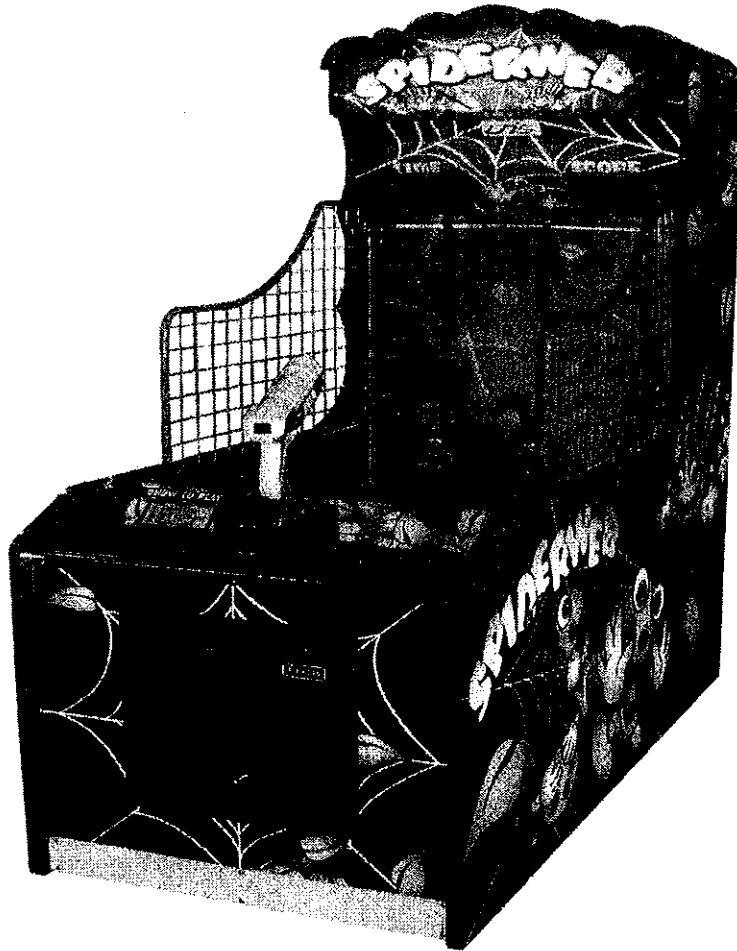


# Operation Manual

# SPIDER WEB



 **WARNING**

Be sure read this Operation Manual before using your machine to ensure safe operation.

**US**

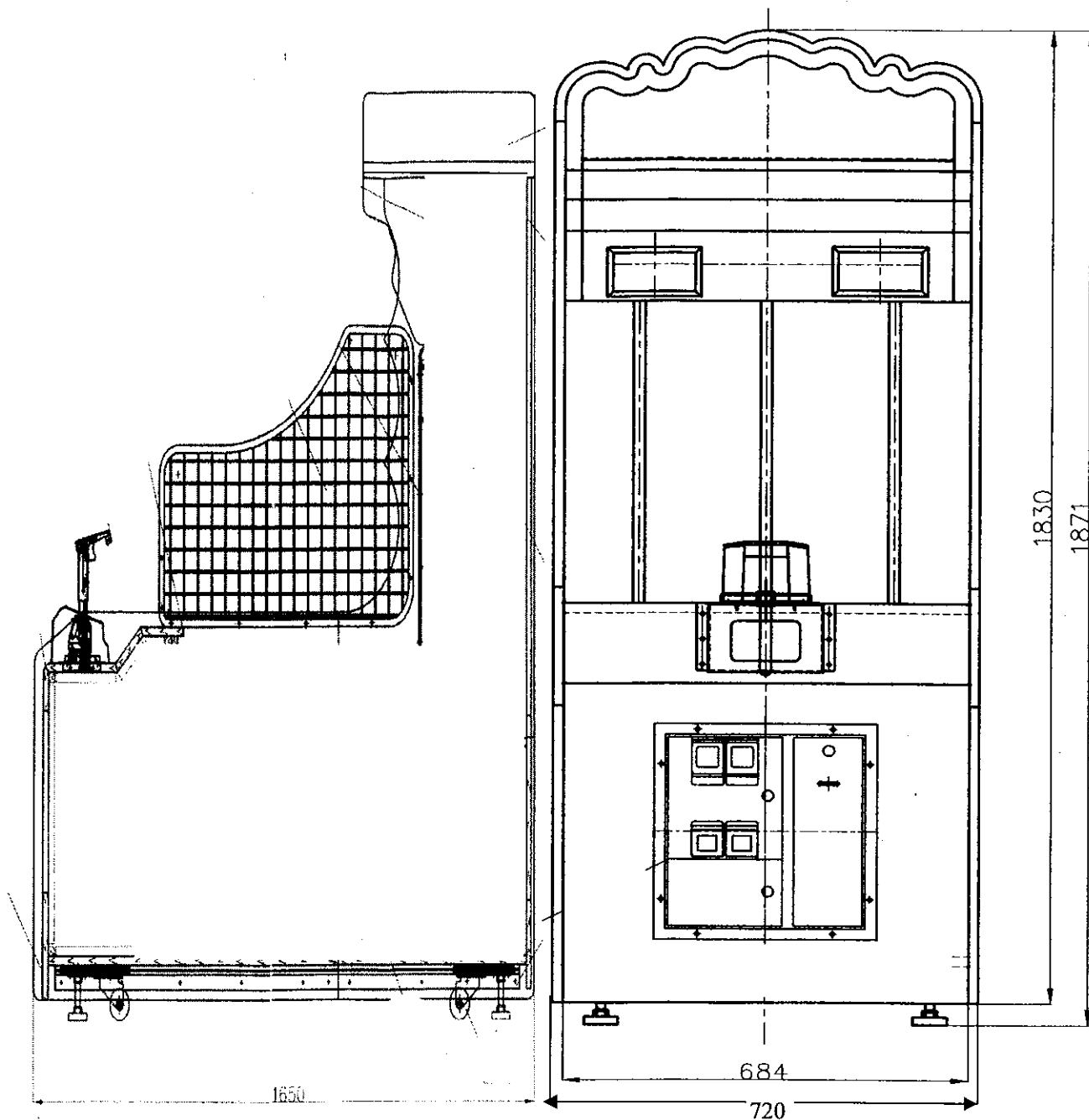
UNIVERSAL SPACE

AMUSEMENT EQUIPMENT LTD.

2005

# 1. Specification

- (1) Rated power supply : AC110V/220V 50/60Hz  
(Note: As the actual voltage, please refer the label of the machine.)
- (2) Power Consumption : Min60W Max 405W
- (3) Dimensions : W720×D1650×H1830(mm)
- (4) Weight : about 130kg
- (5) Environment Condition: Temperature(indoor): -10°C~+40°C
  - : Humidity: ≤90%
  - : Atmospheric pressure: 86Pa~106Pa







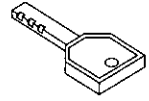




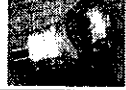




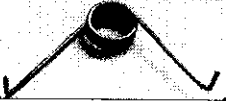
**Note: Game parameters are subject change without notice.**

## 2 Package contents

Be sure to check that you have received all packages indicated below.

### (1) Body Assembly: 1 unit

### (2) Accessories:

No.	NAME	SPEC.	Q' TY	UNIT	GRAPHIC	NOTE
1	Wire Cable	15A/250V 1.8m	1	PCS		
2	Fuse	3A/250V $\Phi$ 5-20	2	PCS		For AC220V
		6A/125V $\Phi$ 5-20				For AC110V
3	Manual	ENGLISH	1	PCS		
4	KEY	171	2	PCS		Maintenance Door
		2222	2	PCS		Cion BOX
5	Micro Switch (FTM)	MN2-0306D	4	PCS		
6	Micro Switch (FTM)	SM3-0311C	1	PCS		
7	Sensor	HJ18-M53	1	PCS		
		HJ18-M53DNH	1	PCS		
8	Spot Light	R11 12V/20W	1	PCS		
9	Bulbs	12V/8W(2 Pins)	5	PCS		
10	Wrench	CR-V2.0	1	PCS		
11	Belt	860XL-9.8	2	PCS		
12	Trigger spring	ZZW. 03-02-07 (Add1)	1	PCS		
		ZZW. 03-02-07 (add2)	1	PCS		

### 3 Installation

**! WARNING**

- For indoor use only!

#### 3-1. Locations to avoid installing

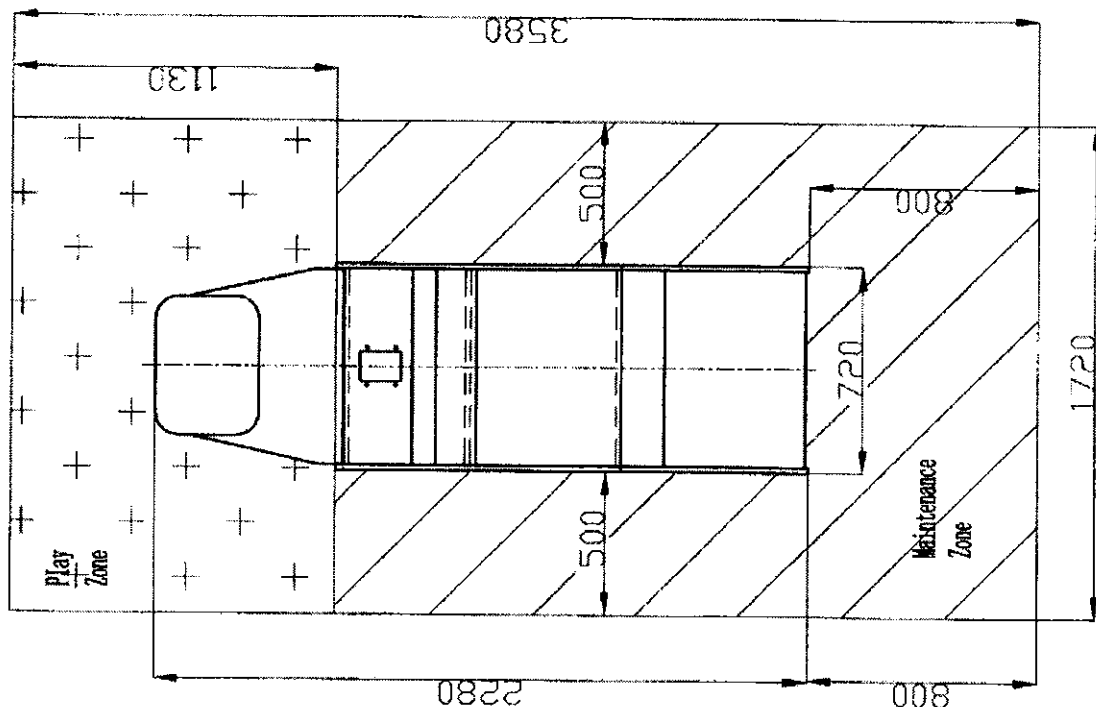
**! WARNING**

This machine is designed for indoor use only. Never install this machine outdoors or at any of the following

- Places where dew may develop due to temperature differences
- Locations close to hazardous article
- Locations close to a heating instrument
- Close to instruments that can easily catch fire
- Unstable or vibrating places
- Damp or dust places.

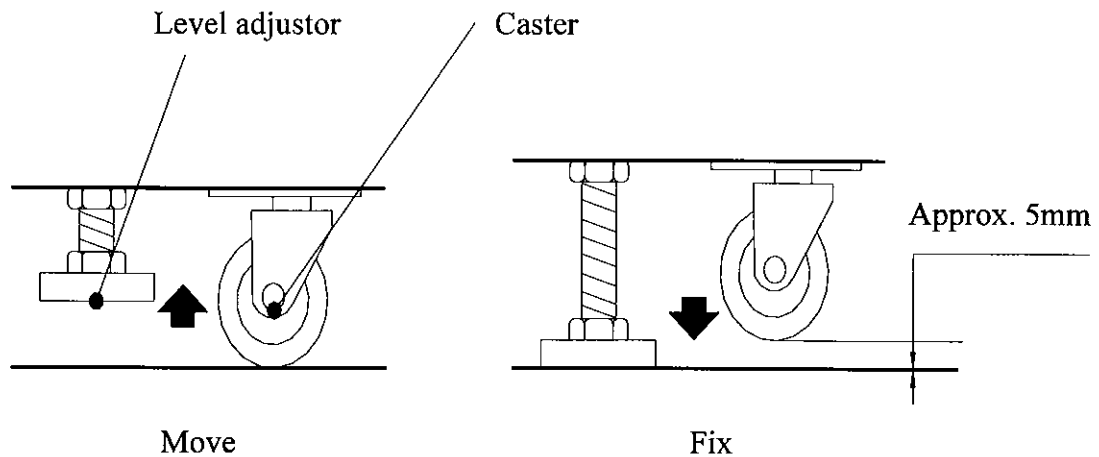
#### 3-2. Play Zone

This machine requires space for playing the game, (play zone), and for maintenance, (maintenance zone), as shown below. Be sure to leave enough space when installing the machine.



### 3-3. Game Leveling

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



2. When moving to far distance, the machine must be packed. When packing or binding the machine, it must be packed with a bolster on surface in order to protect the machine.

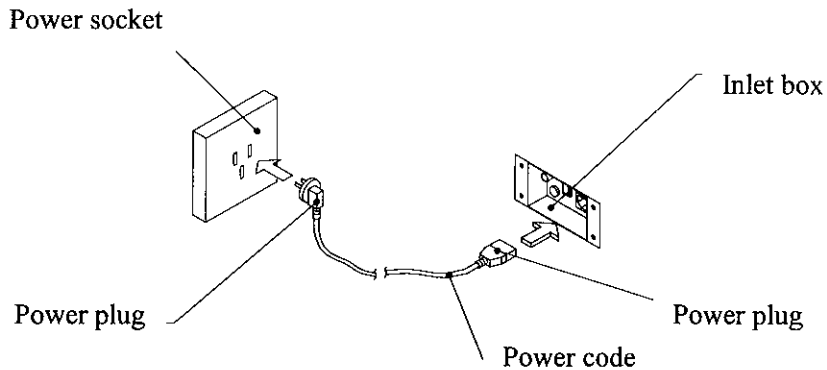
#### WARNING

- Unplug game before moving.
- The unbending moving, turnover and transport will attain the machine.

### 3-4. Maintenance

Open the rear door or upper rear door of the machine can maintain inside.

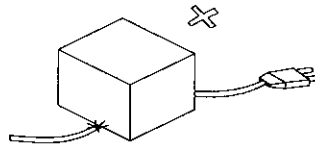
## 4. Connecting the power cord



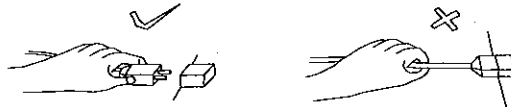
1. Insert the socket end of power cord into the power input of the game.
2. Insert the power cord plug into a service outlet.

### **⚠ WARNING**

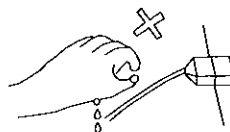
- Do not put heavy items on power cord.



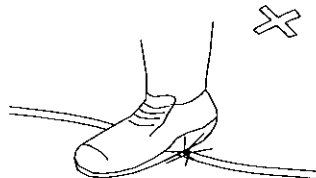
- Hold the power plug instead of the wire to draw the power cord out of the socket.



- Do not touch the power plug with a wet hands.



- Do not draw or twist the cord or near a heat source.
- Do not place the cord where the player can easy to touch or kick.



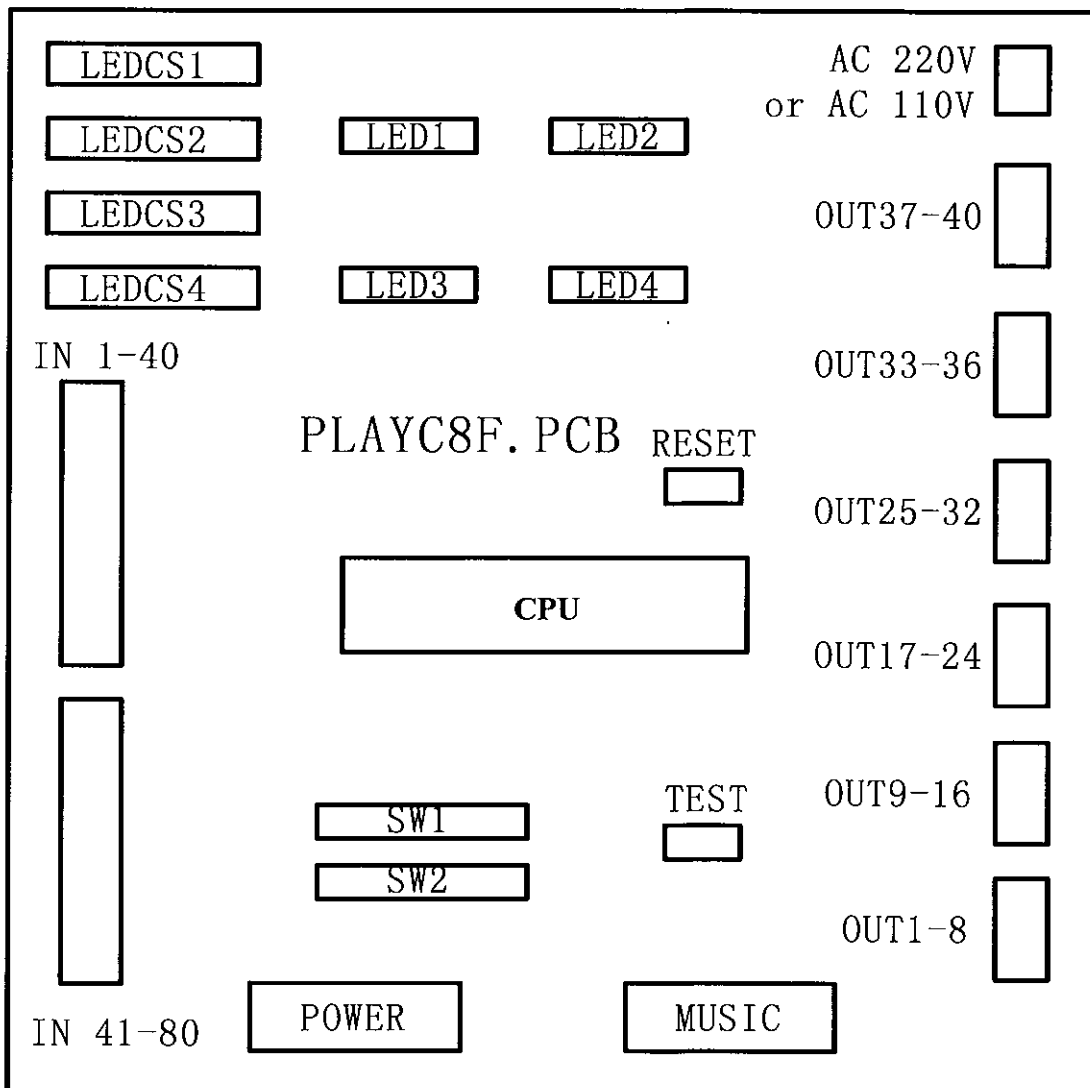
- Run this machine with the correct power configuration.

## 5 Instructions for play

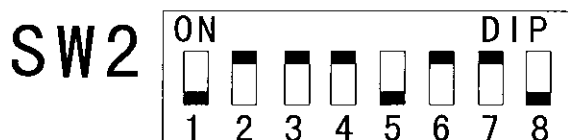
1. Insert coins, the game starts.
2. The spiders will go down to catch the ladybugs and then get back to the top.
3. Player try to aim at the spider target and shoot them.
4. If the player shoot the spider, it will stop for a while and then go on moving.
5. If one of the spiders hold the ladybug to the top, the game is over. You lost.
6. If the time is over and no spiders can get back to the top, you win.

## 6 Switches control signal and illuminate

- 1 Refer the attached I/O chart and the schematic.
- 2 To adjust DIP, please refer the I/O chart. The initial setting is in capitalization.
- 3 Main board:



## Adjust DIP: (the initial setting)



The above are subject change without notice.

## 7 Parameters setting

### (1) Coin per game:

	Option	SW11	SW12	Note
SW11	1	<b>ON</b>	<b>ON</b>	1 coin for 1 game
~	2	off	off	2 coins for 1 game
SW12	3	on	off	3 coins for 1 game
	4	off	off	4 coins for 1 game

### (2) Play time:

	Option	SW13	SW14	Note
SW13	45s	on	on	45 seconds per game
~	60s	<b>OFF</b>	<b>ON</b>	60 seconds per game
SW14	75s	on	off	75 seconds per game
	90s	off	off	90 seconds per game

### (3) Difficulty adjust:

	Option	SW13	SW14	Note
SW15	Easy	on	on	
~	Mid	<b>OFF</b>	<b>ON</b>	
SW16	Difficult	on	off	
	Most Dif	off	off	

\* Regarding to the setting of the game, please refer the I/O chart which attach to the machine.

## **8 Maintenance and inspections**

### **1. Remove power before servicing game.**

To avoid short circuit, the power must be removed before touching inside. If you have to switch on the power, please refer the operation manual.

### **2. Choose the appropriate replacement parts.**

Using the wrong parts will lead to short circuit or break down the main board.

### **3. Do not unbending remove, install or change equipment.**

It will lead to short circuit and machine malfunction even can bring a fire.

### **4. Do not put vases with water, cups or containers on the machine. Also chemical or heavy items are not allowed.**

The spill will cause short circuit, and people will be injured by the falling items which also can destroy the machine.

### **5. Do not place any items in front of the air outlet of the machine.**

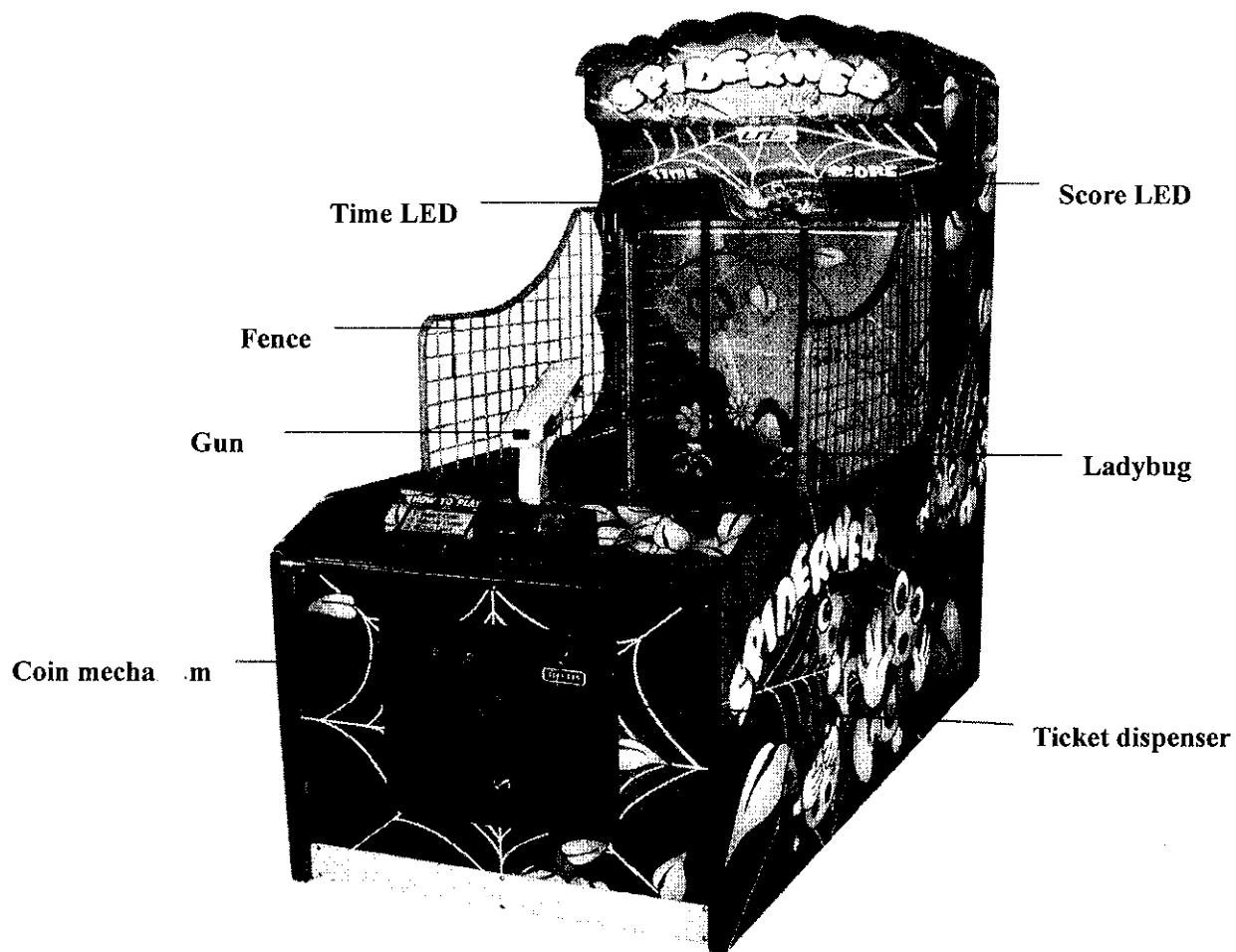
Or it will cause the temperature higher inside and affect the game even break down the machine.

### **6. Do not unbending maintain the machine.**

Because it can cause short circuit and lose control of the machine and any other faults.

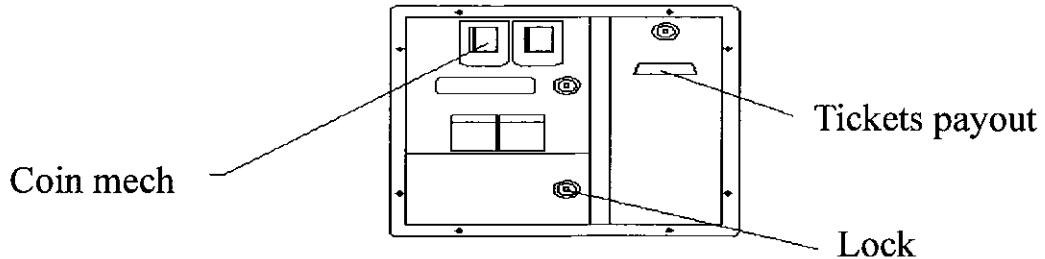
# 9 Overall construction

## 9-1 Game Components



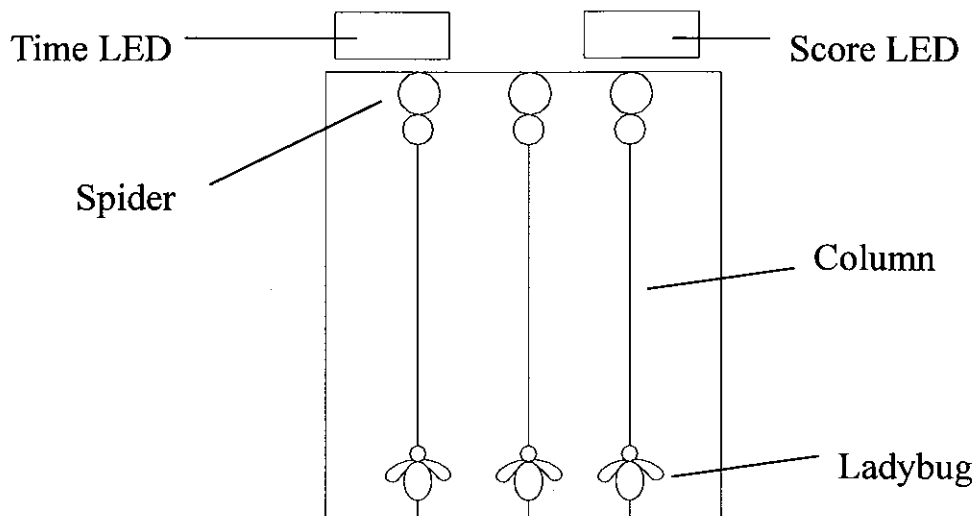
## 9-2 Parts list

### 9-2-1 Front door:



1. Coin mech: Use for insert coins which is fit for this machine.
2. Tickets payout: Tickets will be come out when the game is over.
3. Lock 2222: Open the coin door.

### 9-2-2 Play field:



1. Time LED: Display the playing time.
2. Score LED: Display the score when you hit the ladybugs.
3. Spider: The spiders will coming down when the game starts.
4. Ladybug: The ladybugs will climb towards the spiders.
5. Column: All spiders and ladybugs will move along the columns.

### 9-2-3 Power socket:

This machine's supply voltage is  $110V \pm 5\%$  60Hz, or  $220V \pm 5\%$  50Hz".  
For actual supply voltage, please refer the label of the machine.

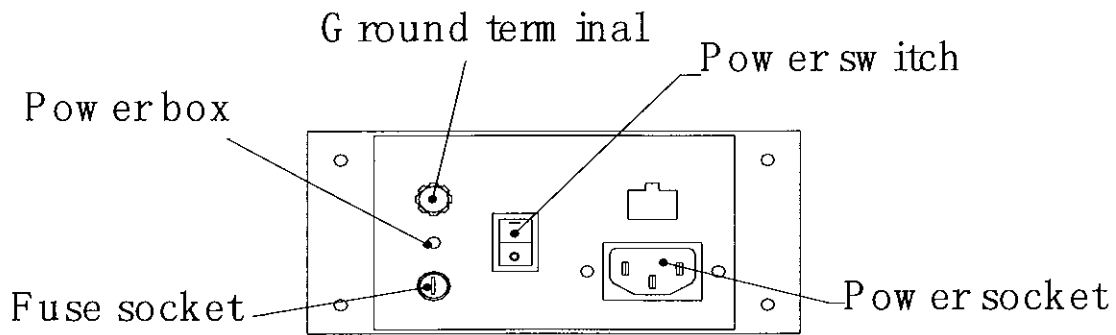
#### Fuse specifications

110V 60Hz use 110V 5A  $\phi$  5-20mm

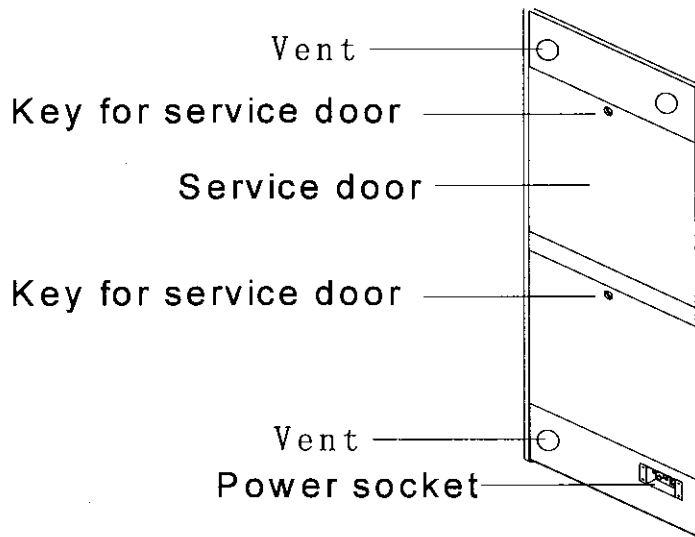
220V 50Hz use 220V 3A  $\phi$  5-20mm

**Power switch: Main game power**

**Ground terminal: Use to connect the ground cord.**



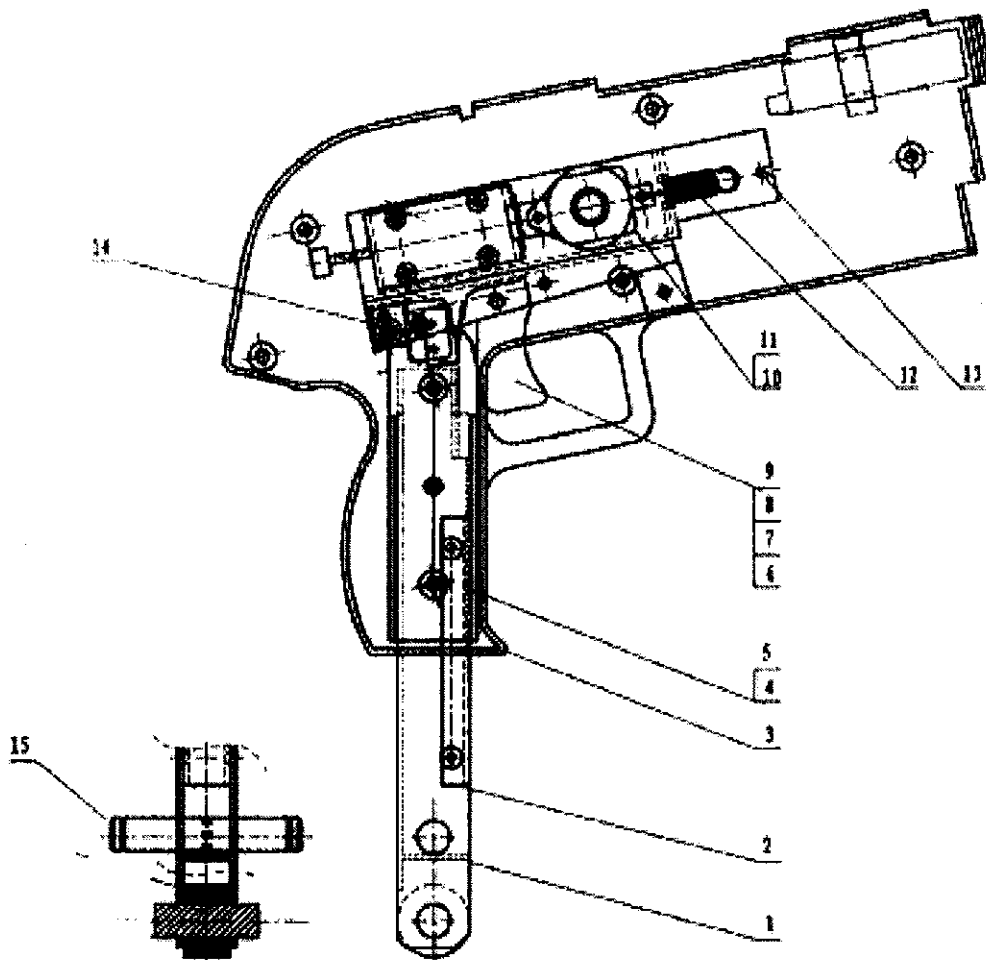
### 9-2-4 The Rear Door:



Open this door to perform maintenance for the internal part of the machine, such as the PCB Board, sound board and the circuit.

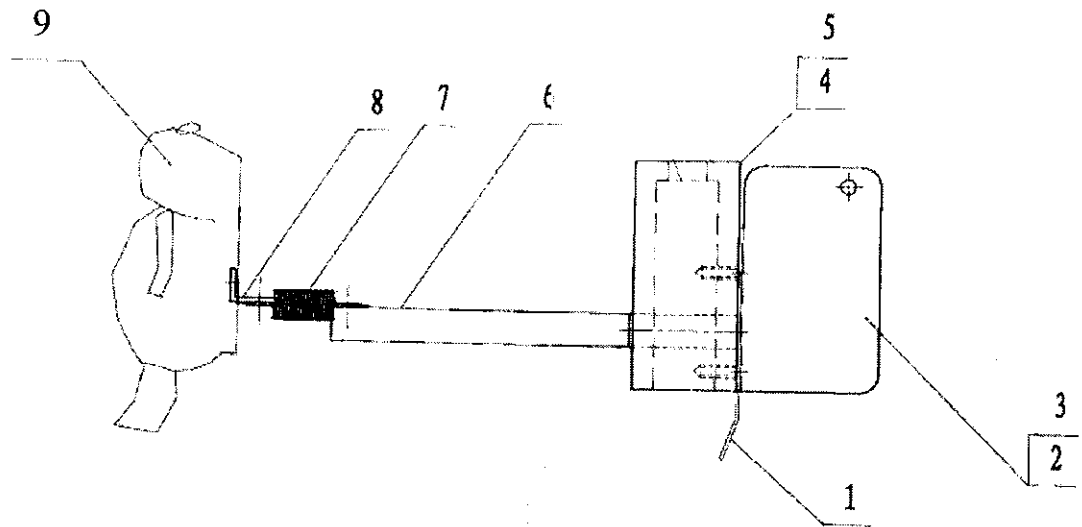
# 10 Game diagrams and schematics

## 10-1 Gun Assembly



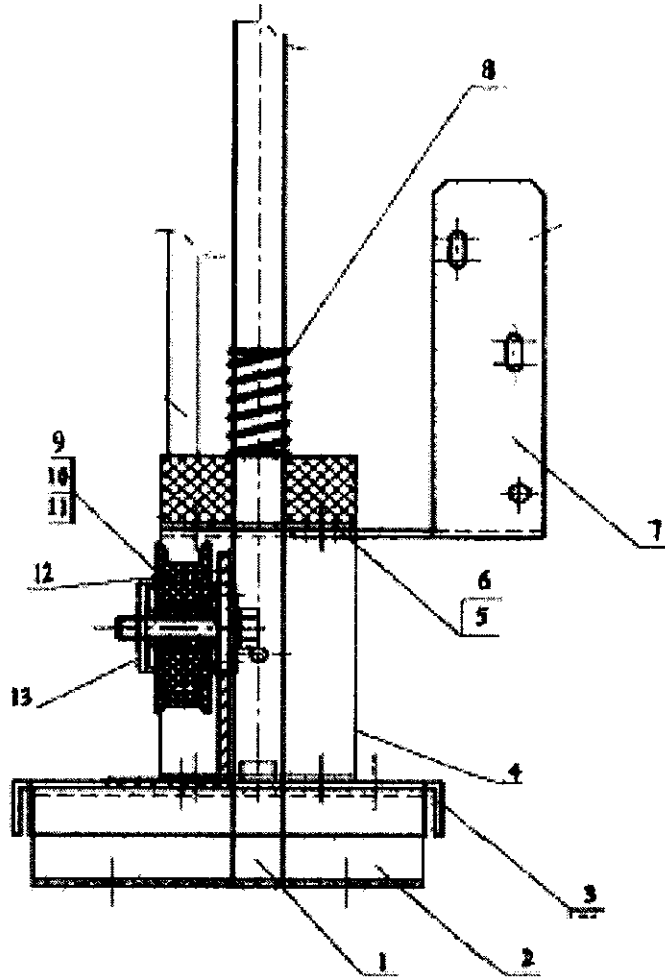
NO	Name	Qty	Specification	Note
1	Gunstock	1		
2	Gunstock bracket	1		
3	Gun	1		
4	Gun bracket-1	1		
5	Gun bracket-2	1		
6	Trigger	1		
7	Trigger pin	1		
8	Trigger spring-1	1	65Mn	
9	Trigger spring-2	1	65Mn	
10	Shake drawplate	1		
11	Shake draw wheel	1		
12	Shake spring	1	65Mn	
13	Shake draw pin	1		
14	Micro SW	1		
15	Gunstock pin	1		

## 10-2 Ladybug Assembly



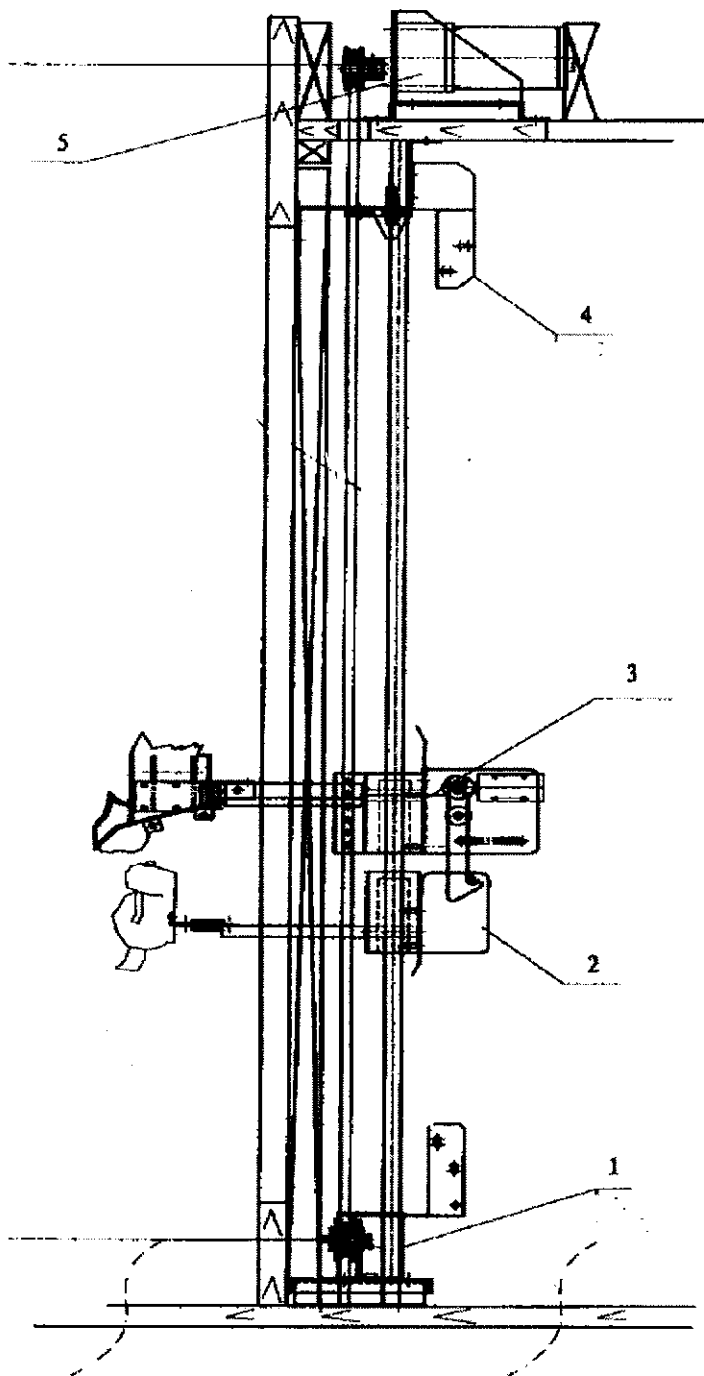
NO	Name	Qty	Specification	Note
1	Switch baffle	6	$\delta=1.5\text{MM}$	
2	Gallows	3	$\delta=1\text{MM}$	
3	Pin	9		
4	Glide block	3	Nylon	
5	Flange	6		
6	Hanging shelf	3	$\delta=1\text{MM}$	
7	Ladybug tension spring	3	65MN	
8	Ladybug bracket	3	$\delta=1.5\text{MM}$	
9	Ladybug	3	plastic	

## 10-3 Base Assembly

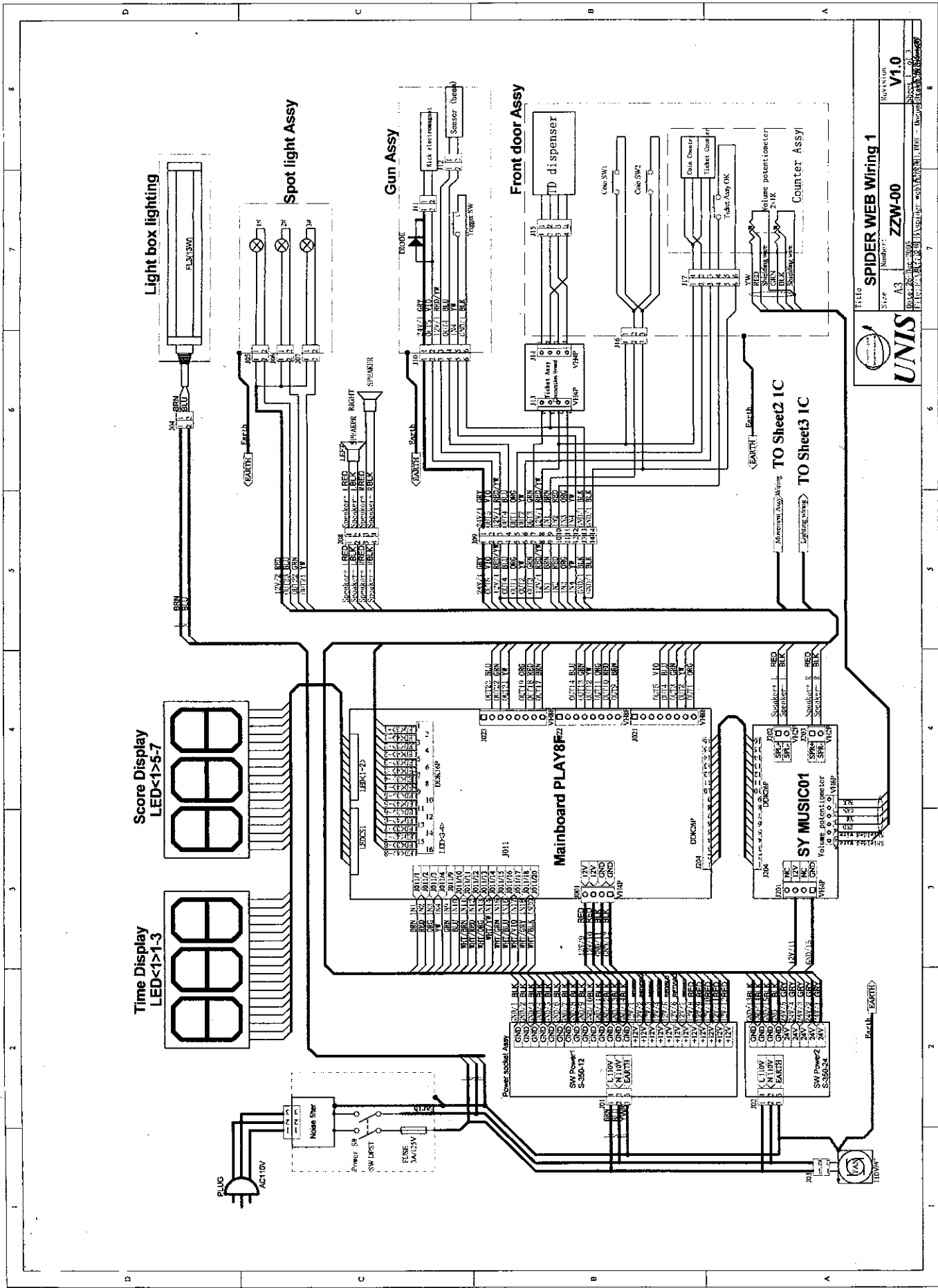


NO	Name	Qty	Specification	Note
1	Guide track	6		
2	Base	3		
3	Upper Base	3		
4	Bracket	6		
5	Slide pressure spring	6	65Mn	
6	Board	3		
7	Vibration damper plate	3	$\delta=15\text{MM}$	
8	Switch	3		
9	Passive belt wheel	3	Nylon	
10	Cover-1	3		
11	Cover-2	3		
12	Passive belt wheel bracket	3		
13	Support bracket	3		

## 10-4 Elevate Assembly



NO	Name	Qty	Specification	Note
1	Base Assy	3	Q235	
2	Passive Assy	3	Q235	
3	Initiative Assy	3	Q235	
4	Upper base Assy	3	Q235	
5	Drive Assy	3	Q235	



**UNIS**

SPIDER WEB Wiring 1

Revision Number: **V1.0**

Size: **A3**    Part Number: **ZZW-00**

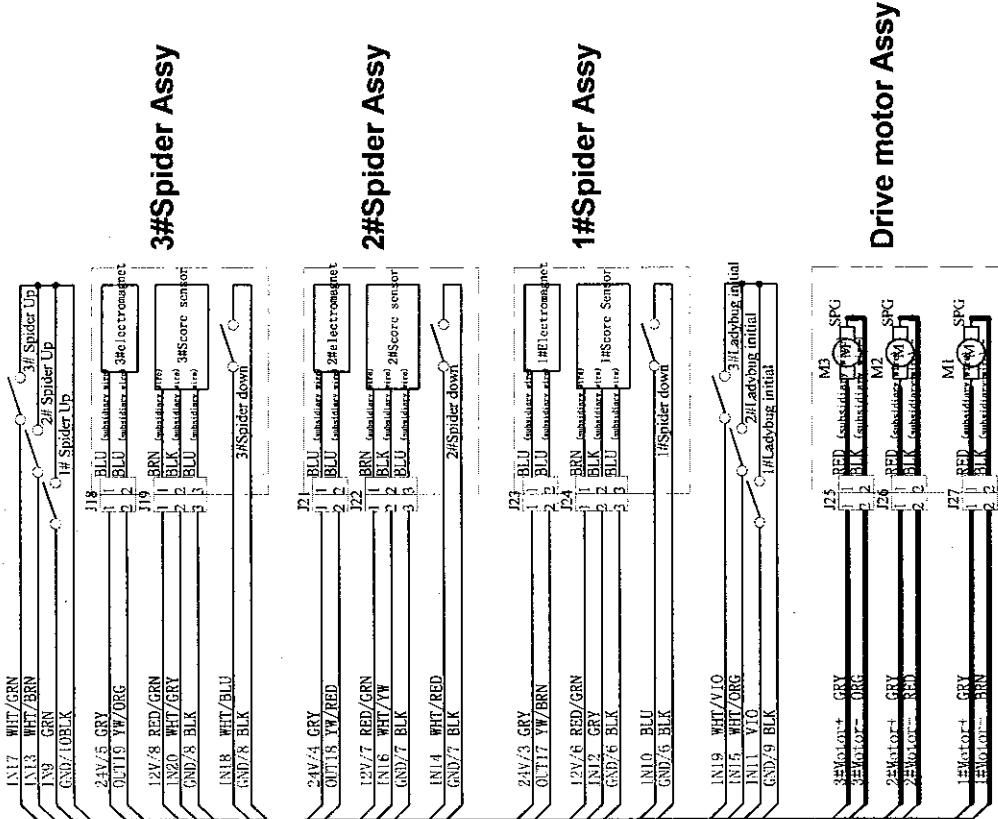
Date: 2005-08-05    Project: 101-3

File: SPIDER WEB WIRING 1.DWG    Drawn: [Name]

1 2 3 4 5 6 7 8

A B C D

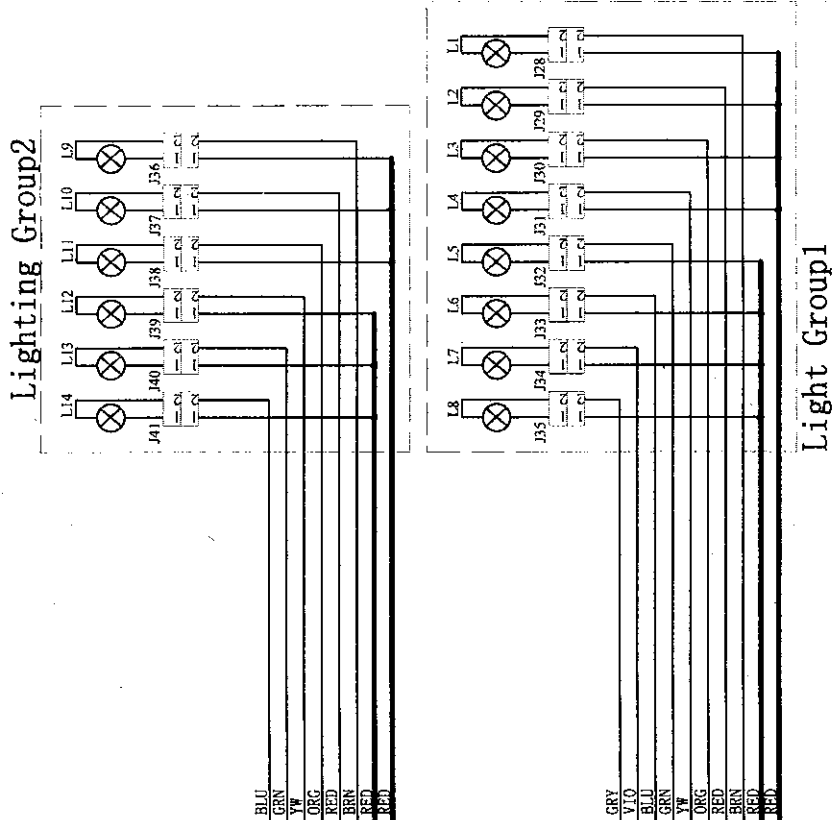
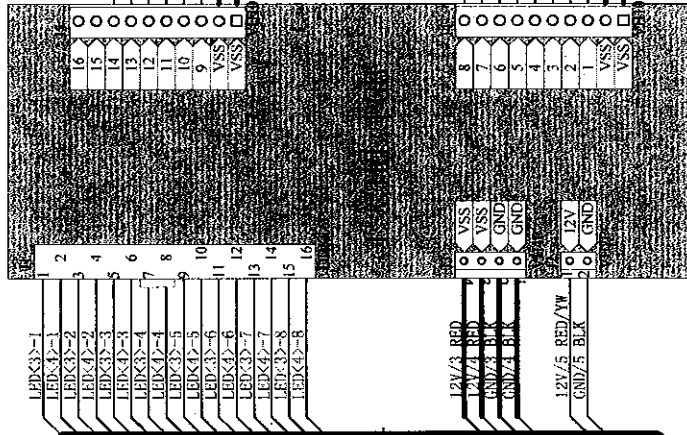
TO Sheet 2 IC    TO Sheet 3 IC



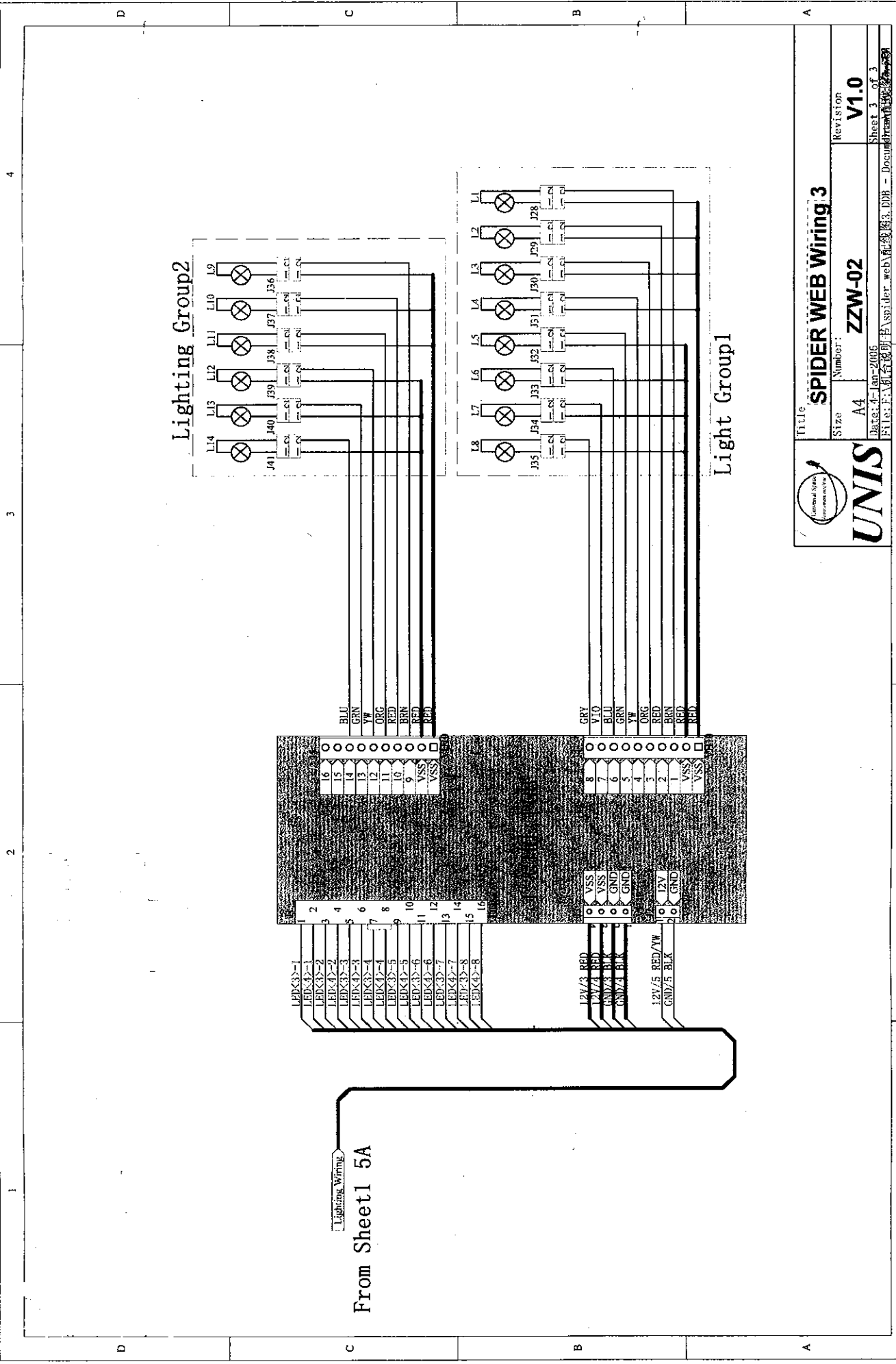
From Sheet 1 5A  
 Movement Assy: WEB

		<b>Title</b> SPIDER WEB Wiring 2
<b>Size</b> A4	<b>Number</b> ZZW-01	<b>Revision</b> V1.0
Date: 28-Dec-2005 File: D:\Document\Spiderweb\WEB2.Ddb - Document		Sheet 2 of 3

From Sheet 5A  
Lighting Wiring



Title	SPIDER WEB Wiring 3	
Size	A4	Revision
Number	ZZW-02	V1.0
Date: 4-Jan-2006		
File: F:\项目资料\蜘蛛网\蜘蛛网3.DWG - Document		



# Spider Web I/O chart V1.3

2005-12-10

Update:2005-6-7

Item	Content	DIP SW							
		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Coin per game	1	ON	ON						
	2	off	on						
	3	on	off						
	4	off	off						
Play time	45S			on	on				
	60S			OFF	ON				
	75S			on	off				
	90S			off	off				
Difficulty adjust	Easy					on	on		
	Mid					OFF	ON		
	Difficult					on	off		
	Most Difficult					off	off		
Demo delay (minute)	0							on	on
	1							off	on
	2							ON	OFF
	5							off	off

**Input:**

INPUT	Content	INPUT	Content	INPUT	Content	INPUT	Content
I1	Coin	I11	1#Ladybug_initial	I21		I31	
I2	Ticket Assy OK	I12	1#Score SW	I22		I32	
I3	Ticket Assy Signal	I13	2#Spider_Up	I23	Message input1	I33	
I4	Gun SW	I14	2#Spider_Down	I24	Message input2	I34	
I5		I15	2#Ladybug_initial	I25		I35	
I6		I16	2#Score SW	I26		I36	
I7		I17	3#Spider_Up	I27		I37	
I8		I18	3#Spider_Down	I28		I38	
I9	1#Spider_UP	I19	3#Ladybug_initial	I29		I39	
I10	1#Spider_Down	I20	3#Score SW	I30		I40	

**Output:**

OUTPUT	Content	OUTPUT	Content	OUTPUT	Content	OUTPUT	Content
OUT1	Coin counter	OUT11	2#Motor up and down	OUT21	1# Lamp	OUT31	3#Ladybug eye light
OUT2	Ticket counter	OUT12	2#Motor direction	OUT22	2# Lamp	OUT32	3#Spider eye light
OUT3	Ticket assy impel	OUT13	3#Motor up and down	OUT23	3# Lamp	OUT33	
OUT4	Gun power	OUT14	3#Motor direction	OUT24		OUT34	
OUT5	Gun kick	OUT15		OUT25	Message output1	OUT35	
OUT6		OUT16		OUT26	Message output2	OUT36	
OUT7		OUT17	1#Spider electromagne	OUT27	1#Ladybug eye light	OUT37	
OUT8		OUT18	2#Spider electromagne	OUT28	1#Spider eye light	OUT38	
OUT9	1#Motor up and down	OUT19	3#Spider electromagne	OUT29	2#Ladybug eye light	OUT39	
OUT10	1#Motor direction	OUT20		OUT30	2#Spider eye light	OUT40	

Item	Content	DIP SW							
		SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
Ticket Score (score/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				
	12	off	off	on	off				
	15	on	on	on	off				
	20	off	on	off	off				
	25	on	off	off	off				
no ticket	off	off	off	off					
The least payout	0				on	on			
	1				OFF	ON			
	2				on	off			
	3				off	off			

**LED Display:**

Time
Score
Place (only for connect ver)
Board with lighting  
LED<1>1-3
LED<1>5-7
LED<1> 8
LED<3>4>

**Wrong Display:**

If the input signal is not normal when you turn on the machine, the number of the SW with display on the LED 1#

**Enter the test program:**

You can enter test program by press the "test" button on the main board.

**The way of test:**

When enter the test program, the LED displays the number from 1 to 8 then stop and displays "8 7 6 5 4 3 2 1" at the same time. It tests that the LED is right or not.  
 Press the "test" button once again, and now the LED displays "1". The LED1,LED2 of 1# station displays the condition of the snap SW.  
 Press the "test" button again, the LED display "2", the LED displays the number of on-off sw.  
 Press the "test" button again, and now it displays "3". It tests the input part and output part.  
 a. OUT1-8: First press the IN9 button then press the input button from IN1 to IN8 button one by one. The output part output the signal.  
 b. OUT9-16: First press the IN10 button then press the input button from IN1 to IN8 button one by one. The output part output the signal.  
 c. OUT17-24: First press the IN11 button then press the input button from IN1 to IN8 one by one. The output part output the signal.  
 d. OUT25-32: First press the IN12 button then press the input button from IN1 to IN8 button one by one. The output part output the signal.  
 e. OUT33-40: First press the IN13 button then press the input button from IN1 to IN8 button one by one. The output part output the signal.  
 Press the "test" button again, the LED display "4". Press IN1-40 button then corresponding out1-40 will output.  
 Press the "test" button again. The LED display "5", the out1-40 output with lighting.

Divide score by number above to payout the required number of tickets.

**Example:**

Content 2 score 100, then 50 ticket payout.