CRABZILLA STRIKES

COAST TO COAST ENTERTAINMENT



Operator Manual

IMPORTANT

- Please read this <Operator Manual> before installing the machine.
- Please follow the instructions in the <Operator Manual> and pay attention to every direction, in order to correctly install the machine.
- Please store this <Operator Manual> in an easily accessible place.
- The frame and components of the machine are subject to change without notification.
- Please refer to the attached update for the latest information.

BHM-BH2501B-01-01

Note

Notes related to machine placement

The machine is for indoor use only. It cannot be placed outdoors. Please avoid the following environments when placing it indoors.

1. Humid location.
2. Location exposed to direct sunlight.
3. Around combustible and volatile chemicals and dangerous substances.
4. Inclined surface.
5. Around emergency exits or close to fire extinguishers or other firefighting equipment.
6. Location with strong vibrations.
7. Dusty location.

Important operating matters

The owner of the machine should pay attention to the following matters when placing, inspecting, and maintaining the game machine to ensure the safety of the player and avoid damage to the machine:

1. The power must be turned off during operations to prevent electric shocks or short circuit.
2. Please do not unplug or insert the power plug instantly to prevent electric shocks or short
3. circuit.
4. Do not touch the plug with wet hands to prevent electric shocks.
   Please do not expose the power cord and ground cable on the passageways as it may lead to damaged power cords and ground cables, which could potentially cause electrical
5. shocks or short circuits.
6. Please do not place anything near the power cord so as to prevent any potential fires.
   When unplugging the power cord, please hold the plug and do not pull on the cord to
7. prevent damaging the power cord, which may lead to fires or electric shocks.
8. In case of a damaged power cord, please contact the supplier for a replacement.
9. Please do not use fuses or parts not specified by the company.
10. Please properly connect the connectors and tighten the screws.
    Please do not disassemble, replace, or alter this product without permission from our staff.
    Please avoid inappropriate operations, which may lead to damage to this product and
11. cause threats to the physical safety of the player or bystanders.
12. Please perform inspections and maintenance on this product regularly.
    Please keep the "warning labels" clean to ensure that the text on the labels can be read
13. clearly. Please replace the labels should there be any irremovable stains or blurry text on the labels.
    When performing operations not mentioned in the manual, please contact the company's service center and perform the operations according to the service center's directions and responses.

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1. Cabinet Introduction

1.1.Machine Appearance



65" LCD
W1758 X H2630 X D1139mm
Machine Weight : 520KG
Max. Power : 900W
Standby Power : 750W

1.2.Parts List

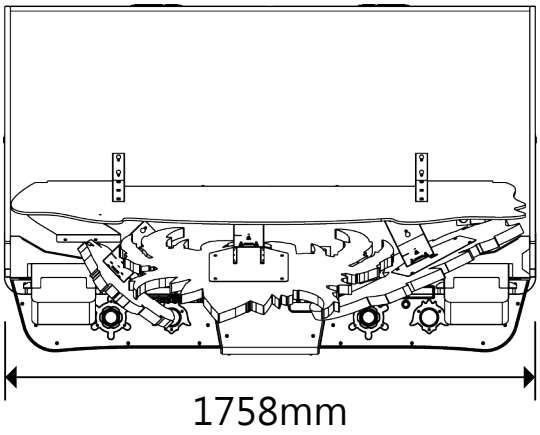
After purchasing this product, please check that all the following accessories are included. If any item is missing or damaged, please contact your local dealer.

Item no.	Name	Specifications	Quantity	Note
01	Operator Manual		1	
02	AC Power Cable		1	
03	Key		4	
04	Light Box / Mounting Bracket		3	
05	Speaker Modules / Left and Right Speaker Decorative PVC		2	
06	Foam Board / PVC / Mounting Bracket		1	
07	Projection Light		2	
08	Machine Name Light Box / Bracket		1	
09	Coin (Load into the machine according to the startup procedure)		2450	
10	Sensor KI-669		2	Spare Parts
11	Sensor KI-3301		2	Spare Parts
12	Sensor KA1347-AALF-01		2	Spare Parts
13	Sensor KB1240-AA14LF		2	Spare Parts

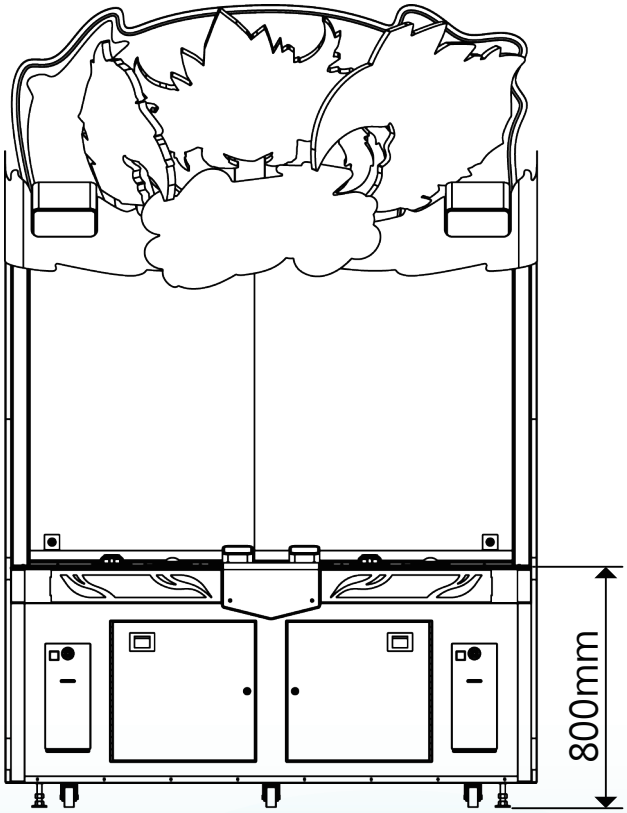
※ The above is for reference only. Please refer to the parts list provided with the machine for the detailed inventory.

1.3.Machine Overview

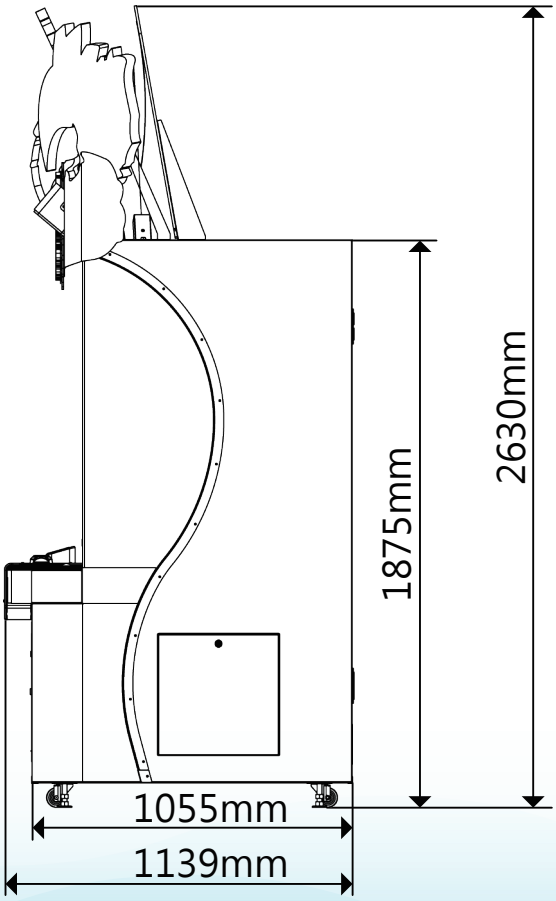
Top View



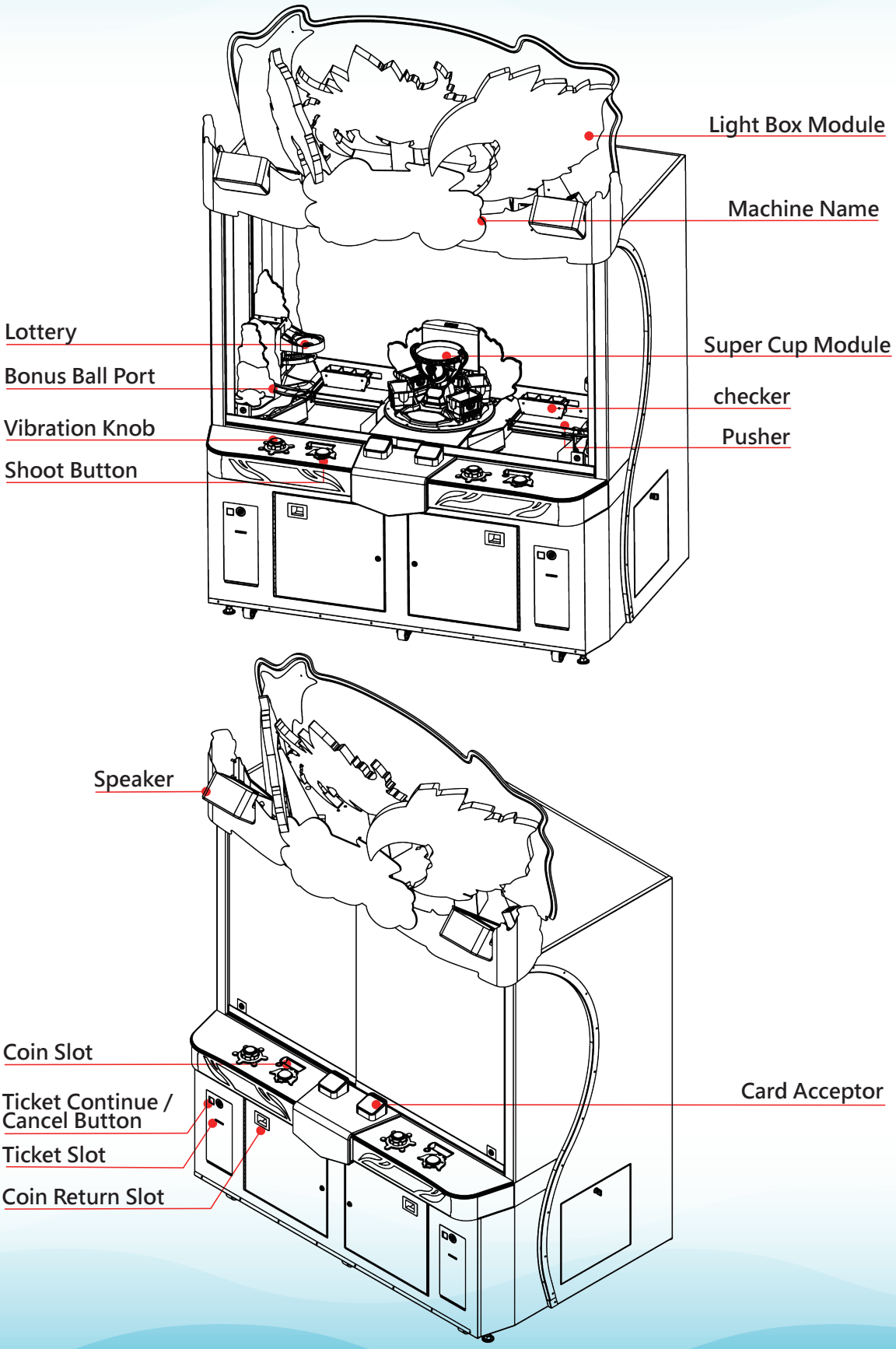
Front View

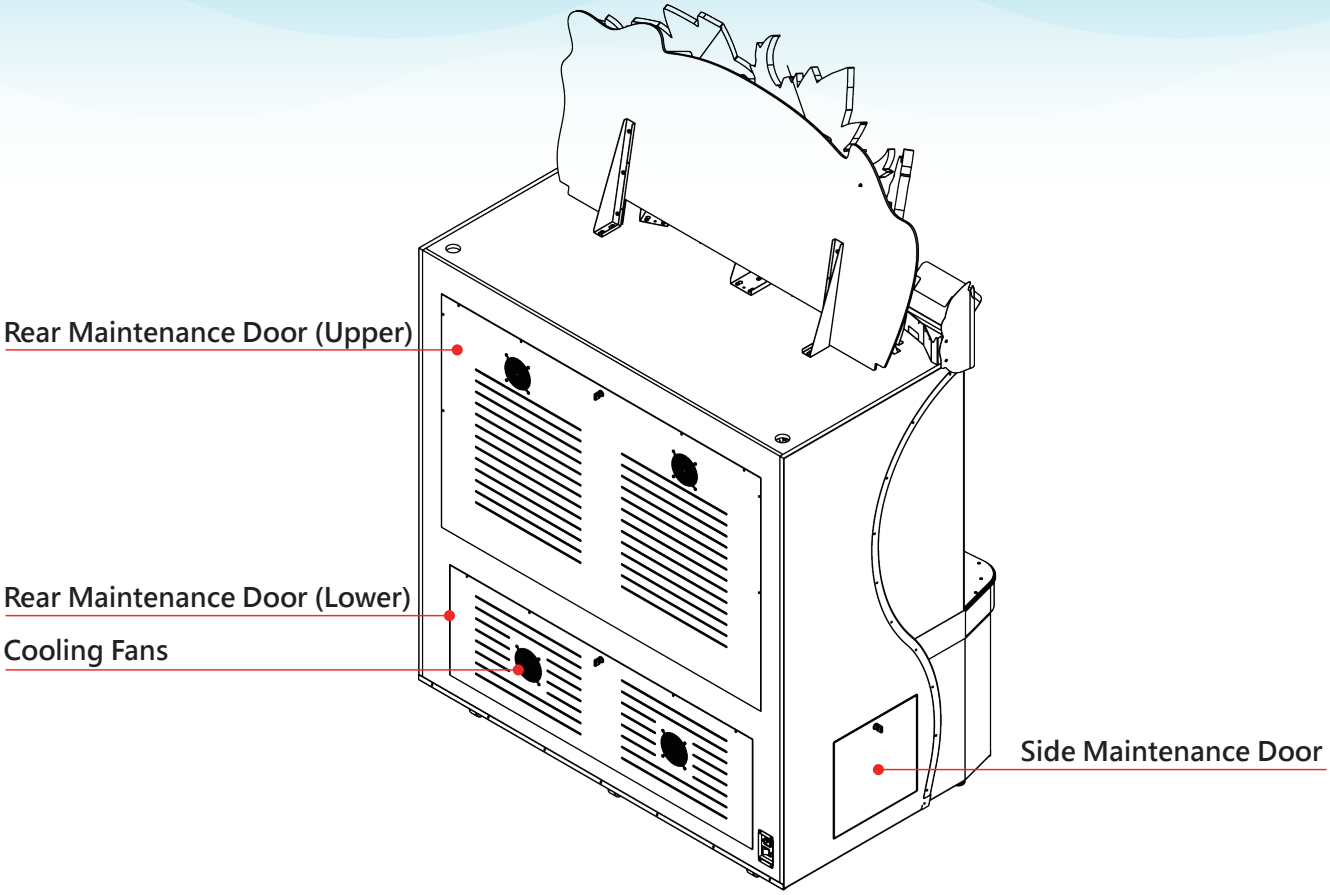


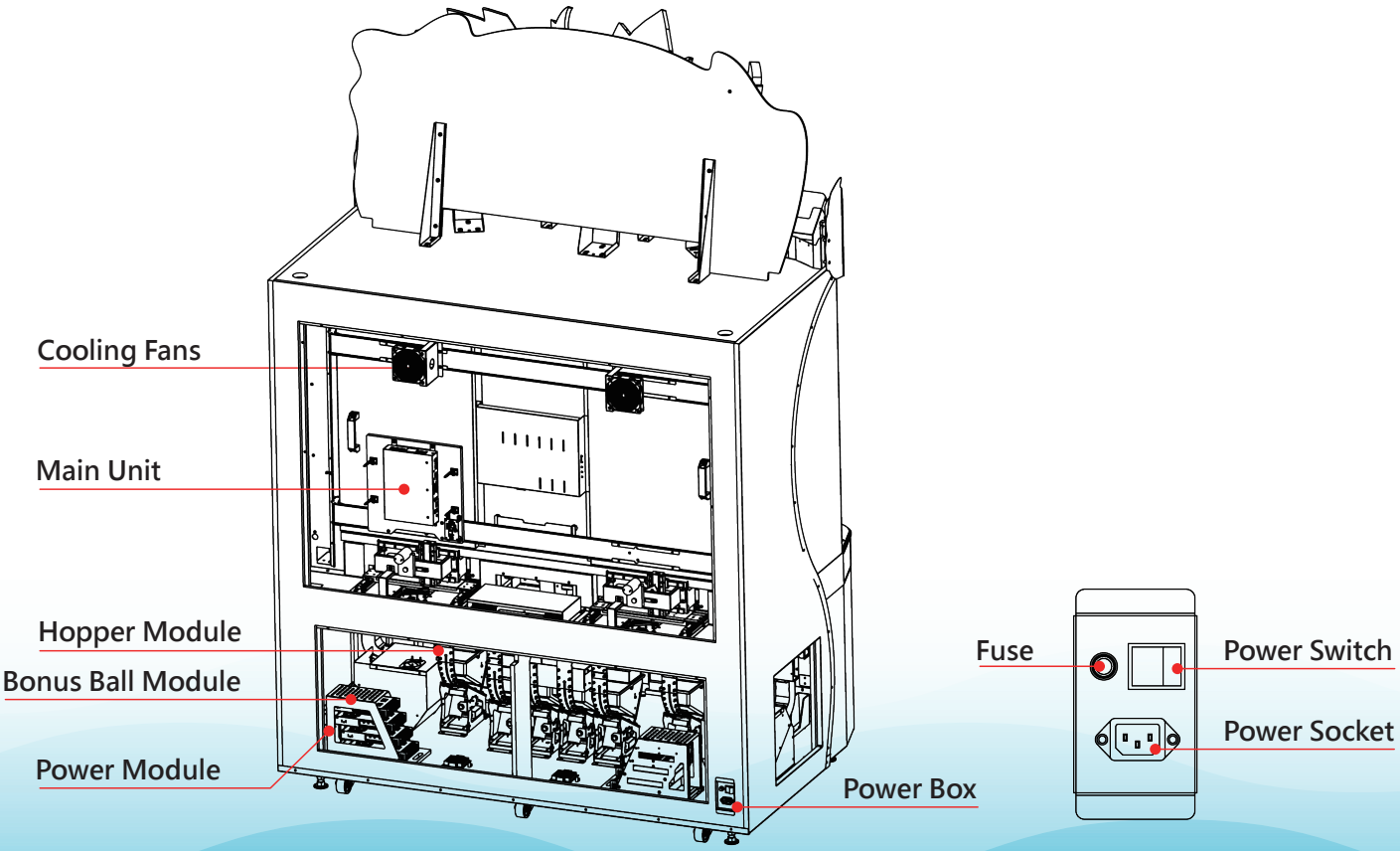
Side View



1.4.Machine Components




Rear Maintenance Door (Upper)
Rear Maintenance Door (Lower)
Cooling Fans
Side Maintenance Door


Cooling Fans
Main Unit
Hopper Module
Bonus Ball Module
Power Module
Power Box
Fuse
Power Switch
Power Socket

1.5.Description of machine specifications

Category	Field	Specs
Cabinet	Machine Dimensions	(L)1139mmX(W)1768mmX(H)2630mm
	Weight	520 KG
Power	Power	110V/220V (Must be used with local voltage)
	Total Power	Max. Power 900W、Standby Power 750W
GP2 host	GP2 host	GP2
	Amplifier Board	2.0Amplifier Board
	I/O Board	OT-#-0
Buttons and Controls	Control Console	Shoot Button and Sensor
	Control Box	1P:Setting Key, Srevice Key, Ticket Clear Key, Error clear Key, Ticket Continue / Cancel Key, Counter (Ticket / Coin) 2P:Srevice Key, Ticket Clear Key, Error clear Key, Ticket Continue / Cancel Key
Lighting Equipment	Light Box Projection Light	Led Aluminium Cup Lamp (Warm White)
	Machine Name Light Box	White Light Strip
	Light Box (Center)	White Light Strip
	Light Box (Left / Right)	White Light Strip
	Foam Board Perimeter Light	Neon Light Strip(Lemon Yellow)
	Left and Right Speaker Decorative PVC Light	RGB LED Light Strip (2815 IC, Marquee)
	Top Screen PVC Light	RGB LED Light Strip (2815 IC, Marquee)
	Ceiling Light	White LED Lighting Board
	Ceiling Projection Light - Left / Center / Right	Large / Silver / Warm White
	Lottery Light	White Light Strip
	Lottery Lane	RGB Ring Lighting Board (2815 IC, Marquee)
	Bonus Ball Light	White Light Strip
	Acrylic Bubble Light	RGB LED Light Strip
	Pusher Side Decorative Light	LED Light Strip (Ice Blue)
	Super Cup Decorative Acrylic Light	White Light Strip
	Super Cup Base Ring Light	LED Light Strip (Ice Blue)
	Super Cup Turntable Light	White Light Strip/ LED Light Strip (Ice Blue)
	Cabinet Side Light	LED Light Strip (Lemon Yellow)
	Floor Light	LED Light Strip (Lemon Yellow)
	Knob Light	RGB Ring Lighting Board (2815 IC, Marquee)
	Console Knob Acrylic	RGB Ring Lighting Board (2815 IC, Marquee)
	Console Button Acrylic	RGB Ring Lighting Board (2815 IC, Marquee)
	Console Perimeter Acrylic Light	LED Light Strip (Lemon Yellow)
	Console Front Acrylic Light	LED Light Strip (Lemon Yellow)
	Console Center Acrylic Light	LED Light Strip (Lemon Yellow)

Category	Field	Specs
Fan	Power	110V/220V (Must be used with local voltage)
Screen	Type	LCD
	Size	28 inches, 21.5 inches
	Power	AC110V ~ 240V
Audio Speakers	Size / Impedance / Power	4 inches, 8Ω, 25W
Environment	Operating Temperature	0°C ~ 40°C
	Storage Temperature	- 10°C~ 80°C
	Relative Moisture	< 85% non-coagulation status

2. Setup

2.1.Machine Transport

After purchasing the product, please move the machine to the location where it will be used before connecting any wires.

Please follow the instructions below during transport and when choosing the installation location.

Transportation Precautions

Caution

- When using a stacker or a forklift, please make sure to use the force points in order to prevent accidents and damage to the machine.
- When using vehicles for transportation, please lock the casters to prevent the machine from moving. Please do not use the feet as it may lead to potential damages to the machine.
- The screen of the machine is rather fragile; please avoid any strong vibration or impact.

Moving Precautions

Caution

- Before moving the machine, please unplug the power plug in order to prevent any accidents.
- When moving the machine, please pay attention to any obstacles in the way and check to see if the road is flat, and, where possible, please lift up with the feet before moving, in order to prevent any damage to the machine.
- Moving the machine requires at least two people, in order to prevent any potential accidents and injuries.

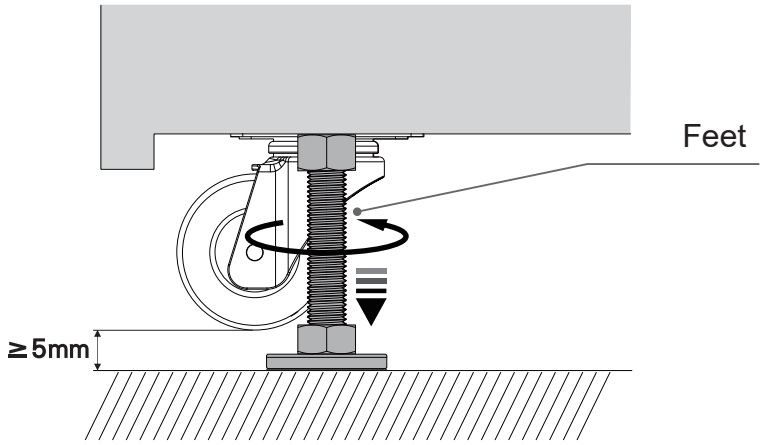
Installation Location Precautions

Caution

- This machine is an indoor product. Please do not install it outdoors, nor at the following locations:
  - A humid and high-temperature environment under direct sunlight or water leakage.
  - Around combustible and volatile chemicals and dangerous substances
  - Tilted or unstable locations, or places with frequent vibrations.
  - At emergency exits or close to fire extinguishers or other firefighting equipment.
- **It is recommended to keep a minimum distance of 30 cm between the machine and its surrounding walls, machines, or passageways.**

2.2.Machine Position

Please lock the machine into place using the feet underneath the machine:
Turn counter-clockwise until the casters are at least 5 mm above ground.



2.3.Connection and Power On

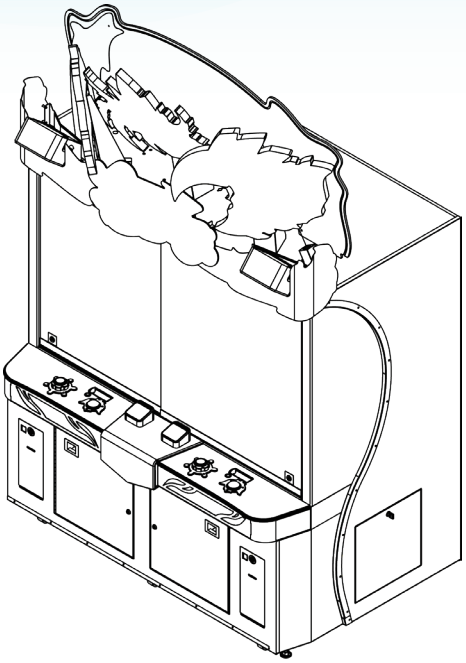
1.Plug one end of the included power cord into the back of the machine where there is a 220 V mark; plug the other end into the power outlet.
2.Turn the power switch at the back of the machine to "I" and turn on the machine.

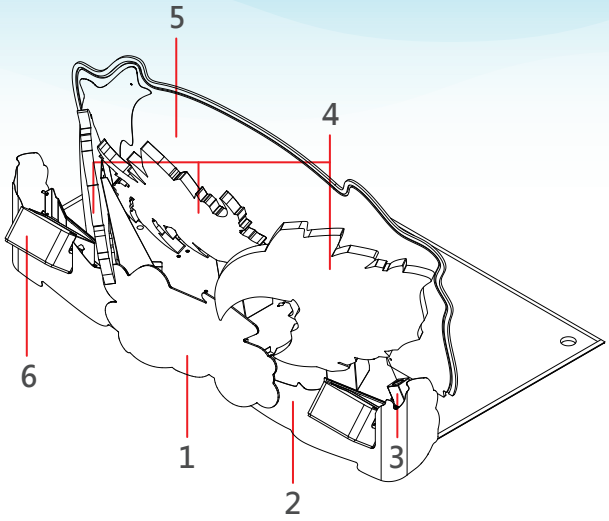
Caution

Power Precautions

- When connecting the power to the machine, please first confirm that the voltage is 220 V as it may otherwise lead to fire hazards or electric shocks.
- When connecting the power, please use a grounded outlet.To avoid damage to the electronic components, please wait at least 10 seconds before restarting the machine after it has been shut-down.
- Do not plug in the power when your hands are wet, as it may cause an electric shock.
- Please organize the power cords in an appropriate way so as to prevent them from being stepped on or placed underneath heavy objects.
- Please turn off the power before carrying out any repairing or maintenance service.

2.4.Light Box Module Installation





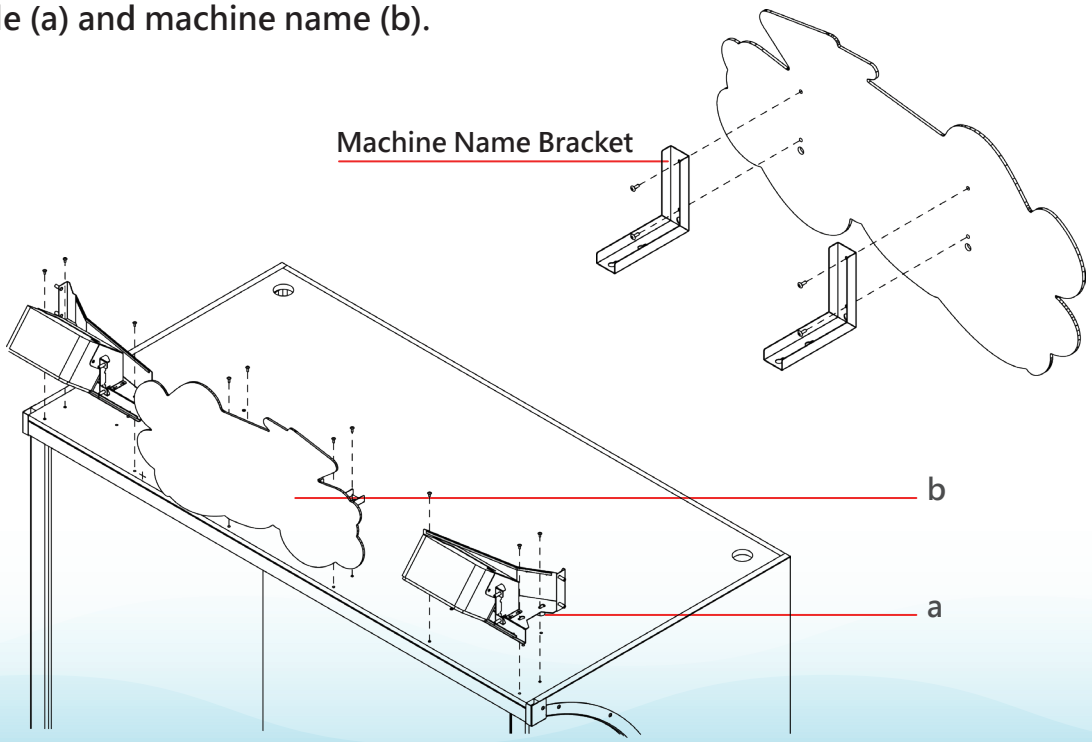
- 1.Machine Name
- 2.Speaker Decorative PVC
- 3.Projection Light
- 4.Light Box
- 5.Foam Board
- 6.Speaker Module

Assembly Description

Operation steps

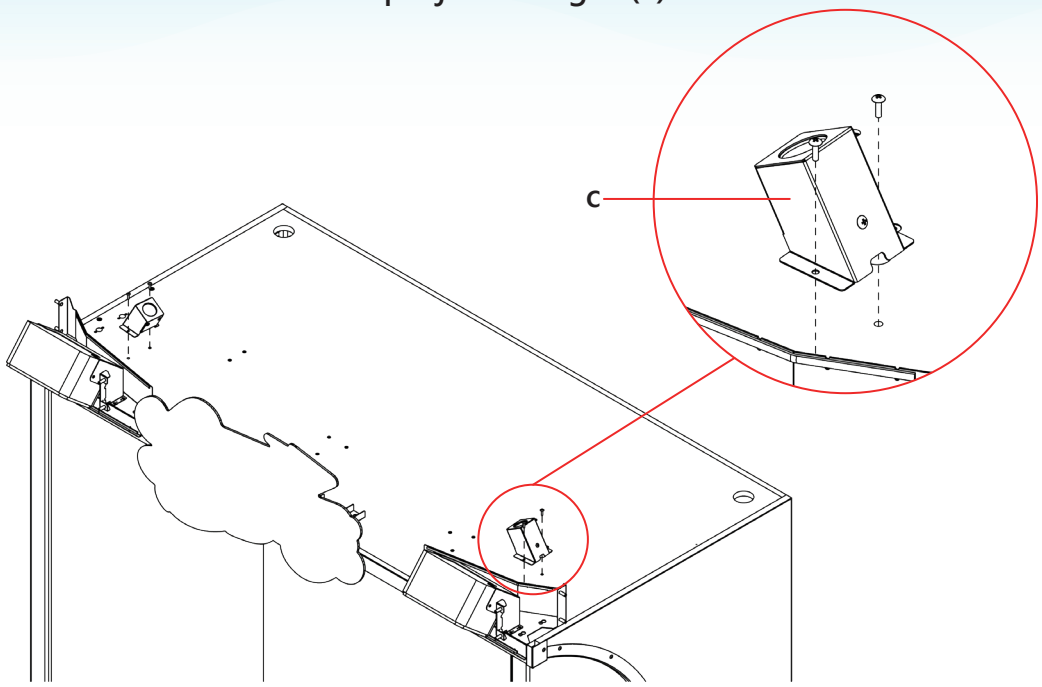
STEP 1

1.Install 10 M4 screws to secure the speaker module (a) and machine name (b).



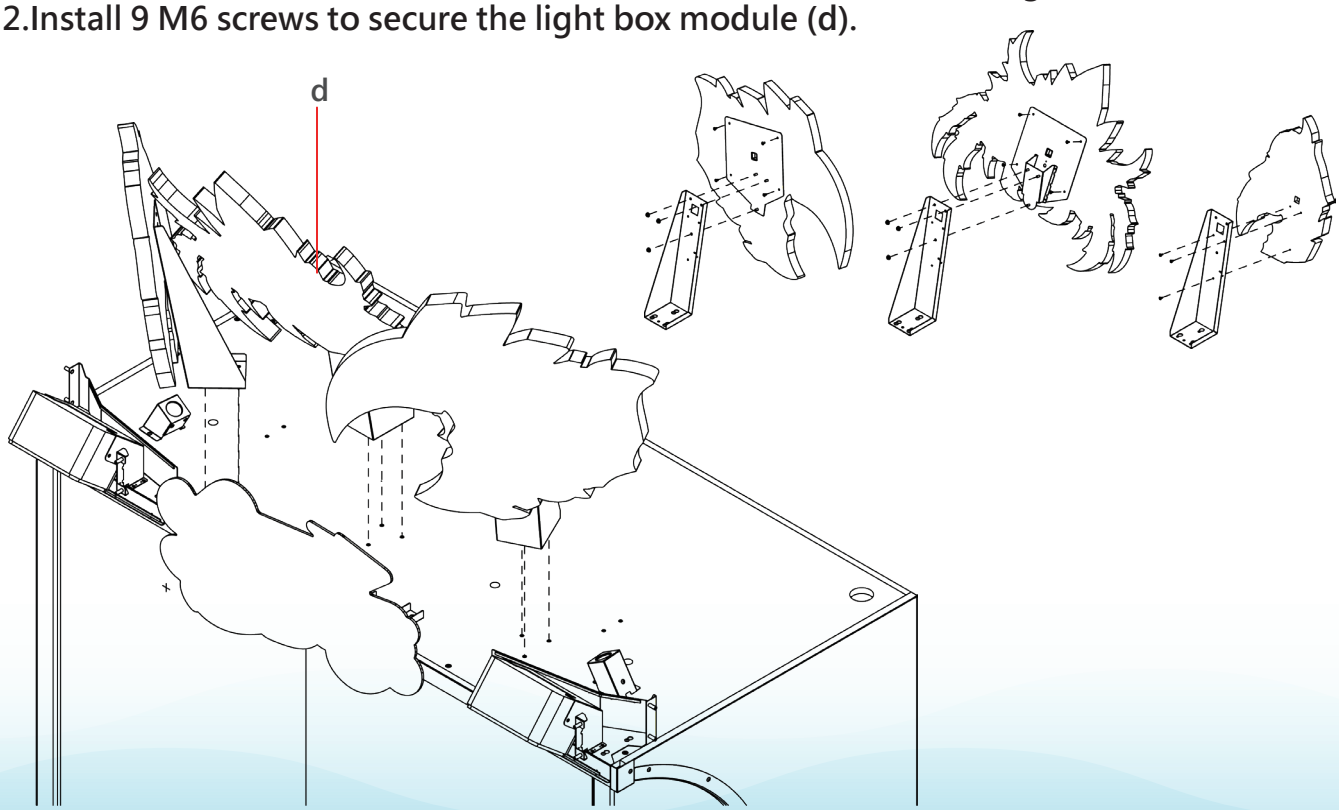
STEP 2

1.Install 4 M4 screws to secure the projection light (c).



STEP 3

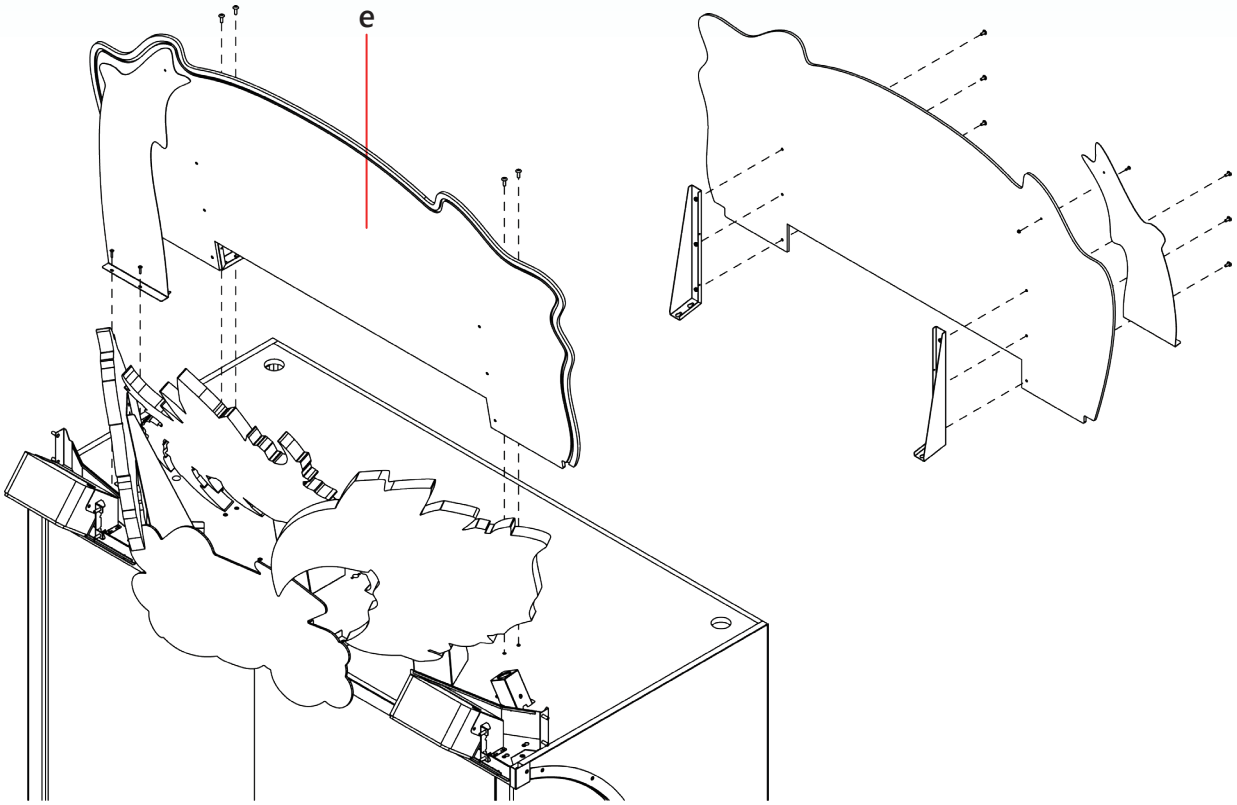
1.Install 11 M4 screws and 6 M6 nuts to secure the bracket to the light box.
2.Install 9 M6 screws to secure the light box module (d).



STEP 4

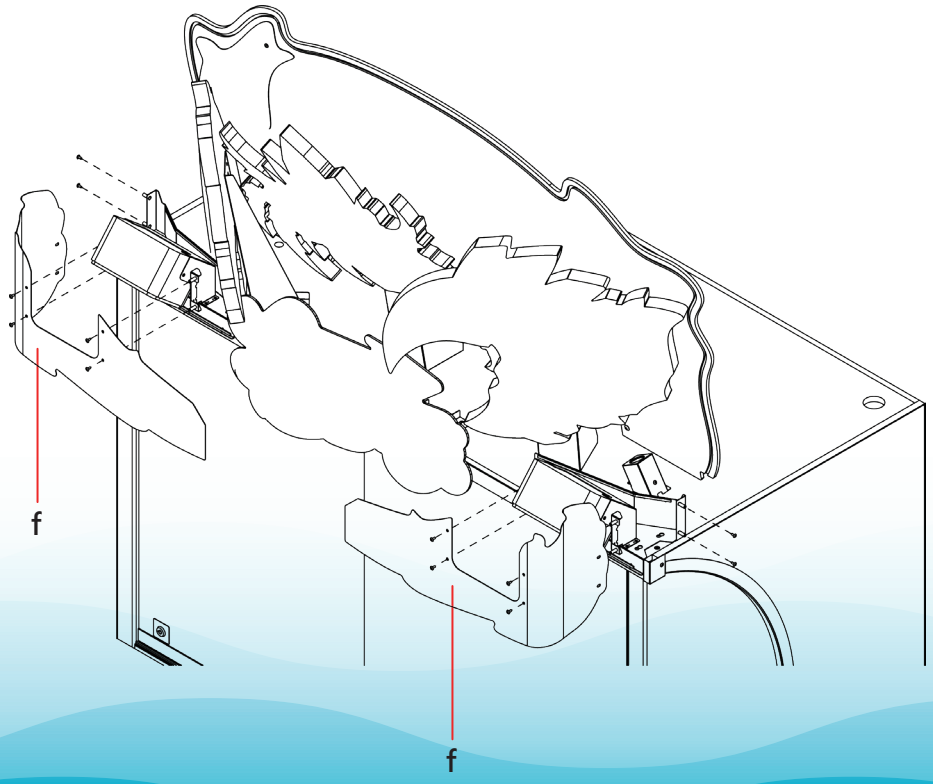
1.Install 6 M6 screws, the M4 screws, and the M4 nuts to secure the bracket to the foam board.

2.Install 4 M6 screws and 2 M4 screws to secure the foam board (e).



STEP 5

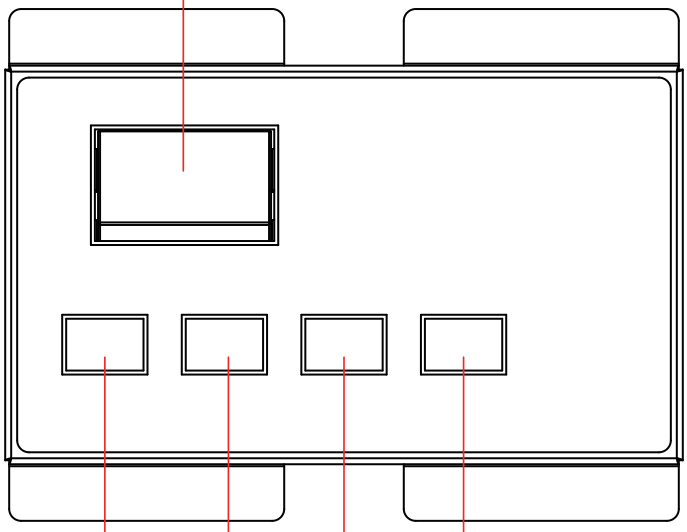
1.Install 12 M4 screws secure the speaker decorative PVC (f).



2.5.Control Box

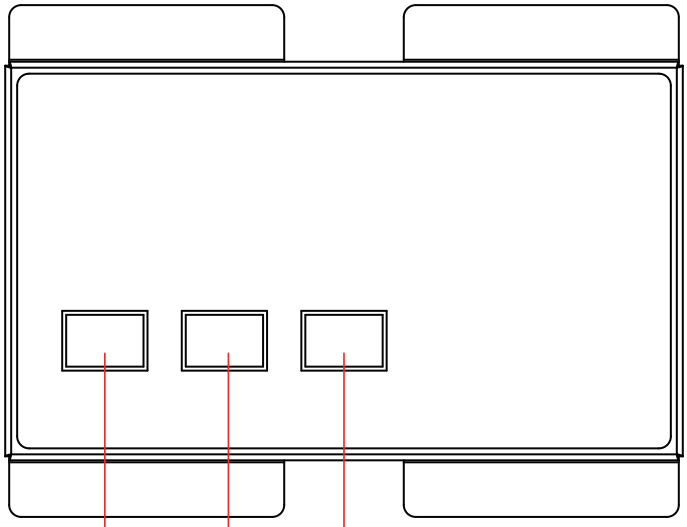
A:Total Inserted Coin(s)
B:Total Ticket Provide

1P



Setting Service Error Clear Ticket Clear

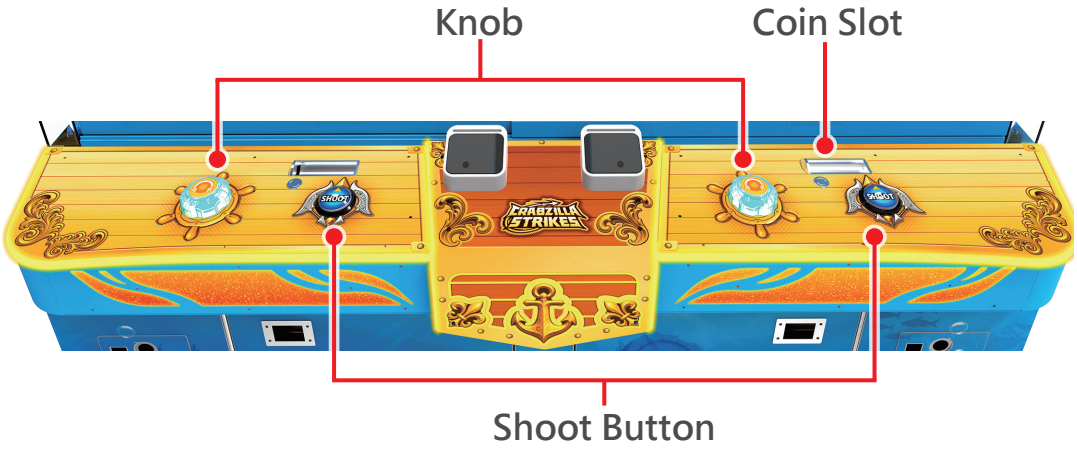
2P



Service Error Clear Ticket Clear

3. Game Instructions

3.1.Game Instructions



- **Coin Slot**：Insert coins to increase the number of harpoon shots.
- **Turn the knob to control the direction of the harpoon shot.**
- **Press the Shoot Button to shoot the harpoon and play the game.**

3.2.Game Introduction

Main Game

【CRABZILLA】 can be played by up to two players simultaneously.
Each player uses a knob on their control panel to aim and presses the 【Shoot Button】 to fire a harpoon.
By shooting harpoons and catching fish, you can win corresponding tickets or coin rewards.



Collect Missions

◆ Collect special fish on the mission interface in the main game to win rewards.



Special Fish

◆ During the main game, these fish appear randomly. Catching a Puffer, Swordfish, or Turtle might trigger a power skill.

Icons	Power Skill Name	Feature Description
	Puffer Blast	The pufferfish inflates and unleashes a barrage of spikes in all directions, winning rewards from any fish it hits.
	Swordfish Dash	The swordfish darts from side to side, winning rewards from any fish it hits.
	Turtle Bash	The turtle bashes up and down, winning rewards from any fish it hits.

Large Fish

- During the main game, when you hit the weak point, it triggers a large fish to awaken and activate a special gameplay mode.

Icons	Awakened Name	Feature Description
	Fury Shark	The shark enters a furious state, crashing everywhere. Rapidly hitting the button during this time will win you rewards.
	Golden Whale	The whale's body will be covered with a large number of rewards. Keep hitting the weak point to get them.

Sea Otter Rewards

- The sea otter will appear randomly during the game. Hit the items it throws to win rewards.

Icons	Item Name	Feature Description
	Freeze	Freezes all fish on the screen.
	Double Medals Rewards	Doubles the amount of medals you win.
	Give a Ball	Gives one ball onto the playfield.
	Crystal	Immediately win a large number of tickets. Collect 5 to enter the【Bonus Challenge】.

Super Wheel

- Push a ball to enter the 【Super Wheel】 drawing. The wheel has three tiers. By getting 【Greater Rewards】, you can advance to the next tier and challenge for bigger rewards.







Icons	Reward Name	Feature Description
	Tickets	Win the corresponding number of tickets.
	Treasure Chest	The treasure chest in the middle gives you a corresponding amount of rewards.
	Sea Otter Rewards	A sea otter appears and throws items onto the field.
	Greater Rewards	Advance to the next tier of the wheel.
	Super Cup	The cup in the middle gives you a corresponding amount of rewards.

Golden Party

- This is a limited-time, paid multiplayer game that is randomly triggered during the main game.
- The number of high-value reward fish is increased during this game.
- Collection missions are not accumulated in this game.



Bonus Challenge

- This is a limited-time, paid multiplayer game. During the main game, players work together to accumulate crystals.
  Collect 5 crystals to enter the Bonus Challenge and win the grand prize.



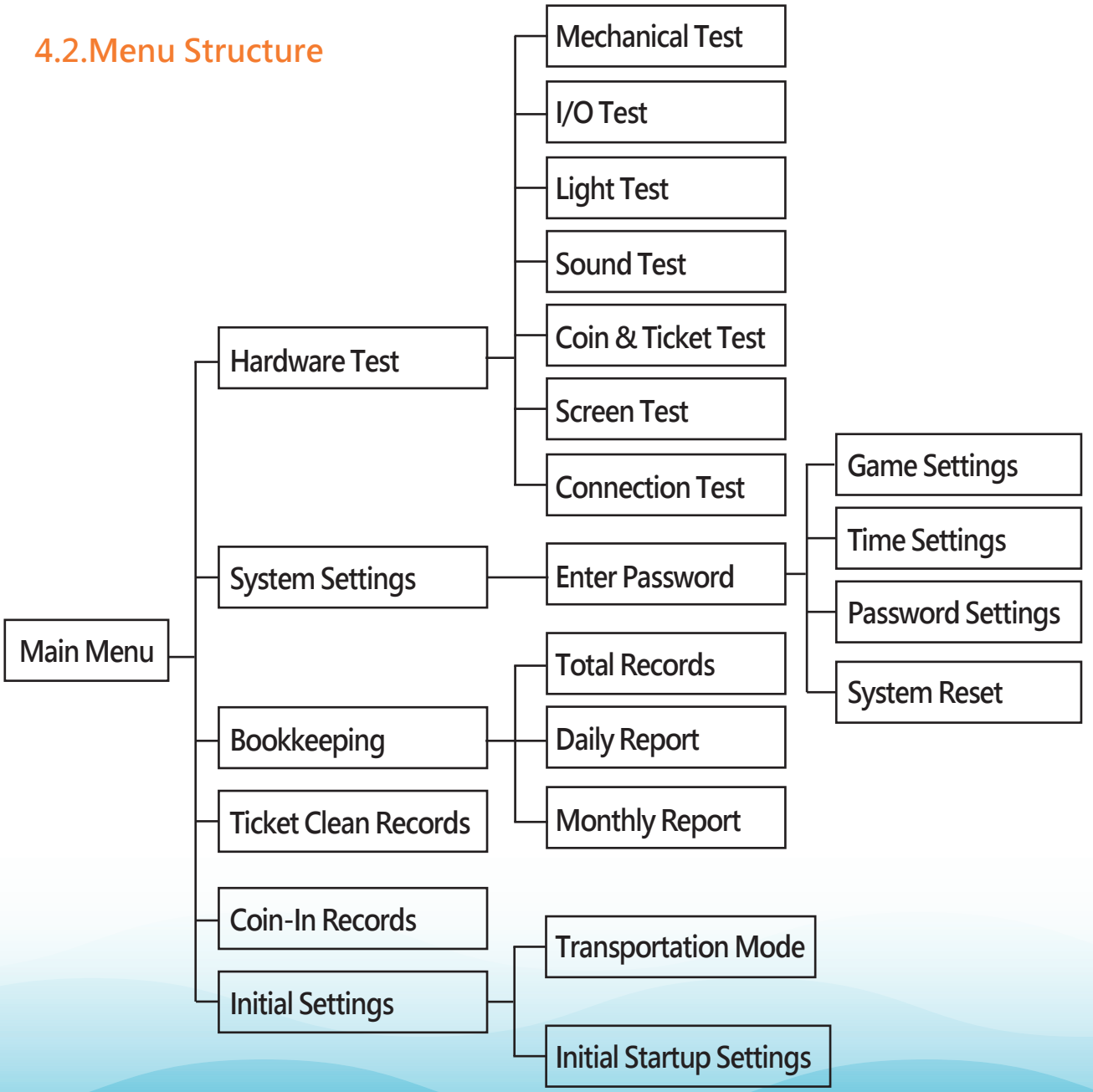
4. System Menu

4.1.Menu Navigation

◆ Press the【Setting key】in the control box to enter the System Menu immediately.

> Note:
> You cannot enter the System Menu during a special game, payout & ticketing process, or while troubleshooting mechanical errors.

4.2.Menu Structure



4.3.Main Menu

- To enter the System Menu screen, press the 【Setting key】on the 1P/2P control box to access the Main Menu page.



4.4.Hardware Test

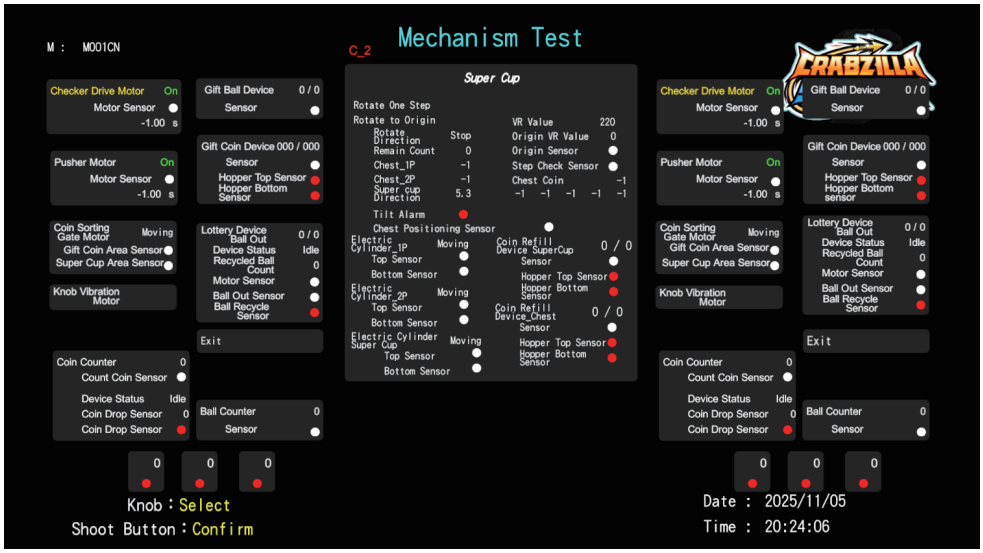
- Test the machine's hardware devices.
  Enter 【Main Menu】 > 【Hardware Test】, as shown in the menu screen:



- **Mechanical Test：** Verify whether the machine's hardware devices are functioning properly.
- **I/O Test：** Check whether the machine'sbutton devices are functioning properly.
- **Light Test：** Verify whether the machine's lighting is functioning properly.
- **Sound Test：** Verify whether the sound output is functioning properly.
- **Coin & Ticket Test：** Verify whether the coin acceptor, ticket dispenser, and related devices are functioning properly.
- **Screen Test：** Verify whether the screen display is functioning properly.
- **Connection：** Verify whether the current connection is functioning properly.

Mechanical Test：

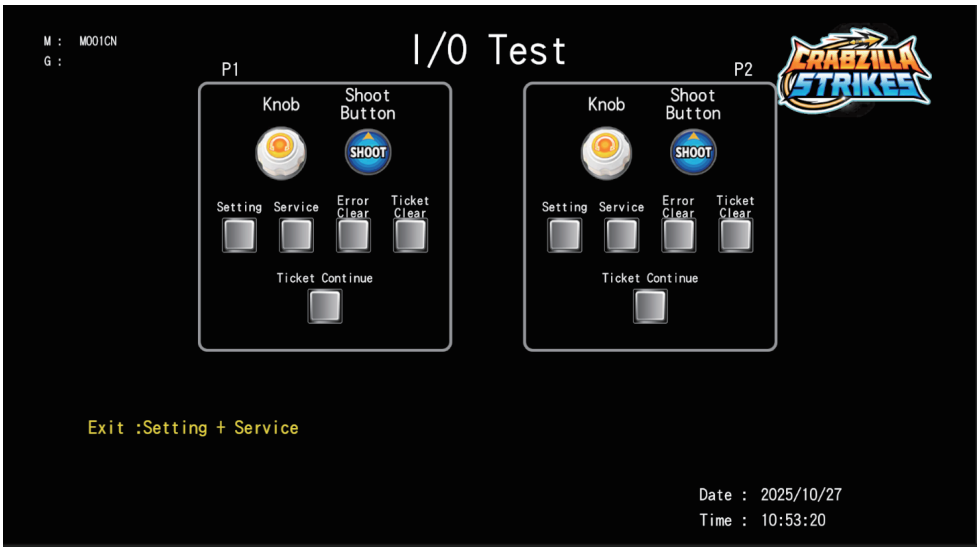
Perform a comprehensive test of the machine's hardware devices to verify whether functions are operating correctly.
Enter【Main Menu】>【Hardware Test】>【Mechanical Test】, as shown in the menu screen:



1. Use the【Knob】to move between options, and press the【Shoot Button】to perform the test.
2. If an error occurs during the test, press the【 Error Clear button】to resolve it and continue testing.
3. Exit method: Use the【Knob】to move to the【Exit】option, then press the【Shoot Button】.

I/O Test：

Test whether each button function on the machine operates normally. Enter 【Main Menu】 > 【Hardware Test】 > 【I/O Test】, as shown in the menu screen.



1. You can test the Shoot Button, Knob ; and the console's Setting key, Service key, Error Clear key, Ticket Clear key,and Ticket Continue key.
2. Exit method: Press the【 Setting key and Confirm key】 at the same time to exit.

Coin & Ticket Test：

Check whether the coin acceptor and ticket dispenser are operating properly. Enter 【Main Menu】 > 【Hardware Test】 > 【Coin & Ticket Test】, as shown in the menu screen:



1. Press the【Shoot Button】to perform a ticket test, dispensing 5 tickets at a time.
2. Exit method: Use the【Knob】to move to the【Exit】option, then press the【Shoot Button】.

light Test：

Check whether the lights in each part of the machine are functioning properly. Enter【Main Menu】>【Hardware Test】>【Light Test】, as shown in the menu screen:



1. Use the【Knob】to move between options, and press the【Shoot Button】to perform the test.
2. Auto Test: The lights will automatically be tested in sequence, with each item lasting 1.5 seconds before switching to the next.
3. All Switches: Turns all lights controlled by the current position on or off.
4. Exit method: Use the【Knob】to move to the【Exit】option, then press the【Shoot Button】.

Sound Test：

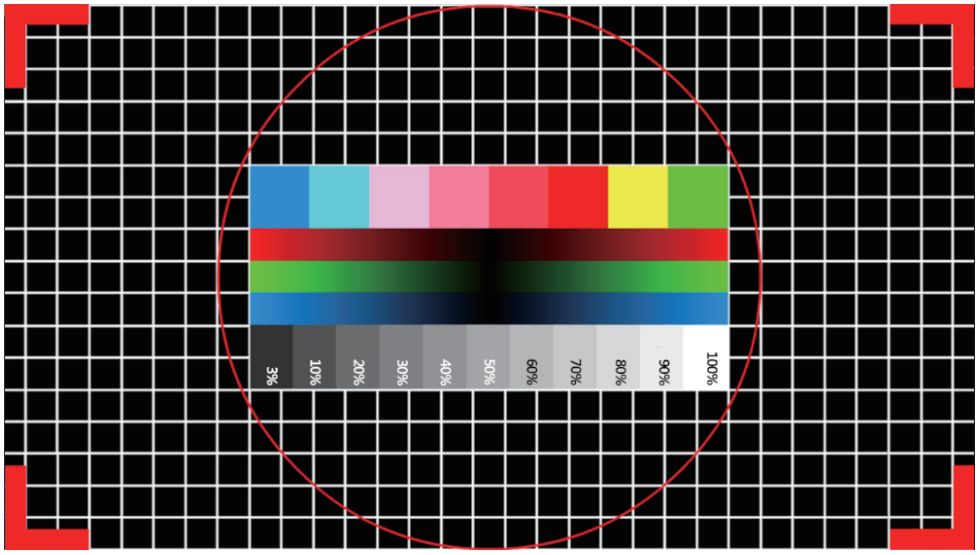
Check whether the machine's sound output function is operating normally. Enter 【Main Menu】 > 【Hardware Test】 > 【Sound Test】 as shown in the menu screen:



1. Use the【Knob】to move between options. Press the【Shoot Button】to switch music numbers.
2. Exit method: Use the【Knob】to move to the【Exit】option, then press the【Shoot Button】.

Screen Test：

Check whether the screen display is functioning properly.
Enter 【Main Menu】 > 【Hardware Test】 > 【Screen Test】, as shown in the menu screen:



1. Use the 【Shoot Button】 to switch screen colors in the sequence: Red → Green → Blue → White → Black.
2. After one full cycle of color rotation, the system will return to the previous page.

Connection Test：

Enter【Main Menu】>【Network Settings】>【Connection Test】 as shown in the menu screen:



1. To check the current connection, use the knob to select "Test" then press the Shoot button to begin the test.
2. If the result shows【Successl】the connection is functioning properly.
3. If the result shows【Fail 】the connection failed and you must try other network options.
4. Exit method: Use the【Knob】to move to the【Exit】option, then press the【Shoot Button】.

4.5.System Settings：

A password is required to enter the 【System Settings】 page.
The default password is eight zeros (00000000).





- Game Settings：Configure game-related parameters.
- Time Settings：Adjust the system time.
- Password Settings：Reset the password required to enter the 【System Settings】 page.
- System Reset: Restore default values and clear Bookkeeping Records.

4.6.Game Settings：

Configure game-related parameters.
Enter【Main Menu】>【System Settings】>【Game Settings】, as shown in the menu screen:



1. Use the【Knob】to move between options, and use the【Shoot Button】to set values. The available settings are as follows:

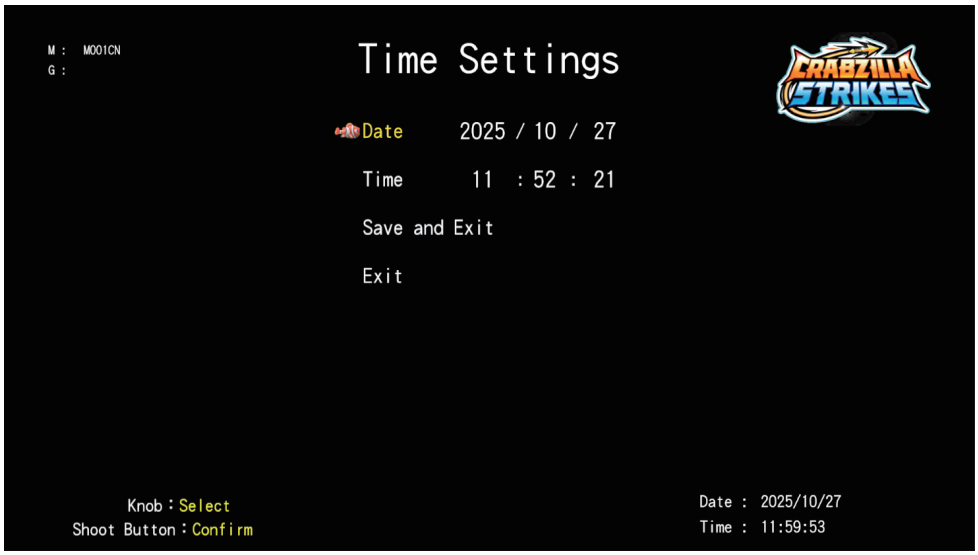
Item	Setting Range	Default
Free game mode	off、on	off
Tickets per credit	5,10,15,20,25,30,35,40,45,50,55,60,65,70,75,80	30
Shots per credit	1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16	6
Game Volume	0,1,2,3,4,5,6,7,8	4
Demo Volume	0,1,2,3,4,5,6,7,8	3
Tilt error sensitivity	0,1,2,3,4,5	

2. Save method: Use the【Knob】to move to【Save and Exit】to apply the adjusted settings.
3. Exit method: Use the【Knob】to move to the【Exit】option, then press the【Shoot Button】.

Notes: Adjusting the free play mode will clear the number of shots and any un-dispensed tickets.

4.7.Time Settings：

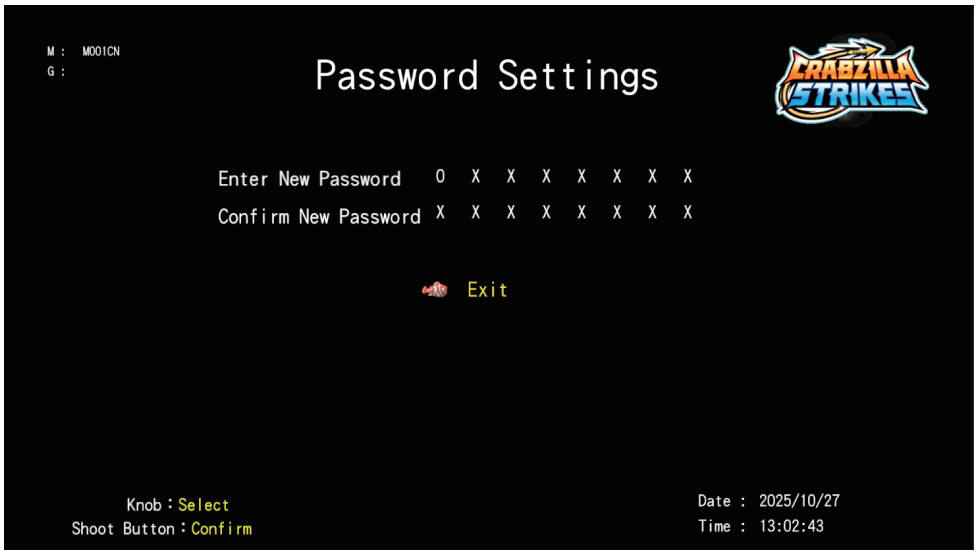
Adjust the system time.
Enter 【Main Menu】 > 【System Settings】>【Time Settings】, as shown in the menu screen:



1. Use the【Knob】to select the field you want to change, then press the 【Shoot Button】to adjust the number.
2. Save method: Use the【Knob】to move to 【Save and Exit】 to apply the adjusted settings.
3. Exit method: Use the【Knob】to move to the【Exit】option, then press the【Shoot Button】.

4.8.Password Settings ：

Reset the password required to enter the【System Settings】page. Enter【Main Menu】>【System Settings】>【Password Settings】, as shown in the menu screen:



1. Use the Knob to select the field to change, and use the Shoot button to adjust the numbers.
2. Each option requires 8 digits; the field being adjusted will display numbers, while the others will show【 * 】.
3. The default system password is【00000000】.
4. After entering the【New Password】you will be asked to confirm it again for verification.
5. Exit method: Use the【Knob】to move to the【Exit】option, then press the【Shoot Button】.

4.9.System Reset：

Restore default values and clear income data.
Enter 【Main Menu】 > 【System Settings】 > 【System Reset】, as shown in the menu screen:



1. The following are the options for System Reset:
   (1) Restore default values, keep Bookkeeping Records: Reset the system settings to default without clearing Bookkeeping Records.
   (2) Restore default values, clear Bookkeeping Records: Reset the system settings to default and clear Bookkeeping Records.
2. Exit method: Use the【Knob】to move to the【Exit】option, then press the【Shoot Button】.

4.10.Bookkeeping：

Enter 【Main Menu】 > 【Bookkeeping】, as shown in the menu screen:

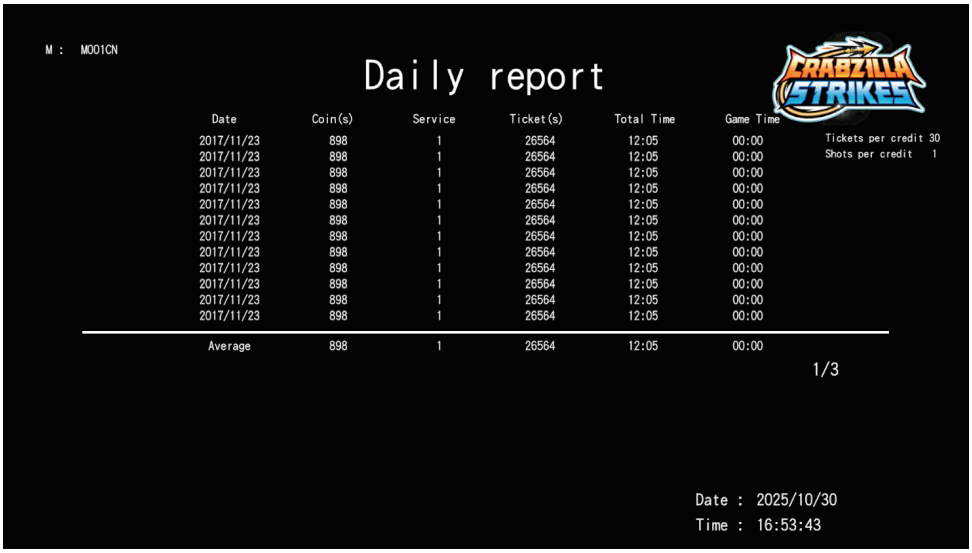


- Daily Report: Records total coin-in, total tickets, and service key counts, queried by day.
- Monthly Report: Records total coin-in, total tickets, and service ley counts, queried by month.
- Total Report: Provides a complete query of total bookkeeping data.

Exit method: Use the【Knob】to move to the【Exit】option, then press the【Shoot Button】.

Daily Report：

Restore default values and clear income data.
Enter 【Main Menu】 > 【Bookkeeping】 > 【Daily Report】, as shown in the menu screen:



1. Press the Shoot button to switch between pages. Each page shows 15 days of data, for a total of 6 pages.
2. Displays account data for each position. When more than 90 records are reached the oldest data will be deleted.
3. Exit method: On the【last page】 press the【Shoot Button】to exit.

Monthly Report：

Restore default values and clear bookkeeping records.
Enter 【Main Menu】 > 【Bookkeeping】 > 【Monthly Report:】, as shown in the menu screen:



1. Press the Shoot button to switch between pages. Each page shows 12 records up to 2 pages.
2. Displays account data for each position. When more than 30 records are reached the oldest data will be deleted.
3. Exit method: On the【last page】 press the【Shoot Button】to exit.

Total Report：

Enter【Main Menu】>【Bookkeeping】>【Total Report】. This can only be operated from Player 1 , as shown in the menu screen:



1. Description of items:
   (1) Coin-In: Total number of coins recorded by the machine.
   (2) Tickets: Total number of tickets recorded by the machine.
   (3) Average Tickets: Tickets ÷ Coin-In.
2. Exit method: Press the【Shoot Button】to exit.

4.11.Ticket Clean Records：

Enter 【Main Menu】 > 【Ticket Clean Records】, as shown in the menu screen:



◆ Record the Ticket Clean Records for each player position

1.Display the ticket clean records for each player position. Only the latest 3 entries will be displayed, and older data will be deleted starting from the oldest.

2.Exit method: On the【last page】 press the【Shoot Button】to exit.

4.12.Coin-In Records：

Enter 【Main Menu】 > 【Coin-In Records】, as shown in the menu screen:



◆ 1. Press the 【Shoot Button】 to switch between pages and view the coin-in status for each player position over a recent period.
2. Each page displays 12 entries, for a total of 5 pages. Any data older than 60 entries will be automatically deleted.
3. Exit method: On the【last page】 press the【Shoot Button】to exit.

4.13.Initial Settings：

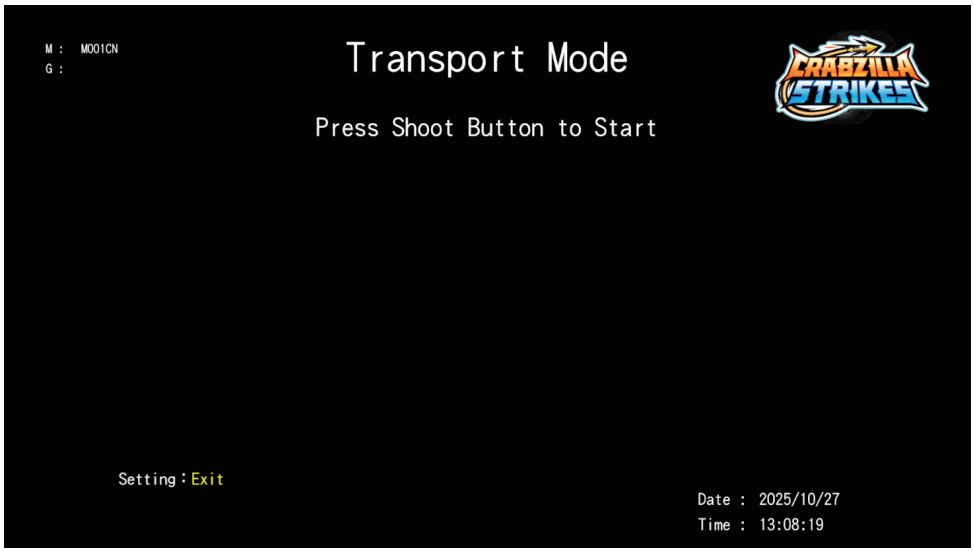
Enter【Main Menu】> 【Initial Settings】, as shown in the menu screen:



- Transportation Mode: Switch the machine to a safe shipping mode before transportation.
- Initial Startup Settings: Start the automated machine setup function. Exit method: Use the【Knob】to move to the【Exit】option, then press the【Shoot Button】.

4.14.Transportation Mode：

Enter【Main Menu】>【Initial Settings】 >【Transportation Mode】, as shown in the menu screen:



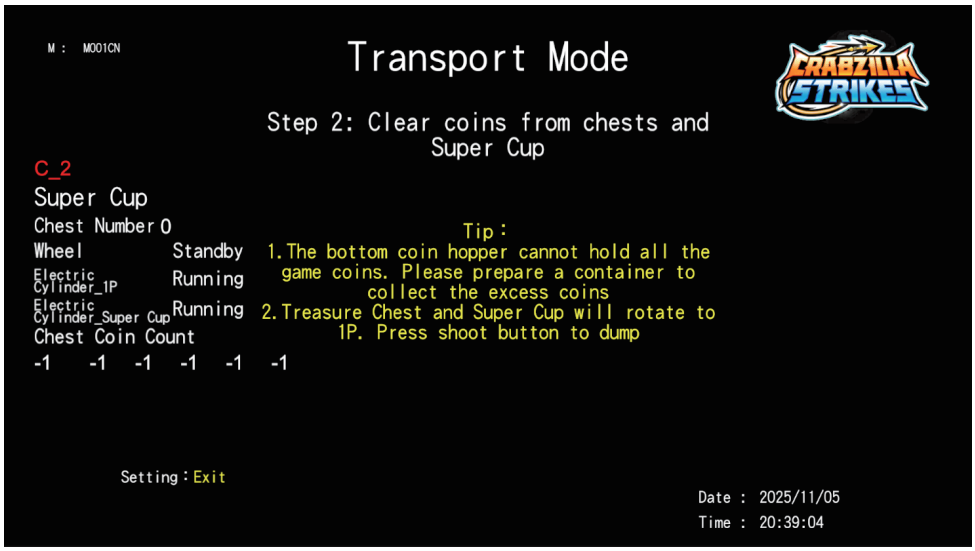
1. Press the【 Shoot button】 to start.
2. Once activated, it will sequentially perform【 Step 1: Push game coins and balls onto the panel manually 】>【Step 2: Clear coins from the treasure chest and super cup】. Please follow the on-screen instructions and the yellow tips.



Step 1: Push game coins and balls onto the panel manually

(1) Push all the game coins and balls from the 1P and 2P playfields into the chute.

(2) After everything has been pushed down, the coin counter will count the coins. Once counting is complete, a prompt will appear. You can press the【Shoot Button】to proceed to the next step.



Step 2: Clear Coins from the Treasure Chest and Super Cup

(1)The treasure chest or super cup will automatically move to the 1P position. You can press the【Shoot Button】to empty it.

(2)The coin hopper at the bottom cannot hold all the game coins, so please prepare a container to collect the coins that are emptied.

(3)After all treasure chests and super cups have been emptied and the coins have been collected, please 【turn off】 the machine.

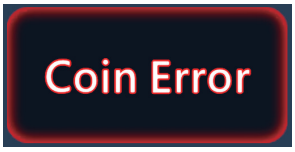
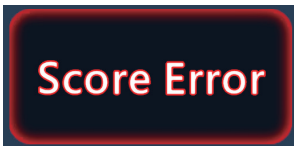
4.15.Initial Startup Settings：

Enter 【Main Menu】>【Initial Settings】>【Initial Startup Settings】, as shown in the menu screen:

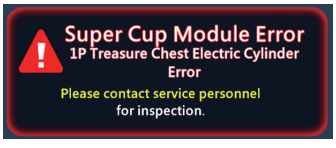
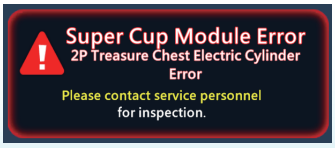


Step 1: Place the extra game coins evenly on the 1P and 2P playfields. Try to ensure the amount of coins on both sides is balanced for a normal coin layout.
Step 2: Press the 【Shoot button】 to begin the automatic coin/ball laying process.
Step 3: When the process is finished, press the 【Settings key】 to exit.

5. Troubleshooting

Eorror Message	Description
	Coin Error,Please check if there is a token stuck in the coin acceptor. After removing the problem, press【Error Clear】 button to clear the error condition.
	Ticket Error,Please check if the ticket needs to be refilled or stuck in the lottery machine. After removing the problem, press【Error Clear】button to clear the error condition.
	Score Error,Please reboot and the system will reset automatically.
	The bookkeeping record has reached its limit. Please enter the system menu and perform a record reset to clear the error.
	The connection between the main board and the I/O board is abnormal. Please restart the machine; the system will automatically perform a reset. If the problem cannot be resolved, please contact your local distributor for assistance.for assistance.
	Please make sure that no players are currently in a game before pressing the【Test】 button to enter the【Main Menu】.
	Please make sure that no players are currently in the ticket dispensing process before pressing the【Test】button to enter the【Main Menu】.
	Machine Shake Tilt Alarm,Please check if the detection device is damaged or malfunctioned. After removing the problem, press [Error Clear] button to clear the error condition.
	1.Check whether the pusher linkage is damaged. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.

Eorror Message	Description
	Press【Force Eject】, then check the hopper for foreign objects. 1.Stir the coins in the hopper to check for foreign objects. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether the structure is normal. 2.Check whether the sensor is functioning properly. 3.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether the structure is normal. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly.
	1.Check whether the structure is normal. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly.
	Press【Force Eject】, then check the hopper for foreign objects. 1.Stir the coins in the hopper to check for foreign objects. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check if the ball is stuck at the entry or if the structure is abnormal. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether the structure is normal. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether the structure is normal. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether the structure is normal. 2.Check whether the sensor is functioning properly. 3.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether the structure is normal. 2.Check whether the sensor is functioning properly. 3.Check whether the device wiring is incorrect, damaged, or loose.

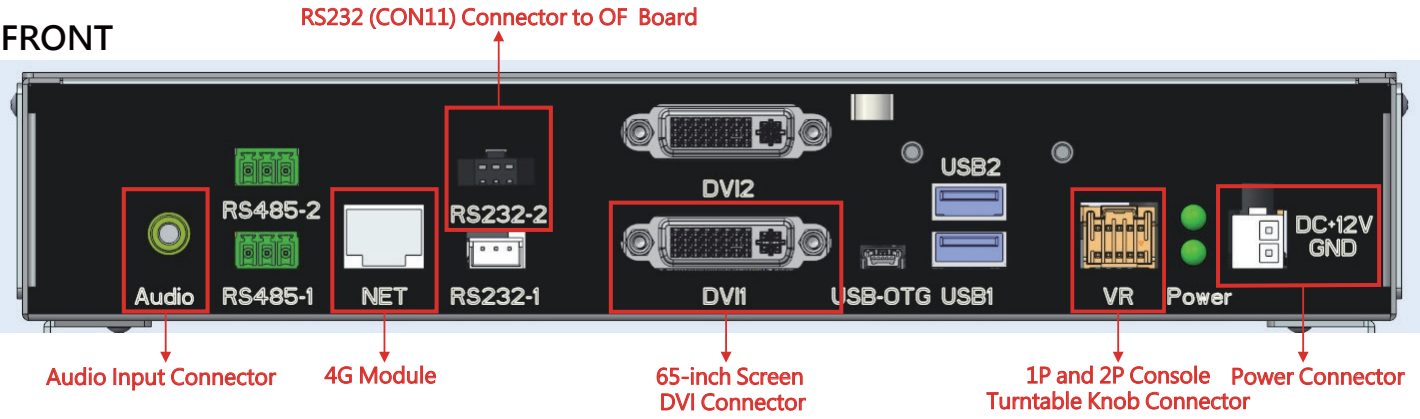
Eorror Message	Description
	1.Check if the small ball has fallen out of the machine.
	1.Check whether there are foreign objects in the large ball box and whether the structure is normal. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether the number of large balls and the mechanism structure are normal. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether the structure is normal. 2.Remove components A and B as shown in the illustration. 3.Check whether the sensor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether there is a token at the entry. 2.Check whether the sensor is functioning properly. 3.Check whether the device wiring is incorrect, damaged, or loose. 4.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether there is a token at the entry. 2.Check whether the sensor is functioning properly. 3.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether there is a token at the entry. 2.Check whether the sensor is functioning properly. 3.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether there is a coin jam in the mechanism. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	Enter 【Main Menu】 > 【Hardware Test】> 【Mechanism Test】 1.Check whether the top and bottom limit sensors are functioning properly. 2.Check whether the test page sensor signal is normal. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	Enter 【Main Menu】 > 【Hardware Test】> 【Mechanism Test】 1.Check whether the top and bottom limit sensors are functioning properly. 2.Check whether the test page sensor signal is normal. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	Enter 【Main Menu】 > 【Hardware Test】> 【Mechanism Test】 1.Check whether the top and bottom limit sensors are functioning properly. 2.Check whether the test page sensor signal is normal. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.

Eorror Message	Description
	1.Check whether the driver indicator light is green. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether the driver indicator light is green. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	Press【Force Eject】, then check the hopper for foreign objects. 1.Stir the coins in the hopper to check for foreign objects. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	Press【Force Eject】, then check the hopper for foreign objects. 1.Stir the coins in the hopper to check for foreign objects. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	Enter [Main Menu] > [Hardware Test] > [Mechanism Test] 1.Check whether the sensor signal on the test page is normal. 2.Open the treasure chest and check if the sensor works (LED ON). 3.Check whether the shading plate is damaged or deformed (LED OFF). 4.Check whether the device wiring is incorrect, damaged, or loose.
	1.Check whether the controller and structure are functioning properly. 2.Check whether the sensor is functioning properly. 3.Check whether the device wiring is incorrect, damaged, or loose.
	Please check the USB device.
	1.Check whether the controller and structure are functioning properly. 2.Check whether the sensor is functioning properly. 3.Check whether the device wiring is incorrect, damaged, or loose.
	Press【Force Eject】, then check the hopper for foreign objects. 1.Stir the coins in the hopper to check for foreign objects. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.
	Press【Force Eject】, then check the hopper for foreign objects. 1.Stir the coins in the hopper to check for foreign objects. 2.Check whether the sensor is functioning properly. 3.Check whether the motor is functioning properly. 4.Check whether the device wiring is incorrect, damaged, or loose.

6. I/O board

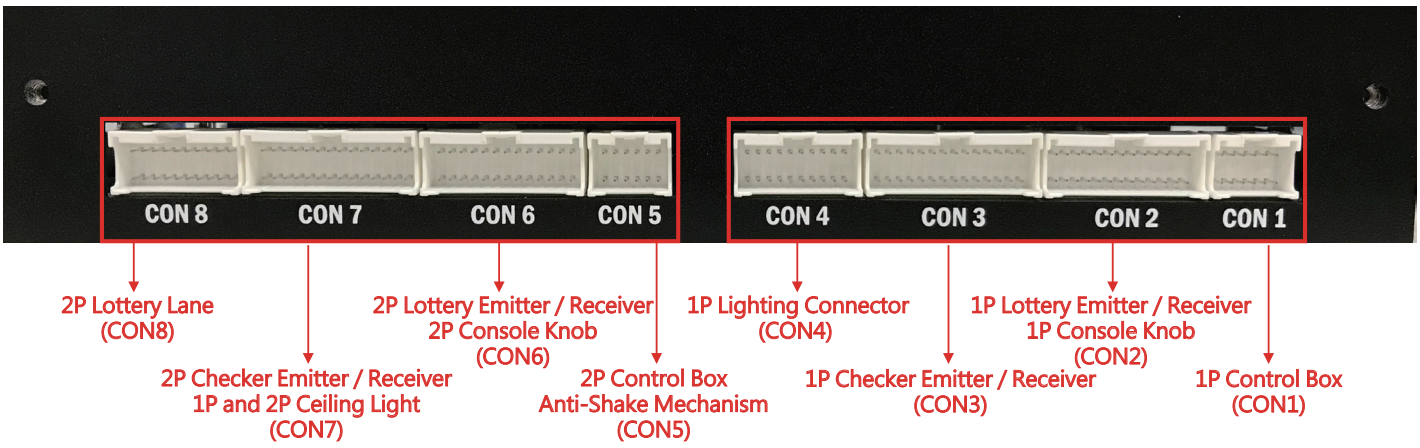
Unit : NW

FRONT



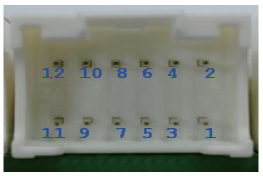
BACK

+12V	+12V
GND	GND



1P Control Box(CON1) :

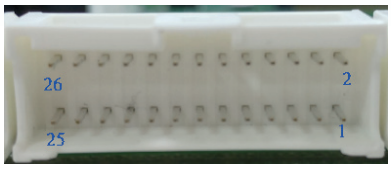
PCB Connector Socket Numeric Order



12	10	8	6	4	2
+12V	Counter_COIN	Counter_TICKET	N/A	N/A	GND
+12V	1P_Ticket Clear	1P_Service	1P_Error Clear	ENTER	GND
11	9	7	5	3	1

1P Lottery Emitter / Receiver & 1P Console Knob(CON2):

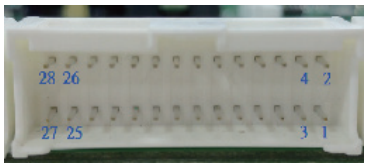
PCB Connector Socket Numeric Order



26	24	22	20	18	16	14	12	10	8	6	4	2
+12V	+12V	+5V	Lottery Machine _EN	1P_ Lottery Emitter	N/A	N/A	1P_Shoot Button Light	N/A	Vibration Knob Motor V-	Vibration Knob Motor V+	GND	GND
+12V	+12V	+12V	+12V	1P_ Lottery Receiver	N/A	1P_Shoot Button	1P_Ticket Continue / Cancel	Coin Acceptor	Lottery Machine_ Feedback	GND	GND	GND
25	23	21	19	17	15	13	11	9	7	5	3	1

1P Checker Emitter / Receiver & 1P Ball Collection Lever & Turntable(CON3) :

PCB Connector Socket Numeric Order



28	26	24	22	20	18	16	14	12	10	8	6	4	2
+12V	+5V	+5V	Checker Receiver_ Left	Checker Receiver_ Center	Checker Receiver_ Right	Checker IR Emitter	Turntable Motor Drive F / R	Ceiling Projection Light _Center	N/A	N/A	N/A	GND	GND
+12V	+12V	Checker Receiver_ Left	Checker Receiver_ Center	Checker Receiver_ Right	Coin Drop Sensor	Super Cup Gear Sensor_ Right	Turntable Motor Sensor	Super Cup Gear Sensor_ Left	N/A	N/A	1P_Ball Collection Lever	GND	GND
27	25	23	21	19	17	15	13	11	9	7	5	3	1

1PLighting Connector(CON4) :

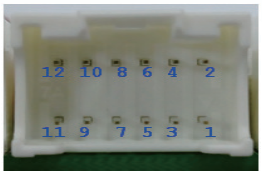
PCB Connector Socket Numeric Order



20	18	16	14	12	10	8	6	4	2
+12V	+12V	Acrylic Bubble Light_B	Acrylic Bubble Light_G	Acrylic Bubble Light_R	1P_Lottery Light	1P_Ceiling Projection Light	1P_Super Cup Decorative Acrylic	1P_ Lottery Lane A2	GND
+12V	Top Screen PVC_A0	1P_ Lottery Lane A1	Top Screen PVC_A2	Top Screen PVC_A1	1P_Knob Light A1	1P_Knob Light A0	1P_Ball Collection Lever	GND	GND
19	17	15	13	11	9	7	5	3	1

2P Control Box Connector & Anti-Shake Mechanism (CON5) :

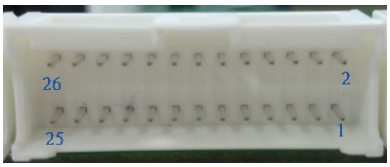
PCB Connector Socket Numeric Order



12	10	8	6	4	2
+12V	N/A	N/A	N/A	N/A	GND
+12V	2P_Ticket Clear	2P_Service	2P_Error Clear	Anti-Shake Mechanism	GND
11	9	7	5	3	1

2P Lottery Emitter / Receiver & 2P Console Knob (CON6) :

PCB Connector Socket Numeric Order



26	24	22	20	18	16	14	12	10	8	6	4	2
+12V	+12V	+5V	Lottery Machine _EN	2P_ Lottery Emitter	N/A	N/A	2P_Shoot Button Light	N/A	Vibration Knob MotorV-	Vibration Knob MotorV+	GND	GND
+12V	+12V	+12V	+12V	2P_ Lottery Receiver	N/A	2P_ Shoot Button	2P_Ticket Continue / Cancel Button	Coin Acceptor	Lottery Machine_ Feedback	GND	GND	GND
25	23	21	19	17	15	13	11	9	7	5	3	1

2P Checker Emitter / Receiver & 1P and 2P Ceiling Light (CON7) :

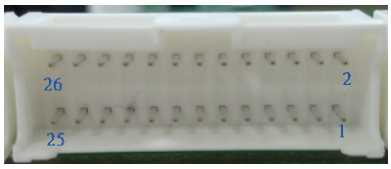
PCB Connector Socket Numeric Order



28	26	24	22	20	18	16	14	12	10	8	6	4	2
+12V	+5V	+5V	2P_Checker LED_ Left	2P_Checker LED_ Center	2P_Checker LED_ Right	2P_ Checker IR Emitter	2P_ Ceiling Light	1P_ Ceiling Light	N/A	N/A	N/A	GND	GND
+12V	+12V	2P_Checker Receiver_ Left	2P_Checker Receiver_ Center	2P_Checker Receiver_ Right	Coin Drop Sensor	N/A	N/A	N/A	N/A	N/A	2P_Ball Collection Lever	GND	GND
27	25	23	21	19	17	15	13	11	9	7	5	3	1

2P Lottery Lane (CON8)：

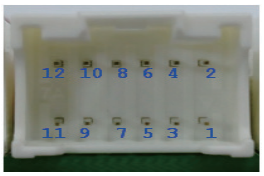
PCB Connector Socket Numeric Order



20	18	16	14	12	10	8	6	4	2
+12V	+12V	Turntable Motor SV	Super Cup Base Ring Light	Pusher Side Decorative Light	2P_ Lottery Light	2P_Ceiling Projection Light	2P_Super Cup Decorative Acrylic	GND	GND
+12V	N/A	2P_Lottery LaneA1	N/A	N/A	2P_Knob LightA1	2P_Knob LightA0	2P_Lottery LaneA0	GND	GND
19	17	15	13	11	9	7	5	3	1

1P and 2P Console & Turntable Knob Connector(VR)：

PCB Connector Socket Numeric Order



10	8	6	4	2
+12V	N/A	GND	Super Cup Turntable	+12V
+12V	2P_Console Knob	GND	1P_Console Knob	+12V
9	7	5	3	1

Power Connector(DC-12V)：

PCB Connector Socket Numeric Order



4	+12V	+12V	3
2	GND	GND	1

RS232-2 Connector：

PCB Connector Socket Numeric Order



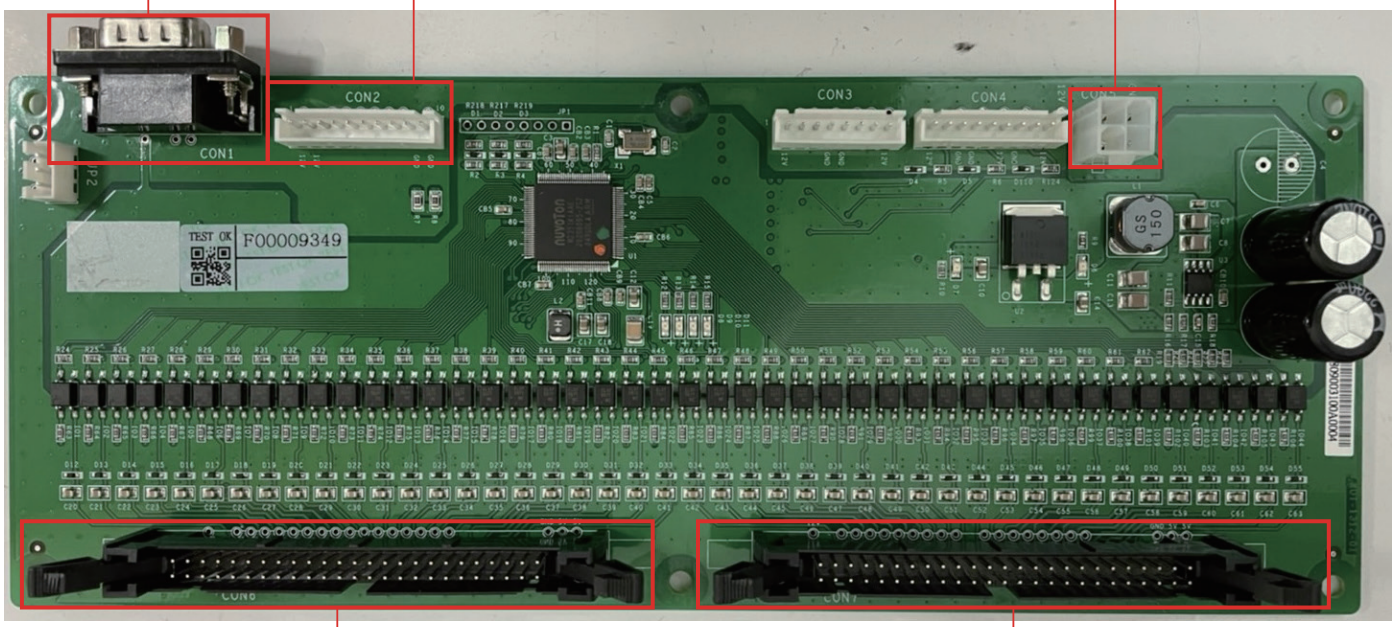
1	2	3
TX	GND	RX

I / O Control Board：OT Board

RS232-2 Connector(CON1)

1P and 2P Pusher Motor
Checker Motor ConnectorCON2)

Power(CON5)

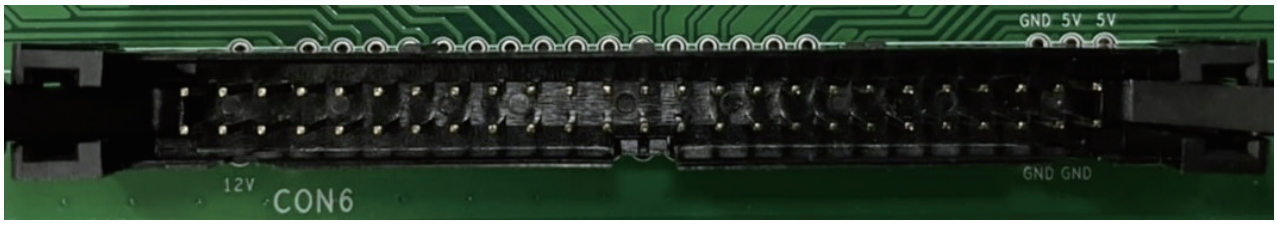


1PMotor、1P Hopper High / Low Level(CON6)

2P Power、2P CHECK、2P Hopper High / Low Level、
1P and 2P Electric Cylinder、Super Cup Electric Cylinder(CON7)

1P Motor & 1P Hopper High / Low Level (CON6) :

PCB Connector Socket Numeric Order

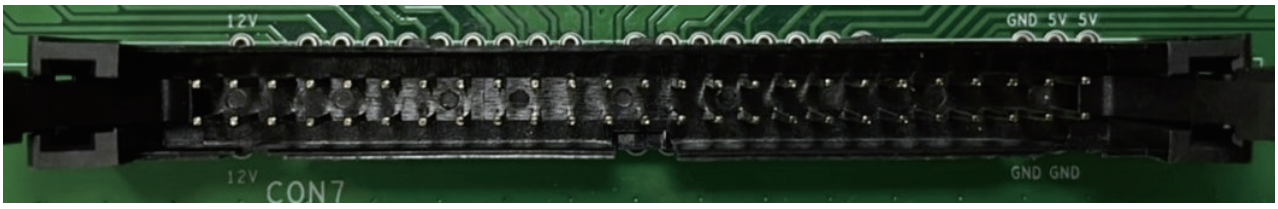


2	4	6	8	10	12	14	16	18	20	22	24	26
+12V	+12V	1P_Coin Counting Motor	N/A	1P_ Bonus Coin Motor	N/A	1P_ Lottery MotorM+	N/A	1P_ Bonus Ball MachineM+	1P_ Bonus Ball MachineM-	1P_ Coin Sorting Motor PWM	1P_ Bonus Ball Light	N/A
+12V	+12V	1P_Pusher Sensor	1P_Coin Counting Sensor	1P_ Checker Sensor	1P_Bonus Coinr Sensor	1P_Lottery Motor Sensor	1P_ Bonus Ball Ejection Lever	N/A	1P_ Bonus Ball Ejection Lever	1P_Coin Sorting Bonus Coin Area Sensor	1P_Coin Sorting Coin Refill Area Sensor	N/A
1	3	5	7	9	11	13	15	17	19	21	23	25

28	30	32	34	36	38	40	42	44	46	48	50
N/A	Super Cup Coin Refill Motor	N/A	Treasure Chest Coin Refill Motor	N/A	GND	GND	+5V	+5V	GND	GND	GND
N/A	N/A	Super Cup Coin Refill Sensor	N/A		Super Cup Coin Refill_ High Level	Super Cup Coin Refill_ Low Level	Treasure Chest Coin Refill_ High Level	Treasure Chest Coin Refill_ Low Level	1P Bonus Gift Coin_ High Level	1P Bonus Gift Coin_ Low Level	GND
27	29	31	33	35	37	39	41	43	45	47	49

2P Motor & 2P Checker & 2P Hopper High / Low Level & 1P and 2P Electric Cylinder & Super Cup Electric Cylinder (CON7) :

PCB Connector Socket Numeric Order

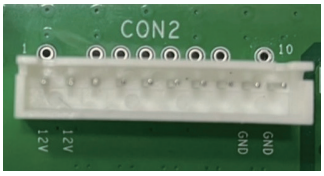


2	4	6	8	10	12	14	16	18	20	22	24	26
+12V	+12V	2P_Coin Counting Motor	N/A	2P_ Bonus Coin Motor	N/A	2P_ Lottery Motor M+	N/A	2P_ Bonus Ball Machine M+	2P_ Bonus Ball Machine M-	2P_Coin Sorting Motor PWM	2P_ Bonus Ball Light	N/A
+12V	+12V	2P_Pusher Sensor	2P_Coin Counting Sensor	2P_ Checker Sensor	2P_ Bonus Coinr Sensor	1P_Lottery Motor Sensor	1P_Bonus Ball Ejection Lever	N/A	2P_ Bonus Ball Ejection Lever	2P_Coin Sorting Bonus Coin Area Sensor	2P_Coin Sorting Coin Refill Area Sensor	N/A
1	3	5	7	9	11	13	15	17	19	21	23	25

28	30	32	34	36	38	40	42	44	46	48	50
1P_ Electric Cylinder M-	2P_ Electric Cylinder M+	2P_ Electric Cylinder M-	Super Cup Electric Cylinder M+	Super Cup Electric Cylinder M-	2P_ Bonus Ball Light	N/A	+5V	+5V	GND	GND	GND
1P Electric Cylinder Sensor_Upper	2P Electric Cylinder Sensor_Lower	2P Electric Cylinder Sensor_Upper	Super Cup Electric Cylinder Sensor_Lower	Super Cup Electric Cylinder Sensor_Upper	N/A	N/A	Treasure Chest Reset	N/A	2P Bonus Coin_ High Level	2P Bonus Coin_ Low Level	GND
27	29	31	33	35	37	39	41	43	45	47	49

1P and 2P Pusher Motor & Checker Motor ConnectorCON2) :

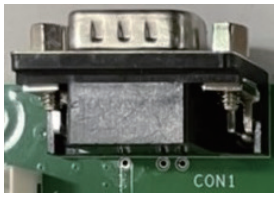
PCB Connector Socket Numeric Order



10	9	8	7	6	5	4	3	2	1
+12V	+12V	1P_Pusher Motor PWM	1P_Checker Motor PWM	2P_Pusher Motor PWM	2P_Checker Motor PWM	N/A	N/A	GND	GND

RS232 Connector(CON1) :

PCB Connector Socket Numeric Order



2	5	3
TX	GND	RX

Power Connector(CON5) :

PCB Connector Socket Numeric Order



4	+12V	+12V	3
2	GND	GND	1

Introduction to Lighting Area :

Light Box (Front → Rear) :

- Machine Name Light Box - White LED Light Strip - Constant
- Speaker Decorative PVC Light - Tricolor Light Strip - Marquee
- Light Box - White LED Light Strip - Flash
- Foam Board and PVC Projection Light - Warm White - Constant
- Foam Board Perimeter Light - Lemon Yellow Neon Light Strip - Constant

Ceiling Light :

- Ceiling Light - White LED Lighting Board - Flash
- Ceiling Projection Light (Center) - Warm White - Flash
- Ceiling Projection Light (Left / Right) - Warm White - Flash



Screen :

- Top Screen PVC Light - Tricolor Light Strip- Marquee / Fade

Cabinet Side Light :

- Lemon Yellow LED Light Strip - Constant

Floor Light :

- Lemon Yellow LED Strip - Constant

Console :

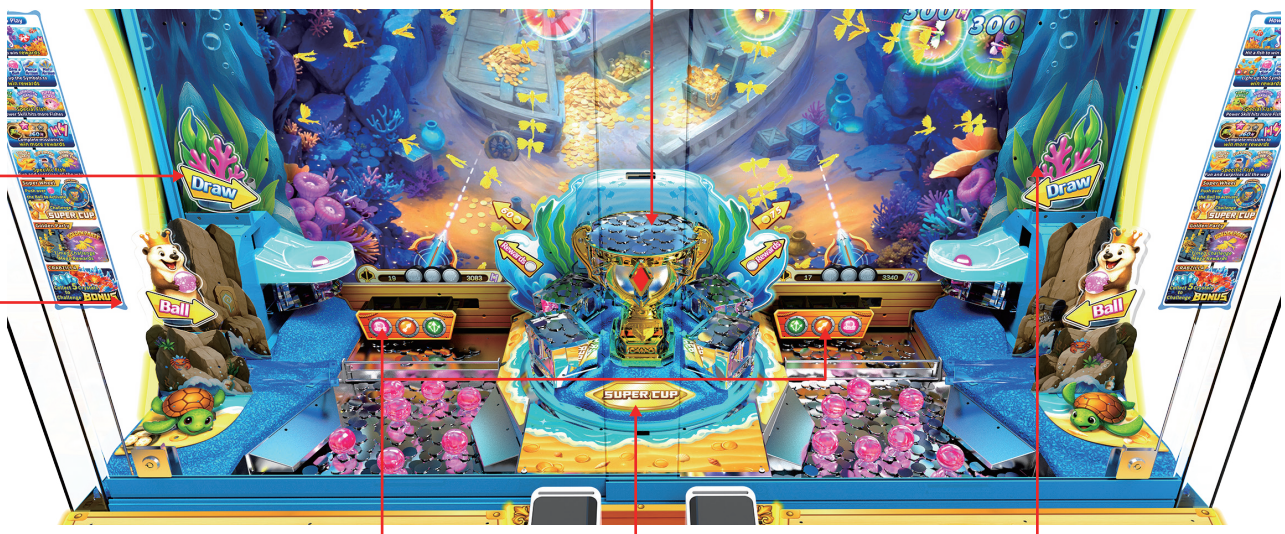
- Knob - RGB Ring Lighting Board - Marquee / Fade
- Console Knob Acrylic Light - RGB Ring Lighting Board - Constant
- Console Button Acrylic Light - RGB Ring Lighting Board - Constant
- Console Center Acrylic Light - Lemon Yellow LED Light Strip - Constat
- Console Perimeter Acrylic Light - Lemon Yellow LED Light Strip - Constant
- Console Front Acrylic Light - Lemon Yellow LED Light Strip - Breathing

Machine Dimensions

- W1758 X D1139 X H2630 mm

Bonus Coin :
- Super Cup Decorative Acrylic Light - White LED Light Strip - Flash
- Super Cup Base Ring Light - Ice Blue LED Light Strip - Flash
- Super Cup Turntable Light - Ice Blue LED Light Strip - Constant
- Pusher Side Decorative Light - Ice Blue LED Light Strip - Breathing

Left and Right Lottery :
- Lottery Light - White LED Light Strip - Flash
- Lottery Lane Light - RGB Ring Lighting Board - Marquee / Flash



Left and Right Bonus Ball :
- Bonus Ball Light - White LED Light Strip - Flash

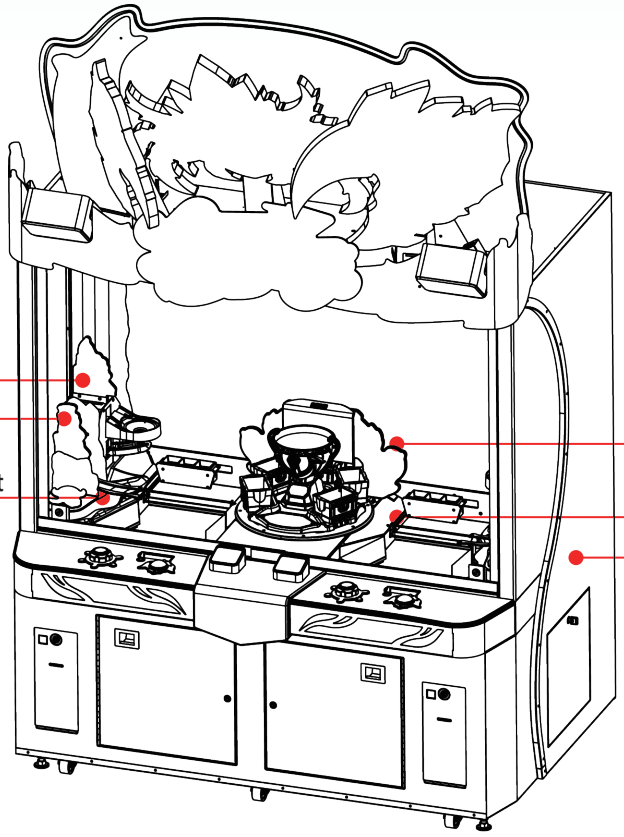
Super Cup :
- Super Cup Turntable Acrylic Light - White LED Light Strip - Constant

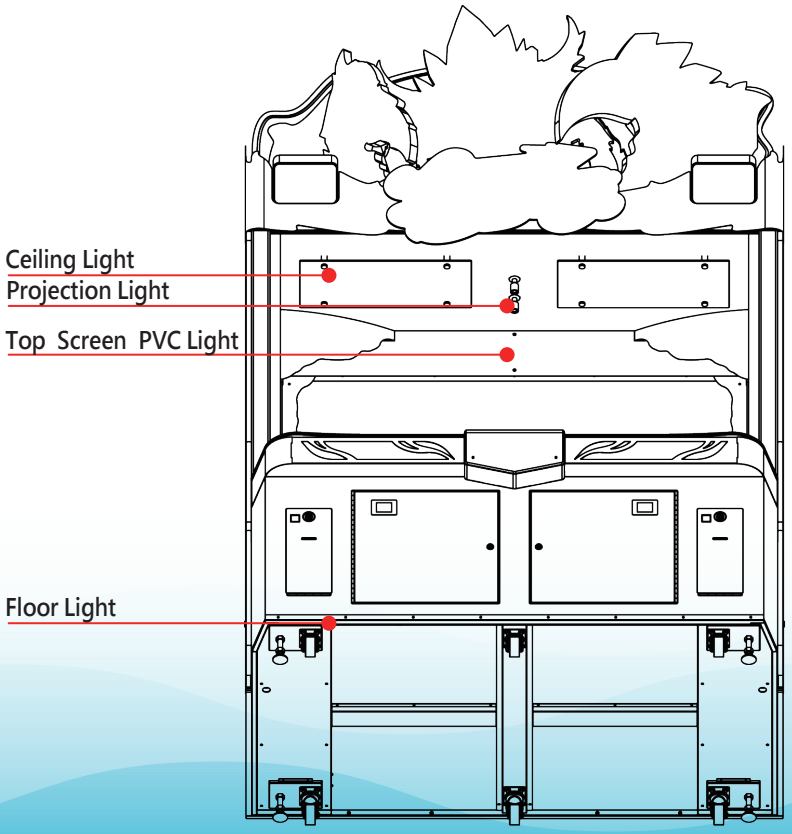
Left and Right Checker :
- Checker Light - White LED Lighting Board - Flash

Left and Right Acrylic Bubble Rod :
- Acrylic Bubble Light - RGB LED Strip Light - Fade

7. Cabinet Assembly and Maintenance Instructions

7.1.Lighting Area

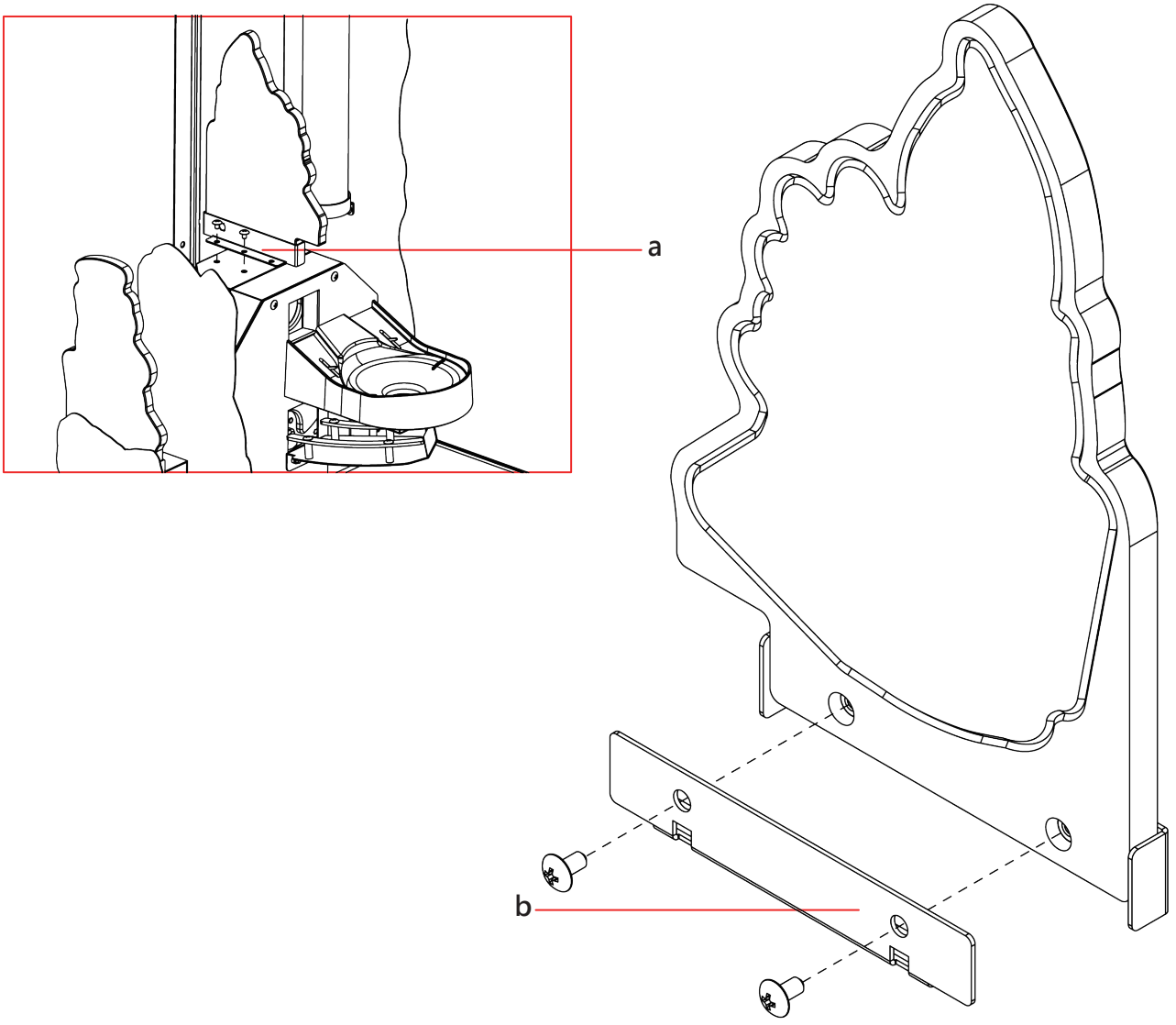




7.1.1.Lottery Light

STEP 1

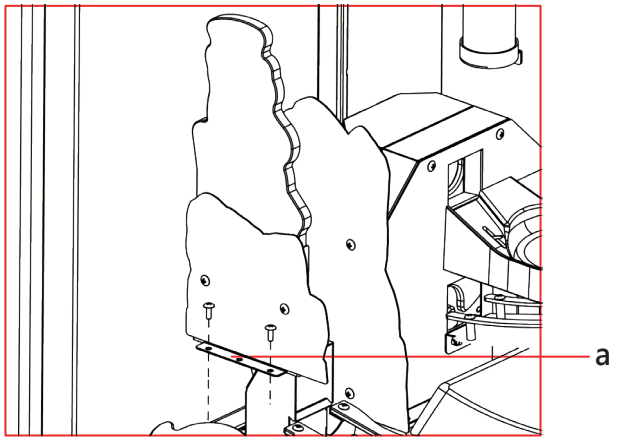
Remove 4 M4 screws, then remove the brackets (a) and (b) to replace the light strip.

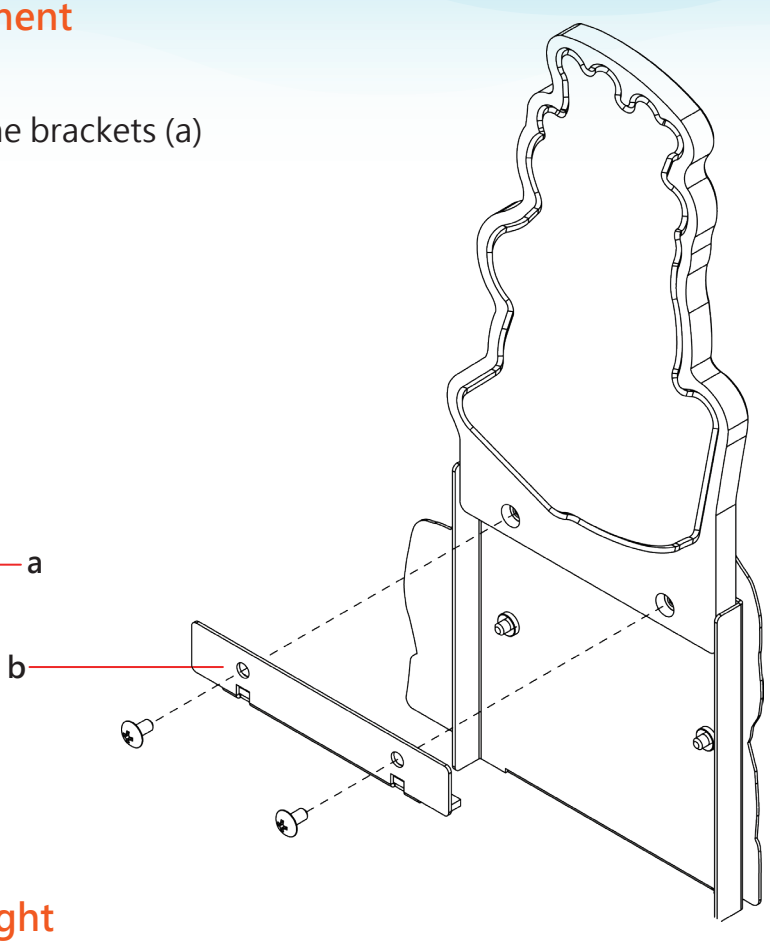


7.1.2.Bonus Ball Light Replacement

STEP 1

Remove 4 M4 screws, then remove the brackets (a) and (b) to replace the light strip.

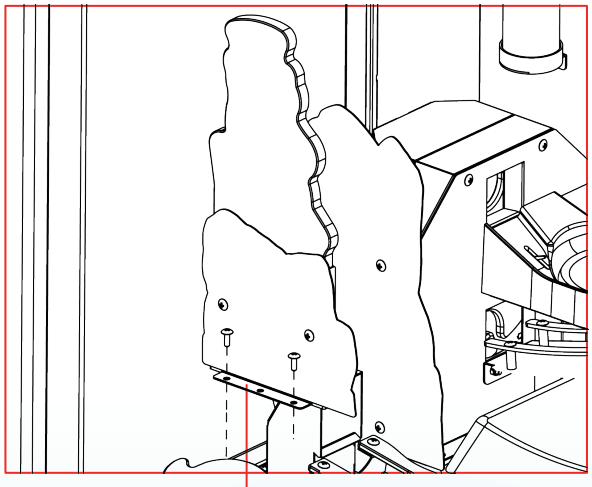


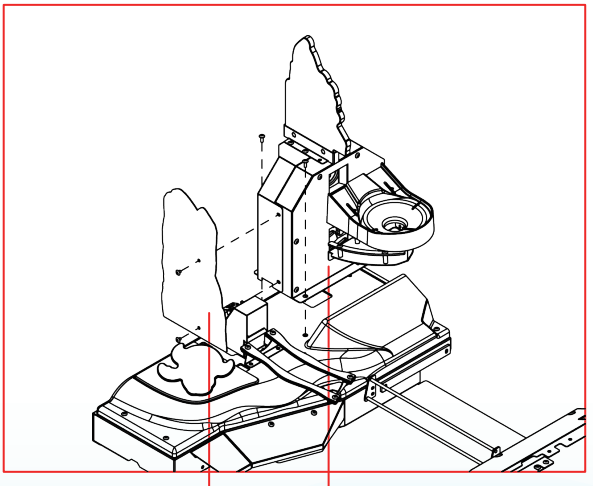


7.1.3.Pusher Side Decorative Light

STEP 1

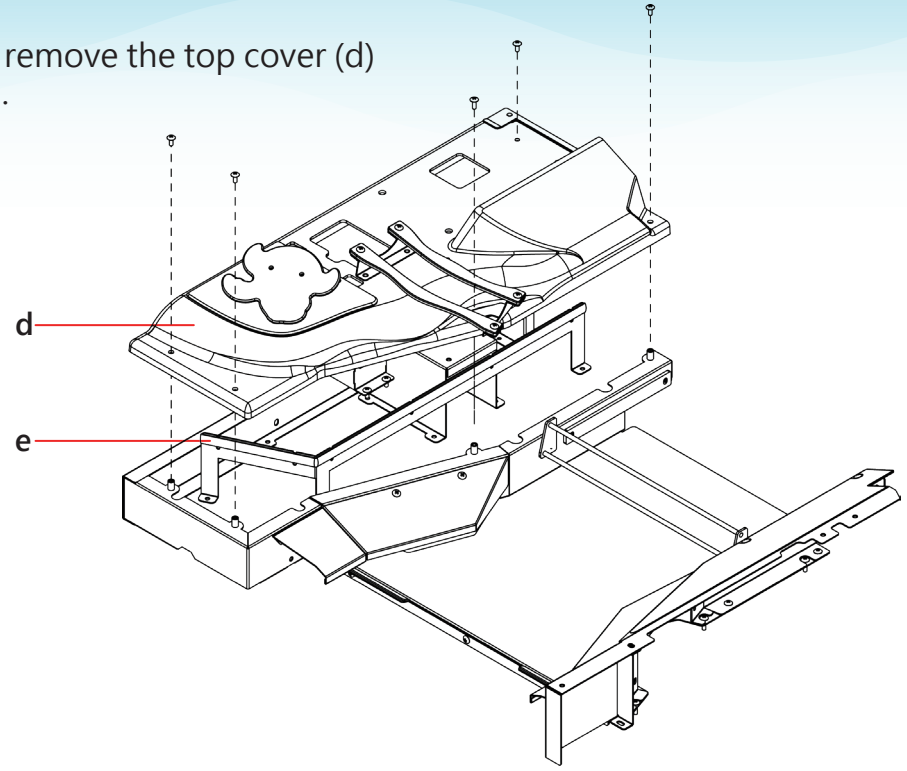
Remove 6 M4 screws, then remove the bracket (a), the PVC (b), and the lottery module (c).





STEP 2

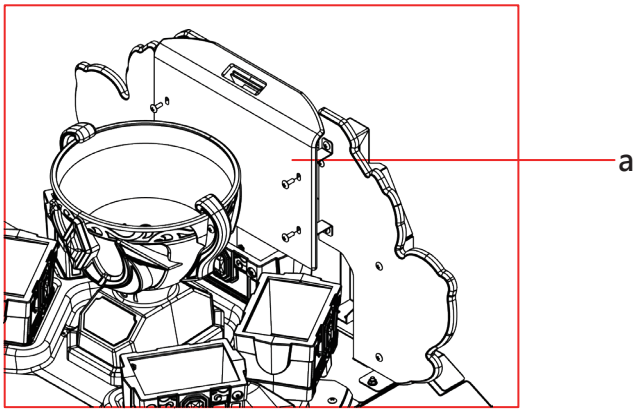
Remove 5 M4 screws, then remove the top cover (d) to replace the light strip (e).

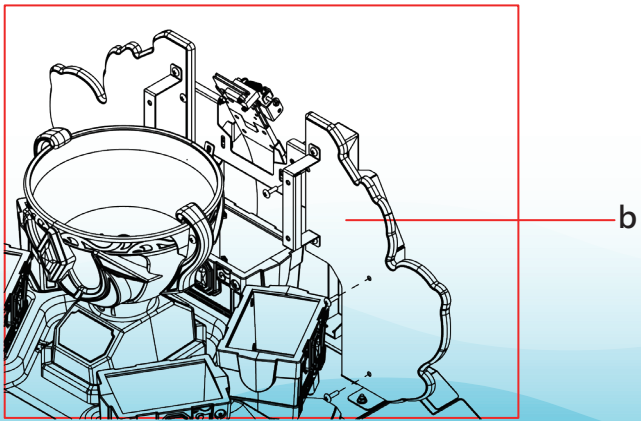


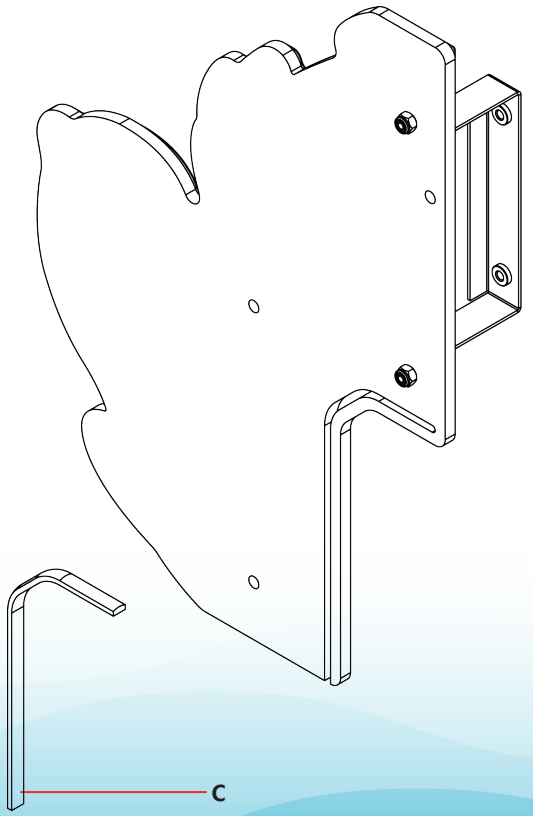
7.1.4.Super Cup Decorative Acrylic Light Replacement

STEP 1

Remove 7 M4 screws, then remove the acrylics (a) and (b) to replace the light strip (c).



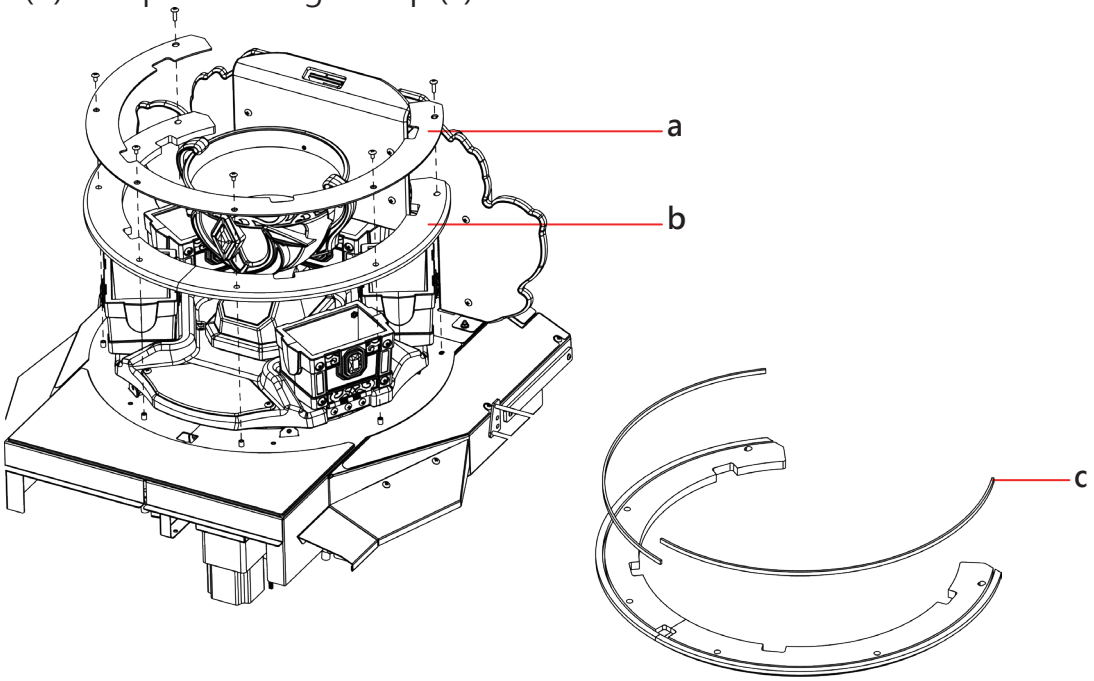




7.1.5.Super Cup Base Ring Light Replacement

STEP 1

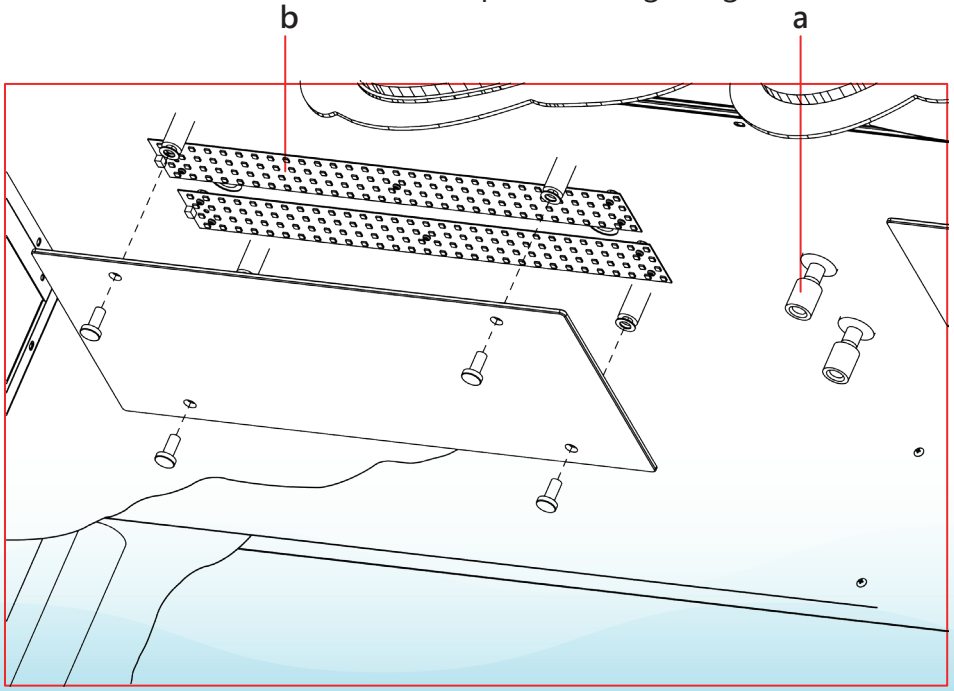
Remove 7 M4 screws, then remove the top cover (a) and the acrylic (b) to replace the light strip (c).



7.1.6.Ceiling Light and Projection Light Replacement

STEP 1

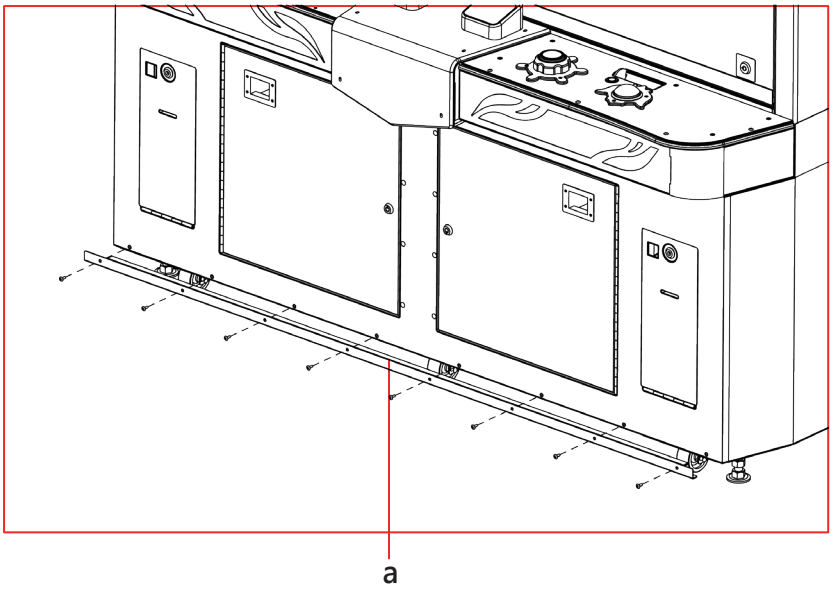
1.Remove 2 M3 screws to replace the projection light (a).
2.Remove 4 standoffs and 5 M4 screws to replace the lighting board (b).



7.1.7.Floor Light Replacement

STEP 1

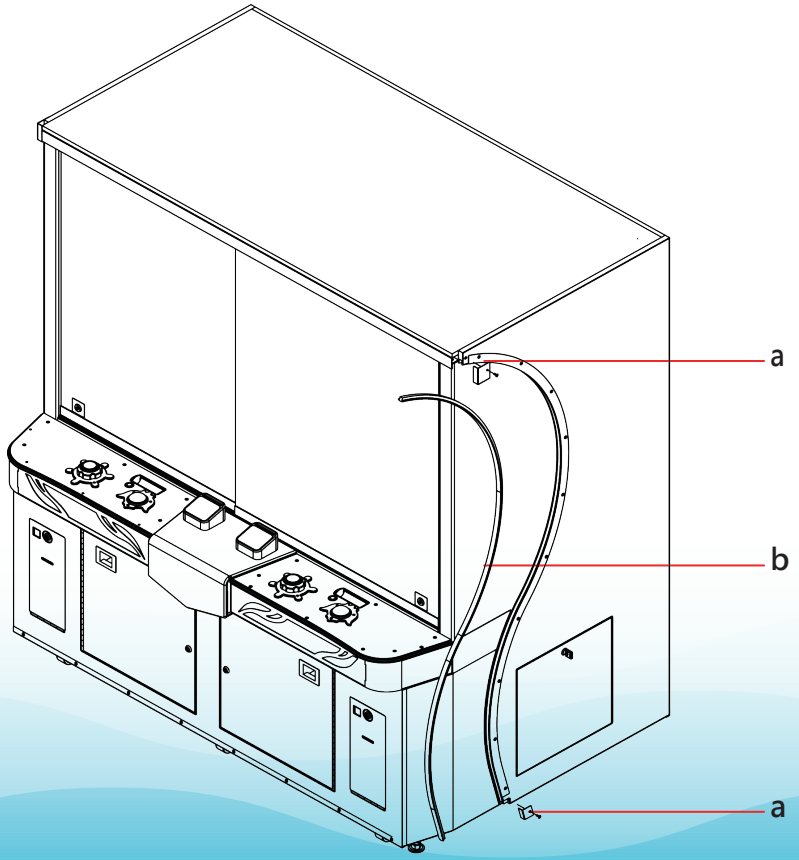
Remove 8 M4 screws, then remove the bracket (a) to replace the floor light.



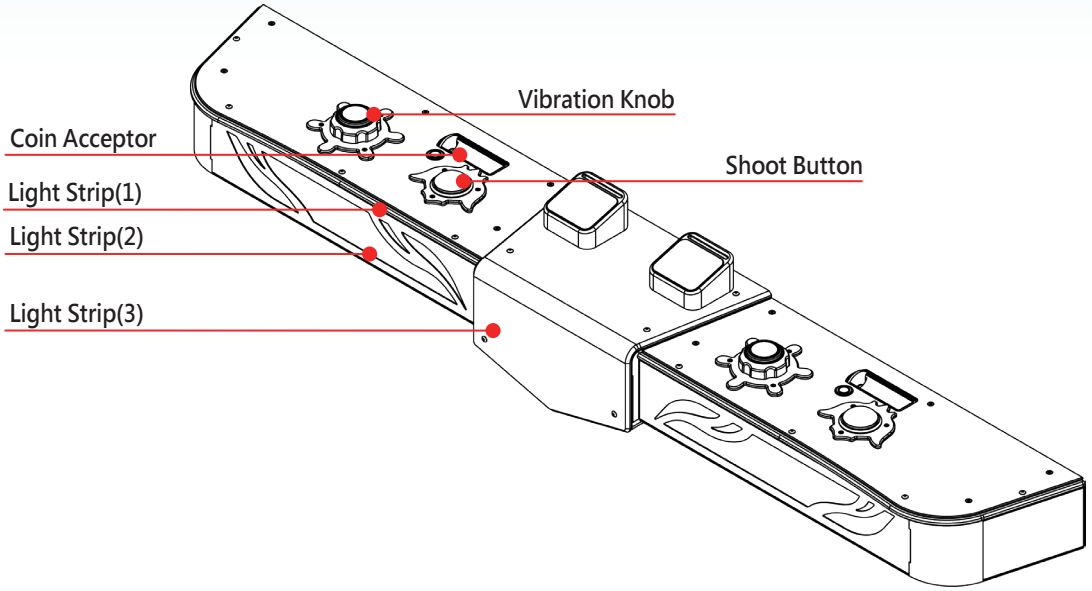
7.1.8.Cabinet Side Light

STEP 1

Remove 2 M4 screws, then remove the outer cover (a) and the light strip cover (b) to replace the light strip.



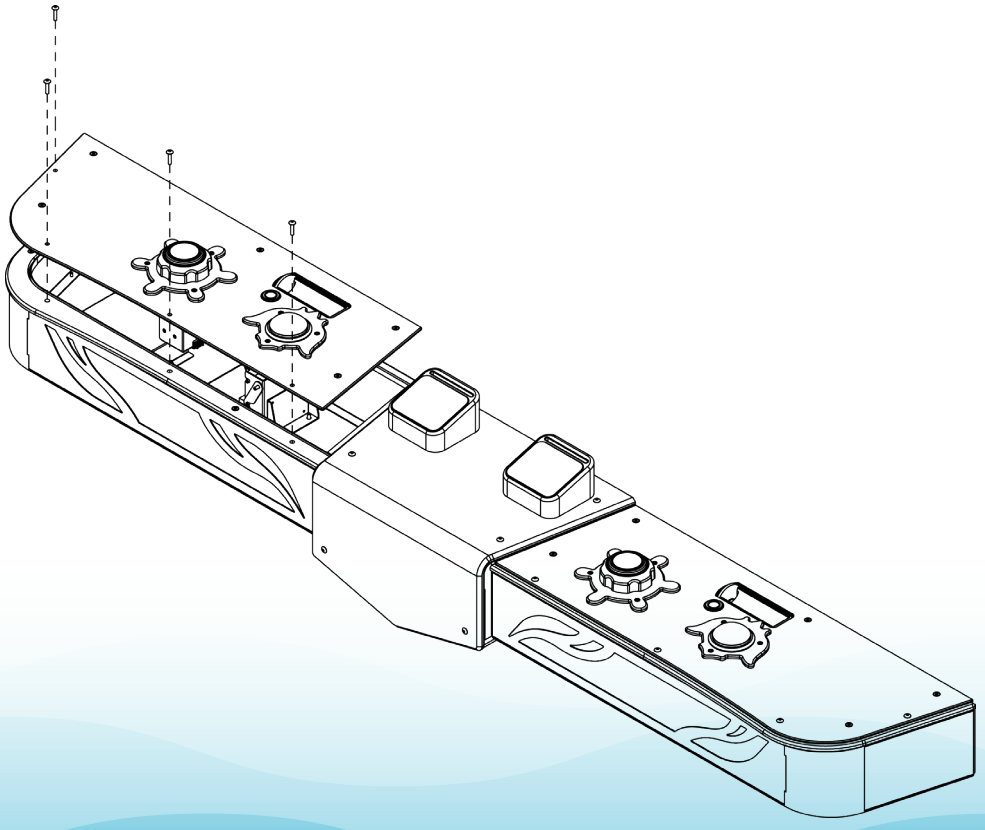
7.2.Console Area



7.2.1.Vibration Knob VR Replacement

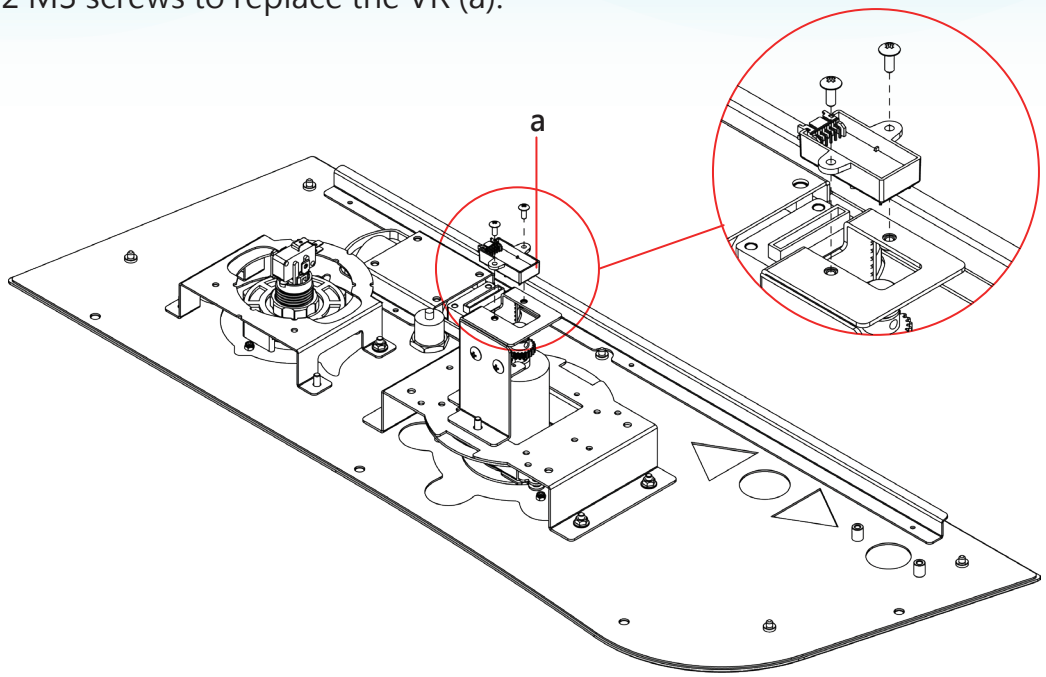
STEP 1

Remove 4 M4 screws, then remove the console panel.



STEP 2

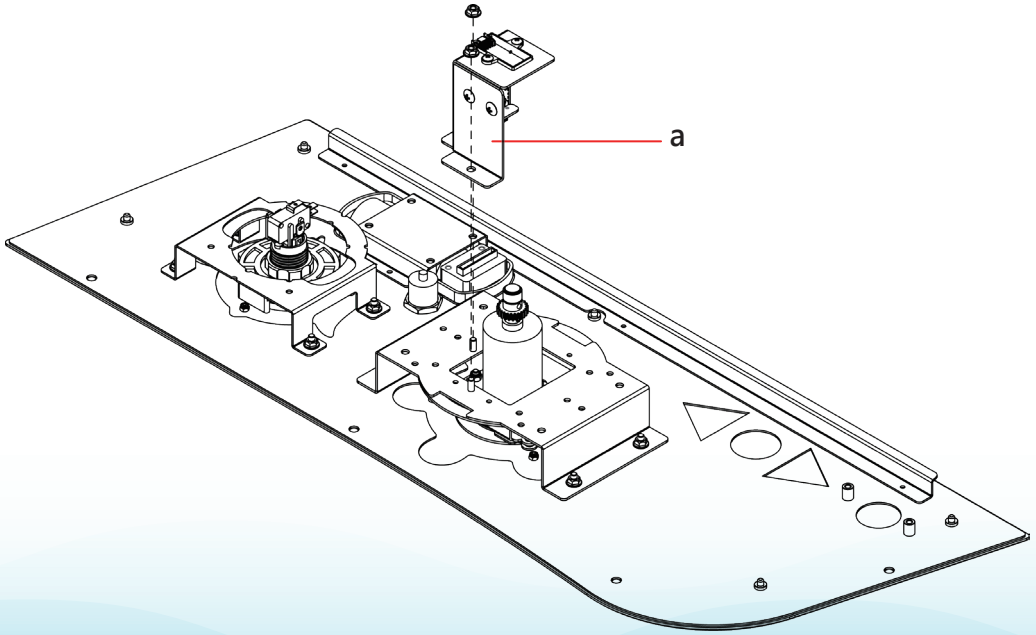
Remove 2 M3 screws to replace the VR (a).



7.2.2.Vibration Knob Lighting Board and Motor Replacement

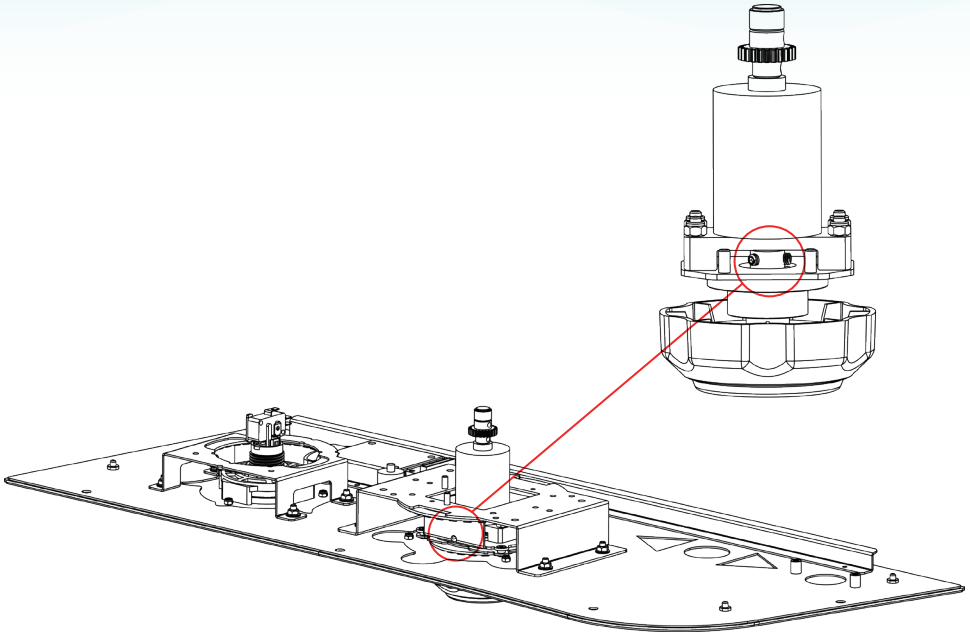
STEP 1

Remove 2 M4 nuts, then remove the bracket (a).



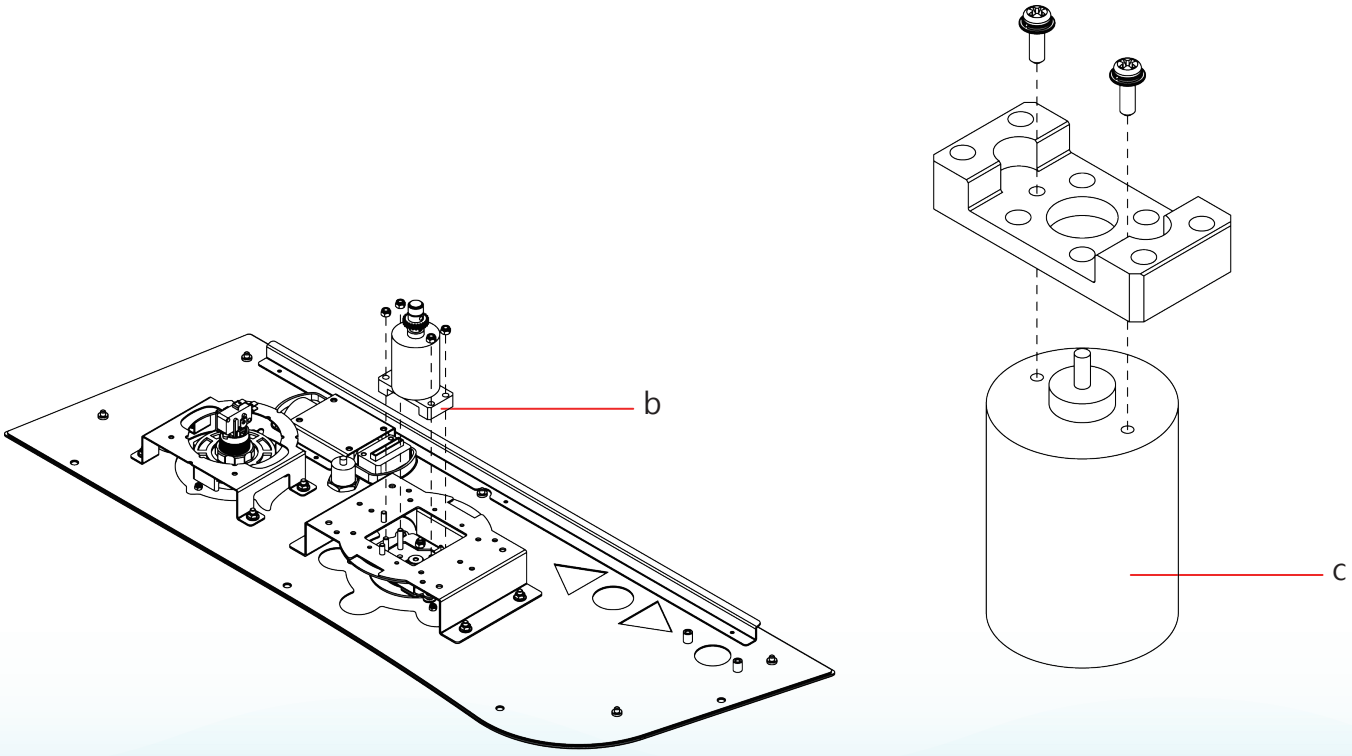
STEP 2

Loosen 2 M4 screws on the shaft.



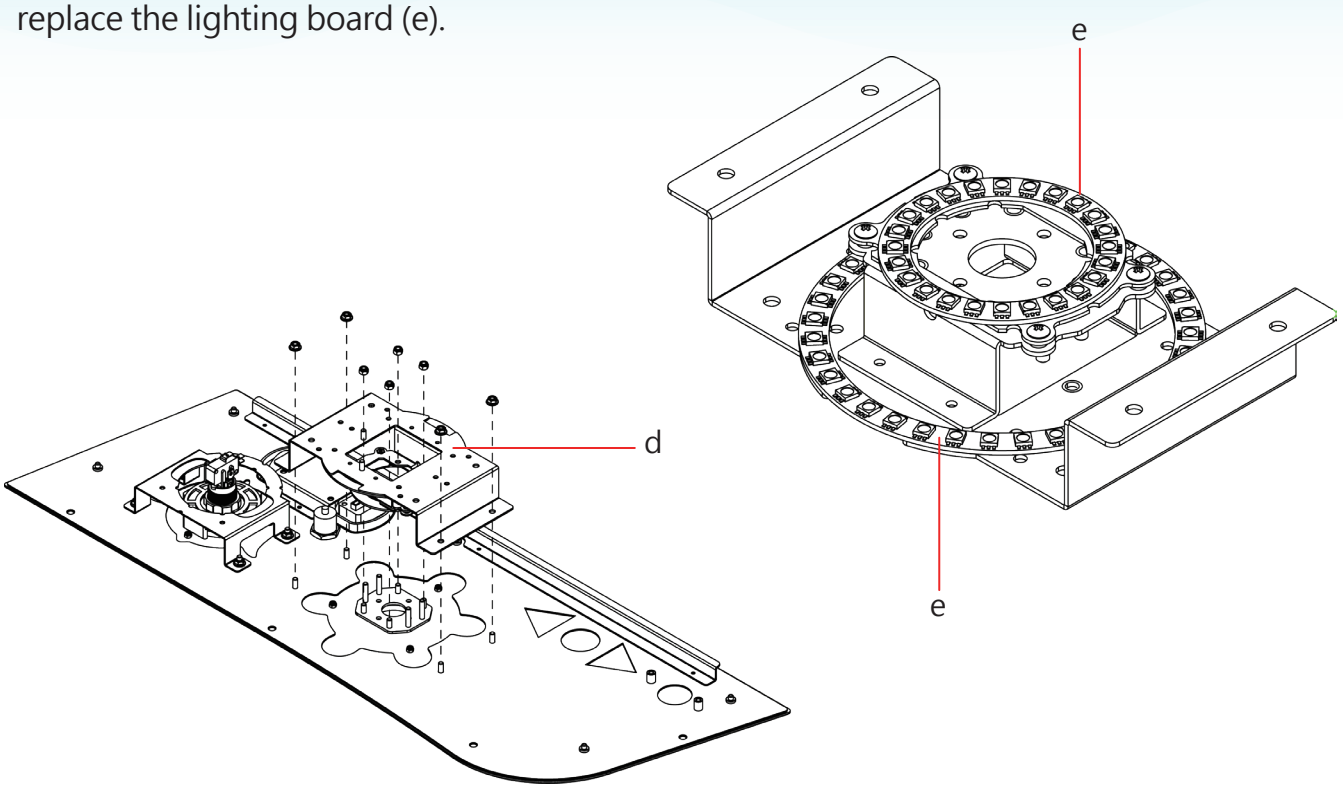
STEP 3

Remove 4 M4 nuts and 2 M3 screws, then remove the bracket (b) to replace the motor (c).



STEP 4

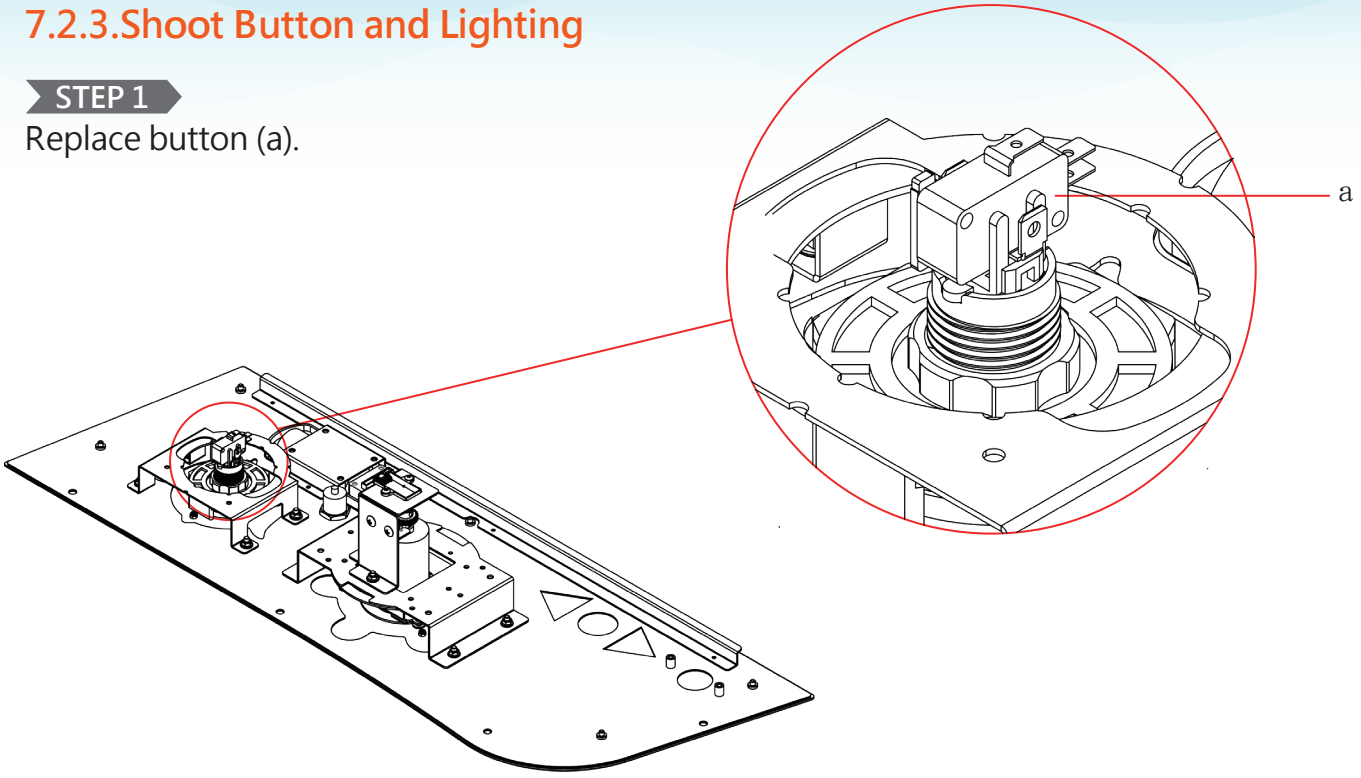
Remove 8 M4 nuts, then remove the bracket (d) to replace the lighting board (e).



7.2.3.Shoot Button and Lighting

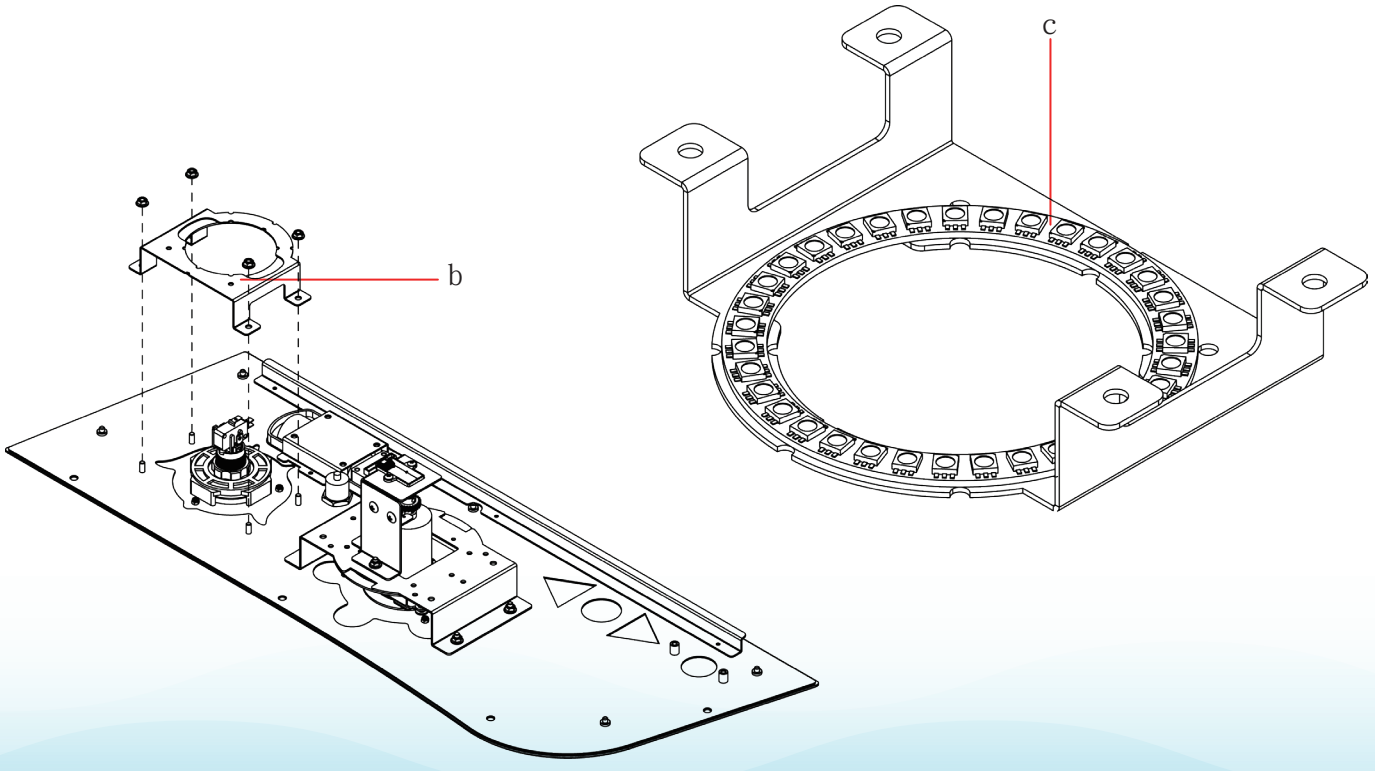
STEP 1

Replace button (a).



STEP 2

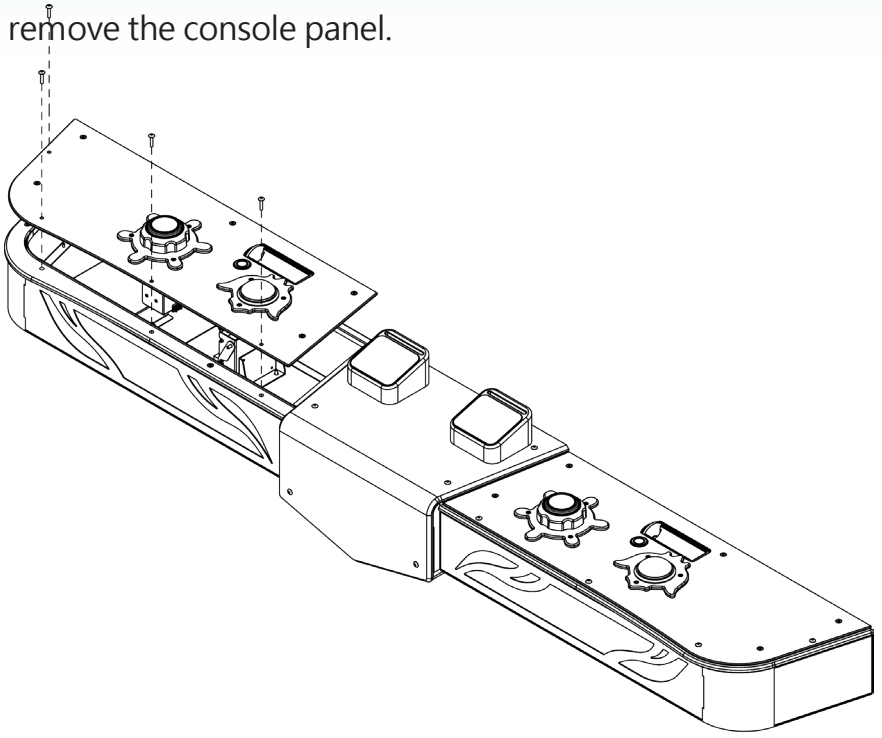
Remove 4 M4 nuts, then remove the bracket (b) to replace the lighting board (c).



7.2.4.Coin Acceptor Replacement

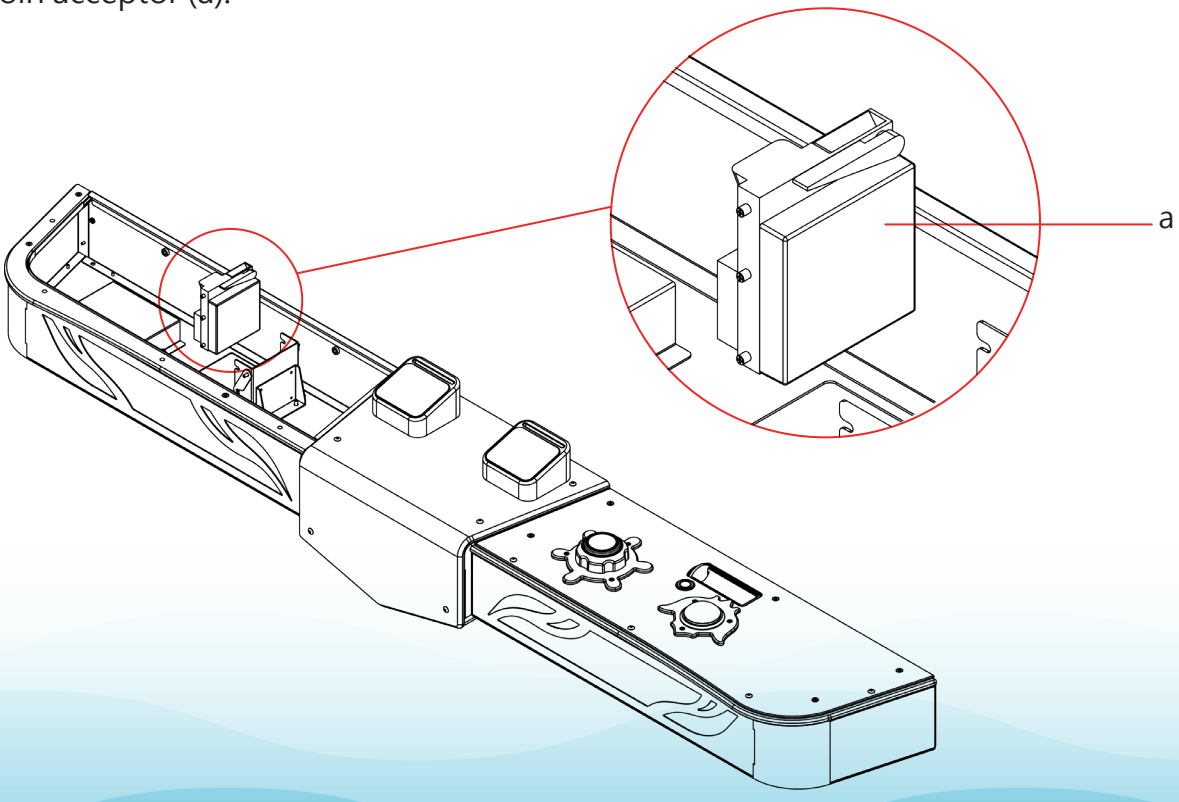
STEP 1

Remove 4 M4 screws, then remove the console panel.



STEP 2

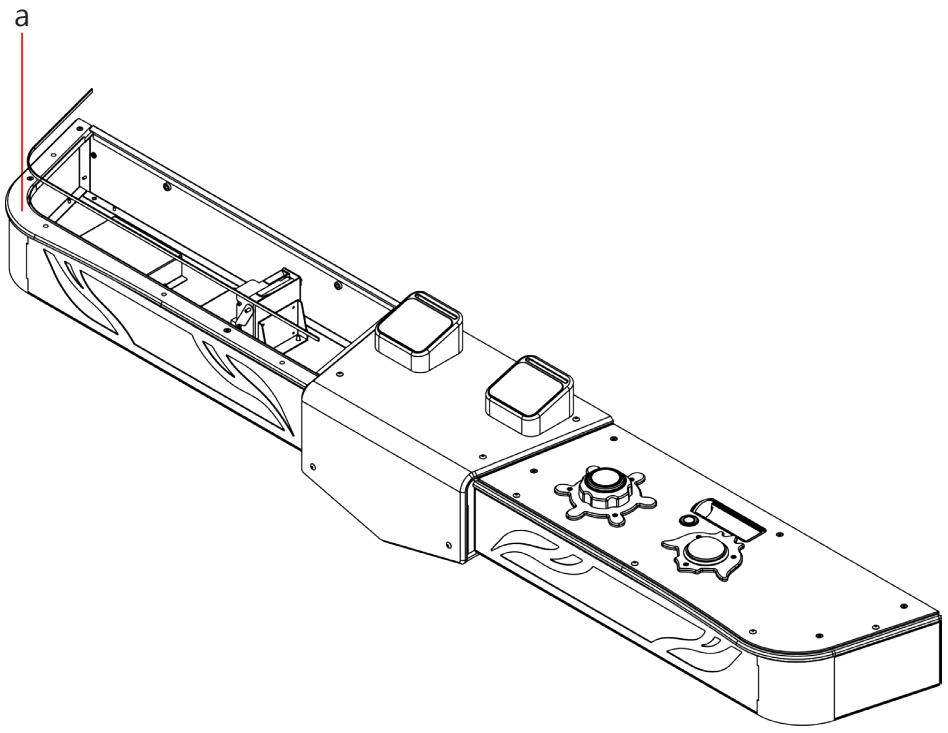
Replace coin acceptor (a).



7.2.5.Light Strip Replacement

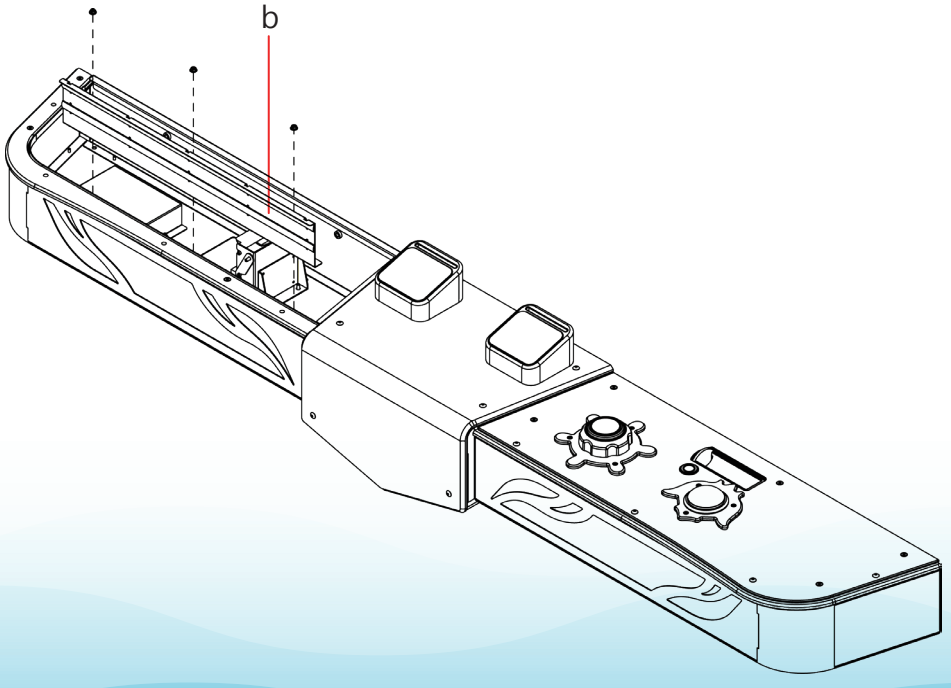
STEP 1

From the rear of the acrylic (a), remove and replace the light strip.



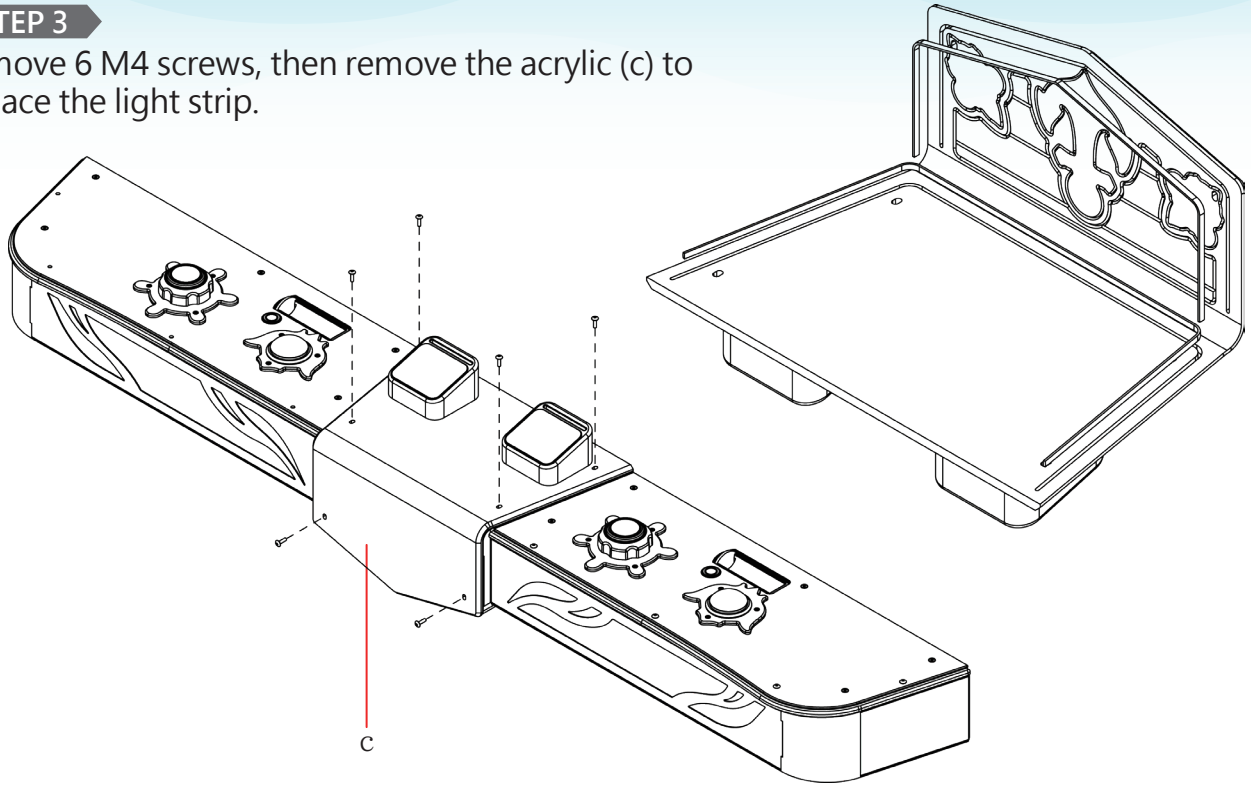
STEP 2

Remove 4 M4 nuts, then remove the bracket (b) to replace the light strip.



STEP 3

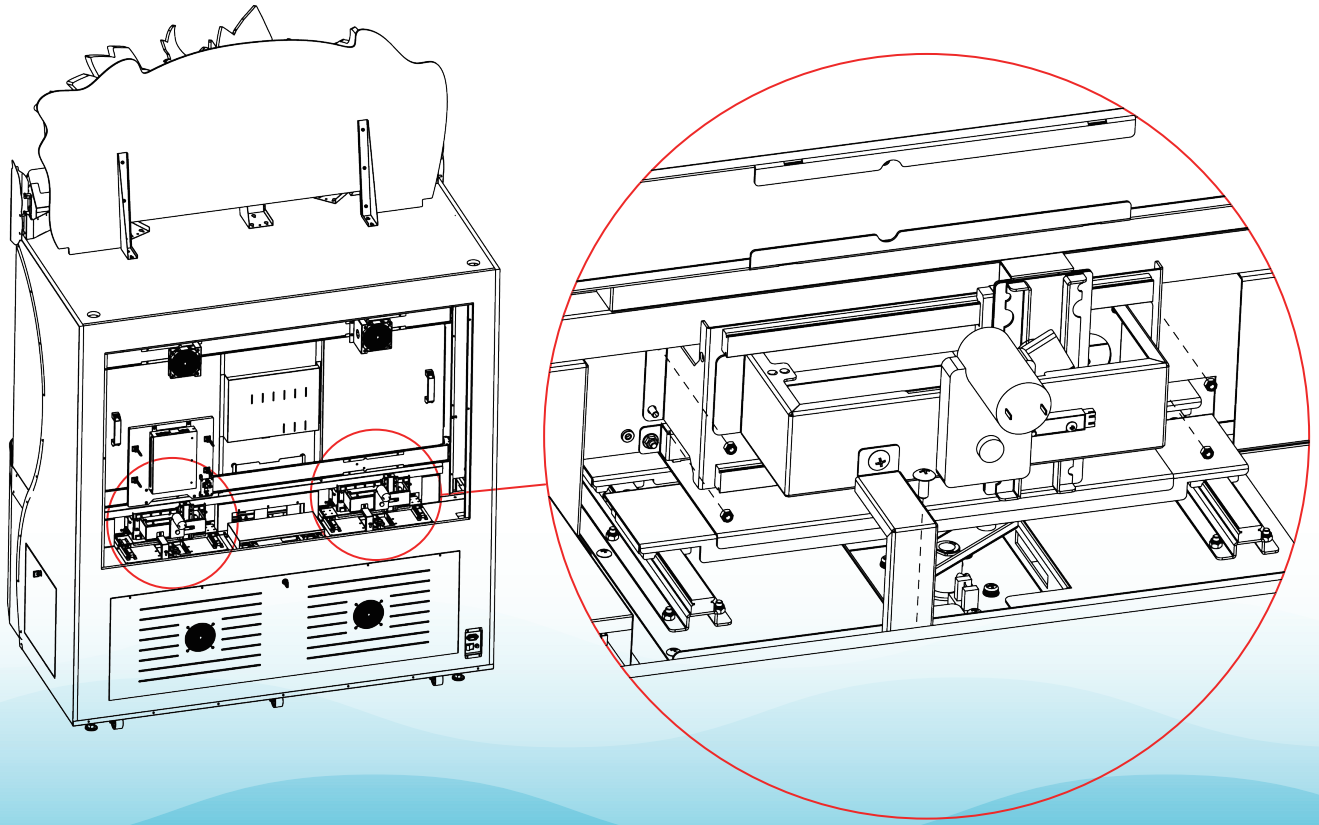
Remove 6 M4 screws, then remove the acrylic (c) to replace the light strip.



7.2.6.Screen Replacement

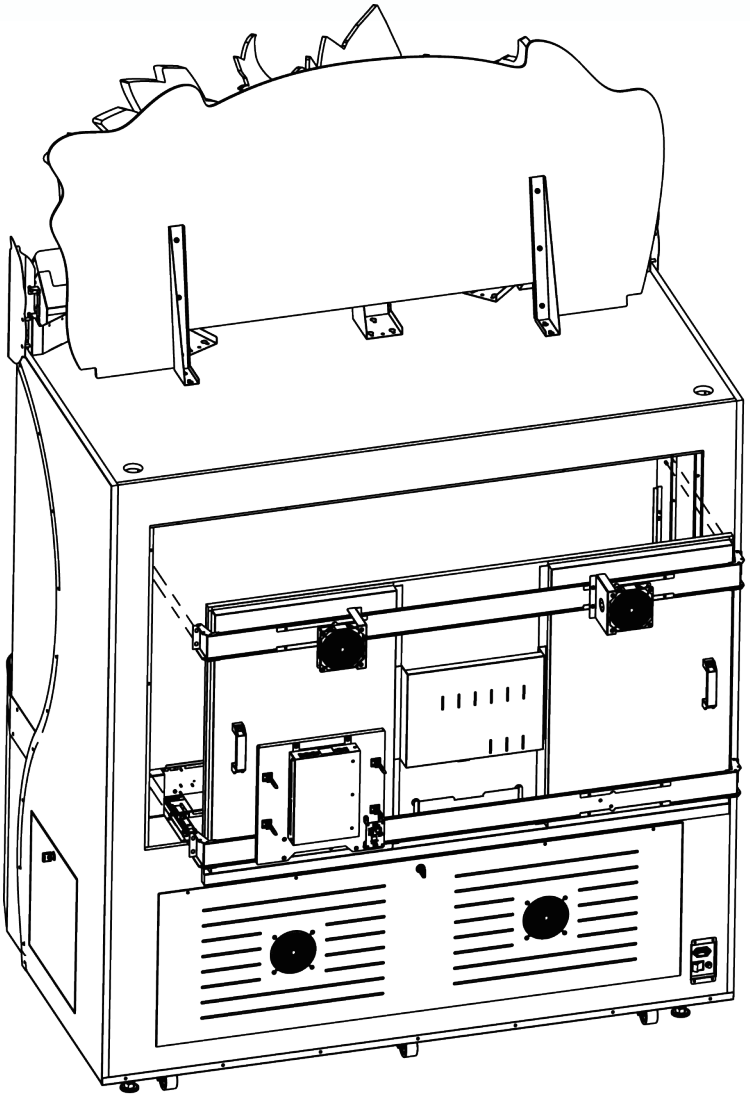
STEP 1

Open the rear maintenance door, remove 8 M4 nuts and 2 M6 screws, then remove the 1P /2P checker module.



STEP 2

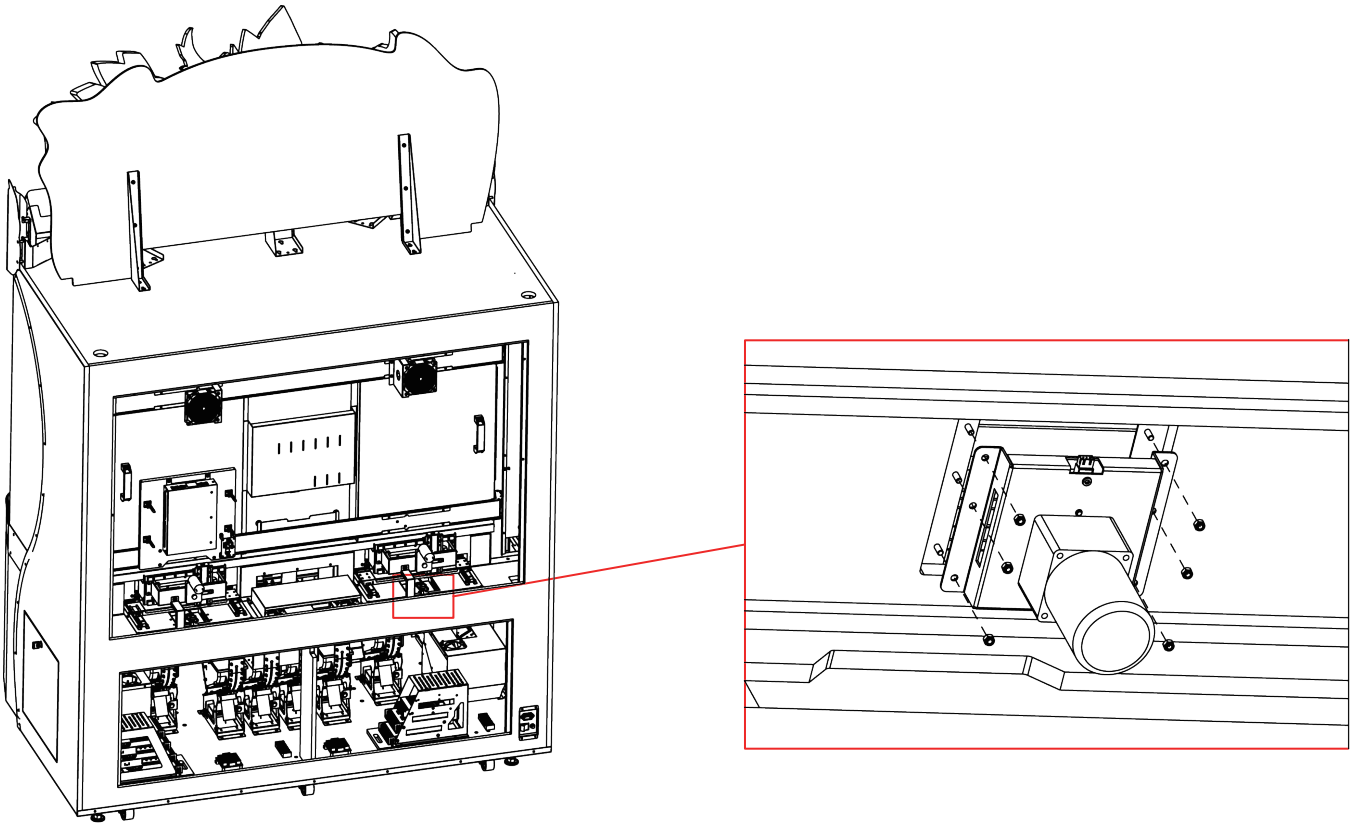
Remove 8 M6 nuts, then remove and replace the screen module.



7.3.Pusher Maintenance

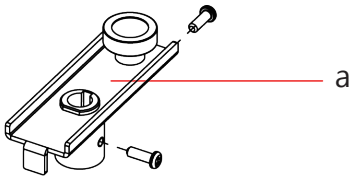
STEP 1

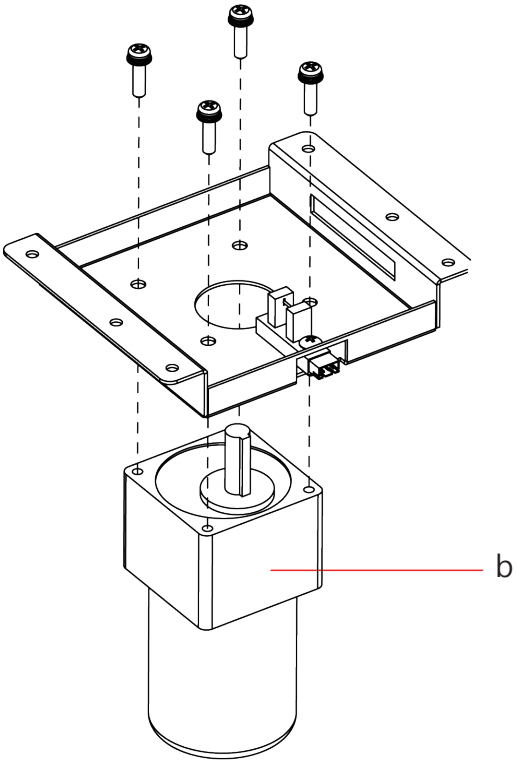
Open the rear maintenance door, remove 6 M4 nuts, then remove the motor bracket.

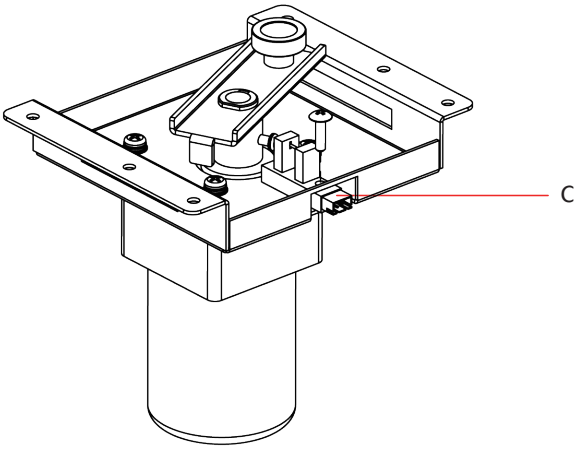


STEP 2

1.Remove 2 M4 screws and the rod (a), then remove 4 M5 screws to replace the motor (b).
2.Remove M4 screw to replace the motor sensor (c).



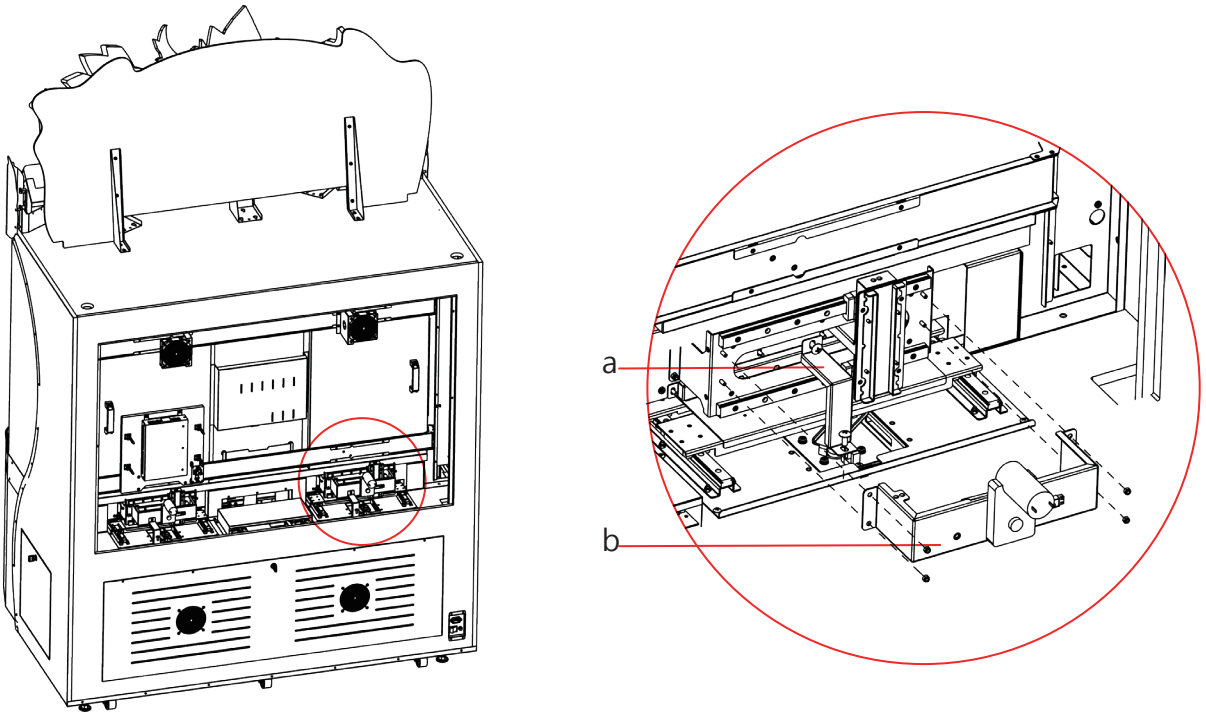




7.3.1.Checker Module Motor and Sensor Replacement

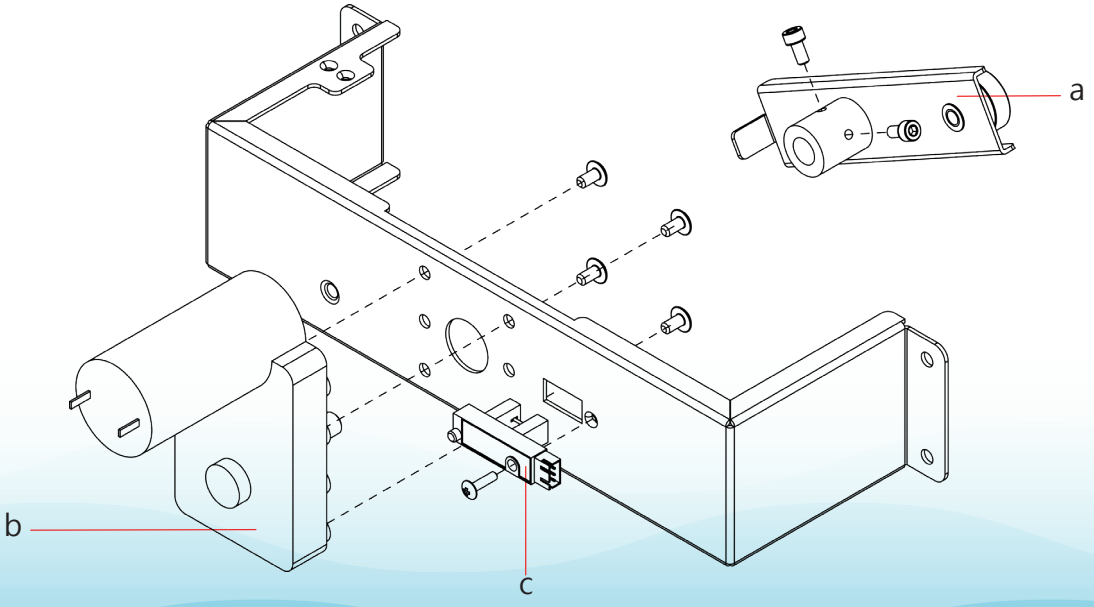
STEP 1

Open the rear maintenance door, remove 2 M6 screws and the bracket (a), then remove 4 M4nuts and the motor bracket (b).



STEP 2

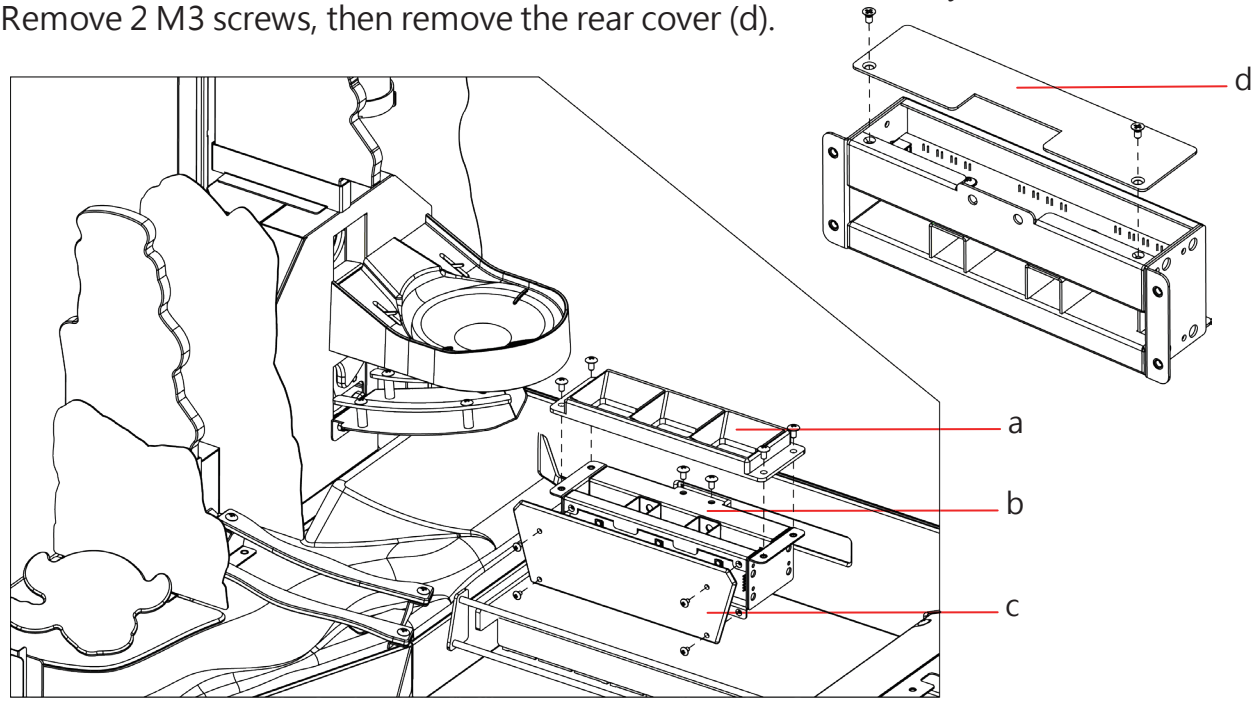
1.Remove 2 M4 screws and the rod (a), then remove 4 M4 screws to replace the motor (b).
2.Remove M3 screw to replace the motor sensor (c).



7.3.2.Checker Module Coin Sensor PCB Replacement

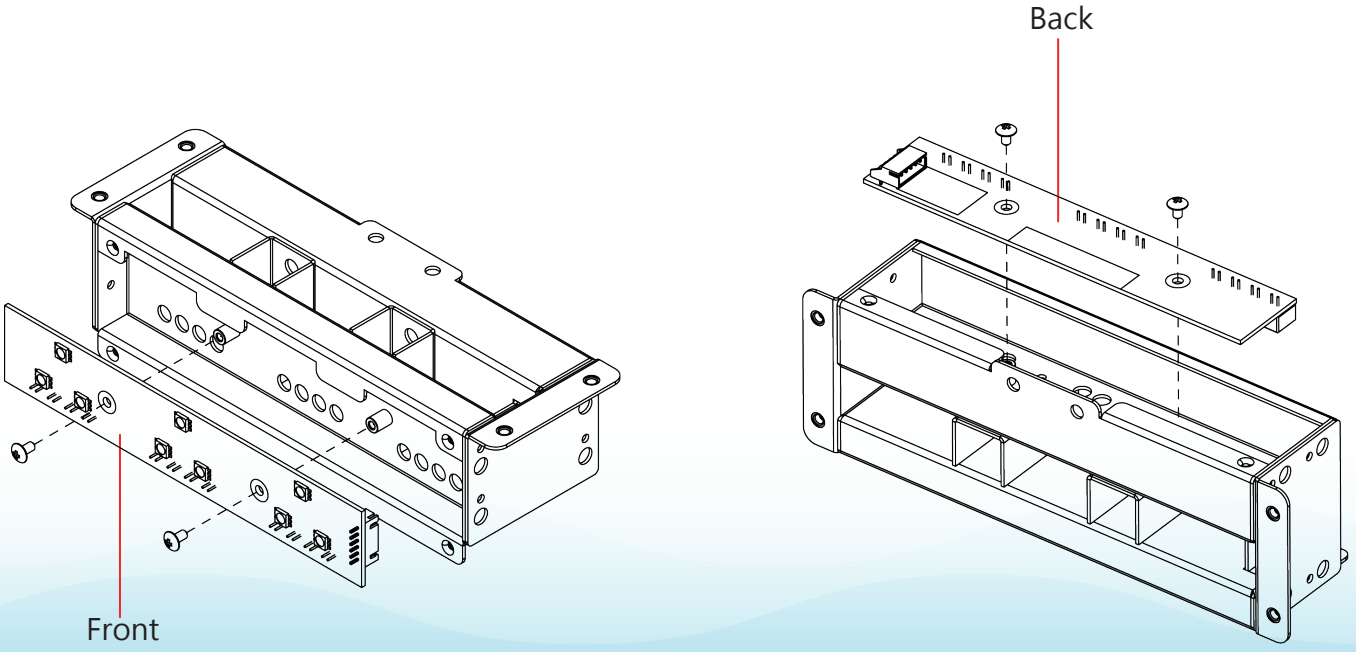
STEP 1

1.Open the front maintenance window, remove 6 M4 screws and the top covers (a) and (b) and the module, then remove 4 M3 screws and the acrylic (c).
2.Remove 2 M3 screws, then remove the rear cover (d).



STEP 2

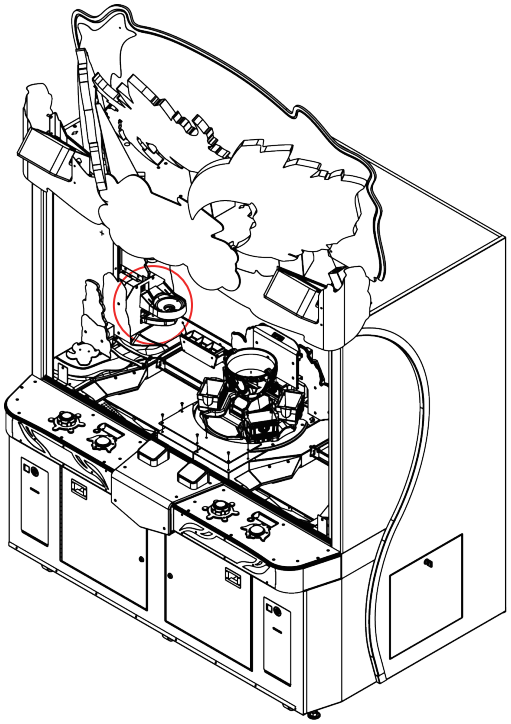
Remove 4 M3 screws, then remove the front and rear coin sensor PCB.

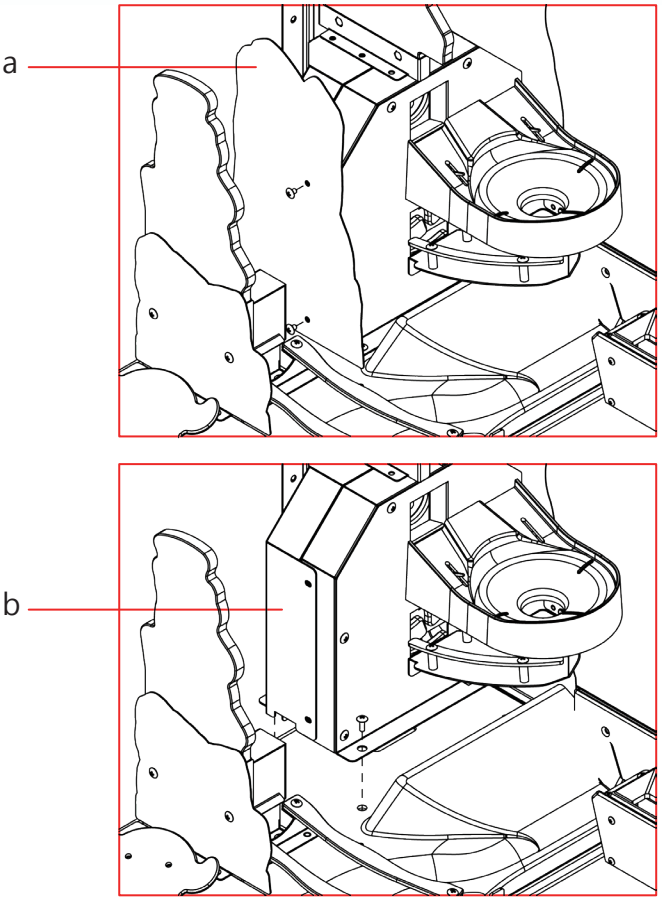


7.3.3.Lottery Module Replacement

STEP 1

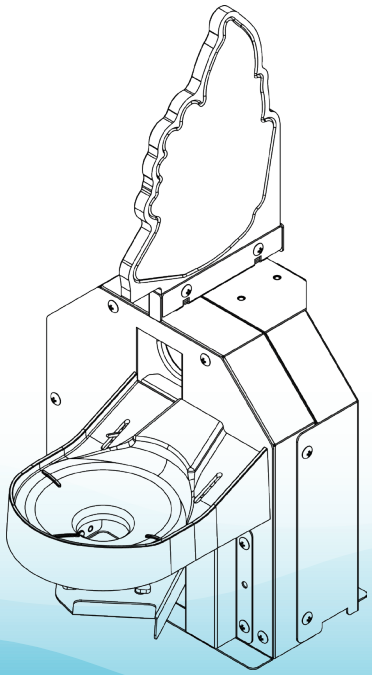
Open the front maintenance window, remove 4 M4 screws, then remove the PVC (a) and the lottery module (b).





STEP 2

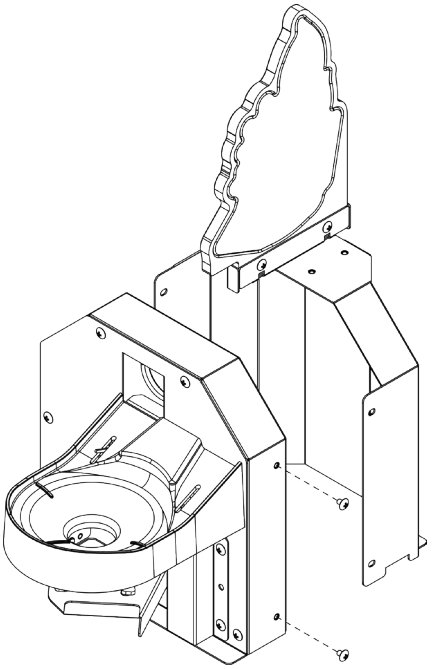
Lottery Module



7.3.4.Motor and Sensor Replacement

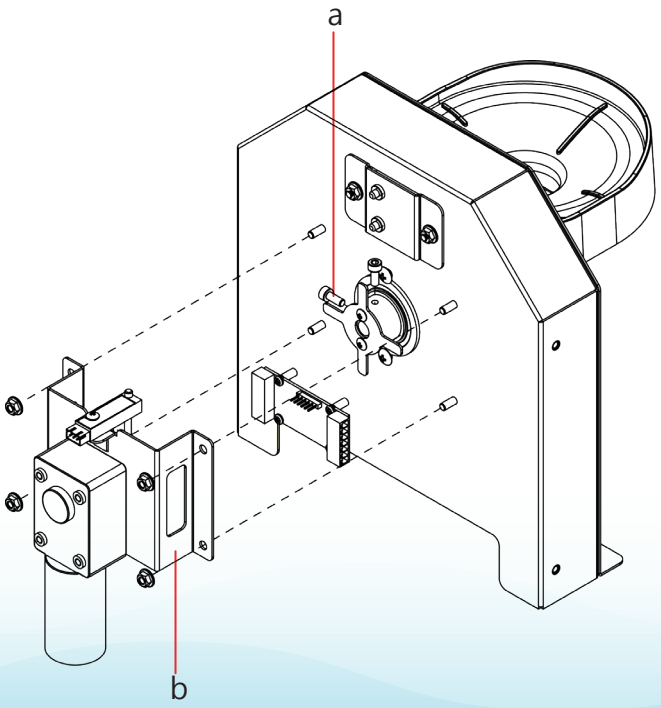
STEP 1

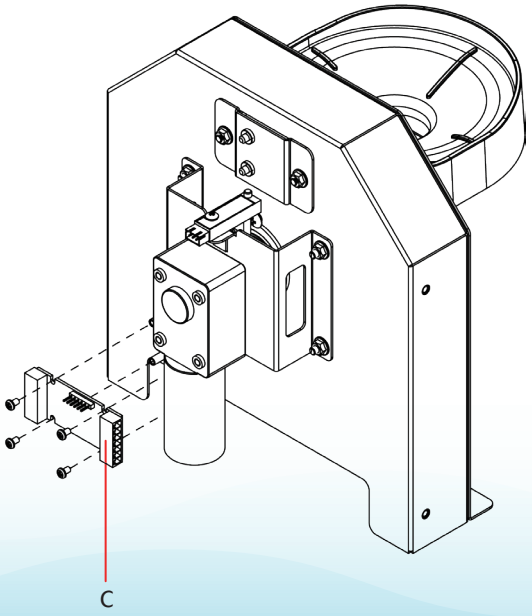
Remove 2 M4 screws, then remove the rear cover.



STEP 2

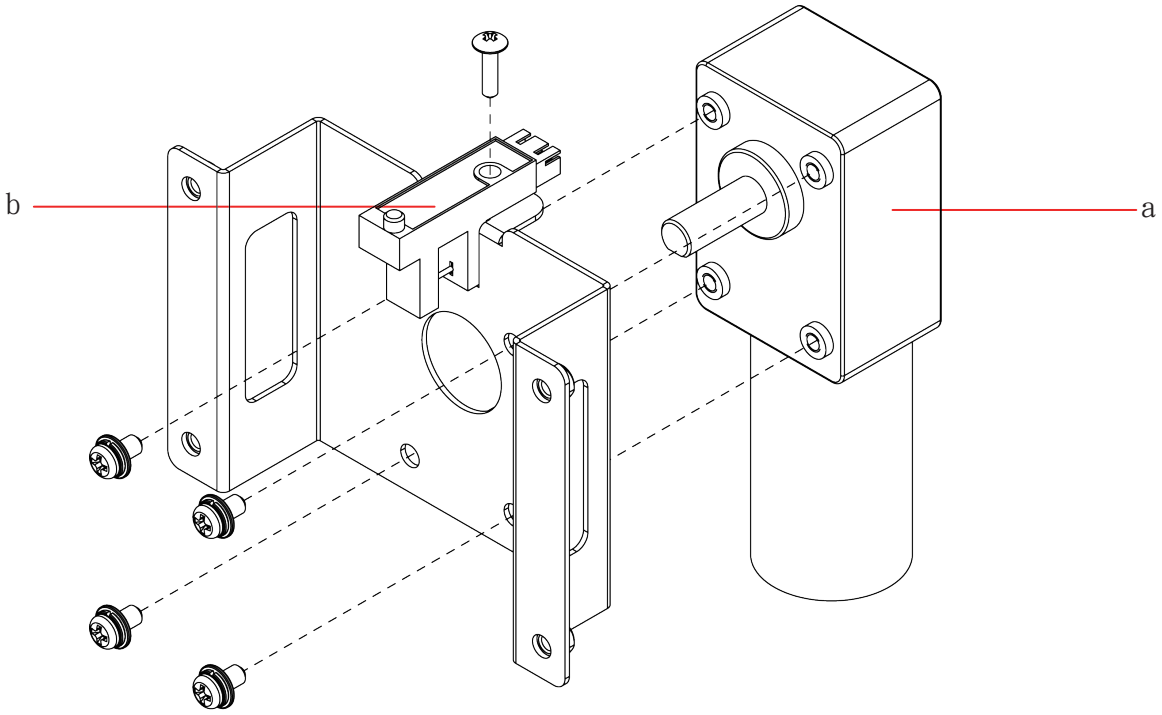
1.Loosen 2 M4 screws (a) and remove 4 M4 nuts, then remove the motor bracket (b).
2.Remove 3 M3 screws to replace the lighting board (c).





STEP 3

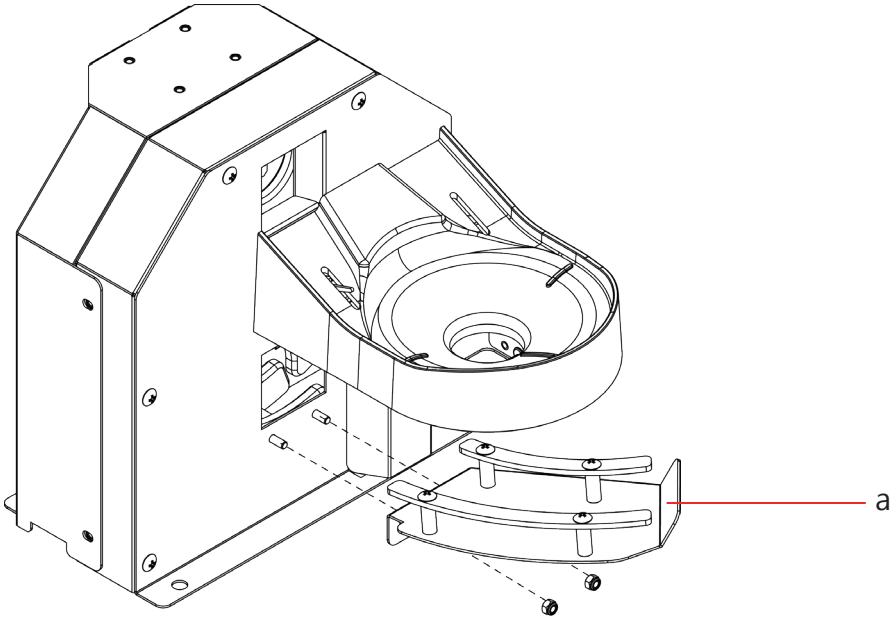
1.Remove 4 M4 screws to replace the motor (a).
2.Remove M3 screw to replace the sensor (b).



7.3.5.Ball Collection Sensor Replacement

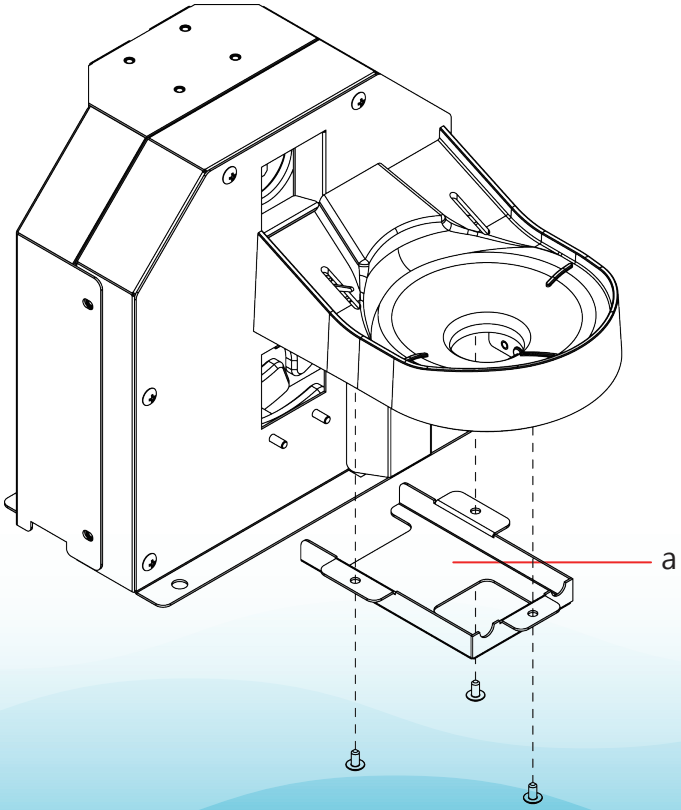
STEP 1

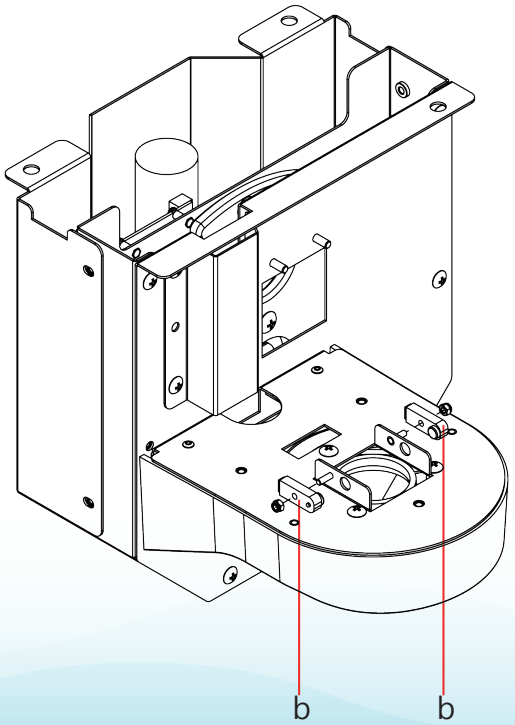
Remove 2 M4 nuts, then remove the ball collection guide (a).



STEP 2

Remove 3 M4 screws and the bracket (a), then remove 2 M3 nuts to replace the sensor (b).

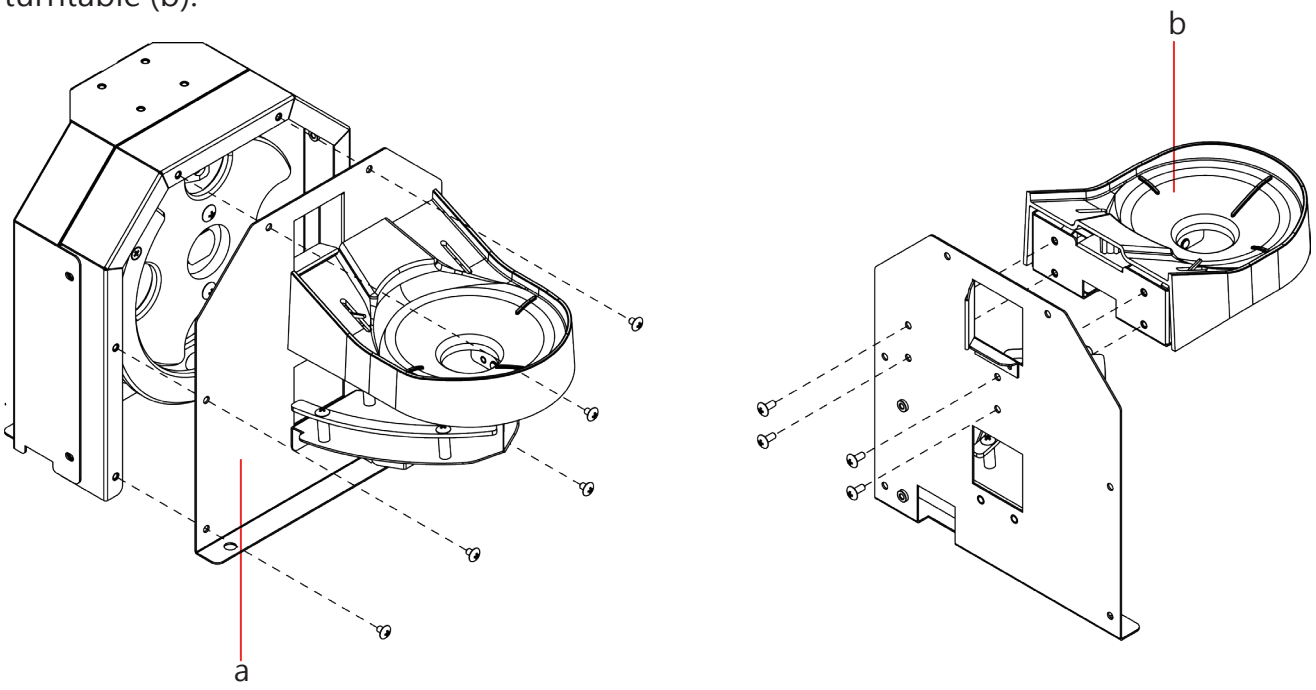




7.3.6.Ball Ejection Sensor and Lighting Board Replacement

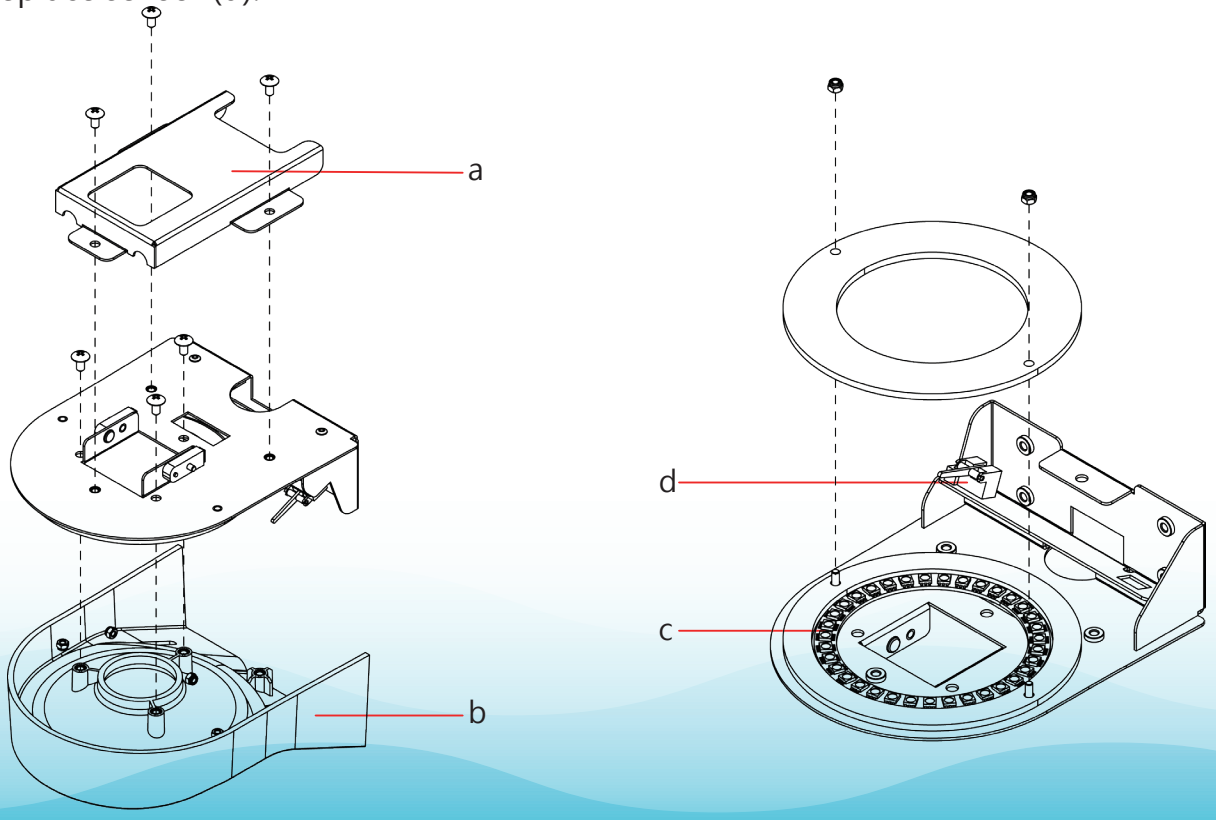
STEP 1

Remove 5 M4 screws and the front cover (a), then remove 4 M4 screws and the turntable (b).



STEP 2

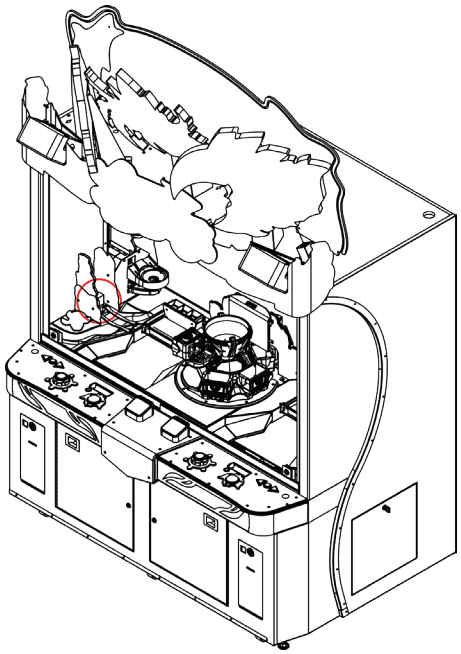
1.Remove 6 M4 screws, then remove the bracket (a) and the ball tray (b).
2.Remove 2 M3 nuts, then remove the acrylic to replace the lighting board (c).
3.Replace sensor (d).

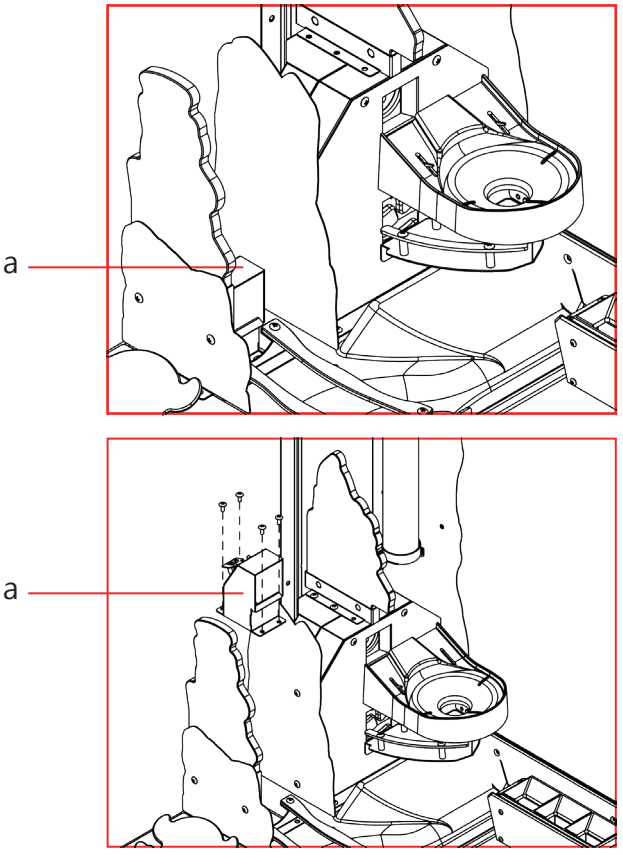


7.3.7.Bonus Ball Module Ball Ejection Sensor Replacement

STEP 1

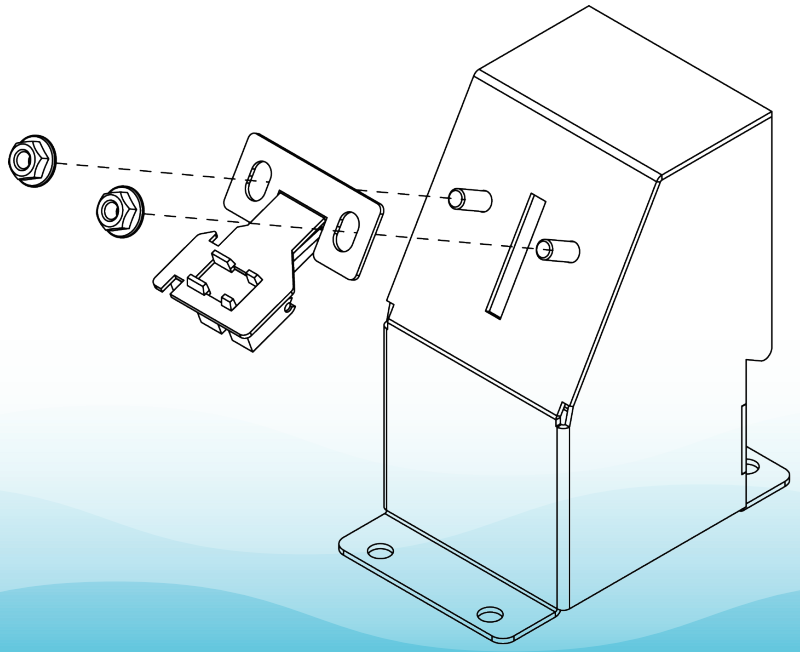
Open the front maintenance window, remove 4 M4 screws, then remove the ball ejection port (a).





STEP 2

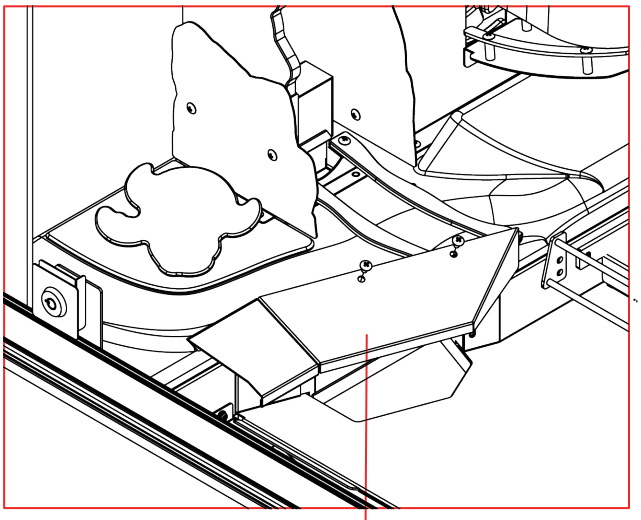
Remove 2 M4 nuts to replace the sensor.

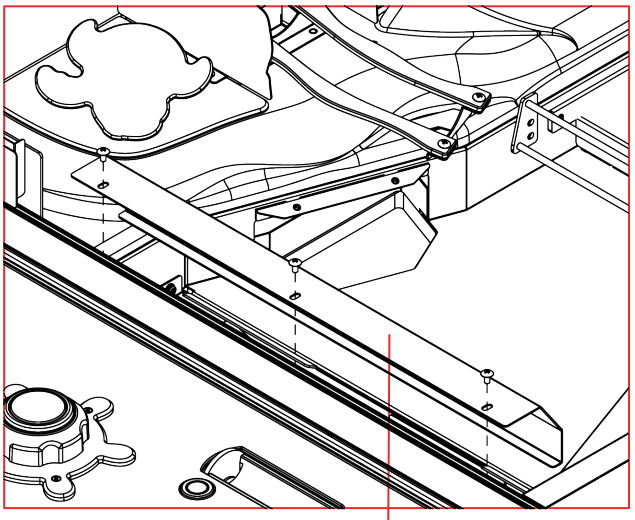


7.3.Bonus Ball Module Ball Collection Sensor Replacement

STEP 1

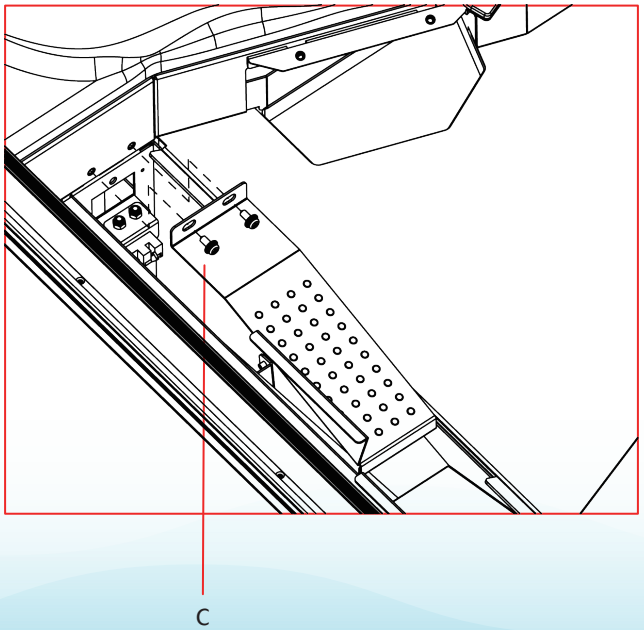
Open the front maintenance window, remove 5 M4 screws, then remove the baffle plates (a) and (b).

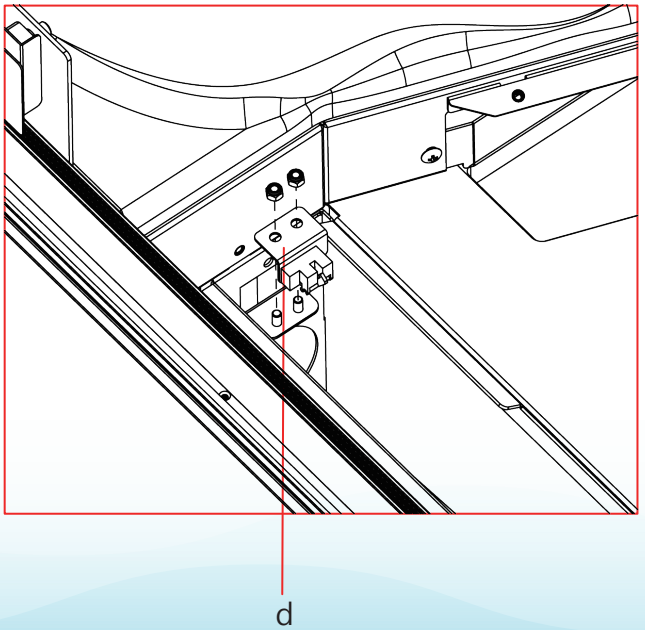




STEP 2

1.Remove 2 M4 screws, then remove the baffle plate (c).
2.Remove 2 M4 nuts, then remove the bracket (d) to replace the sensor.

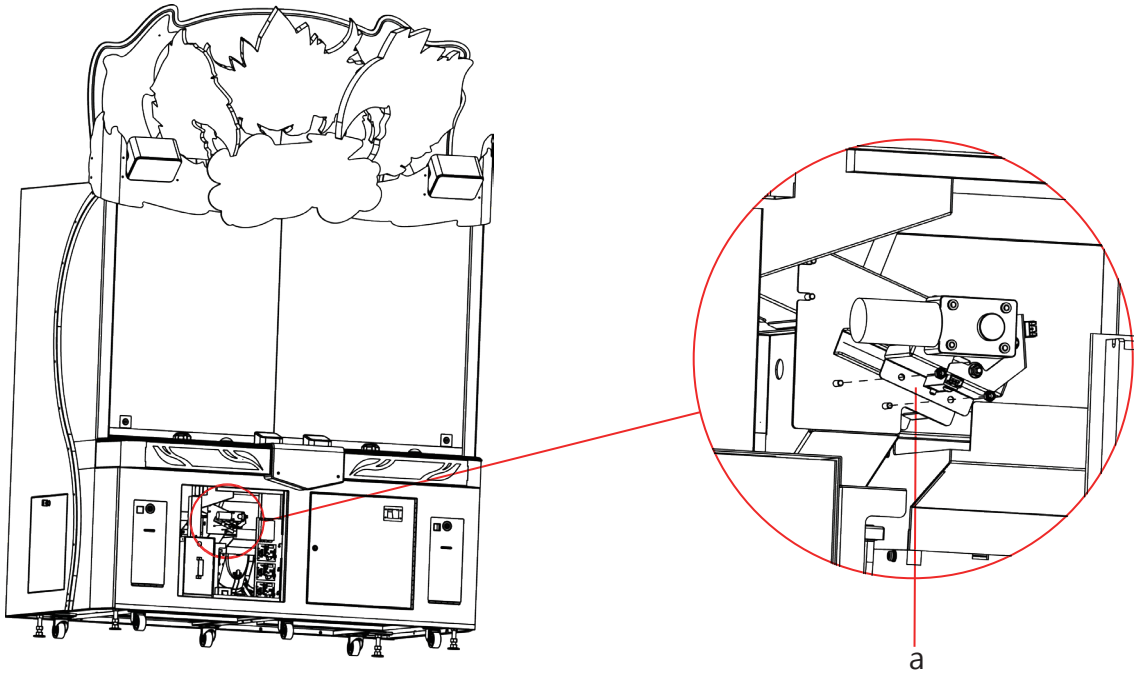




7.3.9.Coin Sorting Module Motor and Sensor Replacement

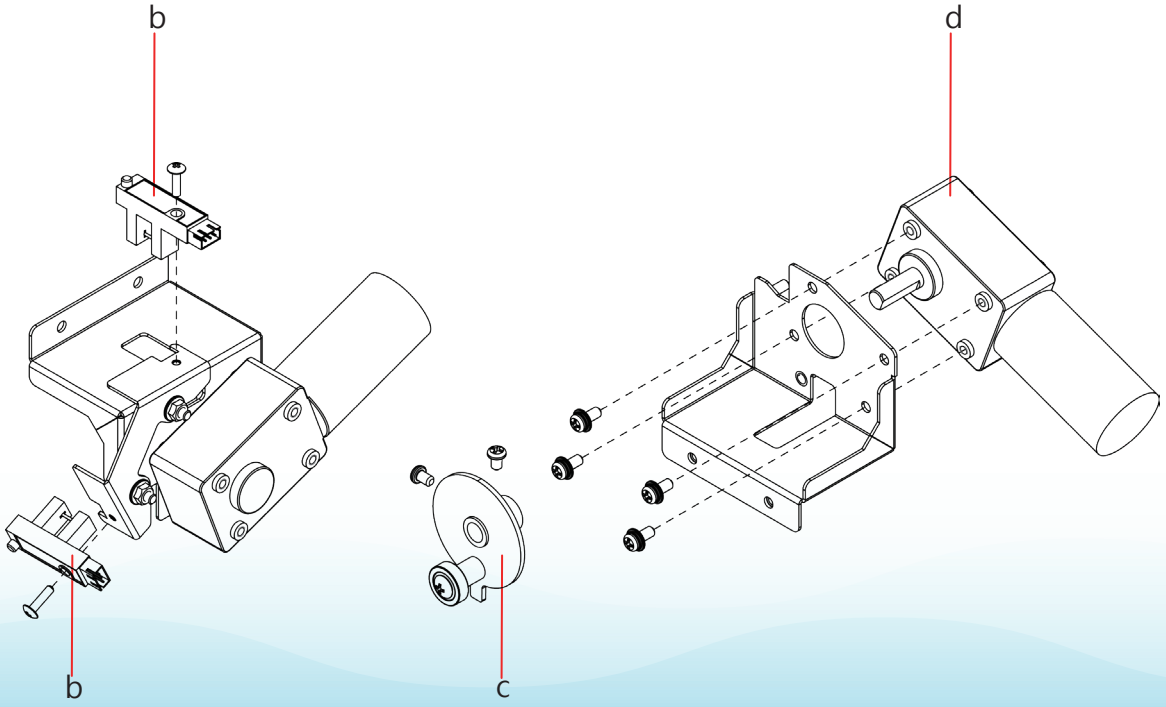
STEP 1

Open the front maintenance door, remove 2 M4 nuts, then remove the motor bracket (a).



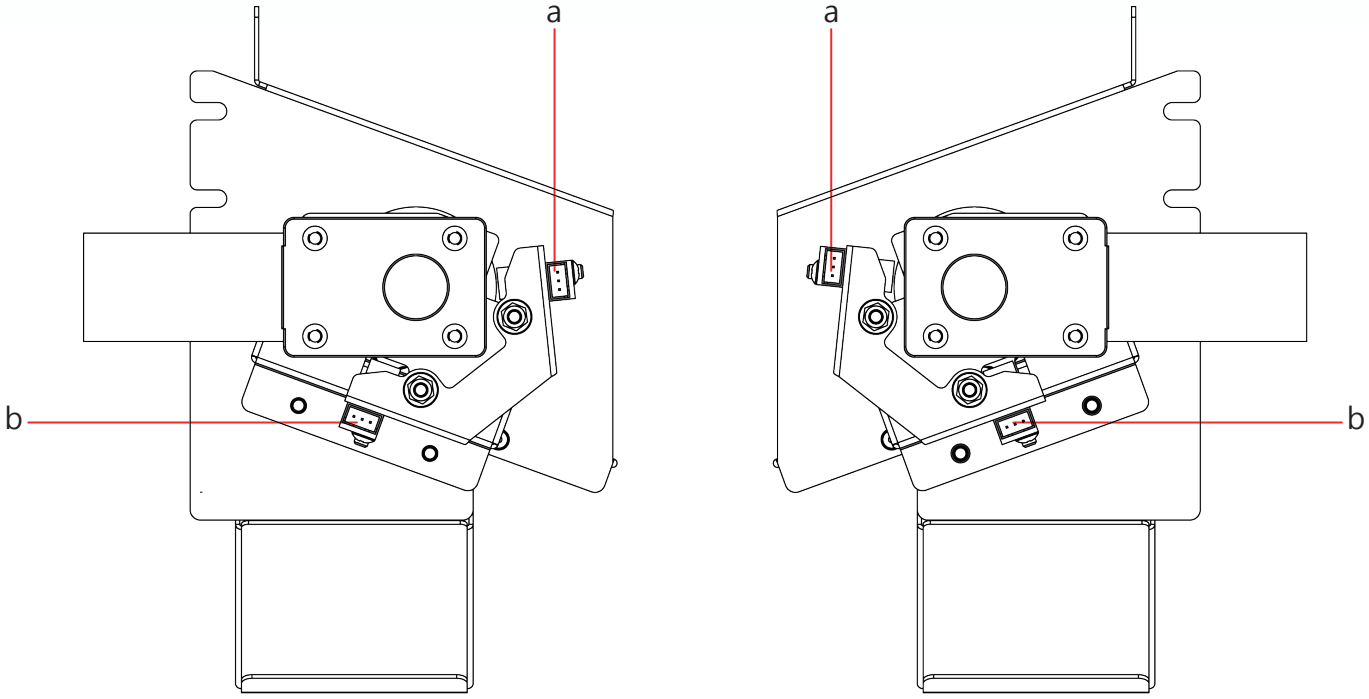
STEP 2

1.Remove M3 screw to replace the sensor (b).
2.Remove 6 M4 screws, then remove the rod (c) to replace the motor (d).



7.3.10.Coin Sorting Sensor Description

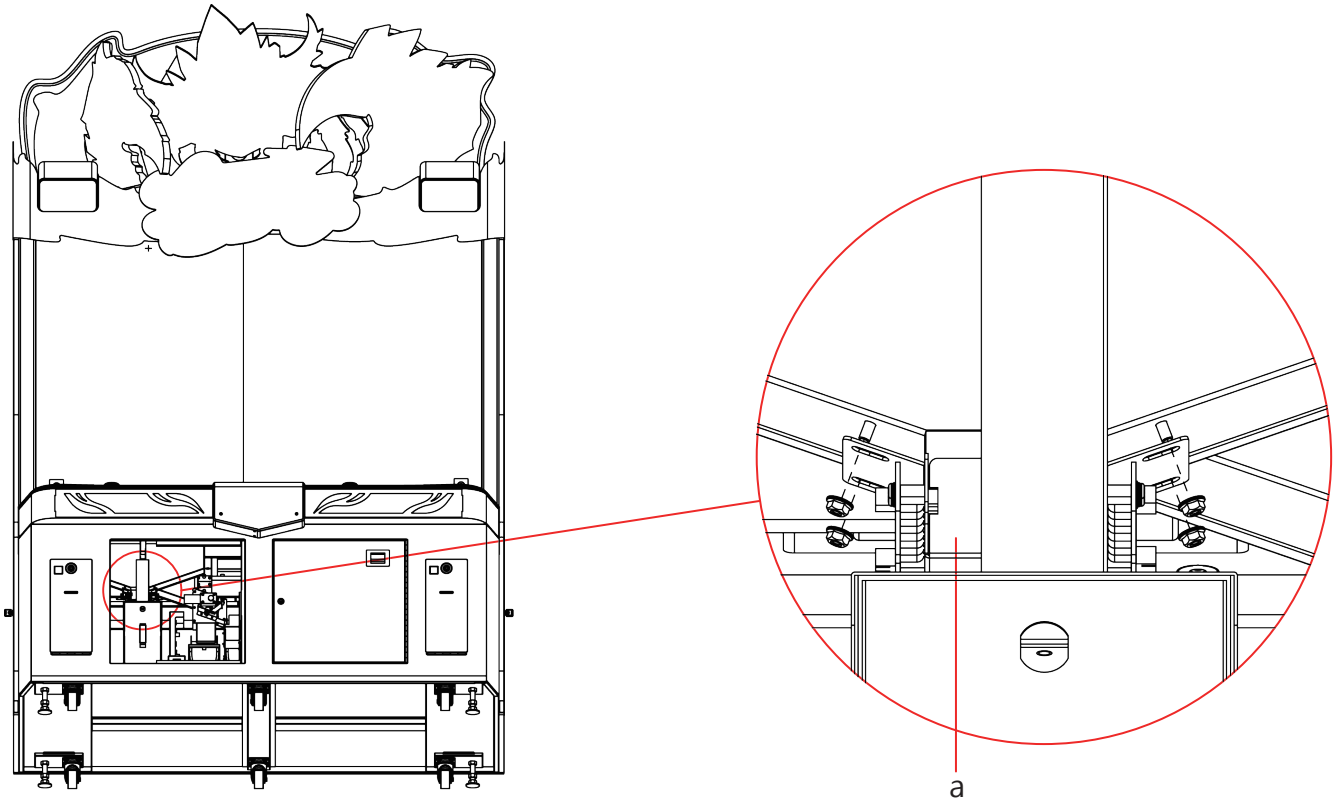
(a)Bonus Coin Hopper
(b)Super Cup Hopper



7.3.11.Coin Drop Module - Motor and Sensor Replacement

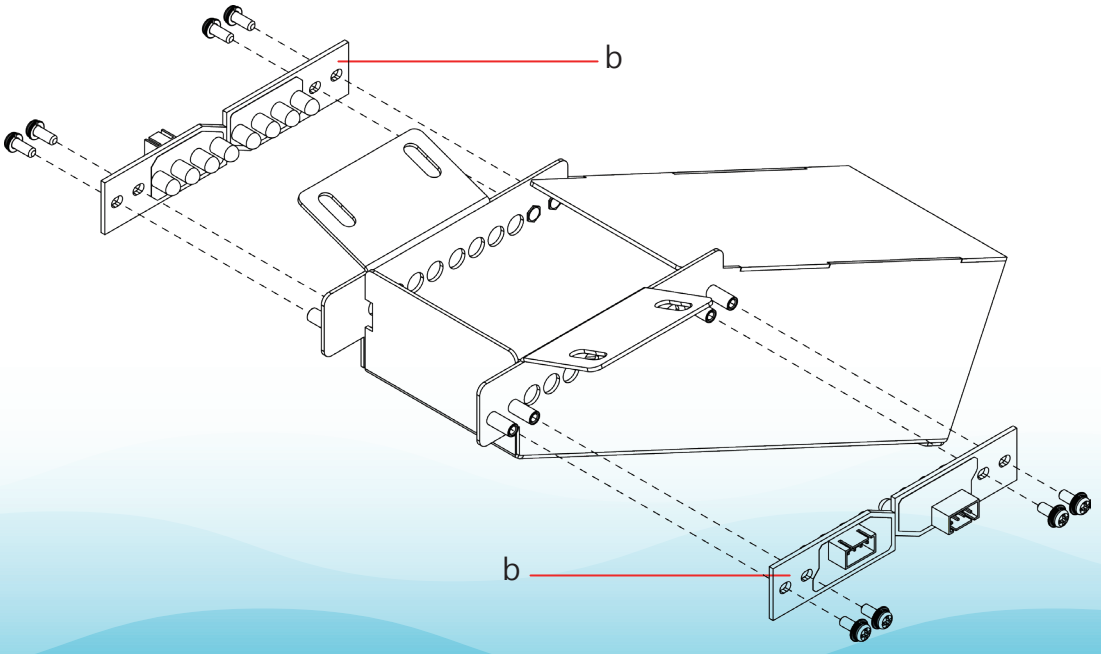
STEP 1

Open the front maintenance door, remove 4 M4 nuts, then remove the coin drop guide (a).



STEP 2

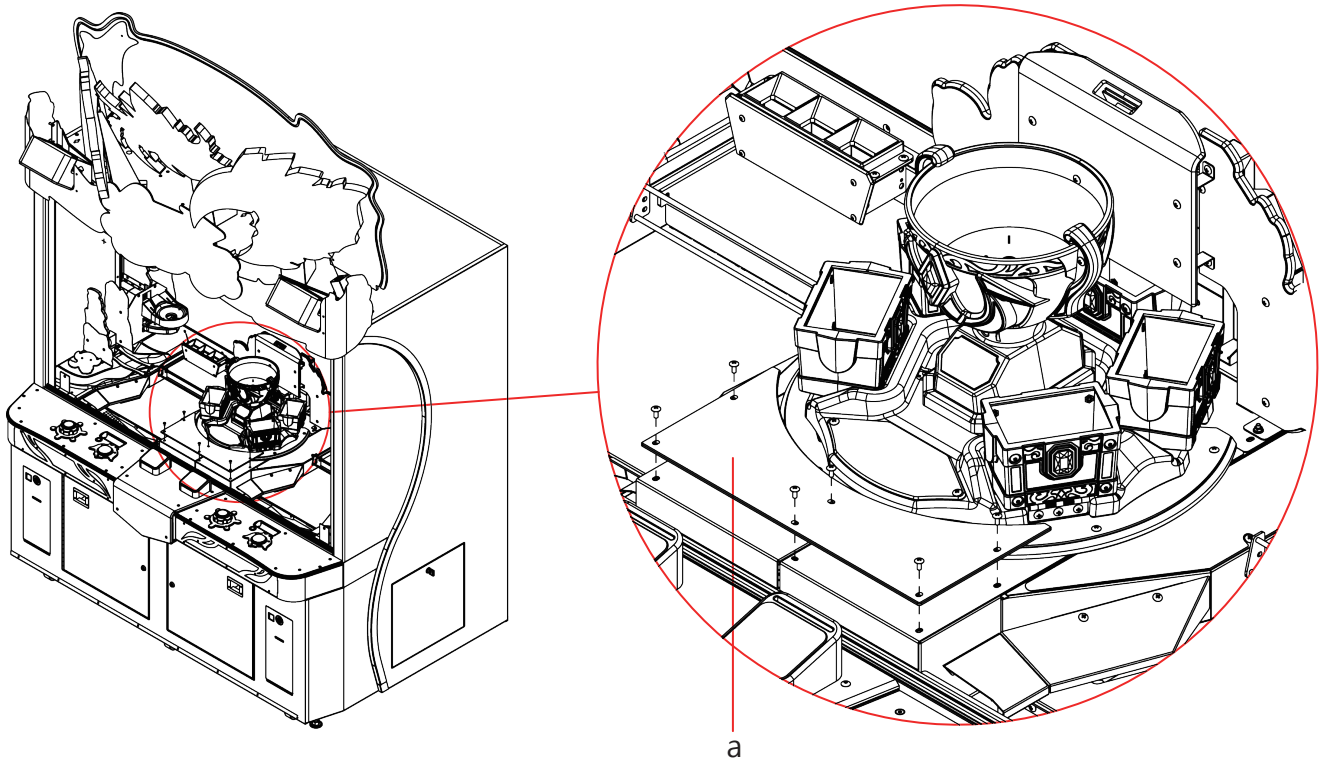
Remove M3 screw to replace the sensor (b).



7.4.Super Cup Module Disassembly

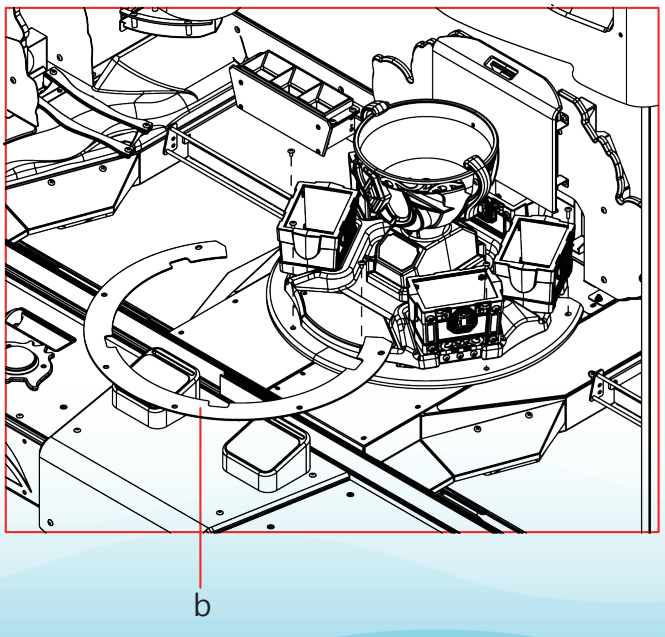
STEP 1

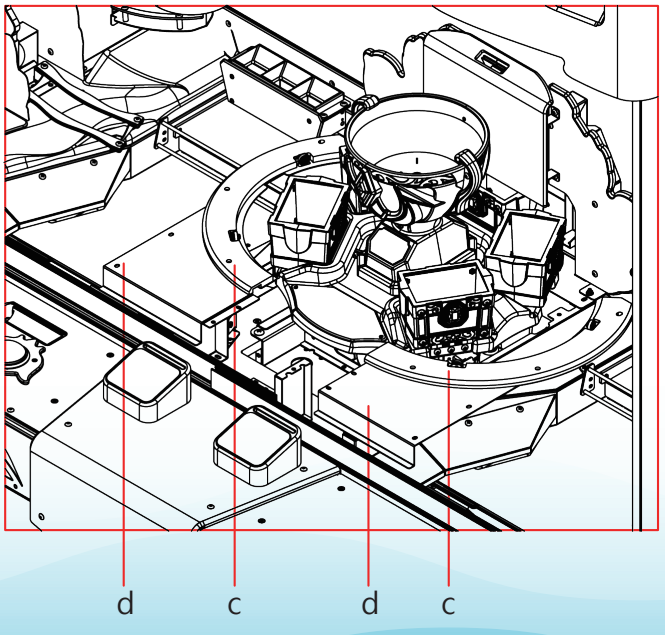
Remove 6 M4 screws, then remove the acrylic (a).



STEP 2

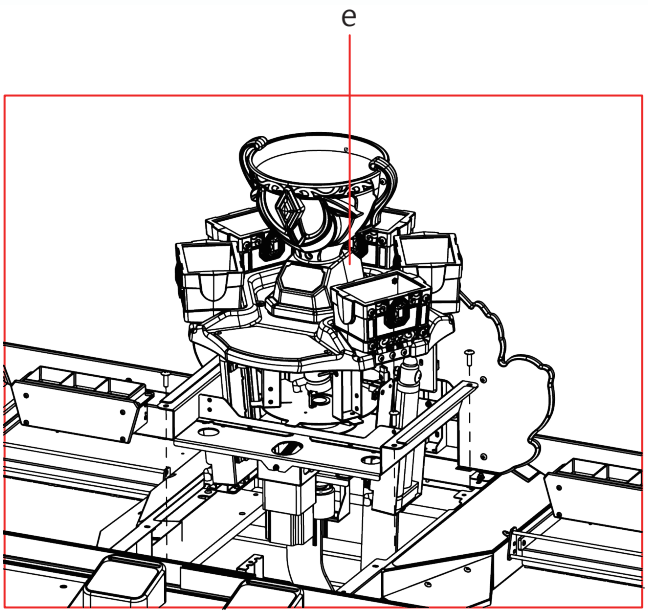
Remove 5 M4 screws, then remove the top cover (b), the acrylic (c), and the side cover (d).

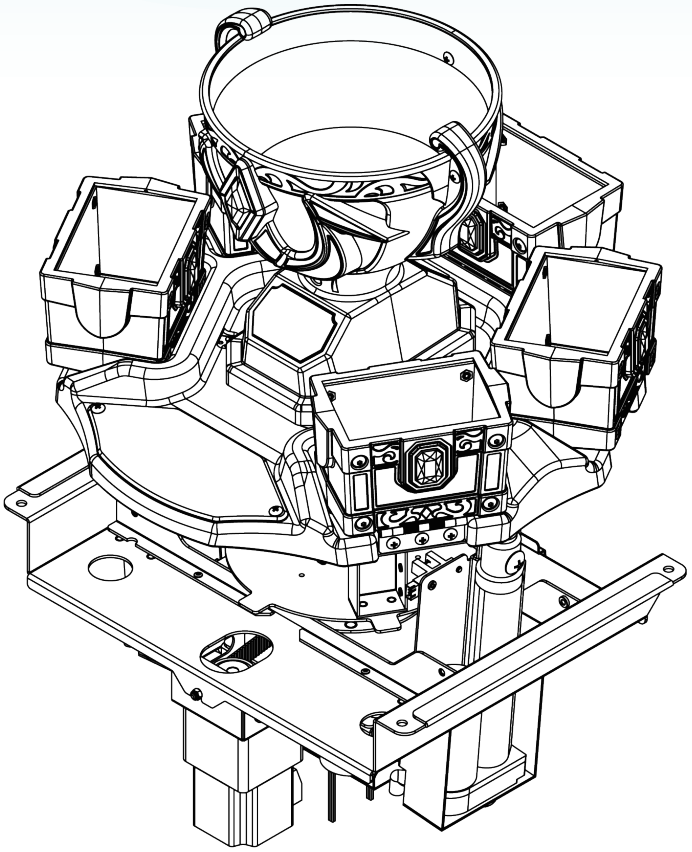




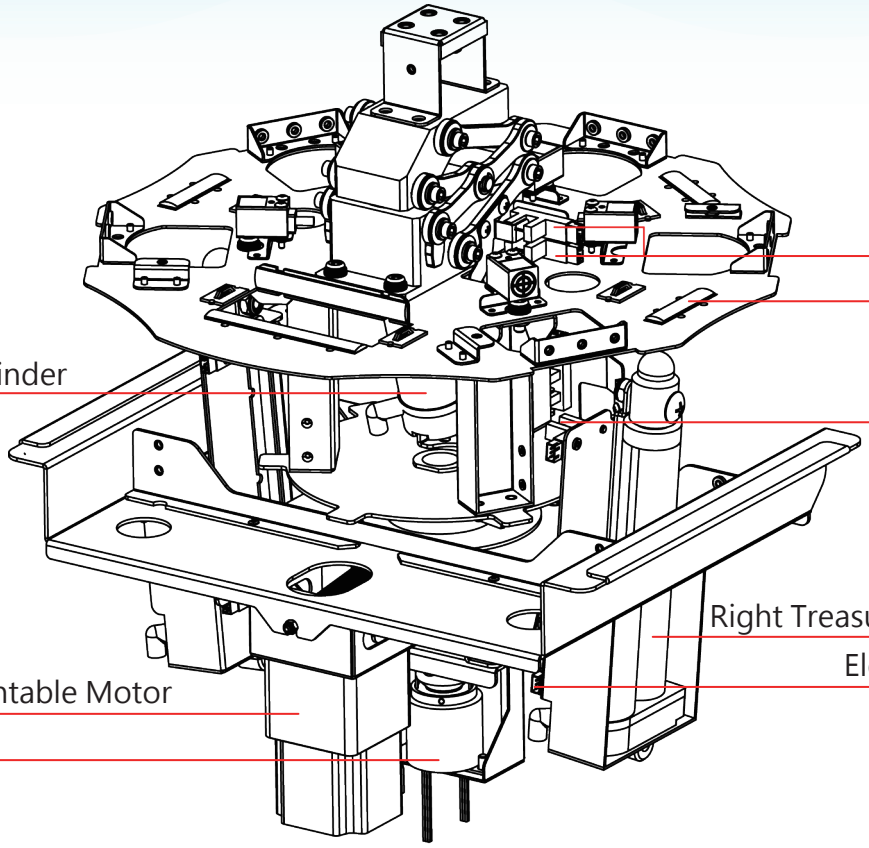
STEP 3

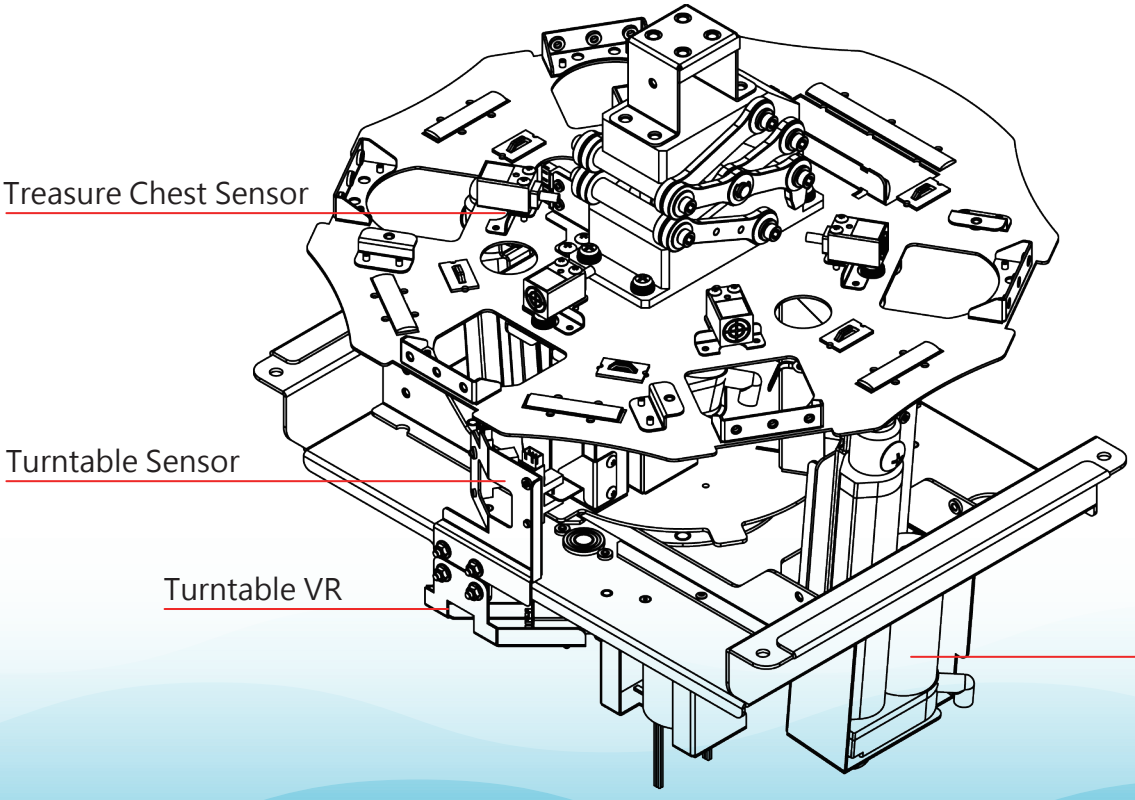
Remove 4 M6 screws, then remove the Super Cup module (e).





7.4.1.Super Cup Module Area Description

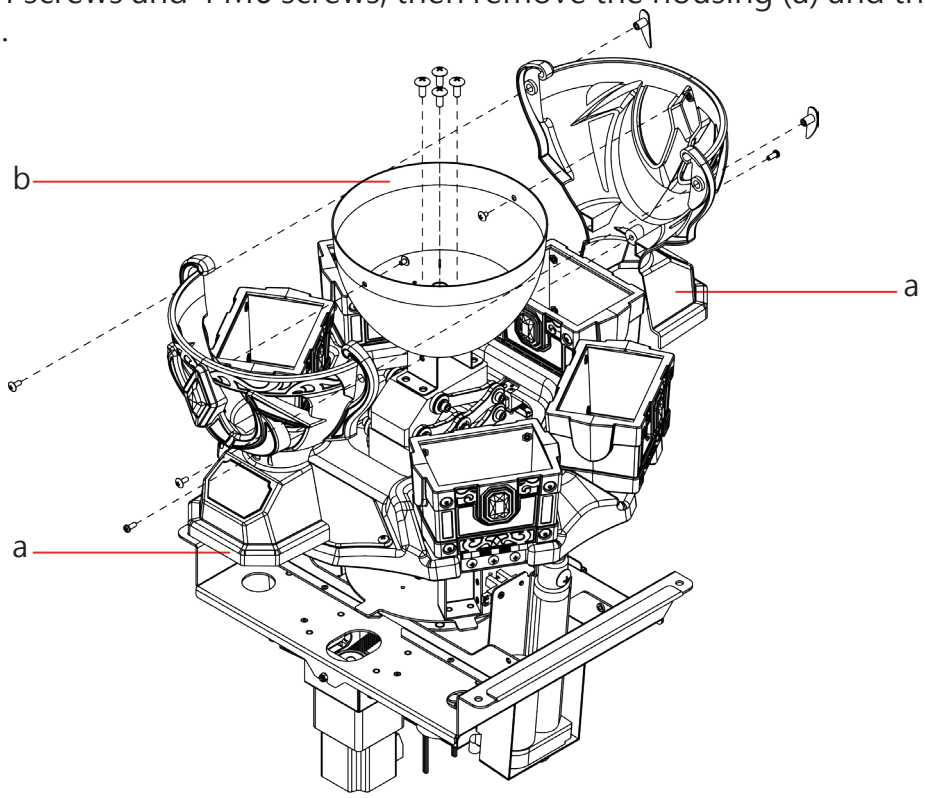




7.4.2.Turntable Light, Treasure Chest Sensor, and Super Cup Electric Cylinder Sensor Replacement

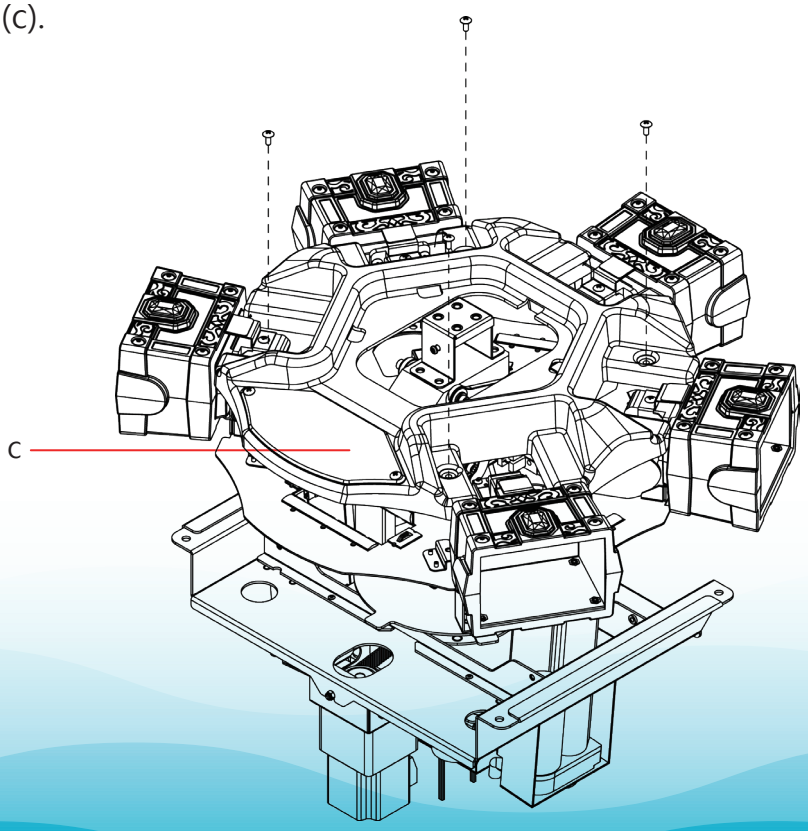
STEP 1

Remove 6 M4 screws and 4 M6 screws, then remove the housing (a) and the super cup (b).



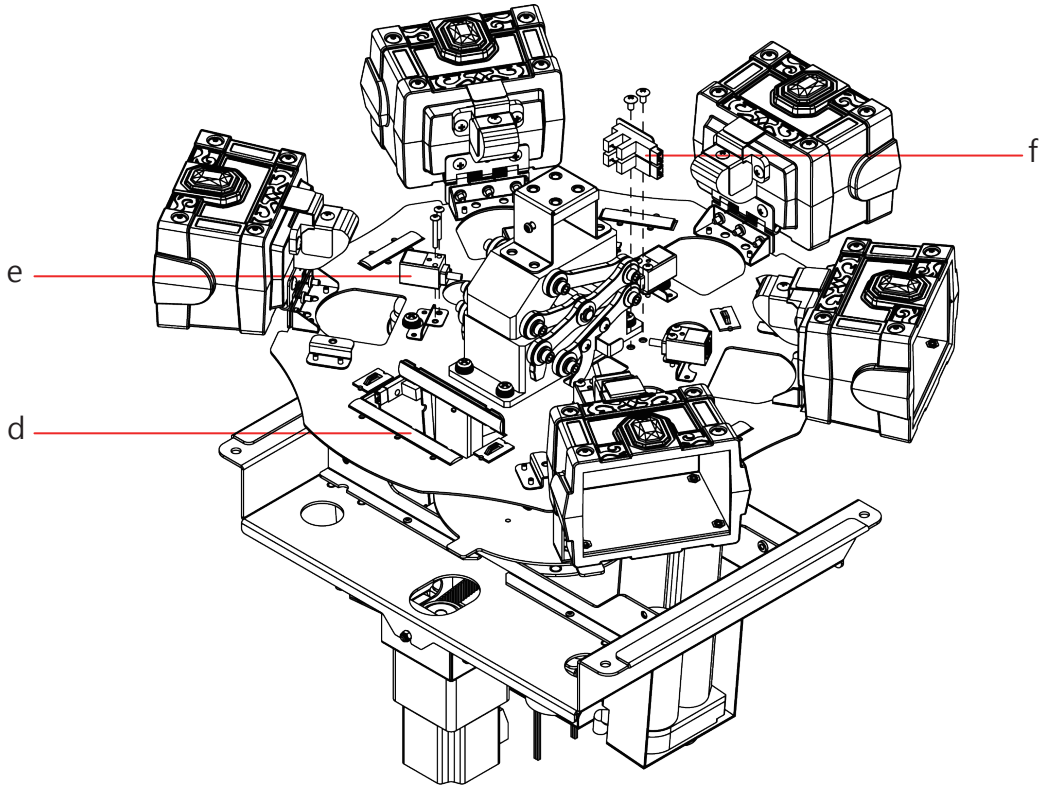
STEP 2

Open the treasure chest outward, remove 4 M4 screws, then remove the turntable cover (c).



STEP 3

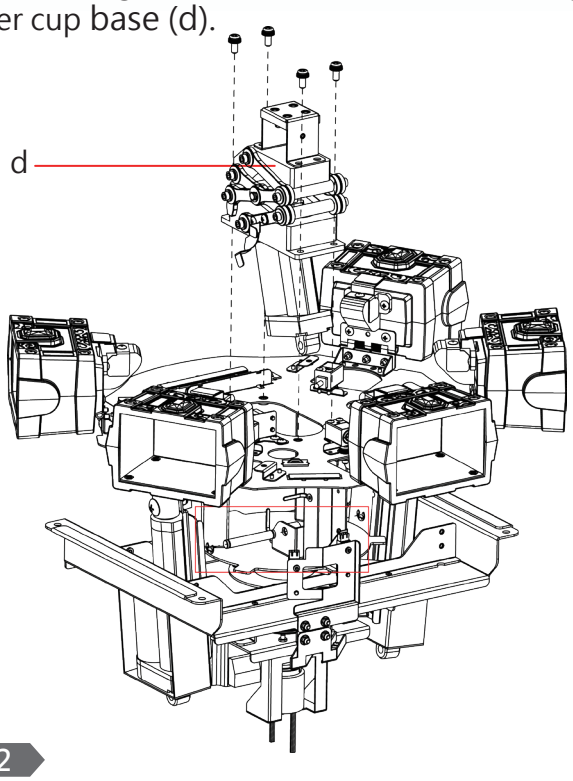
Replace light strip (d).
Replace treasure chest sensor (e).
Replace super cup electric cylinder sensor (f).

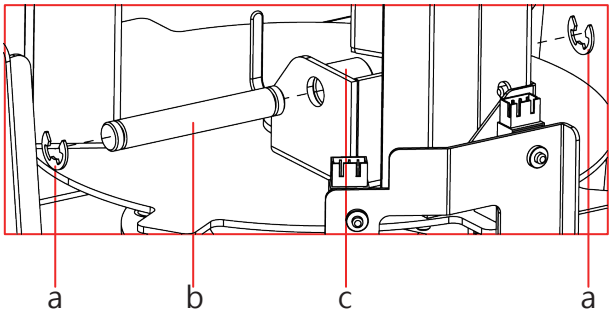


7.4.3.Super Cup Electric Cylinder Replacement

STEP 1

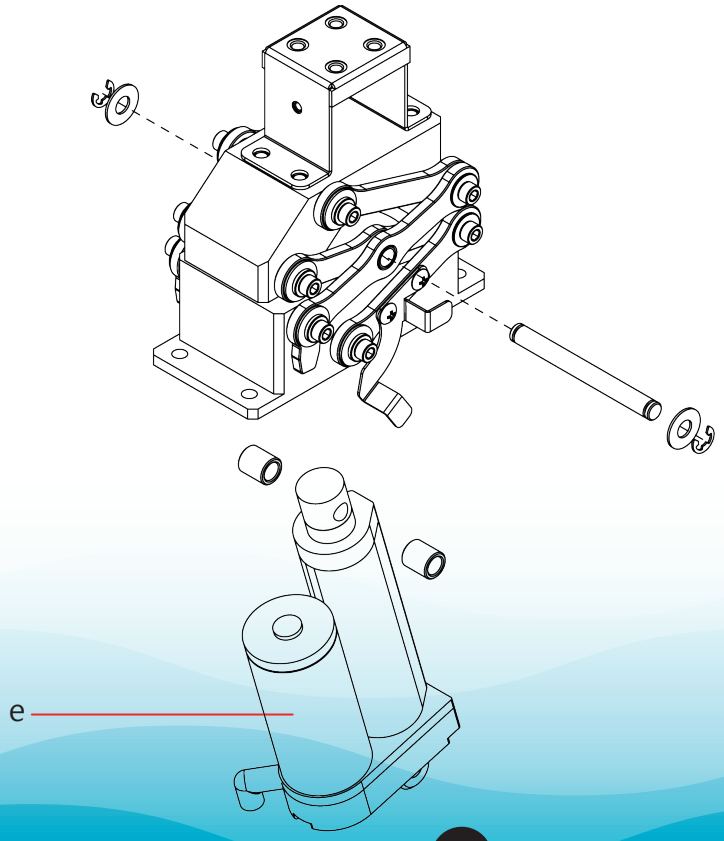
Remove 2 E-rings (a), the shaft (b), the bushing (c), and 4 M6 screws, then remove the super cup base (d).





STEP 2

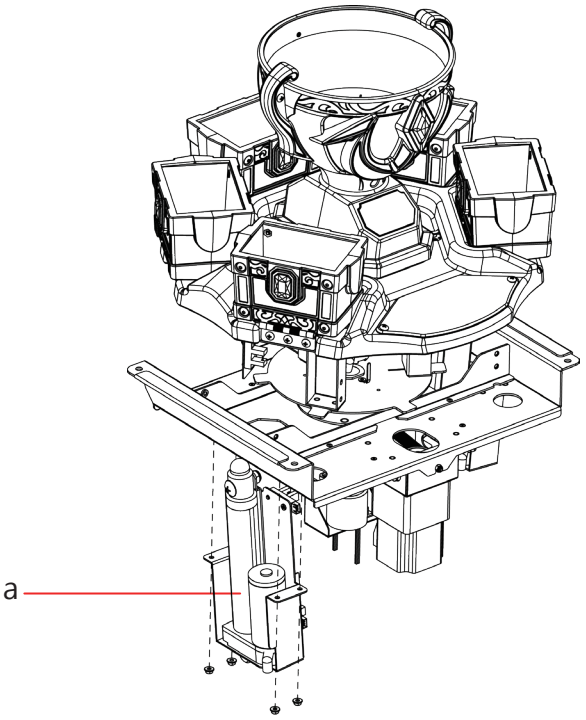
Remove 2 E-rings, 2 washers, 2 bushings, and the shaft, then replace the electric cylinder (e).



7.4.4.Treasure Chest Electric Cylinder and Electric Cylinder Sensor Replacement

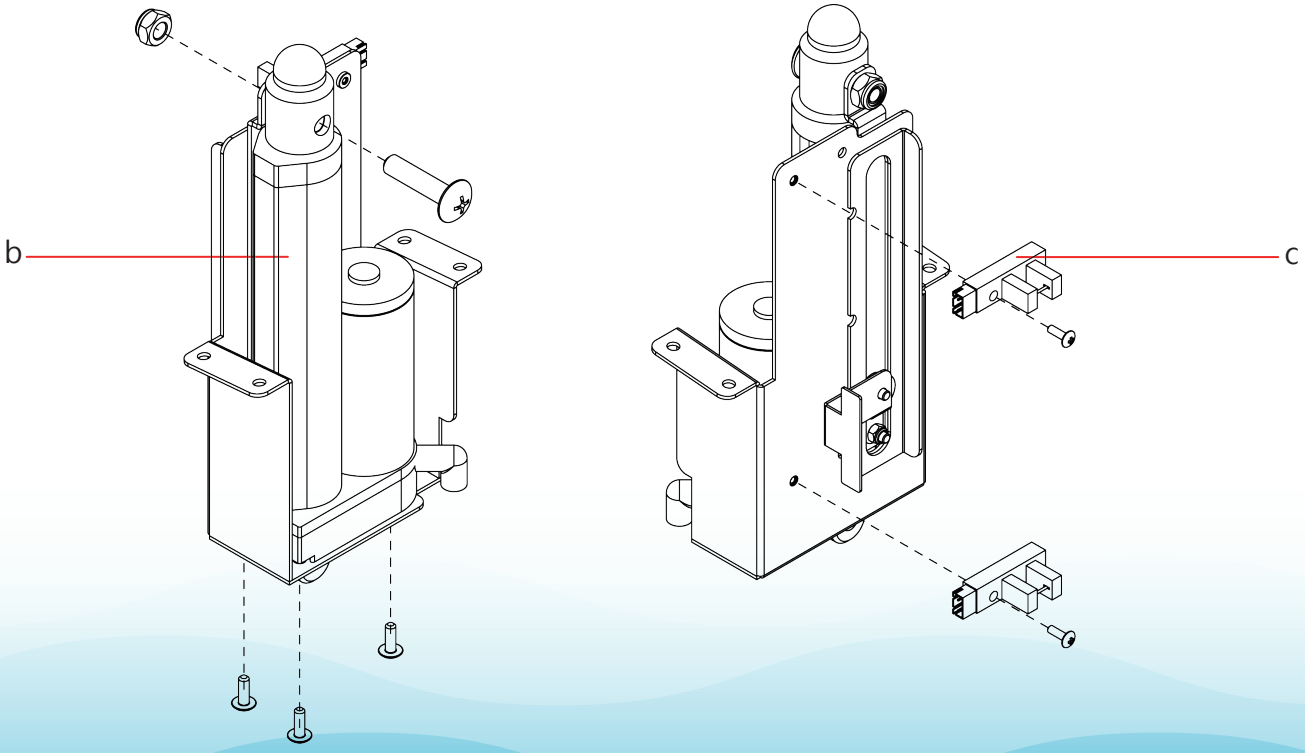
STEP 1

Remove 4 M4 nuts, then remove the bracket (a).



STEP 2

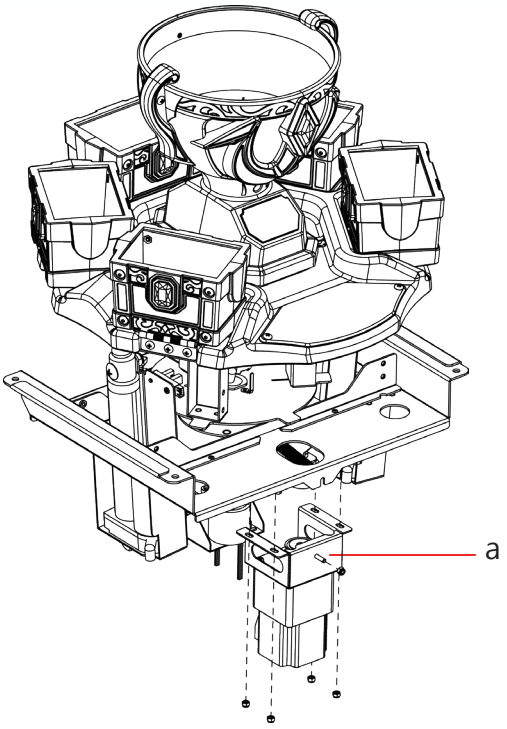
1.Remove 3 M4 screws, M8 screw, and M8 nut, then replace the electric cylinder (b).
2.Remove M3 screw to replace the electric cylinder sensor (c).



7.4.5.Super Cup Electric Cylinder Replacement

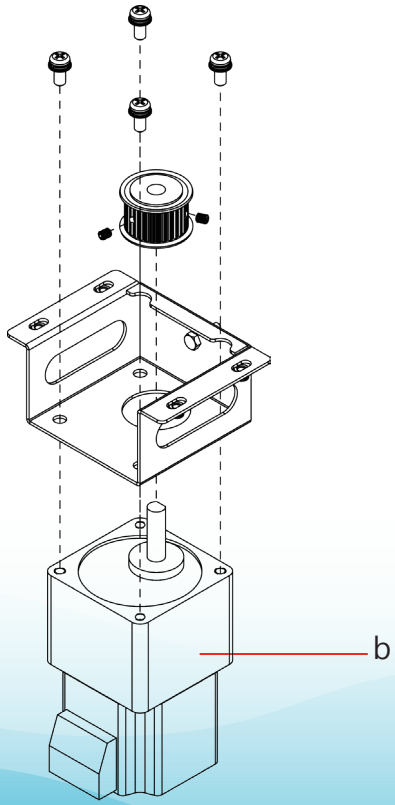
STEP 1

Remove 5 M4 nuts, then remove the bracket (a).



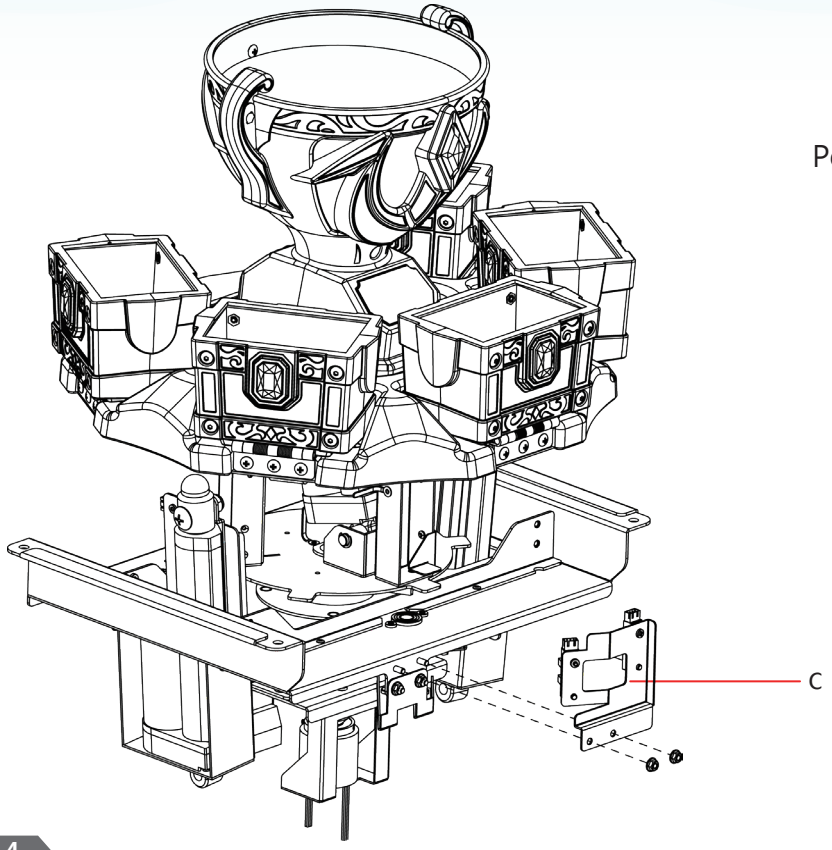
STEP 2

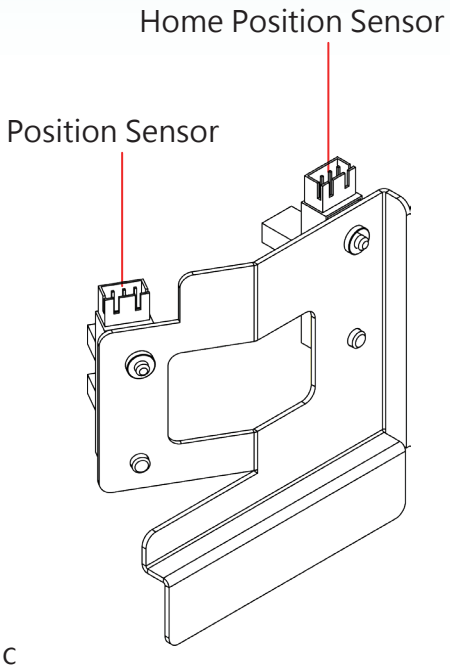
Remove 4 M5 screws and 2 M4 screws to replace the motor (b).



STEP 3

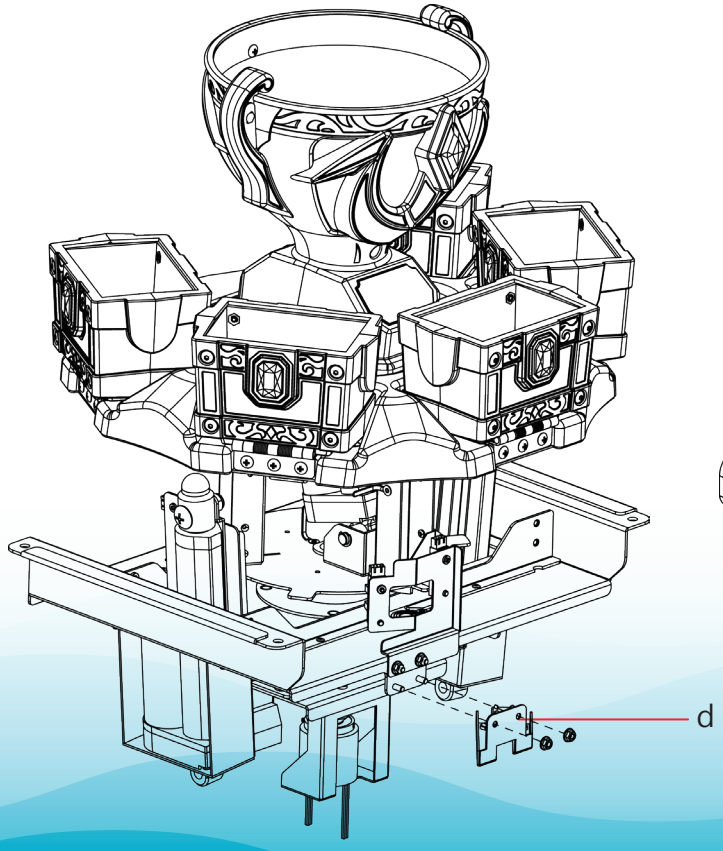
Remove 2 M4 nuts to replace the turntable sensor (c).

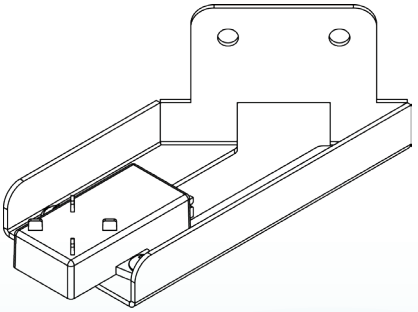




STEP 4

Remove 2 M4 nuts to replace the turntable VR (d).

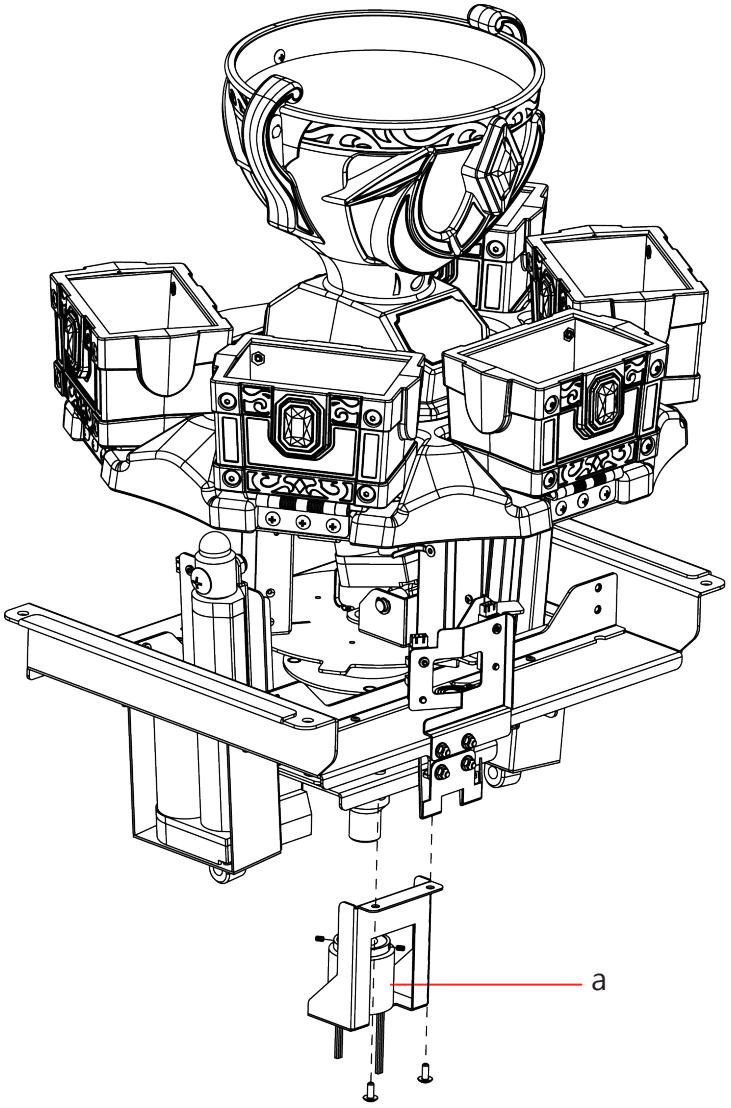




7.4.6.Slip Ring Replacement

STEP 1

Remove 4 M4 screws to replace the slip ring (a).





CONTACT OUR GROUP

COAST TO COAST ENTERTAINMENT

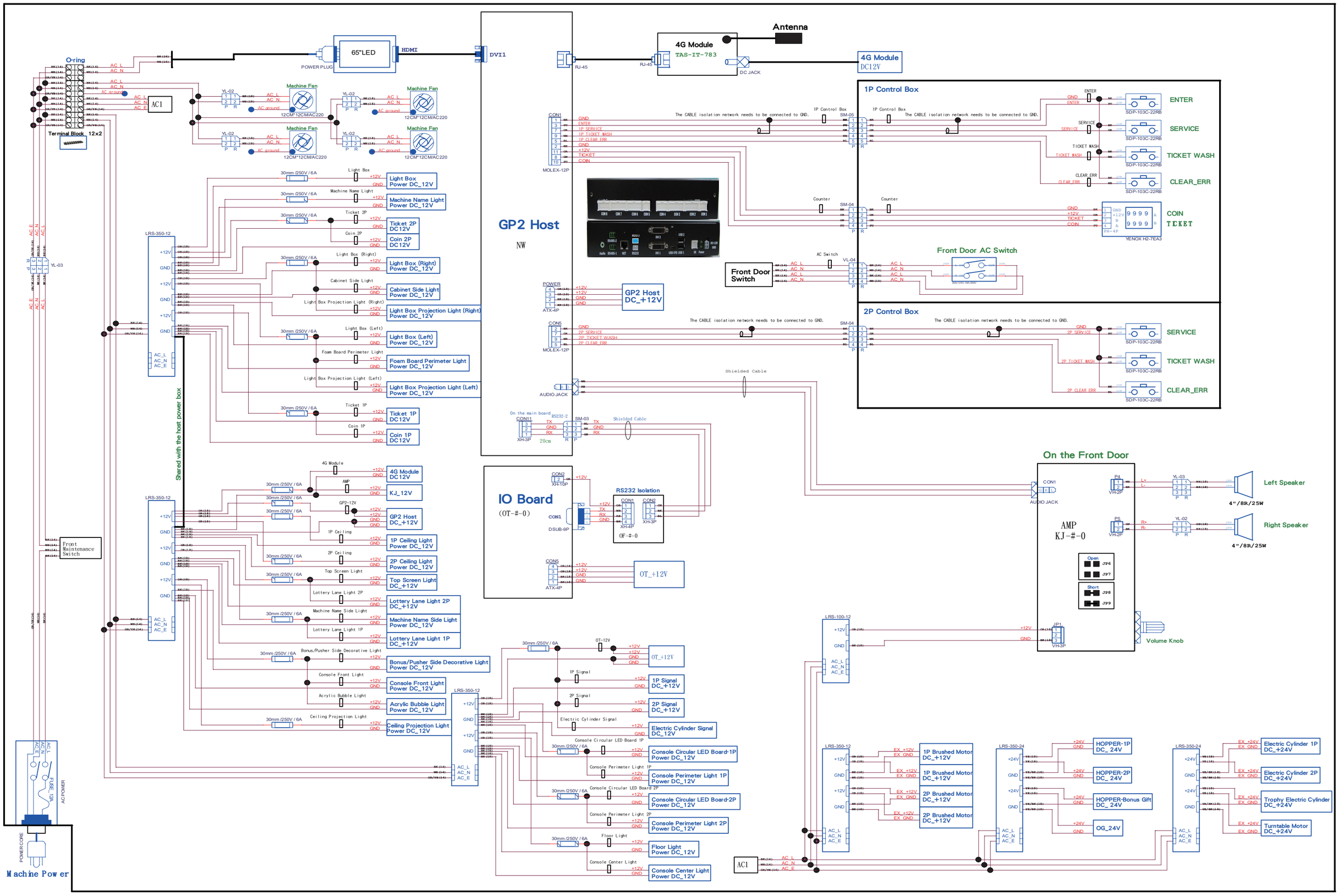
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+1 732 494 4900

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+49 6251 855 449

Spain
info@elaut.es
+34 973 576 236

www.coasttocoastcranes.com



1. Please make a label to mark this symbol.
2. All metal sheet parts must be grounded.
3. Use shielded cable.
4. The CABLE isolation network needs to be connected to GND.

WIRE COLOR					
BK	BLACK	YE	YELLOW	(14)	AWG14
BR	BROWN	GR	GREEN	(16)	AWG16
RE	RED	BL	BLUE	(18)	AWG18
OR	ORANGE	PU	PURPLE	—	AWG22
GR	GRAY	WH	WHITE		

INTERNATIONAL GAME SYSTEM CO.,LTD.
鈊象电子股份有限公司

DRW.制作	CKD 检图	APR. 承认
2025.10.27	2025.10.27	2025.10.27
梁高裕	李明鸿	林俊宏

DESCRIPTION 机种名称: Crabzilla Strikes

PAGE. NO. 页号: 1/6

REV 版本: A5

IO Board
(OT-#-0)

1P Pusher Motor
1P Pusher Sensor
1P Brushed Motor DC_+12V
1P Pusher Motor
Z3D25-12GN-20S/Brushed
OB-1278-01

2P Pusher Motor
2P Pusher Sensor
2P Brushed Motor DC_+12V
2P Pusher Motor
Z3D25-12GN-20S/Brushed
OB-1278-01

1P Bonus Gift Ball Motor
1P Bonus Gift Ball
12mm White LED Light Strip 10CM
1P Bonus Gift Lever
KA1347-AALF-01
1P Brushed Motor DC_+12V
1P Bonus Gift Ball Motor
DC12V/Brushed
OB-1278-01

2P Bonus Gift Ball Motor
2P Bonus Gift Ball
12mm White LED Light Strip 10CM
2P Bonus Gift Lever
KA1347-AALF-01
2P Brushed Motor DC_+12V
2P Bonus Gift Ball Motor
DC12V/Brushed
OB-1278-01

1P Coin Sorting Motor
1P Coin Sorting Bonus Gift Coin Area Sensor
1P Coin Sorting Coin Refill Area Sensor
1P Brushed Motor DC_+12V
1P Coin Sorting Motor
775JX31-12V10RPM/Brushed
OB-1278-01

2P Coin Sorting Motor
2P Coin Sorting Bonus Gift Coin Area Sensor
2P Coin Sorting Coin Refill Area Sensor
2P Brushed Motor DC_+12V
2P Coin Sorting Motor
775JX31-12V10RPM/Brushed
OB-1278-01

1P CHECK
1P CHECK Sensor
1P Brushed Motor DC_+12V
1P CHECK Motor
56F545-12V12RPM/Brushed
OB-1278-01

2P CHECK
2P CHECK Sensor
2P Brushed Motor DC_+12V
2P CHECK Motor
56F545-12V12RPM/Brushed
OB-1278-01

1P Lottery Motor
1P Lottery Motor Sensor
1P Lottery Ball Ejection Lever
KA1347-AALF-01
1P Brushed Motor DC_+12V
1P Lottery Motor
775JX31-12V10RPM/Brushed
OB-1278-01

2P Lottery Motor
2P Lottery Motor Sensor
2P Lottery Ball Ejection Lever
KA1347-AALF-01
2P Brushed Motor DC_+12V
2P Lottery Motor
775JX31-12V10RPM/Brushed
OB-1278-01

1. Please make a label to mark this symbol.
2. All metal sheet parts must be grounded.
3. Use shielded cable.
4. The CABLE isolation network needs to be connected to GND.

WIRE COLOR					
BK	BLACK	YE	YELLOW	(14)	AWG14
BR	BROWN	GN	GREEN	(16)	AWG16
RD	RED	BL	BLUE	(18)	AWG18
OR	ORANGE	PU	PURPLE	----	AWG22
GR	GRAY	WH	WHITE		

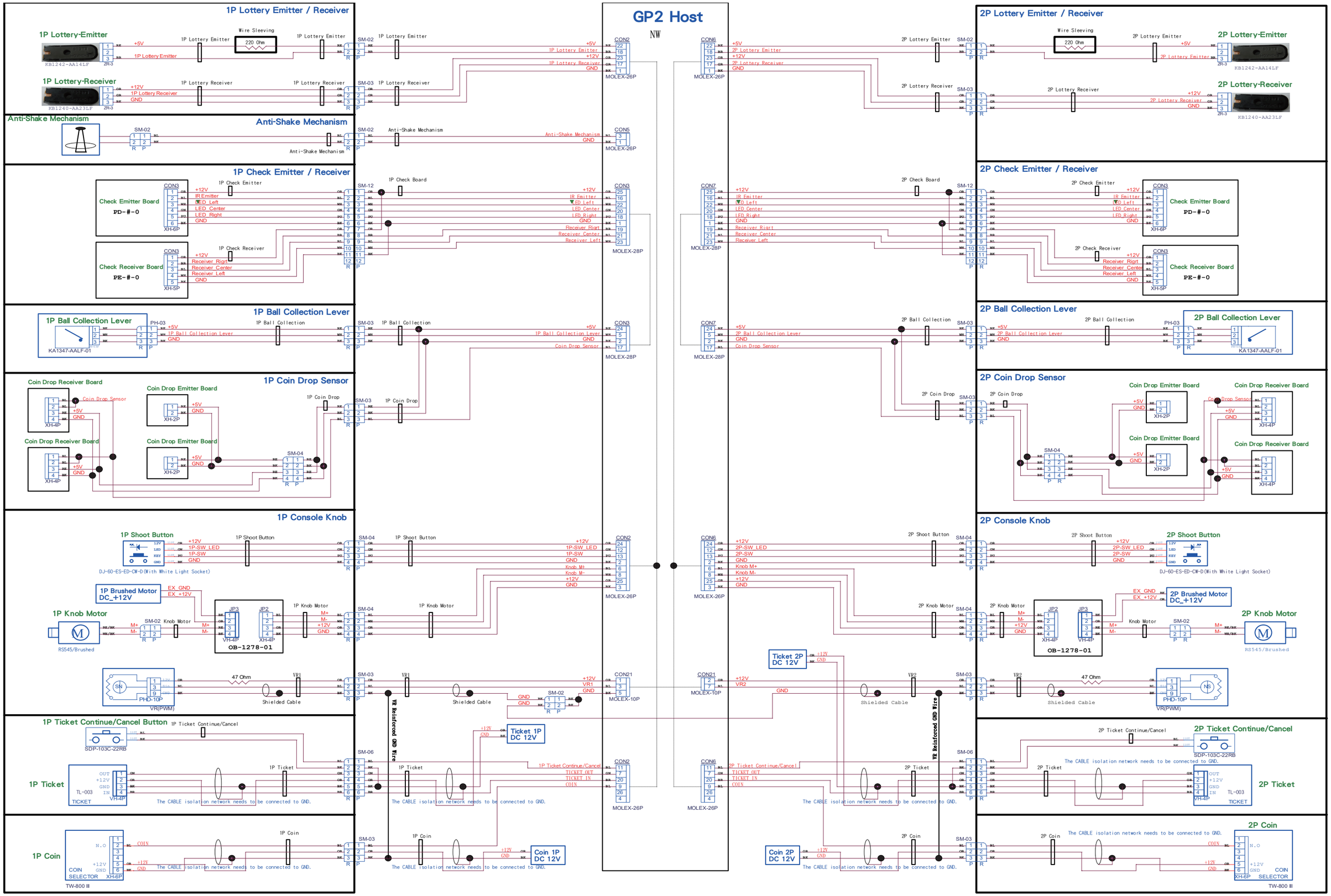
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2025.10.27	2025.10.27	2025.10.27
梁高裕	李明鸿	林俊宏

DESCRIPTION 机种名称: Crabzilla Strikes

PAGE. NO. 页号: 2/6

REV 版本: A5



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GR	GRAY	WH	WHITE		

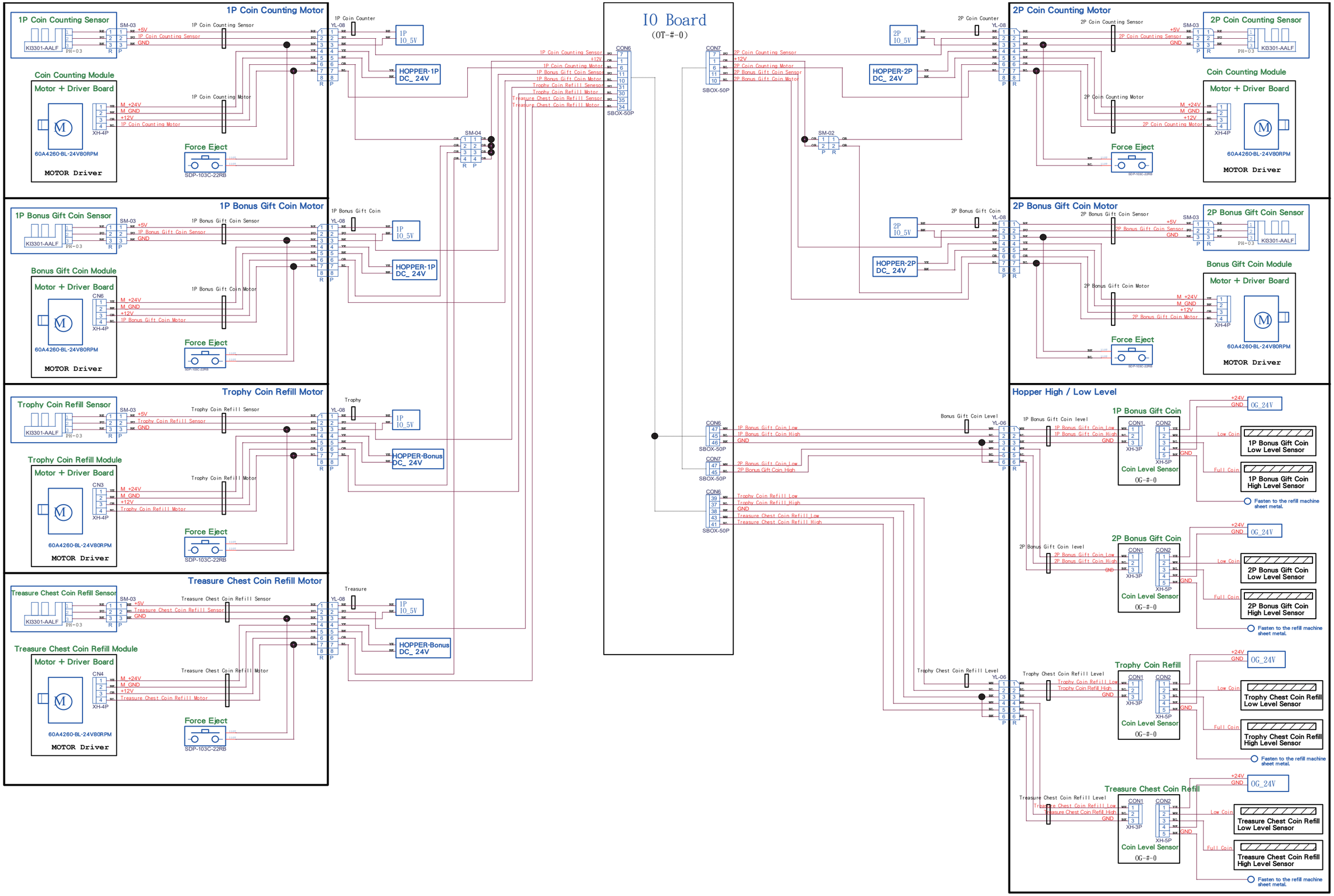
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PAGE. NO. 页号: 3/6

REV 版本: A5



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WIRE COLOR					
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OR	ORANGE	PU	PURPLE	—	AWG22
GR	GRAY	WH	WHITE		

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2025.10.27	2025.10.27	2025.10.27	Crabzilla Strikes	4/6	A5
梁高裕	李明鸿	林俊宏			

1P Electric Cylinder

1P Electric Cylinder Module

Stroke 100MM/Speed 50MM/S

Electric Cylinder 1P DC_+24V

EX_GND
EX_+24V

OB-1278-01

1P Electric Cylinder

1P Electric Cylinder Signal DC_+12V

1P Electric Cylinder Sensor-Up

1P Sensor-Up

1P Electric Cylinder Sensor-Down

1P Sensor-Down

1P Electric Cylinder Sensor

2P IO_5V

2P Electric Cylinder

2P Electric Cylinder Module

Stroke 100MM/Speed 50MM/S

Electric Cylinder 2P DC_+24V

OB-1278-01

2P Electric Cylinder

Electric Cylinder Signal DC_+12V

2P Electric Cylinder Sensor-Up

2P Sensor-Up

2P Electric Cylinder Sensor-Down

2P Sensor-Down

2P Electric Cylinder Sensor

2P IO_5V

IO Board

(0T-#-0)

CON7

SBOX-50P

CON7

SBOX-50P

Turntable

GP2 Host

NW

CON21

MOLEX-10P

+12V
VR3
GND

Shielded Cable

VR2

47 Ohm

Turntable VR

PHD-10P

VR(PWM)

Shielded Cable

VR Reinforced GND Wire

CON3

MOLEX-28P

CON8

MOLEX-20P

SV

Turntable Sensor

Turntable Motor Sensor

Turntable Motor Sensor

Gear Sensor_Right

Gear Sensor_Right

F/R

GND

Turntable Motor DC_+24V

EX_+24V
EX_GND

Delay Board

GP2 Host DC_+12V

COM
EN

Motor Driver

1K Ohm

Turntable Motor Driver

Euro Terminal Block

DC_+
DC_-
BRK
EN
F/R
COM
SV

Euro Terminal Block

V
REF-
HW
REF+
U
W
HV
HU

Turn the VR fully to the left

YD-BL8A Driver

Turntable Motor

ATX-08

Green (Thick)
Black (Thin)
Blue (Thin)
Red (Thin)
Yellow (Thick)
Blue (Thick)
Green (Thin)
Yellow (Thin)

DC24V

Z2BLD25-24GN-30S

Trophy Electric Cylinder

Trophy Electric Cylinder Module

Stroke 50MM/Speed 20MM/S

Trophy Electric Cylinder DC_+24V

OB-1278-01

Pusher Motor

Trophy Sensor_Up (Retract)

Trophy Sensor_Down (Extend)

Electric Cylinder Signal DC_+12V

2P IO_5V

Slip Ring

H2042-1205TC

Trophy Light / Pusher Side Decorative Light Power DC_12V

Trophy Turntable Light

12mm White LED Light Strip 10CM

2835 LED Light Strip (Ice Blue)-8mm 10CM

2835 LED Light Strip (Ice Blue)-8mm 5CM

2835 LED Light Strip (Ice Blue)-8mm 5CM

2835 LED Light Strip (Ice Blue)-8mm 5CM

2835 LED Light Strip (Ice Blue)-8mm 5CM

Treasure Proximity Switch

Treasure Proximity Switch 1

SL-18HN2(NC)

Treasure Proximity Switch 2

SL-18HN2(NC)

Treasure Proximity Switch 3

SL-18HN2(NC)

Treasure Proximity Switch 4

SL-18HN2(NC)

Treasure Proximity Switch 5

SL-18HN2(NC)

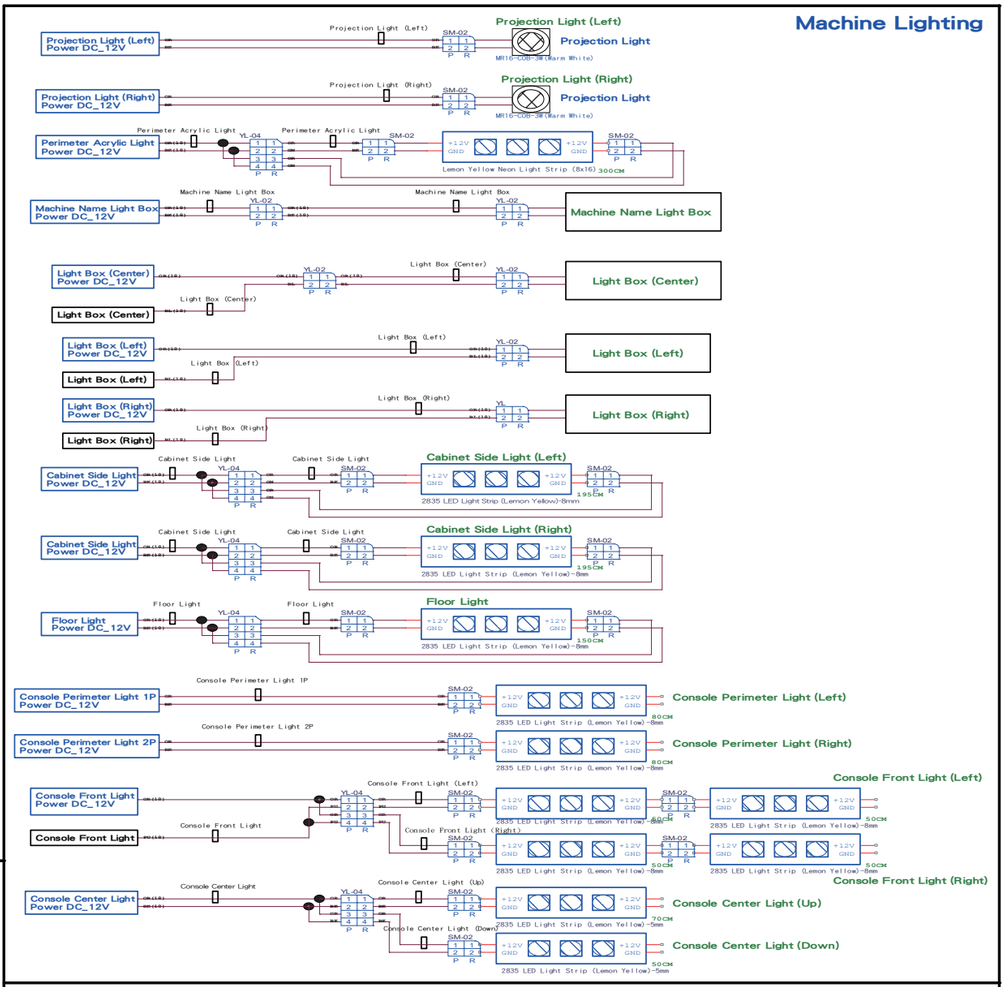
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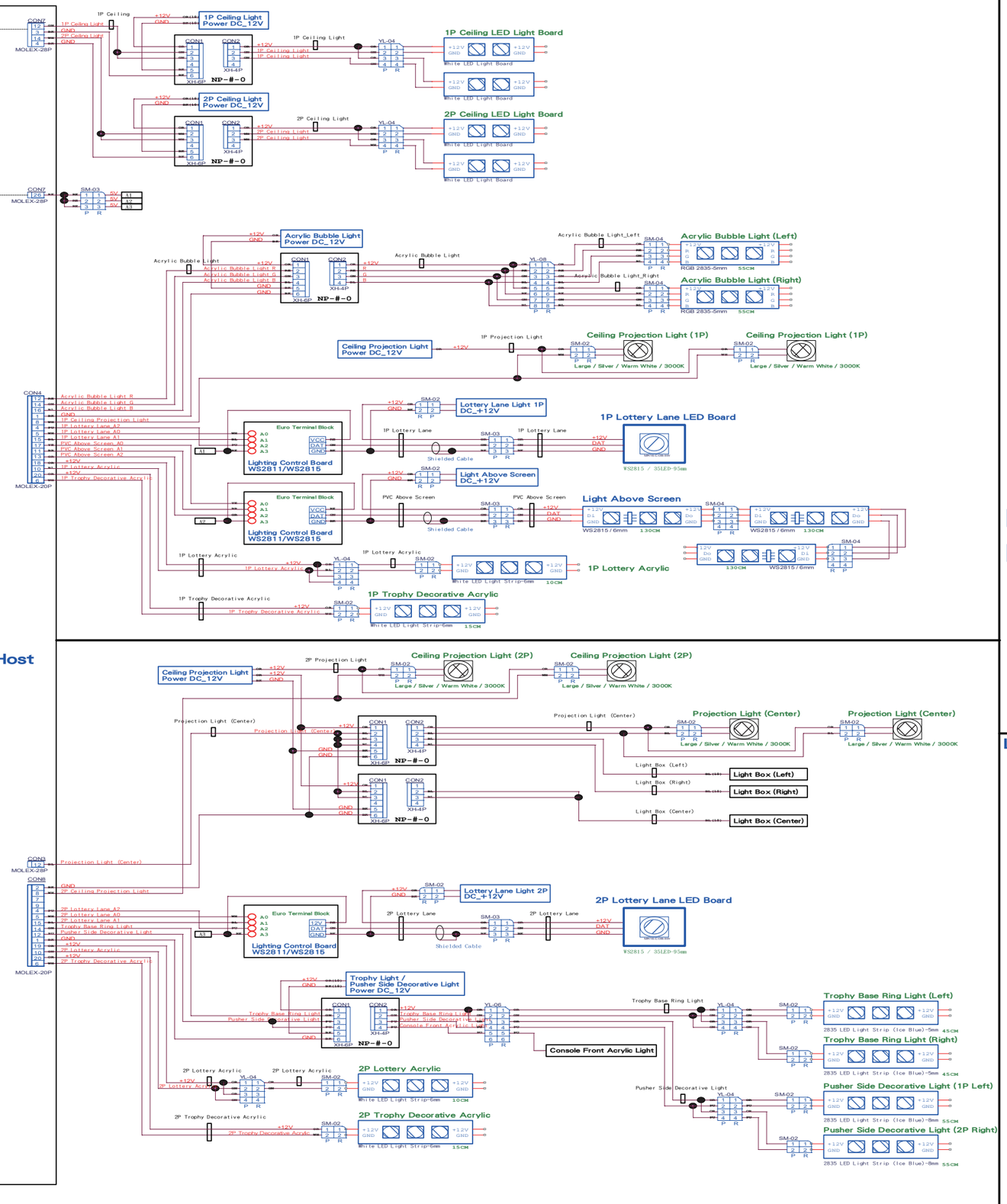
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2025.10.27	2025.10.27	2025.10.27	Crabzilla Strikes	5/6	A5
梁高裕	李明鸿	林俊宏			

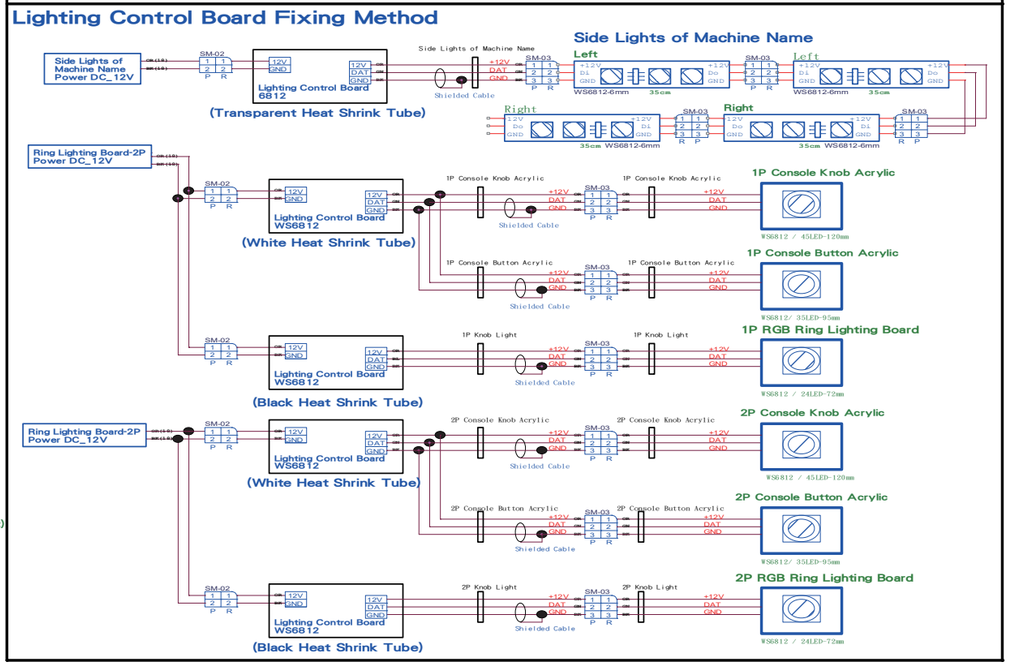
Machine Lighting



GP2 Host



Lighting Control Board Fixing Method



1. Please make a label to mark this symbol.
2. All metal sheet parts must be grounded.
3. Use shielded cable.
4. The CABLE isolation network needs to be connected to GND.

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BK	BLACK	YE	YELLOW	(14)	AWG14
BN	BROWN	GN	GREEN	(16)	AWG16
RE	RED	BL	BLUE	(18)	AWG18
OR	ORANGE	PU	PURPLE	——	AWG22
GR	GRAY	WH	WHITE		

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梁高榕	李明鴻	林俊宏

DESCRIPTION 机种名称: Crabzilla Strikes

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REV 版本: A5