

**OPERATING INSTRUCTIONS FOR:**

# Prize Zone Crane

Fitted with the:  
**"Yellow Box Control System"**

Available from:



**Instance Automatics Ltd**  
**Highbury House**  
**Sutton Road,**  
**Huttoft,**  
**Lincs, LN13 9RH, UK.**  
**Tel: 01507 490003**  
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**e: [ian@ilml.co.uk](mailto:ian@ilml.co.uk)**  
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Also available In Ireland From:



**Tobyco Ltd**  
**Kilnamanagh**  
**Oulart**  
**Gorey**  
**County Wexford**  
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**Tel / Fax: 353 53 368 82**  
**Mob: 353 87 686 1490**  
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# Comestero RM5 Coin Totaliser Mech


You will find a bank of 6 DIL switches on the back of the mech.

These are used for setting the Price of Play.

The Machine should be turned off & on to  
Re-set the coin mech after altering the Price.

Price of Play	Sw 1	Sw 2	Sw 3	Sw 4	Sw 5	Sw 6
10p	ON	OFF	OFF	OFF	OFF	OFF
20p	OFF	ON	OFF	OFF	OFF	OFF
30p	ON	ON	OFF	OFF	OFF	OFF
40p	OFF	OFF	ON	OFF	OFF	OFF
50p	ON	OFF	ON	OFF	OFF	OFF
60p	OFF	ON	ON	OFF	OFF	OFF
70p	ON	ON	ON	OFF	OFF	OFF
80p	OFF	OFF	OFF	ON	OFF	OFF
90p	ON	OFF	OFF	ON	OFF	OFF
£1	OFF	ON	OFF	ON	OFF	OFF
£1.10	ON	ON	OFF	ON	OFF	OFF
£1.20	OFF	OFF	ON	ON	OFF	OFF
£1.30	ON	OFF	ON	ON	OFF	OFF
£1.40	OFF	ON	ON	ON	OFF	OFF
£1.50	ON	ON	ON	ON	OFF	OFF

## Motor Speed Setting

Speed	Switch 1	Switch 2	Switch 3	Switch 4	
Slowest	OFF	OFF	OFF	OFF	
	ON	OFF	OFF	OFF	
	OFF	ON	OFF	OFF	
	ON	ON	OFF	OFF	
	OFF	OFF	ON	OFF	
	ON	OFF	ON	OFF	
	OFF	ON	ON	OFF	
	ON	ON	ON	OFF	
	OFF	OFF	OFF	ON	
	Fastest	ON	OFF	OFF	ON



# New Yellow Box Control System

## Breakdown of Adjustments.

- 1 **Motor speed:** The speed of the gantry motors can be increased or decreased by adjusting the dip switches as desired `0` = slowest, `9` = fastest, this alters the speed of the gantry when the player is moving the gantry around & the return speed of the gantry after it has grabbed the toy.
- 2 **Free Credit Button:** This allows the operator to activate a game without incrementing the meters.
- 3 **Credit Cancel Button:** This allows the operator to clear all remaining credits.
- 4 **Attract Music Switch:** This allows the operator to select if they want the attract music on or off. (the attract music plays every 10 minutes).
- 5 **Prize Every Time/ Std Play Switch:** This allows the operator to select the type of game played.  
If switched to Prize Every Time, the credit will remain until the prize sensor detects a prize out & then the credit will be deducted ( we have set in the software a maximum of 25 attempts to win the prize per credit, if you require a no limit type you can contact us & we will generate you a different software set).  
the unit is switched to Std play, the game will finish when the gantry gets back to the home position (usually if set to Std play a percentage payout system will be required, if you require this system it can be purchased from our spares department).  
If
- 6 **Consolation Prize Switch:** this feature can only be used if a consolation prize hopper is fitted, the benefit of this feature is that if the unit is set to Std Play, if the player does not win the main prize from the machine, the operator can set the unit to give a small prize I.E. a bouncy ball or capsule. There are 3 settings for this feature,  
After = The consolation prize will be paid after the game (unless the main prize is won then the consolation prize will be cancelled).  
Before = The consolation prize will be given before the game starts.  
None = The consolation prize is switched off.
- 7 **Volume control:** adjust this to suit your location.
- 8 **Credit meter:** this counter counts the amount of games played, if you multiply this by the Price of Play you will achieve the total cash takings.
- 9 **Prizes meter:** This counter displays the amount of prizes won from the machine.
- 10 **Percentage control dummy grey plug:** this is the port where the Supergrab Handset will plug into the main CPU, to activate the percentage control simply, switch the machine to std play, unplug the grey dummy plug & plug the lead from the supergrab handset into the yellow box. this handset is not fitted as standard. the next page in this manual gives the operator a breakdown of how to set up the handset for full percentage control. if you require any further information on this product please contact our spares department on 01507 490003.
- 11 **Price of Play:** There is a bank of DIL switches located on the coin mech with a sticker for various price of play options. (See last Page)
- 12 **Fuses:** There are 3 fuses on this machine, the first (mains protection 5A quick blow) is located on the mains inlet on the back of the machine, the second & the third fuses (both 5A Quick Blow) are inside the main Yellow CPU, these cover the grab circuit & motor drive circuit. There is also an on / off switch on the Yellow PSU.