

EXTREME HOOPS



Be Sure
to Read this
Manual
Before Use

Operation Manual

UIS[®]
UNIVERSAL SPACE

www.universal-space.com

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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

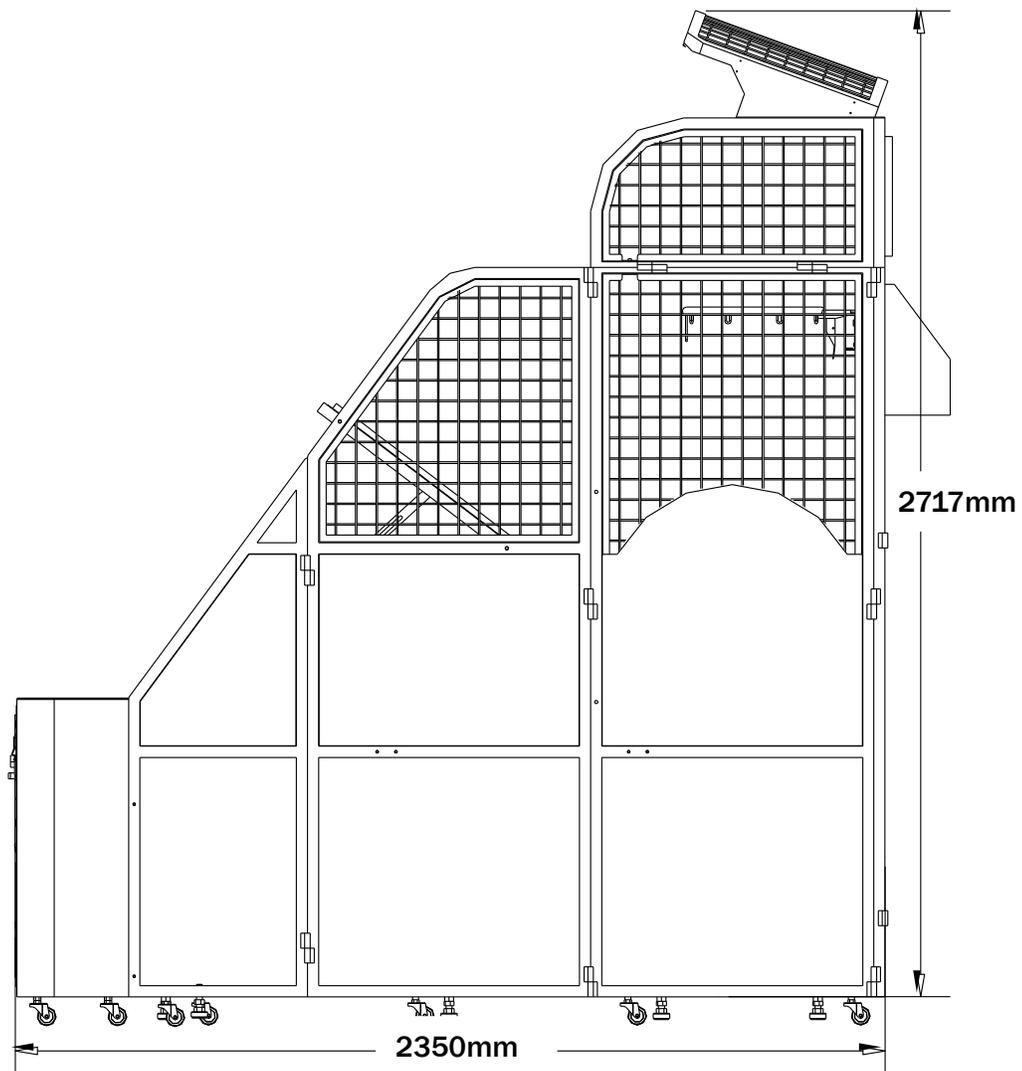


WARNING

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%

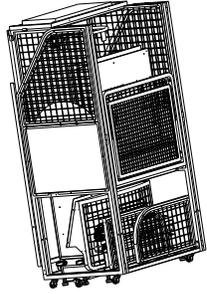
Atmospheric pressure: 86P_a~106 P_a

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	E-101-001-000	Body assembly	1	
2	E101-002-000	Control panel assembly	1	
3	E-101-003-000	Ball gate assembly	1	
4	E-101-501-000	Playfield	1	
5	E-101-004-000	Beam and bracket 1	1	
6	E-101-005-000	Beam and bracket 2	1	
7	E-101-101-000	Control panel fixed board	2	
8		Accessories	1	See "Accessories list" in page 6 for details

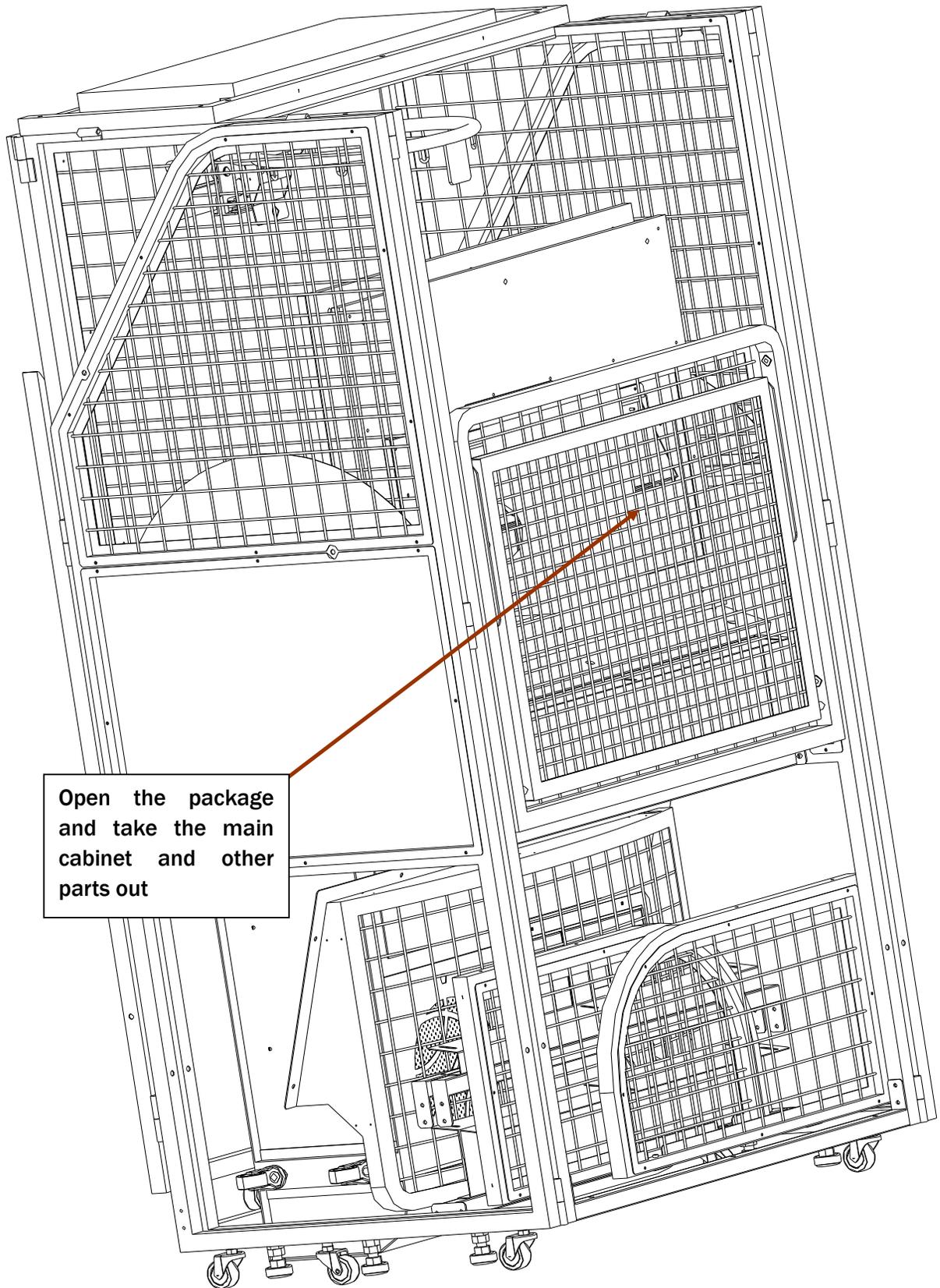
2.2 Accessories

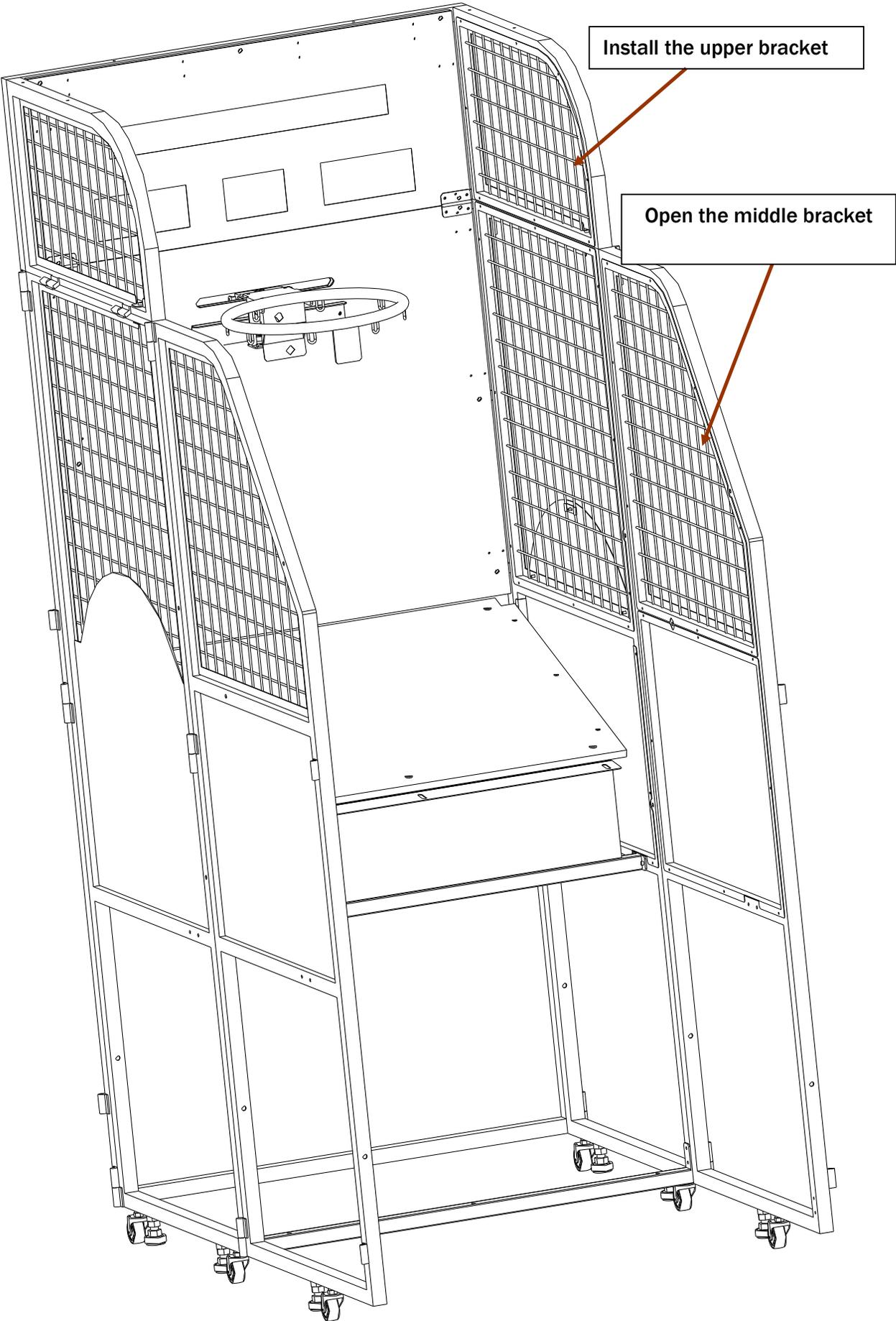
No	Part No.	Name	Specification	QTY	Illustration	Note
1	E-101-401-000	Power cord	15A/220V 3.5m	1		
2	E-101-402-000	Fuse	5A/250 (10A/125V) φ5-20	1		
3	E-101-701-000	Operation manual	English	1		
4	E-101-403-000	Key	171	1		
5	E-101-404-000		2222	1		
6	E-101-405-000	Bearing with shaft	6002Z	2		
7	E-101-406-000	Cir-clip	GB/T894.2-1 986/d ₀ =16	2		
8	E-101-407-000	Gas pin		2		
9	E-101-408-000	UNIS basketball	Size 5	10		
10	E-101-409-000	Foot pump		1		
11	E-101-410-000	Cross recessed pan head screw kit	M8×20 Color Zinc Q235	4		
12	E-101-411-000	Cross recessed pan head screw kit	M6×16 Color Zinc Q235	12		
13	E-101-412-000	Hexagon flat round head screws	M6×45 nickel plating Q235	8		GB/T70. 2-2000
14	E-101-413-000	Hexagon flat round head screws	M8×80 nickel plating Q235	2		GB/T70. 2-2000
15	E-101-414-000	Hexagon flat round head screws	M8×25 nickel plating Q235	12		GB/T70. 2-2000
16	E-101-415-000	Hexagon flat round head screws	M8×70 nickel plating Q235	4		GB/T70. 2-2000

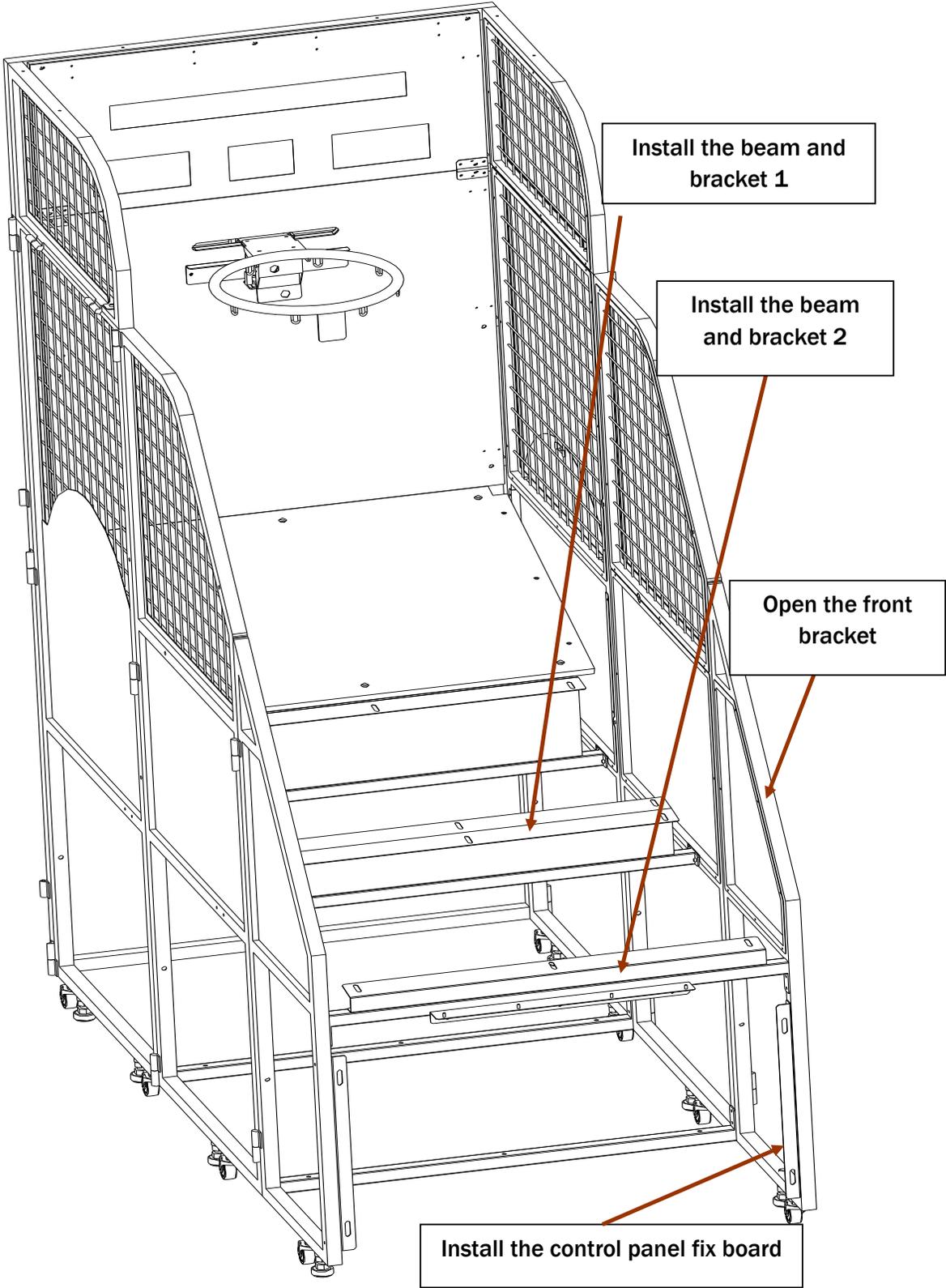
NO	Part No.	Name	Specification	QTY	Illustration	Note
17	E-101-416-000	Non-metallic hexagon lock nut	M6 nickel plating Q235	8		
18	E-101-417-000	Non-metallic hexagon lock nut	M8 nickel plating Q235	12		
19	E-101-418-000	Cross recessed hexagon head bolt kit	M6×50 Color Zinc	8		
20	E-101-419-000	Cir-clip	do16	2		GB894.2-1986
21	E101-420-000	Deep groove ball bearing	6002ZZ	2		6002-2Z 15×32×9
22	E-101-421-000	C flat washer	8×1.6h	12		GB/T95-1985
23	E-101-422-000	C flat washer	6×1.6h	8		GB/T95-1985
24	E-101-423-000	Fuse	Φ5×20mm T10A 250VAC	1		
25	E-101-424-000	Power cable	10A/250V-3M	1		3×1.0mm -3M
26	E-101-425-000	Key	171	2		
27	E-101-426-000-	Key	2222	1		
28	E-101-427-000	Gas pin		2		Basketball pin
29	E-101-428-000	UNIS basketball	505	10		UNIS logo
30	E-101-702-000	Operation manual (Chinese)		1		
31	E-101-703-000	Operation manual(English)		1		
32	E-101-429-000	Guide shaft	Black 45	2		
33	E-101-430-000	Photoelectric switch reflective films	50×55	1		

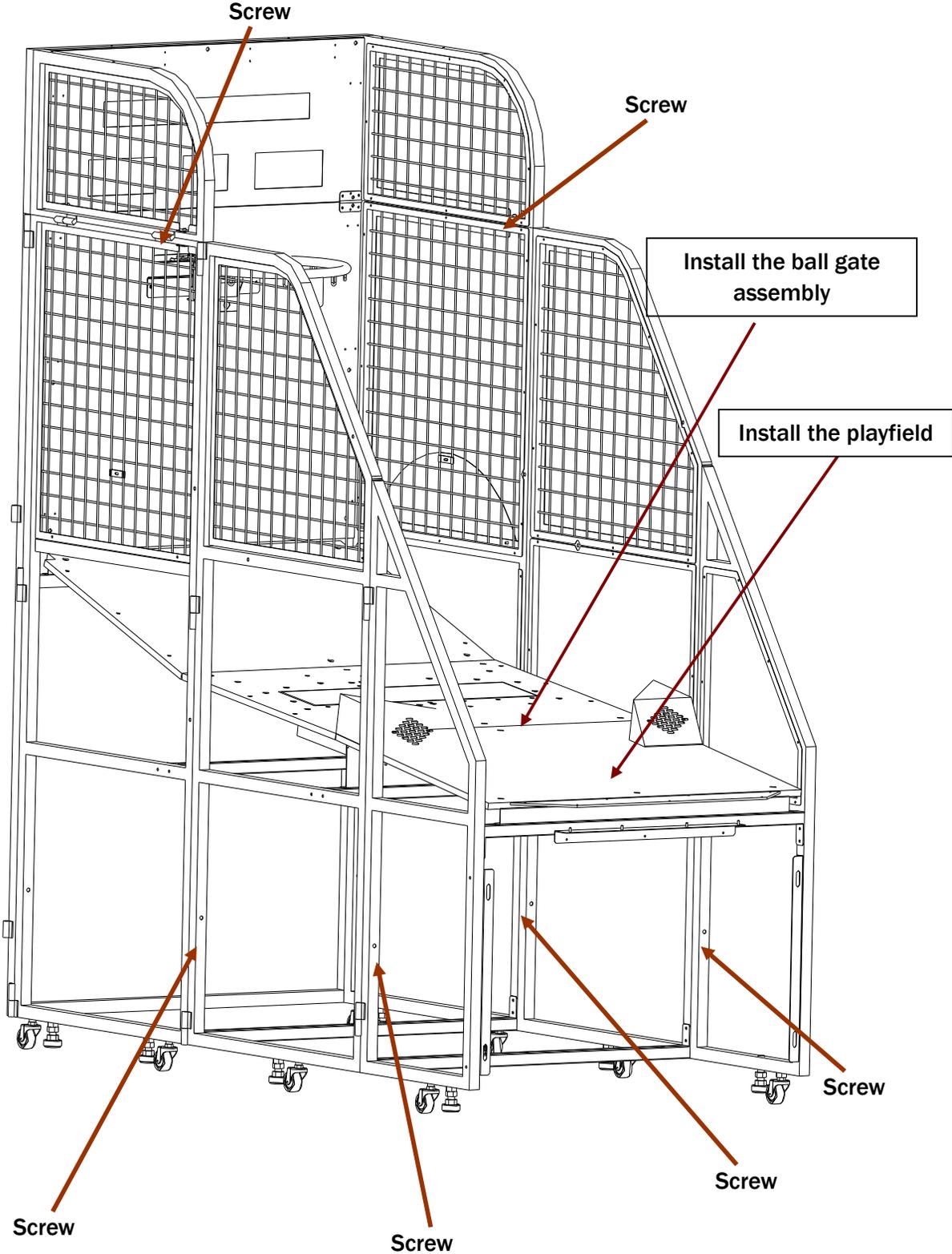
3. ASSEMBLY STEPS

3.1 Cabinet Assembly

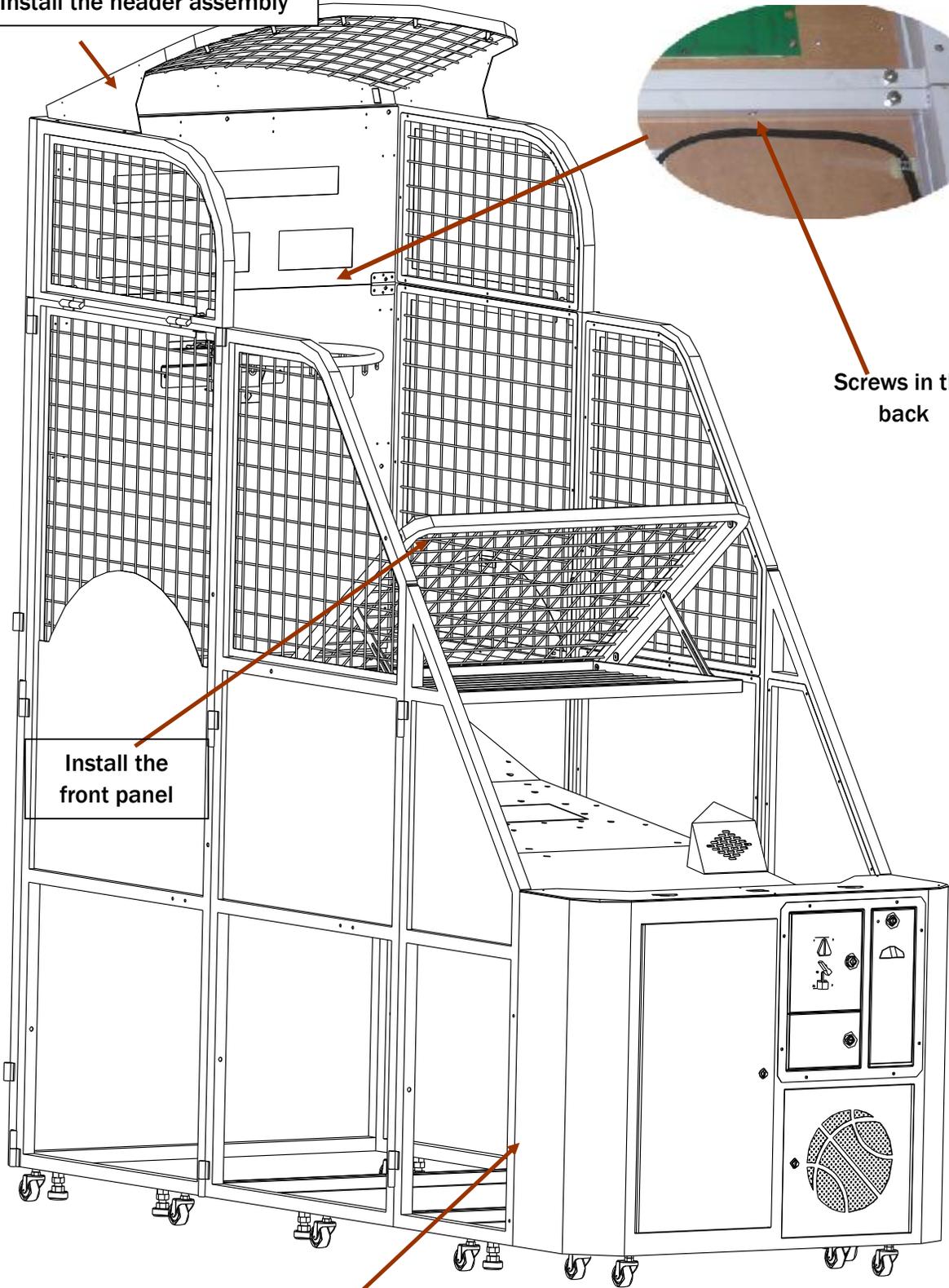








Install the header assembly

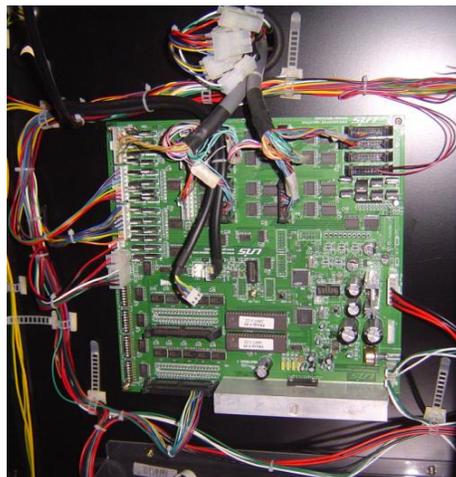
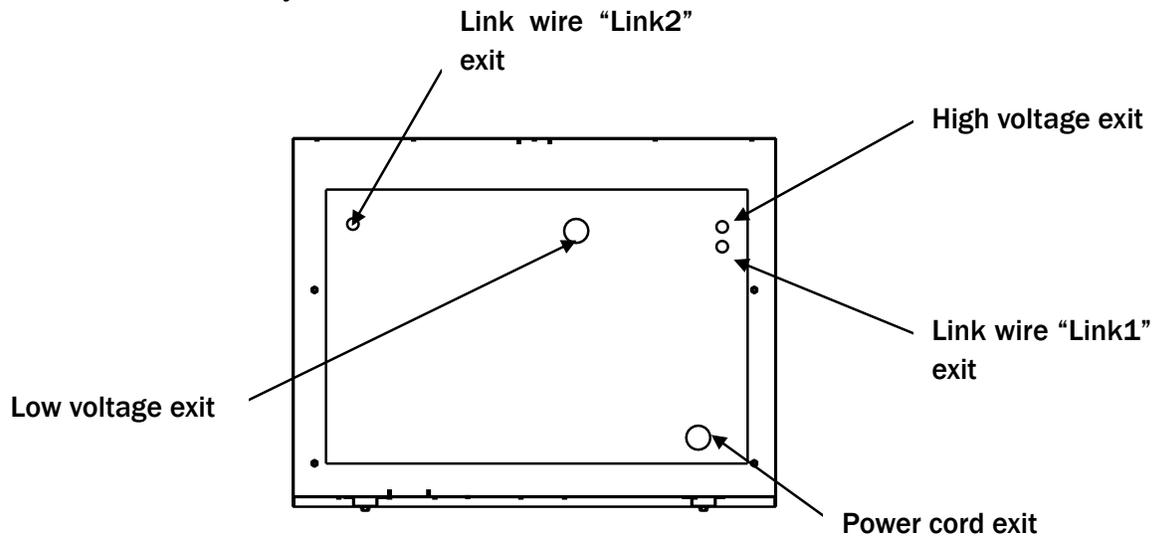


Screws in the back

Install the front panel

Fix the control panel

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:

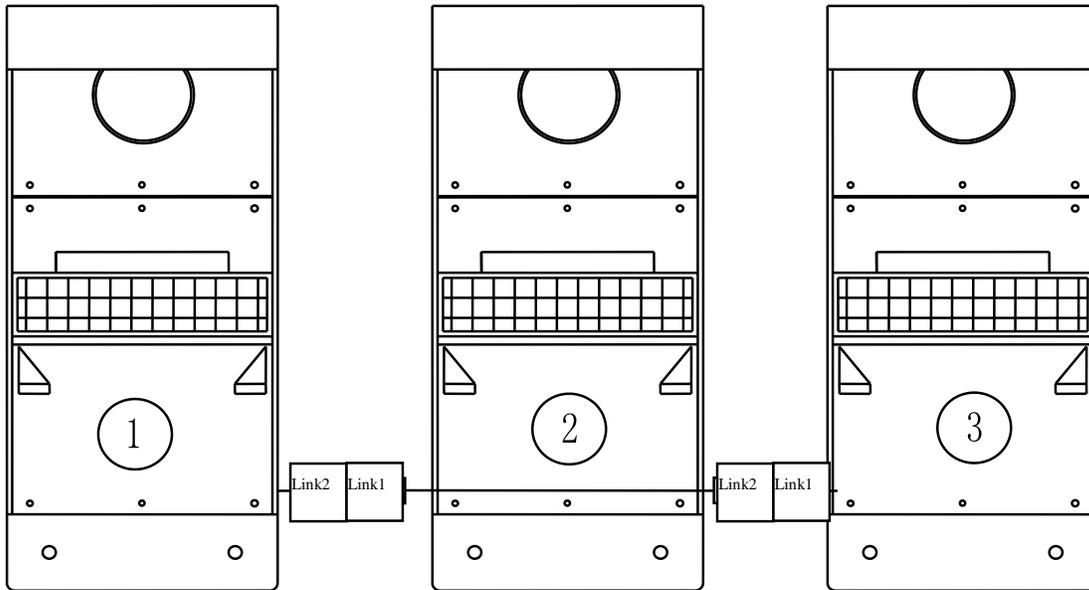


Link Game button: Press this button to compete with others.



Single Player: Press this button for single player game.

✧ Linked game Schematics:

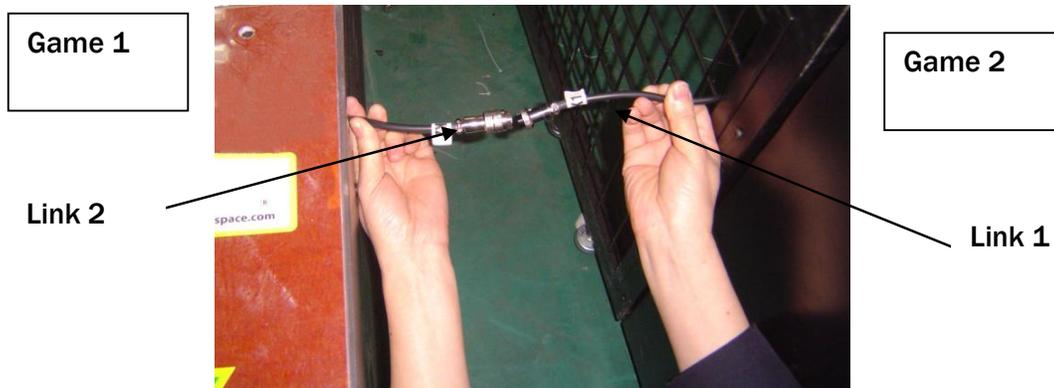


How to link games:

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:

- ✧ 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.
- ✧ 30 machines can compete with each other in groups
- ✧ 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.
- ✧ #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.
- ✧ The DIP SWITCH settings on other machines should be exactly the same as the settings on Game #1 (except for the Game #).
- ✧ 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

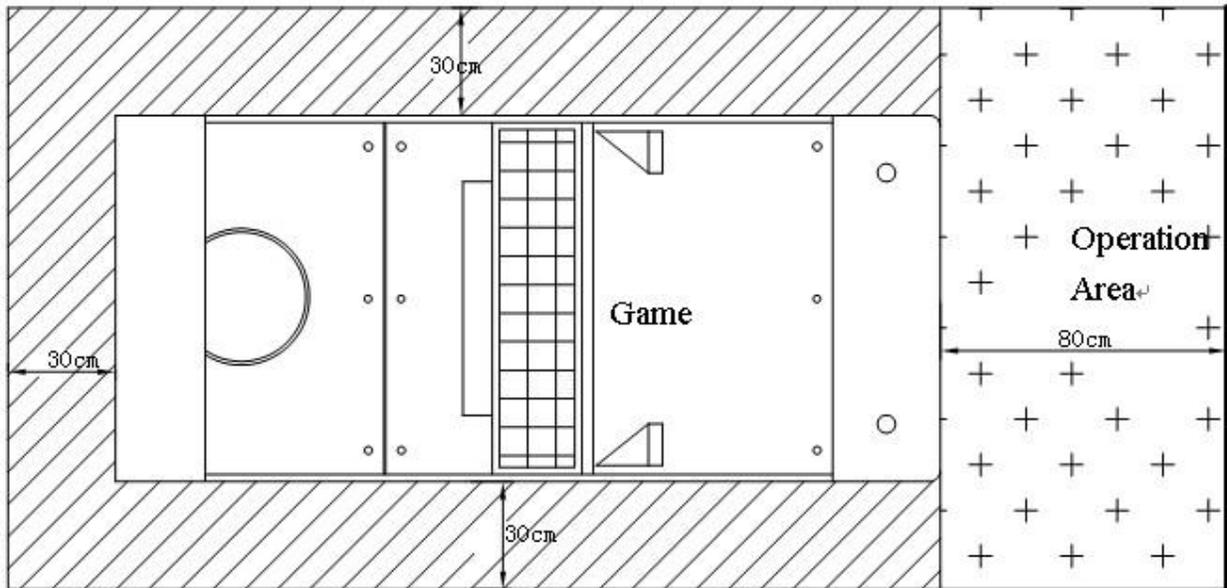
⚠ This product is an indoor game machine. Do not install outdoors.

- 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.

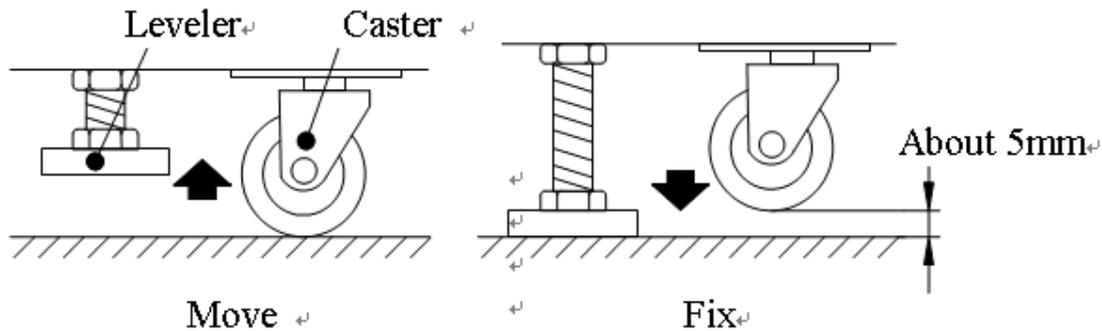
Leave space around the game upon installation:



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.

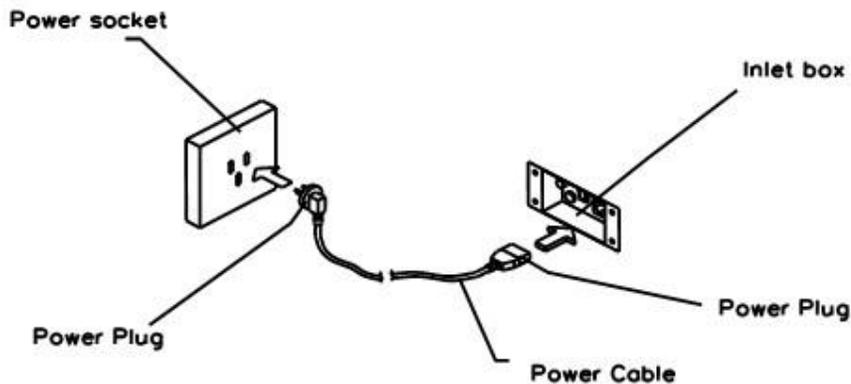
! NOTICE

- 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

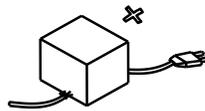
⚠ WARNING: Check the voltage rating before you connect the equipment to an electrical outlet to ensure that the required voltage and frequency match the available power source. Please refer the label of the machine.

- 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.

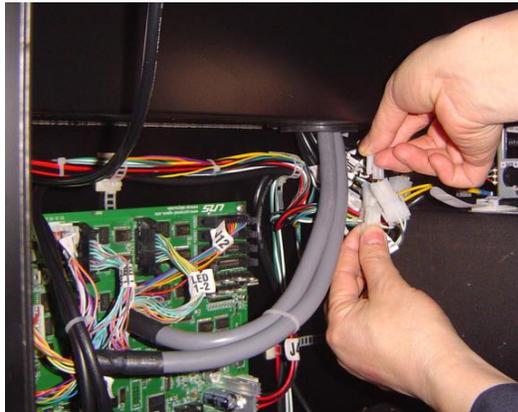
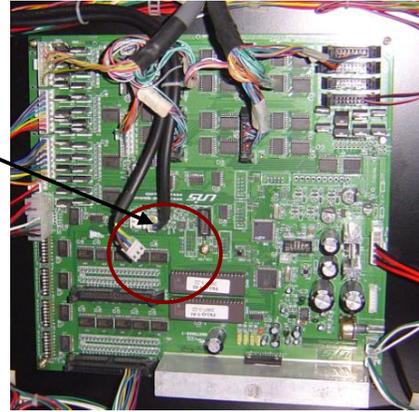


5. DISASSEMBLY

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, it is highly suggested that you disassemble the game before transporting, and reassemble later. To disassemble the game, follow the steps described below:

✧ To remove the control panel:

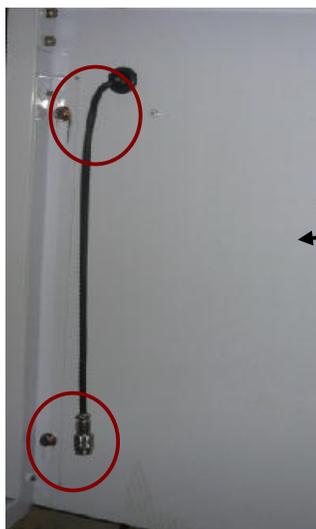
Step 1: Unplug the connectors from the PCB



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



Step 3: Disconnect the wires in the middle hole carefully. Do not break the wire.



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



Step 5: Separate the control panel in the front.

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

6. HOW TO PLAY

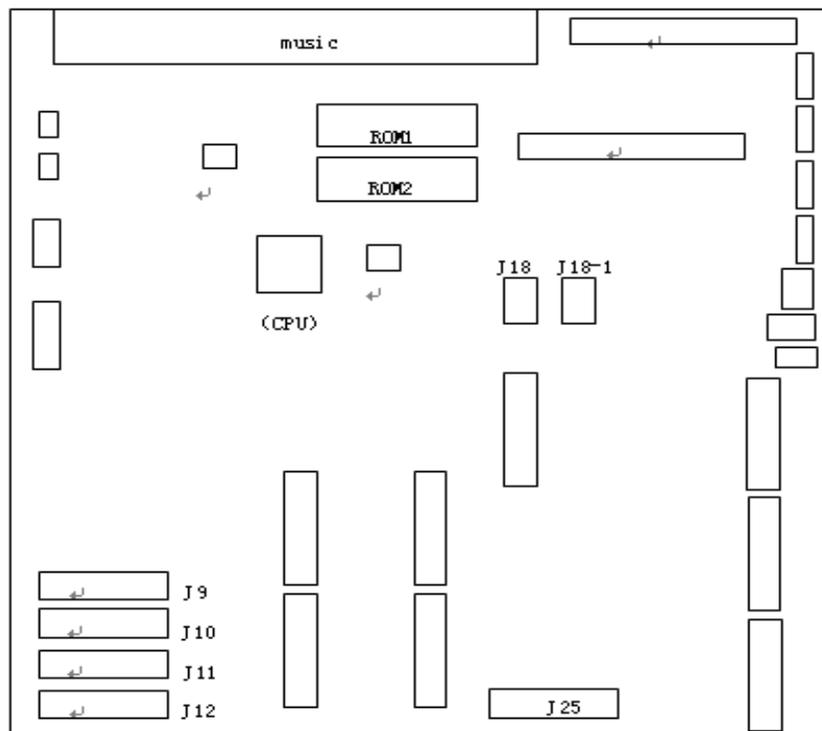
- ✓ Insert coin(s). Press “single player” button or “link game” button to start the game.
 - ✓ Start shooting balls. The LED display will show time and score. The default setting is: 30 points for Stage 1. 60 points for Stage 2, and 100 points for Stage 3. If the player cannot reach the minimum score,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

7. SWITCHES CONTROL SIGNAL

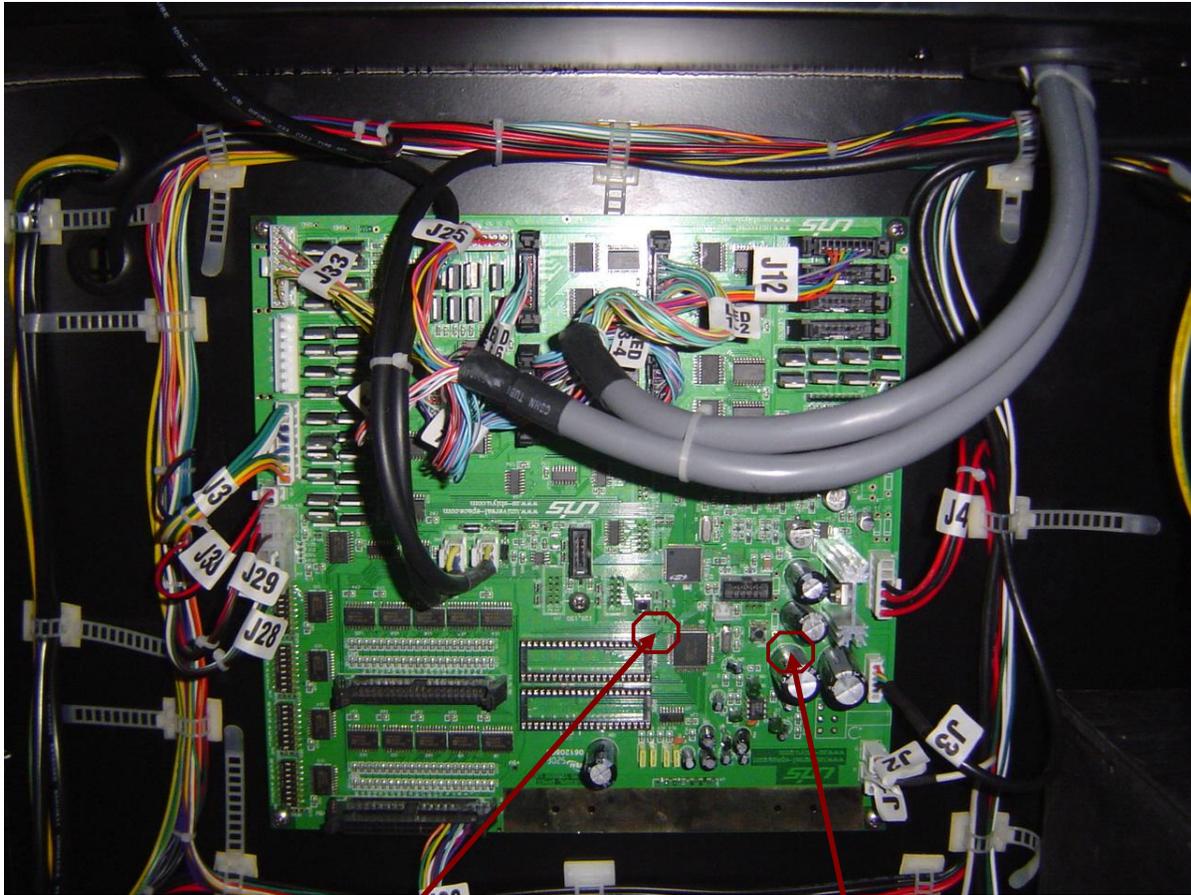
7.1 Main Board

Refer to the attached I/O chart and schematics. To adjust DIP SWITCH, refer to the I/O chart. The initial setting is in **CAPITAL LETTERS**.

Main board:



7.2 Main Board Connection



RESET button

TEST button

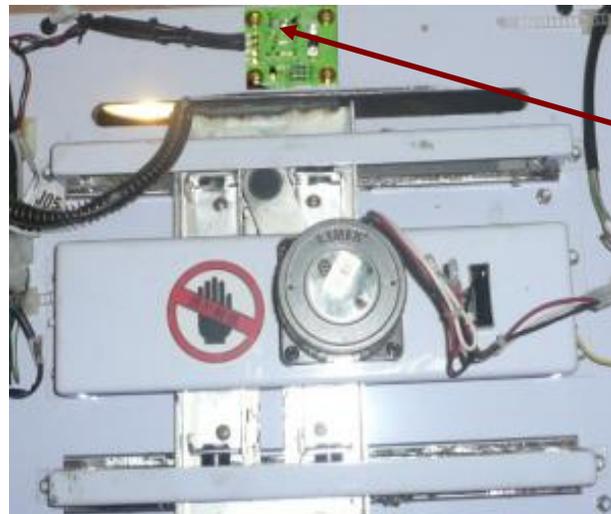
Test: Press “test” to enter this mode, go into 0, press “test” after 1 second to go to 1. (Same goes for others).

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-32 is c. Dot matrix displays 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 , and 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.



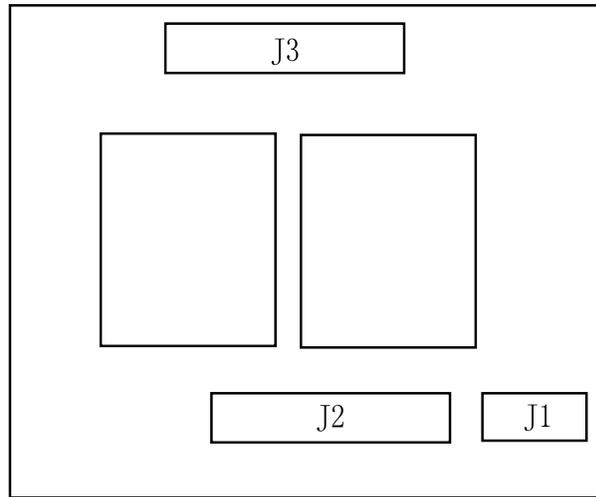
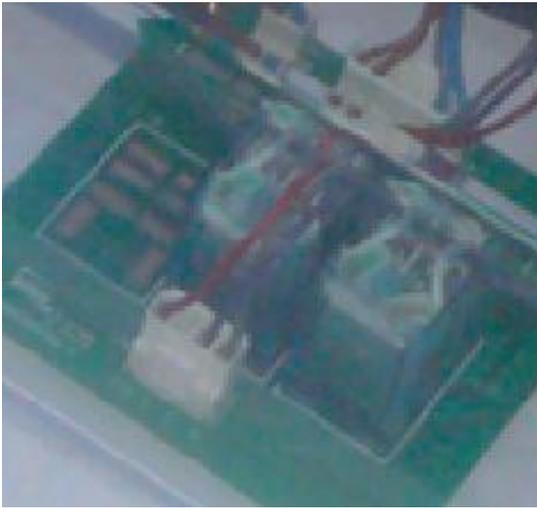
The rim is out of position of the sensor. It cannot detect the signal, so the light is off.



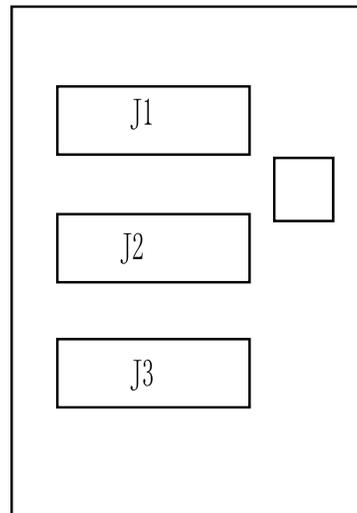
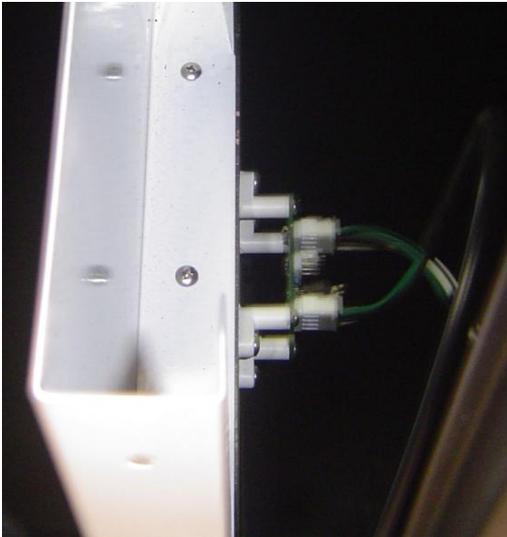
The relay board is located in the right corner behind the service door.

Open the ticket door to locate the ticket drive board.

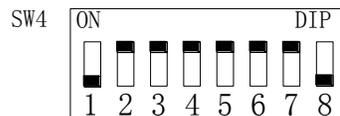
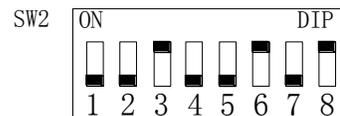
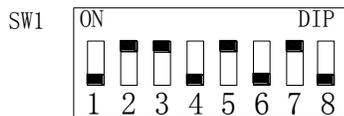
Relay board:



Ticket drive board:



7.4 DIP Setting (Default setting)



Notice

The above technical instructions might change without notice.
 Parameter settings of the I/O chart are subject to the game only.

8. PARAMETER SETTINGS

(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	Dispense at least 1 tickets
	2	on	off	Dispense at least 2 tickets
	3	off	off	Dispense at least 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	
	Unable	OFF	

(5) Rounds 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	
Rounds 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 (Rounds 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 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 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 whether JP ticket will be awarded when the JP score is reached. There are 2 options. (It is enabled when using JP marquee)

Item	Content	DIP SW1		Note
		8		
JP tickets	Yes	on		Yes JP tickets
	No	OFF		No JP tickets 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

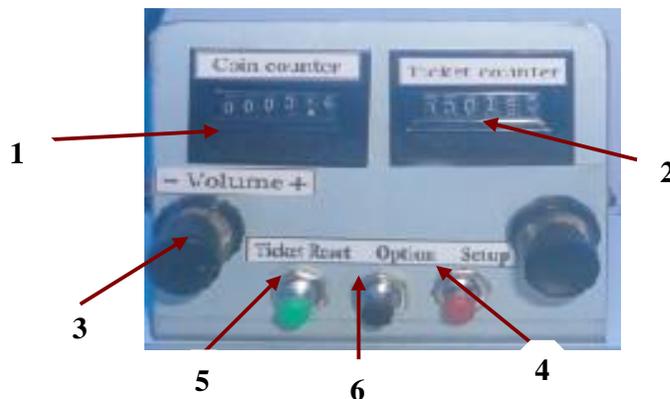
(15) Game NO. , Group and Demo

SW4-1~ SW4-8 are the switch to show the game number, the groups and demo switch.

Item	Content	46	47	48	Note
Groups per game	1	ON	ON		1 game as 1 group
	5	off	on		5 games as 1 group
	10	on	off		10 games 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
Game No.	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 Marquee	OFF	OFF	OFF	OFF	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: Volume adjustment.
- ✧ 4. Setup: No function at the moment.
- ✧ 5. Ticket reset: Reset the tickets after tickets are refilled.
- ✧ 6. Option: No function at 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

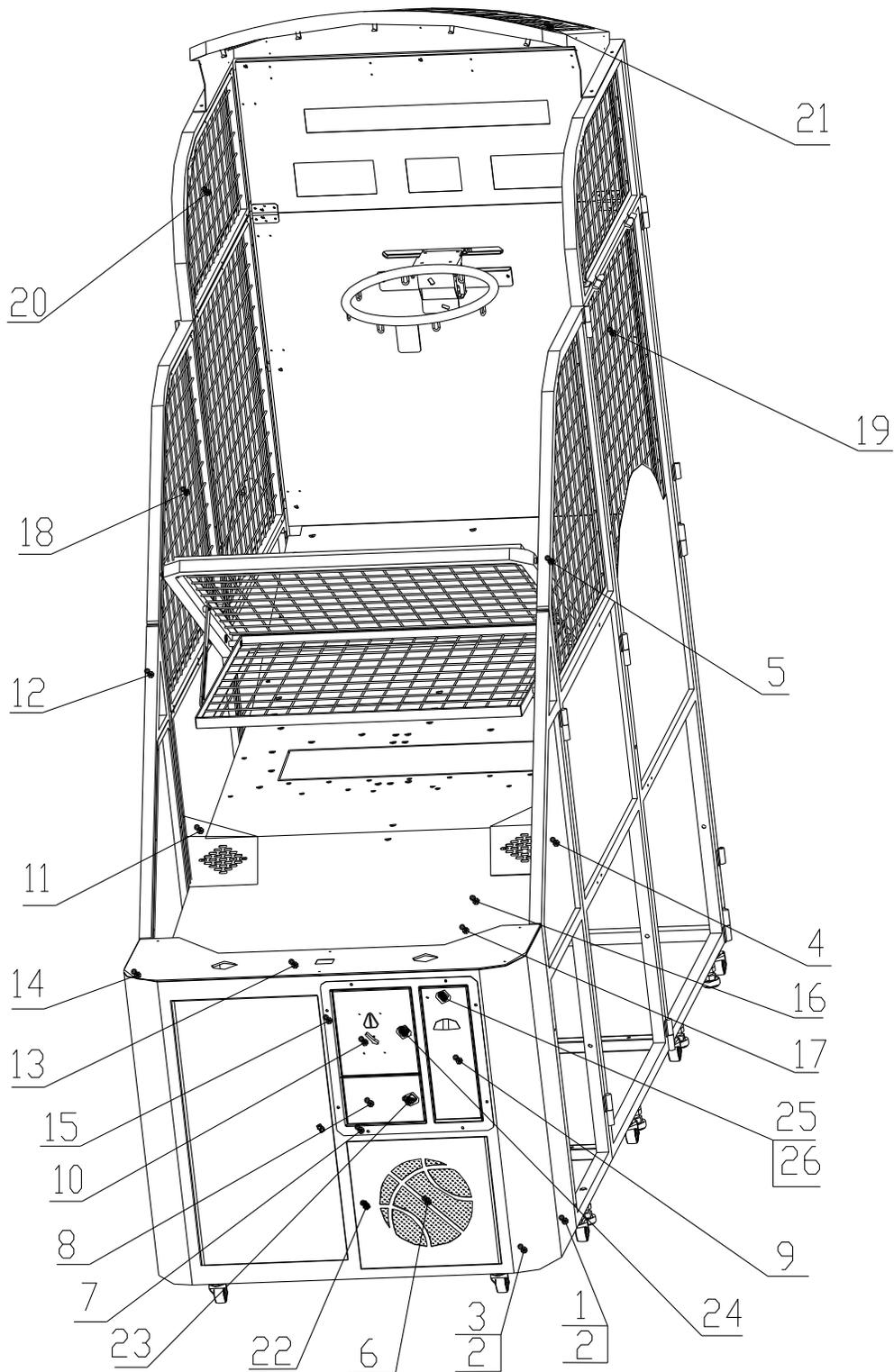
This may cause short circuit or other issue such as failure to operate the machine

10. TROUBLE SHOOTINGS

No.	Problem	Possible Cause	Solution
1	No ticket dispensed	<ol style="list-style-type: none"> 1. Out of tickets. 2. Tickets jammed 3. Poor connection on the ticket dispenser 	<ol style="list-style-type: none"> 1. Refill tickets, press reset button 2. Unjam the tickets and then press the reset button 3. Replace with a better connector
2	Does not score when ball goes in	<ol style="list-style-type: none"> 1. Reflective paper is worn or old. 2. Poor connection. 3. Ball sensor is damaged. 	<ol style="list-style-type: none"> 1. Replace the reflective paper. 2. Make sure the connection is good. 3. Replace with new sensor.
3	Rim in wrong position	<ol style="list-style-type: none"> 1. Sensors disconnected 2. Rim detect sensor is damaged. 	<ol style="list-style-type: none"> 1. Connect the sensor. 2. Replace the sensor board.
4	Rim doesn't move	<ol style="list-style-type: none"> 1. Relay is not working. 2. Motor is not working. 3. Faulty connectors. 	<ol style="list-style-type: none"> 1. Check the power voltage to see if it is the same as motor voltage. 2. Check wire is connected properly. 3. Replace with new sensor.
5	Ball gate faulty	<ol style="list-style-type: none"> 1. Sensor connector is loose. 2. Sensor is not working. 	<ol style="list-style-type: none"> 1. Connect the wire properly. 2. Replace with new sensor.
6	Ball gate does not open or close	<ol style="list-style-type: none"> 1. Drive board sensor is not working. 2. Motor is not working. 3. Poor connection. 	<ol style="list-style-type: none"> 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.

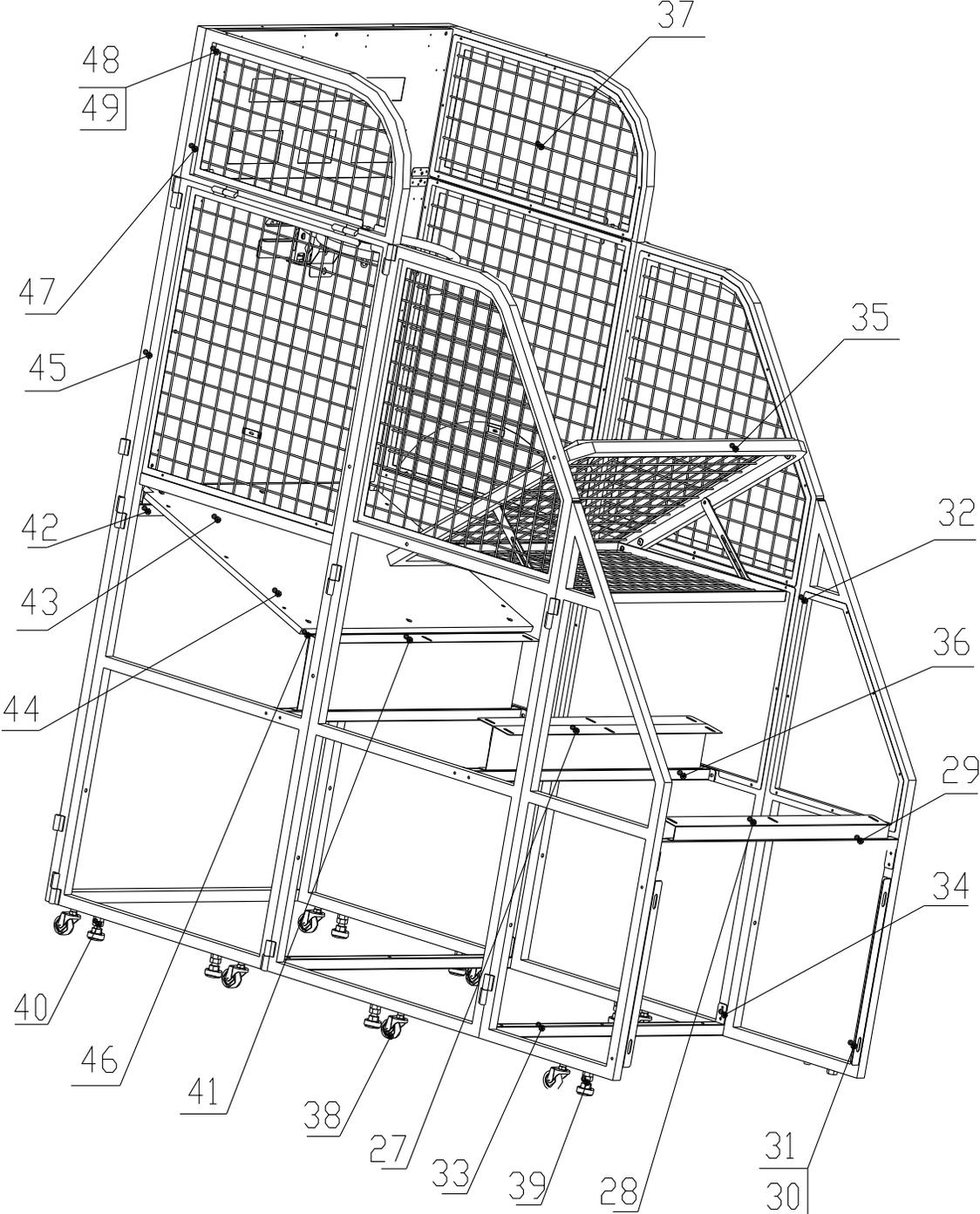
11. OVERALL STRUCTURE

11.1 Main Part 1



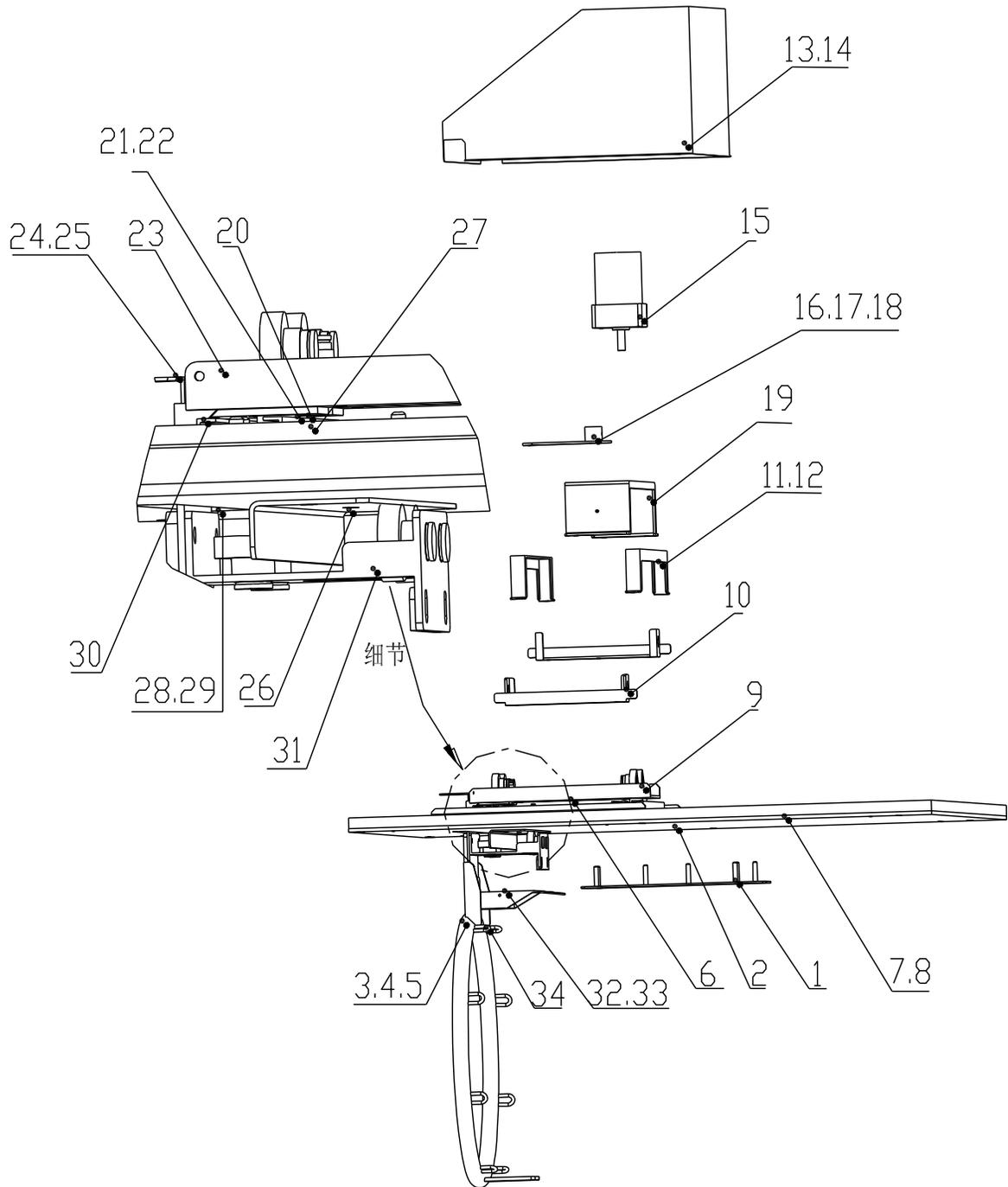
No.	Part No.	Name	Material	Spec.	Qty.
1	E-101-431-000	Guide	Q235	d 1.5 White	1
2	E-101-432-000	Cross recessed pan head screw kit	Q235	M4x10 color zinc	13
3	E-101-600-000	Cover	Clear PVC	d 1	1
4	E-101-433-000	Cross recess pan head bolt kit	Q235	M8x45 color zinc	12
5	E-101-434-000	Non-metallic hexagon lock nut		M8	112
6	E-101-502-000	Low speaker	Plywood	d 15	1
7	E-101-435-000	Cross recessed pan head screw kit	Q235	M4x25 color zinc	12
8	E-101-102-000	Ticket box243243	Q235	d 1 White	1
9	E-101-002-000	Control panel assy			1
10	E-101-436-000	Cross recessed pan head screw kit	Q235	M8x25 color zinc	4
11	E-101-006-000	Speaker		1 Left & 1Right	
12	E-101-007-000	Side-front bracket assy		1 Left & 1Right	
13	E-101-704-000	Control Panel Assy	Clear plastic	d 5 Silkscreen	1
14	E-101-437-000	Hexagon flat round head screws	Q235	M4 x16 nickel plating	13
15	E-101-601-000	Control panel plastic		Melon white plastic&5	1
16	E-101-503-000	Playfield 1	Plywood	d 15 Paste royal blue rubber board	1
17	E-101-438-000	Hexagon flat head screw	Q235	M8x25 nickel plating	27
18	E-101-008-000	Side middle bracket assy			2
19	E-101-009-000	Side back bracket assy			2
20	E-101-010-000	Side upper bracket assy			2
21	E-101-102-000	Top net board	Q235Wire mesh	d 2 White	1
22	E-101-103-000	Control panel lock	Q235	White zinc	2
23	E-101-105-000	Coin mech. lock	Q235	White zinc	1
24	E-101-439-000	Lock		2222	1
25	E-101-106-000	Coin door lock	Q235	White zinc	2
26	E-101-440-000	Lock		171	4

11.2 Main Part 2



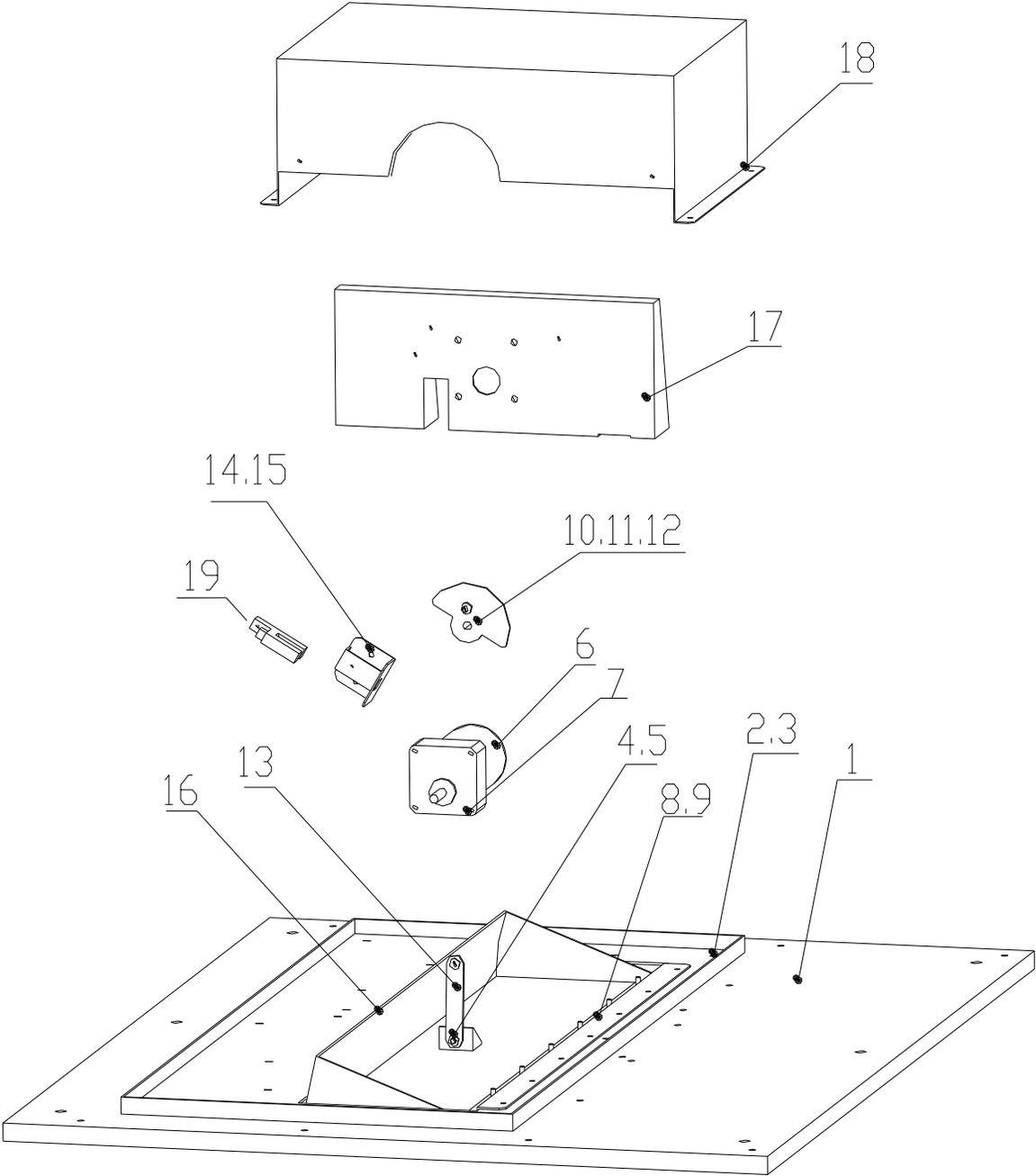
No.	Part No.	Name	Material	Spec.	Qty.
27	E-101-107-000	Beam bracket2	Q235	d 1.5 White	1
28	E-101-108-000	Beam bracket	Q235	d 1.5 White	1
29	E-101-504-000	LED fix board	Q235	d 1.5 White	1
30	E-101-441-000	Hexagon flat head screw	Q235	M6×45 Nickel plating	20
31	E-101-109-000	Control panel fix board	Q235	d 2 White	2
32	E-101-442-000	Hexagon flat head screw	Q235	M8×80 Nickel plating	6
33	E-101-110-000	Beam1	Square Tube	White	3
34	E-101-443-000	Cross recessed pan head screw kit	Q235	M6×20 color zinc	2
35	E-101-011-000	Front bracket Assy			1
36	E-101-111-000	Beam 2	Square tube	White	2
37	E-101-444-000	Cross recess hexagon head bolt kit	Q235	M6×45 color zinc	8
38	E-101-445-000	2 inch caster		1-20445-95	12
39	E-101-446-000	2 inch feet	Q235	M6×90 Color zinc	8
40	E-101-447-000	Hexagon nut		M16	8
41	E-101-112-000	Beam bracket 3	Q235	d 1.5 White	1
42	E-101-113-000	Beam bracket 4	Q235	1.5 White	1
43	E-101-505-000	Play field 3	Plywood	d15Paste royal blue rubber board	1
44	E-101-448-000	Hexagon flat round head screws	Q235	M8×30 Nickel plating	3
45	E-101-012-000	Back downside bracket assy	Square tube	White	1
46	E-101-602-000	Damping board	Black rubber	d 5	1
47	E-101-003-000	Back upper bracket assy			1
48	E-101-449-000	Cross recess hexagon head bolt kit	Q235	M6×60 color zinc	2
49	E-101-450-000	Non-metallic hexagon lock nut		M6	2

11.3 Motion Assembly



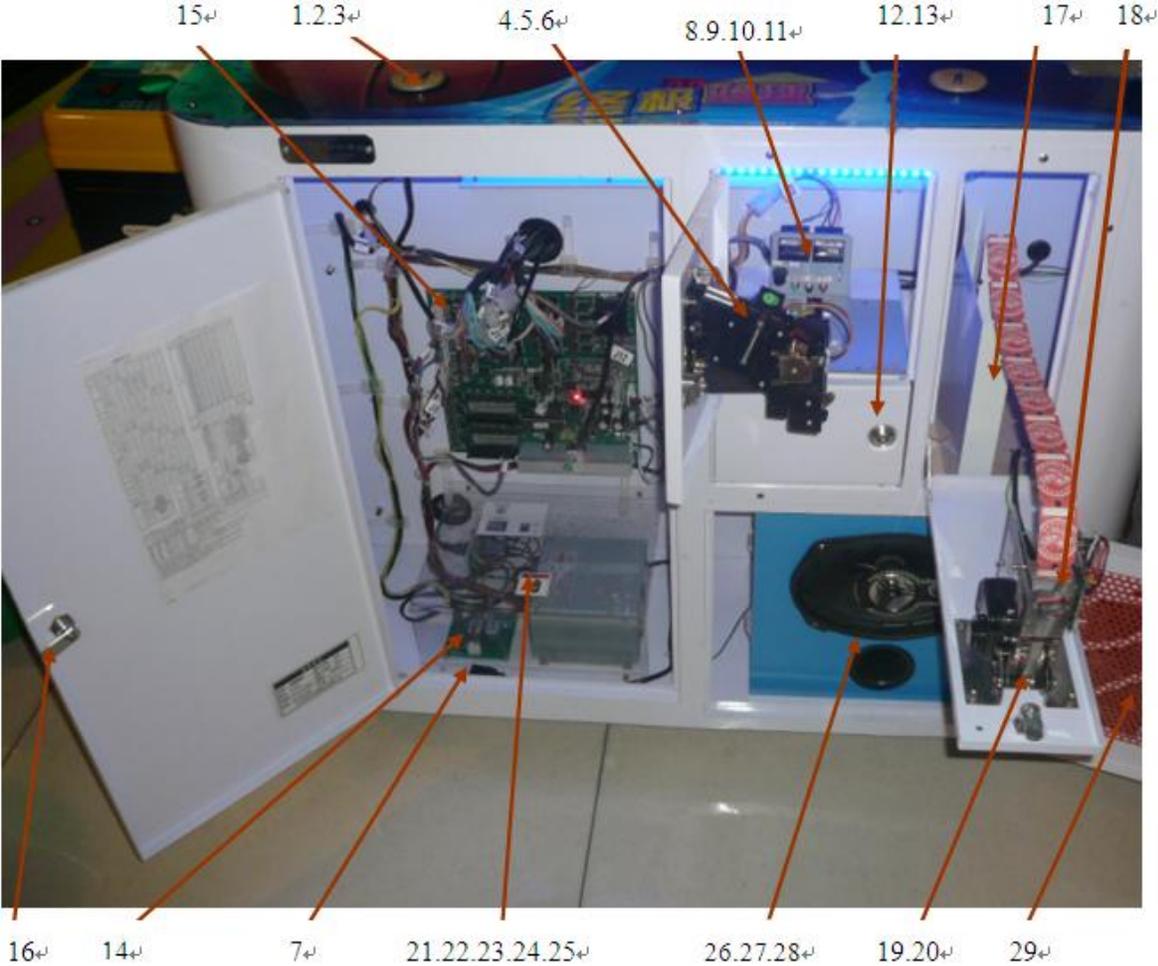
No	Part No.	Name	Material	Spec.	Qty.
1	E-101-114-000	Reinforce_R	Q235	δ2 White	1
2	E-101-451-000	Cross recess counter sunk head self- tapping screw	Q235	ST4.2×12 color zinc	4
3	E-101-452-000	Rim	Q235	Orange	1
4	E-101-453-000	Cross recess hexagon bolt kit	Q235	M6×20 color zinc	1
5	E-101-454-000	Non-metallic hexagon lock nut		M6	22
6	E-101-115-000	Reinforce_L	Q235	δ2 White	1
7	E-101-603-000	Main decal downside	Clear plastic	δ5 silkscreen	1
8	E-101-506-000	Main board downside	Plywood	δ15	1
9	E-11-455-000	Guide I	Stainless steel	δ1.5	2
10	E-101-456-000	Guide II	Q235	δ2 white	2
11	E-101-116-000	Bracket	Q235	δ3 white zinc	2
12	E-101-457-000	Cross recessed pan head screw kit	Q235	M5×12 color zinc	10
13	E-101-458-000	Moto cover	Q235	δ1 White	1
14	E-101-459-000	Cross recessed pan head screw kit	Q235	M6×16 color zinc	10
15	E-101-460-000	Moto		YN70-15Z/70JB100G103 2-27220V	1
16	E-101-461-000	Connected rod	45	White zinc plating	1
17	E-101-462-000	Hexagon flat tight screw	Q235	M5×16	2
18	E-101-463-000	Non-metallic hexagon lock nut		M5	2
19	E-101-464-000	Moto rack	Q235	δ3 White	1
20	E-101-465-000	Bearing		6002ZZ	13
21	E-101-466-000	Bearing axis	45	White color plating	13
22	E-101-467-000	Shield ring		d ₀ =16	1
23	E-101-117-000	Main frame	Q235	δ3 White color plating	1
24	E-101-604-000	Sensor block	Steel	δ1.5	1
25	E-101-468-000	Cross recessed pan head screw kit	Q235	M4×10 color zinc	2
26	E-101-469-000	Cross recessed pan head screw	Q235	M6×8 color zinc	5
27	E-101-470-000	A&C Class Washer		6×1.6GB/T96-1985	5
28	E-101-471-000	Bearing track	Steel	δ2	1
29	E-101-472-000	Hexagon flat round head screws	Q235	M6×30 nickel plating	3
30	E-101-507-000	Backboard	Q235	δ2 White	1
31	E-101-473-000	Bearing rack	Q235	White zinc plating	1
32	E-101-474-000	Sensor attached board	Q235	δ2 White	1
33	E-101-605-000	Sensor washer	Black rubber	δ1	1
34	E-101-606-000	Chain jacket		Black PE	8

11 .4 Ball Gate Assembly



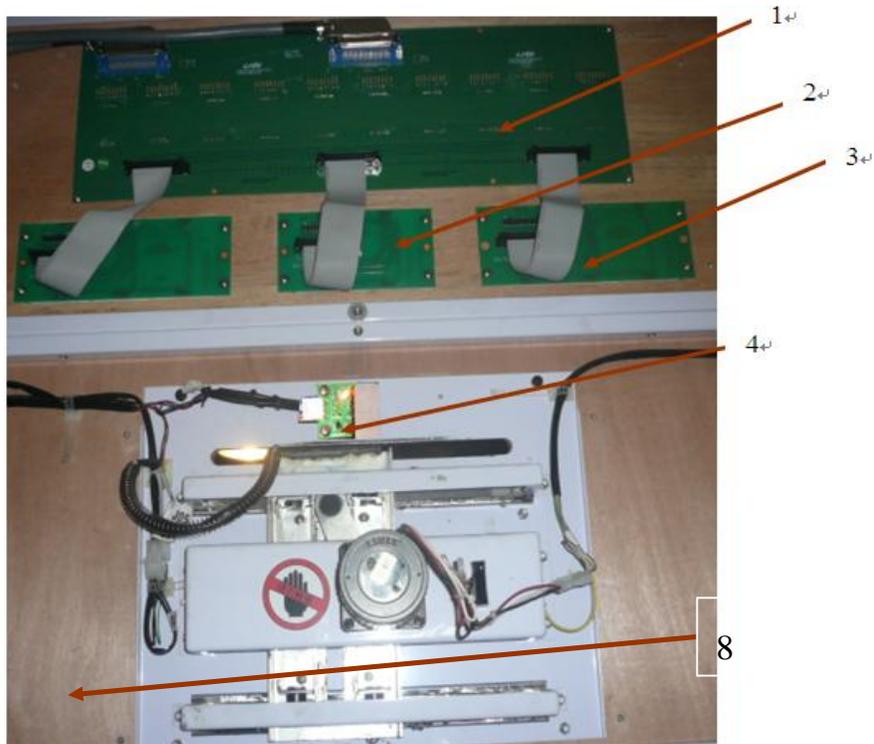
NO	PART NO	NAME	QTY	SPEC	Material
1	E-101-508-000	Playfield2	1	δ15 Paste royal blue rubber board	Playfield 2
2	E-101-118-000	Ball gate fixe board	1	δ2 White	Q235
3	E-101-475-000	Cross recess hexagon bolt kit	20	M6×16 color zinc	Q235
4	E-101-607-000	Ball gate axle sleeve	2	Copper powder	
5	E-101-476-000	Shield ring	2	d ₀ =15	
6	E-101-477-000	AC reducing motor	1	YA60-6Z/60JB100J8 220V	
7	E-101-478-000	Cross recessed pan head screw kit	4	M5×12 color zinc	Q235
8	E-101-119-000	Hinge	1	δ1.5 color zinc plating	Q235
9	E-101-479-000	Cross recessed pan head screw kit	11	M4×16 color zinc	Q235
10	E-101-480-000	Encoder wheel	1	Electrophoresis black	Q235
11	E-101-481-000	Hexagon socket set screw	2	M4×16	Q235
12	E-101-482-000	Non-metallic hexagon lock nut	11	M4	
13	E-101-483-000	Ball gate connector	1	δ3	Stainless steel
14	E-101-484-000	Ball gate sensor board	1	δ5 White	Q235
15	E-101-485-000	Cross recessed pan head screw kit	2	M4×10 color zinc	Q235
16	E-101-120-000	Ball gate	1	δ2 White	Q235
17	E-101-121-000	Ball gate motor bracket	1	δ2 White	Q235
18	E-101-122-000	Ball gate motor cover	1	δ1 White	Q235
19	E-101-486-000	Sensor	1		

11.5 Control Panel Assembly



NO	PART NO.	NAME	QTY	SPEC
1	E-101-487-000	Button	2	60# White round flat button
2	E-101-488-000	Bulb	4	12V 3W
3	E-101-489-000	Micro SW	2	Yellow
4	E-101-490-000	Coin mech.	2	CEC
5	E-101-491-000	Coin SW	2	ZIPPYCNR-055-03-Z
6	E-101-492-000	Bulb clamp	2	Coin lamp
7	E-101-493-000	Power cord	1	3. 5M
8	E-101-494-000	Counter	1	12V
9	E-101-495-000	Test button	3	Red black and green for each one
10	E-101-496-000	Dual POT	1	1K
11	E-101-497-000	Single POT	1	10K
12	E-101-123-000	Coin box	1	
13	E-101-498-000	Coin box door lock	1	
14	E-101-801-000	Relay board	1	JDQ-LY2J-12V
15	E-101-802-000	Main board	1	V8
16	E-101-499-000	Service door lock	1	GU071
17	E-101-124-000	Ticket box	1	Q235
18	E-101-803-000	Ticket conversion board	1	TICK-CH.PCB
19	E-101-4100-000	Ticket mech.	1	TD-963CR
20	E-101-4101-000	Ticket lock	1	GU071
21	E-101-4102-000	Power box	1	EPM-S-250D12+24
22	E-101-4103-000	Power switch	1	12A/125V 1/4HP
23	E-101-4104-000	Fuse	1	10A/125V ϕ 5-20
24	E-101-4105-000	Fuse socket	1	10A/250V R3-11
25	E-101-4106-000	Filter	1	10GENG3E-R
26	E-101-4107-000	Amplifier box	1	
27	E-101-4108-000	Sound box hole	1	
28	E-101-4109-000	10" Speaker	1	80-150W 10"
29	E-101-4110-000	Speaker door lock	1	GU071

11.6 Other Electronic Components

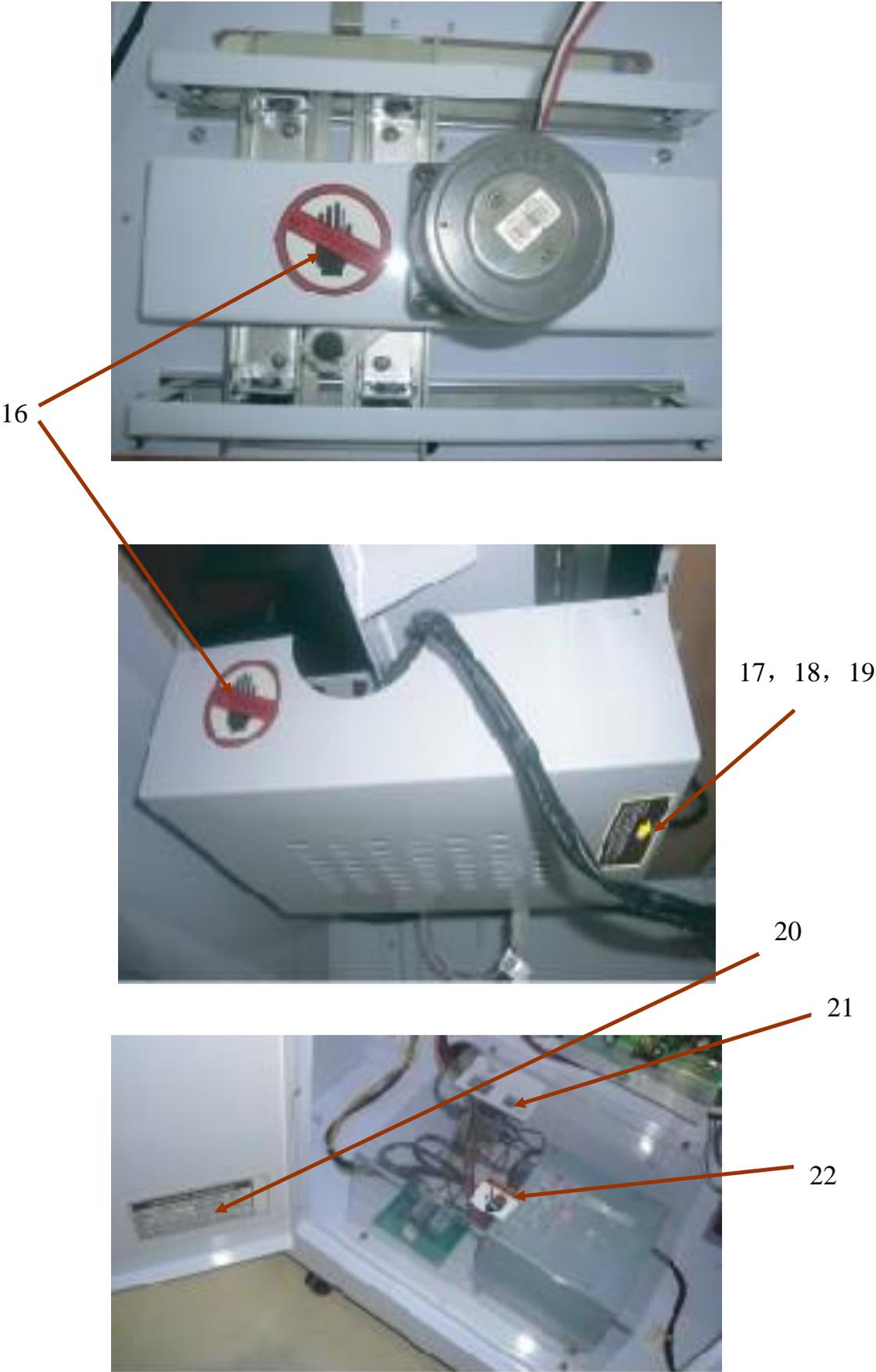


NO	PART NO	NAME	QTY	SPEC
1	E-101-804-000	Dot matrix	1	DZ-1120.PCB
2	E-101-805-000	2 Digit display	1	LED86*65-2U.PCB
3	E-101-806-000	3 Digit display	2	LED86*65-3U.PCB
4	E-101-807-000	Sensor	1	FansePCB
5	E-101-4111-000	Insulated cable ϕ 50	2	ϕ 50
6	E-101-4112-000	Insulated cable ϕ 24	5	ϕ 24
7	E-101-4113-000	3 Core connector	1	(1Male,1Female)
8	E101-4114-000	Wire bushing spring	1	Color zinc plating

11.7 Game Decal



Warning and Service Stickers:



NO	PART NO.	NAME	SPEC	MATERIAL	QTY
1	E-101-704-000	Front side-L decal	418×512	PVC100U glue	1
2	E-101-705-000	Middle side-L decal	698×512	PVC100U glue	1
3	E-101-706-000	Rear side-R decal	698×698	PVC100U glue	1
4	E-101-707-000	Button decal(link)	50×50	PVC100U glue	1
5	E-101-708-000	Front door decal		PVC100U glue	1
6	E-101-709-000	Ticket decal	66×20	PVC100U glue	1
7	E-101-710-000	Button (decal single)	50×50	PVC100U glue	1
8	E-101-711-000	Play method	120×70	PVC100U glue	1
9	E-101-712-000	Control panel decal	1006×306 silkscreen	d5 Plastic	1
10	E-101-713-000	Front side-R decal	418×512	PVC100U glue	1
11	E-101-714-000	Middle side-R decal	698×512	PVC100U glue	1
12	E-101-715-000	Rear side-R decal	698×698	PVC100U glue	1
13	E-101-716-000	Main interface upper	930×407 silkscreen	d5 Plastic	12
14	E-101-717-000	Main interface down	930×830 silkscreen	d5 Plastic	1
15	E-101-718-000	Baffle decal	645×150	PVC100U glue	1
16	E-101-719-000	No touching decal	66×66	PVC100U glue	1
17	E-101-720-000	Ball gate motor cover decal	97×70	PVC100U glue	1
18	E-101-721-000	Wire screw instruction sticker decal	360×361	PVC100U glue	1
19	E-101-721-000	Forklift note sticker	180×269	PVC100U glue	1
20	E-101-125-000	Chinese 220V Nameplate	97×70	d 0.5 Aluminum plate	1
21	E-101-722-000	220V Power stickers decal	97×70	PVC100U glue	1
22	E-101-721-000	High voltage decal	41×42	PVC100U glue	1



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www.zs-shiyu.com

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Canada Office Parts & Service

+1-905-477-2823

Email: service@universal-space.com