ROCKET WHEEL SERVICE MANUAL

VERSION 1.0

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

www.JENNISONGAMES.com

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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 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.

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 Rocket Wheel. Contact JET first with any questions before replacing any part.

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. Rocket Wheel 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 da la classe "A" respecte toutes les exigences du Réglement sur le matériel brouilleur du Canada.

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 Rocket Wheel™.

As of November 2014, Jennison Entertainment Technologies has tested all components used in the manufacturing of Rocket Wheel™. 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 guest's safety.

DIMENSION INFORMATION

Rocket Wheel CABINET DIMENSIONS (ASSEMBLED)

LENGHTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
61.2"	1554.5	58.5"	1486	114"	2895.5	450	204.2

Rocket Wheel SHIPPING DIMENSIONS - 1 SKID

LENGHTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
96"	2439	48"	1219	89.5"	2273.5	550	249.5

Rocket Wheel ships on one 8' x 4' skid within the United States, Canada, and Mexico. 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 comfortably fit. Do not push on the front of the main cabinet as there is a large Acrylic cover over the wheel and monitor!

DANGER

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

ELECTRICAL REQUIREMENTS

Rocket Wheel 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 POWER SUPPLIES AND SPEAKER AMPLIFER.

DANGER

DO NOT OVERLOAD ANY CIRCUIT WITH THE ADDITION OF ROCKET WHEEL. ENSURE THAT THE OUTLET HAS PROPER VOLTAGE BEFORE TURNING ON THE UNIT

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 ENTIRITY 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. NOR YOUR DISTRIBUTOR IS RESPONSIBLE FOR ANY DAMAGE CAUSED DURING IMPROPER INSTALLATION PROCEDURES.

RED SECTIONS

RED SECTION AREAS REQUIRE 2 OR MORE 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 INSTALLER SHOULD STILL EXERCISE CAUTION WHEN WORKING AROUND GUESTS.

Section # 2
(Marquee)

Section # 1
(Main Cabinet)

THROUGHOUT 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 PALLET

Wile E Coyote's Rocket Wheel Will ship on one 4' X 8' pallet once the game is removed from the shipping pallet the game should be able to roll to the desired location to be unwrapped.

NOTICE

PACKAGING AND PALLET MAY BE SLIGHTLY DIFFERENT THAN SEEN IN PHOTO

Check Box When This Step is Complete

Step # 2

UNWRAPPING THE GAME

When unwrapping the game, cut the shrink wrap from the back side fo the game to prevent any damage to the graphics or acrylics that are on the fron side fo the game.

NOTICE

PACKAGING AND PALLET MAY BE SLIGHTLY DIFFERENT THAN SEEN IN PHOTO

Check Box When This Step is Complete

Step # 3

Ensuring you received all components

Once the game has been unwrapped please look over all included items. You should have a spare parts box that includs keys, power cord, extra sensors, the upper fin for the header marque, and tools for assembly. Also you will notice the hearder marque is bolted onto the front of the game for shipping.

NOTICE

PACKAGING AND PALLET MAY BE SLIGHTLY DIFFERENT THAN SEEN IN PHOTO

Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 4

Unboltging the header marque from the main cabinet

The Header Marque is bolting to the front of the cabinet for shipping. With the help of a Coworker please remove the 4 hex headed bolts (2 on each side of the game) and lift the Marque from the main cabinet leaving the shipping brackets attached to the header.

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN SEEN IN PHOTO
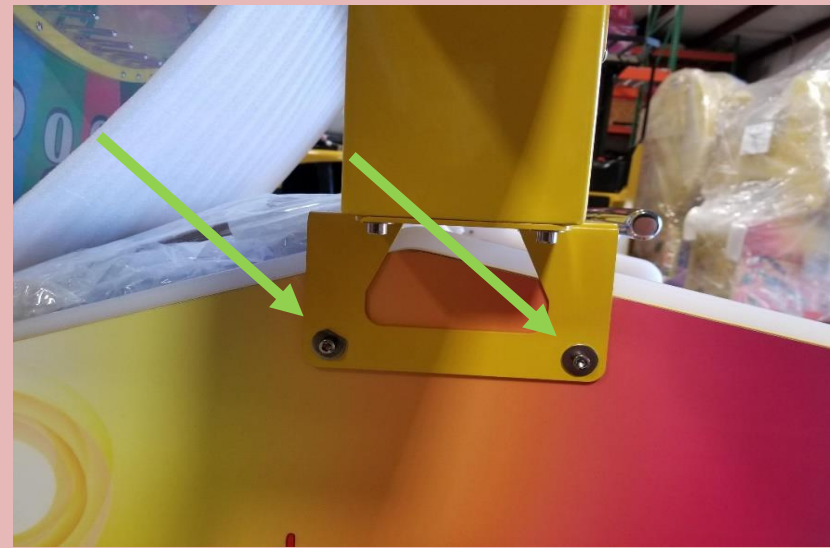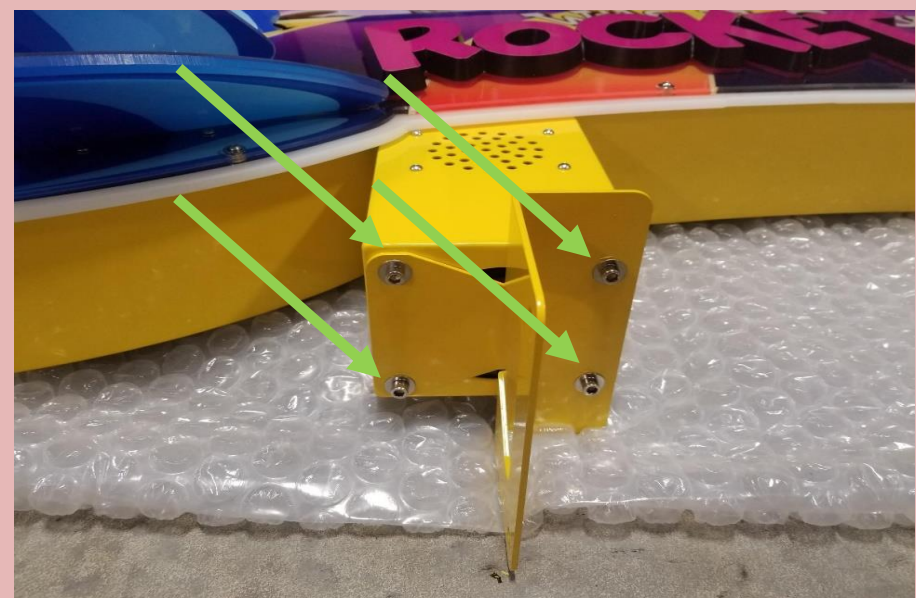
Check Box When This Step is Complete ☐

Step # 5

Unbolting Shipping brackets from header marque

After unbolting the header marque from the main cabinet lay the marque down flat on it's back so you have access to the bolts holding the shipping brackets to the margue. There are 8 bolts in total (4 on the bottom of each header foot). Using a hex headed allen wrench **remove the bolts and keep them for installing the header marque to the game.**

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN SEEN IN PHOTO

Check Box When This Step is Complete ☐

Step # 6

Unbolting Shipping brackets from header marque

Once both shipping brackets are removed please make sure all wires coming from the marque header are inside the feet to keep from having any issues when installing the header to the main cabinet.

Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 7

Locating Margue Rocket Fin and mounting location

Locate the Upper Marque fin for the Rocket in the spare parts box. This Fin is attached to the Marque before you mount the Header onto the main cabinet for ease of installation. Even thought it is recommended to install first this step can be accomplished after the marque is installed. The bottom picture to the right shows the location to mount the Fin.

Step # 8

Mounting the Marque Rocket fin

The upper Margue fin for the rocket is installed using 3, 4mm machine screws. To install you need to use a 2.5mm Hex headed allen key. Be sure to not to damage the LED light strip that runs under the newley installed fin. Also the LED lights need to be pointed toward the fin to light the fin up like the rest. If the LED are installed up side down the Fin will not iluminate.

Check Box When This Step is Complete ☐

Step # 9

Removing The back door

The back access door for the main cabinet can be removed by unbloting the 4 lower machine screws from the dorr. These 4 screws are shown with the green arrows to the picture to the right. Once those 4 machine screws are removed you can loosen the upper two machine screws (Marked with red arrows), and then lift the back access dorr up off the two top screws and the door can be removed.

Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 10

Locating the Header foot mounts

One the top of the main cabinet are 2 pockets for the header marque feet to fit into. Please see the picture to the right to confirm their location before lifting the header into place.

Check Box When This Step is Complete _____

Step # 11

Lifting the Marque into place

Carefully lift the Rocket Marque into place making sure to have a Coworker help lift the unit. Do a test lift so you know the weight of the unit and both parties are able to do the job. Once you have the ladders in place lift the unit and make sure the feet of the marque go into the foot mount pockets found in the last step.

WARNING
The Rocket Marque is Very heavy, You should not try lifting this alone! Have Ladders ready and use a Coworker for help.

Check Box When This Step is Complete _____

Step # 12

Bolting the marque into place

Bolt the Rocket Marque to the main cabinet from the inside of the main cabinet. You are going to reuse the bolts removed from the Marque mounting brackets in step #5. There will be 4 bolts for each marque foot for a total of 8 bolts.
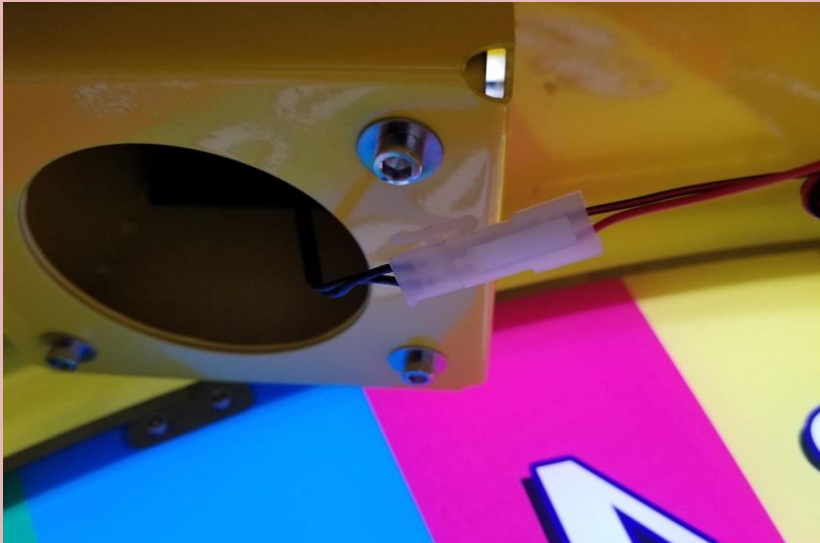

Check Box When This Step is Complete _____

INSTALLATION INSTRUCTIONS

Step # 13

Connecting the left speaker

To connect the speakers on the left side of the game (while looking at it from the back) connect the wires with the two pin molex connection making sure not to push out a pin when connecting the two sides. This is the only connection needed for this side of the game.

Check Box When This Step is Complete

Step # 14

Connecting the Right Speaker

To connect the right side speaker (while looking at it from the back) you will connect the wires with the two pin molex connectors making sure not to push out a pin when connecting the two sides.
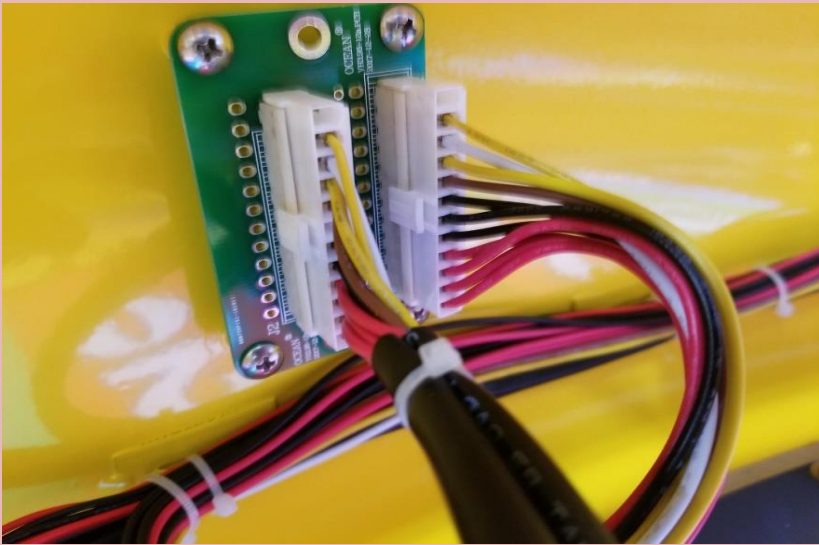
Check Box When This Step is Complete

Step # 15

Connecting the Marque LED's and control wires

Other than thespeaker connection on the right side of the cabinet you will need to connect the power and signal wires for the Marque's LED lights. This is the large 12 pin molex connector which you will plug into the interface board located just under and to the right of the marque foot mount. Please make sure that all pins are properly seat as is the white molex to the interface board.

Check Box When This Step is Complete

INSTALLATION INSTRUCTIONS

Step # 16

Reinstall the Back access door to the main cabinet

To reinstall the back door place the door back on the two bolts loosened in step # 9. This will allow the door to hang in place while to screw in the other 4 machine screws to hold the door in place. Once the 4 bottom screws have been installed then you can tighten the two upper screws.

Check Box When This Step is Complete ☐

Step # 17

Installing the Support Feet

Once the game has been moved into the location in the game room you can unbloat and install the support feet. These feet are to keep the game from rocking back and supply extra stubility to the game. To do this you will need a 14mm end wrench or socket. Unbolt the two bolts that are holding the support leg to the main cabinet. This will have to be done on both side for a total of 4 bolts.

Check Box When This Step is Complete ☐

Step # 18

Installing the Support Feet

Once the support legs have been removed from the main cabinet they can be reinstalled in the down position as shown in the picture to the right. You will reuse the same bolts that held the leg to the main cabinet from the last step. Please note you may need to adjust the feet by turning them in order to properly mount them and have themproperly support the game. This will be done on both sides for a total of 4 bolts.

Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 19

Connecting the Game to AC outlet

Locate the power cable in the spare parts box and insert it into the power switch of the game. Insert the other end into a properly rated and grounded 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 # 20

Powering On the Game

Turn the power switch to ON. The game should start and run after the computer goes thought its diagnostic process. This could take up to two minutes while Windows loads.

Check Box When This Step is Complete

Step # 21

Adjusting the Volume

Once the game is loaded and running you can adjust the sound output by opening the access door to the right of the player station. Inside you will find the volume control. Please note that moving the dial in the clockwise direction will increase the volume and the opposite will decease the volume. If no sound is comming out please press the mute button (circled) as the amplifier may be muted.

Check Box When This Step is Complete

PROGRAM SETUP INFORMATION

Step # 1

Open the front access or ticket door

Locate and open the front "Ticket" door.

Step # 2

Locate the coin / ticket meter assembly

Locate the Coin / Ticket meter assembly mounted to the rear of the access door above the cash box

Step # 3

Enter the programming mode / menu

Push and hold the green "ENTER" button on the right of the assebly to enter the program mode / menu.

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 Rocket Wheel main menu. Note: Some versions of the software will display the software or version number on this page.

Current Game Software Version
20190404

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

Step # 5

Navigating the main menu

You will use the UP "**INCREASE**" / DOWN "**DECREASE**" buttons to move between selections and the "**ENTER**" button to record your selections.

PROGRAM SETUP INFORMATION
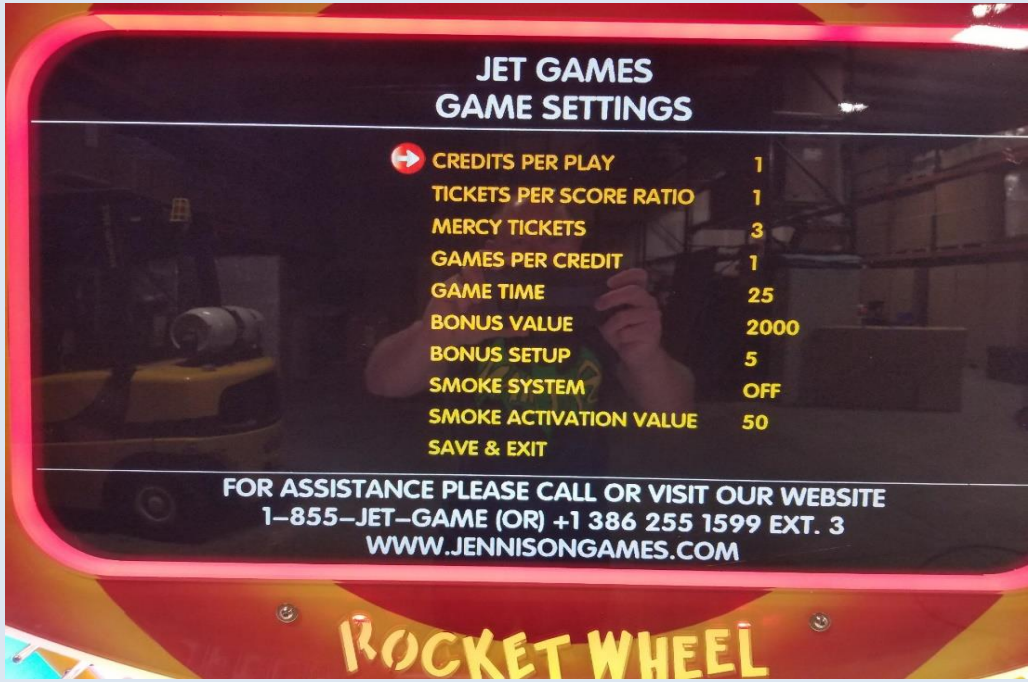
Step # 6

Changing the Game settings

Move the arrow to "GAME SETTINGS" and press the "**ENTER**" button

Step # 7

Changing the Game settings

Under this menu you can change the Credits per play, games per credit, game time, mercey tickets, but most inportantly the "Wile E. Coyote's Big Bonus can be changed in this menu. To change the value move the curser down the the desired menu item with the "Decrease" button and select it from the menu with the "Enter" button.


JET GAMES
GAME SETTINGS

CREDITS PER PLAY	1
TICKETS PER SCORE RATIO	1
MERCEY TICKETS	3
GAMES PER CREDIT	1
GAME TIME	25
BONUS VALUE	2000
BONUS SETUP	5
SMOKE SYSTEM	OFF
SMOKE ACTIVATION VALUE	50
SAVE & EXIT	

FOR ASSISTANCE PLEASE CALL OR VISIT OUR WEBSITE
1-855-JET-GAME (OR) +1 386 255 1599 EXT. 3
WWW.JENNISONGAMES.COM

ROCKET WHEEL

PROGRAM SETUP INFORMATION

Step # 8

### Exiting the game settings menu

To exit the GAME SETTINGS menu move the curser down to "SAVE & EXIT" and hit the "ENTER" button to save your changes and exit the current menu.
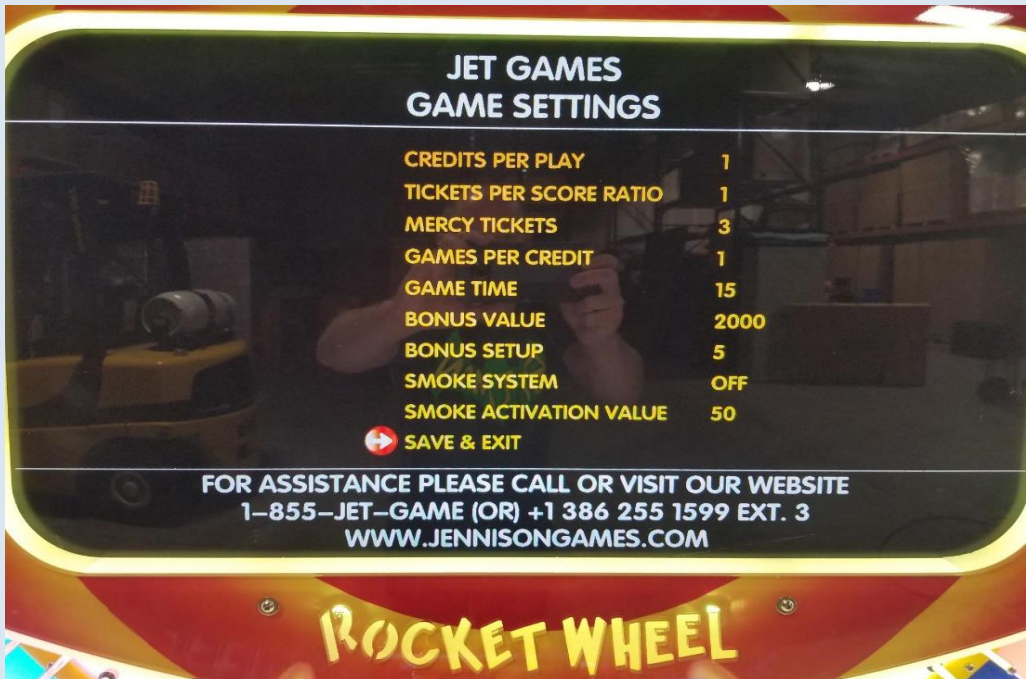
Step # 9

Changing the Game score States

To change the score states in the game will require physical changes to the wheel, after those changes are made you can change the digital wheel settings in the computer to match the physical wheel. To do this select "WHEEL SETTINGS" in the game's main menu.
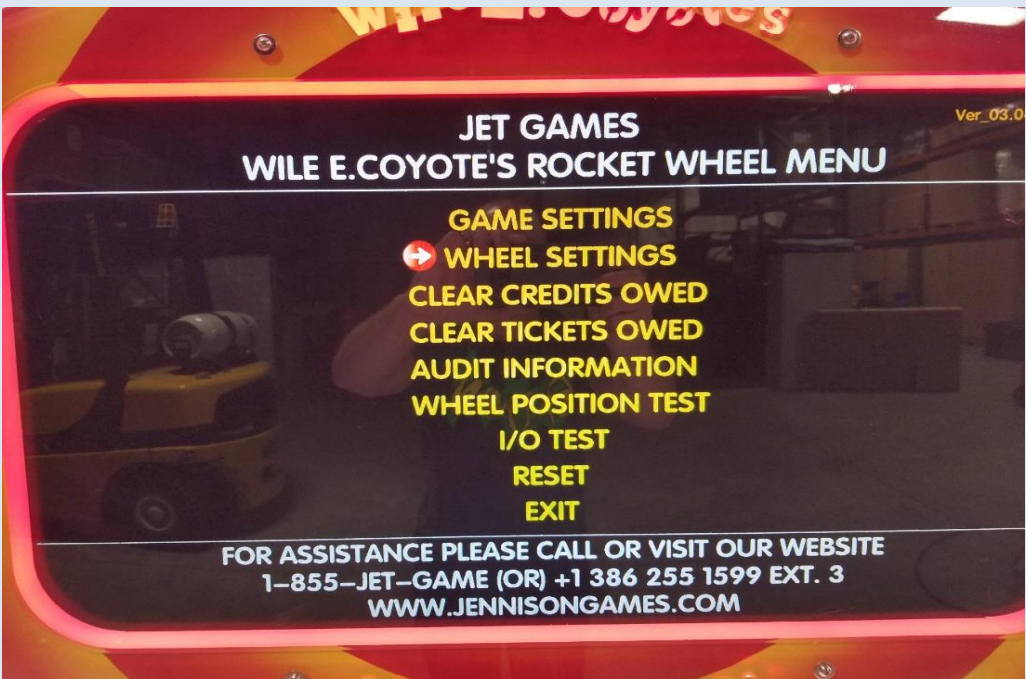
Step # 10

Changing the Game Score States

In this menu you can now change from one of our multiple preset score states to match the physical score states on the game. To change the Wheel Patterns hit the "ENTER" key with the curser on "WHEEL." Once this is highlighted you can use the "INCREASE" and "DECREASE" buttons to change the wheel number. This menu also allows you to look at the Audit information saved under each different Wheel Pattern for future adjustments.

PROGRAM SETUP INFORMATION

Changing the game score states

To exit the menu after selecting your wheel pattern, hit the "ENTER" button then scroll down to "SAVE & EXIT" and hit the "ENTER" button to exit.

Clearing Credits OWED

To clear credits owed move the curser to the "CLEAR CREDIS OWED" and hit the "ENTER" button. You should see the menu item turn green momentarily to confirm selection. To exit the menu move the curser to "EXIT" and press the "ENTER" button.

Clearing Tickets Owed

To clear tickets owed move the curser to the "CLEAR TICKETS OWED" and hit the "ENTER" button. You should see the menu item turn green momentarily to confirm selection. To exit the menu move the curser to "EXIT" and press the "ENTER" button.
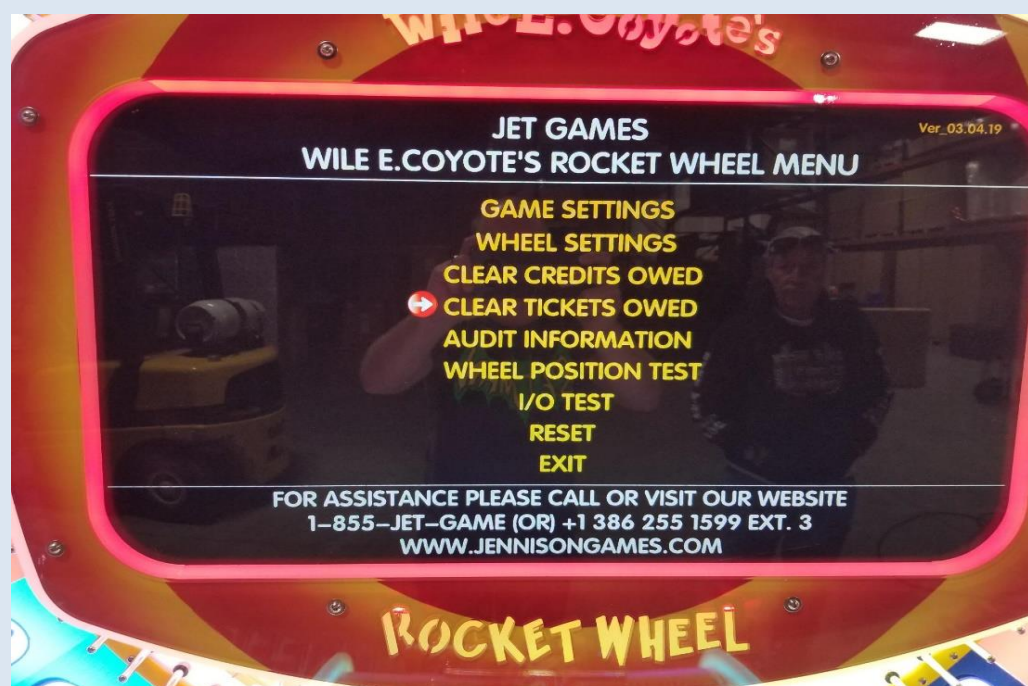
PROGRAM SETUP INFORMATION

Step # 14

Audit Information / Changing Ticket Values

To get into the Audit information menu select it from the main menu and hit the "ENTER" button.
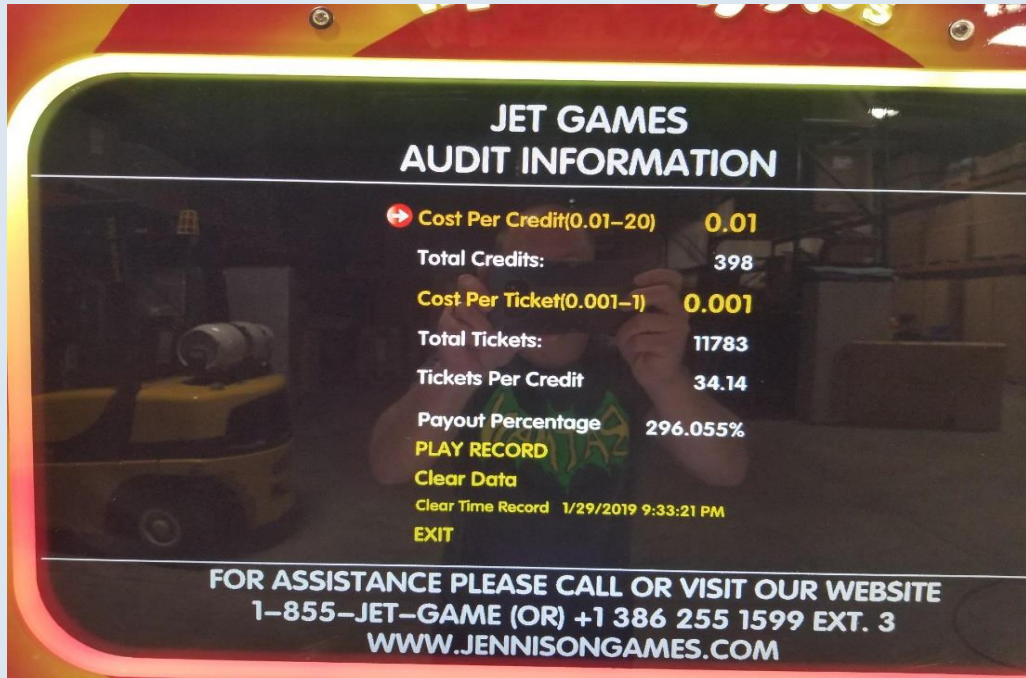

Step # 15

Audit Information / Changing Ticket Values

Once inside the Audit information menu you can select and change cost per credit and cost per ticket values which will give you historical data on total payout percentage, and total tickets per credit that has been given out.

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

Step # 16

Audit infromation / Play record

Under the same title "AUDIT INFORMATION" there is a menu function for checking past scores by the customer. Under "PLAY RECORD" you can verify players scores over the last 10 plays. Just select with the curser to "PLAY RECORD" and press the "ENTER" button.
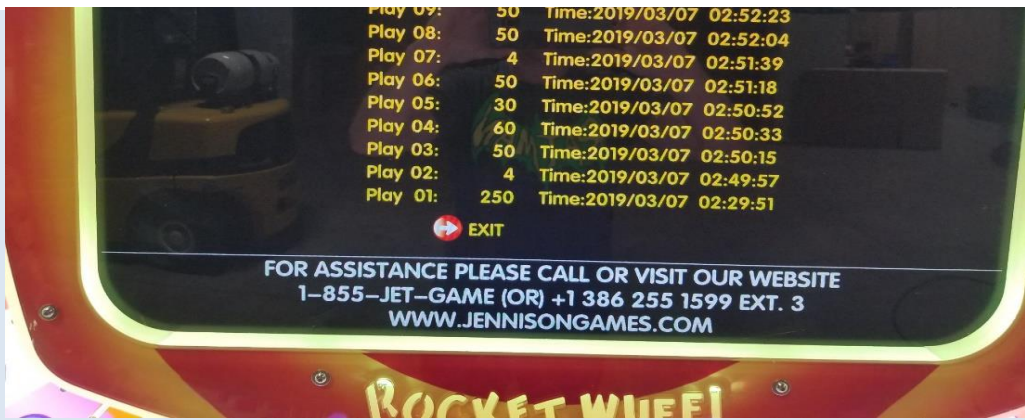

PROGRAM SETUP INFORMATION

Step # 17

Audit infromation / Play record

Under the "PLAY RECORD" menu you can see the last 10 plays of the game. It will also list the Score received, the date and time of the score. This is inportant to help resolve any disputed on payout with a customer. To Exit this menu just hit

the "ENTER" button.

## Step # 18

Clearing Historical Data

To clear historical data saved in the "AUDIT INFORMATION" menu just select it from the menu and hit the "ENTER" button. This will clear any data saved in the "PLAY RECORD" as well as the payout percentage and "TOTAL CREDITS PLAYED" on the game. This will also record the time and date of the last time the "CLEAR DATA" was selected.
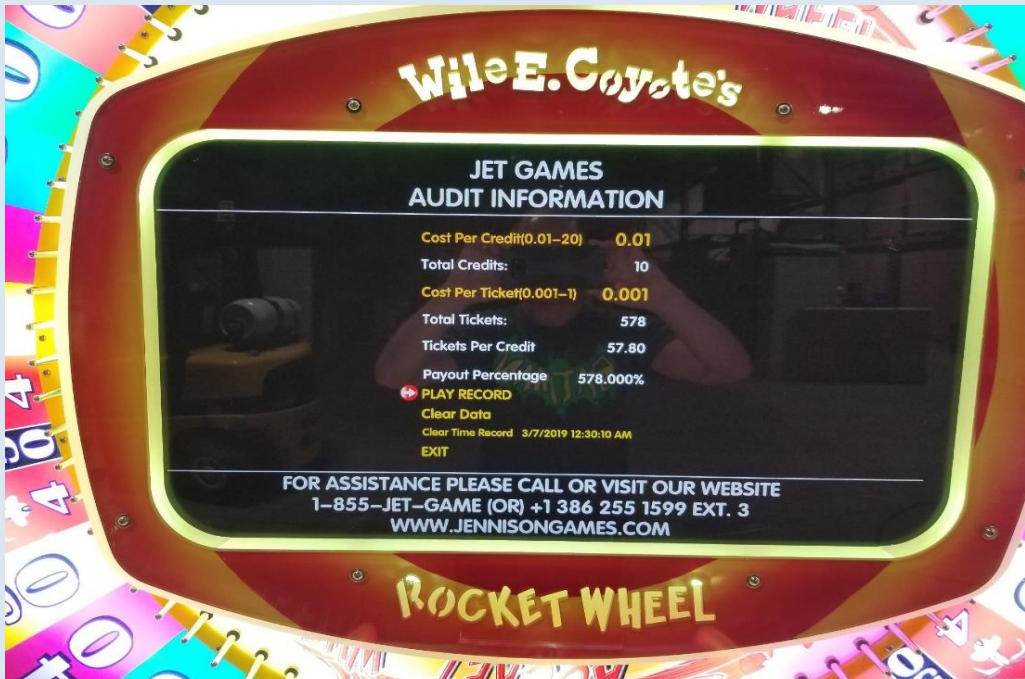
Step # 19

Wheel Position Test

To test the accuracy of the Wheel pointer and position of the wheel you can enter the "WHEEL POSITION TEST" function in the main menu.
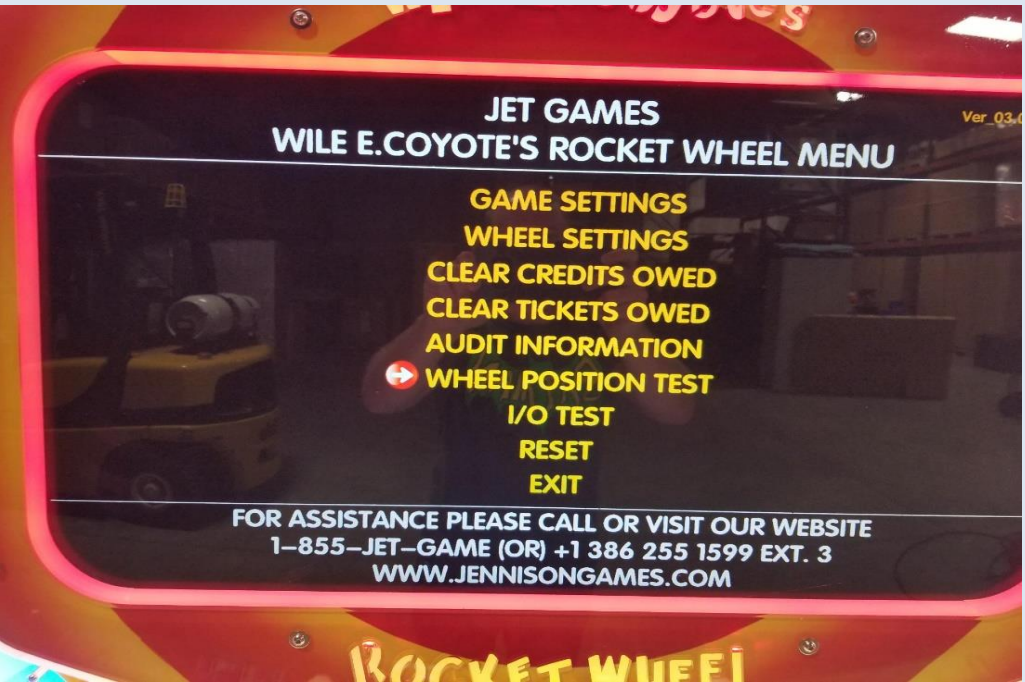
PROGRAM SETUP INFORMATION

Wheel Position Test

Once inside the "WHEEL POSITION TEST" menu you can push down on the handle slowly to advance the wheel and check for the pointer alightment. The vitual pointer one the monitor should match the movement of the physical pointer of the game. The score spaces should move in conjunction with the virtual spaces as well. You can also see the game count the pointer "PINS" (in white) and the individual steps in the wheel position sensor (in Green).

NOTE: Please note if the game has not been played for the day before entering the "WHEEL POSITION TEST" function you may need to rotate the wheel a full rotation before it will calibrate properly.

Wheel Position Test

To exzit the wheel test press the "ENTER" button and you will exit to the main menu.
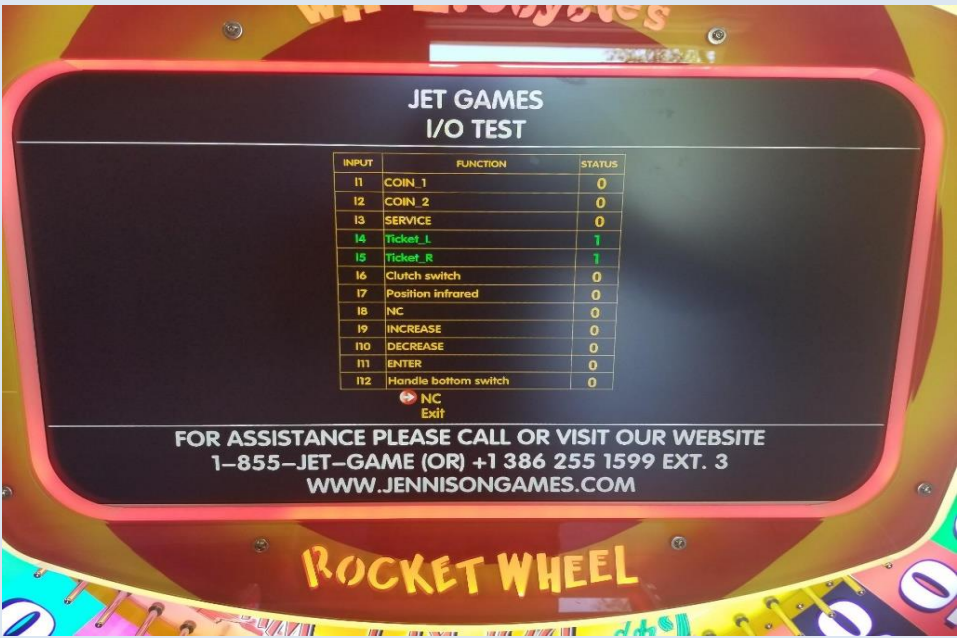
Testing Inputs

To test input from the game to the I/O board you can enter the "I/O TEST" menu from the main menu. One you have moved the curser to "I/O TEST" press the "ENTER" button.
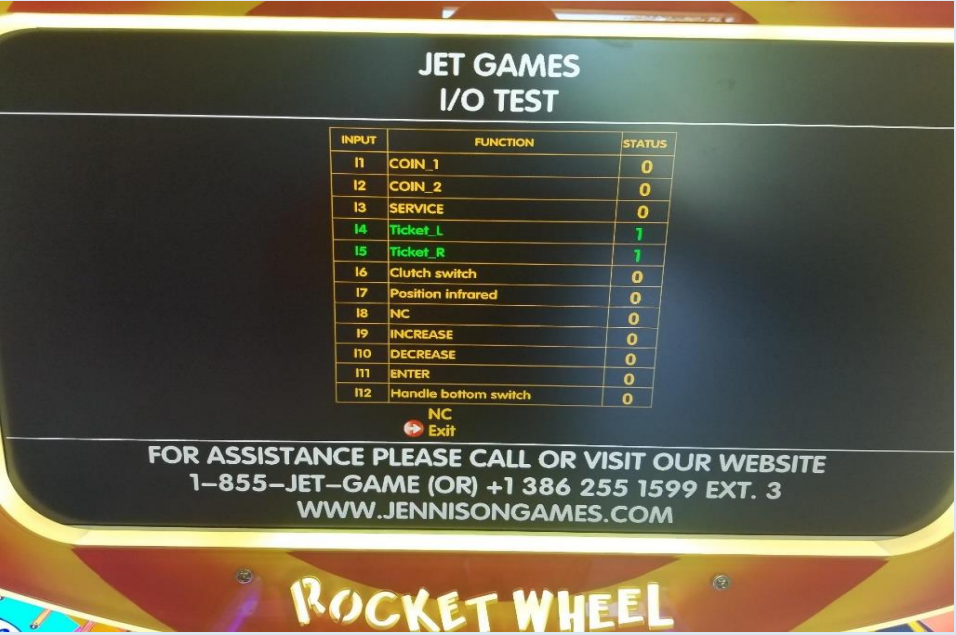
Step # 23

Testing Inputs

Once you have accessed the I/O test menu you can test each Item on the menu. When the input is triggered the input listed will turn green in the "FUNCTION" column, and the "STATUS" column will change from "0" open to "1" closed or triggered. For example, if you coin up the game the "COIN_1" will turn green in color and the staus will go from "0" to "1."

Step # 24

Testing Inputs

To exit the I/O test menu move the curser down using the "DOWN" button to "EXIT" and press the "ENTER" button.

Step # 25

Exiting the Menu

To exit the main menu, move the curser down to the "EXIT" menu and press the "Enter" button.

Exiting the Menu

Once exiting the programming functions the game is ready to be played.

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 Rocket Wheel 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 Ticket Wheel (20180501.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 Ticket Wheel 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 Rocket Wheel 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.
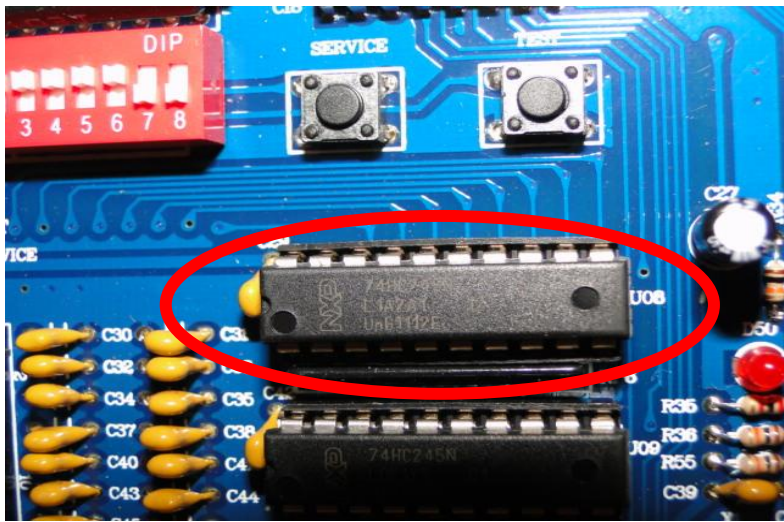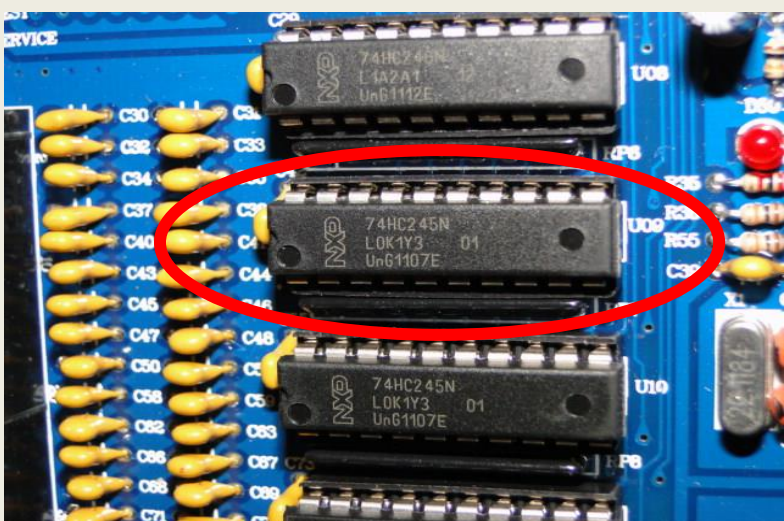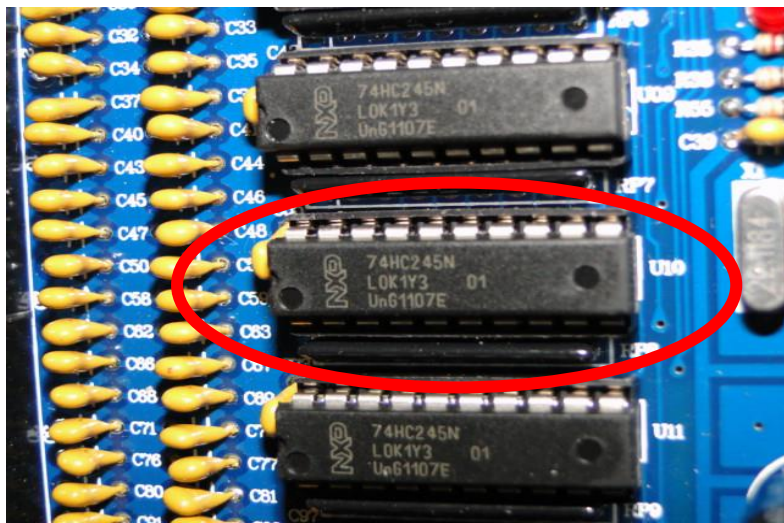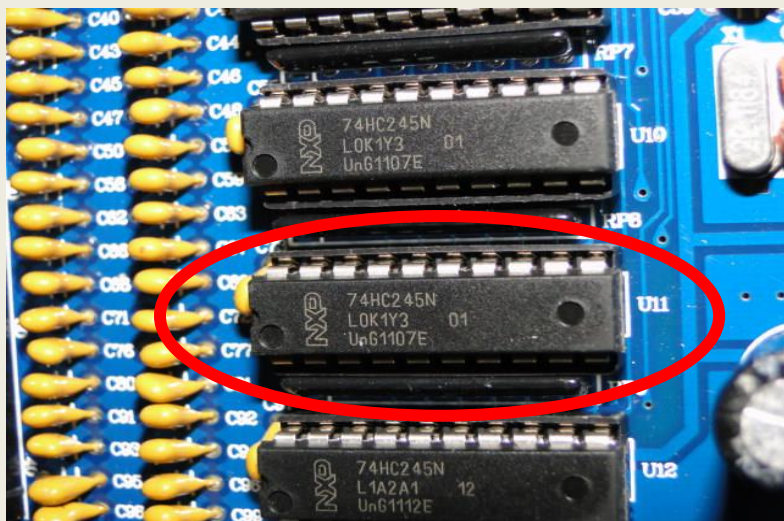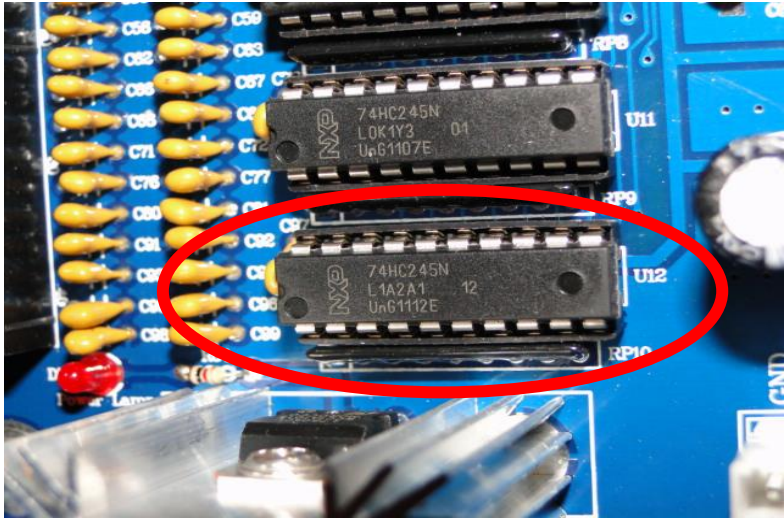
New Jersey Game Software Version

2 0 1 8 0 5 0 1 . N

The installed software version can be viewed at any time by entering the setup and looking at the Monitor display in the

ADJUSTING THE PAYOUT PERCENTAGE

TICKET PAYOUT REFERENCE CHART

5 - 10 TICKETS PER PLAY

WHEEL SPINS PER CREDIT	ROAD RUNNER BONUS	BONUS SLOT	WILE E MISS	BONUS SCORE STATE
1	50	25	1	5/7/11/7/5/15

20 - 25 TICKETS PER PLAY

WHEEL SPINS PER CREDIT	ROAD RUNNER BONUS	BONUS SLOT	WILE E MISS	SCORE STATE
1	250	150	4	5/10/20/10/5/100

30 - 35 TICKETS PER PLAY

WHEEL SPINS PER CREDIT	ROAD RUNNER BONUS	BONUS SLOT	WILE E MISS	SCORE STATE
1	500	150	4	10/20/40/30/10/100

40 - 45 TICKET PER PLAY

WHEEL SPINS PER CREDIT	ROAD RUNNER BONUS	BONUS SLOT	WILE E MISS	SCORE STATE
1	1000	250	4	10/20/40/30/10/100

50 - 55 TICKET PER PLAY

WHEEL SPINS PER CREDIT	ROAD RUNNER BONUS	BONUS SLOT	WILE E MISS	SCORE STATE
1	2000	250	4	20/30/50/40/10/100

60 - 65 TICKET PER PLAY

WHEEL SPINS PER CREDIT	ROAD RUNNER BONUS	BONUS SLOT	WILE E MISS	SCORE STATE
1	2000	250	4	30/40/60/50/20/150

90 - 95 TICKETS PER PLAY

WHEEL SPINS PER CREDIT	ROAD RUNNER BONUS	BONUS SLOT	WILE E MISS	SCORE STATE
1	3000	500	4	40/50/70/60/30/200

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 Penney) .
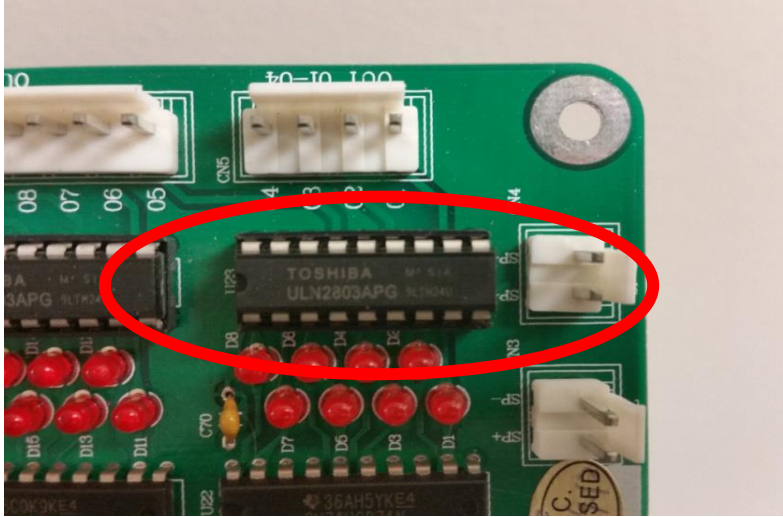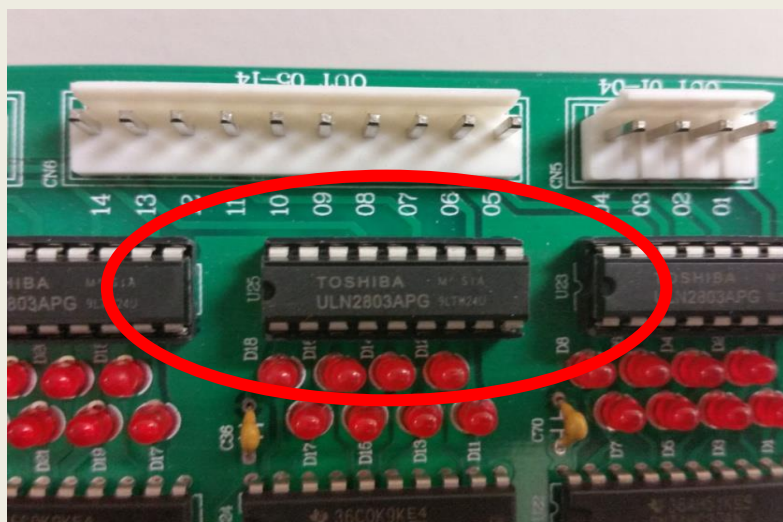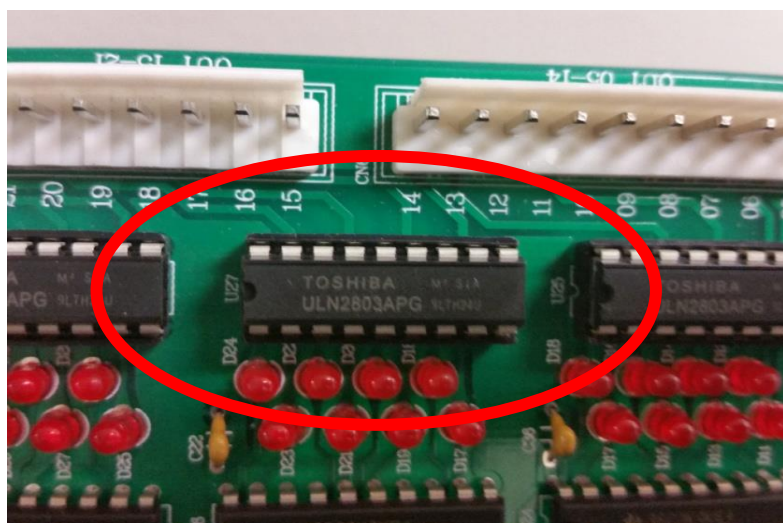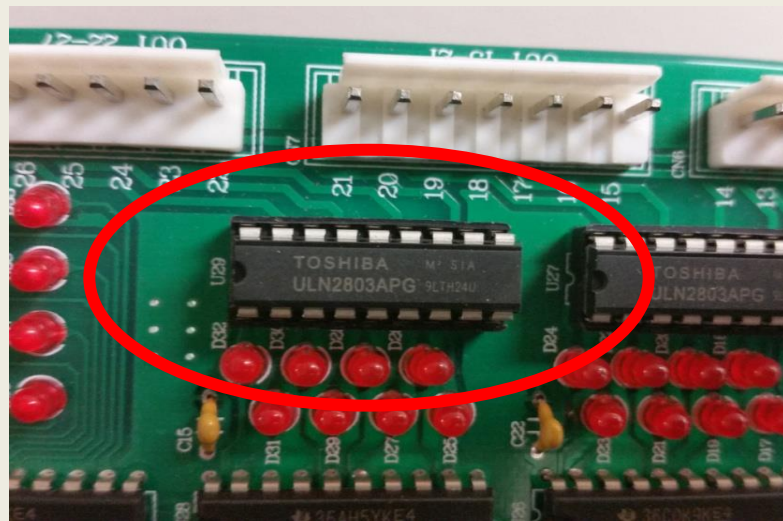
MAIN BOARD INPUTS

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 FEEDBACK SIGNAL # 1	
	5	TICKET FEEDBACK SIGNAL # 2	
	6	HANDLE LOCK SWITCH	
	7	WHEEL INITIAL SENSOR	
	8	HANDLE SENSOR	
U09	9	SETTINGS BUTTON UP	
	10	SETTING BUTTON DOWN	
	11	ITEM SELECT BUTTON (MENU)	
	12	HANDLE BUTTON SWITCH	
	13		
	14		
	15		
	16		
U10	17		
	18	POINTER SENSOR 2	
	19	POINTER SENSOR 3	
	20	POINTER SENSOR 4	
	21		
	22		
	23		
	24		
U11	25		
	26		
	27		
	28		
	29		
	30		
	21		
	32		
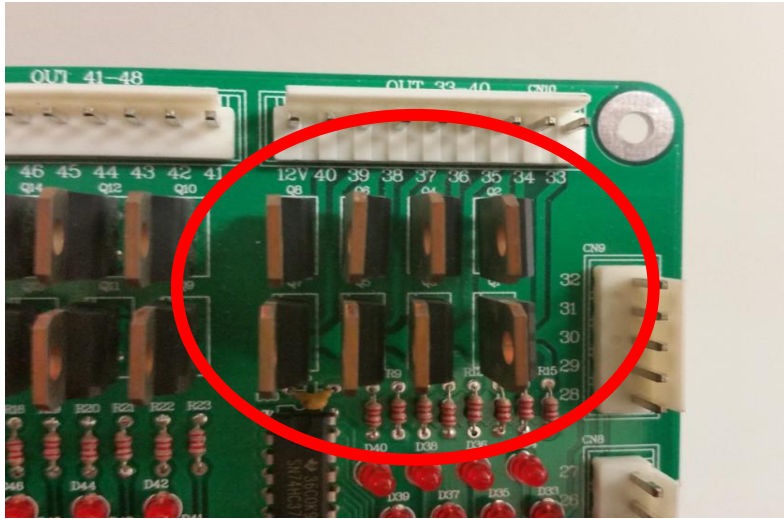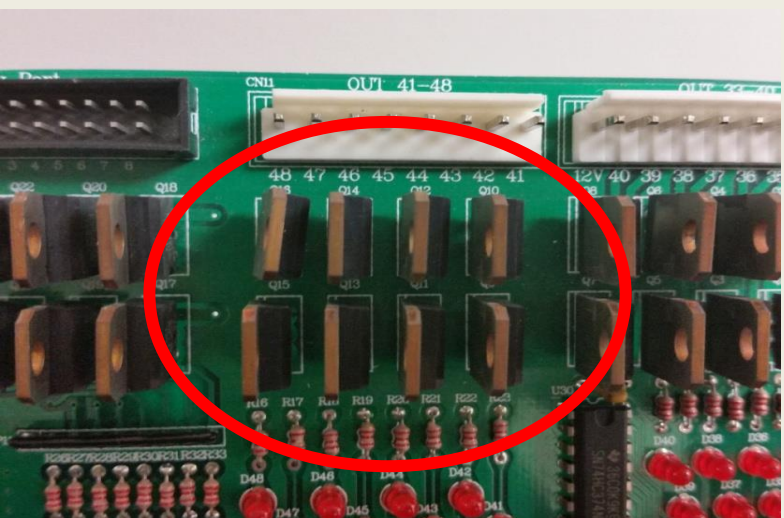
		OCEAN PEARLS - MAIN BOARD INPUT CHART CONTINUED		
IC	**INPUT #**	**CONTENT**	**PICTURE**
U12	33	**U12** IS NOT UTLIZED IN Rocket Wheel. THIS SPARE IC CAN BE USED IN **U08, U09, U10, & U11** TO RECTIFY POTENTIAL ISSUES WITH THOSE IC'S. IF YOU SWAP IC'S, BE SURE TO PUT THE DEFECTIVE IC BACK INTO **U12** 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 Rocket Wheel input/output board utilizes 5 input IC's to control all inputs used within the game. In Rocket Wheel, THREE of the FIVE IC's are used, those being U08, U09, U10. The remaining IC's at U11 & U12 is not used to control any input function. This IC can be used to replace the other IC's, should they become corrupt.

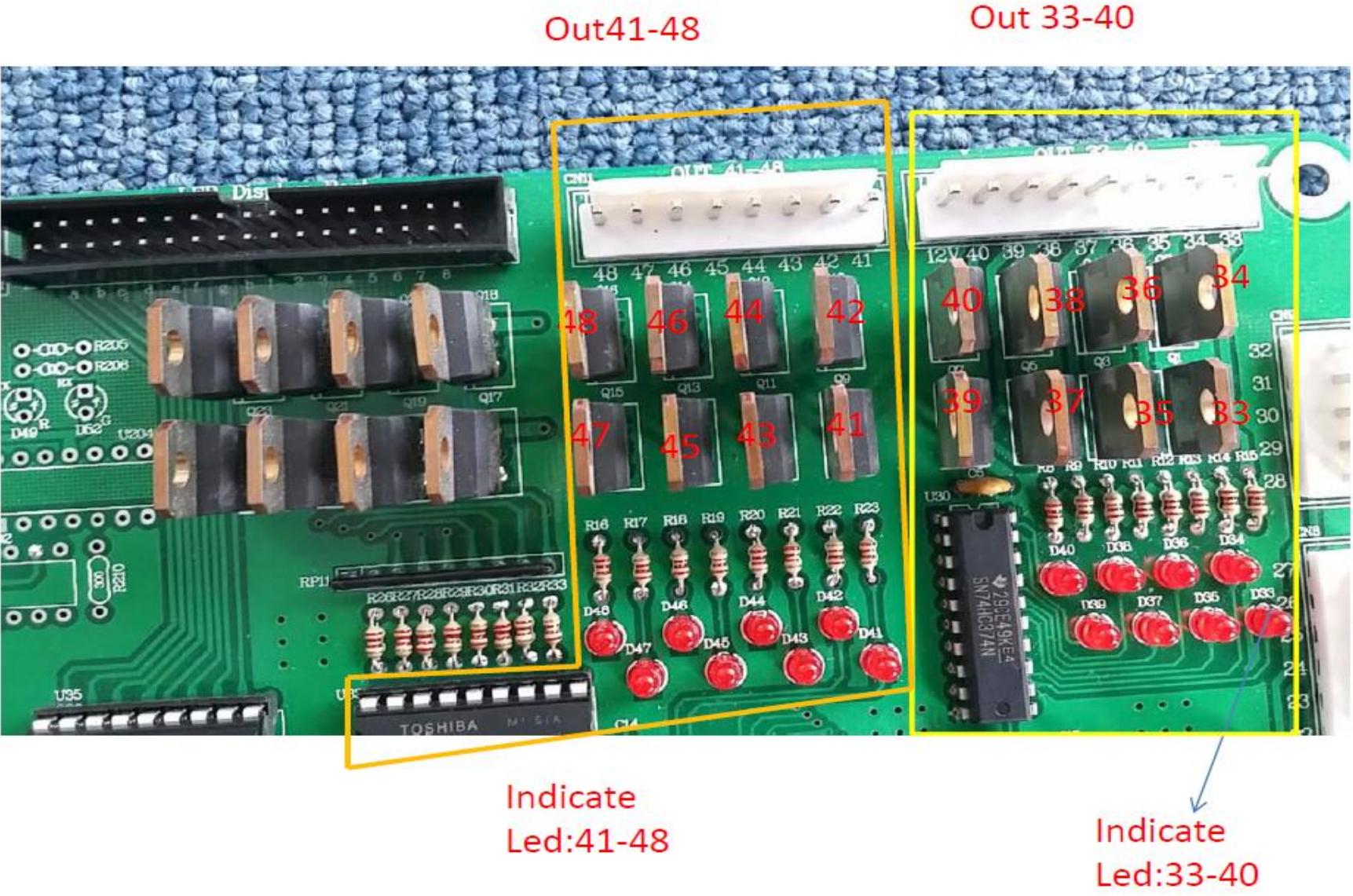## Rocket Wheel - MAIN BOARD IC (ULN2803) OUTPUT CHART

IC	OUTPUT #	CONTENT	PICTURE
U23	1	**U23** IS NOT UTLIZED IN Rocket Wheel. THIS SPARE IC CAN BE USED IN **U23, & U29** TO RECTIFY 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	
U23	2		
U23	3		
U23	4		
U23	5		
U23	6		
U23	7		
U23	8		
U25	9	**U25** IS NOT UTLIZED IN Rocket Wheel. THIS SPARE IC CAN BE USED IN **U23, & U29** TO RECTIFY 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	
U25	10		
U25	11		
U25	12		
U25	13		
U25	14		
U25	15		
U25	16		
U27	17	**U27** IS NOT UTLIZED IN Rocket Wheel. THIS SPARE IC CAN BE USED IN **U23, & U29** TO RECTIFY 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	
U27	18		
U27	19		
U27	20		
U27	21		
U27	22		
U27	23		
U27	24		
U29	25		
U29	26		
U29	27		
U29	28		
U29	29	Smoke spray control	
U29	30	Smoke spray control	
U29	31	Smoke machine power	
U29	32	Smoke machine power	

Rocket Wheel - MAIN BOARD OUTPUT CHART CONTINUED

	OUTPUT #	CONTENT	PICTURE
Q1-Q8	33	COIN METER	
	34	TICKET METER	
	35	TICKET DRIVER # 1	
	36	Coin lock	
	37	Smoke Machine LED RED	
	38	Owe Ticket LED 1	
	39	Ticket Driver #2	
	40	Owe Ticket LED2	
Q9 - Q16	41	Ground LED RED	
	42	Ground LED GREEN	
	43	Ground LED BLUE	
	44	LOGO LED	
	45	Smoke Spray Control	
	46	Handle Lock Motor	
	47	Clutch Driver	
	48	Smoke Machine LED BLUE	

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 Rocket Wheel									

SWITCH # 2 (SW2)

DESCRIPTION	VALUE	SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
SWITCH # 2 IS NOT USED IN Rocket Wheel									

SWITCH # 3 (SW3)

DESCRIPTION	VALUE	SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
WHEEL SPEED FOR GAME PLAY	1	ON	ON	ON					
	2	off	on	on					
	3	on	off	on					
	4	off	off	on					
	5	on	on	off					
	6	off	on	off					
	7	on	off	off					
	8	off	off	off					

SWITCH # 3 (SW3) WILL BE UPDATED FOR USE IN FUTURE SOFTWARE UPGRADES. UNTIL THAT TIME, SW34, SW35, SW36, SW37 & SW38 MUST BE SET TO ON.

NOTICE

DIP SWITCH #1 AND #2 ARE NOT CURRENTLY UTILIZED IN Rocket Wheel

BOARD CHARTS

Main Board Chart

INPUT	CONTENT	Connects to	CONTENT
1	CN13-B		CN1-2 (P30 RXD)
2	CN13-A		CN1-3 (P31 TXD)
3	J3-34		Encoder (CS)
4	J3-36		Encoder (DO)
5	J3-37		Encoder (CLK)

NOTE: VOLTAGE OF CASCADING LED'S IS 5 VOLTS

LMP - MCUc.PCB (LED DRIVER BOARD)

CONNECTOR	POSITION NUMBER		CONTENT
CN1	P31		MB007 CN13-1(B)
	P30		MB007 CN13-2(A)
CN2	P00		CONSOLE FRONT LED SIGNAL
	P01		CONSOLE SIDE LED SIGNAL
	P02		
	P03		MONITOR LED SIGNAL
	P04		INNER WHEEL LED SIGNAL
	P05		OUTSIDE WHEEL LED SIGNAL
	P06		LIGHT BOX (MARQUEE) LED SIGNAL
	P07		

Rocket Wheel 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.

Should you require assistance in ordering parts for Rocket Wheel, please contact the following:

JENNISON ENTERTAINMENT TECHNOLGIES

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

Harry Levy Amusements

Unit 6 Patricia Way / Pysons Road, Broadstairs
Kent, CT10 2LF UNITED KINGDOM

MAIN PHONE: + 44 (0) 18 4386 6464

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

Rocket Wheel TROUBLESHOOTING GUIDE

Problem: Wile. E Coyote's Rocket wheel is miss scoring. There are two major reasons the game will not score correctly. One reason for a miss is an issue with the main wheel seonsor. The other issue would involve the pointer sensor. In this section we will go over possiable solutions to both issues. Only proceed with the following instructions after you have contacted JET and are directed to do so.

Step # 1

Identifying A Main Wheel Sensor Error

The first and most common reason the game would miss score would be an issue with the main wheel sensor. As seen in the picture to the right the computer sees a score of "40" while the physical wheel shows "20." (These values will varry) Also you can see the physical pointer is strait up and down as is the image of the pointer on the monitor.

Step # 2

Identifying A Pointer Sensor Error

The second most common reason for the game to miss score would be an issue with the pointer sensor. As you can see in the picture to the right the game should have scored a "20" but it scored a "60" on the monitor. Please not the difference in the pointer on the monitor as to the pointer in the game. The pointer is pointing to the far right well past the physical pointer. This is a sign that the pointer sensor has a fault.

Fixing A Main Wheel Sensor Issue

Step # 3

Main Sensor

The main wheel sensor is located in the back of the game attached to the main wheel support In the 12 O'clock location shown in the to picture to the right.

The sensor will have three wires coming from the sensor (RED, Black, and Blue) the red is 12 volts positive, the black wire is your common, and the Blue wire is the singal wire. When the wheel position break goes throught the sensor the red LED will light on the back of the sensor indicating the sensor is "seeing" the wheel break. Now is also the time to check for 12 volts to the sensor and that you get a voltage change accross the blue wire when the sensor is blocked.
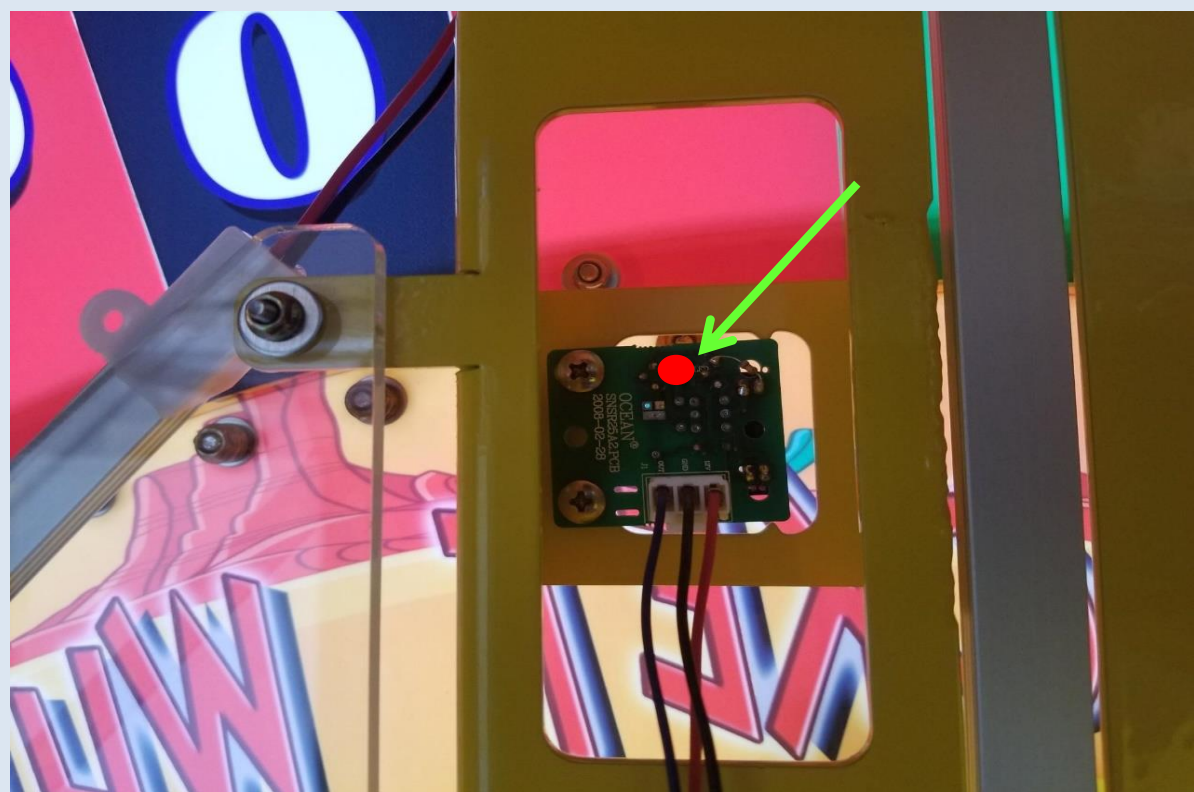
Step # 4

Main Sensor Issue

With the game on, You should be able to maunally move the score wheel by hand in the back of the game to see if the sensor break is attached to the wheel and if the sensor is picking it up. In the picture to the right you can se that the sensor is "seeing" the sensor break even though the break is far to the left. This means the sensor has failed.

# Fixing A Main Wheel Sensor Issue

Step # 5

Main Sensor Issue

If the sensor is "seeing" the wheel sensor break when it is not going through the sensor then most likely the emmiter and reciever have been miss aligned. As you can see in the picture to the right the sensor's "U" shaped emmitter is not stait up and down and has becomed damaged. This will keep the red LED constantly lite.

Step # 6

Main Sensor Issue

Replace the sensor with a new unit. When a new sensor is installed make sure that the wheel sensor break does not make contact with the sensor and that you have left enough room not just top and bottom of the sensor, but front and back to allow for the wheels motion. Note: After installing the Sensor please move the wheel by hand multiple rotation to check for clearace before returning game to service.
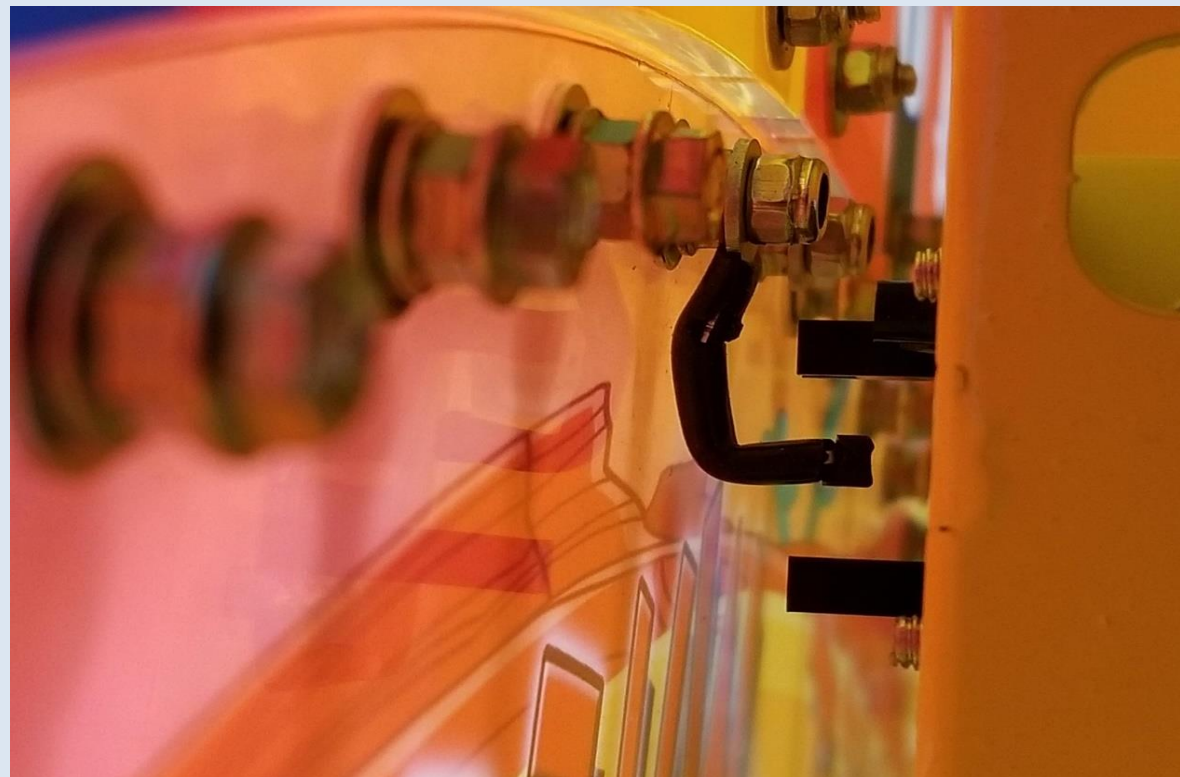
Fixing a Pointer Sensor Issue

Step # 1

Pointer Sensor Issue

The pointer sensor is located directly under the pointer itself behind the yellow acrylic sensor cover. You should be able to see the red sensor LED's through the yellow acrylic but for the purpose of this manual I will remove it for pictures.
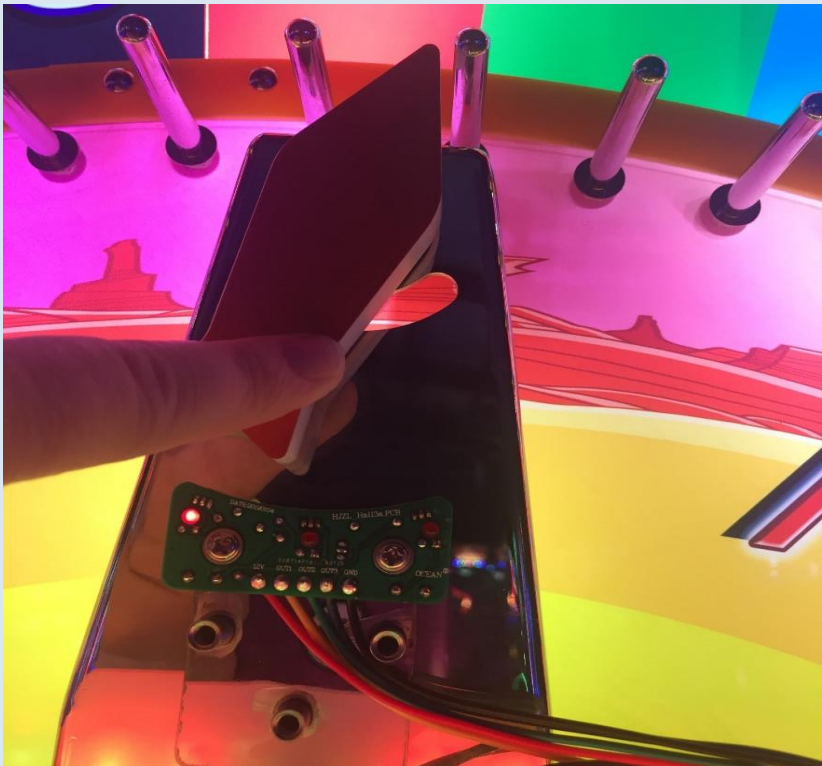
| Step # 2	
Pointer Sensor Issue	
When there is no deflection in the pointer you should see only the middle red LED lite. This will give a voltage change across the **Green** sensor wire and either the Red (12 volt) or the Black (comm) wires when the LED is lite as opposed to it being unlite.	

Step # 3	
Pointer Sensor Issue	
When the pointer tip is deflected to the right you should only see the left red LED lite. This will give a voltage change across the **Blue** sensor wire and either the Red (12 volt) or the Black (comm) wires when the LED is lite as opposed to it being unlite.	

Fixing a Pointer Sensor Issue

| Step # 4	
Pointer Sensor Issue	
When the pointer tip is deflected to the Left you should see the right LED lite. This will give a voltage change across the **Yellow** sensor wire and either the Red (12 volt) wire or the Black (comm) wires when the LED is lite as opposed to being unlite.	
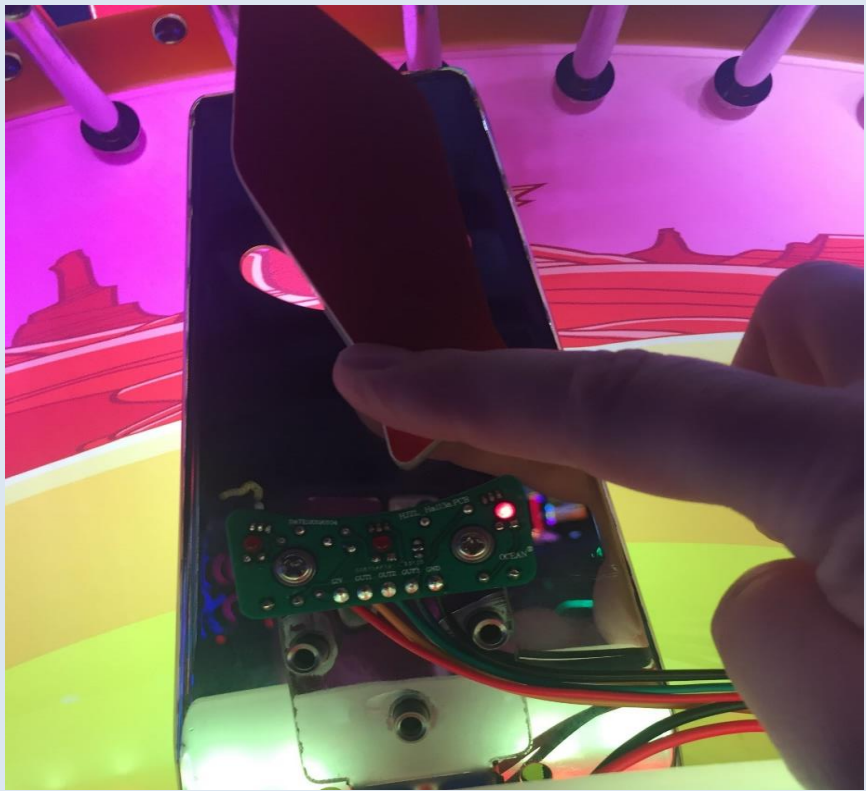
Step # 5
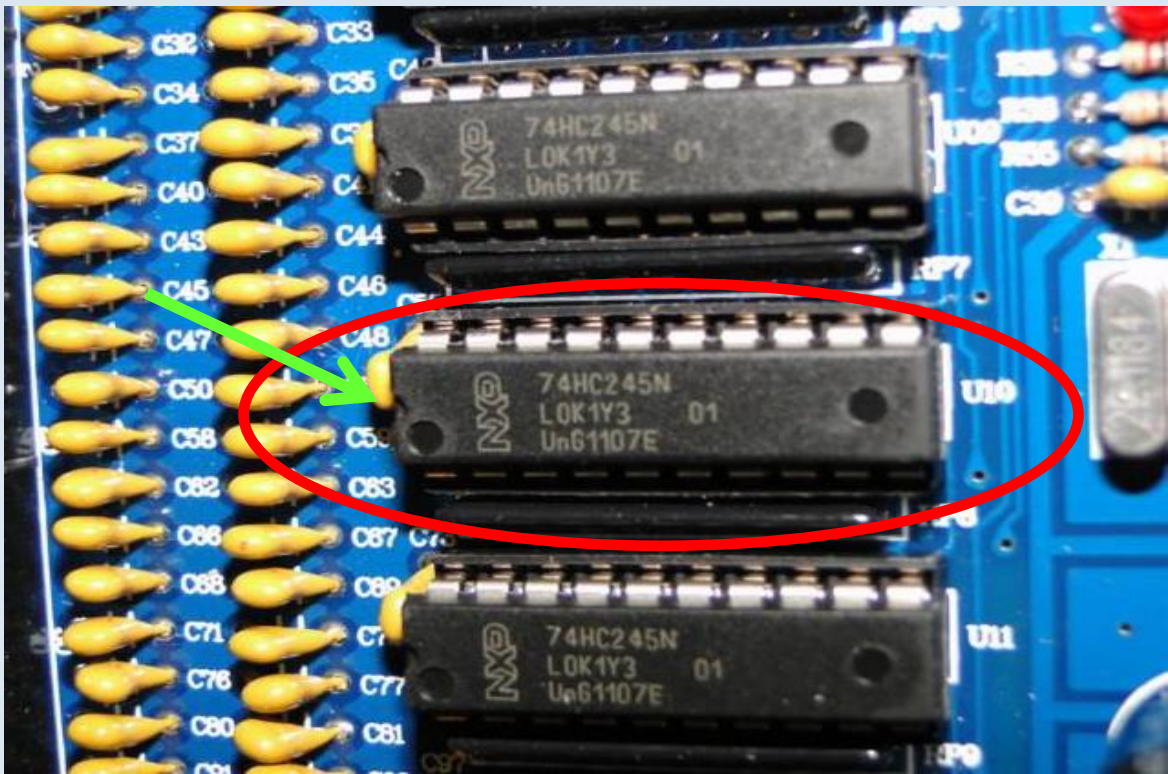
Pointer Sensor Issue

If all voltages from the pointer sensor check out properly, and all red LED's turn on and off properly then we can assume the sensor is working properly. We then need to check continuity of the sensor signal wires from the sensor connection (6 pin connector on sensor) in the front of the cabinet to the Sensor connections at the wheel interface board in the back. You can see from the picture to the right that the Yellow wire is connection 3, Green wire is connection 4, and Blue wire is connection 5. All sensor connection is the top two 8 pin connectors.
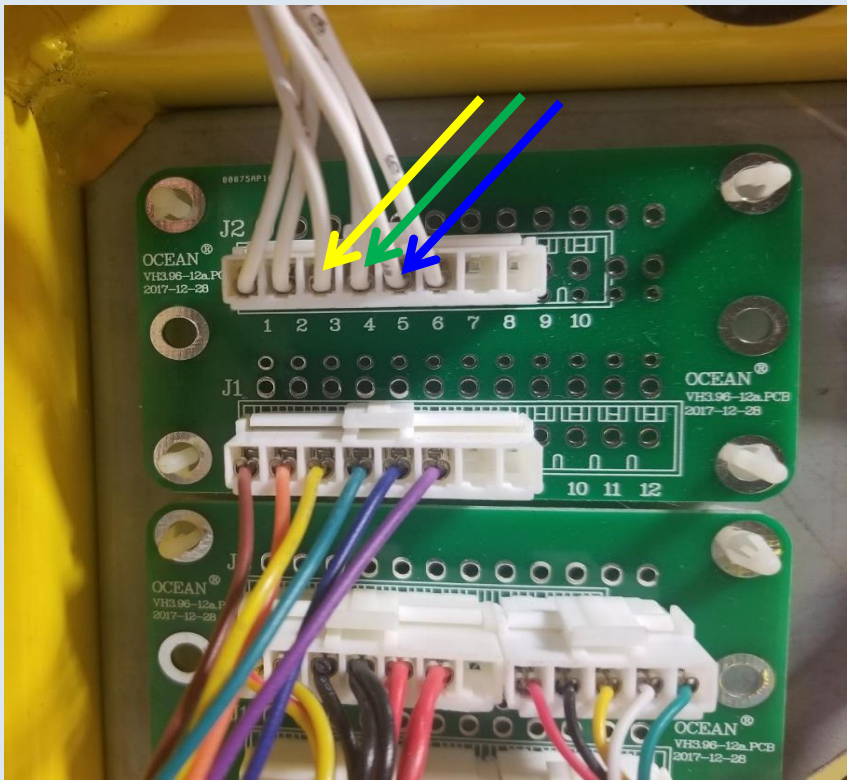
Step # 6

Pointer Sensor Issue

After checking for continuity from the sensor to the wheel interface board you can check from the wheel interface board down to the I/O board. The wires will be inputs number 18, 19, 20. If you get coninuity all the way from the sensor to the I/O board, and the sensor operates properly then please swap out the input chip in the U10 position. Your spare input chips are in the U11, and U12 locations. Please pay attention to the indention in the chips when reinstalling as these chips only work one way.

# Fixing a Pointer Sensor Issue

Step # 7

Pointer Sensor Issue

If all Steps above check out properly, and all connections and power readings are in specification. The problem could be the adjustment in the distance the pointer magnet is from the pointer sensor. To check this we will have to do the "Wheel Posistion Test" in step 20 of the program setup. The pointer on the monitor should click over at the same time as the physical pointer of the game. If not remove the clear acrylic wheel cover and proceed with step #8.

Step # 8

Pointer Sensor Issue

If the pointer on the monitor does not match the movement of the physical pointer on the game you will have to Adjust the hight of the pointer to the height of the pointer sensor. To accomplish this you will have to loosen or tighten the hex headed bolts that attach the pointer assembly to the cushion pads. If the physical point lags behind the monitor pointer you will have to tighten the bolts, if the physical pointer clicks faster than the monitor pointer you will have to loosen the bolts. Please note only small adjustments will be needed, all bolts need to be adjusted at the same rate.
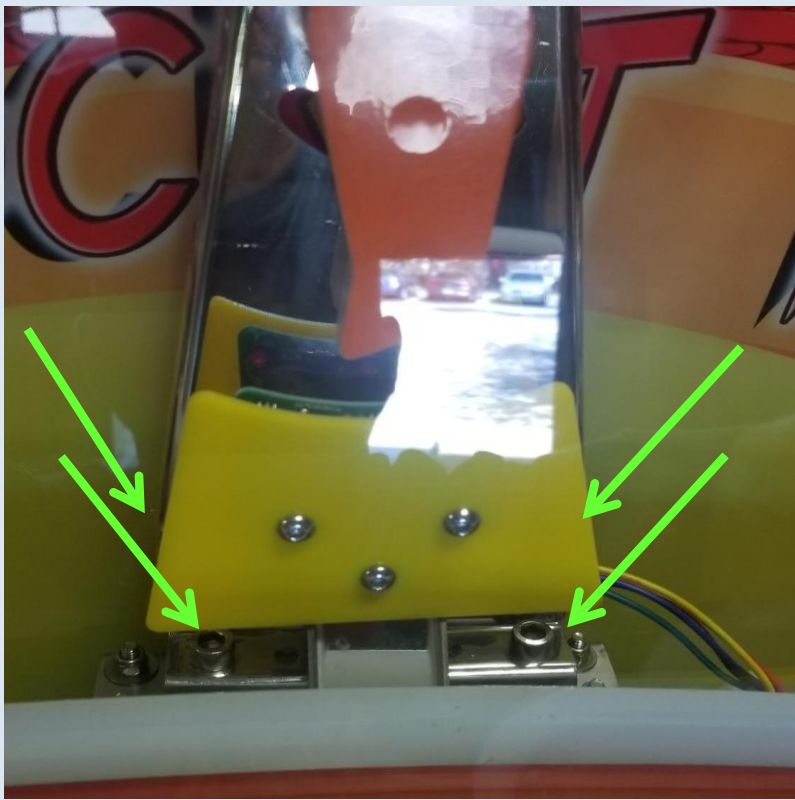
# Diagnose A Wheel Speed Sensor

Step # 1

Wheel Speed Sensor

A Wheel Speed sensor error will present itself by not being able to read or misread the speed of the wheel. When rotating the wheel with normal force, the game does not recognise the speed or shows a slower speed as in the picture to the right you might have a Speed sensor issue. The meter on the bottom of the screen shows the speed of the wheel and must be in the Green to payout game tickets. If the meter is in the red the game will show "TOO SLOW" above the meter.

Step # 2

Wheel Speed Sensor

The Wheel Speed Sensor is located behind the back access cover for the wheel. At this time please make sure the two mounting bolts are tight and the sensor is firmly mounted to the cabinet.
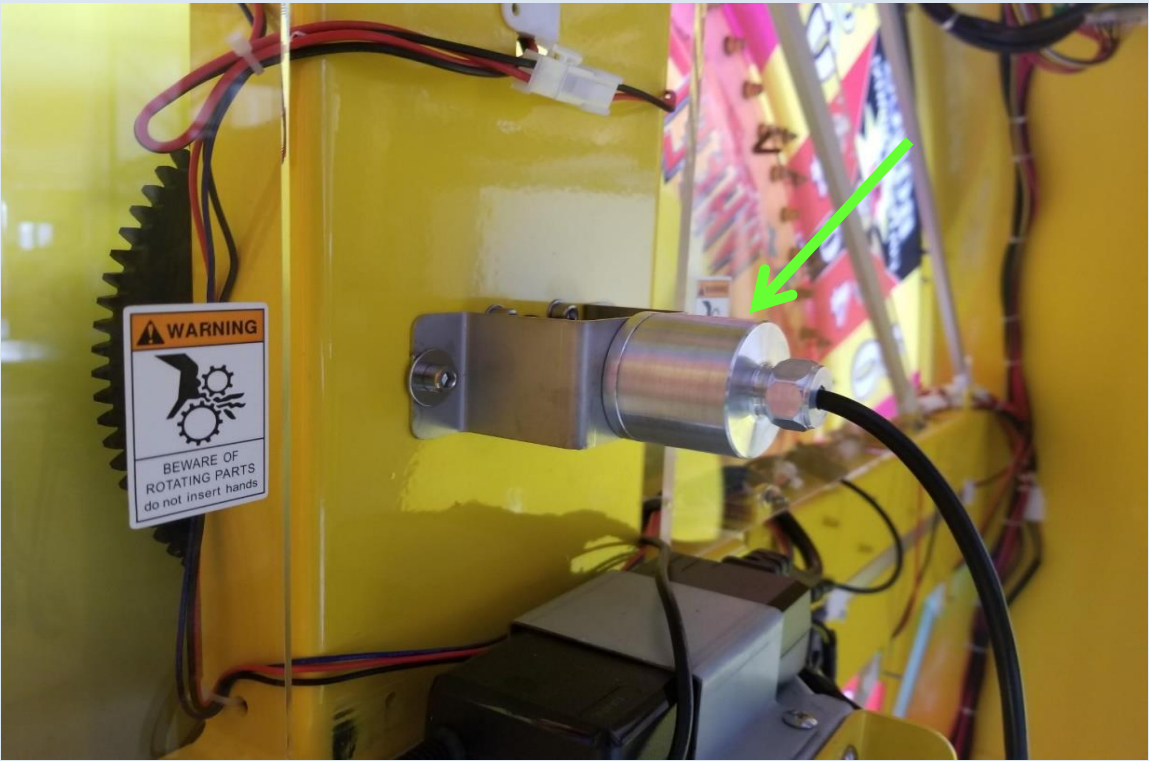
Step # 3

Wheel Speed Sensor

After checking to make sure the sensor is properly mounted to the cabinet. We need to check the gear on the end of the sensor. This gear should move with the main wheel, and should have little to no play front to back. If your sensor gear has play front and back then you could have a misaligned gear or loose bolts holding the gear to the sensor pulley. These should be a slight rotational play as there is a some give in the gear teeth and this small motion is normal.
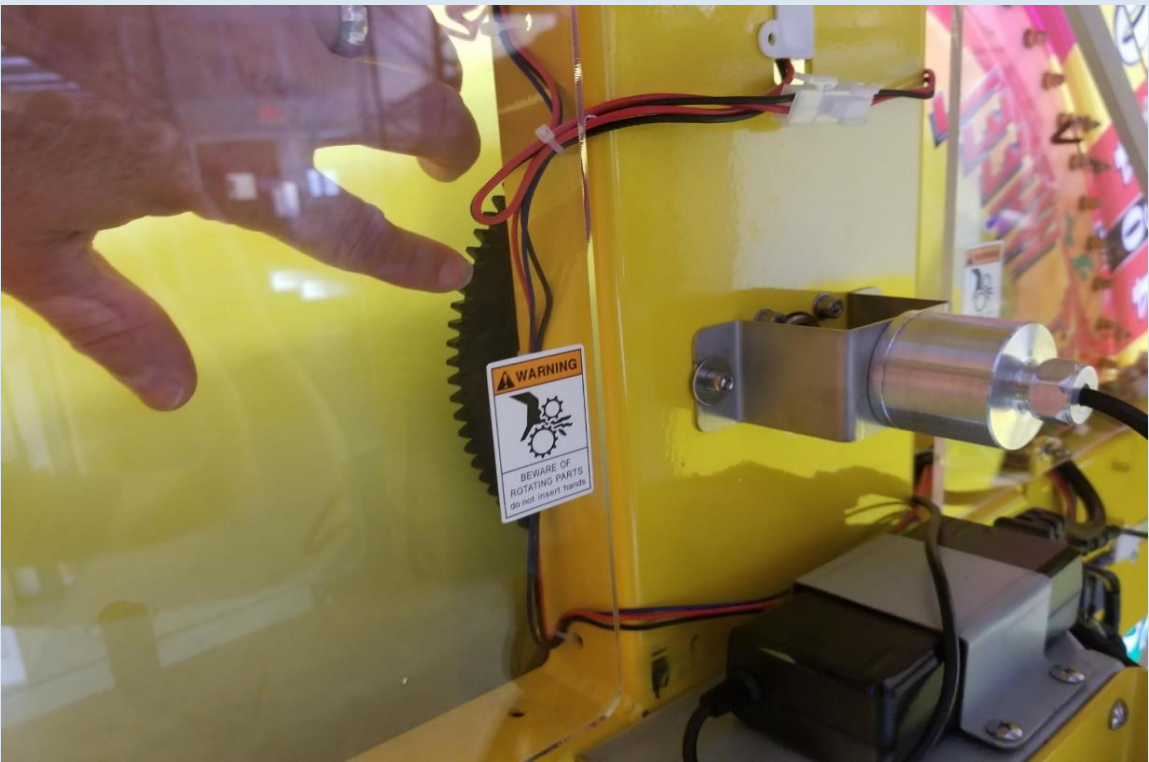

Diagnose A Wheel Speed Sensor

Step # 4

Wheel Speed Sensor

The Wheel Speed Sensor connections are made at the Wheel interface boards in the middle of the back of the wheel. The sensor connection are the 5 pin flat molex connectors with the red, black, yellow, white and green wires marked with the arrow on the picture to the right. Please note the change from a green wire on the sensor to the blue wire on the game hanress. Please check that the sensor is getting inlet power accross the red and blakc wires and that there is continuity accross the interface board.
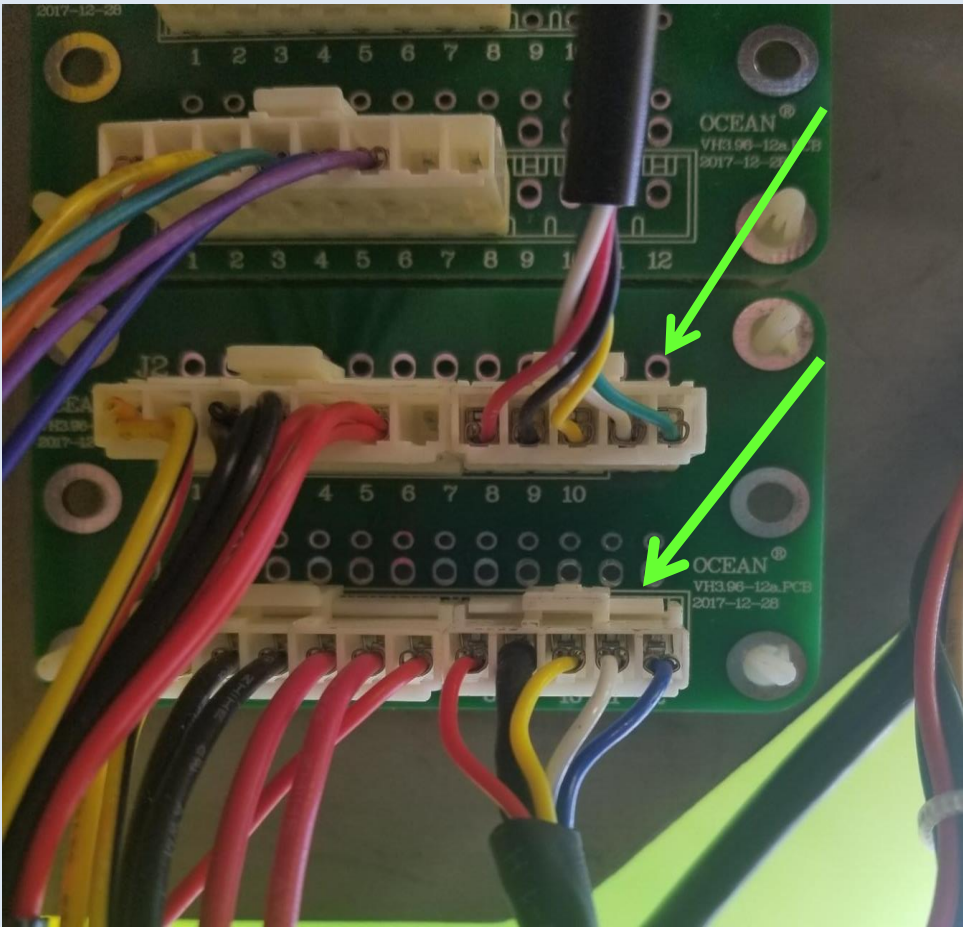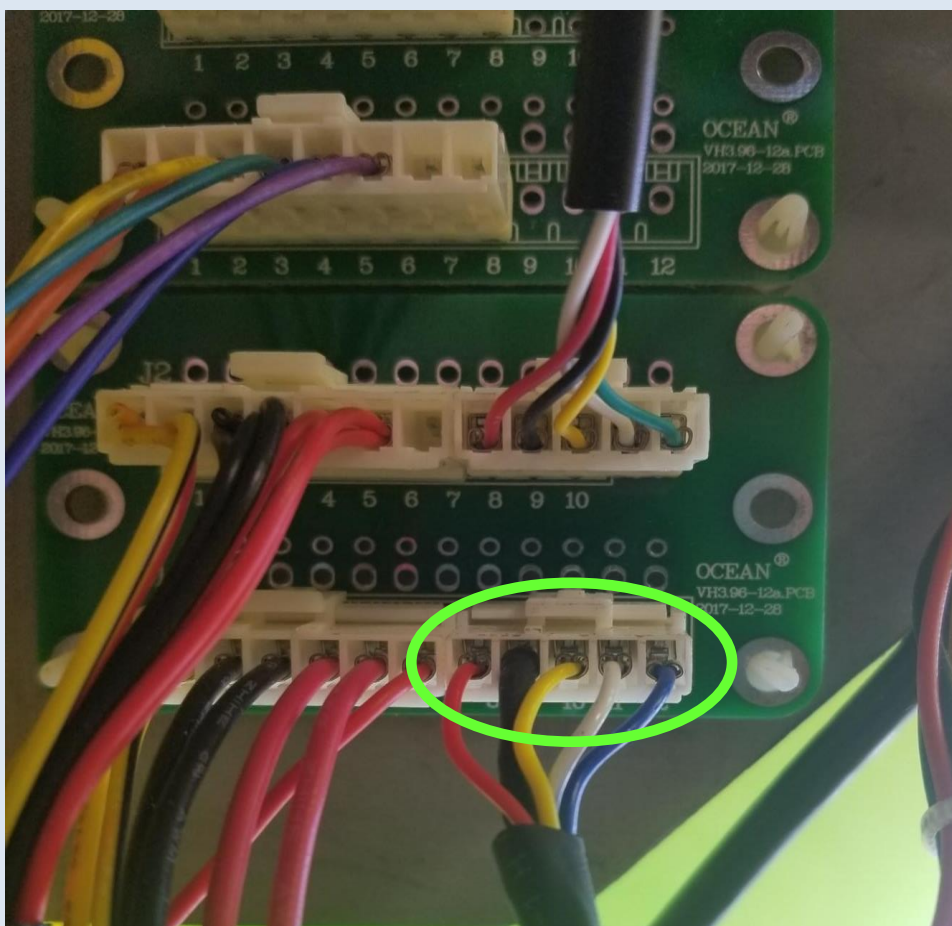
Wheel Speed Sensor

After checking coninuity across the wheel interface board, check the continuity from the interface board to the I/O board. The connection to the I/O board is in the middle of the board on a white 5 pin molex connector. Please see picture to the right for location on the I/O board.
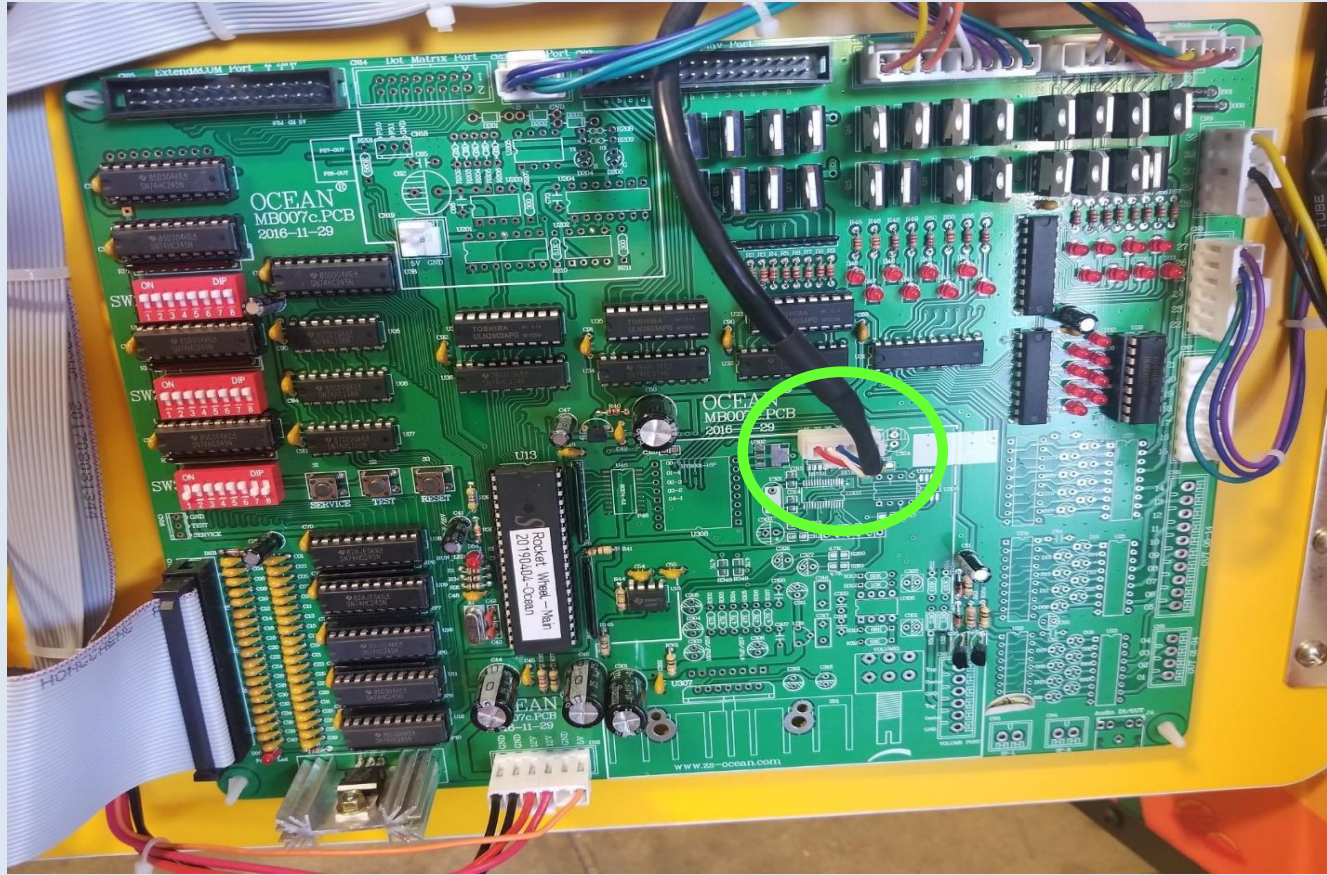
Step # 3

Wheel Speed Sensor

If all the connections mechanical and eletrical are proper then we need to check voltages from the sensor. In the back of the game please grab voltages from the cirsrlced molex connector in the picture to the right. The sensor is a 5 volt sensor and the positive line is the RED wire. The Black wire is the common ground for the sensor. You should see 5 volts accross the red and black wires, 3.5 volts accross the Yellor / Black wires and also across the White / Black wires but the voltages should be constant. That being said the Voltage across the Blue / Black wires should be 3.80 when at rest and shoudl varry with wheel speed to 3.90 volts. If this does not have the proper voltages the sensor is bad.

Diagnose A Wheel Speed Sensor

Step # 1

Wheel Speed Sensor

Step # 2

Wheel Speed Sensor

Step # 3

Wheel Speed Sensor