

# PRIZE CUBE

## USER MANUAL



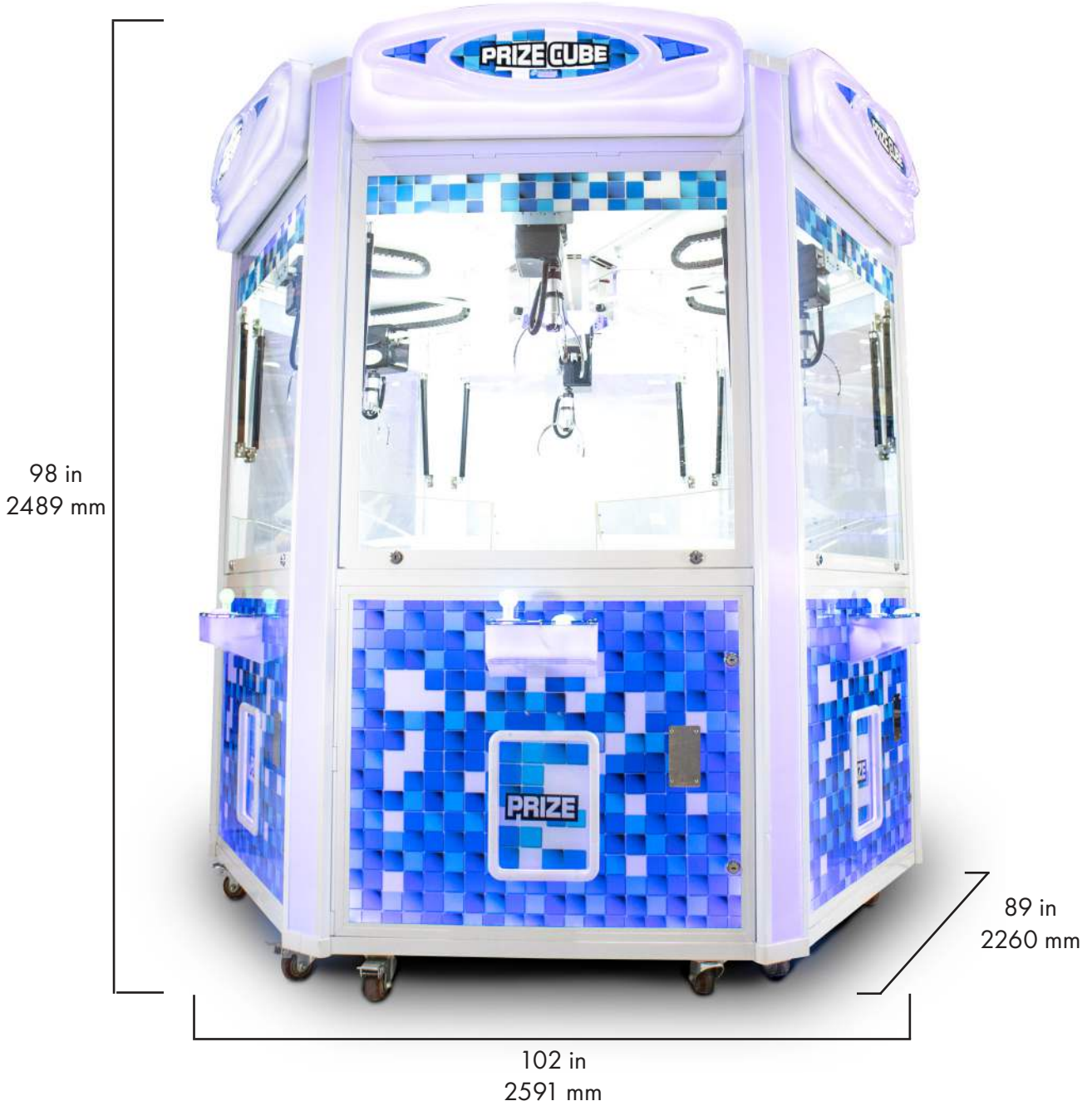
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# Game Dimensions



Game Dimensions		
Installed	102 in (2591 mm) x 89 in (2260 mm) x 98 in (2489 mm)	1645lbs/746kg
Palletted	85 in (2159 mm) L x 85 in (2159 mm) W x 94 in (2388 mm) H	1,660lbs/753kg

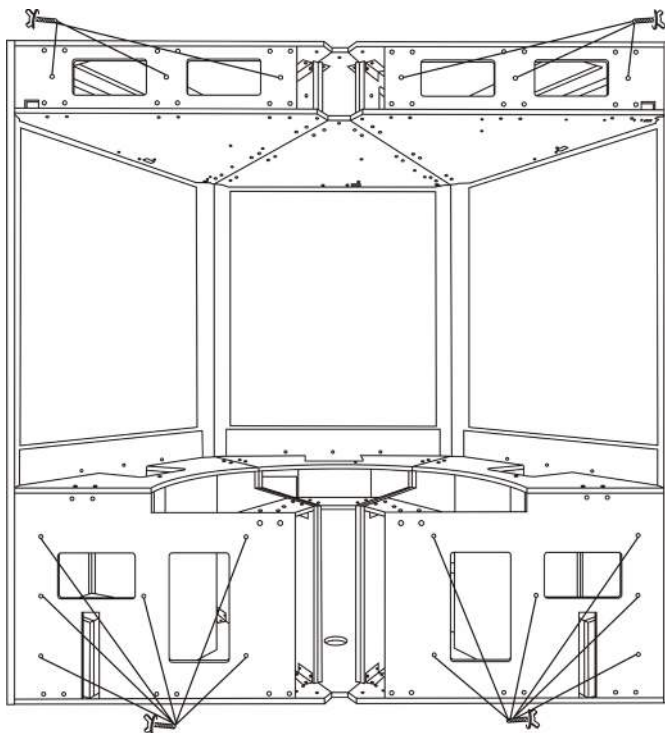
# Setting Up Your Prize Cube

1. There shall be another piece of small plate which is packed separately with the machine. Inside the machine there shall be 2 pieces of big half round plate, 2 aluminum sticks and 1 motor.



2. Put 2 sides of the machine together using 12 screws to secure the bottom and 6 to secure the top.

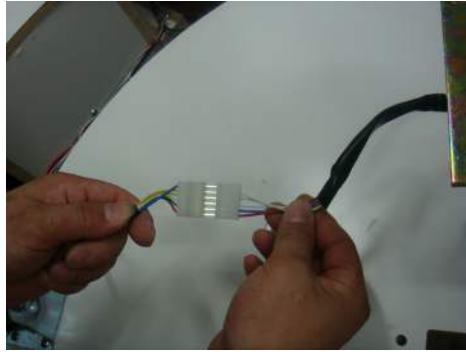
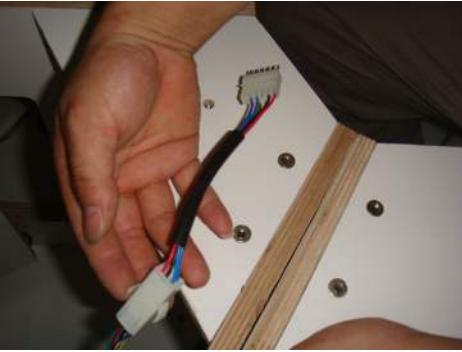
**Note:** The direction of the screw must be as shown.



3. Put the small plate inside then mount motor as shown.



4. Plug in the 2 connectors (Main Power and Motor) as depicted below.



5. Pull LED light connector through the roof



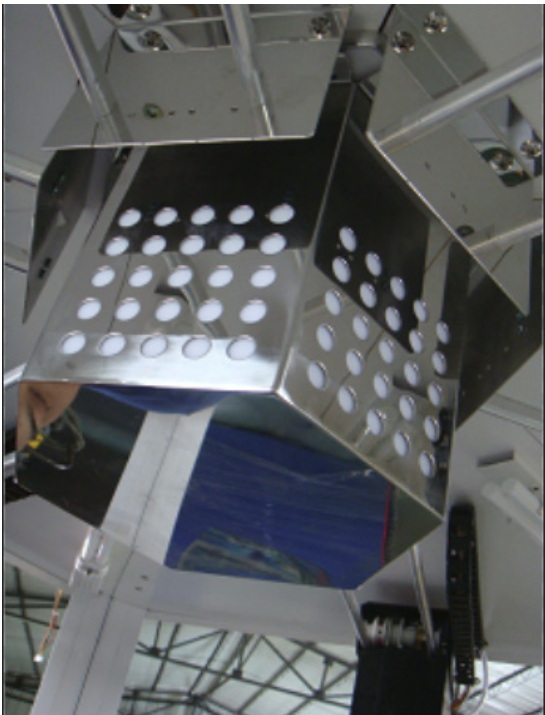
6. Mount the wood boards to the top



7. Plug in the LED connector into the metal housing



8. Mount the metal housing onto the top wood



9. Install the half round art plate



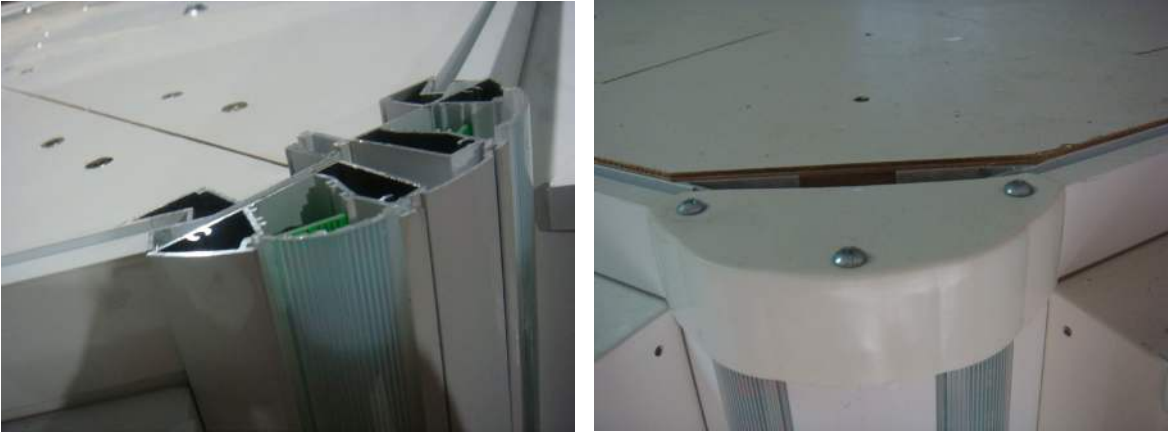
10. Using the 2 metal plates to sandwich the acrylic peices and cover the seem.



11. Slide the aluminum cover into each joint



12. Install the corner caps.



# Menu Options

To enter the crane settings window press and hold the **K2** for approximately 2 seconds. The front console display should come up with the below options.

Navigate the option using the menu option with **K1** and **K2**, to select a menu option use **K0**, and to go back or exit menus use **K3**.



## 1. Target % - The payout ratio is as followed:

$\text{Prize Cost} \times (100\% + \text{Percentage}) / \text{Game Cost} = X \text{ game 1 prize}$

**Rate** - 1-999%

Adjust the machines profit rate. **Default set to 10%**

**Prize Cost** - 1-999.9

Cost for the prize.

**Game Cost** - 1-999.9

Price for each game.

**X game 1 prize**

Calculations for the above settings.

## 2. Pay Til Win

**Close / 1 game 1 prize**

Turn on play until function and set how many games to play until win.

**Keep after 90s / Clear after 90s**

Clear the record after 90s or not

**Hide times / Display times**

Keep the record or not after restart machine restart.

**Reboot keep / Reboot Clear**

Keep the record or not after restart.

**Price** - \$0 (1-2000)

Prize value to be shown on the display for players.

## 3. Gantry Position

**Home** - Left front/left back / left front / left right

Claw home position

**Exit** - Left front/left back / left front / left right

Exit position

**Claw start at 1.3s**

Claw move to center when credit insert

**Exit drop at 1.0s**

Claw goes down to drop prize at exit

**String length 2.0s**

Floor height to avoid claw tips over



# Menu Options

## 4. Claw Strength

**Max** - 1-48V

Grabbing power, better not lower than 30V. **Default set to 35V**

**Min** - 1-24V

Retaining power, can set automatically at the lasxt section. **Default set to 15V**

**Change time** - 0.0 - 10s

Holding time in between grabbing power and retaining power, voltage will be dropping smoothly

**Auto detect** - Min 6

Retaining power auto detect by following the below instructions

1. Place prine in claw, press drop button to grab onto the prize
2. Press drop button again, system will lower the grab power until prize drops through the sensor
3. Retaining power level will be saved on the display

## 5. Claw Speed

**Front-Back** - 36

Adjustable forward/backward motor speed.

**Left-Right** - 39

Adjustable Left/Right motor speed.

**Up-Down** - 48

Ajustable claw dropping speed.

## 6. Coin 1 Pulse

**1 Coin = 1 Credit** - 1-99

Coin mech 1 value setting

## 7. Coin 2 Pulse

**1 Coin = 1 Credit** - 1-99

Coin mech 2 value setting.

## 8. DBA Pulse

**1 P = 1 Credit**

Dollar Bill Acceptor value setting.

## 9. Pulse per Play

**1 Game = 1 Credit** - 0-50

Game price, **0 = Free Play Mode**

## 10. Game time

**1-99**

Game time, **Deaful set to - 20s**

## 11. Ticket

**1 Coin 0 Ticket**

How many tickets are paid with each game play.

## 12. Grab in air

**Yes / No**

Player can control the closing of the claw. **Default set to yes.**

## 13. Credit History

**Keep/Clear**

Choose if the machine keeps the credit after reboot

## 14. Attract Music

**Music Select 1-7 / Yes**

Demo music setting, 7 sounds for option.

# Menu Options

## 15. Bonus Coin

Yes / No

Bonus Credit setting

## 16. Winner Show Off

Yes / No

Winner game not winning function On or Off

### 1 Chance

Winner game not winning extra free game

### All Show Off / Half Show Off

Winner game effects show up randomly

## 17. KLED Color Set

1. Green

2. Red

3. Light Green

4. Blue

5. Purple

6. Light Blue

7. White

Button and joystick light color selection.

### Hold/Flash

Button and joystick light fixed or flashing effect.



# Audit Menu

Press **K0** to enter Audit menu options, once in press **K3** as prompted on screen to leave.

1. Total Income  
Total of credits inserted into machine
2. Current Income  
Total credits inserted since last cleared
3. Coin 1 Income  
Total income on Coin 1 since last cleared
4. Coin 2 Income  
Total income on Coin 2 since last cleared
5. DBA Income  
Total income from Dollar Bill Validator since last cleared
6. Total Prize Out  
Total prizes won
7. Total Ticket  
Total tickets paid out (optional)
8. Total Play  
Total games played

Pressing **K1 and K2** together will clear current amount.

Pressing **K0 and K2** together will clear all options.

# Error Codes

Error codes will show at the bottom of the display at all times.



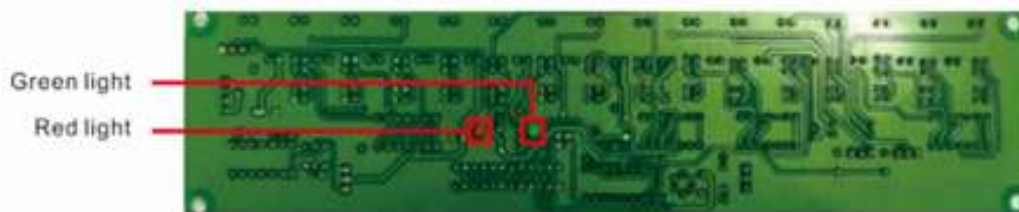
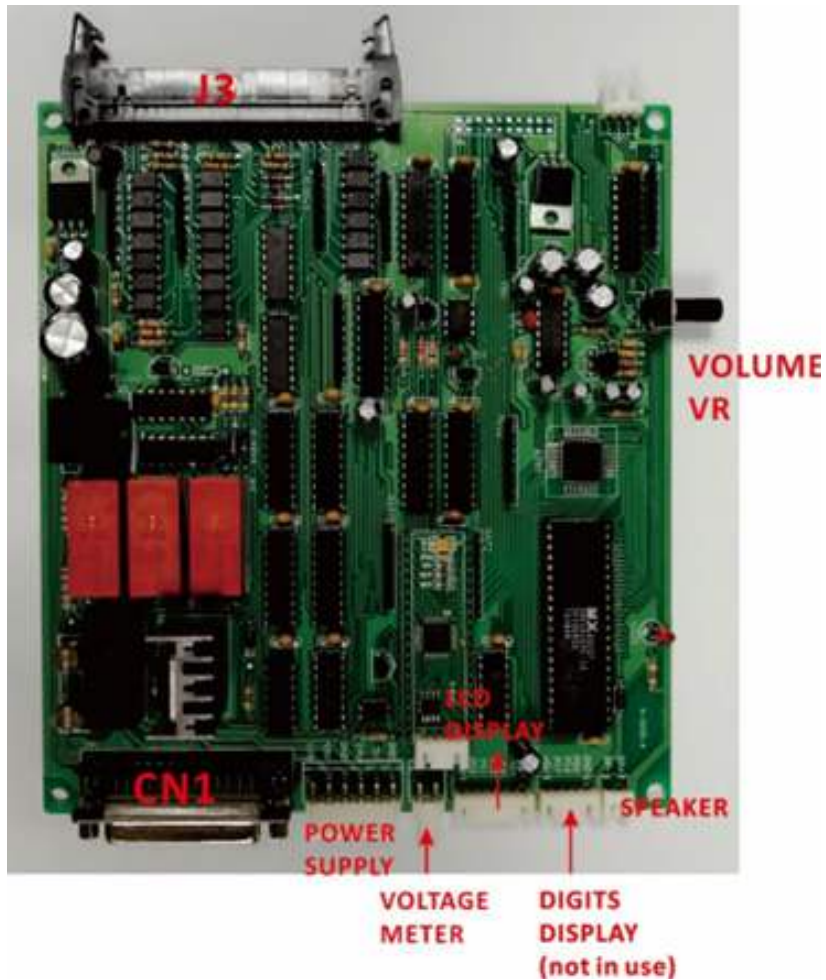
Error Code	Fixes
Coin 1 Error	<ol style="list-style-type: none"> <li>1. Check the mechanism if it is broken</li> <li>2. Check the coin stuck</li> </ol> Coin mech set in "No" mode
Memory Error	<ol style="list-style-type: none"> <li>1. Reset machine to default setting by turning the game off then pressing K0 + K3 and powering back on</li> </ol>
Coin 2 Error	<ol style="list-style-type: none"> <li>1. Check the mechanism if it is broken</li> <li>2. Check the coin stuck</li> </ol> Coin mech set in "No" mode
DBA Error	<ol style="list-style-type: none"> <li>1. Check the DBA is not broken</li> <li>2. Check the entrance does not have a jam</li> </ol>
Our Prize Red Error	<ol style="list-style-type: none"> <li>1. Check the sensor LED (Green/Red lights on is not normal)</li> <li>2. Check the prize exit for any obstruction</li> </ol>
No Ticket Error	<ol style="list-style-type: none"> <li>1. Check for ticket jams at dispenser</li> <li>2. Check ticket dispenser is operational</li> </ol>
In Count 1 Error	<ol style="list-style-type: none"> <li>1. Check for loose cable</li> <li>2. Replace counter</li> </ol>
In Count 2 Error	<ol style="list-style-type: none"> <li>1. Check for loose cable</li> <li>2. Replace counter</li> </ol>
Out Count Error	<ol style="list-style-type: none"> <li>1. Check for loose cable</li> <li>2. Replace counter(s)</li> </ol>
Left SW Error	Gantry Left Stop Switch Error <ol style="list-style-type: none"> <li>1. Check for loose cable at switch.</li> <li>2. Make sure switch is wired properly (Signal line to NO)</li> <li>3. Replace Switch</li> </ol>
Right SW Error	Gantry Right Stop Switch Error <ol style="list-style-type: none"> <li>1. Check for loose cable at switch.</li> <li>2. Make sure switch is wired properly (Signal line to NO)</li> <li>3. Replace Switch</li> </ol>
Front SW Error	Gantry Front Stop Switch Error <ol style="list-style-type: none"> <li>1. Check for loose cable at switch.</li> <li>2. Make sure switch is wired properly (Signal line to NO)</li> <li>3. Replace Switch</li> </ol>

# Error Codes

Error Code	Fixes
Upper Sw error	Claw Up Stop Switch Error 1. Check for loose cable at switch. 2. Make sure switch is wired properly (Signal line to NO) 3. Replace Switch
Down Sw error	Claw Down Stop Switch Error 1. Check for loose cable at switch. 2. Make sure switch is wired properly (Signal line to NO) 3. Replace Switch

Other Errors	Fixes
Claw remains closed after power up	1. Replace claw coil 2. check/replace button and lamp on front console
Gantry not moving properly	1. Check the fuse on power supply 2. Check the 48V
Claw doesn't close during game mode	1. Check the fuse on the PCB 2. Replace claw coil
Game is unresponsive when powered on	1. Check fuse on power outlet 2. Game is plugged in
No credit when coin is inserted	1. Be sure the coin mech is set properly (NO) 2. Replace coin mechanism
Replacing Claw String	1. Be sure the string direction is correct

# Connection Overview



## Notes:

1. Make sure the opposite wall from the sensor has the black aphotic paint sticker, or the sensor will not work properly.

If the following errors persist contact our customer service.

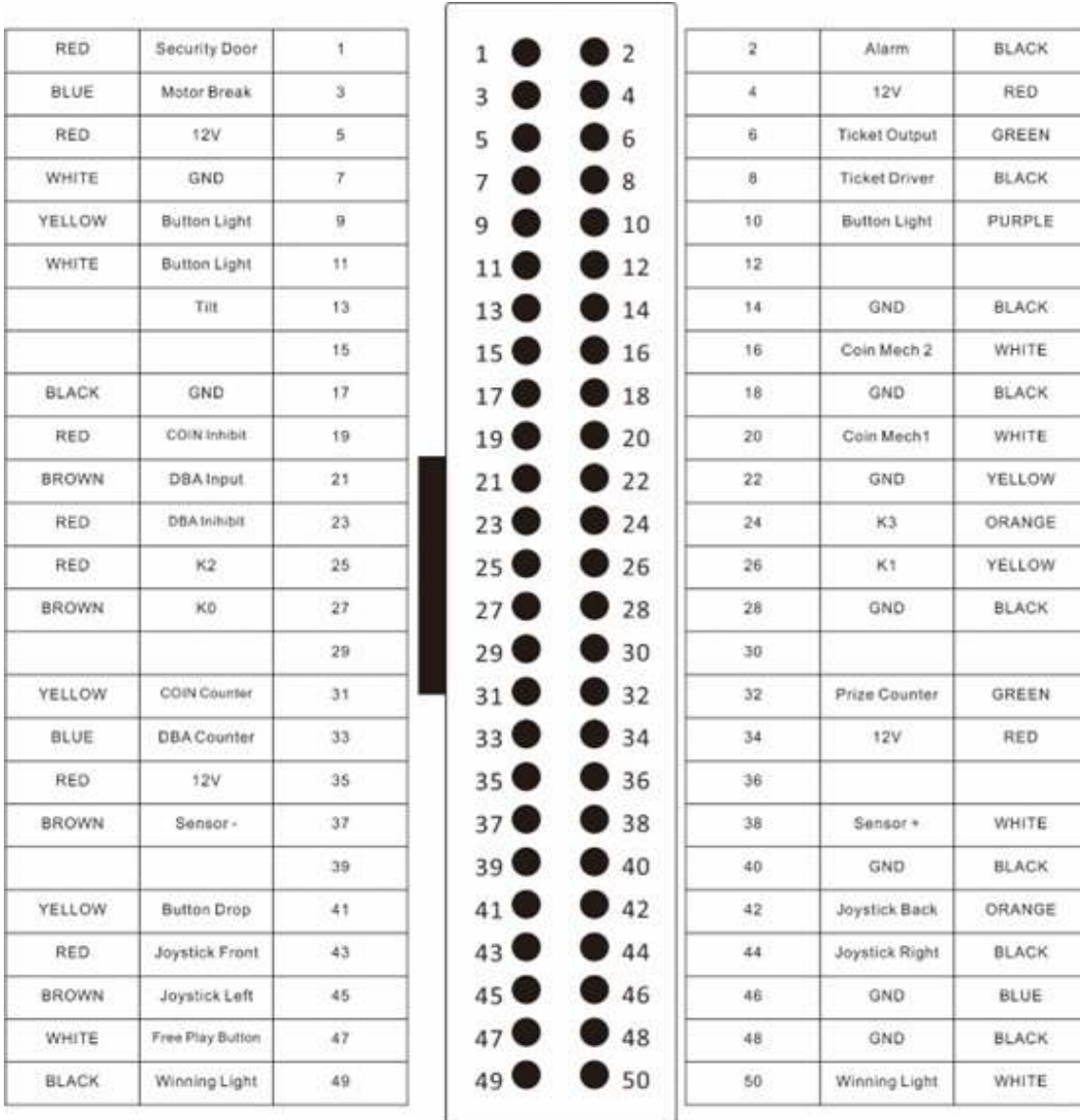
A. Red light always on or blinking

B. Green light always on (this means the prize is stuck or something is blocking the sensor)

# Wiring Diagrams

Connector	Usage	Color	Connector	Usage	Color
Power Supply	12V	Yello	LCD Display	GND	Blue
	48V	Blue		P10	Green
	GND	Black		P11	Yellow
	24V	Green		P12	Orange
	5V	Red		P13	Red
	GND	Black		P14	Brown
Voltage Meter	V-	Brown		Speakers	5V
	V+	Black	V-		White
				V+	Gray

## Connector J3 off stage one board





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