Coast to Coast ENTERTAINMENT

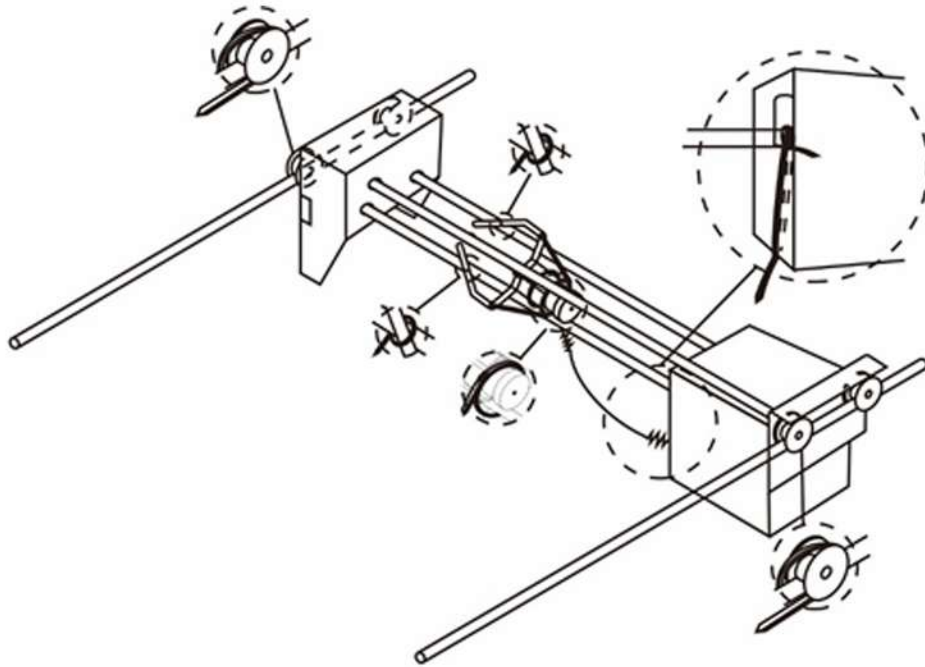A MEMBER OF ELAUT GROUP

JUMBO PRIZE CUBE

OWNERS MANUAL

COMPATIBLE WITH THE FOLLOWING CRANES:
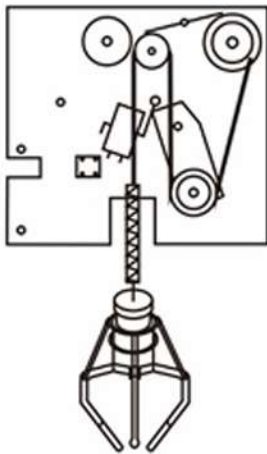
PRIZE CUBE JUMBO, PRIZE JUNCTION TRAIN
POLICE CAR

1.800.224.1717

1000 TOWBIN AVE. LAKEWOOD NJ 08701
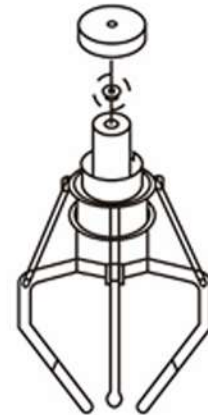
WWW.COASTENTERTAINMENT.COM

BEFORE POWER ON

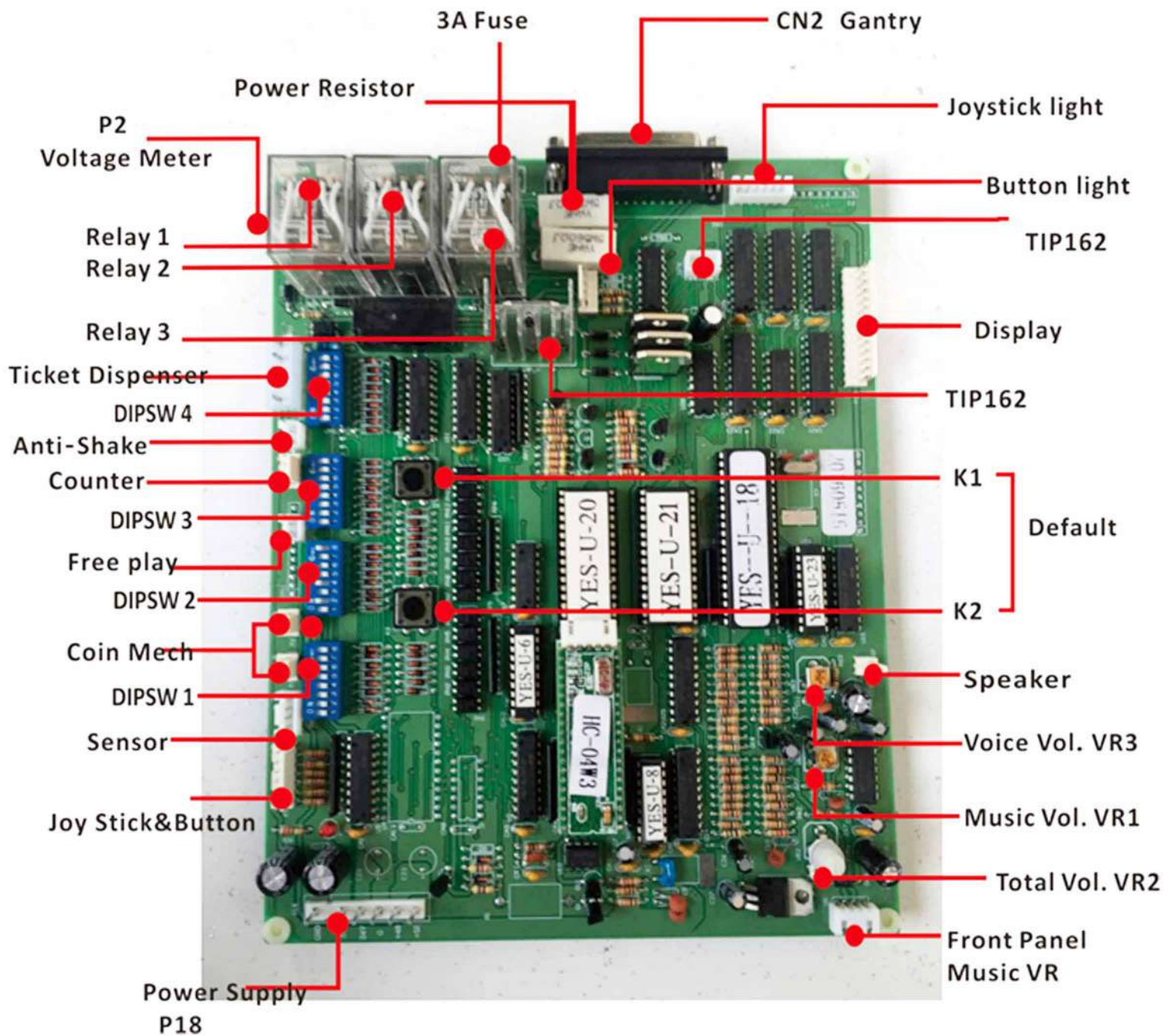Remove all the ties before power on the machine.

If the claw does not drop, open the front cover and make sure the string goes like this.

There is a small piece of metal on the top of the coil, it will make the strength of the claw a little bit stronger. This item could help to do small adjustment with the strength.

MAIN BOARD DIAGRAM

- 3A Fuse
- CN2 Gantry
- Power Resistor
- Joystick light
- P2 Voltage Meter
- Button light
- Relay 1
- TIP162
- Relay 2
- Relay 3
- Display
- Ticket Dispenser
- TIP162
- DIPSW 4
- Anti-Shake
- Counter
- K1
- DIPSW 3
- Default
- Free play
- DIPSW 2
- K2
- Coin Mech
- DIPSW 1
- Speaker
- Sensor
- Voice Vol. VR3
- Joy Stick&Button
- Music Vol. VR1
- Total Vol. VR2
- Front Panel Music VR
- Power Supply P18

FAST ADJUSTMENT

Hold the free play button and power on the machine. The display on the control panel will showing like below.

1. HOLD   2. TURN

JOYSTICK   SUBJECT   SETTING   DROP BUTTON
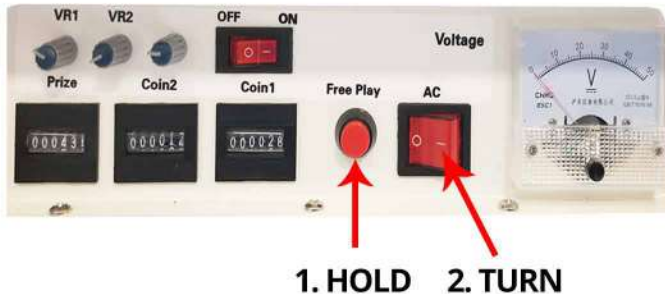
The digit on the left is the subject. The three digits on the right are the setting numbers. Move the joy stick to plus or minus the number.

0—   Game time(1-99s)

1—   Strong claw power(13-48V)   (Note: it will be 1/2 on 24V motor machines)

2—   Week claw power(2-47V)   (Note: it will be 1/2 on 24V motor machines)

In setting 2, press the catch button the claw will grab the toy.
Lower the voltage until the toy falls. This is the perfect voltage we are looking for.

FAST ADJUSTMENT

3— Strong claw power timing(toy drop timing)(0-99ms)

4— NOT USED

5— Play till win value setting(1-190 games)

6— Claw string setting (Push the catch button, the claw will drop automatically to the floor.

Restart the machine to save the setting)

7— Auto game start position. Press drop button to test.

8— Floor height. Move the joystick to adjust the string length. Press drop button to test.

DIPSWITCH SETTINGS

DIPSW1		1	2	3	4	5	6	7	8	
1 COIN=X CREDIT	*1	OFF	OFF							
	2	ON	OFF							
	3	OFF	ON							
	4	ON	ON							
X CREDIT=1 PLAY	*1			OFF	OFF	OFF				
	2			ON	OFF	OFF				
	3			OFF	ON	OFF				
	4			ON	ON	OFF				
	5			OFF	OFF	ON				
	6			ON	OFF	ON				
	2 COINS 3 PLAYS			OFF	ON	ON				
	3 COINS 4 PLAYS			ON	ON	ON				

DIPSW2		1	2	3	4	5	6	7	8	
CLAW STOP POINT	*LEFT	OFF								
	RIGHT	ON								
CLAW STOP POINT	BACK		OFF							
	FRONT		ON							
PRIZE EXIT	LEFT			OFF						
	RIGHT			ON						
PRIZE EXIT	BACK				OFF					
	FRONT				ON					
PLAY TILL WIN DATA CLEAN	90s clean					OFF				
	90s not clean (hide)					ON				
GANTRY MODE	*NORMAL						OFF			
	TEST MODE						ON			
GAME MODE	NORMAL							OFF		
	FREE PLAY							ON		
DEMO MUSIC	NO								OFF	
	*YES								ON	

DIPSWITCH SETTINGS

						"*" : DEFAULT			
DIPSW3		1	2	3	4	5	6	7	8
**EXTRA PLAY MACHINE GAME MODE	TILL WIN			OFF	OFF				
	1			ON	OFF				
	2			OFF	ON				
	3			ON	ON				
DISPLAY PLAY TIL WIN GAME TIME	SHOW					OFF			
	HIDE					ON			
GRAB IN AIR	*NO						OFF		
	YES						ON		
NOT USED									

DIPSW4		1	2	3	4	5	6	7	8
NOT USED									
NOT USED									
KEEP THE CREDIT AFTER RESTART	KEEP			OFF					
	CLEAR			ON					
NOT USED									
TICKET EVERY TIME	0					OFF	OFF		
	1					ON	OFF		
	2					OFF	ON		
	3					ON	ON		
MERCY TICKET	0							OFF	OFF
	1							ON	OFF
	2							OFF	ON
	3							ON	ON

WIRING DIAGRAM

		COLOR			COLOR			COLOR
P1 JOYSTICK BUTTON	LEFT	BLUE	P7 COIN2	GND	BLACK	P21 BUTTON LIGHT	GND	BLACK
	RIGHT	BROWN		COIN	WHITE		NONE	
	FRONT	RED		+12V	RED		NONE	
	BACK	ORANGE	P9 SENSOR	IN	BROWN		DROP	YELLOW
	CLAW	YELLOW		GND	BLACK		NONE	
	NONE			+12V	RED	P22 DISPLAY CN2 GANTRY		
	GND	BLACK		OUT	YELLOW			
P2 VOLTAGE METER	GND	BLACK		NONE		SP SPEAKER	+	GRAY
	+12V	BROWN	P11 TICKET	+12V	ORANGE		-	WHITE
P5 COUNTER	+12V	BLACK		GND	BLACK			
	PRIZE	WHITE		IN	WHITE			
	+12V	RED	P18 POWER SUPPLY	GND	BLACK			
	COIN	ORANGE		+5V	BROWN			
	TILT			+24V	RED			
	NONE			GND	ORANGE			
P6 COIN1	GND	BLACK		+48V	YELLOW			
	COIN	WHITE		+12V	GREEN			
	+12V	RED						

SENSOR INSTRUCTIONS

Connect to P9 on the board
PS:
1) Make sure four directions around the sensor are painted black. It must be aphotic paint otherwise the sensor may not work properly.
2) Depending on the prize hole size to adjust the distance of the sensor.
A. Red light always on or blinking. Contact Us
B. Green light always or Object stack or Contact Us

TROUBLE SHOOTING

CODE	SITUATION	SELF-EXAMINATION	
EP01	U1 ERROR	CHANGE U1	
EP02	U8 ERROR	CHANGE U8, OR 4000 XTAL OSC	
EP03	MAIN BOARD ERROR	CHANGE U18 OR U23	
EC01	COIN SELECTOR 1 ERROR	1. CHECK THE MECHANISM IF IT IS BROKEN 2. CHECK THE COIN STUCK 3. COIN MECH SET IN "NO" MODE	4.
EC02	COIN SELECTOR 2 ERROR	1. CHECK THE MECHANISM IF IT IS BROKEN 2. CHECK THE COIN STUCK 3. COIN MECH SET IN "NO" MODE	4.
AA03	MICRO SWITCH OF LEFT CRANE ERROR	CHECK THE LEFT SWITCH TO SEE IF THE WIRE IS FALLEN OR THE BROKEN	
AA04	MICRO SWITCH OF RIGHT CRANE ERROR	CHECK THE RIGHT SWITCH TO SEE IF THE WIRE IS FALLEN OR THE BROKEN	
EA01	MICRO SWITCH OF FRONT CRANE ERROR	CHECK THE FRONT SWITCH TO SEE IF THE WIRE IS FALLEN OR LOOSE.	
EA02	MICRO SWITCH OF BACK CRANE ERROR	CHECK THE BACK SWITCH TO SEE IF THE WIRE IS FALLEN OR LOOSE.	
EE01	MICRO SWITCH WITH WHEEL OF DROP CLAW ERROR	CHECK THE SWITCH WITH WHEEL TO SEE IF THE WIRE IS FALLEN OR LOOSE.	
EE02	MICRO SWITCH OF UPPER CLAW ERROR; FUSE BROKEN	1. CHECK 48V FUSE ON THE PCB 2. CHECK CLAW UPPER SWITCH TO SEE IF THE WIRE IS FALLEN OR LOOSE.	3.
EE07	TIP162 WITH METAL COOLER FAILURE	CHANGE THE TIP162	
6116	MAIN ROM ERROR	CHANGE 6116	
PP01	COIN IN COUNTER ERROR	1. CHECK THE WIRE IF IT LOOSE. 2. CHANGE THE COUNTER	3.
PP02	PRIZE OUT COUNTER ERROR	1. CHECK THE WIRE IF IT LOOSE. 2. CHANGE THE COUNTER	3.
EA08	DATA ERROR	PRESS K1+K2 TO RESET	
EE99	DATA ERROR	PRESS K1+K2 TO RESET	
K1		AUDIT ACCOUNT	
K2		NUMERAL TUBE TEST	
K1+K2		RESET	
VR1		VOLUME	
VR2		VOICE VOLUME	
VR3		PRONUNCIATION	
	THE CLAW CLOSE WHEN POWER TURNS ON.	CHANGE Q17 OR TUP142 TRIODES	
	THE GANTRY COULD NOT MOVE PROPERLY.	1. CHECK THE FUSE OF POWER SUPPLY 2. CHECK THE 48V	3.
	CLAW COULD NOT CLOSE DURING THE PLAYING.	1. CHECK THE FUSE OF THE PCB 2. CHECK THE COIL IF IT BURNS OUT	3.
	THERE IS NO ANY FUNCTION WHEN POWER TURNS ON.	CHECK THE FUSE ON THE POWER OUTLET.	
	THERE IS NO CREDIT APPEARED	CHANGE THE COIN SELECTOR	