

**The default settings are recommended for correct operation.
To adjust arcade specific settings, such as tickets awarded, see below.**

Ball value Settings

Press the **Settings button** for 2 seconds to enter the menu.

Navigate to **Prize Setting → BallSet**

Select the appropriate **BallVal** (Ball Value) set as shown on the **Score Cards** page in the manual.

Adjust your **Ball Value decals** to match your selected score card. (A-H)

For further information on this, please refer to the full user manual

Removing balls

Should you find your game is still awarding too many tickets for your location, you can remove some of the higher value balls from play. We recommend only removing one colour at a time to ensure the change can be measured.

We do not recommend removing any green or blue balls.

Boost Ball

Navigate to **Basic Setting → Boost Ball**

Reduce your **MaxBoostB** to reduce the maximum value of any boost ball won.

Ensure you have the correct number of Boost Balls in your playfield, we recommend starting with 5, but if you want to give more tickets, add more.



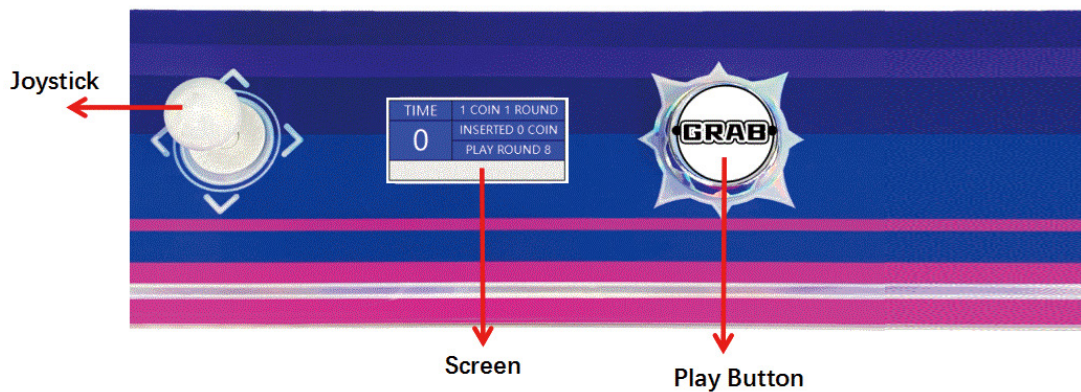
TEST AND SERVICE DATA

TEST MENU ACCESS + NAVIGATION

Press and hold the Setting Key for 1 second to enter into the Test Menu.

Use the Joystick and Drop Button to navigate, change, and execute settings/changes.

Note: The Test Menu cannot be entered during gameplay. Pressing the Setting Key during a game will not access the Test Menu until the game has finished.



MENU OPTIONS

Main Menu	
Bookkeeping >	Contains bookkeeping information
Basic Setting >	Contains basic operational settings
PrizeSetting >	Contains game specific settings
MachineTest >	Contains machine test functions
FactorySetting >	Resets game to factory default
SystemInfo >	Contains system info

Bookkeeping		
AccountData >	Coin	Total Coin pulses (Main coin input)
	Cash	Total Cash (UCL) pulses
	Card	Total card pulses
	GAMECNT	Total game plays
	WINCNT	Total wins
ClearBooks >	Clear credit and win data	Clear credit and win data

Basic Setting			
Menu Name	Description	Range	Default
Coin/Credit	How many coins required for a credit	1-99	1
Play/Credit	How many plays granted per per credit	1-99	1
LockCoin	Coin inhibit option (ON/OFF). When this number is reached, the coin inhibit line from the game will pull low (3.3v inactive / OvActive)	0-10	0
GameTime	Set game sound volume. The game also has a digital volume pot that can adjust the volume which will be stored when powered off.	20-60	20
MercyPoints	Points granted to the player regardless of score. Example , if this option is set to 10 and a player scores 20 points, the total score for that game will be 30	0-30	0
BoostBall ↓			
BoostInc	Set the Boost Ball value increment everytime a "Boost Ball is not won. Example: If set to 1, everytime a player does not win a Boost Ball, 1 is added to the display.	1-2	1
MaxBoostB	Set the maximum value the Boost Ball will go to	2-5	5

PrizeSetting			
Menu Name	Description	Range	Default
BallSet ↓ (Forces a bookkeeping reset)			
BallVal	Set the value based on the chosen score charts.	A-H	D
GreenBall	All information displayed on each ball are for information only to show ball ticket values. The values are automatically calculated on the "BallVal" Option and should match the ticket ball values you have on the back wall of the game.		
BlueBall			
PinkBall			
YellowBall			
	Refer to Score cards page for further information		





MachineTest	
Menu Name	Description
Auto test	The machine will automatically operate all outputs and each input that is received will show on the display. NOTE: Coin input is manual in this mode, but will still register and display the input
ManualTest ↓	Select option and use the joystick to operate the output. The inputs will register on the LCD each time activated.
F&B Test	Test the output function of the front and back motors
L&R Test	Test the output function of the Left and Right motors
Up & Down Test	Test the output function of the Up and Down motor
Joystick Test	Test the input function of the 4 joystick switches
RFID Test	Test the RFID Ball reader. The test will count each ball as a single item up to a max of 32 balls. TIP : Use the gantry lights to check the color registers correctly

FactorySetting (Password 2025)			
Menu Name	Description	Range	Default
Free Play	Toggle the game free or coin play option (On/Off)	ON/OFF	OFF
Stby Music	Toggle the game music option during demo mode (On/Off)	ON/OFF	ON
ClawSettings ↓	Not recommended to adjust unless advanced user. See "Operator Guide" page for tips on adjusting payout		
GrabPower1	Set the power of the grab as the claw reaches the balls	25-50	30
GrabPower2	Set the power of the grab as the claw rises (Based on "UpDropHigh" setting)	25-50	35
GrabPower3	Set the power of the grab as the claw moves back	25-50	35
UpDropHigh	Set the height of the claw when it changes from "GrabPower1" to "GrabPower2" (recommend 1-3)	1-9	1
GrabTest	Manually test the claw settings		
Motor Speed ↓			
F&B Speed	Set speed of the front and back motors	80-100	100
L&R Speed	Set speed of the front and back motors	80-100	100
Left Speed	Displays up/down motor speed percentage of Left up/dn		
Right Speed	Displays up/down motor speed percentage of Right up/dn		
Auto LRSP	Use this option if your gantry lowers or raises at an angle. This option will auto calibrate the percentage of power sent to each motor. To use, remove all balls and run the option		
DropLength	Set the length the gantry drops to the prize bed. 3000 ensures the claws reach and dig into the balls	2500-3000	3000
MixMotDemo	Set how often the ball mixer operates during demo mode	0-60	10
DemoTime	Set how often the gantry performs a demo attraction	0-60	10
ReleaseGap	Set the time delay between each claw open as they drop the balls into the win area.	020-100	75
SetColor	Set color of the ball gantry lighting sections (Color 1-5)	1-5	1
TopStopT	Set time the claw pauses at the top before returning home in game play	0-950	300
Bo.StopT	Set time the claw pauses at the bottom before ascending	0-950	650
Language	Set game language (Eng/Chinese)	English / Chinese	English
ReseSystem	Reset the game to factory settings		
GameInfo	Displays game board info and software date		

SystemInfo	
Version	Displays base software revision
Date	Displays base software revision date