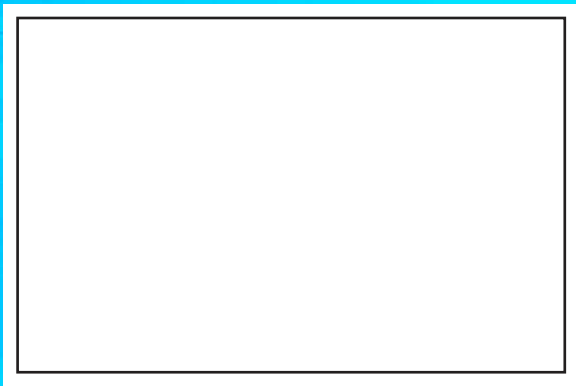


FUN ZONE II

USER MANUAL



824MAN001





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Shipping Dimensions







Pallet QTY	Packed Dimensions	Packed Weight
1	48" L x 48" W x 83" H (125x125x211 cm)	380lbs (172 kg)

FUN ZONE II

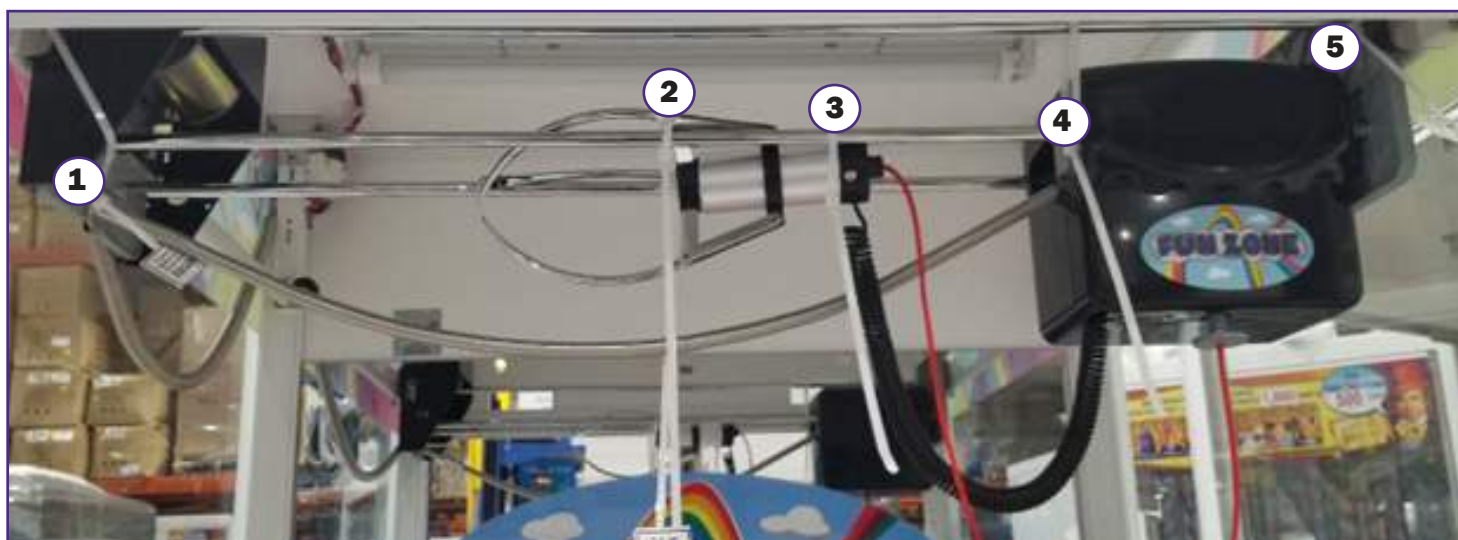
BEFORE POWERING ON

Thank you for choosing the Fun Zone II crane machine system. Before turning on your new game be sure to read the following.

First you should be able to find the accessories from the list below packed together with this User Manual.

Picture	Item Description	QTY	Picture	Item Description	QTY
	Gear	2		Control Panel Screw	4
	Linking Cable	1		Belt	1
	Key	2		String	1

Second, The gantry area may get damaged if the cable ties are not removed properly. See **numbered** dots below.

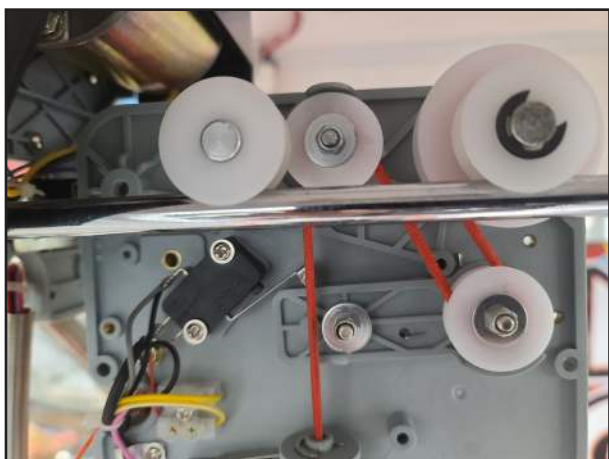


This manual contains the overview of all setting. Common settings included (Game value, prize falling time, percentages, etc.) Defaults will be displayed in **red** for your convenience, these are the factory recommended settings for start up. The settings in black can be adjusted at any time. This allows the Fun Zone II to have better percentages during high and low traffic times.

String Replacement:

1. Enter into the "Gantry Position" option scroll until you reach "String Length."
2. Move the claw to the middle, then press the drop button to release the claw. Once the claw has dropped as far down as it can go, press the drop button again to hold it in position. Replace your string and restart the machine.

Note: Be mindful of how it is coiled up as it is very important for claw functionality.



Fuse Information:

Power Supply Fuse:	5A (20 mm)
Power Distributor Fuse:	5A (20 mm)
Power Outlet Fuse:	15A (30 mm)
Main Board Fuse:	3A (20 mm)

**Min/Max Game Amperage:
1.5A/2.5A**



Entering the menu, locate the small control panel inside the cabinet. You will see the volume control knob, followed by 4 buttons labeled **K0**, **K1**, **K2**, **K3** and the power switch along the top side.

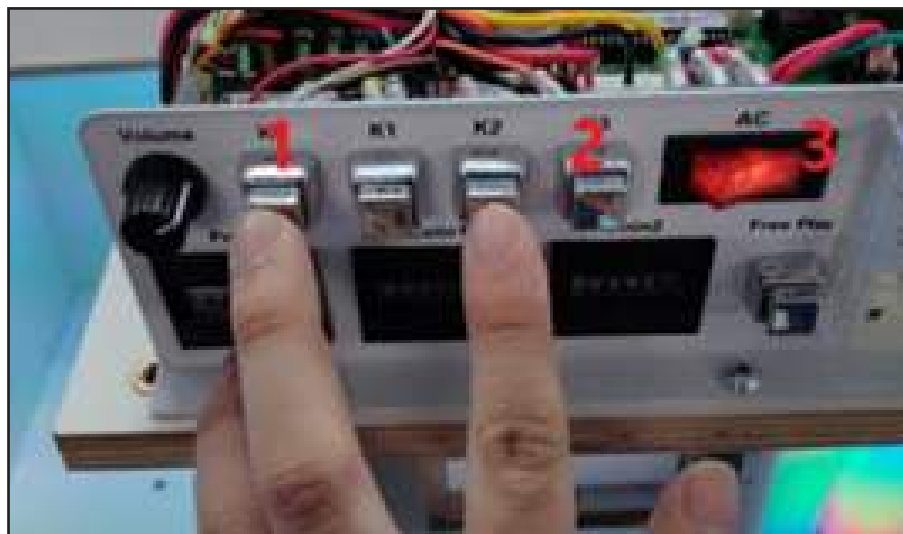
Button Options:

K0: Enter Audit Menu

K1: Enter Crane Setting Menu

K2: Test

K3: Not used



*While the machine is off, press and hold **K0** and **K2** buttons, then, power up game with switch to reset options back to their defaults.*

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

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



1. Target % - The payout ratio is as follows

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

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 the function and set how many games to play until win is awarded.

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 tipping over.

4. Claw Strength

Max - 1-48V

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

Min - 1-24V

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

Change time - 0.0 - 10s

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

Auto detect - Min 6

Retaining power auto detect by following the instructions below.

1. Place prize 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

Adjustable 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, **Default set to - 20s**

11. Ticket

1 Coin 0 Ticket

How many tickets are paid with each game play.

12. Grab in the 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.

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.

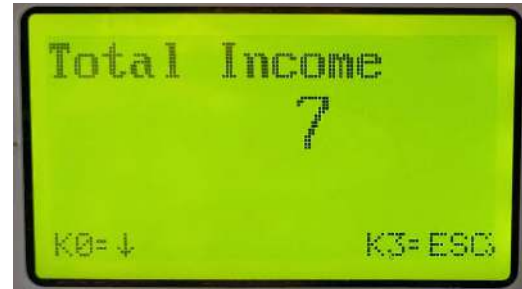
Hold / Flash

Button and joystick light fixed or flashing effect.



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 insterted 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 option amount.
Pressing **K0 and K2** together will clear all options.

SCAN CODE BELOW TO PURCHASE PARTS ONLINE



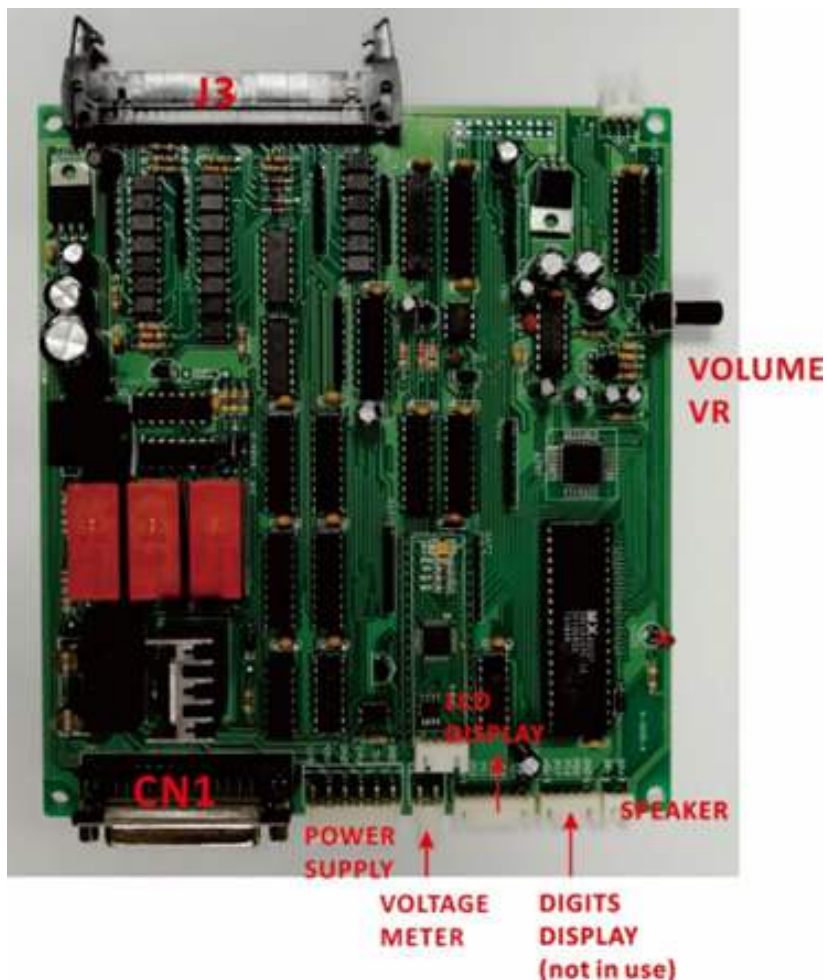
Error codes will show at the bottom of the display at all times.



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

Error Code	Fixes
Back SW error	Gantry Back Stop Switch Error 1. Check for loose cable at switch. 2. Make sure switch is wired properly (Signal line to NO) 3. Replace Switch
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 does not 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



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 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).

Connector	Usage	Color	Connector	Usage	Color
Power Supply	12V	Yellow	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

RED	Security Door	1	1 ● ● 2	2	Alarm	BLACK
BLUE	Motor Break	3	3 ● ● 4	4	12V	RED
RED	12V	5	5 ● ● 6	6	Ticket Output	GREEN
WHITE	GND	7	7 ● ● 8	8	Ticket Driver	BLACK
YELLOW	Button Light	9	9 ● ● 10	10	Button Light	PURPLE
WHITE	Button Light	11	11 ● ● 12	12		
	Tilt	13	13 ● ● 14	14	GND	BLACK
		15	15 ● ● 16	16	Coin Mech 2	WHITE
BLACK	GND	17	17 ● ● 18	18	GND	BLACK
RED	COIN Inhibit	19	19 ● ● 20	20	Coin Mech1	WHITE
BROWN	DBA Input	21	21 ● ● 22	22	GND	YELLOW
RED	DBA Inhibit	23	23 ● ● 24	24	K3	ORANGE
RED	K2	25	25 ● ● 26	26	K1	YELLOW
BROWN	K0	27	27 ● ● 28	28	GND	BLACK
		29	29 ● ● 30	30		
YELLOW	COIN Counter	31	31 ● ● 32	32	Prize Counter	GREEN
BLUE	DBA Counter	33	33 ● ● 34	34	12V	RED
RED	12V	35	35 ● ● 36	36		
BROWN	Sensor -	37	37 ● ● 38	38	Sensor +	WHITE
		39	39 ● ● 40	40	GND	BLACK
YELLOW	Button Drop	41	41 ● ● 42	42	Joystick Back	ORANGE
RED	Joystick Front	43	43 ● ● 44	44	Joystick Right	BLACK
BROWN	Joystick Left	45	45 ● ● 46	46	GND	BLUE
WHITE	Free Play Button	47	47 ● ● 48	48	GND	BLACK
BLACK	Winning Light	49	49 ● ● 50	50	Winning Light	WHITE



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