

Manual of Golden House Crane Machine for 2 players

1. Machine Net Weight:

W166×D89×H190 (CM) /193KG

Machine Features:

1. Accuracy in adjusting force. 3 steps, high, medium 11 and low grabbing force can be adjusted individually.
2. Easy maneuver of claw by joystick.
3. Grabbing of prize can be done in mid way, bigger prize exit door for easy retrieval.
4. Fault's number is shown on LED display for easy remedy.
5. Main PCB has multiple function features, music I.C.
6. Prize win can be monitored by prize sensor, in and out meter for easy book keeping.
7. Cabinet is fixed with power surge fuse, tilt sensor and anti-shock capability.
8. Metal frame construction with running LED rope lights, outstanding appearance suitable for big entertainment centers.
9. Bill acceptor(optional)

WIRING DIAGRAM

P W 1 Power Connector

6	5	4	3	2	1
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GND +5V +24V GND +48V +12V

J 1 Joystick & Button

8	7	6	5	4	3	2	1
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Tilt X Down Left Right Backward Forward GND

J 2 7 Segment LED Display

11	10	9	8	7	6	5	4	3	2	1

COM COM COM COM g f e d c
b a
3 2 1 0

J 3

12	11	10	9	8	7	6	5	4	3	2	1
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GND GND GND COIN 1 COIN 2 OUT PRIZE +12V +12
COIN +12V DOWN

METER SENSOR

METER LAMP

J 4

5	4	3	2	1
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GND SEN +5V SSR +12V

J 5 MUSIC OUT

3	2	1

GND SPEAKER +12V

J 6 VOLT METER

2	1

-ve +ve

J 7 i i i

9	8	7	6	5	4	3	2	1
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GND TEST SW +5V GND IN2 +5V GND IN1 +5V

C N 1

FRONT BACK LEFT UP DOWN

SW SW X SW SW SW X X X

1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	
				GND GND GND GND								
				GND GND								

L/R U/D COIL

X X

MOTOR

GOLDEN CRANE DIP SW SETTING

SG089

Use for Ver. 1.04 and after

DIPSW1

		1	2	3	4	5	6	7	8	
Coins per Credit	1 Coin	OFF	OFF	OFF						
	2 Coins	ON	OFF	OFF						
	3 Coins	OFF	ON	OFF						
	4 Coins	ON	ON	OFF						
	5 Coins	OFF	OFF	ON						
	6 Coins	ON	OFF	ON						
	7 Coins	OFF	ON	ON						
	8 Coins	ON	ON	ON						
Timing for Claw to activate	20 sec					OFF	OFF			
	25 sec					NO	OFF			
	30 sec					OFF	NO			
	40 sec					NO	NO			

DIPSW2

		1	2	3	4	5	6	7	8
Demo Music	ON	OFF							
	OFF	ON							
Game Music	ON		OFF						
	OFF		ON						
Catch toy midway	NO			OFF					
	YES			ON					
Random Timing	YES				OFF				
	NO				ON				
Change of Grabbing Force	Immediate					OFF			
	Gradually					ON			

N-times strong grab	Last count	Warranty Catch	OFF	
	Random		ON	
Free Play	NO		OFF	
	YES		ON	
Retain credit after switch on	YES		OFF	
	NO		ON	

*1: Immediate change from Weak grabbing to Strong grabbing, gradual change from

*2: Strong grabbing to Weak grabbing.

*2: Only valid when *1 set to OFF then N-times for strong grabbing mode (warranty catch) will activate.

SYSTEM TACT SWITCH ON PCB

- 1: While pressing K1 Sw, switch on machine and it will go into Trolley testing mode.
- 2: While pressing K1 & K2 Sw, switch on machine and it will go into System setting mode.
- 3: While pressing K2 , K3 & K4 Sw, switch on machine and it will clear all data.

ERROR CODE

- 01 - No.1 coin slot jammed
- 02 - No.2 coin slot jammed
- 10 - Trolley Homing faulty
- 11 - Claw down faulty
- 12 - Claw faulty
- 20 - Tilt

TROLLEY ASSEMBLY TESTING

- 1: Press K1 and switch on power
- 2: Press K1 to activate
 - Press K2 for upper choice
 - Press K3 for lower choice
 - Press K4 to Exit

CHOICES

- 01 - Forward / Backward test
- 02 - Forward / Backward test
(stops when activate limit switch)
- 03 - Left / Right Test
- 04 - Left / Right Test
(stops when activate limit switch)
- 05 - Up / Down test
- 06 - Up / Down test
(stops when activate limit switch)
- 07 - Grabbing Force test

SYSTEM SETTING

- 1: While pressing K1 & K2, switch on power to go into system setting mode
- 2: Press K1 to go to setting / confirm setting
 - Press K2 to move to upper choice
 - Press K3 to move to lower choice
 - Press K4 to Exit

CHOICES

- 1-200S 01 - Weak grabbing timing
- 1-60S 02 - Strong grabbing timing
- 0-255 03 - Weak grabbing force
- 0-255 04 - Strong grabbing force
- 0-500 05 - N-times for strong grab
- 0-100 (200times period)Guarantee win

*Do not adjust NO.06 in order to maintain profit