

Operation Manual



Please read this manual before use

Preface

I. Company Profile:

Sincerely thank you for choosing the amusement machines produced by our company, our company has been developing continuously since it was founded in 2016, and we have strong material strength and technical strength. We are a comprehensive enterprise integrating product development, production, sales, operation and service. “Quality first, customer first, service first” is the guide of all actions of our company, and also the solemn promise to all customers. In order to let you can fully, reasonably and safely use this machine, please read this manual carefully, may it give you a good guide, wish you to step into the road of success!

II. Product Introduction:

Otaku Diary2 Big Claw Machine is a newly developed gift amusement machine, designed for public entertainment and a kind of indoor amusement machine, the shape is novel, beautiful, safe and reliable, easy to operate, it is the best amusement product in the playground.

III. Product Features:

- ✧ The gameplay is novel and highly entertaining;
- ✧ The appearance design is beautiful and elegant, with bright and delicate patterns. The materials are made of medium-density fiberboard, angle iron, sheet metal, etc., rust-proof, safe and durable;
- ✧ Using large-scale integrated circuits and built-in programs, the working performance is stable and reliable;
- ✧ The game program and profit ratio can be finely adjusted.

IV. Security concerns:

Before using the machine, please pay attention to the safety warning labels used on the machine; when reading this manual, please pay special attention to some precautions. Below we have divided the safety warnings into 3 categories, indicating different degrees of danger.

- **DANGER** This means there is a risk of injury if you are not careful.
- **WARNING** This means that if the machine is not operated properly, it may cause injury.
- **CAUTION** This means that if the operation is not done properly, it may cause injury or damage to the machine.

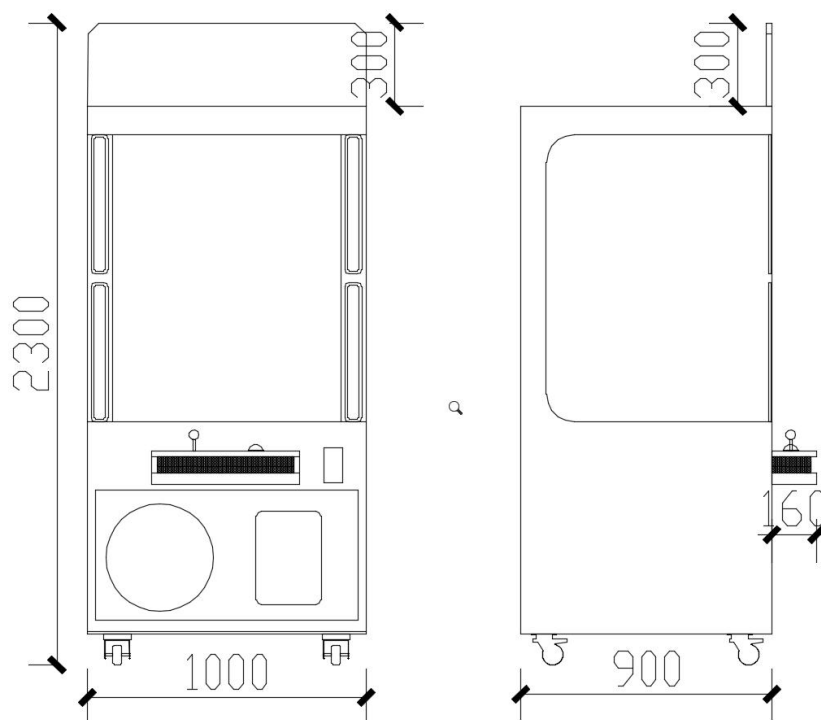
Please note the following markings inside the machine:

No maintenance personnel, do not open	High voltage marking
<div data-bbox="352 719 627 925" data-label="Image"> </div> <div data-bbox="352 925 627 1037" data-label="Text"> <p>No maintenance personnel, do not open.</p> </div>	<div data-bbox="956 696 1236 1025" data-label="Image"> </div> <div data-bbox="956 952 1236 985" data-label="Text"> <p>Warning: Danger ELectric Shock Risk</p> </div>
Be careful not to get pinched	
<div data-bbox="240 1160 791 1308" data-label="Image"> </div> <div data-bbox="533 1176 778 1285" data-label="Text"> <p>Please do not use your hand or object into the exit.</p> </div>	

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Machine Specifications and Technical Parameters



Equipment Name	Otaku Diary2 Big Claw Machine	Voltage	220V
Model	ZNRJDZJ-001	Claw Size	10-12 inch
Color	As Shown	Weight	210kg
Power	Minimum: 210W/Maximum: 270W		
Size	L1000*W900*H2300mm		
Material	Hardware+Acrylic+Wooden Board+Glass+Metal		
Environmental Conditions: Temperature (indoor): 0℃～35℃; Humidity: ≤90%; Atmospheric pressure: 86Pa～106Pa.			



WARNING: After turning off the power, please wait 1 minute before turning it back on.



NOTE: The above technical parameters are subject to adjustment without prior notice.

Accessories List

In order to use this machine correctly, please carefully check whether the following items are complete after opening the package, If anything is missing, please contact the dealer of this machine for verification.

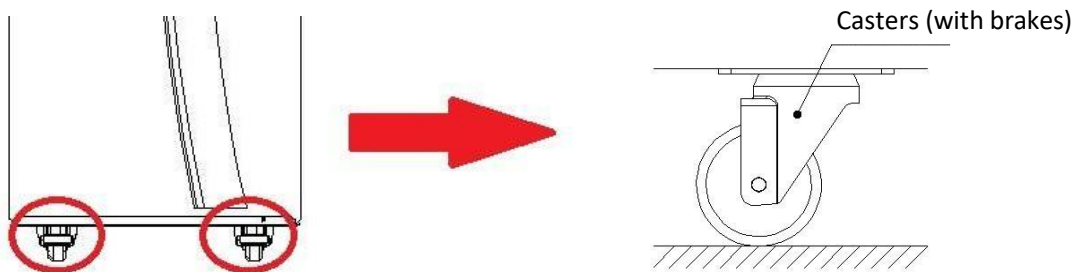
The accessories list is as follows:

No.	Accessory Name	Quantity	Unit	Picture
1	Micro Switch	2	Pcs	
2	Joystick	1	Pcs	
3	Button	1	Pcs	
4	Belt	5	Strip	
5	Screw & Nut	Several	Pcs	
6	Lubricating Oil	1	Pcs	
7	Pliers	1	Pcs	
8	Crane Rope	5	Strip	
9	Screwdriver	1	Pcs	
10	Towel	1	Pcs	
11	Socket Wrench	1	Strip	
12	Power Cord	1	Pcs	
13	Key	1	Pcs	

Moving and Placement Instructions

1. Machine Handling Methods

The machine is equipped with casters at the bottom to facilitate movement within a short distance. When moving the machine, make sure the casters are in contact with the ground and push the machine gently. Please note that there is a risk of tipping over when the casters are on the ground. When pushing, be sure to pay attention to obstacles and uneven road conditions ahead to ensure safe and smooth movement.



When the machine is moved on an uneven surface or with steps, four or more people are required to lift the machine to ensure safety.



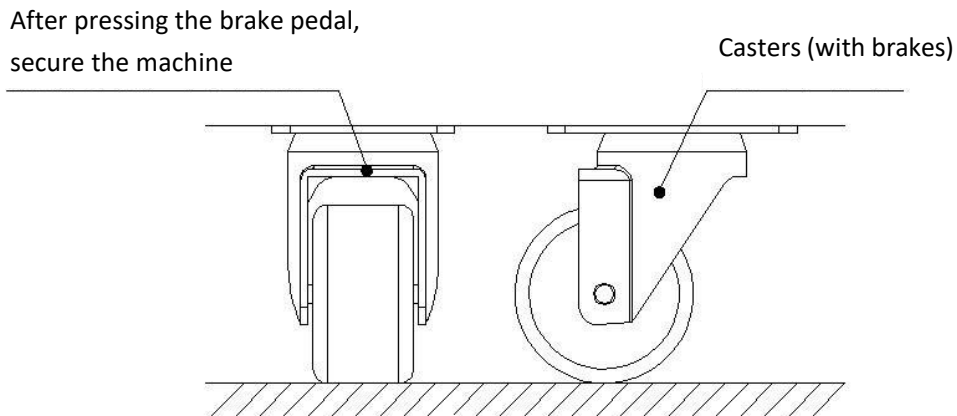
Please unplug the power plug before transporting to prevent accidents and malfunctions.

When transporting, be careful not to damage the power cord to prevent accidents and malfunctions.

Please install the caster brake plate before transporting to prevent accidents and malfunctions.

2. Machine Placement

- Please place the machine on a flat, non-slip surface;
- When the machine is pushed to a flat surface and is stable, press down the caster brake to fix the machine (as shown below)



3. DO NOT Use The Machine In The Following Places

- ⊙ Areas with high humidity that may cause condensation or dew on the machine;
- ⊙ Places near hot objects;
- ⊙ Places near hazardous materials;
- ⊙ In slippery or uneven places;
- ⊙ Places near equipment that is prone to sparks;
- ⊙ Places with severe vibrations;
- ⊙ In dusty environments.



WARNING: This machine is for indoor use only and is not suitable for outdoor use.

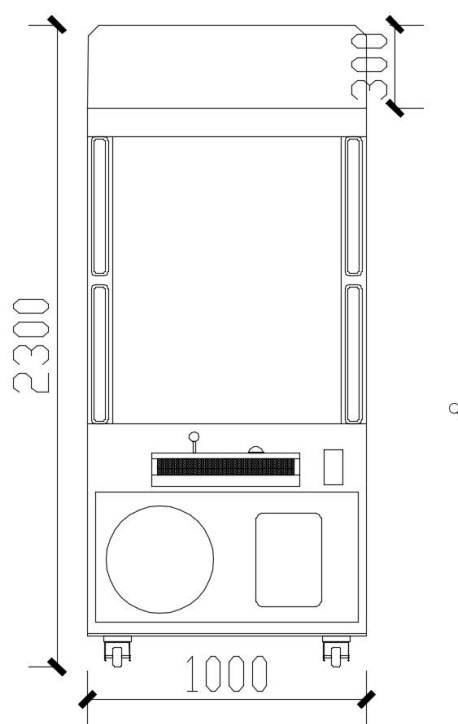


WARNING: Do not use a forklift to move the machine, this this may damage the machine.

4. Placement Range

The machine should be placed according to the following dimensions, leaving enough space for the machine to operate and ensure customer safety.

Game area: 1000mm



NOTE: The machine cannot be placed at an angle, as this may cause accidents.



NOTE: The division of the game area is subject to the label of each machine.

5. Precautions Before Starting The Machine

- 1) Check the power supply voltage parameters to ensure that the machine's electrical parameters are consistent with the machine's requirements, otherwise there is a risk of burning the machine or causing a fire.
- 2) Connecting too many wires to the same power socket may cause the terminal to overheat and cause a fire.

Wiring and Precautions

- Plug one end of the power cord into the wiring of the machine's junction box, and the other end into the power socket.
- Please connect the power supply according to the voltage marked on the machine, otherwise the machine may be damaged.
- To avoid unnecessary damage, be sure to check whether the socket has a grounding function.
- If cannot ground through the socket, please ground it in other ways.

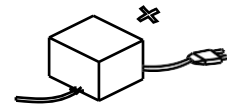


WARNING: The working voltage of this machine is 110V. Please connect the power supply according to the voltage marked on the machine, otherwise the machine may be damaged.

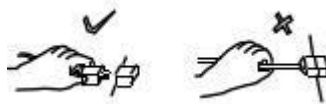


ATTENTION:

◎ The power cord cannot be pressed by heavy objects, which can easily damage the wire and cause a short circuit, which may cause a fire in serious cases.



◎ When unplugging the power cord from the socket, grab the plug and pull it out instead of pulling the wire.



◎ Do not unplug the plug directly with wet hands.



◎ The power cord cannot be stretched or twisted with force, and the power cord cannot be exposed near hot objects.

◎ Do not kick or touch the power cord.



◎ Use the correct voltage and fuse (refer to technical information).

Installation and Maintenance

1. Installation and Commissioning

- ◎ Before installation, please assemble the parts according to the approved parts list;
- ◎ The use site must be flat and firm. After the machine is placed, the adjustment seat should be adjusted to the ground level and fixed;
- ◎ After installation, plug in the power cord and turn on the machine to check whether the various parts of the machine are operating normally. If any abnormality is found, the machine should be stopped in time to remove the obstacle.

2. Appearance Inspection

To ensure the safe use of the machine, be sure to check the following points before starting the machine:

- ◎ Whether the "warning sign" is intact, clearly visible, and whether the pasting position is correct.
- ◎ Whether the parameters of the connected power supply are consistent with the machine.
- ◎ Whether the screws of various parts of the machine are loose, and whether the steering wheel assembly is loose.
- ◎ Check whether the connectors are loose and the terminals are detached.
- ◎ Whether the machine is placed stably and the caster brake plate is pressed tightly.
- ◎ Whether the machine is placed in the correct position.

3. Operation Inspection

- ◎ Whether the speaker sounds normal.
- ◎ Whether the fluorescent lamp and button light are on.
- ◎ Whether the crane is operating normally.

4. Warranty and Maintenance

- ◎ Before working every day, test whether the machine is operating normally.

- ◎ When there is dirt and dust on the machine, wipe it clean with a soft cotton cloth coated with detergent.
- ◎ After a new machine has been running for one month, check whether all parts are normal.
- ◎ Check the machine frequently.

5. Cleaning

◎ Machine Casing

To remove stains on the surface of the machine, please use a clean, soft cotton cloth.

◎ Display Screen

Use a clean, soft, non-damp cotton cloth to clean the outside of the display screen; do not let any acidic substances adhere to the surface of the touch screen.

◎ Exhaust Fan

The exhaust fan is one of the main tools for dissipating heat inside the machine. The exhaust fan must be kept clean, operating normally, and the air outlet is unobstructed.



WARNING:

- **The power must be turned off when the machine is repaired.**

To avoid short circuits, turn off the power before touching the internal

- **Always use the appropriate parts when replacing parts.**

Using incorrect accessories may cause electrical short circuits and damage the motherboard and components.

- Do not disassemble, assemble or modify the device. This may cause electrical short circuits, mechanical failures, etc., and in severe cases may cause fire.
- Do not place vases, cups, containers, etc. filled with water on the machine, or place chemicals or heavy objects on the machine. Splashing liquids can cause electrical short circuit damage to the device, and falling objects can injure the human body and damage the machine.
- Do not place objects on the machine exhaust port. When the vents are blocked, the temperature inside the machine will rise, affecting the normal operation of the game and even damaging the device.
- Do not repair the machine. This may cause a short circuit or uncontrolled operation.

Gameplay and Introduction

1. Gameplay

Step 1: Players need to put in enough coins or game coins until the game score or amount set by the system is reached. After the game starts, the background music of the platform will automatically switch, the demonstration music will become the game music, and the indicator light of the "Hook" button will light up, prompting the player to start the operation.

Step 2: Players control the direction of the crane's movement by moving the joystick to drive the claw to the target location. When the player starts to move the joystick, the game time countdown will be displayed on the LCD screen.

Step 3: When the player presses the "Hook" button or the countdown ends (the game time can be adjusted according to the settings), the crane will drive the motor to lower the claw and start grabbing the target object. At this time, the down arrow light will flash quickly.

Step 4: If the program sets the "pick up objects in the air" function, the player can press the "Hook" button again before the claw reaches the bottom to grab the object in the air.

Step 5: When the claw rises to the top of the screen, the claw stops rising, moves to the exit and releases the claw.

2. Game Introduction

A. DEMO Standby

When no one is playing the game, the standby music will play. The standby music will play in a loop according to the interval set by the advertising music.

B. Coin-operated Method

1. The machine can set the number of coins and points to be inserted through the menu.
2. Coin-operated signals below 20ms are not counted as coin-operated signals.
3. It is recommended to adjust the coin-operated speed of the coin-operated machine to more than 20ms. And set it to normally open.

C. Coin-operated Indicator

- If it is set to 1 coin, the operation panel display will increase by 1 after the coin is inserted.
- If it is set to 2 coins per point, 2 coins must be inserted to make the coin-operated machine add 1 point. When the first coin is inserted, the machine will make a coin collection sound, the coin-operated machine will accumulate, but the LCD counter will not accumulate.

The player must insert 2 more coins to accumulate the game score.

D. Shaking Table

1. If the machine is equipped with a foul device, when the player shakes the machine, the machine will emit a voice of "Do not shake the machine".
2. If the claw is closed, when the machine detects that shaking the machine violates the rules, the machine will release the claw and return to the origin. If you set the shake to clear the score, all scores will be cleared.

Game Settings

Main Menu	Secondary Menu	Range Value	Default Value	Description
1. Gripping Force and Motor Speed	High Gripping Force Voltage	0-50V	40	The gripping force voltage when grabbing an item (can be tested by pressing the test button)
	Medium Gripping Force Voltage	0-50V	40	The voltage after the medium pressure reaches the top position
	Weak Gripping Force Voltage	0-50V	0	The voltage when the claw reaches the top (reset voltage)
	Prize Gripping Force Voltage	0-50V	48	The gripping force voltage when the machine dispenses a prize
	Medium Gripping Force in Range	0-50V	40	The gripping force when a prize appears within the set range
	Gripping Force Test	/	/	After adjusting the gripping force, you can enter the test mode.
	Forward and Reverse Speed	5-50	15	The speed at which the crane moves backward
	Left and Right Speed	5-50	15	The speed at which the crane moves left
	Upward Speed	5-50	25	The speed at which the crane moves upward
	Downward Speed	5-50	25	The speed at which the crane moves downward
<p>Note: "Winning grip strength" refers to the force used from the moment the claw grabs the prize until the crane returns to its starting position.</p> <p>Note: "Weak grip strength" refers to the process where, after the claw grabs the item, a "strong grip voltage" is applied for a certain distance. Then, based on the set time, a "medium grip voltage" is applied. Once it reaches the positioning point, a "weak grip voltage" is used.</p>				
2. Basic Setting	Number of games for prize payout	/	10	Prizes will be awarded according to the set value (range)
	Bonus strong grip attempts (requires prize sensor to be turned on and installed)	Off	1	After reaching the set amount, if no prize is awarded, the system will give 1 "winning grip strength" and start the next cycle.
		1-19	1	After reaching the set amount, if no prize is awarded, the system will give the number of "winning grip strength" attempts as set. Once a prize is won or the bonus attempts are used up, the next cycle will begin.
		Unlimited	1	After reaching the set amount, if no prize is awarded, the system will continue giving "winning grip strength" until a prize is won.
	Standby music	ON	ON	Music will play in standby mode.
2. Basic Setting		OFF	ON	No music will play in standby mode
	Standby music selection		1	In standby mode, play (random, 1-14) songs.
	Game music selection		5	In the game state, play the music set in 1-14 songs
	Volume adjustment	OFF	26	No sound
		1	26	Minimum sound
		30	26	Maximum sound

	Game Countdown		30	After the game starts, the system will count down by one second according to the set value. When the countdown reaches 0, the game will automatically start.
	Game starts automatically		OFF	The game starts automatically after inserting a coin
	Award Mode(Combined with the guaranteed amount setting)		Fixed strong grip	1) Fixed strong grip -> Fixed number of prizes; 2) Random strong grip -> Press 1 - Randomly give out strong grip once within the set probability; 3) Clamp protection mode (export mode) -> Give out prizes according to the set product price amount; 4) Weak grip mode -> Skill play, no winning power.
	Winning sensor	ON	ON	Need to install a winning sensor, otherwise you can't play the game
		OFF	ON	No need to install the winning sensor, can't use the clip protection mode, can't use the bonus times, otherwise the machine can't run
	Grabbing objects in the air	ON	OFF	The claw falls in mid-air. Press the grab button again to grab the object directly.
		OFF	OFF	The claw falls in mid-air, and pressing the grab button again has no effect
	Coin Gift	OFF	OFF	No gifts for coin-operated
		1-100	OFF	When the player inserts a coin to the set value, the system will give one coin
	Clearing the account			1) Clear coin count -> Clear the coin count on the game interface; 2) Clear the cumulative count -> Manually clear the probability queue of the game; 3) Clear account -> Clear account, check all clears in the account
2. Basic Setting	Boot up cumulative retention	ON	ON	Restarting the machine will keep half of the previous probability
		OFF	ON	Restart the computer and recalculate the probability
	Anti-slip claw page display		OFF	When the Anti-slip claw is turned on, the game screen will show how many rounds are left before the Anti-slip claw is turned on.
	Coins per turn		1	The score corresponding to a coin put by the player
	Coins per game		1	The player's score for each game
	Power-on test	ON	ON	The micro switch will be tested when the crane is turned on
		OFF	ON	The micro switch will not be tested when the crane is turned on
	Power-on score retention		ON	After turning on and off, the coin-operated score will be retained
3. Advanced Settings	Medium voltage top time		3	Strong grip time setting 1-30 Calculation method: Divide the grip time into 30 parts, and use the set value as the strong grip time

	Claw height		2000	The height limit of the claw grabbing the gift; How to set: adjust the value joystick left and right and test downward once
	Claw swing length	OFF	300	There is no clearance between the claw and the top, so the claw cannot swing in the next game
		10ms-500 ms	300	The claw will release the line based on time, leaving a certain space between the claw and the top, so the claw cannot swing in the next game
	Up Stop Up Pull	OFF	40	In the game, the claw will not pull up and return to its original position after reaching the top
		10ms-500 ms	40	When the claw reaches the top in the game, it will pull up according to the set delay time, and will return to its original position after the pull-up delay is over.
	Grab delay	OFF	50	There is no delay in grabbing gifts in the game, the claws rise directly
		10ms-500 ms	50	The claws will rise after the set delay when grabbing gifts in the game
3. Advanced Settings	Down Grab Delay	OFF	OFF	In the game, when the grab button is triggered and the game countdown is up, there is no delay and the claw drops directly
		10ms-500 ms	OFF	When the grab button is triggered and the game countdown is up, the claw will drop after a delay of the set value.
	Up Stop Delay	OFF	OFF	In the game, the claw returns to its original position when it reaches the top
		10ms-500 ms	OFF	In the game, when the claw reaches the top, it will return to its original position after the set delay.
	Crane self-rescue time	OFF	OFF	When the upper micro switch is invalid (or damaged)/the wire is stuck, the overhead crane will not rescue itself when it goes up or down
		1-10s	OFF	When the upper micro switch is invalid (or damaged) or the line is stuck, the crane will automatically save itself when it goes up and down
	Note: Self-rescue method: The crane will go down for a certain period of time and then pull up again, triggering the upper micro switch in the middle, and the crane will return to its position. If the self-rescue cycle is not triggered after 3 times, the corresponding error code will appear			
3. Advanced Settings	Vertex drop time		OFF	The gift will give weak force time when it reaches the top of the claw. The larger the number, the more obvious the force will be when it falls. (Press the test button to test once).
	Gift award location		Front	The location of the prize in the game
	Free Mode		OFF	No need to insert coins, you can play the game directly
	Claw retraction speed		30	The speed of the claws closing at the bottom
	When the machine is shaken, the score is reset to zero	ON	ON	After the anti-shake function is triggered, the number of coins is reset to zero
		OFF	ON	After the anti-shake is triggered, the coin count is not reset
	Accumulated amount cleared	OFF	OFF	The probability queue will not be cleared
		1-90 minutes		The probability queue will be automatically cleared after the set time in standby mode
Note: Probability queue description: The probability queue will automatically increase by one for each game. After the				

set number of prizes, it will give a "medium grip voltage".				
3. Advanced Settings	Self-rescue interval time		4	Left, right, front, and rear micro-fault self-help interval, the number 1 means 1 minute
	Drop Item Height		8	The height of the objects lowered after the overhead crane returns to its original position
	Up Stop Up Pull Delay		OFF	After the game claw rises, it moves back and then pulls up. Adjustment 2 is to set the crane to move toward the hole when it rises to the switching grip.
4.Factory Testing	Automatic test of overhead crane and automatic detection of hot engine			
5.Hardware Testing	Joystick Button Test			Can test whether the console joystick, forward, backward, left, right, grab, and buttons are effective/damaged. Press and hold the grab button to exit.
	Crown Crane Front and Rear Left Limit			You can move the joystick direction, the corresponding direction motor of the overhead crane will move, and after the corresponding micro-motion is triggered, the overhead crane will stop in the corresponding direction, and the corresponding micro-motion number will increase by one.
	Claw up and down test			The up and down motors of the crane will move when the joystick is turned on and off. The corresponding micro-switch will stop after the corresponding micro-switch is triggered, and the corresponding micro-switch number will increase by one; The left joystick of the console tests whether the gripping force of the coil is normal; The right joystick of the console tests each corresponding music (game music, standby music, up, down, grab, coin insertion, error reporting, etc.);
	photoelectric sensor			Test coin selector 1, coin selector 2, winning sensor, whether they are effective
6.Factory settings		NO		Do not restore to factory settings
		YES		Restore to factory settings, all setting parameters are restored
7.Check Accounts				Coin deposit: check the number of coins deposited; Prize: check the number of prizes awarded; Odds: the number will increase by one after each game, and the total will be reset to zero.
8.Language settings				1) Chinese ENG -> switch to Chinese display; 2) English ENG -> switch to English display;

Front Description



Screen Display Fault List and Solutions

Screen Display Fault	Troubleshoot	Failure cause	Solution
Please check the micro motor or motor	Grabber goes down and doesn't come up	A. Poor contact of the interface of the crane B. Rope winding reverse C. Rope run out jammed D. Gear wear (gear has been ringing) E. Bad motor (will not go down to exclude bad motor) F. Main board	A. Re-insert the white connector with force. B. Press the TEST button, then press the joystick forward and backward, put the wire as long as possible and then wind it back. C. Open the cover of the overhead crane, and then manually wind the wire back in the correct way. D. Replace the gear E. Replace the motor F. Replace the main board
	When it comes up, it keeps pulling up and stops in the center	A. Rope run out stuck B. Upper micro switch (long piece of micro movement) bad	Open the cover of the overhead crane, and then manually wind it back according to the correct winding method. Replace the upper micro switch (long piece micro switch)
Please check the left micro or motor	The crane pulls to the center, restart does not go backward	A. Poor contact of overhead crane interface B. Crane track is bent and jammed C. Bad motor F. Motor gear wear (gears have been ringing) E. Bad motherboard	A. Re-insert the white overhead crane connector with great force B. Correct the overhead crane track C. Replace the motor D. Replace the gear E. Replace the main board
	The crane pulls to the center, after restarting the crane can go backward, go to the end and keep rolling until the error report.	A. Poor contact with the overhead crane interface B. Not touching the bumper rubber C. Bad micro-movement	A. White overhead crane interface hard re-insertion B. Check if the overhead crane rod is bent C. Replace the micro-action
Please check the front micro-actuator or motor	The crane pulls to the center, restart does not go forward.	A. Poor contact of overhead crane interface B. Crane track is bent and jammed C. Bad motor D. Motor gear wear (gears have been ringing) E. Bad motherboard	A. Re-insert the white overhead crane connector with great force B. Correct the overhead crane track C. Replace the motor D. Replace the gear E. Replace the main board

Please check the front micro-actuator or motor	The crane pulls to the center, after restarting, the crane can go forward, go to the end and keep rolling until an error is reported.	A. Poor contact with the overhead crane interface B. Not touching the bumper Rubber C. Bad micro-movement	A. White overhead crane interface hard re-insertion B. Check if the overhead crane rod is bent C. Replace the micro-action
Please check the left micro or motor	The crane pulls to the center, restart does not go to the left.	A. Poor contact of overhead crane interface B. Bad motor C. Worn motor gears (gears have been ringing) D. Bad motherboard	A. White overhead crane interface hard re-plugging B. Replace the motor C. Replace the gear D. Replace the main board
	The crane pulls to the center, after restarting the crane can go to the left, go to the end and keep rolling until the error is reported.	A. Bad contact of the interface of the overhead crane B. Bad micro-movement	A. White overhead crane interface force re-insertion B. Replace the micromotion
Anti-shaking anti-theft alarm malfunction	The screen displays the anti-shaking anti-theft alarm fault	A. Someone shakes the machine B. Too sensitive, even if it moves a little, it will report a malfunction.	A. Intentionally shaking can be communicated with the player B. If you are too sensitive, you can adjust the position of the anti-shaking pendant, move the pendant downward or move the circle iron upward, if you still feel sensitive, you can directly pull out the anti-shaking
Sensor eye malfunction or gift stuck	Sensor eye malfunction or gift jam	A. Bad sensor eye B. Gift stuck in the hole C. Black cloth on the opposite side of the projector is not properly affixed D. The sensor eye is not aligned with the black cloth. E. The eyeliner is not inserted properly	A. Check if the sensor eye is energized or replace the photo eye B. Remove stuck gifts C. Put the black cloth in place D. Align the sensor eye with the black cloth E. Plug in the sensor eye
No Power	Pachinko machine does not power up	A. Bad power cord B. Bad fuse C. Bad switch D. Loose power panel cable	A. Replace the power cord B. Replace the fuse C. Replace the switch D. Contact after-sales staff
	Pachinko machine display does not power up, top light will light up.	A. Loose transformer plug wire B. Transformer bad	A. Insert the transformer tightly B. Replace the transformer
	Pachinko machine does not power up	A. Power cord is broken B. Fuse is broken C. Switch is broken	A. Replace the power cord B. Replace the fuse C. Replace the switch

		D. Power panel wire is loosen E. Transformer plug is loosen F. Transformer is broken	D. Contact after-sales staff E. Insert the transformer tightly F. Replace the transformer
Crane problem	The claw goes to the bottom and pulls back to the hole	A. The upper limit position (long piece of micromotion) is not Compressed	A. Use the upper limit of the handlebar (the long piece of micro movement to bend upward)
	The claw goes down a little bit (not to the bottom) and grabs automatically.	A. The rope falls outside the wire wheel. B. The spring is too strong C. The rope is stuck	A. Put the rope back inside the wire wheel B. Replace the spring C. Replace the rope
	Claws don't grab.	A. Phone line is not connected properly inside the cable clamp B. Coil is broken C. Poor contact with the overhead crane interface D. Motherboard problems (voltmeter does not move) E. Transformer 48V bad	A. Connect the telephone line into the cable clamp and connect it. B. Replace the coil C. White overhead crane interface hard re-insertion D. Replace the main board E. Replace the transformer
	Claw at the top and grabs directly	The wire is wound backwards (it will go up a bit first) 2. The wire falls out	A. Press the TEST button, then press the joystick back and forth, put the wire as long as possible and wind it back. B. Re-wind the wire as shown in the diagram.
	Claw is weak.	A. Jumper cap wrongly inserted into 24V (except for fine machine) B. Coil aging C. Adjust the grip voltage is too low D. Continuously play too long	A. Insert the jumper cap back to 48V. B. Replace the coil C. Turn up the grip D. Let the gripper rest for a while to cool down before playing again
	The coin-operated machine doesn't work.	A. The pull to the back of the coin dispenser is normally closed B. The coin dispenser is broken C. The machine itself is in the state of fault code D. The signal line behind the coin dispenser is broken.	A. Pull the switch back to normally open B. Replace the coin operator C. Reconnect the signal wire of coin hopper
Coin Operator	The coin operator doesn't go in, the top goes in and the bottom comes out.	Coin not clamped properly The cable behind the coin operator is not plugged in properly (the coin operator does not light up).	Re-clip the coins Re-insert the coin slot line to stabilize it.

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