

# HAMMER FUN



Be Sure to  
Read the Operation  
Manual before Use

## Operation Manual



Universal Space Amusement Equipment Ltd.

# HAMMER FUN OPERATION MANUAL

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## 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

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 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.



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### **The Company**

Universal Space (UNIS) is a leading manufacturer of amusement machines. 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.

## 1. Specifications



Rated power supply :	AC110V 50/60Hz
	AC220V -240V 50/60Hz
Power consumption :	Min power consumption : 210W
	Max power consumption : 260W
Dimensions :	W900×D820×H2000 (mm)
Weight :	About 85KG
Environment condition :	(Indoor ) temperature : -10°C~+40°C
	Humidity : ≤90%
	Atmospheric pressure: 86Pa ~ 106Pa

※Note: Game parameters are subject to change without notice

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## 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.	Name	Spec.	Illustration	Qty	Note
1	Key	171		2	
		2222		2	
2	Fuse	$\Phi 5 \times 20$ mm T3A 250VAC			
3	Power Cord	15A/250V 1.8m		1	
4	Wrench	CR-V 4mm		1	
5	Wrench	CR-V 5mm		1	
6	Relays	T9AP5D52-11		1	
7	Operation Manual	English		1	
8	Memory stick	LENOVO 1G	1	1	

**NOTE:** This list is for reference only. They are subject to change without notice.

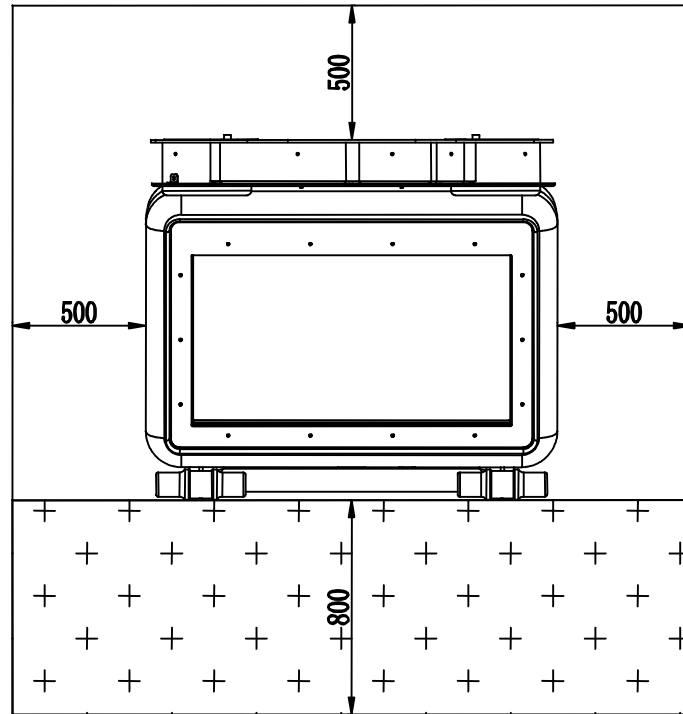
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## 3. Installation

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

### 3.1 Play Zone

This machine requires space for playing and for maintenance as shown below.  
Be sure to leave enough space when installing the machine. (Play zone: 800mm, maintenance zone: 500mm.)



### 3.2 Locations to Avoid

#### WARNING

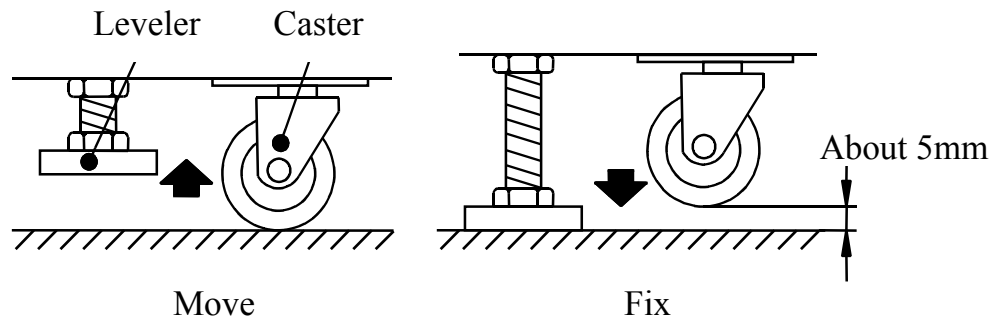
Avoid installing in the following places to prevent fire, electric shock, injury and/or machine malfunctioning:

- Places subject to rain/water leakage, or places subject to high humidity, in the proximity of an indoor swimming pool and or shower etc.
- 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 hazardous matter
- In dusty places
- On sloped surfaces. The machine may topple or cause unforeseen accidents.
- Vicinity of fire exits, fire extinguishers etc that may prevent safety measures

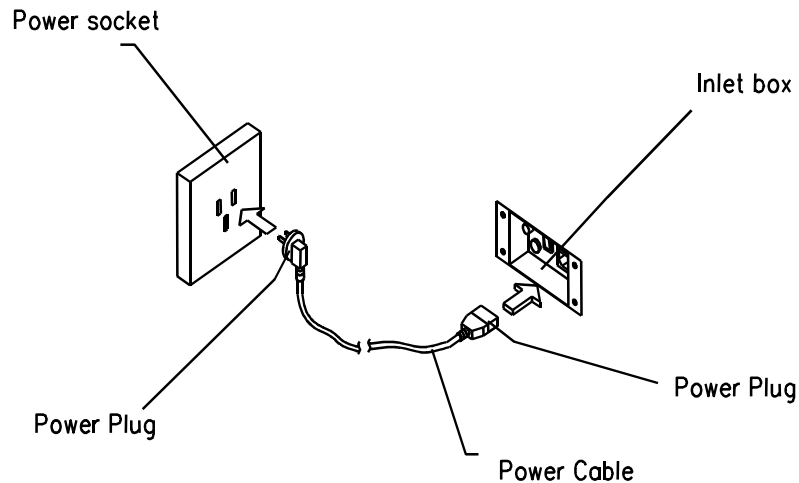
# HAMMER FUN OPERATION MANUAL

## 3.3 Game leveling

Install this machine on a flat surface. Adjust levers to lift casters off the ground to level the game.

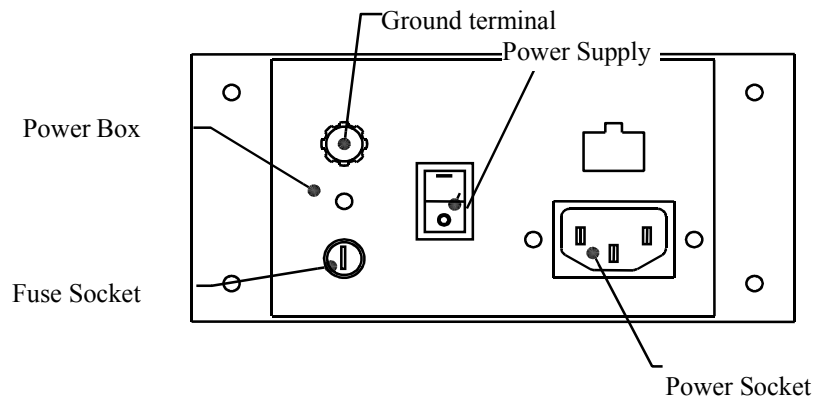


## 4. Connecting the Power Cord and Grounding



➤ **NOTICE:** The machine supply voltage is 110V, please refer the label of the machine and connect the actual supply voltage. Otherwise, it may result in an electric shock.

Voltage parameter: 110V 50Hz/60Hz:  $\Phi 5 \times 20$  5A/125V  
220V 50Hz/60Hz:  $\Phi 5 \times 20$  10A/250V





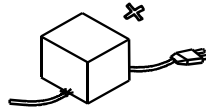
## HAMMER FUN OPERATION MANUAL

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### WARNING

- Do not put heavy items on the power cord.

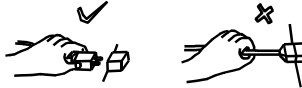


- Do not touch the power plug with wet hands.



- 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

### HOW TO PLAY

1. Insert coin(s) to enter **Game Selection screen**.
2. Select your game.
3. Hit targets in a limit time to win tickets.

**Hammer Fun** is an interactive video redemption game where players use soft hammers to strike video images on the screen. There are 4 stages in all, each with a different background and theme. Using the hammer, hit as many targets as possible within the time limit. There is a required number of targets you must hit in order to advance to the next stage. Hammer Fun is a 1-2 player game suitable for players of all ages.

## 6. Game Settings

### 6.1 Game Stages

There are 4 different stages: *Ninja Raccoon*, *Aliens Invasion*, *Save the Ship* and *Mouse & Cheese*

1	2
	
3	4
	

# HAMMER FUN OPERATION MANUAL

## 6.2 Game play

- Using the hammer, hit targets quickly within the time limit.
- You must hit a minimum number of targets in each level to move onto the next stage, otherwise you lose the game. Tickets are awarded at the end of the game based on final score.
















## 6.3 User Interface




## 6.4 Game Characters & Scenes

### 6.41 The Characters





Game Name	Characters	Name
Ninja Raccoon	 	Palm Civet
Aliens invasion	  	Alien
Save the ship	  	Water column/Sailor
Mouse & cheese	  	Rat

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## 6.42 The Big Bosses





Fox BOSS	Alien BOSS
	
Mouse & cheese	Shark BOSS
No BOSS	

## 6.43 Scene

Game name	Introduction	Screen shot
Ninja Raccoon	Bamboo forest	
Aliens invasion	Future city sky	
Save the ship	Ship Deck	
Mouse & cheese	Flower World	

## 6.5 Game Setup





GAME SETUP	
1. COIN(S) PER CREDIT:	3 COINS
2. FREEPLAY:	OFF
3. TIME (20-40SEC):	40
4. TICKET STATE:	ON
5. ATTRACT MUSIC:	ON
6. BONUS TICKETS:	ON
7. MERCY TICKETS:	ON
8. FIXED TICKETS:	OFF
9. LANGUAGE:	ENGLISH
10. PAGE DOWN	

**ENTER**

Item	Content	Default
Coin per credit	Setting the coin amount for one game play	3 coins
Free play	Charge or no charge	OFF
Time	Play time for one game	40 seconds
Ticket state	Tickets pay out or not	NO
Attract music	Attract music for attract mode	NO
Bonus Ticket	Setting bonus ticket	NO
Mercy ticket	Setting mercy ticket	NO
Fixed ticket	Setting fixed ticket	YES
Language	Setting the language	English
Page down		

## GAME SETUP

		HITS (1-10)	TICKETS (1-5)	#HITS TO GET BONUS (10-25)	BONUS TICKETS (5-50)	MERCY (1-2)	FIXED TICKETS (1-5)	
1.NINJA RACCOON:	ON	05	05	20	10	2	5	ENTER
2.ALIENS INVASION:	ON	05	05	20	10	2	5	ENTER
3.SAVE THE SHIP:	ON	05	05	20	10	2	5	ENTER
4.MOUSE & CHEESE:	ON	05	05	20	10	2	5	ENTER
5.PAGE UP								
6.SAVE AND EXIT								





ENTER

Item	Adjustment	
Ninja Raccoon	Game ON/OFF, Hits, Tickets, Hits to get Bonus, Bonus Tickets, Mercy, Fixed tickets	
Aliens invasion	Game ON/OFF, Hits, Tickets, Hits to get Bonus, Bonus Tickets, Mercy, Fixed tickets	
Save the ship	Game ON/OFF, Hits, Tickets, Hits to get Bonus, Bonus Tickets, Mercy, Fixed tickets	
Mouse & cheese	Game ON/OFF, Hits, Tickets, Hits to get Bonus, Bonus Tickets, Mercy, Fixed tickets	
Page up	Control demo music	NO
Save and Exit	Setting BONUS ticket	NO

### 7. Game Maintenance:

Check the following items before operating the game.

1. Try to test-run the game before operation each day.
2. Check every component after running the game for a month.
3. Check the machine regularly.



#### **WARNING:**

- 1) **Disconnect the power before servicing game.**

To avoid short circuit, the power must be turned off before servicing.

- 2) **Choose the appropriate replacement parts.**

Using the wrong part will lead to short circuit or can damage the main board.

- 3) **Do not remove, install or change equipment by force.**

It will lead to short circuit and machine malfunction and may cause fire.

- 4) **Do not put water or other liquid substance on the machine.**

The spill can cause short circuit.

- 5) **Do not block the air outlet of the machine.**

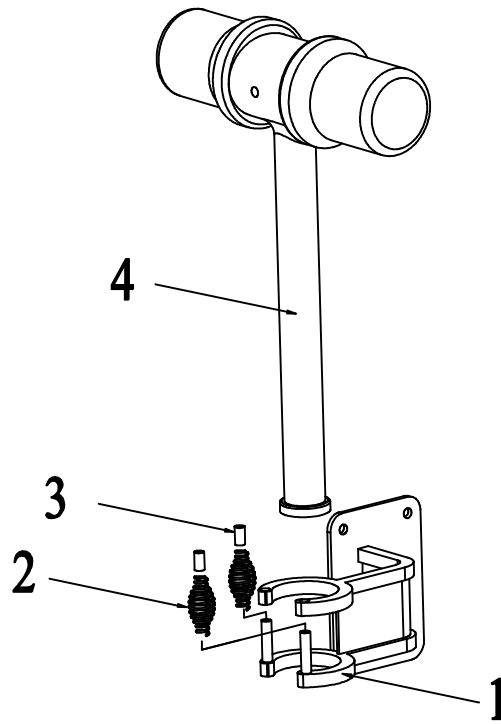
It can cause machine to overheat and can damage the machine.



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### 8. Overall Structure:

#### 8.1 Hammer holder

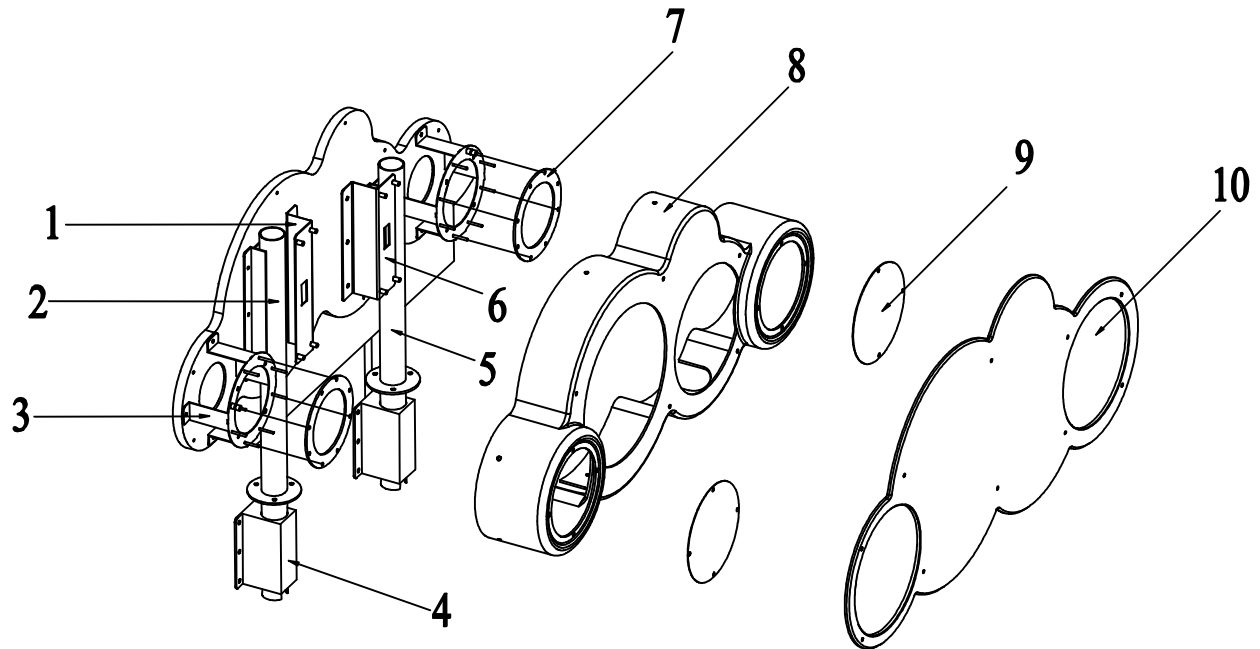


NO.	Part No.	Diagram No.	Name	QTY	Specification	Note
1	H106-101-000	FKZC-03-01	Hammer Holder	2	Q235	
2	H106-401-000	FKZC-03-04	Holder Spring	4	Spring Steel	
3	H106-102-000	FKZC-03-03	Holder Assembly	4	Stainless Steel	
4	H106-402-000		Hammer	2	Φ24.5×265	

Note: The machine has two hammer holders.

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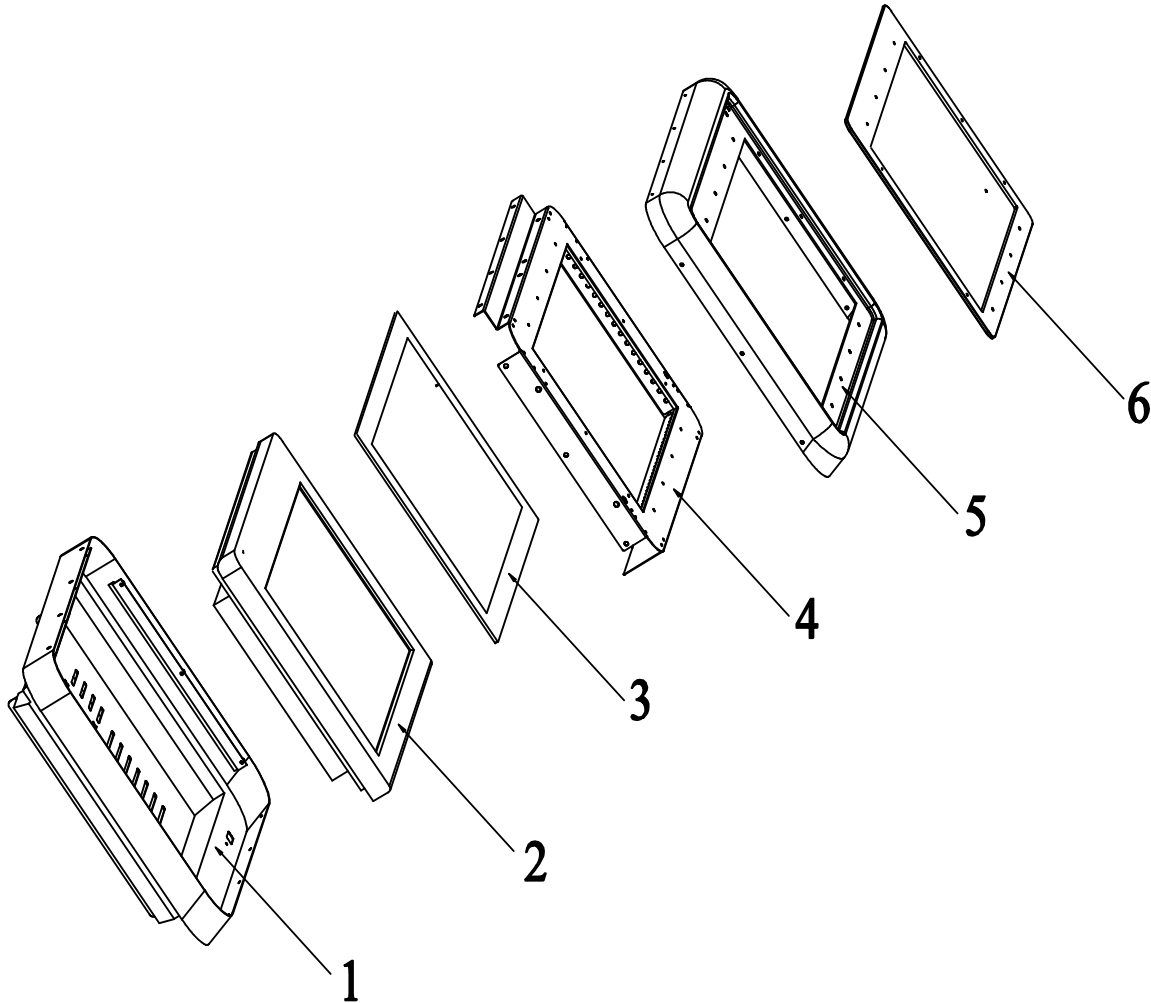
### 8.2 Marquee Assembly



NO.	Part No.	Diagram No.	Name	QTY	Specification	Note
1	H106-103-000	FKZC-05-09	Big Flash Lamp Holder	1	Electrolytic Board	
2	H106-104-000	FKZC-05-07	Longer Support Bar	1	Q235	
3	H106-105-000	FKZC-05-06	Speaker Holder	2	Electrolytic Board	
4	H106-106-000	FKZC-05-16	Marquee Holder	1	Q235	
5	H106-107-000	FKZC-05-08	Short Support Bar	1	Q235	
6	H106-108-000	FKZC-05-10	Small Flash Lamp Holder	1	Electrolytic Board	
7	H106-601-000	FKZC-05-04	Foam Board	2	Foam Board	
8	H106-602-000	FKZC-05-02A	Marquee acrylic	1	Clear Acryl	
9	H106-109-000	FKZC-05-03	Speaker Grill	2	Net Board	
10	H106-603-000	FKZC-05-01	Marquee plastic	1	Clear Acryl	

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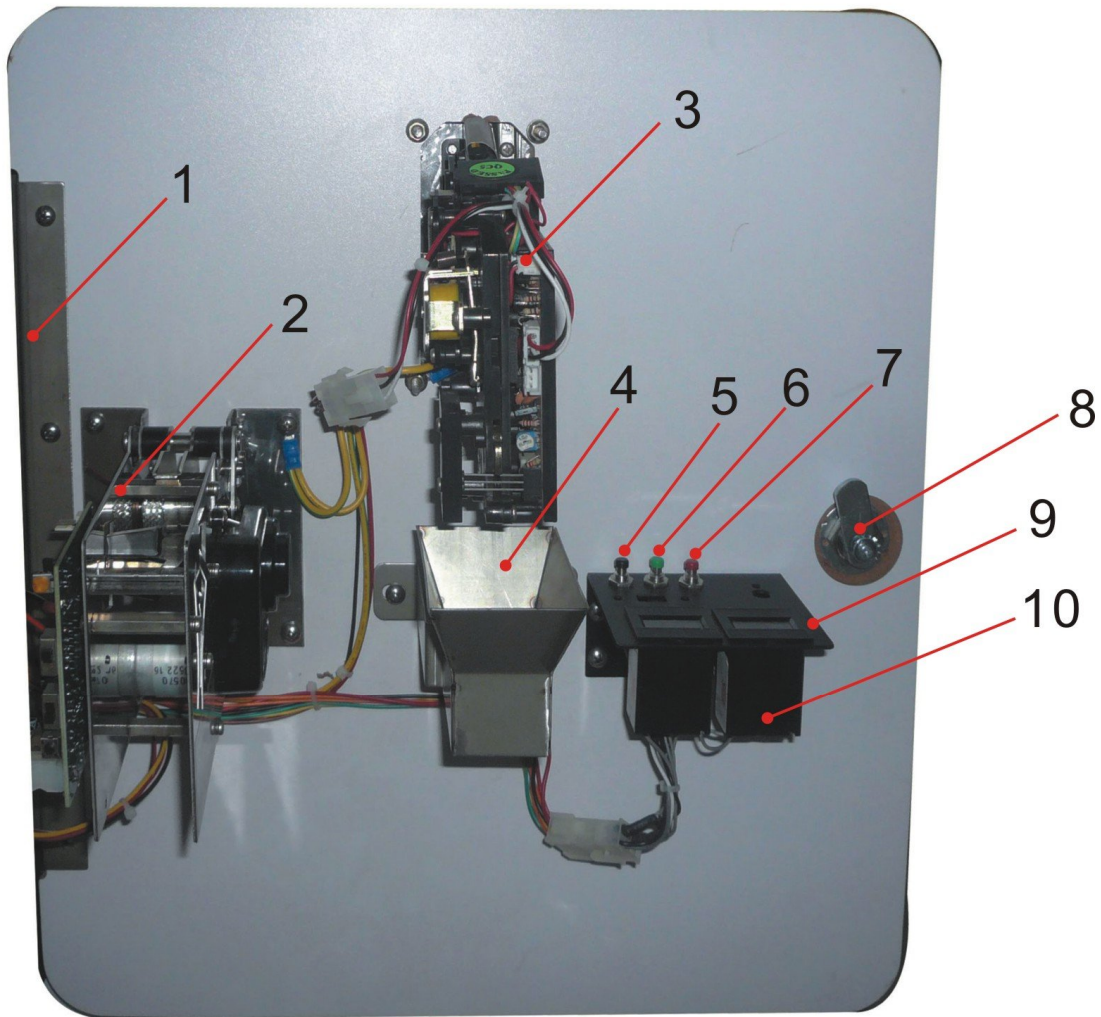
### 8.3 LCD Assembly



NO.	Part No.	Diagram No.	Name	QTY	Specification	Note
1	H106-110-000	FKZC-04-01	LCD Hardware Base	1	Q235	
2	H106-403-000		LCD	1	32 in.	
3	H106-604-000	FKZC-04-02	Anti-explosion Glass		Tempered Glass	
4	H106-111-000	FKZC-04-05	LCD Hardware Cover	1	Q235	
5	H106-605-000	FKZC-04-09A	Acrylic Cover	1	Bright Yellow Acryl	
6	H106-606-000	FKZC-04-13A	Monitor plastic	1	Clear Acryl	

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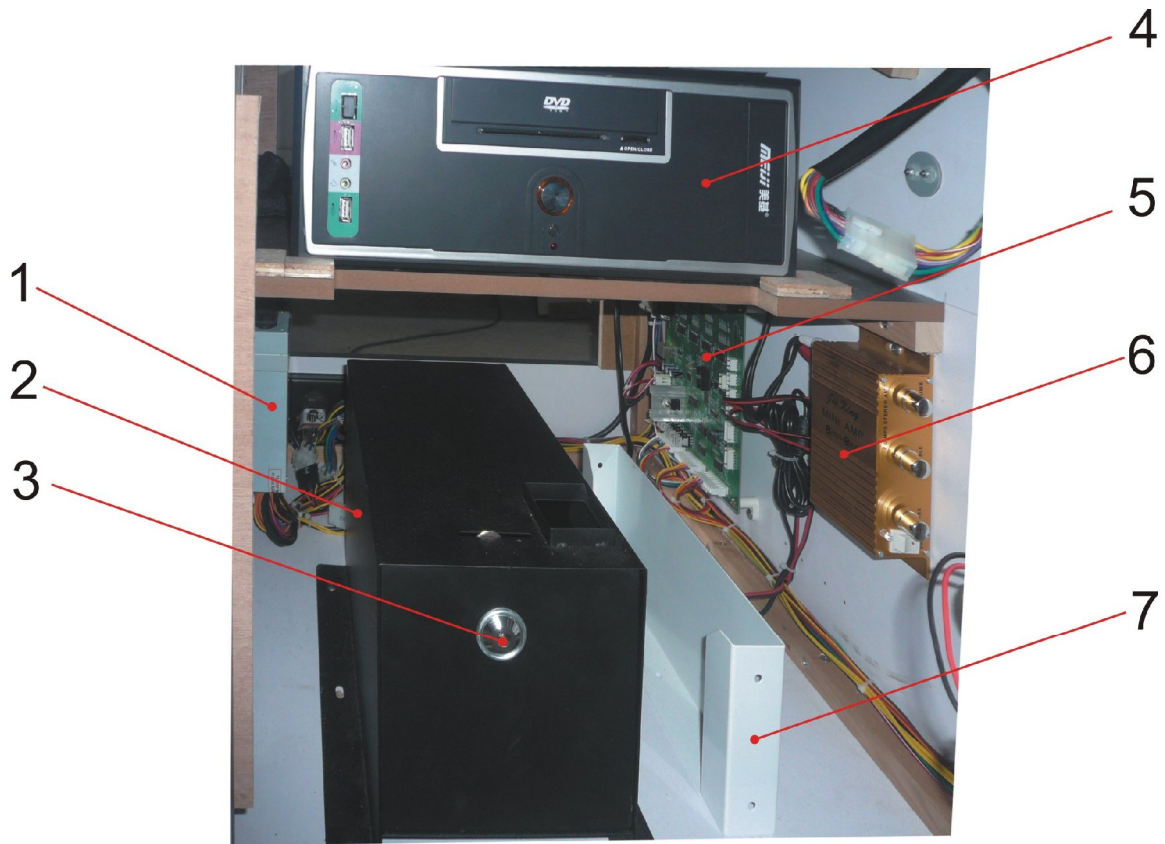
### 8.4 Front door



NO.	Part No.	Diagram No.	Name	QTY	Specification	Note
1	H106-112-000	FKZC-01-02	Hinge	1	Stainless Steel	
2	H106-404-000		Ticket dispenser	1	CL-022Q-270	
3	H106-405-000		Coin mech	1		
4	H106-113-000	FKZC-02-05	Coin box funnel	1	Stainless Steel	
5	H106-406-000		Button	1	PB:11C02R(Black)	
6	H106-407-000		Button	1	PB:11C02R(Green)	
7	H106-408-000		Button	1	PB:11C02R(Red)	
8	H106-409-000		Lock	1	171	
9	H106-114-000		Counter install board	1	Q235	
10	H106-410-000		Counter	2	C-012 DC12V	

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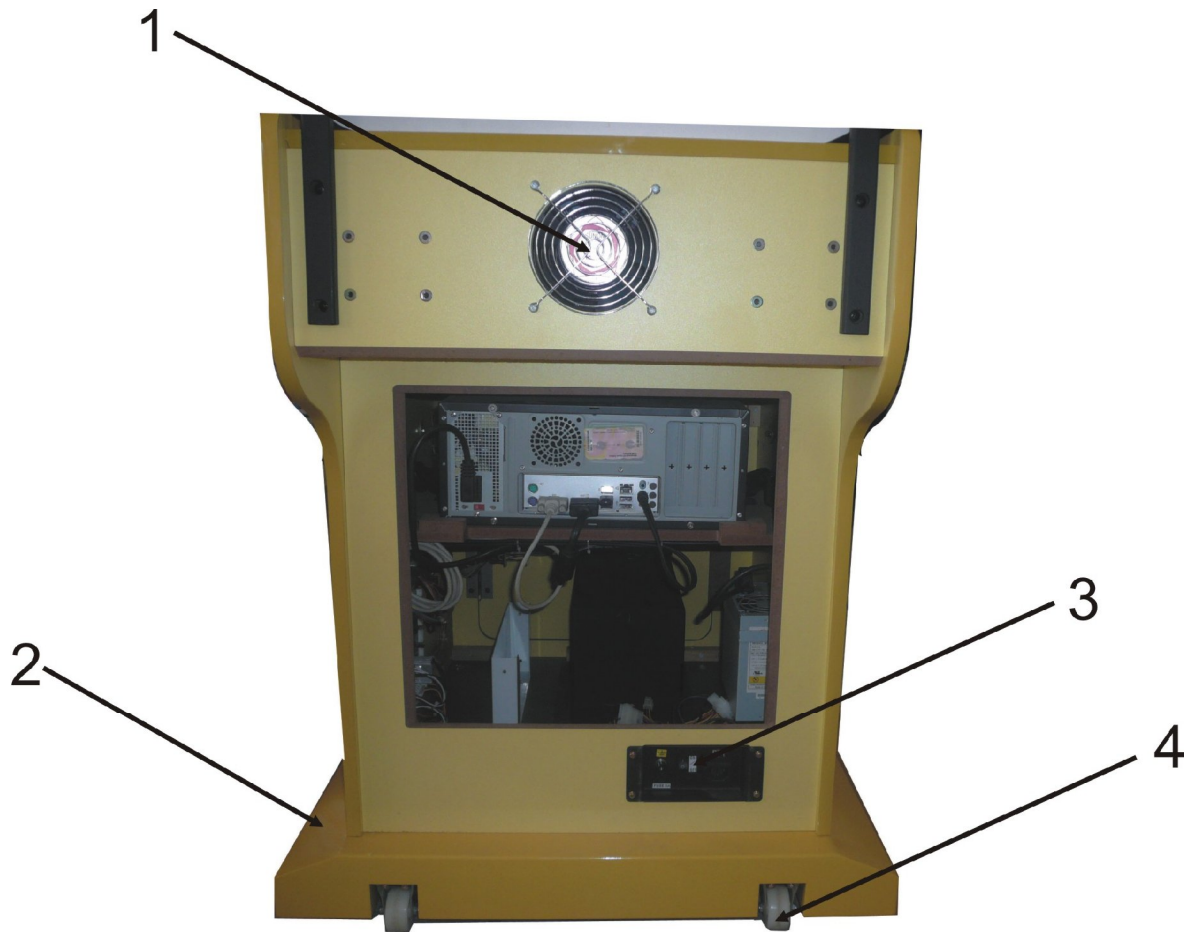
### 8.5 Electrical Component



NO.	Part No.	Diagram No.	Name	QTY	Specification	Note
1	H106-411-000		Power supply	1	BTX-3039(110V220V)	
2	H106-115-000		Coin box	1		
3	H106-412-000		Lock	1	2222	
4	H106-413-000		Computer	1		
5	H106-801-000		Main board	1	V12	
6	H106-414-000		Power Amplifier	1	A80(DC12V 80W×2)	
7	H106-116-000		Ticket box	1		

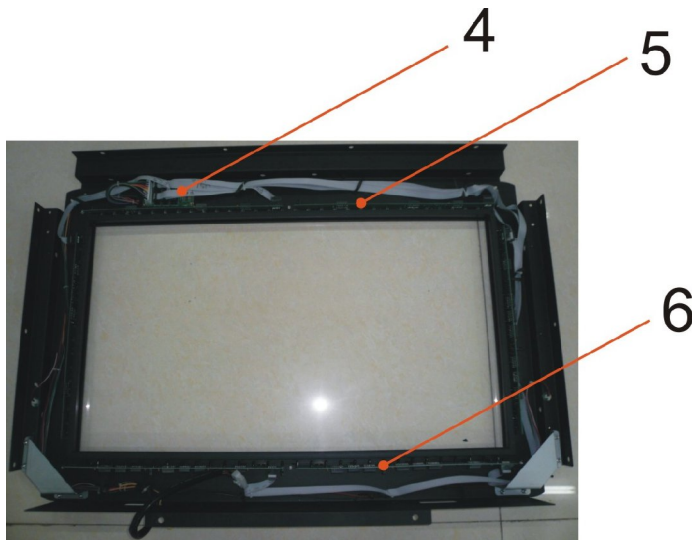
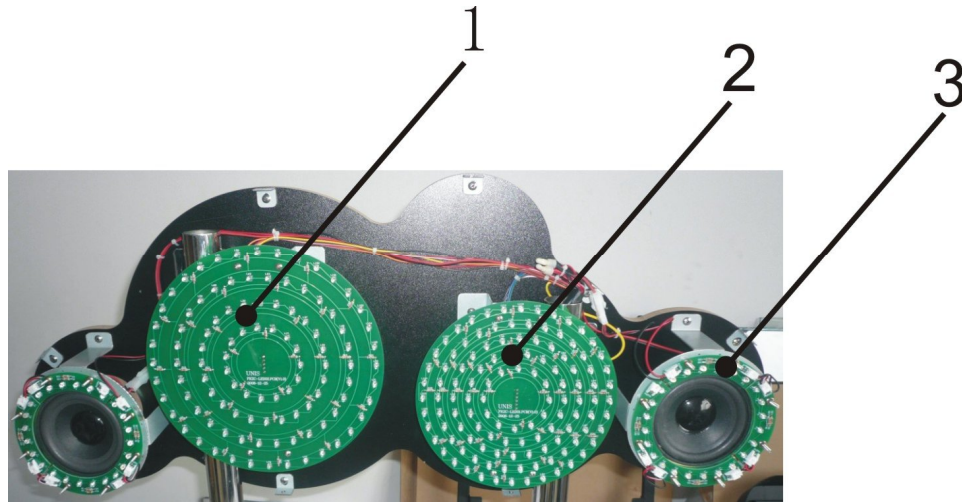
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NO.	Part No.	Diagram No.	Name	QTY	Specification	Note
1	H106-415-000		Fan	1	DP200A, 220-240VAC 50/60HZ/0.14A	
2	H106-117-000	FKZC-02-01A	Metal part	1	Q235	
3	H106-416-000		Power box	1		
4	H106-417-000		Castor	2	2 inch 1-2068-44	

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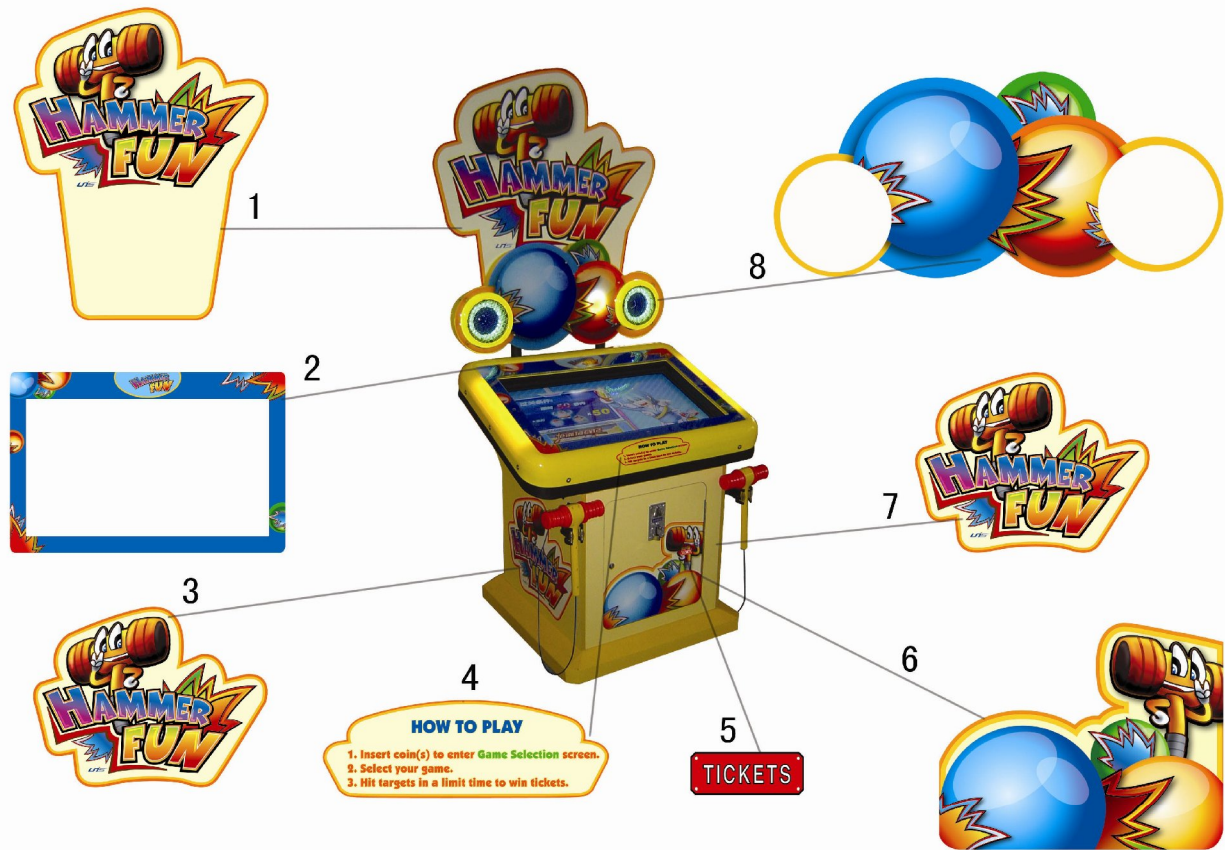


NO.	Part No.	Diagram No.	Name	QTY	Specification	Note
1	H106-802-000		LED lamp board	1	FKZC-LED01.PCB(V1.0)	
2	H106-803-000		LED lamp board	1	FKZC-LED02.PCB(V1.0)	
3	H106-804-000		LED lamp board	8	FKZC-LED03.PCB(V1.0)	
4	H106-805-000		Sensor drive board	1	HLTQ-SENSOR-QD-V1.0PCB	
5	H106-806-000		Sensor emit board	3	FKZC-HW-FS.PCB(V1.0)	
6	H106-807-000		Sensor incept board	3	FKZC-HW-JS.PCB(V1.0)	



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## 8.6 Graphics



NO.	Part No.	Diagram No.	Name	QTY	Specification	Note
1	H106-701-000		Pop graphic	1		
2	H106-702-000		Frame graphic	1		
3	H106-703-000		Side graphic	1		
4	H106-704-000		Play graphic	1		
5	H106-705-000		Ticket graphic	1		
6	H106-706-000		Front door graphic	1		
7	H106-703-000		Side graphic	1		
8	H106-708-000		Marquee graphic	1		



Have Questions? Contact us!

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