《CRAB RUSH》

OPERATOR MANUAL（CONCISE VERSION）

V0.9

(For Software from V1.5)

1. OPERATION INSTRUCTIONS

1. 1. Specifications and technical parameters of the machine
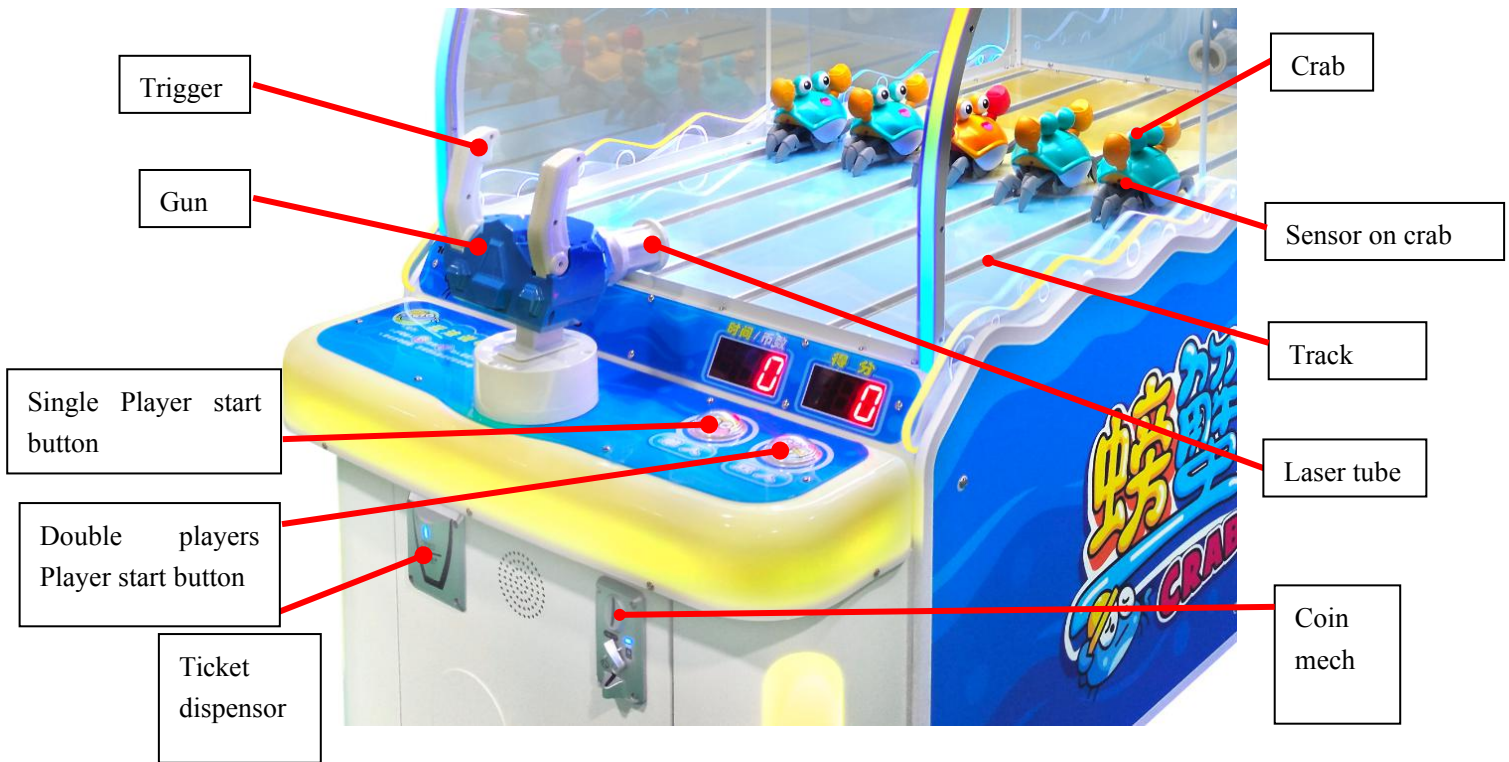
1.Voltage：AC220V　50/60 Hz（Please refer to the nameplate on the machine）
2.Size：W830×D2000×H1745mm
3.Weight：About 190 Kg
4.Average power：350W
5.Max. Power：550W

1. 2. Attention:

1. This machine is only suitable for use in indoor environments.

2. This machine can not be placed in an inclined position, it is easy to cause accidents when placed in an inclined position.

3. Do not use this machine in the following places:

v In a dusty environment;

v In a place where the room temperature is too high or the air does not circulate;

v Condensate places where the machine will produce condensed water or high humidity;

v In places close to high-temperature objects;

v Places close to dangerous goods;

v In places with strong electromagnetic interference;

v Near the equipment that is prone to sparks;

v In places where the voltage is unstable or the voltage is too low;

v In places with severe vibration;

v In places with strong light and rapid changes in light;

4. The machine must be fully assembled and fixed according to the assembly instructions before the machine is in normal operation.

5. The power must be turned off before moving, and the power cord must be unplugged.

6. If the casters cannot move when moving, and the feet of the machine are stowed, please make sure that the bottom surface is flat.

7. Random man-made movement, turning, transportation, etc. will damage the equipment and destroy the performance of the machine.

8. Confirm that it must meet the manufacturer's requirements during the process of moving, turning, and transporting.

9. The light gun used in this machine is an LED light source, which will not cause harm to people during normal use, but please do not intentionally aim the gun at human eyes to avoid discomfort or

other damage to the irradiated person's eyes.

1. 3. How to Play:

Trigger

Gun

Single Player start button

Double players Player start button

Ticket dispensor

Crab

Sensor on crab

Track

Laser tube

Coin mech

1. Put the corresponding tokens into the coin slot. When the number of coins is enough for the game, the machine enters the state of waiting for the game to start. The number of coins on both sides is calculated separately. After half of the coins are invested by two people, you can also play a two-player game.
To
2. Choose single player or double player, press the corresponding single or double button on the console to start the game.
To
3. After the game starts, the crabs will first gather the team to a fixed position, and then start to walk in the direction of the player on the track.
To
4. The player uses the gun to aim at the light eyes on the crab tongs, pull the trigger (continuously pressing or bursting) to launch light bullets to illuminate the crab. After the crab is injured, it will run away along the track until it reaches the end of the track. Hit again in the process of running, the crab will run faster. When the crab goes to the end or is hit by the opposing player, it will attack the player again.
To
5. Drive the crab away once to get 1 point. When playing in pairs, the crab walks to the end of the opponent's track and scores 1 point.
To
6. The game will end when the countdown reaches zero.
To
7. After the game is over, the crabs will once again assemble a team and dance a dance

together. (If there are enough coins to play the next round, you will no longer dance and directly ask the player to choose the game method and proceed to the next round)
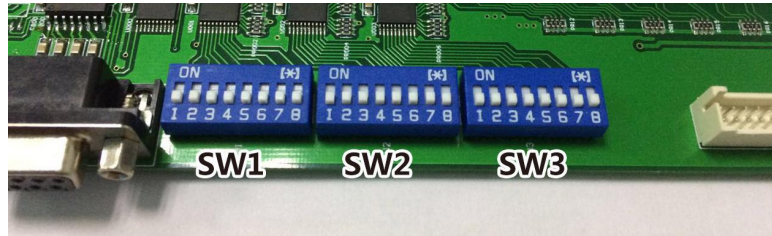To
8. According to the final scores, combined with the pre-set lottery scores, the respective lottery ports on each side will spit out the corresponding lottery tickets.

2. Settings & Testing

2.1. Switch settings：

SWs on mainboard as below：

SW1

Content		Coin				Prize	Qty of prizes or tickets		
SW1-		**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
Free Play		OFF	OFF	OFF	OFF				
0.5 coin per 1 Play（Each Player）		ON	OFF	OFF	OFF				
1 coin per 1 Play（Each Player）		OFF	ON	OFF	OFF				
2 coins per 1 Play（Each Player）		ON	ON	OFF	OFF				
3 coins per 1 Play（Each Player）		OFF	OFF	ON	OFF				
4 coins per 1 Play（Each Player）		ON	OFF	ON	OFF				
5 coins per 1 Play（Each Player）		OFF	ON	ON	OFF				
6 coins per 1 Play（Each Player）		ON	ON	ON	OFF				
7 coins per 1 Play（Each Player）		OFF	OFF	OFF	ON				
8 coins per 1 Play（Each Player）		ON	OFF	OFF	ON				
How many Credit for 1 ticket						OFF			
	How many tickets for one ticket!					ON			
Never	Never pay out ticket						OFF	OFF	OFF
Always 1 ticket	Always 1 ticket						ON	OFF	OFF
1 credit 1 ticket	Over 40 credits for 1 ticket						OFF	ON	OFF
2 credits 1 ticket	Over 60 credits for 1 ticket						ON	ON	OFF
5 credits 1 ticket	Over 80 credits for 1 ticket						OFF	OFF	ON
10 credits 1 ticket	Over 100 credits for 1 ticket						ON	OFF	ON
15 credits 1 ticket	Over 120 credits for 1 ticket						OFF	ON	ON
20 credits 1 ticket	Over 180 credits for 1 ticket						ON	ON	ON
Factory Default Setting		OFF	ON	OFF	OFF	OFF	OFF	OFF	OFF

SW2

Content	Time per Play			Game Speed		Gun Continuous shooting	Gun Vibration	Auto Shooting
SW2-	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
30 Sec	OFF	OFF	OFF					
40 Sec	ON	OFF	OFF					
50 Sec	OFF	ON	OFF					
60 Sec	ON	ON	OFF					
80 Sec	OFF	OFF	ON					
90 Sec	ON	OFF	ON					
100 Sec	OFF	ON	ON					
120 Sec	ON	ON	ON					
Slow				OFF	OFF			
Mid				ON	OFF			
Fast				OFF	ON			
Fatest				ON	ON			
Hold trigger for **Continuous shooting**						OFF		
One trigger one shooting						ON		
Vibration when shooting							OFF	
No Vibration							ON	
No Auto Shooting								OFF
Auto Shooting ON								ON
Factory Default Settings	ON	ON	OFF	OFF	ON	OFF	OFF	OFF

SW3

Content	Demon	Music for Demon	Dance at end	Data saving	Share coins received	Prize faulty alert		
SW3-	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
Demon on	OFF							
Demon off	ON							
Music on		OFF						
Music off		ON						
Dance at end ON			OFF					
Dance at end OFF			ON					
Data Saving OFF				OFF				
Data Saving ON				ON				
Insert Coins for Competitor ON					OFF			
Insert Coins for Competitor OFF					ON			
Prize Alert ON						OFF		

|								
Prize Alert OFF						ON		
Factory Default Settings	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

2.2. Testing

1. Service button: press it in standby to <free coin>, press in the test mode to <start test>;

2. Test button: press it in standby to enter the machine test program, press in the test program to switch test items;

3. After entering the test mode, the "time" digital tube on the console displays the number of items currently being tested; the "opposite score" and "score" digital tubes display the current status of each input signal".

Details as below：

No.	Testing	Instruction
1	Track 1 Testing	Press the service button, crab 1 walks from one end of the track to the other, and pauses at the middle point.
2	Track 2 Testing	Press the service button, crab 2 walks from one end of the track to the other, and pauses at the middle point
3	Track 3 Testing	Press the service button, crab 3 walks from one end of the track to the other, and pauses at the middle point
4	Track 4 Testing	Press the service button, crab 4 walks from one end of the track to the other, and pauses at the middle point
5	Track 5 Testing	Press the service button, crab 5 walks from one end of the track to the other, and pauses at the middle point
6	Crab 1 electromagnet test	Press the service button, crab 1 jumps up.
7	Crab 2 electromagnet test	Press the service button, crab 2 jumps up.
8	Crab 3 electromagnet test	Press the service button, crab 3 jumps up.
9	Crab 4 electromagnet test	Press the service button, crab 4 jumps up.
10	Crab 5 electromagnet test	Press the service button, crab 5 jumps up.
11	1P Gun electromagnet test	Press the service button, the 1P gun vibrates once.
12	2PGun electromagnet test	Press the service button, the 2P gun vibrates once.
13	Voice Test	Press the service button once to play a sound, and press the service button again to play the next sound.
14	Top Lamp Test	Press the service button, the top lamp will light up quickly。
15	Coin Counter 1 test	Press the service button once, and the 1P coin counter will increase by 1.
16	Coin Counter 2 test	Press the service button once, and the 2P coin counter will increase by 1.
17	Tickets Counter 1 test	Press the service button once, and the 1P ticket counter will increase by 1.
18	Tickets Counter 2 test	Press the service button once, and the 2P ticket counter will increase by 1.
19	1P Ticket out test	Press the service button once , 1P ticket dispenser will pay out 1 ticket。
20	2P Ticket out Test	Press the service button once , 2P ticket dispenser will pay out 1 ticket
21	Light of Button test	Press the service button，lights of buttons will light up one by one。
22	Light of Gun Test	Pull the trigger of the gun and the gun will emit light. At this time, you can hit the crab to observe whether the crab sensor changes
23	Other INFO	View other information
24	End	Quit Setting.

The corresponding signals displayed on the digital tube are described in the following table：

	Competitor score		Score
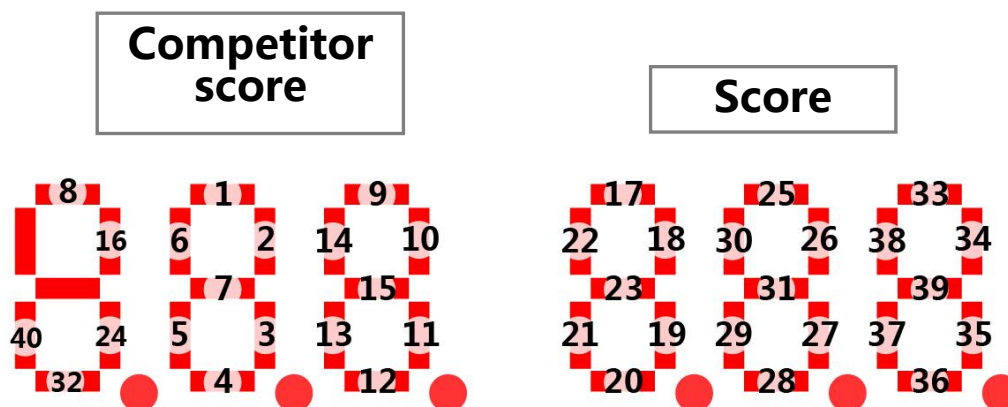
1	Test Button	21	Track 4 Crab Light sensor (toward the 1P side)
2	Service Button	22	Track 4 Crab Light sensor (toward the 2P side)
3	Coin Signal-1P	23	Track 5 Crab Light sensor (toward the 1P side)
4	Tickets out feedback-1P	24	Track 5 Crab Light sensor (toward the 2P side)
5	Ticket dispenser fix-1P	25	Track 1 Crab Light sensor (toward the 2P side)
6	Start button for single player-1P	26	Track 1 Crab Light sensor (middle)
7	Start button for two palyers-1P	27	Track 1 Crab Light sensor (toward the 1P side)
8	Light sensor on when shooting-1P	28	Track 2 Crab Light sensor (toward the 2P side)
9	Coin Signal-2P	29	Track 2 Crab Light sensor (middle)
10	Tickets out feedback-2P	30	Track 2 Crab Light sensor (toward the 1P side)
11	Ticket dispenser fix-2P	31	Track 3 Crab Light sensor (toward the 2P side)
12	Start button for single player-2P	32	Track 3 Crab Light sensor (middle)
13	Start button for two palyers-2P	33	Track 3 Crab Light sensor (toward the 1P side)
14	Light sensor on when shooting -2P	34	Track 4 Crab Light sensor (toward the 2P side)
15	Track 1 Crab Light sensor (toward the 1P side)	35	Track 4 Crab Light sensor (middle)
16	Track 1 Crab Light sensor (toward the 2P side)	36	Track 4 Crab Light sensor (toward the 1P side)
17	Track 2 Crab Light sensor (toward the 1P side)	37	Track 5 Crab Light sensor (toward the 2P side)
18	Track 2 Crab Light sensor (toward the 2P side)	38	Track 5 Crab Light sensor (middle)
19	Track 3 Crab Light sensor (toward the 1P side)	39	Track 5 Crab Light sensor (toward the 1P side)
20	Track 3 Crab Light sensor (toward the 2P side)	40	

3. Faults

3.1. Error Codes and instructions

Code	Error	Reasons/How to Solve!
Error-1	1P Tickets shortage	Add tickets，Press the tickets fix button
Error-2	2P Tickets shorage	Add tickets，Press the tickets fix button
Error-3	1P coin mech problem	Check and set the signal selector switch on the coin acceptor in the "Always on" state
Error-4	2P coin mech problem	Check and set the signal selector switch on the coin acceptor in the "Always on" state
Error-5	Track 1 Crab Light sensor (toward the 1P side) Prolbem	Check the optical eye on the blue side of track 1; if the motor does not move, check the motor
Error-6	Track 1 Crab Light sensor (Middle) Prolbem	Check the optical eye of track 1(middle); if the motor does not move, check the motor
Error-7	Track 1 Crab Light sensor (toward the 2P side) Prolbem	Check the optical eye on the Red side of track 1; if the motor does not move, check the motor
Error-8	Track 2 Crab Light sensor (toward the 1P side) Prolbem	Check the optical eye on the blue side of track 2; if the motor does not move, check the motor
Error-9	Track 2 Crab Light sensor (Middle) Prolbem	Check the optical eye of track 2(middle); if the motor does not move, check the motor
Error-10	Track 2 Crab Light sensor (toward the 2P side) Prolbem	Check the optical eye on the Red side of track 2; if the motor does not move, check the motor
Error-11	Track 3 Crab Light sensor (toward the 1P side) Prolbem	Check the optical eye on the blue side of track 3; if the motor does not move, check the motor
Error-12	Track 3 Crab Light sensor (Middle) Prolbem	Check the optical eye of track 3(middle); if the motor does not move, check the motor
Error-13	Track 3 Crab Light sensor (toward the 2P side) Prolbem	Check the optical eye on the Red side of track 3; if the motor does not move, check the motor
Error-14	Track 4 Crab Light sensor (toward the 1P side) Prolbem	Check the optical eye on the blue side of track 4; if the motor does not move, check the motor
Error-15	Track 4 Crab Light sensor (Middle) Prolbem	Check the optical eye of track 4(middle); if the motor does not move, check the motor
Error-16	Track 4 Crab Light sensor (toward the 2P side) Prolbem	Check the optical eye on the Red side of track 4; if the motor does not move, check the motor
Error-17	Track 5 Crab Light sensor (toward the 1P side) Prolbem	Check the optical eye on the blue side of track 5; if the motor does not move, check the motor
Error-18	Track 5 Crab Light sensor (Middle) Prolbem	Check the optical eye of track 5(middle); if the motor does not move, check the motor
Error-19	Track 5 Crab Light sensor (toward the	Check the optical eye on the Red side of track 5; if the motor

	2P side) Prolbem	does not move, check the motor
Error-30	Data loading Fault when power on the machine	1、Restart，2、Change the mainboard

4. Maintance

Even if the machine is operating normally, in order to keep the machine operating in the best condition and use it for a longer period of time, please conduct daily inspection and maintenance on the following:

1. Check whether the feet support the machine properly.

2. Check whether the gun group is damaged and whether the movement is smooth.

3. Regularly check whether the crab activities are normal.

4. Check whether the lock of the ball compartment is loose.

5. Check whether the screws fixing the parts are loose.

6. Check whether the connectors are loose and whether the terminals are off.

Maintenance precautions:

1. When performing maintenance, please cut off the power supply to prevent injury, electric shock, etc. of the operator or other persons.

2. When performing operations that are not mentioned in this manual, please consult the company's after-sales service center, follow the instructions and answer before proceeding.

3. Please use our company's designated products for consumables and repair parts.

Even if the main power supply is cut off, the power supply board and the inside of the display are still in a high temperature and high pressure state. If they are touched, there is a danger of burns and electric shocks. Please be careful not to touch it.