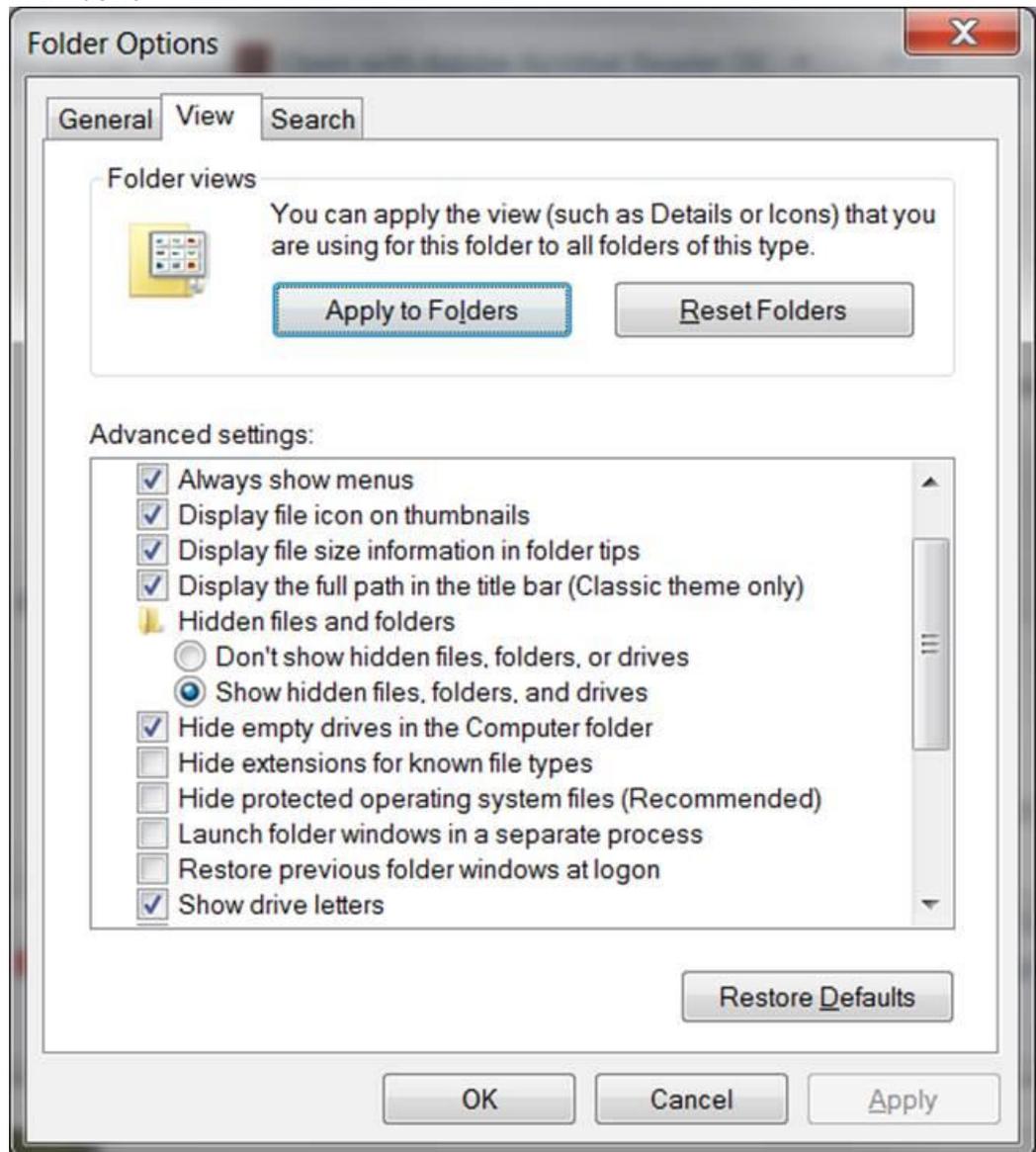


Steps to unlock all 40 options in joystick programming mode:

- 1) Remove flash card from crane
- 2) Insert it into a windows based PC
- 3) Navigate to flash card
- 4) open windows notepad
 - a. in notepad select file , then save as
 - b. save the file as "db081268" to the sdcard
- 5) you must remove the ".txt " file extension
 - a. to do this you must uncheck "hide extensions for known file types" in the folder options in windows



- b.
- c. Select ok
- d. Right click the db081268 file and select rename then delete the .txt off the file and press enter
- e. Windows will give you an error saying that the file will be unusable, select ok

- 6) Remove the flash card from your computer and re install it in the crane
- 7) Power up the crane and you will now have 40 options in the joystick programming,

Joystick programming options:

OPTION 0: Payout Reset. The value stored on this line is used when you wish to reset the payout regulator. When the crane is powered on it compares the value stored in its memory to this value. If it is different, then the crane will reset the payout regulator. This is used when you change your prizes, change your prize cost, or change your cost of play.

OPTION 1: Game Cost - How much the game costs to play in pulses. For example a setting of 2 would equal 50 cents while 4 would be \$1 dollar.

OPTION 2: Coin 2 Cost - This option tells the crane how many of coin 1 pulses does this pulse give. This line would be the switch with the white/red wire attached to it. This option should be set to 1 unless you are using different coins that have different values. For example if you value coin 1 line is a quarter and coin line 2 is accepting \$1.00 coins, then this would be set to 4 and not 1. If coin line 2 is accepting the same coin as coin line 1, then this would be set to 1. The maximum value is 99.

OPTION 3: Prize Cost - Cost of the prize in pulses. This option is the cost of your plush or the average cost of the plush being used. It is based on the value of coin 1 pulses. So if you value coin 1 as a quarter (.25¢) then a value of 10 would be $10 * .25$ which would equal \$2.50. The maximum value is 99.

OPTION 4: Payout Percentage - This defines the payout percentage or how much do you want to give back to the player. Each time the crane is played it will put aside this percentage from the game cost and store it into a virtual bank. This bank will accumulate each time a game is played. The claw will be at the minimum strength until it has collected enough money to cover the "Prize Cost" which it will increase the claw strength until a prize is won. So if the game cost was \$1.00 and the payout percentage is 40 then the game would keep .40¢ of that dollar each time the crane is played.

OPTION 5: Minimum Power - The least amount of power needed to allow the prize to slip through the fingers SLOWLY. This option must be setup properly for the crane to preform at its best. Too low of a setting will allow the prize to just fall through the fingers and look obvious it cannot pick up the prize. Too high of a value and the prize will not be able to fall off the claws when it is not ready to be won.

OPTION 6: Attract Time - This value determines how many minutes between doing attract modes and doing nothing. As an example a value of 3 would be 3 minutes sitting idle then performing its attract mode. The maximum time between attract modes is 90 minutes.

OPTION 7: Attract Type - This value determines which attract mode to preform. A value of 0 would disable attract mode. A value of 1 would only play audio. A value of 2 would be only motion and a value of 3 would do both audio and motion.

OPTION 8: Attract Volume - When set to 0 the attract audio will be lower then when playing the crane. You cannot adjust the lowered attract volume. A setting of 1 disables this feature and plays attract audio and game audio at the same level (adjusted by the volume pot).

OPTION 9: Pull Time - Pull time determines how long to keep the claw closed at maximum power setting as the claw goes up before reverting to minimum claw strength. It is programmed in 1/8 increments and has a maximum value of 32 (4 Seconds). This setting is a major factor in achieving that "Oh I almost had it" factor. Be sure that you

give enough time for the claw to return to the top. If the P value is a positive number, the claw stays at maximum power settings.

OPTION 10: RED Color 1 - Percentage of power to the Red LEDs for color number 1. Maximum value is 100.

OPTION 11: Green Color 1 - Percentage of power to the Green LEDs for color number 1. Maximum value is 100.

OPTION 12: Blue Color 1 - Percentage of power to the Blue LEDs for color number 1. Maximum value is 100.

OPTION 13: RED Color 2 - Percentage of power to the Red LEDs for color number 2. Maximum value is 100.

OPTION 14: Green Color 2 - Percentage of power to the Green LEDs for color number 2. Maximum value is 100.

OPTION 15: Blue Color 2 - Percentage of power to the Blue LEDs for color number 2. Maximum value is 100.

OPTION 16: RED Color 3 - Percentage of power to the Red LEDs for color number 3. Maximum value is 100.

OPTION 17: Green Color 3 - Percentage of power to the Green LEDs for color number 3. Maximum value is 100.

OPTION 18: Blue Color 3 - Percentage of power to the Blue LEDs for color number 3. Maximum value is 100.

OPTION 19: "RED Color 4 - Percentage of power to the Red LEDs for color number 4. Maximum value is 100.

OPTION 20: "Green Color 4 - Percentage of power to the Green LEDs for color number 4. Maximum value is 100.

OPTION 21: "Blue Color 4 - Percentage of power to the Blue LEDs for color number 4. Maximum value is 100.

OPTION 22: "Factory Defaults" - This option is ignored and not used in crane.cfg programming. Leave at 0.

OPTION 23: Max Power - This determines the maximum claw strength to use during play. The maximum value for this is 99.

OPTION 24: Game Time - How long should one game last? The default is 20 seconds but can be set from 10 to 60 seconds.

OPTION 25: Front Back Speed - Determines how fast the claw assembly travels in that direction. It is set by percentage of maximum speed. A value of 70 would be 70% of the maximum speed. The value can be 20 to 99 percent.

OPTION 26: Left/Right Speed - Determines how fast the claw assembly travels in that direction. It is set by percentage of maximum speed. A value of 70 would be 70% of the maximum speed. The value can be 20 to 99 percent.

OPTION 27: Claw Down Speed - Determines how fast the claw assembly travels in that direction. It is set by percentage of maximum speed. A value of 70 would be 70% of the maximum speed. The value can be 30 to 99 percent.

OPTION 28: Claw Up Speed - Determines how fast the claw assembly travels in that direction. It is set by percentage of maximum speed. A value of 70 would be 70% of the maximum speed. The value can be 40 to 99 percent.

OPTION 29: 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 too long as it will cause the claw to lay on its side. During pickup time’s count down if the claw is laying at the bottom, the claw could release the prize before ascending back to the top ruining the tease! It is set in 1/8 increments so a value of 8 would be 1 second. The maximum value this can be is 16.

OPTION 30: Pickup Time - This option when a value is set will cause the claw to remain closed at the bottom of the cabinet for this period of time. It is programmed in 1/8 increments so a setting of 8 would be 1 second. The maximum value is 32.

OPTION 31: Top Pause - When a value is set the crane will pause at the top for this amount of time. It is programmed in 1/8 increments so a value of 8 would be 1 second. The maximum amount of time is 16 (2 seconds).

OPTION 32: Stop and Drop - When a value is set the crane will lower the prize down into the prize chute for this period of time before releasing it into the prize chute. It is programmed in 1/8 increments. The maximum value is 24 or 3 seconds.

OPTION 33: Home Pause - When a value is set the claw assembly after dropping the prize in the prize chute will wait for this period before returning to the home position. It is programmed in 1/8 increments and has a maximum value of 32 (4 Seconds).

OPTION 34: Play Till You Win - When enabled, the crane will add one credit each time a game is complete and no prize was won. A setting of 1 enables this option. A setting of 0 disables this option. **BE VERY CAREFULL WITH THIS OPTION**, if the prize sensor becomes faulty and cannot detect prizes being won, the crane will pay every prize out in the crane.

OPTION 35: Game over Delay - When a value is entered the crane will pause this amount of time after a game is played. It is set in 1/8 increments and can be set from 8 to 32 seconds. The default is 16.

OPTION 36: Snap - When enabled the claw will close (snap) for a second and then open before the game starts. A setting of 1 enables this feature.

OPTION 37: Center X Time - This determines the x axis for the home position. It is set in 1/8 seconds and the default time is 12. The maximum value is 32 (4 seconds).

OPTION 38: Center Y Time - This determines the y axis for the home position. It is set in 1/8 seconds and the default time is 12. The maximum value is 32 (4 seconds).

OPTION 39: Discount - This option allows you to give free games when a certain amount is purchased at once. You can set how many games to give for the discount in option 27. If this option was set to 3 then for every 3 games purchased the player would get whatever the value option 27 has in games in addition to the 3 games purchased.

OPTION 40: Games Given - This option is used in conjunction with option 21 (Discount) and determines how many free games to give when a discount is achieved. The maximum amount of free games you can give is 10.