



HOLLYWOOD MERCHANDISERS/MFG., INC.

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Manufacturer of the "Original Hollywood Crane" . . .

8044 Lankershim Boulevard, North Hollywood, CA 91605 • 1-800-99 2-2274 • (818) 767-0981

OPENING YOUR HOLLYWOOD CRANE

REMOVE CRATING FROM THE MACHINE

1. Remove keys from inside coin returns, unlock top coin door.
2. Release latch on inside right hand wall of machine.
3. Open complete front of machine by pulling on coin door opening and control panel.
4. Untie bungy cords from mechanism.
5. Remove spacer blocks from mechanism.
6. Push mechanism to middle of machine, both back and to the right.
7. Plug in unit ~ mechanism will return to home position.
8. To test machine, coin up by either quarter switch or DBA.
9. If DBA installed you must first press start button before joystick will activate.
10. After coin up and start/joystick will move mechanism forward and reverse, left and right and red button on joystick will drop claw assembly.
11. If any of the above fail refer to diagnostics or phone Hollywood Service (818)767-0981.

REMOVING CLAW MECHANISM ASSEMBLY

1. First pull the claw mechanism forward to the **forward** most position in the cabinet. This will rest the mechanism on the parking rods installed 3" above 1/2" rods that the carriage rides on.
2. Then unplug 24 pin molex connector on the ceiling of the cabinet.
3. Remove mechanism harness from pnduit channelling on the ceiling of the cabinet - bring all wiring harnesses to the mechanism.
4. Remove cotter keys from the 1/2" traveling rods that the carriage assembly rides on.
5. Pull 1/2" traveling rods out through the front of the cabinet. This will **release** mechanism and **rest** it on the parking rods 3" above traveling rods. Now mechanism is ready to be removed from cabinet.

REMOVING THE RELAY BOARD

1. Unplug two wiring harness assemblies from relay board 24 pin molex connectors.
2. Unplug 3 pin AC input molex connector.
3. Remove 1/4" hex head screws from top of relay board that mounts the relay board to the back wall.
4. Then relay board is ready for removal - lift up from bottom bracket and relay board is removed.

REMOVE JOYSTICK CONTROL PANEL ASSEMBLY

FOK DOLLAR BILL REPAIR OK COIN ACCUMULATOR REPAIR

1. Unplug 6 pin molex connector, unplug 10 pin molex connector, and unplug 2 pin molex connector if the machine is equipped with DBA.
2. Unscrew six control panel screws which are located in the back of of the control panel, inside the front door. This will release the control panel for easy access to joystick, DBA, and coin accumulator.

Your Hollywood Crane is designed into a component system so that each component can be removed and be sent back to the factory if warranty service or major repairs are needed to be done to each assembly. Easy for easy service on location.

PROBLEMS & DIAGNOSES

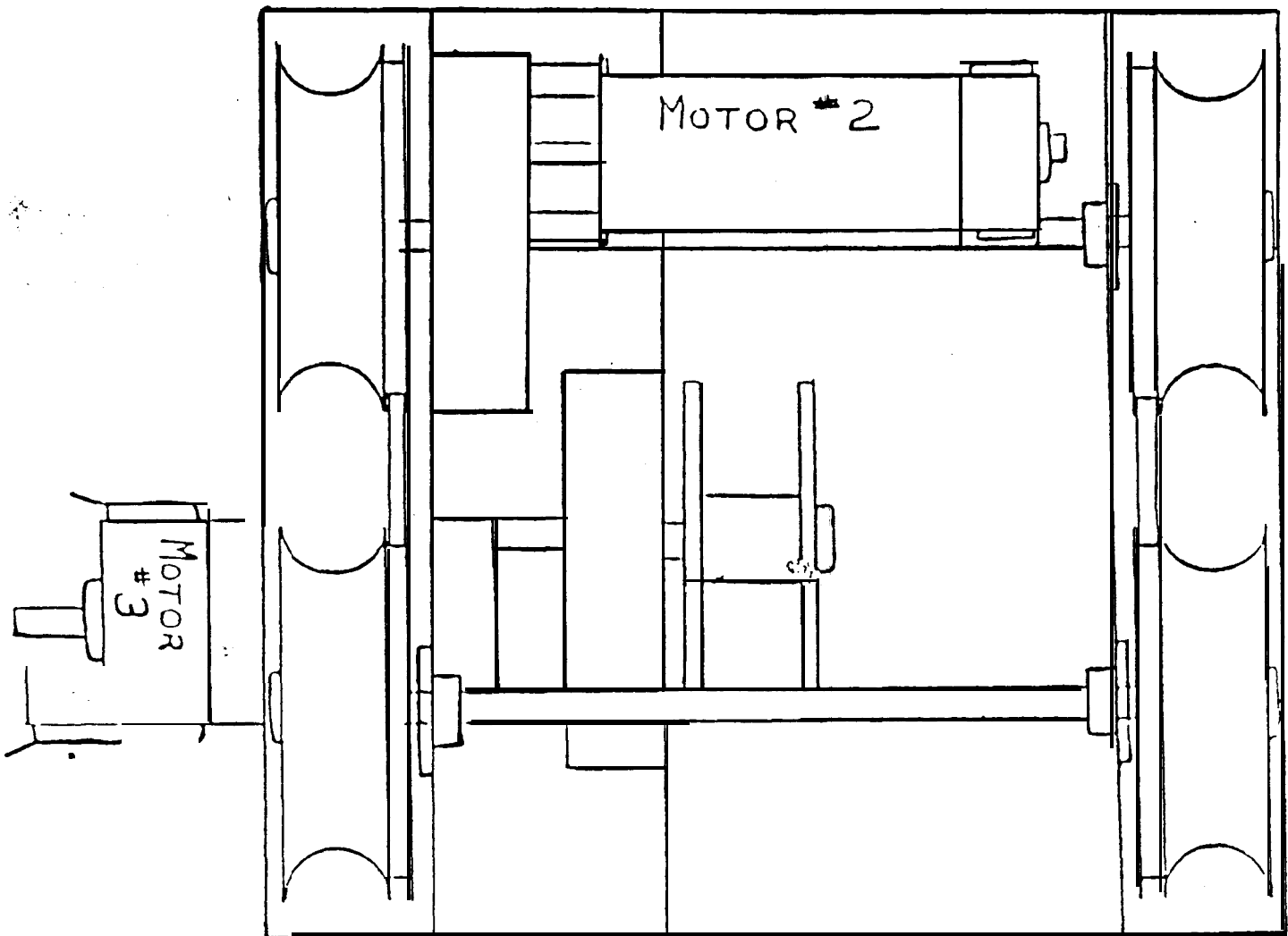
<u>PROBLEMS</u>	<u>DIAGNOSES POSSIBILITIES</u>
Won't coin up	F1 open 110vac to trans #1 F4 open 12 vdc to relays & motors Loose coi; switch wires
Won't drop claw	String wound up backwards LS3 improperly adjusted Loose joystick button wires
Claw won't close	Check for easy claw movement Possible broken wire inside claw Claw strength adjusted to low
Mech won't return home	F3 open LS #3 improperly adjusted •
Motor #3 won't shut off when reversing	LS #4 impraperly adjusted
Motor #2 won't stop when reversing to allow motor #1 to reverse	LS #5 improperly adjusted •
Motor #1 won't stop when reversing	LS #1 improperly adjusted
No DC voltage at F3 & F4	Check F1 Possible Bad Bridge Rectifier
Game time too short	Adjust game time
Red light runs too often	Adjust timer off
Red light runs too long	Adjust timer on

C A G E A S S E M B L Y

T O P V I E W

MOTOR 2 - CAGE MOTOR - MOVES CAGE ASSEMBLY LEFT TO RIGHT.

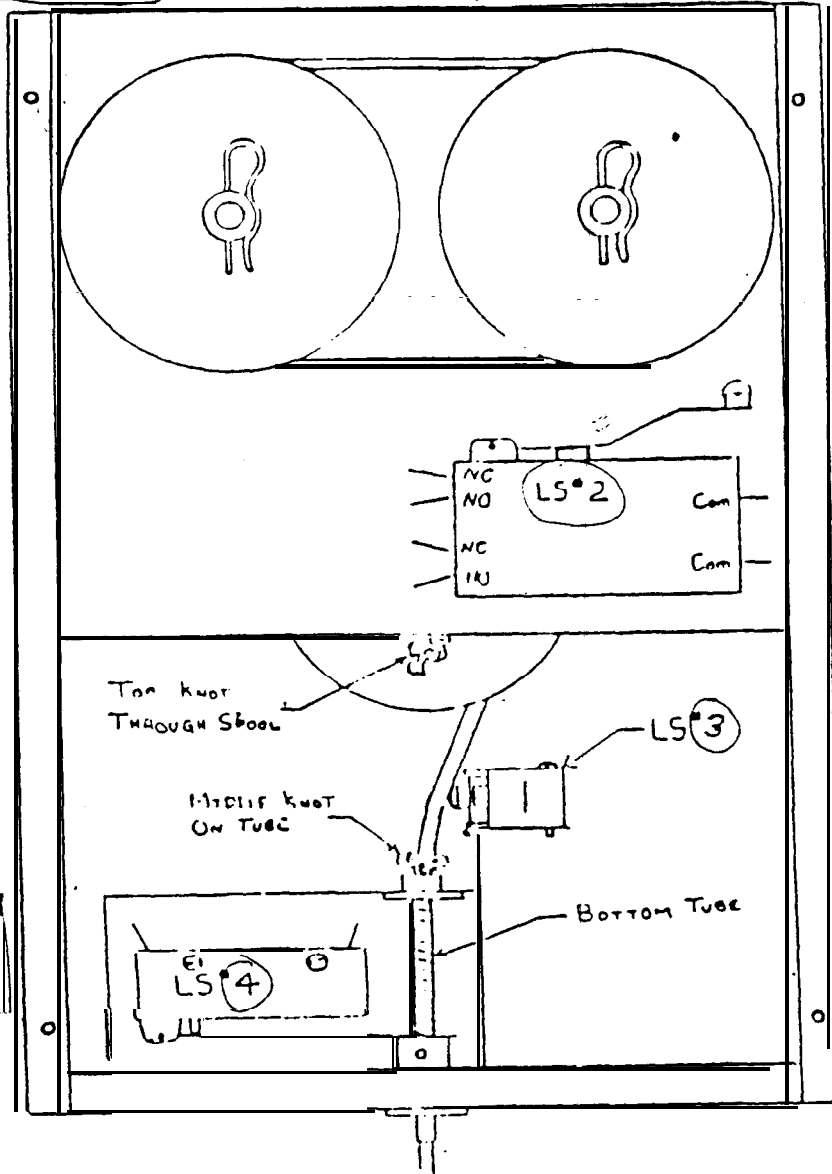
MOTOR 3 - STRING MOTOR - RAISES AND LOPERS CLAW ASSEMBLY.



C A G E A S S E M B L Y

LS 1#

REAR VIEW (COVER REMOVED)



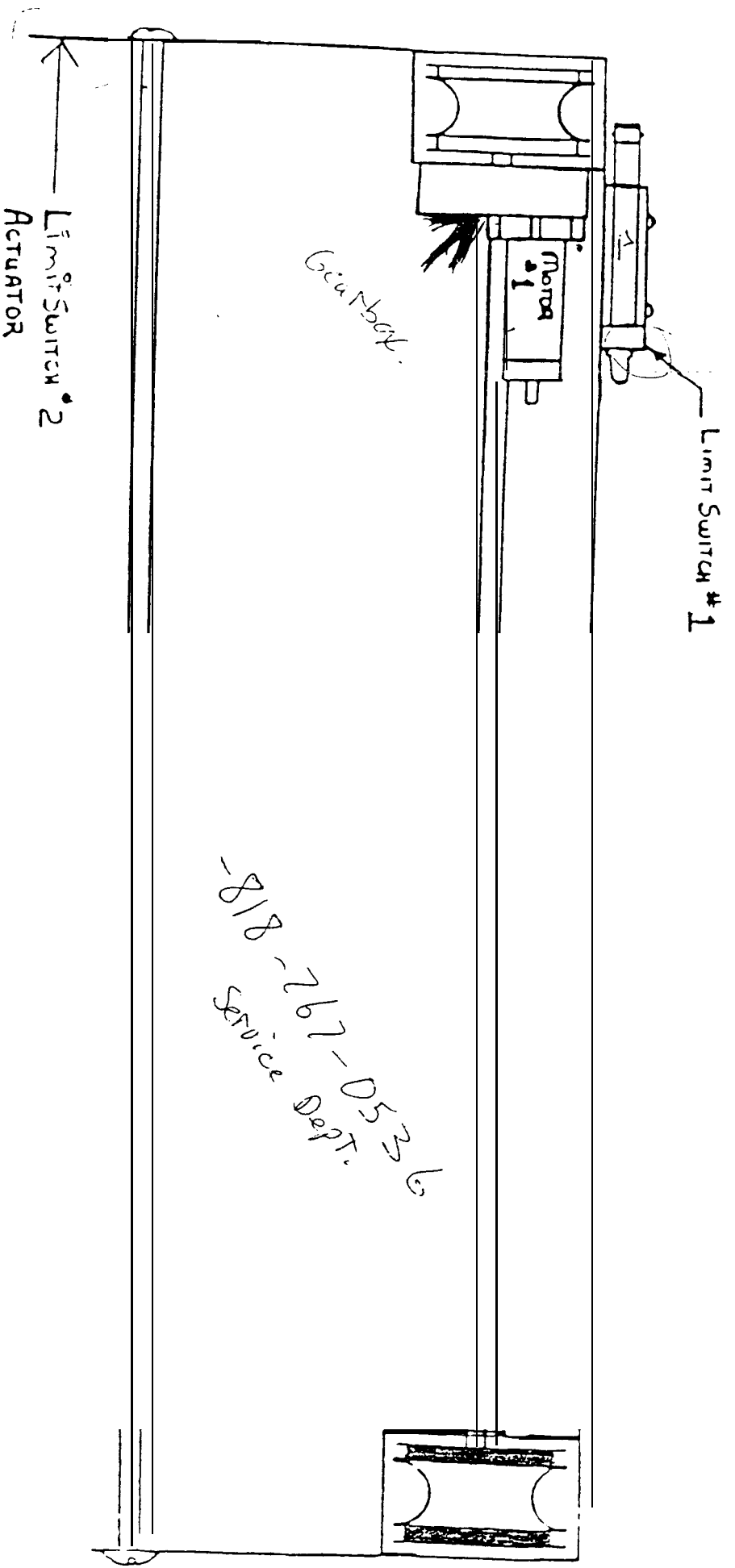
LIMIT SWITCH 2 - HAS TWO FUNCTIONS.

FUNCTION 1 RETURNS CAGE ASSEMBLY TO HOME POSITION

FUNCTION 2 - ACTIVATES WHEN CAGE REACHES HOME SENDS CARRIAGE TO HOME POSITION.

LIMIT SWITCH 3 - (STRING SWITCH) - SENSES SLACK IN STRING AND AUTOMATICALLY RETURNS CLAW TO HOME POSITION.

LIMIT SWITCH 4 - ACTIVATES WHEN CLAW REACHES HOME SENDS CAGE TO HOME POSITION.



MOTOR 1 - (CARRIAGE MOTOR) MOVES CARRIAGE FORWARD AND REVERSE.

LIMIT SWITCH 1 - 2 FUNCTIONS

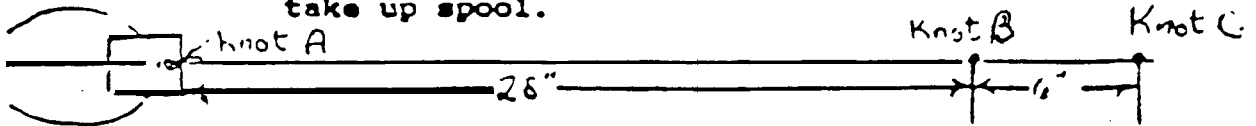
FUNCTION 1 - (HOME SWITCH) SHUTS MACHINE DOWN WHEN MECHANISM REACHES HOME.

FUNCTION 2 - ALLOWS STRING TO DROP AFTER CAGE MOVES FROM HOME POSITION.

REPLACEMENT OF STRING.

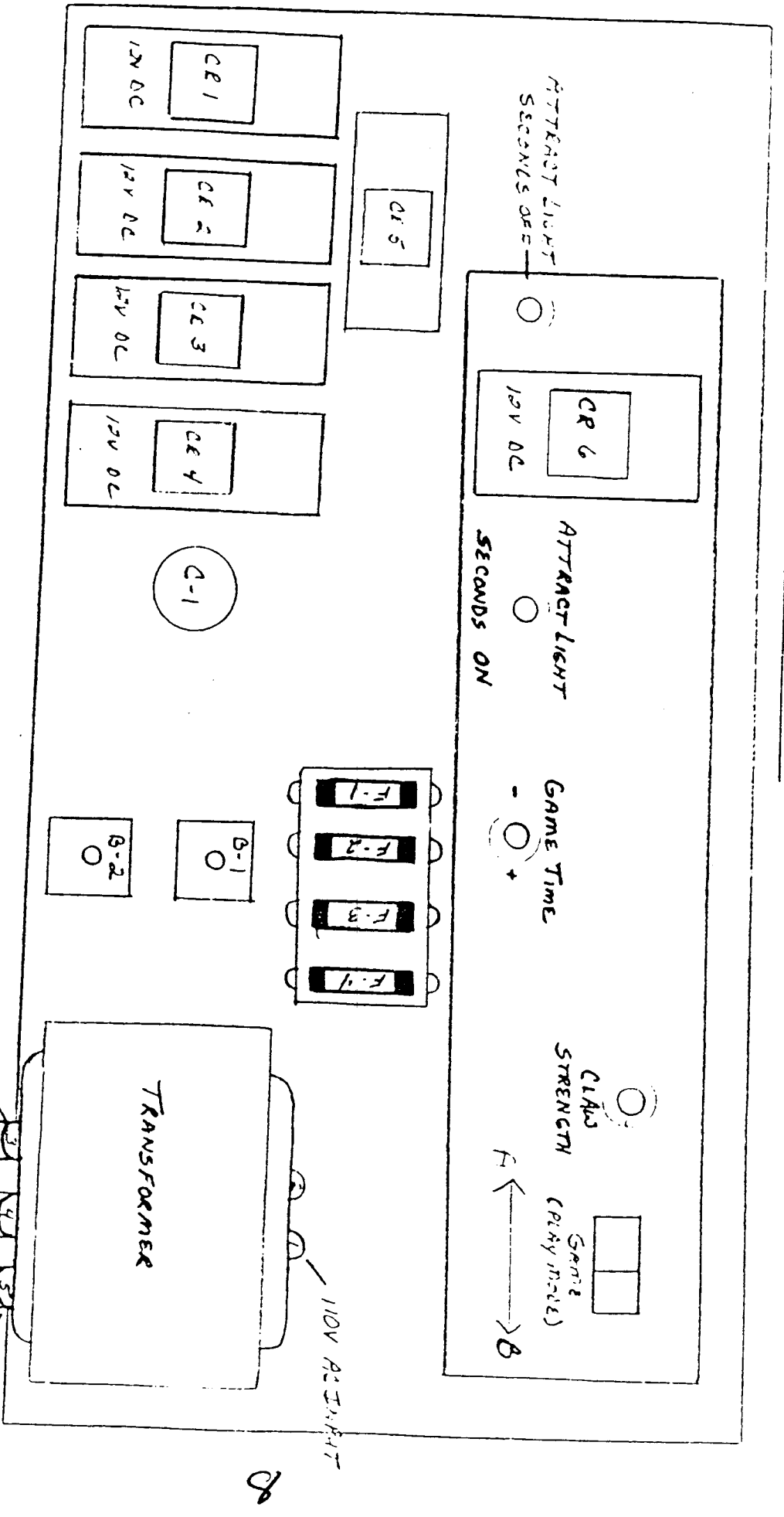
- 1) Remove rear cover of small carriage (4 screws)
- 2) Remove cap from claw (2 screws)
- 3) Cut bring from claw cap
- 4) Pull string up through the bottom of the small carriage
- 5) Remove string from take up spool.

NOTE : There is a knot in the string about 6 inches from the upper end, and one knot on the very end of the string to hold the string in the take up spool.



- 6) Placement of new string
 - a) Place the first knot about 8 inches in from one end
 - b) Place the (C) or upper end through the hole in the take up spool
 - c) Push the other end down through the tube in the bottom of the mechanism
 - d) Make sure the knot is properly placed in the string protruding from the outside of the take up spool to allow LS#3 to activate when the middle knot comes into contact with the bottom tube
- 7) Replace the string through the claw cap and tie a knot there as to allow the cap to be about 2 inches from the bottom of the ploy field, with the knot in the middle resting on the tube
- 8) Replace cap on claw
- 9) Before replacing rear cover, plug in machine and check for proper operation
- 10) Replace rear cover

CONTROL BOARD



- F1 - 12V controls forward motions of mechanism.
- F2 - 12V controls forward motions of mechanism.
- F3 - 110V AC cabinet lights, police light, rope lights.
- F4 - 110V AC transformer
- CR1 - Coin relay - holds coin circuit while crane in play.
- CR2 - Returns claw assembly home when LS3 senses slack in string.
- CR3 - Holds contacts on drop button allowing motor 3 to drop claw assembly.
- CR4 - Energizes allows forward motion of mechanism - when deenergized allows reverse motion of mechanism.
- CR5 - Win cycle - plush switch engages relay and holds police light revolving for present time.
- CR6 - Attract mode relay - operates police light and plush counters.
- B1 - 110V AC bridge rectifier output 90V DC.
- B2 - 24V bridge rectifier - converts 24V AC to DC for supply voltage to mechanism.

TIMING BOARD PARTS LIST

R1 = 10 k ohms 1/2 W

R2 = 20 ohms 10 W

R3 = 1.5 k ohms 1 W

R4 = 1 ohm 5 W

R5 = 10 k ohms 1/2 W

R6 = 1.5 k ohms 1 W

R7 = 3.3 k ohms 1/2 W

R8 = 1.5 k ohms 1 W

R9 = 3.3 k ohms 1/2 W

C1 = 1500 uf/50 v

C2 = 1500 uf/50 v

c3 = 1500 uf/50 v

VR1 = 100 k ohms variable control

VR2 = 50 k ohms variable control

VR3 = 50 k ohms variable control

RHEU1 = 25 ohms 25 W variable resistor

SW1 = switch

TR1 = 2N6044 transistor

TR2 = 2N6044 transistor

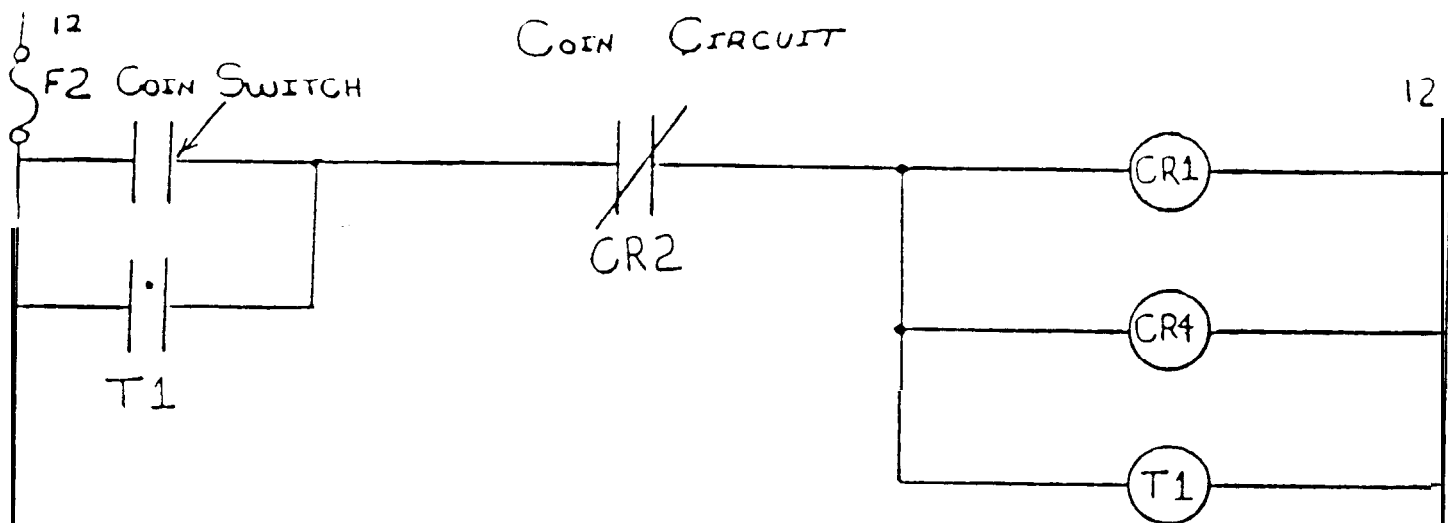
TR3 = 2N6044 transistor

TR4 = 2N6044 transistor

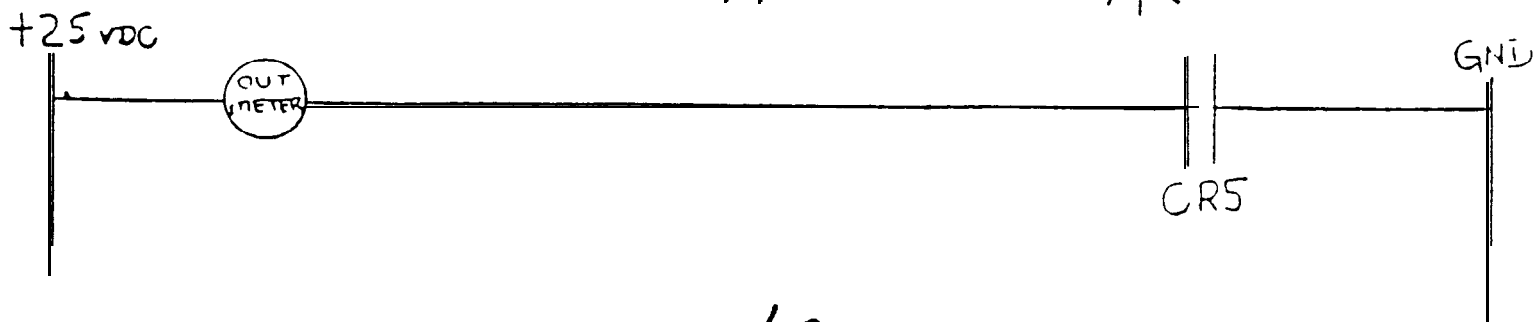
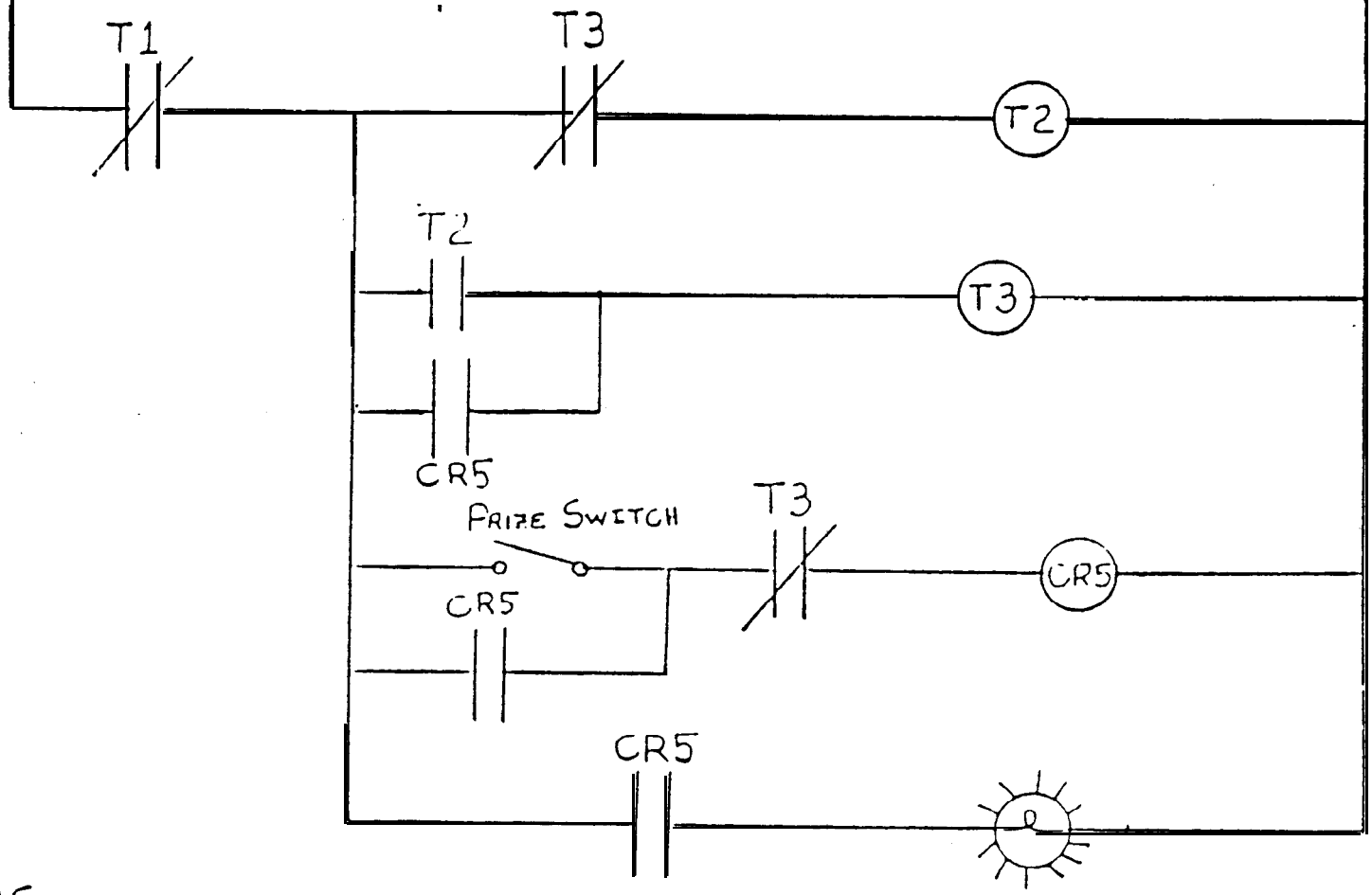
CR1 = relay

D1, D2 = 10 A diodes

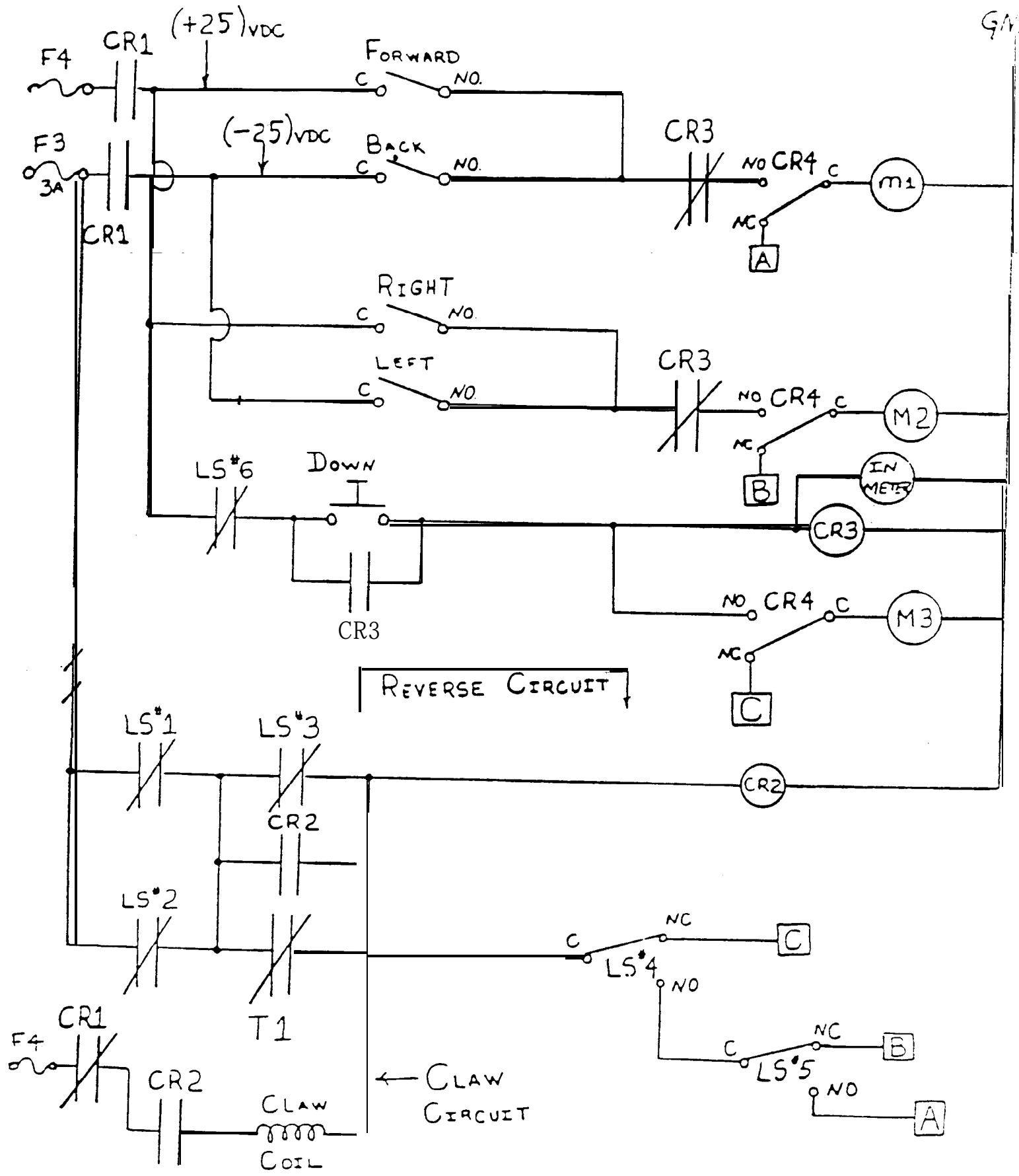
COIN CIRCUIT



ATTRACT & WIN CIRCUITS



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C R A N E P L U G.

J1

Pin.	Description.
1	= Power -V to Joystick (Left common)
2	= From Joystick (Right & left, N/O)
3	= Power +V to Joystick (Back & Right common)
4	= From Joystick (Front & Back N/O)
5	= From Joystick - Button (common)
6	= Power to Joystick - Button (N/O)
7	= Power -V to Joystick (Front common)
8	= AC+ constant
9	= AC- constant
10,11	
12,14	
15	= NA
13	= From Prize Switch -
16	= To Prize Counter +
17	= To Run Counter -V
18	= Police Light AC+ SW
19	= To Prize Switch -
20	= Police Light AC-
21	= To Coin Switch +
22	= From Coin Switch +
23	= Output For Door Lights +
24	= Neutral to Door Lights/Run Counter/Prize Counter

J2

Pin.	Description
1	= Claw -V when Off Home
2	= Neutral To Motor 1,2,3
3	= 1 S5 (NO) Sens For Motor 1
4	= S1 (C) -V constant
5,21	
22,23	= NA
6	= Motor 3 (Up & Down)
7	= 1 S2 (C) -V constant
8	= 1 S3 (NC) + V constant
9	= LS6 (C) Off Home Switch + V
10	= Motor 1 (Back & Front)
11	= Claw + V SW
12	= LS4 (C) Power to sens when off Home
13	= 1 S2 (NC) Power -V to Claw Off Home
14	= 1 S3 (NC) Power to slack switch when Off Home
15	= 1 S3 (C) Power to switch control from Off Home switch LS4 & 2
16	= 1 S5 (NC) Sens To Motor 2
17	= 1 S4 (NC) Sens To Motor 3
18	= Motor 2 (Left & Right)
19	= LS1 (NC) Power -V to Claw Off Home
20	= AC+
24	= AC-