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## 1. Important Note



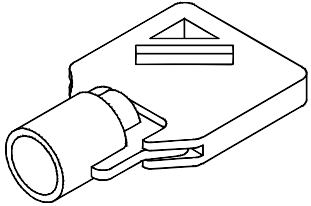
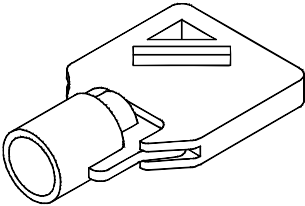
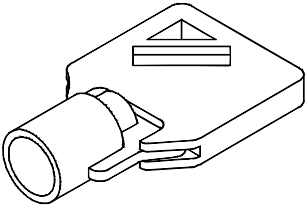
1.1 Before plugging the game in, or turning it on, Be sure the game has been set to the proper voltage. Your game should come pre-set from the factory to the correct voltage; however it is a good idea to check the AC wall receptacle voltage before plugging the game in.

1.2 Always remove power to the game before attempting any service, unless needed for specific testing, Failure to observe this precaution could result in serious injury to yourself or others.

1.3 Regular cleaning of the game will keep it looking new, and greatly enhance its appeal

## 2. Accessories

Please check the following accessories complete and nothing missing.

Item	Description	Specification	Quantity	Remark	Item
1	User Manual		1		
2	Power Cable	10A/250v	1		
3	Key	GA28	2		Control panel, Front door and back door
4	Key	GY18	1		Gift Door
5	Key	GA08	1		Cash Box
					
User Manual		Power Cable		Key GA28	
					
Key GY18		Key GA08			



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### **3. Technical Parameter**

Environment Requests: Indoor/Ventilated dry/Electric voltage stable

Dimension: D31.5"x30.7"x73.5"

Weight: 3301bs

Power: AC 110V/220V  $\pm 5\%$

Maximum Power: 100W

Player(s): 1

### **4. Game Play**

Prize Line is Self Redemption Prize machine.

Insert coin(s) for a chance to win a Minor, Medium or Major Prize.

The game will automatically start once coins are inserted.

The red cube light will move up and down. Player uses the stop button to stop the cube

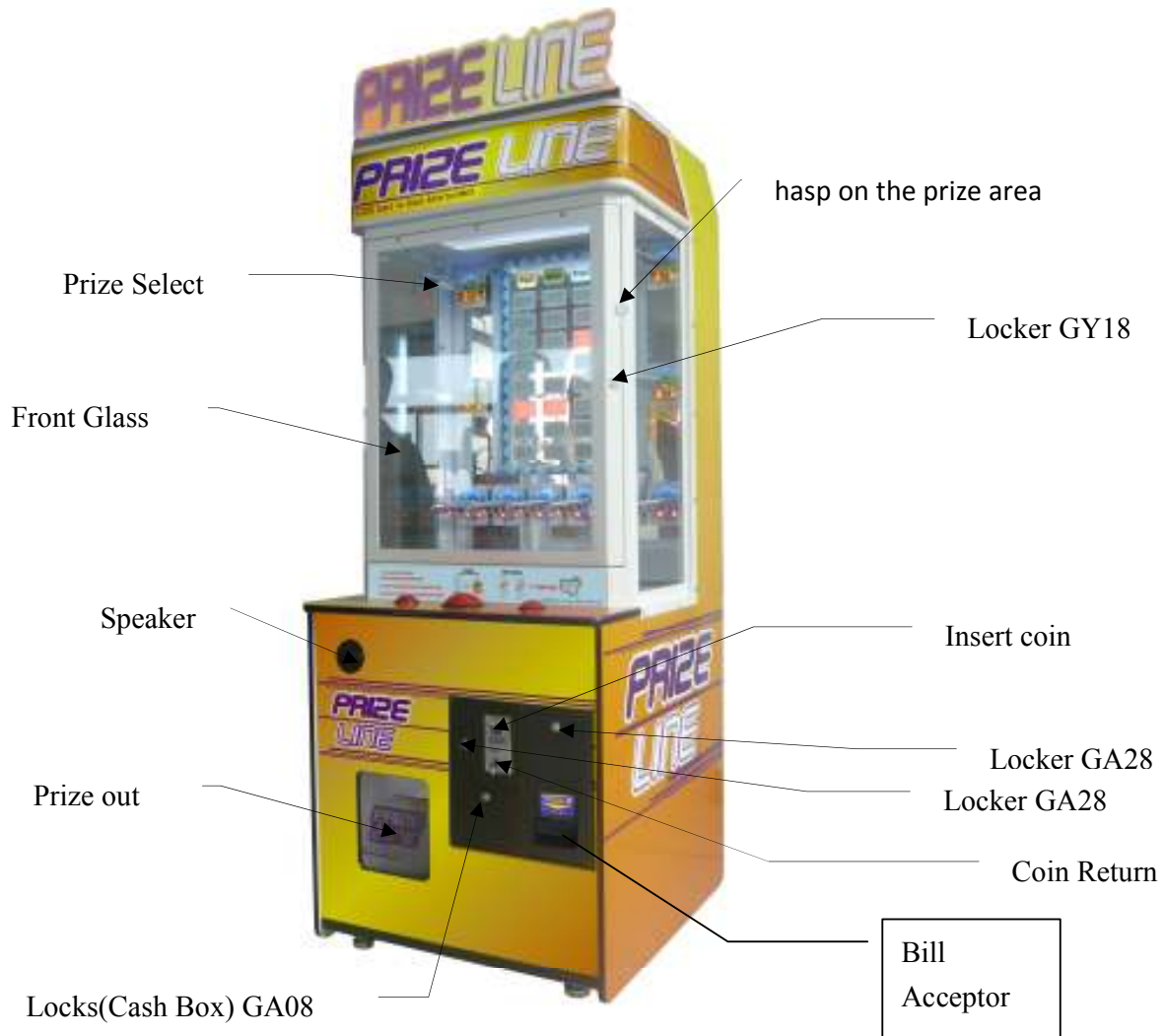
Light and make it to line across to winner a prize. If a minor prize is won, you can

Select a minor prize or presses continue to play for a medium prize. If a medium prize

is won, you can select a medium prize or press continue to play for a major prize. If a

major prize is won-please select a major prize.

## 5、 Machine Structure





Gift motor

Cube led board

Main Board

Convert Board

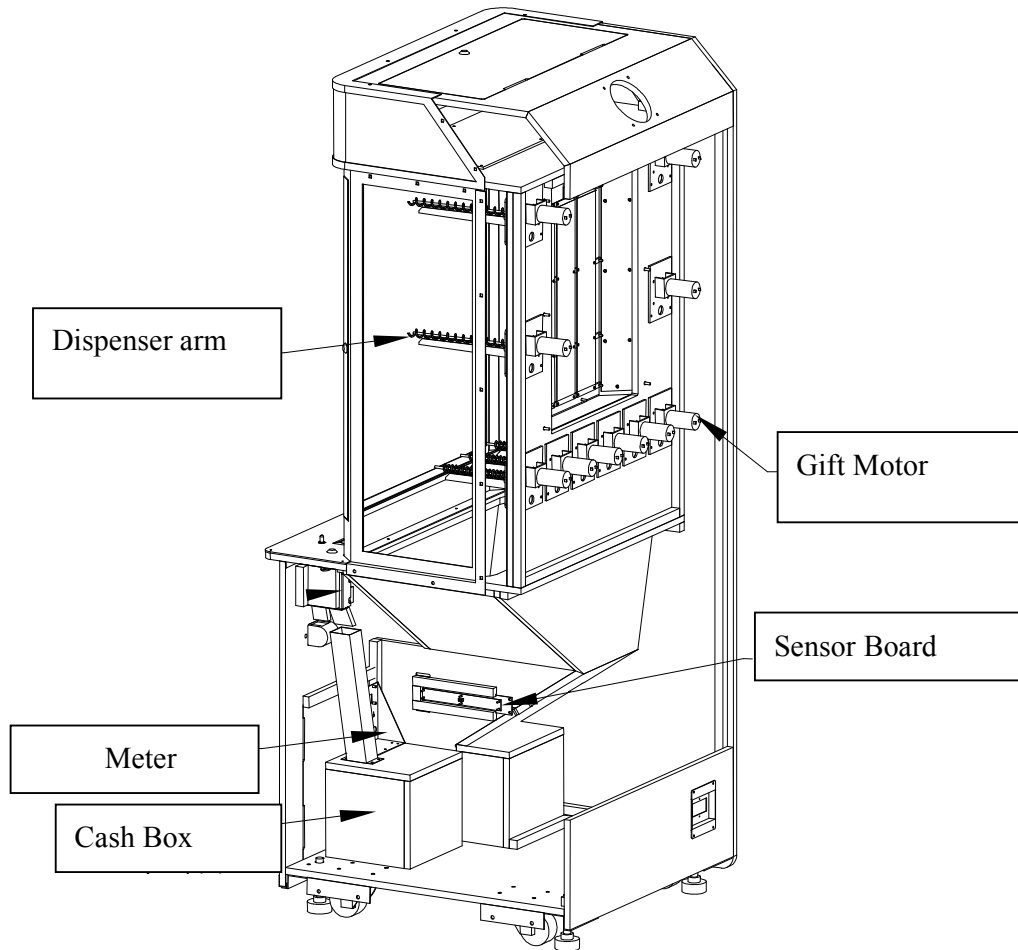
Power Supply

Power Cable

Main Switch

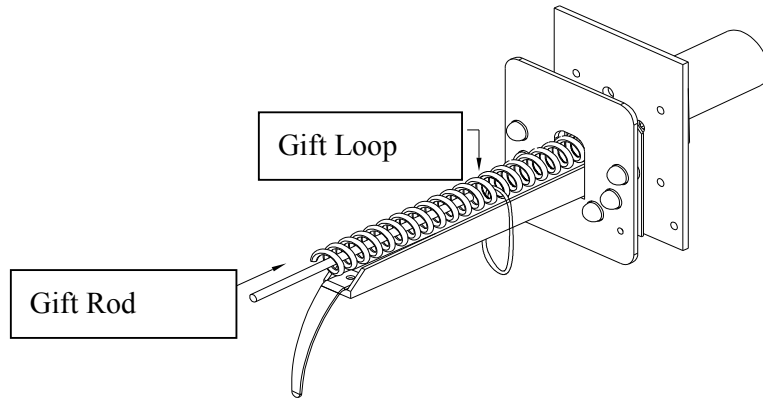


## 6 Machine Structure

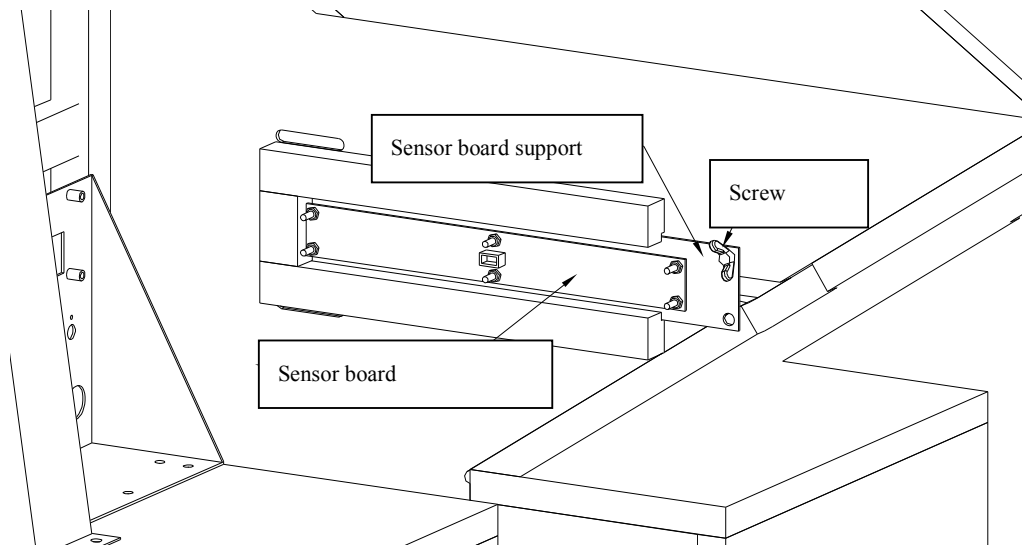


## 7 Structure Illustrations

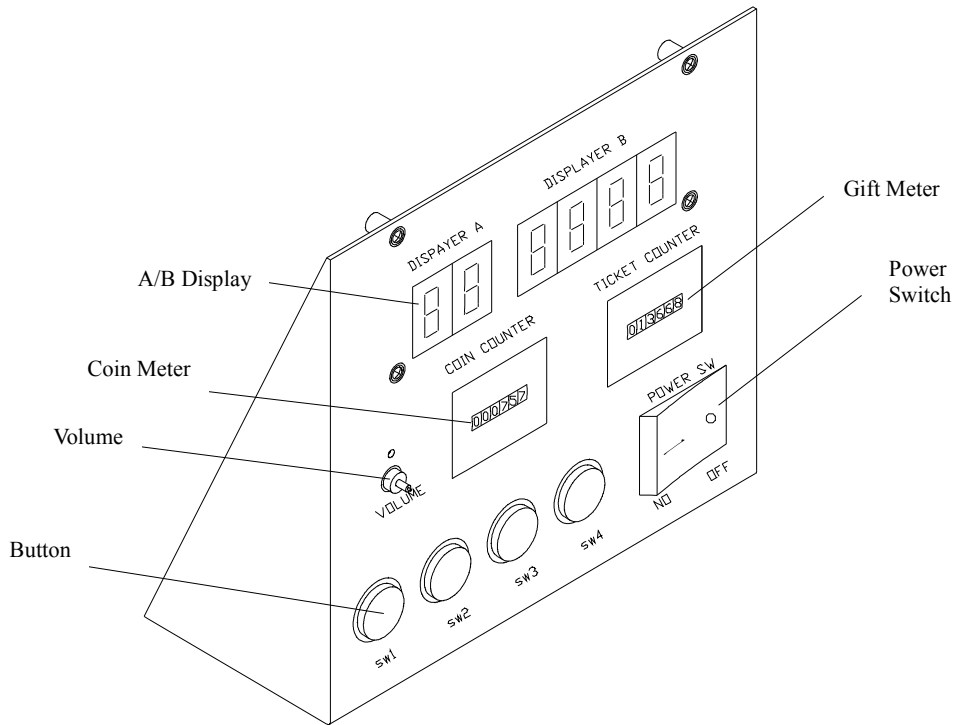
### 7.1 Dispenser arm



### 7.2 Sensor board introduction



### 7.3 Meter Control Panel



Coin Meter : Total coin(s) in record ◦

Ticket Meter : Total gift out ◦

LCD Display A/B: Display Error code and other information

#### **SW1: Inquire**

Any inquire must in power on. Push on SW1 to inquire income

Push SW1 again will exit Inquire.

Display A show 1H: It is means the total no. is over 4 digit

Display B Show xxxx: It is means the total no. first 4 digit

Display A Show 1L: It is means the total is lower 4 digit

Display B Show xxxx: It is means the total no.



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Push SW1 to EXIT OR

Moving the volume up to inquire total coin in

Moving the volume down to inquire total Gift out

Push SW 1

Display A show 3H: It is means the total no. is over 4 digit

Display B Show xxxx: It is means the total no. first 4 digit

Display A Show 1L: It is means the total is lower 4 digit

Display B Show xxxx: It is means the total no.

Push SW1 to EXIT OR

Moving the volume up to inquire total coin in

Moving the volume down to inquire total large Gift out Push SW 1

Display A show 4H: It is means the total no. is over 4 digit

Display B Show xxxx: It is means the total no. first 4 digit

Display A Show 1L: It is means the total is lower 4 digit

Display B Show xxxx: It is means the total no.

Push SW1 to EXIT OR

Moving the volume up to inquire total coin in

Moving the volume down to inquire total small out

**SW2 Service switch**

**SW3 : Test mode**

Push SW3 and hold it 2 second will go to test mode

Display A is show P1: It means program Version

Display B is show 1 : It means Version Number.

Push SW3 to test LED digit



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Display A is show P2 : Is going to test LED

DISPLAY B is show : Input of port no.

Push SW3 to test input test

DISPLAY A is show P3 : Input test ·

DISPLAY B is show : Input no. port

Push SW3 to test Dip Switch

DISPLAY A is show P4 : Dip Switch test ·

DISPLAY B is show : Dip switch state

Push SW3 to output Test

DISPLAY A is show P5 : output test ·

DISPLAY B is show : Output port no.

Moving the volume up and down to test output port

Push Sw3 to test sound

DISPLAY A is show P6 : To test sound ·

DISPLAY B is show : Sound index

Moving the volume up and down to test sound output

Push Sw3 to test ticket

DISPLAY A is show P7 : To test Ticket

When the ticket out and the signal return have sound out

The test is finish. It will be exit

#### **SW4: Data clearance**

All the record reset and start from 0

**Standby mode:** Use the volume modulator to regulate volume.

Display A (P1 = Sound control)

Display B (xx = the number of volume)

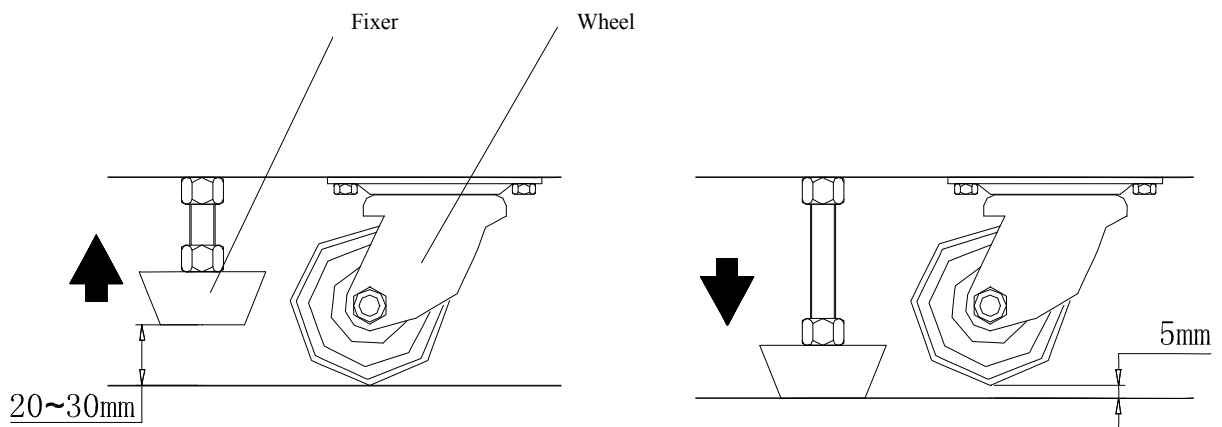
0 = Maximum 15 = Minimum

**Motion mode:** Use the volume modulator to regulate volume, but the display will not show the volume value.

Machine must setup on horizontal, using fixer to set the height. (5 mm to the floor is stranded, Moving machine the fixer height is between 20~30mm to the floor.)

## 8 Other Parts Assembly

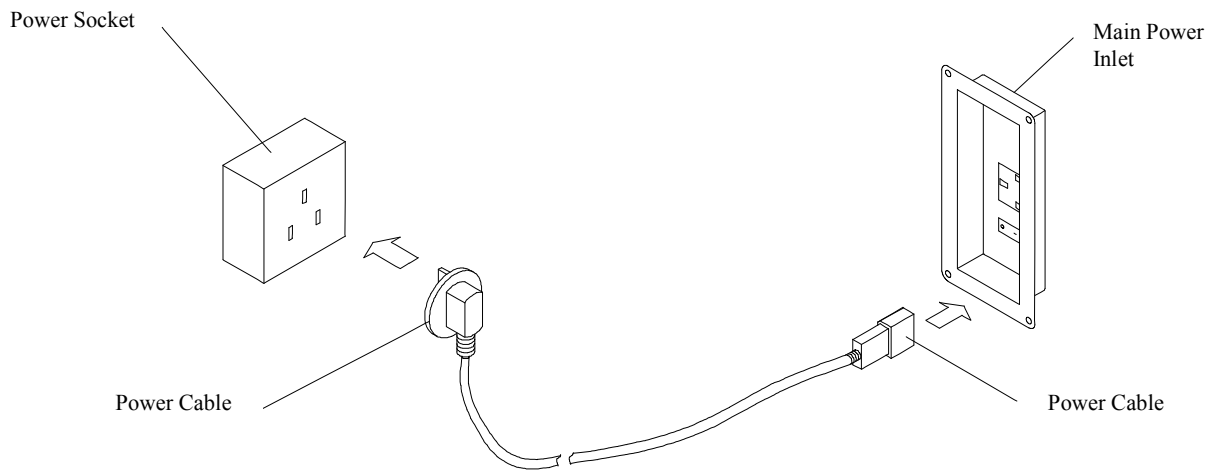
Fix Module Assembly



## Warning

- To avoid electrical shock, turn off the game power before removing.
- If appearing the wheel can't turn to move, please change the wheel.
- For a safety, please carefully move the machine.

### Main Power Connects



### **Warning**

- Do not put the heavy object on the power cable.
- If the hand is wet, do not touch power cable.
- The power cable can not near the heat object.
- Use the proper fuses – To avoid electrical shock, use replacement fuses which are specified within this manual for this game. Replacement fuses must match those replaced in fuse type, voltage rating and current rating. In addition, the fuse cover must be in place during game operation (where applicable).

## 9. Errors & Troubleshooting

Error	Error Description	Solution
Machine Not working	<ol style="list-style-type: none"> <li>1. No power</li> <li>2. Power Suppler</li> <li>3. Main PCB damage</li> </ol>	<ol style="list-style-type: none"> <li>1. Check the Fuse and AC power Supply</li> <li>2. Replace one</li> <li>3. Replace PCB</li> </ol>
Dispenser Arm not working	<ol style="list-style-type: none"> <li>1. Fix shift screw loss or dismiss</li> <li>2. Driver circuit damage</li> <li>3. Motor Damage</li> </ol>	<ol style="list-style-type: none"> <li>1. Checking the screw and fix it</li> <li>2. Checking driver circuit</li> <li>3. replace one</li> </ol>
Gift Sensor Not Working	<ol style="list-style-type: none"> <li>1. Sensor board damage</li> <li>2. Sensor install not right</li> </ol>	<ol style="list-style-type: none"> <li>1. Replace one</li> <li>2. Reinstall and adjust</li> </ol>
No Sound	<ol style="list-style-type: none"> <li>1. Wire bad connection</li> <li>2. Speaker damage</li> <li>3. Amplify circuit damage</li> <li>4. Sound circuit damage</li> </ol>	<ol style="list-style-type: none"> <li>1. Check the wire and reconnect</li> <li>2. Replace Speaker</li> <li>3. Replace TDA1519C</li> <li>4. Replace MSM9810B</li> </ol>

## 10.APPENDIX

### 《Prize line》 DipV3.03

Dip	Position								Description
	1	2	3	4	5	6	7	8	
SW1		OFF							No prize out
		ON							Prize out
			OFF						Coin Operate
			ON						Fee Play
				OFF	OFF	OFF			20 Coin 1 Play
				ON	OFF	OFF			12 Coin 1 Play
				OFF	ON	OFF			8 Coin 1 Play
				ON	ON	OFF			5 Coin 1 Play
				OFF	OFF	ON			4 Coin 1 Play
				ON	OFF	ON			3 Coin 1 Play
				OFF	ON	ON			2 Coin 1 Play
				ON	ON	ON			1 Coin 1 Play
							OFF		Power off no memory
							ON		Power off have memory
	OFF	ON	OFF	OFF	ON	ON	OFF	OFF	SW1 Default Setting
SW2	OFF								Game Speed Low
	ON								Game Speed Fast
			OFF	OFF	OFF				2500 Time to Win one Major Prize
			ON	OFF	OFF				1000 Time to Win one Major Prize
			OFF	ON	OFF				750 Time to Win one Major Prize
			ON	ON	OFF				500 Time to Win one Major Prize
			OFF	OFF	ON				250 Time to Win one Major Prize
			ON	OFF	ON				100 Time to Win one Major Prize
			OFF	ON	ON				50 Time to Win one Major Prize
			ON	ON	ON				Win by skill



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						OFF	OFF	OFF	50 Time to Win one Minor Prize
						ON	OFF	OFF	30 Time to Win one Minor Prize
						OFF	ON	OFF	15 Time to Win one Minor Prize
						ON	ON	OFF	10 Time to Win one Minor Prize
						OFF	OFF	ON	8 Time to Win one Minor Prize
						ON	OFF	ON	5 Time to Win one Minor Prize
						OFF	ON	ON	2 Time to Win one Minor Prize
						ON	ON	ON	Win By Skill
	OFF	OFF	ON	ON	OFF	ON	OFF	ON	SW2 Default Setting
<b>SW3</b>	OFF								Error No Alarm
	ON								Error Have Alarm
		OFF							Demon No Sound
		ON							Demon Have Sound
			OFF	OFF	OFF				20 Time per Credit
			ON	OFF	OFF				12 Play per Credit
			OFF	ON	OFF				8 Play per Credit
			ON	ON	OFF				6 Play per Credit
			OFF	OFF	ON				4 Play per Credit
			ON	OFF	ON				3 Play per Credit
			OFF	ON	ON				2 Play per Credit
		ON	ON	ON				1 Play per Credit	
						OFF	OFF	OFF	50 Time to Win one Medium Prize
						ON	OFF	OFF	30 Time to Win one Medium Prize
						OFF	ON	OFF	15 Time to Win one Medium Prize
						ON	ON	OFF	10 Time to Win one Medium Prize
						OFF	OFF	ON	8 Time to Win one Medium Prize
						ON	OFF	ON	5 Time to Win one Medium Prize
						OFF	ON	ON	2 Time to Win one Medium Prize
						ON	ON	ON	By Skill
	OFF	ON	ON	ON	ON	OFF	OFF	OFF	SW3 Default setting

Remark: When setting any Dip Switch. Must power off

Error Code	Description
E1	Coin Jam
E3	Prize sensor board problem

### 10.2 《Prize Line》 Wire Diagram V3.02

Pin No.	Socket no.	Wire	Direction	Description
IN0	JP1	Φ0.3 Brown	I	Choose Prize Button
IN1		Φ0.3 Orange	I	Stop Button
IN2		Φ0.3 Green	I	Continue Button
IN3		Φ0.3 Blue	I	Prize Sensor Board
IN4		Φ0.3 Purple	I	Bill Acceptor In Put
IN5		Φ0.3 Gray	I	
IN6		Φ0.3 White	I	
IN7		Φ0.3 Pink	I	
IN8	JP2	Φ0.3 Brown	I	
IN9		Φ0.3 Orange	I	
IN10		Φ0.3 Green	I	
IN11		Φ0.3 Blue	I	
IN12		Φ0.3 Purple	I	
IN13		Φ0.3 Gray	I	
IN14		Φ0.3 White	I	
IN15		Φ0.3 Pink	I	
IN16	JP3	Φ0.3 Brown	I	
IN17		Φ0.3 Orange	I	
IN18		Φ0.3 Green	I	
IN19		Φ0.3 Blue	I	
IN20		Φ0.3 Purple	I	
IN21		Φ0.3 Gray	I	
IN22		Φ0.3 White	I	
IN23		Φ0.3 Pink	I	
IN24	JP4	Φ0.3 Brown	I	Coin In put
IN25		Φ0.3 Orange	I	
IN26		Φ0.3 Green	I	Sound ( Big) K1
IN27		Φ0.3 Blue	I	Sound ( small) K2
IN28		Φ0.3 Purple	I	SW1 inquire K3
IN29		Φ0.3 Gray	I	SW2 Service SW K4
IN30		Φ0.3 White	I	SW3 Test K5
IN31		Φ0.3 Pink	I	SW4 Reset K6

DI	JP18	Φ0.5 Green	O	Display data move out ( Connect Digital board data move in signal : DI )
CK		Φ0.5 White	O	Display SYNC Clock ( Connect Digital board clock signal : CLK )
ST		Φ0.5 Gray	O	Display out put Latch ( Connect Digital board Latch signal : ST )
DI	JP19	Φ0.5 Orange	O	Display data move out 2 ( Connect Digital board data move in signal : DI )
CK		Φ0.5 Pink	O	Display SYNC Clock 2 ( Connect Digital board clock signal : CLK )
ST		Φ0.5 Blue	O	Display out put Latch 2 ( Connect Digital board Latch signal : ST )
+5V	JP13	Φ0.5 Red	P	DC 5V
GND		Φ0.5 Black	P	GND
GND		Φ0.5 Black	P	GND
+12V		Φ0.5 Yellow	P	DC 12V
SP-L	JP11	Φ0.5 Brown	O	Sound Left
GND		Φ0.5 Black	O	Sound GND
SP-R		Φ0.5 Gray	O	Sound Right

**Serial display wire connect :** Main Board JP18 → GA-070915A(Digital borad) → GA-071008C(0.8" 2 Digital borad)

Main Board JP19 → GA-090704(Long light Board) X 3 → GA091210(Serial data out put ,1.Medium prize light,2.LED red light box ,3. LED Green light box,4. LED Blue light box)

Pin No.	Socket no.	Wire	Direct ion	Description	
O0	JP5 ULN2803	Φ0.5 Brown	O	Coin Meter Driver	
O1		Φ0.5 Orange	O	Prize Meter Driver	
O2		Φ0.5 Green	O	Prize Sensor Board Emit	
O3		Φ0.5 Blue	O	Big prize light GA-090706	
O4		Φ0.5 Purple	O	Small prize light GA-090706	
O5		OC Out Put	Φ0.5 Gray	O	Choose prize button light
O6			Φ0.5 White	O	Stop Button Light
O7			Φ0.3 Pink	O	Continue Button Light
O8	JP6 ULN2803	Φ0.5 Brown	O	Big prize light 1choose connect GA001_BONUS_LED V1.1 SEL	
O9		Φ0.5 Orange	O	Medium prize light 1choose connect GA001_BONUS_LED V1.1 SEL	
O10		Φ0.5 Green	O	Medium prize light 2 choose connect GA001_BONUS_LED V1.1 SEL	
O11		Φ0.5 Blue	O	Big prize light 2 choose connect GA001_BONUS_LED V1.1 SEL	
O12		OC Out put	Φ0.5 Purple	O	Small Prize light 1 Choose connect GA001_BONUS_LED V1.1 SEL
O13			Φ0.5 Gray	O	Small Prize light 2 Choose connect GA001_BONUS_LED V1.1 SEL
O14			Φ0.5 White	O	Small Prize light 3 Choose connect GA001_BONUS_LED V1.1 SEL
O15			Φ0.5 Pink	O	Small Prize light 4 Choose connect GA001_BONUS_LED V1.1 SEL
O16	JP7 ULN2803	Φ0.5 Brown	O	Small Prize light 5 Choose connect GA001_BONUS_LED V1.1 SEL	
O17		Φ0.5 Orange	O	Small Prize light 6 Choose connect GA001_BONUS_LED V1.1 SEL	
O18		Φ0.5 Green	O	Prize lighting Board D1 GA001_BONUS_LED V1.1 D1	
O19		Φ0.5 Blue	O	Prize lighting Board D2 GA001_BONUS_LED V1.1 D2	
O20		OC Input	Φ0.5 Purple	O	Prize lighting Board D3 GA001_BONUS_LED V1.1 D3
O21			Φ0.5 Gray	O	Prize lighting Board D4 GA001_BONUS_LED V1.1 D4
O22			Φ0.5 White	O	Big Prize Motor 1

O23		Φ0.5 Pink	O	Big Prize Motor 1	
O24	<b>JP8</b> <b>ULN2803</b>  <b>OC Out</b>	Φ0.5 Brown	O	Big Prize Motor 2	
O25		Φ0.5 Orange	O	Big Prize Motor 2	
O26		Φ0.5 Green	O	Small Prize Motor 1	
O27		Φ0.5 Blue	O	Small Prize Motor 2	
O28		Φ0.5 Purple	O	Small Prize Motor 3	
O29		Φ0.5 Gray	O	Small Prize Motor 4	
O30		Φ0.5 White	O	Small Prize Motor 5	
O31		Φ0.5 Pink	O	Small Prize Motor 6	
OH24		<b>JP9</b> <b>SI4953</b>  <b>Out put 12V</b>		O	
OH25				O	
OH26			O		
OH27			O		
OH28			O		
OH29			O		
OH30			O		
OH31			O		
1	Ticket Dispenser <b>JP17</b>	Φ0.5 Green	P321	Ticket Signal	
2		Φ0.5 Yellow	+12V	+12V (<500mA)	
3		Φ0.5 Black	GND	GND	
4		Φ0.5 White	P330	Ticket Dispenser Driver	
1	<b>JP20</b>		GND		
2	Rest		RESE T		