

GOALIE ALL STARS SERVICE MANUAL

VERSION 1.1



MANUFACTURED BY:

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TABLE OF CONTENTS

Section	Page
Table of Contents	2
Safety Notifications	3
Epilepsy Warning	4
Warnings, Cautions, & Notices	5
FCC Compliance	7
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	14
Removing The Box From Skid	14
Inspecting The Unit	15
Removing The Game From Skid	16
Installing The Lighted Marquee	16
Locating The Cash Box	18
Locating The I/O Board	19
Selecting The Proper Voltage	19
Turning The Power On	20
Checking The LED Lights	21
Inserting Tickets Into Dispenser	21
Program Setup	
Game Settings & Program	22
Dip Switch Settings	23
New Jersey Software Settings	25
Board Inputs	26
Board Outputs	28
SEG Display Jumper Settings	30

Section	Page
Troubleshooting Guide	31
Puck Not Scoring	32
Wire Diagram	33
Warranty Information	34
Parts List	35

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.

GOALIE ALL STARS 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!

GOALIE ALL STARS SAFETY, 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 Goalie All Stars. 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. Goalie All Stars 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 Goalie All Stars.

As of January 2014, Jennison Entertainment Technologies has tested all components used in the manufacturing of Goalie All Stars. 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 Goalie All Stars tested by TUV Rheinland to ensure that it meets or exceeds the safety standards set forth by UL 22 Standards.

GOALIE ALL STARS 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		
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. Tested to:	USA-SS 17038640 001 UL 22:2008 R7.10 CAN/CSA-E60335-2-82:13 CAN/CSA C22.2 No. 60335-1-11	Client Reference: Justin Jennison TESTING STANDARDS
Certified Product: (Goalie All Star's)	Amusement and Gaming Machines	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.	
Appendix:	1, 1-4	7
Licensed Test mark:		Date of Issue (day/mo/yr) 29/04/2014

DIMENSION INFORMATION

GOALIE ALL STARS CABINET DIMENSIONS (ASSEMBLED)

LENGTH		WIDTH		HEIGHT*		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
48"	1219	27 3/4"	705	49"	1245	210	95

* HEIGHT INCLUDES THE LIGHTED MARQUEE INSTALLED ONTO THE GAME

GOALIE ALL STARS SHIPPING DIMENSIONS

LENGTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
50"	1270	29 1/2"	750	35 1/2"	900	250	114

Goalie All Stars ships on one cardboard skid within the United States, Canada, and Mexico. In some cases, the cardboard skid may be secured to a wooden pallet if common carrier freight companies are involved in the transportation of the unit. 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

GOALIE ALL STARS ELECTRICAL REQUIREMENTS

	VOLTS	HERTZ	AMPS
DOMESTIC POWER REQUIREMENTS	110 - 120 VAC	60 HZ	1.5 AMPS (MAX)
FOREIGN POWER REQUIREMENTS	215 - 230 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 GOALIE ALL STARS. 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.

Marquee Header
(Light Box)

Main Cabinet



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

Check the packaging for any damage

Goalie All Stars is shipped complete in one cardboard carton. When the unit arrives, please check the outside packaging for any damage and notate all damage with the delivery carrier before signing the delivery receipt.

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN
SEEN IN PHOTO



Check Box When This Step is Complete ☐

Step # 2

Cut the plastic straps around the box

Use a cutting tool to cut the straps on the outside of the box. Always hold onto the straps while cutting them so that they do not spring back towards you.

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN
SEEN IN PHOTO



Check Box When This Step is Complete ☐

Step # 3

Opening the box

Open the box from the top only. DO NOT cut the side of the box as this could damage the cabinet or graphics.

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN
SEEN IN PHOTO



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 4

Inspecting the included components

After the box is open, check to make sure the unit includes the lighted marquee and spare parts box. These are laying on the playfield and wrapped inside the stretch wrap.

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN
SEEN IN PHOTO



Check Box When This Step is Complete ☐

Step # 5

Removing from the box from the skid

Two people should lift the box off of the unit. Each person should take one side of the box and lift at the same time. It is recommended to use the box handles to start to lift and then transition to the bottom of the box to clear the game.

NOTICE

PACKAGING AND PALLET MAY BE DIFFERENT THAN
SEEN IN PHOTO



Check Box When This Step is Complete ☐

Step # 6

Inspecting all pieces for shipping damage

Inspect the game packaging for any damage during shipment. Please note that you must notate any damage to the equipment on the Bill of Lading during the delivery process. Any claims for damage must be made directly with the shipping or freight company. Jennison Entertainment Technologies and (or) the distributor the equipment was purchased through, is NOT RESPONSIBLE for any damage received during shipping and CANNOT help with the filing of the damage claim.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 7

Cutting the stretch wrap

Carefully cut the stretch wrap from the game using either box cutters or a protected razor blade. Be careful not to scratch the game, acrylic, or the graphics while cutting off the stretch wrap.

NOTICE

DO NOT PENETRATE THE BOX TOO DEEP WITH A RAZOR BLADE AS IT COULD DAMAGE ACRYLIC



Check Box When This Step is Complete ☐

Step # 8

Inspecting the sides of the unit

Inspect both sides of the game and sure there is no damage.



Check Box When This Step is Complete ☐

Step # 9

Inspecting each player station

Inspect both player stations and ensure that there is no damage. Please note that some games may be delivered without a coin mechanism and may include a card reader plate (If ordered).



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 10

Removing the game from the pallet or skid

With the help of a few people, slowly lift the unit vertical and ensure that the pallet stays on the ground. Move the pallet out from underneath and then slowly lower the unit to the ground. DO NOT attempt to walk with the unit while holding it. Always lower it to the ground and push it into place using the cabinet wheels.

WARNING

4 PEOPLE REQUIRED - 365 POUNDS



Check Box When This Step is Complete ☐

Step # 11

Unwrapping the lighted marquee

Unwrap the lighted marquee assembly and check to make sure you locate the mounting screws needed to attach it to the cabinet. The mounting screws are located inside the spare parts box. NOTE: One of the vertical support brackets had to be taken off the assembly for packaging. You will need to attach this support bracket BEFORE continuing the installation of the marquee.



Check Box When This Step is Complete ☐

Step # 12

Installing the side support bracket

Use the 4 included machine screws and securely attach the vertical support bracket to the marquee box. Be careful not to over-tighten the screws.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 13

Locating the marquee mounting holes

There are 8 holes with threaded helix-coil inserts where the marquee should be attached to. Please locate the side of the game with the marquee notice. This is the side where the electrical wire and Molex should be fed through to ensure proper connection inside the game. The notice is on the side of the game where the wires should feed through.

NOTICE

TAKE NOTE OF WHICH SIDE OF THE CABINET THE ELECTRICAL WIRES SHOULD FEED THROUGH



Check Box When This Step is Complete ☐

Step # 14

Feeding the electrical connection

Feed the electrical wires from the marquee through the hole in the cabinet below the notice on the cabinet. This will ensure that the harness to properly reach the connecting wires below.

NOTICE

HARNESS FOR MARQUEE SHOULD BE INSTALLED THROUGH THE HOLE BELOW



Check Box When This Step is Complete ☐

Step # 15

Securing the marquee to the cabinet

One person should hold the marquee in place while another person use the screws to attach the unit to the main cabinet.

NOTICE

SOMEONE SHOULD HOLD THE MARQUEE WHILE ANOTHER PERSON SECURES IT TO THE CABINET



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 16

Connecting the marquee harness

After the unit is secured to the main cabinet, plug the 4 pin Molex connector into the harness inside the game.



Check Box When This Step is Complete ☐

Step # 17

Open all access doors

Open both ticket access doors and side access panels. The game name plate and information is mounted on the inside of the access door for the cash box.



Check Box When This Step is Complete ☐

Step # 18

Locating the cashbox

The cashbox is located on the inside of the # 1 access door. The number # 1 access door is located clockwise from the player # 1 side (to the left of player # 1).



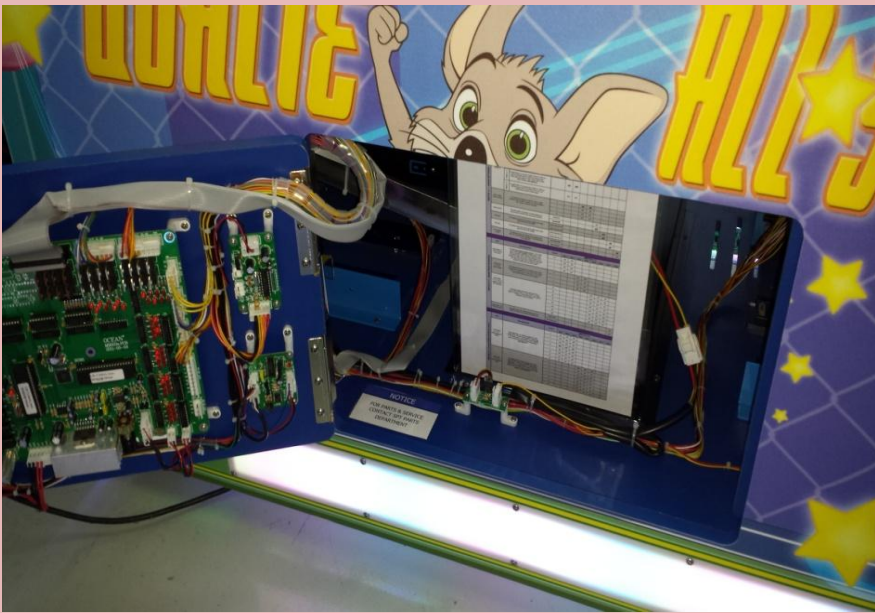
Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 19

Locating the I/O board & Dip Switch Settings Chart

The I/O Board is mounted on the inside of access door # 2. The board is directly mounted to the rear of the access door to make it more accessible when the door is open. All PCB's for the game are also mounted on this door. Inside the cabinet there is a chart that lists all DIP SWITCH settings.

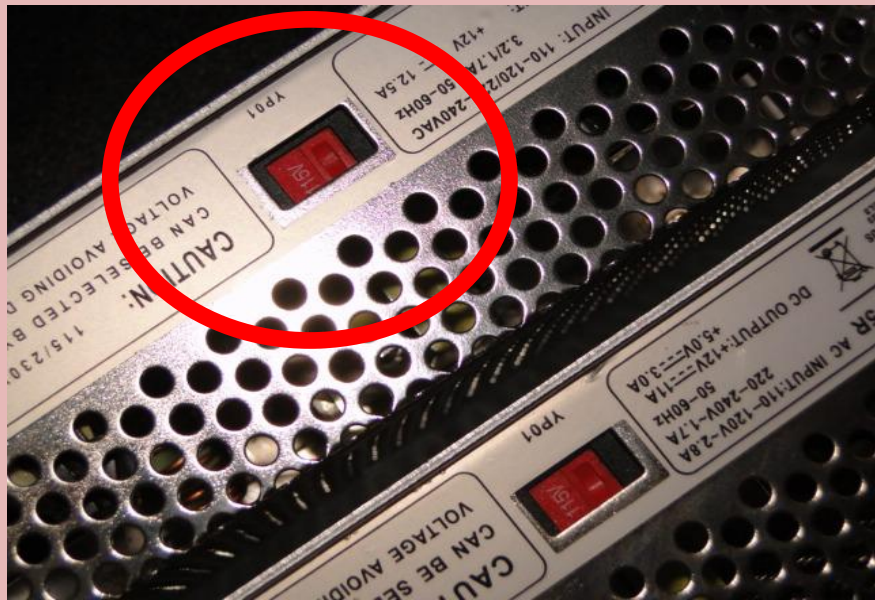


Check Box When This Step is Complete ☐

Step # 20

Selecting the proper line power

You game has already been properly set to the expected line voltage at your location; however, it is always best to ensure that the selector switch is set to the proper power before turning the game on. The selector switch is located on top of the power supply. The switch is set properly when you can read the voltage at the your location. For example: If you can see "115V" then the power supply is set to 115V. If you can see "230V", then the power supply is set to 230V.



Check Box When This Step is Complete ☐

Step # 21

Plugging in the power cord into the power switch

Locate the power cord inside the parts box and plug the female end into the power switch inside the game.



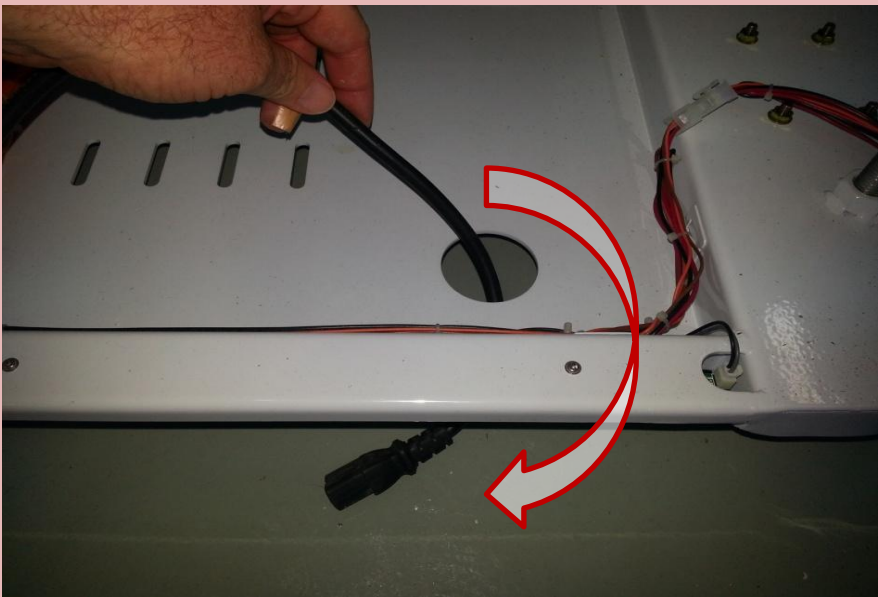
Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 22

Run the power cord through the cabinet

Pull the power cord through the access door in the bottom of the cabinet



Check Box When This Step is Complete ☐

Step # 23

Plug the power cord into a grounded outlet

Plug the power cord into a properly grounded outlet. Ensure that you do not overload the circuit with the additional of this game.

CAUTION

PLUG THE CORD INTO A PROPERLY GROUNDED
OUTLET. ENSURE THAT YOU DO NOT OVERLOAD
THE CIRCUIT WITH THE ADDITION OF THIS GAME



Check Box When This Step is Complete ☐

Step # 24

Turning the power switch on

Turn to the power switch ON.



Check Box When This Step is Complete ☐

INSTALLATION INSTRUCTIONS

Step # 25

Checking the LED lights

Check to make sure all playfield LED lights turn ON including the horizontal cascading lights on both sides of the game.



Check Box When This Step is Complete ☐

Step # 26

Checking the marquee LED lights

Check to make sure the marquee LED lights are ON on both sides of the marquee.

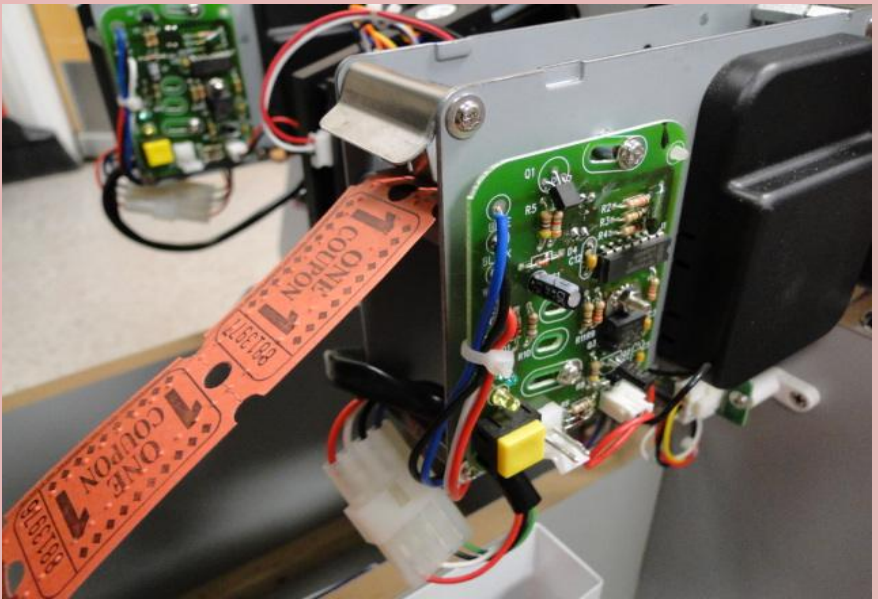


Check Box When This Step is Complete ☐

Step # 27

Feeding tickets into the ticket dispensers

Feed tickets into both ticket dispensers.



Check Box When This Step is Complete ☐

GAME SETTINGS & PROGRAM

Goalie All Stars 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 Jennison Entertainment directly.

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

SOFTWARE UPDATE RECORD		
DATE	SOFTWARE VERSION	REASON FOR CHANGE
INITIAL	20140124	INITIAL PROGRAM INSTALLED AT FACTORY

Goalie All Stars Air Hockey Dip Switch Settings - Version 20140124

SWITCH # 1 - (GAME SETTINGS)	Item	Item Description		Content	SWITCH # 1							
					SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
	Game Mode Operator to Choose Between Game Modes 1-4	MODE # 1	In GAME MODE # 1, the game length is based on SCORE and NOT TIME. Each player is awarded a certain amount of tickets for each score that they make during the game. The ticket value per score may be adjusted in SW21 & SW22. The game will end after the first player gets seven (7) scores. Each player will be awarded tickets based on their score at the end of the game.		ON	ON						
		MODE # 2	In GAME MODE # 2, the game length is based on TIME and only the WINNER is awarded tickets. The loser does not receive any tickets. Ticket values are adjusted in SW31, SW32, & SW33.		OFF	ON						
		MODE # 3	In GAME MODE # 3, the game length is based on TIME and both the WINNER and the LOSER are awarded tickets. Ticket values are adjusted in SW31, SW32, SW33, SW34, SW35, & SW36. (CEC DEFAULT)		<u>ON</u>	<u>OFF</u>						
		MODE # 4	In GAME MODE # 4, the game play is based on TIME and NEITHER player will win any tickets for any score. No tickets will be awarded to either player.		OFF	OFF						
	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) or token(s) per game.		1			<u>ON</u>	<u>ON</u>				
				2			OFF	ON				
				3			ON	OFF				
				4			OFF	OFF				
	Attract Sounds	This setting allows the operator to choose whether they want the attract sounds to play during game inactivity.		Sound On					ON			
				Sound Off					<u>OFF</u>			
	Not Used	This setting is not used in this program. <u>SW16</u> must remain <u>OFF</u> at all times for all settings		Switch Must Be Off						<u>OFF</u>		
				Switch Must Be Off						<u>OFF</u>		
	Not Used	This setting is not used in this program. <u>SW17</u> must remain <u>ON</u> at all times for all settings.		Switch Must Be On							<u>ON</u>	
				Switch Must Be On							<u>ON</u>	
	Coin Acceptor Lockout	This setting locks the coin acceptor from accepting any more coins greater than what is required to start (and) when the proper credits have already been deposited on the opposite side for a single play.		Lock On								<u>ON</u>
				Lock Off								OFF

SWITCH # 2 - (GAME MODE SCORING)	Item	Item Description		Content	SWITCH # 2							
					SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
	Game Mode # 1 Ticket Scoring for Each Player	This setting <u>only applies to game mode # 1</u> . For all other game modes, please <u>disregard</u> . In game mode 1, each player is awarded a certain amount of tickets per score. First player to get 7 scores will win and the game is over. Operator can choose the number of tickets each player gets when they score a goal. Value of tickets per score is between 0.5 tickets per score and 3 tickets.		0.5	ON	ON						
				1	OFF	ON						
				2	ON	OFF						
				3	OFF	OFF						
	Game Mode # 2 & # 3 Mercy Tickets	This setting allows the operator to choose the mercy ticket value that will be awarded. This value is given only in Game Mode # 2 and Game Mode # 3 and only if no score by either player is achieved and the time expires.		0			ON	ON				
				1			OFF	ON				
				2			ON	OFF				
				3			ON	OFF				
	Game Mode # 2, # 3, & # 4 Length of Game Play (Seconds)	This setting changes the length of each game play in seconds for Game Mode # 2, Game Mode # 3, or Game Mode # 4. Operator can choose the length of each game to be between 30 and 90 seconds.		30					ON	ON	ON	
				45					OFF	ON	ON	
				60					ON	OFF	ON	
				75					OFF	OFF	ON	
				90					ON	ON	OFF	
				120					OFF	ON	OFF	
				150					ON	OFF	OFF	
				180					OFF	OFF	OFF	
	Puck Contact Sound / Microphone	This setting either enables or disables the sound that is made when the puck strikes the side of the playfield.		Sound On								<u>ON</u>
				Sound Off								OFF

SWITCH # 3 - (GAME MODE SCORING CONT.)	Item	Item Description	Content	SWITCH # 3							
				SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
	Game Mode # 2 & # 3 Tickets Awarded To Winner	This setting allows to operator to select how many tickets will be awarded to the WINNER in Game Mode # 2. If Game Mode # 2 is selected, only the WINNER will be awarded the tickets chosen in this selection. (CEC DEFAULT)	1	ON	ON	ON					
			2	OFF	ON	ON					
			3	<u>ON</u>	<u>OFF</u>	<u>ON</u>					
			4	OFF	OFF	ON					
			5	ON	ON	OFF					
			10	OFF	ON	OFF					
			15	ON	OFF	OFF					
			20	OFF	OFF	OFF					
	Game Mode # 2 & # 3 Tickets Awarded To Loser	This setting allows to operator to select how many tickets will be awarded to the WINNER and LOSER in Game Mode # 3. If Game Mode # 3 is selected, the WINNER will be awarded the ticket value in the above selection and the LOSER will be awarded tickets in this selection. (CEC DEFAULT)	1				<u>ON</u>	<u>ON</u>	<u>ON</u>		
			2				OFF	ON	ON		
			3				ON	OFF	ON		
			4				OFF	OFF	ON		
			5				ON	ON	OFF		
			10				OFF	ON	OFF		
			15				ON	OFF	OFF		
			20				OFF	OFF	OFF		

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 Goalie All Stars 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 Goalie All Stars (20140624) 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 Goalie All Stars (20140624) 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. Goalie All Stars 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 Goalie All Stars 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 Goalie All Stars 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

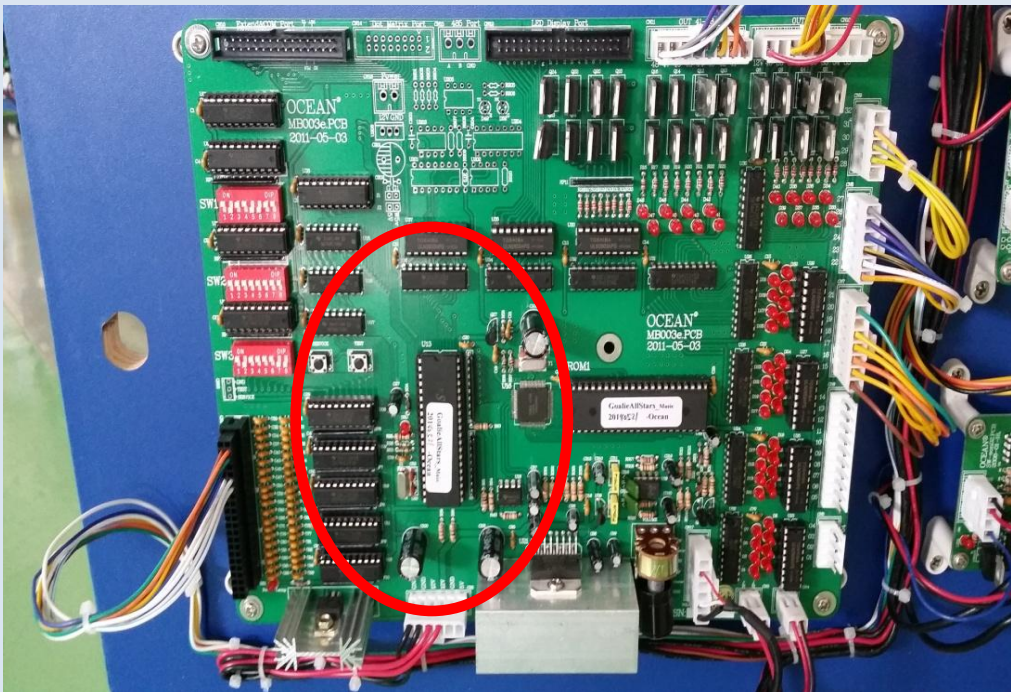
Verifying the installed software version

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.

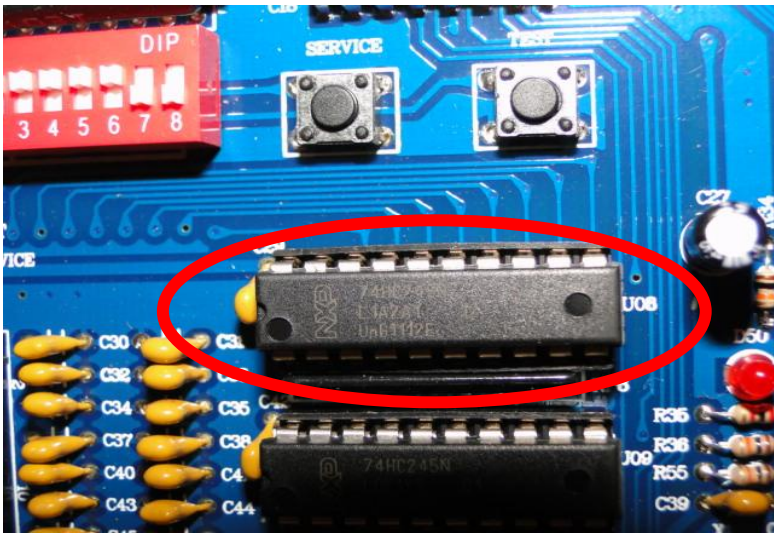
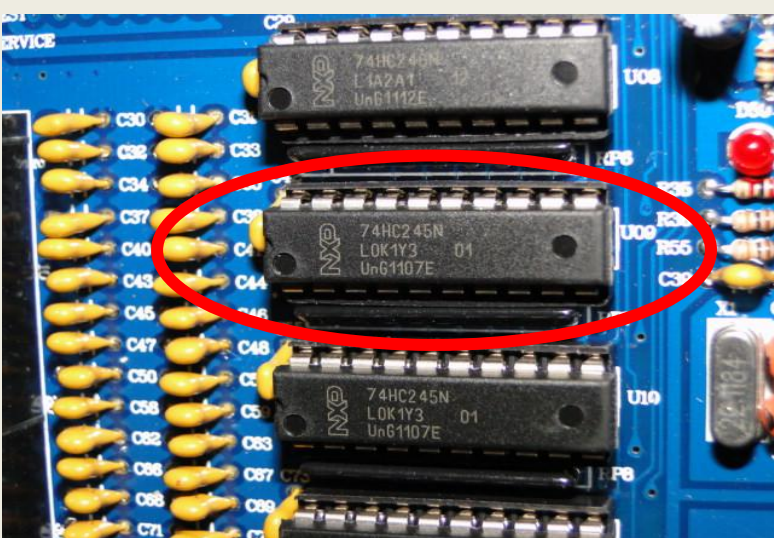
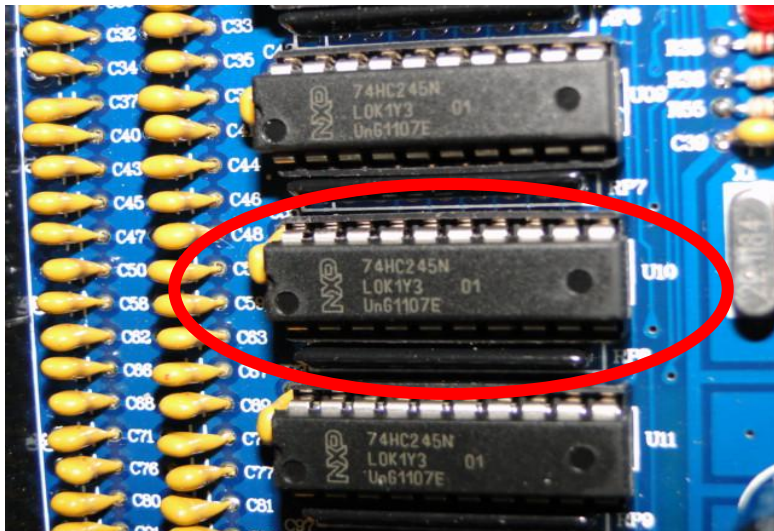
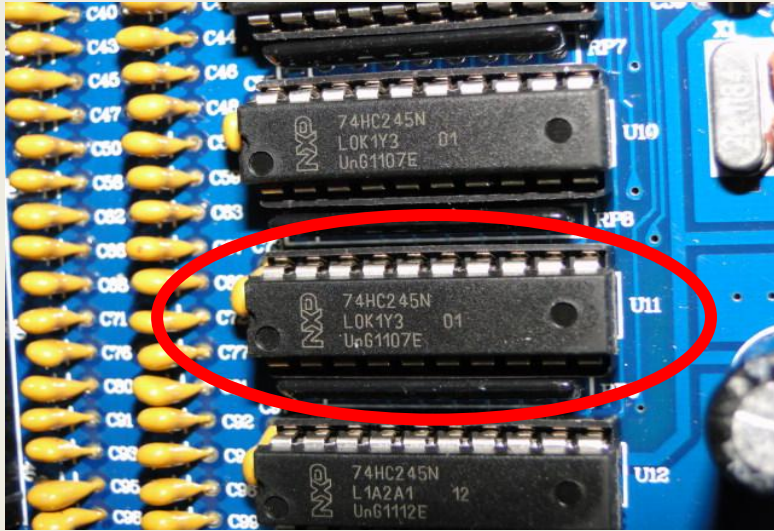
New Jersey Game Software Version

2 0 1 4 0 6 2 4

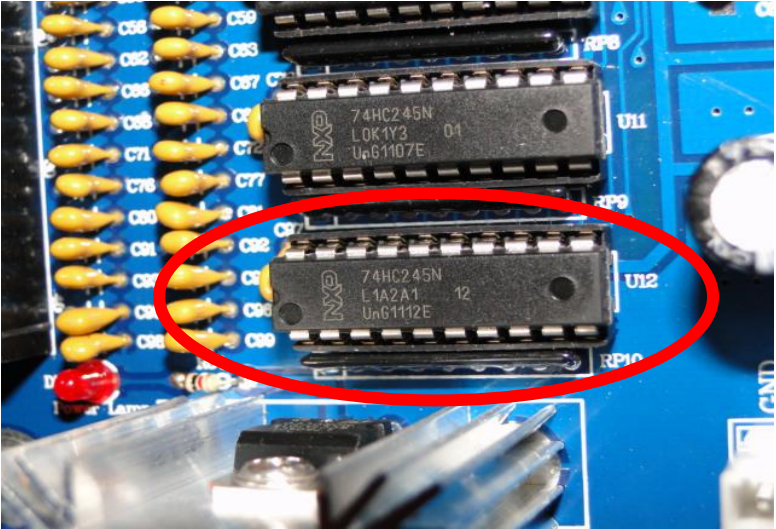
The installed software version can be viewed at any time by viewing the label on the main IC.



MAIN BOARD INPUTS

GOALIE ALL STARS - MAIN BOARD INPUT IC (74HC245N) CHART			
IC	INPUT #	CONTENT	PICTURE
U08	1	PLAYER # 1 - COIN UP SIGNAL	
	2	PLAYER # 1 - PUCK SCORE SENSOR	
	3	PLAYER # 1 - TICKET RESET	
	4	PLAYER # 1 - TICKET SIGNAL	
	5	PLAYER # 1 - SOUND SENSOR	
	6	PLAYER # 1 - SOUND SENSOR	
	7		
	8		
U09	9	PLAYER # 2 - COIN UP SIGNAL	
	10	PLAYER # 2 - PUCK SCORE SENSOR	
	11	PLAYER # 2 - TICKET RESET	
	12	PLAYER # 2 - TICKET SIGNAL	
	13	PLAYER # 2 - SOUND SENSOR	
	14	PLAYER # 2 - SOUND SENSOR	
	15		
	16		
U10	17	U10 IS NOT UTILIZED IN GOLAIE ALL STARS. THIS SPARE IC CAN BE USED IN U08 & U09 TO RECITFY POTENTIAL ISSUES WITH THOSE IC'S. IF YOU SWAP IC'S, BE SURE TO PUT THE DEFECTIVE IC BACK INTO U10 BEFORE POWERING THE UNIT ON. IF THIS FIXES YOUR PROBLEM, BE SURE TO RECORD THAT THE IC IN U11 IS NOW DEFECTIVE AND CANNOT BE USED AGAIN IN ANOTHER SOCKET	
	18		
	19		
	20		
	21		
	22		
	23		
	24		
U11	25	U11 IS NOT UTILIZED IN GOALIE ALL STARS. THIS SPARE IC CAN BE USED IN U08 & U09 TO RECITFY POTENTIAL ISSUES WITH THOSE IC'S. IF YOU SWAP IC'S, BE SURE TO PUT THE DEFECTIVE IC BACK INTO U11 BEFORE POWERING THE UNIT ON. IF THIS FIXES YOUR PROBLEM, BE SURE TO RECORD THAT THE IC IN U11 IS NOW DEFECTIVE AND CANNOT BE USED AGAIN IN ANOTHER SOCKET	
	26		
	27		
	28		
	29		
	30		
	21		
	32		

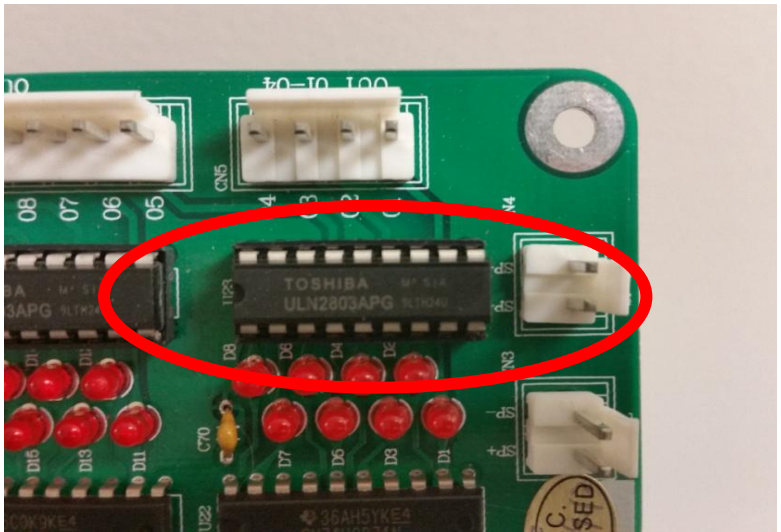
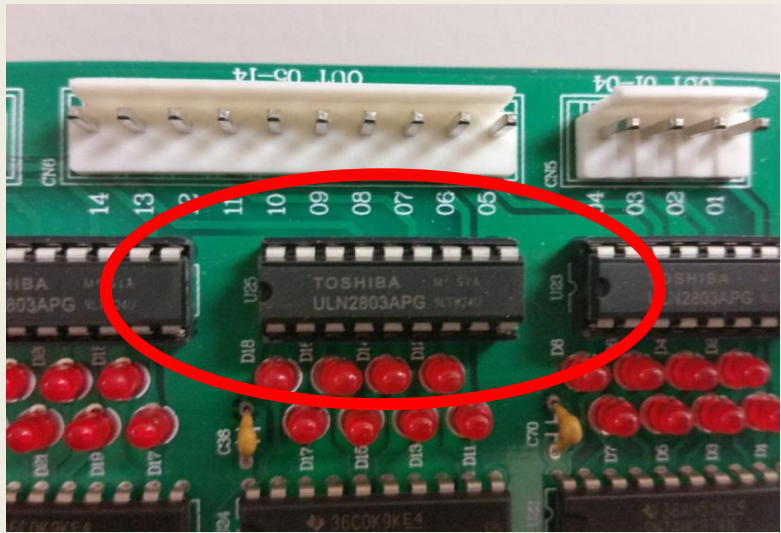
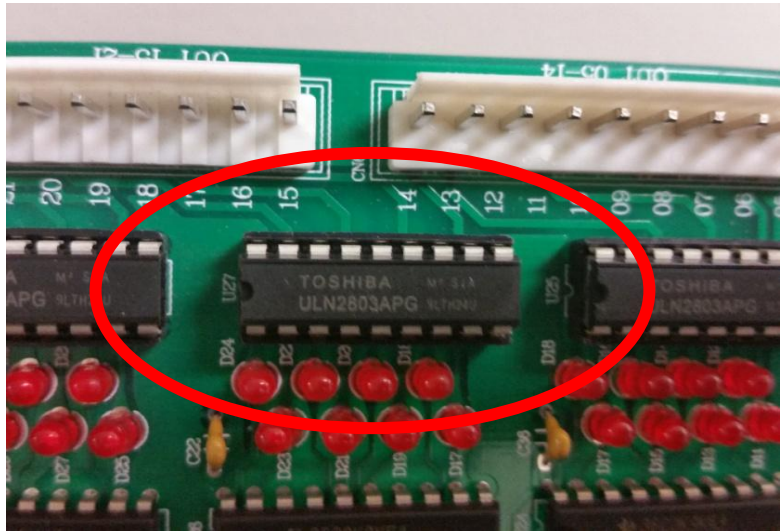
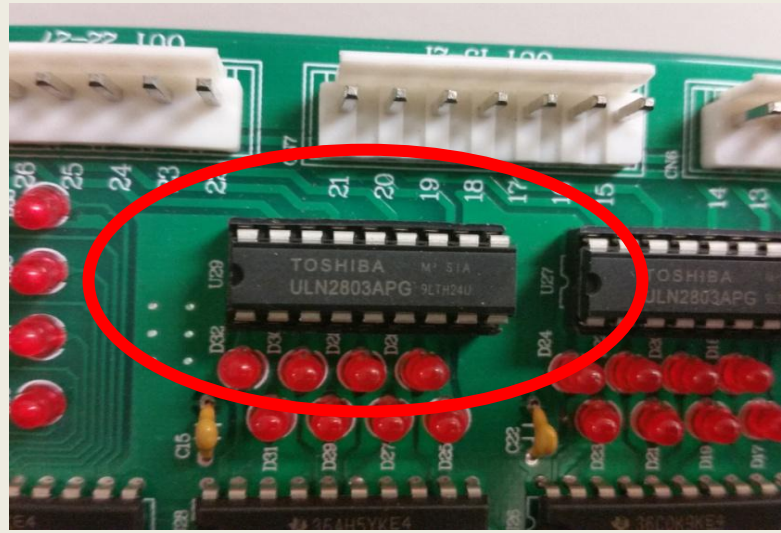
MAIN BOARD INPUTS - CONTINUED

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

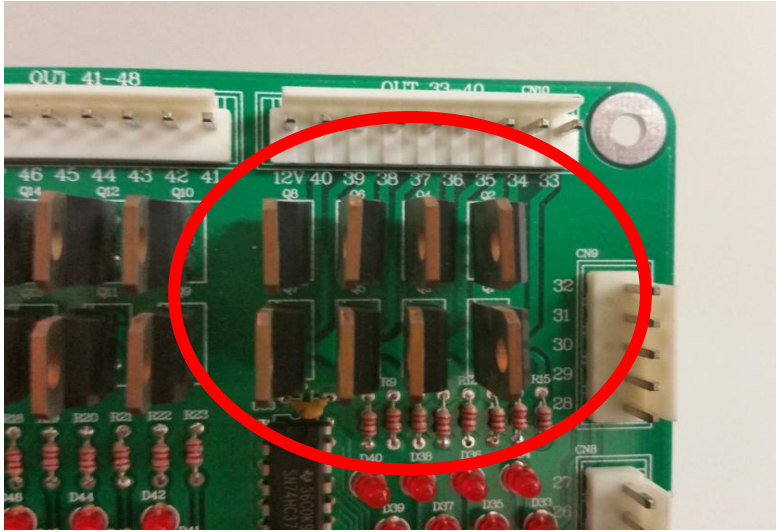
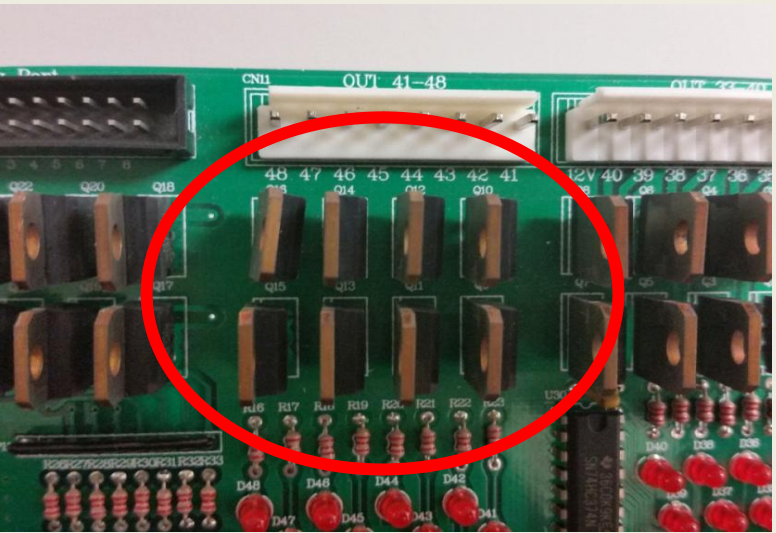
The Goalie All Stars input/output board utilizes 5 input IC's to control all inputs used within the game. In Goalie All Stars, only TWO of the FIVE IC's are used, those being U08 & U09. The remaining three IC's U10, U11 and U12 are not used to control any input function. These three IC's can be used to replace the other IC's should they become corrupt.

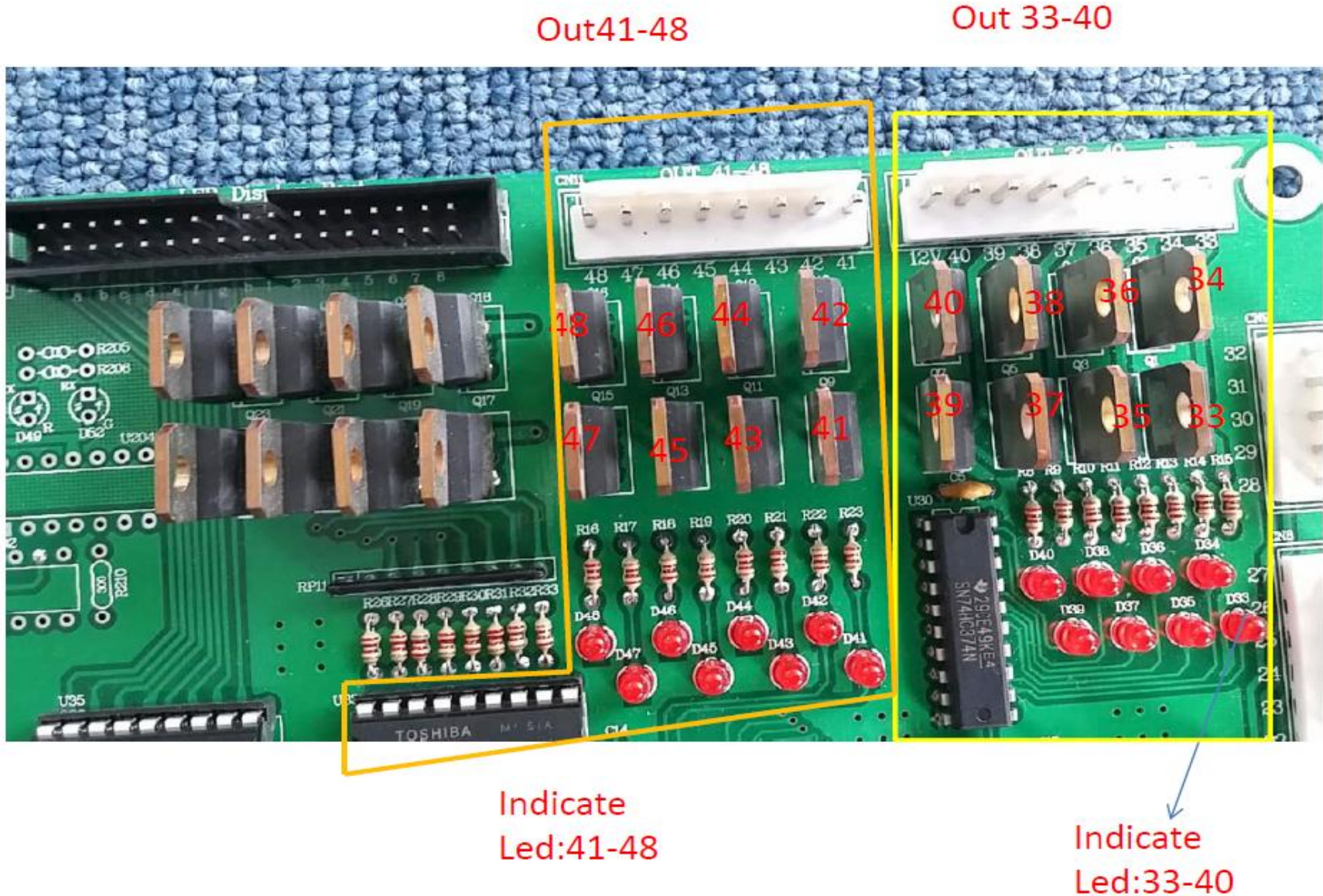
MAIN BOARD OUTPUTS

GOALIE ALL STARS - MAIN BOARD IC (ULN2803) OUTPUT CHART

IC	OUTPUT #	CONTENT	PICTURE
U23	1	U23 IS NOT UTILIZED IN GOLAIE ALL STARS. THIS SPARE IC CAN BE USED IN U25, U27, & U29 TO RECITFY POTENTIAL ISSUES WITH THOSE IC'S. IF YOU SWAP IC'S, BE SURE TO PUT THE DEFECTIVE IC BACK INTO U23 BEFORE POWERING THE UNIT ON. IF THIS FIXES YOUR PROBLEM, BE SURE TO RECORD THAT THE IC IN U23 IS NOW DEFECTIVE AND CANNOT BE USED AGAIN IN ANOTHER SOCKET	
	2		
	3		
	4		
	5		
	6		
	7		
	8		
U25	9		
	10		
	11		
	12		
	13		
	14		
	15	PLAYER # 1 - COIN LOCK	
	16	PLAYER # 2 - COIN LOCK	
U27	17	PLAYER # 2 - SOLENOID	
	18	PLAYER # 1 - SOLENOID	
	19	BLOWER	
	20	BLOWER	
	21	# 1 PUCK EXIT LIGHT	
	22	# 2 PUCK EXIT LIGHT	
	23	# 1 GROUND LIGHT	
	24	# 2 GROUND LIGHT	
U29	25	PLAYER # 1 - COIN METER	
	26	PLAYER # 1 - TICKET METER	
	27	PLAYER # 1 - TICKET DISPENSER	
	28	PLAYER # 1 - TICKET ERR LED	
	29	PLAYER # 2 - COIN METER	
	30	PLAYER # 2 - TICKET METER	
	21	PLAYER # 2 - TICKET DISPENSER	
	32	PLAYER # 2 - TICKET ERR LED	

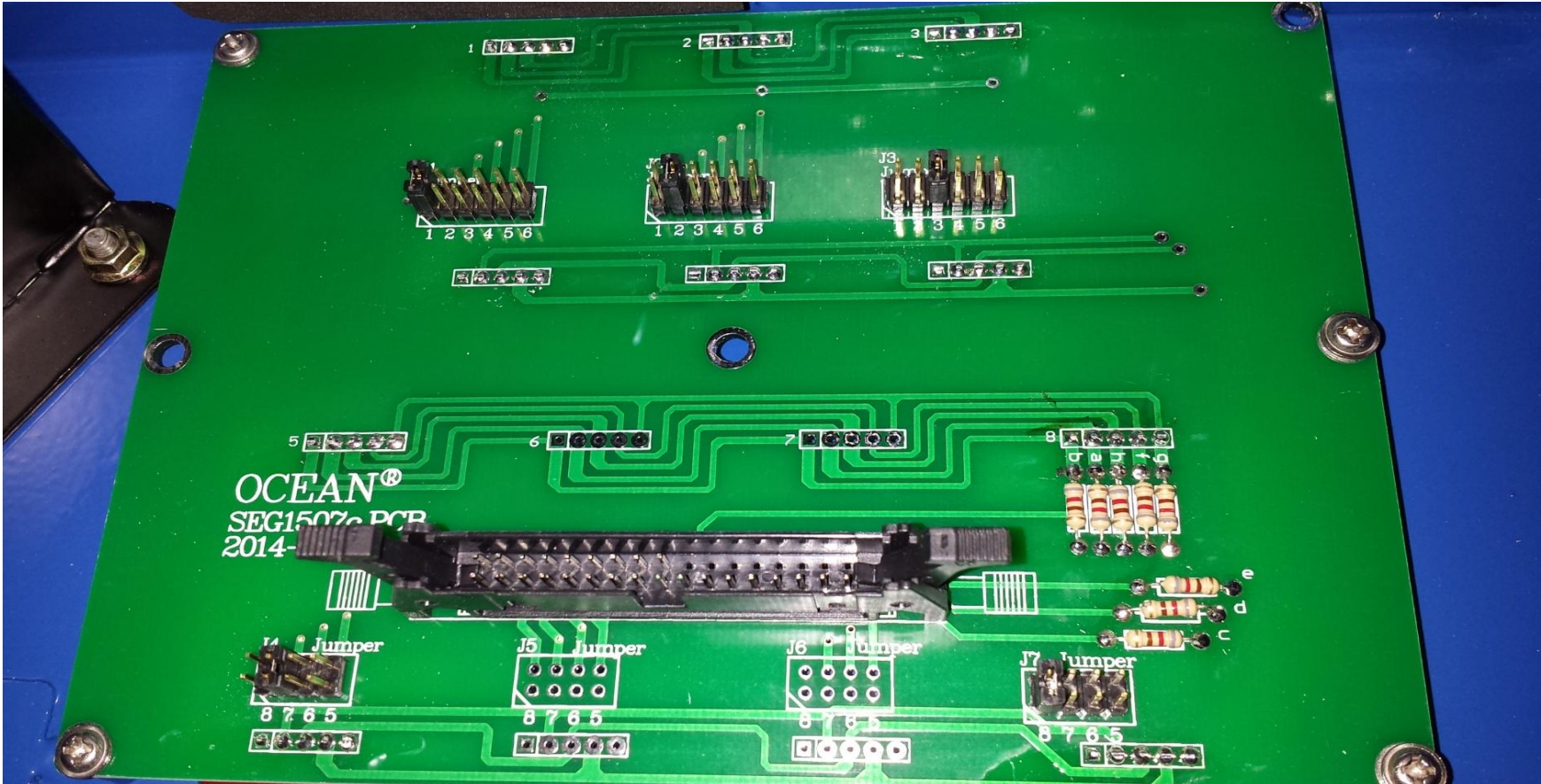
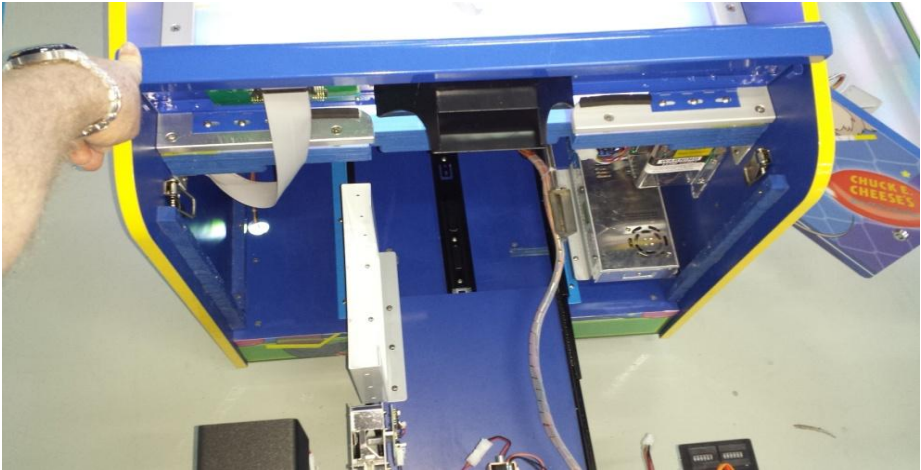
MAIN BOARD OUTPUTS - CONTINUED

GOALIE ALL STARS - MAIN BOARD OUTPUT CHART			
IC	OUTPUT #	CONTENT	PICTURE
Q1-Q8	33	# 1 LEFT CORNER LED	
	34	# 1 RIGHT CORNER LED	
	35	# 2 LEFT CORNER LED	
	36	# 2 RIGHT CORNER LED	
	37	MARQUEE LED # 1	
	38	MARQUEE LED # 2	
	39	MARQUEE LED # 3	
	40	MARQUEE LED # 4	
Q9 - Q16	41	PLAYFIELD LED # 1	
	42	PLAYFIELD LED # 2	
	43	PLAYFIELD LED # 3	
	44	PLAYFIELD LED # 4	
	45	PLAYFIELD LED # 5	
	46	PLAYFIELD LED # 6	
	47	PLAYFIELD LED # 7	
	48	PLAYFIELD LED # 8	



SEG DISPLAY BOARD & SETTINGS

SEG DISPLAY			
7_SEG	CONTENT	7_SEG	CONTENT
SEG1_1	TIME	SEG2_1	# 1 TICKET
SEG1_2	TIME	SEG2_2	# 1 TICKET
SEG1_3	TIME	SEG2_3	# 2 TICKET
SEG1_4		SEG2_4	# 2 TICKET
SEG1_5	# 1 SCORE	SEG2_5	
SEG1_6	# 1 SCORE	SEG2_6	
SEG1_7	# 2 SCORE	SEG2_7	
SEG1_8	# 2 SCORE	SEG2_8	



GOALIE ALL STARS 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 SPT 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 SPT PARTS & SERVICE



JENNISON ENTERTAINMENT TECHNOLOGIES

822 SOUTH NOVA ROAD
DAYTONA BEACH, FLORIDA 32114

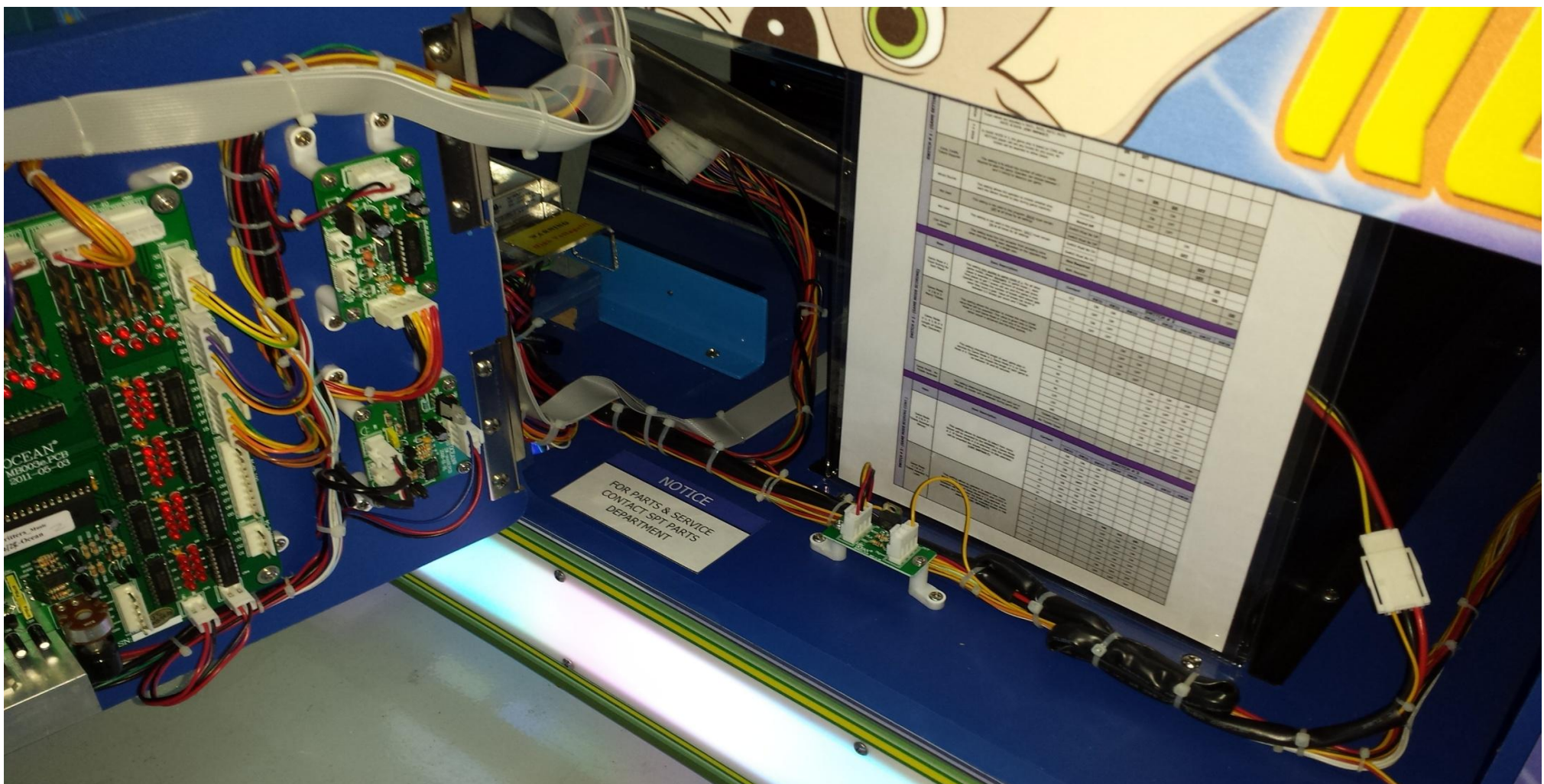
MAIN PHONE: + 1-(386)-255-1599



SPT PARTS & SERVICE DEPARTMENT

7215 SW TOPEKA BLVD.
TOPEKA, KANSAS 66619

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



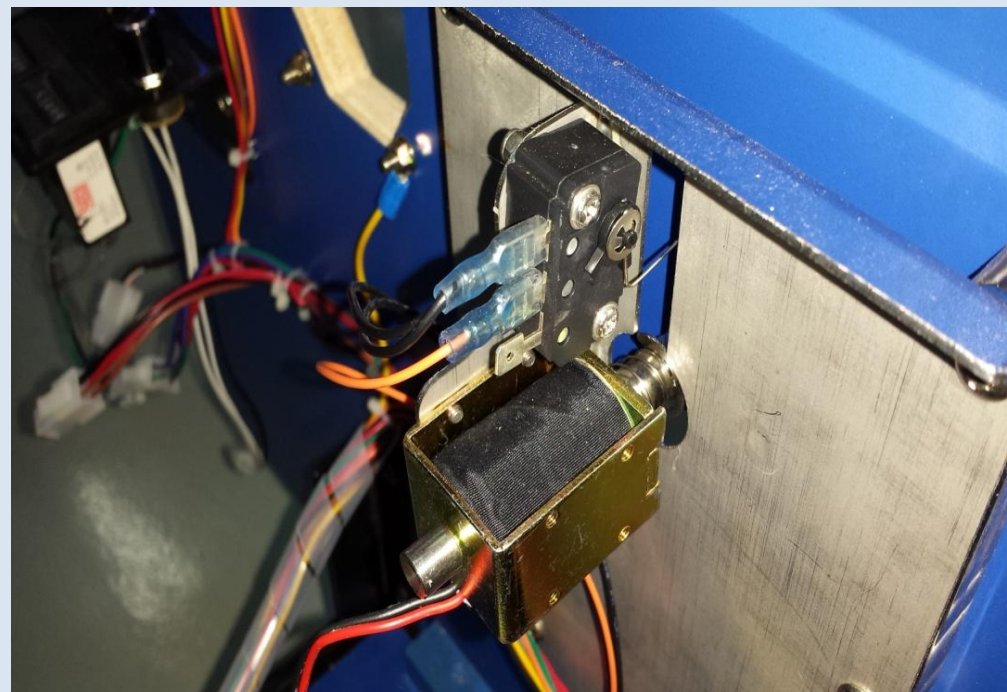
A COPY OF THE DIP SWITCH SETTINGS FOR MODIFYING THE PROGRAM ARE POSTED ON THE INSIDE OF EACH GAME BEHIND ACCESS DOOR # 2. AN EXPLANATION OF ALL SETTINGS ARE ALSO INCLUDED.

TROUBLESHOOTING GUIDE - (PUCK IS NOT SCORING)

Puck Not Scoring - Step # 1

Check the score switch

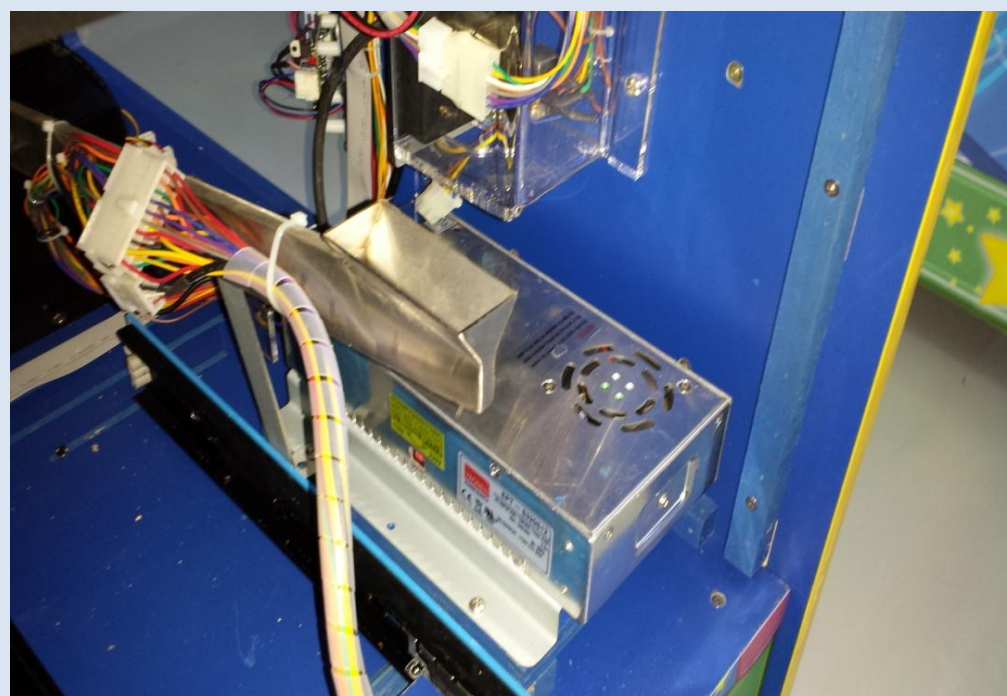
The number one reason why a puck would not be scoring on a particular side is that the micro switch wire is not activating the switch. Check to make sure that the wire fully engages the switch and you can hear a "click" as it is being activated. You may need to bend the metal wire so that it is properly oriented and will activate each time a puck falls into the return chute. If the switch is good, check to make sure all wire connections from the switch to the board are still plugged in.



Puck Not Scoring - Step # 2

Check to make sure all connections are secure

If the switch is good, check to make sure all wire connections from the switch to the board are still plugged in. Since the ticket drawer is opened and closed many times by different people, its possible that one of the pins on the Molex connector attached to the coin chute may have been pulled out. Check to make sure all pins are secure and the connections are proper.



Puck Not Scoring - Step # 3

Replace the input IC

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

