OPERATOR'S MANUAL

VERSION 050509

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Warnings, Cautions, & Notices Explanations

Throughout this manual the following boxes will be utilized to stress importance in areas that require special attention.

WARNING: All warnings will be marked in RED boxes indicating that potential injury could occur if directions are not followed. The operator should STOP and READ all applicable instructions.

CAUTION: Caution messages will be indicated in YELLOW boxes. These messages are to indicate that extreme caution should be exercised while following the appropriate action.

NOTICE: Notices are given in GREEN boxes. These messages are provided for the operator's convenience.

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Warnings, Cautions, & Notices

WARNING: TRANSPORTING THE GAME.
This unit contains glass and fragile electronic components. Use appropriet care when transporting. Use extreme caution when removing the top cabinet glass and ensure it is placed in an area away from children while servicing this game.

WARNING: REMOVING UNIT FROM CRATE AND PALLET.
Please use extreme caution when removing this unit from its crate and pallet. A minimum of 2-4 people should be utilized to lift the unit off the pallet.

WARNING: CHECK BOTH POWER SELECTORS, FAN, AND LAMP.
Set the 115/230 VAC selector switch on both power supplies for the correct line voltage on the installation site. Verify that the rear cabinet fan and the rear flourescent lamps are rated for the proper line voltage.

WARNING: DISCONNECT POWER.
Always turn power OFF and unplug the power cable before servicing unless otherwise instructed. Installing components with the power switched ON can damage the components and void warranty.

WARNING: REMOVING GLASS FROM CABINET.
Failure to follow the proper instructions when removing the glass from the cabinet could result in injury to persons and (or) damage to machine. Follow all instructions when removing the glass and always have two people present to lift. NEVER lift the glass by yourself.

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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. Intermission 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 da la classe "A" respecte toutes les exigences du Réglement sur le matériel brouilleur du Canada.

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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 our games.

As of January 2009, Jennison Entertainment Technologies has tested all components used in the manufacturing of Intermission™. 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.

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Electrical Requirements & Cabinet Dimensions

Electrical Requirements:

Electrical Requirements			
	Volts	Hertz	Amps
Domestic Power Requirement	120 VAC	60 Hz	2.5 Amps (Max)
Foreign Power Requirement	240 VAC	50 Hz	1.3 Amps (Max)

WARNING: If you choose to convert your unit to a different Power Requirement than what it was at time of delivery, you must change the Fluorescent Lighting and the Fan to match the new voltage. You must also change the switch on both power supplies to the other voltage. Please contact your distributor for the appropriate parts or for further instructions.

Dimensions:

Dimensions								
	Length		Width		Height		Weight	
	Inches	MM	Inches	MM	Inches	MM	Pounds	KG
Shipping Dimensions	49	1230	31	770	76	1920	450	190
Actual Cabinet Dimensions	48	1220	28	712	72	1829	400	180

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Inspection & Installation

WARNING: Use extreme care when moving or servicing the game cabinet. Do not plug the game into a power outlet until you have read this entire operation manual.

WARNING: Use extreme caution when removing the machine from the pallet. Unit is very heavy. J.E.T recommends that you have a least 3 personal available to remove the game from the cabinet and lower it to the ground. DO NOT ATTEMPT TO PUSH THE UNIT OFF THE PALLET. CASTORS ARE SECURED INTO A RECESSED AREA. WE SUGGEST LIFTING THE UNIT UP AND THEN REMOVING THE PALLET FROM BELOW.

Please check the following after the game has been removed from its shipping crate and placed in a suitable play or service area.

Make sure that the game cabinet is level. Adjust the casters as needed

1. Remove the cabinet keys from the coin comparator reject latch.

2. Open the front main cabinet door. Open the cash box and remove extra parts including the power cord and spare parts.

3. Inspect the cabinet and any included parts for possible shipping damage.

    a. Check the top cabinet glass for any signs of breakage

    b. Check the cabinet backdoor

    c. Check cabinet graphics

4. Open the rear cabinet door and verify that all connectors are secure and that the bottom of the cabinet is free of loose objects, which may have possibly come loose during shipping. This includes the fluorescent light assembly. Check to make sure that all bulbs are secure and did not come out of their assembly.

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Installing (or) Applying the Bonus Playfield Character Ticket Values

Jennison Entertainment Technologies provides 1 set of stickers for the bonus playfield in all Intermission units. These stickers are designed so that the operator can easily change or modify the ticket values on all pop-up characters on the playfield. The program has been designed so that the operator can choose any value from 1 to 100 as the value for each character pop-up. We have included a set of commonly used numbers and have provided a chart to guide you on payout.

1. Locate the unit keys and open the side access windows on the left and right side of the game. NOTE: Although it is easy to access the character pop-ups through the side access windows – you can also remove the top window to have more access to the pop-up displays.

2. Decide what values you would like to set each character frame to have. NOTE: You can only select three different values as each character pair is the same. J.E.T. suggests that the lower number should start with the Peggy assembly – but it doesn't matter. All characters could have the same value if you choose. Record your initial setting below here for easy reference in the future.

   Peggy: _____

   Kernel: _____

   Jetty: _____

3. Locate the provided stickers and gently peel off the selected value and attach to the correct character. NOTE: You may want to use a pair of scissors to cut the sticker to a smaller size. Firmly attach the sticker to the character frame and ensure that all air bubbles are removed by pressing on all surface area of the sticker. When properly attached – you should only barely recognize the sticker outline.

4. Repeat Step # 3 with each of the character frames until each one has your selected value.

5. You must now change the program to register the new ticket values. Please see "Changing the Bonus Pop-Up Ticket Values" on the following page in order to set the program software to correctly payout the chosen values.

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Coin Comparator Setup

Jennison Entertainment Technologies (J.E.T.) has elected to install a coin comparator into Intermission in order to facilitate ease of installation for different operators in different operations. Should you choose to use a mechanical coin mechanism instead – please contact (J.E.T.) for the correct part number and mounting plate.

1. Insert key into the lock directly above the coin mechanism which is located on the napkin dispenser.
2. Slowly pull the coin mechanism towards you.(as shown in Figure # 1)
3. Pull the entire mechanism out of the napkin dispenser. Be careful of the electrical wires attached to the mechanism. (Figure # 2)
4. Locate the slide mechanism and remove the plastic spacer from the spring loaded assembly. (Figure # 3)
5. Replace this spacer with the coin or token from your facility.
    a. Make sure that the coin is set correctly or the unit may not accept coins
6. Insert the coin mechanism back into the napkin dispenser by installing the bottom first and then by pushing the top back into place. (Figure # 4 & 5)
7. Lock the mechanism securely in place. The mechanism should not move when securely seated. (Figure # 6)
8. With the unit POWERED ON, insert one of your coins into the coin comparator to test.
9. Coin(s) should easily be accepted and fall into the coin track.

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Coin Comparator Setup (Continued)

Figure # 1:

Insert key and pull the entire coin mechanism towards you at an angle as shown.

Figure # 2:

Pull the mechanism out of the napkin dispenser. Be careful of the attached electrical wires.

Figure # 3:

Locate the comparator mechanism. Replace the plastic spacer token with the coin of your choice.

Figure # 4:

Replace the mechanism back into the napkin dispenser by angling the assembly so that the groove fits into the unit as shown

Figure # 5:

Push the top portion of the coin mechanism assembly back into the napkin dispenser.

Figure # 6:

Lock the assembly by turning the key. Ensure that the coin mechanism is securely attached.

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Cabinet Glass Removal

WARNING: TO PREVENT INJURY AND POSSIBLE GLASS BREAKAGE, PLEASE READ THIS SECTION IN DETAIL AND FOLLOW ALL INSTRUCTIONS ON THE PROPER REMOVAL OF GLASS.

WARNING: NOT FOLLOWING THE PROPER INSTRUCTIONS FOR GLASS REMOVAL COULD RESULT IN DAMAGE TO THE GAME AND (OR) PHYSICAL INJURY.

CAUTION: TWO PEOPLE SHOULD BE PRSENT TO LIFT THE GLASS OFF OF THE CABINET

The Intermission cabinet was designed so that operators could access all internal components without much difficulty. When servicing the inside playfield area, access should be gained primarily through the side access panels. If it becomes necessary to remove the top cabinet glass, please do so with extreme caution!

Removal of the glass without following these directions COULD result in glass breakage and MAY result in personal injury to you or your customers.

To remove the glass in order to access the inside playfield:

1. Remove the two acrylic tabs and screws located on the rear of the glass at the intersection of the backboard. **FAILURE TO REMOVE THESE TABS COULD RESULT IN THE GLASS BREAKING. THESE TABS HOLD THE GLASS IN PLACE. IF YOU ATTEMPT TO REMOVE THE GLASS WITHOUT REMOVING THESE TWO TABS, IT WILL PUT PRESSURE ON THE WEAKEST PART OF THE GLASS AS IT IS BEING LIFTED UP.**

2. Attach the glass vacuum hand-cup (provided) to the top of the glass. Make certain that the cam levers are flipped into position and securely locked.

3. Two people are suggested when lifting the top glass off of the cabinet. Make certain that there are no pieces of plexi-glass restricting the removal and ensure that the rear cabinet tabs have both been removed. Each person should take a side and slowly lift the glass off the cabinet. One hand should be on the glass hand-cup while the other should be on the glass. Lift the piece high enough so that it clears the napkin dispenser and slowly place it onto a carpeted floor. Take care when placing the piece of glass on the floor as it could slide if left unattended. Place the glass AWAY from any areas where children could be present.

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Changing Menu Options & Program Setup Information

Intermission™ features a setup menu that allows operators the ability to quickly change program features. Access to this menu allows the operator to quickly setup the machine to the locations requirements or to modify various machine functions.

1) Open the front access door with the unit powered ON.

SETUP MODE

2) Look for the Intermission™ Control Panel located on the back of the door.

SETUP MODE

3) Press and hold the **"SERVICE"** button for 3 seconds to enter the SETUP mode.

SETUP MODE

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4) The Installed Software version will be shown on the seg displays for a few seconds.

Reading the Installed Software Version

1101 U._01

SOFTWARE VERSION

5) 1. Press the **"TEST"** button to scroll through the different menu items. (NOTE: Pushing the button one time will advance to the next menu option. The option number can be viewed on the Cash Register SEG display just above the word "TICKETS". The numbers sta

Example: **F01** is the option number in the picture to the right.

SETUP MODE

6) The context values will be displayed on the JACKPOT BONUS SEG display. (NOTE: The default context value should be displayed unless previously changed by the operator. Any new context selected by the operator will be retained unless changed or unless the p

Example: **0010** is the context in the picture to the right.

SETUP MODE

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7) Push the “INCREASE / DECREASE” buttons located on the control panel to change the context values.

A) Press the **INCREASE** button to **INCREASE** the context.

B) Press the **DECREASE** button to **DECREASE** the context.

SETUP MODE

8) While in the **SETUP MODE**, Push the **SERVICE** button to enter into **TEST MODE**.

NOTE: Youmust already be in the SETUP mode to enter the TEST mode. Pushing the "TEST" button while in the SETUP mode only increases the menu option.

TEST MODE

9) Test Mode - t01 (Input)

Allows the operator to test all inputs. Please refer to the Input chart.

TEST MODE

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10) Test Mode - t02 (Output)

Allows the operator to test all outputs. Please refer to the Output chart.

TEST MODE

11) Test Mode - t03 (Music)

Allows the operator to test to make sure all sounds are properly installed in the software and are not corrupted.

TEST MODE

12) Test Mode - t04 (Auto Test)

Push the **TEST** button to enter the **AUTO TEST** sequence. The software will automatically run a test of all functions. This will keep reating until you

TEST MODE

13) Exiting Setup - Return to Game Play

Push the **SERVICE** button to EXIT the TEST MODE and return to game play. The software version will then be displayed on the back board and the machine will restart.

EXITING TEST MODE

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Changing Ticket Values of Jetty, Kernel, & Peggy in the Software

Intermission™ features a setup menu that allows operators the ability to quickly change the ticket values for Jetty, Kernel, and Peggy. After the operator has replaced the ticket value stickers on each character pop-up -

SETUP MODE

1) Open the front access door. Look for the Intermission™ Control Panel located on the back of the door.

2) With the unit powered **ON**, push the **SERVICE** button for 3 seconds to enter **SETUP** mode.

3) Push the **TEST** button to scroll through the different mode options.

JETTY VALUES

JETTY - Changing the Ticket Value of Jetty

4) Continue scrolling to F08. Make sure that F08 is displayed in the Tickets Owed SEG display. The context that is currently programmed will be shown on the Jackpot Bonus SEG display.

JETTY VALUES

5) Push the "INCREASE / DECREASE" buttons located on the control panel to change the context values.

A) Press the **INCREASE** button to **INCREASE** the context.

B) Press the **DECREASE** button to **DECREASE** the context.

C) Select the value of your choice.

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KERNEL - Changing the Ticket Value of Kernel

6) Continue scrolling to F09. Make sure that F09 is displayed in the Tickets Owed SEG display. The context that is currently programmed will be shown on the Jackpot Bonus SEG display.

KERNEL VALUES

7) Push the "INCREASE / DECREASE" buttons located on the control panel to change the context values.

A) Press the **INCREASE** button to **INCREASE** the context.

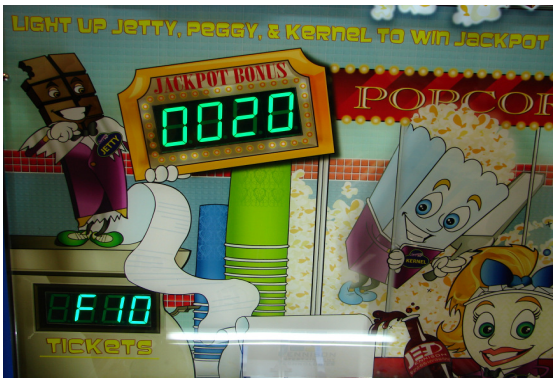
B) Press the **DECREASE** button to **DECREASE** the context.

C) Select the value of your choice.

KERNEL VALUES

PEGGY - Changing the Ticket Value of Peggy

8) Continue scrolling to F10. Make sure that F10 is displayed in the Tickets Owed SEG display. The context that is currently programmed will be shown on the Jackpot Bonus SEG display.



PEGGY VALUES

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9) Push the "INCREASE / DECREASE" buttons located on the control panel to change the context values.

A) Press the **INCREASE** button to **INCREASE** the context.

B) Press the **DECREASE** button to **DECREASE** the context.

C) Select the value of your choice.

PEGGY VALUES

10) Once you have selected all values and wish to make no further changes to the software program. Push the **SERVICE** button once for 3 Seconds to exit the

SERVICE MODE

11) The machine will now be in **TEST** mode and the displays will look like the picture to the right.

TEST MODE

12) Push the **SERVICE** button one final time for 3 Seconds to **EXIT TEST** mode and return to normal game operation.

SERVICE MODE

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Normal Program - Operator Adjustable Settings

Intermission™ Program Menu

No	Item	Context	Default
F01	-	-	-
F02	Points Added to Jackpot Bonus	0-6 (0,1,1/2,1/3,1,2,3).	1
F03	Mercy ticket	(0-10) Tickets Per Coin In	3
F04	Points Per Ticket	1, 2	1
F05	Vertical Receipt Chain Speed	1-10 : 1 Low Speed 10: High Speed	5
F06	Jackpot Bonus Maximum Value	1-6: (1=500)(2=1000)(3=2000)(4=3000)(5=5000)(6=9999)	3
F07	Jackpot Bonus Start Value	10-1000: (+1)	100
F08	JETTY - Score State	0-100	40
F09	KERNEL - Score State	0-100	30
F10	PEGGY - Score State	0-100	20
F11	Score State - TOP Frame	0-50	4
F12	Score State - MIDDLE Frame	0-50	8
F13	Score State - BOTTOM Frame	0-50	4
F14	Time Limit For Grand Combo Jackpot (Seconds)	1-200	60
F15	Game Difficulty (Increases Chain Speed After Win)	1-10	5
F16	Attract Mode Volume	1-4	3
F17	Pop-Up Reset Time (Seconds)	5-300 (+5)	120
F18	# Times The Jackpot Bonus Has Been Won	(Displays how many times Jackpot Bonus has been won)	–
F19	Unit # (Displays The Unit # In a Linked Set)	(Displays The Unit # In a Linked Set)	–
F20	Coin Payout (Unit W/ Coin Recycling System)	1-10	1

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Intermission Program Menu Descriptions

F01 – This function is not used on the Intermission program and should be ignored. Please proceed through the F01 setting directly to F02.

F02 – Points Added to Jackpot Bonus: This function controls the number of points that are added to the Jackpot Bonus feature each time a coin is deposited into the unit. The values range from (0), (1), (1/5), (1/3), (1), (2), or (3). The feature can either be set to be "Progressive" in nature or set to "0".

F03 - Mercy Ticket: This function allows the operator to set the number of mercy tickets received each time a player is not successful in winning another ticket value. NOTE: This value is NOT paid in addition to any of ticket value that the winner may receive.

F04 – Tickets Per Point: This function allows the operator to choose how many points will be required per ticket. There are two different settings. "1" for one point per ticket, or "2" for 2 points per ticket. The default is set to "1" (one point per ticket).

F06 – Vertical Receipt Chain Speed: This function allows the operator to control the speed of the Vertical Receipt. There are 10 different setting with "1" being the slowest and "10" being the fastest. The default is set to "5". This can be a very effective tool in making the machine more difficult to time the release of the player's coin.

F06 – Jackpot Bonus Maximum Value: This function will (CAP) the Jackpot Bonus at a preset level of 1000, 2000, 5000 or 9999. The default is set to "3" which is 5000 tickets.

F07 – Jackpot Bonus Start Value: This function allows the operator to decide at what value they would like the Jackpot Bonus to reset to either after a win or during a manual reset. The available values start at 10 and go to 1000. The default value is "100" and the value adds in increments of one.

F08 – JETTY Score State. This allows the operator to adjust the ticket value of the Jetty pop-up bonus feature. The operator must also physically change the sticker value on the display itself in addition to selecting the chosen value in the software.

F09 – KERNEL Score State: This allows the operator to adjust the ticket value of the Kernel pop-up bonus feature. The operator must also physically change the sticker value on the display itself in addition to selecting the chosen value in the software.

F10 – PEGGY Score State: This allows the operator to adjust the ticket value of the Peggy pop-up bonus feature. The operator must also physically change the sticker value on the display itself in addition to selecting the chosen value in the software.

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F11 – Score State – TOP Frame: This allows the operator to adjust the ticket value of the receipt frame value. Please note that the operator must also change the selected receipt frame itself on the chain assembly.

F12 – Score State – MIDDLE Frame: This allows the operator to adjust the ticket value of the receipt frame value. Please note that the operator must also change the selected receipt frame itself on the chain assembly.

F13 – Score State – BOTTOM Frame: This allows the operator to adjust the ticket value of the receipt frame value. Please note that the operator must also change the selected receipt frame itself on the chain assembly.

F14 – Time Limit for Grand Jackpot Bonus: This feature is activated with the addition of the overhead marquee (Sold Separately). In order to win the Grand Jackpot value shown on the header, players must win all three characters with just three coins and not miss any target. This feature limits the amount of time the player will have once any character is won in order to get the other two pop-up features with just two more coins and win the Grand Jackpot Bonus. This makes it more difficult to master the timing and win all three if the player is only given a short period of time to attain all three. J.E.T recommends the factory default of 60 seconds. The settings available are from 1-200 seconds.

F15 – Game Difficulty: This function allows the operator to adjust whether or not the speed of the chain assembly increases after each pop-up win. By varying this speed – it will be more difficult for players to time the coin to win all three characters within a certain period of time.

F16 – Attract Mode Volume: This function allows the operator to set the level of volume at which the attract mode music is played.

F17 – Pop-Up Reset Time: This function allows the operator to select how long the players have to try and attain all three pop-up characters before they are reset due to machine inactivity. For example, if this feature is set to "120" and a player rolls their coin and wins Jetty, they will have another 120 seconds to continue playing to win Peggy and Kernel before all are reset due to inactivity. Characters are only reset after the expiration of this time if no coins are played in the game for the selected time period.

F18 – Number of Times the Ticket Bonus Has Been Won: This function allows the operator to view the numbers of times the Jackpot Bonus has been won. This is an audit function for bookkeeping and determining whether changes should be made to the program to make the game play more difficult if it is determined that payout is too high for a particular location.

F19 – Unit #: This function displays the unit number of the machine when linked to other units. Intermission™ can be linked up to 8 units. Each unit within a group must have a different number set through dip switch settings. The operator can quickly view the machines unit number by reading the information on the display board when in this mode.

F20 – Coin Vend Amount – For Use with Debit Card: This function allows the operator to select how many tokens should be vended per swipe with a debit card or smart card system installed. Please note that the hopper must be fitted to your individual token in order to pay correctly. Please contact JET with your token size before setting the unit up in your location. Custom token hopper builds for the compact hopper could take as long as four weeks.

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Grand Jackpot Combo Bonus – Dip Switch Settings

When setting up the Grand Combo Jackpot Bonus Header, select the value you want to be displayed on the SEG display. This range is from 200-2000. You must then select how many tickets should be added to the bonus with each coin played. Please note that the Dip Switch is located in the header itself.

Number of Coins Required to Increase Header Value:

0 = No tickets are added to the display when a coin is played in any linked unit.
1/3 = Three coins must be inserted before 1 ticket will be added to the Jackpot
1/2 = Two coins must be played before 1 ticket will be added to the Jackpot
1 = One ticket will be added for every coin played in a linked set.

Grand Jackpot Bonus Value	Value	Header Dip Switch (Located In Jackpot Bonus Header)							
		Pin 1	Pin 2	Pin 3	Pin 4	Pin 5	Pin 6	Pin 7	Pin 8
Ticket Value of Header	200	ON	ON	ON	–	–	–	–	–
	400	OFF	ON	ON	–	–	–	–	–
	600	ON	OFF	ON	–	–	–	–	–
	800	OFF	OFF	ON	–	–	–	–	–
	1000	ON	ON	OFF	–	–	–	–	–
	1200	OFF	ON	OFF	–	–	–	–	–
	1500	ON	OFF	OFF	–	–	–	–	–
	2000	OFF	OFF	OFF	–	–	–	–	–
Number of Coins Required to Add to Header Value (Progressive Feature)	0	–	–	–	ON	ON	–	–	–
	1/3	–	–	–	OFF	ON	–	–	–
	1/2	–	–	–	ON	OFF	–	–	–
	1	–	–	–	OFF	OFF	–	–	–

Note: All Dip Switches should be set to OFF if not being used.

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Linking Units Together – Dip Switch Settings

Intermission was designed so that up to 8 units could be linked together for increased game play and competition. Units can be easily linked together using the parts supplied in the header installation kit. Note: This feature only works with the Grand Jackpot Combo Bonus Header which is sold separately.

Installation Instructions:

1) Determine how many units you will link together. One machine must be designated the Master unit. We suggest that you designate the unit that will be located on the far left of your setup as the master unit. Each additional unit added to the right of the Master will be designated as unit 2, 3, 4 and so forth. NIf you will only have three units, we recommend designating the middle unit as the Master as the communication harness was designed this way.
2) Align all your units in one straight line and ensure all games are OFF.
3) Locate the provided communication cable. (Each header comes standard with a cable for up to three units). Plug the main part of the harness into the Master machine. The cable should be plugged into the connector located on the power switch on the back of each game.
4) Plug in the other two ends of the harness to the remaining machines. Note: If you only have two games linked, the remaining cable does not need to be plugged into anything.
5) Open the rear access door to each unit and locate the main board.
6) On the Master machine, locate the main board and then locate Dip Switch 3.
7) Change the pin configuration according to the following chart: EXAMPLE: MACHINE # 1 (SWITCH 1=OFF / SWITCH 2 = OFF / SWITCH 3 = OFF / SWITCH 4 = ON / SWITCH 5 = ON / SWITCH 6 = ON / SWITCH 7 = OFF / SWITCH 8=OFF)
8) Go to each machine in the bank series and change the pin configuration according to the unit number in the following chart. NOTE: Each machine in the banked series will have a different pin configuration.
9) You can check to make sure the unit number is correct by entering the SETUP mode and scrolling to F19. The unit number will be displayed on the Jackpot Bonus SEG Display.

		SWITCH 3							
		Pin 1	Pin 2	Pin 3	Pin 4	Pin 5	Pin 6	Pin 7	Pin 8
Header Mode	Test Mode	ON	–	–	–	–	–	–	–
	Play Mode	OFF	–	–	–	–	–	–	–
Machine Unit Number. (Master Machine is Unit # 1)	1	–	–	–	ON	ON	ON	–	–
	2	–	–	–	OFF	ON	ON	–	–
	3	–	–	–	ON	OFF	ON	–	–
	4	–	–	–	OFF	OFF	ON	–	–
	5	–	–	–	ON	ON	OFF	–	–
	6	–	–	–	OFF	ON	OFF	–	–
	7	–	–	–	ON	OFF	OFF	–	–
	8	–	–	–	OFF	OFF	OFF	–	–

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Returning Program to Factory Defaults

NOTICE: To return the software program to all factory defaults, please follow the following instructions. Please note that this will delete any change you as the operator made to the software after initial installation.

To return all program values to the default values installed by J.E.T.:

1. Open the front access door.
2. Locate the mainboard attached to the cabinet.
3. Ensure that the game power is ON
4. Push the micro "TEST" and "SERVICE" buttons at the same time.
5. Values will be reset to the factory defaults.

NOTICE:

All game parameters will return to the default factory setting programmed by J.E.T.

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Test Mode

Intermission™ features a test mode to verify that certain components are functioning correctly. This feature can be utilized to narrowing down certain technical problems or diagnosing a defective part or component.

NOTICE: DO NOT CHANGE ANY VALUES IN TEST MODE WITHOUT A COMPLETE UNDERSTANDING OF THE TEST MODE ITSELF AND ITS VARIOUS OPTIONS. CONTACT J.E.T. OR YOUR LOCAL DISTRIBUTOR FOR ASSITANCE WITH THIS MODE.

To enter Test Mode:

1. Push the "**SERVICE**" button for **3** seconds
    a. The machine will enter the Setup mode.
    b. Push the "**SERVICE**" Button AGAIN for **1** second.
    c. The machine will enter Test mode.
2. The different Test Mode numbers will be displayed on the TICKETS OWED display (T01-T04)
3. Advance through the Mode Numbers by pushing the "**TEST**" button.
4. The context values will be displayed on the JACKPOT BONUS display. (NOTE: The default context value should be displayed unless previously changed by the operator. Any new context selected by the operator will be retained unless changed or unless the program is reset to defaults.)
5. Push the "INCREASE/DECREASE" buttons located on the Intermission™ Control Panel to change the context values.
    a. Press the **INCREASE BUTTON** to **INCREASE** the context.
    b. Press the **DECREASE BUTTON** to **DECREASE** the context.

Test Mode			
Mode Number	Function	Value #	Selection
T01	INPUT	1-40	ON/OFF
T02	OUTPUT	1-48	TEST
T03	MUSIC	1-50	TEST
T04	AUTO TEST		

6. Push the "SETUP" button again to EXIT the Test Mode.

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Main Board Inputs

Main Board Inputs			
Input #	**Content**	**Input #**	**Content**
I1	# 1 Coin Switch	**I21**	Chain Sensor
I2	# 1 Ticket Add	**I22**	
I3	# 1 Ticket Signal	**I23**	Service
I4	Service	**I24**	Test
I5	Test	**I25**	
I6	Set +	**I26**	
I7	Set -	**I27**	
I8	Chain Assembly Sensor	**I28**	
I9	Target Coin Sensor	**I29**	
I10		**I30**	
I11	Jetty – Left (#1) Sensor	**I31**	
I12	Kernel – Left (#2) Sensor	**I32**	
I13	Peggy – Left (#3) Sensor	**I33**	
I14	Jetty – Right (#1) Sensor	**I34**	
I15	Kernel – Right (#2) Sensor	**I35**	
I16	Peggy – Right (#3) Sensor	**I36**	
I17	Token Payout	**I37**	
I18	Token Signal	**I38**	
I19		**I39**	
I20		**I40**	

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Main Board Outputs

Main Board Outputs			
Output #	**Content**	**Output #**	**Content**
OUT1	# 1 Coin Counter	OUT33	Logo LED A
OUT2	# 1 Ticket Counter	OUT34	Logo LED B
OUT3	# 1 Ticket Driver	OUT35	Jetty LED A
OUT4	Napkin LED 1	OUT36	Jetty LED B
OUT5	Napkin LED 2	OUT37	Kernel LED A
OUT6	Button LED 1	OUT38	Kernel LED B
OUT7	Button LED 2	OUT39	Peggy LED A
OUT8	Button LED 3	OUT40	Peggy LED B
OUT9	Coin Chute LED 1	OUT41	Jetty Motor (#1) Left
OUT10	Coin Chute LED 2	OUT42	Kernel Motor (#2) Left
OUT11	Coin Chute LED 3	OUT43	Peggy Motor (#3) Left
OUT12	Coin Chute LED 4	OUT44	Jetty Motor (#1) Right
OUT13	Coin Chute LED Group 1	OUT45	Kernel Motor (#2) Right
OUT14	Coin Chute LED Group 2	OUT46	Peggy Motor (#3) Right
OUT15	Coin Chute LED Group 3	OUT47	Step Motor
OUT16	Coin Chute LED Group 4	OUT48	Hopper Drive
OUT17	Front Door LED Red	SEG1_1	JP SEG LED
OUT18	Front Door LED Blue	SEG1_2	JP SEG LED
OUT19	Jetty LED (Left # 1) Red	SEG1_3	JP SEG LED
OUT20	Jetty LED (Left # 1) Blue	SEG1_4	JP SEG LED
OUT21	Kernel LED (Left # 2) Red	SEG1_5	JP BONUS
OUT22	Kernel LED (Left # 2) Blue	SEG1_6	JP BONUS
OUT23	Peggy LED (Left # 3) Red	SEG1_7	JP BONUS
OUT24	Peggy LED (Left # 3) Blue	SEG1_8	JP BONUS
OUT25	Coin Lamp	SEG2_1	Score 1
OUT26	Coin Recycle Motor	SEG2_2	Score 2
OUT27	Jetty LED (Right # 1) Red	SEG2_3	Score 3
OUT28	Jetty LED (Right # 1) Blue	SEG2_4	Score 4
OUT29	Kernel LED (Right # 2) Red	SEG2_5	
OUT30	Kernel LED (Right # 2) Blue	SEG2_6	
OUT31	Peggy LED (Right # 3) Red	SEG2_7	
OUT32	Peggy LED (Right # 3) Blue	SEG2_8	

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Receipt Frame Score State

It is possible to change the individual scores on the film frames for operators who wish to do so. Jennison Entertainment Technologies has selected the best score state based upon location testing. Score State I has been preloaded onto your unit with the frame values of 4, 8, 4. NOTE: Should you wish to change the score state, each frame would have to be replaced with a new one showing the new value and sticker. Score States II, III, IV and V have been reserved for future applications.

Receipt Frame Score State																
Frame State	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**
I.*	4	Jetty	4	8	4	Peggy	4	8	4	Kernel	4	8	4	Jackpot	4	8
II.		Jetty				Peggy				Kernel				Jackpot		
III.		Jetty				Peggy				Kernel				Jackpot		
IV.		Jetty				Peggy				Kernel				Jackpot		
V.		Jetty				Peggy				Kernel				Jackpot		

(*) Indicates that the Score state is used in the default program.

NOTICE: DO NOT CHANGE ANY VALUES IN TEST MODE WITHOUT A COMPLETE UNDERSTANDING OF THE TEST MODE ITSELF AND ITS VARIOUS OPTIONS. CONTACT J.E.T. OR YOUR LOCAL DISTRIBUTOR FOR ASSITANCE WITH THIS MODE.

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For Parts or Service contact your local Distributor or:

Betson Enterprises

303 Paterson Plank Road

Carlstadt, New Jersey

Main Phone: (201) 438-1300

Toll Free Phone: (800) 524-2343

Part Phone: (800) 828-2048

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Quick Reference Troubleshooting		
Problem	**Possible Cause**	**Solution**
Game will not power up	Game not plugged in	1) Plug game into appropriate power receptacle
	Game not turned on	1) Turn ON main power switch
	Game fuse broken	1) Check game fuse
	No power to receptacle	1) Plug game into POWERED receptacle
Unit will not accept coins	Possible Coin/Token jam	1) Check to make sure that the comparator is not jammed with a foreign coin or token.
		2) Check to make sure that the coin used to compare coins to is set properly.
		3) Check to make sure that the coin acceptor is receiving power and that it is plugged in.
		4) Replace coin acceptor/comparator
"HELP" (or) **"HLP"** Displayed on Cash Register SEG display	Unit out of tickets. This message will be displayed on the side with the associated problem.	1) Replace tickets
"E01" Displayed on Jackpot Bonus Screen	Vertical Receipt Chain Assembly Fault with Sensor or Motor	1) Make sure that the rubber sensor break attached to the frame is properly attached and in good condition.
		2) Check the alignment of the sensor break and the film reel sensor. Make sure that the sensor didn't vibrate loose which causes the rubber break to miss the optic beam with each revolution.
		3) Check to make sure sensor works - Run an INPUT Test - If sensor is faulty - Replace.
		4) If sensor checks OKAY - Make sure that the motor is plugged in and receiving power.

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Quick Reference Troubleshooting		
Problem	**Possible Cause**	**Solution**
"E02" Displayed on Jackpot Bonus Screen	Jetty Pop-Up (LEFT) Structure Fault with Sensor or Motor.	1) Check the alignment of the motor linkage with the sensor. The linkage may have moved and caused damage to the sensor.
		2) If sensor checks out visually okay - Run an Input test to determine if sensor is reading correctly.
		3) If sensor is faulty - Replace - If Sensor checks out okay - Skip to # 4.
		4) Check electrical connectors to motor and ensure motor is receiving power. Run an AUTO TEST to determine to the motor is working correctly.
		5) Check (or) replace the motor driver board.
"E03" Displayed on Jackpot Bonus Screen	Kernel Pop-Up (LEFT) Structure Fault with Sensor or Motor.	1) Check the alignment of the motor linkage with the sensor. The linkage may have moved and caused damage to the sensor.
		2) If sensor checks out visually okay - Run an Input test to determine if sensor is reading correctly.
		3) If sensor is faulty - Replace - If Sensor checks out okay - Skip to # 4.
		4) Check electrical connectors to motor and ensure motor is receiving power. Run an AUTO TEST to determine to the motor is working correctly.
		5) Check (or) replace the motor driver board.
"E04" Displayed on Jackpot Bonus Screen	Peggy Pop-Up (LEFT) Structure Fault with Sensor or Motor.	1) Check the alignment of the motor linkage with the sensor. The linkage may have moved and caused damage to the sensor.
		2) If sensor checks out visually okay - Run an Input test to determine if sensor is reading correctly.
		3) If sensor is faulty - Replace - If Sensor checks out okay - Skip to # 4.
		4) Check electrical connectors to motor and ensure motor is receiving power. Run an AUTO TEST to determine to the motor is working correctly.
		5) Check (or) replace the motor driver board.

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Quick Reference Troubleshooting		
Problem	**Possible Cause**	**Solution**
"E05" Displayed on Jackpot Bonus Screen	Jetty Pop-Up (RIGHT) Structure Fault with Sensor or Motor.	1) Check the alignment of the motor linkage with the sensor. The linkage may have moved and caused damage to the sensor.
		2) If sensor checks out visually okay - Run an Input test to determine if sensor is reading correctly.
		3) If sensor is faulty - Replace - If Sensor checks out okay - Skip to # 4.
		4) Check electrical connectors to motor and ensure motor is receiving power. Run an AUTO TEST to determine to the motor is working correctly.
		5) Check (or) replace the motor driver board.
"E06" Displayed on Jackpot Bonus Screen	Kernel Pop-Up (RIGHT) Structure Fault with Sensor or Motor.	1) Check the alignment of the motor linkage with the sensor. The linkage may have moved and caused damage to the sensor.
		2) If sensor checks out visually okay - Run an Input test to determine if sensor is reading correctly.
		3) If sensor is faulty - Replace - If Sensor checks out okay - Skip to # 4.
		4) Check electrical connectors to motor and ensure motor is receiving power. Run an AUTO TEST to determine to the motor is working correctly.
		5) Check (or) replace the motor driver board.
"E07" Displayed on Jackpot Bonus Screen	Peggy Pop-Up (RIGHT) Structure Fault with Sensor or Motor.	1) Check the alignment of the motor linkage with the sensor. The linkage may have moved and caused damage to the sensor.
		2) If sensor checks out visually okay - Run an Input test to determine if sensor is reading correctly.
		3) If sensor is faulty - Replace - If Sensor checks out okay - Skip to # 4.
		4) Check electrical connectors to motor and ensure motor is receiving power. Run an AUTO TEST to determine to the motor is working correctly.
		5) Check (or) replace the motor driver board.

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Quick Reference Troubleshooting (Continued)		
Problem	**Possible Cause**	**Solution**
"E08" Displayed on Jackpot Bonus Screen	Fault with Coin Recycling System (If-Installed)	1) Check to make sure there are coins in the hopper and they are not jammed.
		2) Check sensor
		3) Check motor on belt assembly
Vertical track assembly stopped moving	The vertical track assembly sensor break (tab) missed sensor, the sensor needs replacing, or the motor needs replacing.	1) Make sure that the rubber sensor break attached to the frame is properly attached and in good condition.
		2) Check the alignment of the sensor break and the film reel sensor. Make sure that the sensor didn't vibrate loose which causes the rubber break (tab) to miss the optic beam with each revolution. Also check to make sure the wires are firmly connected.
		3) As film reels rotate, check to make sure that the tab goes through the middle of the sensor and that the red light on the sensor illuminates. This will indicate that the sensor is working properly.
		4) If the sensor is working properly, check the connections on the motor. If the wires are firmly connected.
		5) Replace the motor.
Game will not dispense tickets (or) the correct amount of tickets	No tickets in machine, machine set to wrong score state or problem with ticket dispenser.	1) Check to make sure that the unit has tickets.
		2) Check that the tickets are loaded correctly into the ticket dispenser.
		3) Check to make sure that unit is on the correct Score State. Enter menu mode and scroll to F04. The value should be the correct one for the film frames operator has installed.
		4) Make sure that the sensor on the ticket dispenser is clean of foreign debris. Use a can of compressed air to clean sensor.
		5) Make sure that the ticket dispenser is plugged in.
		6) Run a system test on the appropriate ticket dispenser in the "TEST" mode.
		7) Replace ticket dispenser

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Quick Reference Troubleshooting (Continued)		
Problem	**Possible Cause**	**Solution**
One of the Pop-Up structures keep moving up and down	The sensor Is broken on the assembly **(or)** the motor driver board needs to be replaced.	1) Check the sensor on the structure and ensure it is working correctly.
		2) Replace the motor driver board connected to the affected pop-up structure.

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Suggested Preventative Maintenance Schedule

Suggested Preventative Maintenance Schedule	
When To Perform	**Action to be Taken**
Every Day	Check to make sure that the unit is free from damage. Clean the cabinet and glass with paper towels and a non-corrosive cleaning product such as Windex® or Pledge®.
Every Week	Check and clean ticket dispenser. If required, clean ticket dispenser sensor with a can of compressed air.
Every 30 Days	1) Open the side access panels and clean playfield with a non-corrosive cleaning product such as Windex® or Pledge®. Use Windex® on all inside mirrors. NOTE: DO NOT USE ABRAISIVE PAPER TOWELS OR CLOTHS TO WIPE INTERIOR MIRRORS - THIS WILL CAUSE HAIRLINE SCRATCHES WHICH CANNOT BE REMOVED. ONLY USE CLEAN MICRO FIBER TOWELS OR CLOTHS. THESE ARE AVAILABLE THROUGH OUR PARTS DEPARTMENT.
	2) Clean optic sensors with a can of compressed air.
Every 90 Days	1) Inspect the vertical receipt assembly for any loose hardware. Grease the assembly if required.
	2) Inspect both chains and ensure that they are not too loose. Verify that the chain easily passes through all sprockets and guides.
	3) Tighten all nuts on film frames.
	4) Inspect and check all electrical connections.
	5) Inspect and check both coin comparators and verify correct operation.

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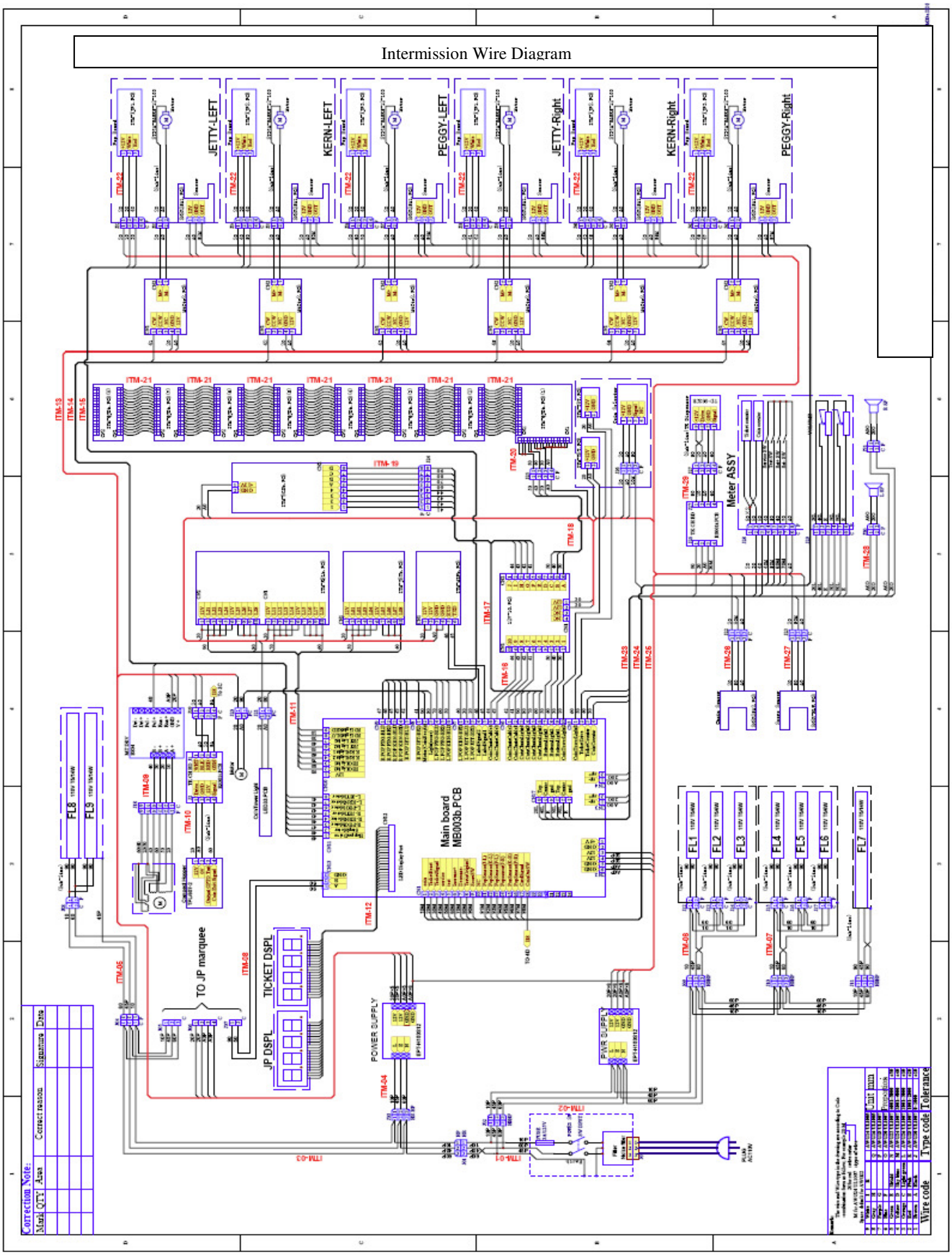

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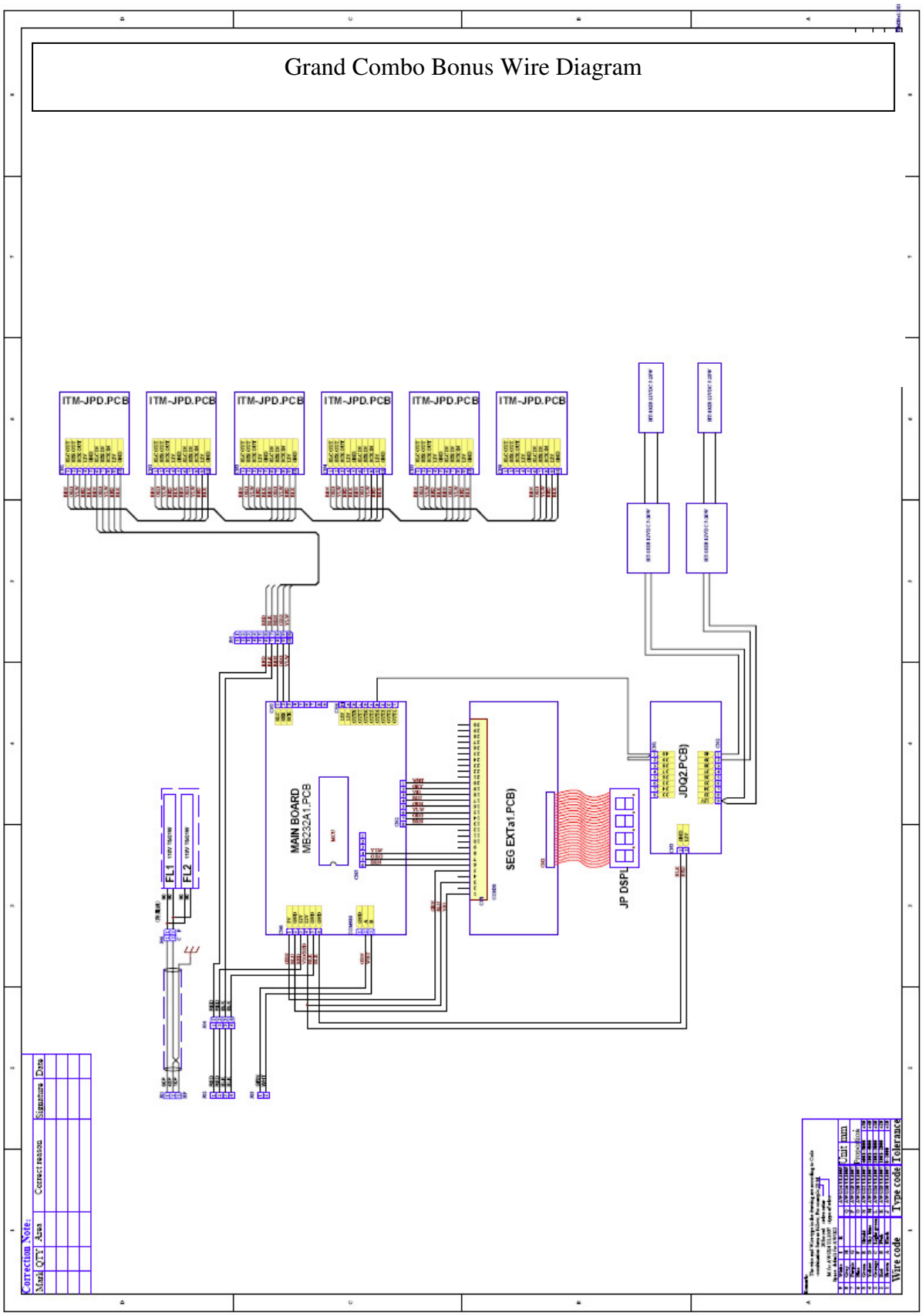
Grand Combo Bonus Wire Diagram



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Technician Notes & Log

Date	Type of Service Performed

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WARRANTY

Jennison Entertainment Technologies warrants that its products will be free from defects in material and workmanship for 90 days from the date of purchase.

When placing a warranty request, please be prepared to provide the following information:

- Serial Number
- Machine Title
- A detailed description of the equipment fault symptoms

Jennison Entertainment Technologies Corporation shall not be obligated to furnish a warranty request under the following conditions:

- Equipment has been subjected to unwarranted stress through abuse, neglect, or abnormal movement.
- Equipment has been damaged as a result of arbitrary repair/modification attempts.
- Equipment has failed through normal wear and tear.

Jennison Entertainment Technologies Corporation will assume no liability whatsoever for costs associated with labor to replace defective parts or travel time associated therein.

All defective warranty parts will be replaced with new or factory refurbished components equal to OEM specifications.

All defective parts must be returned to Betson Enterprises within 15 days to avoid being billed for the new parts. Customer may be required to guarantee credit card deposit before parts are sent. Credit card will not be billed if defective parts are returned within the 15 day grace period.

For All Warranty Claims, Please Contact the Following:
Betson Enterprises
303 Paterson Plank Road
Carlstadt, New Jersey
Main Phone: (201) 438-1300 Toll Free Phone: (800) 524-2343

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