

THE WON

SELF ADJUSTING CRANE PROCESSOR

OPERATION GUIDE

PRINCIPAL OF OPERATION (THE TEASE)

THEWON is a fully automatic self adjusting crane processor that requires no tuning or adjusting from the operator. Once running, **THEWON** will constantly tune and adjust itself to meet the target PLAYS PER TOY figure set by the user, while staying just at the balancing point between paying out and teasing the customer with near wins. The general mechanism for percentage control is similar to a fruit machine. As well as controlling the overall payout percentage there will still be random full power games to give every player a chance.

THEWON can only maintain this balance between payout and teasing by knowing exactly how many toys have been paid out, which is why the Beam Detector has to be working at all times. If the beam has failed, **THEWON** will still function, but in LIMP MODE, which will give a reduced PLAY STRENGTH.

- Fully automatic self adjusting processor
- Automatically calculates grab strength for maximum tease
- Increases customer plays to chase win
- Easy to setup, no time consuming adjusting required
- Fruit machine style percentage control
- Automatically adjusts to change in toys
- LIMP MODE – In event of system failure, the crane will still play games
- Self Protect Function – Faulty grab or wiring will not damage system
- Easy to use Hand Controller
- Short and Long Term meters

HAND CONTROLLER

When plugged into the main system box, all the user settings and installer settings can be accessed. PLAYS PER TOY can be adjusted to suite the operators requirements. Meters and test menus are also available to monitor the operation of **THEWON** system. View Quick Guide for more information.

MAIN SYSTEM BOX

There is one RED LED status indicator on the main system box. This displays the following system status:

CONSTANT ON	- System Normal
SLOW FLASHING	- Beam Detector un-plugged
FAST FLASHING	- Beam Detector Fault

BEAM DETECTOR

The Beam Detector counts the toys that have been won. It is very important that the system accurately counts the toys vended, otherwise the self adjusting processor will not be able to perform calculations properly. If an error occurs with the beam detector the system flash the Beam Detector LED and the Grab will snap closed 4 times after a game has been played. The machine will also snap the grab closed 30 times on power up if the beam has failed.

LED OFF	- Beam Detector unplugged
LED ON	- System Normal
LED FLASHING	- Beam Detector Error
SNAPPING GRAB	- Beam Detector Failure

TROUBLE SHOOTING

Q: Grab snaps 4 times after game play or 30 times when machine is first powered up?

A: Beam Detector has failed, plug in hand controller to check beam

Q: What happens if the Beam Detector has failed?

A: System will run at a reduced PLAY STRENGTH until beam is restored. Payout will be reduced and more random 100% grabs will be given.

Q: I have changed the toy from heavy to light and lots of payouts have been made, is this normal?

A: Yes. The system will automatically learn the weight of the new toy, but will take a number of wins to do so. The learning time can be reduced by activating the LEARN NEW TOY option from the hand controller. If the systems has overpaid, the balance will be restored over time.