

**Skill Cranes**

# **Operators Manual**

Manufactured by  
Mission Crane Service, Inc.  
1641 S. Sunkist Ave.  
Anaheim, CA 92806  
(714) 456-0550

# PREMIER SKILL CRANE

## OPERATORS MANUAL

REVISION: 11-1-94

### UNPACKING

Your PREMIER skill crane was prepared in such a way as to insure proper safety of critical components during shipping/delivery. The keys to the front door are attached to the inside of the drop box in a plastic container. Push the plush door inward and remove the keys. The round cylinder "cam" keys are to the front door while the flat keys are to the dollar bill box located inside the front door.

Insert the round key into the door lock and turn the key clockwise, at which point the lock handle will pop out. Now turn the lock handle clockwise and the door will open. Make sure to check both keys for proper operation on the door lock and the dollar bill box lock.

### REMOVING FROM PALLET

If your Premier was shipped by an outside carrier, it may have been fastened down to a wooden pallet to protect from damage. To remove from the pallet, open the front door, locate the bolts on the bottom inside shelf of the crane, and remove them. You can now remove your Premier from the shipping pallet.

### INSTALLING MECHANISM

Remove the large box taped down to the inside, bottom of the crane and open the box from the top. Lift the claw mechanism up and out of the box, then place the claw mechanism with the end marked front towards the front of the crane and place up and inside the running rod mech hangers, see illustration (1).

Once on mech hangers, attach the 12 pin molex from mechanism harness to mechanism connector as described in illustration (2). Now pull power cord through bottom of cabinet and connect to power outlet. Turn on the red power switch located on the component panel, see illustration (3). The mechanism will now return to the home position, claw up as shown in illustration (4). Check the dollar bill acceptor and coin mechanisms for proper operation.

### TESTING

Activate either the dollar bill acceptor or the coin mechanism to prompt a credit to play (all machines are factory set on \$.50 play, 30 second time limit).

The L.E.D. display will show 01/30 indicating one credit (01) and thirty second (/30) time limit. Also, the start and drop button will light. Press the start button and activate the eight way joystick back, right, forward and left to insure free and proper travel of the mechanism. Now press the drop button. The claw will drop to the playfield, the claw will close and return up and the mechanism will return to the "home" position.

**IF YOU ENCOUNTER ANY DIFFICULTY AT THIS POINT, PLEASE CALL FOR SERVICE. DO NOT ATTEMPT ANY FURTHER TESTING PRIOR TO CONTACTING OUR SERVICE DEPARTMENT. (714) 456-0550**

### SETTING COMPUTER OPTIONS

Your PREMIER's computer allows you to select many options relative to game operations, time, vend price etc. The computer board is located in the "component box" mounted inside the lower section of the cabinet and has a clear lexan cover protecting the components.

Locate the computer board in the component box, then depress and release the "reset" button located approximately in the center of the board (put finger through the hole in the lexan cover to reach the "reset" button). At this time, the coin lights and lock out coils will shut off and the LED display will stop its attract sequence.

When in programming mode, the left side of the LED is used to select which mode you are programming while the right side of the LED is used to select the programming for that mode, while the joystick is used to make the actual mode and programming selections.

**MODE 1, GAME TIME.** 01/30: Game time is adjustable from 01 to 99 seconds. Move joystick forward to increase game time or backward to decrease game time. Notice the right side of the LED will display the number of seconds you have selected.

To advance to mode 2, move joystick left until MODE 2 appears on the left side of the LED.

MODE 2, VEND PRICE. 02/02: Vend price is adjustable from one (1) quarter to ninety nine (99) quarters, but keep in mind that the computer only counts the NUMBER OF QUARTERS, not the amount of money. Move the joystick forward to increase the vend price (number of quarters) or backward to decrease the vend price i.e.;

01	=	.25
02	=	.50
04	=	\$1.00

To advance to mode 3, move joystick left until MODE 3 appears on the left side of the LED.

MODE 3, MAXIMUM CREDITS. 03/20: Maximum credits is used to limit the number of coins or bills that will be accepted at any one time. Maximum credits should be set at a value equal to or above the number of credits the bill acceptor will accept, i.e.; at .50 play \$5.00 = 10 credits, \$10.00 = 20 credits etc.

Mode 4, 5 and 7 are not used. To advance to mode 6; move joystick left until MODE 6 appears on the left side of the LED.

MODE 6, GAME SELECTION/TEST. Game 1 is normal play mode, as set by the factory, where the claw may be moved over the play field, the drop button depressed and the claw will drop, close, retract and return home. Game 2 allows the game to be played as usual, however when the drop button is depressed, the claw only drops while the drop button is depressed and if the claw has not been fully dropped, it allows the player to continue moving the mechanism around the playfield until the claw is lowered fully, at which time it will retract and return to the home position.

This is also known as the "Nudge" feature.

Autotest moves the mechanism to the rear for 3 seconds, then right for 3 seconds, closes the claw, opens the claw, drops the claw and retracts and returns to the home position. This cycle will continue until the program is reset to normal play mode 06/01 or 06/02.

06/00 - To set in autotest, move joystick forward until 00 is shown on right side of LED, depress the START button. To stop autotest, depress the reset button on the computer board prior to the claw closing, and keep depressed until the claw begins to drop, then move joystick backward to 06/01 or 06/02 and depress the START button, all programmed information will be saved.

**DO NOT SET MODE 6 ON 06/03 AS MACHINE WILL NOT OPERATE ON THESE SETTINGS!**

Any MODE settings may be changed without affecting the other modes, simply proceed to the desired mode as described above, make programming changes and press the START button.

01/	0-99	Game time
02/	0-99	Vend price = number of coins
03/	0-99	Maximum credits
04/	Not used	
05/	Not used	
06/00	Autotest	
06/01	Normal game play mode	
06/02	Claw drop "nudge" mode	
06/03	Do not set, machine will not operate.	
06/04	Do not set, machine will not operate.	
06/05	Not used	
07/00	Not used	
07/01	Not used	

## ADJUSTING THE CLAW TILT

Your new PREMIER skill crane is fitted with an adjustable claw tilt screw located inside the claw mechanism, and is accessible through the small "window" located on the right panel cover of the claw mechanism. By placing a Phillips head screwdriver through the hole and onto the screw head, you may make the following adjustments:

Turning the screw CLOCKWISE will decrease the claw tilt;

Turning the screw COUNTER CLOCKWISE will increase the claw tilt.

## WARRANTY INFORMATION

Your PREMIER SKILL CRANE CARRIES A FACTORY WARRANTY EFFECTIVE FROM THE DATE OF PURCHASE, TO THE ORIGINAL PURCHASER COVERING THE FOLLOWING ITEMS:

### ONE YEAR

The following items are covered for a period of one year from the date of purchase:

- Computer board
- Power transformer
- Power cord
- Power switch
- Coin meter shut off switch
- Rope light controller
- Rope lights
- Wiring harness assemblies (all)
- Currency acceptor
- Mechanism motors and switches
- Fluorescent light fixtures
- Claw coil and retract cable

## 2 YEARS

The following items are covered for a period of two years (from the date of purchase) against defects in materials or workmanship:

- Aluminum extrusion
- Shelving
- Drop box
- Prize door and bracket
- Control panel
- Cash box
- Coin box and enclosure
- Door locking rods and brackets
- Component box enclosure
- Prize door trim
- Mechanism panels and PEM fittings
- All delrin parts
- Mechanism drive rods and couplings

The warranty coverage is limited to the manufacturers discretion of replacement or repair. Manufacturer is not liable for those parts or components with excessive wear or that show signs of abuse or neglect. Finishes to materials are not a part of this warranty.

## OWNERS WARRANTY REGISTRATION CARD

Please complete and return the "owners registration" card as soon as possible, and include the serial number located on the I.D. plate affixed to the inside of your PREMIER. The registration card is necessary to process warranty requests.

## WARRANTY LIMITATIONS

The manufacturer will replace or repair, at manufacturers discretion, those items as listed above that are covered by the one year warranty as long as the warranted items do not show signs of abuse, tampering or damage. Warranty does not include shipping charges relative to the transportation of warranty parts. Manufacturer must have warranty registration form returned prior to issuance of warranty repair or replacement authorization.

## PROPER CARE AND MAINTENANCE

To ensure long term operation and proper appearance of your PREMIER skill crane, the following care instructions should be administered:

1. Make certain to clean the mechanism rods periodically, then lubricate with a high quality, light weight oil such as 3 in 1 or comparable. Do not let oil build up, wipe the bottom of the rods when finished to prevent oil from dripping down onto plush.
2. Check screws and nuts on mechanism and claw to ensure they are tight.
3. Make certain that the mechanism harness runs free and does not bind.
4. Periodically replace the claw string (every 50,000 cycles).
5. Maintaining a clean and attractive machine will enhance your operation and please your account. Make certain to thoroughly clean your PREMIER often enough to maintain the new look.
6. Should the cabinet become scratched, touch up paint is available in gloss and flat, please refer to the PARTS section of this manual.

# PARTS LISTING

PART # ..... DESCRIPTION

PART # ..... DESCRIPTION

## CLAW MECHANISM

## MISCELLANEOUS PARTS

CM-0121.....Front/Back & Left/Right Motor  
 CM-0122.....String motor  
 CM-0123.....Left/Right Delron bushing  
 CM-0124.....Front/Back Delron bushing  
 CM-0125.....Delron string guide  
 CM-0126.....Delron up block  
 CM-0127.....Delron up stop  
 CM-0128.....Delron set screw  
 CM-0129.....Claw tilt screw  
 CM-0130.....Front/Left/Up limit switch  
 CM-0131.....Claw tilt limit switch  
 CM-0132.....Rubber drive belt (common)  
 CM-0133.....Drive wheel set screw  
 CM-0134.....Drive assy coupler with set screws  
 CM-0135.....Aluminum drive wheels (common)  
 CM-0136.....Claw up spring  
 CM-0137.....Cage wiring harness  
 CM-0138.....Claw string  
 CM-0139.....Claw string spacer  
 CM-0140.....Claw coil  
 CM-0141.....Claw retract cable  
 CM-0142.....Claw spring  
 CM-0143.....Mechanism short extension harness  
 CM-0144.....Mechanism long extension harness

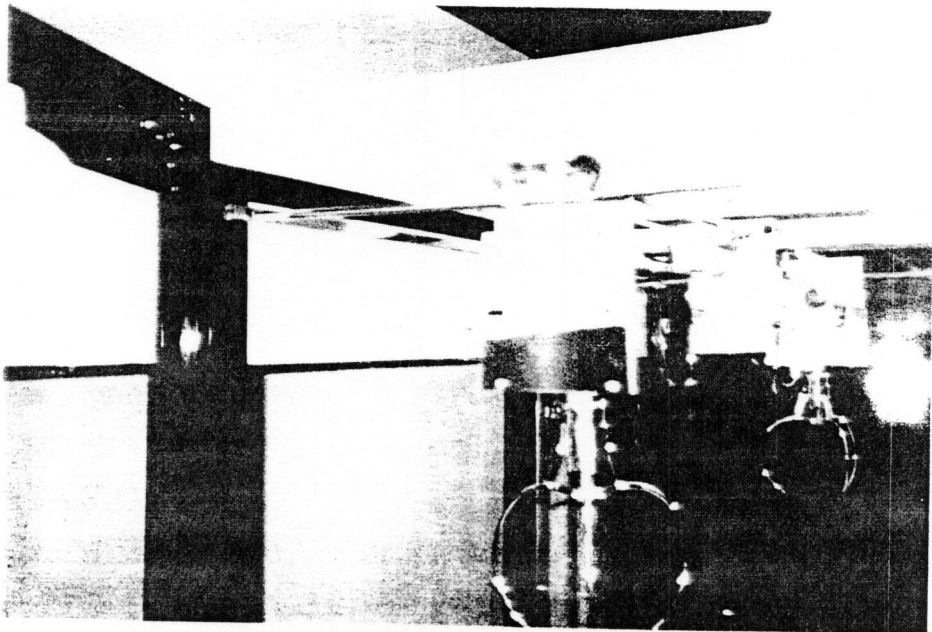
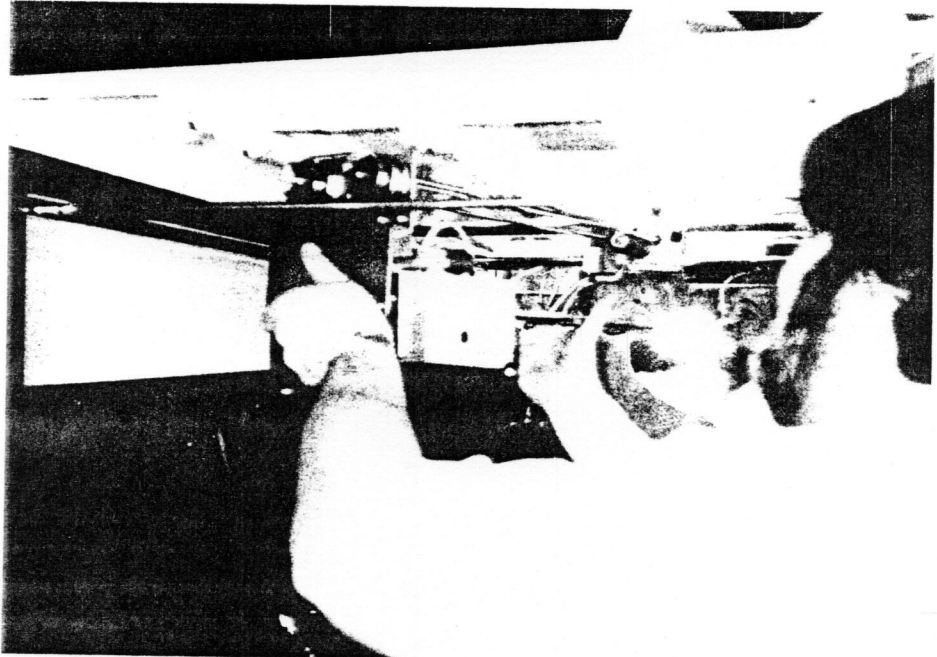
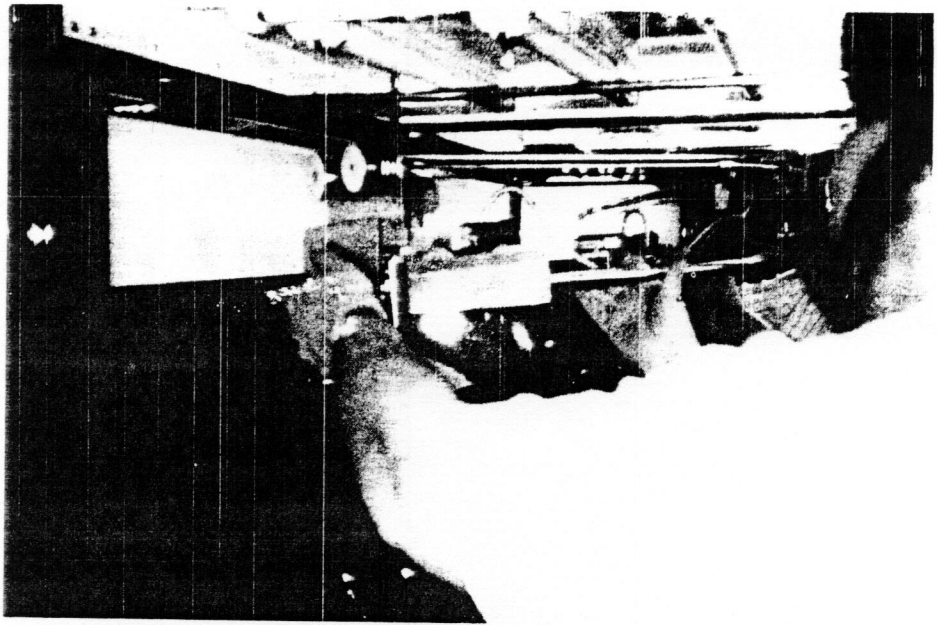
MP-0012 .....Plush shroud, 42" model  
 MP-0013 .....Plush shroud, 36" model  
 MP-0014 .....Plush shroud, 65" model  
 MP-0015 .....Plush shroud mounting brackets  
 MP-0016 .....Fluorescent light fixture  
 MP-0017 .....Start and drop light bulbs  
 MP-0018 .....Coin lights  
 MP-0019 .....Coin meter shut off switch  
 MP-0020 .....Coin meter wiring harness  
 MP-0021 .....T handle lock assembly  
 MP-0022 .....T handle lock  
 MP-0023 .....T handle lock hasp  
 MP-0024 .....T handle nylon lock nut  
 MP-0025 .....Prize door trim (common)  
 MP-0026 .....Door wheel bracket  
 MP-0027 .....Door wheel  
 MP-0028 .....Front graphic panel (include model width)  
 MP-0029 .....Side graphic panel

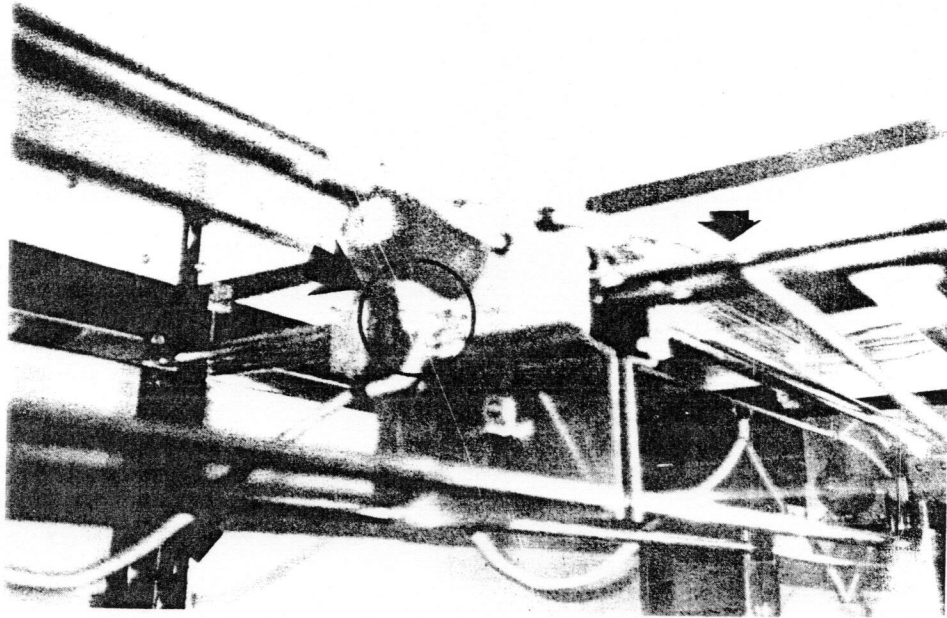
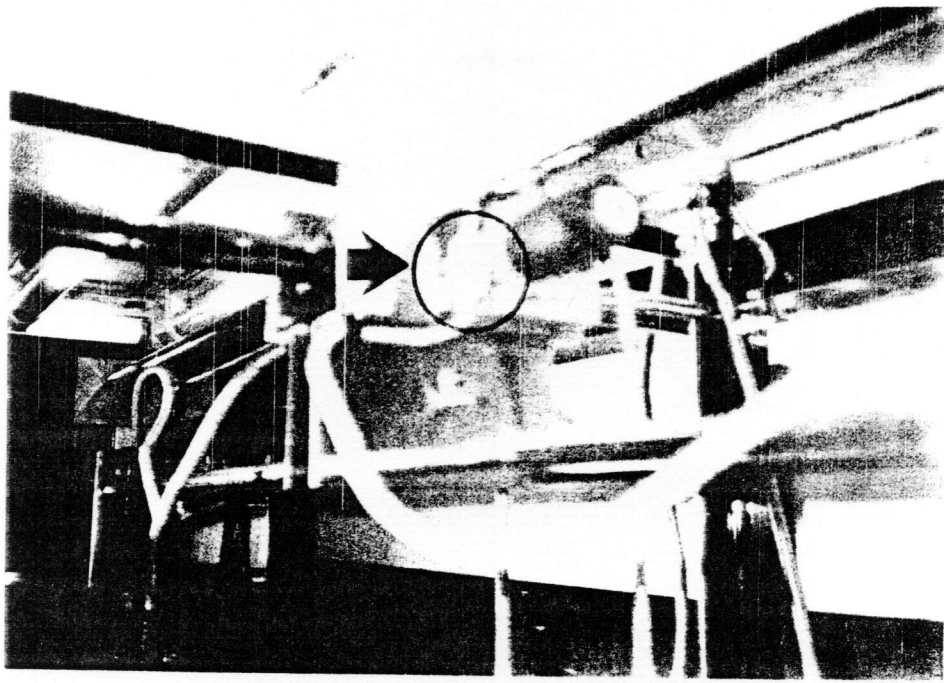
## COMPONENT BOX

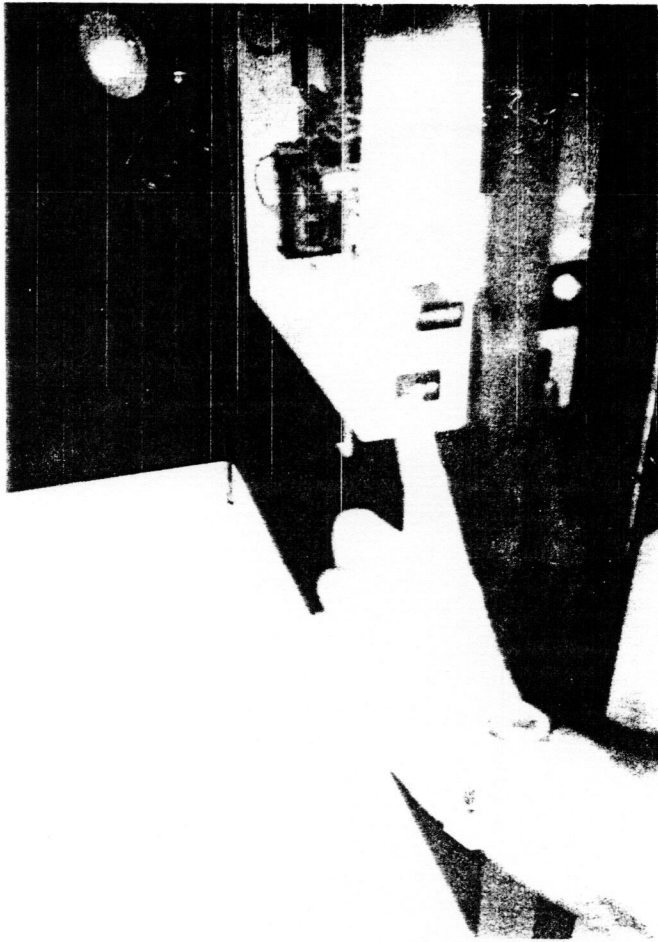
CB-0023.....Component panel cover  
 CB-0024.....Component panel cover bolts  
 CB-0025.....On off switch  
 CB-0026.....Fuse block  
 CB-0027.....Power transformer  
 CB-0028.....Coin counter  
 CB-0029.....Power supply fuses  
 CB-0030.....Computer board fuses  
 CB-0031.....Computer board  
 CB-0032.....Computer board stand offs

## CONTROL PANEL

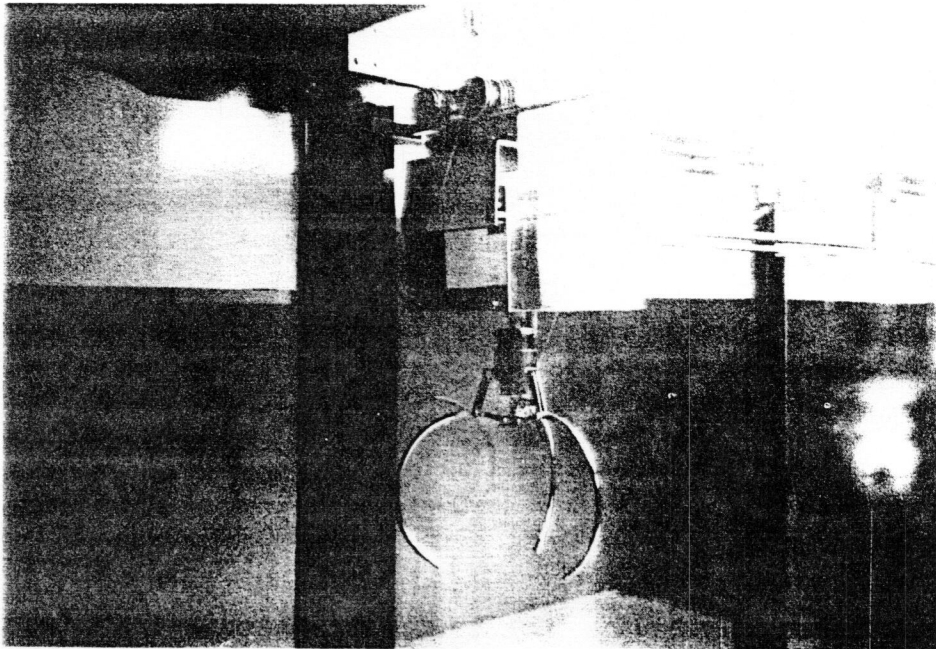
CP-0011 .....Wiring harness, complete  
 CP-0012 .....Joystick assembly  
 CP-0013 .....Start button  
 CP-0014 .....Drop Button  
 CP-0015 .....LED display  
 CP-0016 .....LED screened cover  
 CP-0017 .....LED clear cover





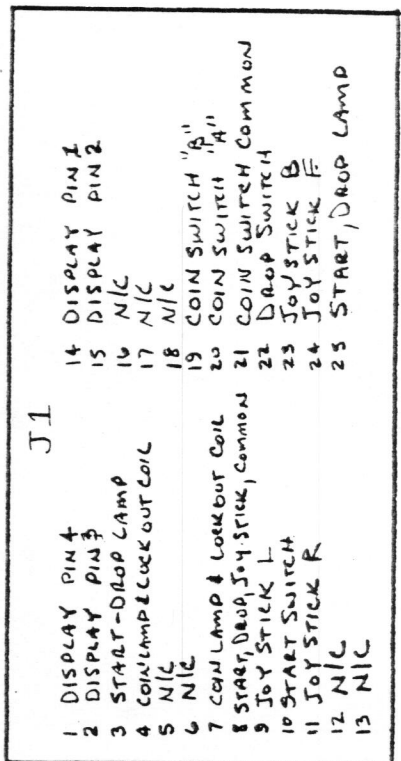
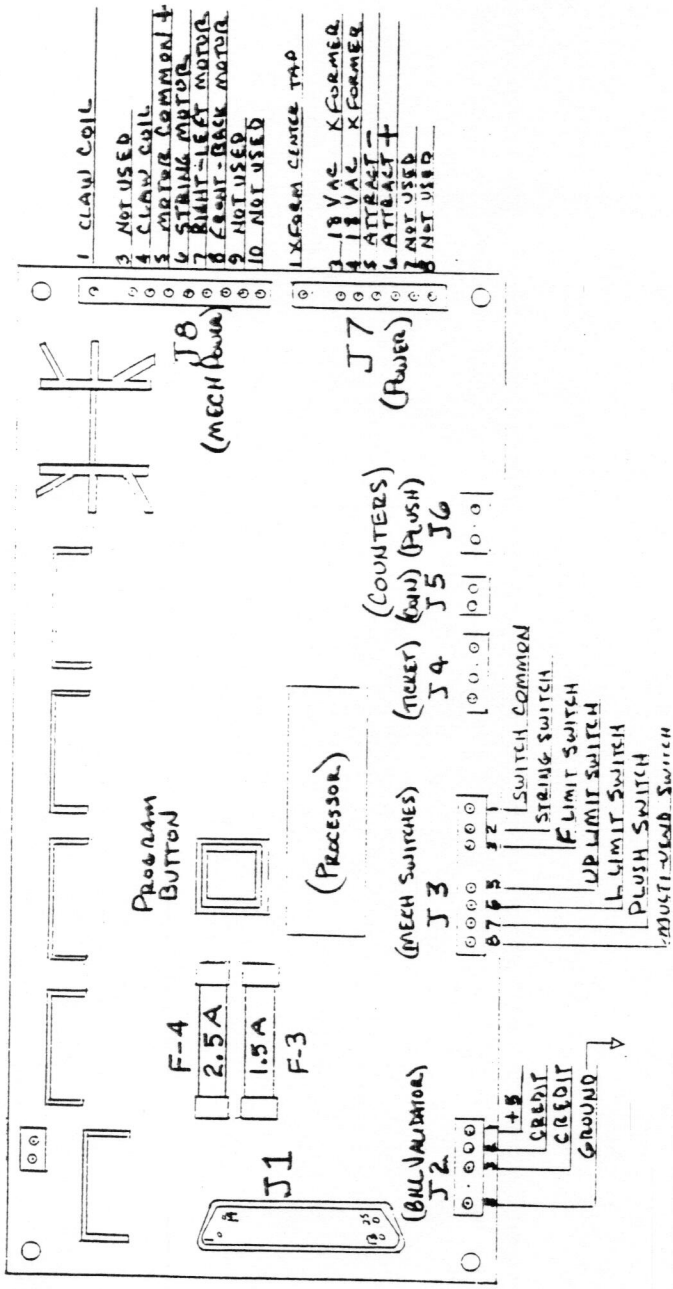


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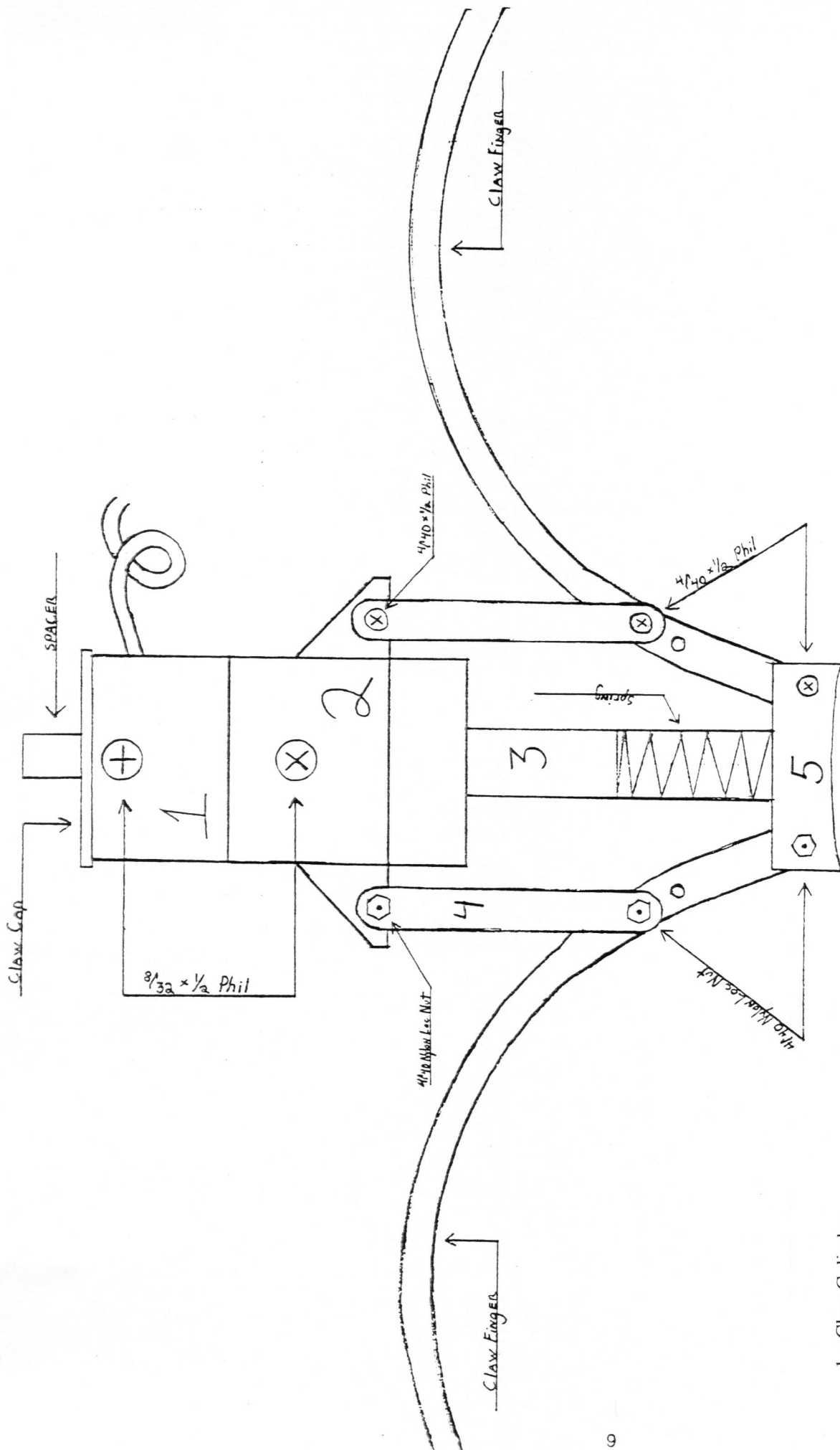


PREMIER - MISSION CRANE SERUKE

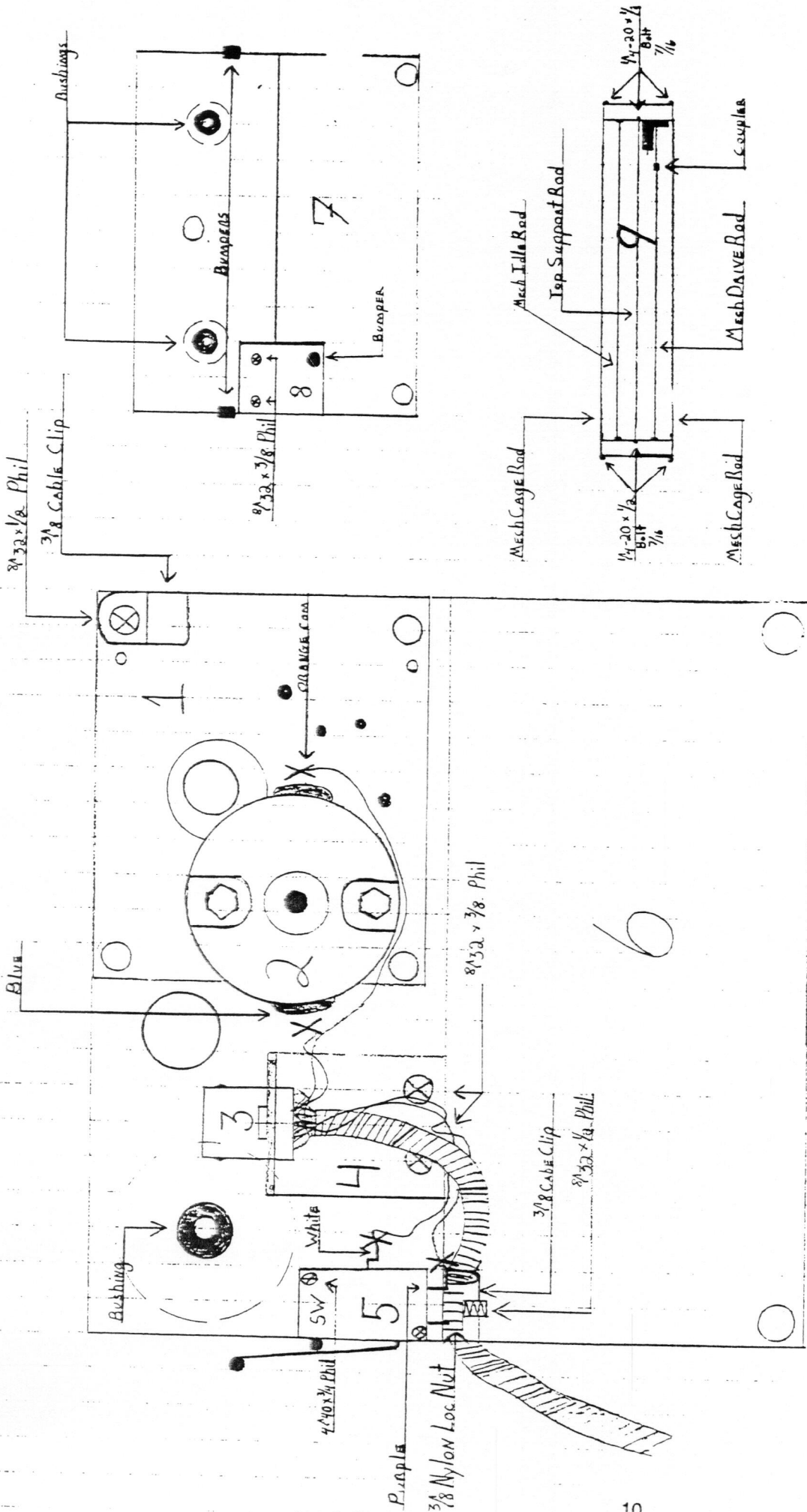
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DRAWING NUMBER

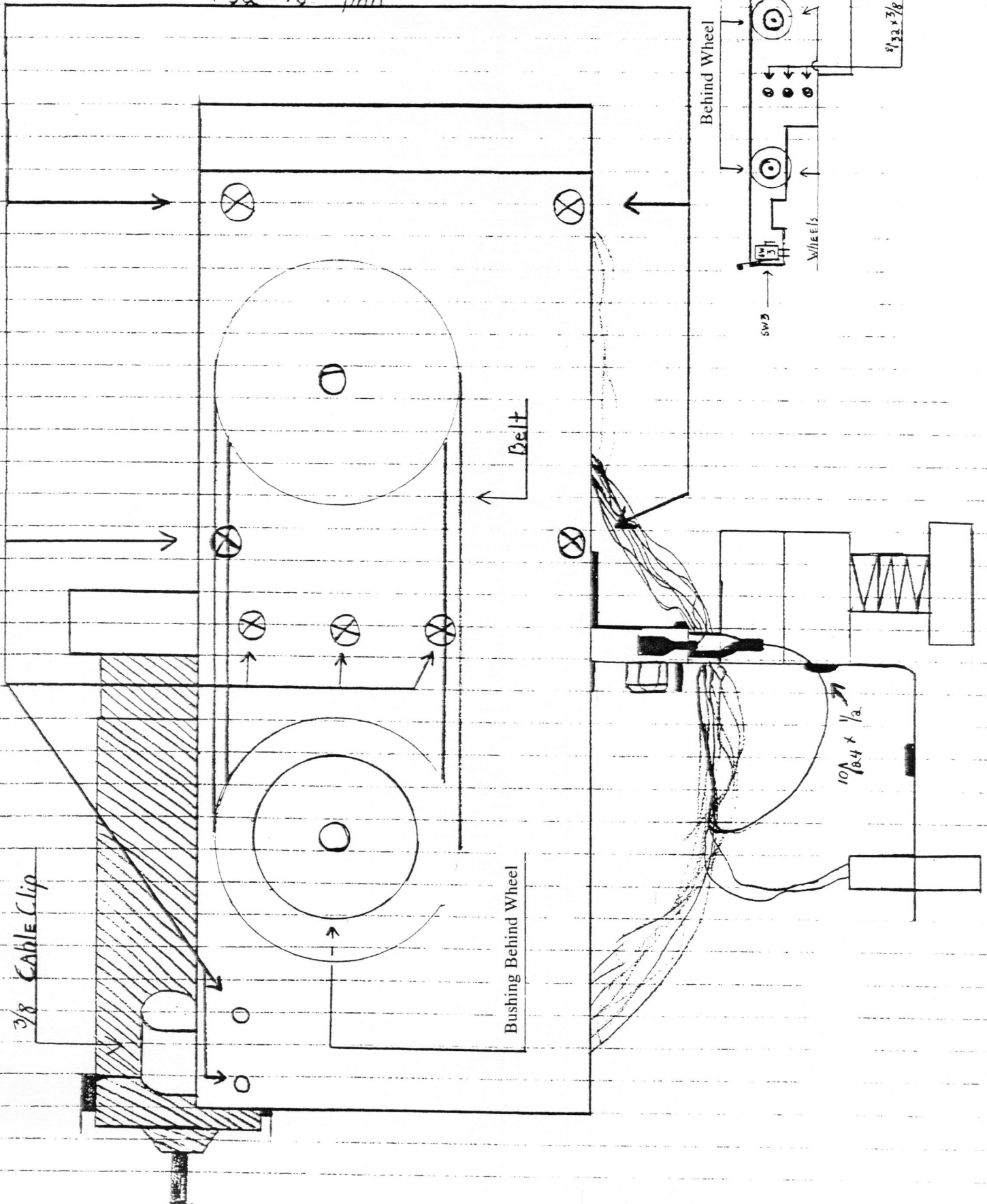


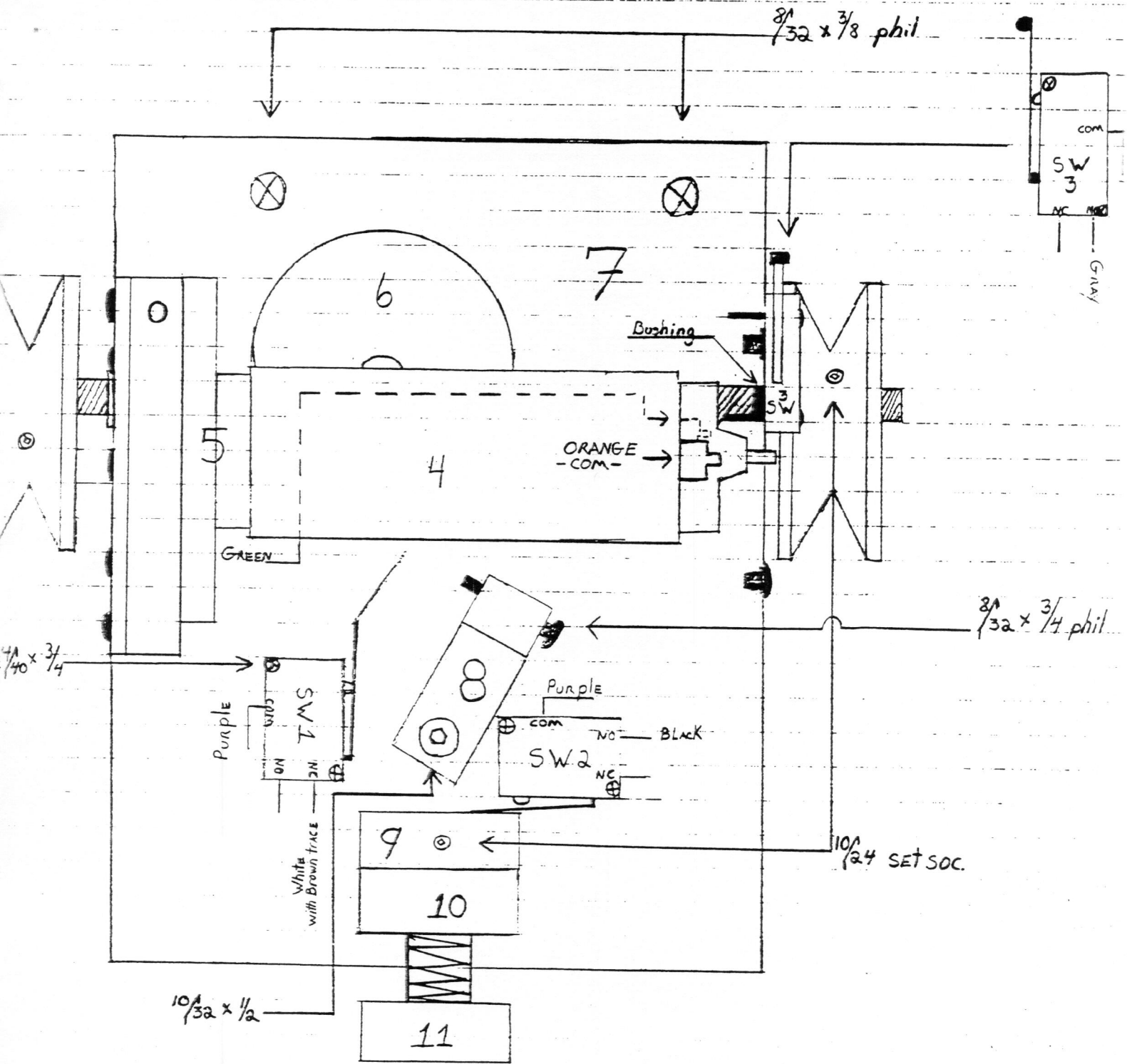
1. Claw Cylinder
2. Three Finger Ring
3. Plunger
4. Straps
5. Center



1. Gear Box
2. Left-Right Motor
3. Molex Connector of Track Harness (Female)
4. Track Molex Bracket
5. Home Switch to Turn Off Left-Right Motor
6. Mech Motor End Plate
7. Mech End Plate
8. Stop Cage Plate
9. Top View of Track

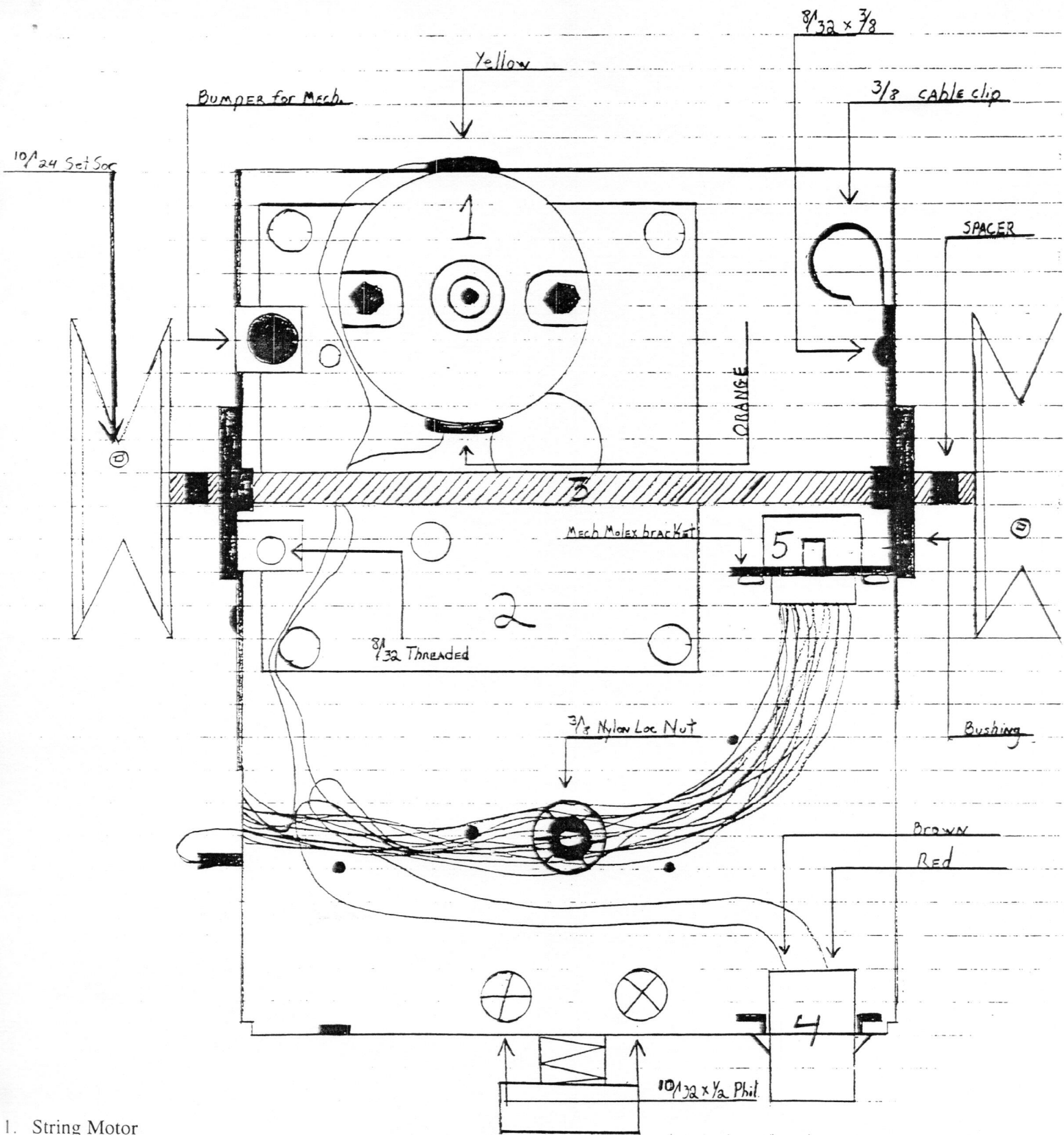
8/32 x 3/8 phil





Switches

- |  |                         |
|--|-------------------------|
| 1. Sensitivity for Sting Slack               | 8. Tilt Block           |
| 2. Limit Switch to turn off String Motor     | 9. String Tube Retainer |
| 3. Limit Switch to turn off Front/Back Motor | 10. String Tube Guide   |
| 4. Front & Back Motor                        | 11. String Tube         |
| 5. Gear Box for Motor                        |                         |
| 6. Delrin String Wheel                       |                         |
| 7. Center Plate                              |                         |



1. String Motor
2. Gear Box
3. Idle Rod
4. Female Connector for Retrac Cable
5. Molex Connector of Mech (Male)