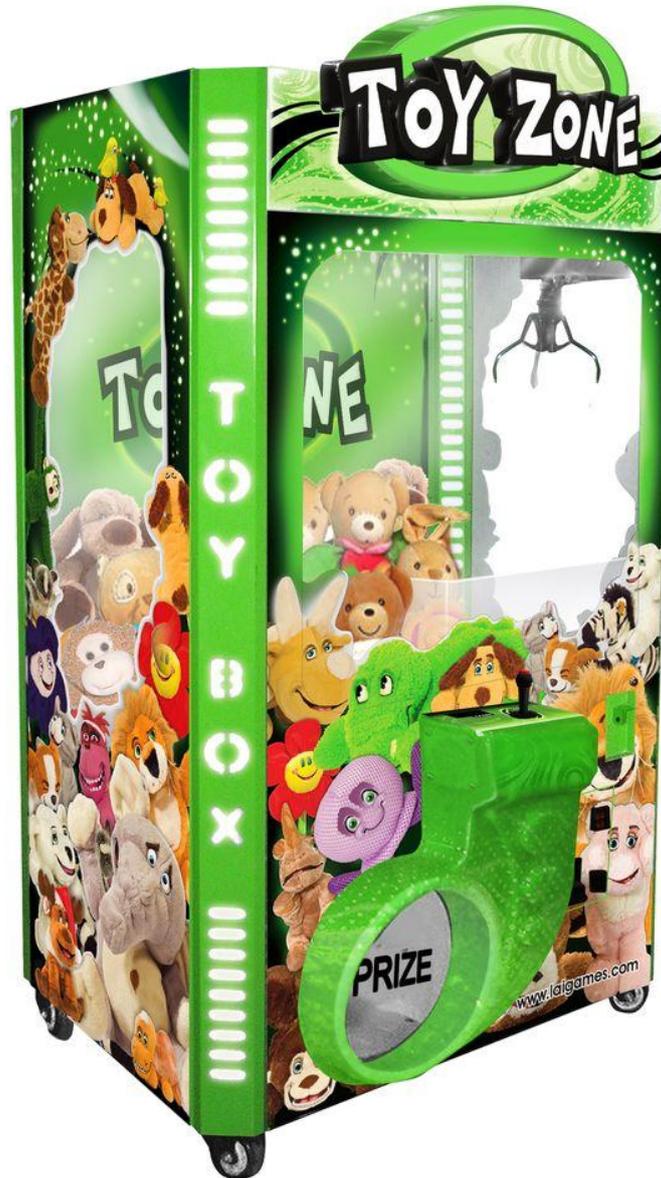




OPERATOR'S MANUAL



PLEASE NOTE:

- ▶ Read this manual **BEFORE** operating the machine.
- ▶ Keep this manual for your reference.
- ▶ Go to www.LAIGames.com click on Operator Access to register your games and receive of future updates.



LAI Games

Correspondence regarding this machine should be addressed to your closest **LAI Games** office, or **LAI Games** Distributor. For contact details, refer to the back page of this manual.

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LAI Games

sales@laigames.com www.laigames.com



LAI Games Notes

Dear Customer,

Keep up to date with new software updates or Service Bulletins for this game.

Check our Website at www.laigames.com and click on Support, here you will find links to all the Bulletins and Software Updates to keep your game in top working order.

Thanks,





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SAFETY PRECAUTIONS

The following safety precautions and advisories are used throughout this manual and are defined as follows.

*** WARNING! ***

*Disregarding this text could result in **serious injury**.*

*** CAUTION! ***

*Disregarding this text could result in **damage to the machine**.*

*** NOTE! ***

Is an advisory text to hint or help understand more !.



BE SURE TO READ THE FOLLOWING



*** WARNING! ***

Always turn **OFF** Mains AC power and unplugged the game, before opening or replacing any parts.

Always when unplugging the game from an electrical outlet, grasp the plug, not the line cord.

Always connect the Game Cabinet to grounded electrical outlet with a securely connected ground line.

Do Not installs the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

Do Not installs the Game Cabinet in areas that would present an obstacle in case of an emergency, i.e. near fire equipment or emergency exits.

*** CAUTION! ***

Always use a Digital Multi meter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.

Do Not Connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.

Do Not uses any fuse that does not meet the specified rating.

Do Not Subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 °C.



MACHINE INSTALLATION and INSPECTION

When installing and inspecting “*Toy Zone*”, be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

- Be sure to turn the power **OFF** before working on the machine.

*** WARNING! ***

***Always** Turn **OFF** mains power before removing safety covers and refit all safety covers when work is completed.*

- Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk.
- Check that the rubber glide feet levelers are set correctly on the floor so that the game cabinet is level and stable.
- Always make complete connections for the integrated circuit (IC) logic PC Boards and other connectors. Insufficient insertion can damage the electrical components.

*** CAUTION! ***

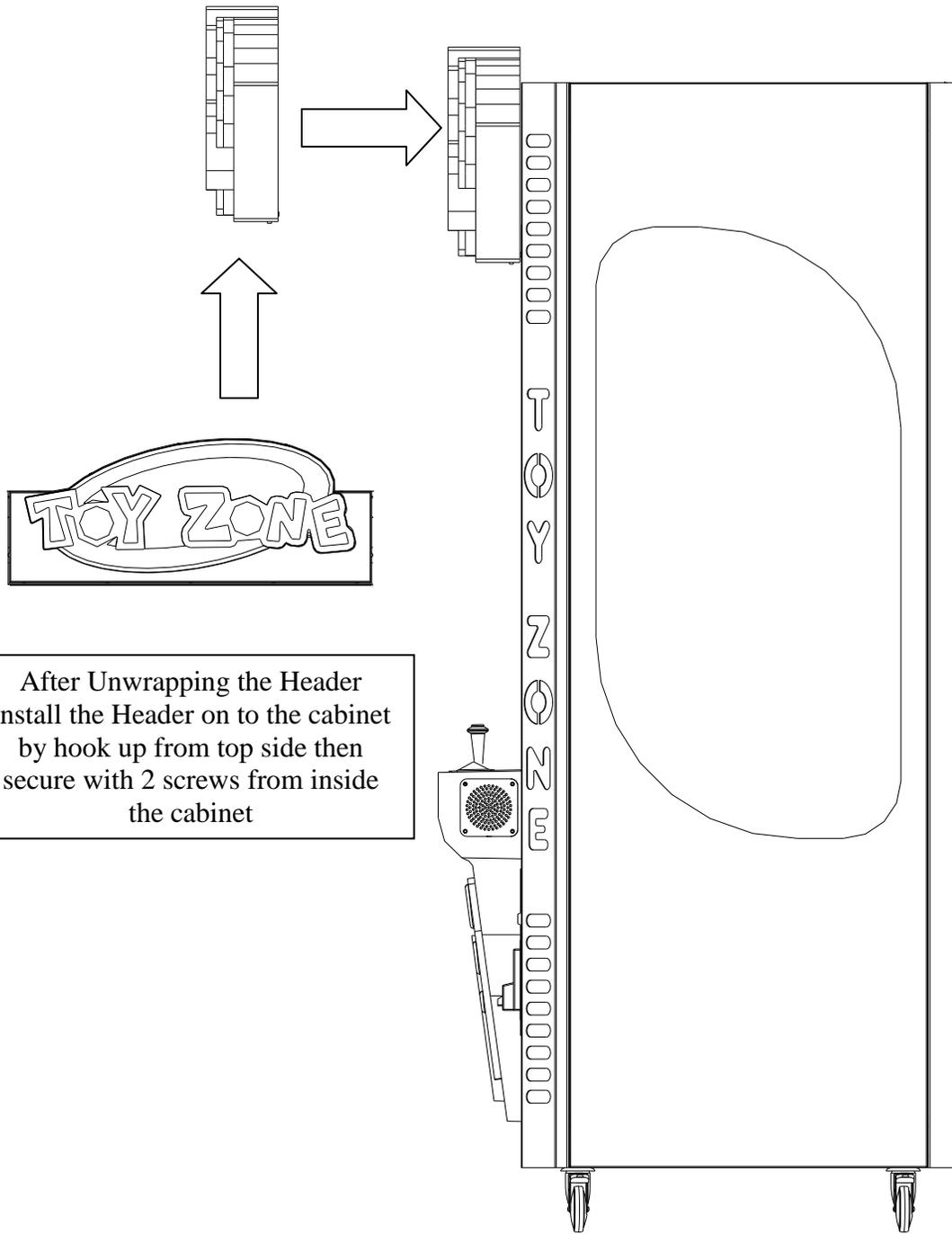
***Before** Switching the machine on be sure to check that it has been set on the correct voltage for your area!*

***Refer** To the mains voltage adjustment section of this manual. Machines are normally shipped on 220V AC unless otherwise specified.*

- Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.
- If any integrated circuit (IC) logic PC Boards should need servicing. Please contact the nearest **LAI Games** Distributor. (Refer to the back page of this manual)



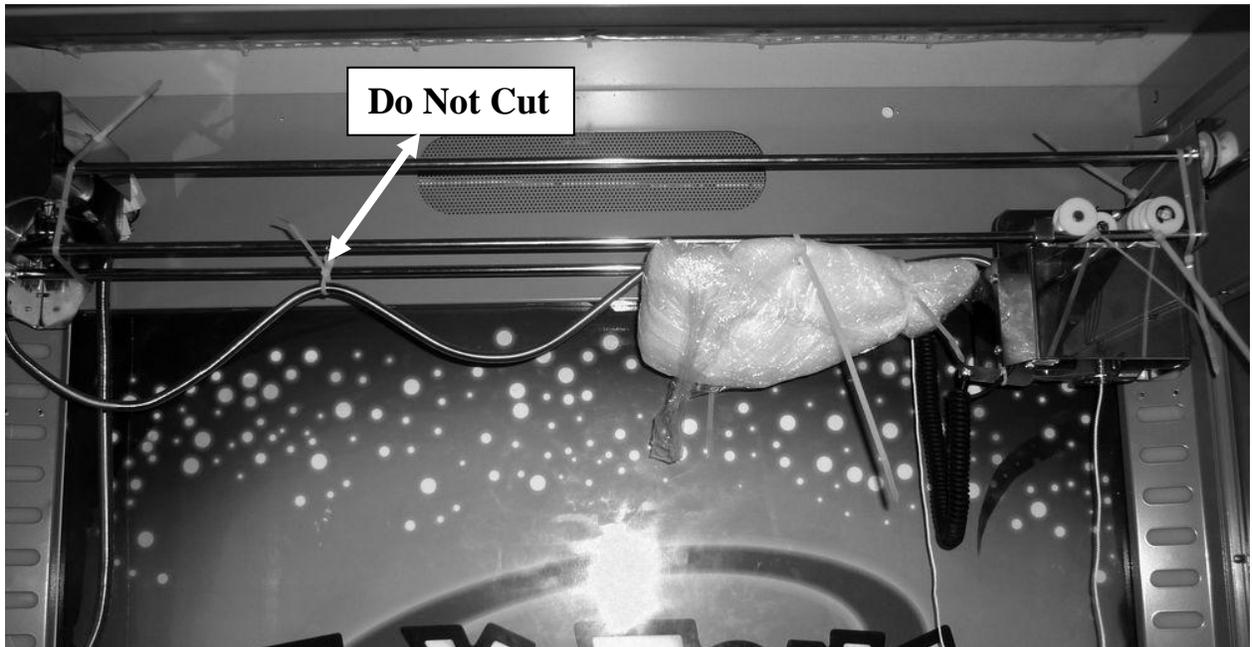
HEADER INSTALLATION



After Unwrapping the Header
Install the Header on to the cabinet
by hook up from top side then
secure with 2 screws from inside
the cabinet



CLAW SETUP BEFORE OPERATION



Remove all the cable ties holding the crane and claw secure for transport.

Do not cut the cable tie on the central cable ring support



INTRODUCTION

CONGRATULATIONS! On your purchase of “*Toy Zone*”, from **LAI GAMES**.

We hope you take the time to read this manual and learn about the many other features and user-friendly adjustments that can be made to “fine-tune” the game for maximum earning potential.

DESCRIPTION

- “**TOY ZONE**” is a game where players use a joystick to maneuver a mechanical grab claw into position above a prize they would like to win. Then lower the claw to try and grab a prize.

PACKAGING

- At delivery, the machine should arrive in good condition. To move the packaged machine for transport or placement, use a forklift and take care not to hit the package or stack heavy objects on top, as this may cause damage to the machine.

CONTENTS

- The “*Toy Zone*” cabinet
- Keys: 2 x front door keys
 2 x back door keys

- Operator’s manual
- IEC Power Cord (In cash box)
- Parts & Accessories (In cash box)



SPECIFICATIONS

DIMENSIONS

- Weight: 240 kg (530lb)
- Height: 2040 mm (80.3")
- Width: 1150 mm (45.2")
- Length: 780 mm (30.7")
- Power: Maximum 550 W – (220V @2.8 A)(120V @5.6 A)

ELECTRIC SUPPLY

The game has the option to operate on an 110V, 120V, 220V or 240V AC 50/60Hz single phase mains electric supply.

The supply must be a three wire grounded supply.

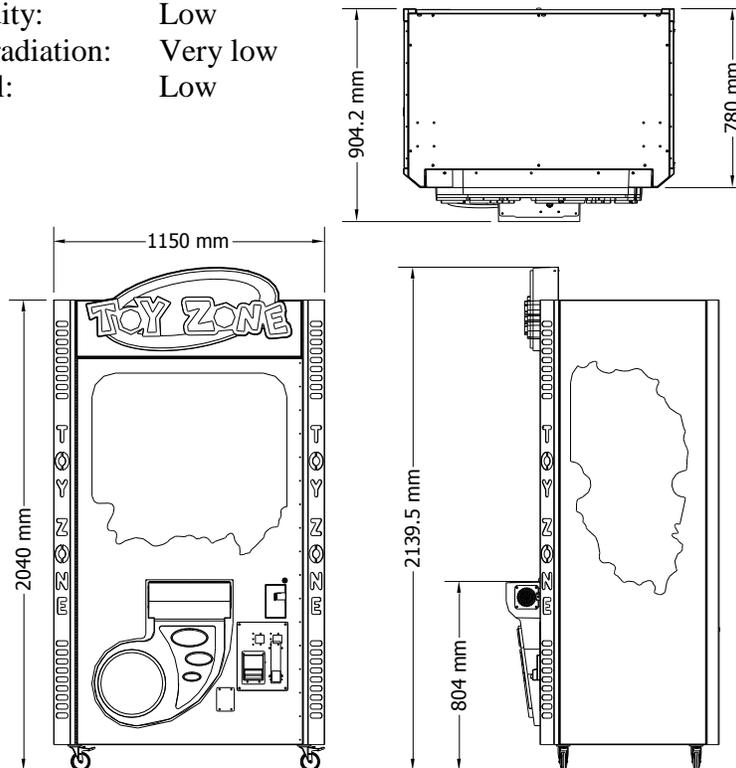
*** CAUTION! ***

***Before** switching the machine on be sure to check that it has been set on the correct voltage for your area!*

***Please** Refer to the mains voltage adjustment section of this manual. Machines are normally shipped on 220V AC unless otherwise specified.*

LOCATION REQUIREMENTS

- Ambient temperature: between 5C and 40C.
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low





HOW TO PLAY

PLAYERS TO AIM TO GRAB THE PLUSH USING CRANE WITH LIMITED TIME

Pay to play.

- Move the crane using the joystick to position it above the desired prize
- Press the red button on the joystick once the crane is in position above the plush to lower the claw
- When the claw reaches the prizes it will mechanically close and hopefully grab the desired prize.
- The Claw then raises and goes over to the prize chute and will drop any prize that it has been grabbed successfully into the prize box for collection.
- Be careful as there is limited time for you to grab the prize.



*** NOTE! ***

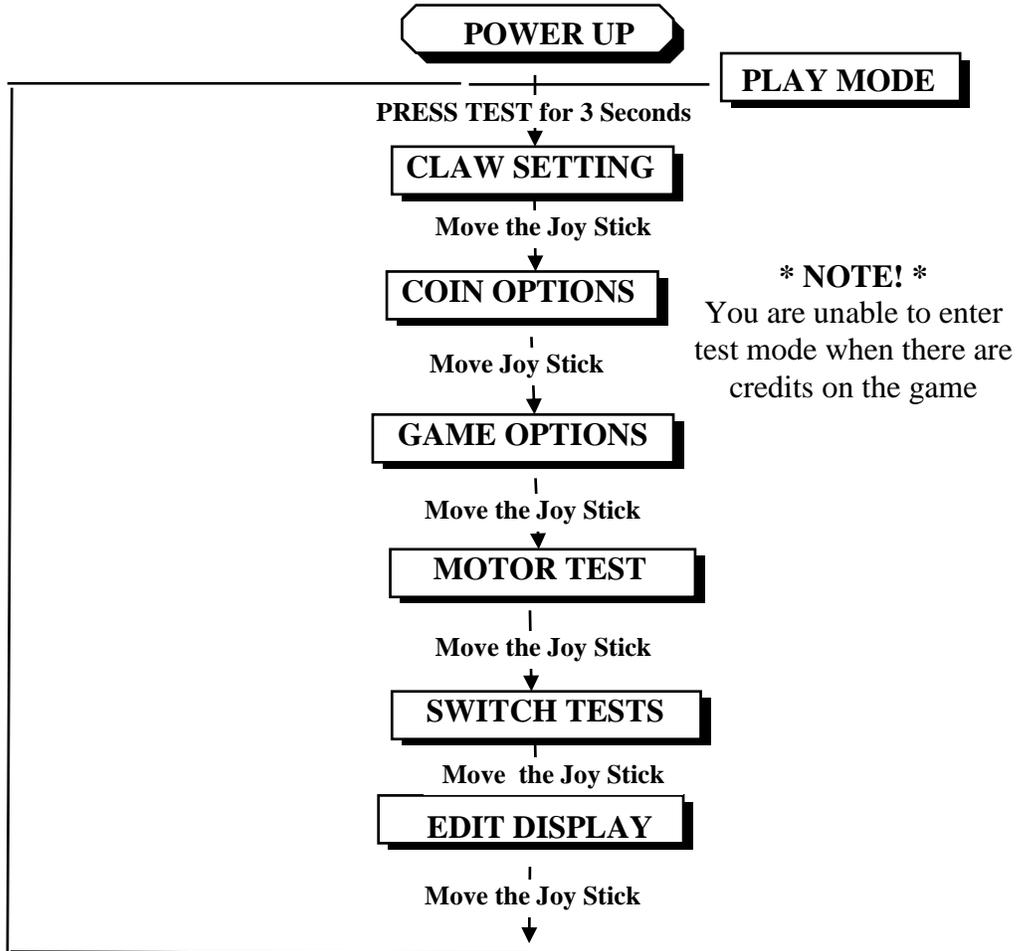
Toys Storage Height 300 mm (11") x Width 1124 mm (43") x Depth 712 mm (28")



OPERATION

“Toy Zone” has simple game audits as well as six adjustment and test modes being Claw Settings, Coin Options Game Options, Motor Test, Switch Tests and Edit Display.

OPERATIONAL DIAGRAM





AUDITS

‘TOY ZONE’ has simple audits to show the operator the income in the games as well as the number prizes dispensed from the game. There are Resettable and Non Resettable Audits

*** NOTE! ***

- Entering Test Mode will CLEAR any CREDITS remaining in the game.
- If during test mode no ADJUSTMENTS or actions are made to the game for approximately four minutes, it will automatically RETURN to Attract Mode.

To Display the Audits Press the red Test Button inside the front door of the game for approximately 1 second. The first Display will show for about 5 seconds and then the Second Display will show.

Reset the Audits: To reset the resettable audits just push the Joystick button when in each display.

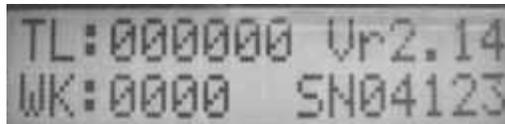
First Display (As shown Below)

TL : (Non Resettable) Displays the Total value of money received in the cashbox

WK: (resettable) Displays the total Money received since the last reset

Vr: This is the Software Version Number of the Game

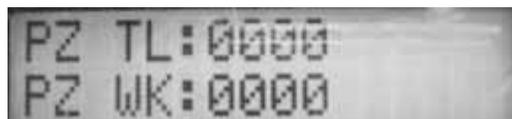
SN: This is the serial number of the game



Second Display (As shown Below)

PZ TL: (Non Resettable) Displays the total number of prizes dispensed from the games

PZ WK: (Resettable) Displays the total number of prizes dispensed since the last reset





ADJUSTMENT AND TEST MODE

To Enter the Adjustment and Test Modes push and hold the Test Button for approximated 5 seconds until you hear a Beep. This will bring you to the Main Menu with the “Claw Adjustment” shown in the display. The main menu options are “Claw Settings”, “Coin Options”, “Game Options”, “Motor Test”, “Switch Tests”, and “Edit Display”

The Main Menu options are stepped from one to the other using the left/right of the game joystick. To enter one of the Main Menu Options you use the button on the Joystick.

Once a Main Menu Option has been entered with the Joystick Button each item in that menu can be stepped through using the Up /Down of the Joystick and then Pressing the Joystick Button enters the option and pressing it again returns you to the Previously selected adjust, adjustment point.

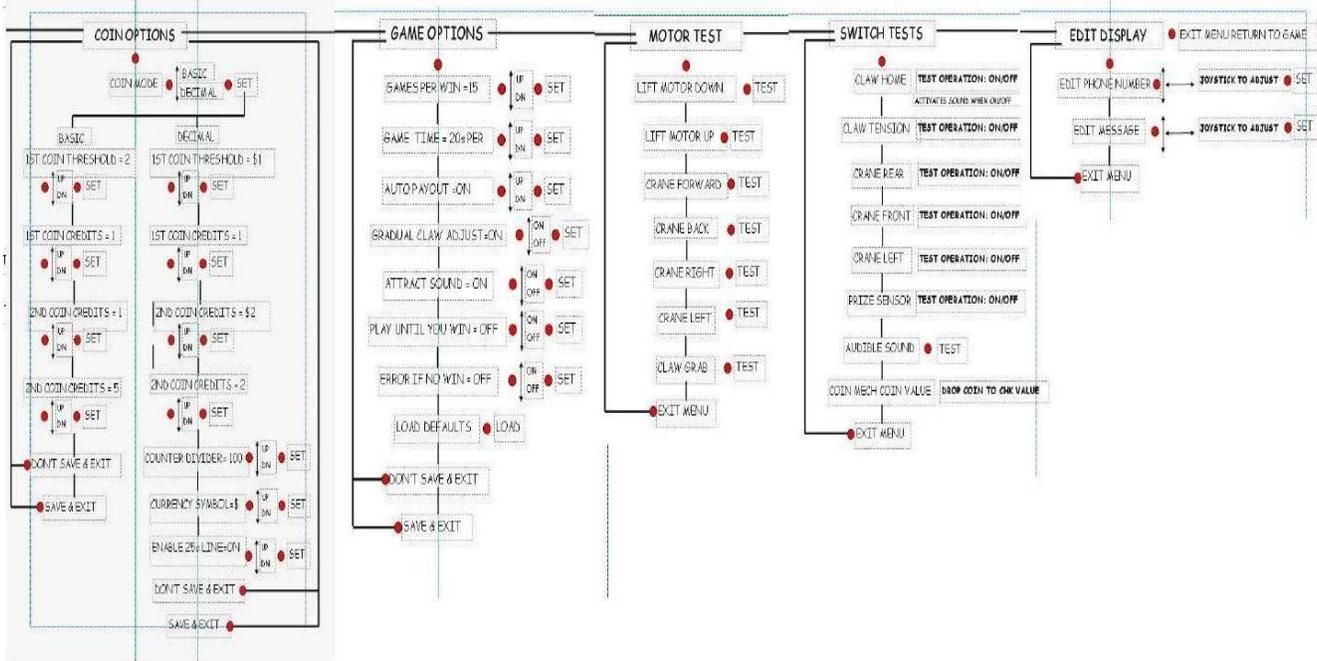
For a layout of the Adjustment and Test Mode Menu please refer to the table on the next page.

*** NOTE! ***

- Entering Test Mode will CLEAR any CREDITS remaining in the game.
- If during test mode no ADJUSTMENTS or actions are made to the game for approximately four minutes, it will automatically RETURN to Attract Mode.



Adjustment and Test Mode Menu





CLAW SETTINGS

The Claw Setting menu is used to adjust the claw voltage (strength) and to set other Claw Options. Setting the Claw Voltages/Strength is very important even when the game is set on Automatic.

To Enter the Claw Settings Options press and hold the Test button for 5 Seconds until you hear a beep. The “Claw Setting” is the first option, to enter this menu press the Joystick Button.

The first Menu Item “STD CLAW VOLT” will be displayed, to step up and down through the other menu items use the joystick Up/Down.

To Exit step down to “Don’t Save & Exit” or “Save & Exit” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu

STD CLAW VOLTS: (Must be set when new plush is installed)

This option allows you to adjust the Claw Strength and the number displayed is the Voltage/Power supplied to the Claw when the claw picks up a prize. To set this correctly the claw voltage should be set to be only just holding the Plush Prize. The Voltage is adjusted using the joystick, left (less voltage) and Right (more voltage). The Joystick button is used to test the Claw Strength. Hold the Plush Prize in the claw and push the button to test the claw strength and adjust the voltage till it is correct.

Note: You can reduce or increase the power of the claw while the joystick button is pushed and you hold the plush prize till you get the correct setting.

The desired voltage is at a point that the claws just hold the prize without any undue force from the claws.

MINIMUM CLAW VOLTS: (Must be set when new plush is installed)

This option allows you to adjust the Claw Strength and the number volts supplied to the Claw so that the prize will drop. To set this correctly the claw voltage should be set so that the Claw just releases and drops the Plush Prize. The Voltage is adjusted using the joystick, left (less voltage) and Right (more voltage). The Joystick button is used to test the Claw Strength. Hold the Plush Prize in the claw and push the button to test the claw strength and adjust the voltage till it is correct.

Note: You can reduce or increase the power of the claw while the joystick button is pushed and you hold the plush prize till you get the correct setting.

The desired voltage is at a point that the claws just can’t hold the prize and they release the prize.



COIN OPTIONS

The Coin Options menu is used to adjust the price per play of the game. The game is set up to be operated all over the world with many different options. There are two main options/choices for the coin set up. This being:

Decimal: This is used for any dollars and cents type currency and there is a choice of Symbols of \$,£,€ to be displayed in the LCD Display.

Basic: This can be used for all other currencies and is the simple Coins and Credits style of pricing which is used in all LAI Games products.

To Enter the Coin Options press and hold the Test button for 5 Seconds until you hear a beep. The “Claw Setting” is the first option you will see in the display, then step across one step using the Joystick Right. When you see “Coin Options” press the Joystick button to enter this menu and you will come to the first choice “Coin Mode” to decide which way to set up the game. To enter the Coin Mode press the Joystick button. And then use the Joystick Up/Down to choose either the **Decimal** or **Basic** set up. Depending on the coin mode choice there are different Menu options to adjust. To set the mode and open the other menu options press the Joystick Button.

To Exit step down to “Don’t Save & Exit” or “Save & Exit” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu

DECIMAL MODE MENU

This is used for any dollars and cents type currency and there is a choice of Symbols of \$, £, € to be displayed in the LCD Display. Choosing this mode opens the Decimal Menu, this menu can be stepped through using the Joystick Up/Down and the details of the menu are as follows:

1ST COIN THRESHOLD:

The option allows you to set the Dollars and Cents value or base price that is needed to play the game and it is adjustable in 5c increments. E.G \$1=1play (1st coin threshold) Following this example the 1st Coin Threshold would be set to \$1.00. To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Decimal Mode Menu.

1ST COIN CREDITS:

The option allows you to set the number of game Credits that the player gets for inserting coins to the value of the 1st Coin Threshold. E.G \$1=1play (1st coin threshold) Following this example the 1st Coin Credits would be set to 1. To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Decimal Mode Menu.



2nd COIN THRESHOLD:

This option allows you to set the Dollars and Cents value that is needed for the second pricing level and it is adjustable in 5c increments. This option allows you to set bonus pricing levels. E.G \$1=1play (1st coin threshold) and \$2=3 plays (2nd coin threshold) Following this example the 2nd Coin Threshold would be set to 2.00. To enter the 2nd Coin Threshold adjustment press the joystick button and adjust the value using the Joystick up/down. Once the value is correct press the Joystick button to return to the Decimal Mode Menu.

2nd COIN CREDITS:

This option allows you to set the number of game Credits that the player gets for inserting coins to the value of the 2nd Coin Threshold. E.G \$1=1play (1st coin threshold) and \$2=3 plays (2nd coin threshold) Following this example the 2nd Coin Credits would be set to 3. To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Decimal Mode Menu.

COUNTER DIVIDER:

This option allows you to set the Coin counter divider. The coin counter displays the dollars and cents value that has been inserted into the machine. This option sets how this amount is divided and pulsed on the coin meter. E.G setting this to 100 will divide the dollars and cents by 100 so the coin counter will read dollars and not cents will be displayed. To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Decimal Mode Menu.

CURRENCY SYMBOL:

This option allows you to set the currency symbol that will be shown in the LCD display. There is a choice of Symbols of \$, £, €. To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Decimal Mode Menu.

To Exit the Decimal Mode Menu step down to “Don’t Save & Exit” or “Save & Exit” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu

BASIC MODE MENU

This is used for tokens or currencies other than Dollars, Ponds or Euro type currencies or just for basic Coins/Credit price set up. Choosing this mode opens the Basic Menu, this menu can be stepped through using the Joystick Up/Down and the details of the menu are as follows:

1ST COIN THRESHOLD:

This option allows you to set the basic number of coins/token that is needed to play the game. E.G. 2 coins=1play (1st coin threshold) Following this example the 1st Coin Threshold would be set to 2. To enter press the joystick button and adjust the value using the Joystick up/down. Once the value is correct press the Joystick button to return to the Decimal Mode Menu.



1ST COIN CREDITS:

This option allows you to set the number of game Credits that the player gets for inserting coins/tokens to the value of the 1st Coin Threshold. E.G 2 coins =1play (1st coin threshold) Following this example the 1st Coin Credits would be set to 1. To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Decimal Mode Menu.

2nd COIN THRESHOLD:

This option allows you to set the number of coins/tokens that are needed for the second pricing level. This option allows you to set bonus pricing levels. E.G 2 coins =1play (1st coin threshold) and 4 coins =3 plays (2nd coin threshold) Following this example the 2nd Coin Threshold would be set to 4. To enter the 2nd Coin Threshold adjustment press the joystick button and adjust the value using the Joystick up/down. Once the value is correct press the Joystick button to return to the Decimal Mode Menu.

2nd COIN CREDITS:

This option allows you to set the number of game Credits that the player gets for inserting coins to the value of the 2nd Coin Threshold. E.G 2 coins =1play (1st coin threshold) and 4= 3 plays (2nd coin threshold) Following this example the 2nd Coin Credits would be set to 3. To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Decimal Mode Menu.

To Exit the Basic Mode Menu step down to “Don’t Save & Exit” or “Save & Exit” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu



GAME OPTIONS

The Game Options menu is used to fine tune and set up the game the way you want it. The game is set up to be

To Enter the Game Options press and hold the Test button for 5 Seconds until you hear a beep. The “Claw Setting” is the first option you will see in the display, then step across two steps using the Joystick Right. When you see “Game Options” press the Joystick button to enter this menu and you will come to the first choice “Games Per Win” will be displayed, to step up and down through the other menu items use the joystick Up/Down.

To Exit step down to “Don’t Save & Exit” or “Save & Exit” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu

GAMES PER WIN

This setting allows you to adjust the prize payout control for the game. This sets the average number of games played for every prize that is won.

NOTE: For this setting to work correctly it is important to set the claw adjustment correctly for the size and weight of the plush prizes being used in the game, also that the prizes are all of a similar size and weight.

To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Game Option Menu.

GAME TIME

This option allows you to set the game time and is adjustable in seconds. The game time starts from when the crane gantry moves out into the paying position. It is displayed on the display and there is a voice over warning advising when there is 10 seconds left, plus a 5 second count down. To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Game Option Menu.

AUTO PAYOUT

This setting allows the game to be set on Automatic (ON) where the game adjusts itself automatically to try and achieve a pay as per the Games Per Win Setting or Manual (OFF) where the game operates manually based on the STD Claw Settings adjusted in the Claw Settings Menu.

To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Game Option Menu.

ATTRACT SOUND

This setting allows you turn ON or OFF the attract mode sound. This Attract Mode Sound is the music and voiceovers that are played to attract people to play the game.

To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Game Option Menu.



PLAY UNTIL YOU WIN

This option allows you to set the game as a basic vending machine where the player gets to keep playing until they win a prize. (ON) Note: Up to a maximum of 11 attempts (see error if no win)

For normal game operation this setting should be OFF. Note: Up to a maximum of 11 attempts (see error if no win).

To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Game Option Menu.

ERROR IF NO WIN

The option is normally used in conjunction with the Play Until You Win setting. Where the game will go into an Error 66 if a prize isn't won after 11 attempts.

For normal game operation this setting should be OFF.

To enter press the joystick button and adjust the value use the Joystick up/down. Once the value is correct press the Joystick button to return to the Game Option Menu.

LOAD DEFAULTS

This setting allows you to reload all the default settings in the Game.

To set the default settings press the joystick button, When the Default are set the game will return to the Game Option Menu.

To Exit step down to “Don't Save & Exit” or “Save & Exit” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu



MOTOR TEST

This Menu allows you to step through and test all the Crane Gantry Motors and also the Claw Coil.

To Enter the Motor Test press and hold the Test button for 5 Seconds until you hear a beep. The “Claw Setting” is the first option you will see in the display, then step across three steps using the Joystick Right. When you see “Motor Test” press the Joystick button to enter this menu and you will come to the first choice “Lift Motor Down” will be displayed, to step up and down through the other menu items use the joystick Up/Down.

To Exit step down to “Exit Menu” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu

LIFT MOTOR DOWN

This is used to test the Claw Motor and using this will operate the motor to wind the Claw Down. To perform the test, push the Joystick button.

LIFT MOTOR UP

This is used to test the Claw Motor and using this will operate the motor to wind the Claw Up. To perform the test, push the Joystick button.

CRANE FORWARD

This is used to test the Crane Motor and using this will operate the motor to move the crane Forward. To perform the test, push the Joystick button.

CRANE BACK

This is used to test the Crane Motor and using this will operate the motor to move the crane Back. To perform the test, push the Joystick button.

CRANE RIGHT

This is used to test the Crane Motor and using this will operate the motor to move the crane right. To perform the test, push the Joystick button.

CRANE LEFT

This is used to test the Crane Motor and using this will operate the motor to move the crane left. To perform the test, push the Joystick button.

CLAW GRAB

To Exit step down to “Exit Menu” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu



SWITCH TESTS

This Menu allows you to step through and test all the Game Switches and also test the sound in the game.

To Enter the Switch Tests press and hold the Test button for 5 Seconds until you hear a beep. The “Claw Setting” is the first option you will see in the display, then step across four steps using the Joystick Right. When you see “Switch Tests” press the Joystick button to enter this menu and you will come to the first choice “Claw Home” will be displayed, to step up and down through the other menu items use the joystick Up/Down. On each switch in the Menu the display will show ON or OFF depending on whether the switch is operated or not.

To Exit step down to “Exit Menu” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu

The ON/OFF status of each switch is shown in the display as you step through the menu, also a sound is made when the switch is activated, the list of Switches in the test menu are as follows:

CLAW HOME

This switch is at the bottom of the Crane gantry and is operated when the crane claw is fully wound up

CLAW TENSION

This switch is on the front of the crane gantry under a cover plate and is operated when the crane is lowered to sit down in the prizes and the tension of the crane string is released.

CRANE REAR

This switch is on the Crane Gantry and is operated when the crane is moved fully to the back of the cabinet.

CRANE FRONT

This switch is on the Crane Gantry and is operated when the crane is moved fully to the Front of the cabinet.

CRANE LEFT

The switch is on the Crane Gantry and is operated when the crane is moved fully to the left of the cabinet.

PRIZE SENSOR

This is an infrared Optical sensor and is mounted on the right side of the prize chute and it is used to count the prizes won in the game. It is accessed front the front door and it also has an LED indicator on the sensor that shows when the sensor is activated.



AUDIBLE SOUND

This test allows you to test the Sound and speakers in the game by playing an audible sound. To play the sound push the Joystick button.

COIN MECH COIN VALUE

This test allows you to test the value of the coins or coin settings. If you drop a coin through the coin mech the display will show the value of that coin.

To Exit step down to “Exit Menu” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu



EDIT DISPLAY

This menu allows you to edit the message that is shown in the LCD display that is played during the attract mode. This can be used for displaying a Service number or it could be used for a simple message like Enjoy Your Game. There are two lines of text that can be displayed, or if you want to have nothing on the display just step through each character until you get to the blank symbol.

To Enter “Edit Display” press and hold the Test button for 5 Seconds until you hear a beep. The “Claw Setting” is the first option you will see in the display, then step across three steps using the Joystick Right. When you see “Edit Display” press the Joystick button to enter this menu and you will come to the first choice “Edit Phone Number” will be displayed, to step up and down through the other menu items use the joystick Up/Down.

To adjust the display characters and to move from Character to Character use the Joystick Up, Down, Left, Right

To Exit step down to “Exit Menu” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu

EDIT PHONE NUMBER

This mode allows you to edit the phone number/message that is displayed in the LCD display during the Attract Mode. Enter this using the joystick button and the message can be adjusted using the Joystick. Left/Right moves from segment to segment on the display and the up/down changes the Letter, Number or Character of that segment. Once the correct message has been entered set this by pressing the joystick button which will take you back to the “Edit Display” menu.

EDIT MESSAGE

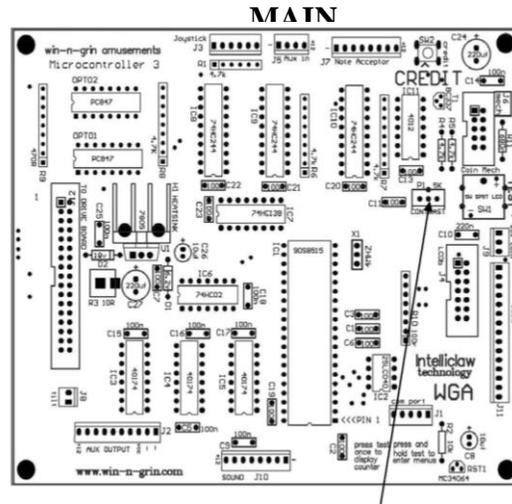
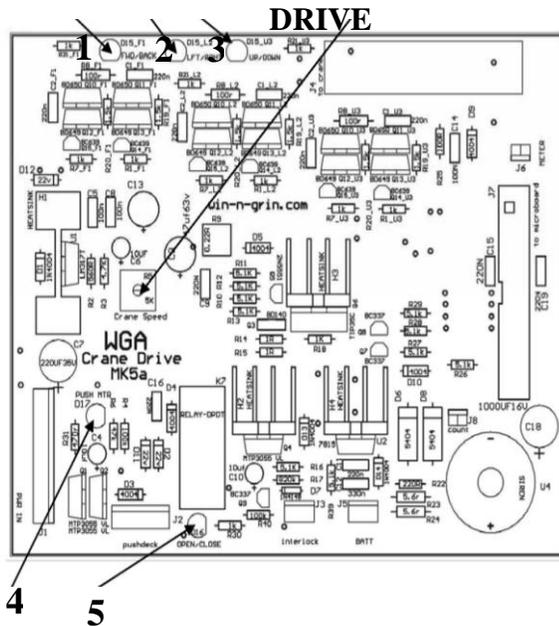
This mode allows you to edit the message that is displayed in the LCD display during the Attract Mode. Enter this using the joystick button and the message can be adjusted using the Joystick. Left/Right moves from segment to segment on the display and the up/down changes the Letter, Number or Character of that segment. Once the correct message has been entered set this by pressing the joystick button which will take you back to the “Edit Display” menu.

To Exit step down to “Exit Menu” and push the joystick button. This will take you back to Main Adjustment and Test Mode Menu



ADJUSTMENTS ON THE PCB

Regulates speed of gantry clockwise faster anticlockwise slower



Adjustment for intensity of console display clockwise to increase,

LED INDICATOR LIGHTS AS NUMBERED ON THE DRIVE PCB UPBOVE

- LED 1. CRANE GANTRY MOTOR MOVE FORWARD (RED) MOVE BACK (GREEN)
- LED 2. CRANE GANTRY MOTOR MOVE RIGHT (GREEN) MOVE LEFT (RED).
- LED 3. CLAW MOTOR MOVE DOWN (GREEN) MOVE UP (RED).
- LED 4. NOT USED ON TOYZONE
- LED 5. NOT USED ON TOYZONE



ERRORS AND TROUBLESHOOTING

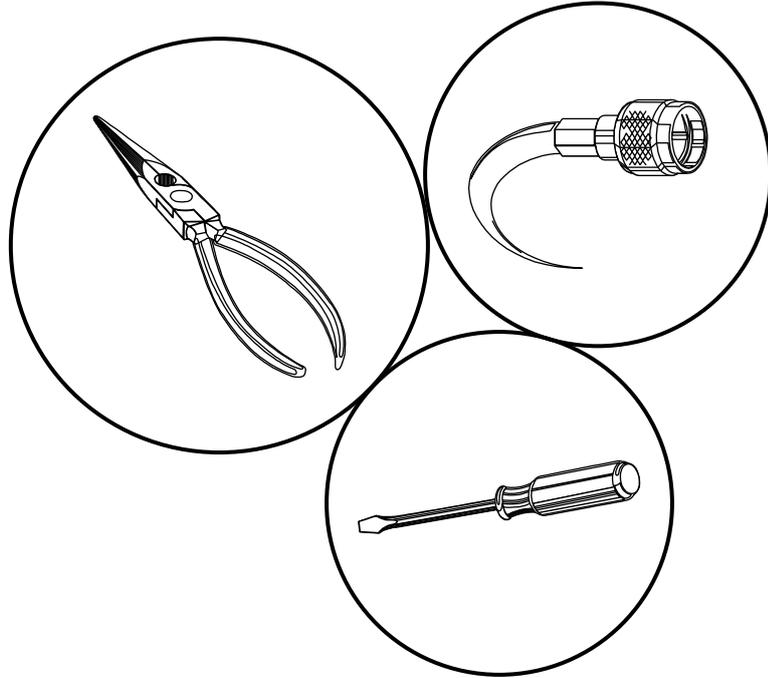
If the Game microprocessor detects any problems with the operation of the game, an Error will be displayed on Dot Matrix display and the machine will play a voice message. “Please Call the Attendant”. Some error Messages will only be displayed when test mode is entered. Errors are displayed on the displays as Code xx, where ‘X’ is the error number. There are five error messages for Toy Zone, listed as follows:

ERROR CODE QUICK REFERENCE TABLE

CODE	ERROR DESCRIPTION
10	The Claw did not drop or it didn't activate the tension switch on the Crane Gantry
11	The Claw did not raise or it didn't activate the claw home switch
13	Front home switch did not activate
14	Left gantry position switch did not activate
20	Prize Sensor Blocked or faulty
66	No Prize sensed after 11 attempts in Play Until you win mode



SECTION A: SERVICE INSTRUCTIONS



***BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine***

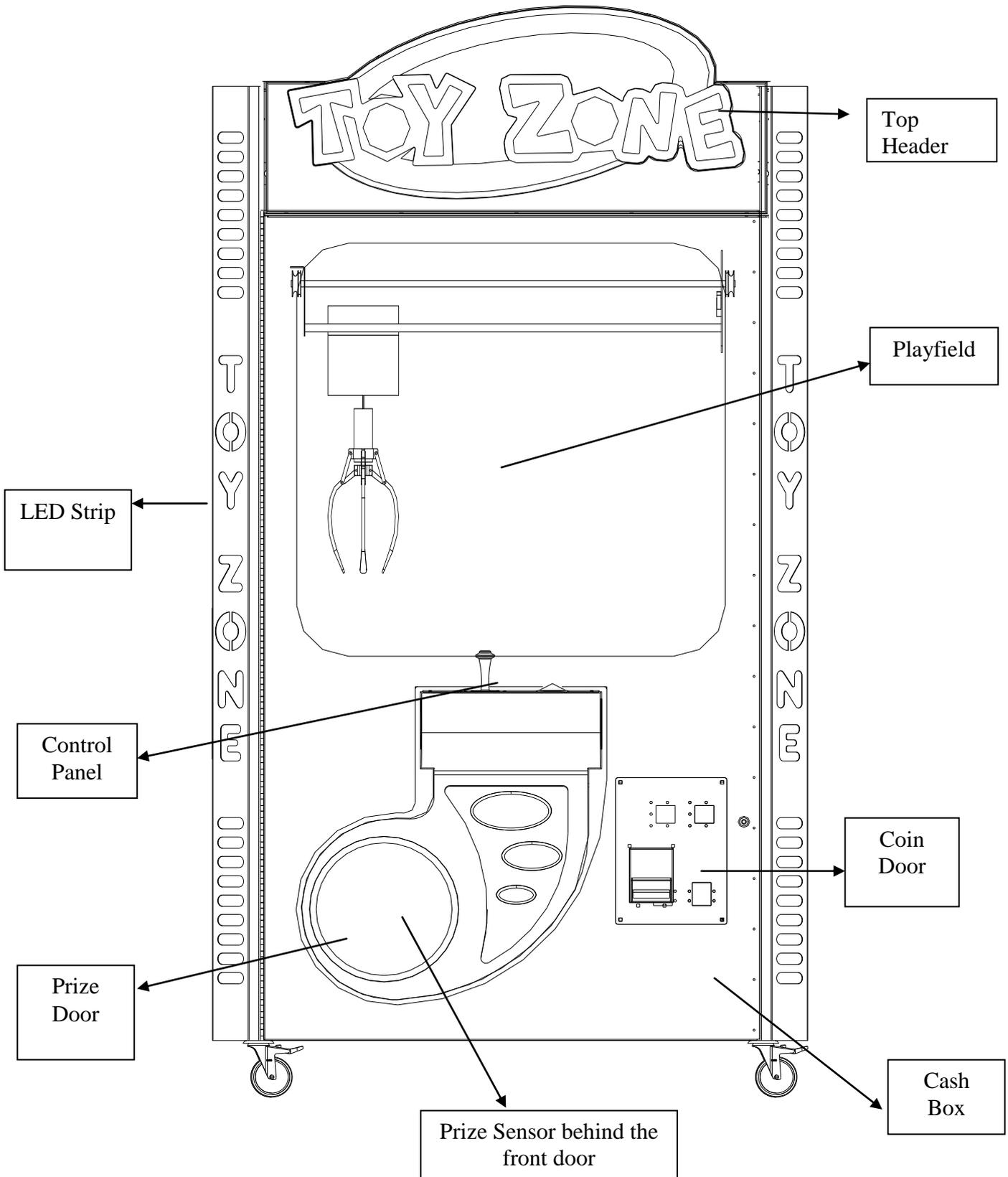




LOCATING AND ACCESSING PARTS

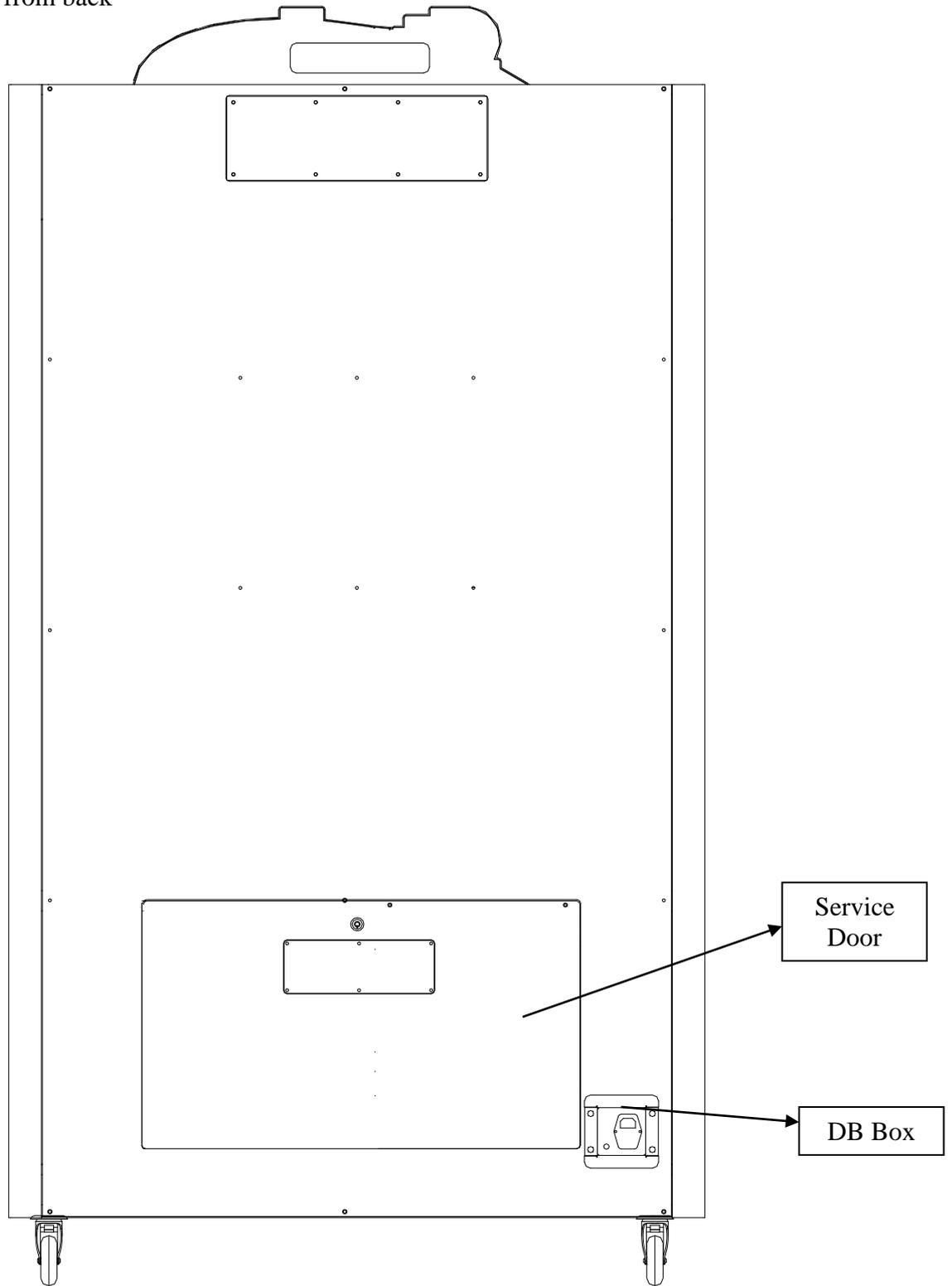
PARTS LOCATION DIAGRAM

As viewed from front



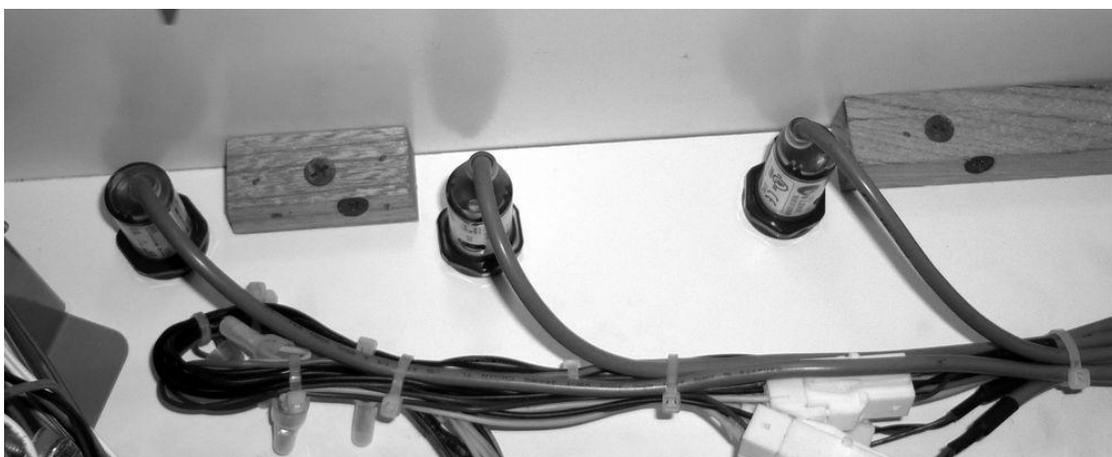
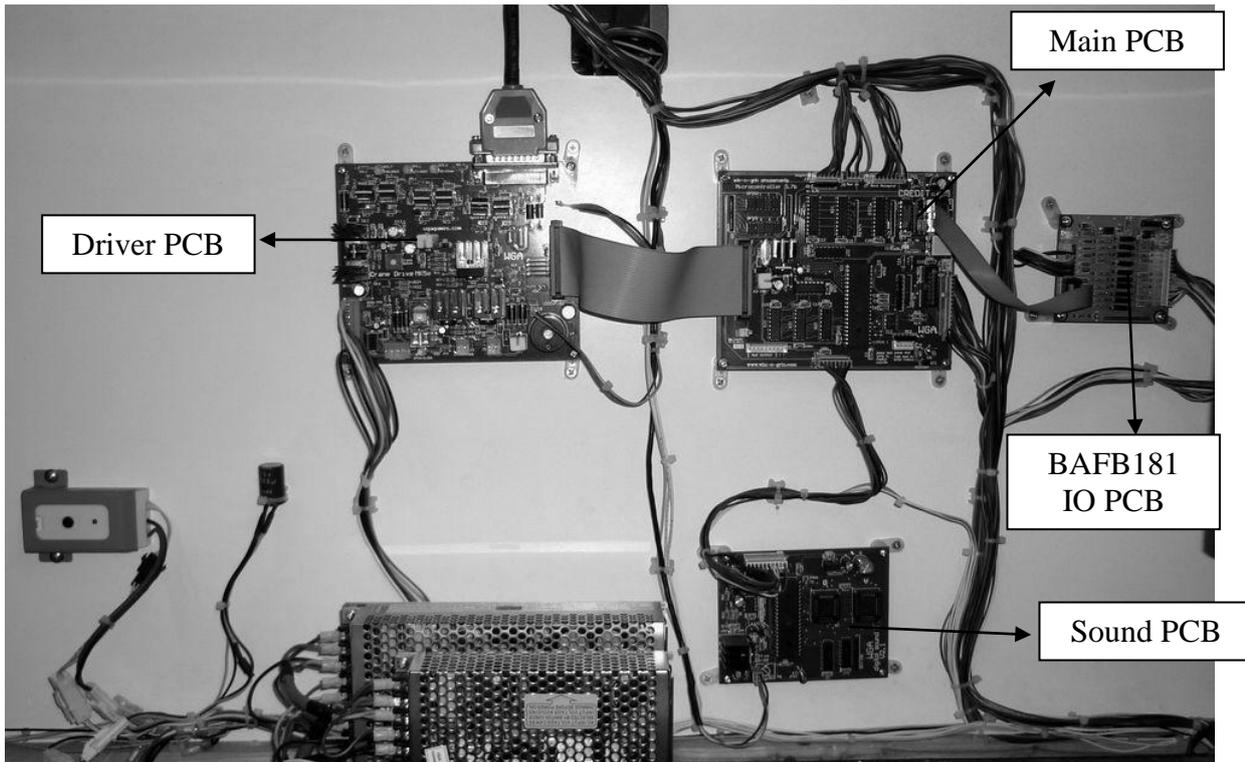


As viewed from back





PCB map,





LAMPS

*** WARNING! ***

Always turn OFF Mains power and unplugged the game, before replacing any lamps.

Always allow time for cooling as Lamps that have been active for a time may still be too hot to touch.

COIN DOOR LAMPS (LED)

The coin door lamps all are 12V/DC or equivalent and can be accessed through the coin door.

BUTTON LAMPS (LED)

The button lamps all are 12V/DC or equivalent and can be accessed through the coin door or back door.

*** CAUTION! ***

Always replace the lamps with the same or equivalent size, wattage and voltage.



MAINTENANCE

CLEANING AND CHECK UP

EXTERIOR

Regularly dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap. Check for blown bulbs and replace as required.

Any scratches or marks in the fiberglass or acrylic can be buffed out using car polish or cut and polish.

*** CAUTION! ***

Do not use solvents on the panels as it may affect the artwork.

INTERIOR

Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen on the PCBs. Check and tighten all fixing hardware and fasteners as required.

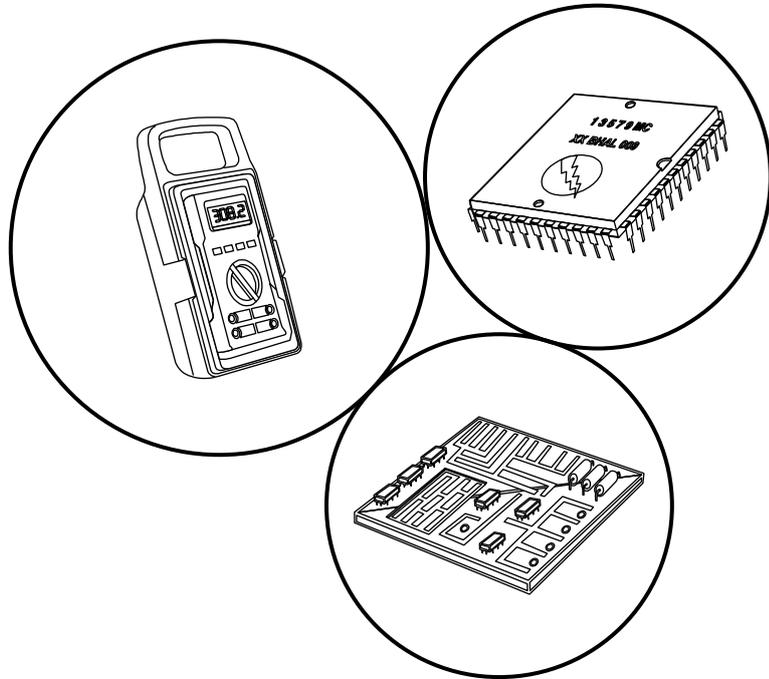
*** WARNING! ***

Always turn OFF Mains power and unplugged the game, before cleaning the interior of the machine.

Always after cleaning the cabinet interior, check all harness connectors and restore all loose or interrupted connections.

Regularly check that all the Display and Button Lamps are operating through the Sounds, Lamps and Display Test. Replace any globes that are not operational.

SECTION B: TECHNICAL DETAILS

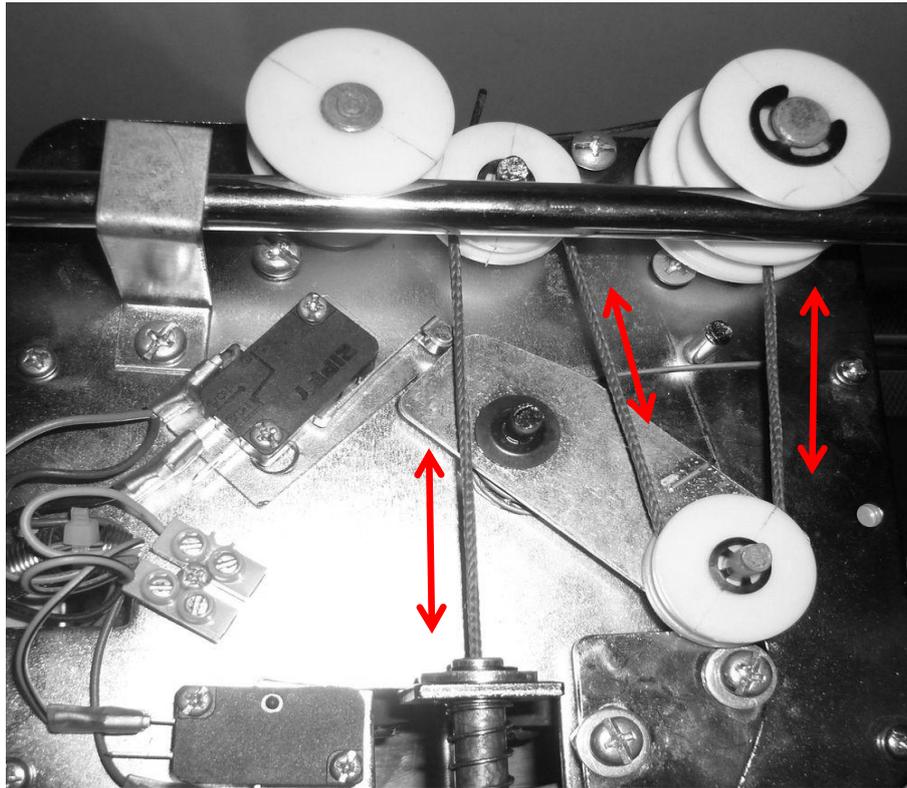


It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.



B

ROPE WINDING FOR THE CLAW



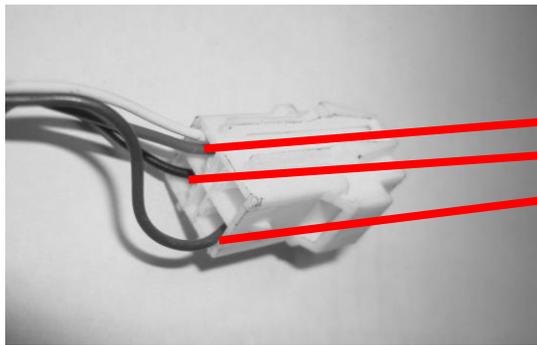
*** NOTE! ***

Rope length between notches is 1.40 meters (55") maximum.

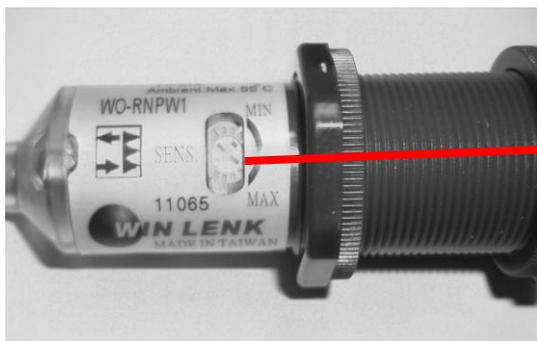
PRIZE SENSOR



Prize Sensor WO-RNPW1
Win Lenk Retro Reflective

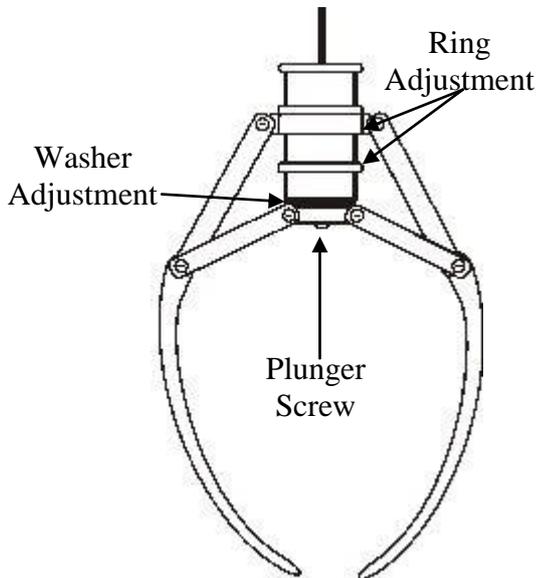


Blue/White = GND
Black = Output Logic
Brown = 12 VDC



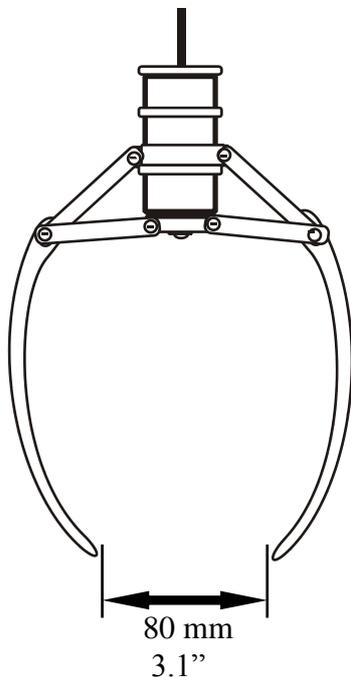
Sensitivity Adjustment

CLAW ADJUSTMENT

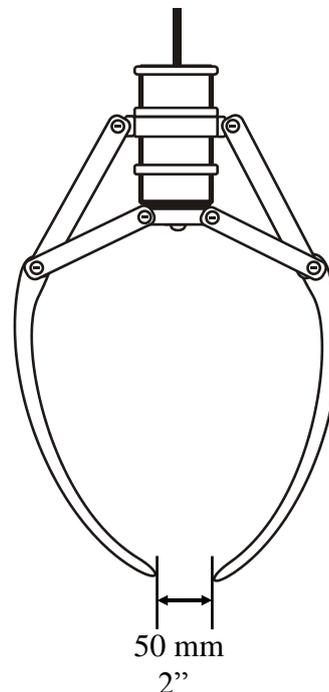


1. Mechanical Adjustments
 - **Distance between claw arms in the closed position** is adjusted by moving the two rings up and down the body of the claw. Close the claw manually and loosen ring grub screws. Adjust the position of the rings for the desired claw arm distance and tighten ring grub screws.
 - **Distance between claw arms in the Open position** is adjusted by moving the square washer at the base of the plunger. Loosen plunger screw and rotate the square washer to allow the claw to open wide or narrow.

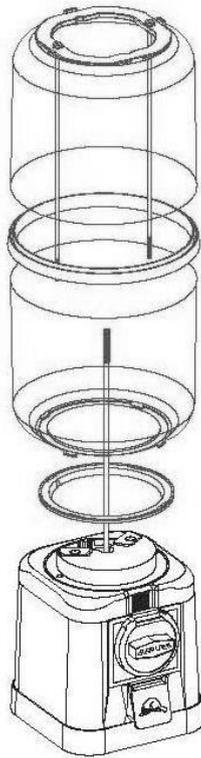
Big toys claw adjustment



Smaller toys claw adjustment

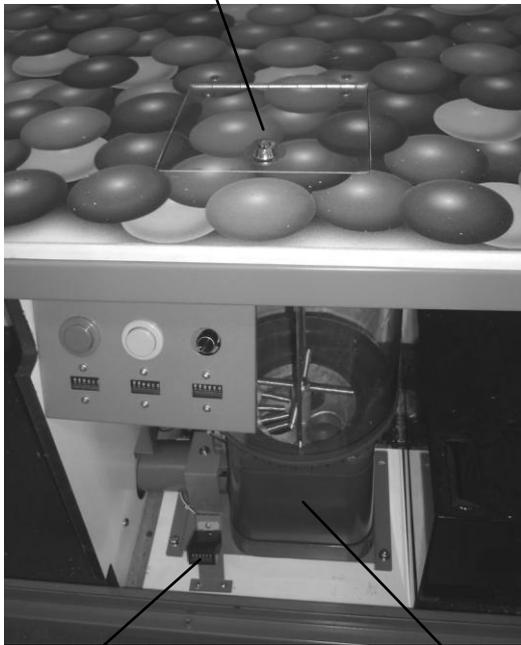


1" CAPSULE DISPENSER (Optional)



Capsule access door closed

Capsule access door opened



Capsule dispenser meter

1" Capsule dispenser



FILLING IN THE CAPSULES (*Optional*)

Filling the 1" Capsule Dispenser,

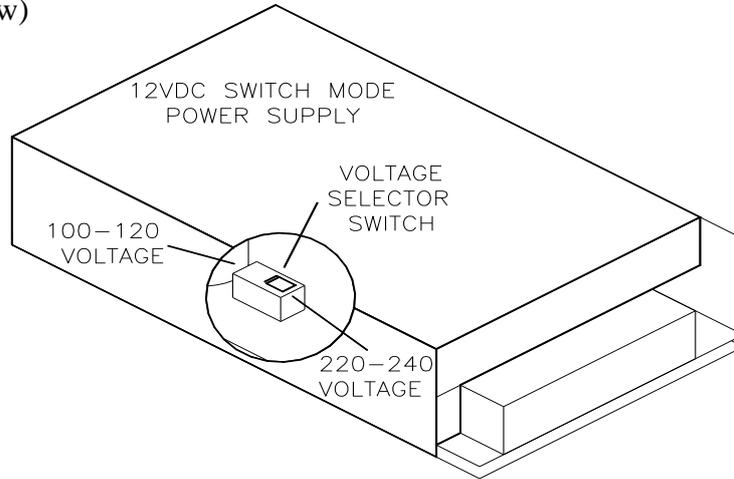


With the Capsule Access door opened fill in the 1" capsule into the capsule dispenser as required

MAINS VOLTAGE ADJUSTMENT

POWER SUPPLY

The Switch Mode Power Supply has a switch to set the mains voltage range. It is located at the rear of the game cabinet, and is accessed via the back door. Use a thin blade screwdriver to move the selector switch to the desired mains voltage (See Diagram Below)

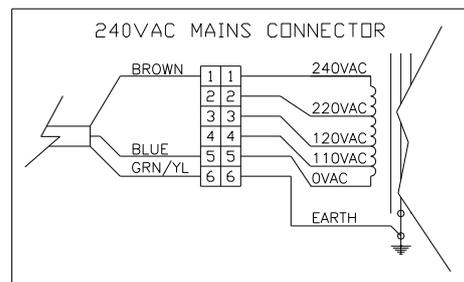
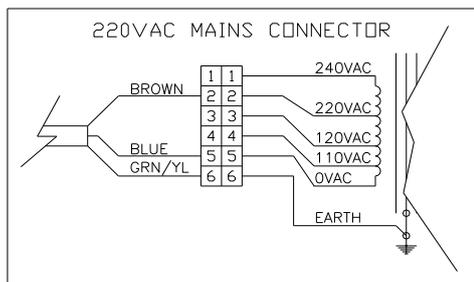
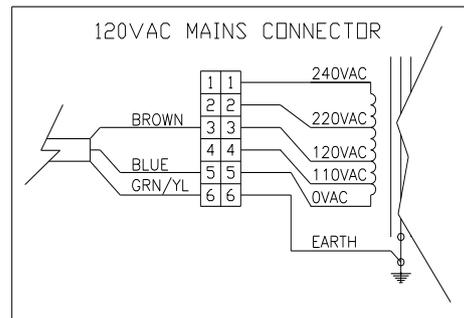


TRANSFORMER CONNECTORS

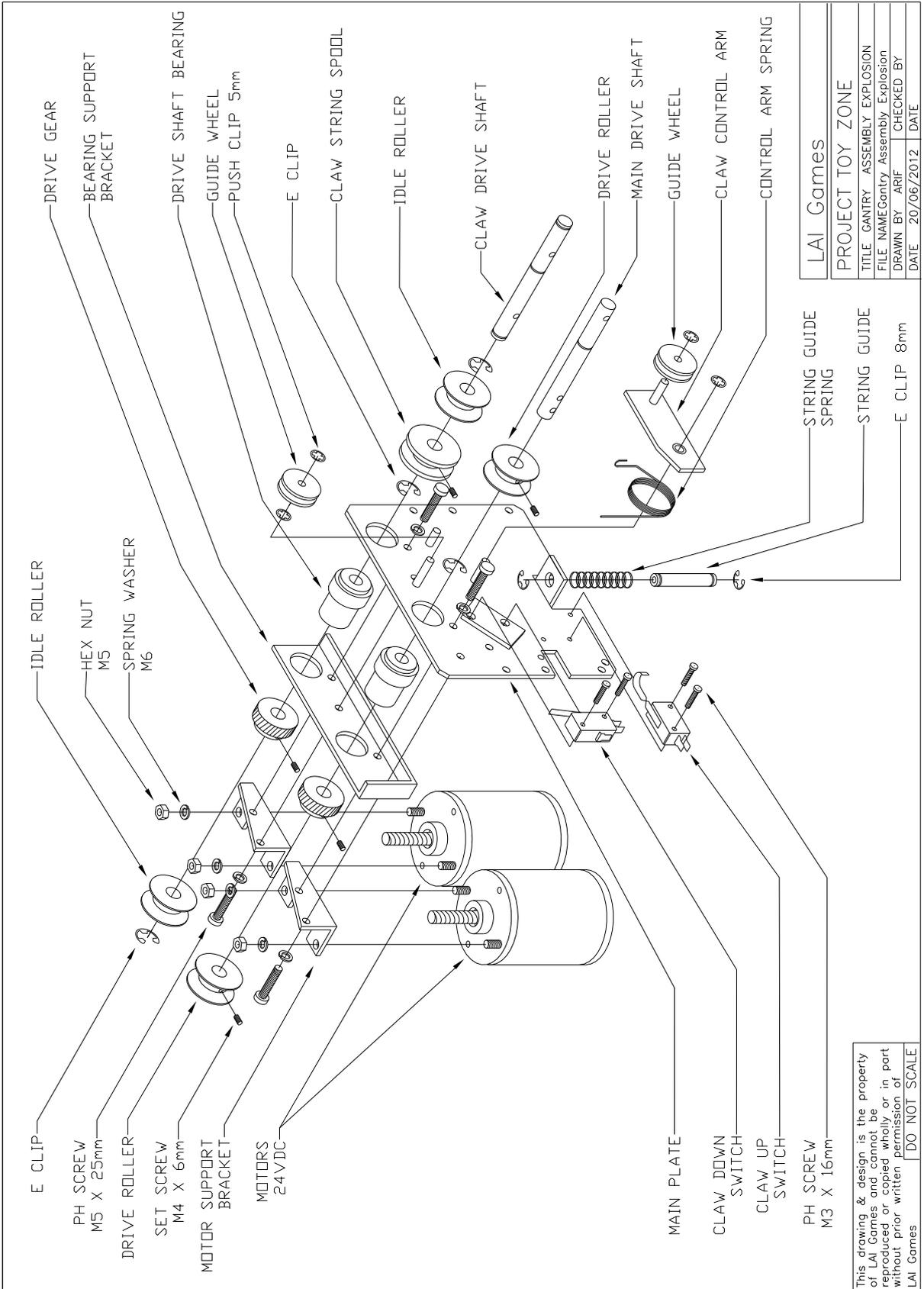
Locate the machine transformer(s) in the base of the cabinet. If unsure of the location of the transformer(s), refer to Parts location diagram on page of this manual. Change the position of the 'ACTIVE' or 'HOT WIRE' input, (marked brown on the diagram), to the position for the desired mains voltage. (See Diagram Below)

6 WAY CONNECTOR PINOUT

PIN	FUNCTION
1	240VAC
2	220VAC
3	120VAC
4	110VAC
5	0VAV (NEUTRAL)
6	EARTH



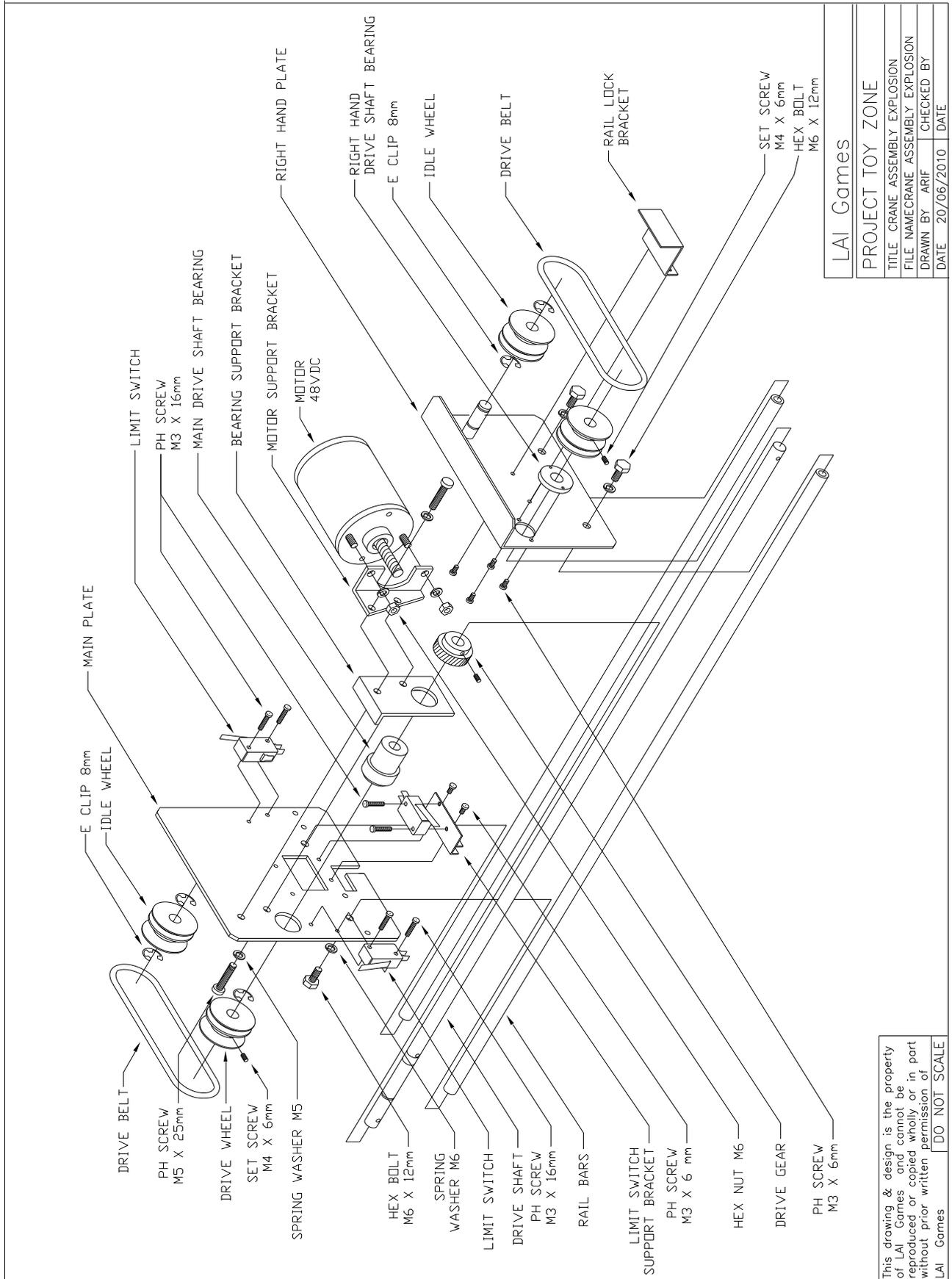
GANTRY EXPLODED VIEW



LAI Games	
PROJECT TOY ZONE	
TITLE	GANTRY ASSEMBLY EXPLOSION
FILE NAME	Gantry Assembly Explosion
DRAWN BY	ARIF
CHECKED BY	
DATE	20/06/2012
	DATE

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DO NOT SCALE

CRANE EXPLODED VIEW



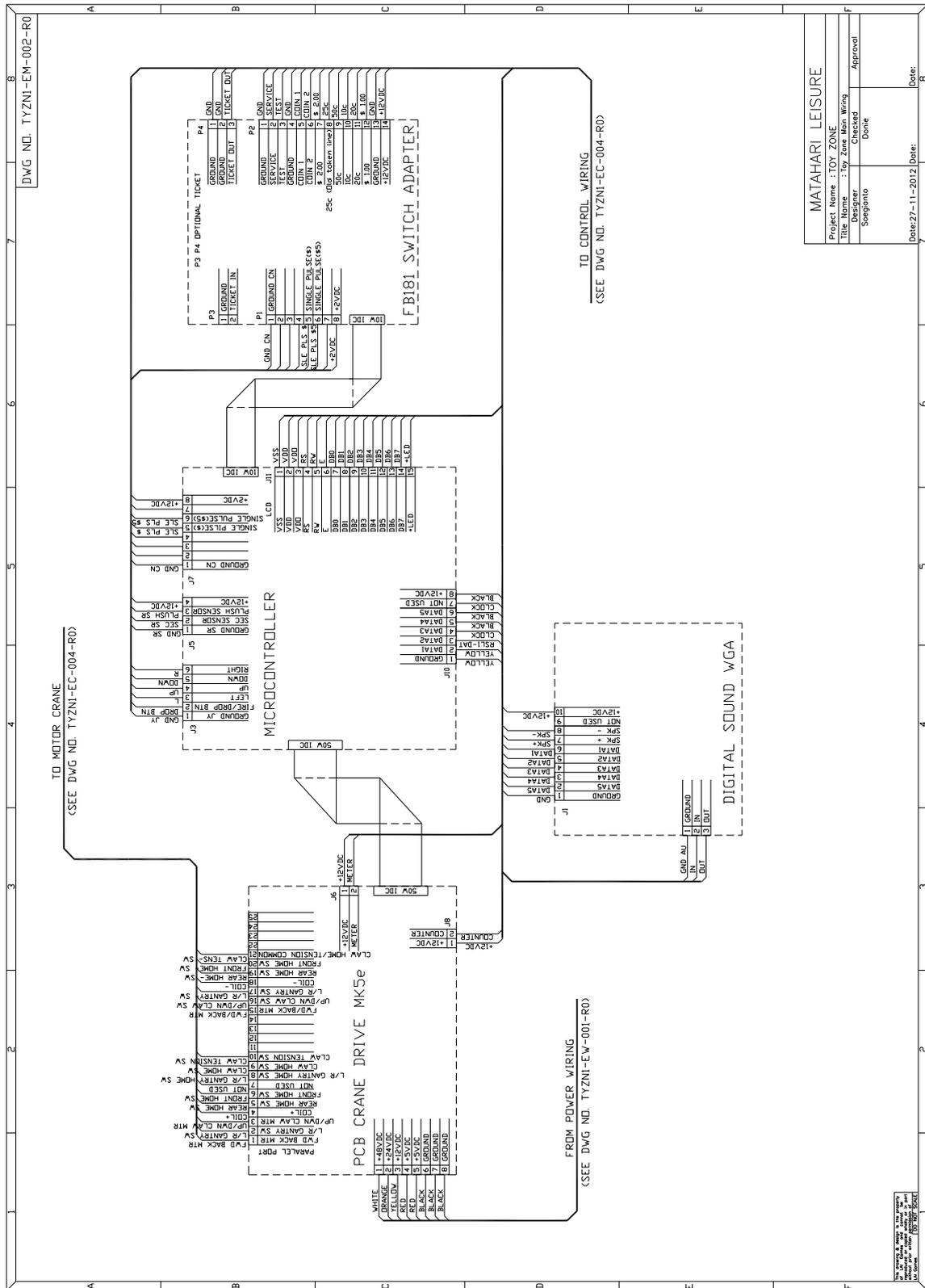
LAI Games	
PROJECT TOY ZONE	
TITLE CRANE ASSEMBLY EXPLOSION	
FILE NAME CRANE ASSEMBLY EXPLOSION	
DRAWN BY	ARIF
CHECKED BY	
DATE	20/06/2010
	DATE

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DO NOT SCALE

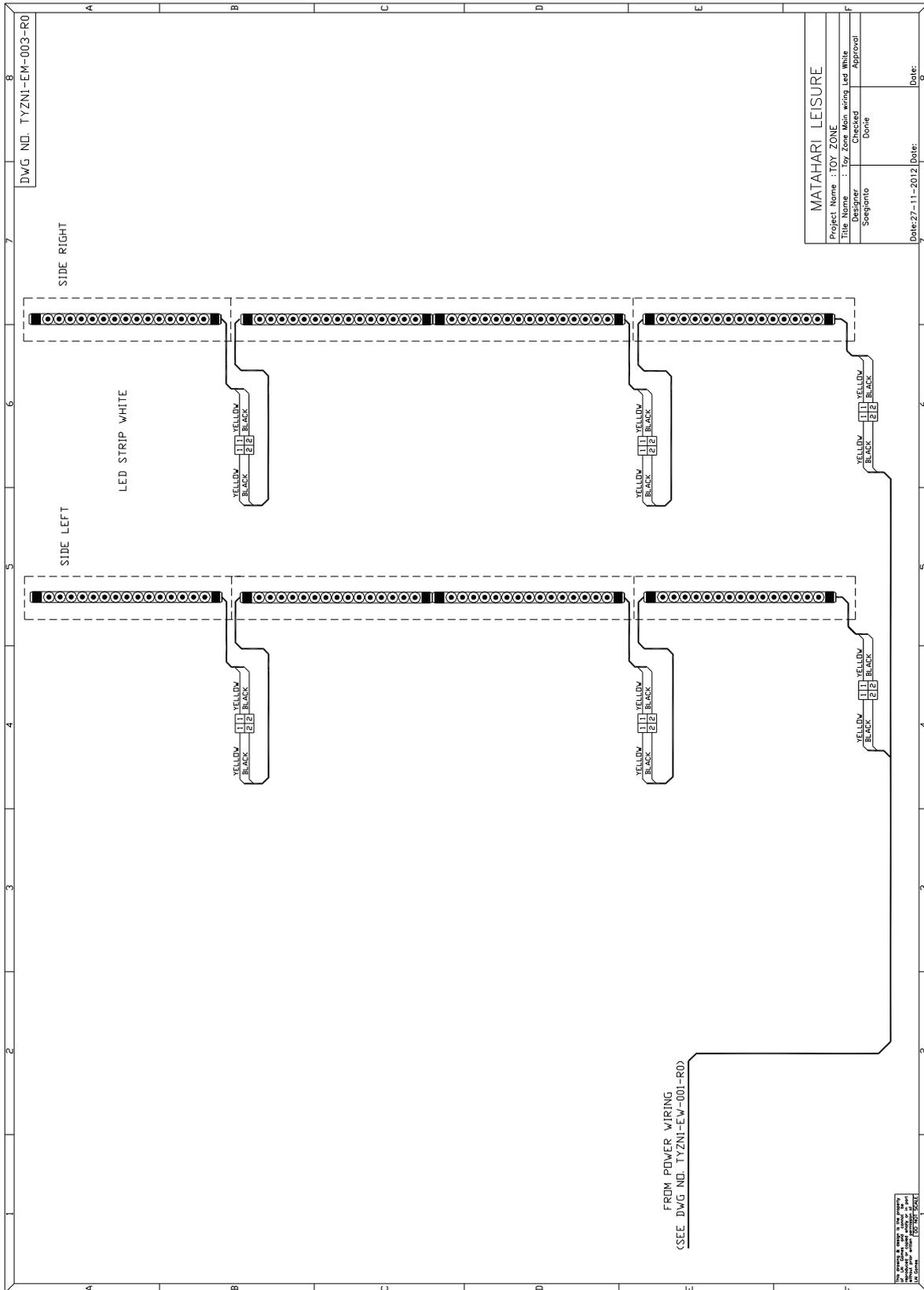


TOY ZONE MAIN WIRING DIAGRAM



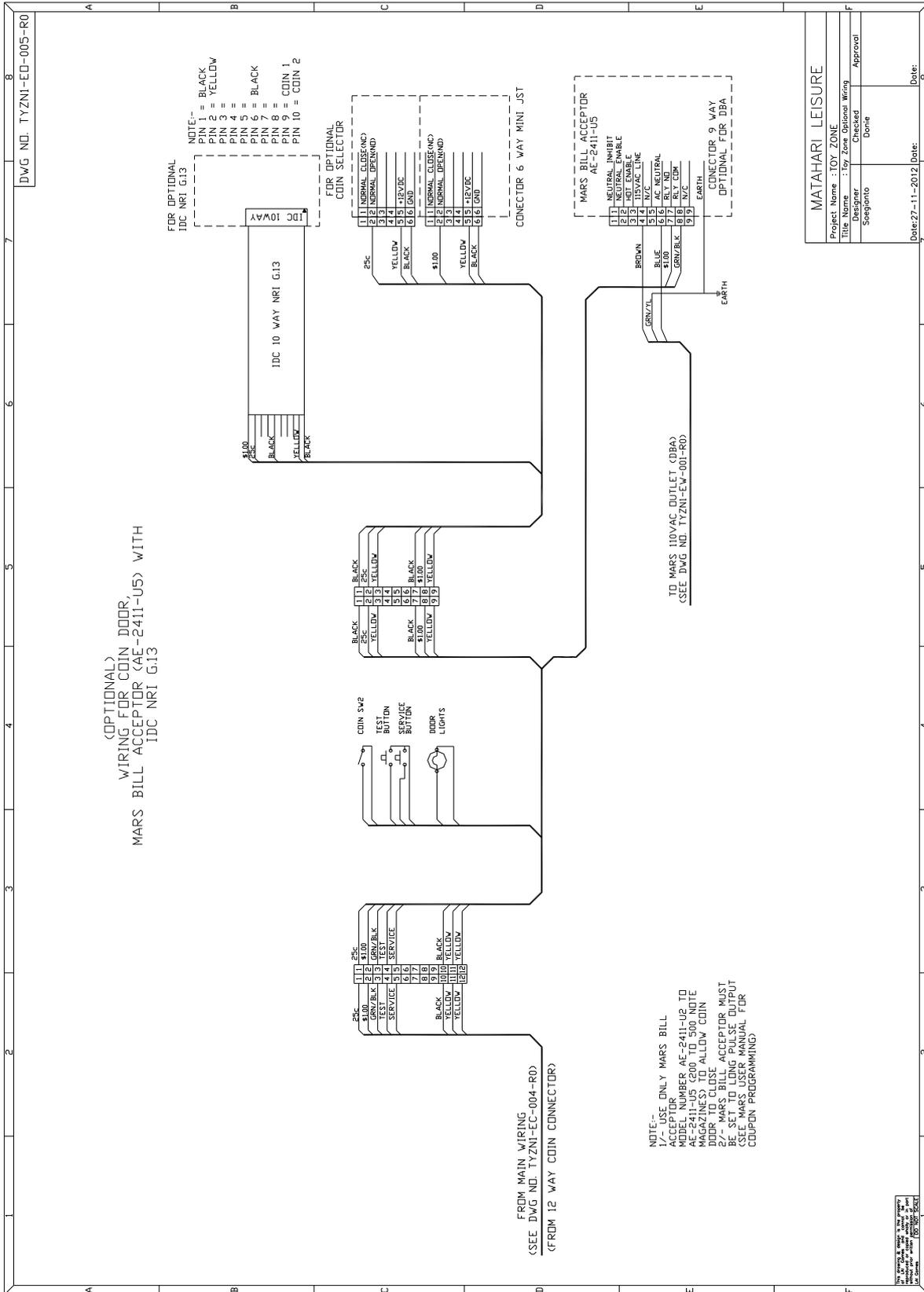


TOY ZONE MAIN WIRING 1 DIAGRAM





TOY ZONE OPTIONAL WIRING DIAGRAM



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- (b) To and from Transport and freight costs are not covered by the warranty.
- (c) Warranty is not transferable with the sale of a machine from one owner to another.



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