Model：WMH-189L AND WMH-288B1L

Name：Show Time

User Manual

Software： **NB1LU2B1,R1,P1,G1**

Manual： Ver. 0

	PAOKAI ELECTRONIC ENTERPRISE CO., LTD **http://www.paokai.com.tw**

To ensure safe operation of the game, be sure to read this instruction manual before use.
Keep this instruction manual in a safe place for quick access whenever needed.
The actual product you have received may differ slightly from the illustration.

INDEX

CHAPTER 1. OPERATION

SECTION 1. How to Play

1. **Insert coins/tokens into coin slot, the display shows credits and the crane plays game music.**
2. **Use joystick to move claws above your selected object. When you move the joystick, the game time is countdown, and【DESCEND】button light is flashing.**
3. **At pressing【DESCEND】button or time's up (game's playing time is adjustable), the gantry drives motor to lower down claws and then catch object.**
4. **If 'Catch in air' function is available, press 【DESCEND】button before claw reaches in filed, the claws will catch item in the air.**
5. **After movement of catching (claws closes), the claws rise up till it touches Stop-Up SW. Then the claws move to exit area and releases.**

SECTION 2. Game Rules

ITEM 1. DEMO

Play Demo music for 3 minutes every 5 minutes.

ITEM 2. Coin In

1. **Coins vs. plays: by internal setting.**
2. **If COIN pulse speed was lower than 10msec, the machine does not recognize the signal.**
3. **If coin speed is over 200msec, the machine shows error code.**

ITEM 3. Shocking Machine

1. **When a tilt is mounted at machines, and players shock the machines, it plays "Don't Shock the Machine".**
2. **When the claw arms close and someone shocks the machines, the arms open and move back to the home position.**

ITEM 4. SERVICE Switch

1. **When no one plays, press 【SERVICE】 switch for free games. The number at "Score" display flashes and the prize meter won't work when prize won.**
2. **Coin mechanism inhibit under free game status.**

SECTION 3. DIP SW Setting

DIP SW1		1	2	3	4	5	6	7	8
The claw strength voltage	VR1 Adj. of Power	ON							
	+48V	OFF							
Position where claws open at the exit	Claws lower down then release object		ON						
	Claws release object at the top position		OFF						
Coin 1 & Coin 2 Linked Together	No			ON					
	Yes			OFF					
Adjustment of Credit Value	Inner Value				ON				
	DIP SW				OFF				
Bonus Plays (see bonus table) (4 pluses=$1)	YES					ON			
	NO					OFF			
Claw moving to playfield when game begins	YES						ON		
	NO						OFF		
Reserved								ON	
								OFF	
When the program sends strongest strength on the basis of the setup winning percentage, the system will keep sending strongest strength to the claw until win	With (Prize Sensor must be installed)								ON
	Without								OFF

※ **When Coin 1 and Coin 2 adjust to Linked Together, the credit value will follow Coin 1 (DIP SW pin 1 & 2)**

DIPSW2		1	2	3	4	5	6	7	8
Coin1 of method (Coin Selector of Coin Pulse vs. Play)	8 coins 1 play	ON	ON						
	6 coins 1 play	OFF	ON						
	4 coins 1 play	ON	OFF						
	2 coins 1 play	OFF	OFF						
Coin2 of method (Bill Acceptor of Coin Pulse vs. Play)	4 coins 1 play			ON	ON				
	3 coins 1 play			OFF	ON				
	2 coins 1 play			ON	OFF				
	1 coins 1 play			OFF	OFF				
Free Play	YES					ON			
	NO					OFF			
Play till you win function (Prize Sensor must be installed)	With: Will deduct 1 credit when win.						ON		
	Without: Will deduct 1 credit for each game						OFF		
Ability to change the Inner-Values	YES								ON
	NO								OFF
Auto Test	YESWith				ON				ON
	NO								OFF

CHAPTER 2. MAINTENANCE

SECTION 1. How to enter in the TEST mode:

Press【SERVICE】SW while power-on the machine. (COIN1 NC +COIN2 NC +POWER ON can enter the Test Mode)

When system is in on TEST Mode Menu, display shows three options- 0~3. Use Joystick to select and press button to enter.

0 EXIT
1 Strength Adjust (COIN1 NC +POWER ON can enter Strength Adjust setting.)
2 Gantry Test (COIN2 NC +POWER ON can enter Gantry Test)
3 System Test → F0 EXIT
;; F 1 DISPLAY, Light test
;; F 2 DIPSW test
;; F 3 Sound Test
;; F 4 Demo
;; F 5 Reserved
;; F 6 Back to Default
;; F 7 Length adjustment of rope.

AUTO PERCENTAGING SETTING

SET Play VS Coin Value: ($0.01~9.99)
Set Prize Value: ($00.01~99.99)
Set Win Percentage (Range: 01~99 %)

How to Setup:
1. Tilt (NC) +Button (NC) + Turn Power ON
Display shows "P5" for setup auto percentage function.

2. Tilt (NO) + Button (NO)
Display “00” in flashing:
Use Joystick and button to adjust

Function Code:
00 Exit
01 SET Play VS Coin Value
02 Set Prize Value
03 Win Percentages
04 Automatic calculate the times of super power (Qty of wins)

SECTION 2. Inner-Values:

DIP SW2-7 ON+ POWER ON➔ Enter the Inner Values setting menu. Display shows 00. Use joystick to select and press button to enter the setting

■ Items:

Number	contents	Explanation	Value
01	COIN1- quantity of pay-out tickets after inserting coins	0~9	0
02	COIN2- quantity of pay-out tickets after inserting coins	0~9	0
03	COIN1- quantity of Inserted coins	1~99	1
04	COIN1- quantity of game's credits	1~99	1
05	COIN2-quantity of Inserted coins	1~99	1
06	COIN2- quantity of game's credits	1~99	1
07	Quantity of pay-out tickets won	0~9	0
08	Quantity of pay-out tickets without winning	0~9	0
09	Reserved		
10	Game's play time (unit: seconds)	0~5 = 5, 5~99 (seconds)	50
11	Reserved		
12	Reserved		
13	Catching on Air	0~1 0=NO 1=YES	0
14	Super Power Frequency	0~1 0=FIXED 1=Random	0
15	If Sensor is out of service	0~1, 0=machine is not operating, 1: machine is still operating.	0
16	Reserved		
17	Reserved		
18	Reserved		
19	DEMO MUSIC	0~1 0=YES 1=NO	0
20	Speech/Noise for Shaking machine	0~1 0=YES 1=NO	0

- **If Sensor is out of service, you can set "0" for machine Not Operating or set "1" for machine Still Operating. If sent "1", the claw power will be always supplied VR2 power only, no any super power, and the Play until win function will not work. Once sensor is back to Normal, then the machine will be back to normal again.**

SECTION 3. ERROR CODE

Error Code	Description	Checking timing	Trouble shooting
Er 00	CPU Error	When switch on the machine	1. Change U1 CPU 2. PCB is out of service.
Er 01	Error while up the winding cord	1. When switch on the machine 2. When play the game 3. Auto Demo	1. Check if the up-stop SW is loose? 2. Check if up-stop SW is out of work? 3. Check if the air-plug of the gantry set connects well? 4. PCB is fault.
Er 03	Error while down the winding cord	When auto demo	1. Check if the string at the winding wheel is smooth? 2. Check if up-stop SW is out of work? 3. Check if the air-plug of the gantry set connects well? 4. PCB is fault.
Er 0E	SENSOR is out of service		1. Check whether sensitivity of sensor is too high? Please adjust the sensitivity-VR to make sure the LED of Sensor is in Dark status. 2. Check J5 sensor harness is connected well? 3. Sensor is fault. 4. PCB is fault.
Er 05	Stop-Forward SW or Stop-back SW Error	1. When switch on the machine 2. When play the game 3. Auto Demo	1. Check if the stop-forward SW or stop-back SW is out of work? 2. Check if the air-plug of the gantry set connects well? 3. Check if the J4 PIN on main board connects well 4. PCB is fault.
Er 06	Stop-Left SW Error	1. When switch on the machine 2. When play the game 3. Auto Demo	1. Check if the Stop-Left SW is out of work? 2. Check if the air-plug of the gantry set connects well? 3. Check if the J4 PIN on main board connects well 4. PCB is fault.
Er 07	Coin1 Meter disconnection	When needed	1. Check if the J5 PIN connects well? 2. Check if the Meter is out of work? Check if the Pin connects well? 3. PCB is fault.
Er 08	Coin2 Meter disconnection		
Er 09	Ticket Mater disconnection		
Er 10	Prize Mater disconnection		
Er 22	Machine Size checking fail.		1. Check if the stop-forward SW is out of work? 2. Check if the air-plug of the gantry set connects well? 3. Check if the J4 PIN on main board connects well 4. PCB is fault.

SECTION 4. TROUBLE SHOOTING

Items	Description	Check and Maintenance
Coin In	No credit after coin in	1. Check if the Coins vs. Plays is correct. 2. If Coins vs. Plays can't be adjusted, it's possible main board problem. Please send the main board back for repair.
	Coins/tokens cannot be inserted into coin slot	Comparative Coin mechanism: 1. Check the sample coin at the coin mech. 2. Loose the coin mechanism sensitivity. 3. Check if DC12V input to coin mech. 4. Coin mechanism breakdown. Multi-Coin mechanism: 1. Adjust the coin mechanism data based on manual. 2. Check if DC12V input to coin mech.

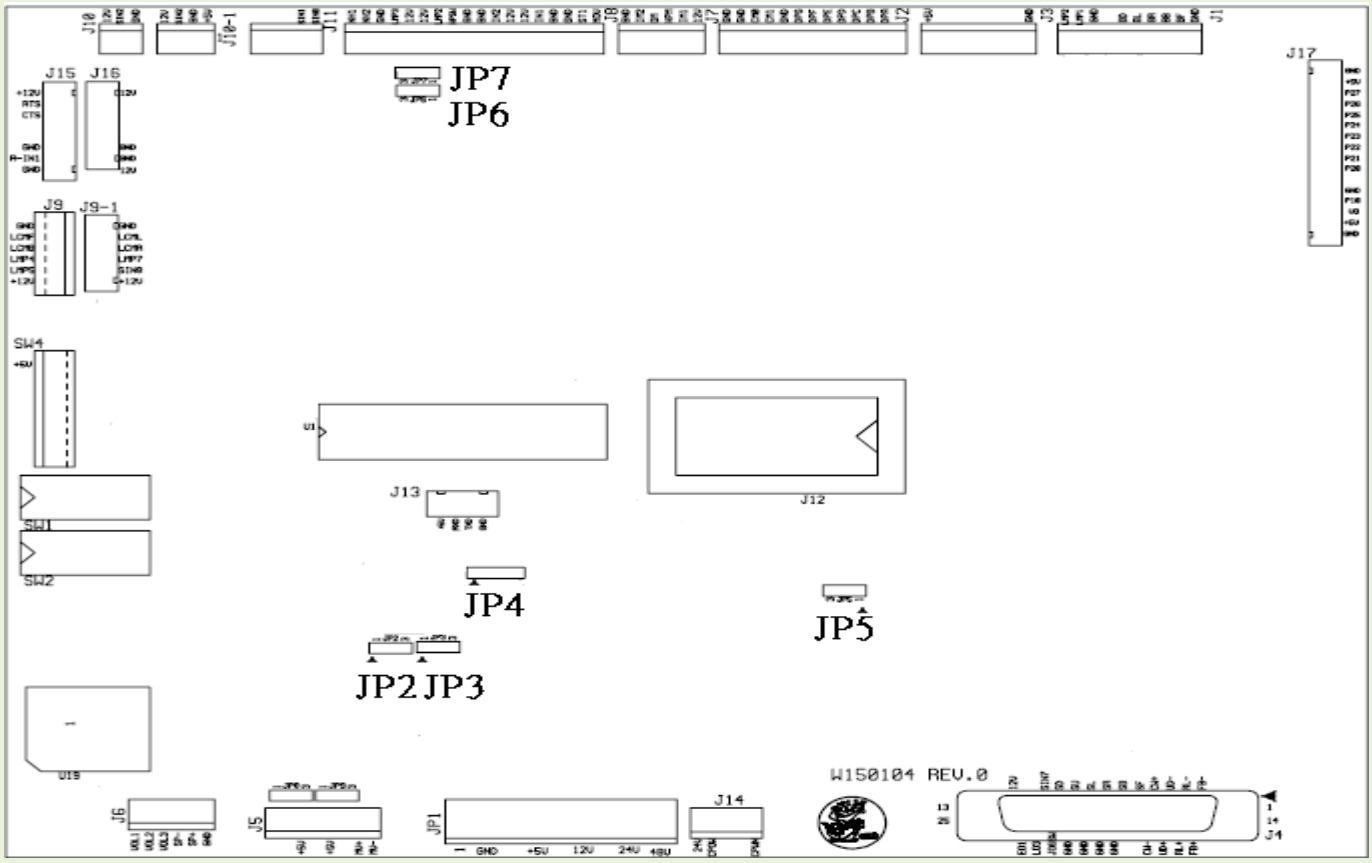
Items	Description	Check and Maintenance
Claw Power	**Claw open after hitting upper-stop switch**	**1. VR2 is too low. Adjust VR2 higher according to objects dimension and weight.**
	Claw is close after power on	**1. Claw coil burned.** **2. Main board is out of service**
	Claw doesn't close	**1. Check if the CW at the fuse board burned?** **2. Check if the black wire at claw coil connects well.**
Gantry	**Don't return to its home position**	**1. If power off and on again, the gantry still does not return to its home position, then check if stop-back SW (Gantry & Assembly I No. 23) or stop-left SW (Gantry & Assembly I No. 21) are in proper position. Also check if their connecting wires are properly connected.** **2. Check if the air-plug of the gantry set connects well?** **3. PCB is out of service.**
	Don't move either forward and/or backward by joystick operation	**1. Check if the forward/back motor fuse (FB) at the fuse board is burned?** **2. Check if J5 connecting pin of P.C.B. is properly connected.** **3. Check if stop-front SW (Gantry & Assembly I No. 22) or back-stop SW (Gantry & Assembly I No. 23) is in proper position. Also check if their connecting wires are properly connected.** **4. Check if Front/Back motor is out of function or if its wires are properly connected. Also check if its shaft pinion is properly positioned.** **5. Check if J9 connecting pin of P.C.B. is properly connected.** **6. Check if all connecting pins of gantry are properly connected to the machine.**
	Does not move to left and/or right by joystick operation	**1. Check if the left/right motor fuse (LR) at the fuse board is burned?** **2. Check if left and/or right SW is out of function or if their wires are properly connected.** **3. Check if J5 connecting pin of P.C.B. is properly connected.** **4. Check if stop-left SW (Gantry & Assembly I No. 21) is in proper position.** **5. Check if Left/Right motor is out of function or if its wires are properly connected. Also check if its shaft pinion is properly positioned.** **6. Check if J9 connecting pin of P.C.B. is properly connected.** **7. Check if all connecting pins of gantry are properly connected to the machine**

Items	Description	Check and Maintenance
Claw Descending	**Don't lower down by【 Descend】button operation, but only until time's up**	**1. Check if【Descend】button is functioning properly.** **2. Check if connecting wires of 【Descend】button are properly connected.** **3. Check if J5 connecting pin of PCB is properly connected.**
	Don't lower down, but the 【Descend】button is in normal condition	**1. Check if Up/Down motor wires are properly connected.** **2. Check if Up/Down motor is out of function. Also check if its shaft pinion is in proper position.** **3. Check if J9 connecting pin of PCB is properly connected.** **4. Main board break down.**
	Don't lower down or only down a bit and close up in the air then it returns to its home position	**1. Check if winding cord is stuck.** **2. Check if stop-down SW is functioning properly**
	Don't fully lower down	**1. Check if winding cord is of proper length?** **2. Check if winding cord is stuck.** **3. Check if stop-down SW is functioning properly**
Claw Grabbing	**Don't open when reached to exit door after seizing**	**1. Check if stop-back or stop-left SW is out of function or if their wires are properly connected.** **2. Check if the gantry wire connecting to J9 connecting pin of P.C.B. is properly connected.**
	Don't rise up after seizing and is returned back to its home position	**1. Check if stop-up SW is hit by something.** **2. Check if stop-up SW is in proper position and in normal function.** **3. Main board breaks down.**
	Don't close up and not be returned to its home position, either	**1. Check if the up/down motor are out of function or if their wires are properly connected.** **2. Check if stop-up SW is functioning properly.** **3. Main board breaks down.**

CHAPTER 3. WIRING DIAGRAM

SECTION 1. MAIN PCB W150104

- **Main board CONNECTOR position**



W150104 3.96mm (JP1) power supply	
1	GND
2	GND
3	GND
4	+5V
5	+5V
6	+12V
7	+12V
8	+24V
9	+24V
10	+48V

W150104 2.54mm (J11)		W9833 JP3	
1		1	IN2
2		2	IN4
3		3	EN04
4		X	
5		4	EN05

W150104 2.54mm (J14)		W040316 JP1	
1		1	
2		2	
3		3	
4		4	
5		5	

W150104 2.54mm (J5)	
1	VR23
2	VR13
3	VR11
4	VR12
5	VR21
6	VR22
7	Voltmeter +
8	Voltmeter -

W150104 2.54mm (J1)	
1	GND
2	Joystick front
3	Joystick Back
4	Joystick Right
5	Joystick Left
6	Drop Button
7	X
8	GND
9	Light of Drop Button
10	Light 2

W150104 2.54mm (J6)	
1	SOUND VR 1
2	VR2
3	VR3
4	SP-
5	SP+

W150104 2.54mm (J7)	
1	12V
2	COIN1 Meter
3	x
4	Prize Meter
5	COIN2 Meter

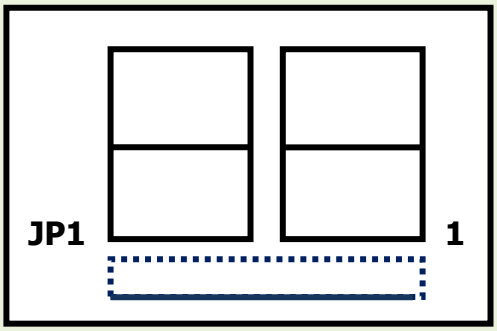
W150104 2.54mm (J10)	
1	GND
2	Prize Out SENSOR
3	12V

W150104 2.54mm (J2)		W991907 JP1	
1	X		X
2		1	
3		2	
4		3	
5		4	
6		5	
7		6	
8		7	
9	X	8	X
10		9	
11		10	
12	X	11	X
13	X	12	X

W150104 2.54mm (J8)	
1	Shocking machine signal
2	DOOR TEST
3	GND
4	GND
5	COIN1
6	12V
7	12V
8	COIN2
9	GND
10	GND
11	HPSW
12	HP
13	12V
14	12V
15	SSR
16	GND
17	Inhibiting +
18	Inhibiting -

W150104 2.54mm (J4)			
1	Front/back Motor +	14	Front/back Motor -
2	Right/Left Motor -	15	Right/Left Motor +
3	Up/Down Motor -	16	Up/Down Motor +
4	Claw Power +	17	Claw Power -
5	X	18	X
6	Front/Back Stop SW	19	GND
7	X	20	GND
8	Right/Left Stop SW	21	GND
9	Up stop NC	22	GND
10	Down Stop NO	23	S
11	X	24	
12	X	25	X
13	12V		

SECTION 2. Display W991907



J1	Color	2.54 Pin –- connect W120206	
1	Brown	A	Connect to Main Board J5 Pin 1
2	Red	B	Connect to Main Board J5 Pin 2
3	Orange	C	Connect to Main Board J5 Pin 3
4	Yellow	D	Connect to Main Board J5 Pin 4
5	Green	E	Connect to Main Board J5 Pin 5
6	Blue	F	Connect to Main Board J5 Pin 6
7	Purple	G	Connect to Main Board J5 Pin 7
8		DP	Connect to Main Board J5 Pin 10
9	White	COM4	Connect to Main Board J5 Pin 9
10	Pink	COM3	Connect to Main Board J5 GND
11		COM2	
12		COM1	