TICKET MINE SERVICE MANUAL

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NOTE: SOME PAGES MAY BE INTENTIONALLY LEFT OUT OF THIS MANUAL. SOME VERSIONS OF THE MANUAL DO NOT INCLUDE A PARTS LIST. CONTACT JET FOR CURRENT PARTS LIST IF NOT INCLUDED.

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 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.

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!

TICKET MINE 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 TICKET MINE. Contact J.E.T. first with any questions before replacing any part.

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. TICKET MINE 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.

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 TICKET MINE.

As of January 2016, Jennison Entertainment Technologies has tested all components used in the manufacturing of TICKET MINE. 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.

GAME SETTINGS & PROGRAM

TICKET MINE 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	20151120	INITIAL PROGRAM INSTALLED AT FACTORY

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 Ticket Mine 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 Ticket Mine (20160110) 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 Ticket Mine (20160110) 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. Ticket Mine 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 Ticket Mine 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 Ticket Mine 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 6 0 1 1 0

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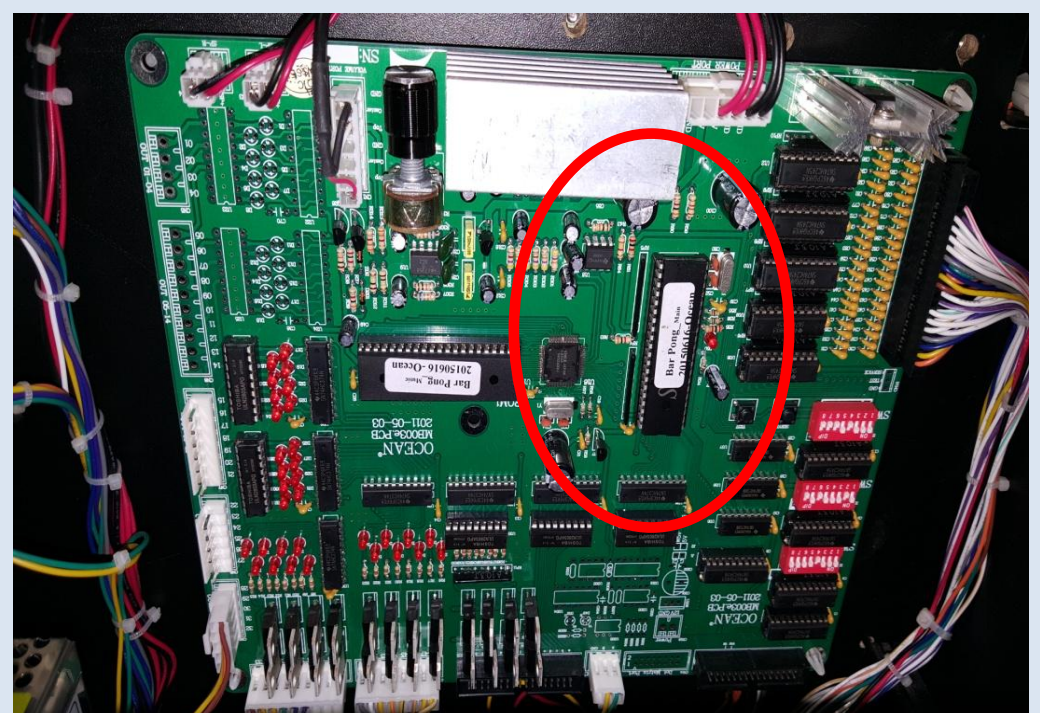
ADJUSTING THE PAYOUT PERCENTAGE

NOTICE

This ticket payout table is for reference only. These numbers have been determined after considerable testing in field locations. This chart assumes a ticket cost of USD 0.01 (one Penney) and a desired payout of 30-35%

USD $0.25 GAME PLAY (NOT CURRENTLY USED)

VALUE # 1	N/A	PICTURE TO FOLLOW
VALUE # 2	N/A	
VALUE # 3	N/A	
VALUE # 4	N/A	

USD $0.50 GAME PLAY - (SCORE STATE A)

VALUE # 1	5	PICTURE TO FOLLOW
VALUE # 2	10	
VALUE # 3	20	
VALUE # 4	35	

USD $1.00 GAME PLAY - (SCORE STATE B)

VALUE # 1	5	PICTURE TO FOLLOW
VALUE # 2	15	
VALUE # 3	25	
VALUE # 4	50	

USD $1.50 GAME PLAY - (SCORE STATE C)

VALUE # 1	10	PICTURE TO FOLLOW
VALUE # 2	25	
VALUE # 3	35	
VALUE # 4	50	

USD $2.00 GAME PLAY - (SCORE STATE D)

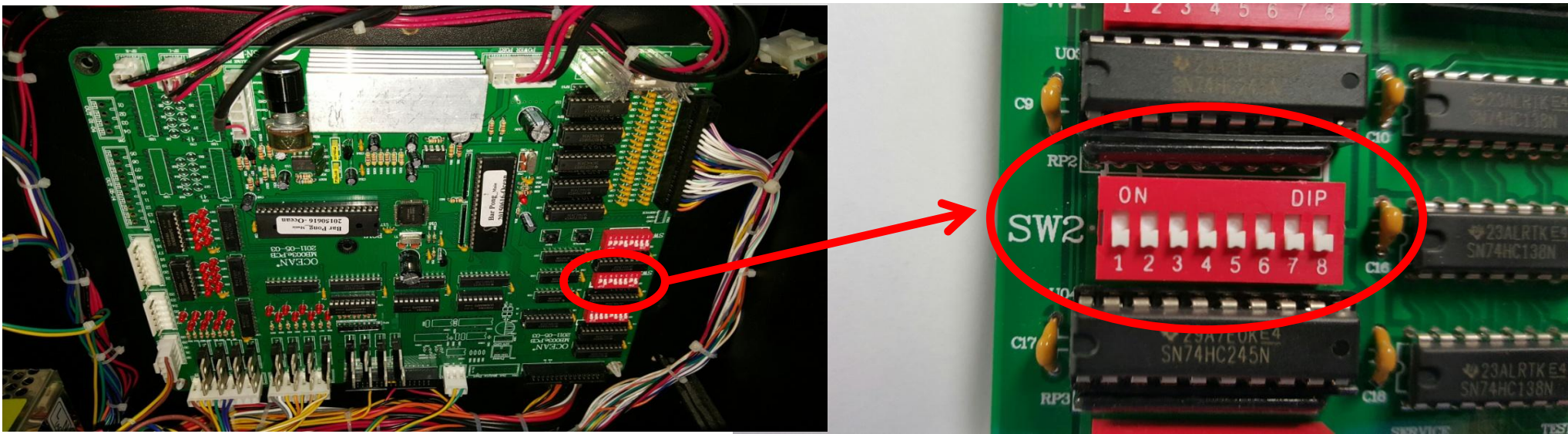| VALUE # 1	10	PICTURE TO FOLLOW
VALUE # 2	25	
VALUE # 3	50	
VALUE # 4	75	

GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 1)
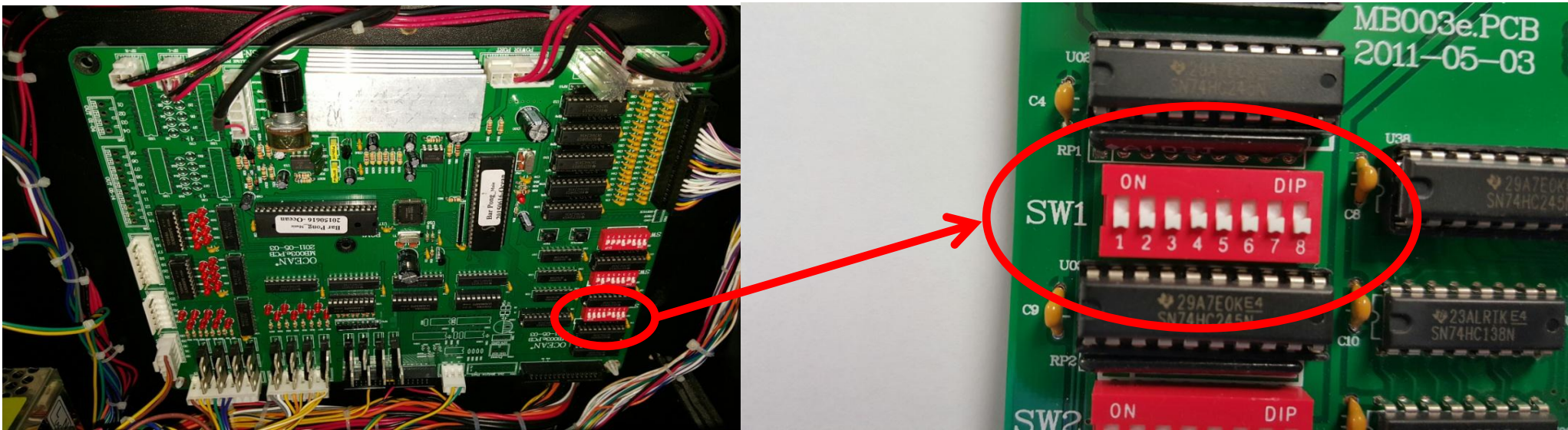
All game settings in Ticekt Mine can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including the number of coins required to start the game, the length of game 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							
		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 7 coin(s) or token(s) per game	1	ON	ON						
	2	OFF	ON						
	3	ON	OFF						
	4	OFF	OFF						
Game Time	45			ON	ON	ON			
	60			OFF	ON	ON			
	75			ON	OFF	ON			
	90			OFF	OFF	ON			
	99			ON	ON	OFF			

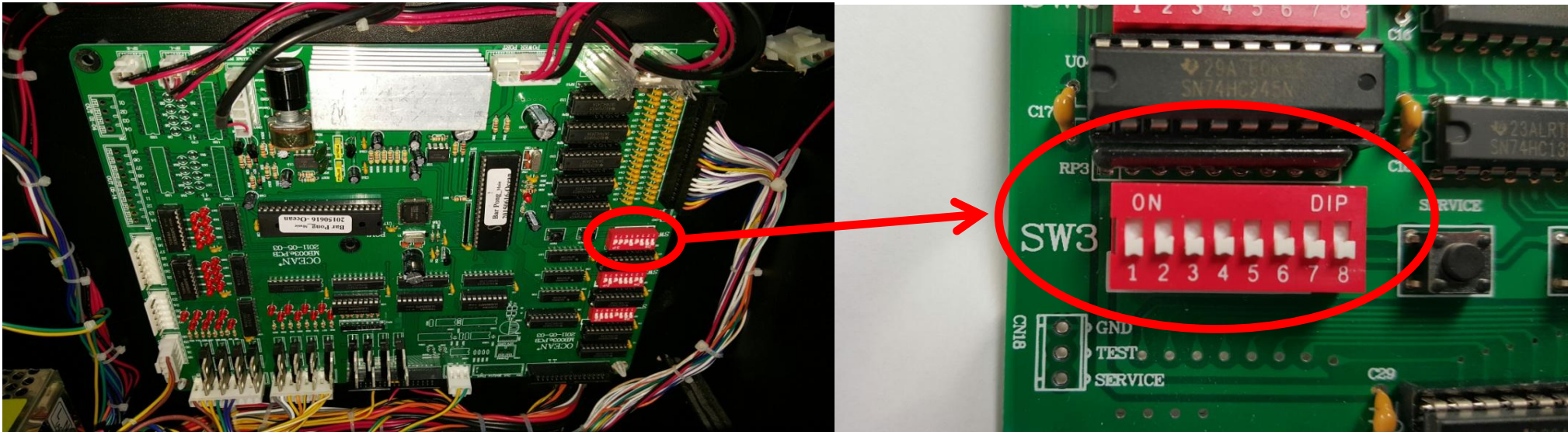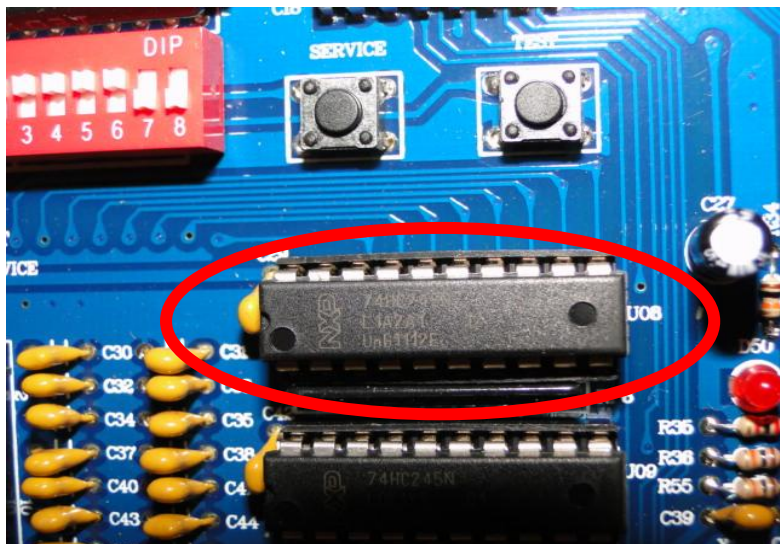# GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 2)

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 from the ON towards the numbers are OFF.

ITEM DESCRIPTION	CONTENT	SWITCH # 2							
		SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
Copper Score	50	ON	ON	ON					
	75	OFF	ON	ON					
	100	ON	OFF	ON					
	150	OFF	OFF	ON					
	200	ON	ON	OFF					
	250	OFF	ON	OFF					
	300	ON	OFF	OFF					
	500	OFF	OFF	OFF					
Silver Score	50				ON	ON	ON		
	100				OFF	ON	ON		
	150				ON	OFF	ON		
	200				OFF	OFF	ON		
	250				ON	ON	OFF		
	500				OFF	ON	OFF		
	800				ON	OFF	OFF		
	999				OFF	OFF	OFF		
Score Group	I							ON	ON
	II							OFF	ON
	III							ON	OFF
	IV							OFF	OFF

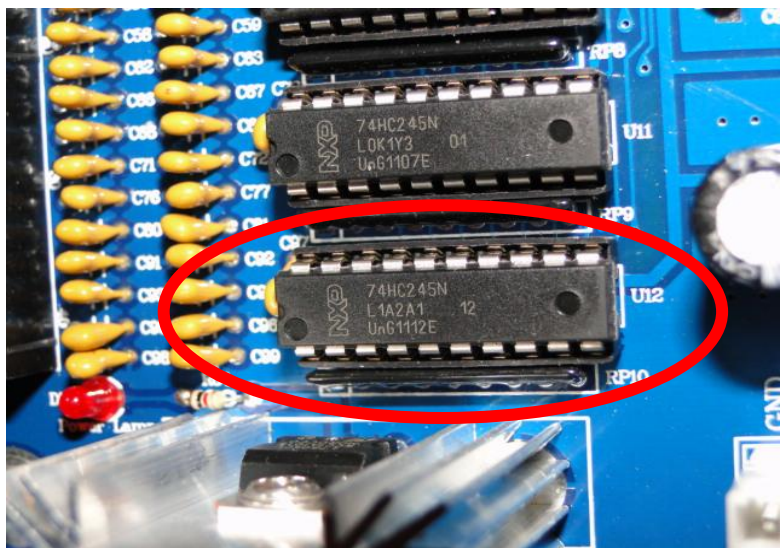| ITEM DESCRIPTION	SCORE STATE	SWITCH # 2 (EXPANDED)							
		SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
$0.50 GAME PLAY	A							ON	ON
$1.00 GAME PLAY	B							OFF	ON
$1.50 GAME PLAY	C							ON	OFF
$2.00 GAME PLAY	D							OFF	OFF
NOT CURRENTLY USED	E								
NOT CURRENTLY USED	F								
NOT CURRENTLY USED	G								
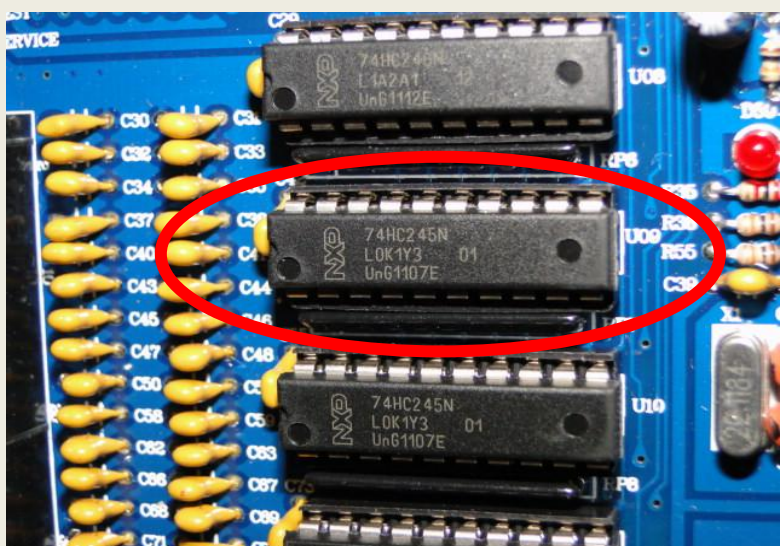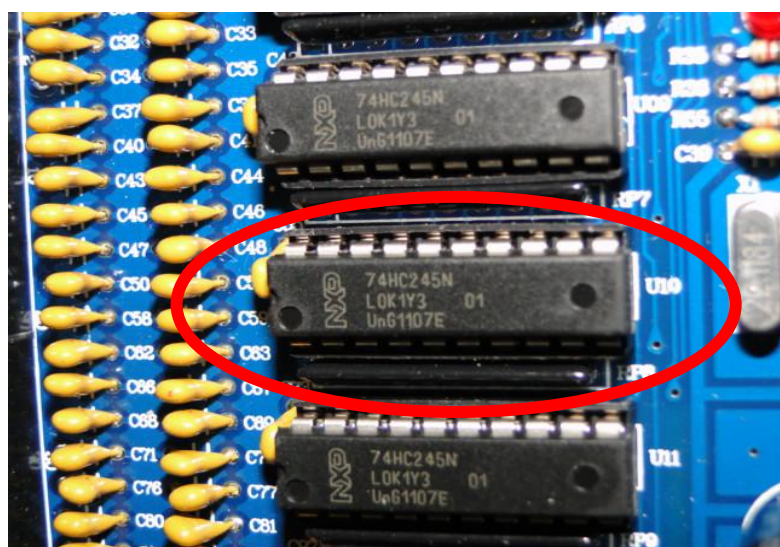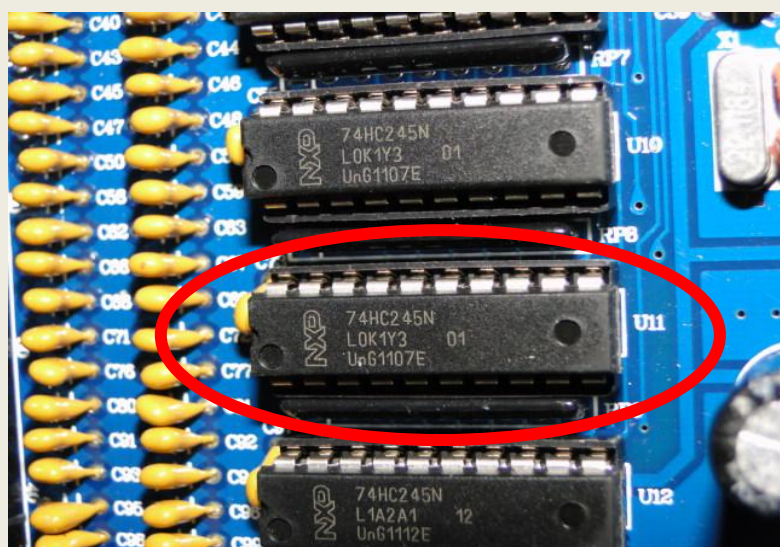
All game settings in Ticket Mine can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including double score play, duel meters, and various testing options for 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.

ITEM DESCRIPTION	CONTENT	SWITCH # 3							
		SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
Gold Score	100	ON	ON	ON					
	200	OFF	ON	ON					
	250	ON	OFF	ON					
	500	OFF	OFF	ON					
	800	ON	ON	OFF					
	1000	OFF	ON	OFF					
	1250	ON	OFF	OFF					
	1500	OFF	OFF	OFF					
Must Remain ON					ON	ON	ON		

MAIN BOARD INPUTS
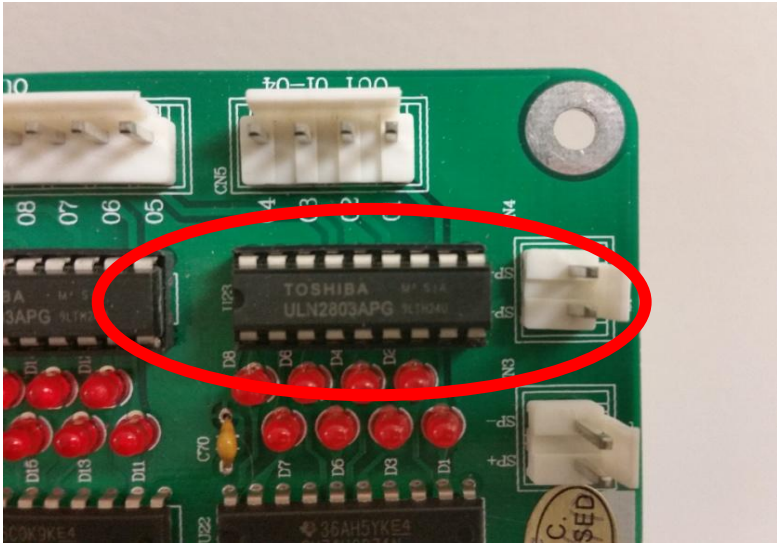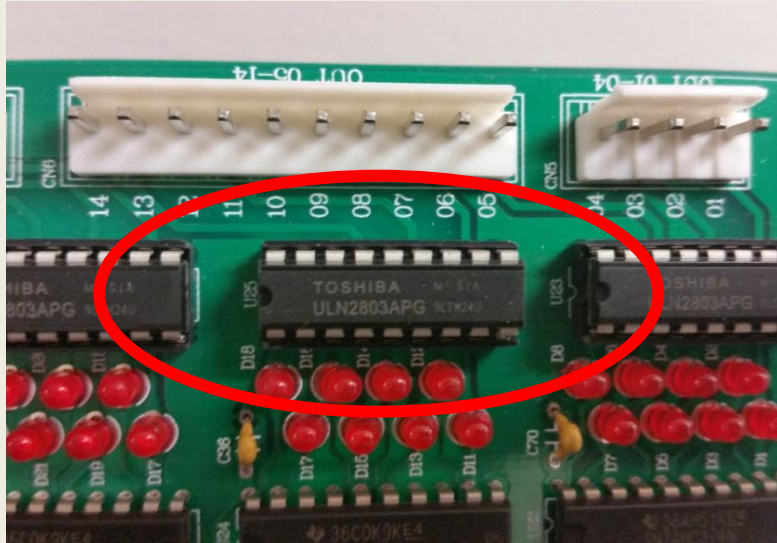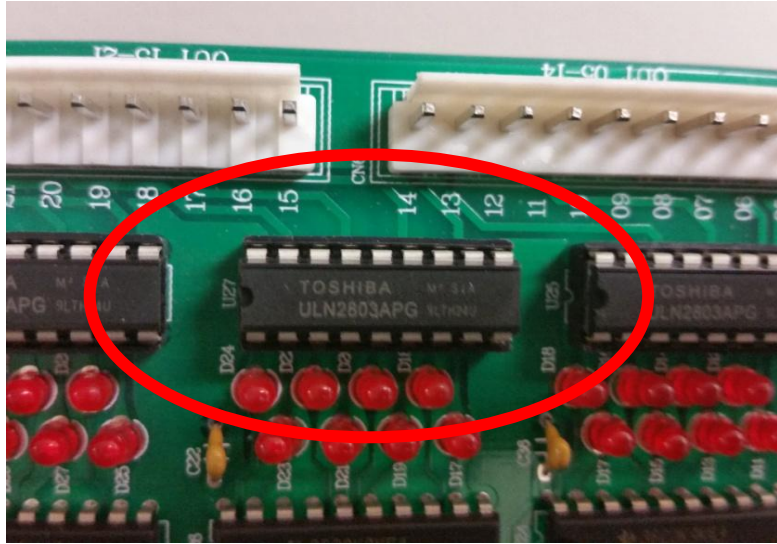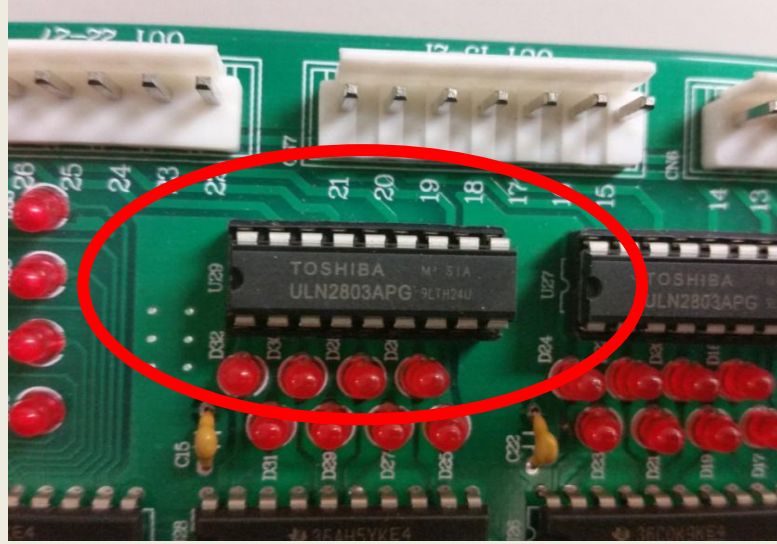
TICKET MINE - MAIN BOARD INPUT IC (74HC245N) CHART

IC	INPUT #	CONTENT	PICTURE
U08	1	COIN UP SIGNAL	
	2	BILL ACCEPTOR	
	3	TICKET SIGNAL	
	4	TICKET FEEDBACK # 1	
	5	TICKET FEEDBACK # 2	
	6	START BUTTON	
	7		
	8		
U09	9		
	10		
	11		
	12		
	13		
	14		
	15		
	16		
U10	17		
	18		
	19		
	20		
	21		
	22		
	23		
	24		
U11	25		
	26		
	27		
	28		
	29		
	30		
	31		
	32		
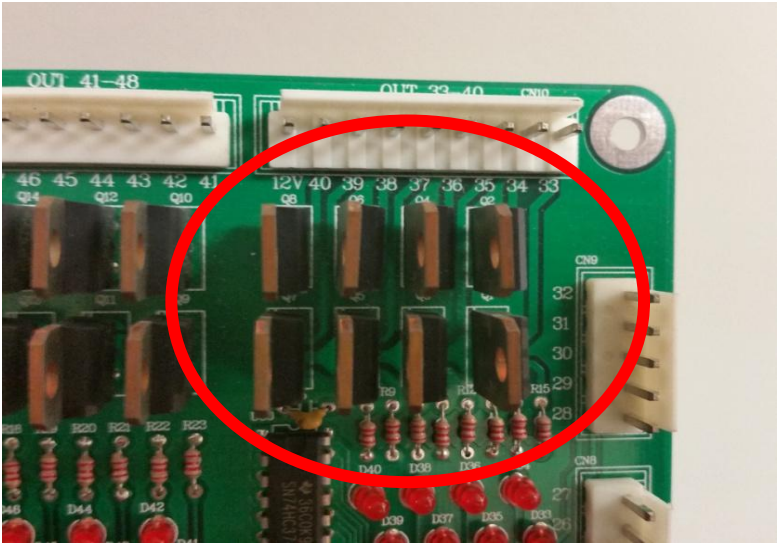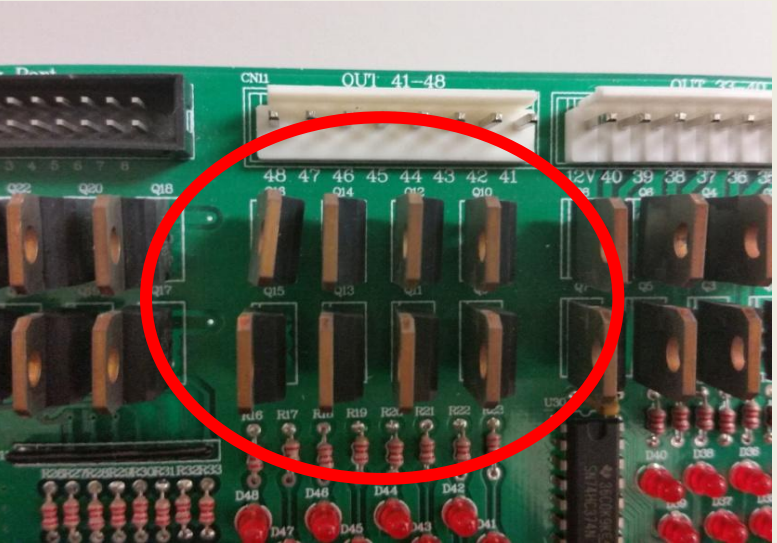
	TICKET MINE - MAIN BOARD INPUT IC (74HC245N) CHART		
IC	**INPUT #**	**CONTENT**	**PICTURE**
U12	33		
	34		
	35		
	36		
	37		
	38		
	39		
	40		

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
U23	1	# 1 GOLD LED	
U23	2	# 1 SILVER LED	
U23	3	# 1 COPPER LED	
U23	4	# 1 DISPLAY BOARD LED	
U23	5		
U23	6		
U23	7	# 1 FAN DEMO OUTPUT	
U23	8	# 2 FAN DEMO OUTPUT	
U25	9	# 1 GOLD SEG LIGHTING 1	
U25	10	# 1 GOLD SEG LIGHTING 2	
U25	11	# 1 SILVER SEG LIGHTING 1	
U25	12	# 1 SILVER SEG LIGHTING 2	
U25	13	# 1 COPPER SEG LIGHTING 1	
U25	14	# 1 COPPER SEG LIGHTING 2	
U25	15		
U25	16		
U27	17	# 2 GOLD SEG LIGHTING	
U27	18	# 2 SILVER SEG LIGHTING	
U27	19	# 3 COPPER SEG LIGHTING	
U27	20	# 2 DISPLAY BOARD LED	
U27	21		
U27	22		
U27	23		
U27	24		
U29	25	# 2 GOLD SEG LIGHTING 1	
U29	26	# 2 GOLD SEG LIGHTING 2	
U29	27	# 2 SILVER SEG LIGHTING 1	
U29	28	# 2 SILVER SEG LIGHTING 2	
U29	29	# 2 COPPER SEG LIGHTING 1	
U29	30	# 2 COPPER SEG LIGHTING 2	
U29	31		
U29	32		

TICKET MINE - MAIN BOARD IC (ULN2803) OUTPUT CHART

IC	OUTPUT #	CONTENT	PICTURE
Q1-Q8	33	COIN COUNTER # 1	
	34	TICKET COUNTER	
	35	TICKET DRIVE # 1	
	36	TICKET DRIVE # 2	
	37	COIN LOCK	
	38	PLAY BUTTON LED	
	39	CLUTCH CONTROL	
	40	FAN CONTROL	
Q9 - Q16	41	COIN COUNTER # 2	
	42		
	43	TOP SPOT LAMP - BLUE	
	44	TOP SPOT LAMP - RED	
	45	TOP SPOT LAMP - WHITE	
	46	GROUND LED - RED	
	47	GROUND LED - GREEN	
	48	GROUND LED - BLUE	

Out41-48   Out 33-40
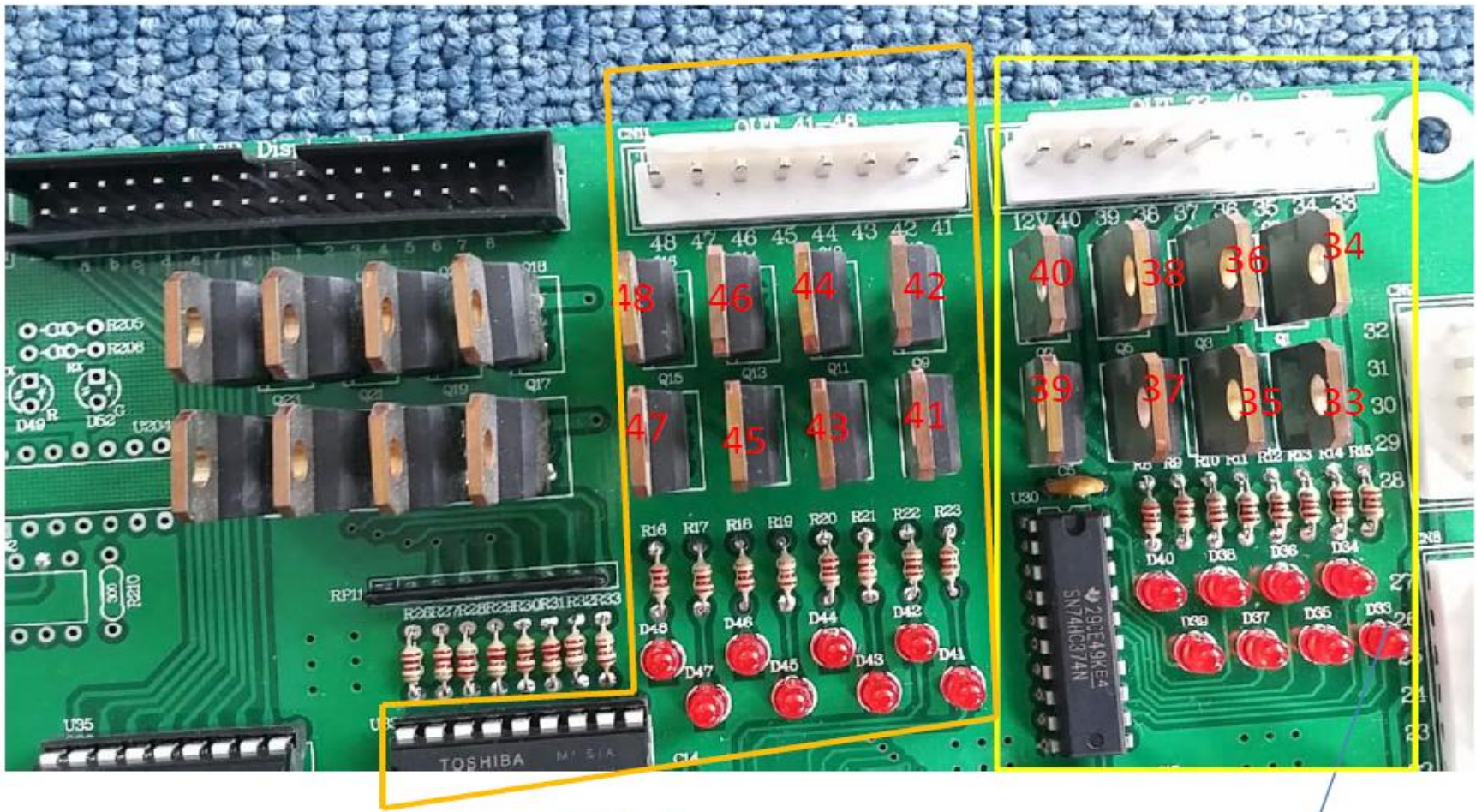
Indicate
Led:41-48

Indicate
Led:33-40

ULTRASONIC RANGE SENSOR INFORMATION

ULTRASONIC RANGE SENSOR INFORMATION	
VCC	I/O BOARD - 5 VOLTS
TRIG/T	I/O BOARD - TX
ECNO/RX	I/O BOARD - RD
COMM	GROUND
COMM	

Backside
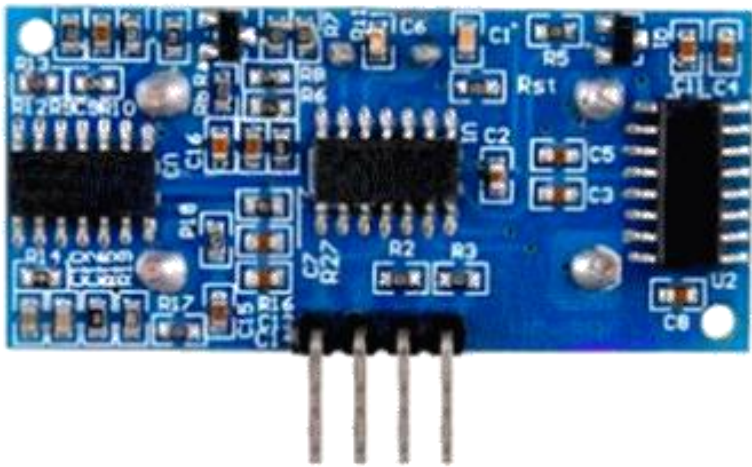
Frontside
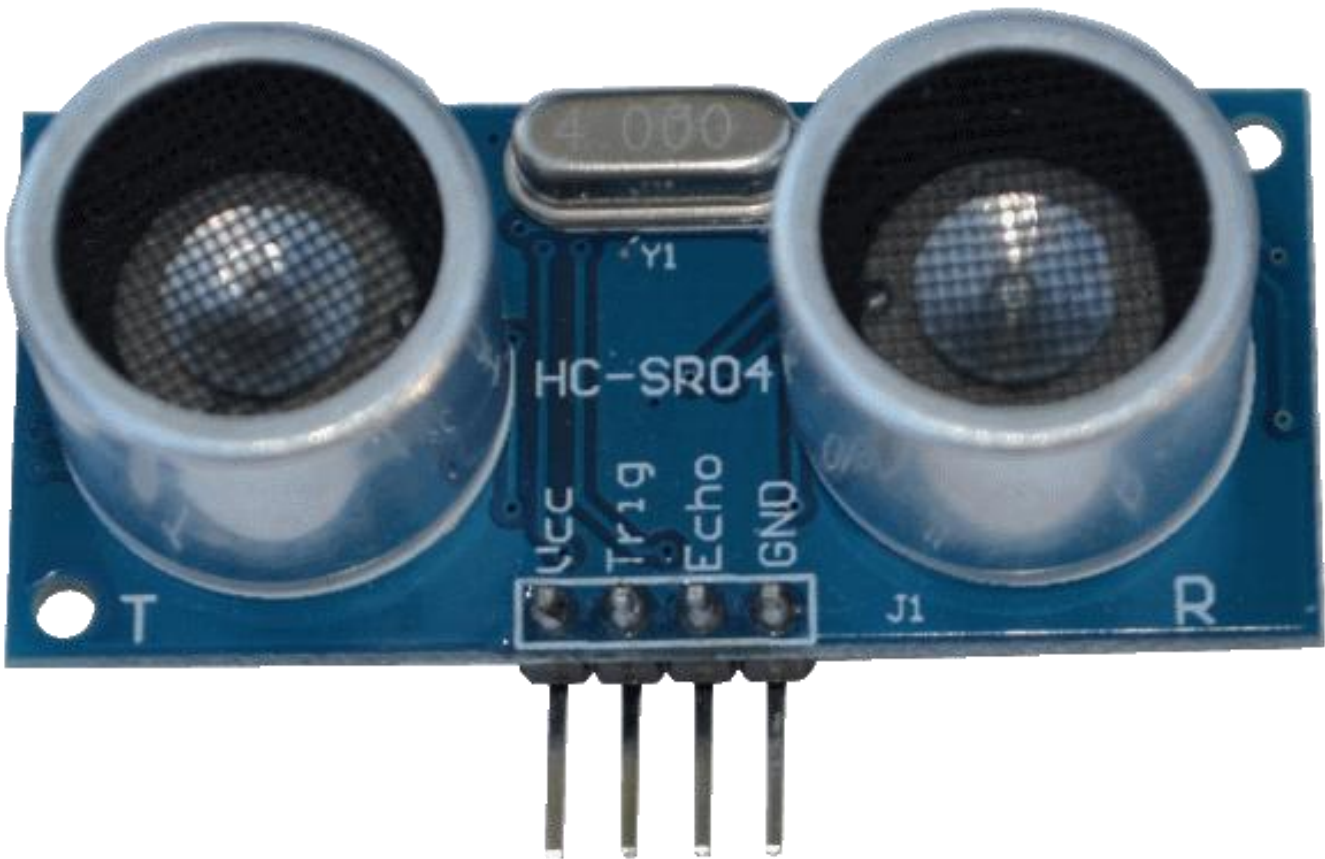
SEG DISPLAY BOARD & SETTINGS

SEG DISPLAY				
7_SEG	**CONTENT**	**7_SEG**	**CONTENT**	
SEG1_1		SEG2_1		
SEG1_2		SEG2_2		
SEG1_3		SEG2_3		
SEG1_4		SEG2_4		
SEG1_5		SEG2_5		
SEG1_6		SEG2_6		
SEG1_7		SEG2_7		
SEG1_8		SEG2_8		

The troubleshooting section of this manual is to be used as a guide for determining what component maybe faulty and what steps are recommended to rectify the problem. Before contacting your distributor, please check to make sure that the unit is in fact plugged in and receiving power and that there are no loose connections. Should you have any questions, please contact the JET SERVICE DEPARTMENT before servicing the unit. Servicing the unit in a way not described in this manual could void any warranties on the unit.

As in all parts of this manual, the troubleshooting guide is color coordinated in order to quickly identify the problem, the probable cause, and the solution. When diagnosing a problem - always check the most simple things first.

FOR ALL SERVICE OR TO ORDER PARTS - <u>PLEASE CONTACT THE FOLLOWING</u>

JENNISON ENTERTAINMENT TECHNOLOGIES

822 SOUTH NOVA ROAD
DAYTONA BEACH, FLORIDA 32114

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

TOLL FREE (WITHIN THE USA): 1-855-JET-GAME

YOUR LOCAL DISTRIBUTOR