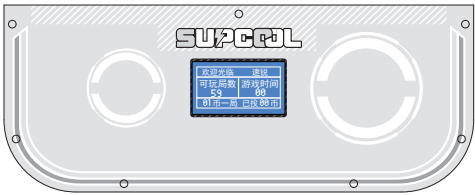
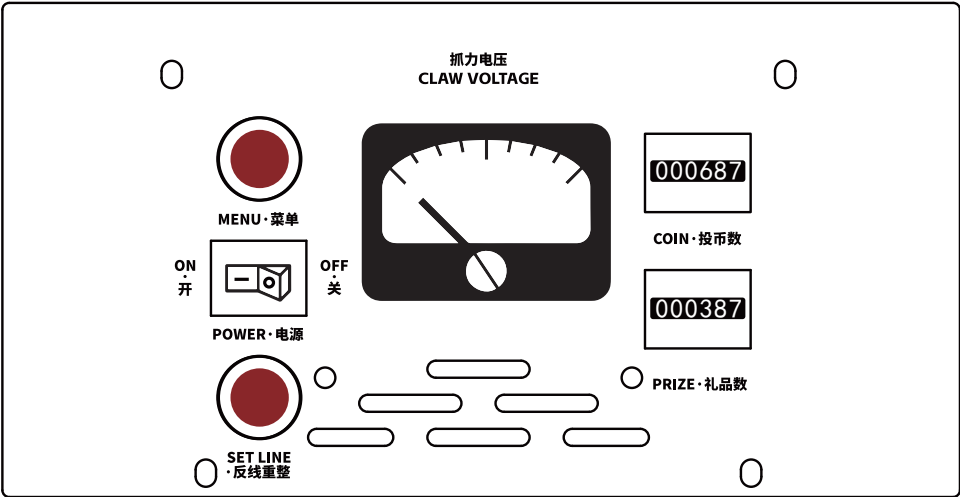
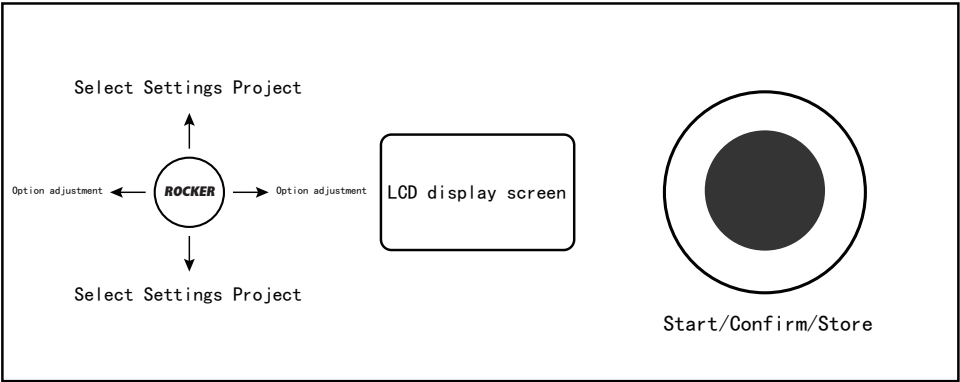


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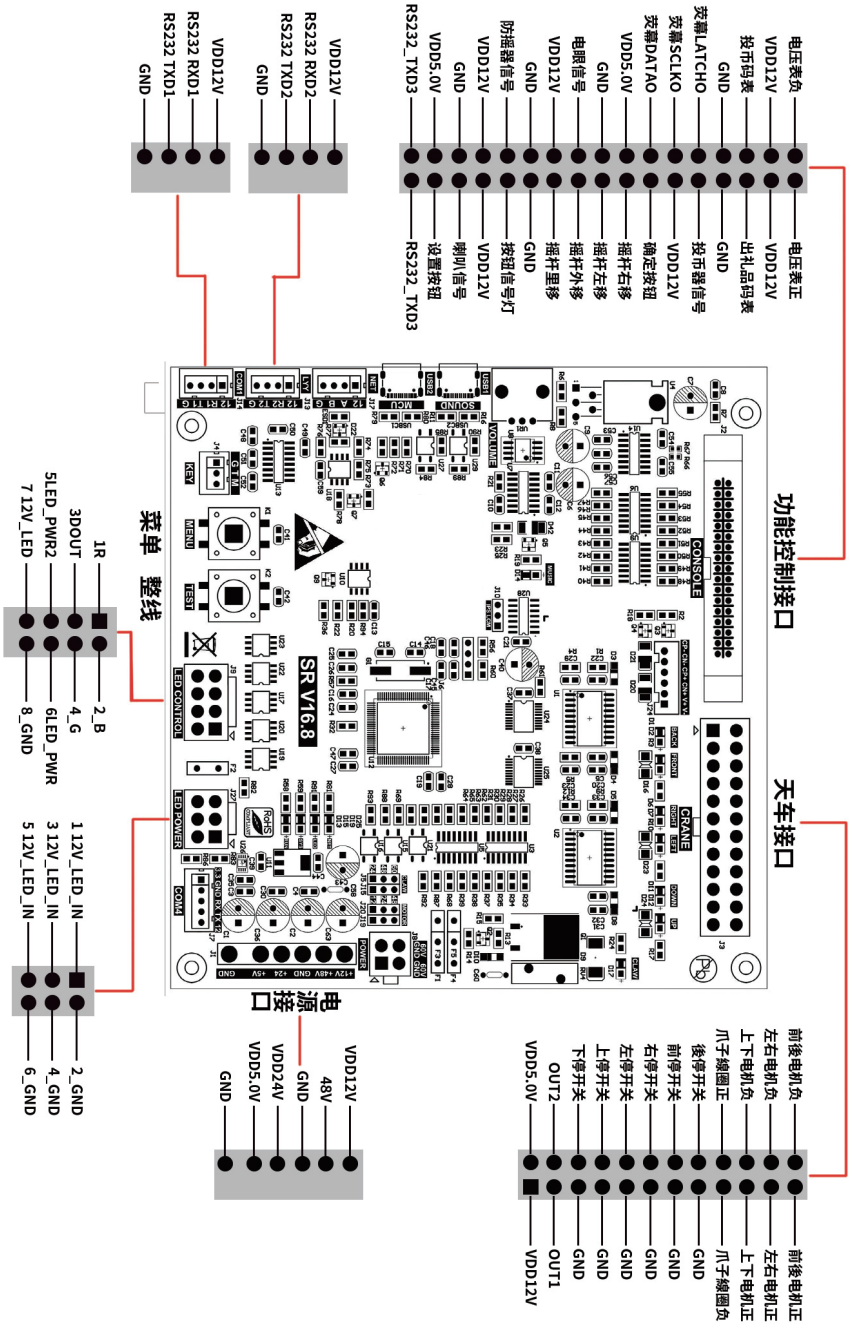
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stand-alone



MAIN BOARD DIAGRAM EXPLANATION



SYSTEM MENU	FIRST LEVEL MENU		
Gameplay settings	1-Ultra low baffle 4:Throwing claws back and forth	2:Fixed point falling object	3:Slipping in mid air
Basic Settings	1-A:coin setting 1-D:Shake and distinguish 1-G:Music source 1-J:language selection	1-B:Number of rounds set 1-E:Inductive photoeye 1-H:Volume Setting 1-K:Standby video	1-C:GAME TIME 1-F:Standby music 1-I:Shutdown storage 1-L:Return to exit
Crown block setting	2-A:Bottom claw force 2-D:Return hole claw force 2-G:Upward speed 2-J:Bottom stay 2-M:Fixed point falling object 2-P:Rocker delay 2-S:Aerial secondary collection 2-V:Slash deceleration 2-Y:Uppull speed	2-B:Aerial claw force 2-E:Front and rear speed 2-H:Downward speed 2-K:Top stop 2-N:Falling object coordinates 2-Q:Delayed lower claw 2-T:Opening direction 2-W:Big swing Reduce length 2-Z:Weakening at the top	2-C:Top claw force 2-F:Left and right speed 2-I:Payoff length 2-L:Grab height 2-O:Swing claw 2-R:Claw force variation 2-U:Reduce force 2-X:Pull-up time
Winning settings	3-A:Winning probability 3-D:Claw force protection 3-G:Clamp amount 3-J:Consumer protection ratio	3-B:Winning mode 3-E:Display clip 3-H:Hidden clip protection 3-K:Shutdown Save	3-C:Clamping opportunities 3-F:Amount per coin 3-I:Consumer protection time
Lighting settings	4-A:Standby color 4-D:Winning frequency	4-B:Standby frequency 4-E:White light	4-C:Winning colors 4-F:Brightness of colored lights
Online settings	5-A:Local address 5-D:Full venue functionality 5-G:Skycar sharing 5-J:Acceptance Foundation 5-M:Accept lighting	5-B:Communication grouping 5-E:Full field probability 5-H:Winning Sharing 5-K:Accept the overhead crane 5-L:Accept Winning	5-C:Online quantity 5-F:Basic sharing 5-I:Light sharing
Factory settings	6-A:Intelligent heat engine 6-D:Optical eye test	6-B:Console testing	6-C:Crown block test
Account inquiry	7-A:Number of coins invested 7-D:Number of gifts	7-B:Cloud payment 7-E:Probability difference	7-C:Total income

■ ULTRA LOW BAFFLE

A pattern where the doll is placed very close to the baffle and the baffle is very low, By using the rhythm to gently throw the doll inside, the claws in this mode are not very able to shake,

Suitable for regions with certain competition (There were some accidents)

■ FIXED POINT FALLING OBJECT

If the doll is placed lower than the baffle, it will move to the position where it hits the baffle and fall back

In this mode, the claws are not very able to swing, and random throwing will cancel the fixed-point falling object mode,

Suitable for areas with high traffic and a lot of beginners and novices (No surprise)

■ SLIPPING IN MID AIR

Traditional multi-mode, the doll will slowly let go during the ascent process, Suitable for multiple meridian positions (No surprise)

■ THROWING CLAWS BACK AND FORTH

The doll is placed relatively high, and its claws can be swung. If it is fully wrapped, it can be passed The rhythm will be thrown in. Suitable for regions with certain professional players (A bit unexpected)

■ COIN SETTING

(0-10) Default value (1)

Set how many coins to invest to start the game. For example:

Setting it to 02 means investing 2 coins, and starting the game with 0 means free mode

■ NUMBER OF ROUNDS SET

(1-100) Default value (1)

Set how many rounds can be played with one coin, for example, if it's 2, you can play 2 rounds with one coin

■ GAME TIME

(5-99) Default value (30)

If you do not press the confirm button for 30 seconds after the claw moves, the claw will automatically descend

■ SHAKE AND DISTINGUISH

(On/Off) Default value (On)

Set whether the number of coins deposited is reset to zero when the player intentionally shakes the machine

■ PHOTOEYE

Left and right adjustment parameters of the joystick

(fault single time/automatic single time) default value (automatic single time)

Set whether there is induction in the gift, and display that this function must be activated after the clip protection function is activated

■ STANDBY MUSIC

(On/Off) Default value (On)

Set whether to play music when no one is playing

■ MUSIC SOURCE

(Memory/USB drive) default value (Memory)

Set the source of music played by the machine

Memory: Music from the motherboard itself

(can be replaced with a computer via USB cable)

USB drive: Play music from the inserted USB drive

■ VOLUME SETTING

(0-32) Default value (2)

Set the volume of the machine, the higher the value, the higher the volume

There is a physical knob on the motherboard that can also adjust the volume

■ SHUTDOWN STORAGE

(On/Off)

Set whether the coin amount is still saved after shutting down and restarting

■ LANGUAGE SELECTION

(Chinese/English) Default value (Chinese)

Set the main interface and display language for the interface

■ STANDBY VIDEO

(1-50) Default value (1)

Video displayed during standby on the basis of an LCD display screen

■ RETURN TO EXIT

Save the current settings and return to the main menu.

■ BOTTOM CLAW FORCE

(0-50 or 0-60)

Set the gripping force voltage when the claw bottom grasps an object

(Grasping the item at the bottom → touching the lifting height)

■ AERIAL CLAW FORCE

(0-50 or 0-60)

Set the grip voltage of the claw in mid air

(Touching the gripping height → reaching the top to complete the top weakening time)

■ TOP CLAW FORCE

(0-50 or 0-60)

Set the grip of the claw at the top,

(Time to reach the top and complete the top weakening →

Time to complete the top residence)

■ RETURN HOLE CLAW FORCE

(0-60)

Set the grip of the claw back to the hole,

(Complete top dwell time → Grab back above the hole)

■ FRONT AND REAR SPEED

(1-100)

Set the speed at which the overhead crane moves forward and backward,
with higher values indicating faster movement

■ LEFT AND RIGHT SPEED

(1-100)

Set the speed of the overhead crane to move left and right,
the higher the value, the faster

■ UPWARD VELOCITY

(1-100)

Set the speed at which the overhead crane moves upwards,
with higher values indicating faster movement

■ DOWNWARD VELOCITY

(1-100)

Set the speed at which the overhead crane moves downwards,
with higher values indicating faster movement

■ PAYOFF LENGTH

(0.01-5.00)

How long does it take for the claw to descend without retracting to start rising
(i.e., how long does the rope descend)
Long press to automatically set the time from top to bottom

■ BOTTOM STAY

(0.0-1.0) Default value (0.8)

Set how long the claw will hold onto the object before it rises

■ TOP STOP

(0.0-1.0) Default value (0)

Set how long the claws will stay at the top before starting to return to the opening

■ GRAB HEIGHT

(0.1-4.0)

Set the duration of strength maintenance,
which is how long it takes to grasp and become airborne claw force

■ FIXED POINT FALLING OBJECT

(Fixed/Random/Mixed)

Fixed: During the process of returning to the cave entrance, the overhead crane falls near the cave entrance
Random: The overhead crane drops randomly from any position during the process of returning to the entrance
Mixing: It is possible to grab and fall in the air, it may reach the top, and it may fall during the return process,
It is possible to fall near the entrance of the cave

■ FALLING OBJECT COORDINATES

Left and right adjustment parameters of the joystick (X=0000-9999 Y=0000-9999)

Move your paw to the right front of the hole, then press the confirm button to confirm that the machine will record the falling object

The target X-axis and Y-axis, as long as both conditions of X-axis and Y-axis are met, if fixed, the claw will

Release within the set coordinates.

■ SWINGING CLAWS AND PULLING CLAWS

(Swing 5-Swing 1/Close/Pull 1-Pull 5)

Swinging: The length of the gripper that descends after returning to the hole, the larger the value, the more it decreases, and the greater the swing range that can be played in the next game
Cancel: No action will be taken after returning to the opening
Pull: The amplitude of the claw pulling upwards after returning to the cave opening, the larger the value, the more it is pulled. The claw is pressed against the anti swing plate S-hook
The tighter it is, the more it can avoid the next one that can be thrown or grabbed

■ ROCKER DELAY

(1-100)

The time it takes for the claw to pause when moving in one direction and then in another direction

The larger the value, the harder it is for the claw to move and become less sensitive, which can avoid throwing the claw.

■ DELAYED LOWER CLAW

(0.00-1.00)

Set how long it takes to press the retrieval button before the paw starts to descend, to avoid throwing the paw.

■ CLAW FORCE VARIATION

(Mutation/Gradient) Default value (Mutation)

Gradient mode: The grip gradually decreases during the upward process

Mutation mode: The grip suddenly decreases when it reaches the top

Note: Desktop gameplay must choose mutation mode, do not choose gradient mode

■ AERIAL SECONDARY COLLECTION

(On/Off)

After pressing the confirm button, press the confirm button again before the paw reaches the bottom to check if it is being grabbed in the air,
Namely, the second collection

■ OPENING DIRECTION

(Left Front/Left Rear) Default Value (Left Front)

Set the return position of the claw after grabbing the gift

■ LARGE THRUST REDUCTION FORCE

Left and right adjustment parameters of the joystick (0-100)

What percentage of the original force is reduced when the player throws their claws, such as setting the strong voltage to 50,

The air voltage is 40, and the setting for the reduction of the large swing force is 60.

After the customer throws the claw heavily,

The strong voltage becomes 20, and the airborne voltage becomes 16.

■ SLASH DECELERATION

Left and right adjustment parameters of the joystick (0-100)

What percentage of the original offline speed is reduced when the player throws their claws, For example, if the speed is set to 80 and the length of the large swing line is reduced by 30, and the customer throws their claws,

The offline speed will become 56

■ LARGE SWING REDUCTION IN LENGTH

Left and right adjustment parameters of the joystick (0-100)

What percentage of the original line length is reduced when the player throws their claws, For example, setting the original line length to 2.00 seconds and reducing the length of the large swing line to 20 seconds,

After the customer shook their claws, the length of the wire became 1.60 seconds

■ PULL-UP TIME

(0.01-0.30)

How long will the claw continue to rise after reaching the upper limit position and not being pressed down? The higher the value, The longer the pulling time and the greater the distance, the tighter the hook of the gripper against the anti slip plate S,
The greater the magnitude of internal loss.

■ UPPULL SPEED

(1-100)

The speed at which the claw reaches the upper limit of the top and moves slightly without being compressed before being pulled up and tightened

(This project is adjusted to keep up with the schedule)

The larger the value, the faster the upward pulling speed, and the greater the throwing strength of the claw

■ WEAKENING AT THE TOP

Left and right adjustment parameters of the joystick (0.01-1.00)

How long does it take for the claw to reach the upper limit of the top and move slightly without being pressed down? The claw becomes a weak grasping voltage at the top.

Value The larger the claw, the later it weakens the pressure. Due to the time required for the claw to be thrown from straight down to inside, the items thrown inside become heavier

The longer the time it takes for the top of the internal throw to weaken, the more time it needs to be set.

■ WINNING PROBABILITY

(1-250/cancelled)

The probability of winning, how many times does it occur to naturally grab an item with strong grip

For example, if set to 30, there will be one occurrence of strong grip within 30 attempts. If the setting is cancelled, there will be no strong grip during natural gripping.

If the display clip mode is enabled, this project will not work regardless of how much it is used,

The program only operates in the wallet amount mode

■ WINNING MODE

(Fixed/Random/Cumulative)

A strong grip mode appears,

Fixed: Fix the number of occurrences within the set number of times,

Random: Randomly appear once within a set number of times

Accumulation: If the probability is not reached before leaving early, it will continue to be weakly compensated until the probability is accurate.

For example, if the probability is set to 20 and the mode is set to fixed, that is, the 20th occurrence of strong grip will be fixed,

If the mode is set to random, that is, one out of 20 times is strong grip

If a fixed accumulation of the 10th claw is set, the thing will be claw out,

The remaining 29 rounds will remain weak until the 40th round is strong

■ CLAMPING OPPORTUNITIES

(0-9/unlimited)

1. Displaying when the clip protection function is enabled: reaching the clip protection and how many opportunities are given to the player

Clamp protection (always out of clamp voltage) Grab items within the set number of times and reset the played amount to zero. If you also grab items within the set number of times No items will be released, and the played amount will also be reset to zero.

For example, if the number of times the game is saved is set to 5, the player can

Playing the third clip has already retrieved the item, and the played amount has been reset to zero. There will be no more occurrences of the fourth clip

It's been saved for the 5th time. If the number of saved times is set to 5, but it hasn't been captured for the 5th time, then it won't work

There will be another chance, and the played amount will also be reset to zero

2. How many times does it reach the probability (regardless of random fixation) when the clamp function is turned off Seize opportunities forcefully (requires coin insertion).

If you grab an item within the set number of times, proceed to the next cycle,

If the item cannot be caught within the set number of times, there will be no chance for forceful grabbing

For example, if the display shows that the clip is closed and the number of clips is 5, the player will have 5 clips after reaching the probability

When there is a chance for a strong grab (requiring coins), the player grabs the item on the third attempt and walks again

In the next cycle, if you don't catch it 5 times, there won't be another chance to catch it forcefully, and you should also move on to the next cycle

Second cycle

■ CLAW FORCE PROTECTION

Left and right adjustment parameters of the joystick (1-60)
Set the strength of the claw after reaching the guaranteed amount

■ DISPLAY CLIP

(On/Off)
Set the clip protection function switch
If the clip protection function is enabled, the main interface will display the clip protection amount and the played amount

■ AMOUNT PER COIN

(1-100) Default value (1)
Set the number of times the amount displayed on the main interface for the saved amount and played amount is the number of coins invested,
This setting will only be displayed after activating the display clip mode (not activating it much will not affect it)
For example, Taiwan's coins are 10 yuan each, set to 10, and put in a 10 yuan coin, The amount already played will increase by 10%

■ CLAMP AMOUNT

(1-9990) Default value (300)
Set the selling price, which is the guaranteed amount
For example, if the player's coin amount exceeds 300 yuan and fails to grab the gift, they can set it to 300 yuan
Capture for free within the set number of times until it is captured

■ HIDDEN CLIP PROTECTION

(0-90)
How long has no one played with hidden wallet amounts and played amounts
For example, set 30, which means that if no one plays for 30 minutes, the played amount will be automatically hidden

■ CONSUMER PROTECTION TIME

(1-300/unlimited) Default value (unlimited)
When setting the elimination of played amounts, that is, when the player's coin deposit amount does not reach the guaranteed amount
When playing, stop for a period of time before playing. If the stopping time exceeds the set limit The played amount will be proportionally eliminated (in conjunction with the consumer protection ratio setting), if
When stopping, if it does not exceed the set time, you can continue to accumulate the played amount For example, if set to 30 and stop for more than 30 minutes without any coins, the game has already been played
Eliminate proportionally

■ CONSUMER PROTECTION RATIO

(0-100)

After the set cancellation time is reached, the percentage of played amount will be eliminated

For example, if the consumer protection time is set to 10, the consumer protection ratio is 60, and the current played amount is 100,

If no one plays within 10 minutes, the played amount will be reduced to 40

■ SHUTDOWN SAVE

(Memory/Clear)

Do you want to save the played amount after shutting down and restarting

■ STANDBY COLOR

Left and right adjustment parameters of the joystick (1-255)
 Long press to share with other online machines
 Set the standby light color, which must be the standby light frequency set to static
 Only then can it be reflected that if the standby light frequency
 is set to gradient or scrolling,
 This setting does not affect anything

■ STANDBY FREQUENCY

Adjusting the parameters of the joystick left and right
 (stationary fixed/gradient slow flashing/gradient medium flashing)/
 Gradient Flash/Moving Slow Flash/Moving Mid Flash/Moving Quick Flash)
 Long press to share with other machines
 Static fixation: The machine color is fixed without any changes,
 Used in conjunction with standby light colors
 Gradient (slow/medium/fast) flashing: Machine colors slowly gradient
 Mobile (slow/medium/fast) flashing: The machine is online and scrolls the lights slowly

■ WINNING COLORS

Left and right adjustment parameters of the joystick (1-255)
 Long press to share with other online machines and set the light color when winning

■ WINNING FREQUENCY

Adjust the parameters of the joystick left and right (prohibit fixed/single machine slow
 flashing/single machine medium flashing)
 Single player flash/online slow flash/online medium flash/online fast flash)
 Static fixation: The machine color is fixed and becomes the winning light color
 Single machine (slow/medium/fast) flashing: The current color of a single machine
 flashes slowly
 Online (slow/medium/fast) flashing: All online machines have slow flashing colors

■ WHITE LIGHT

Left and right adjustment parameters of the joystick
 (no flashing/local flashing/full field flashing)
 After winning the prize, the internal lighting of the machine will flash. If it does not flash,
 it means that the internal lighting will flash after winning the prize
 If the light does not flash, the local flashing means that after winning the prize, only the
 internal lighting of the winning machine will flash,
 Full field flashing refers to the flashing of internal lighting for all machines in the venue
 after winning the prize

■ BRIGHTNESS OF COLORED LIGHTS

■ LOCAL ADDRESS

(Single machine/01-999)

Single machine: This machine does not accept any shared information and exists completely independently. 01 means that this machine is the host, and all information sharing needs to be sent from this machine.

(Multiple Unit 1 cannot be set, otherwise an error will occur.)

02-99 means that this machine is an extension, and all information is shared and received in order.

(For example, setting the standby light to scroll from the 1st until the 99th and then back from the 99th)

■ COMMUNICATION GROUPING

(0-99)

Only machines that win in the same group can flash lights together and share probabilities together.

Only then can we set it online together.

■ ONLINE QUANTITY

(1-99)

This project only works when the machine is set to standby and the lights move fast, medium, and slow to flash. It is used for lighting.

Roll back after rolling how many machines.

■ FULL FIELD PROBABILITY

(0-999) Set probability sharing under the same group

■ BASIC SHARING

(On/Off)

Do you accept basic settings shared information sent by other machines, If closed, do not receive.

If the communication serial number of the machine is set to single machine, nothing will affect the setting of this item,

None of them will be accepted.

■ SKYCAR SHARING

(On/Off) Do you accept shared information on crown block settings sent by other machines,

If closed, do not receive.

If the communication serial number of the machine is set to single machine, nothing will affect the setting of this item and it will not be accepted.

■ WINNING SHARING

(On/Off) Do you accept shared information about winning settings sent by other machines,
If closed, do not receive
If the communication serial number of the machine is set to single machine,
nothing will affect the setting of this item and it will not be accepted

■ LIGHT SHARING

(On/Off) Do you accept shared information on lighting settings sent by other machines,
If closed, do not receive
If the communication serial number of the machine is set to single machine,
nothing will affect the setting of this item and it will not be accepted

■ ACCEPTANCE FOUNDATION

Whether to accept basic setting sharing information sent by other machines (on/off),
If closed, do not receive
If the communication serial number of the machine is set to single machine,
nothing will affect the setting of this item,
None of them will be accepted

■ ACCEPT THE OVERHEAD CRANE

Long press button to share
After long pressing the confirm button, it will automatically share the parameters set
by the local crane with other machines
If other machines disable the acceptance of crane setting sharing or set it to single
machine mode,
The shared data sent by this machine cannot be received

■ ACCEPT WINNING

Long press button to share
After long pressing OK, it will automatically share the winning parameters set by this
machine with other machines,
If other machines close the acceptance of winning settings for sharing or set it to
single machine mode,
The shared data sent by this machine cannot be received

■ ACCEPT LIGHTING

Long press button to share
After long pressing OK, it will automatically share the lighting settings of this machine
with other machines, If other machines turn off accepting shared lighting settings or
set it to standalone mode,
The shared data sent by this machine cannot be received

■ INTELLIGENT HEAT ENGINE

After pressing the confirm button, the test will be automatically conducted. The overhead crane will automatically run outward, automatically descend, and the automatic grabbing will continue to cycle. It will not stop until the power is turned off or the OK button is pressed and held for 10 seconds

■ CONSOLE TESTING

Shake the joystick up, down, left, right, and confirm the key for testing. The display corresponding to the up, down, left, right, and confirmation keys of the joystick will change from
Disconnect to connect. If it changes, it indicates that the joystick and buttons are intact
Long press the confirm button to exit

■ CROWN BLOCK TEST

When the diagram shows the front and rear test positions, the left and right overhead cranes of the shaking rod will run back and forth, indicating the direction of the motor in the front and rear directions

Normal, when the overhead crane reaches the forefront, the front and rear tests change from disconnected to connected, indicating a slight movement on the front side

Normal, when the overhead crane reaches the rear end, the front and rear tests change from disconnected to connected, indicating that the rear micro movement is normal

When the diagram is in the left and right testing positions, the left and right overhead cranes of the shaking rod will run left and right, indicating the left and right direction motors Normal. When the overhead crane reaches the far left, the left and right tests disconnect and turn on, indicating that the left side micro movement is normal

When the diagram is in the up and down testing position, the left and right grippers of the shaking rod will run up and down, indicating the direction of the motor in the up and down direction

Normal. When the gripper reaches the bottom, the up and down test changes from disconnected to connected, indicating a slight downward movement

(Circle wheel micro movement) Normal. When the gripper reaches the top, the test changes from disconnected to connected, indicating upper micro movement

(Long film micro motion) Normal

■ OPTICAL EYE TEST

Test whether the optical eye is good or bad

■ NUMBER OF COINS INVESTED

The income from receiving coins can be reset to zero by long pressing the confirm button

■ CLOUD PAYMENT

The income of WeChat Alipay can be reset by long pressing the Confirm key

■ TOTAL INCOME

The total amount of coin income and online income can be reset to zero by long pressing the confirm button

■ NUMBER OF GIFTS

The total number of gifts that have been pinched out can be reset to zero by long pressing the confirm button

■ PROBABILITY DIFFERENCE

The difference between the actual shipping probability and the set probability

The screen displays a list of faults and solutions

Display fault	The fault performance	The cause of the problem	The solution
Please check the micro motion or motor	Catch son down not up	1. Poor connection Angle of crowbar joint 2. Twist the rope 3. rope ran out and got stuck 4. Gear wear (gear keeps cracking) 5. Motor failure (motor failure can not be ruled out) 6. The mainboard	1. Reinsert the white crown car interface with force 2. Press TEST, and then press the front and back of the rocker. Take the longest string and loop it back 3. Open the canopy and press it correctly manually Winding method of winding back 4. Change gears 5. Replace the motor 6. Replace the motherboard
	Come on, pull up and stop in the middle	1. The rope runs out and gets stuck 2. Upper fretting (long piece fretting) is damaged	1. Open the crown block cover, and press the right position manually Correct winding method 2. 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	1. The interface angle of crown block is poor 2. The track of crown block is bent and stuck 3. motor failure 4. The motor gear is worn (the gear keeps ringing) 5. motherboard bad	1. Re insert the white crown block interface 2. Correct the track of crown block 3. Replace the motor 4. Replace the gear 5. 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	1. The interface angle of crown block is poor 2. Did not touch the anti-collision adhesive 3. fretting	1. Re insert the white crown block interface 2. Check whether the crown block rod is bent 3. Replace fretting
Please check pre-micro or motor	The crown block is pulled to the middle and can't move forward after restart	1. The interface angle of crown block is poor 2. The track of crown block is bent and stuck 3. motor failure 4. The motor gear is worn (the gear keeps ringing) 5. motherboard bad	1. Re insert the white crown block interface 2. Correct the track of crown block 3. Replace the motor 4. Replace the gear 5. 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	1. The interface angle of crown block is poor 2. Did not touch the anti-collision adhesive 3. fretting	1. Re insert the white crown block interface 2. Check whether the crown block rod is bent 3. Replace fretting
Please check left fidget or motor	Pull the crown block to the middle, restart it and don't go left	1. The interface angle of crown block is poor 2. motor failure 3. The motor gear is worn (the gear keeps ringing) 4. motherboard bad	1. Re insert the white crown block interface 2. Replace the motor 3. Replace the gear 4. 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	1. The interface angle of crown block is poor 2. fretting	1. Re insert the white crown block interface 2. Replace fretting
Anti-roll anti-theft alarm fault	Anti shake and anti-theft alarm fault is displayed on the screen	1. Someone shakes the machine 2. It's too sensitive. If you move it, it will report a fault	1. Intentionally shaking can communicate with players 2. 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	1. optical eye is bad. 2. Gifts stuck in the hole 3. The black cloth on the opposite side was not pasted properly 4. The eyes are not aligned with the black cloth 5. light eyeliner is not inserted.	1. Check whether the optical eye is powered on or replaced 2. Take away the stuck gift 3. Paste the black cloth 4. Aim the light eye at the black cloth 5. insert the eye liner.

The screen displays a list of faults and solutions

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