# ROCKET BALL

Manual

⬡**STOP** ★Please read the manual before using the machine!
★Keep this manual for your reference.

CYE-0906 SERIAL INDEX

Time：2010-02-2

SERIAL GENERAL DESCRIPTION

Function:

This machine consists of software and hardware in two sections:

Software: Mainly in control the PCB, the mechanical movement and the probability operation

Hardware:

1. Main Board: Controls all components.
2. X-Y Overhead Crane: Includes 3 drive motors, claw's spring coil and testing SW.
3. Display: Display inserted coin and the machine's states.
4. Sensor: While the prize through the sensor, the Meter will tick and the probability will re-computation.
5. Meter: Records coins and the number of times prizes pay out.
6. Claw's Power VR: Control the strength of claw (strong to weak), according to your demand and adjust it.
7. Volume VR: Adjust music volume (loud or low).

*Game Control SW: While the game processes, the Joystick controls claw's direction

(Left, right, front and back) then catch.

*Control panel SW: In case to enter the backstage and adjust the setting. Please use test button to adjust and switch it.

8. Tilt sensor: While the machine encounters away intensely, the Tilt sensor will send out a signal then the game will stop by compulsion.
9. Exit Door: The position of prize.

Hardware Provision Drawing:
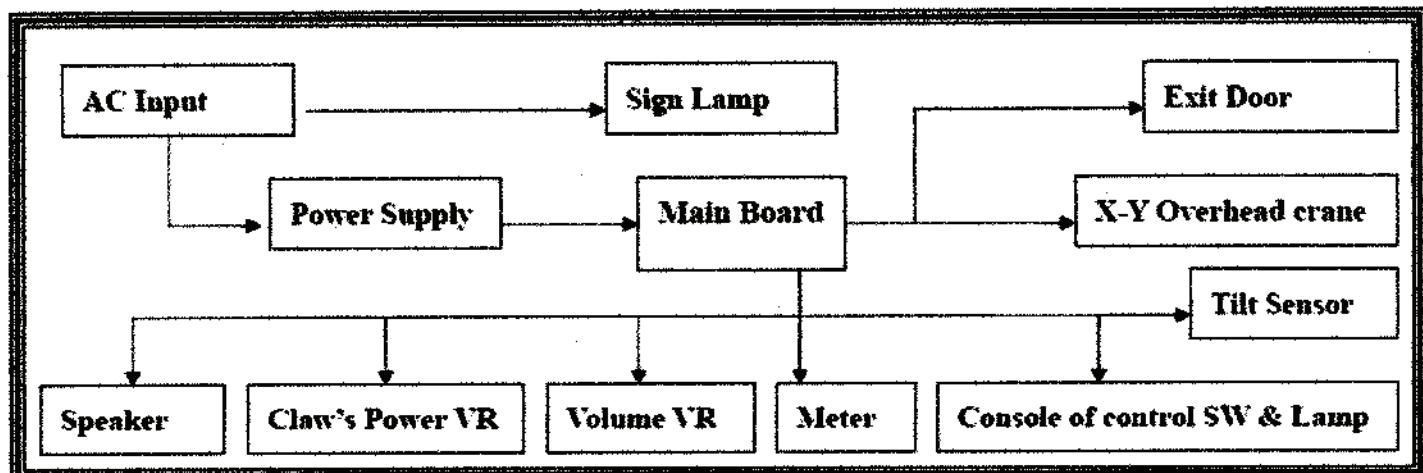
HOW TO PLAY:

1. After inserted coins, the display board will show the number of coins insertion and the coin counter will accumulate the number of coins inserted.

2. Move the joystick then play the game, the display board will show the time of procession. Move the joystick to select a prize then press the [START] button, the claw will grab the prize which have selected. The claw will back to the default setting area after captured. While the claw released which means the game is over and suppose grabbed a prize then through the prize to the outlet door sensor, the prize Meter will tick and if the machine encounters away intensely, the Tilt sensor will send out an error signal then the game will stop by compulsion.

GAME MODE:

Please see below 5 operation modes, you may choose any one of them which you would like to operate in your business. To switch the mode under [F01], please choose character A ~ E which you want to operate.

Please see the introductions of A, B, C, D and E mode as followings:

MODE A:

MODE A is an operation mode. This mode is use for probability operation.

Please adjust [F01] = A under this mode then to adjust the setting value of [F02] [F03] [F04].

Please see the explanation as following:

Probability algorithm explanation

Example One:

[F02]Play game cost=10

[F03]Prize cost=150
[F04]Set prize Percentage=50%

[F03] / [F02] / [F04] = X, so 150/10/50% = 30 so full power will be sent to the claw within a group 30 games.
At the 30th game if no players grab any gift and the 31th game will also appear Strong claw until player grab a gift then it will return to 0 after caught a gift.

Example Two:
[F02]Play game cost=20
[F03]Prize cost=350
[F04]Set prize Percentage=70%

[F03] / [F02] / [F04] = X, so 350/20/70%=25 so full power will be sent to the claw within a group 25 games. At the 25th if no players grab any gift and the 26th also appears Strong claw until any players grab a gift then it will return to 0 after caught a gift.

If a prize won before full power send to the claw, then full power will not be sent to the claw until the cycle being played is completed. Normal cycling will resume in the following group.

MODE B:

MODE B is for operation. To adjust [F01] under this mode and set the [F01] = B then adjust the setting value in [F05]. [F05] is to set the time for Strong claw. Please see the explanation as following:

In this mode, the circulation time of claw strength is 1 to 40 seconds. While setting [F05] = 15 which means 1 to 15 seconds will appear Strong claw.

```
|----------------------------------------------------------------|
|                                                                |
1sec                                                          40sec
```

The circulation time of claw strength

```
|---------------------------------|
|                                 |
1sec                          15sec
```
The circulation time of full power claw strength. (To set the [F05] = 15)
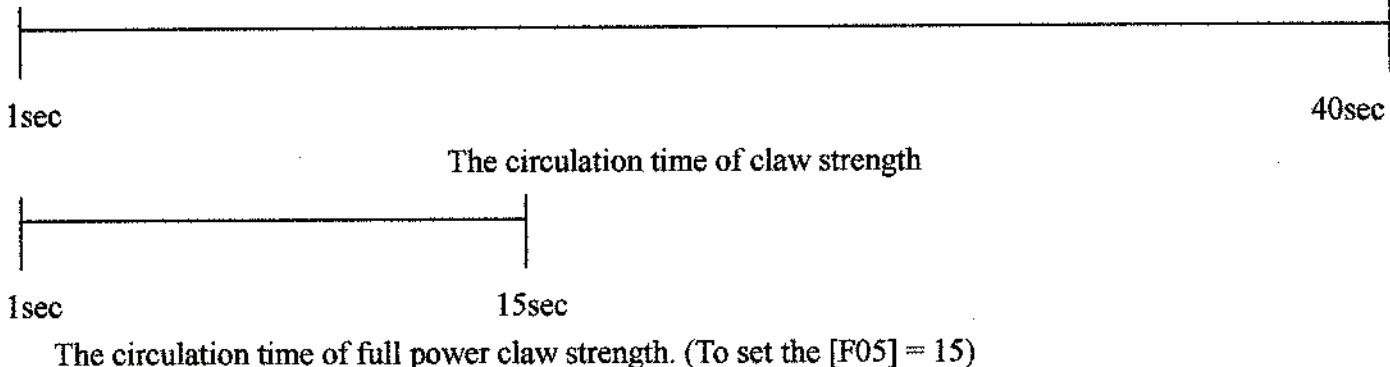
While player selected a prize then push the start button to start the game and if the circulation time is just right at 10 seconds, but [F05] = 15, it will appear Strong claw and at the 16th second, the claw will return to weak claw. The circulation time means to control claw's strength at this mode.

MODE C:

MODE C is a progressive amount mode. Please adjust [F01] = C under this mode then adjusts [F06].
[F06] is to set the value of number of accumulation of game.

For Example:
When set the value [F06] = 10. The previous 1~9 times will appear weak claw and while play to the 10th. It will turn to Strong claw. At the 10th if no players grab any gift and the 11th will appear Strong claw until a player grabbed a gift. [F06] will return to 0 after caught a gift.

MODE D:

MODE D is a mode of "Play till you win". Please adjust [F01] = D under this mode then to adjust the setting value of [F07]. [F07] is to set the value of gift.

For example:
While set the value of [F07] = 10. Before play the game, players must throw full 10 times then processing the game. The Display will be glittered if the amount has not thrown full 10 times and the Display will shows "Play" if throw full 10 times. Players can carry on the game until caught a gift then the game terminated.

MODE E:

MODE E is a Time mode. Please adjust the [F01] = E at this mode then to adjust the setting value of [F08]. [F08] is a setting value of proceed time of game. Adjusts the probability at [F02] [F03] [F04] under this mode.

For example:

When set the value [F08] = 50. The Display will appear 50 seconds and players can grab the gift during the processes until the time finished = 0 and the game over. The adjustment of probability is at [F02] [F03] [F04]. Please read following explanation.

Probability algorithm explanation

Example One:

[F02] Play game cost = 10

[F03] Prize cost = 150

[F04] Set prize Percentage = 50%

[F03] / [F02] / [F04] = X. 150/10/50% = 30 so full power will be sent to the claw within a group 30 games. At the 30th game if no player grabs any gift then the 31th game will also appear Strong claw until a player caught a gift then it will return to 0 after grabbed a gift.

Example Two:

[F02] Play game cost = 20

[F03] Prize cost = 350

[F04] Set prize Percentage = 70%

[F03] / [F02] / [F04] = X, 350/20/70% = 25 so full power will be sent to the claw within a group 25 games. At the 25th game if no player grabs any gift then the 26th will appear Strong claw until player captured a gift then it will return to 0 after grabbed a gift.

DIMENSIONS :
- Weight : 80Kg
- Height : 190cm
- Width : 78cm
- Length : 86cm

CONTENTS :
- The Crane machine cabinet
- Keys: Coin door keys x1
  Control Panel keys x1
  Control Board keys x1
  Prize Door Keys x2
- Operator's manual x1
- Main board x1
- Relay Card x1
- Sensor x1
- Display x2

SPECIFICATIONS :
- The game has the option to operate on a 110V,120V , 220V,240V AC 50/60Hz single phase mains electric supply.

  The supply must be a three wire grounded supply.

CAUTION!

Before switching the machine on, be sure to check that it has been set on the correct voltage for your area!

MAIN PCB WIRING DIAGRAM

JP18

JP17

JP13

JP16

JP3

JP9

JP11

JP12

JP4

JP14

MAIN BOARD

W-0801B(copy right)

JP5

JP15

JP6

JP7

VR1

JP10

JP8
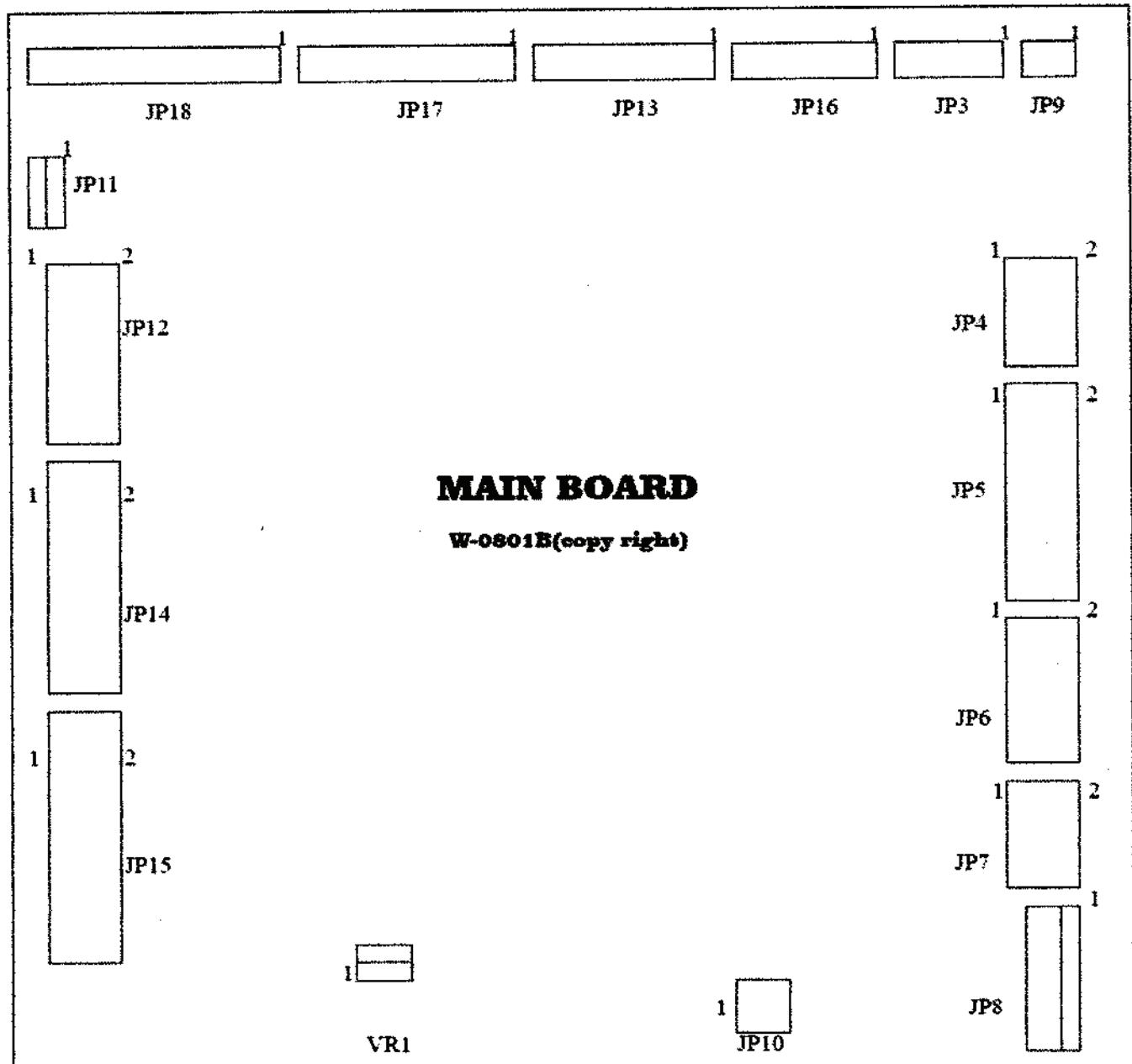
JP3	Color	Connection(Coin selector)
1	Blue	Coin selector 1-Coin Single
2	White	Coin selector 2-Coin Single
3	Black	GND
4	Yellow	+12V

JP4	Color	Connection (Ticket dispenser)
1	Black	Connected to Ticket dispenser
2	Brown	
3	Red	
4	Orange	
5	Yellow	
6	Green	
7	Blue	
8	Purple	

JP5	Color	Connection(Control SW)
1	Grey	Connected to Title
2		Not use
3	Brown	Start button(NO)
4		Not use
5	Red	Joystick – Right SW(NO)
6		Not use
7	Orange	Service button(NO)
8		Not use
9	Yellow	Test button(NO)
10		Not use
11	Green	Joystick – Left SW(NO)
12		Not use
13	Blue	Joystick – Back SW(NO)
14		Not use
15	Purple	Joystick – Front SW(NO)
16		Not use
17	Black	ALL GND
18	White	Connected to Title

JP6	Color	Connection
1		Not use
2		Not use
3		Not use
4		Not use
5	GY/RD	Start button light(-)
6		Not use
7		Not use
8		Not use
9		Not use
10		Not use
11		Not use
12	Yellow	+12V

JP7	Color	Connection(Meter)
1		
2		Not use
3		Not use
4	Grey	Bill Acceptor Meter Single
5		Not use
6	Purple	Prize Meter Single
7		Not use
8	Blue	Coin Selector 1 Meter Single
9		Not use
10	Yellow	+12V

JP8	Color	Connection(Main PCB Power)
1	Red	+5V
2	Red	+5V
3	Black	GND
4	Black	GND
5	Black	GND
6	Yellow	+12V
7	Yellow	+12V

JP9	Color	Connection
1		Not use
2		Not use

JP11	Color	Connection(Sensor)
1	White	Not use
2	Yellow	+12V
3	Black	GND
4	Blue	Sensor Signal

JP14	Color	Connection(Relay card)
1		Not use
2	BE/BK	Relay card JP2 – Pin17
3		Not use
4	GN/BK	Relay card JP2 – Pin16
5	Black	Relay card JP2 – Pin1
6	YW/BK	Relay card JP2 – Pin15
7	GY/BK	Relay card JP2 – Pin20
8	OE/BK	Relay card JP2 – Pin14
9	Brown	Relay card JP2 – Pin2
10	RD/BK	Relay card JP2 – Pin13
11	PE/BK	Relay card JP2 – Pin19
12	BN/BK	Relay card JP2 – Pin12
13		Not use
14	White	Relay card JP2 – Pin11
15		Not use
16	Grey	Relay card JP2 – Pin10
17		Not use
18		Not use
19		Not use
20		Not use

JP10	Color	Connection(Speaker)
1	Brown	Speaker(-)
2		Not use
3	Orange	Speaker(+)
4		Not use

JP13	Color	Connection
1		Not use
2		Not use
3		Not use
4		Not use
5		Not use
6		Not use

JP15	Color	Connection
1		Not use
2		Not use
3		Not use
4		Not use
5		Not use
6		Not use
7		Not use
8		Not use
9		Not use
10		Not use
11		Not use
12		Not use
13		Not use
14		Not use
15		Not use
16		Not use
17		Not use
18		Not use
19		Not use
20		Not use
21		Not use
22		Not use

JP16	Color	Connection
1		Not use
2		Not use
3		Not use
4		Not use
5		Not use

P13	Color	Connection(Volume VR)
1	Black	GND
2	White	Single
3	Red	VCC

JP12	Color	Connection(Relay card)
1		Not use
2		Not use
3		Not use
4		Not use
5	Purple	Relay Card JP1 – Pin8
6	Blue	Relay Card JP1 – Pin7
7	Green	Relay Card JP1 – Pin6
8	Yellow	Relay Card JP1 – Pin5
9	Orange	Relay Card JP1 – Pin4
10	Red	Relay Card JP1 – Pin3
11		Not use
12		Not use
13		Not use
14		Not use
15		Not use
16		Not use

JP17	Color	Connection(Display1)
1		Not use
2	White	SCK
3	BE/RD	SDA
4	GN/RD	SCH
5	Yellow	12V
6	OE/BK	GND
7	RD/BK	VCC

JP18	Color	Connection(Display2)
1		Not use
2	White	SCK
3	BE/RD	SDA
4	GN/RD	SCH
5	Yellow	12V
6	OE/BK	GND
7	RD/BK	VCC
8		Not use

RELAY CARD WIRING DIAGRAM

P4   P5   fuse wire   JP3

JP1
                1

Relay Card

CYE-0906(copy right)

VR1-H

VR2-M

VR3-S

JP4   JP2   1

VR1-H VR2-M VR3-S
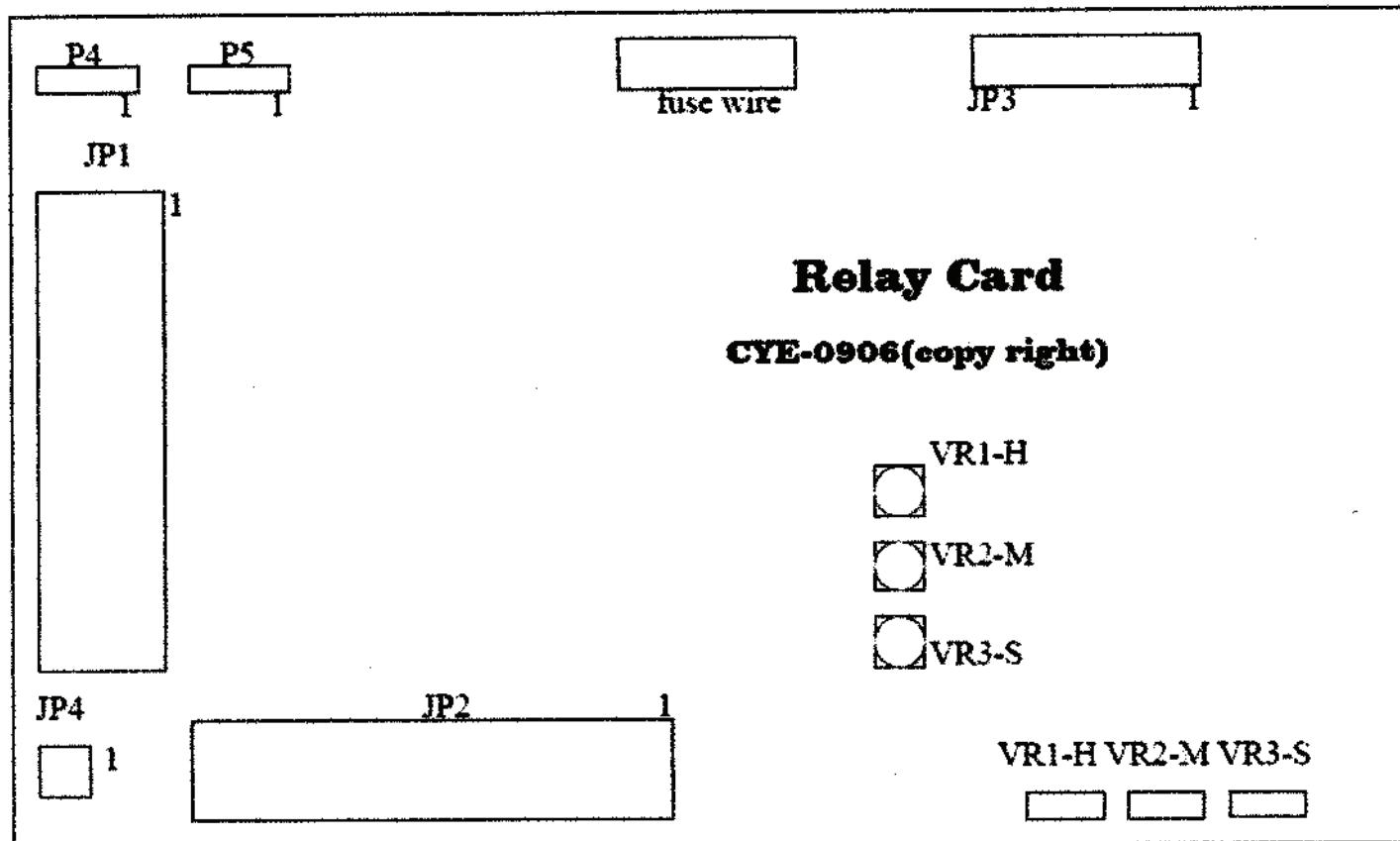
JP1	Color	Connection(Main board)
1	Black	Main board JP14 – Pin5
2	Brown	Main board JP14 – Pin9
3	Red	Main board JP12 – Pin10
4	Orange	Main board JP12 – Pin9
5	Yellow	Main board JP12 – Pin8
6	Green	Main board JP12 – Pin7
7	Blue	Main board JP12 – Pin6
8	Purple	Main board JP12 – Pin5
9		Not use
10	Grey	Main board JP14 – Pin16
11	White	Main board JP14 – Pin14
12	BN/BK	Main board JP14 – Pin12
13	RD/BK	Main board JP14 – Pin10
14	OE/BK	Main board JP14 – Pin8
15	YW/BK	Main board JP14 – Pin6
16	GN/BK	Main board JP14 – Pin4
17	BE/BK	Main board JP14 – Pin2

18		Not use
19	PE/BK	Main board JP14 – Pin11
20	GY/BK	Main board JP14 – Pin7
21		Not use
22		Not use
23		Not use
24		Not use

JP2	Color	Connection(X-Y Overhead Crane)
1	Black	GND
2		GND
3		GND
4		GND
5	Red	Right/Left motor (-)
6	Red	Right/Left motor (+)
7	Brown	Front/Back motor (-)
8	Brown	Front/Back motor (+)
9	Pink	Up/Down motor(-)

10	Pink	Up/Down motor(+)
11	Yellow	Claw (-)
12	Yellow	Claw (+)
13		Not use
14		Not use
15	Purple	X-Y Overhead Crane Left SW
16	Purple	X-Y Overhead Crane Right SW
17	Blue	X-Y Overhead Crane Back SW
18	Blue	X-Y Overhead Crane Front SW
19	Black	X-Y Overhead Claw Down SW
20	Black	X-Y Overhead Crane UP SW
21	Grey	+12V
22	Grey	GND

JP4	Color	Connection
1.	White	Volt Meter(+)
2.	Blue	Volt Meter (-)

JP3	Color	Connection(Relay card power)
1	Black	H-
2	Pink	H+
3	Black	U-
4	Blue	U+
5	Black	F-
6	Purple	F+
7	Black	R-
8	Grey	R+

P4	Color	Connection
1		Not use
2		Not use
3		Not use
4		Not use

P5	Color	Connection
1		Not use
2		Not use
3		Not use
4		Not use

ADJUSTEMNT SERVICE PANEL

Denominations	Instructions
Display 2	Demonstrates at present establishes game mode.
Volume	To adjust volume, loud or low.
TEST button	Press "TEST" button to perform the test mode.
Voltmeter	Demonstrates the voltage value of claw strength.
Weak power claw	Adjustment of weak power claw (Please don't revolve the value after adjusted. The value will change if you revolve it once again).
Middle power claw	Adjustment of middle power claw (Please don't revolve the value after adjusted, The value will change if you revolve it once again).
Full power claw	Adjustment of full power claw. (Please don't revolve it after adjusted. The value will change if you revolve it once again.
SERVICE button	Press "SERVICE "button, to start the game without coin in.
POWER	Machine ON/OFF

Power — Service button — Strong claw — Medium claw — Weak claw — Display 2 — Volume — Test button — Voltmeter
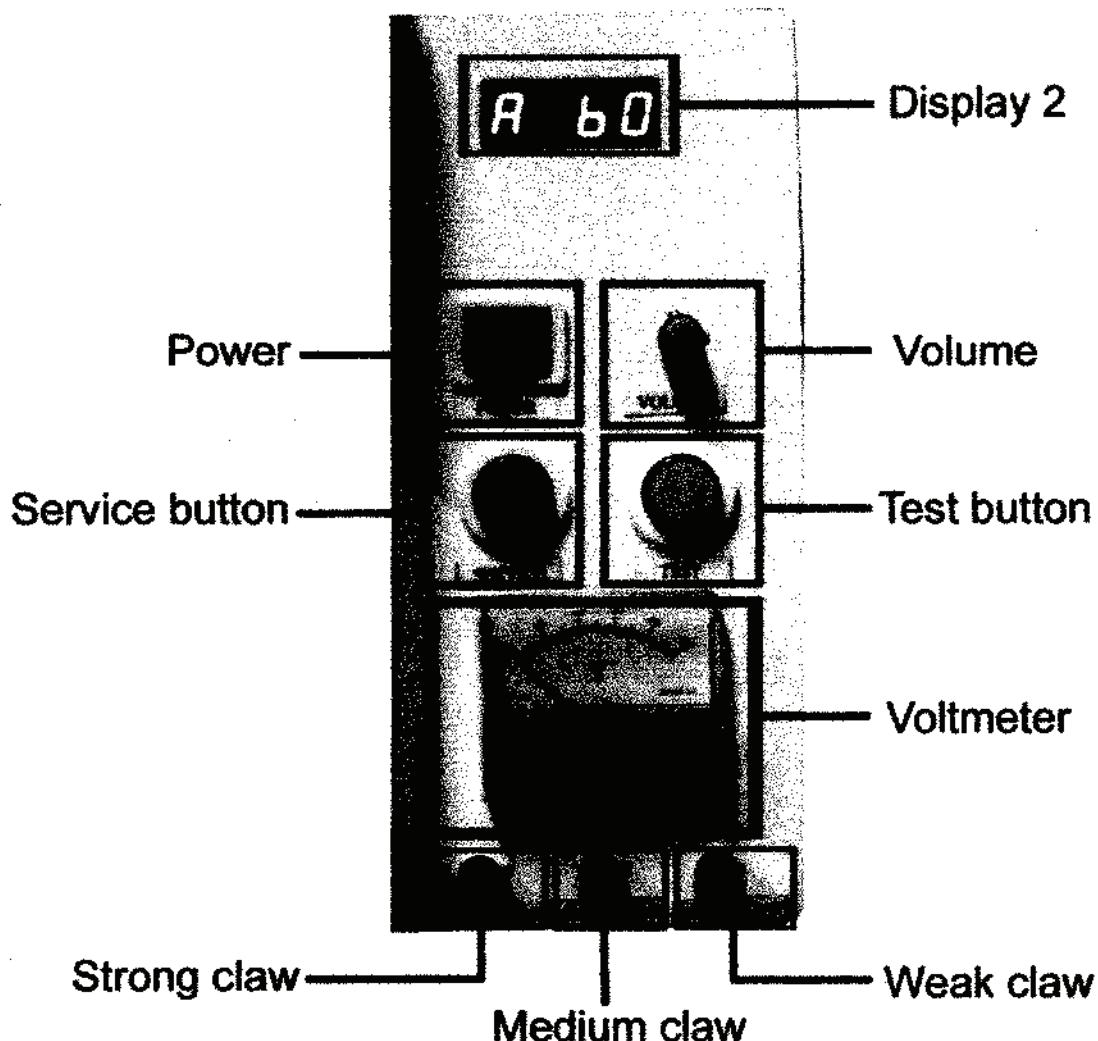
CONTROL BOARD DISPLAY

Control Board display: to show times to play, game time, set up date, mode change...
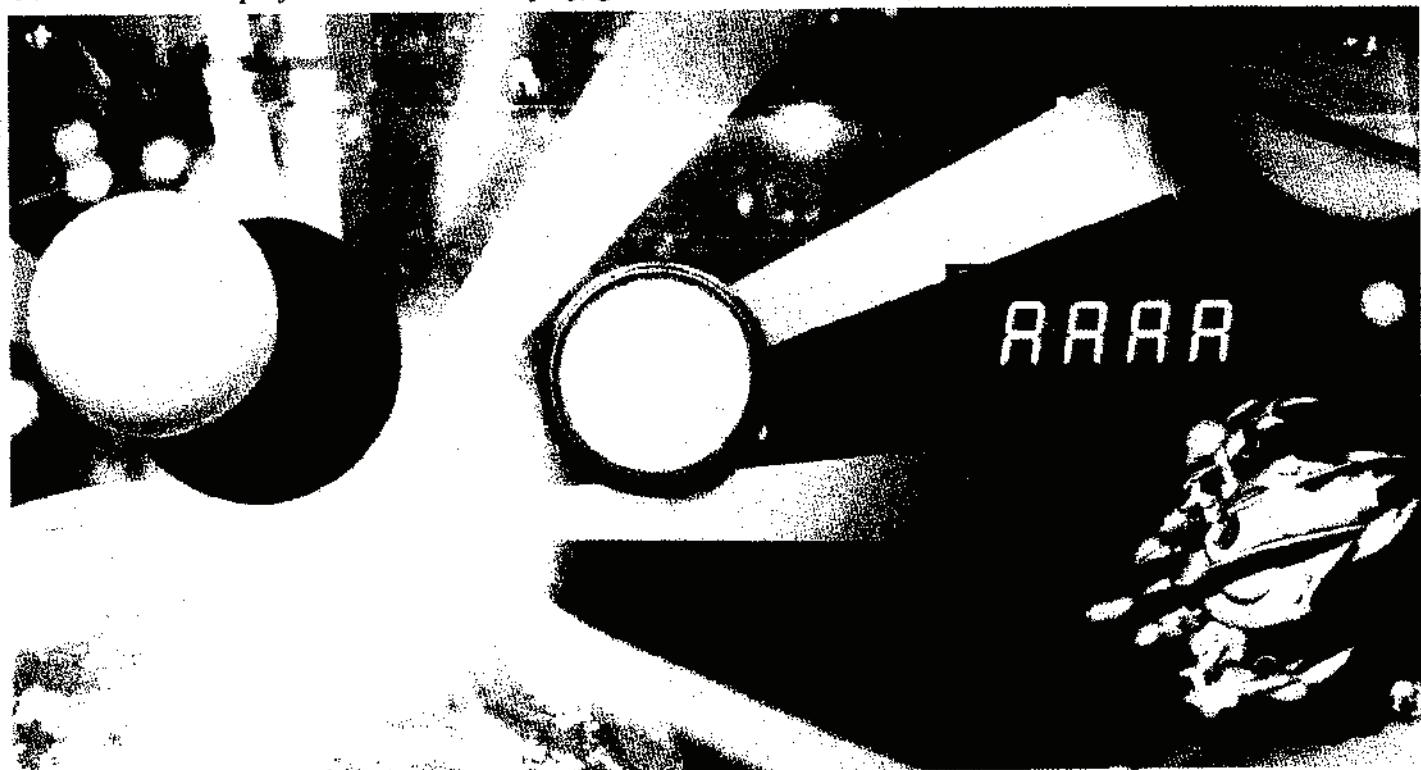
HOW TO ADJUST THE CODE AND OPERATE THE

VALUE

| ⚠ | BE SURE TO READ THE FOLLOWING INSTRUCTION CAREFULLY BEFORE SERVICING THIS MACHINE | ⚠ |
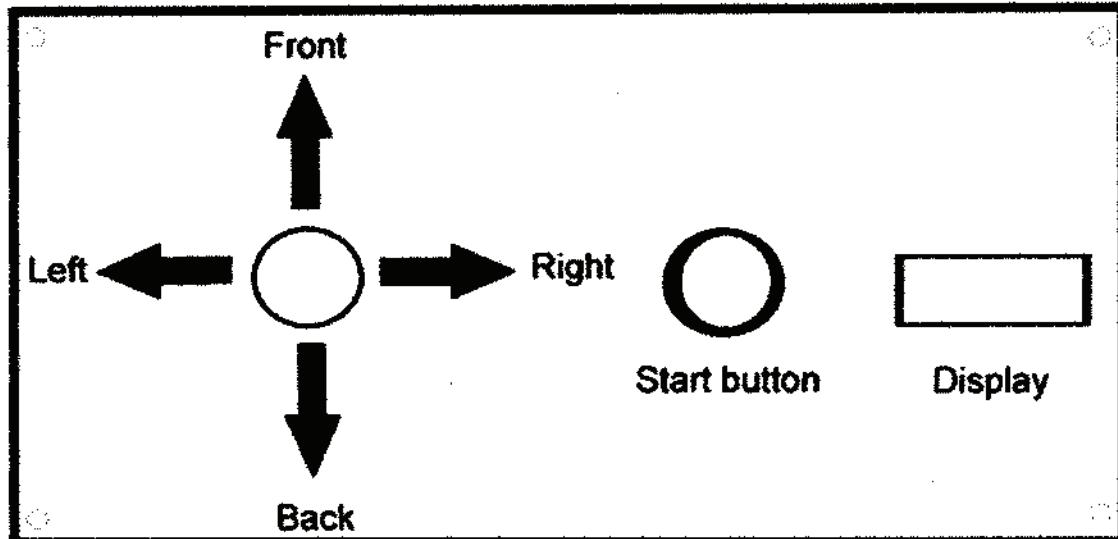
Control Board

Joystick	The explanation of content	Display
Right	Positive numbers switch to the CODE value.	Display P01 switch to P02 and so on...
Left	Inverse numbers switch to the CODE value.	Display P01 switch to P16 and so on...
Front	Positive numbers switch to the CODE value.	Display the content value of P01 (1 becomes 2 and so on...)
Back	Inverse numbers switch to the CODE value.	Display the content value of P01 (1 becomes 10 and so on...)
Control Panel Test Button	When switch to the other items, please press the Test Button on the Control Panel.	Display the series of P and switch it to series C and so on...

HOW TO ENTER IN ADJUST MODE

ATTENTION!

Using password into program adjustment can adjust the whole program mode and audit mode (all the records). If press TEST button to enter, it can only adjust some program mode and today report of audit mode.

[TEST] button can adjust:

Program mode: P14 P15.

How to clear audit mode:

Today report: Press TEST into -AA- and then move the Joystick to enter in -A01-, press the START button 20~30 seconds.

All report: enter password into ALL- and then move the Joystick to enter in -L 01-, press the START button 20~30 seconds.

STEP ONE : Turn on the power , press Test button once then press START button to enter the password mode. The original password is "0000".

Test Button

Control Panel

1. Press TEST button.

2. Press START button.

Control Panel   START Button
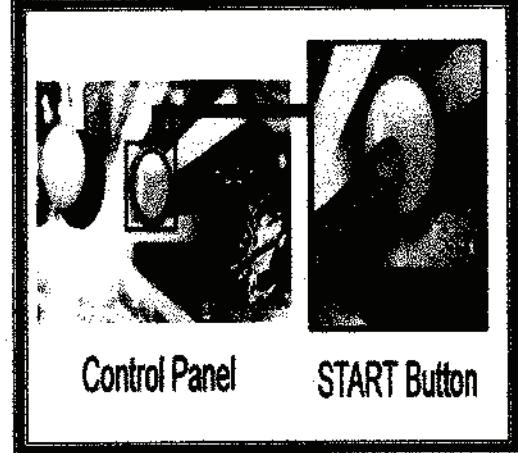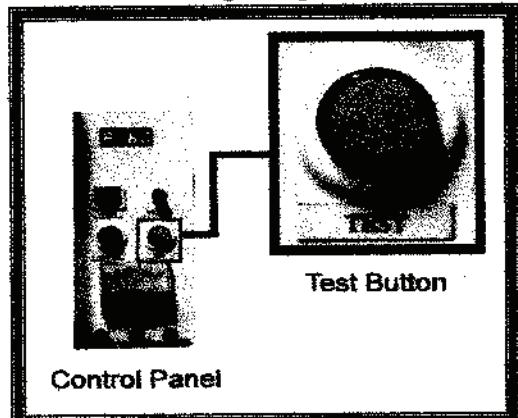
◆ Into password mode. Original password is "0000".
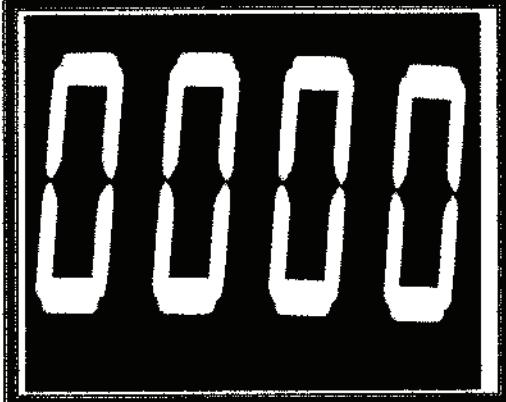
STEP TWO : Enter password and press START button. When display shows"----", the password is correct. (Default password is 0000)

1. Enter password : Default password is 0000.
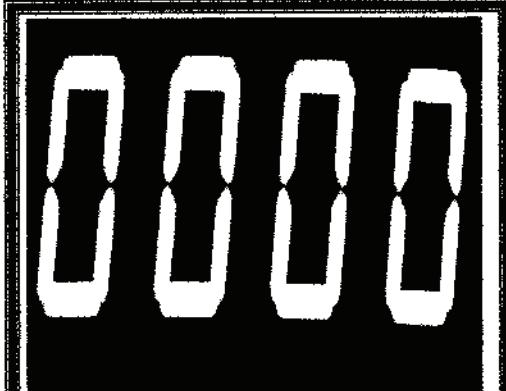
2. Press START Button.

Control Panel   START Button

3. This sign means the password is correct.
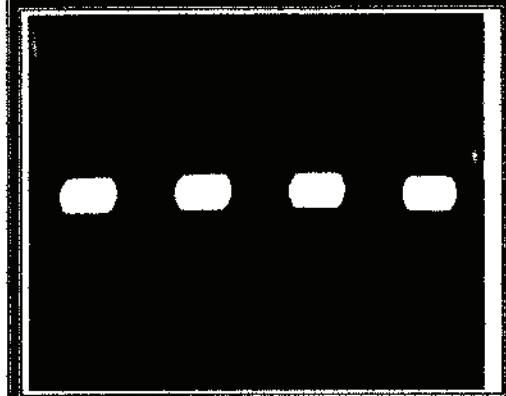
STEP THREE : After password, press TEST button and the display will show [-PP-]. Move the Joystick to the right side, the display will show [-P01-] and into program "Adjust Mode". Move the Joystick up or down to adjust the value.

1. Press TEST button once.

Test Button

Control Panel
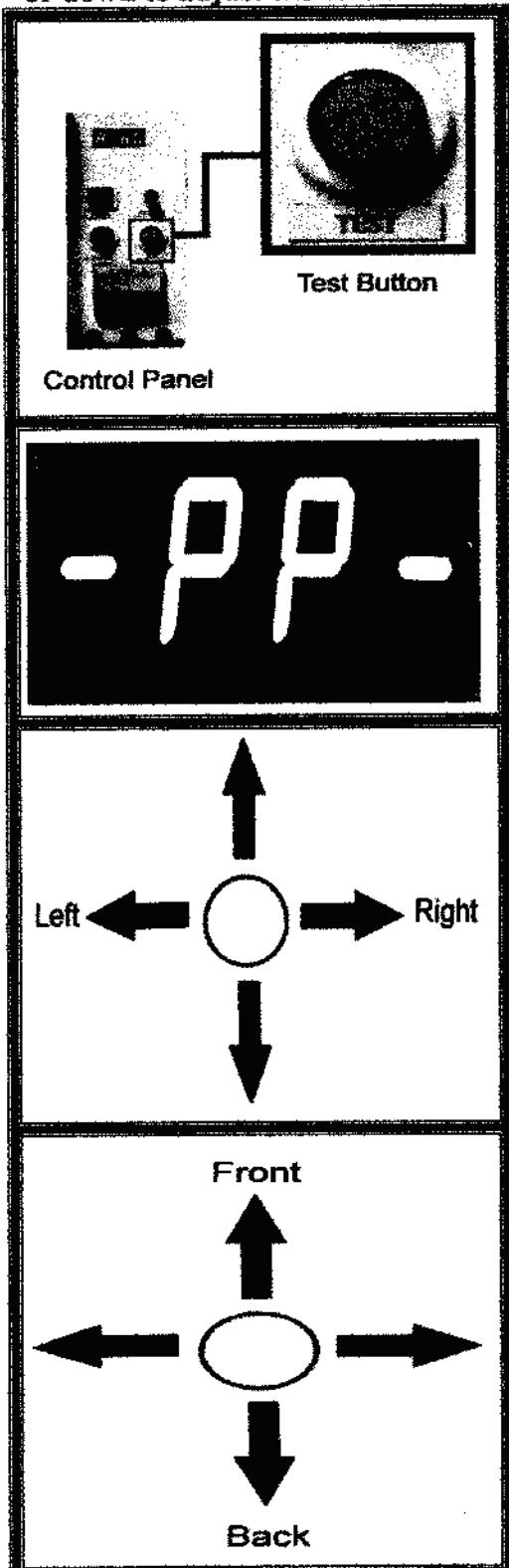
2. Display shows [-PP-].

3. Move the **Joystick to the right side or left side** to select [P 01] to [P 16].

Left / Right

4. **Move the Joystick up or down to adjust the value.**

Front
Back

Enter Audit Mode : Follow the STEP ONE & STEP TWO and enter the password. When the password is correct [----], press the Test button twice, then the Credit display will show [ALL-]. Move the Joystick to the right side. The display will show [L 01] to get in to the Audit mode.
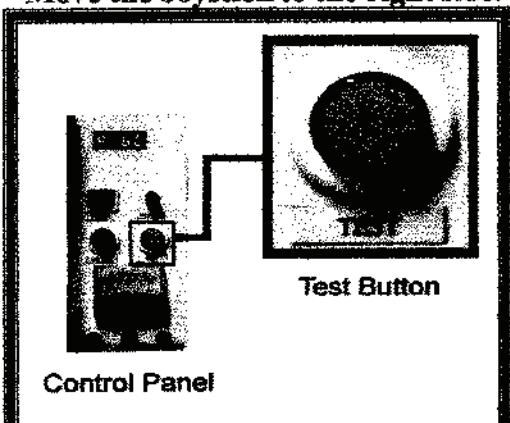
1. Follow the STEP ONE & STEP TWO and enter the password. When the password is correct [----], press the Test button four times.

Test Button

Control Panel
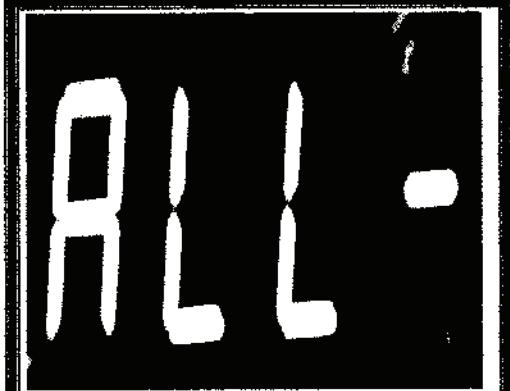
2. Credit Display [ALL-].

Left ← → Right
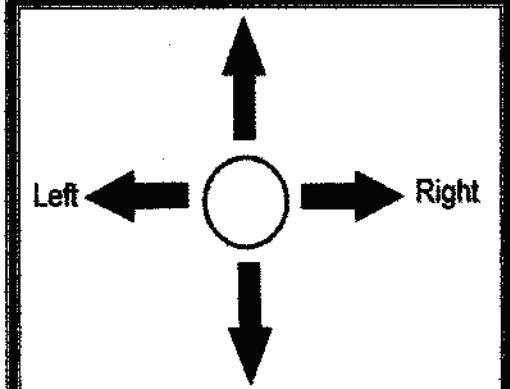
3. Move the Joystick to the right side.
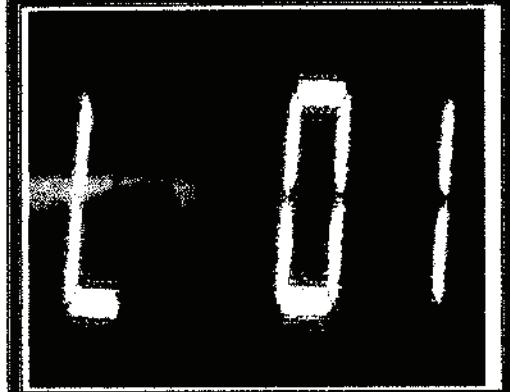
4. Credit Display [L 01] into Audit Mode.

HOW TO CHANGE PASSWORD

> ***WARNING!***
> *Default password is "0000". Please remember your password after changing. If forgetting your password, please contact CYE company to have a new rom.*

STEP ONE: Enter Password Mode : Turn the power on, press the Test button once and then press the START button.

Control Panel

Test Button

1. Press Test button.

Control Panel   START Button
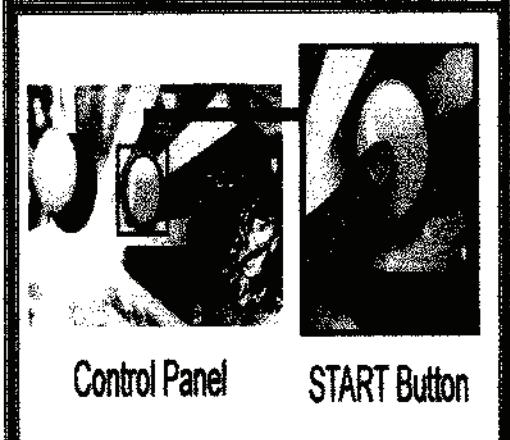
2. Press START button.

3. Password Mode.

STEP TWO：Press password (Default password 0000) and press START button. The password is correct if the display shows [----]
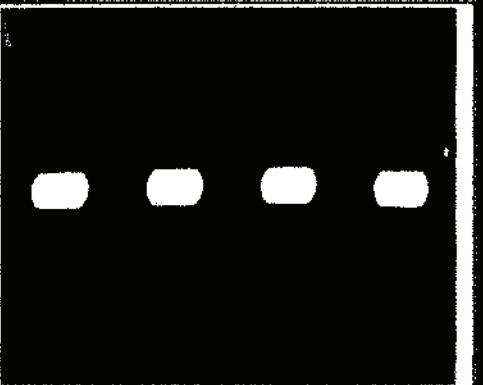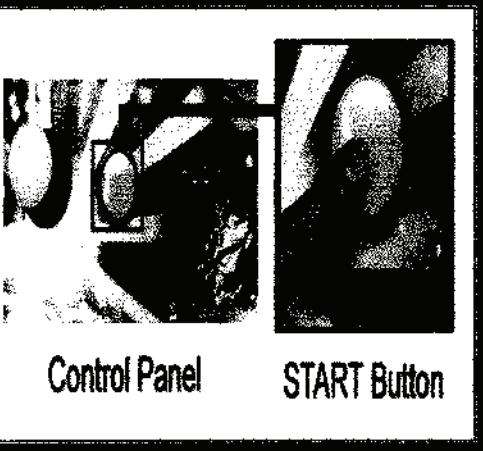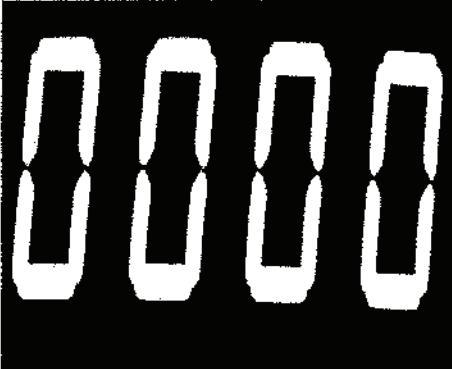
1. Press password：Default is [0000]

2. Press START button to enter the mode.

Control Panel   START Button

3. Correct password, the display will show[----]

STEP THREE： Press START once, display will show [0000] which means to enter your password. After changing a password, then press START button, and you will see the display shows [====]. Enter your new password again, press START button, display will show [CHAN] and glance 4 times. Then the display shows [-PP-] which means the new password has been done.
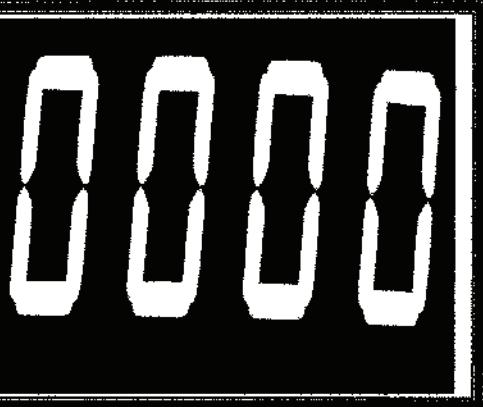
◆ Into the password mode. Original password is "0000".

Control Panel   START Button

1. Press START button once.

2. See Display shows [0000].

Left ← ○ → Right
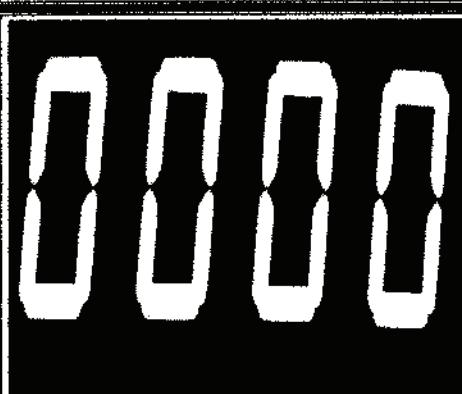
3. Move the Joystick to Left or Right: To move the number of left and right.

Front
○
Back
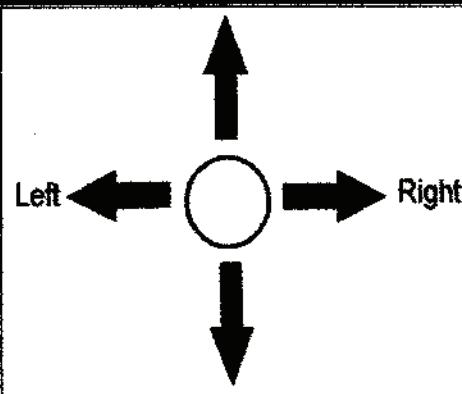
4. Move the Joystick up and down: To change the word big or small.

1. Press START button once.
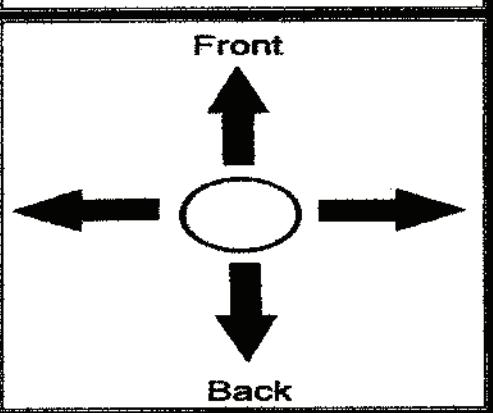
Control Panel   START Button

5. After entering your new password , press START button.

6. Display shows [= = = =].
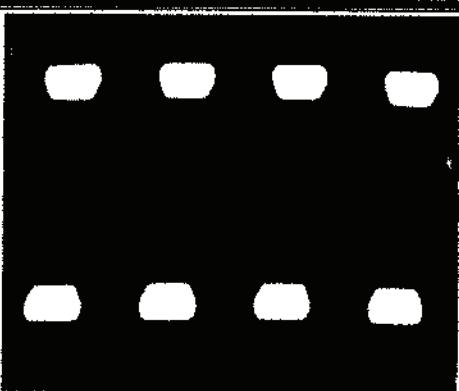
7. Enter the new password again.

Control Panel   START Button
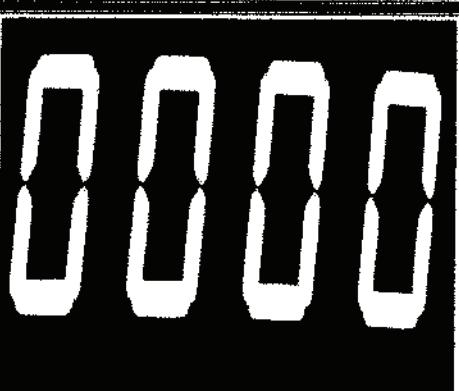
8. Press the START button again.

9. Display shows [CHAN] and glance 4 times.

10. Display shows [-PP-] means new password done.

DATE AND SETTING

BE SURE TO READ THE FOLLOWING

⚠ ## CAREFULLY BEFORE SERVICING ⚠

THIS MACHINE

STEP ONE : Press TEST button.
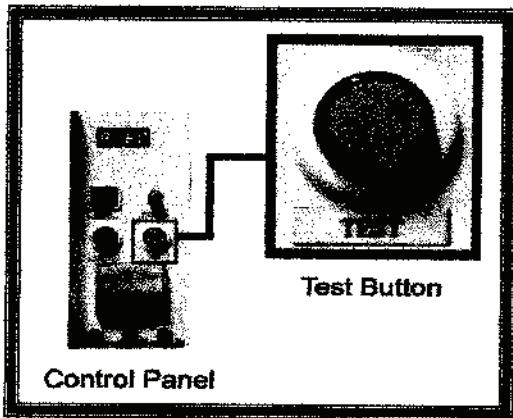
Test Button

Control Panel

◆ Turn on the power, Press TEST button once then press START button to enter the password mode.

STEP TWO : Press START button.
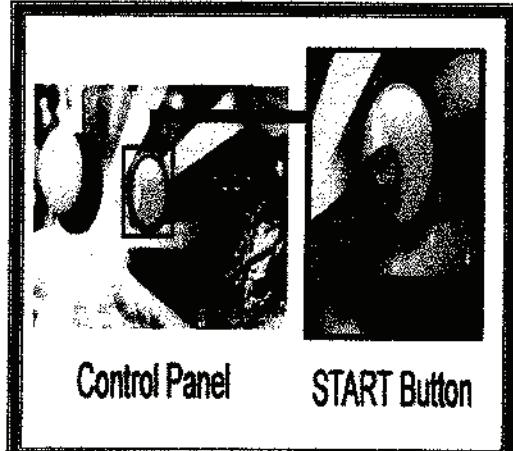
◆ Press START button to enter the password mode.

Control Panel   START Button

STEP THREE : Into password mode. Original password is "0000"
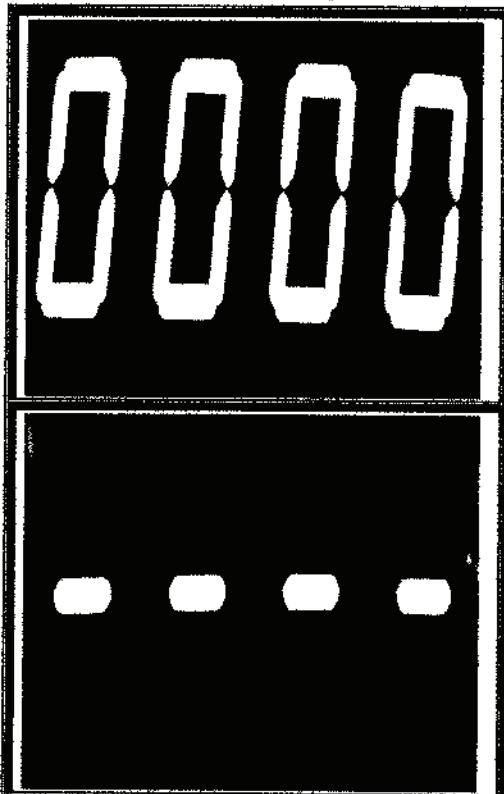
◆ Go to the password mode and enter your password.
(Original password is "0000").

◆ This sign means the password is correct.

## STEP FOUR : After password, press TEST button and the display will show [-PP-].

◆ After password, press TEST button and the display will show
[-PP-].

STEP FIVE : Press TEST button again and the display will show [-FF-]

◆ Press TEST button again and the display will show [-FF-].

**STEP SIX : Press TEST button and the display will show [-UU-].**
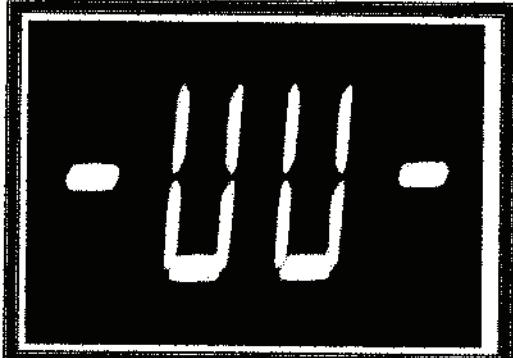
◆ Press TEST button again and the display will show [-UU-]

**STEP SEVEN : Press TEST button and the display will show [-ALL-].**

◆ Press TEST button again and the display will show [-ALL-]

**STEP EIGHT : Press TEST button and the display will show [--08].**
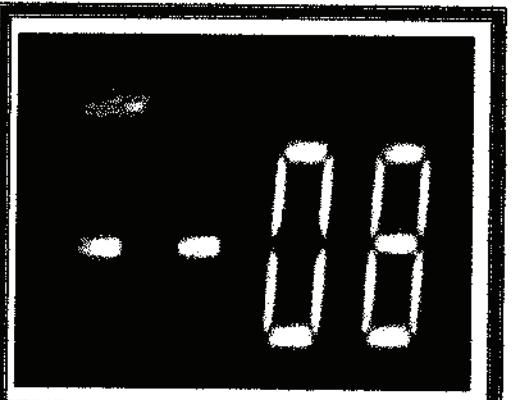
◆ Press TEST button to the time mode and the display will show [--08]. [--08] indicates YEAR.

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**STEP NINE : Move the Joystick up and down to adjust the value.**
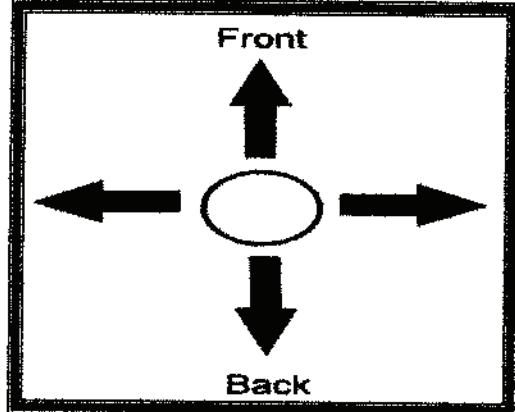
◆ Move the Joystick up and down to adjust the value.

STEP TEN : Move the Joystick to left or right in order to move to the next number.
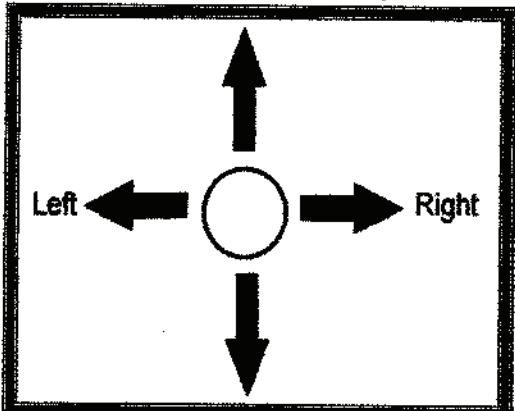
◆ Move the Joystick in order to move to the next number.

STEP ELEVEN : Press START button to the MONTH adjustment.

Control Panel   START Button
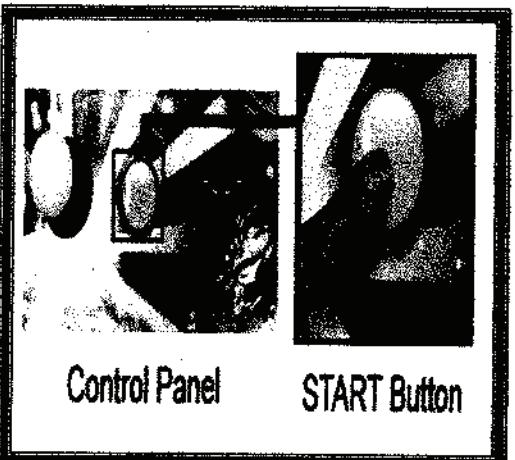
◆ Press START button to the MONTH adjustment.

STEP TWELVE : MONTH adjustment.
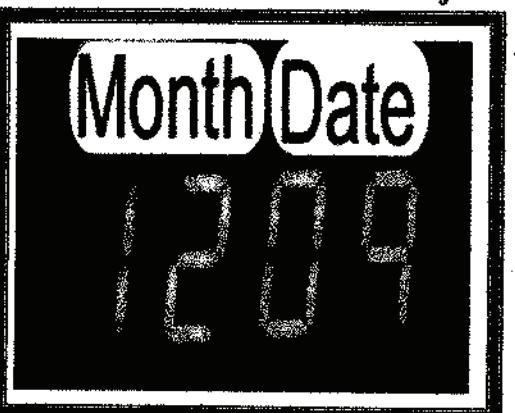
◆ MONTH adjustment :
Move the Joystick up and down to adjust the value.
Move the Joystick to the left and right to move to the next number.

STEP THIRTEEN : Press START button to do TIME adjustment.

Control Panel   START Button
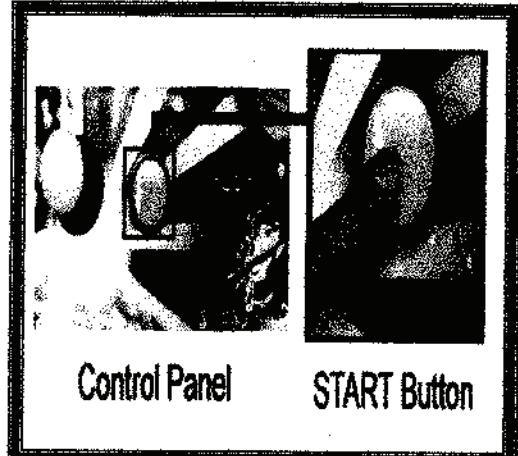
◆ Press START button to do TIME adjustment.

**STEP FOURTEEN : TIME adjustment.**

Hour Minute
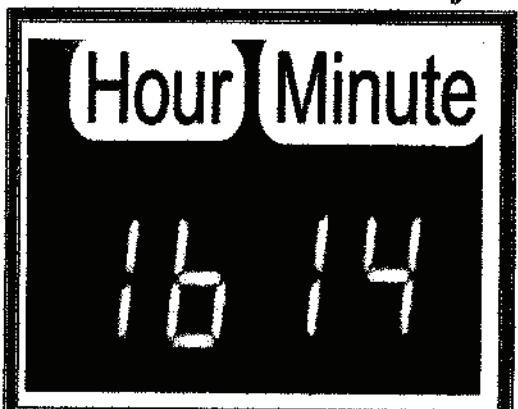
◆ TIME adjustment:
Move the Joystick up or down to adjust the value.
Move the Joystick left and right to move to the next number.

STEP FIFTEEN : Press TEST button while all adjustments set.

Test Button

Control Panel
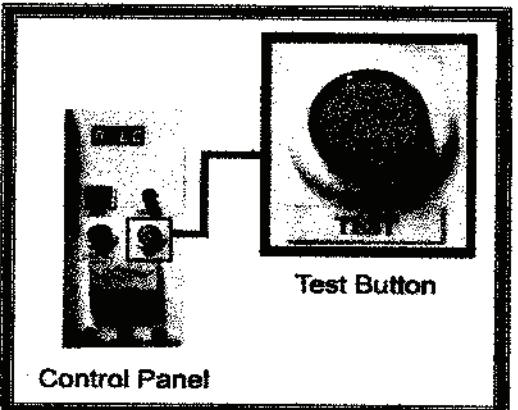
◆ Press TEST button while all adjustments set. If a mistake occurred, please go to STEP ONE ~ STEP FIFTEEN to reset again.

# HOW TO CLEAR TODAY REPORT & TOTAL REPORT

BE SURE TO READ THE FOLLOWING

⚠ CAREFULLY BEFORE SERVICING ⚠

THIS MACHINE

## * HOW TO CLEAR TOTAL REPORT?

STEP ONE : Press TEST button.

Test Button

Control Panel
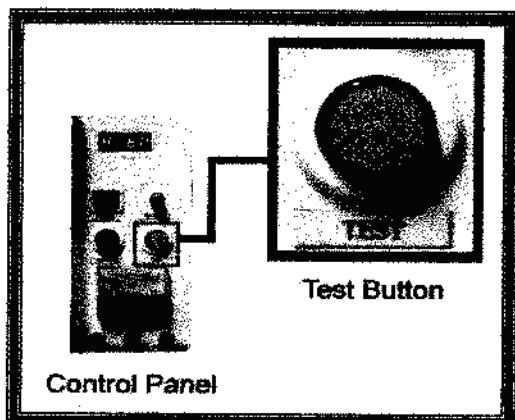
◆ Turn on the power，Press TEST button once.

STEP TWO : Press START button.
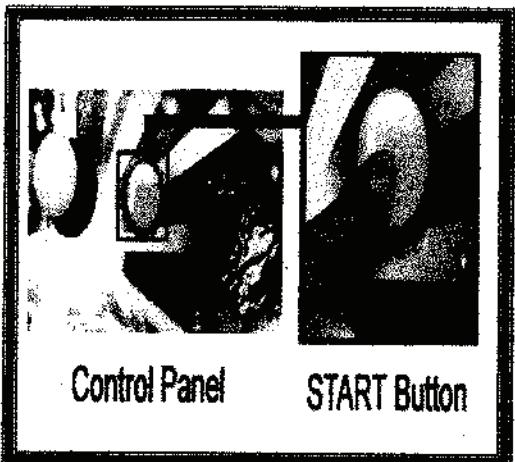

Control Panel   START Button

◆ Press START button to enter the password mode.

STEP THREE ∶ Into password mode. Original password is "0000".

◆ Go to the password mode and enter your password.

(Original password is "0000").
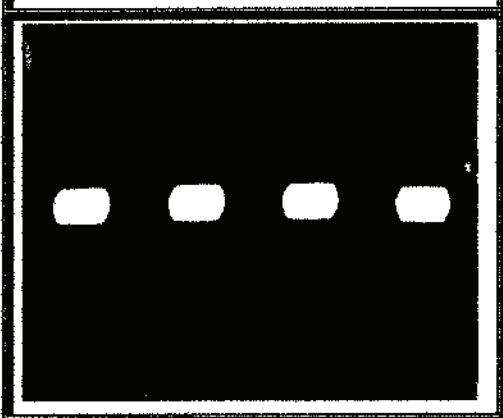
◆ This sign means the password is correct.

STEP FOUR ∶ After password, press TEST button and the display will show [-PP-].


◆ After password, press TEST button and the display will show [-PP-].

STEP FIVE ∶ Press TEST button 3 times and the display will show [-ALL-].
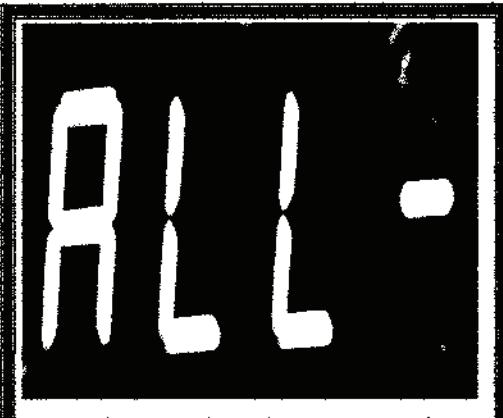
◆ Press TEST button 3 times and the display will show [-ALL-].

STEP SIX ： **Move the Joystick to the right side, the display will show [L 01].**
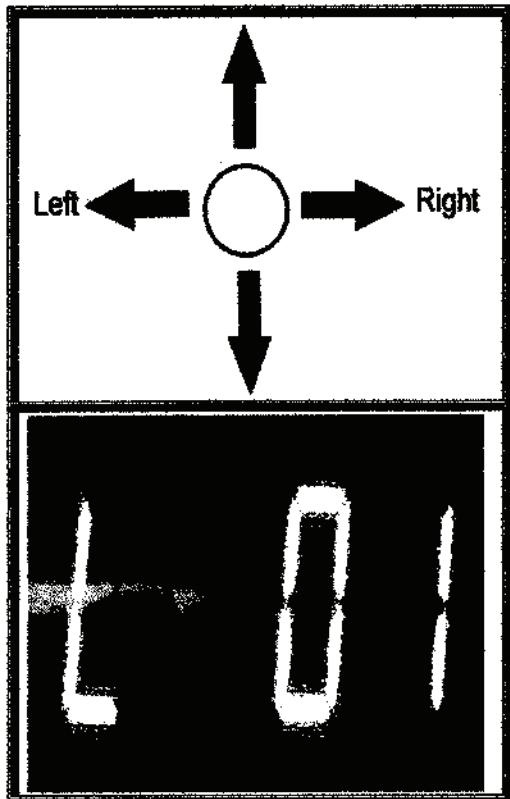
◆ Move the Joystick to the right side.

◆ Display will show [L 01]

STEP SEVEN ： **Press STAR button for 15~20 seconds and the total report will be cleared when hear "beep" sound.**

◆ Press STAR button for 15~20 seconds and the total report will be cleared when hear "beep" sound. Press TEST button to leave if not continue other setting.

Control Panel   START Button
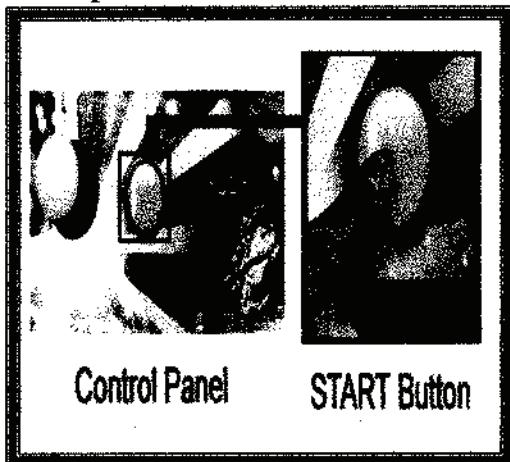
* HOW TO CLEAR TODAY REPORT

## STEP ONE : Press TEST button five times to [AAAA] mode.
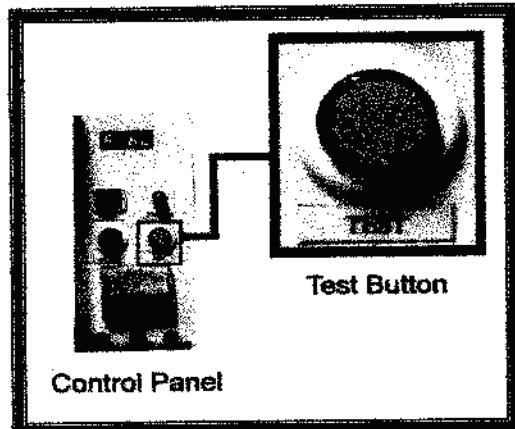
◆ Press TEST button five times to [AAAA] mode.

Test Button

Control Panel

STEP TWO : Move the Joystick to the right side to enter [A 01].

◆ Move the Joystick to the right side to enter [A 01]

Left — Right
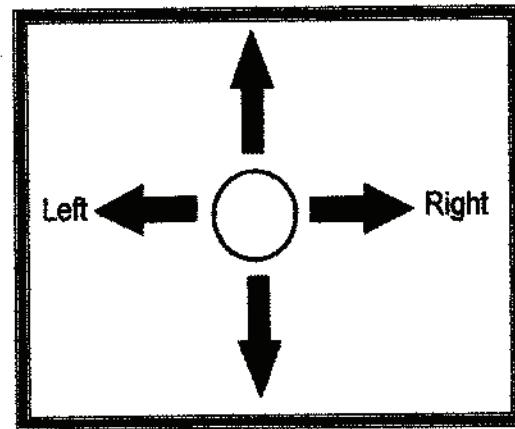
STEP THREE : Move the Joystick to the right side to enter [A 01].

◆ Enter [A 01].

STEP FOUR : Press STAR button for 15~20 seconds and the today report will be cleared when hear "beep" sound.

◆ Press STAR button for 15~20 seconds and the today report will be cleared when hear "beep" sound. Press TEST button to leave if not continue other setting.

Control Panel   START Button
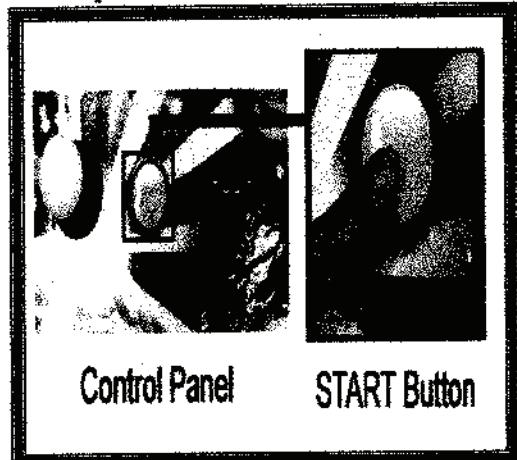
TESTING THE GAME SWITCHES

| CODE	DISPLAY	SWITCH FUNCTION	SWITCH LOCATION
C01	C01	Ticket machine signal.	Ticket machine signal.
C02	C02	Service button movement.	Service button movement.
C03	C03	Start button +capture movement of claw.	Start button + capture movement of claw.
C04	C04	COIN 1 mech movement	COIN 1 mech movement
C05	C05	COIN 2 mech movement	COIN 2 mech movement
C06	C06	Sensor	Sensor
C07	C07	Movement of Joystick (Left)	Movement of Joystick (Left)
C08	C08	Movement of Joystick (Right)	Movement of Joystick (Right)
C09	C09	Joystick movement (Forward)	Joystick movement (Forward)
C10	C10	Joystick movement (Backward)	Joystick movement (Backward)
C11	C11	Tilt sensor	Tilt sensor
C12	C12	Movement of X-Y overhead (Left)	Movement of X-Y overhead (Left)
C13	C13	Not use	Not use
C14	C14	Movement of X-Y overhead (Front)	Movement of X-Y overhead (Front)
C15	C15	Movement X-Y overhead (Back)	Movement of X-Y overhead(back)
C16	C16	Up-Stop SW(overhead)	Press START button to test
C17	C17	Up-Down SW(overhead)	Press START button to test

PROGRAMMABLE ADJUSTMENTS TABLE

CODE	Programmable adjustments	Default settings	Features
P01	1, 2, 3 ... 10	1	Coin Slot 1– Coin/Credit(
P02	1, 2, 3 ... 10	1	Coin Slot 1 – Games / Credit
P03	0, 1, 2 ... 10	0	Coin Slot 1 1 Bonus Credit every X coin
P04	1, 2,3 ... 10	1	Coin Slot 2– Coin/Credit
P05	1, 2,3 ... 10	1	Coin Slot 2 – Games / Credit
P06	0, 1, 2 ... 10	0	Coin Slot 2 1 Bonus Credit every X coin
P07	10,20,30... 90	30	Game time
P08	ON or OFF	OFF	FREE PLAY
P09	0,1,2	0	ATTRACT MODE: 0: None. 1: Voice Only. 2: Voice + Movement. Pre-install 5 minutes, the claw will lay down with non-capture movement and demonstrates automatically in every 5 minutes later.
P10	0,1	0	CATCH IN AIR: 0: None. 1: Catch in air.
P11	0,1	1	Position where Claws open at the exit: 0: Claws release object at the top position. 1: Claws lower down then release object.
P12	0,1	1	Exit door direction left /right: 0: Claw's position will be left and front. 1: Claw's position will be left and back.
P13	0,1	1	The beginning of claw's position: 0: Processes the game. The claw will be the prize outlet door. 1: Processes the game. The claw will be the middle.
P14	1,2,3,4,5	1	Music: 1:OFF 2: Music 1. 3: Music 2. 4: Music 3. 5: Christmas Music.

P15	OFF,ON	ON	Start the game (Joystick): OFF: After inserted the coin, move the Joystick then the game starts. ON: After inserted the coin, the game starts.
P16	OFF,ON	OFF	Printer functions: OFF:OFF ON:ON
P17	1,2,3	1 (Please do not change it at will).	Crane size: 1: S size (D: 78 × W: 60 × H: 166. 5 CM) 2: M size (D: 86 × W: 79 × H: 191. 5 CM) 3: L size (D: 114 × W: 116 × H: 205 CM)
P18	0,1	1 (Please do not change it at will)	The position of Claw capture of second time. (For grab small prize). 0: Back. 1: Left side.
P19	0-9	0	Claw's capture number of times of second time. (For grab small prize). 0: Play until grab a prize. 1: Grab for once. 2: Grab for 2 times. 3: Grab for 3 times. 4: Grab for 4 times. 5: Grab for 5 times. 6: Grab for 6 times. 7: Grab for 7 times. 8: Grab for 8 times. 9: Grab for 9 times. 10: Grab for 10 times.

EXPLANATION ABOUT EXIT DIRECTION

Left / Front   Right / Front

Left / Back   Right / Back

Operation Control Board
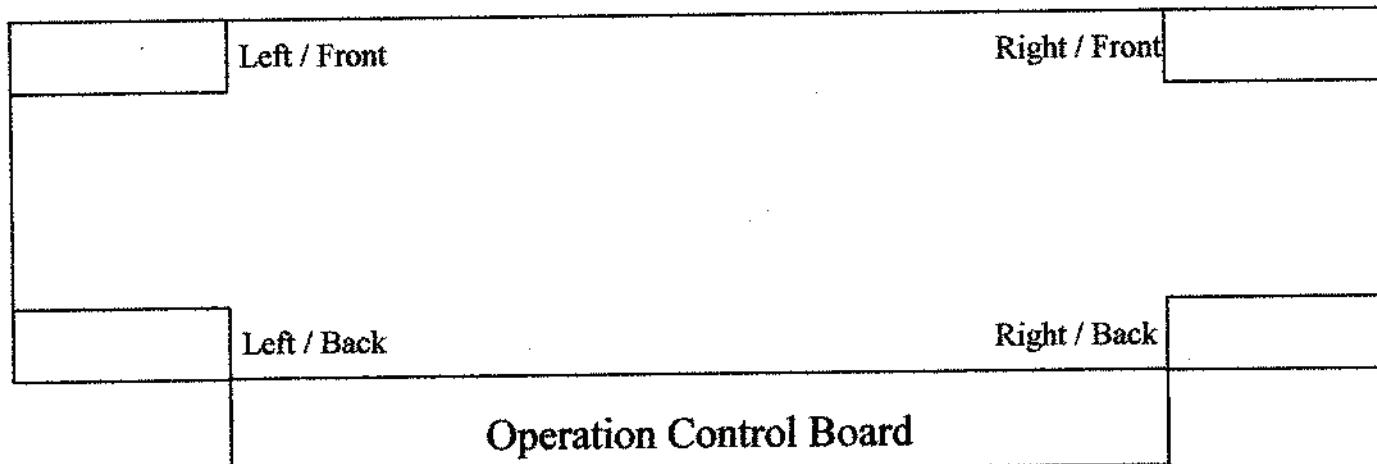
CAUTION!

Before performing the machine, please do not change the setting P12, the default setting value P12 = 1, the original prize outlet door position of the machine is set at the Left and back.

GAME MODE ADJUSTMENTS TABLE

CODE	Programmable adjustments	Default settings	Features
F01	A、B、C、D、E	A	SELECT GAME MODE
F02	MODE A,E: 1, 2...10, 12, 14... 20, 25, 30... 50,60,70...100	1	Play game cost (Adjustment of probability)
F03	MODE A, E: 1, 2...10, 12, 14... 20, 25, 30... 50, 60, 70... 100,150,200...1000	5	Prize cost (Adjustment of probability)
F04	MODE A,E: 60,65,70...120	100	Prize set percentage
F05	MODE B: 5,6,7...20	10	Operation Mode B: Use the circulation of second number to set the time of full power claw. (Before using the MODE B must set the F05 well.)
F06	MODE C: 5,10,15,20...100	10	Operation Mode C: The mode of accumulation amount. (While player throws the established gift amount of machine, it will turn to Strong claw to capture the gift and if player gets no prize, the next player will continue with Strong claw then grab and until caught a prize then the Strong claw will revoke). (Before using the MODE C must set the F06 well.) Please see page 4 examples.
F07	MODE D: 1, 2... 10, 12, 14... 20, 25, 30... 50 ,60, 70...100 (To set the amount of gift).	10	PLAY TILL YOU WIN: The vending mode. This game will start while player threw and reached the amount of gift and must set the amount of gift then processes the game until players caught a gift. (Before using the MODE D must set the F07 well.)

CLAW ADJUSTMENTS TABLE

| CODE	Programmable adjustments	Default settings	Features
U01	Weak power claw The range value: 10 ~ 45	15	To adjust the strength of weak claw. (Push the START button and check the status of claw's strength. Revolves "VR" to adjust claw's strength).
U02	Middle power claw The range value: 5 ~ 45	25	To adjust the strength of middle power claw. (Push the START button and check the status of claw's strength. Revolves "VR" to adjust claw's strength).
U03	Full power claw The range value: 35~45	40	To adjust the strength of Strong claw. (Push the START button and check the status of claw's strength. Revolves "VR" to adjust the strength of claw).

The explanation of claw strength adjustment.

STEP ONE : Into the PASSWARD MODE.
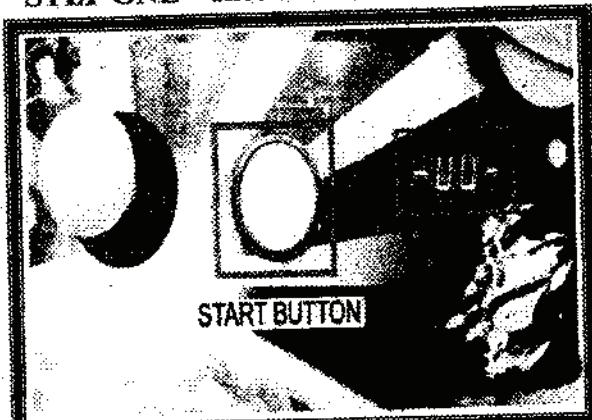
◆ Please press the "TEST BUTTON" and switch it to [-UU-] mode after into the password mode.

STEP TWO : Move the Joystick to the right side.
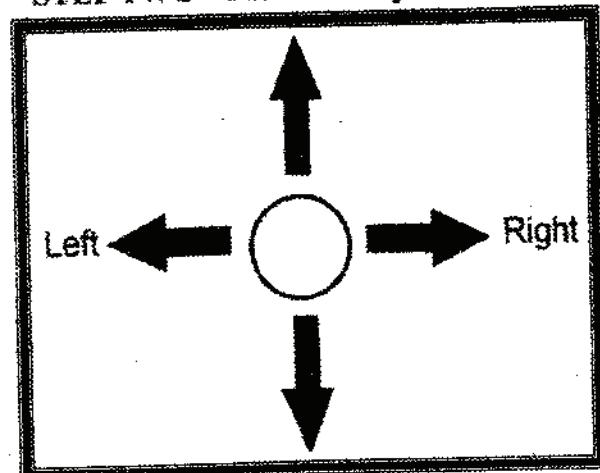
◆ Move the Joystick to the right side and enter [-U01-].

STEP THREE : Enter to [U 01].
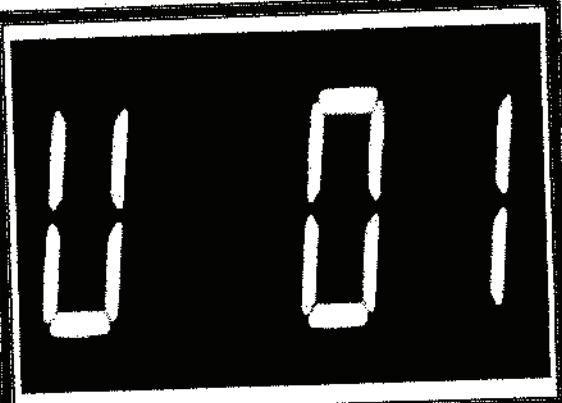
◆ [U 01] = Weak claw.

[U 02] = Medium claw.

[U 03] = Strong claw.

**STEP FOURE : Press START button.**

Control Panel START Button
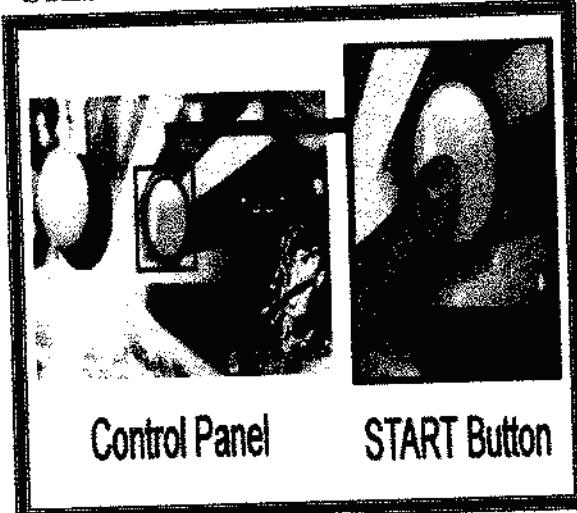
◆ Please press the START Button before adjust the strength of claw.

STEP FIVE : After press the START Button. Please revolve the Weak claw VR to adjust the power of claw.
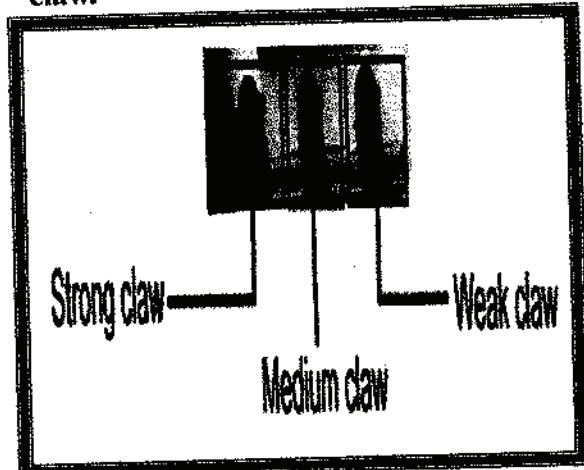
Strong claw — Medium claw — Weak claw

◆ After press the START Button. Please revolve the Weak claw VR to adjust the power of claw.

STEP SIX : The value of claw strength adjustment. Please check the scale and indicator of Voltmeter.
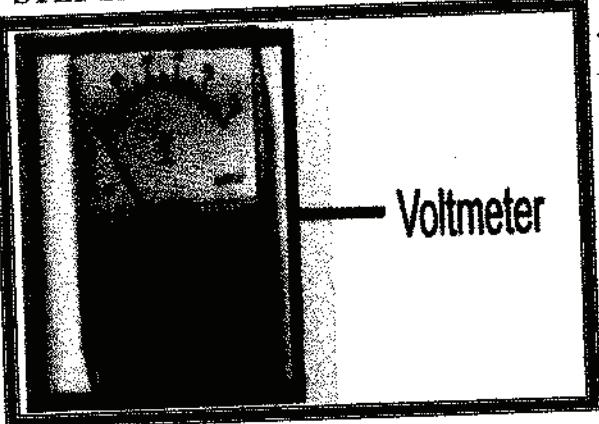
◆ After revolved the Weak claw VR, the indicator of Voltmeter will change as adjusted strength of claw. The methods of adjustment [U02] and [U03] are the same as [U01].

— Voltmeter

TODAY REPORT TABLE

CODE	DISPLAY	AUDIT FUNCTION
A01	A - 0 1	Total coins in mechanism 1
A02	A - 0 2	Total coins in mechanism 2
A03	A - 0 3	Total Number of service credits
A04	A - 0 4	Total Number of Games Played
A05	A - 0 5	Number of catches out
A06	A - 0 6	Total play till you win time

TOTAL REPORT TABLE

| CODE	DISPLAY	AUDIT FUNCTION
L01	L - 0 1	Total coins in mechanism 1
L02	L - 0 2	Total coins in mechanism 2
L03	L - 0 3	Total Number of service credits
L04	L - 0 4	Total Number of Games Played
L05	L - 0 5	Number of catches out
L06	L - 0 6	Total play till you win time

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ERROR CODE TABLE

| CODE	ERROR DESCRIPTION	SOLUTION
Err1	Ticket dispense error jammed tickets, no tickets or no ticket notch pulse for longer than3 seconds (Ticket Machine Error).	1. If the optional ticket dispenser is not fitted, make sureP12 and P13 are set to "0". 2. If the optional ticket dispenser is fitted, clear ticket dispenser jam or replenish tickets. After this, push Test button once to clear error.
Err2	START/STOP button jammed active for longer then 30 seconds.	Check Button function using switch test
Err3	EEPROM error problem with on-board	Please check the NO. 4 ROM on the mother board. If it's unable to overcome, please call us.
Err4	Un-set the amount of gift.	Please set the amount of gift and the payout rate.
Err5	Prize sensor blocker or prize sensor Faulty.	Clear Blockage from between prize sensor or test sensor using switch test.
Err6	The X-Y overhead did not back to the default	Check the X-Y overhead.
Err7	Tilt Switch falter.	Moving machine or the machine is not on the flat ground.
Err8	Printer without connect or without unlock printer.	Check printer power on and make sure P17 is "ON".
Err9	Up –Stop SW breakdown (overhead)	Check the Up-Stop SW (overhead).
Err10	Down –Stop SW breakdown (overhead)	Check the Down-Stop SW (overhead).
Err11	Left-Stop SW breakdown (overhead)	Check the Left-Stop SW (overhead).
Err12	Not use	Not use
Err13	Front-Stop SW breakdown (overhead)	Check the Front-Stop SW (overhead).
Err14	Back-Stop SW breakdown (overhead)	Check the Back-Stop SW (overhead).

THE EXPLANATON OF X-Y OVERHEAD
ASSEMBLE

CORRECT

TO CLAW

INCORRECT

TO CLAW
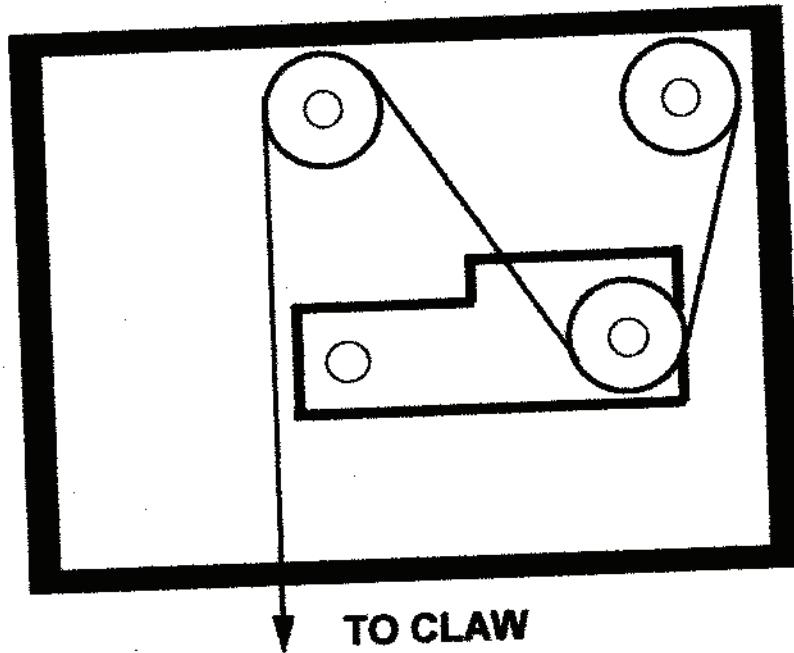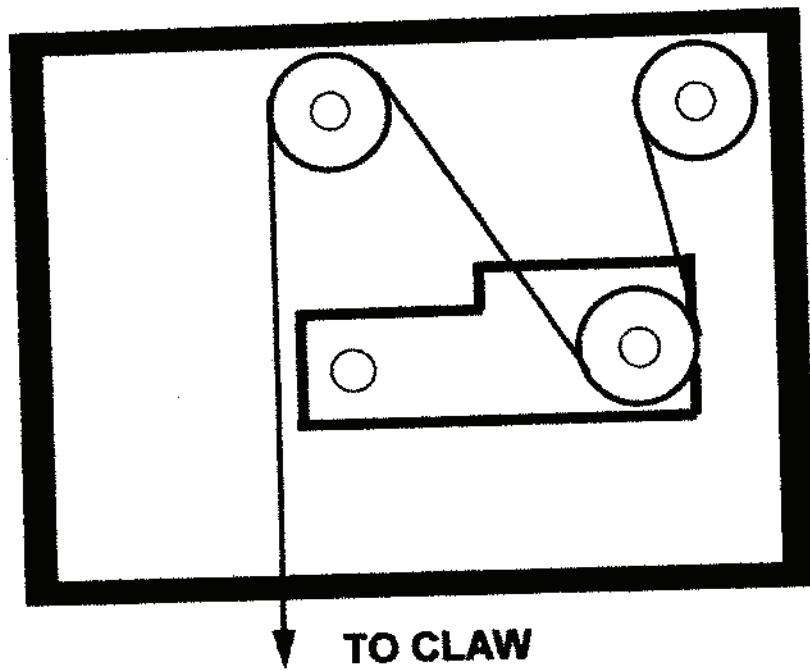
For any question, please feel free to contact us.