Programming Tips for Crazy Toy crane

- Enter test menu:
  Power off using switch behind front door
  Power on whilst holding down red test switch next to power switch
  Control panel flashes "PP"
  Release the test button
  Control panel flashes "0"

- Set initial Grab strength;
  When in test, pull joystick down once
  Control panel reads "1": This is claw settings program
  Press the drop button
  Control panel reads "C1": C1 is the initial pick up strength of the claw
  Press the drop button again
  Control panel now shows the initial claw pick up strength 0-48
  At this point place the desired toy into the claw
  Alter the pick up strength by moving the joystick left (-) or right (+) until the toy is only just staying in the claw.
  Now press the drop button to save the strength setting
- Set 2nd Grab strength;
  Whilst in claw setting program move the joystick down until display reads "C2": C2 is the strength of the claw as it nears the top
  Press the drop button
  Display now shows the C2 value 0-48
  Use the joystick to set the value at roughly half that of C1
  Press the drop button to save the strength setting
- Set 3rd Grab strength;
  Whilst in claw setting program move the joystick down until display reads "C3": C3 is the claw strength as it returns to the start point
  Press the drop button
  Display now shows the C3 value 0-48
  Use the joystick to set this value to approx. 5 less than "C2"
  Press the drop button to save the strength setting
- Set Winning grab strength;
  Whilst in claw setting program move the joystick down until display reads "C4": C4 is the claw strength when machine is ready to pay out a prize
  Press the drop button
  Display now shows "C4" value 0-48
  Use the joystick to set this value to the maximum of 48
  Press the drop button to save the strength setting
- Turn power off and back on again to return to normal game mode

Other useful settings

Setting 9: Controls the payout rate of the crane

Enter test menu
Pull the joystick down until the number 9 is displayed
Press the drop button
Displayed is the number of games to be played before a winning game
Use the joystick to alter to your desired setting (ranges from 1 to 999)
Press the drop button to save the setting
Turn power off and back on again to return to normal game mode

Setting 14 controls the speed of the claw

The factory settings for the speed of the claw movement is normally set very fast. Slowing it down provides the player with more control and makes for a better playing experience.

Enter test menu
Pull the joystick down until the number 11 is displayed
Press the drop button
The speed of left right movement is displayed as the letter L and a number ranging from 0 to 4, 0 being the fastest and 4 the slowest.
Press the drop button and use the joystick to alter to your desired speed.
Press the drop button to save the setting
Pull the joystick down
The speed of front back movement is displayed as the letter F and a number ranging from 0 to 4, 0 being the fastest and 4 the slowest.
Press the drop button and use the joystick to alter to your desired speed.
Press the drop button to save the setting
Pull the joystick down
The speed of up down movement is displayed as the letter U and a number ranging from 0t o 4, 0 being the fastest and 4 the slowest.
Press the drop button and use the joystick to alter to your desired speed.
Press the drop button to save the setting
Turn power off and back on again to return to normal game mode

It is IMPORTANT to note that if you slow down the rate at which the claw drops and raises you will also have to raise the time that it spends lowering or the claw will no longer reach the bottom of the crane. You can do this by entering the menu and use the joystick to get to setting 18. Press the drop button then use the joystick to increase the value