



# OPERATORS MANUAL

## IMPORTANT

Read PRECAUTIONS and INSTALLATION Sections  
before operating game.

## NOTICE

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of 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 their own expense.

# TABLE OF CONTENTS

1.0 SPECIFICATIONS	4
2.0 INTRODUCTION	5
3.0 OPERATION	5
3.1 HANDLING	5
3.2 INSTALLATION	6
3.3 CABINET COMPONENT VIEW	7
4.0 GAME SETTINGS	8-9
5.0 ERROR MESSAGES	10
6.0 DIAGNOSTICS	10
7.0 GAMEPLAY	10
8.0 TROUBLESHOOTING	11-12
9.0 PARTS LIST	13
10.0 WIRING DIAGRAM	14

# 1.0 SPECIFICATIONS

Power Supply:	12VDC @ 7.5Amp (90W)
Input Power:	VAC 50/60 Hz, 100-240V 2AMP
Overall Height:	v
Shipping Dimensions:	V
Installed Dimensions:	V
Weight:	150 lbs.

Included with this machine:

- Operators Manual (1)
- Power cord (1)
- Marquee (2)
- Marquee hardware

**NOTE:** *Specifications subject to change without prior notice. Modifications and/or alterations of the Jumpin' Jupiter game with kits or parts not supplied by Bandai Namco Amusement America may void the warranty. Removal of serial numbers and/or barcodes from the product or components will void the warranty.*

## 2.0 INTRODUCTION

Bandai Namco's Jumpin' Jupiter is a redemption game featuring an interactive virtual jump rope. Players win the bonus by successfully jumping all required jumps!

## 3.0 OPERATION

Follow all important safety precautions listed below to ensure safe operation of this machine.

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 exits).*

### 3.1 Handling

3. Do not block any ventilation openings
4. Operate and install in accordance with the manufacturer's instructions.
5. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point it exits from the product.
6. Only use the attachments/accessories specified by the manufacturer.
7. Unplug this apparatus during lightning storms or when unused for long periods of time.
8. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way.

Before replacing any parts, unplug the game. Do not attempt to repair the 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.

### 3.2 Installation

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

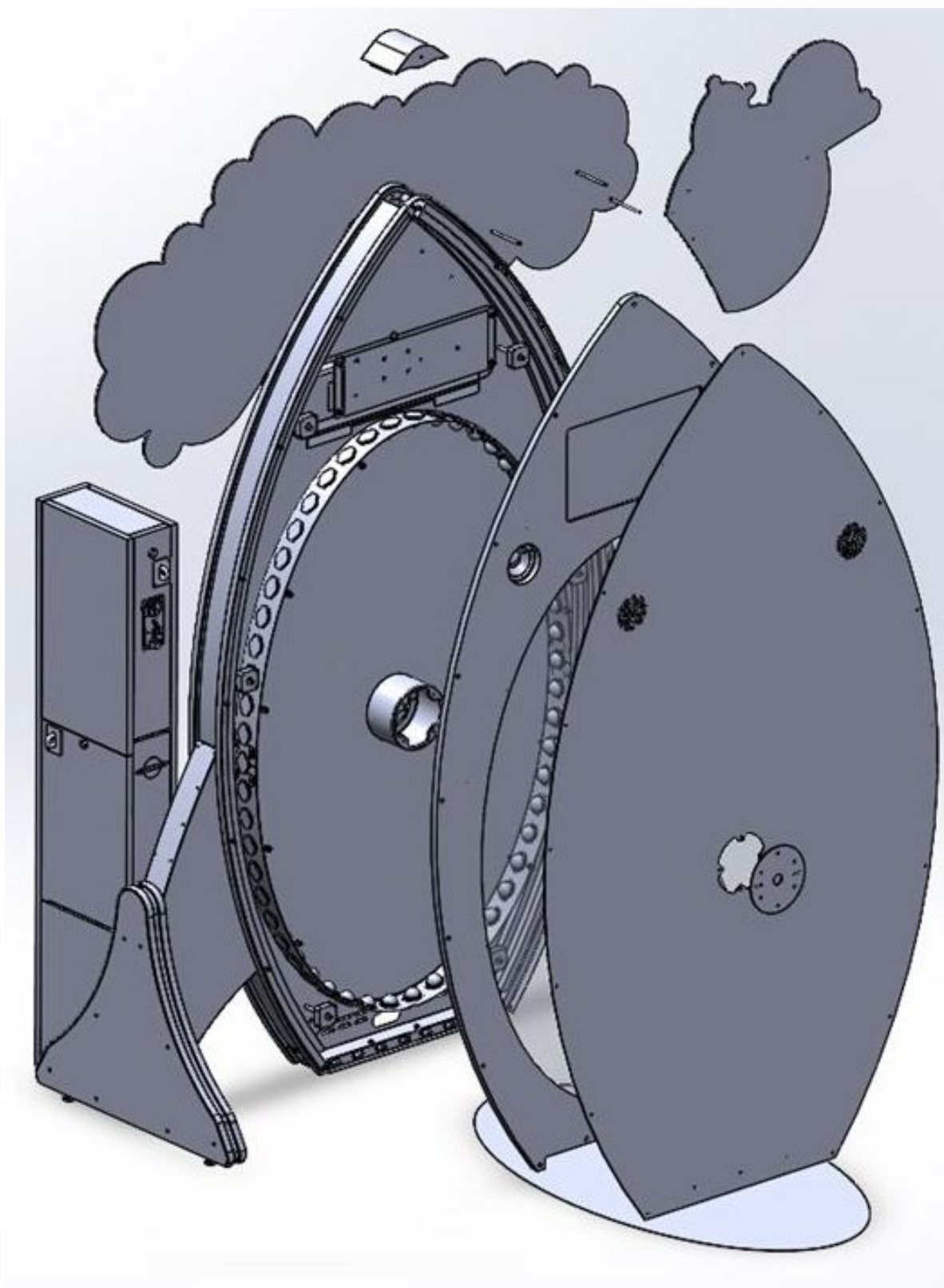
1. Unpack the game carefully.
2. Position the game close to its final location.
3. Install marquees using included hardware.
4. Install coin box accessory using accompanying hardware.
  - a. Unpack the coin tower from the box and line it up against the back of the machine.(\*Your unit might not include a coin box, if it doesn't you may skip step 4).
5. Attach the power cord to the back of the unit and plug into the wall outlet.
6. Your machine will run through a startup sequence, wait a few minutes for it to complete. If this is the first time the game has been powered on, this sequence may take longer than normal.
7. **Adjust the leg levelers at the bottom of each wing for optimum sensor operation.**
  - a. Select a flat area with enough room for players to jump safely considering the walkways and any neighboring games.
  - b. Adjust all four leg levelers close to the wooden legs at equal heights. \*If the game is installed on carpet, extend the four leg levelers enough to compensate for the carpet pile height. Keeping the sensors as close to the floor will be best.
  - c. Press the menu button and select the "Lamp Test" option.
  - d. Standing in front of the same, detected feet positions will appear by lighting the corresponding red lights. Moving your feet back and forth

will allow you to confirm all eight sensors are working properly. If any lights are lit that are not the cause of feet, you may need to extend either or both front leg levelers to compensate. The goal is to only detect feet as close to the playing surface as possible.

8. Review and change any of the operation settings as required by pressing the RED button location in the door at the back of the machine.
9. Navigate the options in the operation menu with the WHITE button. Or by hopping in front of the game.
10. To change any settings, you will need to step to the left or right in front of the sensor array. See section 4.0 for more details.

Your game is ready to play.

### 3.3 Cabinet Component View





## 4.0 GAME SETTINGS

Enter the options menu by pressing the RED “MENU” button location inside the service door on the back of the machine. Advance through the options by pressing the WHITE “TEST” button. Increase displayed values with your foot by stepping towards the right side of the game sensor array. Reduce values using your foot by stepping towards the left side of the sensor array.

OPTION	DESCRIPTION	DEFAULT
1. Game Volume	This sets the volume for when a game is being played, with <b>1</b> being the quietest and <b>10</b> being the loudest.	6
2. Attract Volume	This sets the volume of the music and plays during attract mode, with <b>1</b> being the quietest, <b>10</b> being the loudest, and <b>OFF</b> disabling the music completely.	2
3. Money Prompt	This option tells the player the type of money accepted. The options are: FREE PLAY, COINS, TOKENS, SWIPE CARD, INSERT CARD, and TAP BAND.  If the game is set to FREE PLAY, the game will begin once a player steps in the Jump Zone.	SWIPE CARD
4. Coins to Start Play	This option determines how many coins/credits will start a game.	1
5. Double Dutch	This option enables the Double Dutch game play feature. Double Dutch is a challenging experience, and is not recommended for redemption use. It's ideal for free play or parties.	0 (OFF)
6. Slaughter Limit	This setting determines when to end the game at a higher difficulty. For example, with the <b>Slaughter Limit</b> set to 3, once the player misses 3 jumps in a row, at faster speeds, the game will end.	3

7. Minimum Tickets	This sets the minimum number of tickets that the player will receive regardless of their performance. The range is 0-25.	6
8. Average Tickets Per Play	This sets the average number of tickets that a player will receive per game played. The player will receive a proportional number of tickets between MINIMUM TICKETS and AVERAGE TICKETS PER PLAY settings based upon the completion percentage.	30
9. Bonus Value	This sets the bonus value for winning the game and completing all jumps.	30
10. Progressive Bonus	This sets the number to increase the BONUS VALUE by for every game played that doesn't win the BONUS VALUE.	1
11. Difficulty	This option sets the difficulty/skill level for the game.	3
12. Audio Attract Interval	This sets how often music will play when the game sits idle. The value set equals the number of minutes in between. The range is 0-15.	5
13. Reset Defaults	When this is set to <b>1</b> and you exit the menu screen, all of the game settings will be restored to their default value.	0
14. Lamp/Switch Test	<p>This option does not affect game operation. Provides the operator with a way to test that all LED and switches are working properly.</p> <p>When the Jump Zone is clear, the game will repeat the sequence "RED, GREEN, BLUE" on the light ring.</p> <p>If anything is in front of the sensor array at the bottom, the LED will light red.</p>	

## 5.0 ERROR MESSAGES

### CLEAR JUMP ZONE

This error will appear on the screen when the sensor array detects a static object in front of any of the sensors. This is to ensure that there aren't any objects blocking the sensor's view of the player's feet.

## 6.0 DIAGNOSTICS

On every power up, the game will perform internal tests. If everything is okay, the video and main logic software versions will be displayed on the monitor.

If the game does not start up, or any errors precede the game startup, refer this manual for troubleshooting, or contact your distributor or a Bandai Namco Amusement America technician via the information in the back of this manual.

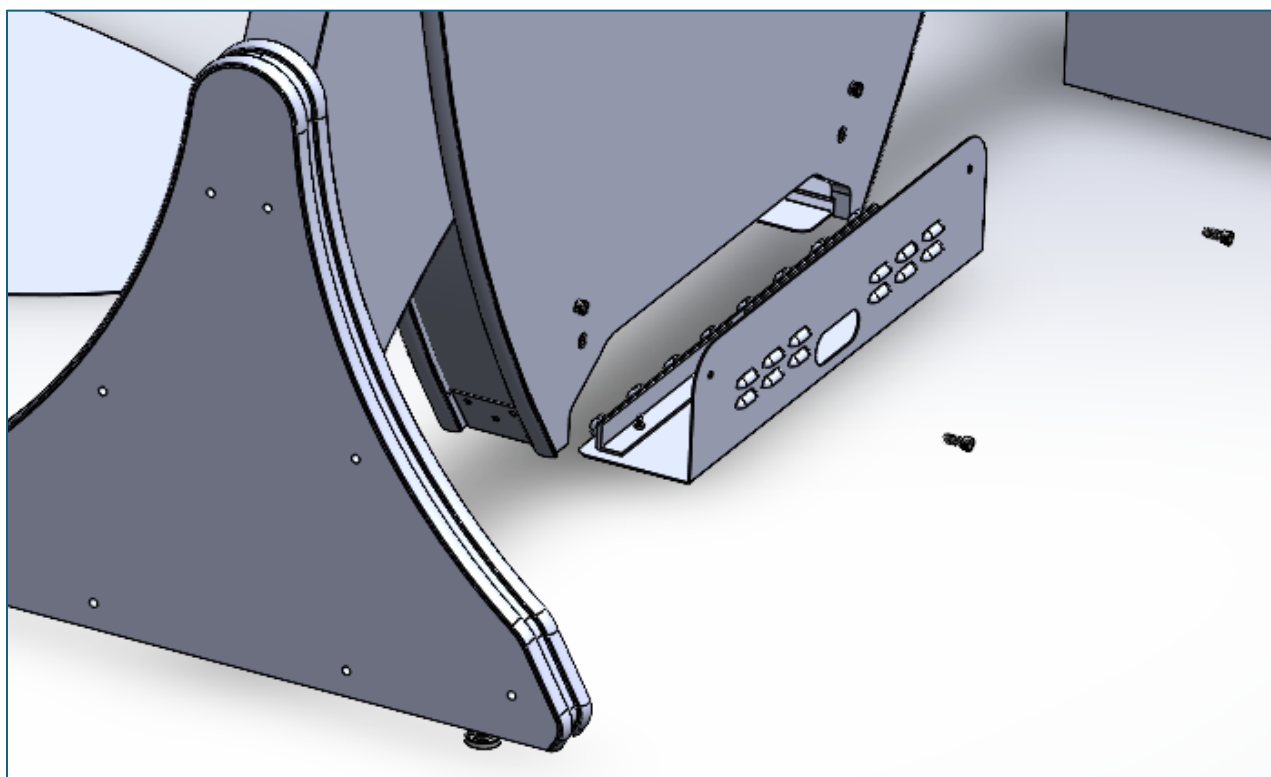
## 7.0 GAME PLAY

A player inserts the required money then follows the on-screen and voice prompts to begin playing. When the game starts, the player must jump the virtual jump rope, and it spins around the mirror. The more successful jumps, the more tickets won.

## 8.0 TROUBLESHOOTING

PROBLEM	PROBABLE CAUSE	SOLUTION
8.1 No lights	1. No AC Power	Check AC input ,wire harness and power indicator on power supply. 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	Check AC input plug on switching power supply. Check DC output voltage for 12VDC. If this voltage is very low, check for output shorts by removing load connectors one at a time (ref. Overall Wiring Diagram at the end of this manual).
	3. Main PCB Problem	If main PCB rack is suspected bad, verify by swapping with known good unit. If service is required, contact your distributor.
8.2 Sensor having difficulty sensing	1. Something is blocking the sensor.	Ensure that no objects are blocking the sensor from the inside or outside. See image (8.2a) below on how to remove the sensor bracket from the cabinet.
	2. Faulty connection	Check all connections on the main board and on the sensor array itself to verify that no connections have become unplugged during transportation or installation
	3. Sensor array problem	If sensor array is suspected bad, contact your distributor.

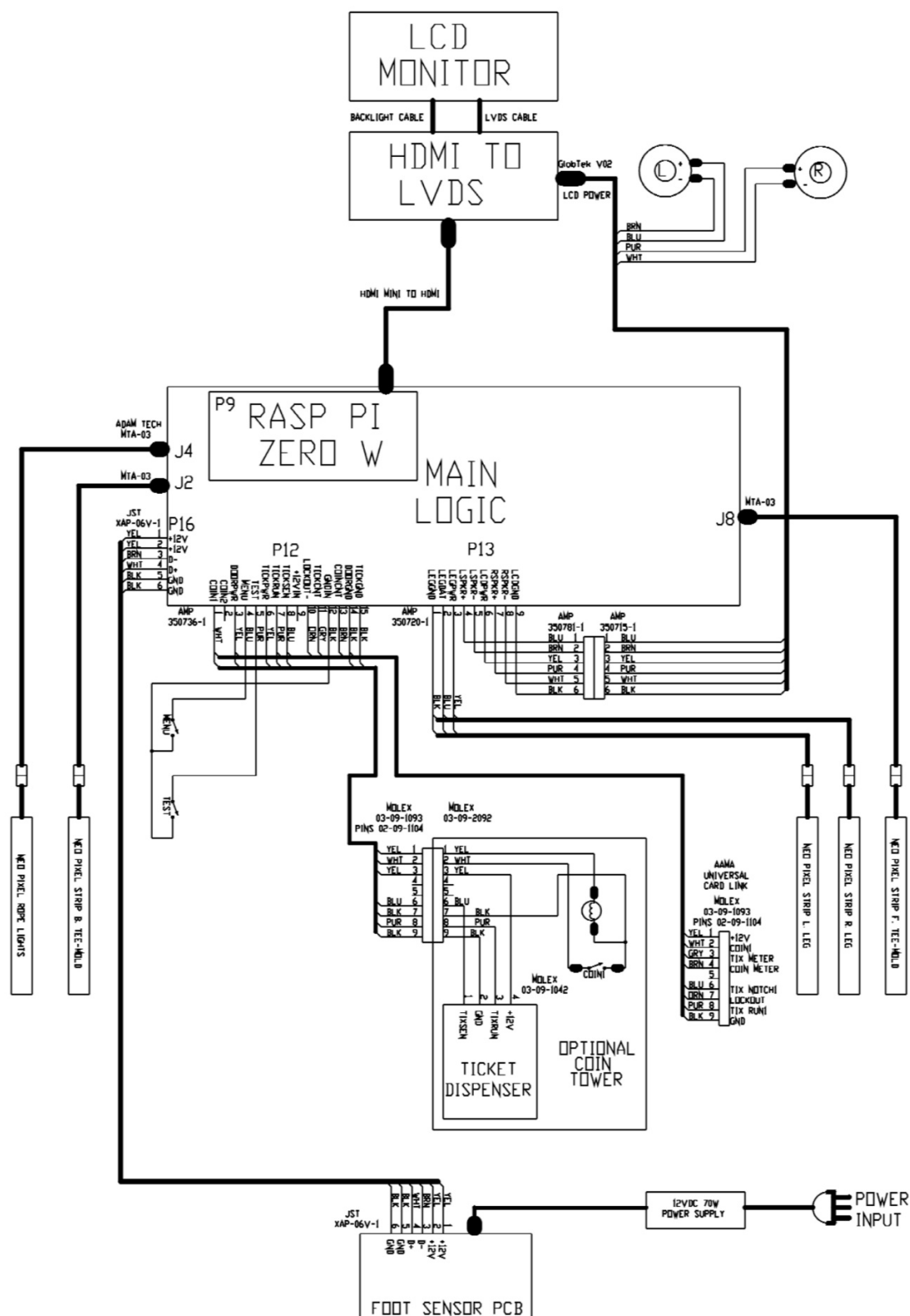
8.3 No audio	1. Cables bad or incorrectly connected	Check all connectors on Main PCB and speakers.
	2. Sound output is set too low.	Adjust audio volume in OPTIONS > GAME VOLUME or ATTRACT VOLUME
8.4 Distorted audio	1. Volume set too high	Adjust in OPTIONS > GAME VOLUME or ATTRACT VOLUME
	2. Main PCB problem	Main PCB rack requires service.

**Image 8.2a**

## 9.0 PARTS LIST

PART NUMBER	DESCRIPTION
JJP45-24014-00	Operation Manual
JJP15-24005-00	Main logic PCB
JJP15-24006-00	Raspberry Pi Zero W
JJP40-24001-00	Front Artwork Plastic
JJP40-24002-00	Cloud Marquee
JJP40-24003-00	Marquee Planet POP
JJP40-24004-00	Jumpin Jupiter Floor Guard
JJP85-24013-00	18.5 BOE
JJP40-24015-00	DECAL, WING BLASTER
JJP40-24016-00	DECAL, FRONT WING LEFT
JJP40-24016-01	DECAL, FRONT WING RIGHT
JJP79-24012-00	Light Ring LED Strip -New LED-
JJP79-24018-00	Jupiter Foot Sensor
JJP88-24019-00	Power Supply
VG15-16128-32	SDCard for Raspberry pi 32GB
VG54-20160-00	SPKR 8 Ohm Shield 4~
VG80-06577-00	PUSHBTTN W/HORIZ MICROSW RED
VG80-06577-01	PUSHBTTN W/HORIZ MICROSW WHT

## 10.0 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 repairs, 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 and other liabilities in connections with the sale of products by Seller.

Bandai Namco Amusement America Inc. distributors are independent, being privately owned and operated. In their judgement they may sell parts of 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.

## SERVICE

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

Contact Bandai Namco Amusement America/Speedy's One Stop Repair Service at:

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

**Parts & Service:** [parts@bandainamco-am.com](mailto:parts@bandainamco-am.com)

Parts and repair services for Bandai Namco Amusement America Inc. products are available through your distributor.