



PLAYMORE

HIGH FIVE

HIGH FIVE



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Errors & Omissions Excepted (E&OE)

OWNER'S MANUAL



HIGH FIVE

OPERATION MANUAL



IMPORTANT

- Before using this product, read this Manual carefully to understand the contents herein stated
- After reading this Manual, be sure to keep it near the product or in a convenient place for easy reference when necessary

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BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

TO MAINTAIN SAFETY:


To ensure the safe operation of this product, be sure to read the following before usage:


The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual close to the product or in a convenient place for future reference.


Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of "**DANGER**", "**WARNING**", "**CAUTION**", etc. are used.

Be sure to understand the contents of the displays before reading the text.

PICTOGRAPHS AND DEFINITIONS

 **DANGER** Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.

 **WARNING** Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.

 **CAUTION** Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and/or material damage.

For the safe usage of the product, the following pictographs are used:



Indicates "**HANDLE WITH CARE.**" In order to protect the human body and equipment, this display is attached to places where the instruction manual should be referred to



Indicates a "**protective earth terminal.**" Before operating the equipment, be sure to connect it to the ground (this step may be omitted for products in which a power cable with earth is used)

- **Perform work in accordance with the instructions herein stated:**
Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work
- **Be sure to turn off the power before working on the machine:**
To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instruction manual herein always states to that effect
- **Be sure to ground the earth terminal (not required in the case where a power cable with earth is used):**
This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment
- **Ensure that the power supply used is equipped with an earth leakage breaker:**
Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs
- **Be sure to use fuses which meet the specified rating (only for the machines which use fuses):**
Using fuses that exceed the specified rating can cause a fire and an electric shock

- **Specification changes (removal of equipment, conversions and additions) not designated by SEGA are not allowed:**
The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.
SEGA shall not be held responsible for any accidents or compensation for damage to a third party resulting from the specifications not designated by SEGA
 - **Ensure that the product meets the requirements of appropriate electrical specifications:**
Before installing the product, check for electrical specifications. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock
 - **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read:**
To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated
 - **When handling the monitor, take considerable care (applies only to products with monitors):**
Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise
 - **Be sure to adjust the monitor properly (applies only to products with monitors):**
Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or customer
 - **When transporting or reselling this product, be sure to attach this manual to the product**
- * *In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this Manual. Read this Manual together with the specific instruction manual of such equipment*
- * *Descriptions herein contained may be subject to improvement changes without notice*
- * *The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA*

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on the power, check the following points to ensure that the product has been transported in a satisfactory status:

- Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are castors and adjusters damaged?
- Do the power supply voltage and frequency requirements meet with those of the location?
- Are all wiring connectors correctly and securely connected? Unless connected in the correct way, connector connections can not be made accurately. Do not insert connectors forcibly.
- Do power cables have cuts or dents?
- Are all accessories available?
- Can all doors and lids be opened with the accessory keys? Can doors and lids be firmly closed?

INTRODUCTION

This Manual is intended to provide detailed descriptions together with all necessary information covering the general operation of electronic assemblies, electromechanical, servicing control, spare parts, etc. for the product:

"HIGH FIVE"

This Manual is intended for the owners and personnel managers in charge of operation of this product. Operate the product after carefully reading and sufficiently understanding the instructions.

In the unlikely event that the product does not function correctly, **DO NOT** allow anyone other than a technician to touch the internal system. Turn off the power to the machine, making sure to unplug the electrical cord from the outlet, and contact the office listed below or the point-of-purchase for this product.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require special attention are indicated by bold text, the words **"STOP"**, **"IMPORTANT"**, **"WARNING"**, or **"CAUTION"** and the symbols below.



STOP IMPORTANT!

Indicates important information that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product



WARNING CAUTION



Indicates a warning or caution that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product

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SPECIFICATIONS

Standard Cabinet

Machine Dimensions:	1.3m (51.2in) [Width] x 1.15m (45.3in) [Depth]
Machine Height:	2.14m (84.3in) (Installed)
Machine Weight:	266kg Approx (Installed) (586lbs)
Power, maximum current:	-720w-
Rating:	110/220VAC @ 50/60Hz
Fuse Rating:	5A @ 220V, 8A @ 110V

Definition of 'Site Maintenance Personnel' or Other Qualified Individuals

IMPORTANT!

Procedures not described in this Manual or marked as 'to be carried out by Site Maintenance Personnel or other qualified professionals' should not be carried out by personnel without the necessary skill or technological experience. Work carried out by unqualified persons may cause serious accidents, including electrocution

Parts replacement, maintenance inspections, and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This Manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialised knowledge.

The site maintenance personnel or other qualified professionals mentioned in this Manual are defined as follows:

Site Maintenance Personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to be carried out by Site Maintenance Personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:

Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

Waste of Electrical and Electronic Equipment (WEEE) Statement

The WEEE (Waste of Electrical and Electronic Equipment) directive places an obligation on all EU based manufacturers and importers of Electrical and Electronic Equipment (EEE) to ensure waste equipment is disposed of in accordance with the directive at the end of their useful life.

The symbol shown below will be placed on all products manufactured from 13th August 2005, which indicates this product must NOT be disposed of with other normal waste.

Upon purchasing any EEE from SEGA Amusements International Ltd., the user accepts responsibility to dispose of their waste equipment by arranging to return it to a designated UK collection point (AATF) or an Approved Exporter (AE) for the correct recycling of waste electrical and electronic equipment.

For more information on Approved Authorised Treatment Facilities (AATF) within the UK please consult the government website: www.gov.uk/weee

For users outside of the UK, EEE should be disposed of in accordance with the local policy on the recycling of Waste Electrical and Electronic Equipment.

Battery Recycling Statement

The EC Directive on Batteries and Accumulators (2006/66/EC) aims to minimise the impact of batteries on the environment and encourage the recovery of the materials they contain. To achieve increased collection and recycling of waste batteries, the Directive places 'producer responsibility' obligations on manufacturers and importers of portable, industrial and automotive batteries.

The symbol shown below will be on all equipment fitted with batteries from 26th September 2008 and indicates they must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of used batteries by arranging to return them to a designated collection point for the correct recycling.

For more information about where you can send your waste batteries for recycling contact your local authority office.



READ BEFORE OPERATING

OPERATOR NOTICE OF LEGAL REQUIREMENTS

Applicable to operators of ticket redemption games: If you are operating a ticket redemption game, the laws and regulations on operating ticket redemption games are different in individual states, countries and territories.

The game has settings and operator options to accommodate various levels of skill and ticket payout. Local laws, regulations and codes can impact the stake, value of ticket payout and the level of skill required to win.

Not all settings and options are suitable for every jurisdiction. In some jurisdictions, ticket redemption games are prohibited.

IT IS SOLELY YOUR RESPONSIBILITY AS THE OPERATOR OF THE GAME TO:

- fully comply with laws, regulations and ticket payout value limitations in the jurisdiction where you place and offer this game to the public. (Contact your legal adviser for local advice);
- ensure that the amount of ticket payout comply with local laws (in type and value); and
- use the settings and options for play to ensure the game is operated within the local laws.

Neither the manufacturer nor distributor is responsible for any failure to operate the game in accordance with the relevant laws and regulations and has no liability for any consequences of such failure.

HANDLING PRECAUTIONS

When installing or inspecting the machine, be mindful of the following points and pay attention to ensure that the player can enjoy the game safely.

Noncompliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine.

WARNING

- **Before performing work, be sure to turn the power off. Performing the work without turning the power off can cause an electric shock or short circuit. In cases where work should be performed in the status of power on, this Manual always states to that effect**
- **To avoid an electric shock or short circuit, do not plug in or unplug quickly**
- **To avoid an electric shock, do not plug in or unplug with a wet hand**
- **Do not expose power cords or earth wires on the surface, (floor, passage, etc). If exposed, the power cords and earth wires are susceptible to damage. Damaged cords and wires can cause an electric shock or short circuit**
- **To avoid causing a fire or an electric shock, do not put things on or damage the power cords**
- **During or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or an electric shock**
- **In the case that the power cord is damaged, ask for a replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, an electric shock or leakage**
- **Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock**
- **Be sure to use fuses meeting the specified rating. Using fuses exceeding the specified rating can cause a fire or an electric shock**
- **Be sure that connections such as IC Board are made properly. Insufficient insertion can cause an electric shock**
- **Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted**
- **Failure to observe this may cause a fire or an electric shock. Noncompliance with this instruction can have a bad influence upon the physical conditions of players or onlookers, or result in injury during play**
- **SEGA shall not be held responsible for damage or compensation for damage to a third party caused by specification changes not designated by SEGA**
- **Do not perform any work or change parts not listed in this Manual. Doing so may lead to an accident**
- **If you need to perform any work not listed in this Manual, request work from the office indicated in this manual or the point of purchase, or inquires for details. Be sure to perform periodic maintenance inspections herein stated**

 **WARNING**

- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit
- Whenever any fasteners (e.g. screws, nuts) have been lost, be sure to use replacement fasteners with proper dimensions as specified in this Manual. If fasteners of any other dimensions are used, it could cause damage and/or separation of parts that result in secondary accidents
- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted
- Failure to observe this may cause a fire or an electric shock. Noncompliance with this instruction can have a bad influence upon the physical conditions of players and onlookers, or result in injury during play
- SEGA shall not be held responsible for damage or compensation for damage to a third party caused by specification changes not designated by SEGA
- Performing work or parts replacements not described in this Manual could result in accidents. If you need to perform any work not listed in this Manual, request work from the office indicated in this Manual or the point-of-purchase, or inquires for details
- Be sure to perform periodic maintenance inspections herein stated

 **IMPORTANT!**

- For the IC board circuit inspections, only the use of a logic tester is recommended. Using a Multi-Tester or General Purpose Tester may result in damage to IC Circuits
- Static electricity from your body may damage some electronic devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged
- Some parts are not designed or manufactured specifically for this game machine. The manufacturers may discontinue or change the specifications of such general-purpose parts. If this is the case, SEGA cannot repair or replace a failed game machine whether or not a warranty period has expired

CONCERNING THE STICKER DISPLAY

This SEGA product has stickers attached describing the product manufacture No. (Serial No.) and Electrical Specifications. It also has a Sticker describing where to contact for repair and for purchasing parts.

When inquiring about or asking for repairs, **mention the Serial No. and Name of Machine indicated on the Sticker.**

The Serial Number indicates the product register. Identical machines could have different parts depending on the date of production. Also, improvements and modifications might have been made after the publication of this Manual.

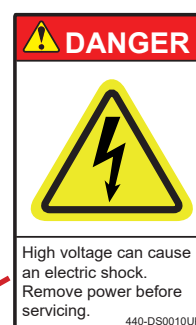
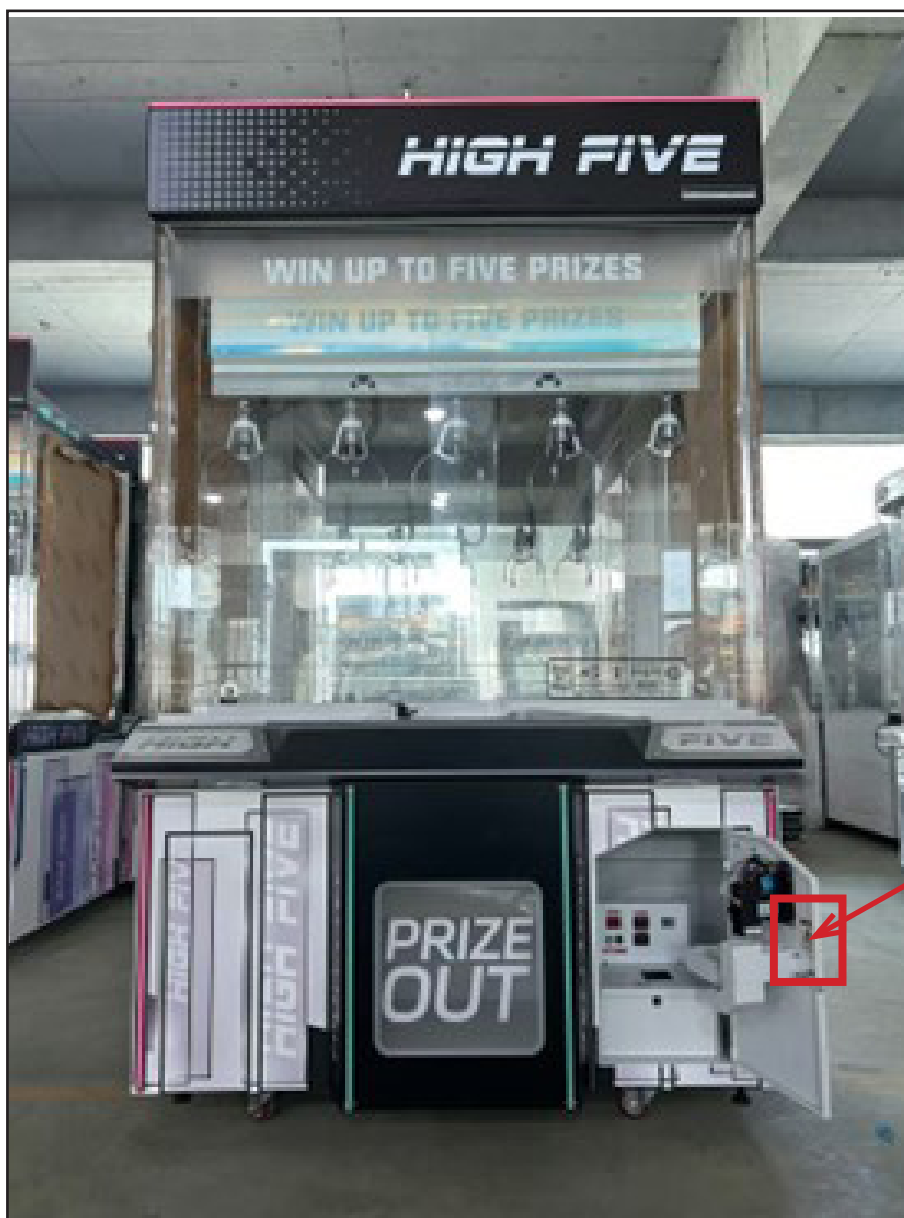
In order to ensure you order the correct parts, mention the Serial No. when contacting the applicable places.

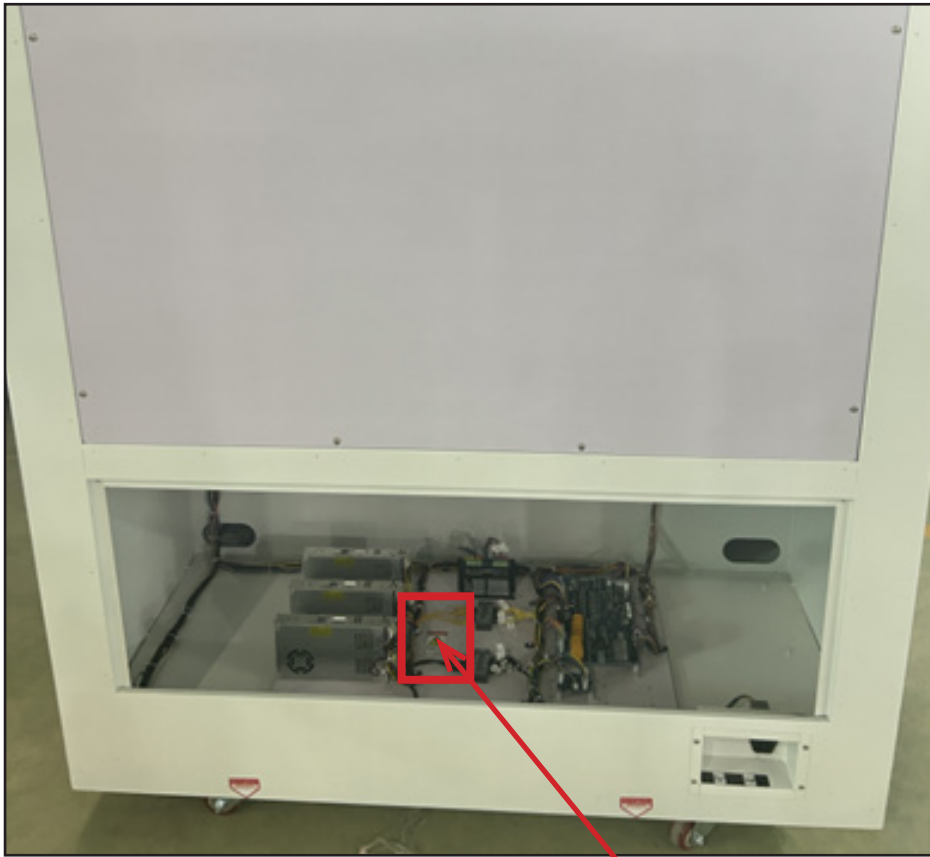
CONCERNING WARNING DISPLAYS

This SEGA product has warning displays on stickers, labels and/or printed instructions adhered/attached to or incorporated in the places where a potentially hazardous situation could arise. The warning displays are intended for accident prevention for customers and for avoiding hazardous situations relating to maintenance and servicing work.


Some portions of the Cabinet contain high voltage and may cause accidents if touched. When performing maintenance, be very careful of the warning displays. It is especially important that any complex repair and replacement work not mentioned herein should be performed by those technical personnel who have knowledge of electricity and has technical expertise.

In order to prevent accidents, caution any customer ignoring the warnings to cease and desist immediately.





⚠ DANGER



High voltage can cause an electric shock. Remove power before servicing.

440-DS0010UK

PRECAUTIONS REGARDING INSTALLATION

WARNING

- This product is an indoor game machine. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause fire, electric shock, injury and/or malfunction:
- Places subject to rain/water leakage or places subject to high humidity, in the proximity of an indoor swimming pool and/or shower, etc
- Places subject to direct sunlight or places subject to high temperatures, in the proximity of heating units, etc
- Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter
- In dusty places or locations prone to heavy dust accumulation
- On sloped or uneven surfaces
- Places subject to any type of violent impact
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers
- Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade

LIMITATIONS OF USAGE

WARNING

- Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage, and frequency requirements. A plate describing Electrical Specifications is attached to the product. Noncompliance with the Electrical Specifications can cause a fire and electric shock
- This product requires a Breaker and Earth Mechanism as part of the location facilities. Using the product without these can cause a fire and electric shock
- Ensure that the indoor wiring for the power supply is rated at 15 A or higher (AC single phase 100 V ~ 120 V area), and 7 A or higher (AC 220 V ~ 240 V area). Noncompliance with the Electrical Specifications can cause a fire and electric shock
- Be sure to use an independent power supply equipped with an Earth Leakage Breaker. Using a power supply without an Earth Leakage Breaker can cause an outbreak of fire if a power surge occurs
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload
- When using an extension cord, ensure that the cord is rated at 15 A or higher (AC 100 V ~ 120 V area) and 7 A or higher (AC 220 V ~ 240 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock



IMPORTANT!

- Securing a safe area for operation as described in this Manual will ensure safe operation for players and observers
- SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction

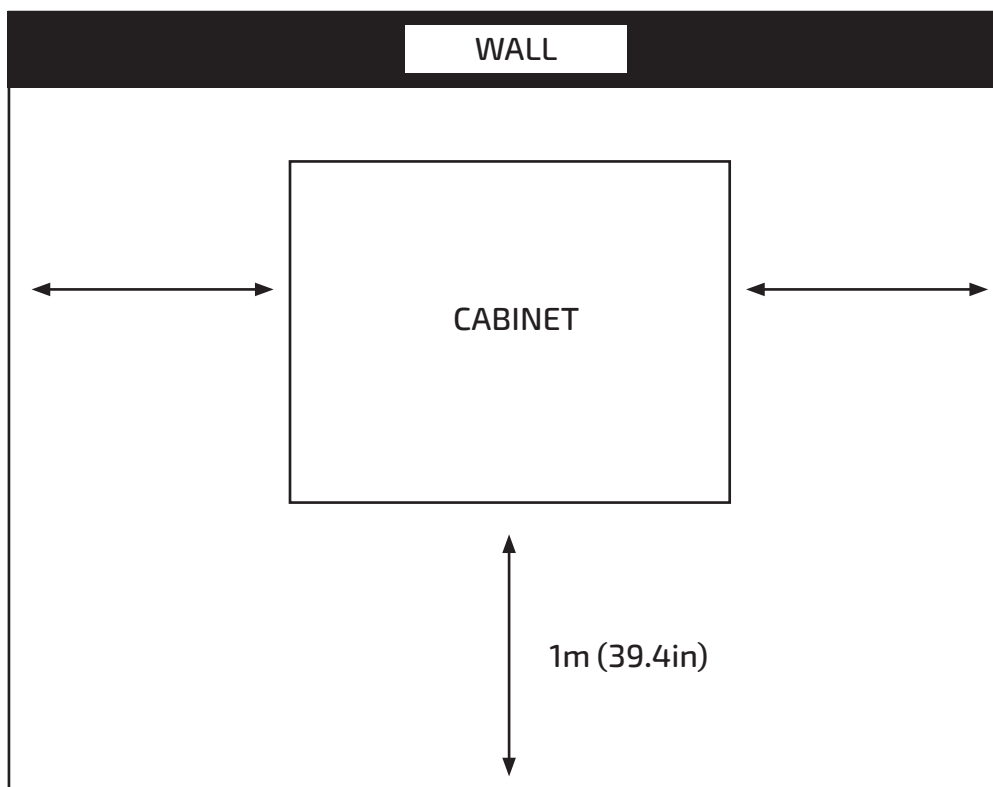
OPERATION AREA

WARNING

- For safe operation, use and operate this product in an area measuring at least **2.00m (78.7in)** in width and **1.85m (72.8in)** in depth when the Cabinet is installed. SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction
- The ceiling where this product is installed must be at least **2.15m (84.6in)** high. If the ceiling is too low, the heat emitted from the product may cause it to catch on fire
- Be sure to provide the sufficient space specified in this Manual. Do not allow objects to block the ventilation ports. This can cause generation of heat and a fire
- Put the Cabinets close together so that people cannot get through or provide enough space between them that people can go both ways without difficulty. If the Cabinets are installed carelessly, people may bump into each other or the Cabinets when passing between them or fall down. To prevent people from walking between them, place them 0.15 m (5.9 in) apart
- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. Specific tools and adjustment procedures are required to assemble and disassemble the mechanical parts
- Attempting to assemble or disassemble the machine without consulting the instructions may result in accidents during assembly/disassembly, electric shock, short circuits, and/or personal injury during operation. If the machine still does not fit through the entryway after following the procedures in this Manual, contact your retailer or the office listed in this Manual
- If the machine is still too large to fit through the entryway after following the procedures listed in this Manual, do not tip the machine on its side. Attempting to transport the machine while it is tipped on its side may cause accidents. It may also damage or warp parts of the machine, resulting in accidents during operation

⚠ WARNING

- To install this product, the entrance must be at least **1.15m (45.3in)** in width and **1.98m (78in)** in height without the Billboard and **2.15m (84.6in)** with the Billboard
- If the entrance is too narrow, do not tilt the product carelessly. If all the product weight is put on the castors at one side only, there could be damage or deformation, causing serious accidents such as workers getting caught underneath



(not to scale)

PRECAUTIONS REGARDING OPERATION

To avoid injury and trouble, be sure to pay attention to the behaviour of visitors and players.

BEFORE OPERATION

WARNING

- In order to avoid accidents, check the following before starting the operation:
- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers
- It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest
- Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident
- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step/stepladder
- To avoid electric shock, check to see if door and cover parts are damaged or omitted
- Do not place the following items on top of or near the product or hang them from the ceiling. Doing so could result in electric shock, short circuits and/or damage to the parts:
 - Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water

 **CAUTION**

- To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause contact, collisions, and/or trouble between customers
- During daily cleaning, be sure to check the surface of the Control Unit and other parts that the player touches with his/her hands for damage, cracks, or loose screws. If a player uses the machine while it is damaged, cracked, or has a loose screw, the player may become injured
- Check carefully to make sure there are no gaps in the Cabinet joints and that they are not loose. If there are gaps or looseness, players may get their hands or fingers caught, resulting in an injury
- Make sure all the doors are locked securely and they do not rattle. If the doors are not locked properly or there are gaps or rattling, players could get their fingers or hands caught
- Inspect for the following items during a trial run. If there is any type of error, use the Test Mode, etc. to resolve the problem. If you continue use with an error, it can cause an accident or irreparable parts damage:
 - Is there any strangeness in the operability of the Control Unit?
- Prepare a place where players can rest if they feel sick

PAYING ATTENTION TO CUSTOMERS

To avoid injury and trouble, be sure to constantly give careful attention to the behaviour and manner of the visitors and players.

DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

WARNING

- For safety reasons, do not allow any of the following people to play the game:
 - Those who have high blood pressure or a heart problem
 - Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc
 - Those who have neck or spinal cord problems
 - Those who are intoxicated or under the influence of drugs
 - Pregnant women
 - Those who are not in good health
 - Those who do not follow the attendant's instructions
 - Those who cannot grasp the Control Unit securely because of immobility in fingers, hands or arms
 - Persons who disregard the product's warning displays
- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game
- Small children are especially likely to experience these symptoms. Caution guardians of small children to keep watch over them during play
- Instruct those who feel sick during play to have a medical examination
- To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product
- To avoid electric shocks and short circuits, do not allow customers to put hands, fingers or extraneous matter in the openings of the product or small openings in and around the doors
- To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing on the product, etc
- To avoid electric shock and short circuit, do not allow customers to unplug the power plug without a justifiable reason
- Instruct the guardians of small children to keep watch over their children
- Children cannot sense danger. Allowing small children to get near a player who is playing the game could result in the children being bumped, struck or knocked down



IMPORTANT!

- Diligently clean the parts that players touch directly to ensure a pleasant game playing experience
- Inspect the coin insertion slots to make sure no foreign objects have been inserted and that they have not otherwise been tampered with as this will prevent play

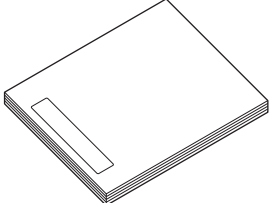
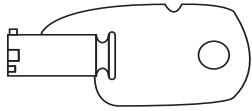
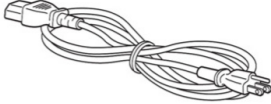


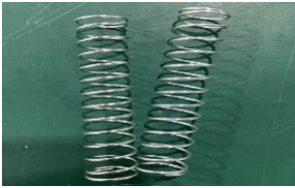
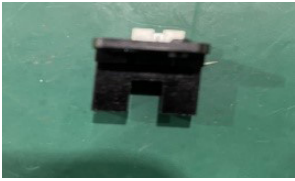

CAUTION

- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down
- Persons other than the player should not be allowed to touch the controls during play. They may brush against or collide with the controls or the player, possibly resulting in accidents
- Instruct those who feel sick during play to have a medical examination
- Immediately stop users from leaning or sitting on the Control Panel. Such acts can lead to injury or damage to parts or the shape of the Cabinet
- Items such as large finger rings can cause injury to the fingers while playing. Instruct players to remove all accessories that could cause an accident before playing

■ ACCESSORIES AND SPARE PARTS

Confirm that the accessories listed in the table below are present when setting up the product.
Accessories marked “Spare” are consumable items but included as spares.

Part Name	Diagram	Quantity
Owner's Manual		1
Master Key		2
Power Lead		1

Part Name	Diagram	Quantity
Long Spring		2
Waggon Sensor		1
Switch		2
Prize Long Sensor		1
Silicone Claw Gloves		15
Waggon Steel Ropes		2

WARNING

- Perform assembly work by following the procedure herein stated. Failure to comply with the instructions can cause electric shock
- Perform assembling as per this Manual. Since this is a complex machine, incorrect assembling can cause an electric shock, machine damage and/or improper functioning as per specified performance
- When assembling, more than one person is required. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage
- Ensure that connectors are properly connected. Improper connections can cause electric shock
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire
- This work should be carried out by site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation. If no one with proper technological expertise is available, request service from the office indicated in this document or the point of purchase so as to ensure safety
- Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult
- To perform work safely and avoid serious accident such as the Cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist
- Do not leave power cords or Ground Wires exposed in areas of heavy foot traffic. Doing so may cause them to become damaged, possibly resulting in electric shock and/or short circuits. When laying wiring across the floor, always use safety covers to protect the wires. (Wiring diameter: power cable - approx. ϕ 8)
- Have a flashlight or another supplementary lighting unit available while working. With indoor lighting alone, the Cabinet interior may be too dark. Working without proper lighting can lead to accidents. It also hinders proper work performance
- The Cabinet has ventilation ports. Be sure not to block them. If they are blocked, heat can build up, leading to fire. This can also accelerate wearing of parts and malfunctions
- Secure ample ventilation space around the Cabinet. If heat builds up, there could be accidents associated with heat or smoke generation
- This product does not use any connectors other than those connected to and used by the Game Board when it leaves the factory. Do not needlessly connect wires to unused connectors. This could lead to overheating, generation of smoke and burn related injuries

 **CAUTION**

- Handle molded parts with care. Excessive weight or pressure may cause them to break and the broken pieces may cause injury
- To perform the operations at height safely and accurately you must use a safe, steady footstool or stepladder. Working without this may lead to a fall and possible injury
- When attaching or removing doors or lids, be careful that your hand or finger does not get caught in anything

INSTALLATION PROCESS - BILLBOARD

STOP IMPORTANT!

- Be careful not to damage parts surfaces. In some cases, if such surfaces are damaged, the part must be replaced; it cannot be reinforced or repaired
- Ensure to carry out the installation with a minimum of 2 people

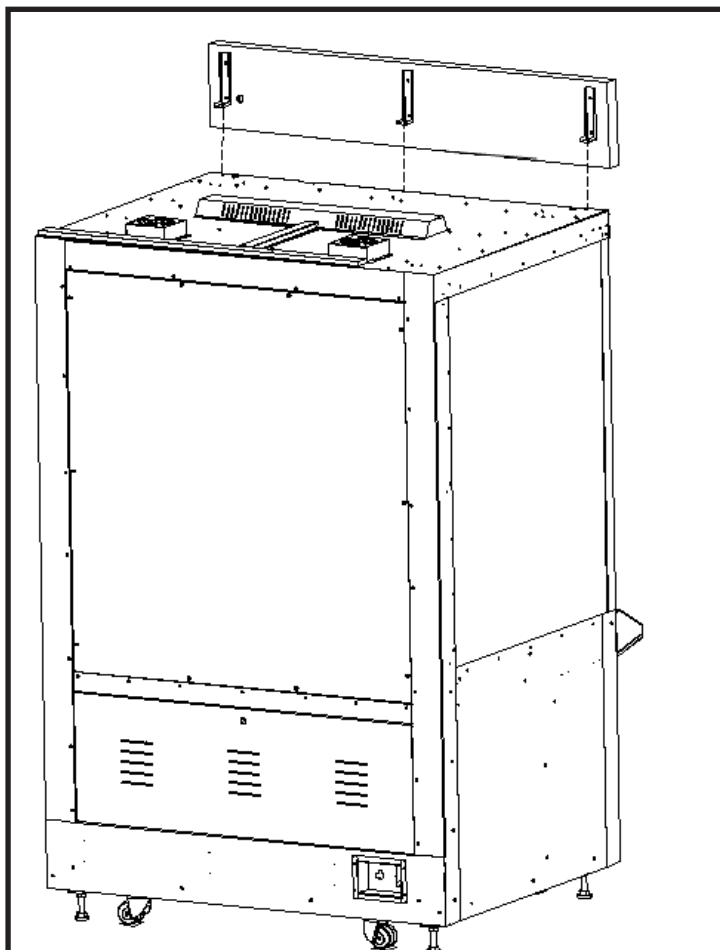
1 Remove cardboard packaging sleeve

2 Remove fixings securing Cabinet to pallet

STOP IMPORTANT!

If doing this manually, it is recommended that you follow correct lifting guidelines as laid out by our H&S executive and with a minimum of 8 persons

3 Fix the Light Box Assembly to the top of the Cabinet and secure using the supplied bolts



FIXATION TO INSTALLATION SITE

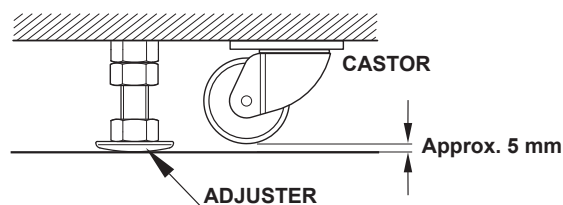
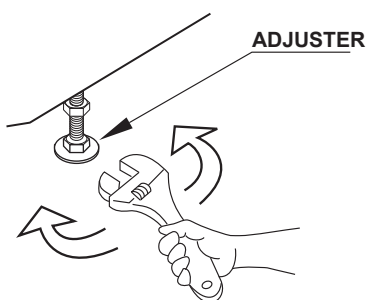
WARNING

Make sure that all the adjusters contact the floor. Otherwise the Cabinet could move, causing an accident

The product comes with castors and adjusters at multiple locations.

When the installation site has been determined, have the adjusters come in direct contact with the floor. Establish a gap of at least 5 mm between the floor and the castors and adjust the unit so that it will remain level.

- 1** Move the product to the installation site. If the product is to be installed near a wall, secure enough passageway space for players to access the seat. You must also secure a 15cm space between the back wall and the back of the cabinet for ventilation
- 2** Bring the adjusters into direct contact with the floor. Use a wrench to align the height of the adjusters until the Cabinet is perfectly level
- 3** After setting, turn adjuster nuts upwards to tighten them and secure adjuster heights



CONNECTION OF POWER AND GROUND CABLES

(Only applies where an integral earth is not present in the mains/power lead.)

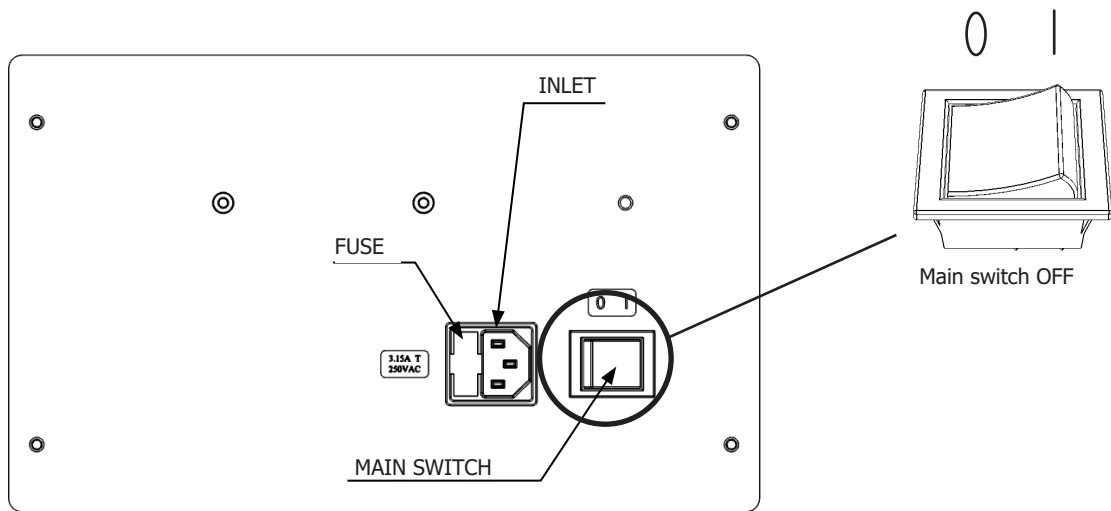
WARNING

- Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage
- Have available a securely grounded indoor ground terminal. Without proper grounding, customers could be electrocuted and product operations might not always be stable
- Do not expose the power cord or ground wire. If these are exposed, customers could stumble over them, for instance, and easily damage them. Additionally, if these lines are damaged, there could be a risk of electrical shock or short circuit. Set these lines at locations where they will not interfere with customer traffic, or attach covers to them
- After laying out the power cord on the floor, be sure to always protect it. If the power cord is left exposed, it can easily be damaged, resulting in electrical shock
- When using the product's AC unit ground terminal, use ground wire with a circular terminal as shown in the illustration, and establish ground securely. Avoid indiscriminate grounding operations such as use of wire with only its sheath peeled off

IMPORTANT!

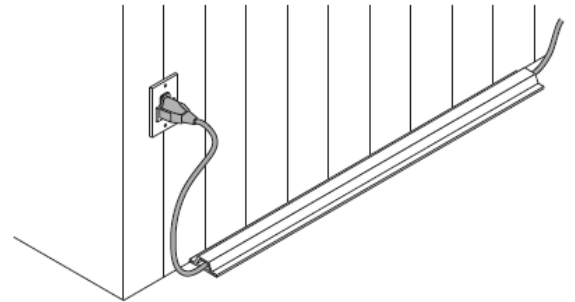
If grounding has been established with the ground wire inside the power cord, do not perform grounding with the AC unit ground terminal. Conversely, if the AC unit ground terminal has been used for grounding, do not establish ground with the ground wire in the power cord. Otherwise there could be faulty or erroneous operations

- 1 Confirm that the main switch is at OFF



- 2 Fully insert the power cord connector on the side opposite the power plug into the AC unit inlet
- 3 Fully insert the power cord plug into the outlet

- 4 The power cord is laid out indoors. Protect the power cord by attaching wire cover to it. If ground will be established with a ground wire made available separately, lay out the ground wire indoors and have it protected



GAME DESCRIPTION

GAME OUTLINE

1. Insert coins or credits to start the game
2. Use the joystick to move the claws forward and backwards
3. Aim and press the button to lower the claws to the prize bed
4. If successful, collect your prize at Prize Out Point



TEST AND SERVICE DATA

3-2 Background Operation Instructions

- Open the maintenance door and press the “Setting” button to enter the menu.
- Use the joystick and grab button to navigate the menus.

4.Settings (V.400B)

Main Menu

Accounts	Contains bookkeeping information
Basic Setting	Contains basic operational settings
Game Setting	Contains game specific settings
Claw Setting	Contains claw operation settings
Machine Test	Contains machine test functions
FactorySetting	Contains options for resetting settings
SystemInfo	Contains system info
BackToGame	Returns to gameplay

Accounts

Acc History	Total Bookkeeping
Pos1Prize	Bookkeeping for Prize area 1
Pos2Prize	Bookkeeping for Prize area 2
Pos3Prize	Bookkeeping for Prize area 3
Pos4Prize	Bookkeeping for Prize area 4
Pos5Prize	Bookkeeping for Prize area 5
ClearBooks	Clears all bookkeeping

Basic Settings

CoinPerGame	How many coins to play per game
PlayPerGame	How many plays per game
Lock Coin	UCL Inhibit line. Sets the max number of coins the game will accept in a single play. When the threshold is reached, the coin line will lock out via the UCL pin.
Game Time	Length of play
Volume	Sets game sound volume
DemoTime	Sets the demo mode period. Set to "0" to disable this option.
StbyPos	Sets Y axis claw position when game is not in play.

Game Settings

Win Round	Number of rounds before the win settings are applied.
WinClawsNo	The number of claws that will attempt to win on a winning game
StrGrabRnd	Causes a single strong claw to appear after a certain number of rounds, to grant an interval win chance. The strong claw is chosen at random by the CPU.
Win Adjust	ON = If a prize is won before the win round, it will cancel the next win round. OFF = If a prize is not won during the win window, the game will keep trying the win setting until a prize is detected.

Claw Settings

	GrabPower1	Controls claw grip strength when first grabbing the prize
	GrabPower2	Controls claw grip strength when ascending with prize
	GrabPower3	Controls claw grip strength on the trip to the prize area
	Win Power	Controls claw grip strength on a winning game
	Auto Grab set	Automatically sets the claw grip strength for all parts of gameplay. Put the prize in the claw and activate the setting. The claw will grab Full power and slowly decrease until the prize drops through the sensor and store this setting. NOTE: This will give an estimated power for your prize, but it should be tested before deploying.
01 ClawPower	UpDropHigh	Adjusts the height where the claw power changes from Claw Power 2 to Claw Power 3. 1 is lowest to the playfield. 9 is at the top of the gantry
02 ClawPower	HighSt	This option relates to the above option "UpDropHigh" and controls if all claws behave the same or differently. The height in which the claw power changes from "Power 2" to "Power 3" according to the UpDropHigh Vlaue. Sync = All claws are synchronised and change from "Claw Power 2" to "Claw Power 3 at the same time whilst ascending to the top. Rnd = All claws are controlled randomly and change from "Claw Power 2" to "Claw Power 3 at different times whilst ascending to the top
03 ClawPower		
04 ClawPower		
05 ClawPower		
	UpDropTest	Tests the UpDropHigh Setting
	Pos. DropTest	Tests the Pos Drop Setting
	Back	Will show Sync Claw Set which allows the settings to be copied to all other claws. NOTE: Only use this if all prizes are the same across all positions. Returns to the previous menu

MotorSpeed	The speed at which the claws move
------------	-----------------------------------

DropLength	How low the claws drop to grab a prize
LostPosition	<p>OFF = Disables option "Pos.DropPrize" ON = Enables option "Pos.DropPrize"</p> <p>If this function is turned OFF, the crane works normally using Claw Power 1-3</p>
Pos.DropPrize	<p>The position the game will change to Claw power 3 when not inside the win window. This is calculated on the Y-Axis Plane.</p> <p>Set the position on the Y-Axis the claw changes to "Claw Power 3"</p>
AuxillarySet	See AuxillarySet Table

Auxillary Set

TopStop	Sets the pause delay when the claw rises to the top position
BottomStop	Sets the pause delay when the claw reaches the playfield bed
MoveStopDelay	Advanced gantry settings to make it more difficult for the player to control the movement

Move Stop Delay

SkidDelay	<p>Set a minimum time the gantry will move backwards or forwards.</p> <p>Example: If set to 1000 (1sec), touching the joystick forwards will move the gantry forwards for 1 second and then stop. Further presses of the joystick will repeat the process.</p>
MoveDelay	Sets a pause delay between a change in gantry direction. Stops a player moving the gantry back and forwards fast and making it swing.
DownDelay	Pause duration after pressing the down button before it starts to move downwards
GrabDelay	Pause duration from when the claw hits the prize bed before it closes the claw.

Machine Test

AutoTest	The machine will automatically run and update the user as each action is registered
ManualTest	The user can control the machine and see when each action is registered
MusicTest	The user can test the music and sound effects
Back	Returns to the previous menu

Factory Setting

The password for this menu is **2023**

Highlighted Option

= See expanded details on Pages 28 + 29

Free Play	Sets the game in free play mode for exhibitions
AirCatch	Allows the player to press the grab button while the claws are descending to grab early. Skill player option
ErrMusic	Turns the audio alarm for error codes on
Language	Change language (English / Chinese (Simplified))
ResetSystem	Resets the game to factory. Use this if you encounter behavioural issues with the software. NOTE: Make Note of all settings before performing this as everything will be lost.
Exit	Exit menu

Error Codes

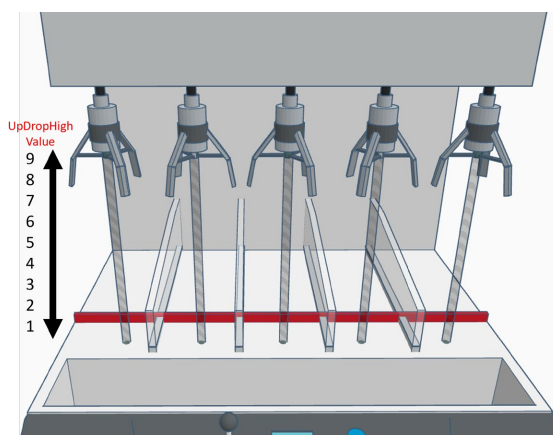
Fault Code	Explain	Fault Exclusion
Present1Err	Fault sensor 1	Adjust the sensor or replace the optical eye and check whether the interface is normal. Claw 1 prize sensor
Present2Err	Fault sensor 2	Adjust the sensor or replace the optical eye and check whether the interface is normal. Claw 2 prize sensor
Present3Err	Fault sensor 3	Adjust the sensor or replace the optical eye and check whether the interface is normal. Claw 3 prize sensor
Present4Err	Fault sensor 4	Adjust the sensor or replace the optical eye and check whether the interface is normal. Claw 4 prize sensor
Present5Err	Fault sensor 5	Adjust the sensor or replace the optical eye and check whether the interface is normal. Claw 5 prize sensor
CoinErr	Failed coin slot	Check to ensure the coin line is not held low. Correct is high logic level.
YEndErr	Rear stop fault	Check the optical sensor at the back is operational. Does the crane move backwards, and the sensor check bracket break the signal. If the motor does not move the gantry, check the power to the motor and at the stepper driver.
YBeginErr	Front stop fault	Check the optical sensor at the front is operational. Does the crane move forwards, and the sensor check bracket break the signal. If the motor does not move the gantry, check the power to the motor and at the stepper driver.
ZEndErr	Down-stop fault	Check to see if the claws descend. If not, check the motor and wiring between the motor and main board. main board. Check to see if the micro switches in the gantry head are working and wiring is good.
ZBeginErr	Up-stop fault	Check to see if the claws ascends. If not, check the motor and wiring between the motor and main board. main board. Check to see if the micro switches in the gantry head are working and wiring is good.
Cur Overflow	Overflow of current	Check whether the crane is stuck. If not, restart the machine. If it occurs frequently, the motor life has expired, and the motor needs to be replaced.

UpDropHigh

UpDropHigh is a setting used to determine when the claw changes power from power 1 to 2 and then 2 to 3.

UpDropHigh will determine the height at which the claw changes from Power 1 to 2, as illustrated below.

Once the claw reaches the top, it will change from Power 2 to 3 (If *LostPosition* is turned **Off**)

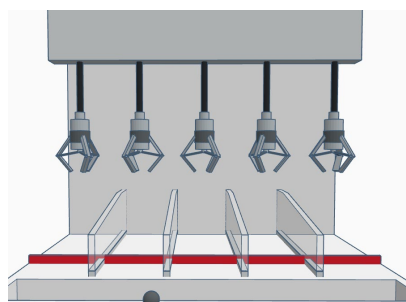


The claw behaviour can be further adjusted using *Highst*.

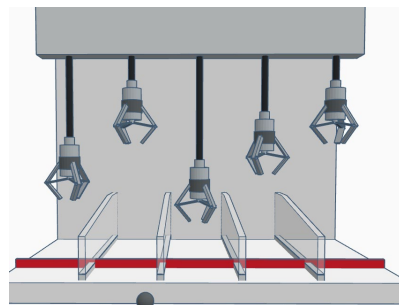
HighSt has 2 options; **Sync** and **Rnd**.

- *Sync* will cause all the claws to change power at the same time.
- *Random* will cause them to change at a random heights before the assigned “*UpDropHigh*” Value.

HighSt: Sync



HighSt: Rnd

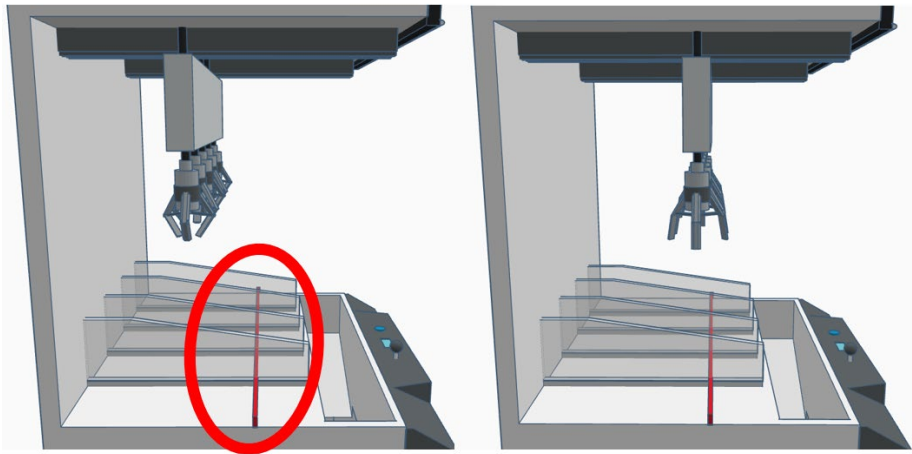


LostPosition & PosDropPrize

LostPosition determines when the claws change from Power 2 to Power 3.

When *LostPosition* is set to “**Off**”, the claws will behave as described in the previous *UpDropHigh* page.

When *LostPosition* is set to “**On**”, the claws will change from power 1 to 2 when they reach the *UpDropHigh* parameter, but will change from power 2 to 3 when they breach the *PosDropPrize* line, as illustrated below.



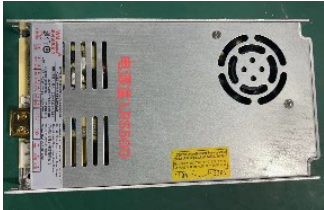

As previously described on the previous page, the *HighSt* setting can be used to decide whether the claws all change power in sync, or randomly before reaching the *PosDropPrize* line.

The *PosDropPrize* line can be adjusted and moved further forward or backward as required for your operation.




While *LostPosition* is set to “**On**”, if the claws are dropped in front of the *PosDropPrize* line, they will instead function as if *LostPosition* were set to “**Off**”, as described in the *UpDropHigh* section.

Fault Code	Explain	Fault Exclusion
Present1Err	Fault sensor 1	Adjust the sensor or replace the optical eye and check whether the interface is normal. Claw 1 prize sensor
Present2Err	Fault sensor 2	Adjust the sensor or replace the optical eye and check whether the interface is normal. Claw 2 prize sensor
Present3Err	Fault sensor 3	Adjust the sensor or replace the optical eye and check whether the interface is normal. Claw 3 prize sensor
Present4Err	Fault sensor 4	Adjust the sensor or replace the optical eye and check whether the interface is normal. Claw 4 prize sensor
Present5Err	Fault sensor 5	Adjust the sensor or replace the optical eye and check whether the interface is normal. Claw 5 prize sensor
CoinErr	Failed coin slot	Check to ensure the coin line is not held low. Correct is high logic level.
YEndErr	Rear stop fault	Check the optical sensor at the back is operational. Does the crane move backwards, and the sensor check bracket break the signal. If the motor does not move the gantry, check the power to the motor and at the stepper driver.
YBeginErr	Front stop fault	Check the optical sensor at the front is operational. Does the crane move forwards, and the sensor check bracket break the signal. If the motor does not move the gantry, check the power to the motor and at the stepper driver.
ZEndErr	Down-stop fault	Check to see if the claws descend. If not, check the motor and wiring between the motor and main board. main board. Check to see if the micro switches in the gantry head are working and wiring is good.
ZBeginErr	Up-stop fault	Check to see if the claws ascends. If not, check the motor and wiring between the motor and main board. main board. Check to see if the micro switches in the gantry head are working and wiring is good.
Cur Overflow	Overflow of current	Check whether the crane is stuck. If not, restart the machine. If it occurs frequently, the motor life has expired, and the motor needs to be replaced.









PARTS LIST


Part Number	Part Name	Diagram
05.001.052	GLASS DOORS	
05.002.026	SIDE ACRYLICS	
02.006	MAIN BOARD	
01.005.001	POWER SUPPLY BOX-WM-LR500WAX6 (5V/24V/48V)	
01.005.002	POWER SUPPLY BOX-WM-LR600WAX6	
01.007.001	OVERHEAD MOTOR (UP/DOWN CLAW MOTOR) VERSION1.5MM	
01.007.003	STEPPER CONTROLLER	
01.007.002	FRONT BACK MOTOR	

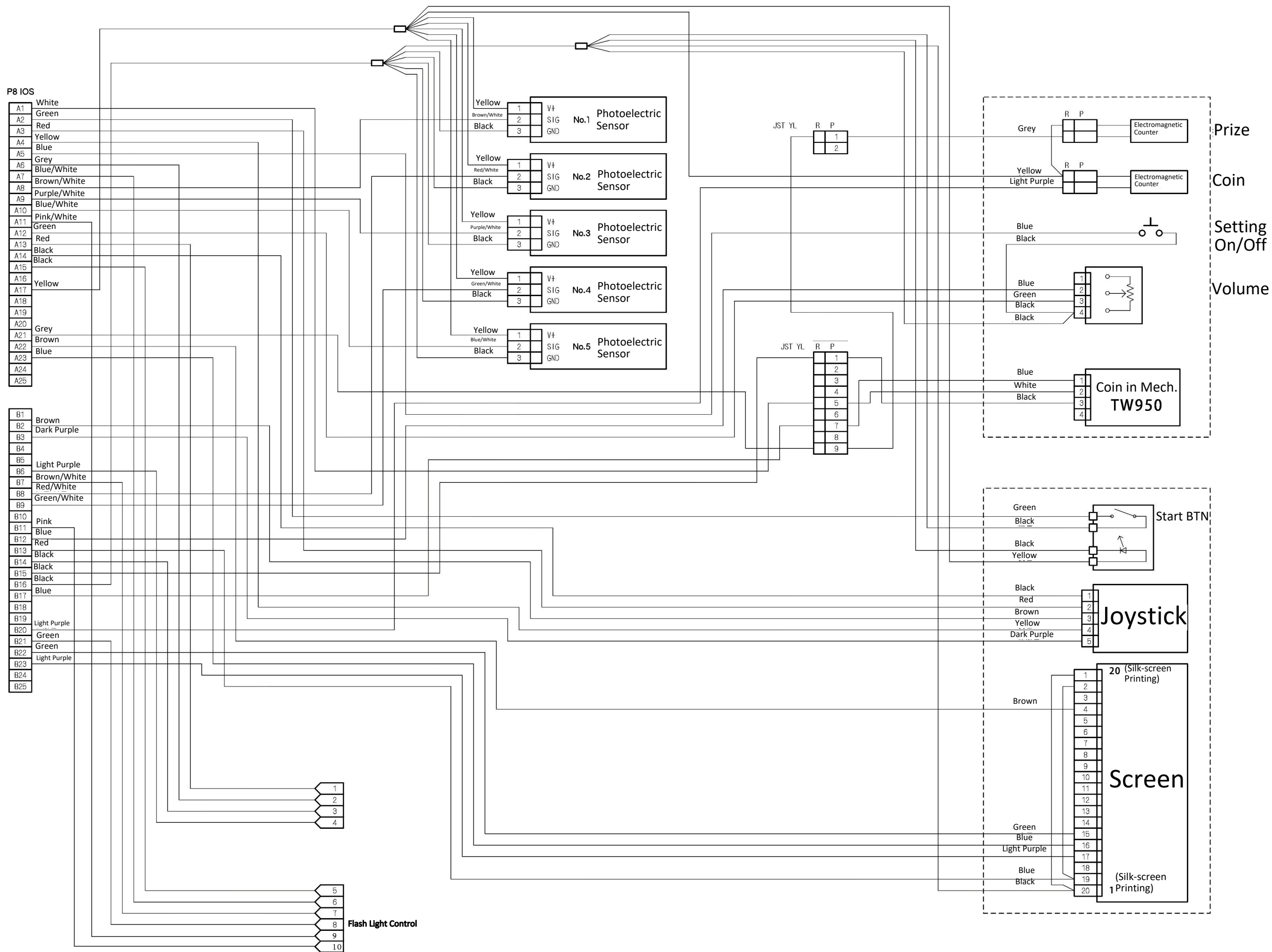
Part Number	Part Name	Diagram
01.006.002	JOYSTICK	
01.006.001	CONTROL BUTTON	
01.008.023	LONG PRIZE SENSORS	
01.008.024	OVERHEAD SENSORS	
01.008.025	SWITCH	
01.009.007	LARGE CLAW WITH SOLENOID	
01.009.013	MEDIUM CLAW WITH SOLENOID	
01.009.031	SOLENOID FOR LARGE CLAW	

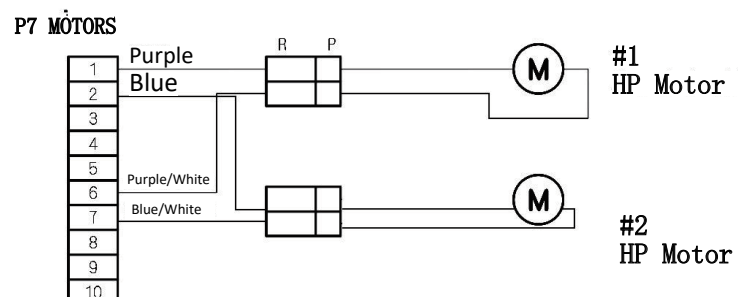
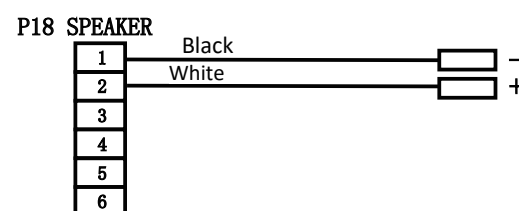
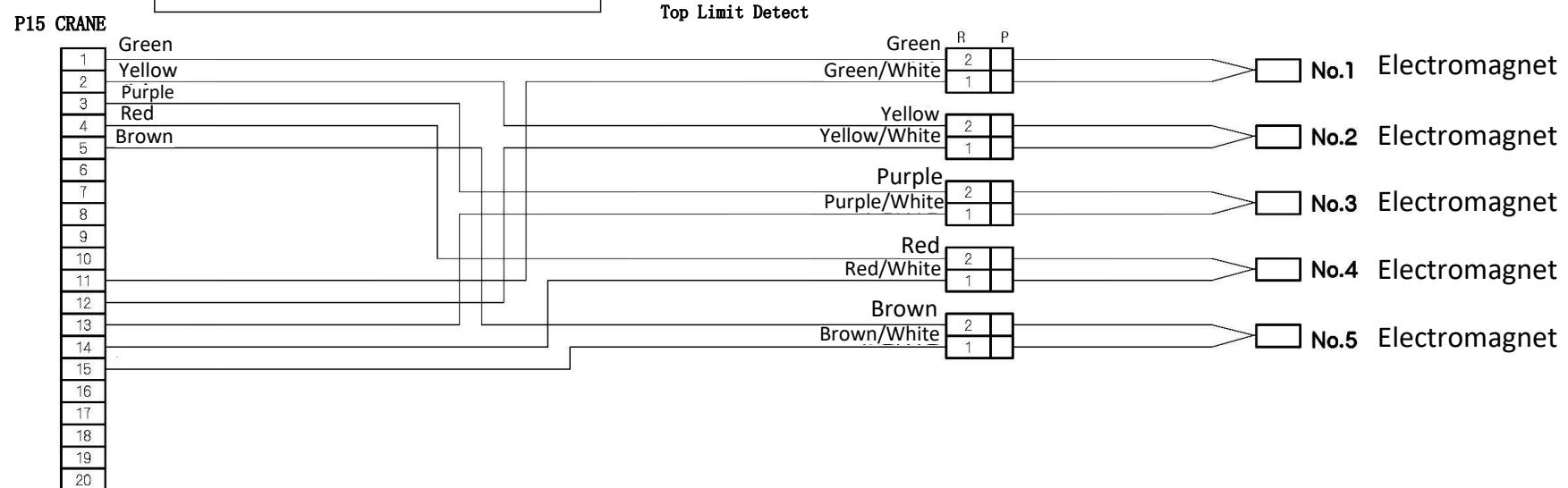
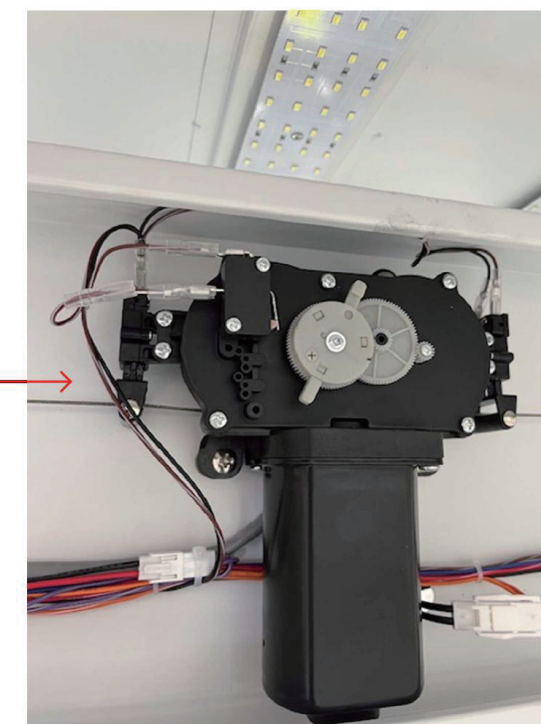
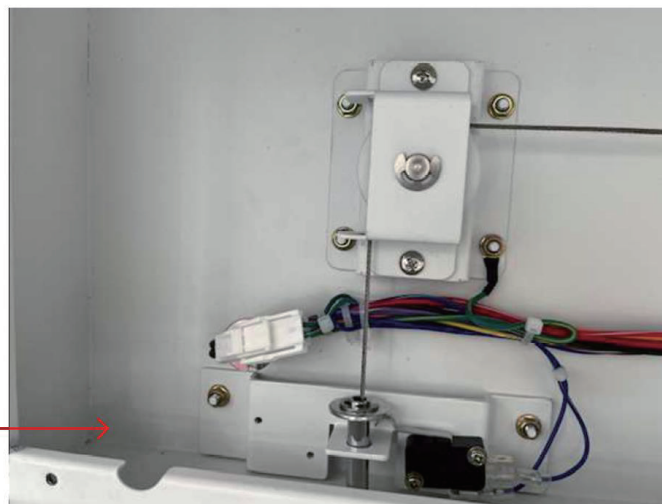
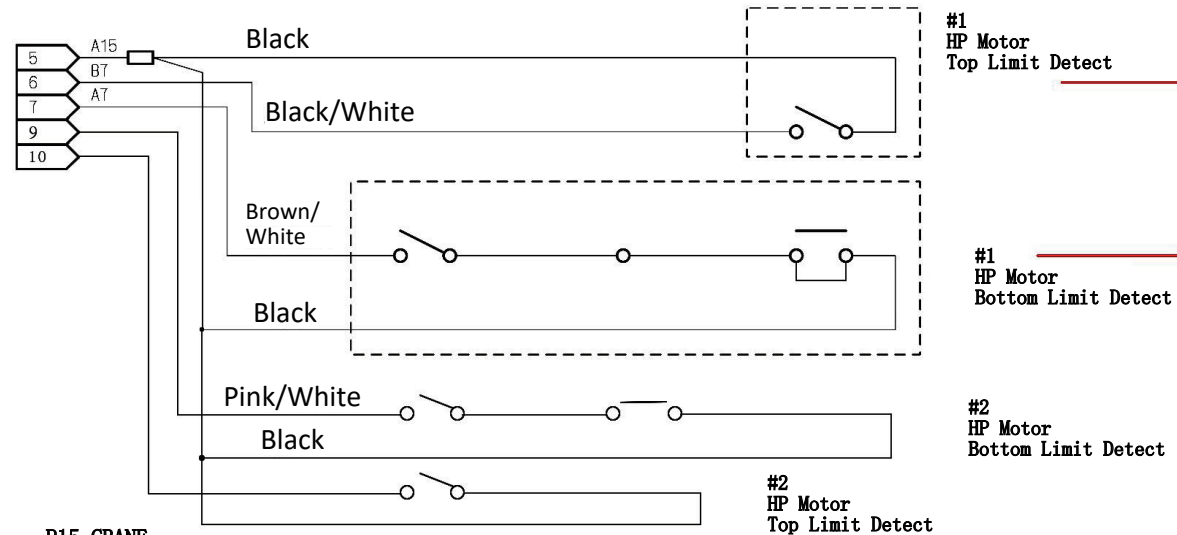
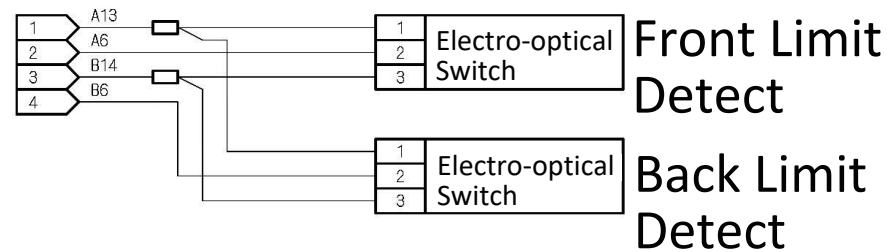
Part Number	Part Name	Diagram
01.009.032	SOLENOID FOR MEDIUM CLAW	
01.008.007	LCD PANEL	
01.008.002	SPEAKER	
01.008.001	FILTER	
01.008.009	CEILING SPOTLIGHTS-12V-4000K	
01.004.003	CEILING WHITE LIGHTS	
01.008.005	SPOTLIGHTS UNDER CONTROL PANEL 12V-6000K	
01.009.002	LOCK & KEY (FRONT DOOR&BACK DOOR)	

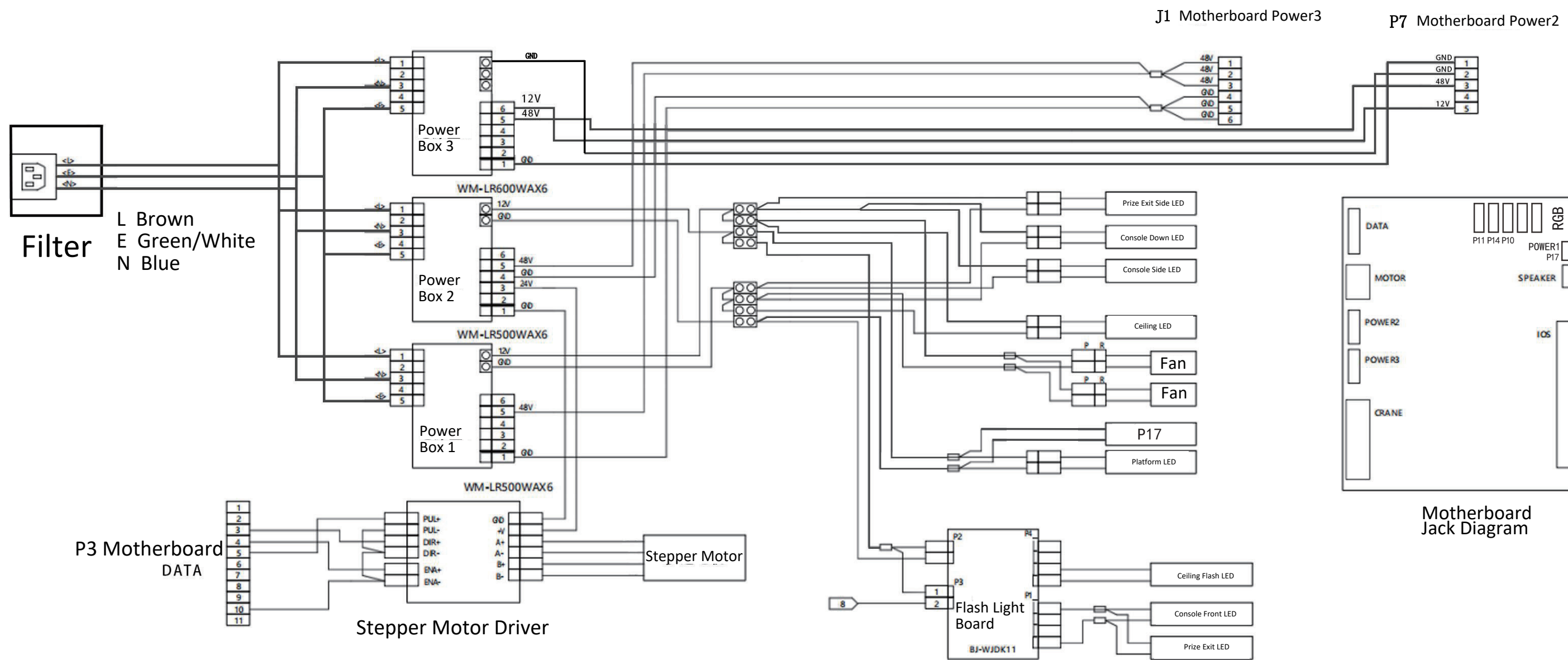
Part Number	Part Name	Diagram
01.009.003	PRESS LOCK & KEY	
B-01.008.022	ELECTRONIC METER	
05.003.001	LONG PINK ACRYLIC BAR LIGHT (ON THE CONTROL PANEL)	
05.003.003	WHITE LIGHT BAR CONTROL PANEL	
05.003.005	WHITE LIGHT BAR LOGO	
05.003.006	SHORT PINK BAR LIGHT	
05.003.008	BLUE BAR LIGHT (BESIDE THE PRIZE EXIT)	
05.003.010	LIGHT BAR (UNDER THE PLAY FIELD)	

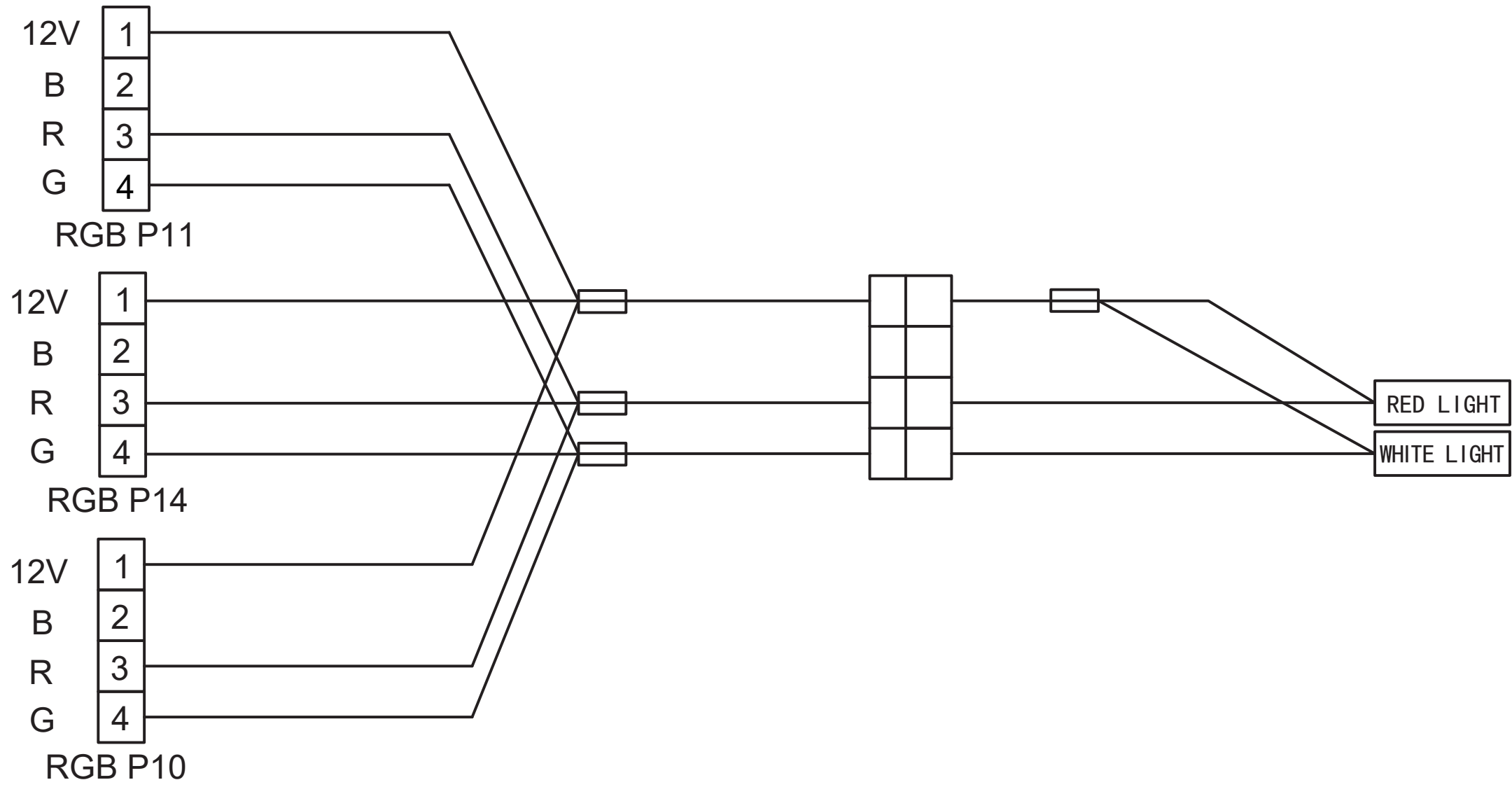
Part Number	Part Name	Diagram
05.003.002	LIGHT BAR-BESIDE SIDE ACRYLICS	
05.002.001	CONTROL PANEL	
05.002.002	FRONT GUARD BOARD	
05.002.003	ADJUSTABLE FRONT GUARD BOARD	
01.009.029	LONG SPRING	
01.009.030	SILICONE CLAW GLOVES	
05.001.065	OVERHEAD MOTOR STEEL WIRE 1.5MM NOTE: Only for games with serial numbers: DD24104211—DD24104226"	
B-01.007.013	OVERHEAD MOTOR (UP/DOWN CLAW MOTOR) 2MM VERSION NOTE: If replacing an older version with the 1.5mm steel wire, both motors MUST be replaced together"	

Part Number	Part Name	Diagram
B-01.007.014	OVERHEAD MOTOR STEEL WIRE 2MM NOTE: FOR GAMES AFTER SERIAL NUMBER: DD24104226"	









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