 Be
Sure to Read
this Manual
Before Use

Operation Manual



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Thank you for purchasing X BALL 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



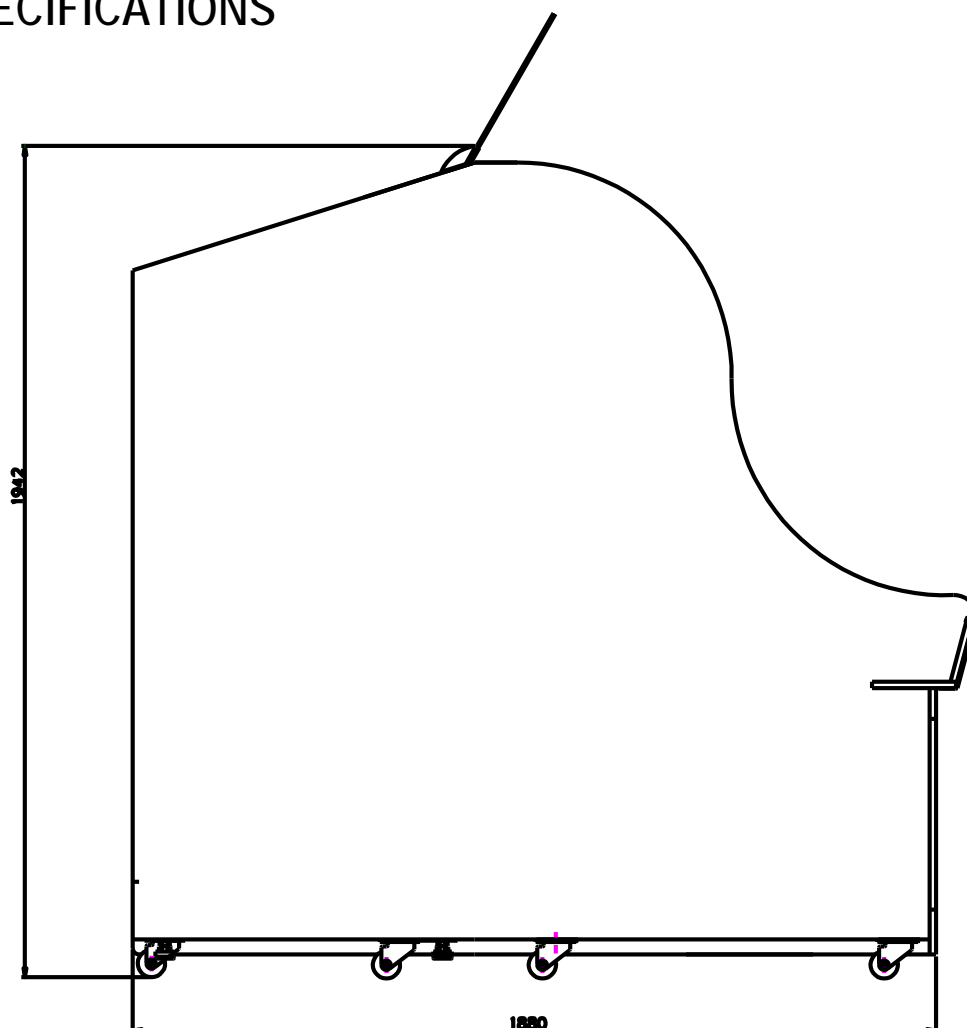
WARNING


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.

Note: The contents of this manual may be updated without notice.

1. SPECIFICATIONS



 **NOTICE:** After turning off the game, please wait at least 1 minute before restarting again





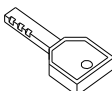
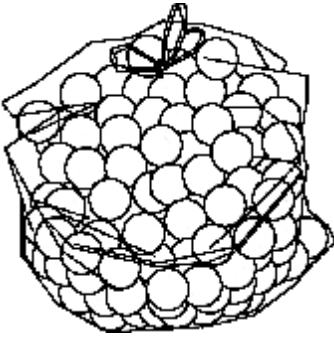
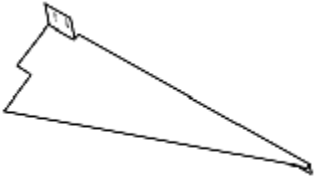
- Rated power supply: AC220V-240V 50/60Hz
- (1) Power consumption : Min power consumption: 260W
Max power consumption: 300W
- (2) Dimensions: W1880×D1240×H2252(mm)
- (3) Weight : ~160Kg
- (4) Environment condition : (Indoor) temperature : -10°C~+40°C
Humidity: ≤90%

Note: Game parameters are subject to change without notice.

2. PACKAGE CONTENTS

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

- 1 x Body Assembly
- Following accessories


NO.	Part. NO	Name	Spec.	Qty	Illustration	Note
1	X101-809-000	Power wire	10A/250V 2m	1		
2	X101-424-000	Fuse	φ5-20mm T6.3A (125V)	1		
3	X101-723-000	Manual	English	1		
4	X101-401-000	Key	171	4		
5	X101-409-000	Coin key	2222	2		
6	X101-425-000	Rubber ball	φ75	2		200 piece (2 pack X 100 Ea)
7	X101-117-000	Internal iron plate		2		

8	X101-118-000	Connect board		4		
9	X101-426-000	Bolt	M6X15	4		
10	X101-427-000	Bolt	M6X20	24		
11	X101-428-000	U disk	1G (resume system)	1		
12	X101-701-000	Header	1080X420 (5δ)	1		
13	X101-609-000	Mattress	1200X1070X35	1		

If any items are found to be missing, please contact your sales representative for help immediately.

NOTE: Part models are subject to change without notice.

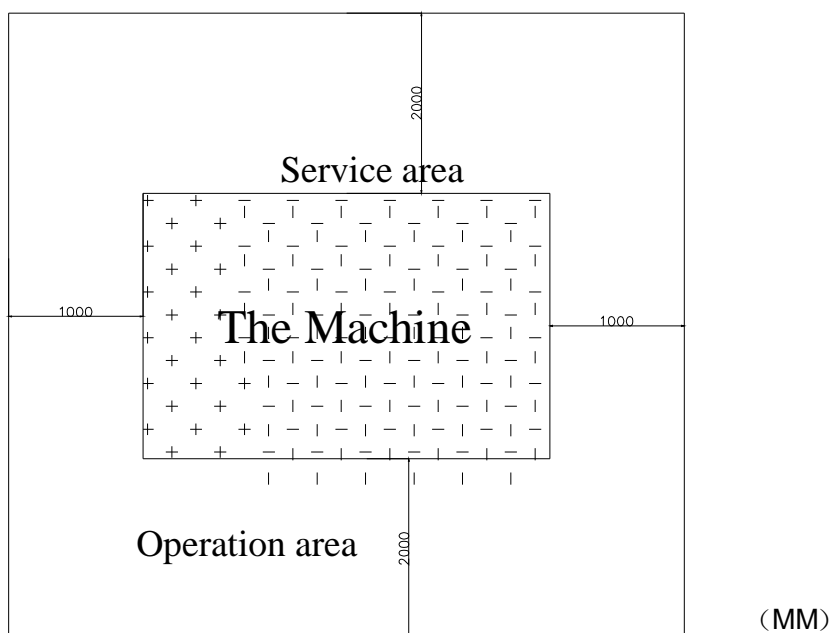
3. SET UP & INSTALLATION

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

- I Refer to IMPORTANT SAFETY INSTRUCTIONS (Pg. 3) for places to avoid
- I Place the unit on a dry level surface
- I Ventilation openings in the back of the unit must not be obstructed by objects or by wall.

3.1 Play Zone

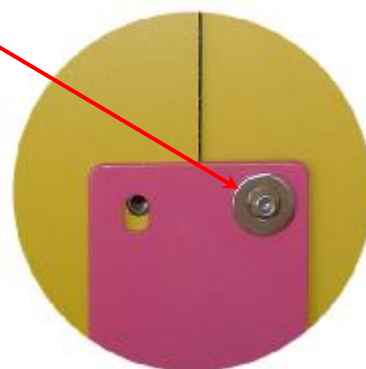
This machine requires space for playing and for maintenance as shown below.
Leave space around the game upon installation:



⚠ Do not attempt to alter or transform any part of the machine. Use standardized parts only. Use of inappropriate parts may damage the game and could be hazardous as it may cause electric shock/fire.

3.2 Installation

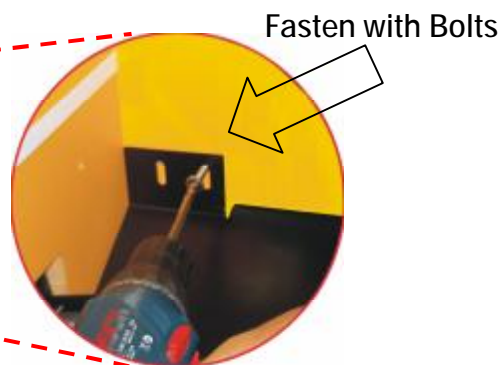
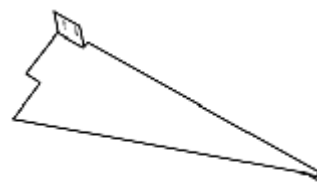
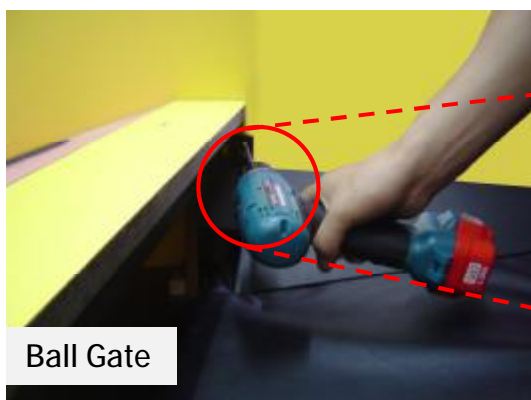
Step 1: : Push together the 2 pieces of the cabinet to assemble the connection board. Fix from the outside with bolts as shown in the picture. Connect both the left and right pieces.



Step 2: Install the mattress on the slide board. Try to flatten the mattress and smooth out all bumps. *(Note: This mattress is used to absorb rebound force of the balls to prevent them from bouncing out)*



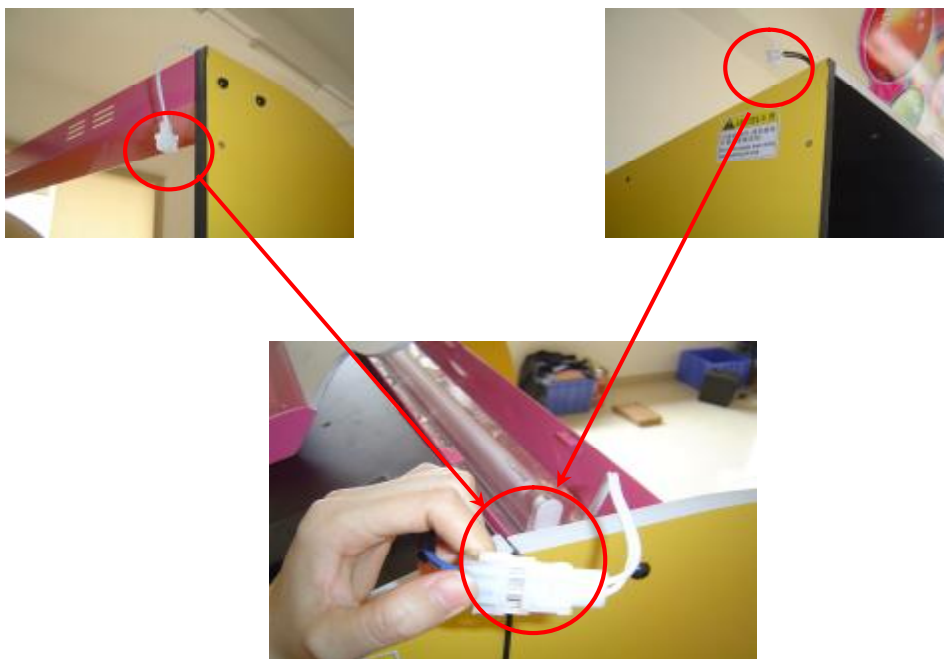
Step 3: Install the internal iron plate. Secure both the left and right sides of the internal iron plate. Fasten with bolts. (Note: *Internal Iron Plate* is used to keep the balls in the center)



Step 4: Open the side service door; connect the *signal transport line connectors* as shown below.



Step 5: Connect the *light box power line connectors* as shown in the pictures below.



Step 6: Install the light box. Tighten the screws from the back.

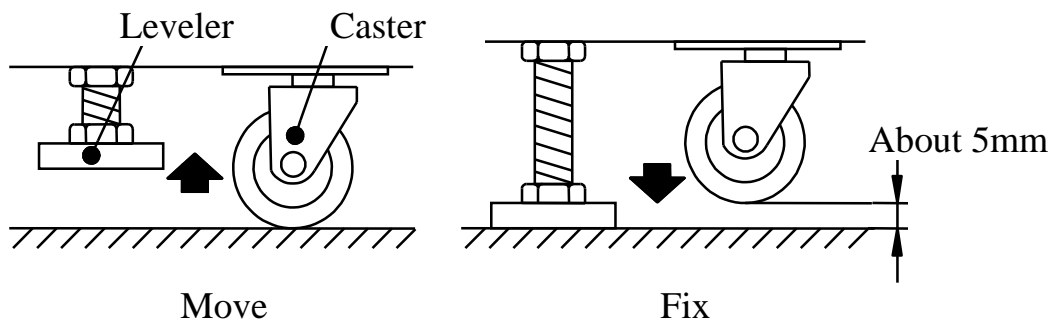


Installation complete! Check that all steps are completed correctly. Before connecting the power (see Section 3.6).

3.3 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.

3.4 Disassembly:

Important: Before disassembly, be sure the game power is off and the power plug is disconnected

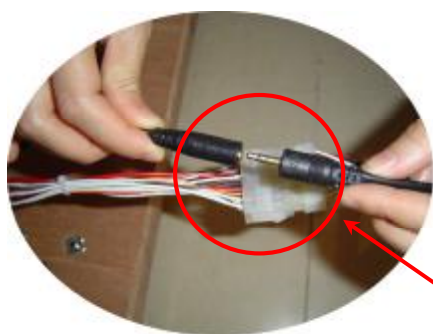
Step 1: Remove the light box by loosening the screw in the back.



Step 2: Disconnect all light box connectors.



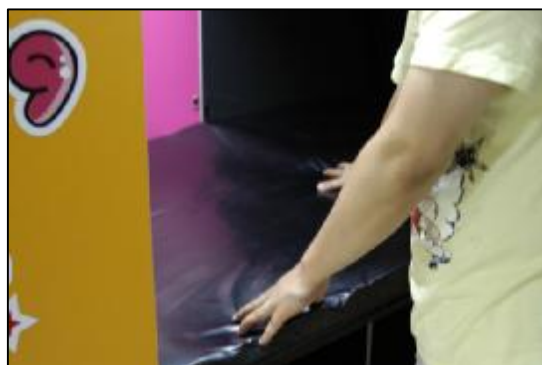
Open the service door; disconnect the signal line connector from the inside:



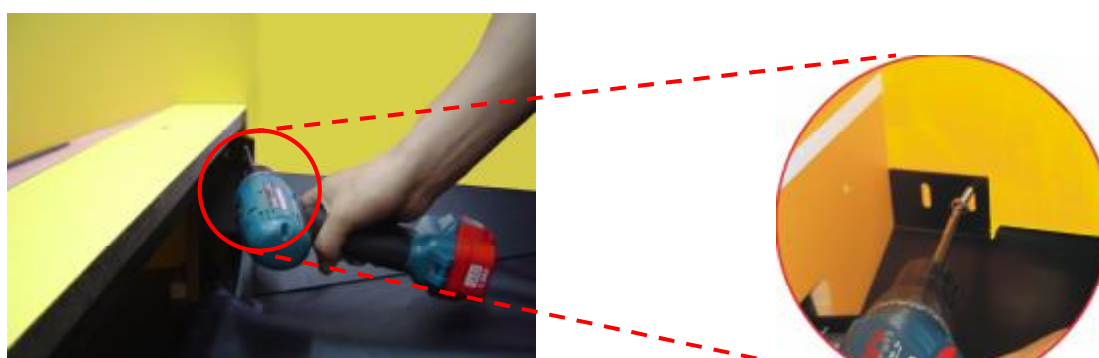
Step 3: Loosen the connect boards on both sides of the machine, and then separate the cabinet.



Step 4: After separating the cabinet, pull out the mattress from one end of the machine.



Step 5: Unscrew and remove the internal iron plates (screws and bolts can be reused, keep and store in a safe place for later use)




3.5 Transporting the Game

If you need to move the game, adjust the levelers back to an “up” position so the casters touch the ground.

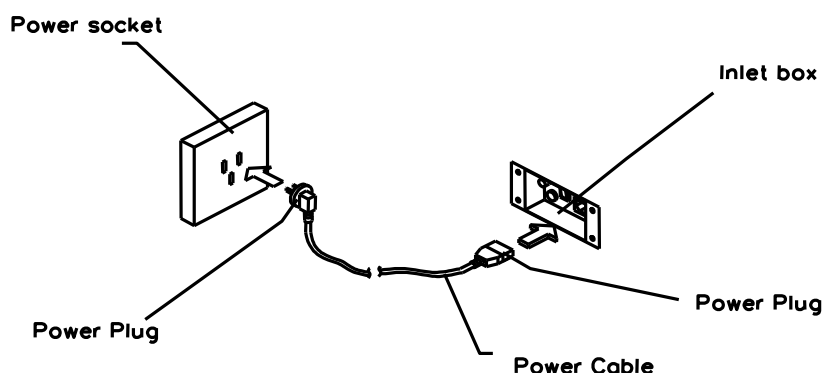
NOTICE

- 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

3.6 Connecting Power

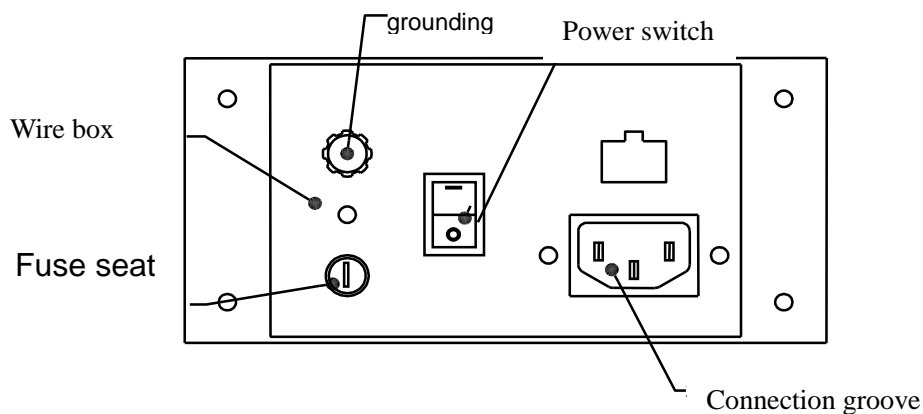
 **WARNING:** Check the voltage rating before you connect the equipment to an electrical outlet to ensure that the required voltage and frequency match the available power source. Please refer the label of the machine.

- 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):



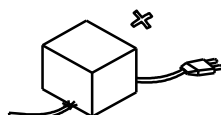
Wire box parameter:

Φ5-20 T6.3A (110V)

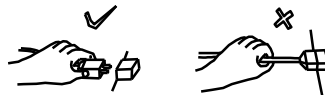


WARNING

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.



4. HOW TO PLAY

X-BALL is an all new 2-player video redemption game suitable for all ages. There are 10 exciting mini-games to choose from. Toss balls at the interactive screen to complete missions within the time limit. Tickets are awarded based on performance and final score.

1. Insert coin(s) to start. Press the “Start” Button.



2. Throw balls at the screen to select one of the ten mini games.



Note: Before the start of each game, there will be simple instructions on how to play each mini game, the required number of targets needed to clear the stage, and the time limit.



NOTE:

Hitting the *BELL* will give extended time.

Hitting the *HEART* will add Life.

Hitting the *SKULL* will decrease Life (avoid hitting!)

3. Throw and hit targets on the screen with plastic balls to complete missions.



- Each mini game is 60 seconds long.
- Player's life (number of hearts) will decrease when being attacked. Once the hearts run out, the game is over (regardless of time remaining).

4. Stage result shows letter score for the stage completed. Tickets are awarded based on performance and final score (average score of all mini games)



5. GAME OPTIONS

5.1 Parameter Settings

Press “Game Setting” (Red) button before credit in the demo



Game Setting:

1. COIN PEACK EDIT: Sets the qty. of coins per game
2. FREE PLAY: On/Off
3. GAMES: Setting each game can play the mini games number
4. TIME: Setting the minimum time of each mini game.
5. TICKET STATE: Sets the game no ticket
6. TICKETS: Sets ticket payout qty. per game
7. START MUSIC: Sets the DEMO music.
8. SAVE AND EXIT

5.2 Error Display

SENSOR ERROR:



- Possible Cause 1: Objects blocking the sensor
- Possible Cause 2: Sensor PCB wiring is loose
- Possible Cause 3: Sensor PCB is damaged

COM1 ERROR:



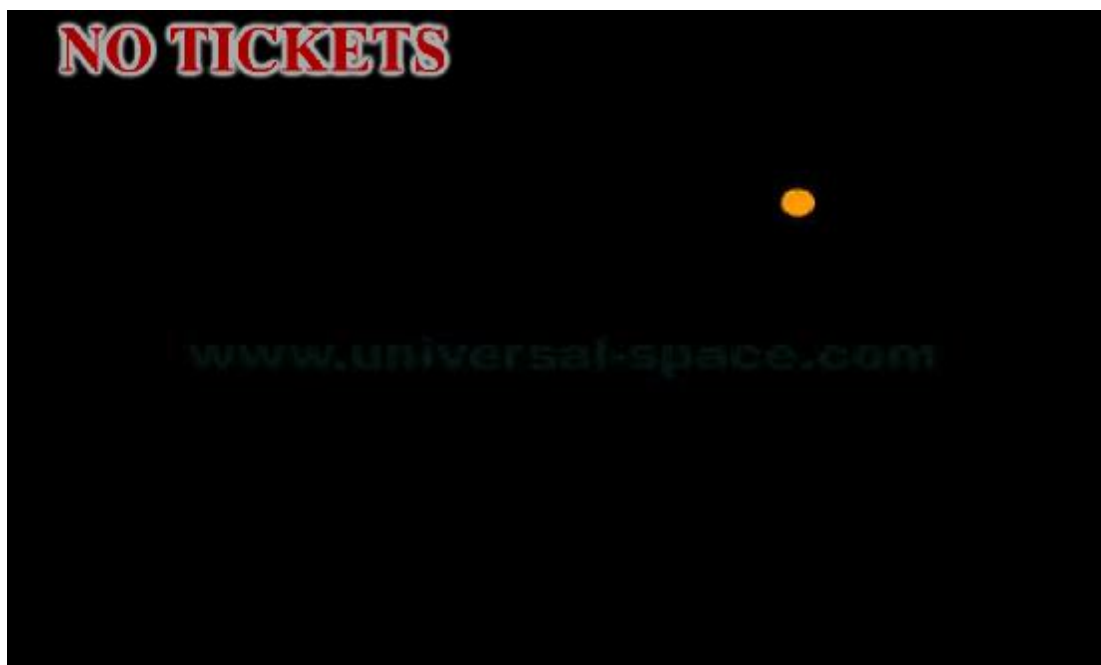


Possible Cause 1: COM port data line is loose.

Possible Cause 2: Mainboard is damaged.

TICKET ERROR

Game is out of tickets. Add tickets, and then press the reset button. Owed tickets will dispense.



6. MAINTENANCE, INSPECTION

6.1 Safety Check

Check the points listed before operating the machine. These checks are necessary for safe machine operation:

1. Try to run the game before operation each day.
2. Conduct monthly routine checks of game components to ensure good working condition
3. Check the machine regularly for dust and clean when necessary.

Note: Parts and components require preventative maintenance to be kept running smoothly

6.2 Handling Precautions

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine



WARNING

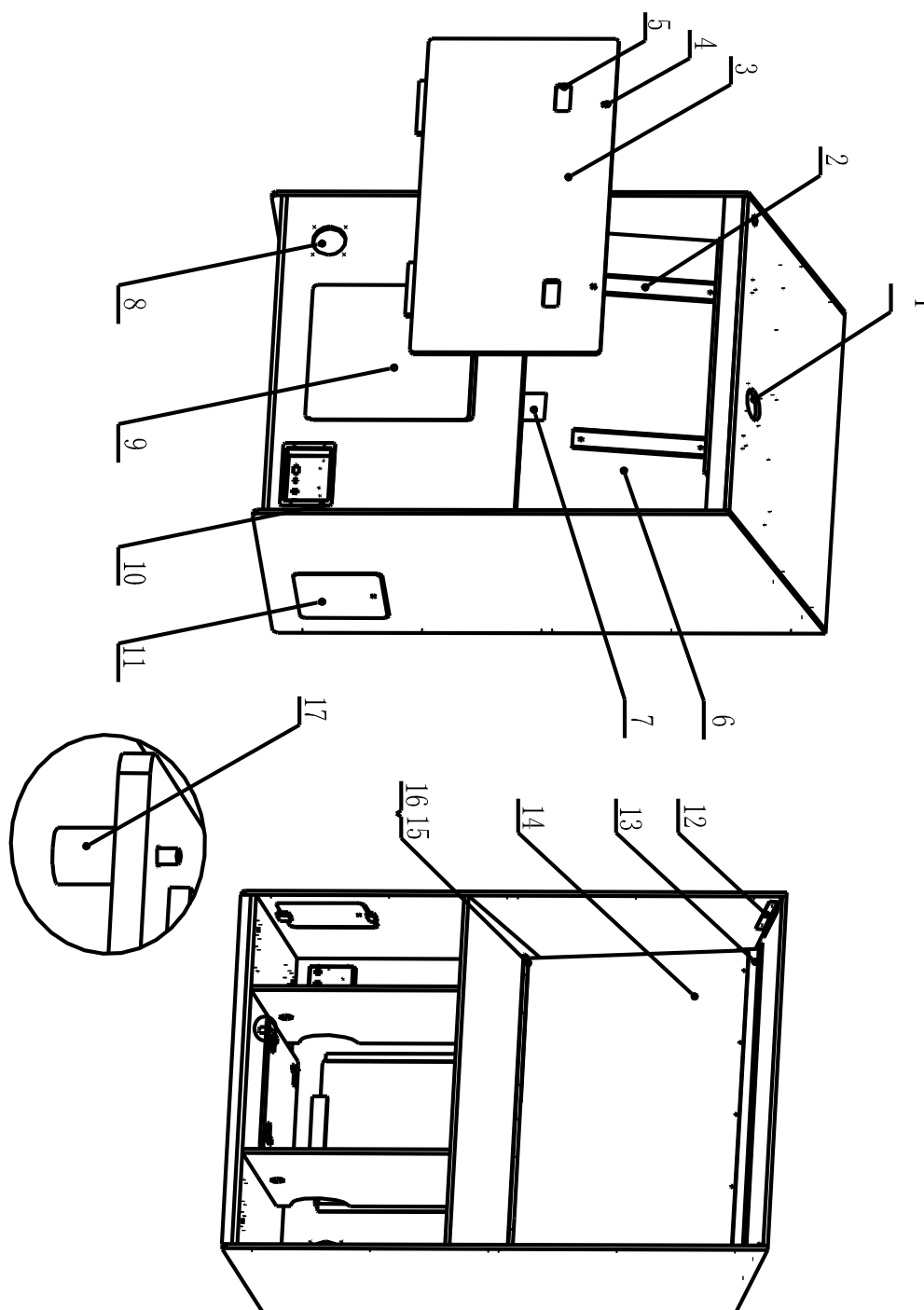
- Before servicing the machine, be sure to turn power off. Servicing without turning the power off can cause electric shock or short circuit.
- To avoid electric shock or short circuit, do not plug then unplug the power quickly
- Do not expose power cords and earth wires, these are susceptible to damage.
- 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.
- 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.
- Perform grounding appropriately. Inappropriate grounding can cause electric shock.
- Use fuses that meet specified rating. Fuses exceeding can cause an electric shock.

- Should a problem occur, turn off the power immediately and stop operating the machine. Unplug the power cord of the service outlet.
- Insert the power plug securely into the outlet. Poor contact may cause overheating, resulting in fire or burns.
- 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.

7. OVERALL CONSTRUCTION

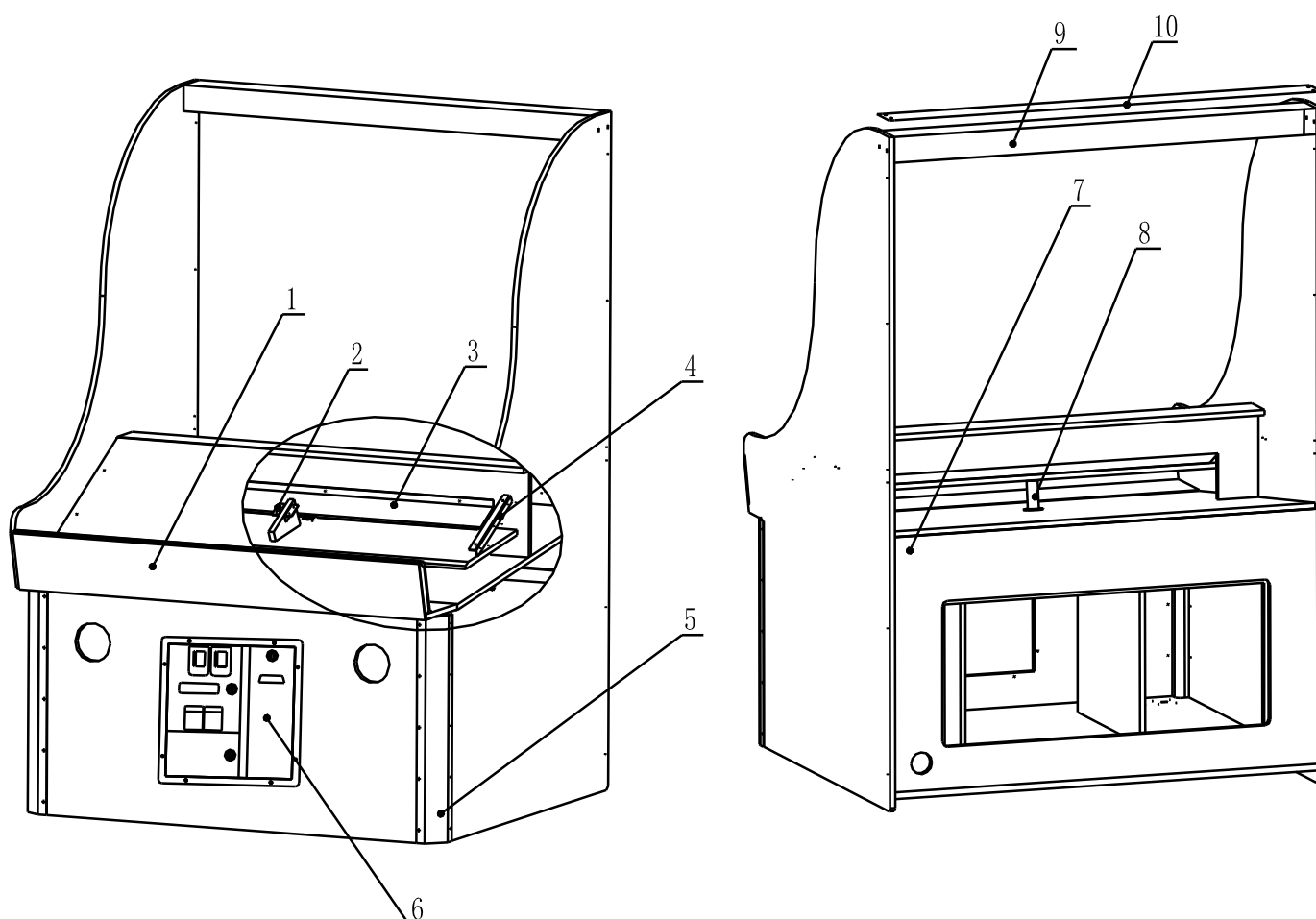
7.1 Display cabinet:





No.	Part No.	Name	Qty.	Spec.	Note
1	X101-401-000	Vent	1	Q235	
2	X101-101-000	Display holder	2	Electrolysis board	
3	X101-501-000	Display cabinet back door (Above)	1	15mm Plywood	
4	X101-402-000	Back door lock	2	171	
5	X101-601-000	Handle	2		
6	X101-403-000	LCD	1	47'/16: 9	
7	X101-102-000	Display backboard	2	Electrolysis board	
8	X101-103-000	Vent net board	1		
9	X101-502-000	Display cabinet back door (Below)	1	15mm Plywood	
10	X101-104-000	Wire box	1	Q235	
11	X101-503-000	Display cabinet service door	1	15mm Plywood	
12	X101-105-000	Connect board	2	Q235	
13	X101-106-000	Display baffle (Above)	1	Q235	
14	X101-602-000	Glass board	1	Toughened glass	
15	X101-107-000	Display baffle (Below)	1	Electrolysis board	
16	X101-603-000	Pad board	1	EVA board	
17	X101-604-000	Quakeproof rubber blocks	4		

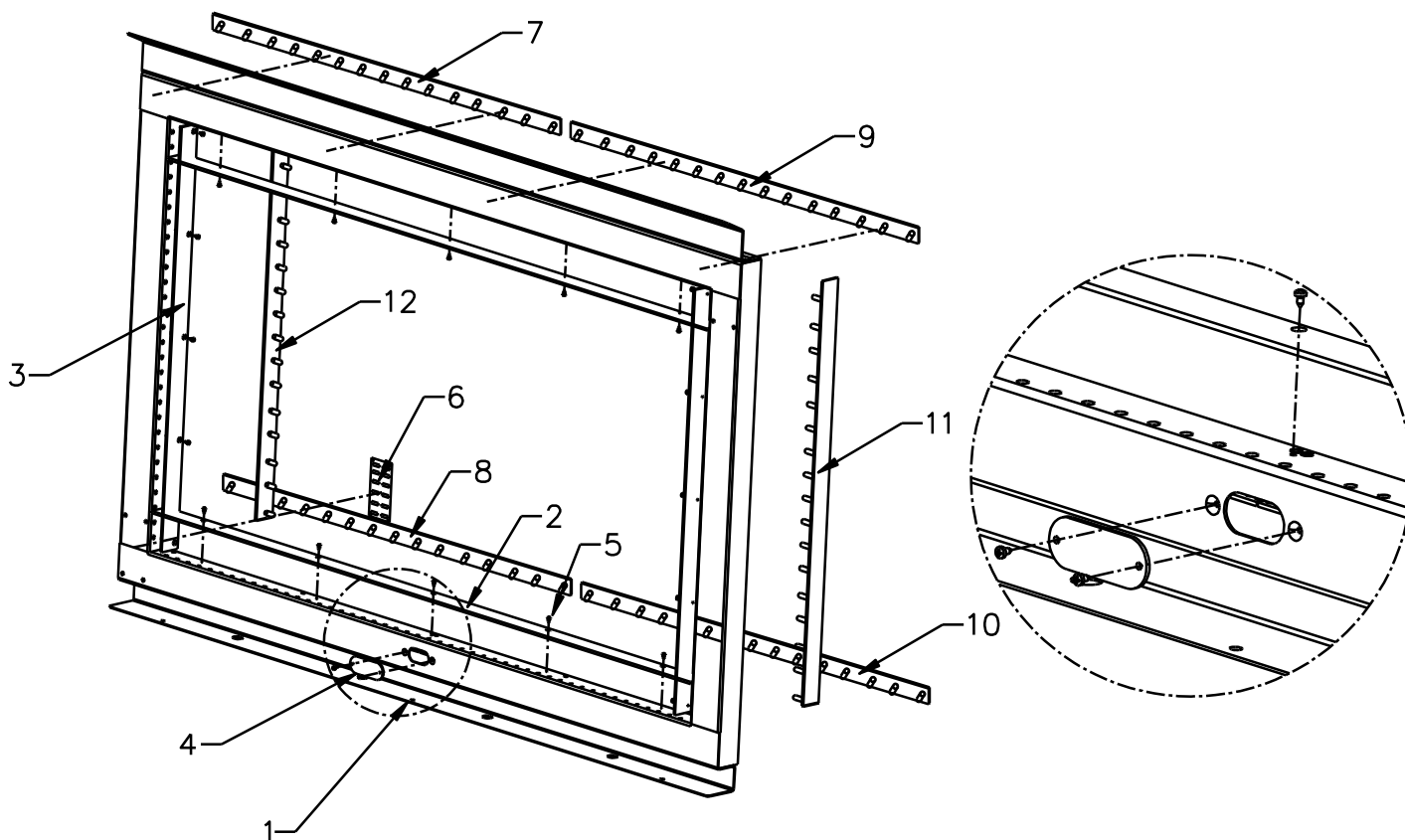
7.2 Console Cabinet:



No.	Part No.	Name	Qty	Spec.	Note.
1	X101-108-000	Guarding edge	1		
2	X101-109-000	Table-board holder 1	2	Electrolysis board	
3	X101-110-000	Baffle	2	Q235	
4	X101-111-000	Table-board holder 2	1	Electrolysis board	
5	X101-112-000	Regula	2	Q235	
6	X101-113-000	Coin door	1	Q235	
7	X101-001-000	Console cabinet	1		
8	X101-114-000	Cross line pipe	1	Q235	
9	X101-115-000	Light box holder	1	Q235	

10	X101-605-000	Light box cover board	1	Clarity PC	
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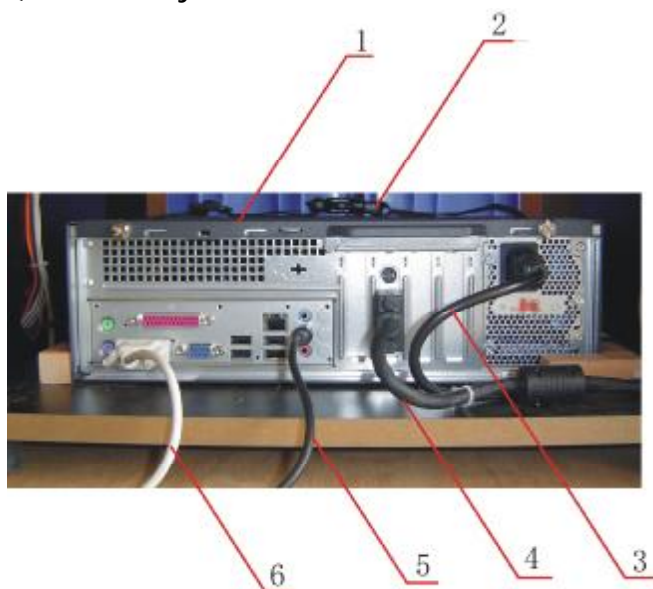
7.3 Sensor box Assembly



No.	Part No.	Name	Qty	Spec.	Note
1	X101-116-000	Sensor Shelf	1	Q235	
2	X101-606-000	Film (up and bottom)	2	Clarity PVC	
3	X101-607-000	Film (left and right)	2	Clarity PVC	
4	X101-608-000	TV sensor Remote control board	1	Red PVC	
5	X101-404-000	M3 Bolt	22	Q23	
6	X101-801-000	Sensor drive board	1		
7	X101-802-000	Sending sensor 1	1		
8	X101-803-000	Receiving sensor 1	1		
9	X101-802-000	Sending sensor 2	1		
10	X101-803-000	Receiving sensor 2	1		

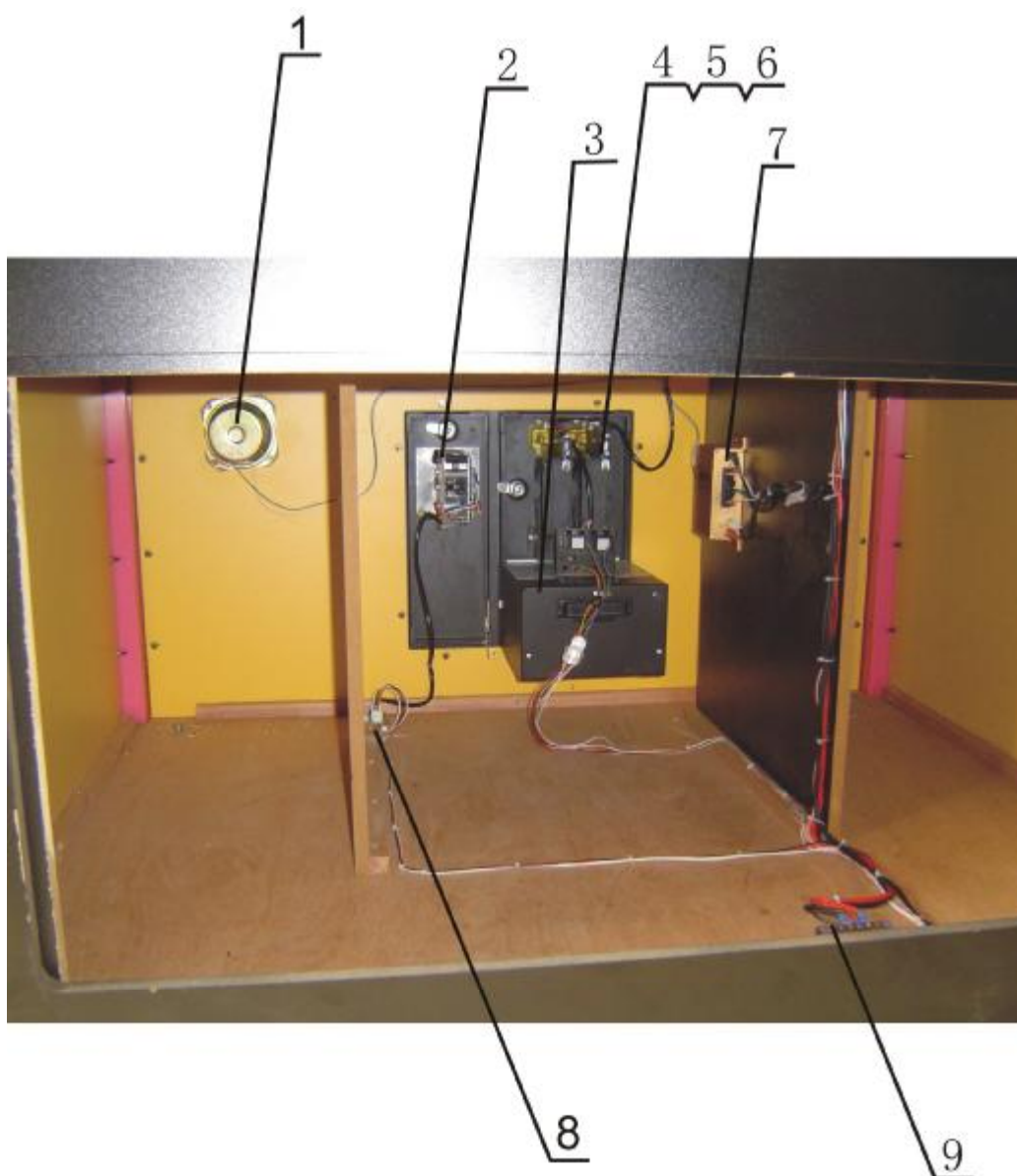
11	X101-802-000	Sending sensor 3	1		
12	X101-803-000	Receiving sensor 3	1		

7.4 PC (computer) Assembly:



No.	Part No.	Name	Qty.	Spec.	Note
1	X101-405-000	Host computer	1	S5300	
2	X101-406-000	Bandage	1		
3	X101-804-000	Power wire	1	1.5M	
4	X101-805-000	Video frequency wire	1	3M	
5	X101-806-000	Audio frequency wire	1	1.5M	
6	X101-807-000	COM port data wire	1	1.8M	



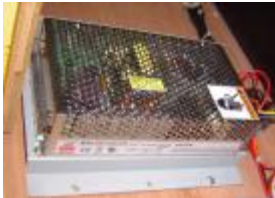







7.5 Parts 1:



No.	Part No.	Name	Qty.	Spec.	Note
1	X101-407-000	Speaker	2	4"15W 4Ω	
2	X101-408-000	Ticket machine	1	TD-9	
3	X101-409-000	Coin door lock	1	2222	
4	X101-410-000	Coin machine	2		
5	X101-411-000	Bulb	2	12V3W	
6	X101-412-000	Micro SW	1		

7	X101-413-000	Subwoofer	1	A80x2	
8	X101-414-000	Ticket conversion board	1	TICK.CH.PCB	

7.6 Parts 2:

1 	2 	3 
4 	5 	6 
7 	8 	9 
10 		

No.	Part No.	Name	Qty.	Spec.	Note
1	X101-415-000	DC power	1	PA-1248-02	
2	X101-416-000	Wire box	1		
3	X101-417-000	Power box	1	PFM-150D12+5R	
4	X101-418-000	Vent	1	DP200A (220V)	
5	X101-808-000	Main board	1	V12-MB.PCB (V1.3)	
6	X101-419-000	Daylight	1	T5 21W 220V	
7	X101-420-000	Diode	2	4007	Counter

8	X101-421-000	Coin door lamp rack	2	White	
9	X101-422-000	Power socket	1	AL0018	
10	X101-423-000	φ100 button	2	Red, with lamp rack	

7.7 Game Decals:



<p>10</p>	<p>11</p>	<p>12</p>
<p>13</p>	<p>14</p>	<p>15</p>
<p>16</p>	<p>17</p>	<p>18</p>
<p>19</p>	<p>20</p>	<p>21</p>
<p>22</p>		



No.	Part No.	Name	Qty.	Spec.	Note
1	X101-701-000	Header decal	1	1080×420	
2	X101-702-000	Header Sheet metal decal	1	1205×57	
3	X101-703-000	Starboard decal	1	1100×1104	
4	X101-704-000	Nearside decal	1	1072×1118	
5	X101-705-000	Starboard decal (inner)	1	600×830	
6	X101-706-000	Nearside decal (inner)	1	600×830	
7	X101-707-000	Console decal	1	1205×457	
8	X101-708-000	Console warning decal	1	1205×96	
9	X101-709-000	Face baffle decal	1	1205×142	
10	X101-710-000	Nameplate	1	247×68	
11	X101-711-000	Notice decal 1	1	95×70	
12	X101-712-000	Notice decal 2	1	95×70	
13	X101-713-000	High voltage warning	1	40×40	
14	X101-714-000	Coin machine type decal	1	18×26	
15	X101-715-000	Grounding decal	1	10×10	
16	X101-716-000	Coin counter decal	1	30×6	
17	X101-717-000	Ticket counter decal	1	30×6	
18	X101-718-000	Setting decal	1	19×6	
19	X101-719-000	Service decal	1	20×5	
20	X101-720-000	110V Fuse decal	1	16×6	
21	X101-721-000	110V voltage decal	1	20×6	
22	X101-722-000	Power SW decal	1	10×20	



Have Questions? Contact us!

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