C Grabbing force adjustment (this project setting is particularly important, before business must set the corresponding value)

C1: I Force set

C2: II Force set

C3: III Force set

C4: Grab height

C5: Strong force to weak force

C6: Descend time

C7: Release time

C8: Catch toy midway

C9: Grabbing force transformation mode

C2: Strong grabbing force adjustment (suggested value 75-80)

Rocker left/right to adjust the value

After claw grab the prize, the higher the voltage, the greater the grabbing force.

C3: Weak grabbing force adjustment (suggested value 30-35)

Rocker left/right to adjust the value

The higher the voltage to release the prize, the stronger the grabbing force.

C4: Grab height (0.1-10 seconds)

Starting from the moment of grabbing, the longer the time, the higher the height of the prize. It's also the time when a strong grabbing force changes to a weak grabbing force.

C5: The way of strong force to weak force

Activate limit switch. That is, when the claw catches the prize and rise to limit switch then release it.

After strong grabbing force. That is, to decide when to release the prize according to the time set (C3 time)

C6: Descending line length

(1 to 10 seconds)

Use time to control the height of claw falling, the longer the time, the lower the claw, adjusted according to actual needs. General settings: when the claws in the gift outlet, do not let the claw fall beyond the sensor.

Note: over the sensor can lead to win a prize by mistake.

Function Setting

1.Switch on machine and long press the setting key to

enter the main menu

A.General settings

B. Sound settings

C. Grabbing force voltage adjustment

D.Motor speed adjustment

E.Prize adjustment

D. Machine testing

G. Account management

Save and exit

Restoration of factory setting

Language selection

Function setting

2. A General adjustment

A1: Coin(s) to play

A2: Playtime

A3: Prize exit

A4: Shakeing score clearing

A5: Switch on machine score save

A6: N-coins get one free coin

A7: Position of crane after insert coins

Return to the top

Noft: Rocker front/back to select item and press the fetch key to enter the selected item.

A1: Coin(s) to play

C7: Prize releasing time

0 to 10 seconds

Speed value (1 to 5)

The greater the value, the faster the speed.

When the claw returns to the prize outlet, it will drop a distance and then release the prize.

D4:Top stop time

Stop time after scrach touches fretting

C8: Catch toy midway

On/Off

C9: Grabbing force transformation mode

If you choose "On", the claw will grab the prize by pressing the fetch key when it drops.

Direct mode: when the claw retracts up, the grabbing force becomes weak immediately after the strong force is over.

Gradual mode: when the claw retracts up, the grabbing force will gradually decrease to weak after the strong force is over.

E   Prize output adjustment

E1: The way prizes output

Fixed

Random

Sales mode

E2: N-times putout once

Value (0~99)

This value is prize output times

E3: Strong grab times

E4:Clear

D   Motor speed adjustment

D1: Front and back motor speed

D2: Left and right motor speed

D3: Upper and lower motor speed

No clear

1—99secs cleared

E5:Ticket mode

Ticket out before

Ticket out after

Lose,ticket out

E6:Total ticket

0—99

In sales mode, if reach the value you set is not yet won, could set the free game times until win.

F Machine testing

F1: Automatic testing

F2: Front & back, Left and right testing

F3: Up-and-down testing

F4: Grabbing force testing

F1: Automatic testing

When this option is selected, the trolley will move automatically.

F2: Front & back, Left and right testing

When this option is selected, the trolley will move to the specified direction with rocker control.

F3: Up-and-down testing

When this option is selected, the claw will move to the specified direction with rocker control.

F4: Grabbing force testing

When this option is selected, could choose strong or weak grabbing force with rocker control.

G Account management

Total income

Total number of coins

Total cost

Total output prizes

Total numbers of coins for this round

The total number of coins since last cleared

Total output prizes for the round

Machine error description

Error code	Error cause	Debugging
Error No.10	Trolley Homing faulty	Check the limit switch and circuit
Error No.11	Claw down faulty	Check the limit switch and circuit
Error No.12	Claw pull faulty	Check the limit switch and circuit
Error No.20	Machine shake	Whether the machine is horizontal or not, is the

|		
		balancer touching by mistake
Error No.21	Sensor faulty	Whether the sensor is not connected or has been covered(The light on if normalcy)
Error No.22	Ticket fault	

Before plugging in and starting up

please cut off the white tie

on the trolley and claws.

Claw down faulty.

Please open the front lid of the trolley,

And check if the red rope is going clockwise.

protective tube

(Sound adjustment)
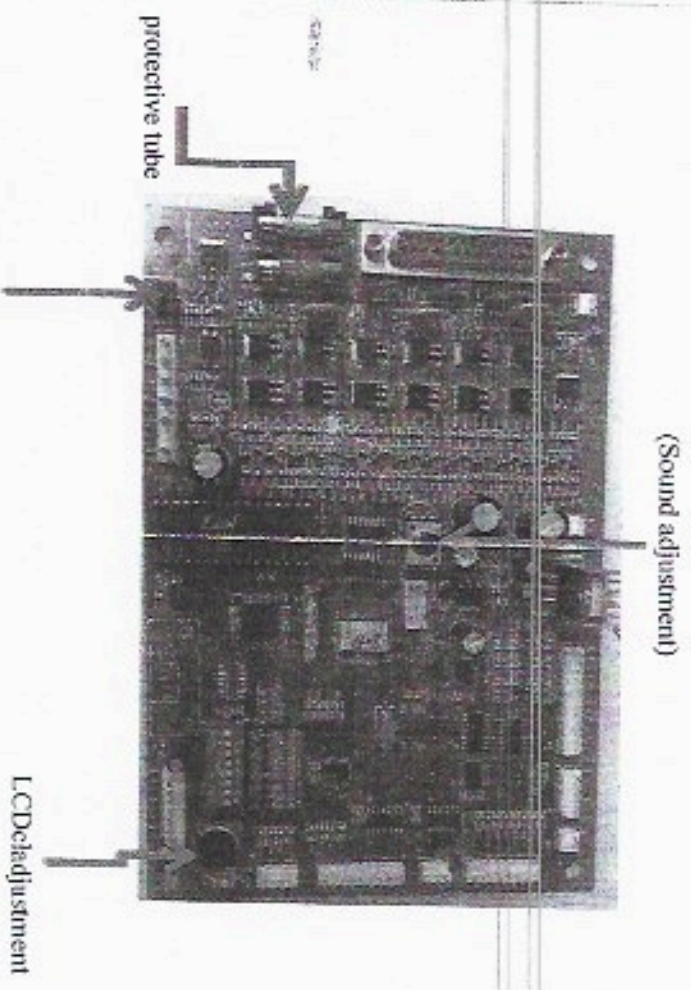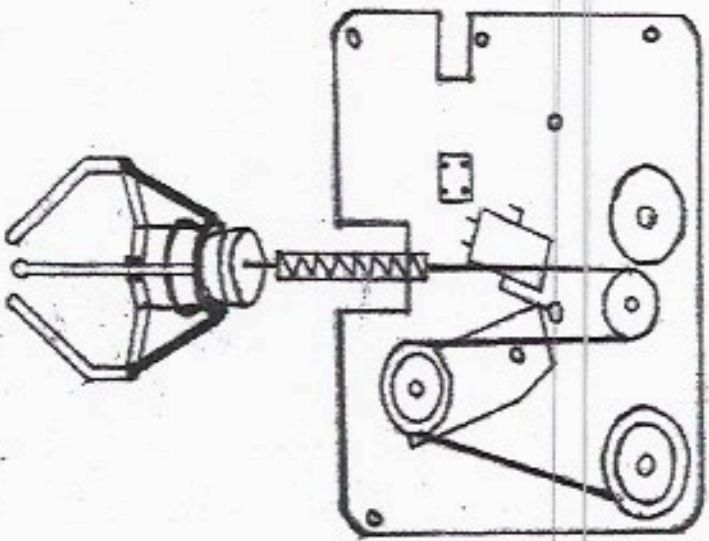
Trolley motor voltage adjustment and claw coil voltage adjustment

LCDcladjustment

Normal lights on, inductive gift lights off or flickering

Sensor adjusting knob

Induction indicator light