USER'S MANUAL

Candy Crane House

CRANE MACHINE

MANUAL VERSION : F03-SMA-E-VA1.0

⚠SAFETY NOTICE

⚠

1 SAFETY NOTICE

   a. Please read carefully with enclosure of "Warranty".
   b. Please read carefully with enclosure of "Maintenance".
   c. Please check and maintain the machine regularly, DO NOT use any synthetic detergents to clean the machine.
   d. Places where the ground is sloping, uneven or there is strong vibration.
   e. Avoid direct sunlight machine placed in place in case the internal parts damaged.
   f. Avoid machine in high dust, high humidity, high temperature environment, so as to avoid damage to machine parts.
   g. Machine does not have waterproof, limited to indoor use, do not place water & beverages in the machine.
   h. DO NOT climbing or stand above the machine in any time, to avoid a threat to personal safety.
   i. Any casualties which caused by inappropriate behavior and dangerous acts, the Company shall not be responsible.
   j. This appliance is not for children and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge.
   k. Do not use this appliance near bathtubs, showers, basins or other vessels containing water.
   l. After using this appliance should be cleaned to avoid the accumulation of grease and other residues.
   m. Children should be supervised to ensure that they do not play with the appliance.
   n. If the supply cord is damaged, it must be replaced by the manufacturer, its service agent or similarly qualified persons in order to avoid a hazard.

2 TRANSPORTATION AND MOVING

   a. Before moving the machine, make sure to unplug it from the mains.
   b. Turn off the power as notice before unplug from the mains, inappropriate handling will cause damage to the machine.

3 POWER NOTICE

   a. Before power connecting, verified the voltage is correct. 110V, 220V or 240V
   b. DO NOT touch the plug with damp hands to avoid electric shock.
   c. When installing the device, should ensure a smooth footing.

4 ORDER IN POWER ON

Plug in and turn on the power.

5 ORDER IN POWER OFF

Turn off the power and unplug

⚠ Wait for 10 seconds to reboot

■ ABOUT THE MACHINE

1 Specification

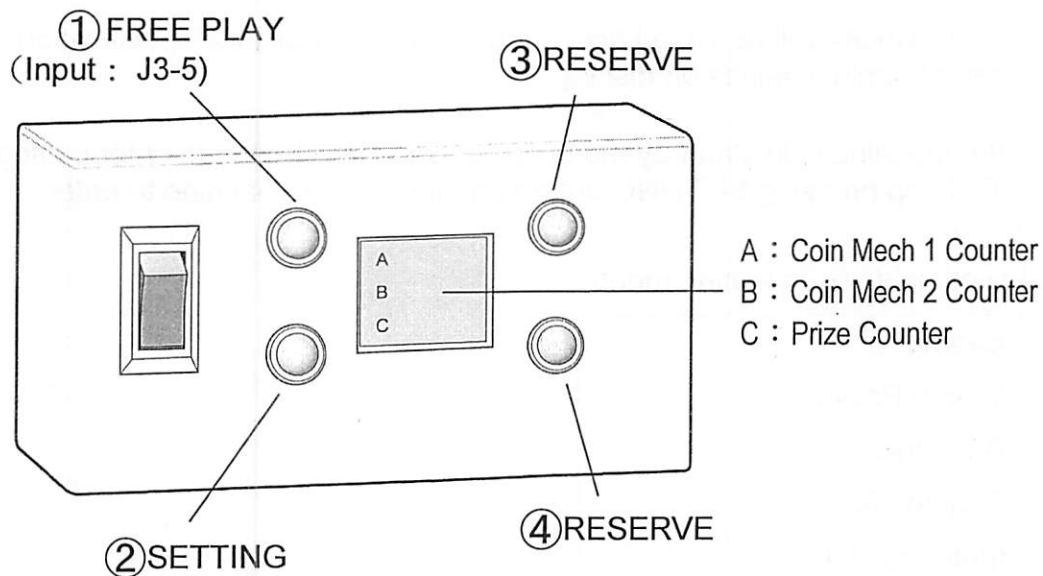| a. Voltage & Frequency	Voltage : 100V、110V、220V、240V （Refer to Specification Label） Frequency : 50/60HZ
b. User	1 person
c. Environment	Weather Protected Environment
d. Temperature	0°C~40°C
e. Humidity	10%~70%
f. Power Consumption	Maximum : 660W

➢ F12A   CLASSIC CRANE

Dimension	W300 x D430 x H1470mm

➢ F13E   TOY PARTY

Dimension	W800 x D860 x H1910mm

2 System Setting

> Electronic Counter

① FREE PLAY
(Input : J3-5)

③ RESERVE

A : Coin Mech 1 Counter
B : Coin Mech 2 Counter
C : Prize Counter

② SETTING

④ RESERVE

> Maintenance Tray

```
CREDIT    TIME
  00        00
   Insert Coins
Coin1:1= 1Credit
```

Select Setting Item

Exit the Item

Enter the Item

Confirm and save

Select Setting

Joystick   Display   CATCH button
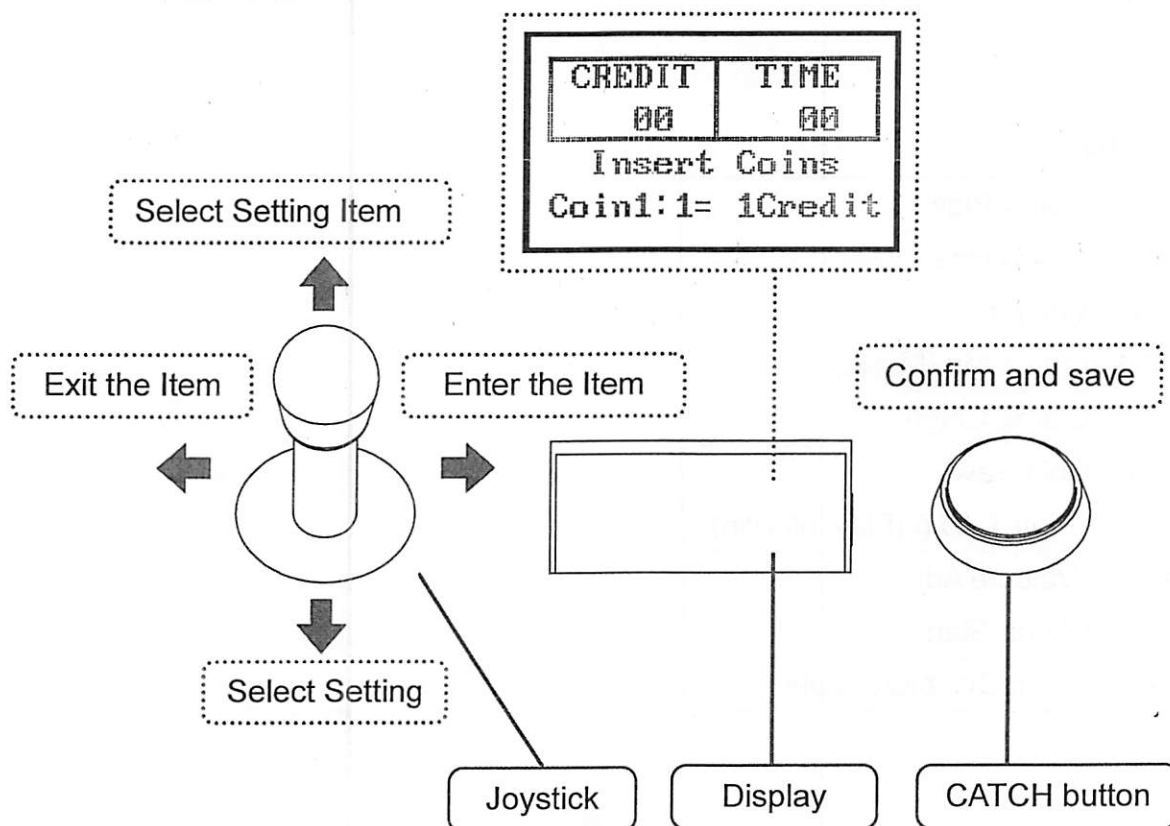
※ The arrangement above will be varied according to different machine version.

A1 : Coin->Play :

| AA1 : Coin1 Set |
| AA2: Bill   Accept. (Acceptor) |
| AA3: Credit > Play |
| AA4: Bonus |
| AA5 : Coin Display |

Joystick : UP or DOWN - select items. RIGHT – enter the item. LEFT - Exit

>AA1 Coin1   Set :

| AA1 : Coin1   Set |
| ↑ : +   ↓ : –   ☼→Exit |
| 1 C =   1   (1~10)   Credits |
| |

Joystick [Up] / [Down]→ Adjust value
[CATCH] ☼→ Save & Exit

> AA 2: Bill   Accept. :

| AA 2: Bill   Accept. |
| ↑ :+   ↓ :–   ☼→Exit |
| 1 P =   1   (1~10)   Credits |
| |

Joystick [Up] / [Down]→ Adjust value
[CATCH] ☼→ Save & Exit

AA 3: Credit > Play:

| AA 3: Credit > Play |
| ↑ : +   ↓ : –   ☼→Exit |
| 1 (1~30) Credits =1 Play |
| |

Joystick [Up] / [Down]→ Adjust value
[CATCH] ☼→ Save & Exit

A2 Game time : (example:30 seconds)。

A2 Game time		
↑ :+	↓ :−	☼→Exit
= 30	sec	

Joystick [Up] / [Down]→ Adjust value
Range : 5~60 seconds
[CATCH] ☼→ Save & Exit

A3 : Win rate :

(The explanation below is for winning once per 100 games. Only valid for games by inserting coins)。

A3 : Win rate		
↑ :+	↓ :−	→Next
= 100		
>>MODE: Random / Fixed		

Joystick [Up] / [Down]→ Adjust value
Joystick [Right] / [Left]→ Select
Range : 0~1000
MODE for win game: Random / Fixed.
[CATCH] ☼→ Save & Exit
※When win rate value or MODE has been changed, the bank values (C1) will be reset.
Random: When bank values (C1) >0 or (C1) <= (A3), it will provide win game anytime.
Fixed: Win game will only be provided when bank values (C1) >= win rate value (A3).
※When win rate value is 0, win game will not be given (No high voltage catching provided).

A4 : Attract Music :
(The explanation below is for demo music sounding per 5 minutes.)

A4 : Attract Mu.(Music)		
↑ :+	↓ :−	☼→Exit
->ON= 5	minutes	

Joystick [Up] / [Down]→ Adjust value
Range : 1~30 minutes or disable。
[CATCH] ☼→ Save & Exit

A8 : Volume Adjustment:

A8 Volume Adj.		
↑ :+	↓ :–	☼→Exit
=	1~10	

Joystick [Up] / [Down]→ Adjust value
Range : 1~10
[CATCH] ☼→ Save & Exit

A9 : Clamp Start Position:

A9 : Clamp Start
Start = At Home / At center
Forward=1.0 ~5.0 sec
Right= 1.0 ~5.0 sec

Joystick [Right] / [Left]→ Select

Joystick [Up] / [Down]→ Adjust value

The adjustment for seconds of "Forward" and "Right" is only available when it was set "At center".
[CATCH] ☼→ Save & Exit

A10 Coin Disable/Enable :

A10 : Coin Dis/En	
↑ ↓ :Change	☼ ->Exit
When Game Start	
>> Coin Enable / Coin Disable	

Joystick [Up]/ [Down]→ Change setting
When Game Start to select : Coin Enable / Coin Disable.
[CATCH] ☼→ Save & Exit

B1 : Strong-V : (High voltage for catching)

B1 : Strong-V		
20.0V ~ 48.0V		
↑ :+	↓ :−	☼→Exit
= 48.0V		

Joystick [Up]/ [Down]→ Change setting
Range: 20V~48V
[CATCH] ☼→ Save & Exit
It will save the setting and exit automatically if operator doesn't change anything for 30 seconds.

B2 : Weak-V : (Low voltage remains for catching)

B2 : Weak-V		
0.0V ~ 30.0V		
↑ :+	↓ :−	☼→Exit
= 10.0V		

Joystick [Up]/ [Down]→ Change setting
Range:0V~30V
[CATCH] ☼→ Save & Exit
It will save the setting and exit automatically if operator doesn't change anything for 30 seconds.

B3 : UP- Height : (The height for claw rising in high voltage) :

B3 : UP- Height		
1 ~ 20(Hi) (1 ~ 20)		
↑ :+	↓ :−	☼→Exit
= 10		

Joystick [Up]/ [Down]→ Change setting
Range:1~20，
1 : Lowest ; 20 : Highest
[CATCH] ☼→ Save & Exit

C3 : Gift Out counter :
(example : 17) 。

C3 : Gift Out Cou. (counter)
Counter
= 17
"0"= push ☼-> 2 sec

Joystick → No use
Press [CATCH] once → Exit
Press [CATCH] once for 2 seconds → Reset value & Exit

5. >D : Play   Mode:

>D: Play   Mode
>>Business
>>Free Play
>>Machine Test

Joystick [Up]/ [Down]→ Change setting
> Business : Disable free play mode.
> Free Play : Enable free play mode.
> Machine Test : To enter auto test mode. The mode is for QC purpose of
    manufacturer only.
[CATCH] ☼→ Save & Exit

E2 : Left & Right Motor Speed Adjustment

E2>L&R Motor Sp. (Speed)		
↑ :+	↓ :−	☼→Test
=80%		

Joystick [Up] / [Down]→ Adjust value
Range: 30%~100%
30% : Slowest
100% : Fastest
[CATCH]→ Save & Enter to test mode

Speed test mode :

E2>L&R Motor Sp. (Speed)
>>Joystick   Test
=80%   Test

Joystick [Right] / [Left]→ To make motor moving left or right
[CATCH] ☼→ Exit

E3 : Up & Down Motor Speed Adjustment

E3>U&D Motor Sp. (Speed)		
↑ :+	↓ :−	☼→Test
=50%		

Joystick [Up] / [Down]→ Adjust value
Range: 30%~100%
30% : Slowest
100% : Fastest
[CATCH]→ Save & Enter to test mode

Speed test mode :

E3>U&D Motor Sp. (Speed)
>>Joystick   Test
=50%   Test

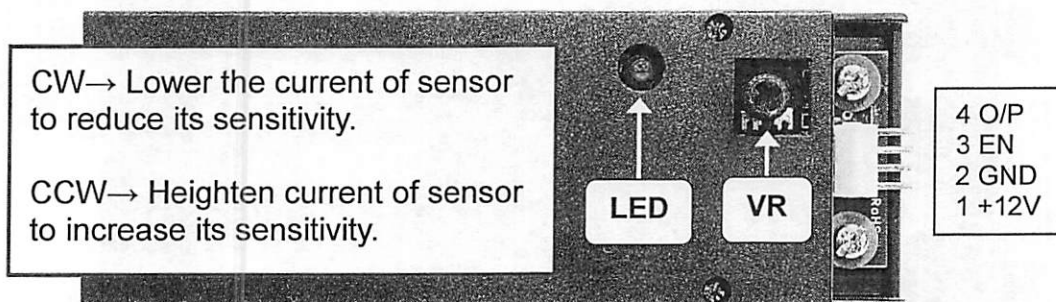Joystick [Up] / [Down]→ To make claw rising or falling
[CATCH] ☼→ Exit

>F1 : Gift Sensor test

Step 1 :

F1 Gift Sensor test
>>Sensor VR Adj.
LED=OFF
<< OK >>

Sensor Adjustment: Please adjust the sensor in this test

(1) Check the LED on sensor. If it is on, make sure that no any obstruction remaining in prize chamber.
(2) Adjust VR by screwdriver. Turn the VR clockwise to the end (lowest value) and the LED supposes to be off. If not, it is probably caused by sensor failure or improper black sticker inside prize chamber.
(3) Adjust VR again. Turn it counterclockwise (increase value) until LED is on.
(4) And turn it clockwise again until LED is off and then turn it clockwise a little more.
(5) As the adjustment has been done, test sensitivity of the sensor by some items during the game.

CW→ Lower the current of sensor to reduce its sensitivity.

CCW→ Heighten current of sensor to increase its sensitivity.

LED   VR

4 O/P
3 EN
2 GND
1 +12V

[CATCH] button : Enter to next item

Step 2 :

F1 Gift Sensor test
>>[CATCH]-->Exit
LED=ON
<< OK >>

(1) Check LED is on or off. If it is off, it may be caused by loosing connector or sensor failure.
(2) Step 1 and step 2 should be all ok.

>F2 : Coin Test

>F2 : Coin Test
~ Insert Coins ~
Coins=0

(1) It counts once on "Counter" when inserting a coin. And it will not count on electronic counter.
(2) Joystick [Left] or [CATCH]→ Exit。

J1 (GANTRY)		J2 (POWER SUPPLY)	J3 (SPEAKER & IINPUT)
1. & 14. FORWARD OR BACK MOTOR 2. & 15. LEFT OR RIGHT MOTOR 3. & 16. UP OR DOWN MOTOR 4. & 17. POWER SUPPLY FOR CLAW 5. FRONT LIMIT SWITCH 6. HOME LIMIT SWITCH 7. NC 8. LEFT LIMIT SWITCH 9. TOP LIMIT SWITCH 10. BOTTOM LIMIT SWITCH	11. NC 12. NC 13. NC 18. GND 19. GND 20. GND 21. GND 22. NC 23. NC 24. NC 25. NC	1. GND 2. VCC 3. +24V 4. -48V 5. +48V 6. +12V	1. +12V 2. GND 3. SENSOR OUT 4. SENSOR IN 1 5. FREE PLAY 6. TILT INPUT 7. GND 8. SETTING INPUT 9. SPEAKER OUT 10. GND

J4 (TILT SW)	J5 (COIN SELECTOR & METER)	J6 (JOYSTICK)	J7 (OUTPUT)
1. +12V 2. GND 3. NC 4. TILT SW IN 5. NC	1. GND 2. GND 3. GND 4. COIN SELECTOR 1 SIGNAL 5. COIN SELECTOR 2 SIGNAL 6. OUTPUT RESERVED 7. INPUT RESERVED 8. COIN POWER (V+) 9. OUTPUT METER 10. INPUT METER 1 11. +12V 12. COIN2 /BILL ACCEPTOR	1. CATCH BUTTON 2. RESERVED 3. LEFT 4. RIGHT 5. BACK 6. FORWARD 7. GND	1. LED LIGHT BAR 1 2. LED LIGHT BAR 2 3. COIN2 METER 4. BUTTON LAMP 5. +12V 6. NC 7. NC 8. NC 9. NC 10. NC 11. NC 12. NC 13. +5V

J11 (GND)	J12 (LCD)	J15 (VR)	
1. GND 2. GND	3. ~9. LCD DISPLAY	1~3 VOLUME VR-10K	

⬡TROUBLESHOOTING

1 Error Code

NO.	ERROR ITEM	SOLUTION
01	COIN COUNTER 1 ERROR	(1) Check wiring (2) Replace counter
02	COIN COUNTER 2 ERROR	(1) Check wiring (2) Replace counter
03	PRIZE COUNTER	(1) Check wiring (2) Replace counter
04	COIN SELECTOR 1 ERROR	Check NC/NO SW on coin selector, it should be NO
05	COIN SELECTOR 2 ERROR	Check NC/NO SW on coin selector, it should be NO
06	PRIZE SENSOR ERROR	(1) Adjust sensor VR (2) Replace sensor
07	PCB DATA ERROR	Enter to setting menu to re-set all values
08	PCB MEMORY ERROR	Replace PCB
10	TICKET (CARD OR CAPSULE) OUTPUT ERROR	Refill tickets (cards or capsules)
11	MOTOR UP ERROR	(1) Check UP SW (2) Check fuse "F1" on PCB
12	MOTOR DOWN ERROR	(1) Check DOWN SW. (2) Check fuse "F1" on PCB
13	MOTOR LEFT ERROR	(1) Check LEFT SW. (2) Check fuse "F1" on PCB
14	MOTOR RIGHT ERROR	Check fuse "F1" on PCB
15	MOTOR FORWARD ERROR	(1) Check FORWARD SW. (2) Check fuse "F1" on PCB
16	MOTOR BACKWARD ERROR	(1) Check BACKWARD SW. (2) Check fuse "F1" on PCB

⚠ Notice for F12A Classic Crane

When the machine alarms error code, it will reboot automatically after alarming for 3 minutes. If the machine alarms again within 1 hour after rebooting, it will not reboot again. And it needs troubleshooting. But if the machine alarms again after 1 hour, the machine will reboot as it supposes to be after 3 minutes.

※ As the machine rebooting for error alarming has been disabled (the machine alarms again after 1 hour), it can be enabled by pressing SETTING button to enter setting page when turning on the machine.

2 Maintenance

Items	Maintenance	Period	Notice
Interior clean	Use dry cloth with normal detergent to clean	Depend on machine situation	1.Do not use strong acid or corrosive detergent to clean 2. Do not use water to wash it directly to avoid any electronic damage
Exterior clean	Use dry cloth with normal detergent to clean	Depend on machine situation	1.Do not use strong acid or corrosive detergent to clean 2. Do not use water to wash it directly to avoid any electronic damage
Glass clean	Use dry cloth with normal detergent to clean	Depend on machine situation	1.Do not use strong acid or corrosive detergent to clean 2. Do not use water to wash it directly to avoid any electronic damage
Gantry clean	Use dry cloth to clean	Depend on machine situation	1.Do not use strong acid or corrosive detergent to clean 2. Do not use water to wash it directly to avoid any electronic damage
Check neon light	Check neon light	monthly	Change neon light or ballast
Check power cord	Check power cord	weekly	Do not touch power cord by hand directly to avoid electric shock