

ROCKIN & ROLLIN SERVICE MANUAL

VERSION 1.6



MANUFACTURED BY:

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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.



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 ENTIRETY COULD LEAD TO SERIOUS BODILY INJURY. IF THERE IS ANY DOUBT DURING THE INSTALLATION OF THIS UNIT - CONTACT JENNISON ENTERTAINMENT TECHNOLOGIES OR YOUR DISTRIBUTOR PRIOR TO CONTINUING. NEITHER J.E.T. OR YOUR DISTRIBUTOR IS RESPONSIBLE FOR ANY DAMAGE CAUSED DURING IMPROPER INSTALLATION PROCEDURES.

RED SECTIONS

RED SECTION AREAS REQUIRE 2 OR MOR PEOPLE MINIMUM TO SAFELY COMPLETE - EACH PERSON SHOULD BE ABLE TO LIFT 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.

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

SOFTWARE UPDATE RECORD		
DATE	SOFTWARE VERSION	REASON FOR CHANGE
INITIAL	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

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-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 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

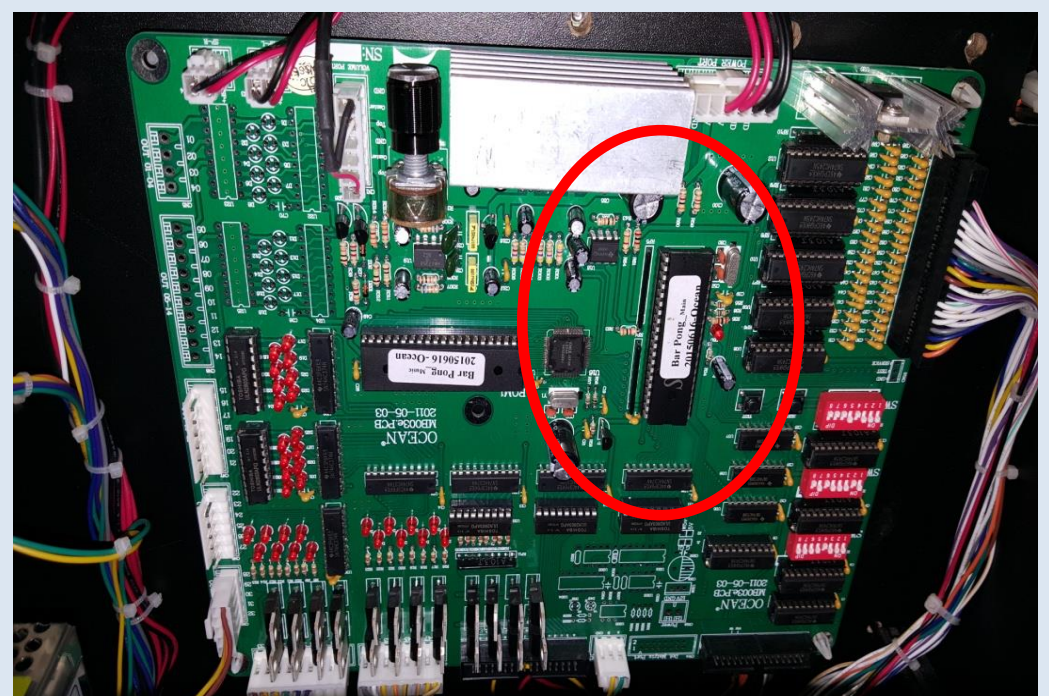
Verifying the installed software version

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

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

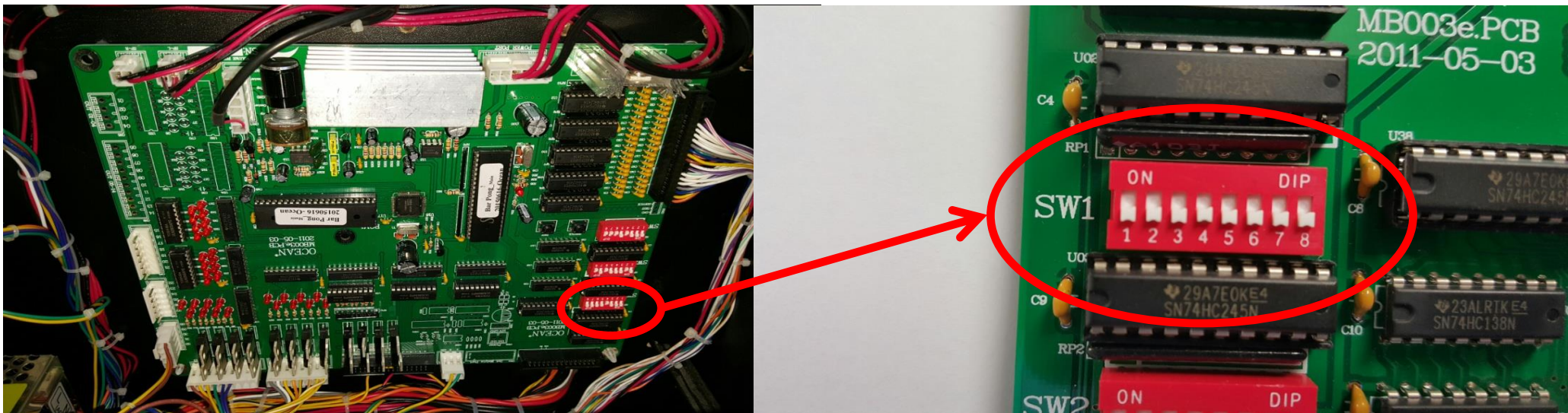
TICKETS PER CREDIT = 60

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

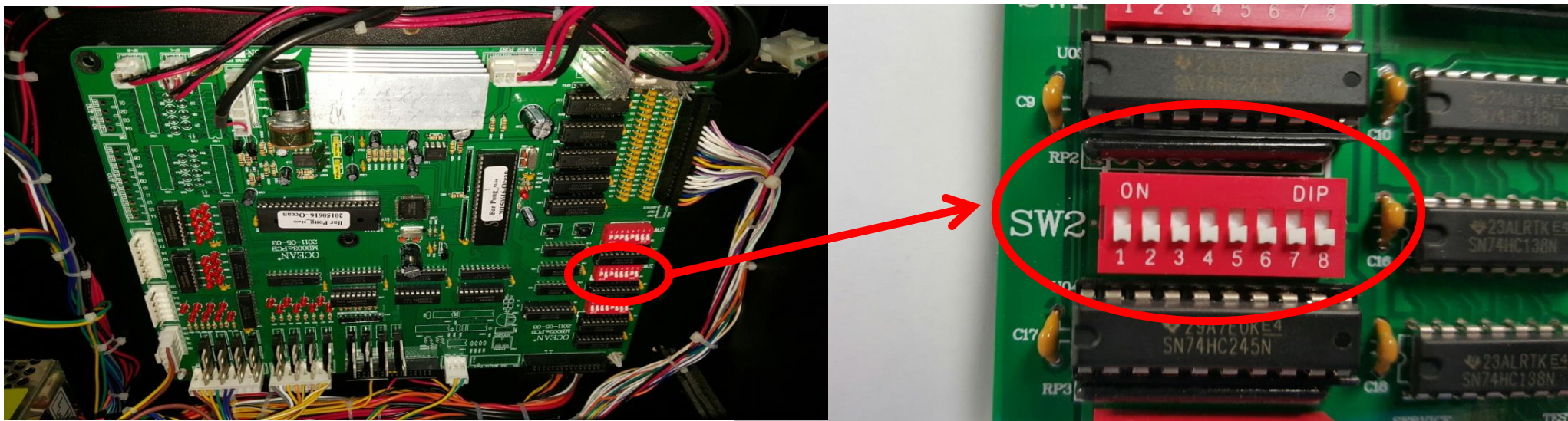
GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 1)



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

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

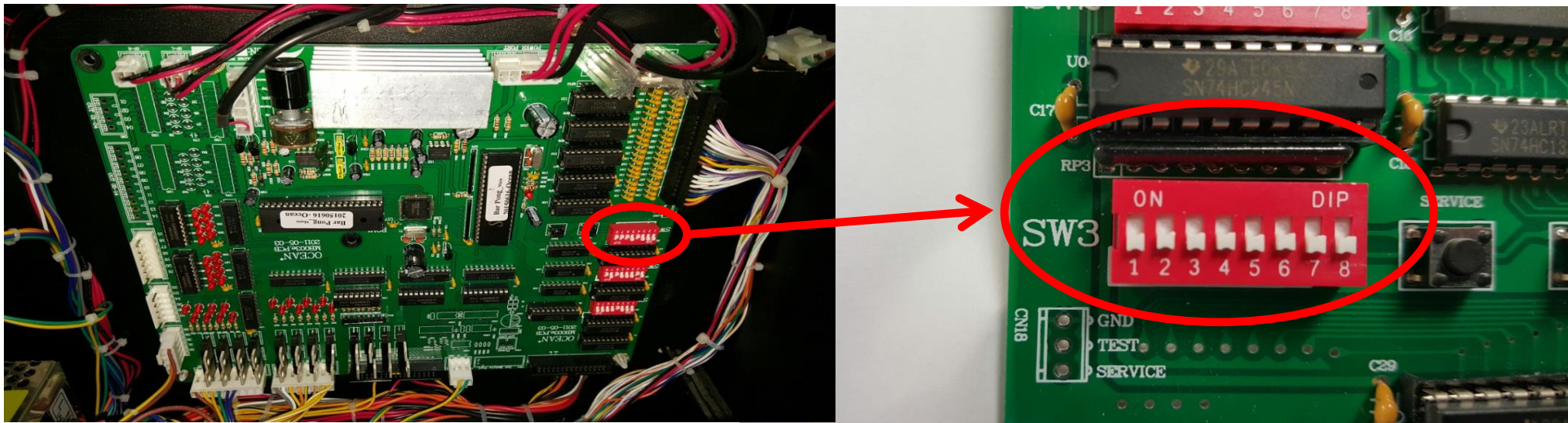
GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 2)



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

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	Light ON							ON	
	Light OFF							OFF	

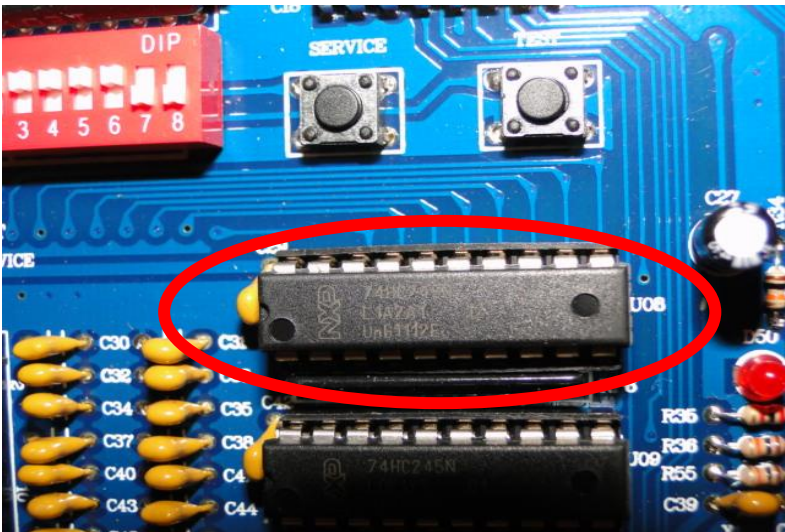
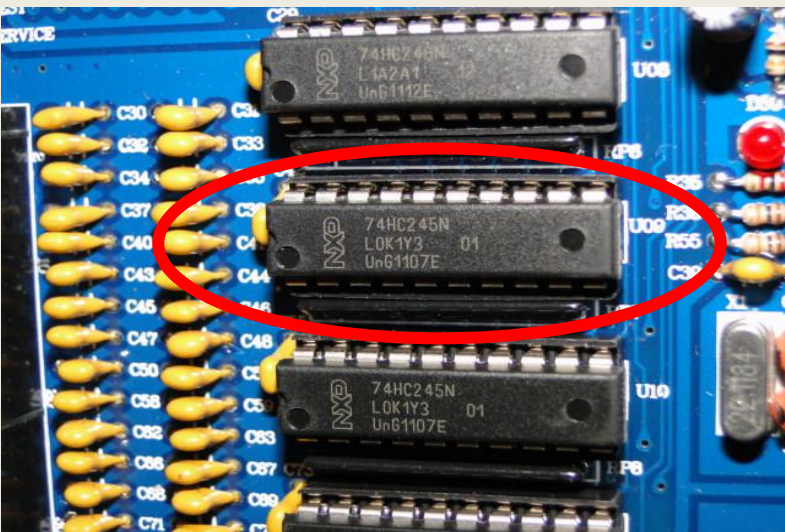
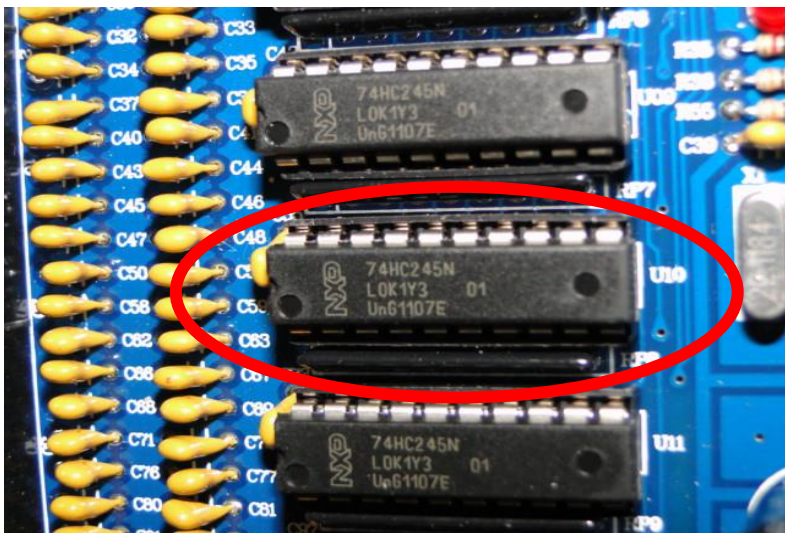
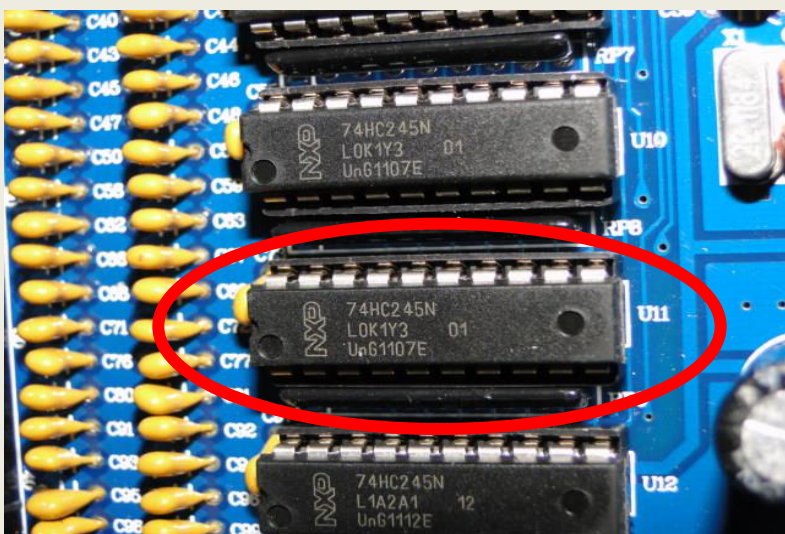
GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 3)



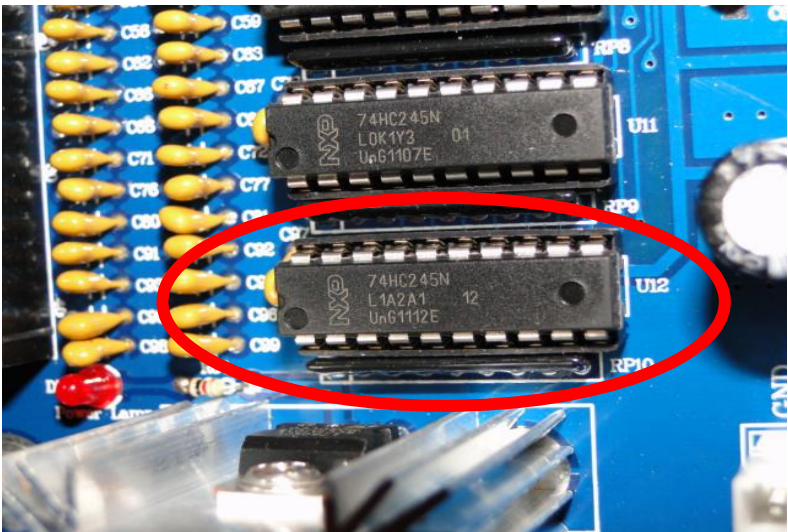
All game settings in Rockin & Rollin can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including gold score values, gold score progressive increase value, and 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 Value Of Winning <u>ALL FOUR</u> Letters Of GOLD	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					
	500	OFF	OFF	OFF					
Single Letter Gold Score Value Of Winning <u>A SINGLE</u> GOLD Letter	0				ON	ON	ON		
	2				OFF	ON	ON		
	8				ON	OFF	ON		
	10				OFF	OFF	ON		
	15				ON	ON	OFF		
	20				OFF	ON	OFF		
	25				ON	OFF	OFF		
	50				OFF	OFF	OFF		

MAIN BOARD INPUTS

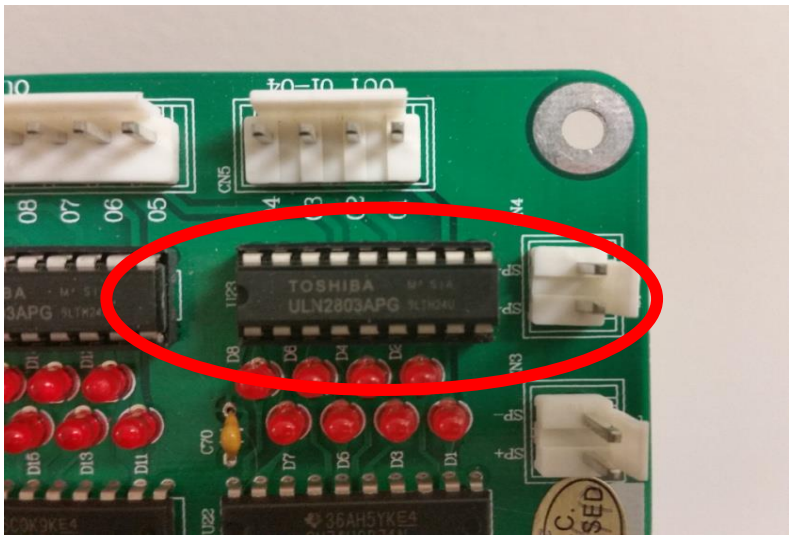
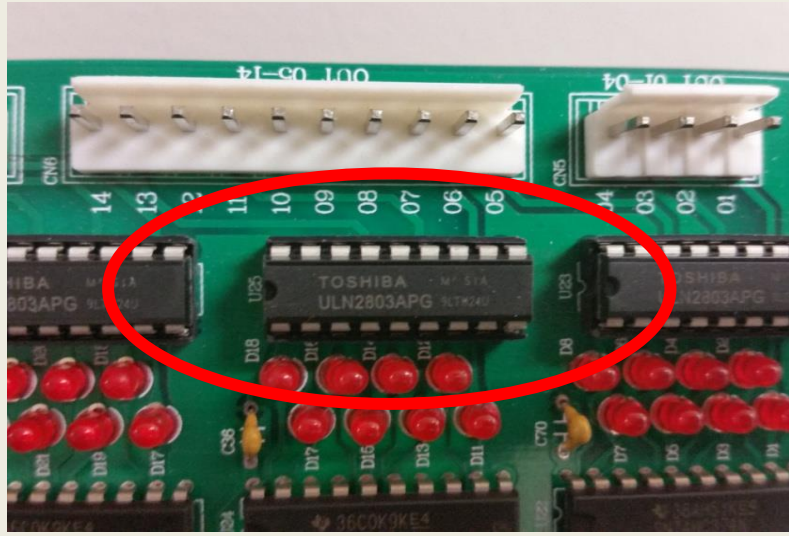
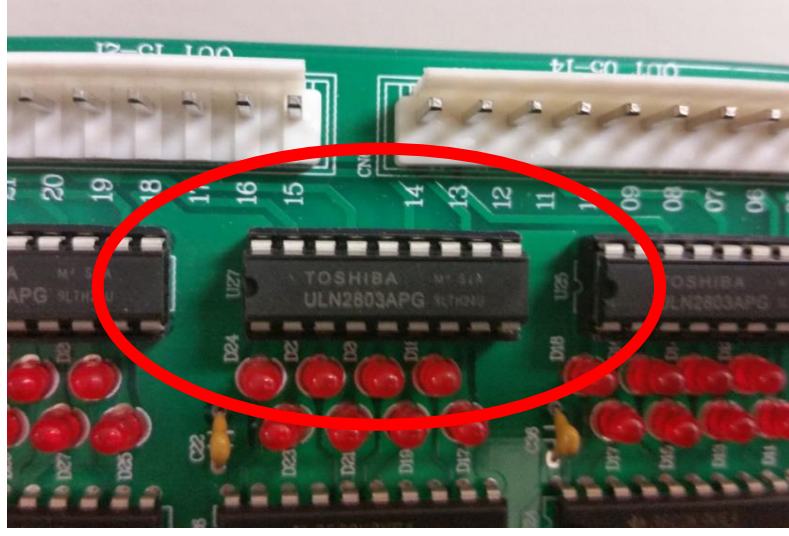

ROCKIN & ROLLIN - MAIN BOARD INPUT IC (74HC245N) CHART			
IC	INPUT #	CONTENT	PICTURE
U08	1	COIN UP SIGNAL	
	2	BILL ACCEPTOR	
	3	TICKET RESET	
	4	TICKET SIGNAL # 1	
	5	TICKET SIGNAL # 2	
	6	LEFT PLAY BUTTON	
	7	RIGHT PLAY BUTTON	
	8	BONUS SCORE SWITCH	
U09	9	# 1 - SCORE SENSOR	
	10	# 2 - SCORE SENSOR	
	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

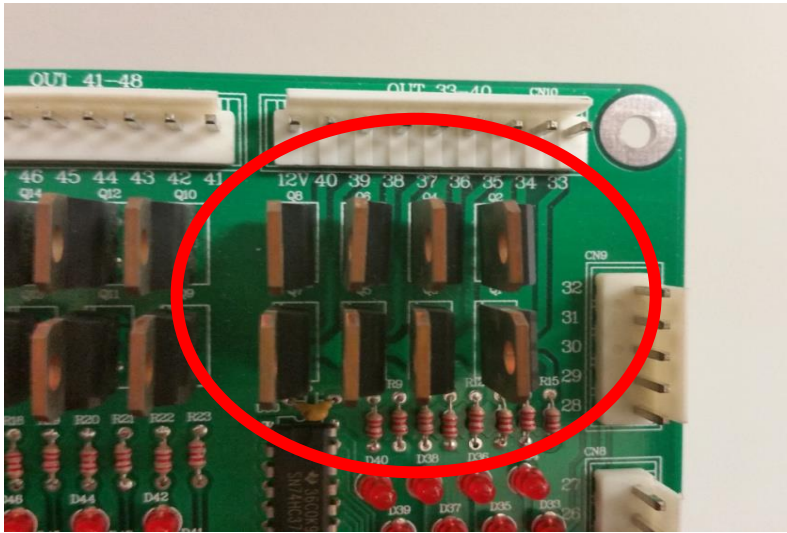
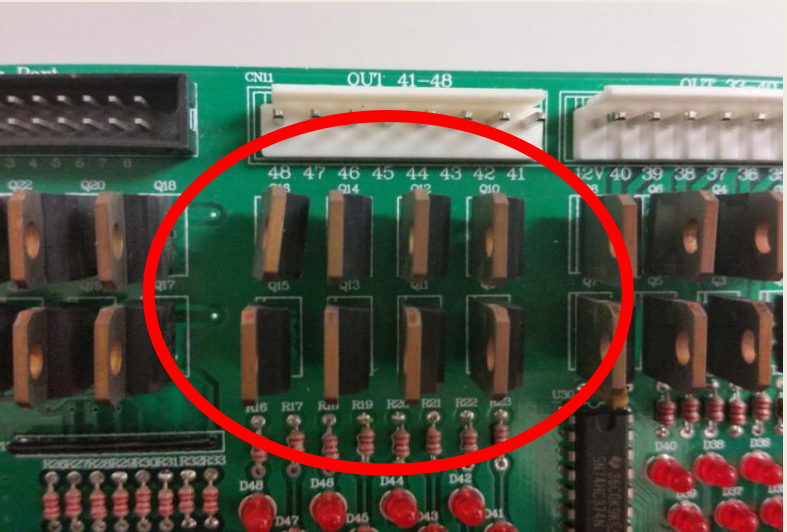
ROCKIN & ROLLIN - MAIN BOARD INPUT IC (74HC245N) CHART			
IC	INPUT #	CONTENT	PICTURE
U12	33		
	34		
	35		
	36		
	37		
	38		
	39		
	40		

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

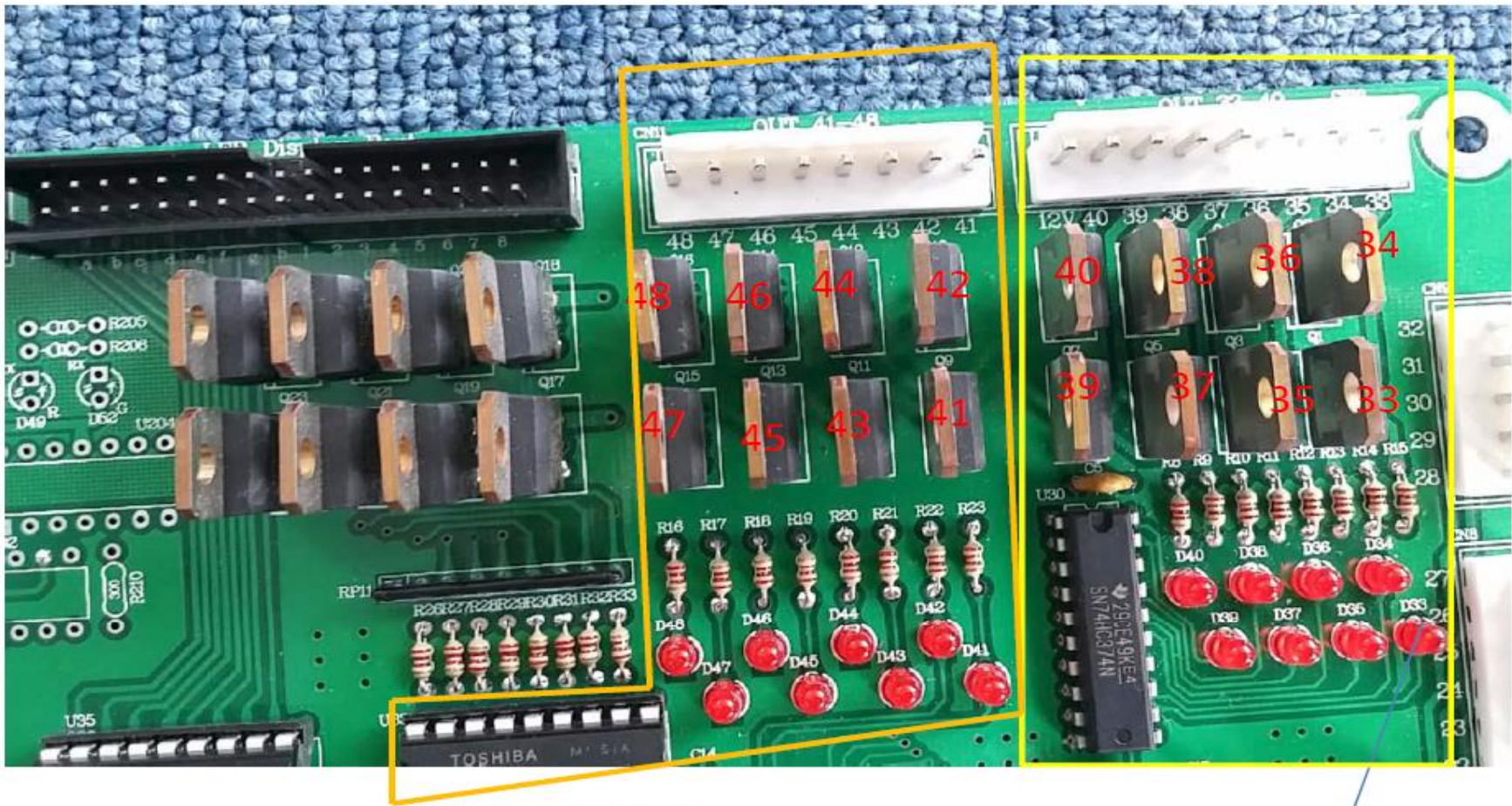
ROCKIN & ROLLIN - MAIN BOARD IC (ULN2803) OUTPUT CHART			
IC	OUTPUT #	CONTENT	PICTURE
U23	1		
	2		
	3		
	4		
	5		
	6		
	7		
	8		
U25	9		
	10		
	11		
	12		
	13		
	14		
	15		
	16		
U27	17		
	18		
	19		
	20		
	21		
	22		
	23		
	24		
U29	25	LEFT FLAPPER ARM SOLENOID	
	26	BLOWER	
	27	RIGHT FLAPPER ARM SOLENOID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

Out41-48

Out 33-40



Indicate
Led:41-48

Indicate
Led:33-40

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



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