⚠ Be Sure
to Read this
Manual
Before Use

Operation Manual

UNIS
UNIVERSAL SPACE

www.universal-space.com

CONTENT

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/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 <u>HAZARD SIGNS</u> 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

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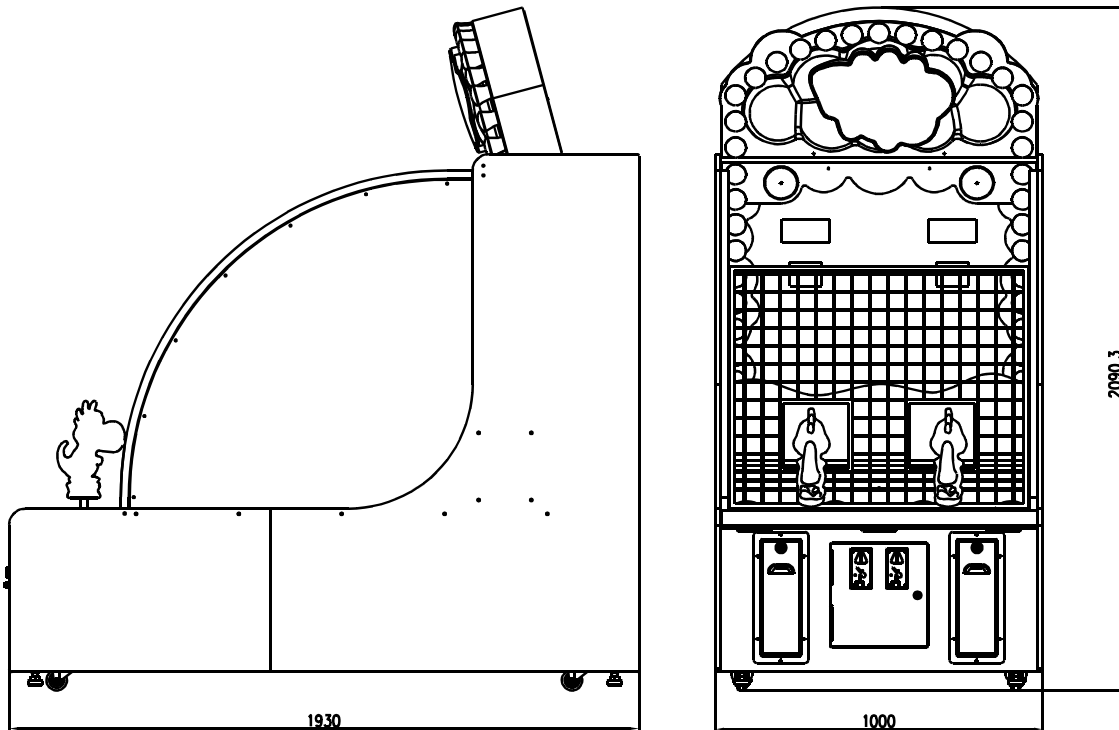
Note: The contents of this manual may be updated without notice.

1. SPECIFICATIONS

Rated power supply：   220V 50/60Hz

Min. Power consumption: 120W

Max. Power consumption：   6300W

Dimensions：   W1930×D1000×H2090.3 (mm)

Weight：   About 215Kg

⚠ NOTICE: 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 CONTENTS

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

- 1 x Body Assembly

- Following accessories

No.	Part No.	Name	Spec.	Qty.	Illustration	Note
1	D108-806-000	AC power	10A/250V 1.8m	1		
2	D108-453-000	Fuse	T5A/250V(T10A/125V) Φ5-20	1		Choose by area
	D108-461-000		T5A/250V(T10A/125V) Φ6-30			
3	D108-734-000	Manual	English	1		Choose by area
4	D108-405-000	Key	171	2		Service door
5	D108-403-000	Key	2222	2		Coin box door
6	D108-464-000	Spanner		1		
7	D108-408-000	Ducky		20		

(Recommended number of Ducks to use in game: 6 per side)

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. PART NAMES

2D VIEW

- (P1)Score LED
- (P1)Game TIme LED
- Main menu
- Speaker
- Bulb
- (P2)Score LED
- (P2)Game Time LED
- Protect net
- Castor
- Ducky
- L- gun Assy.
- R- gun Assy.

3D VIEW

- Lamp box
- Side board
- L_syphon
- Electric part
- Pump Assy.
- Sensor Assy.
- Cabinet
- Ticket payout
- Coin in
- Coin door
- Ticket door
- Hole menu
- Division pipe
- R_syphon

6
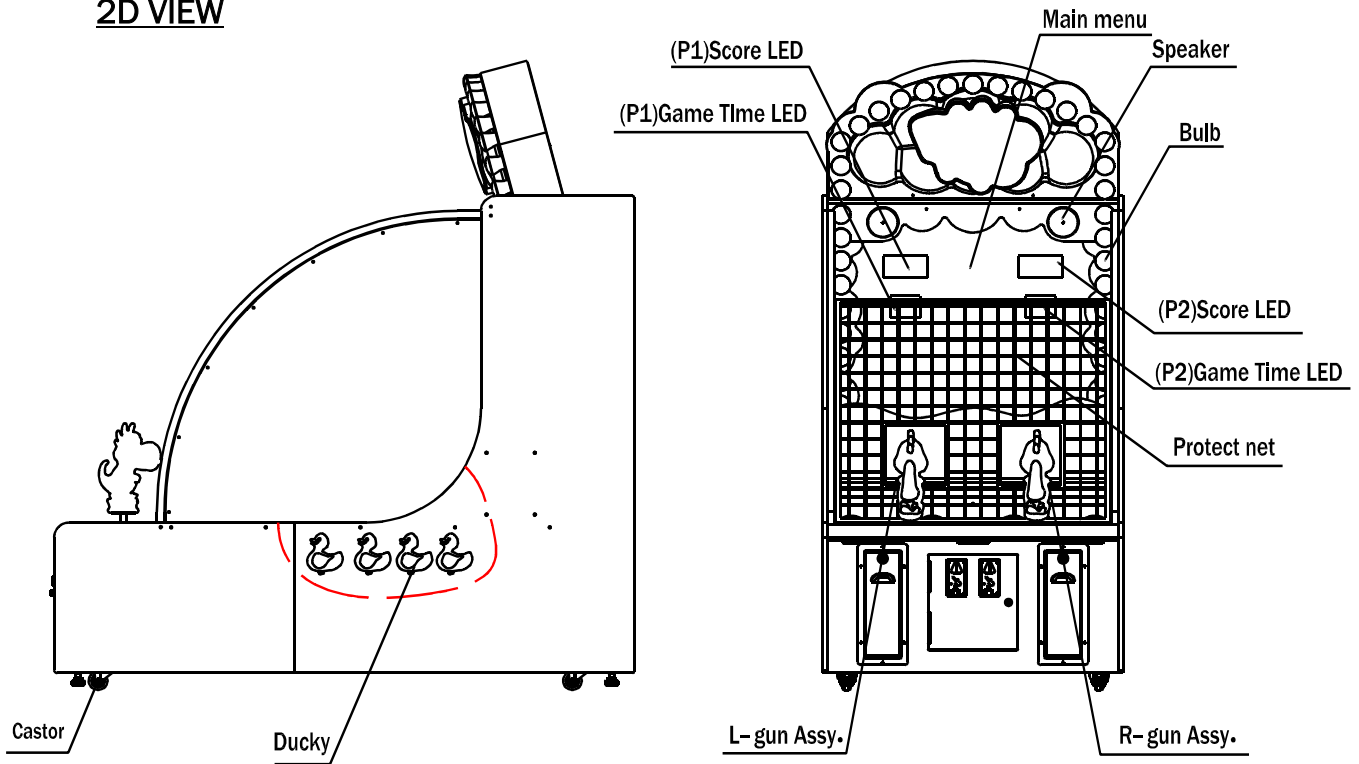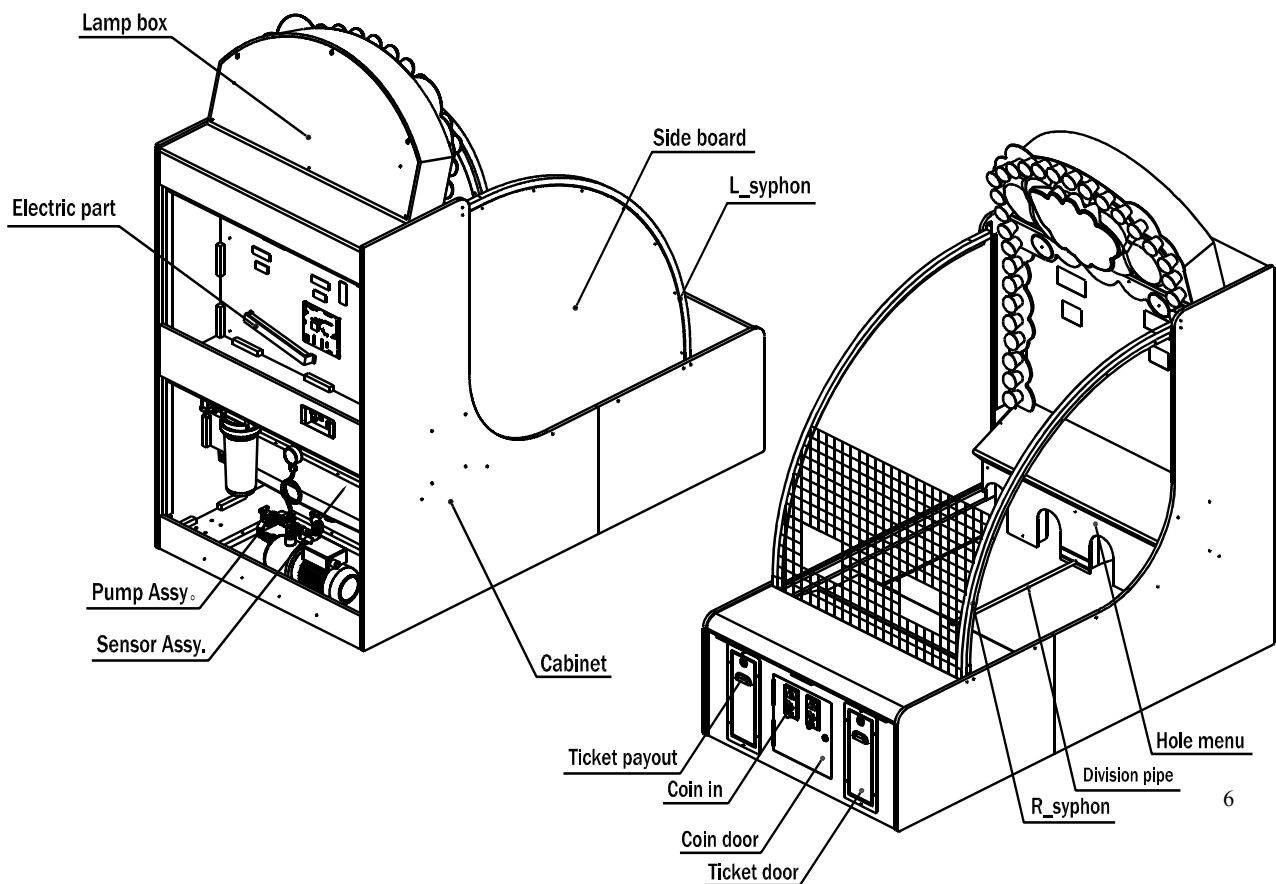
4. SET UP & INSTALLATION

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

- Refer to IMPORTANT SAFETY INSTRUCTIONS 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:

    Service area：   50cm
    Play area：   100cm
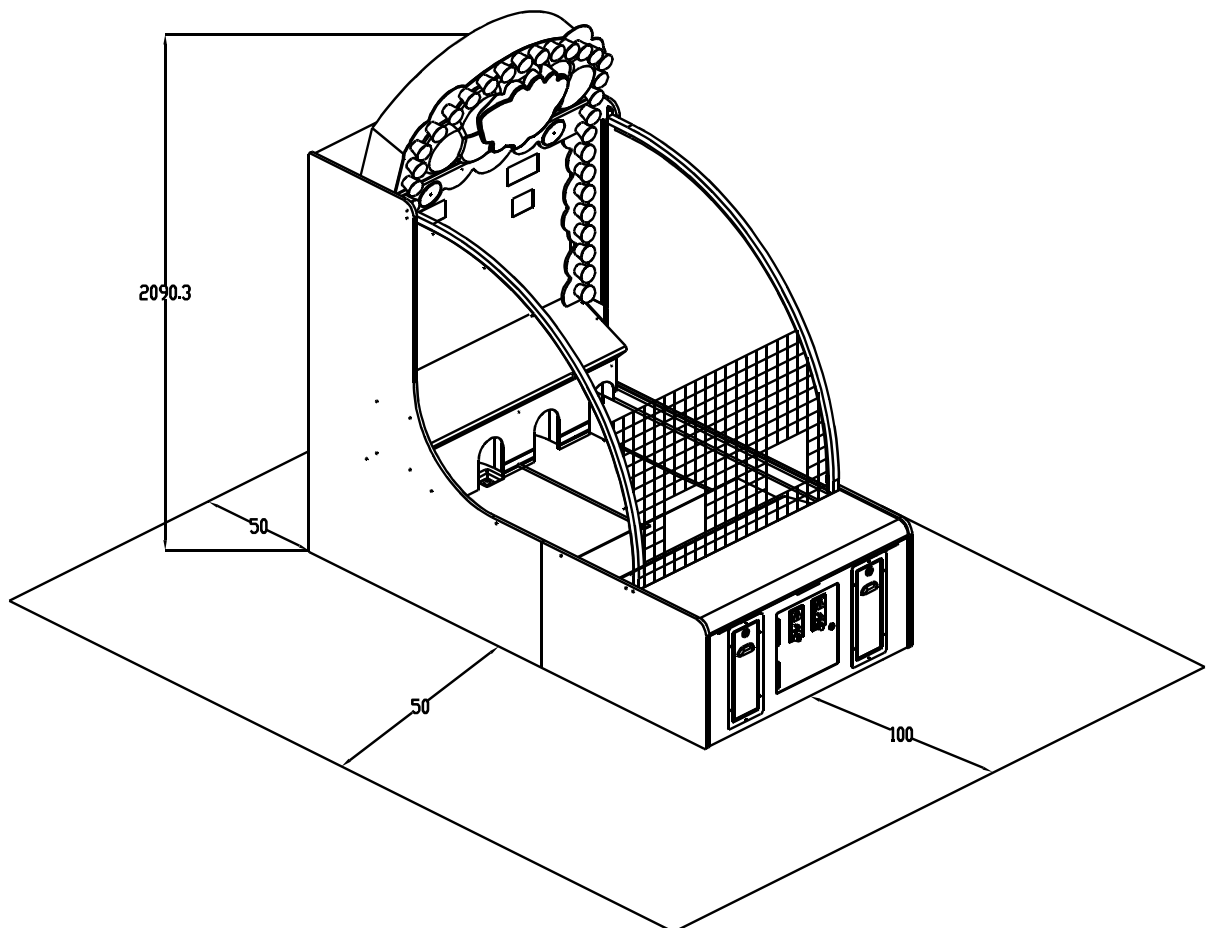
4.2 Level Adjustment

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.

Leveler   Caster

Move   Fix   About 5mm
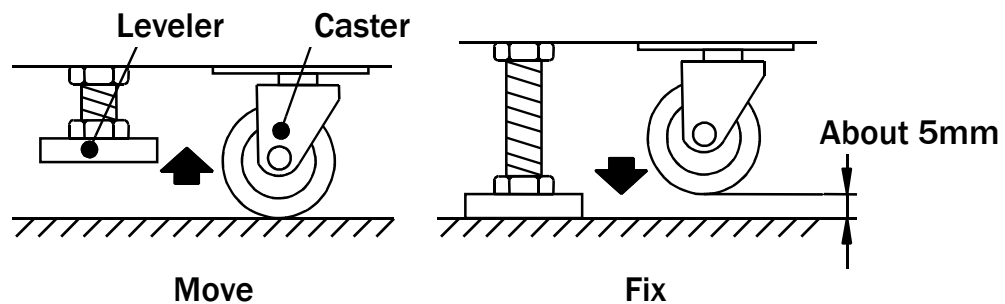
⚠ NOTICE

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.

Leveler   **Caster**

Move
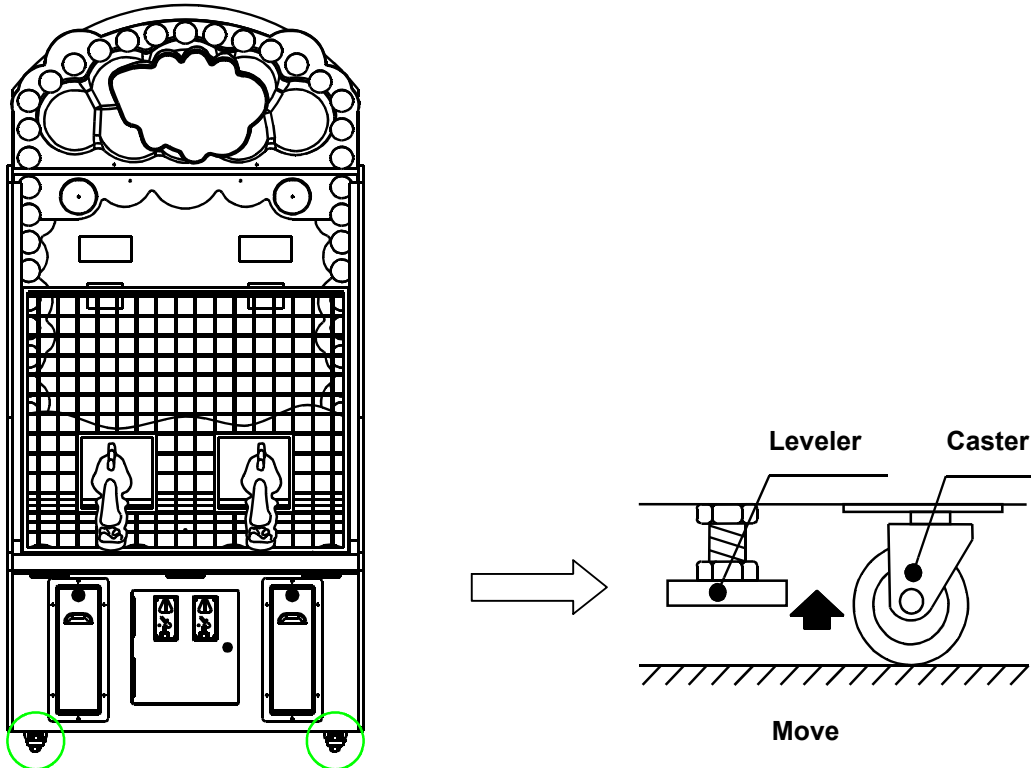
⚠ NOTICE

- 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.
- Drain all water from the game before transporting.

4.4 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):
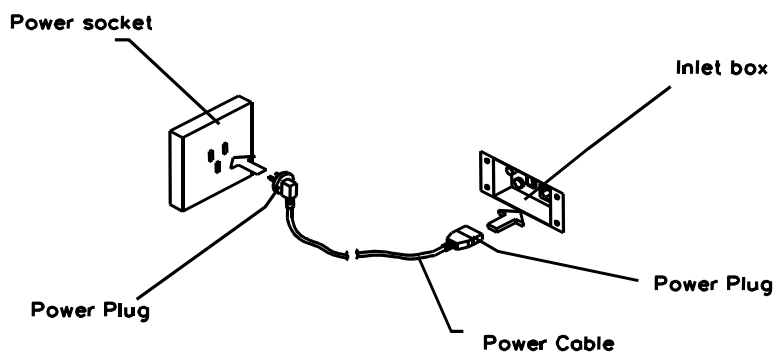
⚠ **WARNING**

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.
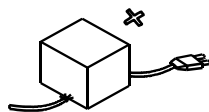
To disconnect the game, grip the plug and pull it from the wall outlet. Never pull by the cord.
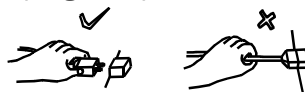
To prevent electric shock, do not touch the power plug when hand is wet.

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

5. 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)
- Each time a duck passes through the entrance, player's score increases.
- 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 1000 when there is no ticket payout.

6. GAME OPTIONS

6.1 Switching Control Signals

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

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

Main Board ：
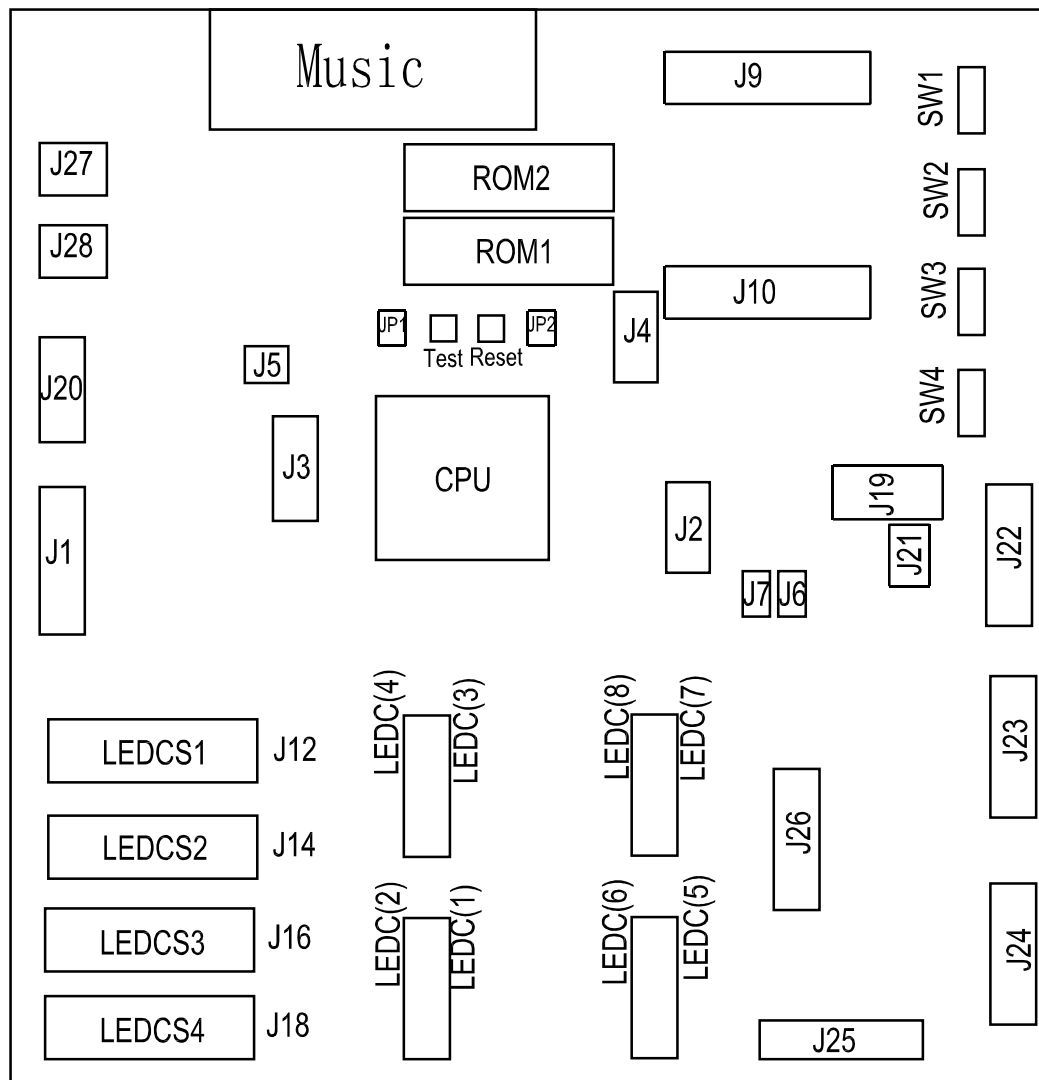
Test Mode：

Press and hold the *TEST* button on the main board to enter Test Mode.

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 1and 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

6.2 DIP adjust（Default Setting）

SW1

ON							DIP
1	2	3	4	5	6	7	8

SW2

ON							DIP
1	2	3	4	5	6	7	8

SW3

ON							DIP
1	2	3	4	5	6	7	8

SW4

ON							DIP
1	2	3	4	5	6	7	8
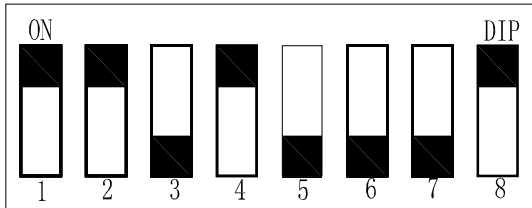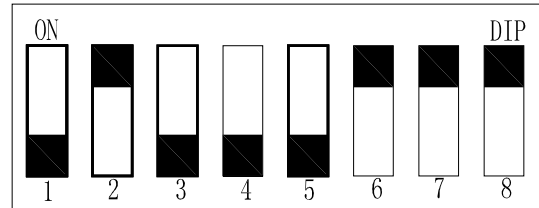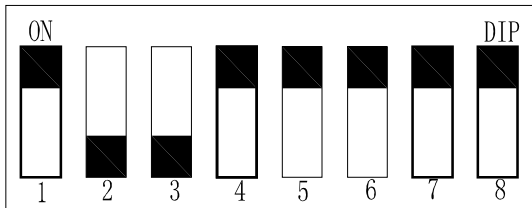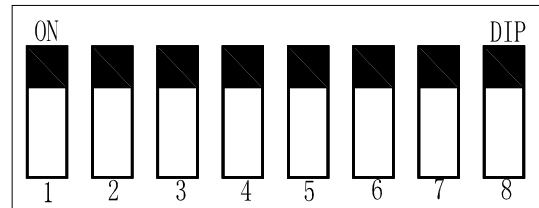
Note: Game parameters are subject to change without notice.

6.3 Parameter Settings

DIP Adjust 1（SW1）

（1）Coin(s) per game

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

（2）Game play time

Item	Content	DIP Adjust（SW1）			Note
		3	4	5	
Game play time	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	

（3）Mercy Tickets

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

（4）Score memory

Item	Content	DIP Adjust（SW1）	Note
		8	
Score memory	Yes	ON	
	No	off	

DIP Adjust 2（SW2）

（5）Payout (Score per ticket)

Item	Content	DIP Adjust（SW2）			Note
		1	2	3	
Payout (Score per ticket)	1	on	on	on	
	2	off 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	

（6）Score

Item	Content	DIP Adjust（SW2）			Note
		4	5	6	
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）Match

Item	Content	DIP Adjust（SW2）7	Note
Match	No Match	**ON**	
	Match	off	

DIP Adjust 3（SW3）

（8）Max ticket payout

Item	Content	DIP Adjust（SW3）			Note
		1	2	3	
Max ticket payout	No ticket	on	on	on	
	4	off	on	on	
	5	on	off	on	
	6	off	off	on	
	8	on	on	off	
	10	off	on	off	
	15	**ON**	**OFF**	**OFF**	
	No	off	off	off	

（9）No use SW

	1	2	3	4	5	6	7	8
SW2								ON
SW3				ON	ON	ON	ON	ON
SW4	ON	ON	ON	ON	ON	ON	ON	ON

6.4 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		J9-18		J9-28		J9-38	
J9-9		J9-19		J9-29		J9-39	
J9-10		J9-20		J9-30		J9-40	

Output part：

OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT
J22-1		J23-9		J24-17	Left gun	J4-1	
J22-2		J23-10		J24-18		J4-2	
J22-3		J23-11		J24-19	Right gun	J4-3	LAT
J22-4		J23-12		J24-20		J4-4	CLOCK
J22-5		J23-13		J24-21		J4-5	DATA
J22-6		J23-14		J24-22		J4-6	
J22-7		J23-15		J24-23	Water pump	J4-7	
J22-8		J23-16		J24-24		J4-8	

OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT
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

7. MAINTENANCE & INSPECTION

7.1 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

7.2 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

---

⚠️ **WARNING**

- Before servicing the machine, be sure to turn power off. Servicing without turning the power off can cause electric shock or short circuit.
- To avoid electric shock or short circuit, do not plug then unplug the power quickly
- Do not expose power cords and earth wires, these are susceptible to damage.
- Damaged cords and wires can cause electric shock or short circuit and should be replaced immediately.
- When or after installing the product, avoid pulling the power cord to prevent unnecessary wear and tear. Use the power button to disconnect power.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or replace locally. Continued usage of damaged cord can cause fire, electric shock or leakage.
- Perform grounding appropriately. Inappropriate grounding can cause electric shock.
- Use fuses that meet specified rating. Fuses exceeding can cause an electric shock.

- Should a problem occur, turn off the power immediately and stop operating the machine. Unplug the power cord of the service outlet. Operating the machine without correcting the problem may cause a fire or injuries.
- Insert the power plug securely into the outlet. Poor contact may cause overheating, resulting in fire or burns.
- To ensure the warning labels attached on the machine are visible and legible, install the machine in a well-lit location, and keep the labels clean at all times. Make sure the labels are not hidden behind other game machines.

7.3 Regular Cleaning:

- It is recommended that the water filter be cleaned once a month and changed every 6 months.
- The water in the tank should be changed monthly.
- The drainage should be cleaned every 6 months.

  Note: If the game is placed in an area exposed to high level of dust, increase cleaning frequency.

7.4 Pump Assembly Setting:

- Pressure valve should be kept in a <u>half open</u> 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.

7.5 Adding and Draining Water:

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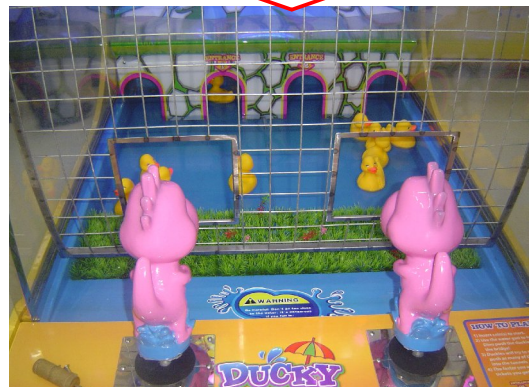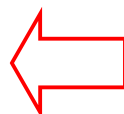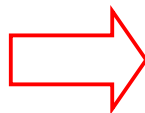
IMPORTANT: When adding water to the game, the amount of water needs to be exactly at the Waterline (as indicated in the playfield). Keep adding water until the water surface reaches the water line. Be careful not to go over because too much water affects floatation of the ducks and can affect the overall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

When adding water to the playfield, careful <u>not to go above</u> this line; otherwise it will affect game play.

Waterline
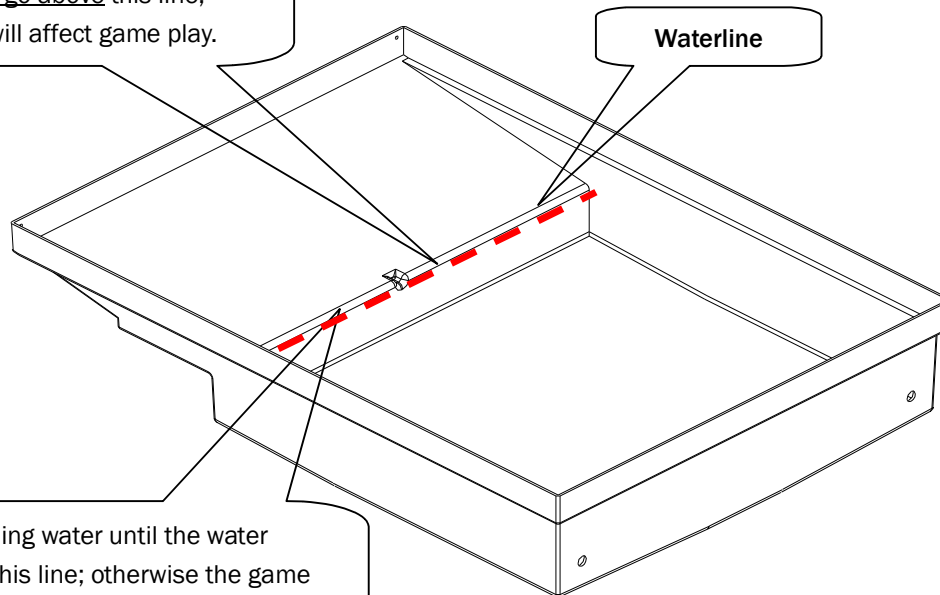
Keep adding water until the water reaches this line; otherwise the game will not allow you to continue the game.

Draining Water

Step 1:   Close the **Pressure Valve**
Step 2:   Turn on the **Drain Valve**
Step 3:   Press and hold the **Drain Button** until water is fully emptied

Drain Button

Pressure Valve

Drain Valve
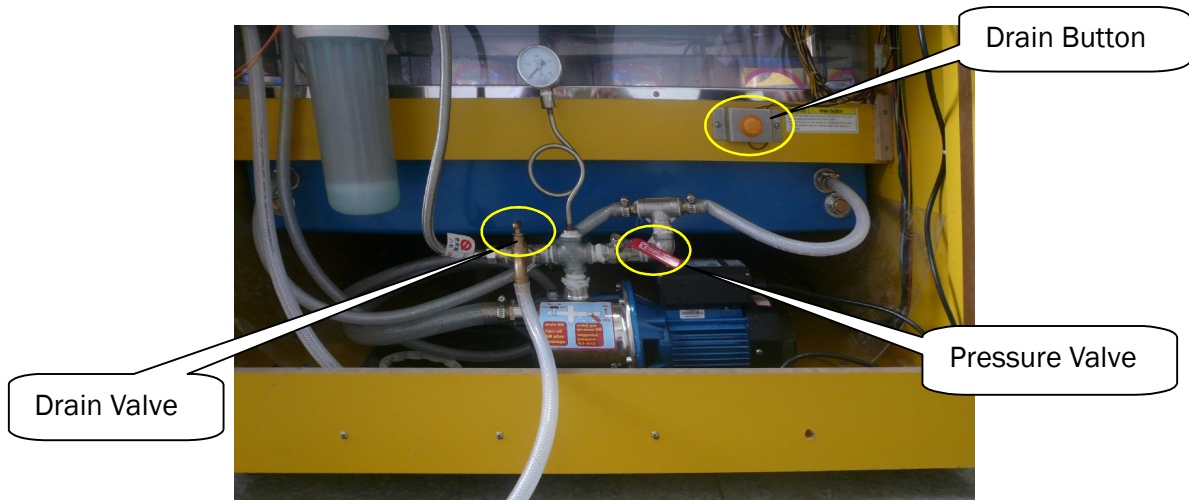
EMPTYING WATER FROM THE PUMP:

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

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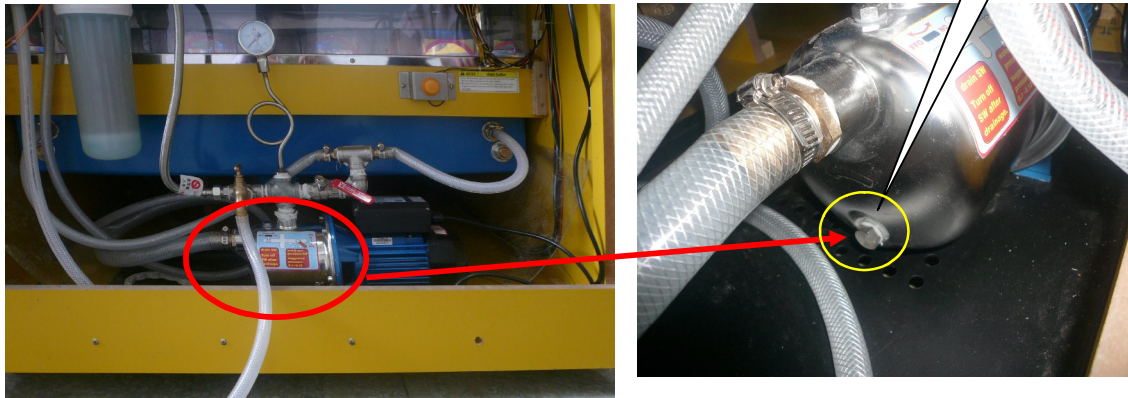
NOTE: Always empty water in the tank and in the pump before transporting.

7.6 Left & Right Gun Assembly Maintenance：

The gun assembly mechanisms are located inside the front control panel.

Step 1: 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 2: Fasten the **Lock Pin** from the inside to secure the front panel door.

Step 3: Service gun assemblies as required.

Lock Pin

Water Gun assembly

8. OVERALL CONSTRUCTION

8.1 Main Assembly 1：

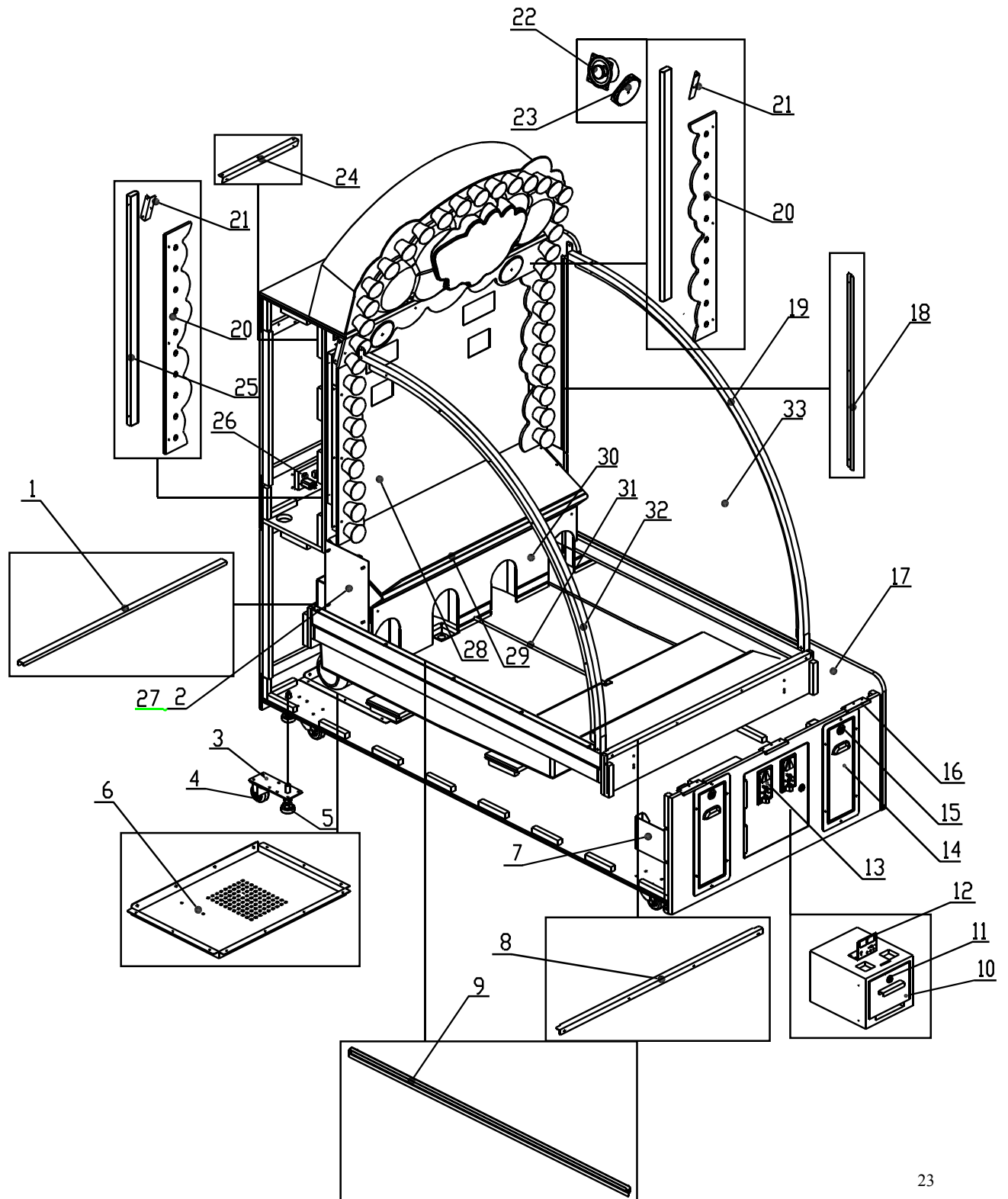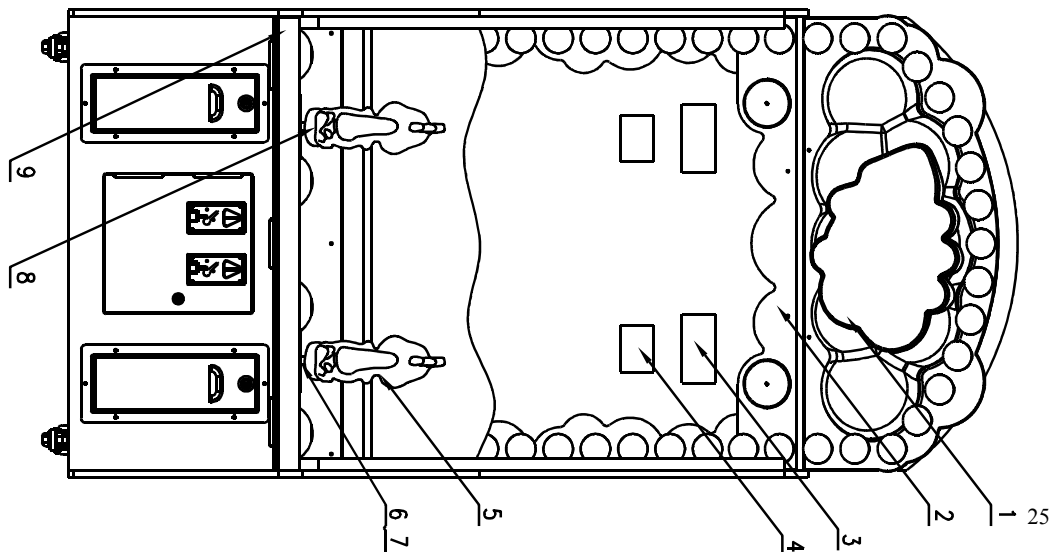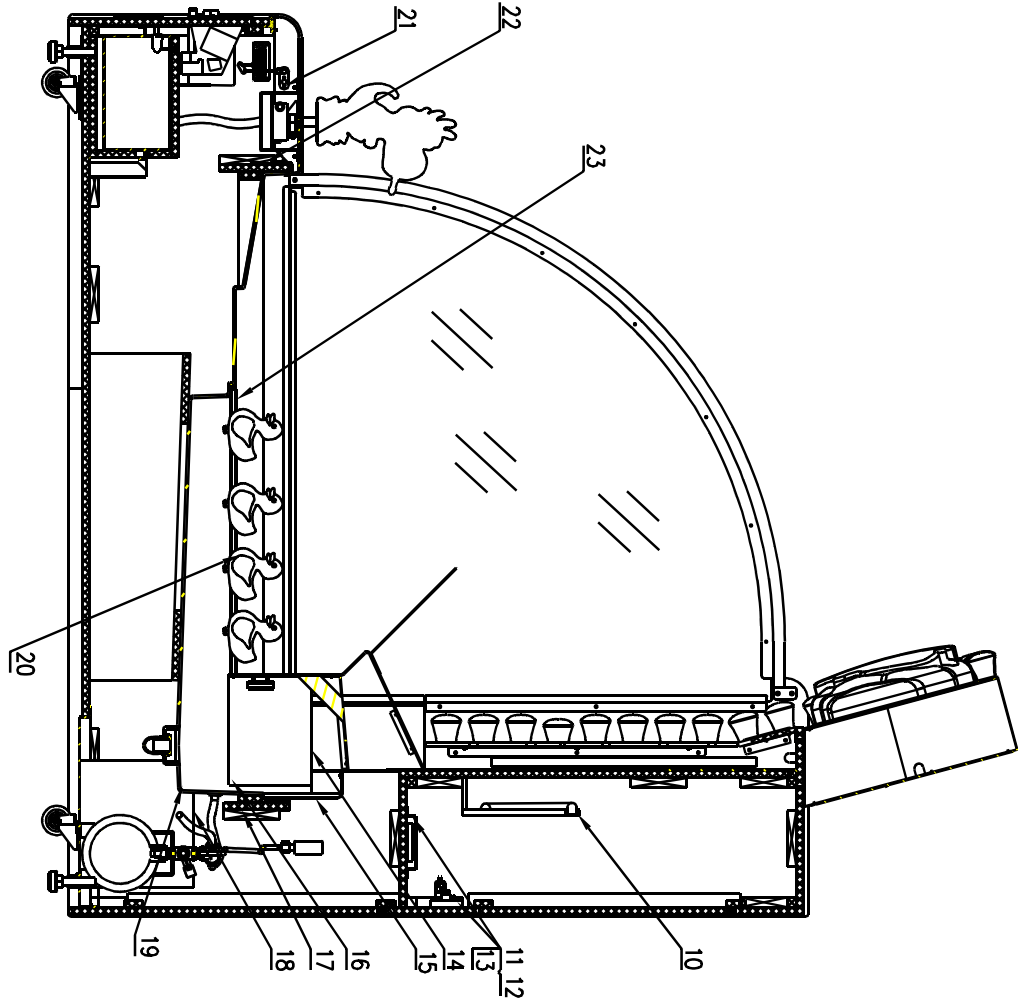| No.	Part No.	Code	Name	Qty.	Spec.	Note
1	D108-101-000	KLXY-00-16	Tank holder B	1	δ1.2	
2	D108-102-000	KLXY-00-06	L_holder	1	δ1.2	
3	D108-103-000	TY-JX-010	Leveler bracket	4	Q235 δ3	
4	D108-401-000	25501000056	2.5" Castor	4	3-2689-52	
5	D108-402-000	TY-JX-008	Leveler	4	Q235 M16X100	
6	D108-104-000	KLXY-00-14	Pump install board	1	Q235 δ2	
7	D108-105-000	TY-JX-007	Ticket box	2	Q235 δ1	
8	D108-106-000	KLXY-00-17	Tank holder C	1	δ1.2	
9	D108-107-000	KLXY-00-05	Tank holder A	2	δ1.2	
10	D108-108-000	FKBBS-E-00-11	Coin box (inner)	1	Q235 1.2	
11	D108-403-000	25302222001	Lock	1	2222	
12	D108-109-000	TY-JX-002	Counter install board	1	Q235 1.5	
13	D108-404-000	22301000001	Coin machine	2		
14	D108-110-000	TY-JX-018	Ticket door	2	Assembly	
15	D108-405-000	25300171001	Lock	2	171	
16	D108-111-000	26300000011	Hinge	3	4"	
17	D108-001-000	KLXY-01-00	Cabinet	1	Assembly	
18	D108-112-000	KLXY-00-10	Side board holder	2	δ1.2	
19	D108-113-000	KLXY-00-18	R_ syphon	1	Stainless steel Squarepipe δ1.2	
20	D108-501-000	KLXY-00-03M	Lamp board	2	Plywood δ9	
21	D108-114-000	DZPPL-00-06	LED holder （R & L）	2	Q235δ1.5	
22	D108-406-000	22801000005	Speaker	2	4"4Ω 15W	
23	D108-115-000	DZPPL-00-13	Speaker net	2	Halftone δ0.5	
24	D108-116-000	DZPPL-00-05	LED holder （Upper）	1	Q235δ1.5	
25	D108-407-000	22006013003	T5 fluorescent lamp	2	T5-13W 220V/blue	
26	D108-117-000	TY-JX-005	Wire box holder	1	Q235 δ1.5	
27	D108-118-000	KLXY-00-11	R_holder	1	δ1.2	
28	D108-601-000	KLXY-HM-01	Main menu	1	Clarity PVC 3MM	
29	D108-602-000	KLXY-00-04	Front waterproof board	1	Clarity PVC δ2	
30	D108-603-000	KLXY-HM-03	Hole menu	1	Clarity PVC 3MM	

31	D108-616-000	KLXY-00-23	Division pipe	1	Clarity PVC Φ12*2	
32	D108-119-000	KLXY-00-07	L_ syphon	1	Stainless steel Squarepipeδ1.2	
33	D108-604-000	KLXY-00-08	Side board	2	Clarity PVC δ5	

8.2 Main Assembly 2：

No.	Part No.	Code	Name	Qty.	Spec.	Note
1	D108-002-000	KLXY-05-00	Header Assy.	1	Assembly	
2	D108-502-000	DZPPL-00-09M	LED board (Upper)	1	Plywood δ9	
3	D108-801-000		LED (3)	2		
4	D108-802-000		LED (2)	2		
5	D108-465-000	20106090137	Sleeve bearing	2		
6	D108-150-000	KLXY-00-20	Protect net	1		
7	D108-003-000	KLXY-04-00	R_gun Assy.	1	Assembly	
8	D108-605-000	KLXY-00-12	Gun covering	2	Black PP δ1	
9	D108-120-000	KLXY-00-13	Console covering	4	δ1.5	
10	D108-004-000	KLXY-03-00	L_gun Assy.	1	Assembly	
11	D108-121-000	KLXY-00-01	Console	1	Q235 δ2	
12	D108-122-000	KLXY-00-02	Lamp holder	1	Q235 δ1.2	
13	D108-123-000	TY-JX-001	Power holder	1	Electrolytic boardδ1.2	
14	D108-124-000	TY-JX-005	Wire box	1	Q235 δ1.5	
15	D108-125-000	DZPPL-00-16	Relay holder	1	Electrolytic boardδ1.5	
16	D108-606-000	KLXY-00-15	Sensor breakwater	1	Black PVC δ1	
17	D108-607-000	KLXY-00-09	Breakwater	1	Clarity PVC δ2	
18	D108-005-000	KLXY-06-00	Sensor Assy.	1	Assembly	
19	D108-615-000	KLXY-00-21	Collect board	2	Clarity PVCδ1	
20	D108-149-000	KLXY-00-22	Button board	1	Stainless steel δ2	
21	D108-006-000	KLXY-02-00	Pump Assy.	1	Assembly	
22	D108-408-000	KLXY-00-19	Ducky	20	Assembly	
23	D108-409-000	25102000001	Buckle	2	C124	
24	D108-410-000	26302000004	Ball and chain	2		
25	D108-616-000	KLXY-00-23	Division pipe	1	Clarity PVC Φ12*2	

8.3 Lamp Assembly:
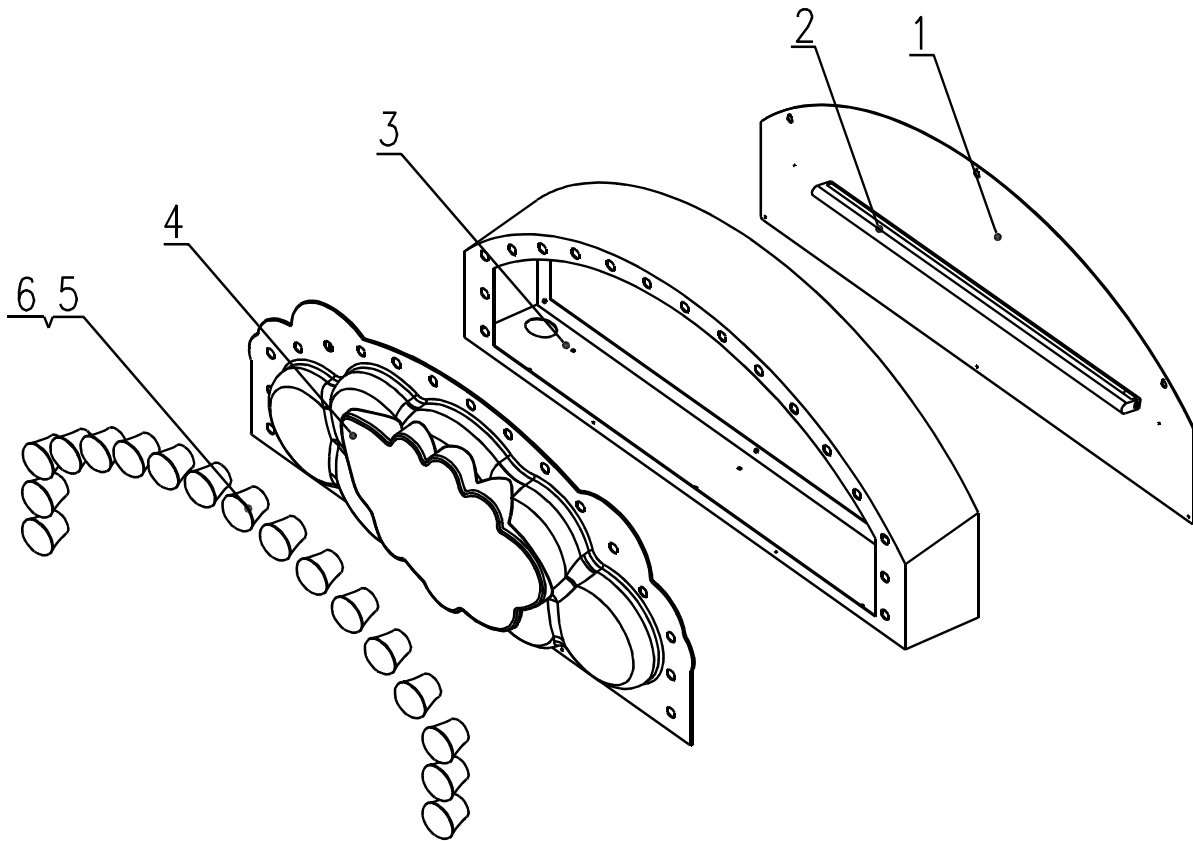
No.	Part No.	Code	Name	Qty.	Spec.	Note
1	D108-126-000	DZPPL-02-02	Lamp box cover	1	Q235 δ1.5 Green	
2	D108-407-000	22006013003	T5 Fluorescent lamp	1	T5-13W 220V/blue	
3	D108-127-000	DZPPL-02-01	Lamp box body	1	Q235 δ1.5 Green	
4	D108-608-000	KLXY-HM-02	Lamp box	1	Clarity PVC 3MM	
5	D108-411-000	22003000021	LED lamp	12	DC12V White	
	D108-412-000	22003000022		13	DC12V Pansy	
	D108-413-000	22003000023		12	DC12V Yellow	
6	D108-414-000	22200000012	Φ60 lamp cap	37	Φ60×65 White	

8.4 Pump Assembly：

（2D）

Connect R_gun(2850)
Connect L_gun(3500)

1350

A view

24
23 22
21
20

Drain valve

(600)

28 27 26
29
30

25

（700）

19 18 17 16 15 14 13 12

11 10 9   （400）

A

Pressure valve

8

7 6 5

4

3

2

1

（700）
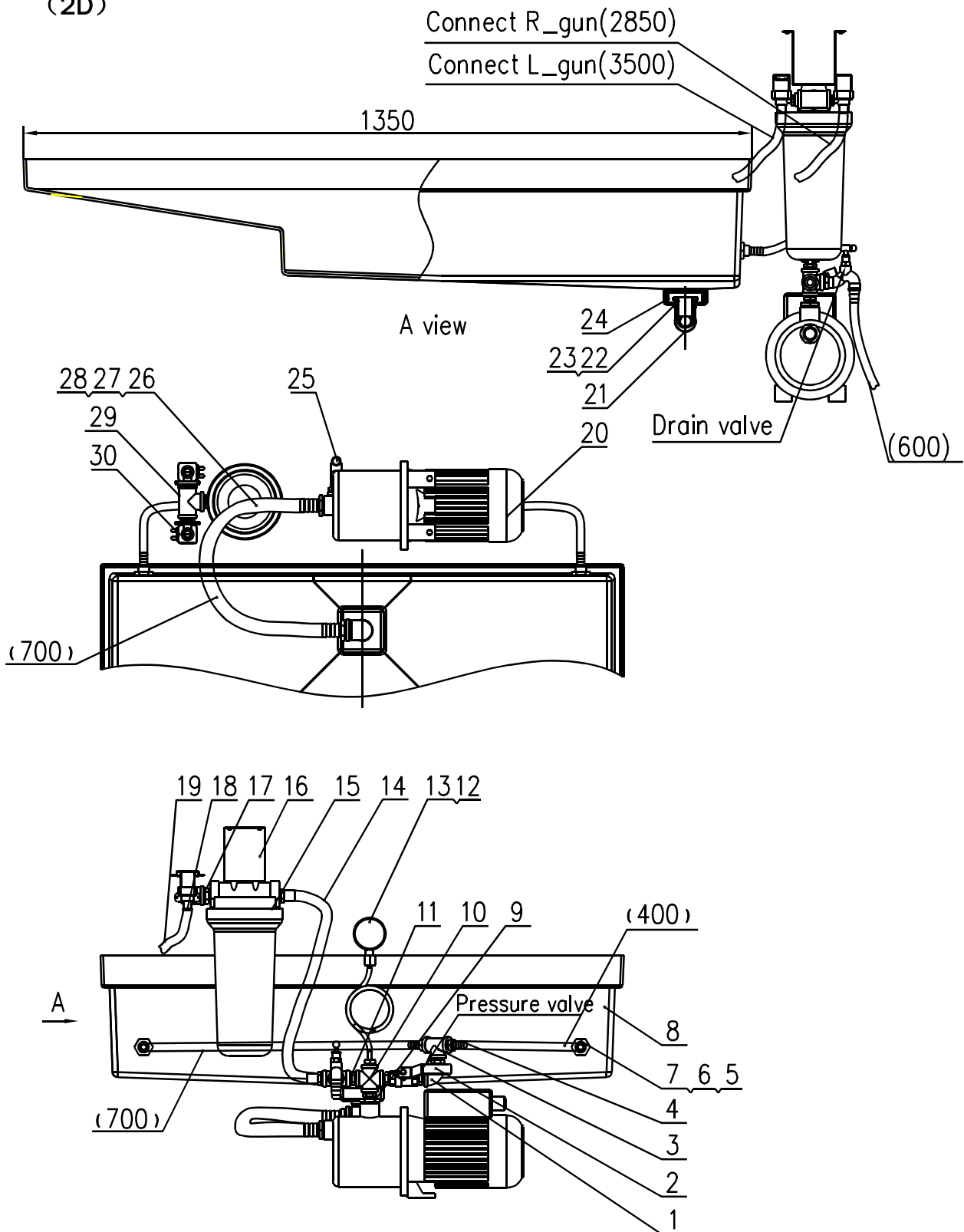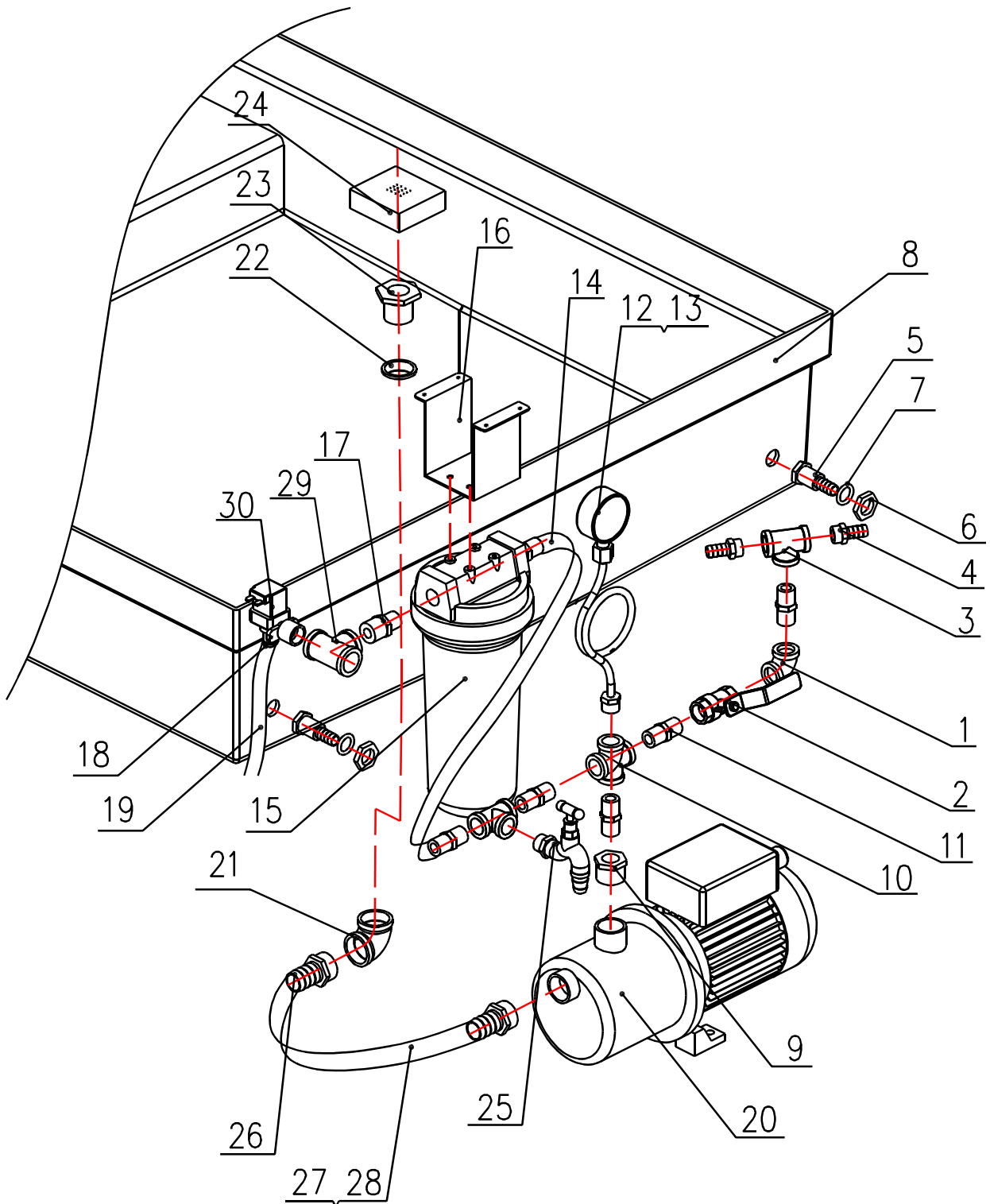
No.	Part No.	Code	Name	Qty.	Spec.	Note
1	D108-415-000	25101020049	Square bent	1	DN15 1/2"	
2	D108-416-000	25101120047	Valve	1	DN15 1/2"	
3	D108-417-000	25101030078	Three_head connect	2	DN15 1/2"	
4	D108-418-000	25101100057	Air hole	2	DN15 1/2"	
5	D108-128-000	klxy-02-03	Tube connection	2	Brass	
6	D108-129-000	klxy-02-06	Nut	2	Brass	
7	D108-419-000	20116000103	O type hermetical ring	2	Φ18×4	
8	D108-130-000	klxy-02-01	Tank	1	ABS δ6 Azury	
9	D108-420-000	25101050042	Screw	2	DN25×15 1×1/2	
10	D108-421-000	25101040055	Four_head connect	1	DN15 1/2"	
11	D108-422-000	25101070053	Inner connect	7	DN15 1/2"	
12	D108-423-000	25101140002	Manometer	1	Y-60	
13	D108-424-000	25101150001	Manometer pipe	1	DN15×10 1/2×3/8	
14	D108-425-000	25106010004	Pipe	1	DN15 1/2" 500mm	
15	D108-426-000	25101130067	Water purifier	1	DN15 SNFAS	
16	D108-131-000	klxy-02-02	Water purifier holder	1	Q235 δ2 Black	
17	D108-427-000	25101070060	20×15 Inner connect	1	DN20×15 3/4×1/2	
18	D108-428-000	25103000005	Hoop	9	Φ15～Φ25	
19	D108-429-000	25106010010	hosepipe	7.8M	DN15 1/2" 13×18mm	
20	D108-430-000	23410000119	Pump	1	BJZ037 220V	
21	D108-431-000	25101020040	Square bent	1	DN25 1"	
22	D108-432-000	20116000192	O type hermetical ring	1	Φ30×4	
23	D108-132-000	klxy-02-04	Connector	1	Brass	
24	D108-133-000	klxy-02-05	Filter net	1	δ1.2	
25	D108-433-000	25101080047	Hydrant	1	DN15 1/2"	
26	D108-436-000	25101100058	Air hole	2	DN25 1"	
27	D108-437-000	25103000007	Hoop	2	Φ21～Φ38	
28	D108-438-000	25106010012	hosepipe	0.7M	DN25 1" 25×31mm	
29	D108-439-000	25101030048	Three_head connect	1	DN20 3/4"	
30	D108-440-000	25101120029	Solenoid	2	DC12V DY07-C	

8.5 Left gun Assembly：

Adding Sealing tape on screw thread.

Adding grease

A－A

No.	Part No.	Code	Name	Qty.	Spec.	Note
1	D108-134-000	KLXY-03-02	Gun mouth	1	Brass Φ15	
2	D108-135-000	KLXY-03-01	Gun	1		
3	D108-609-000	KLXY-03-03	Gun shell	1	Glass fibre δ3	
4	D108-136-000	KLXY-03-07	cushion	1	Brass Φ30	
5	D108-137-000	KLXY-03-05	Pin (U&D)	1	Q235 Φ12	
6	D108-610-000	KLXY-03-06	Pin sleeve (U&D)	1		
7	D108-138-000	KLXY-03-10	Spring	2	65Mn Φ0.8	
8	D108-139-000	KLXY-03-04	Assy. holder	1	Q235 δ2	
9	D108-140-000	KLXY-03-13	Right holder	1	Q235 δ12	
10	D108-141-000	KLXY-03-08	Pin (R&L)	2	Q235	
11	D108-611-000	KLXY-03-09	Pin sleeve (R&L)	2		
12	D108-142-000	KLXY-03-14	L_gun pin board	1	δ30	
13	D108-143-000	SLQX-06-16	Bearing	2	d12 D16 L12 2mm	
14	D108-144-000	KLXY-03-11	Spring pin	4	Q235 Φ12	
15	D108-145-000	KLXY-03-12	Left holder	1	Q235 Φ12	
16	D108-442-000	20116000002	O type hermetical ring	1	10×4	

8.6 Right gun Assembly：

Adding Sealing tape
on screw thread.

Adding grease

A—A

16
1
2
3
4
5 6
7
8
9
10 11
12
13
14
15

No.	Part No.	Code	Name	Qty.	Spec.	Note
1	D108-134-000	KLXY-03-02	Gun mouth	1	Brass Φ15	
2	D108-135-000	KLXY-03-01	Gun	1		
3	D108-609-000	KLXY-03-03	Gun shell	1	Glass fibre δ3	
4	D108-136-000	KLXY-03-07	cushion	1	Brass Φ30	
5	D108-137-000	KLXY-03-05	Pin (U&D)	1	Q235 Φ12	
6	D108-610-000	KLXY-03-06	Pin sleeve (U&D)	1		
7	D108-138-000	KLXY-03-10	Spring	2	65Mn Φ0.8	
8	D108-139-000	KLXY-03-04	Assy. holder	1	Q235 δ2	
9	D108-140-000	KLXY-03-13	Right holder	1	Q235 δ12	
10	D108-141-000	KLXY-03-08	Pin (R&L)	2	Q235	
11	D108-611-000	KLXY-03-09	Pin sleeve (R&L)	2		
12	D108-146-000	KLXY-04-01	R_gun pin board	1	δ30	
13	D108-143-000	SLQX-06-16	Bearing	2	d12 D16 L12 2mm	
14	D108-144-000	KLXY-03-11	Spring pin	4	Q235　Φ12	
15	D108-145-000	KLXY-03-12	Left holder	1	Q235　Φ12	
16	D108-442-000	20116000002	O type hermetical ring	1	10×4	

8.7 Sensor Assembly：
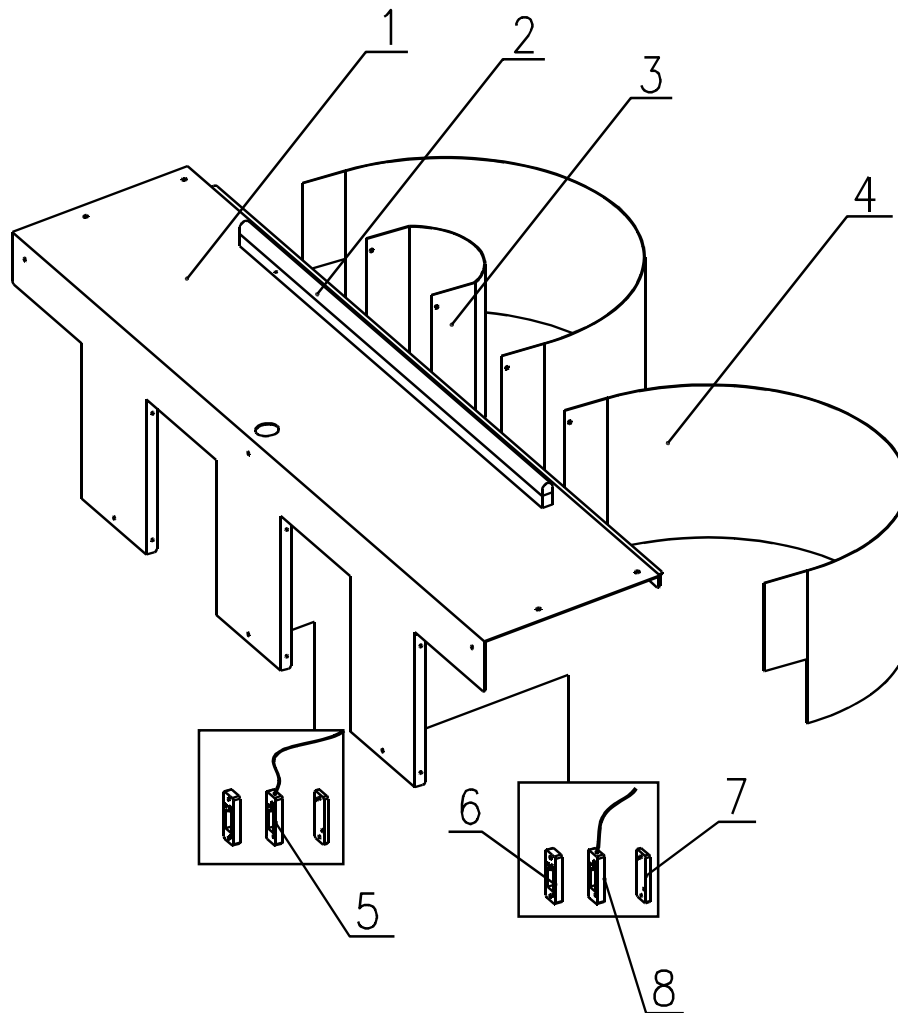
No.	Part No.	Code	Name	Qty.	Spec.	Note
1	D108-147-000	klxy-06-01	Sensor holder	1	Stainless steel δ1.2	
2	D108-443-000	22006000020	T5 fluorescent lamp	1	T5-21W 220V	
3	D108-612-000	klxy-06-04	Inner track	2	Clarity PVC δ1	
4	D108-613-000	klxy-06-05	Outer track	2	Clarity PVC δ1	
5	D108-444-000	21503000033	Emission sensor	2	HPJ-E21	
6	D108-148-000	klxy-06-02	Sensor cover board	8	Stainless steel δ1.5	
7	D108-614-000	klxy-06-03	Sensor protect board	8	Clarity PVC	
8	D108-445-000	21503000032	Receiver sensor	2	HPJ-R21	

8.11 Coin Counter & Electrical Box：

1

Coin counter Ticket counter

- Volume   +

Ticket Reset

2 3 4   5

6   7

ON
OFF

Fuse T5A

AC220V

8 9
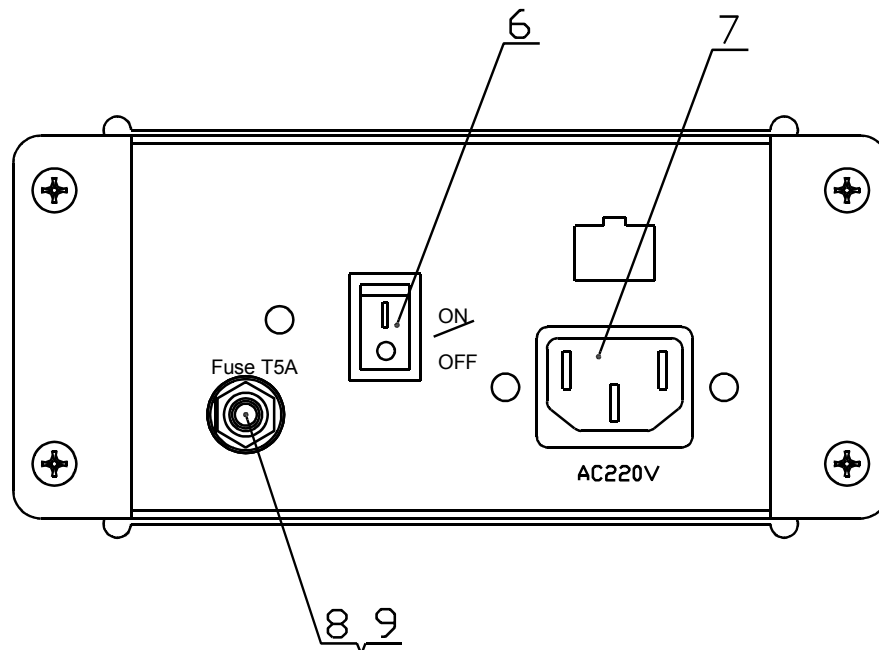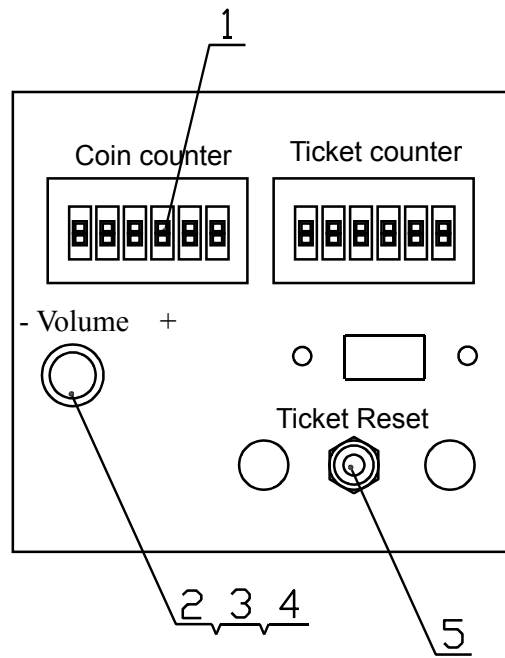
No.	Part No.	Code	Name	Qty.	Spec.	Note
1	D108-446-000	23000000005	Counter	1	C-012　DC12V	
2	D108-447-000	22403000001	Pot. knob	1	Black	
3	D108-448-000	22501000017	Potentiometer		RB1K	
4	D108-449-000	21709000002	Pot. Connect board	1	VR.PCB	
5	D108-450-000	22402010002	Button	1	PB：11C02R（Red）	
6	D108-451-000	22601000005	SW Fuse	1	T125/55	
7	D108-452-000	23200000001	Noise filter	1	10SS1-PB 115/250V10A	
8	D108-453-000	21901000012	Fuse	1	Φ5×20mm T5A 250VAC	
9	D108-454-000	21902000006	Fuse holder	1	R3-11 110V/250V/10A	

8.10 Electrical Part：
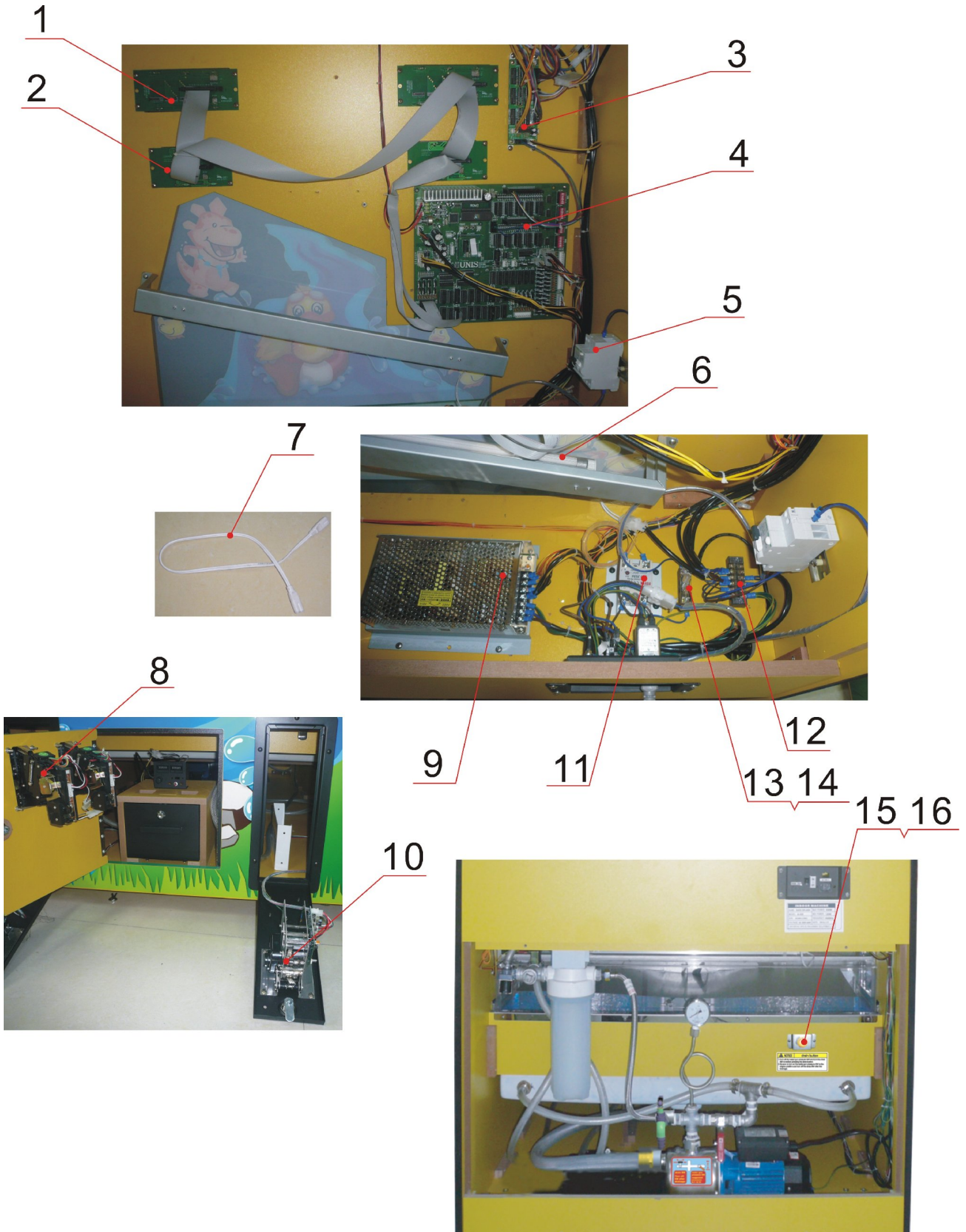
No.	Part No.	Code	Name	Qty.	Spec.	Note
1	D108-801-000	21706000037	3 LED PCB	2	LED23B3.PCB	
2	D108-802-000	21706000047	2 LED PCB	2	LED07A23.PCB	
3	D108-803-000	21704000214	Lamp control board	1	LED CON-DDL.PCB(V1.1	
4	D108-804-000	21701000014	Main board	1	PLAYV9	
5	D108-455-000	22601000071	Leakage protection switch	1	30mA Vigi DPN ELE	
6	D108-456-000	22006000003	T5 fluorescent lamp	1	T5-13W 220V	
7	D108-805-000	23301000009	Lamp connect line	2	L=30CM	
8	D108-404-000	22301000001	Coin machine	2		
9	D108-457-000	21602000004	Power supply	1	EPT-S150S12(12V/12.5A)	
10	D108-458-000	23100000006	Ticket machine	2	CL-022Q-386	
11	D108-459-000	22140000002	Relay	1	SSR-25DA	
12	D108-460-000	21902000030	Line board	1	TB-1506	
13	D108-461-000	21901000009	Fuse	1	φ6×30mm T5A 250VAC	
14	D108-462-000	21902000015	Fuse hold	1	FS-10	
15	D108-463-000		Drain button	1		
16	D108-149-000		Button holder	1		

9.11 Game Decals：

Front ：

Back :

⚠ **WARNING**
㉑

T5A
㉒

FUSE T5A
㉓

ON | OFF
㉔

AC 220 V
㉕

⚠ **NOTICE** | **drain button**
1. Turn off the water gun pressure SW and turn the drain SW on before pressing the drain button.
2. Be sure to turn on the water gun pressure SW to the original position and turn off the drain SW after the drainage.

㉚
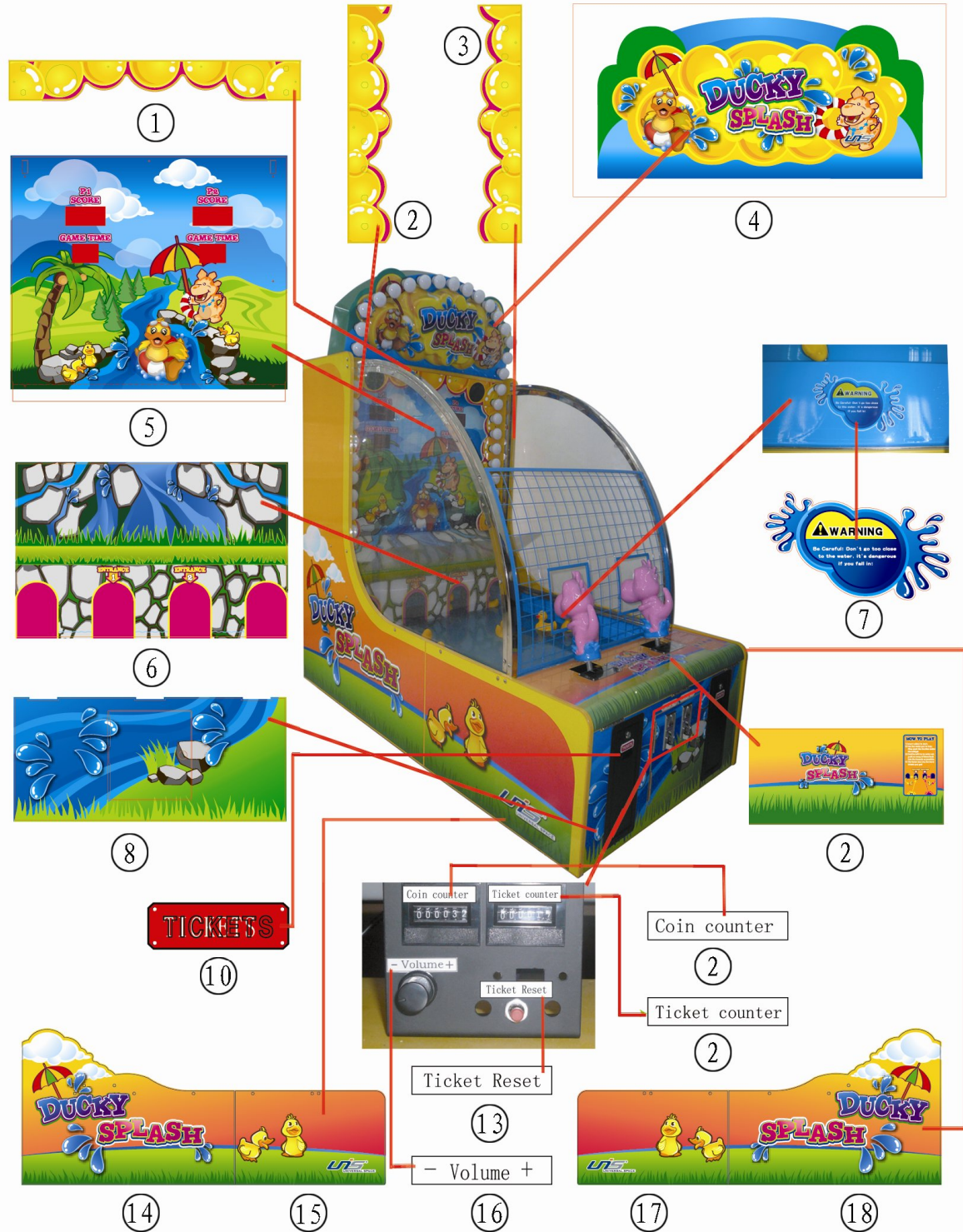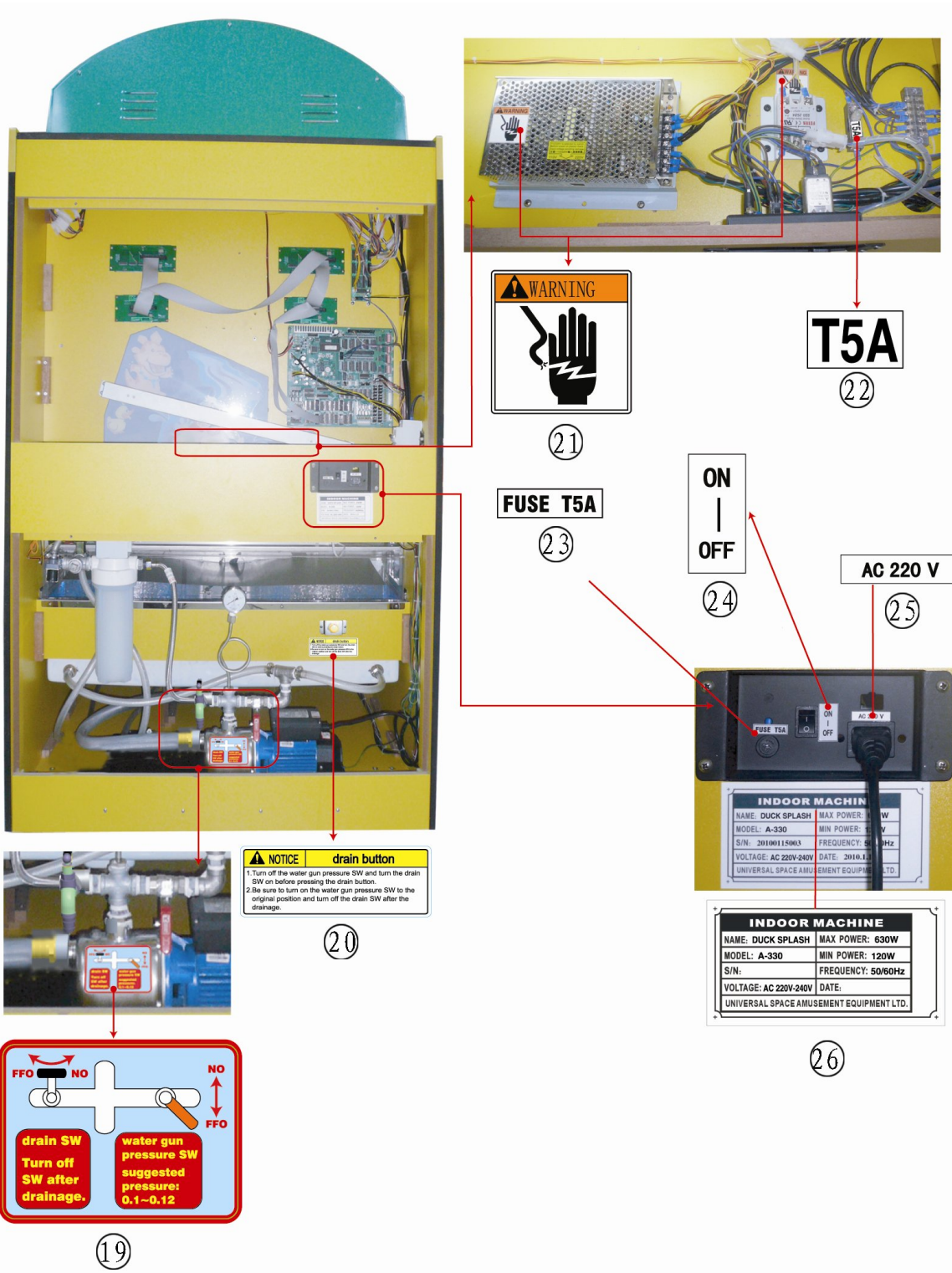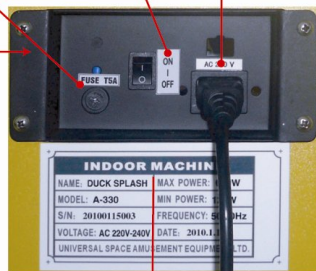
INDOOR MACHINE	
NAME: DUCK SPLASH	MAX POWER: 630W
MODEL: A-330	MIN POWER: 120W
S/N:	FREQUENCY: 50/60Hz
VOLTAGE: AC 220V-240V	DATE:
UNIVERSAL SPACE AMUSEMENT EQUIPMENT LTD.	

㉖

FFO ⟷ NO   **NO ↑↓ FFO**

drain SW Turn off SW after drainage. | **water gun pressure SW** suggested pressure: 0.1~0.12

⑲
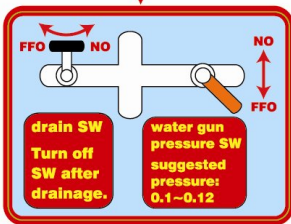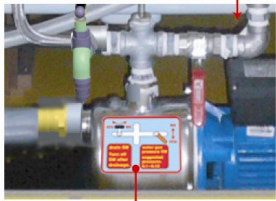
No.	Part No.	Code	Name	Spec.	Qty.	Note
01	D108-701-000	KLXY-HM-04	U_board menu	976×136 (PVC100u)	1	
02	D108-702-000	KLXY-HM-06	L_board menu	126×676 (PVC100u)	1	
03	D108-703-000	KLXY-HM-05	R_board menu	126×676 (PVC100u)	1	
04	D108-704-000	KLXY-HM-02	Header menu	3MM	1	
05	D108-705-000	KLXY-HM-01	Main menu	3MM	1	
06	D108-706-000	KLXY-HM-03	Hole menu	960×620 3MM	1	
07	D108-707-000	KLXY-HM-20	Warning menu	300×174 (PVC100u)	1	
08	D108-708-000	KLXY-HM-08	Front door menu	976×446 (PVC100u)	1	
09	D108-709-000	KLXY-HM-07	Sconsole menu	964×406(δ0.2PVC)	1	
10	D108-710-000	TY-HM-34	Ticket payout decal	62×20 (100u)	2	
11	D108-711-000	TY-HM-01	Coin counter decal	30×6 (PVC100u)	1	
12	D108-712-000	TY-HM-02	Ticket counter decal	30×6 (PVC100u)	1	
13	D108-713-000	TY-HM-08	Ticket reset decal	30×6 (PVC100u)	1	
14	D108-714-000	KLXY-HM-10	L_board back menu	1130×1585 (PVC100u)	1	
15	D108-715-000	KLXY-HM-09	L_board front menu	800×500 (PVC100u)	1	
16	D108-716-000	TY-HM-03	Volume decal	30×6 (PVC100u)	1	
17	D108-717-000	KLXY-HM-11	R_board back menu	800×500(PVC100u)	1	
18	D108-718-000	KLXY-HM-12	R_board front menu	1130×1585 (PVC100u)	1	
19	D108-719-000	KLXY-HM-21	Notice decal		1	
20	D108-720-000	KLXY-HM-19	description menu	95×70 (PVC100u)	1	
21	D108-721-000	TY-HM-36	High voltage decal (small)	41×42 (PVC100u)	2	
22	D108-722-000	KLXY-HM-13	T5A decal	20×12 (PVC100u)	1	
	D108-723-000	KLXY-HM-14	T10A decal	20×12 (PVC100u)		
23	D108-724-000	TY-HM-11	Fuse T5A decal	22×6 (PVC100u)	1	
	D108-725-000	TY-HM-14	Fuse T10A decal	22×6 (PVC100u)		
24	D108-726-000	TY-HM-16	Power SW decal A	12×25 (PVC100u)	1	
25	D108-727-000	TY-HM-41	Label 220V	25×6 (PVC100u)	1	
	D108-729-000	TY-HM-40	Label 110V	25×6 (PVC100u)		
26	D108-730-000	KLXY-HM-17	220V nameplate	128×68 δ0.5	1	
	D108-731-000	KLXY-HM-18	110V nameplate	128×68 δ0.5		
	D108-732-000	KLXY-HM-15	CE authentication nameplate	128×68 δ0.5		
	D108-733-000	KLXY-HM-16	FCC authentication nameplate	248×68 δ0.5		

Have Questions? Contact us!

www.zs-shiyu.com

www.universal-space.com

Canada Office Parts & Service

+1-905-477-2823

Email: service@universal-space.com