MANUAL

GRAB MACHINE GADGET

INDEX

A.COMMERCIAL NAME OF THE MODEL

Commercial name of the appliance: **GRAB MACHINE GADGET**

Installed game name : AS ON HEAD TOP

B. IDENTIFICATION OF THE DESIGNER AND MANUFACTURER OF THE APPLIANCE

B.1 DISIGNER

PM GAMES SRL

Via Val d'Olivi n. 295 18038 SANREMO IM ITALY

B.2 Game manufactured in Italy and distributed by:

Genna Group S.r.l.
Via Relli 02 • Cap/Zip: 84090 • San Mango Piemonte (Salerno) • Italy
Cod. SDI: M5UXCR1 • P.IVA/VAT: IT03894760655
Mail: info@gennagroup.com

C. DESCRIPTION OF EXTERNAL FEATURES

C.1 HEIGHT 1740 mm / 68,5 in
WIDTH 640 mm / 25,2 in
DEPTH 600 mm / 23,62 in
WEIGHT 95 Kg / 209,44 lb

Parallelepiped shape wood and plastic and metal, dashboard with 2 joysticks and button, coin mechanism and door for winning gadgets.

C.2 The device may vary in colors and graphics but remains absolutely identical in shape and function.

D. TECHNICAL DESCRIPTION OF CHARACTERISTICS, GAME RULES AND INDIVIDUAL PHASES

D.1 Parallelepiped shape, wood and metal, two joysticks, button.
D.2 The game works by inserting a coin, default cost per single game 1.00 Euro.
D.3 The player inserts the coin to obtain the credit, then presses the Start button on the game board.
The game begins, a ball is placed on the movable bar, with the help of the joysticks that control the lateral movements of the bar up and down (the right joystick activates the up and down movement of the right side of the bar and the left joystick for the left), the ball will be balanced on the bar and will slide to the right or left based on the inclination of the bar.
When the ball comes out and is positioned on the bar, one of the holes also lights up.
placed on the wooden panel where the bar slides, countdownwill start when moving one of the two joysticks.
The aim of the game is to get the ball into the tenth hole to open the door and win the gadget.
To do this, you have to drop the ball into all the holes starting from hole number 1 up to hole 10.
The hole that lights up yellow is the hole where we have to try to make the ball fall.
When the ball enters the yellow hole, it turns green to indicate that the goal has been reached,
The bar will then reposition downwards and a new ball will come out, the green hole will turn blue to indicate that it has already been reached.
Another hole higher up than the previous one will light up yellow to indicate the new targhet.
If the ball falls into a non-luminous hole, the ball is lost, the bar resets to the bottom and another ball comes out. (It is usually suggested to set 3 balls per game from test menu).
From the exit of the ball you have a some seconds to reach the illuminated yellow hole.
At the end of the time left the ball will get losed and the bar automatically directs it towards an unlit hole to restart a new ball if available.
The game ends when the balls run out.
Once the balls have run out, the game ends and the hole lights go out, and the machine is ready for a new game.
In case of WIN the machine will make a win song and playfield light will play a flashing game.

D.4 GAME DESCRIPTION

When the game starts, all the lights are orange except one which is flashing green, and that is the one to hit with the ball.
If you make a mistake, the light turns red and you start again, if you hit the hole the light stays steady, and you proceed to the next green light that turns on.
When you hit all the holes up to the top of the panel the lights turn blue and you reach the final goal (winning the gadget)

The game board is equipped with 2 joysticks useful for moving the bar vertically and bringing the ball into the hole with the green light on.
The start button is used to start the game.

D.5 The game has a single station.

E TEST MENU

To access the test menu, open the coin mechanism door and press the red button above the mechanical counters. The start button is used to advance through the test pages, the left joystick to scroll through the menu items, and the right button to change the entered value.

1. ACCOUNTING

Test home page. View rewards paid and resets made.

Hold down both joysticks for 3 seconds to reset the accounting and statistics.

A confirmation message will appear confirming that the reset has been successful.

2. STATISTICS

View the number of games played.

View the number of free games played.

View the number of games with the “continue” function.

Displays the number of tickets issued.
(Option not available for this type of device)

View the number of prizes awarded.

View individual hole statistics from 1 to 10.

3. INPUTS

Test to verify that input commands actually work.

4. OUTPUTS

Test to verify that the output commands actually work.

5. TICKET/DOOR

Verify the IN/OUT functionality of tickets.
(option not available for this type of device)

Check the operation of the front door opening.

6. AUDIO

Check the game sounds.

7. MOTOR

Use the joysticks to test the operation of the motors.

8. SETTINGS

Set the game volume (0-100).

Set the sound during the game demo animation (YES/NO).

Set the time (min) of each demo frequency (1/10).

Set the game difficulty based on the time available for each hole. (S.Easy/Easy/Normal/Hard/S.Hard).

Set the engine power (0-5).

Sets the difficulty level based on the speed at which the bar moves during gameplay.
From 0-10 (maximum difficulty) or automatic (randomly set by the machine).

Set the value of coins needed to get a credit.

Set the number of games for each credit.

Set the number of balls available per game (1-5).

YES = Once the game is over, the player may continue play starting from the last hole won. (continued)
NO = Once the game is over and all available balls are lost, the player must restart from hole #1.

Difficulty: If this mode is enabled, if the player misses the hole:
a) If the value of this parameter is 0, the next ball must try to hit the same hole.
b) If the parameter is set to a value from 1 to 5, the next ball will restart from the previous holes based on the parameter number set (if the parameter is set to 2 and the missed hole was hole 5, the next ball will restart from hole 3).

Set the language (ITA-ENG).

Set the winning method: “PRIZE/TICKET/POINTS”.

In PRIZE winning mode:

YES = The game stops after the door is opened (the refill key must be turned to play).
NO = You can play even after the door is opened to collect your prize.

Set the prize value from 5.00 to 20.00 euros (if the machine is set to a minimum value it will be much easier, if set to the maximum value it will be more difficult to acquire the prize (0-20).

In TICKET winning mode:

Set the machine to lock if a ticket is missing. (YES/NO)

Set the number of tickets won on hole 1 to 10.

In POINTS winning mode:

If setted to POINTS mode the time left by each ball will be valued as points and added to others.

At end of game the total score will be saved as last played, the player can enter his name.

Display will show latest Best Hi Scores.

Test exit. Select YES/NO and press START.

F. DESCRIPTION OF HARDWARE AND SOFTWARE PARAMETERS

The menu is accessed via a button located behind the coin door, the menu is modified via the joysticks and the start button located on control panel.
There are no passwords and the PCB are accessible by opening the joystick control panel on the front of the machine.
To access the ticket card you need to open the joystick control panel using the 2 locks.

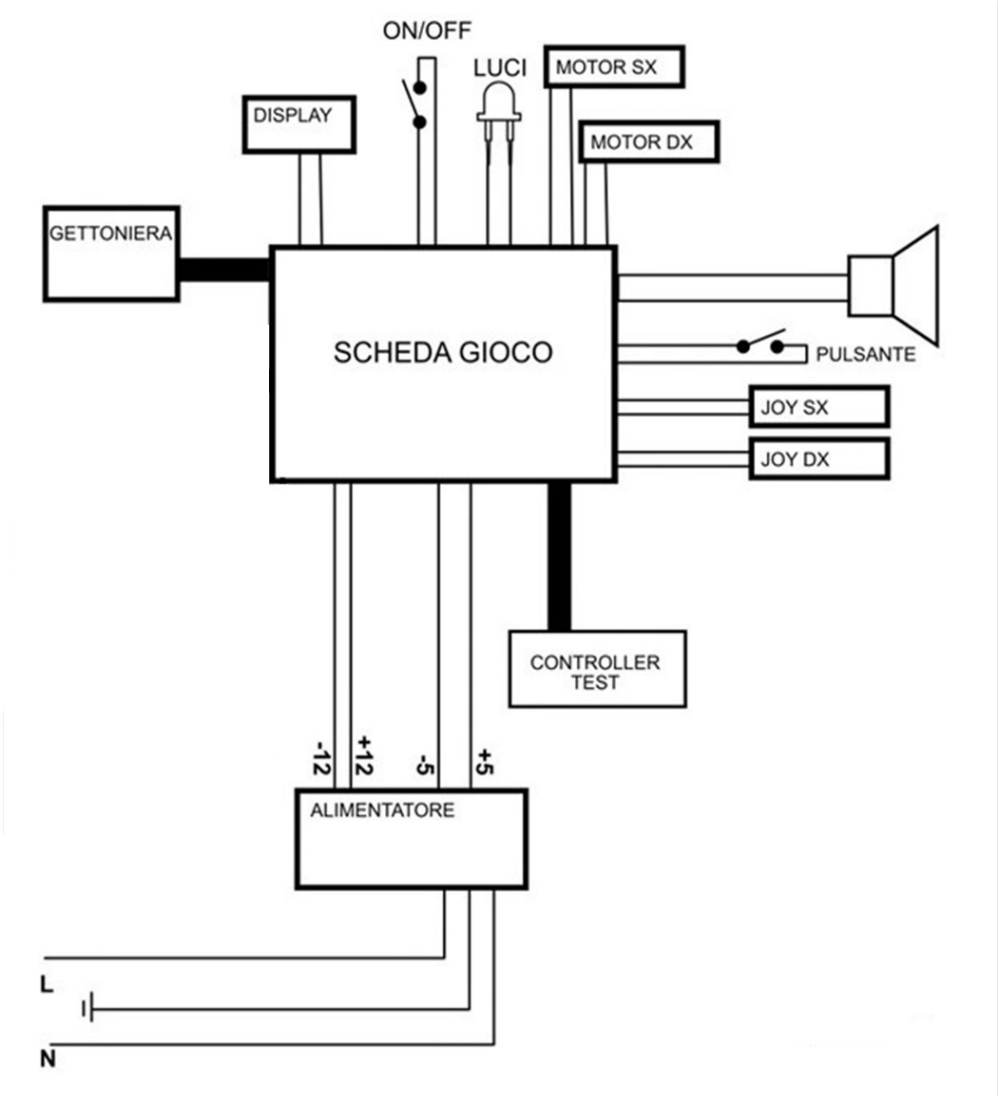
F.1 HARDWARE SPECIFICATIONS

Dedicated hardware CPU.

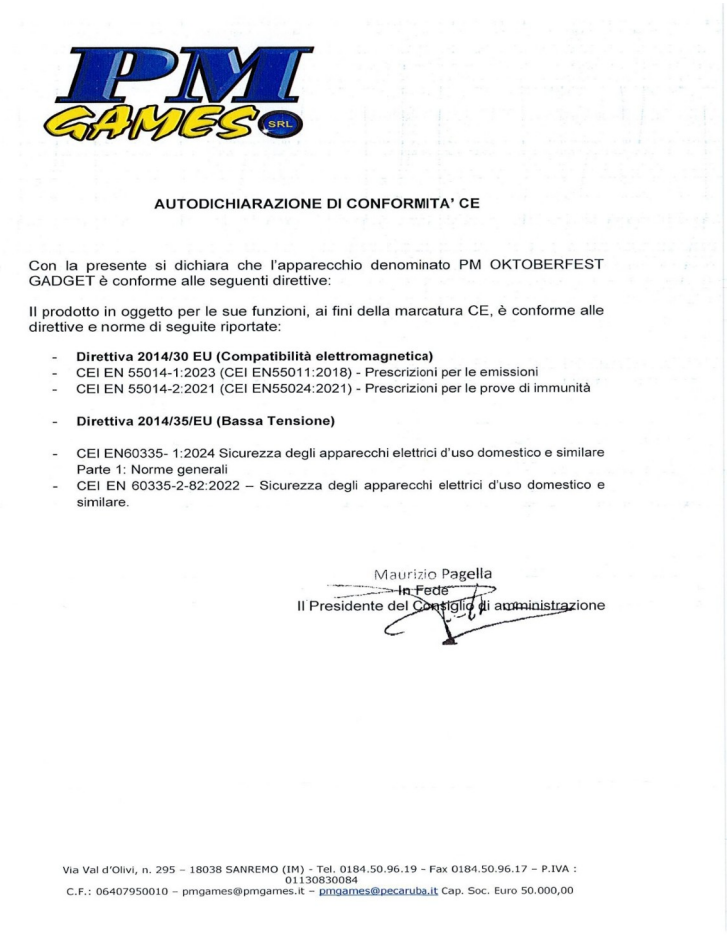
F.2 SOFTWARE SPECIFICATIONS

The game software resides on the game CPU IC and cannot be modified.

G. ELECTRICAL DIAGRAM OF THE GAME AND ITS PERIPHERALS



H. SAFETY CERTIFICATES



AUTODICHIARAZIONE DI CONFORMITA' CE

Con la presente si dichiara che l'apparecchio denominato PM OKTOBERFEST GADGET è conforme alle seguenti direttive:

Il prodotto in oggetto per le sue funzioni, ai fini della marcatura CE, è conforme alle direttive e norme di seguite riportate:

- **Direttiva 2014/30 EU (Compatibilità elettromagnetica)**
- CEI EN 55014-1:2023 (CEI EN55011:2018) - Prescrizioni per le emissioni
- CEI EN 55014-2:2021 (CEI EN55024:2021) - Prescrizioni per le prove di immunità

- **Direttiva 2014/35/EU (Bassa Tensione)**

- CEI EN60335- 1:2024 Sicurezza degli apparecchi elettrici d'uso domestico e similare Parte 1: Norme generali
- CEI EN 60335-2-82:2022 – Sicurezza degli apparecchi elettrici d'uso domestico e similare.

Maurizio Pagella
In Fede
Il Presidente del Consiglio di amministrazione

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ANY TECHNICAL OR INFO REQUIRED CONTACT US:

THANK YOU FOR CHOOSING US, ENJOY OUR GAME!