



Operation Manual



Universal Space Amusement Equipment Ltd.

THE COMPANY

Universal Space (UNIS) is a leading manufacturer of amusement machine. Our business first started as a small company in 1993. The last decade of hard work, innovation, and technology excellence have allowed our company to evolve from a small-scale factory to a corporate organization, branching out into four distinct departments: Manufacturing, Design, Sales, and Operation. We specialize in manufacturing redemption games, kiddy rides, prize machines, indoor/outdoor rides, and selective arcade games.

Thank you for your purchase. We hope you enjoy the product.

ABOUT THIS MANUAL

This Owner's Manual is intended to provide detailed descriptions of necessary information relating to the product. It covers topics such as the general operation of electronic assemblies, servicing controls, spare parts, etc.

This manual is intended for the owner, personnel and managers in charge of operation of the product. Carefully read and understand the instructions. If the product fails to function properly, non-technical personnel should under no circumstance attempt to service the machine or touch the components of the internal system.

SAFETY INSTRUCTIONS

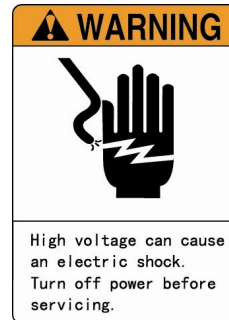
To ensure the safe usage of the product, be sure to read the following before using the product. Be sure to keep this operation manual nearby the product or elsewhere for easy reference. Explanations which require special attention are indicated by signs of warning. Depending on the potential hazardous degree, the terms: NOTICE, WARNING CAUTION, etc. are used. Be sure to understand the meaning of the following signs before continuing.



WARNING SIGNS

High Voltage Warning:

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



High Temperature Warning:

This part may cause scalding.
Do not touch. Surface may be hot.



No Touching Warning:

This part may cause electric shock or
surface may be hot. Do not touch this part.



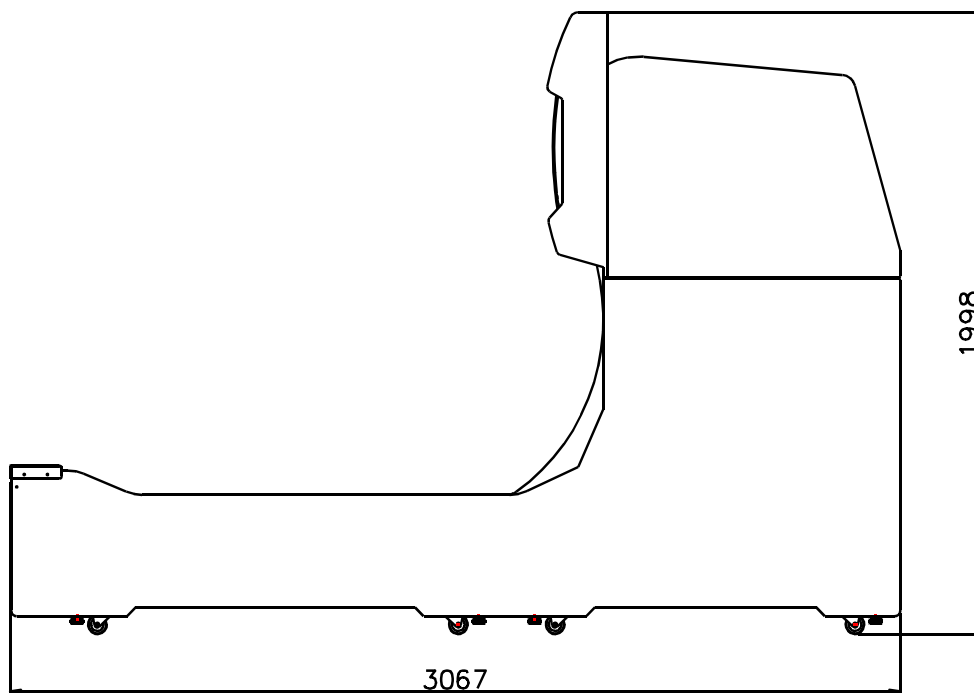
WARNING

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.

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1. Specifications



Rated power supply:	AC110V 50/60Hz AC220V 50/60Hz
Power consumption:	Min power consumption: 400W
Max power consumption:	500W
Dimensions:	W984×D3067×H1998 (mm)
Weight:	About 250kg
Environment condition:	(Indoor) temperature: -10°C~+40°C Humidity: ≤90%



After turning off the game, please wait at least 1minute before restarting.


Note: Game parameters are subject to change without notice.

2. Package Contents

- Make sure that all the parts shown below are included in product package.
- Contact your distributor if any of the parts are missing.

(1) Body assembly: 1 unit

(2) Accessories:

No.	Part No.	Name	Spec.	Qty.	Illustration	Note
1	T106-816-000	Power cord	15A/250V 1.8m	1		Choose by area
2	T106-440-000	Fuse	T5A/250V (T10A/125V) Φ5-20mm	2		Choose by area
3	T106-726-000	Manual	ENGLISH	1		Choose by area
4	T106-406-000	Key	171	2		Service door
5	T106-443-000	Key	2222	2		Coin door
6	T106-602-000	Ball	HDSL-03-14	2		φ142,Red
7	T106-444-000	U disc	Lenovo 1G	1		
8	T106-173-000	Connect board	HDSL-00-32	2		
9	T106-445-000	Bolt	M5X25	8		Black

3. Installation

3.1 Location



This product is an indoor game machine. Do NOT install outdoors.

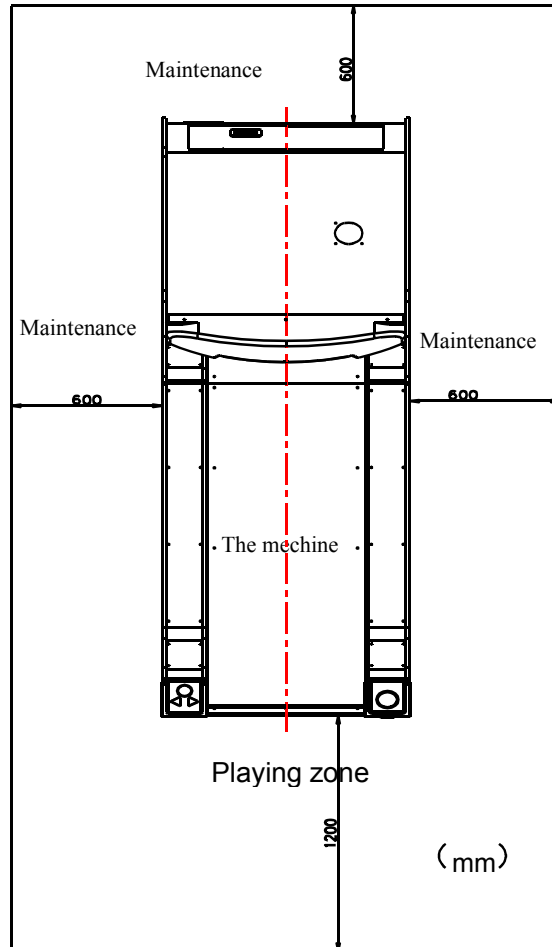
WARNING: Avoid installing in the following places to prevent fire, electric shock, injury and/or machine malfunctioning:

- Places subject to rain/water leakage, or places subject to high humidity.
- Places subject to direct sunlight, or places subject to high temperatures or in the proximity of heating units, etc.
- Places where inflammable gas may be present or in the vicinity of highly inflammable/volatile chemicals or items that can easily catch fire
- In damp or dusty places
- On unstable or sloped surfaces. The machine may topple or cause unforeseen accidents.
- Vicinity of fire exits, fire extinguishers etc that may prevent safety measures
- The operating (ambient) temperature range is from -10°C to +40°C.

3.2 Play Zone

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

Service area: 600mm
 Play zone: 1200mm



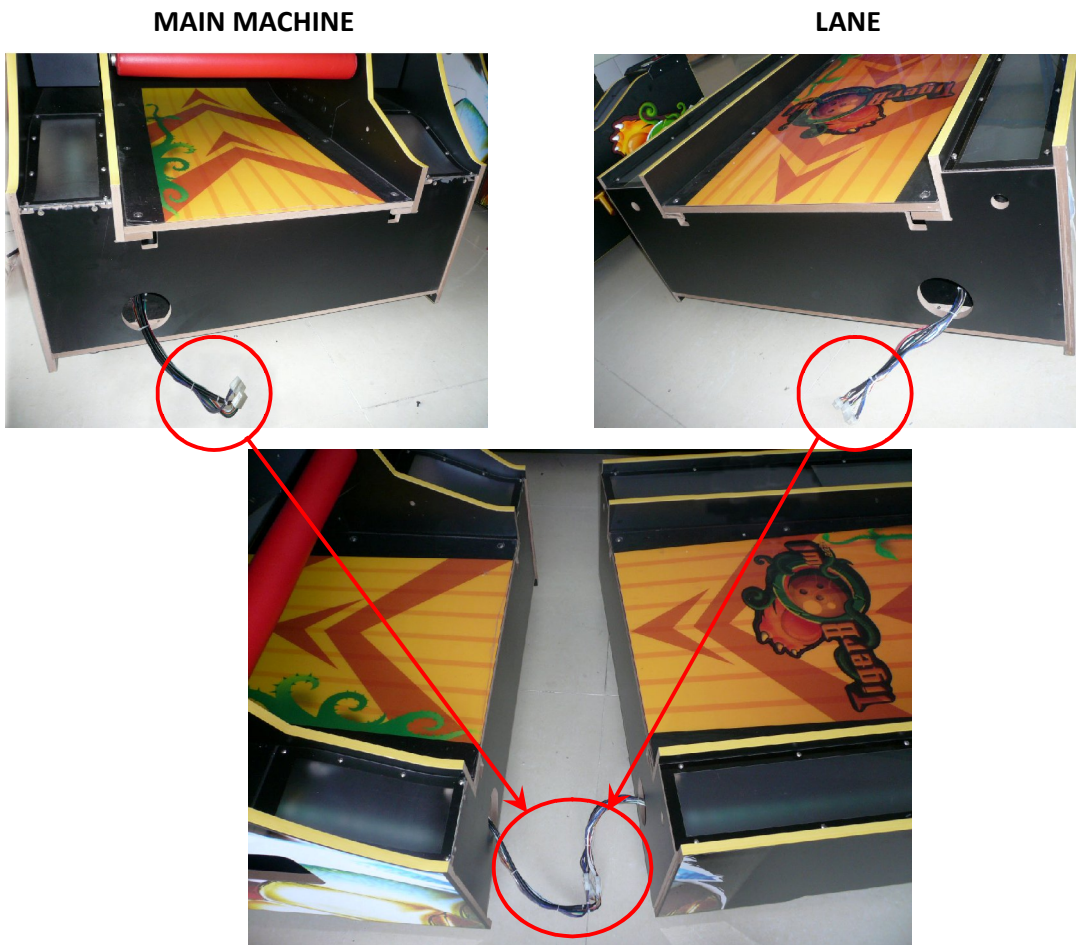
3.3 Game Assembly

Step 1 : Select the location for installing the machine (Refer to section 3.1 for places to avoid)

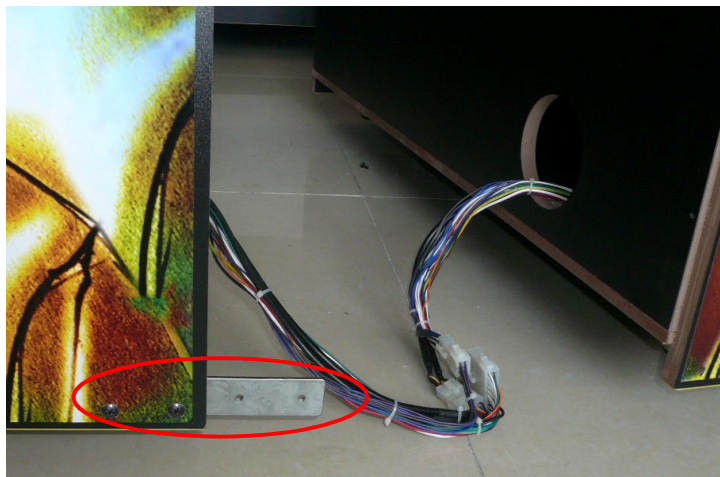
Place and line up the game pieces as shown below:



Step 2: Locate and connect the matching connectors. (There are 3 connectors)



Step 3 : Install the metal connecting plate (as shown below) to the *Main Machine*. Fix and secure from the outside with screws. Do not connect to the *Lane* yet.



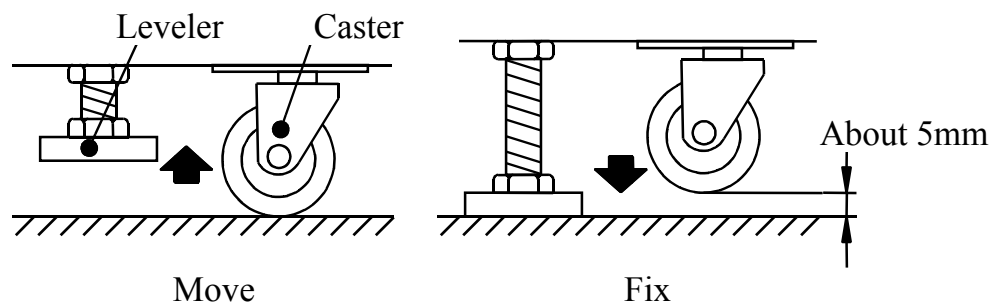
Step 4 : Install the metal connecting plate on the other side as in Step 3. Close the cabinet by pushing the sections together while carefully placing the cables into the hole. Connect both sides to the lane and fasten with screws from the outside.



Once assembly is completed, check the machine again. Connect the power cord as described in Section 4 and turn on the power.

3.4 Leveling

Install this machine on a flat surface. Adjust levers to lift casters off the ground to level the game. Make sure the machine is level with the floor.



3.5 Transport and Moving

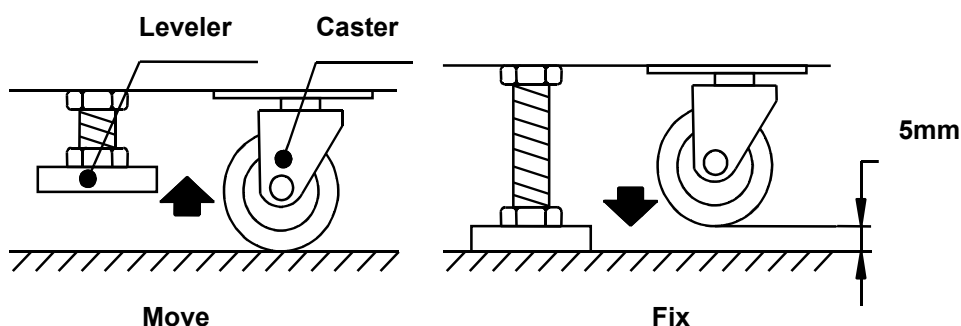
CAUTION: Use standardized parts only. Failure to do so can cause fire and machine damage.

Do not attempt to alter or transform parts. It may cause fire and electric shock.



Review the following steps thoroughly before transporting the game

A) For short distance transport, be sure to adjust the levelers before moving the game.



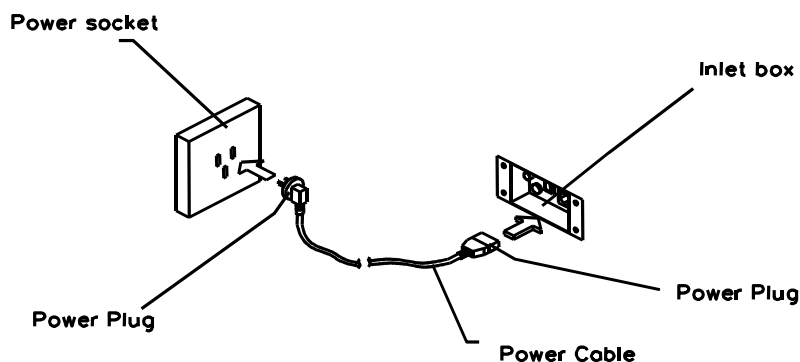
B) For long distance transports, the game should be properly packed to prevent damage.



WARNING

- Be careful not to damage the machine during transport.
- The molded parts should be handled with care. These parts are fragile.
- The machine should be handled with care when bringing it down from a higher level.
- Unplug game before moving.
- Keep the machine in upright position during transport.

4. Connecting the Power



This machine's supply voltage is 125V 60HZ, or 250V 50Hz. For actual supply voltage, please refer to the machine label.

Fuse Specifications:

125V T10A ϕ 5-20mm

250V T5A ϕ 5-20mm

LIMITATIONS OF USAGE REQUIREMENT



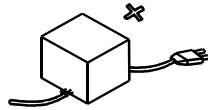
WARNING

- Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage and frequency requirement. A plate describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause fire and/or electric shock.
- Putting multiple loads on one electrical outlet can cause generation of heat and fire resulting from overload.



WARNING

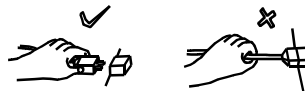
- Do not put heavy items on the power cord.



- Do not touch the power plug with wet hands.



- Do not draw or twist the cord.
- To pull out the power plug, do not pull the cord. Always hold the power plug to pull it out.



- Do not place the cord near a heating device.
- Do not place the cord where players can easily touch or trip over

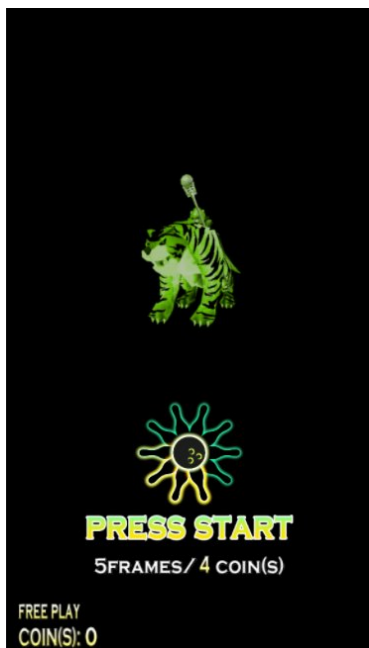


- Run this machine with the correct power configuration

5. Game Play

Tiger Bowl is a coin-operated virtual bowling game designed and developed by UNIS. Tiger Bowl combines the popularity of traditional bowling with today's high-tech video and simulation attractions. The game progresses through the 4 seasons (Spring, Summer, Fall and Winter), which will slowly change during game play. Each season is shown using fancy 3D animations.

Start Screen



Insert coin(s). Press the **Select button** to begin

Game Selection Screen



Select desired number of game rounds using the **triangular button**: 4 rounds or 10 rounds.

Default Setting is one coin per game.

Insert one coin for 4 rounds.

Insert two coins for 10 rounds.

(If the coin setting is 2 coins per game, to play 10 rounds, player must insert 4 coins.)

Game Play Screen



Press the **Select button** to start the game.
Roll the balls down the lane and knock down as many pins as possible.

Score/Result Screen



Ticket Payout Screen



At the end of the game, payout screen will display the number of tickets the player wins

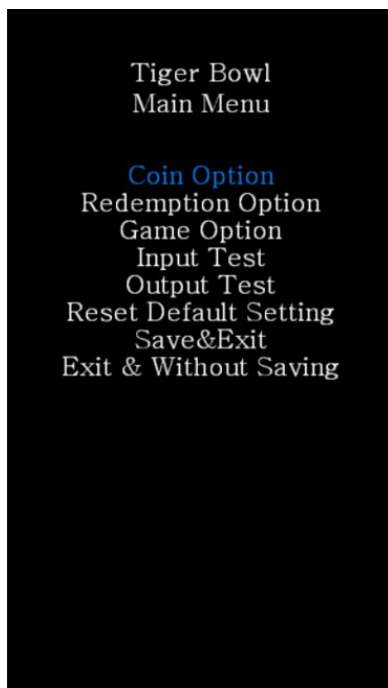
6. Menu Adjustments

1. Control Panel Buttons

Use **Triangle buttons** to select the different options on screen (up & down or left & right). Use the green **Select** button to confirm selection.



2 . Main Menu

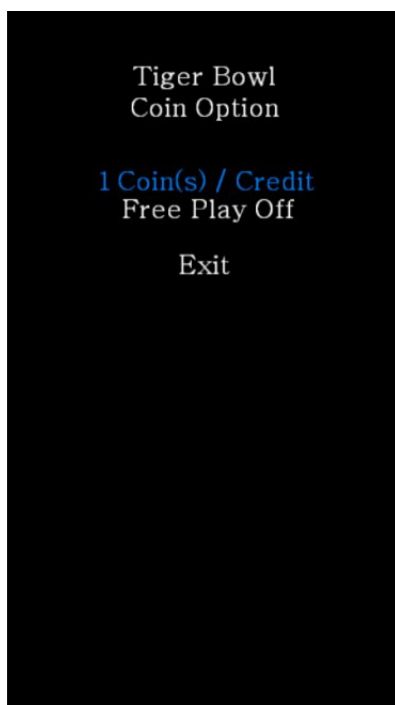


This screen shows the Main Settings:

- Coin Option
- Redemption Option
- Game Option
- Input Test
- Output Test
- Reset Default Setting

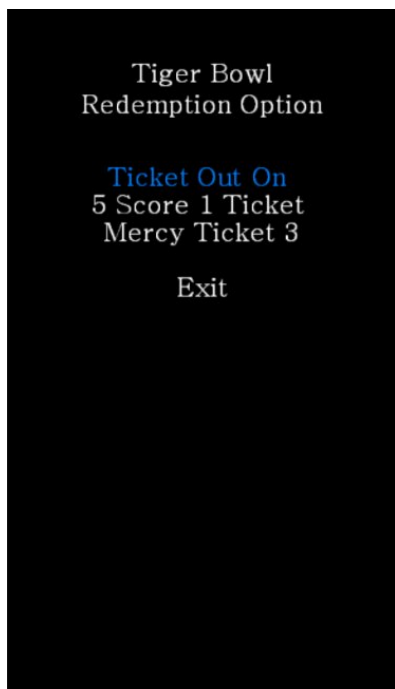
Use *Triangle buttons* on the control panel to highlight desired option. Press the *Select* button to enter the menu setting.

3. Coin Options



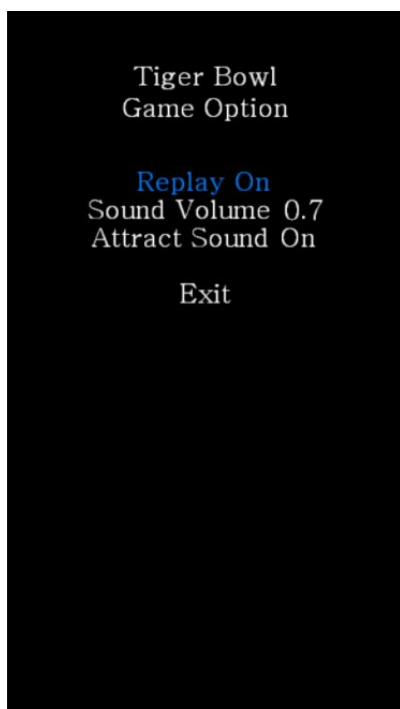
- Sets number of coins per game (**1~10**; Default Setting: **1**)
- Sets Free Play **ON** or **OFF**. (Select **ON** to enable Free Play. Default Setting: **OFF**)

4. Redemption Options



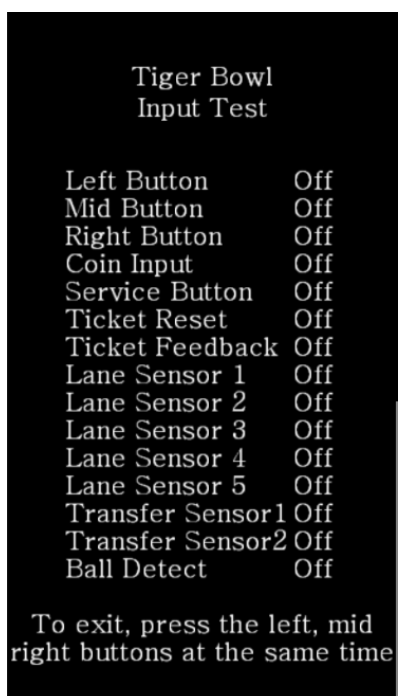
- Sets ticket payout ON or **OFF**. (**ON** to enable ticket payout ; Default Setting: **ON**)
- Sets score per ticket. (**1 to 30** ; Default Setting: **5**)
- Sets mercy tickets. (**0 to 10** ; Default Setting: **3**)

5. Game Options



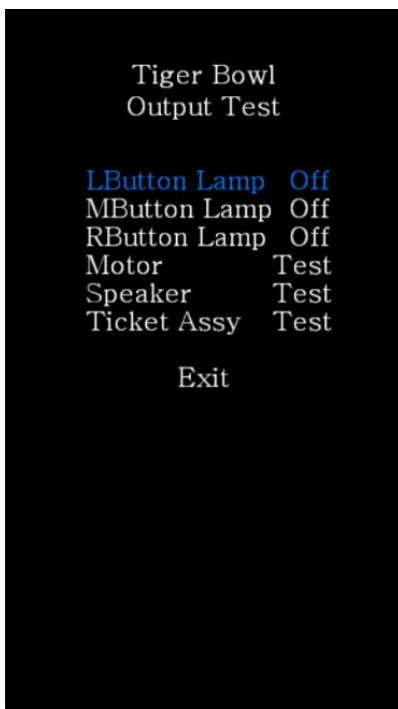
- Sets replay **ON** or **OFF**. (Default setting: **ON**)
- Sets the sound volume. (**0.1 to 1.0** ; Default Setting: **0.7**)
- Sets the attract sound **ON** or **OFF**. (Default Setting: **ON**)

6. Input Test



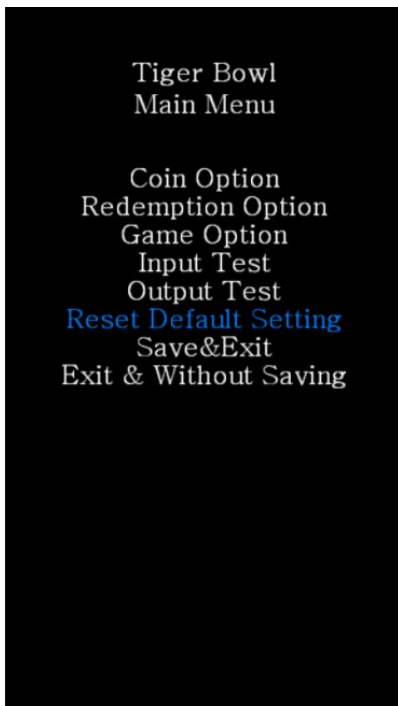
- 1~3: Button test (on the control panel)
- 4: Coin input test.
- 5: Service button test.
- 6: Ticket reset test.
- 7: Ticket feedback test.
- 8~12: Lane sensor test (Details location of the sensors on P23)
- 13~14: Send ball Assy. and separate sensor 1 & sensor 2.
- 15: Send ball Assy. test

7. Output Test



1. L-button lamp test
2. M-button lamp test
3. R-button lamp test
4. Motor test
5. Speaker.
6. Ticket Assy. test

8. Return to Default Setting

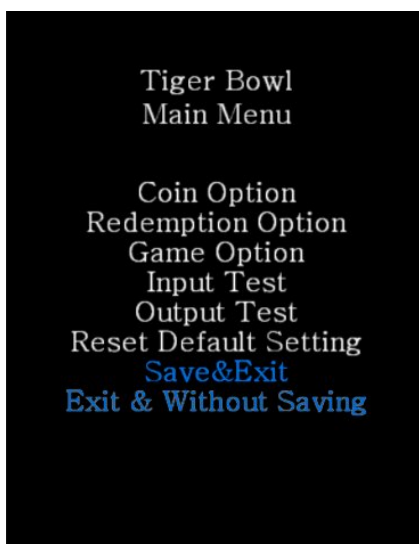


Return to Default Setting: Press the **Select** button to undo changes and go back to default settings.

(show **OK**)

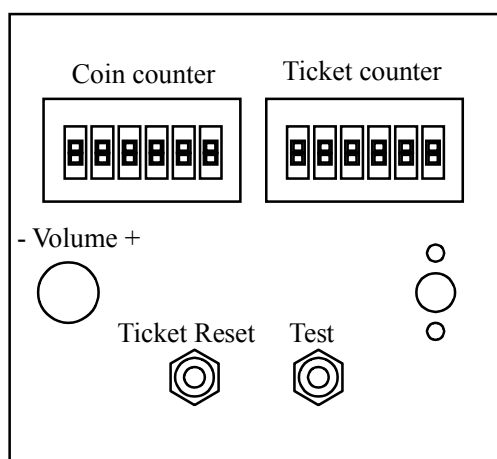
9. Save & Exit: Save Settings and Exit

Exit & Without Saving: Do not save settings and Exit



7. Game Adjustments

Counter:



Coin Counter : Records coins input.

Ticket Counter : Record tickets output.

Ticket Reset: If the game experiences a ticket jam it will hold the value of tickets owed and display them in the Bonus window. After the jam is cleared and the reset button is pressed the game will resume the ticket payout.

Test: Enter the service menu. (Push the “SERVICE SW” in the state “ON”; enter the Service Menu.)

Volume: Adjusts the game volume.

8. Troubleshooting

Situation 1: Ball rolls down the lane, but does not appear on screen

Situation 2: Screen displays "SENSOR TEST ERROR 1".

Situation 3: Screen displays "SENSOR TEST ERROR 2".

1. SENSOR 1 Fault: After bowling, ball does not display on screen
2. SENSOR 2 Fault: After bowling, screen displays "SENSOR TEST ERROR2"
3. SENSOR 3 Fault: After bowling, screen displays "SENSOR TEST ERROR2"
4. SENSOR 4 Fault: After bowling, ball does not display on screen.
5. SENSOR 5 Fault: After bowling, ball does not display on screen
6. Pay special attention to options 1 , 4 , 5. If after bowling, ball does not display on screen, but the ball still rolls out of ball Assy - if this situation happens 3 times, then the screen will display "MOTOR ERROR".
7. Facing the machine, left SENSOR map (Diagram 1) , right SENSOR map (Diagram 2). Sensor appears in pair. The sensor with LED is Sensor-RF. The sensor without LED is Sensor-IR. (Diagram 3 is the wiring diagram of the sensor)
8. If screen displays" SENSOR TEST ERROR 1", check that the sensor is not being obstructed. Clean the sensor.
- 9.

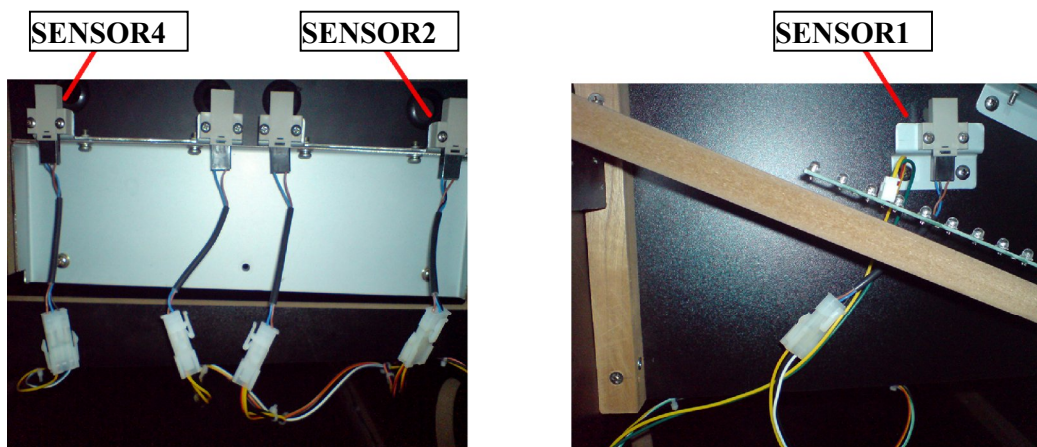


Diagram 1 (Facing the machine, Left SENSOR map)

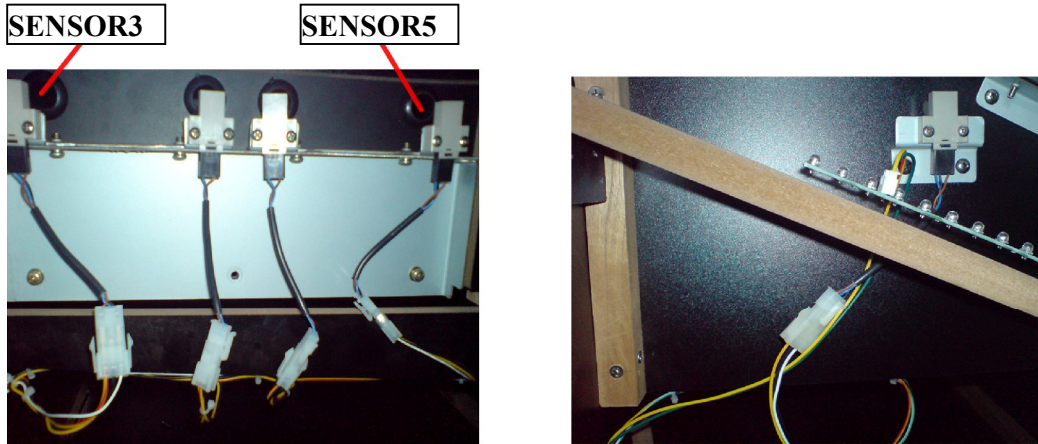


Diagram 2 (Facing the machine, Right SENSOR map)

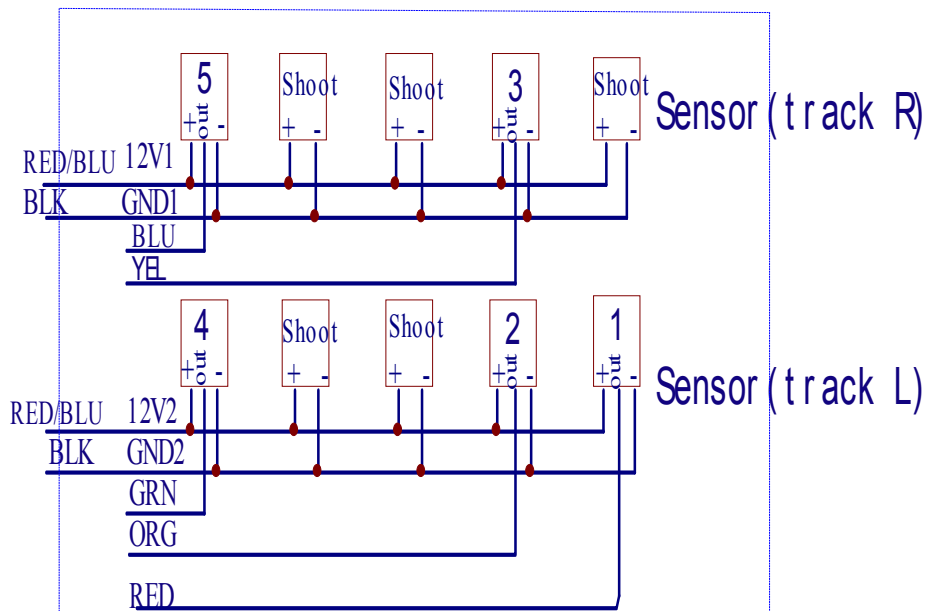
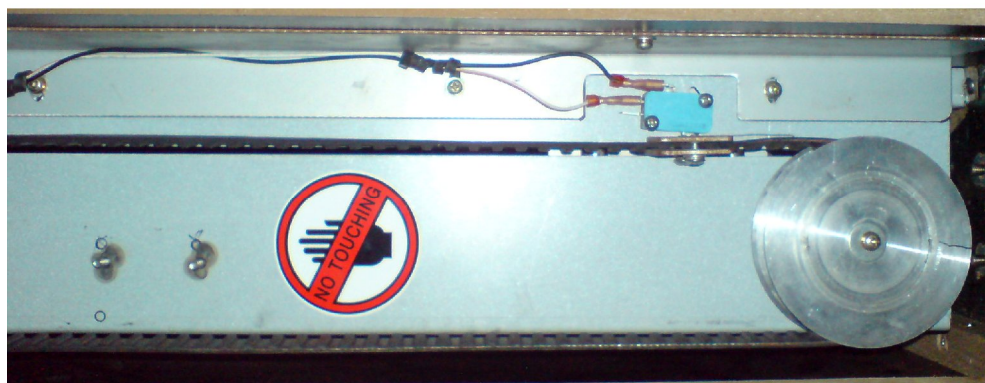


Diagram 3

Send Ball Assembly:



Contact your supplier if none of the troubleshooting cases apply to the problem, or if the solution listed does not appear to resolve the problem.

9. Maintenance & Inspection

9.1 Safety Inspection

The 3 points below should be checked before operating the machine. These checks are necessary to ensure safe machine operation:

1. Are the warning labels legible?
2. Are all the levelers adjusted to ensure game is level?
3. Is there sufficient play zone area around the machine?

9.2 Handling Precautions

To ensure the players can enjoy the game safely, when installing or inspecting the machine, be very careful and pay attention to the following points. Non-compliance to these points may cause personal injuries or may damage the machine.



WARNING

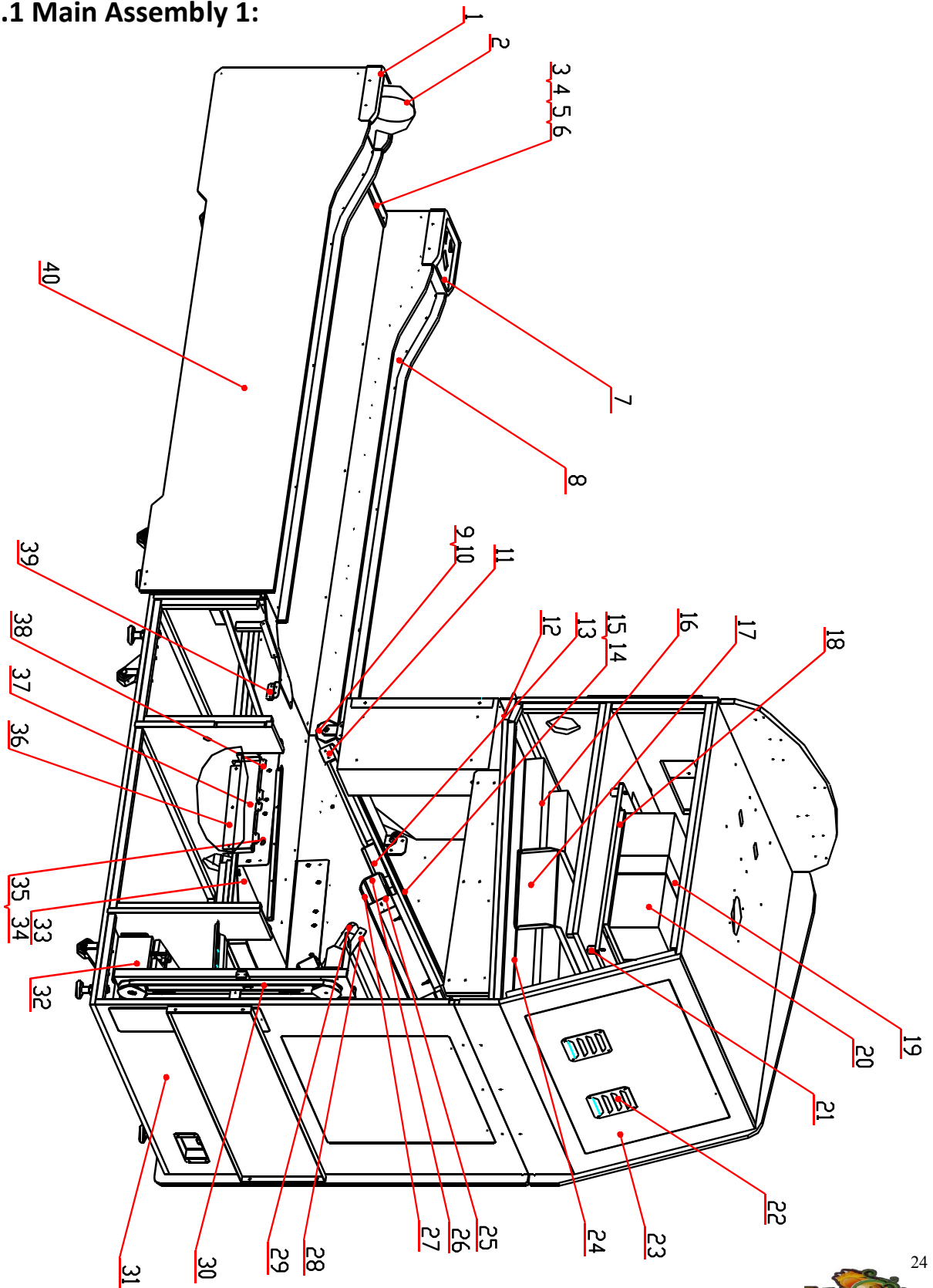
- Before servicing the machine, be sure to turn power off. Servicing without turning the power off can cause electric shock or short circuit.
- To avoid electric shock or short circuit, do not plug then unplug the power quickly
- Do not expose power cords and earth wires, these are susceptible to damage.
- Damaged cords and wires can cause electric shock or short circuit and should be replaced immediately.
- When or after installing the product, avoid pulling the power cord to prevent unnecessary wear and tear. Use the power button to disconnect power. Damaged power cords cause fire or electric shock.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or replace locally. Continued usage of damaged cord can cause fire, electric shock or leakage.
- Be sure to perform grounding appropriately. Inappropriate grounding can cause electric shock.
- Be sure to use fuses that meet specified rating. Using wrong fuses can cause electric shock.

9.3 Operation Warning

- Should a problem occur, turn off the power immediately and stop operating the machine. Unplug the power cord of the service outlet. Operating the machine without correcting the problem may cause a fire or injuries.
- Dust accumulated on the power plug may cause fire. Check the plug regularly and ensure the power plug is free of dust.
- Insert the power plug securely into the outlet. Poor contact may cause overheating, resulting in fire or burns.
- Before operating the machine, always check that the machine has been installed according to the instructions and procedures in this Operation Manual. Failure to do so may result in fire, electric shock, injury, or equipment malfunction.
- The warning labels describe important safety precautions. Be sure to observe the points listed below.
- To ensure the warning labels attached on the machine are visible and legible, install the machine in a well-lit location, and keep the labels clean at all times. Make sure the labels are not hidden behind other game machines.
- Do not remove or alter the warning labels.
- If the warning labels become dirty or damaged, replace with new labels. To order replacement warning labels, contact your supplier.
- Always use the power button first to turn off the machine to prevent electric shock, accident/injury, and damage to electrical circuits.
- If a problem occurs, first check that all the connectors are firmly connected.
- Always monitor the actions of customers and location staff to ensure they comply and follow the rules.

10. Overall Structure

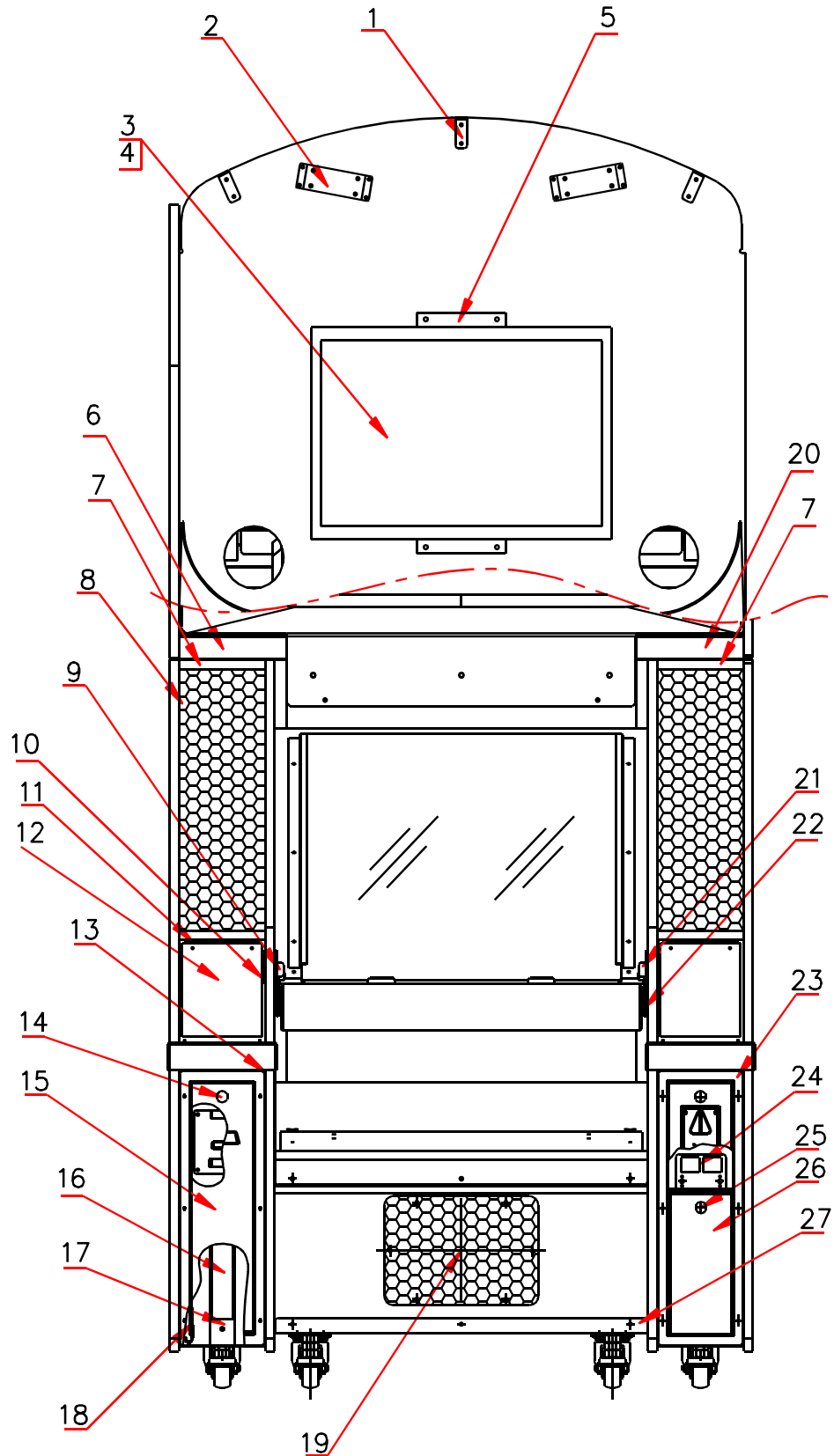
10.1 Main Assembly 1:



No.	Part No.	Code	Name	Qty.	Spec.	Note
1	T106-601-000	HDSL-00-03	Put ball Plastic	1	ABS δ3	
2	T106-602-000		Ball	1		
3	T106-101-000	HDSL-00-07	Header Protect board	1	Galvanization δ2	
4	T106-603-000	HDSL-00-35	Header Protect board skin	1	δ2.5 Gray	
5	T106-102-000	HDSL-00-06	Header rack	1	Q235 δ1.5	
6	T106-604-000	HDSL-00-05	Header euphotic board	1	PET δ1.5	
7	T106-605-000	HDSL-00-04	Button plastic	1	ABS δ3	
8	T106-606-000	HDSL-00-02	Front side ball path board	2	Clarity PET δ3	
9	T106-607-000	HDSL-00-20	Protect pole sleeve	1	Cushion (red)	
10	T106-103-000	JTBLQ-00-20	Protect pole	1	Steel tube 3mm	
11	T106-104-000	JTBLQ-00-01	Glass baffle	1	Q235 2mm	
12	T106-105-000	HDSL-00-24	Bend connect board	1	Q235 δ1	
13	T106-106-000	HDSL-00-24	Lamp bracket	1	Q235 1.5mm	
14	T106-107-000	JTBLQ -00-02	Glass holder	1	Q235 1.2mm	
15	T106-608-000	HDSL-00-08	Glass A	1	Toughened glassδ6	
16	T106-401-000	21202032002	TV	1		
17	T106-108-000	HDSL-00-12	Big fixation rack	1	Q235 δ2	
18	T106-109-000	HDSL-00-26	Power supply holder	1	Q235 δ1.5	
19	T106-110-000	HDSL-00-11	PC holder	1	Q235 δ1.5	
20	T106-402-000	21101000002	PC	1	OPTIPLEX330	
21	T106-609-000	JTBLQ -00-43	Shockproof bolt	9	Toughened glass(clarity)	
22	T106-403-000	XGW2-00-03	Jalousie	2	Q235 M6	
23	T106-001-000	HDSL-04-00	Cabinet 3	1		
24	T106-610-000	HDSL-00-21	Glass B	1	Toughened glass δ6	
25	T106-111-000	JTBLQ -00-25	Lamp holder	1	Electrolyte board 1.2mm	

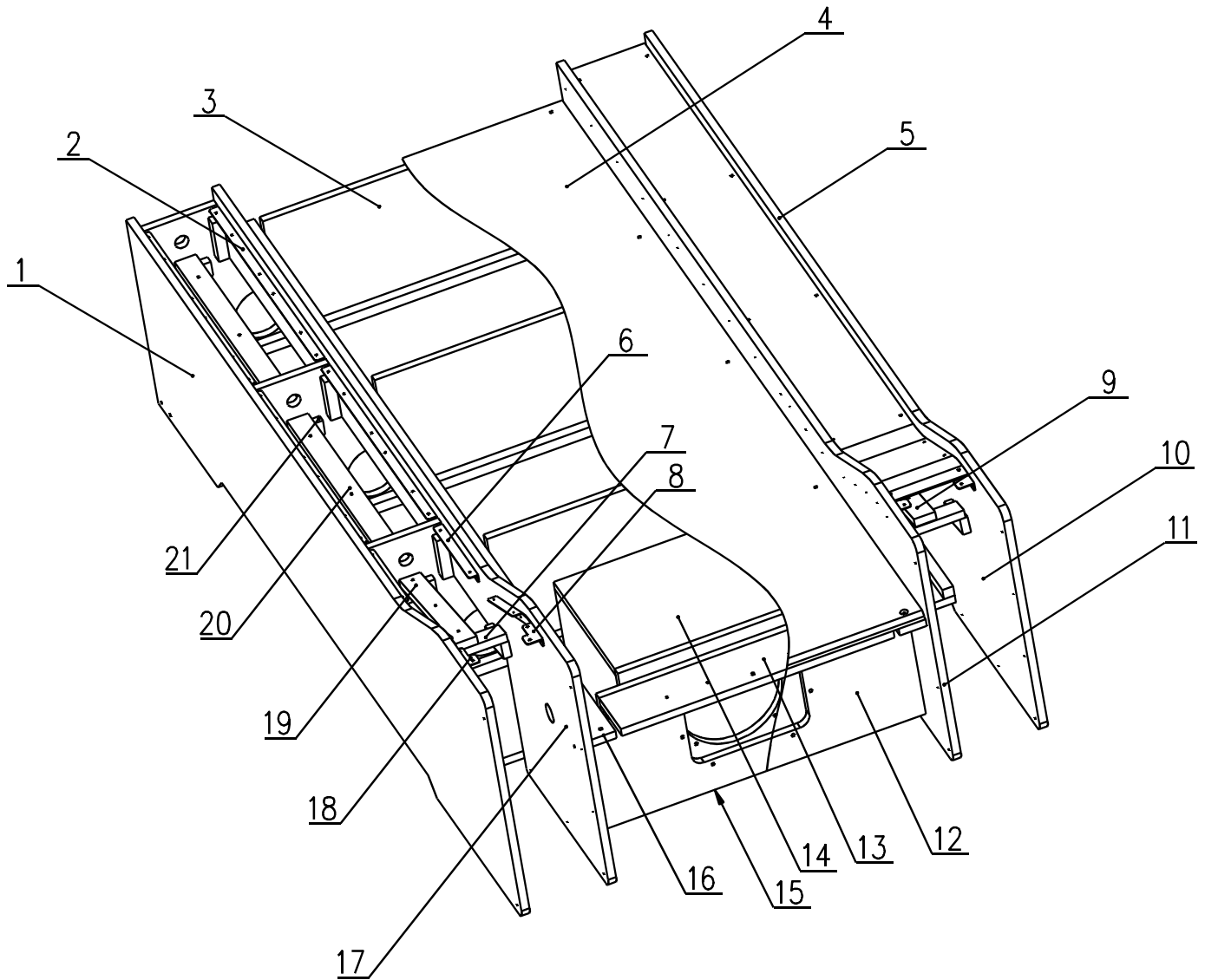
26	T106-611-000	JTBLQ -00-27	Chimney	1	Clarity PET 3mm	
27	T106-112-000	JTBLQ -00-26	Chimney holder	1	Electrolyte board δ1.5	
28	T106-113-000	JTBLQ -00-09	Baffle rack	1	Electrolyte board 2mm	
29	T106-501-000	HDSL-00-13(M)	baffle	1	Plywood δ15	
30	T106-002-000	HDSL-03-00	Ball return Assy.	1		
31	T106-003-000	HDSL-02-00	Cabinet 2	1		
32	T106-004-000	HDSL-05-00	Defend block ball Assy.	1		
33	T106-114-000	JTBLQ -00-03	Arc ball path	1	Q235 1.5mm	
34	T106-115-000	JTBLQ -00-03	Sensor baffle	2	Q235 1.2mm	
35	T106-404-000	25100000002	Hole sleeve	8	φ24	
36	T106-116-000	JTBLQ -00-04	Sensor connect board	1	Electrolyte board 1.5mm	
37	T106-117-000	JTBLQ-00-19	Sensor rack	2	Electrolyte board 1.5mm	
38	T106-118-000	JTBLQ-00-18	Sensor holder(behind)	4	Electrolyte board 2mm	
39	T106-119-000	JTBLQ-00-17	Sensor holder(front)	2	Electrolyte board 2mm	
40	T106-005-000	HDSL-01-00	Cabinet 1	1		

10.2 Main Assembly 2:



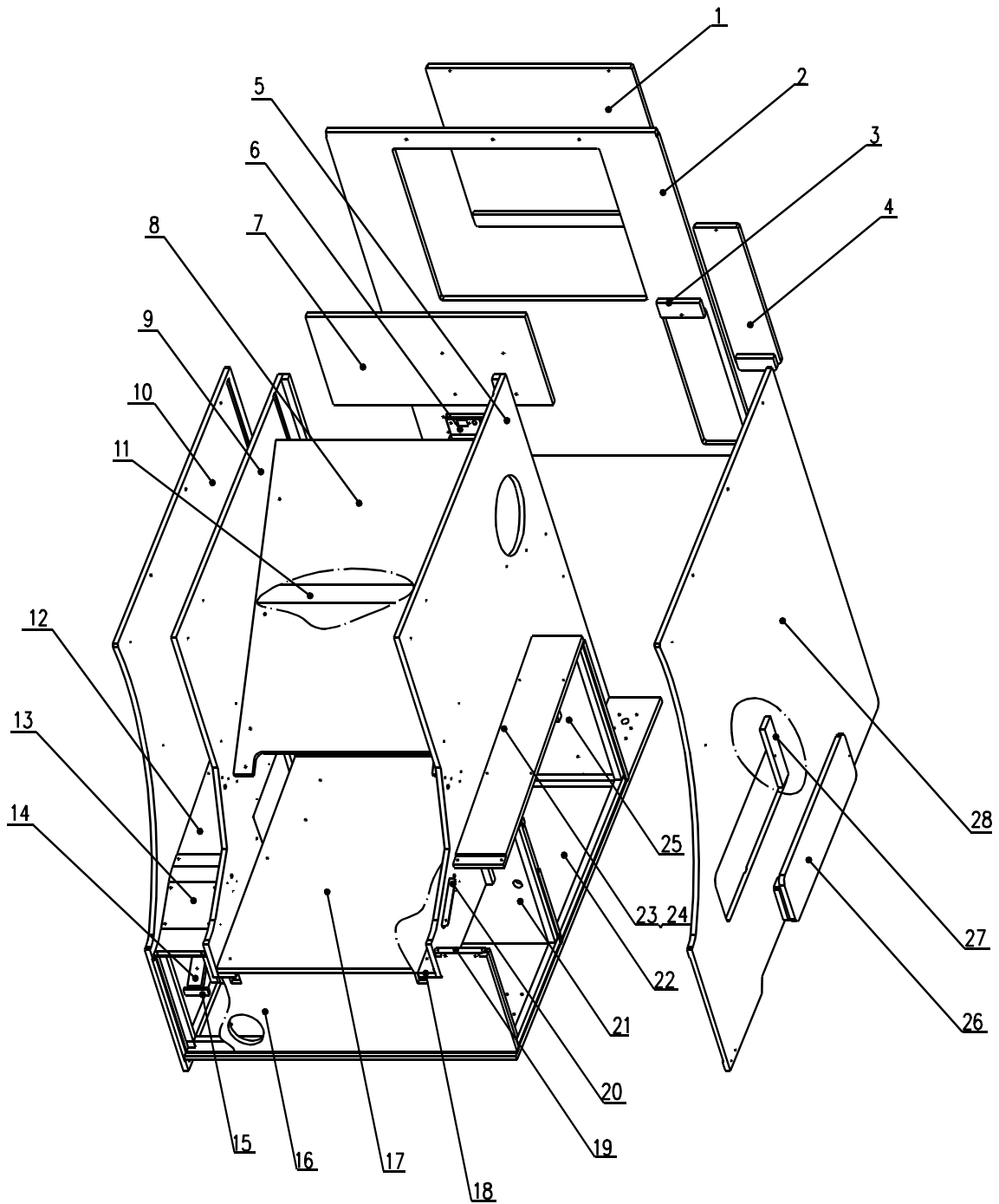
No.	Part No.	Code	Name	Qty.	Spec.	Note
1	T106-120-000	HDSL-00-29	Header LED holder	1	Q235 δ1.5	
2	T106-121-000	HDSL-00-16	Header holder	3	Electrolyte boardδ2	
3	T106-612-000	HDSL-00-34	Display protect board	1	Clarity PET δ5	
4	T106-405-000	21201022001	Display	1		
5	T106-122-000	HDSL-00-09	Display rack	1	Q235 δ2	
6	T106-123-000	HDSL-00-31	L-Ornament board	1	Q235 δ1.5	
7	T106-502-000	HDSL-00-14(M)	Small sound box	1	δ15	
8	T106-124-000	HDSL-00-15	Small sound box holder	2		
9	T106-125-000	HDSL-00-13	L-fixation board	1	Q235 3mm	
10	T106-126-000	JTBLQ-00-11	L-rack (Protect pole)	2	Q235	
11	T106-127-000	HDSL-00-27	Hinge	2	Stainless steel	
12	T106-613-000	HDSL-00-28	Menu board	2	PVC δ1	
13	T106-128-000	HDSL-00-16	Cabinet holder	2	Q235 δ2	
14	T106-406-000	25300171001	Lock	2	171	
15	T106-129-000	HDSL-00-17	Ticket machine board Assy.	1	Q235	
16	T106-130-000	ZRLQ-00-07	Ticket box	1	Q235	
17	T106-131-000	MGLY-00-30	Ticket box holder	1	Q235	
18	T106-132-000	TY-GG-01	Pothool	1	Q235	
19	T106-133-000	HDSL-00-25	Big sound box net	1	Halftone δ1.5	
20	T106-134-000	HDSL-00-30	R-Ornament board	1	Q235 δ1.5	
21	T106-135-000	JTBLQ -00-14	R-fixation board	1	Q235 δ1.5	
22	T106-136-000	JTBLQ -00-15	fixation connect pole(Protect pole)	1	Q235 δ1.5	
23	T106-137-000	HDSL-00-18	Coin machine board Assy.	1	Assembly	
24	T106-138-000	CLGW-00-15	Counter rack	1	Q235 δ1.5	
25	T106-443-000	25302222001	Lock	1	2222	
26	T106-140-000	HDSL-00-19	Coin box	1	Q235	
27	T106-141-000	HDSL-00-33	Protect edge	1	Q235 δ1	

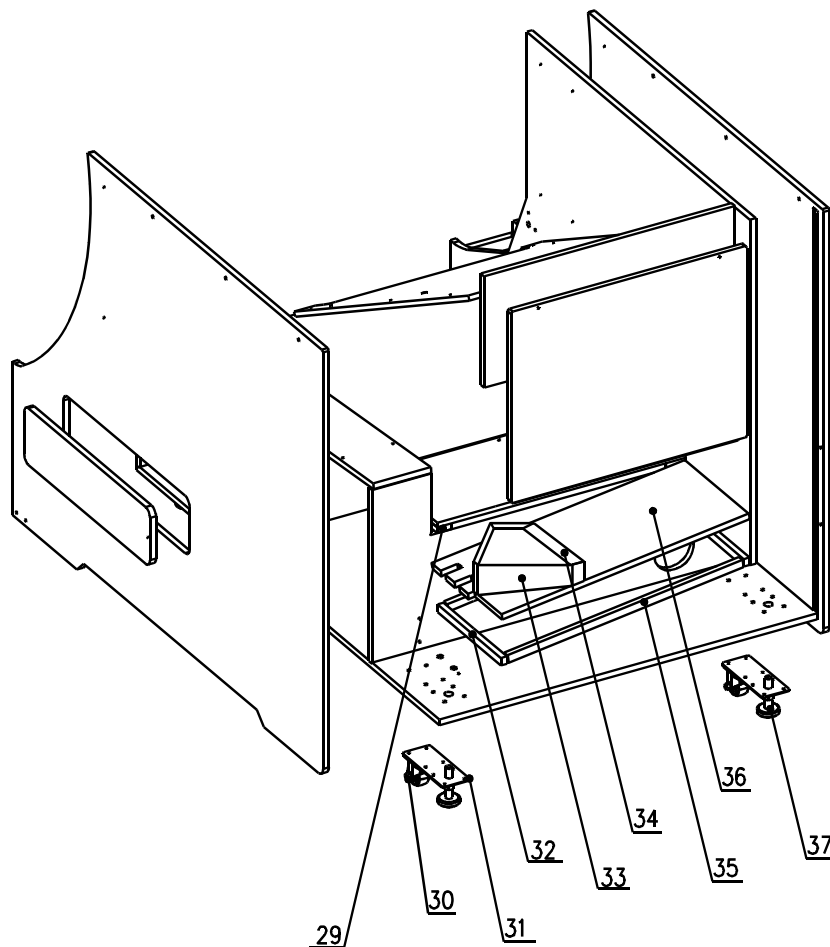
10.3 Cabinet 1:



No.	Part No.	Code	Name	Qty.	Spec.	Note
1	T106-503-000	HDSL-01-14(M)	L-front outside board	1	δ15	
2	T106-142-000	HDSL-01-02	Fixation bracket D	8	Q235 δ15	
3	T106-504-000	HDSL-01-16(M)	Strengthen board A	3	δ15	
4	T106-505-000	HDSL-01-17(M)	Front ball path	1	δ15	
5	T106-614-000	40501000008	Edge	13M	15MM yellow	
6	T106-143-000	HDSL-01-05	Fixation bracket C	4	Q235 δ15	
7	T106-506-000	HDSL-01-09(M)	LED long board	2	δ15	
8	T106-144-000	HDSL-01-08	Fixation bracket B	2	Q235 δ15	
9	T106-507-000	HDSL-01-06(M)	LED fixation board B	1	δ15	
10	T106-508-000	HDSL-01-01(M)	R-front outside board	1	δ15	
11	T106-509-000	HDSL-01-10(M)	R-front inner board	1	δ15	
12	T106-510-000	HDSL-01-15(M)	Front board	1	δ15	
13	T106-511-000	HDSL-01-12(M)	Front header board	1	δ15	
14	T106-512-000	HDSL-01-20(M)	Big sound box	1	δ15	
15	T106-513-000	HDSL-01-18(M)	Front motherboard	1	δ15	
16	T106-514-000	HDSL-01-11(M)	Strengthen board A (side)	2	δ15	
17	T106-515-000	HDSL-01-13(M)	L-front inner board	1	δ15	
18	T106-145-000	HDSL-01-07	Fixation bracket A	2	Q235 δ15	
19	T106-516-000	HDSL-01-19(M)	LED fixation board C	1	δ15	
20	T106-517-000	HDSL-01-03(M)	LED fixation board A	4	δ15	
21	T106-518-000	HDSL-01-04(M)	LED short board	14	δ15	

10.4 Cabinet 2:

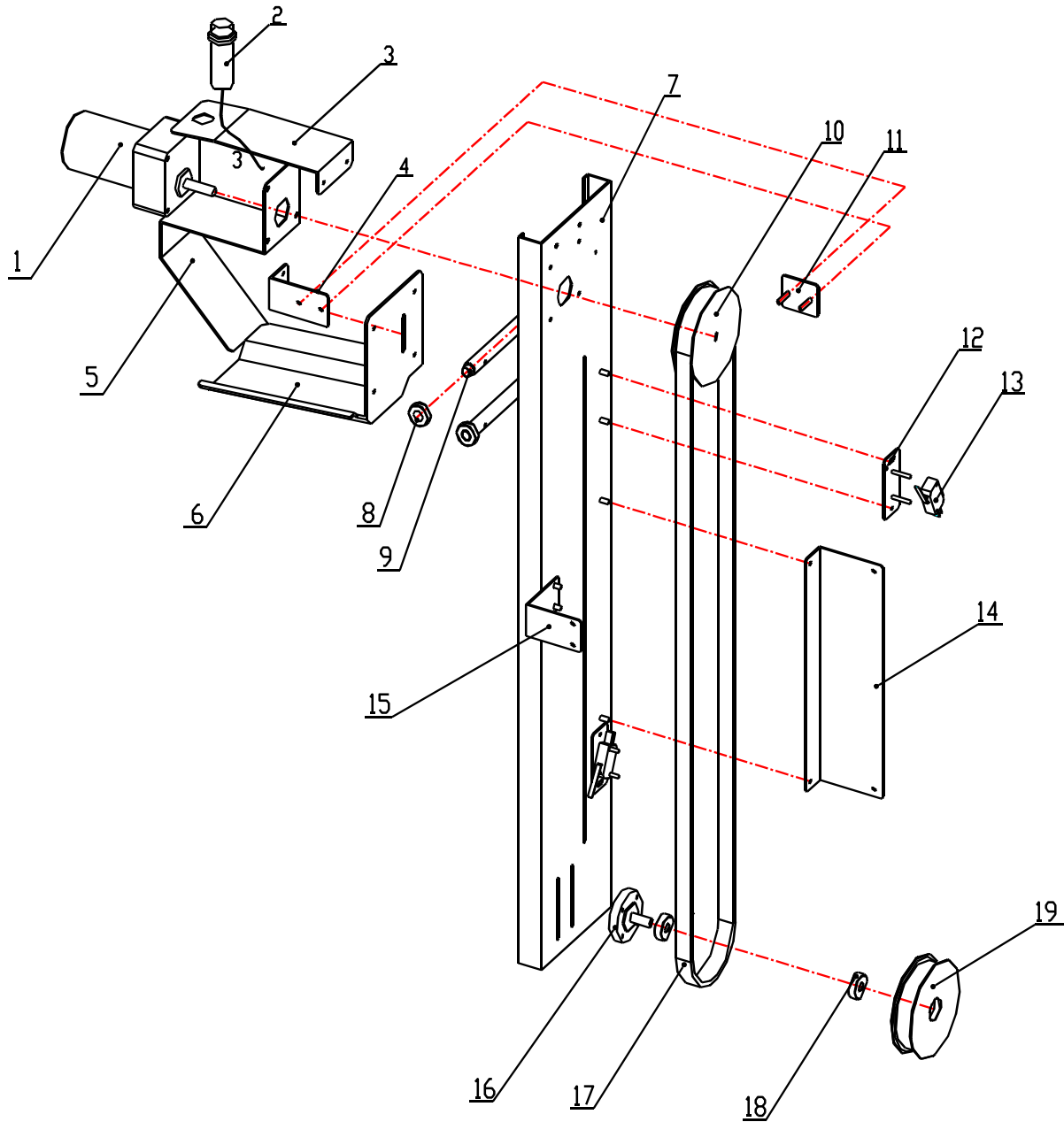




No.	Part No	Code	Name	Qty.	Spec.	Note
1	T106-519-000	HDSL-02-18(M)	Backdoor	1	δ15	
2	T106-520-000	HDSL-02-16(M)	Backboard	1	δ15	
3	T106-521-000	HDSL-02-01(M)	Door baffle board	1	δ15	
4	T106-522-000	HDSL-02-02(M)	Assy. door	1	20X20	
5	T106-523-000	HDSL-02-25(M)	Under R-inner board (back)	1	δ15	
6	T106-146-000	JTBLQ-00-05	Wire box	1	Q235	
7	T106-524-000	HDSL-02-19(M)	Middle board	1	δ15	
8	T106-525-000	HDSL-02-20(M)	Glass holder	1	δ12	
9	T106-526-000	HDSL-02-26(M)	Under L-inner board (back)	1	δ15	
10	T106-527-000	HDSL-02-28(M)	Under L-outside board (back)	1	δ15	
11	T106-528-000	HDSL-02-21(M)	Lamp bracket holder	1	δ15	

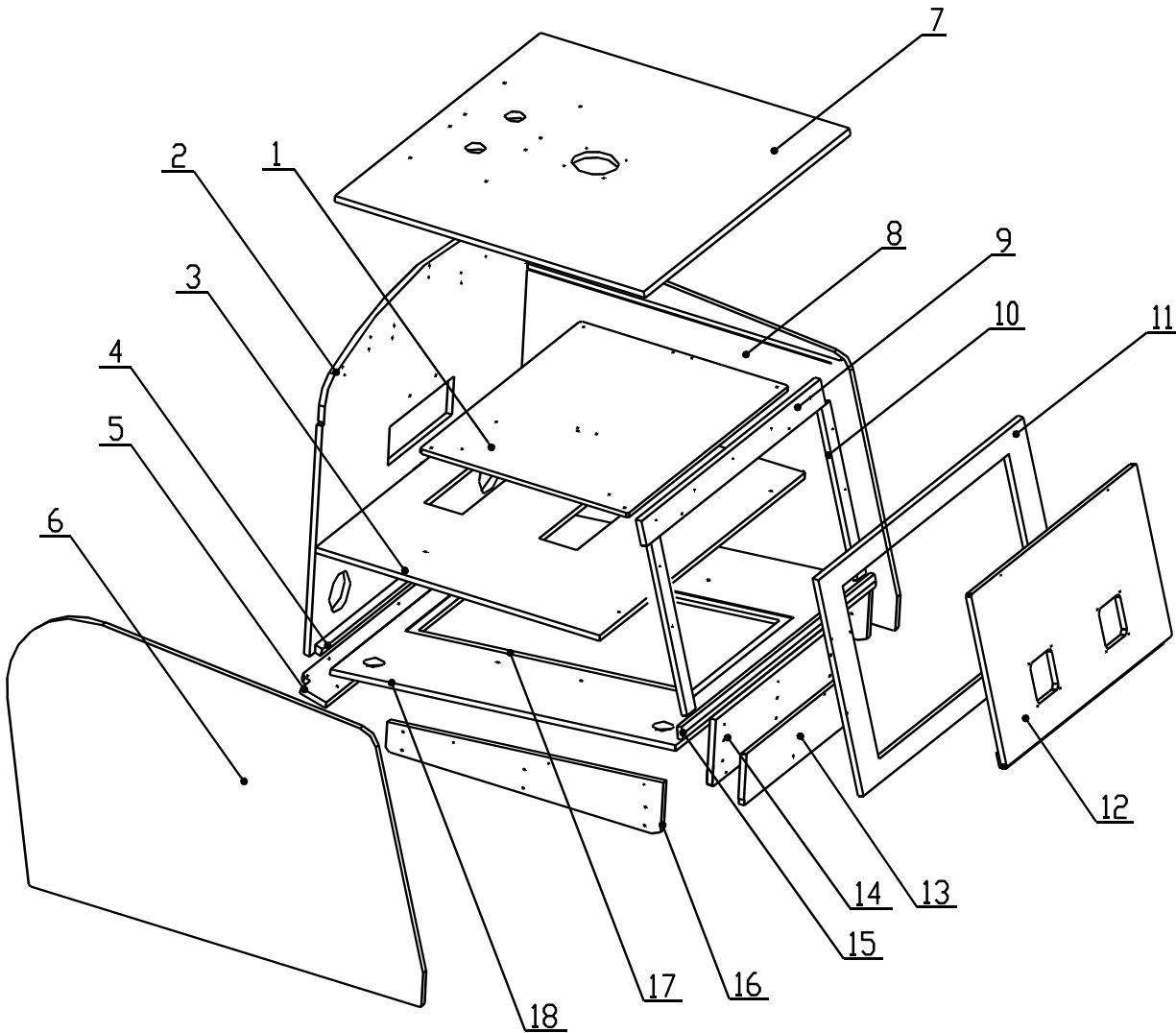
12	T106-529-000	HDSL-02-22(M)	back side ball path	2	δ15	
13	T106-615-000	HDSL-00-01	back side ball path board	2	PET δ3	
14	T106-516-000	HDSL-02-27(M)	LED fixation board C	2	δ15	
15	T106-518-000	HDSL-01-04(M)	LED short board	4	δ15	
16	T106-530-000	HDSL-02-12(M)	Strengthen board B	1	δ15	
17	T106-531-000	HDSL-02-10(M)	Ball path board (front)	1	δ15	
18	T106-532-000	HDSL-02-11(M)	Strengthen board B (side)	2	δ15	
19	T106-147-000	HDSL-02-24	Fixation bracket F	2	Electrolyte board δ1.5	
20	T106-148-000	HDSL-02-29	Fixation bracket E	4	Electrolyte board δ1.5	
21	T106-533-000	HDSL-02-14(M)	Strengthen board C	1	δ15	
22	T106-534-000	HDSL-02-13(M)	Board (back)	1	δ15	
23	T106-529-000	HDSL-02-22(M)	Side ball path board (back)	2	δ15	
24	T106-142-000	HDSL-01-02	Fixation bracket D	4	Electrolyte board δ1.5	
25	T106-535-000	HDSL-02-15(M)	Strengthen board D	1	δ15	
26	T106-536-000	HDSL-02-08(M)	Sensor door	2	δ15	
27	T106-537-000	HDSL-02-09(M)	Sensor door baffle	2	δ15	
28	T106-538-000	HDSL-02-23(M)	Under R-outside board (back)	1	δ15	
29	T106-539-000	HDSL-02-17(M)	Strengthen board C (side)	2	δ15	
30	T106-407-000	25500000001	Castor	4	2.5"	
31	T106-149-000	JTBLQ-01-45	Castor Bracket	4	Q235	
32	T106-540-000	HDSL-02-05(M)	Baffle A	2	δ15	
33	T106-541-000	HDSL-02-04(M)	Baffle ball B	1	δ15	
34	T106-542-000	HDSL-02-03(M)	Baffle ball A	1	δ15	
35	T106-543-000	HDSL-02-06(M)	Baffle B	2	δ15	
36	T106-544-000	HDSL-02-07(M)	slope baffle ball	1	δ15	
37	T106-150-000	JTBLQ-01-44	Leveler	4	Q235	

10.5 Ball Return Assembly:



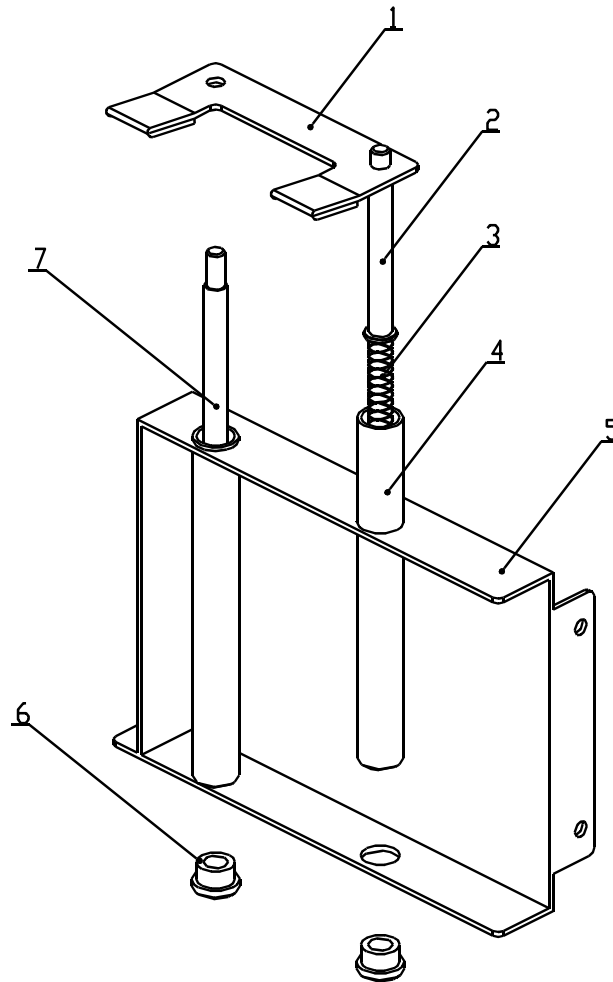
No.	Part No.	Code	Name	Qty.	Spec.	Note
1	T106-408-000	23405000009	AC motor	1	YN60-6Z/60JB25G8	
2	T106-409-000	21501000010	Reflect type sensor	1	E3F3-R61	
3	T106-151-000	HDSL-03-13	Sensor board	1	Q235 δ1.5	
4	T106-152-000	HDSL-03-12	Spread board	1	Q235 δ2	
5	T106-153-000	HDSL-03-08	Baffle ball board	1	Q235 δ1.5	
6	T106-154-000	HDSL-03-06	Ball filler	1	Q235 δ1.5	
7	T106-155-000	HDSL-03-01	Assembly rack	1	Galvanizationδ1.5	
8	T106-410-000	20106000021	Ball bearing	4	628 GB/T276-1994	
9	T106-156-000	HDSL-03-05	Axle	2	45#	
10	T106-157-000	HDSL-03-03	Active round	1	25 tooth	
11	T106-158-000	HDSL-03-10	Holder	1	Q235 δ2	
12	T106-159-000	HDSL-03-11	Switch board	2	Q235 δ1.5	
13	T106-411-000	22604000004	Micro SW	2	CNR-05S-03	
14	T106-160-000	HDSL-03-02	Baffle	1	Q235 δ1.5	
15	T106-161-000	HDSL-03-09	Fixation board	1	Q235 δ1.5	
16	T106-162-000	HDSL-03-07	Fixation axis	1	45#	
17	T106-412-000	26504000003	In-phase belt	1	548L W=15MM	
18	T106-413-000	20106000022	Bearing	2	608 GB/T276-1994φ22×φ8×7	
19	T106-163-000	HDSL-03-04	Drive round	1	25 tooth	

10.6 Cabinet 3:



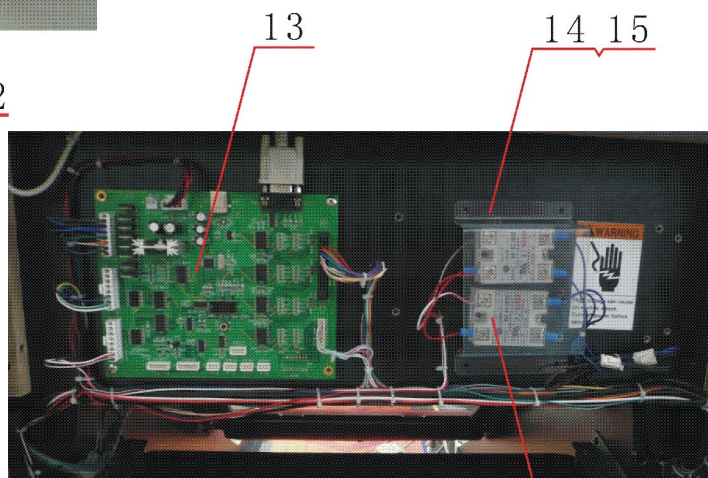
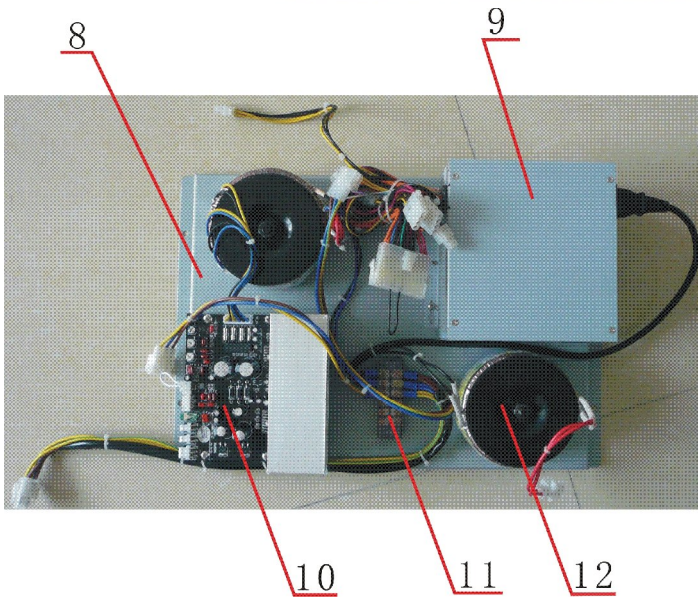
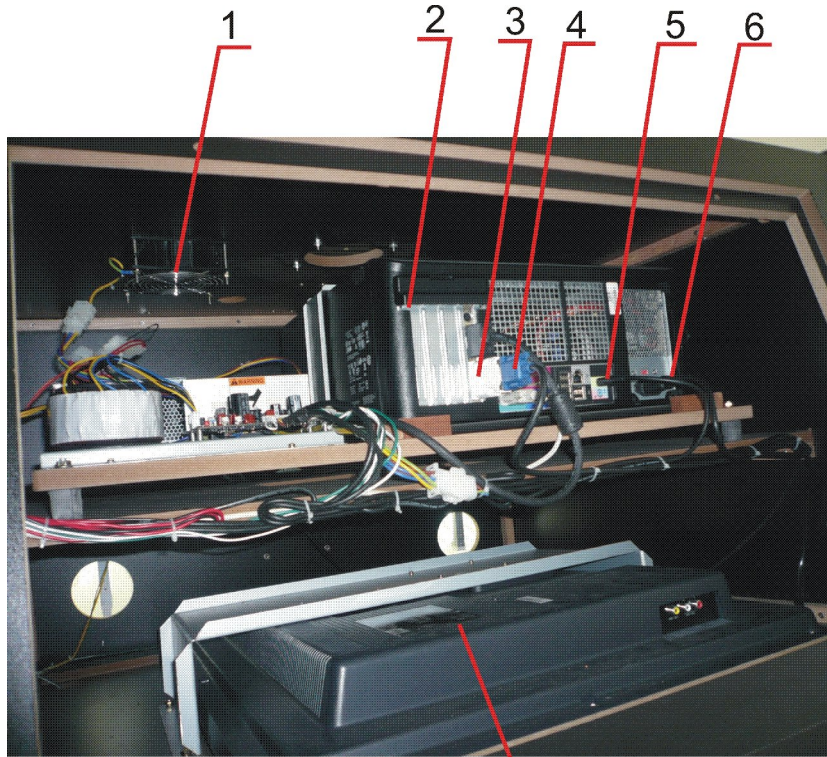
No.	Part No.	Code	Name	Qty.	Spec.	Note
1	T106-545-000	HDSL-04-15(M)	PC holder (upper)	1	δ15	
2	T106-546-000	HDSL-04-17(M)	Header board	1	δ15	
3	T106-547-000	HDSL-04-06(M)	PC holder (underside)	1	δ15	
4	T106-548-000	HDSL-04-08(M)	With side-angle wood	1	20X20	
5	T106-549-000	HDSL-04-03(M)	Front across board	1	δ15	
6	T106-550-000	HDSL-04-02(M)	R-upside board (back)	1	δ15	
7	T106-551-000	HDSL-04-05(M)	Top board	1	δ15	
8	T106-552-000	HDSL-04-01(M)	L-upside board (back)	1	δ15	
9	T106-553-000	HDSL-04-11(M)	Door upper baffle A(back)	1	δ15	
10	T106-554-000	HDSL-04-12(M)	Door upper baffle B(back)	2	δ15	
11	T106-555-000	HDSL-04-07(M)	Upper board (back)	1	δ15	
12	T106-556-000	HDSL-04-13(M)	Upper door (back)	1	δ15	
13	T106-557-000	HDSL-04-08(M)	Back board	1	δ15	
14	T106-558-000	HDSL-04-10(M)	Connect board A	1	δ15	
15	T106-559000	HDSL-04-14(M)	Upper fixation belt (back)	1	δ15	
16	T106-560-000	HDSL-04-09(M)	Connect board B	2	δ15	
17	T106-561-000	HDSL-04-17(M)	Display mat	1	δ15	
18	T106-562-000	HDSL-04-04(M)	Big display holder	1	δ15	

10.7 Defend Block Ball Assembly:



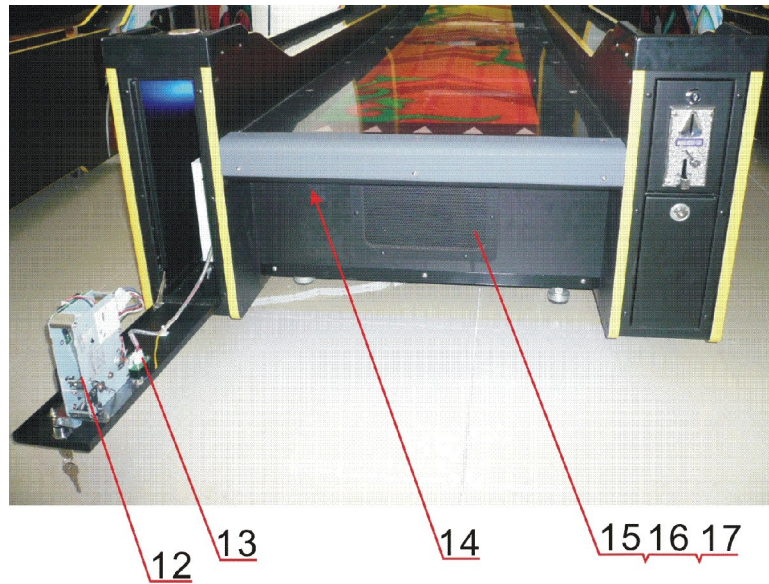
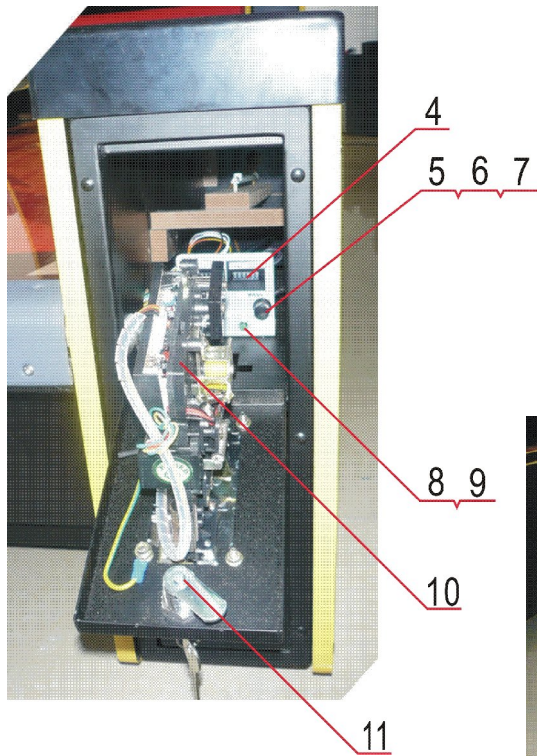
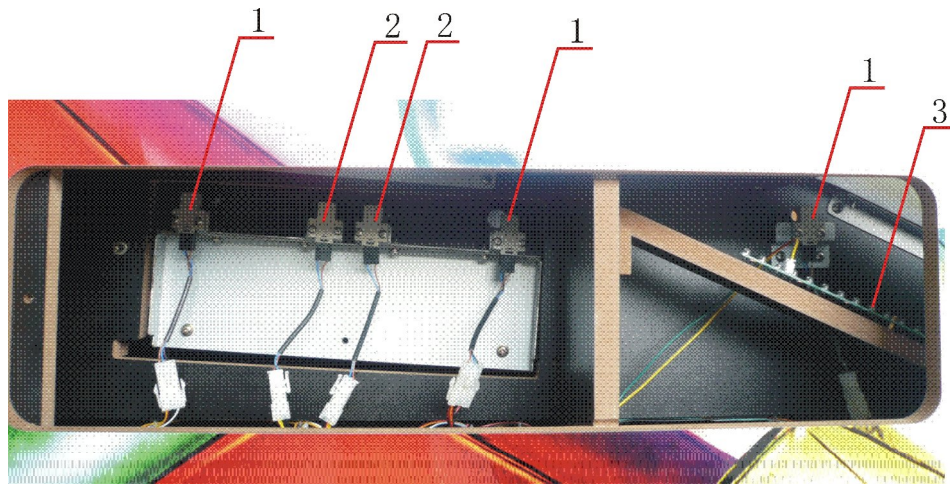
No.	Part No.	Code	Name	Qty.	Spec.	Note
1	T106-164-000	HDSL-05-05	Connect board	1	Electrolyte board δ 1.5	
2	T106-165-000	HDSL-05-02	Short flex axis	1	Brass	
3	T106-166-000	HDSL-05-07	Spring	2	65Mn	
4	T106-167-000	HDSL-05-04	flex axis sleeve	2	Brass	
5	T106-168-000	HDSL-05-01	Under fixation rack	1	Electrolyte board δ 1.5	
6	T106-169-000	HDSL-05-06	Cap	2	Brass	
7	T106-170-000	HDSL-05-03	Long flex axis	1	Brass	

10.8 Electrical Part 1:



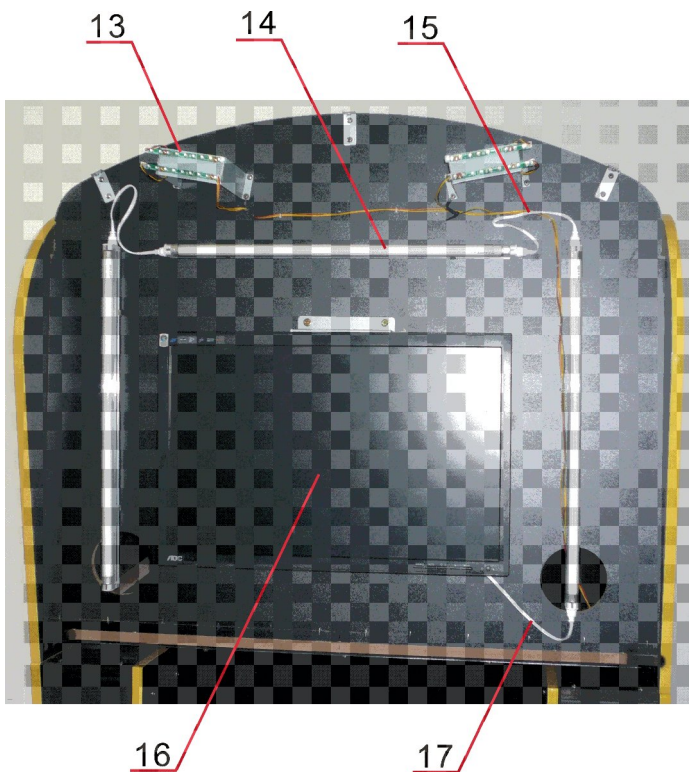
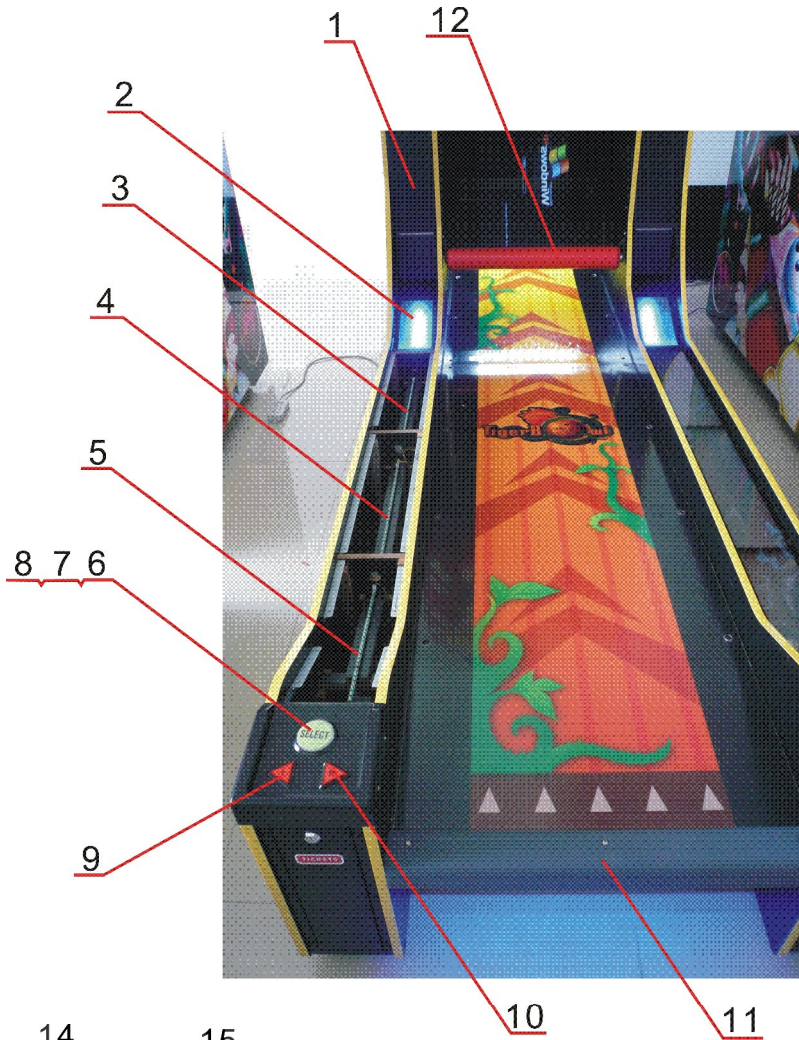
No.	Part No.	Code	Name	Qty.	Spec.	Note
1	T106-414-000	22720000002	Vent	1	DP200A,220-240VAC 50/60Hz/0.14A	
2	T106-402-000	21101000002	PC	1	OPTIPLEX330	
3	T106-415-000	21412000002	DV transform VGA interface	1	DVI-VGA(18+1)	
4	T106-801-000	23307000001	15PVGAV video Line	1	DB15M-DB15M(1.5M)	
5	T106-802-000	23305000004	Stereo audio line	1	Two 3.5 plugs 1M	
6	T106-803-000	20710805012	Power wire	2	3×0.75mm ² ×500mm	
7	T106-401-000	21201022002	TV	1	32"LCD32K73	
8	T106-171-000	HDSL-00-26	Power holder	1	Q235 δ1.5	
9	T106-416-000	21602000001	Power supply	1	BTX-3039(110V/220V)	
10	T106-804-000	22803000003	AMP board	1	ZS150	
11	T106-417-000	21411000001	Connection boar	1	TB-1506	
12	T106-418-000	21601000004	Transformer	1	B19255N1 IN:0-110V OUT:0-220V 200VA	110V
13	T106-805-000	21604000003	Main board	1	V12-MB.PCB Ver1.3	
14	T106-616-000	JTBLQ-00-48	High voltage protect cover	1	Clarity PET	
15	T106-172-000	HDSL-00-23	Relay holder	1	Q235 δ1.0	
16	T106-419-000	22140000002	Relay	2	SSR-25DA	

10.9 Electrical Part 2:



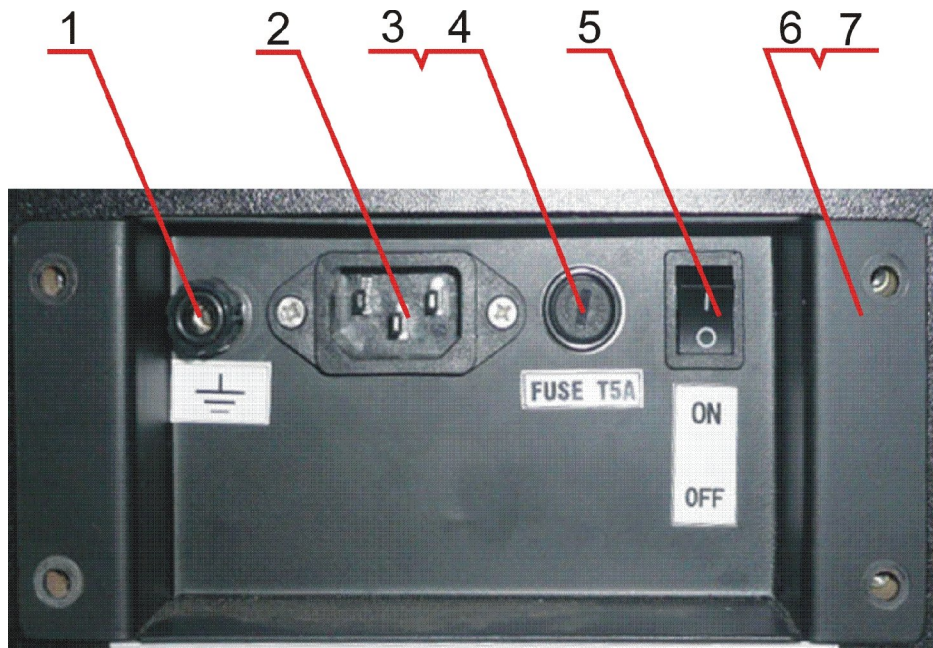
No.	Part No.	Code	Name	Qty.	Spec.	Note
1	T106-420-000	2150100001 6	Incept sensor	5	HPJ-R21	
2	T106-421-000	21501000015	Launch sensor	5	HPJ-E21	
3	T106-806-000	20710806003	LED lamp belt		LED48NC.PC(blue)	
4	T106-422-000	23000000005	Counter	2	C-012 DC12V	
5	T106-423-000	22403000001	Potentiometer Knob	1	Black	
6	T106-424-000	22510010001	Potentiometer	1	10K	
7	T106-807-000	21709000002	Potentiometer connect board	1	VR.PCB	
8	T106-425-000	22401030002	Button	1	PB:11C02R (green)	Reset
9	T106-426-000	22401010002	Button	1	PB:11C02R (red)	Test
10	T106-427-000	22301000001	Coin machine	1	Side insert	
11	T106-406-000	25300171001	Lock	2	171	
12	T106-428-000	23100000004	Ticket machine	1	TD963CR	
13	T106-808-000	21712000001	Ticket conversion board	1	TICK-CH.PCB	
14	T106-809-000	20710806004	LED lamp belt	1	LED48NC.PCB (blue)	
15	T106-133-000	HDSL-00-25	Big sound box net	1	Halftone δ1.5	
16	T106-429-000	22801000004	Bass speaker	1	LeiDuan AZ-6 8"8Ω150W	
17	T106-430-000	22805000001	Sound box tube	1	φ72	

10.10 Electrical Part 3:



No.	Part No.	Code	Name	Qty.	Spec.	Note
1	T106-431-000	22801000005	Speaker	2	4"4Ω 15W	
2	T106-806-000	20710806003	LED Strip	2	LED48NC.PCB(blue)	
3	T106-810-000	20710806001	LED Strip	2	LED48NC.PCB(blue)	
4	T106-810-000	20710806001	LED Strip	2	LED48NC.PCB(blue)	
5	T106-812-000	20710806002	LED Strip	2	LED48NC.PCB(blue)	
6	T106-432-000	22401000005	Green button	1	White Φ60	
7	T106-433-000	22001000009	Bulb	1	12V3W	
8	T106-434-000	22604000006	Micro SW	3	BLM-S 3A-125/250VAC	
9	T106-435-000	22401010001	Triangle-button (L)	1	Red lamp belt	
10	T106-435-000	22401010001	Triangle-button (R)	1	Red lamp belt	
11	T106-603-000	HDSL-00-35	Header protect board skin	1	δ2.5(gray)	
12	T106-607-000	HDSL-00-20	Protect pole sleeve	1	Assembly	
13	T106-813-000	20710806005	LED Strip	4	LED48NC.PCB(blue)	
14	T106-436-000	22006000003	T5 daylight lamp	4	T5-13W 220V	
15	T106-814-000	23301000005	T5 daylight lamp connect wire	1	L=100CM	
16	T106-401-000	21201022002	Display	1	AOC/TFT22W90PS+(Code 210V)	
17	T106-815-000	23301000008	T5 daylight lamp connect wire	2	L=20CM	

10.11 Wire Box:



No.	Part No.	Code	Name	Qty	Spec.	Note
1	T106-437-000	21412000001	Connection pole	1	10A/15A/250V black	
2	T106-438-000	21604000003	AC power plug	1	S-03-11	
3	T106-439-000	21902000006	Fuse holder	1	R3-11 110V/250V/10A	
4	T106-440-000	21901000012	Fuse	1	Φ5×20mm T5A 250VAC)	
5	T106-441-000	22601000005	SW	1	T125/55	
6	T106-442-000	23200006002	filter	1	DL-6TH1	
7	T106-006-000		Power box Assy.	1		

10.12 Overview:



No.	Part No.	Code	Name	Qty.	Spec.	Note
1	T106-617-000	HDSL-HM-08	Tiger header decal	1	1017×844 (δ5)	
2	T106-701-000	HDSL-HM-03	L-upside decal (Back)	1	1121×729(PVC100u)	
3	T106-702-000	HDSL-HM-05	L-side decal (Middle)	1	137×390 PVC100u)	
4	T106-703-000	HDSL-HM-01	R-upside decal (Back)	1	1121×729(PVC100u)	
5	T106-704-000	HDSL-HM-06	R-side decal (Middle)	1	137×390 (PVC100u)	
6	T106-705-000	HDSL-HM-09	Ball path decal (back)	1	628×1078 (δ1PVC)	
7	T106-706-000	HDSL-HM-11	Ball path two-side backboard	2	153×307(δ3PET))	
8	T106-707-000	HDSL-HM-02	R-underside decal (Back)	1	1367×1111(PVC100u)	
9	T106-708-000	HDSL-HM-12	Ball path two-side front board	2	153×1544(δ3PET)	
10	T106-709-000	HDSL-HM-10	Ball path decal front)	2	628×1675 (δ1PVC)	
11	T106-710-000	HDSL-HM-04	L-underside decal (Back)	1	1367×1111(PVC100u)	
12	T106-711-000	HDSL-HM-07	Front two-side decal	2	550×354 (PVC100u)	
13	T106-712-000	HDSL-HM-13	Choose button decal	1	48×48	
14	T106-713-000	TY-HM-25	L-button decal	1	24×28	
15	T106-714-000	TY-HM-22	R-button decal	1	24×28	
16	T106-715-000	TY-HM-34	Ticket decal	2	62×20 (PVC100u)	
17	T106-716-000	TY-HM-33	No touching decal	1		
18	T106-717-000	TY-HM-37	High voltage decal	2		
19	T106-718-000	TY-HM-19	Grounding decal	1		

20	T106-719-000	TY-HM-16	Power SW decal A	1	<div style="border: 1px solid black; padding: 2px; text-align: center;">ON</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">OFF</div>	
21	T106-720-000	TY-HM-11	T5A fuse decal	1	FUSE T15A	
22	T106-721-000	TY-HM-14	T10A fuse decal	1	FUSE T10A	
23	T106-722-000	TY-HM-08	Ticket reset	1	Ticket Reset	
24	T106-723-000	TY-HM-09	Service decal	1	Service	
25	T106-724-000	TY-HM-04	Bass decal	1	- BASS +	
26	T106-725-000	TY-HM-03	Volume decal	1	- Volume +	
27	T106-726-000	TY-HM-01	Coin counter decal	1	Coin counter	
28	T106-727-000	TY-HM-02	Ticket counter decal	1	Ticket counter	

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