

OCEAN PEARLS SERVICE MANUAL

VERSION 1.0



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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 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.

OCEAN PEARLS 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 Ocean Pearls 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.

OCEAN PEARLS 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 Ocean Pearls. 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. Ocean Pearls 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.

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 Ocean Pearls™.

As of November 2014, Jennison Entertainment Technologies has tested all components used in the manufacturing of Ocean Pearls™. 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.



DIMENSION INFORMATION

OCEAN PEARLS CABINET DIMENSIONS (ASSEMBLED)

LENGTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
56"	1423	57"	1448	102"	2591	1200	544

OCEAN PEARLS SHIPPING DIMENSIONS - SKID # 1

LENGTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
96"	2439	48"	1219	85"	2159	1000	454

OCEAN PEARLS SHIPPING DIMENSIONS - SKID # 2

LENGTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
96"	2439	48"	1219	60"	1524	800	363

Ocean Pearls ships on two 8' x 4' skids within the United States, Canada, and Mexico. The main cabinet ships on one and the control center, header sections ship on the other. The skid that the main cabinet is on has been designed so that a forklift can lift the unit off. There is enough clearance under the game, where forks can comfortable fit. We do NOT recommend removing this game from the skid without the use of a forklift! Do not push on the front of the main cabinet as there is a large monitor!



DANGER

DO NOT ALLOW ANYONE TO GET UNDER THE UNIT WHILE IT IS BEING LIFTED.

ELECTRICAL REQUIREMENTS

OCEAN PEARLS ELECTRICAL REQUIREMENTS				
	VOLTS	HERTZ	AMPS	WATTS
DOMESTIC POWER	120 VAC	60 HZ	7.3 AMPS (MAX)	876 WATTS
FOREIGN POWER	250 VAC	50 HZ	4 AMPS (MAX)	1000 WATTS

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 ALL SIX POWER SUPPLIES

DANGER

DO NOT OVERLOAD ANY CIRCUIT WITH THE ADDITION OF OCEAN PEARLS. 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 ENTIRETY 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 **170 POUNDS EASILY**. THESE SECTIONS SHOULD NEVER BE ATTEMPTED TO BE COMPLETED BY LESS THAN 2 PEOPLE.

YELLOW SECTIONS

YELLOW SECTION AREAS REQUIRE CAUTION TO SAFELY COMPLETE.

BLUE SECTIONS

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



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

INSTALLATION INSTRUCTIONS

Step # 1

Unloading the game from the truck

Ocean Pearls ships on two 8' x 4' skids. The main cabinet ships on one 8' X 4' skid and the three component boxes are shipped on another 8' X 4' skid. Each part is secured to the skid with metal banding. While removing the main cabinet section from the truck, be sure to be careful not to jolt the cabinet as it moves from the truck to the dock (or) or from the lift gate to the ground.

NOTICE

PACKAGING AND PALLET MAY BE SLIGHTLY
DIFFERENT THAN SEEN IN PHOTO



Check Box When This Step is Complete ☐

Step # 1-A

Unloading the game from the truck

Safely remove both skids from the truck. Notate any damage to the crate or boxes on the Bill of Lading **BEFORE** the Freight Carrier departs.

NOTICE

PACKAGING AND PALLET MAY BE SLIGHTLY
DIFFERENT THAN SEEN IN PHOTO



Check Box When This Step is Complete ☐

Step # 1-B

Ensuring you received all components

Ensure that you have received 4 PIECES (BOXES) on TWO SKIDS with your shipment. Verify the piece count **BEFORE** the freight carrier departs.

NOTICE

PACKAGING AND PALLET MAY BE SLIGHTLY
DIFFERENT THAN SEEN IN PHOTO



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 1-C

Ensuring you received all components

In some cases, there may be a fifth part shipped ontop of the control center box. This is the acrylic top to the control center.

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN
SEEN IN PHOTO



Check Box When This Step is Complete

☐

Step # 1-D

Inspecting all pieces for shipping damage

Inspect the game packaging for any damage during shipment. Please note that you must notate any damage to the equipment on the Bill of Lading during the delivery process. Any claims for damage must be made directly with the shipping or freight company. Jennison Entertainment Technologies 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 # 2

Removing the game from the pallet or skid

Cut and remove the metal or plastic banding holding the crates to the skid. Be careful when cutting any straps; take precautions so that the excess material does not spring back into your face.



Check Box When This Step is Complete

☐

INSTALLATION INSTRUCTIONS

Step # 2-A

Removing the main cabinet box

Carefully remove the cardboard box by pulling it straight up.

CAUTION

BE CAREFUL OF THE TWO DECORATIVE PILLARS
ATTACHED TO THE REAR OF THE GAME



Check Box When This Step is Complete ☐

Step # 2-B

There are two decorative pillars strapped to the back of the unit.



Check Box When This Step is Complete ☐

Step # 2-C

Carefully cut some of the plastic shrinkwrap and remove the two decorative pillars.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 2-D

Depending upon distributor, there may be the acrylic instruction panel stored on the front of the machine. In the United States and Canada, this piece is stored on top of the console unit for shipping as shown in figure # 4.



Check Box When This Step is Complete ☐

Step # 2-E

Carefully cut the plastic shrinkwrap and remove the acrylic instruction panel.

WARNING

DO NOT CUT THE SHRINKWRAP BY PENETRATING THE WRAP TOO DEEP. THERE THE TRANSPARENT MONITOR ON THE FRONT OF THE MACHINE



Check Box When This Step is Complete ☐

Step # 2-F

The pallet has been designed to allow the game to be easily removed with the use of a forklift. Please note the location of the five cabinet wheels. There are two on each side of the cabinet and one in the middle of the game. (For most orders in the United States, this step should have been done for you by your distributor)

WARNING

DO NOT TRY AND REMOVE THE GAME FROM THE PALLET BY PUSHING IT OFF THE SKID



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 2-G

For distributors who are removing the unit from the skid, ensure that the forks are centered in the middle of the cabinet and do not pierce any part of the cardboard pallet.

DANGER

DO NOT MOVE THE CABINET BY PUSHING ON THE GLASS. IT COULD BREAK.



Check Box When This Step is Complete ☐

Step # 2-H

As the forks continue to go in below the unit, take care that they do not damage the cabinet wheels. There are five wheels on Ocean Pearls - two on each side of the main cabinet and one in the middle of the cabinet.



Check Box When This Step is Complete ☐

Step # 2-I

Ensure that the forks come completely through the cabinet before lifting the unit.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 2-J

Slowly lift the unit vertical and ensure that the pallet stays on the ground. Move the pallet out from under the forks and then slowly lower the unit to the ground. If applicable, DO NOT attempt to drive the forklift with the unit in this position as it will be unstable.

NOTICE

WE RECOMMEND REMOVING THE CABINET BOX BEFORE REMOVING THE GAME FROM THE SKID



Check Box When This Step is Complete ☐

Step # 2-K

Preparing the unit for assembly & moving the cabinet

After the main cabinet is on the ground - DO NOT PUSH ON THE FRONT PART OF THE CABINET. The monitor is on the front of the game and can be damaged if you attempt to push or move the game in this manner. Only attempt to move the main cabinet by pushing on one side. Move the main cabinet unit to the location where the game will ultimately be placed in your location.

WARNING

DO NOT ATTEMPT TO PUSH OR MOVE THE UNIT BY PUSHING ON THE MONITOR



Check Box When This Step is Complete ☐

Step # 2-L

Preparing the unit for assembly & moving the cabinet

As you remove the foam packaging, continue to inspect the main cabinet for any concealed shipping damage. Contact your distributor immediately should you notice any damage.

NOTICE

CONTACT YOUR DISTRIBUTOR IF YOU NOTICE ANY INTERNAL OR CONCEALED DAMAGE



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 3

Locate and open the console box. Depending upon the destination, this box may be made out of plywood or cardboard. For plywood boxes, remove one side of the box as shown and carefully remove the elevator box, spare parts box, and console unit. The unit keys are in the spare parts box.



Check Box When This Step is Complete ☐

Step # 3-A

Carefully remove the console unit from the box or crate and then remove the foam packaging. Be careful not to pierce the packaging too deep with a utility knife or blade as this could damage the graphics or acrylic.



Check Box When This Step is Complete ☐

Step # 3-B

Depending upon your Country, the top of the control center may need to be installed. If it is in your case, the console unit will look like the unit in the photo to the right.

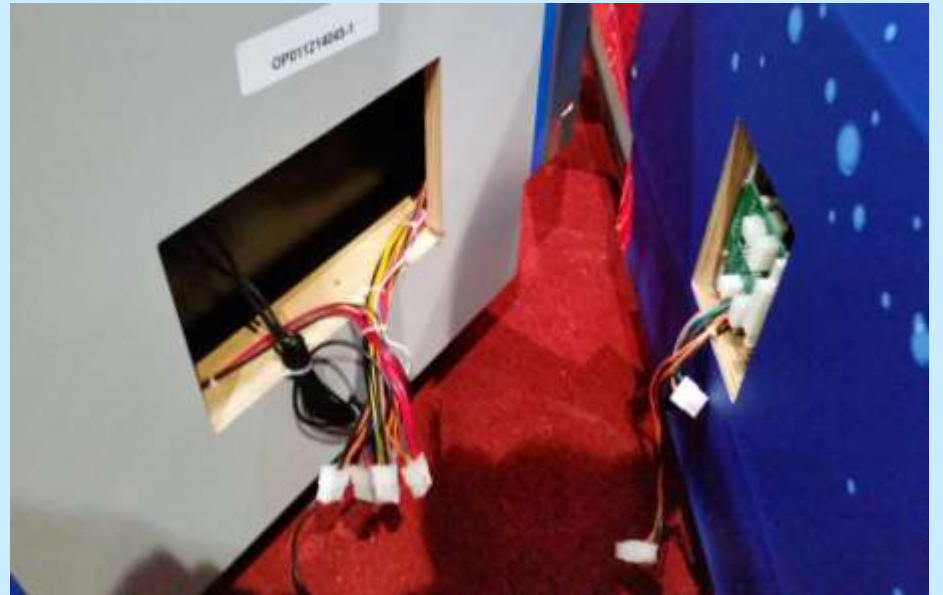


Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 3-C

Center the control unit to the main cabinet.



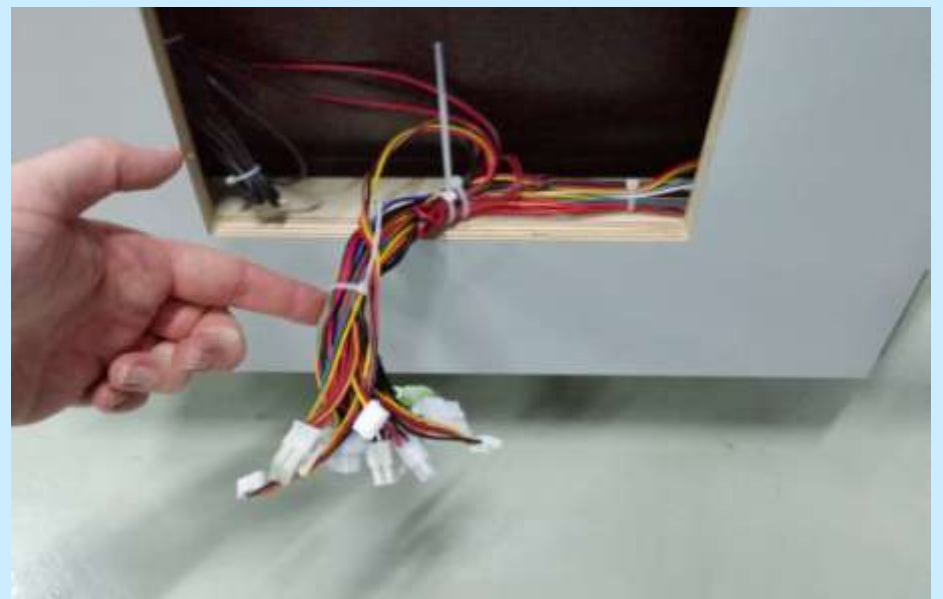
Check Box When This Step is Complete ☐

Step # 3-D

Carefully pull out the wires that are stored in the control center. DO NOT PULL TOO HARD - THIS COULD PULL THE PINS OUT OF THE MOLEX CONNECTORS

CAUTION

DO NOT PULL THE WIRES IF THE ARE CAUGHT ON SOMETHING - THIS COULD PULL THE PINS OUT OF THE MOLEX CONNECTOR(S)



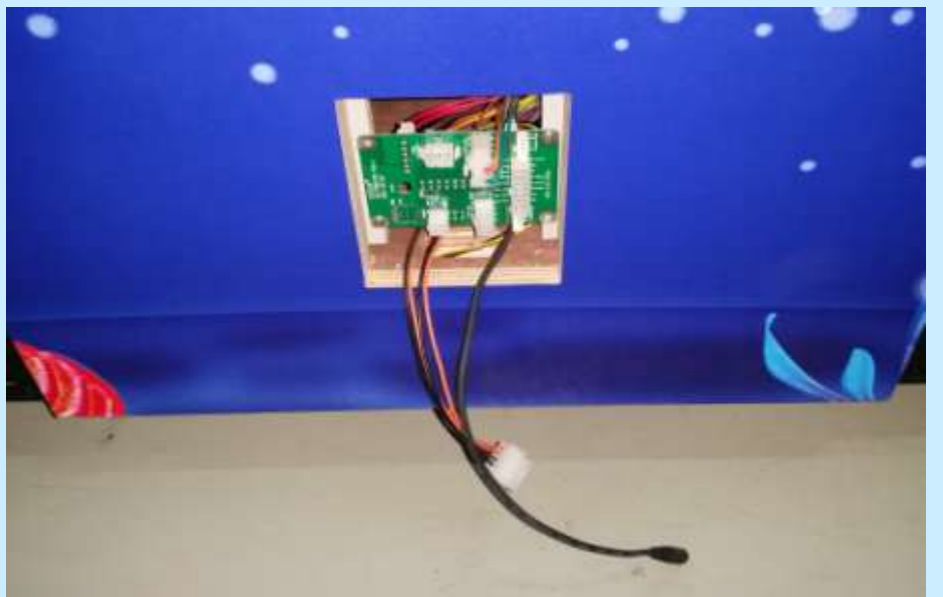
Check Box When This Step is Complete ☐

Step # 3-E

Carefully pull out the wires that are stored in the main cabinet. DO NOT PULL TOO HARD - THIS COULD PULL THE PINS OUT OF THE MOLEX CONNECTORS. You should only have to remove two wires: 1) An 8 Pin Molex connector with orange and black wires. 2) The audio jack.

CAUTION

DO NOT PULL THE WIRES IF THE ARE CAUGHT ON SOMETHING - THIS COULD PULL THE PINS OUT OF THE MOLEX CONNECTOR(S)



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 3-F

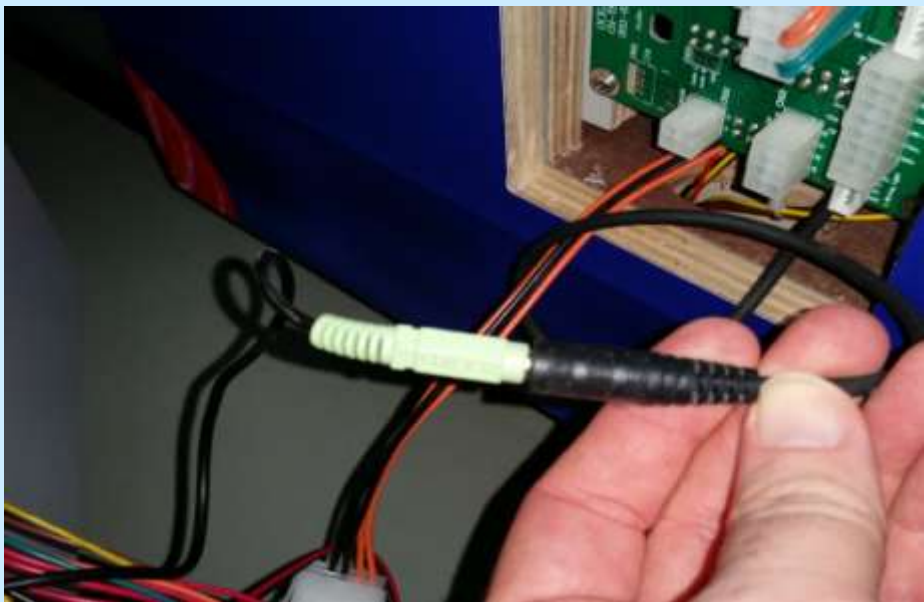
Please note that there should be one of the 8 Pin connectors already plugged into the connector board (8 Pin Molex with Orange and Green wires). If this wire was removed before shipment, re-connect it at this time according to the picture on the right.



Check Box When This Step is Complete ☐

Step # 3-G

Connect the 3.5mm audio jack



Check Box When This Step is Complete ☐

Step # 3-H

Connect the 8 Pin Molex with the Orange and Black wires.

CAUTION

AS YOU MATE THE CONNECTION, BE SURE THAT NO PINS GET PUSHED OUT.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 3-I

Connect the 4 Pin connector.

CAUTION

AS YOU MATE THE CONNECTION, BE SURE THAT NO PINS GET PUSHED OUT.



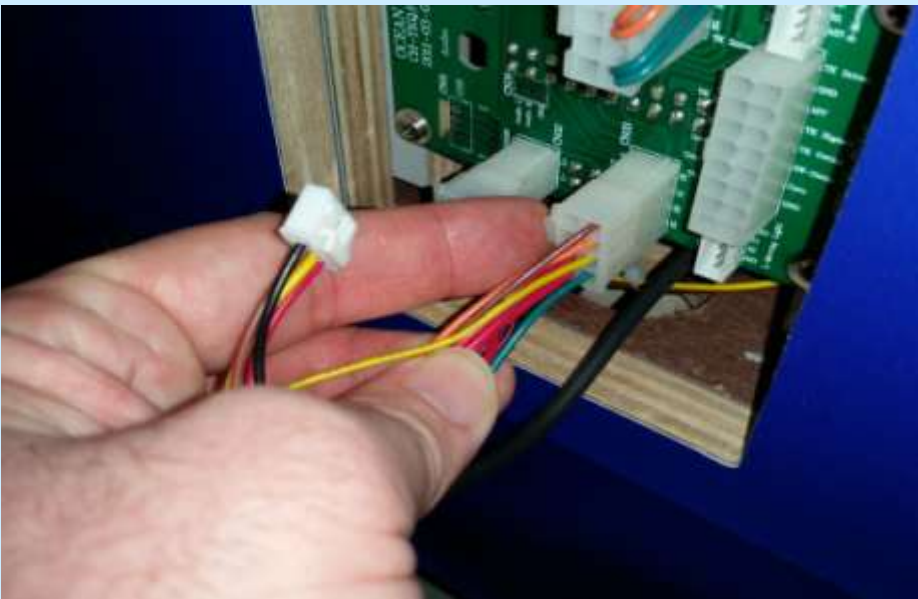
Check Box When This Step is Complete ☐

Step # 3-J

Connect the second 8 Pin connector to the connector board.

CAUTION

AS YOU MATE THE CONNECTION, BE SURE THAT NO PINS GET PUSHED OUT.



Check Box When This Step is Complete ☐

Step # 3-K

Connect the 5 Pin Molex to the connector board. These wires control the vertical and horizontal cascading LED lights on the front left and right of the main cabinet and the lower horizontal LED lights along the bottom of the control center and main cabinet.

CAUTION

AS YOU MATE THE CONNECTION, BE SURE THAT NO PINS GET PUSHED OUT.



Check Box When This Step is Complete ☐

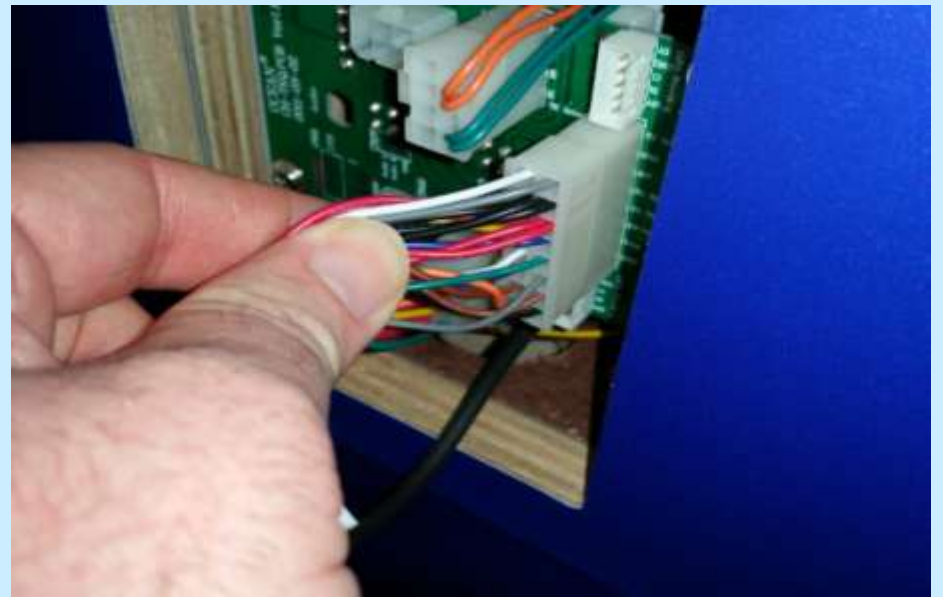
INSTALLATION INSTRUCTIONS

Step # 3-L

Connect the 16 Pin Molex connector to the connector board. Be careful as you push this connector into the board that no pins get pushed out. If it does not fit properly and the pins do not line up correctly the first time - DO NOT PUSH IT. Remove and re-attempt.

CAUTION

AS YOU MATE THE CONNECTION, BE SURE THAT NO PINS GET PUSHED OUT.



Check Box When This Step is Complete ☐

Step # 3-M

Connect the 5 Pin Molex to the connector board. These wires control the vertical and horizontal cascading LED lights on the front left and right of the main cabinet and the lower horizontal LED lights along the bottom of the control center and main cabinet.

CAUTION

AS YOU MATE THE CONNECTION, BE SURE THAT NO PINS GET PUSHED OUT.



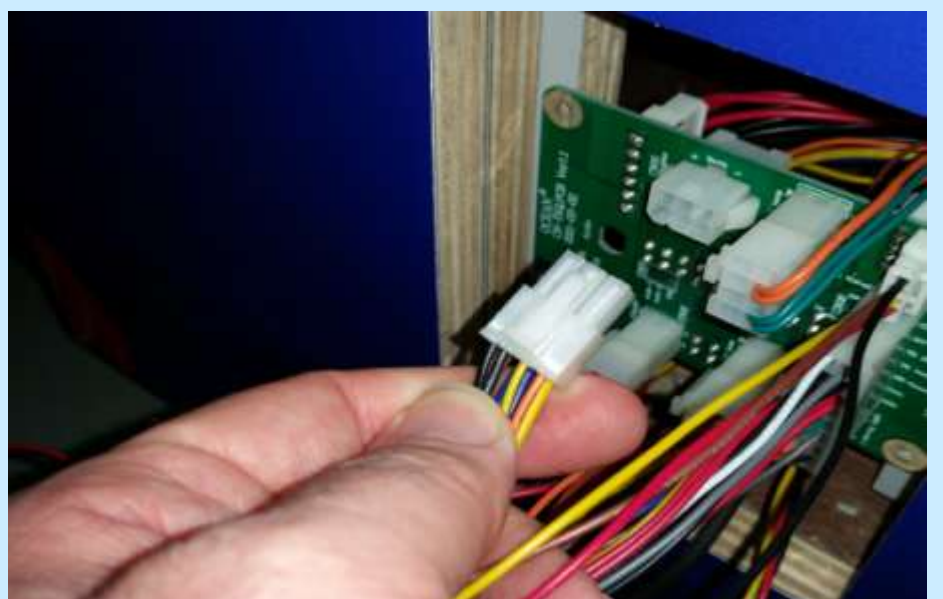
Check Box When This Step is Complete ☐

Step # 3-N

Connect the 6 Pin Molex connector to the connector board. The Blue/Brown/Yellow-Green wires are high voltage wires for the bill acceptor. Be careful when connecting these and ensure the pins do not get pushed out if the connector does not seat correctly the first time.

WARNING

AS YOU MATE THE HIGH VOLTAGE CONNECTION, BE SURE THAT NO PINS GET PUSHED OUT.

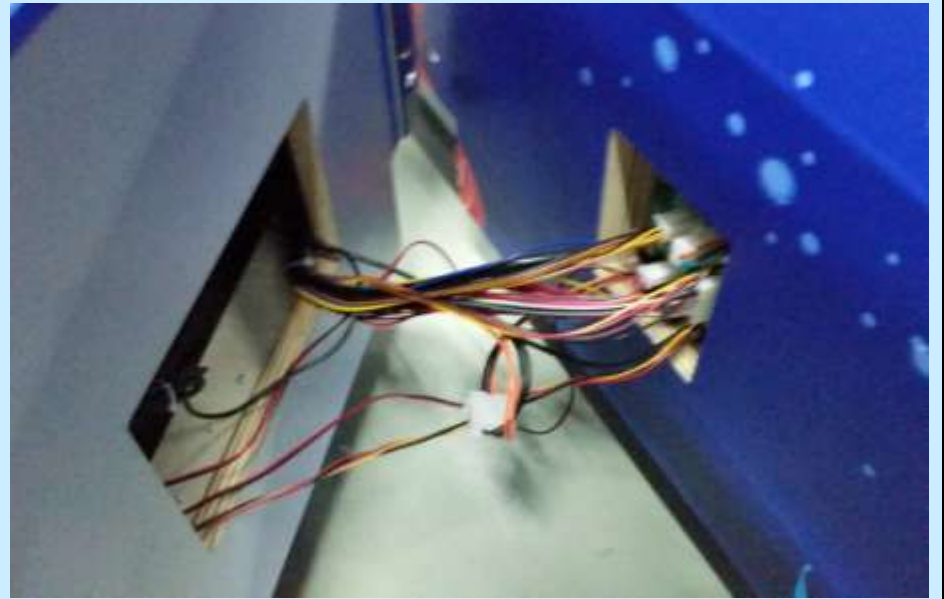


Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 3-O

Ensure that all wires are connected



Check Box When This Step is Complete ☐

Step # 3-P

As you push the cabinets together, ensure that all wires will be properly stowed in the open storage area and not get caught between the two cabinets.



Check Box When This Step is Complete ☐

Step # 3-Q

Locate the cabinet mounting brackets (In the spare parts box (OR) already installed onto the control center) and install the the bolts on the right side of the control center. Do not tighten all the way until the other side is lined up properly.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 3-R

Locate the cabinet mounting brackets (In the spare parts box (OR) already installed onto the control center) and install the the bolts on the left side of the control center. Do not tighten all the way until the other side is lined up properly. When BOTH SIDES are properly aligned, careful tighten all the bolts.



Check Box When This Step is Complete ☐

Step # 3-S

After the control center is attached to the main cabinet - do not try and move the unit by pushing or pulling on the control center. It is better to push or pull on the sides of the main cabinet and the the control center come with the main cabinet.

DANGER

**DO NOT TRY AND MOVE THE ENTIRE UNIT BY
PUSHING OR PULLING ON THE CONTROL CENTER.
ONLY MOVE THE ENTIRE UNIT BY PUSHING ON THE
MAIN CABINET.**



Check Box When This Step is Complete ☐

Step # 4

Locating the control center components box

Locate both Section # 3 and Section # 4 boxes and remove them from the skid.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 4-A

Opening the control center box

Open Section # 4 (Marquee) and carefully remove the Pelican marquee. Afterwards, remove the box by pulling it straight up and away from the base.



Check Box When This Step is Complete ☐

Step # 4-B

With the help of someone else, carefully pick up and remove Section # 4 from the cardboard skid.

DANGER

SECTION # 4 WEIGHS APPROX. 100 POUNDS



Check Box When This Step is Complete ☐

Step # 4-C

Open Section # 3 (Claw Section) and remove and stored pieces from inside the box. Remove the box by pusllin straight up and away from the skid.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 4-D

With the help of another capable adult, carefully pickup and remove Section # 3 from the side.

DANGER

SECTION # 3 WEIGHS APPROX. 170 POUNDS



Check Box When This Step is Complete ☐

Step # 4-E

Carefully lay this piece on its back so it does not cause damae to any of the bolts.



Check Box When This Step is Complete ☐

Step # 4-F

Remove the foam packaging from the unit.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 4-G

DO NOT allow the unit to sit or stand on the four bolts (as shown in the picture to the right). This can cause the bolts to bend and not allow the nuts to thread properly during installation.



Check Box When This Step is Complete ☐

Step # 4-H

As Section # 3 is on the ground, ensure that the 5 Pin LED connector on the **RIGHT** side of the unit is properly plugged into the LED board and seated properly. It will be difficult to reach this connection after the unit is assembled.



Check Box When This Step is Complete ☐

Step # 4-I

As Section # 3 is on the ground, ensure that the 5 Pin LED connector on the **LEFT** side of the unit is properly plugged into the LED board and seated properly. It will be difficult to reach this connection after the unit is assembled.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 4-J

Connecting Electrical Connectors

On the upper **RIGHT** side of the main cabinet (Section # 2), ensure that the 5 Pin LED connector on the RIGHT side is properly plugged into the LED board and seated properly. It will be difficult to reach this connection after the unit is assembled.

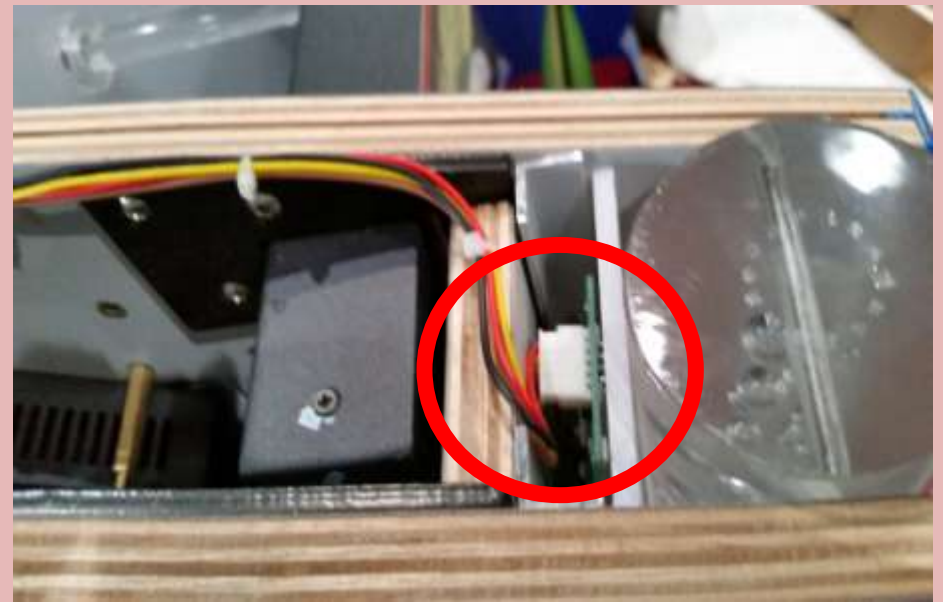


Check Box When This Step is Complete ☐

Step # 4-K

Connecting Electrical Connectors

On the upper **LEFT** side of the main cabinet (Section # 2), ensure that the 5 Pin LED connector on the RIGHT side is properly plugged into the LED board and seated properly. It will be difficult to reach this connection after the unit is assembled.



Check Box When This Step is Complete ☐

Step # 4-L

Locate the holes in the upper RIGHT portion of the main cabinet (Section # 2). The bolts on the bottom of Section # 3 will slide into these holes.

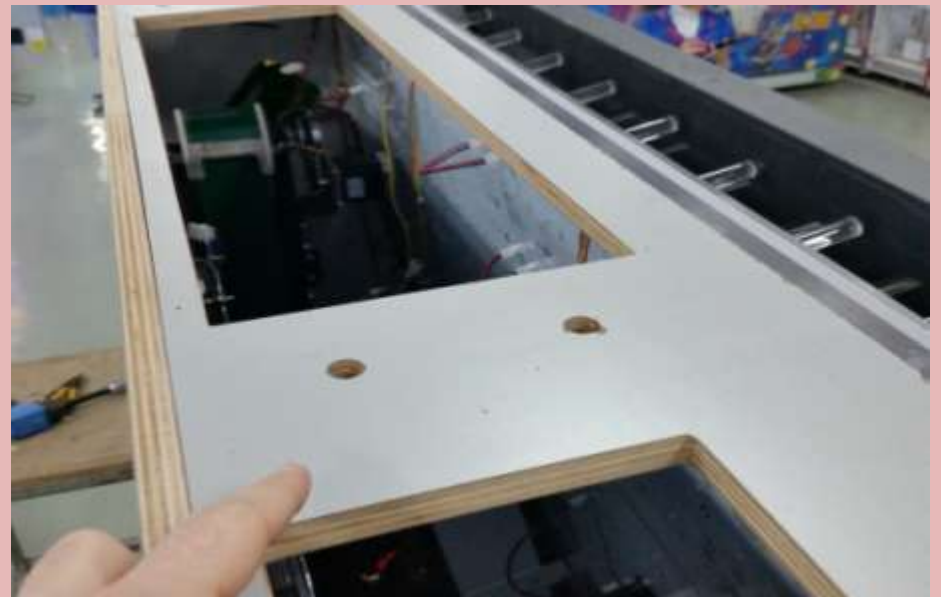


Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 4-M

Locate the holes in the upper LEFT portion of the main cabinet (Section # 2). The bolts on the bottom of Section # 3 will slide into these holes.



Check Box When This Step is Complete ☐

Step # 4-N

Carefully pick up Section # 3 and lift it up above the main cabinet. ONLY ATTEMPT TO LIFT THIS ONTO THE MAIN CABINET FROM THE BACK OF THE GAME - NEVER INSTALL THIS PIECE FROM THE FRONT AS IT COULD DAMAGE THE MONITOR.

DANGER

SECTION # 3 WEIGHS APPROX. 170 POUNDS - ONLY LIFT THE UNIT ONTO THE MAIN CABINET FROM THE BACK OF THE GAME TO PREVENT DAMAGING THE MONITOR



Check Box When This Step is Complete ☐

Step # 4-O

Be sure to lift the unit high enough to clear the bolts on the bottom of Section # 3. DO NOT GET ANY OF YOUR FINGERS OR HAND UNDER THE UNIT - USE THE REAR HANDLE AND THE FRONT OVER-HANG FOR HAND HOLDS.

DANGER

SECTION # 3 WEIGHS APPROX. 170 POUNDS - DO NOT GET ANY OF YOUR FINGERS OR HANDS UNDER THE UNIT WHILE POSITIONING.



Check Box When This Step is Complete ☐

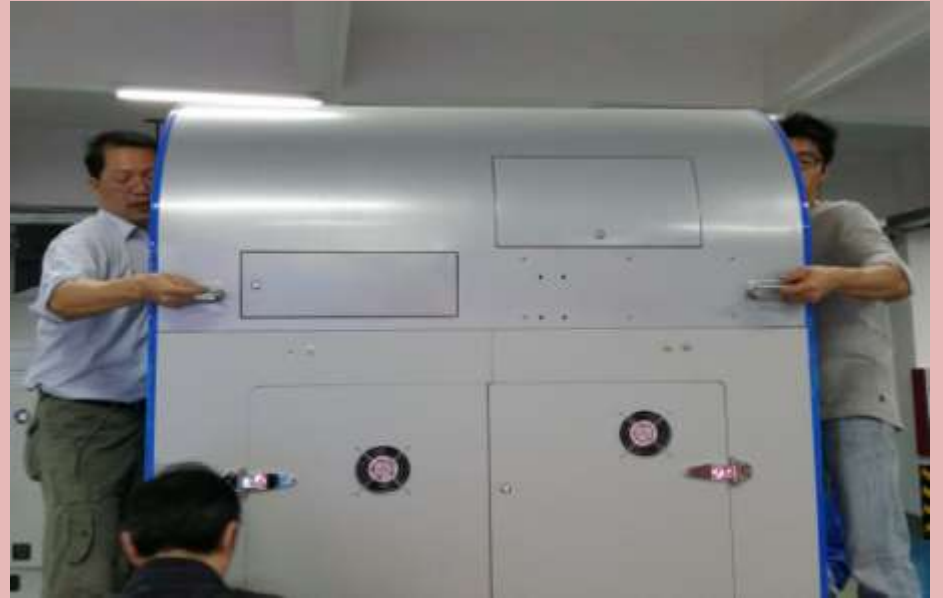
INSTALLATION INSTRUCTIONS

Step # 4-P

Carefully lower the unit and the four bolts into the four openings in the main cabinet. If aligned properly, it should fit right into the holes with minimal adjustment. DO NOT ALLOW THE UNIT TO SIT ON THE BOLTS - ALWAYS KEEP YOUR HANDS ON THE UNIT TO PREVENT IT FROM FALLING

DANGER

SECTION # 3 WEIGHS APPROX. 170 POUNDS



Check Box When This Step is Complete ☐

Step # 4-Q

Check the alignment of the unit on-top of the main cabinet. The T-Molding, edge, and graphics should be aligned.

DANGER

SECTION # 3 WEIGHS APPROX. 170 POUNDS



Check Box When This Step is Complete ☐

Step # 4-R

Open the rear cabinet door and ensure all bolts are seated properly into each of the four holes.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 4-S

Locate the lock nuts and washers in the spare parts box and thread them on the two bolts on the right side.



Check Box When This Step is Complete ☐

Step # 4-T

Locate the lock nuts and washers in the spare parts box and thread them on the two bolts on the left side.



Check Box When This Step is Complete ☐

Step # 5

With the rear door still open, we need to connect two of the electrical connections for cabinet LED lights. These wires are located on the upper left side as you open the rear door.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 5-A

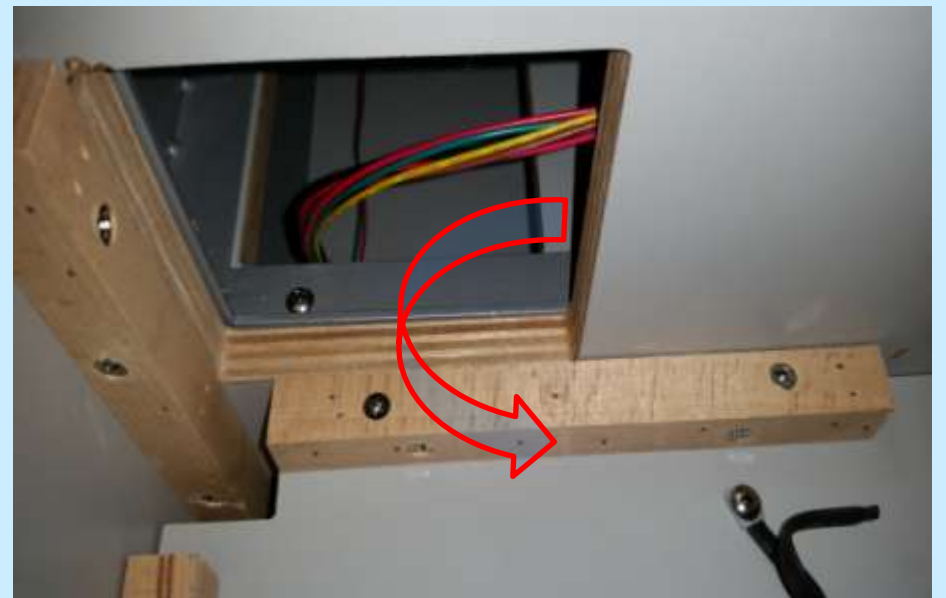
The wires will be stored in the bottom part of Section # 3. You may need to reach your hand up through the access hole and pull both sets of wires down through the hole.



Check Box When This Step is Complete ☐

Step # 5-B

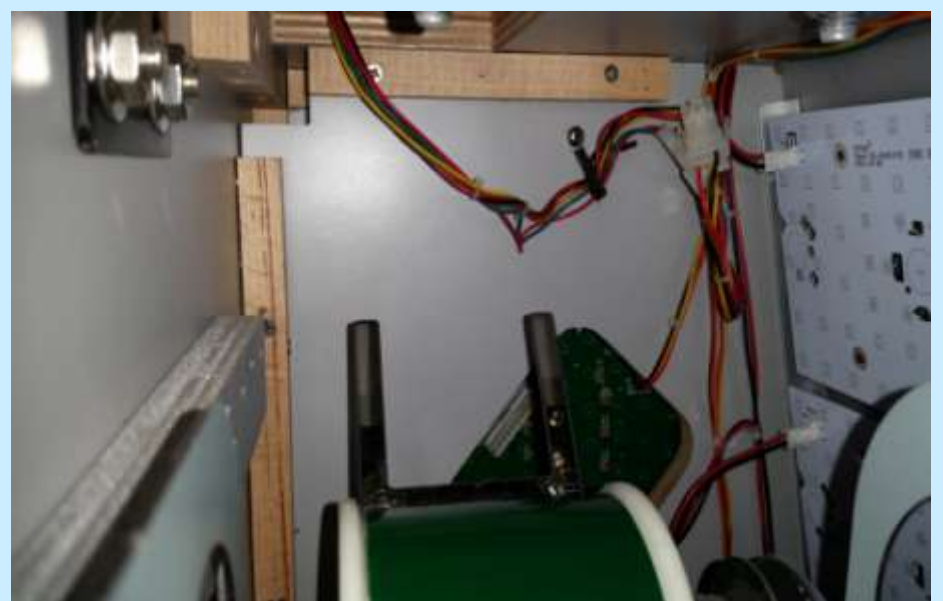
Pull both connectors down through the access door. Be careful not to pull too tight in case the wire is caught on something.



Check Box When This Step is Complete ☐

Step # 5-C

Connect both Molex connections as shown in the photo and carefully pull the wire out of the way of the elevator arms by using the bendable wire clip. Ensure that there is enough clearance on the wires by manually moving the elevator up and checking that the metal arms do not come close to touching the wires.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 6

Locate elevator # 2 and middle holding area. These are stored in a cardboard box that was in the center console crate at time of shipping.



Check Box When This Step is Complete ☐

Step # 6-A

Remove the holding area and elevator - do not allow the elevator to rest on the metal arms as these could bend.



Check Box When This Step is Complete ☐

Step # 6-B

Carefully guide the elevator into place and insert one of the mounting bolts to secure the unit to the cabinet. You may need to look up on the inside to make sure the bolt is aligned in the proper hole. Be careful of the metal arms when you move your head in and out of the main cabinet.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 6-C

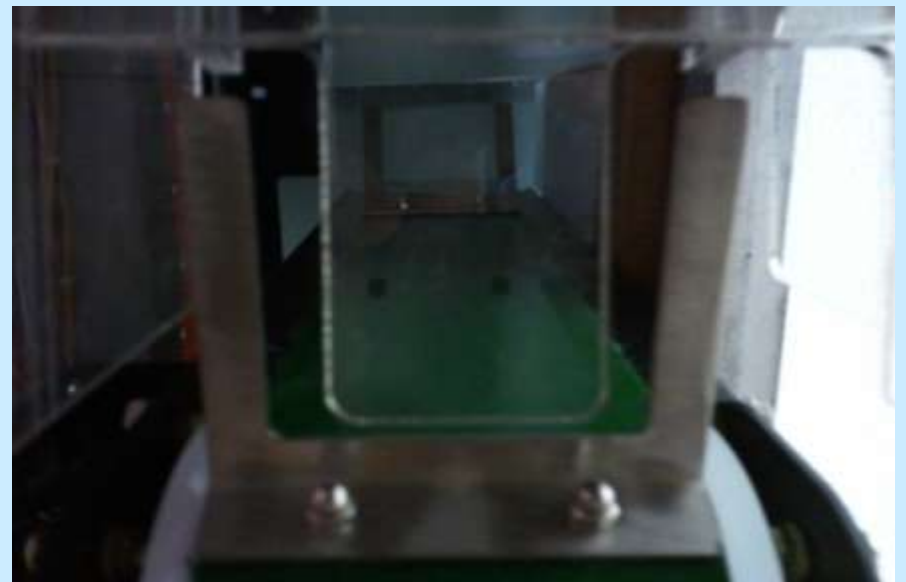
Insert and tighten the remaining bolts into the elevator.



Check Box When This Step is Complete ☐

Step # 6-D

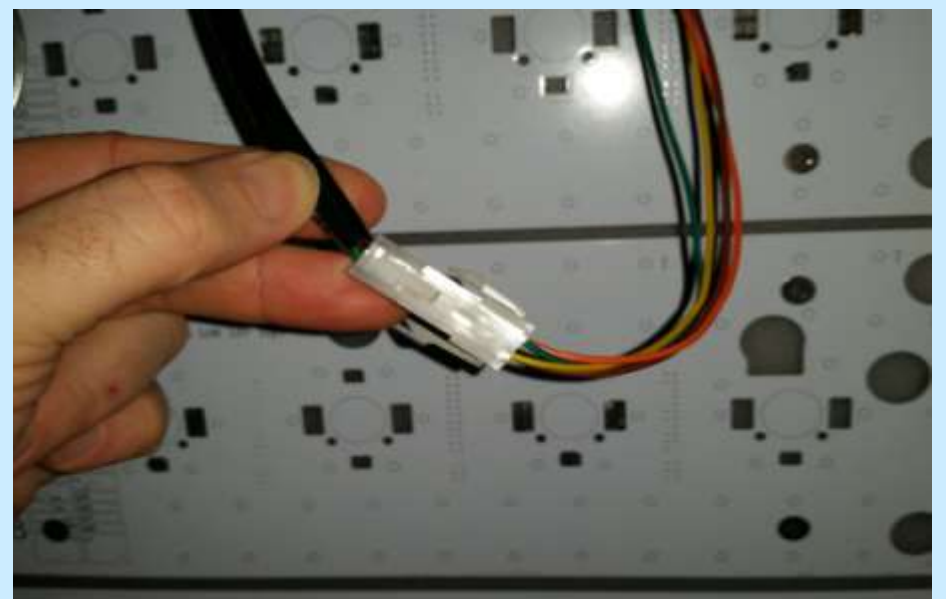
After the elevator is installed, check the clearance of the metal ball supports and ensure they do not hit the acrylic bridge in the upper holding area. This is the acrylic structure the single ball sits in just before being loaded into the claw. You may want to manually rotate the elevator several times to check on the clearance. If they do hit, you may need to loosen the elevator bolts, re-adjust, and then re-tighten.



Check Box When This Step is Complete ☐

Step # 6-E

Plug the 4 Pin Molex for the motor into the receiving harness.

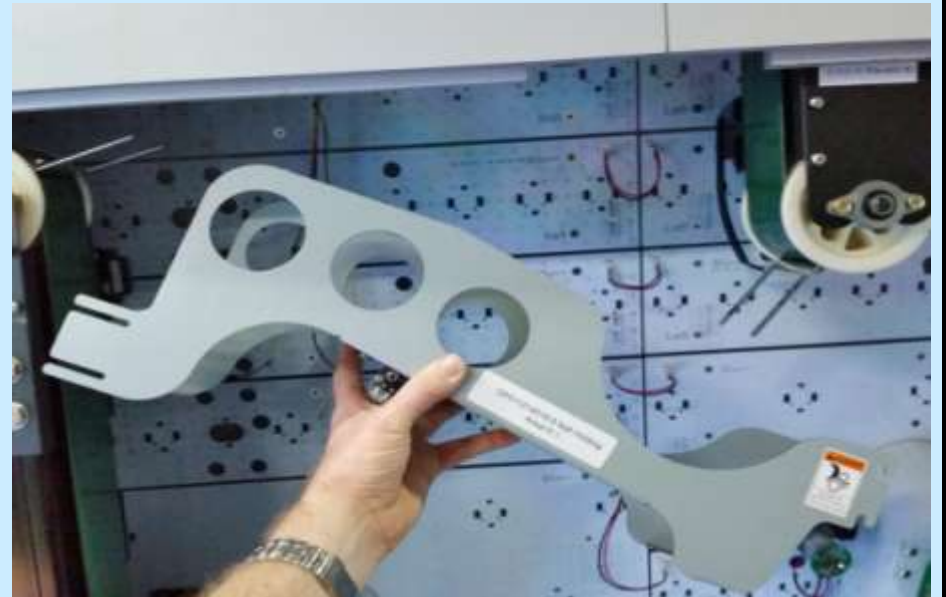


Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 7

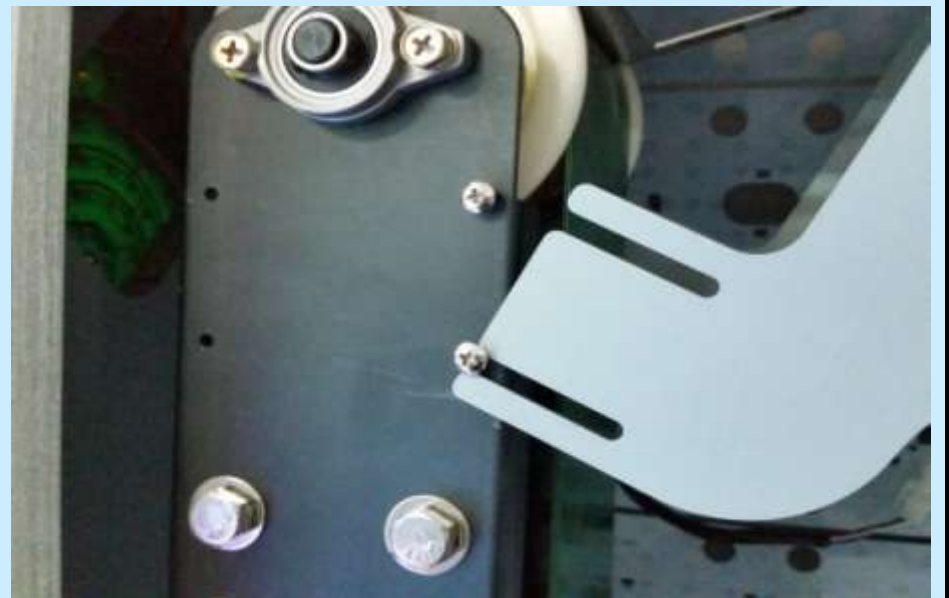
Locate middle holding area or bridge. Begin to install at the angle shown in the photo to the right.



Check Box When This Step is Complete ☐

Step # 7-A

Slide the assembly in at a 45 degree angle to the securing bolts on elevator # 1.



Check Box When This Step is Complete ☐

Step # 7-B

Lift up on the right side of the assembly and guide the opening into the two securing bolts located on elevator # 2.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 7-C

After the unit is properly seated on the front and rear securing bolts of elevator # 2, tighten the bolts with a Phillips head screw driver.



Check Box When This Step is Complete ☐

Step # 7-D

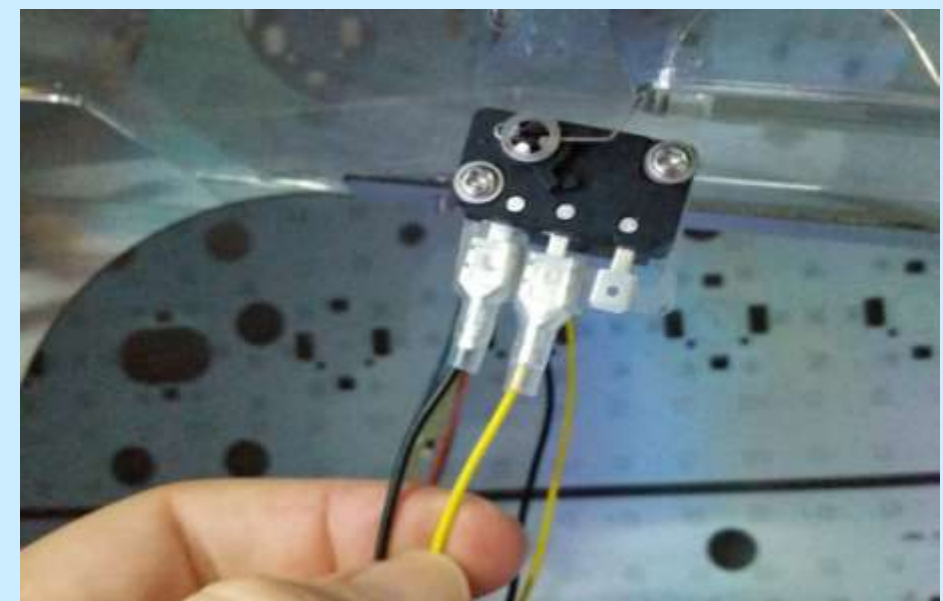
After the unit is properly seated on the front and rear securing bolts of elevator # 1, tighten the bolts with a Phillips head screw driver.



Check Box When This Step is Complete ☐

Step # 7-E

Attach the two wires to the mechanical switch as shown. The BLACK wire should be installed on the LEFT pole and the YELLOW wire should be installed on the MIDDLE pole.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 7-F

Manually feed the balls up the elevator and into the holding area. Check to make sure that the third ball is sitting on and activating the switch. When the third ball is sitting on the switch, it will shut off elevator # 1 to prevent it from carrying up additional balls. As balls are fed up elevator # 2 during game play, the balls will roll off the switch and activate elevator # 1 to carry up additional balls.



Check Box When This Step is Complete ☐

Step # 8

With the rear door still open, we need to connect all the electrical wires going to the claw section. These wires are located on the upper RIGHT side as you open the rear door.



Check Box When This Step is Complete ☐

Step # 8-A

In the upper right side of Section # 3, you will find several wires connections.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 8-B

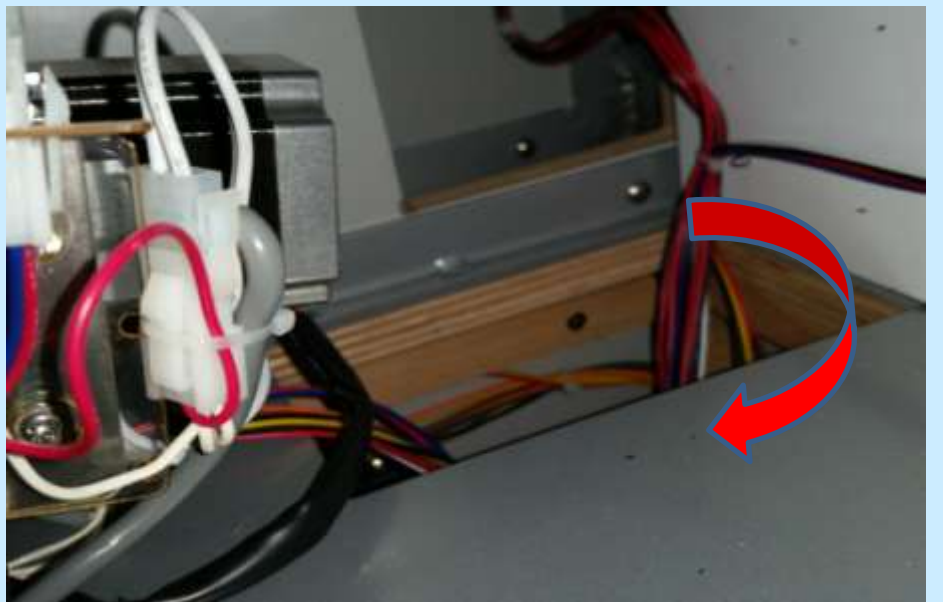
Pull all the wire connections down through the access hole.



Check Box When This Step is Complete ☐

Step # 8-C

Check to make sure none are still located in the lower part of Section # 3. There should be a total of 6 Molex connectors that you need to pull through the access hole.



Check Box When This Step is Complete ☐

Step # 8-D

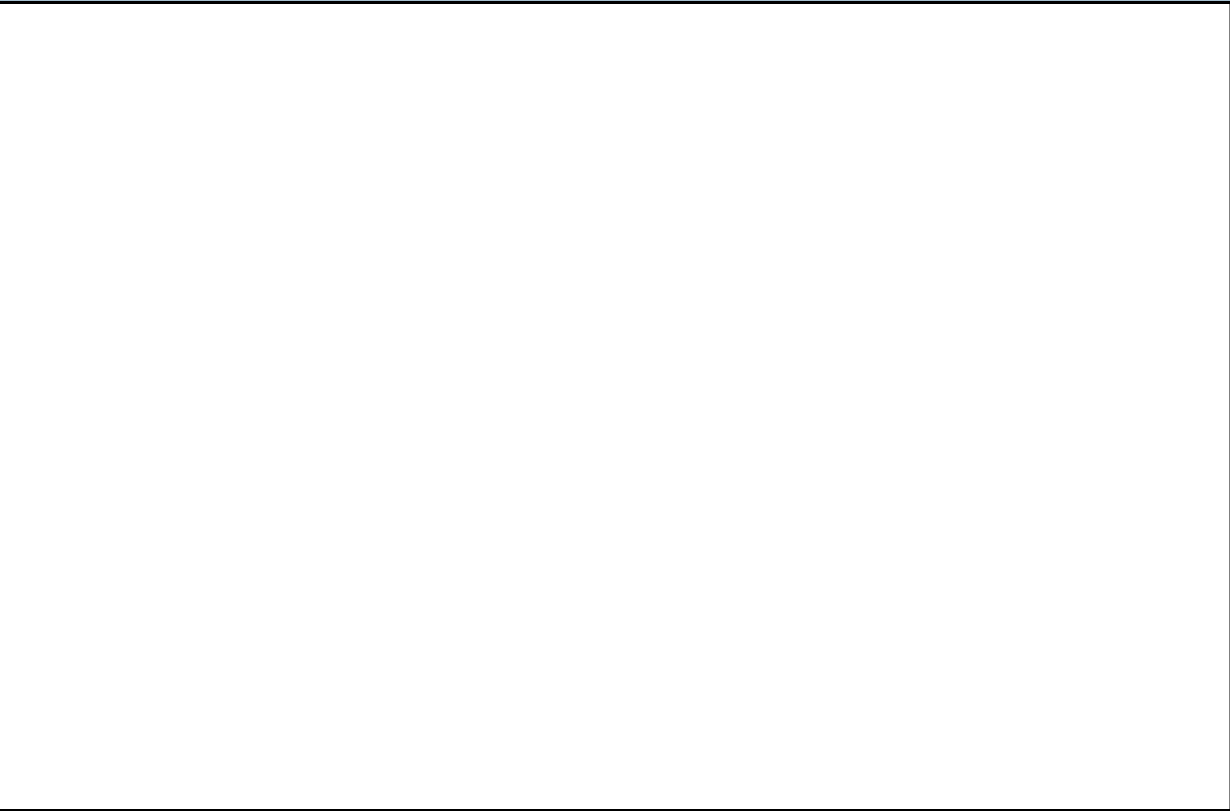
Ensure that all 6 connectors are pulled down through the access hole.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 8-E



Check Box When This Step is Complete ☐

Step # 8-F

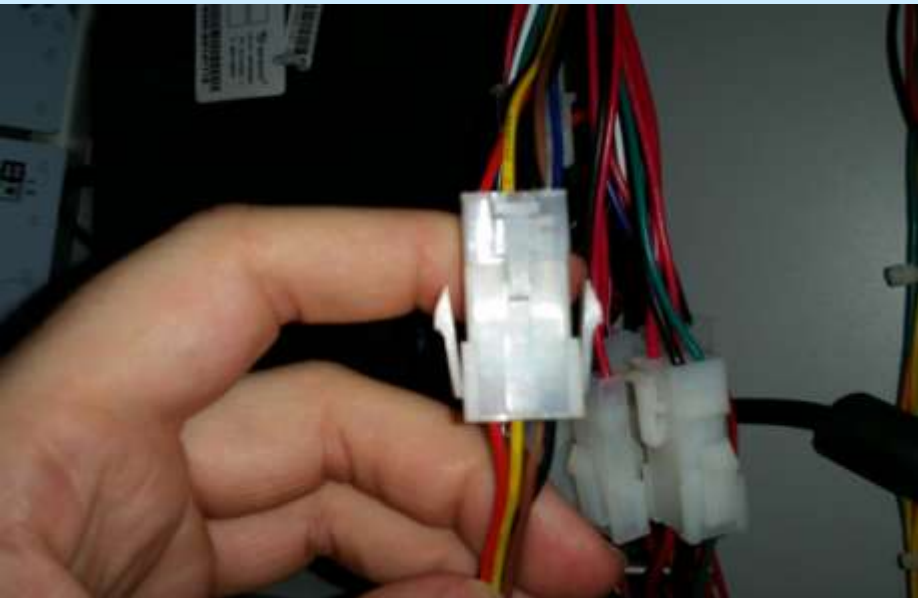
All 6 connectors from Section # 3 should be plugged into the appropriate connections from Section # 2



Check Box When This Step is Complete ☐

Step # 8-G

Connect the 6 Pin Molex



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 8-H

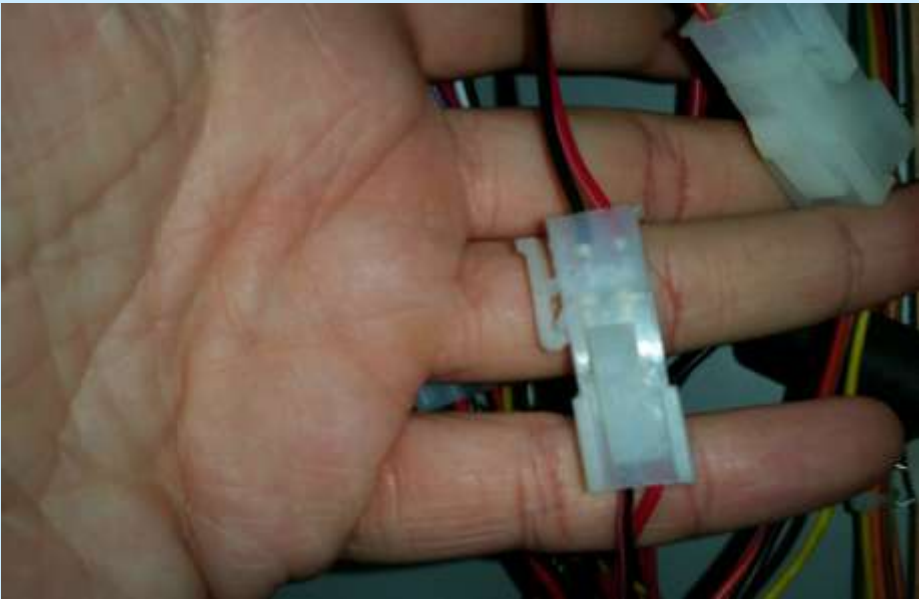
Lining up the holes



Check Box When This Step is Complete ☐

Step # 8-I

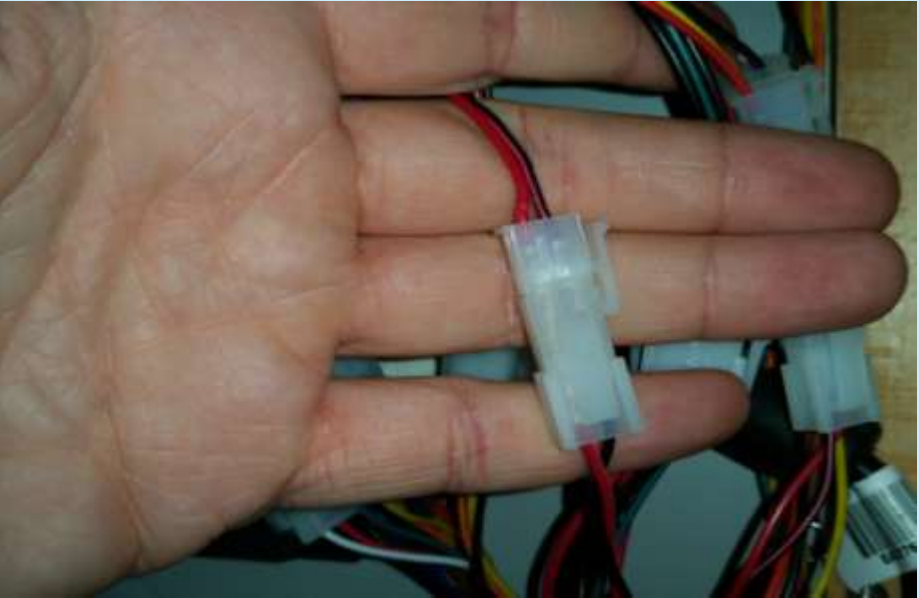
Connect the 2 Pin Molex for speaker # 1



Check Box When This Step is Complete ☐

Step # 8-J

Connect the 2 Pin Molex for speaker # 2

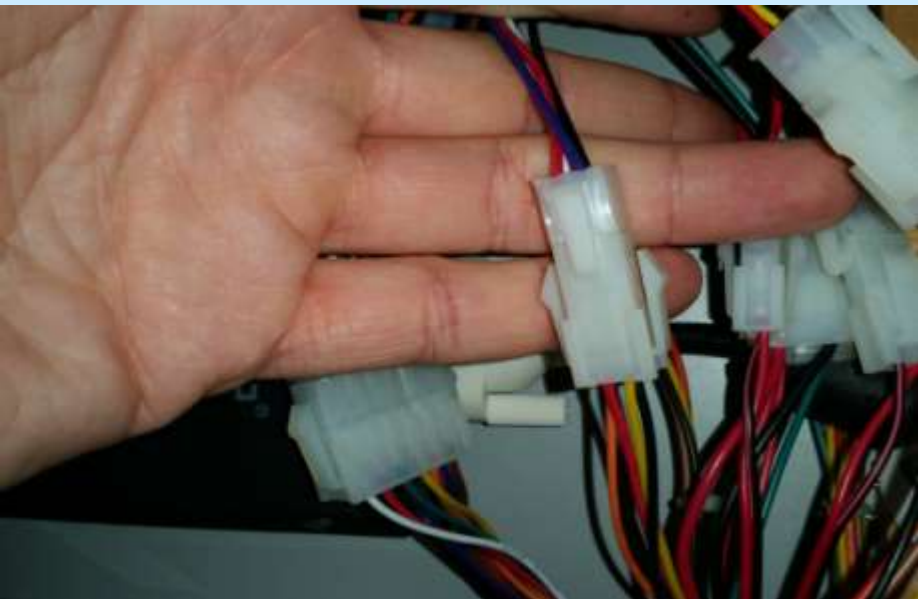


Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 8-K

Connect the 4 Pin Molex



Check Box When This Step is Complete ☐

Step # 8-L

Connect the 12 Pin Molex connector. The wires on this connection control the claw motor, claw direction, left limit sensor, right limit sensor, claw solenoid

CAUTION

DO NOT FORCE THE MOLEX CONNECTORS TOGETHER IF YOU CANT GET THEM TO ALIGN. DOING SO COULD PUSH OUT OR BEND THE PINS.



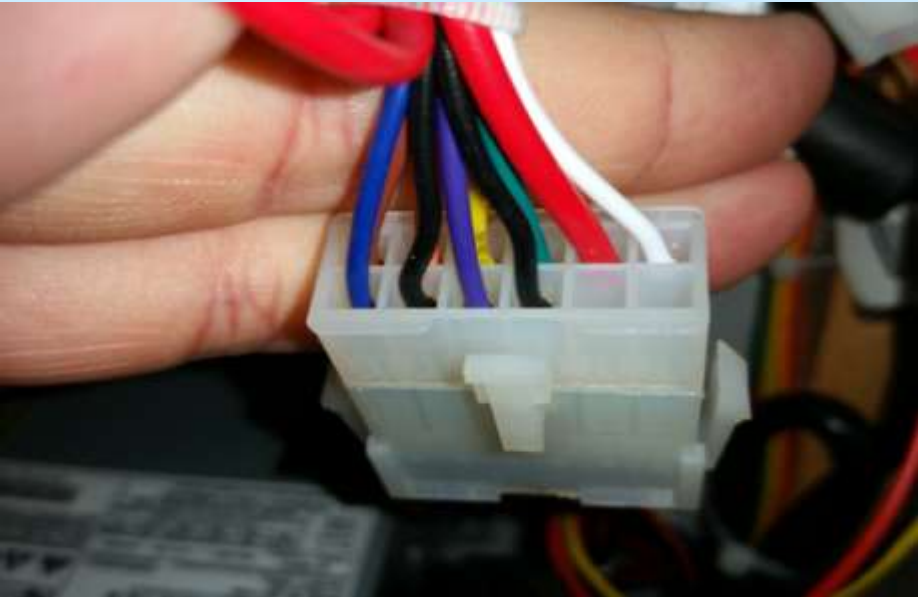
Check Box When This Step is Complete ☐

Step # 8-M

Ensure that when you connect the 12 Pin connectors, you check the top connector and make sure all pins are secure and none have pushed out.

NOTES

LOOSE PINS WILL CAUSE PROBLEMS ON STARTUP



Check Box When This Step is Complete ☐

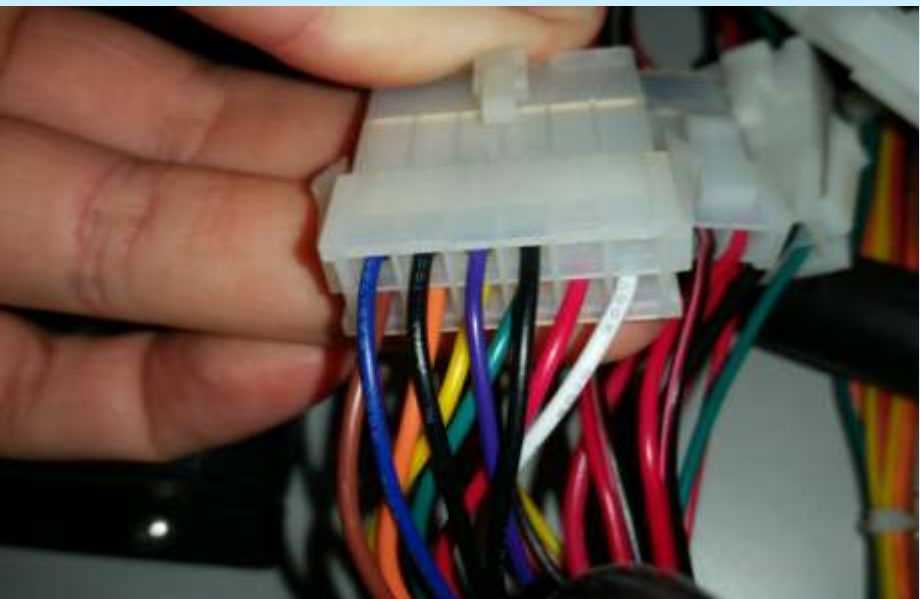
INSTALLATION INSTRUCTIONS

Step # 8-N

Ensure that when you connect the 12 Pin connectors, you check the bottom connector and make sure all pins are secure and none have pushed out.

NOTES

LOOSE PINS WILL CAUSE PROBLEMS ON STARTUP



Check Box When This Step is Complete ☐

Step # 8-O

Again check all 6 connections and ensure all are properly seated and the wires are not caught on any device.



Check Box When This Step is Complete ☐

Step # 9

Locate the video card on the computer (PC) and ensure both the DVI cable and HDMI cable are secure.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 10

Check to make sure the USB security dongle is installed.



Check Box When This Step is Complete ☐

Step # 11

Check the connections oing to the SSD or Flash Drive and ensure they are secure.



Check Box When This Step is Complete ☐

Step # 12

Intentionally left blank

Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 13

Locate and remove the foam packaing from Section # 4



Check Box When This Step is Complete ☐

Step # 13-A

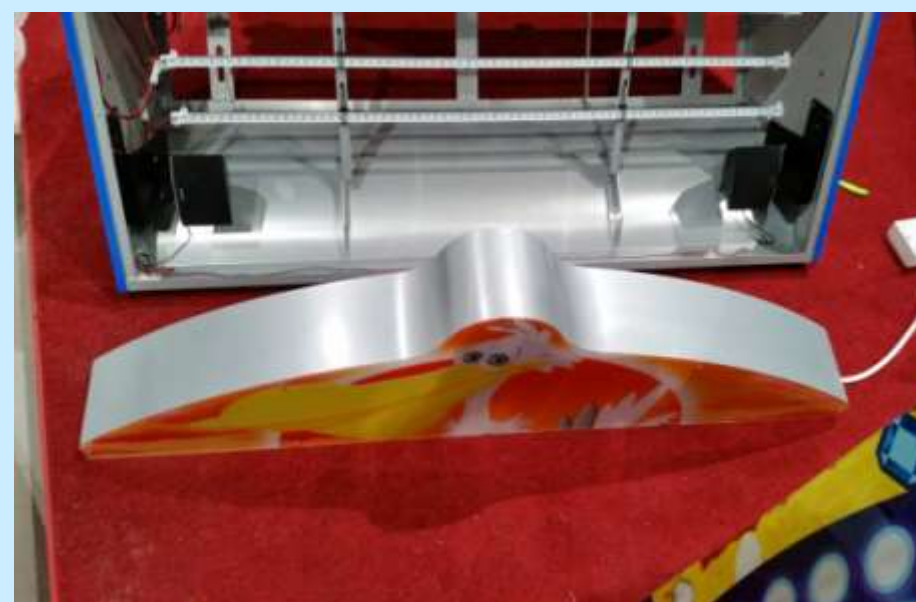
Remove the 12 screws securing the acrylic marquee to the metal cabinet.



Check Box When This Step is Complete ☐

Step # 13-B

Locate and unwrap the Pelican marquee (If ceiling height allows).



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 13-C

Remove the acrylic panel from the metal structure



Check Box When This Step is Complete ☐

Step # 13-D

Locate the bolts in the spare parts box to secure the marquee to Section # 4. Look at the top of Section # 4 and locate the holes that will be used to secure the marquee to the unit.

DANGER

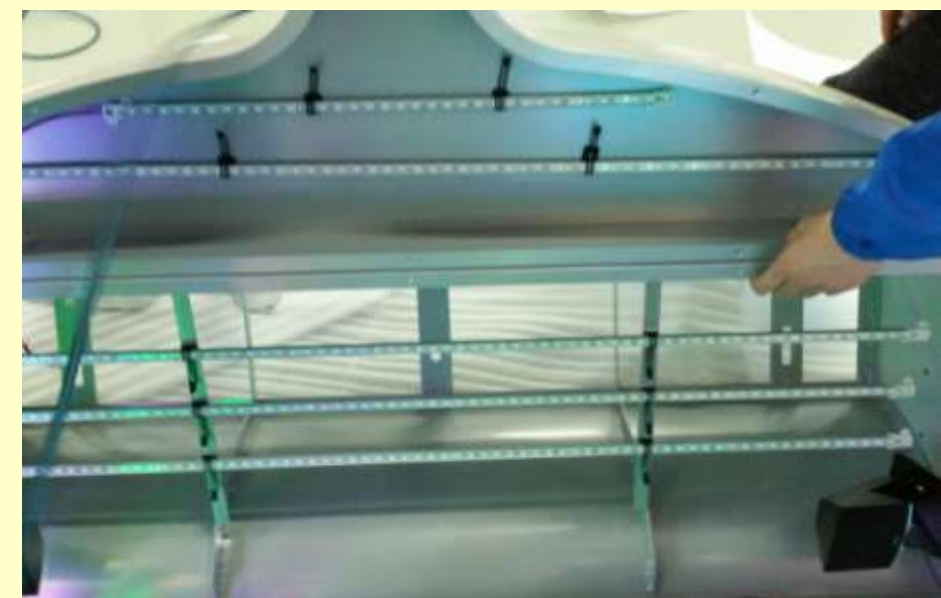
**DO NOT INSERT YOUR HANDS INTO ANY AREA
WHERE THEY COULD GET PINCHED.**



Check Box When This Step is Complete ☐

Step # 13-E

Attach the marquee so that the LED lights are facing forward



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 13-F

While holding the marquee in place, install the forward right screw to secure the marquee to Section # 4. **Do not over tighten as there needs to be a little play in the assembly to secure the rear screws.**



Check Box When This Step is Complete ☐

Step # 13-G

While holding the marquee in place, install the forward left screw to secure the marquee to Section # 4. **Do not over tighten as there needs to be a little play in the assembly to secure the rear screws.**



Check Box When This Step is Complete ☐

Step # 13-H

On the rear of the marquee, there are three brackets where 9 screws are used to further secure the marquee to Section # 4.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 13-I

Begin by installing the 3 screws on the left bracket.



Check Box When This Step is Complete ☐

Step # 13-J

Install the three screws into the middle bracket



Check Box When This Step is Complete ☐

Step # 13-K

Install the three screws on the right bracket.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 13-L

After the marquee is aligned properly and the rear screws installed - tighten the two front screws.



Check Box When This Step is Complete ☐

Step # 13-M

Locate the 12 volt wire harness and feed it through the hole in the bottom left rear of the marquee.



Check Box When This Step is Complete ☐

Step # 13-N

After pulling the wires out of the back of the marquee, push the wires into the access hole in the top of Section # 4.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 13-O

Connect the wires to the receiving connector inside Section # 4.



Check Box When This Step is Complete ☐

Step # 13-P

Check to make sure all electrical connections to the 5 horizontal LED lights are secure and did not come loose during shipping.



Check Box When This Step is Complete ☐

Step # 13-Q

Re-install the acrylic onto the marquee. It is easier to get a few screws started in multiple locations first so that the acrylic is lined up properly.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 14

Carefully lift Section # 4 up and over the control center. Be carefull not to put any pressure onto the monitor.

WARNING

SECTION # 4 WEIGHS APPROX. 100 POUNDS



Check Box When This Step is Complete ☐

Step # 14-A

There are two metal tabs on the back of Section # 4 that fit into two receiving holes on Section # 3. You must lift the unit high enough and at a slight angle so that the two tabs slide easily into the holes and then allow the bottom of the unit to slide through the 4 bolts extending out from Section # 3.

WARNING

SECTION # 4 WEIGHS APPROX. 100 POUNDS



Check Box When This Step is Complete ☐

Step # 14-B

You must lift the unit high enough and at a slight angle so that the two tabs slide easily into the holes and then allow the bottom of the unit to slide through the 4 bolts extending out from Section # 3. Ensure that the unit is firmly seated in the receiving holes and four bolts before releasing it.

WARNING

SECTION # 4 WEIGHS APPROX. 100 POUNDS



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 14-C

Locate the locknuts from the spare parts box and install onto the two bolts on the right side of Section # 3.

WARNING

THE LOCK NUTS MUST BE INSTALLED ON BOTH BOLTS
TO SECURE SECTION # 4 TO SECTION # 3



Check Box When This Step is Complete ☐

Step # 14-D

Locate the locknuts from the spare parts box and install onto the two bolts on the left side of Section # 3.

WARNING

THE LOCK NUTS MUST BE INSTALLED ON BOTH BOLTS
TO SECURE SECTION # 4 TO SECTION # 3



Check Box When This Step is Complete ☐

Step # 14-E

Locate the three sets of wires on the left side of Section # 3 and mate them with the three sets of wires in Section # 4. The Two Pin Molex connectors are for the speakers and the Three Pin Molex connector is for the LED lights.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 14-F

Connect both sets of Two Pin Molex connectors (Speakers) and then connect the Three Pin Molex Connector (LED Lights).



Check Box When This Step is Complete ☐

Step # 14-G

Re-install the acrylic panel onto the front of Section # 4.



Check Box When This Step is Complete ☐

Step # 14-H

Re-install all 12 screws to secure the acrylic to the cabinet.

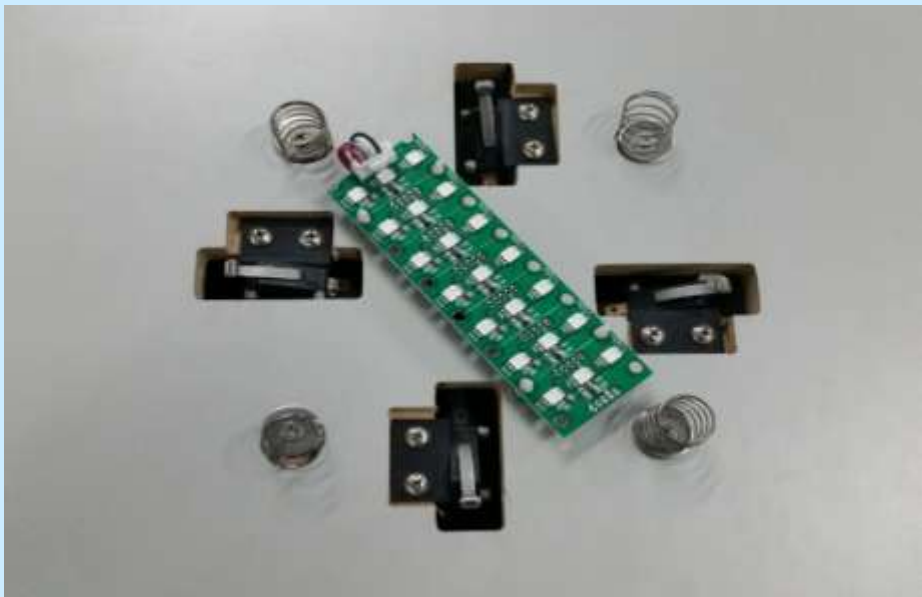


Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 15

On the top of the control center, check to make sure the electrical connection is plugged into the LED board.



Check Box When This Step is Complete ☐

Step # 15-A

Check to make sure all 4 springs are firmly installed.



Check Box When This Step is Complete ☐

Step # 15-B

Check all 4 mechanical switches and ensure each arm activates the switch.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 15-C

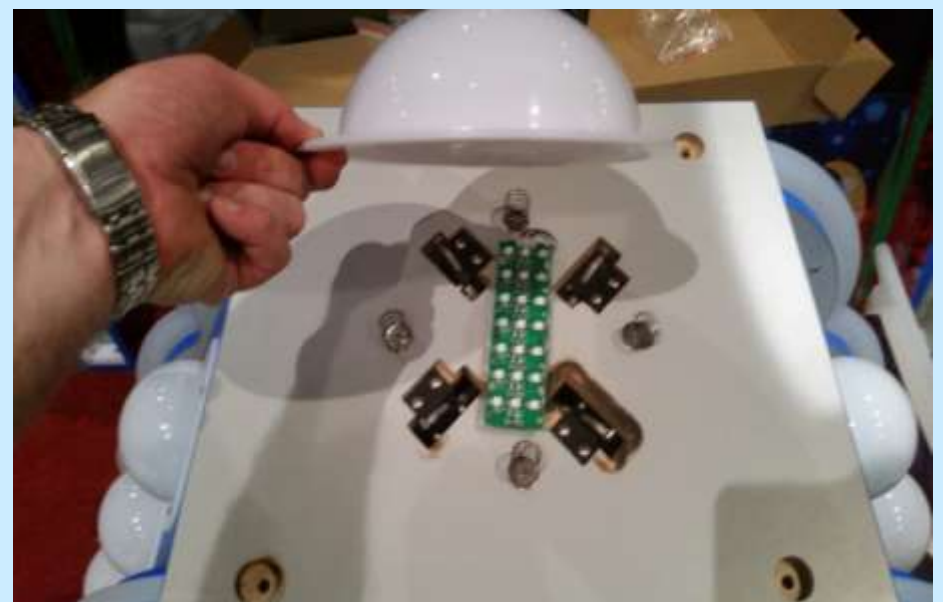
Open the front ticket access door and look for the dome assembly. This may be either inside the control center or in the crate the console was shipped in.



Check Box When This Step is Complete ☐

Step # 15-D

Remove the foam packaging and align the dome over the four springs.



Check Box When This Step is Complete ☐

Step # 15-E

The dome must be centered on each of the four springs.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 15-F

Check the alignment of the dome and ensure it is centered.



Check Box When This Step is Complete ☐

Step # 15-G

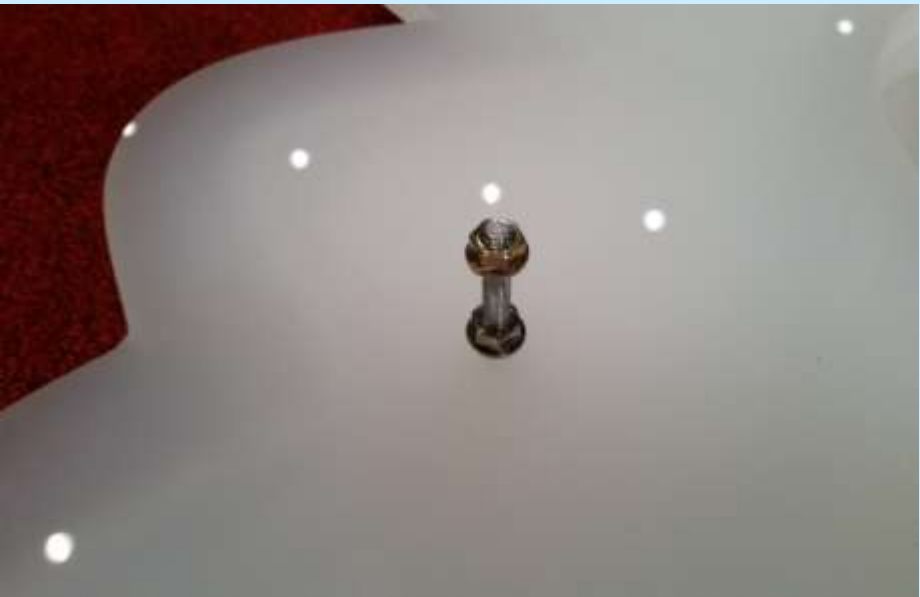
Locate and remove the foam packaging from the acrylic shell top.



Check Box When This Step is Complete ☐

Step # 15-H

On each of the four bolts, there are two nuts. Remove the top nut from each bolt and leave the bottom nut securely in place.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 15-I

Pickup and rotate the acrylic shell and center over the dome. Guide the four bolts into the four holes in the top of the console.



Check Box When This Step is Complete ☐

Step # 15-J

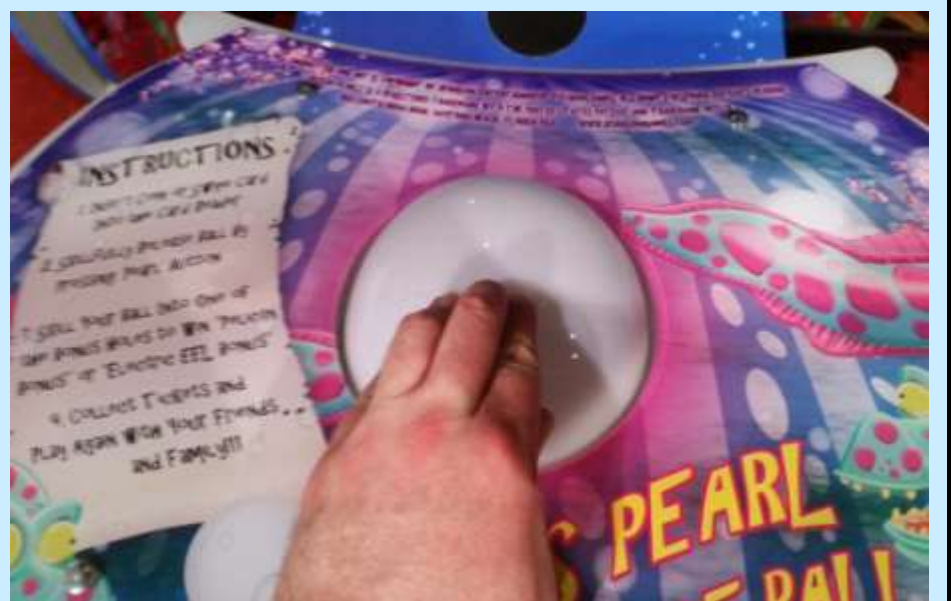
Before allowing the acrylic to rest ontop of the console, ensure that wires are fed through the access hole in the console.



Check Box When This Step is Complete ☐

Step # 15-K

After the acrylic shell is resting on the top of the console and all four bolts have gone through their respective holes - push down several times on the acrylic dome and ensure it properly moves without catching.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 15-L

Just inside the front access door and under the upper board, there is a latch to secure the upper door. Push on the button to open this spring loaded latch and allow the door to open. Hold the acrylic shell in place while you do this so that it does not fall off.



Check Box When This Step is Complete ☐

Step # 15-M

Thread four nuts onto each of the four bolts.



Check Box When This Step is Complete ☐

Step # 15-N

Tighten each of the four nuts.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 15-O

Use a nutdriver to properly tighten all four nuts.



Check Box When This Step is Complete ☐

Step # 15-P

There are four electrical connections that must be made after installing the acrylic shell.



Check Box When This Step is Complete ☐

Step # 15-Q

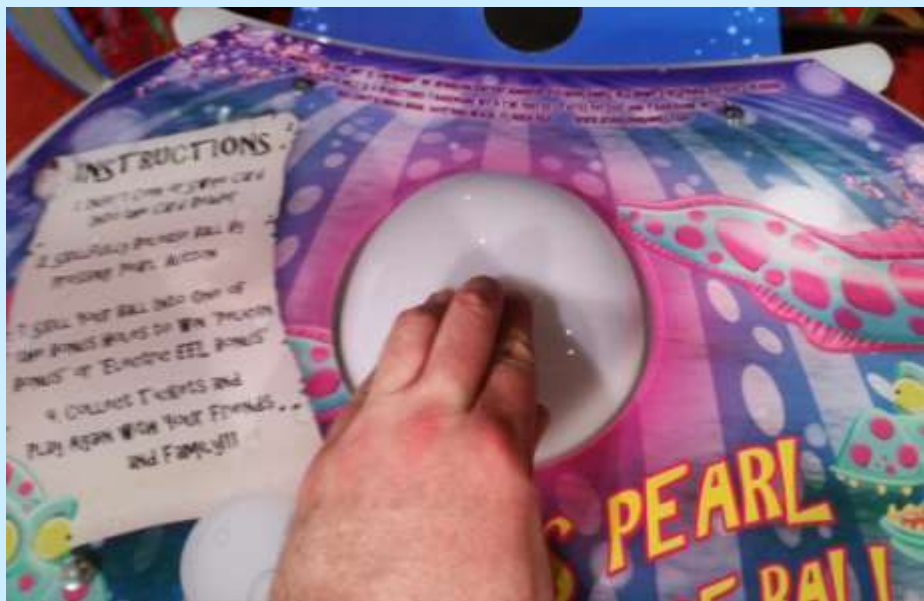


Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 15-R

Again check the dome button and ensure its motion is smooth.



Check Box When This Step is Complete ☐

Step # 16

Locate the two upper decorative pillars. Both are labeled either right or left. The label should be left on and installed towards the cabinet.



Check Box When This Step is Complete ☐

Step # 16-A

Locate the three holes in Section # 4 and the three bolts required to attach the pillar to the left side of the main cabinet.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 16-B

Start by installing the upper screw to secure the pillar to the cabinet.



Check Box When This Step is Complete ☐

Step # 16-C

Install the two bottom screws and tighten all three.



Check Box When This Step is Complete ☐

Step # 16-D

Locate the three holes in Section # 4 and the three bolts required to attach the pillar to the right side of the main cabinet.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 16-E

Start by installing the upper screw to secure the pillar to the cabinet.



Check Box When This Step is Complete ☐

Step # 16-F

Install the two bottom screws and tighten all three.



Check Box When This Step is Complete ☐

Step # 17

Locate the two longer decorative pillars. Both are labeled either left or right (when looking at the front of the game). The pillar should be installed with the label facing in towards the main cabinet.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 17-A

Install two of the bolts into the top of the pillar in Section # 4 on the left side of the game.



Check Box When This Step is Complete ☐

Step # 17-B

Install two of the bolts into the bottom of the pillar in Section # 2 on the left side of the game.



Check Box When This Step is Complete ☐

Step # 17-C

Install two of the bolts into the top of the pillar in Section # 4 on the right side of the game.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 17-D

Install two of the bolts into the bottom of the pillar in Section # 2 on the right side of the game.



Check Box When This Step is Complete ☐

Step # 18

After the pillars are secure, make sure all bolts are attached in the proper locations.



Check Box When This Step is Complete ☐

Step # 19

Move the game into position by pushing on the side of the MAIN CABINET ONLY. **DO NOT PUSH ON THE DECORATIVE PILLAR AND DO NOT PUSH ON THE MONITOR.**



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 19-A

Move the unit into position and ensure that the unit has access to a circuit with proper amperage and is not currently overloaded.



Check Box When This Step is Complete ☐

Step # 20

Again open the rear doors and ensure there are three ball in the middle holding area.



Check Box When This Step is Complete ☐

Step # 20-A

There are 5 game power supplies in Ocean Pearls - look to the bottom right of the rear cabinet and you will find three supplies.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 20-B

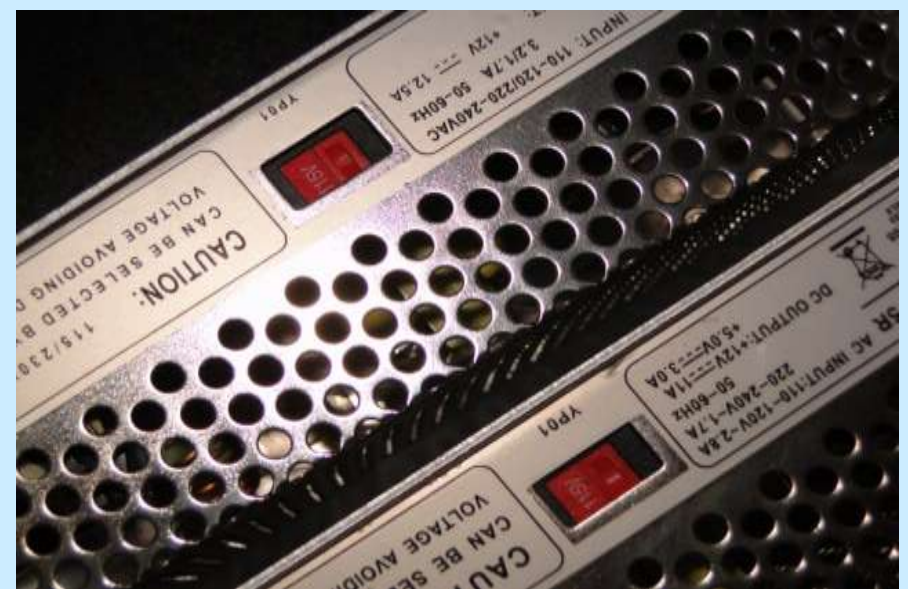
The remaining two game power supplies are mounted to the inner left cabinet wall. These two power supplies supply power to the LED board lights behind the monitor.



Check Box When This Step is Complete ☐

Step # 20-C

Check to make sure all 5 Power Supplies and the PC power supply are set to the proper line voltage for you location.



Check Box When This Step is Complete ☐

Step # 21

Add the reminaing balls into the collection area in the bottom of the game. We recommend using 8 balls.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 22

Pull out the door safety switch. This switch (when activated) will turn OFF power to the 5 game power supplies. High voltage will still be supplied to the PC so as to not damage the computer with rapid door opening and closings.



Check Box When This Step is Complete ☐

Step # 23

Locate the power cable from the spare parts box and insert it into the power switch in the game. Insert the other end into a properly rated outlet.

DANGER

ALWAYS INSPECT AND REPLACE DAMAGED ELECTRICAL CORDS. DO NOT ATTEMPT TO USE OR FIX A DAMAGED CORD



Check Box When This Step is Complete ☐

Step # 24

Turn the power switch to ON. The game should start and run throuh its diagnostic process. This can take two minutes while the claw will move back and forth several times testin different inputs and outputs and while the computer is turning on and Windows loading. Refer to the proper start-up section of the manual with questions regarding the start procedure.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 25

To adjust the sound - make sure the power switch on the amplifier is turned ON and the audio cables are plugged in. These could vibrate loose during shipping.



Check Box When This Step is Complete ☐

Step # 25-A

Turn the power switch ON and ensure the volume is turned up on the control board.



Check Box When This Step is Complete ☐

Step # 25-B

Rotate the knob clockwise to increase the volume, rotate the knob counter-clockwise to decrease the volume.

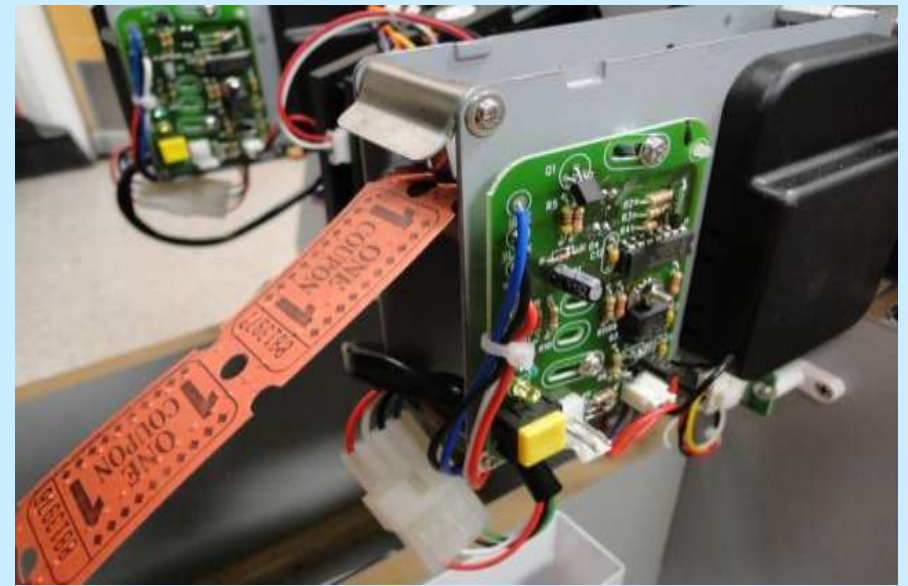


Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 26

Insert tickets into both ticket dispensers.



Check Box When This Step is Complete ☐

Step # 27

At this point the unit should be ready to play. BEFORE installing any card reader into the system, try to coin up the unit and test all functions prior to any additions. This will isolate possible problems after the installation of the card reader.



Check Box When This Step is Complete ☐

Step # 28

Make a note of the serial number (located on the serial plate) on the rear of the machine and the installation date. This information will be necessary for ordering any parts during the warranty period.

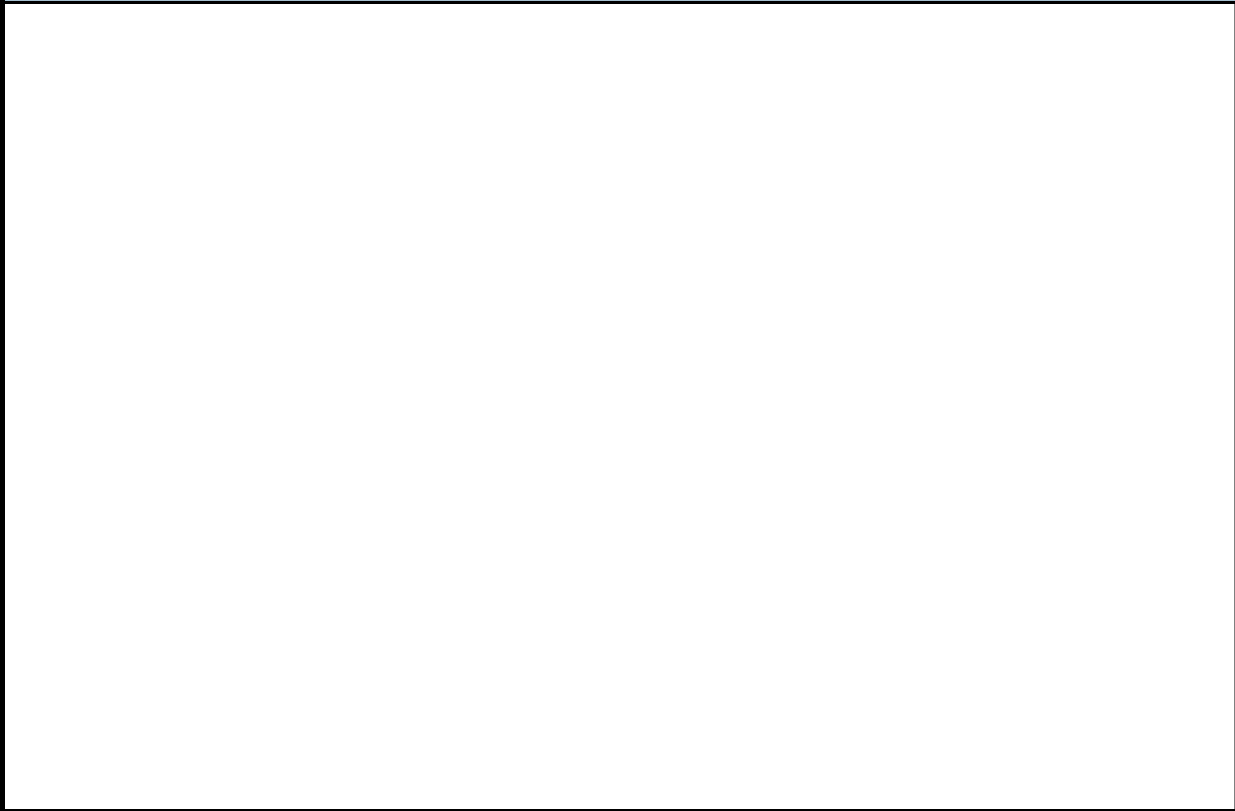


Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 22

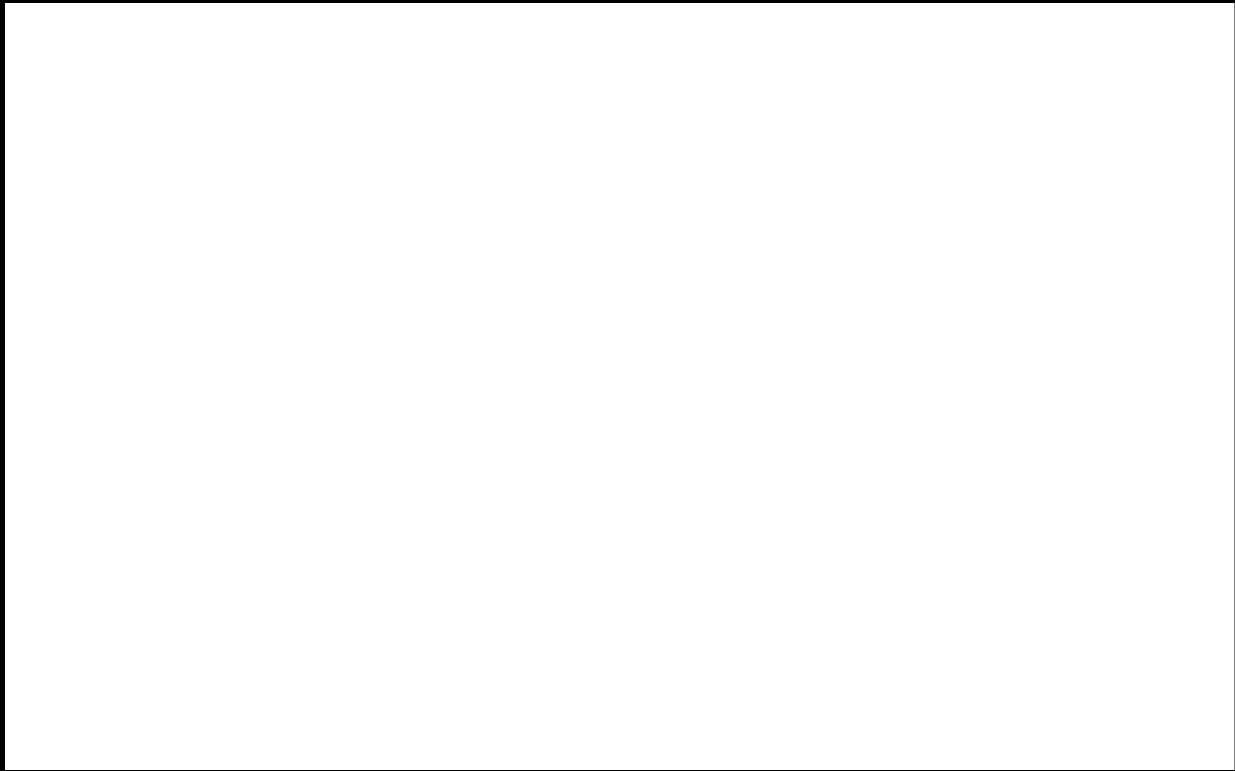
Open each ticket access door and install tickets



Check Box When This Step is Complete ☐

Step # 23

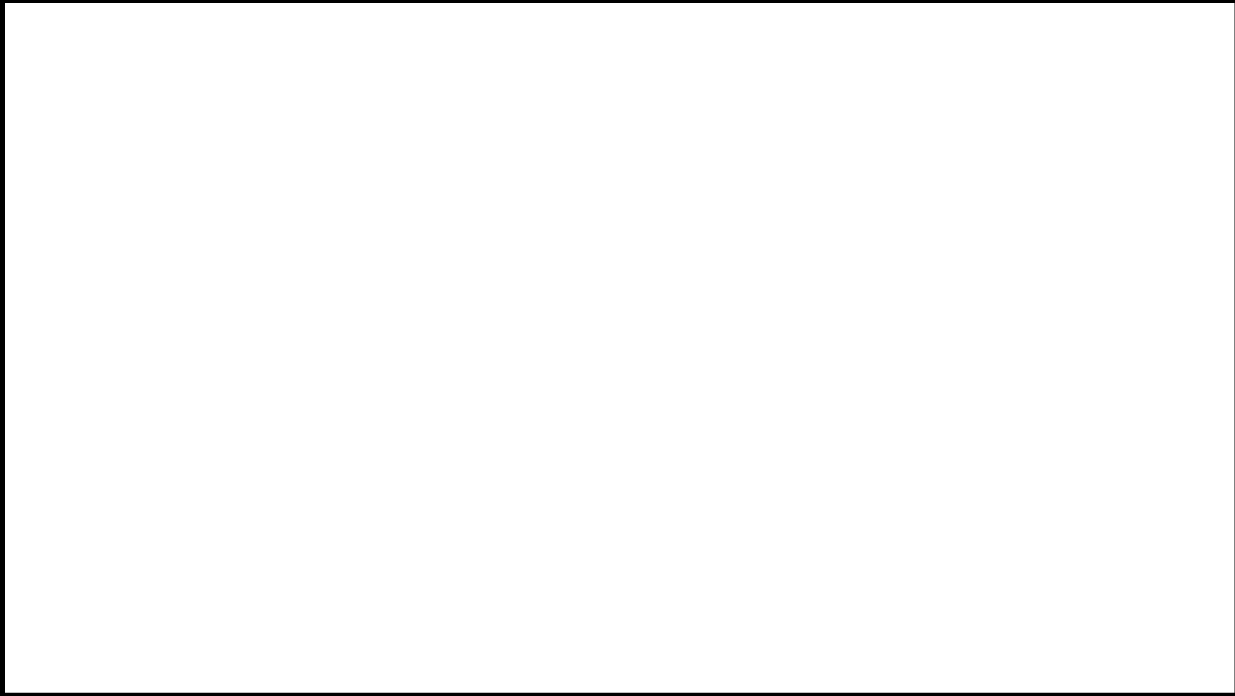
Power ON the game



Check Box When This Step is Complete ☐

Step # 24

Inspecting unit after power ON

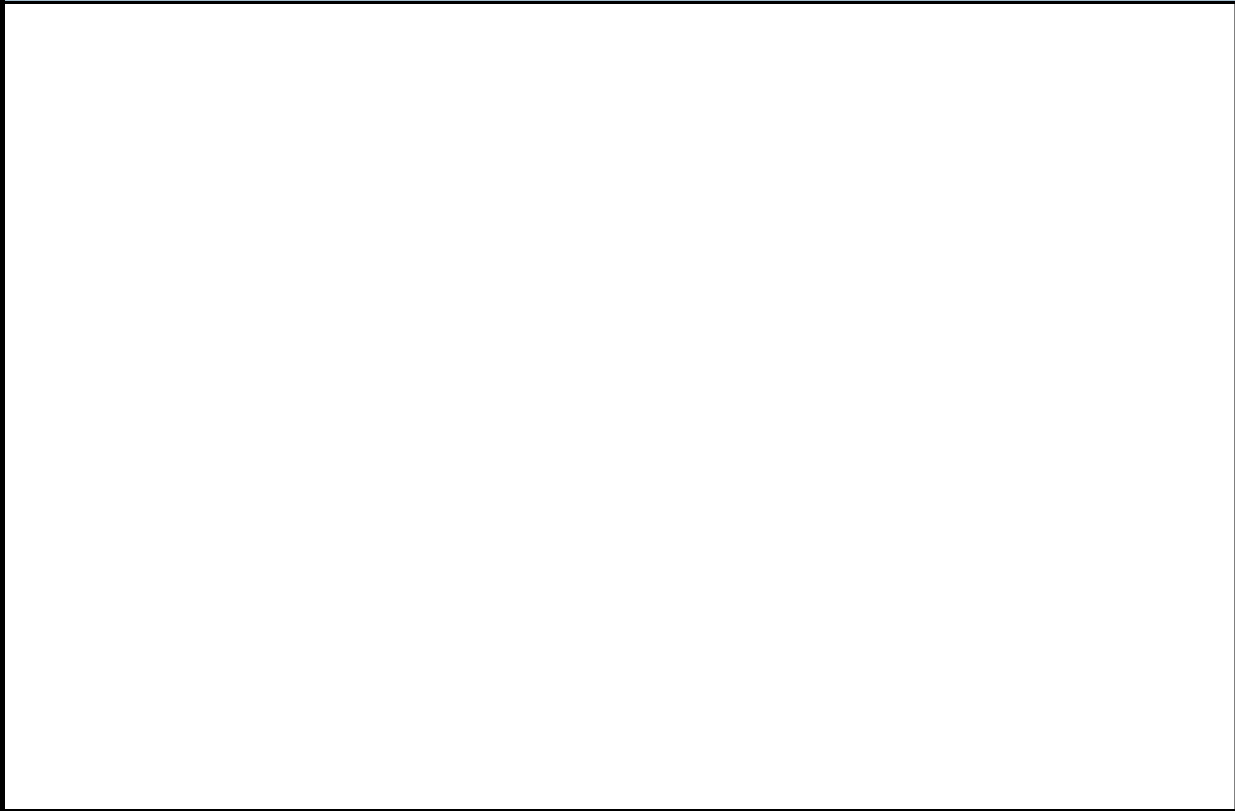


Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 22

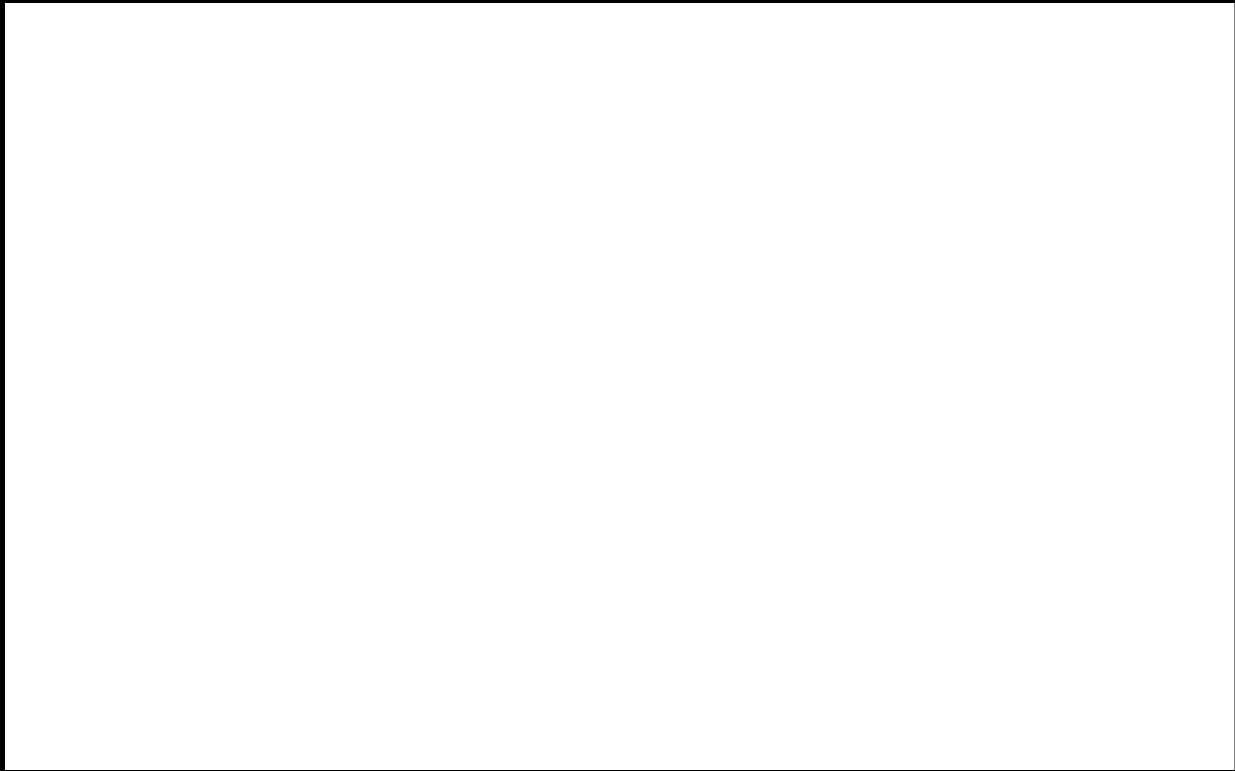
Open each ticket access door and install tickets



Check Box When This Step is Complete ☐

Step # 23

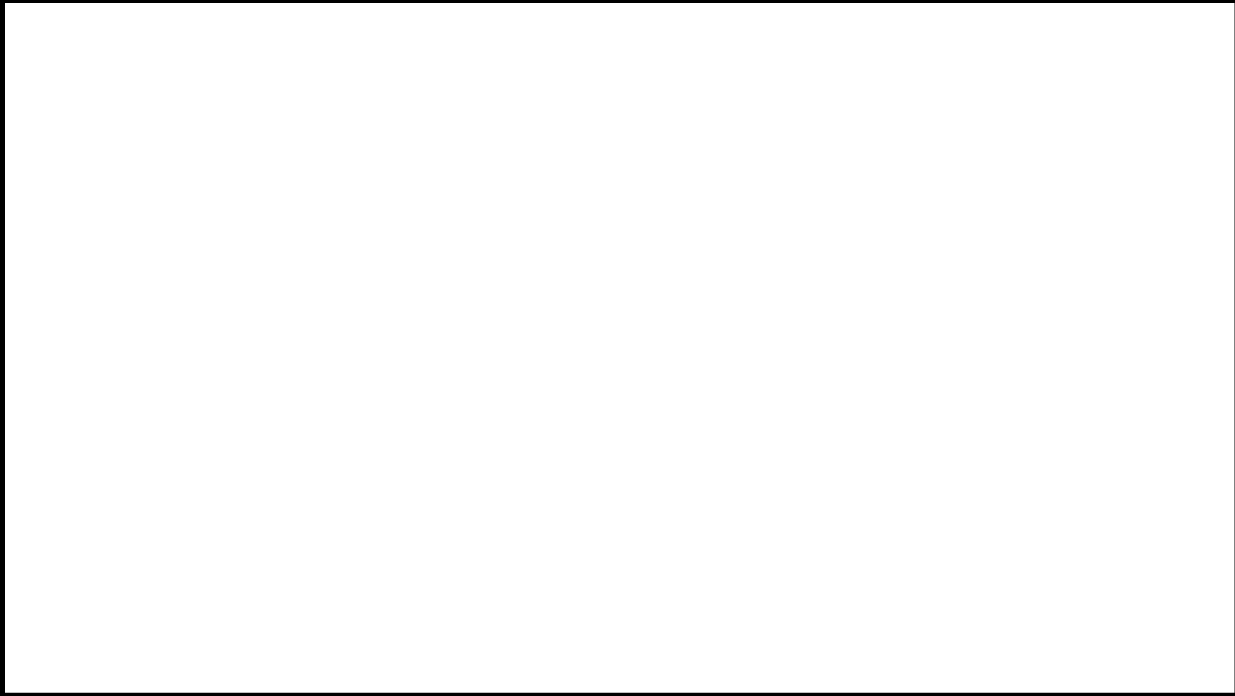
Power ON the game



Check Box When This Step is Complete ☐

Step # 24

Inspecting unit after power ON



Check Box When This Step is Complete ☐

GAME SETTINGS & PROGRAM

Ocean Pearls has been designed to include a software program where all game settings are easily managed through the use of buttons on the meter assembly. 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 accessing the software, or need to make a change outside the capability of the current software, please contact Jennison Entertainment directly.

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

SOFTWARE UPDATE RECORD		
DATE	SOFTWARE VERSION	REASON FOR CHANGE
INITIAL	VERSION 1	INITIAL PROGRAM INSTALLED AT FACTORY

PROGRAM SETUP INFORMATION

Step # 1

Open the front access or ticket door

Locate and open the front "Ticket" access door.



Step # 2

Locate the coin / ticket meter assembly

Locate the Coin/Ticket meter assembly mounted to the rear of the access door on the left side.



Step # 3

Enter the programming mode

Push and hold the black "ENTER" button on the right of the assembly to enter the program mode.



PROGRAM SETUP INFORMATION

Step # 4

Program mode main menu

You will recognize that you have entered the software by looking at the monitor. At this point, you should see the Ocean Pearls Main Menu. NOTE: Some versions of the software will display the software or version number on this page.

Current Game Software Version

2 0 1 5 0 1 2 0 . A

Notice: Always check our website for the most current software version available.



Step # 5

Navigating the main menu

You will use the UP (**RED**) / DOWN (**GREEN**) buttons to move between selections and the **ENTER** (BLACK) button to record your selections. The buttons on the meter assembly should be color coded to match the guide on the screen. If they are not color coded, please follow the instructions on steps # 6, # 7, and # 8.



Step # 6

Decreasing values using the button assembly

Some versions of the game may not have color coded buttons on the assembly, for example if the meter assembly has been changed or replaced. If this is the case on your machine, all of your buttons will be black in color. The button on the "LEFT" will either move down through the menu options or **DECREASE** values.



PROGRAM SETUP INFORMATION

Step # 7

Increasing values using the button assembly

The button in the "MIDDLE" will either move up through the menu options or **INCREASE** values within each setting or selection.



Step # 8

Confirming your selection using the button assembly

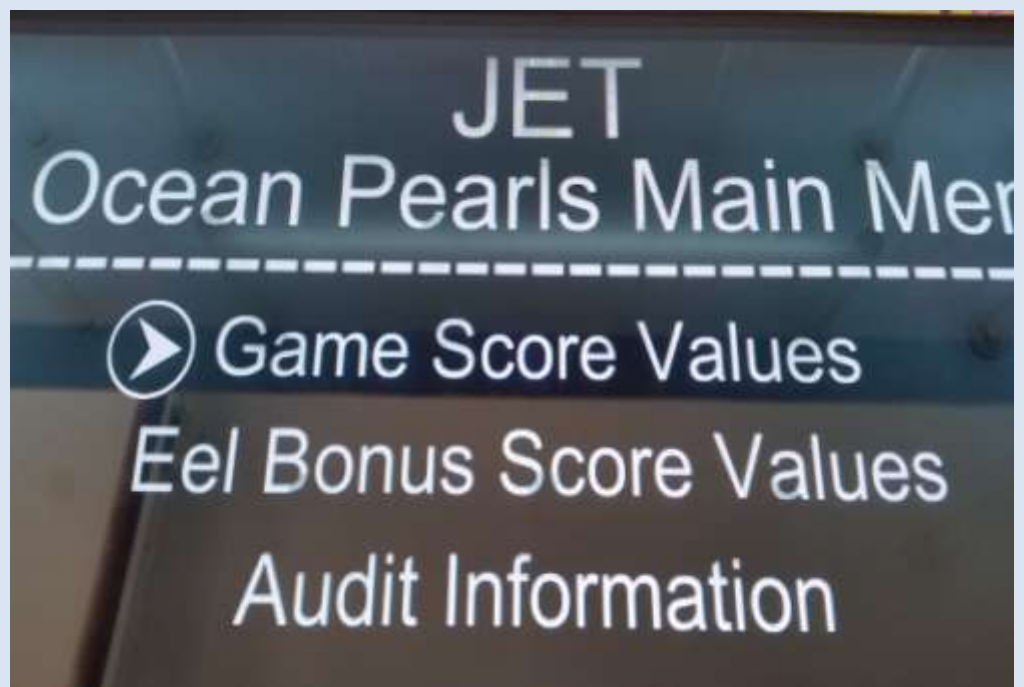
The button on the "RIGHT" will either **ENTER** the program mode and or confirm your selections.



Step # 9

Changing Game Score Values

Move the arrow to "Game Score Values" and press the **"ENTER"** button.



PROGRAM SETUP INFORMATION

Step # 10

Changing score state values

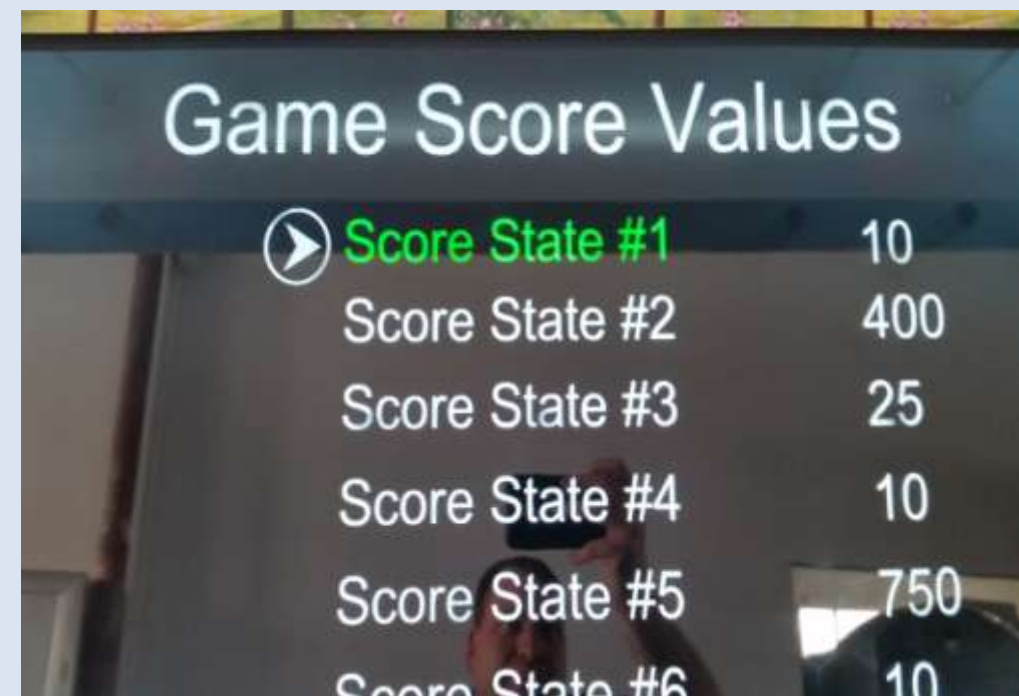
The software has been designed so you can quickly change the values of all score values. From this screen you can change the value of all nine score channels, change the Pelican Bonus value, and change the number of balls awarded for the Eel Bonus.



Step # 11

Changing score state values

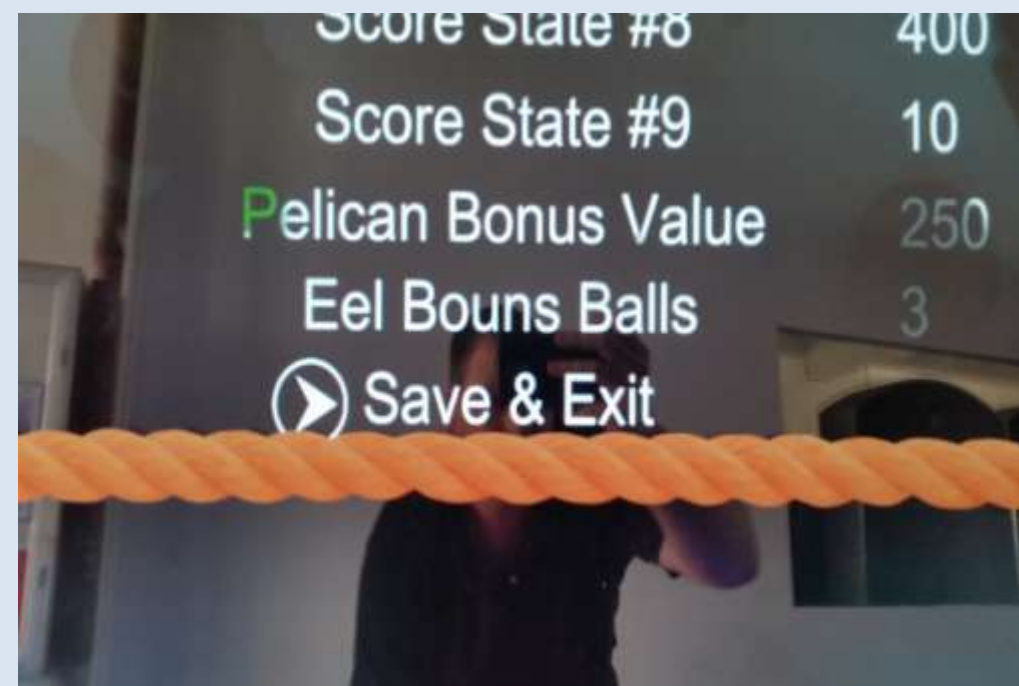
To change a value, push the black "**ENTER**" button to confirm the score state you wish to change. You will notice that the selection will then be highlighted in green. At this point you can change the value by pressing the "**GREEN**" button to decrease the values or the "**RED**" button to increase the value. After making your selection, push the "**BLACK / ENTER**" button to confirm. NOTE: Before making a change to these values, refer to the payout chart in this manual or contact JET for assistance.



Step # 12

Changing the number of eel bonus balls and exiting

To change the number of balls awarded during the eel bonus, select "EEL BONUS BALLS" and press "**ENTER**". This is the number of balls awarded if the player successfully wins the bonus feature. If the player gets their ball into the bonus hole, then the game will enter the bonus mode and the player will get additional balls to play. The default value is 3 balls. After making your selection, select "SAVE & EXIT" to return to the main menu.

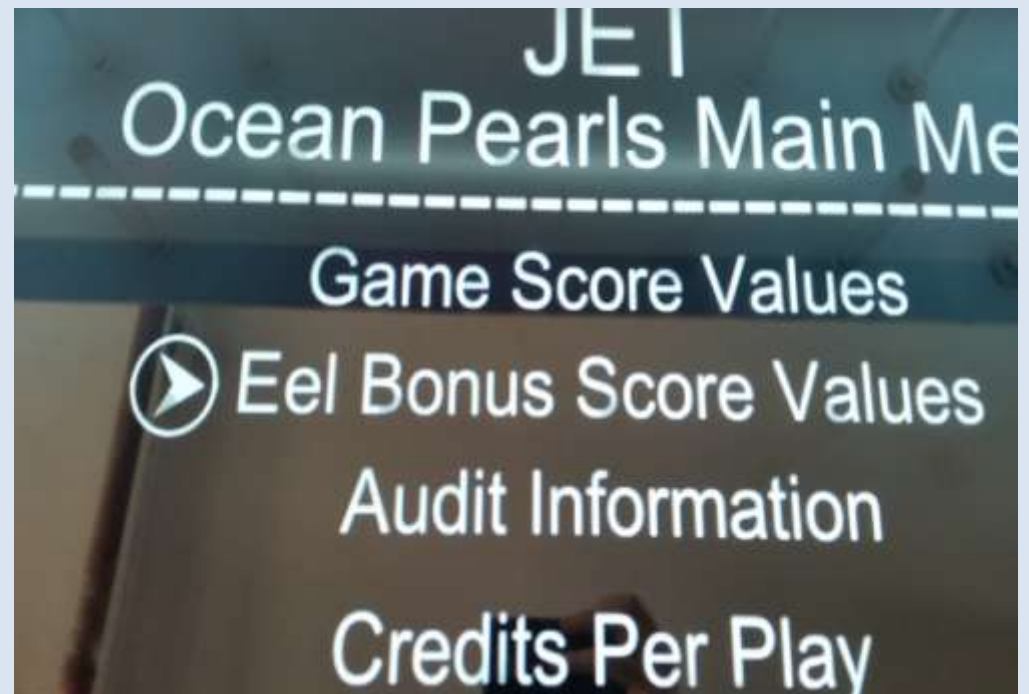


PROGRAM SETUP INFORMATION

Step # 13

Changing the eel bonus score values

To change the values of the nine score channels of the eel bonus, select "EEL BONUS SCORE VALUES" and press "**ENTER**"



Step # 14

Changing the eel bonus score values

To change an individual value, select the value by pressing "**ENTER**", that value will be highlighted in green. At this point you can change the value by pressing the "**GREEN**" button to decrease the values or the "**RED**" button to increase the value. After making your selection, push the "**BLACK**" button to confirm.



Step # 15

Changing the eel bonus score values

To exit the eel bonus score value page, select "SAVE & EXIT" and press the "**ENTER**" button to return to the main menu.

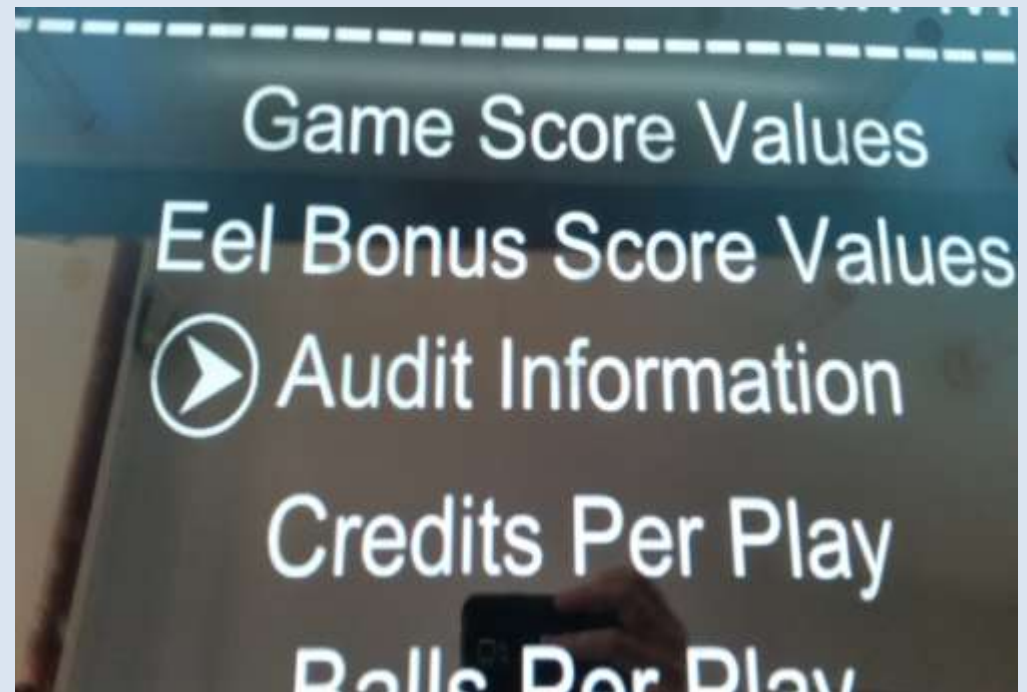


PROGRAM SETUP INFORMATION

Step # 16

Audit information

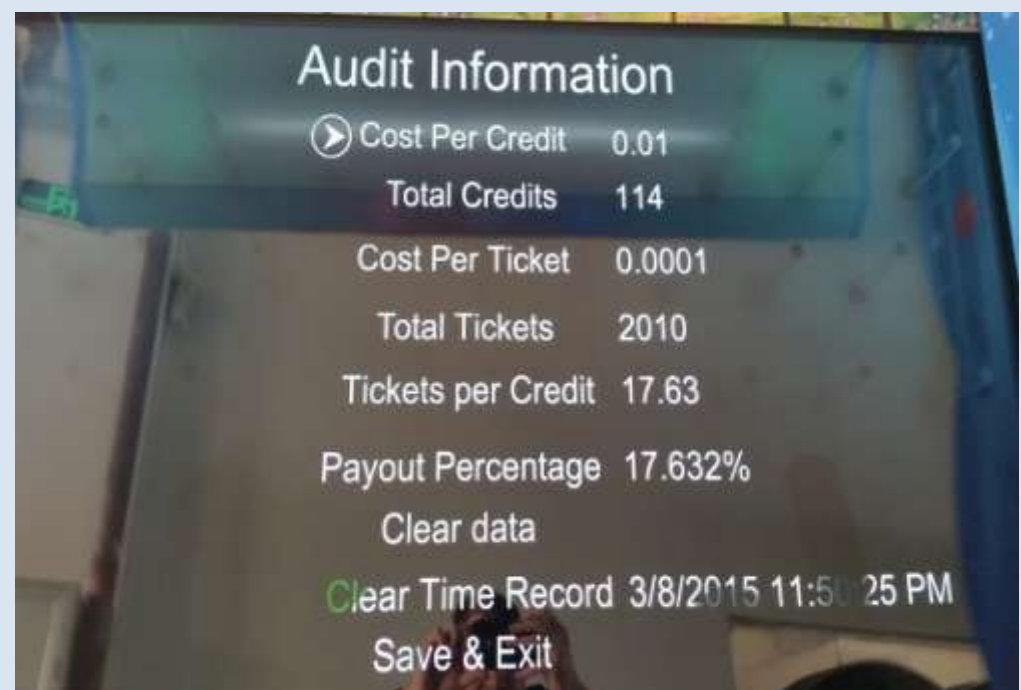
For audit purposes, the Ocean Pearls software features the ability record the cost per credit and the cost per ticket. This allows the game software to mathematically determine the ticket payout internally. **These values must be set properly in order for the game to determine the correct ticket payout.**



Step # 17

Audit screen

Inside the audit page, you can quickly see what the payout percentage is (based on the values you enter), the total credits entered, the total tickets awarded, and the last time the data was reset.



Step # 18

Changing the cost per credit

You must enter the proper cost of credit in order for the audit page to function properly and provide an accurate payout. Select "COST PER CREDIT" and press "**ENTER**". This value should be changed to whatever your individual cost per credit is. For example: A credit of one US Quarter should be 0.25. A credit of one US Dollar should be 1.00 After entering the proper value - push the "**ENTER**" button to exit the select mode.

NOTE: These settings must be entered properly for the mathematical equation to provide you a proper payout percentage. If you select the wrong value, the equation will display an incorrect value.



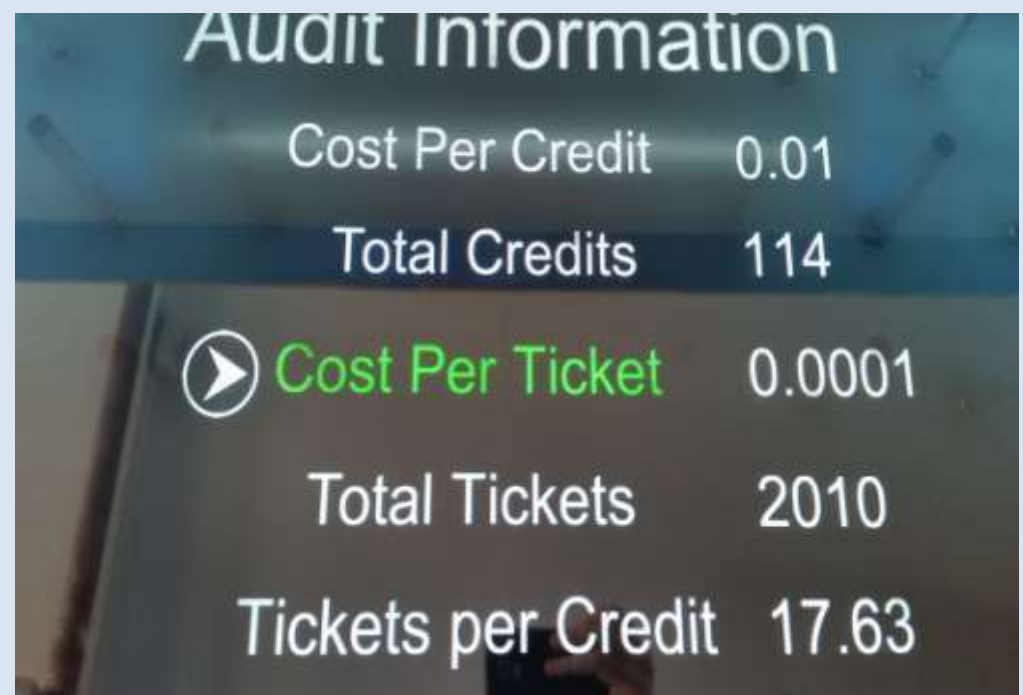
PROGRAM SETUP INFORMATION

Step # 19

Changing the cost per ticket

You must enter the proper cost of credit in order for the audit page to function properly and provide an accurate payout. Select "COST PER TICKET" and press "**ENTER**". This value should be changed to whatever your individual ticket cost is per ticket. For example: 0.005 for half of a US Penney or 0.01 for 1 US Penney. After entering the proper value - push the "**ENTER**" button to exit the select mode.

NOTE: These settings must be entered properly for the mathematical equation to provide you a proper payout percentage. If you select the wrong value, the equation will display an incorrect value.

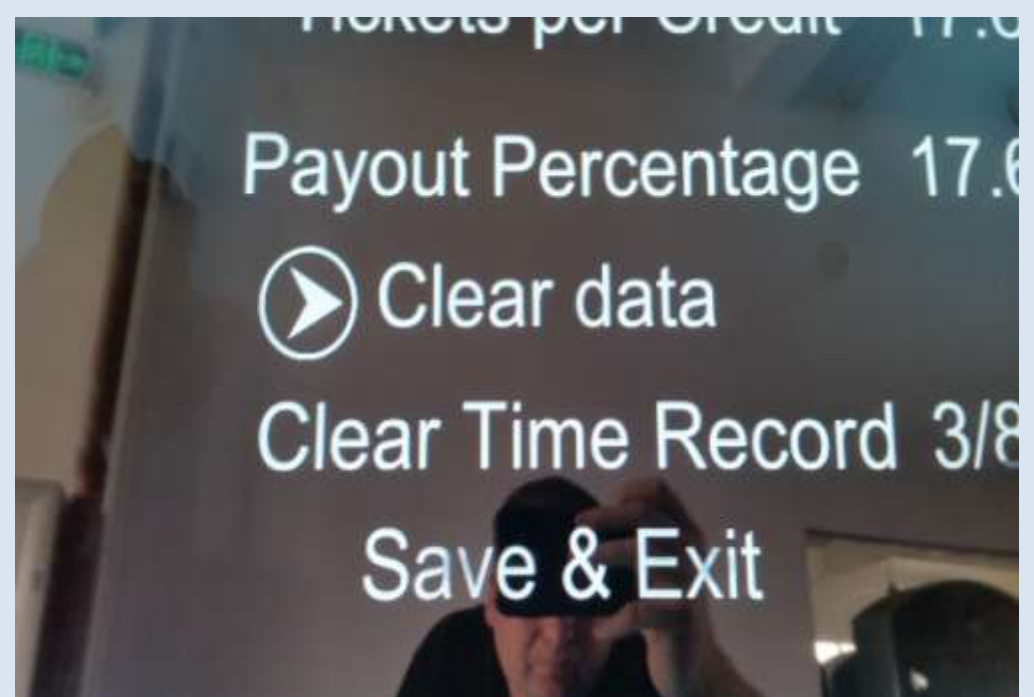


Step # 20

Clearing the audit information

To clear the audit information, select "CLEAR DATA" and press "**ENTER**". The machine will record the last time this was done.

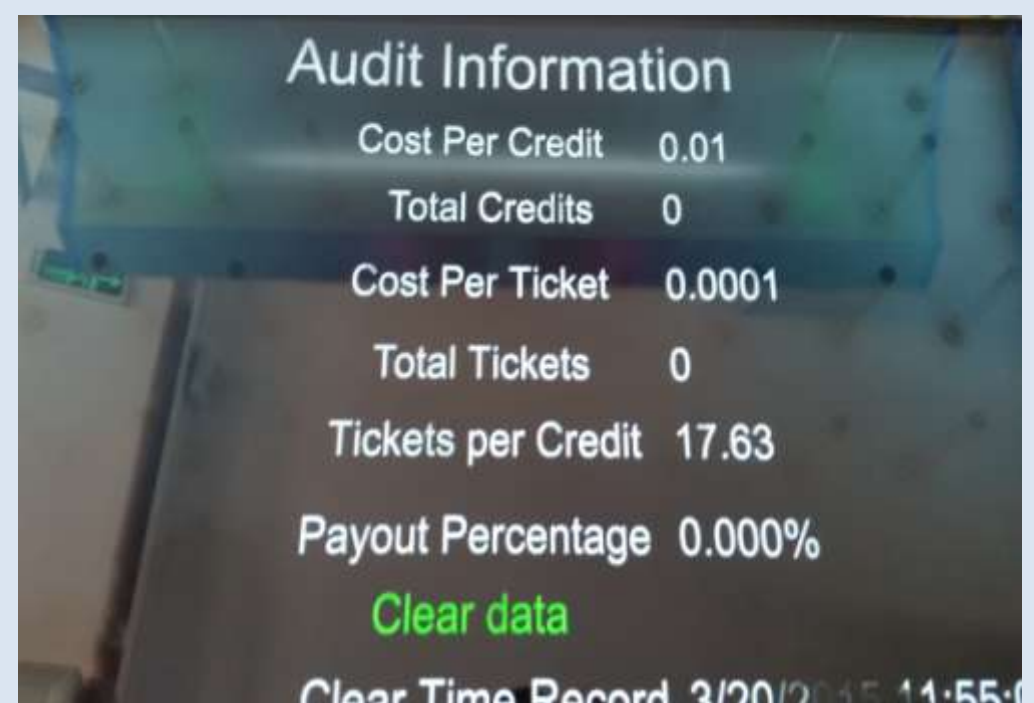
NOTE: The machine does not give you a confirmation prompt when clearing the data. If you select "CLEAR DATA" and press "ENTER", the information will be cleared and cannot be retrieved.



Step # 21

Clearing the audit information

After clearing the data, you will notice that all values will be reset to zero. Please note that "Tickets Per Credit" will remain at the older number until the next game is played, then this value will be updated.

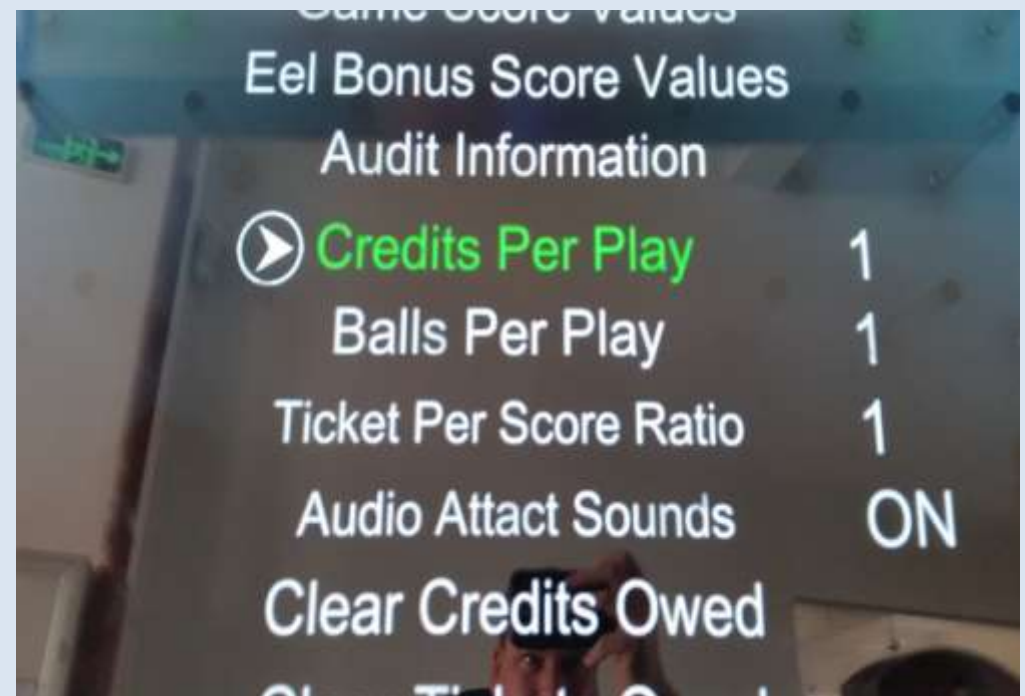


PROGRAM SETUP INFORMATION

Step # 22

Changing the number of credits required per play

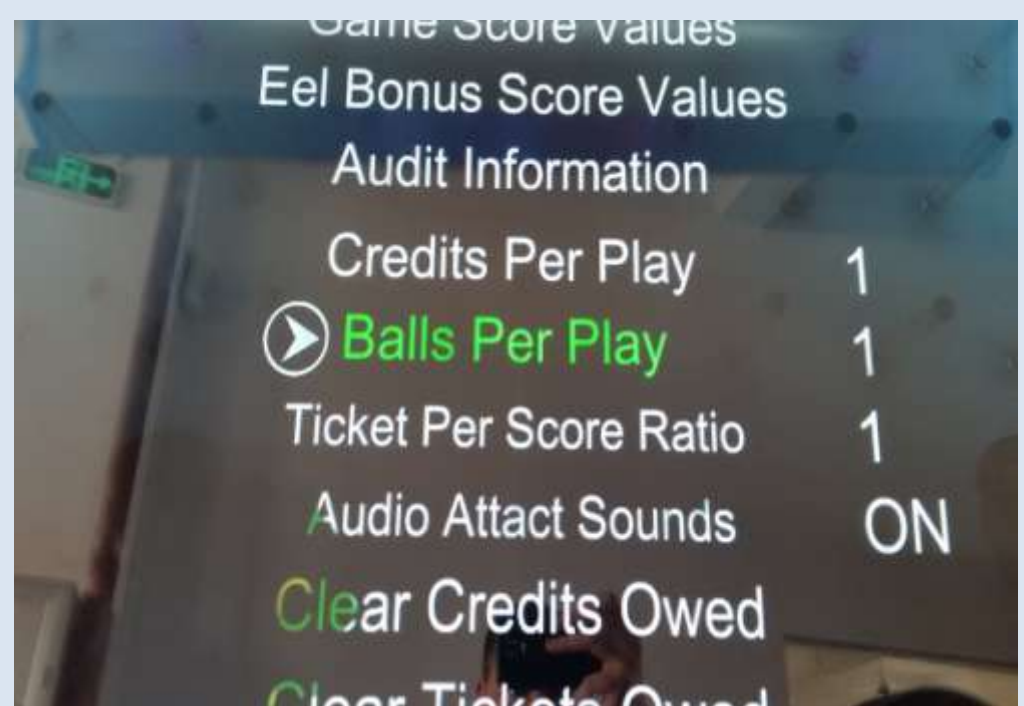
To change the number of credits required to begin the game, select "CREDITS PER PLAY". Push the "**ENTER**" button and enter what ever value you want. After the proper value has been entered, push the "**ENTER**" button to save. **NOTE:** If you are using a card system - set the credit value to "1" . You will need to change your cost per credit in order to get the proper payout displayed in the audit page. For example: If you charge 2 dollars to play the game and use a card system, set the "Credits Per Play" to 1 and the Cost Per Credit in the audit page to 2.00 - this way the mathematical formula is correct.



Step # 23

Changing the number of balls per play

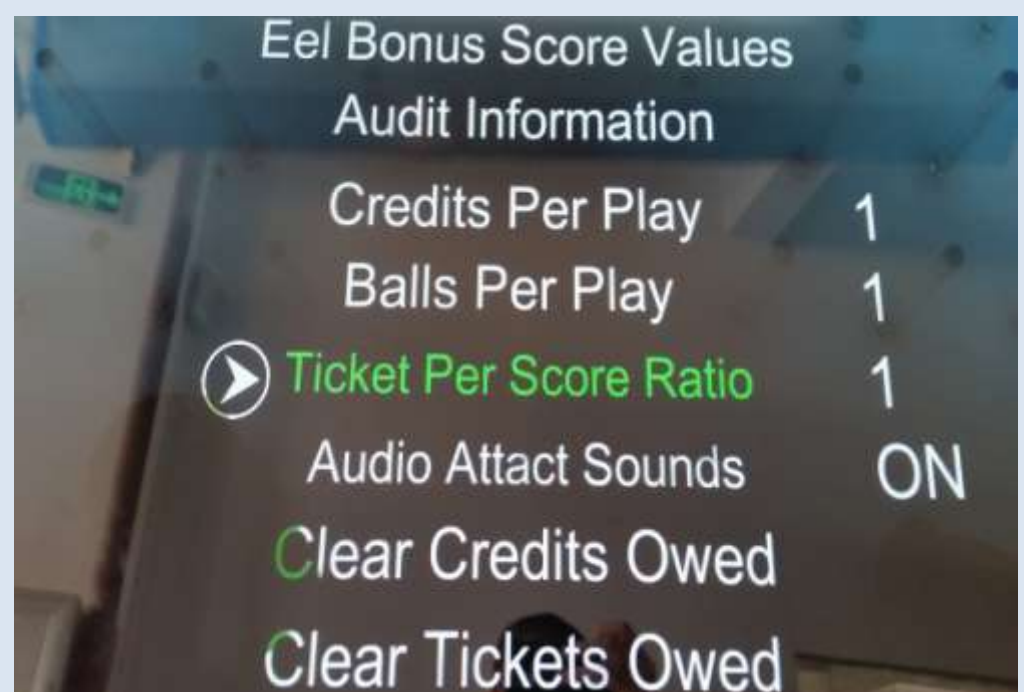
To change the number of balls per play, select "BALLS PER PLAY". Push the "**ENTER**" button and enter what ever value you want. After the proper value has been entered, push the "**ENTER**" button to save. **NOTE: We recommend selecting only 1 Ball Per Play.**



Step # 24

Adjusting the ticket per score ratio

The "TICKET PER SCORE RATIO" allows you to divide the score value by some number for locations that award tickets based on points. For example, if your location uses two point tickets or each coupon is worth two points, then you would change this number to 2. If the ball falls into a slot that shows 10, the game would pay out 5 physical tickets.

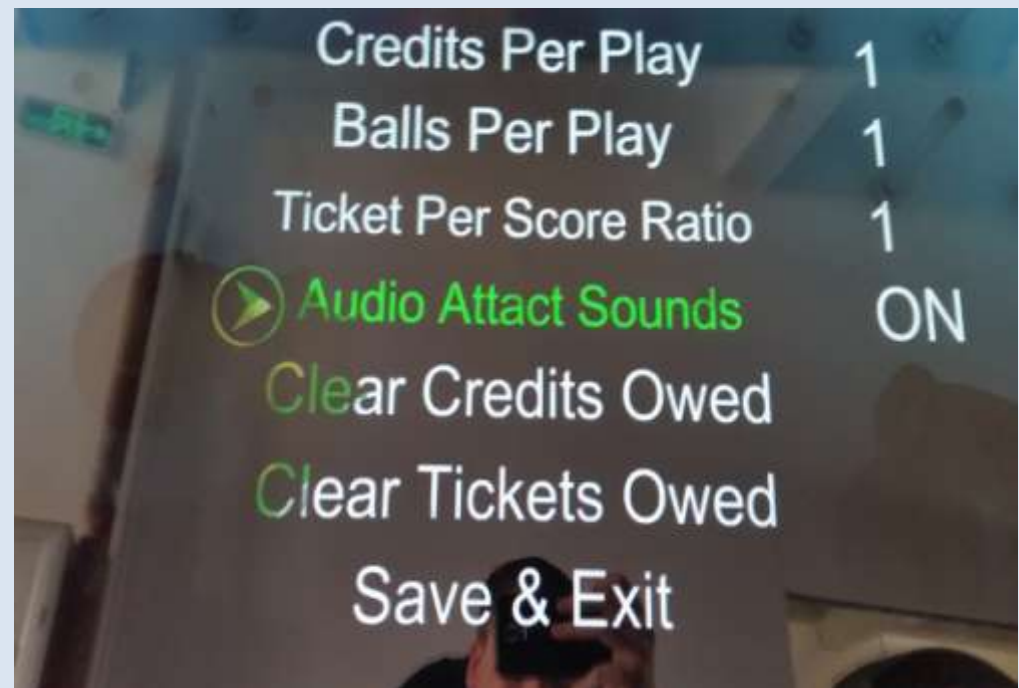


PROGRAM SETUP INFORMATION

Step # 25

Adjusting the attract sounds

For locations that do not want the machine to make noise without being played, you can select "AUDIO ATTRACT SOUNDS" and select "OFF". If you make this selection, the game will only make sounds when it is coined up and being played.



Step # 26

Clearing credits owed

To clear all credits owed, select "CLEAR CREDITS OWED" and press "ENTER".



Step # 27

Clearing tickets owed

To clear all tickets owed, select "CLEAR TICKETS OWED" and press "ENTER".

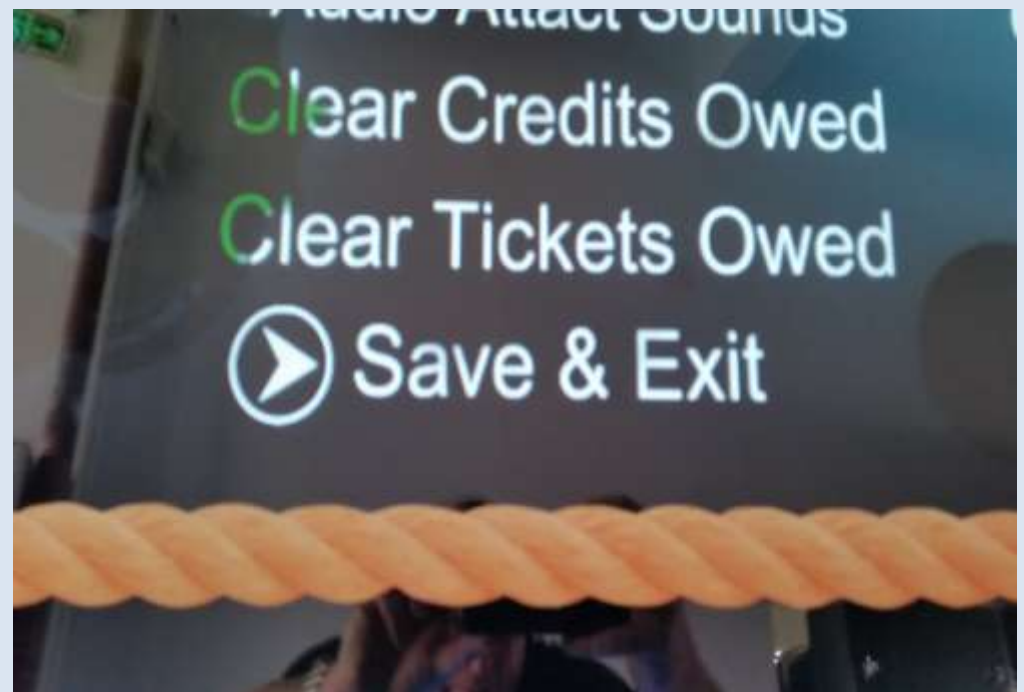


PROGRAM SETUP INFORMATION

Step # 28

Exiting the software

After you have made all your selections from within with menu, select "SAVE & EXIT"



Step # 29

Exiting the software - continued

Your indication that you have successfully exited the game software menu will be that the screen will initially show the JET company logo. At this time, the game will initialize again.



Step # 30

Exiting the software - continued

After the unit has initialized, you should see either the attraction video or demo video screen.



PROGRAM SETUP INFORMATION

Step # 31

Alternative method of entering the software

In some cases, you may not be able to enter the software with the use of the coin / ticket meter assembly. This could be due to a connection issue, a faulty button, or a bad input IC. In this case, it is still possible to enter the software using a USB keyboard. Locate a USB keyboard with at least a 6-8 foot cord. You can also use a wireless keyboard.



Step # 32

Alternative method of entering the software

Insert the USB cable or wireless transceiver into an available USB port.



Step # 33

Entering the software using a keyboard

Press the "V" button on the keyboard to enter the software mode.



PROGRAM SETUP INFORMATION

Step # 34

Decreasing values using a keyboard

Press the "S" button on the keyboard to move DOWN between selections or to DECREASE values within selected settings.



Step # 35

Increasing values using a keyboard

Press the "W" button on the keyboard to move UP between selections or to INCREASE values within selected settings.



Step # 36

Confirming selections using a keyboard

Press the "J" button on the keyboard to confirm your selection.



OCEAN PEARLS PROPER START PROCEDURE

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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 Ocean Pearls 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 Ocean Pearls (20150501.N) the game will not accept more than 4 coins on \$1.00 Play or 8 coins on \$2.00 Play.
- 2) Maximum allowable accumulation of inserted credits does not exceed \$10.00. In Ocean Pearls (20150501.N) the game will not accept more than 4 coins on \$1.00 Play or 8 coins on \$2.00 Play.
- 3) Device must lockout after \$10.00 is inserted. Ocean Pearls will not accept more than \$2.00 maximum.
- 4) Device must lockout after maximum wager per game is inserted, unless a discount is offered. The coin mechanism in Ocean Pearls will not accept more than \$2.00.
- 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 Ocean Pearls 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, push and hold the plus (+) button on the keypad. While in the software mode, the software version will be displayed along the nine SEG displays. 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

2 0 1 5 0 5 0 1 . N

The installed software version can be viewed at any time by entering the setup and looking at the SEG displays.



ADJUSTING THE PAYOUT PERCENTAGE

TICKET PAYOUT REFERENCE CHART

\$0.50 COST PER PLAY (USD)

# BALLS PER CREDIT	PELICAN BONUS	# BALLS EEL BONUS	GAME SCORE STATE	BONUS SCORE STATE
1	250	3	10/50/90/10/500\10\90\50\10	10/10/10/10/250\10\10\10\10

\$0.75 COST PER PLAY (USD)

# BALLS PER CREDIT	PELICAN BONUS	# BALLS EEL BONUS	GAME SCORE STATE	BONUS SCORE STATE
1	250	3	10/50/90/10/500\10\90\50\10	10/10/10/10/250\10\10\10\10

\$1.00 COST PER PLAY (USD)

# BALLS PER CREDIT	PELICAN BONUS	# BALLS EEL BONUS	GAME SCORE STATE	BONUS SCORE STATE
1	250	3	10/50/90/10/500\10\90\50\10	10/10/10/10/250\10\10\10\10

\$1.25 COST PER PLAY (USD)

# BALLS PER CREDIT	PELICAN BONUS	# BALLS EEL BONUS	GAME SCORE STATE	BONUS SCORE STATE
1	250	3	10/50/90/10/500\10\90\50\10	10/10/10/10/250\10\10\10\10

\$1.50 COST PER PLAY (USD)

# BALLS PER CREDIT	PELICAN BONUS	# BALLS EEL BONUS	GAME SCORE STATE	BONUS SCORE STATE
1	250	3	10/50/90/10/500\10\90\50\10	10/10/10/10/250\10\10\10\10

\$1.75 COST PER PLAY (USD)

# BALLS PER CREDIT	PELICAN BONUS	# BALLS EEL BONUS	GAME SCORE STATE	BONUS SCORE STATE
1	250	3	10/50/90/10/500\10\90\50\10	10/10/10/10/250\10\10\10\10

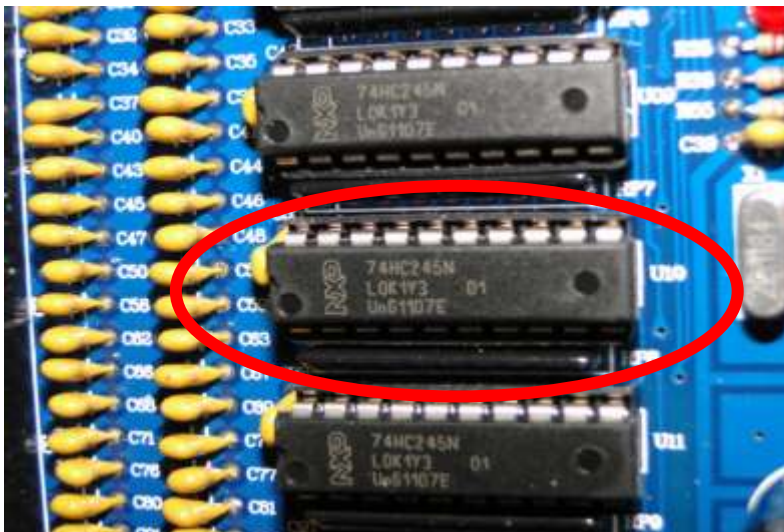
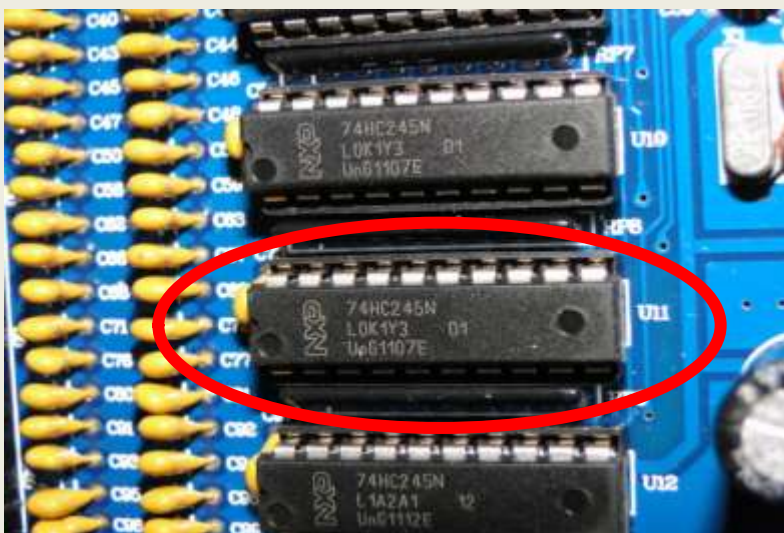
\$2.00 COST PER PLAY (USD)

# BALLS PER CREDIT	PELICAN BONUS	# BALLS EEL BONUS	GAME SCORE STATE	BONUS SCORE STATE
1	250	3	10/50/90/10/500\10\90\50\10	10/10/10/10/250\10\10\10\10

NOTICE

The above ticket payout table is for reference only. These numbers have been determined after considerable testing in field locations. This chart assumes a ticket cost of USD 0.01 (one Penny) and a desired payout of 30-35%

MAIN BOARD INPUTS

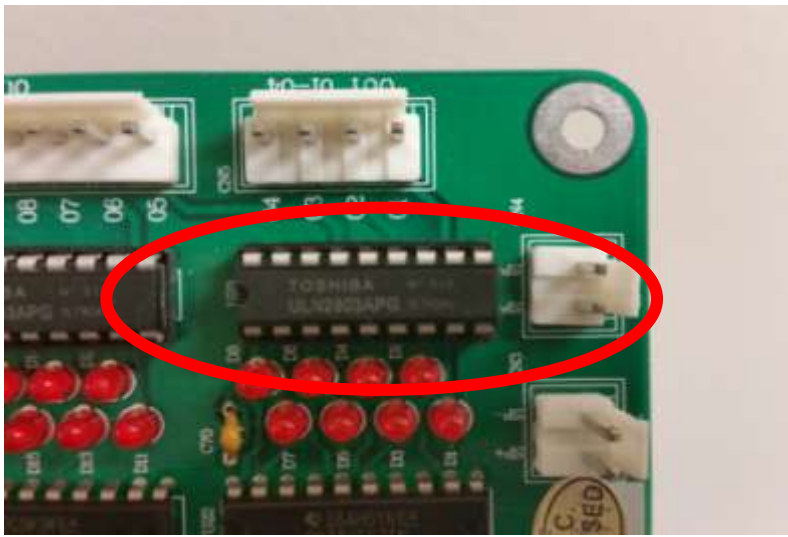
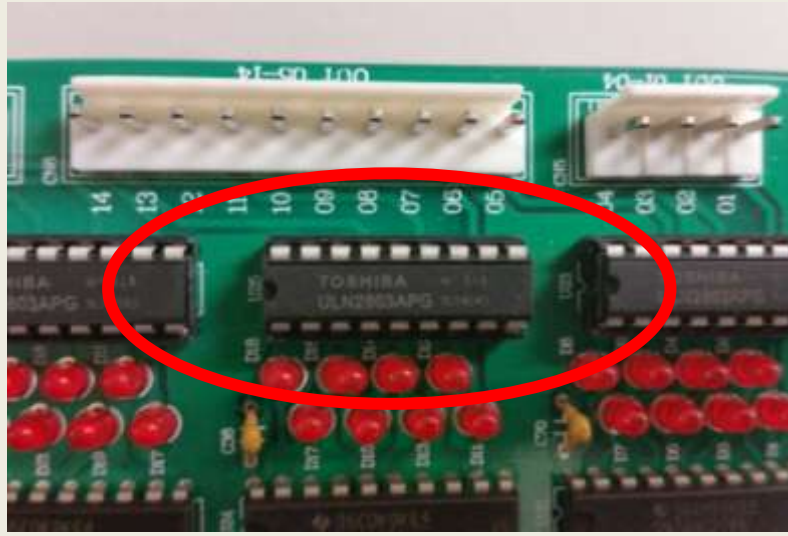
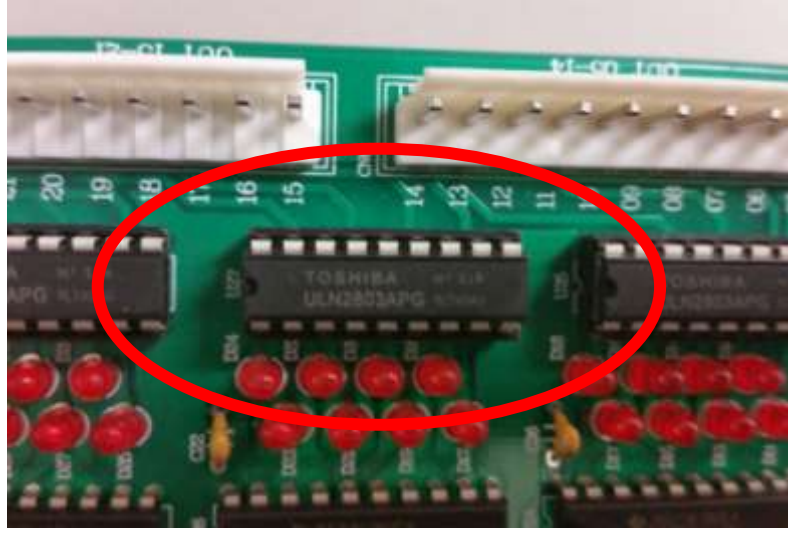
OCEAN PEARLS - MAIN BOARD IC (74HC245N) INPUT CHART			
IC	INPUT #	CONTENT	PICTURE
U08	1	COIN / CREDIT SIGNAL	
	2	BILL ACCEPTOR CREDIT SIGNAL	
	3	TICKET RESET SIGNAL	
	4	TICKET SIGNAL # 1	
	5	TICKET SIGNAL # 2	
	6	PLAY (BALL RELEASE) BUTTON	
	7		
	8		
U09	9	SCORE SWITCH # 1	
	10	SCORE SWITCH # 2	
	11	SCORE SWITCH # 3	
	12	SCORE SWITCH # 4	
	13	SCORE SWITCH # 5	
	14	SCORE SWITCH # 6	
	15	SCORE SWITCH # 7	
	16	SCORE SWITCH # 8	
U10	17	SCORE SWITCH # 9	
	18	PELICAN BONUS SCORE SWITCH	
	19	MIDDLE HOLDING AREA SWITCH	
	20	UPPER HOLDING AREA SWITCH	
	21	BALL RELEASE SWITCH	
	22	LEFT LIMIT CLAW SENSOR SIGNAL	
	23	RIGHT LIMIT CLAW SENSOR SIGNAL	
	24	PELICAN BONUS MOTOR SENSOR	
U11	25	EEL BONUS MOTOR SENSOR	
	26	EEL BONUS SCORE SWITCH	
	27		
	28		
	29		
	30		
	21		
	32		

MAIN BOARD INPUTS - CONTINUED

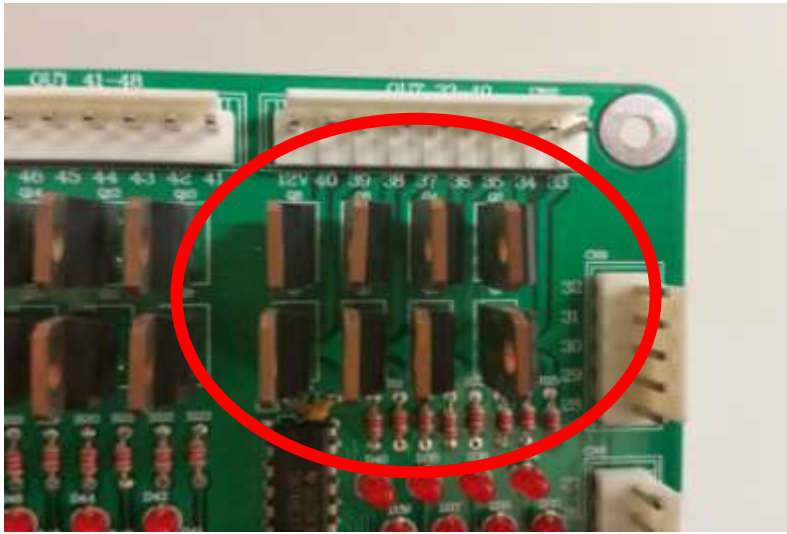
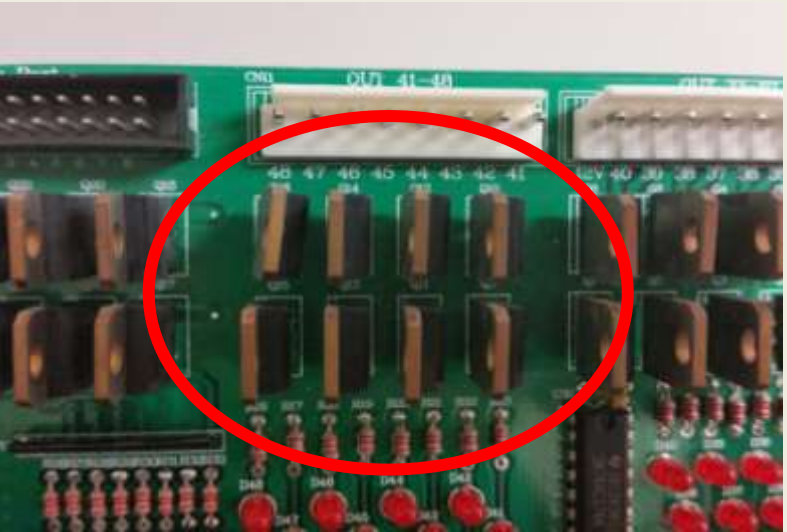
OCEAN PEARLS - MAIN BOARD INPUT CHART CONTINUED			
IC	INPUT #	CONTENT	PICTURE
U12	33	U12 IS NOT UTILIZED IN OCEAN PEARLS. THIS SPARE IC CAN BE USED IN U08, U09, U10, & U11 TO RECITFY POTENTIAL ISSUES WITH THOSE IC'S. IF YOU SWAP IC'S, BE SURE TO PUT THE DEFECTIVE IC BACK INTO U12 BEFORE POWERING THE UNIT ON. IF THIS FIXES YOUR PROBLEM, BE SURE TO RECORD THAT THE IC IN U12 IS NOW DEFECTIVE AND CANNOT BE USED AGAIN IN ANOTHER SOCKET	
	34		
	35		
	36		
	37		
	38		
	39		
	40		

The Ocean Pearls input/output board utilizes 5 input IC's to control all inputs used within the game. In Ocean Pearls, FOUR of the FIVE IC's are used, those being U08, U09, U10, & U11. The remaining IC at U12 is not used to control any input function. This IC can be used to replace the other IC's should they become corrupt.

MAIN BOARD OUTPUTS

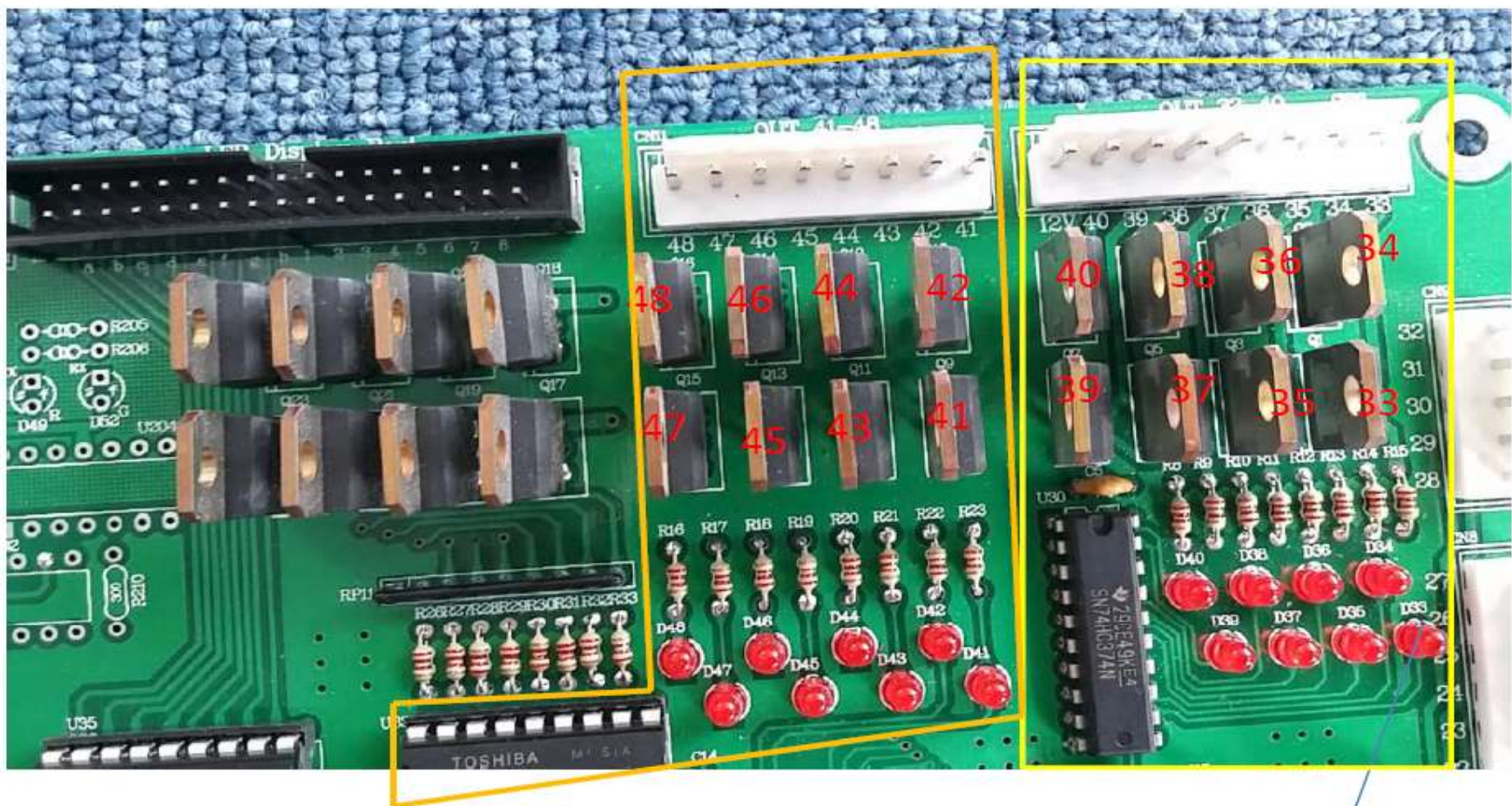
OCEAN PEARLS - MAIN BOARD IC (ULN2803) OUTPUT CHART			
IC	OUTPUT #	CONTENT	PICTURE
U23	1	ROUND LED 1	
	2	ROUND LED 2	
	3	ROUND LED 3	
	4	ROUND LED 4	
	5		
	6		
	7		
	8		
U25	9	U25 IS NOT UTILIZED IN OCEAN PEARLS. THIS SPARE IC CAN BE USED IN U23, & U29 TO RECITFY POTENTIAL ISSUES WITH THOSE IC'S. IF YOU SWAP IC'S, BE SURE TO PUT THE DEFECTIVE IC BACK INTO U25 BEFORE POWERING THE UNIT ON. IF THIS FIXES YOUR PROBLEM, BE SURE TO RECORD THAT THE IC IN U25 IS NOW DEFECTIVE AND CANNOT BE USED AGAIN IN ANOTHER SOCKET	
	10		
	11		
	12		
	13		
	14		
	15		
	16		
U27	17	U27 IS NOT UTILIZED IN OCEAN PEARLS. THIS SPARE IC CAN BE USED IN U23, & U29 TO RECITFY POTENTIAL ISSUES WITH THOSE IC'S. IF YOU SWAP IC'S, BE SURE TO PUT THE DEFECTIVE IC BACK INTO U27 BEFORE POWERING THE UNIT ON. IF THIS FIXES YOUR PROBLEM, BE SURE TO RECORD THAT THE IC IN U27 IS NOW DEFECTIVE AND CANNOT BE USED AGAIN IN ANOTHER SOCKET	
	18		
	19		
	20		
	21		
	22		
	23		
	24		
U29	25	ELEVATOR # 1 STEPPER MOTOR	
	26	ELEVATOR # 2 STEPPER MOTOR	
	27	CLAW STEPPER MOTOR	
	28	CLAW MOTOR DIRECTION	
	29	PELICAN BONUS MOTOR DRIVER	
	30	EEL BONUS MOTOR DRIVER	
	31	STEP MOTOR PULSE	
	32	CLAW SOLENOID	

MAIN BOARD OUTPUTS - CONTINUED

OCEAN PEARLS - MAIN BOARD OUTPUT CHART CONTINUED			
IC	OUTPUT #	CONTENT	PICTURE
Q1-Q8	33	COIN METER	
	34	TICKET METER	
	35	TICKET DRIVER # 1	
	36	TICKET DRIVER # 2	
	37	HOLDING AREA SOLENOID	
	38	PELICAN MOTOR DRIVER	
	39	COIN / CREDIT LOCKOUT	
	40	COLLECTION BAR MOTOR DRIVER	
Q9 - Q16	41	TARGET LED # 1	
	42	TARGET LED # 2	
	43	TARGET LED # 3	
	44	TARGET LED # 4	
	45	TARGET LED # 5	
	46	TARGET LED # 6	
	47	TARGET LED # 7	
	48	TARGET LED # 8	

Out41-48

Out 33-40



Indicate
Led:41-48

Indicate
Led:33-40

DIP SWITCH SETTINGS

SWITCH # 1 (SW1)									
DESCRIPTION	VALUE	SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
SWITCH # 1 IS NOT USED IN OCEAN PEARLS									

SWITCH # 2 (SW2)									
DESCRIPTION	VALUE	SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
SWITCH # 2 IS NOT USED IN OCEAN PEARLS									

SWITCH # 3 (SW3)									
DESCRIPTION	VALUE	SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
SWITCH # 3 IS NOT USED IN OCEAN PEARLS									

NOTICE
DIP SWITCH SETTINGS ARE NOT CURRENTLY UTILIZED IN OCEAN PEARLS

BOARD CHARTS

MB232A1 CHART			
INPUT	CONTENT	OUTPUT	CONTENT
CN5.1		CN2.1	CONSOLE DOME LED RED
CN5.2		CN2.2	CONSOLE DOME LED GREEN
CN5.3		CN2.3	CONSOLE DOME LED BLUE
CN5.4		CN2.4	
CN5.5	SPI_SD	CN2.5	
CN5.6	SPI_CLK	CN2.6	
		CN2.7	
		CN2.8	
P0.0	CONSOLE SIDE LED SD	CN4.1	CONSOLE DOME LED 1 - BLUE
P0.1	CONSOLE CASCADE LED SD	CN4.2	CONSOLE DOME LED 1 - GREEN
P0.2		CN4.3	CONSOLE DOME LED 2 - BLUE
P0.3		CN4.4	CONSOLE DOME LED 2 - GREEN
P0.4	BUTTON LED SD (6803)	CN4.5	CONSOLE DOME LED 3 - BLUE
P0.5	BUTTON LED CLK (6803)	CN4.6	CONSOLE DOME LED 3 - GREEN
P0.6	PEG CASCADING LED SD (6803)	CN4.7	
P0.7	PEG CASCADING LED CLK (6803)	CN4.8	

NOTE: VOLTAGE OF CASCADING PEG LED'S IS 5 VOLTS

MT-DIR MOTOR DRIVE PCB I/O			
INPUT	CONTENT	INPUT	CONTENT
P30	LEFT & RIGHT MOTOR CLK	P16	LEFT & RIGHT MOTOR MAINBOARD
P31		P17	
P12			

BOARD CHARTS

SEG DISPLAY			
7_SEG	CONTENT	7_SEG	CONTENT
SEG1_1	INPUT I/O - 1	SEG2_1	TICKET NUMBER - 1
SEG1_2	INPUT I/O - 10	SEG2_2	TICKET NUMBER - 10
SEG1_3	GAME MODE - 1	SEG2_3	TICKET NUMBER - 100
SEG1_4	GAME MODE - 10	SEG2_4	TICKET NUMBER - 1000
SEG1_5	GAME CODE - 1	SEG2_5	
SEG1_6	GAME CODE - 10	SEG2_6	
SEG1_7	TEST CODE - 1	SEG2_7	
SEG1_8	TEST CODE - 10	SEG2_8	

EXTENTION SEG DISPLAY			
7_SEG	CONTENT	7_SEG	CONTENT
SEG1_1	TARGET SCORE 5-1	SEG2_1	
SEG1_2	TARGET SCORE 5-10	SEG2_2	
SEG1_3	TARGET SCORE 5-100	SEG2_3	
SEG1_4	BONUS SCORE 1	SEG2_4	
SEG1_5	BONUS SCORE 10	SEG2_5	
SEG1_6	BONUS SCORE 5-100	SEG2_6	
SEG1_7		SEG2_7	
SEG1_8		SEG2_8	

OCEAN PEARLS TROUBLESHOOTING GUIDE

The troubleshooting section of this manual is to be used as a guide for determining what component maybe faulty and what steps are recommended to rectify the problem. Before contacting your distributor, please check to make sure that the unit is in fact plugged in and receiving power and that there are no loose connections. Should you have any questions, please contact JET before servicing the unit. Servicing the unit in a way not described in this manual could void any warranties on the unit.

As in all parts of this manual, the troubleshooting guide is color coordinated in order to quickly identify the problem, the probable cause, and the solution. When diagnosing a problem - always check the most simple things first.

Should you require assistance in ordering parts for Ocean Pearls, please contact the following:



JENNISON ENTERTAINMENT TECHNOLOGIES

822 SOUTH NOVA ROAD
DAYTONA BEACH, FLORIDA 32114

MAIN PHONE: + 1-(386)-255-1599

FAX: + 1-(386)-255-1599

TOLL FREE PHONE: 1-855-JET-GAME

PARTS@JENNISONGAMES.COM · SERVICE@JENNISONGAMES.COM



BANDAI NAMCO

NAMCO HOUSE / ACTON PARK ESTATE / THE VALE
LONDON, W3 7QE UNITED KINGDOM

MAIN PHONE: + 44 (0) 20 8324 6101



BETSON ENTERPRISES

303 PATERSON PLANK ROAD
CALSTADT, NEW JERSEY 07072

MAIN PHONE: + 1-(201)-438-1300



SPT PARTS & SERVICE DEPARTMENT

7215 SW TOPEKA BLVD.
TOPEKA, KANSAS 66619

MAIN PHONE: + 1-(785)-862-5226



BRADY STARBURST LLC

2708 YORKMOUNT ROAD
CHARLOTTE, NORTH CAROLINA

UNITED STATES MAIN PHONE: + 1-(704)-357-6284
CANADA MAIN PHONE: +1-(416)-251-2122

TROUBLESHOOTING GUIDE - (ERROR # 9)

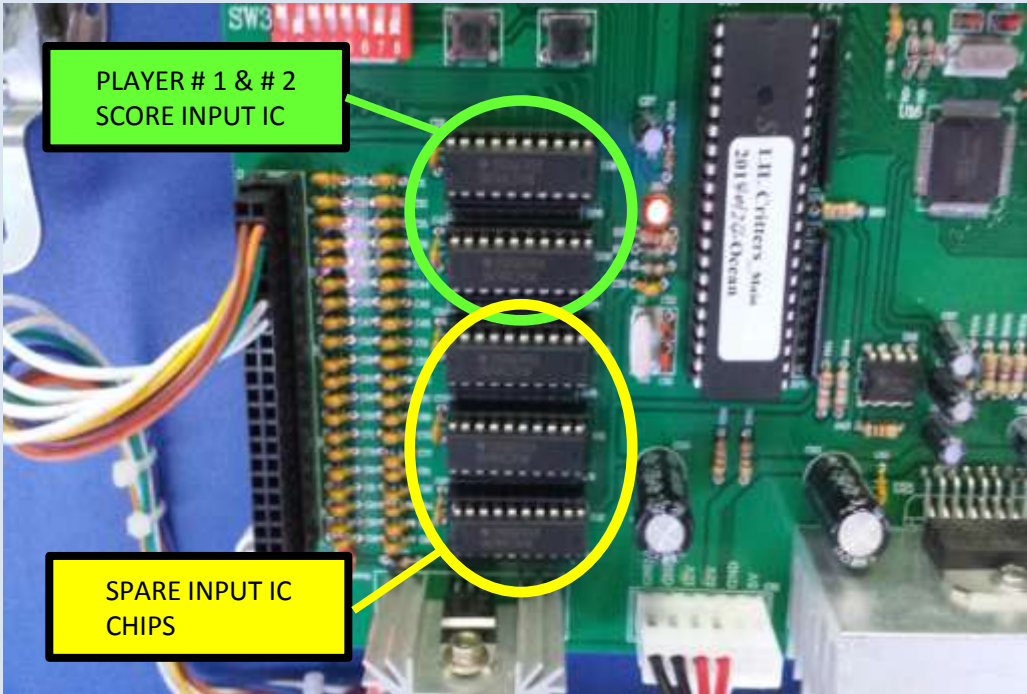
Error 9 - Step # 1



Error 9 # - Step # 2



Error 9 - Step # 3

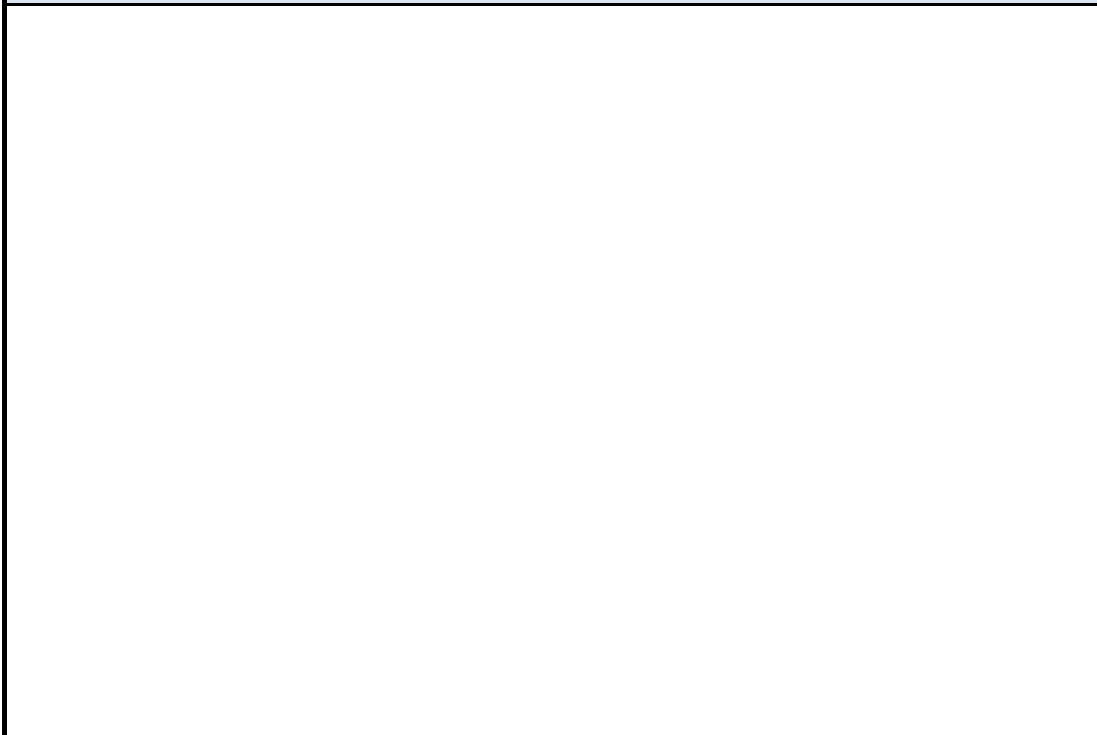


TROUBLESHOOTING GUIDE - (ERROR # 19)

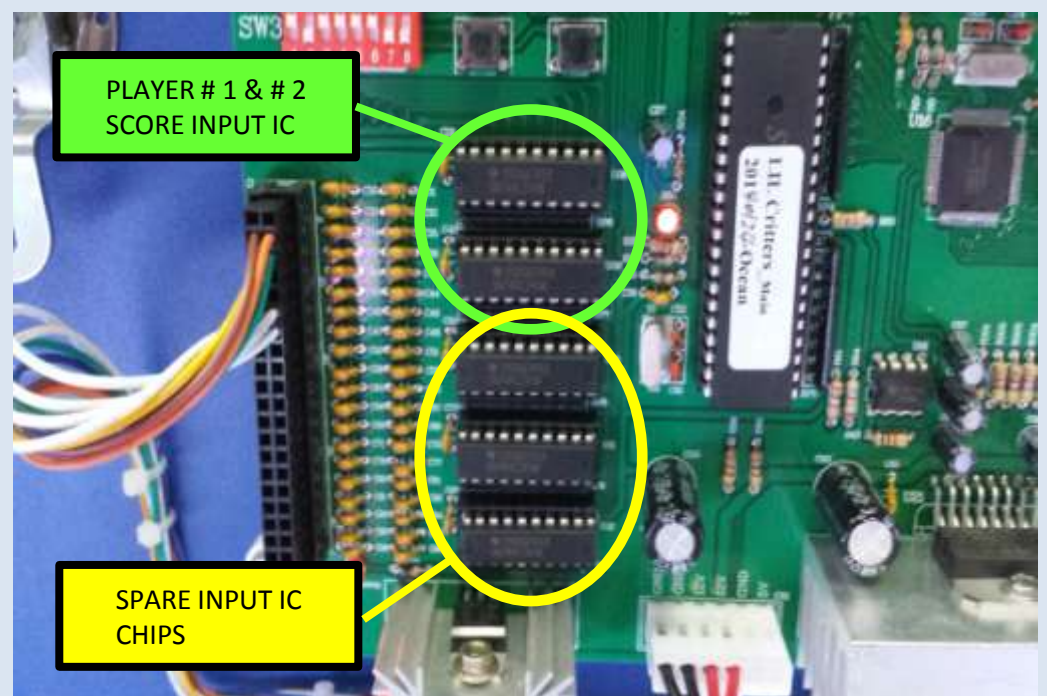
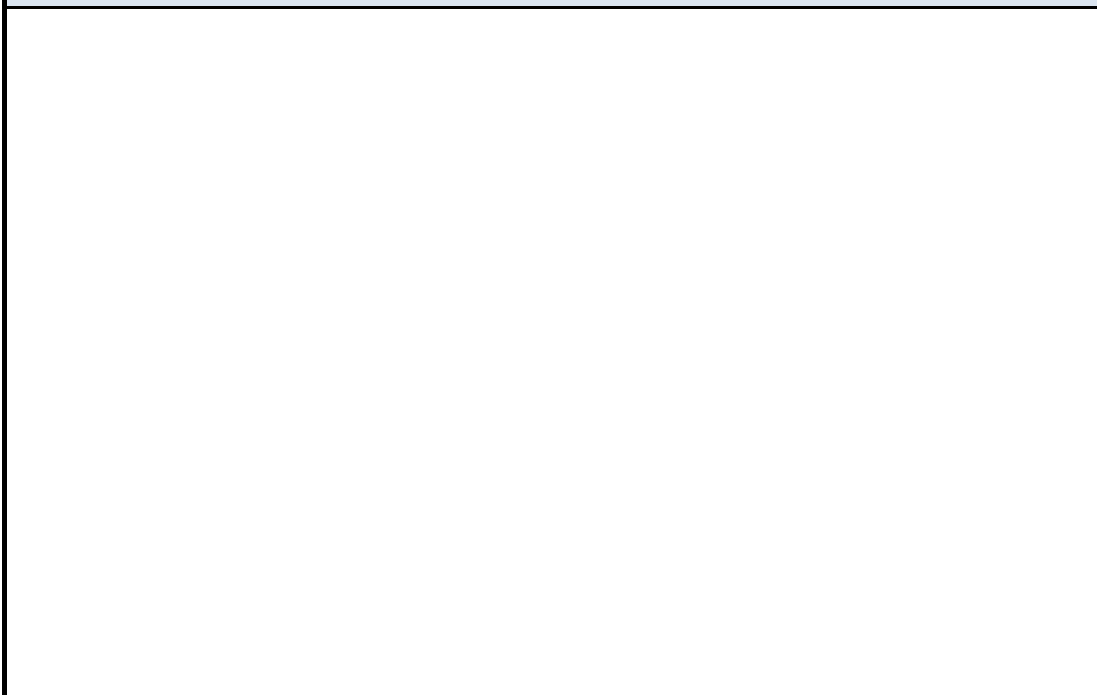
Error 19 - Step # 1



Error 19 - Step # 2



Error 19 - Step # 3



TROUBLESHOOTING GUIDE - (ERROR # 19 CONTINUED)

Error 19 - Step # 4



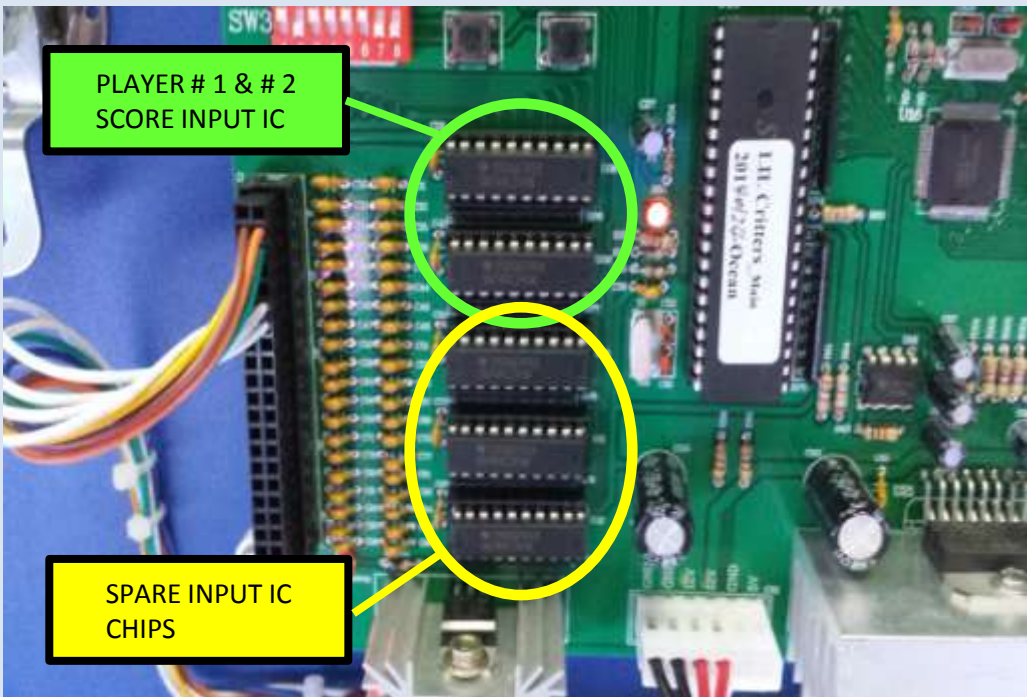
Error 19 - Step # 5



Error 19 - Step # 6

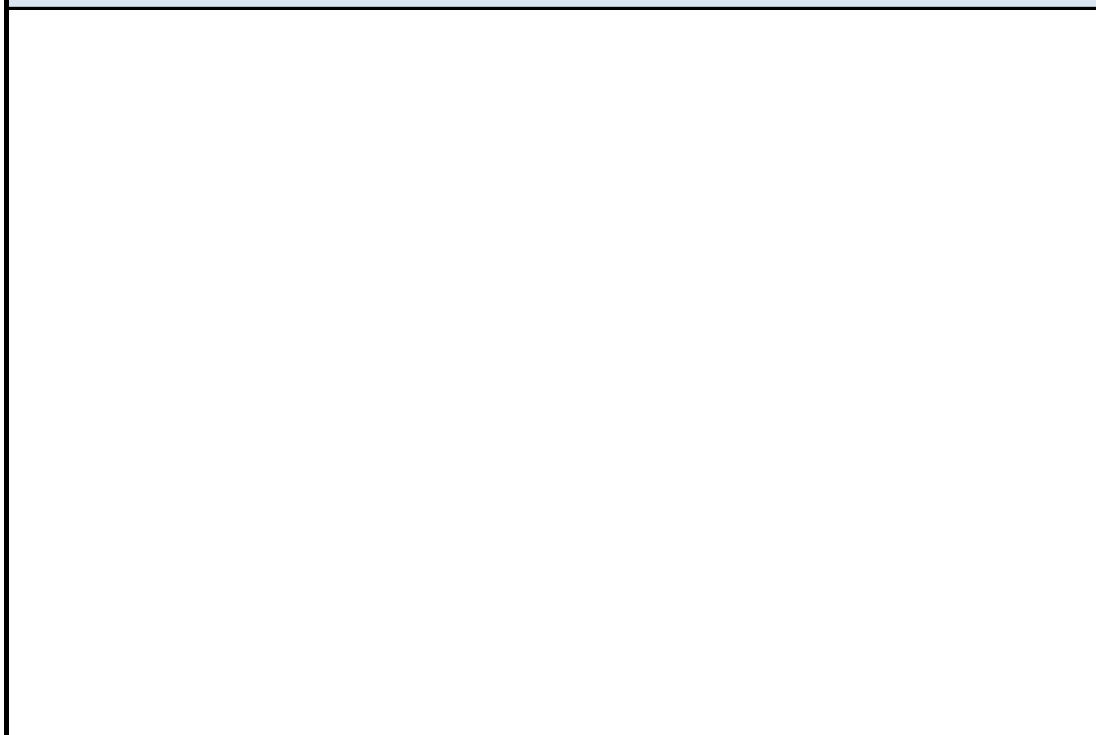
Replace the input IC

If you are sure that both the switch and the connections are good to the board, its possible that the input IC that controls the input of the sensor may be corrupt. Player # 1 Input IC is U08. Player # 2 Input IC is U09. Since U10, U11, & U12 are not used in this game, you may try and swap one of these with the IC believed to be faulty and then test again. If this fixes the problem - BE SURE TO MARK THE DEFECTIVE IC SO THAT YOU DO NOT USE IT AGAIN IN THE FUTURE!



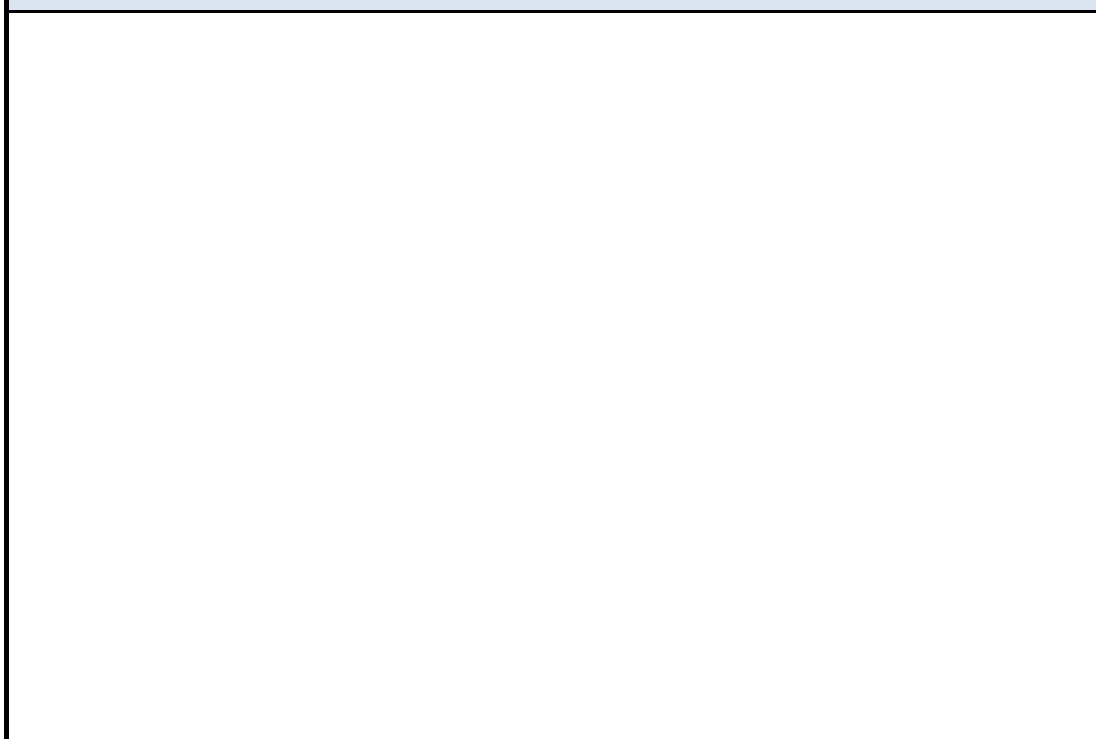
TROUBLESHOOTING GUIDE - (ERROR # 20)

Error 20 - Step # 1



Error 20 - Step # 2

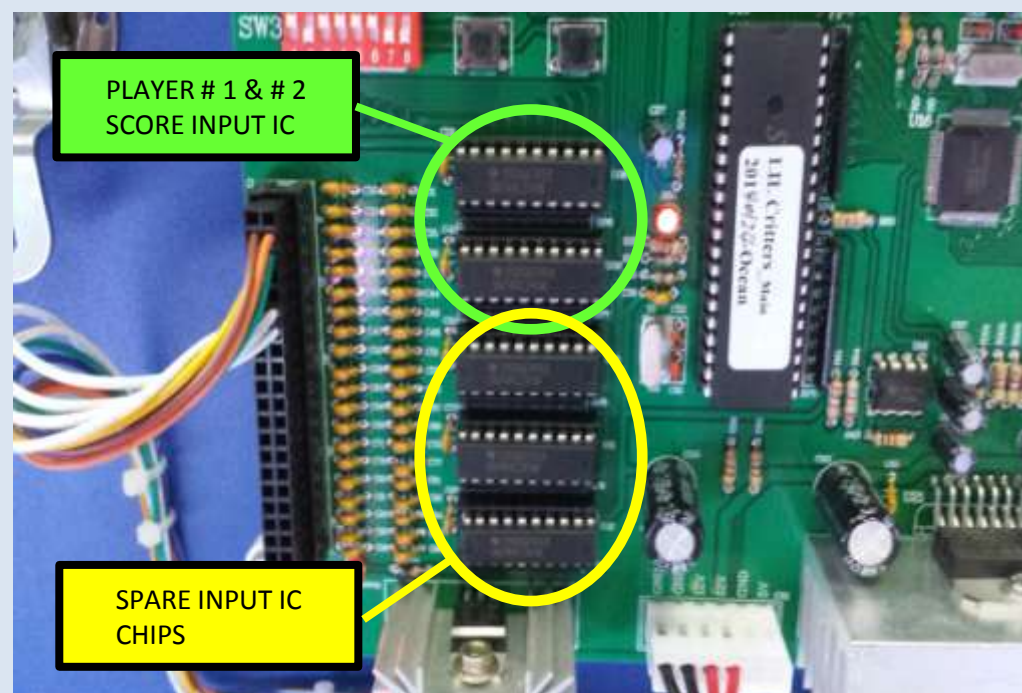
Check to make sure all connections are secure



Error 20 - Step # 3

Replace the input IC

If you are sure that both the switch and the connections are good to the board, its possible that the input IC that controls the input of the sensor may be corrupt. Player # 1 Input IC is U08. Player # 2 Input IC is U09. Since U10, U11, & U12 are not used in this game, you may try and swap one of these with the IC believed to be faulty and then test again. If this fixes the problem - BE SURE TO MARK THE DEFECTIVE IC SO THAT YOU DO NOT USE IT AGAIN IN THE FUTURE!



TROUBLESHOOTING GUIDE - (ERROR # 20 CONTINUED)

Error 20 - Step # 4



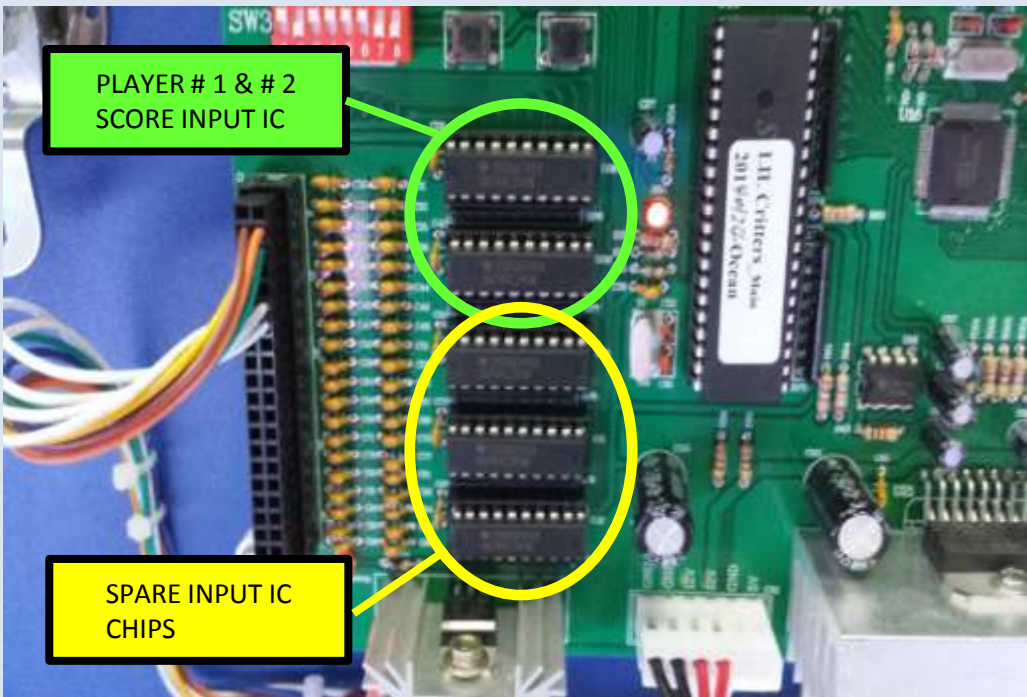
Error 20 - Step # 5



Error 20 - Step # 6

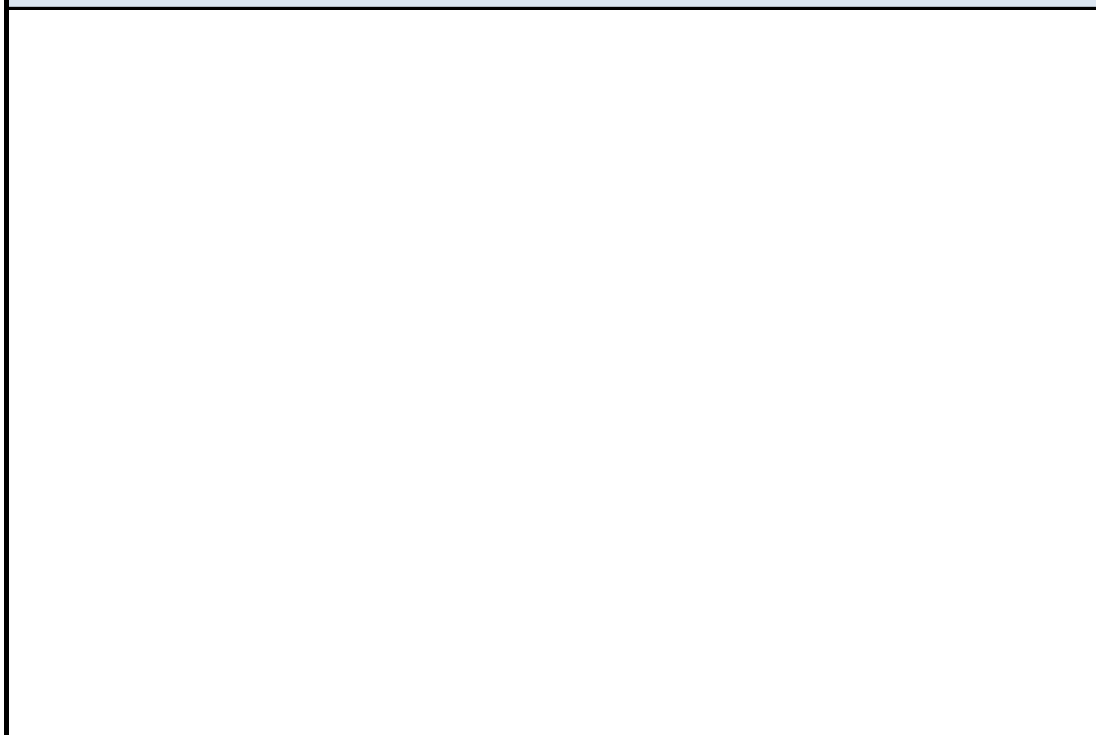
Replace the input IC

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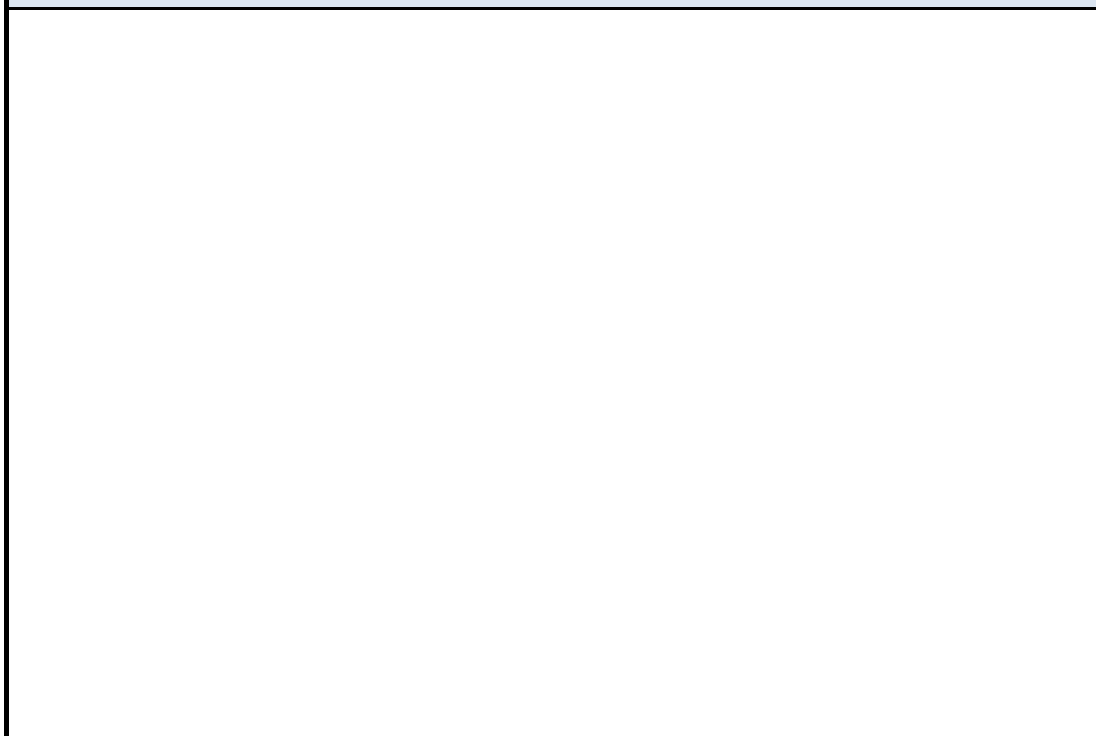


TROUBLESHOOTING GUIDE - (ERROR # 22)

Error 22 - Step # 1



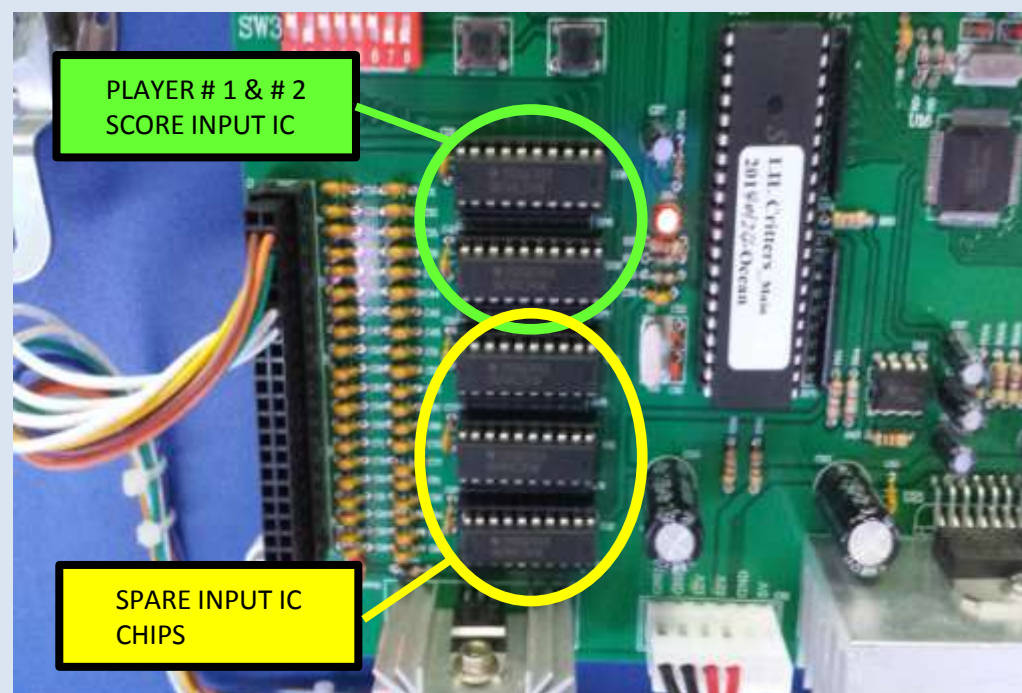
Error 22 - Step # 2



Error 22 - Step # 3

Replace the input IC

If you are sure that both the switch and the connections are good to the board, its possible that the input IC that controls the input of the sensor may be corrupt. Player # 1 Input IC is U08. Player # 2 Input IC is U09. Since U10, U11, & U12 are not used in this game, you may try and swap one of these with the IC believed to be faulty and then test again. If this fixes the problem - BE SURE TO MARK THE DEFECTIVE IC SO THAT YOU DO NOT USE IT AGAIN IN THE FUTURE!



TROUBLESHOOTING GUIDE - (ERROR # 22 CONTINUED)

Error 22 - Step # 4



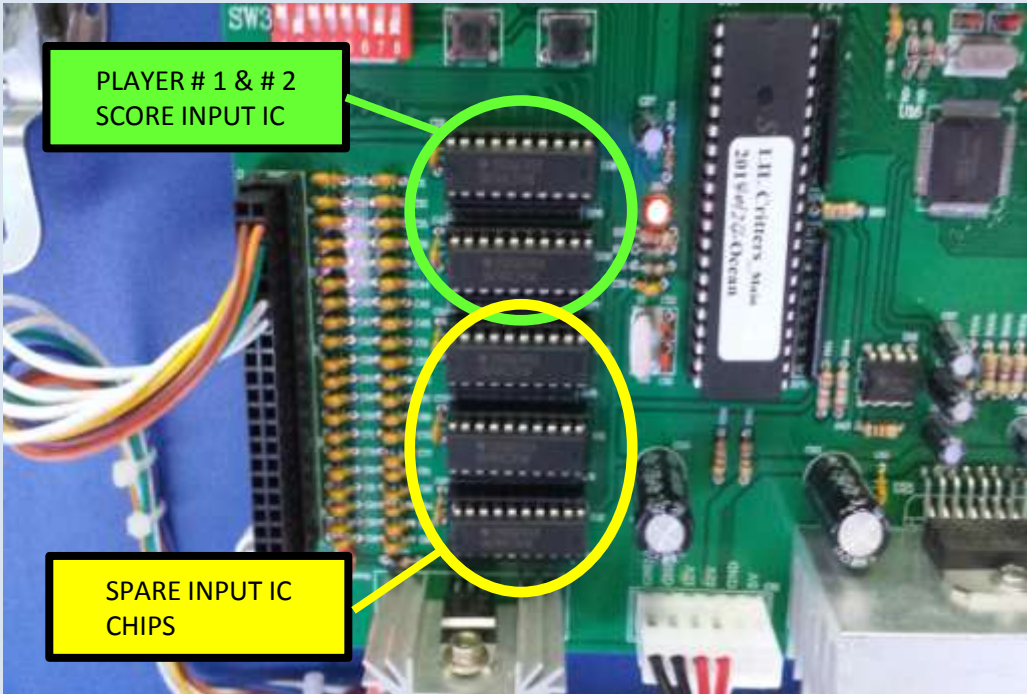
Error 22 - Step # 5



Error 22 - Step # 6

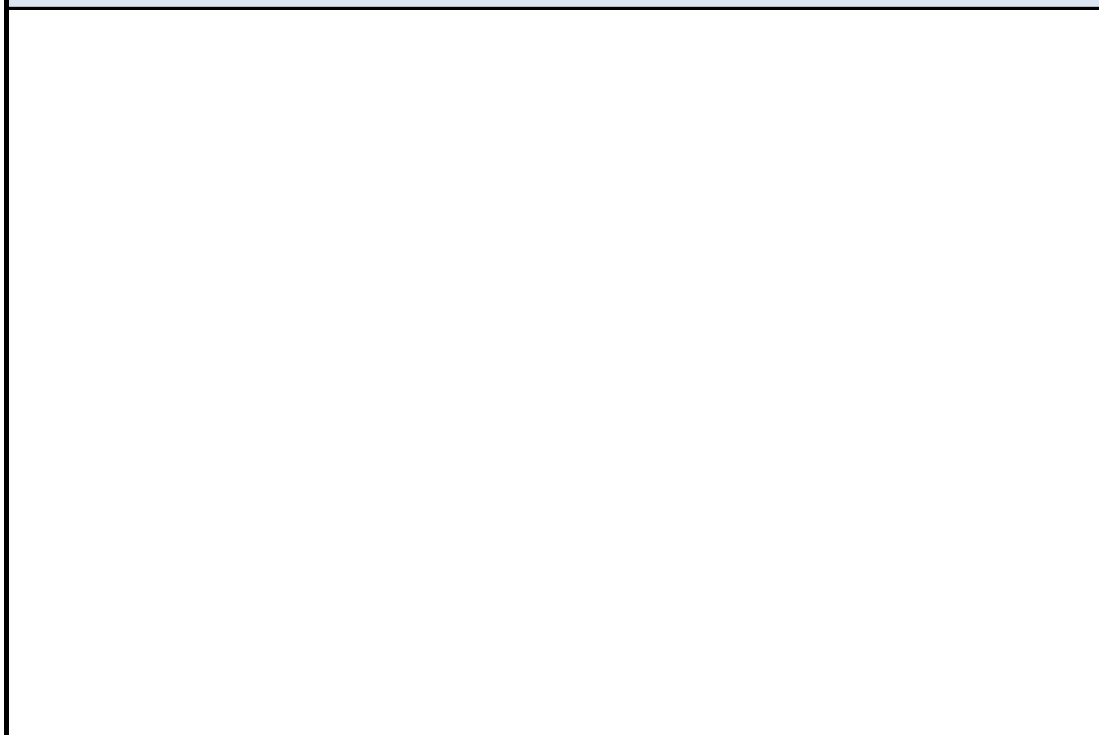
Replace the input IC

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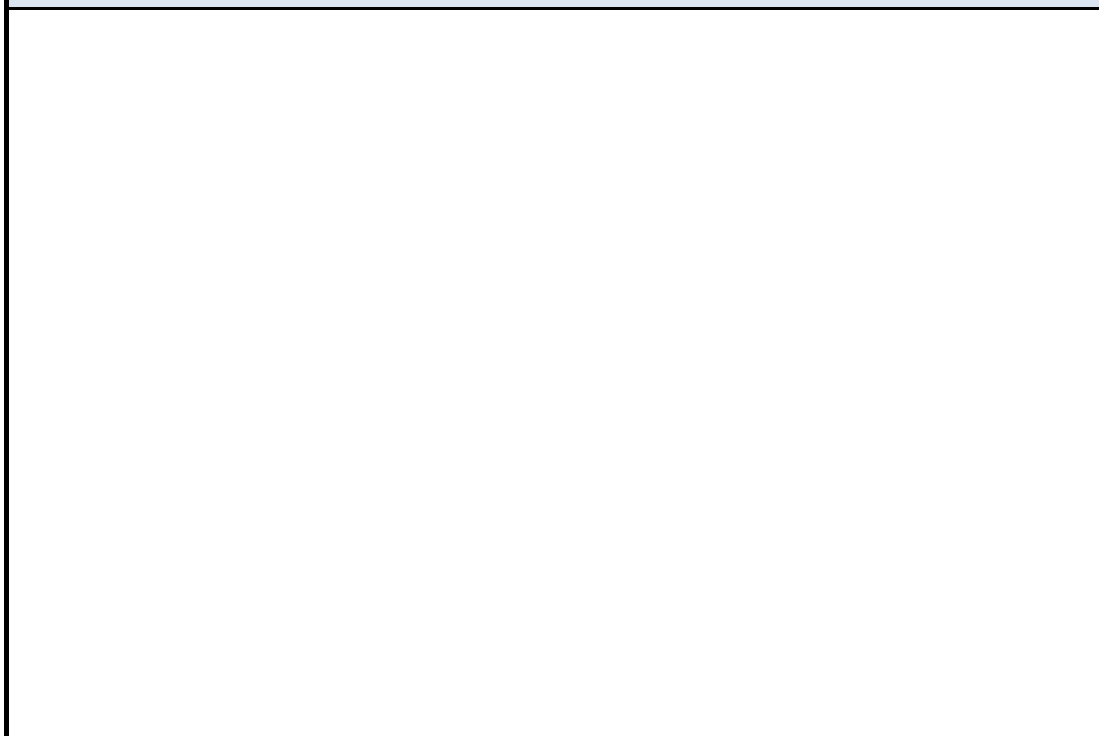


TROUBLESHOOTING GUIDE - (ERROR # 23)

Error 23 - Step # 1



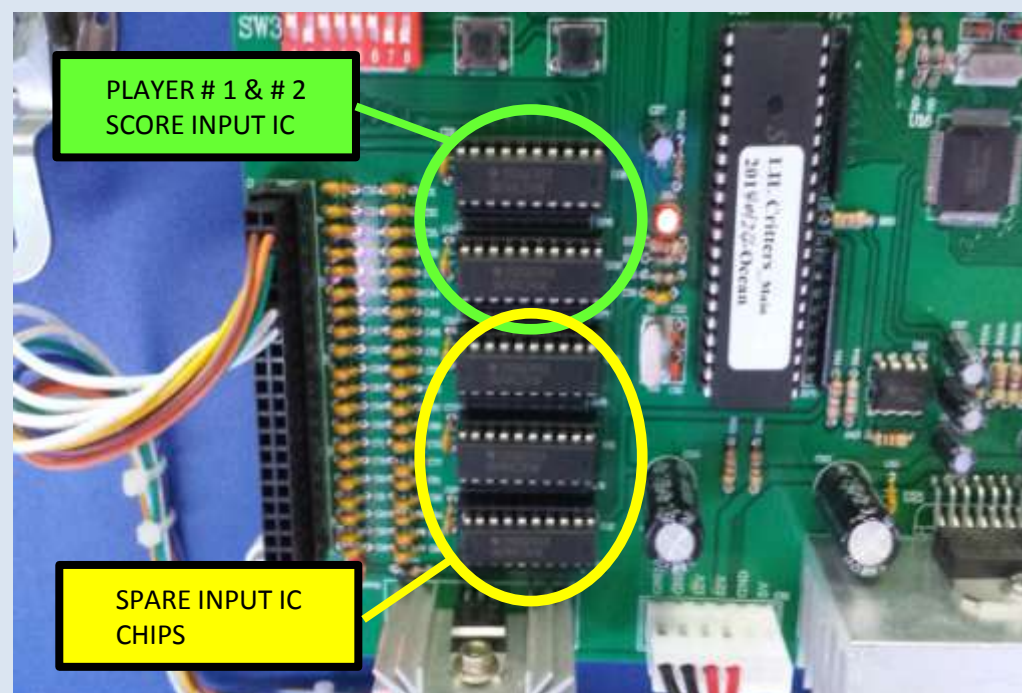
Error 23 - Step # 2



Error 23 - Step # 3

Replace the input IC

If you are sure that both the switch and the connections are good to the board, its possible that the input IC that controls the input of the sensor may be corrupt. Player # 1 Input IC is U08. Player # 2 Input IC is U09. Since U10, U11, & U12 are not used in this game, you may try and swap one of these with the IC believed to be faulty and then test again. If this fixes the problem - BE SURE TO MARK THE DEFECTIVE IC SO THAT YOU DO NOT USE IT AGAIN IN THE FUTURE!



TROUBLESHOOTING GUIDE - (ERROR # 23 CONTINUED)

Error 23 - Step # 4



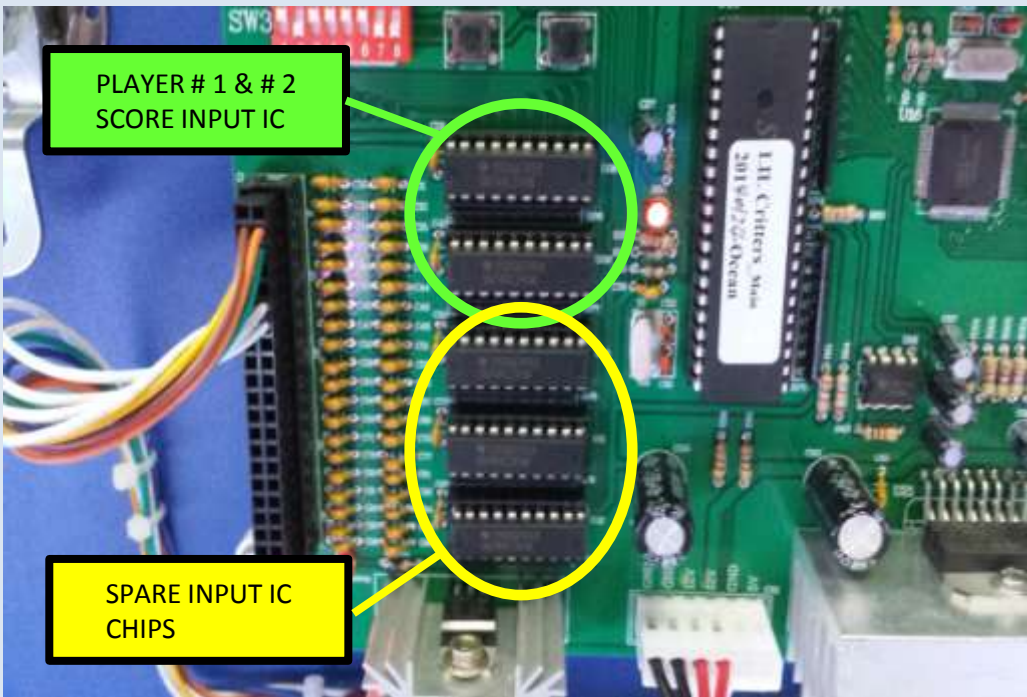
Error 23 - Step # 5



Error 23 - Step # 6

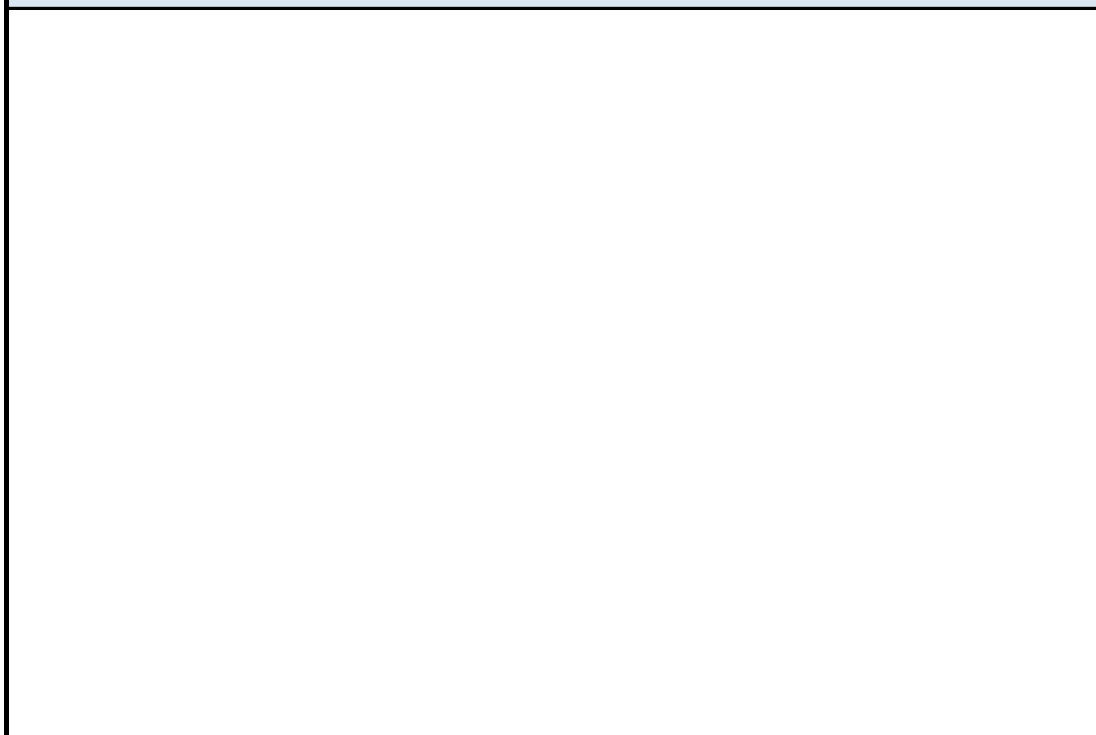
Replace the input IC

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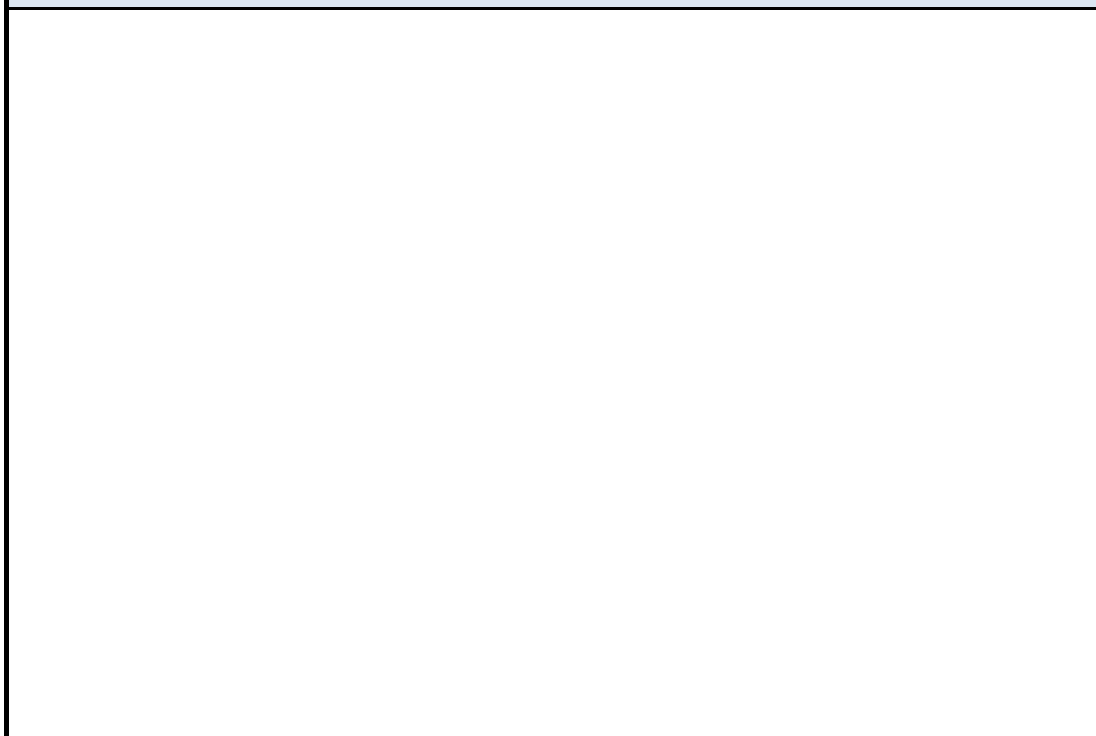


TROUBLESHOOTING GUIDE - (ERROR # 24)

Error 24 - Step # 1



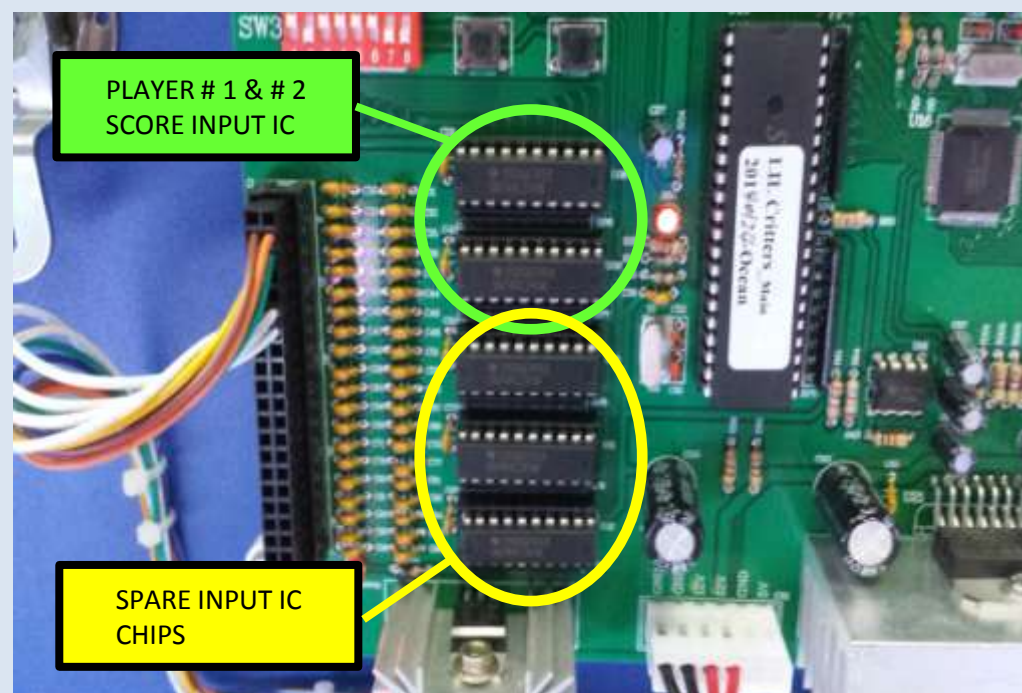
Error 24 - Step # 2



Error 24 - Step # 3

Replace the input IC

If you are sure that both the switch and the connections are good to the board, its possible that the input IC that controls the input of the sensor may be corrupt. Player # 1 Input IC is U08. Player # 2 Input IC is U09. Since U10, U11, & U12 are not used in this game, you may try and swap one of these with the IC believed to be faulty and then test again. If this fixes the problem - BE SURE TO MARK THE DEFECTIVE IC SO THAT YOU DO NOT USE IT AGAIN IN THE FUTURE!



TROUBLESHOOTING GUIDE - (ERROR # 24 CONTINUED)

Error 24 - Step # 4



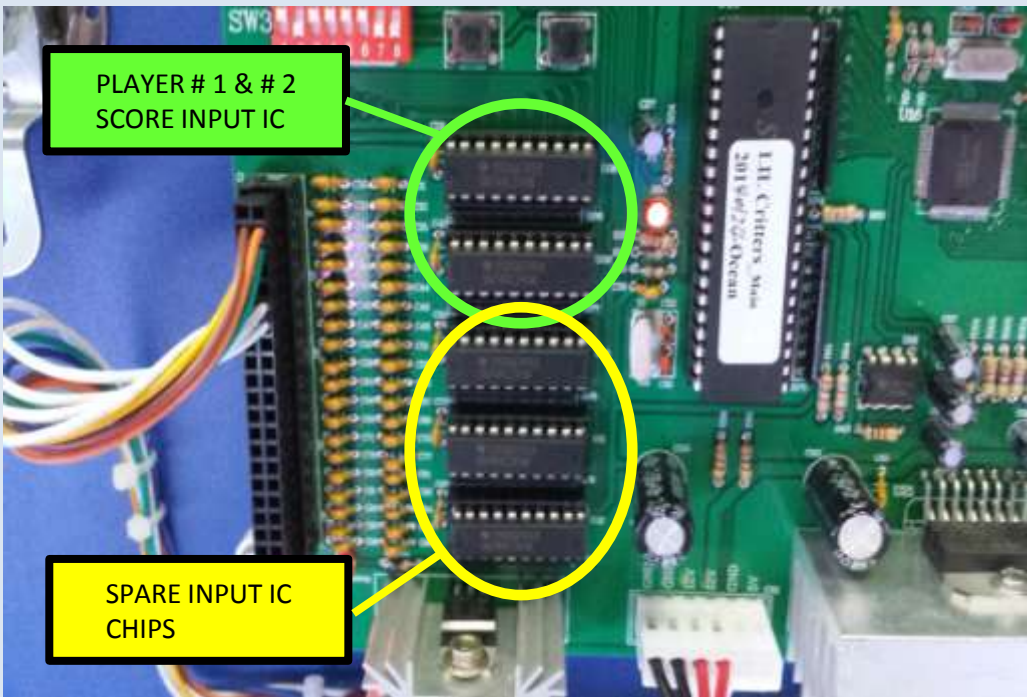
Error 24 - Step # 5



Error 24 - Step # 6

Replace the input IC

If you are sure that both the switch and the connections are good to the board, its possible that the input IC that controls the input of the sensor may be corrupt. Player # 1 Input IC is U08. Player # 2 Input IC is U09. Since U10, U11, & U12 are not used in this game, you may try and swap one of these with the IC believed to be faulty and then test again. If this fixes the problem - BE SURE TO MARK THE DEFECTIVE IC SO THAT YOU DO NOT USE IT AGAIN IN THE FUTURE!



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TROUBLESHOOTING

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CHANGING MOTORS ON THE EEL OR PELICAN BONUS

Problem: The Pelican Bonus arm or the Eel Bonus arm assembly motor needs to be replaced. The Pelican Bonus and the Eel Bonus share the exact same motor assembly. The parts are interchangeable between both assemblies. Both Bonus features are designed so that they move up and down during game play in order for the player to attempt to catch the ball as it makes its way through the playfield. Both of the motors that control these bonus arms will turn off after a certain period of time. This is designed on purpose in the software to extend the life of the assembly and the motor. When the unit turns off, the arm should be in the down position. **Should you believe there to be a fault with either of these assemblies, please contact JET technical support for advise on what could be causing the problem. Only proceed with the following instructions after you have contacted JET and are directed to do so.**

Step # 1

Determine if the motor is actually failed or if another fault exists

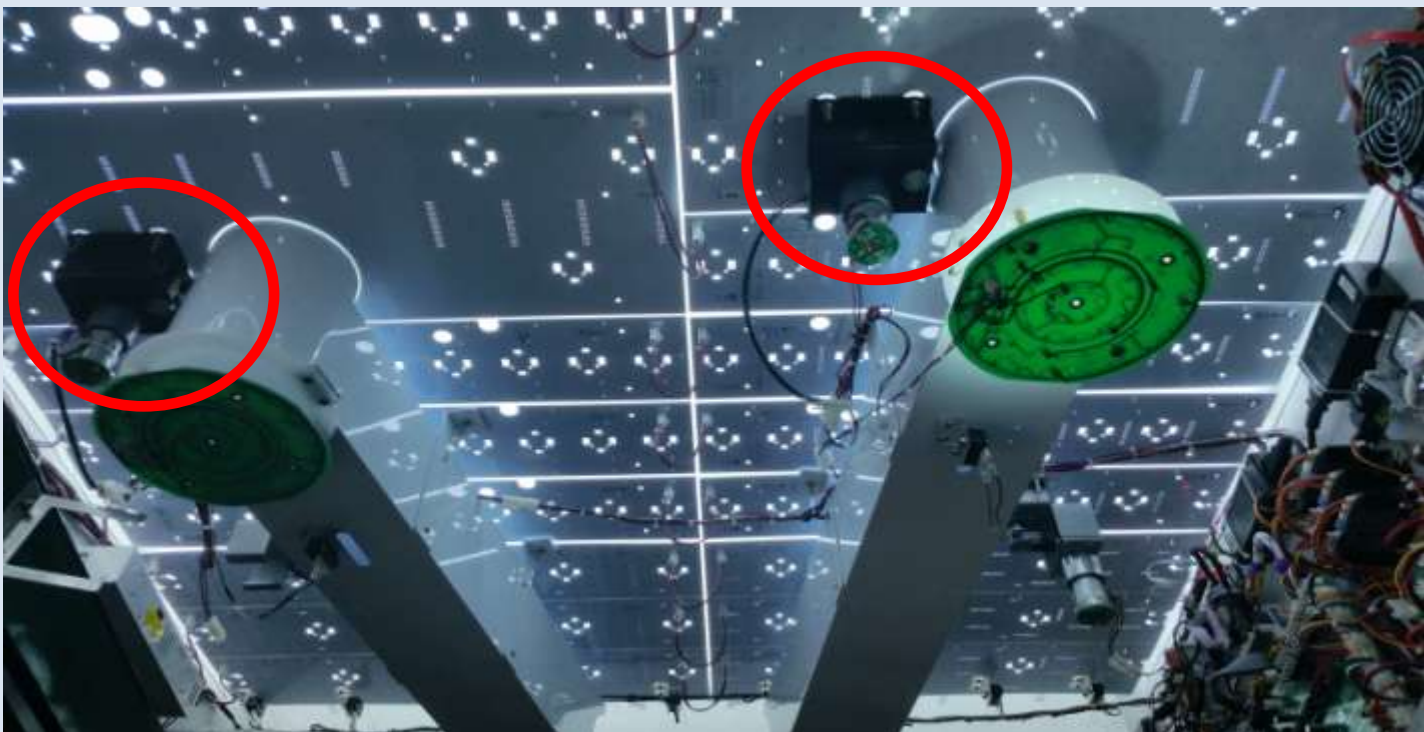
In some cases, operators can get confused thinking that the motor is broken when in fact the game is functioning correctly. Both the bonus feature arms only move when the unit is coined up. This is designed to extend the life of the motor and linkage. To test, coin up the unit and check for motion. If there is no motion, check to make sure there is 12 Volt power going to both assemblies after coin up.



Step # 2

Checking voltage, connection, and linkage.

In addition to power related problems, the motors might not be moving due to a connection problem or a linkage issue. Check to make sure the linkage is connected. Contact JET for further instructions on troubleshooting the motor. **Only continue with the following steps if JET has advised on replacing the motor or motor assembly.**

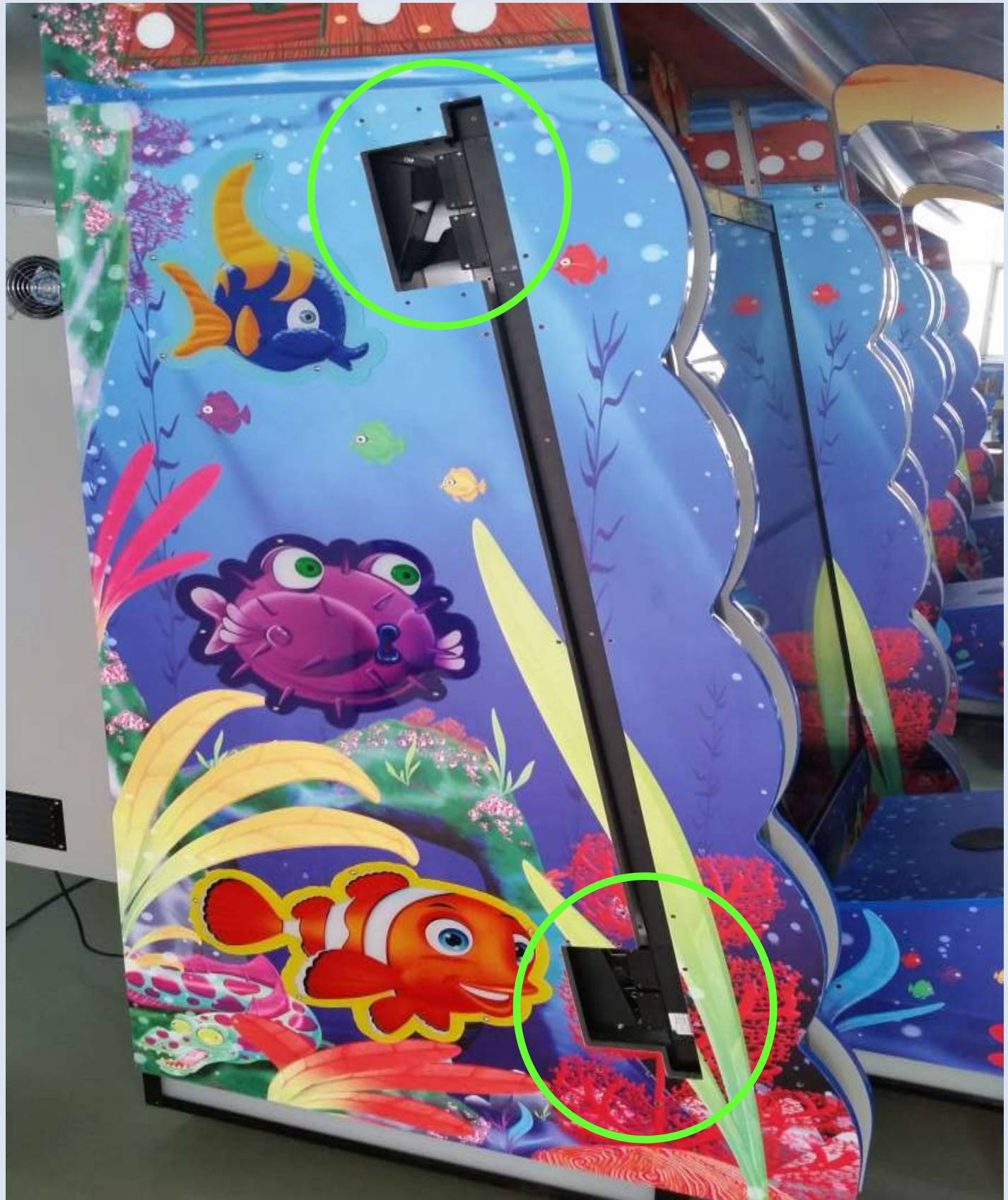


CHANGING MOTORS ON THE EEL OR PELICAN BONUS

Step # 3

Removing the left monitor access panel

The monitor in Ocean Pearls was designed to slide in and out through two different access points - the left or the right side. All monitor connections are on the left side (facing the machine). Turn the machine OFF and unplug it from the wall outlet. Remove the metal access panel to gain access to the monitor connections. There are four connections that must be unplugged. These connections must be carefully unplugged since it might be very easy to bend the connection pins if you pull them off too hard, too fast or at an angle.



Step # 5

Unplugging the upper monitor connections

CAREFULLY remove both connections for the upper monitor. Take great care not to bend any pins by pulling the upper monitor connector # 1 off at an angle. Slowly pull the connector straight back and GENTLY lay it to the side. Repeat the same step with the upper monitor connector # 2.



CHANGING MOTORS ON THE EEL OR PELICAN BONUS

Step # 6

Unplugging the lower monitor connections

CAREFULLY remove both connections for the lower monitor. Take great care not to bend any pins by pulling the lower monitor connector # 1 off at an angle. Slowly pull the connector straight back and GENTLY lay it to the side. Repeat the same step with the lower monitor connector # 2.



Step # 7

Remove the acrylic panel above the monitor

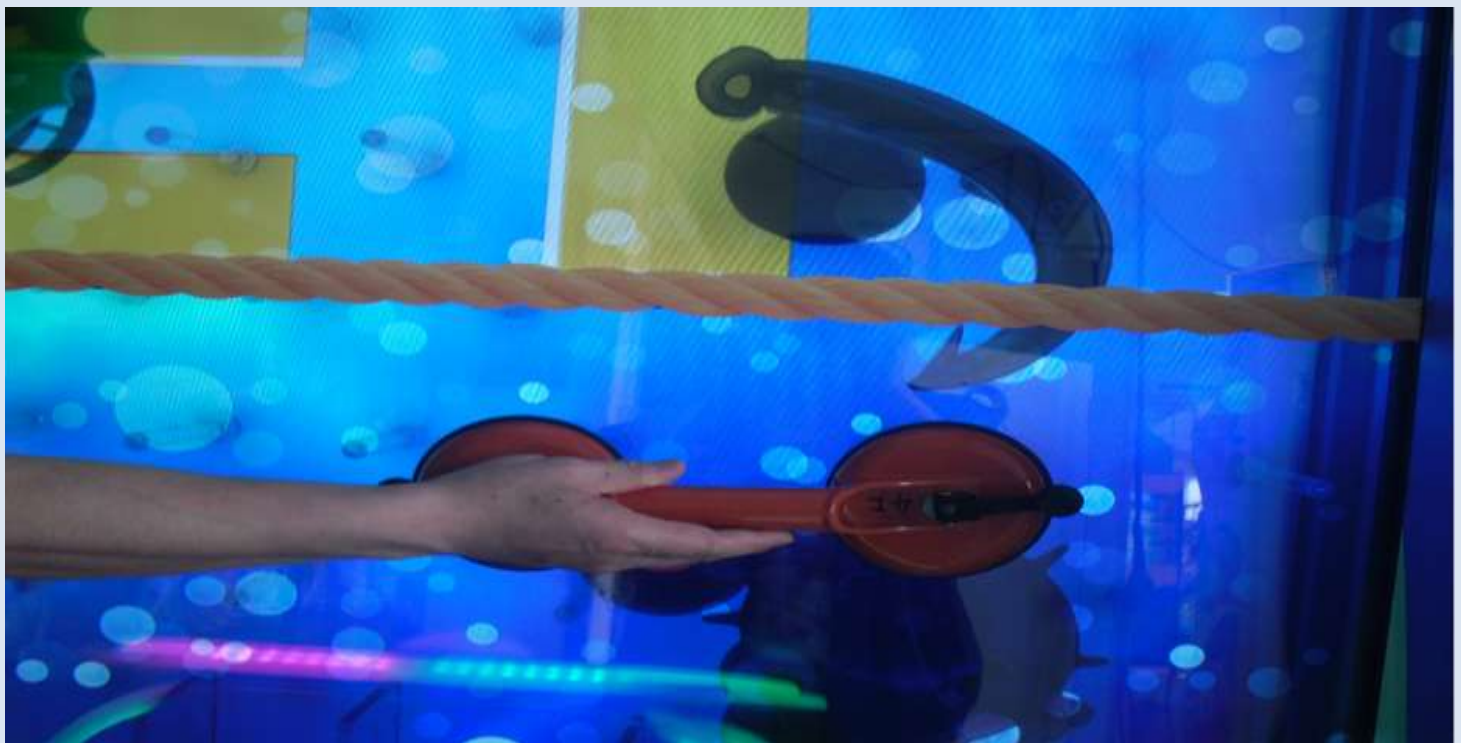
Remove the clear acrylic window that is installed just above the monitor. This is secured with four screws.



Step # 8

Locate and attach the glass holder

Locate and attach the glass holder. This is the suction cup device that attaches directly to the glass. **When installing and pressing down on the device - DO NOT apply too much pressure to the monitor glass.**



CHANGING MOTORS ON THE EEL OR PELICAN BONUS

Step # 9

Sliding the monitor left or right

Depending on what motor you are accessing, you will need to either slide the monitor left or right. For example, if you are repairing the Eel bonus motor, you would want to slide the monitor to the left since it will not need to go too far in order to service that bonus. One person should guide the monitor out of the side while the other person grabs the top and the glass holder and pushes.



TWO PEOPLE ARE REQUIRED TO SAFELY SLIDE THE MONITOR

Step # 10

Sliding the monitor left or right

As the monitor slides out of the main cabinet, do not push on the glass. Your hands should only touch the metal frame of the display.



Step # 11

Sliding the monitor left or right

Only slide the monitor enough distance to access the bonus hole motor assembly that you are working on. **DO NOT REMOVE THE MONITOR FROM THE MACHINE. DAMAGE TO THE MONITOR BY REMOVING IT VOIDS ANY WARRANTY ON THE MONITOR ITSELF.**

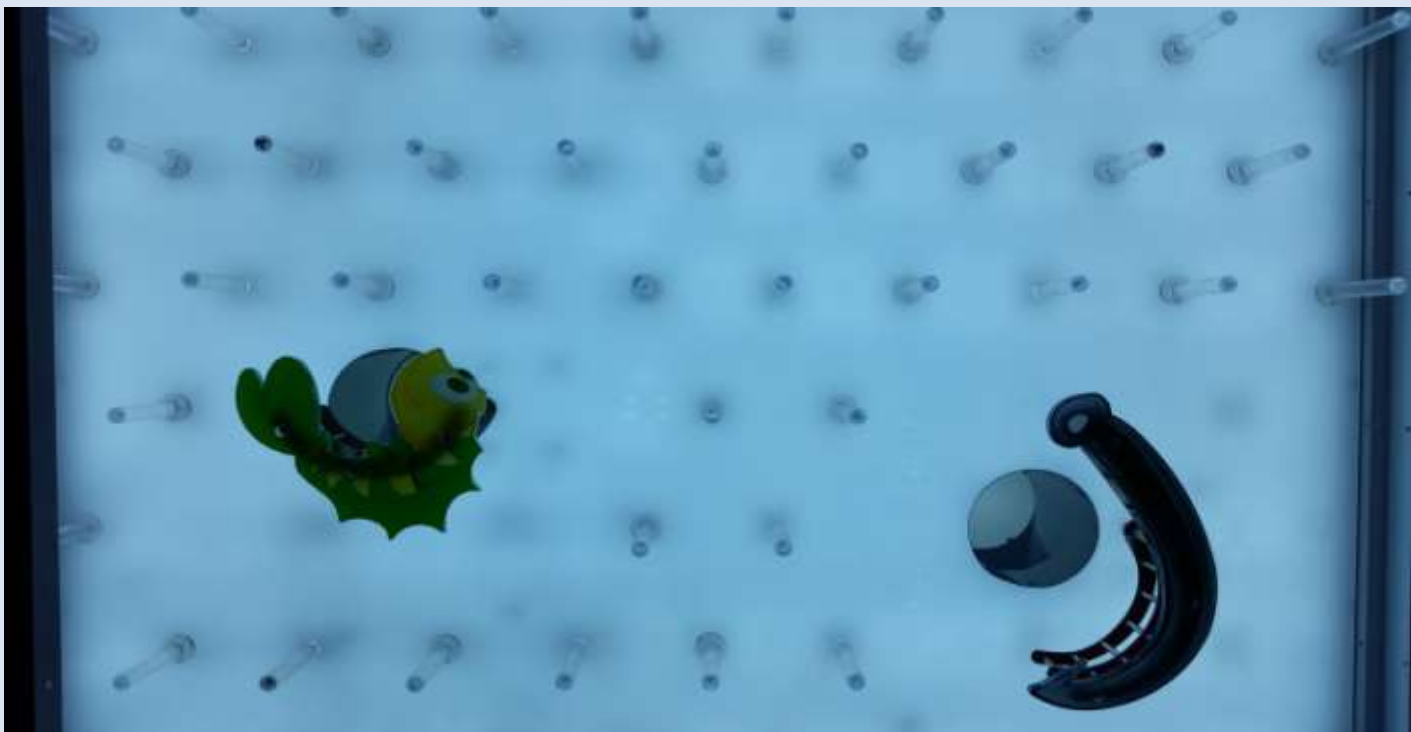


CHANGING MOTORS ON THE EEL OR PELICAN BONUS

Step # 12

Remove the acrylic structure

Depending upon which motor you are removing, you will need to remove the acrylic graphic and metal claw (The Spinning Fish or the Fish Hook).



Step # 13

Unscrew the set-screw

Remove the set-screw that is used to hold the metal claw to the motor shaft. After the set screw is removed, carefully pull the assembly straight towards you.

PICTURE NOT AVAILAB

Step # 14

Unplugging & removing the motor assembly

Whether your motor needs to be replaced or you are replacing the entire assembly, you must first unplug the two electrical connections going to both the motor itself and the sensor. You must also unscrew the four nuts that are securing the assembly to the acrylic backboard. Pull the assembly straight back

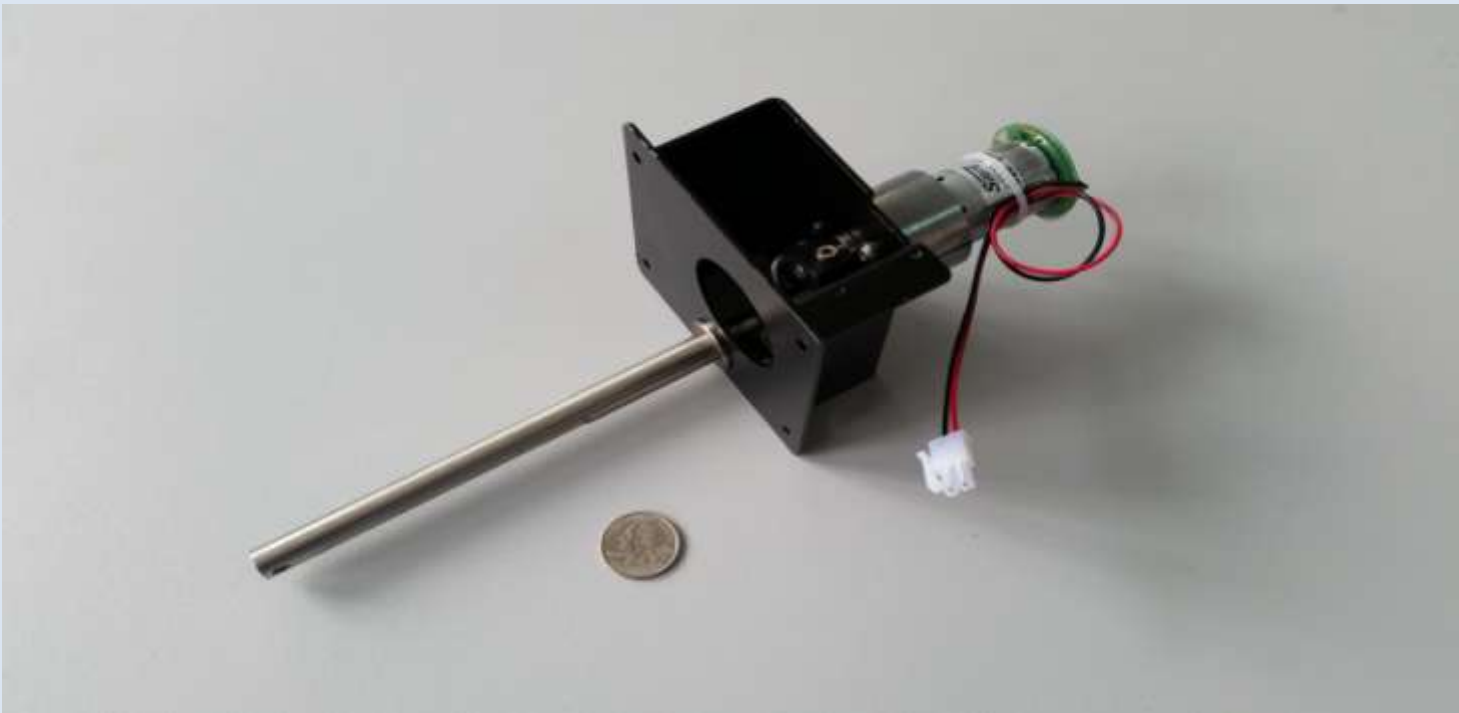


CHANGING MOTORS ON THE EEL OR PELICAN BONUS

Step # 15

Inspecting or replacing the assembly

Visually check the assembly for linkage problems and or replace the motor. When re-installing a new motor, ensure the linkage is installed correctly so that the claw will rest in the down position when the motor is turned off. After replacing the motor, re-install the assembly back into the cabinet and re-attach the acrylic structure. You may also want to lightly clean the playfield while you have access at this point.



Step # 16

Sliding the monitor back in

CAREFULLY slide the monitor back into position. Again, do not pull on the glass itself. Only pull / push on the metal frame and or the glass holder.



Step # 17

Sliding the monitor back in

After the monitor reaches its limit, check the alignment and then re-install all monitor connection on both the upper and lower displays. **BE CAREFUL WHEN INSTALLING THE CONNECTORS AS THE PINS CAN BEND VERY EASY. MAKE SURE THE PINS ARE ALIGNED BEFORE PUSHING BACK INTO THE MONITOR.**

