

JUMBO JUMPIN'



OPERATORS MANUAL

Important

**Read PRECAUTIONS and INSTALLATION
Sections before operating game**

FCC Notice

Note: 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 operating in a commercial environment. This equipment uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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1.0 SPECIFICATIONS

Logic Power Supply:	350 Watt	
Input Power:	120/220 VAC,50/60 Hz, 5 Amps max	
Overall Height:	106.5"	
Crated Dimensions:	77" H x 111" W x 30" D	
Installed Dimensions:	106.5" H x 73" W x 92" D	
Shipping Weight:	600 lbs	
Convenience Kit:	Operators Manual	(1)
(located in coin box)	Power cord	(1)
	Linking cable	(1)

Note: *Specifications subject to change without prior notice. Modifications and/or alterations of the Jumbo Jumpin'TM game with kits or parts not supplied by BANDAI NAMCO Amusement may void the warranty.*

WARNING

REMOVAL OF SERIAL NUMBERS AND/OR BAR-CODES FROM PRODUCT OR COMPONENTS WILL VOID THE WARRANTY

2.0 INTRODUCTION

BANDAI NAMCO's *Jumbo Jumpin'TM* is a redemption game featuring an interactive virtual jump rope. Players select between classic and double dutch experiences.

Those that successfully jump until the progress bar fills up win the bonus!

3.0 PRECAUTIONS

3.1 Installation

This game is designed for indoor use only. It must *not* be installed outdoors. **The following conditions must be avoided:**

1. Direct exposure to sunlight, extreme high humidity, direct water contact, dust, high heat or extreme cold.
2. Vibration. The game must be installed on a level surface.

Do not install in an area such that the game would present an obstacle in case of an emergency (i.e., close to fire equipment or emergency exists).

3.2 Handling

1. Before operating the game, make sure that the main AC power hookup includes a safety ground. This will ensure safe operation as well as compliance with the applicable FCC and UL regulations. Measure the AC power line voltage. Verify that the voltage selection switch on the power supply is set to the correct setting.
2. Before replacing any parts, turn the AC power OFF and unplug the game.
3. Do not attempt to repair the Printed Circuit Board (PCB) on-site. It contains sensitive integrated circuit chips that could be easily damaged, even by the small internal voltage of a multi-meter. Always return the PCB to your distributor for any repairs.

INSTALLATION

Note: Shipping damage may void the warranty. In case of shipping damage, contact your distributor and the transportation carrier immediately.

1. Unpack the game.
2. Position the game close to its final location.
3. Carefully raise the main game back panel to a vertical position and attach the left and right side supports using the supplied 16-bolts and 4 mounting brackets. See Figure 1.
4. Place the floor mat into position and attach it to the lower back panel frame using the supplied 2 bolts. See Figure 1.
5. Connect the floor mat cable to the mating cable located at the bottom center of the light ring.
6. If a single stand alone game is being installed, skip to step 7. If two games are to be linked together: Remove all but the top two screws on the back panels. Loosen the top two screws on both games a couple of turns. Then feed one supplied linking cable (Cat 5 RJ45 patch cord) through the back panel holes and attach one end to each main logic port labeled "LINK". See Figure 2. Once connected, reinstall all back panel screws being careful not to over tighten.
7. Attach the power cord to the game and wall outlet, and turn on the power. Wait a couple of minutes while the game completes its power on diagnostics. If this is the first time the game is turned on, you may be presented with a screen reporting "MASTER UNIT NOT DETECTED". This is normal operation. and you should press the "MENU" button to enter the game options mode. If two games are linked, only press the menu button on one of the games (it doesn't matter which game you choose)
8. Follow the on screen prompts. Review and change any of the options as required. If necessary, refer to the Option Menu section of this manual for detailed explanations for each option. When complete, exit the options mode by pressing the menu button.

The game is ready to play!

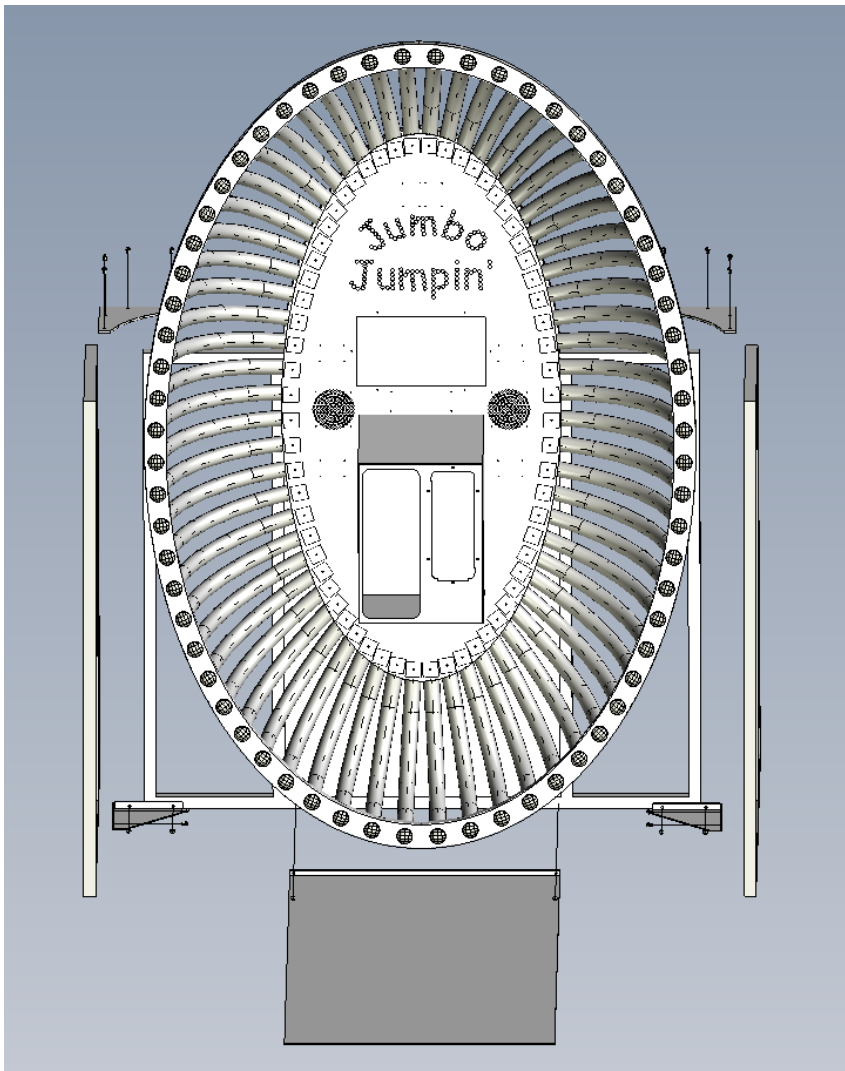


Figure 1

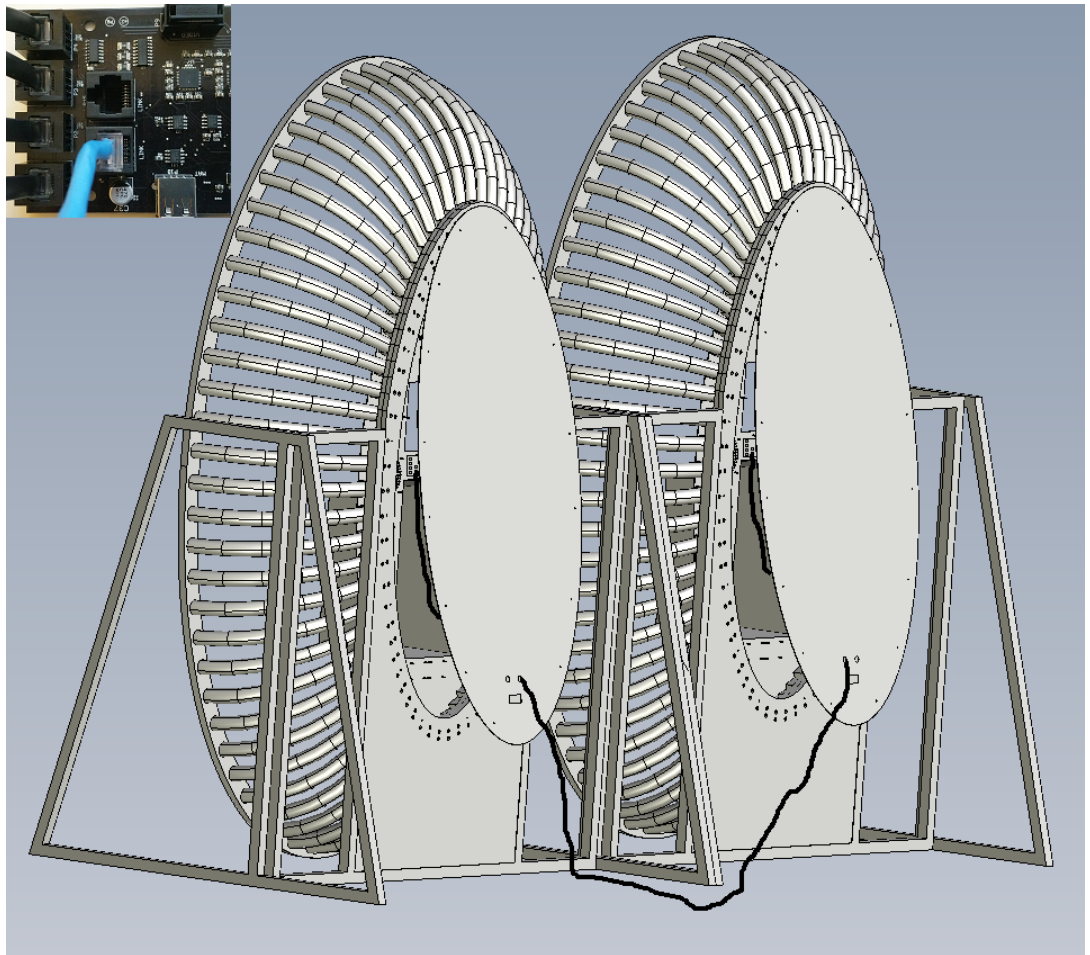


Figure 2

OPTION MENU

Enter the options menu by pressing the "MENU" button located on the service panel inside the coin door. Advance through all options by pressing the "TEST" BUTTON. Increase displayed values with your foot by stepping on the right side of the mat. Reduce values using your foot by stepping on the left side of the mat..

The Game options include the following choices:

- 1- GAME VOLUME This sets the volume for when a game is being played. Setting it to "1" is the softest and "10" is the loudest. (Default setting is "8")
- 2- ATTRACT VOLUME This sets the volume of the music that plays during the attract mode. The range is "OFF", "1" is the softest and "10" is the loudest. (Default setting is "5")
- 3- COINS TO START PLAY This option determines how many coins (pulses on the COIN #1 input) will start a game. The range is "FREE PLAY", 1 – 8. The default value is "1" and is typical for card reader systems. The Free play setting is for demonstration and trade shows. Free play games start when a player stands in the jump zone. Any tickets awarded during free play display as normal, but will not be dispensed.
- 4- COIN #2 VALUE The second coin input can be set to a higher value in multiples of coin #1. For example: Let;s say you want to accept quarters (\$0.25) as coin #1 and dollars (\$1.00) as coin #2. Setting the COIN #2 VALUE to 4 tells the game that each pulse on the coin #2 input = 4 pulses on the coin #1 input. This helps make the coin counter work properly using different coin values. The range is "OFF", 1 – 8. The default setting is "1" (coin 2 = coin 1 value). The OFF setting can be selected if the coin #2 input is not used.
- 5- MONEY PROMPT This option tells the player the type of money accepted. The options are: COINS, TOKENS, SWIPE CARD, INSERT CARD. The default setting is SWIPE CARD.
- 6- WARM UP JUMP COUNT This sets the number of warm up jumps a player gets before the game can end. The range is 1 – 9 (Default setting is "7")
- 7- STATION ID This option is used to identify more than one game. The range is 0 – 1 (default setting = 1). Zero identifies the master (or standalone) unit and one identifies the slave unit. Up to two games can be connected together.
IMPORTANT NOTE: no two games should be set to the same STATION ID.

- 8- MINIMUM TICKETS This sets the minimum number of tickets a player will receive regardless of their performance. The range is 0 – 25 tickets (Default setting is “10”)
- 9- AVERAGE TICKETS PER PLAY This sets the average number of tickets a player will receive per game played. The range is 0-100 (Default setting is “35”) NOTE: The player will receive a proportional amount of tickets between the “MINIMUM TICKETS” and the “AVERAGE TICKETS PER PLAY” settings, based upon the percentage of completion.
- 10- BONUS VALUE This sets the bonus value for winning the game. Possible bonus values are common numbers between 0-2000 (Default setting is “1000”)
- 11- TICKET MULTIPLIER This sets the multiple value of you ticket. Use this setting when your ticket value is 2x. (Default setting is “1” = standard 1x tickets)
- 12- DIFFICULTY This option sets how skilled a player needs to be to win the game. The range is “AUTO”, 1 – 8 (default = AUTO). The auto setting is recommended, and attempts to accommodate a wide range of skill levels. Manual settings between “1” (easy) to “8” (hard) are the fixed difficulty choices.
- 13- AUDIO ATTRACT INTERVAL This sets how often music will play when the game sits idle. The value set equals the number of minutes. The range is 0-15 (Default setting is “5”)
- 14- RES DEF (RESET DEFAULTS) When this is set to “1” and you exit the menu screen, all of the game settings will be restored to their default value. (Default setting is “0”)
- 15- LAMP/SWITCH TEST This option doesn't affect game operation, but provides an operator the a way to test all LED and switch inputs. When the jump zone, is clear, the game will repeat the sequence red, green and blue on the light ring. If any of the floor mat switches are pressed, the corresponding 15 the lower center tubes will light red. In this mode, the coin inputs can also be tested (sound will be played, but ignored by normal game functions.
- 16- BONUS WIN COUNTS This option doesn't affect game operation, and only displays the win counters. The format is: XX XX XX XX XX XX XX XX. The first (left most) pair of digits represent difficulty 1 wins. The second pair are difficulty 2 wins and continue to the last pair, difficulty 8 wins. For each pair of digits, the left digit are the single rope wins and the right digit are the double dutch wins. Each digit has a range of 0-9. Much like coin counters, these counters can't be reset and operators will need to subtract starting from ending values to determine the wins during a period of time. These win counts have little value when operating the game using auto difficulty, but can be used to help guide manual difficulty settings.

6.0 ERROR MESSAGES

MASTER UNIT NOT DETECTED This error message will be displayed on all slave games (STATION ID = 1) when no master game is connected and running. If this message is displayed and all games are powered up and connected, Enter the options mode on each game, and make sure only one game is set to STATION ID = 0.

CONNECT MAT. This error will be displayed when the main logic PCB can not communicate with the floor mat. Inspect the floor mat wiring for any disconnection or breakage. Reconnect or repair any broken cables. If all checks out, the floor mat may need to be serviced.

ONE PLAYER AT A TIME! Please clear all objects from the JUMP ZONE! This error will be displayed when an object stays in the Jump zone for over 1 minute. Clear the object and the game will automatically return to normal operation. If nothing is on the Jump zone, make sure there is nothing under the mat and the floor is smooth and flat. If everything checks out, and the error message persists, the floor mat may need to be serviced.

7.0 DIAGNOSTICS

On every power up, the game will perform internal tests. If everything checks out, the video and main logic software versions will be displayed. Refer to section 6.0 Error messages if any problem is displayed.

8.0 GAME PLAY

A player inserts the required money, then selects either classic or double dutch play. When the game starts the player must jump the virtual jump rope as it spins around. The longer the player successfully jumps the more the progress bar fills up . When the progress bar is full, the player wins the bonus!

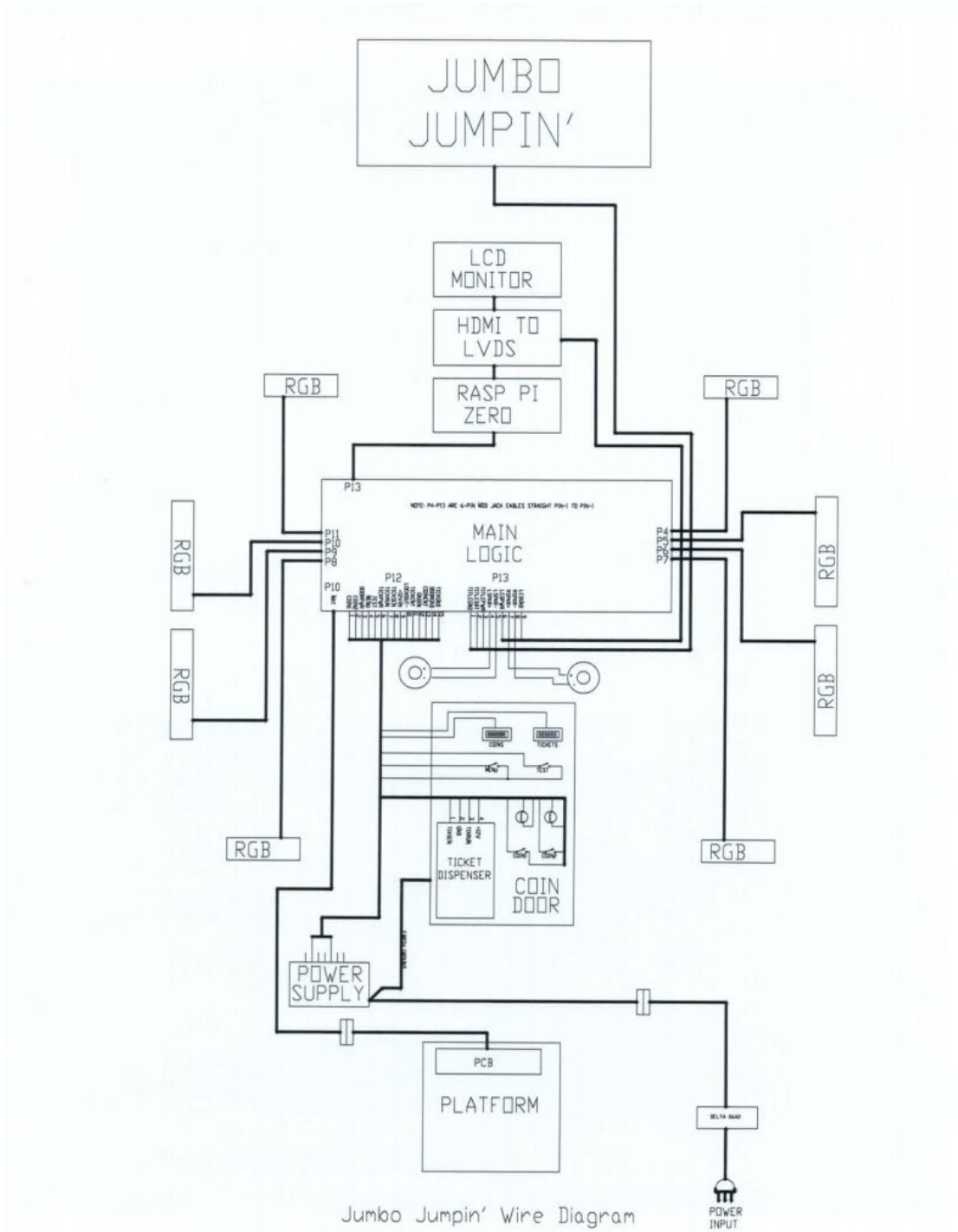
TROUBLESHOOTING

Problem		Probable Cause		Solution
No lights.	1)	No AC power.	1)	Check AC input plug and wire harness. Verify PS switch is ON and the fuse in the power entry module is working. Disconnect the 15 pin connector on the main logic. If the AC power inputs are present at the power supply and the green power supply indicator LED is off, the power supply will need to be replaced.
	2)	No DC power.	2)	Check AC input plug on switching power supply. Verify PS switch is ON. Check DC output voltage for 12-13VDC. If this voltage is very low, check for output shorts by removing load connectors one at a time (ref. overall wiring diagram in Appendix). If loads are OK, if the voltage is close, try to trim the voltage using the adjustment on the power supply.
	3)	Main PCB problem.	3)	If main PCB rack is suspected bad, verify by swapping with known good unit. If service is req'd, contact your Distributor.
No audio.	1)	Cables bad, or incorrectly connected.	1)	Check connectors on MAIN PCB.
	2)	Sound output set too low.	2)	Adjust audio volume in OPTIONS. Ref. GAME VOLUME or ATTRACT VOLUME.
Distorted audio.	1)	Volume set too high.	1)	Adjust in OPTIONS under MAIN MENU. Ref. GAME VOLUME or ATTRACT VOLUME.
	2)	Main PCB problem.	2)	Main PCB rack requires service.
	3)	Incorrect speaker impedance.	3)	Verify 4 ohm speakers.

APPENDIX A: PARTS LIST

Part Number	Description
JJ205-19305-00	PLASTIC TUBE WITH LED ASSEMBLY
JJ290-19306-00	PLASTIC RING LINK
JJ215-19301-00	PCB, MAIN LOGIC
JJ215-19302-00	PCB, RGB CONTROLLER
JJ205-19396-00	FLOOR MAT ASSEMBLY
JJ240-19355-00	FLOOR MAT DECAL
VG88-19340-00	POWER SUPPLY, 12VDC 350W
JJ245-19385-00	MANUAL, JUMPIN' JACKPOT
VG82-00138-00	TICKET DISPENSER, ENTROPY 2000
VG83-19327-00	TICKET BIN W/LOW TICKET SWITCH

APPENDIX B: WIRING DIAGRAM



WARRANTY

Seller warrants that its printed circuit boards and parts thereon are free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of shipment. Seller warrants that its video displays (in games supplied with video displays) are free from defects in material and workmanship under normal use and service for a period of thirty (30) days from the date of shipment. None of the Seller's other products or parts thereof are warranted. Seller's sole liability shall be, at its option, to repair, replace, or credit Buyer's account for such products which are returned to Seller during said warranty period, provided:

- a) Seller is promptly notified in writing upon discovery by Buyer that said products are defective.
- b) Such products are returned prepaid to Seller's plant; and
- c) Seller's examination of said products discloses to Seller's satisfaction that such alleged defects existed and were not caused by accident, misuse, neglect, alteration, improper repair, improper installation, or improper testing.

In no event shall Seller be liable for loss of profits, loss of use, incidental or consequential damages.

Except for any express warranty set forth in a written contract between Seller and Buyer which contract supersedes the terms herein, this warranty is in lieu of all other warranties expressed or implied, including the implied warranties of merchantability and fitness for a particular purpose, and all other obligations or liabilities on the Seller's part, and it neither assumes nor authorizes any other person to assume for the Seller any other liabilities in connection with the sale of products by Seller.

BANDAI NAMCO Amusement America Inc. distributors are independent, being privately owned and operated. In their judgment they may sell parts or accessories other than **BANDAI NAMCO Amusement America Inc.** parts or accessories. **BANDAI NAMCO Amusement America Inc.** cannot be responsible for the quality, suitability or safety of any non-**BANDAI NAMCO Amusement America Inc.** part or any modification including labor that is performed by such distributor.

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If you have questions regarding any BANDAI NAMCO Amusement America Inc. product or require technical support:

Contact BANDAI NAMCO Amusement America Inc. Customer Service at:

Tech: (847) 264-5614 or **Parts:** (847) 264-5612

Parts & Service: parts@bandainamco-am.com

FAX (847)-264-5613

Hours: 9:00 am - 5:00 pm CST

Parts and repair services for BANDAI NAMCO Amusement America Inc. products are available through your distributor.

**BANDAI NAMCO Amusement
America Inc.**
712 N Central Ave Suite B
Wood Dale, IL 60191
**FAX: (847) 264-5613 Technical
Assistance (USA)**

Main: (847) 264-5610 Fax: (847) 264-5611

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The specifications of this machine and the instructions in this Operation Manual are subject to change without notice for enhancement.