

Setting manual

1. Basic settings

->**1. Language** :The display show English or Chinese

->**2. Select the game mode** Set the out gift probability appear in what way

1. Weak catch force: This mode will not always have strong catching force. The crane hand catching is strong first and then weak

2. Fixed mode: If player win the prize in advance, when the set winning probability is reached, the probability will be reset immediately. Otherwise, before the winning probability is reached, the strong catching force will be given n times till win the gifts, and the probability will be reset after the player winning in the exact one time.

3. Random mode: player win the prize out of the probability, board programming will reset the probability immediately and the set winning probability reached and start counting the winning number again. Otherwise, there will be strong grip n times randomly in the winning probability, and the probability will be reset after the number of clip protection times

4. Fixed probability accumulate: The prize is the same as the fixed mode, but the reset probability will not be cleared, and the probability will always accumulate for the next time

5. Random probability The prize is the same as the fixed mode, but the reset probability will not be cleared, and the probability will always accumulate for the next time

6. Vending mode After reaching the set winning probability, there is no need to put in coins and keep a strong grip until players win the prize. Probability would be reset after winning the prize

7. Clear the fixed winning rate When the set winning probability is reached from accumulating the playing time, the strong catching force would be given n times till player win the prize. If you win the prize in advance, the probability will be reset immediately
(N is for the Protecting playing times needed)

->**3. Winning ratio** How many game time appear the one time continuously strong crane hand catching force

->**4. Protecting catching time quantity** After the winning probability is reached, if there is no winning, the number of times of continuous strong crane hand catching force

->**5. how many coins for how many plays** Set how many coins per game play

->**6. Insert n coin give one free coin**

->**7. Out Gift place** The crane hand stop place after game over

->**8. Background music time** when no coin insert so no play, and the standby music play at interval time

->**9. Standby music** Can select which music user like for the standby music

->**10. Game music** you can choose which music to play during the game

->**11. Volume setting** Sets the volume of the music play

->**12. Game time** After inserting coin and move the joystick would count the time at once. When the game time arrives, the claw drop and catch something automatically

->**13. Sensor on/off** Check the machine installed sensor board or not

->**14. Shake and cancel the coin inserted** Set shaking the machine cancel the play or not

->**15. Catch in the air** Set whether could press the button to have a strong catch force in the air before crane drop and touching the prize

->**16. Coin quantity reserve** Set if the machine turn off and then turn on keep the coin quantity remain

before turn off.

->**17. Accumulating display time** The display time of the accumulate amount in the vending mode. If it exceeds the game time, the accumulate amount will be hidden

2.Catching force setting

->**1. Test the strong crane hand force** You can catch the prize inside the machine with the crane hands for many times to test whether the strong catching force and weak catching force are appropriate. If the prize caught to the outlet by the crane hand for many times and then falls and win, you need to readjust the catching force

->**2.Strong crane hand force** The crane hand power to catch the prize needs to be adjusted according to the weight of the prize

->**3.Weak crane hand force** The crane hand power to release the prize needs to be adjusted according to the weight of the prize

->**4. Distance from weak force to top** The smaller number catch higher power, strong force change to the smaller force the time of the weakest to the highest force

->**5. Release crane hand strings distance** The longest distance of the string length of the crane hand If it exceeds the length, it will come back to the top automatically.

->**6. Crane hand close speed** The speed of Crane hand catch the prize and close up.

->**7. Rising delay** Whether delay rising the crane hand when it catch and touch the prize.

->**8. Dropping delay** Whether delay dropping the crane hand when player push the catch button.

->**9. Top delay** Crane hand go back to the roof and the time go back to the prize exit delay or not

->**10. Test the catching force** Check whether the crane hand voltage is abnormal. If it is abnormal, it will report by the main board the crane hand is abnormal

3. Motor speed setting

->**1.Front back speed** The speed of the crane running front and back

->**2.Left right speed** The speed of the crane running left and right

->**3.Up down speed** The speed of the crane running up and down

4.Test

->**1. Test the joystick and button** Can test the joystick and button

->**2. Crane hand switches test** Can test the crane switches

->**3. Test the crane hand front back left and right** Can test the crane hand move to front back left and right

->**4. Test the crane motor up down** Can test the crane hand motor could control moving up and down

->**5. Test the crane hand** Can test the catching force of the crane hand

->**6. Test coin mech sensor** Can test the coin mech and the sensor

->**7. Test count clocks** Can test the count clock run normal or not

5.Factory test

It is use for factory turn on the machine and enter testing mode all the time then machine would run and catch repeatedly

6.Data clean

->**1. Account clear** It can clear the account data

->**2. Current game play times clear** It can clean the current period of the game play times

->**3. Probability settlement clear** The probability data of the machine can be reset.

7.Free play mode

Set the machine if free play needed and no need coins

8.Default setting

Can set the machine parameter default

9. Check the bill

->**1.Revenue** Total the game coins quantity received

->**2.Out prize** Total prizes out and win by players

->**3.Current coin quantity** **The quantity of coin in current period**

->**4.Current out gift** The quantity of prizes out in current period

->**5.Probability settlement** Internal probability settlement of the machine (number of games - number of awards * probability of awards)

10 Connectors wiring specification

Main control wiring

1	GND	2	GND
3	Sensor signal	4	Anti Shake signal
5	12V	6	12V
7	Music+	8	Input Clock(count coin)
9	Music-	10	Output clock(count gift)
11	GND	12	Setting keys
13	Coin signal 1	14	Serve key
15	Coin signal 2	16	GND
17	12V	18	GND
19	12V	20	LCD VCC
21	Button light	22	LCD RST
23	Catch button	24	LCD CLK
25	Left	26	LCD SID
27	Right	28	LCD CS
29	Back	30	LCD Bright
31	Front	32	LCD VCC
33	GND	34	GND

Crane wiring

1	Front and Back motor-	2	Left and right motor-
3	Front and Back motor+	4	Left and right motor+
5	Up and down motor-	6	GND
7	Up and down motor+	8	GND
9	Crane hand coil+	10	GND
11	Crane hand coil-	12	GND
13	Back limit switch	14	GND
15	Left limit switch	16	Front limit switch
17	Up limit switch	18	Empty
19	Down limit switch	20	GND
21	Right limit switch	22	GND
23	GND	24	GND