namco®

JUMPIN' JACKPOT

OPERATOR'S 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:	200 Watt ATX style, NAI # VG88-08776-00
Input Power:	120 VAC, 60 Hz, 3 Amps max.
Overall Height:	78"
Crated Dimensions:	86" H x 57" W x 41" D
Installed Dimensions:	78" H x 51.5" W x 31.25" D
Shipping Weight:	325 lbs 61.25" D w/ PLATFORM

Convenience Kit:	Operator's Manual	(1)
(located in coin box)	Power cord	(1)

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

WARNING

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

2.0 INTRODUCTION

Namco's JUMPIN' JACKPOT™ is a 1-player redemption game featuring an interactive virtual jump rope.

Successfully jump until the all the letters in "JACKPOT" are lit up to win the JACKPOT!

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 with the platform levelers properly adjusted.

Do not install in an area such that the game would present an obstacle in case of an emergency (i.e., near 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 source is between 110 and 125 VAC.

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. PCB assemblies must be returned as complete sets.

4.0   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 spot. Leave enough room for access to the back side.

3.   Unscrew the (7) screws holding on the back panel, then carefully pull the top of the panel outward and then lift to remove it.

4.   Place the platform on the floor with its two pipes pointing towards the front of the game.

5.   Remove the (2) cotter pins from the ends of the pipes. Make sure the wire harnesses stay below the opening of the pipes. (**-CAUTION-** wires can be severed if this step is not followed.)

6.   As one person tilts the game cabinet backwards (**-CAUTION-** do not exceed 20 degrees of tilt.) another person needs to slide the platforms pipe section under the game. When the pipe ends are close to their mating holes on the under side of the game cabinet you can tilt the game back down.

7.   Use your hands from the underside of the game cabinet to maneuver the pipes until they come up through the holes. Pull the wire harnesses out of the pipes. Carefully insert the (2) cotter pins back into the pipes avoiding the wires. Connect the (2) harnesses to their mating connectors.

8.   Reinstall the back panel using the (7) screws. Move the cabinet into its final position while lifting the platform just off the ground. This will make it easier for the game to move. When in position adjust the (4) leg levelers on the platform if necessary.

5.0 OPTION MENU

Enter the options menu by pressing the SERVICE button located on the service panel inside the coin door.

Scroll thru the options using the "1st Coin" button. Change value up with the "3rd Coin" button and value down with the "2nd Coin" button.

The options menu includes the following choices:

1-   <u>GAM VOL</u> (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 "6")

2-   <u>ATT VOL</u> (ATTRACT VOLUME)   This sets the volume of the music that plays during the attract mode. Setting it to "0" is off, "1" is the softest and "10" is the loudest. (Default setting is "4")

3-   <u>ATT INT</u> (ATTRACT INTERVERAL)   This sets the frequency of the music playing in attract mode. The number you set will be the amount of minutes between the attract show. Setting it to "1" is one minute, "2" is two minutes and so on. (Default setting is "3")

4-   <u>TIX MIN</u> (TICKETS MINIMUM)   This sets the minimum number of tickets a player will receive regardless of their performance. (Default setting is "3") NOTE: The player will receive an amount of tickets somewhere between the "TICKETS MINIMUM" and the "TICKETS MAXIMUM" settings, based upon the percentage of completion of lighting up the letters in "JACKPOT". NOTE 2: Value will be doubled or tripled if a two coin or three coin game is played.

5-   <u>TIX MAX</u> (TICKETS MAXIMUM)   This sets the maximum number of tickets a player can receive without winning the jackpot. (Default setting is "8") NOTE: The player will receive an amount of tickets somewhere between the "TICKETS MINIMUM" and the "TICKETS MAXIMUM" settings, based upon the percentage of completion of lighting up the letters in "JACKPOT". NOTE 2: Value will be doubled or tripled if a two coin or three coin game is played.

6-   <u>JPOT-1C</u> (JACKPOT 1ST COIN)   This sets the jackpot value for one coin play. (Default setting is "150") NOTE: Two coin and three coin play will automatically be set to double and triple of the one coin play.

7-   <u>DEMO</u> (DEMO MODE)   When this is enabled, the game will function as if it had tickets but not require or dispense them, also all credits will be cleared each game played. (Default setting is "0")

8-   <u>TIX MUL</u> (TICKET MULTIPLIER)   This sets the multiple value of you ticket. Use this setting when your ticket value is 2x. (Default setting is "1")

9-   <u>AG2JPOT</u> (AVERAGE GAMES TO JACKPOT)   This sets the average games between each jackpot. (Default setting is "60") NOTE: Whenever you change this value the game will need to stabilize over a couple jackpots to become accurate again.

10-   <u>DIFF</u> (DIFFICULTY)   This is used to set an auto difficulty (recommended) or a fixed level of difficulty. Setting it to "A" is the auto difficulty and setting it between "1" (easy) to "8" (hard) is a fixed difficulty. (Default setting is "A")

11-   <u>RES DEF</u> (RESET DEFAULTS)   When this is set to "1" and you exit the menu screen, all of the game settings will be restored to their defaults. (Default setting is "0")

6.0   ERROR MESSAGES

<u>CONNECT PLATFORM HARNESS TO GAME.</u>   This error will be displayed when the harness coming out of the pipe of the platform is not connected or damaged.

<u>MAT SENSOR IS BLOCKED OR FAILED CLEAR MAT AREA AND CYCLE POWER.</u> This error will be displayed if game is powered up with an object on the platform or if there is a problem with the platform.

<u>XXX CLEAR MAT AREA XXX</u>   This error will be displayed when an object stays on the mat for over 5 minutes. Clear the object and the game will automatically return to its normal state.

7.0   DIAGNOSTICS

To test all the led's hold down "2nd Coin" button as you press the service button.

To do a memory test hold down "3rd Coin" button as you press the service button. Wait about 1 minute and the results will be displayed.

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8.0   GAME PLAY

Player stands on the platform and inserts coins to select between a 1, 2 or 3 coin jackpot. When the game starts the player must jump the virtual jump rope as it spins around. The longer the player successfully jumps the light the more letters in "JACKPOT" light up. When all the letters in "JACKPOT" are lit the player wins the Jackpot.

9.0   TROUBLESHOOTING

Problem		Probable Cause		Solution
No lights.	1)	No AC power.	1)	Check AC input plug on switching power supply. Verify PS switch is ON. Check DC output voltage at 9-pin connector. RED to BLK should be 5+/-.15VDC. ORG to BLK should be 12VDC -0/+1.8VDC. If 12VDC is bad, check for output shorts by removing load connectors one at a time (ref. overall wiring diagram in Appendix). If loads are OK, or if 5VDC is out of adjustment, (4.95 to 5.05), adjust the power supply.
	2)	No DC power.	2)	Check AC input plug on switching power supply. Verify PS switch is ON. Check DC output voltage at 9-pin connector. RED to BLK should be 5+/-.15VDC. ORG to BLK should be 12VDC -0/+1.8VDC. If 12VDC is bad, check for output shorts by removing load connectors one at a time (ref. overall wiring diagram in Appendix). If loads are OK, or if 5VDC is out of adjustment, (4.95 to 5.05), adjust 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
JJ05-11651-00	BLACK RING w/ HALF ROUND BALLS
JJ90-11645-00	PLASTIC BOWL
JJ57-11650-00	PLASTIC TUBE
JJ05-11615-00	YELLOW LIGHT STRIP
JJ05-11615-02	ORANGE LIGHT STRIP
JJ05-11615-01	RED LIGHT STRIP
JJ05-11611-00	CPU, MAIN LOGIC
JJ05-11612-00	PCB, TITLE
JJ05-11614-00	PCB, NAMCO
JJ05-11649-00	RUBBER PLATFORM MAT
JJ80-11664-01	BUTTON, 1ST COIN JACKPOT
JJ80-11664-02	BUTTON, 2ND COIN JACKPOT
JJ80-11664-00	BUTTON, 3RD COIN JACKPOT
VG54-11514-00	6" SPEAKER
VG88-08776-00	POWER SUPPLY, 200W, ATX STYLE
JJ45-11648-00	MANUAL, JUMPIN' JACKPOT
JJ05-11616-01	PCB, L1 RING
JJ90-11616-02	PCB, L2 RING
JJ57-11616-03	PCB, L3 RING
JJ05-11613-00	PCB, JJBBD
JJ05-11671-00	PCB, RECEIVER, RX15
JJ90-11670-00	PCB, TRANSMITTER, TX15
VG82-08251-00	TICKET DISPENSER, ENTROPY 2000
VG83-10878-00	TICKET BIN W/LOW TICKET SWITCH

APPENDIX B: WIRING DIAGRAM
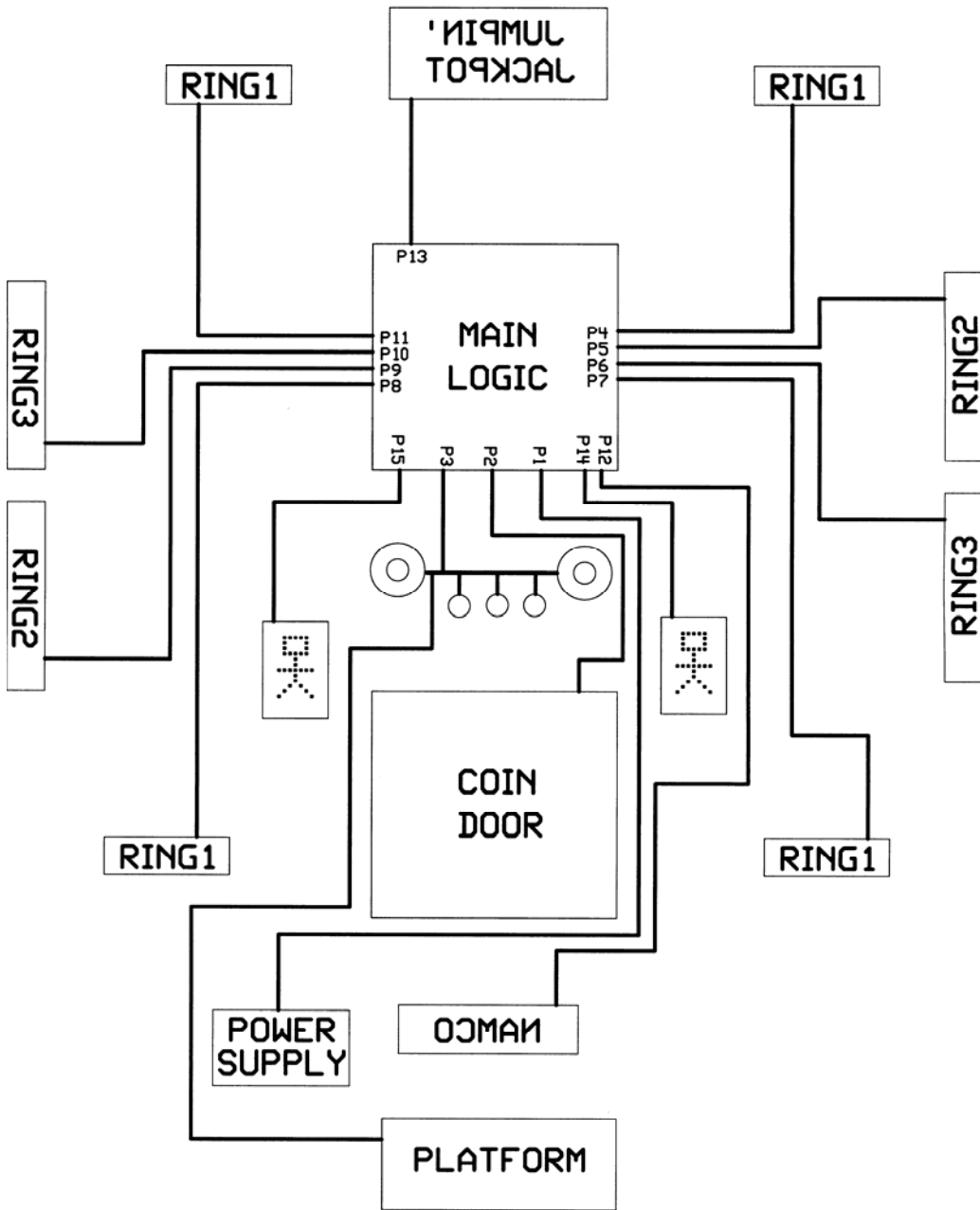
INSIDE BACK VIEW

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.

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

SERVICE

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

Contact **Namco America Inc.** Customer Service at:

(630) 238-2248 or FAX (408) 436-9554

Hours: 7:00 am - 4:00 pm PDT

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