Grab n Win Program Flow Chart for ALVACO

Game Cost	Coin 2 Cost	**+**	Discount	Discount Given	**+**	Cost of Plush	**+**	Payout Percentage	**+**	Minimum Power
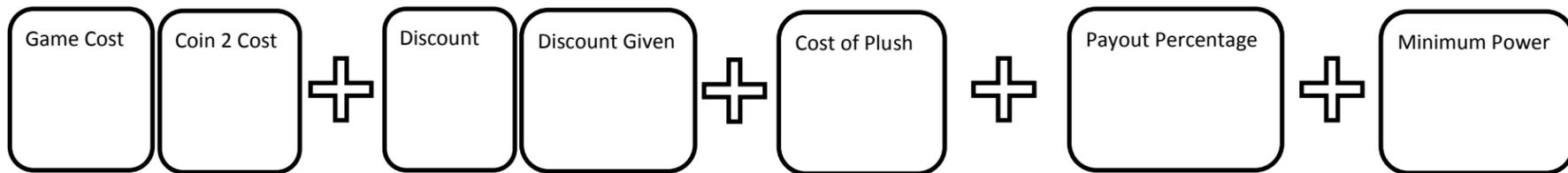
The above settings determine your cost of play and how many games need to be played before a prize can be won. The minimum power should be set so that the prize you are using slides out SLOWLY from the claw. It should not just drop immediately. It would be very obvious to the play if you set minimum power for the claw too low as the claw will "pop" open after is has obviously grabbed the prize. Use the large balloons to record your values for the prize you are using in the crane for future reference.

GAME PLAY FLOW CHART

Front / Back speed   **Left / Right speed**

These three settings determine how fast you have the claw assembly moves. In some cases it might be necessary to slow down the claw assembly in order to have the prize stabilize and not fall when not desired. It also helps in the visual presentation of the player dropping the prize when returning to the prize shoot.

Claw Down speed

Dig Time

This setting allows the claw string to continue to release after making the down switch. This will cause the claw to "dig" into the plush pile.

Be careful when setting this this too long as it will cause the claw to lay on its side. During pull time's count down if the claw is laying at the bottom, the claw could release the prize before beginning to ascend to the top ruining the tease!

Pickup Time

Pickup Time can be used to allow more time for the claw to grab the plush before ascending to the top. It doesn't effect Pull Time's count down.

P Value = 1 or > — YES! Time to win — NO!

Maximum claw Power   **Pull Time**   **Minimum Claw Power**

Pull Time determines when the claw will go from "full strength" setting to "minimum strength" setting when it is not time to win. The claw strength will be at its maximum settings during the initial grab of the plush. TIP: It is important that the plush can be grabbed at this point so it should be left at 99. As the claw ascends to the top the value stored for "Pull Time" is decreased until it reaches 0. At that point the claw changes to minimum claw strength settings and the plush slips away!

Claw Up speed

This setting allows you to stabilize the movement of the prize by adjusting the speed of which it moves up. With heavier prizes you would want the claw to travel faster than with lighter prizes.

Top Pause

As the claw hits the top of the crane assembly the prize will rock and sway. This setting allows the claw to pause and allow the prize to stop moving and stabilize.

Stop and Drop

The last setting if enabled will lower the claw down into the prize shoot before letting the prize go. This is used more for fragile prizes.