

GENCO "JUMPIN JACKS"

INSTRUCTIONS

Line switch for shutting game off is located in rear right corner of cabinet.

Free Play take-off button is on extreme top of center of cabinet. ALL FREE PLAYS taken off register on meter inside of cabinet. Once free play take-off button is pushed game will continue taking off free plays until ZERO is reached. Dropping of coins or turning off and on line switch will not stop the take-off from operating to ZERO.

All balls register on ball count by going over the top roll-over switch on top runway. Therefore, if only one ball was used in game it would still operate. However, to speed up play it is recommended that ALL SIX BALLS BE USED.

We use in "JUMPIN JACKS" a circuit breaker for the protection of the rectifier, coils and solenoids. This circuit breaker eliminates the necessity of a fuse on the D. C. side and when overloaded will open the circuit. It then takes from one to three minutes to reset automatically for further operation.

All operating equipment is located in bottom drawer with the exception of the free play unit, Spotter Unit and Flashing Lites Motor. The bottom drawer can be dropped open for servicing by first opening top front door. When closing reverse procedure.

Two roll-down tilts, one bobbin tilt and one shock tilt are located inside of cabinet and can easily be adjusted to suit location.

Levelers under legs of cabinet can be set for uneven floors.

Coin Box is so constructed that it can be locked.

A plug-in socket is located below the two 8 way bank trip relays for a service light or soldering iron and will function even if switch is in off position in back of cabinet.

A bell will ring with every replay and if the noise should be objectionable on location it can be unplugged.

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INSTRUCTIONS

GAMES OPERATE AS FOLLOWS:

Any of the following combinations will register replays as follows:

J-A-C	OR	T-H-E	3 Replays
J-A-C-K	OR	T-H-E-B	7 Replays
J-A-C-K-I	OR	T-H-E-B-O	12 Replays
J-A-C-K-I-N	OR	T-H-E-B-O-X	20 Replays

If with the first coin the first six balls should lite J-A-C-K-I-N or T-H-E-B-O-X then the player receives a Bonus of 100 Replays plus the 20 Replays he is entitled to as indicated above.

After playing the first coin and the first six balls set up a possible good combination (example A-C-K-I-N) then extra balls may be purchased at one ball per coin until the limit of six extra balls are used up. When "J" is lit completing the J-A-C-K-I-N combination then 20 replays are registered.

By lighting all twelve letters J-A-C-K-I-N-T-H-E-B-O-X the game will register 400 additional replays. At no time can you play more than twelve balls---six with the first coin; six additional balls with six additional coins or a total of twelve balls for seven coins.

IT IS VERY IMPORTANT WHEN TESTING MACHINE BY HAND FOR 120 REPLAYS THAT YOU DUPLICATE THE ACTION OF THE BALLS GOING OVER THE TOP RUNWAY SWITCH AND TRIP A LETTER FOR EACH BALL.

REPLAY LIMIT: No replays after 5 is registered on 100 Free Play Wheel.

I M P O R T A N T

When game is placed on location, check that balls rebound directly on top of red bumper post. This permits the balls to drop to either side of playfield for good distribution.

When necessary metal adjuster located under rebound flipper on front of playfield can be moved up or down to remedy any faults in the rebound of the balls. Be sure to tighten both screws on metal adjuster to prevent movement during play of game.

MYSTERY SPOTTER

Flashing motor which shows lites running across the board at start of game does not in any way control Mystery Spots.

Spotter Unit located in rear of top playfield controls Mystery Spots. Switches on this unit can be switched "On" or "Off" to make game liberal or conservative to meet location requirements.

When painted Dot shows on a switch it is in "On" position.

When all switches are in "Off" position, game will automatically spot each of the following letters, J-A-C-K-I & T-H-E-B-O, once in every 50 games, or a total of 10 spots per 50 games.

To increase the number of spots per 50 games, simply switch "On" the desired additional letters.

"DOUBLE SWITCH"-

To get double spots switch on "Double" switch. With no other switch in "On" position, game will spot 4 doubles out of the 10 spots per 50 games. With all switches in "On" position, game will spot 8 doubles out of the 20 spots per 50 games.

Game is now set for 10 spots per 50 games; 6 single spots and 4 double spots.

GENCO "JUMPIN JACKS"

Power Unit -----	P.J. 4
Replay Motor (Forward & Reverse) -----	1108
Counting Motor -----	970
Ball Lift Motor -----	1002
Flashing Lites Motor -----	410

SOLENOIDS

Ball Count Unit (Step-Up) -----	J-121
Ball Count Unit (Reset) -----	J-114
J-A-C-K-I-N Payout Unit (Step-Up) -----	J-121
J-A-C-K-I-N Payout Unit (Reset) -----	J-114
T-H-E-B-O-X Payout Unit (Step-Up) -----	J-121
T-H-E-B-O-X Payout Unit (Reset) -----	J-114
J-A-C-K-I-N Trip Bank Reset -----	J-167
T-H-E-B-O-X Trip Bank Reset -----	J-167
Bell -----	J-114
Flipper -----	J-109
Spotter Unit Step-Up -----	J-121

COILS

1-9 Replays (Forward & Reverse) -----	28 D
10-90 Replays (Forward & Reverse) -----	28 D
100-500 Replays (Forward & Reverse) -----	28 D

16 Trip Replays -----	24 M
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Start Trip)	
Take-Off Replays)	8 Way Trip Bank
J-A-C-K-I-N)	
Tilt)	
Extra Special Payout Break)	8 Way Trip Bank
T-H-E-B-O-X)	

RELAY ASSEMBLY (11 Relays)

A---Extra Ball Button -----	30 D
B---Extra Special with 1st Coin -----	30 D
C---Replays On -----	30 D
D---Hold (Electrolock) -----	30 D
E---Replay Add Motor -----	29 D
F---Start Reset -----	29 D
G---Extra Ball Lock -----	29 D
H---Counting Motor -----	29 D
J---400 Super Award -----	29 D
K---J-A-C-K-I-N Replays -----	29 D
L---T-H-E-B-O-X Replays -----	29 D
Flipper Lock Relay (In Top Backrack) -----	30 D
"Flashing Lites On" Replay (In Top Backrack) -----	30 D

FUSES

110 Volt A.C. (Line) -----	6 Amp.
7 Volt A.C. (Lite) -----	15 Amp.
30 Volts A.C. (Motors) -----	8 Amp.
16 Volts D.C. (Solenoids & Coils) -----	Automatic Reset
	Circuit Breaker----
	CA-3

LITES

Top Back Rack -----7 V.A.C. -----	#44
3 Playboards -----16 V.D.C. -----	#1458
4 Top Rack -----110 V.A.C. -----	#7½ S.W.

I M P O R T A N T

SUPPLEMENTAL INSTRUCTIONS ON JUMPIN JACKS

The following are important factors in controlling the operation of GENCO'S "JUMPIN JACKS".

- 1st - It is very important that the balls drop from the flipper rubber to the top of the RED bumper post. This insures proper distribution of the balls to both sides of the playfield. A metal adjuster located under the rebound flipper on front of playfield can be moved to remedy any faults in the rebound of the balls.
- 2nd - Familiarize yourself with the instructions as enclosed with the game referring to adjustments and to the Spotting Unit located behind the playfield. With all the switches on the unit in the "Off" position, the game is most conservative and will spot only ten letters in every fifty games. However, if you feel that even this number of spots would be too liberal, you can unsolder any or several of the ten wires and reduce the number of spots per fifty games. These wires are located behind the switches and when a wire is unsoldered it will completely eliminate that respective letter from ever being spotted during the game.
- 3rd - This last alternative is used where the operator desires the game to be even more conservative. By placing two extra rebound nails, as provided in money pan of each new game, one directly above the letter "A" and the other above the letter "H", we are able to reduce the number of replays won. Use care in placing the rebound nails about 1/8 inch above the outer edge of the round plastic inserts of both letters "A" and "H". (These letters form part of the J-A-C-K-I-N-T-H-E-B-O-X.)

Genco Mfg. & Sales Co.