OPERATOR'S MANUAL

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International Patents Pending.

VERSION 010808

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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 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 4-6 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.

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. Hollywood Reels 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.

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 2008, Jennison Entertainment Technologies is in the process of documenting every component used in the construction of Hollywood Reels. These test reports will be available by March 2008 and will available upon request. Our company goal is to offer machines that are 100% compliant in all components.

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 & Cabinet Dimensions

Electrical Requirements:

Electrical Requirements			
	Volts	**Hertz**	**Amps**
Domestic Power Requirement	120 VAC	60 Hz	5 Amps (Max)
Foreign Power Requirement	240 VAC	50 Hz	2.5 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	67	1680	46	1160	86	2170	1058	480
Actual Cabinet Dimensions	60	1524	42	1067	78	1981	650	295

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 6 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. Remove the two plastic stars. 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 at the top of the cabinet. Check to make sure that all bulbs are secure and did not come out of their assembly.

Star Installation

Remove both stars from the protective packaging. Open the included hardware bag. It is recommended to have at least two people assist with the installation of these stars.

1. Locate the two open areas on the top portion of the cabinet. Ensure that power cords are pulled through the holes.

2. Locate the two drilled holes on the rear of the cabinet and insert both bolts through these two holes

3. Place the plastic spacer onto both bolts.

4. Attach the metal bracket on the back of the star to the metal bracket attached to the game and connect the power cord to the Star PCB.

5. While one person holds the star, the other person should use a screwdriver to tighten the bolts. The bolts should easily go into the holes on the rear of the star. NOTE: The person holding the star may have to guide the bolts into the correct holes on the back of the star.

6. Do not over tighten the bolts as this could strip the threads and reduce the effectiveness of the bolts.

7. Repeat process with the other side.

| Locate Power Wire | Attach Wire to Star | Insert Hardware & Spacers |

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EXPLODED STAR DIAGRAM TO BE ADDED

<u>Coin Comparator Setup</u>

Jennison Entertainment Technologies (J.E.T.) has elected to install coin comparators into Hollywood Reels in order to facilitate ease of installation for different operators in different operations.

1. Open both ticket doors on the front of the cabinet

2. Look through the camera viewfinder and locate the two latches holding the camera closed.

3. Reach your hand up through the ticket door and release both latches.

4. Rotate the camera back towards you and allow it to rest on its chain. NOTE: Make sure chain is securely connected.

5. Locate the coin comparator and remove the plastic spacer from the spring loaded assembly

6. Replace this spacer with the coin or token from your facility.

7. Make sure that the coin is set correctly or the unit may not accept coins

8. Close the camera.

9. With the unit POWERED ON, insert one of your coins into the coin comparator to test.

10. Coin should easily be accepted and fall into the coin track.

11. Repeat to the other side and then re-latch both cameras. Make sure that both camera are securely locked.

Cabinet Glass Removal

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

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

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

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Hollywood Reels cabinet was designed so that operators could access all internal components without much difficulty. When servicing the inside playfield area, access should be gained 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 WILL result in glass breakage and could result in personal injury to you or your customers.

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

1. Remove the two plastic bolts and screws located on the rear of the glass at the intersection of the backboard.

2. Unlatch both cameras and allow them to rest on their chains (away from the glass)

3. Remove the acrylic side panels to the left and right of the Bonus Buttons.

4. Remove the acrylic instructions panel surrounding the Bonus Buttons. **FAILURE TO REMOVE THIS PANEL COULD RESULT IN THE GLASS BREAKING. THIS PANEL COVERS A PORTION OF THE GLASS TOP. IF YOU ATTEMPT TO REMOVE THE GLASS WITHOUT REMOVING THIS PANEL, IT WILL PUT PRESSURE ON THE WEAKEST PART OF THE GLASS.**

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

6. Two people are suggested when lifting the top glass off of the cabinet. Again 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 retracted cameras 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.

F06 - Fireworks Score State: This function allows the operator to change the values on the Fireworks Bonus. The default is Score State III. NOTE: A new graphic must be obtained if these values were to be changed. J.E.T. does not recommend changing these values.

F07 – 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).

F08 - Vertical Film Reel Speed. This function allows the operator to control the speed of the Vertical Film Reels. 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 players coin.

F09 - Fireworks Bonus Light Speed: This function will allow the operator to change the speed of the flashing lights of the Fireworks Bonus located on the backboard. This function controls both Fireworks Bonus' for both Player One and Player Two. The values start at the slowest speed of "1" and go to the fastest speed of "4". The default for this function is "3".

F10 - Ticket Bonus Light Speed: This function will allow the operator to change the speed of the flashing lights of the Ticket Bonus located on the playfield. This function controls both Ticket Bonus for both Player One and Player Two. The values start at the slowest speed of "1" and go to the fastest speed of "4". The default for this function is "3".

F11 - 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.

F12 - 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.

F13 - Jackpot Bonus Difficulty Level: This function gives the operator control over how difficult it is to win the Jackpot Bonus feature. The setting starts at "1" being the easiest and go to "10" being the most difficult. It is suggested to use this function to limit high payouts. J.E.T. recommends the factory default of "6".

F14 - Bonus Button Reaction Time: This function will limit the amount of time the player will have once either Bonus is won to push the "Bonus Stop" button. This makes it more difficult to master the timing of the bonus if the player is only given a few short seconds to stop the bonus on a chosen value. J.E.T recommends the factory default of 15 seconds. The settings available are from 5-20 seconds. It is recommended to lower this value if the payout settings are high and the speeds are slow.

F15 – 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.

Operator Adjustable Settings (New Jersey Approved Program)

> **NOTICE:** The following program has been approved by the New Jersey Legalized Games of Chance Control Commission. If you operate Hollywood Reels within the State of New Jersey, you may only operate this program on your unit. Your distributor should verify this before shipment to your location. You can check to make sure you have the approved program by checking the markings on the IC on the main system board. The markings should say "NEW JERSEY – 01110802" If you would rather operate your machine with this program, please contact your distributor.

No	Hollywood Reels Program Menu – NEW JERSEY APPROVED PROGRAM		
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	1
F04	Film Score State (Values)	I,II,III,IV	II
F05	Ticket Score State (Values)	I,II,III,IV	III
F06	Fireworks Score State (Values)	I,II,III,IV	III
F07	Tickets Per Point	1-2: 1= Normal; 2= 2 Points Per Ticket	1
F08	Vertical Film Reel Speed	1-10 : 1 Low Speed 10: High Speed	5
F09	Fireworks Bonus Light Speed	1-4: 1 Low Speed 4: High Speed	3
F10	Ticket Bonus Light Speed	1-4 : 1 Low Speed 4: High Speed	3
F11	Jackpot Bonus Maximum Value	(1=1000)(2=2000)(3=5000)(4=9999)	3
F12	Jackpot Bonus Start Value	10-1000.(+1)	100
F13			
F14	Bonus Button Reaction Time	5-20 (Seconds in +1 Increments)	15
F15	# Times The Jackpot Bonus Has Been Won	Please see note below	

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 - Film Score State: This function allows the operator to change the values of the Frames on the Vertical Film Reels. The default value is Score State II which includes the 7,11, and 15 film frames. NOTE: In order to change these values, the individual film frames would have to be changed to represent the new values. J.E.T. offers frames with the following values. (4,6,8). Please contact your distributor to order.

F06 - Ticket Bonus Score State: This function allows the operator to change the vales on the Ticket Bonus located on the playfield. NOTE: Contact J.E.T. for different numbered graphic options available for the Ticket Bonus.

F06 - Fireworks Score State: This function allows the operator to change the values on the Fireworks Bonus. The default is Score State III. NOTE: A new graphic must be obtained if these values were to be changed. We do not recommend changing these values.

F07 – 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).

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F10 - Ticket Bonus Light Speed: This function will allow the operator to change the speed of the flashing lights of the Ticket Bonus located on the playfield. This function controls both Ticket Bonus for both Player One and Player Two. The values start at the slowest speed of "1" and go to the fastest speed of "4". The default for this function is "3".

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F13 - Jackpot Bonus Difficulty Level: This function gives the operator control over how difficult it is to win the Jackpot Bonus feature. The setting starts at "1" being the easiest and go to "10" being the most difficult. It is suggested to use this function to limit high payouts. J.E.T. recommends the factory default of "6".

F14 - Bonus Button Reaction Time: This function will limit the amount of time the player will have once either Bonus is won to push the "Bonus Stop" button. This makes it more difficult to master the timing of the bonus if the player is only given a few short seconds to stop the bonus on a chosen value. J.E.T recommends the factory default of 15 seconds. The settings available are from 5-20 seconds. It is recommended to lower this value if the payout settings are high and the speeds are slow.

F15 – 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.

<u>Returning Program to Factory Defaults</u>

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 top of 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.

Test Mode

Hollywood Reels 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 "**SETUP**" button for **3** seconds

    a. The machine will enter the Setup mode.

    b. Push the "**SETUP**" Button AGAIN for **1** second.

    c. The machine will enter Test mode.

2. The different Test Mode numbers will be displayed on the LEFT STAR (T01-T04)

3. Advance through the Mode Numbers by pushing the "**TEST**" button.

4. The context values will be displayed on the RIGHT STAR. (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 "BONUS" buttons located between the play stations to change the context values.

    a. Press the **LEFT BONUS BUTTON** to **INCREASE** the context.

    b. Press the **RIGHT BONUS 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	LIGHTS		

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

Main Board Inputs

Main Board Inputs			
Input #	Content	Input #	Content
I1	# 1 Coin Switch	I21	
I2	# 1 Ticket Add	I22	
I3	# 1 Ticket Signal	I23	Service
I4		I24	Test
I5	# 1 Ticket Bonus Button	I25	
I6		I26	
I7		I27	
I8	# 1 Vertical Film Reel Sensor	I28	
I9	# 1 Film Reel (Target) Coin Sensor	I29	
I10		I30	
I11	# 2 Coin Switch	I31	
I12	# 2 Ticket Add	I32	
I13	# 2 Ticket Signal	I33	
I14		I34	
I15	# 2 Ticket Bonus Button	I35	
I16		I36	
I17		I37	
I18	# 2 Vertical Film Reel Sensor	I38	
I19	# 2 Film Reel (Target) Coin Sensor	I39	
I20		I40	

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Main Board Outputs

Main Board Outputs			
Output #	**Content**	**Output #**	**Content**
OUT1	# 1 Coin Counter	OUT33	Road Led # 1
OUT2	# 1 Ticket Counter	OUT34	Road Led # 2
OUT3	# 1 Fire Works Lamp 1	OUT35	Road Led # 3
OUT4	# 1 Fire Works Lamp 2	OUT36	
OUT5	# 1 Fire Works Lamp 3	OUT37	# 1 Film Stepper Motor
OUT6	# 1 Fire Works Lamp 4	OUT38	# 2 Film Stepper Motor
OUT7	# 1 Fire Works Group 1	OUT39	Neon Light 1
OUT8	# 1 Fire Works Group 2	OUT40	Neon Light 2
OUT9	# 1 Ticket Driver	OUT41	# 1 Start Led A
OUT10	# 1 Ticket Group Lamp 1	OUT42	# 1 Start Led B
OUT11	# 1 Ticket Group Lamp 2	OUT43	# 2 Start Led A
OUT12	# 1 Ticket Group Lamp 3	OUT44	# 2 Start Led B
OUT13	# 1 Ticket Lamp 1	OUT45	Stage Led 1
OUT14	# 1 Ticket Lamp 2	OUT46	Stage Led 2
OUT15	# 1 Ticket Lamp 3	OUT47	Stage Led 3
OUT16	# 1 Ticket Lamp 4	OUT48	Stage Led 4
OUT17	# 2 Coin Counter	SEG1_1	# 1 Score
OUT18	# 2 Ticket Counter	SEG1_2	# 1 Score
OUT19	# 2 Fire Works Lamp 1	SEG1_3	# 1 Score
OUT20	# 2 Fire Works Lamp 2	SEG1_4	# 1 Score
OUT21	# 2 Fire Works Lamp 3	SEG1_5	# 2 Score
OUT22	# 2 Fire Works Lamp 4	SEG1_6	# 2 Score
OUT23	# 2 Fire Works Group 1	SEG1_7	# 2 Score
OUT24	# 2 Fire Works Group 2	SEG1_8	# 2 Score
OUT25	# 2 Ticket Driver	SEG2_1	Jackpot Bonus
OUT26	# 2 Ticket Group Lamp 1	SEG2_2	Jackpot Bonus
OUT27	# 2 Ticket Group Lamp 2	SEG2_3	Jackpot Bonus
OUT28	# 2 Ticket Group Lamp 3	SEG2_4	Jackpot Bonus
OUT29	# 2 Ticket Lamp 1	SEG2_5	
OUT30	# 2 Ticket Lamp 2	SEG2_6	
OUT31	# 2 Ticket Lamp 3	SEG2_7	
OUT32	# 2 Ticket Lamp 4	SEG2_8	

Film 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 II has been preloaded onto your unit with the frame values of 7,11,15. The Score State I frame package is available from your distributor. 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 III and IV have been reserved for future applications.

Film Frame Score State												
Frame State	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
I. *	Ticket Bonus	4	6	8	6	4	Fireworks Bonus	4	6	8	6	4
I. *	Ticket Bonus	4	6	8	6	4	Fireworks Bonus	4	6	8	6	4
II.	Ticket Bonus	7	11	15	11	7	Fireworks Bonus	7	11	15	11	7
II.	Ticket Bonus	7	11	15	11	7	Fireworks Bonus	7	11	15	11	7
III. *	Ticket Bonus	4	6	8	6	4	Fireworks Bonus	4	6	8	6	4
III. *	Ticket Bonus	4	6	8	6	4	Fireworks Bonus	4	6	8	6	4
IV. *	Ticket Bonus	4	6	8	6	4	Fireworks Bonus	4	6	8	6	4
IV. *	Ticket Bonus	4	6	8	6	4	Fireworks Bonus	4	6	8	6	4

(*) Indicates that the Score state is not 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.

Ticket Bonus Score State

It is possible to change the individual scores on the Ticket Bonus field for operators who wish to do so. Jennison Entertainment Technologies has selected the best score state based upon location testing. Score State III has been preloaded onto your unit with the Ticket Bonus values shown below. NOTE: Should you wish to change these values, you would have to replace the entire Ticket Bonus Play graphic – these two graphics are easy to remove. Jennison Entertainment has different options available for purchase, or can customize your playfield values.

Ticket Bonus Score State												
Ticket Position	1	2	3	4	5	6	7	8	9	10	11	12
I. *	5	10	5	20	5	30	5	40	5	50	5	Fireworks Bonus
II. *	5	10	5	20	5	30	5	40	5	50	5	Fireworks Bonus
III.	5	10	5	20	5	30	5	40	5	50	5	Fireworks Bonus
IV. *	5	10	5	20	5	30	5	40	5	50	5	Fireworks Bonus

(*) Indicates that the Score state is not used in the default program.

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Fireworks Bonus Score State

A default Fireworks Bonus Score State has been selected for your machine. This is the optimal ticket values based on location testing. These score states may be changed, but would require graphic modification at an additional cost.

Fireworks Bonus Score State							
Fireworks Position	1	2	3	4	5	6	7
I. *	5	75	5	25	5	50	Jackpot Bonus
II. *	5	75	5	25	5	50	Jackpot Bonus
III.	5	75	5	25	5	50	Jackpot Bonus
IV. *	5	75	5	25	5	50	Jackpot Bonus

(*) Indicates that the Score state is not used in the default program.

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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

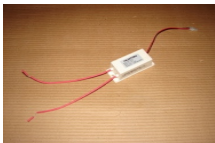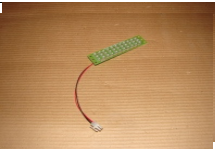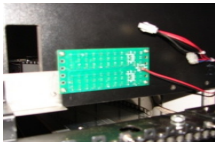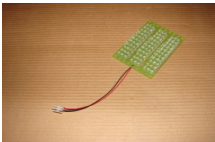| Quick Reference Troubleshooting		
Problem	**Possible Cause**	**Solution**
Game will not power up	Game not plugged in	1) Plug game into appropriate power receptacle
	Game not turned on	1) Turn ON main power switch
	Game fuse broken	1) Check game fuse
	No power to receptacle	1) Plug game into POWERED receptacle
"E01" Displayed on Jackpot Bonus Screen	Player One vertical film reel sensor break missed sensor. If this error appears, the machine should count 24 seconds for one full revolution of the frames. If the error persist, try one of the following:	1) Make sure that the rubber sensor break attached to the "Number 7" 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) Replace the vertical film reel sensor
"E02" Displayed on Jackpot Bonus Screen	Player Two vertical film reel sensor break missed sensor. If this error appears, the machine should count 24 seconds for one full revolution of the frames. If the error persist, try one of the following:	1) Make sure that the rubber sensor break attached to the "Number 7" 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) Replace the vertical film reel sensor
"HELP" (or) "HLP" Displayed on Director One Star (or) Director Two Star	Unit out of tickets. This message will be displayed on the side with the associated problem.	1) Replace tickets
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

Quick Reference Troubleshooting (Continued)		
Problem	**Possible Cause**	**Solution**
Left (or) Right vertical film reel stopped	The vertical film reel 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 "Number 7" 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 on the appropriate side with the problem.
		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

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 film reel 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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WIRING DIAGRAM TO BE ADDED

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TECHNOLOGIES

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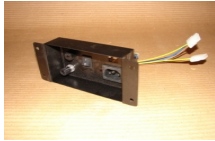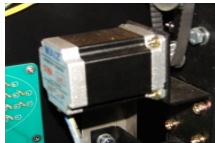
For All Warranty Claims, Please Contact the Following:
Betson Enterprises
303 Paterson Plank Road
Carlstadt, New Jersey
Main Phone: (201) 438-1300   Toll Free Phone: (800) 524-2343

HOLLYWOOD REELS (2 PLAYER) REPLACEMENT PARTS LIST

Electronic Parts				
Part Number	**Description**	**Specifications, Markings, & Notes**	**Picture of Part (If Available)**	**MSRP**
JETELEC01	Power Cord - U.S. (110 Volts)	(4'5" - 1.5 Meters) - 120 Volts		
JETELEC02	Power Cord - U.K. (220 Volts)	(4'5" - 1.5 Meters) - 220 Volts		
JETFUSE5A	Fuse - 5 Amp	5 Amp Slow Blow Fuse For Main Power Switch		
HR02-01-1000	Power Supply	Switches Between 120/220 Volts * All 220 Conversions Must Also Replace Lights and Fan!		
HR02-01-1001	Main Power Switch	Includes Fuse		
HR02-01-1010	Motor	57HBH301		
HR02-01-1011A	Motor Assembly	Includes Motor, Gear, Bracket, & Wire With Connector		
HR02-01-1020	Step Diver	B804		
HR02-01-1021A	Step Diver Assembly	Includes Two Step Motors and Metal Bracket		

HR02-01-1030	Electronic Coin Acceptor		
HR02-01-MBPCB	Hollywood Reels Main Board	MB002.PCB	Sorry! No Image Available
HR02-01-1031	Cabinet Fan - (110 Volts)	For Domestic 110 Volt Power Supply's	
HR02-01-1032	Cabinet Fan - (220 Volts)	For Export 220 Volt Power Supply's	
HR02-01-1040	Film Frame Chain Sensor	MANCO3E.PCB	Sorry! No Image Available
HR02-01-1045	Coin Score Sensor	GOLFIR01.PCB	Sorry! No Image Available
HR02-01-1050	Neon Transformer	DC12V 20W - (4 Per Building)	
HR02-01-1060	Single Side Building Window LED Board PCB	Side Windows - (2 Per Building)	
HR02-01-1061	Double Door & Rear Building Window LED Board PCB	Door & Rear Windows - (4 Per Building) - Mounted On Back Cabinet	
HR02-01-1062	Triple Front Building Window LED Board PCB	Forward Windows - (2 Per Building)	
HR02-01-1070	Star Display Board - Three Digit PCB	SEG2303.PCB - Display Board Only - (For Units With Serial Numbers # 0005-00035)	Sorry! No Image Available

HR02-01-1071	Star Display Board - Four Digit PCB	SEG1804.PCB - Display Board Only - (For Units With Serial Numbers After # 00035)	Sorry! No Image Available
HR02-01-1080	Jackpot Bonus Display Board PCB	SEG2304.PCB - Display Board Only - (For Units With Serial Numbers After # 0014)	
HR02-01-1085	Lower Marquee LED Strip		
HR02-10-1086	Coin Track LED Strip		Sorry! No Image Available
HR02-01-1090	Director One Ticket Bonus LED PCB - RoHS	LMP HLWI.PCB - (Left Side)	
HR02-01-1091	Director Two Ticket Bonus LED PCB - RoHS	LMP HLWI.PCB - (Right Side)	
HR02-01-1092	Director One Fireworks LED PCB - RoHS	LMP HLW2.PCB - (Left Side)	
HR02-01-1093	Director Two Fireworks LED PCB - RoHS	LMP HLW2.PCB - (Right Side)	
HR02-01-1094	Bonus Stop Button PCB LED Board	HLW-BTN.PCB	
HR02-01-1100A	Director One Bonus Button Assembly (Left)	Includes Button Case, Button LED PCB, Wires W/ Connector, Diffuser, & Faceplate	
HR02-01-1101A	Director Two Bonus Button Assembly (Right) - Includes Faceplate	Includes Button Case, Button LED PCB, Wires W/ Connector, Diffuser, & Faceplate	

HR02-01-1110	Speaker		
HR02-01-1120	Ticket/Coin Meter	5 Volt Ticket or Coin Meter - (2 Coin/2 Ticket Meters Per Game)	Sorry! No Image Available
HR02-01-1130	Entropy USA Ticket Dispenser		
HR02-01-1131	Ticket Dispenser PCB		Sorry! No Image Available
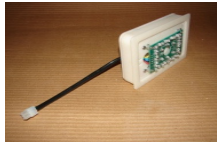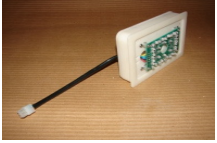
Lights & Bulbs

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)	MSRP
HR02-02-1000	Fluorescent Lamp	AC110V 14W - RoHS		
HR02-02-1001	Fluorescent Lamp	AC220V - RoHS		
HR02-02-1002	Fluorescent Lamp	AC110V 21W - RoHS		
HR02-02-1003	Fluorescent Lamp	AC220V - RoHS		
HR02-02-1004	Fluorescent Lamp Assembly	AC110V 21W - Includes 4 Bulbs & Mounting Bracket - RoHS		
HR02-02-1005	Neon Lamp	L=60MM		
HR02-02-1006	Neon Lamp	L=20MM		
HR02-02-1007	Neon Lamp	R=10MM		
HR02-02-1008	Neon Lamp			

HR02-02-1009	Spot Lamp	12V 20W	
HR02-02-1010	Spot Lamp	12V 30W	

Assembly Kits				
Part Number	**Description**	**Specifications, Markings, & Notes**	**Picture of Part (If Available)**	**MSRP**
HR02-01-1100A	Director One Bonus Button Assembly (Left)	Includes Button Case, Button LED PCB, Wires W/ Connector, Diffuser, & Faceplate		
HR02-01-1101A	Director Two Bonus Button Assembly (Right)	Includes Button Case, Button LED PCB, Wires W/ Connector, Diffuser, & Faceplate		
HR02-05-1000A	Theater Building Assembly	Includes Building, Marquee, All Neon Bulbs, LED Chasing Lights, & Neon Power Supply		
HR02-05-1001A	Meter Assembly (With Volume & Menu Button)	Includes Two 5V Meters, One Ticket - One Coin, All Wires. Unit Includes Test and Volume Buttons		
HR02-05-1002A	Meter Assembly	Includes Two 5V Meters, One Ticket - One Coin, & All Wires		
HR02-05-1003A	Camera Assembly	Includes Camera Housing, Coin Acceptor, Plastic Eye Guard, Mirrors, Lens Housing, Lights, & Removable Reel's	Sorry! No Image Available	
HR02-05-1004A	Film Chain Assembly	Includes Metal Assembly, Chain, Standard Film Frames, Motors, & All Gears	Sorry! No Image Available	
HR02-05-1005A	Star Assembly - Three Digit Display	Includes Plastic Star, Mounting Hardware, & Four Digit Score Display Board. * Included On All Units With Serial Number # 0005 - 0034		
HR02-05-1006A	Star Assembly - Four Digit Display	Includes Plastic Star, Mounting Hardware, & Four Digit Score Display Board. * As Included On All Units With Serial Number # 0035 or Higher	Sorry! No Image Available	
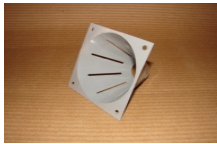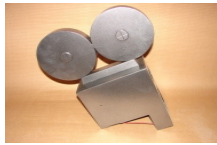
HR02-05-1007A	Step Diver Assembly	Includes Two Step Motors and Metal Bracket	
HR02-05-1008A	Motor Assembly	Includes Motor, Gear, Bracket, & Wire With Connector	
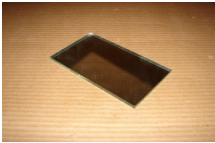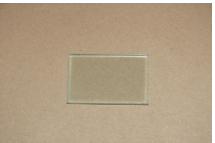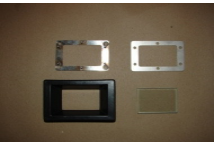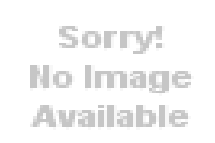
Mechanical Components

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)	MSRP
HR02-05-1004	Film Chain Assembly	Includes Metal Assembly, Chain, Standard Film Frames, Motors, & All Gears	Sorry! No Image Available	
HR02-03-1000	Chain (One)	Entire Chain Including Master Links. Two Chains Per Assembly, Four Per Game		
HR02-03-1010	Chain Master Link			
HR02-03-1020	Chain Sprocket Gear Guide			
HR02-03-1025	Small Motor Belt Drive			
HR02-03-1026	Large Motor Belt Drive			
HR02-03-1027	Gear Set W/ Belt	Complete Set W/ Belt		
HR02-03-1028	Motor Cog Belt	98XL		
HR02-03-1030	Coin Track	Acrylic Coin Track		
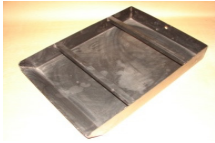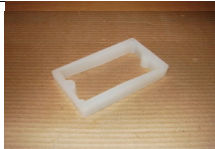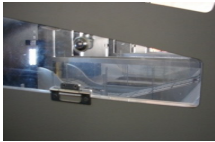
HR02-03-1040	Coin Sensor Router	Metal Coin Sensor Router Only - Does Not Include Coin Sensor	
HR02-03-1050	Film Frame Screw	Holds Film Frames to Chain Assembly - 2 Pieces Included in Price	

Cabinet Components

Part Number	Description	Specifications, Markings, & Notes	Picture of Part (If Available)	MSRP
HR02-05-1000	Theater Building Assembly	Includes Building, Marquee, All Neon Bulbs, LED Chasing Lights, & Neon Power Supply		
HR02-04-1000	Theater Building	Metal Building Only		
HR02-04-1001	Upper Theater Marquee			
HR02-04-1002	Lower Theater Marquee			
HR02-04-1003	Theater Ticket Office Window			
HR02-05-1003	Camera Assembly	Includes Camera Housing, Coin Acceptor, Eye Guard, Mirrors, Lens Housing, Lights, & Removable Reel's	Sorry! No Image Available	
HR02-04-1020	Camera Lens Housing			
HR02-04-1021	Camera Lens Light Guard W/ Air Vents			
HR02-04-1022	Camera Housing	Metal Camera Housing Only W/ Removable Reels.		
HR02-04-1023	Camera Crank	Removable Camera Crank W/ Mounting Hardware		

HR02-04-1225	Camera Side Screws	Removable Camera Screws - For Decoration if Crank is Not Used - Set of Two	
HR02-04-1030	Camera Attachment		
HR02-04-1035	Periscope Mirror	2 Mirrors Per Camera -4 Per Game	
HR02-04-1036	Camera Eye Glass	For Units With Serial Numbers # 0005-0035 - Replaced With Part #	
HR02-04-1037	Camera Eye Glass	For Units With Serial Numbers # 0036 or Higher	
HR02-04-1040	Camera Eye Guard - Rubber	For Units With Serial Numbers # 0005-0035 - Replaced With Part #	
HR02-04-1041	Camera Eye Guard - Plastic	For Units With Serial Numbers # 0036 or Higher	
HR02-04-1042	Camera Metal Guide	Stainless Metal Guide - Secures Plastic Eye Guard to Camera - Includes 6 Nuts	
HR02-05-1009A	Camera Eye Guard Assembly	Includes Plastic Eye Guard, 2 Metal Guides, Glass, and 6 Nuts	
HR02-04-1050	Glass Vacuum Handcup	Dual Cup Model (2 Per Set) - Securely Stick To Surface Of Games Protective Glass When Their Cam Levers Are Flipped Into Position For Easy Removal	
HR02-04-1060	Film Frame "7"		Sorry! No Image Available

HR02-04-1061	Film Frame "11"		
HR02-04-1062	Film Frame "15"		
HR02-04-1063	Film Frame "Fireworks Bonus"		
HR02-04-1064	Film Frame "Ticket Bonus"		
HR02-04-2000	Star	Plastic Star Only - No Hardware, Display Board, or Guard	
HR02-04-2001	Star Corner Guard	Acrylic Guard for Star	
HR02-04-2002	Star Spacer Mounts	2 Per Side - 4 Per Game	
HR02-04-2020	Blue Car - Left Car	1957 Chevrolet Bel Air	
HR02-04-2021	Green Car - Right Car	1957 Chevrolet Bel Air	
HR02-04-2030	Small Palm Tree	Smaller Playfield Palm - Screws Into Playfield	
HR02-04-2031	Large Palm Tree	Larger Playfield Palm - Screws Into Playfield	

HR02-04-2032	Building Sidewalk Plant	Set of Two	Sorry! No Image Available
HR02-04-2040	Street Lamp	Screws Into Playfield W/ All Wires	
HR02-04-2050	Cash Box	Metal Cash Box W/ Two Easy Carry Handles	
HR02-04-2060	Ticket Bin	Door Mounted Ticket Bin - 4000 Ticket Capacity	
HR02-04-2070	Bonus Button Light Diffuser		
HR02-04-2071	Director # 1 Bonus Button Faceplate (Left)	Director # 1 Bonus Button Faceplate (Left) - Blue Color	
HR02-04-2072	Director # 2 Bonus Button Faceplate (Right)	Director # 2 Bonus Button Faceplate (Right) - Green Color	
HR02-04-2080	Side Access Window Assembly	Includes Acrylic Window, Mounting Hardware, 2 Hinges, 2 Locks, and 2 Keys	
HR02-04-2085	Main PCB Box		

Graphics				
Part Number	**Description**	**Specifications, Markings, & Notes**	**Picture of Part (If Available)**	**MSRP**
HR02-06-3000	Instruction Graphic W/ Plexi		Sorry! No Image Available	
HR02-06-3001	Backboard (Fireworks Bonus) W/ Plexi		Sorry! No Image Available	
HR02-06-3002	Playfield (Ticket Bonus) W/ Plexi		Sorry! No Image Available	
HR02-06-3003	Front Door Graphic		Sorry! No Image Available	
HR02-06-3004	Left Cabinet Graphic (Lower)		Sorry! No Image Available	
HR02-06-3005	Left Cabinet Graphic (Upper)		Sorry! No Image Available	
HR02-06-3006	Right Cabinet Graphic (Lower)		Sorry! No Image Available	
HR02-06-3007	Right Cabinet Graphic (Upper)		Sorry! No Image Available	
HR02-06-3008	Playfield (Side Walk Graphic)		Sorry! No Image Available	
HR02-06-3009	Left Outer Camera Graphic	Jennison Entertainment Technologies Production Company Sticker	Sorry! No Image Available	

HR02-06-3010	Left Inner Camera Graphic	Director # 1 Sticker	Sorry! No Image Available
HR02-06-3011	Right Outer Camera Graphic	Jennison Entertainment Technologies Production Company Sticker	Sorry! No Image Available
HR02-06-3012	Right Inner Camera Graphic	Director # 2 Sticker	Sorry! No Image Available