



Operating Manual

BROMLEY INC
420 CROSSEN AVE.
ELK GROVE VILLAGE IL 60007

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1. Introduction

This Game Machine can be played by everyone.

1) Title : Chuck E's Ball Blast

2) Type : Arcade Game

2. How to Play

The goal of this game is to catch bad monsters on the screen using plastic balls.

The default settings are as follows:

One player = 1game per credit

Balls roll to the player continuously during play.

3. Specifications

1) Specifications

| Items | Specifications |
|-------------------|--|
| Dimension | W:44.1inch(1120mm) D:59inch(1500mm) H:86.6inch(2200mm) |
| Weight | 441 lbs (200Kgs) |
| Voltage | AC 100V ~ 120V, 50/60Hz |
| Fuse | 250V / 4A |
| Power Consumption | 230W |

4. INSTALLATION

1) CHOOSING LOCATION.

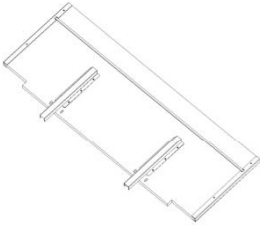
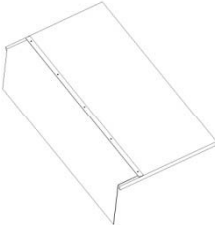
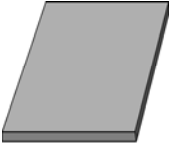
- a) Keep game level or balls will lean to one side and not rotate automatically**
- b) 250W required for this machine.**
- c) Please avoid following locations**
 - rain or water leaks**
 - high humidity**
 - dangerous materials**
 - large temperature swings**
 - high-sloped or unstable surfaces**

2) CAUTION


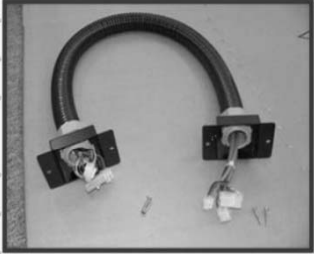
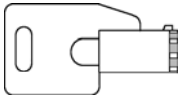
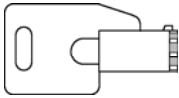
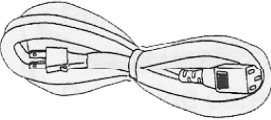
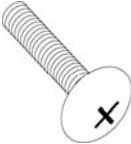
- a) When moving and transporting**
 - Package game carefully when transporting.**
 - use proper equipment when loading or unloading. 4 adults are needed when proper equipment is not used.**
 - To prevent any accident and defect, please remove the power plug before moving.**
- b) When un-packing**
 - Be aware of any damage in external appearances and design.**
- c) Review the operating manual thoroughly before installing and install the product following the manual.**

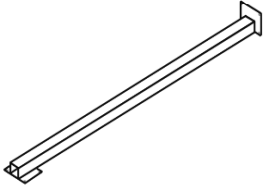
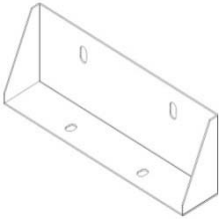

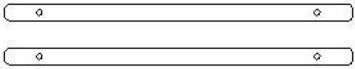
5.ACCESSORIES

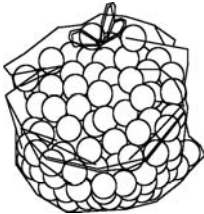
A-BOX

| Item | Content | Quantity |
|---|--|-----------------|
|  A technical line drawing of a rectangular metal plate with two parallel slots cut into its length, used for assembly. | Middle-Slide plate | 1 piece |
|  A technical line drawing of a rectangular metal plate with a single slot cut into its length, used for assembly. | Rear-Slide plate | 1 pieces |
|  A simple 3D perspective drawing of a rectangular, grey foam pad. | Foam Pad Prevents excessive ball bouncing. | 1 piece |

B-BOX

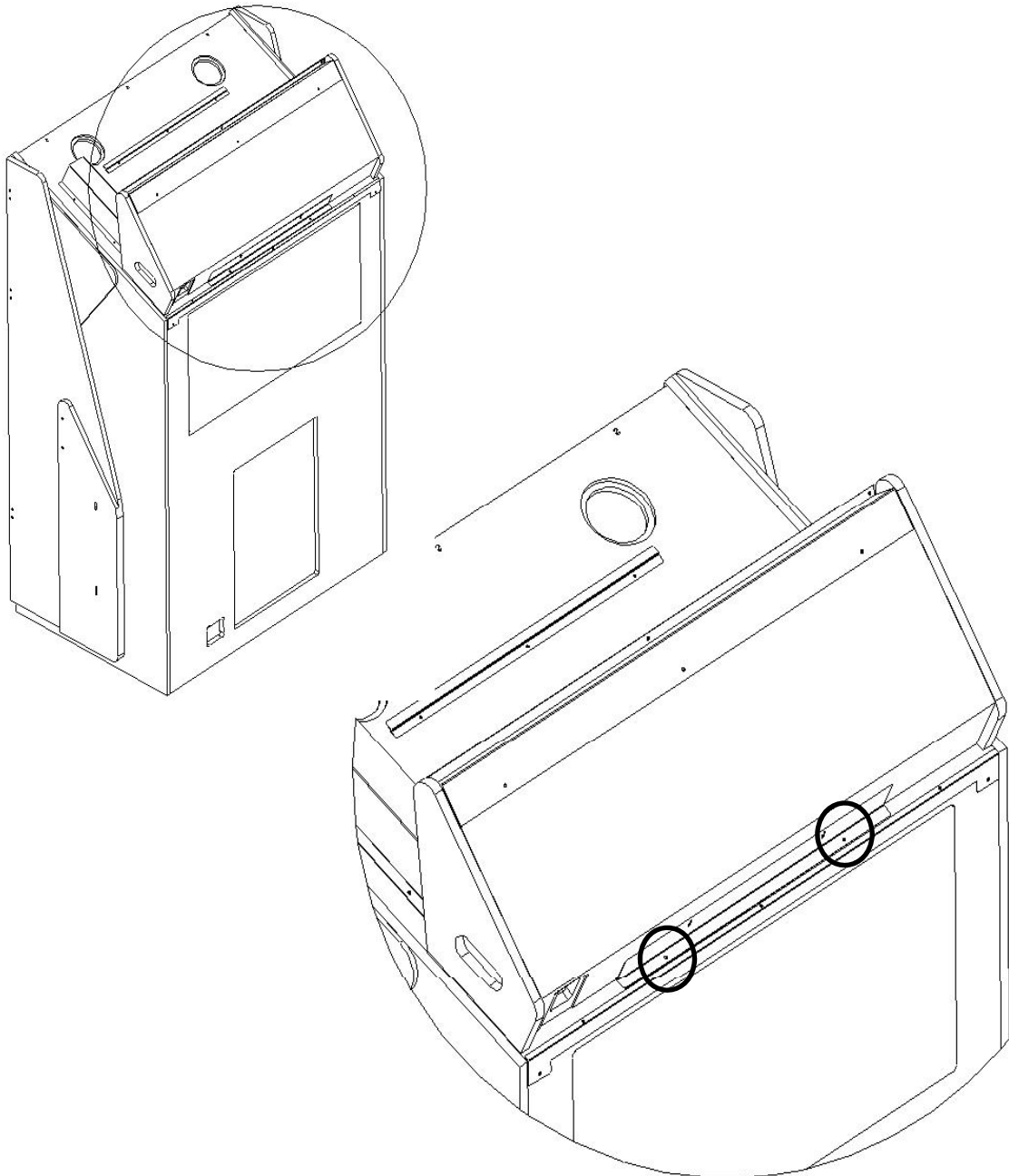
| Items | Content | Quantity |
|---|---|---|
|  | <p>Operating manual & LCD manual</p> | <p>1copy</p> |
|  | <p>Wire hose</p> | <p>1unit</p> |
|  | <p>Coin Door Key Key for opening upper/lower part of the coin machine.</p> | <p>2 keys for upper door 2 keys for lower door</p> |
|  | <p>Other key Key for ticket dispenser and LCD Cabinet rear door</p> | <p>2 keys</p> |
|  | <p>Power cord Connects power supply to wall outlet</p> | <p>1 piece</p> |
|  | <p>Machine Screw</p> | <p>7 PACKS</p> |

| Item | Content | Quantity |
|---|--|-----------------|
|  | <p>Connecting bar</p> <p>Mounting bar for connecting the LCD cabinet and the front cabinet.</p> | <p>2 pieces</p> |
|  | <p>Ball-mecha-BRKT</p> | <p>2 pieces</p> |
|  | <p>Ball-mecha-BRKT2</p> | <p>2 pieces</p> |
|  | <p>Side plate-Bolt cover</p> | <p>2 pieces</p> |

| Item | Content | Quantity |
|---|--|---|
|  | <p>Plastic ball</p> <p>2.17inch (55mm) used in the game</p> | <p>800 piece (4pack X 200 EA)</p> |

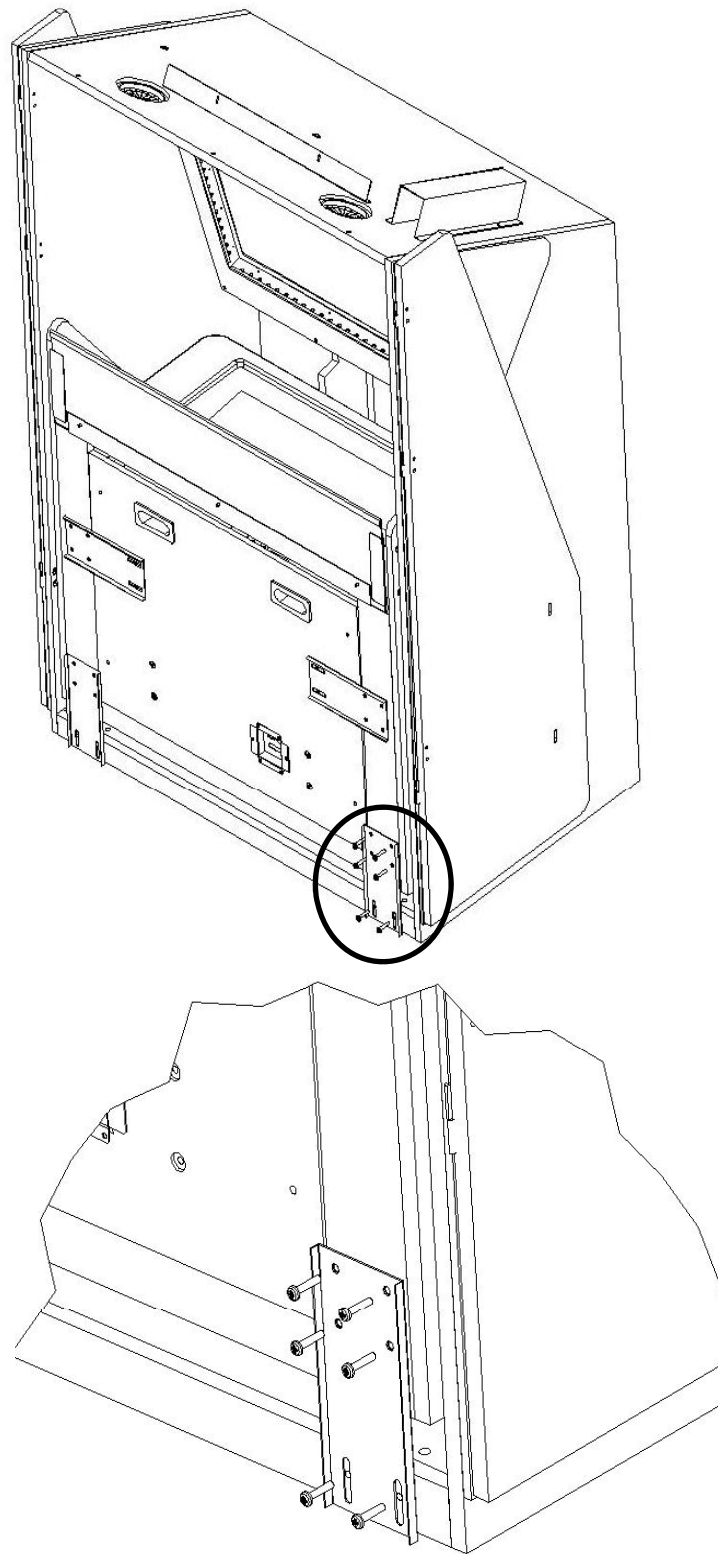
6. INSTALLATION PROCESS

Step 1 : Billboard separation.



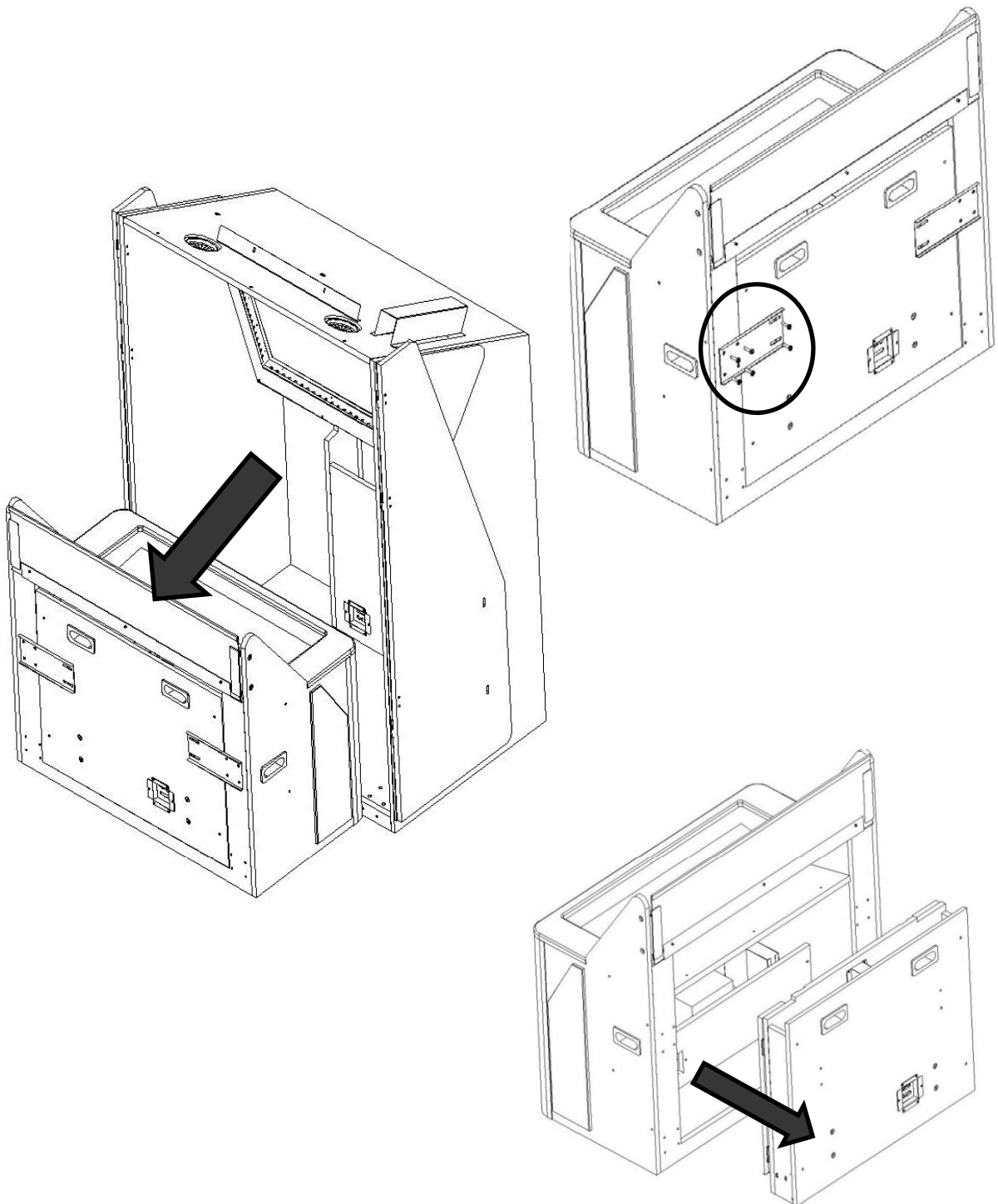
1. Remove screw.
2. Take Billboard off.

Step 2 : Cabinet separation.



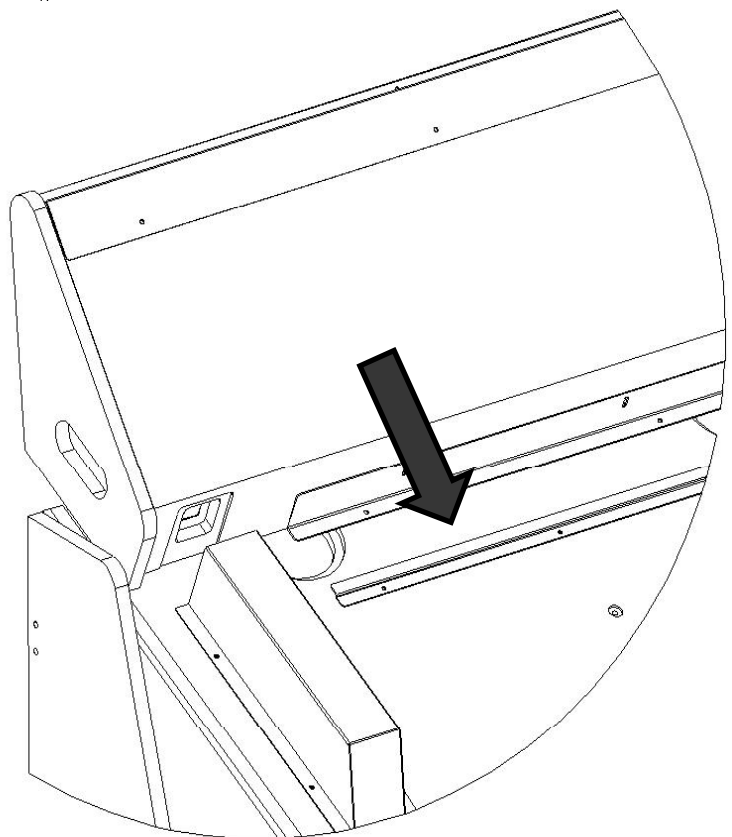
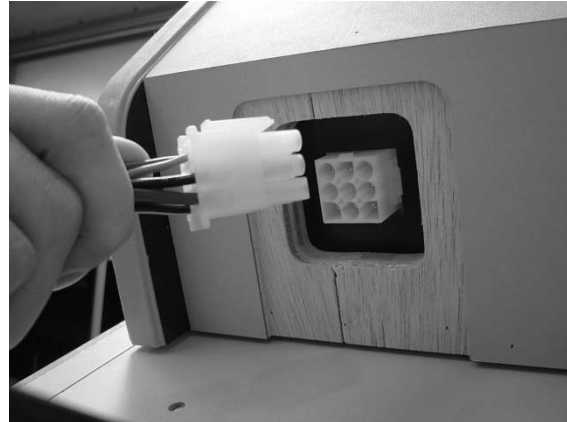
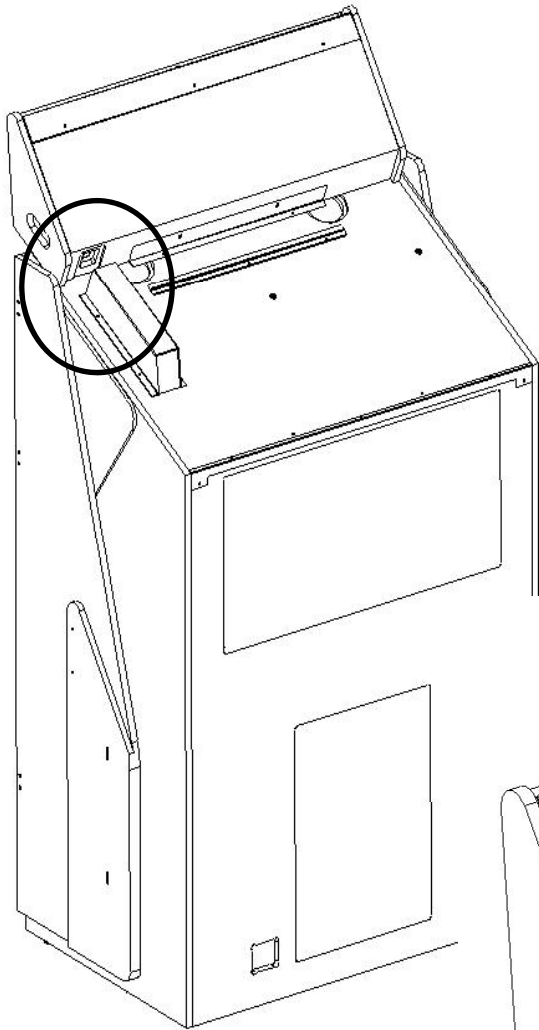
**As the picture shows, separate front cabinet from LCD cabinet.
To avoid damage, use more than 2 staff members.**

Step 3 : BALL-MECHANISM.



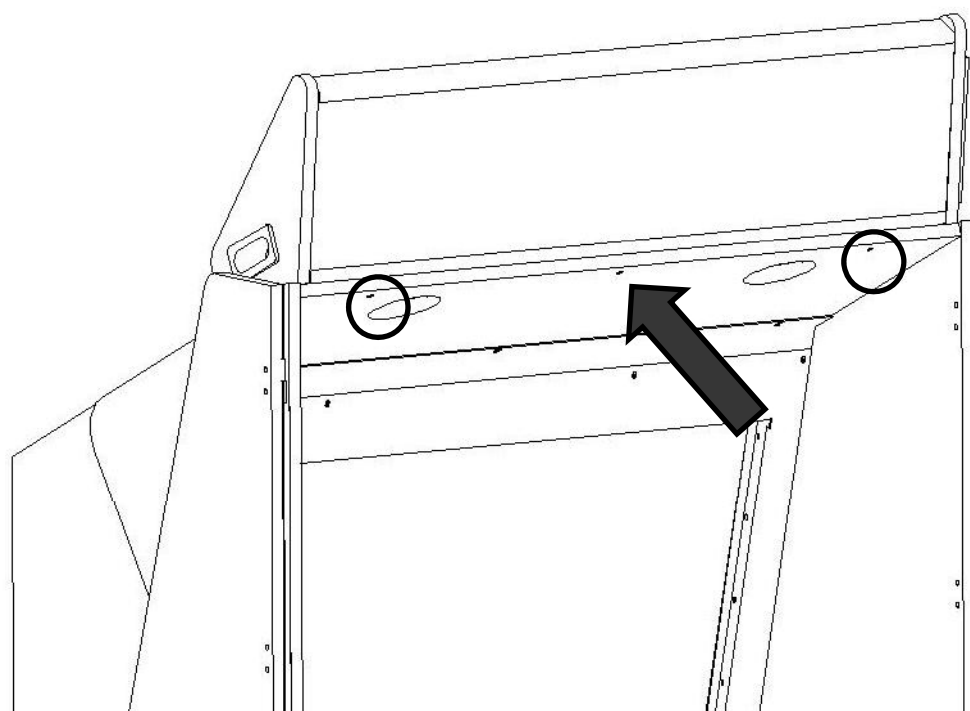
Separate ball-mechanism from front cabinet as shown in the picture

Step 4 : Assembling Header.



**Put header on the LCD cabinet as shown in the picture.
Connect header wire as shown.
Install & tighten screws.
Please be careful.**

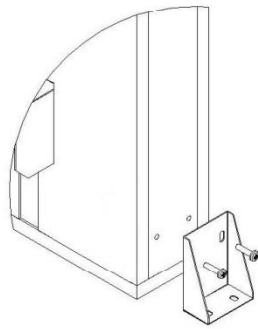
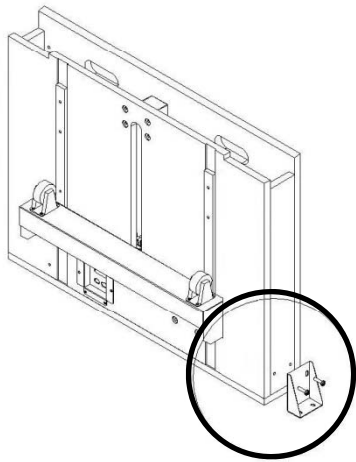
Step 5 : Assembling Header.



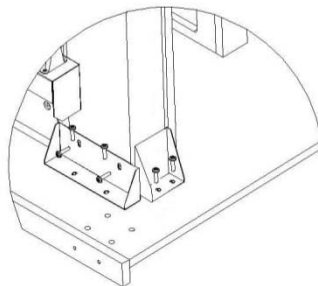
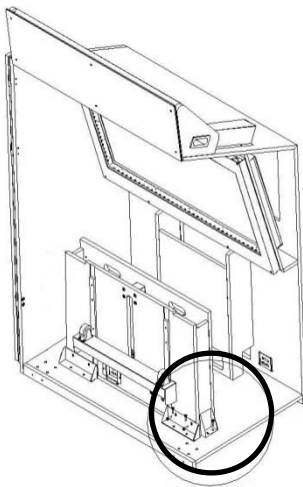
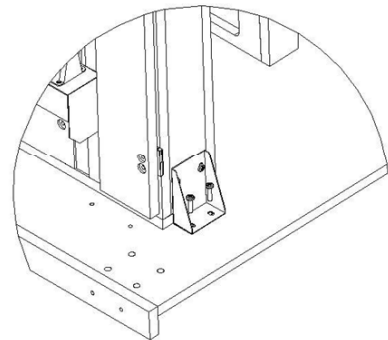
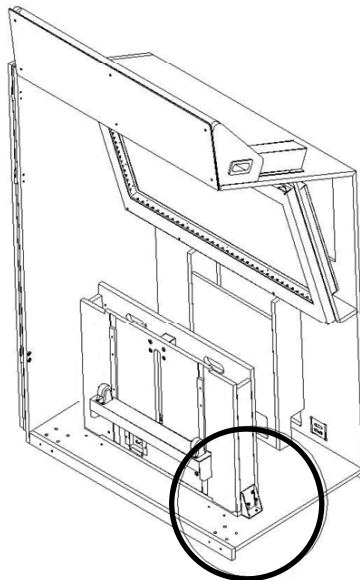
Using
No.1
Screw pack
M6*35-3EA

Install marquee acrylic with the screws provided.

Step 6 : Assembling Ball-Mechanism.

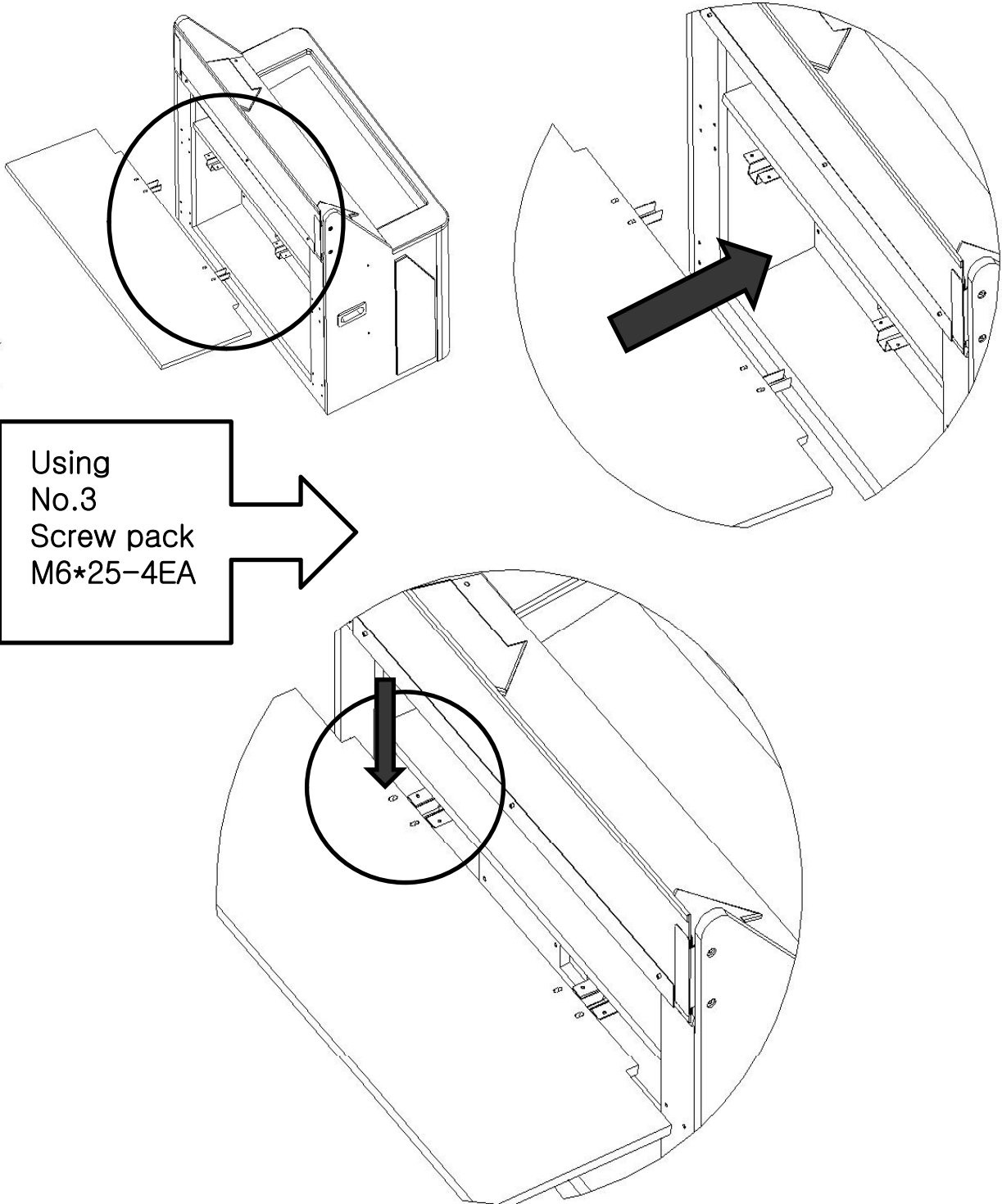


Using
No.2
Screw pack
M6*20-16EA



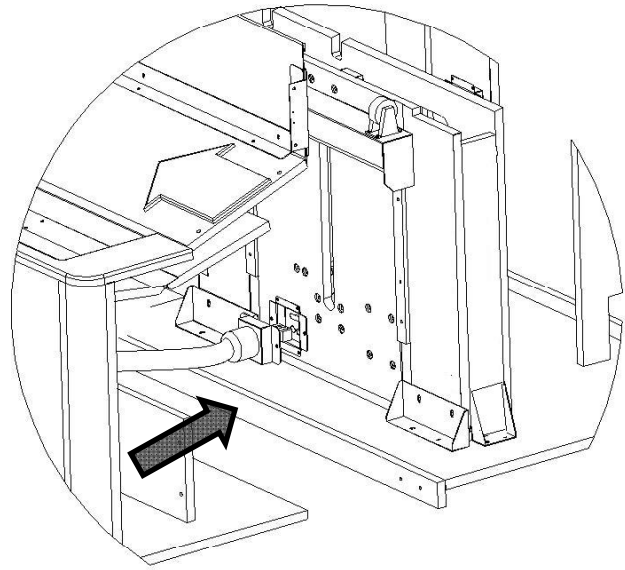
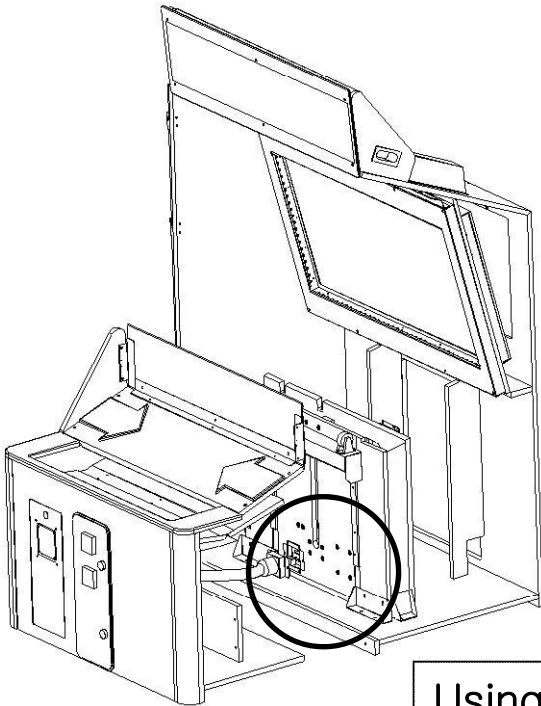
**Install bracket on ball-mechanism as shown in the picture.
Install ball-mechanism onto LCD cabinet as shown in the picture.**

Step 7 Front-Slide plate Assembling

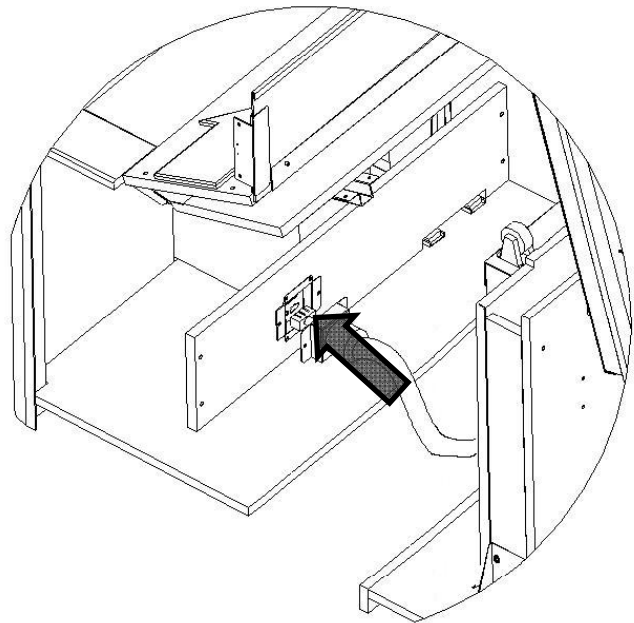
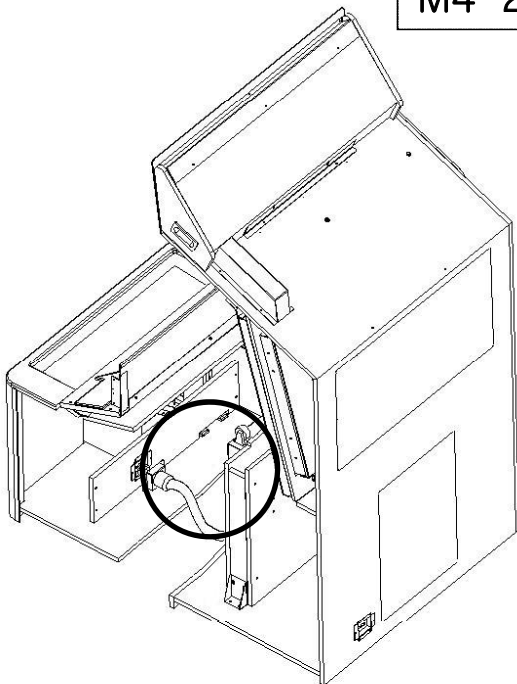


Install the slide plate on the front cabinet with the screws provided.

Step 8 : Wiring Assembling.

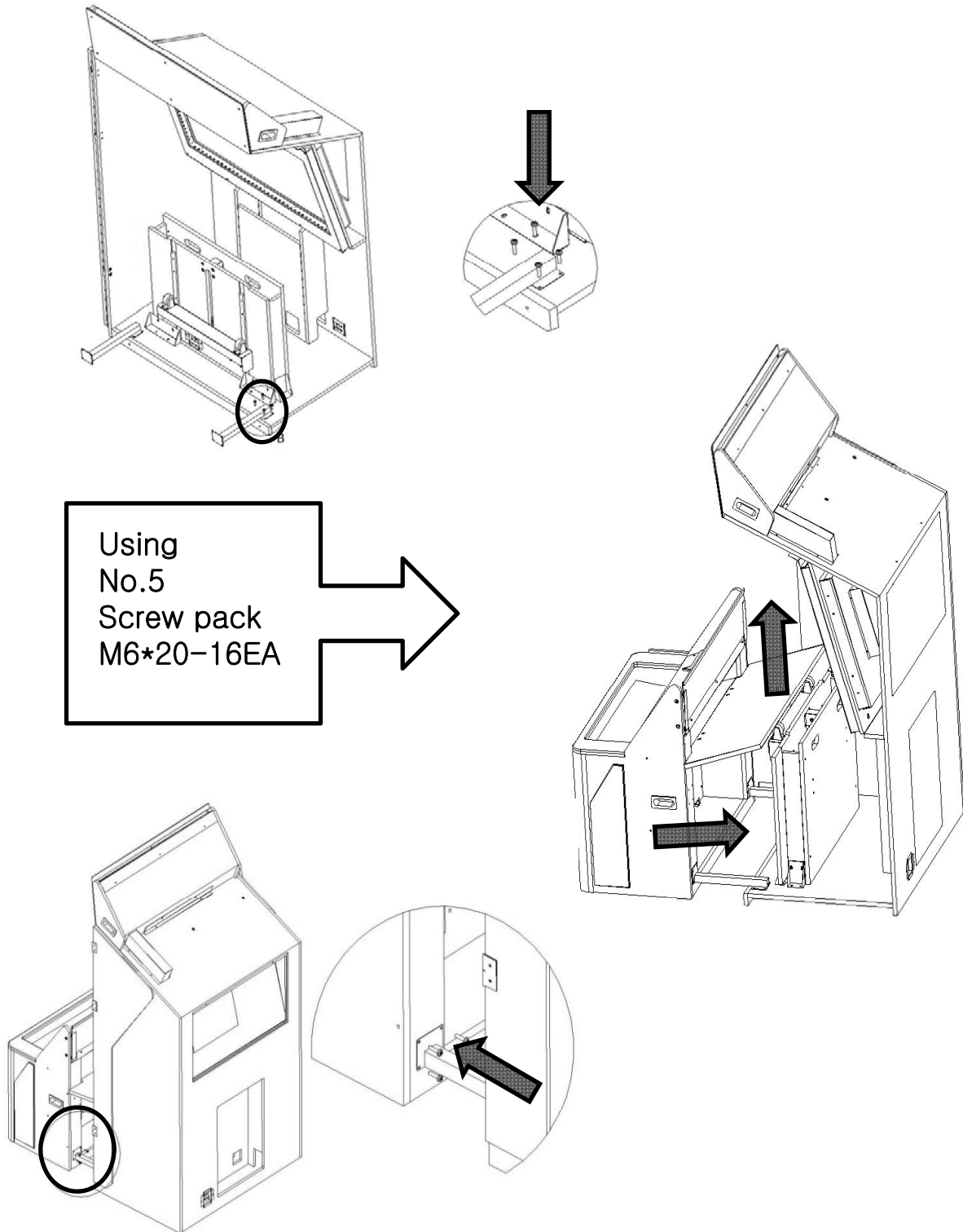


Using No.4 Screw pack
M4-25-4EA

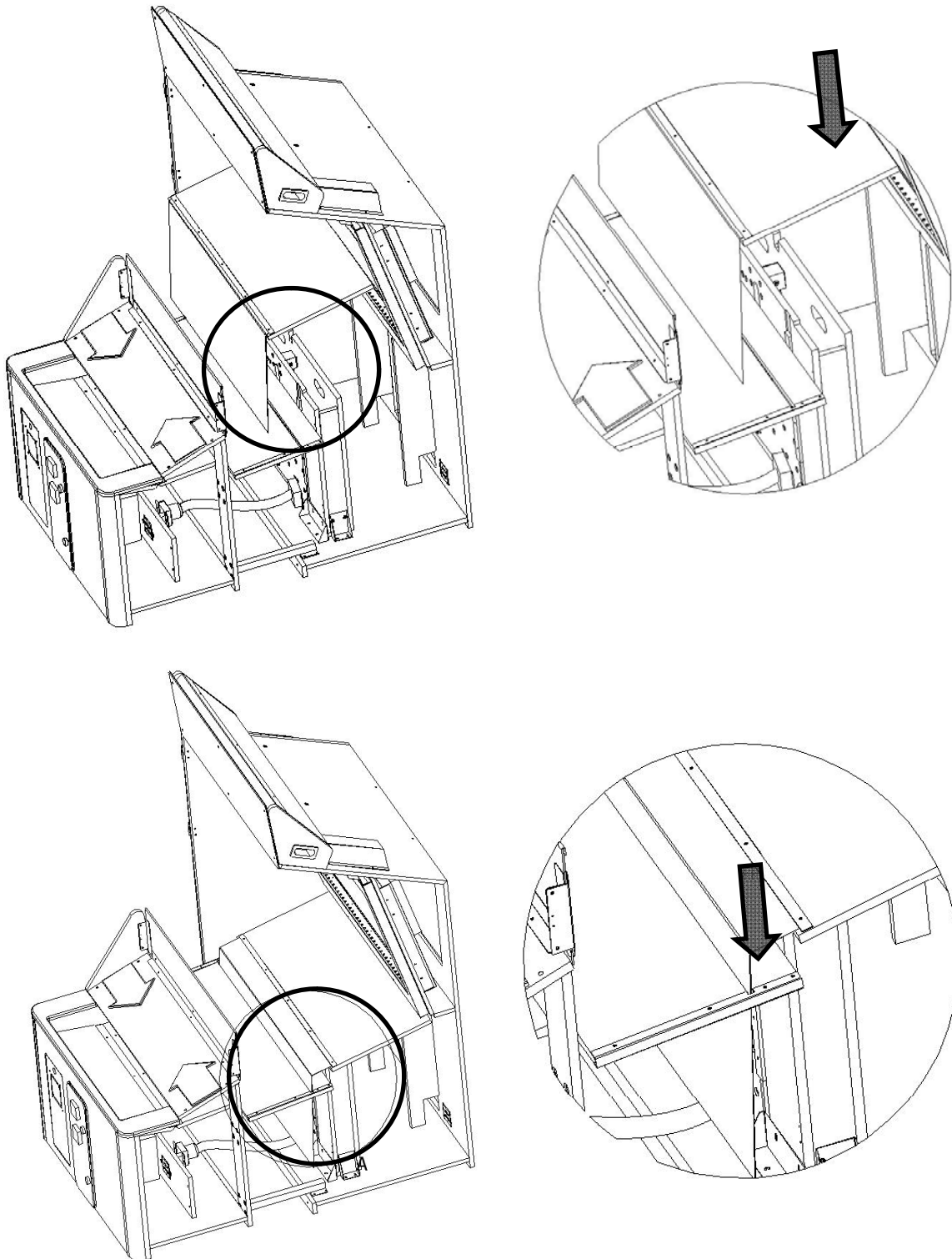


**Connect LCD cabinet to front cabinet using wire hose. See picture.
When connected properly, you'll hear the connector click.
After connecting the wire harness portion, attach the hose bracket with screws .
It doesn't matter which side of cable is connected on front cabinet or the LCD cabinet.**

Step 9 : Attach Connecting Cabinet

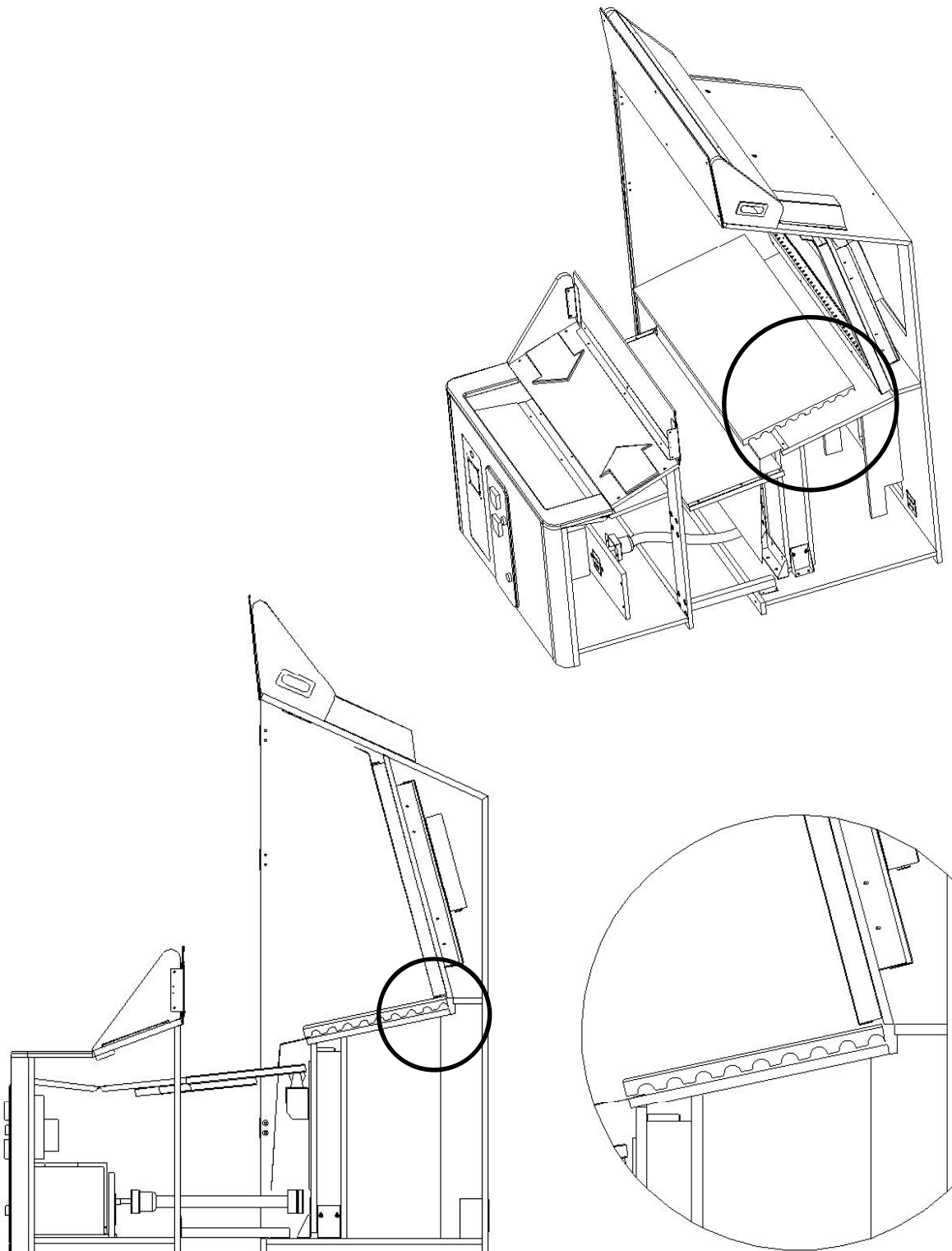


Step 10 : Assembling Rear-Slide plate.



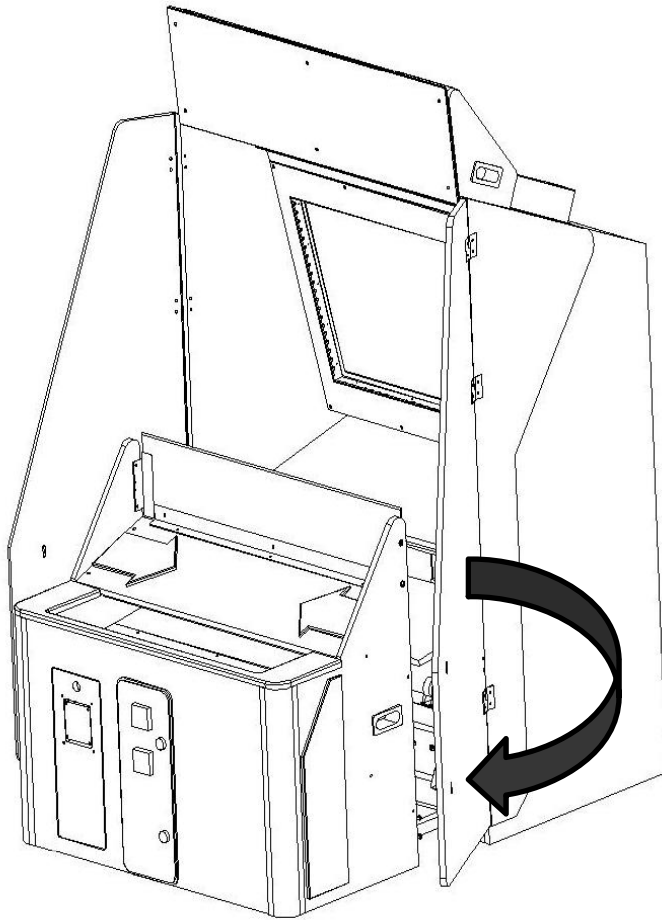
Put pvc-film in hole of middle-slide-plate after you put rear-slide-plate on LCD cabinet.

Step 11 : Assembling Foam pad.

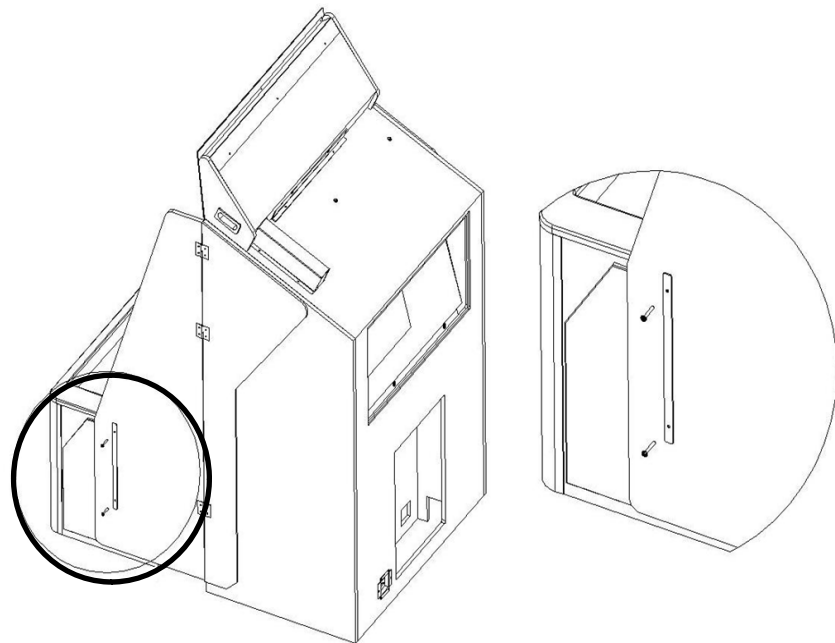


**As shown in the picture, lift up the slide plate and put on lower side of LCD cabinet.
Put the foam pad on the slide plate.**

Step 12 : Close Side Door



Using
No.6
Screw pack
M6*60-EA4



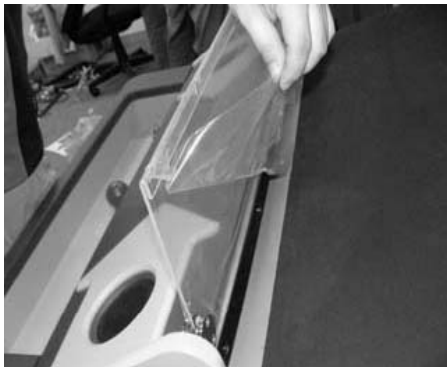
Close the side door and attach with screws using the flat green metal bar.

Step 12 : Add Balls.



Place 40 ~ 50 balls on the foam pad.
Ready to play.

Step 13 : Completion and Power Cable Connection.



After installation, remove protective vinyl from acrylic.
Connect power cable to back side of machine as shown.
Turn on the power switch.
See picture.

7. TROUBLE SHOOTING

| Error | Cause | How to solve |
|---|---|---|
| Black Screen | VGA connector is not properly connected | Check the wiring diagram to re-connect the connector. |
| Game freezes | Possible static electricity | Power cycle, and recheck operation. |
| | Main PCB error | Call service assistance |
| Ticket dispenser not working | Lack of tickets | Verify the amount of tickets |
| | Possible ticket jam | Remove obstruction |
| Balls do not come out | Lack of balls | Refill balls |
| | Foreign substance in the ball outlet | Verify foreign substance before and after discharge and eliminate |
| | Ball mechanism error | Call service assistance |
| LCD sensor not sensing | Foreign substance on acrylic sensor | Eliminate foreign substance on acrylic cover of sensor board |
| | Sensor error | Call service assistance |
| Lamp does not work | Connector is not properly connected | Check the wiring diagram to re-connect the connector |
| | Lamp not lighting | Possibly burnt out - change lamp |
| No Sound | Volume is 0 | Adjust volume in operator mode |
| Game doesn't act like it's powered on. | Main board volume is 0 | Maximize volume of main board |
| | Fuse is burnt out | Change fuse (AC BOX in the backside) |

In case this does not resolve the symptoms, or there are other problems, please call a Bromley Tech at 847-427-0639.

8. OPERATOR MODE

-In the Operator mode, the operator of the establishment can do game set up, machine error checking, record of games, etc.

-To enter the test mode, open the coin box and press "Test button".

-You can only enter the test mode during demo or title screen.

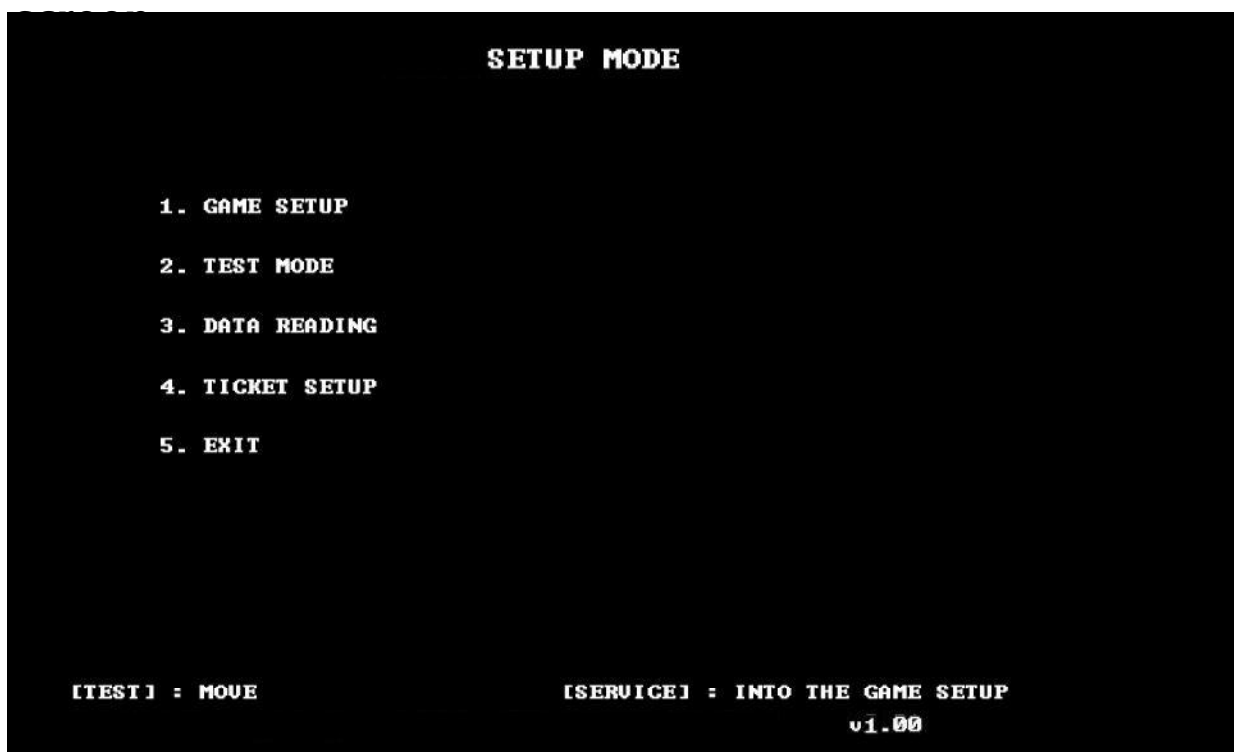
1) Move and select in SETUP mode:

Enter Test Mode via Test Button

Advance through options via Test Button

Select item and increase or decrease numerical value via Service Button.

2) Explanations of SETUP MODE



GAME SETUP

Indicates the name of the menu in test mode

→ 1. GAME SETUP
2. TEST MODE
3. DATA READING
4. TICKET SETUP
5. EXIT

Located in the middle of the screen, indicates the menu items.

Currently selected item is marked by a flashing arrow.

[TEST] : MOVE
[SERVICE] : EXIT DATA READING

Located in the left side lower end, indicates operating process of each item.

3) Main menu

- Basic item for viewing operator settings, tests and records.

SETUP MODE

1. GAME SETUP
2. TEST MODE
3. DATA READING
4. TICKET SETUP
5. EXIT

[TEST] : MOVE

[SERVICE] : INTO THE GAME SETUP
v1.00

| OPERATING EQUIPMENT | PURPOSE |
|---------------------|---|
| Test button | Select item with test button. |
| Service button | Enter selected item with service button |

| SETTING MODE | EXPLANATION |
|-----------------|---|
| 1. GAME SETUP | Setting general game function for game. |
| 2. TEST MODE | Testing and checking various functions of game. |
| 3. DATA | Seeing and initializing the game records. |
| 4. TICKET SETUP | Setting the amount of tickets to be discharged by each level. |
| 5. EXIT | Exiting SETUP MODE |

4) Game setup

- Setting general game functions.



| OPERATING EQUIPMENT | Purpose |
|----------------------------|---------------------------------------|
| Test button | Select item with test button. |
| Service button | Enter select item with service button |

| 1. COIN PER CREDIT |
|--|
| Setup content |
| Setting the number of coins for 1 credit. |
| Setup range |
| 1 COIN, 2 COINS, 3 COINS, 4 COINS, 5 COINS |
| Operating method |
| Service Button: Change the setup number value. |

| 2. GAME LEVEL |
|---|
| Setup content |
| Setting the game difficulty. |
| Setup range |
| VERY EASY / EASY / NORMAL / HARD / VERY HARD |
| Operating method |
| Service button: Change the setup number value |

3. GAME LIFE

Setup content

Setting player life per Credit.

Setup range

1, 2, 3, 4, 5

Operating method

Service button: Change the setup number value.

4. MAX STAGE

Setup content

Setting the maximum number of stages per credit.
The number of max stage cannot be less than the number of game life.

Setup range

2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15

Operating method

Service button: Change the setup number value.

5. DEMO SOUND VOLUME

Setup content

Setting demo and game volume on or off, higher or lower.

Setup range

OFF, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15

Operating method

Service button: Change the setup number value

6. GAME BGM SOUND VOLUME

Setup content

Setting BGM volume on or off, higher or lower.

Setup range

OFF, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15

Operating method

Service button: Change the setup number value

7. GAME EFFECT SOUND VOLUME

Setup content

Setting sound effects on or off, higher or lower.

Setup range

OFF, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15

Operating method

Service button : Change the setup number value

8. TICKET OUT

Setup content

Setting ticket payout on or off.

Setup range

ON, OFF

Operating method

Service button: Change the setup number value.

9. BONUS U.F.O ON/OFF

Setup content

Using bonus item or not.


Setup range

ON, OFF

Operating method

Service button: Change the setup ON or OFF.

ITEM FOR BONUS TICKET RANGE

| | | |
|---|----------------|-------------------|
|  U.F.O | Tickets | Percentage |
| | 2~20 tickets | 0.5% |
| | 10~40 tickets | 1% |
| | 20~60 tickets | 2% |
| | 30~80 tickets | 4% |
| | 50~100 tickets | 92.5% |

10. SET DEFAULT

Setup content

The default properties of the above No 1 ~ No 8 are as follows:

Default setting

| Items | Default properties |
|--------------------------------|--------------------|
| 1. COIN PER CREDIT----- | 1 COIN |
| 2. GAME LEVEL ----- | NORMAL |
| 3. GAME LIFE----- | 2 LIFE |
| 4. MAX STAGE----- | 2 STAGE |
| 5. DEMO SOUND VOLUME----- | OFF |
| 6. GAME BGM SOUND VOLUME----- | 7 |
| 7. GAME EFFECT SOUND VOLUME--- | 10 |
| 8. TICKET OUT----- | ON |
| 9. BONUS U.F.O ----- | ON |

Operating method

Service button: Change the setup number value.

11. SAVE AND EXIT

Setup content

Saving above properties, then exiting GAME SETUP

Setup range

None

Operating method

Service button: Exit

5-A) DATA ROM CHECK



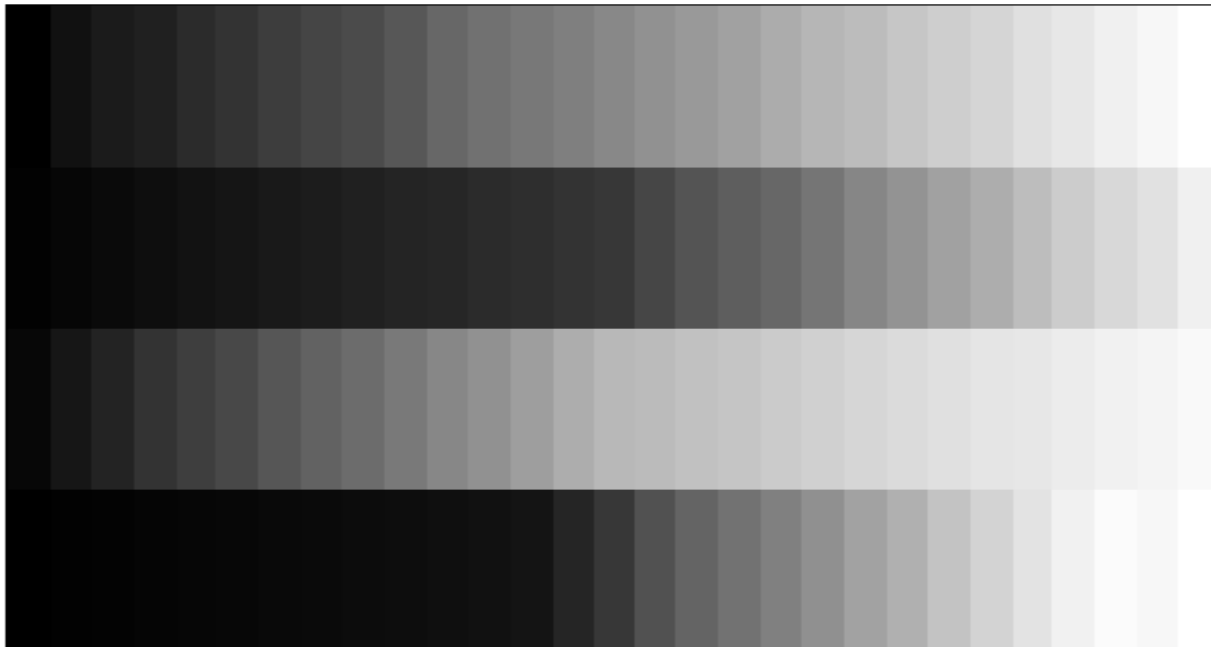
| |
|---|
| 1. DATA ROM TEST |
| Contents |
| Checking game data errors. As checking starts, the process is displayed on the right as (1 ~ 560 / 560). Once the checking has started, it can't be stopped until finished. |
| Checking result |
| When successful: the message "SUCCESS!!" is displayed. When it fails: the message "ERROR!!" is displayed. In this case, the ROM should be replaced. |
| Operating method |
| Service Button: Start checking data by using the service button. |

| 2. BGM SOUND ROM TEST |
|--|
| Contents |
| Checking BGM data and normal operating of BACK GROUND MUSIC. NUMBER means the number of BGM presently played. |
| Checking result |
| Everything is normal if BGM from No 1 ~ No 40 are normally replayed. If there is an error, BGM numbers will not be replayed normally. |
| Operating method |
| Service Button: BGM number increase and auto play. Test Button & Service Button: moving to before item. |

| 3. EFFECT SOUND ROM TEST |
|---|
| Content |
| Checking game EFFECT SOUND and EFFECT SOUND data. NUMBER means the number of the presently played EFFECT SOUND. |
| Checking result |
| Everything is normal if the EFFECT SOUND from No 1 ~ No 40 is normally replayed. If there is an error, the EFFECT SOUND will not be played normally. |
| Operating method |
| Service Button: EFFECT NUMBER increase and auto play. Test Button & Service Button: moving to before item. |

| 4. EXIT |
|---------------------------|
| Content |
| Exiting DATA READING Mode |
| Operating method |
| Service Button: exiting. |

5-B) SCREEN TEST



| SCREEN TEST |
|---|
| Content |
| Checking any irregularities of the screen colors. If irregularities appear, press AUTO button on the LCD control panel in the back of LCD cabinet for automatic adjustment |
| Operating method |
| Test Button & Service Button: exiting SCREEN TEST. |

5-C) SCREEN SENSOR TEST

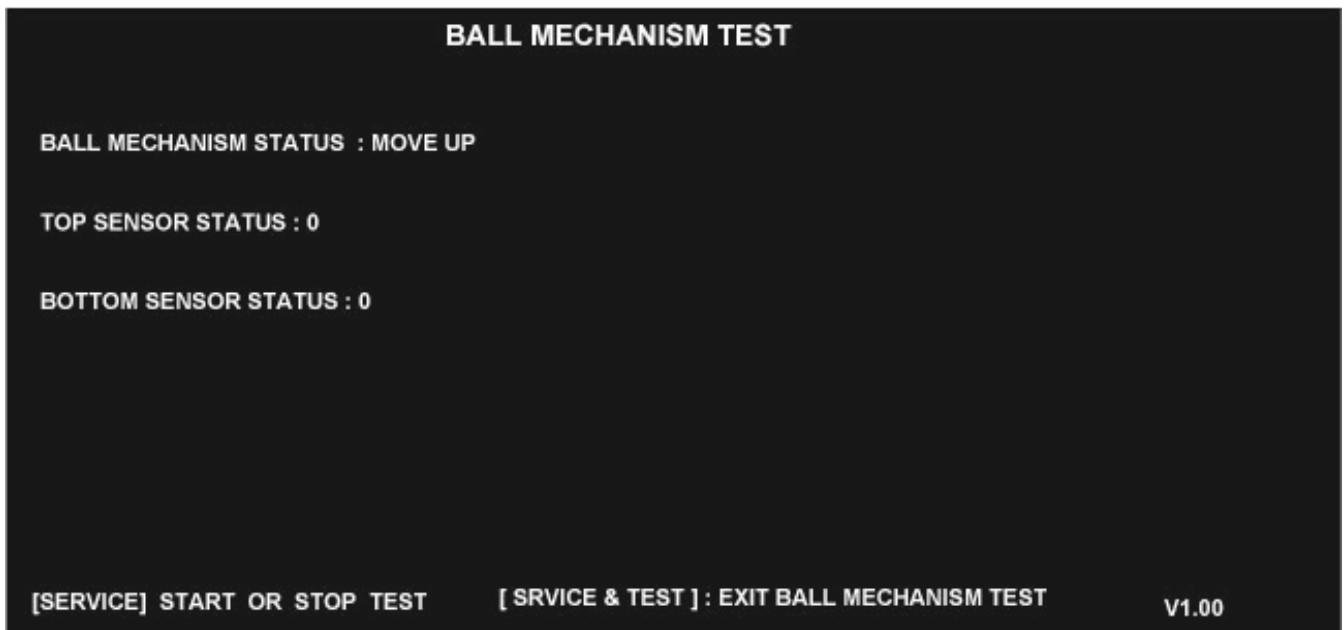
```

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35
1
2
3
4
5
6
7
8
9          SCREEN SENSOR TEST
10
11          X
12
13
14
15
16
17  [TEST & SERVICE] : EXIT
18
19          v1.00

```

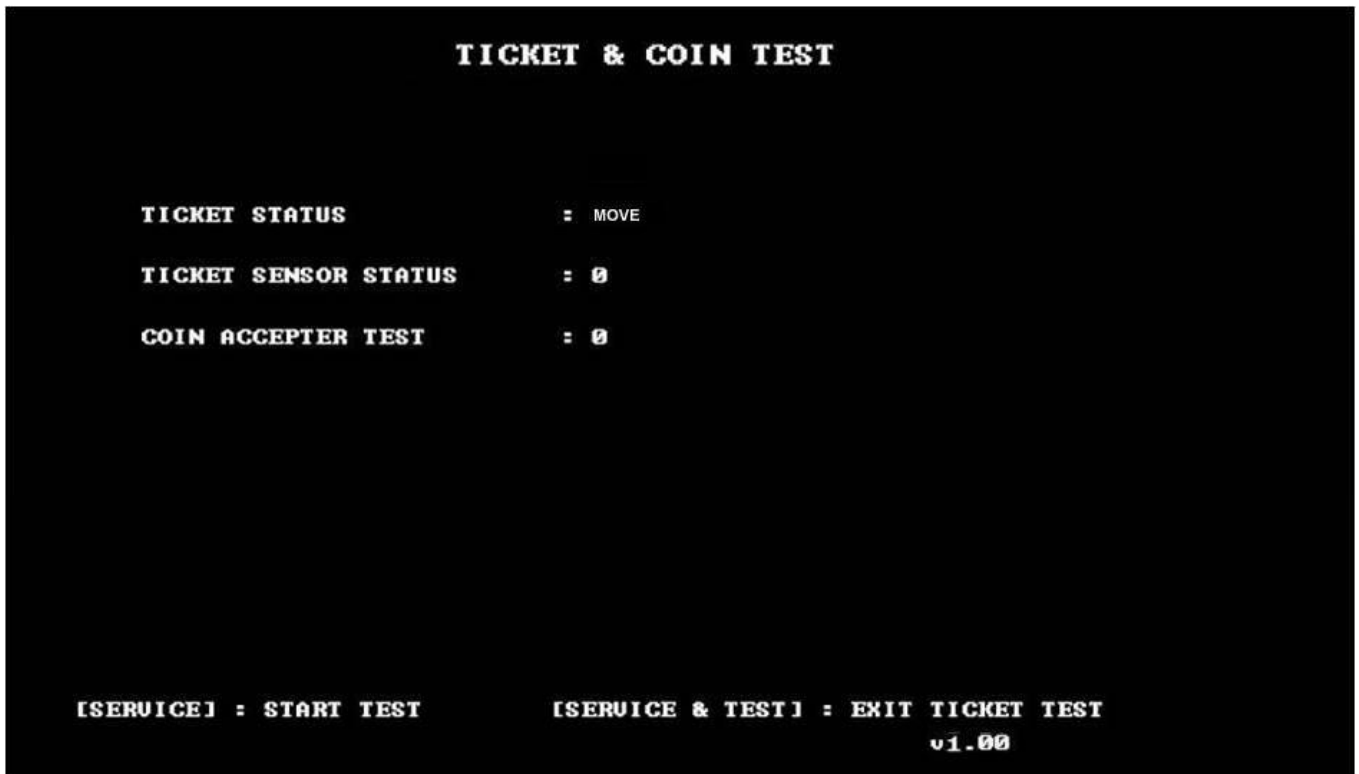
| |
|---|
| SCREEN SENSOR TEST |
| Content |
| Checking SCREEN SENSOR |
| Checking Result |
| <p>Normal: When throwing balls or touching the screen, X cursor matches the location on the screen and is fixed.</p> <p>Error: When throwing balls at the screen, X cursor does not match the location on the screen or X cursor appears momentarily and then immediately moves away.</p> <p>And sensor error is displayed on the screen.</p> |
| Operating method |
| Test Button & Service Button: exiting SCREEN SENSOR TEST. |

5-D) BALL MECHANISM TEST



| BALL MECHANISM TEST |
|---|
| Content |
| Test for ball mechanism |
| Checking Result |
| <p>When ball mechanism moving up : The ball mechanism status will change" MOVE UP"</p> <p>When ball mechanism moving down: The ball mechanism status will change "MOVE DOWN"</p> <p>When Ball mechanism stop : the ball Mechanism status will change "STOP"</p> <p>Ball mechanism reaches top : The top sensor status will change from "0" to "1"</p> <p>Ball mechanism reaches bottom : The bottom sensor status will change from "0" to "1"</p> |
| Operating method |
| <p>Service Button: start and stop for test.</p> <p>Test button & Service Button: Push both buttons to move out from this mode.</p> |

5-E) TICKET & COIN TEST

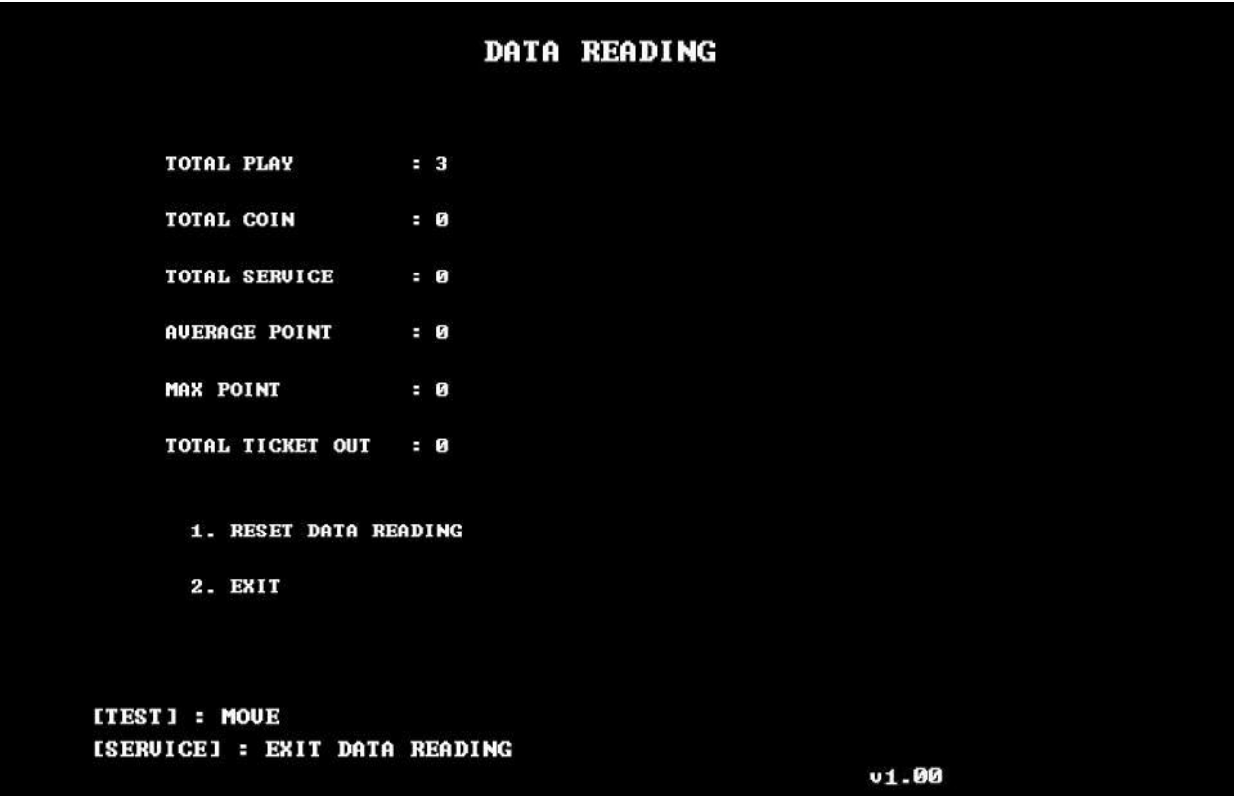


| TICKET STATUS |
|--|
| Content |
| Checking ticket dispenser. |
| Checking Result |
| When the ticket dispenser is operating normally, it will change from "stop" to "move". |
| Operating method |
| Service Button: Start test by using service button Test button & Service Button: moving to before item. |

| |
|--|
| TICKET SENSOR STATUS |
| Content |
| Checking ticket dispenser sensor |
| Checking Result |
| When the sensor detects a ticket has been dispensed, the number will change From "1" to "0". Error: The numbers do not change from "1" or "0". |
| Operating method |
| Service Button: start test by using service button Test button & Service Button: moving to before item. |

| |
|---|
| COIN ACCEPTOR TEST |
| Content |
| Checking coin acceptor |
| Checking Result |
| When the coin acceptor operates normally, the number changes from "1" to "0". Error: The number does not change from "1" or "0". |
| Operating method |
| Test coin acceptor by inserting a coin. Test Button & Service Button: moving to before item. |

6) DATA READING



| OPERATING EQUIPMENT | PURPOSE |
|---------------------|---|
| Test Button | Select item with Test Button |
| Service Button | Enter the selected item with Service Button |

| DATA READING | |
|----------------------------|---|
| Purpose | |
| Reading game data records. | |
| Contents | |
| Item | Explanations |
| TOTAL PLAY | Indicating the number of accumulated plays & coins up to the present. |
| TOTAL COIN | Indicating the total number of increased credits by service button. |
| TOTAL SERVICE | Indicating average value of accumulated to present. (Reference when discharge of ticket) |
| AVERAGE POINT | Indicating the total number of points made to present. |
| TOTAL TICKET OUT | Indicating the total number of discharged tickets made to present. |

| 1. RESET DATA READING |
|---|
| Content |
| Initialization of all properties of DATA READING to "0" Be careful!!! RESETTING DATA destroys previous data. |
| Operating method |
| Service Button: execute initialization. |

| 2. EXIT |
|----------------------------|
| Content |
| Exiting DATA READING mode. |
| Operating method |
| Service Button : exiting |

| |
|--|
| 1. SCORE PER TICKET |
| Setup content |
| Setting minimum points for per ticket payout. |
| Setup range |
| 00000~99999 |
| Operating method |
| <p>Test Button: unit change Service Button: 1 increase at a time. Test Button & Service Button: moving to before item.</p> |

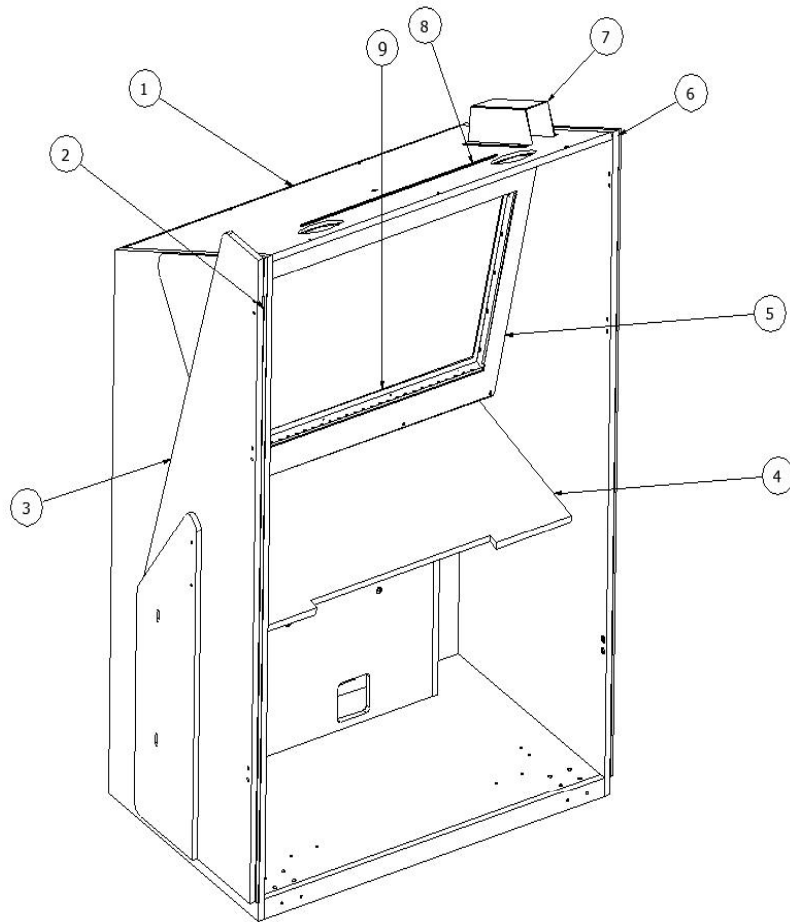
| | |
|--|--|
| 1. SET DEFAULT | |
| Setup content | |
| The ticket payout default values are as follows: | |
| Default setting | |
| Item | default properties |
| 1. MINIMUM NUMBER OF TICKETS | 1 |
| 2. SCORE PER TICKET | 10000 (Discharge 1 tickets per coin and a ticket per 1000 points according to play point) |
| Operating method | |
| Service Button: setting to default properties. | |

| |
|---|
| 1. SAVE AND EXIT |
| Setup content |
| Saving above properties, then exiting GAME SETUP. |
| Operating method |
| Service Button: execute selected item. |

| |
|--|
| 1. EXIT |
| Setup content |
| Saving set values and exiting TICKET SETUP MODE. |
| Operating method |
| Service Button: execute selected item. |

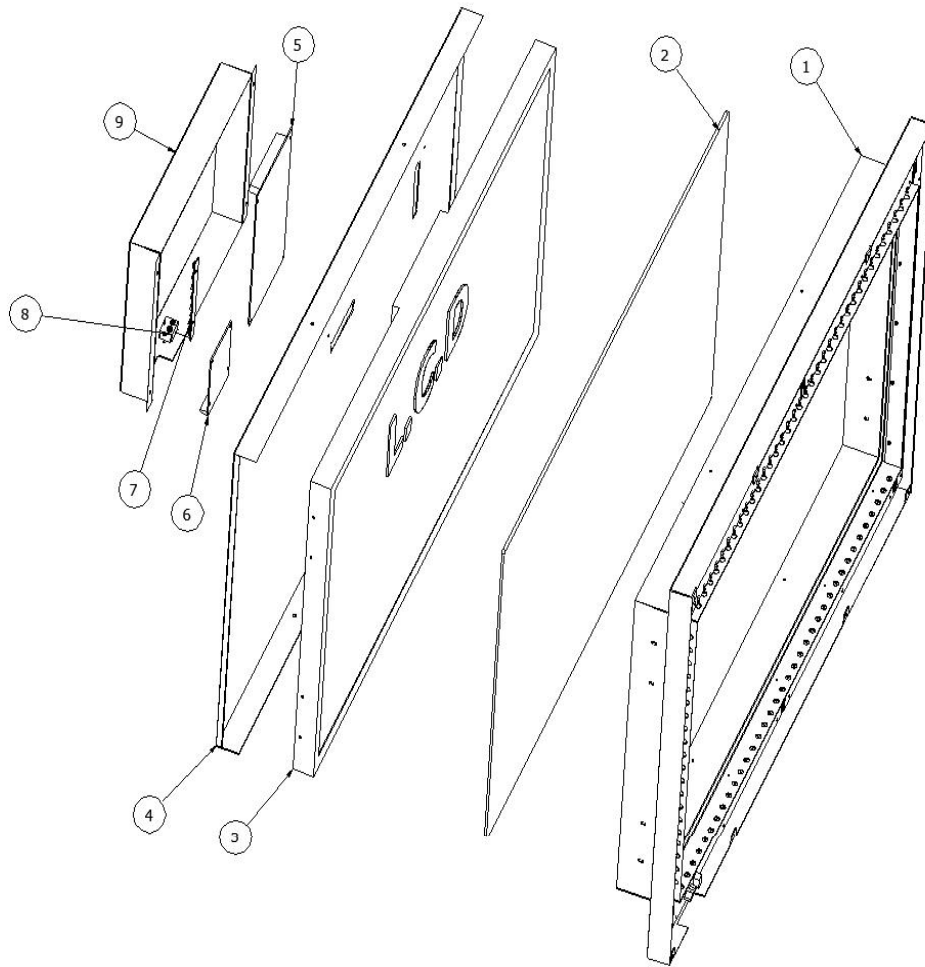
9. Replacement Parts

LCD-CABINET



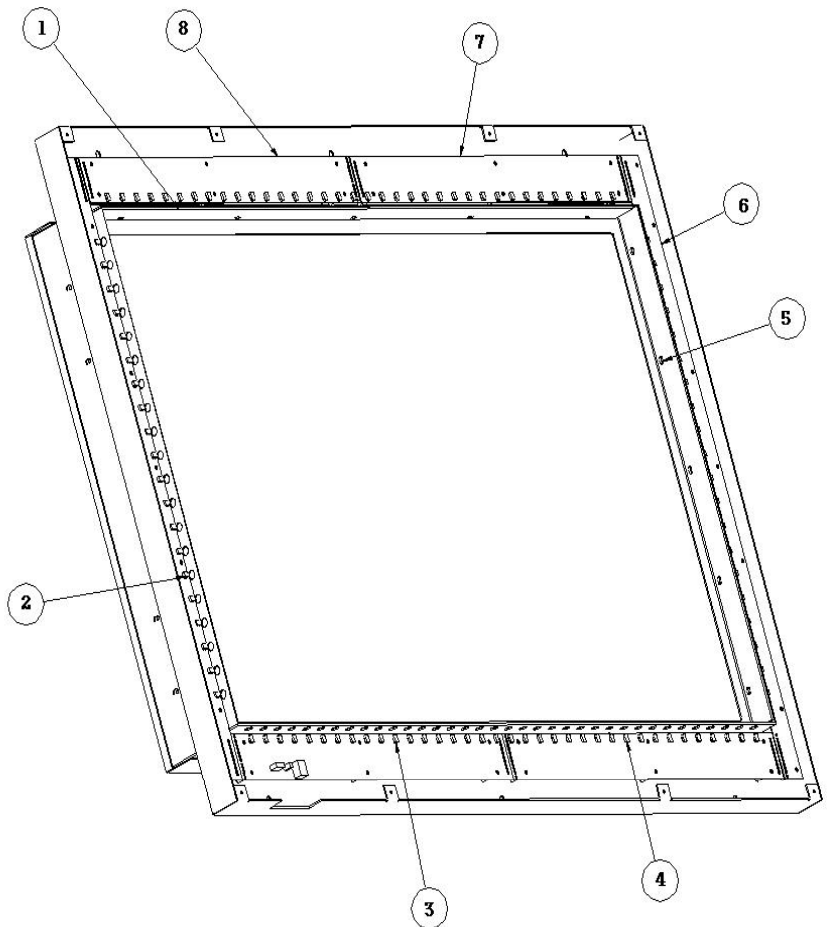
| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|------------------|----------|----------|
| 1 | LCD CABINET | CB-2004 | 1 |
| 2 | WING-HINGE | CB-9010 | 6 |
| 3 | WING-R | CB-2005 | 1 |
| 4 | REAR-SLIDE-PLATE | CB-2008 | 1 |
| 5 | LCD-SENSOR-COVER | CB-3008 | 1 |
| 6 | WING-L | CB-2006 | 1 |
| 7 | MARQUEE-BRKT5 | CB-3014 | 1 |
| 8 | MARQUEE-BRKT4 | CB-3013 | 1 |
| 9 | LCD-ASSY | | 1 |

LCD-ASSY



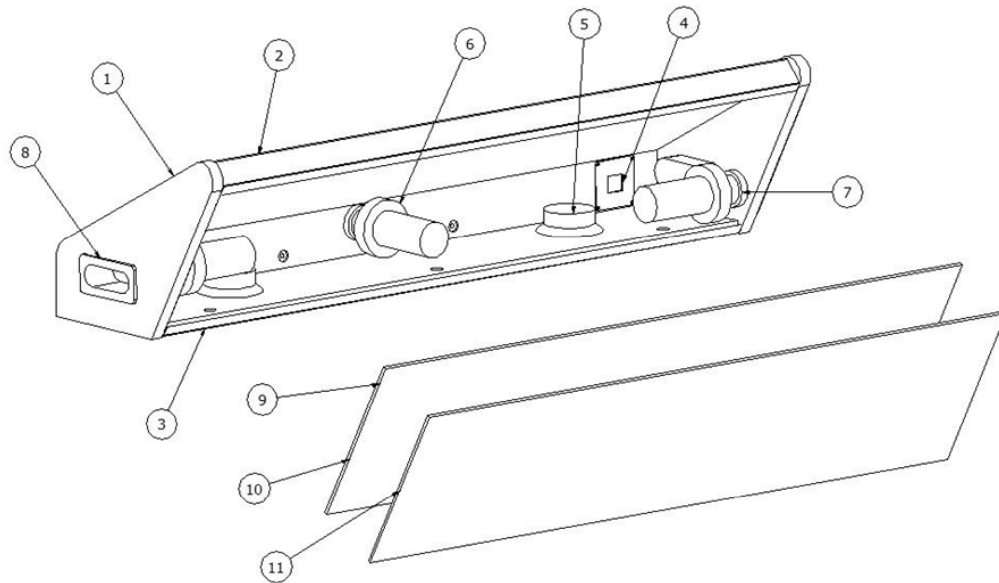
| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|-----------------------|----------|----------|
| 1 | LCD-FRAME | CB-3005 | 1 |
| 2 | LCD-GLASS | CB-9009 | 1 |
| 3 | LCD | CB-8013 | 1 |
| 4 | LCD-FRAME-COVER | CB-3008 | 1 |
| 5 | LCD-POWER-BOARD | CB-4011 | 1 |
| 6 | A/D-BOARD | CB-4009 | 1 |
| 7 | A/D-CONTROL-BOARD | CB-4010 | 1 |
| 8 | AC-INET | CB-8008 | 1 |
| 9 | LCD-FRAME-BOARD-COVER | CB-3007 | 1 |

LCD-ASSY



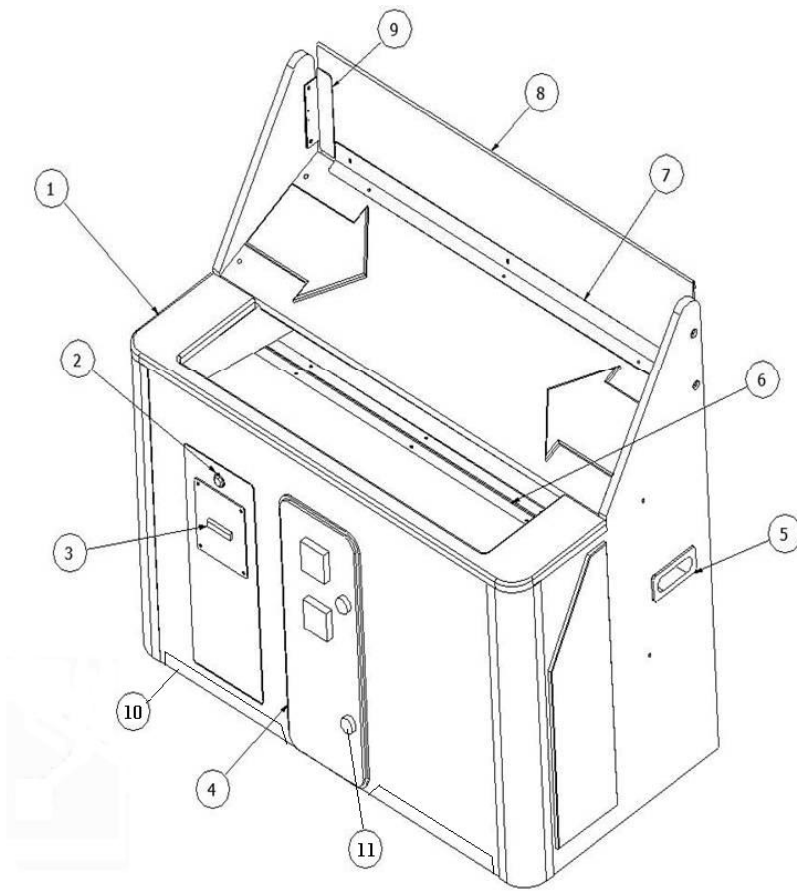
| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|------------------|----------|----------|
| 1 | SENSOR ACRYLIC-A | CB-6002 | 2 |
| 2 | F-SENSOR-BOARD | CB-4007 | 1 |
| 3 | E-SENSOR-BOARD | CB-4006 | 1 |
| 4 | D-SENSOR-BOARD | CB-4005 | 1 |
| 5 | SENSOR ACRYLIC-B | CB6003 | 2 |
| 6 | C-SENSOR-BOARD | CB-4004 | 1 |
| 7 | B-SENSOR-BOARD | CB-4003 | 1 |
| 8 | A-SENSOR-BOARD | CB-4002 | 1 |

MARQUEE-ASSY



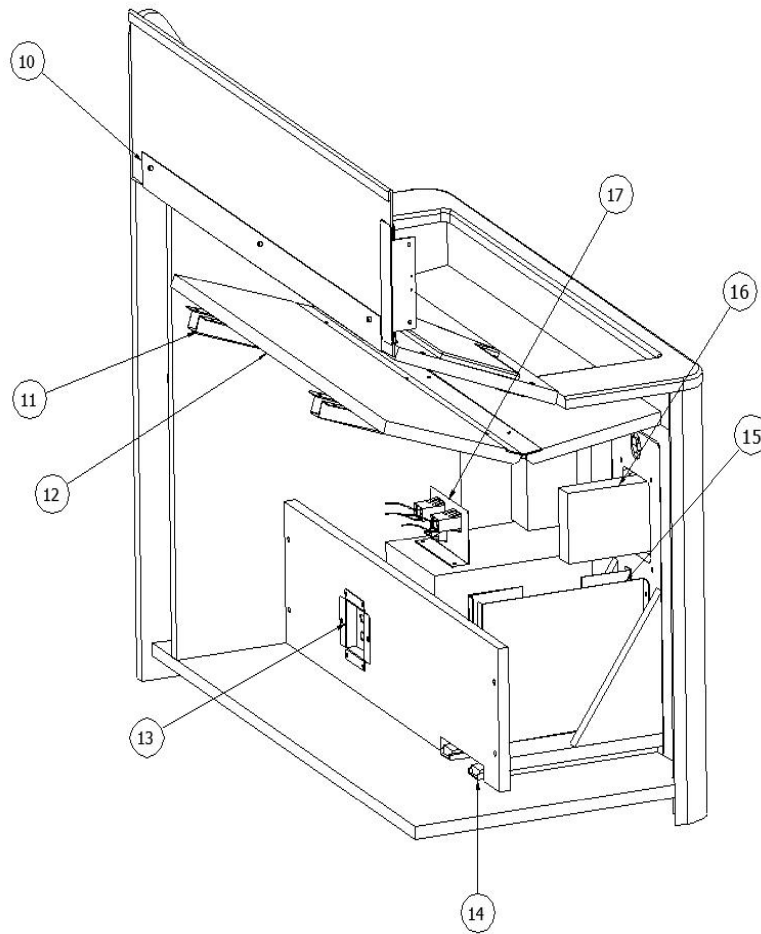
| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|----------------------|----------|----------|
| 1 | MARQUEE-CABINET | CB-2003 | 1 |
| 2 | MARQUEE-TOP-PLATE | CB-3009 | 1 |
| 3 | MARQUEE-BOTTOM-PLATE | CB-3010 | 1 |
| 4 | MARQUEE-WIRE-BRK | CB-3011 | 1 |
| 5 | SPEAKER | CB-8014 | 2 |
| 6 | LAMP | CB-8011 | 3 |
| 7 | LAMP-SOCKET | CB-8016 | 3 |
| 8 | RUBBER-HANDLE | CB-9013 | 2 |
| 9 | MARQUEE-ACRYLIC-3 | CB-6006 | 1 |
| 10 | MARQUEE | CB-5017 | 1 |
| 11 | MARQUEE-ACRYLIC-5 | CB-6004 | 1 |

PLAY-CABINET



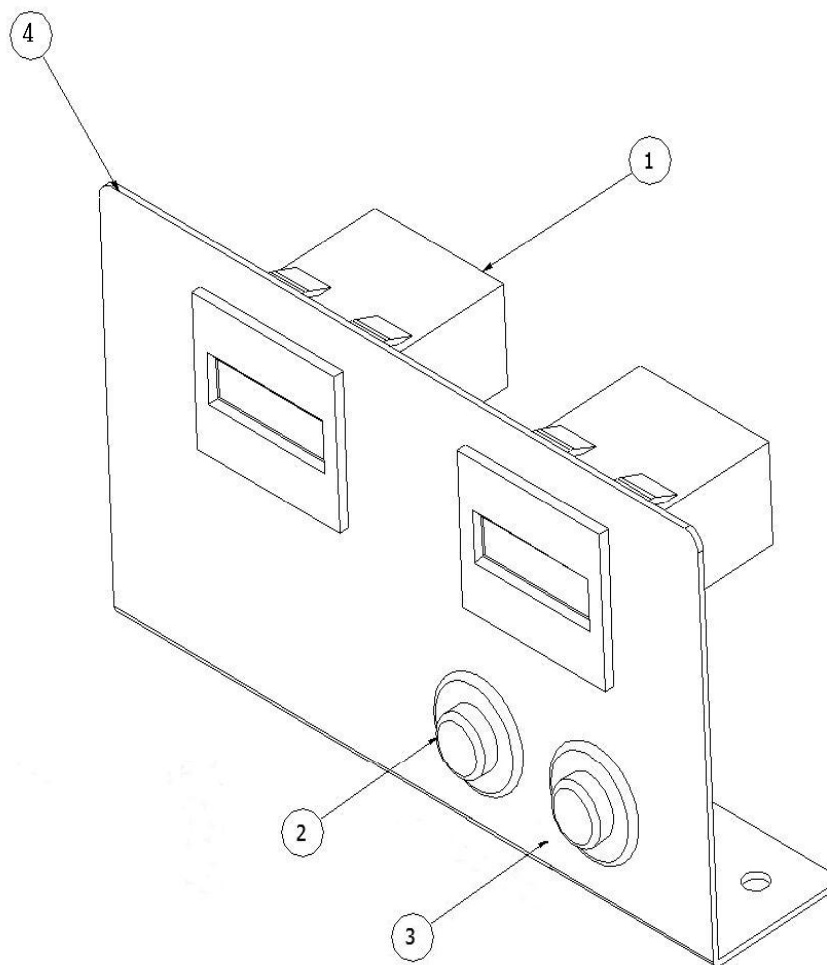
| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|-------------------|----------|----------|
| 1 | PLAY-CABINET | CB-2001 | 1 |
| 2 | DOOR LOCK | CB-9011 | 1 |
| 3 | TICKET-FIX-BRKT | CB-3034 | 1 |
| 4 | COIN-DOOR | CB-9012 | 1 |
| 5 | RUBBER-HANDLE | CB-9013 | 2 |
| 6 | SLIDE-PLATE-HINGE | CB-9014 | 1 |
| 7 | ACRYLIC-COVER2 | CB-3001 | 1 |
| 8 | FENCE-ACRYLIC | CB-6001 | 1 |
| 9 | ACRYLIC-SIDE-BRKT | CB-3003 | 2 |
| 10 | PROTECT-BRKT | CB-3042 | 2 |
| 11 | COIN-DOOR-LOCK | CB-9016 | 2 |

PLAY-CABINET



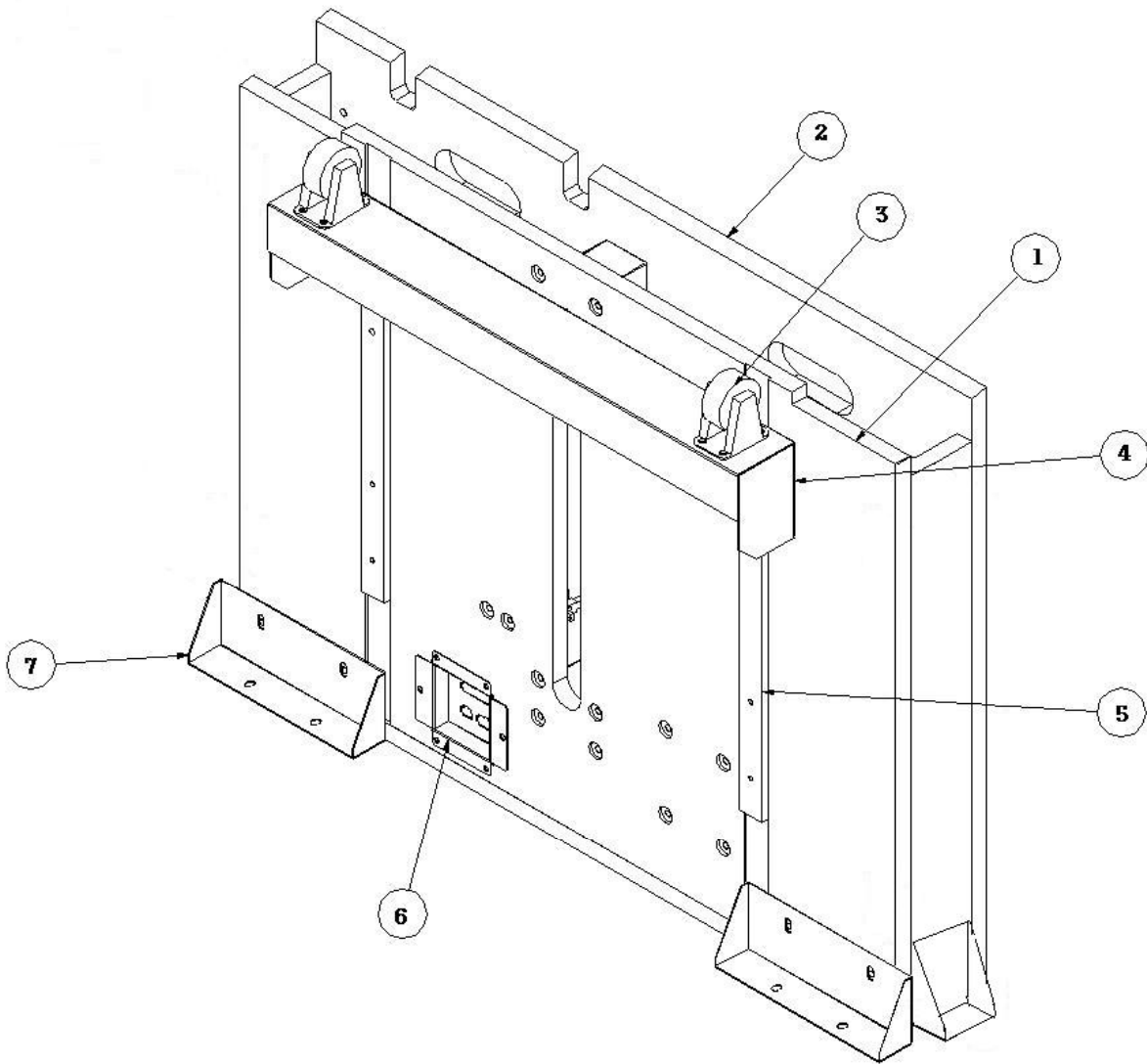
| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|----------------------|----------|----------|
| 11 | BM-FRONT-PLATE-BRKT2 | CB-3022 | 2 |
| 12 | FRONT-SLIDE-PLATE | CB-2010 | 1 |
| 13 | WIRE-BRKT4 | CB-3026 | 1 |
| 14 | TICKET-SLIDE-RAIL | CB-9017 | 2 |
| 15 | TICKET-BOX | CB-3033 | 1 |
| 16 | TICKET-DISPENCER | CB-8005 | 1 |
| 17 | CONTROL-PANNEL-ASSY | | 1 |

CONTROL-PANEL-ASSY



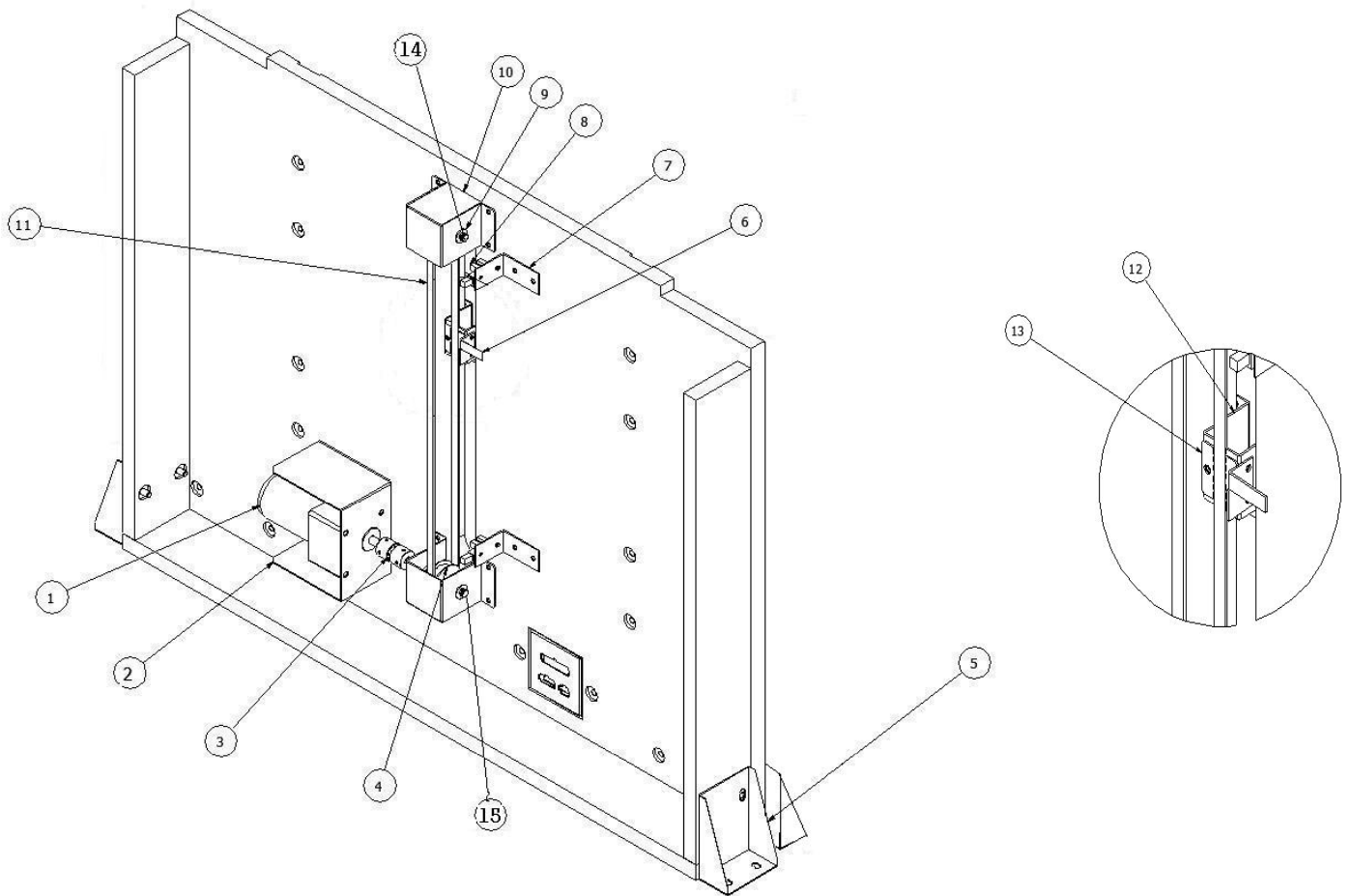
| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|---------------|----------|----------|
| 1 | COUNTER | CB-8004 | 2 |
| 2 | PUSH-BUTTON-B | CB-8003 | 1 |
| 3 | PUSH-BUTTON-A | CB-8002 | 1 |
| 4 | CONTROL-PANEL | CB-3038 | 1 |

BALL-MECHA



| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|-------------------|----------|----------|
| 1 | BALL-CABINET | CB-2002 | 1 |
| 2 | BC-REAR-PLATE | CB-2011 | 1 |
| 3 | MECHA-WHEEL | CB-7008 | 1 |
| 4 | BM-BASE | CB-3015 | 1 |
| 5 | SLIDE-RAIL | CB-7006 | 2 |
| 6 | WIRE-BRKT4 | CB-3026 | 1 |
| 7 | BM-MECHA-FIX-BRKT | CB3024 | 2 |

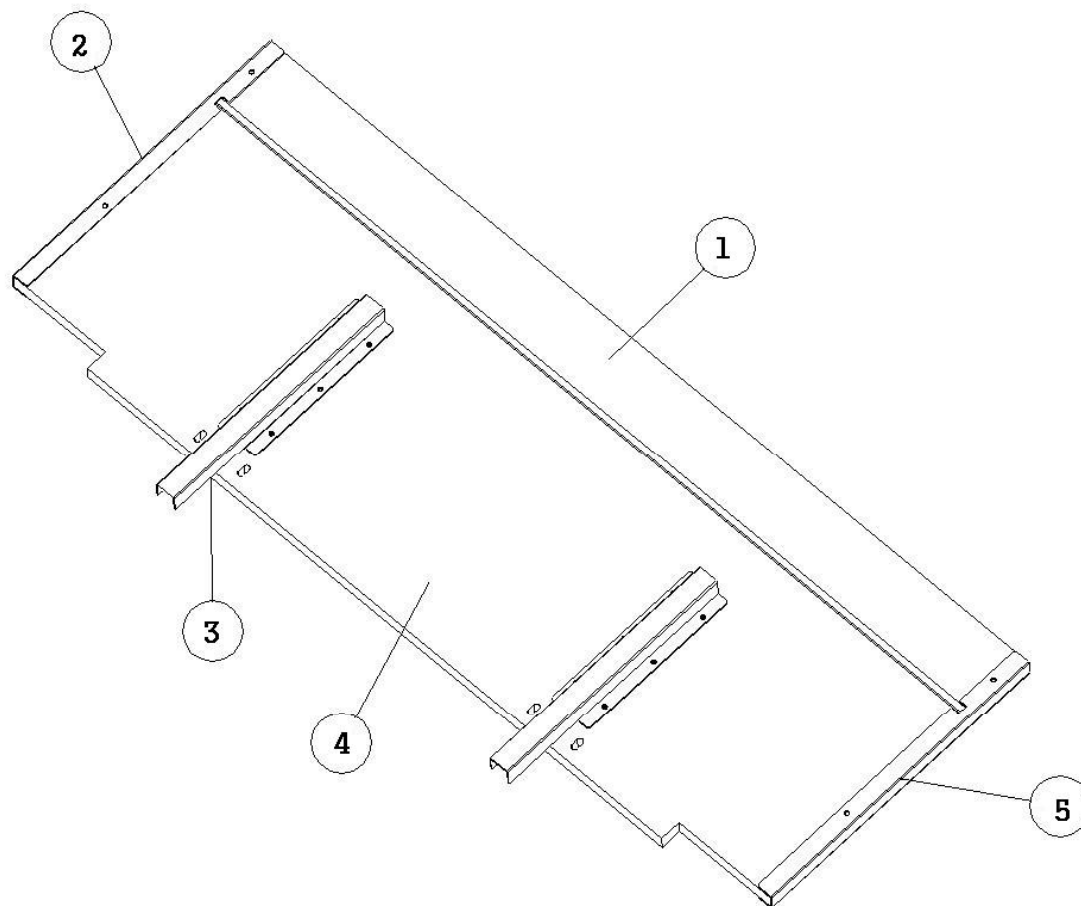
BALL-MECHA



| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|--------------------|----------|----------|
| 1 | MOTOR | CB-8001 | 1 |
| 2 | BM-MOTOR-BRKT | CB-3019 | 1 |
| 3 | COUPLING | CB-7007 | 1 |
| 4 | PULLY | CB-7003 | 2 |
| 5 | BM-MECHA-FIX-BRKT2 | CB-3025 | 2 |
| 6 | BM-SENSOR-CHECKER | CB-3023 | 1 |
| 7 | BM-SENSOR-BRKT | CB-3020 | 1 |

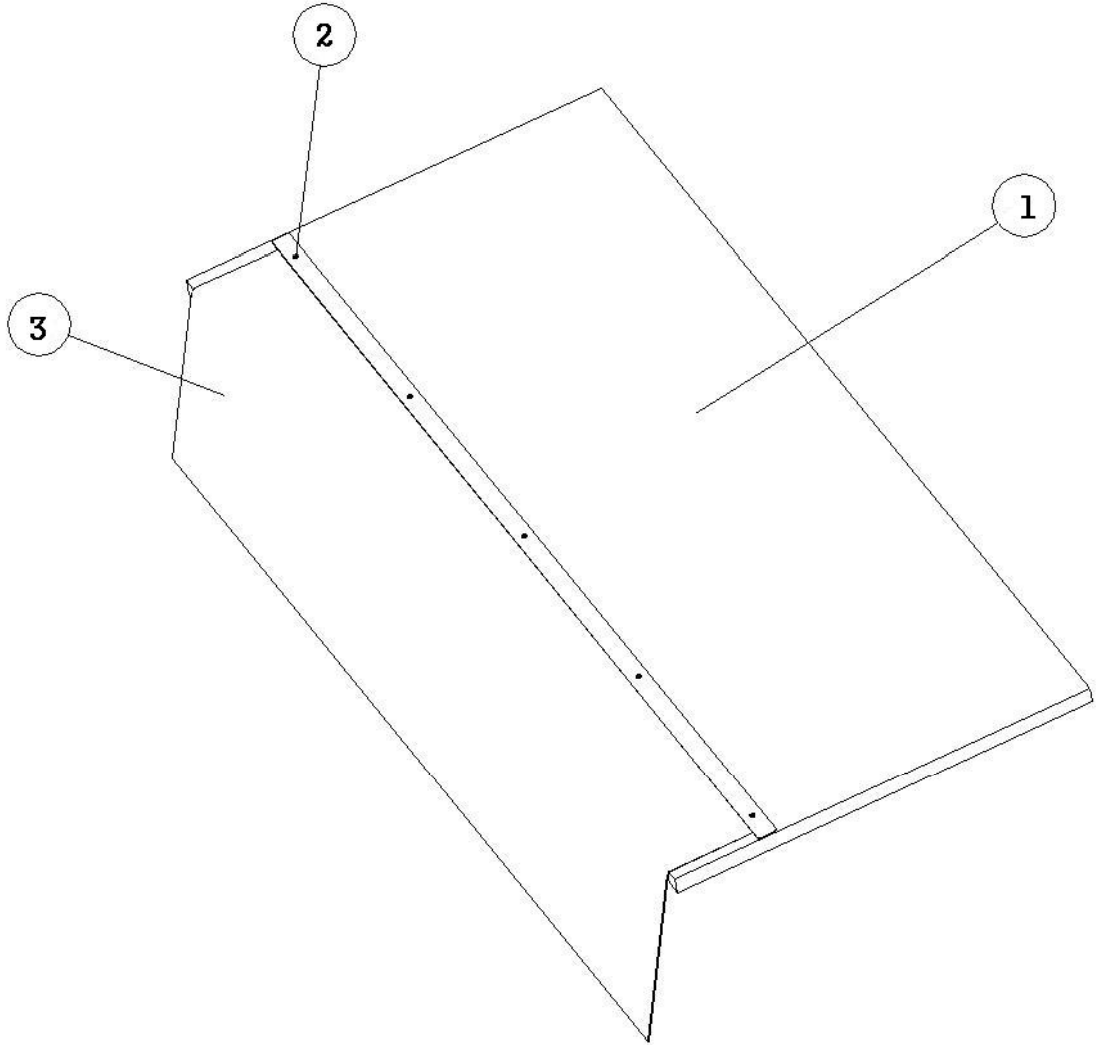
| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|-----------------|----------|----------|
| 8 | MECHA-SENSOR | CB-8015 | 2 |
| 9 | BEARING | CB-7005 | 4 |
| 10 | BM-PULLY-BRKT | CB-3018 | 1 |
| 11 | TIMMING-BELT | CB-7004 | 1 |
| 12 | BM-BELT-BRKT | CB-3016 | 2 |
| 13 | BM-BELT-BRKT3-2 | CB-3017 | 1 |
| 14 | PULLY-SHAFT | CB-7001 | 1 |
| 15 | MOTOR-SHAFT | CB-7002 | 1 |

Middle slide plate.

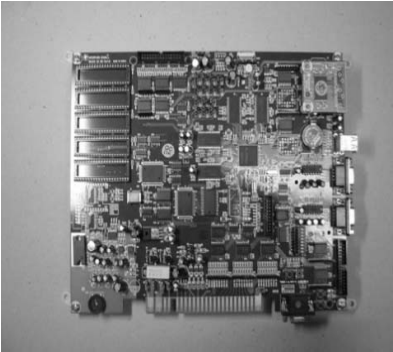







| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|---------------------|----------|----------|
| 1 | MIDDLE-SLIDE-PLATE | CB-2007 | 1 |
| 2 | SLIDE-PLATE-BRKT-L | CB-3041 | 1 |
| 3 | BM-FRONT-PLATE-BRKT | CB-3021 | 1 |
| 4 | MIDDLE-SLIDE-PLATE2 | CB-2008 | 1 |
| 5 | SLIDE-PLATE-BRKT | CB-3040 | 1 |


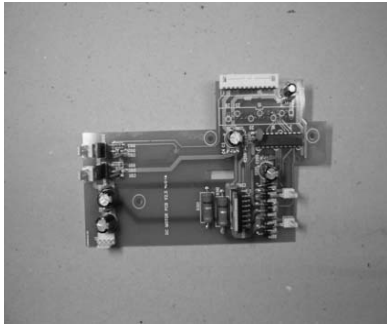
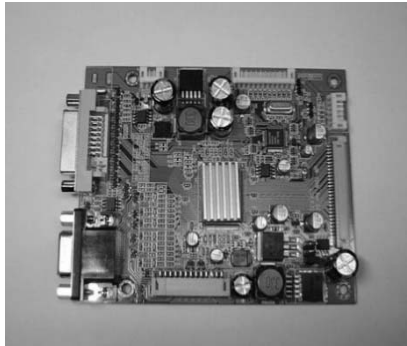
Rear slide plate.

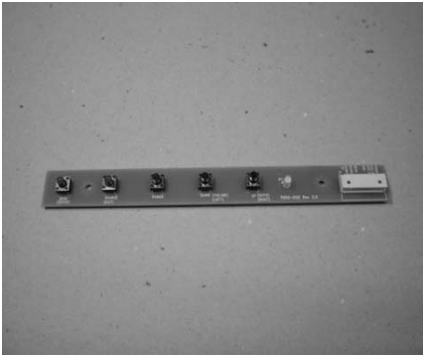
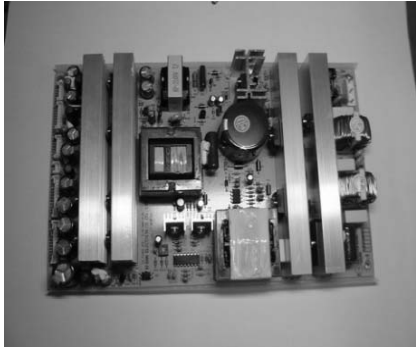






| NO | DESCRIPTION | PART NO. | QUANTITY |
|----|------------------|----------|----------|
| 1 | REAR-SLIDE-PLATE | CB-2009 | 1 |
| 2 | MECHA-COVER-BRKT | CB-3032 | 1 |
| 3 | MECHA-COVER | CB-6005 | 1 |



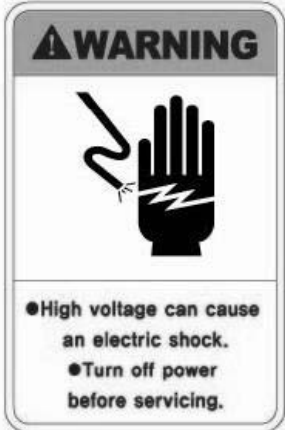
| | | | | | |
|--|------------|--|----------------|--|----------------|
| NO | 1 | NO | 2 | NO | 3 |
| PART No | CB-4001 | PART No | CB-4002 | PART No | CB-4003 |
| DESCRIPTION | MAIN-BOARD | DESCRIPTION | A-SENSOR-BOARD | DESCRIPTION | B-SENSOR-BOARD |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | 1EA |
|  | |  | |  | |

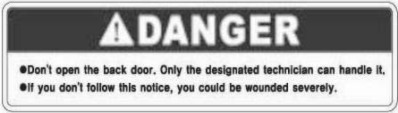

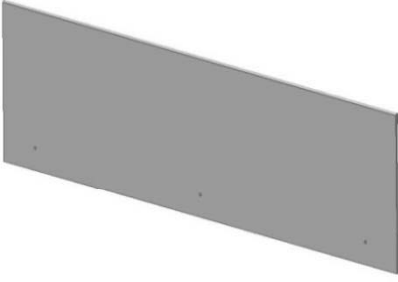
| | | | | | |
|---|----------------|---|----------------|---|----------------|
| NO | 4 | NO | 5 | NO | 6 |
| PART No | CB-4004 | PART No | CB-4005 | PART No | CB-4006 |
| DESCRIPTION | C-SENSOR-BOARD | DESCRIPTION | D-SENSOR-BOARD | DESCRIPTION | E-SENSOR-BOARD |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | 1EA |
|  | |  | |  | |


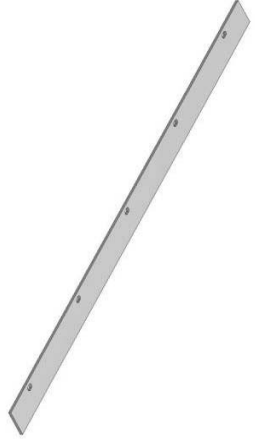

| | | | | | |
|--|----------------|--|-------------|--|-----------|
| NO | 7 | NO | 8 | NO | 9 |
| PART No | CB-4007 | PART No | CB-4008 | PART No | CB-4009 |
| DESCRIPTION | F-SENSOR-BOARD | DESCRIPTION | MOTOR-BOARD | DESCRIPTION | A/D-BOARD |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | 1EA |
|  | |  | |  | |

| | | | | | |
|---|-------------------|--|-----------------|---|--------------------|
| NO | 10 | NO | 11 | NO | 12 |
| PART No | CB-4010 | PART No | CB-4011 | PART No | CB-5001 |
| DESCRIPTION | A/D-CONTROL-BOARD | DESCRIPTION | LCD-POWER-BOARD | DESCRIPTION | TICKET-OUT STICKER |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | 1EA |
|  | |  | |  | |


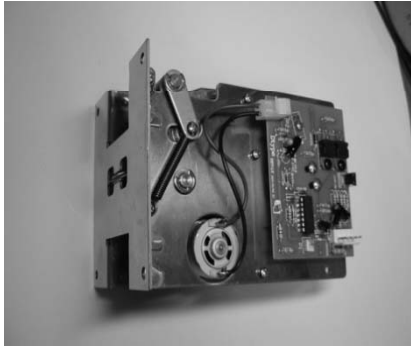


| | | | | | |
|---|---------------|--|----------------|--|----------------|
| NO | 13 | NO | 14 | NO | 15 |
| PART No | CB-5002 | PART No | CB-5003 | PART No | CB-5004 |
| DESCRIPTION | FRONT STICKER | DESCRIPTION | R-WING STICKER | DESCRIPTION | L-WING STICKER |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | 1EA |
|  | |  | |  | |



| | | | | | |
|---|--------------|---|--------------|---|--------------|
| NO | 16 | NO | 17 | NO | 18 |
| PART No | CB-5005 | PART No | CB-5006 | PART No | CB-5007 |
| DESCRIPTION | PL STICKER-1 | DESCRIPTION | PL-STICKER-2 | DESCRIPTION | PL-STICKER-3 |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | 3EA |
|  | |  | |  | |




| | | | | | |
|---|--------------|--|--------------|---|-------------|
| NO | 19 | NO | 20 | NO | 21 |
| PART No | CB-5008 | PART No | CB-5009 | PART No | CB-6001 |
| DESCRIPTION | PL-STICKER-4 | DESCRIPTION | FORK STICKER | DESCRIPTION | FENCE-ACRYL |
| Q'TY | 3EA | Q'TY | 2EA | Q'TY | 1EA |
|  | |  | |  | |




| | | | | | |
|---|------------------|---|------------------|---|-------------------|
| NO | 22 | NO | 23 | NO | 24 |
| PART No | CB-6002 | PART No | CB-6003 | PART No | CB-6004 |
| DESCRIPTION | SENSOR-ACRYLIC-A | DESCRIPTION | SENSOR-ACRYLIC-B | DESCRIPTION | MARQUEE-ACRYLIC-5 |
| Q'TY | 2EA | Q'TY | 2EA | Q'TY | 1EA |
|  | |  | |  | |




| | | | | | |
|---|---------|--|---------------|---|---------------|
| NO | 25 | NO | 26 | NO | 27 |
| PART No | CB-8001 | PART No | CB-8002 | PART No | CB-8003 |
| DESCRIPTION | MOTOR | DESCRIPTION | PUSH-BUTTON-A | DESCRIPTION | PUSH-BUTTON-B |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | 1EA |
|  | |  | |  | |


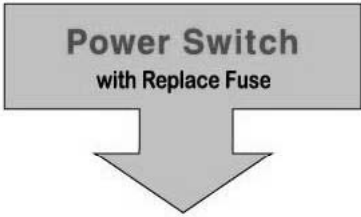

| | | | | | |
|---|---------|--|------------------|---|----------------|
| NO | 28 | NO | 29 | NO | 30 |
| PART No | CB-8004 | PART No | CB-8005 | PART No | CB-8006 |
| DESCRIPTION | COUNTER | DESCRIPTION | TICKET-DISPENSER | DESCRIPTION | COIN-MECHANISM |
| Q'TY | 2EA | Q'TY | 1EA | Q'TY | 2EA |
|  | |  | |  | |
| | | | |  | |



| | | | | | |
|---|-----------|--|---------|---|--------------|
| NO | 31 | NO | 32 | NO | 33 |
| PART No | CB-8007 | PART No | CB-8008 | PART No | CB-8009 |
| DESCRIPTION | ATX-POWER | DESCRIPTION | AC-INET | DESCRIPTION | NOISE-FILTER |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | 1EA |
|  | |  | |  | |

| | | | | | |
|---|---------|---|---------|---|---------|
| NO | 34 | NO | 35 | NO | 36 |
| PART No | CB-8010 | PART No | CB-8011 | PART No | CB-8012 |
| DESCRIPTION | FUSE | DESCRIPTION | LAMP | DESCRIPTION | AC-CORD |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | 1EA |
|  | |  | |  | |

| | | | | | |
|---|-----------|---|---------|---|--------------|
| NO | 37 | NO | 38 | NO | 39 |
| PART No | CB-8013 | PART No | CB-8014 | PART No | CB-8015 |
| DESCRIPTION | LCD PANEL | DESCRIPTION | SPEAKER | DESCRIPTION | MECHA-SENSOR |
| Q'TY | 1EA | Q'TY | 2EA | Q'TY | 2EA |
|  | |  | |  | |

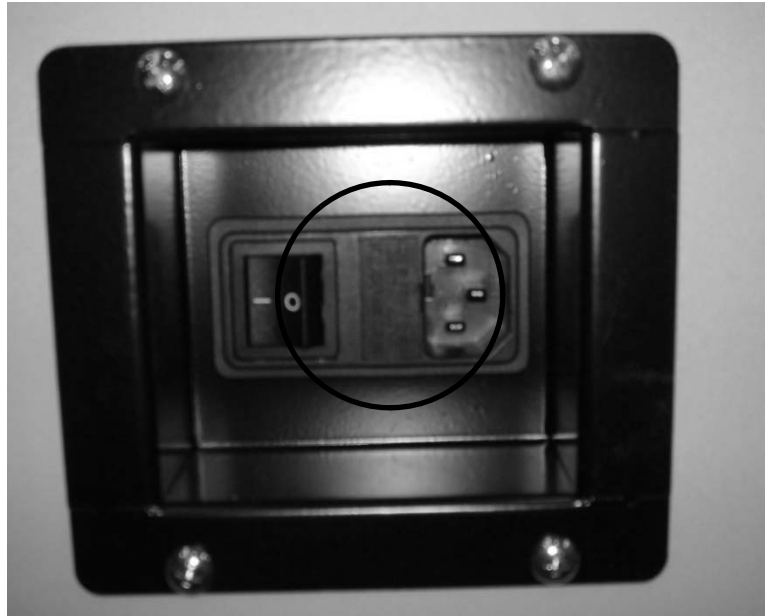
| | | | | | |
|---|-----------------------|---|---------------------------|---|---------------|
| NO | 40 | NO | 41 | NO | 42 |
| PART No | CB-5010 | PART No | CB-5011 | PART No | CB-5012 |
| DESCRIPTION | CONTROL-PANEL STICKER | DESCRIPTION | LCD-CONTROL BOARD-STICKER | DESCRIPTION | POWER-STICKER |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | 1EA |
|  | |  | |  | |

| | | | | | |
|---|-------------------|---|----------------|--|----------------------|
| NO | 43 | NO | 44 | NO | 45 |
| PART No | CB-6006 | PART No | CB-5014 | PART No | CB-5015 |
| DESCRIPTION | MARQUEE-ACRYLIC-3 | DESCRIPTION | SWITCH-STICKER | DESCRIPTION | DO NOT STAND STICKER |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | 1EA |
|  | |  | |  | |

| | | | | | |
|---|----------------------|--|---------|-------------|--|
| NO | 46 | NO | 47 | NO | |
| PART No | CB-5016 | PART No | CB-5017 | PART No | |
| DESCRIPTION | TICKET-CHAGE STICKER | DESCRIPTION | MARQUEE | DESCRIPTION | |
| Q'TY | 1EA | Q'TY | 1EA | Q'TY | |
|  | |  | | | |

How to change Fuse.

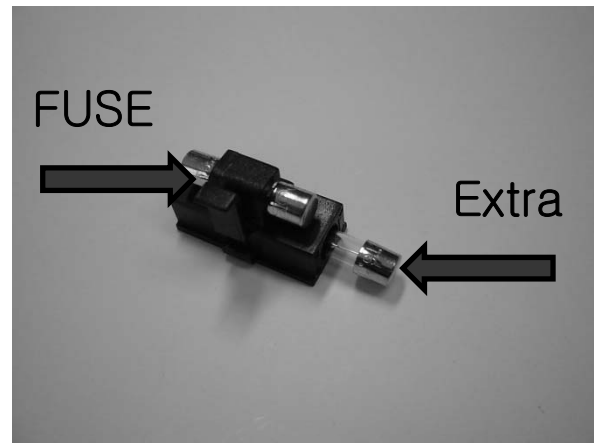
1. The fuse located in AC-BOX as shown.



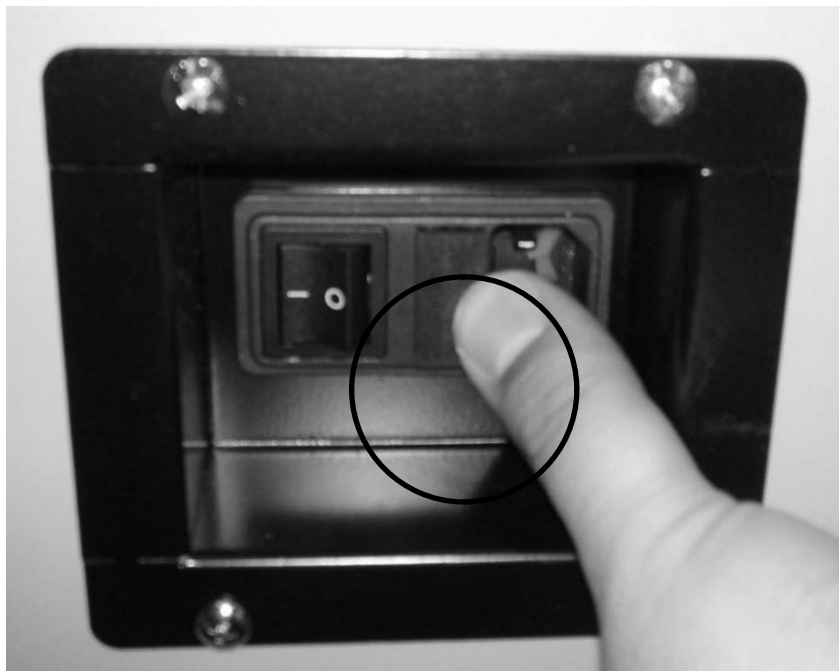
2. Take fuse cover off using tool as shown in picture.

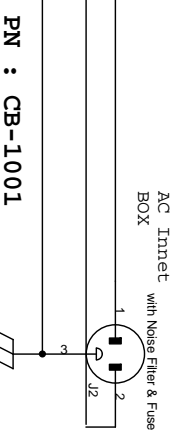
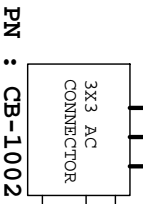
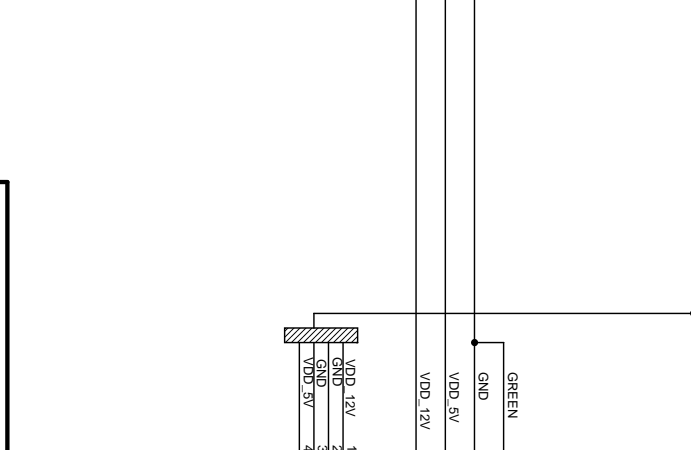
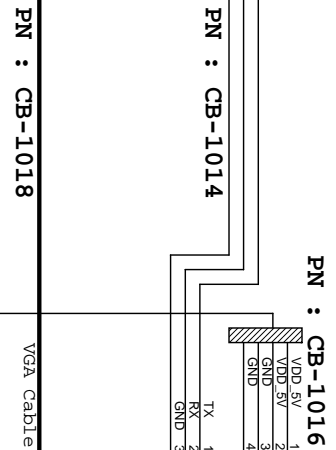
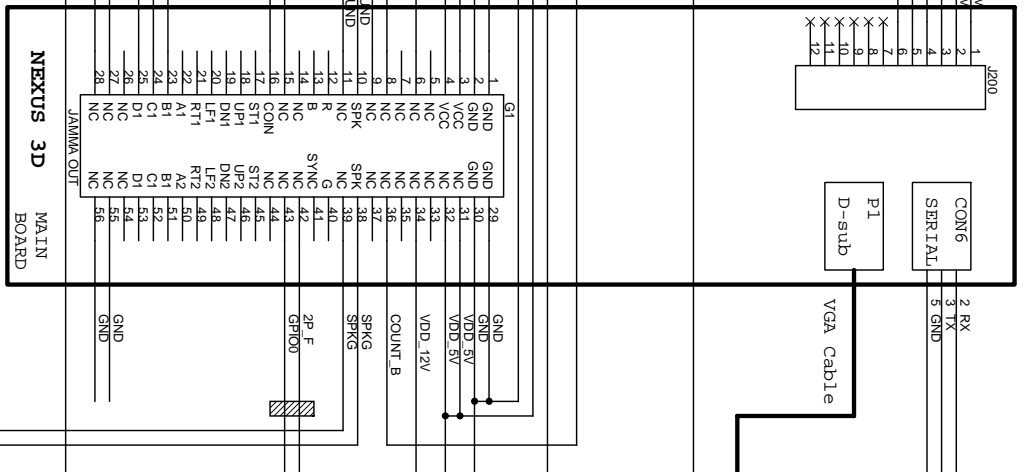
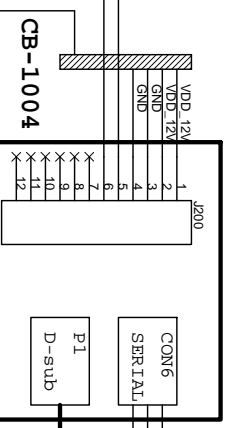
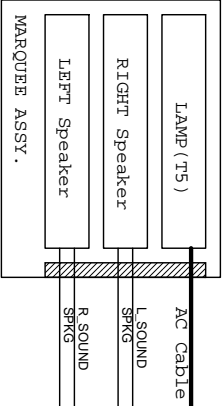
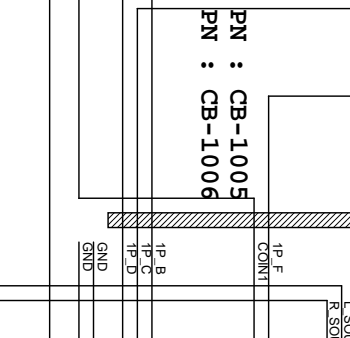
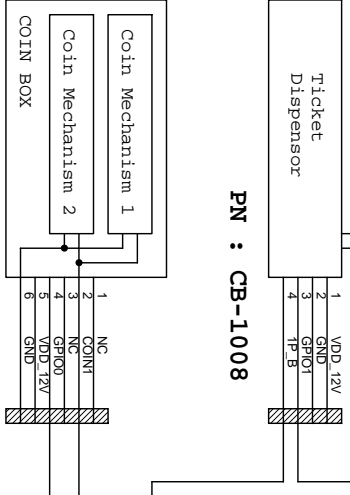
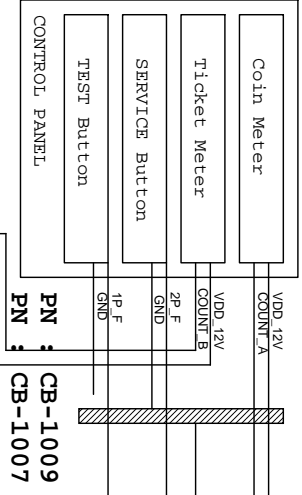
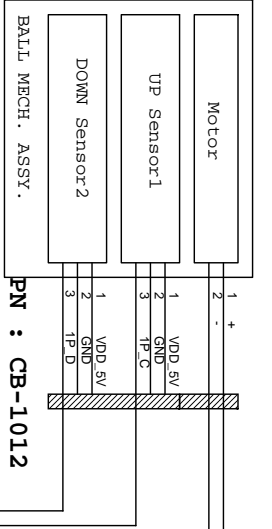
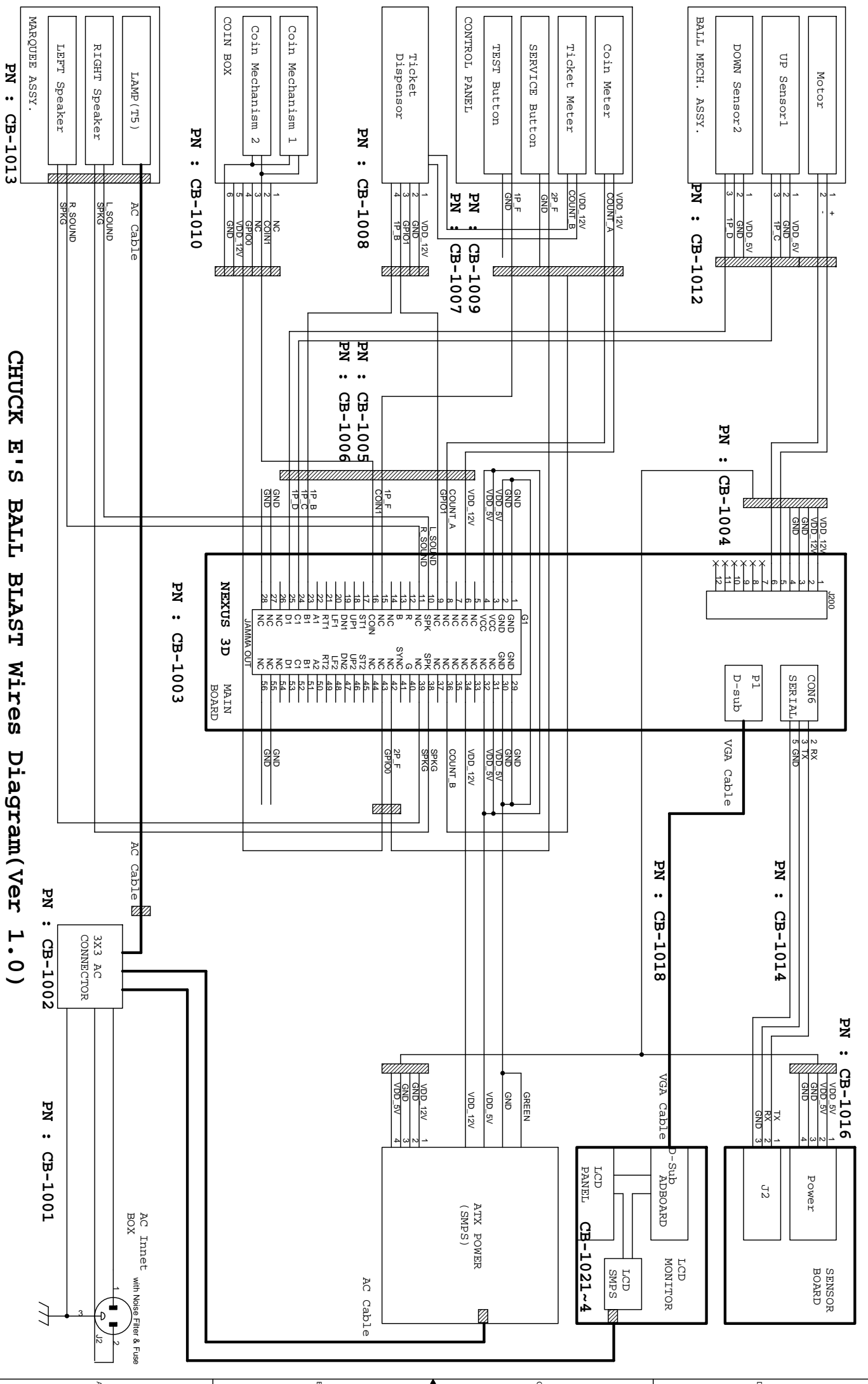


3. There are two fuses including extra fuse as shown.



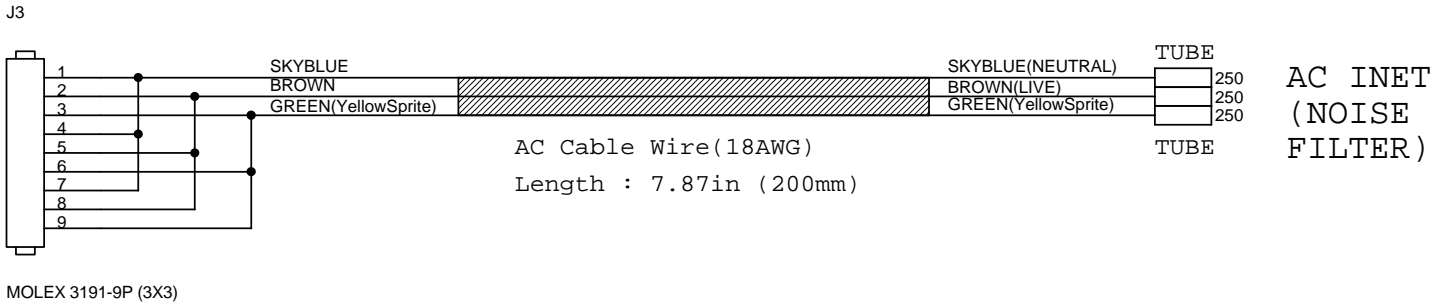
4. After changing new fuse, pull fuse cover back.



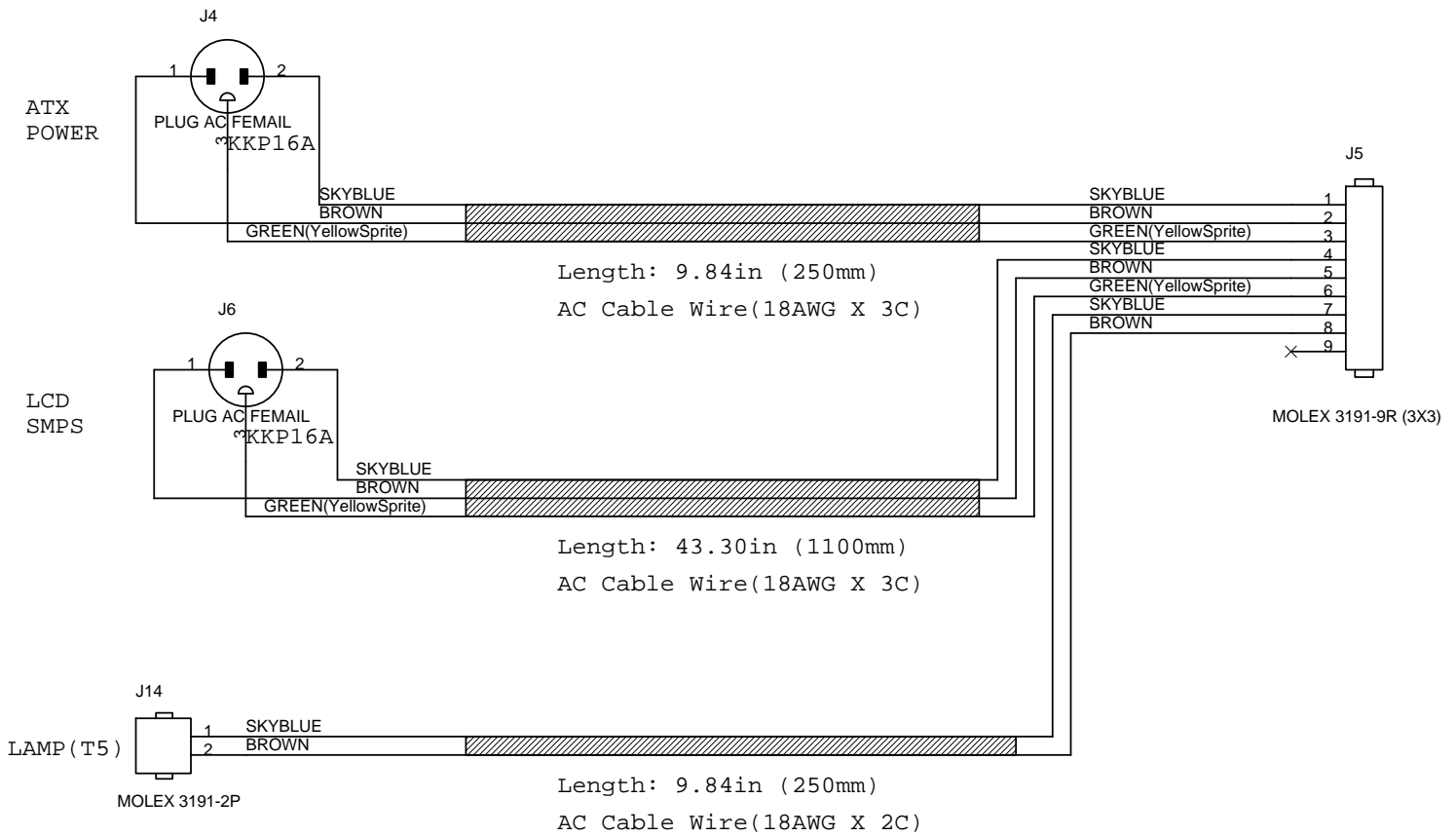


CHUCK E'S BALL BLAST Wires Diagram (Ver 1.0)

PART No. : CB-1001



PART No. : CB-1002

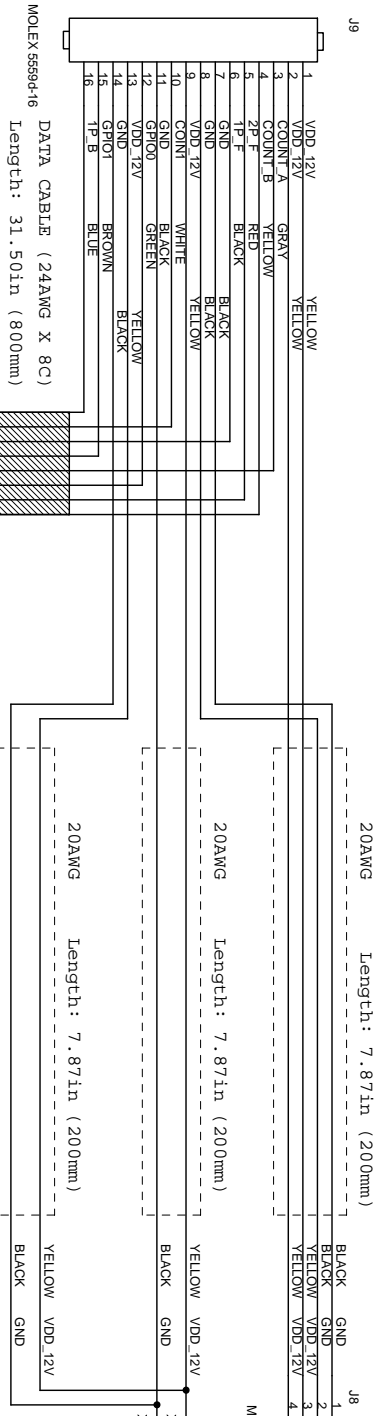


| | | |
|-------|-----------------------|---------------|
| Title | | |
| AC | | |
| Size | Document Number | Rev |
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| Date: | Friday, June 04, 2010 | Sheet 2 of 18 |

| | |
|----|----------|
| 1 | VDD_1.2V |
| 2 | VDD_1.2V |
| 3 | COUNT_A |
| 4 | COUNT_B |
| 5 | 2P_F |
| 6 | 1P_F |
| 7 | GND |
| 8 | GND |
| 9 | VDD_1.2V |
| 10 | COIN1 |
| 11 | GND |
| 12 | GPIO0 |
| 13 | VDD_1.2V |
| 14 | GND |
| 15 | GPIO1 |
| 16 | 1P_B |

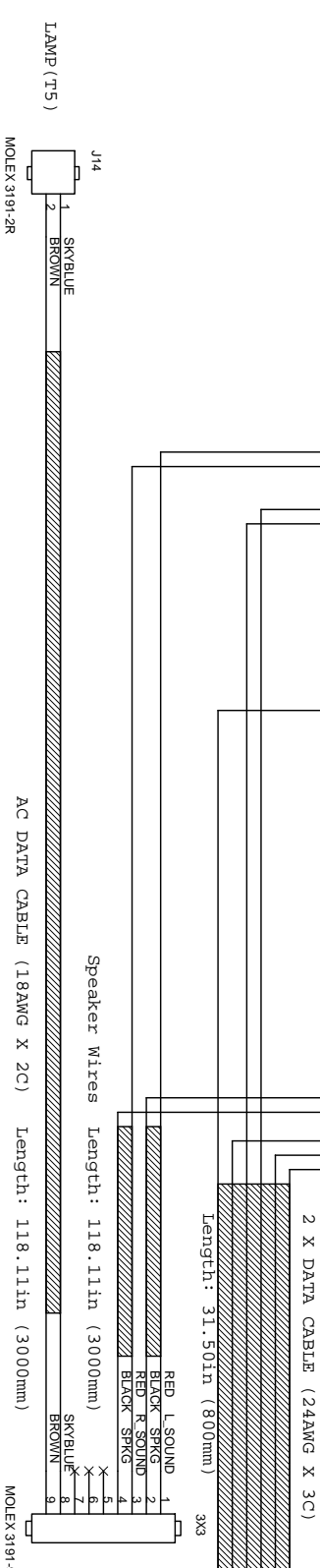
Coin Meter
TICKET Meter
SERVICE Button
TEST Button
Coin Mechanism
Ticket
Dispenser

PART No. : CB-1003



| | | | |
|----|--------|----|---------|
| 1 | GND | 29 | GND |
| 2 | GND | 30 | GND |
| 3 | VDD_5V | 31 | VDD_5V |
| 4 | VCC | 32 | VDD_5V |
| 5 | NC | 33 | VDD_12V |
| 6 | NC | 34 | COUNT_B |
| 7 | NC | 35 | NC |
| 8 | NC | 36 | NC |
| 9 | NC | 37 | NC |
| 10 | NC | 38 | SPKG |
| 11 | NC | 39 | SPKG |
| 12 | NC | 40 | NC |
| 13 | 8 | 41 | 2P_F |
| 14 | NC | 42 | SYNC |
| 15 | NC | 43 | NC |
| 16 | NC | 44 | NC |
| 17 | COIN | 45 | NC |
| 18 | COIN | 46 | NC |
| 19 | ST1 | 47 | ST2 |
| 20 | UP1 | 48 | UP2 |
| 21 | DN1 | 49 | DN2 |
| 22 | LF1 | 50 | LF2 |
| 23 | RT1 | 51 | RT2 |
| 24 | A1 | 52 | A2 |
| 25 | B1 | 53 | B2 |
| 26 | C1 | 54 | C2 |
| 27 | D1 | 55 | D2 |
| 28 | NC | 56 | GND |

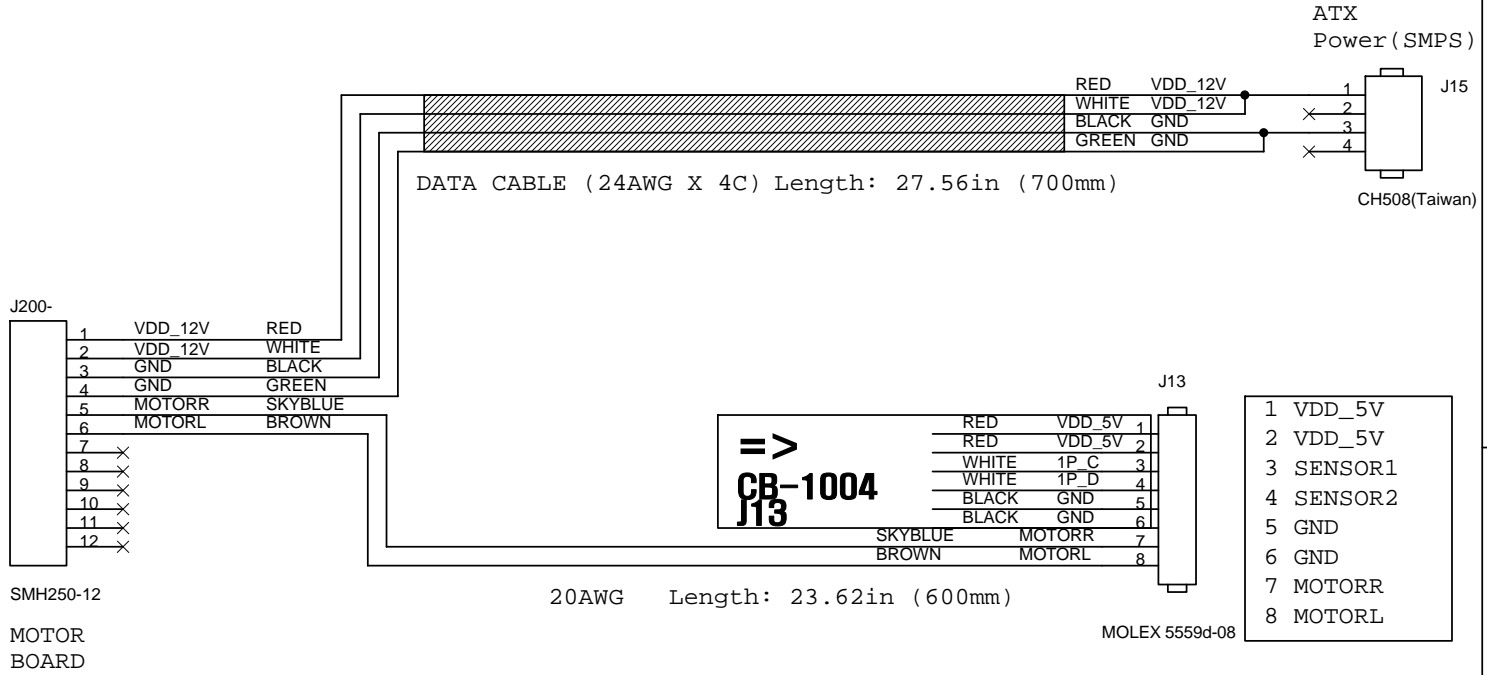
JAMMA Connector (UL)



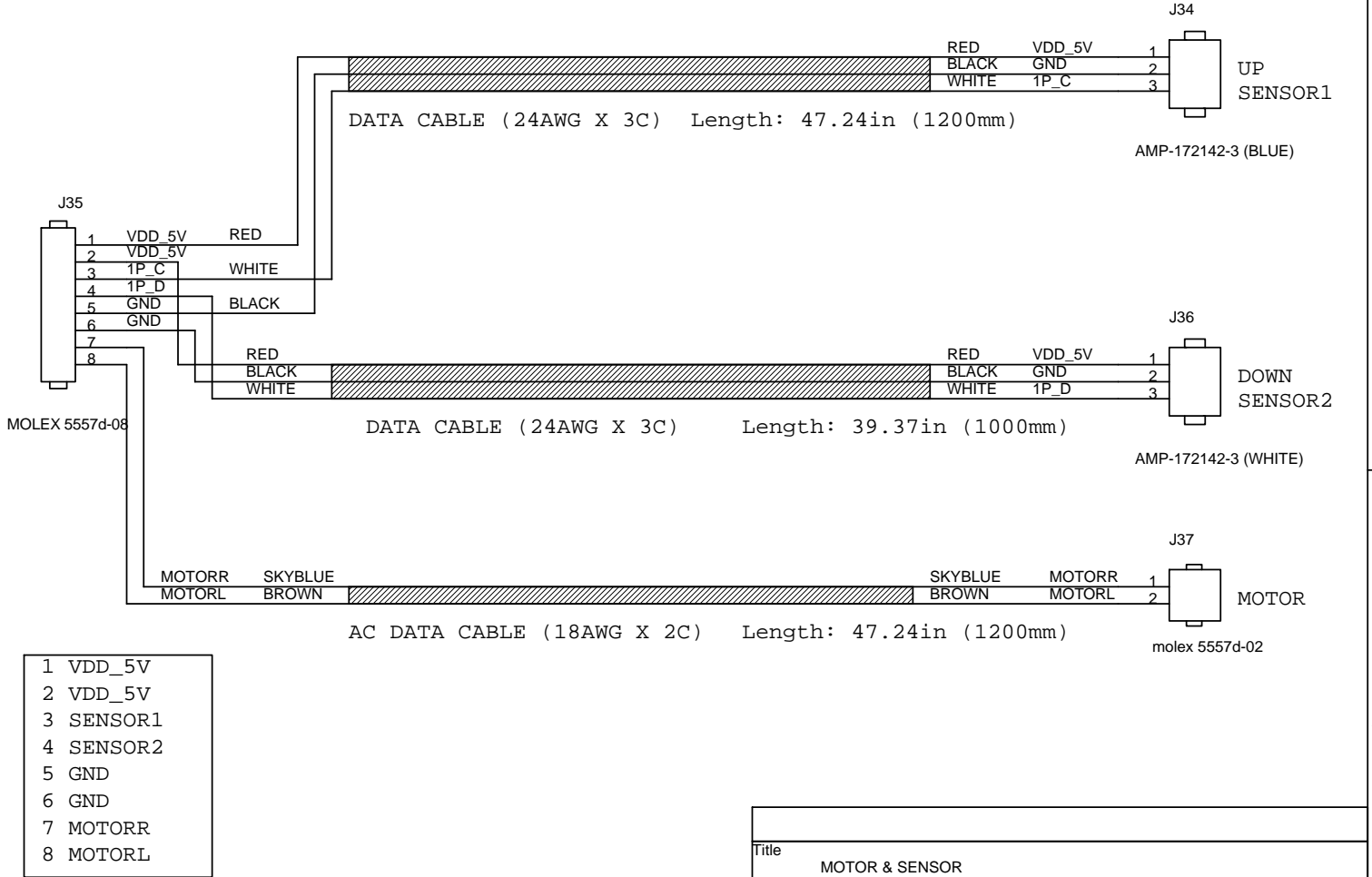
| | | |
|---|-------|--------|
| 1 | RED | VDD_5V |
| 2 | RED | VDD_5V |
| 3 | WHITE | 1P_C |
| 4 | WHITE | 1P_D |
| 5 | BLACK | GND |
| 6 | BLACK | GND |
| 7 | WHITE | MOTOR1 |
| 8 | BROWN | MOTOR1 |

Title: JAMMA
Size: B
Document Number: 1/1
Date: Friday, June 04, 2010
Sheet: 4 of 18
Rev: V1.1

PART No. : CB-1004

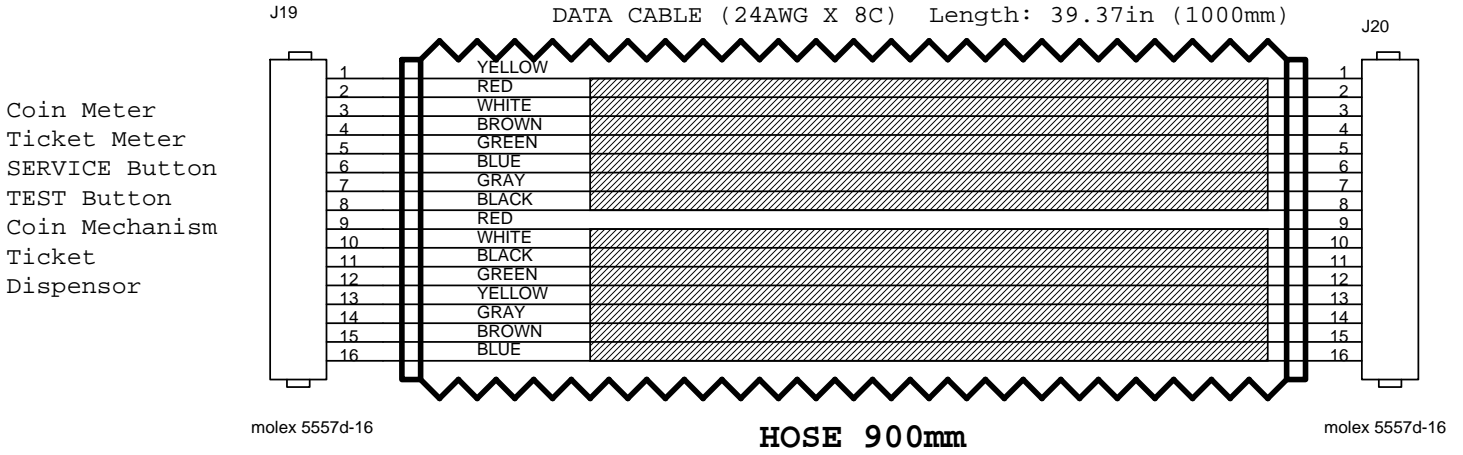


PART No. : CB-1012

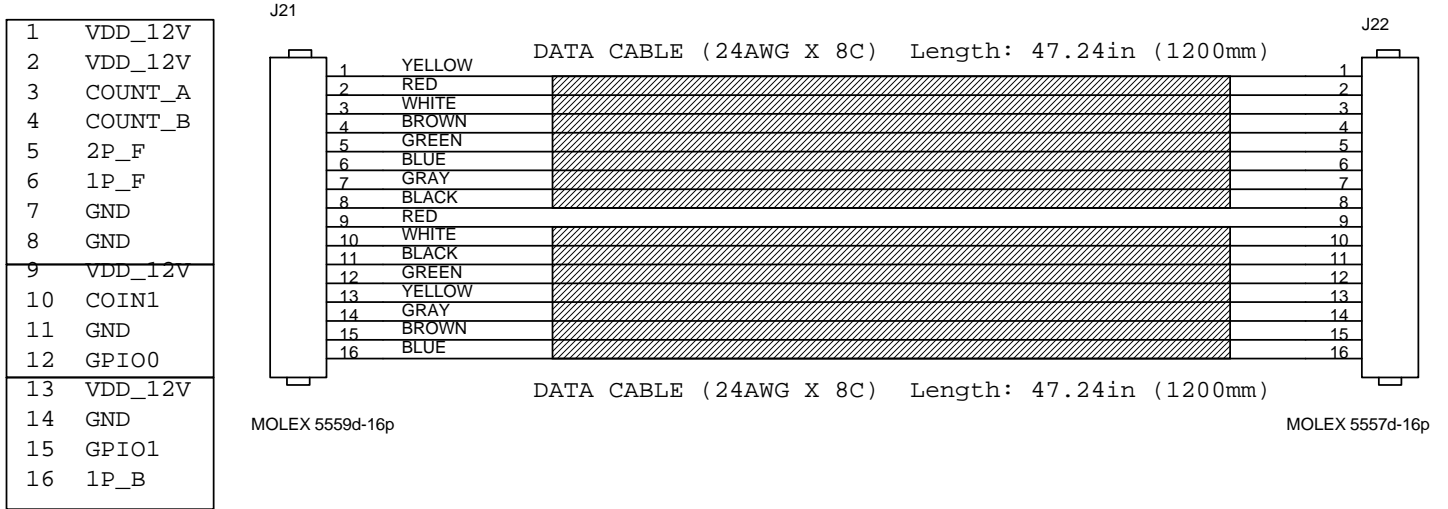


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|----------------|-----------------------|---------------|
| Title | | |
| MOTOR & SENSOR | | |
| Size | Document Number | Rev |
| | 1/1 | V1.1 |
| Date: | Friday, June 04, 2010 | Sheet 5 of 18 |

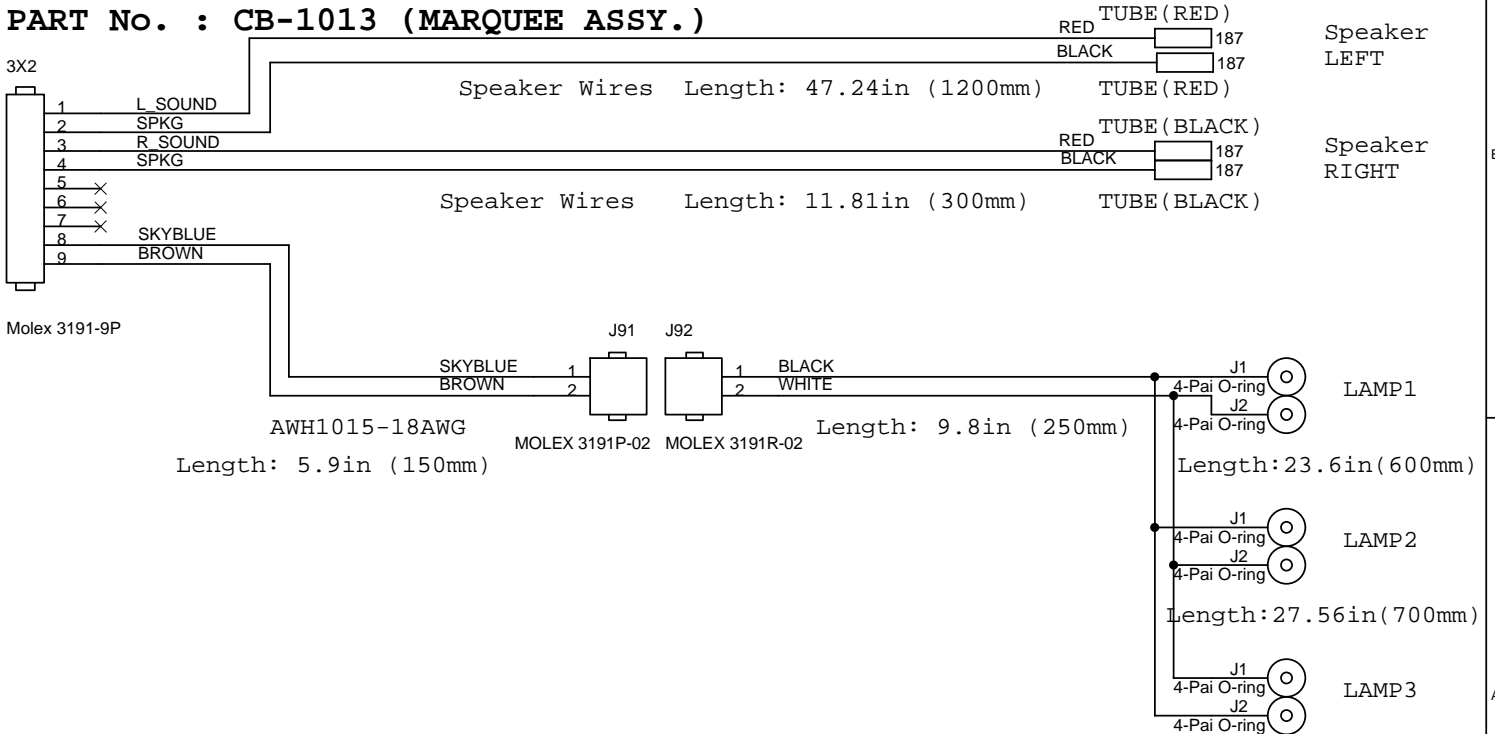
PART No. : CB-1005 (PLAY STATION CABINET <-> BALL MECH. ASSY)



PART No. : CB-1006 (BALL MECH. ASSY <-> LCD CABINET)

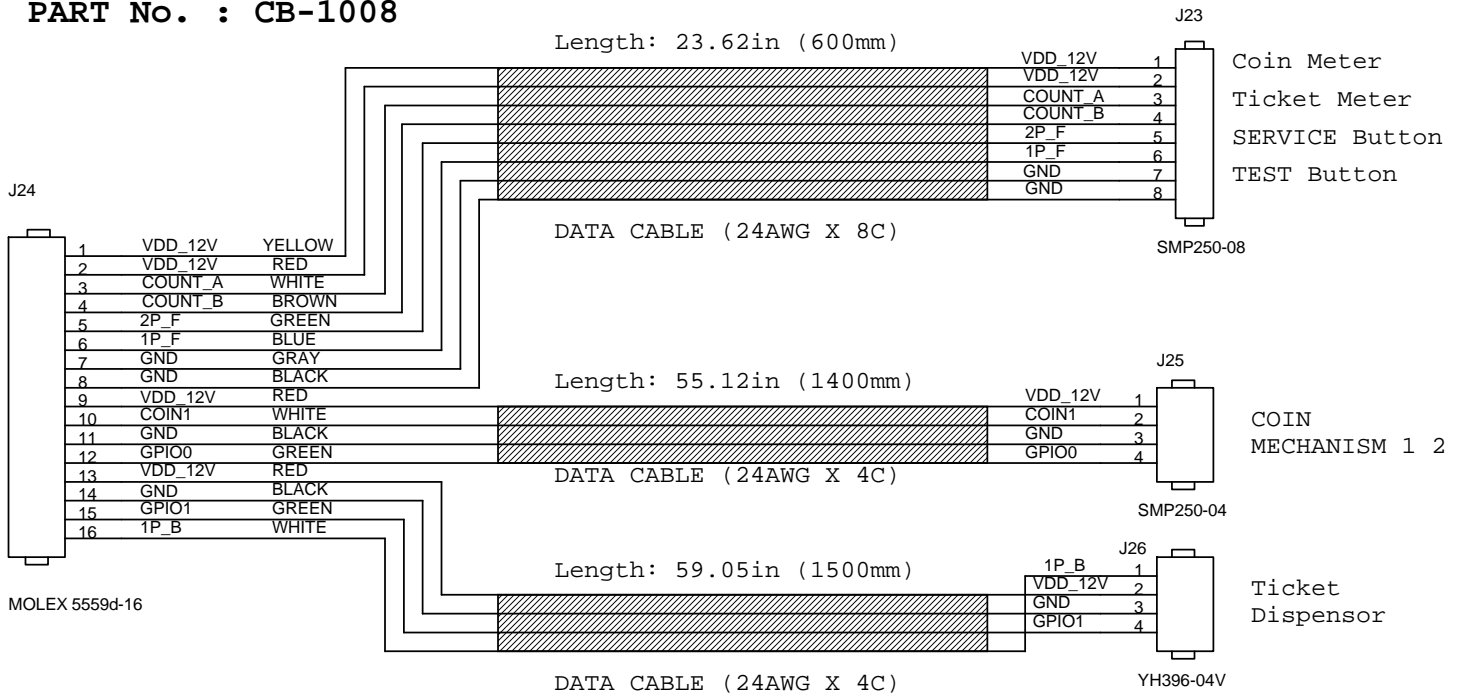


PART No. : CB-1013 (MARQUEE ASSY.)

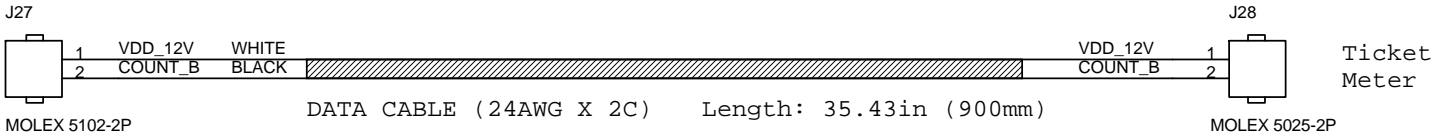


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|-----------------------|-----------------------|---------------|
| Title | | |
| CONNCECTION & MARQUEE | | |
| Size | Document Number | Rev |
| | 1/1 | V1.1 |
| Date: | Friday, June 04, 2010 | Sheet 6 of 18 |

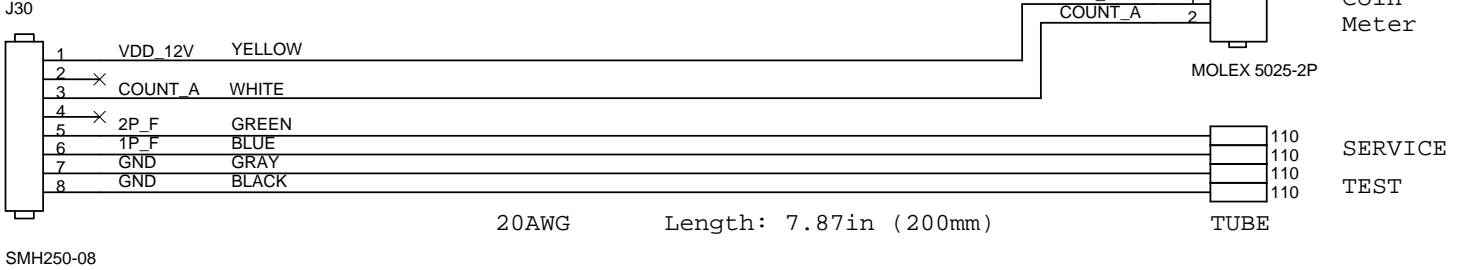
PART No. : CB-1008



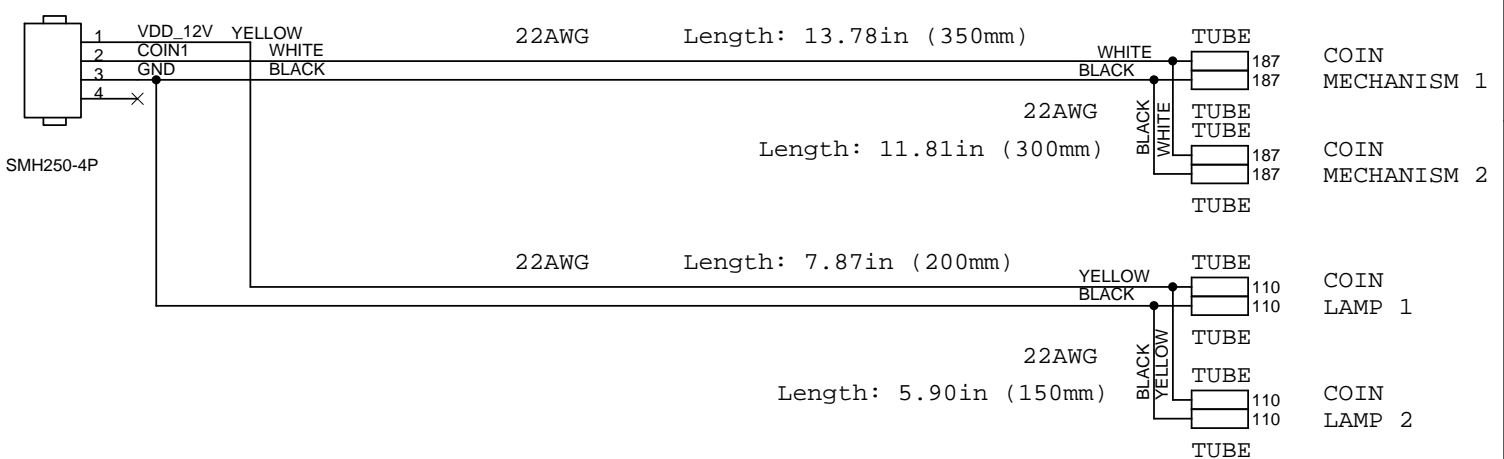
PART No. : CB-1007



PART No. : CB-1009

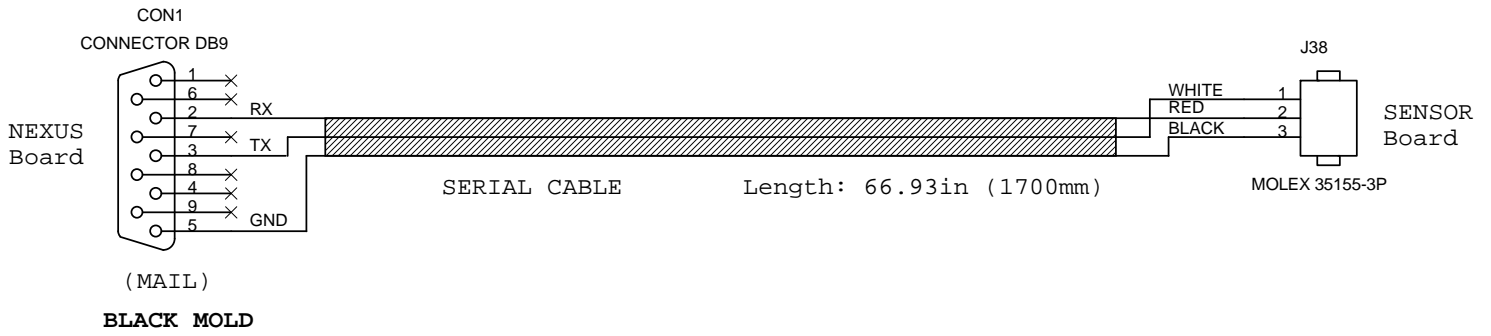


PART No. : CB-1010

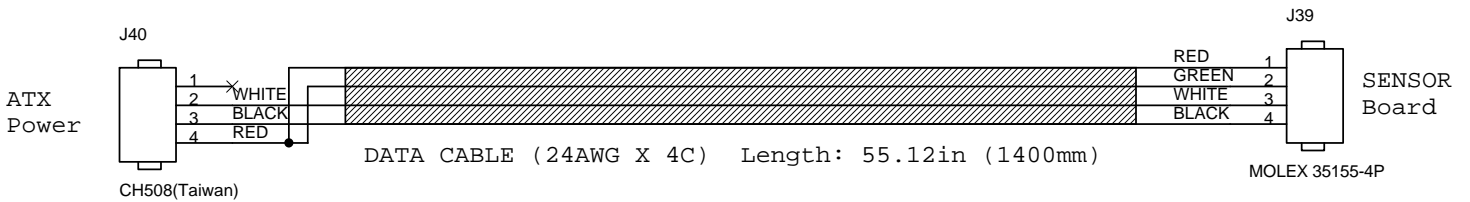


| | | |
|---------------------|-----------------------|---------------|
| Title | | |
| CONTROL_COIN_TICKET | | |
| Size | Document Number | Rev |
| | 1/1 | V1.1 |
| Date: | Friday, June 04, 2010 | Sheet 8 of 18 |

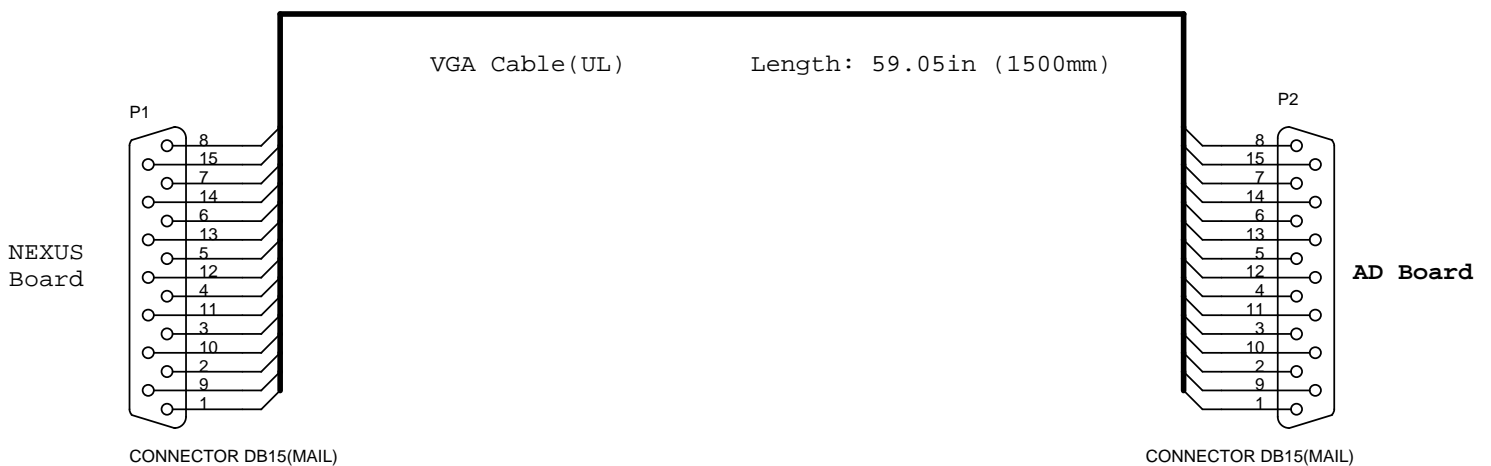
PART No. : CB-1014



PART No. : CB-1016



PART No. : CB-1018



| | | |
|--------------|----------------------|----------------|
| Title | | |
| SERIAL & VGA | | |
| Size | Document Number | Rev |
| Custom<Doc> | | V1.0 |
| Date: | Friday, May 28, 2010 | Sheet 13 of 18 |