



407-856-3866





Remove the four bolts from the horizontal supports first. Then unlatch the ramp at the bottom and lastly swing the hinged bottom rail out of the way.

Remove Claw Machine From Crate

Remove keys from clear plastic on grey cover.

Please note: your return ship documentation will be in here as well.

Place the blankets/cover on the pallet neatly and close it back up ensuring the bolts get put back in the rails with the wing nuts securely fastened.



Remove Bubble wrap from the claw by cutting the ziptie.

Remove the other two zipties on the claw machine BEFORE plugging in.

Please note the location so you know where you need to secure the zipties to for the return shipment.

Locate the D-Plug for the machine in the prize door of the machine and plug the power cable to the back of the machine. Flip the power switch to the on-position if it isn't already.

SETTING THE CLAW STRENGTH

First VR1: When the claw first picks up the prize in the down position.

Second VR2: When the claw reaches the up position and carries the prize to the prize drop point.



To set the claw strength do the following:

1. Start a game by pressing the freeplay button
2. During gameplay press the freeplay button to enter setup mode
3. 01 should be flashing on the screen allowing you to adjust VR1
4. Press the claw drop button on the control panel to change LED to 02
5. Now you can adjust the VR2
6. Press the freeplay button again to save the settings

***VR3 Not used**

DIP SWITCH SETTINGS

DIP SW 1 : Not Used

DIP SW 2

1=ON 0=OFF

FUNCTIONS / SWITCH		1	2	3	4	5	6	7	8
CLAW MOVES TO MIDDLE AT BEGINING OF PLAY	YES	1							
	NO	0							
DISPLAY	CREDIT		0						
	PLAY		1						

DIP SW 3

1=ON 0=OFF

MODE / SWITCH POSITION		1	2	3	4	5	6	7	8
COIN MECH 1	1 COIN 1 CREDIT	0							
	1 COIN 2 CREDITS	1							
BILL ACCEPTOR	1 PULSE 1 CREDIT		0						
	1 PULSE 2 CREDITS		1						
4 CREDITS GET 1 PLAY	NO			0					
	YES			1					
CREDIT TO PLAY	1 CREDIT 1 PLAY				0	0	0		
	2 CREDITS 1 PLAY				1	0	0		
	4 CREDITS 1 PLAY				0	1	0		
	8 CREDITS 1 PLAY				1	1	0		
	20 CREDITS 1 PLAY				0	0	1		
	28 CREDITS 1 PLAY				1	0	1		
	4 CREDITS 3 PLAYS				0	1	1		
	20 CREDITS 15 PLAYS				1	1	1		
GAME TIME	15 SEC							0	0
	30 SEC							1	0
	45 SEC							0	1
	60 SEC							1	1

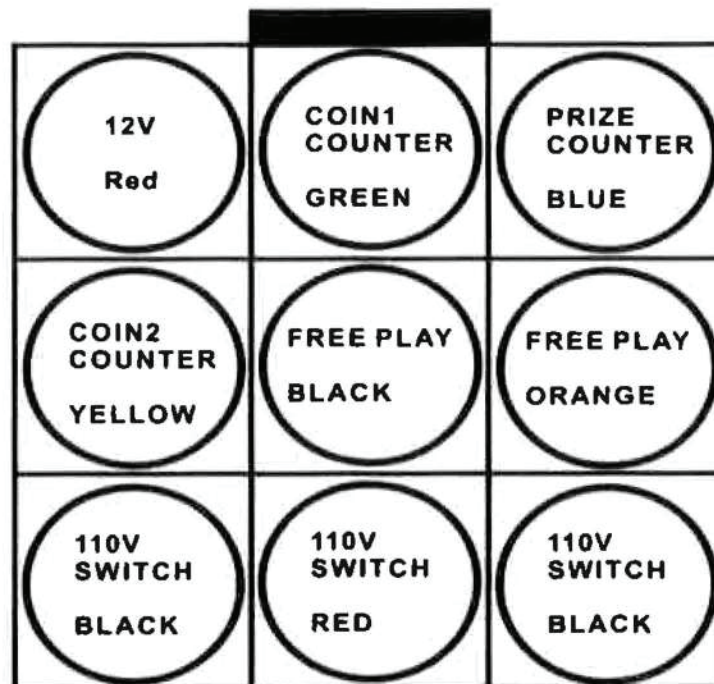
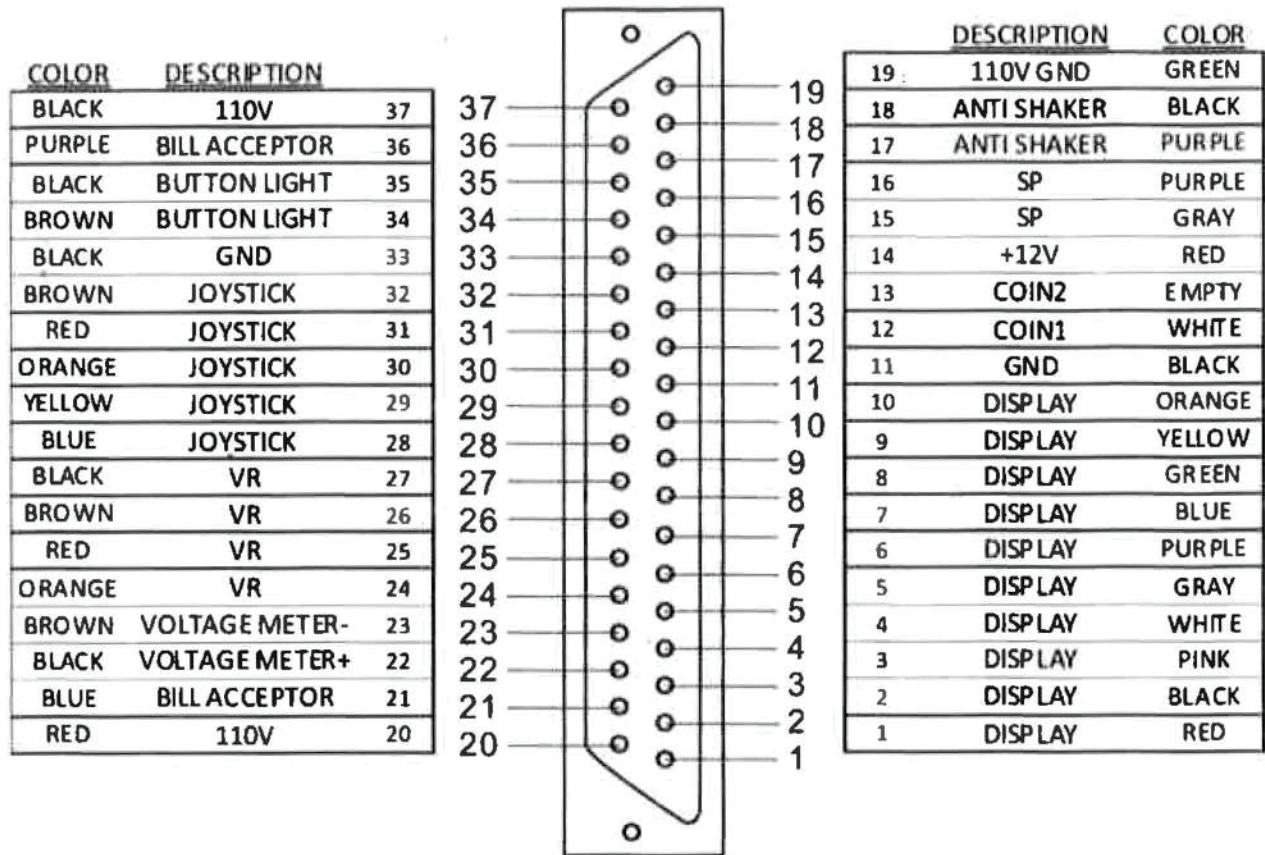
DIP SW 4

1=ON 0=OFF

MODE / SWITCH POSITION		1	2	3	4	5	6	7	8
COIN MEMORY	CLEAR	1							
	SAVE	0							
HOME POSITION ISN'T THE SAME AS THE EXIT			0						
HOME POSITION IS THE SAME AS THE EXIT			1						
NOT USED									
NOT USED									
NOT USED									
ATTRACT MODE MUSIC	ON						0		
	OFF						1		
SENSOR CHECK	ON (TEST)							1	
	OFF (OPEN)							0	
PLAY UNTIL YOU WIN OPTION	ON								0
	OFF								1

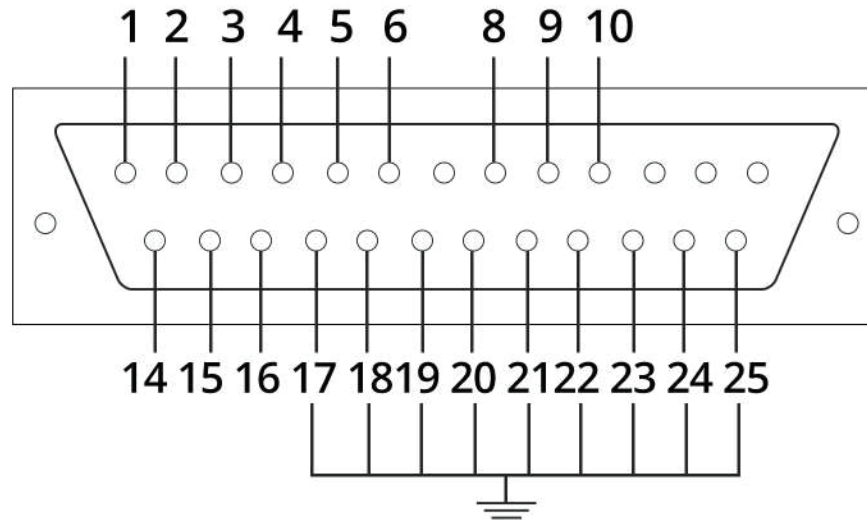
PS1 ENTER SENSOR MODE: DISPLAY WILL SHOW " 11 ", PLEASE CHECK IF SENSOR CAN SENSE WITH A STUFF. TURN OFF SWITCH BACK TO OPERATE AFTER CHECK

WIRING DIAGRAM



WIRING DIAGRAM

J1



J 1. 25 PIN CONNECTOR WIRE LIST

DESCRIPTION	FORWARD MOTOR	LEFT OR RIGHT MOTOR	UP OR DOWN MOTOR	POWER SUPPLY FOR CLAM	FRONT LIMIT SWITCH	HOME LIMIT SWITCH	LEFT LIMIT SWITCH	TOP LIMIT SWITCH	BOTTOM LIMIT SWITCH
REFERENCE NUMBER	1, 14	2, 15	3, 16	4, 17	5	6	8	9	10
Q'TY PER ASSEMBLY	1	1	1	1	1	1	1	1	1

WIRING DIAGRAM

(A) J1 : D Type connector (TO CRANE)
Look chart (3)

(B) J2 : Power connector

1 : GND	BLACK
2 : + 5V	RED
3 : + 24V	ORANGE
4 : - 48V	YELLOW
5 : + 48V	GREEN
6 : + 12V	BLUE

(C) J3 : Speaker, Sensor connector

1 : + 12V	RED
2 : GND	BLACK
3 : Sensor out	WHITE
4 : Sensor in	BROWN
5 : FREE PLAY	ORANGE
6 : Balancer	BLACK
7 : NC	
8 : NC	
9 : Speaker +	GRAY
10 : Speaker -	PURPLE

(D) J5 : Coin selector, Rotary motor control
Counter connector

1 : GND	
2 : GND	BLACK
3 : GND	
4 : Coin selector 1 signal	
5 : Coin selector 2 signal	WHITE
6 : Inhibit Coin Mech signal	GREEN
7 :	
8 : Coin selector 1 power + 12V	RED
9 : Counter out	BLUE
10 : Counter in	GREEN
11 : Counter power + 12V	RED
12 :	

(E) J6 : Direction ket

1 : Key (get)	BLUE
2 : Key (down)	
3 : Key (left)	YELLOW
4 : Key (right)	ORANGE
5 : Key (back)	RED
6 : Key (foward)	BROWN
7 : GND	BLACK

(F) J7 : Display connector

1 :	
2 :	
3 : Prize Counter	YELLOW
4 : ——— Lamp of " catch "	BROWN
5 : + 12V	BLACK
6 :	
7 :	
8 :	
9 :	
10 :	
11 :	
12 : ———	
13 : + 5V	

7 - Seg display

(G) J10 : Display connector

1 : + 5V	RED
2 : GND	BLACK
3 :	PINK
4 :	WHITE
5 :	GRAY
6 :	PURPLE
7 :	BLUE
8 :	GREEN
9 :	YELLOW
10 : ———	ORANGE

Double 8 digits display
7 - Seg display

ERROR CODES

ERROR NO	CAUSING	SOLUTION
1	UP-AND-DOWN MOTOR	CHECK UP-AND DOWN MOTOR SWITCH
2	FORWARD-AND-BACK MOTOR	CHECK FORWARD-AND BACK MOTOR SW
3	LEFT-AND-RIGHT MOTOR	CHECK LEFT-AND-RIGHT MOTOR SW
4	COIN MECH 1	CHECK COIN MECH "NO" SETTING
6	FORWARD-AND-BACK MOTOR	CHECK FORWARD-AND BACK MOTOR SW
8	MAIN PCB RAM	CHANGE NEW RAM IC
11	SENSOR TEST MODE	EXIT TEST MODE DIP 7 ON SW 4
71	DROP BUTTON STUCK	CHECK / REPLACE BUTTON
*	CLAW NO FUNCTION	CHECK DC COIL OR FUSE