

DIRECTORY

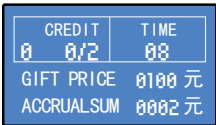
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Adjustment Control Instructions

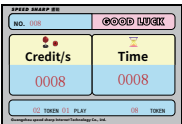
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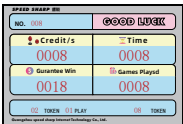
Black and White Screen-standard mode



Black and White Screen-sales mode

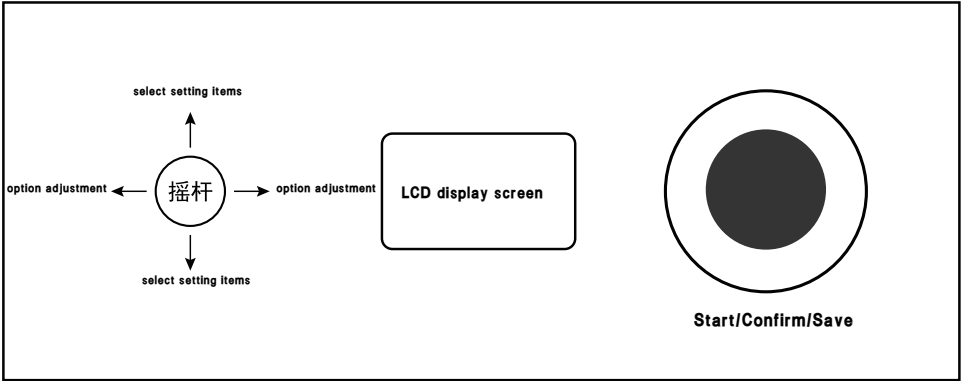


Color Screen-standard mode

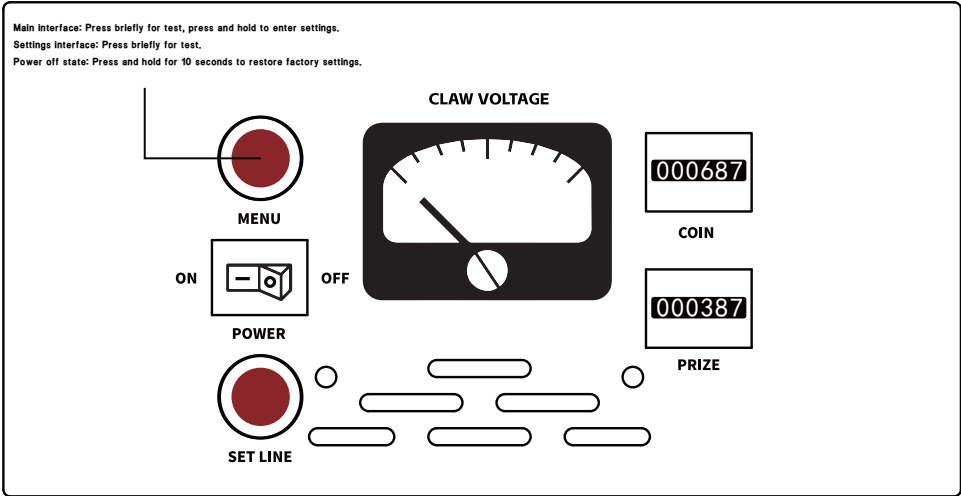


Color Screen-sales mode

Operation panel



Setting Panel





Mainboard Directory Description

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OPTIONS MENU	FIRST-LEVEL MENU			
01.GAME PLAY MODE	01.Ultra Low Baffle	02.Fixed Point Drop	03.Mid-Air Drop	04.Swing Claw and Drop Back
02.BASIC SETUP	01. Coin 05.Shake Cleansing 09.Standby Music 13.Language	02.CREDIT 06.QR Code Display 10.Music Source 14.back & exit	03.Rounds Setting 07.Sensor Setting 11.Volume	04. Game Time 08.Auto Demo 12.Power-off Storage
03.CRANE SETUP	01.BOM VOLT 05.MV SPEED 09.REL TIM 13.SWIG STRH 17.AIR GRIP	02.MID VOLT 06.UP SPEED 10.BOM TIM 14.MODE 18.SWAY LIN	03.WEK VOLT 07.DN SPEED 11.TOP TIM 15.DROP MODE 19.CRANE SETUP	04.BAK VOLT 08.LINE TIM 12.JOY DELY 16.EXCITEMENT
04.PRIZE SETUP	01.WIN MODE 05.TOK PRIC 09.CAN TIME	02.WIN BASE 06.PRIZE NO 10.CLR RATI	03.AWARD MODE 07.GET VOLT 11.ENS SAVE	04.DISP WIN 08.HID TIME 12.BACK AND EXIT
05.LIGHT SETUP	01.LED COLOR 05.RGB IC_NO	02.LED MODE 06.LIGHT STA	03.WIN COLOR 07.LIGHT BRIG	04.WIN COLOR 08.BACK AND EXIT
06.CONNECT SETUP	01.LOCAL NO. 05.CRANE SHAR 09.CRANE ACP	02.GROUP NO. 06.PRIZE SHAR 10.PRIZE ACP	03.LINK AMOU 07.LIGHT SHAR 11.LIGHT ACP	04.BASIC SHAR 08.BASIC ACP 12.BACK AND EXIT
07.FACTORY TEST	01.INTELLIGT TEST 05.NET LINK TEST	02.CONSOLE TEST 06.BACK AND EXIT	03.CRANE TEST	04.PR SENSOR TEST
08.ACCOUNTS QUERY	01.COININ 05.COUNT	02.MOBPAY 06.BACK AND EXIT	03.INCOME	04.GIFT
09.BILL SETTING	01.X \$ for Y Coins	02.X \$ for Y Coins	03.X \$ for Y Coins	04.X \$ for Y Coins

■ Ultra Low Baffle

This mode is for when the plush toys are placed very close to the baffle and the baffle is very low. The claw uses a rhythmic motion to lightly drop the toys inside. The claw cannot be swung easily in this mode, and it's suitable for areas with a certain level of competition. (With some unexpected outcomes)

■ Fixed Point Drop

The toys are placed lower than the baffle, and they will move to the point where they hit the baffle and drop back after rebounding. The claw can't be swung easily in this mode, and random swinging will cancel the fixed-point drop mode. It's suitable for areas with high traffic and many new players. (No unexpected outcomes)

■ Mid-Air Drop

A traditional multi-mode where the toy is gradually released as it rises. This mode is suitable for points with high traffic. (No unexpected outcomes)

■ Swing Claw and Drop Back

The toys are placed higher, and the claw can be swung. If fully grab, it will drop the toys back inside using rhythm. This mode is suitable for areas with more professional players. (With some unexpected outcomes)

Coin

(0-99), Default Value: (1)

Set how many coins are required to start the game.

For example:

If set to "02," the game starts after inserting 2 coins.

If set to "0," it enables free play mode.

CREDIT

(1-100), Default Value: (1)

Sets how much value each coin represents in the main interface for Sale Mode amount and total played amount.

This setting is only displayed if the "Sale Mode Display" mode is enabled (it has no effect if disabled).

For example: In Japan, if each coin is worth 10 JPY, set this to "10." Inserting one 10-JPY coin will increase the total played amount by 10.

Rounds Setting

•(1-100), Default Value: (1)•

Set how many rounds can be played per coin. For example,

if set to "2," one coin allows 2 rounds of play.

Game Time

(5-99), Default Value: (30)

Sets the time (in seconds) before the claw automatically drops if no confirmation button is pressed after the claw starts moving.

Shake Cleansing

(ON/OFF), Default Value: (ON)

Sets whether the coin count resets to zero if the player shakes the machine intentionally.

QR Code Display (For Color Screens Only)

(ON/OFF), Default Value: (ON)

Sets whether the QR code is displayed on the main interface.

■ Sensor Setting

Sensor Setting

Joystick Left/Right Parameter Adjustment(Multiple Errors/Single Error/Auto Single)

Default Value: (Auto Single)

Sets whether the prize exit is detected. This function must be enabled when the guaranteed catch display is activated.

Multiple Errors: If something blocks the prize exit, an error will be reported, gameplay will stop, and the sensor can detect multiple prize exit per round.

Single Error: If something blocks the prize exit, an error will be reported, gameplay will stop, and the sensor can only detect one prize exit per round.

Auto Single: If something blocks the prize exit, no error is reported, but a warning (I) will appear on the screen. Gameplay can continue, but only one strong grab will occur when reaching the Sale Mode.

■ Auto Demo

Joystick Left/Right Parameter Adjustment(ON/OFF) Default Value: (OFF)

Sets whether the machine will automatically demonstrate grabbing when no one is playing.

■ Standby Music

(ON/OFF)

Default Value: (ON)

Sets whether music is played when no one is playing the machine.

■ Music Source

(Storage/USB)

Default Value: (Storage)

Sets the music source for the machine.

- **Storage:** Uses the built-in music on the mainboard (can be updated via USB cable and computer).
- **USB:** Plays music from an inserted USB drive.

■ Volume

(0-32) Default Value: (2)

Sets the machine's volume level. The higher the value, the louder the volume.

A physical knob on the mainboard can also adjust the volume.

■ Power-off Storage

(ON/OFF)

Sets whether the coin count is saved after the machine is turned off and back on.

■ Language

(Chinese/English)

Default Value: (Chinese)

Sets the language displayed on the main interface and settings menu.

■ back & exit

Saves the current settings and returns to the main menu.

■ Claw Down Strength

(0-60.0)

Sets the claw's gripping voltage when it grabs an object at the bottom.

(Bottom grabs object → Bottom Delay Triggered)

■ Claw Mid-air Strength

(0-50.0)

Sets the claw's grip voltage while in mid-air (from the grabbing height → reaching the top).

■ Claw Upward Strength

(0-60.0)

Sets the claw's gripping voltage at the top.

•(Top Delay for Claw Release → Top Pause Completed)

■ Return-to-Prize Out Claw Strength

(0-60.0)

Sets the claw's gripping voltage while returning to the prize out area.

•(After Top Pause Completed → Claw Returns Above the Prize Out Area)

■ Movement Speed

(1-100)

Sets the speed at which the crane moves forward and backward. The higher the value, the faster the speed.

■ Upward Speed

(1-100)

Sets the speed of the claw during the ascent in the front section.

Used in conjunction with the front time. The higher the value, the faster it ascends.

■ Downward Speed

(1-100)

Sets the speed of the claw when moving downward.

The higher the value, the faster it moves.

■ Line Length

(0.00-5.00)

Sets how long the claw descends before starting to rise if no secondary grab is triggered (i.e., the length of the string).

Hold the button to automatically set the time from the top to the bottom.

■ Grab the height

(0.00-5.00)

Sets the duration of the strong grip, i.e., how long the claw maintains a strong grip before transitioning to the mid-air front claw strength.

■ Bottom Pause

(0.00-2.00) Default: (0.8)

Sets how long the claw pauses after grabbing an object before starting to ascend.

■ Top Pause

(0.00-2.00) Default: (0)

Sets how long the claw pauses at the top before returning to the prize-out area.

■ Joystick Delay

(1-100)

Sets the pause time when the claw moves from one direction to another.

The higher the value, the harder it is to move the claw and the less responsive it becomes, reducing claw swinging.

■ Big Swing Strength Reduction

(Joystick Adjustable: 0-100)

Sets the percentage by which the claw's strength is reduced during a big swing.
For example: If the strong grip voltage is set to 50 and the mid-air voltage is 40, and the big swing strength reduction is set to 60%, the strong grip voltage will decrease to 20, and the mid-air voltage will decrease to 16 after a big swing.

■ Claw Strength Variation

(Sudden/Gradual) Default: (Sudden)

- Gradual Mode: The claw strength gradually decreases during the ascent.
- Sudden Mode: The claw strength suddenly decreases when it reaches the top.

•Note: For arcade-style gameplay, always select "Sudden" mode.

Avoid using "Gradual" mode.

■ Fixed Point Drop

(Fixed/Random/Mixed/Drag Back)

- Fixed: The claw drops near the prize-out area during its return.
- Random: The claw drops at a random position during its return to the prize-out area.
- Mixed: The claw may drop mid-air, at the top, during the return, or near the prize-out area.
- Drag Back: The claw moves slightly during each return to the prize-out area before dropping.

■ Excitement Level

(Exciting/Normal/Safe)

When choose game mode "fixed-point drop", set the drop coordinates as follows:

- Exciting: The claw releases slightly closer to the prize exit.
- Normal: The claw releases at the exact preset coordinates.
- Safe: The claw releases slightly farther from the prize exit.

■ Double Grab Switch

(On/Off)

This setting determines whether the claw can perform a mid-air grab if the confirmation button is pressed again before the claw reaches the bottom.

■ Swing & Grab

(Swing 1-30 / OFF/ Pull 1-30)

- Swing: Sets the claw's descent length after returning to the prize-out area.

The higher the value, the farther the claw descends, allowing for greater swing in the next game.

- Disable: No operation after returning to the prize-out area.

- Pull: Sets how much the claw pulls upward after returning to the prize-out area.

The higher the value, the tighter the claw presses against the anti-swing hook or S-hook, reducing swing for the next game.

■ Prize Out Direction

(Front Left/Back Left) Default: (Front Left).

Sets the claw's resting position after delivering the prize.

■ back & exit

Saves the current settings and returns to the main menu.

■ Probability Mode

(Whole Shop / Single Machine)

- Whole Shop: All machines are connected and share a common probability.

For example, if the shared probability is set to 10,

and Machine 1 has been played 6 times, Machine 2 only needs 4 more plays to trigger a prize.

- Single Machine: Each machine operates independently with its own probability settings, without interference from others.

■ Winning Probability

(1-250 / Off)

Defines the winning probability, i.e., how many times the claw must grab naturally before a strong grip occurs.

- Example: If set to 30, a strong grip will occur once every 30 plays.
- If set to "Off," no strong grip will occur during natural grabs.
- Note: If the "Display Sale Mode" mode is enabled, this setting will not take effect, as the program will prioritize the Sale Mode Amount mode.

■ Winning Mode

(Fixed / Random / Accumulated)

Defines how the strong grip is triggered:

- Fixed: The strong grip occurs at a specific play count (e.g., the 20th play).
- Random: The strong grip occurs randomly within the set number of plays (e.g., once within 20 plays).
- Accumulated: If a prize is won before reaching the set probability, subsequent plays will have weaker grips until the probability cycle is fulfilled.
- Example:

If the probability is set to 20 and the mode is Fixed, the strong grip will occur on the 20th play.

If set to Random, the strong grip will occur randomly within 20 plays.

If Accumulated is selected and the prize is won on the 10th play, the following 29 plays will have weaker grips until the 40th play triggers a strong grip.

■ Display Sale Mode

(On / Off)

ON or OFF the Sale Mode feature.

- If ON, the main screen will display the Sale Mode amount and the amount already played.

■ Sale Mode Amount

(1-9990) Default: 300

Defines the Sale Mode threshold.

- Example: If set to 300THB, players who have spent more than 300 THB without winning a prize will be allowed to play for free within a set number of attempts until they win.

■ Sale Mode Chance

(0-9 / Unlimited)

Defines the number of attempts given after reaching the Sale Mode threshold:

1. When Display Sale Mode is ON: Players are given a set number of chances to win after reaching the Sale Mode threshold.

- Example: If the Sale Mode chance is set to 5 and the player wins on the 3rd attempt, the played amount resets, and the remaining chances (4th and 5th) are forfeited. If the player doesn't win within 5 attempts, the played amount also resets.

2. When Display Sale Mode is OFF: After reaching the probability threshold, players are given a set number of strong grip chances (requires payment).

- Example: If the Sale Mode chance is set to 5 and the player wins on the 3rd attempt, the cycle resets. If no prize is won after 5 attempts, the cycle still resets.

■ Sale Mode Claw Strength

(1-60)

Adjusts the claw strength after reaching the Sale Mode threshold.

■ Hide Sale Mode

(0-90 minutes)

Defines the time of inactivity before the Sale Mode amount and played amount are hidden.

- Example: If set to 30, the amounts will be hidden after 30 minutes of inactivity.

■ Clear Sale Mode Time

(1-300 minutes / Unlimited) Default: Unlimited

Defines the time after which the played amount is partially cleared if the player stops playing before reaching the Sale Mode threshold.

- Example: If set to 30 and the player stops playing for more than 30 minutes, the played amount will be reduced proportionally based on the Clear Sale Mode Ratio.

■ Clear Sale Mode Ratio

(0-100%)

Defines the percentage of the played amount to be cleared after the Clear Sale Mode Time is reached.

- Example: If the Clear Sale Mode Time is set to 10 minutes and the ratio is 60%, a played amount of 100 will be reduced to 40 after 10 minutes of inactivity.

■ Sale Mode Storage

(Memory / Clear)

Defines whether the played amount is retained after the machine is powered off and restarted.

■ back & exit

Saves the current settings and returns to the main menu.

■ Standby Color

Adjust joystick left/right to set parameters (1-255).

- Press and hold to share settings with other linked machines.
- Set the standby light color. Note: This setting only takes effect when the standby light frequency is set to "Static." If the standby light frequency is set to "Gradient" or "Rolling," this setting will have no effect.

■ Standby Mode

- Adjust joystick left/right to select:
 - Static Fixed: The machine color remains fixed with no changes. Works with the standby light color setting.
 - Gradient Flash (Slow/Medium/Fast): Machine color changes gradually at different speeds.
 - Moving Flash (Slow/Medium/Fast): Linked machines display rolling lights at different speeds.
 - Dynamic Flash (Slow/Medium/Fast): Machine color transitions dynamically at different speeds.
 - Chasing Flash (Slow/Medium/Fast): Dual-color chasing lights at different speeds.

■ Winning Color

- Adjust joystick left/right to set parameters (1-255).
- Press and hold to share settings with other linked machines.
- Set the light color for winning moments.

■ Winning Mode

Adjust joystick left/right to select:

- Static Fixed: Machine color remains fixed, displaying the winning light color.
- Single Machine Flash (Slow/Medium/Fast): The winning machine flashes at different speeds.
- Linked Machine Flash (Slow/Medium/Fast): All linked machines flash at different speeds.

■ RGB Chip

Adjust joystick left/right to set parameters (1-99).

- This function is not applicable when using RGB lights.
- When using dynamic chasing lights, this setting adjusts the width of each color segment and the overall light length.

■ White Light

Adjust joystick left/right to set parameters:

- No Flash: The internal illumination does not flash after a win.
- Single Machine Flash: Only the winning machine's internal light flashes.
- All Machines Flash: All machines' internal lights flash after winning.

■ Light Brightness

Adjust joystick left/right to set parameters (1-255).

- Press and hold to share settings with other linked machines.

■ back & exit

Saves the current settings and returns to the main menu.

■ Local Host

(Single Machine/01-999)

- Single Machine: This machine does not accept any shared information and operates completely independently.
- 01: This machine acts as the main host, and all shared information must originate from it (only one machine can be set as "01" to avoid errors).
- 02-999: This machine acts as a sub-unit, receiving shared information sequentially.
 - For example, if the standby light is set to roll, it will start from machine 01, roll through to 99, and then roll back from 99 to 01.

■ Communication Group

(0-99)

- Machines in the same group can flash lights together when a win occurs, share probabilities, and synchronize linked settings.

■ Network Qty

(1-99)

- This setting determines how many machines are involved in rolling light effects during standby mode (slow, medium, or fast). Lights will roll back after the specified number of machines.

■ Basic Sharing

(On/Off)

- Determines whether this machine accepts basic shared settings from other machines.
- If turned off, no shared information is received.
- If the machine is set to "Single Machine," this setting has no effect and no sharing is accepted.

■ Crane Sharing

(On/Off)

- Determines whether this machine accepts crane-related shared settings from other machines.
- If turned off, no crane-related shared information is received.
- If the machine is set to "Single Machine," this setting has no effect and no sharing is accepted.

■ Win Sharing

(On/Off)

- Determines whether this machine accepts win-related shared settings from other machines.
- If turned off, no win-related shared information is received.
- If the machine is set to "Single Machine," this setting has no effect and no sharing is accepted.

■ Light Sharing

(On/Off)

- Determines whether this machine accepts light-related shared settings from other machines.
- If turned off, no light-related shared information is received.
- If the machine is set to "Single Machine," this setting has no effect and no sharing is accepted.

■ Accept Basic

(On/Off)

- Determines whether this machine accepts basic shared settings from other machines.
- If turned off, no shared information is received.
- If the machine is set to "Single Machine," this setting has no effect and no sharing is accepted.

■ Accept Crane

- Press and hold the button to share.
- After confirmation, the crane settings from this machine will be shared with other machines.
- If other machines have disabled crane sharing or are set to "Single Machine," they will not receive this machine' s shared data.

■ Accept Win

- Press and hold the button to share.
- After confirmation, the win settings from this machine will be shared with other machines.
- If other machines have disabled win sharing or are set to "Single Machine," they will not receive this machine' s shared data.

■ Accept Light

- Press and hold the button to share.
- After confirmation, the light settings from this machine will be shared with other machines.
- If other machines have disabled light sharing or are set to "Single Machine," they will not receive this machine' s shared data.

■ back & exit

Saves the current settings and returns to the main menu.

■ Smart Warm-up

Press the confirm button to start an automatic test. The crane will move out, drop the claw, and grab repeatedly in a loop until the power is turned off or the confirm button is pressed and held for 10 seconds to stop.

■ Console Test

Test the joystick and confirm button by moving the joystick up, down, left, and right, and pressing the confirm button. The display will change from "Disconnected" to "Connected" when the joystick and buttons are functioning properly.

Press and hold the confirm button to exit.

■ Crane Test

- Front/Back Test:

Move the joystick left or right while the crane is in the front/back test position.

If the crane moves forward and backward, the front/back motors are functioning properly.

- When the crane reaches the frontmost position, the front/back test changes from

"Disconnected" to "Connected," indicating the front limit switch is working.

- When the crane reaches the rearmost position, the front/back test changes from

"Disconnected" to "Connected," indicating the rear limit switch is working.

- Left/Right Test:

Move the joystick left or right while the crane is in the left/right test position.

If the crane moves left and right, the left/right motors are functioning properly.

- When the crane reaches the leftmost position, the left/right test changes from

"Disconnected" to "Connected," indicating the left limit switch is working.

- Up/Down Test:

Move the joystick left or right while the claw is in the up/down test position. If the claw moves up and down, the up/down motors are functioning properly.

- When the claw reaches the lowest position, the up/down test changes from "

Disconnected" to "Connected," indicating the lower limit switch (round switch) is working.

- When the claw reaches the top, the test changes from "Disconnected" to "Connected," indicating the upper limit switch (long switch) is working.

■ SENSOR Test

Tests whether the optical sensor is functioning properly.

■ Network Test

Tests whether the communication between connected machines is working correctly.

■ COININ

The income received from coins. Press and hold the confirm button to reset to zero.

■ MOBPAY

The income received from WeChat, Alipay or others Online Payment. Press and hold the confirm button to reset to zero.

■ INCOME

The sum of coin income and online payment income. Press and hold the confirm button to reset to zero.

■ GIFT

The total number of prizes won. Press and hold the confirm button to reset to zero.

■ Probability Difference

The difference between the actual prize-out probability and the set probability.

■ Language Selection

(Chinese / English) Default: Chinese

Sets the display language for the main and settings interface.

■ Coin Setting

(0-10) Default: 1

Specifies the number of coins required to start a game.

- Example: If set to 2, the game starts after inserting 2 coins.

If set to 0, the game is in free play mode.

■ Winning Probability

(1-250 / OFF)

Defines the probability of winning, i.e., how many natural grabs are required to trigger a strong grip.

- Example: If set to 30, a strong grip will occur once every 30 plays.

- If set to "Off," no strong grip will occur during natural grabs.

- Note: If "Display Sale Mode" mode is enabled, this setting will not take effect, as the program will prioritize the Sale Mode Amount mode.

■ Machine Model

Standard / Taiwan Style / Boutique

■ Game Mode Selection

Standard / Taiwan Style / Boutique

- Standard:

- Ultra-low baffle
- Fixed point drop
- Mid-air drop
- Swing Claw and Drop Back

- Boutique:

- Ultra-low baffle
- Fixed point drop
- Mid-air drop
- Swing claw and Drop Back
- Two-player Drop

- Taiwan style:

- Taiwan style strong drop
- Taiwan style strong drop (backup)
- Lucky play: Ping pong ball (front/back)
- Lucky play: Rolling ball (magnetic claw)
- Lucky play: Bouncing ball (magnetic claw)

■ Communication Group

(0-99)

Machines in the same group can flash lights together when a prize is won, share probabilities, and be configured as a networked group.

■ Machine Number

Single Machine / (No. 1-999)

Defines the machine's unique identifier.

The screen will display a fault list along with solution.

Display fault	The fault performance	The cause of the problem	The solution
Please check the micro motion or motor	Catch son down not up	- Poor connection Angle of crowbar joint - Twist the rope - rope ran out and got stuck - Gear wear (gear keeps cracking) - Motor failure (motor failure can not be ruled out) - The mainboard	- Reinsert the white crown car interface with force - Press TEST, and then press the front and back of the rocker. - Open the canopy and press it correctly manually - Winding method of winding back - Change gears - Replace the motor - Replace the motherboard
	Come on, pull up and stop in the middle	- The rope runs out and gets stuck - Upper fretting (long piece fretting) is damaged	- Open the crown block cover, and press the right position manually - Correct winding method - Replace upper fretting (long piece fretting)
Please check after micro motion or motor	Pull the crown block to the middle, restart it and don't go back	- The interface angle of crown block is poor - The track of crown block is bent and stuck - motor failure - The motor gear is worn (the gear keeps ringing) - motherboard bad	- Re insert the white crown block interface - Correct the track of crown block - Replace the motor - Replace the gear - Replace the main board
	Pull the crown block to the middle, and the crown block can move to go ahead, go to the end, roll until you make a mistake	- The interface angle of crown block is poor - Did not touch the anti-collision adhesive - fretting	- Re insert the white crown block interface - Check whether the crown block rod is bent - Replace fretting
Please check pre-micro or motor	The crown block is pulled to the middle and can't move forward after restart	- The interface angle of crown block is poor - The track of crown block is bent and stuck - motor failure - The motor gear is worn (the gear keeps ringing) - motherboard bad	- Re insert the white crown block interface - Correct the track of crown block - Replace the motor - Replace the gear - Replace the main board
	Pull the crown block to the middle, and the crown block can move to go ahead, go to the end, roll until you make a mistake	- The interface angle of crown block is poor - Did not touch the anti-collision adhesive - fretting	- Re insert the white crown block interface - Check whether the crown block rod is bent - Replace fretting
Please check left fidget or motor	Pull the crown block to the middle, restart it and don't go left	- The interface angle of crown block is poor - motor failure - The motor gear is worn (the gear keeps ringing) - motherboard bad	- Re insert the white crown block interface - Replace the motor - Replace the gear - Replace the main board
	The crown block is pulled to the middle. After restart, the crown block can go to the left, go to the end and roll until you make a mistake	- The interface angle of crown block is poor - fretting	- Re insert the white crown block interface - Replace fretting
Anti-roll anti-theft alarm fault	Anti shake and anti-theft alarm fault is displayed on the screen	- Someone shakes the machine - It's too sensitive. If you move it, it will report a fault	- Intentionally shaking can communicate with players - If it is too sensitive, it can place the anti sway pendant - Adjust the position and move the pendant down Or move the circle iron upward, such as return - Feel sensitive and remove anti shake directly
Photo eye failure or gift stuck	Photo eye fault or gift stuck on the screen	- optical eye is bad. - Gifts stuck in the hole - The black cloth on the opposite side was not pasted properly - The eyes are not aligned with the black cloth - light eyeliner is not inserted.	- Check whether the optical eye is powered on or replaced - Take away the stuck gift - Paste the black cloth - Aim the light eye at the black cloth - insert the eye liner.

The screen will display a fault list along with solution.

Summary	Fault performance	Cause of failure	Solution
No electricity	Power failure of the whole wooden box doll machine	1. Power cord is broken 2. Fuse is broken 3. the switch is bad. 4. The cable connected to the power panel is loose	1. Replace the power cord 2. Replace fuse 3. Replace the switch 4. Contact after sales staff
	The display screen of the wooden box doll machine is not powered, The ceiling lamp will shine.	1. Loose plug-in of transformer 2. Transformer failure	1. Plug in the transformer 2. Replace the transformer
	The whole iron box doll machine is not powered	1. Power cord is broken 2. Fuse is broken 3. the switch is bad. 4. The cable connected to the power panel is loose 5. Loose plug-in of transformer 6. Transformer failure	1. Replace the power cord 2. Replace fuse 3. Replace the switch 4. Contact after sales staff 5. Plug in the transformer 6. Replace the transformer
Crane problem	Grab it and pull it back to the hole	1. Upper fretting (long piece fretting) is not pressed	1. Use the handle to jog (long piece is jogged upward)
	If you go down a little bit, you'll catch it automatically	1. The rope falls out of the sheave 2. Too much spring force 3. Rope stuck	1. Put the rope back into the reel 2. Replace the spring 3. Replace the rope
	No grasping	1. The telephone line is not connected to the wiring clamp 2. The coil is broken 3. Poor contact of crown block interface 4. Main board problem (voltmeter does not move) 5. 48V transformer is broken	1. Connect the telephone line into the wiring clamp 2. Replace the coil 3. Reinsert the white crown block interface 4. Replace the main board 5. Replace the transformer
	Grab at the top	1. The winding is reversed (it will go up and down first) 2. The line falls out	1. Press the test key, and then press the front and back of the rocker, Put the line as long as you can and wind it back 2. Rewind as shown
	No power to grasp	1. The jumper cap is wrongly inserted into 24V (except for fine machines) 2. Coil aging 3. Adjust the grip voltage too low 4. Playing for too long	1. Insert the jumper cap back to 48V 2. Replace the coil 3. Increase the grip 4. Let the claw rest and cool down before playing
Coin operated device	The coin can't be put in	1. Pull to normally closed 2. The coin feeder is broken 3. The machine itself is in fault code state	1. Pull the switch back to the normally open position 2. Change the coin feeder 3. Deal with the machine problem before putting money in
	The coin can't be put in. Put it up and put it down	1. No good currency 2. The line behind the coin dispenser is not plugged in. (the coin feeder does not work)	1. Clip the coins again 2. Reinsert the coin feeder cable