

QUICK TOSS ASSEMBLY MANUAL

VERSION 1.0



Game Play:

Test your throwing skills on one of eight different scenes including coconuts, targets, clowns, balloons, aliens, snowman and more! The more targets knocked down, the more points or tickets won. Fun interactive play for all ages!

Dimensions:

95" Long
41.5" Wide
96.5" High without Header
108" High With Header



JET GAMES CORPORATION - 822 SOUTH NOVA ROAD, DAYTONA BEACH, FLORIDA 32114
1-855-JET-GAME - WWW.JETGAMESUSA.COM



JJET GAMES CORP

822 South Nova Road • Daytona Beach, Florida 32114 • U.S.A.

Phone Number: 1-855-JET-GAME

Phone Number: 1-386-255-1599

Service Email: SERVICE@JETGAMESUSA.COM

Fax Number: 1-386-255-1589

Information Email: INFO@JETGAMESUSA.COM

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

WWW.JETGAMESUSA.COM

SAFETY NOTIFICATIONS

Through out the use of this manual, certain areas require special attention for the safety of 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 JET Games Corp.

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 JET Games Corp

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.

QUICK TOSS SAFETY, 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!

DANGER

DO NOT attempt to assemble QUICK TOSS without another adult to assist in the assembly. JET recommends at least three people for assembly.

DANGER

DO NOT attempt to remove OR replace the transparent display without first contacting JET Games service department.

DANGER

DO NOT attempt to move the game by pushing on the transparent monitor. Only move the cabinet by pulling or pushing on the side of the main cabinet.

DANGER

DO NOT move the game without the help of another adult. Only pull or push the main cabinet while moving. Never attempt to move the game with the control center.

QUICK TOSS SAFETY, CAUTIONS, & NOTICES

WARNING

Set the 115/230 VAC selector switch on all power supplies for the correct line voltage at the installation site. Check that all power supplies, fans, and fluorescent lamps are rated for the same line voltage.

WARNING

This unit is suitable for INDOOR use only. The 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 Quick Toss. Contact JET first with any questions before replacing any part.

FCC COMPLIANCE

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. QUICK TOSS 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 de la classe "A" respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

INSTALLATION INSTRUCTIONS

Step # 1

QUICK TOSS is shipped in two separate skids. The larger of the two being the main console shown to the right and the player console is on the smaller skid. To unbox the units first cut the outside plastic straps that hold the boxes to the pallets and then turn counter clockwise and pull out the white tabs on the boxes. The white tabs hold the box ends together for shipping. Once The white plastic tabs are removed the boxes will be able to flat pack and removed.

NOTICE

PACKAGING AND PALLET MAY BE SLIGHTLY DIFFERENT THAN SEEN IN PHOTO



Check Box When This Step is Complete

Step # 2

Ensuring you received all components

Once you have removed the game from the shipping crate open up and unwrap the individual components and set them aside so they can be identified during the assembly process.

NOTICE

PACKAGING AND PALLET MAY BE SLIGHTLY DIFFERENT THAN SEEN IN PHOTO



Check Box When This Step is Complete

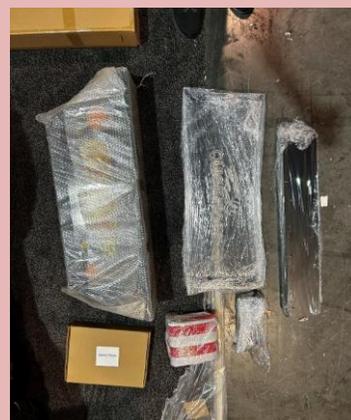
Step # 2-B

Ensuring you received all components

Once you have removed the game from the shipping crate open up and unwrap the individual components and set them aside so they can be identified during the assembly process.

NOTICE

PACKAGING AND PALLET MAY BE SLIGHTLY DIFFERENT THAN SEEN IN PHOTO



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 3

First step in assembly will be placing the main console and the player console in the orientation you see to the right. The two consoles should be about 3 feet apart from each other with enough space around the game to work around it during assembly

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN
SEEN IN PHOTO



Check Box When This Step is Complete

Step # 4

Locate the wooden panel you see to the right. We call it the Playfield Bridge as it goes between the player console and the main cabinet. Please take note of the metal channel at the bottom of the bridge that holds the wire harness for the middle of the game. It will align with holes in the main and player consoles for the wiring.



Check Box When This Step is Complete

Step # 5

Locate the two removeable panels on the player and main console. These are here to help attached the wire harness connections from the Playfield Bridge to the player and main console. They are held to the cabinet with philiph's headed screws and can be removed and replaced when you make your wire connections.



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 6

Install the Playfield Bridge in between the two cabinets as seen to the right. The panel should have hardware already installed onto the panel so you will remove them and use those to secure the panel to the game.



Check Box When This Step is Complete

Step # 7

Install the Playfield Bridge in between the two cabinets as seen to the right. The panel should have hardware already installed onto the panel so you will remove them and use those to secure the panel to the game.



Check Box When This Step is Complete

Step # 8

When attaching the Playfield Bridge wooden panel to the front console please note that the bridge should be slightly higher than the corresponding portion of the player console so the balls can freely role down without catching on the lip on the player console. See photo to the right for referance.



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 9

Locate the Arcylic Playfield Fence, This will be about 2.5 feet long and about 10 inches high with 2 black metal brackets on each end.



Check Box When This Step is Complete

Step # 10

The Arcylic Playfield Fence will bolt into place and the highest point of the player console as seen in the picture to the right. Use the supplied hardware from the player console to attach the acrylic making sure not to damage the LED light below the Arcylic.



Check Box When This Step is Complete

Step # 11

Locate the Wooden Ball partition (has a small 45 degree lip on the end, about 2.5 feet long)



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 12

Install the Wooden Ball partition at the bottom the Acrylic playfield Fence as seen oin the picte to the right. It should mount to the back of the playfield fence and to the trailing edge of the player console.



Check Box When This Step is Complete

Step # 12-B



Check Box When This Step is Complete

Step # 13

Locate the two metal "L" brackets. They are about 3 feet long and should be Zip tie to the games upper metal frame. See pictr to the right for referance of how it is packaged.



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 14

The two metal "L" Brackets will mount to the left and right sides of the playfield as seen on the picture to the right. Use the supplied Hardware already installed on the Wood Bridge to attached the Metal "L" Brackets



Check Box When This Step is Complete

Step # 15

The Metal "L" Brackets have two circular holes in the metal (the other holes are elongated holes to help with alignment). The two round holes as show to the right are for the lower rear holes. The brackets are side specific so knowing this will help with assembly.



Check Box When This Step is Complete

Step # 16

Locate the Dome LED Light Bars, Please note there is a left and a right side. The Right side (as you are looking at the Game) will have two wire connections at the bottom and One connection at the top. While the left side only has one wire connection at the bottom.



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 16-B

Locate the Hardware in the Spare part box for the Dome Led light bars. They will be Black M6 machine screws.



Check Box When This Step is Complete

Step # 17

You will be installing the Dome LED light bars onto the inside of the Glass doors that are mounted to the left and right sides of the game. Please see picture to the right for clarification.



Check Box When This Step is Complete

Step # 18

To mount the Light Bars you will insert the M6 machine screws from the outside of the door and threw into the light bar. Please see photo to the right.

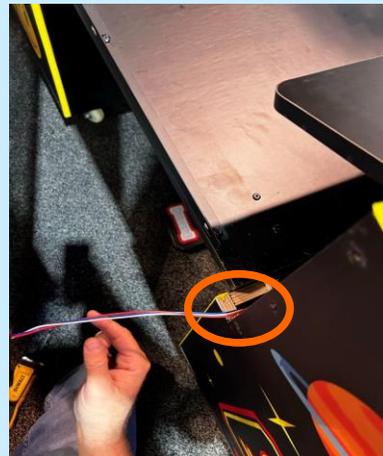


Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 19

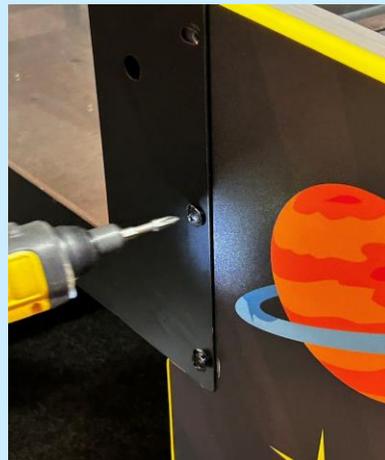
Once the Light bar is installed onto the two glass door you can remove the machine screws from the inside fo each glass door at the bottom. These will be used to help secure the metal "L" brackets to the door bottoms once the door is bolted closed. Then carefully close the glass doors nad feed the Dome LED lighth bar's wire harness into the slot shown on the photo to the right.



Check Box When This Step is Complete

Step # 20

CarefOnce the door is closed you can attach the outside fo the sdoor to the player console with the supplied M6 hardware. Make sure to not pinch the wire harnesses when screwing the two pieces together. Do the same on the other side.



Check Box When This Step is Complete

Step # 21

Locate the two metal Ball deflectors. These are used to channel the balls past the ball gate during game play.



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 22

The Ball deflectors are mounting on the inside fo the playfield to the far left and right side of the playfield right next to the player console as seen to the right.



Check Box When This Step is Complete

Step # 23

Next locate the top Metal frame and Marque Mount.



Check Box When This Step is Complete

Step # 24

The Top metal frame will slide into the grove at the back top potion of the main console and then will fit on the inside fo the two glass door and side on top of the two Dome LED Light Bars.



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 25

Use the supplied hardware on the inside of the glass door at the top to attach the Top metal frame to the main console and glass doors as seen to the right. Be sure not to damage any wire connections from the top of the Dome Light Bar on the right side when bolting the top frame down.



Check Box When This Step is Complete

Step # 26

Next locate the rear Light box for as seen to the right. It also houses two Speakers so you can adjust the sound inside the cabinet seperately from the attract sounds in the front player console.



Check Box When This Step is Complete

Step # 27

The Rear light box goes on the back of the cabinet flush with the back of the game.



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 28

The Rear Light Box screws into place from inside of the main cabinet by removing the main back door of the game.



Check Box When This Step is Complete

Step # 29

Make the two wire connections from the main cabinet to the Rear Light box in the upper right side of the cabinet. There is one connection for the LED lights (yellow and black wires) inside the box and a connection for the two speakers (silver wires clear shielding)



Check Box When This Step is Complete

Step # 30

Next take the Marque Mount and assembly it on top of the Main cabinet just above the two Dome Led Light bars as seen in the photo to the Right



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 31

The Marque Mont will mount to the Top metal frame with the supplied M6 x 40 maching screw and Flange nut. The machine screw should go from the bottom up as seen in the photo to the right.



Check Box When This Step is Complete

Step # 32

Next Locate the Top Light bars and Frame as seen in photo to the right. Please note that the Wire connections go into rear of the game and go through to holes in the rear Light Box.



Check Box When This Step is Complete

Step # 33

The Top light bar frame will attach to the rear light box with the 3 M6 supplied screws that should be threaded into the light box. Make sure not to damage the 2 wire connections when tightening the screws.



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 34

Locate the Quick Toss Light box or Marque. This will be needed to install the front of the Upper light bar metal frame. It will use the Marque mounting bolts to sandwich in between the front marque, the Marque Metal Mount and the upper Light bar frame together. This will require at least two people to hold the marque up and align everything together.



Check Box When This Step is Complete

Step # 35

Please note the picture to the right. You can see how the Marque, mount and light bar frame come together with the marque mounting bolts. Please note there are 2 different sized marque bolts. The longer bolts are used at the top. Also note not to damage the wires for the marque and wire connection to the top of the right Dome Light bar.



Check Box When This Step is Complete

Step # 36

Make your 2 pin wire connection to the marque from the Dome light bar and zip tie the wires out of the way with the supplied zip ties.



Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 37

Make your two wire connections on the back of the rear light box for the top LED light bars. There should be 2 small back connectors on each side of the rear light box where the wires from the top light bars plug into. (12 volt)



Check Box When This Step is Complete

Step # 38

Locate the Top circus Tent top fabric and open and spread it out.



side 1

Check Box When This Step is Complete

Step # 39

Install the Circus tent fabric with the already attached velcro to the top of the game. Work your way from front to back on one side and then tightly attached the other side in the same fashion.

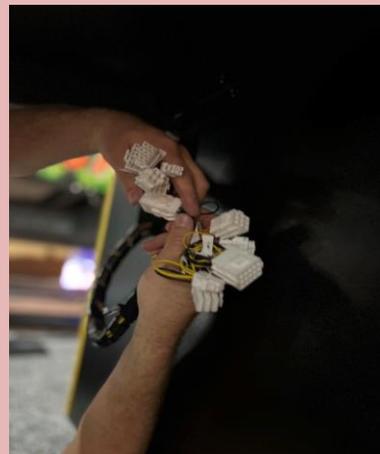


Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 40

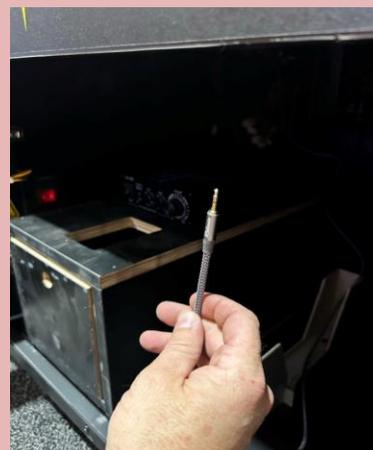
Now to go under the playfield and make the wire connections from the main cabinet to the Wooden bridge and from the wooden bridge to the Player console. Each wire will be marked from 1 to 6 on each side of the Molex connectors. Match up the number and wire colors to make sure you do not cross any connections.



Check Box When This Step is Complete

Step # 41

After all the wire connections are made look into the back of the main cabinet and you will find a 3.5 mm head phone jack. This is about 8 feet long and will need to be pushed through the metal channel at the bottom of the wooden bridge. This will supply the front Amplifier with the sound signal from the computer.



Check Box When This Step is Complete

Step # 42

Once the 3.5mm Jack has made it's way to the front player console it can be plugged into the amp. This will allow you to control the sound inside the cabinet and the sound outside the cabinet differently.

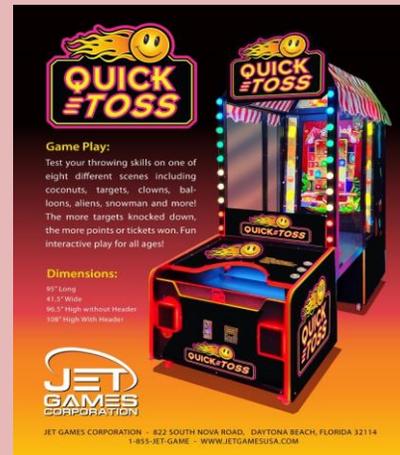


Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 43

Once all your wire connections are made you can reinstall the access panels and door back on the game and you are ready to turn the game on and start playing. Great Job! If you have any questions please contact the JET Service department at Service@jetgamesusa.com



Check Box When This Step is Complete