doll machine

Hold
do
Say
Bright
Book

Please read this manual carefully before business use, and please keep it for future reference

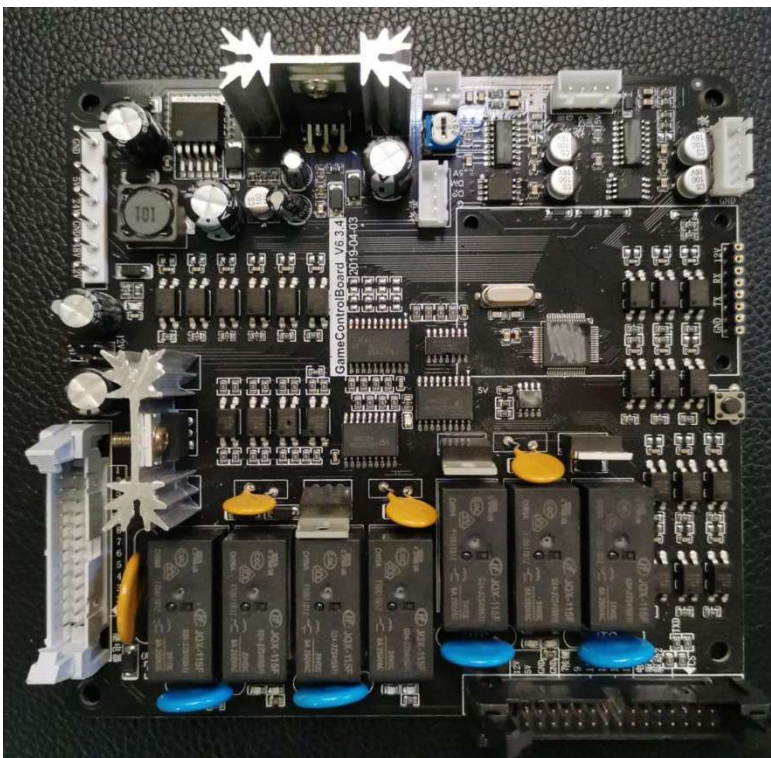The main control board of the doll machine adds the following main functions:

■Display scheme: The motherboard has a common LCD display settings or operating parameters;

■Flexible account inquiry method: directly inquire the number of coins put in or the amount of goods out on the main board; you can use the stopwatch to inquire the amount of coins put in or the amount of goods out;

■High-precision claw force voltage adjustment device: meet the claw grip force control of various items; can adjust the running speed of the crane.

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│ Business method                                               │
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game method
1. After the coin is put in to the score that can be played, the demo music
of the machine will become the game music, and the button light will start.

2. Move the joystick direction to drive the crane to the top of your selected
target and release the joystick when you start to move the joystick.

The LCD panel will count down the game time.

3. When you press the tick button, or the game time has come (the game time
can be adjusted), the crane will drive the motor to

The claws are lowered and the object is grasped. At this time, the down-tick
button light flashes rapidly.

4. If the program has the function of "fetching objects in the air", before
the paw reaches the bottom, you can press the tick button again.

Can be picked up in the air.

5. After the claw rises and hits the apex, the claw stops rising and moves
to the exit to release the claw.

game rules
DEMO standby

The machine will play standby music when there is no one in the game, and
the standby music will be played cyclically according to the set advertising
music interval

Coin

1. The machine can set the number of shots and points by the menu.

2. The coin-operated signal is not counted as a coin-operated signal if the
signal is lower than 20 ms.

3. It is recommended to adjust the coin-injection speed of the coin-operated
device to more than 20ms. and set to normally open

4. Coin-operated instructions

■If you set 1 point for 1 throw, the display on the operation panel will

add 1 after the coin is inserted.

■If it is set to 2 toss 1 point, you must toss 2 coins, and the indicator will add 1. When the first coin is tossed, the machine will make a sound of receiving coins, and the coin-operated counter will add up, but the LCD will add up. Hope the indicator will not accumulate, and the player must cast another 2 coins to accumulate the game score.

Shaker

1. If the machine is equipped with a fouler, when the player shakes the machine, the machine will make a voice of "Do not shake the machine".

2. If the claws are already closed, when the machine detects a foul on the shaking table, the machine will release the claws and return to the origin directly. If you set shake clearing, all scores will be cleared

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Machine function adjustment and precautions Enter the function adjustment method

During the game demonstration, press the function button on the main board to enter the function adjustment menu. If the machine is in an error state, you must press and hold the function button on the motherboard and then turn on the power switch or long press the setting button to enter the function adjustment menu. Press the up, down, left, and right keys to adjust the data, and down the tick key to save and exit.

menu item

line	project	说明
Basic paramet ers set up	A few coins to play (1-9)	Set the current number of coins to play a game
	Playtime (10-60)	Adjust the duration of the game, the time is up to automatically grab the doll with the lower claw
	Game volume (1-48)	Set the size of the game sound, the larger the number, the louder the sound
	Gift export (ex/	Set the current exit position
	Crane position (front/rear)	Set the stop position of the crane crane
	Aerial retrieval (on/off)	Adjust whether the claws are only caught when the gift is grasped downward
	Winning Sensing (On/Off)	Adjust whether the exit light eye detects gifts
	Swing Sorting (on/off)	Whether shaking the robot claw automatically opens the gift

	Free Games (On/Off)	Do you want to throw in game coins to start the game?
	Switch between Chinese and English	Language version available in Chinese/English
	Game Song (Loop/1-5)	There are 5 musics in the game / loop play or specified song play
	Background Song (Loop/1-5)	There are 5 musics in standby / loop play or specified song play
game difficulty Adjustment	Gift Rebate (1-200) Bureau	Set the current game several rounds to give a gift
	N Second best catch (1-200)	Set the current game several rounds to give the player one more chance to catch
	sales model (random/guaranteed /forced delivery)	
	random pattern:	Represents setting the current game reward value to randomly generate the number of rounds to give 2 players get a chance to win a gift
	Walk Mode:	On behalf of setting the current game rebate value to give a chance to the player after the reward is reached
	Force mode:	On behalf of setting the current game rebate value to give three times the chance to give the player a gift
	Number of clips: (closed/1-999) innings	It means that after the current game rebate value is reached, the player will be given a chance to win the prize, and the number of guaranteed clips will be displayed on the screen.
Crane parameters Adjustment		
	Strong grip (5-48)	Set the strength of the gift claw to grab the gift. The bigger the strength, the stronger the default value: (40v)
	Strong claw time (0-2.5s)	Set the time to grab the gift height, the longer the grab height, the higher the default value (0.6S)
	Weak grip (0-48)	Set the default value (5v) when the gift is lost, the smaller the claw force, the easier it is to lose
	Weak rear grip (0-48)	Weak rear grip (0-48 set the default value of the claw closing force for discarding

		gifts (10v)
	Rope length (20-100)	Set the length of the rope down to the bottom to the default value (50)
	Front and rear speed	Set the moving speed of the front and rear cranes
	left and right speed	Set the moving speed of the left and right cranes
	Up and down speed	Set the top and bottom speed
	Top delay (0-2.0)	Set the default value (0.5s) of the top dwell time on the overhead train
	Loose Claw Length (1-10)	Set the claw back to the original position and release the length default value (1) The function needs to be turned on by throwing the claw
	Bottom stay (0-10)	Set the default value of the bottom dwell time for the paw to grab the gift (off)
	Upstream pullup (0-48)	Set the paw back to the top and the upward motor pulls the force silently Default (off)
game account	offline coin	Machine coin coin value
	Scan the coin	Machine scan code coin value
	Coin-operated in this issue	The current turnover of the machine
	Gifts of this issue	Current gift value of the machine
	historical coin	total machine revenue
	historical gift	All gift value of the machine
Restore Factory	Restore Factory	All parameters are cleared and restored to the machine's factory default values
account clearing	clear account	Clear current income and give out gifts
Fixed position	Probability of dragging back (0-200)	0 off 1 means dragging gifts in every round 2 means dragging gifts once in 2 rounds and so on
	drag mode)	Fixed: drag once to the set number of rounds Random: set the number of rounds and drag it back once
	Lateral drop point (50-200)	Set the horizontal protection area of the current gift port Press the grab button to test
	Vertical drop point (50-200)	Set the vertical protection area of the current gift port Press the grab button to

			test

Fault code description

error code	Fault description	Check timing	How to handle
Up and down motor fretting fault	Take-up failure	1. During POST 2. While gaming 3. During factory testing	1. Check whether the upper stop SW pops up correctly when the line is taken up. 2. Check whether the upper stop fretting is faulty. 3. Check whether the aerial joint of the crane unit has poor contact. 4. The motherboard is faulty.
Left and right motor fretting fault	Take-up failure	During factory testing	1. Check whether the wire of the reel is chaotic. 2. Check whether the down stop fretting is faulty. 3. Check whether the aerial joint of the crane unit has poor contact. 4. The motherboard is faulty.
Front and rear motor fretting fault	Optical eye board new number failure	when booting	1. Please check whether the sensitivity of the light eye plate is too high, please investigate the sensitivity VR, and the LED of the light eye plate is in a "clear" state. 2. Optical eye plate failure. 3. Mainboard failure

Easy Troubleshooting

frequency divisi	question	Check and eliminate methods

on		
coin	When money is put into the coin slot, the machine will make a sound of receiving coins, but the number of rounds on the LCD screen is not added.	1. Please check whether the coin mode is set and then 1 to 1 to play, if not, the number of coins will be displayed in the lower right corner, and the number of rounds will increase by 1 when the set value is cast. 2. Please select the normally closed level for the coin acceptor 3. Mainboard failure
	Can't put coins in	Comparative money path: 1. Please check whether the sample coins in the money channel match the coins you want to put in. 2. The sensitivity of the money path can be adjusted to relax it. 3. Please check the connection between the money channel and the main board, and whether the power supply is correctly supplied with DC12V. 4. Money road failure. Multi-currency money channel: 1. There is a problem with the sampled memory, please reset it according to the instructions attached to Qiandao. 2. Please check the connection between the money channel and the main board, and whether the power supply is correctly supplied with DC12V.
claw force	The claws will not open and close when returning to the exit after the claws clip	1. The weak grip voltage is set too low, please adjust the weak grip power depending on the size and weight of the item.
	Claws clamped when turned on	1. The claw coil may have been short-circuited, please replace it. 2. The motherboard is faulty.
	won't clip	1. Please check whether the winding wire of the claw coil has poor contact or falls off. 2. The motherboard is faulty.
	will not return	1. Turn off the power and turn it on again. If it still does not return to the original position, please check whether the front

sky tra in		stop fretting, the rear stop fretting, and the left stop SW are normal, the fretting may be stuck, you can press it by hand, let it go, and listen to whether it "clicks" sound, and check if the connection is disconnected 2. Check whether the intermediate joint of the crane line is loose and has poor contact. 3. The motherboard is faulty.
	Joystick operation does not work forward or backward	1. Before the rocker, check whether the rear SW is faulty or whether the sash is off. The joystick operation cannot be performed. 2. Check whether the motherboard link shaker socket is loose or not plugged in properly. Crane forward or backward 3. Whether the SN before the crane or the SW at the rear is faulty or stuck. 4. The front and rear motors are faulty or the sash ends are falling off, or the gears cannot be meshed. 5. Check whether the main board link crane road is loose or not plugged in properly.
	Joystick operation cannot be left or right	1. Whether the left and right fretting of the joystick are faulty or the wire ends are falling off. 2 Check whether the motherboard link rocker socket is loose or not plugged in properly. 3. Whether the left stop fretting of the crane is faulty or stuck. 4. The left and right motors are faulty or the wire ends are falling off, or the gears cannot be engaged 5. Check whether the circuit connecting the main board to the crane is loose or not plugged in properly.
	After pressing the hook, the paw will not be	1. Check whether the down-tick button is normal.

tick	hooked, and it will automatically be hooked after the countdown is over.	2. Check whether the wiring of the hook button is loose or falls off.
	The down-tick button is normal but cannot be down-tick	1. Check whether the upper and lower motor connection ends are disconnected. 2. Check whether the upper and lower motors are faulty or whether the gear engagement is normal. 3. Check whether the winding is normal. 4. Check whether the circuit connecting the crane to the main board is loose or not plugged in properly.
	The next hook is if the paw can't go down or the next little bit is the grasp and return	1. Check if the reel is tangled. 2. Whether the down stop fretting is easy to trigger or malfunction.
	Take the hook, the claws will grasp the closing line and return to the position before the claws reach the pile of items.	1. Check whether the winding is too short. 2. Check if the reel is tangled. 3. Whether the down stop fretting is easy to trigger or malfunction. 4. If the length of the pay-off is too short, it can be adjusted appropriately.
fetch	After taking the object, return to the exit without releasing the claw	1. Check whether the front and rear stop fretting or the left stop fretting is faulty or whether the wire ends fall off. 2. Check whether the circuit connecting the crane to the main board is loose or not plugged in properly.
	After taking the object, the paw does not rise, and the crane does not return to its position	1. Check whether there is any entertainment touch phenomenon in the up-stop fretting. 2. Whether the upper stop fretting is faulty or whether the winding end is off.
	After taking the object, the paw does not rise, and the crane does not move	1. Check whether the upper and lower motors are faulty or fall off. 2. Whether the upper stop fretting is faulty or whether the winding end is off. 3. The motherboard is faulty.