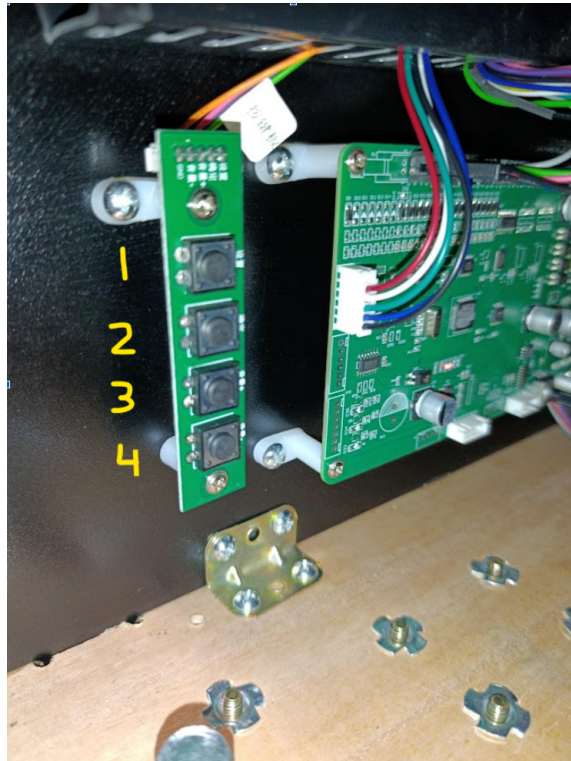


Golddigger Coin Pusher (Premium RGB) — User Manual

This manual applies to:

- [coinpusher penny pusher golddigger PREMIUM RGB version](#)



The Golddigger is a premium, RGB-lit coin pusher (penny pusher) — a token-pushing arcade machine where dropped coins nudge a tray of tokens towards an opening. This manual covers set-up, operation, the coin acceptor, the RGB lighting, the audio system, and the digital controller with its settings menu and error codes.

Caution: this is a heavy machine — keep it upright on a flat, stable surface. Live mains is present inside whenever the doors or panels are open, and the coin slide can begin moving immediately at start-up, so always switch off and unplug before opening, and keep hands out of the mechanism.

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If machines are used for applications with technical safety regulations, the relevant instructions must be observed. Failure to observe this information may result in personal injury and/or damage to the machine.

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Other languages

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Power supply and surge protection

Arcade and entertainment machines are computer-controlled and contain sensitive electronics. Mains power at events, venues and even ordinary outlets is frequently unstable or “dirty” — voltage spikes, surges, sags and brown-outs, flicker, overloaded or shared circuits, generators, long extension runs and the switching of nearby equipment can all push the supply outside the machine’s safe operating range.

You must always connect the machine through a good-quality surge protector, and — wherever the supply is unreliable or the machine must not lose power unexpectedly — through an uninterruptible power supply (UPS). These sensitive machines cannot tolerate power spikes, surges, brown-outs or sudden cut-offs.

Damage, data loss or malfunction caused by power-supply problems is **not covered by warranty**. Failure to use adequate power protection can lead to machine malfunction and, in some cases, a risk of fire or bodily harm. If you are unsure about your power supply, consult a qualified electrician before use.

Support and service

For more information, service, technical support, ordering user manuals, or for any other questions, please contact:

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Machine description

The Golddigger coin pusher is intended for use as entertainment. The outcome of the game is based on the luck and skill of the player as well as the objects placed in the machine. The player can influence the game with the skill slider and by aiming the coin hopper. This premium “limited edition” model adds RGB lighting, a premium audio system, a tilt-bob, house skimmers (the automatic house-bank diverter) and a digital coin computer with an on-board settings menu. The minimum age for use is 12

years; underage players should only use the machine under the direct supervision of an adult.

Intended use

The machine is intended for entertainment use — in the home, at events and at venues — always under the supervision of a competent adult. It is **not** intended for gambling or for the payout of money; tokens and prizes are for amusement only. The minimum age is twelve; underage players should only play under adult supervision. Do not leave the machine in operation unattended.

Safety warnings

- This is a heavy machine — always keep it upright and place it on a flat, stable surface.
- Live mains (220 V / 50 Hz) is present inside the machine whenever the doors or panels are open. Always switch off and remove the plug before opening.
- Beware of crushing — keep hands and body parts out of the machine, as the coin slide can begin moving immediately at start-up.
- Connect the machine through a good-quality surge protector; sensitive electronics can be damaged by power spikes.
- Do not connect the machine if the machine, wiring, components or connection cable are damaged.
- Do not disassemble, alter or modify the machine without our permission.

Unpacking and preparation

When unpacking the machine, make sure it always remains upright. The machine may be stabilised in its crate by the extended levelling feet. Do **not** slide the machine back and forth while the levelling feet are extended — instead carefully lift it a little and turn the levelling feet in, so the machine ultimately rests on its castors. Remove the keys from the front by carefully cutting the pull strap (do not pull on the strap). Open the front door with one of the keys to find the connection cable. Before first use, the coin acceptor must be trained on the coins you will use (see below).

Commissioning

The coin pusher works on 220 volts / 50 Hz. Inspect the outside and inside of the machine and the power cord for defects — open all panels and doors and check for damage or loose connections. Do not connect anything damaged. Close and lock all doors and panels with the enclosed keys, insert the connection cable into the back, and plug into a proper socket. **Beware of crushing — keep hands out of the machine.** Switch on with the red switch next to the connection cable. The machine starts up automatically, the RGB lighting and (if fitted) audio begin, and the coin slide may start moving immediately.

Operation of the machine

Inside the cabinet is a flat plate covered with tokens. One side is bordered by an opening connected to the return box (from which the player withdraws tokens and prizes). On the opposite side a slider moves back and forth like a bulldozer over the plate, toward the opening. Tokens are dropped onto the plate through the insertion slot; the aim is to push tokens over the edge into the return box. Prizes are won by placing prizes or plastic vouchers between the tokens so they are pushed off together with the coins.

Insert coins of the correct thickness and diameter into the coin hopper at the top. The coins fall and push the tokens on the platform toward the edge. By moving the coin hopper left and right you influence where the coins land. Use the **skill slider** to stop the platform at a tactical moment so coins fall onto an empty spot; the platform resumes after a short while, or when the slider is released.

Training the coin acceptor

The built-in coin acceptor detects inserted coins and sorts them by diameter and thickness. The coin acceptor is located inside the machine directly behind the insertion slot. By pushing out the two yellow retaining clips, the entire coin acceptor can be clicked out of the metal holder for easier access.

To train the coin acceptor, a sample coin must be placed inside it. Slide the coin holder up with your thumb, place a coin under the coin-holder slide, then slowly let the coin-holder clamp back onto the inserted coin. The diameter of inserted coins is now checked against this sample.

Next, set the thickness. Place a coin in the insertion slot and check whether it falls through to the machine. If the coin gets stuck, the thickness setting is too thin — move the red slider to the right to allow thicker coins. For more detailed instructions, see the video explanation on the Made for Arcade website.

Bypass valve (house skimmer)

The coin pusher is equipped with an automatically controlled diversion (bypass) valve that sends falling coins either to the prize bin, where players can collect them, or to a secret locked compartment (“the house bank”).

- If the machine is not played for some time, the bypass valve switches to the “home position”. Any coins that fall now go to the house and can no longer be reached by the player.
- If the machine is pushed or moved by a player, the bypass valve immediately switches to the “home position”. As a penalty, any coins that fall now go to the house.
- When coins are inserted, the diversion valve switches to “playing mode”. Any coins or prizes that fall now go to the prize bin, which the player can withdraw to use for additional games or to collect prizes.

Tilt-bob

The coin pusher is equipped with a “tilt-bob”, a mechanical clapper that detects movement, pushing or rough play. The clapper hangs at the back right of the machine. If it moves and hits the metal ring, an alarm sounds and the diversion valve switches to the “house position” for a period of time, diverting falling coins to the house bank. The sensitivity of the clapper can be adjusted by turning the plumb-bob weight on the end of the clapper up or down.

RGB lighting

The Golddigger’s RGB lighting runs automatically whenever the machine is powered on — it is decorative and needs no operation. If your model includes a lighting mode/colour control, it is located with the other controls behind the front door.

Audio system

The premium audio system at the back of the machine starts playing automatically as soon as the power is switched on. The music or background sounds are stored as MP3 files on an inserted USB stick; these files can be changed or supplemented by the user. The audio system has buttons for adjusting volume, bass and treble, as well as a separate on/off button that lets you switch off the audio completely while the machine is in operation.

The controller and settings menu

The digital controller (“coin computer”) is mounted inside the machine and has a small display and a 4-button service keypad. It is for the operator/servicer — players do not use it. From top to bottom the buttons are:

Button	Function
#1 — Setting	Enter the menu.
#2 — Select / Exit	Select the displayed code to change its value; press again to return to the code list. At code a0 it exits the menu.
#3 — Up (+)	Move to the next code, or increase the value.
#4 — Down (–)	Move to the previous code, or decrease the value.

To change a setting: press **#1** to enter the menu → press **#3/#4** to cycle to the code you want (the code blinks) → press **#2** to select it → press **#3/#4** to change the value → press **#2** to return to the code list. **To exit:** cycle to a0 and press **#2** — settings are saved.

Setting codes

Code	Function	Range	Default	What it does
a1	Pusher activation time	1-250	30	Seconds the pusher runs per credit. Higher = more play time per coin.
a2	Points (credits) per coin	1-10	1	Credits awarded per inserted coin. Set 2-5 for token / promo play.
a3	Payout threshold (coins)	1-20	1	How many coins must reach the win sensor before a payout registers.
a4	Anti-shake time	1-50	5	Lock-out period (seconds) during which the tilt sensor disables wins (anti-cheat).
a5	Total coins in	—	—	Lifetime coins inserted (read-only audit counter).
a6	Total coins out	—	—	Lifetime coins paid out (read-only audit counter).
a7	Total wins	—	—	Lifetime win events (read-only audit counter).
a8	Restore factory settings	—	—	Resets a1-a4 back to their defaults.
a0	Exit settings	—	—	Saves and exits the menu.

Setting up for events & free-play

For brand activations, fairs and free-to-play use you can tune the machine entirely from the settings menu — no mechanical changes needed:

- **More credits per token:** raise a2 (e.g. 5-10).
- **Longer play per coin:** raise a1 (e.g. 60 or higher) for more dwell time.
- **Run without payout** (pure entertainment / brand activation): set a3 high (e.g. 20) so the payout threshold is rarely met.
- **Usage reports:** read a5, a6 and a7 before and after an event to report coins in, coins out and wins.

Error codes

If the display shows an EE_ code, use the table below. Always switch off and unplug before opening the machine to investigate.

Code	Meaning	Likely cause / what to check
EE_02	Coin-out error	Payout hopper or coin sensor fault — a jam, an empty hopper, or a blocked/faulty optical sensor.
EE_03	Winning-sensor error	The win-chute optical sensor is blocked or disconnected — clear any obstruction and check the connection.
EE_04	Anti-shake error	The tilt sensor has triggered repeatedly — usually the machine being shaken, or a stuck sensor. Let it settle, or check the tilt-bob.

Clamping (stuck) coins

If coins get stuck in the coin acceptor during insertion, the coin acceptor needs to be adjusted better

(see “Training the coin acceptor”). To remove stuck coins, press the red lever on top of the coin acceptor to allow the coins to pass through. The lever can also be operated while the coin acceptor is still clicked into place.

Coin counter

The controller is located on the inside of the front door. It has a coin counter that counts all coins inserted during the life of the machine. This mechanical counter cannot be reset and indicates how often the machine has been used. It may already show a value before the first use — this is normal, because the machine is extensively tested and checked again before shipment. (The digital controller additionally keeps its own audit totals under codes a5–a7.)

Periodic maintenance

Keep the plate, coin chute and sensors clean and free of debris; a blocked win-chute sensor is the most common cause of an EE_03. Periodically check the power cord and plug for damage, and confirm the levelling feet keep the machine stable. Always switch off and unplug before cleaning inside.

Taking the machine out of service

Turn off the switch on the back of the machine and remove the plug from the socket so that the power supply is completely interrupted. Do not leave the machine unattended while it is connected to the power supply.

Precautionary measures

- Place the machine on a flat, stable surface and keep it upright.
- Connect through a surge protector; switch off and unplug before opening or cleaning inside.
- Keep hands out of the mechanism — the pusher can start moving at any time.
- Supervise the machine with a competent adult; it is for entertainment only, not gambling or money payout.
- Do not disassemble, alter or modify the machine without our permission.