



# MACHINE MANUAL

## WMH LCD

STANDARD, JUMBO, SUPER JUMBO (NOT GIANT)



2012

# Machine Specifications

WHAT WE CALL THIS MACHINE	COULD BE STANDARD, JUMBO, S. JUMBO
MANUFACTURER	WU MAR HARNG
MODEL	288, 288B1, 288B
BOARD TYPE	WO60204 OR W100411(smaller)
IC CHIP	D5880415
SIZE	JUMBO

## What do the K1 to K5 buttons do?



MAIN MENU	SUB MENU	INCREASE	DECREASE	SELECT/SAVE
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K1 cycles you through the four main menus—use this first

K2 cycles you through the sub menus once you are in the correct main menu—use second

K5 selects a value on the screen to edit. It will flash when it is editable

K3 increases the value incrementally with each push— or hold it in for faster movement

K4 decreases the value incrementally with each push— or hold it in for faster movement

Once the correct value is attained, push K5 to save that value

Once saved either continue editing or push K1 to go back to main menu

From the main menu push K5 to exit into play mode

# What are the 4 menus and their submenus?

1. ACCOUNTS	
SUB MENU SCREEN DISPLAY	WHAT IT IS FOR
COIN 1 TOTAL IN COIN 2 TOTAL IN -	SUMMARY OF MONEY THROUGH METERS
COIN 3 TOTAL IN COIN 4 TOTAL IN	NOT USED
TOTAL GAME / TOTAL TEST	GAMES PLAYED AND TEST BUTTON PUSHED
TOTAL CATCHES OUT/ TOTAL TICKETS OUT	<b>NO OF PRIZES WON</b> TICKETS NOT USED
TOTAL CAPSULES OUT / TOTAL BALLS OUT	NOT USED
TOTAL DOLLAR IN / TOTAL DOLLAR PAYOUT	TOTAL MONEY IN / TOTAL DOLLAR PAYOUT

PAYOUT PERCENTAGE = ( TOTAL DOLLAR IN/TOTAL DOLLAR PAYOUT)X 100%

2. MACHINE SETTINGS	
SUB MENU SCREEN DISPLAY	WHAT IT IS FOR
INSERT 1 & 2 MATRIX	SETTING UP COST PER PLAY
INSERT 3 & 4 MATRIX	NOT USED
GAME TIME	LENGTH OF TIME UNTIL CLAW DROPS
ATTRACT MUSIC	WHETHER TO HAVE MUSIC PLAY ALL THE TIME OR NOT
PAY AT LOSS/PAY AT WIN	NOT USED
COIN VALUE	COIN VALUE- LEAVE ALL AT \$1

3. CLAW SETTINGS	
SUB MENU SCREEN DISPLAY	WHAT IT IS FOR
COIL POWER	TO ADJUST THE 2 VOLTAGES VR1 = PICKUP, VR2 = RETAINING
DROPPING SKILL /SUPER CLIP	TO ADJUST CLAW DEPOWERING INTERVAL(5- 12) IGNORE SUPER CLIP

3. PRIZE SETTINGS	
SUB MENU SCREEN DISPLAY	WHAT IT IS FOR
SET PERCENTAGE	ADJUSTING FREQUENCY
PLAY GAME COST/PRODUCT COST	COST TO PLAY/ COST OF PRIZE

# How to reset Account Audits

Hold Free Play Button in and Turn on
As soon as the credit display near joystick says pp release the freeplay button
Use the joy stick to go up to menu option 02
Push the drop button
Use K2,K3 or K4 to scroll through to "CLEAR ACCOUNT"
Push K5 to clear the account
Push K1 to go to main menu

## What do the error codes mean?

CODE	WHAT DOES IT MEAN?
01	The stop up switch is not being activated ie motor is not raising claw. Could be a UD fuse, tangled string, faulty relay, faulty UD motor
02	The tilt sensor is touching the metal surrounds— check the tilt sensor is not trapped against the surround. Adjust or remove it.
03	The claw cant lower—check UD fuse or look for tangled string
04	Up Down motor blocked for over 3 seconds—check for tangled string or trapped claw—possibly a physical impediment to the claw pulling up
05	Left right motor blocked for over 3 seconds. Turn off and on and observe if something is stopping the machine reaching the stop left switch
06	Forwards Backwards motor blocked for over 3 seconds. Turn off and on and observe if something is stopping the machine reaching the stop front switch
10	Prize sensor is blocked or disconnected. Check the prize chute for blockages or the connections to the sensor and at Plug J10 on the PCB
91	Coin 1 meter not connected or broken— check the wires on back of the coin meter or Plug JP6, Change meter.
92	Coin 2 meter not connected or broken— check the wires on back of the coin meter or Plug JP6. Change meter.
93	Prize meter not connected or broken— check the wires on back of the coin meter or Plug JP11. Change meter.

# LCD Dipswitch Settings

BANK 1 LEFT (found under LCD screen)		
OFF	ON	WHAT DOES THIS PIN DO?
	1	MUSIC PLAYS WHEN GAME IS IN PLAY
	2	CLAW DROPS DOWN BEFORE RELEASING PRIZE IF ON
3		NOT IMPORTANT
4		DROP BUTTON SNAPS CLAW SHUT MIDAIR—LEAVE OFF
	5	CLAW MOVES TO PLAYFIELD AT BEGINNING OF GAME
6		KEEP CREDITS AFTER POWER OFF—LEAVE OFF
7		DEMO EVERY 5 MINUTES—LEAVE OFF
8		NOT USED

BANK 2 MIDDLE		
OFF	ON	WHAT DOES THIS PIN DO?
	1	REPEAT HARD GRAB TIL WIN
2		PLAY TIL WIN OFF
3		CLAW STRENGTH LEAVE OFF
	4	REPEAT HARD GRAB TIL WIN
5		NOT USED
6		NOT USED
7		NOT USED
8		NOT USED

BANK 3 RIGHT		
OFF	ON	WHAT DOES THIS PIN DO?
1		NO USE—FOR FUTURE SOFTWARE—LEAVE OFF
2		NO USE—FOR FUTURE SOFTWARE—LEAVE OFF
3		NO USE—FOR FUTURE SOFTWARE—LEAVE OFF
4		NO USE—FOR FUTURE SOFTWARE—LEAVE OFF
5		NO USE—FOR FUTURE SOFTWARE—LEAVE OFF
6		NO USE—FOR FUTURE SOFTWARE—LEAVE OFF
7		NO USE—FOR FUTURE SOFTWARE—LEAVE OFF
8		NO USE—FOR FUTURE SOFTWARE—LEAVE OFF

# How do I set up cost per play?

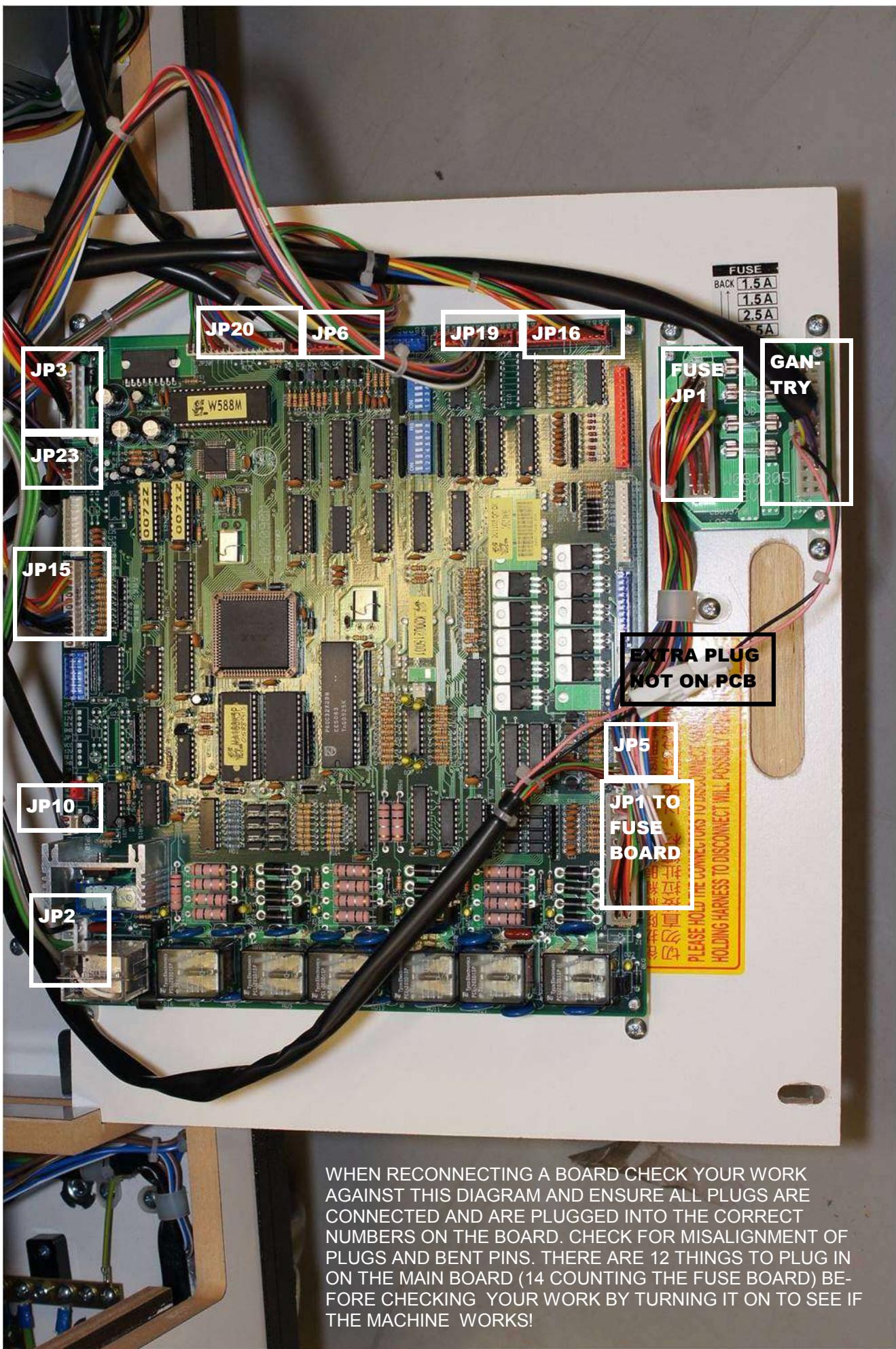
THIS IS A SUB MENU UNDER NUMBER 2 MACHINE SETTINGS

FOR \$2 PER PLAY	COIN	PLAY	TK
INSERT 1 (COIN MECH)	2	1	0
INSERT 2(NOTE READER)	5	3	0

FOR \$1 PER PLAY	COIN	PLAY	TK
INSERT 1 (COIN MECH)	1	1	0
INSERT 2 (NOTE READER)	5	6	0

## What are the plugs on the PCB?

PLUG	WHERE DOES IT GO TO?
JP2	Power input of 24 and 48 V for motors and claws
JP11	Prize sensor—be careful not to put on JP12 which is next to it and the same size
JP15	Joystick, drop button, tilt sensor, drop button light
JP23	Speaker and volume control knobs
JP3	Power input of 12V and 5 V for PCB board and powers all other 12V devices on machine eg coin mech, credit display, LCD screen, speaker
JP20	LCD display control
JP6	Coin mechs and note readers
JP7	Extra coin mechs if used
JP19	Connected to LCD display
JP16	Connected to credit display
JP5	Coin meters and prize meters
JP1	To gantry via fuse board



WHEN RECONNECTING A BOARD CHECK YOUR WORK AGAINST THIS DIAGRAM AND ENSURE ALL PLUGS ARE CONNECTED AND ARE PLUGGED INTO THE CORRECT NUMBERS ON THE BOARD. CHECK FOR MISALIGNMENT OF PLUGS AND BENT PINS. THERE ARE 12 THINGS TO PLUG IN ON THE MAIN BOARD (14 COUNTING THE FUSE BOARD) BEFORE CHECKING YOUR WORK BY TURNING IT ON TO SEE IF THE MACHINE WORKS!