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SAFTTY INSTRUCTIONS

*** WARNING! ***
BEFORE SETTING UP THE GAME, PLEASE READ THE FOLLOWING INSTRUCTIONS.

*** WARNING! ***
FAILURE TO FOLLOW THESE DIRECTIONS COULD CAUSE DAMAGE TO THE GAME.

NOTICE FOR INSTALLATION

- I This machine is for indoor use, is not suitable for outdoor use.**
- I After the machine was completely set up, please make sure that the machine is securely and safely placed on the floor.**
- I Do not assemble or disassemble the game. or move the game without careful instructions.**
- I Switch off the power and pull out the plug before moving the machine.**
- I Place the game on flat floor. Do not put it on unsteady or vibrating location.**
- I Do not place the game near equipment or areas that are humid, inflammable or of high temperature.**
- I Do not place any heavy equipment on the top of the machine, or on top of the power cord.**
- I Do not expose the circuit part in the machine to the air for a long time.**

NOTICE FOR OPERATION

- I Before plugging in or turning on the machine, please check if the power plug and power cord are in good conditions, and check if the voltage is set to the proper voltage that is suitable for your country.**
- I Turn off the power before you check or inspect the machine.**
- I Only qualified technicians are allowed to perform checking or maintenance of the game.**
- I Suitable accessories and technical parts should be used for parts replacement**
- I Hold the plug (not the wire) to remove the power cord from the wall outlet.**
- I Do not plug or unplug the game with wet hand.**
- I Do not pull or twist the power wire and fuses.**

INTRODUCTION

Toy Story is a new version of indoor prize machine. This machine is simple to play, with brilliant cabinet design built of high quality materials. Toy Story is a game that Every Family Entertainment Center should not miss!

PACKAGING

During delivery, the machine should be handled with care. Use a Forklift to deliver the packaged machine. Be careful not to hit the machine by heavy equipment. This may cause damage to the machine.

ACCESSORIES

Check whether the machine is packed with the following Accessories:

Accessories	Quantity	Remarks
Operation Manual	1	
Keys	5	3*3172 (Front and Back Door Keys) 2*3157 (Glass Door Keys)
Power Cord	1	
String for the Claw Carriage	2*1.0m	
Door Lock	3 sets	8840
Micro On/Off Switch for the Wheels	1 pcs	DECO VP531A-5F

TECHNICAL PARAMETERS

- I Mode: **LP.XDZ003**
- I Dimension: 770*880*1840 mm
- I Weight: 124 KG
- I Power supply: see the back cover of the machine.
- I Maximum power: 200W/220V, 160W/110V
- I Location requirements

LOCATION REQUIREMENTS

- I Indoor temperature: between from 5°C and 40°C.
- I Indoor humidity: low
- I U.V. radiation: Very low
- I Vibrations level: low

PLAYING INSTRUCTIONS

1. Insert coin. After the proper number of credits is achieved, the game will enter into play mode (eg. Default setting is 1 coin/token for every game. So, if 1 coin/token is inserted, then the game will start. If the setting is 2 coins/tokens for each game, then the player needs to insert 2 coins / tokens to start the game.) . The “CREDIT” LED display on the console will show the number of CREDITS and the TIME LED display will show the playtime.

2. Normal mode: Within the play time limit, move the joystick to control the position of the claw. Move the claw to your target. Press the red button on the top of the joystick to lower down the claw and try to catch the prize. If the claw catches the prize, the prize will come out through the prize door. Game over when the crane returns the original position.

Note: The setting of max no. of play times in vending mode set by SW3 #1 and #2 does not work in normal mode.

3. Vending mode ***: within the play time limit, move the joystick to control the position of the claw. Move the claw to your target. Press the red button on the top of the joystick to lower down the claw and try to catch the prize. Game will end only when the player wins a toy/prize successfully. Otherwise, when the number of games played is equal to the max number of game play (set by SW3 #1 and #2).

*Note: The setting of payout ratio of the game (set by SW3 #3, #4 and #5) does not work in vending mode***. And the voltage of claw always be at the Strong state so that the player can finally win a prize in vending mode***, so please attention to the claw and prize [sensing panel](#).*

ADJUSTING THE CLAW STRENGTH

In normal mode the Payout Ratio of the game depends on the Claw Strength, which is controlled by the voltage of the Claw.

How to Adjust the Claw Strength :

Enter the “CRANE TEST” mode: Press the “CRANE TEST” button for about 0.5s to enter into the “CRANE TEST” mode. When the LED displays “HX”, the claw carriage enters into the “CRANE TEST” mode. Please refer to Table 1 for the value of “X”.

For example, when the LED display is“H1”, the Claw Strength is strong (at this stage, power output to the claw carriage is 3 seconds per 10 seconds). You can adjust the voltage via Drive Board R 23. Please refer to Table 1 below for details. Table 2 and 3 shows the relationship between Voltage Setting and Time.

Setting Payout Ratio :

In normal mode Payout Ratio of prizes is controlled by Main PCB - SW2 #3, #4 and #5.

At initial clear stage, when the no. of game played already is less than the payout ratio, and then prize will not be allowed to be given out. The Voltage setting will be same as Table 2.

However, if the voltage setting is not correctly adjusted, prize may also be given out. In this case, please adjust the voltage according to Table 1.

When the no. of game played is more than the payout ratio, then prize is allowed to be given out. The Voltage setting will be same as Table 3. The opportunity of giving out prizes will be higher.

Claw Strength	Test Code #	Potentiometer	Voltage Setting (VDC)	LED Display
Strong	12	Drive Board R23	40±3	H1
Medium	13	Drive Board R24	30±3	H2
Weak	14	Drive Board R25	10±3	H3
Crane moving test				

Table 1: Test Mode – Claw Strength, Voltage Setting and LED Display.

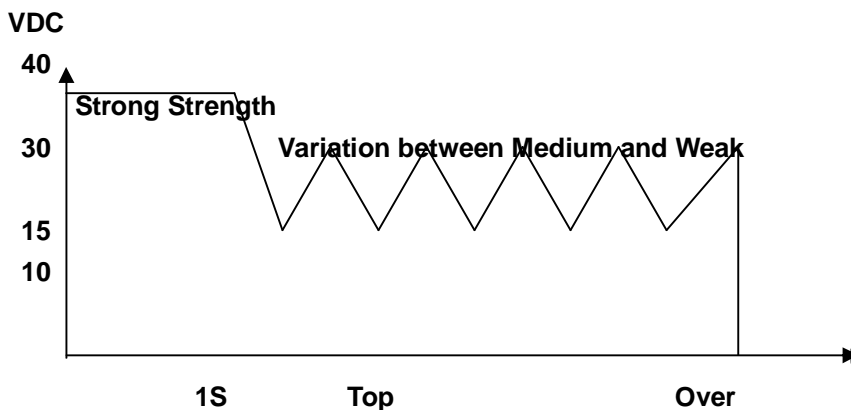


Table 2: No Prize will be given out

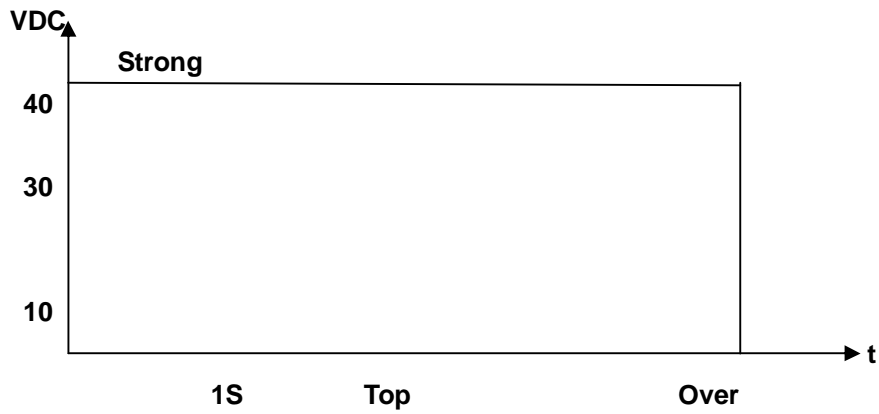


Table 3 : Prize is allowed to be given out

ATTENTION:

Voltage cannot be adjusted to be too high. If the voltage is adjusted to be too high, this may cause damage to the PCB and the claw carriage

If you do not adjust the Claw Strength according to the above instructions, you cannot control the strength of the claw.

If the prize is not too heavy, it is highly recommended to always keep the voltage to be at a relatively lower level, so that the claw and the claw carriage can last longer.

METERS

#1 COIN MECH METER

The no. shown on the #1 Coin Mech will increase by one for every coin inserted in this electronic coin mechanism. This #1 coin Mech has the function of “Continuous Play”. When the number of coins inserted reaches a certain level (Please see the details in the “SETTING” section), then the player is awarded a FREE game play. The “CREDIT” LED display will show “+1” and there will also be a BONUS sound.

ATTENTION: The Time Interval between inserting the second coin after the first coin should be within 10 seconds. If the second coin inserted is more than 10 seconds after the first coin is inserted, then it will not be regarded as continuous play.

#2 COIN MECH METER

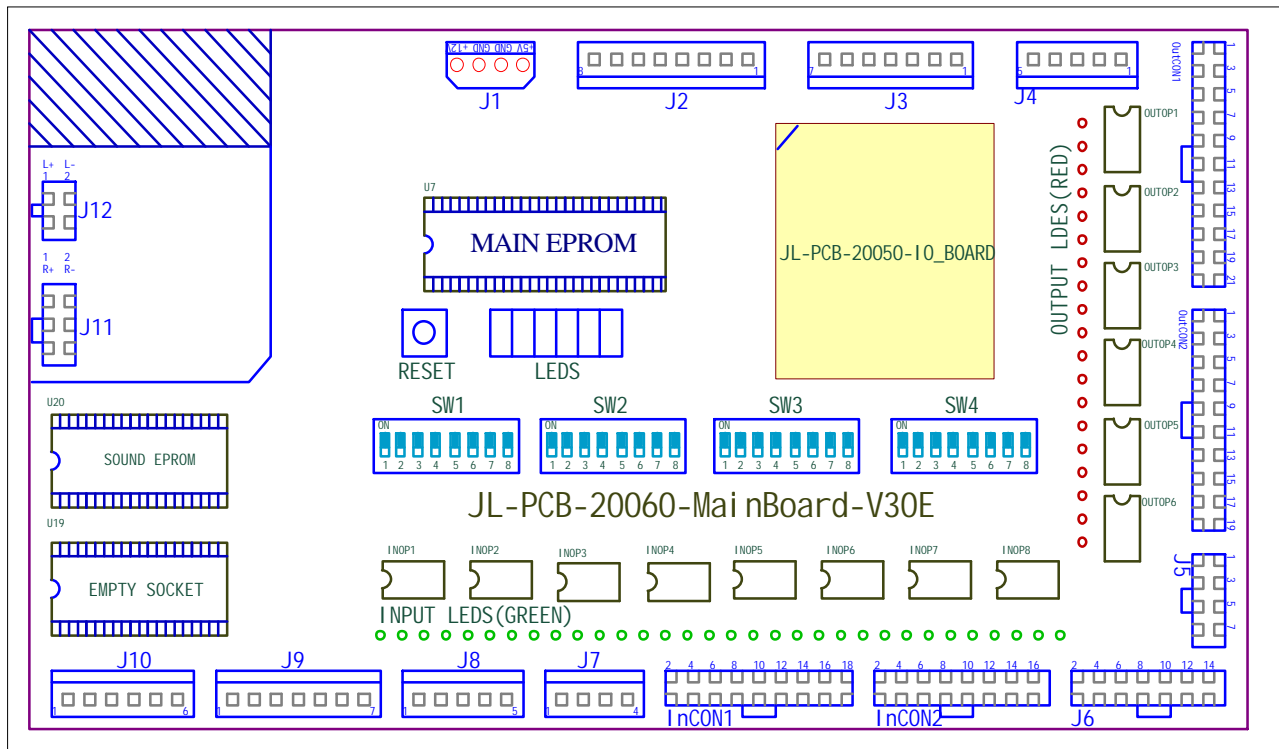
The no. shown on the #2 Coin Mech will increase by one for every coin inserted in this #2 coin mechanism. This #2 Coin Mech also has the function of “Continuous Play”. When the number of coins inserted reaches a certain level (Please see the details in the “SETTING” section), then the player is awarded a FREE game play. The “CREDIT” LED display will show “+1” and there will also be a BONUS sound.

ATTENTION: The Time Interval between inserting the second coin after the first coin should be within 10 seconds. If the second coin inserted is more than 10 seconds after the first coin is inserted, then it will not be regarded as continuous play.

PRIZE METER

The no. shown on the Prize Meter will increase by one when a prize is given out.

CPU Diagram



CONNECTORS

See the CPU WIRING PINOUT pages for more information.

RESET BUTTON

Press the RESET Button to reset the game.

DIP SWITCHES

There are 4 nos. of DIP switches on this board. They are labeled as SW1, SW2, SW3 and SW4.

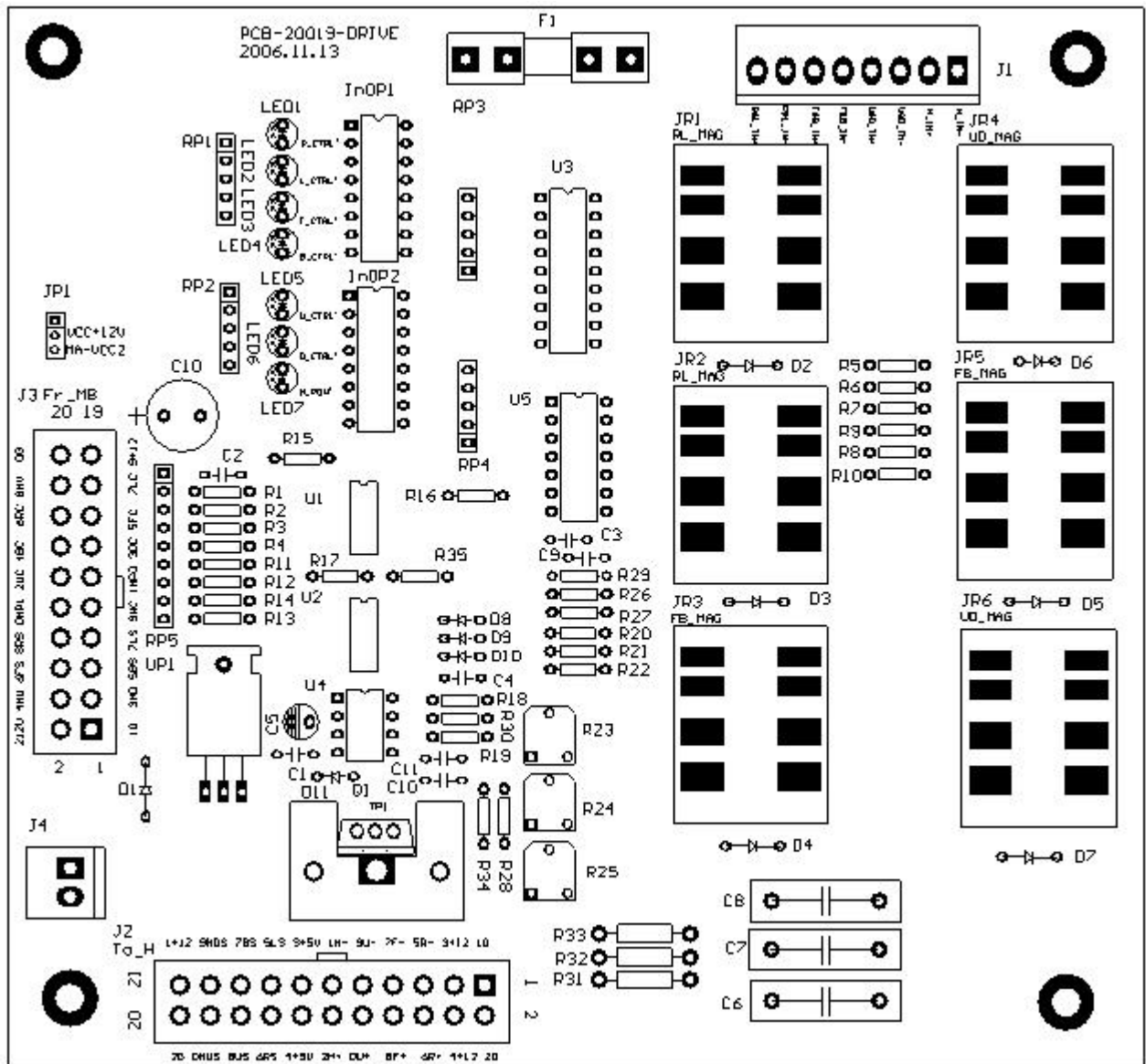
To turn on the Switch, move the switch UP.

To turn off the Switch, move the switch DOWN.

Attention: Press the RESET button after any change to the DIP Switch settings.

Please refer to the DIP SWITCH SETTINGS TABLE for function of each switch.

Drive Board for the Crane



J1 : Power Input

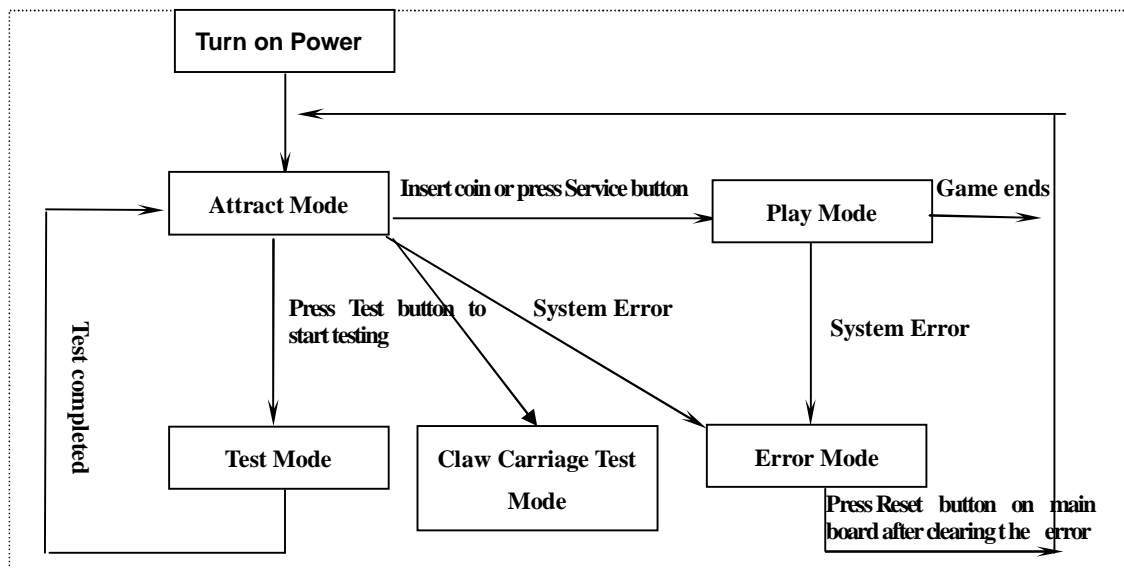
J2: Crane connector.

J3: Main PC board connector.

J4: Claw voltmeter output.

OPERATION

This game has two adjustable play modes. One is the free play mode, and the other one is coin play mode. When the machine is in free play mode, after pressing the reset button, no coin is required to start the game. The machine will be in play mode continuously. When the machine is in coin play mode, it can be in one of the following six modes: 1) Attract Mode, 2) Test Mode, 3) Claw Carriage Test Mode, 4) Game Play Mode, 5) Error state, 6) Prize-Out Mode. Please refer to the Flow Chart below for details:



TURN ON THE POWER

Before turning on the power, please check the plug and cord, and make sure that the game is set to the proper voltage.

GAME PLAY MODE

When the Game is started, the TIME and CREDIT LED on the console display the time and credit the player has. There is also MUSIC going with this.

ATTRACT MODE

In ATTRACT MODE, the LEDs on the console display , which also changes continuously. It is also going with music. Press the “TEST” button on the front cabinet for over 0.5 seconds and the game will enter into TEST MODE. Insert Coin, and the machine will enter into GAME PLAY MODE.

TEST MODE

Test whether the LED is good, whether the lights, claw carriage and music are normal. When machine is in ATTRACT MODE, press the “TEST” button, music will stop and the game will enter into “TEST MODE”. LED displays NO. of version → LED all turn off → LED all turn on → Testing Input → Testing Output

→Testing Ticket Dispenser (Not applicable to this Machine) → Testing Music → Test is completed.

ERROR MODE

During the game play, whenever there is ERROR, the system will enter into ERROR MODE. The Error code "EX" will be displayed. Alarm is activated, and you can check the errors according to the EROR CODES 1, 2, 3, 4 and 6. After clearing the error, reset the game and restart the machine. Please refer to the "ERROR CODES" table for details.

PRIZE OUT MODE

If a prize is given out, music "PRIZE-OUT" will be activated. The NO. displayed on the Prize meter will also increase by one.

DIP SWITCH SETTING DESCRIPTIONS

SWITCH 1

VENDING MODE

If SW1#1, #2 is set as ON, OFF, the game is in vending mode***.

If SW1#1, #2 is set as OFF, OFF, the game is in normal mode.

FREE PLAY

If SW1 #3 is ON, free play is disabled. Coins are needed in order to start the game.

If SW1 #3 is OFF, free play is allowed and no coins are required.

of COINS PER PLAY

DIP SW1 #4, #5 and #6 set the number of coins required to play one game.

POWER OFF SETTINGS

If SW1 #7 is ON, any parameters on the game will be saved when the power is OFF.

If SW1 #7 is OFF, any parameters on the game will be cleared when the power is OFF.

MUSIC IN ATTRACT MODE

If SW1 #8 is ON, music is on when the game is not in use.

If SW1 #8 is OFF, music is off when the game is not in use.

SWITCH 2

PLAYTIME

DIP SW2 #1 and #2 set the time limit for each game.

PRIZE PAYOUT RATIO

DIP SW2 #3, #4 and #5 is used to configure the Prize Payout Ratio.

AWARD WHEN INSERT COINS CONTINUOUSLY

DIP SW2 #6, #7 and #8 set how the players can get One Bonus coin when coins are inserted continuously.

SWITCH 3

PLAY TIMES IN VENDING MODE***

DIP SW3 #1 and #2 set the play times in Vending mode***.

SWITCH 4

MOVING DISTANCE AFTER COINS INSERTED

If the game is large size, such as 42' cabinet, DIP SW4 #1 should be turned to ON, and the crane will move a long distance after coins inserted.

If the game is small size, such as 31' cabinet, DIP SW4 #1 should be turned to OFF, and the crane will move a short distance after coins inserted.

THE OPENING POSITION FOR PRIZE FALLING IN

If the position for opening is on the frontal of the left (near the back of the game), DIP SW4 #2 should be turned to ON.

If the position for opening is on the back of the left (near the console of the game), DIP SW4 #2 should be turned to OFF.

#2 COIN METER

If #2 coin meter has been installed on the counter board, DIP SW4 #4 should be turned to ON.

If #2 coin meter hasn't been installed on the counter board, DIP SW4 #4 should be turned to OFF.

LEDs ON THE CONSOLE

If there is only one LED installed on the console, DIP SW4 #5 should be turned to ON.

If there are two LEDs (TIME & COIN) installed on the console, DIP SW4 #4 should be turned to OFF.

DIP Switch Setting

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Function	Bit	1	2	3	4	5	6	7	8	Function	
SW1	ON									Vending Mode***	
	OFF									Normal Mode	
				ON						Need to insert coins to start the Game	
				OFF						Free Play(No need to insert coins)	
					ON	ON	ON			15 Coins / Game	
					OFF	ON	ON			10 Coins / Game	
					ON	OFF	ON			8 Coins / Game	
					OFF	OFF	ON			5 Coins / Game	
					ON	ON	OFF			4 Coins / Game	
					OFF	ON	OFF			3 Coins / Game	
					ON	OFF	OFF			2 Coins / Game	
					OFF	OFF	OFF			1 Coin / Game	
									ON	Save parameter when Power is OFF	
									OFF	Clear parameter when Power is OFF	
									ON	Music On when the game is in Attract Mode	
									OFF	Music Off when the game is in Attract Mode	
SW2	ON	ON								Time per game play: 50 seconds	
	OFF	ON								Time per game play: 40 seconds	
	ON	OFF								Time per game play: 30 seconds	
	OFF	OFF								Time per game play: 20 seconds	
				ON	ON	ON					Win 1 prize out of 50 games
				OFF	ON	ON					Win 1 prize out of 30 games
				ON	OFF	ON					Win 1 prize out of 20 games
				OFF	OFF	ON					Win 1 prize out of 15 games
				ON	ON	OFF					Win 1 prize out of 10 games
				OFF	ON	OFF					Win 1 prize out of 8 games
				ON	OFF	OFF					Win 1 prize out of 5 games
				OFF	OFF	OFF					Win 1 prize out of 3 games
								ON	ON	ON	Get a Bonus Coin when insert 10 coins continuously
								OFF	ON	ON	Get a Bonus Coin when insert 8 coins continuously
								ON	OFF	ON	Get a Bonus Coin when insert 7 coins continuously
								OFF	OFF	ON	Get a Bonus Coin when insert 5 coins continuously
							ON	ON	OFF	Get a Bonus Coin when insert 4 coins continuously	
							OFF	ON	OFF	Get a Bonus Coin when insert 3 coins continuously	
							ON	OFF	OFF	Get a Bonus Coin when insert 2 coins continuously	
							OFF	OFF	OFF	No Bonus Coin	

SW3 (only applicable when the game is in Vending Mode)	ON	ON								When the game is in Vending Mode – Max no. of Game Play is 10 times
	OFF	ON								When the game is in Vending Mode – Max no. of Game Play is 5 times
	ON	OFF								When the game is in Vending Mode – Max no. of Game Play is 3 times
	OFF	OFF								When the game is in Vending Mode – Max no. of Game Play is 1 time
SW4	ON									Crane moves a long distance after coins inserted(applicable to cabinet of large size)
	OFF									Crane moves a short distance after coins inserted(applicable to cabinet of small size)
		ON								The opening prize falling in is on the front of left cabinet
		OFF								The opening prize falling in is on the back of left cabinet
				ON						#2 coin meter unused
				OFF						#2 coin meter used
					ON					Single LED has been used on console
					OFF					Two LEDs have been used on console

Remarks:

1. Cells Highlighted in Grey Color – Factory Settings.
2. The settings of SW4 should be set according to the truth of the game, please don't change them freely.
3. #2 coin mech and #2 coin meter are unnecessary to use, but they have been wired for the sake of oneness. And #1 coin mech and #1 coin meter are the main priority.

CPU Wiring Pin Out

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PLUG CODE	PIN CODE	PIN COLOR	FUNCTIONS	I/O CODE	FUNCTION OF I/O
J1 (Power Input Connector)	PIN 1	4*0.75-Red	+5V Input	-----	Power Input
	PIN 2	4*0.75-Black	GND	-----	
	PIN 3	4*0.75-Black	GND	-----	
	PIN 4	4*0.75-Yellow	+12V Input	-----	
J4 (#2 Serial Output Connector)	PIN 1	6*0.3—Green	CLK	-----	Digital LED Board Output Connection order 1. Coin Qty LED (2 bits). 2. Time LED(2 bits)
	PIN 2	6*0.3—White	DAT	-----	
	PIN 3	6*0.3—Brown	LTH	-----	
	PIN 4	6*0.3—Yellow	+12V Output	-----	
	PIN 5	6*0.3—Black	GND	-----	
	PIN 6	6*0.3—Red	+5V Output	-----	
J5 (Ticket Out Connector)	PIN 1	4*0.3—White	#1 Ticket Out Drive	-----	Ticket Out Connector(unused in this machine)
	PIN 2	4*0.3—White	#2 Ticket Out Drive	-----	
	PIN 3	4*0.3—Yellow	+12V Output	-----	
	PIN 4	4*0.3—Yellow	+12V Output	-----	
	PIN 5	4*0.3—Black	GND	-----	
	PIN 6	4*0.3—Black	GND	-----	
	PIN 7	4*0.3—Green	#1 Ticket Feedback	-----	
	PIN 8	4*0.3—Green	#2 Ticket Feedback	-----	
J6 (Base Function connector)	PIN 1	10*0.3— Yellow	+12V Out	-----	Base Function connector
	PIN 2	NOT USED	+5V Out	-----	
	PIN 3	10*0.3— Black	GND	-----	
	PIN 4	NOT USED	GND	-----	
	PIN 5	10*0.3— Blue	Service	IN #25	
	PIN 6	NOT USED	No Connect	-----	
	PIN 7	NOT USED	No Connect	-----	
	PIN 8	NOT USED	No Connect	-----	
	PIN 9	10*0.3— Purple	Test	IN #27	
	PIN 10	10*0.3— Orange	Clear Data	IN #28	
	PIN 11	10*0.3— White	#1 coin mech singal	IN #30	
	PIN 12	10*0.3— Green	Crane test signal	IN #31	
	PIN 13	10*0.3— Gray	Prize Meter	OUT #22	
	PIN 14	10*0.3— Brown	#1 coin meter	OUT #23	

J8 (Singal Connector)	PIN 1	4*0.3—Red	+5V Output	-----	Unused
	PIN 2	4*0.3—Yellow	+12V Output	-----	
	PIN 3	4*0.3—Green,	T+/R+ (RS485);	-----	
	PIN 4	4*0.3—Brown,	GND	-----	
	PIN 5	4*0.3—Blue	T-/R- (RS485);	-----	
J11 (Volume Control)	PIN 1	4*0.15—Green	Right Signal Input	-----	Volume Ctrl
	PIN 2	4*0.15—White	Left Signal Input	-----	
	PIN 3	4*0.15—Red	Right Signal Output	-----	
	PIN 4	4*0.15—Yellow	Left Signal Output	-----	
	PIN 5	Screening wire	GND	-----	
	PIN 6	Screening wire	GND	-----	
J12 (Amplifier – Connector)	PIN 1	2*0.75-White	Left Speaker +	-----	Speaker
	PIN 2	2*0.75-Black	Left Speaker -	-----	
	PIN 3	2*0.75-Red	Right Speaker +	-----	
	PIN 4	2*0.75-Black	Right Speaker -	-----	
InCON1 (#1~#15 Input . #1~#15)	PIN 1	0.3—Brown	Input	IN #0	Joystick – Moving Forward ON/OFF switch
	PIN 2	0.3—Pink	Input	IN #1	Joystick – Moving Backwards ON/OFF switch
	PIN 3	0.3—Orange	Input	IN #2	Joystick – Moving Left ON/OFF switch
	PIN 4	0.3—SkyBlue	Input	IN #3	Joystick - Moving Right ON/OFF switch
	PIN 5	0.3—Green	Input	IN #4	Claw – Moving Forward ON/OFF switch
	PIN 6	0.3—Blue	Input	IN #5	Claw – Moving Backwards ON/OFF switch
	PIN 7	0.3—Purple	Input	IN #6	Claw – Moving Left ON/OFF switch
	PIN 8	0.3—Gray	Input	IN #7	Claw - Moving Right ON/OFF switch
	PIN 9	0.3—White	Input	IN #8	Claw – Moving Up On/Off Switch input
	PIN 10	0.3—SkyBlue	Input	IN #9	Claw – Moving Down On/Off Switch input
	PIN 11	0.3—Brown	Input	IN #10	
	PIN 12	0.3—White	Input	IN #11	Prize test input
	PIN 13	0.3—Orange	Input	IN #12	
	PIN 14	0.3—Green	Input	IN #13	Joystick button input
	PIN 15	0.3—White	Input	IN #14	#2 coin mech signal
	PIN 16	0.3—Black	GND	-----	
	PIN 17	0.3—Red	+5V Output	-----	
	PIN 18	0.3—Yellow	+12V Output	-----	

InCON2 (#16~#27 Input)	PIN 1	0.3—Brown	Input	IN #15	
	PIN 2	0.3—Pink	Input	IN #16	
	PIN 3	0.3—Orange	Input	IN #17	
	PIN 4	0.3—SkyBlue	Input	IN #18	
	PIN 5	0.3—Green	Input	IN #19	
	PIN 6	0.3—Blue	Input	IN #20	
	PIN 7	0.3—Purple	Input	IN #21	
	PIN 8	0.3—Gray	Input	IN #22	
	PIN 9	0.3—White	Input	IN #23	
	PIN 10	0.3—SkyBlue	Input	IN #24	
	PIN 11	0.3—Brown	Input	IN #25	
	PIN 12	0.3—Pink	Input	IN #26	
	PIN 13	NC			
	PIN 14	0.3—Black	GND	-----	
	PIN 15	0.3—Red	+5V Output	-----	
	PIN 16	0.3—Yellow	+12V Output	-----	
OutCON1 (#1~#11 Output)	PIN 1	0.3—Brown	Output	OUT #0	
	PIN 2	0.75—Yellow	+12V Output	-----	
	PIN 3	0.3—Pink	Output	OUT #1	
	PIN 4	0.75—Yellow	+12V Output	-----	
	PIN 5	0.3—Orange	Output	OUT #2	
	PIN 6			-----	
	PIN 7	0.3—SkyBlue	Output	OUT #3	
	PIN 8			-----	
	PIN 9	0.3—Green	Output	OUT #4	
	PIN 10			-----	
	PIN 11	0.3—Blue	Output	OUT #5	Coin indicator
	PIN 12			-----	
	PIN 13	0.3—Purple	Output	OUT #6	Claw – Moving to the front control output
	PIN 14			-----	
	PIN 15	0.3—Gray	Output	OUT #7	Claw – Moving to the back control output
	PIN 16	0.3—Yellow		-----	
	PIN 17	0.3—White	Output	OUT #8	Claw – Moving to left control output
	PIN 18	0.5—Yellow		-----	
	PIN 19	0.3—SkyBlue	Output	OUT #9	Claw – Moving to right control output
	PIN 20			-----	
	PIN 21	0.3—Brown	Output	OUT #10	Claw – Moving Up Control output

	PIN 22			-----	
OutCON2 (#12~#21 Output)	PIN 1	0.3—Brown	Output	OUT #11	Claw – Moving Down control output
	PIN 2	0.5—Yellow		-----	
	PIN 3	0.3—Pink	Output	OUT #12	Claw Strength Control Output 0
	PIN 4			-----	
	PIN 5	0.3—Orange	Output	OUT #13	Claw Strength Control Output 1
	PIN 6			-----	
	PIN 7	0.3—SkyBlue	Output	OUT #14	
	PIN 8			-----	
	PIN 9	0.3—SkyBlue	Output	OUT #15	
	PIN 10			-----	
	PIN 11	0.3—Blue	Output	OUT #16	
	PIN 12			-----	
	PIN 13	0.3—Purple	Output	OUT #17	
	PIN 14			-----	
	PIN 15	0.3—Gray	Output	OUT #18	
	PIN 16			-----	
	PIN 17	0.3—White	Output	OUT #19	
	PIN 18			-----	
	PIN 19	0.3—SkyBlue	Output	OUT #20	#2 coin mech meter .
	PIN 20			-----	
Crystal Vibrator 11.0592Mhzis used in the Main PCB.					

ERROR CODES

ERROR CODES	PROBLEM	SOLUTION
E1	Coins Get Stuck In The Coin Mechanism	1) Check if the coins are jammed. 2) Check if the coin feedback switch is in "NC" mode.
E2	Prize Out Abnormal	1) Check if the prize out door is being blocked or not. 2) Check if the receiver is dirty or not. 3) Check if the checkout console is sensitive or not.
E3	Chip U12 – Error	1) Check whether Chip U 12 is properly inserted or not. 2) Replace Chip U12.
E4	Claw Up Abnormal	Check whether the motors for the Claw or the switch are working properly or not.
E6	Claw does not return to the HOME positions	Check if the motors of the crane and the limiting switches are working properly or not.

Note: it won't be informed in case of any change of the performance of the machine, contents of the manual or the program!