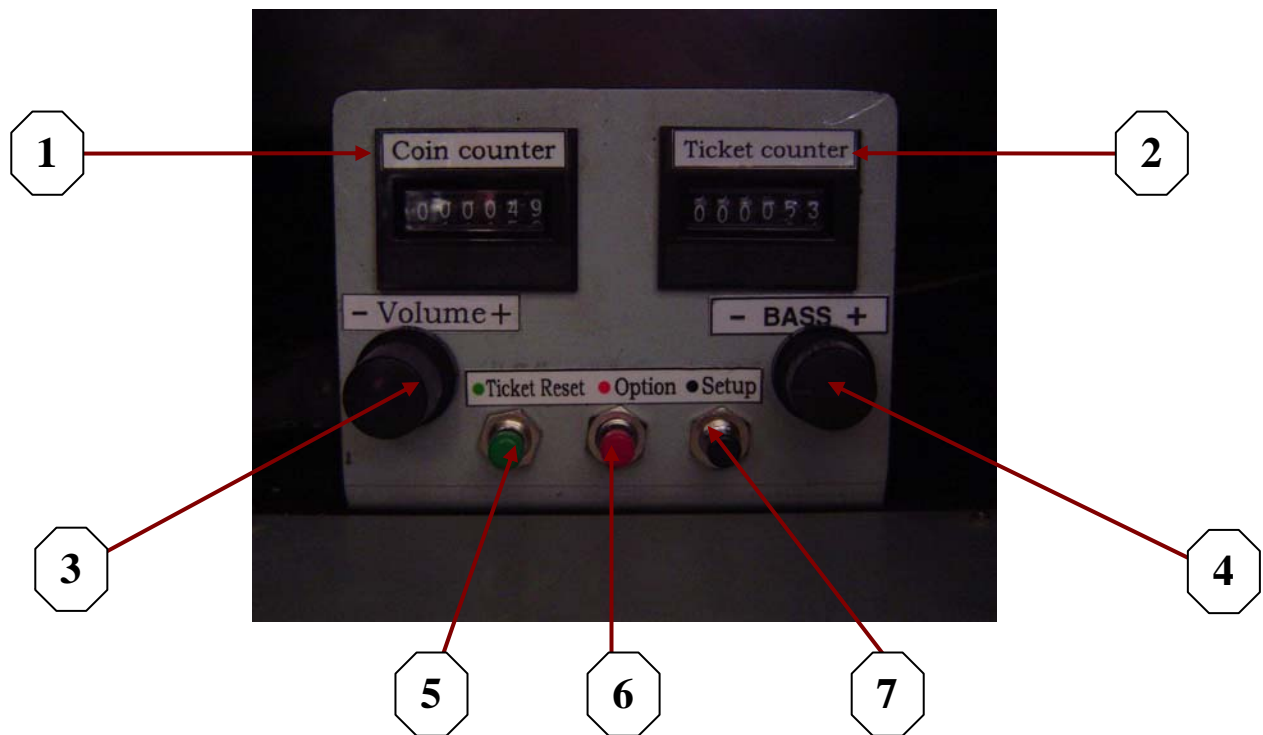
(15) Game NO., Group and Demo

SW4-1~ SW4-8 are the switch to show the Game ON., the Group way and demo switch.

Item	Content	DIP SW4								NOTE
		1	2	3	4	5	6	7	8	
Main	NO1	OFF	ON	ON	ON	ON				
Game NO.	NO2	on	off	on	on	on				
	NO3	off	off	on	on	on				
	NO4	on	on	off	on	on				
	NO5	off	on	off	on	on				
	NO6	on	off	off	on	on				
	NO7	off	off	off	on	on				
	NO8	on	on	on	off	on				
	NO9	off	on	on	off	on				
	NO10	on	off	on	off	on				
	NO11	off	off	on	off	on				
	NO12	on	on	off	off	on				
	NO13	off	on	off	off	on				
	NO14	on	off	off	off	on				
	NO15	off	off	off	off	on				
	NO16	on	on	on	on	off				
	NO17	off	on	on	on	off				
	NO18	on	off	on	on	off				
	NO19	off	off	on	on	off				
	NO20	on	on	off	on	off				
	NO21	off	on	off	on	off				
	NO22	on	off	off	on	off				
	NO23	off	off	off	on	off				
	NO24	on	on	on	off	off				

Game NO.	NO25	off	on	on	off	off				
	NO26	on	off	on	off	off				
	NO27	off	off	on	off	off				
	NO28	on	on	off	off	off				
	NO29	off	on	off	off	off				
	NO30	on	off	off	off	off				
	JPMaqee	OFF	OFF	OFF	OFF	OFF				
Group per Game	1						ON	ON		1game as1 Group
	5						off	on		5 games as 1 Group
	10						on	off		10games as1 Group
	1						off	off		1 game 1 Group
DEMO	Yes								ON	
	No								off	

❖ Meter panel:



- ❖ 1. Coin counter: Display the amount of the coins put in.
- ❖ 2. Ticket counter: Display the amount of the tickets dispensed.
- ❖ 3. Volume: Adjust the volume of the game.
- ❖ 4. Bass: Adjust the subwoofer of the game.
- ❖ 5. Ticket Reset: Reset the tickets when refill the tickets.
- ❖ 6. Option: No function for the moment.
- ❖ 7. Setup: 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

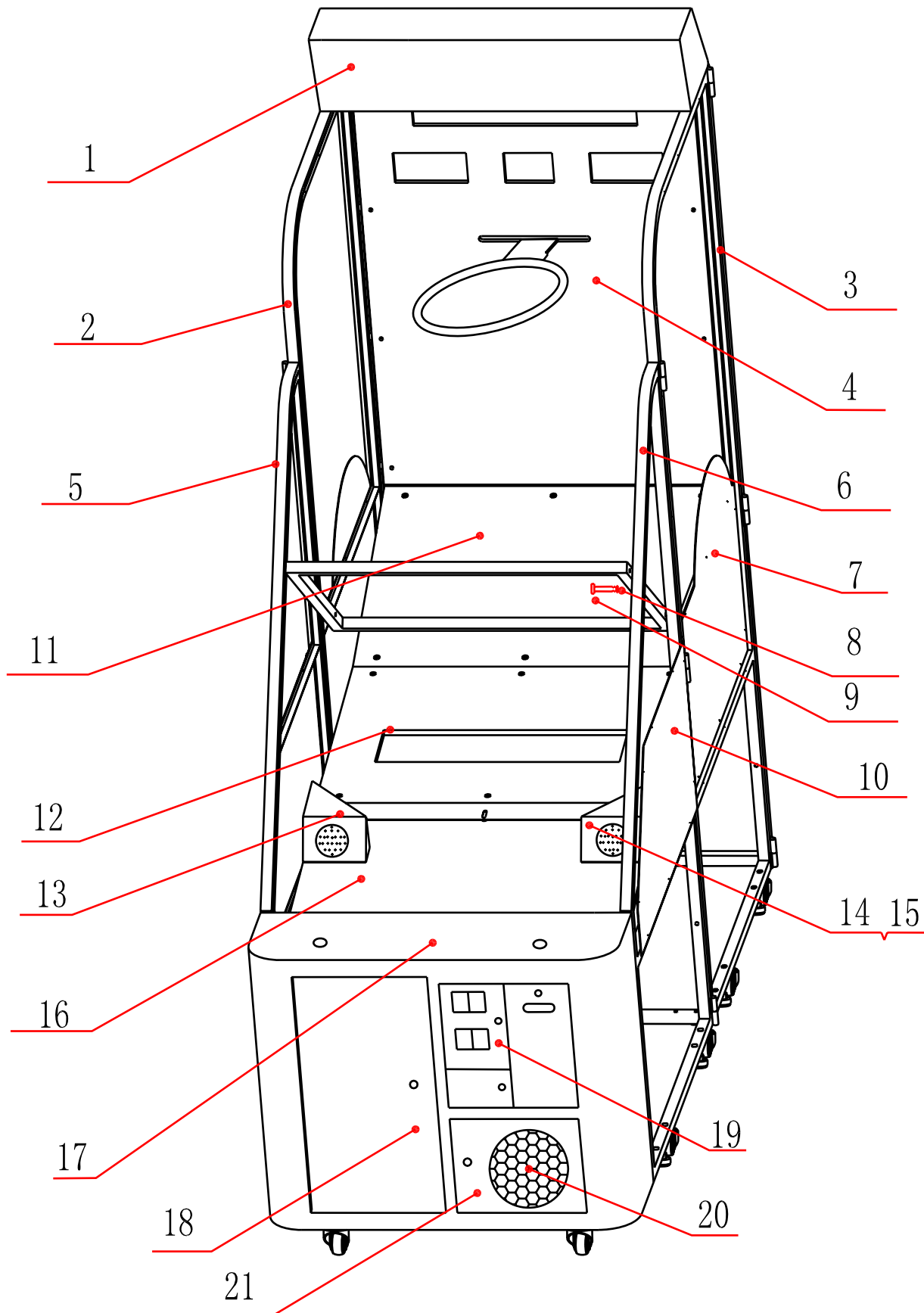
- ① Try to run the game first before operation every day.
- ② Check every component after running the game for a month.
- ③ Check the machine regularly.

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

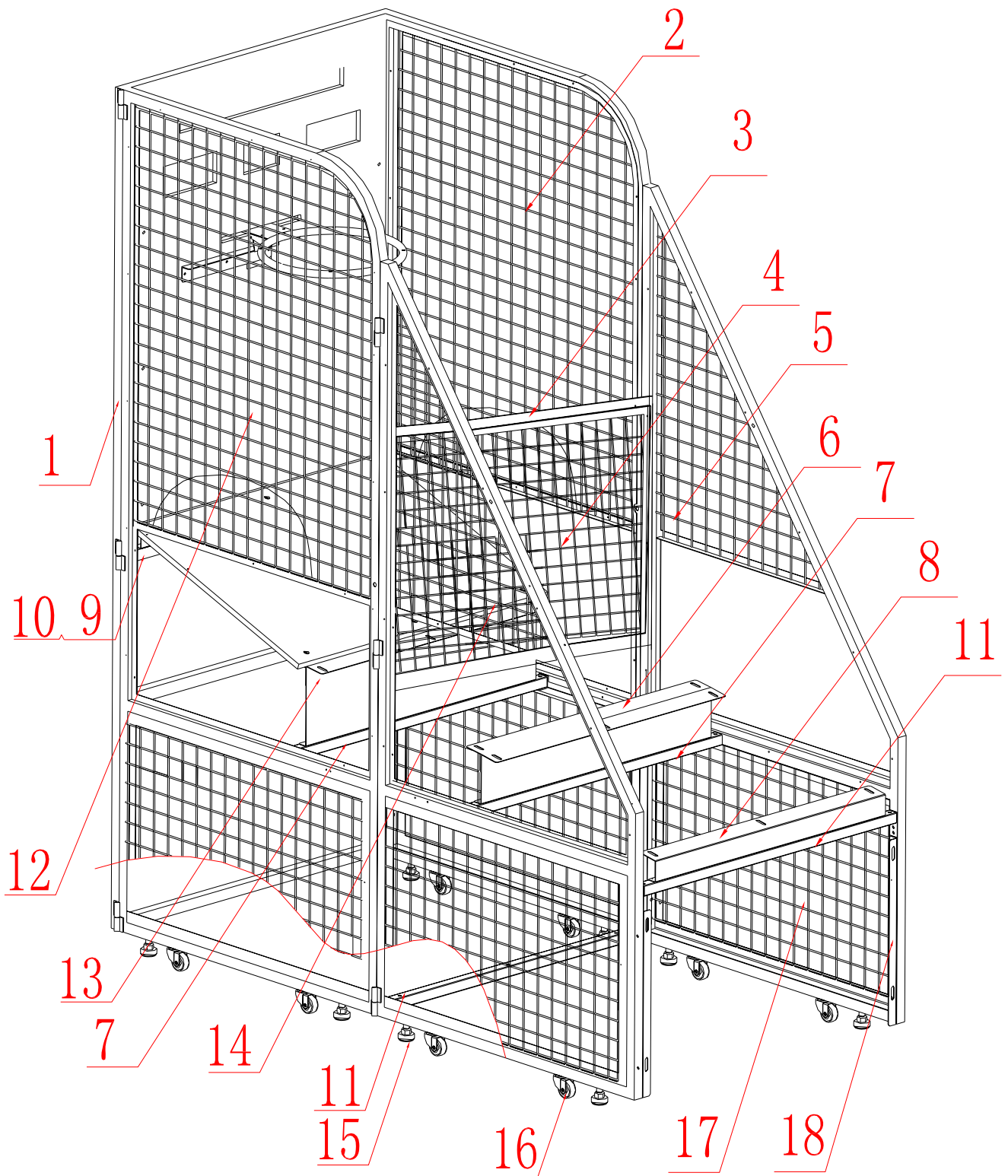
11. Overall Structure

11.1 Main Part 1:



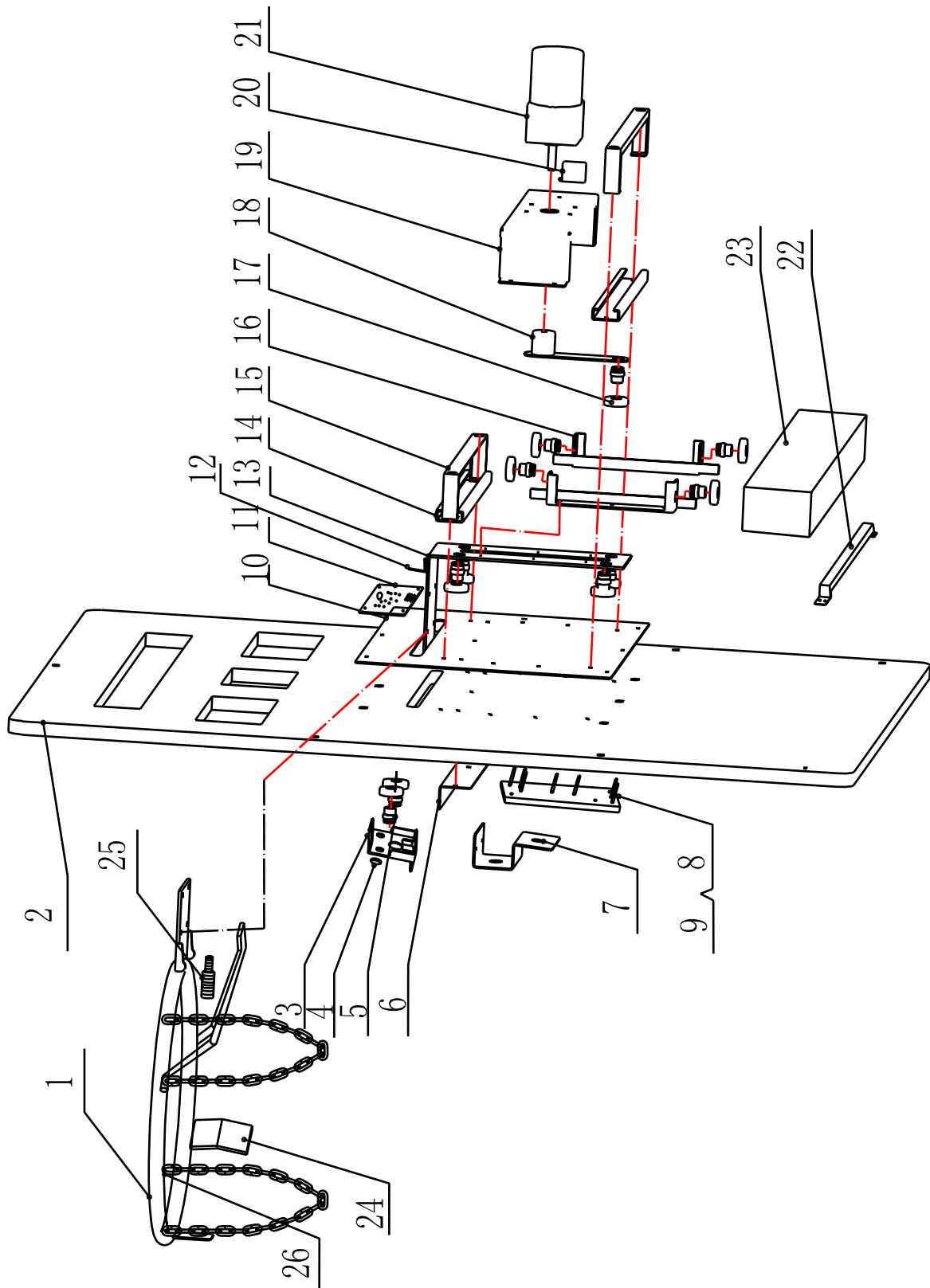
NO	PART NO.	NAME	QTY	SPEC.	NOTE
1	S101-003-000	Header Assy	1		
2	S101-102-000	Rear Frame_L	1	Square Tube	
3	S101-103-000	Rear Frame_R	1	Square Tube	
4	S101-008-000	Motion Assy	1		
5	S101-104-000	Front Frame_L	3	Square Tube	
6	S101-105-000	Front Frame_R	1	Square Tube	
7	S101-106-000	Rear Side Panel	2	Q235	1 Left & 1Right
8	S101-301-000	Shield Ring	1	Q235	
9	S101-302-000	Frame Fix Cover	1	Q235	
10	S101-107-000	Front Side Panel	2	Q235	1 Left & 1 Right
11	S101-501-000	Playfield 3	1	Plywood	
12	S101-004-000	Ball Gate Assy	1		
13	S101-009-000	Speaker_L Rack	1	Q235	
14	S101-010-000	Speaker_R Rack	1	Q235	
15	S101-401-000	Speaker	2	FEILO 8 Ω /10W	
16	S101-502-000	Playfield 1	1	Plywood	
17	S101-102-000	Control Panel Assy	1		
18	S101-108-000	Front Door	1	Q235	
19	S101-402-000	Triple Door	1	Standard (with coin mech frame)	
20	S101-109-000	Big Speaker Net	1		
21	S101-110-000	Front Low Right Door	1	Q235	

11.2 Main Part 2



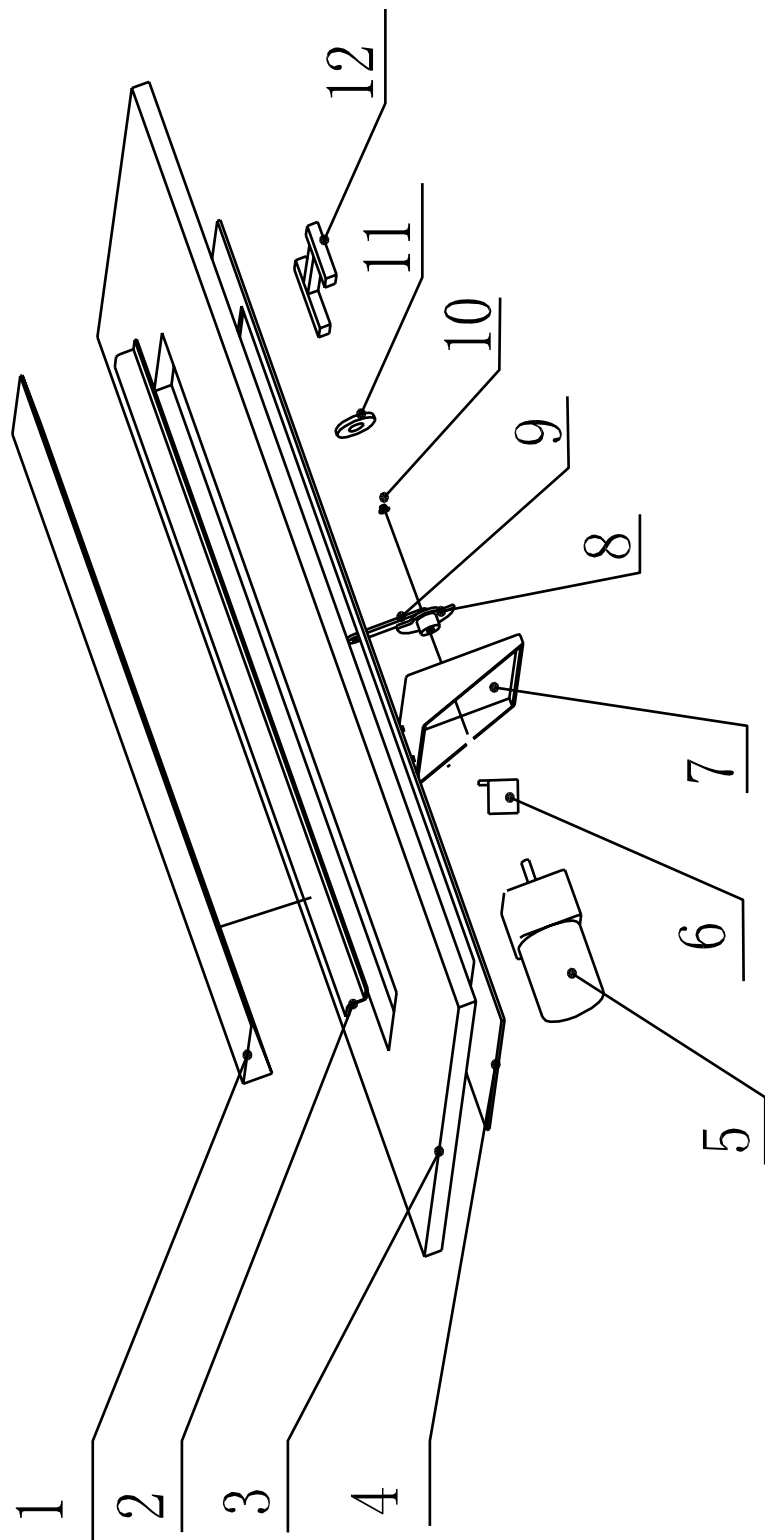
NO	PART NO.	NAME	QTY	SPEC.	NOTE
1	S101-111-000	Rear Frame Rack	1	Square Tube	
2	S101-112-000	Rear Side_R Net	1	Q235	
3	S101-113-000	Front Frame	1	Q235	
4	S101-114-000	Front Net	1	Q235	
5	S101-115-000	Front Side_R Rack	1	Square Tube	
6	S101-116-000	Beam Rack 2	1	Q235	
7	S101-117-000	Beam 2	2	Square Tube	
8	S101-118-000	Beam Rack 1	1	Q235	
9	S101-119-000	Beam Rack4	1	Q235	
10	S101-120-000	Damping Board	2		
11	S101-121-000	Beam 1	2	Square Tube	
12	S101-122-000	Rear Side_L Net	1	Q235	
13	S101-123-000	Beam Rack3	1	Q235	
14	S101-124-000	Front Side_L Rack	1	Q235	
15	S101-403-000	Leveller	8		
16	S101-404-000	Castor	8	2"	
17	S101-125-000	Bottom Net	4	Q235	

11.3 Motion Assy:



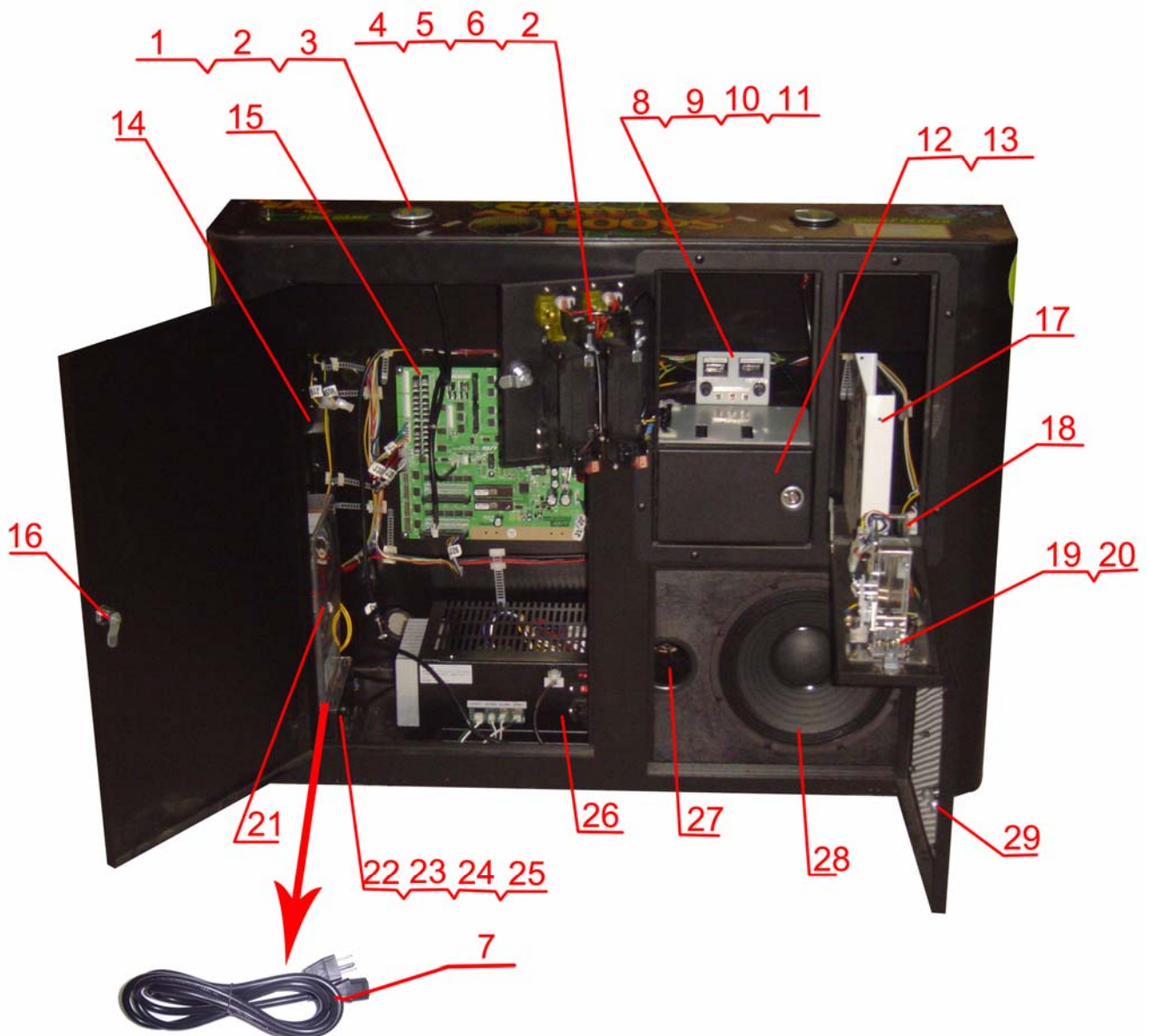
NO	PART NO.	NAME	QTY	SPEC	NOTE
1	S101-405-000	Rim	1	φ 20	With Chain
2	S101-503-000	Back Board	1	15mm	
3	S101-126-000	Bearing Rack	1	3 mm	
4	S101-303-000	Shield Ring	1	d ₀ =16	
5	S101-304-000	Bearing Axis	13		
6	S101-127-000	Bearing Track	1	1.5 mm	
7	S101-128-000	Sensor Rack	1	1.5 mm	
8	S101-129-000	Reinforce_L	1		
9	S101-130-000	Reinforce_R	1		
10	S101-131-000	Attached board	1	1.5 mm	
11	S101-132-000	Sensor Board	1		
12	S101-133-000	Sensor Block			
13	S101-134-000	Main Frame	1	3 mm	
14	S101-135-000	Guide Strip I	2	2 mm	
15	S101-136-000	Guide Strip II	2	2mm	
16	S101-137-000	Bracket	2	3 mm	
17	S101-406-000	Bearing	11	6002	
18	S101-138-000	Connected Rod	1	2 mm	
19	S101-139-000	Motor Rack	1	2mm	
20	S101-407-000	Start up Capacitor	1		
21	S101-408-000	Motor	1	YN70-15Z/70JB100G8	
22	S101-140-000	Light Tube Bracket	1	Q235	
23	S101-141-000	Light Tube Cover	1	Q235	
24	S101-409-000	Reflect Paper	1	50×55	
25	S101-410-000	Ball Detected Sensor	2	E3F-R2N1	
26	S101-142-000	Chain Jacket	1	BLK PE	

11.4 Ball Gate Assy:



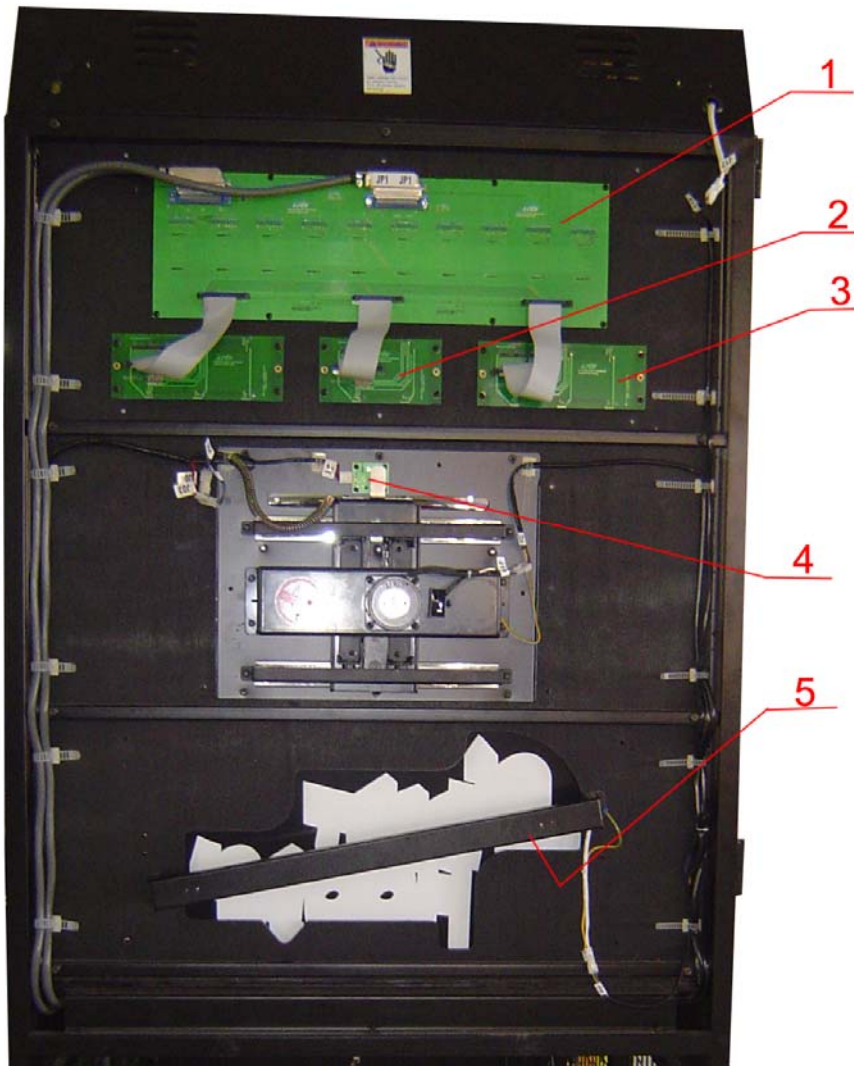
NO	PART NO	NAME	QTY	SPEC.	NOTE
1	S101-143-000	Ball Gate	1	1.5mm	
2	S101-144-000	Hinge	1		
3	S101-504-000	Bed Plate	1	15mm	
4	S101-145-000	Fix Board	1	3mm	
5	S101-411-000	Motor	1	YN60-6Z/60JB100G10	
6	S101-412-000	Capacitor	1		
7	S101-146-000	Motor Bracket	1	3mm	
8	S101-147-000	Encoder Wheel	1		
9	S101-148-000	Connection Rod	1	3mm	
10	S101-305-000	Axle Sleeve	2		
11	S101-306-000	Shield Ring	1	$d_0=5$	
12	S101-413-000	Sensor	1	NC(YIIN-5V)	

11.5 Control Panel Assy



NO	PART NO	NAME	QTY	SPEC.	NOTE
1	S101-414-000	Button	2	Flat Round 60# WHT	
2	S101-415-000	Bulb	4	12V 3W	
3	S101-416-000	Micro SW	2	YEL Two legs	
4	S101-417-000	Coin Mech	2	CEC	
5	S101-418-000	Coin SW	2	ZIPPYCNR-055-03-Z	
6	S101-419-000	Bulb Clamp	2	For Coin Lamp	
7	S101-801-000	Power Cord	1	3. 5M	
8	S101-420-000	Counter	1	12V	
9	S101-421-000	Test Button	3	1 Red, 1 GRN, 1 BLK	
10	S101-422-000	Dual POT	1	1K	
11	S101-423-000	Single POT	1	10K	
12	S101-149-000	Coin Box	1		
13	S101-425-000	Coin Box Lock	1		
14	S101-802-000	Relay Board	1	JDQ-LY2J-12V	
15	S101-803-000	Main Board	1	V8	
16	S101-425-000	Service Door Lock	1	GU071	
17	S101-150-000	Ticket holder	1	Q235	
18	S101-804-000	Ticket Conversion board	1	TICK-CH.PCB	
19	S101-426-000	Ticket Dispenser	1	TD-963CR	
20	S101-425-000	Ticket Lock	1	GU071	
21	S101-427-000	Power Box	1	EPM-S-250D12+24	
22	S101-428-000	Power Switch	1	12A/125V 1/4HP	
23	S101-429-000	Fuse	1	10A/125V ϕ 5-20	
24	S101-430-000	Fuse socket	1	10A/250V R3-11	
25	S101-431-000	Filter	1	10GENG3E-R	
26	S101-432-000	AMP Box	1		
27	S101-433-000	Sound Box Hole	1		
28	S101-434-000	10" Speaker	1	80-150W 10"	
29	S101-435-000	Speaker Door Lock	1	GU071	

11.6 Other Electronic Component:

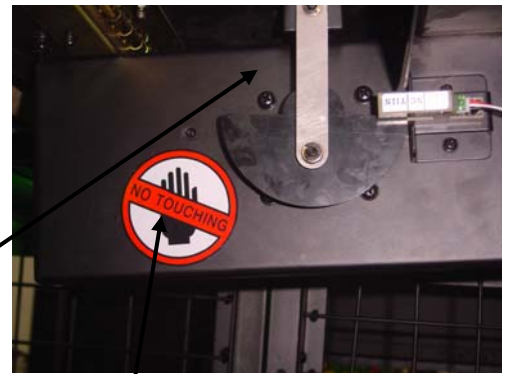
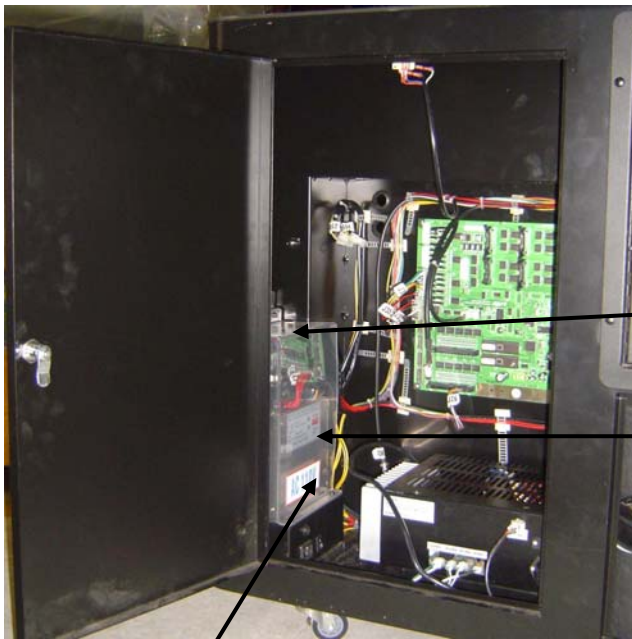


NO	PART NO.	NAME	QTY	SPEC.	NOTE
1	S101-805-000	Dot Matrix	1	DZ-1120.PCB	
2	S101-806-000	2 Digit Display	1	LED86*65-2U.PCB	
3	S101-807-000	3 Digit Display	2	LED86*65-3U.PCB	
4	S101-436-000	Sensor	1	Fanse.PCB	
5	S101-437-000	Fluorescent Lamp1	1	T5 14W	
6	S101-438-000	Insulated Cable ϕ 50	2	Caliber ϕ 50	
7	S101-439-000	Insulated Cable ϕ 24	5	Caliber ϕ 24	
8	S101-808-000	3 Core Connector	1	1 male, 1 female	

11.7 Game Decal:



Warning and Service Sticker:

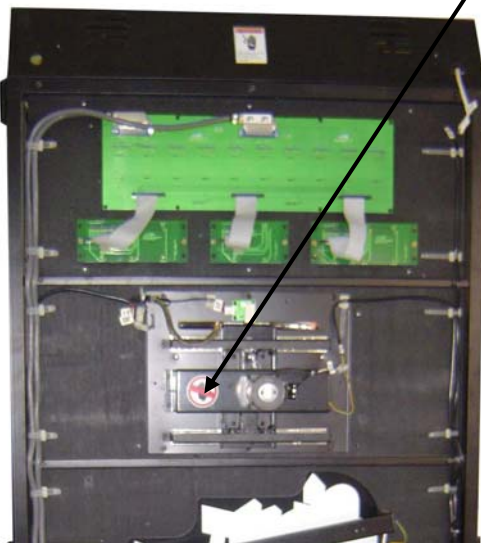


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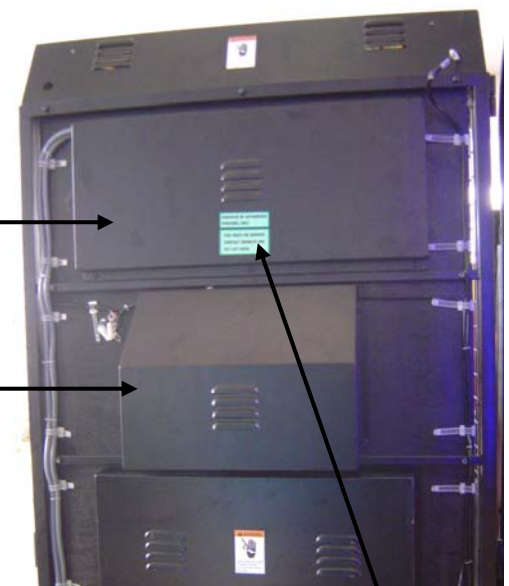
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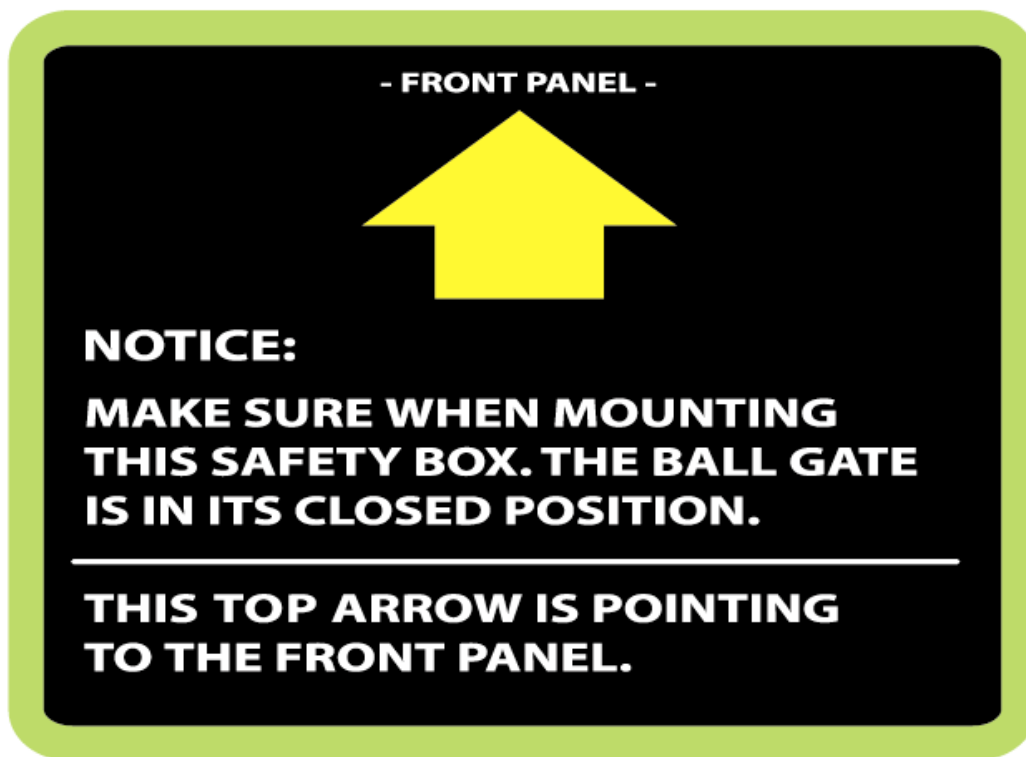


NO	PART NO	NAME	QTY	SPEC	NOTE
1	S101-701-000	Header Decal	1	1000×178 (δ 5 PET)	
2	S101-702-000	Back Board Decal	1	927×1164 (δ 5 PET)	
3	S101-703-000	Rear Side_L Decal	1	809×623 (δ 0.3 PVC)	
4	S101-704-000	Front Side_R Decal	1	805×465 (δ 0.3 PVC)	
5	S101-705-000	Rear Side_R Decal	1	809×623 (δ 0.3 PVC)	
6	S101-706-000	Front Side_R Decal	1	805×465 (δ 0.3 PVC)	
7	S101-707-000	Playfield 3	1	925×560 (δ 0.3 PVC)	
8	S101-708-000	Playfield 2	1	925×575 (δ 0.3 PVC)	
9	S101-709-000	Playfield 1	1	925×698 (δ 0.3 PVC)	
10	S101-710-000	L_Speaker Decal	1	168×120 (δ 0.3 PVC)	
11	S101-711-000	R_Speaker Decal	1	168×120 (δ 0.3 PVC)	
12	S101-712-000	Button Decal (Single)	1	48×48	
13	S101-713-000	Button Decal (Link)	1	48×48	
14	S101-714-000	Game Play Decal	1	115×66	
15	S101-715-000	Control Panel Decal_R	1	60×20	
16	S101-716-000	Control Panel Decal_L	1	190×730	
17	S101-717-000	Ticket Decal	1	190×730	
18	S101-718-000	Coin Decal	2	18×26	
19	S101-719-000	Control Panel Decal	1	1000×200 (δ 5 PET)	
20	S101-720-000	Front Door Decal	1	360×630 (δ 0.3 PVC)	
21	S101-151-000	Header	1	Q235	
22	S101-440-000	Fluorescent Lamp	1	MXT5-Y21 21W	
23	S101-601-000	Clear Acrylic	1		
24	S101-441-000	Light Belt	2	Green 2.7m	
25	S101-721-000	NO TOUCHING Decal	2	66×66	
26	S101-722-000	110V Decal	1		
27	S101-723-000	High Voltage Decal	3	60×90	
28	S101-724-000	Coin Counter Decal	1	30×6	
29	S101-725-000	Ticket Counter Decal	1	30×6	
30	S101-726-000	Volume Decal	1	30×6	
31	S101-727-000	Ticket Reset Decal	1	50×6	
32	S101-728-000	BASS Decal	1	30×6	
33	S101-729-000	Service Decal	1	100×50	
34	S101-152-000	Display Cover	1	Q235	
35	S101-153-000	Motor Cover	1	Q235	

NOTICE

The following label is attached to the safety box below the ball gate assembly.

Make sure the safety box is in the proper position when mounting.



2007-6-12