

# Claw Voltage and Frequency Settings Guide

Machine Brand	Distinguishing features	Board Type	IC Type	Claw settings	Hard grab Frequency Settings	Dip settings
WMH 288 knob with test credit button	Yellow Toy Soldier with no LCD/ Black ex jewellery with watch pictures on side/Blue Fantasy World/All Gamemaster rekits with knobs inside coin door	WO30934 or WO70514	MA188PS	Hold test button in and turn on and hold. When screen says PP release the test button. Move joystick forward to 01. Push drop button. In this mode move joystick around- C1 = pickup- adjust using knob and watching meter. C2 = carry- adjust using knob and watching meter. C0 = hard grab- not adjustable. Push freeplay to reset.	Put pin 7 on bank 2 across and reboot machine. Display shoul flicker 00. Use joystick to go to mode 09(nb 10's and 1's work independently depending on joystick action) Push drop button - number that appears is the hard grab frequency - adjust it using joystick then push drop button. When finished put pin 7 bank 2 back to off position and reboot	Bank 1 should have 1,2 and 6 on/Bank 2 all off/Bank 3 should have 2 and 6 on
WMH 288 knob without test credit button	Yellow Toy Soldier with no LCD/ Black ex jewellery with watch pictures on side/Blue Fantasy World/	WO30934 or WO70514	MA188PS	Play game, and as the claw is dropping quickly adjust the voltage on the pickup(VR1) and Carry(VR2). The knobs are inside the front door. Make sure the potentiometer does not work in opposite direction- some do. Clockwise is usually stronger.	Put pin 7 on bank 2 across and reboot machine. Display should flicker 00. Use joystick to go to mode 09(nb 10's and 1's work independently depending on joystick action) Push drop button - number that appears is the hard grab frequency - adjust it using joystick then push drop button. When finished put pin 7 bank 2 back to off position and reboot	Bank 1 should have 1,2 and 6 on/Bank 2 all off/Bank 3 should have 2 and 6 on
WMH 288 LCD, 2888,28881	Yellow Toy Soldiers and Blue Movie Star Machines in Std, Jumbo and Super Jumbo Sizes. Also applies to giant machines though board and IC are different.	WO60204		Found as a sub menu under Main Menu 3 Claw Settings. VR1 = pickup and VR2 = retaining. Push K5 to make something flash, then K3 and K4 to adjust. Dropping skill is the other sub menu under claw settings. The higher this is set, the longer the claw momentarily depowers between VR1 and VR2	Found as a sub menu under Main Menu 4 Percentage Settings. Set the game play cost and cost of prize in one sub menu, then in the other sub menu make the percentage 240%. The hard grab frequency will then show as correct for a 30% payout if you have correctly entered other data.	Under the LCD on bank 1, 2 and 5 should be up. On bank 2, 1 and 4 should be up
WMH 390 Double Play	Yellow/Blue machines with Win Every Time. Lolly gantry on right hand side.	WO40203A	CL3903	Play game, and as the claw is dropping quickly adjust the voltage on the pickup(VR1) and Carry(VR2). The knobs are inside the front door. Make sure the potentiometer does not work in opposite direction- some do. Clockwise is usually stronger.	Put pin 7 on bank 2 across and reboot machine. Display should flicker 00. Use joystick to go to mode 09(left/ways to select 100s, 10s or 1,s(the flicker when selected) and up and down to change value) Push drop button - number that appears is the hard grab frequency - adjust it using joystick then push drop button. NB Take care not to have hard grab frequency at 112 as opposed to 12 - it is easy to make mistake.The 100's is preceded by a dash on one screen- the other screen has 10's and 1's. When finished put pin 7 bank 2 back to off position and reboot	
WMH 188A/288A choc machines	Blue/various with flap built into slider tray	WO30934 or WO70514		Set both VR1 and VR 2 to approx 35v each, then monitor payout on a weekly basis and reduce or increase voltage to suit payout	We don't use hard grab on choc machines. You can turn it off by setting frequency to 0 using bank 3 pin 7 across, reboot, joystick yo 09, drop button, joystick to 00, drop button, pin back, reboot	
Feiloli Standard Plush	Black or Yellow. Always has 3 knobs for voltage adjust instead of 2. The knobs are usually on a small sub board within the coin mech area. Sometimes the machine may have a mini machine board where adjustment knobs are found in a row of 3 on the board.	Feiloli	LGS3K3	Put switch on back of \$1 coin mech up. Reboot. Display should say 00. If it doesn't try the other coin mech. Push drop button repeatedly- 01=High, 02=Med, 03=Low- claw will be shut during this and you can adjust voltage using the corresponding knob and watching the potentiometer needle. Approx 25, 15 and 10 works well	Hold freeplay button in and turn on. When display lights up release drop button. The number that comes up is the hard grab frequency. Adjust using joystick. Push freeplay again and machine will reset. Note that normal order of voltage settings is H M L. In the recurring hard grab the order is H H H - so it will only ever go as hard as the highest voltage set, which must be strong enough to hold on to toy.	
Feiloli Mini Plush	Yellow. Always has 3 knobs for voltage adjust instead of 2. The knobs are found in a row of 3 on the board. Top one is low, Middle is Medium and the bottom is high.	Feiloli	LGS3K4	Put switch on back of \$1 coin mech up. Reboot. Display should say 00. If it doesn't try the other coin mech. Push drop button repeatedly- 01=High, 02=Med, 03=Low- claw will be shut during this and you can adjust voltage using the corresponding knob and watching the potentiometer needle. Approx 25, 15 and 10 works well	Hold freeplay button in and turn on. When display lights up release drop button. The number that comes up is the hard grab frequency. Adjust using joystick. Push freeplay again and machine will reset. Note that normal order of voltage settings is H M L. In the recurring hard grab the order is H H H - so it will only ever go as hard as the highest voltage set, which must be strong enough to hold on to toy.	
Feiloli Extra Play	Orange	Feiloli	LGSKW	On bank 4 of the board you individually put up the dipswitches and reboot the machine. 3= low, 4 = medium, 5=high. The claw will snap shut each time and allow you to use the correct knobs to adjust the voltage using the potentiometer. Always return switch to off position when voltage adjustment is done	On bank 1 a combination of the dip switch settings gives the hard grab frequency where dip switch 1=1, 2=2, 3=3, 4=5, 5=10=20. A grab of 15 would be 4 and 5 up together. A grab of 12 would be 5 and 2 up together. NB note that normal order of voltage is H M L but on extra play the hard grab goes H M H. It is important to ensure the Med voltage is not too low or it will never win.	
Gamemaster no new kits	Tall or short machines			Voltage settings in the back. Suggest you have both the same at 18V for a start, then adjust both up and down together according to payout. Do adjustments quickly while game is in play.	There is no hard grab setting on these machines. Payout is adjusted entirely by strength of VR1 and VR2. Not suitable for running anything other than standard plush	