

CHEEKY MONKEY FOOTBALL



CEC version



Be Sure
to Read this
Manual
Before Use

Operation Manual

For Parts and Service, call Amusements Worldwide

www.amusementsworldwide.com

Serial Number:

Tel: 214-750-9202

Date of installation:

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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. All repairs must be performed to original manufacturer specifications.

WARNING: To reduce the risk of fire, electric shock or personal injury, unplug or disconnect the machine from the power supply before servicing.

Thank you for purchasing **Extreme hoop** 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

to help protect your equipment and surrounding environment from potential damage.



safety and

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

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

- Places subject to rain/moisture, or places subject to high humidity.
- Places subject to direct sunlight, or places subject to extremely hot or cold temperatures to ensure that it is used within the specified operating range.
- Places where inflammable gas may be present or in the vicinity of highly inflammable/volatile chemicals or items that can easily catch fire
- On unstable or sloped surfaces. The machine may topple or cause unforeseen accidents.
- Vicinity of fire exits, fire extinguishers etc that may block/prevent safety measures

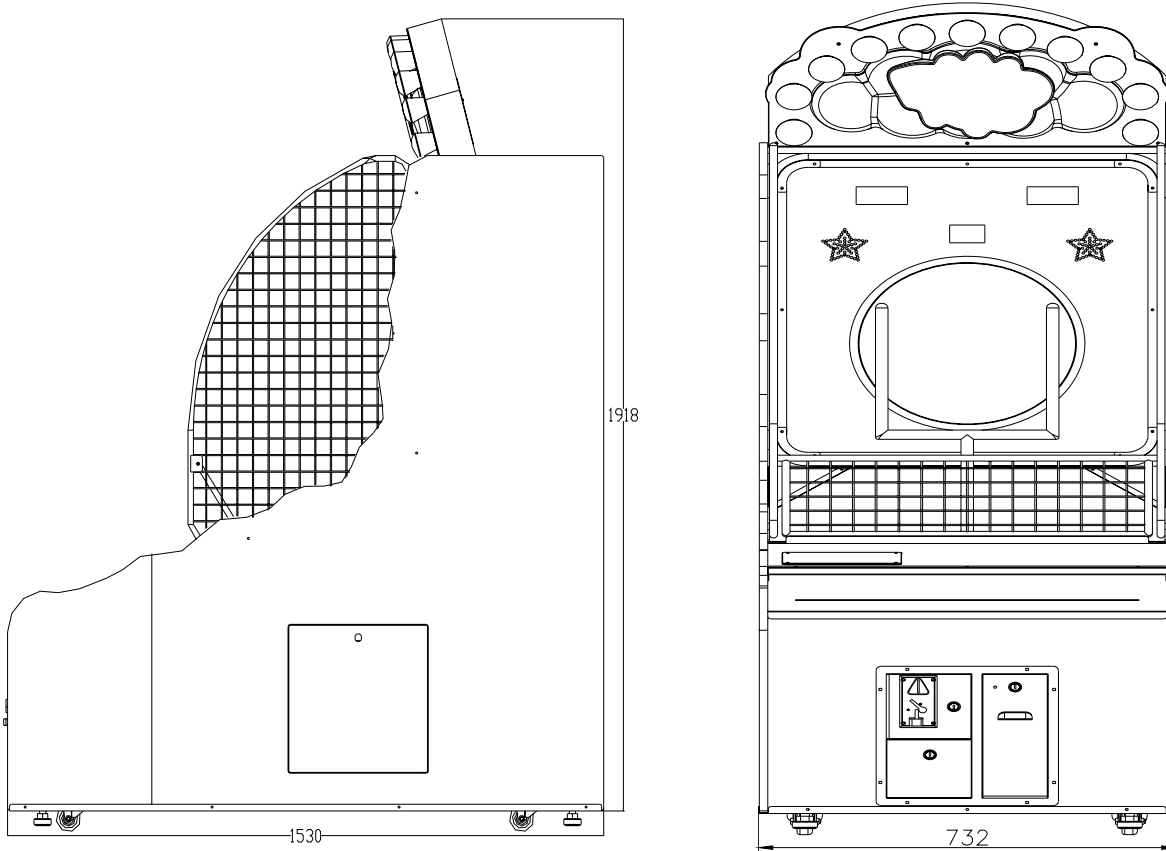


WARNING

Non-technical personnel who do not have technical knowledge and Expertise should refrain from performing such work that this manual require or perform tasks which are not explained in this manual. Failing to comply can cause severe accidents such as electric shock or other serious injuries.

WARNING: To reduce the risk of fire, electric shock or personal injury, unplug or disconnect the machine from the power supply before servicing.

1. SPECIFICATIONS



Work power: AC110V 50Hz/60Hz

(1) Power consumption: Mini power consumption: 140W

Max power consumption: 160W

(2) Dimensions: W730×D1530×H1580 (mm)

(3) Weight: Approximately 132 Kg`

(4) Environment condition: (Indoor) temperature: -10°C ~ +40°C

Humidity: $\leq 90\%$




Atmospheric pressure: 86Pa ~ 106Pa

Note: Game parameters are subject to change without notice.


2. PACKAGE CONTENTS

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

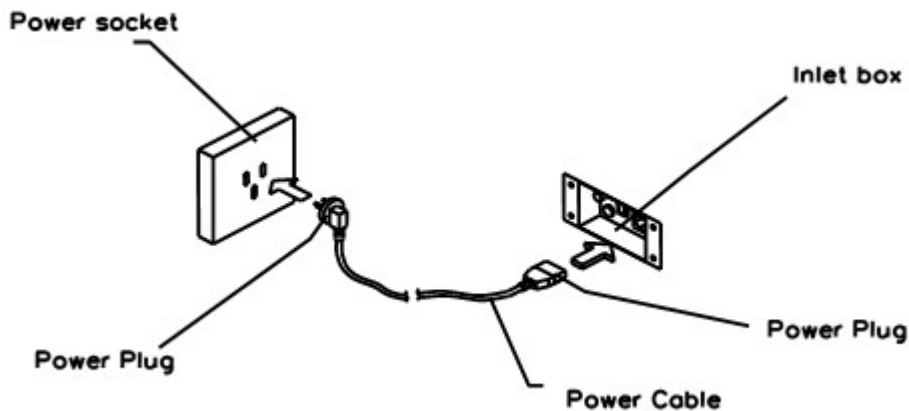
- 1 x Body Assembly
- Following accessories

NO	Part No.	Name		QTY
1	C121-439-000	Power cord		1
2	C121-440-000	Football		20
3	C121-441-000	Fuse		1
4	C121-442-000	C582		2
5	C121-443-000	Manual		1

3 Connecting Power

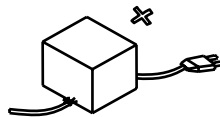
 **WARNING:** Check the voltage rating before you connect the equipment to an electrical outlet to ensure that the required voltage and frequency match the available power source. Please refer the label of the machine.

- Do not plug the equipment power cables into an electrical outlet if the power cable is damaged.
- Avoid putting many loads on one electrical outlet as it could generate heat and fire resulting from overload.
- Connect the grounding conductor to the earth terminal (GND):

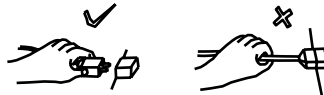


 **WARNING**

Ensure no heavy objects rest on the power cord. Check to make sure the game cabinet does not sit on the power cord as this could damage the cord and become hazardous.



To disconnect the game, grip the plug and pull it from the wall outlet. Never pull by the cord.



To prevent electric shock, do not touch the power plug when hand is wet.



Ensure that nothing rests on the power cord and that it is not located where it can be stepped on or tripped over.



4. SET UP & INSTALLATION

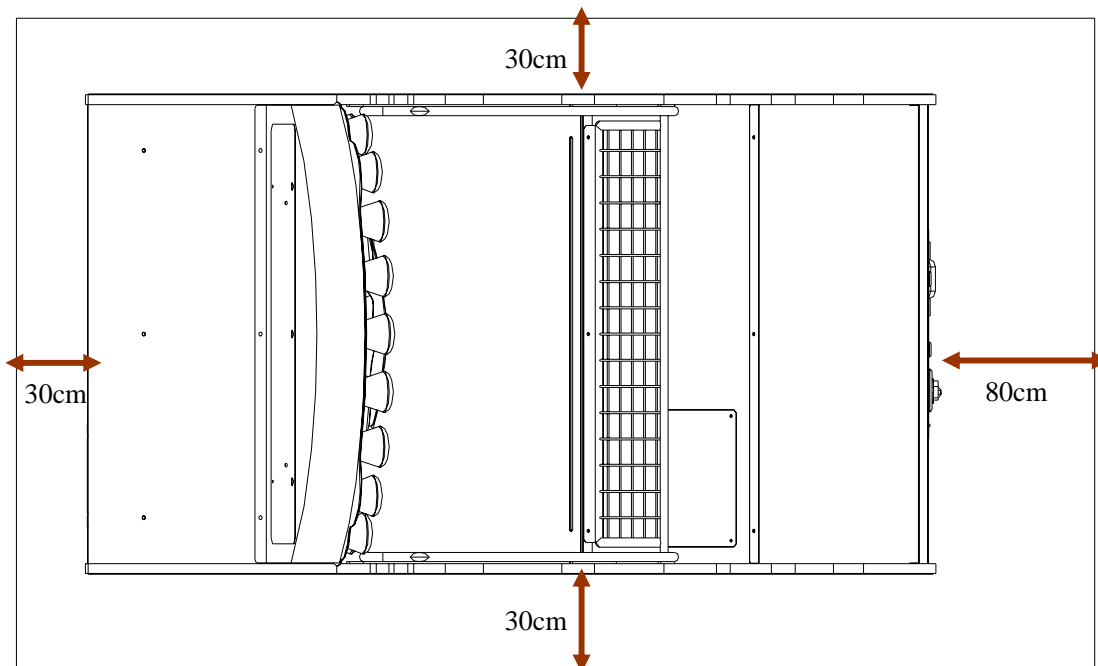
! This product is an indoor game machine. Do not install outdoors.

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

4.1 Play Zone

This machine requires space for playing and for maintenance as shown below.

Leave space around the game upon installation:



Warning

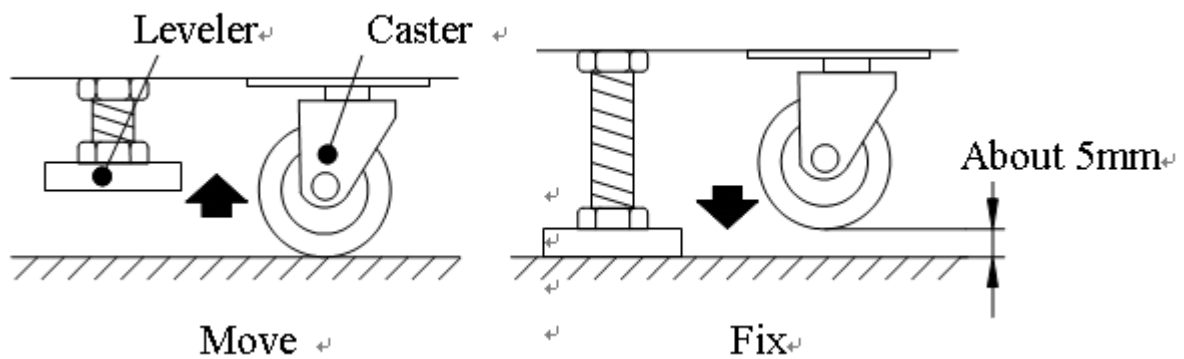
The machine must not be placed in the following places

- where would makes the game wet
- Heat place
- The place where near to dangerous goods;
- Slippery and unstable place;
- The place where shake seriously
- Dusty place.

4.2. Level Adjustment

Install this machine on a flat surface. Adjust levers to lift casters off the ground to level the game. If the game is installed on an unsuitable floor, it could cause a malfunction.

To fix the game, adjust the Leveler down until it touches the floor, lifting the casters off the ground by 5mm. Repeat the same for all levelers.



NOTICE

Make sure the machine is level with the ground and all the adjustable legs should stick to the floor closely.

4.3. Transporting the Game

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

NOTICE

- Be careful not to damage the machine during transport.
- The machine should be handled with care when bringing it down from a higher level.
- Always unplug the game before moving.
- Keep the machine in upright position during transport.
- For longer distance transport, package the game properly to prevent damages

5. HOW TO PLAY:

1. Inserting a certain amount of coins, the game begins to play, display the passing score of first round
2. When the play counts down, the ball holes display the scores (every 1.5 seconds) Red, Yellow, Cyan, purple, Green.
3. Displaying the scores when the ball is throw into the hole.
4. When the play time over, the tickets payout according to SW2、SW3 setting.
5. Putting 12 footballs in a machine

6. Test method:

To enter the test method:

Press TEST button in the PCB to get into the test menu

Test method:

LED display 8.7.6.5.4.3.2.1. and 87654321

Upwards is test the LED right or no,

Press TEST button again, display 1, 1# position 1,2 LED show the DIP state,

Press TEST button again, display 2, show each close SW No. ,double-digit is 1 SW No.,

Press TEST button again, display 3, holding on IN1-40, to test the corresponding demo music;

Press TEST button again, display 4, holding on IN1-40 corresponding data output.

Press TEST button again, display 5, spot light moves slowly.



Note

The above technical instructions would change without notice. The parameter setting of the IO chart subject to the game only

7. Parameter Setting:

(1) Coin per game:

SW1-1 and SW1-2 are the switches to adjust how many coins to start the game. There are 4 options.

Item	Content	DIP SW1		Note
		1	2	
Coin per game	1	on	on	Free play
	2	off	on	1 coin for one game
	3	on	off	2 coin for one game
	4	off	off	3coin for one game

(2) Play time

SW1-3~ SW1-5 are the switches to adjust the play time for each round. There are 8 options

Item	Content	DIP SW1			Note
		3	4	5	
Game time	20	on	on	on	20 seconds for one game
	25	off	on	on	25 seconds for one game
	30	ON	OFF	ON	30 seconds for one game
	35	off	off	on	35 seconds for one game
	40	on	on	off	40 seconds for one game
	45	off	on	off	45 seconds for one game
	50	on	off	off	50 seconds for one game
	60	off	off	off	60 seconds for one game

(3) Rim score group

SW1-6~7 are the switches to adjust the minimum ticket amount, there are 4 options

Item	Content	DIP SW1		Note					
		6	7	Red	Yellow	Cyan	Purple	Blue	Green
Rim score group	1#	on	on	Red	Yellow	Cyan	Purple	Blue	Green
				10	3	5	15	6	8
	2#	off	on	Red	Yellow	Cyan	Purple	Blue	Green
				8	6	7	12	10	5
	3#	on	off	Red	Yellow	Cyan	Purple	Blue	Green
				8	12	7	18	6	10
	4#	off	off	Red	Yellow	Cyan	Purple	Blue	Green
				6	8	9	15	11	10

(4) Score Memory

SW1-8 is the switch to adjust the score memory. There are 2 options

Item	Content	DIP SW1	Note
		8	
Score Memory	Yes	on	
	No	OFF	

(5) Ticket payout setting

SW2- 1~3 are the switches to adjust the ticket payout, there are 8 options.

Item	Content	DIP SW2			Note
		1	2	3	
Ticket payout setting	20	on	on	on	20 scores for one ticket
	40	off	on	on	40 scores for one ticket
	60	on	off	on	60 scores for one ticket
	80	off	off	on	80 scores for one ticket
	100	on	on	off	100 scores for one ticket
	150	off	on	off	150 scores for one ticket
	200	on	off	off	200 scores for one ticket
	250	off	off	off	250 scores for one ticket

(6) The max ticket payout per game.

Item		DIP SW2				Note
		4	5	6	7	
The max ticket payout per game	Unlimited	on	on	on	on	Unlimited
	30	off	on	on	on	30 tickets
	25	on	off	on	on	25 tickets
	20	off	off	on	on	20 tickets
	15	on	on	off	on	15 tickets
	10	off	on	off	on	10 tickets
	9	on	off	off	on	9 tickets
	8	off	off	off	on	8 tickets
	7	on	on	on	off	7 tickets
	6	off	on	on	off	6 tickets
	5	on	off	on	off	5 tickets
	4	off	off	on	off	4 tickets
	3	on	on	off	off	3 tickets
	2	off	on	off	off	2 tickets
	1	on	off	off	off	1 tickets
No	off	off	off	off	No	

(7) The highest ticket payout.

SW2-8 is the switch to adjust music SW, there are 2 options

Fixed ticket									on
Max ticket									Off

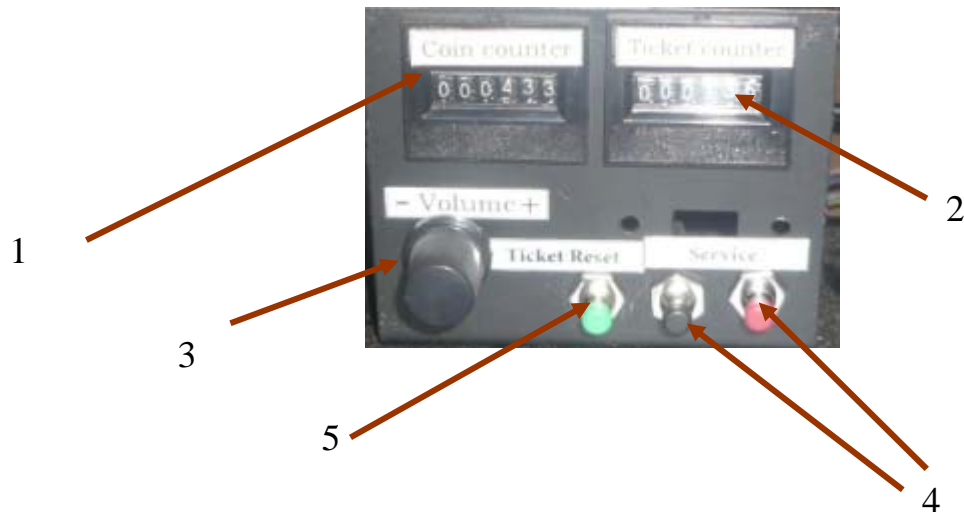
(8) SW3 Mercy ticket

Item	Content	1	2	3	4	5	6	7	8
Mercy ticket	0	on	on						
	1	off	on						
	2	on	off						
	3	off	off						

Item Content	DIP SW3							
	3	4	5	6	7	8		
Rim move				ON				
Rim stop				OFF				
Demo rim move					ON			
Demo rim stop					OFF			
Demo play								ON
Demo play								OFF
	ON	ON	ON					

SW4_DIP

Item	Content	1	2	3	4	5	6	7	8
		ON	ON	ON	ON	ON	ON	ON	ON



- ✧ 1. Coin counter: Display the amount of coins put in.
- ✧ 2. Ticket counter: Display the amount of the tickets payout.
- ✧ 3. Volume adjust: Volume adjustment.
- ✧ 4. Setup: No function for the moment.
- ✧ 5 Ticket reset: When display the error of ticket, press this button to reset the tickets.

8. Game installation and service

8.1 Installation

- 1 Firstly check the assembling instructions and assemble the game.
- 2 Secondly, adjust the leveler of the game on even ground.
- 3 After installation, plug in. check the game operation. If there is a problem, stop the game and please check the trouble shooting section of this manual.

8.2 Game maintenance

- 1 Try to run the game first before operation every day .
- 2 Use soft cotton to clean the machine when it accumulated dust.
- 2 Check every component after running the game for a month.
- 3 Check the machine regularly.
- 4 To check the machine regularly.

8.3 Instructions for maintenance

- 1 Turn off the power before any maintenance

To avoid of being short circuit, turn off the power before any touching . If it needs to keep turning

on the power, please following the request of the operation manual.

2 Using the suitable components when replaces them.

The unsuitable components can lead to short circuit, damage the main board and the other components.

3 Not to dismantle、 assembly or modify the device personally

It is possible to cause short circuit, damage and even cause a fire

4 Do not put containers with water, chemicals and other heavy objects on the machine.

The spill liquid can cause short circuit and damage of the components, it will also hurt people when the object fall from the machine

5 Do not repair the machine without randomly

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

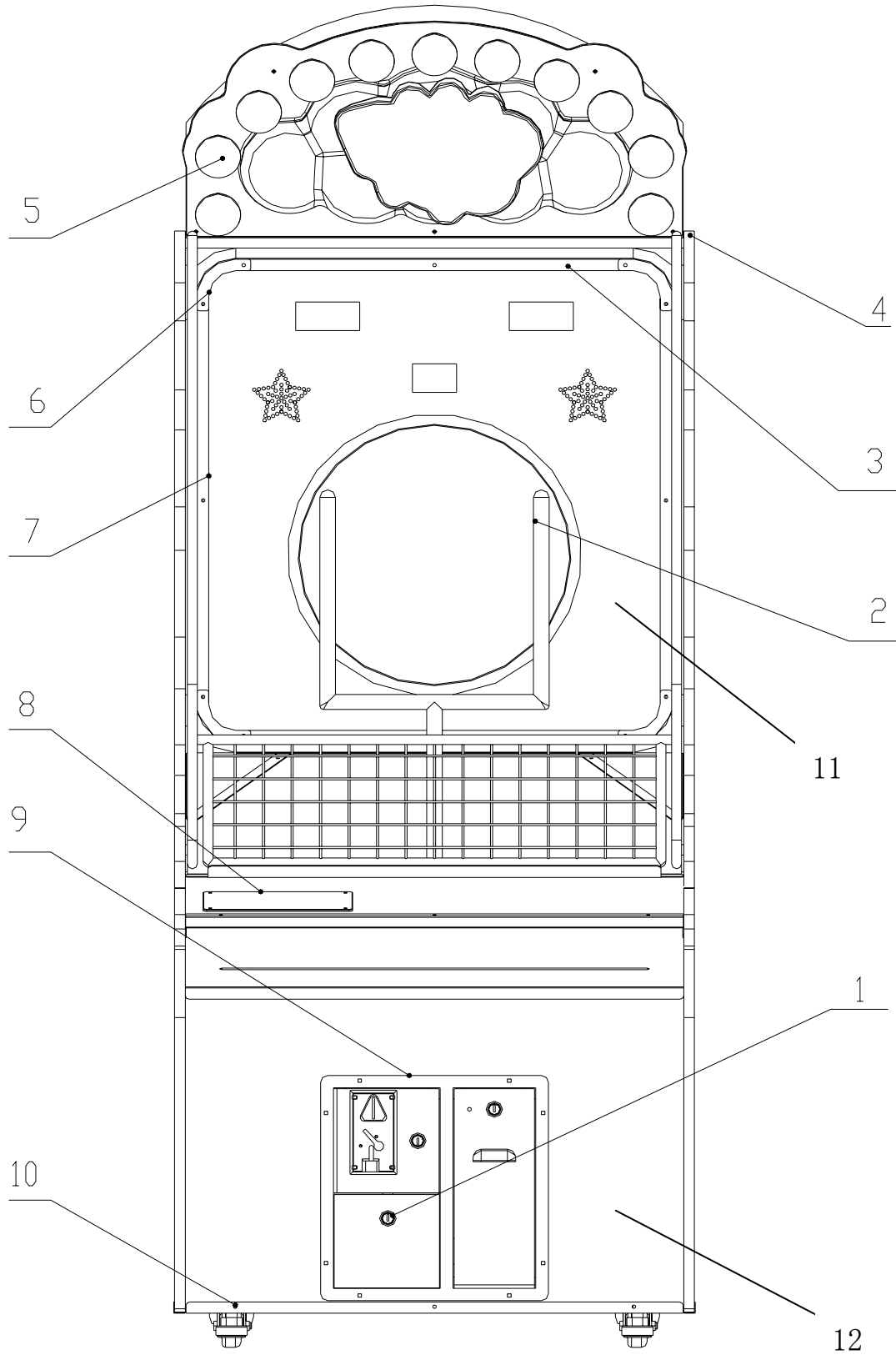
9. Game maintenance:

No	Problem	Cause	Solution
1	No ticket payout	<ol style="list-style-type: none"> 1. No tickets in the game; 2. Tickets are jammed; 3. Poor connection on the ticket dispenser. 	<ol style="list-style-type: none"> 1. Refill and press reset button; 2. Take the jammed tickets out and then press the reset button; 3. Check the connection is good or not
2	Does not score when ball goes in	<ol style="list-style-type: none"> 1. Poor connection; 2. Ball sensor is damaged. 	<ol style="list-style-type: none"> 1. Make sure the connection is good. 2. Replace with new sensor;
3	Rim in wrong position	<ol style="list-style-type: none"> 1. Sensor connector loose; 2. Sensor is damaged 	<ol style="list-style-type: none"> 1. Connect the wire properly; 2. Replace the new sensor.
4	Ball gate faulty	<ol style="list-style-type: none"> 1. Motor is not working; 2. Poor connection. 	<ol style="list-style-type: none"> 1. Check the ball sensor input signal; 2. Make sure power voltage is the same as motor voltage; 3. Make sure every connector is connected

Error display	If the input signal is not normal when you open the machine, the following codes will be displayed, and passed after several times of alerting.	
	E01	Error of the ticket reset button
	E03	Error of the ball gate switch
	E07	Error of the service button
	E83	Error of the coin mech
	E84	Error of the coin mech
	E.16	Error of the score sensor
	E.15	
	...	
	E.02	
E.01		

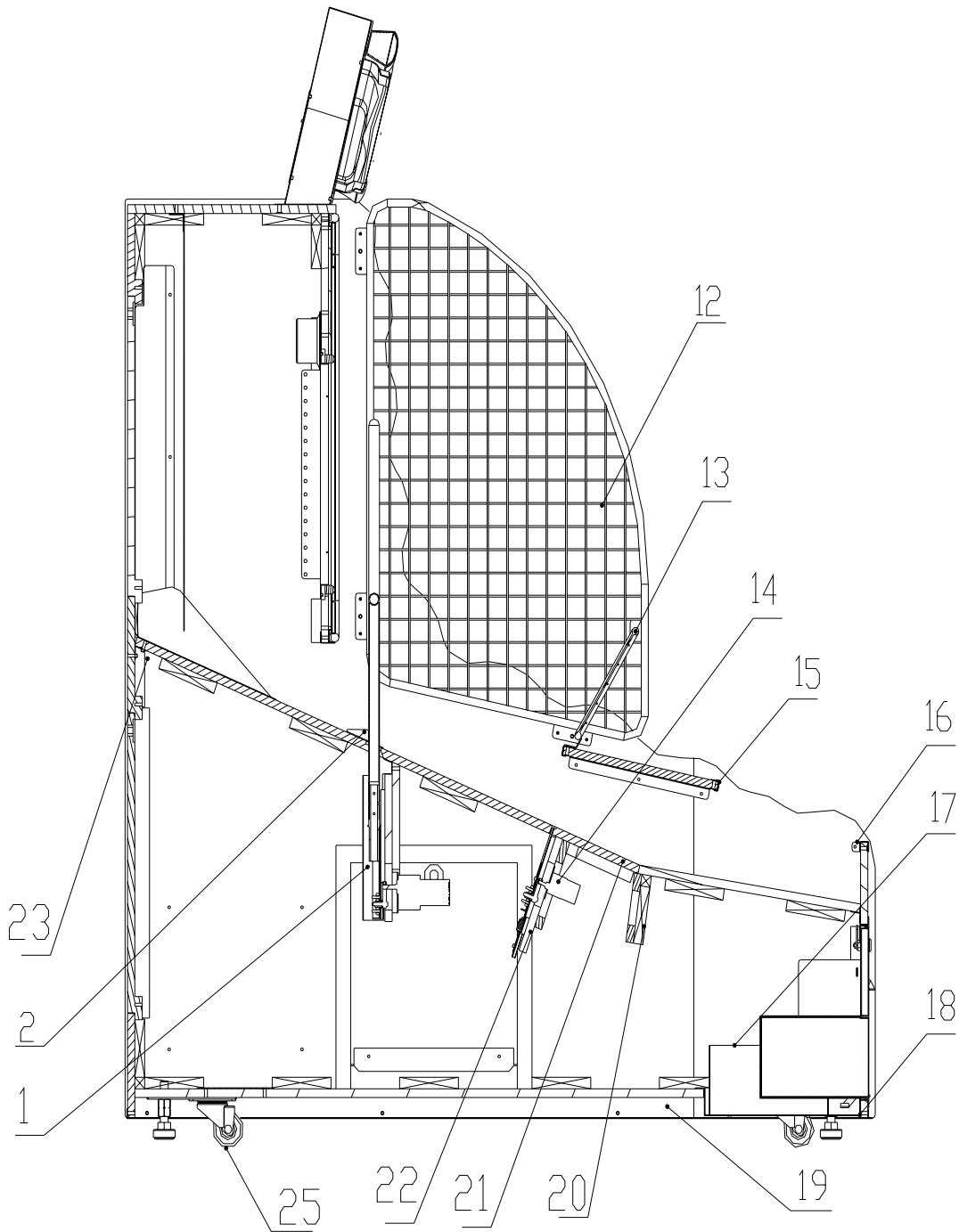
10. Overall construction:

10.1 Main assy 1

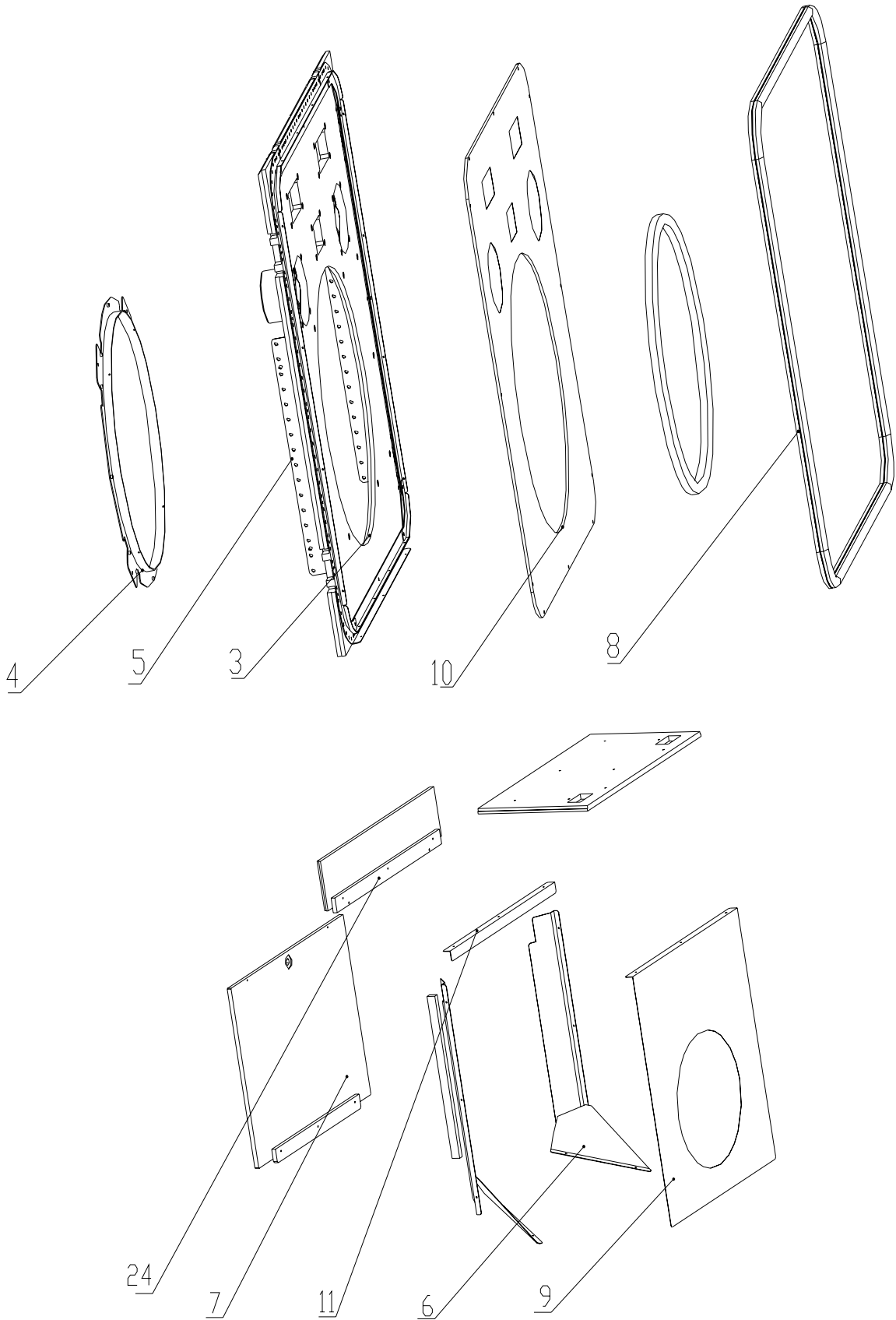


No.	Part No.	Name	QTY
1	C125-424-000	C582 Lock	3
2	C125-425-000	Goal assy	1
3	C125-101-000	Up & down light belt frame	2
4	C125-426-000	Wooden case assy	1
5	C125-601-000	Light box frame	1
6	C125-102-000	Light belt round corner frame	4
7	C125-103-000	Left & right light belt frame	2
8	C125-602-000	Score cover board	1
9	C125-427-000	Coin door assy	1
10	C125-104-000	Front back down edge strip	2
11	C125-428-000	Main panel	1
12	C125-429-000	From door frame	1

10.2 Main assy 2

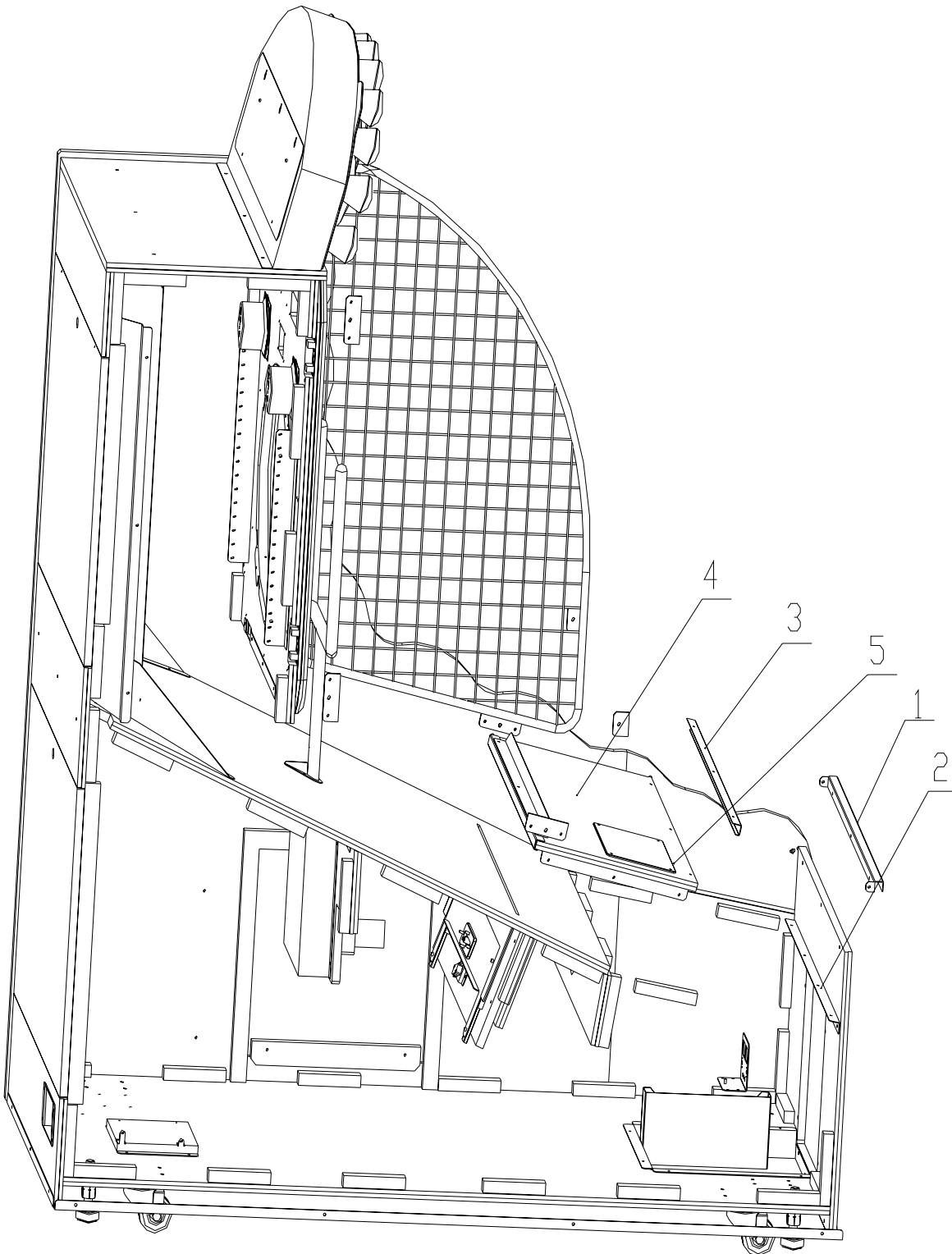


10.3 Main assy 3

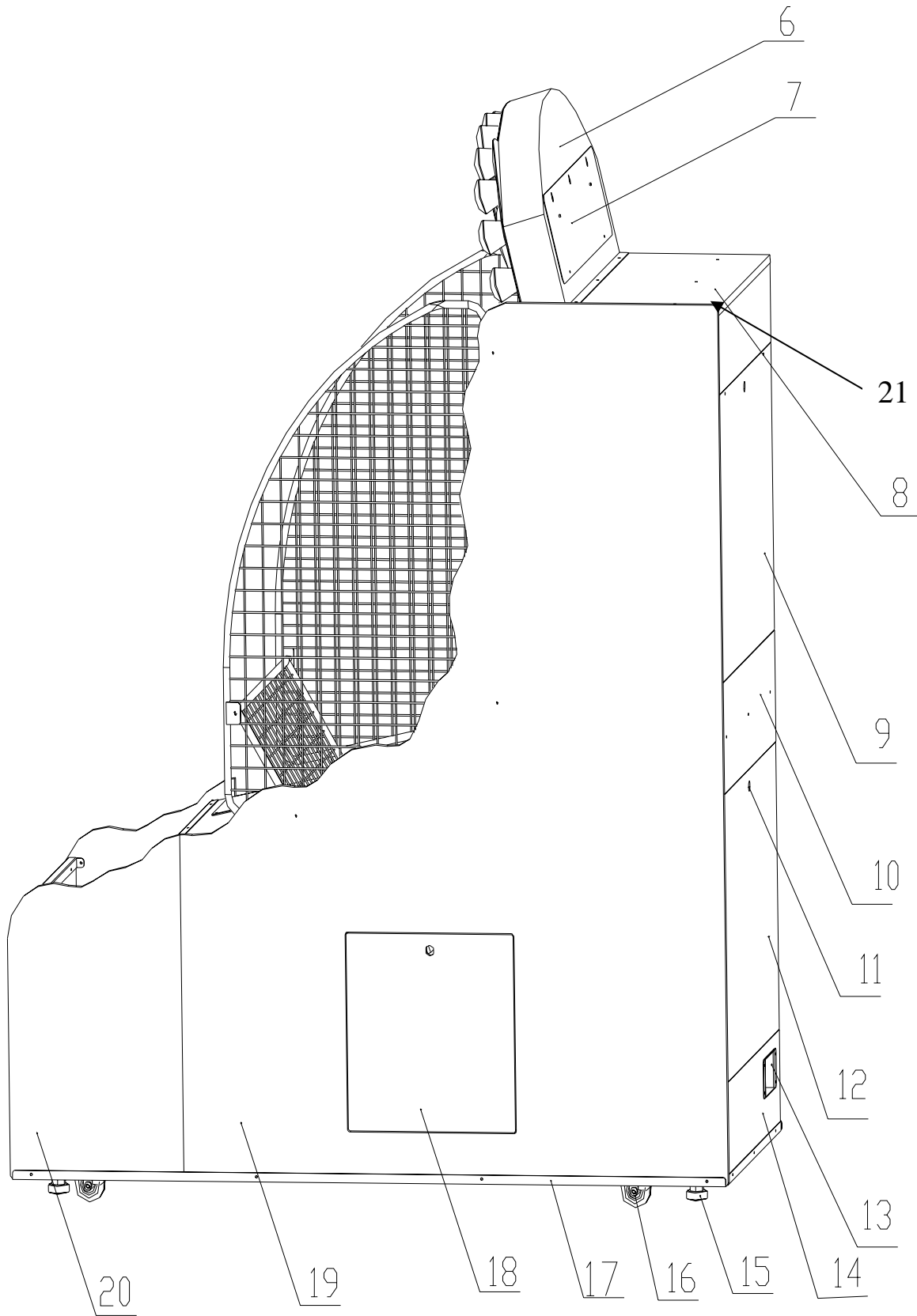


No.	Part No.	Name	QTY
1	C125-603-000	Gate guard	1
2	C125-105-000	Gate baffle	1
3	C125-106-000	Light belt down fixed plate	1
4	C125-107-000	Round lamp fixed plate	1
5	C125-108-000	Sensor fixed plate	2
6	C125-109-000	Back fairway baffle	2(L&R)
7	C125-110-000	Back baffle	2(L&R)
8	C125-604-000	Light belt tape	1
9	C125-430-000	Damping frame	1
10	C125-605-000	Main frame	1
11	C125-111-000	Damping frame fixed plate	1
12	C125-112-000	Side net bracket	2(L&R)
13	C125-113-000	Front net bracket	1
14	C125-431-000	Gate assy	1
15	C125-114-000	Gate upper plate fixed strip	1
16	C125-115-000	Front upper edge strip	1
17	C125-116-000	Ticket box 120	1
18	C125-117-000	Coin door down board	
19	C125-501-000	Bottom board	1
20	C125-502-000	Fairway strengthen board	1
21	C125-503-000	Gate assy mounting panel	1
22	C125-504-000	Back fairway board	1
23	C125-118-000	Back fairway fixed plate	1
24	C125-505-000	Back block door strip	2
25	C125-432-000	2.5" caster	4

10.4 Main assy 4

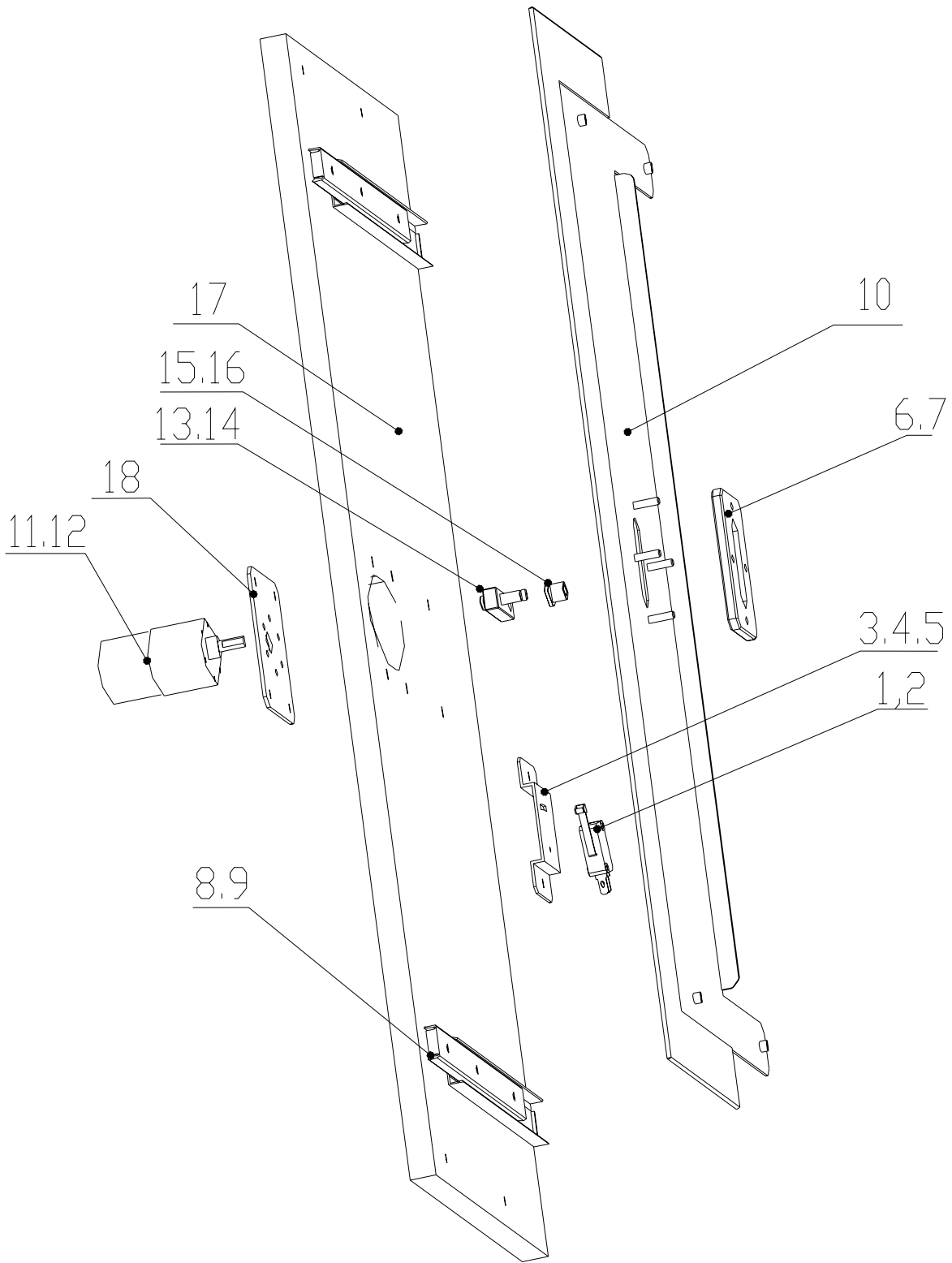


10.5 Main assy 5



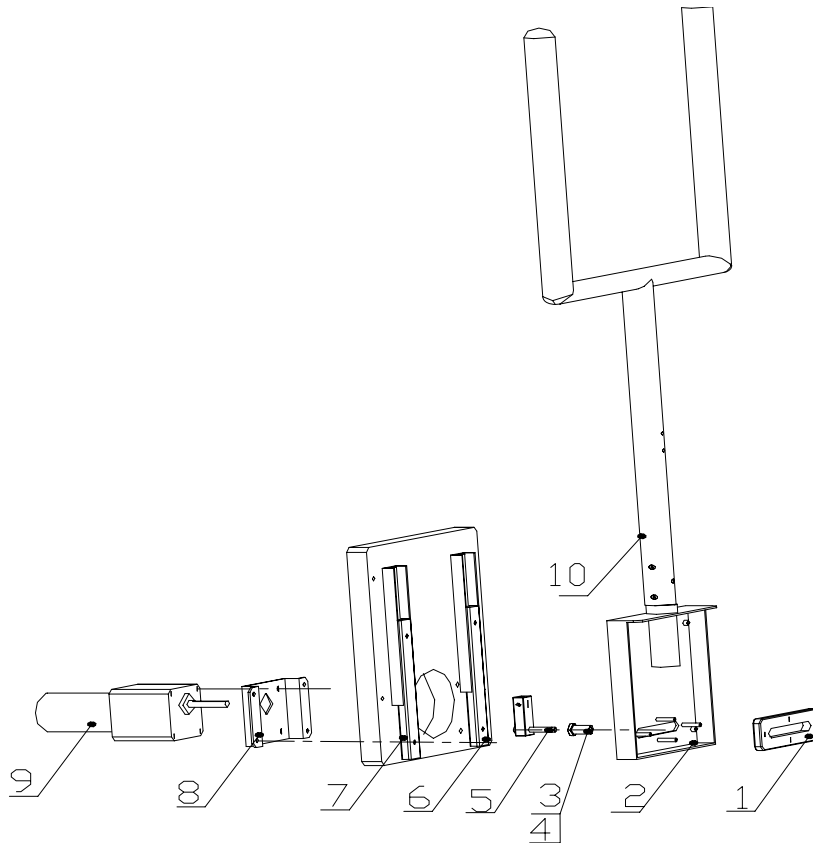
No.	Part No.	Name	Qty
1	C125-119-000	Front upper edge strip	1
2	C125-120-000	Front playfield fixed strip	1
3	C125-121-000	Gate upper board front edge strip	1
4	C125-506-000	Gate upper board	1
5	C125-606-000	Score cover board	1
6	C125-122-000	Light box	1
7	C125-123-000	Light box gate	1
8	C125-507-000	Top board	1
9	C125-508-000	Back upper door	1
10	C125-509-000	Back middle plate	1
11	C125-433-000	C582 Lock	3
12	C125-510-000	Back down door	1
13	C125-124-000	Cable box bracket	1
14	C125-511-000	Power panel	1
15	C125-434-000	2.5inch foot	4
16	C125-435-000	2.5inch castor bracket	4
17	C125-125-000	Side down bordure strip	2
18	C125-512-000	Side door and block strip	1
19	C125-513-000	L&R side back board	1
20	C125-514-000	L&R side from door	1
21	C125-515-000	Back upper board	1

11. Ball gate assy



NO.	Part No.	Name	Qty
1	C125-126-000	Micro SW	1
2	C125-127-000	Cross recessed pan head screw kit	6
3	C125-128-000	SW bracket	1
4	C125-129-000	Cross recess head screw	2
5	C125-130-000	Hexagon flange nut	1
6	C125-131-000	Ball gate chute block	1
7	C125-132-000	Non-metal insert hexagon nut	10
8	C125-133-000	Cross recessed countersunk head screw	8
9	C125-436-000	Guide	2
10	C125-134-000	Ball gate	1
11	C125-437-000	DC motor	1
12	C125-135-000	Cross recessed pan head screw kit	3
13	C125-136-000	Crank axle	1
14	C125-137-000	Hexagon socket set screw	2
15	C125-138-000	Flange round bearing	1
16	C125-139-000	Split washer	1
17	C125-516-000	Ball gate fixed plate	1
18	C125-140-000	Ball gate motor plate	1

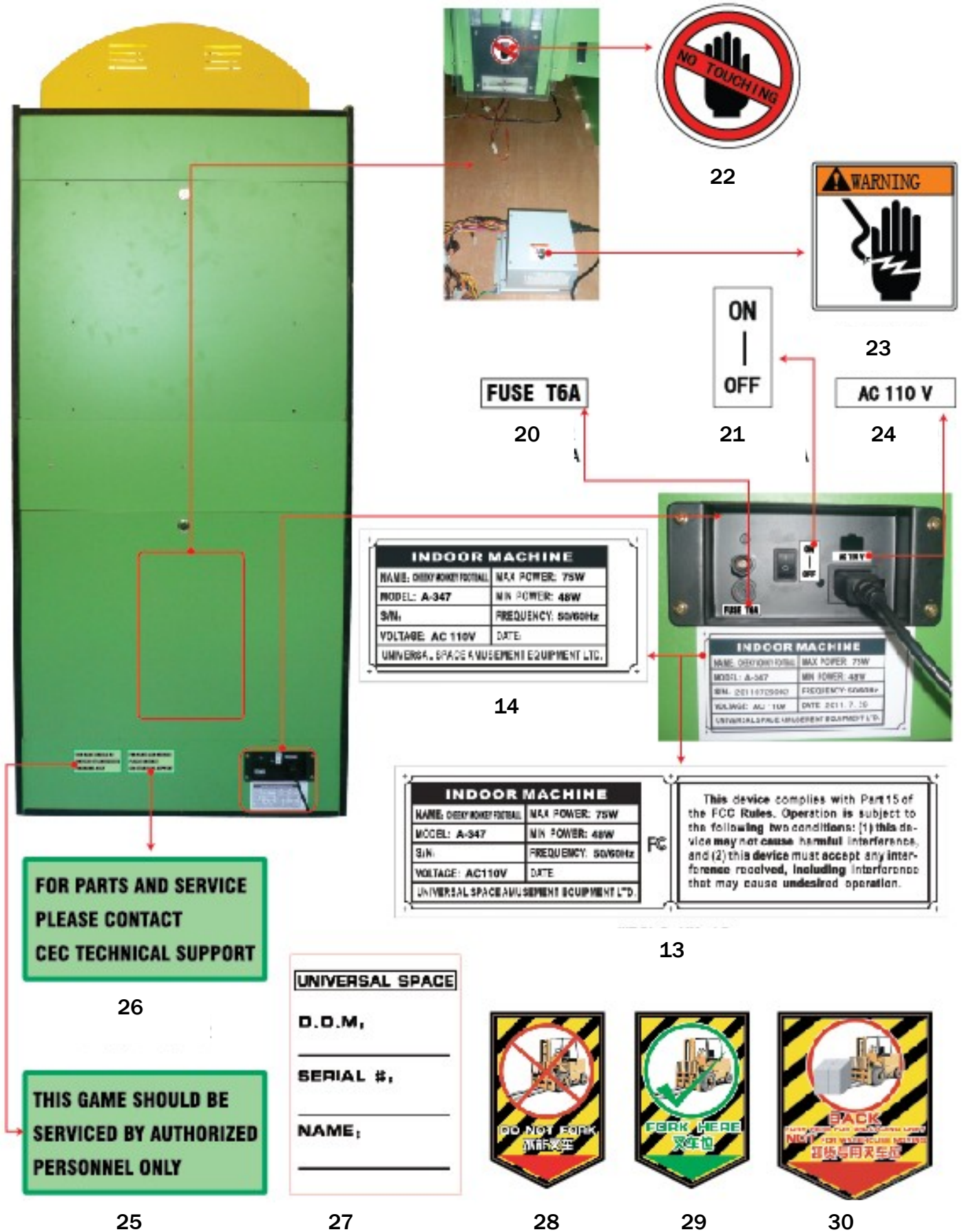
12. Goal structure:



No.	Part No.	Name	Qty
1	C125-141-000	Goal chute block	1
2	C125-142-000	Goal motor bracket	1
3	C125-143-000	Flange round bearing	1
4	C125-144-000	Split washer	1
5	C125-145-000	Goal crank axle	1
6	C125-146-000	Goal fixed plate	1
7	C125-147-000	Guide	2
8	C125-148-000	Goal motor bracket	1
9	C125-438-000	DC motor	1
10	C125-149-000	Goal	1

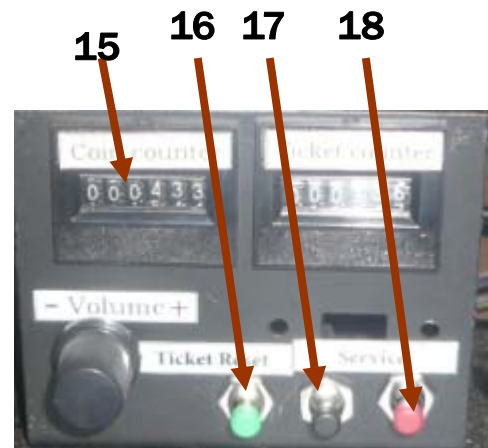
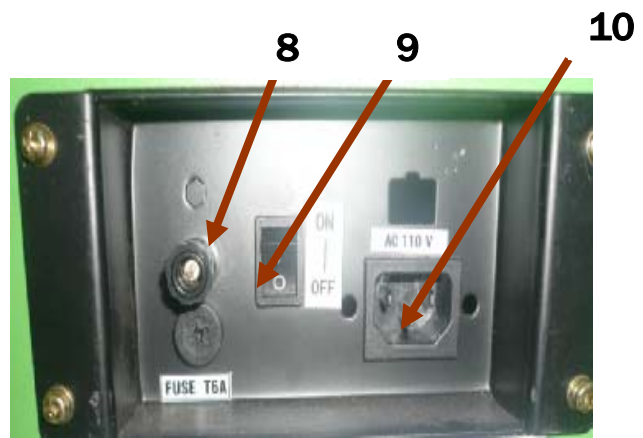
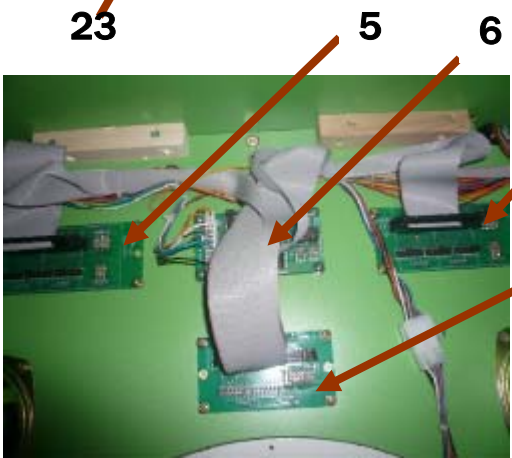
13. Game decal:





NO.	Part No.	Name	Qty
1	C125-601-000	Light box decal	1
2	C125-701-000	Main decal	1
3	C125-702-000	Damping decal	1
4	C125-703-000	Gate upper board decal	1
5	C125-704-000	Ticket instruction decal	1
6	C125-705-000	Playfield decal	1
7	C125-706-000	Left side upper decal	1
8	C125-707-000	Left side down decal	1
9	C125-708-000	Right side upper decal	1
10	C125-709-000	Right side down decal	1
11	C125-710-000	From door decal	1
12	C125-711-000	Ticket label decal	1
13	C125-712-000	FCC Certified nameplate	1
14	C125-713-000	110V Name plate	1
15	C125-714-000	Coin counter label	1
16	C125-715-000	Ticket counter label	1
17	C125-716-000	Volume label	1
18	C125-717-000	Ticket reset label	1
19	C125-718-000	Service label	1
20	C125-719-000	FuseT6A	1
21	C125-720-000	Power SW label A	1
22	C125-721-000	No touching label	1
23	C125-722-000	High voltage warning (small)	1
24	C125-723-000	Label 110V	1
25	C125-724-000	Service label 1	1
26	C125-725-000	Service label 2	1
27	C125-726-000	Package service label	1
28	C125-727-000	Can't forklift decal	1
29	C125-728-000	Forklift decal	1
30	C125-729-000	Discharge forklift decal	1

14. Electronic component list and pictures:





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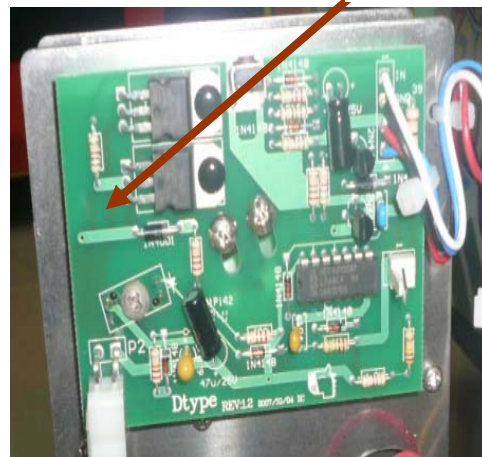


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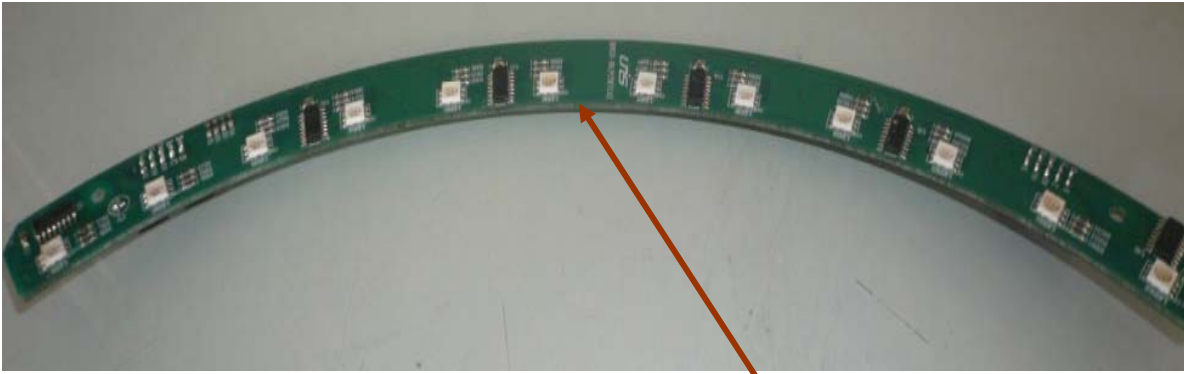
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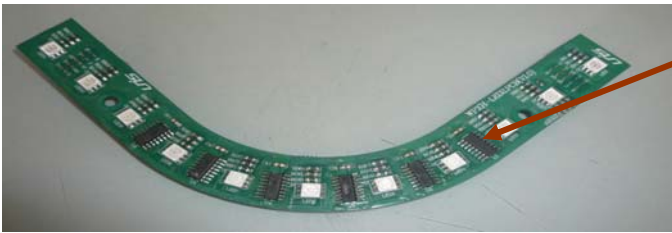
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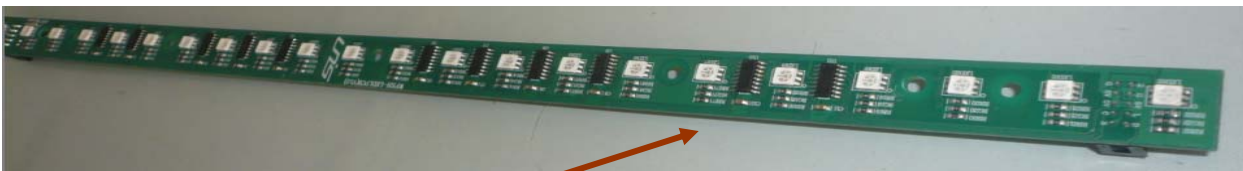
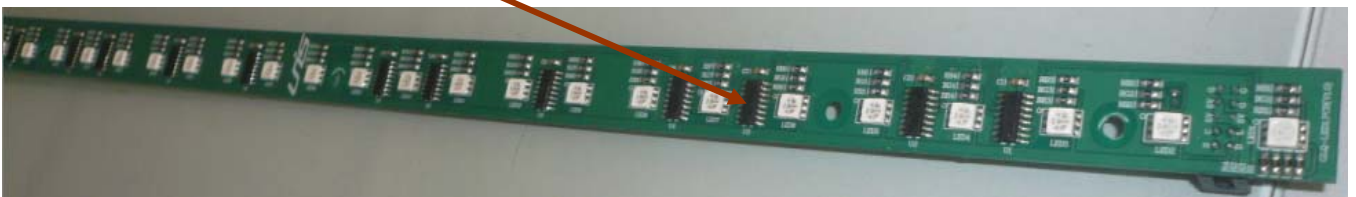


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NO	Part NO.	Name	QTY
1	C125-401-000	White lampshade	11
2	C125-402-000	LED single layer light	4
3	C125-403-000	LED single layer light	3
4	C125-404-000	LED single layer light	4
5	C125-405-000	1.5" Total score LED display	2
6	C125-406-000	Sensor plate	1
7	C125-407-000	1.5" Score LED display	1
8	C125-408-000	Binding post	1
9	C125-409-000	Small ship SW	1
10	C125-410-000	Filter	1
11	C125-411-000	Mainboard	1
12	C125-412-000	Light box control panel	1
13	C125-801-000	PCB	1
14	C125-413-000	Power supply	1
15	C125-414-000	Counter	2
16	C125-415-000	Button	1
17	C125-416-000	POT	1
18	C125-417-000	Button	1
19	C125-418-000	Ticket mech converter plate	1
20	C125-802-000	PCB board	2
21	C125-419-000	Sensor receiver plate	1
22	C125-420-000	Red light belt base	1
23	C125-421-000	T5-13W Light tube	1
24	C125-422-000	Ticket mech	1
25	C125-803-000	PCB	4
26	C125-804-000	PCB board	4
27	C125-423-000	Sensor launch board	1
28	C125-805-000	PCB board	2
29	C125-806-000	PCB board	2