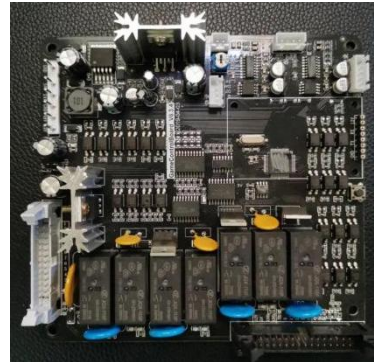


Claw Machine Manual

Operating instructions for Version 6.3.4(LYT)



Precaution: **Before using this machine, please remove all the fixed materials used to prevent transportation vibration and check the local rated power.**

Whether it is consistent with the machine rating, etc., and read the relevant contents of this manual in detail. Due to limited space, please call us for more detailed instructions or special requirements.

Content list

1. Introduction

- ① Product features
- ② Flexible account checking
- ③ Game Menu explanation
- ④ Playing instructions

2. Basic parameter setting

3. Game difficulty adjustment

4. Adjustment of crown block parameters

5. Game account inquiry

6. Data clear.

7. Restore the factory setting

8. Fault Test

9. Factory Test(Crane test)

10. Factory Test(Grab button)

11. Fixed point

12. Fault code explanation

13. Basic trouble shooting

1. Brief introduction

① Product features

The main control board of doll machine adds the following main functions:

Display scheme

Motherboards share LCD settings or operating parameters;

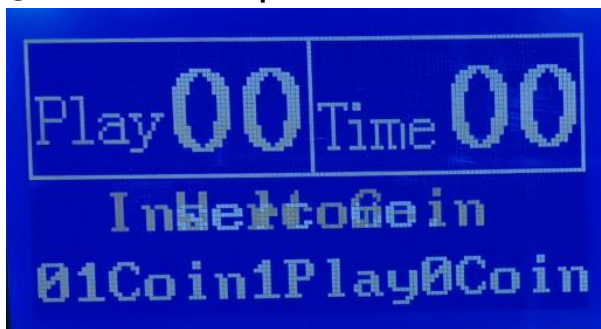
② Flexible account checking

Check the input currency or output quantity directly on the main board; You can use the counter to check the input currency or output quantity;

High-precision claw-force voltage adjusting device can meet the claw-force control of various objects.

The running speed of the crown block can be adjusted.

③ Game menu explanation



(Screen on the console)

Press the setting button to enter the background, the rocker selects up and down, and press the control desk to grasp the button to confirm

1. basic parameter adjustment: Common setting options for games

2. the difficulty of the game: Adjust the prize value of the game

3. Parameters of crown block: Adjust the current crown block value

4. Game accounts: Record the turnover and gift value of the machine

5. The accounts are cleared: Clear current accounts and recalculate

6. Restore the factory: Clear the current game basic settings and restore the factory values

7. Aging of crown block: Test the current crown block status

④ Playing instructions

- a. Insert tokens.
- b. Operate the rocker to control the paw to move back and forth and left and right.
- c. After selecting the gift to be grabbed, press the "Start button" to grab the gift automatically and then return to the hole.
- d. When the paws catch the gift, they can get the gift by letting go of the paws after reaching the hole.
- e. When the item is not caught, the corresponding times can be exchanged according to the flashing prompt.

f. Effective overload protection makes the product safer and more reliable.

Warning: The company does not recommend the use of "internal Settings", unreasonable parameters will be possible damage to related hardware, unless you are quite familiar with the connotation of the parameters of this machine or have been professionally trained and authorized by our company, otherwise, damage to the motherboard and other components due to the use of wrong internal parameters is not covered by our warranty.

2 Basic Set

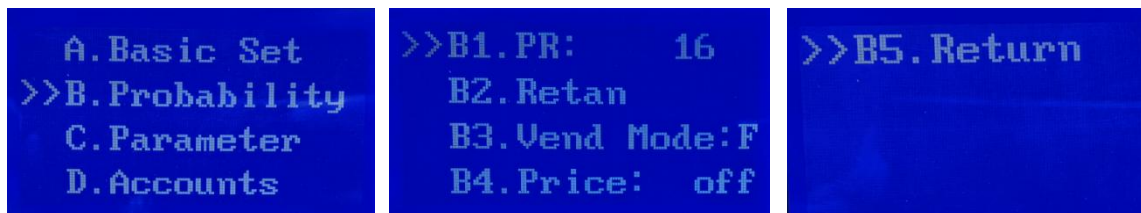
Press the setting button to enter the background, select the basic parameter adjustment from the rocker up and down, and press the grasping button under the console to confirm that the left and right rockers modify the current option value

| | | |
|--|---|--|
| >>A.Basic Set B.Probability C.Parameter D.Accounts | >>A1.CoinGame:01 A2.Time: 30S A3.Volume: 25 A4.Prize out:F | >>A5.Crane POS:F A6.AirGrap: On A7.Sensor: On A8.Shake: Off |
| >>A9.F2P: Off A10.Lanuage/中 A11.MusinSong3 A12.BG Music:3 | >>A13.null A14.Return | |

| | |
|--------------------------------|---|
| A1.Coin Game (1-99) | Set how much coins for playing once. |
| A2.Time (10-60) | Adjust the duration of the game, if time is up, the claw will grab toy automatically. |
| A3.Volume (1-48) | Set volume,the bigger the number, the louder the sound. |
| A4. Prize out (front/back) | Set prize exit position. |
| A5.Crane position (front/back) | Set the stop position of the crane,normally be "F". |
| A6. Air Grab (on/off) | Set if claw grab the toy only when it is down to the bottom,normally be "on". |
| A7. Sensor (on/off) | Set if the sensor at exit detects gifts when hit the prize,normally be "on". |
| A8.Shake (on/off) | If "on", the claw will open automatically to release toy if players shake machine. |
| A9. F2P (on/off) | Mean"free to play", Can set if need coins to start the game. |
| A10. Language | Switching between Chinese and English |
| A11.Music&Song (1-5) | There are 5 songs during game,can set for 1 song or loop play for 5 songs. |
| A12.BG Music (cycle /1-5) | There are 5 songs during game,can set for 1 song or loop play for 5 songs. |
| A13 Null | No use at this moment. |
| A14 Return | Return to upper-level menu. |

3 Probability Set

Press the setting button to enter the background, select the game difficulty adjustment from the rocker up and down, and press the grasping button under the console to confirm that the left and right rockers modify the current option value.



B1. PR (1-999) Prize return: how many rounds of game can give a prize out.

B2. Retan (Preserved by developer, no function)

B3. Vend mode (R/F/G)

"R" means random mode: for example, if we set **B1.PR** as "20", players can get a random chance to hit prize during these 20 rounds of game.

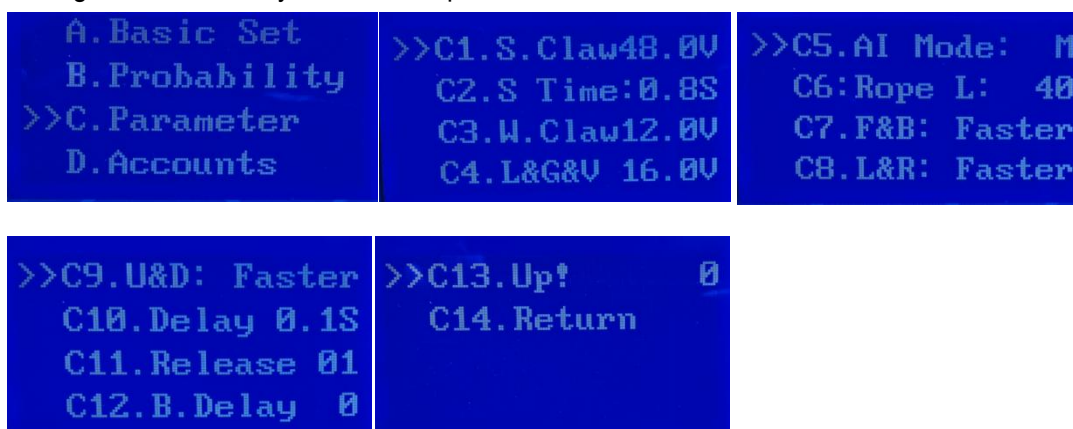
"F" means presented mode: for example, if we set **B1.PR** as "20", and player didn't hit prize after playing 20 rounds of game. Then, player can get 1 more chance to hit the prize.

"G" means Guaranteed hitting prize mode: if we set **B1.PR** as "20", and player didn't hit prize after playing 20 rounds of game, then player can get 3 more chances to hit the prize.

B4. Price (should be "Prize", off/1-999): can set times of chance to hitting prize. Normally make it "off", if set it as "10", set **B1.PR** as "20", but player didn't hit prize after playing 20 rounds of game, then he can get 10 times of chances to hit the prize, and the screen will show number of "10" to the player.

4. Adjustment of crane parameters

Press the setting button to enter the background, select the claw force adjustment of the crown from the rocker up and down, and press the grasping button on the console to confirm that the left and right rockers modify the current option value.



C1. S. Claw (5-100V): This item is for strength value setting of claw, the bigger the number, the powerful the claw. Default value is 40V.

C2. S Time (Seconds): This item is for time setting of claw strength, the bigger the number, the longer claw strength lasts. Default value is 0.6S.

C3. W. Claw (0-48V): This item is for weakness value setting of claw, the smaller the number, the weak the claw (easy for open claw and release toy). Default value is 5V.

C4. L&G&V (0-48V): This item is for strength setting of closing when claw abandon toy. Default value is 10V.

C5. AI Mode: M (This is fixed setting by developer, no need to set)

C6. Rope L (20-100): This item is for rope length setting (the rope length from claw to toys). Default value is 50.

C7. F&B: This is for speed setting of crane moving (forward and backward). The larger the number, the faster the moving.

C8. L&R: This is for speed setting of crane moving (Leftward and rightward). The larger the number,

the faster the moving.

C9.U&D: This is for speed setting of crane moving(upward and downward).The larger the number, the faster the moving.

C10.Delay(0-2.0): This is for setting of crane retention time on the top. Default value is 0.5s.

C11.Release (1-10) : This is for setting time of claw back in place and release. Default value is 1s.You can turn it on when you need to flip the claw.

C12.B.Delay(0-10): This is for setting the time of claw stays on the bottom after grabbing the gift.Default value is (Off).

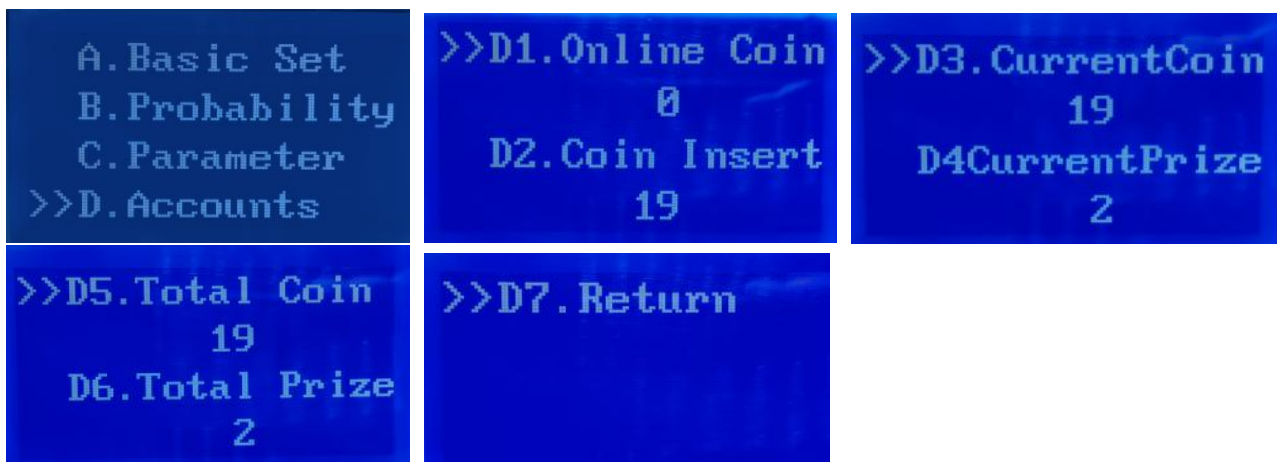
C13.UP! Set for up motor pull force value when claw back to top, default value is (off)

C14.Return.

5. Accounts setting.

Press the setting button to enter the menu, select the game account(D.Accounts).

Move up and down with the rocker to set, and press the grasping button on the console to confirm.



D1.Online Coin:currency represents the value of APP currency(for overseas customers, here should be 0)

D2.Coin Insert: How much coins machine received in total.

D3. Current Coin:Current turnover of coins.

D4. Current Prize:Current gifts quantity of this machine.

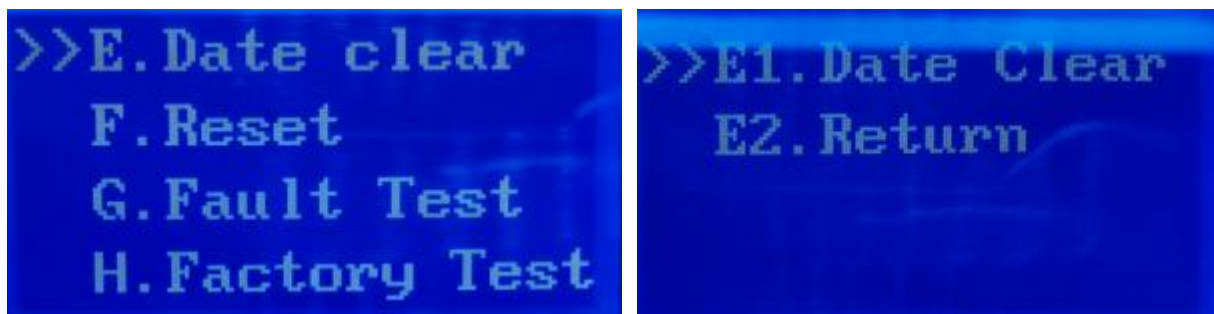
D5. Total Coin:Total revenue of all historical coins for this machine.

D6.Total Prize:All historical gifts quantity of this machine.

D7: Return: Back to upper-level menu.

6. Data clear.

Press the setting button to enter the menu, select **E.Date clear(data clear)**. and press the grasping button on the console to confirm clear accounts, clear current income and gifts.



7.Restore the factory setting

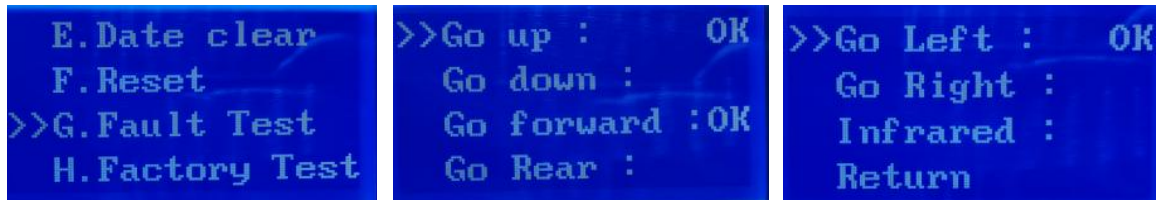
Press the setting button to enter the menu, select **F.Reset**, and press the grasping button on the console to confirm.

Clear setting and restored to the factory default values of the machine.



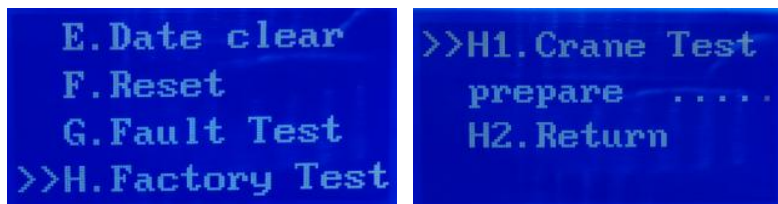
8.Fault Test

Press the setting button to enter the menu, select **G Fault Test**, and press the grasping button on the console to confirm.



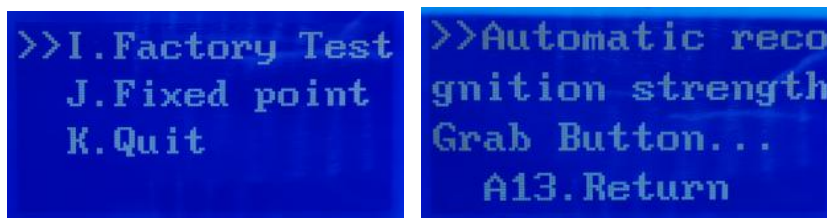
9.Factory Test(Crane test)

Press the setting button to enter the menu, select **H.Factory Test**, and press the grasping button on the console to confirm.



10.Factory Test(Grab button)

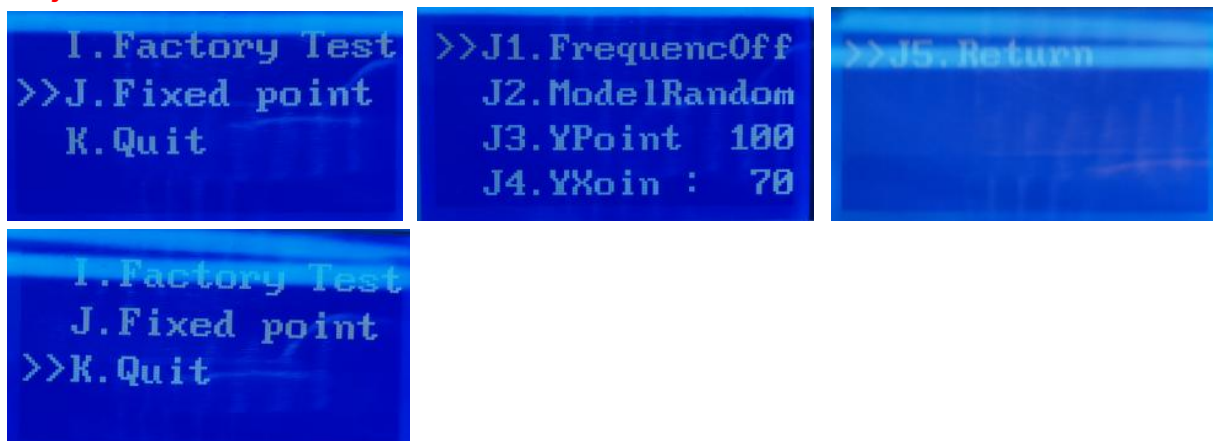
Press the setting button to enter the menu, select **I.Factory Test**, and press the grasping button on the console to confirm.



11.Fixed point

Press the setting button to enter the menu, select **J.Fixed point**, and press the grasping button on the console to confirm.

This function will let the claw drop down the toy nearby the prize hole, so suggest don't use this function.just set it off.



12.Fault code explanation

| Fault Code | Explanation | Check time | Solution |
|---|------------------------|--|---|
| Micro-switch of upper and lower motor fault | Rope take-up fault | 1.Auto check when power on machine 2.During game 3.Factory testing | 1.Check Micro-switch on the crane, is it open or not when rope take-up. 2.Check if Micro-switch toward upper on the crane malfunction. 3.Check cable connection of crane. 4.Motherboard malfunction. |
| Micro-switch of left and right motor fault | Rope take-up fault | Factory testing | 1.Check whether the wire of the winding wheel is twisted. 2.Check if Micro-switch toward bottom on the crane malfunction. 3.Check cable connection of crane. 4.Motherboard malfunction. |
| Micro-switch of back and forth motor fault | Micro-switch PCB fault | when power on machine | 1.Check if sensor PCB is too sensitive,please check sensitivity VR,make the LED of PCB as "on". 2.Sensor PCB malfunction. 3.Motherboard malfunction. |

13.The basic troubleshooting

| Item | Troubles | Solution |
|--------------|---|--|
| Coins insert | the machine indicate by sounds that received coins successfully, but the LCD shows the coin didn't added. | 1、 Check how many coins are set for 1 game. 2.Check coin acceptor set,need set for "normal close" 3.the machine indicate by sounds that received coins successfully |
| | Can not insert coins | Comparative coin acceptor: 1.Please check the sample coin in coin acceptor is same as coins what you insert. 2.Adjust sensitivity of coin acceptor. 3.Check coin acceptor cable which connected to motherboard, the DC12V. 4.coin acceptor fault. Multiple coins acceptor(digital coin acceptor): 1.Reset the digital coin acceptor for coins you use. 2.Check coin acceptor cable which connected to motherboard, the DC12V. |
| Claw force | Claw can not close after grabbing the toy. | 1.The weak grip voltage was set too low, please adjust the weak grip power supply according to the size and weight of the toy. |
| | Claw is closed while power on machine. | 1.The claw coil may be short-circuit, please replace it. 2.Motherboard malfunction. |
| | Claw not work. | 1.Please check whether the coil of the claw not connected well or falls off. 2.Motherboard malfunction. |
| | Non-homing | 1.Power off and power on the machine again. If crane is still non-homing.check if the front stop micro-switch, the back stop micro-switch, and the left stop micro-switch are normal, it was stuck. You can press it by hand to see if the sound "da-da", and check if the cable is off. |

| | | |
|----------------|--|---|
| Crane | | 2. Check the cable of crane connected well or not。 3.Motherboard malfunction. |
| | Joystick can not make crane move back and forth | 1.Check the back and forth micro-switch and cable connection of joystick. 2.Check cable connection from joystick to motherboard. 3.Check if the micro-switch(front stop or back stop)of crane was stuck or malfunction. 4.Front or back motor malfunction or cable drop off,or out of gear. 5.Check cable connection from crane to motherboard. |
| | Joystick can not make crane move left and right | 1.Check left and right the micro-switch and cable connection of joystick. 2.Check cable connection from joystick to motherboard. 3.Check if the micro-switch(left stop)of crane was stuck or malfunction. 4.Left or right motor malfunction or cable drop off,or out of gear. 5.Check cable connection from crane to motherboard. |
| Claw drop down | Claw can not drop down when press button, it will drop down after finishing time counting. | 1.Check the console button works or not 2.Check if the cable of console button loosen or drop off. |
| | Claw can not drop down even the console button works. | 1.Check the cable connection of upper and down motor. 2.Check upper and down motor malfunction or cable drop off,or out of gear. 3.Check if the winding is normal. 4.Check cable connection from crane to motherboard. |
| | Claw can not drop down when press console button or claw close after drop down a little bit. | 1.Check if the winding is normal. 2.Check if the micro-switch(down stop)of crane was easy for touch or malfunction. |
| | Claw was closed even it don't arrive at toys place. | 1.Check if the winding rope is too short. 2.Check to see if the winding wheel is entangled. 3.Check if the micro-switch(down stop)of crane was easy for touch or malfunction. 4.Rope drop down time is too short, make it longer. |
| Grab toys | Claw not open after grabbing toy and arrive at the prize hole. | 1..Check if the micro-switch(front stop,back stop,and left stop)of crane was malfunction or cable drop off. 2.Check cable connection from crane to motherboard. |
| | Claw can not move up and crane can not homing after grabbing toy. | 1.Check the upper stop micro-switch, if it was touched incorrectly. 2.Check if upper stop micro-switch malfunction winding rope is drop off. |
| | Claw can not move up and crane don't move after grabbing toy. | 1.Check if upper and down motor malfunction. 2.Check if upper stop micro-switch malfunction winding rope is drop off. 3.Motherboard malfunction. |