



Be Sure  
to Read this  
Manual  
Before Use



# Operation Manual

Distributed by: Amusements Worldwide

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Tel: 214-750-9202

Serial Number:

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 **Ducky splash**. 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 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**.

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## 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 and 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

**IMPORTANT NOTE:**

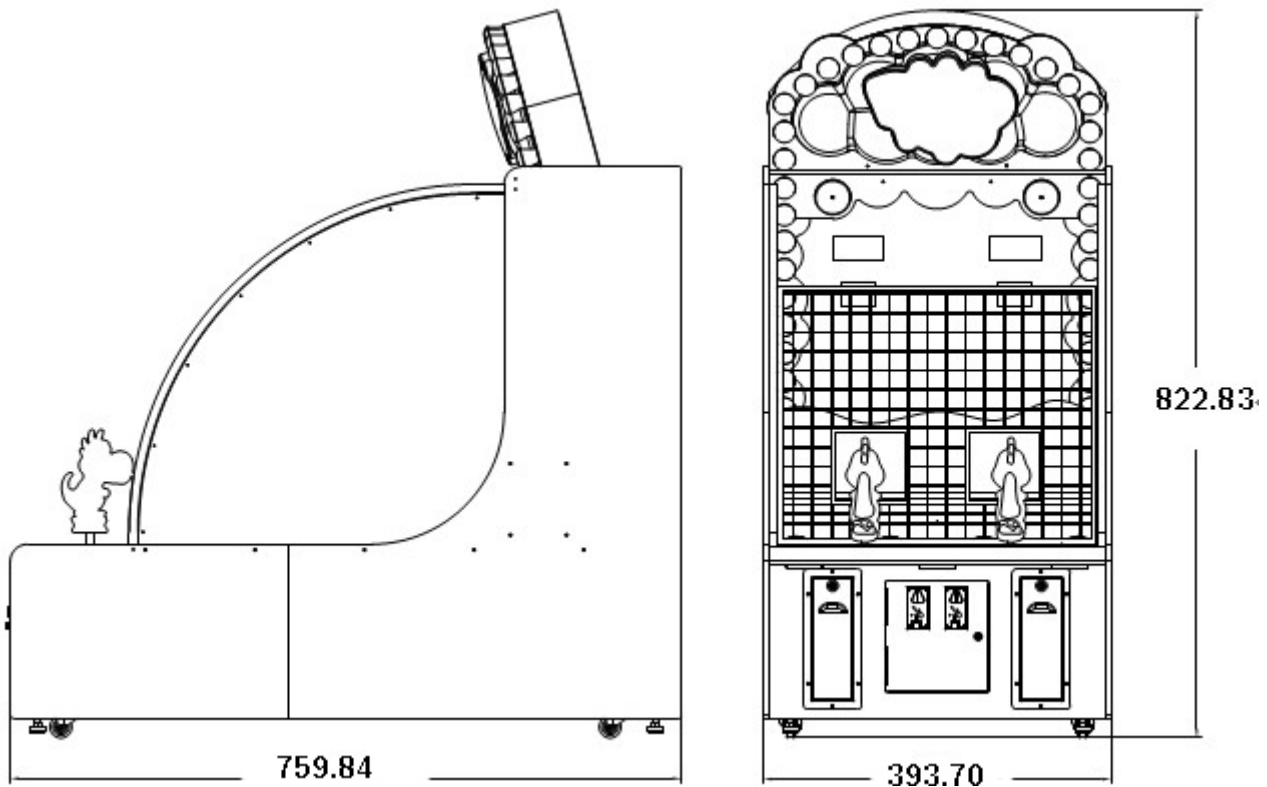
**ALL REPAIRS MUST BE DONE TO ORIGINAL MANUFACTURER SPECIFICATIONS.  
FAILURE TO DO SO VOID ALL WARRANTIES AND OPERATOR ASSUMES ALL RISKS.**

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

# 1. SPECIFICATIONS

Rated power supply: 110V 50/60Hz  
Min. Power consumption: 120W  
Max. Power consumption: 630W  
Dimension: W760×D394×H823 (inches)  
Weight: approximately 474 (lb)

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






**Note:** Game parameters are subject to change without notice.

## 2. PACKAGE CONTENT

### 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	D114-142-000	AC Power cord	1	
2	D114-143-000	Fuse	1	
3	D114-144-000	Manual	1	
4	D114-145-000	Key	1	
6	D114-146-000	Bucket	1	
7	D114-147-000	Ducky	10	

(Put four ducks to each side when playing the game.)

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

**Warranty:** Universal Space provides 90 days warranty for all electrical and mechanical components, when used under normal operating conditions. Any modification or abuse of these items immediately voids the warranty. Graphic and consumable items are exempt from any warranty.

**NOTE:** Part models are subject to change without notice.

**Note:** Part models are subject to change without notice.

### 3. SET UP & INSTALLATION

#### 3.1 Play Zone



#### Warning

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

#### 3.2 Installation Area

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

Leave space around the game upon installation:

Service area: 11.81 inches

Play area: 39.37 inches



#### 3.3 Do not be placed in these places



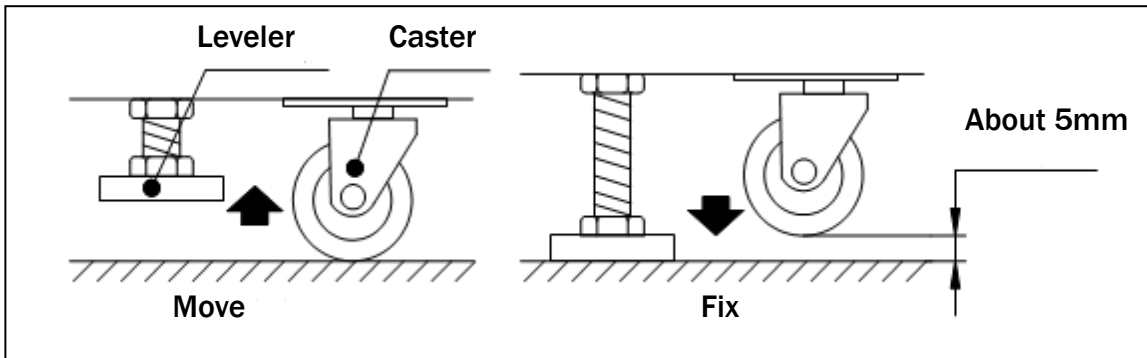
#### Warning

- Places subject to rain/moisture, or places subject to high humidity.
- Places subject to extremely hot temperatures.
- Please subject to dangerous.
- Please subject to slippery and unstable surface.
- The place where shake seriously

### 3.4 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.

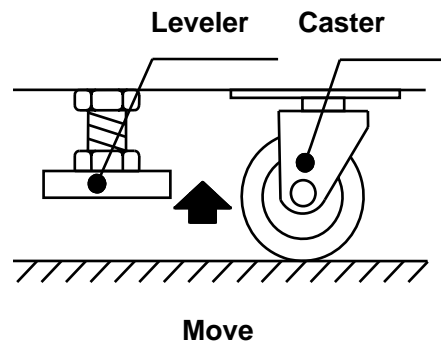
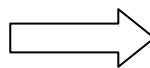
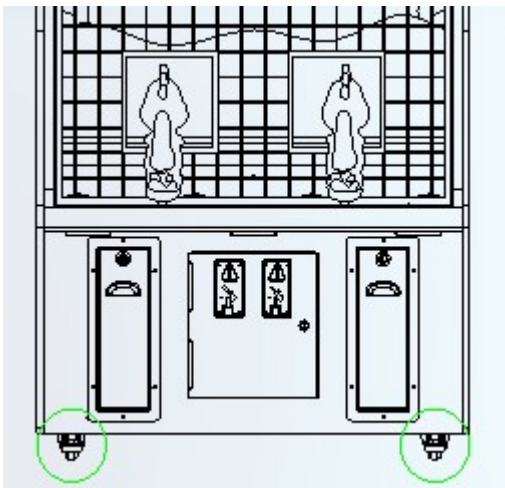


**! NOTICE**

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

### 3.5 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

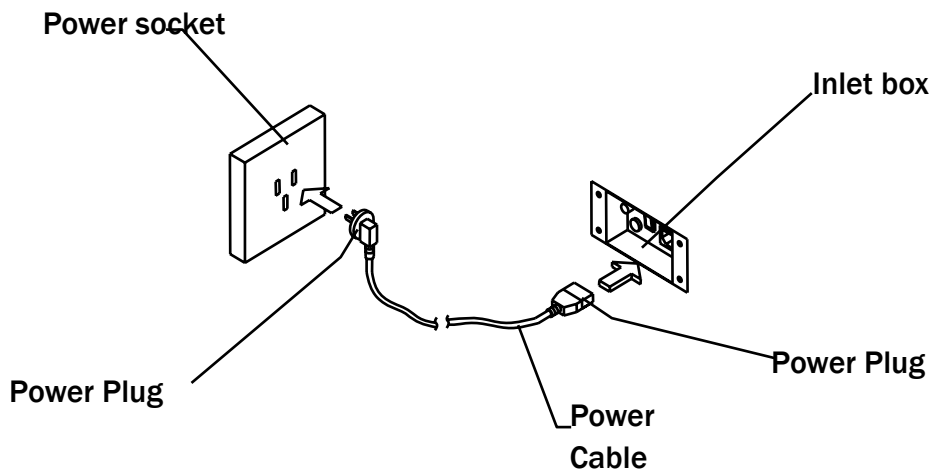
- Turn off the power switch and unplug the connector wire before moving;
- Replace a new caster if it broke;
- For longer distance transport, package the game properly to prevent damages;
- Random movement , overturn、 transportation might damage the machine;
- Movement , overturn , transportation should according to manufacturer's requirements.

### 3.6 Connecting Power



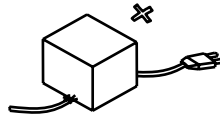
**WARNING:** Check the voltage rating before you connect the equipment to an electrical outlet to ensure that the required voltage and frequency match the available power source. Please refer the label of the machine.

- ✧ 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):
- ✧ Avoid putting many loads on one electrical outlet as it could generate heat and fire resulting from overload.

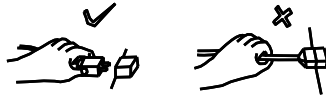


**⚠ WARNING**

- 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.

- To use the correct voltage and fuse.



**3.7 FIRST TIME SET-UP**

**Step 1:**

After properly setting up the machine on a flat surface, slowly add water into the playfield directly until the water reaches the indicated waterline (See section 7.5 “Adding and Draining Water”)

**Step 2:**

Take out 12 rubber ducks from the package included and place 6 ducks on each side of the playfield.

**Step 3:**

Switch on the game and test run both sides to make sure everything works perfectly.

**⚠ Notice**

Always take out the rubber ducks prior to servicing/maintaining the playfield in order to facilitate service work and to prevent unnecessary damages to the ducks.

## 4. HOW TO PLAY

**Ducky Splash** is a 1- 2 player water shooting game for children and the whole family!

The object of the game is to use the Dino water guns to shoot rubber ducks into the 2 tunnel entrances.

Players must shoot as many ducks as possible into their own entrance before the time runs out!



### Single Player Mode:

- Pick a side (left side OR right side), and insert coin(s) to start.
- Water gun is activated and the timer starts counting down.
- Aim and shoot ducks into the entrance **ON YOUR SIDE** to earn points  
(Ducks entering the wrong entrance will not give points)
- Once time is up, tickets will be awarded based on the final score.



### 2- Player Match Mode

- Insert coin(s) at the same time to begin together.
- Both water guns are activated and the timer starts counting down.
- Shoot ducks into entrance of each corresponding side to earn points  
(Shooting ducks into the opponent's entrance will give them extra points!)
- Once time is up, winner receives all the tickets. (Loser will be awarded mercy tickets.)

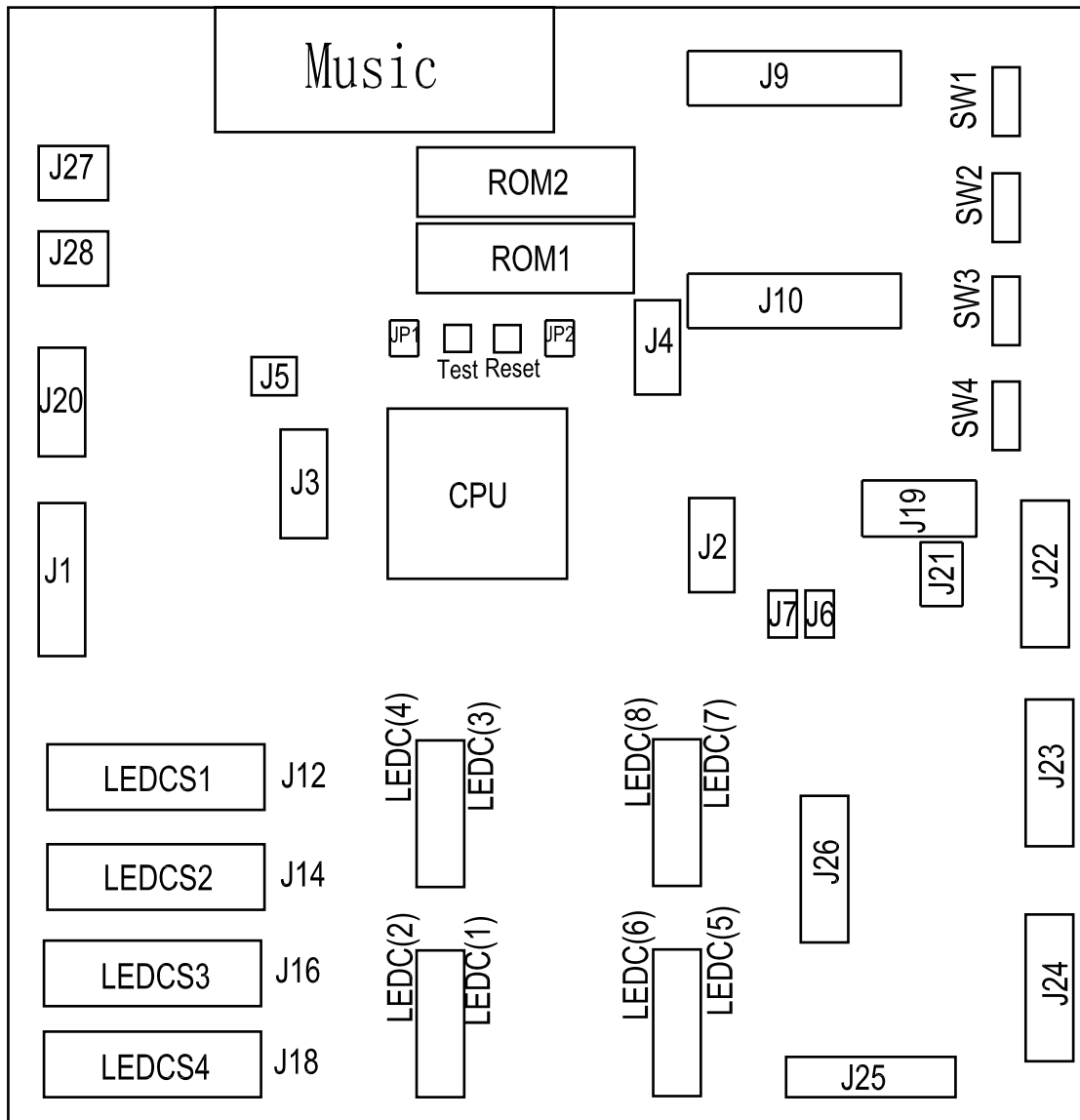
**Note:** Maximum memory score for each water gun is 999 when there is no ticket payout.

## 5. Parameter Settings

**5.1** Please refer to the I/O chart and schematics included with the game.

**5.2** To adjust DIP settings, please refer to the *I/O chart*. The initial settings are in CAPITAL LETTERS.

### 5.3 Main Board:



#### Test mode:

Press "test" button get into the test menu.

#### LED Display

Left score LED<1>3-1/Left time LED<1>6-5

Right score LED<2>3-1/Right time LED<2>6-5

(Flashing): Left credit LED<1>6-5

Right credit LED<2>6-5

### Testing - Options

LED displays segment scan, digit scan and shows <1, 2, 3, 4, 5, 6, 7, 8> and <87654321> - To check LED display.

Press TEST button again and LED displays 1 - shows the LED 1 and LED2 of 1# in DIP SW.

Press TEST button again and LED displays 2 - shows the number of on-off SW

Press TEST button again and LED displays 3. Press IN1-40 to test sound/music.

Press TEST button and LED displays 4 - Corresponding lighting output.

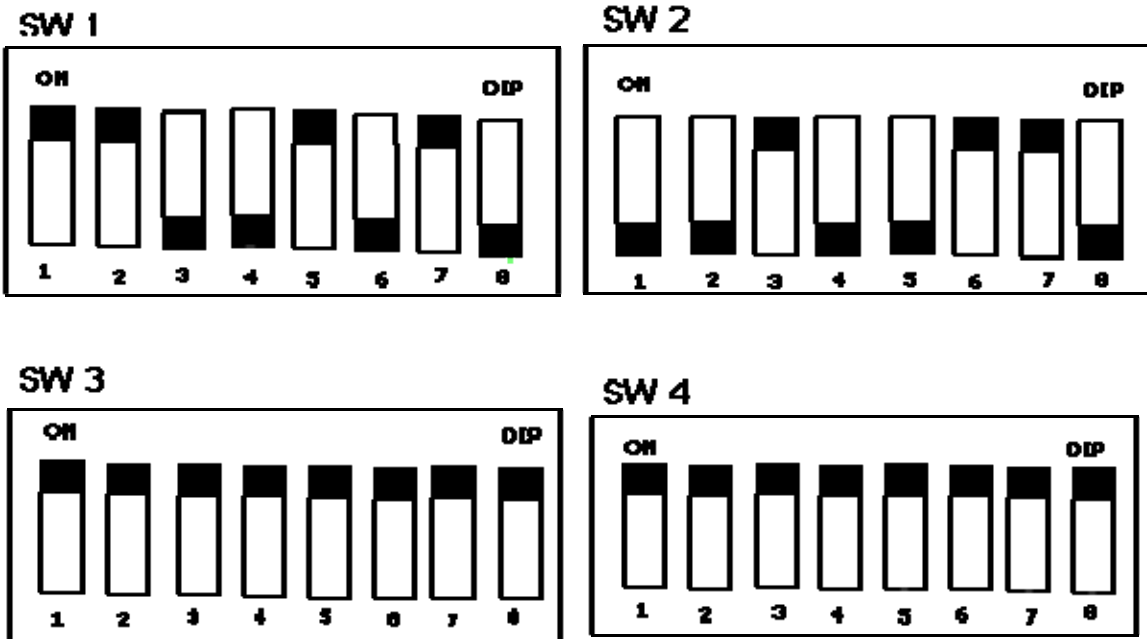
Press TEST button again and LED displays 5, - Lighting moves slowly.

### Error Codes

The following error codes will display if there is an error in the input signal:

- E.01 Ticket. Reset error
- E.83/E.84 Coin Mech signal error
- E.04 Left entrance sensor error
- E.07 Right entrance sensor error

### 5.4 DIP adjust (Default Setting)



### Notice

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

## 5.5 Parameter Settings

### DIP Adjust 1 (SW1)

#### (1) Coin(s) per game

Item	Content	DIP (SW1)		Note
		1	2	
Coin(s) per game	1	on	on	
	2	off	on	
	3	on	off	
	4	off	off	

#### (2) Play time (s)

Item	Content	DIP (SW1)			Note
		3	4	5	
Play time (s)	30	on	on	on	
	35	off	on	on	
	40	on	off	on	
	45	off	off	on	
	50	on	on	off	
	60	off	off	on	
	75	on	off	off	
	90	off	off	off	

#### (3) Mercy Tickets

Item	Content	DIP (SW1)		Note
		6	7	
Mercy Tickets	0	on	on	
	1	off	on	
	2	on	off	
	3	off	off	

#### (4) Score memory

Item	Content	DIP (SW1)	Note
		8	
Score memory	YES	on	
	NO	off	

**DIP 2 (SW2)**

**(5) Payout (Score per ticket)**

Item	Content	DIP (SW2)			
		1	2	3	4
Payout (Score per ticket)	1#	on	on	on	on
	2#	Off	ON	ON	ON
	3#	on	off	on	on
	4#	off	off	on	on
	5#	on	on	off	on
	6#	off	on	off	on
	7#	on	off	off	on
	8#	off	off	off	on
	9#	on	on	on	off
	10#	off	on	on	off
	11#	on	off	on	off

Score	1-150	151-300	301-999
1#	0 tickets	0 tickets	0 tickets
2#	1 tickets	2 tickets	3 tickets
3#	2 tickets	4 tickets	6 tickets
4#	5 tickets	8 tickets	12 tickets
5#	3 tickets	3 tickets	3 tickets
6#	4 tickets	4 tickets	4 tickets
7#	5 tickets	5 tickets	5 tickets
8#	8 tickets	12 tickets	18 tickets
9#	10 tickets	10 tickets	10 tickets
10#	15 tickets	15 tickets	15 tickets
11#	20 tickets	20 tickets	20 tickets

**(6) Hole Score**

Item	Content	DIP (SW2)			Note
		4	5	6	
Hole Score	1	on	on	on	
	2	off	on	on	
	5	off	off	on	
	10	off	off	on	
	20	on	on	off	
	25	off	on	off	
	30	on	off	off	

**(7) Demo music**

Item	Content	DIP (SW2)	Note
		8	
Demo music	YES	on	
	NO	off	

### 5.6 Input & Output Parts:

**Input part:**

INPUT	CONTENT
J9-1	Ticket reset
J9-2	
J9-3	
J9-4	Left sensor
J9-5	
J9-6	
J9-7	Right sensor
J9-8	Left service button
J9-9	Right service button

**Output part:**

OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT
J23-9	L_entrance	J24-17	Left gun	J4-1	
J23-10	R_entrance	J24-18	Left gun	J4-2	
J23-11	L_TIK. light	J24-19	Right gun	J4-3	LAT
J23-12	R_TIK. light	J24-20	Right gun	J4-4	CLOCK
J23-13		J24-21	Back-water valve	J4-5	DATA
J23-14		J24-22	Back-water valve	J4-6	
J23-15		J24-23	Water pump	J4-7	
J23-16		J24-24		J4-8	

Volume pot interface		Coin device interface		Ticket machine interface		Speaker interface	
J20-1	POT_L 1	J19-1	L_Coin lock	J21-1	L_Ticket drive	J27-1	Speaker _L+
J20-2	POT_L 2	J19-2	L_Coin signal	J21-2	L_Ticket signal	J27-2	Speaker _L -
J20-3	POT_R 1	J19-3	GND	J21-3	12V	J28-1	Speaker _R +
J20-4	POT_R 2	J19-4	R_Coin lock	J21-4	GND	J28-2	Speaker _R -
J20-5	POT_L 3	J19-5	R_Coin signal	J21-5	R_Ticket drive	Counter	
J20-6	POT_R 3	J19-6	12V	J21-6	R_Ticket signal	J8-1	+12V
				J21-7	12V	J8-2	+12V
				J21-8	GND	J8-3	Coin counter
						J8-4	Ticket counter



## 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 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

#### ★ Installation and Test

- Firstly check the assembling instructions and assemble the game.
- Secondly, adjust the leveler of the game on even ground.
- 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.

#### ★ Game maintenance

- Try to run the game before operation each day.
- Use soft cotton to clean the machine when it accumulated dust.
- Conduct monthly routine checks of game components ensure good working condition
- Check the machine regularly for dust and clean when necessary.

#### ★ Clean up

##### ➤ Cabinet

Use soft brush clean up the dust on the surface, and use a soft cloth wipe it off.

##### ➤ Cooling fans and air-vents

Cooling fan is influence in machine operation, because the clean environment and smooth air circulation is very important. Please ensure that enough thermal dissipation space for cooling fan, clean and replace fans regularly.

### 6.2 Regular Cleaning:

It is recommended that the water filter be cleaned once a month and changed every 6 months. If the game is placed in an area exposed to high level of dust, increase cleaning frequency.

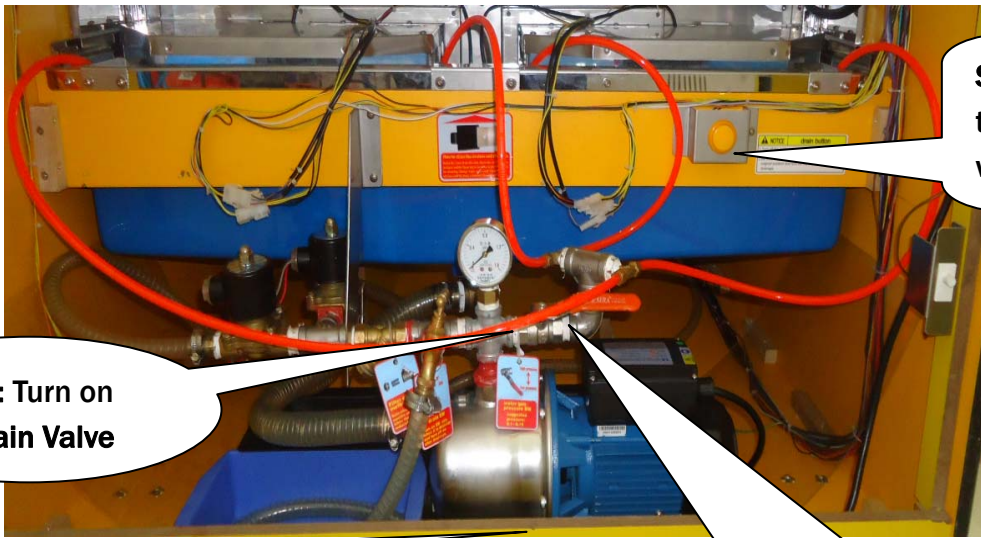
### 6.3 Pump Assembly Setting:

- Pressure valve should be kept in a half open state. Adjusts the gun pressure.
- Pressure meter default setting is 0.1.
- Drain Valve should be closed during normal times and only opened for draining or to change water.
- Drainage button

## 6.4 Adding and Draining Water:

### Draining Water

**NOTE:** Always empty water in the tank and in the pump before transporting



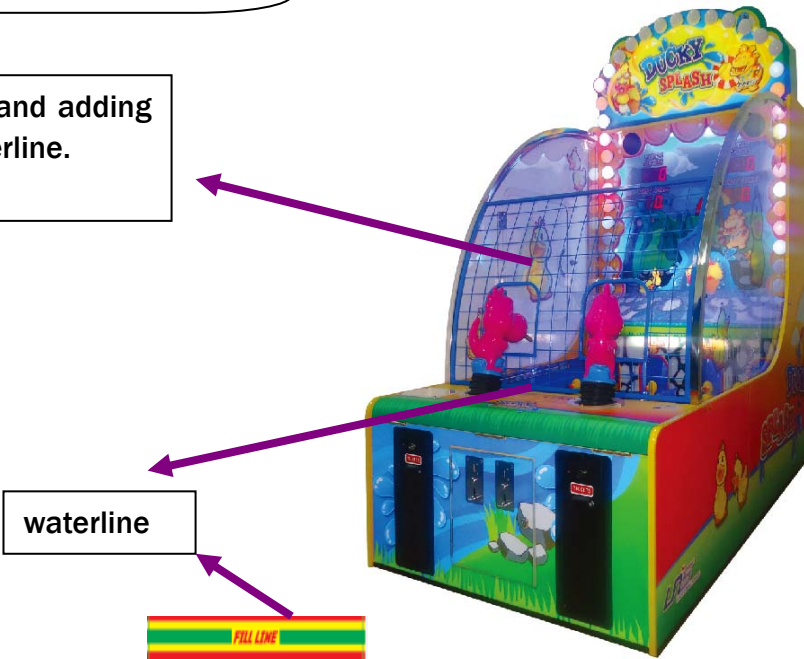
**Step 3:** Press and hold the **Drain Button** until water is fully emptied

**Step 2:** Turn on the **Drain Valve**

Unscrew the **Nut** under the pump to empty the water inside the pump.

**Step 1:** Close the **Pressure Valve**

Open the door and adding water until waterline.



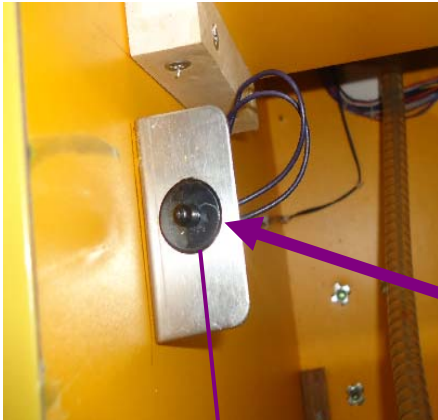
### Adding Water

Loosen the two side-screws, which will automatically open up the front protection net. Slowly pour water down into the playfield directly until the water reaches the indicated water line. (See pictures below)

**IMPORTANT:** When adding water to the game, the amount of water needs to be exactly at the **Waterline** (as indicated in the playfield). Keep adding water until the water surface reaches the water line. Be careful not to go over because too much water affects floatation of the ducks and can affect the overall game play.

## 6.5 Left & Right Gun Assembly Maintenance:

**Step 1:** Fasten the Lock Pin from the inside to secure the front panel.

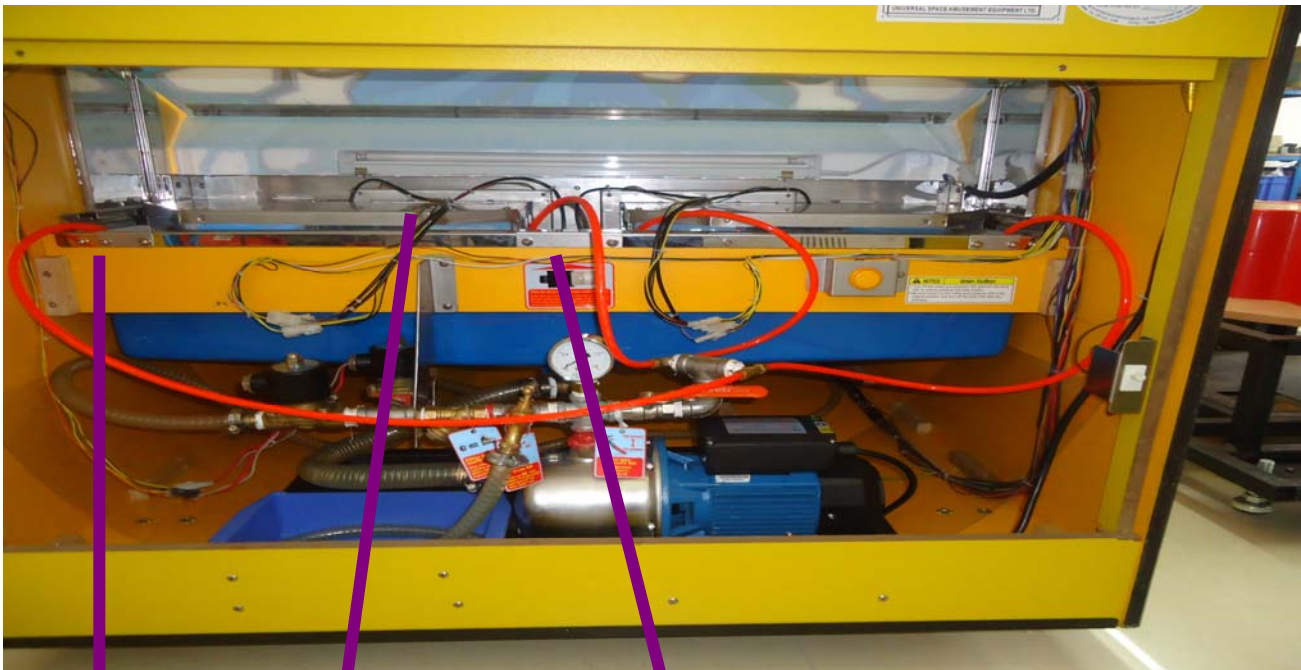


Control Switch Frame



**Step 2:** To open the control panel, grip the two Dino water guns at the base then pull them towards you. The control panel should open up.

### 6.5 Other Parts Maintenance:



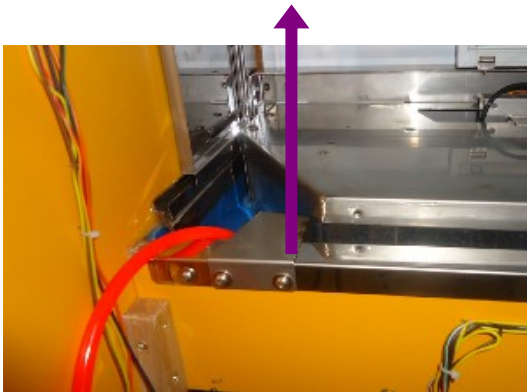
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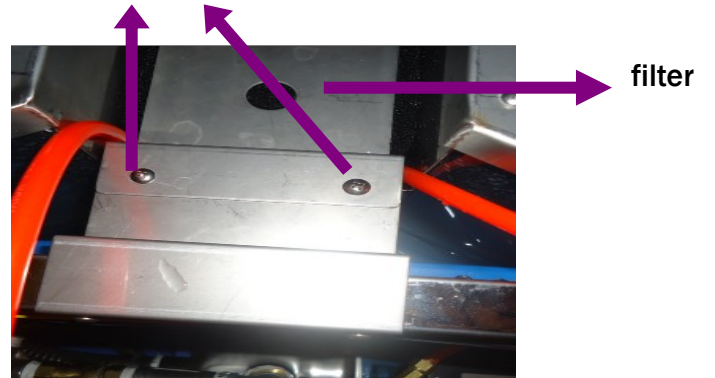
#### 1 Water pipe maintenances

Unscrewed and take out water pipe.



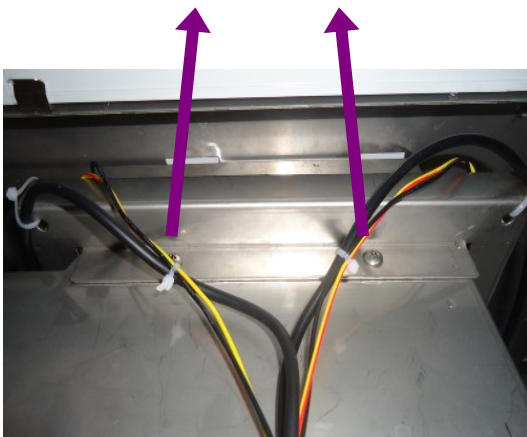
#### 2 Filter maintenances

Unscrewed and clean up filter



#### 3 Filter maintenances

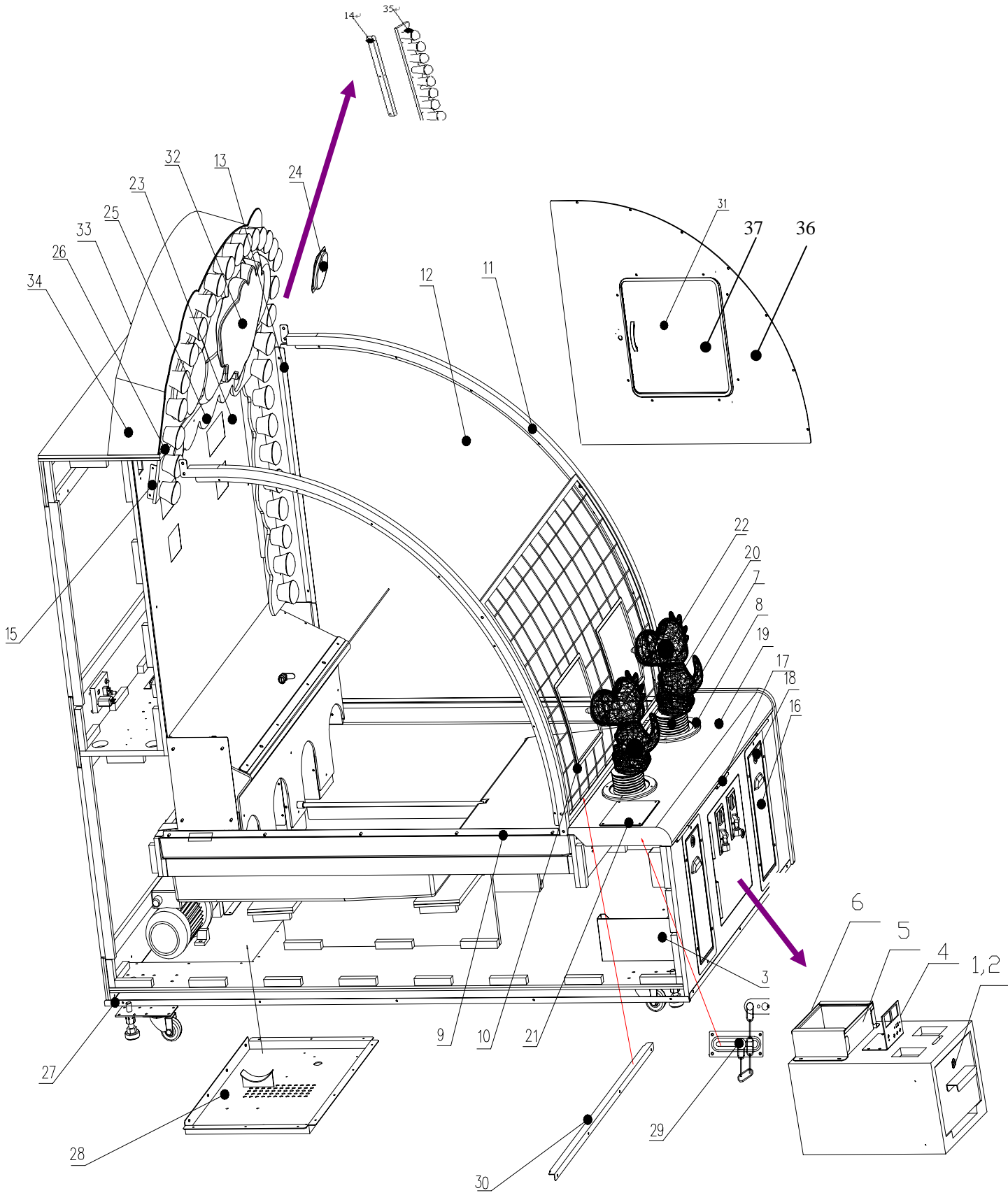
Unscrewed and maintenance sensor





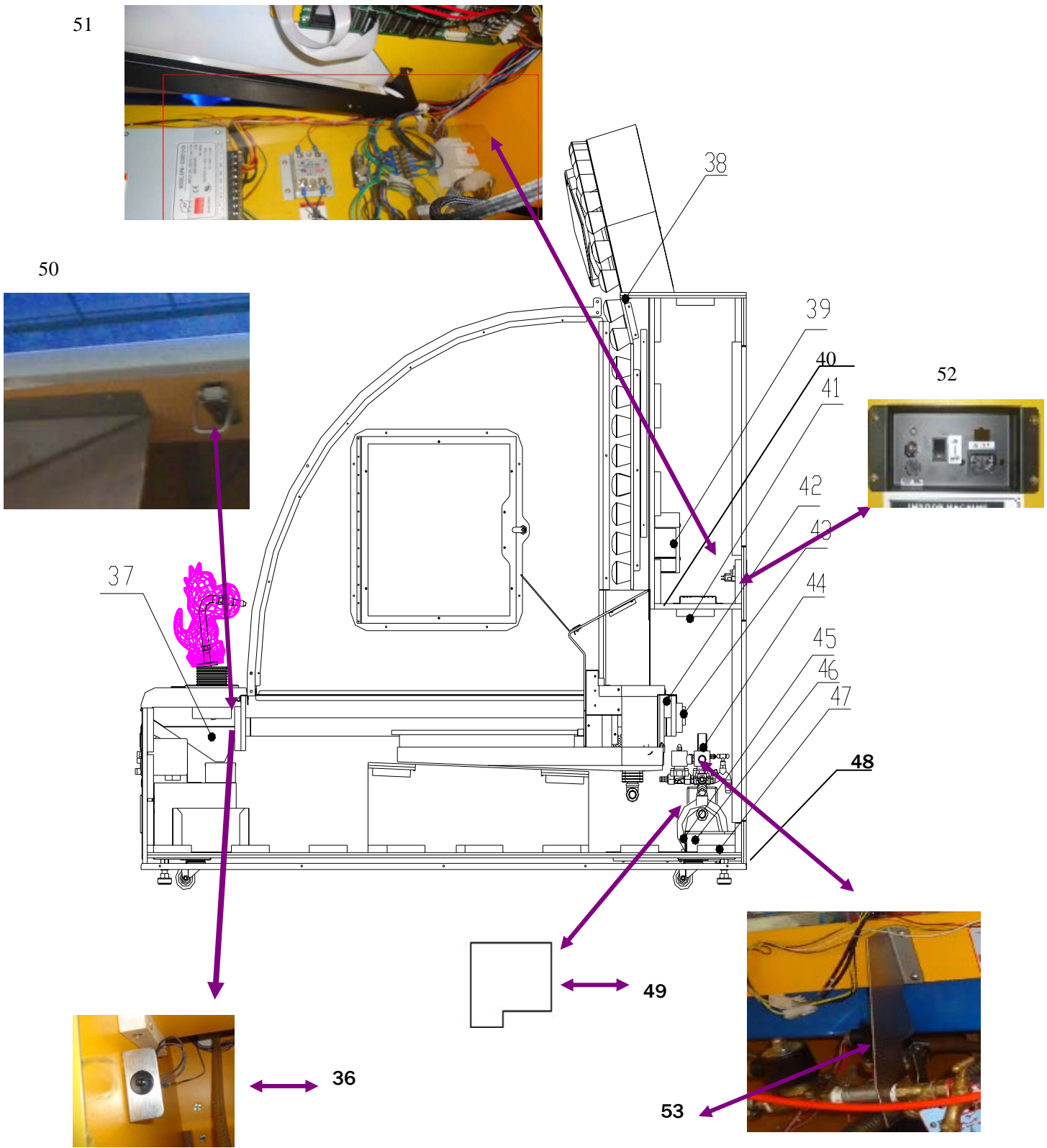
# 7. OVERALL CONSTRUCTION

## 7.1 Main Assembly 1:



<b>No.</b>	<b>Part No.</b>	<b>Name</b>	<b>Qty</b>
1	D114-500-000	Coin box (inner)	1
2	D114-400-000	Lock	1
3	D114-100-000	Ticket box 120	2
4	D114-101-000	Counter install board A	1
5	D114-401-000	Box	1
6	D114-102-000	Front waterproof board	2
7	D114-402-000	Gun expanding ring	2
8	D114-600-000	Gun half circle piece	4
9	D114-103-000	Tank side pressing edge	2
10	D114-403-000	Protect net	1
11	D114-404-000	Bend pipe	2
12	D114-601-000	Right plastic	1
13	D114-104-000	Plastic fixed plate	2
14	D114-105-000	Lamp fixed plate	2
15	D114-106-000	Light board fixed strip	2
16	D114-000-000	Ticket machine door	2
17	D114-107-000	Hinge	3
18	D114-405-000	Lock	3
19	D114-108-000	Console	1
20	D114-001-000	R_ gun Assy.	1
21	D114-602-000	Score cover board	1
22	D114-003-000	L_ gun assy.	1
23	D114-700-000	Main frame	1
24	D114-109-000	Speaker net	2
25	D114-501-000	Upper lamp board	1
26	D114-004-000	Cabinet	1
27	D114-110-000	Bordure strip	2
28	D114-111-000	Pump install plate	1
29	D114-406-000	Stainless chain	2
30	D114-112-000	Front tank pressing edge	1
31	D114-005-000	Side door assy.	1
32	D114-603-000	Light box	1
33	D114-113-000	Light box door	1
34	D114-114-000	Light box	1
35	D114-502-000	Light board	2
36	D114-619-000	Left plastic	1
37	D114-620-000	Side door acrylic	1

### Main Assembly 2:



<b>No.</b>	<b>Part no.</b>	<b>Name</b>	<b>Qty</b>
36	D114-144-000	Console SW bracket	1
37	D114-115-000	Front water funnel	1
38	D114-116-000	Upper lamp plate fixed strip	1
39	D114-117-000	Lamp tube fixed plate	1
40	D114-800-000	Relay holder	1
41	D114-801-000	Power holder	1
42	D114-118-000	Tank back pressing edge	1
43	D114-119-000	Button board	1
44	D114-006-000	Pump assy.	1
45	D114-120-000	Back waterproof board	1
46	D114-121-000	Back water connecting piece	1
47	D114-407-000	Plastic box	1
48	D114-123-000	Edge strip	2
49	D114-604-000	Collect board	1
50	D114-408-000	Buckle	2
51	D114-605-000	Protect cover	1
52	D114-124-000	Cable box supporter	1
53	D114-143-000	Water pipe fixed plate	1



### 7.2 Pump Assembly:



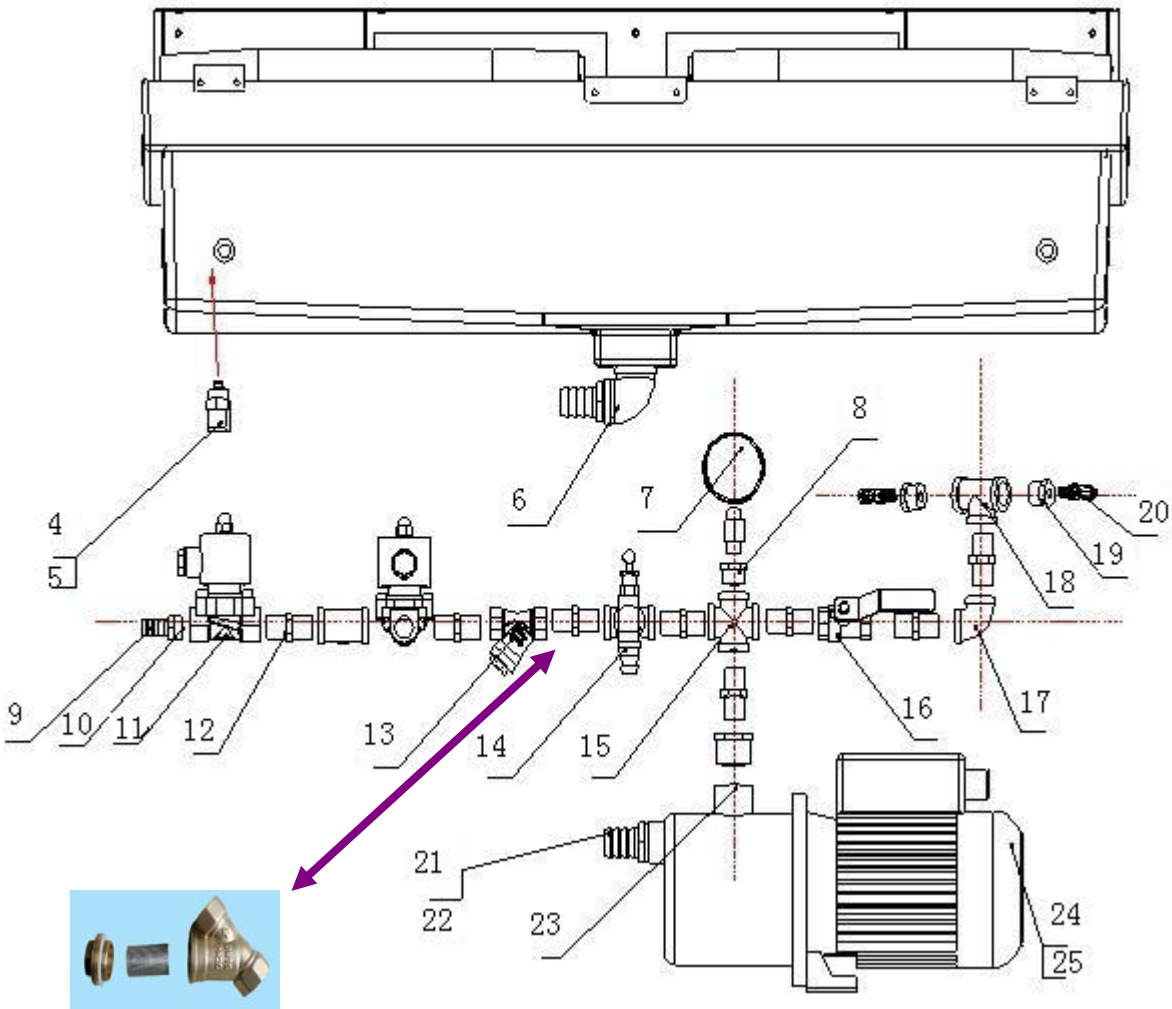
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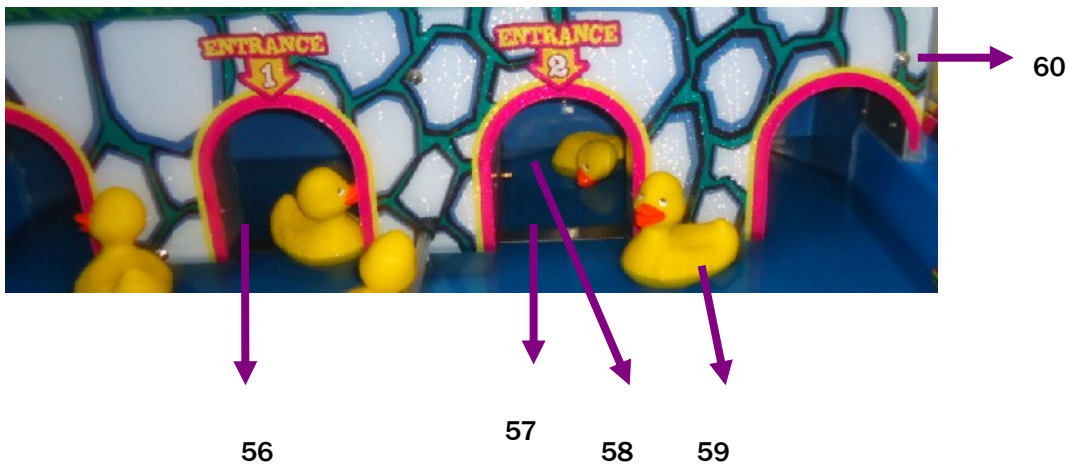
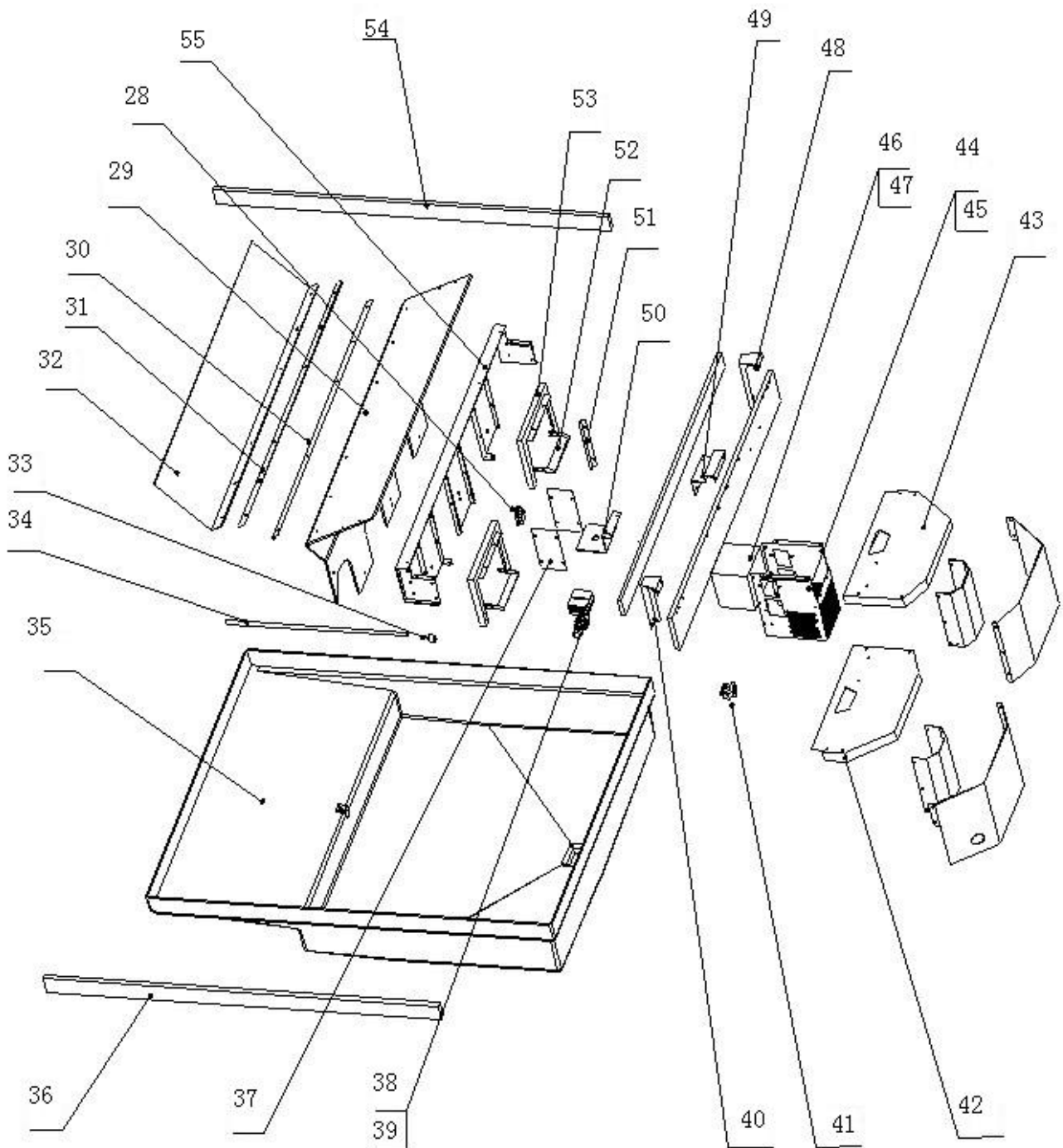
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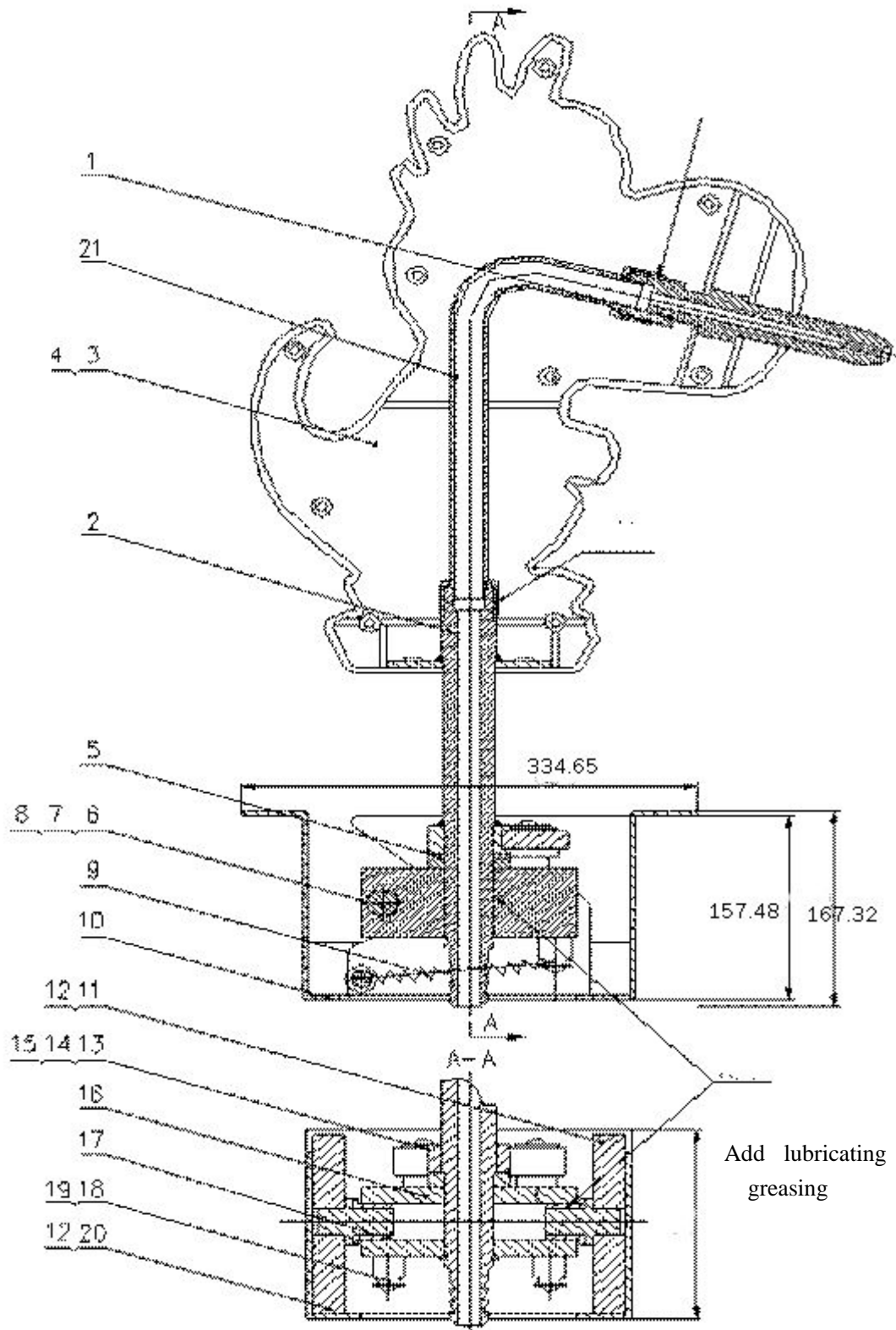


<b>No.</b>	<b>Part No.</b>	<b>Name</b>	<b>Qty</b>
1	D114-410-000	Rubber pipe	3
2	D114-411-000	Rubber pipe	1
3	D114-409-000	8MM pipe	4
4	D114-437-000	Water pipe nut	2
5	D114-436-000	8MM pipe 1/4 inch wire pipe	4
6	D114-419-000	Square bent	1
7	D114-432-000	Manometer	1
8	D114-431-000	Screw	1
9	D114-414-000	Four head connect	2
10	D114-415-000	Hoop	5
11	D114-413-000	Valve	2
12	D114-416-000	Inner connect	8
13	D114-435-000	Filter	1
14	D114-434-000	Faucet	1
15	D114-433-000	Four head connect	2
16	D114-421-000	Valve	1
17	D114-422-000	Square bent	1
18	D114-424-000	Three head connect	2
19	D114-425-000	Screw	2
20	D114-427-000	Three head connect	2
21	D114-418-000	Hoop	2
22	D114-417-000	Four head connect	2
23	D114-420-000	Screw	1
24	D114-125-000	Bolt	2
25	D114-423-000	Pump	1
26	D114-489-000	Cabinet door switch frame	1
27	D114-490000	Cabinet door switch	1



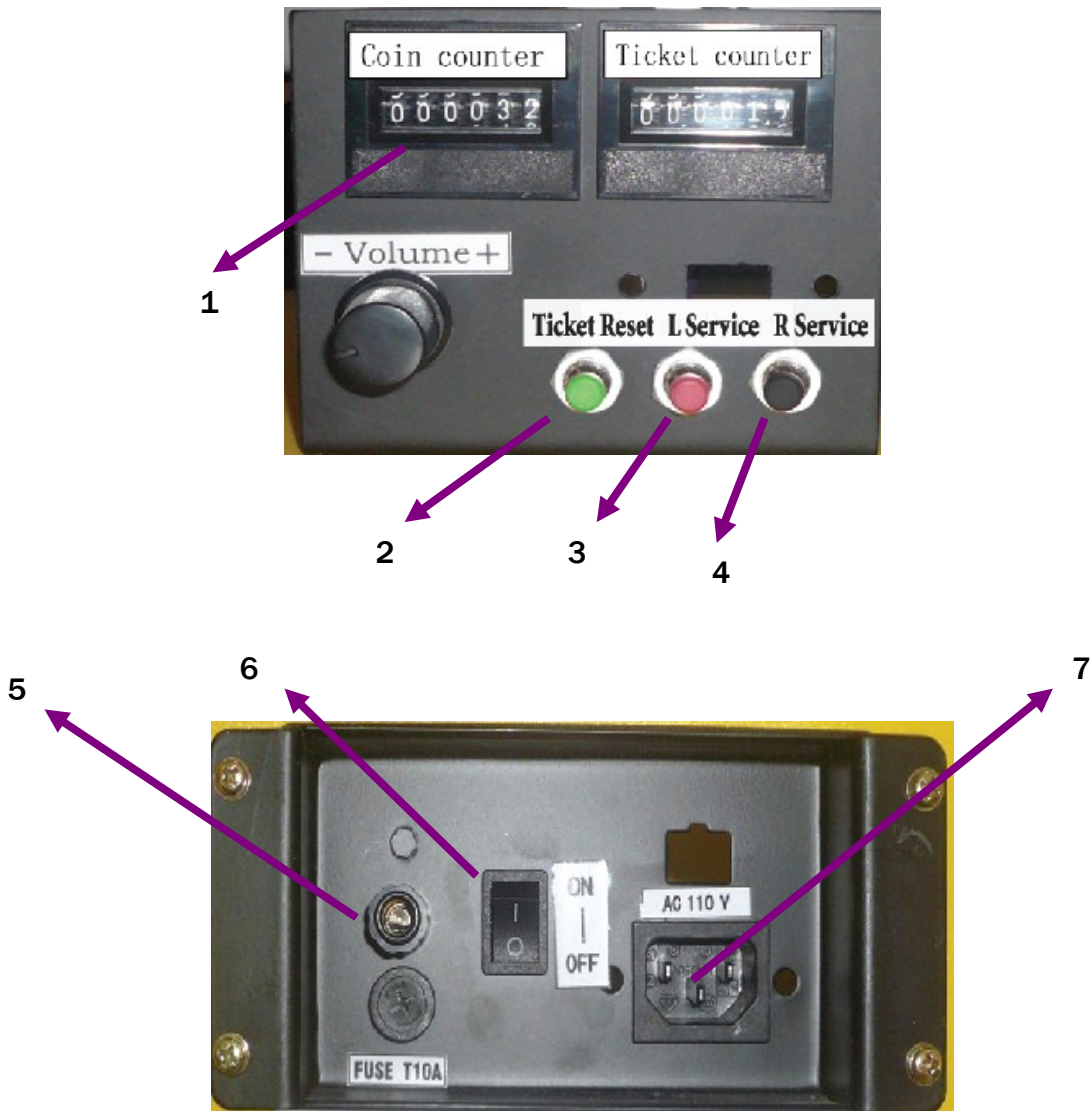
<b>No.</b>	<b>Part No.</b>	<b>Name</b>	<b>Qty</b>
28	D114-444-000	Water pipe nut	2
29	D114-701-000	Picture	1
30	D114-138-000	Waterproof fixed board	1
31	D114-139-000	Waterproof cover board	1
32	D114-614-000	Before waterproof board	1
33	D114-610-000	Separator base	1
34	D114-439-000	Separator	1
35	D114-609-000	water tank	1
36	D114-133-000	R fixed bracket	1
37	D114-616-000	Infrared cover board	2
38	D114-440-000	Water tank bottom joint	1
39	D114-611-000	Basic calculation	1
40	D114-131-000	R water pipe bracket	1
41	D114-437-000	Water pipe nut	2
42	D114-132-000	Waterproof cover board	1
43	D114-128-000	Waterproof cover board	1
44	D114-613-000	Filter net	1
45	D114-612-000	Filter net	2
46	D114-442-000	Filter water cotton	3
47	D114-441-000	Filter water cotton cover	1
48	D114-127-000	L water pipe bracket	1
49	D114-129-000	Filter cover fixed board	1
50	D114-136-000	Filter water cotton board	1
51	D114-615-000	Track chimney	4
52	D114-130-000	Board	2
53	D114-137-000	Infrared fixed frame	2
54	D114-126-000	L fixed bracket	1
55	D114-135-000	Fixed board	1
56	D114-607-000	L-outer track	1
57	D114-606-000	R-outer track	1
58	D114-608-000	Inner track	2
59	D114-438-000	Duck	10
60	D114-412-000	3MM cushion	10
<b>Service Parts:</b>			
61		Raw material	2
62		Glass cement	1

### 7.3 Right gun Assembly:



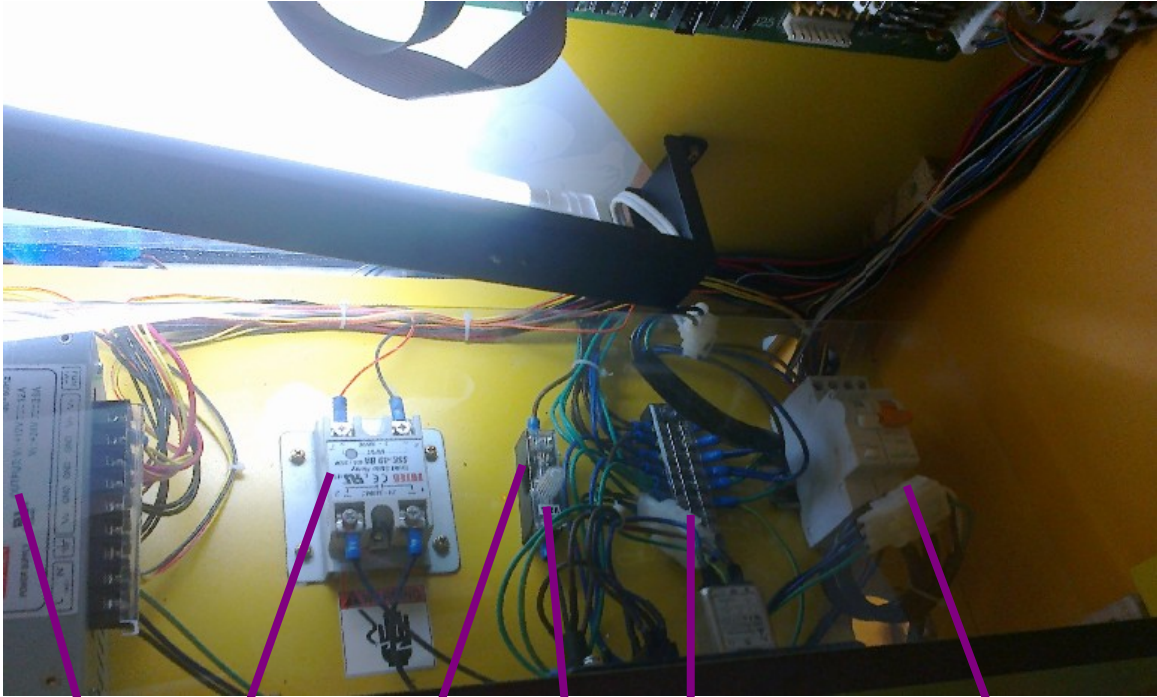
<b>No</b>	<b>Part No.</b>	<b>Name</b>	<b>QTY</b>
1	D114-445-000	Gun mouth	1
2	D114-446-000	Gun	1
3	D114-617-000	Gun shell	1
4	D114-447-000	Screw	4
5	D114-448-000	Pin (R&L)	1
6	D114-449-000	Pin (U&D)	1
7	D114-450-000	Pin sleeve (U&D)	1
8	D114-451-000	Screw	2
9	D114-452-000	Spring pin	2
10	D114-140-000	Assy. holder	1
11	D114-141-000	Right holder	1
12	D114-453-000	Screw	4
13	D114-454-000	Pin (R&L)	2
14	D114-618-000	Pin sleeve (R&L)	2
15	D114-455-000	Screw	2
16	D114-456-000	Gun swing pin	1
17	D114-457-000	Bearing	2
18	D114-458-000	Spring pin	4
19	D114-459-000	Screw	4
20	D114142-000	Left holder	1
21	D114-460-000	Stainless pipe	1

**7.4 Electrical Part:**



No.	Part No.	Name	Qty
1	D114-461-000	Counter	2
2	D114-461000	Button	1
3	D114-463-000	POT	1
4	D114-464-000	Button	1
5	D114-465-000	Wire connect pillar	1
6	D114-466-000	Small ship SW	1
7	D114-467-000	Filter	1





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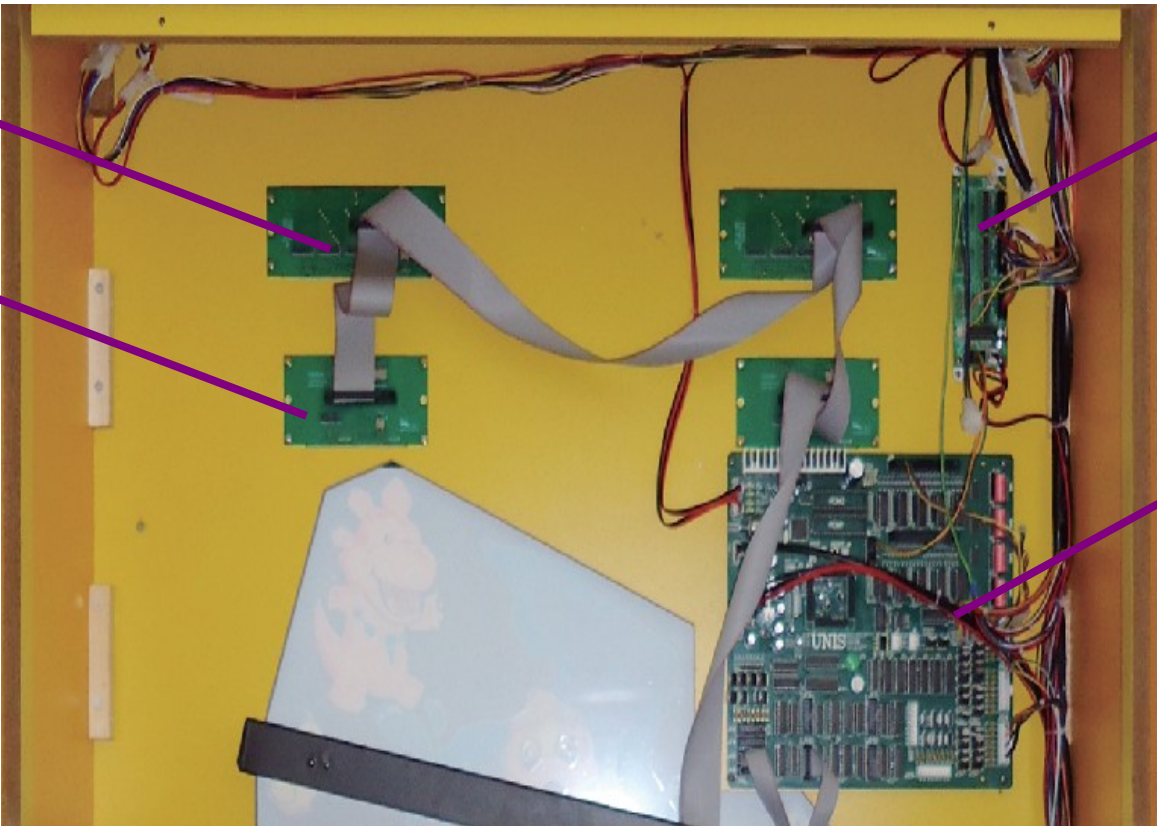
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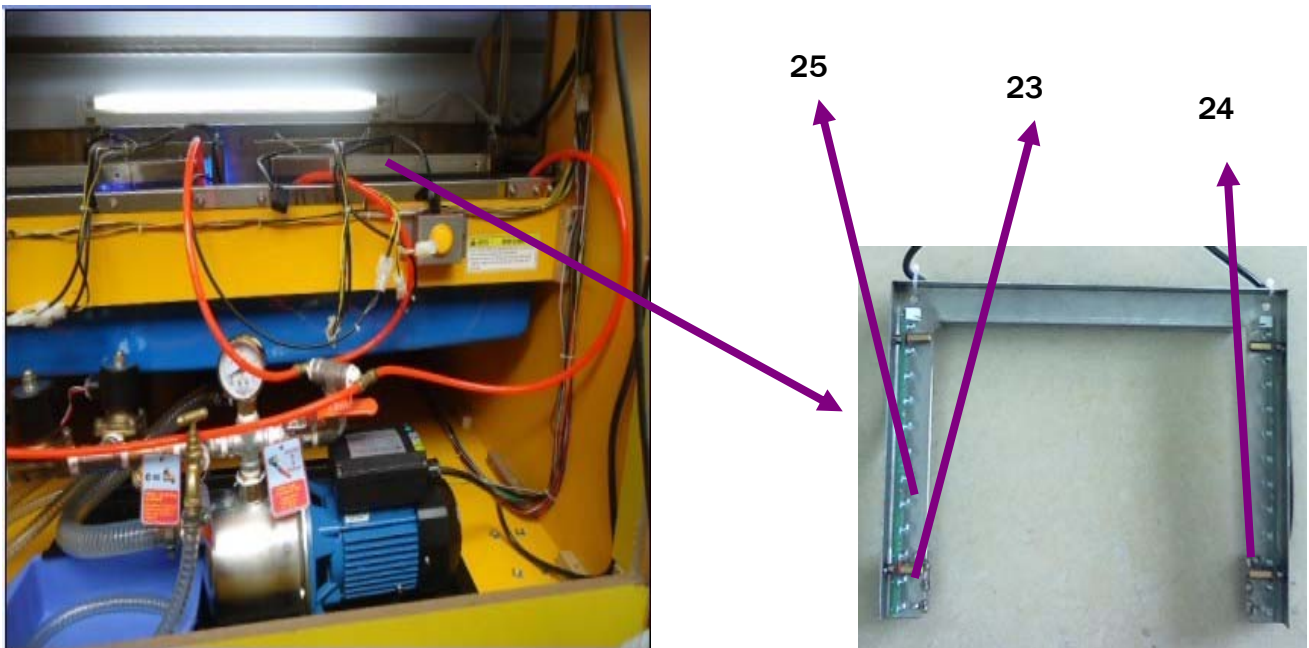
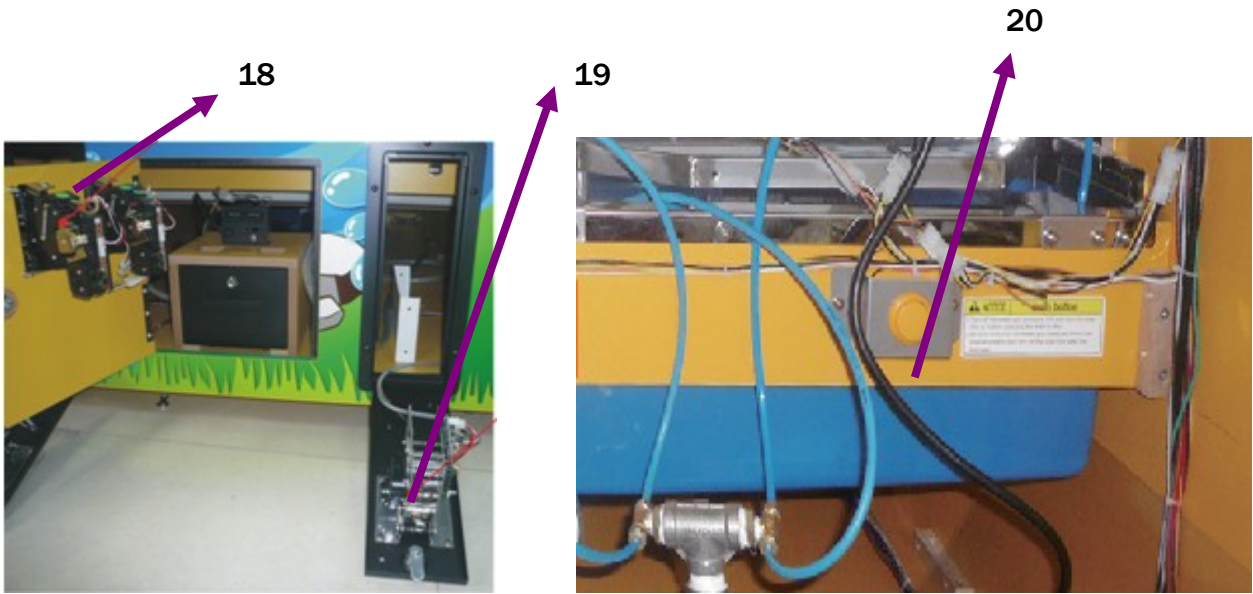
14

16

17



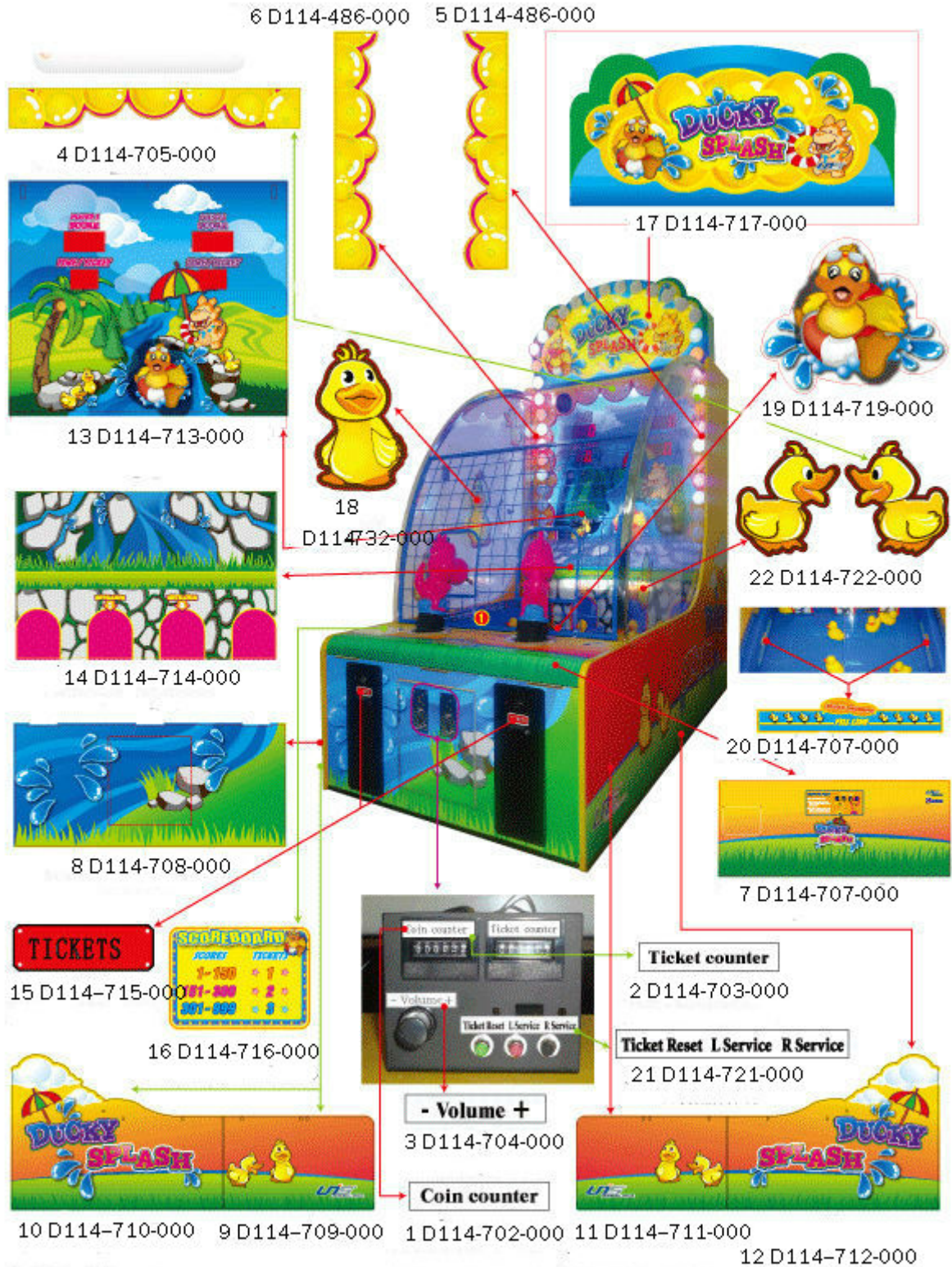
<b>No.</b>	<b>Part No.</b>	<b>Name</b>	<b>Qty</b>
<b>8</b>	<b>D114-468-000</b>	<b>Power supply</b>	<b>1</b>
<b>9</b>	<b>D114-469-000</b>	<b>Relay</b>	<b>1</b>
<b>10</b>	<b>D114-470-000</b>	<b>Fuse holder</b>	<b>1</b>
<b>11</b>	<b>D114-471-000</b>	<b>Fuse</b>	<b>1</b>
<b>12</b>	<b>D114-472-000</b>	<b>Wire connect bank</b>	<b>1</b>
<b>13</b>	<b>D114-473-000</b>	<b>Leakage protection switch</b>	<b>1</b>
<b>14</b>	<b>D114-474-000</b>	<b>2.3 inch LED PCB</b>	<b>2</b>
<b>15</b>	<b>D114-475-000</b>	<b>LED PCB</b>	<b>2</b>
<b>16</b>	<b>D114-476-000</b>	<b>Lamp control panel</b>	<b>1</b>
<b>17</b>	<b>D114-477-000</b>	<b>Main board</b>	<b>1</b>



<b>No.</b>	<b>Part No.</b>	<b>Name</b>	<b>Qty</b>
18	D114-478-000	Coin mech.	2
19	D114-479-000	Ticket mech.	2
20	D114-480-000	30 card style button	2
21	D114-481-000	Φ60 lamp shade	37
22	D114-482-000	LED single layer light house	37
23	D114-483-000	Receiver sensor	2
24	D114-484-000	Transmitting sensor	2
25	D114-485-000	Lamp strip	4
26	D114-486-000	Speaker	2

## 8.Game Decals:

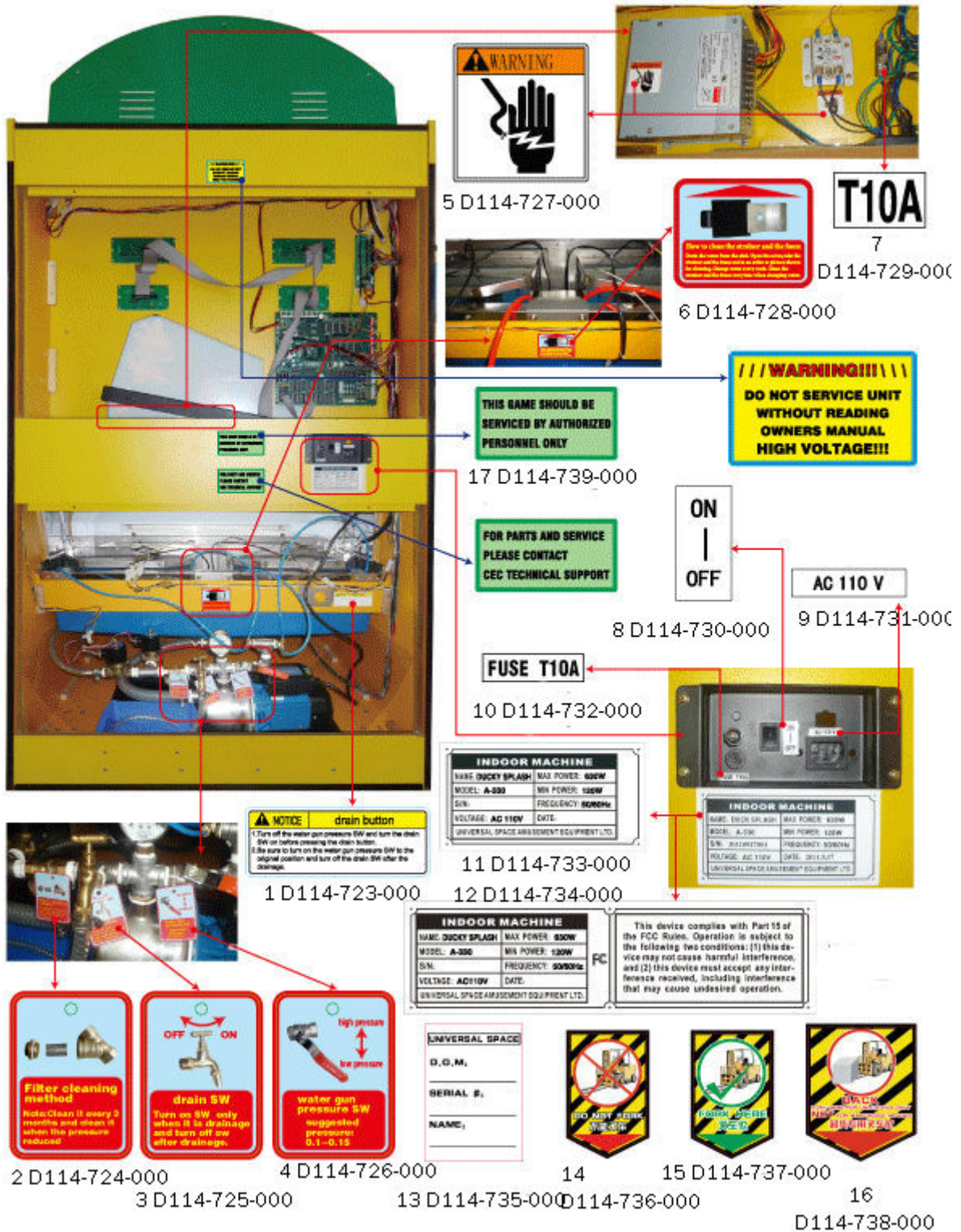
Front :





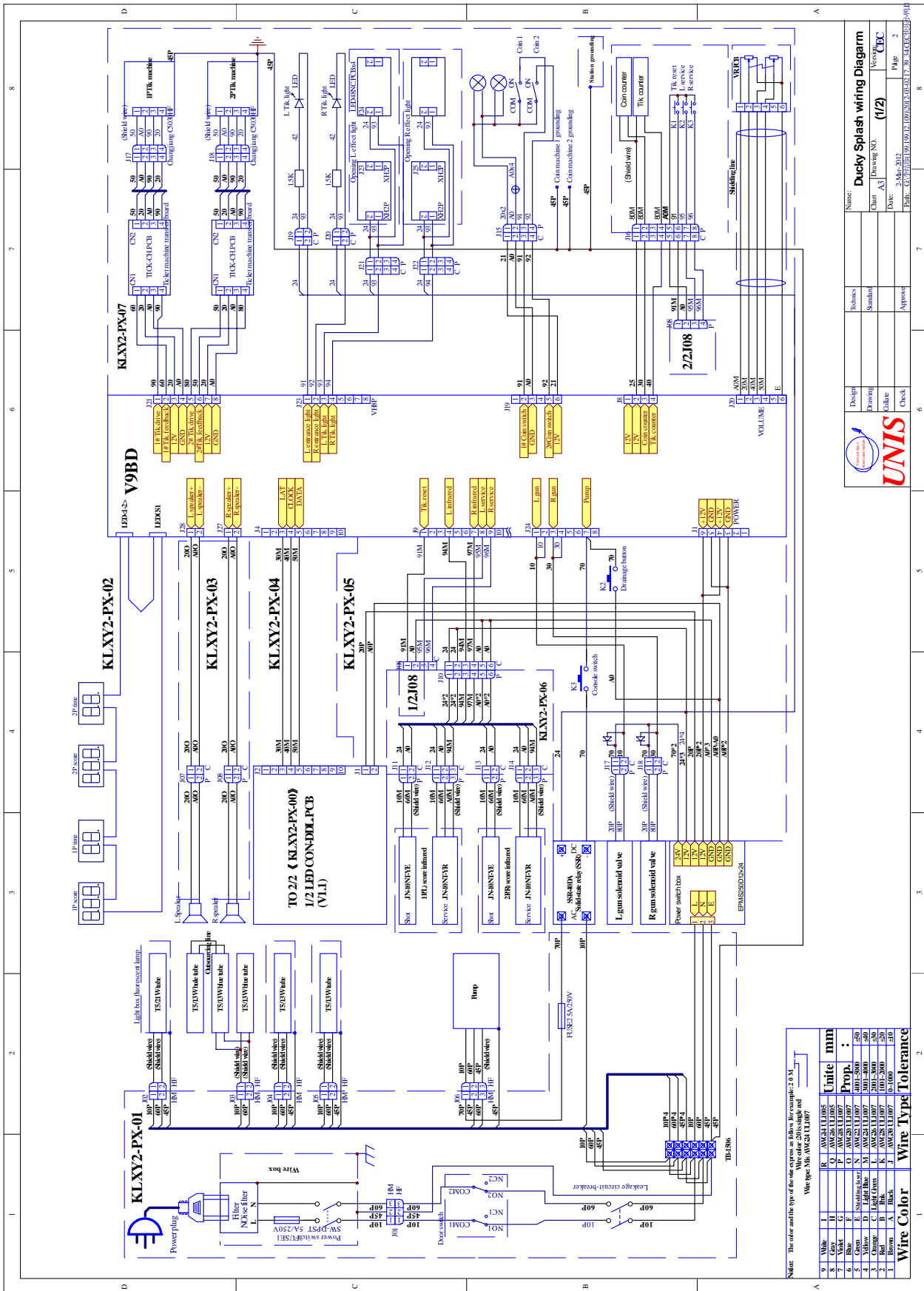
<b>No.</b>	<b>Part No.</b>	<b>Name</b>	<b>Qty</b>
1	D114-702-000	Coin counter	1
2	D114-703-000	Ticket counter	1
3	D114-704-000	Volume	1
4	D114-705-000	U_ board decal	1
5	D114-486-000	R_ board menu	1
6	D114-706-000	L_ board menu	1
7	D114-707-000	Console decal	1
8	D114-708-000	Front door decal	1
9	D114-709-000	L_ board front decal	1
10	D114-710-000	L_ board back decal	1
11	D114-711-000	R_ board front menu	1
12	D114-712-000	R_ board back menu	1
13	D114-700-000	Main decal	1
14	D114-701-000 714	Hole decal	1
15	D114-715-000	Ticket label	2
16	D114-716-000	Ticket amount specification	1
17	D114-717-000	Top decal	1
18	D114-718-000	Duck decal	1
19	D114-719-000	Water tank decal	1
20	D114-720-000	Water line decal	2
21	D114-721-000	Counter label	1
22	D114-722-000	Duck	1

Back :

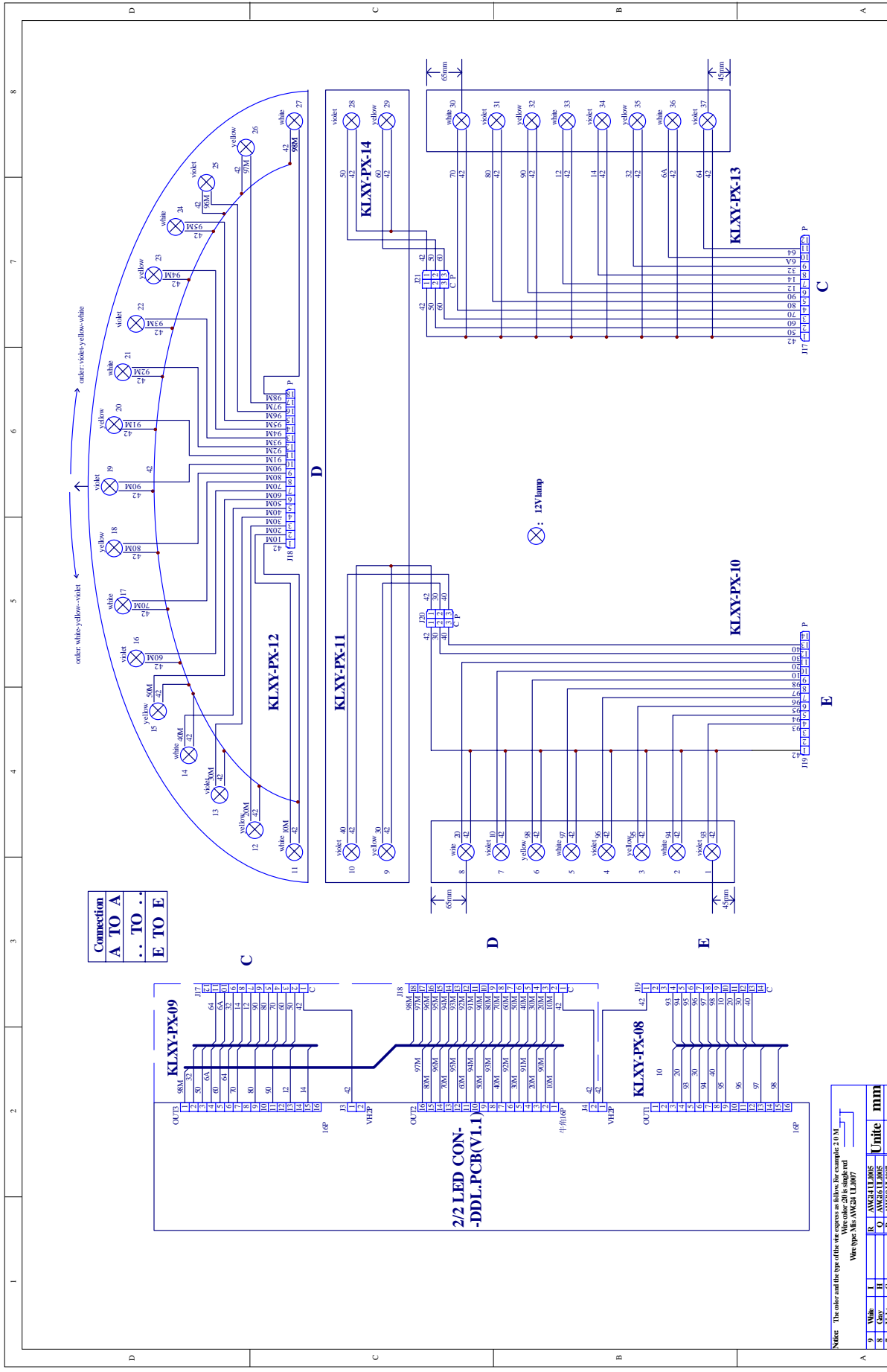


<b>No.</b>	<b>Part No.</b>	<b>Name</b>	
<b>1</b>	<b>D114-723-000</b>	<b>Notice label</b>	<b>1</b>
<b>2</b>	<b>D114-724-000</b>	<b>Description decal 1</b>	<b>1</b>
<b>3</b>	<b>D114-725-000</b>	<b>Description decal 2</b>	<b>1</b>
<b>4</b>	<b>D114-726-000</b>	<b>Description decal 3</b>	<b>1</b>
<b>5</b>	<b>D114-727-000</b>	<b>High voltage decal (small)</b>	<b>2</b>
<b>6</b>	<b>D114-728-000</b>	<b>Description decal 4</b>	<b>1</b>
<b>7</b>	<b>D114-729-000</b>	<b>T10A label</b>	<b>1</b>
<b>8</b>	<b>D114-730-000</b>	<b>Power SW decal</b>	<b>1</b>
<b>9</b>	<b>D114-731-000</b>	<b>110V label</b>	<b>1</b>
<b>10</b>	<b>D114-732-000</b>	<b>Fuse T10A</b>	<b>1</b>
<b>11</b>	<b>D114-733-000</b>	<b>110V nameplate</b>	<b>1</b>
<b>12</b>	<b>D114-734-000</b>	<b>FCC nameplate</b>	<b>1</b>
<b>13</b>	<b>D114-735-000</b>	<b>Package information label</b>	<b>1</b>
<b>14</b>	<b>D114-736-000</b>	<b>Don't forklift</b>	<b>1</b>
<b>15</b>	<b>D114-737-000</b>	<b>Forklift position</b>	<b>1</b>
<b>16</b>	<b>D114-738-000</b>	<b>Unload forklift position</b>	<b>1</b>
<b>17</b>	<b>D114-739-000</b>	<b>Maintenance information label</b>	<b>2</b>

# 10. WIRING DIAGRAM







Connection	
A	TO A
..	TO ..
E	TO E

2/2 LED CON-  
-DDL-PCB(V1.1)

Note: The color and the type of the wire expressed below for example 23A M Wire type Mts AW24 U J1007

Wire Color	Wire Type	Tolerance
1	White	±0.1
2	Black	±0.1
3	Red	±0.1
4	Yellow	±0.1
5	Orange	±0.1
6	Blue	±0.1
7	Green	±0.1
8	Brown	±0.1
9	Pink	±0.1
10	Grey	±0.1
11	Light Blue	±0.1
12	Light Green	±0.1
13	Light Yellow	±0.1
14	Light Orange	±0.1
15	Light Purple	±0.1
16	Light Brown	±0.1
17	Light Grey	±0.1
18	Light Blue	±0.1
19	Light Green	±0.1
20	Light Yellow	±0.1
21	Light Orange	±0.1
22	Light Purple	±0.1
23	Light Brown	±0.1
24	Light Grey	±0.1
25	Light Blue	±0.1
26	Light Green	±0.1
27	Light Yellow	±0.1
28	Light Orange	±0.1
29	Light Purple	±0.1
30	Light Brown	±0.1
31	Light Grey	±0.1
32	Light Blue	±0.1
33	Light Green	±0.1
34	Light Yellow	±0.1
35	Light Orange	±0.1
36	Light Purple	±0.1
37	Light Brown	±0.1
38	Light Grey	±0.1
39	Light Blue	±0.1
40	Light Green	±0.1
41	Light Yellow	±0.1
42	Light Orange	±0.1
43	Light Purple	±0.1
44	Light Brown	±0.1
45	Light Grey	±0.1
46	Light Blue	±0.1
47	Light Green	±0.1
48	Light Yellow	±0.1
49	Light Orange	±0.1
50	Light Purple	±0.1
51	Light Brown	±0.1
52	Light Grey	±0.1
53	Light Blue	±0.1
54	Light Green	±0.1
55	Light Yellow	±0.1
56	Light Orange	±0.1
57	Light Purple	±0.1
58	Light Brown	±0.1
59	Light Grey	±0.1
60	Light Blue	±0.1
61	Light Green	±0.1
62	Light Yellow	±0.1
63	Light Orange	±0.1
64	Light Purple	±0.1
65	Light Brown	±0.1
66	Light Grey	±0.1
67	Light Blue	±0.1
68	Light Green	±0.1
69	Light Yellow	±0.1
70	Light Orange	±0.1
71	Light Purple	±0.1
72	Light Brown	±0.1
73	Light Grey	±0.1
74	Light Blue	±0.1
75	Light Green	±0.1
76	Light Yellow	±0.1
77	Light Orange	±0.1
78	Light Purple	±0.1
79	Light Brown	±0.1
80	Light Grey	±0.1
81	Light Blue	±0.1
82	Light Green	±0.1
83	Light Yellow	±0.1
84	Light Orange	±0.1
85	Light Purple	±0.1
86	Light Brown	±0.1
87	Light Grey	±0.1
88	Light Blue	±0.1
89	Light Green	±0.1
90	Light Yellow	±0.1
91	Light Orange	±0.1
92	Light Purple	±0.1
93	Light Brown	±0.1
94	Light Grey	±0.1
95	Light Blue	±0.1
96	Light Green	±0.1
97	Light Yellow	±0.1
98	Light Orange	±0.1
99	Light Purple	±0.1
100	Light Brown	±0.1

Name: **Ducky Splash Wiring Diagram**

Chart: **A3** Drawing NO: **(22)** Version:

Date: **2-Mar-2012** Page: **2**

Path: **C:\Users\j19\Documents\AW24 U J1007**

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