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Ver:1.08   Time:2012-5-14

一、Brief instruction

Cut ur Prize（LP.JDJ01）a new version of indoor prize machine. This machine is simple to play, with brilliant cabinet design built of high quality materials.

二、NOTICE

2-1. SAFTTY INSTRUCTIONS

- This machine is only for indoor use, is not suitable for outdoor use.
- When the machine has been installed well, place the bottom of the machine on the floor to make sure it is steady.
- Do not take it apart, make it up or move it arbitrarily.
- Switch off the power and pull out the plug before moving it.
- Place it on even floor, not the smoothie, unsteady or seriously vibrating place.
- Do not place it near any high temperature or easily sparkling equipment.
- Do not place any sundries on the machine or let any heavy press the power wire.
- Do not expose the circuit part in the machine to the air.

2-2. Notice for operation

- Check whether the power plug and power wire are good, whether the voltage is suitable for the machine before switching the power on.
- Voltage of power supply should be accord to the voltage on the back cover of it.
- Switch off the power before you maintain or inspect the machine.
- Only qualified personnel are allowed to inspect the electric control device of it.
- Use suitable accessories to displace parts of apparatus.
- Hold the plug instead of the wire to unplug the power wire.
- Do not to plug or unplug the plug with wet hand, do not pull or twist the power wire.

三、Accessories

Check whether the following accessories are ready before using it:

Name	QTY	REMARK
Manual	1	
keys	5	1888(3),1866(2)
Power cord	1	
String for the Claw Carriage	25cm*20	

4、How to play

- Insert a coin to the coin selector or insert cash to the cash acceptor to begin the game;
- Press the right direction button and operate the scissors move to right .When player move scissors to the meeting prize and close to the hanging prize loops;
- Move the scissors to the loops direction ;
- When scissors reach the loop and loosen button;
- Cut off loop to get prize.

Hanging prize system notice instruction ：

- It should be adjusted after transport or moving ,pls according the practical circs;
- Pls do not make some location sdjust when the down tube slot without hanging anything;
- It needs reset machine after adjust the DIP Switch or location;
- The machine need adjust one time each week;
- Check all the prize test sensors are normal.

Prize location adjust procedure：

In the attraction state,press SERVICE button enter the proze location adjustment mode.The crane will move to before location A1 after enter this mode first time and A1 LED bright.If some error on this adjustment,press TEST button to the horizontal position ,the LED display 1--　A1 means prize at the horizontal position .Press back button the crane will move to left and press right button to right. Press TEST button again, enter the upright position adjustment,the LED display 1‖,it means A1 in the upright adjust mode and press back and right to move crane.Press SERVICE button to change the prize position,the ordinal derial A2 B1 B2 C1 C2 .In the C2 mode press SERVICE button to quit position adjust mode.

5、TECHNICAL PARAMETERS

Mode：LP.JDJ01

Location requirements：Temperature　$-10℃～+40℃$，**U.V. radiation Very low，humidity low，Vibrations level: low**

Dimension：930mm× 860mm × 1920mm

Weight：　158KG

Power Supply：220VAC

MAX Power ：80W

Player：1 Player

6、Appearance

CREDITdisplay board：Coin QTY;

Right button：Insert coin，the button flashing，press it make crane move to right;。

Back button：After crane move to right ，this button flashing，press it make crane move to back;

Coin entrance/coin return button： The left entrance is for inserting coins,and the right red entrance for return coins;

Coin return exit： When insert not suitable coins the button will return the coins;

Prize door：Game over player get prize

7、ALL PARTS position

Fan

Power supply： +5V，+12V.

Filter：Connect the power cord.

Main board: Machine operation.

Motor drive board：Crane drive。

Meter Board:Note later meter board details

Coin selector：Note later coin selector details。

Speaker：Music

8、All parts constructure

8-1.Meter board

Insert coin button：Press one time means insert one coin.

Coin QTY：Count all the coins from begin to the end.

Prize out A QTY：Count all the A prize QTY.

Prize out B QTY：Count all the B prize QTY.

Prize out C QTY：Count all the C prize QTY.

Service button：For clear the machine problem and adjust crane.

Reset button： Press it last 3 seconds to clear all the data.

Test button： In the attraction state,press this button to the test state.。

8-2.Main board

J1：Power input。

J4：LED input connector。

J5：Ticket vending machine connector

J6：Function connector。

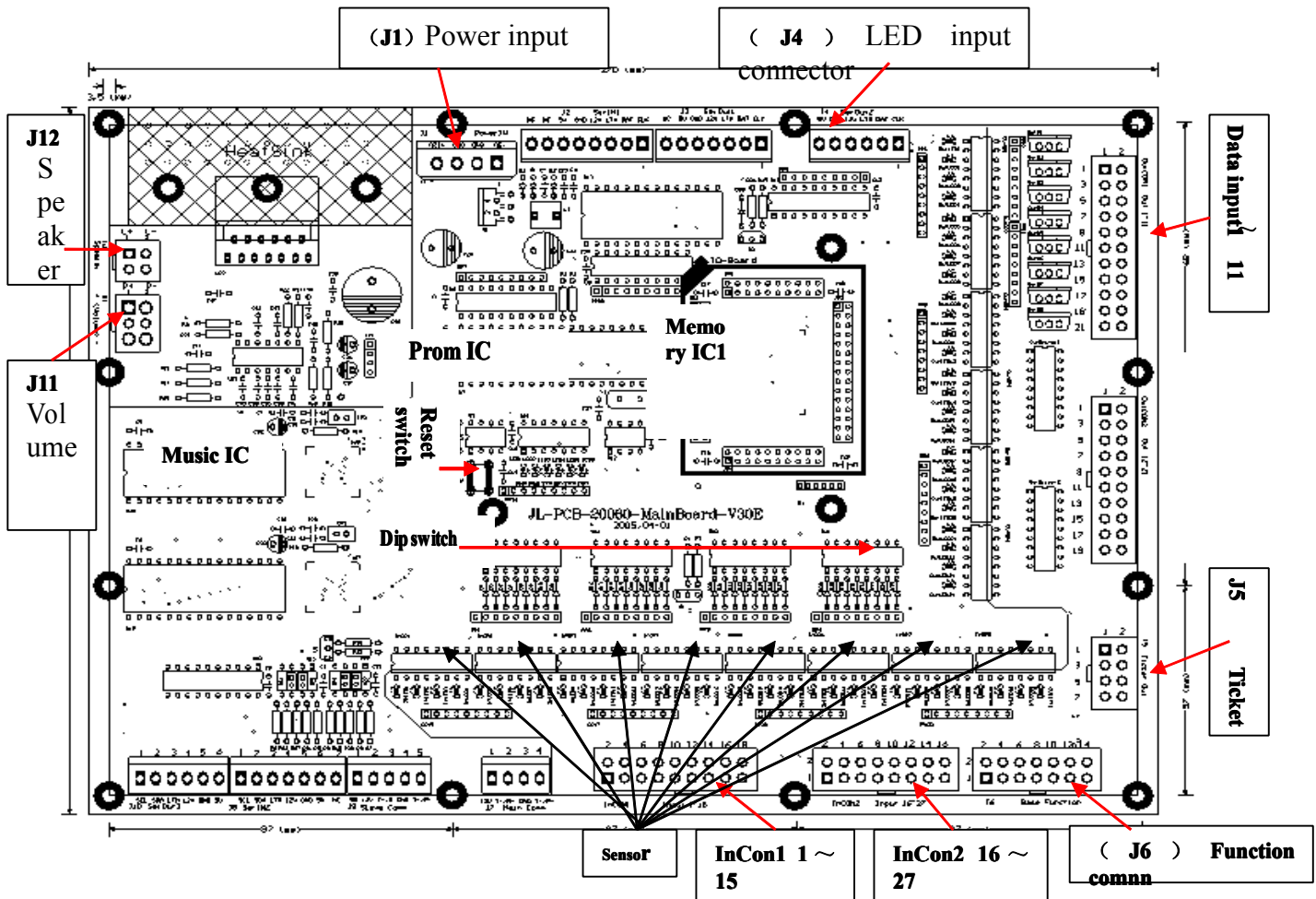J11：Volume， adjust the voice volume。

J12：Speaker connector。

Promt IC：Collect the coin and ticket QTY
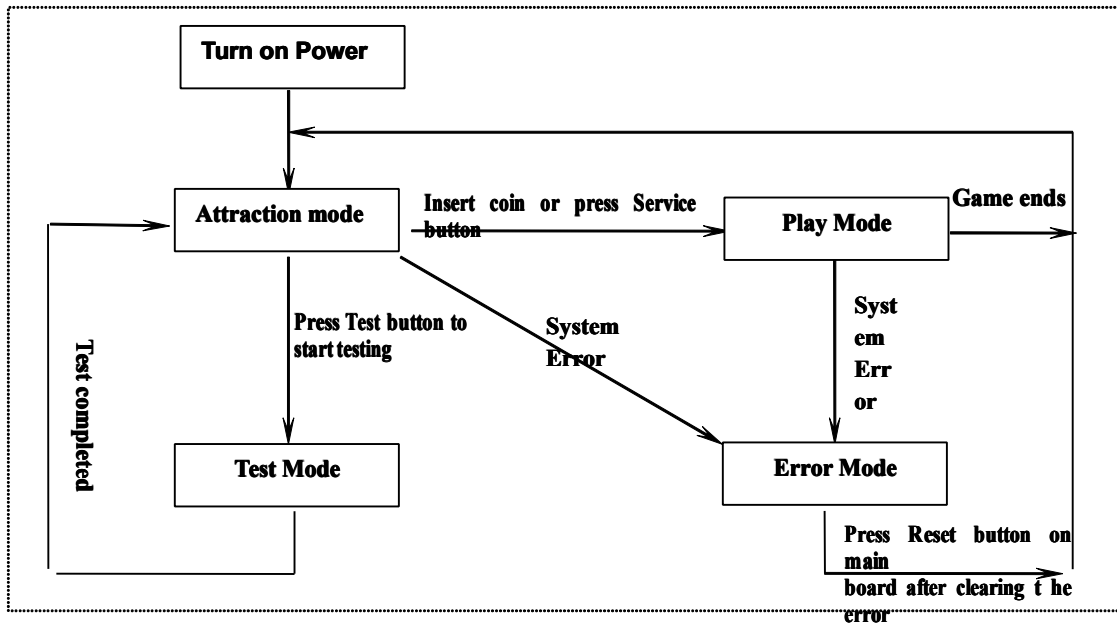
INCON1：＃1～＃15 INPUT.

INCON2：＃16～＃27INPUT.

OUTCON1：＃1～＃11 OUTCON

（Remark：Other plug without using in this machine.）

9、Operation instruction

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 four modes：1) Attract Mode 2) Test Mode 4) Game Play Mode 5) Error state Please refer to the Flow Chart below for details:：

```
                    ┌──────────────────┐
                    │  Turn on Power   │
                    └────────┬─────────┘
                             │
                             ▼
  ┌──────────────┐   ┌──────────────┐  Insert coin or press Service   ┌──────────────┐  Game ends
  │              │   │ Attraction   │───button────────────────────────│  Play Mode   │────────────►
  │              │──►│ mode         │                                  │              │
  │              │   └──────┬───────┘                                  └──────┬───────┘
  │ Test         │          │           System                                │
  │ completed    │   Press Test button to   Error                           System
  │              │   start testing    ───────────                           Error
  │              │          │                      ┐                          │
  │              │          ▼                       ┐                          ▼
  │              │   ┌──────────────┐                ┐                 ┌──────────────┐
  └──────────────┘   │  Test Mode   │                 └──────────────► │  Error Mode  │
                     └──────────────┘                                  └──────┬───────┘
                                                                              │
                                                              Press Reset button on main
                                                              board after clearing t he
                                                              error ──────────────────────►
```

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 TIME and CREDIT LED on the console display the time and credit the player has. There is also MUSIC going with this.

ATTRACT MODE
In ATTRACT MODE, the LEDs on the console display ☐X☐ ☐X☐ , which also changes continuously. It is also going with music. Press the "TEST" button on the front cabinet for over 300mss and the game will enter into TEST MODE. Insert Coin, and the machine will enter into GAME PLAY MODE.

TEST MODE
Test whether the LED is in good conditions, whether the lights, claw carriage and music are in working conditions. When machine is in ATTRACT MODE, press the "TEST" button, music will stop and the game will enter into "TEST MODE".

LED displays No of version → LED all turn off →LED all turn on → Testing Input →Testing Output →Testings Ticket Dispenser (Not applicable to this Machine) → Testing Music → Test is completed.

ERROR MODE
During the game play, whenever there is ERROR, the system will enter into ERROR MODE. The Error code "EX" will be displayed. Alarm is activated, and you can check the errors according to the EROR CODES 1, 2, 3, 4 ,5,6 and 8.. After clearing the error, reset the game and restart the machine. Please refer to the "ERROR CODES" table for details.

10、Appendix

10-1. DIP SWITCH SETTING DESCRIPTIONS

Ver：1.08   Time：2011-1-13

Plug code	Pin code	Pin color	Function	I/O code	Function of I/O
J1 （Power Input Connector;）	PIN 1	4*0.75-Red	+5V Input	-----	Power Input；
	PIN 2	4*0.75-Black	GND	-----	
	PIN 3	4*0.75-Black	GND	-----	
	PIN 4	4*0.75-Yellow	+12V Input	-----	
J4 （#2 Serial Output Connector;）	PIN 1	6*0.3—Green	CLK	-----	Digital LED Board Output Connection order
	PIN 2	6*0.3—White	DAT	-----	
	PIN 3	6*0.3—Brown	LTH	-----	
	PIN 4	6*0.3—Yellow	+12V Output	-----	
	PIN 5	6*0.3—Black	GND；	-----	
	PIN 6	6*0.3—Red	+5V Output	-----	
J5 （Ticket Out Connector）	PIN 1	4*0.3—White	#1 Ticket Out Drive	-----	Ticket Out Connector(unused in this machine)
	PIN 2	4*0.3—White	#2 Ticket Out Drive	-----	
	PIN 3	4*0.3—Yellow	+12V Output	-----	
	PIN 4	4*0.3—Yellow	+12V Output	-----	
	PIN 5	4*0.3—Black	GND	-----	
	PIN 6	4*0.3—Black	GND	-----	
	PIN 7	4*0.3—Green	#1 Ticket Feedback	-----	
	PIN 8	4*0.3—Green	#2 Ticket Feedback	-----	
J6 （Base Function connector;）	PIN 1	10*0.3—Yellow	+12V Out	-----	Base Function connector；
	PIN 2	Null	+5V Out	-----	。
	PIN 3	10*0.3—Black	GND	-----	
	PIN 4	Null	GND；	-----	
	PIN 5	10*0.3—Blue	Service	IN #25	
	PIN 6	Null	No Connect	-----	
	PIN 7	Null	No Connect	-----	
	PIN 8	Null	No Connect	-----	

	PIN	Wire	Signal	IN/OUT	Function
	PIN 9	10*0.3－Purple	Test	IN #27	
	PIN 10	10*0.3－Orange	Reset	IN #28	
	PIN 11	10*0.3－White	投币信号	IN #30	
	PIN 12	10*0.3－Green	No Connect	IN #31	
	PIN 13	10*0.3－Gray	No Connect	OUT #22	
	PIN 14	10*0.3－Brown	Coin meter	OUT #23	
J8	PIN 1	4*0.3－Red	+5V Output	－－－－－	LED
	PIN 2	4*0.3－Yellow	No Connect	－－－－－	
	PIN 3	4*0.3－Green	CLK	－－－－－	
	PIN 4	4*0.3－Brown	GND	－－－－－	
	PIN 5	4*0.3－Blue	DAT	－－－－－	
J10	PIN 1	Null	LED contron 1 bit	－－－－－	
	PIN 2	Null	LED contron 10　bit	－－－－－	
	PIN 3	6*0.3－Brow	LTH	－－－－－	
	PIN 4	Null	No Connect	－－－－－	
	PIN 5	Null	No Connect	－－－－－	
	PIN 6	Null	No Connect	－－－－－	
J11 （Volume Ctrl；）	PIN 1	4*0.15－Green	Right Signal Input	－－－－－	Volume Ctrl；
	PIN 2	4*0.15－White	Left Signal Input	－－－－－	
	PIN 3	4*0.15－Red	Right Signal Output	－－－－－	
	PIN 4	4*0.15－Yellow	Left Signal Output	－－－－－	
	PIN 5	Screening wire	GND	－－－－－	
	PIN 6	Screening wire	GND	－－－－－	
J12 （Speaker；）	PIN 1	2*0.75-White	Left Speaker +	－－－－－	Speaker；
	PIN 2	2*0.75-Black	Left Speaker －	－－－－－	
	PIN 3	2*0.75-Red	Right Speaker +	－－－－－	
	PIN 4	2*0.75-Black	Right Speaker －	－－－－－	
InCON1 （#1～#15 Input ；）	PIN 1	0.3－Brown	Input	IN #0	Bank prize shaft position limited sensor
	PIN 2	0.3－Pink	Input	IN #1	Back control button
	PIN 3	0.3－Orange	Input	IN #2	Front position limited sensor
	PIN 4	0.3－SkyBlue	Input	IN #3	Right control button
	PIN 5	0.3－Green	Input	IN #4	Front direction sensor
	PIN 6	0.3－Blue	Input	IN #5	Back direction sensor
	PIN 7	0.3－Purple	Input	IN #6	Left direction sensor
	PIN 8	0.3－Gray	Input	IN #7	Right direction sensor
	PIN 9	0.3－White	Input	IN #8	Scissors open signal
	PIN 10	0.3－SkyBlue	Input	IN #9	Scissors close signal

	PIN 11	0.3—Brown	Input	IN #10	
	PIN 12	**0.3—White**	Input	IN #11	Prize test
	PIN 13	0.3—Orange	Input	IN #12	Waving alarm
	PIN 14	0.3—Green	Input	IN #13	
	PIN 15	0.3—**White**	Input	IN #14	
	PIN 16	0.3—Black	GND	—————	
	PIN 17	0.3—Red	+5V Output	—————	
	PIN 18	0.3—Yellow	+12V Output	—————	
InCON2 (#16～#27 Input ;)	PIN 1	0.3—Brown	Input	IN #15	
	PIN 2	0.3—Pink	Input	IN #16	
	PIN 3	0.3—Orange	Input	IN #17	
	PIN 4	0.3—SkyBlue	Input	IN #18	
	PIN 5	0.3—Green	Input	IN #19	
	PIN 6	0.3—Blue	Input	IN #20	
	PIN 7	0.3—Purple	Input	IN #21	
	PIN 8	0.3—Gray	Input	IN #22	
	PIN 9	0.3—White	Input	IN #23	
	PIN 10	0.3—SkyBlue	Input	IN #24	
	PIN 11	0.3—Brown	Input	IN #25	
	PIN 12	0.3—Pink	Input	IN #26	
	PIN 13	NC			
	PIN 14	0.3—Black	GND	—————	
	PIN 15	0.3—Red	+5V Output	—————	
	PIN 16	0.3—Yellow	+12V Output	—————	
OutCON1 (#1～#1)	PIN 1	0.3—Brown	Output	OUT #0	
	PIN 2	0.75—Yellow	+12V Output	—————	
	PIN 3	0.3—Pink	Output	OUT #1	Motor front (add resistance 5K and 5V)
	PIN 4	0.75—Yellow	+12V Output	—————	
	PIN 5	0.3—Orange	Output	OUT #2	Motor back add resistance 5K and 5V)
	PIN 6			—————	
	PIN 7	0.3—SkyBlue	Output	OUT #3	Motor left add resistance 5K and 5V)
	PIN 8			—————	
	PIN 9	0.3—Green	Output	OUT #4	Motor right add resistance 5K and 5V)
	PIN 10			—————	
	PIN 11	0.3—Blue	Output	OUT #5	Scissors motor

	PIN 12			-----	
	PIN 13	0.3—Purple	Output	OUT #6	
	PIN 14			-----	
	PIN 15	0.3—Gray	Output	OUT #7	
	PIN 16	0.3—Yellow		-----	
	PIN 17	0.3—White	Output	OUT #8	
	PIN 18	0.5—Yellow		-----	
	PIN 19	0.3—SkyBlue	Output	OUT #9	left and right button led
	PIN 20			-----	
	PIN 21	0.3—Brown	Output	OUT #10	Back and front button LED
	PIN 22			-----	
OutCON2 （#12～#21 Output； #12～#21 输出）	PIN 1	0.3—Brown	Output	OUT #11	Prize A meter
	PIN 2	0.5—Yellow		-----	
	PIN 3	0.3—Pink	Output	OUT #12	Prize B meter
	PIN 4			-----	
	PIN 5	0.3—Orange	Output	OUT #13	Prize C meter
	PIN 6			-----	
	PIN 7	0.3—SkyBlue	Output	OUT #14	
	PIN 8			-----	
	PIN 9	0.3—SkyBlue	Output	OUT #15	
	PIN 10			-----	
	PIN 11	0.3—Blue	Output	OUT #16	
	PIN 12			-----	
	PIN 13	0.3—Purple	Output	OUT #17	
	PIN 14			-----	
	PIN 15	0.3—Gray	Output	OUT #18	
	PIN 16			-----	
	PIN 17	0.3—White	Output	OUT #19	
	PIN 18			-----	
	PIN 19	0.3—SkyBlue	Output	OUT #20	
	PIN 20			-----	
Main board	1	**Crystal Vibrator 11.0592Mhzis used in the Main PCB.**			

10-2.DIP switch seting

Ver1.08   Time：2012-5-14

Function \ Bits / Dip	1	2	3	4	5	6	7	8	Function
SW1				ON	ON	ON			10 Coins/game
				OFF	ON	ON			8 Coins/game
				ON	OFF	ON			6 Coins/game
				OFF	OFF	ON			5 Coins/game
				ON	ON	OFF			4 Coins/game
				OFF	ON	OFF			3 Coins/game
				ON	OFF	OFF			2 Coins/game
				OFF	OFF	OFF			1 Coins/game
							ON		SAVE PAREMETER when Power is OFF
							OFF		CLEAR PARAMETER when Power is OFF
								ON	Music On when the game is in Attract Mode
								OFF	Music Off when the game is in Attract Mode
SW2	ON	ON							TIME PER GAME PLAY: 60 seconds
	OFF	ON							TIME PER GAME PLAY: 50 seconds
	ON	OFF							TIME PER GAME PLAY: 40 seconds
	OFF	OFF							TIME PER GAME PLAY: 30 seconds
			ON	ON					The brenk distanle longest
			OFF	ON					The brenk distanle longet
			ON	OFF					The brenk distanle shorter
			OFF	OFF					The brenk distanle shortesr
					ON	ON	ON	ON	Each 999 games get 1 prize A out
					OFF	ON	ON	ON	Each 800 games get 1 prize A out
					ON	OFF	ON	ON	Each 600games get 1 prize A out
					OFF	OFF	ON	ON	Each 400 games get 1 prize A out
					ON	ON	OFF	ON	Each 350 games get 1 prize A out
					OFF	ON	OFF	ON	Each 300 games get 1 prize A out
					ON	OFF	OFF	ON	Each 250 games get 1 prize A out
					OFF	OFF	OFF	ON	Each 200 games get 1 prize A out
					ON	ON	ON	OFF	Each 160 games get 1 prize A out
					OFF	ON	ON	OFF	Each 120 games get 1 prize A out
					ON	OFF	ON	OFF	Each 100 games get 1 prize A out
					OFF	OFF	ON	OFF	Each 80 games get 1 prize A out
					ON	ON	OFF	OFF	Each 60games get 1 prize A out
					OFF	ON	OFF	OFF	Each 40 games get 1 prize A out
					ON	OFF	OFF	OFF	Each 30 games get 1 prize A out
					OFF	OFF	OFF	OFF	Each 20 games get 1 prize A out
SW3	ON	ON	ON	ON					Each 999 games get 1 prize B out
	OFF	ON	ON	ON					Each 800 games get 1 prize B out
	ON	OFF	ON	ON					Each 600games get 1 prize Bout
	OFF	OFF	ON	ON					Each 400 games get 1 prize Bout

ON	ON	OFF	ON					Each 350 games get 1 prizeBout
OFF	ON	OFF	ON					Each 300 games get 1 prize B out
ON	OFF	OFF	ON					Each 250 games get 1 prize B out
OFF	OFF	OFF	ON					Each 200 games get 1 prize Bout
ON	ON	ON	OFF					Each 160 games get 1 prize Bout
OFF	ON	ON	OFF					Each 120 games get 1 prize Bout
ON	OFF	ON	OFF					Each 100 games get 1 prizeB out
OFF	OFF	ON	OFF					Each 80 games get 1 prize Bout
ON	ON	OFF	OFF					Each 60games get 1 prize B out
OFF	ON	OFF	OFF					Each 40 games get 1 prize B out
ON	OFF	OFF	OFF					Each 30 games get 1 prize B out
OFF	OFF	OFF	OFF					Each 20 games get 1 prize B out
				ON	ON	ON	ON	Each 999 games get 1 prize C out
				OFF	ON	ON	ON	Each 800 games get 1 prize C out
				ON	OFF	ON	ON	Each 600games get 1 prize Cout
				OFF	OFF	ON	ON	Each 400 games get 1 prize Cout
				ON	ON	OFF	ON	Each 350 games get 1 prizeCout
				OFF	ON	OFF	ON	Each 300 games get 1 prize Cout
				ON	OFF	OFF	ON	Each 250 games get 1 prizeC out
				OFF	OFF	OFF	ON	Each 200 games get 1 prize C out
				ON	ON	ON	OFF	Each 160 games get 1 prize C out
				OFF	ON	ON	OFF	Each 120 games get 1 prizeC out
				ON	OFF	ON	OFF	Each 100 games get 1 prize Cout
				OFF	OFF	ON	OFF	Each 80 games get 1 prize C out
				ON	ON	OFF	OFF	Each 60games get 1 prize C out
				OFF	ON	OFF	OFF	Each 40 games get 1 prize C out
				ON	OFF	OFF	OFF	Each 30 games get 1 prize C out
				OFF	OFF	OFF	OFF	Each 20 games get 1 prize C out

Remarks:

Cells Highlighted in Grey Color – Factory Settings.

The description of prize position adjusting:
Press the service button enter prize position adjusting mode. When wnter the adjusting mode,the display board shows A1,that means the prize #1 is testing, and then press SERVICE button each time later,the display board will show #2,#3,#4,#5,#6 prize position testing. In the testing mode,press SERVICE button it will quit this modeand return to attraction mode. In the position adjustion mode,press TEST button it will show left right position(X-),front back(X|),X means 1-6,it meand each prize position.In the front back position adjusting mode,press TEST button,it will return to test mode. During possition adjusting mode,press the 2 buttons in consoel to adjust the prize position and press reset button,it will save the set information.

Remark: the roreshould be snthe middle fronf of scissors cuff,as the belt running damage in the

long time working.We suggeste adjusting the prize position each month.

10-3. <u>ERROR CODES</u>

	EEEOR TABLE	
NO	ERROR CODES	Problem
1	E1	Coins Get Stuck In The Coin Mechanism
2	E2	Prize Out Abnorma
3	E3	Chip U12 – Error
4	E4	Waving alarm
5	E5	Crane back home abnormal
6	E6	Scissors open abnormal
7	E7	The left swof crane is abnormal
8	E8	The front cnd balk crane positionadjrst sensor abnormal
9	E9	The leftandright

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