

CANNONBALL DROP SERVICE MANUAL



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SAFETY NOTIFICATIONS

Through out the use of this manual, certain areas require special attention for the safety of 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 JET GAMES.

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 JET.

NOTICE

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

EPILEPSY WARNING

EPILEPSY DANGER

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

Play in a well-lit room

Do not play when you are drowsy or fatigued

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OCEAN PEARLS SAFETY, CAUTIONS, & NOTICES

DANGER

DO NOT perform repairs or maintenance on the game with the power ON. Always turn the power OFF and unplug the unit from the wall before servicing.

DANGER

DO NOT remove the game from its shipping pallet or skid without first reading the entire installation guide in this manual!

DANGER

DO NOT attempt to assemble CANNONBALL DROP without another adult to assist in the assembly. JET recommends at least three people for assembly.

DANGER

DO NOT attempt to remove OR replace the transparent display without first contacting JET Games service department.

DANGER

DO NOT attempt to move the game by pushing on the transparent monitor. Only move the cabinet by pulling or pushing on the side of the main cabinet.

DANGER

DO NOT move the game without the help of another adult. Only pull or push the main cabinet while moving. Never attempt to move the game with the control center.

CANNONBALL DROP, CAUTIONS, & NOTICES

WARNING

Set the 115/230 VAC selector switch on all power supplies for the correct line voltage at the installation site. Check that all power supplies, fans, and fluorescent lamps are rated for the same line voltage.

WARNING

This unit is suitable for INDOOR use only. The 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 CANNONBALL DROP. Contact JET first with any questions before replacing any part.

FCC COMPLIANCE

The Federal Communications Commission requires that all amusement machine devices used in commercial applications comply with guidelines for the amount of interference the internal components produce. CANNONBALL DROP complies with this requirement and the following statement is posted on all units.



This equipment has been tested and found to comply with the limits for a Class "A" digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment.

Canadian Emissions Statement

(According to Industry Canada Notice ICES-003, Issue 4)

This Class "A" digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

Cet appareil numérique de la classe "A" respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

RoHS COMPLIANCE

The RoHS Directive stands for "the restriction of the use of certain hazardous substances in electrical and electronic equipment". This Directive bans the placing on the European Union market, new electrical and electronic equipment containing more than agreed levels of lead, cadmium, mercury, hexavalent chromium, polybrominated biphenyl (PBB) and polybrominated diphenyl ether (PBDE) flame retardants.

JET GAMES CORP 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 Rocket Wheel™.

JET GAMES has tested all components used in the manufacturing of CANNONBALL DROP. 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, JET GAMES CORP 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.

DIMENSION INFORMATION

CANNONBALL DROP CABINET DIMENSIONS (ASSEMBLED)

LENGTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
51	1295.4	54	1371.6	106 / 148	2692.4 / 3759.2	625	283.5

CANNONBALL DROP SHIPPING DIMENSIONS - 1 SKID

LENGTH		WIDTH		HEIGHT		WEIGHT	
INCHES	MM	INCHES	MM	INCHES	MM	POUNDS	KG
96"	2439	48"	1219	89.5"	2273.5	550	310.7

CANNONBALL DROP ships on one 8' x 4' skids within the United States, Canada, and Mexico. The skid that the main cabinet is on has been designed so that a forklift can lift the unit off. There is enough clearance under the game, where forks can comfortably fit. Do not push on the front of the main cabinet as there is a large Acrylic cover over the wheel and monitor!



DANGER

DO NOT ALLOW ANYONE TO GET UNDER THE UNIT WHILE IT IS BEING LIFTED.

ELECTRICAL REQUIREMENTS

CANNONBALL DROP ELECTRICAL REQUIREMENTS

	VOLTS	HERTZ	AMPS	WATTS
DOMESTIC POWER	120 VAC	60 HZ	6 AMPS (MAX)	660 WATTS
FOREIGN POWER	250 VAC	50 HZ	3 AMPS (MAX)	660 WATTS

DANGER

IF YOU CHOOSE TO CONVERT YOUR UNIT TO A DIFFERENT LINE VOLTAGE THAT IT WAS AT INITIAL TIME OF DELIVERY, YOU MUST ALSO SELECT THE NEW INPUT AC VOLTAGE ON ALL POWER SUPPLIES AND SPEAKER AMPLIFIER.

DANGER

DO NOT OVERLOAD ANY CIRCUIT WITH THE ADDITION OF OCEAN PEARLS. ENSURE THAT THE OUTLET HAS PROPER VOLTAGE BEFORE TURNING ON THE UNIT

INSTALLATION

THIS INSTALLATION MANUAL HAS BEEN DESIGNED IN COLOR COORDINATED SECTIONS. EACH COLOR HAS A DIFFERENT MEANING AS SEEN IN THE FOLLOWING CHART. FAILURE TO FOLLOW THIS MANUAL IN ITS ENTIRITY COULD LEAD TO SERIOUS BODILY INJURY. IF THERE IS ANY DOUBT DURING THE INSTALLATION OF THIS UNIT - CONTACT JET GAMES CORP OR YOUR DISTRIBUTOR PRIOR TO CONTINUING. NEITHER JET GAMES OR YOUR DISTRIBUTOR IS RESPONSIBLE FOR ANY DAMAGE CAUSED DURING IMPROPER INSTALLATION PROCEDURES.

RED SECTIONS

RED SECTION AREAS REQUIRE 4 OR MOR PEOPLE MINIMUM TO SAFELY COMPLETE - EACH PERSON SHOULD BE ABLE TO LIFT **100 POUNDS EASILY**. THESE SECTIONS SHOULD NEVER BE ATTEMPTED TO BE COMPLETED BY LESS THAN 4 PEOPLE.

YELLOW SECTIONS

YELLOW SECTION AREAS REQUIRE CAUTION TO SAFELY COMPLETE.

BLUE SECTIONS

BLUE SECTION AREAS CAN BE SAFELY COMPLETED BY ONE PERSON WORKING BY THEMSELVES. THE INSTALLAER SHOULD STILL EXERCISE CAUTION WHEN WORKING AROUND GUESTS.



THOUGHOUT THE TEXT IN THIS MANUAL - THERE ARE SEVERAL REFERENCES TO DIFFERENT PARTS OF THE CABINET. THE ABOVE DIAGRAM SHOULD BE REFERENCED DURING INSTALLATION IN ORDER TO DETERMINE WHAT SECTION THE INSTRUCTIONS ARE REFERENCING.

GAME SETTINGS & PROGRAM

CANNONBALL DROP has been designed to include a software program where all game settings are easily managed through the use of buttons on the meter assembly. 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 accessing the software, or need to make a change outside the capability of the current software, please contact JET GAMES CORP 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	VERSION 1	INITIAL PROGRAM INSTALLED AT FACTORY

INSTALLATION ASSEMBLY INSTRUCTIONS

Step # 1

UNPACKING THE MAIN CABINET

1) After removing the machine pallet from the main shipping pallet and to a level floor, cut the strapping and packaging from the game with a razor knife or pair of scissors. 2) Use a hammer and / or crowbar to gently pry away the wooden planks to free the cabinet wheels from the bottom of the shipping crate.



Step # 2

INSPECTING THE UNIT

Inspect all sides of the game to ensure there is no damage to graphics / acrylics or monitor.



Step # 3

REMOVING THE GLASS HOLDING BRACKET

There are two black metal brackets that hold the glass in place during shipping. These are located at the top of the main cabinet as seen in the picture on the right. Unbolt them and keep the hardware for use during assembly of the game Header.



INSTALLATION ASSEMBLY INSTRUCTIONS

Step # 4

REMOVING THE GLASS HOLDING BRACKETS

Here is another view of the brackets, **these must be removed before the game header can be installed.**



Step # 5

REMOVING THE GLASS

After the metal brackets have been removed, the tempered glass in front of the playfield can be lifted out from the game as set aside. This will be reinstalled after the Game Header has been installed.



Step # 6

REMOVING THE FLAGPOLE FROM THE MAIN CABINET

Open the back door of the main cabinet, locate the 4 zip ties holding the flag to the back of the monitor. Remove / cut the zip ties with a pair of scissors and remove from the cabinet making sure not to fold or wrinkle the flag.



INSTALLATION ASSEMBLY INSTRUCTIONS

Step # 7

UNPACKING THE HEADER

1) After removing the machine pallet from the main shipping pallet and to a level floor, cut the strapping and packaging from the game with a razor knife or pair of scissors. 2) Use a hammer and / or crowbar to gently pry away the wooden planks to free the cabinet wheels from the bottom of the shipping crate. 3) Once all the packing material has been removed check and make sure that the included accessories are accounted for and in good condition.



Step # 8

LIFTING THE HEADER INTO PLACE

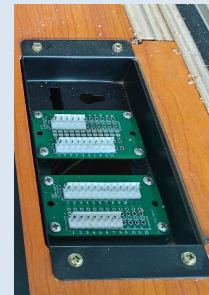
Lift the header onto the top of the main cabinet. Align the bottom of the header with the top of the main cabinet and open the back doors of the header. Use the hardware saved from the removal of the shipping brackets to attach the



Step # 9

CONNECTING HEADER WIRING

Locate the 4 different wire connection molex on the inside right of the game header. Each connector has a different color, please locate the corresponding position / connector in the connection interface boards and make the necessary connections



INSTALLATION ASSEMBLY INSTRUCTIONS

Step # 10

MOUNTING THE MARQUE

Remove the three machine screws from the black marque mount on seen on the top right picture. Make the wire connection for the marque and then use the 3 screws to mount the marque to the black metal plate.



Step # 11

MOUNTING THE PIRATE AND FLAGPOLE MOVING MOUNT

Mount the Pirate to the moving black bracket with the 4 supplied screws. The Pirate's foot is held down with the "U" shaped braket and the Pirate's peg leg is held down with an "L" bracket at the back of the Pirates leg. Pleae see pictures to the right for clearlification



Step # 12

ATTACHING THE FLAG TO THE FLAGPOLE

Attach the flag to the flagpole with the supplied hooks nad zip ties.



INSTALLATION ASSEMBLY INSTRUCTIONS

Step # 13

MOUNTING THE PIRATE BIRD

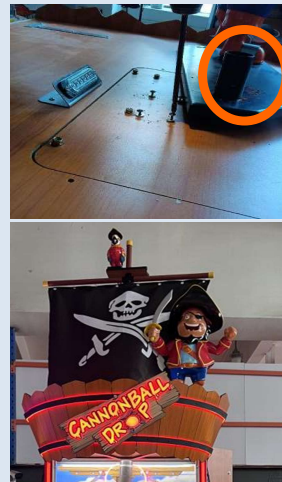
Attach the Bird to the flagpole plank with the supplied screws as shown to the right



Step # 14

INSTALLING THE FLAG POLE INTO THE GAME HEADER

Install the flagpole at the top of the marquee into the same black metal bracket the Pirate is mounted on. There is a receiver on the black metal plate and you just need to secure the flagpole to the plate with the supplied hardware. To the right you will see the receiver mount on the top picture and the bottom picture is the full assembled result.



Step # 15

INSTALLING THE FRONT GLASS

Wipe down and clean the inside and outside of the playfield tempered glass cover. Then carefully lift it into place. Please note that the bottom of the glass will fit behind the two stainless steel brackets circled in the picture to the right.



INSTALLATION ASSEMBLY INSTRUCTIONS

Step # 16

INSTALLING THE ACRYLIC BALL DROP TUBE COVER

Install the acrylic cover as shown in the picture to the right. You will need to lift the cover up and over the top of the playfield glass so it fit inside the "U" channel at the bottom of the acrylic cover. Once it is over the glass and flat against the 2 metal brackets it can be secured with the supplied 4 machine screws (2 on each side bracket).



Step # 17

INSTALLING THE PLAYER CONSOLE

Unwrap the player console and make sure there is no damage to the console.



Step # 18

CONSOLE ELECTRICAL CONNECTIONS

On the back side of the player console pull out the wire harness from inside the console. Move the console into position in front of the main console.



INSTALLATION ASSEMBLY INSTRUCTIONS

Step # 19

CONSOLE ELETRICAL CONNECTIONS

Make the eletrical connections from the player console to the main cabinet. The eletrical connection boards on the main cabinet will only allow one waire pattern into each connection point so do one connection at a time and make sure ther are no loose pins or improer connctions here before moving on.



Step # 20

MOUNTING THE PLAYER CONSOLE TO THE MAIN CABINET

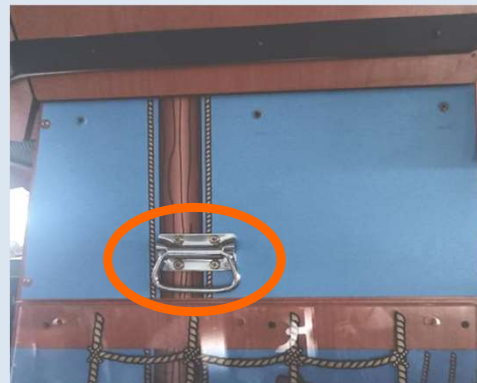
Hold the console and the main cabinet tightly together and make the cabinet connection with the Metal "L" brakets and machine screws as seen in the pictures ot the right



Step # 21

MOUNTING THE SIDE ACRYLICS

Before mounting the blakc side acrylics make surethe handles for the game header are in the down positon so you do not damage the side acrylics when installing them.



INSTALLATION ASSEMBLY INSTRUCTIONS

Step # 22

MOUNTING THE SIDE ACRYLICS

The side acrylics go to the left and the right of the game head just above the main cabinet. Please see the pictures to the right for the proper assembly and direction of the acrylics. Please note that if you need to disassemble the cabinet in the future these will need to be removed.



Step # 23

INSTALLING THE PLAYFIELD BALLS

On first assembly and start up you will need to load the balls in the game. Once the game is powered up please load one ball in the game at a time and allow them to be lifted by the blower motor before you load the next ball etc. Once all the balls are loaded into the game (between 3 to 5) the game will be ready to play.



CHANGING PROGRAM SETTINGS

The CANNONBALL DROP software was designed so that the operator can quickly make changes within an easy-to-navigate menu. Within a few minutes, the operator can change the most basic settings including cost per play, balls per play, ticket output, and additional features. Other intricate functions can be changed including the style and type of bonus, the levels within the bonus, and the values of different bonus levels. JET has given the operator an enormous amount of flexibility in setting the game for his or her demographic.



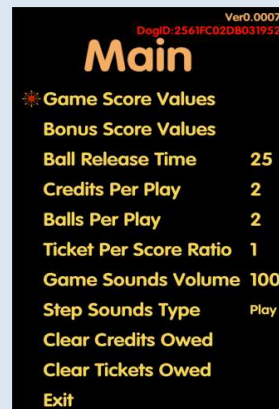
ENTERING THE SOFTWARE

To enter the software press the "Enter Button". To navigate the menus they are tiled vertically so you can use the "Increase" or up arrow to move up in the menu, use "Decrease" or down arrow to move down the menu. Once you have got the selection you want highlighted press the "enter" button to select or deselect that option. The "Service" button allows you to check the settings data.



CHANGING SCORE STATES

It is possible for the operator to easily change the value of any score channel at any time. To do so, select the "GAME SCORE VALUES" option within the menu. There are 9 different score states that the ball could potentially fall into. The operator can select whatever value they desire or another bonus action for each score state.



CHANGING PROGRAM SETTINGS

CHANGING SCORE STATES / BONUS VALUES

By selecting the "Bonus" option - this will change the score state to allow for bonus play. The word "Bonus" will appear within the score channel. This is the default selection-we recommend using this verbiage to eliminate confusion among players.

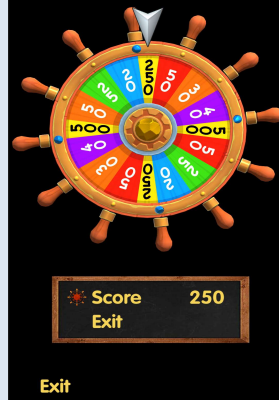
Game Score Values

Score State #1	Bonus (10-10)
Score State #2	Bonus
Score State #3	Number (25-25)
Score State #4	Number (50-50)
Score State #5	Number (250-250)
Score State #6	Number (50-50)
Score State #7	Number (25-25)
Score State #8	Bonus
Score State #9	Number (10-10)
Exit	

CHANGING BONUS VALUES

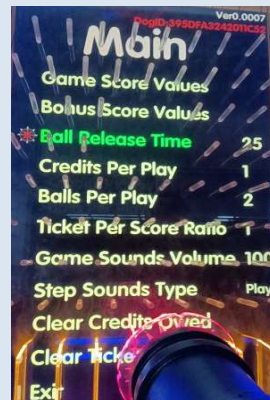
The Bonus values are set on the grids of the wheel and the values can be changed by pressing the up and down buttons to select the grid to be changed. Then values can be changed once highlighted by using the up and down buttons till the value is obtained.

Bonus Score Values



CHANGING BALL RELEASE TIME

This option allows the operator to select the amount of time given between the start of each play and when the game will automatically drop the ball. The default time is set to 11 seconds. Time can be set from 1 second to 25 seconds depending on the location.



CHANGING PROGRAM SETTINGS

SELECTING COST OF PLAY

Credit per play (coin) is set at 2 from the factory, when on a card system please place this setting to "1" .

Ver0.0007
DogID:2561FC02DB031952

Main

Game Score Values
Bonus Score Values
Ball Release Time 25
Credits Per Play 2

SETTING THE NUMBER OF BALLS PER PLAY

The operator can select the number of balls given per play. We recommend to only select TWO BALL PER PLAY. The game was designed to entice repeat play. Remember, if you select more than one ball per play - you will also need to adjust the ticket values on all score channels to maintain a proper payout.

Ver0.0007
DogID:2561FC02DB031952

Main

Game Score Values
Bonus Score Values
Ball Release Time 25
Credits Per Play 2
Balls Per Play 2

SELECTING NUMBER OF TICKETS PER SCORE

This selection allows you to select the number of tickets per score (two point tickets). The default selection is set to ONE. This means the player would get one ticket for each point. If the selection was set to TWO, then the player would get one ticket for every two points etc.

Ver0.0007
DogID:2561FC02DB031952

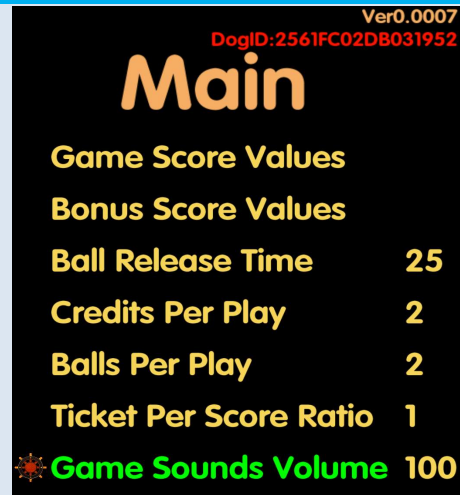
Main

Game Score Values
Bonus Score Values
Ball Release Time 25
Credits Per Play 2
Balls Per Play 2
Ticket Per Score Ratio 1

CHANGING PROGRAM SETTINGS

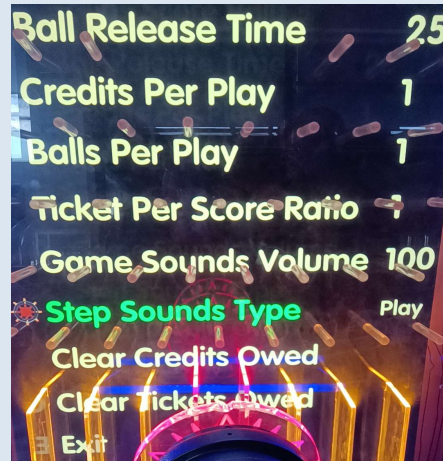
SETTING GAME SOUND VOLUME

The GAME SOUNDS volume can be adjusted from within this selection. Setting this to 0 would turn the game sounds OFF. Due to the design of the speakers and amplifier - we do not suggest increasing this setting beyond "85" - instead use the volume controls on the amplifier itself to adjust the volume to the desired level - this will ensure the best sound quality.



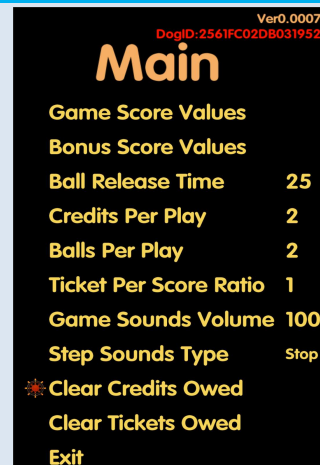
TURNING ON AND OFF ATTRACT SOUNDS

To turn on and off the attract sounds of the game you will highlight the "Step Sounds Type" the setting that says "play" will play the attract sounds and the option "Stop" will stop the attract sounds.



CLEARING TICKETS OWED

To clear tickets owed the operator needto highlight the menu option by pressing the enter button and then hitting the enter button again to clear the tickets.



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 Rocket Wheel 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 Wheel (20180501.N) 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 Ocean Pearls (20150501.N) 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. Ocean Pearls 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 Wheel 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-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 CANNONBALL DROP 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.

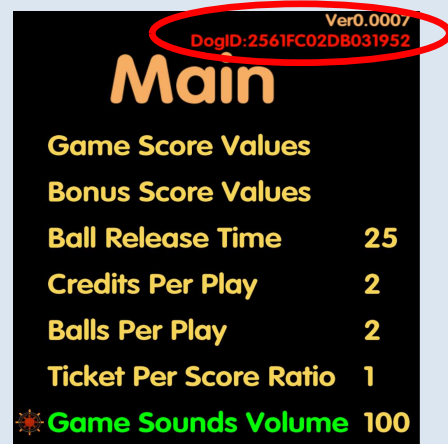
State of New Jersey Approved Software

Verifying the installed software version

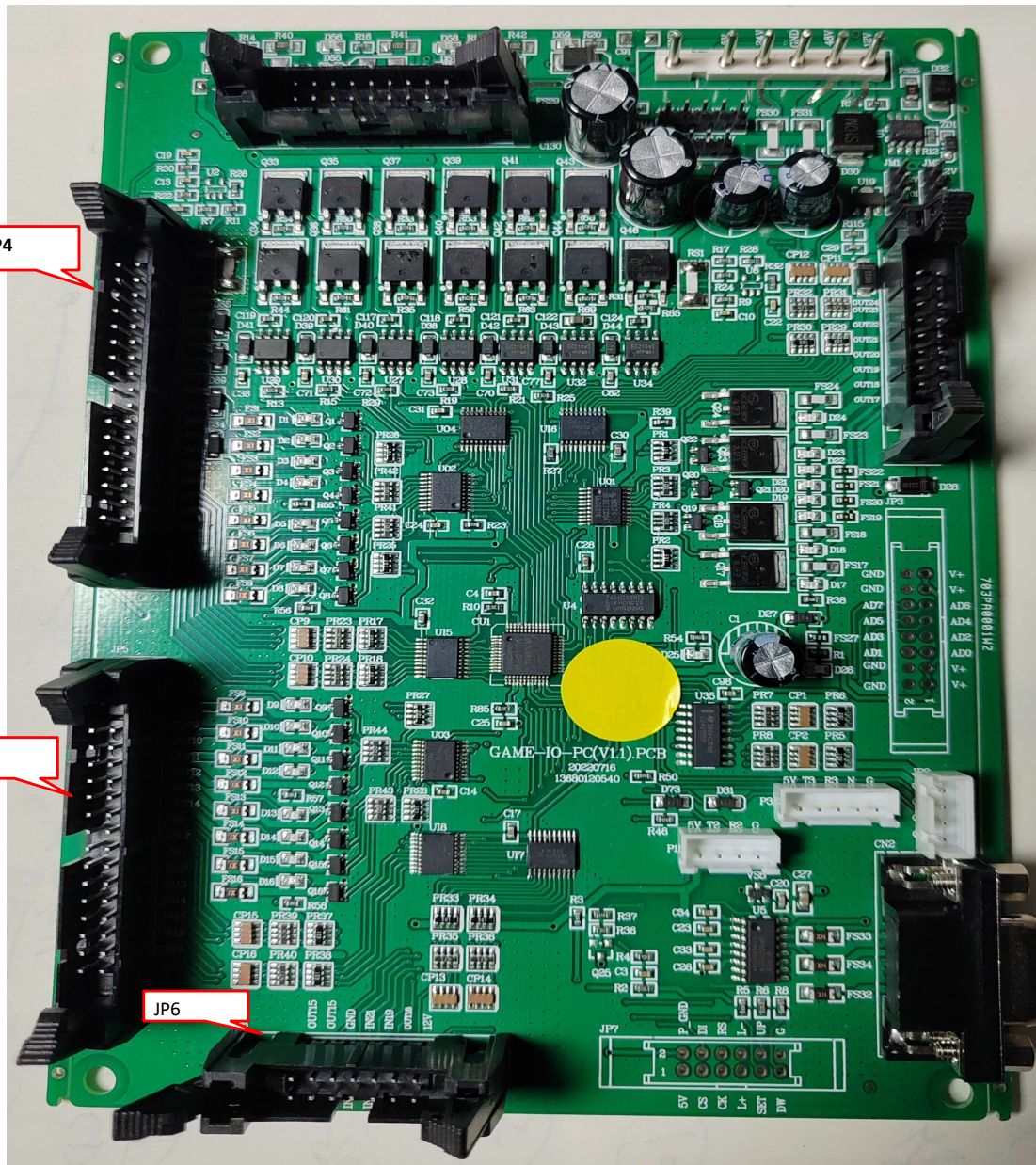
To view the installed software version, push and hold the plus (+) button on the keypad. While in the software mode, the software version will be displayed along the nine SEG displays. In order to operate the game in the State of New Jersey - you must only use this version of software.

New Jersey Game Software Version

The installed software version can be viewed at any time by entering the setup and looking at the Monitor display in the



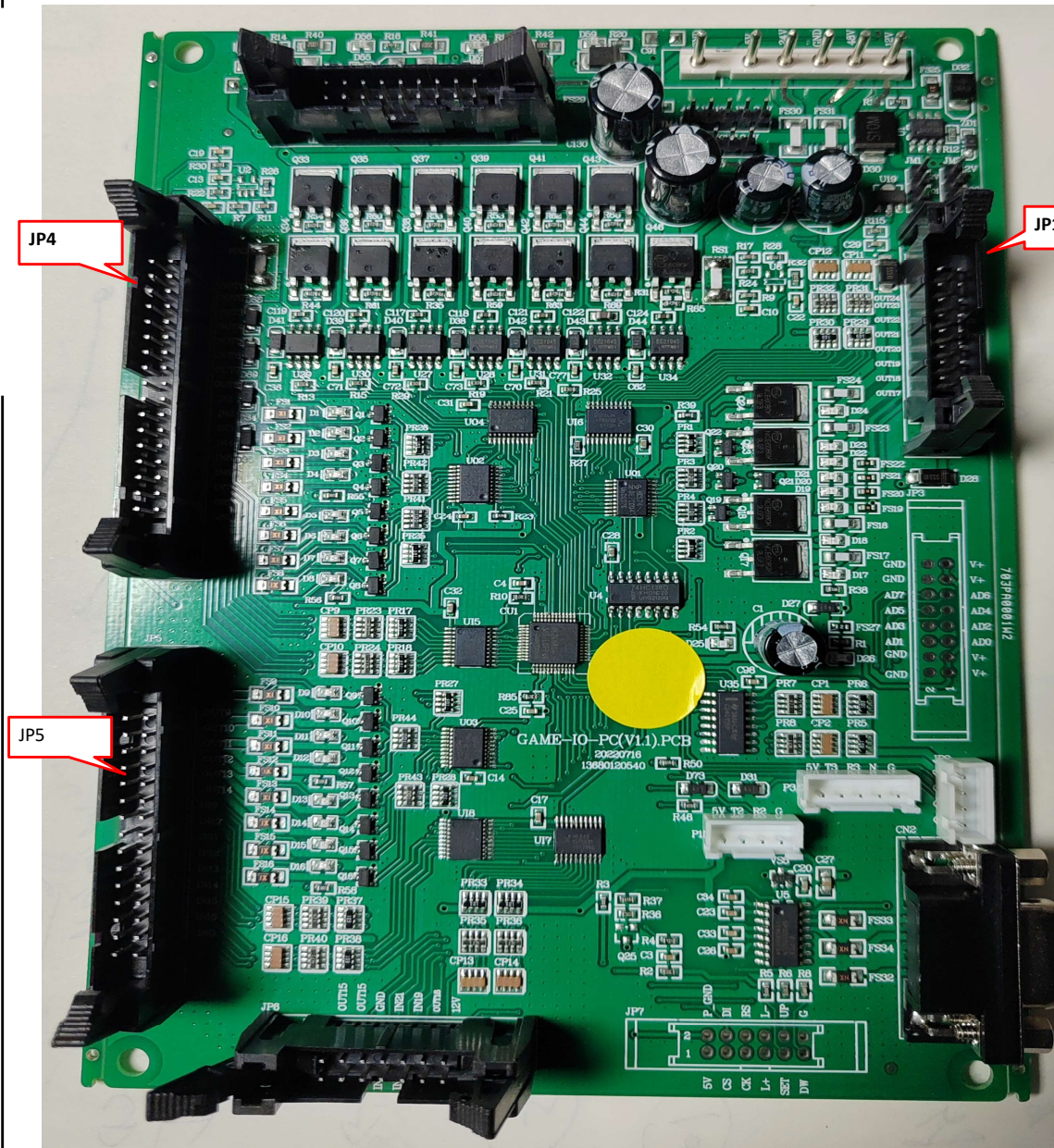
MAIN BOARD INPUTS



MAIN BOARD INPUTS

CANNONBALL DROP INPUTS			
IC	INPUT #	CONTENT	PICTURE
JP4	1	COIN / CREDIT SIGNAL	SEE ABOVE
	2	BILL ACCEPTOR CREDIT SIGNAL	
	3	TICKET RESET SIGNAL	
	4	TICKET FEEDBACK SIGNAL # 1	
	5	TICKET FEEDBACK SIGNAL # 2	
	6	FIRE SWITCH (BALL DROP)	
	7		
	8	SCORE SENSOR 1-1	
JP5	9	SCORE SENSOR 1-2	SEE ABOVE
	10	SCORE SENSOR 1-3	
	11	SCORE SENSOR 1-4	
	12	SCORE SENSOR 1-5	
	13	SCORE SENSOR 1-6	
	14	SCORE SENSOR 1-7	
	15	SCORE SENSOR 1-8	
	16	SCORE SENSOR 1-9	
JP6	17		
	18		
	19		
	20		
	21		
	22		
	23		
	24		

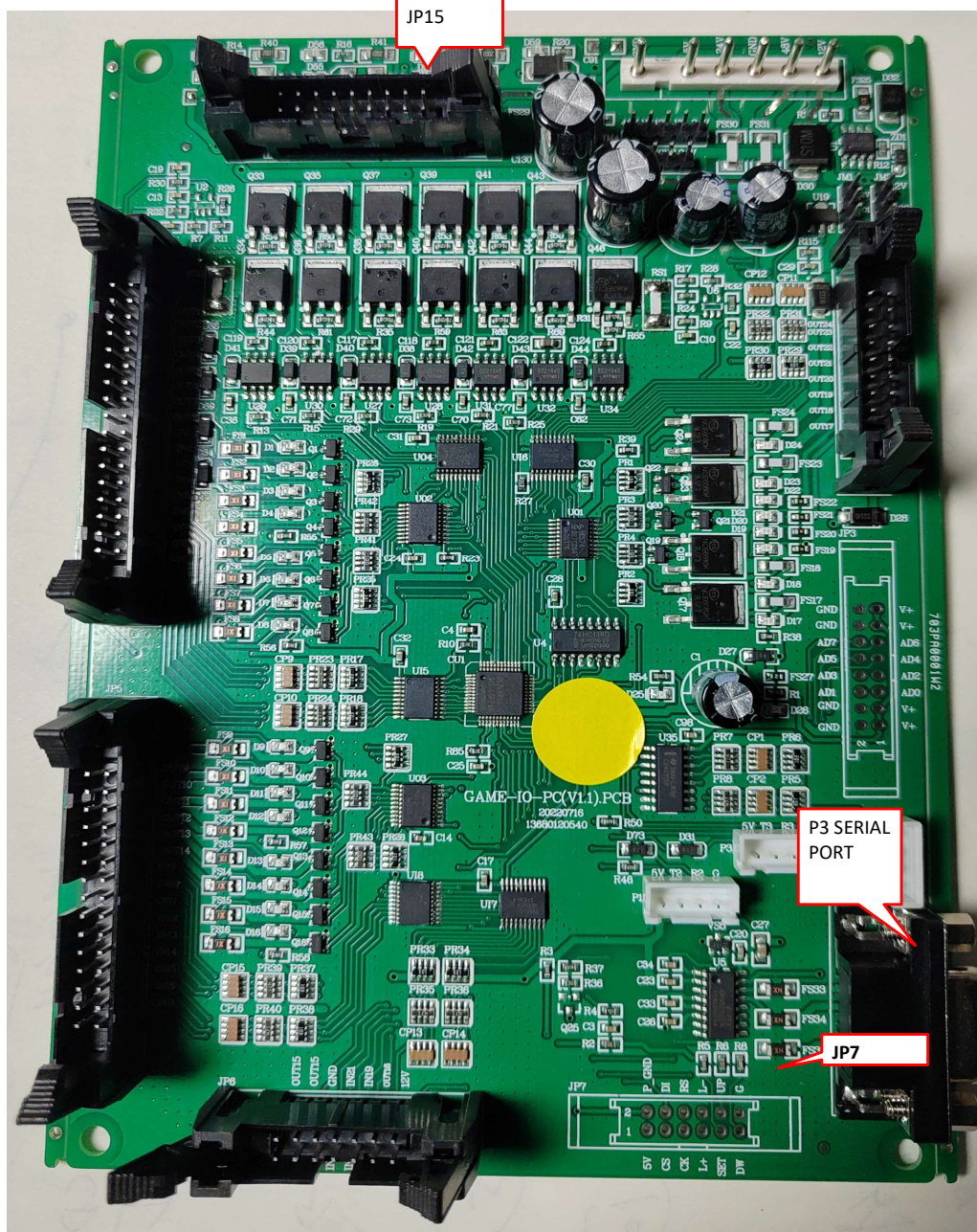
MAIN BOARD OUTPUTS



MAIN BOARD OUTPUTS

CANNONBALL DROP - MAIN BOARD OUTPUT CHART			
IC	OUTPUT #	CONTENT	PICTURE
JP4	1	COIN COUNTER	SEE ABOVE
	2	TICKET COUNTER	
	3	TICKET DRIVER - 1	
	4	TICKET DRIVER - 2	
	5	SCORE LAMP - 1	
	6	SCORE LAMP - 2	
	7	SCORE LAMP - 3	
	8	SCORE LAMP - 4	
JP5	9	SCORE LAMP - 5	SEE ABOVE
	10	SCORE LAMP - 6	
	11	SCORE LAMP - 7	
	12	SCORE LAMP - 8	
	13		
	14	BALL LIFT BLOWER (MAIN)	
	15		
	16		
JP1	17	COLLECTION BALL BLOWER (SMALL)	SEE ABOVE
	18	LED LIGHTS - R	
	19	CANNON BARREL LIGHT	
	20		
	21		
	22		
	23	LED LIGHTS - G	
	24	LED LIGHTS - B	

MAIN BOARD - STEPPER MOTOR AND ANGLE CONTROLS



MAIN BOARD - STEPPER MOTOR AND ANGLE CONTROLS

CANNONBALL DROP - CONNECTOR BIT NUMBER				
IC	OUTPUT #	CONTENT	PICTURE	
JP15	1	PRRATE MOTOR +	SEE ABOVE	
	2	PIRATE MOTOR -		
	3	FLAG BLOWER +		
	4	FLAG BLOWER -		
	5	FIRING ELETROMAGNET +		
	6	FIRING ELECTROMAGNET -		
	7	LOWER BALL ELECTROMAGNET +		
	8	LOWER BALL ELECTROMAGNET -		
JP15	9	LOWER BALL SW	SEE ABOVE	
	10	CANNON LEFT LIMIT SENSOR		
	11	CANNON RIGHT LIMIT SENSOR		
	12			
	13	PIRATE MOTOR SENSOR		
	14			
	15			
	16			
JP7	1	CANNON STEPPER MOTOR DRIVE 5V	5V	SEE ABOVE
	2	CANNON STEPPER MOTOR DRIVE PULSE	P_GND	
	3	CANNON STEPPER MOTOR DRIVE ENABLED	CS	
	4		DI	
	5		CK	
	6	CANNON STEPPER MOTOR DRIVE DIR	RS	
	7		L+	
	8		L-	
	9	ENTER MENU BUTTON	SET	
	10	INCREASE MENU BUTTON	UP	
	11	DECREASE MENU BUTTON	DW	
	12		G	
P3 (SERIAL PORT)	1	CANNON ANGLE SENSOR 5V	SEE ABOVE	
	2	CANNON ANGLE SENSOR TX		
	3	CANNON ANGLE SENSOR RD		
	4	NC		
	5	CANNON ANGLE SENSOR GND		

CANNONBALL DROP ERROR CODES

PLEASE NOTE THAT ALL ERROR CODES WILL DISPLAY ON THE TOP RIGHT CORNER OF THE GAME MONITOR

ERROR CODE NUMBER	ERROR CODE CONTENT
ERR-1	COIN SWITCH ERROR
ERR-2	BILL ACCEPTOR ERROR
ERR-3	TICKET RESEST ERROR
ERR-5	CANNON FIRE SWITCH ERROR
ERR-8	SCORE SENSOR CHANNEL 1 ERROR
ERR-9	SCORE SENSOR CHANNEL 2 ERROR
ERR-10	SCORE SENSOR CHANNEL 3 ERROR
ERR-11	SCORE SENSOR CHANNEL 4 ERROR
ERR-12	SCORE SENSOR CHANNEL 5 ERROR
ERR-13	SCORE SENSOR CHANNEL 6 ERROR
ERR-14	SCORE SENSOR CHANNEL 7 ERROR
ERR-15	SCORE SENSOR CHANNEL 8 ERROR
ERR-16	SCORE SENSOR CHANNEL 9 ERROR
ERR-25	LOWER BALL SWITCH ERROR
ERR-26	CANNON LEFT LIMIT SENSOR ERROR
ERR-27	CANNON RIGHT LIMIT SENSOR ERROR
ERR-29	PIRATE MOTOR SENSOR ERROR

CANNONBALL DROP TROUBLESHOOTING GUIDE

The troubleshooting section of this manual is to be used as a guide for determining what component maybe faulty and what steps are recommended to rectify the problem. Before contacting your distributor, please check to make sure that the unit is in fact plugged in and receiving power and that there are no loose connections. Should you have any questions, please contact JET 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.

Should you require assistance in ordering parts for CANNONBAL DROP, please contact the following:



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