

ROCKIN & ROLLIN SERVICE MANUAL

VERSION 1.8



MANUFACTURED BY:

Jennison Entertainment Technologies Corporation

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

Toll Free Number: 1-855-JET-GAME

Phone Number: 1-386-255-1599

Service Email: Service@JennisonGames.com

Fax Number: 1-386-255-1589

Information Email: Info@JennisonGames.com

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

www.JENNISONGAMES.com

TABLE OF CONTENTS

Section	Page	Section	Page
Table of Contents	2	Troubleshooting Guide	32
Safety Notifications	3	Error Codes	33
Epilepsy Warning	4		
Warnings, Cautions, & Notices	5	Warranty Information	Web.
FCC Compliance	7	Parts List	34
RoHS Compliance	8		
UL 22 Safety Standards & Certificate	9		
Cabinet Dimensions	10		
Electrical Requirements	11		
Installation Instructions	12		
Inspecting For Shipping Damage	13		
Opening The Box	13		
Inspecting Components	13		
Removing The Box From Skid	14		
Inspecting The Unit	14		
Removing The Game From Skid	14		
Installing The Lighted Marquee	16		
Selecting The Proper Voltage	19		
Card Reader Install Points	19		
Turning The Power On			
Checking The LED Lights			
Inserting Tickets Into Dispenser			
Program Setup			
Game Settings & Program	21		
New Jersey Software Settings	22		
Score Groups	23		
Dip Switch Settings	25		
Board Inputs	28		
Board Outputs	30		

NOTE: SOME PAGES MAY BE INTENTIONALLY LEFT OUT OF THIS MANUAL. SOME VERSIONS OF THE MANUAL DO NOT INCLUDE A PARTS LIST. CONTACT SPT OR JET FOR CURRENT PARTS LIST IF NOT INCLUDED.

SAFETY NOTIFICATIONS

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

ROCKIN & ROLLIN 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!

ROCKIN & ROLLIN CAUTIONS & NOTICES

WARNING

Make sure that the 115/230 VAC selector switch is properly selected on all power supplies for the correct line voltage at the installation site.

WARNING

This unit is suitable for INDOOR use only. The game 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 ROCKIN & ROLLIN. Contact J.E.T. 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. ROCKIN & ROLLIN 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 ROCKIN & ROLLIN.

As of January 2017, Jennison Entertainment Technologies has tested all components used in the manufacturing of ROCKIN & ROLLIN. 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.



COMPLIANCE TO UL 22 STANDARDS

Jennison Entertainment Technologies has had ROCKIN & ROLLIN tested by TUV Rheinland to ensure that it meets or exceeds the safety standards set forth by UL 22 Standards.

ROCKIN & ROLLIN HAS BEEN TESTED TO THE FOLLOWING STANDARDS:

UL 22: 2008 R7 . 10

CAN/CSA-E60335-2-82:13

CAN/CSA C22 . 2 NO. 60335-1-11



THE ABOVE MARK IS POSTED ON EACH GAME

Certificate		TÜVRheinland
Certificate no.	CU 72140978-01	CERTIFICATE NUMBER
License Holder: Jennison Entertainment Technologies 822 South Nova Road Daytona Beach FL 32114 USA	Manufacturing Plant: Ocean Amusement Machine Co., Ltd. No.47, QunFu Industrial Zone GangKou, Zhongshan, Guangdong China	
Test report no. USA-SS 17038640 001	Client Reference: Justin Jennison	
Tested to: UL 22:2008 R7.10 CAN/CSA-E60335-2-82:13 CAN/CSA C22.2 No. 60335-1-11	TESTING STANDARDS	
Certified Product: Amusement and Sewing Machines (Goalie All Star's)	License Fee - Units	
Model Designation: GAS01	7	
Rated Voltage: AC 110-120V, 60Hz		
Rated Current: 1.5A		
Rated Power: 150W		
Rated Ambient Temperature: 25°C max.	GAME INFORMATION	
Appendix: 1, 1-4	7	
Licensed Test mark: 	Date of Issue (day/mo/yr) 29/04/2014	

DIMENSION INFORMATION

ROCKIN & ROLLIN CABINET DIMENSIONS (ASSEMBLED)

LENGTH		WIDTH		HEIGHT*		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG

* HEIGHT INCLUDES THE LIGHTED MARQUEE INSTALLED ONTO THE GAME

U.S. DOMESTIC ROCKIN & ROLLIN SHIPPING DIMENSIONS

LENGTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
96"	N/A	48"	N/A	55"	N/A	740	N/A

ROCKIN & ROLLIN ships on one plywood skid within the United States, Canada, and Mexico. Be sure to inspect the packaging when the unit arrives and notate any damage with the driver and on the BOL before signing for the unit. JET is not responsible for any damage sustained during the transportation of the unit between our dock and your location.



DANGER

IF USING A FORK LIFT - DO NOT ALLOW ANYONE TO GET UNDER THE UNIT WHILE IT IS BEING LIFTED

ELECTRICAL REQUIREMENTS

ROCKIN & ROLLIN ELECTRICAL REQUIREMENTS

	VOLTS	HERTZ	AMPS
DOMESTIC POWER REQUIREMENTS	110 - 120 VAC	60 HZ	2.7 AMPS (MAX)
FOREIGN POWER REQUIREMENTS	215 - 240 VAC	50 HZ	1.5 AMPS (MAX)

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 THE POWER SUPPLY

DANGER

DO NOT OVERLOAD ANY CIRCUIT WITH THE ADDITION OF POWER PONG. 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 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. 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 100 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

Receiving the equipment

Rockin & Rollin is shipped within the United States, Canada, and Mexico on a single 96" x 48" skid. The unit is secured to the pallet with a single metal strap and further secured using five 2X4's along the perimeter of the unit.



Step # 2

Inspect the unit for shipping damage

Before signing for the unit from the shipping carrier, be sure to inspect the packaging and notate any damage with the carrier driver. If the damage is severe - DO NOT ACCEPT the unit and contact your distributor. JET Games can only assist with claims for units shipped from our dock - we cannot assist on damage claims for units shipped from our distributors.



Step # 3

Further inspecting the unit for damage

Be sure to inspect the front of the unit as the top is all acrylic.



INSTALLATION INSTRUCTIONS

Step # 4

Remove the front secure mounts

Carefully remove the RIGHT side and CENTER upper 2X4 mount.



Step # 5

Removing the skid mounts

Continue to remove the LEFT side skid mount.



Step # 6

Cut the shipping strap

Carefully cut the shipping strap. Be careful as the strap is under tension and can recoil once cut.



INSTALLATION INSTRUCTIONS

Step # 7

Remove the foam packaging

Using a utility knife, carefully cut the foam away from the cabinet. Be sure to not cut too deep as you could damage acrylic below.



Step # 8

Remove the unit from the pallet

After removing the 5 2X4 mounts, the cabinet should be able to slide to the side of the pallet. Ensure that the cabinet "feet" are retracted so they do not catch on the pallet.



Step # 9

Remove the unit from the pallet

Two people can easily slide the unit to one side of the pallet and then carefully can lower the unit to the ground.

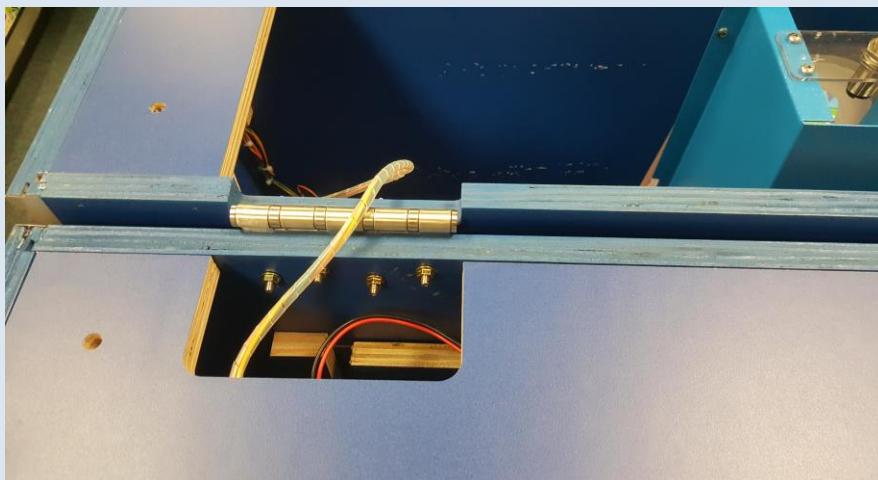


INSTALLATION INSTRUCTIONS

Step # 10

Check the left electrical connections

Check the electrical connection on the LEFT side and ensure it is not caught on anything.



Step # 11

Check the right electrical connection

Check the electrical connection on the RIGHT side and ensure it is not caught on anything.



Step # 12

Raise the header into position

Carefully raise the units header into position by pulling the bottom away from the cabinet. This marquee is hinged so it only needs to be raised into position.



INSTALLATION INSTRUCTIONS

Step # 13

Raising the header into position

As the marquee comes into contact with the main cabinet - ensure both electrical connections are free and clear from getting crushed and ensure the marquee acrylic graphic clears the front side of the lower cabinet.



Step # 14

Remove the upper access door

Using the included key, open and remove the upper access door



Step # 15

Remove the lower access door

Using the included key, open and remove the lower access door.

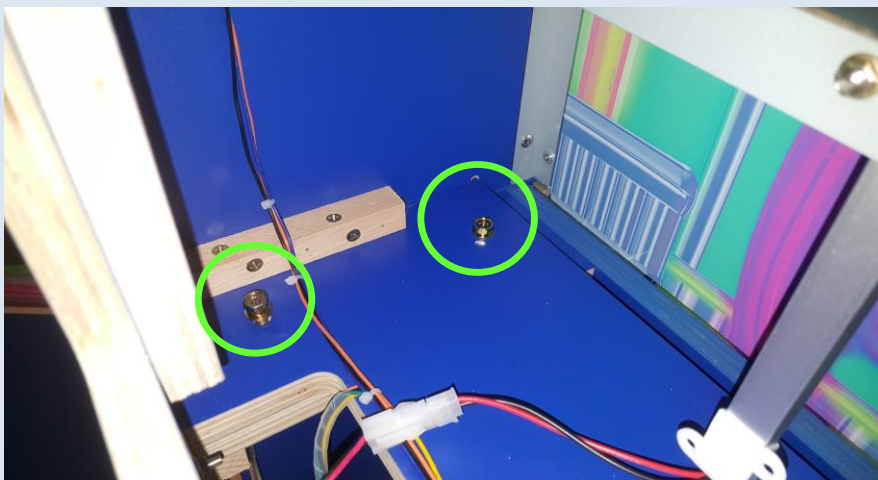


INSTALLATION INSTRUCTIONS

Step # 16

Securing the header to the cabinet

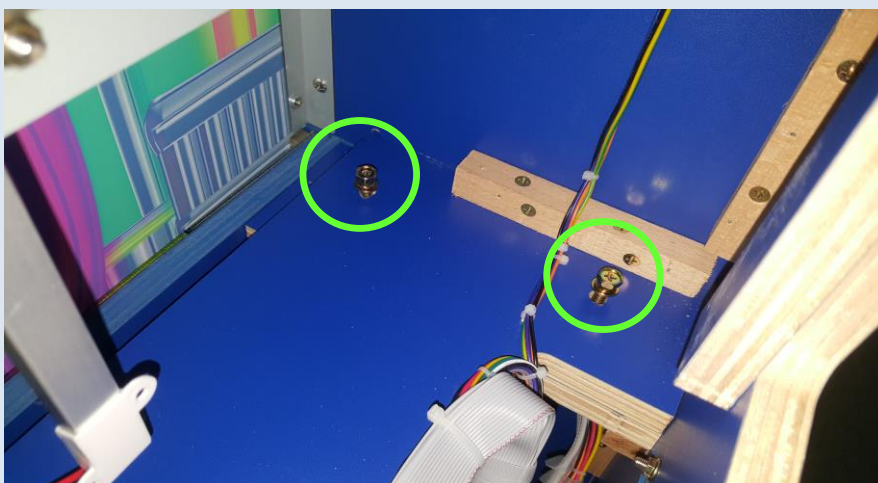
Using the included bolts (within the spare parts kit), screw each bolt into the opening to secure the left side of the cabinet



Step # 17

Securing the header to the cabinet

Using the included bolts (within the spare parts kit), screw each bolt into the opening to secure the left side of the cabinet



Step # 18

Securing the glass

Most Rockin & Rollin games will be delivered with an acrylic glass holder installed. If your's is not installed, retrieve it from the spare parts box and use the provided screws to bolt it into the rear cabinet.



INSTALLATION INSTRUCTIONS

Step # 19

Securing the glass

If required - repeat step # 18 with the acrylic block for the right side of the cabinet. Again, use the provided screws to bolt the acrylic to the rear cabinet.



Step # 20

Verify the proper AC voltage on your power supplies

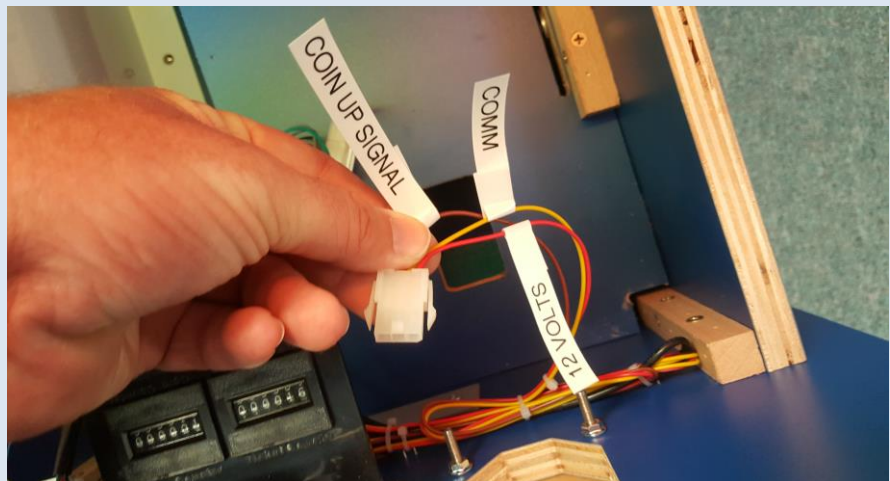
Although your unit should ship from your distributor with the proper line voltage already selected, it's always best to verify that each selector on the power supplies are set to the proper voltage. Select 115 for all domestic U.S. operations.



Step # 21

Install your card reader (if required)

If you plan to use a card reader, we have labeled the COIN UP, 12 VOLT, and COMM wires so they can be easily identified and tapped into. Note that if you plan to go TICKETLESS - you MUST tap into the wires on the TICKET DISPENSER side of the TICKET PCB BOARD.



INSTALLATION INSTRUCTIONS

INTENTIONALLY LEFT BLANK

INTENTIONALLY LEFT BLANK

INTENTIONALLY LEFT BLANK

GAME SETTINGS & PROGRAM

ROCKIN & ROLLIN has been designed to include a software program where all game settings are easily managed through the use of a simple dip switch changes. 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 changing the programming, or need to make a change outside the capability of the current software, please contact JET GAMES directly.

The chart below should be used to record any 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	20161105	SUPERCEDED - GAME PLAY - PLEASE UPDATE
1/3/2017	VERSION 1.1	GAME PLAY & PAYOUT ADDITION
6/20/2017	VERSION 1.6	SINGLE GOLD VALUE / NJ REQUIREMENTS
1/5/2018	VERSION 1.8	ATTRACT SOUND OPTION

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 Jersey Wheels 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 Rockin & Rollin (VERSION 1.6) the game will not accept more than 4 coins on \$1.00 Play maximum.
- 2) Maximum allowable accumulation of inserted credits does not exceed \$10.00. In Rockin & Rollin (VERSION 1.6) the game will not accept more than 4 coins on \$1.00 Play maximum.
- 3) Device must lockout after \$10.00 is inserted. Rockin & Rollin will not accept more than \$1.00 maximum.
- 4) Device must lockout after maximum wager per game is inserted, unless a discount is offered. The coin mechanism in Rockin & Rollin will not accept more than \$1.00.
- 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-percentageing
- 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 Rockin & Rollin 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

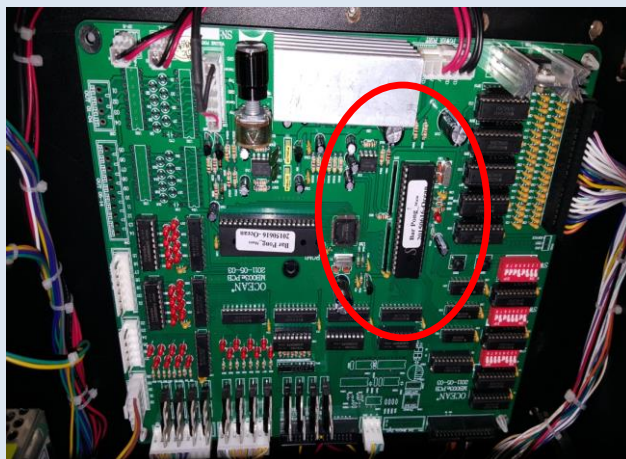
Verifying the installed software version

To view the installed software version, locate the main IC chip on the I/O board and view the label printed onto the IC. 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

VERSION 1.6

The installed software version can be viewed at any time by viewing the label on the main IC.



SELECTING THE PROPER SCORE GROUP - V1.7

NOTICE

This ticket payout table is for reference only. These numbers have been determined after considerable testing in field locations.

SCORE GROUP # I

TICKETS PER CREDIT = 4

GOLD BONUS = 25

BALL BONUS = 100

5	B	5
4	A	4
<u>G</u>	L	<u>L</u>
3	L	3
2	R	2
<u>O</u>	A	<u>D</u>
3	M	3
4	P	4

SCORE GROUP # II

TICKETS PER CREDIT = 8

GOLD BONUS = 50

BALL BONUS = 150

10	B	10
5	A	5
<u>G</u>	L	<u>L</u>
8	L	8
10	R	10
<u>O</u>	A	<u>D</u>
5	M	5
15	P	15

SCORE GROUP # III

TICKETS PER CREDIT = 10

GOLD BONUS = 100

BALL BONUS = 250

15	B	15
5	A	5
<u>G</u>	L	<u>L</u>
8	L	8
10	R	10
<u>O</u>	A	<u>D</u>
5	M	5
20	P	20

SCORE GROUP # IV

TICKETS PER CREDIT = 20

GOLD BONUS = 200

BALL BONUS = 500

20	B	20
8	A	8
<u>G</u>	L	<u>L</u>
10	L	10
15	R	15
<u>O</u>	A	<u>D</u>
8	M	8
30	P	30

SELECTING THE PROPER SCORE GROUP (CONTINUED)

NOTICE

This ticket payout table is for reference only. These numbers have been determined after considerable testing in field locations.

SCORE GROUP # V

TICKETS PER CREDIT = 30

GOLD BONUS = 200

BALL BONUS = 750

40	B	40
10	A	10
<u>G</u>	L	<u>L</u>
15	L	15
25	R	25
<u>O</u>	A	<u>D</u>
10	M	10
50	P	50

SCORE GROUP # VI

TICKETS PER CREDIT = 40

GOLD BONUS = 300

BALL BONUS = 1000

50	B	50
10	A	10
<u>G</u>	L	<u>L</u>
15	L	15
30	R	30
<u>O</u>	A	<u>D</u>
10	M	10
80	P	80

SCORE GROUP # VII

TICKETS PER CREDIT = 50

GOLD BONUS = 400

BALL BONUS = 1000

75	B	75
10	A	10
<u>G</u>	L	<u>L</u>
25	L	25
50	R	50
<u>O</u>	A	<u>D</u>
10	M	10
100	P	100

SCORE GROUP # VIII

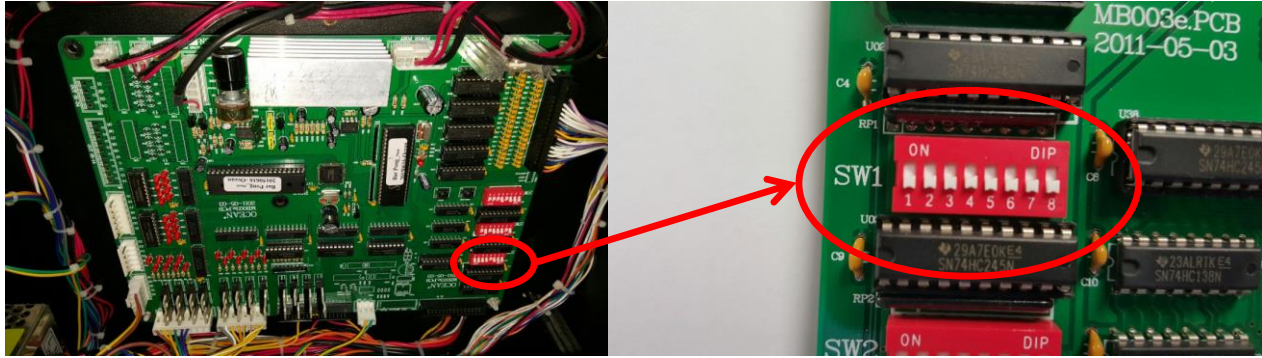
TICKETS PER CREDIT = 60

GOLD BONUS = 500

BALL BONUS = 1000

80	B	80
20	A	20
<u>G</u>	L	<u>L</u>
40	L	40
50	R	50
<u>O</u>	A	<u>D</u>
20	M	20
100	P	100

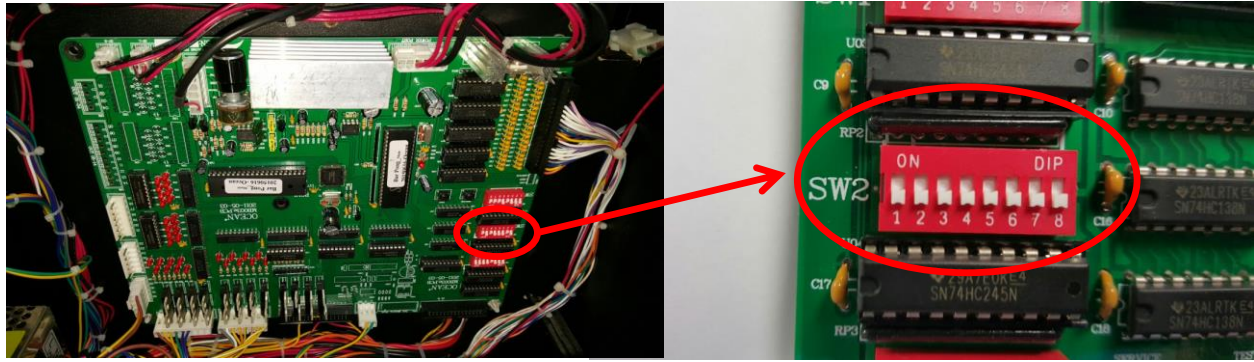
GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 1) - V1.7



All game settings in Rockin & Rollin can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including the number of credits, number of balls per play, and score per tickets for SWITCH # 2 (SW2). To operate the program, move each switch to the ON or OFF position. Switches moved towards the word ON are ON. Switches moved away from the ON towards the numbers are OFF.

ITEM DESCRIPTION	CONTENT	SWITCH # 1							
		SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
Coins, Credits,Tokens Required This setting is to adjust the number of coins or credits required to start the game. Operator can choose between 1 and 4 coin(s), token(s), or swipes per game	<u>1</u>	<u>ON</u>	<u>ON</u>						
	2	OFF	ON						
	3	ON	OFF						
	4	OFF	OFF						
Balls Per Credit	<u>1</u>			<u>ON</u>	<u>ON</u>				
	2			OFF	ON				
	3			ON	OFF				
	4			OFF	OFF				
Score Per Ticket	<u>1</u>					<u>ON</u>	<u>ON</u>	<u>ON</u>	
	2					OFF	ON	ON	
	5					ON	OFF	ON	
	10					OFF	OFF	ON	
	15					ON	ON	OFF	
	20					OFF	ON	OFF	
	30					ON	OFF	OFF	
	50					OFF	OFF	OFF	
Attraction Sounds	<u>ON</u>								<u>ON</u>
	OFF								OFF

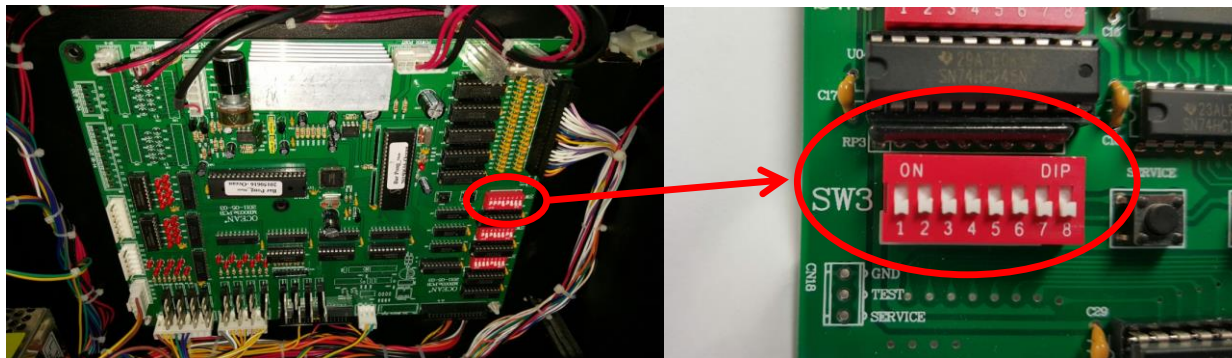
GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 2) - V1.7



All game settings in Rockin & Rollin can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including the score group, gold score value, and gold score light for SWITCH # 2 (SW2). To operate the program, move each switch to the ON or OFF position. Switches moved towards the word ON are ON. Switches moved away from the ON towards the numbers are OFF.

SWITCH # 2									
DESCRIPTION	CONTENT	SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
Score Group Select The Proper Score Group (Based On Cost Per Play)	I	ON	ON	ON					
	II	OFF	ON	ON					
	III	ON	OFF	ON					
	IV	OFF	OFF	ON					
	V	ON	ON	OFF					
	VI	OFF	ON	OFF					
	VII	ON	OFF	OFF					
	VIII	OFF	OFF	OFF					
Bonus Hole Value	100				ON	ON	ON		
	150				OFF	ON	ON		
	250				ON	OFF	ON		
	500				OFF	OFF	ON		
	750				ON	ON	OFF		
	1,000				OFF	ON	OFF		
	1,500				ON	OFF	OFF		
	2,000				OFF	OFF	OFF		
Gold Score Light	<u>Light ON</u>							<u>ON</u>	
	Light OFF							OFF	
Score Group Selection	Score Group - (IX) - NOT USED								ON
	<u>Score Group - (I - VIII)</u>								OFF

GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 3) - V1.7

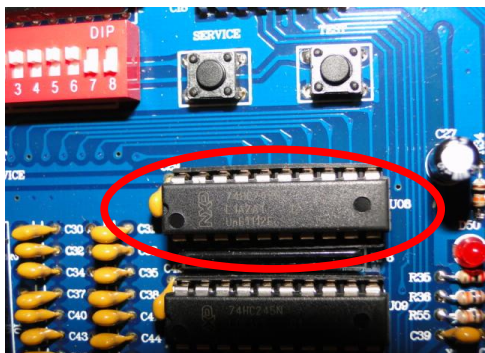
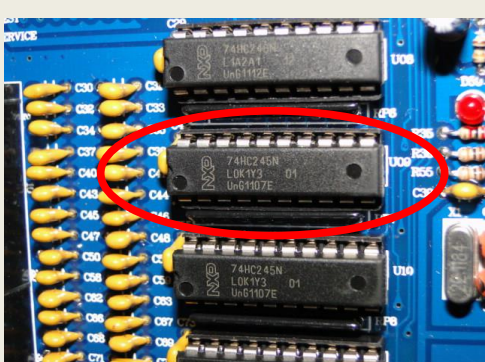
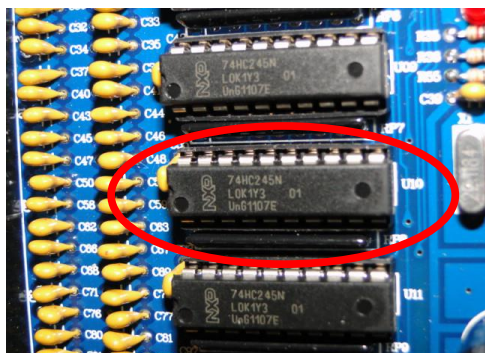
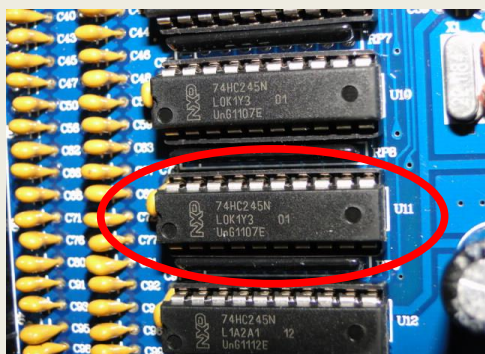


All game settings in Rockin & Rollin can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including gold score values, gold score progressive increase value, and attraction sounds for SWITCH # 3 (SW3). To operate the program, move each switch to the ON or OFF position. Switches moved towards the word ON are ON. Switches moved away from the ON towards the numbers are OFF.

SWITCH # 3									
DESCRIPTION	CONTENT	SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
Gold Score Value	25	ON	ON	ON					
	50	OFF	ON	ON					
	75	ON	OFF	ON					
	100	OFF	OFF	ON					
	200	ON	ON	OFF					
	300	OFF	ON	OFF					
	400	ON	OFF	OFF					
Value Of Winning <u>ALL</u> <u>FOUR</u> Letters Of GOLD	500	OFF	OFF	OFF					
	0				ON	ON	ON		
	2				OFF	ON	ON		
	5				ON	OFF	ON		
	8				OFF	OFF	ON		
	10				ON	ON	OFF		
	15				OFF	ON	OFF		
Value Of Winning <u>A</u> <u>SINGLE</u> GOLD Letter	20				ON	OFF	OFF		
	25				OFF	OFF	OFF		

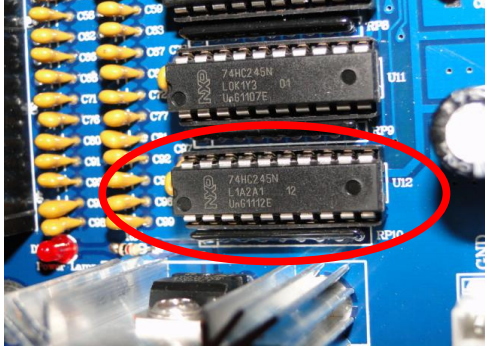
MAIN BOARD INPUTS

ROCKIN & ROLLIN - MAIN BOARD INPUT IC (74HC245N) CHART

IC	INPUT #	CONTENT	PICTURE
U08	1	COIN UP SIGNAL	
	2	BILL ACCEPTOR	
	3	TICKET RESET	
	4	TICKET SIGNAL # 1	
	5	TICKET SIGNAL # 2	
	6	LEFT PLAY BUTTON	
	7	RIGHT PLAY BUTTON	
	8	BONUS SCORE SWITCH	
U09	9	# 1 - SCORE SENSOR	
	10	# 2 - SCORE SENSOR	
	11	# 3 - SCORE SENSOR	
	12	# 4 - SCORE SENSOR	
	13	# 5 - SCORE SENSOR	
	14	# 6 - SCORE SENSOR	
	15	# 7 - SCORE SENSOR	
	16	# 8 - SCORE SENSOR	
U10	17	# 9 - SCORE SENSOR	
	18	# 10 - SCORE SENSOR	
	19	# 11 - SCORE SENSOR	
	20	# 12 - SCORE SENSOR	
	21	# 13 - SCORE SENSOR	
	22	# 14 - SCORE SENSOR	
	23	# 15 - SCORE SENSOR	
	24	# 16 - SCORE SENSOR	
U11	25	# 17 - SCORE SENSOR	
	26		
	27		
	28	BLOWER SENSOR(S)	
	29		
	30		
	31		
	32		

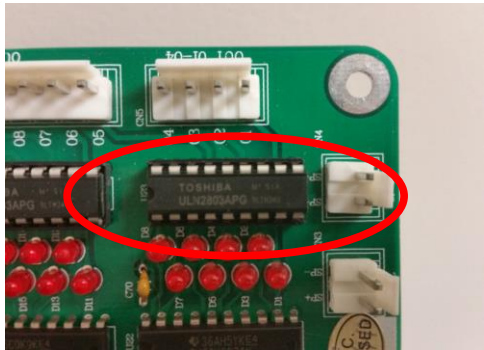
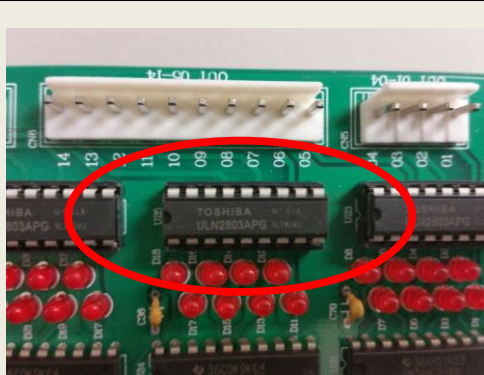
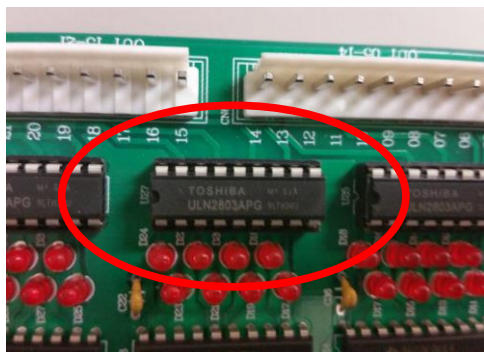
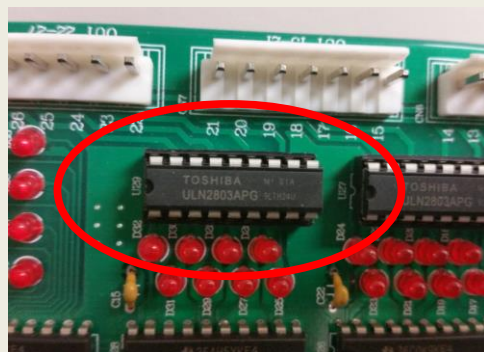
MAIN BOARD INPUTS - CONTINUED

ROCKIN & ROLLIN - MAIN BOARD INPUT IC (74HC245N) CHART

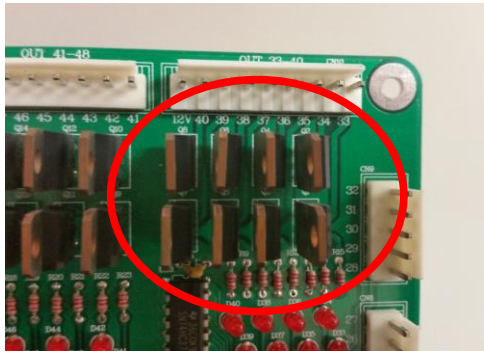
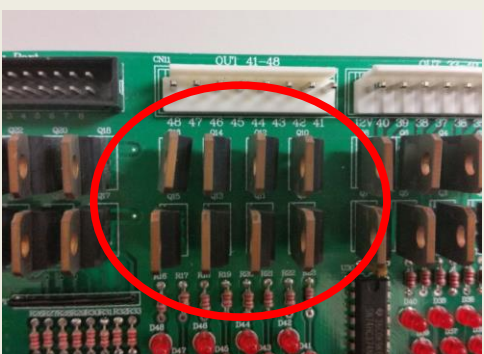
IC	INPUT #	CONTENT	PICTURE
U12	33		
	34		
	35		
	36		
	37		
	38		
	39		
	40		

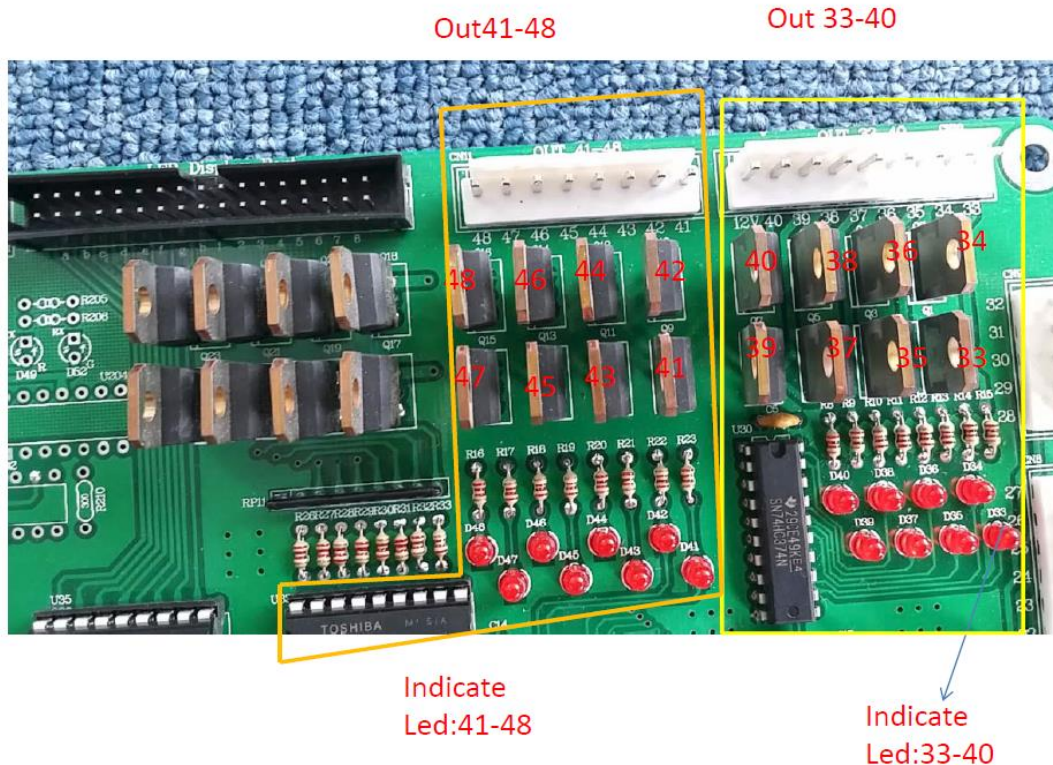
The Rockin & Rollin input/output board utilizes 5 input IC's to control all inputs used within the game. In Rockin & Rollin, only FOUR of the FIVE IC's are used. You may use the ONE spare input IC in U12 on the board in order to replace the other input IC's should one become corrupt.

MAIN BOARD OUTPUTS

ROCKIN & ROLLIN - MAIN BOARD IC (ULN2803) OUTPUT CHART			
IC	OUTPUT #	CONTENT	PICTURE
U23	1		
	2		
	3		
	4		
	5		
	6		
	7		
	8		
U25	9		
	10		
	11		
	12		
	13		
	14		
	15		
	16		
U27	17		
	18		
	19		
	20		
	21		
	22		
	23		
	24		
U29	25	LEFT FLAPPER ARM SOLENOID	
	26	BLOWER	
	27	RIGHT FLAPPER ARM SOLENOID	
	28		
	29		
	30		
	31		
	32		

MAIN BOARD OUTPUTS - CONTINUED

ROCKIN & ROLLIN - MAIN BOARD IC (ULN2803) OUTPUT CHART			
IC	OUTPUT #	CONTENT	PICTURE
Q1-Q8	33	COIN METER	
	34	TICKET METER	
	35	TICKET DRIVER # 1	
	36	TICKET DRIVER # 2	
	37	COIN LOCK	
	38	LEFT START BUTTON	
	39	RIGHT START BUTTON	
	40	BALL RELEASE SOLENOID	
Q9 - Q16	41	GROUND LED (RED)	
	42	GROUND LED (GREEN)	
	43	GROUND LED (BLUE)	
	44		
	45	LETTER LED "G"	
	46	LETTER LED "O"	
	47	LETTER LED "L"	
	48	LETTER LED "D"	



ROCKIN & ROLLIN 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 the JET SERVICE DEPARTMENT 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.

FOR ALL SERVICE OR TO ORDER PARTS - PLEASE CONTACT THE FOLLOWING



JENNISON ENTERTAINMENT TECHNOLOGIES

822 SOUTH NOVA ROAD
DAYTONA BEACH, FLORIDA 32114

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

TOLL FREE (WITHIN THE USA): 1-855-JET-GAME



ROCKIN & ROLLIN TROUBLESHOOTING GUIDE

Rockin & Rollin will display different error codes for defective sensors or switches. These errors can only be seen while the game is in ATTRACT mode.



There are 2 decimal points on "Total Tickets" SEG Display:

The I/O board is not receiving the signal from the Blower Sensor. (Sensor NO)

1. The Blower Sensor is broken;
2. The Ball is stuck or does not blow up. (The Ball is Blocked, Low Power to the Blower, or the Blower is Broken);
3. The Signal Transmission from Blower Sensor to I/ board is loose (Check the connectors and terminals);
4. The INPUT-IC 74HC245N (U11) on the I/O board is broken - replace with spare;
5. The I/O board is defective



There are 3 decimal points on "Total Tickets" SEG Display:

The I/O Board is receiving a signal from the Blower Sensor all the time. (Sensor NC)

1. The Blower Sensor is broken;
2. A Ball (OR) other object is stuck in the blower exit.



One (or more) Score LED Lights flash all the time:

The Score Switch for the flashing Score is closed all the time. (Switch NC)

1. The Score Switch is broken;
2. A Ball (OR) other object is stuck above the Score Switch.





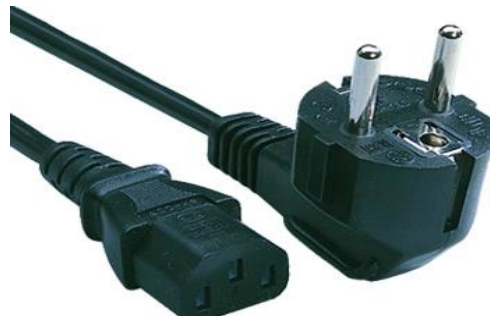
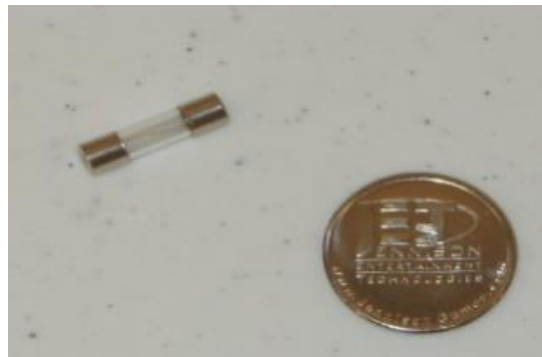
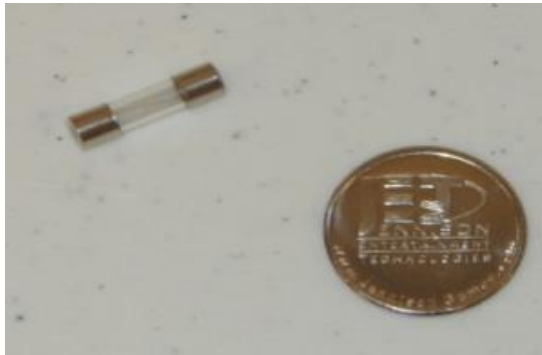
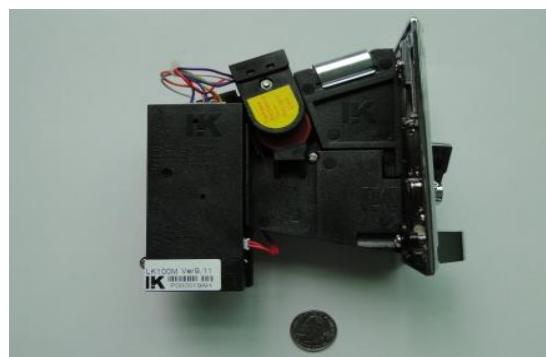


There are 2 decimal points on "BONUS SEG" Display:

The I/O Board is receiving a signal from the BONUS Sensor all the time. (Sensor NC)

1. The BONUS Sensor is broken;
2. A Ball (OR) other object is stuck in the BONUS HOLE.




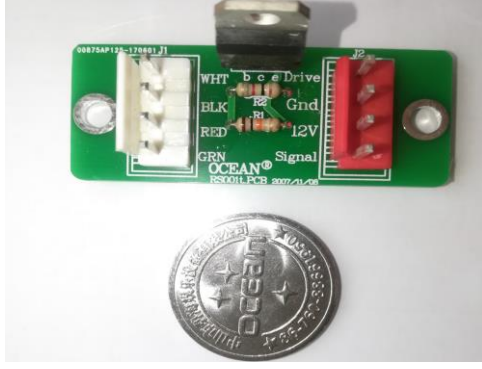


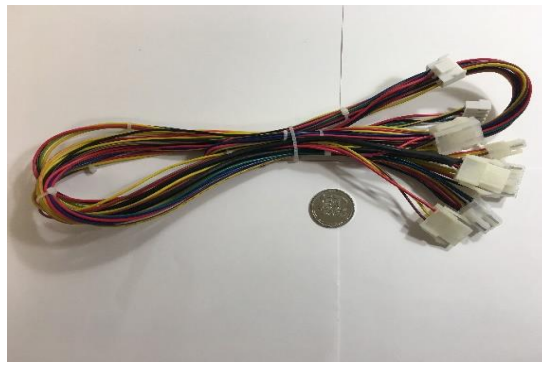
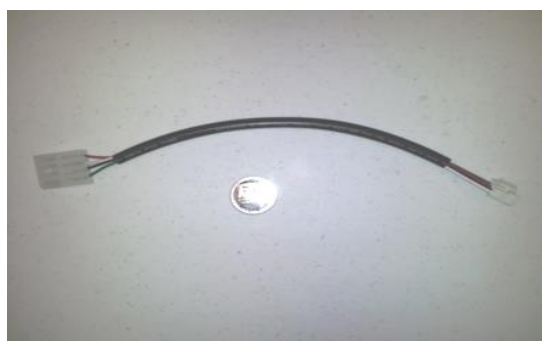
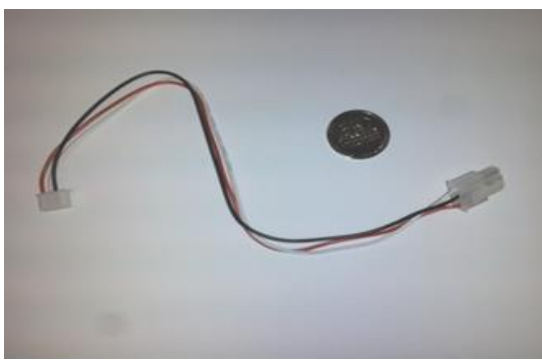

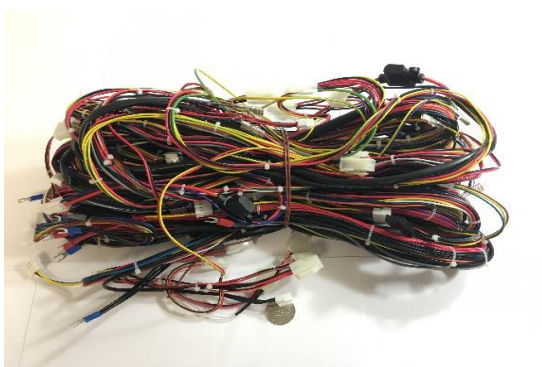

ROCKIN' & ROLLIN' REPLACEMENT PARTS LIST


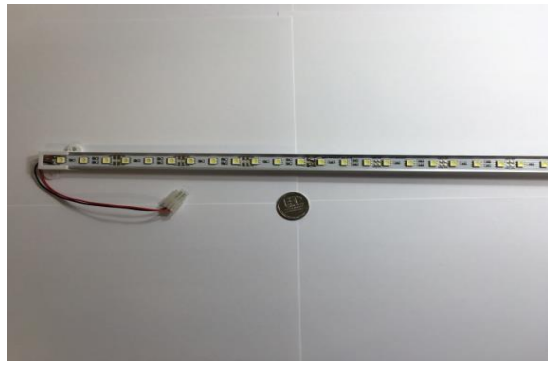
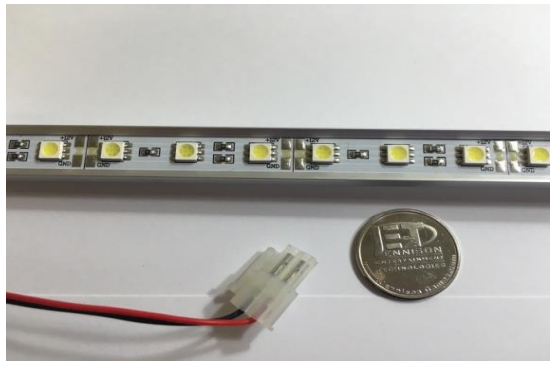

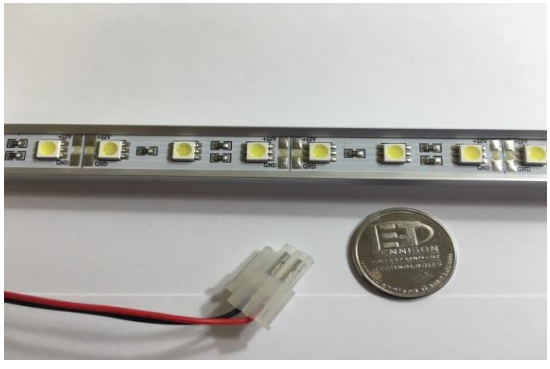
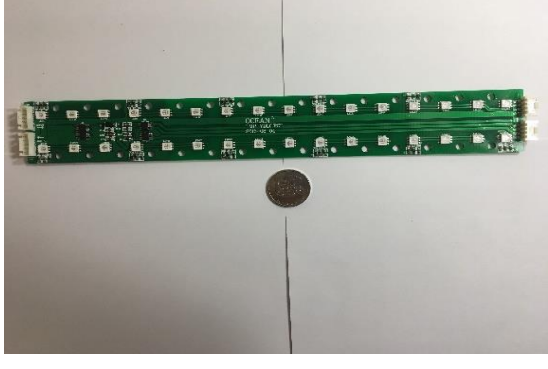







Common Parts				
Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)	
			Front	Back
JETELEC01	Power Cord - U.S. (110 Volts)	(4'5" - 1.5 Meters) - 120 Volts		
JETELEC02	Power Cord - U.K. (220 Volts)	(4'5" - 1.5 Meters) - 220 Volts		
JETELEC03	Power Cord - Europe (220 Volts)	(4'5" - 1.5 Meters) - 220 Volts		
JETFUSE3A	Fuse - 3 Amp	3 Amp Slow Blow Fuse For Main Power Switch		
JETFUSE5A	Fuse - 5 Amp	5 Amp Slow Blow Fuse For Main Power Switch		
JET-1000	Coin Comparator	LK100M - For Use On All JET Games.		
JET-1009	Entropy USA Ticket Dispenser			
JET-1010	110 Volt Fan	UL Listed, CE, SA		
JET-1011	220 Volt Fan	UL Listed, CE, SA		



Electronic Parts			
Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-01-1000	Main I/O Board		
RR-01-1001	Main Software Chip		
RR-01-1002	Input Chip		
RR-01-1003	Output Chip		
RR-01-1011	Ribbon Cable - SEGs to I/O Board		
RR-01-1012	Ribbon Cable - Bonus SEG to SEG Controller Board		
RR-01-1015	AC Power Supply Wire Harness		
RR-01-1016	Negative to Negative DC Jumper Wire		
RR-01-1017			
RR-01-1018	Playfield Score LED PCB Connector - Short		
RR-01-1019	Playfield Score LED PCB Connector - Long		

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)	
RR-01-1020	Proximity Switch			
RR-01-1022	LED Controller Board	LMP-MCUB.PCB		
RR-01-1023	LED Controller Board Software			
RR-01-1025	SEG Controller Board	EXT-SEG15.PCB		
RR-01-1026	SEG Controller Board Software			
RR-01-1028	Power Supply - 150 Watt 5 Volt	LRS-200-5		
RR-01-1030	Power Supply - 350 Watt 36 Volt	LRS-350-36		
RR-01-1032	Power Supply - 350 Watt 12 Volt	LRS-350-12		
RR-01-1035	Main Power Switch			
RR-01-1036	Fuse Holder			
RR-01-1041	Ball Score Switch			
RR-01-1042	Ball Score Switch Wire Harness - Left			

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-01-1043	Ball Score Switch Wire Harness - Right		
RR-01-1045	4-Digit SEG Display PCB - Bonus - Red		
RR-01-1046	4 Digit SEG Display PCB - Center Hole - Green		
RR-01-1050	Speaker		
RR-01-1055	Play Button Assembly		
RR-01-1056	Play Button		
RR-01-1057	Play Button LED		
RR-01-1058	Play Button Switch		
RR-01-1060	Rotational Solenoid		
RR-01-1061	Solenoid Control Board		
RR-01-1062	Ball Release Solenoid		

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-01-1080	Blower Fan		
RR-01-1081	Fan Control / Ticket PCB		
RR-01-2005	Ticket / Coin Meter		
RR-01-2006	Ticket / Coin Meter Assembly w/ Ticket Advancd Button		
RR-01-2018	Ticket Door Wire Harness		
RR-01-2120	Ticket Dispenser to Ticket PCB Wire Harness		
RR-01-2121	Coin Acceptor Harness		
RR-01-2123	Console ticket wire harness		
RR-01-2145	Main Wire Harness		
RR-01-2150	Entire Wire Harness		

LED Lights			
Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-02-1000	"GOLD" LED PCB		
RR-02-1005	16" LED Bar		 
RR-02-1006	32" LED Bar		 
RR-02-1010	Playfield Score LED PCB	LMP-YDLC.PCB	
RR-02-1012	LED Strip - Header Arch		
RR-02-1014	LED Strip - Jukebox		
RR-02-1016	LED Strip - Music Notes		
RR-02-1018	LED Strip - Under Records		
RR-02-1020	LED Strip - Ball Score Guide		
RR-02-1022	LED Strip - Center Hole		
RR-02-1024	LED Strip - Center Hole Ramp	Sold Individually	

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-02-1026	LED Strip - Ball Start Ramp	Sold Individually	
RR-02-1028	LED Strip- Instruction Panel		
RR-02-1030	Floor LED Rope		

Mechanical Components			
Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-03-1000	Flipper Arm Assembly - Left		 
RR-03-1002	Flipper Arm Assembly - Right		 
RR-03-1004	Flipper Arm Assmebly Mounting Bracket		 
RR-03-1006	Flipper Arm Metal Bracket		
RR-03-1008	Flipper Arm Return Spring		
RR-03-1010	Flipper Arm Bumper		 
RR-03-1012	Bumper Mouting Screw		
RR-03-1030	Access / Ticket Door Key - # 3172		
RR-03-1031	Access / Ticket Door Lock - # 3172		
RR-03-1032	Cash Box Key - # 3157		
RR-03-1033	Cash Box Lock - # 3157		
RR-03-1036	CEC Lock - Long		

RR-03-1037







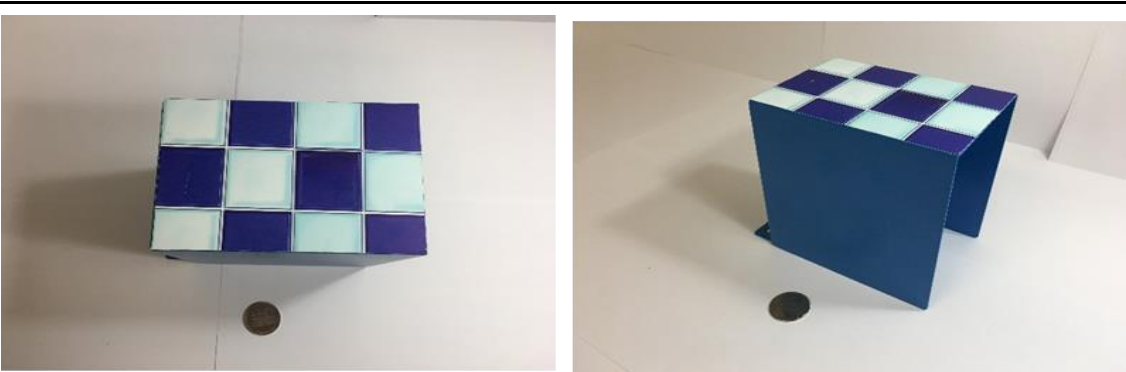


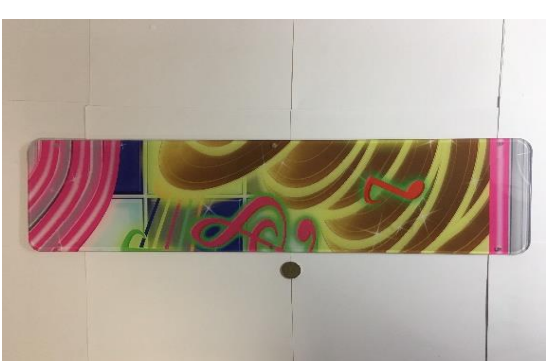
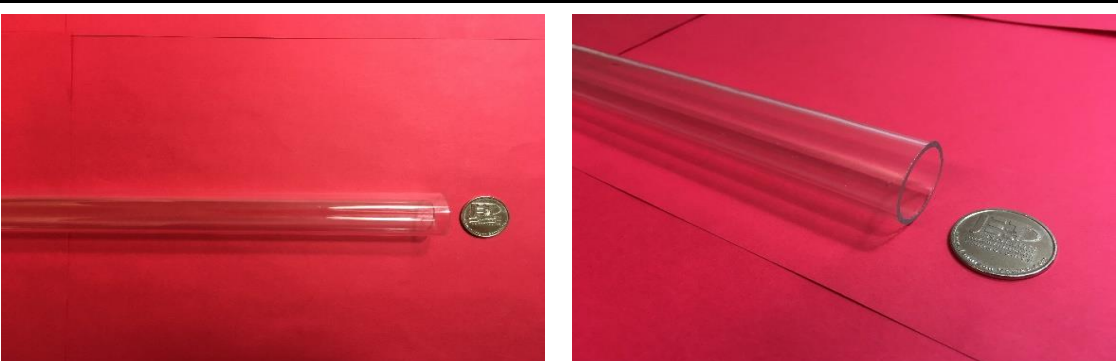
CEC Lock - Short



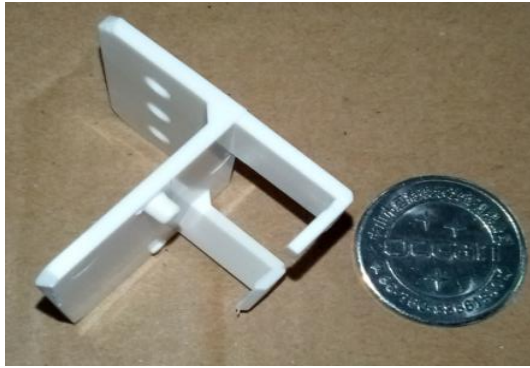








RR-03-1038

CEC Key

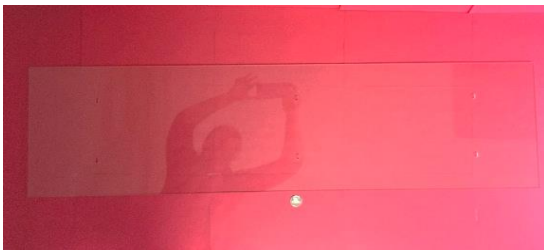
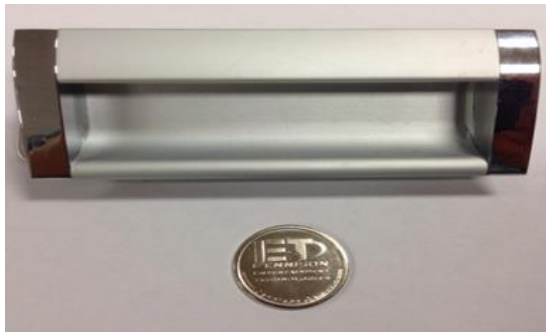






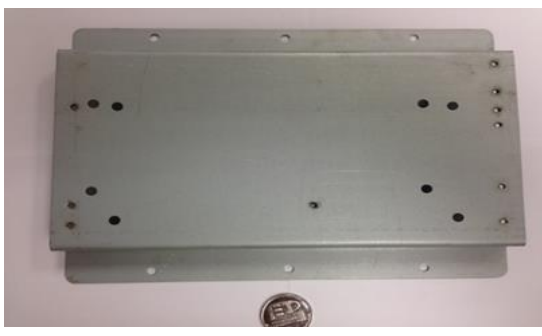


Cabinet Components			
Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-04-1000-S	Silver T-Molding (Sold Per Foot)		
RR-04-1001	Instruction Panel Plexi w/ Graphic		
RR-04-1002	"Total Tickets" Plexi w/ Graphic		
RR-04-1003	Back Board Plexi w/ Graphic - Upper		
RR-04-1004	Back Board Plexi w/ Graphic - Lower		
RR-04-1005	"GOLD" Letter Assembly	Includes LED, Acrylic and Graphic	
RR-04-1006	"GOLD" Acrylic with Graphic		
RR-04-1007	Flipper Arm Assembly Cover		
RR-04-1008	Acrylic Flipper Arm w/ Graphic		
RR-04-1009	Ball (Assorted Colors)		
RR-04-1011	Access Panel Plexi w/ Graphic		
RR-04-1013	Ball Stop Bar	~36 inches in length	









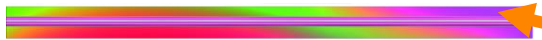
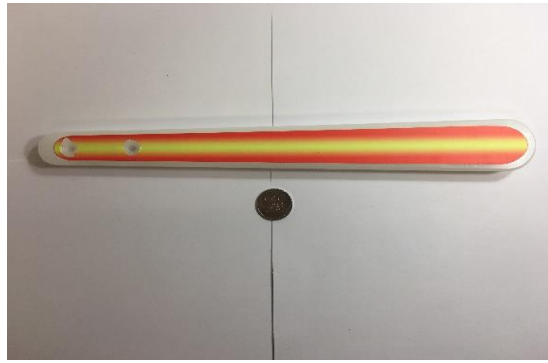
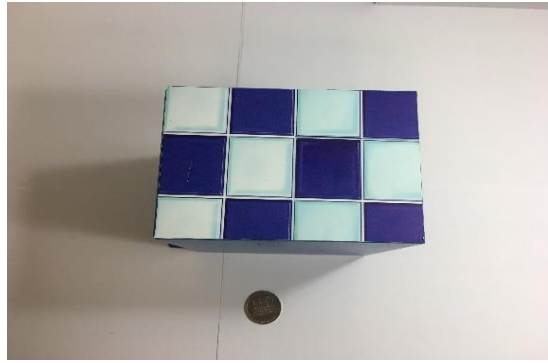

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-04-1014	Ball Stop Bar Mounting Bracket		
RR-04-1016	Ball Optic Sensor Mounting Bracket		
RR-04-1018	Ball Entrance Arrow		
RR-04-1019	Ball Entrance Arrow Mounting / Cover		
RR-04-1020	Ball Entrance Housing		
RR-04-1021	Ball Blower Tube		
RR-04-1024	SEG Display Standoff		
RR-04-1025	Ball Shield		
RR-04-1027	Start Ball Ramp		
RR-04-1029	Center Hole Ball Ramp		
RR-04-1032	Ball Holding Area Acrylic Cover		














Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-04-1033	Ball Score Switch Acrylic Mounting Bracket	maybe black	
RR-04-1035	Solenoid Metal Mounting Bracket		
RR-04-1036	Solenoid Acrylic Mounting Bracket		
RR-04-1038	Blower Fan Adjustment Acrylic		
RR-04-1039	Cabinet Fan Cover & Filter Cloth		
RR-04-1040	Filter Cloth		
RR-04-1041	Speaker Cover		
RR-04-1045	Jukebox Opaque Acrylic - Arch - Left		
RR-04-1046	Jukebox Opaque Acrylic Border- Arch - Right	Acrylic Only	
RR-04-1047	Jukebox Opaque Acrylic Border - Side - Left	Acrylic Only	
RR-04-1048	Jukebox Opaque Acrylic Border - Side - Right	Acrylic Only	
RR-04-1049	Intruccion Panel Opaque Acrylic		

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-04-1050	Center Hole Opaque Acrylic		
RR-04-1051	Center Hole Chute Mirror		
RR-04-1052	Music Note Window - Left	Acrylic Only	
RR-04-1053	Music Note Window - Right	Acrylic Only	
RR-04-1054	Glass Support Acrylic - Side		
RR-04-1055	Glass Support Acrylic - Rear		
RR-04-1056	Game Replacement Glass		
RR-04-1057	Instruction Panel Metal Support w/Graphic		
RR-04-1058	Instruction Panel Metal Mounting Bracket		
RR-04-1059	Instruction Panel Hinge		
RR-04-1060	Records Opaque Acrylic - Left		

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-04-1062	Records Opaque Acrylic - Right		
RR-04-1064	Ball Score Guide Opaque Acrylic - Left		
RR-04-1066	Ball Score Guide Opaque Acrylic - Right		
RR-04-1068	Ball Score Guide Opaque Acrylic LED Strip Cover- Left		
RR-04-1070	Ball Score Guide Opaque Acrylic LED Strip Cover - Right		
RR-04-1071	Ball Score Guide Metal Mounting Bracket - Top		
RR-04-1072	Ball Score Guide Metal Mounting Bracket - Bottom		
RR-04-1074	Score Field Clear Acrylic Base / Cover		
RR-04-1075	Access Door Hinge		
RR-04-1076	Ticket Door Handle		
RR-04-1078	Light Bar Metal Mounting Support		

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-04-1079	Header Hinge		
RR-04-1080	Cash Box		
RR-04-1082	Game Wheel		
RR-04-1083	Game Foot		
RR-04-1085	Power Supply Metal Bracket		
RR-04-1087	Ticket Bin		
RR-04-1089	Drawer Slide		
RR-04-1092	Game Base Corner Guard - Side Lt / Rt		
RR-04-1093	Game Base Corner Guard - Angled Lt / Rt		
RR-04-1094	Game Base Corner Guard - Front		

Graphics			
Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)
RR-06-1001	Cabinet Graphic - Side - Left - Upper		 
RR-06-1002	Cabinet Graphic - Side - Left - Lower		
RR-06-1003	Cabinet Graphic - Angled Side - Left		
RR-06-1004	Front Graphic		
RR-06-1005	Cabinet Graphic - Angled Side - Right		
RR-06-1006	Cabinet Graphic - Side - Right - Lower		
RR-06-1007	Cabinet Graphic - Side - Right - Upper		 
RR-06-1008	Instruction Panel Metal Support Graphic	graphic only	 
RR-06-1009	Flipper Arm Graphic	graphic only	
RR-06-1010	Flipper Arm Assembly Cover Graphic		
RR-06-1011	Records Graphic	graphic only	

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)	
RR-06-1012	Score State Graphic - Set # 1 (2, 3, 4, 5)			
RR-06-1013	Score State Graphic - Set # 2 (5, 8, 10, 15)			
RR-06-1014	Score State Graphic - Set # 3 (5, 8, 10, 15, 20)			
RR-06-1015	Score State Graphic - Set # 4 (8, 10, 15, 20, 30)			
RR-06-1016	Score State Graphic - Set # 5 (10, 15, 25, 40, 50)			
RR-06-1017	Score State Graphic - Set # 6 (10, 15, 30, 50, 80)			
RR-06-1018	Score State Graphic Set # 7 (10, 25, 50, 75, 100)			
RR-06-1019	Score State Graphic Set # 8 (20, 40, 50 ,80 ,100)		