GUM DROP INSTALLATION MANUAL

VERSION 1.0





MANUFACTURED BY:

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INSTALLATION

THIS INSTALLATION MANUAL HAS BEEN DESIGNED IN COLOR COORDINATED SECTIONS. EACH COLOR HAS A DIFFERENT MEANING AS SEEN IN THE FOLLOWING CHART. FAILURE TO FOLLOW THIS MANUAL IN ITS ENTIRITY COULD LEAD TO SERIOUS BODILY INJURY. IF THERE IS ANY DOUBT DURING THE INSTALLATION OF THIS UNIT - CONTACT JENNISON ENTERTAINMENT TECHNOLOGIES OR YOUR DISTRIBUTOR PRIOR TO CONTINUING. NEITHER J.E.T. OR YOUR DISTRIBUTOR IS RESPONSIBLE FOR ANY DAMAGE CAUSED DURING IMPROPER INSTALLATION PROCEDURES.

RED SECTIONS

RED SECTION AREAS REQUIRE 2 OR MOR PEOPLE MINIMUM TO SAFELY COMPLETE - EACH PERSON SHOULD BE ABLE TO LIFT 100 POUNDS EASILY. THESE SECTIONS SHOULD NEVER BE ATTEMPTED TO BE COMPLETED BY LESS THAN 2 PEOPLE.

YELLOW SECTIONS

YELLOW SECTION AREAS REQUIRE CAUTION TO SAFELY COMPLETE.

BLUE SECTIONS

BLUE SECTION AREAS CAN BE SAFELY COMPLETED BY ONE PERSON WORKING BY THEMSELVES. THE INSTALLAER SHOULD STILL EXERCISE CAUTION WHEN WORKING AROUND GUESTS.



THOUGHOUT THE TEXT IN THIS MANUAL - THERE ARE SEVERAL REFERENCES TO DIFFERENT PARTS OF THE CABINET. THE ABOVE DIAGRAM SHOULD BE REFERENCED DURING INSTALLATION IN ORDER TO DETERMINE WHAT SECTION THE INSTRUCTIONS ARE REFERENCING.

Step # 1

Receiving the unit

Within the U.S., Canada, and Mexico, GUM DROP ships on ONE plywood skid, when shipped from JET's facility in Florida. If a distributor has sent the unit directly on their own truck - they may not use a skid. When the unit arrives, please check the outside packaging for any damage and notate all damage with the delivery carrier before signing the delivery receipt.

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN SEEN IN PHOTO. NOTE ALL DAMAGE WITH CARRIER.



Check Box When This Step is Complete

Step#2

Check the packaging for any damage

Any claims for damage must be made directly with the shipping or freight company. JET Games and (or) the distributor the equipment was purchased through, is NOT RESPONSIBLE for any damage received during shipping and CANNOT help with the filing of the damage claim.

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN SEEN IN PHOTO



Check Box When This Step is Complete

Step # 3

Check the skid for all components

The game has THREE pieces that are strapped to the pallet. The pieces include the Console unit (section # 1), the Main cabinet (section # 2), and the Header (section # 3).

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN
SEEN IN PHOTO

Check Box When This Step is Complete

Step # 4

Opening the Boxes

Carefully open the boxes for Section # 1 and Section # 3. Be careful not to cut the box too deep with a box cutter or razor blade as this could damage the components.



Check Box When This Step is Complete

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN SEEN IN PHOTO

Step #5

Removing the box from the main cabinet

Remove the box from the main cabinet by pulling it straight up and off of the cabinet. DO NOT cut the box while it is sitting on the game as the tool used to do this might damage the graphics, acrylic, or glass.

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN SEEN IN PHOTO



Check Box When This Step is Complete

Step # 6

Removing the box from the header section

Carefully cut the stretch wrap on the header section using either scissors, box cutters, or a protected razor blade. Be careful not to scratch the game, acrylic, or the graphics while cutting off the stretch wrap. Set aside the acrylic cover for later installation.



Check Box When This Step is Complete

Step # 7

Cutting the stretch wrap

Carefully cut the stretch wrap from the main cabinet using either scissors, box cutters, or a protected razor blade. Be careful not to scratch the game, acrylic, or the graphics while cutting off the stretch wrap.



Check Box When This Step is Complete

NOTICE

DO NOT PENETRATE TOO DEEP WITH A RAZOR BLADE AS IT COULD DAMAGE ACRYLIC OR CABINET GRAPHICS

Step #8

Inspecting the unit

Inspect both sides of the game and ensure there is no damage. Note that the glass is held in place with metal brackets that must be removed.



Check Box When This Step is Complete

Step # 9

Removing the glass brackets

There are two metal brackets holding the glass in place along the top portion of the main cabinet or section # 2.





Check Box When This Step is Complete

Step # 10

Removing the glass brackets

Both brackets need to be removed prior to continuing the installing process.



Check Box When This Step is Complete

Step # 11

Removing the glass brackets

Remove the left bracket and keep the screws for use later in the installation process. These screws will be used to secure the header section to the main cabinet.



Check Box When This Step is Complete

Step # 12

Removing the glass brackets

Remove the right bracket and keep the screws for use later in the installation process. These screws will be used to secure the header section to the main cabinet.



Check Box When This Step is Complete

Step # 13

Locating the accessories

Open the rear cabinet access doors. Both the left and right candy tubes along with the lighted marquee are stored in the rear part of the cabinet.



Check Box When This Step is Complete

Step # 14

Removing the marquee

Using either scissors or a box cutter, cut the black strapping holding the marquee to the restraining bracket.



Check Box When This Step is Complete

Step # 15

Removing the marquee support bracket

Using a Philips head screwdriver, remove the two screws holding the wooden bracket on the right side of the main cabinet.



Check Box When This Step is Complete

Step # 16

Removing the marquee support bracket

Using a Philips head screwdriver, remove the two screws holding the wooden bracket on the left side of the main cabinet.



Check Box When This Step is Complete

Step # 17

Removing the marquee storage stand

Remove the lighted marquee. Then remove the wooden pedestal (circled) that the marquee is sitting on.



Check Box When This Step is Complete

Step # 18

Removing the candy tubes

Using either scissors or a box cutter, cut the black strapping holding the candy tubes to the monitor. You may discard this strapping as it will not be needed again.



Check Box When This Step is Complete

Step # 19

Locating the acrylic lollipops

Open the rear access doors on the header section (section # 3). Remove the FOUR acrylic lollipops that are stored in this cabinet.



Check Box When This Step is Complete

Step # 20

Checking all included parts

Laying the parts on the ground, you should have TWO candy tubes (both left and right) along with TWO detached PVC elbow joints, and FOUR acrylic lollipops.



Check Box When This Step is Complete

Step # 21

Removing section # 1 from the skid

Remove the console unit from its carton box and carefully cut the foam packaging.

CAUTION

TEAM LIFT - AT LEAST TWO ABLE-BODIED ADULTS
SHOULD LIFT THIS SECTION OFF THE PALLET AND
ONTO THE GROUND



Check Box When This Step is Complete

Step # 22

Locating the wire connections in section # 1

There are FIVE electrical connections that need to be made when connecting the console to the main cabinet. These FIVE connectors are stored inside the console for shipping. Carefully pull the bundle out of the access hole.



Check Box When This Step is Complete

Step # 23

Plugging in the audio cable

Connect the 3.5 mm audio cable.



Check Box When This Step is Complete

Step # 24

Plugging in connection # 1

Connect the SIX pin Molex connector



Check Box When This Step is Complete

Step # 25

Plugging in connection # 2

Connect the EIGHT pin Molex connector.



Check Box When This Step is Complete

Step # 26

Plugging in connection #3

Connect the TWENTY pin Molex connector.



Check Box When This Step is Complete

Step # 27

Plugging in the HIGH voltage connector

Connect the THREE PIN high voltage connector. This connector powers both the amplifier and the bill acceptor.



Check Box When This Step is Complete

Step # 28

Checking all connections

After all FIVE connections have been made, carefully keep the wires together and move the console unit up to the main cabinet. Ensure that the wires are all stored within the access hole and are not wedged between the two cabinets.



Check Box When This Step is Complete

Step # 29

Installing the left cabinet bracket

Locate the metal brackets and attach with the provided bolts to the main cabinet. Do not tighten. Insert the other two bolts into the console side and loosely tighten.



Check Box When This Step is Complete

Step # 30

Installing the right cabinet bracket

Locate the metal brackets and attach with the provided bolts to the main cabinet. Do not tighten. Insert the other two bolts into the console side and loosely tighten. After all four bolts are threaded, tighten evenly. Then tighten the other side.



Check Box When This Step is Complete

Step # 31

Locating section #3

Remove the header section (Section # 3) from the skid. Two ablebodied adults must lift this piece off the pallet.

DANGER

TEAM LIFT - AT LEAST TWO ABLE-BODIED ADULTS
MUST LIFT THE HEADER SECTION



Check Box When This Step is Complete

Step # 32

Lifting section # 3 onto the main cabinet

Carefully lift this section onto the machine from the REAR part of the cabinet. **ENSURE THE GAME WHEEL LOCKS ARE ACTIVATED** so that the machine will not roll away as you are lifting the header onto the main cabinet. Only lift the section onto the main cabinet from the rear as to not accidentally damage the glass or the monitor on the front part of the cabinet.

DANGER

TEAM LIFT - AT LEAST TWO ABLE-BODIED ADULTS
MUST LIFT THE HEADER SECTION



Check Box When This Step is Complete

Step # 33

Setting section # 3 onto the main cabinet

Slowly lower the header section on the main cabinet and ensure that both the left and right are properly aligned.

DANGER

TEAM LIFT - AT LEAST TWO ABLE-BODIED ADULTS
MUST LIFT THE HEADER SECTION



Check Box When This Step is Complete

Step # 34

Checking the alignment of section #3

Ensure the alignment of the header by visually checking all four sides - it should line up evenly with the bottom section.



PROPER ALIGNMENT IS NESSESARY TO ENSURE THE BLOWER SYSTEM WORKS AS DESIGNED.



Check Box When This Step is Complete

Step # 35

Securing section # 3 to the main cabinet

Using a Philips-head screwdriver and the provided two screws, thread the screws into the two holes in the upper right section of the main cabinet.



Check Box When This Step is Complete

NOTE

YOU MAY HAVE TO SLIGHTLY RE-ALIGN THE HEADER
IN ORDER TO FIT THE SCREWS

Step # 36

Securing section # 3 to the main cabinet

It is recommended to hand thread the screws first before tightening them all the way.



Check Box When This Step is Complete

Step # 37

Securing section # 3 to the main cabinet

Using a Philips-head screwdriver and the provided two screws, thread the screws into the two holes in the upper center & left section of the main cabinet.



Check Box When This Step is Complete

Step # 38

Installing the acrylic panel to section #3

Locate the clear acrylic panel and install onto the top of the glass by carefully sliding the slot in the acrylic onto the top edge of the glass.



Check Box When This Step is Complete

Step # 39

Securing the acrylic panel to section # 3

Using the FOUR provided screws (taped to the acrylic cover packaging) - tighten the cover to the cabinet.

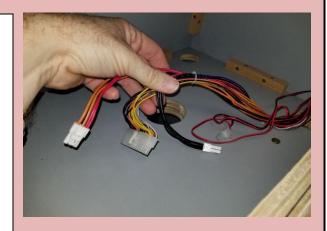


Check Box When This Step is Complete

Step # 40

Locating the wire connections in section #3

In the upper section of the header - there are FOUR connectors that must be pushed through and connected inside the main cabinet.

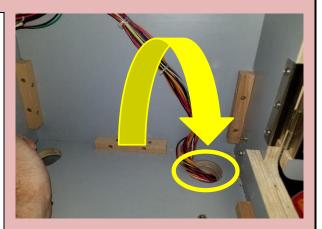


Check Box When This Step is Complete

Step # 41

Routing the wire connections into the main cabinet

Carefully push all FOUR connectors into the hole in the rear right corner of the header.



Check Box When This Step is Complete

Step # 42

Routing the wire connections into the main cabinet

From inside the main cabinet, carefully continue to pull the FOUR connectors through the access hole in the upper rear right corner of the main cabinet.



Check Box When This Step is Complete

Step # 43

Installing wire connection # 1

Carefully connect the 24 PIN Molex connector into the "PC_START.PCB" board. Take care when pushing the connector in as its possible pins could be pushed out should you exert too much force.



Check Box When This Step is Complete

Step # 44

Installing wire connection # 2

Connect the THREE PIN Molex with the RED and ORANGE wires.



Check Box When This Step is Complete

Step # 45

Installing wire connection # 3

Connect the TWO PIN Molex connector with the two BLACK wires.

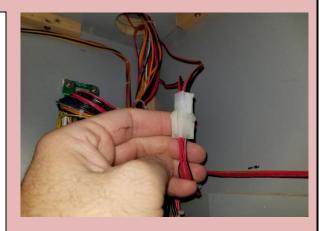


Check Box When This Step is Complete

Step # 46

Installing wire connection # 4

Connect the FOUR PIN Molex connector for the speaker connections.

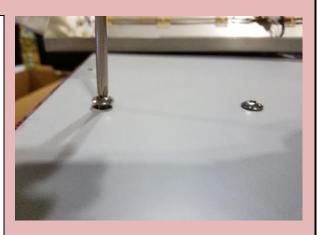


Check Box When This Step is Complete

Step # 47

Prepping the upper section # 3

On the upper section of the header (Section # 3), turn the mounting screws counter-clockwise so that 1/4" of the threads are exposed. Make sure that the screw is still secure within the cabinet.



Check Box When This Step is Complete

Step # 48

Installing the lighted marquee onto section # 3

Have an able-bodied adult pass the marquee section up to another adult who will install it onto the game.

DANGER

AT LEAST TWO ABLE-BODIED ADULTS ARE REQUIRED TO INSTALL THE MARQUEE ONTO THE HEADER



Check Box When This Step is Complete

Step # 49

Installing the lighted marquee

Due to the angular design and how the weight will over hang the main cabinet - **DO NOT ATTEMPT TO DO THIS WITHOUT THE HELP OF ANOTHER ADULT.** Two people are required to ensure one can hold the marquee in place and the other will secure it to the main cabinet.

DANGER

AT LEAST TWO ABLE-BODIED ADULTS ARE REQUIRED TO INSTALL THE MARQUEE ONTO THE HEADER



Check Box When This Step is Complete

Step # 50

Securing the lighted marquee

The marquee should sit on-top of the header and will be aligned all the way to the front of the cabinet.

DANGER

AT LEAST TWO ABLE-BODIED ADULTS ARE REQUIRED TO INSTALL THE MARQUEE ONTO THE HEADER



Check Box When This Step is Complete

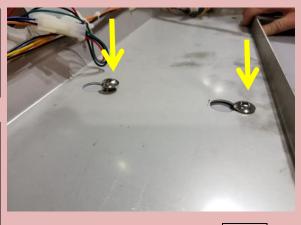
Step # 51

Securing the lighted marquee

Align the marquee so that all four of the screws pass through the holes in the marquee base. Once all are through and the marquee is sitting flat on the header - push the structure to the rear to lock it in place. While one person holds the marquee in place, another must use a Philips head screwdriver to tighten all SIX screws.

WARNING

DO NOT RELEASE THE MARQUEE UNTIL ALL SIX OF THE SCREWS ARE SECURED TO THE HEADER SECTION

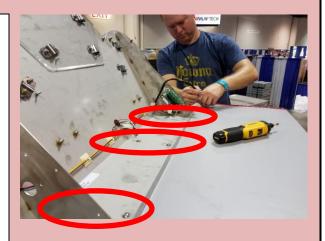


Check Box When This Step is Complete

Step # 52

Securing the lighted marquee

Ensure that all SIX screws are properly secure and then locate the marquee electrical wires. There are two connectors - one TWO PIN Molex and one THREE PIN Molex connector.

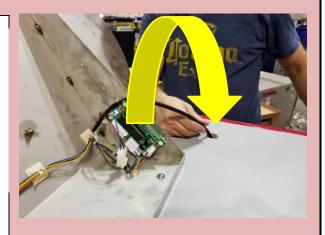


Check Box When This Step is Complete

Step # 53

Routing the wire connections into section #3

Pass both sets of wires through the access hole in the header section.



Check Box When This Step is Complete

Step # 54

Connecting the wire connections for the marquee

From inside the header and in the upper right hand corner - locate the wires you passed through and connector both the male THREE PIN Molex connector and the TWO PIN Molex connector into the female end.



Check Box When This Step is Complete

Step # 55

Installing the acrylic lollipops

Install the acrylic lollipops by sliding the tube into the receiving mounts on the rear part of the marquee. Start installing the lollipops from LEFT to RIGHT. Starting by installing the ORANGE pop on the LEFT (from the rear) side first. Use a ratchet to tighten each into place. Ensure they are straight and not at angle.



Check Box When This Step is Complete

Step # 56

Installing the acrylic lollipops

Continue to install each of the lollipops into the receiving brackets.



Check Box When This Step is Complete

Step # 57

Installing the acrylic lollipops

From LEFT to RIGHT (from the rear) the colors should be ORANGE, GREEN, RED, and BLUE. Use a ratchet to tighten each into place. Ensure they are straight and not at angle. These pieces are optional and are not needed if you do not have the ceiling height.



Check Box When This Step is Complete

Step # 58

Installing the right acrylic tube

Locate the RIGHT side candy tube. If not labeled, it is the one where the installed bottom PVC elbow will be pointed 90 degrees towards the cabinet. Locate the loose upper PVC elbow and pass the LED lights through the opening in the elbow. Then secure the elbow to the top of the tube.



Check Box When This Step is Complete

Step # 59

Installing the right acrylic tube

With the assistance of another able-bodied adult - have them hold the candy tube assembly up against the main cabinet.



Check Box When This Step is Complete

Step # 60

Routing the electrical connection into the main cabinet

Pass the electrical connection in the upper part of the tube into the access hole in the header and then push the entire assembly against the cabinet.

CAUTION

THE ENTIRE TUBE ASSEMBLY WEIGHS APPROX. 30 POUNDS



Check Box When This Step is Complete

Step # 61

Installing the right acrylic tube

Align the bottom of the assembly to the lower portion of the main cabinet and secure the screws. It is advised to loosely hand-tighten them first to get all aligned before tightening them.



Check Box When This Step is Complete

Step # 62

Installing the right acrylic tube

After the bottom is secure, install the screws in the upper part of the assembly and into the header section.



Check Box When This Step is Complete

Step # 63

Installing the left acrylic tube

Repeat the same thing with the left side tube assembly and tighten the top section against the header.



Check Box When This Step is Complete

Step # 64

Connecting the left tube electrical connection

From the upper rear access door in the header section - locate the TWO PIN connector you earlier pushed through and into the cabinet. This hole is on the lower LEFT front side from where you are standing. Connect the cable to the TWO-PIN mate inside the cabinet.



Check Box When This Step is Complete

Step # 65

Connecting the right tube electrical connection

From the upper rear access door in the header section - locate the TWO PIN connector you earlier pushed through and into the cabinet. This hole is on the lower RIGHT front side from where you are standing. Connect the cable to the TWO-PIN mate inside the cabinet.



Check Box When This Step is Complete

Step # 66

Locate and install the game balls

Locate and install the game balls. These are 3 balls bagged and stored in the rear part of the cabinet and another 3 balls in the spare parts box. **ONLY USE 3 BALLS** in the system - adding additional balls can create a situation that can lead to jams. Wirth the high speed blower system - only three balls are needed for rapid play.

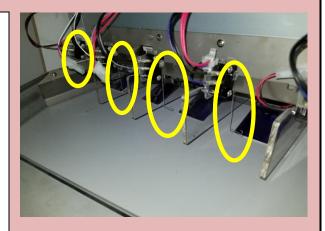


Check Box When This Step is Complete

Step # 67

Checking all micro-switches

Check to ensure that the micro-switch on all NINE mechanical switch's are proper. It is possible during shipment for one of the mechanical switches to become engaged should one of the parts or packaging stored in this cabinet comes into contact with it. Physically press each of the NINE switches to ensure its action is proper.



Check Box When This Step is Complete

Step # 68

Checking the line-in voltage on the power supplies

You game has already been properly set to the expected line voltage at your location; however, it is always best to ensure that the selector switch is set to the proper power before turning the game on. The selector switch is located on top of the power supply. The switch is set properly when you can read the voltage at the your location. For example: If you can see "115V" then the power supply is set to 115V. If you can see "230V", then the power supply is set to 230V.



Check Box When This Step is Complete

Step # 69

Plug the power cord into a grounded outlet

Plug the power cord into a properly grounded outlet. Ensure that you do not overload the circuit with the additional of this game.

CAUTION

PLUG THE CORD INTO A PROPERLY GROUNDED
OUTLET. ENSURE THAT YOU DO NOT OVERLOAD THE
CIRCUIT WITH THE ADDITION OF THIS GAME



Check Box When This Step is Complete

GAME SETTINGS & PROGRAM

GUM DROP has been designed to include a software program where all game settings are easily managed through the use of a simple menu shown on the monitor. Although the software is very simple to navigate, we highly recommend reading the following programming section to fully understand how to make changes to the software and how each change will affect the machine. Should you have any questions about changing the programming, or need to make a change outside the capability of the current software, please contact **JET GAMES** directly.

I/O SOFTWARE VERSION LOCATION PC SOFTWARE VERSION LOCATION Ver. 2017.12.13 GAMES Wer. 2017.12.13 The I/O Version can be found on the label affixed to the main software IC on the Input/Output board in the back of the machine.

The chart below should be used to record an changes in the software and the reasons for the change. This will allow you to track which software version is installed or allow another technician to service the unit and quickly identify what has been changed since delivery.

SOFTWARE UPDATE RECORD			
DATE	SOFTWARE VERSION		REASON FOR CHANGE
	I/O SOFTWARE	PC SOFTWARE	REASON FOR CHANGE
12/11/2017	VERSION 1.0	V. 2017.12.14	INITIAL SOFTWARE INSTALLED AT FACTORY
12/20/2017	VERSION 1.0	V. 2017.12.20	ENHANCED AUDIT FEATURE CLEARING

STATE OF NEW JERSEY APPROVED SOFTWARE

Under the rules and regulations governed by the State of New Jersey Legalized Games of Chance Control Commission, there are certain requirements for amusement and redemption games. A certain version of software has been designed to allow Gum Drop to be operated within the State of New Jersey. This version of the software complies with the following requirements:

- 1) Maximum allowable wager per player dose not exceed \$10.00 per game. In Gum Drop (VERSION 1.1) the game will not accept more than 20 coins or \$5.00.
- 2) Maximum allowable accumulation of inserted credits does not exceed \$10.00. In Gum Drop (VERSION 1.1) the game will not accept more than 20 coins or \$5.00 Play.
- 3) Device must lockout after \$10.00 is inserted. Gum Drop will not accept more than \$5.00 maximum.
- 4) Device must lockout after maximum wager per game is inserted, unless a discount is offered. The coin mechanism in Gum Drop will not accept more than \$5.00.
- 5) Device must not escrow inserted credits for more than one game's play unless a discount is offered.
- 6) Device must award tickets, tokens or prizes immediately upon completion of the game, or offer player an option to collect or accumulate winnings.
- 7) Device must not possess a "Knock-Off" mechanism.
- 8) Device should possess meters for "Coin In" and "Token/Ticket Out"
- 9) Device must not award cash prizes only tickets, vouchers or tokens which may be redeemed for prizes within the facility.
- 10) Device must not be capable of awarding a prize in excess of \$10,000.00.
- 11) Device must not incorporate a reflexive outcome determination or auto-percentaging
- 12) Device must retain tickets or tokens owed upon power interruption

The above requirements are published here for your information and obtained from Eclipse Compliance Testing in conjunction with the New Jersey Legalized Games of Chance Control Commission. In order to operate Gum Drop within the State of New Jersey - you must operate a version of the software which complies with the above requirements. Call your local distributor to order this software before operating the game. The version of software which complies with these requirements can be found below.

State of New Jersey Approved Software

Verifying the installed software version

To view the installed software version, locate the main IC chip on the I/O board and view the label printed onto the IC. In order to operate the game in the State of New Jersey - you must only use this version of software.

New Jersey Game Software Version

VERSION 1.1

The installed software version can be viewed at any time by viewing the label on the main IC.

