

Coast to Coast ENTERTAINMENT

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Applications & Functions Instructions

Claw Strength “Strong, Low, and Bonus”

Strong: When the claw first picks up the prize in the down position.

Low: When the claw reaches the up position and carries the prize to the prize drop point.

Bonus: This option can be set to any number desired from 0 to 99. It is recommended that the voltage for this setting is all the way up. (If you set this number at 20, it means 1 time out of every 20 plays you will more than likely give away a prize)

1. Move the TEST SWITCH to the ONE position. The TEST SWITCH is located on the control panel inside the game .



2. Display will show a flashing “00”

3. Press the drop button, and the display will show “01” . Adjust the 1st black knob marked vr1 on the voltage control panel until you reach your desired voltage. (Look inside your control door towards the left upper corner behind your voltage meter, and you will see a small white panel with 3 black knobs on it. It is located right above your prize sensor.) This will be your strong voltage

4. Press the drop button again, and the display will show “02” . Adjust the middle black knob on the panel to your desired voltage. This will be your low voltage.

5. Press the drop button a 3rd time, and the display will show “03” . This controls your bonus voltage, and you adjust it with the 3rd black knob on the panel.

6. When all 3 voltages are set to your desired settings , turn the TEST SWITCH back to the ZERO position. This is VERY IMPORTANT because if the switch is left in the ONE position the game will not play.

Setting your Bonus

With the inside power switch off, hold in the yellow free play button, and turn the power back on. Keep your finger on the free play button until your display shows a “00” . When you release the free play button, the current setting will display. The default will always be 10. That number can be changed by moving the joystick up or down to raise or lower that number. It can be set anywhere between 0 and 99. When you are at your desired number, turn the power off and on again. You will then be set at your new number.

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CRANE MACHINE

(STANDARD WIN RATE - LGS3GTX)

WIN RATE : DIP Sw1

DIP SW 1 : not used 1=ON 0=OFF

DIP SW 1	1	2	3	4	5	6	7	8

DIP SW 2 1=ON 0=OFF

FUNCTION / SWITCH	1	2	3	4	5	6	7	8
CLAW MOVES TO MIDDLE AT BEGINING OF PLAY	YES	1						
	NO	0						
DISPLAY	CREDIT		0					
	PLAY		1					

CRANE MACHINE

(STANDARD WIN RATE - LGS3GTX)

30-May-05

1=ON 0=OFF

DIPSW3

MODE\SWITCH POSITION	1	2	3	4	5	6	7	8
COIN MECH 1	1 COIN 1 CREDIT	0						
	1 COIN 2 CREDITS	1						
BILL ACCEPTOR	1 PULSE 1 CREDIT		0					
	1 PULSE 2 CREDITS		1					
4 CREDITS GET 1 PLAY	NO			0				
	YES			1				
CREDIT TO PLAY	1 CREDIT 1 PLAY				0	0	0	
	2 CREDITS 1 PLAY				1	0	0	
	4 CREDITS 1 PLAY				0	1	0	
	8 CREDITS 1 PLAY				1	1	0	
	20 CREDITS 1 PLAY				0	0	1	
	28 CREDITS 1 PLAY				1	0	1	
	4 CREDITS 3 PLAYS				0	1	1	
20 CREDITS 15 PLAYS				1	1	1		
GAME TIME	15 SEC							0 0
	30 SEC							1 0
	45 SEC							0 1
	60 SEC							1 1

DIP SW4

MODE\SWITCH POSITION	1	2	3	4	5	6	7	8
COIN MEMORY	CLEAR	1						
	SAVE	0						
HOME POSITION ISN'T THE SAME AS THE EXIT		0						
HOME POSITION IS THE SAME AS THE EXIT		1						
TEST CLIP VOLTAGE (LOW VOLTAGE)			1	0	0			
TEST CLIP VOLTAGE (MID VOLTAGE)			0	1	0			
TEST CLIP VOLTAGE (HIGH VOLTAGE)			0	0	1			
ATTRACT MODE	ON					0		
MUSIC	OFF					1		
SENSOR CHECK	ON (TEST)							1
	OFF (OPEN)							0
PLAY UNTIL	ON							0
YOU WIN OPTION	OFF							1

Ps1 ENTER SENSOR MODE: DISPLAY WILL SHOW " 11 ", PLEASE CHECK IF SENSOR CAN SENSE WITH A STUFF. TURN OFF SWITCH TO BACK TO OPERATE AFTER CHECK.

WIRING DIAGRAM

(A) J1: D Type connector (TO CRANE)
Look chart (3)

(B) J2: Power connector

1: GND	BLACK
2: +5V	RED
3: +24V	ORANGE
4: -48V	YELLOW
5: +48V	GREEN
6: +12V	BLUE

(C) J3: Speaker, Sensor connector

1: +12V	RED
2: GND	BLACK
3: Sensor out	WHITE
4: Sensor in	BROWN
5: FREE PLAY	ORANGE
6: Balancer	BLACK
7: NC	
8: NC	
9: Speaker+	GRAY
10: Speaker-	PURPLE

(D) J5: Coin selector, Rotary motor control
Counter connector

1: GND	
2: GND	BLACK
3: GND	
4: Coin selector 1 signal	
5: Coin selector 2 signal	WHITE
6: Inhibit Coin Mech signal	GREEN
7:	
8: Coin selector 1 power +12V	RED
9: Counter out	BLUE
10: Counter in	GREEN
11: Counter power +12V	RED
12:	

(E) J6: Direction ket

1: Key (get)	BLUE
2: Key (down)	
3: Key (left)	YELLOW
4: Key (right)	ORANGE
5: Key (back)	RED
6: Key (forward)	BROWN
7: GND	BLACK

(F) J7: Display connector

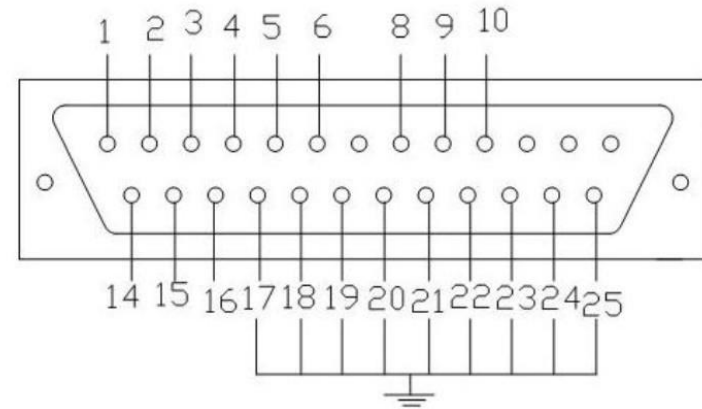
1:	
2:	
3: Prize Counter	YELLOW
4: Lamp of "catch"	BROWN
5: +12V	BLACK
6:	
7:	
8:	
9:	7 - Seg display
10:	
11:	
12:	
13: +5V	

(G) J10: Display connector

1: +5V	RED
2: GND	BLACK
3:	PINK
4:	WHITE
5:	Double 8 digits display GRAY
6:	7 - Seg display PURPLE
7:	BLUE
8:	GREEN
9:	YELLOW
10:	ORANGE

WIRING DIAGRAM

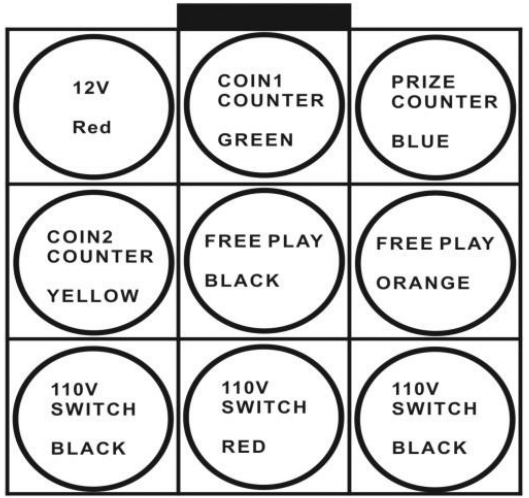
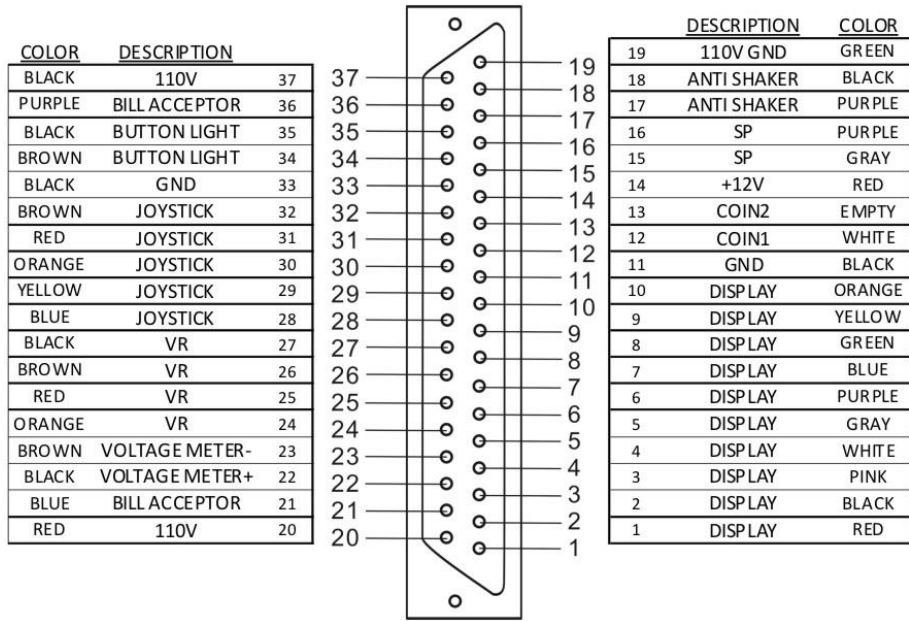
J1



J 1. 25 PIN CONNECTOR WIRE LIST

DESCRIPTION	FORWARD MOTOR	LEFT OR RIGHT MOTOR	UP OR DOWN MOTOR	POWER SUPPLY FOR CLAM	FRONT LIMIT SWITCH	HOME LIMIT SWITCH	LEFT LIMIT SWITCH	TOP LIMIT SWITCH	BOTTOM LIMIT SWITCH
REFERENCE NUMBER	1,14	2,15	3,16	4,17	5	6	8	9	10
Q'TY PER ASSEMBLY	1	1	1	1	1	1	1	1	1

WIRING DIAGRAM



CRANE MACHINE

TROUBLE SHOOTING

ERROR NO.	CAUSING	SOLUTION
1	UP-AND-DOWN MOTOR	CHECK UP-AND-DOWN MOTOR SWITCH
2	FORWARD-AND-BACK MOTOR	CHECK FORWARD-AND-BACK MOTOR SW
3	LEFT-AND-RIGHT MOTOR	CHECK LEFT-AND-RIGHT MOTOR SW
4	COIN MECH 1	CHECK COIN MECH "NO" SETTING
5	COIN MECH 2	CHECK COIN MECH "NO" SETTING
6	FORWARD-AND-BACK MOTOR	CHECK FORWARD-AND-BACK MOTOR SW
8	MAIN PCB RAM	CHANGE NEW RAM IC
9	PRINT	CHECK PRINT IS WELL INSTALLED
	CLAW NO FUNCTION	CHECK DC COIL OR FUSE