



## QUICK GUIDE

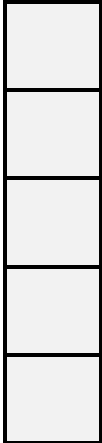
### Plush Swag Set-Up



#### AWARD SET - Win Settings.

Select game mode required and your Win - pay-out ratio.  
Win setting: Is adjustable between 1 win in 99 plays .  
**Win Factory Default : set 1-10**

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**Regular MODE:** A win will be made FIXED on your WIN SETTING. E.g. If set at 1-10 Win, on the 10th Play a pay-out will be made.

**Random MODE:** A win will be made BETWEEN your WIN SETTING. E.g. If set to 1-10 Win, A pay-out win will be made Randomly between 1-10 plays.

**Fixed Random MODE:** This mode is a mix Win type between "Regular & Random" and alternates between the two. Each mode must be set separately E.g. Radom mode between 1-99 / Regular mode between 1-99

**Free MODE:** For Exhibitions and Demo purpose - Regular Mode Operation on FREE PLAY.

**Vending MODE: (Win Every-Credit)** The player must insert the correct Price of Play per Gift. The game will operate on Maximum (C4) Claw strength until a Gift has been Vended. (One Price-One Vend)

**GM Vending MODE:** *This is a regional setting and is not recommended to be used.*

**SEGA TIP -** When vending Soft Plush - Try removing some of the rubber tips from Claw ends.

#### CRANE SET: Claw Grab Strength Setting (Tease factor)

Set power range of Claw Grab through different stages of Claw movement between 1v - 48v setting.  
**Claw Grab Power, Factory Default :** C1- 36v, C2- 21V, C3- 16v,C4- 25v

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C1 Voltage = Initial Pick up Claw Grab strength of Gift on deck

C2 Voltage = Claw Grab strength lifting Gift from deck up until it reaches top of the gantry.

C3 Voltage = Claw Grab strength while the gantry is moving back toward the prize-out chute

C3 Voltage = Claw Grab strength in Win condition when ready to Pay-out



**Catch time set:** Sets the duration of the claw dropping to bed. (if you want to dig the claw into the bed - set longer time)

**C2 trigger time:** This denotes the point where the claw changes strength C1 to C2 (voltage) ref your Strength Settings (above) = **Tease Factor** . If set to RANDOM it will change randomly between the bottom pick up and reaching the top of gantry.

**C3 trigger time:** This is where you can alter the speed of CHANGE between C2 to C3 (voltage) claw strength position where the grab moves from reaching top of gantry back to Win hole. Which effects the chance to drop the toy on the return journey.

**SEGA TIP -** Claw strength Voltage setting for initial set up evaluation:  
C1 Set to Max - C2 Set to Low/Med - C3 Set lower than C2 - C4 Set to Max Power

**For Further settings  
Refer to Machine Manual**

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