

JUICYFUL BALL

GAME MANUAL

WARNING

**BE SURE TO READ THIS
OPERATION MANUAL**

BEFORE USING YOUR MACHINE
TO ENSURE SAFE OPERATION



APPEARANCE



CARTOON OUTLOOK 1 DAZZLING ACRYLIC

JACKPOT DIGITAL BOARD 2 THE TOP SCORE WILL BE SHOWN IN DIGITAL BOARD

CARTOON OUTLOOK'S BASKET 3 BASKET WILL BE MOVED SIDE BY SIDE

BALL BOX 4 COLLECTION OF BALL AND OVERTURN THE BALL

KEY STATION 5

BONUS LIGHT 6

LIGHT BOX 7

COIN MECHANISM 8

TICKET DISPENSER 9

SPECIFICATIONS



DIMENSION

L1950mm, W1030mm, H1770mm

PACKING DIMENSION

L2000mm, W1080mm, H1920mm

WEIGHT

APPROXIMATELY
320kg

VOLTAGE POWER

AC220V \pm 10%, 50Hz;
550W

ENVIRONMENTAL CONDITION (INDOOR ONLY)

TEMPERATURE $-10^{\circ}\text{C} \sim +40^{\circ}\text{C}$

HUMIDITY $\leq 90\%$

ATMOSPHERE PRESSURE 86Pa \sim 106Pa

NOTE: GAME SPECIFICATIONS ARE SUBJECT TO
CHANGE WITHOUT NOTICE.

HOW TO PLAY



- Player control the "LET OFF" button in order to let ball get through the moving ball hole.



- Fill bonus target



10

times
Can get
BONUS
points.



There are
three awards :



- ball get through the ball hole –ball box – ball plate After ball get into ball plate Player will get points which show in the ball plate

- Fill all blinking targets, you will earn one blue lamp



- Collect 4 blue JP lamps.

OR fill up all
targets,
you win
JACKPOT

SAFETY CHECK

CHECK THE POINTS LISTED BEFORE OPERATING THE MACHINE.

THESE CHECKS ARE NECESSARY FOR SAFE MACHINE OPERATION:

- TEST GAME BEFORE OPERATION EACH DAY.
- CONDUCT MONTHLY ROUTINE CHECKS OF GAME COMPONENTS TO ENSURE GOOD WORKING CONDITION
- CHECK THE MACHINE REGULARLY FOR DUST AND CLEAN WHEN NECESSARY.
- DON'T PUT ANYTHING IN FRONT OF AIR OUTLET.

WHEN THE AIR OUTLET IS BLOCKED, THE TEMPERATURE GET HIGHER, WHICH WILL HAVE BAD INFLUENCE .

NOTE: PARTS AND COMPONENTS REQUIRE PREVENTATIVE MAINTENANCE TO MAINTAIN PROPER OPERATION.

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



TROUBLESHOOTING



PLEASE CONFIRM THAT ALL CONNECTORS FIT TIGHTLY.

PROBLEM	POSSIBLE CAUSE	RECOMMENDED ACTION
GAME CAN NOT START	NO POWER	CHECK THE POWER AND CONNECTOR.
	WRONG VOLTAGE	CHECK THE VOLTAGE
	FUSE FAIL	REPLACE THE FUSE
	NO VOLTAGE OUTPUT FROM THE POWER BOX	REPLACE THE POWER BOX
UNABLE TO INSERT COINS	IMPROPER TOKEN	USE PROPER TOKEN
	THE CABLE DOESN'T CONNECT PROPERLY	CHECK CONNECTOR
	THE COIN SELECTOR HAS NOT BEEN ADJUSTED	ADJUST COIN SELECTOR
	THERE ARE TOKENS IN THE COIN SELECTOR	TAKE TOKENS OUT
UNABLE TO PAYOUT TICKET	TICKETS USE OUT	INPUT TICKETS
	THE TICKET DISPENSER HAS NO 12V VOLTAGE INPUT	CHECK THE POWER BOX OUTPUT VOLTAGE AND LINE
	THE LINE OF DRIVER SIGNAL AND TICKET CANCELING SIGNAL IS LOOSE	CHECK THE VOLTAGE CHANGE FOR SIGNAL LINES
	TICKET DISPENSER DRIVER OR TICKET CANCELING PORT ON THE MAIN BOARD FAULT	CHANGE MAIN-BOARD
NO SOUND	LOW VOLUME	RAISE THE VOLUME.
	THE SOUND OUTPUT SIGNAL LINE IS BROKEN	PLUG IN CONNECTOR TIGHTLY
	SPEAKER FAULT.	REPLACE SPEAKER.
NO LIGHT	CONNECTOR FAILURE	PLUG IN CONNECTOR TIGHTLY
	LAMP OR LED STRIP BURNS OUT	REPLACE THE LAMP OR LED STRIP
'FEED' BUTTON NOT WORK	CHECK CONNECTORS.	CHECK THE CONNECTION OF MAIN BOARD AND BALL MECHANISM CONNECTOR
	BUTTON FAULT.	REPLACE THE BUTTON

SETTING



MENU SETTING

Press "Menu" into (100, 200, 300...)
 Press "Option" select (100, 200, 300...)
 Press "MENU" to enter "000" and wait 3 seconds.
 The machine saves data and restarts automaticall



MENU	OPTION	OUTPUT
100 Number of coins (coins per game)	100	Free
	101	1
	102	2
	103	3
	104	4
	105	5
200 Ball out	201	1
	202	2
	203	3
300 time per ball (SECONDS)	301	10
	302	20
	303	30
	304	40
400 Standby effect interval for wait (Seconds)	400	Close
	401	20
	402	30
	403	40
	404	50
	405	60
	406	120
500 Each coin ≈ score	407	Loop
	500	50
	501	100
	502	150
	503	200
	504	250
	505	300
	506	350
	507	400
	508	450
	509	500
1200 Ball get into ball hole later player will get extra ball	1200	3
	1201	5
	1202	8
	1203	10
	1204	15
1700 Power off save data	1700	Yes
	1701	No

MENU	OPTION	OUTPUT
600 Number of tickets	600	Without
	601	1
	602	2
	603	3
	604	4
	605	5
	606	6
	607	7
	608	10
	609	20
700 Max t tickets per game	700	5
	701	10
	702	20
	703	30
	704	40
	705	50
	706	60
	707	70
	708	unlimited
800 Mercy ticket	800	0
	801	1
	802	2
	803	3
	804	5
	805	10
	806	20
	807	30
	808	40
	809	60
	810	80
	811	100
	812	120
	813	140
	814	160
	815	180
1400 time of counting score	1400	2
	1401	3
	1402	4
	1403	5
	1404	6
	1405	7
	1406	8
	1407	9
1600 Show on Lack of tickets	1600	No
	1601	Yes

MENU	OPTION	OUTPUT
900 Initial value of JP	900	50
	901	100
	902	200
	903	300
	904	400
	905	500
	906	600
	907	700
	908	800
	909	900
	910	1000
1000 JP Sum Value	1000	0
	1001	1
	1002	2
	1003	3
	1004	4
	1005	5
	1006	10
	1007	20
1100 add extra ball After ball box turnover	1100	5
	1101	6
	1102	7
	1103	8
	1104	9
	1105	10
	1106	15
	1107	20
	1108	30
	1109	40
	1110	50
1300 ball basket score	1300	10
	1301	30
	1302	50
	1303	70
	1304	90
	1305	100
	1306	120
	1307	150
	1308	200
	1309	300
	1310	500
1500 Save JP when switched off game machine	1500	Yes
	1501	No