

***Manual English  
Intelligrab 02xx revxx  
The Big One 03xx revxx  
22/03/2018***



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## ***Introduction***

Congratulations with the purchase of your crane with Intelli Technology. We advise you to read this manual completely so you learn the possibilities and the use of this system. Different aspects of the game can be set (more about this further in this manual). Through the LCD display and a few pushbuttons, a lot of information about the functioning of the system can be displayed. Also a lot of settings can be made and a few test functions can be activated.

The system can be characterized by 2 essential qualities: on the one hand extremely powerful grabbers, of which the power can be set quickly and accurate, and on the other hand the payment regulator that regulates that there is only won what is desired by the operator.

**The operator must know that he can't take any options or functions in use, which are against the local security or legal prescriptions.**

## ***Principal of operating***

There are a few keys that can't be lost out of sight:

### **Key 1:**

A crane must be made attractive by the right music, light and good-looking toys, etc. A good-looking crane attracts players and, don't forget: *"If they watch someone playing, they want to play themselves!"*

Very important is to tune the merchandise and the machine. The size of the merchandise must be adapted to the size of the machine.

### **Key 2:**

A player must fall under the spell of the game through the fact that the grab can pick up the merchandise easily, but that he played not accurate enough and wants to try again. He must have the feeling that he controls the game and that the machine does exactly what he wants.

Don't let a persevering player go home with empty hands.

A lot of onlookers have probably followed the game and also want to give it a try.

### **Key 3:**

You must try to find the right proportion between turnover and margins of profit. Our experience teaches us that a payout-percentage from 25% to 40% gives the best results.

***Even more important: choose the right grab for the chosen merchandise and pay attention to size and weight.***

## ***The course of the game***

A player throws in money and gets credits to play.

By means of the buttons or joystick, he can move the gantry above the playfield.

When he lets the button go exactly above the chosen object (or when the fire button of the joystick is pushed), the grab is going down and takes the object with the set power.

The player wins when the merchandise falls right into the prize hole.

Different aspects of the game can be set (look further in this manual).

## ***Result-oriented operating***

We assume that your machine is completely set to your wishes. If this is not the case, go to “settings”(further in this manual).

### **Evaluation of the payout**

In the menu “pay-out information (displays automatic by staring up the machine) you can see the results of your crane during a short time and compare it with the expected result “*current percentage xx%*” and “*set percentage xx%*”.

Through the changing win-results, as a result of the random strong grabbing, as well as the skill of the player, this percentage can fluctuate considerably.

The payout regulator, which recalculates the result after every “win”, must be capable of approaching the set percentage.

### **Grabsuccess**

This indicates in which extent a winning game leads to a prize.

A grab-success of 100% is perfect. For each game with higher pick up power; a “win” is registered. Values between 80 and 120% are fine.

Extremely high values indicate a too strong grab; extremely low values indicate a too weak grab. This can be the result of bad adjusting.

### **Cashboxes**

By emptying the crane menu ‘CASHBOXES’ indicates separately the contents of the different compartments. These meters are used to check the emptying of the cashboxes.

Besides the coin-meter there is the bill-meter that can be used for bills, tokens or credit cards. The unit of the meter is not always the same as the monetary unit. Although every coin-entry has a money value, some coin-entries can be set with a different unit (e.g pieces). After emptying the cashbox, the meters can be copied and/or cleared.

### **Accounts**

To evaluate a long-term result, an accounting is kept. It makes it possible to measure during a certain period of time. The manager can determine the period (for example a season or a fair). It allows the manager to settle up with the operator.

To avoid fraud, there is a warning when the mechanic meters can’t be changed. The number of errors is indicated in diagnostics. These can only be cleared together with the accounts.

Also changes in the settings, which can influence the result of the mechanic meters, give an error! The accounts are used to check the earnings on a long term.

You can clear the cashboxes daily, but let the accounts counting

### **Mechanical counters**

Can’t be cleared.

Each time when the controller can’t add the mechanical an error message will appear, this to prevent fraud. The number of error messages will be reported in the diagnostics, they only can be cleared together with the accounts.

Also changes in settings that have influence on the result of the mechanical counters will report an error message.

## **Maintenance**

A key-locked door gives access to the maintenance area. Hand this key to your operator and/or maintenance personnel for filling up the machine with prizes or for cleaning purposes. The machine can stay powered for these operations. However, beware of the (possibly) moving claw.

### **Cleaning**

Always use dry or humid clothe for cleaning. Never use water or wet material. This might cause damage to parts or ingresson of water may cause malfunction or dangerous situations.

### **Fill up the crane**

Try to keep in kind of merchandise in one playfield.

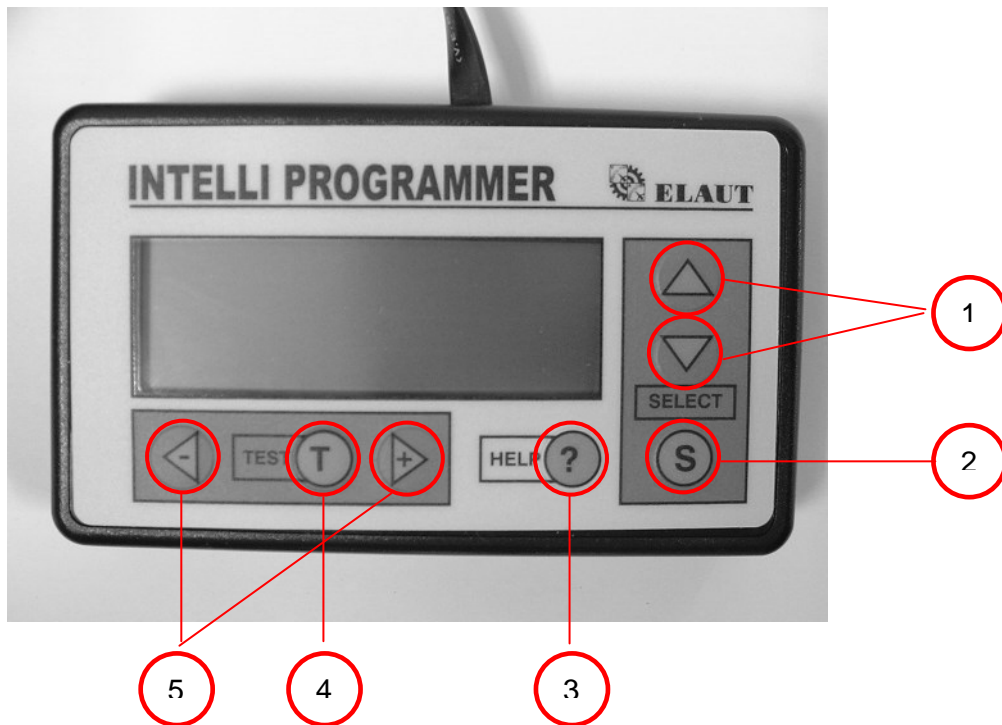
Same form, weight and price make the adjusting a lot easier and the payout more precisely.

Adjust the crane on the popular merchandise, if you use a mixture of merchandise.

You don't have to change the settings if you fill up the crane with comparable merchandise.

***Attention: changes of a few percent in claw set-up can have big differs as consequence.***

## Working with the Intelli Programmer




- The arrows “**up**” and “**down**” (1) are used to pass through the different menus and settings.
- The “**Select**” button (2) is used to open or close the different menus or to do specific actions, like clear counters.
- With the “**Help**” –button (3) can you get more information about each setting.
- Under specific circumstances are there possibility’s to test the set values by pressing “**Test**” –button (4).
- The buttons “-“ en “+” (5) are for changing values.




This “**i**” indicates that the opposite line shows only information.  
This value is unchangeable.



This “**T**” indicates a test function. Press  to activate.



This “**S**” indicates a function. Press  to activate.

If this is the opposite of a title or a menu, than you go back to the main menu.



The crane is controlled electronically, but that doesn't mean that it adjusts automatically. The most important link is, and stays, the manager. You can adjust the crane by settings desired by the managers and players. The programmer (see picture on last page) makes it easy to adjust. You walk through the different menus that are mutually linked, and adjust them by a simple push on a button. The settings appear immediately on the display. Take your time to go completely through the settings with this manual.

Check if all credits are played. Clear the remaining credits with the function "recalibrate" in the menu "payout information".

Go to the menu "DEFAULT SETTINGS" (on the bottom of the main menu). Choose your country or continent or one that joins closest to your currency or legal regulation. Load this setting by pressing "S". Change your language if required, before quitting the menu " language...x" and "#decimals"

## Overview menu

There could be some small differences in relation to your program depending on your local legislation.

### Intelligrab

```
INTELLI GRAB
MACHINE TYPE XXX
VERSION XX REV XX
(c)ELAUTnv XX/XX/XX
```

Identification of the program. Here you find the machine type, version, revision number and date. This information is the most important for the technical department.

### Intelli link

```
INTELLI LINK
address          1
remote language  1
```

**address:** every playfield in an intelli network has a unique number that can be set in this menu. 1 is the standard number and if this is 0 than it will not be recognised as present in the link.

**remote language:** the language used on the PC can be different from the language used on the controller. You can choose the same languages as in the standard settings.

### Accounts

```
ACCOUNTS
total out:      100.0
total in:       285.0
payout:         35%
#tot. wins:     15
#tot. refill:   20
S clear accounts
acc.security    0N
```

**total out:** total of won merchandise, expressed in terms of money.

**total in:** total receipts, expressed in terms of money

**payout:** amount of payout merchandise expressed in percentage

**#tot. wins:** number of won prizes.

**#tot refill:** number of prizes that were filled since the last reset.

The accounts are used as "long term counters". You can check the results on a certain period. They can be used as a base for the payment between manager and owner. Clear the accounts by placing the cursor next to the line "**clear accounts**" and press "S".

**acc security:** when this option is activated, the accounting will no longer be visual or will be erased through the Programmer. You have to use the Intelli Link to look at or to erase the accounting. The PC can only switch off this option.

## Cashboxes

```
CASHBOXES
coin in      185.0
bill/tk in   100.0
#wins        15
#dispenser   570
S clear cashboxes
S toys alarm 0
S toys refill 0
S dispenser al 0
```

**coins in:** amount of received coins.

**bill/tk in:** amount of received bills.

**#wins:** amount of won prizes.

**#dispenser:** amount of won consolation prizes.

ex: ticket dispenser, chewing gum dispenser, ...

The "cashboxes" are used as "short term counter".

You can use them to check the earnings by emptying the cashbox. Clear this also by pressing "S".

**toys alarm:** if the number of won prizes exceeds this number (0= not active) there will be switched on an alarm.

Push 'S' to activate / reactivate.

**toys refill:** Fill in the number of prizes that are put in during the filling. The number can be adjusted by pressing + and -. Press S to validate. The number must only be adjusted once. You have to validate each time the machine is filled with the set number. This is used for the stock management through Intelli Link.

**dispenser alarm:** an alarm will be given when the number of consolation prizes is exceeded (0=not active). Push "S" to activate / reactivate.

## Manual control

```
MANUAL CONTROL
S assign win
S 1 free game
S game with bonus
S bonus till win
stand-by      OFF
free game mode OFF
```

**assign win:** if a player wins but the prize is not detected by the machine, you can assign a win. This function will correct the counters, accounts, ... You can only use this option once on the end of a game.

**1 free game:** free game with retaining power

**game with bonus:** free game with pick up power

**bonus till win:** pick up power until next win

**stand-by:** with this function you can put the playfield in

stand by. It's impossible to insert money and on the display you see 2 bars lighting up.

**free game mode:** if this function is on, you can play without inserting any money. This has no influence on the counters.

## Claw-settings

```
CLAW-SETTINGS
pick up power  70%
retaining power 35%
i indicator     0%
pick up time    0.7s
random pick up  OFF
i casual win    10%
S test normal game
S test pick up game
```

**pick up power:** the power of the closing grabber

**retaining power:** the retained power

**indicator:** indicates how powerful the grabber is closed (0% or x% pick up power or x% retaining power)

**pick up time:** the time that the pick up power lasts. After this time, the pick up power decreases to the retaining power.

**random pick up:** if this function is on, the set pick up time will be increased with 0.1 up to 0.5 sec.

**casual win:** indicates the number of prizes that were still

won in a game with reduced grab power. (a high percentage of 20% or more indicates a holding power that is too high).

**test normal game:** free credit, with this function you can play a game like you should play a game by inserting money. This is used to adjust the crane.

**test pick up game:** free credit, play a complete game with pick up power.

These last two functions do not have influence on the counters.

The menu "Claw-settings" is used to adjust the "Claw power-settings".

## Payout information

PAYOUT INFORMATION	
i current perc.	45%
i set perc.	35%
est. price out	10.0
products cost	3.5
i grabsucces	82%
i win xx games ago	
S calibrate	

**current perc:** the percentage that is already paid out. "Money in" and "prize out" automatically calculate this percentage. This is information, so not adjustable.  
**set perc:** the desired pay out percentage. This is not directly settable, but "est. price out" and "products cost" calculate this percentage (pay out is minimum 20% and maximum 50%). When ERR% occurs, it means that the asking price is too high/low compared to the game price. The regulator is no longer active. The machine will only

continue to play with retaining power.

**est. price out:** vending price: how much the merchandise has to bring in. This has to be between 4 and 120 times the game price. For example. Game price = € 0,50 → the minimum asking price = € 2,00 and the maximum asking price = € 60,00.

**products cost:** purchase price: the cost of the merchandise.

**grabsucces:** indicates which percentage of the potential winning games is used.

If there is a win for each game with pick up power, then the crane is perfectly adjusted (grabsucces = 100%) Values between 80% and 120% are fine.

**win xx games ago:** indicates how many games are played after the last winning game.

**calibrate:** clearing the payout regulator: no money in, no merchandise out. If you make some changes in the settings, then you have to re-calibrate. This has no influence on the counters. This function clears also the remaining credits.

## Credit values

CREDIT VALUES	
fixed value	OFF
game price	0.5
bonus level	3.0
reference channel	2
1 CR for 3 x	0.2
1 CR for 1 x	0.5
2 CR for 1 x	1.0
5 CR for 1 x	2.0
1 CR for 10 x	0.1
30 CR for 1 x	10.0
14 CR for 1 x	5.0

**fixed value:** by enabling, you can set a fixed value for each game. By disabling, you can choose the amount of credits/insert or inserts/credit per channel.

**game price:** value of a game if 'fixed value' is activated

**bonus level:** if you reach this amount of value, you get an extra credit. (only possible if 'fixed value' is activated)

**reference channel:** the channel that is most used.

F. ex. if € 0.5 is the basic price of a game, then we set it on 2 (because € 0.5 is programmed on the 2<sup>nd</sup> channel of the coin acceptor).

At the last 7 lines ( 7 channels for coins/ bills) you can give the number of credits per coin/ bill. The first 4 are always for coins, the 5<sup>th</sup> and 6<sup>th</sup> channel can be used for coins or

bills. The 7<sup>th</sup> channel is always a bill.

## Coin values

COIN VALUES	
coin 1	0.2
coin 2	0.5
coin 3	1.0
coin 4	2.0
coin 5	0.1
coin 6	10.0
meter divider	1.0

To adjust the value of a coin for each channel.

Coin 1 is equal to the first channel of the coin acceptor.

Always mark the real value, even if this channel represents a coin or a bill.

**meter divider:** the value of a pulse to the mechanical counters. F.ex: if '1' is marked, then 1 pulse will be given to the counters by each Euro. A 2 Euro coin will count 2 units on the counter. The amount you see will be the amount in Euros.

Coin 5 en 6 can be used for coins or bills, depending on the setting "bill/ token values"

## Bill / token values

BILL/TOKEN VALUES	
bill 1 value	5.0
bill 1 indic	5.0
bill 2 value	10.0
bill 2 indic	10.0
bill 3 value	0.1
bill 3 indic.	0.0
meter divider	1.0

**bill 1 value:** value of a bill

**bill 1 indic:** the indicated value of a bill

**bill 2 value:** value of bill/ coin/ token

**bill 2 indic:** the indicated value of a bill/ coin/ token

**bill 3 value:** value of bill/ coin/ token

**bill 3 indic:** the indicated value of a bill/ coin/ token

**meter divider:** the value of a pulse to the mechanical counters

F.ex: if '1' is marked, then 1 pulse will be given to the counters by each Euro. The amount you see will be the amount in Euro.

The **indicative value** is only important for the mechanical counters and the cashboxes. F.ex. When "bill value" is adjust to 5.0 (a 5 Euro note) and you adjust bill indic. to 1, than 5 Euro will be counted for the payout regulator and accounts, but in cashboxes and mechanical counters only 1 will be counted. You now directly the number of bills without taking cares of the value.

Bill 1 is always a bill (channel 7), for bill 2 and 3 you can choose between a bill, coin or token. To make the difference between this, you have to adjust the value on 0 for coins or tokens, then it will be automatic be counted the coin meter. If you set a value here, than it will be counted to the bill meter.

## Game settings

GAME SETTINGS	
game time	30s
4 directions	0N
commande mode	0
carriage jump	0N
play w nudges	0FF
return diagonal	0N
stop and drop	0
smart detector	0N
credit limit	25
money-in limit	14.0

**game time:** the maximum playtime. This time starts from the moment that the first move is made.

**4 directions:** to make the distinguish between pushbuttons (off) and joystick (on)

**commande mode:** to change the command mode of the gantry, depending on the position of the price hole (standard = 0).

**carriage jump:** the gantry can start at a programmed point. From this point on you can play (only for joystick).

Programming the start point of the gantry:

- Place the cursor on the line "carriage jump" and press "T".

- Place the gantry manual or by means of the joystick on the desired place and press the fire button.

- The gantry will come back and the start position of the gantry is adjusted.

**play with nudges:** with this function you can play forward several times but only once side wards. (only for pushbuttons).

**return diagonal:** If this function is turned on, the gantry returns diagonal instead of a traditional return.

**stop and drop:** here you adjust how far the claw goes down before it opens. At 0 the claw opens directly when it arrives at the start position.

**smart detector:** when this option is switched off, the detector will be taken into account.

When it's switched on, there will only be detection when the crane is active.

**credit limit:** coin and bill acceptor will be disabled when you reach this limit. If you go under this limit, the coin and bill acceptor are again enabled.

**money in limit:** coin and bill acceptor will be disabled when you reach this limit. You have to play all credits before it will be enabled again.

## Motor speeds

```
MOTOR SPEEDS
forward motor 100%
sideward motor 70%
up/down      50%
```

The speed of each motor can be adjusted separately.

## Dispenser settings

```
DISPENSER SETTINGS
S pay award      0
S feed
# pay at win     0
# pay at loss    1
# pay at start   0
# pay at end     0
S clear awarded
dispenser type   0
```

**pay award:** the credit of tickets/chewing gums will be memorized if the dispenser is empty. By pressing "S" they will be paid.

**feed:** help function for filling the dispenser

**pay at win:** number of award that has to be paid at win

**pay at loss:** number of award that has to be paid at loss

**pay at start:** number of award that has to be paid at start of the game

**pay at end:** number of award that has to be paid at the end of the game

**clear award:** to clear the credit of unpaid tickets/chewing gums

**dispenser type:** to adjust the dispenser type

0 = none

1 = ex: ticket dispenser, hopper

2 = chewing gum dispenser

3 = Big Dispenser

4 = systems with intern logic

## Attract. settings

```
ATTRACT. SETTINGS
volume game      30%
volume attr.     30%
sound track      1
attr time out    10min
attr movement    0N
auxiliary volume 0%
```

**volume game:** volume during the game

**volume attr:** volume during the attract mode

**sound track:** 1 = the standard sound track, 2 = the optional soundtrack (different in game, win and attraction)

**attr time out:** the interval time between the attraction when there is not being played

**attr movement:** if this function is activated the gantry makes a move when the attraction sound starts

**auxiliary volume:** volume of an extern sound source (optional). This sound will be mixed with the standard sound

## Default settings

```
DEFAULT SETTINGS
S save settings
S load settings
#decimals        1
language (2=FRA) 1
S load C.Europe
S load N.Europe
S load USA
S load UK
S load Switzerland
```

**save settings:** if the crane is adjusted to your wishes than you can save your settings by pressing "S".

**load settings:** if your settings are disordered than you can load your saved settings and the crane will operate like before.

**#decimals:** the visual numbers after the comma. If there is indicated 1 than the money values will be displayed up to 1 number after the comma ex. 20,5.

**language:** there are always 2 languages to your deposal. These languages depend of your program version.

The next 5 lines are the default settings, specific for your country or continent and depending on your local legislation.

## Diagnostics

```
DIAGNOSTICS
i last money      4
i meter error    0
i coin/bill      0
i dispenser error 0
i pay out errors 0
i data errors    0
S clear diagnostics
```

**last money:** indicates the channel where the last money was inserted

**meter error:** number of times that the counters failed during counting

**coin/bill:** number of problems with the coin- or bill acceptor

**dispenser error:** number of times that the dispenser didn't pay or paid to late

**payout errors:** number of times that the payout-regulator

warns for a payout that is too high (warnings for a to high / to low payout aren't registered).

**data errors:** number of errors related to communication

**clear diagnostics:** to clear all the diagnostics above, except the meter errors

## Mechanical diagnostics

This menu will help you to detect a mechanical problem. Mostly you can solve these problems yourself by adjusting the switches. The switches can be checked by hand **and** with help of the information (i) "gantry in" in the "selftest" menu.

```
MECHANICAL DIAGN
i last mech err   4
i #mechanic. err 0
i #home SW warn  0
i #left SW warn. 0
i #home failure   0
i #down SW stuck 0
i #down SW open   0
i #down failure   0
i #up SW stuck    0
i #up SW open     0
i #up failure     0
i #string broken  0
i #grabber stuck  0
i #grabber fail.  0
S clear diagnostics
```

**last mech err:** indicates an error code of the last mechanical error, also indicated on the display.

**mechanic.err:** number of mechanical errors since last reset.

**home SW warn:** the system suspects a problem with the forward switch

**left SW warn:** the system suspects a problem with the sideward switch

**home failure:** the systems suspects a problem while coming back (SW1 and/or SW2).

**down SW stuck:** the system suspects that SW4 stays closed.

**down SW open:** the system suspects that SW4 stays open.

**down failure:** It takes to long before SW4 is detected. This can be caused by obstructing a movement..

**up SW stuck:** the system suspects that SW3 stays closed.

**up SW open:** the system suspects that SW3 stays open.

**up failure:** it takes too long before SW3 is detected. This can be caused by obstructing the upward movement.

**string broken:** the system suspects that the string is broken.

**grabber stuck:** the system suspects that the grabber doesn't go down.

**grabber fail:** the system suspects an open or a short grab circuit while starting the game or while playing the game.

**clear diagnostics:** to clear all the above mentioned diagnostics. This is necessary after every error to obtain a correct view of the most recent errors.

## Selftest

```
SELFTEST
T clawtype           3
T cord replacement
T mech. cycle
T lamptest
T dispenser
i coin-in  00000000
i ctrl     00000000
i gantry-in00000000
i extension00000000
i data in (ad=0)  0
```

**claw type:** the claw type will be measured by turning on each claw type has a specific number:

- 0 = error
- 2 = small
- 3 = medium
- 4 = large
- 5 = big one

Problems with the wiring or claw can be the basic source of wrong results. Press "T" to measure again. The number has to correspond with the number of your claw type.

**Cord replacement:** two functions can be done:

### 1 replacing the string:

- Press "T"
- Lead the string until it's unwound completely.
- Place the new string correctly around the wheels (you may block the motor), hook up the string in the cutout of the string winder and pull slightly until the string starts to wind up.
- The motor will stop automatically...finished!

### 2. release a wrong winded up string:

- Press T,
- The motor will release the string and unwind the pulley so that the claw reaches the bottom.
- Now place the string manual on its correct position.
- Press "T" again and lead the string by rolling up.

**mech cycle:** a complete test of the mechanical cycle (SW4 will not be tested).

**lamp test:** the lamps of the controls flash one at the time

**dispenser:** the optional dispenser pays out 1 consolation prize

**coin in:** control of coin/bill acceptor

**ctrl:** control of the switches from push buttons/joystick

**gantry-in:** control of the switches on the gantry

**extension:** control of extensions f.ex: IR-detection

**data in:** control of the intelli link

**The information lines above indicates if the input to the Intelli controller is activated (=I) or not (=O). The inputs are counted from the right to the left.**

**If an input changes, it has to be visible only on 1 position!**

**This menu will help you to localize and possibly solve a problem.**

# Adjusting

**Remark: it is not possible to work with merchandise that contains magnetic materials because of the permanent magnetism of the axe.**

***This will stick on the axe!***

After you choose the correct claw for the merchandise, you can do as follows:

Go to the menu "CLAW SETTINGS".

Start with the setting "pick up power.....70%" and "retaining power.....35%" (default settings)

First adjust the "retaining power " like this:

- Hold the merchandise in the claw, and press de test button.
- The claw will close
- Adjust the power in a way that the merchandise slips out the claw.
- Increase the retaining power with the "+" button and decrease the retaining power with the "-" button.
- Be aware that this is only approximately. You will see that you still have to adjust a bit when you are playing.

Adjust the "pick up power" like this:

- Start with the double of the retaining power.
- Hold the merchandise in the claw.
- Press "test" and the claw will close.
- The claw has to hold the merchandise easily otherwise you have to increase the pickup-power a little.

**Remark:**

***We advise you not to use the maximum pickup-power if it's not necessary.***

***If you use only the power you need you will have a nice game.***

Than adjust the "pick up time":

- This time indicates how long the pick up power keeps on. After this time the pickup power turns over to retaining power.
- You can adjust with this setting how high the merchandise may be picked up before it drops.
- By enabling "random pick up" the pick up time will **increase** with a random time between 0.1 and 0.5 seconds. If you want to use this option, adjust the crane without this option. If you have the correct pickup-time, than decrease the pickup-time with 0.5 sec and activate this function, F. ex. if the pickup-time is adjusted to 1.2 sec, than it will be increased with 0.5 sec. We than activate this function. The pickup-time will now fluctuate between 0.7 and 1.2 sec.
- Each game will be different like this. The merchandise falls down on different moments/heights.

It is important to play several games. That way you can see if the crane is adjusted to your wishes. You can use "test normal game" (basically the merchandise may not be won) and "test pick up game"(basically the merchandise will be won) for this. Most of the games have to be played with " test normal game", because basically you may not win. This is the most important way to check if the desired game is achieved.

There will be no wins registered during these test games, neither has this influence on the counters or regulator. You can also change the value of the claw power immediately and follow the change between "pick up" and "retaining power" on the information line "Indicator".



## Warnings and errors

Warnings and errors are visible on the Intelli Programmer.  
They appear when a bad working of the crane is detected.  
You can clear these by pressing "S". You clear only the mentioning and not the problem.

### Error:

The coin acceptor will be disabled when the good working of the crane isn't guaranteed.  
First you have to solve the problem and clear the error message before you can continue to again.

### Warning:

Information about a potential problem.  
You can still play without solving the possible problem.

```
! WARNING:door open-
press S to resume
```

#### Display code:2

This warning appears when the door is open.  
Remark: This is an option and is not installed on a standard machine. This is used for the stock management through Intelli Link. For more information, please contact Elaut or a registered dealer.

```
! WARNING:
game price to high
(check credit set.)
Press S to resume
```

#### Display code: 4

The number of credits per game does not correspond with the coin value or the reference channel refers wrongly.  
Check "credit settings"  
Press "S" to resume.

```
! WARNING: Account
meters overflow
(clear first)
Press S to resume
```

#### Display code: 5

Electronic account meters overflow.  
Press "S" to resume

```
! WARNING:
cashbox meters
overflow(clear first)
Press S to resume
```

#### Display code: 6

Electronic cashbox meters overflow.  
Press "S" to resume.

```
! WARNING:
changing these
parameters results in
account errors.
Clear accounts first
```

#### Display code: 7

There are made changes to the settings that influence the mechanic meters.  
This error is registered in the diagnostics menu, but will only be cleared after the accounts are cleared.

```
! WARNING:
claw power
(temporary ) not
garanteed
Press S to resume
```

#### Display code: 8

Because of bad connections or big fluctuations in the power supply, the claw power can not be regulated.  
Press "S" to resume.

```
! WARNING:
it took to long many
games to win (check
settings and
detector)
```

**Display code: 9**

It takes to long before a win is registered. Check the settings in the menu "Payout information" and also check the working of the prize detector.

```
! WARNING : grabber
too powerfull!
Set -5% or change
type. Press S to
resume
```

**Display code:10**

This warning appears when there are too much accidental wins.

```
! WARNING:
payout over 100%
check (claw finger)
settings
```

**Display code: 12**

The payout fluctuates above 100%. Check the settings and your claw settings and keep an eye on the payout. When the problem persists, an error will be shown.

```
! warning: coin or
bill acceptor
obstructed Press S to
```

**Display code: 13**

The coin- or bill acceptor has reported a problem.

```
! WARNING:detector
obstructed or non-
functioning properly
Press S to resume
```

**Display code: 14**

By switching on the crane, the detector becomes active. Objects in the prize hole or a problem with the detector can cause this.

detector works correctly.

Remark: the controller can't determine whether the

```
! WARNING :
prizes or dispenser
low
```

**Display code: 15**

This warning will appear when the number that was set under 'prizes/dispenser alarm' is exceeded.

```
! WARN : mechanical
critical operation.
Check diagnostics for
more info.
```

**Display code: 16-26**

The system has detected a mechanical error. You can check these errors in the menu 'Mechanical diagnostics'.

```
! ERROR: meters
disconnected or
circuit defect
Press S to resume
```

**Display code: 31**

The controller can't change the meters or is defect.

```
! ERROR: dispenser
payout was not detect
in time
Press S to resume
```

**Display code: 32**

The dispenser does not give a signal when a payout is made. The dispenser, the controller or the cable can be damaged.

**! ERROR: payout to high, check (claw) settings and restart regulator first**

**Display code:33**

The payout percentage is too high for a longer period. It can't be adjusted. Check the claw settings as well as the regulator. The regulator has to be recalibrated before continuing the game.

**! ERROR: grabber, open circuit measured. Try claw type test to resume**

**Display code: 36**

The claw is damaged or of an unrecognizable type. Possibly the wiring has been interrupted. Use the "claw-type" function in the self-test menu to test the claw. A claw type from 1 to 4 is OK.

**! ERROR: grabber, shorted circuit measured. Try claw type test to resume**

**Display code: 37**

The claw is damaged or of an unrecognizable type. Possibly the wiring has been short-circuit. Use the "claw-type" function in the self-test menu to test the claw. A claw type from 1 to 4 is OK.

**! ERROR : mechanical problem going down detected. See diagnostics!**

**Display code: 38**

The system detects a problem while the grabber falls. Go to the menu mechanical diagnostics: they will give you an indication of the problem so that you can solve it easily.

**! ERROR : mechanical problem going up detected. See diagnostics!**

**Display code:39**

The system detects a problem while the grabber goes up. Go to the menu mechanical diagnostics: they will give you an indication of the problem so that you can solve it easily.

**! ERROR : mechanical problem forwards See diagnostics!**

**Display code:40**

The system detects a problem while the gantry comes back. Go to the menu mechanical diagnostics: they will give you an indication of the problem so that you can solve

it easily.

**! ERROR : mechanical problem going side-wards detected. See diagnostics!**

**Display code: 41**

The system detects a problem while the gantry comes back sideward. Go to the menu mechanical diagnostics: they will give you an indication of the problem so that you can solve it easily.

**! ERROR : mechanical problem going to home position detected. See diagnostics!**

**Display code: 42**

The system detects a problem while the gantry comes back forward. Go to the menu mechanical diagnostics: they will give you an indication of the problem so that you can solve it easily.

## Extra settings and errors (The Big One)

There are a few extra setting in the program of The Big One:

### Game settings

GAME SETTINGS	
game time	30s
4 directions	0N
commande mode	0
carriage jump	0N
play w nudges	0FF
return diagonal	0N
stop and drop	0
smart detector	0N
windoor mode	0
credit limit	25
money-in limit	14.0

**win door mode:** 3 possible options:

- **0 = manual:** the player can remove the prize all by himself. However: removing the prize is not required if one wishes to continue playing.
- **1 = half automatic:** there will be a signal 'Call attendant'. The operator must then remove the prize from the crane. The player can't continue playing until the prize has been removed.
- **2= automatic:** one can only continue playing if the prize is removed. The player can do this himself.

### Motor speeds

MOTOR SPEEDS	
forward motor	100%
sideward motor	70%
up	50%
down	50%

The upward and downward fastness of the motor of The Big One can be set separately even when it's the same motor.

### Diagnostics

DIAGNOSTICS	
i last money	4
i meter error	0
i coin/bill	0
i dispenser error	0
i pay out errors	0
i win hatch errors	0
i data errors	0
S clear diagnostics	

**win hatch errors:** error messages on the wrong working of the win door.

### Selftest

SELFTEST	
T clawtype	3
T cord replacement	
T mech. cycle	
T lampstest	
T dispenser	
T release break	
T move windoor	0
i coin-in	00000000
i ctrl	00000000
i gantry-in	00000000
i extension	00000000
i data in (ad=0)	0

**release brake :** the brake will be released and the grab goes down by its own weight.

**move win door:** by pushing T, the win door can be tested.

## Error

! ERROR; wind door  
out of order.press S.  
(go to SELFTEST to  
reposition door)

### Display code: 43

There is a problem with the win door. It can be corrected in the SELFTEST-menu.

