



Be Sure  
to Read this  
Manual  
Before Use



# Operation Manual



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Thank you for purchasing **Ducky splash** 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 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

## 1. SPECIFICATIONS

Work voltage: 220V 50/60Hz

Power consumption: Mini power consumption: 120W

Max power consumption: 630W

Dimension: W1930×D1000×H2090 (mm)

Weight: approximately 474 (lb)

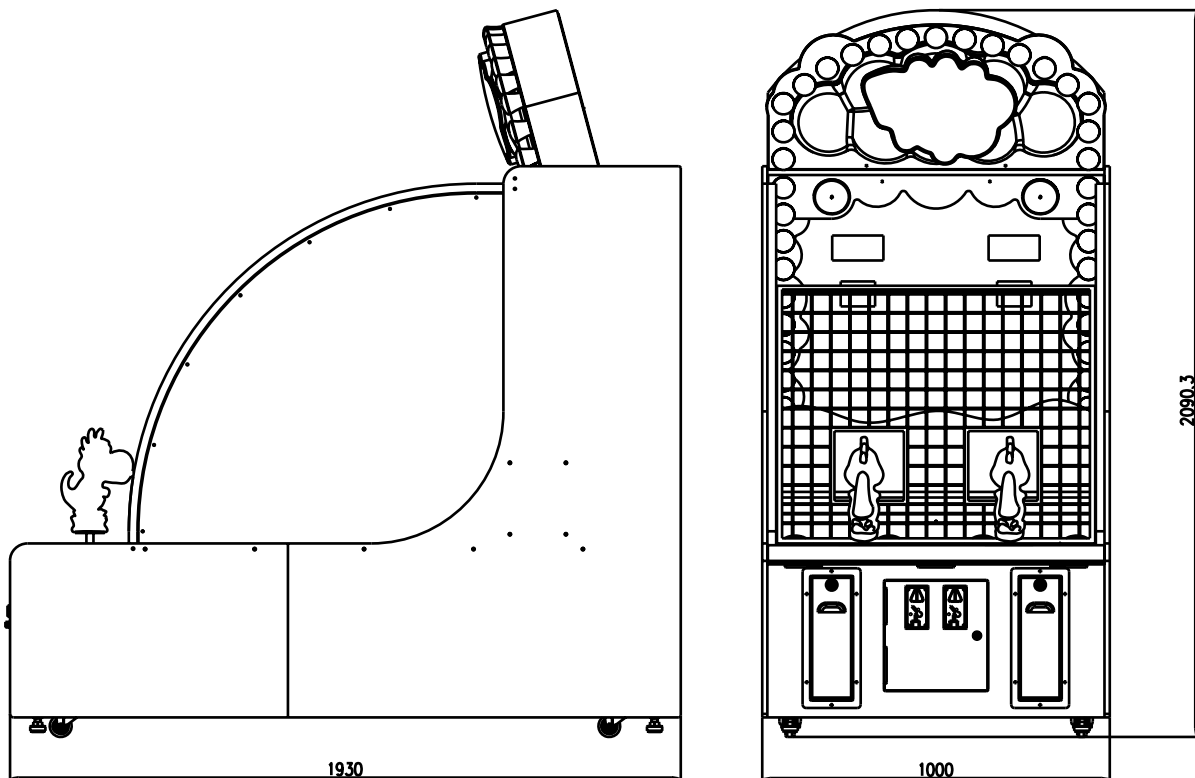
Environment condition: (Indoor) Temperature: -10 °C ~ +40 °C

Humidity: ≤90%

Atmospheric pressure: 86Pa ~ 106 Pa



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








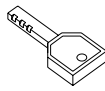
**Note:** Game parameters are subject to change without notice.

## 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	Picture
1	K-106-145-000	AC Power cord	1	
2	K-106-146-000	Fuse	1	
	K-106-147-000			
3	K-106-148-000	Manual	1	
4	K-106-149-000	Key	2	
5	K-106-150-000	Key	2	
6	K-106-151-000	Bucket	1	
7	K-106-152-000	Ducky	10	

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



**Notice:** 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

### 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: 50cm

Play area: 100cm



### 3.3 Do not be placed in these places



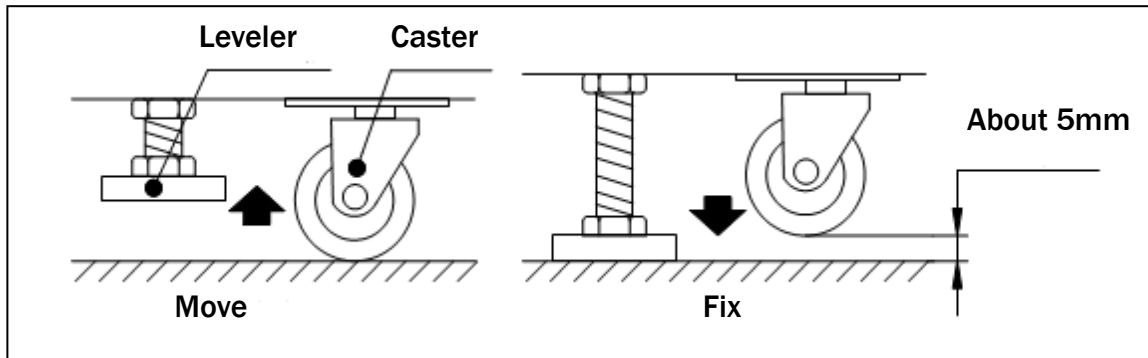
#### Warning

- 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.

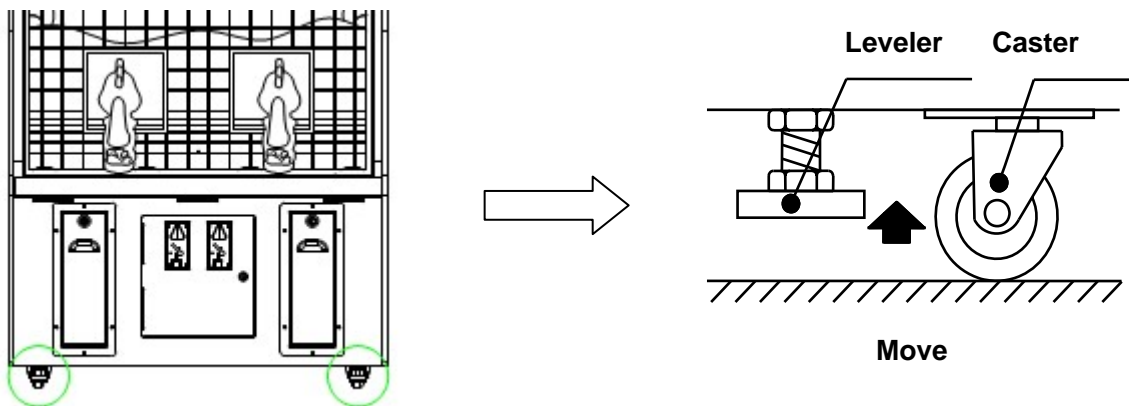


#### NOTICE

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.



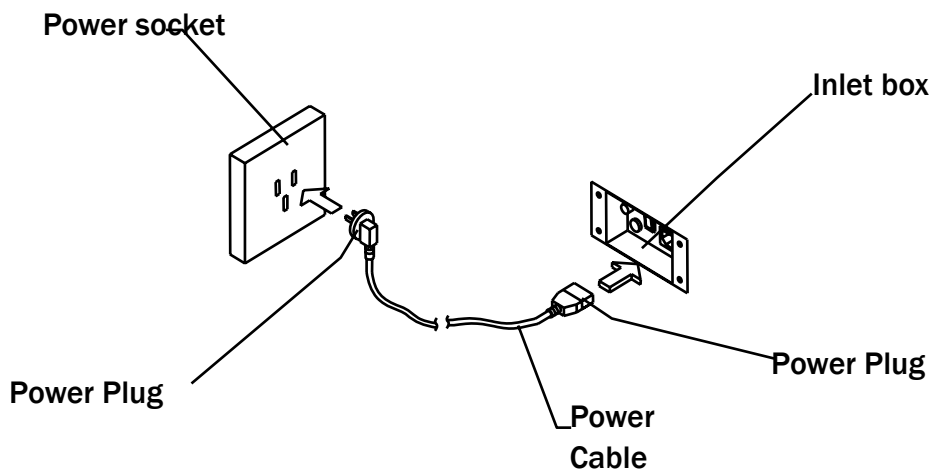
#### NOTICE

- 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

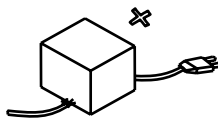
**⚠ WARNING:** Check the voltage rating before you connect the equipment to an electrical outlet to ensure that the required voltage and frequency match the available power source. Please refer the label of the machine.

- ✧ 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):

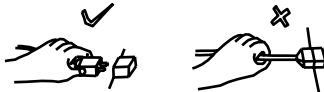


#### **⚠ WARNING**

- 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 6.4)

**Step 2:**

Take out rubber ducks from the package included and place 4 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.

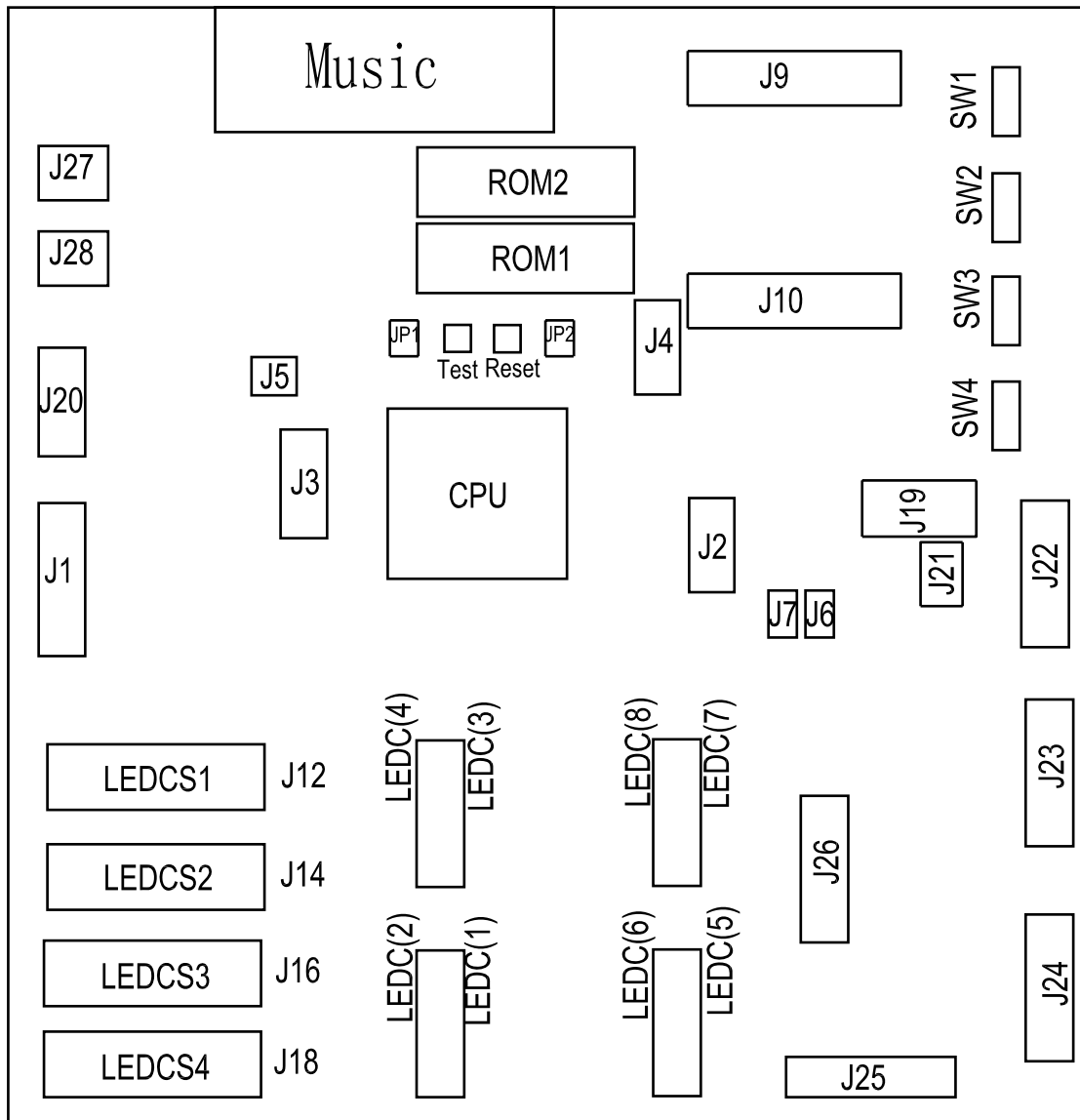


## 5. Parameter Settings

**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:



### Error Codes

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

<b>E.01</b>	Ticket. Reset error
<b>E.83/E.84</b>	Coin Mech signal error
<b>E.04</b>	Left entrance sensor error
<b>E.07</b>	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)	
		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)		
		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)	
		6	7
Mercy Tickets	0	on	on
	1	off	on
	2	on	off
	3	off	off

(4) Score memory

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

**DIP 2 (SW2)**

(5) Payout (Score per ticket)

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

**Score group**

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

(6) Score

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

(7) Demo Music

Item	Content	DIP (SW2)
		7
Demo music	YES	on
	NO	off

## 5.6 Input & Output Parts:

### Input part:

INPUT	CONTENT	INPUT	CONTENT	INPUT	CONTENT	INPUT	CONTENT
J9-1	Ticket reset	J9-11		J9-21		J9-31	
J9-2		J9-12		J9-22		J9-32	
J9-3		J9-13		J9-23		J9-33	
J9-4	Left sensor	J9-14		J9-24		J9-34	
J9-5		J9-15		J9-25		J9-35	
J9-6		J9-16		J9-26		J9-36	
J9-7	Right sensor	J9-17		J9-27		J9-37	
J9-8	Left service button	J9-18		J9-28		J9-38	
J9-9	Right service button	J9-19		J9-29		J9-39	

### Output part:

OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT	OUT	CONT
J22-1		J23-9	L_entrance	J24-17	Left gun	J4-1	
J22-2		J23-10	R_entrance	J24-18	Left gun	J4-2	
J22-3		J23-11	L_TIK. light	J24-19	Right gun	J4-3	LAT
J22-4		J23-12	R_TIK. light	J24-20	Right gun	J4-4	CLOCK
J22-5		J23-13		J24-21	Back-water valve	J4-5	DATA
J22-6		J23-14		J24-22	Back-water valve	J4-6	
J22-7		J23-15		J24-23	Water pump	J4-7	

Volume potentiometer 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	TIK. 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.

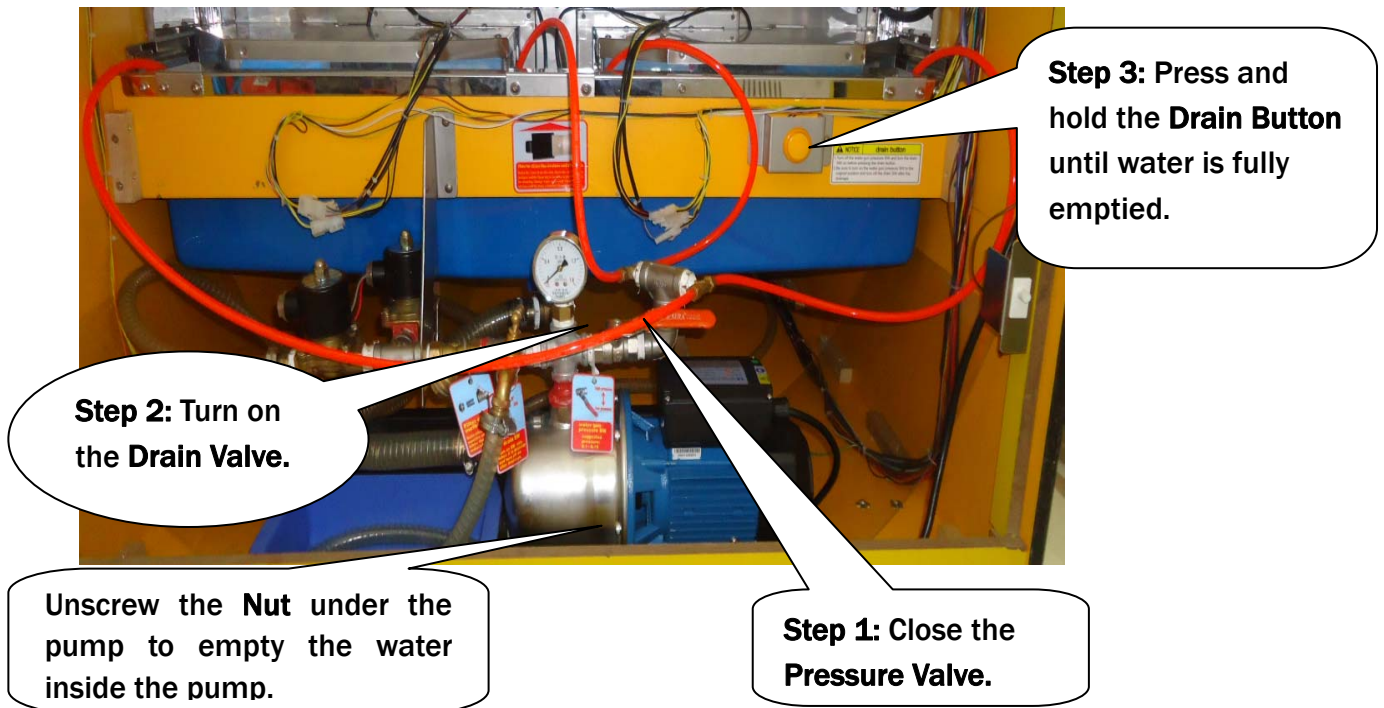
### 6.3 Pump Assembly Setting:

- 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.



### 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 door.



Control Switch Frame



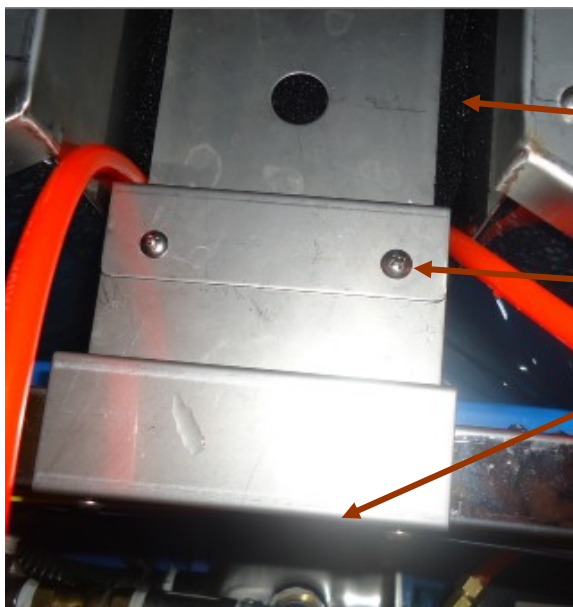
**Step 2:** To open the control panel, grip the two Dino water guns at the base then pull them towards you. The control panel should open up.



**Step 3:** Unscrewed and take out water pipe.



**Step 4:**  
Unscrewed  
and  
maintenance



filter

**Step 5:** Unscrewed  
and clean up filter



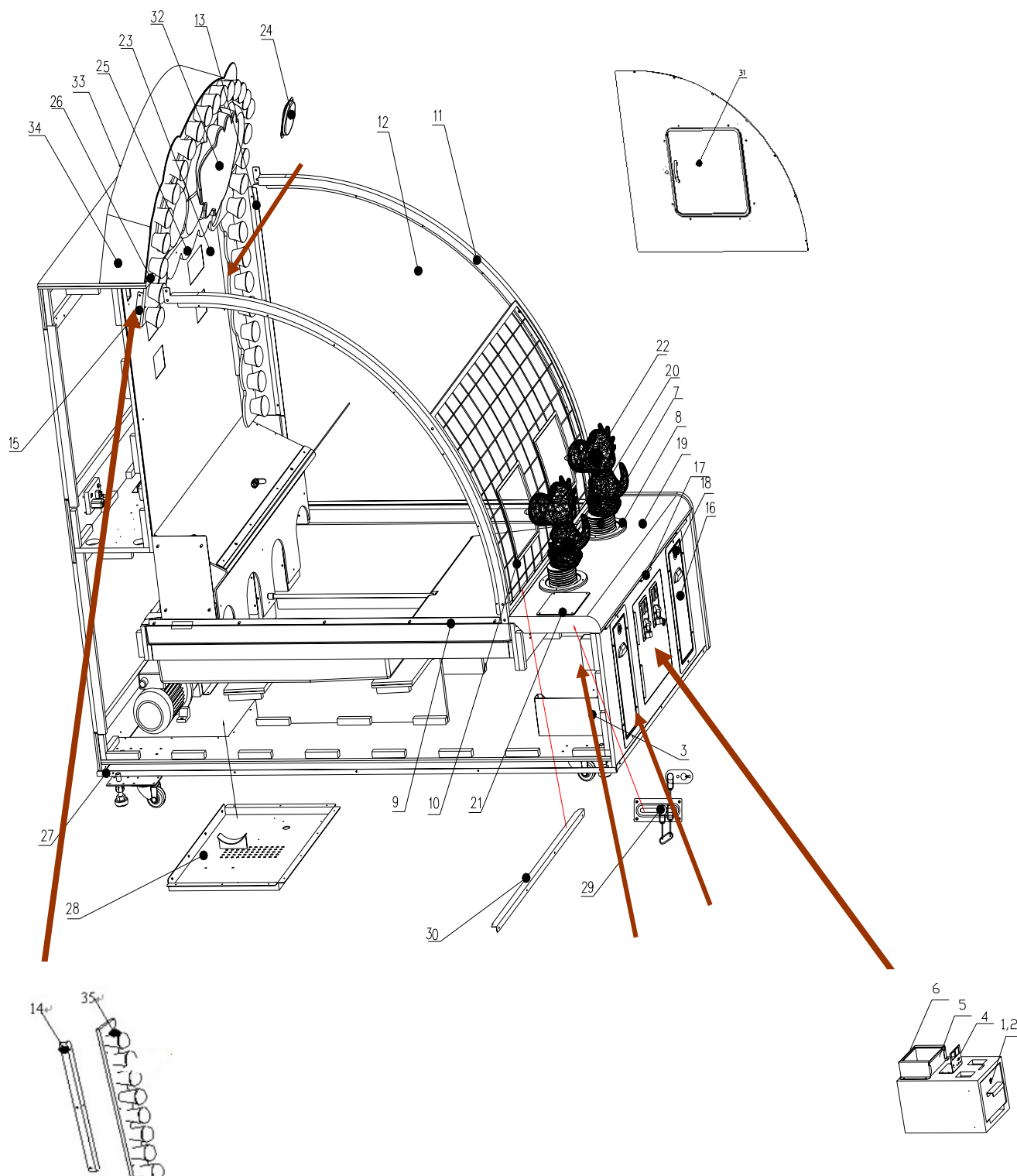
Cabinet  
switch frame

Cabinet door

Cabinet door  
switch

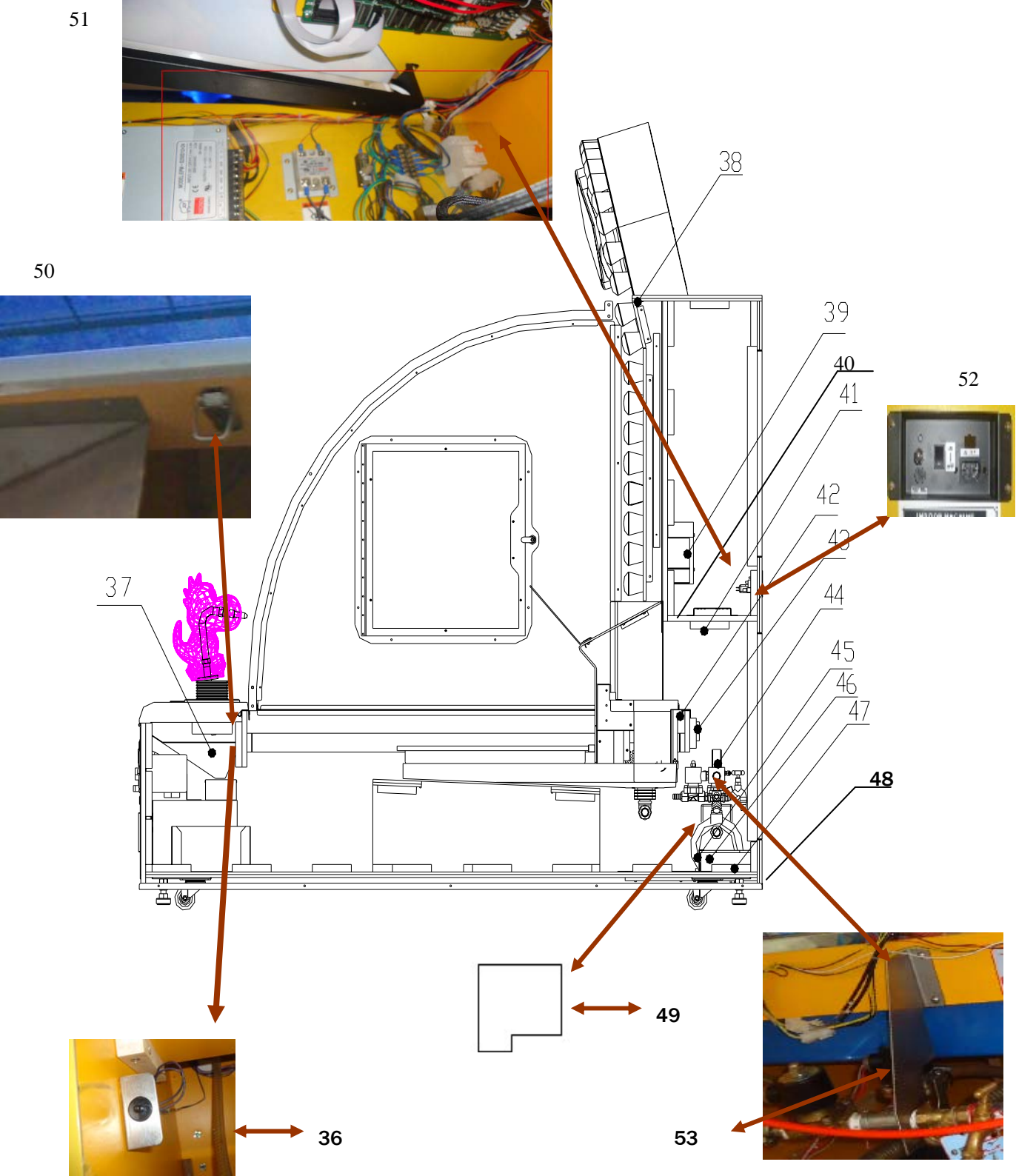
## 7. OVERALL CONSTRUCTION

### 7.1 Main Assembly 1:



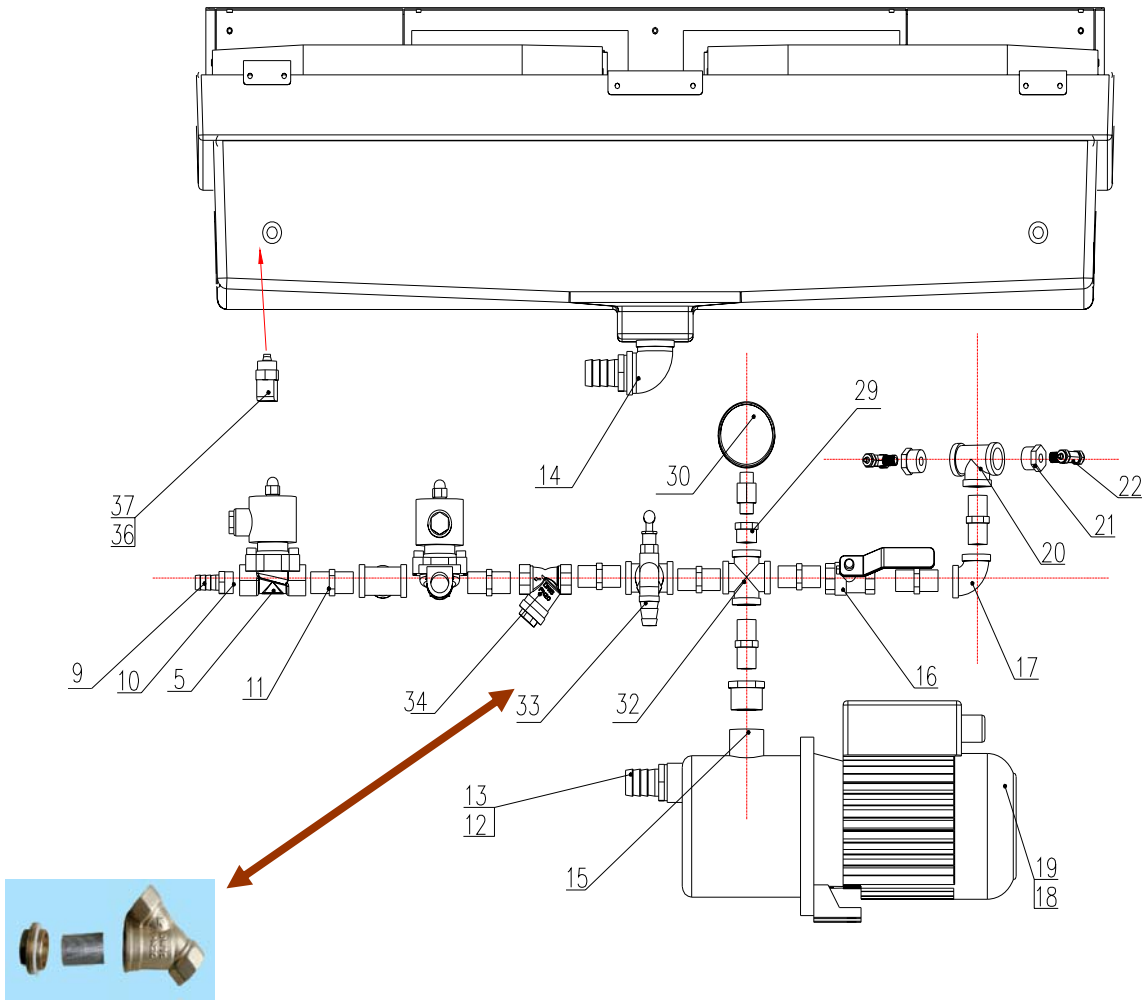
No.	Part No.	Draw No.	Name	Qty
1	K-106-500-000	KLXY2-00-34	Coin box (inner)	1
2	K-106-400-000	25302222001	Lock	1
3	K-106-100-000	TY-JX-007	Ticket box 120	2
4	K-106-101-000	TY-JX-002	Counter install board A	1
5	K-106-401-000	25101200101	Box	1
6	K-106-102-000	KLXY2-00-29	Front waterproof board	2
7	K-106-402-000	KLXY2-00-25	Gun expanding ring	2
8	K-106-600-000	KLXY2-00-26	Gun circle piece	2
9	K-106-103-000	KLXY2-00-05	Tank side pressing edge	2
10	K-106-403-000	KLXY2-00-24	Protect net	1
11	K-106-404-000	KLXY2-00-07	Bend pipe	2
12	K-106-601-000	KLXY2-00-10	Right plastic	1
13	K-106-104-000	KLXY2-00-11	Plastic fixed plate	2
14	K-106-105-000	KLXY2-00-14	Lamp fixed plate	2
15	K-106-106-000	KLXY2-00-12	Light board fixed strip	2
16	K-106-000-000	TY-JX-018	Ticket machine door	2
17	K-106-107-000	26300000011	Hinge	3
18	K-106-405-000	25300171001	Lock	3
19	K-106-108-000	KLXY2-00-01	Console	1
20	K-106-001-000	KLXY2-04-00	R_ gun Assy.	1
21	K-106-602-000	KLXY2-00-31	Score cover board	1
22	K-106-003-000	KLXY2-03-00	L_ gun assy.	1
23	K-106-700-000	KLXY2-00-03M	Main frame	1
24	K-106-109-000	KLXY2-00-20	Speaker net	2
25	K-106-501-000	KLXY3-00-02	Upper lamp board	1
26	K-106-004-000	KLXY2-01-00	Cabinet	1
27	K-106-110-000	KLXY2-00-27	Bordure strip	2
28	K-106-111-000	KLXY2-00-15	Pump install plate	1
29	K-106-406-000	26302000004	Stainless chain	2
30	K-106-112-000	KLXY2-00-17	Front tank pressing edge	1
31	K-106-005-000	KLXY2-00-09	Side door assy.	1
32	K-106-603-000	KLXY2-HM-02	Light box	1
33	K-106-113-000	KLXY2-00-19	Light box door	1
34	K-106-114-000	KLXY2-00-18	Light box	1
35	K-106-502-000	KLXY3-00-01	Light board	2

Main Assembly 2:

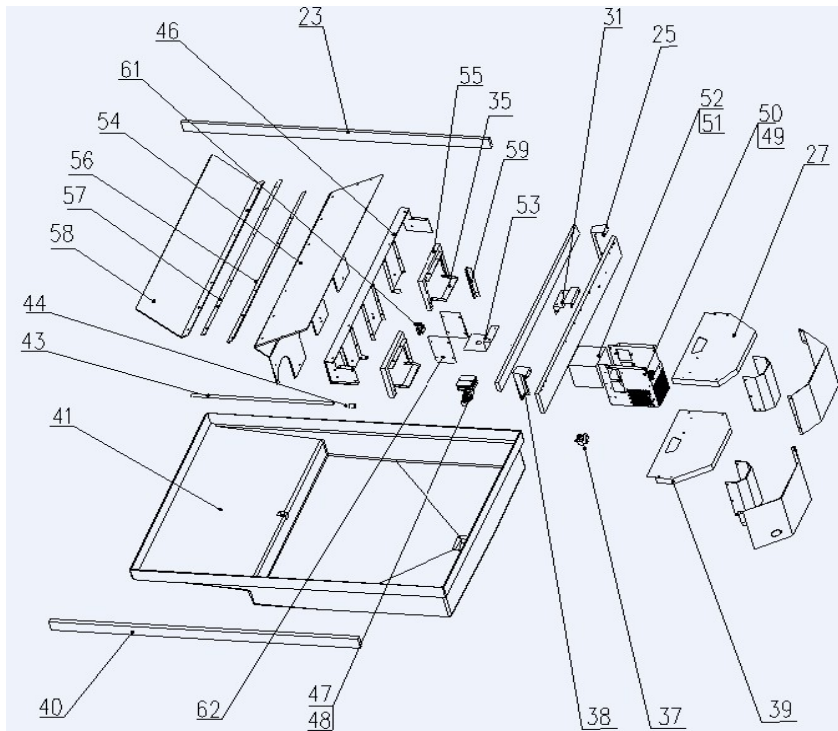


<b>No.</b>	<b>Part no.</b>	<b>Drew No.</b>	<b>Name</b>	<b>Qty</b>
36	K-106-144-000	KLXY2-00-35	Console SW bracket	1
37	K-106-115-000	KLXY2-00-30	Front water funnel	1
38	K-106-116-000	KLXY2-00-13	Upper lamp plate fixed strip	1
39	K-106-117-000	KLXY2-00-02	Lamp tube fixed plate	1
40	K-106-800-000	DZPPL-00-16	Relay holder	1
41	K-106-801-000	TY-JX-032	Power holder	1
42	K-106-118-000	KLXY2-00-16	Tank back pressing edge	1
43	K-106-119-000	KLXY2-00-21	Button board	1
44	K-106-006-000	KLXY2-02-00	Pump assy.	1
45	K-106-120-000	KLXY2-00-23	Back waterproof board	1
46	K-106-121-000	KLXY2-00-22	Back water connecting piece	1
47	K-106-407-000	25101200102	Plastic box	1
48	K-106-123-000	KLXY2-00-28	Edge strip	2
49	K-106-604-000	KLXY2-00-33	Collect board	1
50	K-106-408-000	25102000001	Buckle	2
51	K-106-605-000	KLXY2-00-32	Protect cover	1
52	K-106-124-000	TY-JX-005	Cable box supporter	1
53	K-106-143-000	KLXY2-02-31	Water pipe fixed plate	1

7.2 Pump Assembly:

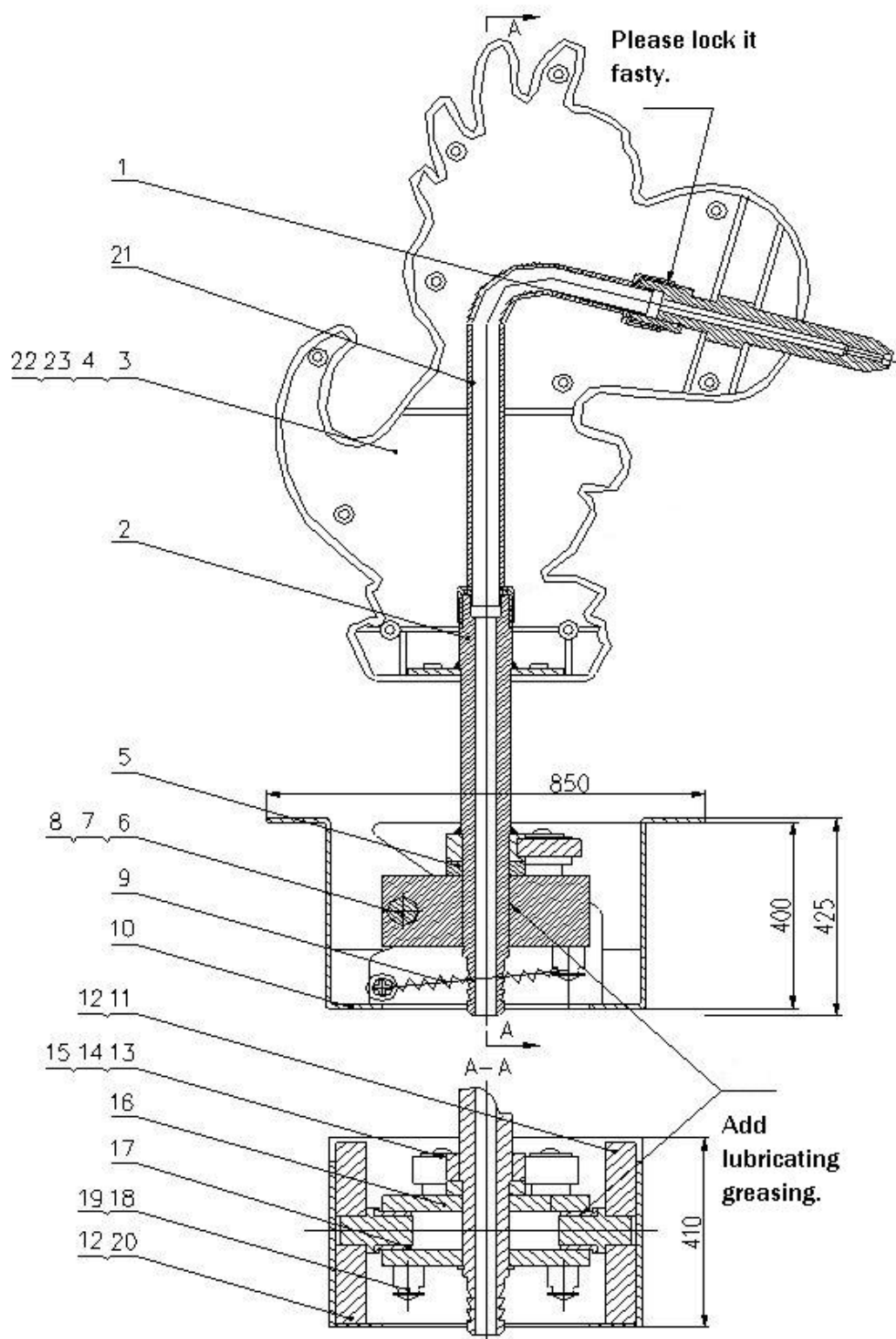


No.	Part No.	Draw No.	Name	Qty
1	K-106-409-000	25106020194	8MM pipe	4
2	K-106-410-000	25106010010	Rubber pipe	3
3	K-106-411-000	25106010012	Rubber pipe	1
4	K-106-412-000	TY-JX-041	3MM cushion	10
5	K-106-413-000	25101120032	Valve	2
6	K-106-606-000	KLXY2-02-10	R-outer track	1
7	K-106-607-000	KLXY2-02-09	L-outer track	1
8	K-106-608-000	KLXY2-02-08	Inner track	2
9	K-106-414-000	25101100057	Four head connect	2
10	K-106-415-000	25103000005	Hoop	5
11	K-106-416-000	25101070053	Inner connect	8
12	K-106-417-000	25101100058	Four head connect	2
13	K-106-418-000	25103000007	Hoop	2
14	K-106-419-000	25101020040	Square bent	1
15	K-106-420-000	25101050042	Screw	1
16	K-106-421-000	2510110047	Valve	1
17	K-106-422-000	25101020049	Square bent	1
18	K-106-423-000	23410000119	Pump	1
19	K-106-125-000	20104003002	Bolt	2
20	K-106-424-000	25101030078	Three head connect	2
21	K-106-425-000	25101051003	Screw	2
22	K-106-427-000	25101033002	Three head connect	2
23	K-106-126-000	KLXY2-02-02	L fixed bracket	1
24	K-106-614-000	KLXY2-02-24	Before waterproof board	1
25	K-106-127-000	KLXY2-02-16	L water pipe bracket	1
26	K-106-615-000	KLXY2-02-15	Track chimney	4
27	K-106-128-000	KLXY2-02-11	Waterproof cover board	1
28	K-106-444-000	KLXY2-02-30	Water pipe nut	2
29	K-106-431-000	25101050003	Screw	1
30	K-106-432-000	25101140002	Manometer	1
31	K-106-129-000	KLXY2-02-18	Filter cover fixed board	1
32	K-106-433-000	25101040055	Four head connect	2
33	K-106-434-000	25101080047	Faucet	1
34	K-106-435-000	25101130046	Filter	1
35	K-106-130-000	KLXY2-02-14	Board	2
36	K-106-436-000	25101110132	8MM pipe 1/4 inch wire	4
37	K-106-437-000	KLXY2-02-29	Water pipe nut	2



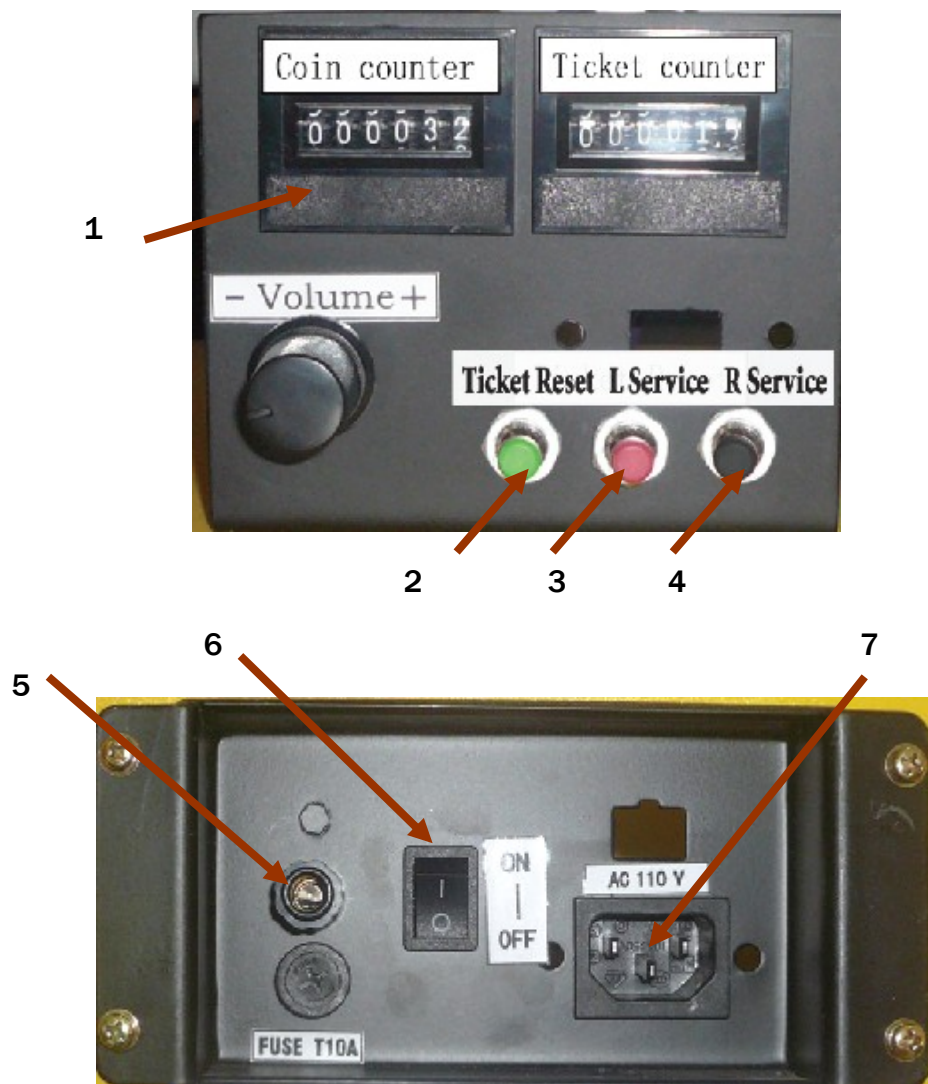
No.	Part No.	Draw No.	Name	Qty
38	K-106-131-000	KLXY2-02-17	R water pipe bracket	1
39	K-106-132-000	KLXY2-02-12	Waterproof cover board	1
40	K-106-133-000	KLXY2-02-03	R fixed bracket	1
41	K-106-609-000	KLXY2-02-01	water tank	1
42	K-106-438-000	KLXY2-02-26	Duck	10
43	K-106-439-000	KLXY2-02-23	Separator	1
44	K-106-610-000	KLXY2-02-22	Separator base	1
45	k-106-616-000	KLXY2-02-28	Infrared cover board	2
46	K-106-135-000	KLXY2-02-04	Fixed board	1
47	K-106-440-000	KLXY2-02-06	Water tank bottom joint	1
48	K-106-611-000	2116000192	Basic calculation	1
49	K-106-612-000	KLXY2-02-28	Filter net	2
50	K-106-613-000	KLXY2-02-05	Filter net	1
51	K-106-441-000	KLXY2-02-07	Filter water cotton cover	1
52	K-106-442-000	KLXY2-02-25	Filter water cotton	3
53	K-106-136-000	KLXY2-02-19	Filter water cotton board	1
54	K-106-701-000	KLXY2-HM-03	Picture	1
55	K-106-137-000	KLXY2-02-13	Infrared fixed frame	2
56	K-106-138-000	KLXY2-02-20	Waterproof fixed board	1
57	K-106-139-000	KLXY2-02-21	Waterproof cover board	1
	K-106-445-000	25108000003	Raw material	2
	K-106-446-000	38806000102	Glass cement	1

## 7.3

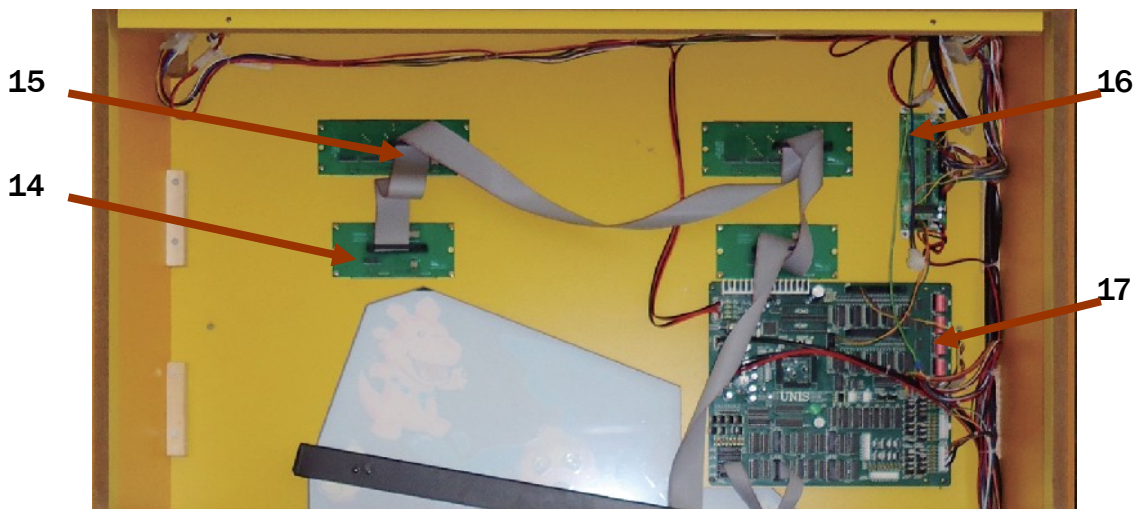
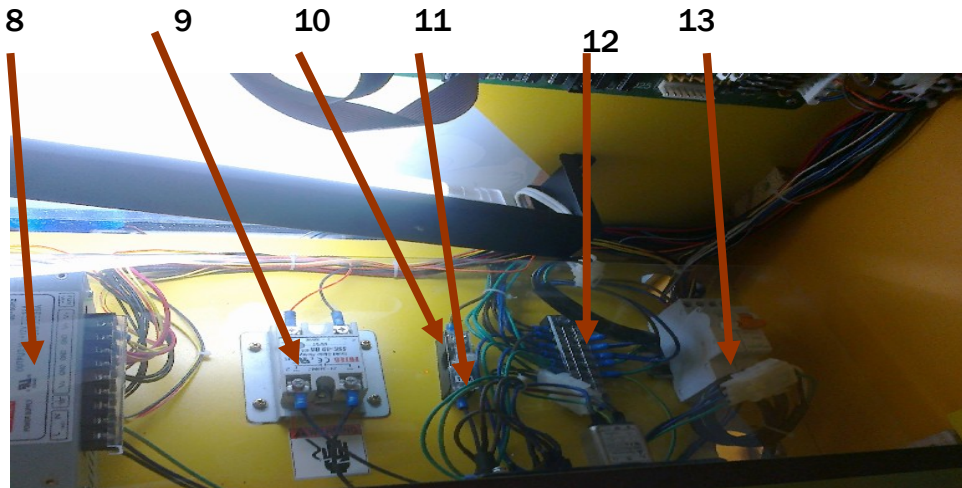


No	Part No.	Draw No.	Name	QTY
1	K-106-445-000	KLXY2-03-04	Gun mouth	1
2	K-106-446-000	KLXY2-03-01	Gun	1
3	K-106-617-000	KLXY-03-03	Gun shell	1
4	K-106-447-000	20101100042	Screw	4
5	K-106-448-000	KLXY-03-07	Pin (R&L)	1
6	K-106-449-000	KLXY-03-05	Pin (U&D)	1
7	K-106-450-000	KLXY-03-06	Pin sleeve (U&D)	1
8	K-106-451-000	20101010168	Screw	2
9	K-106-452-000	KLXY-03-10	Spring pin	2
10	K-106-140-000	KLXY2-03-03	Assy. holder	1
11	K-106-141-000	KLXY-03-13	Right holder	1
12	K-106-453-000	20101020041	Screw	4
13	K-106-454-000	KLXY-03-08	Pin (R&L)	2
14	K-106-618-000	KLXY-03-09	Pin sleeve (R&L)	2
15	K-106-455-000	20101100140	Screw	2
16	K-106-456-000	KLXY2-03-02	Gun swing pin	1
		KLXY2-04-01		
17	K-106-457-000	SLQX-06-16	Bearing	2
18	K-106-458-000	KLXY-03-11	Spring pin	4
19	K-106-459-000	20101100052	Screw	4
20	K-106142-000	KLXY-03-12	Left holder	1
21	K-106-460-000	25106010001	Stainless pipe	1

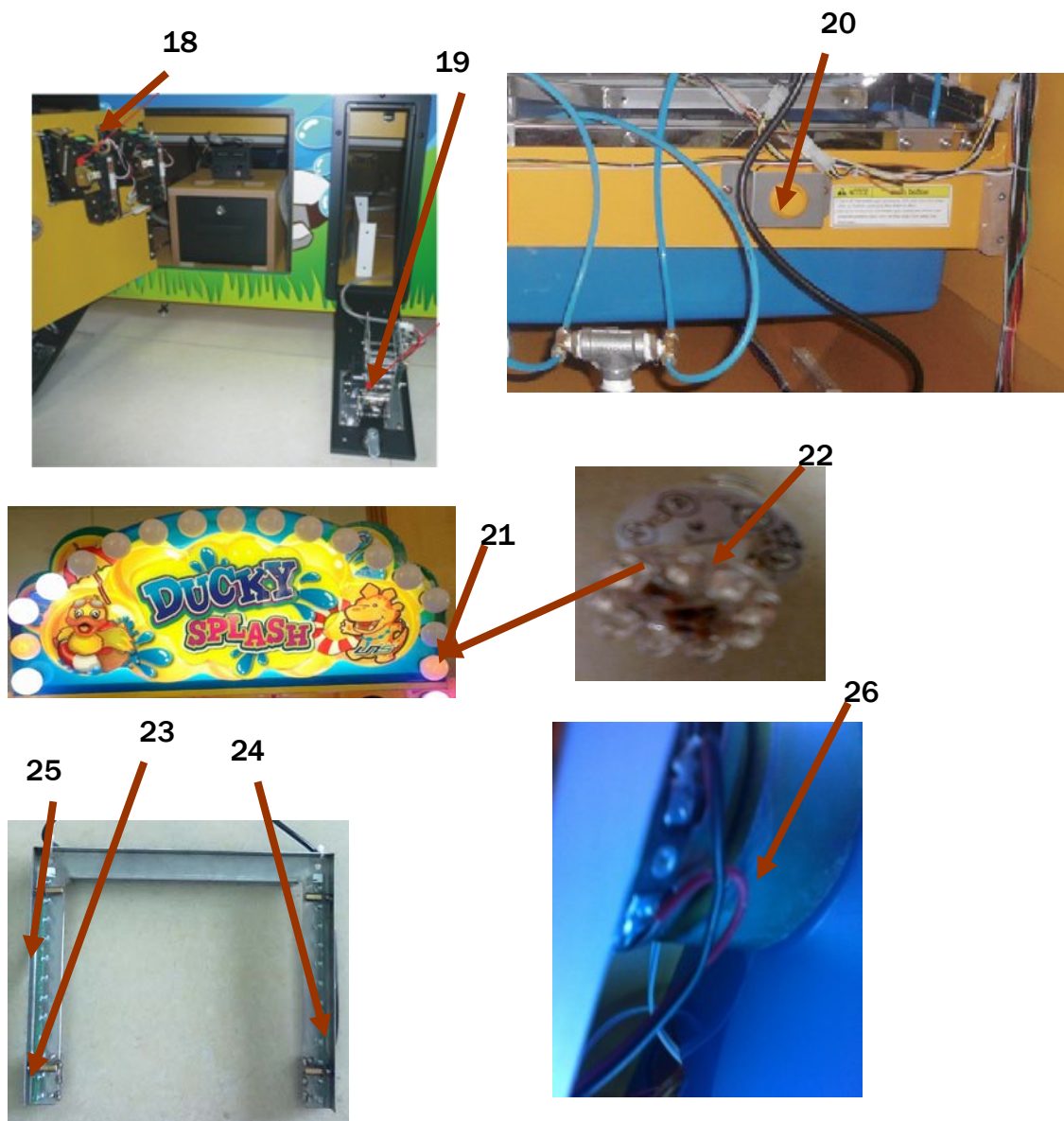
## 7.4 Electrical Part:



No.	Part No.	Draw No.	Name	Qty
1	K-106-461-000	230000000005	Counter	2
2	K-106-461000	22402030002	Button	1
3	K-106-463-000	22501000017	POT	1
4	K-106-464-000	22402010002	Button	1
5	K-106-465-000	21412000001	Wire connect pillar	1
6	K-106-466-000	22601000005	Small ship SW	1
7	K-106-467-000	23200000001	Filter	1



No.	Part No.	Draw No.	Name	Qty
8	K-106-468-000	21602000011	Power supply	1
9	K-106-469-000	22140000004	Relay	1
10	K-106-470-000	21902000015	Fuse holder	1
11	K-106-471-000	21901000014	Fuse	1
12	K-106-472-000	21902000030	Wire connect bank	1
13	K-106-473-000	22601000057	Leakage protection switch	1
14	K-106-474-000	21706000037	2.3 inch LED PCB	2
15	K-106-475-000	21706000047	LED PCB	2
16	K-106-476-000	21704000214	Lamp control panel	1
17	K-106-477-000	21701000014	Main board	1



No.	Part No.	Drew No.	Name	Qty
18	K-106-478-000	22301000001	Coin mech.	2
19	K-106-479-000	23100000006	Ticket mech.	2
20	K-106-480-000	22401000081	30 card style button	2
21	K-106-481-000	22200000012	Φ60 lamp shade	37
22	K-106-482-000	22003000022	LED single layer light house	37
23	K-106-483-000	21503000039	Receiver sensor	2
24	K-106-484-000	21503000040	Transmitting sensor	2
25	K-106-485-000	29711106001	Lamp strip	4
26	K-106-486-000	22801000005	Speaker	2

## 8.Game Decals:

Front :



<b>No.</b>	<b>Part No.</b>	<b>Draw No.</b>	<b>Name</b>	<b>Qty</b>
1	K-106-705-000	KLXY2-HM-04	Top decal	1
2	K-106-702-000	KLXY2-HM-01	Main decal	1
3	K-106-704-000	KLXY2-HM-03	Hole decal	1
4	K-106-708-000	KLXY2-HM-08	Front door decal	1
5	K-106-734-000	TY-HM-34	Ticket payout label	2
6	K-106-722-000	KLXY2-HM-26	Ticket amount specification	1
7	K-106-707-000	KLXY2-HM-07	Console decal	1
8	K-106-706-000	KLXY2-HM-06	L_ board decal	1
9	K-106-486-000	KLXY2-HM-05	R_ board decal	1
10	K-106-738-000	KLXY2-HM-32	Side door frame decal	1
11	K-106-729-000	TY-HM-03	Volume	1
12	K-106-727-000	TY-HM-01	Coin counter	1
13	K-106-728-000	TY-HM-02	Ticket counter	1
14	K-106-730-000	TY-HM-08	Ticket Reset, L service, R service	1
15	K-106-703-000	KLXY2-HM-02	Blister light box	1
16	K-106-720-000	KLXY2-HM-20	Water tank decal	1
17	K-106-723-000	KLXY2-HM-27	Water line decal	2
18	K-106-710-000	KLXY2-HM-10	L_ board back decal	1
19	K-106-709-000	KLXY2-HM-09	L_ board front decal	1
20	K-106-711-000	KLXY2-HM-11	R_ board front decal	2
21	K-106-712-000	KLXY2-HM-12	R_ board back decal	1

Back :



No.	Part No.	Draw No.	Name	Qty
1	K-106-721-000	KLXY-HM-21	Notice label	1
2	K-106-719-000	KLXY2-HM-19	Description decal 1	1
3	K-106-724-000	KLXY2-HM-28	Description decal 2	1
4	K-106-725-000	KLXY2-HM-29	Description decal 3	1
5	K-106-735-000	TY-HM-36	High voltage decal (small)	2
6	K-106-726-000	KLXY2-HM-30	Description decal 4	1
7	K-106-714-000	KLXY-HM-14	T10A label	1
8	K-106-703-000	KLXY-HM-13	T5A label	1
9	K-106-736-000	TY-HM-40	AC 110V label	1
10	K-106-737-000	TY-HM-41	AC 220V label	1
11	K-106-733-000	TY-HM-16	Power SW decal A	1
12	K-106-731-000	TY-HM-11	Fuse T5A	1
13	K-106-732-000	TY-HM-14	Fuse T10A	1
14	K-106-718-000	KLXY-HM-18	110V nameplate	1
15	K-106-715-000	KLXY-HM-15	CE certificated nameplate	1
16	K-106-716-000	KLXY-HM-16	FCC certificated nameplate	1
17	K-106-717-000	KLXY-HM-17	220V nameplate	2

## Ducky Splash IO Chart

V1.0

Update: 2012-4-18

Design: 2009-7-27

## SW1 DIP

Item	CNT	1	2	3	4	5	6	7	8
Coin per game	1	ON	ON						
	2	off	on						
	3	on	off						
	4	off	off						
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	on	off			
	75			on	off	off			
	90			off	off	off			
Mercy ticket	0						on	on	
	1						off	on	
	2						on	off	
	3						OFF	OFF	
Score memor	YES								ON
	NO								off

## Input:

INPUT	CONTENT	INPUT	CONTENT	INPUT	CONTENT	INPUT	CONTENT
J9-1	Ticket Reset	J9-11		J9-21		J9-31	
J9-2		J9-12		J9-22		J9-32	
J9-3		J9-13		J9-23		J9-33	
J9-4	Sensor L	J9-14		J9-24		J9-34	
J9-5		J9-15		J9-25		J9-35	
J9-6		J9-16		J9-26		J9-36	
J9-7	Sensor R	J9-17		J9-27		J9-37	
J9-8	Service L	J9-18		J9-28		J9-38	
J9-9	Service R	J9-19		J9-29		J9-39	
J9-10		J9-20		J9-30		J9-40	

## Output:

OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT
J22-1		J23-9	L hole light	J24-17	Water gun L	J4-1	
J22-2		J23-10	R hole light	J24-18	Water gun L	J4-2	
J22-3		J23-11	Ticket mech lamp L	J24-19	Water gun R	J4-3	LAT
J22-4		J23-12	Ticket mech lamp R	J24-20	Water gun R	J4-4	CLOCK
J22-5		J23-13		J24-21	Back water valve	J4-5	DATA
J22-6		J23-14		J24-22	Back water valve	J4-6	
J22-7		J23-15		J24-23	Water pump	J4-7	
J22-8		J23-16		J24-24		J4-8	

## SW2 DIP

Item	CNT	1	2	3	4	5	6	7	8
Ticket pay out score	1#	on	on	on					
	2#	off	on	on					
	3#	on	off	on					
	4#	OFF	OFF	ON					
	5#	on	on	off					
	6#	off	on	off					
	7#	on	off	off					
	8#	off	off	off					
Pass hole score	1				on	on	on		
	2				off	on	on		
	5				on	off	on		
	10				OFF	OFF	ON		
	15				on	on	off		
	20				off	on	off		
	25				on	off	off		
	30				off	off	off		
Demo music	YES								on
	NO								OFF
									ON

## Vol POT interface

POT ① Coin mech drive		Speaker interface					
J20-1	L POT①	J19-1	L coin lock	J21-1	L TIK drive	J27-1	Speaker L+
J20-2	L POT②	J19-2	L coin signal	J21-2	L TIK signal	J27-2	Speaker L-
J20-3	R POT①	J19-3	GND	J21-3	12V	J28-1	Speaker R+
J20-4	R POT②	J19-4	R coin lock	J21-4	GND	J28-2	Speaker R-
J20-5	L POT③	J19-5	R Coin signal	J21-5	Ticket mech drive R	Counter	
J20-6	R POT③	J19-6	12V	J21-6	Ticket mech feedback R	J8-1	+12V
				J21-7	12V	J8-2	+12V
				J21-8	GND	J8-3	Coin counter
						J8-4	Ticket counter

## Display:

Score L LED&lt;1&gt;3-1 Time L LED&lt;1&gt;6-5

Decimal point bright

Score R LED&lt;2&gt;3-1

Ticket L LED&lt;1&gt;6-5

Time R LED&lt;2&gt;6-5

Ticket R LED&lt;2&gt;6-5

## Enter the test mode:

Press the start button on the main board to enter.

## Test method:

LED displays 8.7.6.5.4.3.2.1 and 87654321, test LED display is functioning well or not;

The above is to check the LED display.

Press TEST button again and LED displays 1, it shows the LED1 and LED2 of 1# in DIP SW state.

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

Press TEST button again and LED displays 3. Hold IN1-40 and it test the corresponding music segment.

Press TEST button and LED displays 4. Hold IN1-40 and it shows OUT1-40 corresponding lighting output.

Press TEST button again and LED displays 5. It shows OUT1-40 corresponding lighting output.

## Play method:

1.Insert the coins,the game starts,and the water gun shoots,then the play time counts down.

2. Push the ducks through the entrance.Points are scored for each duck that exits.

3.Water gun stops shooting when the game is over.

4.Tickets pay out according to the setting.

5.The left and right side score separately.

## Error display:

If the input signal is not normal when you turn on the machine,the score LED displays SW numbers with wrong,and get through it after several warnings.

Then will ignore after the warning.

E.01 Error of ticket reset button E.83/ E.84 Error of coin mech signal

E.04 Error of left hole sensor low order E.07 Error of right hole sensor low order

## SW3 DIP

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

## SW4 DIP

Item	CNT	1	2	3	4	5	6	7	8
		ON	ON	ON	OFF	ON	ON	ON	ON

## Settings for "SW2 DIP"

Score	1-150	151-300	301-999
1#	0 tickets	0 tickets	0 tickets
2#	2 tickets	4 tickets	6 tickets
3#	5 tickets	8 tickets	12 tickets
4#	8 tickets	12 tickets	15 tickets
5#	12 tickets	15 tickets	20 tickets
6#	15 tickets	18 tickets	25 tickets
7#	18 tickets	25 tickets	30 tickets
8#	25 tickets	40 tickets	60 tickets



[www.universal-space.com](http://www.universal-space.com)

**Canada Office Parts & Service**

**+1-905-477-2823**

**Email: [service@universal-space.com](mailto:service@universal-space.com)**