GUM DROP SERVICE MANUAL

VERSION 1.1

For Additional Information or for an Electronic Copy of This Manual Visit Our Website

www.JENNISONGAMES.com

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NOTE: SOME PAGES MAY BE INTENTIONALLY LEFT OUT OF THIS MANUAL. SOME VERSIONS OF THE MANUAL DO NOT INCLUDE A PARTS LIST. CONTACT SPT OR JET FOR CURRENT PARTS LIST IF NOT INCLUDED.

Through out the use of this manual, certain areas require special attention for the safety of the service personal. Please take note of the following notifications and be certain to read the information contained within. Failure to follow the given information could lead to personal injury or property damage. Follow all instructions contained within this manual and do not make any modifications to the game without first contacting Jennison Entertainment Technologies.

DANGER

All danger messages are marked in RED boxes. Failure to adhere to these messages could result in personal injury or injury to others.

WARNING

All warnings will be marked in ORANGE boxes. Failure to follow these warnings could lead to damage to the unit and or personal property.

CAUTION

Caution messages are marked in YELLOW boxes. Failure to follow these caution messages could result in damaging the unit.

ATTENTION

Attention boxes are in BLUE. These messages are provided in cases where service personal must follow directions provided by J.E.T.

NOTICE

Notices are given in GREEN boxes. These messages are provided for the operator's convenience.

EPILEPSY WARNING

EPILEPSY DANGER

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:
Play in a well-lit room
Do not play when you are drowsy or fatigued

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

GUM DROP CAUTIONS & NOTICES

DANGER

DO NOT perform repairs or maintenance on the game with the power ON. Always turn the power OFF and unplug the unit from the wall before servicing.

DANGER

DO NOT remove the game from its shipping pallet or skid without first reading the entire installation guide in this manual!

GUM DROP CAUTIONS & NOTICES

WARNING

Make sure that the 115/230 VAC selector switch is properly selected on all power supplies for the correct line voltage at the installation site.

WARNING

This unit is suitable for INDOOR use only. The game should not be placed in damp environments or in areas within close proximity to the ocean.

WARNING

If the power cord is damaged - replace it with a new one. DO NOT attempt to use a damaged or repaired power cord.

WARNING

Always plug the game into a grounded circuit and verify the total voltage draw on the circuit does not exceed its capacity.

CAUTION

Use appropriate care when servicing the game and ensure that all removed components are away from facility guests and children.

CAUTION

Only qualified service personal should service GUM DROP. Contact J.E.T. first with any questions before replacing any part.

The Federal Communications Commission requires that all amusement machine devices used in commercial applications comply with guidelines for the amount of interference the internal components produce. GUM DROP complies with this requirement and the following statement is posted on all units.

This equipment has been tested and found to comply with the limits for a Class "A" digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment.

Canadian Emissions Statement

(According to Industry Canada Notice ICES-003, Issue 4)

This Class "A" digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

Cet appareil numérique da la classe "A" respecte toutes les exigences du Réglement sur le matériel brouilleur du Canada.

RoHS COMPLIANCE

The RoHS Directive stands for "the restriction of the use of certain hazardous substances in electrical and electronic equipment". This Directive bans the placing on the European Union market, new electrical and electronic equipment containing more than agreed levels of lead, cadmium, mercury, hexavalent chromium, polybrominated biphenyl (PBB) and polybrominated diphenyl ether (PBDE) flame retardants.

Jennison Entertainment Technologies has taken steps to comply with this directive while sourcing the parts for all machines. If available to the industry, these certified components were used in the construction on GUM DROP.

As of January 2018, Jennison Entertainment Technologies has tested all components used in the manufacturing of GUM DROP. All components have been found to be within the standards set forth for RoHS compliance by the European Union. Test reports are available and will be provided upon request.

To verify that your machine has RoHS Compliant parts, look for the following logo on the information sticker on the back of all our units.

With our unique testing equipment, Jennison Entertainment Technologies can test components from ANY SUPPLIER from ANY COUNTRY where we source our parts. The tools we utilize allow us to spot check suppliers who have also self declared their components to be compliant ensuring you and your guests safety.

GUM DROP DIMENSION(S) INFORMATION

GUM DROP DIMENSIONS - (ASSEMBLED)

LENGHTH		WIDTH		HEIGHT (NO MARQUEE OR LOLI'S)		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG

LENGTH		WIDTH		HEIGHT (WITH MARQUEE ONLY)		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG

LENGTH		WIDTH		HEIGHT (WITH MARQUEE & LOLI'S)		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG

GUM DROP SHIPPING DIMENSIONS - CONTAINER SHIPMENT (IN CARTONS)

SECTION # 1 - CONSOLE

LENGHTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
26"	650	30"	750	39.5"	1000	144	65

SECTION # 2 - MAIN CABINET

LENGHTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
28"	700	45"	1140	87"	2210	514	233

SECTION # 3 - HEADER

LENGHTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
25"	610	46"	1150	30"	750	137	62

GUM DROP SHIPPING DIMENSIONS - U.S. DOMESTIC FREIGHT

LENGHTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
96"		48"					

NOTE

GUM DROP ships on one PLYWOOD skid within the United States, Canada, and Mexico. Be sure to inspect the packaging when the unit arrives and notate any damage with the driver and on the BOL before signing for the unit. Neither JET (or) your DISTRIBUTOR is responsible for any damage sustained during the transportation of the unit between our dock and your location.

ELECTRICAL REQUIREMENTS

GUM DROP ELECTRICAL REQUIREMENTS			
	VOLTS	**HERTZ**	**AMPS**
DOMESTIC POWER REQUIREMENTS	**110 - 120 VAC**	**60 HZ**	**6 AMPS (MAX)**
FOREIGN POWER REQUIREMENTS	**215 - 230 VAC**	**50 HZ**	**3 AMPS (MAX)**

DANGER

IF YOU CHOOSE TO CONVERT YOUR UNIT TO A DIFFERENT LINE VOLTAGE THAT IT WAS AT INITIAL TIME OF DELIVERY, YOU MUST ALSO SELECT THE NEW INPUT AC VOLTAGE ON THE POWER SUPPLY

DANGER

DO NOT OVERLOAD ANY CIRCUIT WITH THE ADDITION OF POWER PONG. ENSURE THAT THE OUTLET HAS PROPER VOLTAGE BEFORE TURNING ON THE UNIT

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.

Clear Acrylic Lollipops

Lighted Lollipop Marquee

Header Section # 3

Main Cabinet Section # 2

Candy Tubes

Console Section # 1

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.

INSTALLATION INSTRUCTIONS

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 [ ]

INSTALLATION INSTRUCTIONS

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.

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN SEEN IN PHOTO

Check Box When This Step is Complete

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

INSTALLATION INSTRUCTIONS

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.

NOTICE

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

Check Box When This Step is Complete ▢

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.
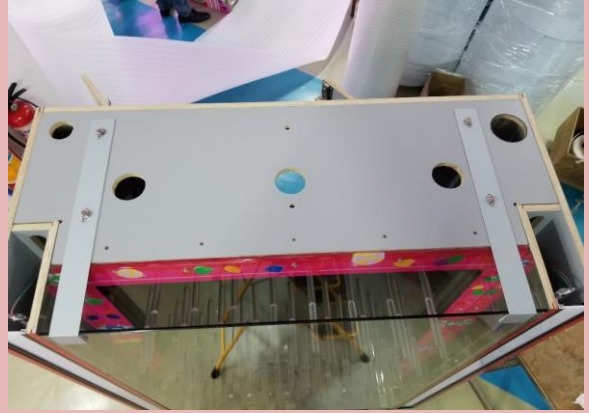

Check Box When This Step is Complete ▢

INSTALLATION INSTRUCTIONS

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

INSTALLATION INSTRUCTIONS

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 [   ]

INSTALLATION INSTRUCTIONS

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

INSTALLATION INSTRUCTIONS

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 [   ]

INSTALLATION INSTRUCTIONS

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 [   ]

INSTALLATION INSTRUCTIONS

Step # 25

Plugging in connection # 2

Connect the EIGHT pin Molex connector.
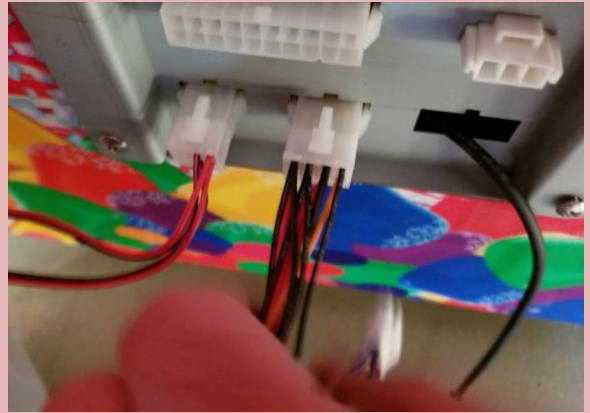
Check Box When This Step is Complete ☐

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 ☐

INSTALLATION INSTRUCTIONS

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 ☐

INSTALLATION INSTRUCTIONS

Step # 31

Locating section # 3

Remove the header section (Section # 3) from the skid. Two able-bodied 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 ☐

INSTALLATION INSTRUCTIONS

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.

NOTE

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

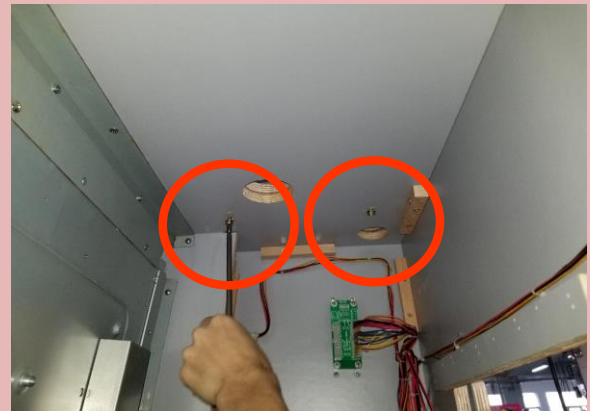Check Box When This Step is Complete

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.

NOTE

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

Check Box When This Step is Complete

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

INSTALLATION INSTRUCTIONS

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 ☐

INSTALLATION INSTRUCTIONS

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.
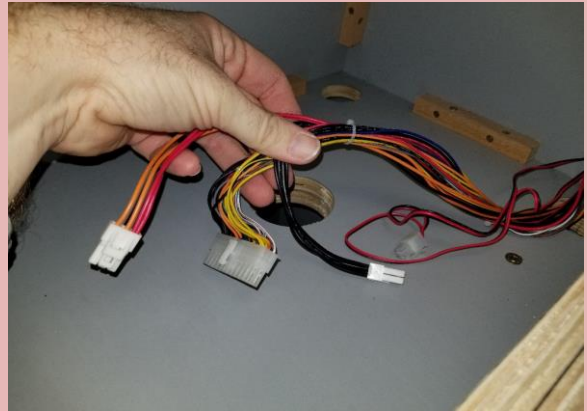
Check Box When This Step is Complete ☐

Step # 41

Routing the wire connections into the main cabinet

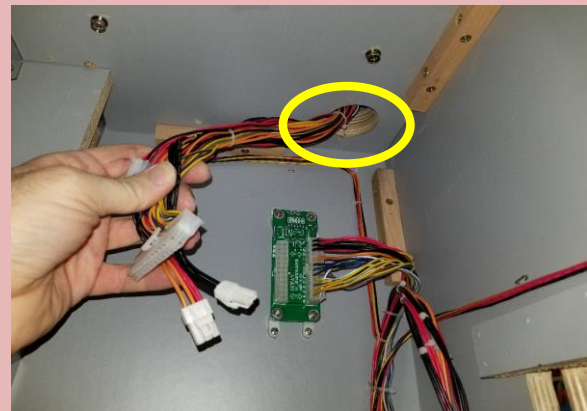Carefully push all FOUR connectors into the hole in the rear right corner of the header.
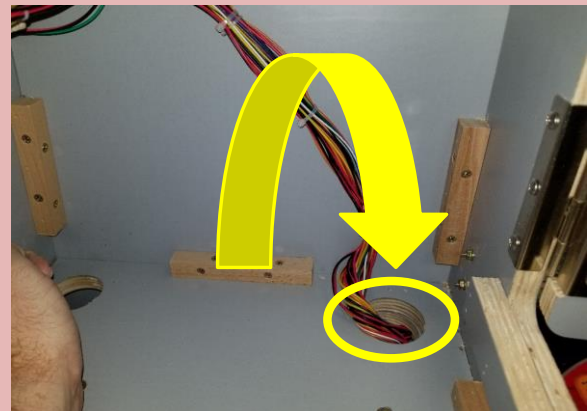
Check Box When This Step is Complete ☐

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 ☐

INSTALLATION INSTRUCTIONS

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.
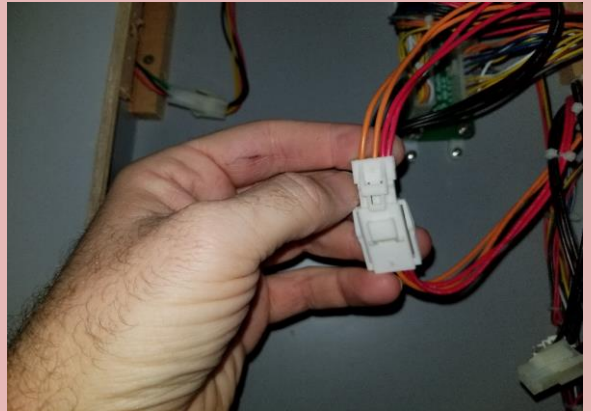

Check Box When This Step is Complete ☐

Step # 44

Installing wire connection # 2
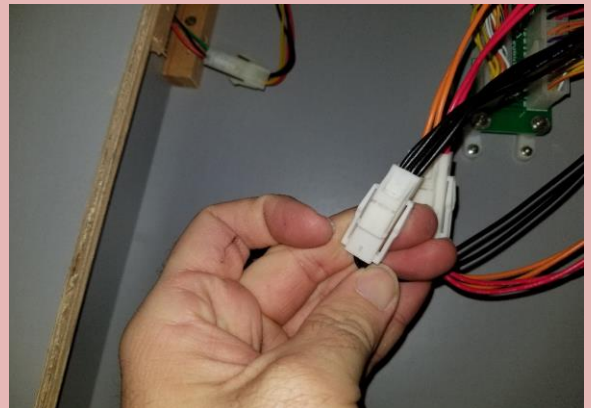
Connect the THREE PIN Molex with the RED and ORANGE wires.

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 ☐

INSTALLATION INSTRUCTIONS

Step # 46

Installing wire connection # 4

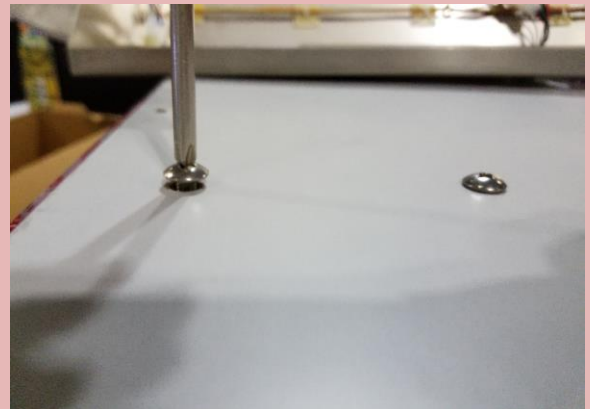Connect the FOUR PIN Molex connector for the speaker connections.

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
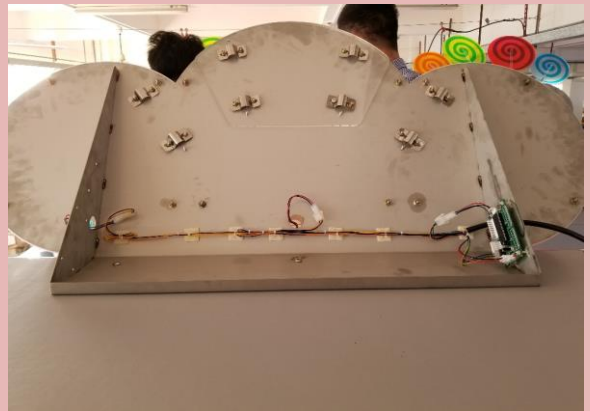

Check Box When This Step is Complete [   ]

INSTALLATION INSTRUCTIONS

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

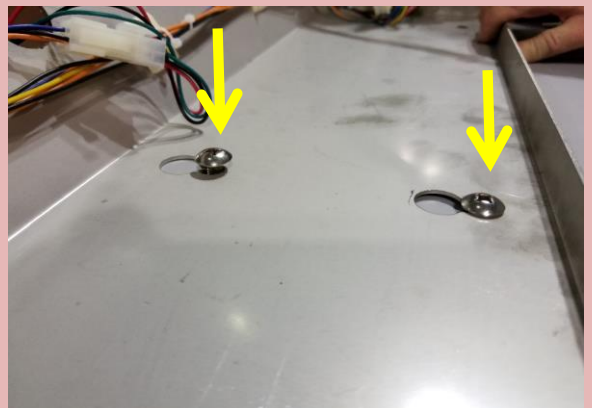Check Box When This Step is Complete

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
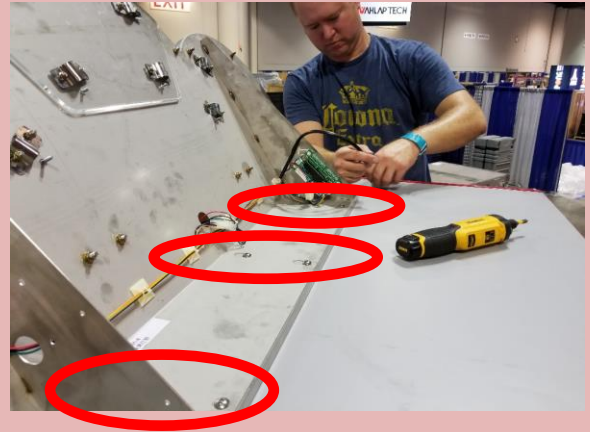
Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

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.
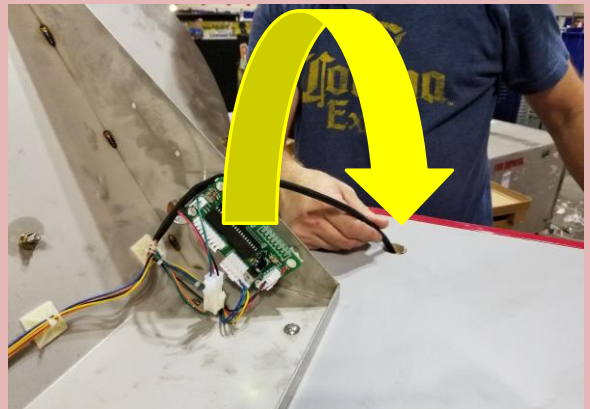

Check Box When This Step is Complete [   ]

Step # 53

Routing the wire connections into section # 3

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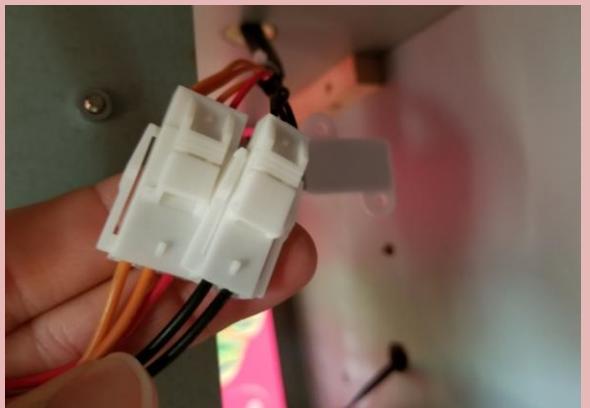

Check Box When This Step is Complete [   ]

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.
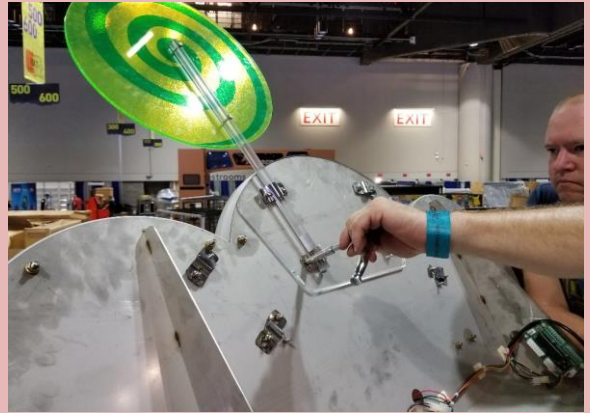

Check Box When This Step is Complete [   ]

INSTALLATION INSTRUCTIONS

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 ☐

INSTALLATION INSTRUCTIONS

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 [   ]

INSTALLATION INSTRUCTIONS

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.
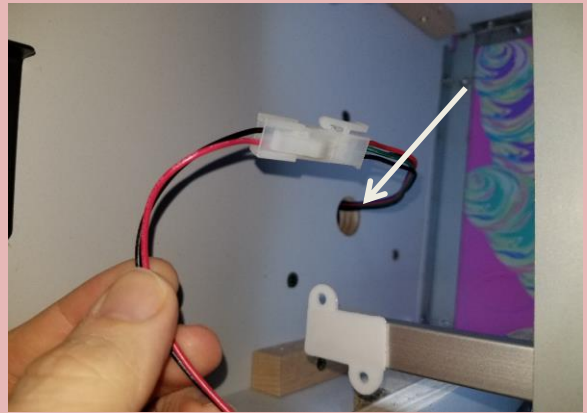

Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

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.
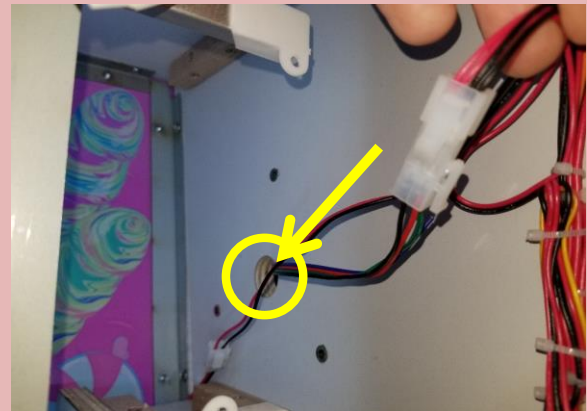

Check Box When This Step is Complete

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

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.
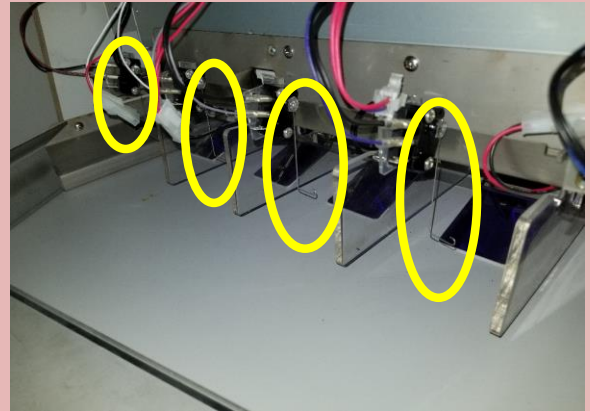

Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

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.
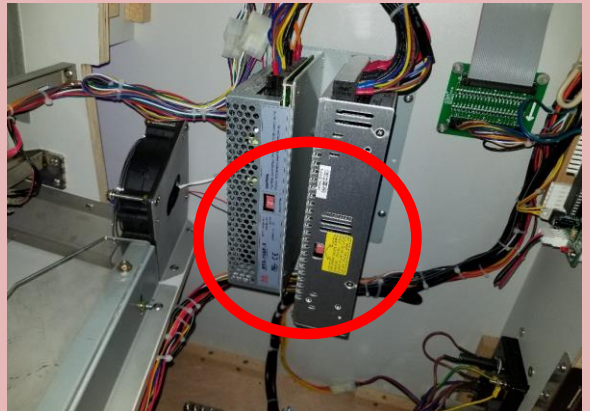

Check Box When This Step is Complete ☐

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
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 PC Software Version can be found by entering the menu. The version number is shown in the upper right corner.

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.

DATE	SOFTWARE VERSION		REASON FOR CHANGE
	I/O SOFTWARE	**PC SOFTWARE**	
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**

SOFTWARE UPDATE RECORD

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

V E R S I O N   1 . 1

The installed software version can be viewed at any time by viewing the label on the main IC.
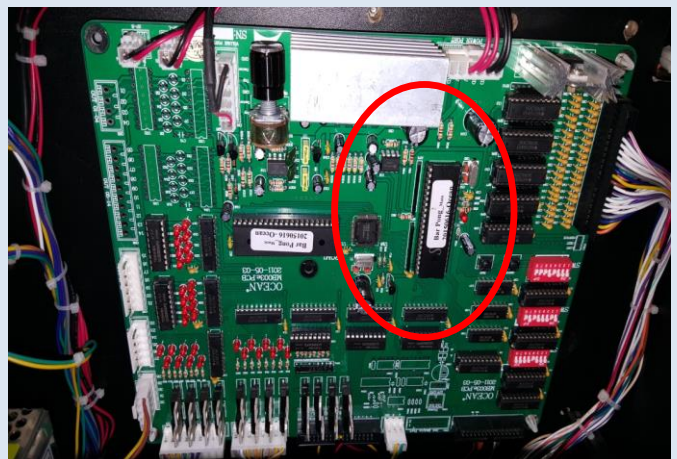
The Gum Drop software was designed so that the operator can quickly make changes within an easy-to-navigate menu. Within a few minutes, the operator can change the most basic settings including cost per play, balls per play, ticket output, and additional features. Other intricate functions can be changed including the style and type of bonus, the levels within the bonus, and the values of different bonus levels. JET has given the operator an enormous amount of flexibility in setting the game for his or her demographic.

GUM DROP MAIN MENU OPTIONS

The software in Gum Drop was designed so that operators may be able to quickly and easily change any and all values shown on the nine score channels and the nine bonus score channels. To enter the software, push and hold the ENTER button. You can use either the INCREASE or DECREASE button to move the cursor up or down within the menu. These two buttons will also either increase or decrease the selected values. Push the ENTER button to confirm all selections.

Game Score Values

Changing the game score values

It is possible for the operator to easily change the value of any score channel at any time. To do so, select the "GAME SCORE VALUES" option within the menu. There are 9 different score states that the ball could potentially fall into. The operator can select whatever value they desire or another bonus action for each score state.

Game Score Values

By selecting the "CANDY" option - this will change the score state to allow for bonus play. The word "CANDY" will appear within the score channel.

GUM DROP MAIN MENU OPTIONS

By selecting the "BONUS" option - this will change the score state to allow for bonus play. The word "BONUS" will appear within the score channel. **This is the default selection - we recommend using this verbiage to eliminate confusion among players.**

By selecting the "CANDY/BONUS" option - this will change the score state to allow for bonus play. The word "CANDY" and then "BONUS" will appear and rotate within the score channel.

By selecting the "NUMBER" option - this will change the score state to pay out a fixed number of tickets. Whatever number the operator chooses will appear within the score channel during game play.

GUM DROP MAIN MENU OPTIONS
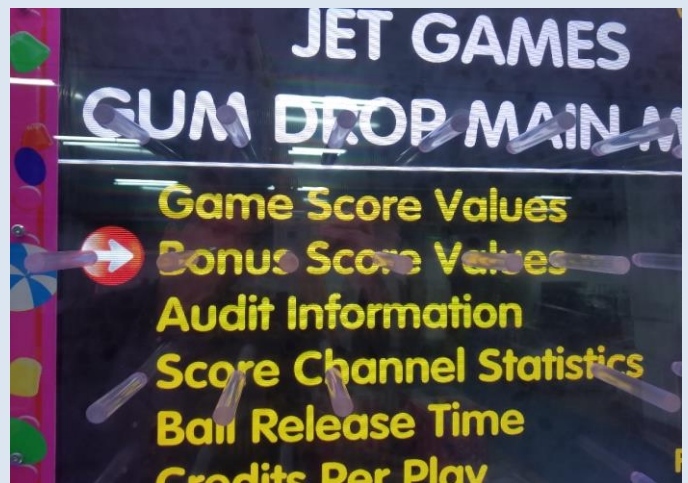
Game Score Values

The software is designed to allow a vast selection of different options. If the MIN and MAX numbers are set to the same - then that is the only number the machine will payout for a win within that score channel. It is possible to set the MIN to 5 and the MAX to 10 and then the machine will determine what number to show within the range of 5-10 after each win.

Bonus Score Values

Changing Bonus Score Values

The operator can change the values of each score channel while in bonus play by selection the "BONUS SCORE VALUES" option.

Bonus Score Values

As in the regular game play - there are 9 different score channel possibilities. By selecting "NUMBER" the operator can select a fixed number of tickets that are awarded should the ball pass through that channel. The operator could also selct a different MIN and MAX if desired.
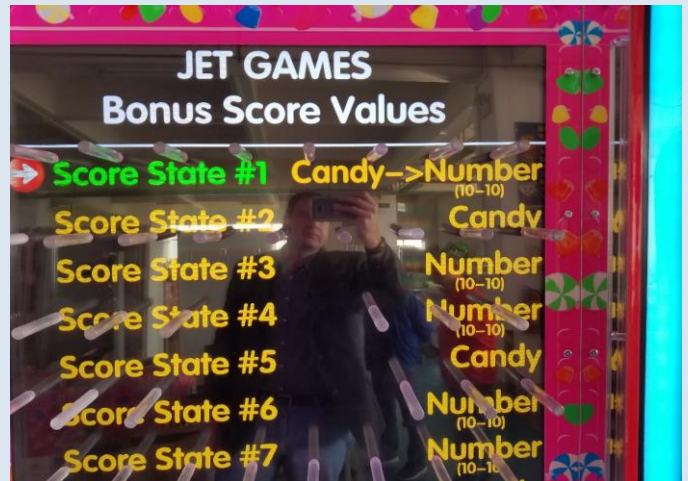
Bonus Score Values

By selecting the "CANDY" option - this will fill the candy jar during the bonus play should the ball pass through that score channel. The operator is free to select the number of channels that they feel should allow the candy jar to fill. This allows for either an easier bonus by having more "CANDY" spaces, or more difficult play with less spaces. This selection should correspond to the number of balls awarded during the bonus.

Bonus Score Values

By selecting the CANDY-NUMBER option, the player will be able to fill the jar once if their ball goes into that score channel and then that channel will then change to a number. This makes the bonus play a little more challenging since the same position is no longer available to fill the candy jar a second time.

GUM DROP MAIN MENU OPTIONS

Bonus Score Values

The operator can select the number range by determining the MIN and the MAX. If both values are equal - the number will remain the same. If a number range is selected - for example MIN=5 and MAX=10, then the computer will determine what number between 5 and 10 to display on the screen.

Bonus Levels

Changing the number of levels in the bonus

To change the levels within the bonus candy jar, select the "BONUS SET" option.

Bonus Levels

The operator can select the number of levels to be displayed within the bonus. The options are between 1 and 6 levels. As you make a selection, each level will illuminate and allow you to enter a value for that level.

GUM DROP MAIN MENU OPTIONS

Bonus Levels

By increasing the level to 2, you see how 2 levels are illuminated and then allow you to select a certain value for each level.

Bonus Levels

By increasing the level to 3, you see how 3 levels are illuminated and then allow you to select a certain value for each level. We have selected 3 levels as the default as this is the perfect balance between value and time.

Bonus Levels

By increasing the level to 4, you see how 4 levels are illuminated and then allow you to select a certain value for each level.

GUM DROP MAIN MENU OPTIONS

Bonus Levels

By increasing the level to 5, you see how 5 levels are illuminated and then allow you to select a certain value for each level.


Bonus Levels

By increasing the level to 6, you see how 6 levels are illuminated and then allow you to select a certain value for each level. Select a higher number of levels if you wish the bonus play to by longer. This may be a good option for locations looking for play value.

Game Over Mode

DO NOT CHANGE this pre-programmed setting. This feature is implemented for ONLY a select few operators in foreign countries.
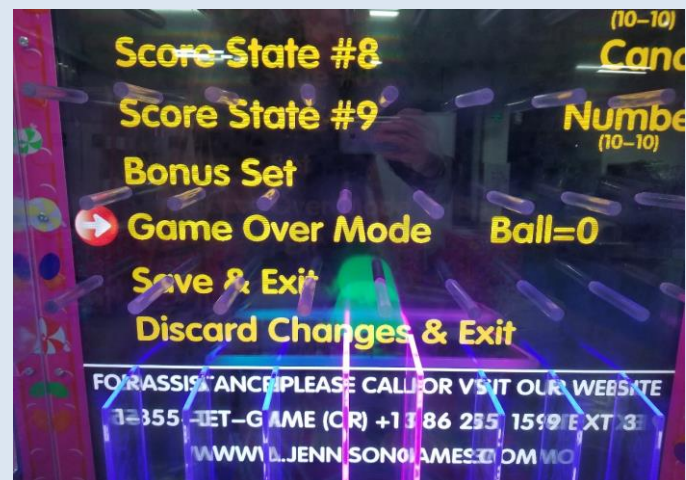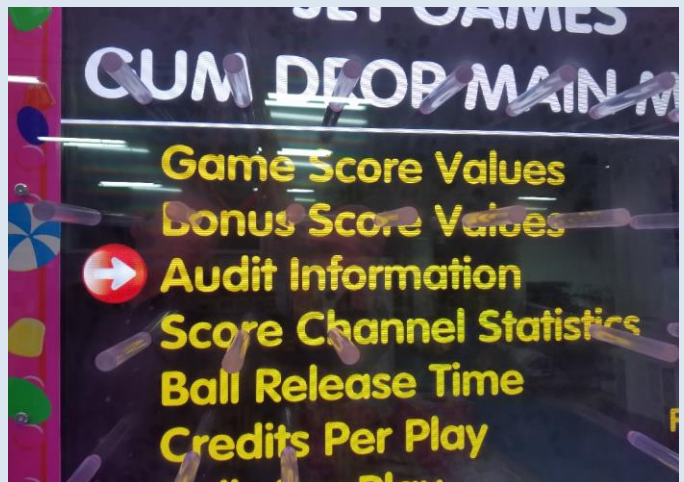
GUM DROP MAIN MENU OPTIONS

Viewing audit information

Gum Drop has the ability to show the operator certain audit information including total credits, total tickets awarded, and the machine calculated payout percentage.

All data in the audit screen is derived using mathematical formulas. **There is some information the operator must enter in order for this to show accurate information.** The operator must enter the cost per credit and the cost per ticket in order for the formula to show the proper payout. If these are not set to the operators location - then this will not show the proper payout. This should only be used as a guide and this will not change any pre-programmed options the operator has made in other areas of the menu.

Clearing the audit information

Should you wish to clear the data shown within the audit screen, select the "CLEAR DATA" option. The machine will record a timestamp of when you did this for your records.
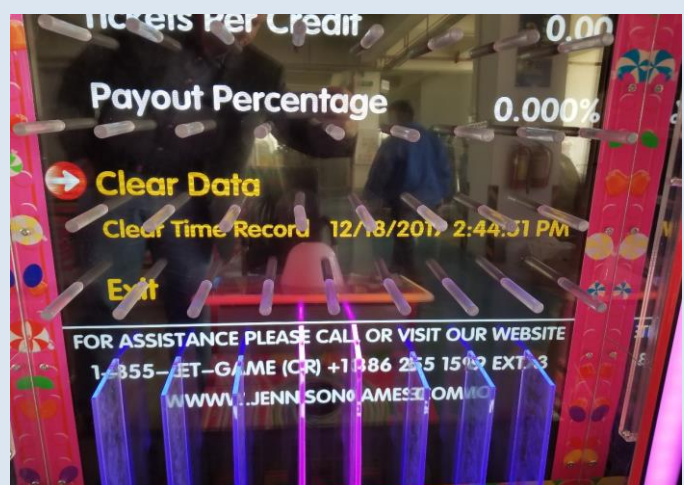
GUM DROP MAIN MENU OPTIONS

Score Channel Statistics

It is possible to view the percentages of times that each ball went through each score channel. Select the "SCORE CHANNEL STATISTIC" option.
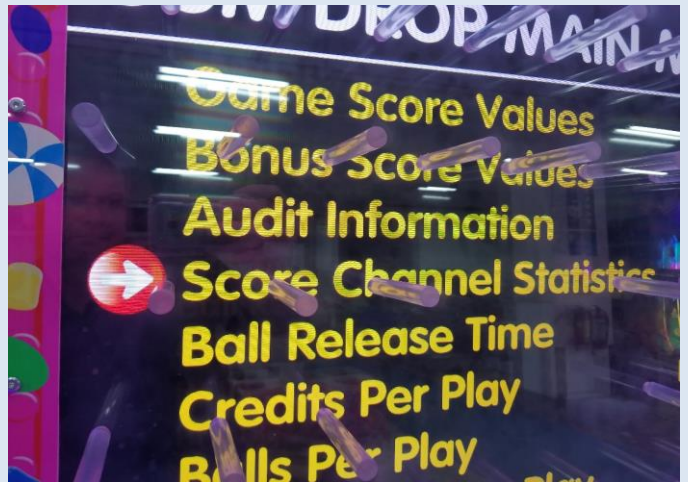
Score Channel Statistics
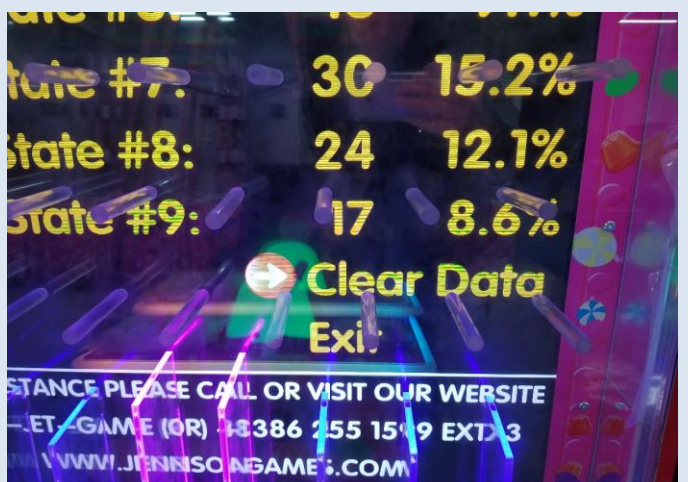
Viewing the statistics on score channel wins

Within this option, you can see the amount of times (based on percentage) that the ball entered each score channel. This is allows for the operator to make adjustment if necessary for large score state values and determine where the majority of players are scoring.

Score Channel Statistics

Clearing the data for all score channels

All score channel statistics can be cleared and reset if the "CLEAR DATA" option is selected.

GUM DROP MAIN MENU OPTIONS

Score Channel Statistics

Clearing the data for all score channels

After clearing all data, you will see that each channel will be reset.

Ball Release Time

### Setting the amount of time before ball release

This option allows the operator to select the amount of time given between the start of each play and when the game will automatically drop the ball. The default time is set to 20 seconds. We recommend that the time should be longer in demographics where the cost of play is higher.

Credits Per Play

Selecting the number of credits per play

This selection allows the operator to adjust the number of credits (or coins) required to start the game. Installations using a debit card system should be set to ONE.
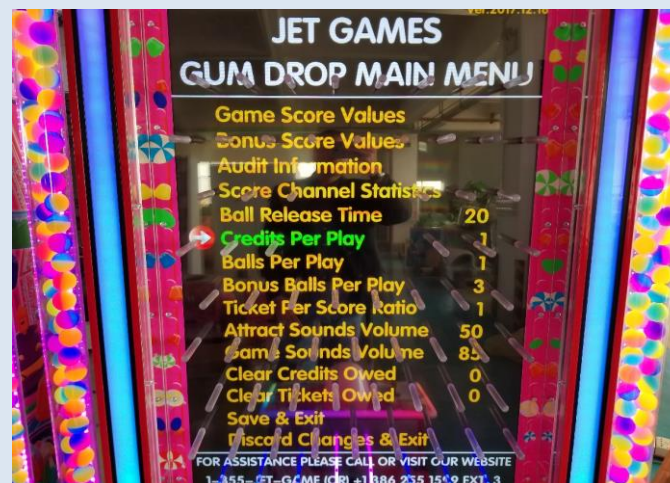
GUM DROP MAIN MENU OPTIONS

Balls Per Play

Setting the number of balls per play

The operator can select the number of balls given per play. We recommend to only select **ONE BALL PER PLAY**. The game was designed to entice repeat play. Remember, if you select more than one ball per play - you will also need to adjust the ticket values on all score channels to maintain a proper payout.

Bonus Balls Per Play

Setting the number of balls received in the bonus

The operator can select the number of balls given should the player win the bonus. We have set the game up currently to have THREE balls and only THREE levels within the bonus. This allows the reward to be higher only allowing players to win if they hit all three bonus channels. The game can be configured in an infinite number of ways including the number of bonus balls given and the number of levels. If you desire a shorter game play - then we suggest limiting the number of levels and balls to THREE. If you want a longer game play for the player, then you can adjust up to TEN BALLS and SIX LEVELS. **DO NOT SET THE NUMBER OF LEVELS TO BE HIGHER THAN THE NUMBER OF BALLS GIVEN** - **THIS MAKES IT IMPOSSIBLE TO WIN THE BONUS**. Please contact JET GAMES for suggestions.

Ticket Per Score Ratio

Setting the number of tickets per score

This selection allows you to select the number of tickets per score (two point tickets). The default selection is set to ONE. This means the player would get one ticket for each point. If the selction was set to TWO, then the player would get one ticket for every two points.

GUM DROP MAIN MENU OPTIONS

Attract Sounds

Setting the attract sound volume

The ATTRACT SOUNDS volume can be adjusted from within this selection. Setting this to 0 would turn the attract sounds OFF.

Game Sounds

Setting the game sound volume

The GAME SOUNDS volume can be adjusted from within this selection. Setting this to 0 would turn the game sounds OFF. **Due to the design of the speakers and amplifier - we do not suggest increasing this setting beyond "85" - instead use the volume controls on the amplifier itself to adjust the volume to the desired level - this will ensure the best sound quality.**

Clearing The Credits Owed

Clearing the credits owed

Should you wish to or need to clear the credits owed - the operator can quickly clear the credits by selecting this option and pressing the enter button to highlight it and then pushing the enter button again to clear.

GUM DROP MAIN MENU OPTIONS

Clearing The Tickets Owed

Clearing the tickets owed

Should you wish to or need to clear the tickets owed - the operator can quickly clear the accumulated tickets by selecting this option and pressing the enter button to highlight it and then pushing the enter button again to clear.

Discarding Changes and Exiting the Software

Discard changes and exit

If you wish to exit the software WITHOUT saving any changes made - select the "DISCARD CHANGES & EXIT" option and press ENTER.

Saving Changes and Exiting the Software

Saving Changes and exiting the software

After making all selections, select the "SAVE & EXIT" option to exit the software - saving all changes you had made.