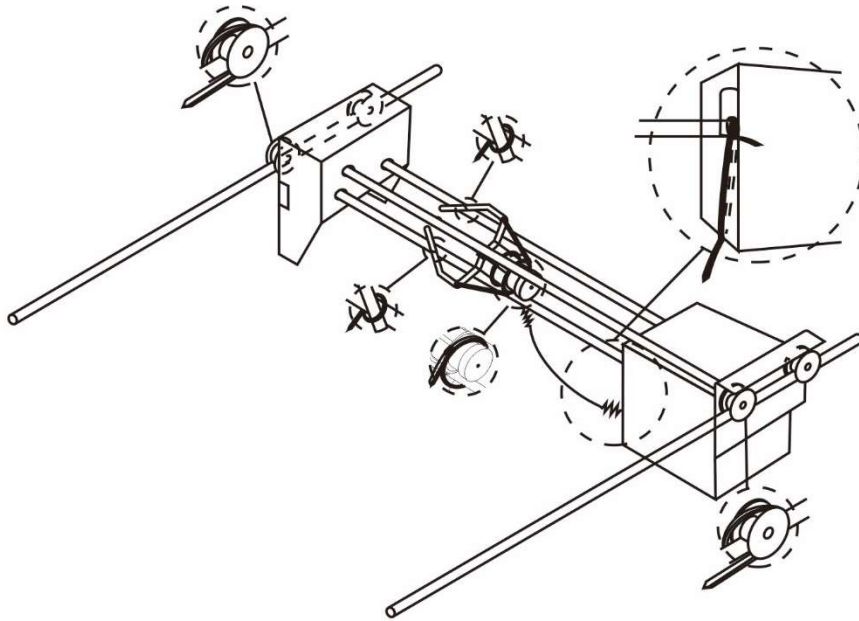
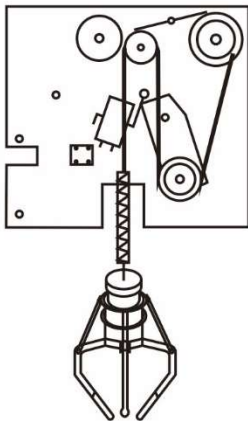


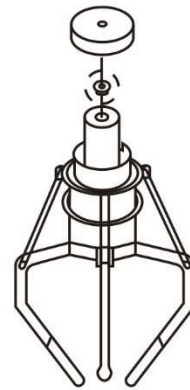
BEFORE POWER ON



Remove all the ties before power on the machine.

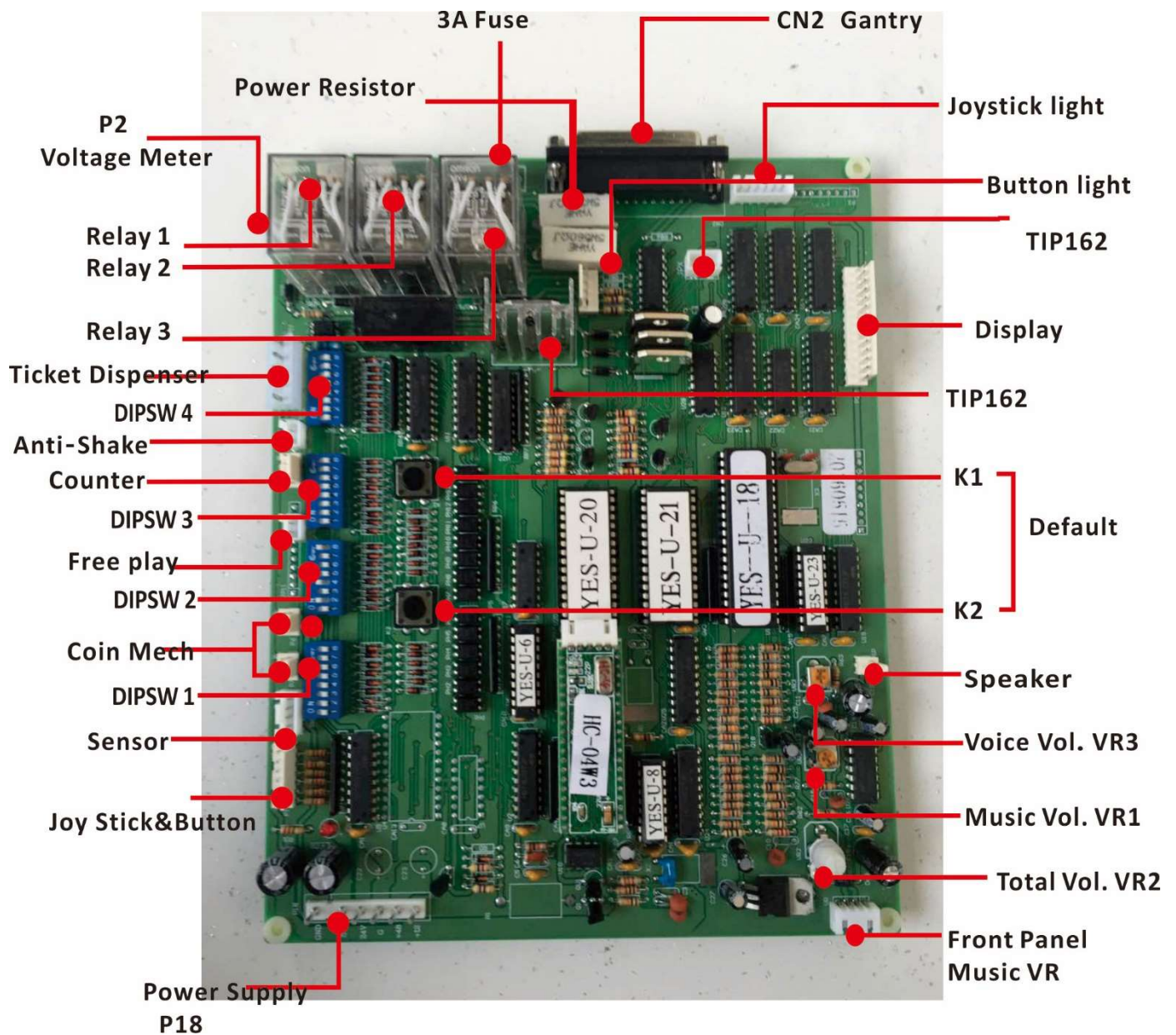


If the claw does not drop, open the front cover and make sure the string goes like this.



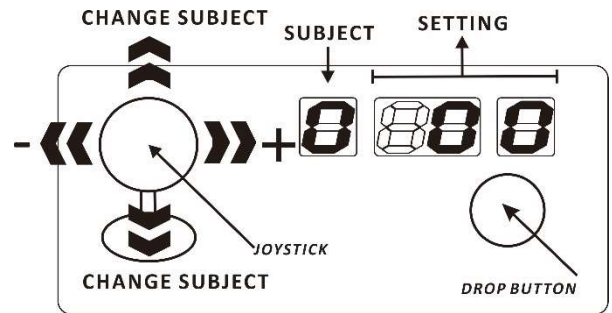
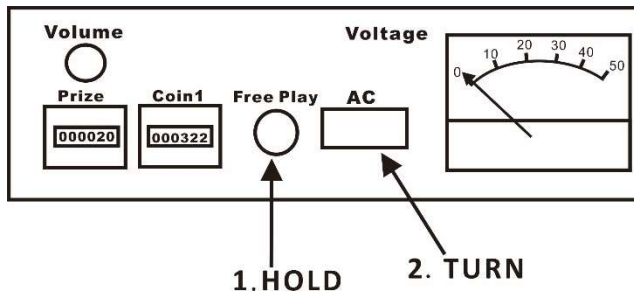
There is a small piece of metal on the top of the coil, it will make the strength of the claw a little bit stronger. This item could help to do small adjustment with the strength.

Main Board Diagram



FAST ADJUSTMENT

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



- 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— Winning rate(1-250)



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



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



Pro operator: In setting 2, press the catch button the claw will grab the toy. Lower the voltage

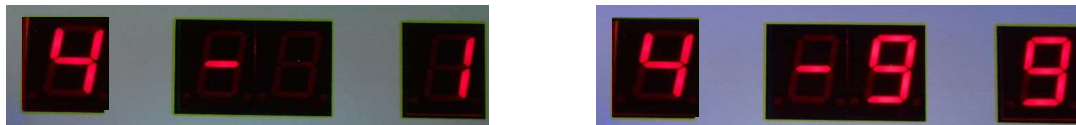
right to the toy falls. This is the perfect voltage we are looking for.

Simple operation: All the claw power remain default. Just adjust the Strong claw power timing
and winning rate.

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



4— Game time(1-99s)



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— Distance to drop on the prize exit .

Move the joystick to adjust the string length. Press drop button to test.



DIPSW SETTING

		*** : DEFAULT							
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 MEMORY	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

DIPSW SETTING

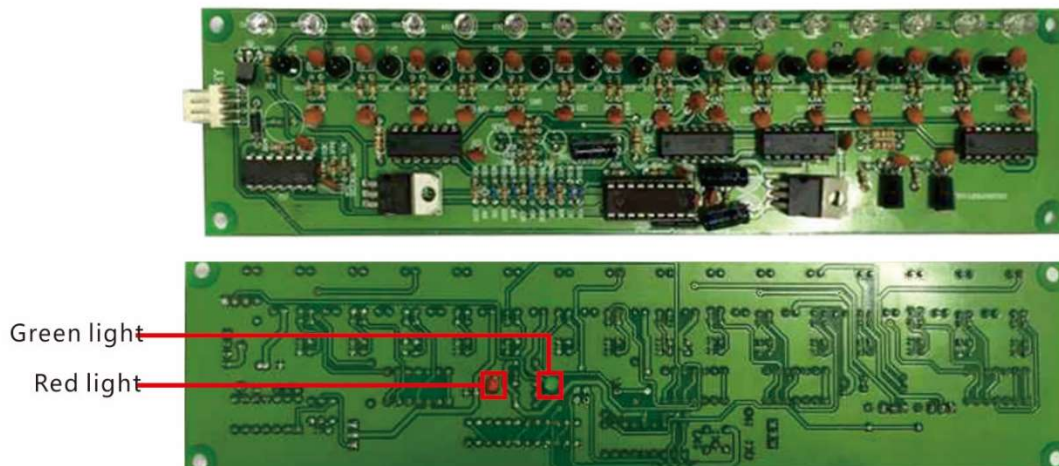
*** : DEFAULT

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		
**JP BOARD(OPTIONAL) PERCENTAGE	10							OFF	OFF
	20							ON	OFF
	30							OFF	ON
	40							ON	ON
DIPSW4		1	2	3	4	5	6	7	8
PERCENTAGE BALANCE	NO	OFF							
	YES	ON							
AVERAGE PENCENTAGE RANGE	300 games		OFF						
	150 games		ON						
KEEP THE CREDIT AFTER RESTART	KEEP			OFF					
	CLEAR			ON					
PERCENTAGE MODE	AVERAGE				OFF				
	FIXED				ON				
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	NONE
	FRONT	RED	P9 SENSOR	+12V	RED		NONE	NONE
	BACK	ORANGE		IN	BROWN	P22 DISPLAY CN2 GANTRY	DROP	YELLOW
P2 VOLTAGE METER	CLAW	YELLOW	P11 TICKET	GND	BLACK		NONE	NONE
	NONE	NONE		+12V	RED	SP SPEAKER	+	GRAY
P5 COUNTER	GND	BLACK	P18 POWER SUPPLY	OUT	YELLOW			
	+12V	BROWN		NONE	NONE			
	PRIZE	WHITE		+12V	ORANGE		-	WHITE
	+12V	RED		GND	BLACK			
P6 COIN1	COIN	ORANGE		IN	WHITE			
	TILT	NONE		GND	BLACK			
	NONE	NONE		+5V	BROWN			
	GND	BLACK		+24V	RED			
P6 COIN1	COIN	WHITE		GND	ORANGE			
	+12V	RED		+48V	YELLOW			
				+12V	GREEN			

SENSOR INSTRUCTIONS



Connect to P9 on the main 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 qlways on or blanting Cohtuct US

B. Greeh light always or Object stack or Contact US

Easy Problem 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
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
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.
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
PP02	PRIZE OUT COUNTER ERROR	1. CHECK THE WIRE IF IT LOOSE 2. CHANGE THE COUNTER
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
EPP	SELLING PRICE IS WRONG	RESET THE PRICE (SW1-8)
	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
	CLAW COULD NOT CLOSE DURING THE PLAYING.	1. CHECK THE FUSE OF THE PCB 2. CHECK THE COIL IF IT BURNS OUT

	THERE IS NO ANY FUNCTION WHEN POWER TURNS ON.	CHECK THE FUSE ON THE POWER OUTLET.
	THERE IS NO CREDIT APPEARED WHEN COIN INSERT	CHANGE THE COIN SELECTOR
	THE BUTTON COULD NOT LIGHT UP.	CHANGE THE LAMP INSIDE OF THE BUTTONS OR THE PLUG OF BUTTONS
	FUSE FOR POWER SUPPLY	5A
	FUSE FOR POWER DISTRIBUTOR	5A
	FUSE FOR POWER OUTLET	15A
	FUSE FOR MAIN BOARD	3A