

JERSEY WHEELS SERVICE MANUAL

VERSION 2.8



MANUFACTURED BY:

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GAME SETTINGS & PROGRAM

JERSEY WHEELS 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 (OR) BSR 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INITIAL	20161105	SUPERCEDED - GAME PLAY - PLEASE UPDATE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
4/20/2017	VERSION 1.8	WIN % ON FIRST WHEEL / GAME PLAY
5/24/2017	VERSION 2.1	GAME PLAY (2249) & WHEEL PATTERN ADDITIONS
6/5/2017	VERSION 2.3	HPOSN CHANGE / PATTERNS / NJ REQUIREMENTS
6/7/2017	VERSION 2.4	TIME OUT FEATURE ADDED
6/9/2017	VERSION 2.5	BONUS SCORE VALUES & PATTERNS
7/3/2017	VERSION 2.8	PROGRAM A & B ADDITION (20170703 / 20170711)

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 Jersey Wheels (VERSION 2.5) the game will not accept more than 20 coins or \$5.00.
- 2) Maximum allowable accumulation of inserted credits does not exceed \$10.00. In Jersey Wheels (VERSION 2.5) the game will not accept more than 20 coins or \$5.00 Play.
- 3) Device must lockout after \$10.00 is inserted. Jersey Wheels will not accept more than \$5.00 maximum.
- 4) Device must lockout after maximum wager per game is inserted, unless a discount is offered. The coin mechanism in Jersey Wheels will not accept more than \$5.00.
- 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 Jersey Wheels 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

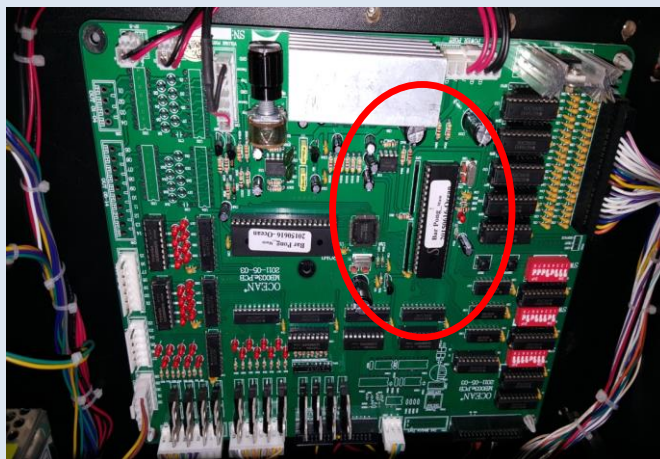
Verifying the installed software version

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 2.5

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



3 WHEEL VERSION PATTERN SELECTION

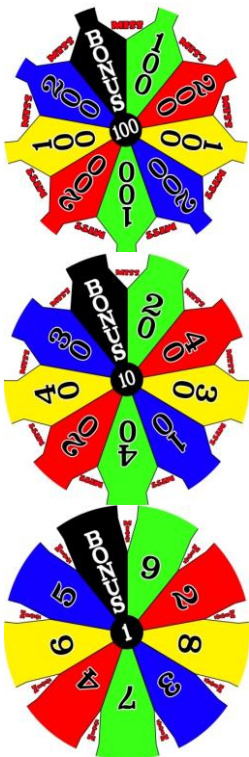
NOTICE

The wheel pattern must be selected to match the physical wheel numbers installed on your game. Contact JET, BSR, or your local distributor should an alternative pattern be desired. These patterns have been devised after considerable testing in field locations.

3 WHEEL VERSION - PATTERN CHART

	Wheel # 1 Pattern	Wheel # 2 Pattern	Wheel # 3 Pattern	Maximum Tickets
<u>Pattern # 1</u>	1, 2, 3, 4, 5, 6, 7, 8, 9	10, 20, 30, 40, 50, 60, 70, 80, 90	100, 200, 300, 400, 500, 600, 700, 800, 900	999
<u>Pattern # 2</u>	1, 2, 3, 4, 5, 6, 7, 8, 9	10, 20, 30, 40	100, 200	249
<u>Pattern # 3</u>	1, 2, 3, 4, 5, 6, 7, 8, 9	10, 20	100, 200	229
<u>Pattern # 4</u>	4, 6, 8	10, 20, 20, 40	100, 200	248

PATTERN # 1



PATTERN # 2



PATTERN # 3



4 WHEEL VERSION PATTERN SELECTION

NOTICE

The wheel pattern must be selected to match the physical wheel numbers installed on your game. Contact JET, BSR, or your local distributor should an alternative pattern be desired. These patterns have been devised after considerable testing in field locations.

4 WHEEL VERSION - PATTERN CHART

	Wheel # 1 Pattern	Wheel # 2 Pattern	Wheel # 3 Pattern	Wheel # 4 Pattern
Pattern # 1	1, 2, 3, 4, 5, 6, 7, 8, 9	10, 20, 30, 40, 50, 60, 70, 80, 90	100, 200, 300, 400, 500, 600, 700, 800, 900	1000, 2000, 3000, 4000, 5000, 6000, 7000, 8000, 9000
Pattern # 2	1, 2, 3, 4, 5, 6, 7, 8, 9	10, 20, 30, 40	100, 200	1000, 2000
Pattern # 3	4, 6, 8	10, 20, 20, 40	100, 200	1000, 2000

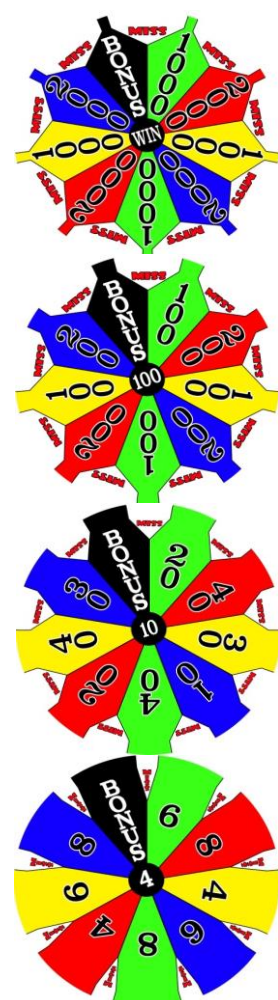
PATTERN # 1



PATTERN # 2



PATTERN # 3



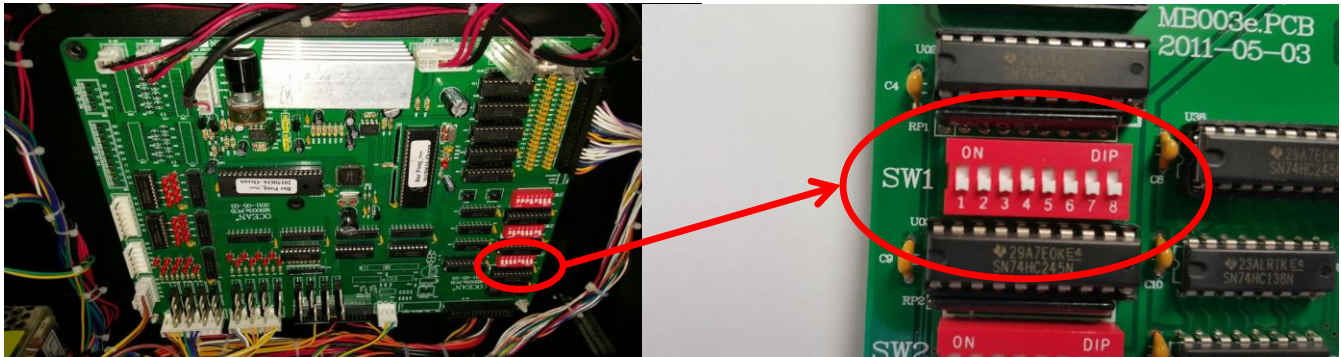
SELECTING THE PROPER COST PER PLAY

NOTICE

The Ticket per Coin average is selected based upon your cost of play in US DOLLARS and the assumption of a USD 0.01 cent ticket cost. These patterns have been devised after considerable testing in field locations.

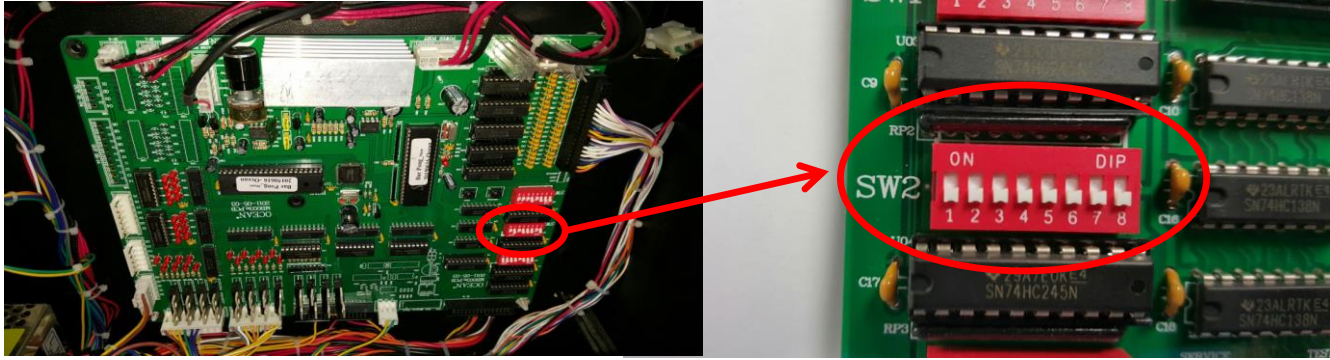
COST PER PLAY (\$USD)	COST PER PLAY (£GBP)	AVERAGE NUMBER TICKETS PER PLAY		SCORE CHART
		VERSION A	VERSION B	
\$0.50		15	2	A
\$0.60		20	3	B
\$0.70	£0.50	25	4	C
\$0.75		30	5	D
\$0.80		35	6	E
\$1.00		40	7	F
\$1.25		45	8	G
\$1.35	£1.00	50	9	H
\$1.50		60	10	I
\$1.75		70	12	J
\$2.00		80	15	K
\$2.25		90	20	L
\$2.50		100	25	M
\$2.75		120	30	N
\$3.00		150	35	O
\$3.25		180	40	P

GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 1)



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 20 coin(s), token(s), or swipes per game	1	ON	ON	ON					
	2	OFF	ON	ON					
	4	ON	OFF	ON					
	8	OFF	OFF	ON					
	10	ON	ON	OFF					
	12	OFF	ON	OFF					
	16	ON	OFF	OFF					
	20	OFF	OFF	OFF					
Cost Per Play Selection	A				ON	ON	ON	ON	
	B				OFF	ON	ON	ON	
	C				ON	OFF	ON	ON	
	D				OFF	OFF	ON	ON	
	E				ON	ON	OFF	ON	
	F				OFF	ON	OFF	ON	
	G				ON	OFF	OFF	ON	
	H				OFF	OFF	OFF	ON	
	I				ON	ON	ON	OFF	
	J				OFF	ON	ON	OFF	
	K				ON	OFF	ON	OFF	
	L				OFF	OFF	ON	OFF	
	M				ON	ON	OFF	OFF	
	N				OFF	ON	OFF	OFF	
	O				ON	OFF	OFF	OFF	
	P				OFF	OFF	OFF	OFF	
Attract Mode	<u>Attract - ON</u>								<u>ON</u>
	Attract - OFF								OFF

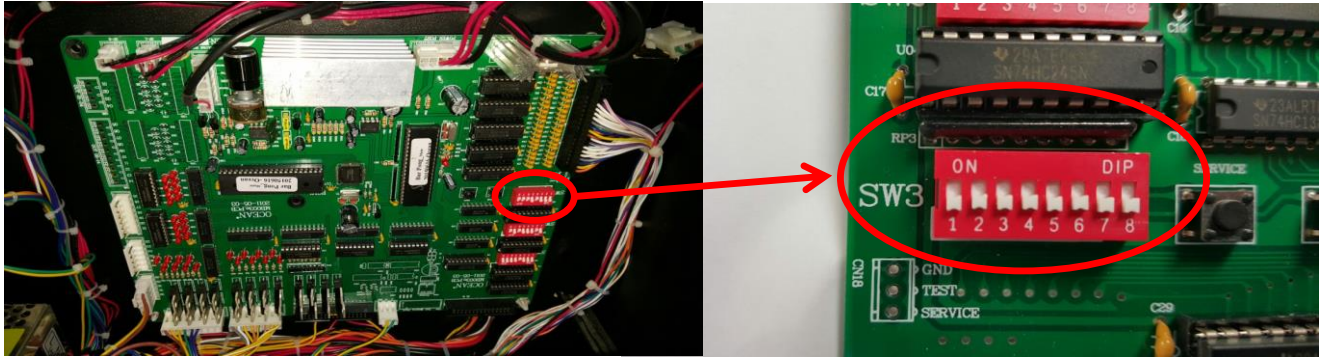
GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 2)



All game settings in Jersey Wheels 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 mercy tickets, wheel speed, and attract mode 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
	VERSION A (SELECT SW2.8)	VERSION B (SELECT SW2.8)								
Mercy Ticket(s) Mercy Tickets Are Awarded Regardless of Whether The Player Won	0		ON	ON	ON					
	1		OFF	ON	ON					
	<u>2</u>		<u>ON</u>	<u>OFF</u>	<u>ON</u>					
	3		OFF	OFF	ON					
	5		ON	ON	OFF					
	8		OFF	ON	OFF					
	10		ON	OFF	OFF					
	15		OFF	OFF	OFF					
Bonus Value	500	50				ON	ON	ON		
	1,000	75				OFF	ON	ON		
	1,500	100				ON	OFF	ON		
	2,000	150				OFF	OFF	ON		
	2,500	200				ON	ON	OFF		
	3,000	250				OFF	ON	OFF		
	5,000	300				ON	OFF	OFF		
	10,000	500				OFF	OFF	OFF		
Game Mode (OR) Test Mode	<u>Game Play</u>								<u>ON</u>	
	Score (Pin) Test								OFF	
Game Version	Game Version A									ON
	Game Version B									OFF

GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 3)

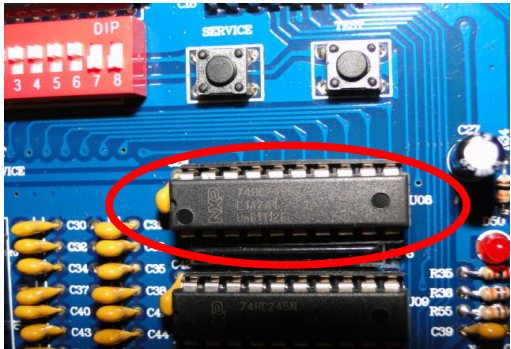
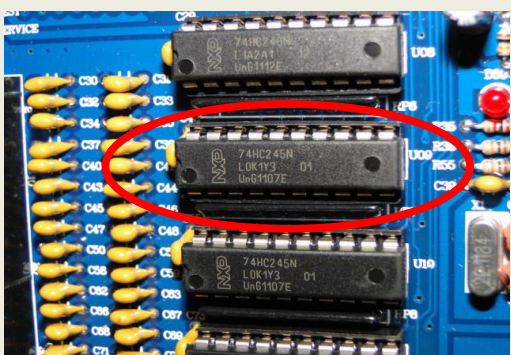
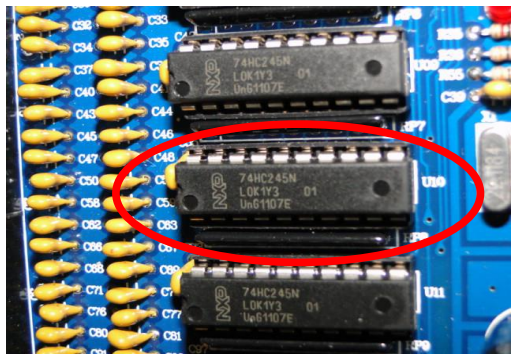
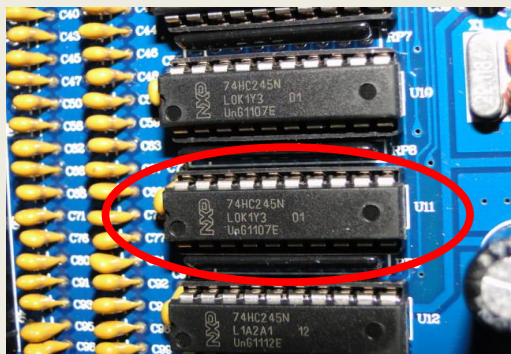


All game settings in Jersey Wheels can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including game mode options for SWITCH # 3 (SW3). To operate the program, 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
	VERSION A (SELECT SW2.8)	VERSION B (SELECT SW2.8)								
Tickets Per Score	1	1	ON	ON	ON					
	2	2	OFF	ON	ON					
	4	5	ON	OFF	ON					
	8	10	OFF	OFF	ON					
	10	20	ON	ON	OFF					
	12	30	OFF	ON	OFF					
	16	40	ON	OFF	OFF					
	20	50	OFF	OFF	OFF					
Game Version & Wheel Score Pattern (Software Version 2.5)	3-Wheel Version - Pattern # 1					ON	ON	ON		
	3-Wheel Version - Pattern # 2					OFF	ON	ON		
	3-Wheel Version - Pattern # 3					OFF	ON	OFF		
	3-Wheel Version - Pattern # 4					ON	OFF	ON		
	4-Wheel Version - Pattern # 1					OFF	OFF	ON		
	4-Wheel Version - Pattern # 2					ON	ON	OFF		
	4-Wheel Version - Pattern # 3					OFF	ON	OFF		

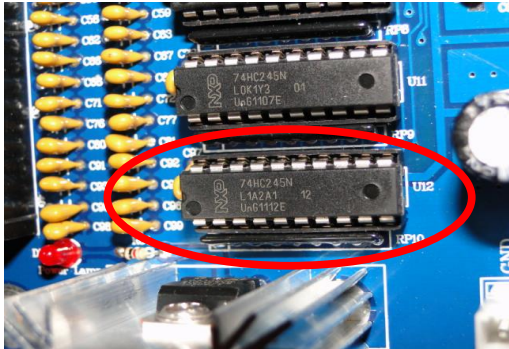
MAIN BOARD INPUTS

JERSEY WHEELS - MAIN BOARD INPUT IC (74HC245N) CHART

IC	INPUT #	CONTENT	PICTURE
U08	1	COIN UP SIGNAL	
	2	BILL ACCEPTOR	
	3	TICKET SIGNAL	
	4	TICKET FEEDBACK # 1	
	5	TICKET FEEDBACK # 2	
	6	STOP BUTTON	
	7	WHEEL # 1 - HOME SENSOR	
	8	WHEEL # 2 - HOME SENSOR	
U09	9	WHEEL # 3 - HOME SENSOR	
	10	WHEEL # 4 - HOME SENSOR	
	11	WHEEL # 1 - SCORE SENSOR	
	12	WHEEL # 2 - SCORE SENSOR	
	13	WHEEL # 3 - SCORE SENSOR	
	14	WHEEL # 4 - SCORE SENSOR	
	15		
	16		
U10	17		
	18		
	19		
	20		
	21		
	22		
	23		
	24		
U11	25		
	26		
	27		
	28		
	29		
	30		
	31		
	32		

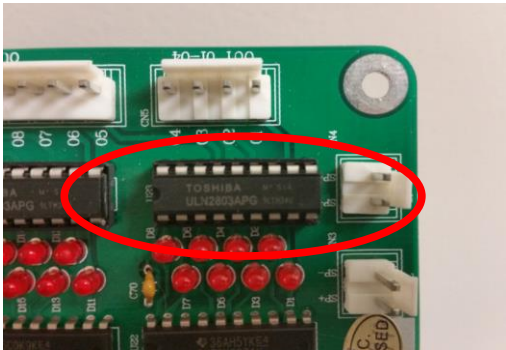
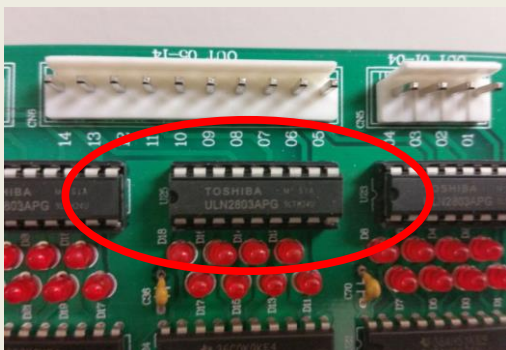
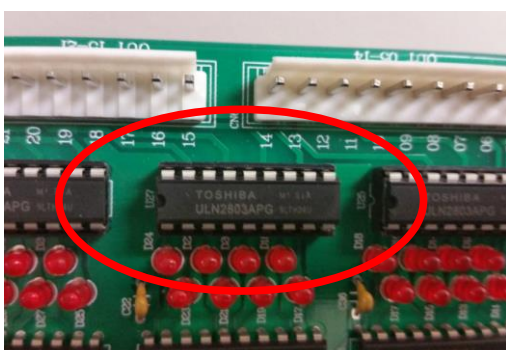
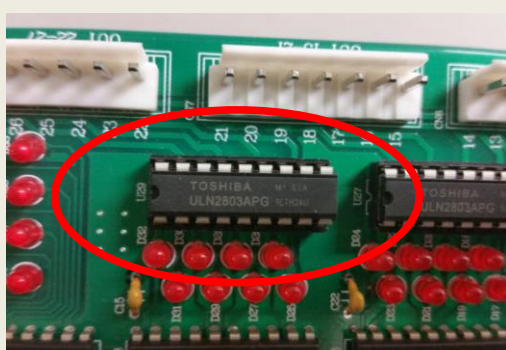
MAIN BOARD INPUTS - CONTINUED

JERSEY WHEELS - MAIN BOARD INPUT IC (74HC245N) CHART

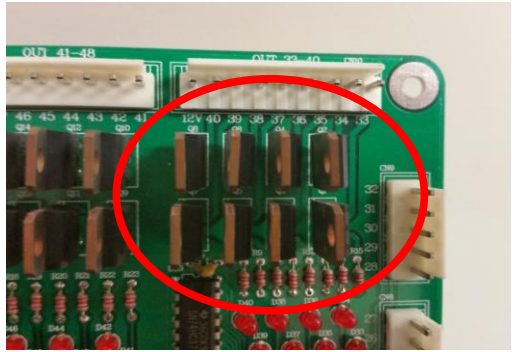
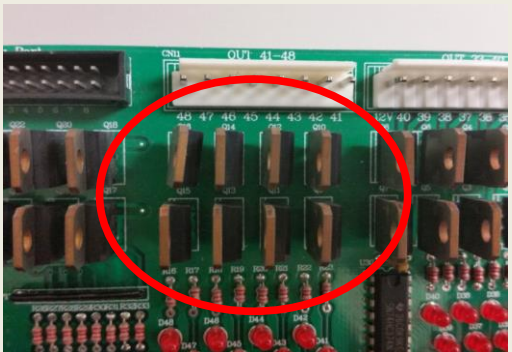
IC	INPUT #	CONTENT	PICTURE
U12	33		
	34		
	35		
	36		
	37		
	38		
	39		
	40		

The Jersey Wheels input/output board utilizes 5 input IC's to control all inputs used within the game. In Jersey Wheels, only TWO of the FIVE IC's are used. You may use the THREE spare input IC's in U10, U11, & U12 on the board in order to replace the other input IC's should one become corrupt.

MAIN BOARD OUTPUTS

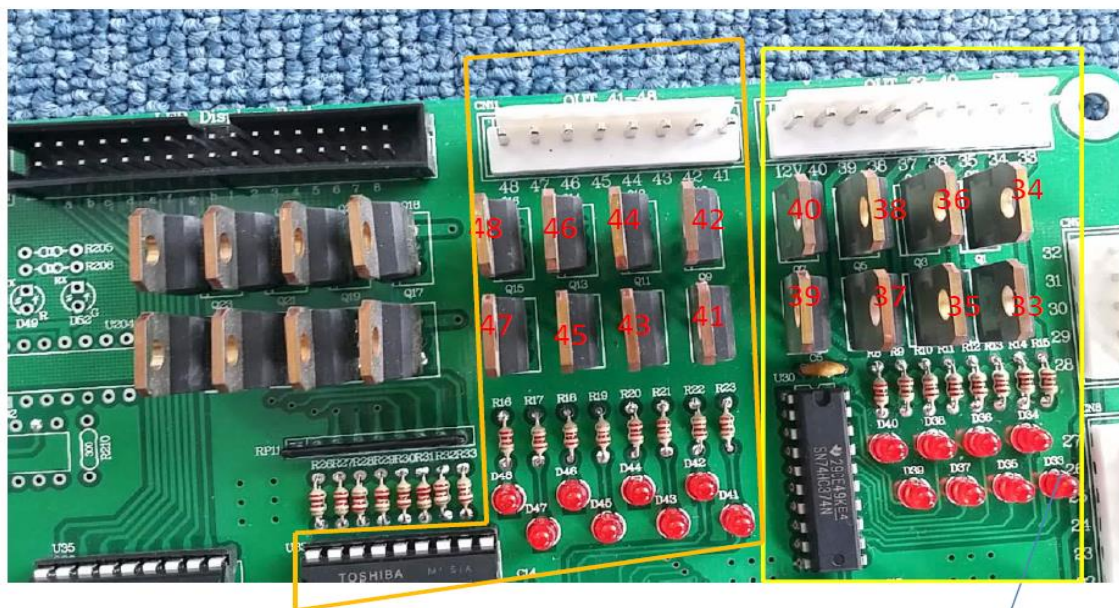
JERSEY WHEELS - MAIN BOARD IC (ULN2803) OUTPUT CHART			
IC	OUTPUT #	CONTENT	PICTURE
U23	1		
	2		
	3		
	4		
	5		
	6		
	7		
	8		
U25	9		
	10		
	11		
	12		
	13		
	14		
	15		
	16		
U27	17		
	18		
	19		
	20		
	21		
	22		
	23		
	24		
U29	25		
	26		
	27		
	28		
	29	WHEEL # 1 - POINTER	
	30	WHEEL # 2 - POINTER	
	31	WHEEL # 3 - POINTER	
	32	WHEEL # 4 - POINTER	

MAIN BOARD OUTPUTS - CONTINUED

JERSEY WHEELS - MAIN BOARD IC (ULN2803) OUTPUT CHART			
IC	OUTPUT #	CONTENT	PICTURE
Q1-Q8	33	COIN COUNTER	
	34	TICKET COUNTER	
	35	TICKET DRIVER	
	36	COIN LOCK	
	37	STOP BUTTON LED	
	38	TICKET OWED LED	
	39		
	40		
Q9 - Q16	41	WHEEL # 1 - MOTOR DIRECTION	
	42	WHEEL # 2 - MOTOR DIRECTION	
	43	WHEEL # 3 - MOTOR DIRECTION	
	44	WHEEL # 4 - MOTOR DIRECTION	
	45	WHEEL # 1 - STEP MOTOR SIGNAL OUTPUT	
	46	WHEEL # 2 - STEP MOTOR SIGNAL OUTPUT	
	47	WHEEL # 3 - STEP MOTOR SIGNAL OUTPUT	
	48	WHEEL # 4 - STEP MOTOR SIGNAL OUTPUT	

Out41-48

Out 33-40



Indicate
Led:41-48

Indicate
Led:33-40