



110V Version



IMPORTANT



Be Sure
to Read this
Manual
Before Use



UNIS TECHNOLOGY

Operation Manual

WE ARE HERE TO ASSIST
For parts and service



Have Questions? Contact us!

UNIS SERVICE CENTER
Tel: 972-241-4263
Email: service@unispartsandservice.com
www.unispartsandservice.com

When contacting Service, you will need the following information and the name of your authorized distributor.

INDOOR MACHINE	
NAME: Power Puck Fever GMP	MAX POWER: 590W
MODEL: A-483	MIN POWER: 335W
S/N:	FREQUENCY: 50/60Hz
VOLTAGE: AC110V ~	DATE:
Guangdong UNIS Technology Co.,Ltd.	

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WIRING DIAGRAM

Thank you for purchasing **Power Puck Fever GMP**. 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 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.

IMPORTANT NOTE:

ALL REPAIRS MUST BE DONE TO ORIGINAL MANUFACTURER SPECIFICATIONS. FAILURE TO DO SO VOID ALL WARRANTIES AND OPERATOR ASSUMES ALL RISKS.

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

1. SPECIFICATIONS

Rated power supply: AC110V 50/60Hz;

Min. Power consumption: 335W

Max. Power consumption: 590W

Dimension: H67.32×W93.11×D60.78 in

H1710×W2365 ×D1544 mm

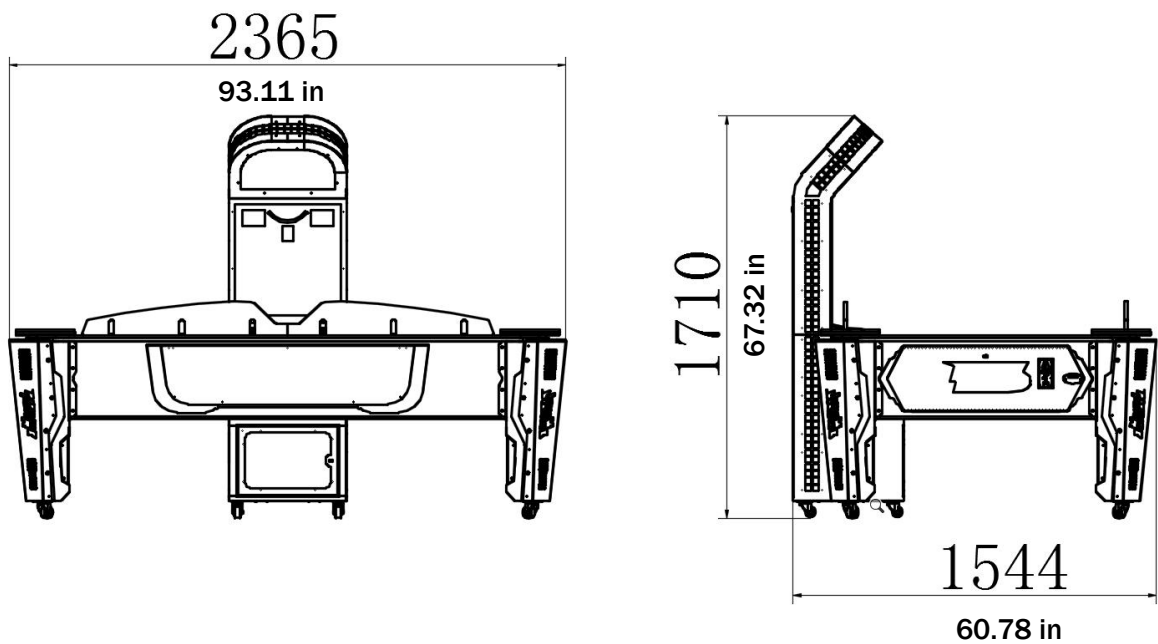
Weight: Approximately 632.72 lb/287 kg

Model No.: A-483

Part NO.: P167









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



Note: Game specifications are subject to change without notice.

2. CONTENTS OF THE ACCESSORY KIT

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

No.	Part No.	Name/SPEC	Picture	Qty
1	P167-0539-00	Manual		1
2	P167-0540-00	Power cord 3×16AWG 3M		1
3	P167-0545-00	MLF168 key		3
4	P167-0542-00	Puck		3 Set (31 pcs per set)
5	P167-0541-00	Mallet		4
6	P167-0529-00	Fuse Φ5×20mm T10A		2
7	P167-0531-00	Led controller	/	1
8	P167-0227-00	Tik. dispenser blanking plate	/	2
9	P167-0228-00	Coin mech. blanking plate	/	2
10	P167-0105-00	Cross recessed tapping screw M4×12	/	45
11	P167-0111-00	Hexagon screw	/	4 set
12	P167-0546-00	Middle barrier fixing plate	/	4
13	P167-0543-00	Hexagon screws (M6*12)	/	45
14	P167-0277-00	Round panel decal A	/	1
15	P167-0278-00	Round panel decal B	/	1
16	P167-0279-00	Round panel decal C	/	1
17	P167-0280-00	Round panel decal D	/	1
18	P167-0103-00	Hexagon flat head screw M4*8	/	8

NOTE: Part models are subject to change without notice.

3. PART NAME

Key Components



4. SET UP & INSTALLATION

⚠ NOTICE

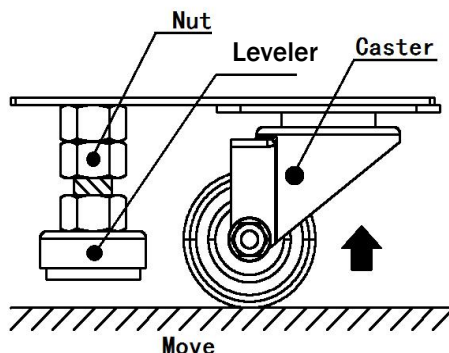
We do not recommend using power tools as they may cause damage.

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

- Refer to IMPORTANT SAFETY INSTRUCTIONS (Pg. 3) 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 Transporting the Game

If you need to move the game, adjust the levelers back to an “up” position.



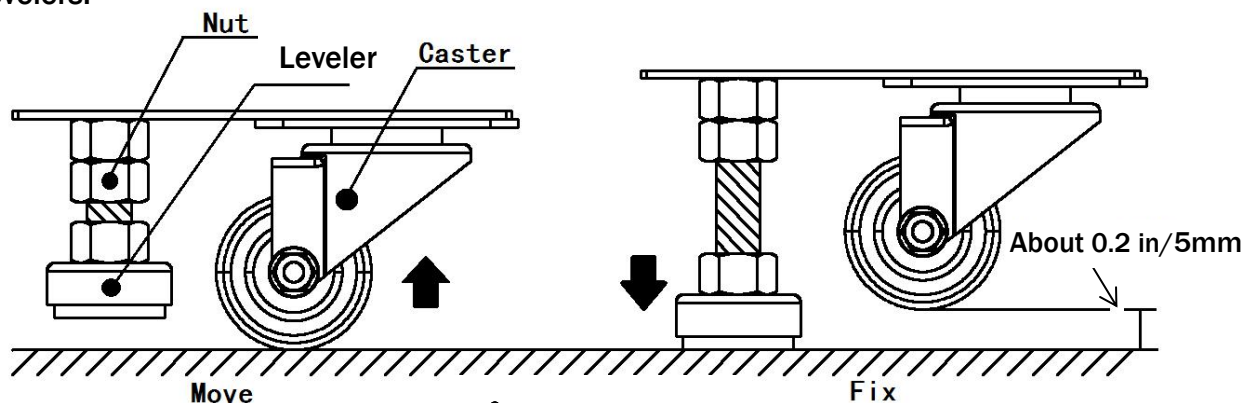
⚠ NOTICE

- Be careful not to damage the machine during transport.
- 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.

4.2 Level Adjustment

Install this game on a flat surface. If the game is installed on an unsuitable floor, it could cause game malfunction.

To secure the game, loosen the nut, utilize wrench to adjust the leveler down until it touches the floor, lifting the casters off the ground by 0.2 in/5mm. Repeat the same for all levelers.



⚠ NOTICE

Make sure the machine is level.

4.3 Play Zone

This machine requires space for playing and for maintenance as shown below.

Leave space around the game upon installation:

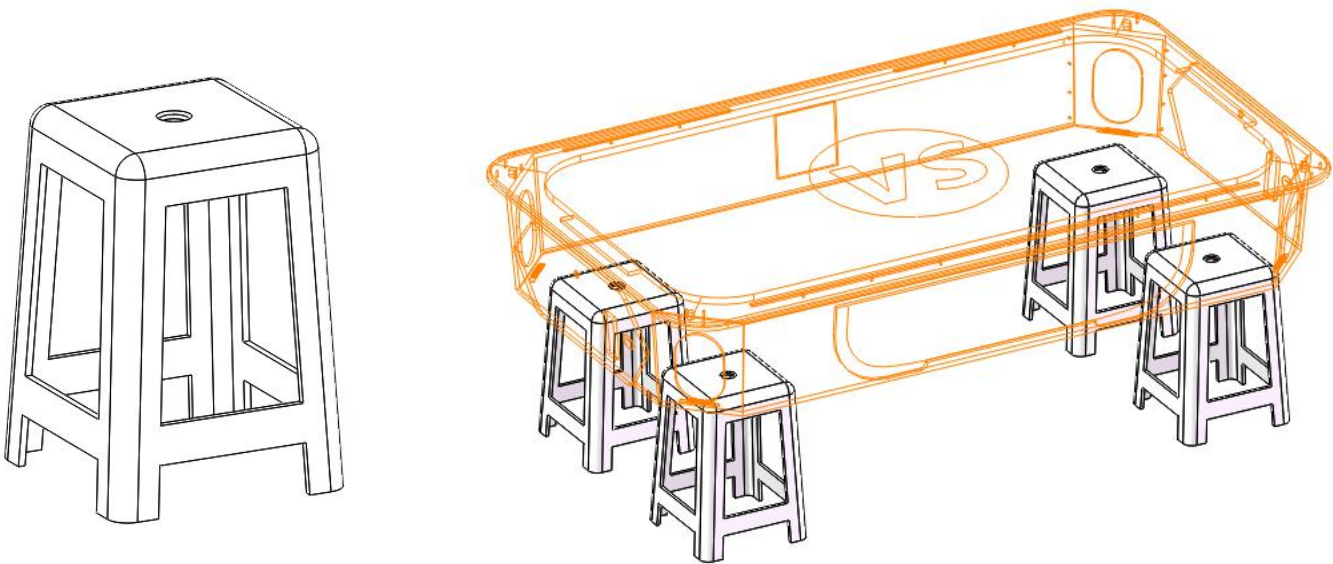
Play area: 500 mm/20in

NOTICE

Your unit must be leveled to operate properly.

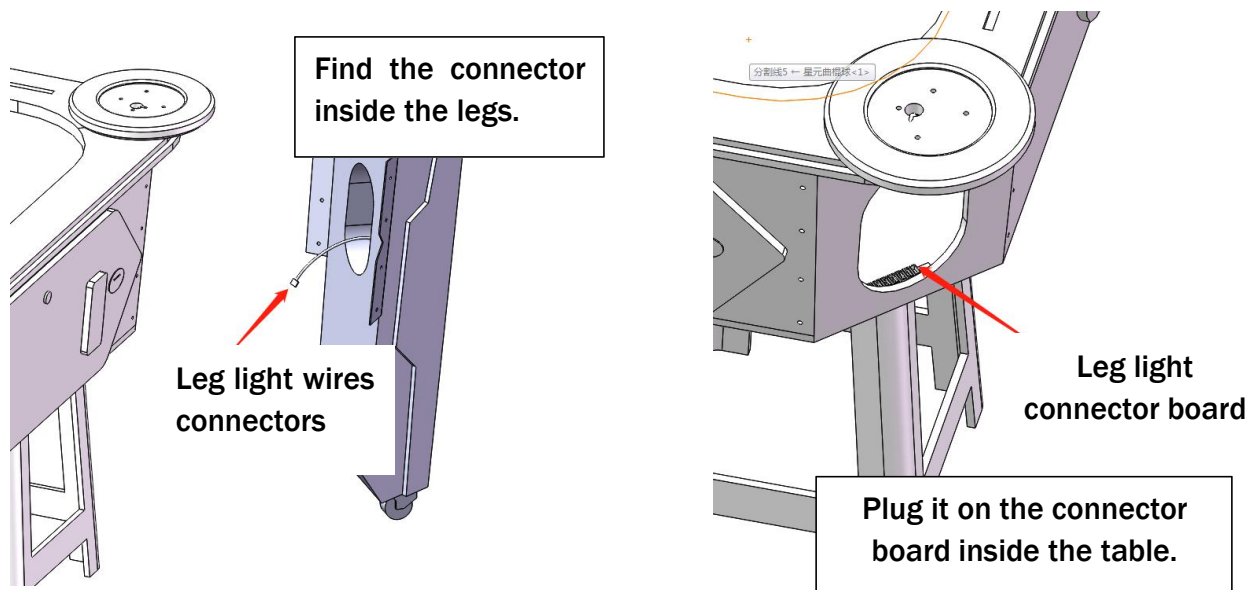
4.4 Machine Installation

Step 1 Prepare 4 stools at least 19.68in (50cm) high, place the table on these 4 stools same as below picture.

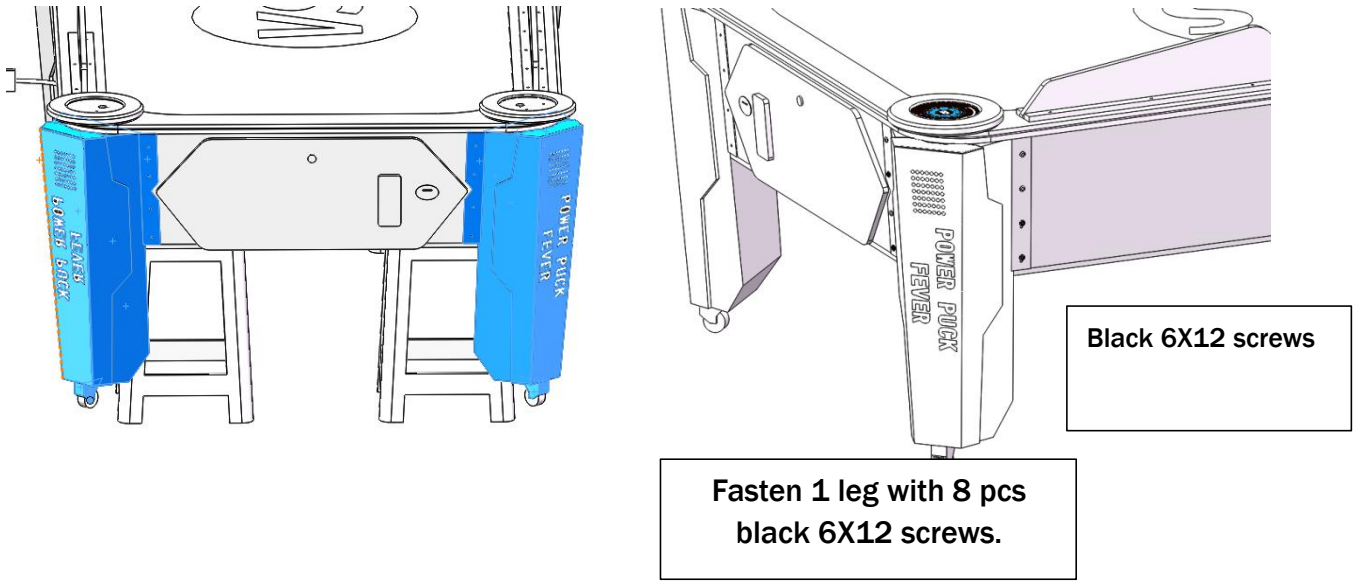


Step 2 Install leg assembly to the table. Plug the 3 light wire connectors on the connector board.

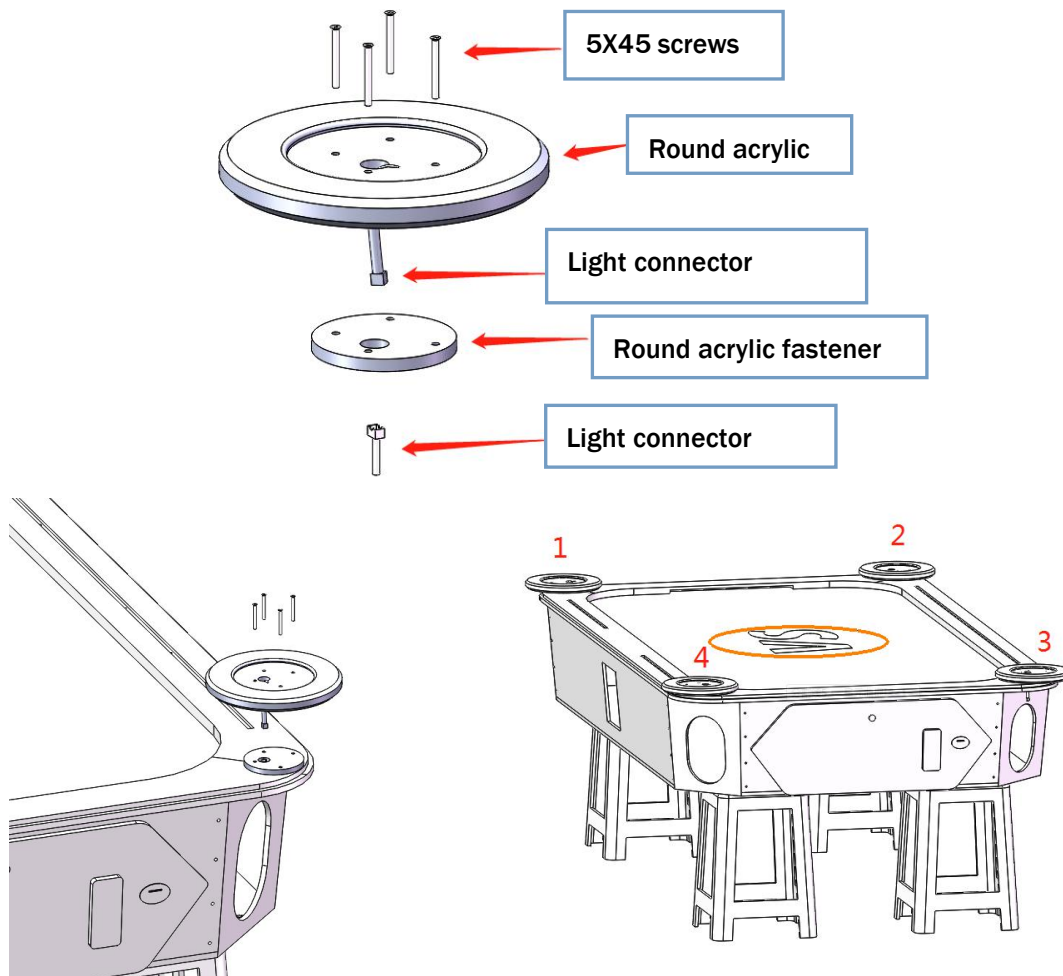
Note: Plug 3 connectors randomly on the connector board.



Step 3 Installation of legs assembly. Utilize screws to secure.

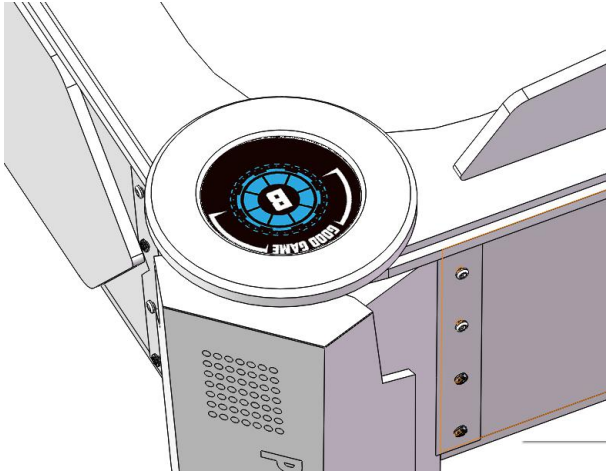


Step 4 Install 4 round acrylics, below is the installation steps.

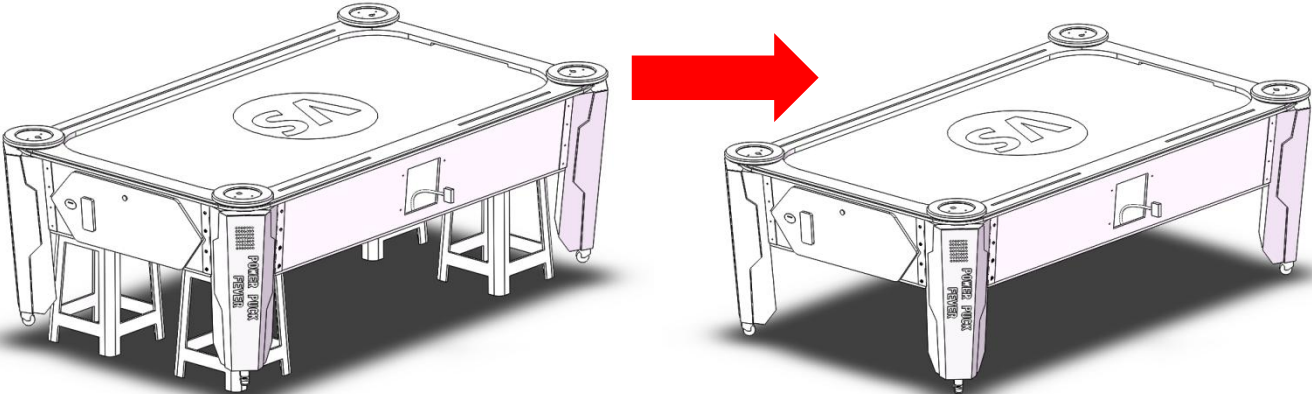


Fasten the round acrylic and round fastener with 5X45 countersunk screws on the 4 corners of table.

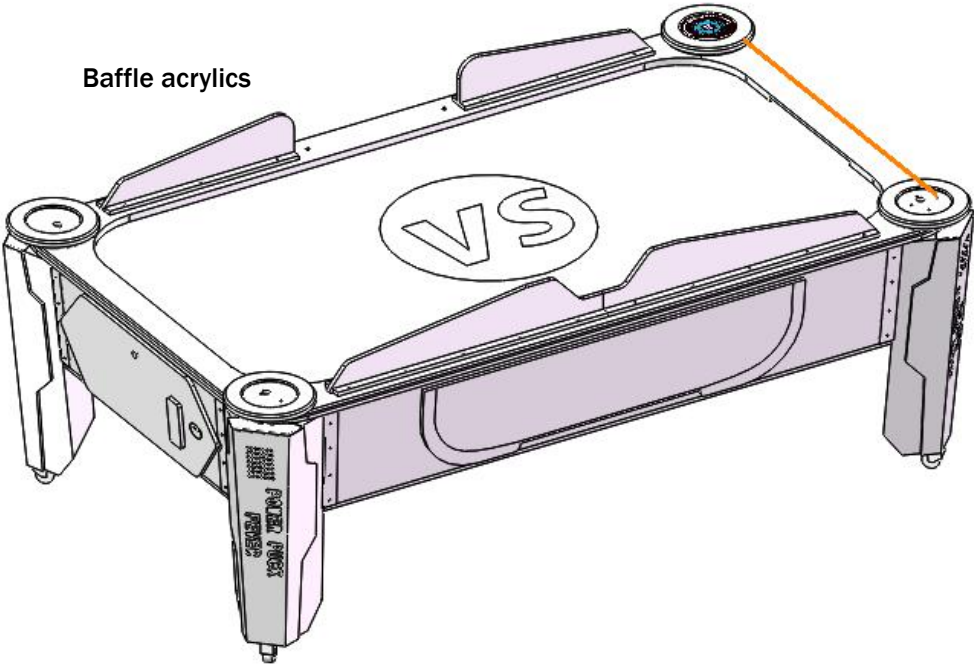
Step 5 Put 4 round stickers on the round acrylic.



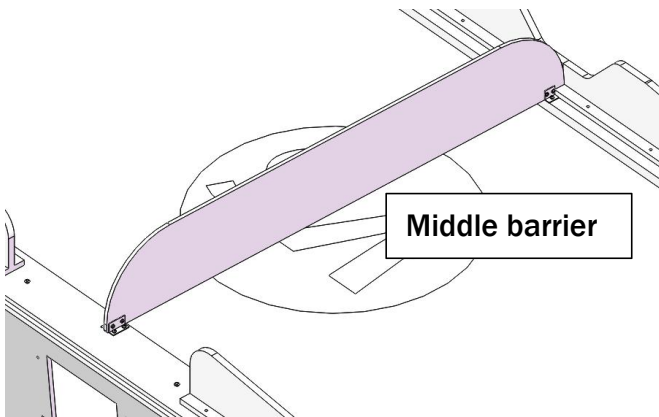
Step 6 Take away the stools after fasten 4 legs same as below pictures.



Step 7 Install 4 table barrier acrylics same as below pictures. Utilize M4*12 screws to secure.

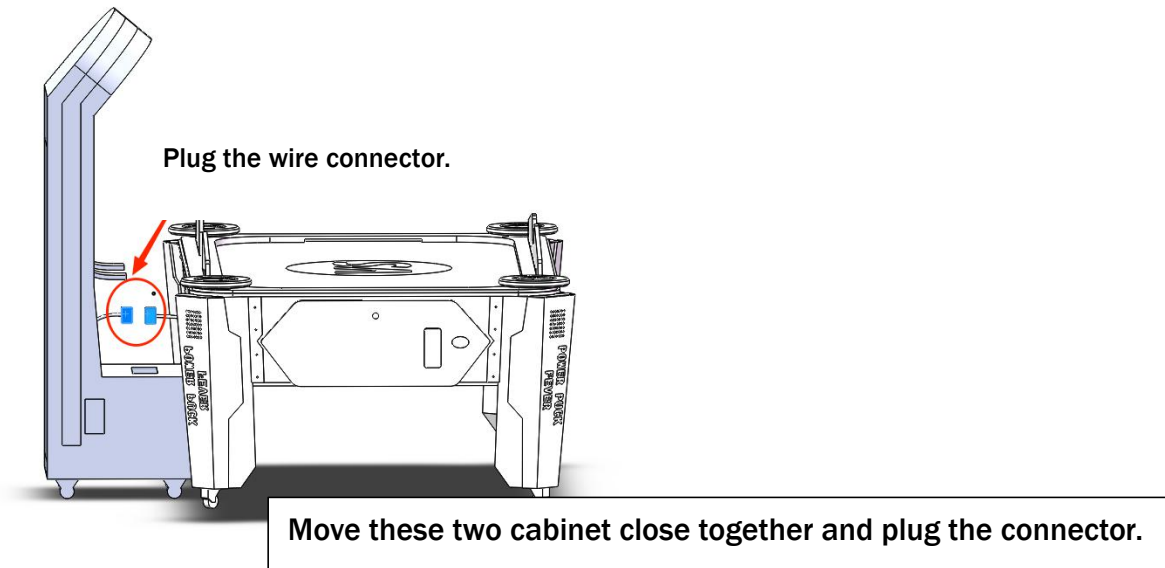


Step 8 Install middle barrier and fixing plate on the middle of the table. Utilize M4*8 screws to secure.

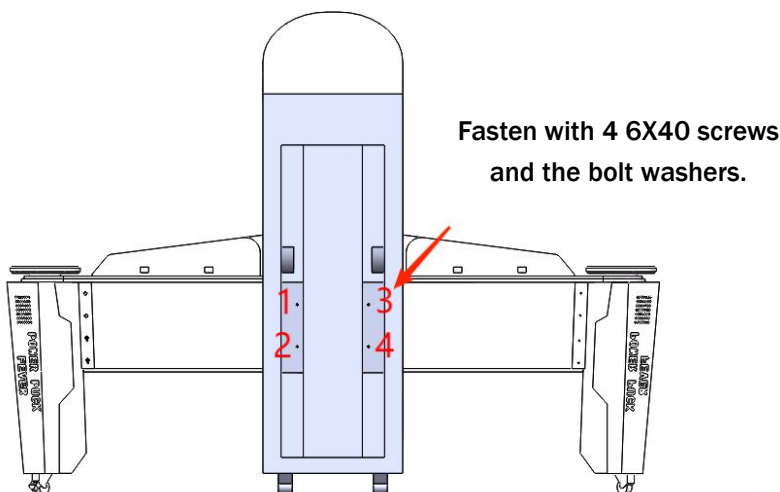


Step 9 Align 2 assemblies. Connection of side cabinet and table as below pictures.

(Note: After connecting the wires, please place the wires correctly to avoid the position of pucks drop, otherwise pucks will be stuck.)



Step 10 Open service door. Utilize screws to secure 2 assemblies.




Step 11 Open the Table door as shown below. Fix the mallet ring to the door.



Finish!

4.5 Card Reader Installation Safety Notice

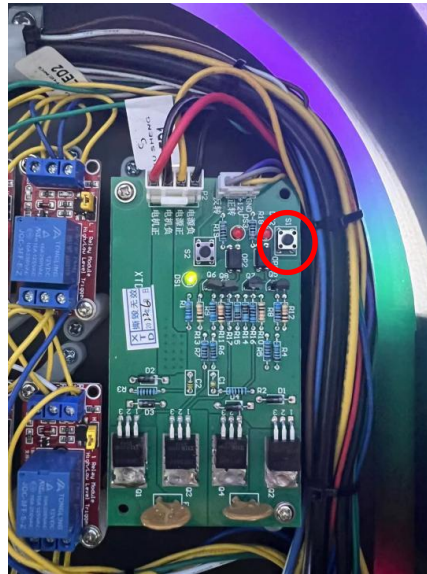
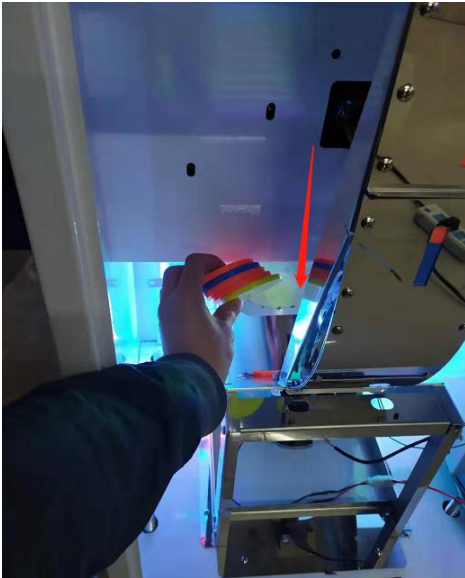
 Take precaution to assure that all wiring voltages are confirmed prior to installation of card reader. All warranties are void if not properly installed resulting in logic board damage.

Important: This game is pre-wired to AAMA standards. It is highly recommended to utilize this wiring for Card reader installation.

5. LOCATION OPERATION INSTRUCTIONS

5.1. First Power On Operation

Step 1. The first time when you power on the machine, please put in 31pcs of pucks, long press the forward turn button on the drive board, so that the pucks can move to the top of the track as below pictures.

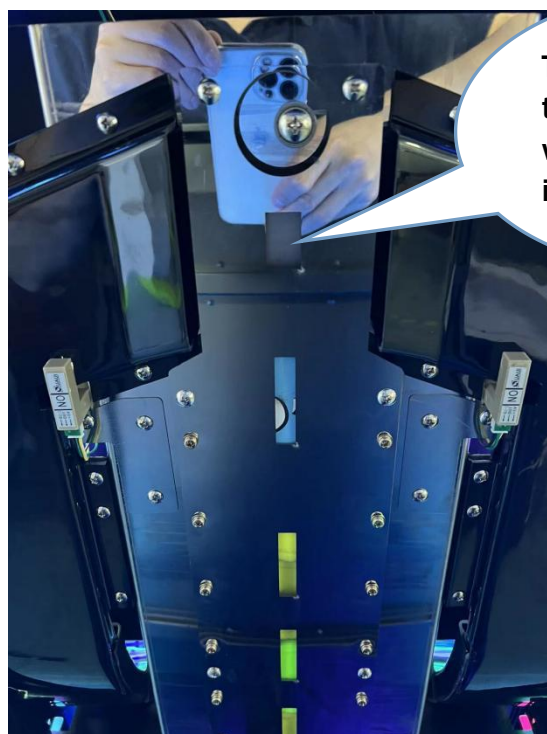


Open the cabinet back door and put in the pucks(26 or 31 pcs)

Press and hold the forward button and release it after the pucks move to the top of hardware track.

Notice: Please don't put more than 31 pcs of pucks, min 26 pcs.

Pucks move to the top of the track.



The pucks must on the top of the track when the machine is first operated.

6. HOW TO PLAY

Step 1 Insert coins or Tap/Swipe card to play. Game start, machine will release the pucks automatically.

Step 2 Count down,goal detection, display the scores of both sides with the sound of goal and crashing.

Step 3 Game over, win or lose.

Victory judgment: same scores(include 0), both of sides are winner; different scores, who scores more win.

Tickets judgment: same scores, red side win; different scores, who scores more win.

Totally 31 pucks when the machine is working(Orange, yellow, green puck is 1 score, blue puck is 5 scores).

7.GAME OPTION

7.1 IO Settings

SW1 (Note:○=OFF,●=ON)

SW1		1	2	3	4	5	6	7	8
COIN1	ROUND1	●	●	●					
1	1	○	●	●					
2	1	●	○	●					
3	1	○	○	●					
4	1	●	●	○					
5	1	○	●	○					
6	1	●	○	○					
1	1	○	○	○					
LOSE	WIN								
NONE TICKET					○	○	○		
L1	W1				●	○	○		
L2	W2				○	●	○		
L3	W3				●	●	○		
L4	W4				○	○	●		
L5	W5				●	○	●		
L6	W10				○	●	●		
L7	W25				●	●	●		
STRIKE SOUND	A							●	●
	B							○	●
	C							●	○
	NO SOUND							○	○

Pin 1,2,3 is to adjust the Coins per game.

Pin 4,5,6 is for the tickets out.

Note: Refunds tickets every 15 seconds when standby after refill tickets;

Restart the machine or press S2 of the IO board can delete the ticket refund.

Pin 7,8 is for the puck strike sound setting.

SW2 (Note: ○=OFF, ●=ON)

SW2		1	2	3	4	5	6	7	8
Goal	No Limit	○	○	○					
	21	●	○	○					
	15	○	●	○					
	7	●	●	○					
	6	○	○	●					
	5	●	○	●					
	4	○	●	●					
	3	●	●	●					
Time	1				○	○	○		
	10				●	○	○		
	8				○	●	○		
	6				●	●	○		
	4				○	○	●		
	3				●	○	●		
	2				○	●	●		
	1				●	●	●		
TICKET	WINNER							●	
	BOTH							○	
DEMO SOUND	ENABLED								●
	DISABLED								○

Pin 1,2,3 is for the Puck settings. Set how many pucks per game.

Pin 4,5,6 is for the Game time setting.

Notice: Pin1-6 is only work for Game mode 4.

Pin 7 is the way of ticket out, Winner means the winner get tickets, loser has no tickets;
Both means the winner can get more tickets, loser can get less tickets.

If SW1 setting is set to NONE TICKET, this pin is non-unction.

Pin 8 is for the Demo sound setting

SW3 (Note: ○=OFF, ●=ON)

SW3		1	2	3	4	5	6	7	8
BURST MODE	Mode 1	○	○	○					
	Mode 2	●	○	○					
	Mode 3	○	●	○					
	Mode 4	●	●	○					
	Mode 5	○	○	●					
	Mode 6	●	○	●					
	Mode 7	○	●	●					
	Mode 7	●	●	●					
Useless									
Useless									

Pin 1,2,3 is the game mode(There are 7 modes)

Mode 1: 1 puck out in 1-20s, 2 pucks out in 20-35s, 3 pucks out in 35-60s, 4 pucks out in 60-110s, 5 pucks out in 110-160s, 1 puck out in 160-165s, Countdown in 165-180s.

Mode 2: 4 pucks out in 1-20s, 5 pucks out in 20-80s, 5 pucks out in 80-130s, 3 pucks out in 130-160s, 1 puck out in 160-165s, Countdown in 165-180s.

Mode 3: 2 pucks out in 1-30s, 4 pucks out in 30-80s, 6 pucks out in 80-150s, 1 puck out in 150-165s, Countdown in 165-180s.

Mode 4: Who win more scores is the winner when times up.(Time and goal setting please refer to SW2)

Mode 5: Total 120s (2mins), 1 puck will be out in 1-30s, 2 pucks out in 30-60s, 3 pucks out in 60-90s, 1 puck out in 90-105s, Countdown in 105-120s with sound.

Mode 6: Total 120s(2 minutes), 2 pucks out in 1-20s, 3 pucks out in 20-60s, 2 pucks out in 60-90s, 1 puck out in 90-105s, Countdown in 105-120s with sound.

Mode 7: Total 150s, 1 pucks out in 1-30s, 2 pucks out in 30-90s. In 90-120s, 1 puck out every 3s(Maximum 5 pucks on play area); No puck out in 120-150s.

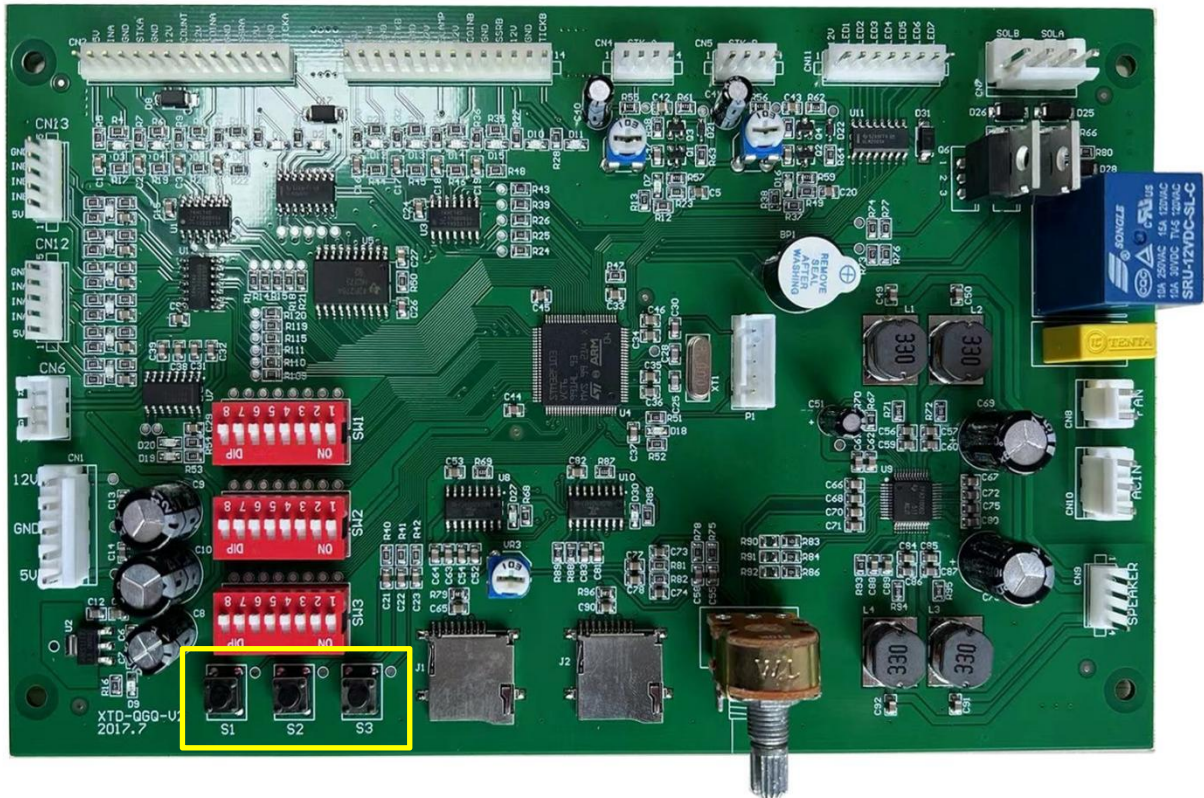
Burst Mode Description: In the absence of a goal, the ball is played in game mode.

If a puck goes in, The program will throw the pucks according the pucks scoring during game mode time.

Take mode 1 as an example: 1-20 seconds is 1 puck, so the program keeps 1 puck on the table for that amount of time, and if the puck goes in, 1 puck coming out as well.

So at 20 to 35 seconds there will be 3 pucks on the table;

IO board Button Instructions



S1: free game;

S2: clear up error and clear the ticket refund;

S3: enter the test;

7.2 Test

Locate IO board and press S3 to enter machine test.

(Notice: A=Green Digital Tube; B=Red Digital Tube; J=Game round Digital Tube)

Test Item.(J)	Test Content	Function Key S2/S3	Digital Tube A/B
1	Digital Tube, Chase		'-', '-'
2	Button, Dial Code Switch		'Key Value', 'Key Value' Please refer to 7.2.1
3	Coins In A、 B		'A Coins in', 'B Coins in'
4	Ticket Refund A、 B	S1-Player A refund 3 tickets S2-Player B refund 3 tickets	A=player A tickets waiting refund B=player B tickets waiting refund
5	Solenoid Value A、 B	S1-Player A OFF S2-Player OFF	'-', '-'
6	Light of puck release test	S1-Buzzer BEE rings 1 time, meter skips 1 time, green side light on. S2-Fan is on 3s, Red side light on	'-', '-'
7	Puck release test	S1、 S2-Motor 3 pucks out	A/B=Pucks haven't auto-out
8	Exit Test	S1, S2-Exit Test	'-', '-'

7.2.1 Test Item. 2 Instructions

Test Item. 2 Dial Code Switch Action	Key Value
S1-S2-S3	41 - 42
CN2-CN3-CN4-CN5	1 - 10
SW1_1-SW1_7	11 - 18
SW2_1-SW2_7	21 - 28
SW3_1-SW4_7	31 - 38

Test Item. 2 Dial Code Switch Action(3 Players)	Key Value
INA1-INA2-...-INB3-S1-S2-S3	41 - 49
CN2-CN3-CN4-CN5	1 - 10
SW1_1-SW1_7	11 - 18
SW2_1-SW2_7	21 - 28
SW3_1-SW4_7	31 - 38

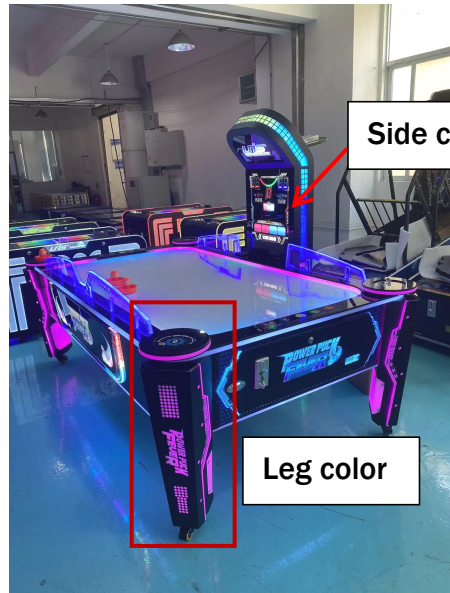
7.3 Four Legs Light Control Instructions

Open the Side cabinet back door and there is a Light controller. Press the Left/Right button to select.

Note: Left button to control and adjust light color and status.
Right button to control and adjust light status.



Light controller

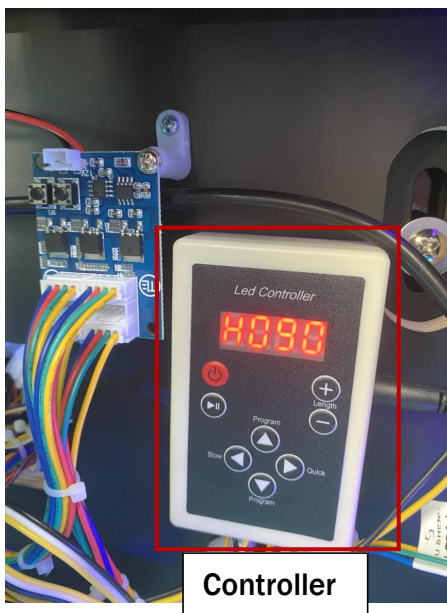


Side cabinet

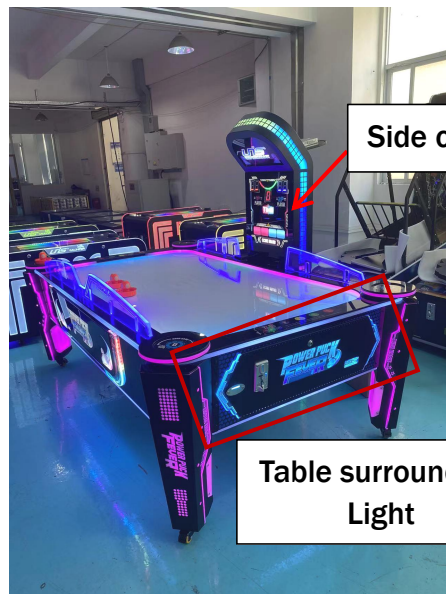
Leg color

7.4 Table Surrounding Light Control Instructions

Open the Side cabinet back door and there is a Light controller. Press the Left/Right button to select.



Controller



Side cabinet

Table surrounding Light

Note: Color options please refer to 9.4 Light Controller Instructions(RF IC Controller Instruction)

8. TROUBLESHOOTING

8.1 Common Problem

Please confirm that all connectors fit tightly.

Symptom	Possible Cause	Recommended action
Game will not start	Frame assembly connector is loose.	Check connector.
	Frame assembly fault	Contact with UNIS Service.
Power off	Circuit protector make power SW in off state.	Turn on power SW again. If appeared again and again, machine has anomaly. Please contact with UNIS Service.
Card reader not working	The connector is loose.	Check connector.
	Card reader fault.	Check with card reader manufacturer.
No ticket dispensing	Out of ticket.	Add ticket and press reset button
	Ticket jamming.	Remove the jammed tickets and press reset button.
	The connector is loose.	Plug the connector tightly.
No sound	Low volume	Raise the volume.
	Connector loose.	Check connector.
	Speaker fault.	Check speaker.
	POT installation error.	Install POT correctly.
	POT fault.	Change POT.
	Audio cable problem.	Reconnect the audio cable or change it.
No puck out during whole game time. Display show “-” and machine sound alarm.	Lack of puck on the track.	Add pucks and press S2 button on the IO board.
	Puck track jamming.	Remove jamming puck and press S2 button on the IO board.
	Ball out sensor is faulty.	Replace Ball out sensor.

8.2 No Ball Out Problem Solution

No Ball Out Possible Cause:

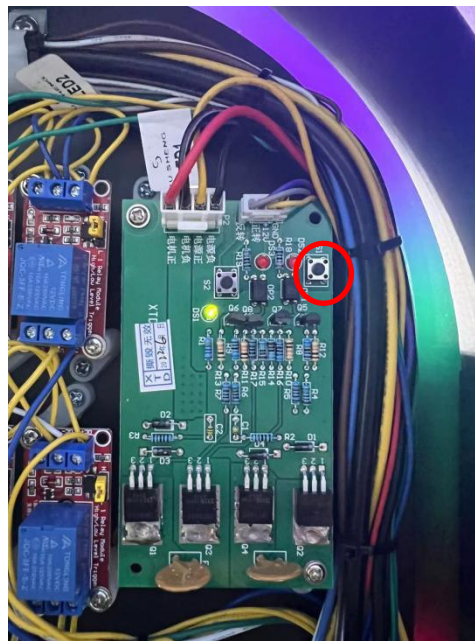
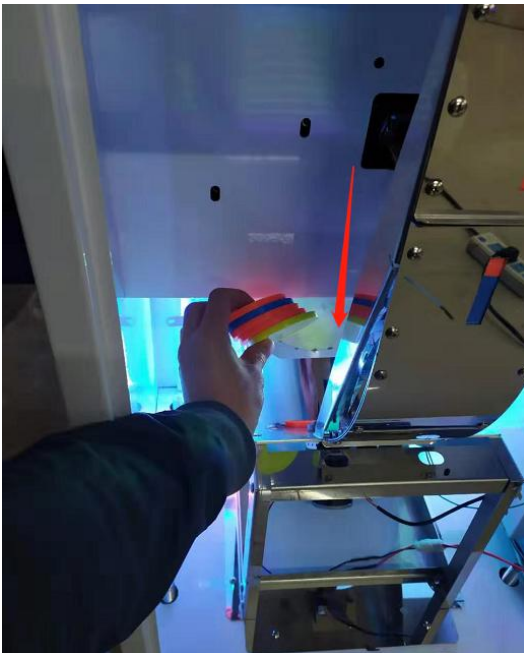
1. Out of puck.
2. No point shown after pucks in.
3. Ball out mechanism is faulty.

1. “Out of puck” Recommended Action: Refill pucks.

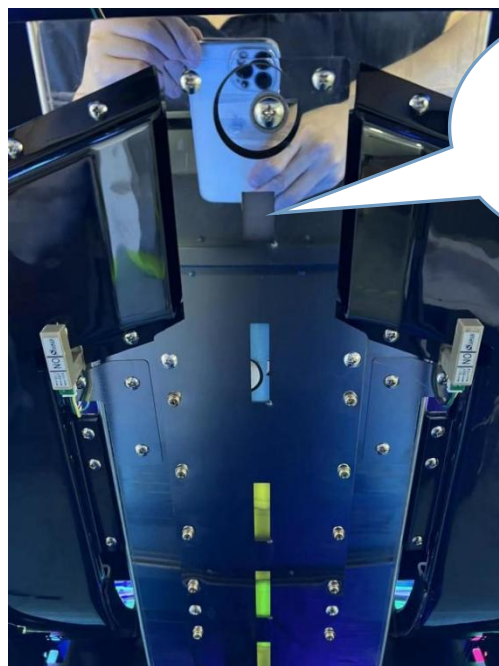
Step 1 Open the cabinet back door and put in the pucks(26 or 31 pcs)

Step 2 Press and hold the forward button and release it after the pucks move to the top of hardware track.

Notice: Please don't put more than 31 pcs of pucks, min 26 pcs.



Step 3 Pucks move to the top of the track.

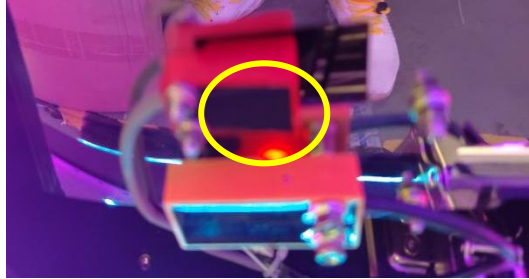


The pucks must on the top of the track when the machine is first operated.

2. “No point shown after pucks in” Recommended Action:

2.1 Check 1/5 Point.

Locate 1/5 point sensor. Check whether the red light flash when the ball passes by.



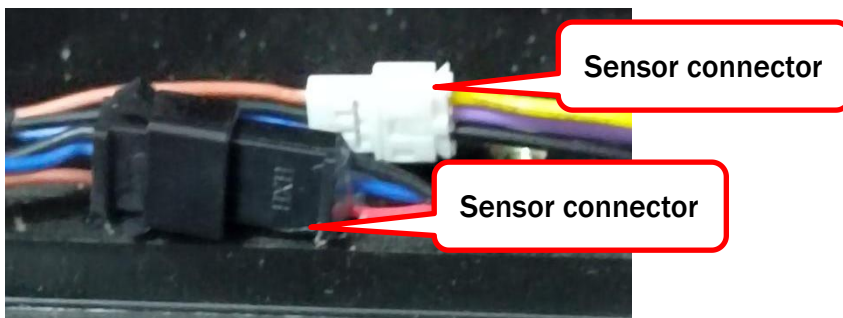
- If the light keeping on, please adjust sensor position.
If the light keeping on, please adjust sensor sensitivity.



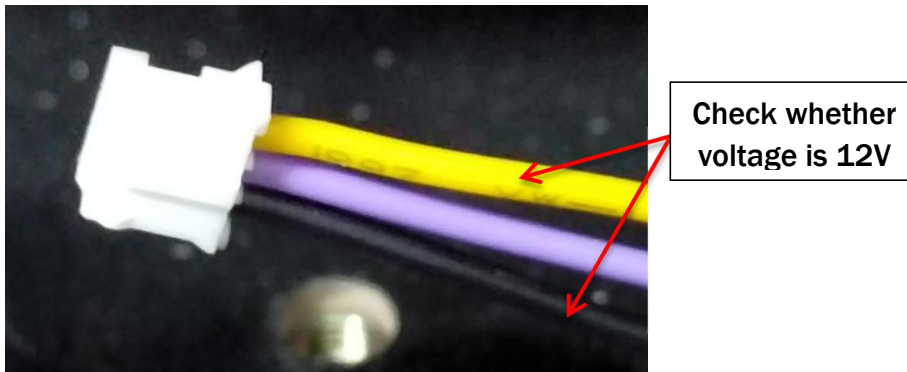
Move left to reduce the sensitivity;
Move right to increase the sensitivity;
We recommended to reduce the sensitivity.

- If the light flash when ball passing by:
If P1 sensor light is normal, P2 light is not on. Interchange P1 and P2 sensor and test again.

Check sensor connector.



- If the light off when pucks passing by. Utilize multimeter to check whether voltage is 12V.

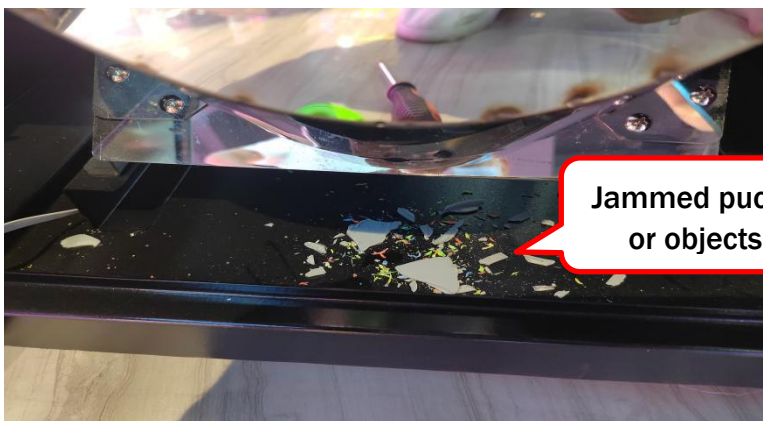


If the voltage is 12V and the light still off. Sensor is faulty. Please replace 1/5 point sensor.

3. “Ball out mechanism is faulty” Recommended Action:

3.1 Check Ball out mechanism.

Step 1 Open the cabinet and Check the ball out mechanism and remove jammed pucks or objects.



Step 2 Test Cross bracket function.:

Press S2 button and Cross bracket turn clockwise.

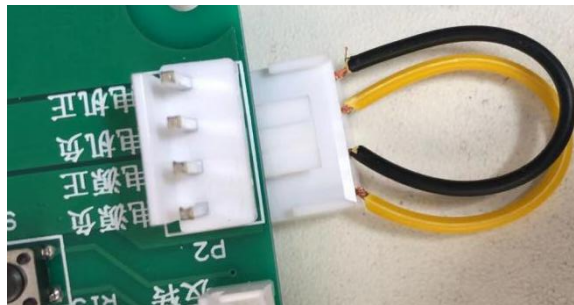
Press S1 button and Cross bracket turn counterclockwise.



- If the cross bracket do not turn:
 1. Check Protect device;
 2. Check Cross bracket motor bearing.



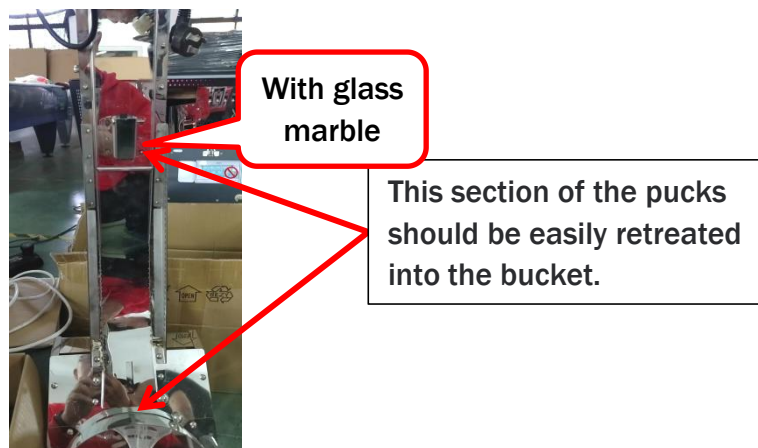
3. Cross bracket motor no response. Test the motor first: Insert these pin as shown below:



If the motor runs, it means motor drive card is broken.

If the motor not running, it means motor is broken.

4. S2 is on the Refund puck state. **Press S2 button and Cross bracket turn clockwise.** The pucks below the glass marble in the track will all back into the bucket



- If Cross bracket turns weakly: Motor is broken. Need to replace.

9. MAINTENANCE & INSPECTION

9.1 Safety Check

Check the points listed before operating the machine. These checks are necessary for safe machine operation:

1. Test game before operation each day.
2. Conduct monthly routine checks of game components to ensure good working condition.
3. Check the machine regularly for dust and clean when necessary.

Note: Parts and components require preventative maintenance to maintain proper operation.

9.2 Handling Precautions

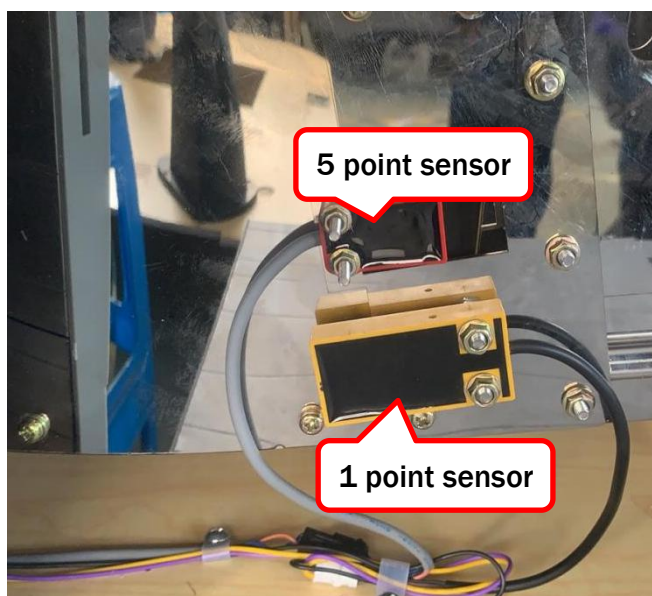
When installing or inspecting the machine, be very careful and pay attention to ensure that the player can enjoy the game safely.

Inappropriate handling running counter to the cautionary matters can cause personal injury or damage to the machine.

! NOTICE

We do not recommend using power tools as they may cause damage.

9.3 Electrical Component Instructions



9.4 Light Controller Instructions(RF IC Controller Instructions)

General description

This controller is design for led production which uses IC as driver, it is very useful for light box advertisement, stage light, house decorating, and so on.

Specification

- Working temperature: -20-60C
- Net weight: 113G
- Packing size: L130xW70XH52mm
- Consume power: 2W
- Length setup function
- Memory function
- Supply voltage: DC12V
- Gross weight: 172G
- Product size: L94xW60XH25mm
- Output: Tow group SPI signal
- A lot of programs to chose.
- With digital tube, left two reveal the mode, right two reveal the speed

Function of controller panels

ON/OFF button, it can open or close led anytime;

Play/pause button, pressing this button to pause, you can see the static affection of led.

Adding button, to add the IC NUMBER, the most number is 1024 2048 In the state off.(ON/OFF button, close led)

Reducing button, to reduce the IC NUMBER, the least number is 3.

Program choosing button, up direction, there are 133 programs in all.

Program choosing button, down direction.

Speed slow button, there are 100 step in all, the most number is 100.

Speed quick button, the least number is 1.



Function of remote panels

ON/OFF: ON/OFF button, it can open or close led anytime

PAUSE: Play/pause button, pressing this button to pause, you can see the static affection of led.

PAUSE: Play/pause button, pressing this button to pause, you can see the static affection of led.

S+: Speed quick button, the least number is 1

S-: Speed slow button, there are 100 step in all, the most number is 100

B+: Program choosing button, up direction, there are 133 programs in all.

B-: Program choosing button, down direction.

M-: Reducing button, to reduce the IC NUMBER, the least number is 3.(ON/OFF button, close led)

M+: Adding button, to add the IC NUMBER, the most number is $\square 1024 \square 2048$ In the state off.



PROGRAM Description:

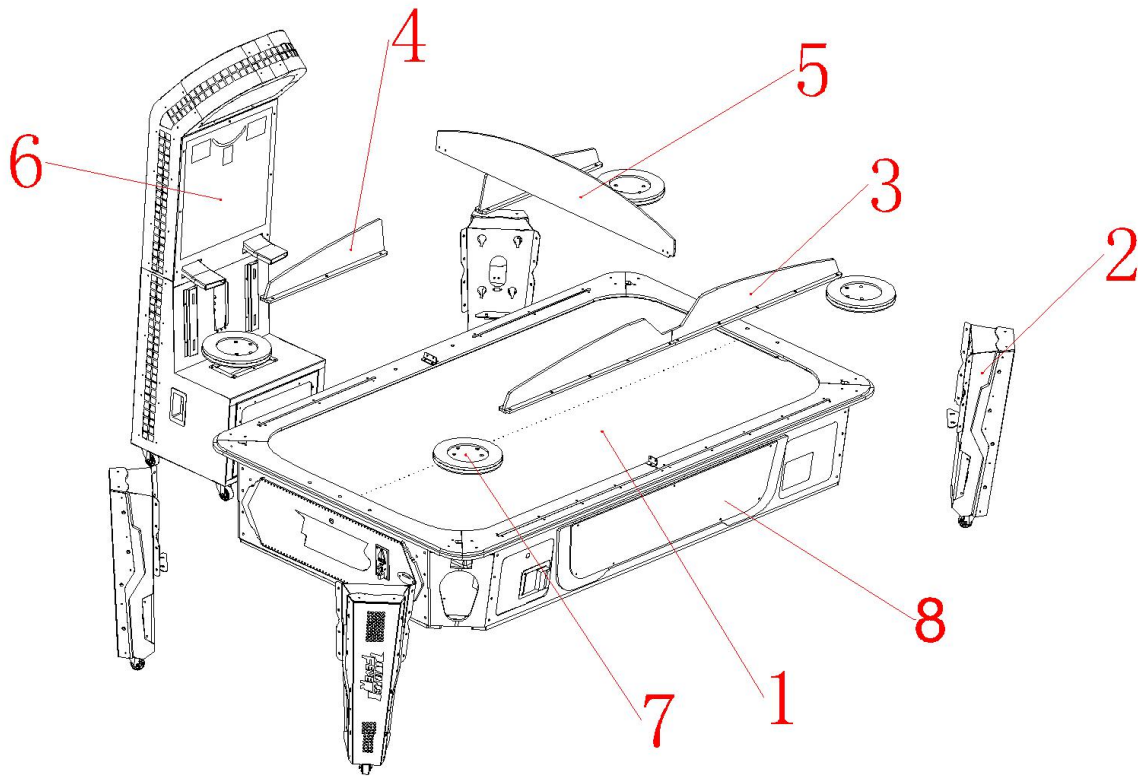
NO.	Function Description	NO.	Function Description
1	Static red	2	Static green
3	Static blue	4	Static yellow
5	Static cyan	6	Static purple
7	Static white	8	Three color jumpy change
9	Seven color jumpy change	10	even color stroboflash
11	Red horse race lamp to right direction	12	Purple horse race lamp to left direction
13	Blue horse race lamp to right direction	14	Cyan horse race lamp to left direction
15	Seven color cvdina horse race lamp to right direction	16	Seven color cvclina horse race lamp to left direction
17	Seven color horse race lamp back-for-ward direction	18	Seven color horse race lamp to left direction
19	Seven color jumping horse race lamp right direction	20	Three color gradually change
21	Seven color gradually change	22	Rad background scan lamp back-for-ward direction
23	Green background scan lamp back-for-ward direction	24	Blue background scan lamp back-for-ward direction
25	Yellow background scan lamp back-for-ward direction	26	Cyan background scan lamp back-for-ward direction
27	Purple background scan lamp back-for-ward direction	28	White background scan lamp back-for-ward
29	Seven color scan lamp back-for-ward direction	30	Red water move to right direction
31	Red water move to left direction	32	Green water move to right direction
33	Green water move to left direction	34	Blue water move to right direction
35	Blue water move to left direction	36	Yellow water move to right direction
37	Yellow water move to left direction	38	Cyan water move to right direction
39	Cyan water move to left direction	40	Purple water move to right direction
41	Purple water move to left direction	42	White water move to right direction
43	White water move to left direction	44	Seven color cycling water move to right direction
45	Seven color breathing lamp back-for-ward direction	46	Red trail to left single direction

NO.	Function Description	NO.	Function Description
47	Purple trail to left single direction	48	Blue trail to left single direction
49	Cyan trail to left single direction	50	White trail to left single direction
51	Green trail to left single direction	52	Yellow trail to left single direction
53	Seven color jumping trail to left single direction	54	Seven color queue trail to left single direction
55	Seven color alternation trail to left single direction	56	Red trail to right single direction
57	Purple trail to right single direction	58	Blue trail to right single direction
59	Cyan trail to right single direction	60	White trail to right single direction
61	Green trail to right single direction	62	Yellow trail to right single direction
63	Seven color jumping trail to right single direction	64	Seven color queue trail to right single direction
65	Seven color alternation trail to right single direction	66	Red water trail to right direction
67	Purple water trail to right direction	68	Blue water trail to right direction
69	Cyan water trail to right direction	70	White water trail to right direction
71	Green water trail to right direction	72	Yellow water trail to right direction
73	Seven color jumping water trail to right direction	74	Seven color queue water trail to right direction
75	Seven color alternation water trail to right direction	76	Red trail to left double direction
77	Purple trail to left double direction	78	Blue trail to left double direction
79	Cyan trail to left double direction	80	White trail to left double direction
81	Green trail to left double direction	82	Yellow trail to left double direction
83	Seven color jumping trail to left double direction	84	Seven color queue trail to left double direction
85	Seven color alternation trail to left double direction	86	Red trail to right double direction
87	Purple trail to right double direction	88	Blue trail to right double direction
89	Cyan trail to right double direction	90	White trail to right double direction
91	Green trail to right double direction	92	Yellow trail to right double direction

NO.	Function Description	NO.	Function Description
93	Seven color jumping trail to right double direction	94	Seven color queue trail to right double direction
95	Seven color alternation trail to right double direction	96	Full color wave to right direction
97	Seven color water move to left direction	98	Purple background trail to right double direction
99	Blue background trail to right double direction	100	White background trail to right double direction
101	Cyan background trail to right double direction	102	Green background trail to right double direction
103	Yellow background trail to right double direction	104	Seven color background trail to right double direction
105	Seven color spread from middle to both sides	106	Seven color breathing from the middle to both sides
107	Seven color draw curtain	108	Seven color lower curtain
109	Seven color spread from both sides to the middle	110	Color full switch
111	Seven color overlay to right direction	112	Seven color overlay to left direction
113	Seven color overlay to left and right direction	114	Seven color background overlay to double direction
115	Seven color overlay from middle to both sides	116	Seven color background overlay middle to both sides
117	Seven color overlay from both sides to middle	118	Seven color background overlay both sides to middle
119	Sub seven color move back-for-ward direction	120	Sub seven color jump and move back-for -ward
121	Sub seven color background move back-for-ward	122	Sub seven color background move single direction
123	Sub seven color overlay to left and right direction	124	Sub seven color background overlay to left and right
125	Sub seven color spread to single direction	126	Sub seven color spread back-for-ward
127	Sub seven color water move to left and right	128	Sub seven color spread from middle to both sides
129	Sub seven color stretch from middle to both sides	130	Sub seven color stretch to single direction
131	Sub seven color overlay to single direction	132	Meteor
133	Auto play circularly		

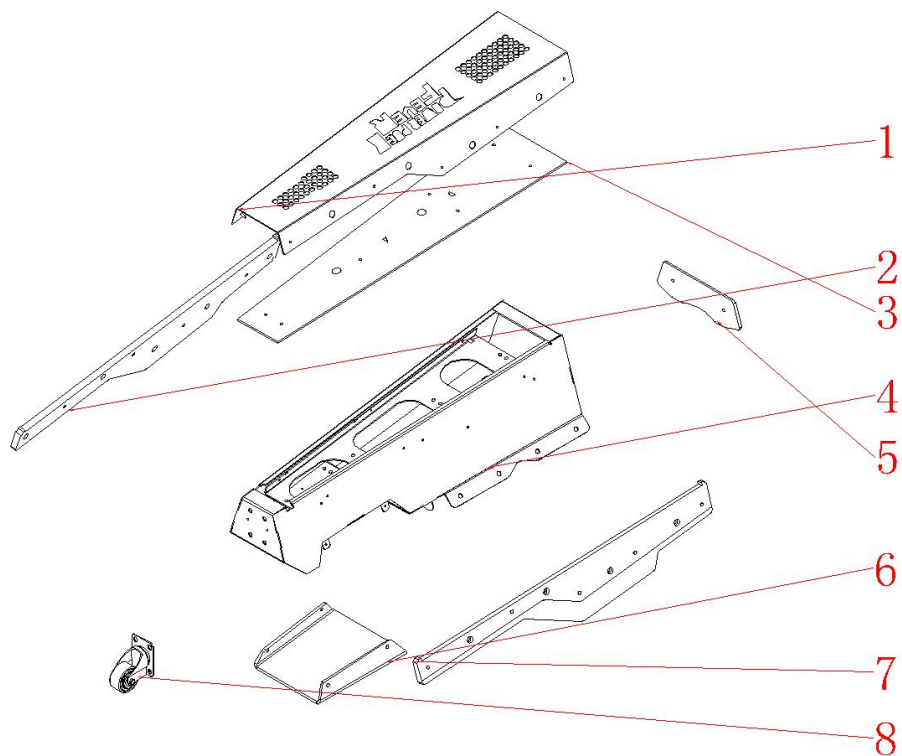
10. OVERALL CONSTRUCTION

10.1 General Assembly



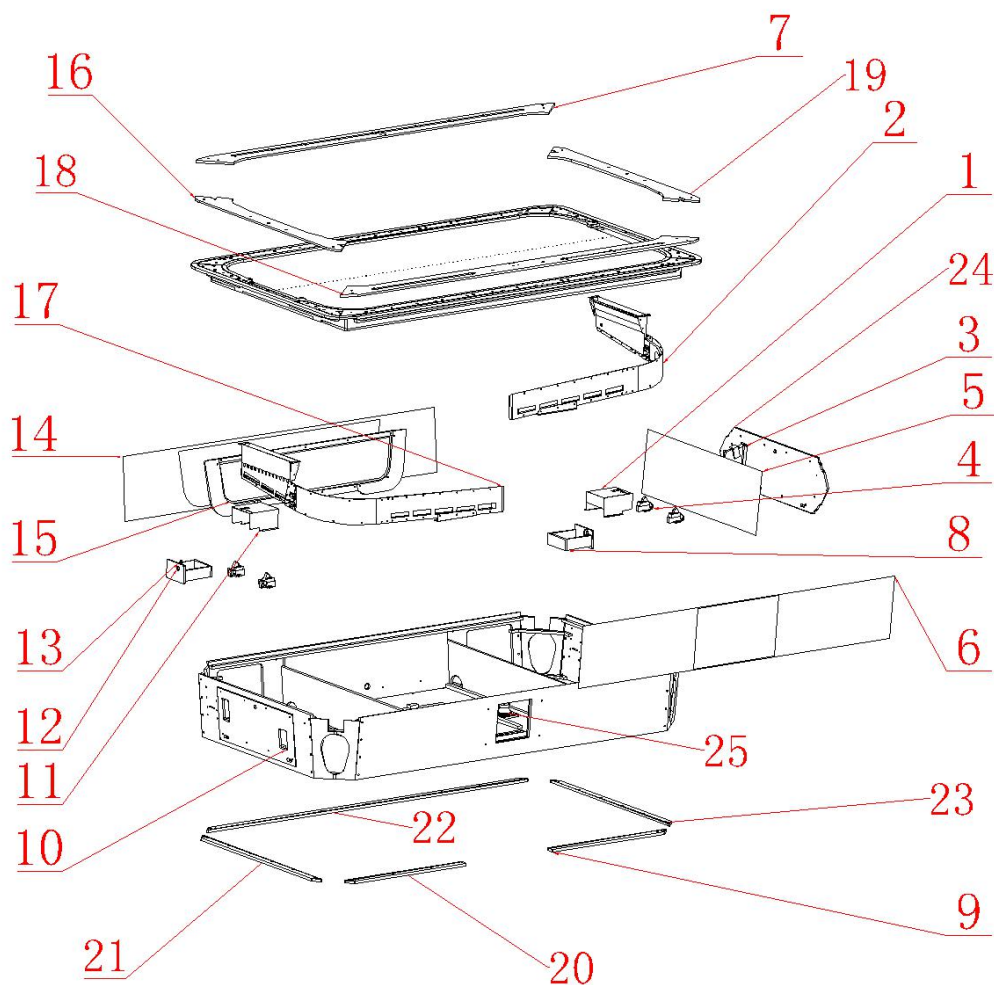
No.	Part No.	Name	Qty
1	P167-0270-00	Table panel acrylic	1
2	/	Leg assembly(refer to10.2)	4
3	P167-0296-00	Side barrier	2
4	P167-0298-00	Side barrier(near side cabinet)	2
5	P167-0300-00	Middle barrier	1
6	P167-0274-00	Side cabinet acrylic	1
7	P167-0281-00	Mallet round acrylic	4
8	P167-0271-00	Table cabinet side acrylic	1

10.2 Leg Assembly



No.	Part No.	Name	Qty
1	P167-0215-00	Leg decoration cover plate	1
2	P167-0263-00	Leg decoration acrylic B	1
3	P167-0262-00	Leg white acrylic	1
4	P167-0214-00	Leg bracket	1
5	P167-0269-00	Leg decoration acrylic	1
6	P167-0265-00	Leg square white acrylic	1
7	P167-0264-00	Leg decoration acrylic C	1
8	P167-0501-00	2" leveller	1
	P167-0502-00	2.5" caster	1

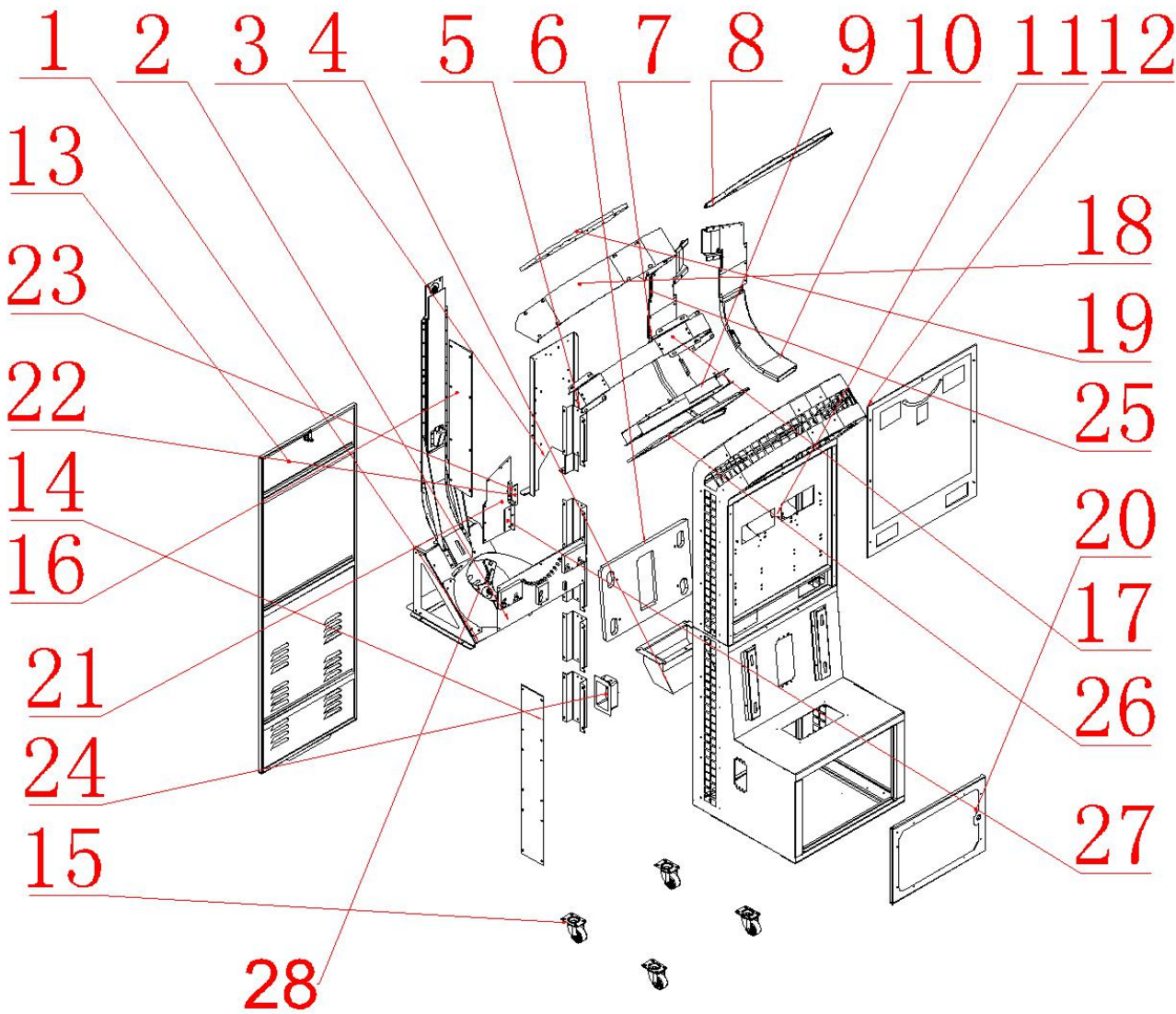
10.3 Table Assembly




No.	Part No.	Name	Qty
1	P167-0218-00	L coin box cover	1
2	P167-0230-00	L guide puck Assembly	1
3	P167-0510-00	Coin mechanism	2
4	P167-0503-00	Coin door hinge plate	1
5	P167-0302-00	L&R door decal	2
6	P167-0301-00	Table side decal	1
7	P167-0294-00	Table cabinet side acrylic(front/back)	1
8	P167-0216-00	L coin box	1
9	P167-0290-00	Table cabinet surrounding light cover C	1
10	P167-0405-00	Table frame	1
11	P167-0219-00	R coin box cover	1
12	P167-0537-00	MLF168 lock (long)	1
13	P167-0217-00	R coin box	1
14	P167-0301-00	Table side decal	1
15	P167-0286-00	Table cabinet acrylic C	1
16	P167-0295-00	Table cabinet side acrylic(L/R)	1
17	P167-0236-00	R guide puck Assembly	1








No.	Part No.	Name	Qty
18	P167-0294-00	Table cabinet side acrylic(front/back)	1
19	P167-0295-00	Table cabinet side acrylic(L/R)	1
20	P167-0291-00	Table cabinet surrounding light cover D	1
21	P167-0288-00	Table cabinet surrounding light cover A-1/A-2	1
22	P167-0289-00	Table cabinet surrounding light cover B	1
23	P167-0288-00	Table cabinet surrounding light cover A-1/A-2	1
24	P167-0260-00	Coin door panel acrylic(L)	1
	P167-0261-00	Coin door panel acrylic(R)	1
25	P167-0692-00	Cable set	1
	P167-0516-00	Speaker	1

10.4 Side Cabinet



No.	Part No.	Name	Qty	Picture
1	P167-0245-00	Puck-up assembly	1	
	P167-0248-00	Ball cover	1	
	P167-0253-00	Sliding back cover plate 1	1	

No.	Part No.	Name	Qty	Picture
2	P167-0509-00	Display board	1	
3	P167-0256-00	Sliding fixing plate	1	
4	P167-0211-00	Blocking cover plate	1	
5	P167-0208-00	Light board cover plate	1	
6	P167-0403-00	Side base plywood	1	
7	P167-0201-00	Puck-out moulding(L/R)	1	
9	P167-0206-00	Top head light fixing plate	1	
10	P167-0201-00	Puck-out moulding(L/R)	1	
11	P167-0203-00	Side cabinet	1	

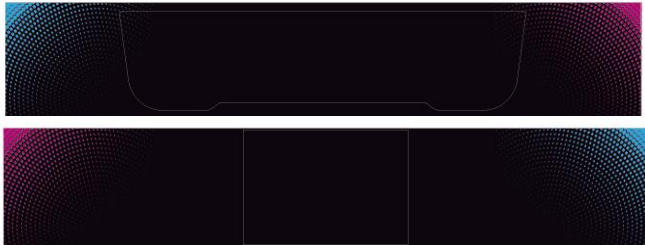
No.	Part No.	Name	Qty	Picture
12	P167-0274-00	Side cabinet acrylic	1	
13	P167-0210-00	Back bottom door plate	1	
14	P167-0268-00	L&R bottom side acrylic	1	
15	P167-0201-00	2" leveller	4	
	P167-0202-00	2.5" caster	4	
16	P167-0267-00	L&R upper side acrylic	1	
17	P167-0207-00	Top bending fixing plate	1	
18	P167-0266-00	Top bending acrylic	1	
19	P167-0402-00	Side cabinet top plywood 2	1	
20	P167-0204-00	Front door plate	1	
21	P167-0202-00	Sliding blocking plate(L/R)	1	

No.	Part No.	Name	Qty	Picture
22	P167-0257-00	Sliding fixing plate(L/R)	1	
23	P167-0520-00	Ball-out sensor	2	
24	P167-0528-00	Power SW(with filter)	1	
25	P167-0202-00	Sliding blocking plate(L/R)	1	
26	P167-0272-00	Top acrylic	1	
27	P167-0258-00	L sliding fixing plate	1	
	P167-0259-00	R sliding fixing plate	1	
28	P167-0308-00	Cross bracket acrylic	1	
	P167-0309-00	Cross bracket acrylic fixing plate	2	

10.5 Decals



1



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INDOOR MACHINE	
NAME: Power Puck Fever GMP	MAX POWER: 590W
MODEL: A-483	MIN POWER: 335W
S/N:	FREQUENCY: 50/60Hz
VOLTAGE: AC110V ~	DATE:
Guangdong UNIS Technology Co.,Ltd.	

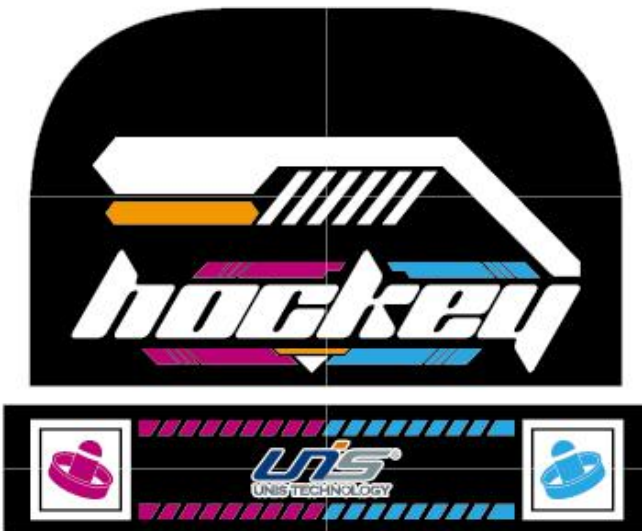
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///WARNING!!!
**DO NOT SERVICE UNIT
 WITHOUT READING
 OWNERS MANUAL
 HIGH VOLTAGE!!!**

**THIS GAME SHOULD BE
 SERVICED BY AUTHORIZED
 PERSONNEL ONLY**

**FOR PARTS AND SERVICE
 CONTACT UNIS USA
 972 241 4263**

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No.	Part No.	Name	Qty
1	P167-0270-00	Table panel acrylic	1
2	P167-0301-00	Table side decal	2
3	P167-0271-00	Table cabinet side acrylic	1
4	P167-0277-00	Round panel decal A	1
5	P167-0278-00	Round panel decal B	1
6	P167-0279-00	Round panel decal C	1
7	P167-0280-00	Round panel decal D	1
8	P167-0272-00	Top acrylic	1
9	P167-0260-00	Coin door panel acrylic(L)	1
	P167-0261-00	Coin door panel acrylic(R)	1
10	P167-0274-00	Side cabinet acrylic	1
11	P167-0307-00	Nameplate decal	1
12	P167-0306-00	Warning label set	1
13	P167-0304-00	Hockey decal	1
14	P167-0303-00	UNIS logo decal	1
15	P167-0305-00	Side cabinet decal	1

10.6 Electrical Components



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3



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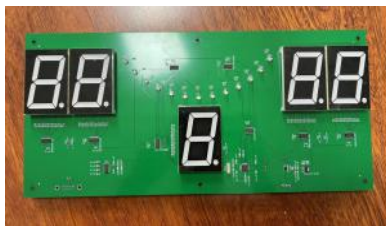
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18

No.	Part No.	Name	Qty
1	P167-0542-00	Puck	1 Set
2	P167-0541-00	Mallet	4
3	P167-0308-00	Cross bracket	1
4	P167-0525-00	1 point sensor	2
5	P167-0526-00	5 point sensor	2
6	P167-0527-00	Ball-out sensor	2
7	P167-0507-00	Mainboard	1
8	P167-0508-00	Motor board	1
9	P167-0509-00	Display board	1
10	P167-0515-00	Up-ball motor	1
11	P167-0505-00	Blower(110V)	1
12	P167-0724-00	Light strip set	1
13	P167-0519-00	Power supply	2
14	P167-0520-00	Power supply(5V)	1
15	P167-0518-00	Power supply(12V)	1
16	P167-0511-00	Ticket dispenser	2
	P167-0512-00	Ticket converted board	2
17	P167-0516-00	Speaker	1
18	P167-0510-00	Coin mechanism	2



1



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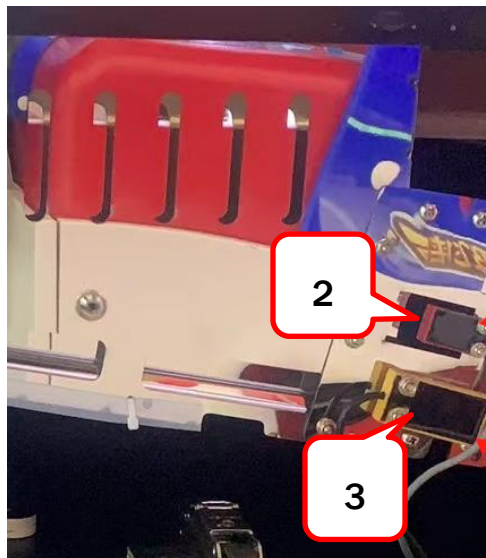
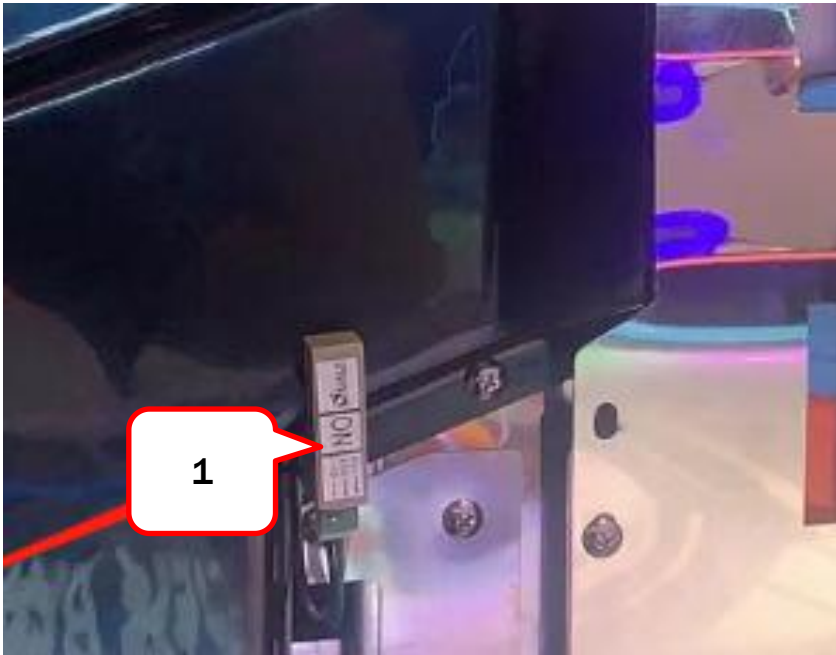
No.	Part No.	Name	Qty
1	P167-0513-00	Meter	3
2	P167-0514-00	Light control board	1
3	P167-0516-00	Speaker	1
4	P167-0517-00	High volume Speaker	1
5	P167-0523-00	Adapter	1
6	P167-0524-00	Wiring column	1
7	P167-0530-00	Memory card	1
8	P167-0534-00	Led controller relay board	6



No.	Part No.	Name	Qty
1	P167-0701-00	UNIS LOGO white light	1
2	P167-0723-00	Display acrylic light B	2
3	P167-0703-00	Ball-out light	1
4	P167-0704-00	Side cabinet bottom door light	1
5	P167-0705-00	Side cabinet colorful light	1



No.	Part No.	Name	Qty
6	P167-0706-00	Upper outside colorful light	1
7	P167-0707-00	Leg decoration round RGB light	4
8	P167-0708-00	Side barrier(near side cabinet) R blue light	1
9	P167-0709-00	Side barrier(near side cabinet) L blue light	1
10	P167-0710-00	Table bottom blue light	1
	P167-0720-00	Table bottom red light	1
	P167-0721-00	Table bottom colorful light	2
	P167-0722-00	Table RGB light	1
11	P167-0711-00	Side barrier blue light	1
12	P167-0712-00	Table cabinet side acrylic light	1
13	P168-0718-00	Table side decal light C	1
	P168-0713-00	Table side decal light A(near side cabinet)	2
14	P168-0714-00	Leg RGB light	4
15	P168-0715-00	L&R door decal blue light	2
16	P168-0716-00	Leg side RGB light	8
17	P168-0702-00	Display acrylic light A	1
18	P168-0717-00	Table side decal light B	2
19	P168-0712-00	Table cabinet side acrylic colorful light	2



No.	Part No.	Name	Qty
1	P167-0527-00	Ball-out sensor	2
2	P167-0526-00	5 point sensor	2
3	P167-0525-00	1 point sensor	2

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