



## **Fun Industries Inc. G100 Grabber Operation Instructions**

**After removing all protective film from the machine 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 1/4 " self threading screws provided (fig. A). Make sure that 90 degree bends on the front flat panels face inward. This will be the top of the base. The unused 1/4" round holes in the front and side panels should both at the same end as well. This will be the bottom of the base (fig. B). Do not over tighten the screws.

FIG. A

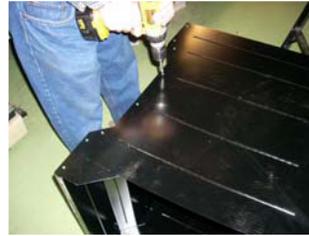
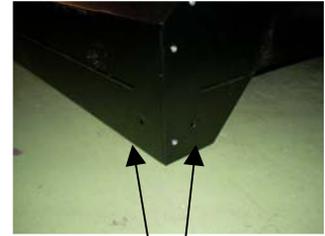


FIG. B



2 unused 1/4" holes

FIG. C

2. 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) 1/4 X 1" self threading screws (fig. C).



FIG. D

3. With an assistant, stand the complete unit upright. Locate and mount the moving message sign to the front wall using the hardware brackets included in the sign package and (4) 10-32 machine screws and nuts provided. Align the sign brackets with the pre-drilled holes on the front wall. Insert the mounting screws through the brackets and front wall and tighten the nuts on the inside of the machine. This will require unlocking and removing the lid (fig. D).



FIG. E

4. Install the magnetic beacon to the lid of the machine. Plug the beacon into the outlet on the lid labeled "BEACON" (fig. E). It is now time to program your machine. Follow the steps on the following "Machine Programming" page. into the outlet on the lid labeled "BEACON" (fig. E).



# 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).

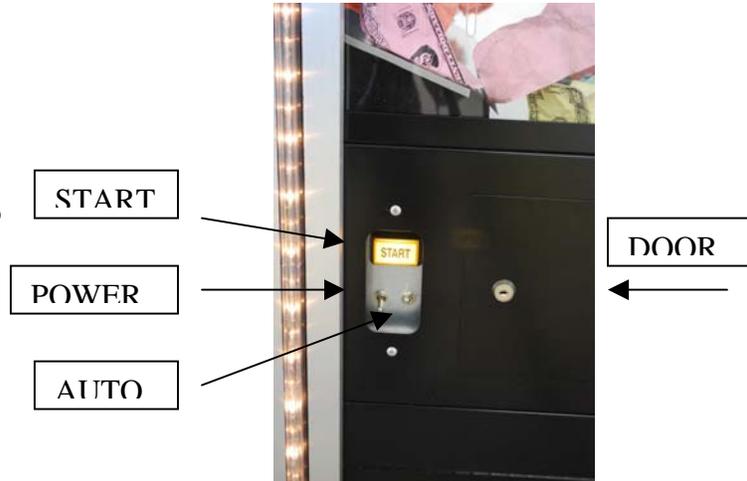
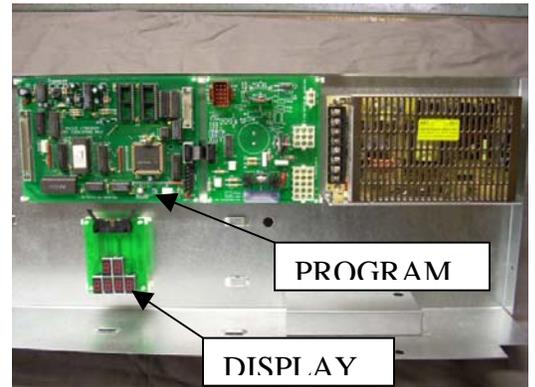


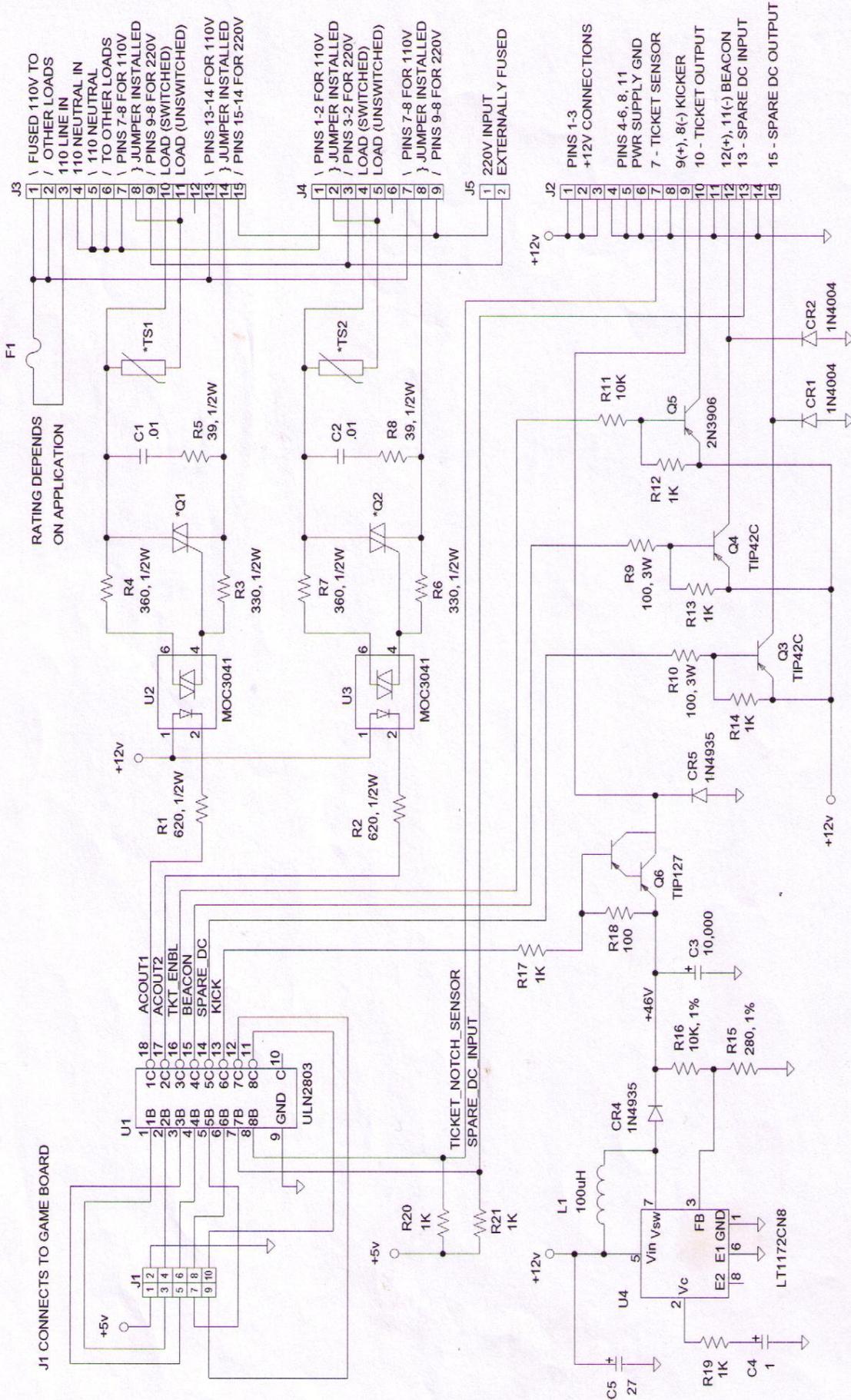
Fig 2

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

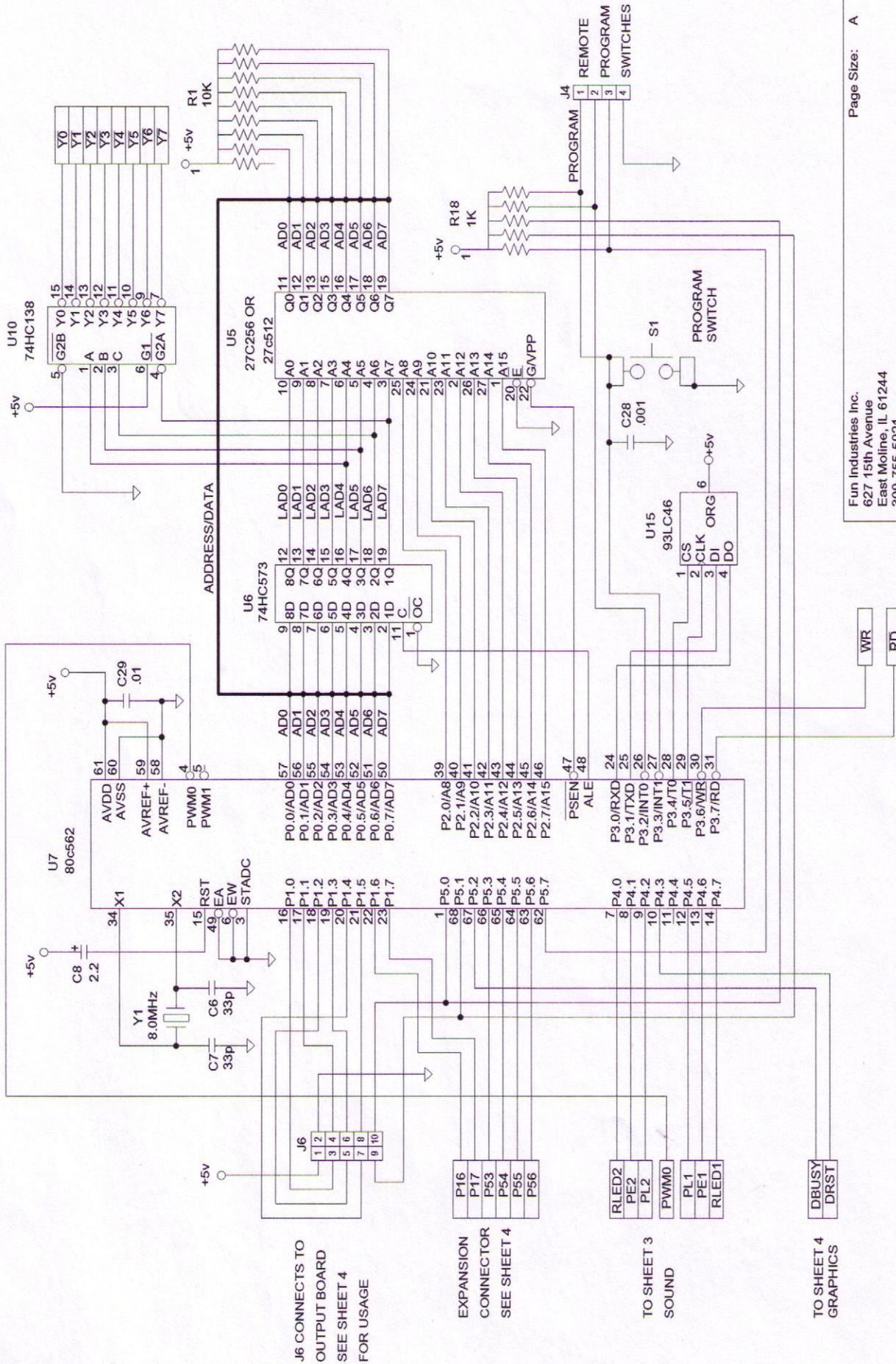


**DRAWING NOTES:**

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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SC-1770 Output Board Assemblies



J6 CONNECTS TO  
OUTPUT BOARD  
SEE SHEET 4  
FOR USAGE

EXPANSION  
CONNECTOR  
SEE SHEET 4

TO SHEET 3  
SOUND

TO SHEET 4  
GRAPHICS

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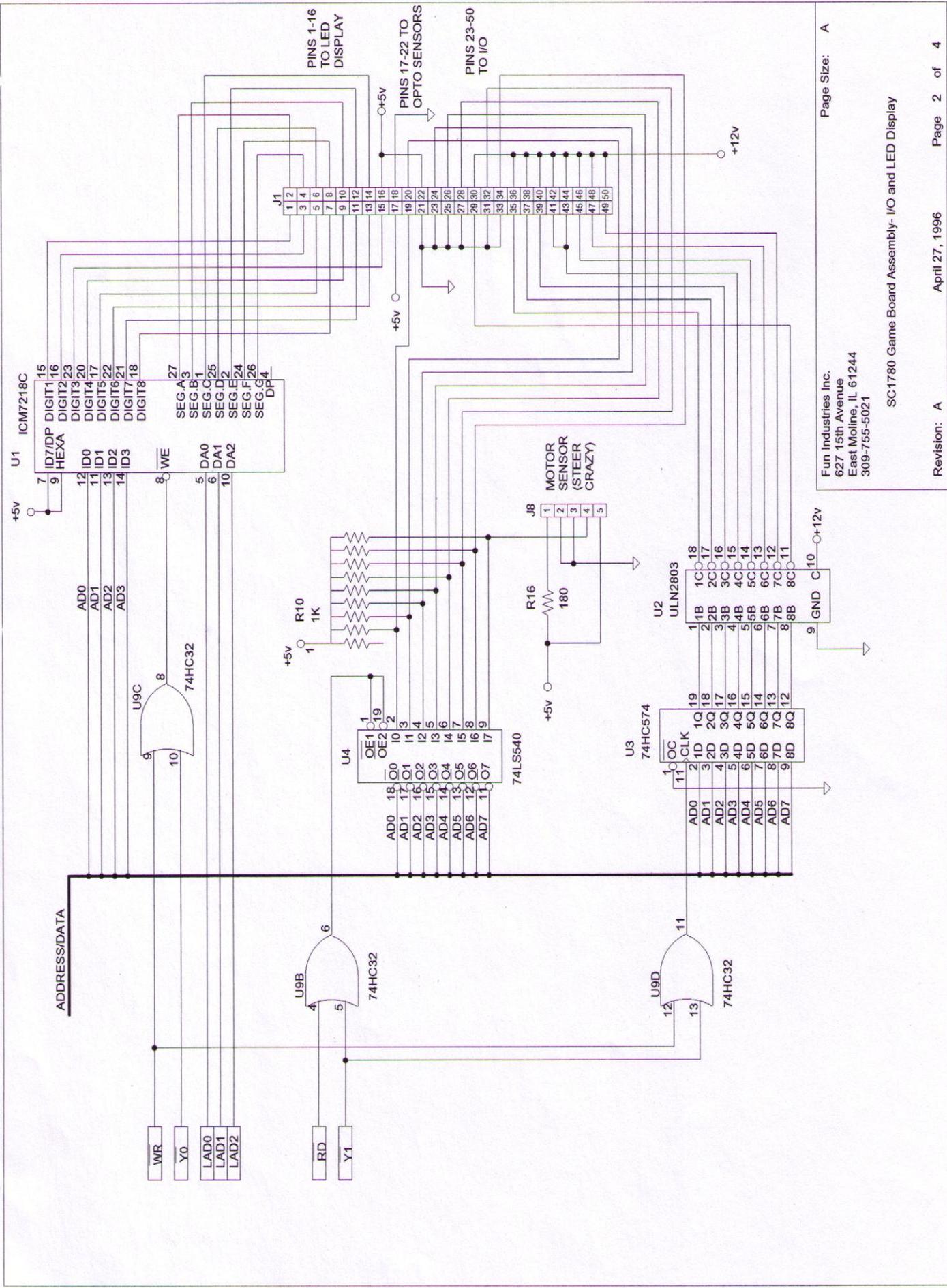
SC1780 Game Board Assembly - Microprocessor Core

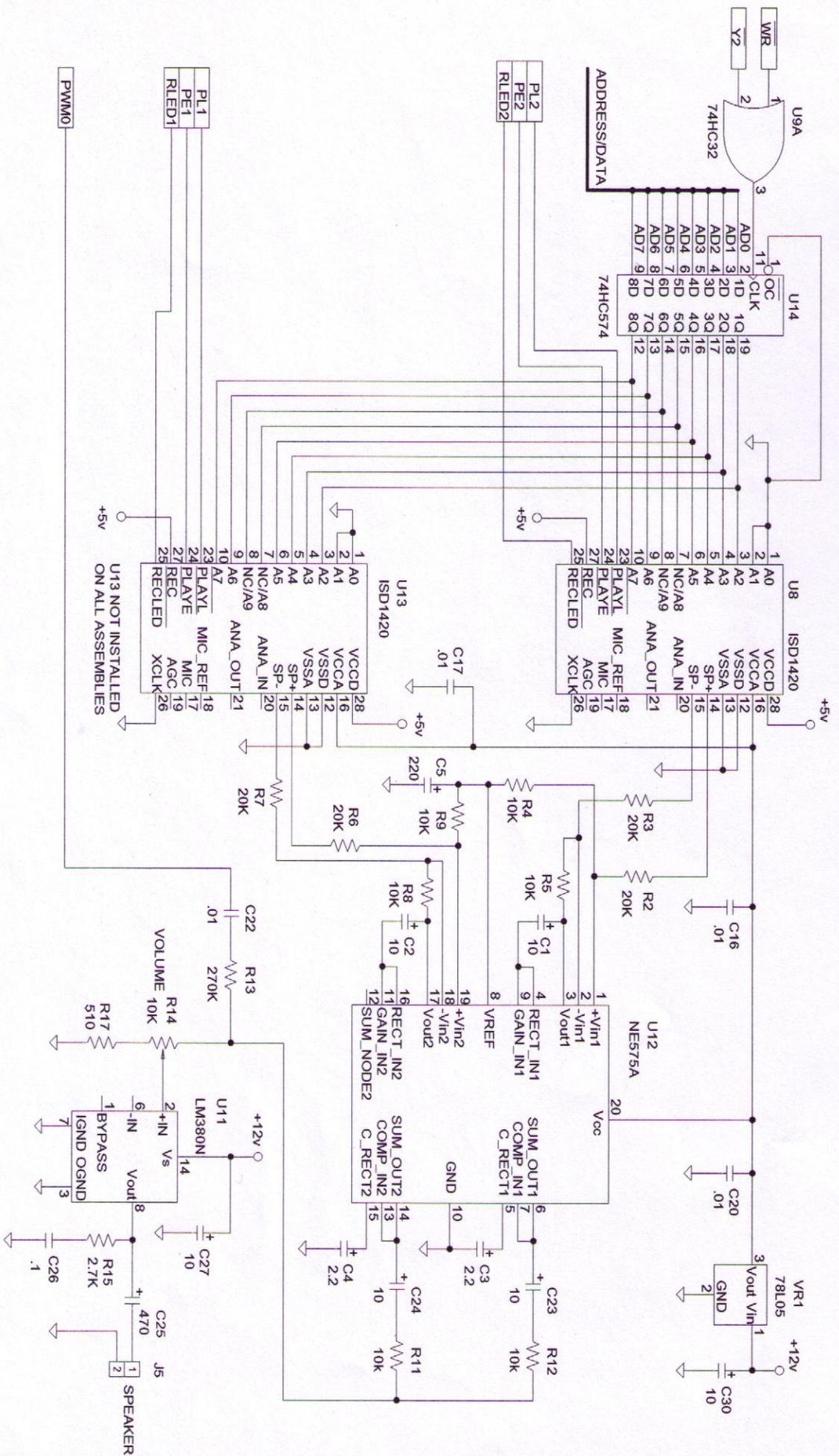
Revision: A

April 27, 1996

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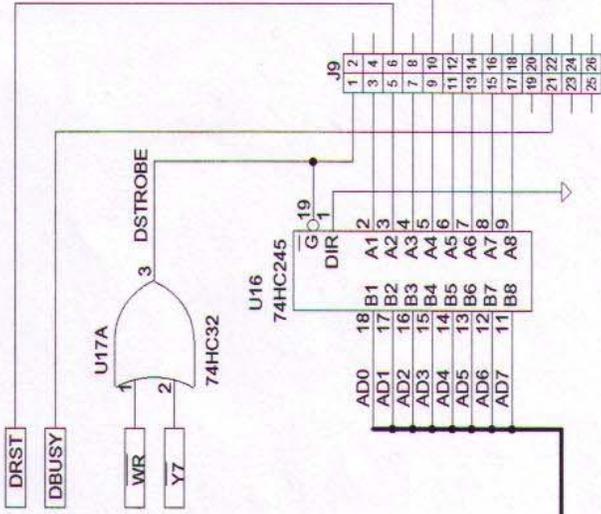
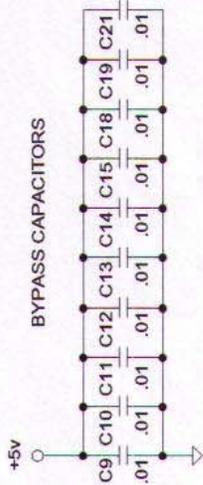
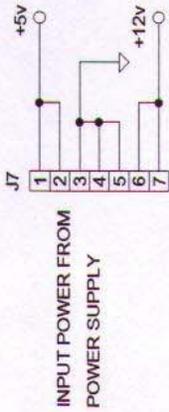
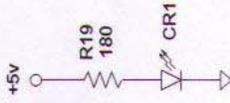
SC1780 Game Board Assembly - Sound Circuitry

Revision: A

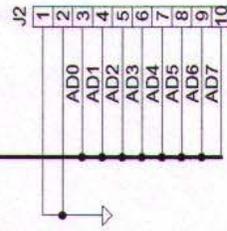
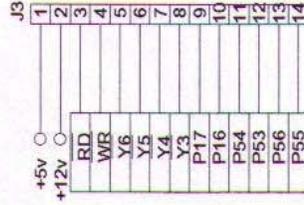
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UNLESS OTHERWISE NOTED:  
RESISTANCE VALUES ARE IN OHMS  
CAPACITANCE VALUES ARE IN MICROFARADS



ADDRESS/DATA



NORMAL USAGE FOR OUTPUT BOARD CONNECTOR - J6

- PIN 1 - +5 VOLTS
- PIN 2 - GND (SIGNAL COMMON)
- PIN 3 - AC OUTPUT 1 (PLAYWHEEL, VENT, 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

Revision: A

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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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