



# User's Manual

## Product Name: Magic Box

### About manual

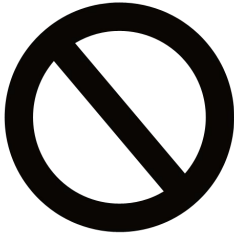
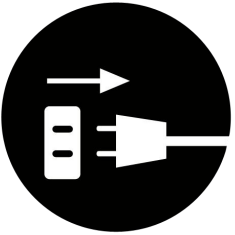
This user manual helps users understand the detailed use information and precautions of the company's product [Magic Box ]. This user manual can also help users solve general problems encountered when using this product [Magic Box ]. Users can also learn more about this product in other ways, and hope 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

#### Magic Box

### 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: L870\*W870\*H950mm (length, width and height)

Machine power:265W at standby, 352W at work

Machine: equipped with 1 claw

## 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

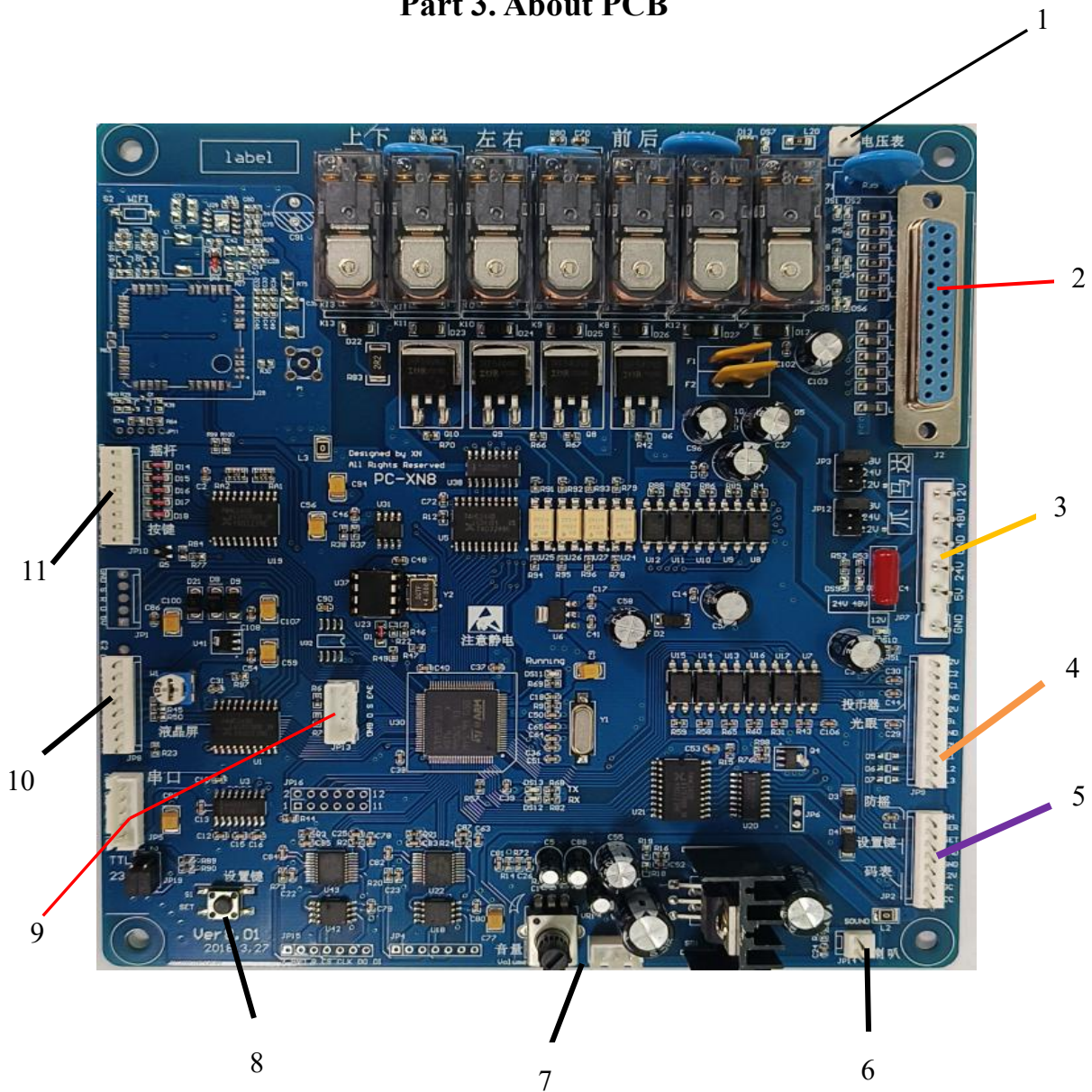
### 2.1 Description and dimension



N.W.: 95KG

G.W.:120KG

### Part 3. About PCB



1: Voltage meter

2: Gantry port

3: Power connection

4: Coin acceptor/Sensor

5: Setting/Coin count

6: Speaker

7: Volume

8: Setting / button

9: Serial ports 1/2

10: LCD display

11: Joystick / Buttons

## Part 4. About pcb wire connections

JP17: Voltage meter 2P

|   |     |
|---|-----|
| 1 | 2   |
| + | GND |

J2: Gantry Connections 25P

|    |                             |    |                      |
|----|-----------------------------|----|----------------------|
| 1  | Forward/back motor-         | 14 | Forward/back motor + |
| 2  | Left/ right motor-          | 15 | Left/ right motor +  |
| 3  | Up/down motor-              | 16 | Up/down motor +      |
| 4  | Claw+                       | 17 | Claw-                |
| 5  | Rear positioning switch     | 18 | GND                  |
| 6  | Front positioning switch    | 19 | GND                  |
| 7  | Right positioning switch    | 20 | GND                  |
| 8  | Left positioning switch     | 21 | GND                  |
| 9  | Upside positioning switch   | 22 | blank                |
| 10 | Downside positioning switch | 23 | blank                |
| 11 | blank                       | 24 | blank                |
| 12 | blank                       | 25 | blank                |
| 13 | blank                       |    |                      |

JP7: PCB Power Connections 6P

|     |     |      |     |    |     |
|-----|-----|------|-----|----|-----|
| 1   | 2   | 3    | 4   | 5  | 6   |
| 12V | 48V | 48V— | 24V | 5V | GND |

JP9:Coin acceptor /Sensor 11P

| 1   | 2      | 3      | 4   | 5             | 6                | 7             | 8             | 9                     | 10                    | 11                    |
|-----|--------|--------|-----|---------------|------------------|---------------|---------------|-----------------------|-----------------------|-----------------------|
| 12V | Coin 1 | Coin 2 | GND | Sensor<br>12V | Sensor<br>Signal | Sensor<br>GND | Lights<br>12V | Lights<br>signal<br>1 | Lights<br>Signal<br>2 | Lights<br>Signal<br>3 |

JP2: Setting/ Coin Count 8P

| 1                        | 2       | 3   | 4                     | 5                  | 6                    | 7                         | 8                       |
|--------------------------|---------|-----|-----------------------|--------------------|----------------------|---------------------------|-------------------------|
| Anti-stealin<br>g signal | Service | Set | Anti-stealin<br>g GND | Service/Set<br>GND | Coin<br>Count<br>12V | Prize-out<br>count signal | Coin-in count<br>signal |

JP14: Speaker 2P

|   |     |
|---|-----|
| 1 | 2   |
| + | GND |

JP 8:LCD display 8P

| 1   | 2  | 3              | 4              | 5              | 6 | 7 | 8 |
|-----|----|----------------|----------------|----------------|---|---|---|
| GND | 5V | V <sub>o</sub> | R <sub>s</sub> | R <sub>w</sub> | E | A | K |

JP 10: Joystick / buttons 8P

| 1                      | 2                   | 3                    | 4                | 5                 | 6        | 7                       | 8                    |
|------------------------|---------------------|----------------------|------------------|-------------------|----------|-------------------------|----------------------|
| Joystick/Button<br>GND | Joystick<br>forward | Joystick<br>backward | Joystick<br>Left | Joystick<br>Right | Button + | Button<br>lights signal | Button lights<br>12V |

## 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).

E, selling mode (can grab items with a set strong grip every time).

D2 sets how many games to play and can give a prize.

## 6.E:Claw power setting

|                 |
|-----------------|
| E1 STRONG Catch |
| E2 WEAK Catch   |
| E3 S Catch TIME |
| E4 Top W Catch  |
| BACK            |

E1 voltage (grip) when setting strong claw force.

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

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

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

## 7.F:Gantry motor speed

|                 |
|-----------------|
| F1 F&B SPEED    |
| F2 L&R SPEED    |
| F3 U&D SPEED    |
| F4 Cable Length |
| BACK            |

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

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

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

F4 sets the adjustment of the length of the claw

## 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.

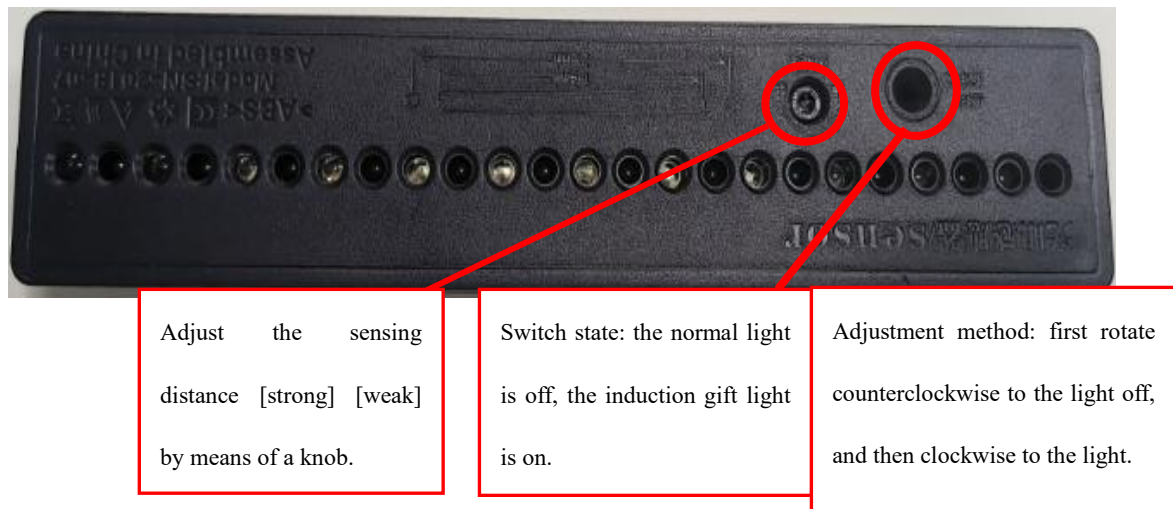
### 12.K:Reset

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<br>move<br>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. | <ol style="list-style-type: none"> <li>1. Check to see if the start button is working.</li> <li>2. Check whether the [start] button wiring is loose or off.</li> <li>3. Check whether the motherboard connection [start] button plug is loose or not plugged in properly.</li> </ol>                                                                                            |
|                      | Start button is normal , but claws donot go down                                                                                                     | <ol style="list-style-type: none"> <li>1. Check whether the wire end of the upper and lower motor falls off.</li> <li>2. Check whether the upper and lower motors fail or if the gear closes properly.</li> <li>3. Check to see if the winding rope is normal.</li> <li>4. Check whether the crane connector of the motherboard is loose or not plugged in properly.</li> </ol> |

|            |                                                                                                                                       |                                                                                                                                                                                                                                                                                   |
|------------|---------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|            | <p>After pressing the [start] button, the claw will not go down or a little bit will grab back into position.</p>                     | <ol style="list-style-type: none"> <li>1. Check that the reel is entangled.</li> <li>2. Check whether the stop fretting is easy to touch or break down.</li> </ol>                                                                                                                |
|            | <p>After pressing the [start] button, grab the pick-up line and return to position before the paw reaches the accumulation point.</p> | <ol style="list-style-type: none"> <li>1. Check whether the winding rope is too short?</li> <li>2. Check that the reel is entangled.</li> <li>3. Check whether the stop fretting is easy to touch or break down.</li> </ol>                                                       |
| Take prize | <p>The claw grabs the object and goes back to the exit without opening.</p>                                                           | <ol style="list-style-type: none"> <li>1. Check whether the post-stop fretting or left-stopping switch is malfunctioning or whether the wire end has fallen off.</li> <li>1. Check whether the crane connector of the motherboard is loose or not plugged in properly.</li> </ol> |
|            | <p>After the claws grab the object, the claws will return to the position without rising the crane.</p>                               | <ol style="list-style-type: none"> <li>1. Check whether the upper stop fretting has the phenomenon of wrong touch.</li> <li>2. Check whether the upper stop fretting is faulty or if the end of the line falls off.</li> <li>3. The failure follows the motherboard.</li> </ol>   |

|        |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|--------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Gantry | <p>The claws do not rise after grabbing the object, and the crane does not move.</p> | <ol style="list-style-type: none"> <li>1. Check to see if the upper and lower motors fail or the wire ends fall off. .</li> <li>2. Whether the up-stop fretting is faulty or whether the end of the line falls off.</li> <li>3. The failure follows the motherboard.</li> </ol>                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|        | <p>The joystick cannot operate the gantry forward or backward.</p>                   | <ol style="list-style-type: none"> <li>1. Whether the joystick is malfunctioning or whether the end of the line falls off before and after the joystick.</li> <li>2. Check that the joystick connector on the motherboard is loose or not plugged in.</li> <li>3. Check whether the switch of the gantry to stop in front and at rear is malfunctioning or stuck.</li> <li>4. Check whether the front and rear moving motor fails or the wire ends fall off, or the gears cannot be closed.</li> <li>5. Check whether the gantry connector of the motherboard is loose or not plugged in properly.</li> <li>6. Whether the wiring connections between the gantry and the machine is normal to the plug.</li> </ol> |

|      |                                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|------|------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|      | The joystick cannot operate the gantry left or right                   | <ol style="list-style-type: none"> <li>1. Whether the left stop and right stop of the joystick is malfunctioning or whether the end of the line falls off. .</li> <li>2. Check that the joystick connector on the motherboard is loose or not plugged in.</li> <li>3. Check whether the left and right switch of the gantry is malfunctioning or stuck.</li> <li>4. Check to see if the left and right moving motor fails or the wire ends fall off, or the gears cannot be closed.</li> <li>5. Check whether the gantry connector of the motherboard is loose or not plugged in properly.</li> <li>6. Whether the connection between the gantry wiring and the machine wiring is normal to the plug.</li> </ol> |
| Claw | The claws open and cannot be closed when the claws pick up the object. | <ol style="list-style-type: none"> <li>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.</li> </ol>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|      | The claw will be closed as soon as it is turned on.                    | <ol style="list-style-type: none"> <li>1. The claw coil may be short-circuited, please replace it in time.</li> <li>2, motherboard failure.</li> </ol>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|      | Claws are not closed                                                   | <ol style="list-style-type: none"> <li>1. The claw coil may burn out, please replace it in time.</li> <li>2. Check to see if the connecting end of the line has fallen off.</li> <li>3. The failure follows the motherboard.</li> </ol>                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

|               |                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                     |
|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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. | <p>1. Please check whether the coin acceptor is faulty and whether the signal indicator is normal.</p> <p>Whether the signal cable connected to the motherboard is loose.</p> <p>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.</p> |
|               | Coins can not put in                                                                                                                                              | <p>1. Please check whether the coin acceptor is faulty, the signal indicator is normal, and the signal cable connected to the motherboard is loose.</p> <p>2.Please check whether the sampling token in the coin acceptor matches the token you put in.</p>                                                                                         |

**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](mailto: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:

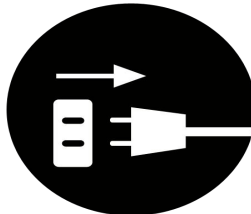
Do not unplug the power plug with wet hands, otherwise there may be a risk of electric shock



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

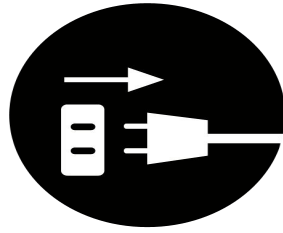


When the power cord or power plug is damaged, please stop the operation immediately and replace it in time

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

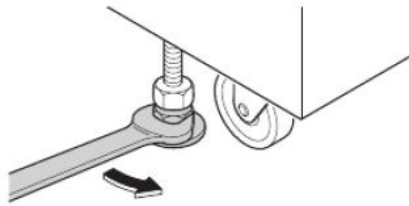
Some internal components carry high voltage

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.