INSTRUCTION

Version 3.30

Part 1. Layout for Main Board

JP2
voltmeter

Claws motor power supply choose

Crown J3

JP12
Coin machine
Clock
Magic eye plate

JP10
Power supply

JP1
LCD panel

JP4
SMS cat
12v power supply

JP6
Set the key
Rolling key

SMS cat con1

JP14
Control table

Horn Is1

Set the key
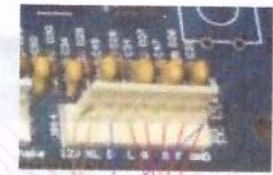
Volume
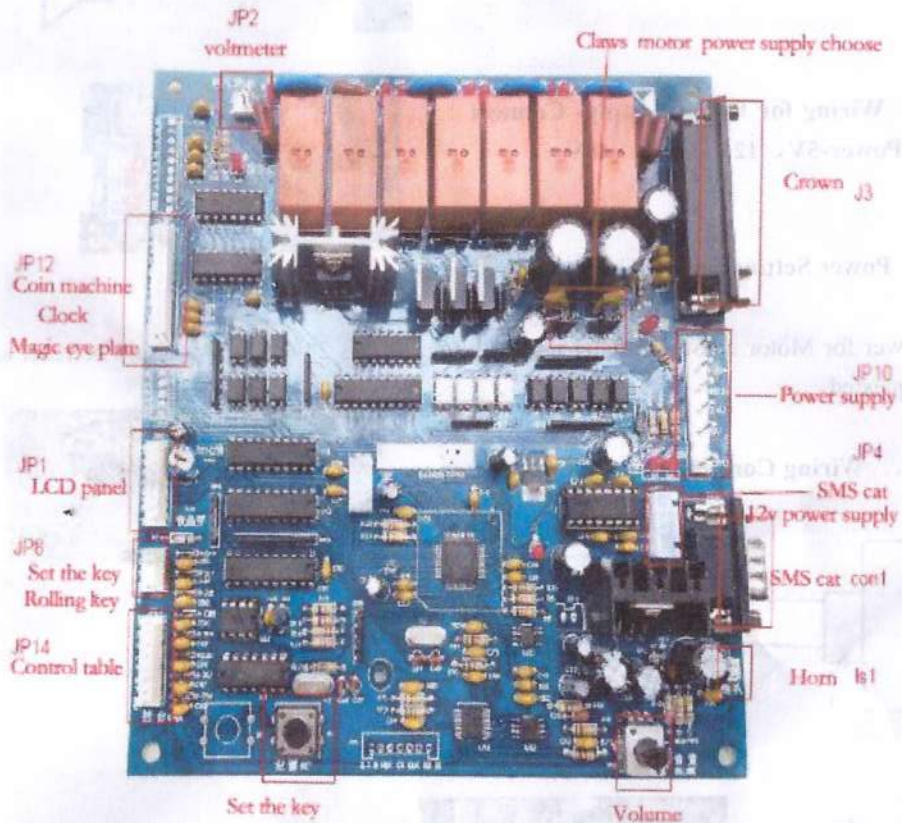
Part 2.Part of wiring diagram

1、 Control Table's wire's connection

We have added button light control at the terminal for control table base on the traditional main board, during playing, the light can be lighted up to reminding, so it will be much funny.


Key light   Grip the keys   Rocker

2、 Setting / Anti Shake

"Setting" on the key board could be lead to the other place.

Set the key   Rolling key

### 3、 Wiring Connection for the Coin Collector and Stopwatch.

This Product can be connected to two Coin Collector 、 one Coin Stopwatch、 one Prize Clock, it also can be connected to the Light Eye Board While it is set as requested.

Coin machine1   Light eye clock   Light eye plate
Coin machine2   Coin clock
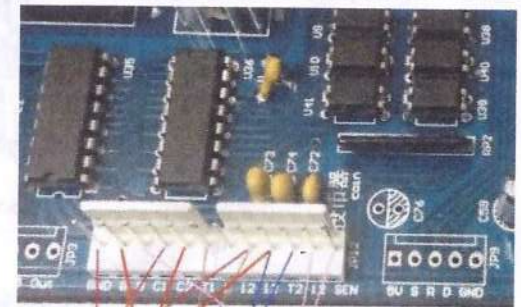
4、 Wiring Connection for the LCD

Wire for Screen is 1cm 12864 which is wildly used in the Market.

LCD screen in serial interface mode, customer should set the screento a serial port mode if they buy by their own (the LCD panel on the back of the short-circuit point P, S; disconnect P, short-circuit point S)

1

There are 8 Wire can be connected to the screen, and it can be connected to the English Letter: GND-VSS, 5V-VDD, Vo-Vo, RS-RS, RW-R/W, E-E, 5V-A, K
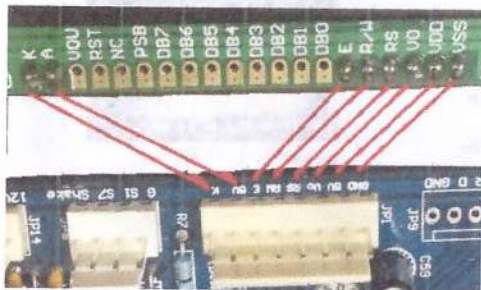
5、Wiring Connection for the Modem

SMS equipment should be connected when SMS audit is requested ,just put the Modem received a doll machine the main board serial port terminal serial line, and the modem's power cord to messages received JP4 (just use the 12 v on the JP4, GND two wires)
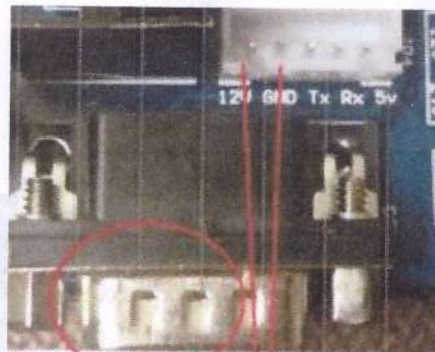
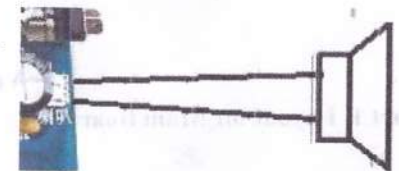SMS cat data button   SMS cat 12v power supply

for the Crown

3-16: Motor-Up/Down

4-17: Catcher

5: Front Micro Motion

18: Floor

6: Back Micro Motion

19: Floor

7: Blank

6、Wiring Connection

2

20: Floor

8: Left Micro Motion

21: Floor

9: Up Micro Motion

22~25: Blank

10: Down Micro Motion

11~13: Blank

7、Wiring Connection for the Loudspeaker

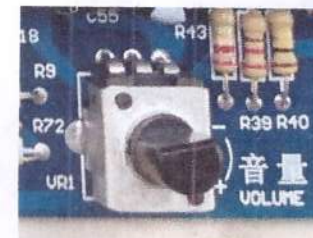**8、 Wiring for Power Supply- Connect to Power-5V、12V、24V、48V**

9、Power Setting for the Crown

Power for Motor and the catcher used in the crown is 24/48V,and it could be reset as requested.

10、 Wiring Connection for the voltmeter

11、volume

3

Part 3、 Interface 's screen for standby


```
PLAYS    TIME
00      20
Welcome!        1/ 0
```

 If connected success to the modem

 If failed to connected to the modem

 Music Standby mode

 Without putting coins

 开 **After putting coins and can start playing games**

Part4、 System Setting

In the situation Standby Mode, after pressing "Setting" User and reset and choose by the rocker "front" and "back" and "catcher" button can be as "confirmation button"

1、language

the rocker "front" and "back" and "catcher" button can be as "confirmation button"

2、 Music

the rocker "front" and "back" and "catcher" button can be as "confirmation button"

3、Coins

Qty for coins(1-20) can be chose by the rocker "front" and "back" and "catcher" button can be as "confirmation button"

4、Time

(50-60 seconds) for per time, pressing "catcher' button to confirmation and return.

5、 Gam begin automatically

Choosing 'Left' or 'Right' button on the rocker for 'Open' or 'Close', 'Fetcher' button for save and exit.

Putting a coin when the 'Gam begin automatically' turns on, and the game will begin automatically if the player doesn't play it in a certain time.

6、Bonus Mode

There are total 5 bonus modes for main board of this doll machine.

---1Mode of weak grip.

Always using weak grip.

---2 Mode of fixed pattern strong grip.

Using powerful grip according to set of probabilities.

---3 Random mode of strong grip.

Using powerful grip randomly within the range of setting probability.

---4Mode of fixed pattern strong grip – Increased

Using strong grip according to set of probabilities, continue to use strong grip until the player catch the reward.

---5 Random mode of strong grip. - Increased

Using strong grip randomly within the range of setting probability, continue to use strong grip until the player catch the reward.

Choosing 'Left' or 'Right' button on the rocker for different modes, 'Fetcher' button for save and exit.

6、 Probability Rewards.

The 'Left' and 'Right' buttons on the rocker can be used for fixing the probability

of reward (1~250), 'Fetcher' button for save and exit.

The 'Probability Queue' will be increased (+1) for each one game, when 'Probability Queue' equals to 'Probability Rewards', the strong grip will be opened automatically.

7、Set up of light eye level.

For compatibility with different light eye board on the market, machine allows moving the rocker for setting light eye board, 'Left' button for 'Opening' and 'Right' button for 'Closing', 'Fetcher' button for save and exit.

(Light Eye Error will be appeared when the levels are set different from main board and light eye board, or there is something wrong with light eye board.

8、Set up of the strength of grip.

---1 Stong grip voltage.

Fix the voltage (15.0V~41.0V) for 'Left' and 'Right' button on the rocker, test the strength of grip with 'Back' button and finish testing with 'Front' button, 'Fetcher' button for save and exit.

---2 Weak grip voltage.

Fix the voltage (4.5V~20.0V) for 'Left' and 'Right' button on the rocker, test the strength of grip with 'Back' button and finish testing with 'Front' button, 'Fetcher' button for save and exit.

---3 Time for changing the strength of grip from strong to weak.

Fix the time (0.1~3 seconds) for 'Left' and 'Right' button on the rocker, 'Fetcher' button for save and exit.

Different from the traditional doll machine, the strength of grip is changed from strong to weak during catching the dolls, it seems so realistic. And you can set a time for changing the strength of grip from strong to weak.

---4 Pause time for weak grip.

When the grip become weak, it keeps for a while and then it change to middle grip (the settled voltage is 15V for middle grip in order to keeps the claw is workable for closing.

Fix the time (0.1~3 seconds) for 'Left' and 'Right' button on the rocker, 'Fetcher' button for save and exit.

9、Speed of motor.

---1 Speed of 'Front' and 'Back'.

Using 'Left' and 'Right' button on the rocker to fixed the moving speed for 'Front' and 'Back' motor (1~10), 'Front' and 'Back' button can be used for tested the effect of speed, 'Fetcher' button for save and exit.

---2 Speed of 'Left' and 'Right'

Using 'Front' and 'Back' button on the rocker to fixed the moving speed for 'Left' and 'Right' motor (1~10), 'Left' and 'Right' button can be used for tested the effect of speed, 'Fetcher' button for save and exit.

---3 Speed of 'Up' and 'Down'

Using 'Left' and 'Right' button on the rocker to fixed the moving speed for 'Up' and 'Down' motor (1~10), 'Front' and 'Back' button can be used for tested the effect of speed, 'Fetcher' button for save and exit.

10、Position for claw and reward.

Using 'Left' and 'Right' button on the rocker to choose the position of claw and reward. 'Fetcher' button for save and exit.

11、Enter password for setting interface.

Input six-character numeric as password before entering setting interface unless it shows '000000', just pressing 'Setting' button if it shows '000000' only.

It changes from standby mode to setting mode when using the password; please input the previously set password.

Fixed previously set password:
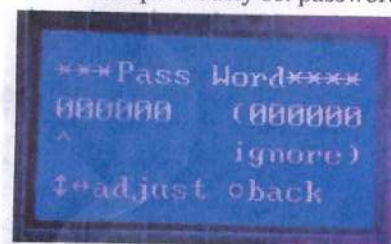
Using 'Left' and 'Right' button on rocker to choose the position which needs to be changed, moving 'Front' and 'Back' button to fix the password, 'Fetcher' button for save and exit.

12、Setting the number for SMS.

Using 'Left' and 'Right' button on rocker to choose the position which needs to be changed, moving 'Front' and 'Back' button to fix the figures.

'Testing', press 'Fetcher' button and the tested SMS will be sent to the setting number, otherwise, press 'Fetcher' button for save and exit.

(^ points at "Testing") when you choose

13、Free Mode.

Using 'Left' and 'Right' button on the rocker to choose 'Open' or 'Close', 'Fetcher' button for save and exit.

14、Shake machine clearing.

Using 'Left' and 'Right' button on the rocker to choose 'Open' or 'Close', 'Fetcher' button for save and exit.

'Shake Machine Clearing' function, the remark for inputting coins will be cleared if you shake the machine when the machine connects preventive rolling hammer.

15、Hardware Testing.

——Micro tremor Testing

Moving the traveler gentle, add '1' for the corresponding Micro tremor value, press 'Fetcher' button for save and exit.

——Light eye board Testing

Throwing the reward to exit, light eye board senses the reward if it is workable, add '1' value, press 'Fetcher' button for exit.

——Coin Collector Testing

If the machine is workable, it adds '1' value when inputting coins in coin collector '1' and '2', press 'Fetcher' button for exit.

——Sound Testing.

Using 'Left' and 'Right' button on rocker to choose different sounds, press 'Fetcher' for playing, choose 'Return', 'Fetcher' button for exit.

8

16、Data Clearing.

——Clearing the remaining innings.

Using 'Left' and 'Right' button on rocker to choose 'Clear' or 'Non-Clear', pressing 'Fetcher' button when you choose 'Non-Clear' for exit. Pressing 'Fetcher' button when you choose 'Clear', Non-playing coins will be cleared and then exit.

——Clearing the probability queues.

Using 'Left' and 'Right' button on rocker to choose 'Clear' or 'Non-Clear', pressing 'Fetcher' button when you choose 'Non-Clear' for exit. Pressing 'Fetcher' button after choosing 'Clear', probability queques will be cleared and then exit.

Remark

Probability queue add '1' for each game, when 'Probability Queue' equals to 'Probability Rewards', the strong grip will be opened automatically.

When the bonus mode be '1' or '2', probability queues will be cleared to zero after using the strong grip.

When the bonus mode be '3' or '4', light eye board senses the reward and the probability queues will be increased.

——Account Clearing.

Using 'Left' and 'Right' button on rocker to choose 'Clear' or 'Non-Clear', pressing 'Fetcher' button when you choose 'Non-Clear' for exit. Pressing 'Fetcher' button after choosing 'Clear', accounts (coins/bonus) will be cleared to zero and then exit.

17、Restore the default setting.

Using 'Left' and 'Right' button on rocker to choose 'Restore' or 'Non-Restore', 'Fetcher' button for save and exit.

18、Account Checking

Check the quantity of coins, bonus and current 'Fetcher' button for exit.

18、Checking account with SMS.

Setting 'phone number' on the doll machine, click 'Test' to check if it is bounded successfully. Telephone receives following SMS if it is bounded successfully.

Audit:CZ   ——CZ **Instruction for checking account**

PW Reset:QXMM   ——QXMM **Cancel the password for setting interface**

9

Pile Clear:DLQL ——DLQL **Clearing the probability queues.**

Mode:MS=n(0~4) ——MS=n(0~4) **Bonus mode setting.**

Chance:GL=n(1-250) ——GL=n(1-250) **Bonus probability setting.**

For example, text 'MS=n (0~4) ' and send SMS to the telephone if you need to set bonus mode, telephone receives 'MS=n OK' as a response if doll machine is set successfully.

It is unsuccessfully if you don't receive any SMS or receive 'Mode Set Error'.

MS=0

'Weak Grip' Setting Mode

MS=1

'Strong Grip' Setting Mode

MS=2

'Random Strong Grip' Setting Mode

MS=3

'Fixed Strong Grip' Setting Mode

MS=4

'Random Strong Grip-Increased' Setting Mode

For example, text 'GL=20' and send to the telephone if you need to set the bonus probability to '20', telephone receives 'GL=20 OK' as a response if doll machine is set successfully.

It is unsuccessfully if you don't receive any SMS or receive 'GL Set Error'.

For example, text 'GZ' and send to the telephone if you need to check accounts, telephone receives following responses from doll machine if it is set successfully.

Coins:xxxxx —— **Coin**

Prizes:xxxxx ——**Bonus**

Pile:xxxxx ——**Current probability queue.**

Mode:xx ——**Current bonus mode.**

Chance:xxx ——**Current bonus probability.**

Part 1、Fault Code

Err-01 ——**Probability queue error.**

——**Light eye board error.**

Settle: Fix the light eye board and clear probability queues.

Err-02 —— **Memorizer error**

Settle: Change the memorizer on main board.

Err-41 ——**Coin Collector '1' failures.**

Reason: Coin collector failures or coin collector is being move to NC level.

Settle: Update the coin collector and move it to NO level.

Err-42 ——**Coin Collector '2' failures**

Err-05 ——**Light eye board failures**

Reason: Light eye board failures or the level is difference from light eye board to system setting.

Settle: Update light eye board and connect it, setting the 'Sense Level' in system

Err-06 ——**Traveler returns to the exit for bonus Micr-**

Settle: Fixed or changed the Micro tremor'

Err-81 ——**Traveler self-test when starting machine, front Micro tremor failures**

Err-82 ——**Traveler self-test when starting machine, back Micro tremor failures**

Err-83 ——**Traveler self-test when starting machine, left Micro tremor failures**

Err-84 ——**Traveler self-test when starting machine, right Micro tremor failures**

Err-85 ——**Traveler self-test when starting machine, up Micro tremor failures**

Err-86 ——**Traveler self-test when starting machine, down Micro tremor failures**