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SAFTTY INSTRUCTIONS

*** WARNING! ***
BEFORE SETTING UP THE GAME, PLEASE READ THE FOLLOWING INSTRUCTIONS.

*** WARNING! ***
FAILURE TO FOLLOW THESE DIRECTIONS COULD CAUSE DAMAGE TO THE GAME.

NOTICE FOR INSTALLATION

- This machine is for indoor use, is not suitable for outdoor use.
- After the machine was completely set up, please make sure that the machine is securely and safely placed on the floor.
- Do not assemble or disassemble the game. or move the game without careful instructions.
- Switch off the power and pull out the plug before moving the machine.
- Place the game on flat floor. Do not put it on unsteady or vibrating location.
- Do not place the game near equipment or areas that are humid, inflammable or of high temperature.
- Do not place any heavy equipment on the top of the machine, or on top of the power cord.
- Do not expose the circuit part in the machine to the air for a long time.

NOTICE FOR OPERATION

- Before plugging in or turning on the machine, please check if the power plug and power cord are in good conditions, and check if the voltage is set to the proper voltage that is suitable for your country.
- Turn off the power before you check or inspect the machine.
- Only qualified technicians are allowed to perform checking or maintenance of the game.
- Suitable accessories and technical parts should be used for parts replacement
- Hold the plug (not the wire) to remove the power cord from the wall outlet.
- Do not plug or unplug the game with wet hand.
- Do not pull or twist the power wire and fuses.

INTRODUCTION

32" Gets Extra is a new version of indoor prize machine. This machine is simple to play, with brilliant cabinet design built of high quality materials. **Gets Extra** is a game that Every Family Entertainment Center should not miss!

PACKAGING

During delivery, the machine should be handled with care. Use a Forklift to deliver the packaged machine. Be careful not to hit the machine by heavy equipment. This may cause damage to the machine.

ACCERSSORIES

Check whether the machine is packed with the following Accessories:

Accessories	Quantity	Remarks
Operation Manual	1	
Keys	5	2*1888 1*1866 Glass Door Key*2
Power Cord	1	
String for the Claw Carriage	2*1.1m	

TECHNICAL PARAMETERS

- Mode: LP.LLXDZ05
- Dimension: 770*880*1840mm
- Weight: 130KG
- Power supply: see the back cover of the machine.
- Maximum power: 130W/220V
- Location requirements

LOCATION REQUIREMENTS

- Indoor temperature: between from 5°C and 40°C.
- Indoor humidity: low
- U.V. radiation: Very low
- Vibrations level: low

PLAYING INSTRUCTIONS

1. Insert coin. After the proper number of credits is achieved, the game will enter into play mode (eg. Default setting is 1 coin/token for every game. So, if 1 coin/token is inserted, then the game will start. If the setting is 2 coins/tokens for each game, then the player needs to insert 2 coins / tokens to start the game.) . The LCD on the console will show the credits and the playtime.

2. Normal mode: Within the play time limit, move the joystick to control the position of the claw. Move the claw to your target. Press the Catch button to catch the prize. If the claw catches the prize, the prize will come out through the prize door. Game over when the crane returns the original position.

3. Vending mode ***: within the play time limit, move the joystick to control the position of the claw. Move the claw to your target. Press the Catch button to catch the prize. Game will end only when the player wins a toy/prize successfully. Otherwise, when the number of games played is equal to the max number of game play.

*Note: The setting of payout ratio of the game does not work in vending mode***. And the voltage of claw always be at the Strong state so that the player can finally win a prize in vending mode***, so please attention to the claw and prize sensor.*

METERS

COIN MECH METER

The no. shown on the Coin Mech will increase by one for every coin inserted in this electronic coin mechanism. This coin Mech has the function of "Continuous Play". When the number of coins inserted reaches a certain level (Please see the details in the "SETTING" section), then the player is awarded a FREE game play. The LCD will show "+1" and there will also be a BONUS sound.

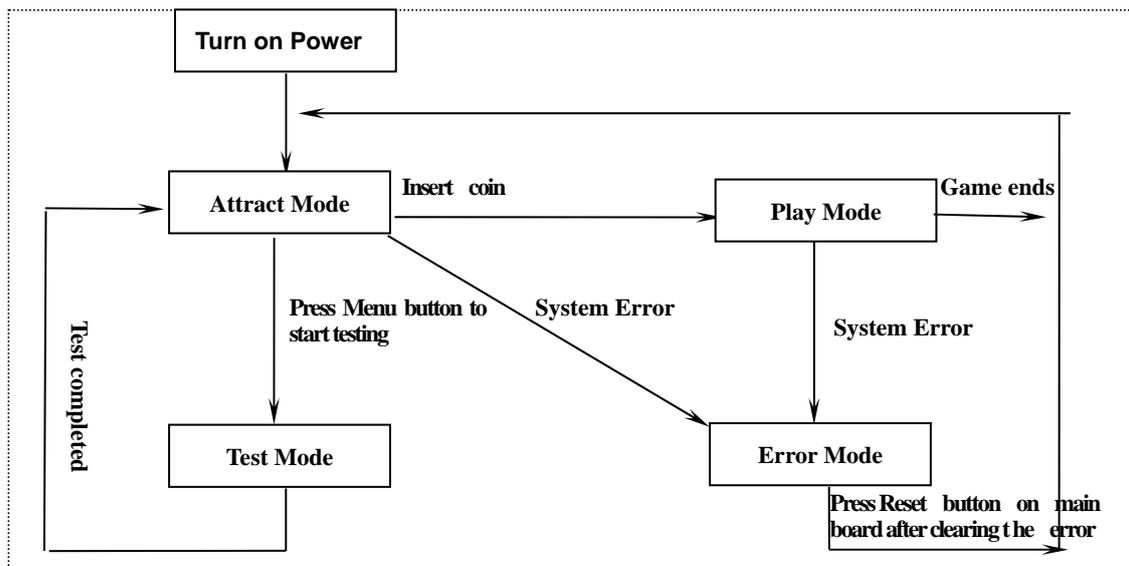
ATTENTION: The Time Interval between inserting the second coin after the first coin should be within 3 seconds. If the second coin inserted is more than 3 seconds after the first coin is inserted, then it will not be regarded as continuous play.

PRIZE METER

The no. shown on the Prize Meter will increase by one when a prize is given out.

OPERATION

This game has two adjustable play modes. One is the free play mode, and the other one is coin play mode. When the machine is in free play mode, after pressing the reset button, no coin is required to start the game. The machine will be in play mode continuously. When the machine is in coin play mode, it can be in one of the following six modes: 1) Attract Mode, 2) Test Mode, 3) Claw Carriage Test Mode, 4) Game Play Mode, 5) Error state, 6) Prize-Out Mode. Please refer to the Flow Chart below for details:



TURN ON THE POWER

Before turning on the power, please check the plug and cord, and make sure that the game is set to the proper voltage.

GAME PLAY MODE

When the Game is started, the LCD on the console display the time and credit the player has. There is also MUSIC going with this.

ATTRACT MODE

In ATTRACT MODE, Press the “MENU” button on the KEYPAD and the game will enter into TEST MODE. Insert Coin, and the machine will enter into GAME PLAY MODE.

TEST MODE

Test whether whether the lights, claw carriage and music are normal. When machine is in ATTRACT MODE, press the “MENU” button, music will stop and the game will enter into “TEST MODE”.

ERROR MODE

During the game play, whenever there is ERROR, the system will enter into ERROR MODE.

PRIZE OUT MODE

If a prize is given out, music "PRIZE-OUT" will be activated. The NO. displayed on the Prize meter will also increase by one.

CPU Wiring Pin Out

Plug NO	Pin NO	Wire color	Function	I/O CODE	Function of I/O	
J1	PIN 1	0.3-Brown	Speaker +	-----		
	PIN 2	0.3-White	Speaker -	-----		
	PIN 3	0.3-Blue	+12V Input	-----		
	PIN 4	0.3-Blue	+12V Input	-----		
	PIN 5	0.3-Yellow	+12V Input	-----		
	PIN 6	0.3-Yellow	+12V Output	-----		
	PIN 7					
	PIN 8	0.3-Yellow	+12V Output	-----		
	PIN 9					
	PIN 10	0.3-Yellow	+12V Output	-----		
	PIN 11	0.3-Green	RED LED DRIVE	-----		
	PIN 12	0.3-Yellow	+12V Output	-----		
	PIN 13	0.3-White	GREEN LED DRIVE	-----		
	PIN 14	0.3-Yellow	+12V Output	-----		
	PIN 15	0.3-Brown	BLUE LED DRIVE	-----		
	PIN 16	0.3-Yellow	+12V Output	-----		
	PIN 17	0.3-Pink	RED LED DRIVE	-----	LED Stripe (Red)	
	PIN 18	0.3-Yellow	+12V Output	-----		
	PIN 19	0.3-Green	GREEN LED DRIVE	-----	LED Stripe (Green)	
	PIN 20	0.3-Yellow	+12V Output	-----		
	PIN 21	0.3-Blue	BLUE LED DRIVE	-----	LED Stripe (Blue)	
	PIN 22	0.3-Black	GND	-----		
	PIN 23	0.3-Black	GND	-----		
	PIN 24	0.3-Black	GND	-----		
	PIN 25	0.3-Black	CLAW GND	-----	GND	
	PIN 26	0.3-Black	GND	-----		
	PIN 27	0.3-Brown	Output	OUTO	Coin Counter	

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	PIN 28	0.3—Pink	Output	OUT1	Prize Counter
	PIN 29	0.3—Orange	Output	OUT2	
	PIN 30	0.3—SkyBlue	Output	OUT3	Catch Button Indicator
	PIN 31	0.3—Green	Output	OUT4	Joystick Indicator
	PIN 32	0.3—Blue	Output	OUT5	
	PIN 33	0.3—Purple	Output	OUT6	GSM Control
	PIN 34	0.3—Gray	Output	OUT7	
	PIN 35	0.3—Brown	Output		Forward & Backward Motor+
	PIN 36	0.3—Pink	Output		Forward & Backward Motor -
	PIN 37	0.3—Orange	Output		Leftward & Rightward Motor+
	PIN 38	0.3—SkyBlue	Output		Leftward & Rightward Motor-
	PIN 39	0.3—Green	Output		Upward & Downward Motor+
	PIN 40	0.3—Blue	Output		Upward & Downward Motor-
	PIN 41				
	PIN 42				
	PIN 43	0.3—Blue	Claw Output+	-----	Claw Strength Output+
	PIN 44	0.3—Pink	Claw Output-	-----	Claw Strength Output-
	PIN 45	0.3—Black	Claw GND	-----	
	PIN 46				
	PIN 47	0.3—Blue	+48V Input	-----	+48V
	PIN 48	0.3—Blue	+48V Input	-----	
	PIN 49				
	PIN 50				
J2	PIN 1	0.3—Brown	TTL output	-----	Keyboard clock output
	PIN 2	0.3—Pink	TTL output	-----	LCD command/data select output
	PIN 3	0.3—Orange	TTL output	-----	LCD chip select output
	PIN 4	0.3—SkyBlue	TTL output	-----	LCD reset output control
	PIN 5	0.3—Purple	TTL input SPI_MISO (0---+5V)	-----	keyboard input
	PIN 6	0.3—Brown	TTL output SPI_LATCH (0---+5V)	-----	Keyboard latch output
	PIN 7	0.3—White	TTL output SPI_MOSI (0---+5V)	-----	LCD data output
	PIN 8	0.3—Green	TTL output SPI_CLK (0---+5V)	-----	LCD clock output
	PIN 9	0.3—Purple	RS232 TX (PIN3)	-----	GSM RX
	PIN 10	0.3—Green	TTL (TXD)	-----	
	PIN 11	0.3—Gray	RS232 RX (PIN2)	-----	GSM TX
	PIN 12	0.3—Blue	TTL (RXD)	-----	
	PIN 13	0.3—Brown/white	Input	IN0	Coin sensor

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PIN 14	0.3-Red/white	Input	IN1	Prize Sensor
PIN 15	0.3-Orange/white	Input	IN2	
PIN 16	0.3-Yellow/white	Input	IN3	
PIN 17	0.3-Green/white	Input	IN4	
PIN 18	0.3-Blue/white	Input	IN5	
PIN 19	0.3-Purple/white	Input	IN6	
PIN 20	0.3-Gray/white	Input	IN7	
PIN 21	0.3-Brown/white	Input	IN8	JoyStick Move Front
PIN 22	0.3-Red/white	Input	IN9	JoyStick Move Rear
PIN 23	0.3-Orange/white	Input	IN10	JoyStick Move Left
PIN 24	0.3-Yellow/white	Input	IN11	JoyStick Move Right
PIN 25	0.3-Green/white	Input	IN12	Front Limit Switch
PIN 26	0.3-Blue/white	Input	IN13	RearLimit Switch
PIN 27	0.3-Purple/white	Input	IN14	Left Limit Switch
PIN 28	0.3-Gray/white	Input	IN15	Right Limit Switch
PIN 29	0.3-Brown/white	Input	IN16	Top Limit Switch
PIN 30	0.3-Red/white	Input	IN17	Bottom Limit Switch
PIN 31	0.3-Orange/white	Input	IN18	
PIN 32	0.3-Yellow/white	Input	IN19	
PIN 33	0.3-Green/white	Input	IN20	
PIN 34	0.3-Blue/white	Input	IN21	
PIN 35	0.3-Purple/white	Input	IN22	
PIN 36	0.3-Gray/white	Input	IN23	
PIN 37	0.3-Brown	Output	OUT8	
PIN 38	0.3-Pink	Output	OUT9	
PIN 39	0.3-Orange	Output	OUT10	
PIN 40	0.3-SkyBlue	Output	OUT11	
PIN 41	0.3-Green	Output	OUT12	
PIN 42	0.3-Blue	Output	OUT13	
PIN 43	0.3-Purple	Output	OUT14	
PIN 44	0.3-Gray	Output	OUT15	
PIN 45	0.3-White	+3.3V Output	-----	LCD POWER INPUT
PIN 46	0.3-Black	GND	-----	
PIN 47	0.3-Red	+5V Output	-----	KEYPAD POWER INPUT
PIN 48	0.3-Black	GND	-----	
PIN 49	0.3-Red	+5V Output	-----	
PIN 50	0.3-Black	GND	-----	

6. Parameter Setting:

Use the Keypad, press CLEAR, clear parameter (only clear the current coins and Balls. but Total Coins QTY, Toatal prize out QTY, Total Balls and other parameters not change) and alarm fault information.

Remarks: If the actual fault has not been solved out, the alarm will ring again.

Remarks: if DATA ERROR is occur, System is locked. User must send the board to Manufacturer for check or press CLEAR, if press CLEAR, System will restore default Setting, Total Coins QTY, Toatal prize out QTY, Total Balls will be Clear.

In attract state, press MODE and enter password (press UP or DOWN to change Value, press VOL+ or VOL- to change position) will enter test state, press MODE again will exit; Enter Enquire Password (Default Value is 000000), user can enquire system information.

Enter Super Password (Default Value is 123456), user can enquire or modify system setting and change password. If Enter incorrect password over 3 times, System will be locked and display error message.

In test state, press ENTER enter next menu, press EXIT return to previous menu.

When choose the menu press DOWN to choose next menu and press UP choose previous menu, during the parameter setting, press DOWN reduce the option value, press UP increase the option value.

In attract state, press EXIT Once, User can get a free play. No Prize out and on ball out for free play mode.

In attract state, Press ENTER display current volume, press VOL+ increase volume, press VOL- decrease VOL-.

In attract state, Press DOWN increase LCD Screen contrast, press UP decrease LCD Screen Contrast.

Menu display:

(1). System info (can not be changed)

At current menu, press ENTER into the next menu, display screen shows as below.

Serial Number

Software Vers

Date of MFG

Game Audits

Selected the first three menu item, press ENTER button, then display shows the corresponding information.

Selected Game Audits, then enter the next menu, as shown below

Coins QTY: XXXXX

Prize QTY: XXXXX

Ball Out: XXXXX

(1). Coins QTY means the total quantity of coin

(2). Prize QTY means the quantity of prize out

(3). Prize QTY means the quantity of Ball out

... ..

Statistical information can't be clear by CLEAR button, and can only clear by restore factory

setting (from main menu items).

(2). Game Setting

At current menu, press ENTER into the next menu, display screen shows as below.

Coins Per Credit

Attract Mode

Alarm Sound

Game Time

Use the UP or DOWN button to change the data of the menu items.

For example, at attract state, press ENTER into next menu, the first line of display screen shows Coins Per Credit, and second line shows 2 Coin/Credit, it means insert 2 pcs coin can play one game. Press Down, then the second line shows 3 Coin/Credit; and shows 1

Coin/Credit by press UP. Press EXIT button to quit, then it will automatically save the parameters. All parameters can set up in this way.

The following is the description of each menu item:

1. Coin Per Credit (XX Coin/Credit,from 1 to 10)

Machine set 1coin/game, then screen shows 1Coin/Game, it means insert 1 Coin player can play 1 game. Machine set 10coin/Game, then shows 10Coin/Game, it means play insert 10 Coin can play 1 game.

2. Attract Mode (music sound once each X Minute(from 0 to 10,0 means no attract music)

3. Alarm Sound (from 0 to 600 seconds, 0 means no alarm sound)

4. Game time (from 30 to 90 seconds)

5. Award play needs insert coin(from 1-10,1 means no award play)

6. Avg. Win Ratio (Average XX plays Win one prize,5-250)

7. LCD Screen Adjust (suggest using factory setting, number from 32 to 64)

8. Vending Mode(Enable or Disable)

9. Maximum Catch Times in the Vending mode(1--3)

10. Ball Out Enable (allow prize ball out or not. If machine without ball out mechanism, the optional should be disabling, otherwise ball sw error will be occur)

(3). I/O Test

At current menu, press ENTER into next menu, display screen shows as below.

Test All Inputs

Test All Outputs

Test Audio

1. Test All Inputs (showing all input terminal, black means valid, blank invalid. For example, the input port of up button on control stand is 8, pressing up button, black plat shows on the right of 8, then it means up button input valid. It shows blank plat while releasing up button, means input invalid. In the way of testing input can check if all wires connect well.)

2. Test All Outputs (showing all output terminal, black means valid, blank invalid. For example, the output port of up button's indicator light on control stand is 3, press ENTER, indicator light of up bottom on, and black plat shows on the right of 3, then it means output valid. Press ENTER one more time, then light off, and blank plat shows on right of 3, means output invalid. In the way of testing output can check if all wires connect well.)

Note: port 0 and 1 is for stopwatch output and narrow pulse output, press ENTER button, theses two ports may not have black plat on display, but the stopwatch will beat one time, it

mens out.put valid. Some output may invalid due to the effect of limited switch.

3. Test Audio (selected Test Audio, press ENTER into next menu. Phase X shows on screen display, it means testing music of part X. Press UP or DOWN to change part number for test.)

(4). Gantry Test

At current menu, press ENTER into next menu, display screen shows as below.

Test High Power
Test Low Power
Test Gantry Move

(5). Burn In Test

At current menu item, press ENTER into next menu, then the second line on screen shows Time Of Burn In, the third line shows XX:XX:XX. In the burn testing, gantry will test automatize. The function is mainly used for factory testing.

(6). Factory Setting

At current menu item, press ENTER into next menu. Next menu only have two optional Yes / No. If select Yes, system will automatically restore factory setting once press MODE exist.

(7). GSM Info Setting

At current menu, press ENTER into next menu, display screen shows as below.

Area Code
Mobile Number
Calendar Mode
Calendar Date

Select one (anyone) item, press ENTER into next menu, press VOL+ or VOL - change position of setting, then press UP or DOWN adjust data. Press EXIT back to last menu, system will save setted parameter automatically.

Note: GSM function only for machine which with GSM module

Description of menu items at below.

1. Area Code (only for continuous number, blank space means end, the longest is 5 digits, if less than for 5, then fill blank space at behind, such as 86 23, it means area code is 86, system automatically ignore numbers behind blank space)
2. Mobile Number (only for continuous number, blank space means end, the longest is 11 digits, if less than for 11, then fill blank space at behind)
3. Calendar Mode (24/12, time display mode.)
4. Calendar Date (mode 20YY-MM-DD)
5. Calendar Time (mode HH: MM: SS. Note : while setting time, whatever the time display mode is 24 or 12 hours system, system unified to 24 hours for setting)
6. Scheduled Sends (only two optional ABLE / ENABLE, able means send message to mobile phone everyday)
7. GSM Send Time (mode HH: MM: SS. Note : while setting time, whatever the time display mode is 24 or 12 hours system, system unified to 24 hours for setting.)
8. Alarm Info Send (only two optional ABLE / ENABLE, able means send message to mobile phone when alarming)

1. GSM Schedule Time Send Context:

Coin In:XXXXX, Ball Out:XXXXX,Prize Out:XXXXX

2. GSM Send Alarm Context:

Error Y:XXXXXXXXXXXXXXXXXXXXXXXXXX

Y is Error Code, X is Alarm Information in detail.

The Code can send in the same message, if machine receive successfully, then send message "System Setting Set Ok!" back to Mobile, the char '-' is start and stop flag,

For example: SCPG-3-

SCPG-3- : means 3Coins/Credit

Code SCPG: means Set insert XX Coin player can play 1 game. If machine receive successfully, then will send message "System Data Set Ok!" back to Mobile.

Code SAWR means Average XX plays Win one prize. If machine receive successfully, then will send message "System Data Set Ok!" back to Mobile.

Code ADAC means clear System Data. If machine receive successfully, then will send message "System Data Clear Ok!" back to Mobile.

Code ADAG means Get System Data. If machine receive successfully, then will send message as follow:

Coin In: XXXXX, Ball Out: XXXXX,Prize Out: XXXXX,

Note: if machine received wrong format message, then won't feedback to mobile phone.

7. Errors and Solutions

1. Coin SW Error

If an alarm remains in case of the disconnection between coin selector and cable, the main board might be damaged. Change for a new main board.

2. Prize SW Error

Check if the the Prize sensor might be damaged, and change for a new one.

3 EEPROM Error

Press CLEAR button on the keypad to clear the error. If the error can't be cleared, the program panel in the main board may damage, and so change for a new program panel. PS: the machine will restore factory setting if the error is cleared.

4 Claw Up Switch Error

. The alarm ordinarily occurs during the reset of the crane. If the claw is able to move up during resetting, examine the switch on the up of the claw and manually hold it: the main board is damaged if the crane stops moving; or the motor is damaged if it can't move

5 Claw Down Switch Error

If the claw is able to move down during playing, examine the switch on the down of the claw and manually hold it: the main board is damaged if the crane stops moving; or the motor is damaged if it can't move

6. Left-Crane Detector Switch Error Alarm

The alarm ordinarily occurs during the reset of the crane. If the crane is able to move left during resetting, examine the switch on the left of the crane and manually hold it: the main board is damaged if the crane stops moving; or the motor is damaged if it can't move.

7. Rear Limit SW of Gantry Error Alarm

The alarm ordinarily occurs during the reset, adjusting or test of the crane, or during the game.

If the gantry moves normally, detach gantry and check the rear limit SW. The main board might damage if the SW works normally; if gantry doesn't work, the motor might damage or get stuck, or driver board might damage.

7. Front Limit SW of Gantry Error Alarm

adjusting or test of the crane, or during the game. If the gantry moves normally, detach gantry and check the front limit SW. The main board might damage if the SW works normally; if gantry doesn't work, the motor might damage or get stuck, or driver board might damage.

8. Data Error

Press CLEAR button on the keypad to clear the error. If the error can't be cleared, the program panel in the main board may damage, and so change for a new program panel. PS: the machine will restore factory setting if the error is cleared.

Note: it won't be informed in case of any change of the performance of the machine, contents of the manual or the program!