



User's Manual

Product Name: DUCK CLAW

About manual

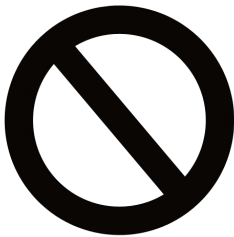
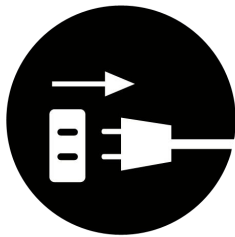
This user manual helps users understand the detailed use information and precautions of the company's product [DUCK CLAW]. This user manual can also help users solve general problems encountered when using this product [DUCK CLAW]. Users can also learn more about this product in other ways, and hope that users can put forward valuable comments and suggestions.

Description of labels used in manuals and products

Labels will be affixed on this user manual and product for the user to use and operate the company's products.

Preface

The types of graphic marks used in this book or on the machine are as follows:

Graphic mark	Description	Graphic mark	Description
	General attention		Grounded
	Forbid		Unplug the power plug

	Dismantling is prohibited		Follow instructions
	Watch out for fireworks		No water injection

Part 1 : Product Introduction

1.1 Product name

DUCK CLAW

1.2 Product introduction and features

- A. Drainage of explosives, explode the market
- B. Innovative ideas, far-sighted
- C. Multi-party supply, high quality and Wumart
- D. Ultra-low threshold, higher return
- E. High-quality products, leading the industry

1.3 Machine specifications

Machine size: L848*W617*H2270mm (length, width and height)

Machine power:300W at standby, 350W at work

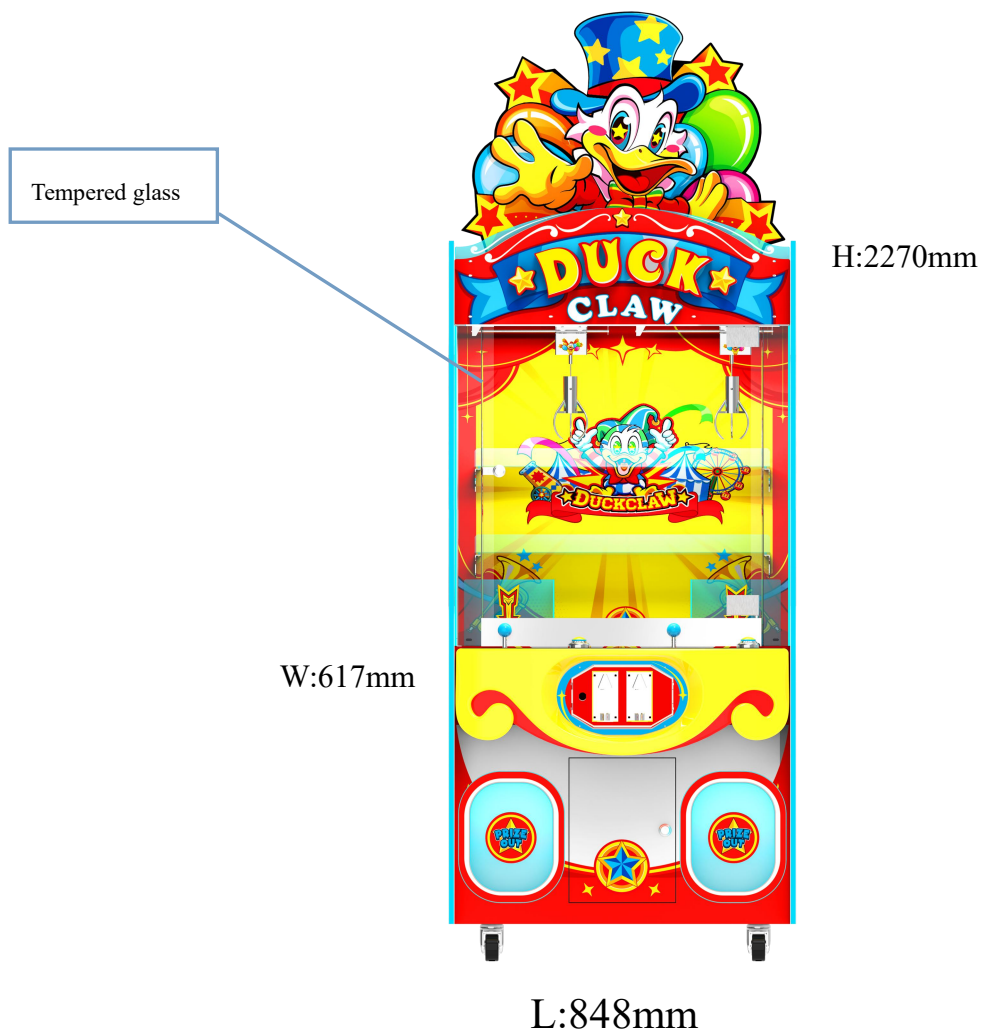
Machine: equipped with 2 claws

1.4 Application Environment

The software of this product runs on the company's self-developed motherboard and is used in major indoor business districts or crowded entertainment venues.

Part 2 : About Machine

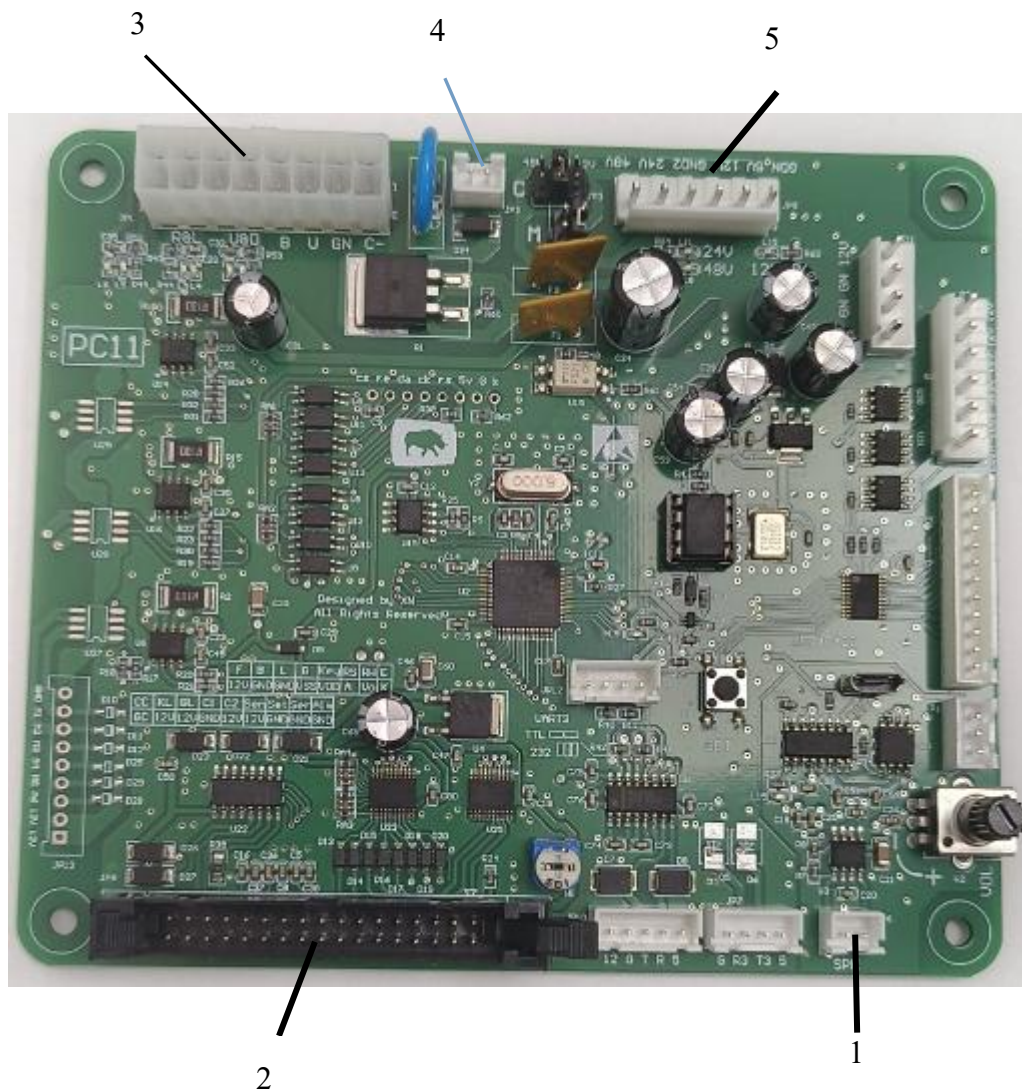
2.1 Description and dimension



N.W.: 90KG

G.W.:120KG

Part 3. About PCB



- | | |
|-------------|--|
| 1. Volume | 2: LCD Screen/ Joystick /Sensor /Coin Acceptor /Counter / Button / |
| Light Panel | 3: Overhead Crane |
| Input | 4: Voltmeter |
| | 5: Motherboard Power |

Part 4. About pcb wire connections

1.JP6: Voltage meter2P

1	2
+	GDN

2.JP8: Gantry Connections 34P

1	LC (K)	1	LC (E)
2	LC (vo)	2	LC (RW)
3	LC (A)	3	LC (RS)
4	LC (VDD)	4	Button signal
5	LC (VSS)	5	Joystick right
6	Button GND	6	Joystick left
7	Joystick GND	7	Joystick back
8	Joystick LED 12V	8	Joystick forward
9	Debounce GND	9	Debounce signal
10	Button GND	10	Service button
11	Sensor GND	11	Setup button
12	Sensor 12V	12	sensor signal
13	Coin slot 12V	13	Coin signal 1
14	Coin slot GND	14	Coin signal 2
15	LED12V	15	12V
16	12V	16	Button LED
17	Prize counter	17	Coin counter

3.JP1: Gantry Connections 25P

1	Left/Right Motor +	9	Forward/Backward Motor+
2	Left/Right Motor -	10	Forward/Backward Motor-
3	Up/Down Motor+	11	Microswitches GND
4	Up/Down Motor-	12	Front Microswitches
5	Microswitches (Rear)	13	Left Microswitches
6	Microswitches(Top)	14	Lower Microswitches
7	Microswitches GND	15	Microswitches GND
8	Claw Solenoid+	16	Claw Solenoid-

4.JP2: Voltage meter2P

1	2
+	GND

5.JP5: PCB Power Connections 6P

1	2	3	4	5	6
48V	24V	48V—	12V	5V	GND

Part 5. Function setting

*1. Hold onto Set button to enter Menu when machine is on

A:Language

B:Accounting

C:Basic setting

D:Game modes

E:Claw power setting

F:Gantry Setting

G: Switch/Sensor test

H:Factory test

I: Data clear

J:Machine info

K:Reset

Exit Mode

Note: (function K) you can use this feature when you encounter a problem that cannot be solved, but once you use the content you set up earlier, you will not be able to recover yourself!

Joystick [up] [down] select the item you want to set and press the fetch key to enter the selected item.

2. Language

Rocker [left] [right] adjust language.

Grab button to return

3. Accounting

Audit
COIN IN:

PRIZE OUT:

PO BANK:

4. C: Basic Setting

C1	BG Music
C2	Game Time
C3	n coins n plays
C4	n Plays 1Plus
C5	Auto Start
C6	FreeMode
C7	Plays Keep
C8	Star Pos
C9	Prize Pos
C10	Sensor
C11	SKY CATCH
C12	Down Release
C13	Protocol
BACK	

C1 choose to turn background music on or off.

C2 sets the time limit for each game.

C3 sets a few coins and can play several games.

C4 set one game for every number of games played.

C5 the claw automatically moves to the middle of the machine for each sufficient number of games, and you can choose to turn it on or off.

C6 can choose to turn it on or off. After choosing to turn it on, the words "free" will be displayed, so you don't have to put in tokens.

When C7 shuts down and restarts the machine, it retains the number of currencies in which the previous game was restored, and you can choose to turn it on or off.

C8 choose whether the starting position of the claw is in the front or behind.

C9 choose whether the gift mouth is in the front or the back.

C10 falling object detects the level of the naked eye, which can be normally open or closed.

When C11 is turned on, press the button to catch objects in the air.

C12 starts the acquired car and comes back to drop the claws in place.

C13 docking payment system

5.D: Game mode

D1	Prize Mode
D2	D ifficulty
BACK	

D1 chooses the winning mode, and there are 5 options:

A, weak claw force mode (the claw grip is also very weak when the game reaches the winning probability).

b. Strong claw force mode (when the game reaches the probability of winning the prize, the grip of the claw becomes stronger at the same time, regardless of whether it is awarded or not, it becomes weaker next time).

C, probability cumulative fixed mode (the grip of the claw becomes stronger when the game reaches the winning probability until the prize is awarded).

d. Probability cumulative random mode (the game reaches the probability of winning the prize at random).

6.E:Claw power setting

E1 STRONG Catch

E1 voltage (grip) when setting strong claw force.

E2 WEAK Catch

E2 sets the voltage (grip) of weak claw force.

E3 S Catch TIME

E3 sets the transition time from strong voltage (grip) to weak voltage (grip).

E4 Top W Catch

E4 set the claw to the top to turn the weak claw force on

BACK

7.F:Gantry motor speed

F1 F&B SPEED

F1 sets the speed at which the claws move back and forth, with a scale of 1 to 10.

F2 L&R SPEED

F2 sets the speed at which the claws move left and right, with a scale of 1 to 10.

F3 U&D SPEED

F3 sets the speed at which the claws move up and down, with a scale of 1 to 10.

F4 Cable Length

F4 sets the adjustment of the length of the claw

BACK

8.G:Hardware-Sensor /Switch test

9.H: Factory test

10. The option of factory aging test, after entering the factory test, casually shake the joystick, that is, the machine.

11.Start the test automatically and press the start button to exit the test.

12.I: Data clear

11.J:Machine info

This category displays machine-related information.

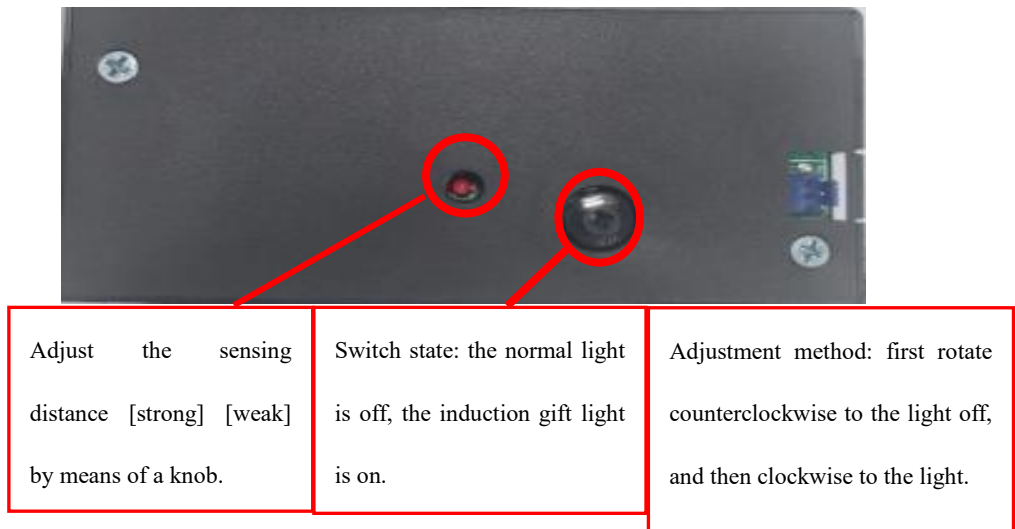
12.K:Reset

After entering, you can choose whether you need to restore the factory settings.

Exit mode

Press the start button to exit the settings directly and return to the game interface.

Adjustment for Prize Sensor:



6. Error judgment and troubleshooting

Catagory	Errors	Inspection and solution
Claw move down	The claw will not get off the hook after pressing the [start] button.Wait until the countdown to the game time is over before automatically clawing.	1. Check to see if the start button is working. 2. Check whether the [start] button wiring is loose or off. 3. Check whether the motherboard connection [start] button plug is loose or not plugged in properly.

	Start button is normal , but claws donot go down	1. Check whether the wire end of the upper and lower motor falls off. 2. Check whether the upper and lower motors fail or if the gear closes properly. 3. Check to see if the winding rope is normal. 4. Check whether the crane connector of the motherboard is loose or not plugged in properly.
	After pressing the [start] button, the claw will not go down or a little bit will grab back into position.	1. Check that the reel is entangled. 2. Check whether the stop fretting is easy to touch or break down.
	After pressing the [start] button, grab the pick-up line and return to position before the paw reaches the accumulation point.	1. Check whether the winding rope is too short? 2. Check that the reel is entangled. 3. Check whether the stop fretting is easy to touch or break down.
Take prize	The claw grabs the object and goes back to the exit without opening.	1. Check whether the post-stop fretting or left-stopping switch is malfunctioning or whether the wire end has fallen off. 1. Check whether the crane connector of the motherboard is loose or not plugged in properly.

Gantry	After the claws grab the object, the claws will return to the position without rising the crane.	1. Check whether the upper stop fretting has the phenomenon of wrong touch. 2. Check whether the upper stop fretting is faulty or if the end of the line falls off. 3. The failure follows the motherboard.
	The claws do not rise after grabbing the object, and the crane does not move.	1. Check to see if the upper and lower motors fail or the wire ends fall off. . 2. Whether the up-stop fretting is faulty or whether the end of the line falls off. 3. The failure follows the motherboard.
	The joystick cannot operate the gantry forward or backward.	1. Whether the joystick is malfunctioning or whether the end of the line falls off before and after the joystick. 2. Check that the joystick connector on the motherboard is loose or not plugged in. 3. Check whether the switch of the gantry to stop in front and at rear is malfunctioning or stuck. 4. Check whether the front and rear moving motor fails or the wire ends fall off, or the gears cannot be closed. 5. Check whether the gantry connector of the motherboard is loose or not plugged in properly. 6. Whether the wiring connections between the gantry and the machine is normal to the plug.

	The joystick cannot operate the gantry left or right	1. Whether the left stop and right stop of the joystick is malfunctioning or whether the end of the line falls off. . 2. Check that the joystick connector on the motherboard is loose or not plugged in. 3. Check whether the left and right switch of the gantry is malfunctioning or stuck. 4. Check to see if the left and right moving motor fails or the wire ends fall off, or the gears cannot be closed. 5. Check whether the gantry connector of the motherboard is loose or not plugged in properly. 6. Whether the connection between the gantry wiring and the machine wiring is normal to the plug.
Claw	The claws open and cannot be closed when the claws pick up the object.	1. C2 weak claw force voltage is set too low, please adjust the claw force voltage according to the size and weight of the item.
	The claw will be closed as soon as it is turned on.	1. The claw coil may be short-circuited, please replace it in time. 2, motherboard failure.
	Claws are not closed	1. The claw coil may burn out, please replace it in time. 2. Check to see if the connecting end of the line has fallen off. 3. The failure follows the motherboard.

Insert a coin	The machine does not send out the sound effect of receiving and receiving tokens, and the display screen shows that the number of coins invested does not add up.	1. Please check whether the coin acceptor is faulty and whether the signal indicator is normal. Whether the signal cable connected to the motherboard is loose. 2.. If the above situation is normal, that is, it is possible that the motherboard is faulty, please send the motherboard back to the factory for maintenance.
	Coins can not put in	1. Please check whether the coin acceptor is faulty, the signal indicator is normal, and the signal cable connected to the motherboard is loose. 2.Please check whether the sampling token in the coin acceptor matches the token you put in.

The machine cannot be started.

Please check first:

Is the power switch and master switch in OFF state?

Is the power plug not plugged in?

The lights of the machine are not on.

Please check first:

Is the power switch and master switch in OFF state?

Is the power plug not plugged in?

Is the connection of the light interface on the extended motherboard not connected properly?

If it is not the above problem, it may be caused by: LED lamp failure.

Handling method: replace the corresponding LED lights, please contact us: [whatsapp +86-18620502651](#); Email: linson_cheung@aliyun.com

Part 7 : Machine code errors notes

Error code	Error details
LOCK	program lock
E2	memory error
E3	probability out of range error
E4	coin acceptor error for player 1
E5	coin acceptor error for player 2
E6	sensor error
E7	the claw reached the prize exit error.
E8	wrong starting position of claw back.
E9	switch error before switch on detection
E10	switch error after switch on detection
E11	left switch error when switch on machine
E12	right switch error when switch on machine
E13	upside switch error when switch on machine
E14	downside switch error when switch on machine

When the fault can not be eliminated, please try to reset .

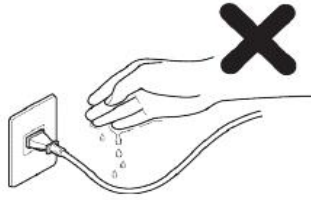
Solutions to E03

1/write down the accounting datas in the menu first.

2/Go to setting menu, move down joystick to select item I, then select I2 <P.O.Bank Clear>,move joystick left and right to select Clear, press Confirm button to clear,and finally exit the menu.

Part 8: Safety Notice:

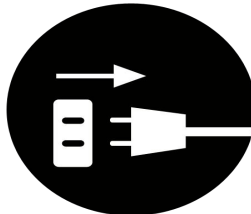
Do not unplug the power plug with wet hands, otherwise there may be a risk of electric shock



The power plug must be plugged in correctly to avoid the accumulation of dust and other dirt, and prohibit fireworks from approaching, otherwise it may cause a fire or electric shock



If there is smoke, abnormal smell or abnormal sound, please stop the operation immediately, cut off the power supply and unplug the power supply

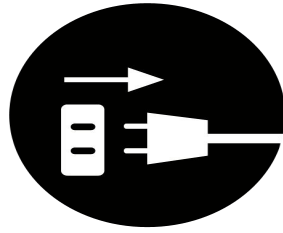


When the power cord or power plug is damaged, please stop the operation immediately and replace it in time

Except for store maintenance personnel or technicians, please do not open the rear maintenance door.

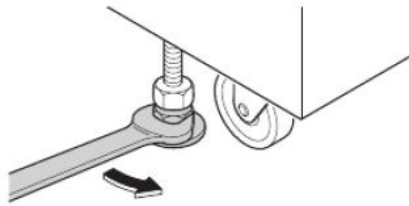
Some internal components carry high voltage

Be sure to turn off the power supply and the main power supply, and unplug the power plug before servicing the door after opening



Handling precautions

- More than 3 people must move the machine
- The machine must be handled carefully to avoid improper force or horizontal lying situation
- When moving on a flat floor, please use the rollers. Before moving, please loosen all the fixing devices to leave the ground.



Avoid crash or knock on the machine, which may damage the machine or damage the internal components of the machine

Cleaning notes:

- Inspection and cleaning must be performed more than once a month
- Do not use high-pressure cleaners and other tools to clean the machine. Once water enters the machine, it may cause electric shock or malfunction

To clean the surface of the machine, please use a soft cloth dampened with a neutral detergent, and then wipe it after wringing it out.