



OPERATOR'S MANUAL

VERSION 010809



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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.

Warnings, Cautions, & Notices

WARNING: TRANSPORTING THE GAME.

This unit contains glass and fragile electronic components. Use appropriate 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 4-6 people should be utilized to lift the unit off the pallet.

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.

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 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.

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 Vegas Sensation™. 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.



Electrical Requirements

Electrical Requirements			
	Volts	Hertz	Amps
Domestic Power Requirement	110 VAC	60 Hz	5 Amps (Max)
Foreign Power Requirement	220 VAC	50 Hz	3 Amps (Max)

The voltage range of Vegas Sensation (6-Player) should be 105V~115V. The rated voltage is 110V.

Max. Power: 550W

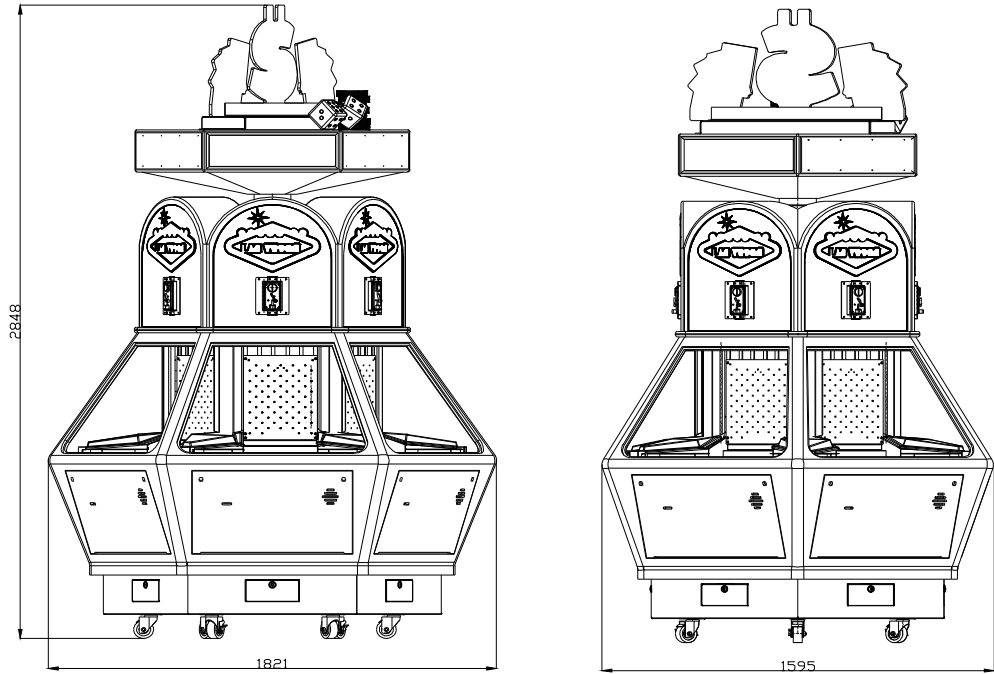
Rated Power: 350W

The voltage range of the PCB should be 5.1V-5.4V.

WARNING: All fluorescent tubes used in the Vegas Sensation operate on 220 Volts. Only replace these bulbs with a bulb that has the same voltage. Please contact your distributor for the appropriate parts or for further instructions.

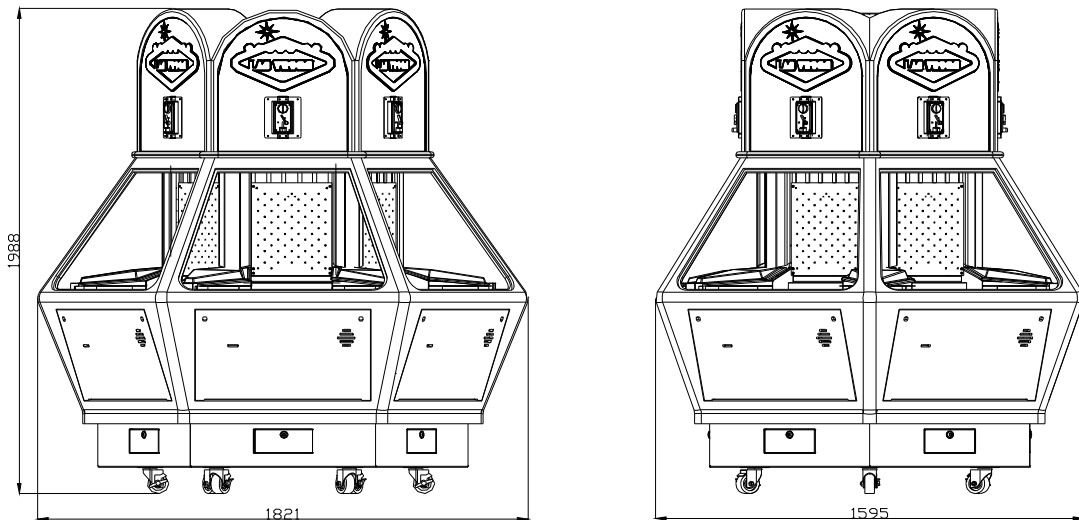
Dimensions – Entire Game

	Length		Width		Height		Weight	
	Inches	MM	Inches	MM	Inches	MM	Pounds	KG
Entire Cabinet Dimensions	72	1821	63	1595	113	2848	1100	

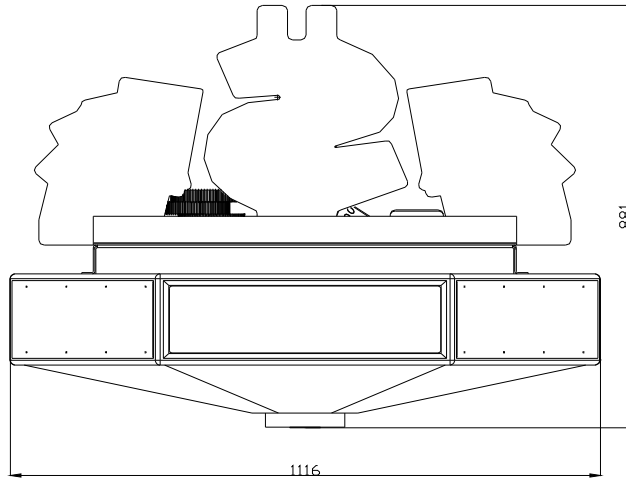


Dimensions – Lower

	Length		Width		Height		Weight	
	Inches	MM	Inches	MM	Inches	MM	Pounds	KG
Shipping Dimensions	72	1821	72	1821	84	2134		
Actual Cabinet Dimensions	72	1821	63	1595	79	1988		



Dimensions – Upper (Rotating Marquee)								
	Length		Width		Height		Weight	
	Inches	MM	Inches	MM	Inches	MM	Pounds	KG
Shipping Dimensions	47	1194	47	1194	41	1041		
Actual Marquee Dimensions	44	1116	44	1116	35	881		



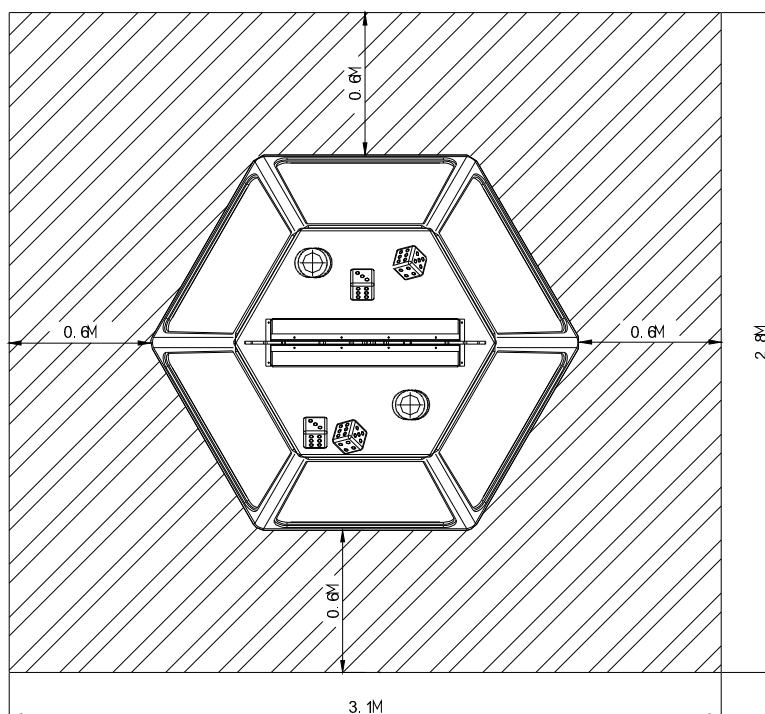
Inspection & Installation

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 5 personal available to remove the game from the pallet 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.

Game Placement:

Jennison Entertainment recommends a clear area of the following dimensions when placing the unit into a location. The game should be placed on top of a power outlet. Do not run the power cord across the game room to the unit – this could cause injury to players.



Inspection

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

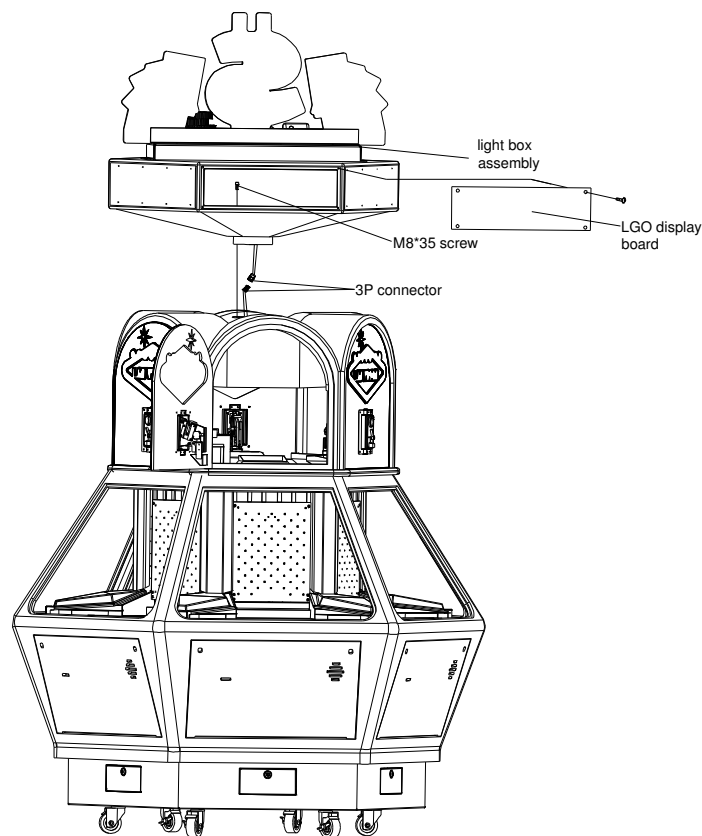
1. The cabinet keys should be attached to the end of the power cord which is attached at the top of the unit.
2. Locate the side that has the spare parts and open the glass door. Remove all spare parts from inside the cabinet.
3. Inspect the cabinet and any included parts for possible shipping damage.
 - a. Check the cabinet glass for any signs of breakage
 - b. Check each ticket door
 - c. Check each coin door
 - d. Check cabinet graphics
4. 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 assemblies. Check to make sure that all bulbs are secure and did not come out of their assembly.

Installation:

The upper rotating marquee unit ships separately from the lower base unit. These two pieces must be installed by the customer at the final destination location.

WARNING: The upper rotating display weighs approx. 100 pounds and should be installed with the help of at least 4 people.

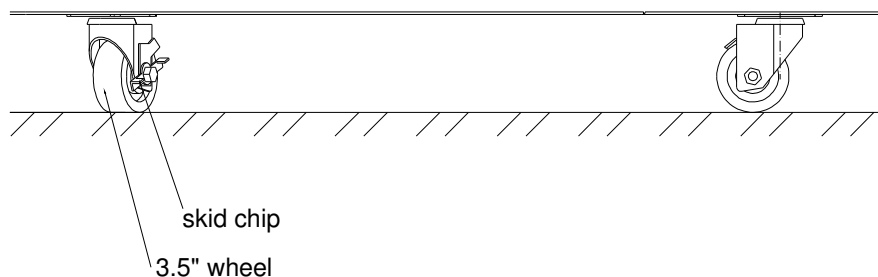
- 1) Remove the screws from the LGO display board as shown in the following picture.
- 2) Lift the rotating display up off the ground and be sure to position it so that the key hole on the shaft aligns properly with the key hole on the motor shaft.
- 3) With the help of at least three people – lift the display up over the top of the lower base unit.
- 4) Have a fourth person push the electrical wire connections up through the shaft on the display
- 5) Carefully lower the display onto the motor shaft – **DO NOT LET GO OF THE DISPLAY** until you are sure that the unit is seated correctly.
- 6) Using an approved ladder – reach into the display and connect the 3 Pin connector from the lower unit to the upper display. Be sure that the wires are clear of any obstructions.
- 7) Re-attach the LGO display using the screws you removed earlier.



Installation:

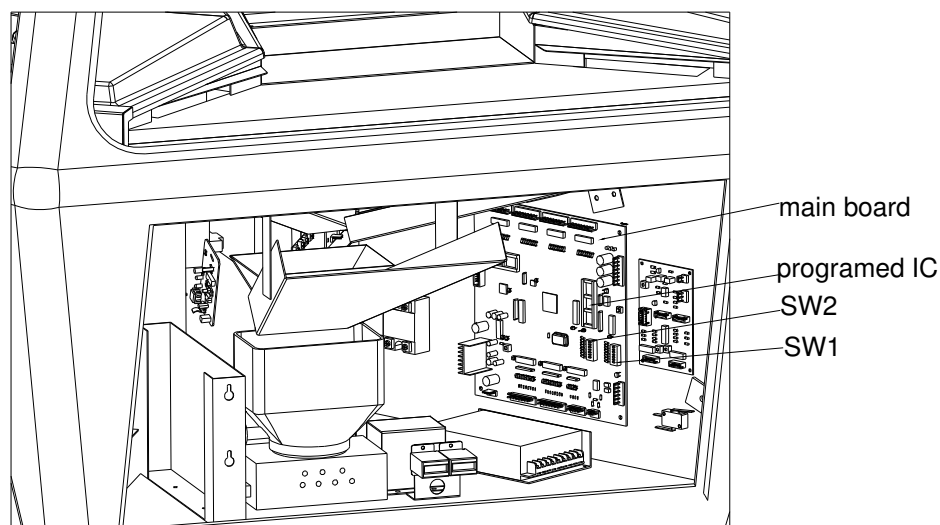
Locking the wheels:

After you have decided on a final location for the unit, ensure that you lock each of the six wheels. This will ensure that players don't accidentally move the unit.



Checking connections:

Check each play station for any loose connections. At this same time you can set the dip-switch settings to your preferred values.



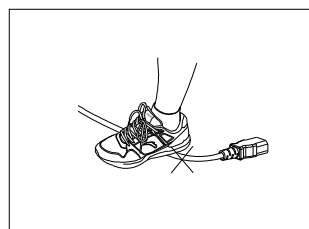
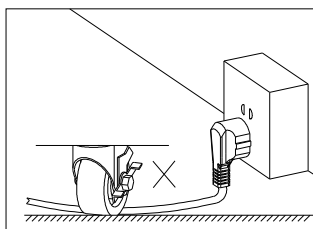
Installation:

Plugging the unit into a power source:

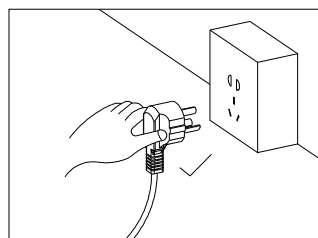
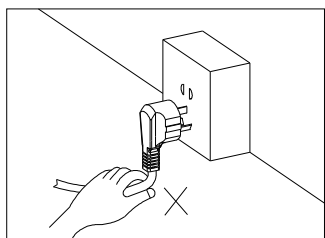
Before plugging the unit into your power source – please check the following:

- 1) Confirm that the unit voltage is rated for your power source. Confirm this by reference the serial number plate on the bottom of the unit.
- 2) Be sure that the unit is located over a power source – **DO NOT RUN THE CORD ACROSS THE FLOOR.**
- 3) Make sure that the power plug is not under a wheel of the machine.

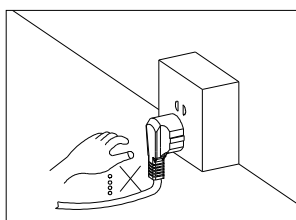
Make sure that the game wheel is not on the power cord and do not
Lay the cord across the floor where customers might step on it.



Do not pull the plug out of the socket by pulling on the cord – always
Pull on the plug itself.



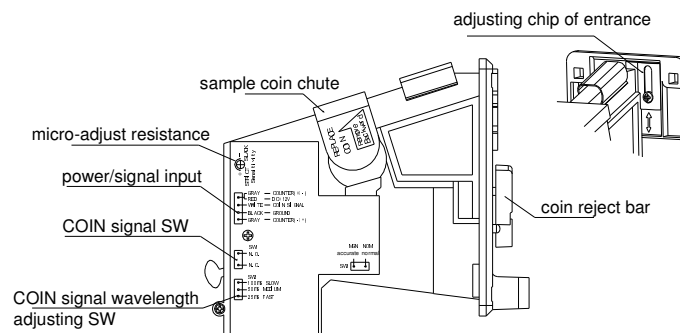
Do not touch the plug, the power cord, or the outlet with wet hands or
if you have wet clothing on.



Coin Comparator Setup

Jennison Entertainment Technologies (J.E.T.) has elected to install a coin comparator(s) into Vegas Sensation in order to facilitate ease of installation for different operators in different operations.

1. Open the coin access door with the proper key
2. Locate the slide mechanism and remove the plastic spacer from the spring loaded assembly.
3. 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
4. The coin signal wavelength should be 50MS.
5. Adjust the Micro-adjust resistance to the tolerance of your choice
 - a. Turn CLOCKWISE to increase the sensitivity
 - b. Turn COUNTERCLOCKWISE to decrease the sensitivity
6. With the unit POWERED ON, insert one of your coins into the coin comparator to test.
7. Coin(s) should easily be accepted and fall out of the bottom of the mechanism.



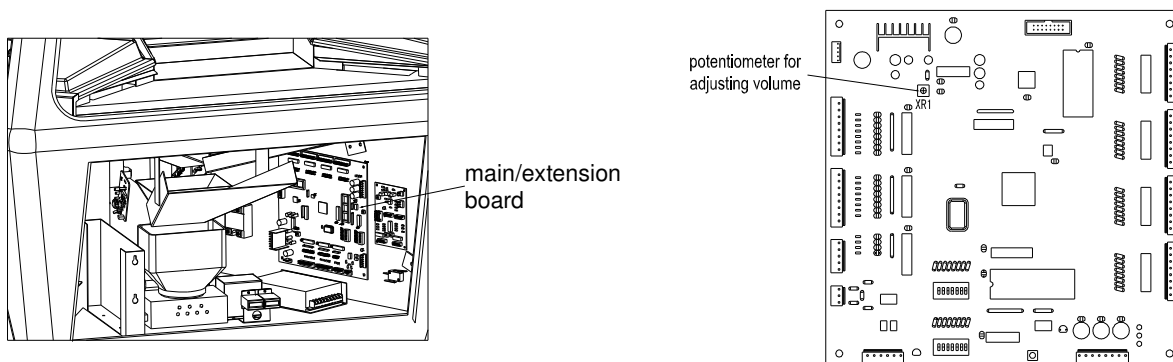
Installation:

Adjusting the volume:

The volume of both the attract sound and the individual play stations can be adjusted.

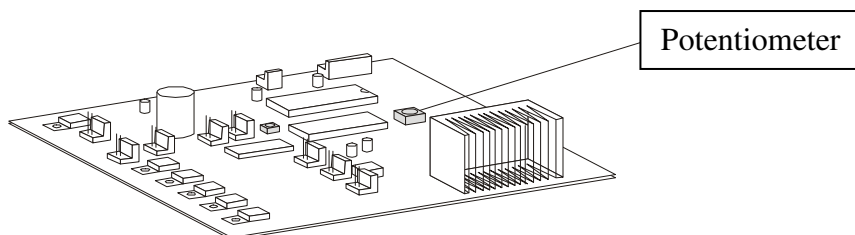
Adjusting the volume of the individual play stations:

- 1) Open the ticket door for the play station you wish to change.
- 2) Locate the extension board to the right side of the coin hopper.
- 3) Locate the XRI potentiometer on the upper left portion of the extension board.
 - a. Turn **CLOCKWISE** to decrease the volume
 - b. Turn **COUNTERCLOCKWISE** to increase the volume.



Adjusting the attract mode game volume:

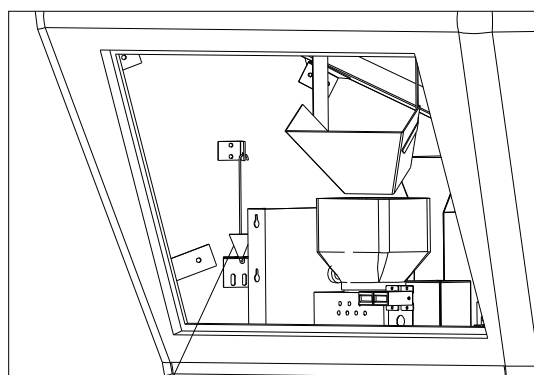
- 1) Open one coin door.
- 2) Locate the sound board.
- 3) Locate the VR1 potentiometer on the board
 - a. Turn **CLOCKWISE** to decrease the volume
 - b. Turn **COUNTERCLOCKWISE** to increase the volume.



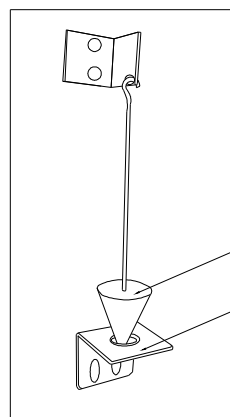
Installation:

Adjusting the sensitivity of the alarm:

There are three alarm assemblies in the Vegas Sensation. Each alarm mechanism can be adjusted so that the alarm is either more or less sensitive.



alarm switch



alarm

contact for alarm

↑ Move the contact upward, alarm will be more sensitive.

↓ Move the contact downward, alarm will become not so sensitive.

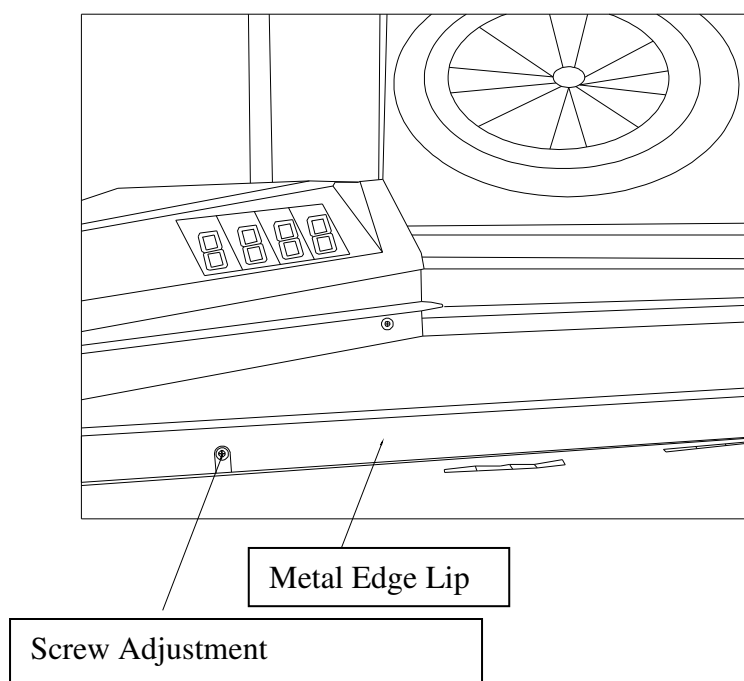
Note:

If the alarm sounds after power up the game, please check to make sure the plumb bob assembly is not touching the metal contact on any one of the three assemblies in the unit. If needed, adjust them.

Installation:**Adjusting the amount of coins that fall over the ledge:**

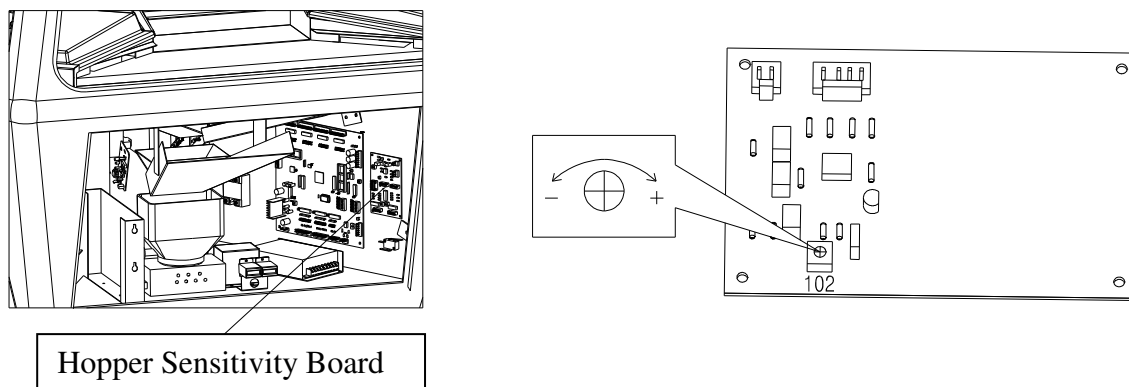
Each play station in the Vegas Sensation features an adjustment for either increasing or decreasing the amount of coins that will be pushed over the play field lip.

- 1) If the metal plane is adjusted so that it is higher than the play field – then it will be more difficult for coins to fall over the ledge.
- 2) If the metal plane is adjusted so that it is on the same plane as the play field – then it will be easier for coins to be pushed over the ledge.

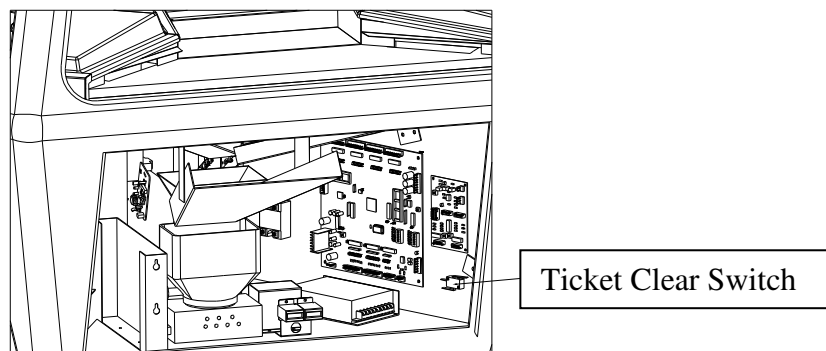


Installation:**Adjusting hopper sensitivity:**

The Vegas Sensation was designed so that the hopper does not run at all times, only when coins fall off the ledge is the hopper activated. Sometime it might be necessary to either increase or decrease this sensitivity. If the hopper turns on and no coin is counted – a hopper alarm will sound. Adjusting the sensitivity correctly will stop this from happening.

**Clearing tickets owed:**

All play stations have the ability for the operator to clear the tickets owed on the display panel if a jackpot was paid by hand or if the player walked away.



Installation:**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 PRESENT TO LIFT THE GLASS OFF OF THE CABINET

The Vegas Sensation 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 one of the six side window panels.

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:

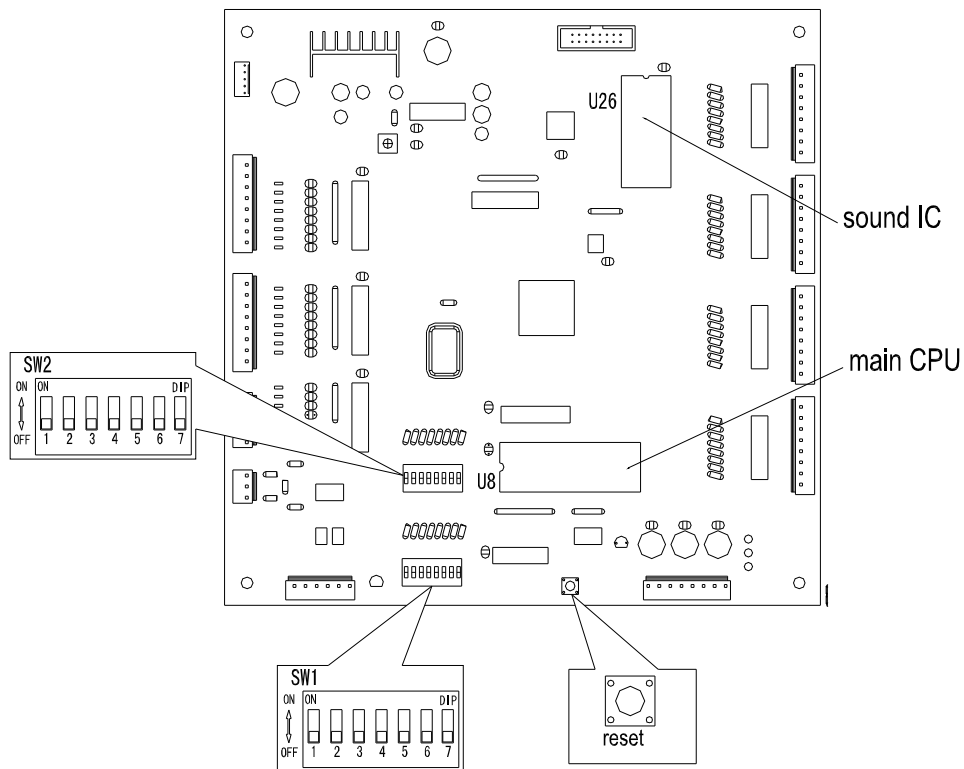
1. Locate the proper key and open the lock in the center of the glass panel
2. Carefully pull the glass towards you – be sure that there are no people around you or the location that you will place the glass. The safest way to store the glass would be to lean it against a wall on a carpeted surface in a safe room.
3. Repeat these steps for each side you plan on opening.

Adjusting Game Settings

All game settings in Vegas Sensation are controlled by two banks of dip switches. These switches are located on the main extension board inside each play station. If you make a change – each main board within each play station must physically be change by you in order for each side to have the same settings.

To change the dip switch settings:

- 1) Power off the unit
- 2) Open each ticket access door
- 3) Locate the SW1 and SW2 switch banks on the extension board
- 4) Change each bank as required – reference the following pages
- 5) Be sure that each side is done the same
- 6) Close all access doors
- 7) Power up the machine.



Ticket Score State	Value	SWITCH 1							
		Pin <u>1</u>	Pin <u>2</u>	Pin <u>3</u>	Pin <u>4</u>	Pin <u>5</u>	Pin <u>6</u>	Pin <u>7</u>	Pin <u>8</u>
Choose what score state is used	1	OFF	-	-	-	-	-	-	-
	2	ON	-	-	-	-	-	-	-

Alarm Bell	Value	SWITCH 1							
		Pin <u>1</u>	Pin <u>2</u>	Pin <u>3</u>	Pin <u>4</u>	Pin <u>5</u>	Pin <u>6</u>	Pin <u>7</u>	Pin <u>8</u>
Controls Alarm Bell Operation	OFF	-	OFF	-	-	-	-	-	-
	ON	-	ON	-	-	-	-	-	-

Payout Time	Value	SWITCH 1							
		Pin <u>1</u>	Pin <u>2</u>	Pin <u>3</u>	Pin <u>4</u>	Pin <u>5</u>	Pin <u>6</u>	Pin <u>7</u>	Pin <u>8</u>
Seconds allowed after a coin is inserted for coins to fall over the ledge and still win tickets	20	-	-	OFF	OFF	-	-	-	-
	30	-	-	ON	OFF	-	-	-	-
	40	-	-	OFF	ON	-	-	-	-
	60	-	-	ON	ON	-	-	-	-

Mercy Ticket Value	Value	SWITCH 1							
		Pin <u>1</u>	Pin <u>2</u>	Pin <u>3</u>	Pin <u>4</u>	Pin <u>5</u>	Pin <u>6</u>	Pin <u>7</u>	Pin <u>8</u>
Allows you to set the number of mercy tickets to be paid per coin entered	0	-	-	-	-	OFF	OFF	OFF	-
	1	-	-	-	-	ON	OFF	OFF	-
	2	-	-	-	-	OFF	ON	OFF	-
	3	-	-	-	-	ON	ON	OFF	-
	4	-	-	-	-	OFF	OFF	ON	-
	5	-	-	-	-	ON	OFF	ON	-

Time Control	Value	SWITCH 1							
		Pin <u>1</u>	Pin <u>2</u>	Pin <u>3</u>	Pin <u>4</u>	Pin <u>5</u>	Pin <u>6</u>	Pin <u>7</u>	Pin <u>8</u>
Control time when tickets are awarded	NO	-	-	-	-	-	-	-	OFF
	YES	-	-	-	-	-	-	-	ON

Jackpot Bonus Value	Value	SWITCH 2							
		Pin <u>1</u>	Pin <u>2</u>	Pin <u>3</u>	Pin <u>4</u>	Pin <u>5</u>	Pin <u>6</u>	Pin <u>7</u>	Pin <u>8</u>
Allows you to set the value of the Jackpot Bonus. NOTE: This does not change the value on Dot Matrix Display - In order to display the correct value, you must use the provided remote control to change to the chosen value after changing the dip switch sett	50	OFF	OFF	OFF	OFF	-	-	-	-
	75	ON	OFF	OFF	OFF	-	-	-	-
	100	OFF	ON	OFF	OFF	-	-	-	-
	200	ON	ON	OFF	OFF	-	-	-	-
	300	OFF	OFF	ON	OFF	-	-	-	-
	400	ON	OFF	ON	OFF	-	-	-	-
	500	OFF	ON	ON	OFF	-	-	-	-
	600	ON	ON	ON	OFF	-	-	-	-
	700	OFF	OFF	OFF	ON	-	-	-	-
	800	ON	OFF	OFF	ON	-	-	-	-
	900	OFF	ON	OFF	ON	-	-	-	-
	1000	ON	ON	OFF	ON	-	-	-	-
	1200	OFF	OFF	ON	ON	-	-	-	-
	1500	ON	OFF	ON	ON	-	-	-	-
1800	OFF	ON	ON	ON	-	-	-	-	
2000	ON	ON	ON	ON	-	-	-	-	

Tickets Per Coin Over Ledge	Value	SWITCH 2							
		Pin <u>1</u>	Pin <u>2</u>	Pin <u>3</u>	Pin <u>4</u>	Pin <u>5</u>	Pin <u>6</u>	Pin <u>7</u>	Pin <u>8</u>
Allows you to set the number of tickets awarded for each coin that falls over the ledge.	1	-	-	-	-	-	OFF	OFF	OFF
	2	-	-	-	-	-	ON	OFF	OFF
	3	-	-	-	-	-	OFF	ON	OFF
	4	-	-	-	-	-	ON	ON	OFF
	5	-	-	-	-	-	OFF	OFF	ON
	6	-	-	-	-	-	ON	OFF	ON
	7	-	-	-	-	-	OFF	ON	ON
	8	-	-	-	-	-	ON	ON	ON



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

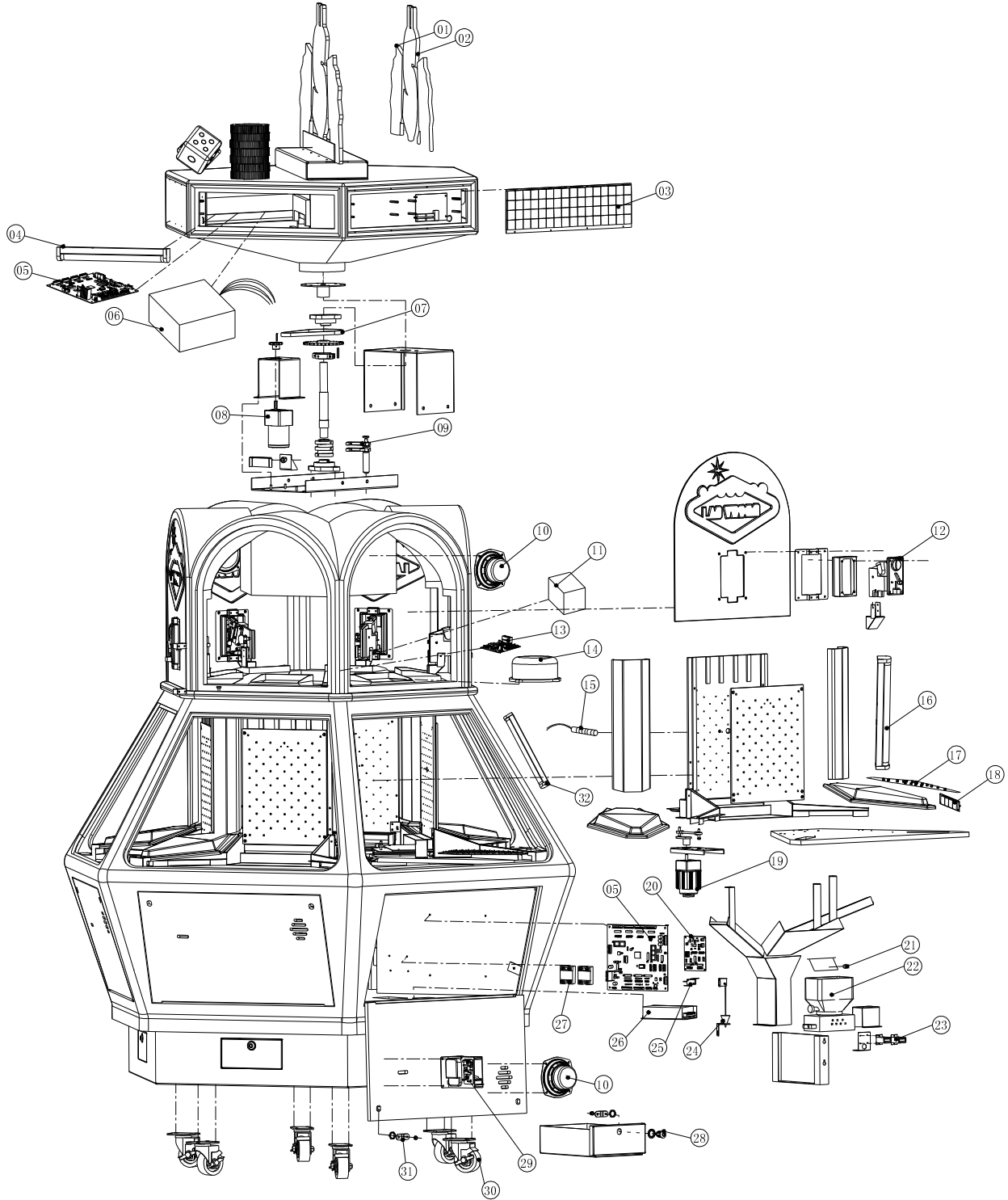
Part Phone: (800) 828-2048

ITEM	PROBLEM	CAUSES	SOLUTIONS
coin mech	can't insert coin	No 12V input voltage in coin mech.	Check the voltage input, output and connection of power board.
		Coin blocked in slot.	Take out the blocked coin and adjust the distance of coin slot.
		No sample coin.	Put the sample coin into sample coin chute.
		Sensitivity for coin getting through the coin mech is too high.	Adjust the micro-resistance to change the sensitivity for coin getting through the coin mech.
coin mech	Coin in coin box is invalid.	Wire of coin signal is loose.	Check the connection of signal.
		The time for SW signal pulse of coin mech is too short.	Adjust the time for SW signal pulse of coin mech to 50MS.
		The coin mech is bad.	Repair or replace the coin mech.
alarm	The alarm sounds continuously.	The location of the game is not flat.	Place the game on the flat floor.
		Need to adjust the alarm switch.	Check the alarm and adjust the range of alarm swaying.
		The location of the game is with strong shake.	Move the game to steady place.
	If the people push the game, the motor will stop, but the alarm will not sound.	The controlling connection of alarm is bad.	Check the connection.
		The solid relay for controlling the alarm is bad.	Replace solid relay.
		The inner structure of the alarm is out of shape.	Adjust the inner structure of the alarm or replace it.
control panel	A certain control panel can not work.	No voltage input in extension board.	Check the corresponding power supply of extension board.
		The extension board is bad.	Replace extension board.
motor for pushing coin	A certain pushing motor does not work.	The connection of motor is bad.	Check the connection of motor.
		The motor is bad.	Replace the motor.
		The connection of motor pole and pusher is loose.	Securely fix the coin pusher assembly.
coin-pushing panel	The difficult for pushing out the coins of coin pusher in every control panel is not same.	Need to adjust the angle of coin-blocking chip.	Adjust the six coin-blocking chips to the same angle.
coin meter	The coin meter does not work.	The coin meter is blocked.	Clean the coin meter.
		Need to adjust the induction sensitivity.	Adjust the potentiometer 103 on induction board.
		The connection of induction chip is bad.	Properly connect the wires of induction chip.
		The induction chip is bad.	Replace the induction chip.
ticket dispenser	No ticket dispensed.	The wire of ticket dispenser is loose.	Properly connect the wires of ticket dispenser.
		The PCB for ticket is bad.	Replace the ticket PCB.
	Dispense tickets continuously.	The ticket dispenser is bad.	Replace the ticket dispenser.
		The controlling extension board is bad.	Replace the extension board.
speaker	No sound output.	The wire of speaker is loose.	Properly connect the wires of speaker.
		The speaker is bad.	Replace the speaker.
		Need to adjust the volume potentiometer of speaker.	Adjust the potentiometer XR1.
power	The game does not work.	No AC110V/220V voltage input.	Check the connection and 110V/220V input.
		No voltage output of power supply.	Repair or replace the power supply.
		The main board does not start.	Repair or replace the main board.

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®. Check that all coin mechanisms, coin meters, ticket dispensers, and lights are working properly.
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 window panels and clean with a non-corrosive cleaning product such as Windex®.
	2) Clean all hoppers with compressed air.
Every 90 Days	1) Inspect all motors and linkage assemblies

Parts – Exploded View



Parts List

Parts List

NO.	MODEL NO.	NAME	SPEC.	QTY
1		neon light	220V	4
2		neon light	220V	2
3		matrix board		3
4	1506081501	bracket for light	T8 15W (white)	3
5		main board	288149	7
6	2508010201	computer power supply	12V 5V	1
7		chain		1
8	301041505	motor	220V 15W,3GN180K	1
9	5701010209	carbon brush		2
10	303014001	speaker	4" 15W	8
11	307020701	transformer	1000W 110V /110V,110V	1
12	304011001	coin mech		6
13		main board		1
14	314010101	alarm belt	220V 30W 6"	1
15	1601180501	proximity switch	LJ18A3-8-2/BX	6
16	1507041201	bracket for light	T4 12W with cover, white	12
17		light board	611322	6
18		display board	612040	6
19	301031101	motor	220V 6W 2GN90K	6
20		signal enlarge board	284785	6
21	1913010501	buzz chip	Φ27	6
22		coin meter	DC12V 1222HAA	6
23	1310011202	meter	12V	12
24		alarm switch		3
25		micro switch with chip		6
26	308010101	power supply	12V4A ,5V3A	7
27		solid relay	40A	2
28		lock	1396	6
29	313010101	ticket dispenser		6
30		wheel with skid	3.2"	6
31		lock	1285	18
32	1507042001	bracket for light	T4 20W, blue	6

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WIRING DIAGRAM TO BE ADDED



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