



Strike Hook

Operator's Manual

Please read this manual carefully before use and installation

Disclaimer

Dear Users:

Thank you for choosing our product. In order to ensure that you can correctly understand and use this product, as well as to clarify the rights and obligations of all parties, this disclaimer is hereby formulated. Please read the following content carefully.

I. Disclaimer

1. Product Performance and Quality:

We are committed to providing high-quality game console products, but for unforeseen reasons due to the production process, parts failure, transportation damage and other product performance problems or quality defects, we will be within the law and within a reasonable range of the corresponding repair, replacement responsibility. However, we do not assume any responsibility for product damage caused by improper use, malicious damage, unauthorized modification, etc. by the user.

2. Safety Instruction:

After the installation is completed, it should be ensured that the safety markings and warning signs on the game machine are clearly visible. Users should pay attention to read these signs and comply with the safety regulations during use. If necessary, obvious warning signs can be set up around the installation location to remind others to pay attention to safety and avoid accidents. We are not responsible for any personal injury, property damage or other adverse consequences caused by the user's violation of the safety use norms.

3. Third Party Liability:

If the user suffers loss in the process of using gaming machine due to the behavior or negligence of a third party (such as the operator of the gaming place, equipment maintenance personnel, etc.), we will try our best to assist the user in solving the problem, but do not assume direct responsibility for compensation. Users should claim their rights to the relevant third party.

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For force majeure events (such as natural disasters, war, government action, etc.) caused by the normal use of the product can not be used, damage or other losses, we do not assume any responsibility.

II. Application of Laws and Definition of Copyright-Related Responsibilities

This disclaimer shall be interpreted and applied in accordance with the laws of the People's Republic of China. No liability is assumed for improper and unauthorized use and/or operation of the hardware and licensed software. The operator shall indemnify, defend and hold harmless Superwing Animation from any claims or lawsuits against Superwing Animation arising out of such improper and unauthorized acts by or on behalf of the operator.

Thank you again for choosing our product. We will continue to provide you with a better gaming experience and service. Our goal is to the game better and entertain the whole world, so come with us and become a big family of ours.

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1. Product Specification

Dimensions: D1500mm * W1500mm * H2372mm

(Dimensions after removing the console: D1325mm*W1325mm;

Height after removing the light box: 1861mm)

Weight: 410kg

Operating Voltage: 220V

Frequency: 50Hz - 60Hz

Power: 700w - 1100w



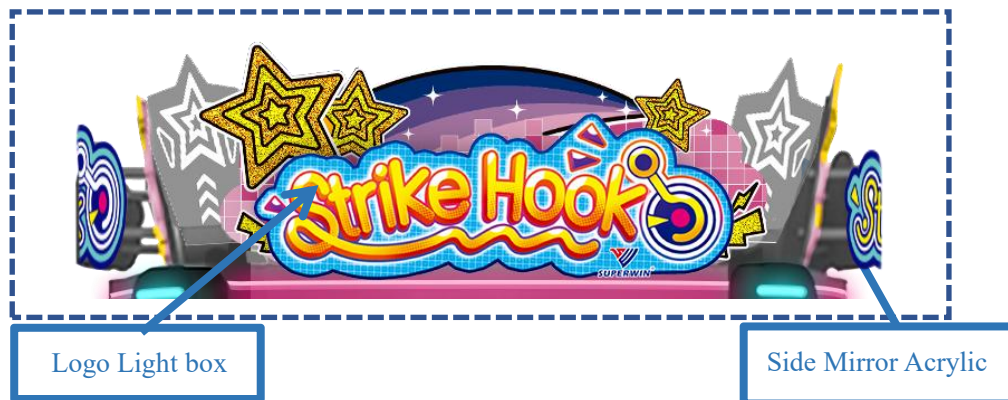
Overview:

1. Innovative gameplay: Latest gift hooking machine, breaking traditional boundaries, winning unlimited gifts;
2. Charming appearance: Unique appearance, exquisite workmanship, brilliant lighting, immersive “hooking gift” experience;
3. Revenue advantage: With props charging mode and double-layer storage space, it is a venue revenue tool.

2. List of Accessories

Name of Accessories	Quantity	Remarks
Instruction Manual	1	
AC Power Cord	1	
Cabinet Key	2	
Gift Hooks	200	Gift hooks if you need to buy please contact the manufacturer
Screws	As packaged	

3. Light Box Installation Instructions



1. Install the 4 pieces of Logo light box on the hardware, respectively, with 4 screws to fix the left and right sides of the hardware, and insert the Connector (as Figure 1). Pay attention to the location of the light box outlet: between 1, 2P and between 3, 4P should be the wiring convergence (as Figure 2)

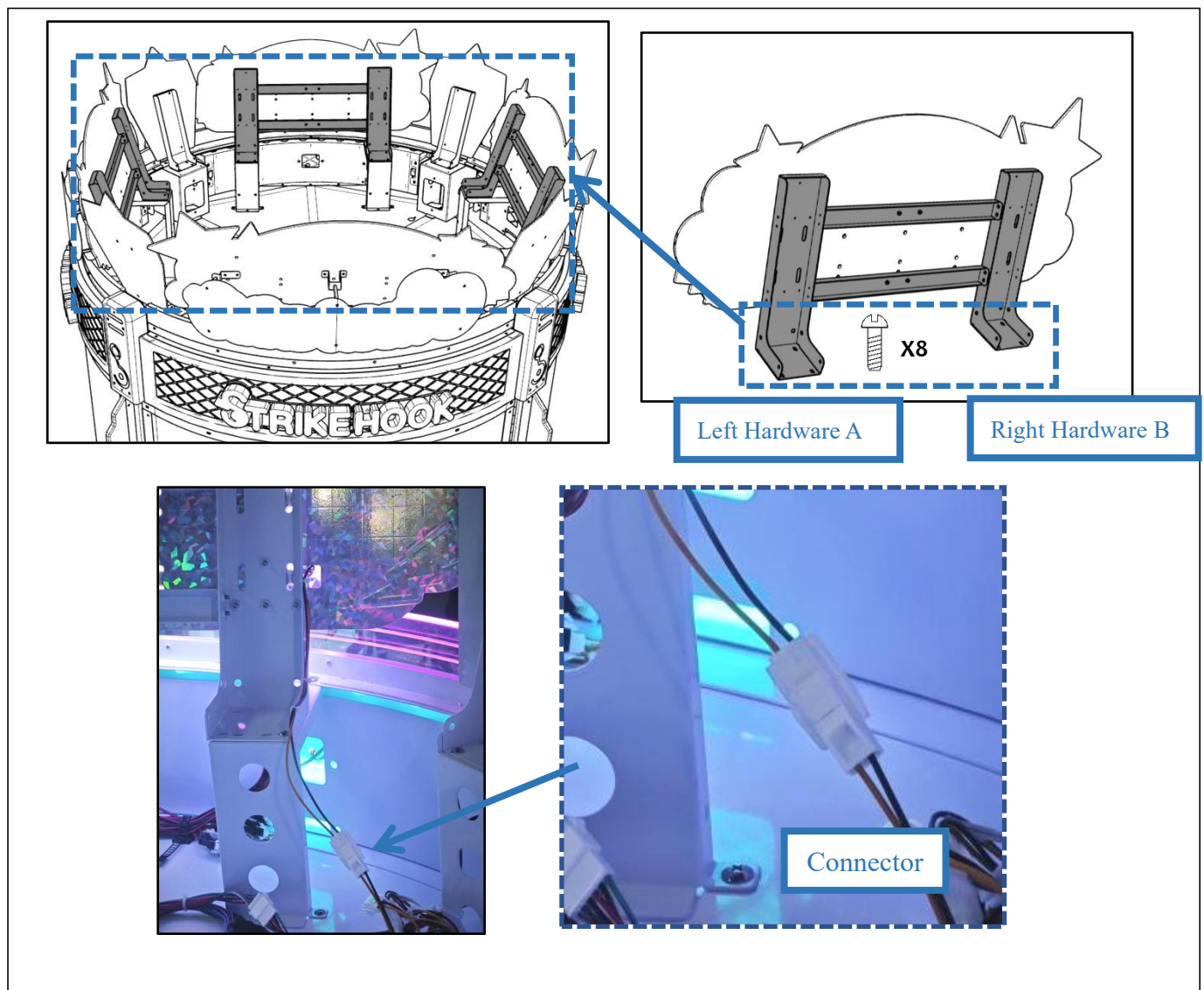
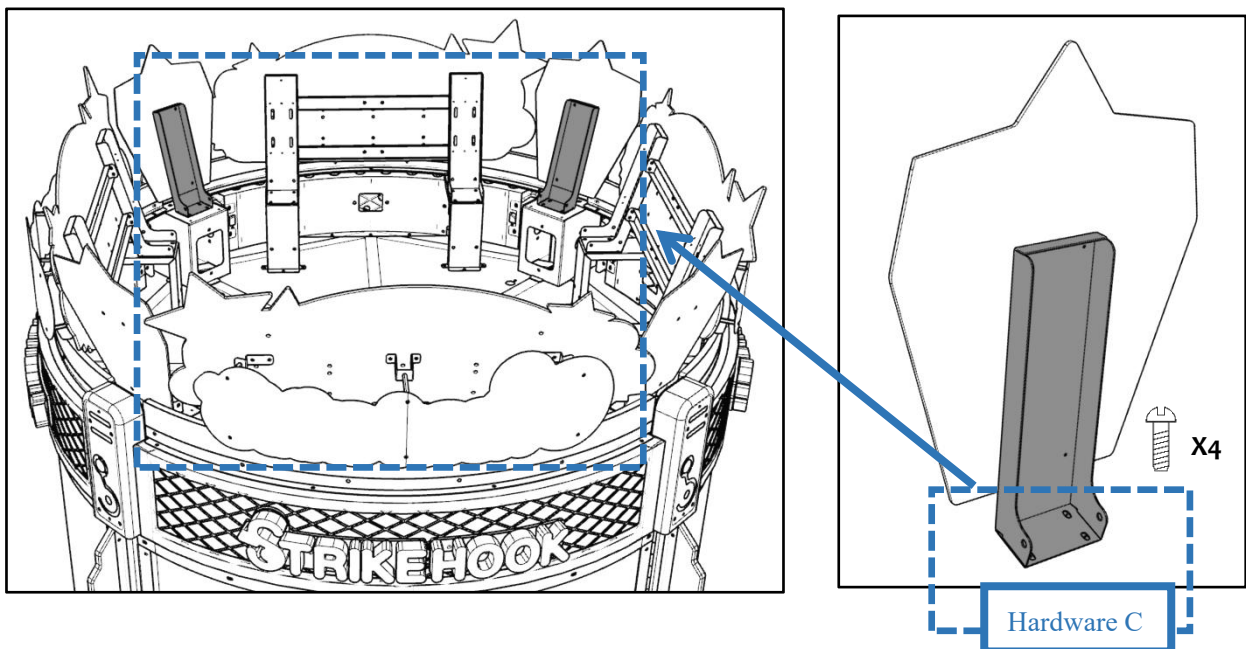


Figure 1



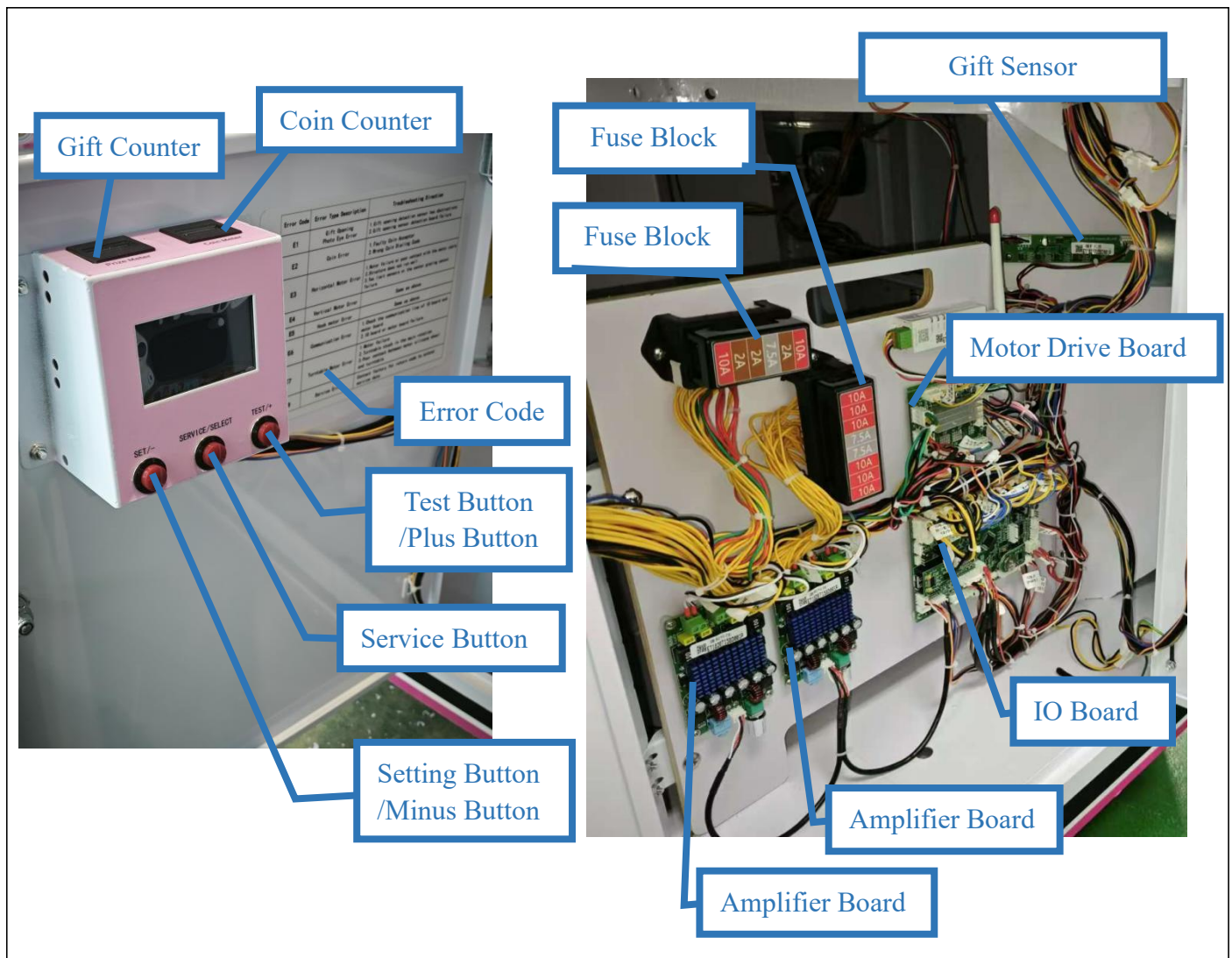
Figure 2

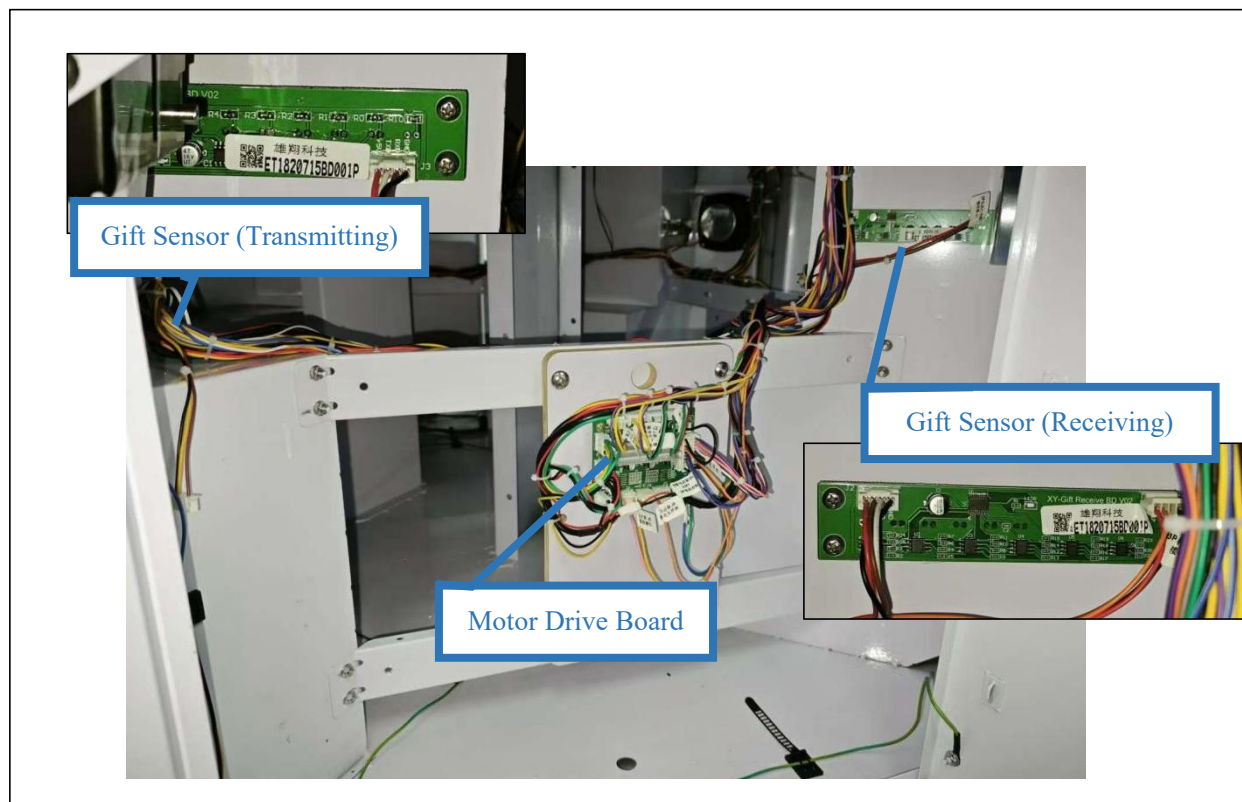
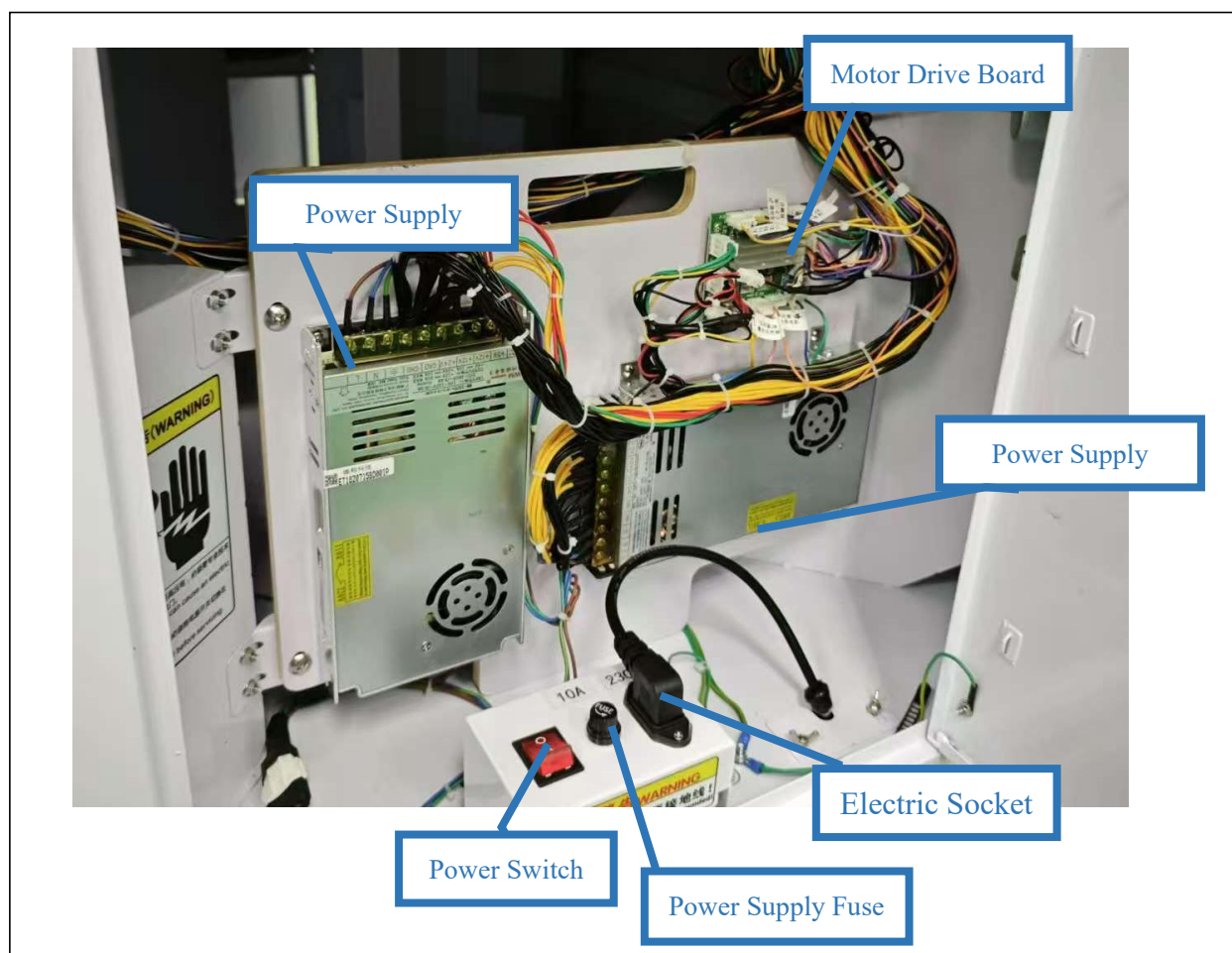
2. Attach the 4 pieces of Side Mirror Acrylic to the hardware and secure the hardware with 4 screws each.



4. Components Description

1.The following items are visible when the doors on either side of the gift exit are opened:





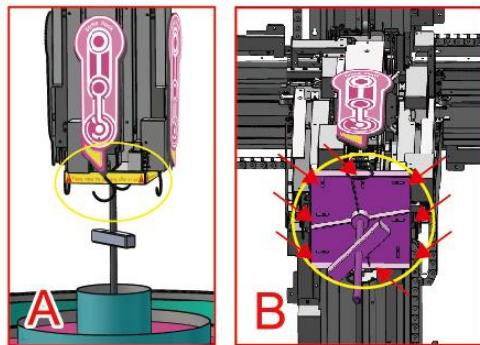
5. Note Before Use

⚠ Note Before Use ⚠

1、The new machine needs to turn off **the transportation mode** to work properly when it arrives!

2、Specific Operating Instructions:

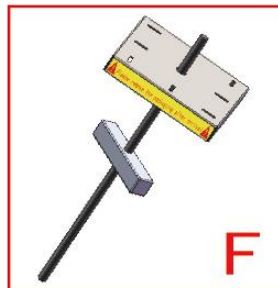
(1) First of all, you need to remove **the 8 screws** under the fixed hardware base of the robotic arm. (As Fig. A-B);



(2) Next, power on and enter the Setting Menu. Press the Service Button, select "test", then press the Test Button to enter the test interface; then press the Service Button, select "transportation mode", then press the Test Button to enter the transportation mode interface; finally press the test button to select "OFF " to release the Transportation Mode. (As Fig. C-E)



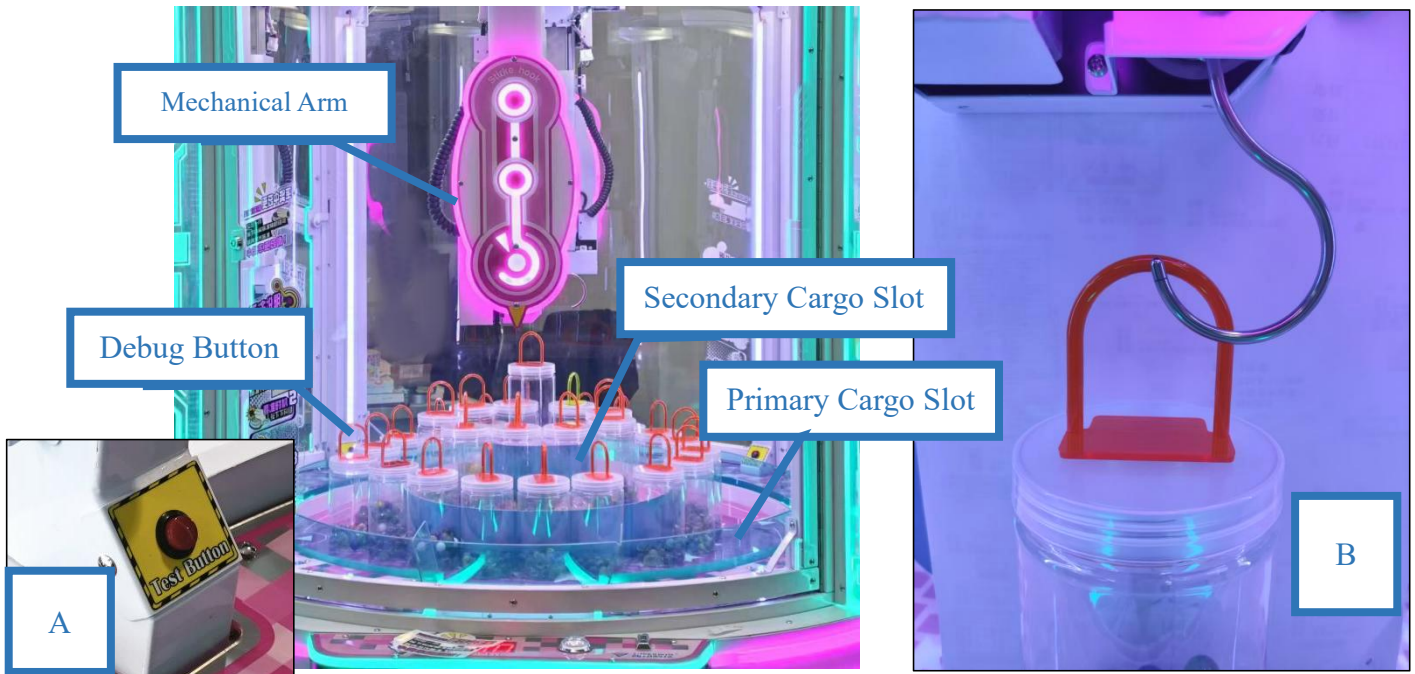
(3) After turning off the transportation mode, wait for the four mechanical arms to finish dispersing and rotate the fixed hardware until the hardware is completely removed. (As Fig. F) At this point, the machine can start working normally.



Note: When the transportation mode is ON, the four mechanical arms are gathered in the center for fixation. **This mode needs to be on before the machine is transported.**

6. Mechanical Arm Hook Debugging Method

(Every time you replace a different size gift, you have to reset the Mechanical Arm)



1. Press the Debug Button at the bottom of the left side (as shown in Figure A), and the Mechanical Arm will automatically move to the goods aisle of the first layer.
2. Press the back and forth keys to adjust the falling height of the Mechanical Arm, so that the end of the hook is the same as the highest point of the hook (see Figure B), and the height of each fall of the first-layer manipulator is calibrated.
3. After debugging the first layer of cargo slot, press the debugging button again, and the Mechanical Arm will automatically move to the second layer of cargo slot.
4. Repeat the action of the second step, after debugging the second layer of goods, press the debugging button again, and the debugging is finished.
5. Pay attention! Each time you change the gift of different specifications, you must reset the mechanical arm, otherwise it will lead to inaccurate prize rate!
6. After the debugging is completed, if you need to check the current setting height, just press the Debug Button, the Mechanical Arm will automatically run to the first level of height; then press the Debug Button, the Mechanical Arm will run to the second level of height; and then press the Debug Button again to exit.

7. Gift Selection Requirements and Placement Instructions

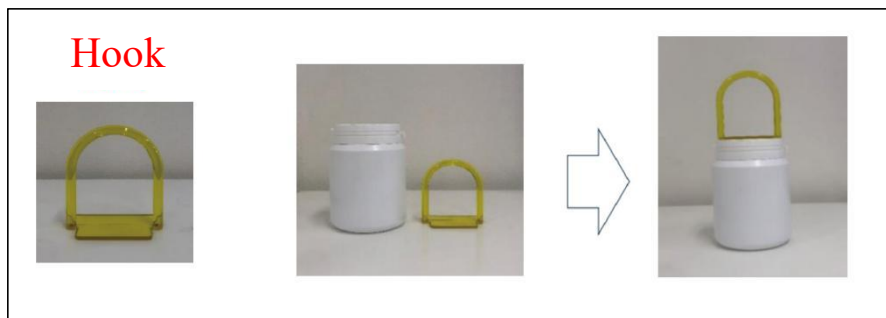
1. Gift Selection Requirements:

1.1 The built-in gifts please strictly comply with the following requirements:

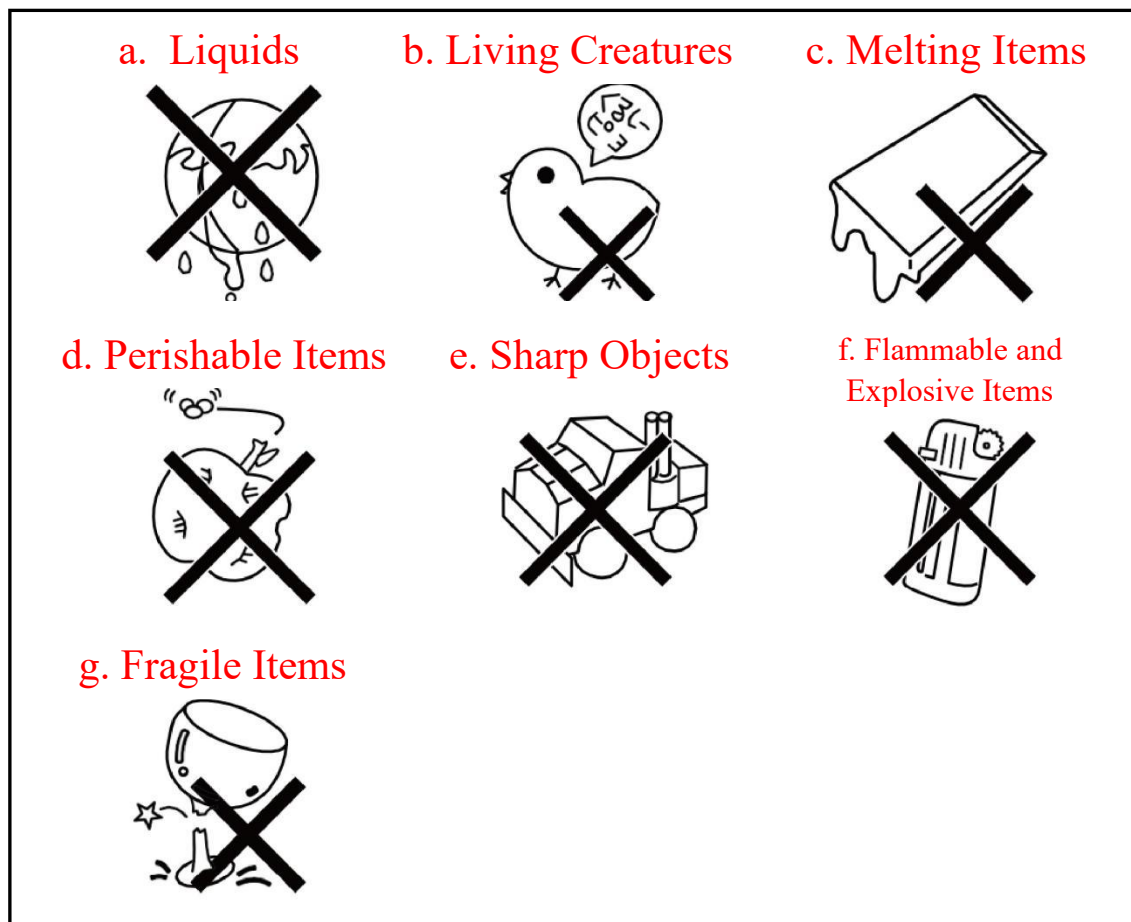
(Note: the gift needs to be attached to the hook)

Gift Size: Cube, such as: W100mm D100mm H228mm (excluding the hook size);

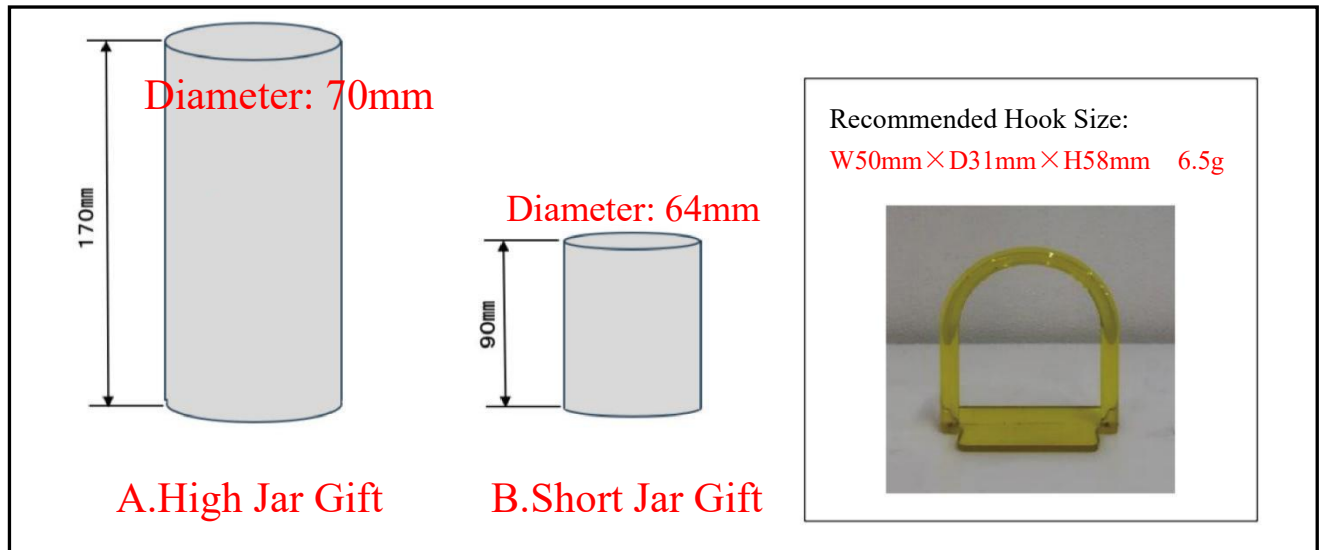
Maximum weight of a single gift :500g



1.2 Do not use the following items as gifts:



1.3 The following two gift specifications are recommended :A (High Jar Gift), B (Short Jar Gift). Height, weight and diameter are the measured values for bottling, and it is recommended to use a container close to this value. (Height and weight do not include hook)



Note: The same layer of turntable have to put the same height of gifts

2. Built-in Gift Placement Instructions :

(1) As shown in Figure A, Attach the hooks on the gifts. Be sure to fill the entire gift area, do not leave any empty space;

(2) As shown in Figure B, the gift hooks must be placed at 90° to the arm hooks, otherwise the gift hooks will not be able to be hooked and the gifts will be easily knocked over when the hooks are lowered;

(3) The height of each layer of gifts should be the same height, please do not place different height gift in the same slot.



Figure A



Figure B



Mistake Demonstration 1: Gifts placed upside down or tilted



Mistake Demonstration 2: Gift hooks not placed at 90° .



Mistake Demonstration 3: Different Gift Height

8. How to Play



9. Game Setting Instructions

Main Control IO Board LCD Display

STRIKE HOOK
www.xiongxiang
game.com
Ver.2024xxxx

Explanation

Press menu key to enter home menu

Setting Button: Return Function

Service Button: Select Function

Test Button: Confirm Function

Main Menu

MAIN MENU
Set<< Test
Saved&Exit

Setting Menu

Press Service Button to select, press Test Button to enter option, press Setting Button to return

SETUP MENU
Coin<< Gift
Game RST
Back

1.1 Enter Coin Options

Press the Test Button to choose to set the number of coins or games.

The default setting is 2 coins per game.

Coin 2<<
Game Play 1
Laser OFF
Back

Number of coins: Press Test Button to cycle selection, settable range: 0~9

Number of game play: Press the Test Button to cycle selection, settable range: 1~5

Laser: Press the Test Button to cycle selection, settable range: 0~5, (0 is free, automatically turn on the laser function; OFF is turn off the laser function)

1.2 Enter Gift Options

Press the Select button to enter the Gift Options

Win Rate: 50% <<
If the income is worth 100, the gift is worth 40

Award rate can be set in the range of 30% to 70%
(Default rate: 30%)

Coin Value 0.5 <<
Gift Value
Lower Layer: 05.0
Higher Layer: 05.0

Coin Value: Press Setting Button -0.1, press Test Button +0.1, Settable range: 0.1~9.9

Lower Layer: Press Setting Button -0.5, press Test Button +0.5, Settable range: 1~99

Higher Layer: Press Setting Button -0.5, press Test Button +0.5, Settable range: 1~99

Coins 0
Lower Gift: 0
Higher Gift: 0
Gifts 0

Num of Coins Required For a
Gift: 025
Back <<

1.3 Enter Game Options

Press the Service Button to adjust the game volume, background volume or the game time.

Press the Test Button to increase the value, and press the Setting Button to decrease the value.

Game Vol 25<<
BGM Vol 20
Game Time 20
Back

Game Volume Range: 0~30
Background Volume Range: 0~30
Game Time Range: 10~30

1.4 Enter Reset Option

Select Yes or No by service and press the Test Button to confirm.

Reset Settings?
NO <<
YES
Back

Testing

2.Select a test by service and press the Test Button to access the test screen.

Aging Test <<
1P 2P 3P 4P
Turntable Transp. Mode
Back

2.1 Entering the Aging Test Options

Press the Service Button to select Yes or No, and press the Test Button to confirm.

Aging Test?
N<<
Y
Back

2.2 Access 1-4P Options

Press the Service Button to view the options.


1-4P State
Gift Slot: OFF
Robotic Arm Sensor:
(F) (C) (B) (H0)
OFF ON ON ON
(U) (C) (D) (H1)
ON OFF OFF OFF
Back <<

(F): Front Sensor (near the middle), (C) : Horizontal Grating Sensor (moving forward and backward),
(B): Rear Sensor (near the console), (H0) : Hook Start Sensor;

(U): Upper Sensor, (C) : Vertical Grating Sensor (moving up and down),
(D) : Lower Sensor, (H1) : Hook End Sensor

2.3 Turntable Settings

Press the Service Button to select and press Test Button to enter.

A blue rectangular screen with white text. The text is arranged vertically: 'Turntable' at the top, followed by 'Sensor: OFF', 'Motor: ON', and 'Back <<' at the bottom.

Turntable
Sensor: OFF
Motor: ON
Back <<

2.3 Transp. Mode

Press the Service Button to select and press Test Button to enter.

A blue rectangular screen with white text. The text is arranged vertically: 'Transportation Mode: OFF' at the top and 'Back <<' at the bottom.

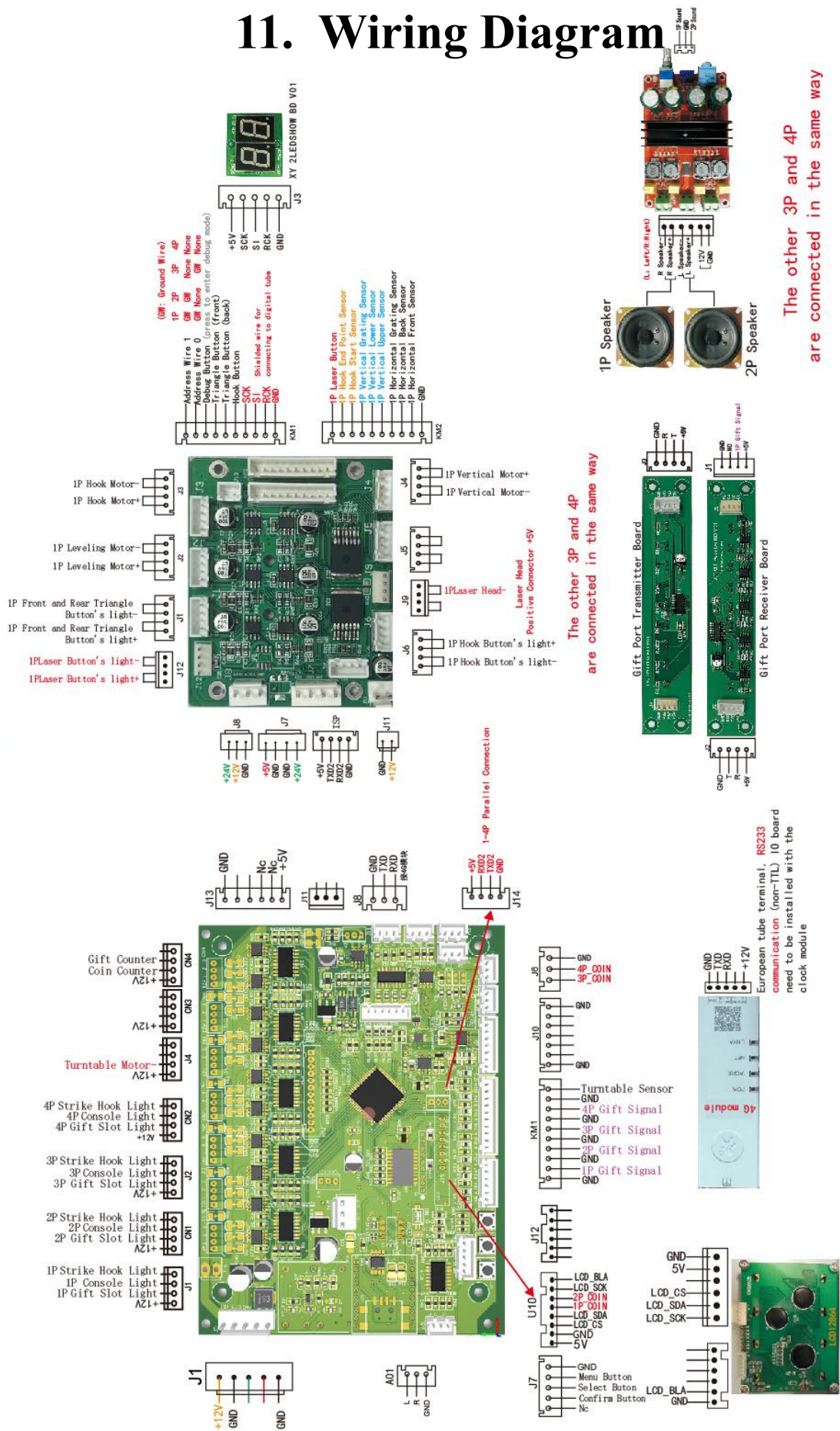
Transportation Mode: OFF
Back <<

Transportation mode is required for factory transport. When the transport mode is ON, four robotic arms are gathered in the middle for fixation. When the machine is transported to the site for use, the packaging should be removed first, and then the transport mode can be turned off before use;







10. Error and Troubleshoot

Error Code	Error Type Description	Troubleshooting Direction
E1	Gift Opening Sensor Error	1、 1、 Gift opening detection sensor has obstructions 2、 Gift opening sensor detection board failure
E2	Coin Error	1、 Faulty Coin Mech 2、 Wrong Coin Dialing Code
E3	Horizontal Motor Error	1、 Motor failure or poor contact with the motor cable 2、 Structure does not run well 3、 Two limit sensors or the center grating sensor failure
E4	Vertical Motor Error	Same as above
E5	Hook Motor Error	Same as above
E6	Communication Error	1、 Check the communication line of IO board and motor board. 2、 IO board or motor board failure
E7	Turntable Motor Error	1、 Motor failure 2、 Turntable stuck in the main rotation 3、 Poor contact between motor silicone wheel and turntable
E8	Service Error	Contact factory for return code to extend service date

11. Wiring Diagram

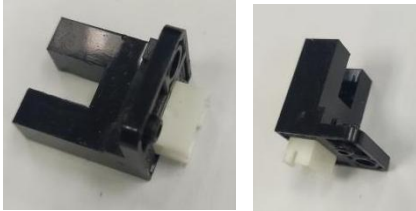





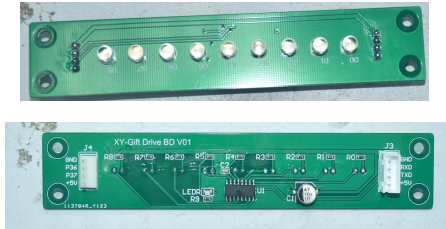









12. Spare Parts List

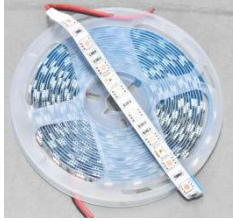





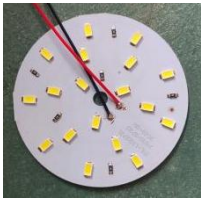
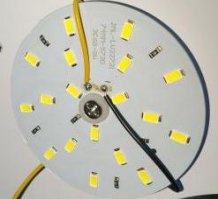



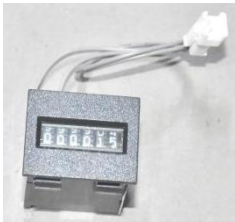
No.	Part Number	Name	Image	Qty
1	1.WJ.ET.0382	Turntable Power Wheel		1 Piece
2	1.WJ.ET.0382	Driving Wheel		8 Piece
3	1.WJ.ET.0382	Driven Wheel		8 Piece
4	2.TZ.ET.0840	Prize Slot Acrylic (Acrylic Embedded Neon Light)		4 Piece
5	2.TZ.ET.0840	Prize Slot Acrylic		4 Piece
6	1.SL.QT.0194	Acoustic Wave Foam		4 Piece

7	5.FL.0367	Mesh Double-Sided Adhesive		5 Meter
8	1.DZ.DJ.0212	Motor for Turntable		1 Piece
9	1.DZ.DJ.0176	Motor for Robot Arm Drive		8 Piece
10	1.DZ.DJ.0200	Hook Motor		4 Piece
11	1.SL.YZ.0142	Short Shaft with Rubberized Bearing Fixed Pulley		8 Piece
12	1.WJ.YZ.0203	Long Shaft Rubberized Bearing Fixed Oulley		8 Piece
13	1.WJ.ET.0397	Vertical Upper Hauling Rope		8 Piece

14	1.WJ.ET.0398	Vertical Lower Hauling Rope		8 Piece
15	1.WJ.ET.0399	Horizontal Hauling Rope		8 Piece
16	1.WJ.ET.0403	Movable Arm Compression Spring		4 Piece
17	1.WJ.ET.0408	Moving Hook Compression Spring		4 Piece
18	1.WJ.ET.0402	Horizontal Wire Tensioning Spring	 	8 Piece
19	1.WJ.ET.0166	Turntable Motor Tensioning Spring		1 Piece
20	1.DZ.DQ.0455	Infrared Laser (Red Cross Spot)		4 Piece
21	1.DZ.DQ.0330	F-type Sensor		8 Piece

22	1.DZ.KG.1025	Y-WA3 Generation Stall Sensor Switch		24 Piece
23	2.XB.YZ.0238	IO Board		1 Piece
24	2.XB.ET.0020	Voice Module		1 Piece
25	2.XB.ET.0028	Five-way Motor Drive Board		4 Piece
26	2.XB.ET.0066	Digital Display Board		4 Piece
27	2.XB.ET.0054	Display Module		1 Piece
28	2.XB.ET.0118	Gift Port Transmitter Board		4 Piece

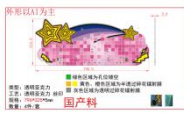


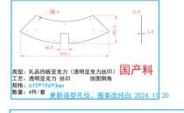














29	2.XB.ET.0093	Gift Port Receiver Board		4 Piece
30	1.DZ.XB.0146	Bi-Channel Amplifier Board		2 Piece
31	1.DZ.LB.0064	4-inch Speakers		4 Piece
32	1.DZ.DY.0130	12V350W Power Supply		1 Piece
33	1.DZ.DY.0145	12V200W Power Supply		2 Piece
34	1.DZ.DY.0211	5V, 24V 85W Power Supply		1 Piece
35	1.DZ.LE.0466	White Flexible Strip Light Bar		8 Meter

36	1.DZ.LE.0418	Violet Light Soft Strip Light Bar	 	12.40 Meter
37	1.DZ.LE.0476	Green Light Soft Strip Light Bar	 	16.80 Meter
38	1.DZ.XB.0162	Aluminum Strip with Milk White Cover		4 Piece
39	1.DZ.XB.0163	Transparent Cover Aluminum Base Strip		4 Piece
40	1.DZ.XB.0159	Round Lamp Plate	 	8 Piece
41	1.DZ.KG.2001	Test Button		7 Piece
42	1.DZ.TB.0024	Coin Mech	 	4 Piece
43	1.DZ.DQ.0231	12V Counter		2 Piece

44	1.DZ.FS.2019	110V-120V Fan		1 Piece
45	1.DZ.FS.2033	EC Fan		8 Piece
46	1.DZ.KG.2143	Console Button	 	8 Piece
47	1.DZ.KG.1068	Power Switch		1 Piece
48	1.DZ.DY.0135	Power EMI Filter		1 Piece
49	1.DZ.DQ.0459	Fuse 63F 15A		2 Piece
50	1.WJ.S.1028	Round Door Lock 6019		12 Piece

51	1.WJ.S.1029	Round Door Lock 6178		4 Piece
52	1.SL.ET.0338	PC Gift Hook (Yellow)		100 Piece
53	1.SL.ET.0339	PC Gift Hook (Purple)		100 Piece
54	1.SL.ET.0340	PC Gift Hook (Orange)		100 Piece
55	5.FL.0389	Nano Double-Sided Adhesive		300 Piece
56	5.FL.0385	High Temperature Resistant Tape (25 mm wide * 30 yards)		0.165 Meter
57	1.WJ.ET.0284	Type A Circlip		1 Piece
58	1.WJ.ET.0227	E-type M3 Circlip		28 Piece
59	1.WJ.QJ.0314	E-type 304 Stainless Steel Spring M3.5		16 Piece

60	1.WJ.QJ.0221	E type Black Color Stainless Steel Spring M4		8 Piece
61	1.WJ.QJ.0310	E-type 304 Stainless Steel M6		16 Piece
62	1.WJ.QJ.0287	E-Type M8 Clip		8 Piece
63	1.DZ.QT.0049	2A Fuse		9 Piece
64	1.DZ.QT.0041	7.5A Fuse		9 Piece
65	1.DZ.QT.0042	10A Fuse		21 Piece
66	1.SL.QJ.0130	2 inch Movable Casters (White)		4 Piece
67	2.TZ.ET.0957	Stickers and Acrylic (Special Edition)		1 Piece

68	2.TZ.ET.0840	Stickers and Acrylic (Universal Version)	      <p>©Bandal Namco Technica Inc. 2024.12.06</p>	1 Piece
69	2.TZ.ET.0920	Warning Sticker(Small)	           	1 Piece



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