

Summary of Vertaald-exemplaar-van-HANDLEIDING-GRIJPKRAAN-EN-compressed 1

Summary of Grab Crane Manual (30% Condensed)

Overview

This document is a translated manual for a grab crane/claw machine, providing operational instructions, settings, and maintenance guidelines for arcade operators.

Key Operational Settings

Menu Option A: General Settings

- *A1**: Language selection (English, Dutch, German, French, Spanish)
- *A2**: Sound volume adjustment (0-15 levels)
- *A3**: Music volume adjustment (0-15 levels)
- *A4**: Game duration setting (15-45 seconds)
- *A5**: Price per game configuration (€0.05-€2.00)
- *A6**: Free game option after prize win
- *A7**: Maximum number of consecutive games
- *A8**: Ticket payout settings (0-999 tickets)
- *A9**: Ticket pulse duration adjustment
- *A10**: Ticket sensor sensitivity setting
- *A11**: Ticket roll empty detection
- *A12**: Ticket printer enabled/disabled

Menu Option B: Probability Settings

- *B1**: **Price ratio** - Ratio between games played and prizes paid out
- Lower ratio = more frequent prizes
- Higher ratio = harder to win prizes
- Ratio of 5 means prize paid every 5 games on average
- Non-prize games have weaker claw grip
- *B4**: Replay options if no prize won
- *B4**: Number of prizes per session limit

Important Features

- *Random mode operation** (setting B3 should remain at "F")

- *Made for arcade** environments
- *Netherlands market** focus (2023 manual)
- *Multiple language support** for international operation

Maintenance Notes

- Regular claw mechanism inspection recommended
- Ticket system requires periodic calibration
- Sound and music settings affect player experience
- Probability settings crucial for profitability management

Note: This summary represents approximately 30% of the original manual content, focusing on the most essential operational information.