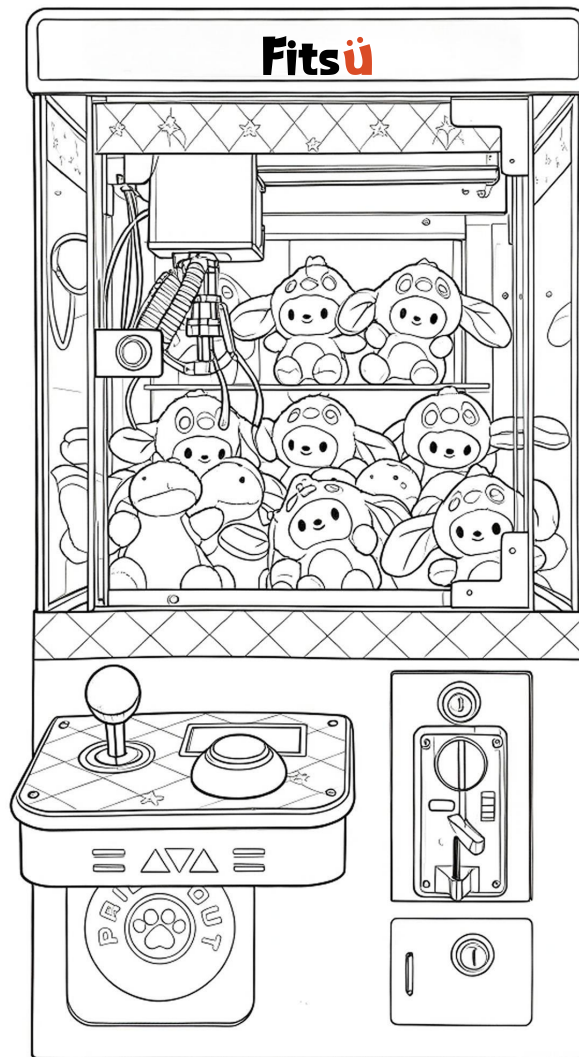


Claw Machine User Manual

Control Board, Operation, and Parameter Guide

May 2026



Default Settings

Factory Default Configuration

Setting	Value
Play Mode	One coin/token per game
Time Per Game	50Seconds
Coins per Play	1
probability of winning	1/8
Winning	Music enter celebration mode after win
Background Volume	12
Language	English

Gameplay Experience

Feature	Experience
Difficulty	Easy to Win
Claw Strength	Strong & Stable
Prize Success Rate	High
Family Friendly	Yes
Kid Friendly	Yes
Commercial Probability Control	Disabled
Gameplay Style	Fun First

Please read the following sections carefully before making any adjustments.

Table of Contents

1:Introduction	4
1.1:Product features	4
1.2:Safety Information	4
1.3:Product structure	5
1.4:Backend Directory	5
2:Basic Settings	6
2.1:Simplified Settings	7
2.2:Advanced Settings	7
3:Crane Settings	7
3.1:Simplified Settings	8
3.2:Advanced Settings	8
4:Prize setting	9
4.1:Simplified Settings	9
5:Factory setup	10
6:Account inquiry	10
7:Lighting Settings	11
8:Sharing Settings	11
9:Troubleshooting	11
10:Maintenance	12

1:Introduction

1.1:Product features

Thank you for choosing this Claw Machine system.

This control board is designed for:

- Home entertainment claw machines
- Arcade crane machines
- Plush toy claw machines
- Prize redemption machines

Main Features:

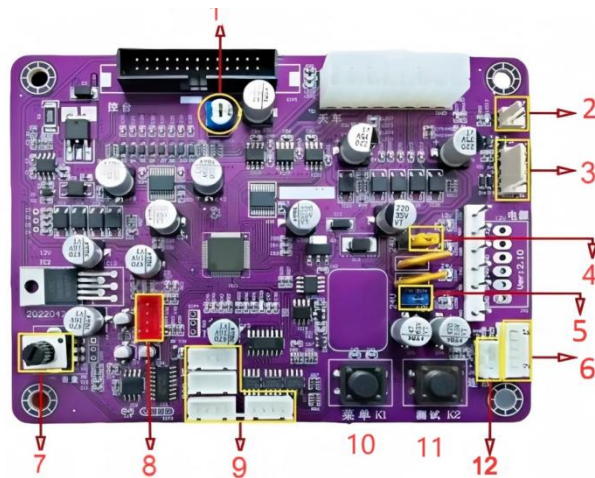
- LCD settings interface
- Adjustable claw grip force
- Independent crane motor speed control
- Prize probability and guaranteed win settings
- RGB lighting support
- Online machine linking and parameter sharing
- Factory self-test functions
- Prize sensor (photo eye) support

1.2:Safety Information

- Disconnect the machine from power before wiring, replacing parts, or servicing the control board.
- Do not adjust voltage controls with wet hands or exposed live wiring.
- Use only compatible power supplies, motors, coin acceptors, photo eyes, counters, speakers, and RGB lights.
- After changing motor speed or claw force, run the factory test before returning the machine to service.

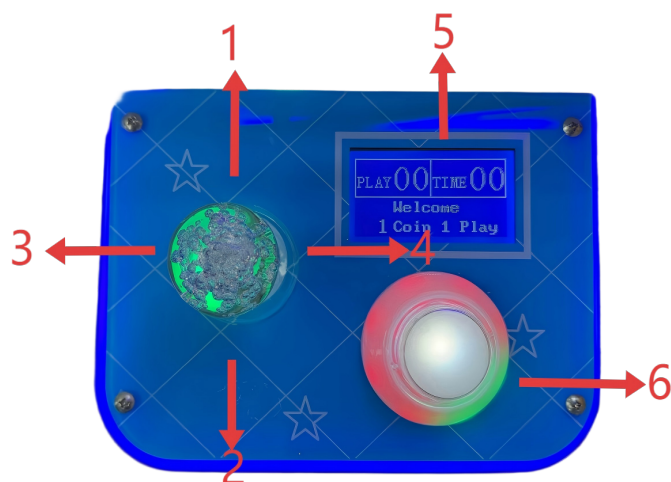
Keep the prize outlet and photo eye area clean. Dust, stickers, or prize packaging can cause false detection.

1.3:Control Board Overview



No.	Interface	Purpose
1	LCD brightness adjustment	Adjusts the brightness of the LCD screen connected to the board.
2	Voltage display interface	Connects to a voltmeter for board operating voltage display.
3	Counter interface	Connects to a counter for coin insertions, plays, or game count.
4	Carriage motor voltage adjustment	Adjusts horizontal carriage voltage and movement speed.
5	Claw motor voltage adjustment	Adjusts claw motor voltage and grip strength.
6	Auxiliary claw-shake interface	Connects an auxiliary shaking module when supported by the cabinet.
7	Speaker volume adjustment	Adjusts overall machine volume.
8	Program port	Used for programming or firmware service operations.
9	RGB LED interface	Connects RGB LED lighting for standby and win effects.
10	Menu button K1	Enters the settings menu.
11	Test button K2	Starts board self-test or factory test functions.
12	Main wiring interface	Connects main power and peripheral modules such as carriage, claw, switches, and sensors.

1.4:Main Menu Navigation



- 1.Select Setting Item (Up)
- 2.Select Setting Item (Down)
- 3.Option Adjustment (Left)
- 4.Option Adjustment (Right)
- 5.Menu LCD Display
- 6.Start Button / Confirm & Save

Press the "Menu button K1" to enter the background,shake the joystick up and down to select,press the console start button to confirm

No.	Function items	Function declaration
1	Infrastructure	Game basic parameter Settings
2	Cable car setup	Crank power parameter setting
3	Lottery Settings	The award mode and the probability of award setting
4	Plant setup	Check trolley motor,micro motion,claw and light eye
5	Account inquiry	Check accounts and clear current accounts
6	Lighting setup	Lighting and online function adjustment
7	Sharing Settings	Restore the default value,the oven runs,and the machine parameters are shared

2:Basic Settings

Select the basic parameters up and down with the joystick.Press the console to start pressing keys to confirm the current value of the left and right modification of the joystick

2.1:Simplified Settings

Setting	Range	Default	Description
Coins per Play	1-99	2	Number of coins required per game
Auto Drop Time	5-60 sec	15	Claw drops automatically when time expires
Free Play Mode	ON/OFF	OFF	Enable free play
Photo Eye	ON/OFF	ON	Enable prize sensor
Prize Outlet Position	Front/Rear	Rear	Prize exit location
Air Grab	ON/OFF	ON	Allows mid-air grabbing
Shake Reset	ON/OFF	ON	Reset credits after abnormal shaking
Credit Memory	ON/OFF	OFF	Keep credits after power restart
Bonus Coin	OFF/1-20	OFF	Bonus credit feature
Language	Chinese/English	English	System language

2.2:Advanced Settings

Hold the "Menu"key for 15 seconds to call up and enter the advanced Settings function

Setting	Range	Default	Description
Rope Length	3-99	68	Claw rope height
Front/Back Speed	10-50	35	Crane forward/back speed
Left/Right Speed	10-50	35	Crane left/right speed
Down Speed	10-50	35	Claw lowering speed
Up Speed	10-50	35	Claw lifting speed
Coin Sensitivity	1-60	12	Coin acceptor sensitivity
Background Music	Loop/1-9	Loop	Standby music selection
Game Music	Loop/1-9	Loop	Gameplay music selection
Background Volume	OFF/1-30	23	Background music volume

3:Crane Settings

Select the basic parameters up and down with the joystick.Press the console to start pressing keys to confirm the current value of the left and right modification of the joystick

3.1:Simplified Settings

Setting	Range	Default	Description
Winning Grip Force	1-50	40	Grip force during winning play
Bottom Grip Force	1-50	40	Grip force at bottom position
Top Grip Force	0-50	12	Grip force while lifting
Return Weak Grip	0-40	13	Grip force during return
Strong Grip Time	5-30	15	Duration of strong grip
Medium Grip Time	1-30	3	Duration of medium grip
Weaken at Top	ON/OFF	OFF	Reduce grip force at top

3.2:Advanced Settings

Advanced Settings:Long press the "Menu"key for 15 seconds to call up and enter the advanced Settings function

Setting	Range	Default	Description
Bottom Dwell Time	0-60	1	Time claw stays at bottom
Top Dwell Time	1-60	6	Time claw stays at top
Top Pull Adjustment	0-20	0	Additional tightening at top
Drop Delay Time	0-60	0	Delay before claw drops

4:Prize setting

Long press the "Menu"key for 15 seconds to call up and enter the advanced Settings function

4.1:Simplified Settings

Setting	Range	Default	Description
Winning Cycle	1-999	10	Strong grip appears every (the number you set) plays
Guaranteed Win Mode	OFF/ON	ON	Enables guaranteed prize support
Winning Mode	Fixed/Random	Fixed	Prize distribution mode
Vending Mode	ON/OFF	ON	Enable commercial prize control
Guaranteed Attempts	0-99	2	Consecutive guaranteed win attempts
Reset Timer	0-60	0	Reset probability timer
Drag Back Probability	0-99	1	Probability of intentional release
Release Position	A-E	Random	Prize release position
Left/Right Drop Point	1-250	45	Left/Right release point
Front/Back Drop Point	1-250	45	Front/Back release point
Swing Claw Function	ON/OFF	OFF	Reduce grip during excessive swing
Prize Type	Plush/Blind Box	Plush	Prize category

Release Position Modes

Mode	Description
A	Release at bottom
B	Release in middle
C	Release at top
D	Release during return
E	Release at farthest point

5:Factory setup

Press the "menu"button once to enter the background,shake the joystick up and down to select the basic parameters,press the console to start pressing keys to confirm the value of the current option by shaking the joystick left and right

Test Item	Function
Front/Back Crane	Test front and rear movement
Left/Right Crane	Test left and right movement
Up/Down Crane	Test lifting system
Claw Grip Test	Test claw opening and closing
Photo Eye Status	Test prize sensor

6:Account inquiry

Press the "menu"button once to enter the background,shake the joystick up and down to select the basic parameters,press the console to start pressing keys to confirm the value of the current option by shaking the joystick left and right

Function items	Function declaration
Cast your ballot now	The current account can be cleared at the end of the period for a certain period of income
Gifts in the present	Awards are given over a period of time
Current accounts are cleared	Clear the accounts of current coins and current gifts
Historical coin toss	The total income cannot be cleared
Historical gifts	The total number of prizes cannot be cleared

7:Lighting Settings

Press the "menu"button once to enter the background,shake the joystick up and down to select the basic parameters,press the console to start pressing keys to confirm the value of the current option by shaking the joystick left and right

Setting	Options	Description
Online Function	OFF/Host/Client	Multi-machine lighting control
Number of Machines	4-99	Total linked machines
Standby Color	Pink	Standby LED color
Win Color	Pink	Win LED color
Win Flashing	No Flashing	Flashing mode after winning
Standby Flashing	No Falshing	Standby flashing effect

Lighting Description

- Lights flash rapidly after a prize win.
- RGB lighting supports synchronized multi-machine effects.
- Standby mode can display rotating colors.

8:Sharing Settings

Press the "menu"button once to enter the background,shake the joystick up and down to select the basic parameters,press the console to start pressing keys to confirm the value of the current option by shaking the joystick left and right

Setting	Description
Restore Factory Defaults	Restore original settings
Burn-in Test Mode	Automatic aging test
Basic Settings Sharing	Sync basic settings
Prize Settings Sharing	Sync prize settings
Crane Settings Sharing	Sync crane settings
Lighting Settings Sharing	Sync lighting settings
Remote Sync	Cloud parameter synchronization

9.Troubleshooting

Symptom	Possible Cause	Action
LCD too bright or too dim	LCD brightness is not matched to the cabinet.	Adjust the LCD brightness knob on the control board.
Coin input is unstable	Coin acceptor interference or power noise.	Increase Coin Sensitivity and check coin acceptor wiring and power supply.
Claw drops too low or too high	Rope length is not calibrated.	Run Rope Length Calibration and retest.
Claw is too strong or too weak	Claw force parameters do not match prize weight.	Adjust Winning Grip Force, Top Grip Force, and Return Weak Grip Force gradually.
No prize detected	Photo eye is blocked, dirty, misaligned, or disabled.	Clean the outlet area and verify Photo Eye Status in Factory Test.
Machine gives unexpected free rounds	Guaranteed mode or prize pool settings are active.	Review Prize Pool, Guaranteed Mode, Guaranteed Attempts, and Vending Mode.
Lights do not synchronize	Online function or machine number is incorrect.	Set one host, assign unique client numbers, and confirm number of machines.

10.Maintenance

- Clean the prize outlet and photo eye regularly.
- Check carriage rails, belts, ropes, and claw mechanism for wear.
- Verify all connectors are seated securely after transport or cabinet movement.
- Back up or record final operating parameters after tuning.
- Run the factory test after replacing motors, switches, sensors, ropes, or the control board.