



1-732-387-0233

**Duck Locker
Candy Locker
Toy Locker
I Love Prizes**

OPERATING INSTRUCTIONS

How to play:

1. Insert coin(s) to start the game
2. Move joystick to move the crane to try and get the toy
3. Press button, the claw will move down to catch toy.
4. Good luck

Parameter setting

Press setting button to enter the parameter setting. Move joystick Up, down, left and right to choose or edit, back to save and exit.

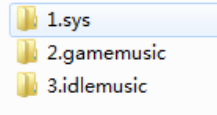
Password is 00000000 (8 Zeros) to enter into setup testing mode.

Item	Project	Description	
A Basic setting	A1 Language	Chinese or English	
	A2 BG music	Attract mode music - Can be set on and off, when set to on, you can set the music interval, the range (0-30 minutes) is preset on, interval is 1 minutes	
	A3 Set coin	Coin to play – 1-99 coin to play	
	A4 Coin save	Coin memory – 1 means all credit will be saved if power is removed , 0 mean all credit will be lost on power off.	
	A5 Game Time	Range (5-60 seconds), preset 20	
	A6 Game Mode	1-Weak Force	All voltage in this mode is weak, can not win prize.
		2-Fixed mode:	Winning voltage reach at probability setting round, it will reset no matter win or not after that round
		3-Random Mode:	E.g if set 10 rounds to reach winning voltage, it will occur randomly. But general probability is based on 10 rounds to win one.
		4-Probability fix:	Winning voltage reach at probability setting round, it will reset until win. But max next 3 rounds.If still not win within these 3 rounds, it will reset from the next fourth round.
		5-Probability Ran:	E.g if set 13 rounds to reach winning voltage, it will occur randomly. But if player still do not win at general 13rounds,winning voltage will occur next round(only occur next 3rounds,)
		6-Sell mode:	Player can play more times until win the prize.
	A7 Probability	which round occur winning voltage. Range(1-250)	
A8 Gift position	Prize exit position(Left front, left back)		
A9 Catch position	Set whether claw can grab in mid air		
A10 Game music	Set whether play music during playing		
A11 Signal level	N.O. /N.C. Default: N.O.		
A12 Clear coin	Set if someone shake machine, it will clear all coins		
B Voltage set	B1 AUTO Voltag	Put a toy into claw, move joystick to close the claw and hold the toy . Just wait and watch for about 15-30 seconds. The toy will soon fall into the price chute . The game has now set up the proper strength to the claw to have the best player experience . You may make changes to the computer recommended setting with the below adjustments but in most cases , there is no need . We suggest playing a few games after the setup is done to make sure it plays nice to you as if you were a player. Remember for this automatic setup to work , you should have all of the toys in the machine with about the same size and weight.	
	B2 TEST Voltag	Test weak voltage ,if it can not work well, can set B1 OR B4	
	B3 Strong Voltag	Set Strong voltage(13-48V), default: 27V – this is the voltage (strength) that the claw will pick up the toy .	
	B4 Weak Voltag	Set weak voltage (2-20V) default: 5V - we don't recommend this one be touched for most cases	

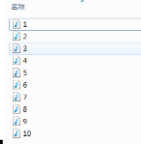
	B5 After Weak VG	Set voltage after weak voltage(4.5-30) default: 12.8V - we don't recommend this one be touched for most cases
	B6 Win Voltag	Set winning voltage(4.5-48), default: 35v - This can be higher if needed to pick up the toy . Make sure this is strong enough to pick up the toy.
	B7 Strong Time	Set strong voltage keep time(0.1-3s), default: 0.8s -- we don't recommend this one be touched for most cases
	B8 Weak Time	Set weak voltage keep time(0.1-3s), default: 0.2s - we don't recommend this one be touched for most cases
	B9 S to W mode	Set change from strong voltage to be weak voltage mode(change after strong voltage keep time or change near sensor switch) we don't recommend this one be touched for most cases
	B10 Line Length	Set rope down time(0.5-10s), default: 2.5s we don't recommend this one be touched for most cases
	B11 Strong Alarm	Set winning voltage occur times (0-50), default: 0. If machine reach alarm times, it will make warning we don't recommend this one be touched for most cases
	B12 Claw speed	Claw close time, (0-2), bigger setting, slow to close we don't recommend this one be touched for most cases
	B13 Up delay	Set time from closing claw to up(0-3)- we don't recommend this one be touched for most cases
	B14 S VG%	Set proportion for strong voltage by random(0-99). Strong voltage time is B15 setting time+strong time - we don't recommend this one be touched for most cases
	B15 S VG last time	Keep longer time for strong voltage by random(0-3)- we don't recommend this one be touched for most cases
C Speed setting	C1 Front back	Set crane to move front and back speed(1-9), bigger number, slower speed
	C2 Left Right	Set crane to move left and right speed(1-9), bigger number, slower speed
	C3 Up Down	Set claw to move up and down speed(1-9), bigger number, slower speed
D Test	Sensor	Test sensor and switch ,0/1 we don't recommend this one be touched for most cases
E Factory Test	Forwd to test	we don't recommend this one be touched for most cases
F Clear data	F1 Clear Account	Clear data for coin in and gift out
	F2 Clear current	Clear current rounds times
	F3 Clear probabi	Clear current probability
G Free Mode	ON/OFF	If set ON, means can play for free, if need to change to be OFF, need to re-power on machine and set again
H Restore Set	YES/NO	Can set all parameter to be factory setting
I Audit	T coin	Total coin in
	T gift	Total gift out
	Cloud	Total in on line
	Coin	Current coin in
	Gift	Current gift out
J Wifi Set	J1 Wifi name	More information on this will be provided soon
	J2 Password	Call for more information
	J3 Device	
	J4 Connect	

How to change background music:

1. Turn off machine, take SD card from main board



2. Put SD card into card reader, there are 3 files inside
3. Copy these three files into your own computer file.
4. Format SD card, file system choose to be FAT.
5. Open the file of 3.idlemusic in your computer, delete the music that you don't like, and add your



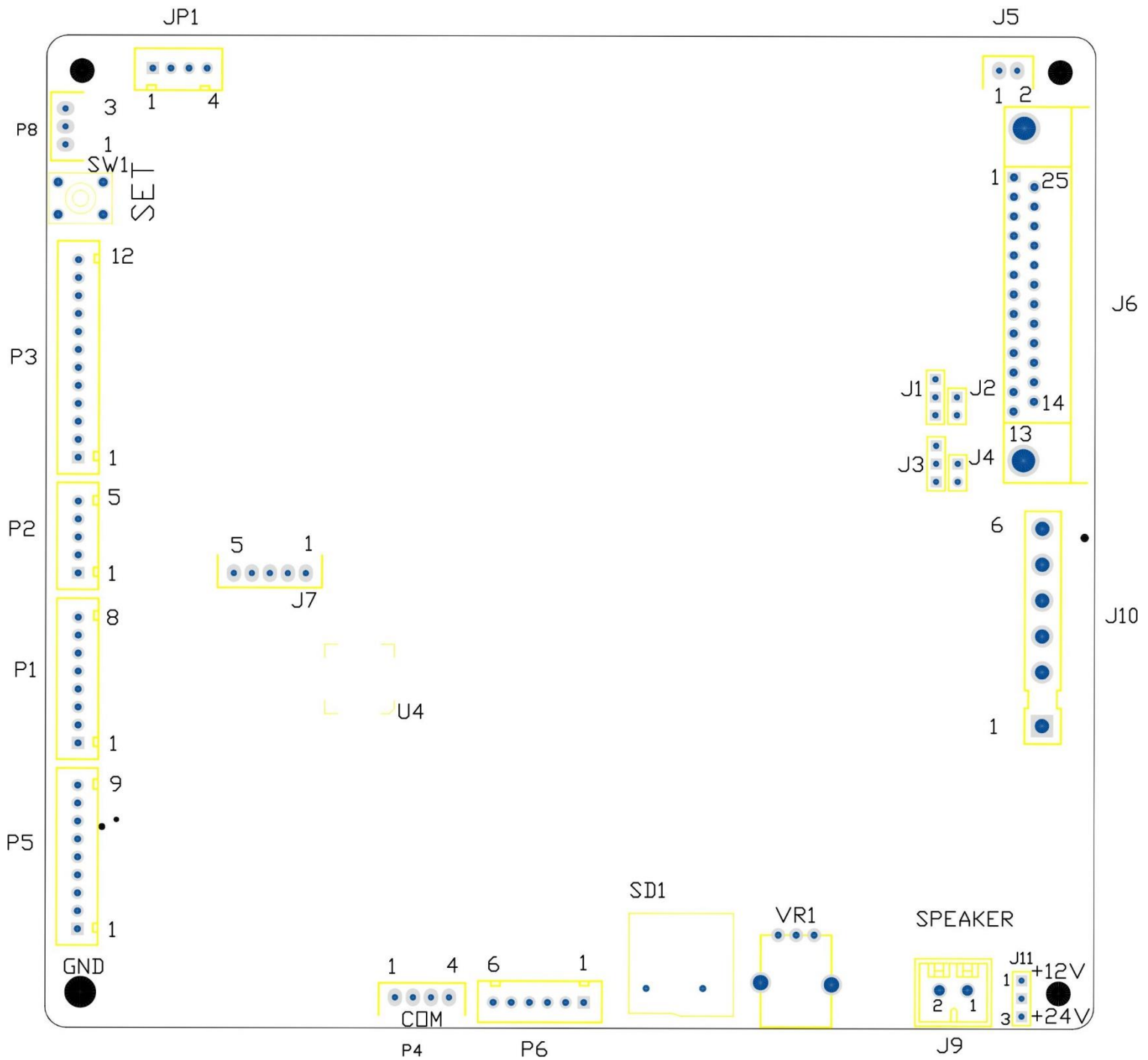
- own music(Music file should be MP3 OR WAV), all music should be named from1-10.
6. Return the file, choose all these three files, put your mouse in the first file, 1.sys, right click mouse to choose copy. **ATTENTION: Must put mouse in the 1.sys position then copy file.**
 7. Paste all files in SD card

Easy problem shooting

Code	SITUATION	SELF-EXAMINATION
USW ERR	Up Switch Error	1. Check if up switch
		2. Check all gantry connections
DSW ERR	Down Switch Error	1. Check down switch
		2. Check all gantry connections
FSW ERR	Front sensor switch failure	1. Check if the front switch is making contact with the rubber stopper in the front.
		2. Check all gantry connections
BSW ERR	Back sensor switch failure	1. Check if back switch is making contract with the back wall
		2. Check all gantry connections
LSW ERR	Left sensor switch failure	1. Check if left switch is making contact with the gantry center trolley moving left
RSW ERR	Right sensor switch failure	1. Check if right switch is making contact with the right stop plate
Claw hot	Claw needs time to cool down	1.Let the claw cool down . Leave out of service for 1 hour or more until the claw in cool to touch . consider replacing the coil if the strength seems not too strong.
RSW ERR	Inner gantry error	1. Check all inside gantry switched for proper operation

Coin	Insert coin, but no credit or play	1. Check if coin acceptor has the NO / NC switch in the wrong position , It should be in the UP position which is NO.
		2. Replace coin acceptor with a new one
		3.
Claw	Claw not closing	Watch the volt meter in the game , see if the meter moves when you expect the claw to close . If the meter moves and the claw does not close , try and change the claw coil. Still a possibility of a defective main board or power supply or broken connection
Joystick	Joystick doesn't allow all movement or just some movement	1.Check the connecter to joystick underneath 2.Replace joystick with a new one . 3.Check the cables from main board to crane

Pipeline Games Main Board Wiring Diagram



2	black	Voltage meter -
JP1		
	Color	Pin Function
1	yellow	+12V
2		B
3		G
4		R
P8		
	Color	Pin Function
1		DO
2		+12V
3		GND
P3		
	Color	Pin Function
1	black + white	GND
2	black + white	GND
3	black + white	GND
4	green	COIN A
5	white	COIN B
6	purple	GIFT COUNTER
7		
8	yellow + white	+12V
9	yellow + white	+12V
10	blue	COIN COUNTER
11	yellow + white	+12V
12	orange	GIFT SENSOR
P2		
	Color	Pin Function
1	black	GND
2	orange + white	SETTING BUTTON
3	red	VIBRATOR
4	brown	
5	gray	GND
P1		
	Color	Pin Function
1	yellow + white	+12V
2	black + white	BUTTON LAMP
3	green + white	BUTTON

PIN DEFINITION		
J10	Color	Pin Function
1	black	GND
2		
3	orange	+24V
4	black	GND
5	white	+48V
6	yellow	+12V
J6		
	Color	Pin Function
1	brown	F/B MOTOR +
2	red	L/R MOTOR +
3	orange	U/D MOTOR +
4	yellow	CLAW +
5	green	BACK SWITCH
6	blue	FRONT SWITCH
7		RIGHT SWITCH
8	purple	LEFT SWITCH
9	pink	UP SWITCH
10	black	DOWN SWITCH
11		
12		
13		
14		
15		
16		
17		
18	gray	GND
19	purple + white	GND
20	blue + white	GND
21	green + white	GND
22	black + white	CLAW -
23	orange + white	U/D MOTOR -
24	red + white	L/R MOTOR -
25	brown + white	F/B MOTOR -
J5		
	Color	Pin Function
1	red	Voltage meter +

4	orange + white	JOYSTICK-LEFT
5	yellow + white	JOYSTICK-RIGHT
6	red	JOYSTICK-BACK
7	brown	JOYSTICK-FRONT
8	black + white	GND
P5		
	Color	Pin Function
1	black	GND
2	red	+5V
3	white	
4	yellow + white	LCD-RS
5	green	LCD-RW
6	blue	LCD-E
7	brown	
8	gray	+5V
9	black	GND
P4		
	Color	Pin Function
1		+12V
2		TX_RS232
3		RX_RS232
4		GND
P6		
	Color	Pin Function
1		
2	blue	CAPSULE SENSOR
3	green	MOTOR-
4		
5	black	GND
6	yellow	+12V/MOTOR+
J9		
	Color	Pin Function
1	red	SPEAKER +
2	blue	SPEAKER -
J7		
	Color	Pin Function
1		RX_TTL