

# Magic Key Manual



## INTRODUCTION

Magic key is actually a prize claw machine, but its feature is that you can get another prize in addition to the claw machine. The difference of "Find a key" is that a prize box is added at the

bottom; the operator can put a key inside the capsule (or on the drawstring attached to the plush prize). If caught, the box will be opened so that the player can get another prize!give player's feeling to win twice.

## TECHNICAL PARAMETERS

Name: Magic key

Mode: IF-P25

Dimension: W59\*D82\*H193cm

NET Weight: 100KG

Power : 100W

Voltage: AC110V-AC240V

## LOCATION REQUIREMENTS

Indoor temperature: between from 5°C and 40°C.

Indoor humidity: low

U.V. radiation: Very low

Vibrations level: low

## PLAYING INSTRUCTIONS

1. Insert coin. After the proper number of credits is achieved, the game will enter into play mode (eg. Default setting is 1 coin/token for every game. So, if 1 coin/token is inserted, then the game will start. If the setting is 2 coins/tokens for each game, then the player needs to insert 2 coins / tokens to start the game.) . The LCD on the console will show the credits and the playtime.

2. Normal mode: Within the play time limit, move the joystick to control the position of the claw. Move the claw to your target. Press the Catch button to catch the prize. If the claw catches the prize, the prize will come out through the prize door. Game over when the crane returns the original position.

3. Vending mode \*\*\*: within the play time limit, move the joystick to control the position of the

claw. Move the claw to your target. Press the Catch button to catch the prize. Game will end only when the player wins a toy/prize successfully. Otherwise, when the number of games played is equal to the max number of game play.

Note: The setting of payout ratio of the game does not work in vending mode\*\*\*. And the voltage of claw always be at the Strong state so that the player can finally win a prize in vending mode\*\*\*, so please attention to the claw and prize sensor.

## Menu

**Switch on machine and long press the setting key to enter the main**

### **menu**

- A. General settings
- B. Sound settings
- C. Grabbing force voltage adjustment
- D. Motor speed adjustment
- E. Prize adjustment
- F. Machine testing
- G. Account management
  - Save and exit
  - Restoration of factory setting
  - Language selection

Note: To the next item must return to the top, rocker left/right select the item to be set, rocker front/back access to selected item and select settings, press the fetch key to enter the selected setting.

## Function setting

### **2. A General adjustment**

- A1: how many Coin(s) to play
- A2: Playtime
- A3: Prize out

- A4: Shaking score clearing
- A5: Switch on machine score save
- A6: N-coins get one free coin
- A7: Position of crane after insert coins

Return to the top

Note: Rocker front/back to select item and press the fetch key to enter the selected item.

A1: how many Coin(s) to play:1-99 coins (Including free mode)

A2: Play time:10-60s

A3: prize out:prize out in front or back is optional

A4: Shake clear score:open/close

When you choose "open"when someone shake the machine,the date will be clear

A5: save the date when you booth:open/close

A6: Reward mode:insert xxx coins to give xxx coins as reward

(1-99 coins is optional)

A7: Position of crane after insert coins

Allow to adjust 0 to 10 seconds

Position of crane is mean after insert coins, the claw move forwards to prizes

If it is set to 0 second, the claw will not move.

## **B Sound setting**

### **B1: Background music**

## **B2: Volume**

## **B3: Alarm sound**

B1: Background music:on/off

B2: Volume:1-9

B3: Alarm sound:On/Off

## **C Grabbing force adjustment (this project setting is particularly important, before business must set the corresponding value)**

**C1: Strong force adjustment**

**C1-2: middle force adjustment**

**C2: Weak force adjustment**

C3: Grab height

C4: Strong force to weak force

C5: Descend time

C6: Release time

C7: Catch toy midway

C8: Grabbing force transformation mode

C1: Strong grabbing force adjustment (suggested value 75-80)

Rocker left/right to adjust the value

After claw grab the prize, the higher the voltage, the greater the grabbing force.

C1-2: middle force adjustment:same with strong force,but less 5 (suggested value 70-75)

C2: Weak grabbing force adjustment (suggested value 30-35)

Rocker left/right to adjust the value

The higher the voltage to release the prize, the stronger the grabbing force.

C3: Grab height (0.1-10 seconds)

Starting from the moment of grabbing, the longer the time, the higher the height of the prize.  
It's also the time when a strong grabbing force changes to a weak grabbing force.

C4: The way of strong force to weak force

Activate limit switch. That is, when the claw catches the prize and rise to limit switch then release it.

After strong grabbing force. That is, to decide when to release the prize according to the time set (C3 time)

C5: Descending line length:1 to10 seconds

Use time to control the height of claw falling, the longer the time, the lower the claw, adjusted according to actual needs. General settings: when the claws in the gift outlet, do not let the claw fall beyond the sensor.

Note: over the sensor can lead to win a prize by mistake.

C6: Prize releasing time:0 to 10 seconds

When the claw returns to the prize outlet, it will drop a distance and then release the prize.

C7: Catch toy midway:On/Off

If you choose "On", the claw will grab the prize by pressing the fetch key when it drops.

C8: Grabbing force transformation mode

Direct mode: when the claw retracts up, the grabbing force becomes weak immediately after the strong force is over.

Gradual mode: when the claw retracts up, the grabbing force will gradually decrease to weak after the strong force is over.

## **D Motor speed adjustment**

D1: Front and back motor speed

D2: Left and right motor speed

D3: Upper and lower motor speed

Speed value :1 -5

The greater the value, the faster the speed.

## **E Prize output adjustment**

E1: The way prizes output

E2: N-times output once

E3: Strong grab times

### **E1: The way prizes output**

**Fixed(by default):if you setting it 10 times to payout one gift,then you can not win the gift before 10 times**

**Random:if you setting 10 times to payout one gift,you can win the gift among 10 times,maybe the first time,maybe the second time....**

**Vending mode:win every time(whatever you choose prize out with fixed or random,the program included the vending mode)**

E2: N-times putout once:0 – 99

This value is prize output times

E3: Strong grab times

In vending mode, player can play it until they got the prize with free of charge

## **F Factory testing**

F1: Automatic testing

F2: Front & back, Left and right testing

F3: Up-and-down testing

F4: Grabbing force testing

F1: Automatic testing

When this option is selected, the trolley will move automatically.

F2: Front & back, Left and right testing

When this option is selected, the trolley will move to the specified direction with rocker control.

F3: Up-and-down testing

When this option is selected, the claw will move to the specified direction with rocker control.

F4: Grabbing force testing

When this option is selected, could choose strong or weak grabbing force with rocker control.

## **G Account management**

Total income

Total number of coins

Total cost

Total output prizes

Total numbers of coins for this round

The total number of coins since last cleared

Total output prizes for the round

The total number of output prizes since last cleared

Played times

Number of games played after winning

Account clearing:yes/No

Can only clear the number of coins, output prizes and played times for present round, but the total account of this machine cannot be cleared.



Save and exit:All settings must be saved after modification.

Restore factory setting:When this option is selected, press the fetch key to restore all data to factory settings.

## Machine error description

<b>Error code</b>	<b>Error cause</b>	<b>Debugging</b>
Error No.10	Trolley Homing faulty	Check the limit switch and circuit
Error No.11	Claw down faulty	Check the limit switch and circuit
Error No.12	Claw pull faulty	Check the limit switch and circuit
Error No.20	Machine shake	Whether the machine is horizontal or not, is the balancer touching by mistake
Error No.21	Sensor faulty	Whether the sensor is not connected or has been covered(The light on if normalcy)

Before plugging in and starting up

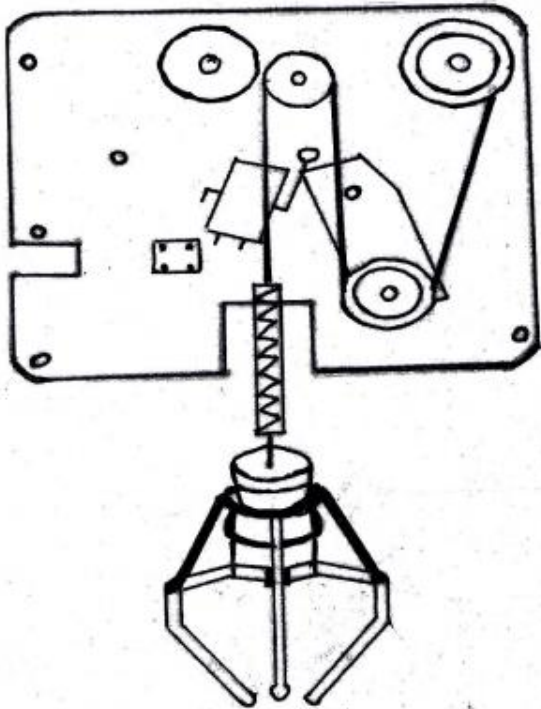
please cut off the white tie

on the trolley and claws.

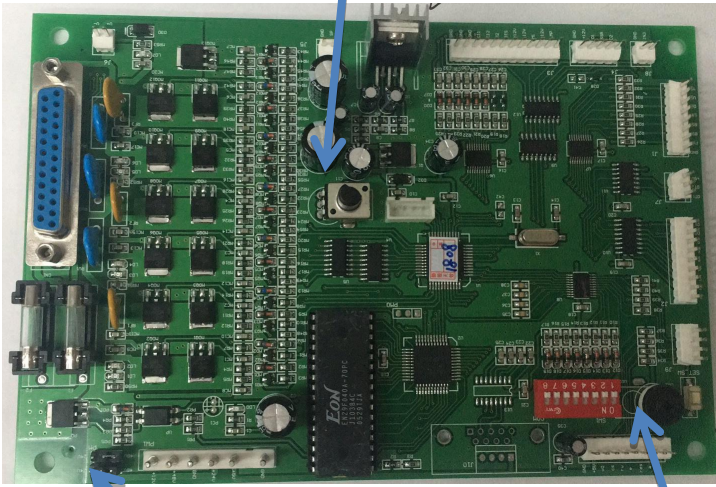
Claw down faulty.

Please open the front lid of the trolley.

And check if the red rope is going clockwise.



(Sound adjustment)



(protective tube)

(LCD clear adjustment)

Trolley motor voltage adjustment and claw coil voltage adjustment

Normal lights on, inductive gift lights off or flickering



Induction indicator light  
Sensor adjusting knob