Fun Industries Inc.
G100D Grabber Deluxe
Operation Instructions

After removing all protective film from the machines walls and decals, the following pages will guide you through the process of assembling, programming and cleaning your machine.

This machine is very sensitive to static electricity. You must use an anti-static sheet when using the auto attract feature of this machine as it will create its own static charge from the paper making constant contact with the walls. When static build up reaches a high level, the machine will function erratically and eventually permanent damage will be done to the electronic components. When you are ready to use the machine with a participant, simply remove the static sheet.

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ASSEMBLY INSTRUCTIONS

1. Assemble the base components by fastening both front (flat) panels to the two side panels with (32) #6 x ¼" self threading screws provided (fig. A). Make sure the 90 degree bends on the front and back flat panels face inward. This will be the top of the base. The unused ¼" round holes in the front and side panels should both be at the same end as well. This will be the bottom of the base (fig. B). Do not over tighten the screws.

FIG. A

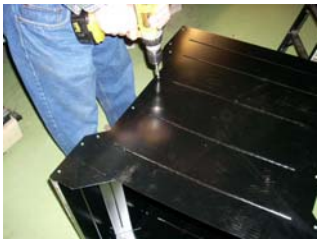
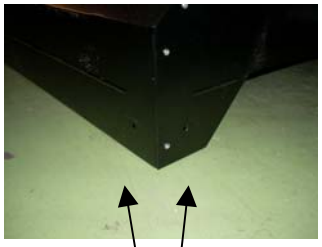


FIG. B



1. On a soft surface, lay the main machine on its front face (front has LED timer). With an assistant, position the base as so the flat front and back sections of the base are in the up and down position. Fasten the base to the machine by aligning the holes in the base with the holes in the bottom of the main machine and attach with (8) ¼ X 1" self threading screws (fig. C).

FIG. C

3. With an assistant, stand the complete unit upright. Locate and install the 4 corner trim cups to the bottom of the base using the (4) 10-24 X 1"carriage bolts and nuts provided. Fasten a cup to each lower corner of the base by inserting the bolts through the cup and the ¼" unused round holes in the base from step #1. Tighten the nuts securely under the base (fig. D).

FIG. D

4. Hang the (4) upright trim sections at each corner. Insert the hooks at the top end into the slots in the lid while guiding the bottom into the trim cup mounted on the base near the floor (fig E).

FIG. D

FIG. F

5. With an assistant, lift the top trim section onto the lid of the machine. Face the moving message sign towards the front (above the timer display). Make sure that the rope lighting ends from the corner sections are inside the top trim and not being pinched. Allow the section to rest on the top of the corner trim pieces (Fig F).

FIG. G

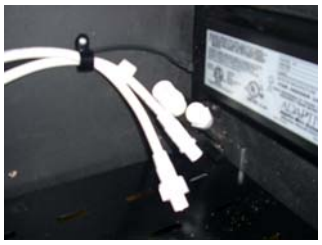


FIG. H

6. Using a step ladder, attach the rope light connectors to the sockets in top trim unit (fig G). Plug the power cord into the outlet labeled “sign” (fig H).

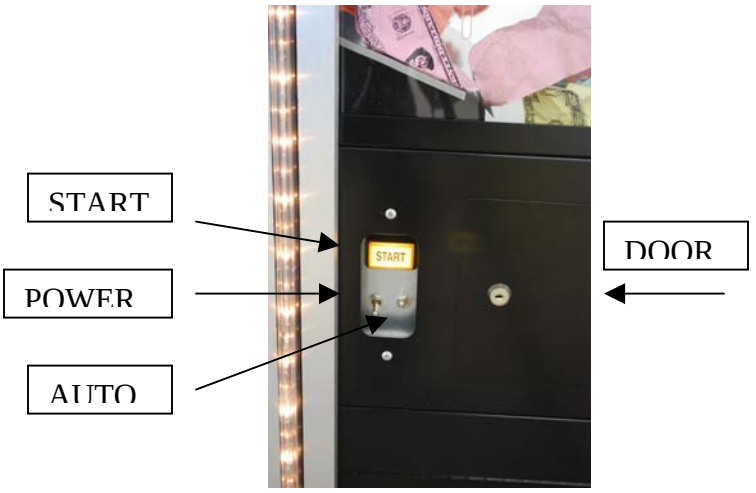
FIG. I

7. While still using a step ladder, unlock and remove the access lid on the top of the machine. Using (2) ½” X 10-32 screws and nuts supplied, secure the top trim section to the top of the machine by inserting a screw up through the top of the machine from inside the unit and tighten the nuts at the top (fig I).

8. Your Deluxe trim kit is now fully installed and you are ready to program your sign. Follow the manufacturers user manual for this. To program a simple message, point the remote control at the sign and press program, on the keyboard type your text and press run twice. Follow the directions on the “Machine Programming” page to set the running times on the machine.

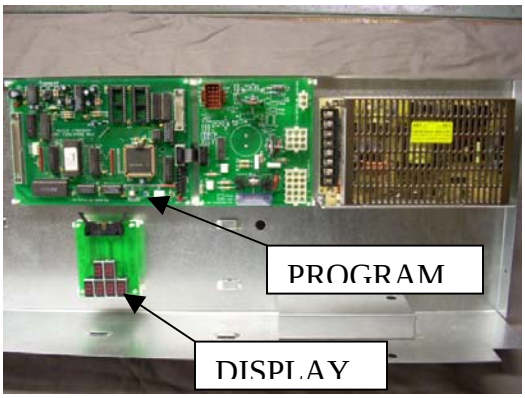
G100/G100D
MACHINE PROGRAMMING INSTRUCTIONS

Fig 1



1. Locate the power switch on the side of the machine near the control panel door and turn the power on. Also take notice of the “auto/manual” switch and the “start” button. Unlock and open the control panel door (fig 1).

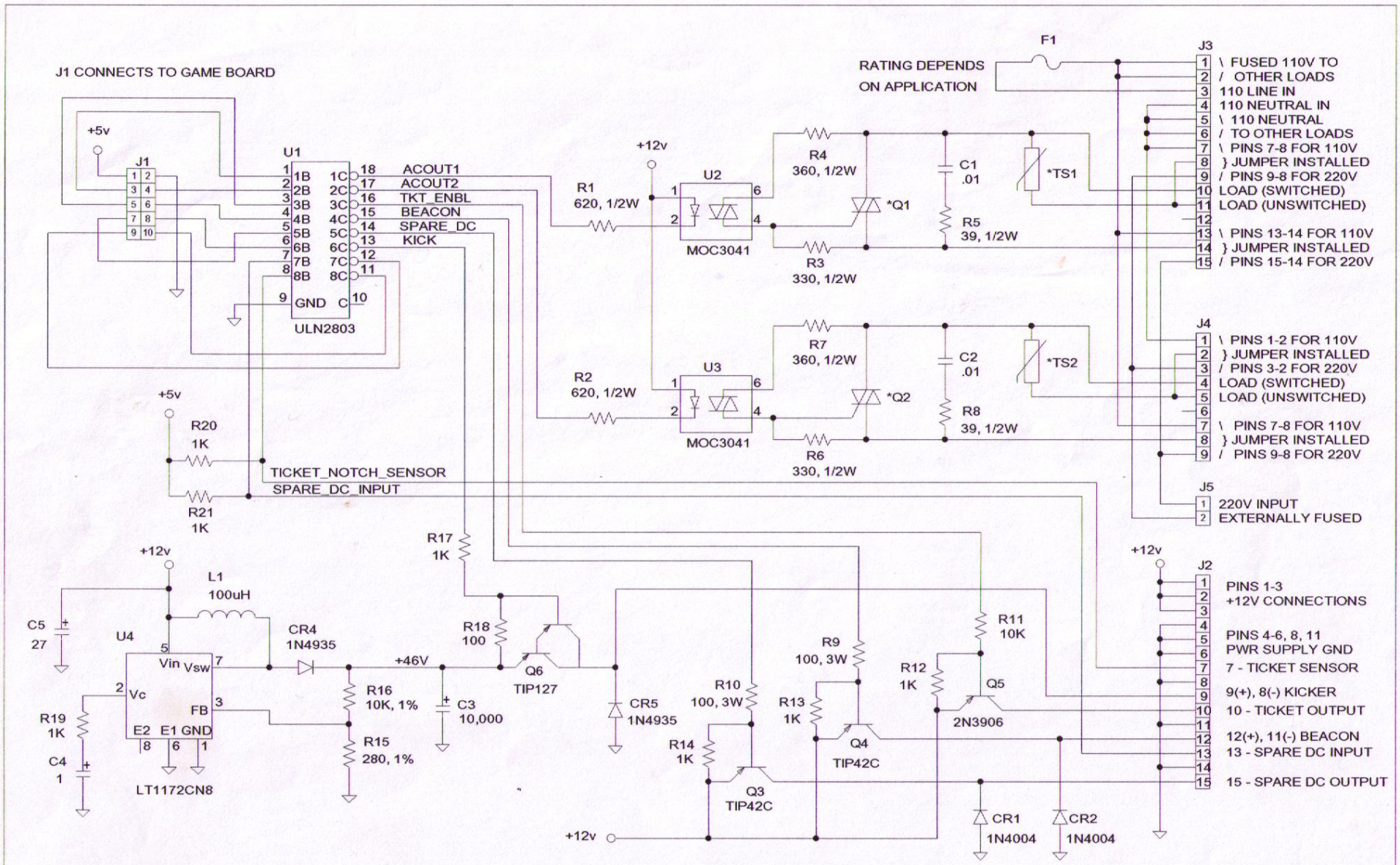
Fig 2



2. Locate the small program button (fig 2) on the main control board just above the small timer display. Pressing this button cycles you through the different program options that are displayed on the top two digits of the display. The setting for each program option are displayed on the bottom two digits. To change the setting for any particular program option, press the program button until the correct option number appears on the display and then press the “start” button on outside of the panel until the correct setting appears on the bottom digits. You must exit the program menu by repeatedly pressing the program button until you pass the last available option and the display reads “00” on the top two digits. See the chart below for program options available.

PROGRAM OPTIONS

OPTION	DESCRIPTION	FACTORY SETTING	MAXIMUM	INCREMENTS BY
#1	Manual mode run time	15	60	1
#2	Automatic mode run time	15	60	1
#3	Automatic mode pause time	20	600	10
#4	Rope light with blower on (1=flash, 0=steady burn)	1	1	1
#5	Rope light with blower off (1=on, 0=off)	1	1	1
#6	Rope light flash timer (milliseconds)	150	2000	50



DRAWING NOTES:

UNLESS OTHERWISE NOTED, RESISTOR VALUES ARE IN OHMS

UNLESS OTHERWISE NOTED, CAPACITOR VALUES ARE IN MICROFARADS

ALL COMPONENTS ARE NOT INSTALLED ON ALL BOARD ASSEMBLIES. SEE APPLICABLE BILL OF MATERIAL

Q1, Q2, TS1, TS2 (IF USED) DEPEND ON GAME AND VOLTAGE. SEE APPLICABLE BILL OF MATERIAL

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SC1770 Output Board Assemblies

Revision: A

April 26, 1996

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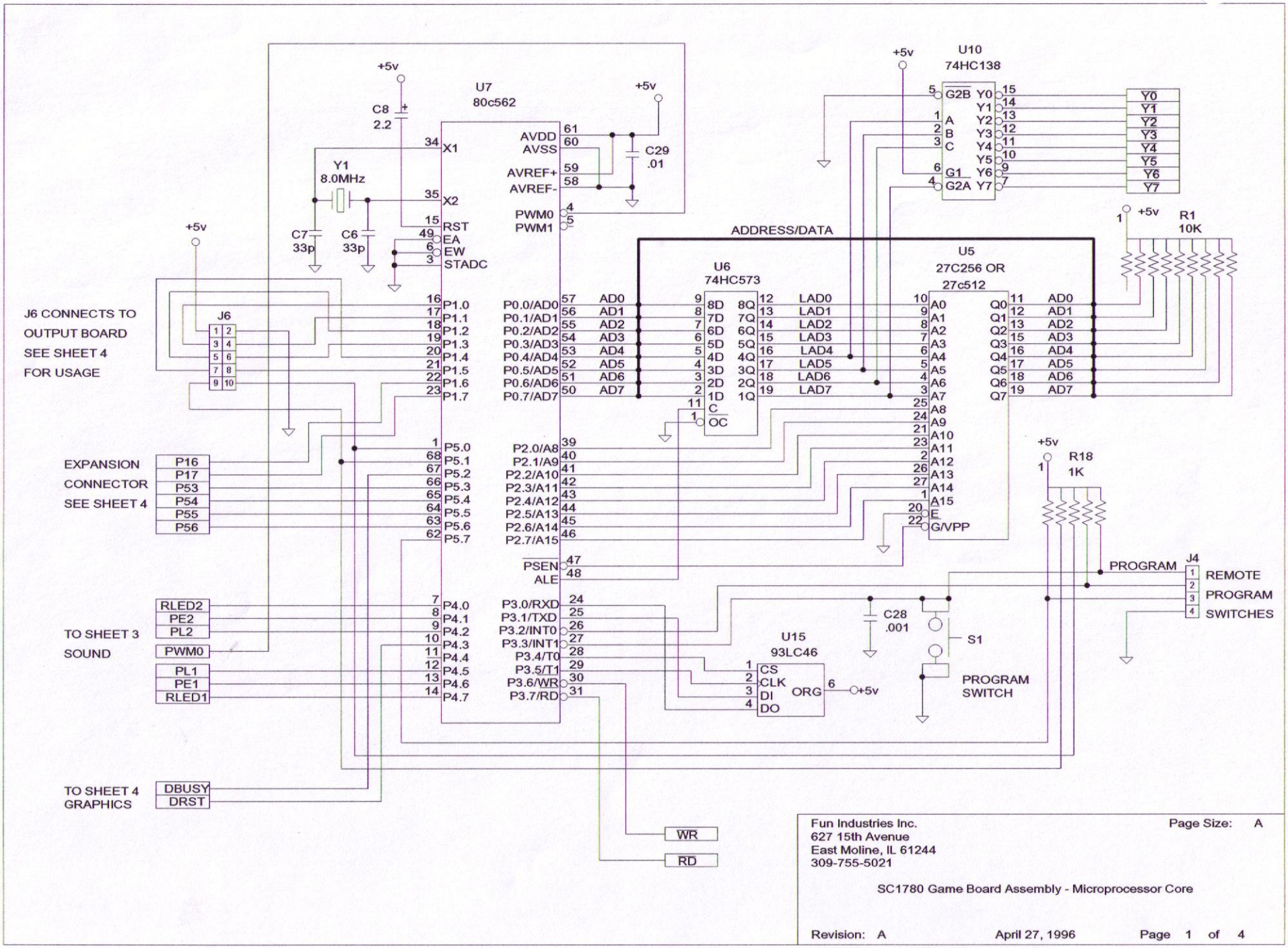
U7
80c562
U10
74HC138
U6
74HC573
U5
27C256 OR
27c512
U15
93LC46
+5v
C8
2.2
Y1
8.0MHz
C7
33p
C6
33p
C29
.01
AVDD
AVSS
AVREF+
AVREF-
X1
X2
RST
EA
EW
STADC
PWM0
PWM1
ADDRESS/DATA
R1
10K
R18
1K
J6
J6 CONNECTS TO
OUTPUT BOARD
SEE SHEET 4
FOR USAGE
EXPANSION
CONNECTOR
SEE SHEET 4
P16
P17
P53
P54
P55
P56
TO SHEET 3
SOUND
RLED2
PE2
PL2
PWM0
PL1
PE1
RLED1
TO SHEET 4
GRAPHICS
DBUSY
DRST
P1.0
P1.1
P1.2
P1.3
P1.4
P1.5
P1.6
P1.7
P5.0
P5.1
P5.2
P5.3
P5.4
P5.5
P5.6
P5.7
P4.0
P4.1
P4.2
P4.3
P4.4
P4.5
P4.6
P4.7
P0.0/AD0
P0.1/AD1
P0.2/AD2
P0.3/AD3
P0.4/AD4
P0.5/AD5
P0.6/AD6
P0.7/AD7
P2.0/A8
P2.1/A9
P2.2/A10
P2.3/A11
P2.4/A12
P2.5/A13
P2.6/A14
P2.7/A15
PSEN
ALE
P3.0/RXD
P3.1/TXD
P3.2/INT0
P3.3/INT1
P3.4/T0
P3.5/T1
P3.6/WR
P3.7/RD
WR
RD
LAD0
LAD1
LAD2
LAD3
LAD4
LAD5
LAD6
LAD7
AD0
AD1
AD2
AD3
AD4
AD5
AD6
AD7
Y0
Y1
Y2
Y3
Y4
Y5
Y6
Y7
C28
.001
S1
PROGRAM
SWITCH
PROGRAM
J4
REMOTE
PROGRAM
SWITCHES
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SC1780 Game Board Assembly - Microprocessor Core
Revision: A
April 27, 1996
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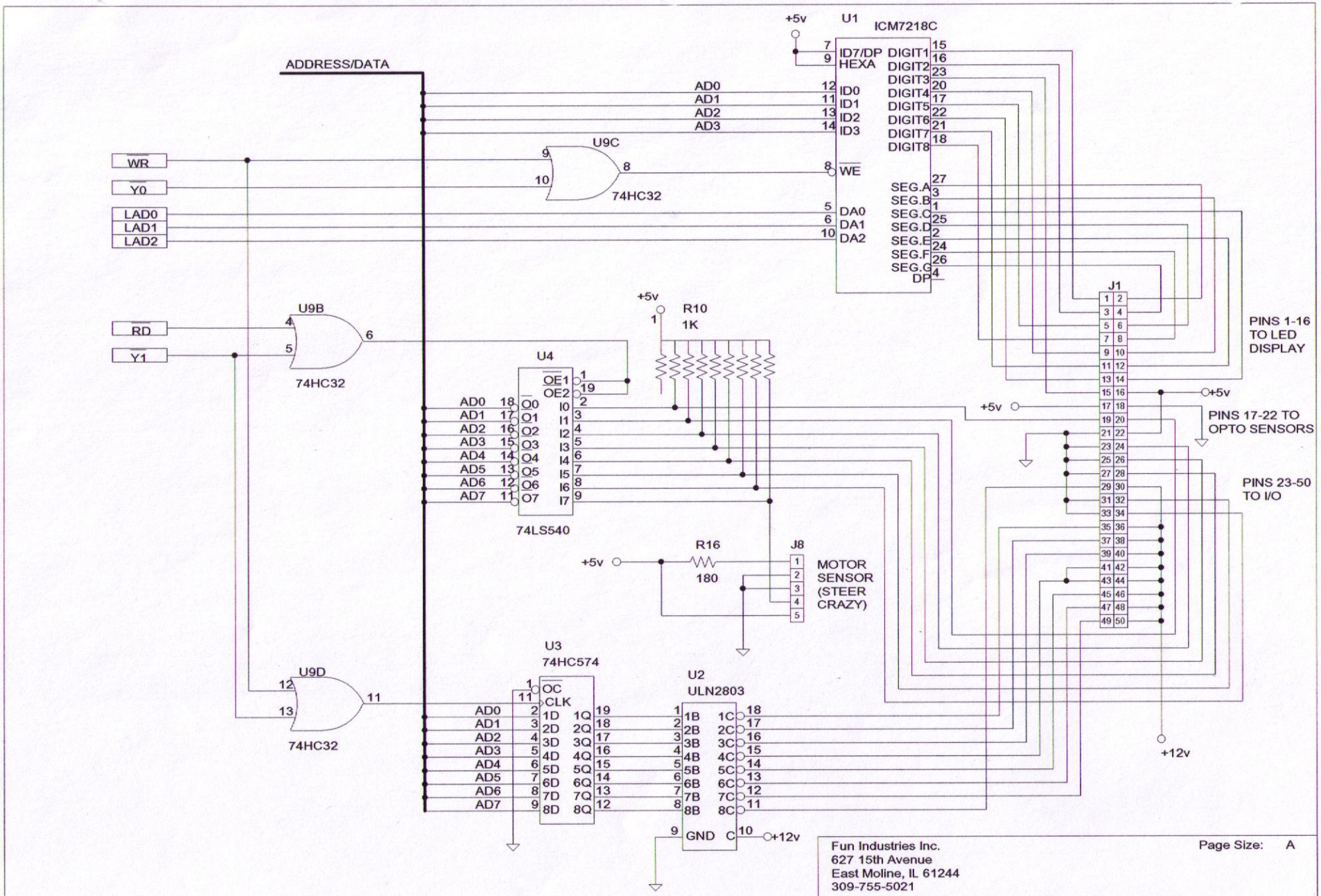

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SC1780 Game Board Assembly- I/O and LED Display

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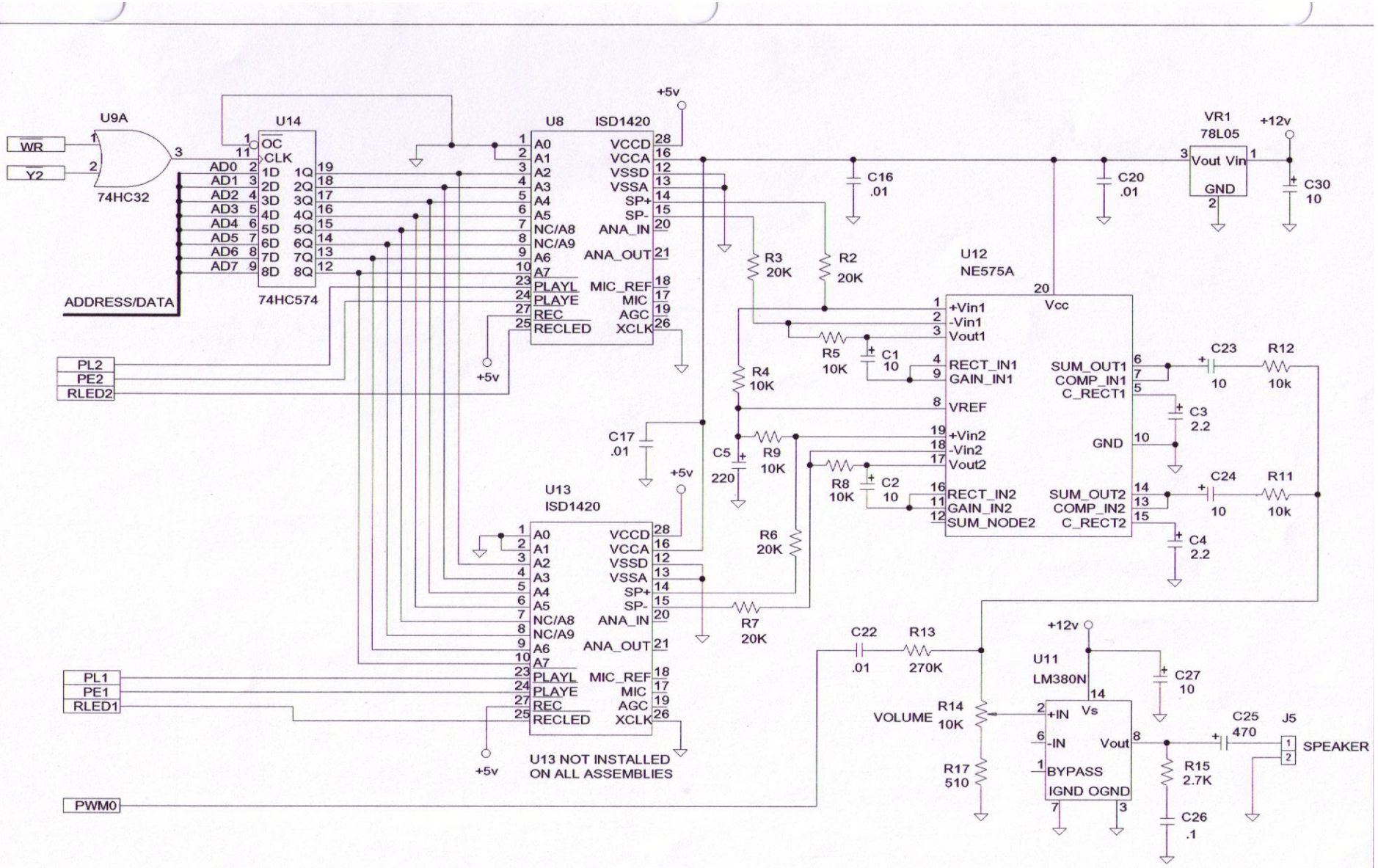

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SC1780 Game Board Assembly - Sound Circuitry

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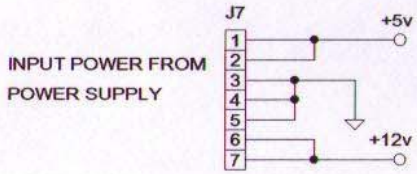
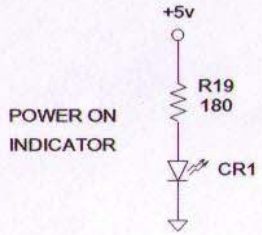
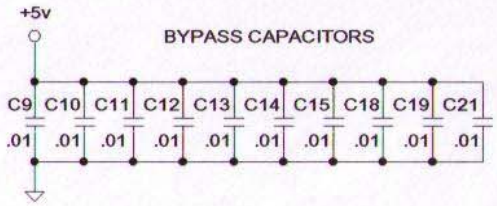
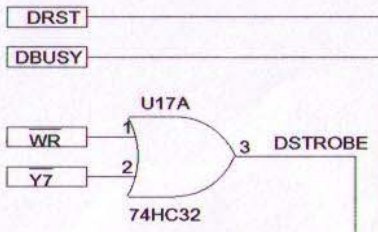
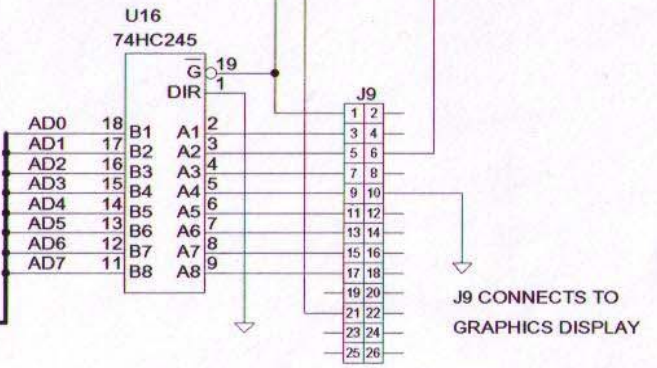
UNLESS OTHERWISE NOTED:
RESISTANCE VALUES ARE IN OHMS
CAPACITANCE VALUES ARE IN MICROFARADS



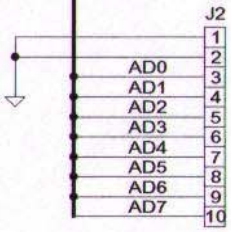


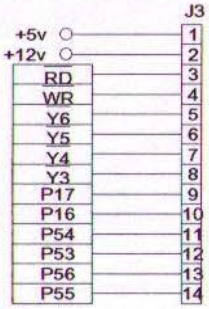






ADDRESS/DATA





NORMAL USAGE FOR OUTPUT BOARD CONNECTOR - J6

PIN 1 - +5 VOLTS
PIN 2 - GND (SIGNAL COMMON)
PIN 3 - AC OUTPUT 1 (PLAYWHEEL, VEND, OR BLOWER MOTOR)
PIN 4 - AC OUTPUT 2 (TRAVELLER LIGHTS , SPARE, OR NOT INSTALLED)
PIN 5 - TICKET VENDOR ENABLE
PIN 6 - BEACON
PIN 7 - SPARE DC OUTPUT (NOT INSTALLED)
PIN 8 - KICKER OUTPUT (IF APPLICABLE)
PIN 9 - TICKET NOTCH SENSOR
PIN 10 - SPARE DC INPUT

J2 AND J3 PROVIDE CONNECTIONS TO FUTURE EXPANSION DAUGHTERBOARD

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SC1780 Game Board Assembly - Power, Graphics, Expansion Connector

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FUN INDUSTRIES INC.
NEW MACHINE WARRANTY
Money Machines

TERM: 120 days from invoice date. (Optional renewal thereafter)

PHONE SUPPORT: Unlimited

COMPONENT SUPPORT: All electronic components including wiring harnesses, buttons, switches, transformers, digital timers, electronic eyes, solenoids and printed circuit boards; as well as the blower assembly to include the fan and motor components will all be supported during the term of this agreement. Any failure that identifies one of the covered components will result in replacement or repair of the affected items. Installation of the replaced items is by customer's technician with phone support by FUN.

EXCLUSIONS: Warranty does not include normal wear and tear items. Light bulbs, light ropes, frame components, cabinets, glass, polycarbonate, wheels, casters, paint or finish or return freight unless failure is the result of a manufacturing defect. Also excluded is any damage resulting from moving, shipping, water damage, and outdoor use not typically associated with promotional locations. All message boards, amplifiers, and microphones are cover by the original manufacturer, please send in your warranty card.

RETURN PARTS POLICY: All customers must call for pre-authorization of returned parts. Warranty parts will not be exchanged until defective parts have been returned to Fun Industries unless an account has been secured with a credit card assuring the replacement price of any unreturned components. It is the responsibility of all customers to prepay shipping charges back to Fun Industries. Fun Industries will be responsible for return ground UPS charges on replacement of parts. Premium freight requested for expedited shipments is available at customers option.

RENEWAL: FUN will invoice for an Extended One Year Warranty 30 days in advance of expiration, that when accepted and paid will renew this warranty (see renewable warranty).

EXPIRATION: After 30 days of nonrenewal due to failure to receive payment of a renewal invoice, the machine may be required to submit to an inspection at Fun's East Moline, IL facility prior to subsequent renewal. Round trip freight charges for the inspection become the responsibility of the customer.

MINIMUM CONDITIONS: Customer agrees to use only grounded 120/240V receptacles within 10 foot of the machine, or a minimum 12 gauge grounded extension cord not exceeding 100 feet. Alternative power situations can be discussed with FUN's specific approval.

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