Model: 1401
Theme: Baby Claw / Plucky Ducky
operator (user) manual
technical service manual
English
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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 operator must know that he can't take any options or functions in use, which are against the local security or legal prescriptions.

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 game is finished when the merchandise falls right into the prize hole.

Result-oriented operating

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. 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.
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.

Working with the Intelli Programmer
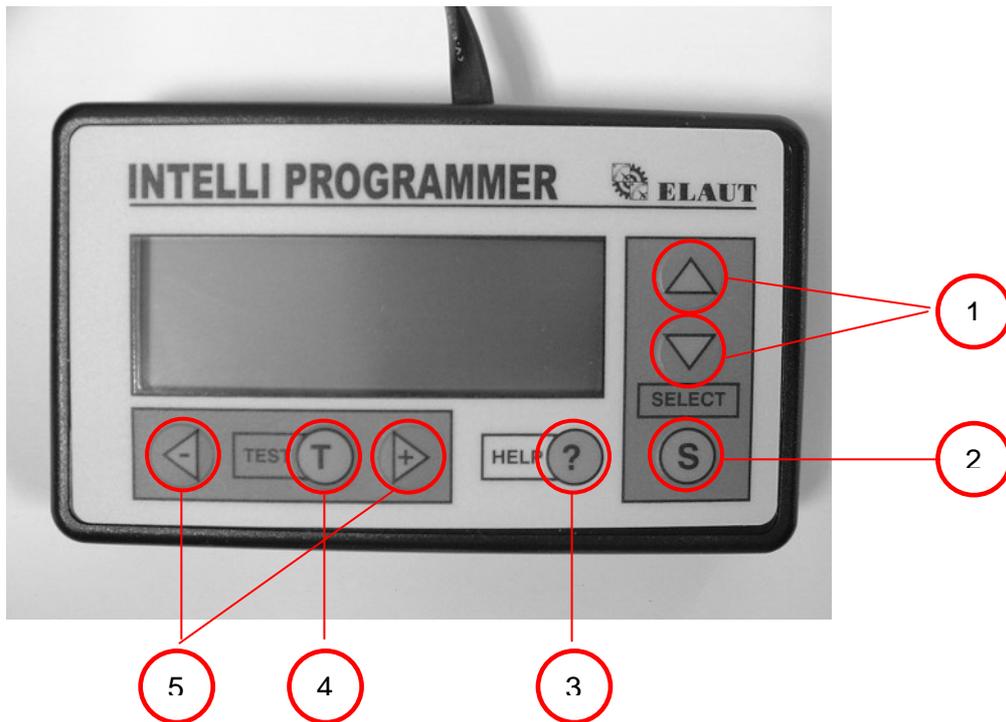
- The arrows "**up**" and "down" (1) are used to pass through the different menus and settings.

- 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 [TEST (T)] to activate.

This **"S"** indicates a function. Press [SELECT (S)] 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 means that it adjusts automatically.
The most imported 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 trough the settings with this manual.

Check if all credits are played. Clear the remaining credits with the function "restart game" in the menu "product definitions".

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.

Intelli Play till you win

```
INTELLI PLAY'T WIN
MACHINE TYPE 05D0
VERSION 00 REV 05
(c)ELAUTnv 05/12/04
```

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 (between 1 and 50). 0 is the standard number and 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%
#total wins      15
S clear accounts
acc.security    ON
```

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
#total wins: number of won prizes.
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 out   570
S clear cashboxes
S toys alarm       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.
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 1 free game
standby         OFF
free game mode  OFF
```

1 free game: this option will give you a free game
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.

Product definitions

```
PRODUCT DEFENITIONS
i set percent.  30%
game price       0.5
product cost     0.2
S restart game
S test game
claw power       70%
i indicator       0%
```

set percent: the desired pay out percentage. This is not directly settable, but "game price" and products cost" calculate this percentage
game price: the value of a game
product cost: purchase price: the cost of the merchandise
restart game: this function clears the remaining credits and takes the gantry to the home position
test game: free credit, with this function you can play a game like you should play a game by inserting money.
claw power: the claw power is adjustable to prevent that the objects will be damaged.
indicator: indicates how powerful the grabber is closed

Coin value's

```
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 value        0.1
bill 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 value: value of bill/ coin/ token
bill 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 timer        30s
4 directions      ON
commande mode      0
carriage jump     ON
play w nudges     OFF
return diagonal   ON
stop and drop      0
credit limit      25
money-in limit  14.0
```

game timer: 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 See *Command mode*)
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.
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 motor     50%
```

The speed of each motor can be adjusted separately.

Dispenser settings

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

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 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 = systems with intern logic

Attraction

```
ATTRACT. SETTINGS
volume game      30%
volume attr.     30%
sound track        1
atrr time out 10min
attr movement     ON
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 4 languages to your deposal.
- 1 = english
- 2 = frech
- 3 = dutch
- 4 = german

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

Diagnostieken

```
DIAGNOSTICS
i last money      4
i meters error    0
i coin/bill err   0
i dispenser error 0
i data errors     0
S clear diagnostics
```

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

meters error: number of times that the counters failed during counting

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

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

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.

- error 31: error with counters
- error 32: error with payer
- error 33: error with payment
- error 34: error with win door
- error 35: not applicable
- error 36: grab circuit is open
- error 37: grab circuit is short-circuited
- error 38: error while going down
- error 39: error while going up
- error 40: general error while coming back (forward or sideward)
- error 41: error while going left
- error 42: error while going forward

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 but 00000000
i gantry   00000000
i extensio 00000000
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 but: control of the switches from push buttons/joystick
gantry: control of the switches on the gantry
**extensio:** 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.
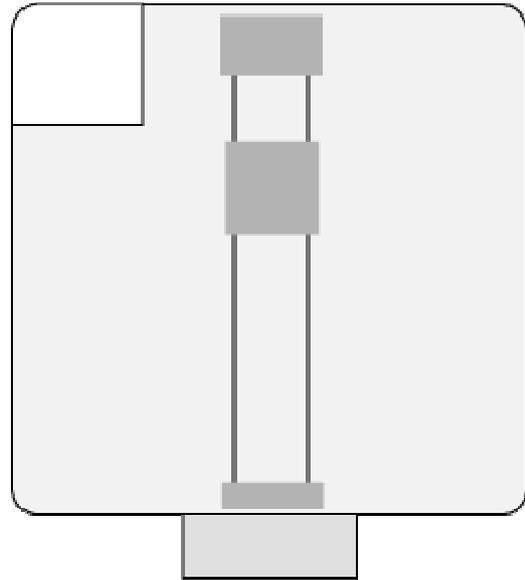**If an input changes, it has to be visible only on 1 position!**
This menu will help you to localize and possibly solve a problem.

Command mode
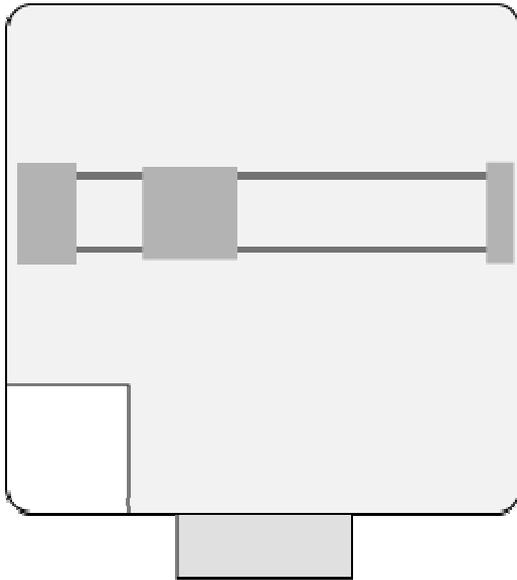
Command mode 0

Command mode 3

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: game price
to high/low (check
credit set.)
Press S to resume
```

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
meter overflow
(clear first)
Press S to resume
```

Electronic account meter overflow.
Press "S" to resume

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

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

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

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
```

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

```
! WARINING: coin or
bill acceptor
obstructed
Press S to resume
```

The coin- or bill acceptor has reported a problem.

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

By switching on the crane, the detector becomes active. Objects in the prize hole or a problem with the detector can cause this.
Remark: the controller can't determine whether the detector works correctly.

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

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

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

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
```

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

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

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

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

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
```

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!
```

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!
```

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 going home
detected.
See diagnostics!
```

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!
```

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 side-
wards detected.
See diagnostics!
```

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.