TICKET MINE SERVICE MANUAL

VERSION 1.5 (I/O SETTINGS)





MANUFACTURED BY:

Jennison Entertainment Technologies Corporation

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

Toll Free Number: 1-855-JET-GAME

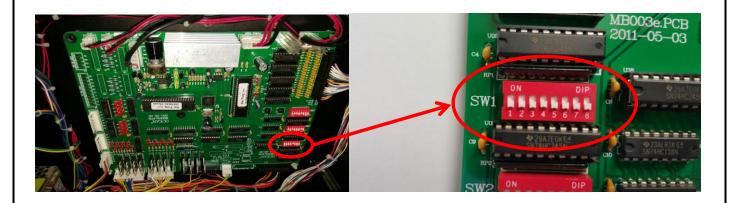
Phone Number: 1-386-255-1599 Service Email: Service@JennisonGames.com

Fax Number: 1-386-255-1589 Information Email: Info@JennisonGames.com

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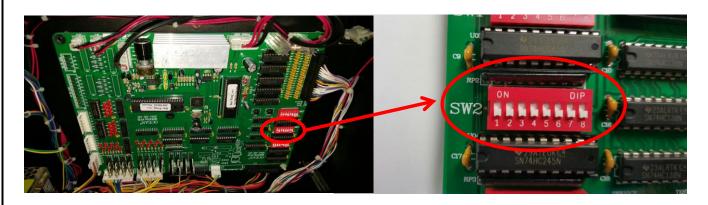
GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 1)



All game settings in Ticekt Mine 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 coins required to start the game, the length of game play, and the score group options for SWITCH # 1 (SW1). 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								
THEIVI DESCRIPTION	CONTENT	SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18	
Coins, Credits, Tokens Required	1	ON	ON							
This setting is to adjust the number of coins or credits required to start	2	OFF	ON							
the game. Operator can choose between 1 and 7 coin(s) or token(s)	3	ON	OFF							
per game	4	OFF	OFF							
	10			ON	ON	ON				
	<u>12</u>			<u>OFF</u>	<u>ON</u>	<u>ON</u>				
	15			ON	OFF	ON				
Game Time	20			OFF	OFF	ON				
Game Time	25			ON	ON	OFF				
	30			OFF	ON	OFF				
	35			ON	OFF	OFF				
	40			OFF	OFF	OFF				
Discussion	VERSION # 1						ON			
Program	VERSION # 2						<u>OFF</u>			
Bonus Feature	N/A							ON		
Bonus reature	MUST BE OFF							<u>OFF</u>		
Yellow Arrow	LONG								ON	
reliow Arrow	SHORT								<u>OFF</u>	

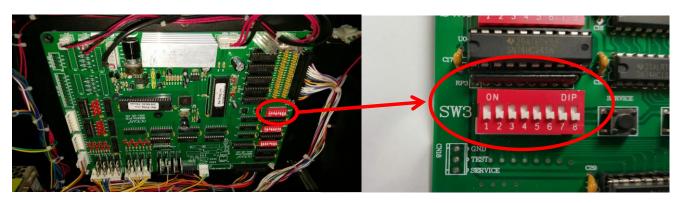
GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 2)



All game settings in Ticket Mine 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 tickets per score, shake time, and the handle speed frequency 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

	SWITCH # 2											
DESCRIPTION	SCORE GROUP			SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28	
DESCRIPTION	ı	II	Ш	IV	30021	34422	34723	31124	31123	31120	31127	34420
	1	1	1	10	ON	ON	ON					
200-500 Points	2	2	2	15	OFF	ON	ON					
	3	3	3	20	ON	OFF	ON					
This setting is to adjust the	4	4	4	25	OFF	OFF	ON					
number of tickets won if	5	5	5	30	ON	ON	OFF					
score is between	6	6	6	35	OFF	ON	OFF					
200 and 500 points.	7	7	7	40	ON	OFF	OFF					
·	8	8	8	50	OFF	OFF	OFF					
	1	1	10	10				ON	ON	ON		
600-800 Points	2	2	12	20				OFF	ON	ON		
	3	3	15	25				ON	OFF	ON		
This setting is to adjust the	4	4	20	30				OFF	OFF	ON		
number of tickets won if	5	5	30	40				ON	ON	OFF		
score is between	6	6	50	50				OFF	ON	OFF		
600 and 800 points.	7	7	75	75				ON	OFF	OFF		
	8	8	100	100				OFF	OFF	OFF		
	i									ON	ON	
Score Group		I	I								OFF	ON
Score Group		I	II								ON	OFF
		ľ	V								OFF	OFF

GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH #3)



All game settings in Ticket Mine 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 double score play, duel meters, and various testing 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	SCORE GROUP			SW31	SW32	CILIZO	01410.4	01112	SW36	SW37	CM/20	
DESCRIPTION	T	Ш	Ш	IV	30031	30032	SW33	SW34	SW35	30030	30037	SW38
	1	10	50	100	ON	ON	ON					
1000 Points	2	20	100	200	OFF	ON	ON					
	4	30	150	300	ON	OFF	ON					
This setting is to	5	40	200	400	OFF	OFF	ON					
adjust the number of tickets won if score is at least 1000 points	6	50	250	500	ON	ON	OFF					
	8	100	300	600	OFF	ON	OFF					
	9	150	350	800	ON	OFF	OFF					
	10	250	500	1000	OFF	OFF	OFF					
	Must Re	main ON						ON	ON	ON		

MAIN BOARD INPUTS

	TICKET	MINE - MAIN BOARD INF	PUT IC (74HC245N) CHART
IC	INPUT#	CONTENT	PICTURE
	1	COIN UP SIGNAL	n D
	2	BILL ACCEPTOR	THE POST OF THE PARTY OF THE PA
	3	TICKET SIGNAL	315.77
800	4	TICKET FEEDBACK # 1	no:
Ď	5	TICKET FEEDBACK # 2	CO CO CO
	6	START BUTTON	CS4 CS5 - RS5 - RS
	7		C47 C4
	8		
	9		SWIGE CONTRACTOR OF THE PROPERTY OF THE PROPER
	10		Case Case Case Case Case Case Case Case
	11		C34 C35
600	12		C40 C 1.0 THICZES 1 THICZE
>	13		OS COT COS COS
	14		COS COS PARCES NO UNA COS
	15		007
	16		e or
	17		CSS CSS
	18		CS C
	19		0.8 0.4 0.4
U10	20		CV7 CV8 = = = = = = = = = = = = = = = = = = =
	21		CSS CSS LORY3 D1
	22		000 000
	23		774 C7 (0) 74HC245N (174 C77 C77 22 L0x773 01 L0x73 01 L0
	24		18
	25		Cut Cut I I I I I I I I I I I I I I I I I I I
	26		OST ON C 74HC245N USB
	27		Lacitore Lacitore
U11	28		
)	29		CA CR 2,74HC245N 1 U11 1 CR 2
	30		ON ON ON
	31		00 00 00 00 74HCZ45N 12 U12
	32		1 00

MAIN BOARD INPUTS - CONTINUED

	TICKET MINE - MAIN BOARD INPUT IC (74HC245N) CHART						
IC	INPUT#	CONTENT	PICTURE				
	33						
	34		007 G				
	35		GT, GT2 SS LOKYZ G1				
U12	36						
Ü	37		CO C				
	38		Ser				
	39						
	40						

The Ticket Mine input/output board utilizes 5 input IC's to control all inputs used within the game. In Ticket Mine, only ONE of the FIVE IC's are used. You may use the FOUR spare input IC's in U09, U10, U11, & U12 on the board in order to replace the other input IC's should one become corrupt.

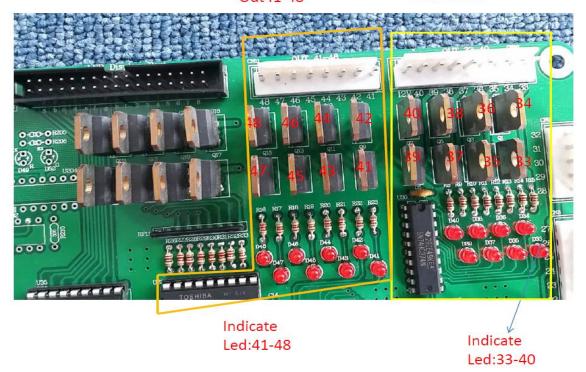
MAIN BOARD OUTPUTS

	TICKET	MINE - MAIN BOARD IC (ULN2803) OUTPUT CHART
IC	OUTPUT#	CONTENT	PICTURE
	1	# 1 GOLD LED	
	2	#1 SILVER LED	10
	3	# 1 COPPER LED	
U23	4	# 1 DISPLAY BOARD LED	8 5 8 8 * 5 5 5 5
Ď	5		SAPO NEL BERNARDO DE LES BERNARDO DE LES BERNARDO DE LES BERNARDO DE LA CONTRETA DEL CONTRETA DE LA CONTRETA DE LA CONTRETA DEL CONTRETA DE LA CONTRETA DEL CONTRETA DE LA CONTRETA DE LA CONTRETA DE LA CONTRETA DE LA CONTRETA DEL CONTRETA DE LA CONTRETA DEL CONTRETA DE LA CONTRETA DEL CONTRETA DE LA CONTRE
	6		
	7	# 1 FAN DEMO OUTPUT	8 8 8 8 8 8
	8	# 2 FAN DEMO OUTPUT	B CASAMIRA
	9	# 1 GOLD SEG LIGHTING 1	
	10	# 1 GOLD SEG LIGHTING 2	1 1 100 100 100 100 100 100 100 100 100
	11	# 1 SILVER SEG LIGHTING 1	8
U25	12	# 1 SILVER SEG LIGHTING 2	727 1 2 8 8 8 8 4 8 8 6
ñ	13	# 1 COPPER SEG LIGHTING 1	HBA LA B TOSHIBA NI SIA B LANGA LANG
	14	# 1 COPPER SEG LIGHTING 2	
	15		
	16		Services 1 & Security 54
	17	# 2 GOLD SEG LIGHTING	
	18	# 2 SILVER SEG LIGHTING	ti-on too
	19	# 3 COPPER SEG LIGHTING	2 8
U27	20	# 2 DISPLAY BOARD LED	2 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5
Ď	21		APG NINU B TOSHIBA WILL B OSHIBA APG NINU B NINU BANGSANG
	22		
	23		
	24		1
	25	# 2 GOLD SEG LIGHTING 1	12-22 LOO
	26	# 2 GOLD SEG LIGHTING 2	Tobacca Pa
	27	# 2 SILVER SEG LIGHTING 1	8 8 2 8 9 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
U29	28	# 2 SILVER SEG LIGHTING 2	S TOSHIEA W 14
Ď	29	# 2 COPPER SEG LIGHTING 1	ULNZ803APG street B ANZ803APG
	30	# 2 COPPER SEG LIGHTING 2	
	31		20 EU 80 EU
	32		EA BEHINDER BY SPECIALES

MAIN BOARD OUTPUTS - CONTINUED

	TICKET	MINE - MAIN BOARD IC (ULN2803) OUTPUT CHART
IC	OUTPUT#	CONTENT	PICTURE
	33	COIN COUNTER # 1	
	34	TICKET COUNTER	OUT 41-48
	35	TICKET DRIVE # 1	46 45 44 43 42 41 12/40 39 38 77 58 79 79
Q1-Q8	36	TICKET DRIVE # 2	
01	37	COIN LOCK	
	38	PLAY BUTTON LED	72.72.72
	39	CLUTCH CONTROL	7
	40	FAN CONTROL	
	41	COIN COUNTER # 2	
	42		OUL OUT 41-48
	43	TOP SPOT LAMP - BLUE	45 47 46 45 44 43 44 41 12/40 39 38 37 38 3
Q16	44	TOP SPOT LAMP - RED	
- 60	45	TOP SPOT LAMP - WHITE	
	46	GROUND LED - RED	all 107 Jun 100 102 102 102 102
	47	GROUND LED - GREEN	TITTETTE DE DE DE DE DE
	48	GROUND LED - BLUE	STORY COLUMN COL





DISTANCE MODUAL INFORMATION

DISTANCE MODUAL INFORMATION					
VCC	I/O BOARD - 5 VOLTS				
TRIG/T	I/O BOARD - TX				
ECNO/RX	I/O BOARD - RD				
COMM	CROUND				
COMM	- GROUND				