

JUMANJI

USER MANUAL



WARNING

- For safety reasons, please read the manual first before plugging in machine.
- Please keep this manual properly for convenient reference as needed.

About This Manual

Thank you for purchasing this product.

The manual describes how to install, set up, use and maintain the product. The main purpose of the manual is to instruct how to operate the product correctly and safely. Please follow all the safety and warning instructions in the manual to avoid personal injury and product damage.

This product may only be maintained by a technician. A technician mainly refers to a person who has obtained a certificate of senior middle school related to mechanical engineering, electrical engineering or at a level equal to that of technical senior middle school graduates, and is engaged routinely in the maintenance, management, repair of amusement machine.

When transferring the ownership of this product, be sure to provide this manual with the machine.

For further information about the game and repair (including consumables), please contact our company.

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1. Safety Precautions

1.1 Warning Stickers

In order to avoid injury to related people and damage to property, please observe the followings:

PLEASE READ FIRST

- The following marks can be used to indicate the magnitudes of risk and damage caused by ignorance or improper operation:



means “may result in serious injury or death”



means “may result in minor injury or property damage”

Serious Injury: refers to the situations in which hospital treatment or long-term treatment will be accepted because of losing sight, getting hurt, getting burnt, electric shock, fracture or intoxication.

Minor Injury: refers to the cases that there is no need to go to hospital or accept long-term treatment.

Property Damage: refers to the damage of house, facility, or hurt of livestock and pet

1.2 Placing Site



Warning

- Please make sure the place line has been grounded before product installation, setup, testing, operation or repair.
- This machine is designed for indoor use only. Never install the machine outdoors. Meanwhile, please avoid the following locations indoor :
 - Direct sunlight, water leakage, damp and high temperature places.
 - Near Flammable, volatile, or/and dangerous substance.
 - Slope, unstable places or locations subject to frequent vibration.
 - Near emergency exit, fire extinguisher or similar equipment.
- The rear part has the vent for heat emission from PC or screen. Don't place anything nearby to avoid game failure.
- Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission.

1.3 Safety Precautions

The owner shall pay attention to the followings when placing, checking and repairing machine to ensure player's security and avoid damage:



Warning

- Please check the voltage is 110V or 220V before the machine connects to the power supply, or it may cause a fire or electric shock.
- Make sure to plug the game into 110V or 220V main outlet to avoid fire and electric shock.
- Make sure to turn off the power when performing maintenance and service to avoid electric shock or short circuit.
- Do not unplug or plug the plug instantly.
- Do not touch the power plug with a wet hand to avoid electric shock.
- Do not expose the power cord/grounding line on the passageway. Failure to do this will damage the power cord, causing electric shock or short circuit.
- Do not place anything near to the power cord to avoid fire.
- Do not pull the power cord when unplugging, please hold the plug to avoid power cord damage, causing fire or electric shock.
- In case of power cord damage, please contact the local distribution for replacement
- Only use fuse and spare parts specified by our company
- Connect the connector firmly and tighten the screws.
- Do not dismount, replace or convert the product without our permission in order to avoid damage and human injury due to improper operation.
- Check and maintain the machine regularly.
- Keep "WARNING stickers" clean and legible. Replace it immediately when the words are not legible or the dirt cannot be removed.
- Please contact our service center when performing any work that is not described in this manual, and follow the instruction provided.

1.4 Precautions during Play



Caution

- In order to avoid injury and accident during play, the following people shall not play the game :
 - People who are injured or less mobile.
 - Person with poor health condition, such as hypertension or heart disease.
 - Person wearing high-heeled or slippery shoes.
 - Person who's feet cannot touch the stepping base.
 - Pregnant woman, drunk people.
- When a player feels uncomfortable during play, remind the person to have a break, or stop playing.
- Make sure the player reads the Warning labels and other indications, and plays in accordance with the instructions to avoid accidents such as electric shock and short circuit.
- Bystander shall not operate any button when the player is playing the game to avoid unnecessary trouble.

1.5 Transporting and Moving



Caution

Transporting

- When transporting the machine with an elevator, be sure to employ “Lift Point” to prevent accident and damage to the machine.
- To prevent movement when transporting the machine on a vehicle, please fix the casters and fully retract the adjusters. Failure to do this may cause damage to the machine.
- When carrying the machine with a forklift, be sure to insert the fork to fork position and lift stably or it may cause accident and damage to the machine.
- The glass and LCD screen are fragile. Avoid violent vibration or shock when transporting.

Moving

- Before moving the machine, unplug the power plug to prevent accident. Do not damage the cord.
- Pay attention to the obstructions and uneven surface when moving the machine to prevent accident and damage to the machine.
- Fully retract all adjusters before moving to prevent accident and hazard.
- Make sure to use at least two persons to conduct the above work to avoid accident and injury.
- Pay attention to the moving direction, see fig.



1.6 Installing and Placing

Pay attention to the following when placing the machine.



Caution

- Place the machine on the flat and slip resistant area.
- Use the adjusters to fix the machine (See Diagram A).
 1. Loosen the nuts for the adjusters (clockwise), tighten the bolts with a wrench (clockwise).
 2. Tighten the nut firmly (counter clockwise) and fix it well.

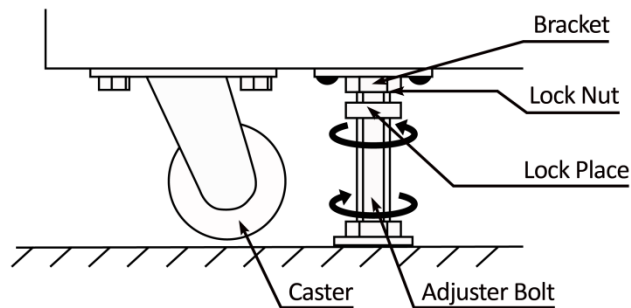


Diagram A

- Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission (see Diagram B and C).

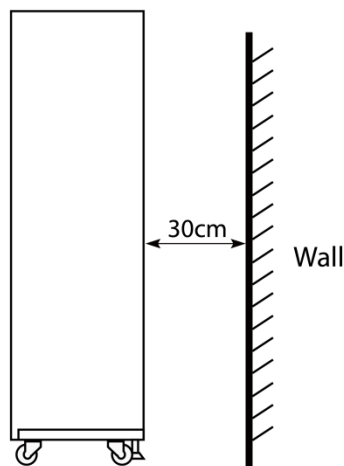


Diagram B

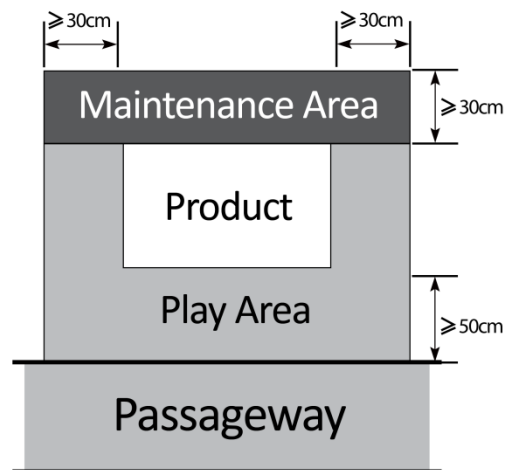


Diagram C

2. Product Description

2.1 Product Specification

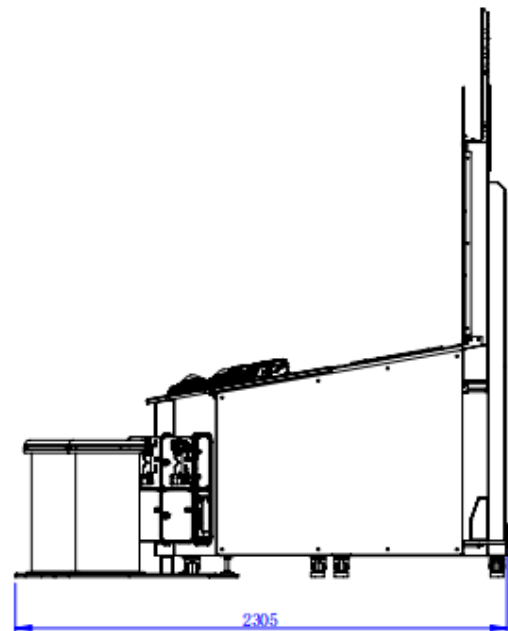
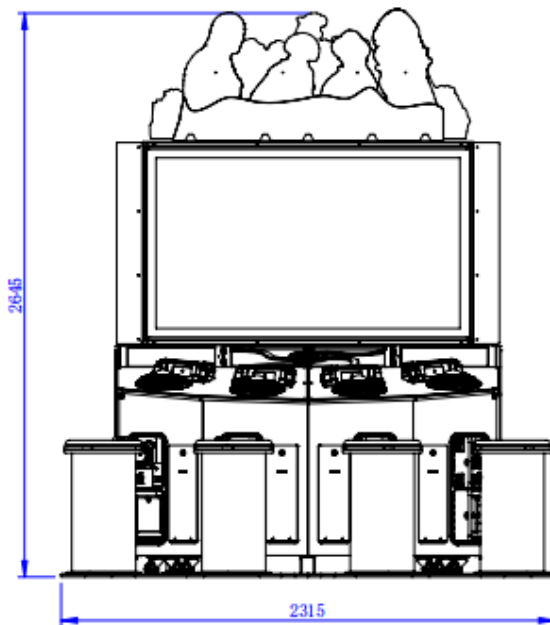
▪ Location	Indoor Only
▪ Dimension	2315(W) x 2305(D) x 2645(H)mm
▪ Rated Voltage, Frequency	AC220V 50Hz /60Hz
	AC110V 60Hz
▪ Power Consumption	1800w
▪ Weight	450 kg
▪ Temperature Range	5~40 °C

*110V voltage can be set through the transformer and fuse. Please contact the distributor for details.

NOTE: The contents herein described are subject to change without notice.

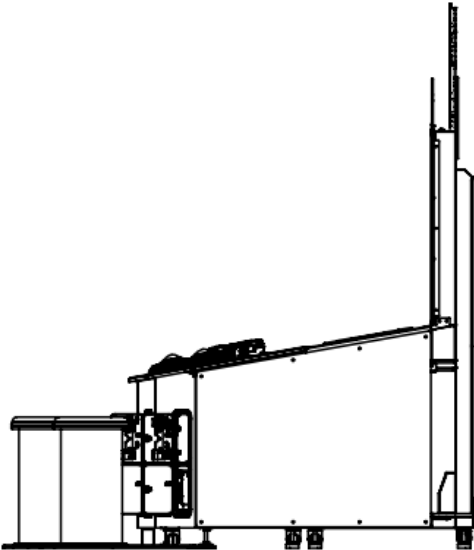
► Front View

► Side View

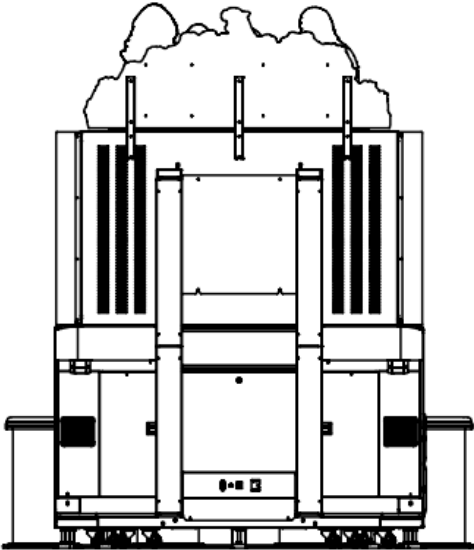


2.2 Cabinet Overview

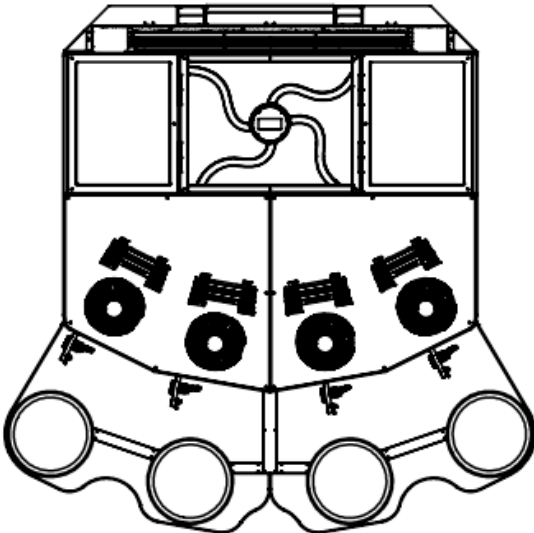
▶ Side View



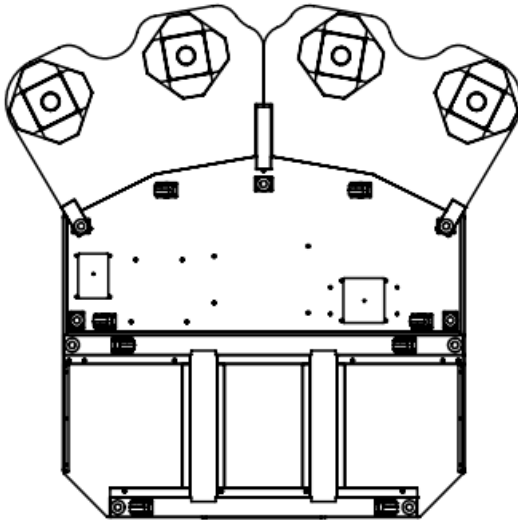
▶ Rear View



▶ Top View

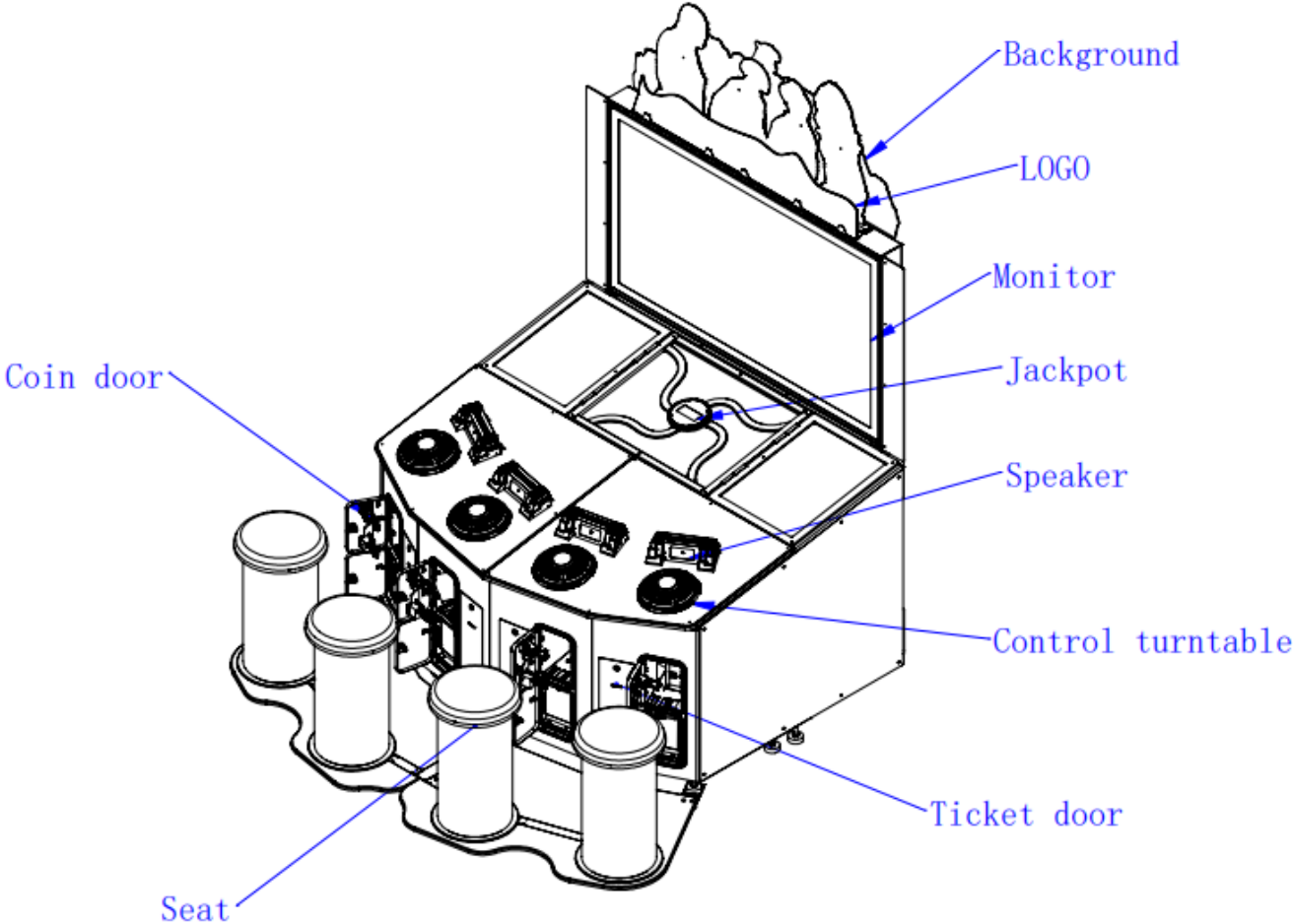


▶ Bottom View

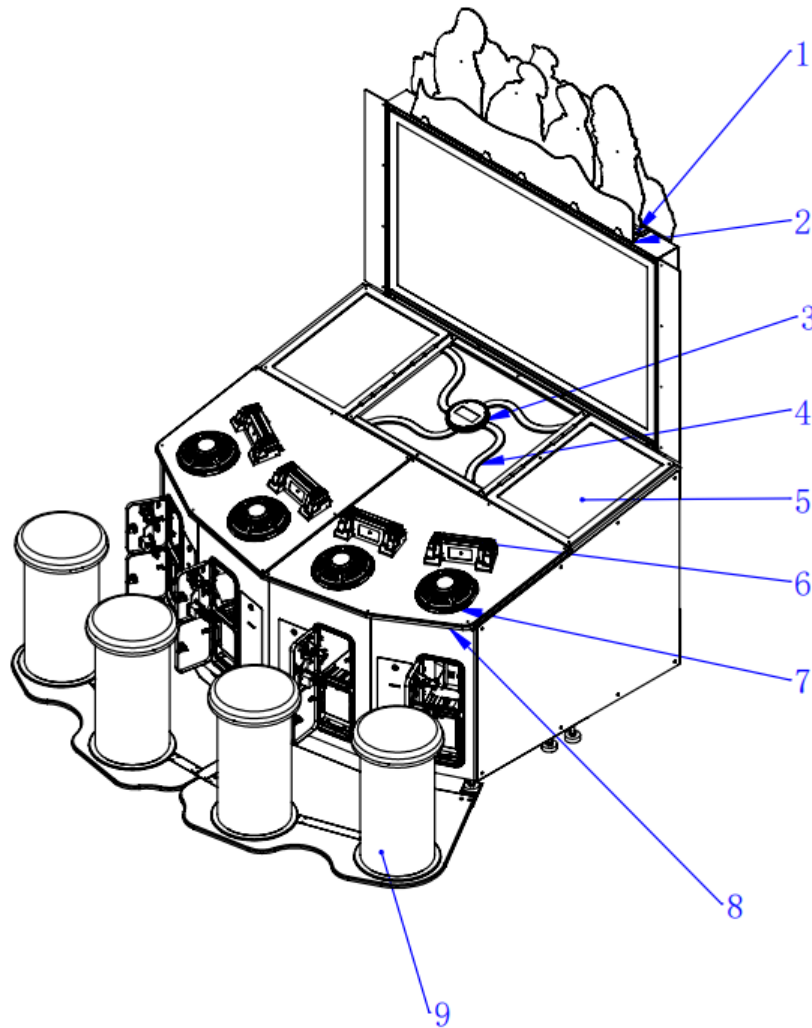


2.3 Parts Name

2.3.1 – Cabinet Component List



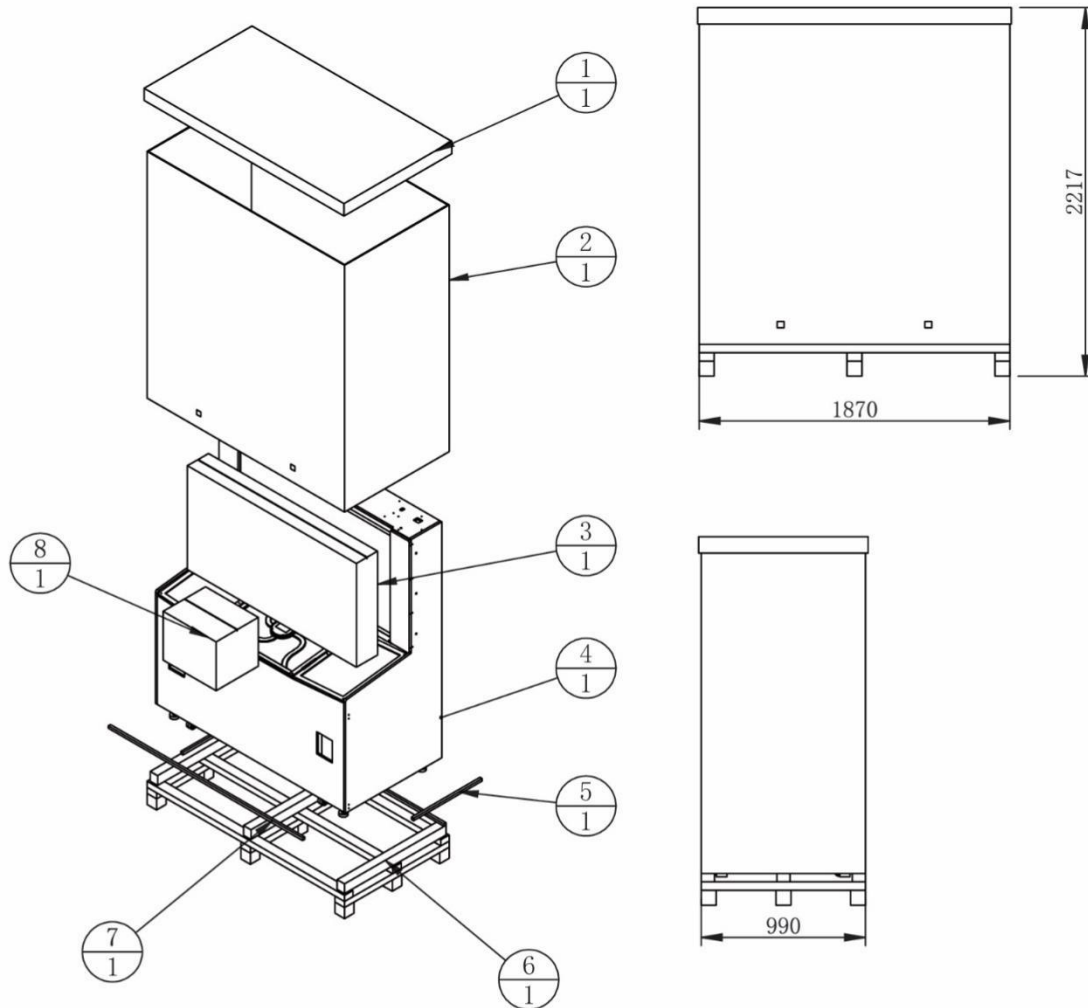
2.3.2 – Cabinet LED List



No.	Drawing No.	name	specification	Qty
1	JMJ-0108H01	LED	DC12V White(AL) SM-2P-(LED1200)	2
2	JMJ-0104H01	LED	DC12V White SM-2P-(LED1200)	1
3	JMJ-0106H02	LED	SK6812 SM-3P-(LED100)	2
	JMJ-0106H03	LED	SK6812 SM-3P-(LED400)	4
4	JMJ-0106H04	LED board		28
5	JMJ-0106H01	LED	DC12V White SM-2P-(LED500)	2
6	JMJ-0205H01	LED	DC12V RGB SM-4P-(LED150)	4
7	JMJ-0300H01	LED board		4
8	JMJ-0200H01	LED	DC12V White(P) SM-2P-(LED1850)	1
9	JMJ-0401H01	LED	SK6812 (C) SM-3P-(LED1500)	4

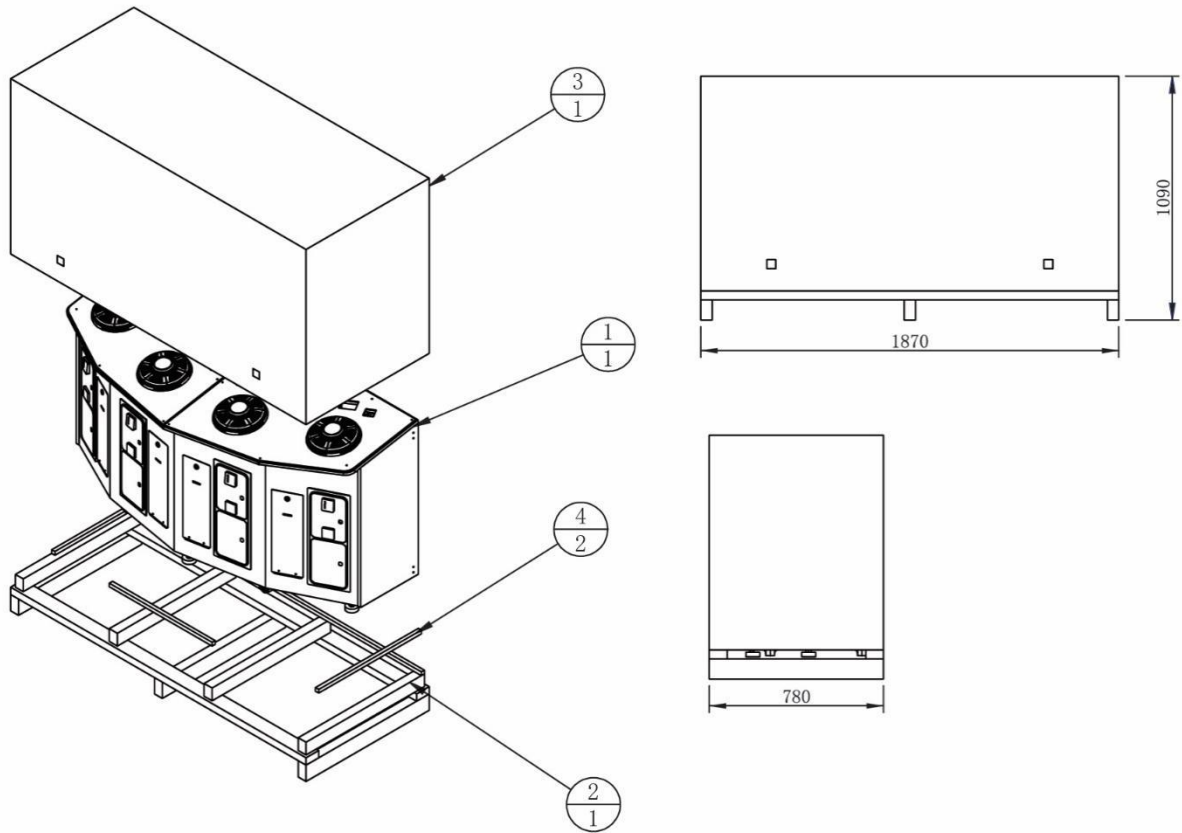
2.4 Shipment List

- Packing Carton 1 (LCD Cabinet Assembly): 187 X 221.7 X 99CM



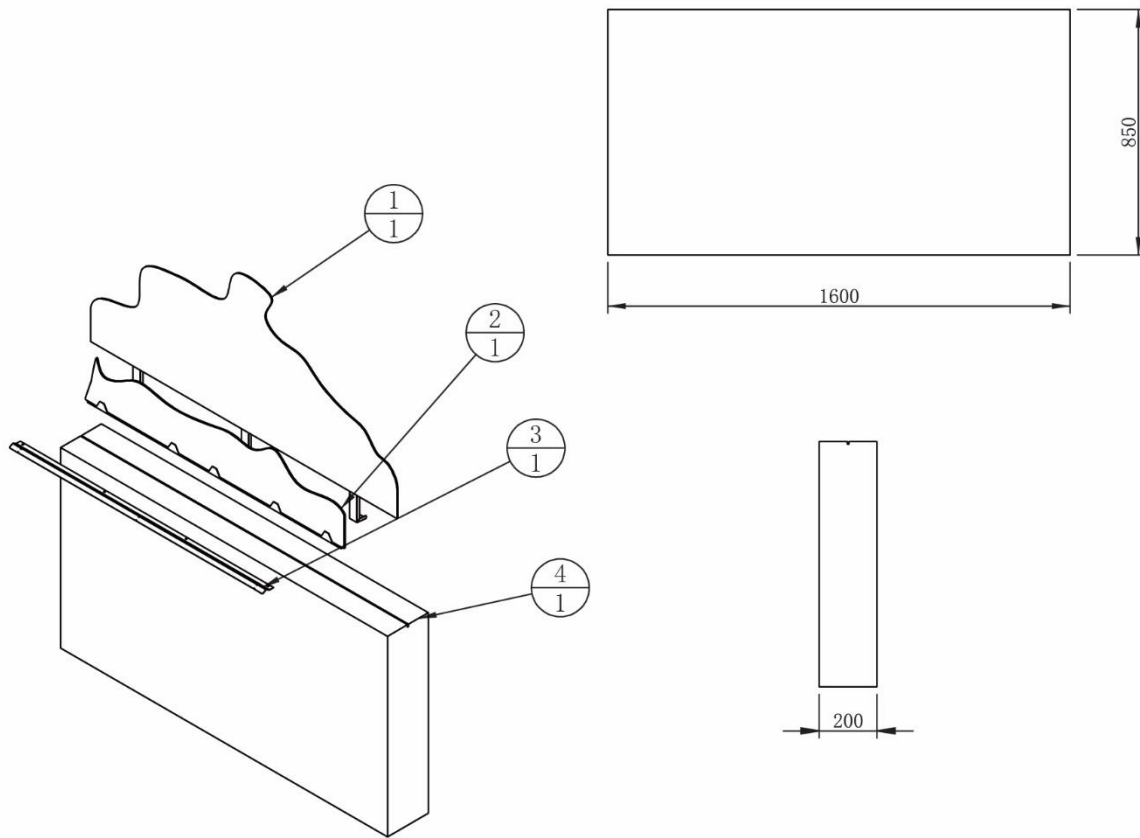
8	JMJ-9904000	Flame lamp package		1	
7	JMJ-9901E04	Spacing wood 1	Wood	1	
6	JMJ-9901E01	Monitor frame platfrom	Wood	1	
5	JMJ-9902E03	Spacing wood 2	Wood	1	
4	JMJ-0100000	Monitor frame		1	
3	JMJ-9903000	Light box package		1	
2	JMJ-9901E02	Enclosure	2C 850g T-7	1	
1	JMJ-9901E03	Cover	2C 850g T-7	1	
No.	Image No.	Parts Name	Material / Specification	Qty	Remarks

▪ **Packing Carton 2 (Control Panel Assembly): 187 X 109 X 78CM**



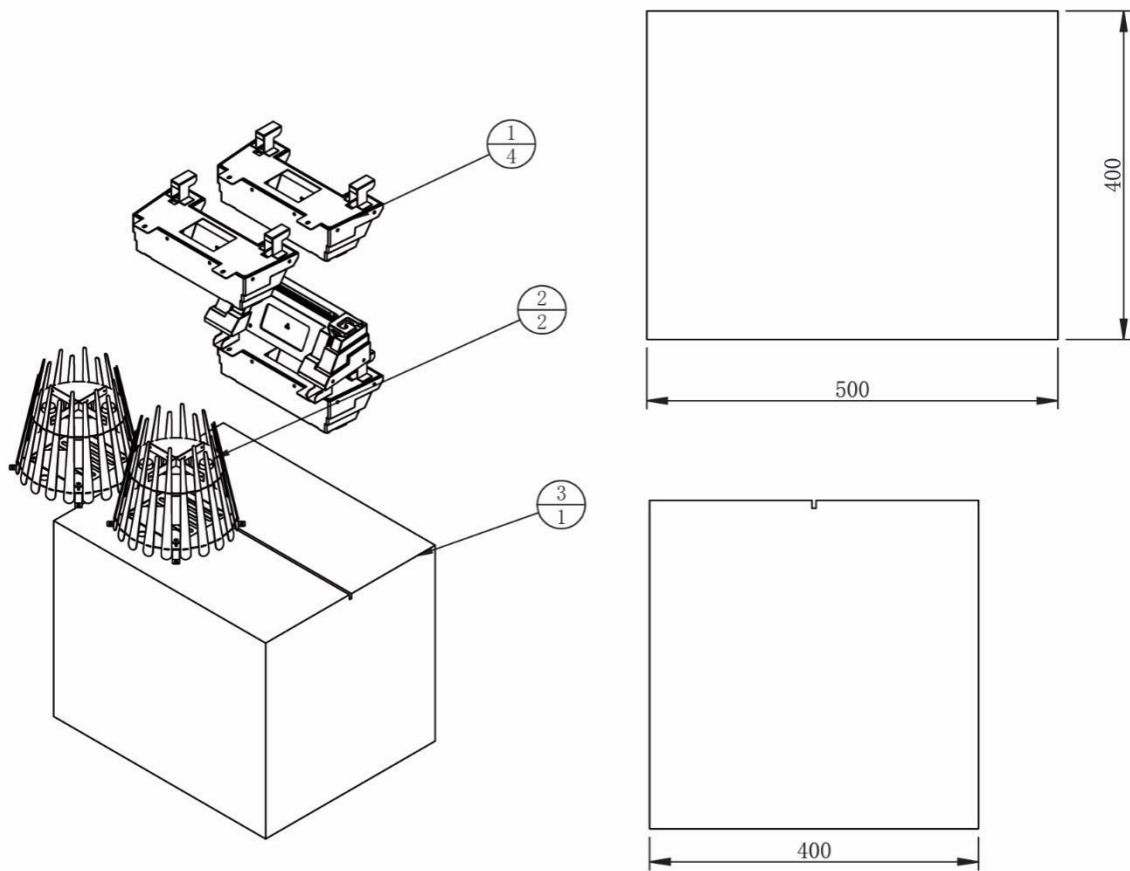
4	JMJ-9902E03	Spacing wood 2	Wood	2	
3	JMJ-9902E02	Console carton	2C 850g T-7	1	
2	JMJ-9902E01	Console platform	Wood	1	
1	JMJ-0200000	Console frame		1	
No.	Image No.	Parts Name	Material / Specification	Qty	Remarks

▪ **Packing Carton 3 (Light-Box Assembly): 160 X 85 X 20CM**



4	JMJ-9903E01	Light box carton	2C 850g T-7	1	
3	JMJ-0101A08	Top LED	SPCC-1. 2T	1	
2	JMJ-0103000	LOGO		1	
1	JMJ-0109000	Background		1	
No.	Image No.	Parts Name	Material / Specification	Qty	Remarks

▪ Packing Carton 4 (LCD Frame Light Assembly): 50 X 40 X 40CM



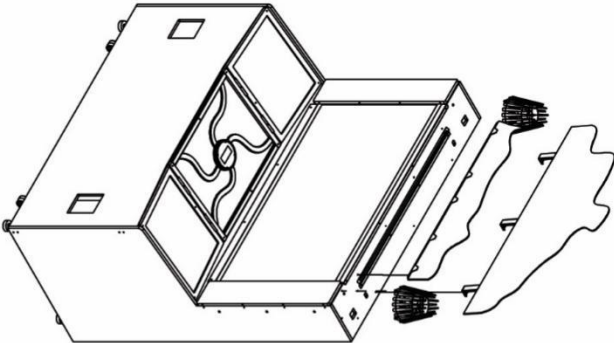
3	JMJ-9904E01	Flame lamp carton	2C 850g T-7	1	
2	JMJ-0107000	Flame lamp		2	
1	JMJ-0205000	Speaker box		4	
No.	Image No.	Parts Name	Material / Specification	Qty	Remarks

2.5 Packing List

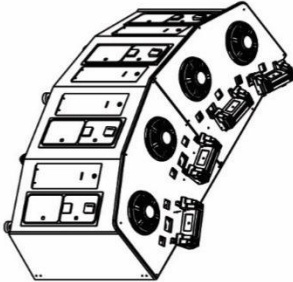
Please check the following items after purchasing our product. If any part is missing or damaged, please contact our salesperson.

No.	Description Name	Material / Specifications	Qtn.	Remarks
1	Cross Round Head Screw	M5*20 (Black)	19	
2	Cross Round Head Screw	M4*20 (Black)	8	
3	Socket Head Cap Screw	M6*20 (Black)	16	
4	Connecting Iron	SPCC-1.5T	4	Diagram no.: JMJ-0000A01
5	AC Power Cable	3m	1	
6	Fuse Tube	F10A/6*30 250V	1	
7	Same Key	5555	2	
8	User Manual		1	

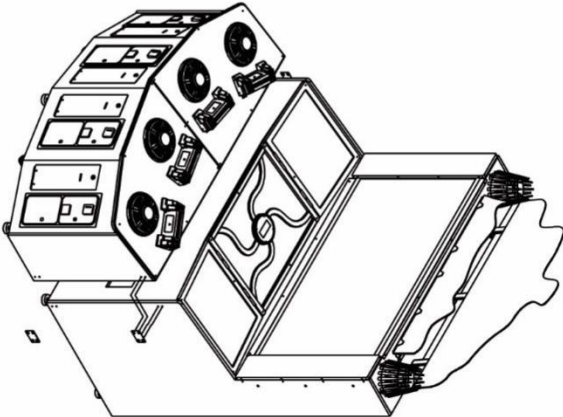
2.6 Install Direction



Step1. Fix the theme/ flame lamp and background on the Monitor frame with screws in turn, and connect the LEDs.



Step2. Connect the LEDs of speaker box and fix the speaker box to the console frame.



Step3. Connet the wire between consle frame and monitor frame, and connect the console frame and the liquid crystal frame with connecting plates.

2.7 Warranty

■ Scope

- Inquiry regarding product can be assisted for free.
- The warranty scope for consumables and durables may differ from product to product. Please contact our after-sales service center for detailed information. The right of final interpretation is reserved.

■ Exclusive

- Damage caused by force majeure.
- Failure caused by carelessness, such as water contact, falling down, toppling, knocking.
- Failure caused by disobeying the instructions in this manual.
- Failure caused by operating the machine on inappropriate site.
- Change the original design and configuration for the game without notice.
- Failure to perform regular service and clean.
- Failure to fix the product in line with the manual's requirement.
- Malfunction or part damage caused by electromagnetic interference other electronic equipments generated.

■ Non-warranty Consumables

- Light tube and bulb
- Button lamp and switch
- Fragile items
- Solenoid
- Other spare parts

3. Game Description and AO MENU

3.1 Game Description

3.1.1 GAME FEATURE

- Fun, Exciting mini-games in JUMANJI themes
- Up to 4 players multi-play in a single cabinet
- 11 Mini-games + 1 Bonus Game
- 4 main JUMANJI characters
- 5 Game Difficulties: Very Easy, Easy, Normal, Hard and Very Hard
- Full LED illuminated Cabinet
- 65" inches monitor

3.1.2 GAME CONTENT

Mini-Games

There are total of **11** mini-games to choose from. Achieve the game's aim to pass the pass line and enter BONUS game – JUMANJI. Win the bonus game to win bonus tickets!

11 Mini-Games:

01 – Tricky Treasures:



Aim to play: Open the treasure, match the symbol.

02 – Totem Twist:



Aim to play: Power Up The Statue.

03 – Crush Rush:



Aim to play: Collect the gem, don't get squashed.

04 – Rope-Bridge Runners:



Aim to play: Reach the end of the bridge, reach the safe area. Collect the jewels, avoid the gaps.

05 – Shifting Sands:



Aim to play: Reach to the top, escape the quicksand.
Pay attention to the gauge, watch out for sandstorms.

06 – Bat Attack:



Aim to play: Avoid & dodge the bats.

07 – Mandrill Madness:



Aim to play: Hit the fruits.

08 – Brute Pursuit:



Aim to play: Reach the far end by matching the symbols to move forward. Escape the brutes.

09 – Spider Panic:



Aim to play: Shake off the spiders.

10 – Pivot Point:



Aim to play: Collect the fruits.

11 – Desert Derby:



Aim to play: Escape from the ostriches.

Bonus Game – Cliff Chasers (JUMANJI)



Aim to play: Reach the top & save Jumanji.

Characters

There are a total of 4 main characters of Jumanji to choose from.

4 Characters:

**FRANKLIN
"MOUSE" FINBAR**



**DR. SMOLDER
BRAVESTONE**



**RUBY
ROUNDHOUSE**



**PROFESSOR
SHELLY OBERON**



3.2 Game Flow

3.2.1 Front-End MENU

Scene 1: Insert Coin Page

Insert coin page will be appeared to ask player to insert coins and start the game.



Logos of SEGA, Columbia Pictures, 3MindWave & Unreal Engine and **Attraction Video** will be appeared shortly in random.



INSERT COIN(S) TO START 0/3
CREDIT (S) 0



COLUMBIA PICTURES
© 1997 Columbia



INSERT COIN(S) TO START 0/3
CREDIT (S) 0



UNREAL
ENGINE



Scene 2: Select Mini-Game

In the **Select Game** screen, there are a total of **11** mini-games.



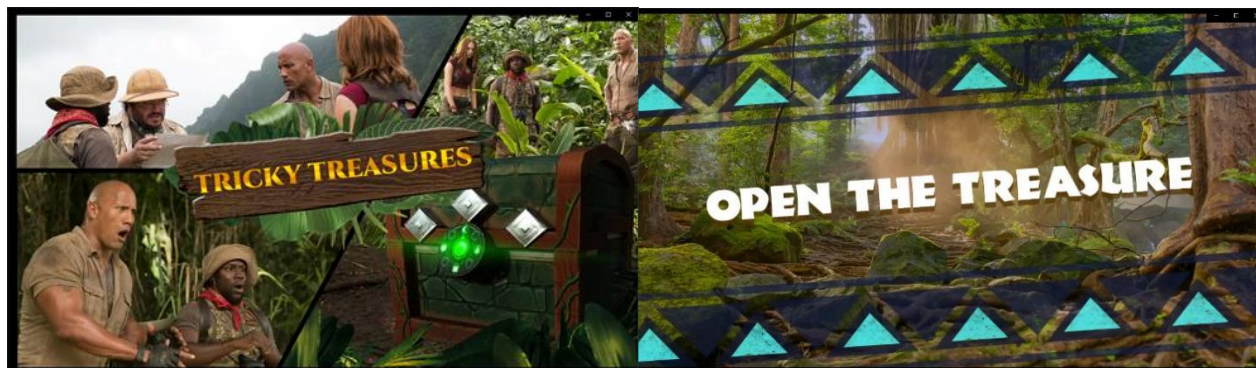
***Spin** to select mini-game; Press the middle [**JUMANJI**] button to confirm.

Scene 3: Aim of Game

After game is confirmed, it will loaded into the mini-game.

Before each game starts, it will appear with the aim of mini-game to give a fast tips of how to play the mini-game.

Example: In mini-game **Tricky Treasures**, aim of game is to **“Open The Treasure”**.



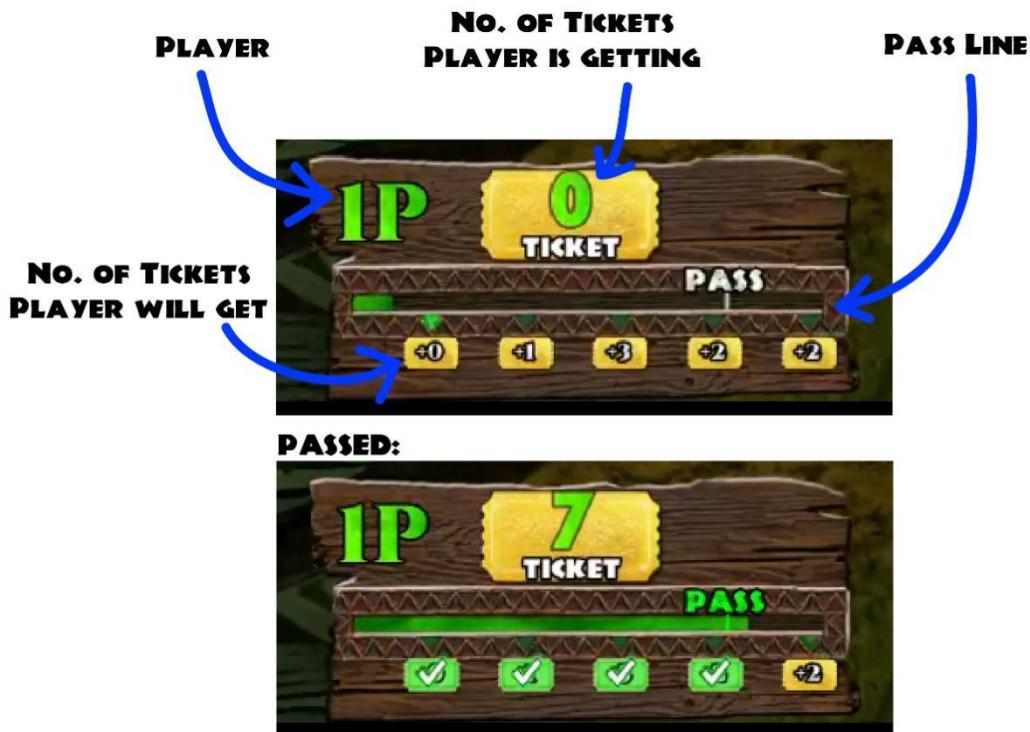
Scene 4: Mini-Game START

Game starts. Players will need to achieve the aim of mini-game to get to the PASS line to enter bonus game – JUMANJI.



3.2.2 In-Game HUD

UI Screen



Scene 5: FINISH Game

Game is finished when time is up.



3.2.3 Back-End MENU

Scene 6: Result

After the mini-game is finished, **Result** of all players will be shown.

It will show how many tickets each player can get.

It will also show if player is game over or if player can get enough score to enter the bonus game – JUMANJI.



Scene 7: Game Over

If player does not get enough score to pass the pass line, game is over. Game will be back to **Insert Coin Page**.



Scene 8a: Bonus Game - JUMANJI

If player gets enough score to pass the pass line, the game will enter the bonus game round – JUMANJI.



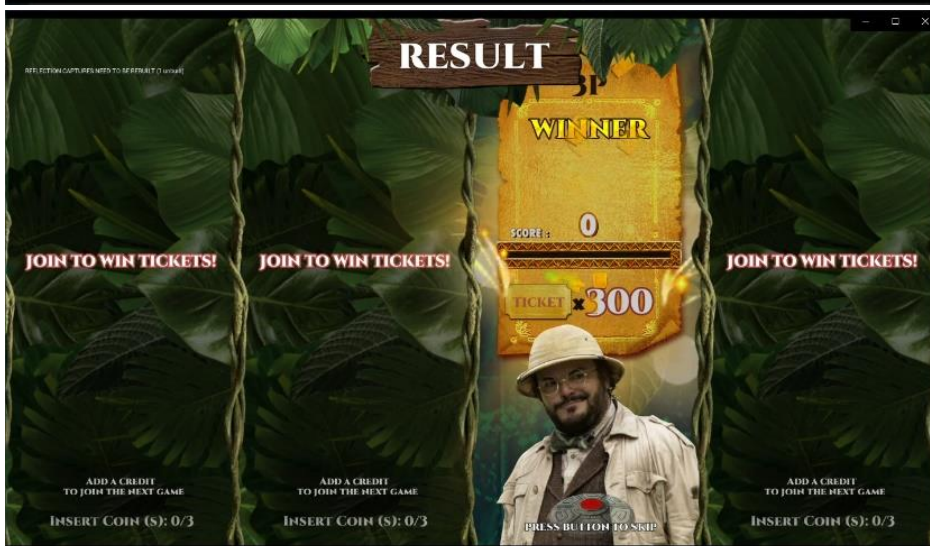
Bonus game name: **Cliff Chasers**

Aim of Game: **Reach the Top & Save JUMANJI**



Scene 8b: Bonus Game Result

If player can reach the top & save JUMANJI, player wins the bonus. Game will be back to **Insert Coin Page**.



3.3 USB Drive Patching

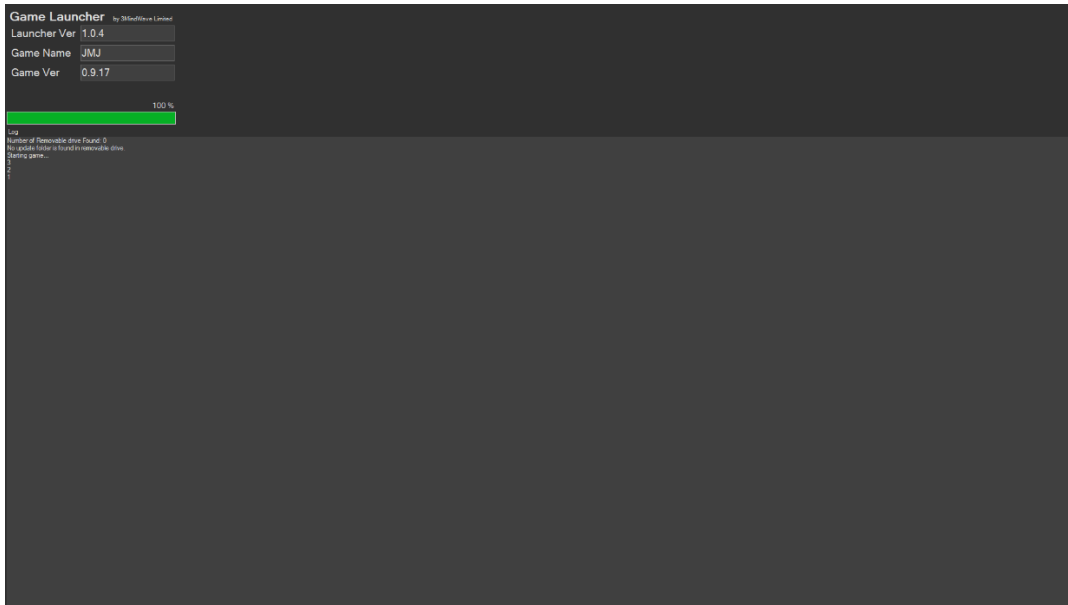
3.3.1 USB Patching Steps:

1. Copy the game build into a USB under directory named [JMJUUpdate] (e.g. U:\JMJUUpdate\).
2. Boot\re-boot the Jumanji machine.
3. Please insert the USB Drive into the Jumanji machine.
4. The game launcher will start automatically and install the patch from USB drive.
5. After USB patching is completed, please remove the USB drive from Jumanji machine.

3.3.2 Cases of USB Drive Patching

Case 1 – Start with No Update

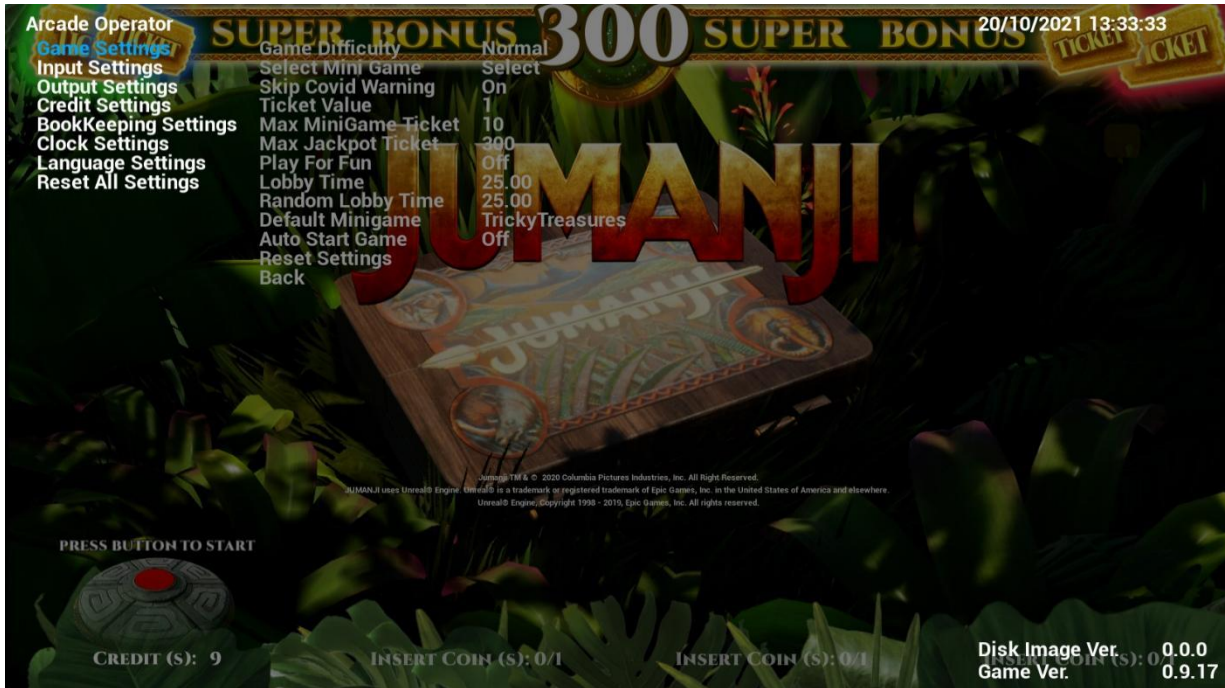
Under the below screen, no update is required. Game will start after count down.



3.4 Operator MENU

Arcade Operator

1. Under the game **Title Screen**, press the **[Menu]** key of the coin control box to enter the **[Arcade Operator]**, the **main arcade operator** menu is shown as below.



2. In the main menu screen, use the turntable button to turn **[LEFT]** and **[RIGHT]** to select a menu item, press the **[JUMANJI]** button to enter the **sub-menu list**.

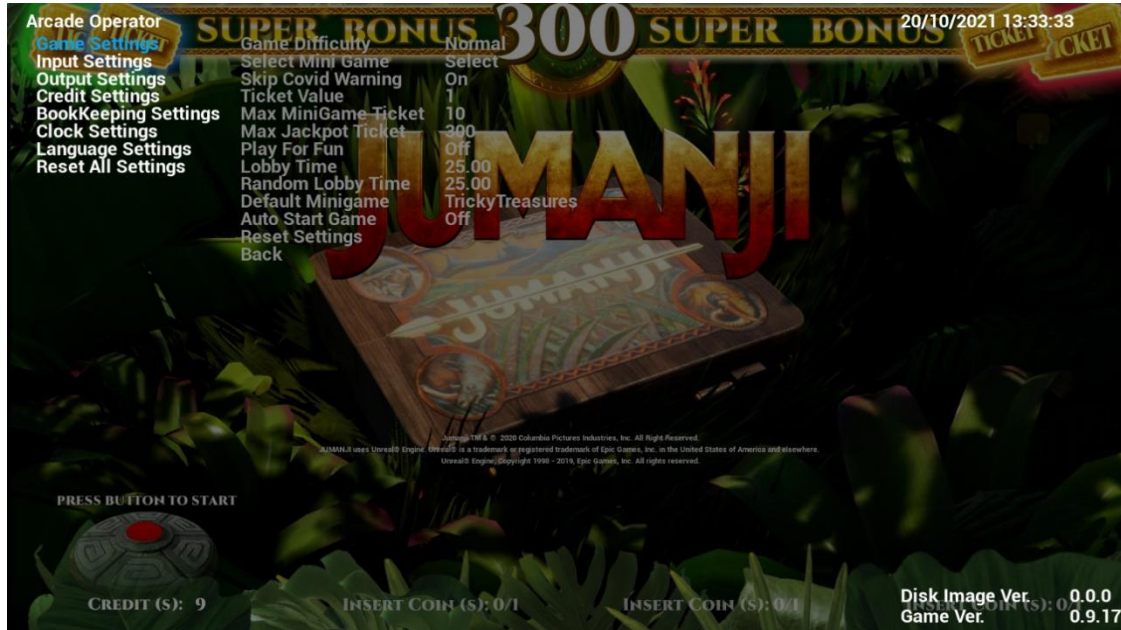
3. Use the turntable button to turn **[LEFT]** and **[RIGHT]** to select the preference of the selected sub-menu item. Select **[Back]** at the bottom of the sub-menu list to go back to **main menu screen**.

4. Setup is saved automatically.

5. To exit the **arcade operator** user interface, press the **[MENU]** button. It will go back to the game title screen with new settings.

3.4.1 Game Settings

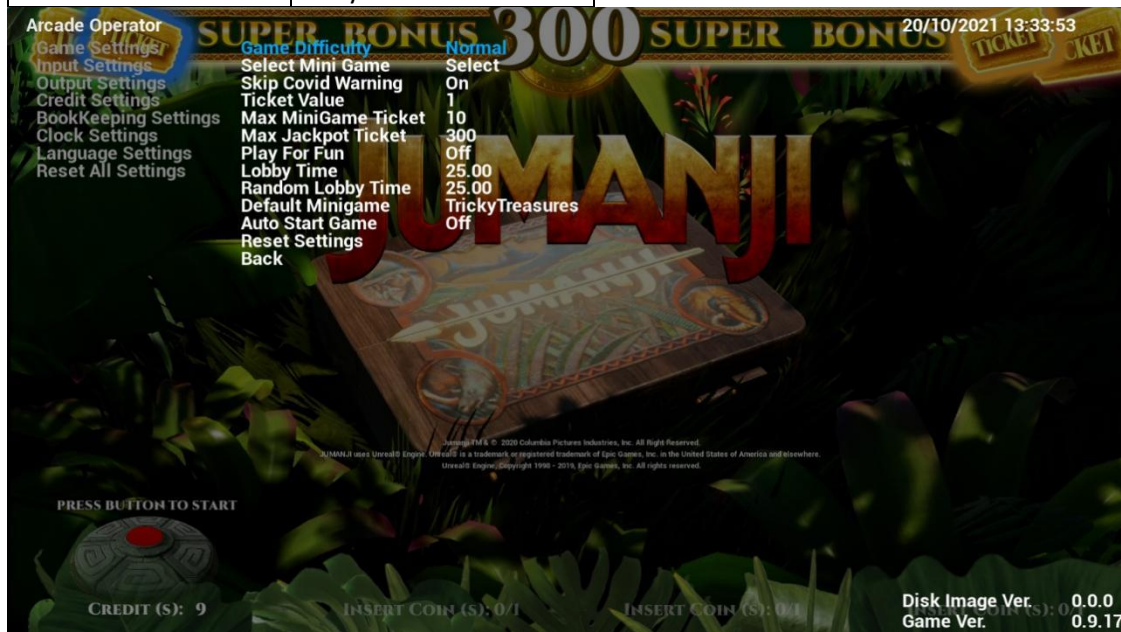
Under **Game Settings**, settings related to game-play can be adjusted here.



3.4.1-1 Game Difficulty

Under **Game Difficulty**, the level of difficulty can be adjusted.

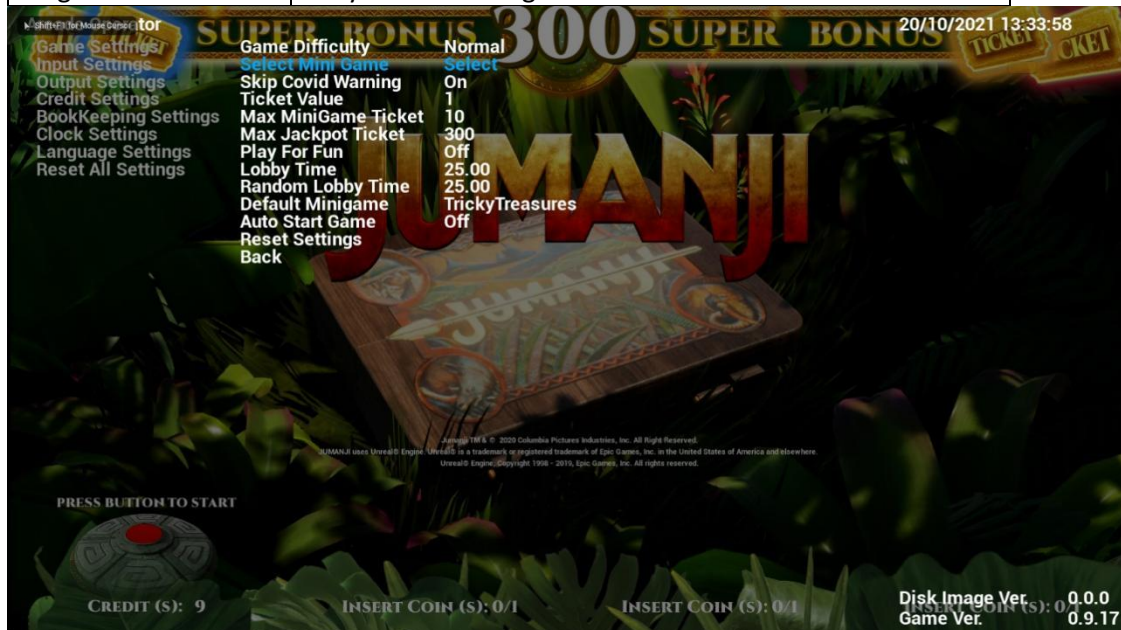
Game Difficulty		
Very Easy	Easy	Normal
Hard	Very Hard	



3.4.1-2 Select Mini Game

Under **Select Mini Game**, ways of selection of mini games can be adjusted.

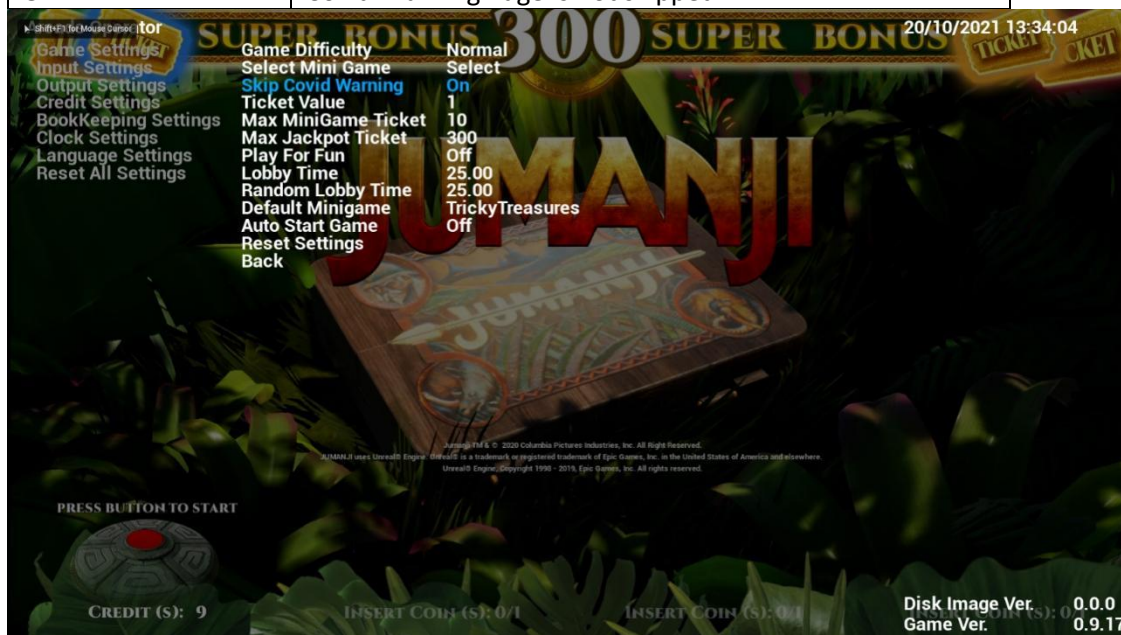
Select Mini Game	Description
Select	Mini game is selected by selection of player(s)
Random	Mini game is loaded in random
Single Game	Only Default Mini game will be loaded



3.4.1-3 Skip Covid Warning

Under **Skip Covid Warning**, the page of Covid Warning can be turned On/Off.

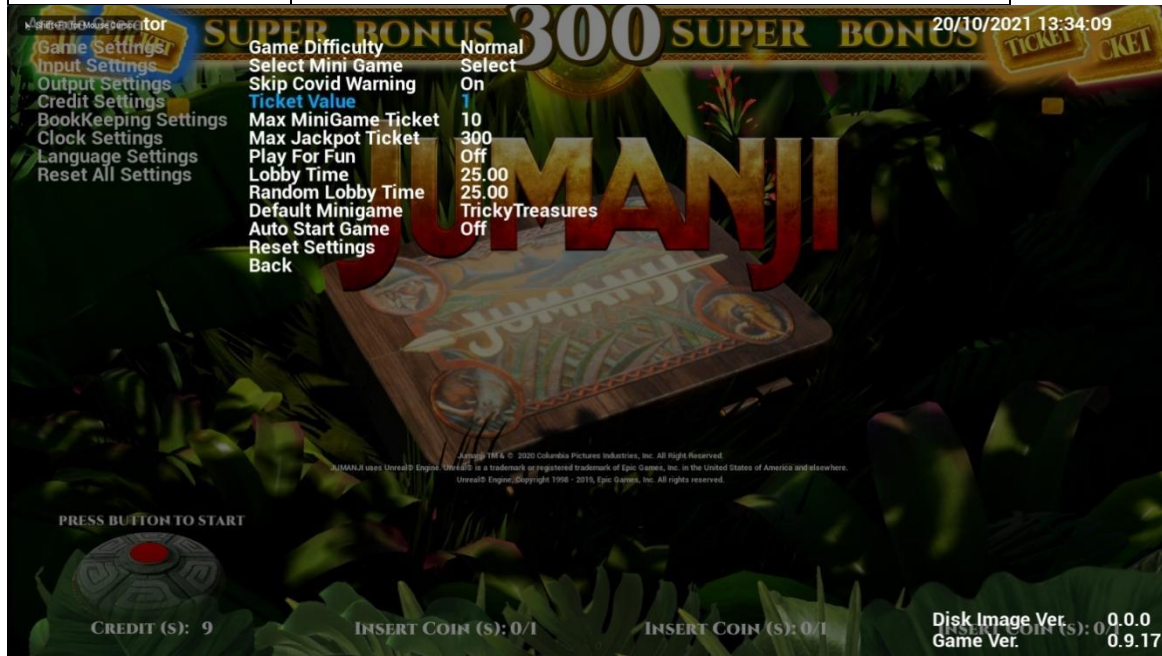
Skip Covid Warning	Description
On	Covid Warning Page is skipped
Off	Covid Warning Page is not skipped



3.4.1-4 Ticket Value

Under **Ticket Value**, value of ticket can be adjusted.

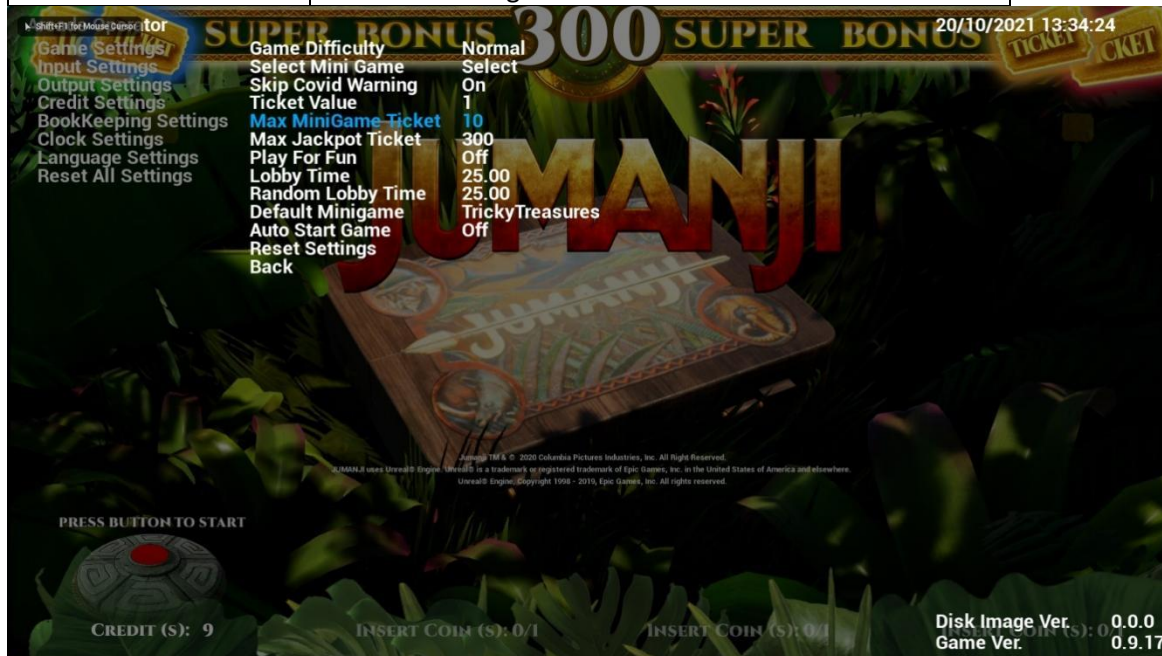
Ticket Value	Description
1	Ticket Value is 1
2	Ticket Value is 2



3.4.1-5 Max Mini-Game Ticket

Under **Max Mini-Game Ticket**, maximum number of ticket per mini-game can be adjusted.

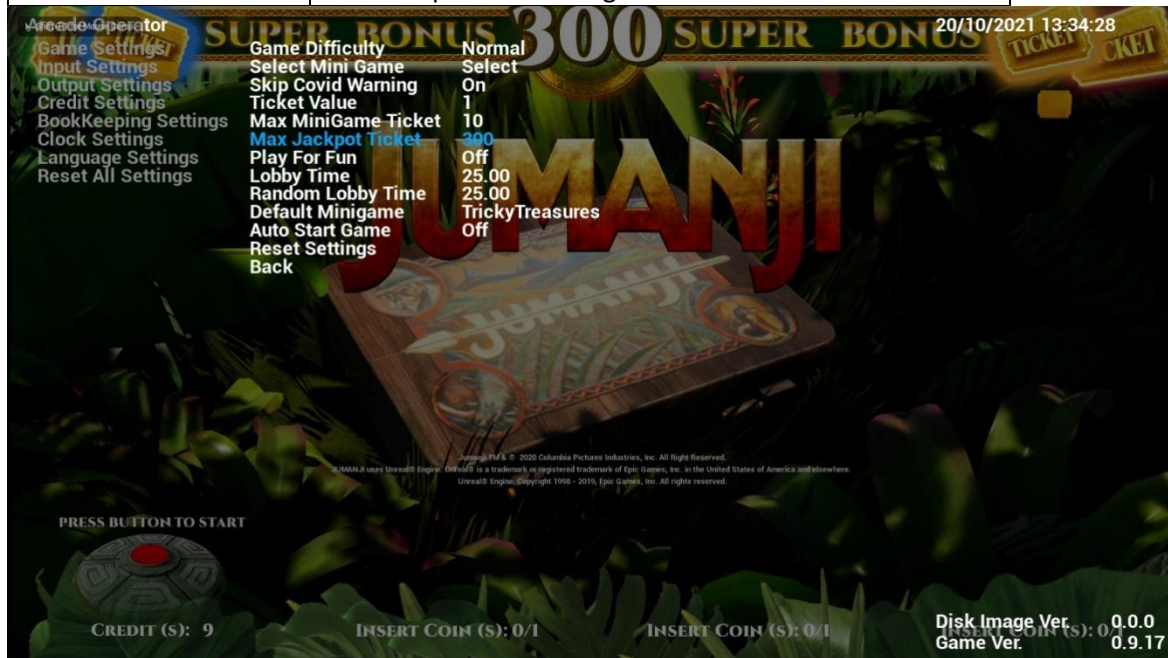
Max Mini-Game Ticket	Description
2-200	Max Ticket Range



3.4.1-6 Max Jackpot Ticket

Under **Max Jackpot Ticket**, maximum number of jackpot ticket can be adjusted.

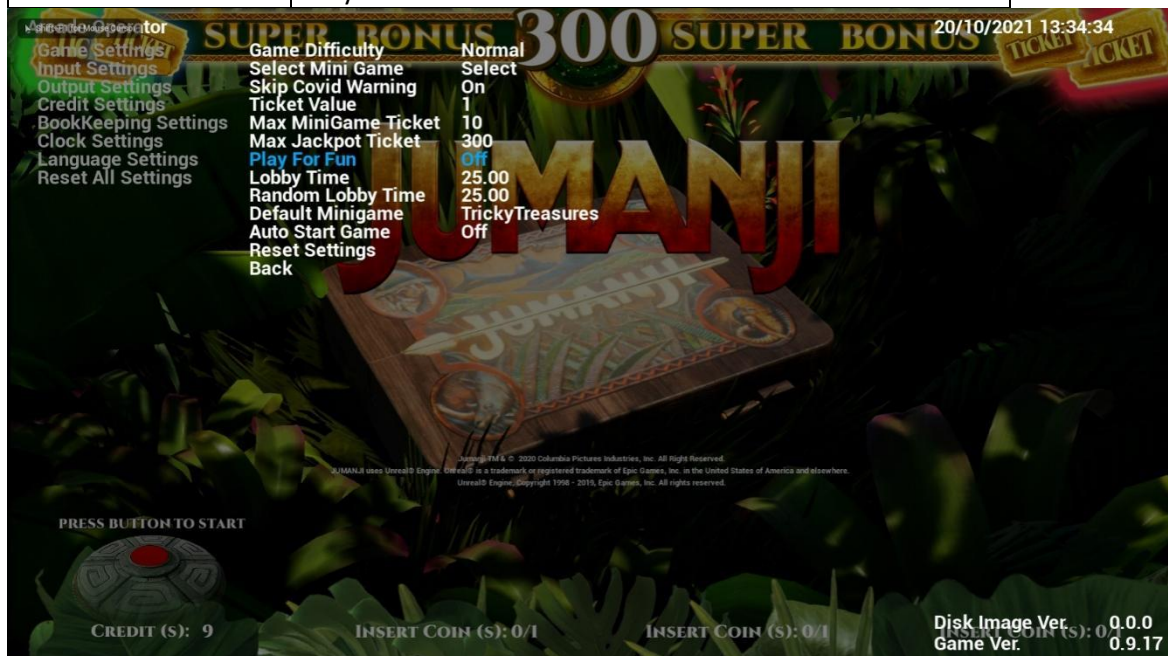
Max Jackpot Ticket	Description
50-5000	Max Jackpot Ticket Range



3.4.1-7 Play For Fun

Under **Play For Fun**, whether to turn on/off [Play For Fun] Mode can be adjusted.

Play For Fun	Description
On	Play For Fun Mode is turned ON.
Off	Play For Fun Mode is turned OFF.



3.4.1-8 Lobby Time

Under **Lobby Time**, the length of countdown time for Lobby (Select Game) can be adjusted.

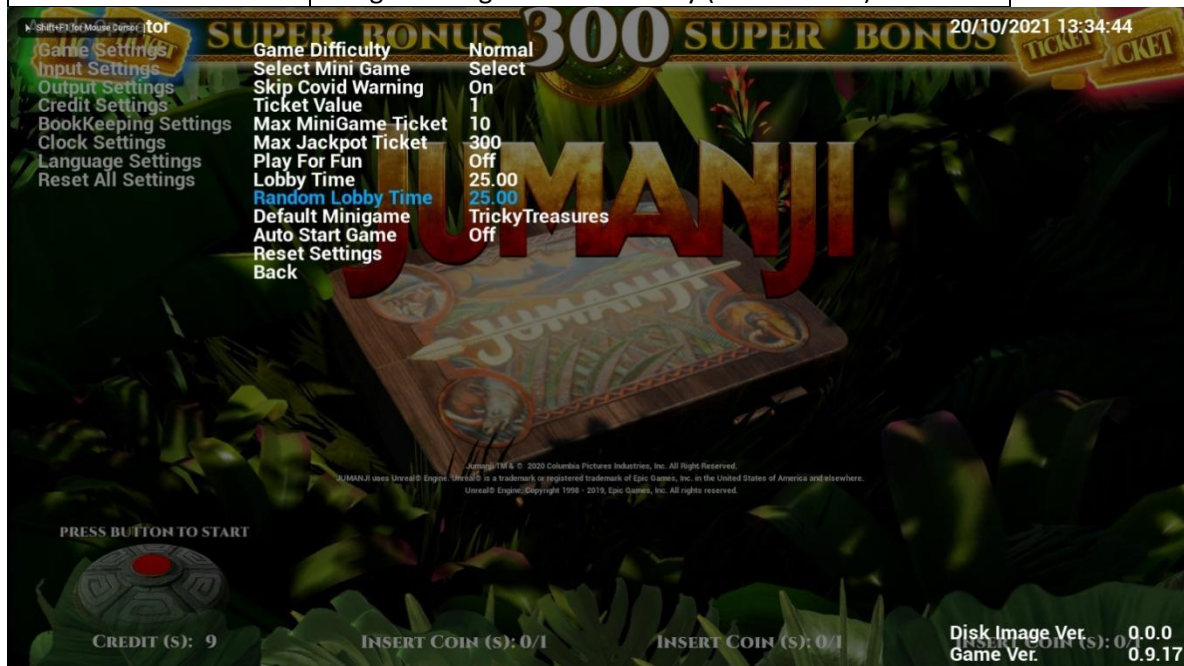
Lobby Time	Description
5-30 seconds	Range of Length Time of Lobby (Select Game)



3.4.1-9 Random Lobby Time

Under **Random Lobby Time**, the length of countdown time for Random Lobby (Select Game) can be adjusted.

Random Lobby Time	Description
5-30 seconds	Range of Length Time of Lobby (Select Game)



3.4.1-10 Default Mini-Game

Under **Default Mini-Game**, the first game to be shown in Lobby (Select Game) can be adjusted.

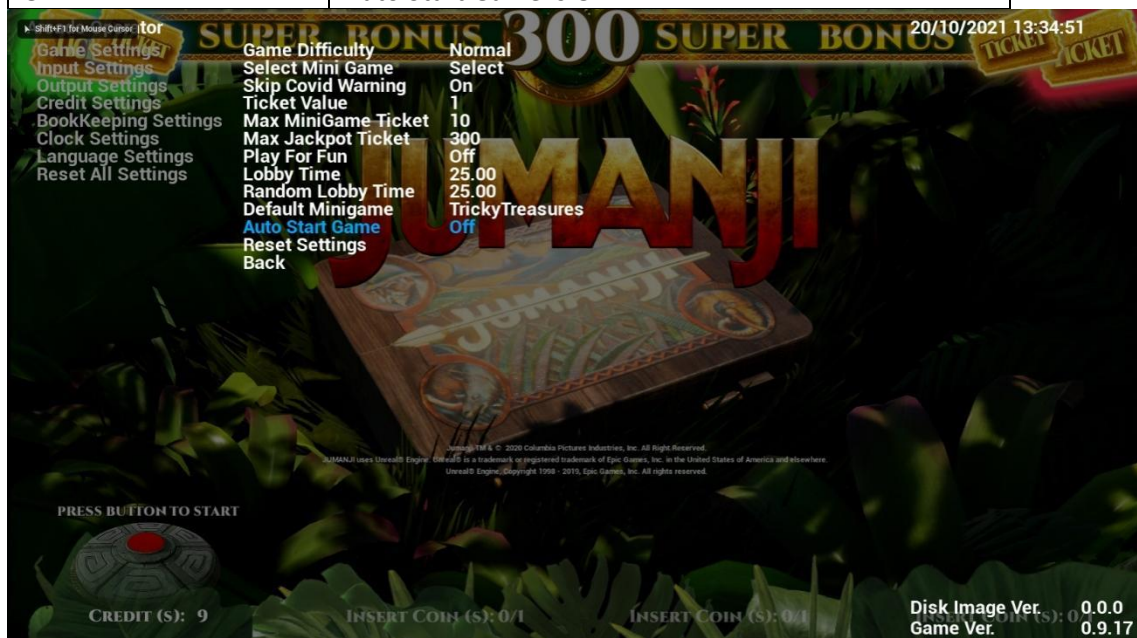
Default Mini-Game		
Tricky Treasures	Totem Twist	Shifting Sands
Rope Bridges Runners	Crush Rush	Bat Attack
Mandrill Madness	Brute Pursuit	Spider Panic
Pivot Point	Desert Derby	



3.4.1-11 Auto Start Game

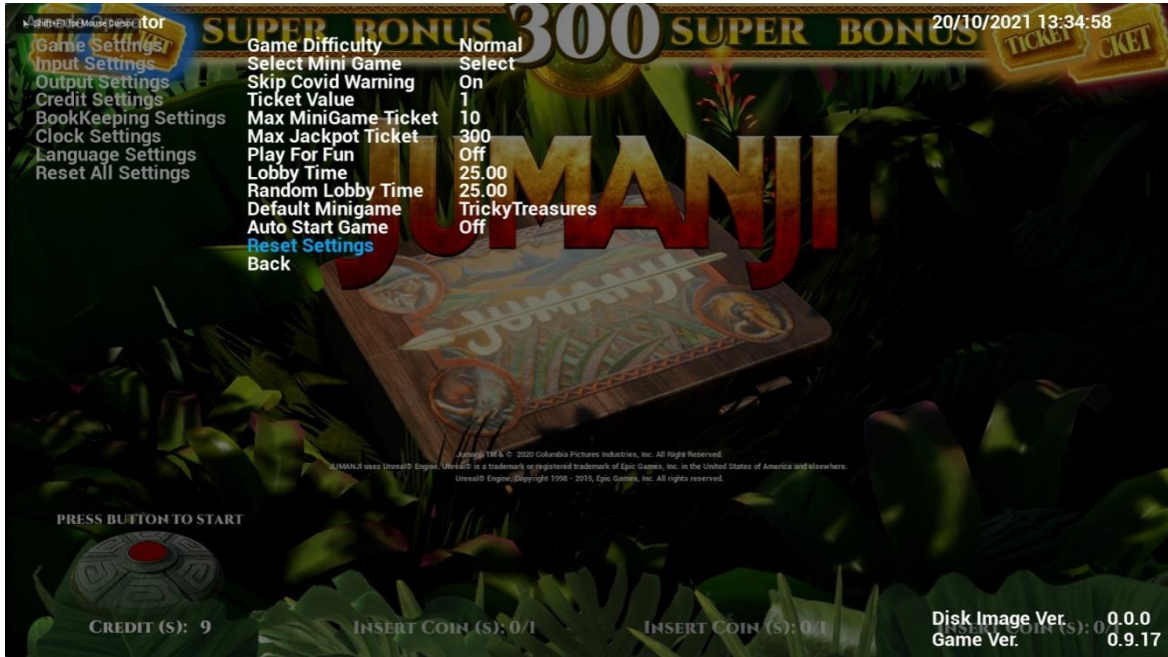
Under **Auto Start Game**, whether to start game automatically can be turned on/off.

Auto Start Game	
On	Auto Start Game is ON.
Off	Auto Start Game is OFF.



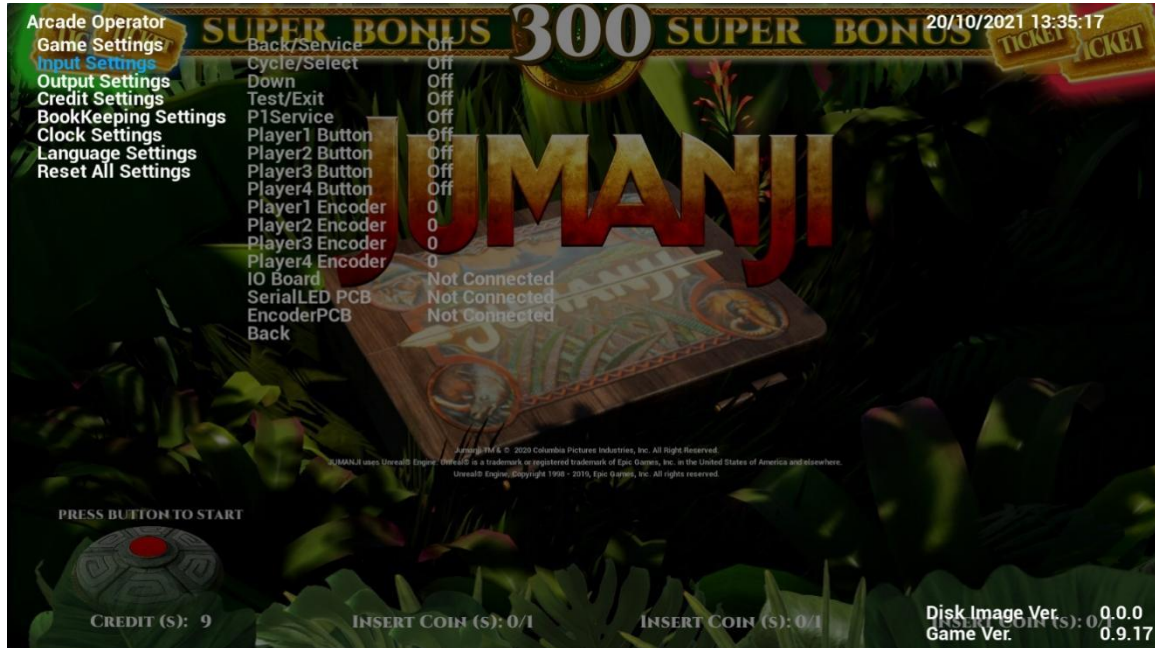
3.4.1-12 Reset Game Settings

By complying **Reset Game Settings**, all sub-menu items of **Game Settings** will be reset to default settings.



3.4.2 Input Settings

Under **Input Settings**, settings related to game input can be adjusted here.



3.4.2-1 Back/Service

Under **Back/Service**, Back/Service Button status (on/off) will be detected and shown.

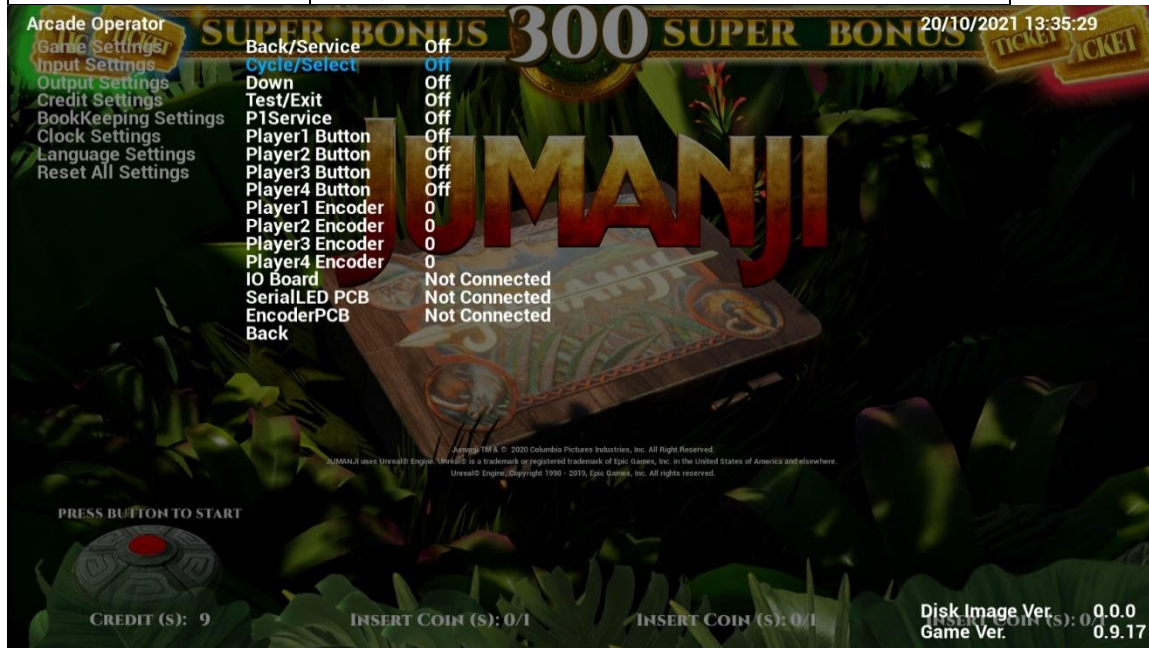
Back/Service Button	Description
On	Back/Service Button is ON.
Off	Back/Service Button is OFF.



3.4.2-2 Cycle/Select

Under **Cycle/Select**, Cycle/Select Button status (on/off) will be detected and shown.

Cycle/Select Button	Description
On	Back/Service Button is ON.
Off	Back/Service Button is OFF.



3.4.2-3 Down

Under **Down**, Down Button status (on/off) will be detected and shown.

Down Button	Description
On	Down Button is ON.
Off	Down Button is OFF.



3.4.2-4 Test/Exit

Under Test/Exit, Down Button status (on/off) will be detected and shown.

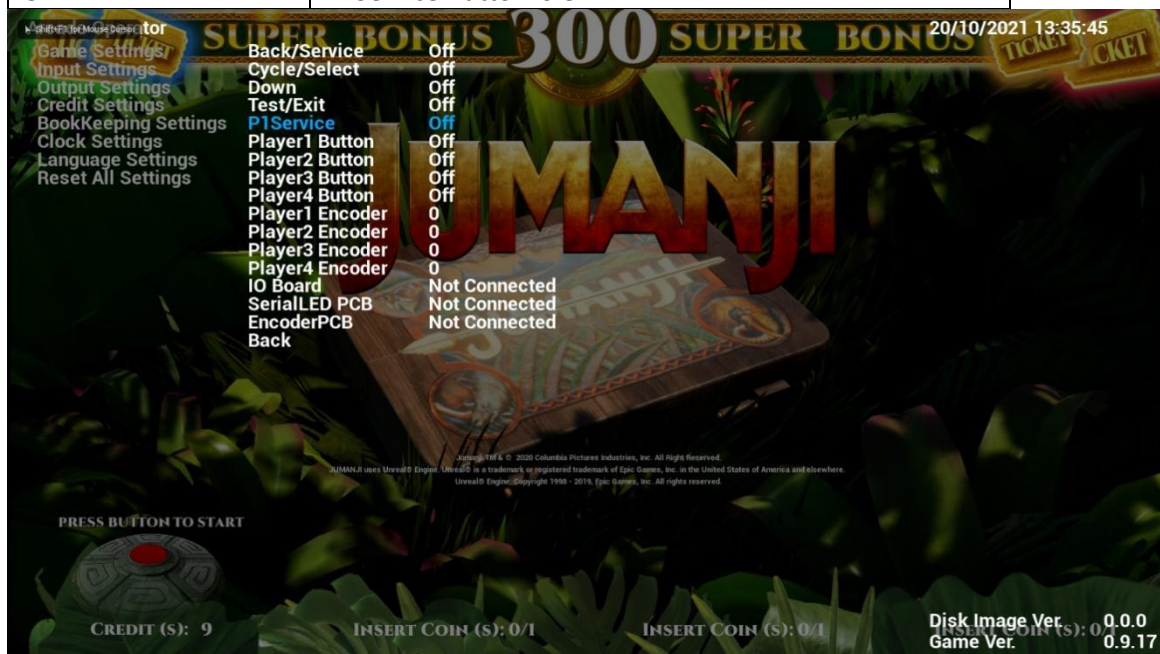
Test/Exit Button	Description
On	Test/Exit Button is ON.
Off	Test/Exit Button is OFF.



3.4.2-5 P1Service

Under Test/Exit, Down Button status (on/off) will be detected and shown.

P1Service Button	Description
On	P1Service Button is ON.
Off	P1Service Button is OFF.



3.4.2-6 Player 1 Button

Under **Player 1 Button**, Player 1 Button status (on/off) will be detected and shown.

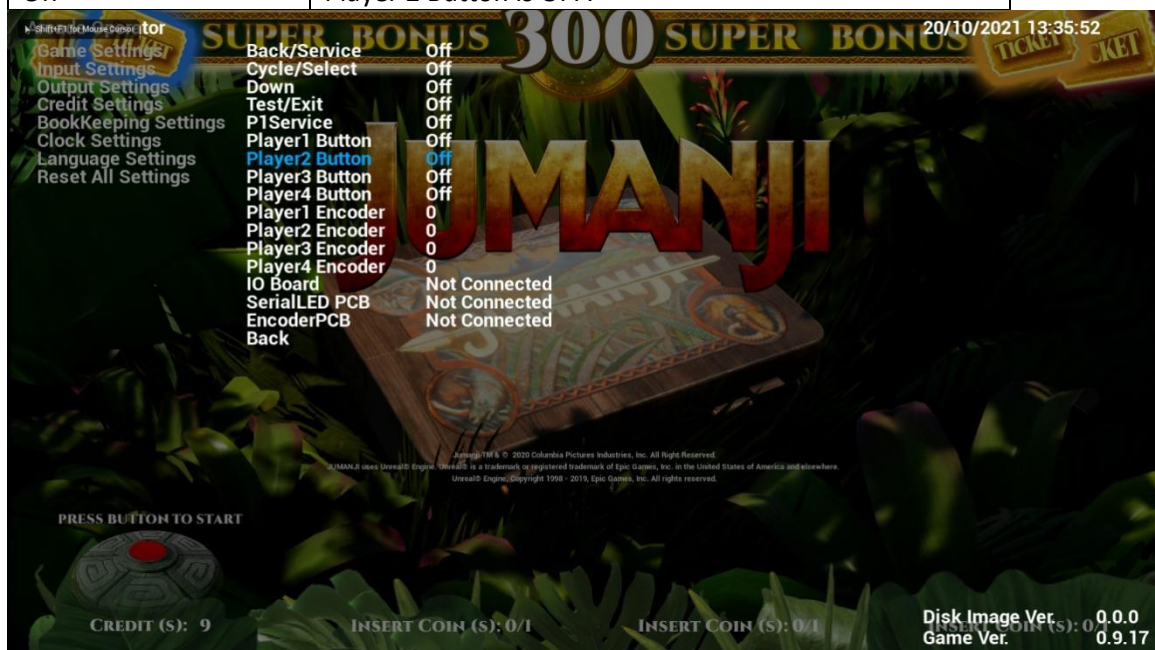
Player 1 Button	Description
On	Player 1 Button is ON.
Off	Player 1 Button is OFF.



3.4.2-7 Player 2 Button

Under **Player 2 Button**, Player 2 Button status (on/off) will be detected and shown.

Player 2 Button	Description
On	Player 2 Button is ON.
Off	Player 2 Button is OFF.



3.4.2-8 Player 3 Button

Under **Player 3 Button**, Player 3 Button status (on/off) will be detected and shown.

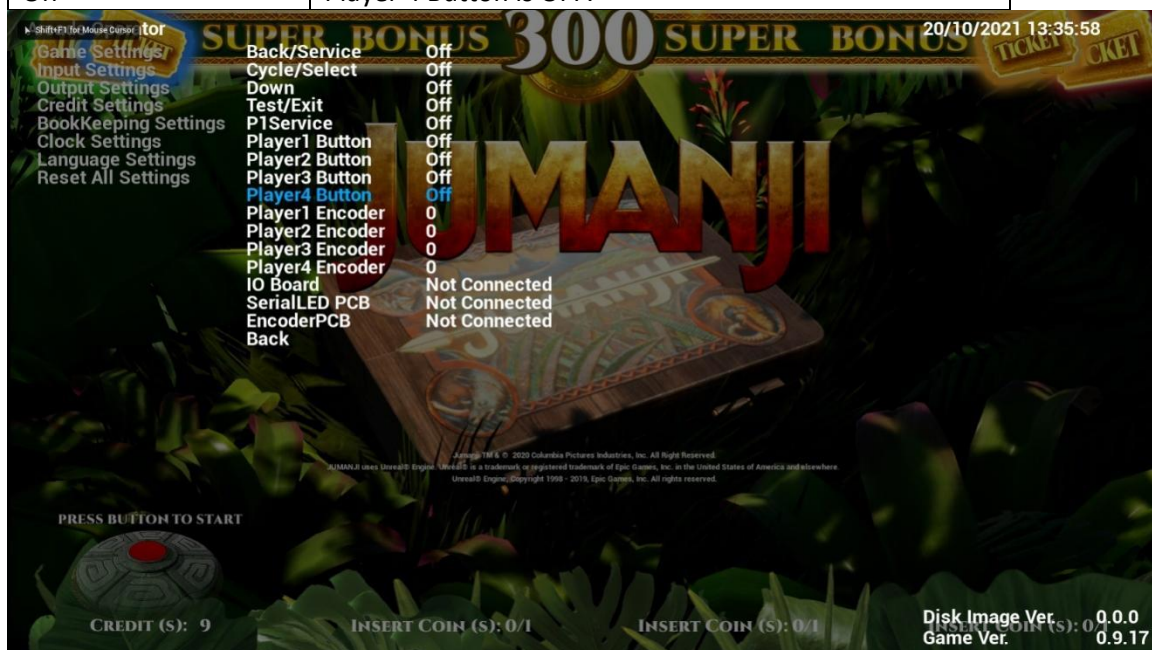
Player 3 Button	Description
On	Player 3 Button is ON.
Off	Player 3 Button is OFF.



3.4.2-9 Player 4 Button

Under **Player 4 Button**, Player 4 Button status (on/off) will be detected and shown.

Player 4 Button	Description
On	Player 4 Button is ON.
Off	Player 4 Button is OFF.



3.4.2-10 Player 1 Encoder

Under **Player 1 Encoder**, Player 1 Encoder status (0/1) will be detected and shown.

Player 1 Encoder	Description
0-399	Range of Encoder



3.4.2-11 Player 2 Encoder

Under **Player 2 Encoder**, Player 2 Encoder status (0/1) will be detected and shown.

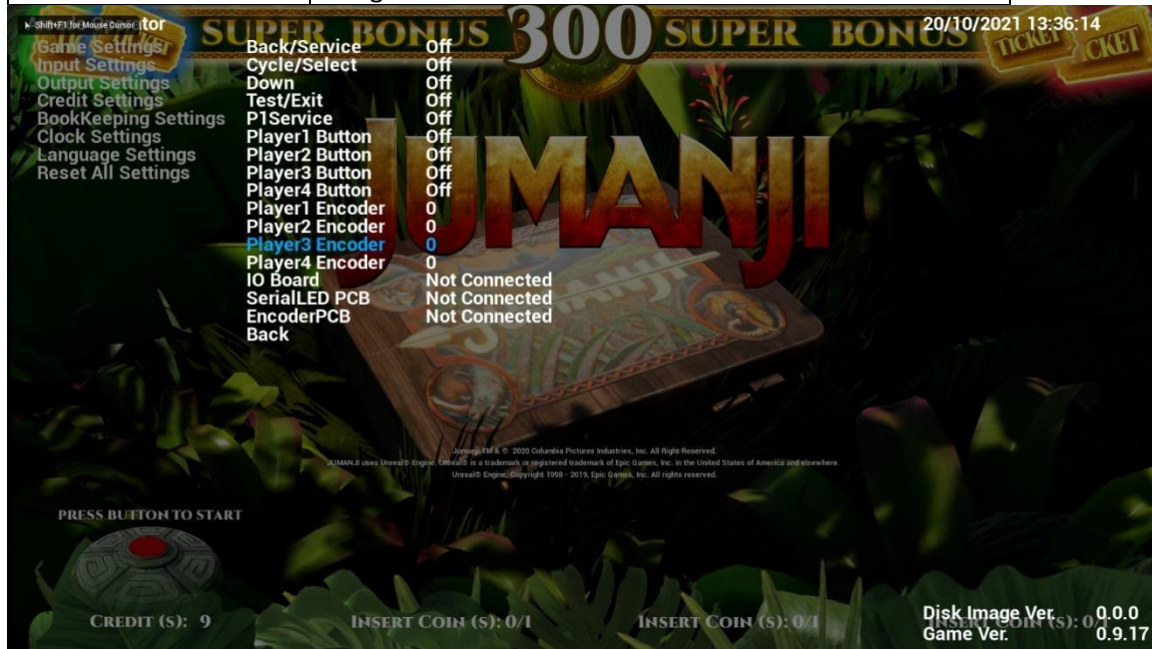
Player 2 Encoder	Description
0-399	Range of Encoder



3.4.2-12 Player 3 Encoder

Under **Player 3 Encoder**, Player 3 Encoder status (0/1) will be detected and shown.

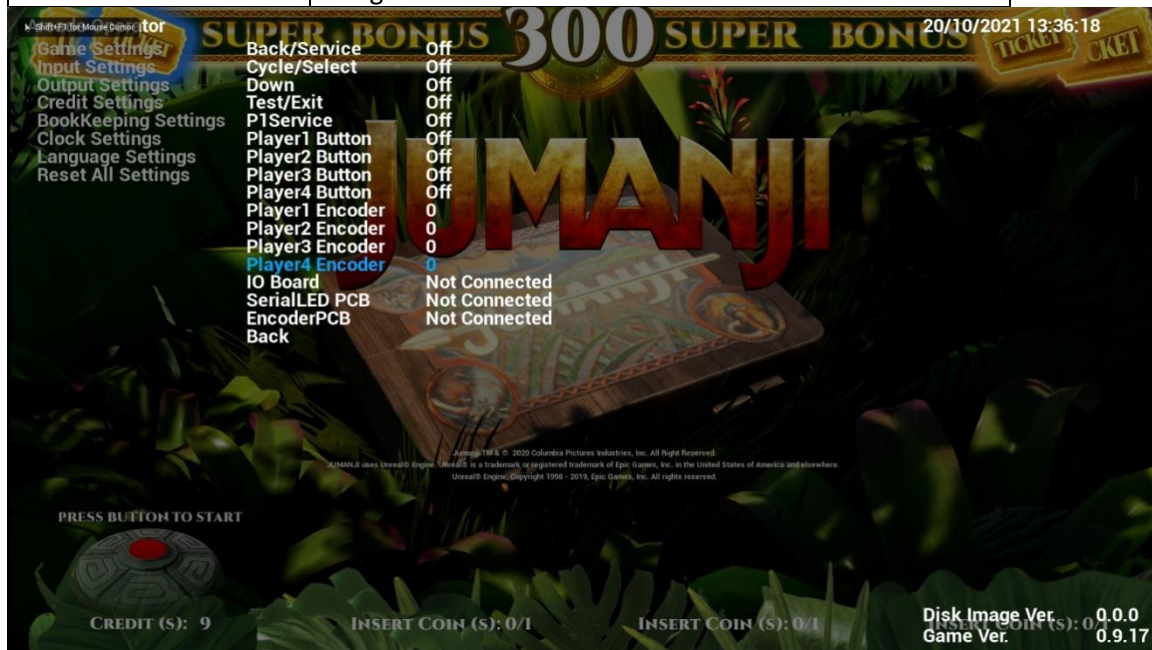
Player 3 Encoder	Description
0-399	Range of Encoder



3.4.2-13 Player 4 Encoder

Under **Player 4 Encoder**, Player 4 Encoder status (0/1) will be detected and shown.

Player 4 Encoder	Description
0-399	Range of Encoder



3.4.2-14 IO Board

Under **IO Board**, IO Board status will be detected automatically and shown here.

IO Board	Description
Connected	IO Board is detected and connected
Not Connected	IO Board is not connected



3.4.2-15 Serial LED PCB

Under **Serial LED PCB**, Serial LED Board status will be detected automatically and shown here.

Serial LED Board	Description
Connected	Serial LED Board is detected and connected
Not Connected	Serial LED Board is not connected



3.4.2-16 Encoder PCB

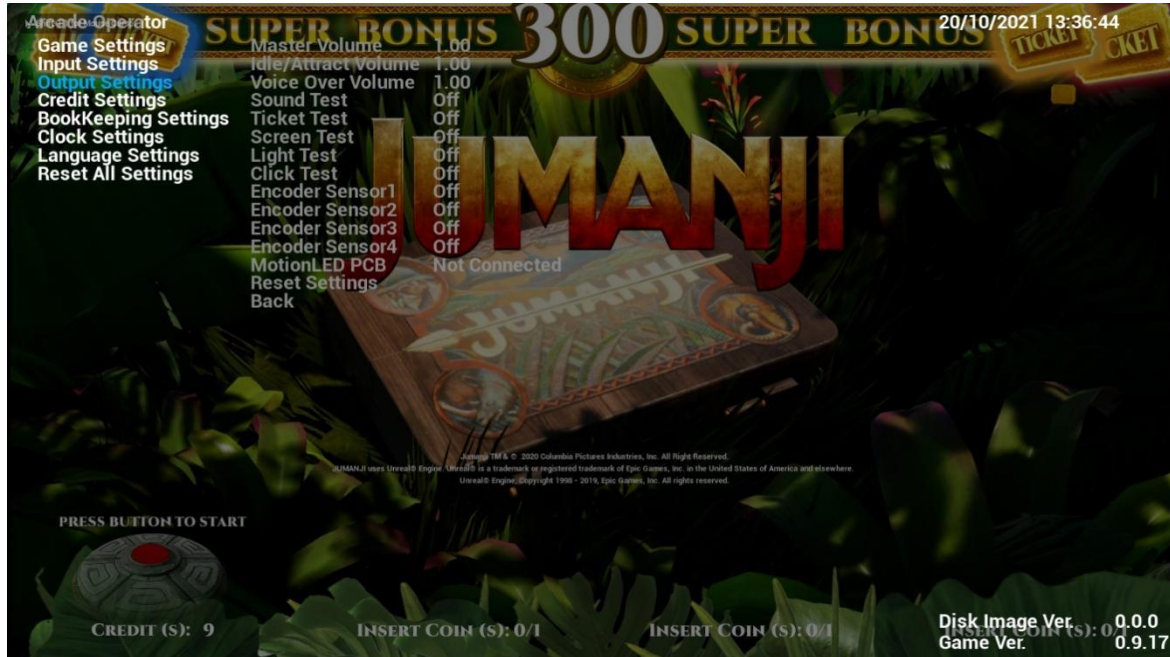
Under **Encoder PCB**, Encoder Board status will be detected automatically and shown here.

Encoder Board	Description
Connected	Encoder Board is detected and connected
Not Connected	Encoder Board is not connected



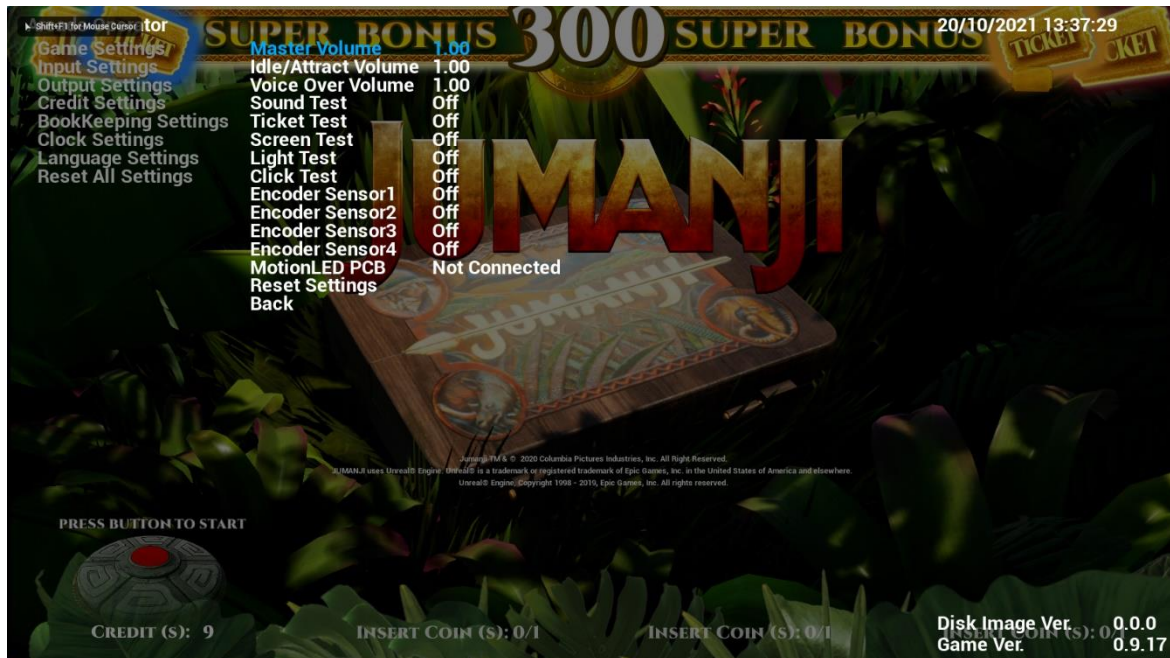
3.4.3 Output Settings

Under **Output Settings**, settings related to game output can be adjusted here.



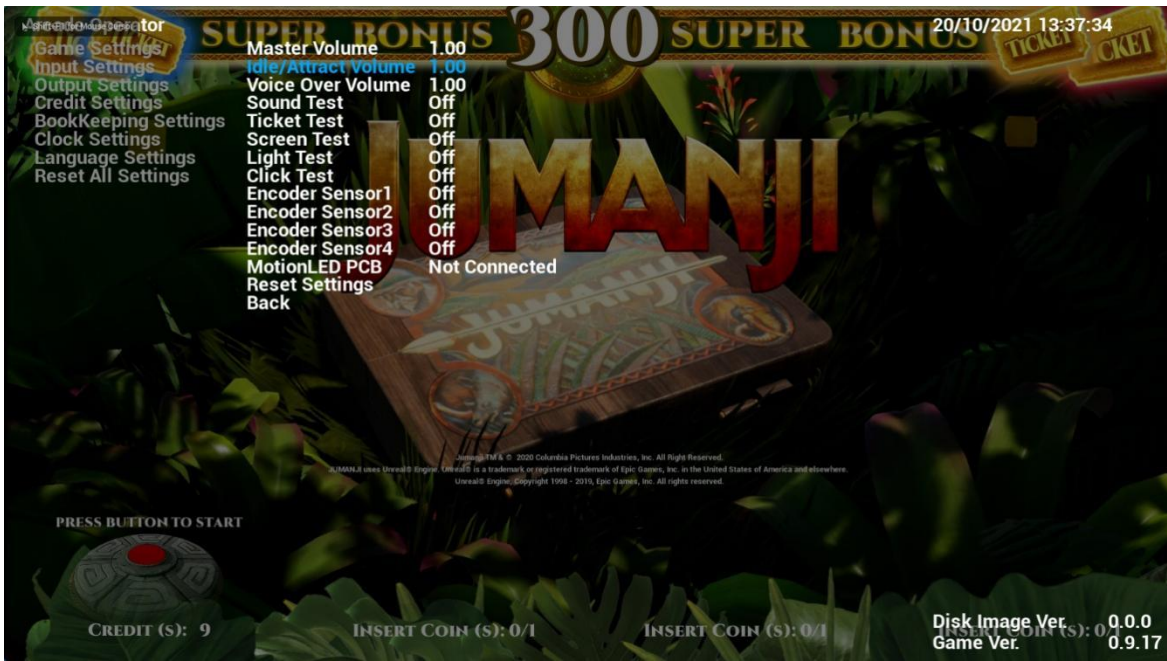
3.4.3-1 Master Volume

Under **Master Volume**, the inputs of the volume can be adjusted between **0.1-2**.



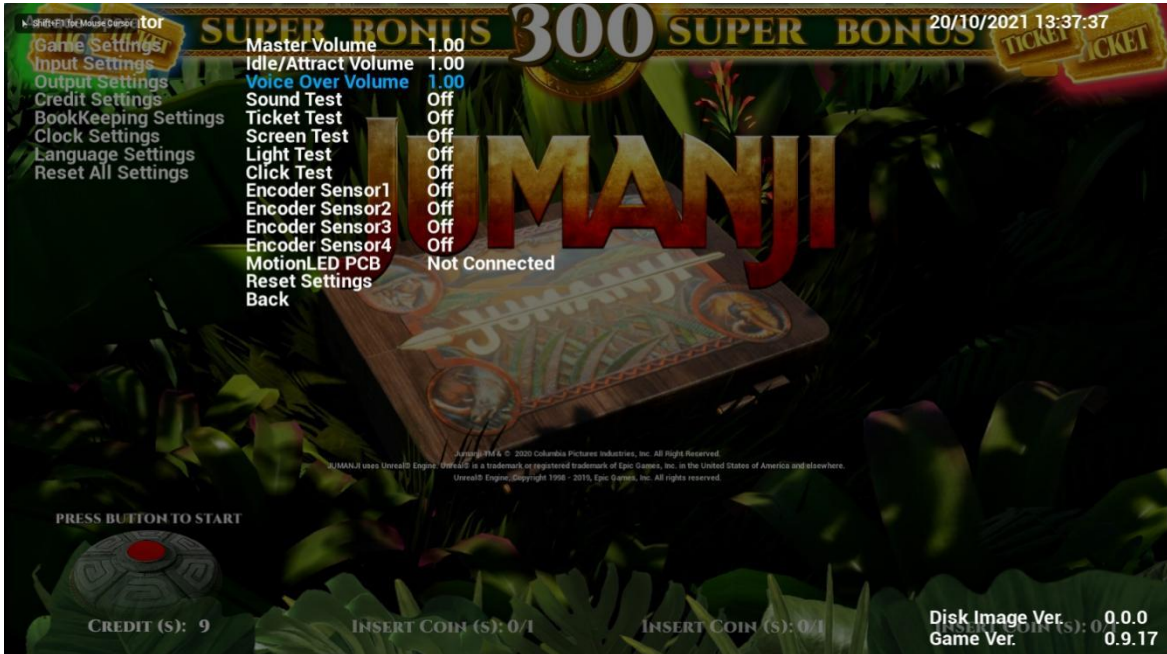
3.4.3-2 Idle/Attract Volume

Under **Idle/Attract Volume**, the inputs of the volume can be adjusted between **0.1-2**.



3.4.3-3 Voice Over Volume

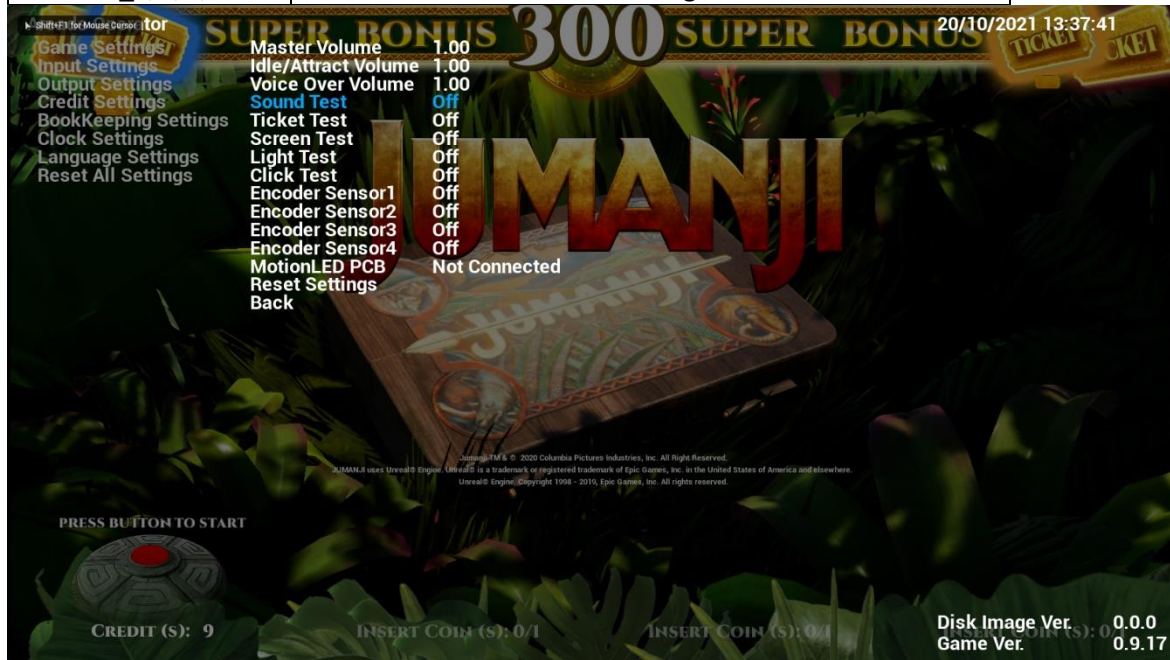
Under **Voice Over Volume**, the inputs of the volume can be adjusted between **0.1-2**.



3.4.3-4 Sound Test

Under **Sound Test**, the sound channels of the cabinet can be tested.

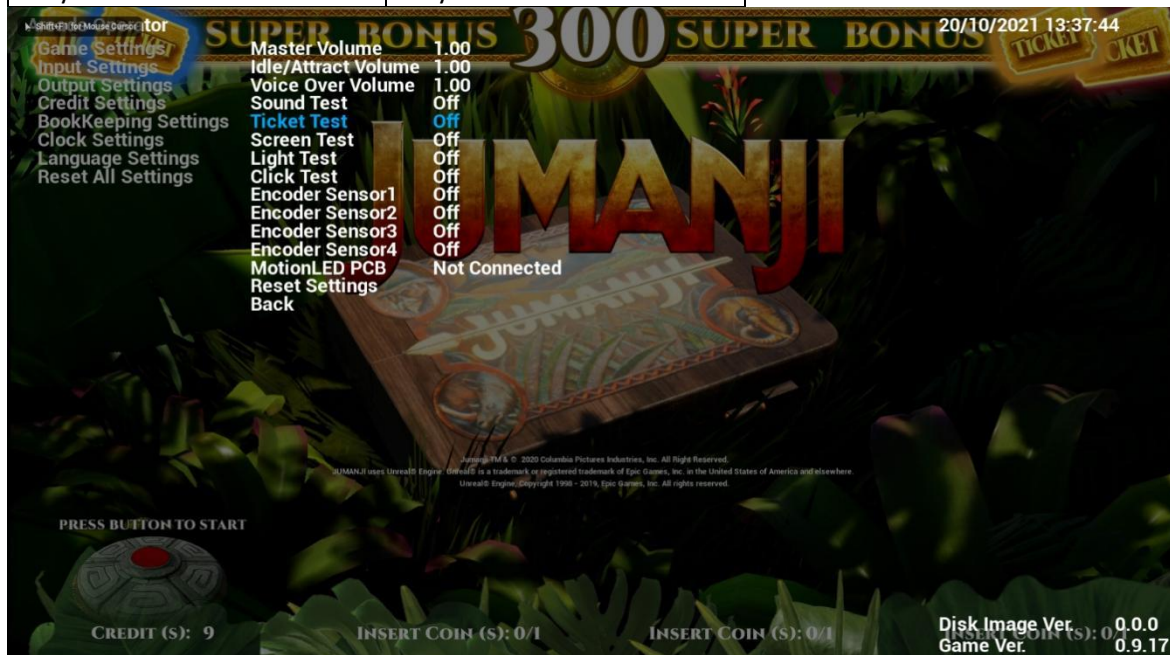
Sound Test	Description
Off	No sound is being tested.
Channel_0/1/2/3	Selected Sound Channel is being tested.



3.4.3-5 Ticket Test

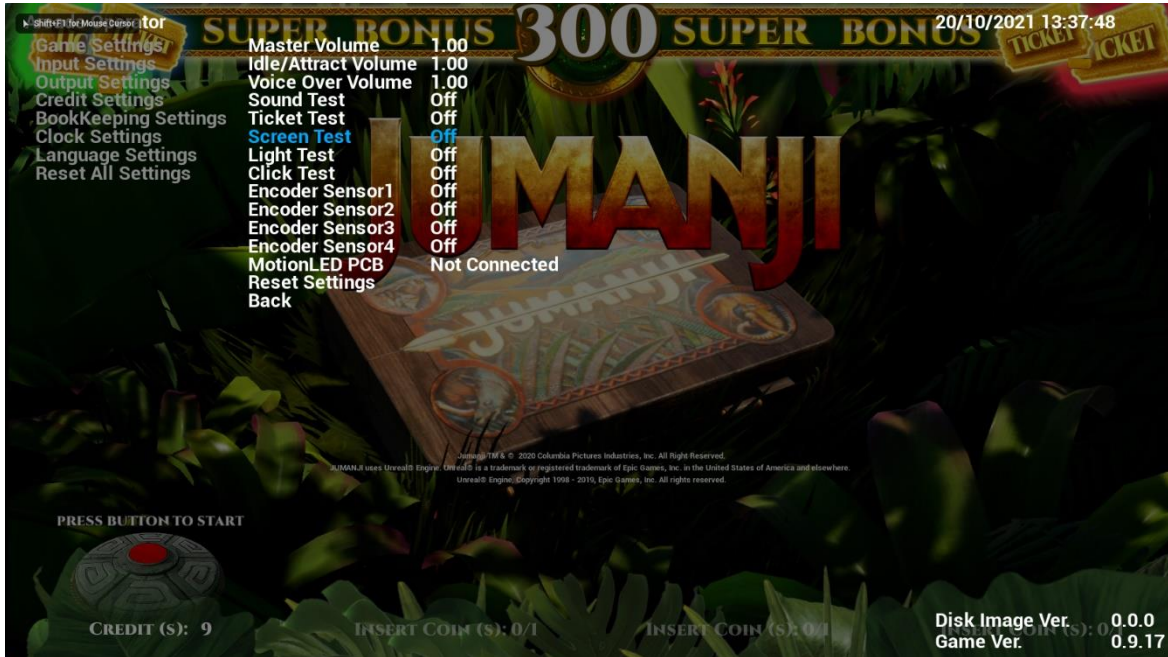
Under **Ticket Test**, ticket machine of each player of the cabinet can be tested.

Ticket Test	
Off	
Player1	Player2
Player3	Player4



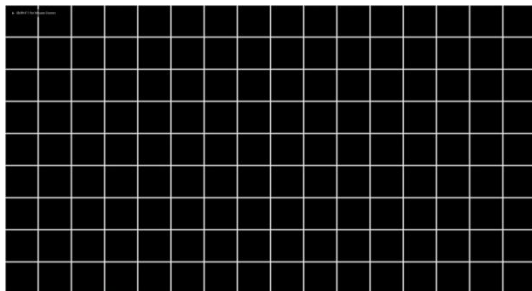
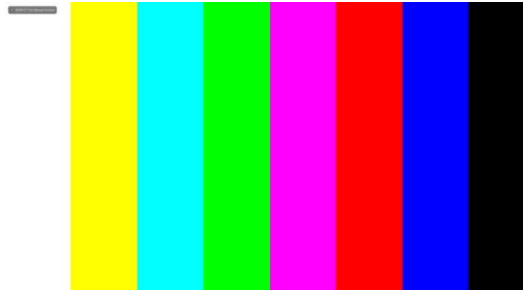
3.4.3-6 Screen Test

Under **Screen Test**, colors of screen will be tested here.



There are three images to test the colors of screen:

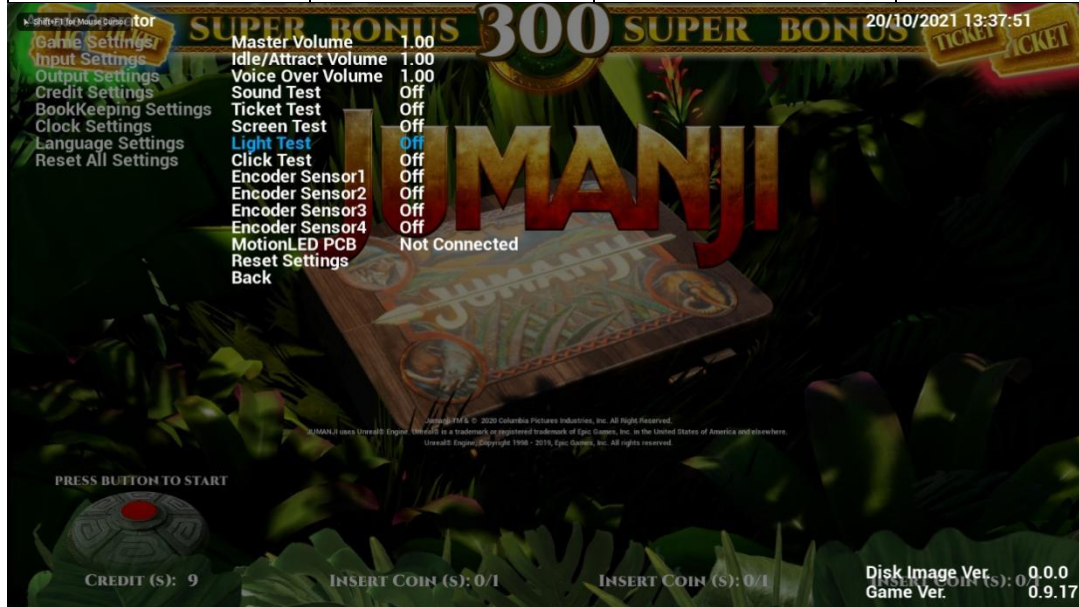
Screen Test		
Brightness	ColorBars	GridAlignment



3.4.3-7 Light Test

Under **Light Test**, the lights of the cabinet can be tested.

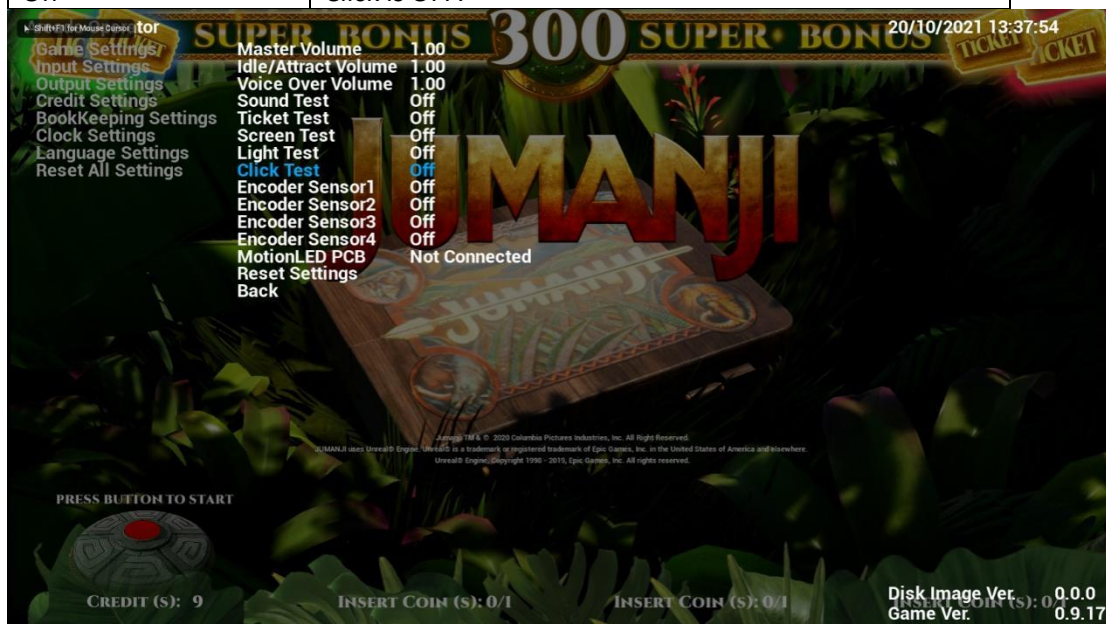
Light Test			
Button1	Button2	Button3	Button4
Serial1	Serial2	Serial3	Serial4
SpeakerPlayer1	SpeakerPlayer2	SpeakerPlayer3	SpeakerPlayer4
Path1	Path2	Path3	Path4
LEDRGBInfinity	JumanjiBottom	Off	



3.4.3-8 Click Test

Under **Click Test**, the clicks of the cabinet can be tested.

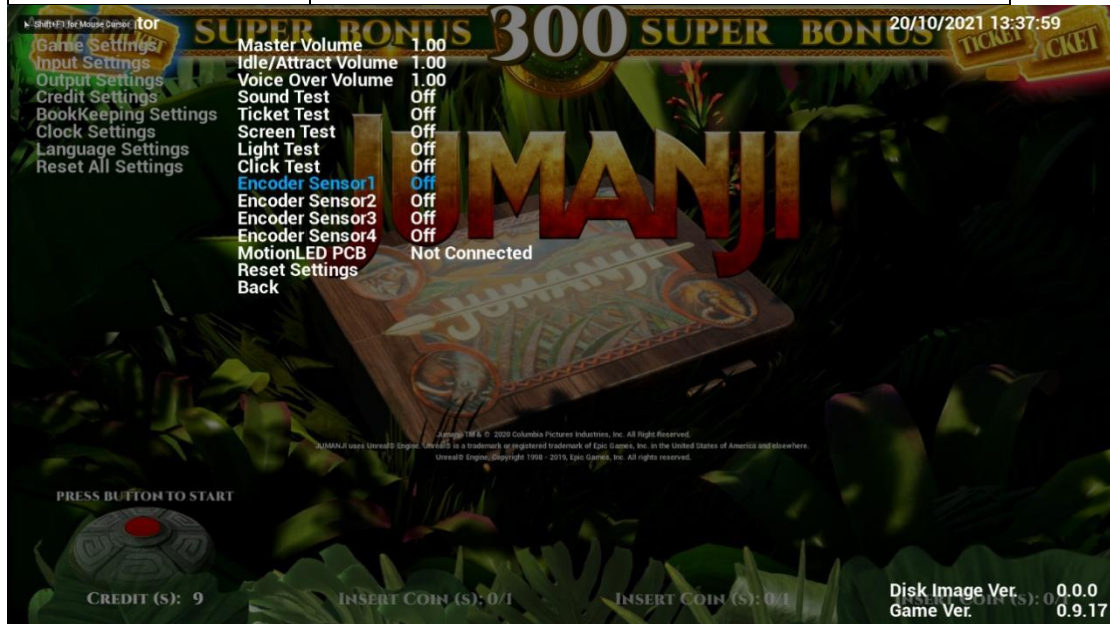
Click Test	Description
On	Click is ON.
Off	Click is OFF.



3.4.3-9 Encoder Sensor1

Under **Encoder Sensor 1**, the Encoder Sensor - 1 of the cabinet can be tested.

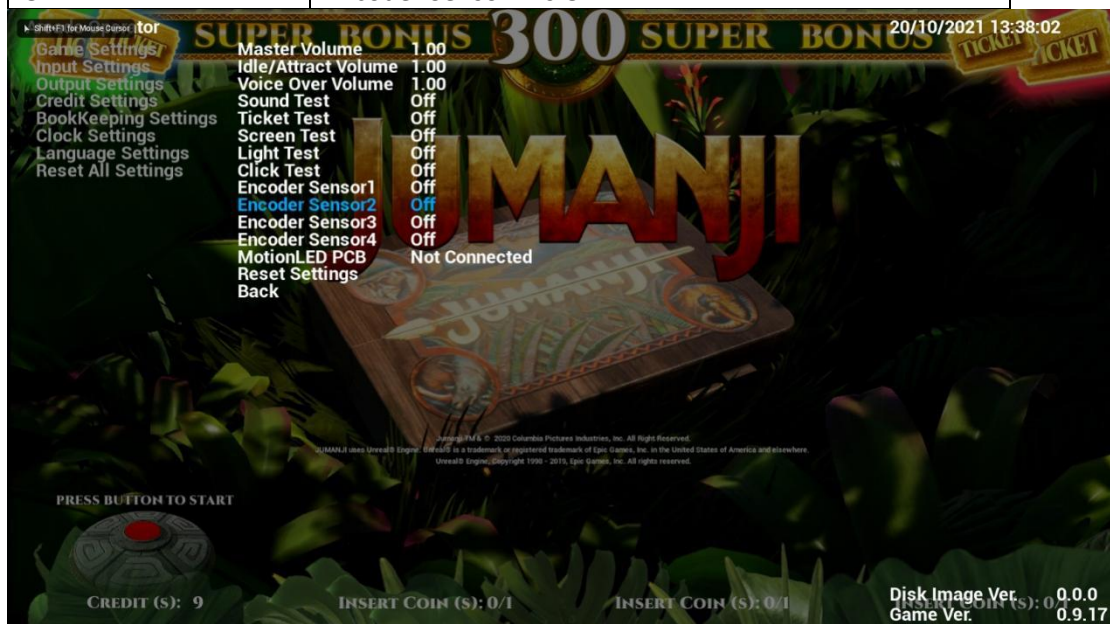
Encoder Sensor - 1	Description
On	Encoder Sensor 1 is ON.
Off	Encoder Sensor 1 is OFF.



3.4.3-10 Encoder Sensor2

Under **Encoder Sensor 2**, the Encoder Sensor - 2 of the cabinet can be tested.

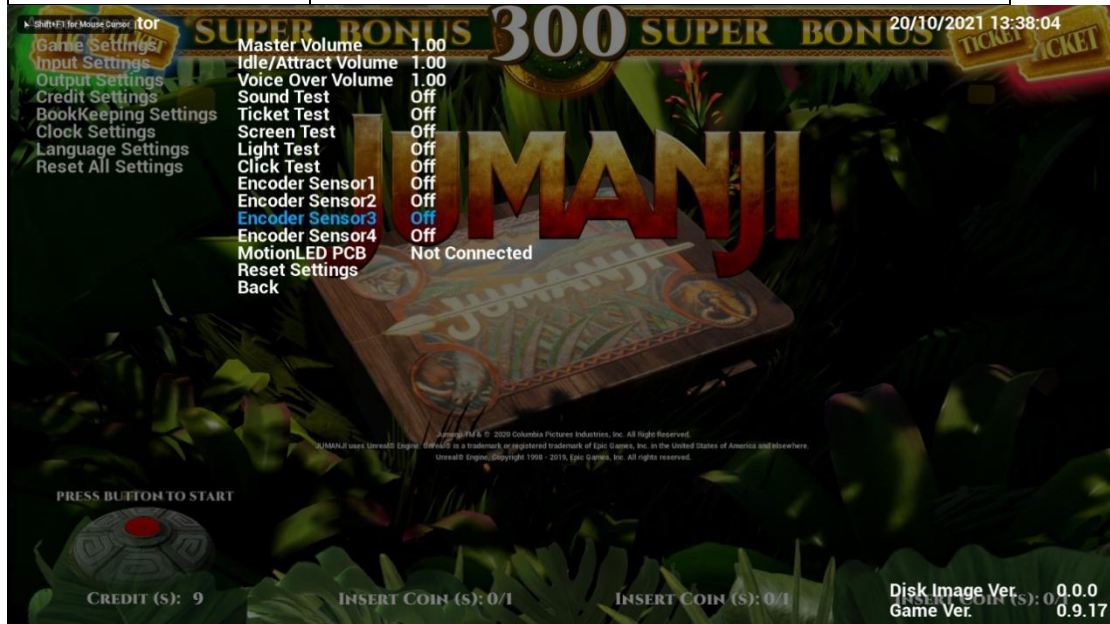
Encoder Sensor - 2	Description
On	Encoder Sensor 2 is ON.
Off	Encoder Sensor 2 is OFF.



3.4.3-11 Encoder Sensor3

Under **Encoder Sensor 2**, the Encoder Sensor - **3** of the cabinet can be tested.

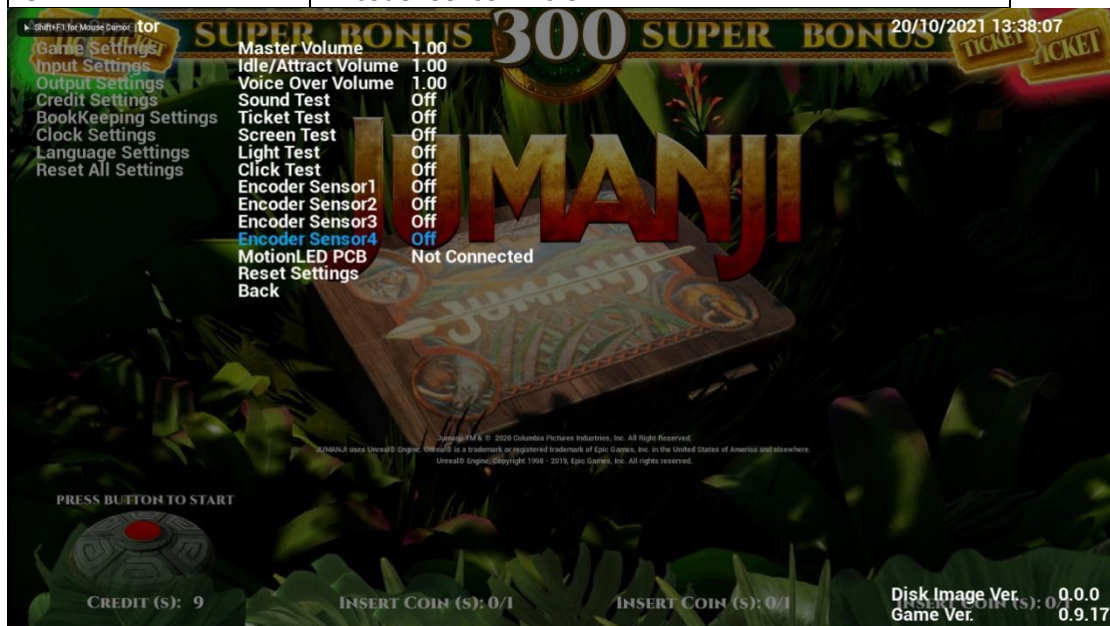
Encoder Sensor - 3	Description
On	Encoder Sensor 3 is ON.
Off	Encoder Sensor 3 is OFF.



3.4.3-12 Encoder Sensor4

Under **Encoder Sensor 4**, the Encoder Sensor - **4** of the cabinet can be tested.

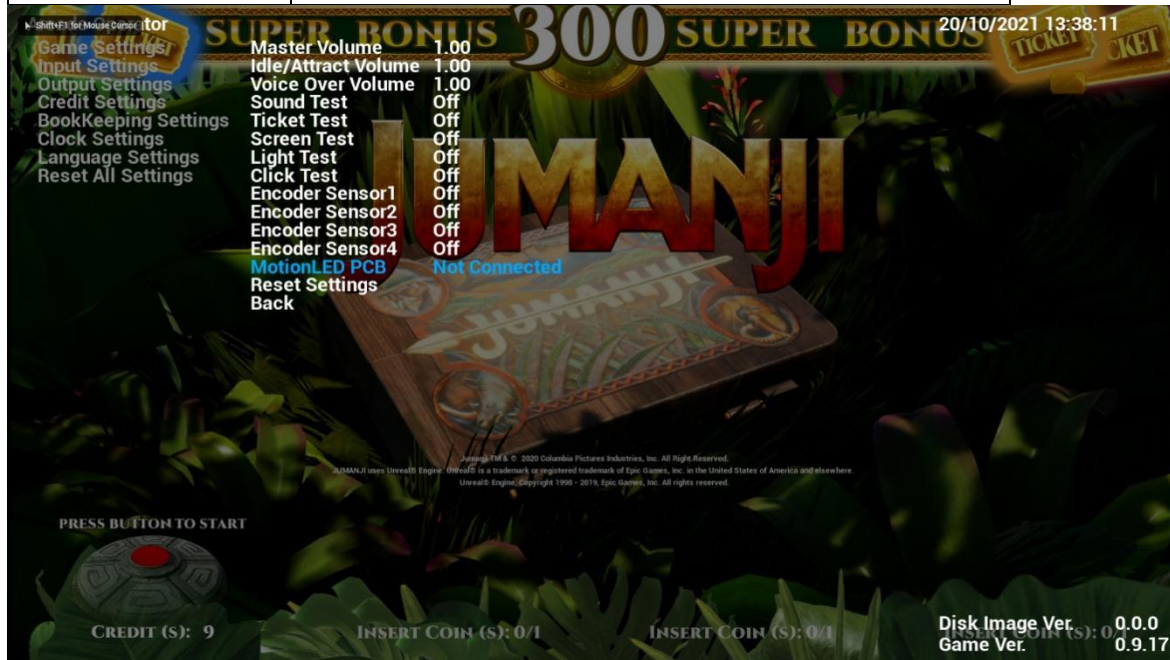
Encoder Sensor - 4	Description
On	Encoder Sensor 4 is ON.
Off	Encoder Sensor 4 is OFF.



3.4.3-13 MotionLED PCB

Under **MotionLED PCB**, status of motion board will be detected and shown here.

MotionLED PCB	Description
Connected	Motion LED board is detected and connected
Not Connected	No Motion LED board is detected and connected



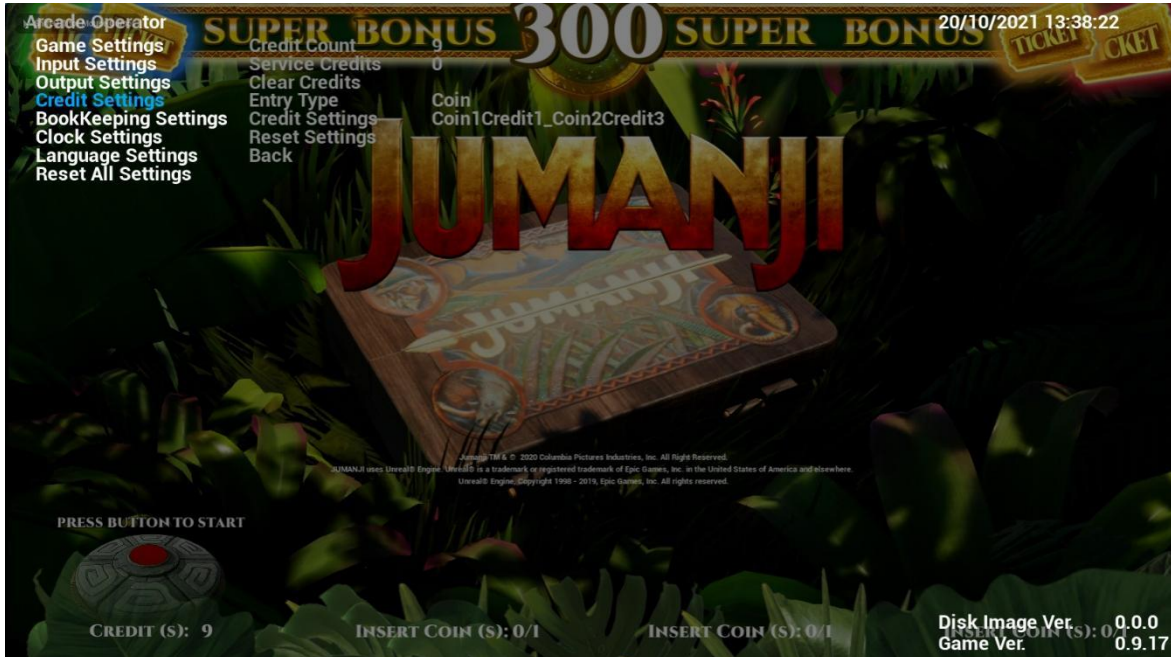
3.4.3-14 Reset Settings

By complying **Reset Settings**, all sub-menu items of **Output Settings** will be reset to default settings.



3.4.4 Credit Settings

Under **Credit Settings**, settings related to credits can be adjusted here.



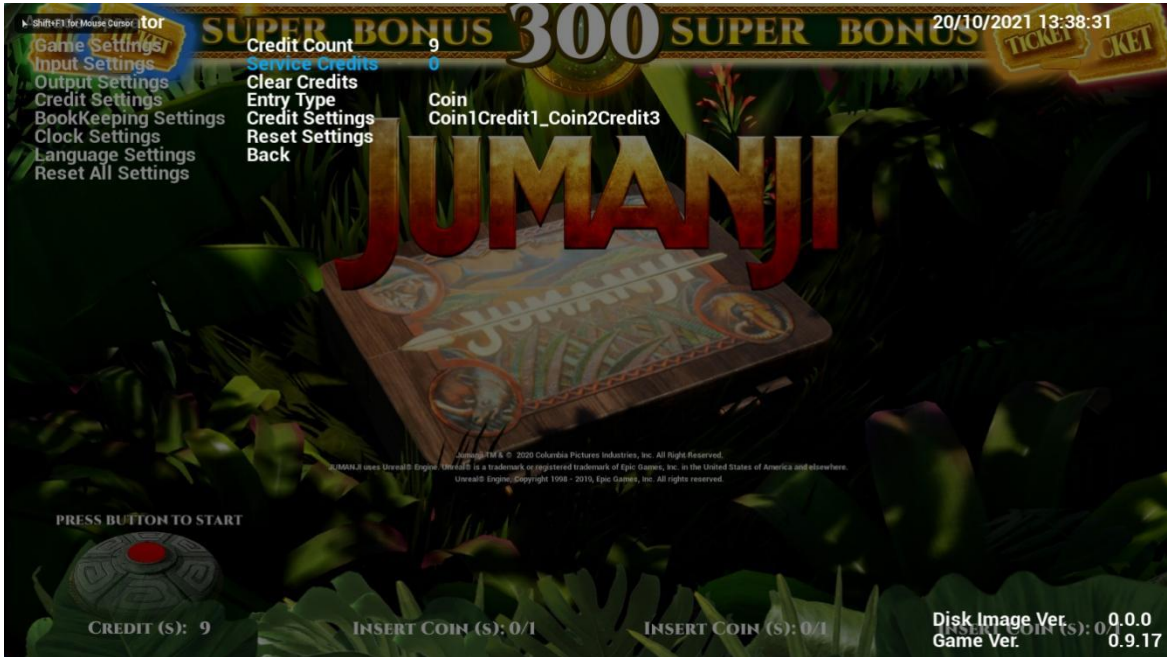
3.4.4-1 Credit Count

Under **Credit Count**, total number(s) of credit received by this cabinet will be shown.



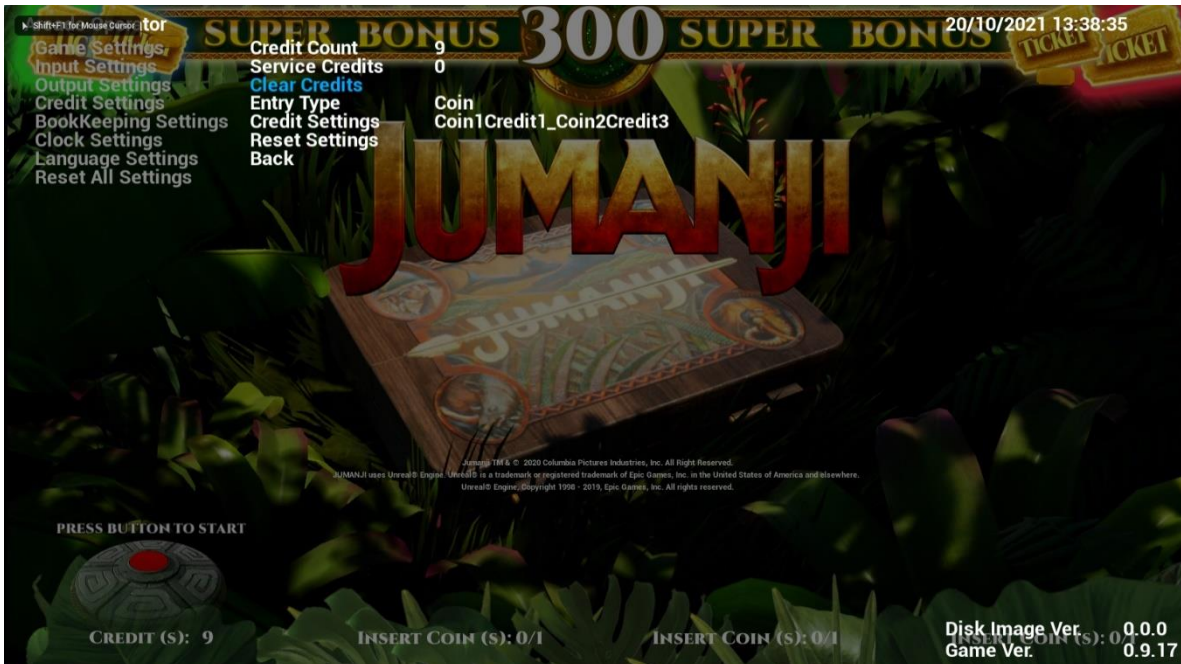
3.4.4-2 Service Credits

Under **Service Credit**, total number(s) of service credit received by this cabinet will be shown.



3.4.4-3 Clear Credits

By complying **Clear Credits**, records of **Credit Count** and **Service Credits** will be cleared.



3.4.4-4 Entry Type

Under **Entry Type**, types of credit entry can be adjusted.

Entry Type	Description
Coin	Token of game centre
Card Swipe	IC card of game centre



3.4.4-5 Credit Settings

Under **Entry Type**, types of credit entry can be adjusted.

Credit Settings	Description
Free Play	Game is free to play (no credit is needed)
X Coins X Credit	No. of Coins for No. of Credit per game can be set



3.4.4-6 Reset Settings

By complying **Reset Settings**, all sub-menu items of **Credit Settings** will be reset to default settings.



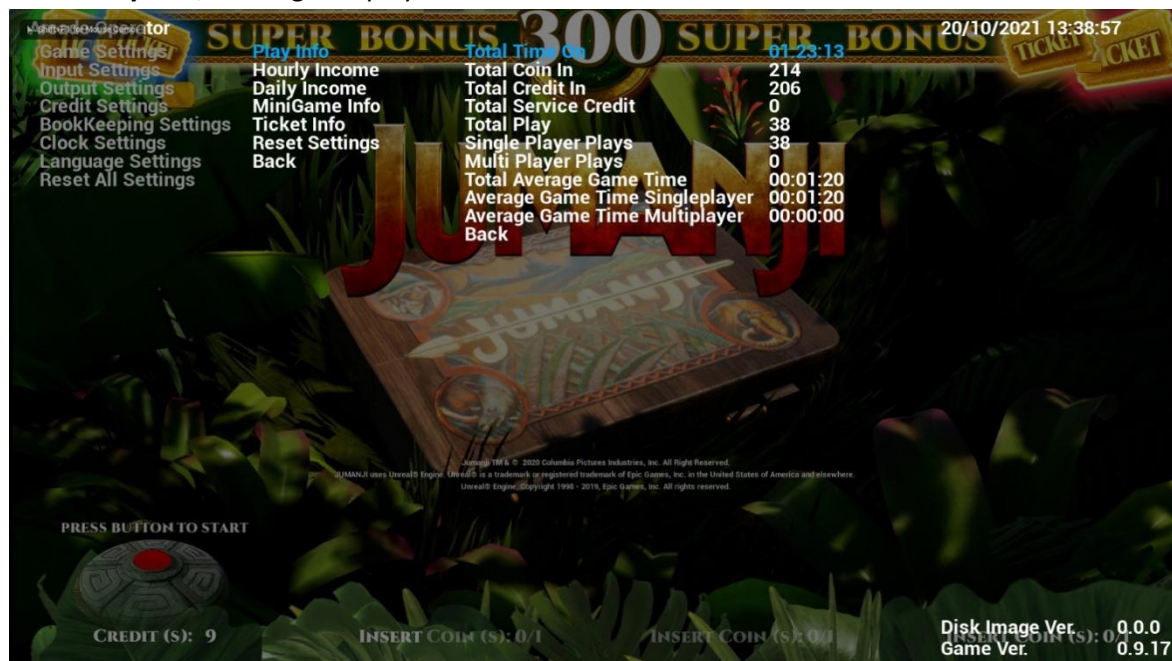
3.4.5 Bookkeeping Settings

Under **Bookkeeping Settings**, game bookkeeping records of the cabinet can be viewed here.



3.4.5-1 Play Info

Under **Play Info**, below game-play data of the cabinet can be viewed.



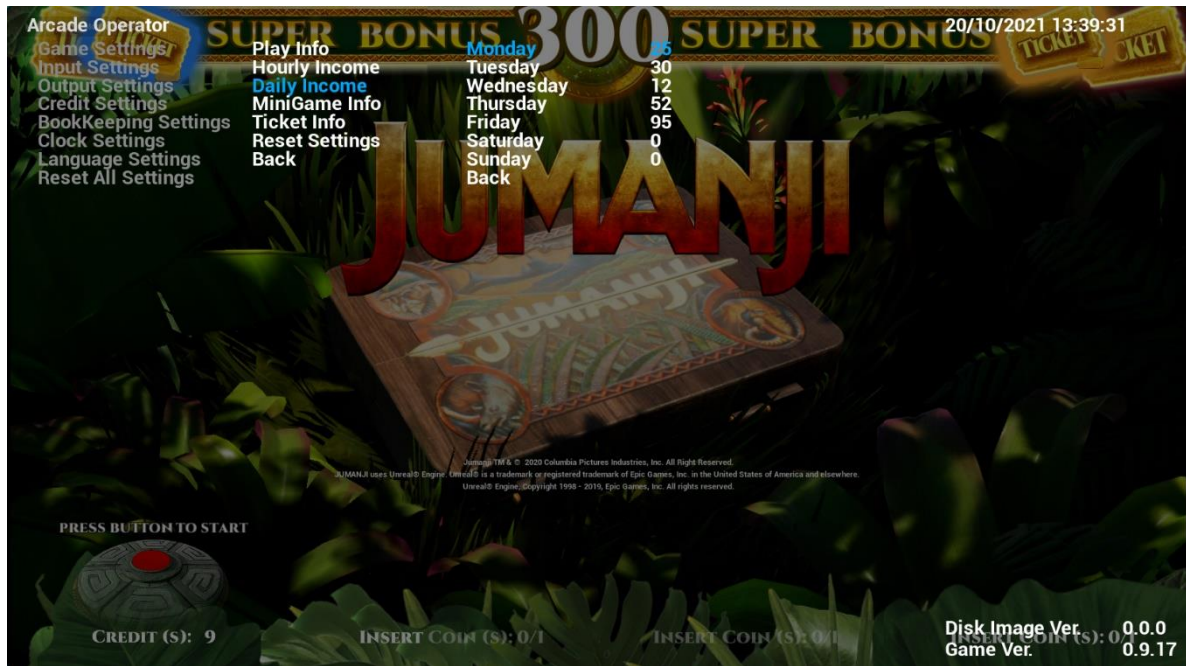
3.4.5-2 Hourly Income

Under **Hourly Income**, income data of the cabinet can be viewed by every hour of the day.



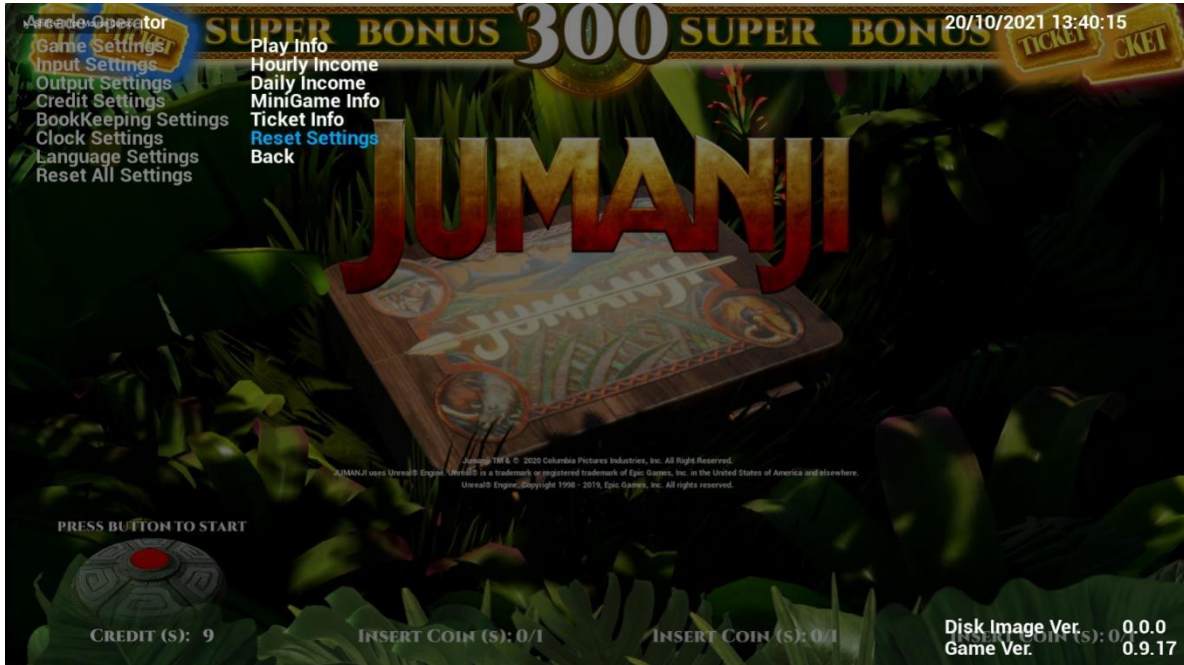
3.4.5-3 Daily Income

Under **Daily Income**, income data of the cabinet can be viewed by days of the week.



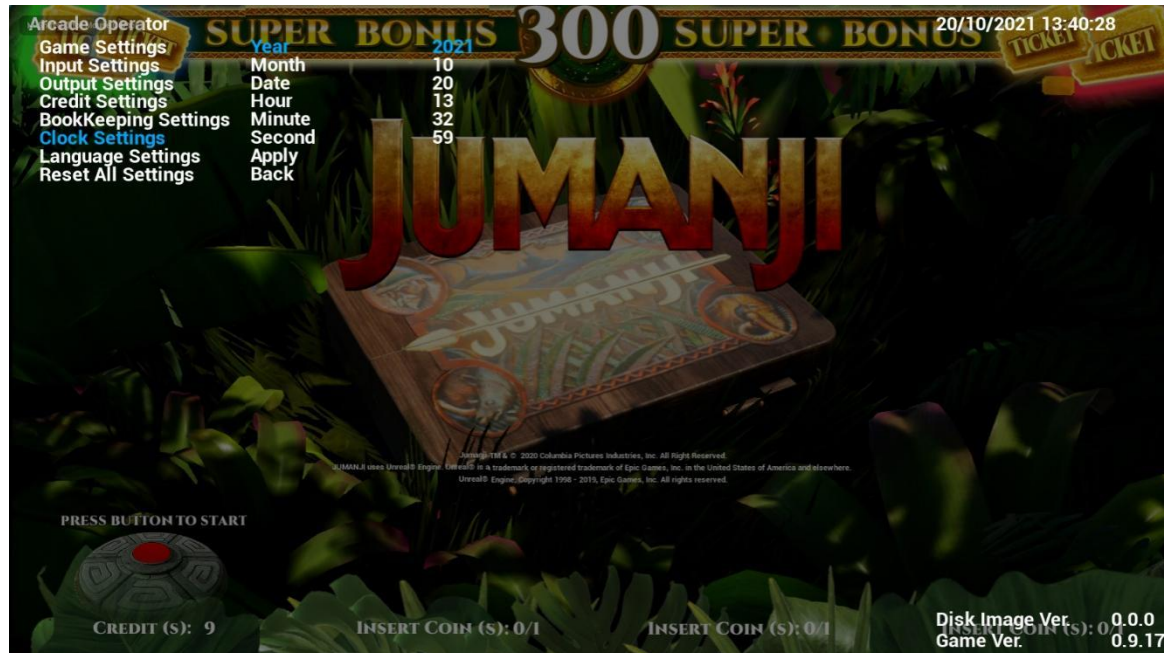
3.4.2-6 Reset Settings

By complying **Reset Settings**, all sub-menu items of **Bookkeeping Settings** will be reset to default settings.



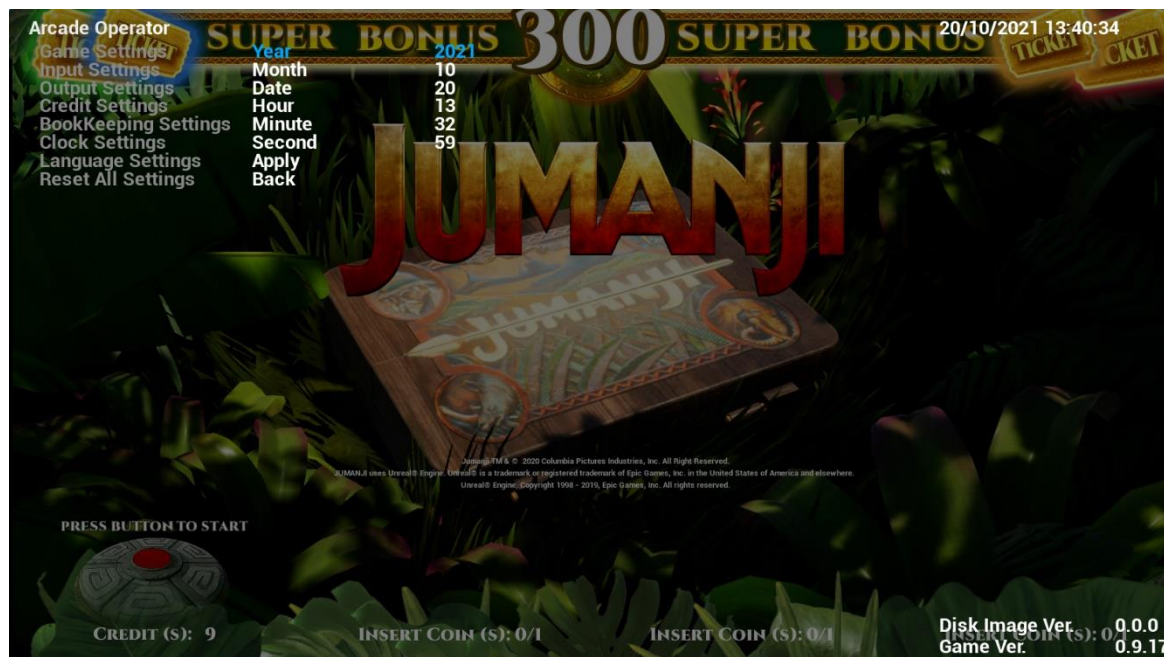
3.4.6 Clock Settings

Under **Clock Settings**, settings related to date and time of the cabinet can be adjusted here.



3.4.6-1 Apply

By complying **Apply**, all changes made in above sub-menu items of **Clock Settings** will be applied.



3.4.7 Language Settings

Under **Language Settings**, language of the cabinet can be adjusted here.



3.4.7- 1 Language

Under **Language**, language of the cabinet can be adjusted.

Language	
English	French
Chinese Simplified	Chinese Traditional
Spanish	Turkish
Portuguese	Italian



3.4.7- 2 Reset Settings

By complying **Reset Settings**, language of cabinet will be reset to default language - English.



3.4.8 Reset All Settings

By complying **Reset All Settings**, all settings in **Arcade Operator** will be reset to factory default settings.



4. Game Error and Troubleshooting

4.1 – I/O Connection Error



Cause	Troubleshooting
When I/O Board is not detected or connected.	<ol style="list-style-type: none">1) Switch off the machine.2) Unplug the I/O Board USB cable and plug-in again.3) Restart the machine.

5. Maintenance and Service

5.1 Maintenance and Service

Even though the machine works normally for a long time, the fault will occur. Therefore, please perform routine check and maintenance concerning the following to ensure a long-term use.

■ External Inspection

- Stick “Warning” stickers correctly, keep it legible.
- Firmly tighten the bolt for each adjuster.
- Tighten screws for speaker assembly.
- Tighten the signboard firmly.
- Check if the screws fixing the parts loose.
- Check if the connectors loose or missing.

■ Operation Inspection (With power on)

- Sound is normally emitted from the speakers or not.
- Fluorescent lamps and LED and button lamps light up or not.
- Coin acceptor works properly or not.
- Lifting and falling devices work properly or not.
- YZ sensor works properly or not.

After completing all the checks, operate the game again and check the above items with full care!

■ Servicing (conducted by a technician only)

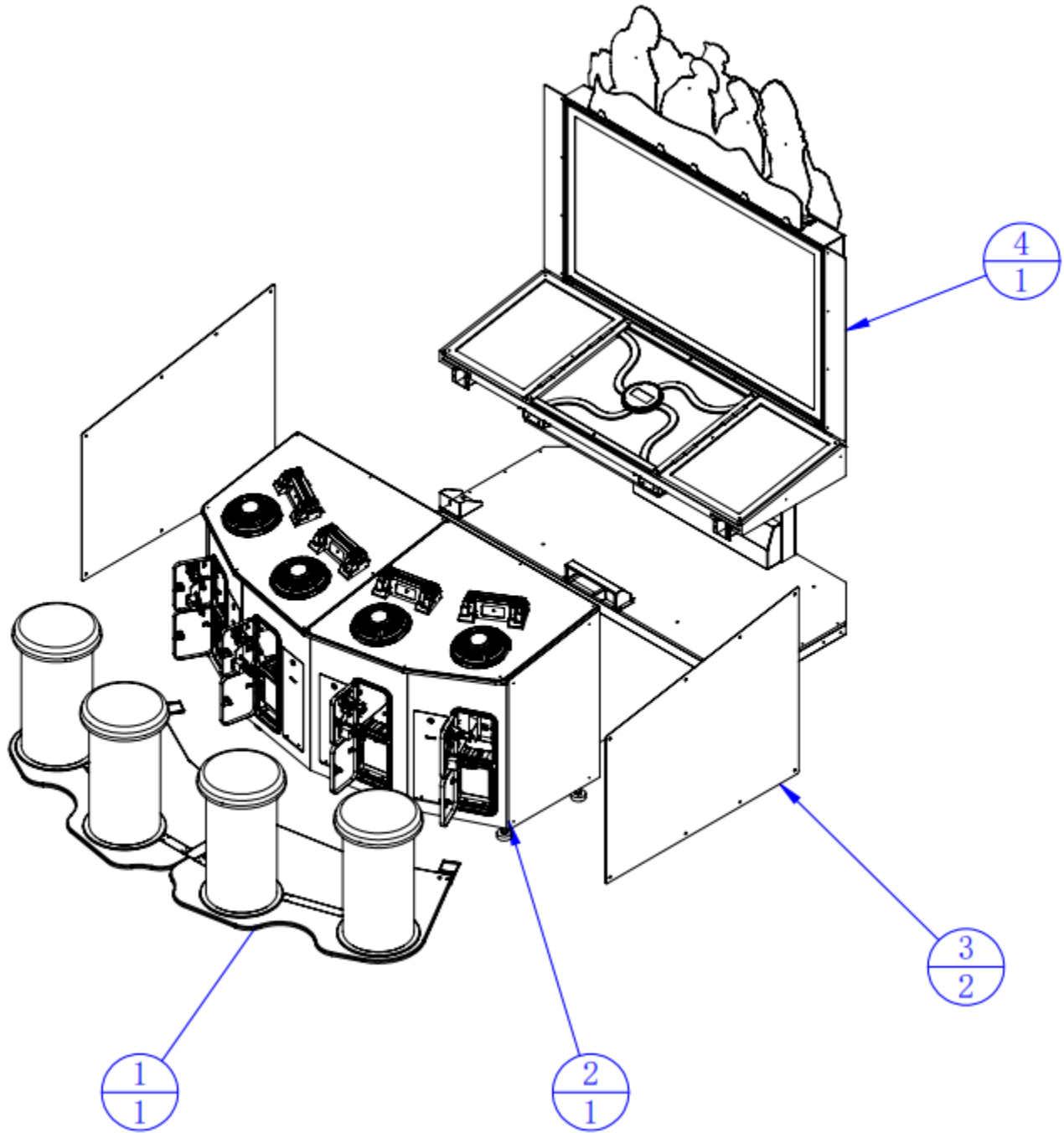
- Cut off the main power supply to avoid injury or electric shock when performing maintenance.
- Please contact our service center when performing any work that is not specified in this Manual, and follow the instruction provided by the service center.
- For consumables and spare parts (including screws), please use products specified by 3MindWave Limited.
- Even though the main power is cut off, there is still high temperature and high pressure in the power board and the monitor. The person will be burnt or get an electric shock if he touches such parts. Please pay full attention to avoid contact.
- Be sure to cut off the main power when you alter a spare part or unplug a connector.

6. Assembly

6.1 Assembly Tree Diagram

JMJ-0000000	Cabinet assembly		JMJ-0100000	Monitor assembly		JMJ-0101000	Chassis assembly
						JMJ-0102000	Monitor frame assembly
						JMJ-0103000	Column assembly
						JMJ-0104000	LOGO assembly
						JMJ-0105000	AC power box assembly
						JMJ-0106000	Checkerboard assembly
						JMJ-0107000	Background assembly
						JMJ-0108000	Upper LED assembly
			JMJ-0200000	Console assembly		JMJ-0201000	Console frame assembly
						JMJ-0202000	Woofers assembly
						JMJ-0203000	Service panel 1 assembly
						JMJ-0204000	Speaker assembly
						JMJ-0205000	Speaker box assembly
						JMJ-0206000	Service panel 2 assembly
						JMJ-0207000	Ticket door assembly
						JMJ-0208000	PCB assembly
						JMJ-0209000	Transformer assembly
						JMJ-0210000	PC assembly
						JMJ-0211000	PC door assembly
			JMJ-0300000	Turntable assembly		JMJ-0301000	Button assembly
						JMJ-0302000	Rotating assembly
						JMJ-0303000	Turntable cover assembly
						JMJ-0304000	Encoder assembly
						JMJ-0305000	Clutch assembly
						JMJ-0306000	Sensor assembly
			JMJ-0400000	Seat assembly		JMJ-0401000	Right seat assembly
						JMJ-0402000	Left seat assembly

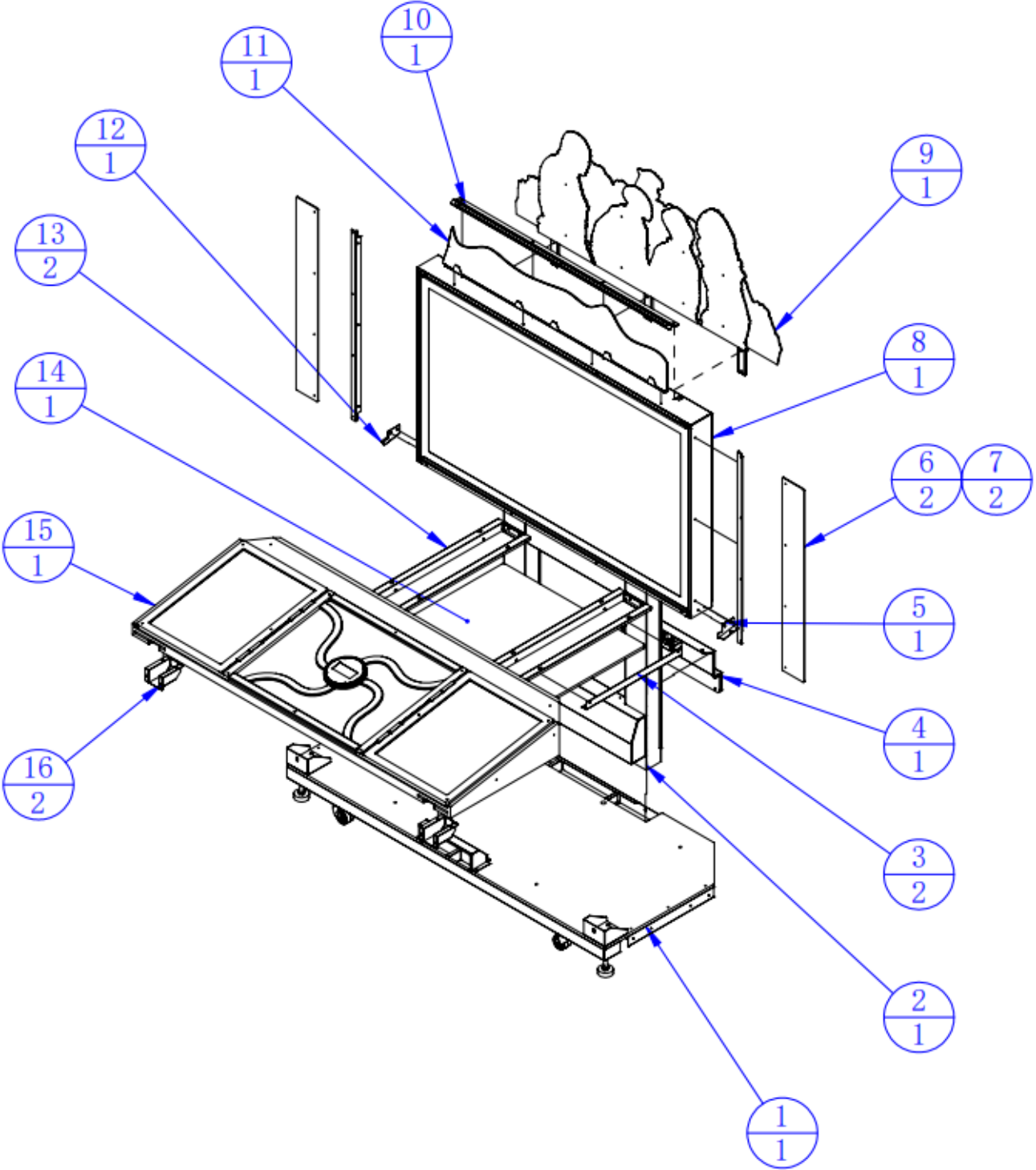
6.2 Cabinet Assembly



4	JMJ-0100000	Monitor assembly		1	
3	JMJ-0000D01	Decoration		2	
2	JMJ-0200000	Console assembly		1	
1	JMJ-0400000	Seat assembly		1	
No.	Drawing No.	Name	Specification	Qty	Other

6.3 Monitor Assembly

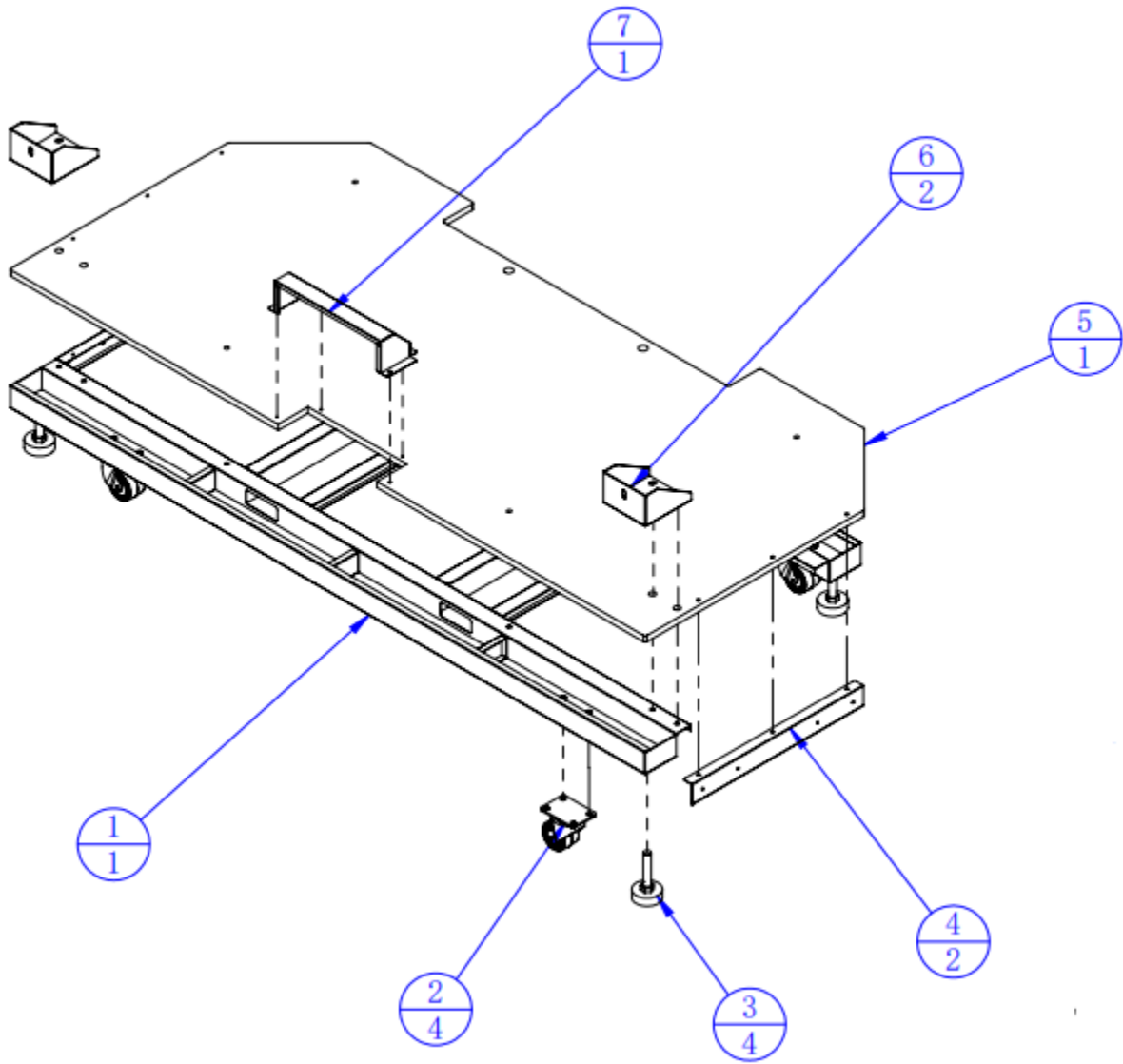
Monitor Assembly (1/2)



Monitor Assembly (2/2)

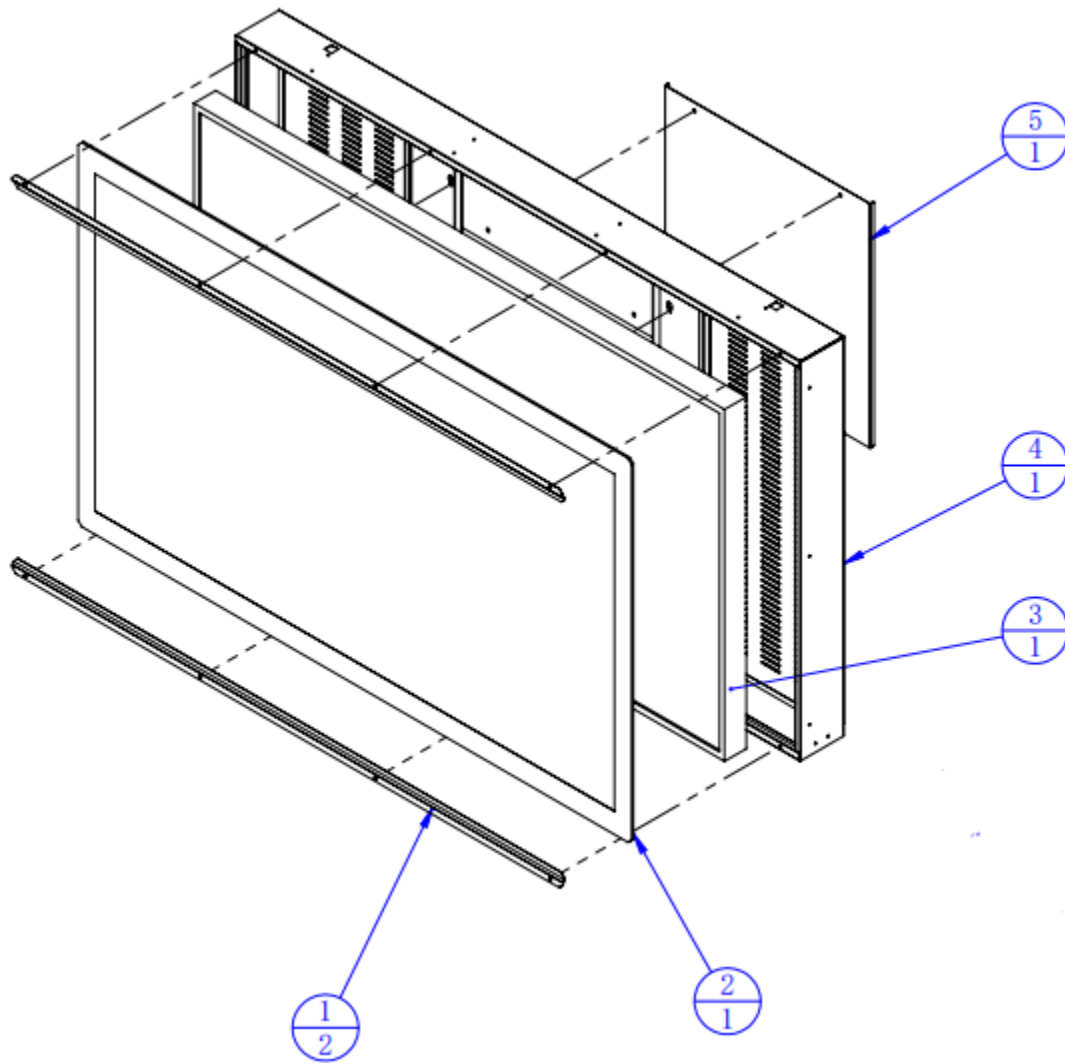
16	JMJ-0100A02	Upper connector	SPCC-1.5T	2	
15	JMJ-0106000	Checkerboard assembly		1	
14	JMJ-0100B01	Chessboard lower plate	MDF-12.0T	1	
13	JMJ-0100A03	Support beam	SPCC-1.5T	2	
12	JMJ-0100A05	Chessboard plate L	SPCC-1.5T	1	
11	JMJ-0104000	LOGO assembly		1	
10	JMJ-0108000	Upper LED assembly		1	
9	JMJ-0107000	Background assembly		1	
8	JMJ-0102000	Monitor frame assembly		1	
7	JMJ-0100A01	Side bracket	SPCC-1.2T	2	
6	JMJ-0100D01	Stone decoration	5.0T	2	
5	JMJ-0100A04	Chessboard plate R	SPCC-1.5T	1	
4	JMJ-0105000	AC power box assembly		1	
3	JMJ-0100A06	Lower cover	SPCC-1.2T	2	
2	JMJ-0103000	Column assembly		1	
1	JMJ-0101000	Chassis assembly		1	
No.	Drawing No.	Name	Specification	Qty	Other

6.3.1 Chassis Assembly



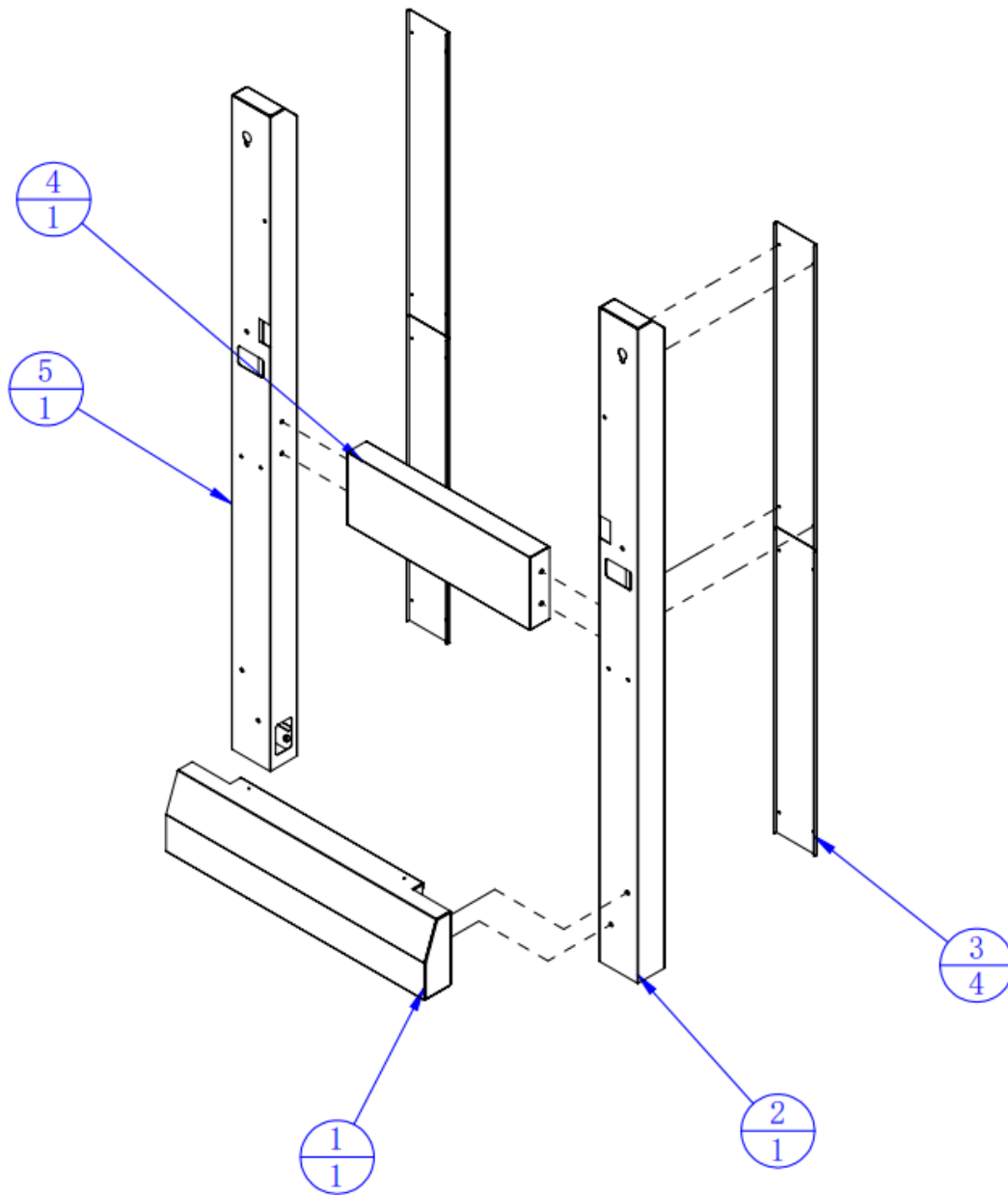
7	JMJ-0101A03	Wire cover	SPCC-1.2T	1	
6	JMJ-0101A04	Lower connector	SPCC-2.0T	2	
5	JMJ-0101B01	Baseboard	MDF-15.0T	1	
4	JMJ-0101A02	Lower support	SPCC-1.2T	2	
3		Anchor	M16*100	4	
2		Casters	2.5'	4	
1	JMJ-0101A01	Base frame		1	
No.	Drawing No.	Name	Specification	Qty	Other

6.3.2 Monitor Frame Assembly



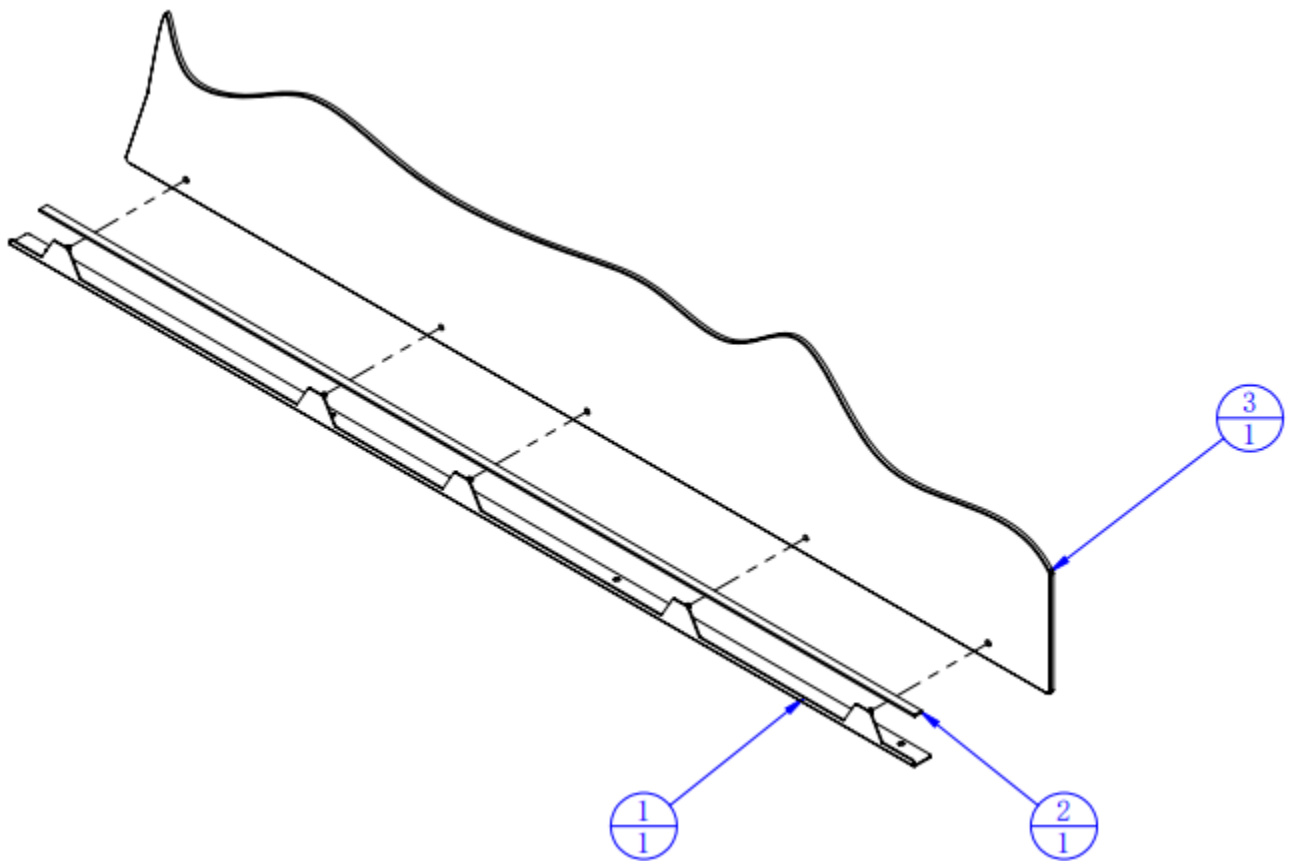
5	JMJ-0102A03	Monitor cover	SPCC-1.0T	1	
4	JMJ-0102A01	Monitor frame		1	
3		Monitor	65"	1	
2	JMJ-0102C01	Glass	Glass-5.0T	1	
1	JMJ-0102A02	Glass plate	SPCC-1.2T	2	
No.	Drawing No.	Name	Specification	Qty	Other

6.3.3 Column Assembly



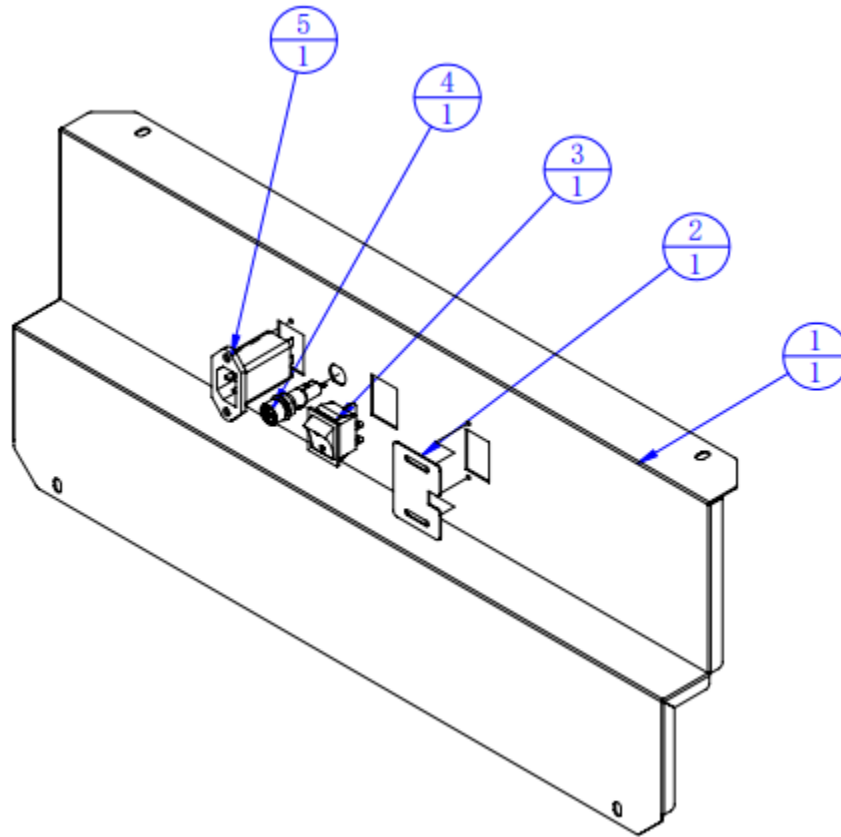
5	JMJ-0103A02	Column L		1	
4	JMJ-0103A04	Column plate	SPCC-1.5T	1	
3	JMJ-0103A05	Column cover	SPCC-1.0T	4	
2	JMJ-0103A01	Column R		1	
1	JMJ-0103A03	Column support		1	
No.	Drawing No.	Name	Specification	Qty	Other

6.3.4 LOGO Assembly



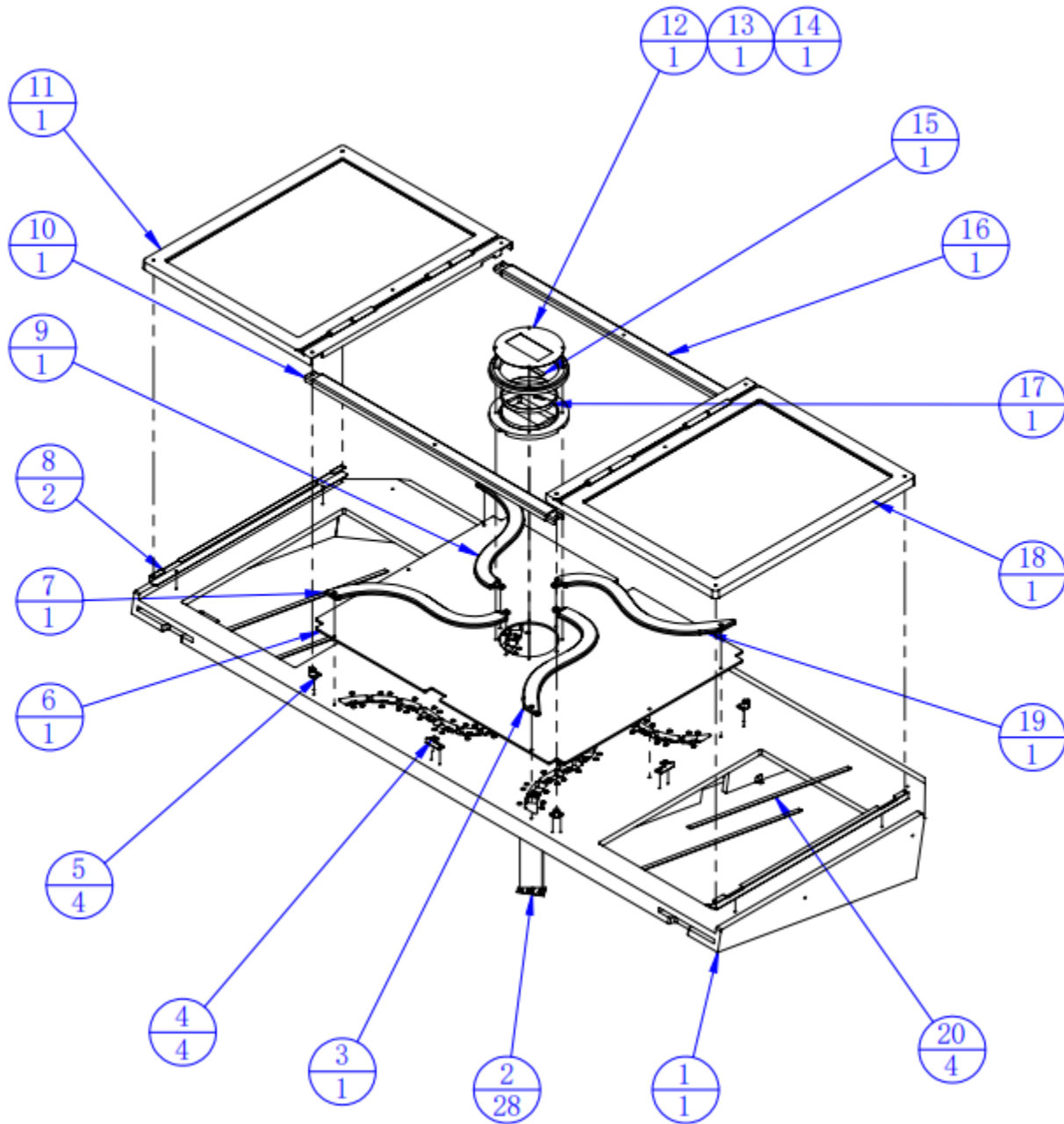
3	JMJ-0104D01	LOGO	PMMA-5.0T	1	
2	JMJ-0104H01	LED	DC12V White SM-2P-(LED1200)	1	
1	JMJ-0104A01	LOGO plate	SPCC-1.5T	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.3.5 AC Power Box Assembly



5		Filter	YB11A2-15A-Q	1	
4		Fuse Cartridge	MF527A	1	
3		Boat-shape Switch	4P KCD7-2211N	1	
2	ATV-0208A02	Network cover	SPCC-1.0T	1	
1	JMJ-0105A01	AC power box	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

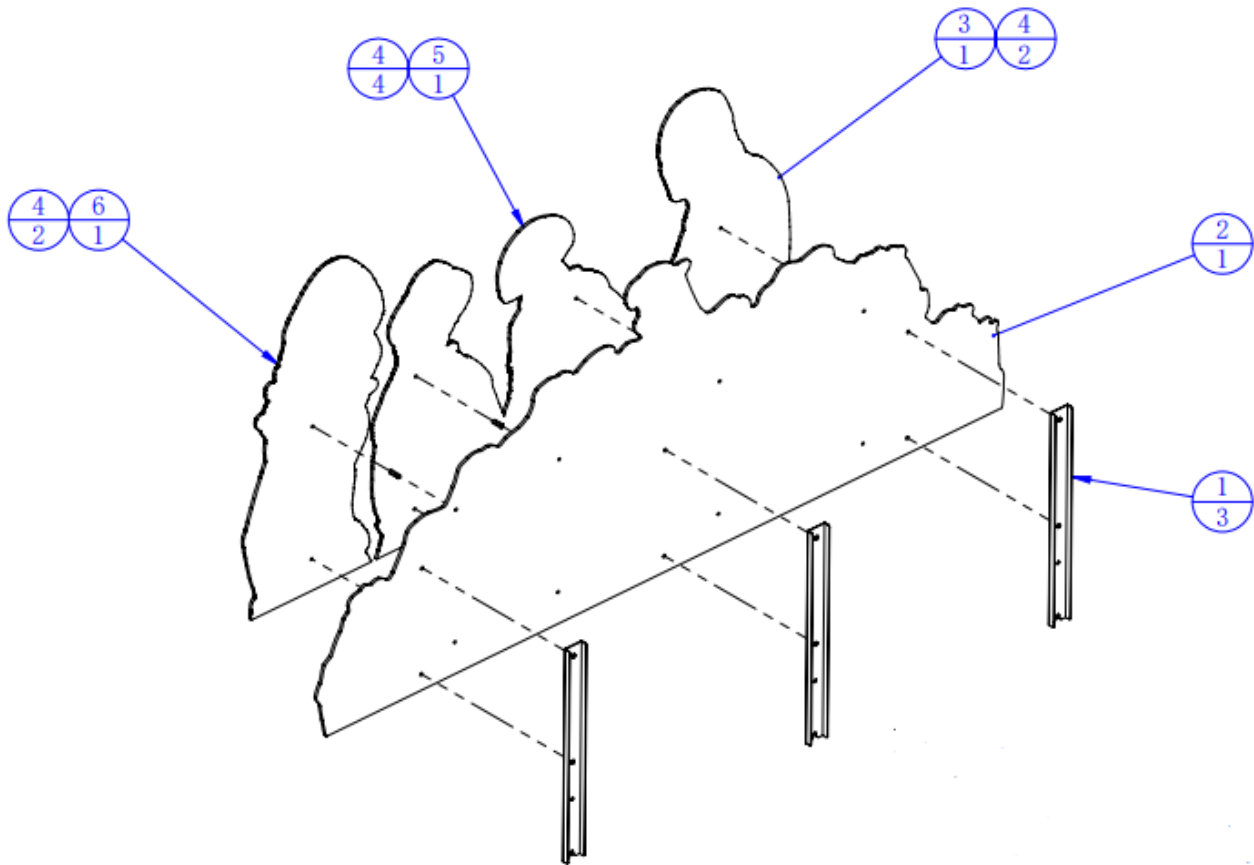
6.3.6 Checkerboard Assembly (1/2)



6.3.6 Checkerboard Assembly (2/2)

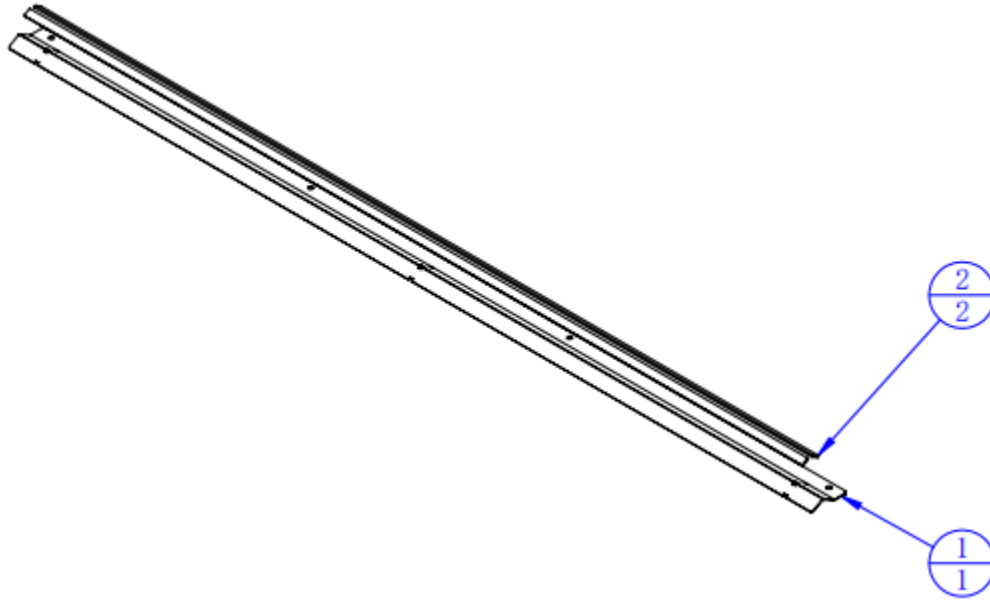
20	JMJ-0106H01	LED	DC12V White SM-2P-(LED500)	4	
19	JMJ-0106D03	Path 3	PMMA-8.0T	1	
18	JMJ-0106C01	Book cover R	PETA	1	
17	JMJ-0106H03	LED	SK6812 SM-3P-(LED400)	1	
16	JMJ-0106C04	Rear cover	PETA	1	
15	JMJ-0106H02	LED	SK6812 SM-3P-(LED100)	1	
14	JMJ-0106B02	JP plate	MDF-15.0T	1	
13	JMJ-0106D06	Middle guide plate	PMMA-12.0T	1	
12	JMJ-0106D07	JP PVC	PVC-1.0T	1	
11	JMJ-0106C02	Book cover L	PETA	1	
10	JMJ-0106C03	Front cover	PETA	1	
9	JMJ-0106D04	Path 2	PMMA-8.0T	1	
8	JMJ-0106A03	Suport plate 3	SECC-1.2T	2	
7	JMJ-0106D05	Path 1	PMMA-8.0T	1	
6	JMJ-0106D01	Middle trim	PMMA-5.0T	1	
5	JMJ-0106A02	Suport plate 2	SECC-1.2T	4	
4	JMJ-0106A01	Suport plate 1	SECC-1.2T	4	
3	JMJ-0106D02	Path 4	PMMA-8.0T	1	
2	JMJ-0106H04	LED board	PATH LED	28	
1	JMJ-0106B01	Chessboard frame	MDF-15.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.3.7 Background Assembly



6	JMJ-0107D03	Character 2	5.0T	1	
5	JMJ-0107D02	Character 1	5.0T	1	
4	JMJ-0107A02	Support column	Q235	8	
3	JMJ-0107D04	Character 3	5.0T	1	
2	JMJ-0107D01	Background	5.0T	1	
1	JMJ-0107A01	Background plate	SPCC-1.2T	3	
No.	Drawing No.	Name	Specification	Qty	Other

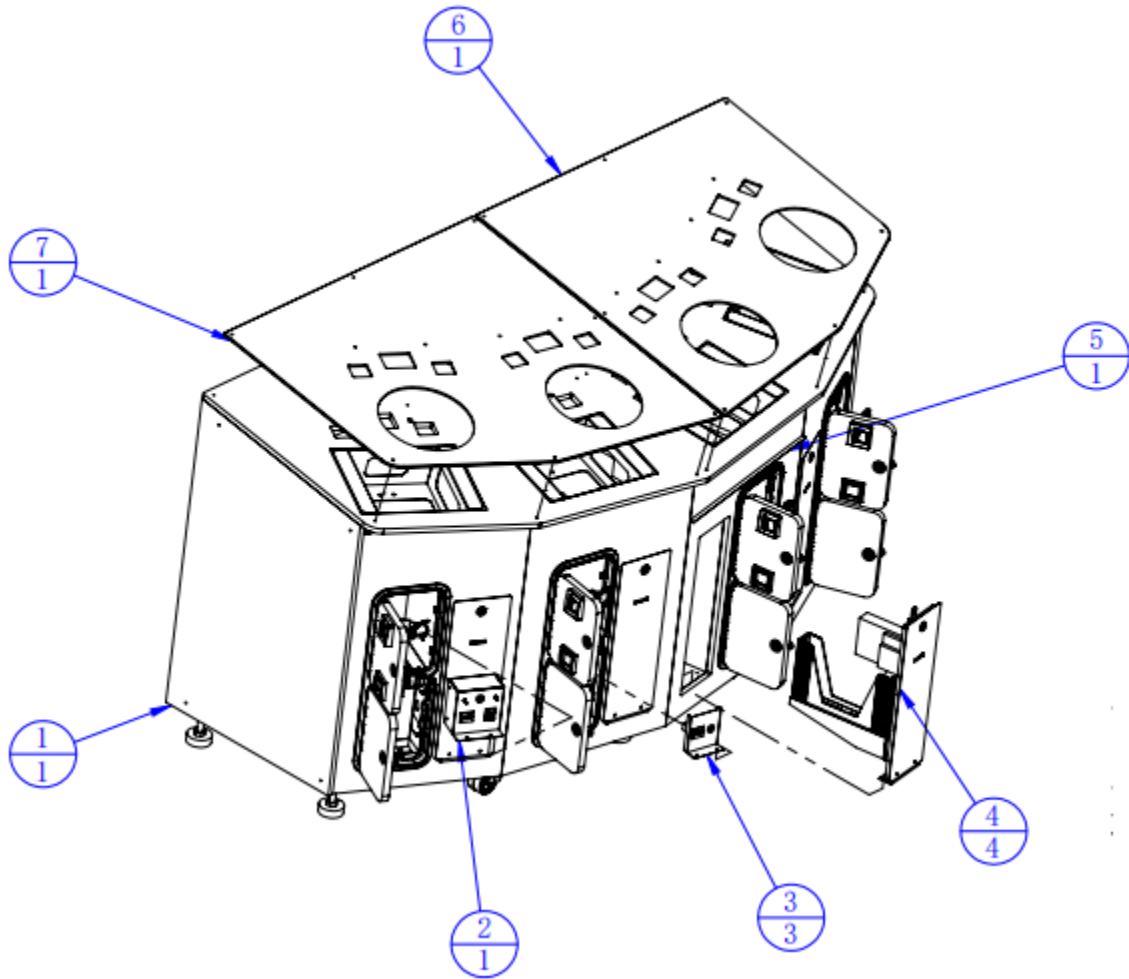
6.3.8 Upper LED Assembly



2	JMJ-0108H01	LED	DC12V White(AL) SM-2P-(LED1200)	2	
1	JMJ-0108A01	LED plate	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

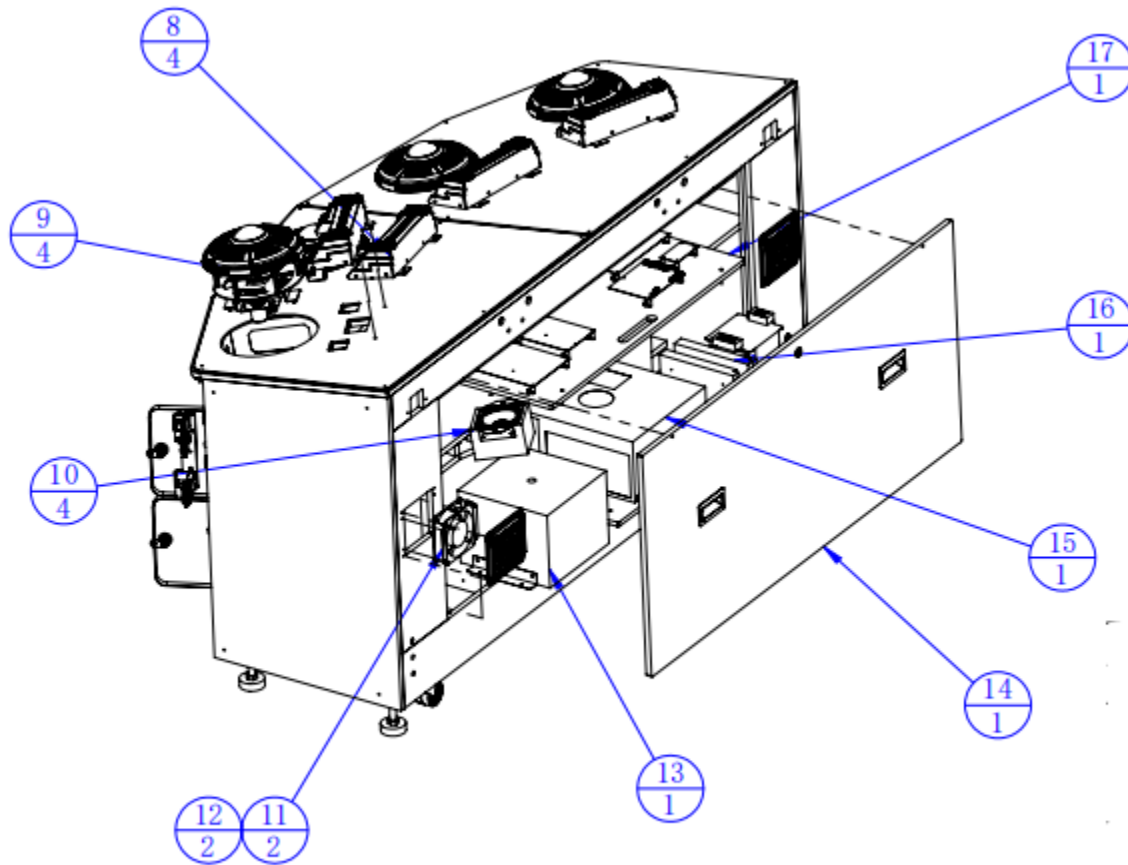
6.4 Console Assembly

Console Assembly (1/2)



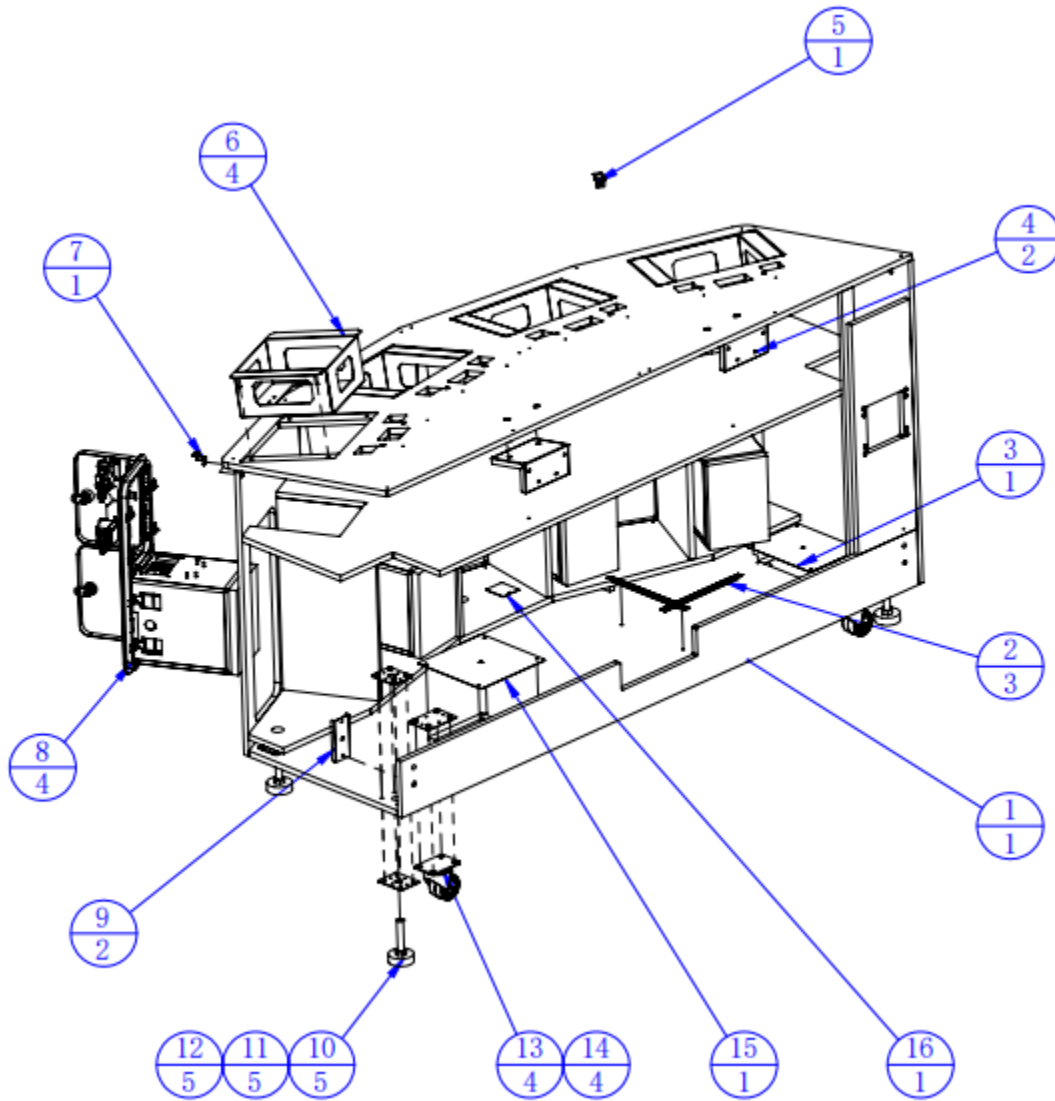
7	JMJ-0200D02	Console cover L	PMMA-5.0T	1	
6	JMJ-0200D01	Console cover R	PMMA-5.0T	1	
5	JMJ-0200H01	LED	DC12V White(P) SM-2P-(LED1850)	1	
4	JMJ-0207000	Ticket door assembly		4	
3	JMJ-0206000	Service panel 2 assembly		3	
2	JMJ-0203000	Service panel 1 assembly		1	
1	JMJ-0201000	Console frame assembly		1	
No.	Drawing No.	Name	Specification	Qty	Other

Console Assembly (2/2)



17	JMJ-0208000	PCB assembly		1	
16	JMJ-0209000	Transformer assembly		1	
15	JMJ-0210000	PC assembly		1	
14	JMJ-0211000	PC door assembly		1	
13	JMJ-0202000	Woofer assembly		1	
12	TMW-0302G01	Ventilation	253-5460	2	
11	ATV-0214000	Fan assembly		2	
10	JMJ-0204000	Speaker assembly		4	
9	JMJ-0300000	Turntable assembly		4	
8	JMJ-0205000	Speaker box assembly		4	
No.	Drawing No.	Name	Specification	Qty	Other

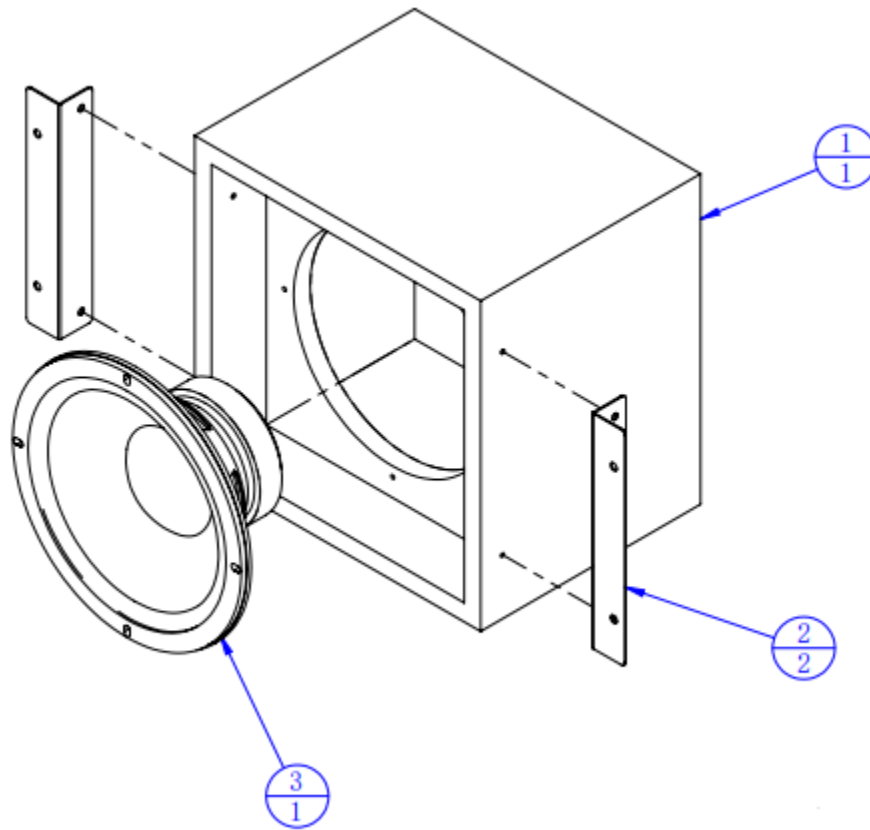
6.4.1 Console Frame Assembly (1/2)



6.4.1 Console Frame Assembly (2/2)

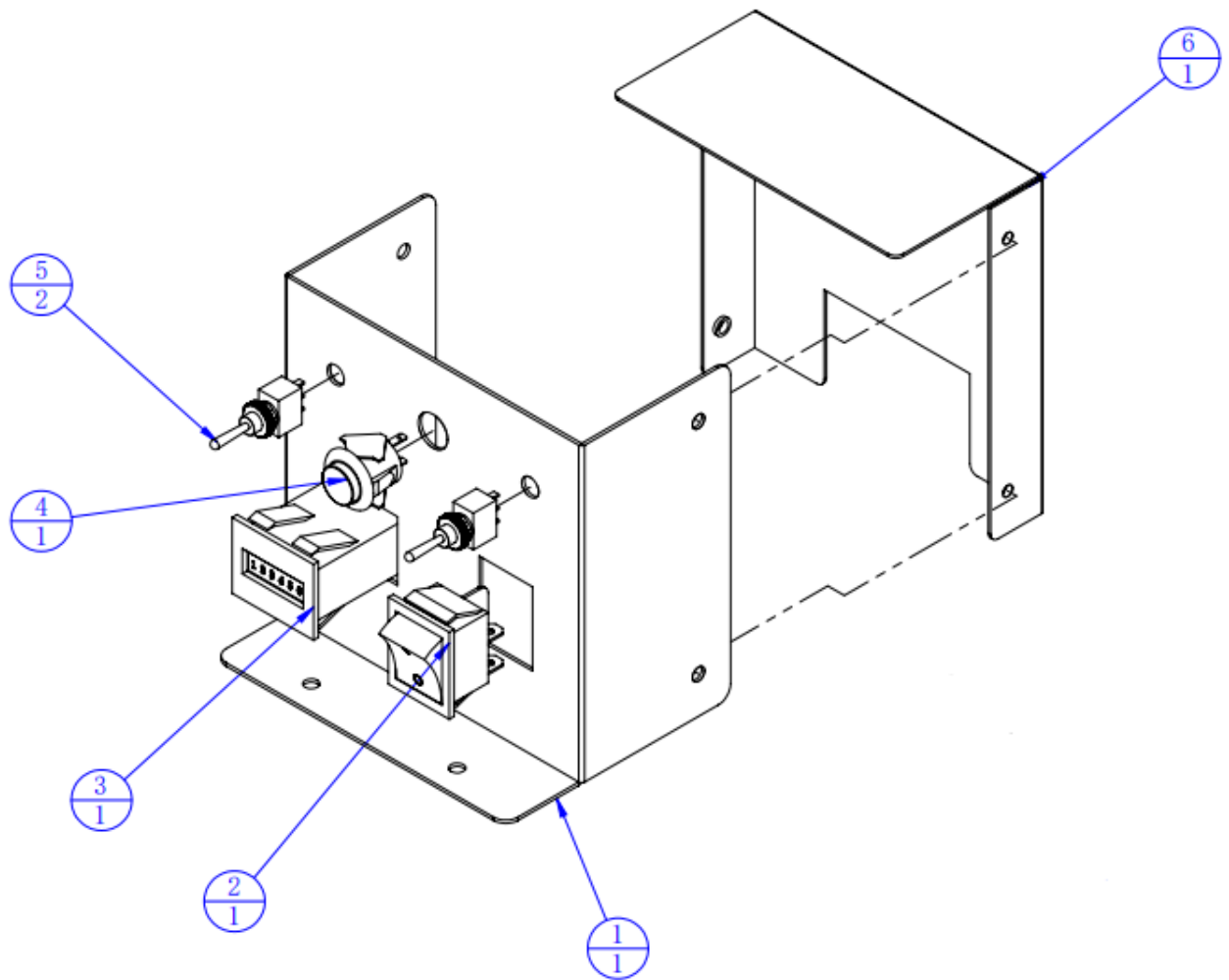
16	JMJ-0201A09	Small cover	SECC-1.2T	1	
15	JMJ-0201A01	Ventilate plate 1	1.2T	1	
14	ATV-0201A06	Caster plate	SPCC-2.0T	4	
13	TMW-0101G01	Casters	2.5'	4	
12	ATV-0201A05	Anchor fixing plate	SPCC-2.0T	4	
11	ATV-0201A07	Anchor plate	SPCC-2.0T	4	
10	TMW-0102G01	Anchor	M16*100	4	
9	JMJ-0201A08	Reinforcing plate 2	SPCC-1.5T	1	
8		Coin door	10429800	3	
7	JMJ-0201A03	Cover R	SPCC-1.0T	1	
6	JMJ-0201A02	Turntable frame	SPCC-2.0	4	
5	JMJ-0201A04	Cover L	SPCC-1.0T	1	
4	JMJ-0201A07	Reinforcing plate 1	SECC-2.0T	1	
3	JMJ-0201A05	Ventilate plate 2	网板-1.2T	1	
2	JMJ-0201A06	Limit plate	SECC-1.2T	3	
1	JMJ-0201B01	console frame		1	
No.	Drawing No.	Name	Specification	Qty	Other

6.4.2 Woofer Assembly



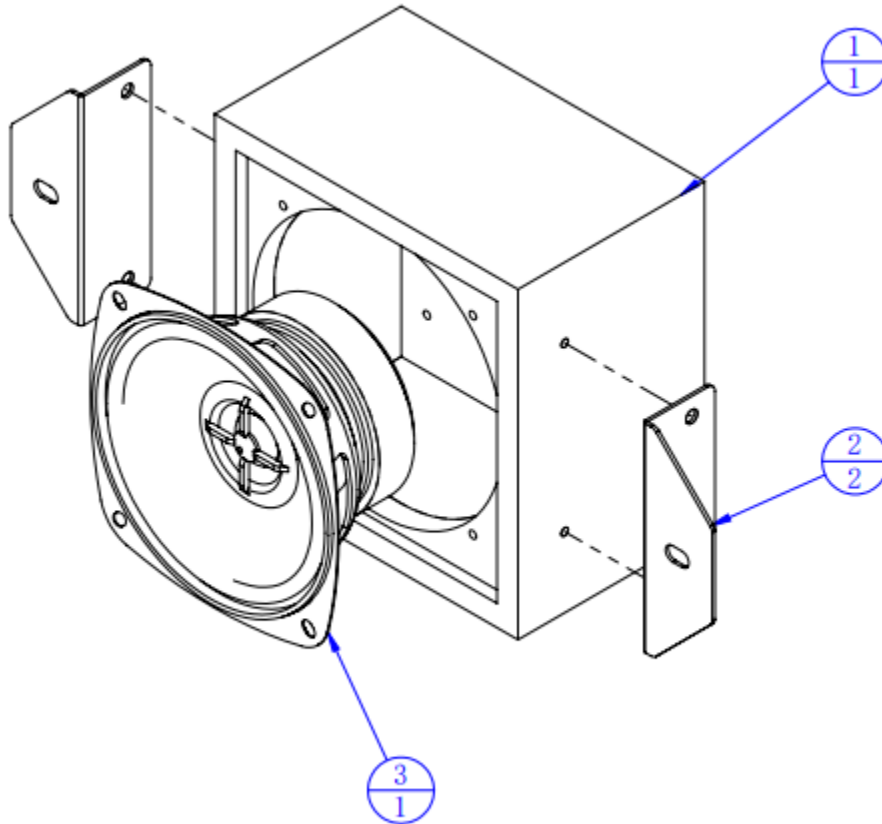
3		Woofer	8" 8Ω/120W	1	
2	JMJ-0202A01	Woofer plate	SECC-1.2T	2	
1	JMJ-0202B01	Woofer box	MDF-15.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.4.3 Service Panel 1 Assembly



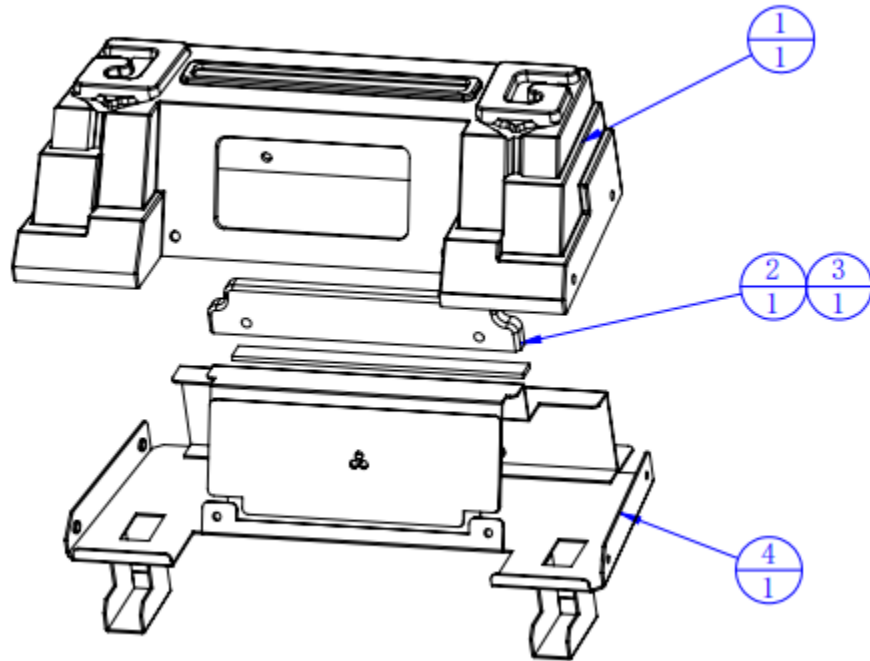
6	JMJ-0203A02	Service panel cover	SPCC-1.2T	1	
5		Switch	KNX123D-F0-Z2	2	
4		Button	G-111-CR	1	
3		Counter	OA-126CL	1	
2		Boat-shape Switch	4P KCD7-2211N	1	
1	JMJ-0203A01	Service panel 1	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.4.4 Speaker Assembly



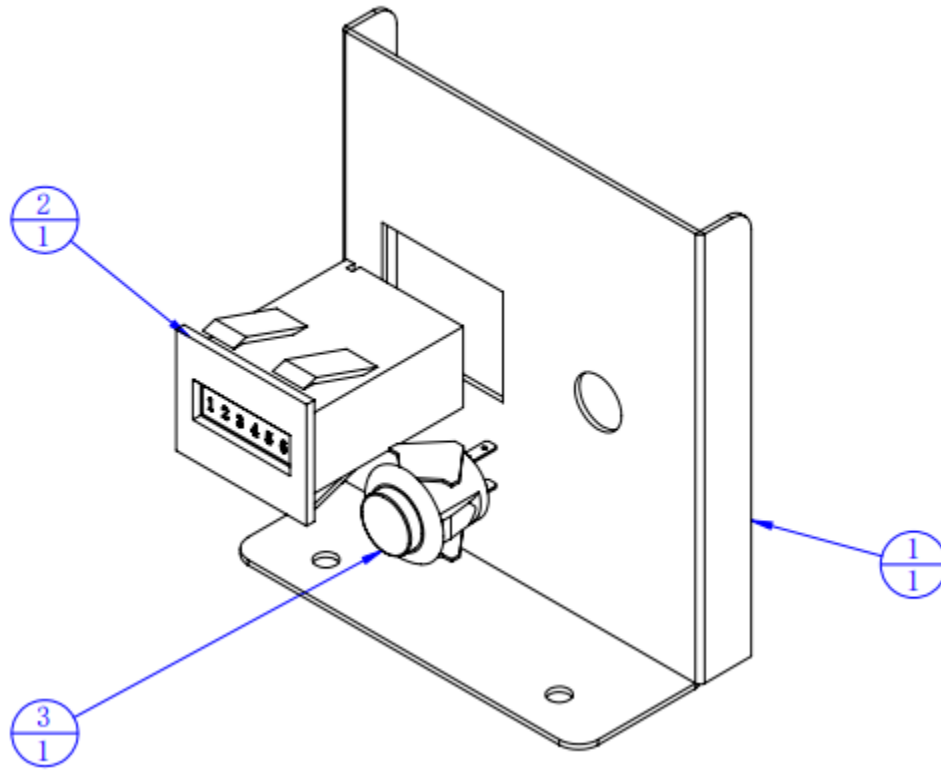
3		Speaker	4' 4Ω 20W (JK-SPK-93H)	1	
2	JMJ-0204A01	Speaker plate	SPCC-1.2T	2	
1	ATV-0213B01	Speaker box	MDF-9.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.4.5 Speaker Box Assembly



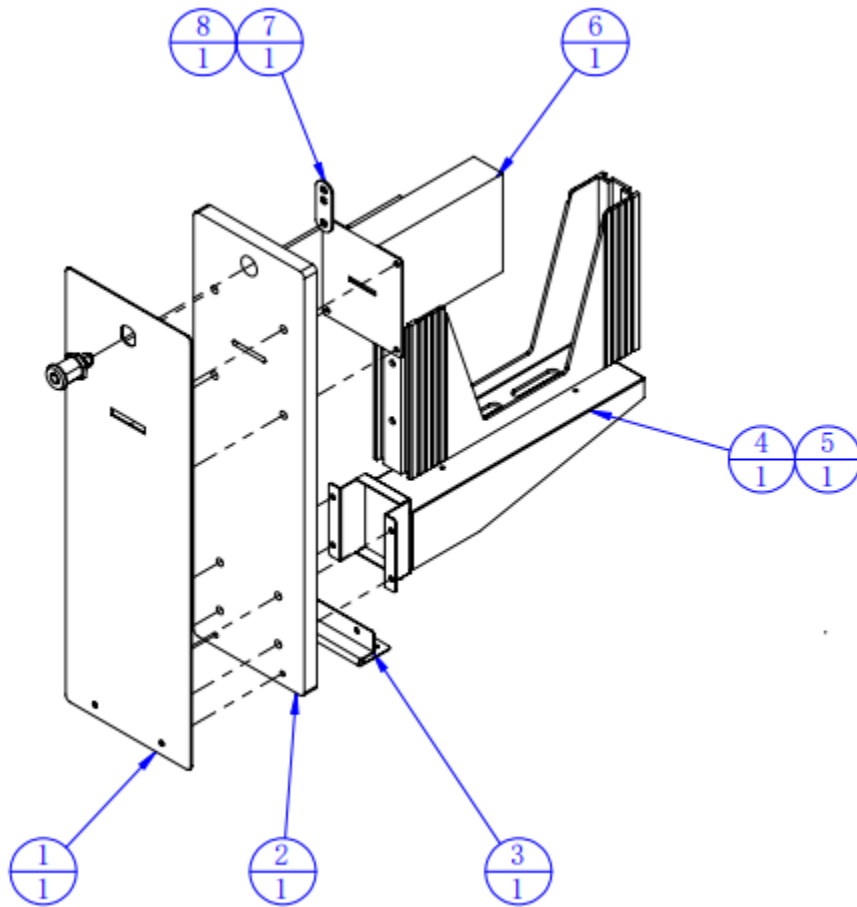
4	JMJ-0205A01	Speaker frame		1	
3	JMJ-0205H01	LED	DC12V RGB SM-4P-(LED150)	1	
2	JMJ-0205D01	JMJ-0205D01	PMMA-10.0T	1	
1	JMJ-0205C01	Speaker cover	ABS	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.4.6 Service Panel 2 Assembly



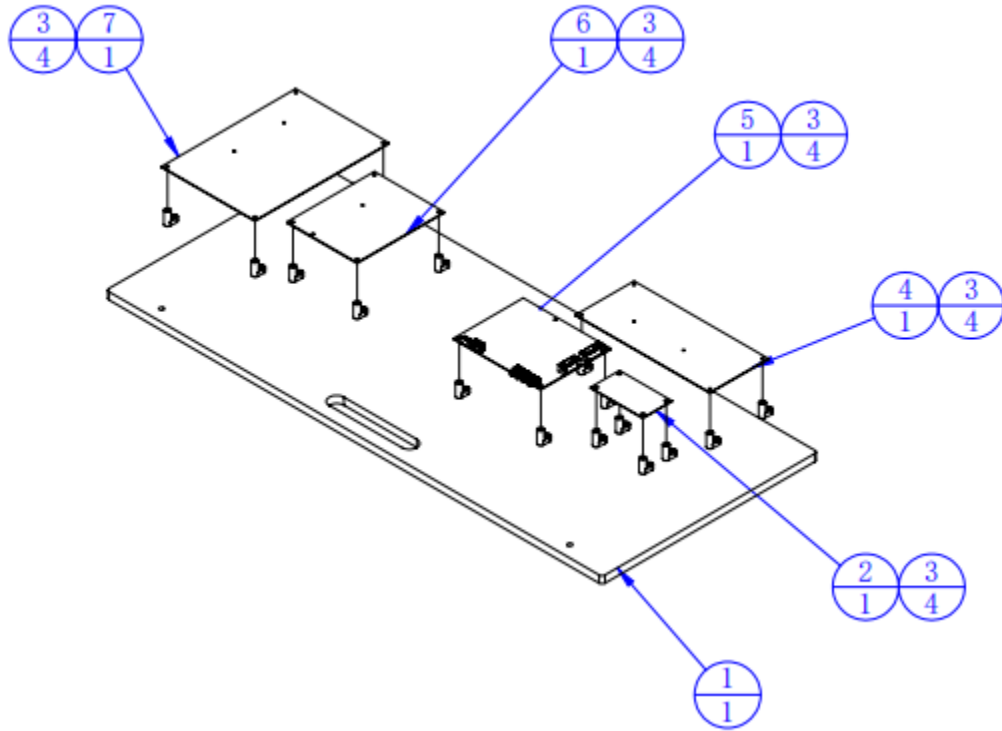
3		Button	G-111-CR	1	
2		Counter	OA-126CL	1	
1	JMJ-0206A01	Service panel 2	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.4.7 Ticket Door Assembly



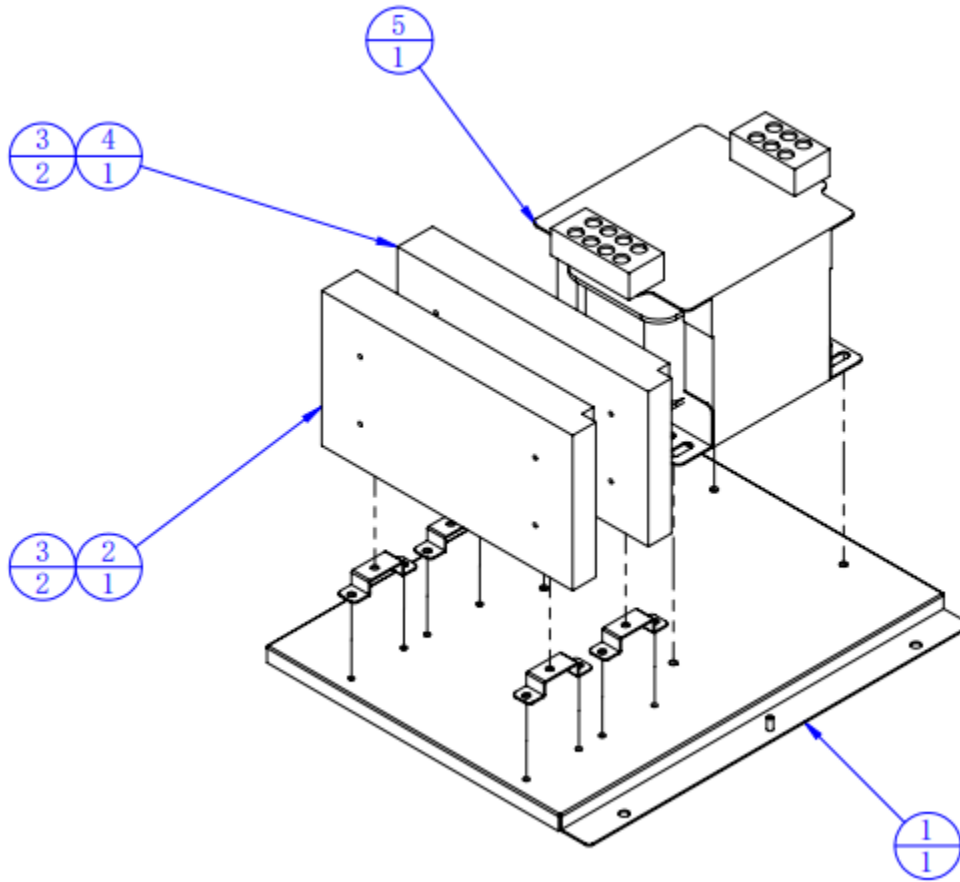
8		Lock	5555-K	1	
7		Lock sheet	5cm(004号)	1	
6		Ticket dispenser	TD963CR	1	
5		Ticket box		1	
4	JMJ-0207A02	Ticket support		1	
3	JMJ-0207A03	Ticket hinge	SPCC-1.2T	1	
2	JMJ-0207B01	Ticket plate	MDF-15.0T	1	
1	JMJ-0207A01	Ticket panel	SPCC-1.5T	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.4.8 PCB Assembly



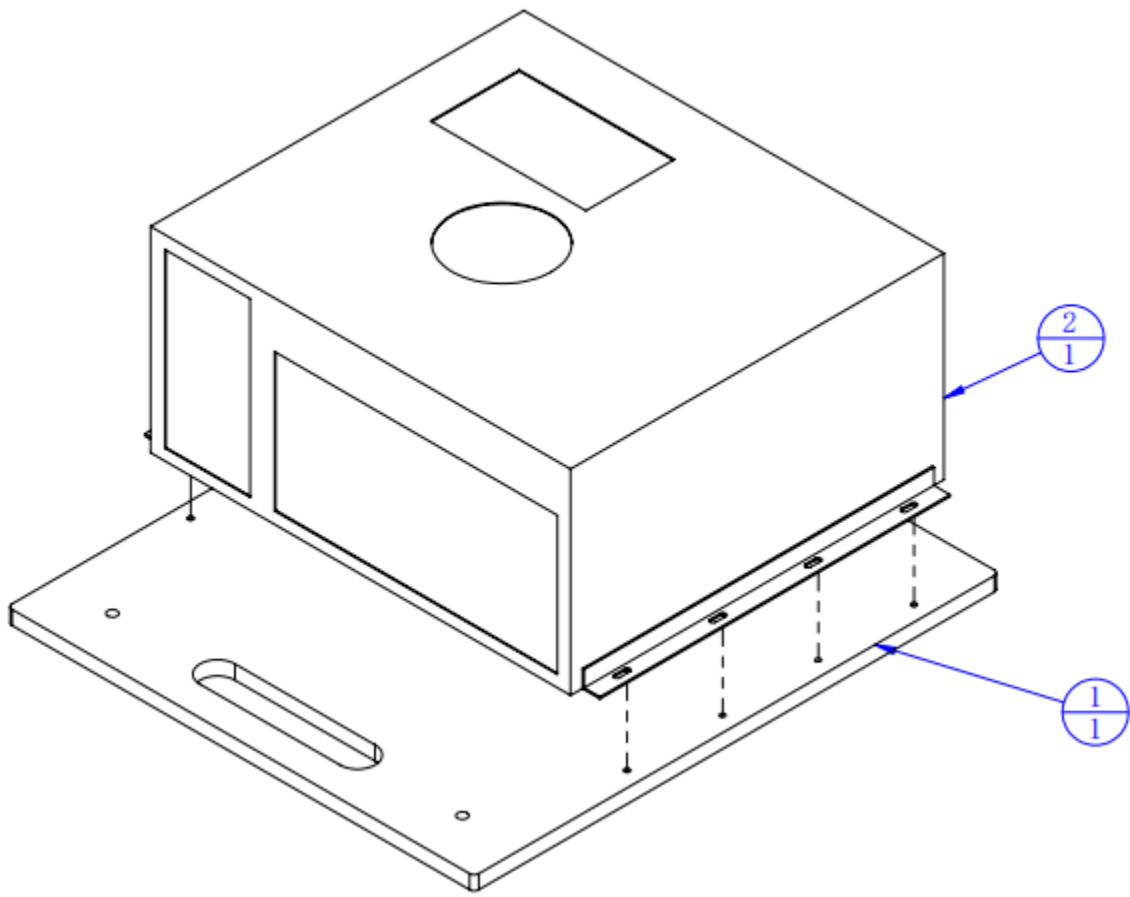
7	JMJ-0208F03	Rotary Encoder Board	B2-119B	1	
6	JMJ-0208F02	MOTION BOARD	B0-074B	1	
5	JMJ-0208F01	I/O BOARD	B0-094D	1	
4	JMJ-0208F05	AMP BOARD	5.1	1	
3		L block	M3mm	20	
2	JMJ-0208F04	Serial LED Borad	B2-085X	1	
1	JMJ-0208B01	PCB固定板	MDF-12.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.4.9 Transformer Assembly



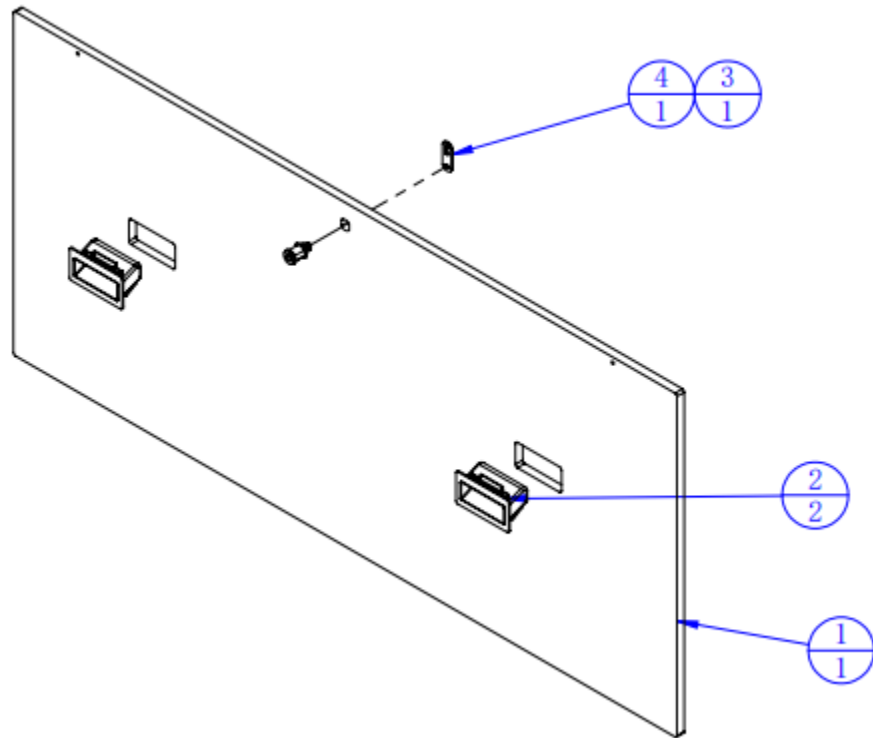
5		Transformer	HL133-12-110/220	1	
4		PSU	LRS-350-24	1	
3	ATV-0203A01	PSU plate	SECC-1.2T	4	
2		PSU	LRS-350-12	1	
1	JMJ-0209A01	Transformer plate	SECC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.4.10 PC Assembly



2		PC	IPC-SWV001+WIN10	1	
1	ATV-0206B01	PC plate	MDF-15.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

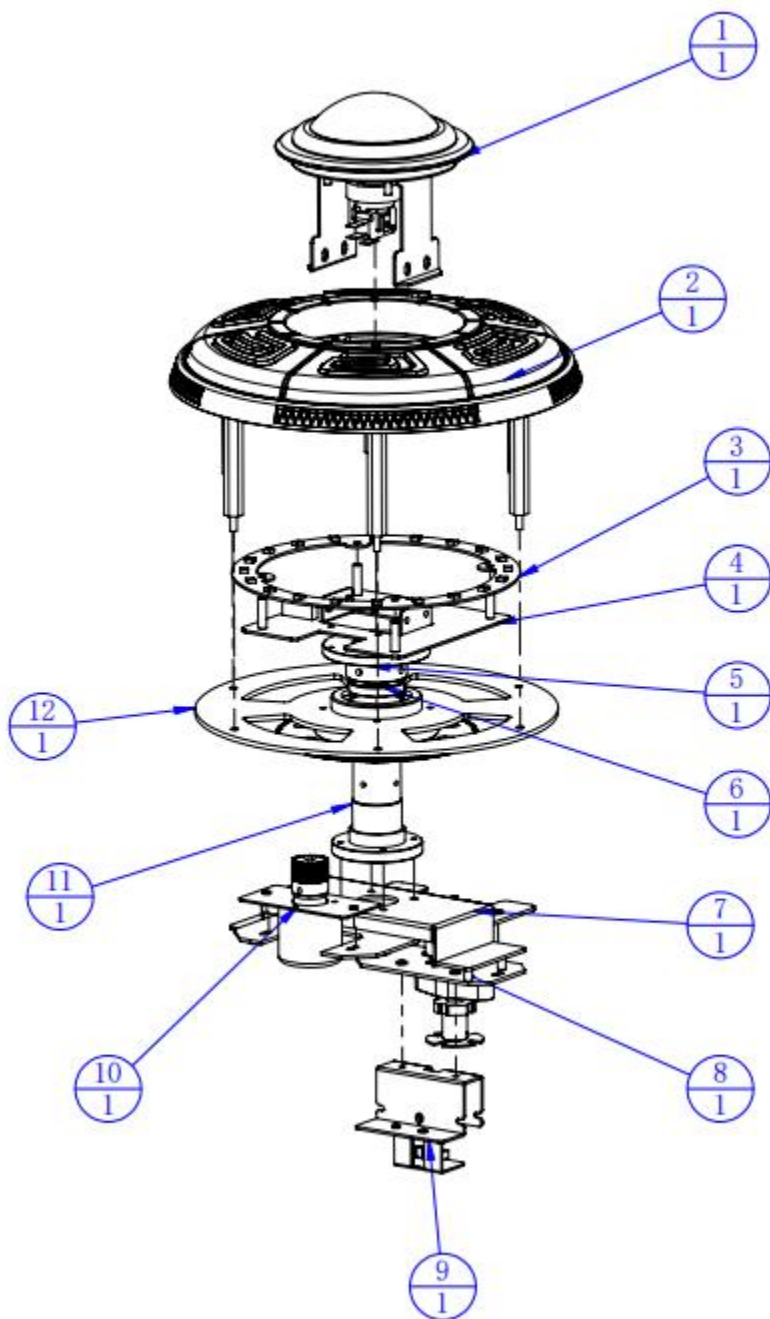
6.4.11 PC Door Assembly



4		Lock sheet	5cm	1	
3		Lock	5555-K	1	
2		Plastic buckle		2	
1	JMJ-0211B01	PC door	MDF-15.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.5 Turntable Assembly

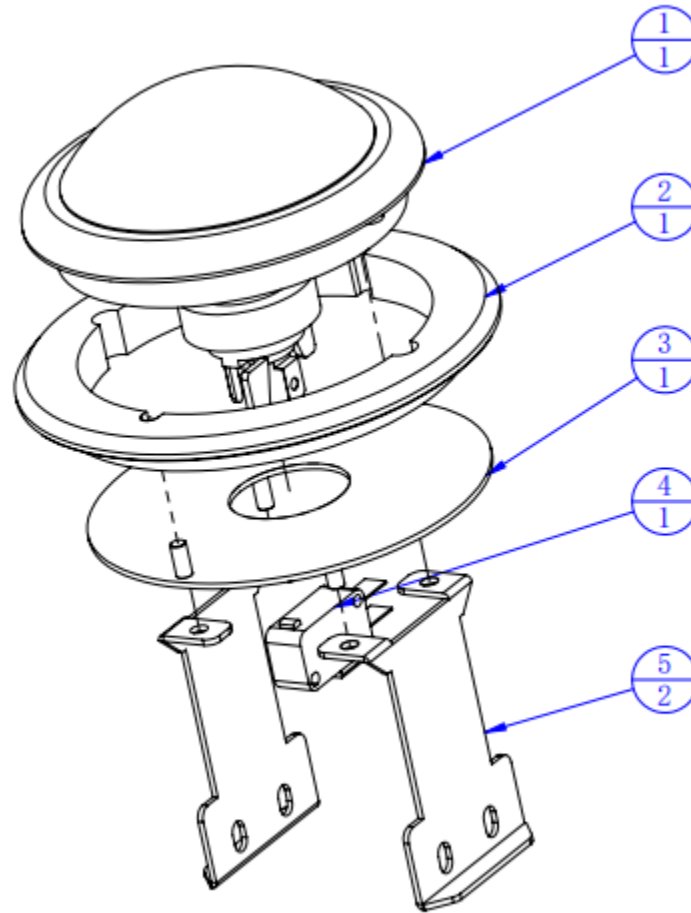
Turntable Assembly (1/2)



Turntable Assembly (2/2)

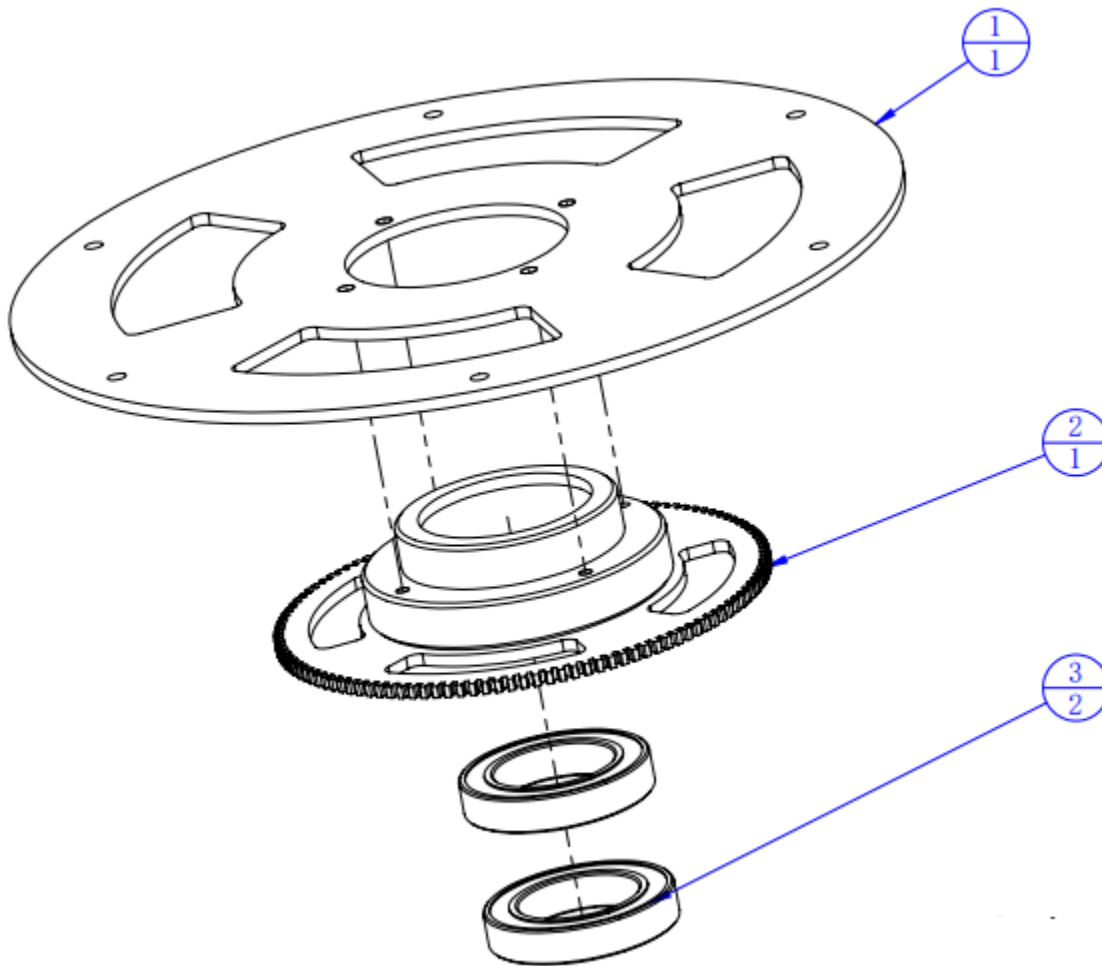
12	JMJ-0302000	Rotating assembly		1	
11	JMJ-0300A02	Support shaft	Q235	1	
10	JMJ-0304000	Encoder assembly		1	
9	JMJ-0306000	Sensor assembly		1	
8	JMJ-0305000	Clutch assembly		1	
7	JMJ-0300A05	Floor		1	
6	JMJ-0300A03	Spacer 1	Q235	1	
5	JMJ-0300A04	Flange	Q235	1	
4	JMJ-0300A01	LED board plate	SECC-1.5T	1	
3	JMJ-0300H01	LED board	RING LED	1	
2	JMJ-0303000	Turntable cover assembly		1	
1	JMJ-0301000	Button assembly		1	
No.	Drawing No.	Name	Specification	Qty	Other

6.5.1 Button Assembly



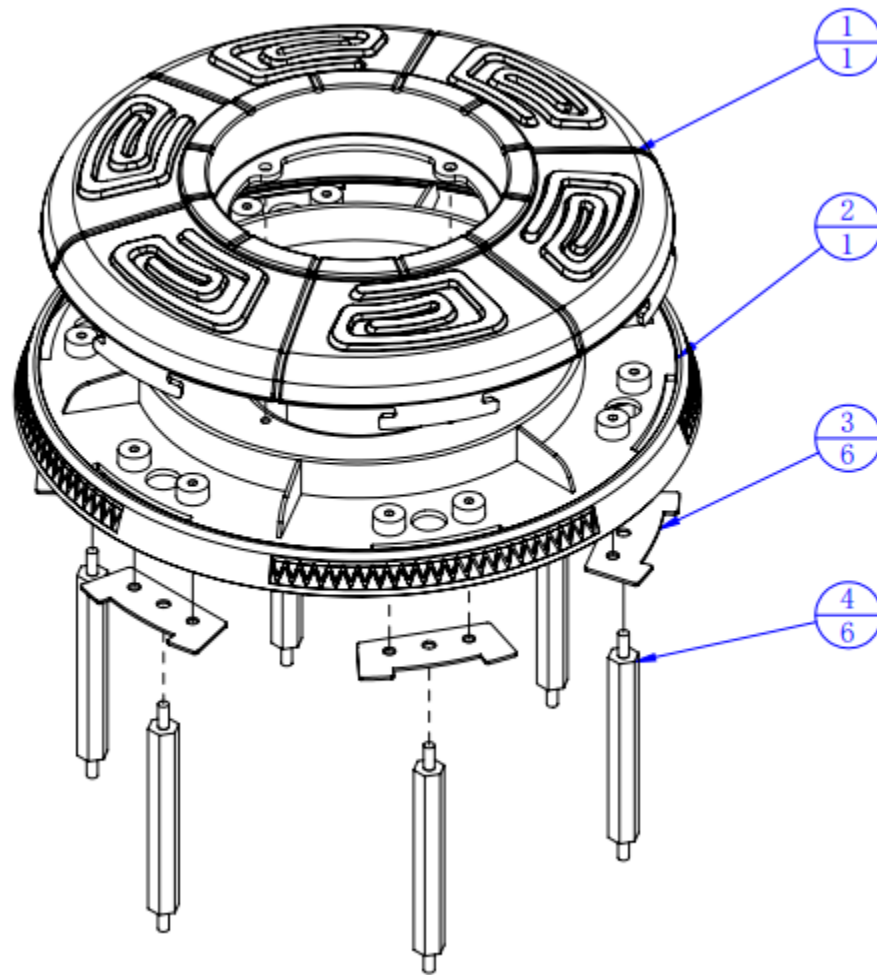
5	JMJ-0301A02	Button support	SECC-1.5T	2	
4		Switch	3P MN3-0300DB	1	
3	JMJ-0301A01	Button plate	SECC-1.5T	1	
2	JMJ-0301D01	Button pad	PMMA-12.0T	1	
1		Button	φ 100-DOME-CW	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.5.2 Rotating Parts Assembly



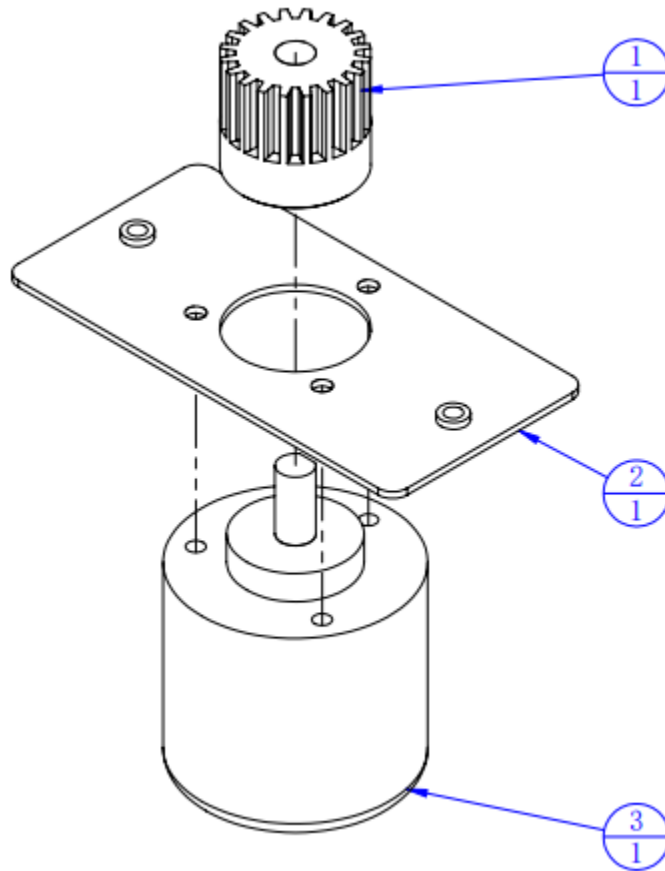
3		Bearing	61806-2Z	2	
2	JMJ-0302A01	Flange gear		1	
1	JMJ-0302A02	Turn plate	SECC-3.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.5.3 Turntable Rotary Cover Assembly



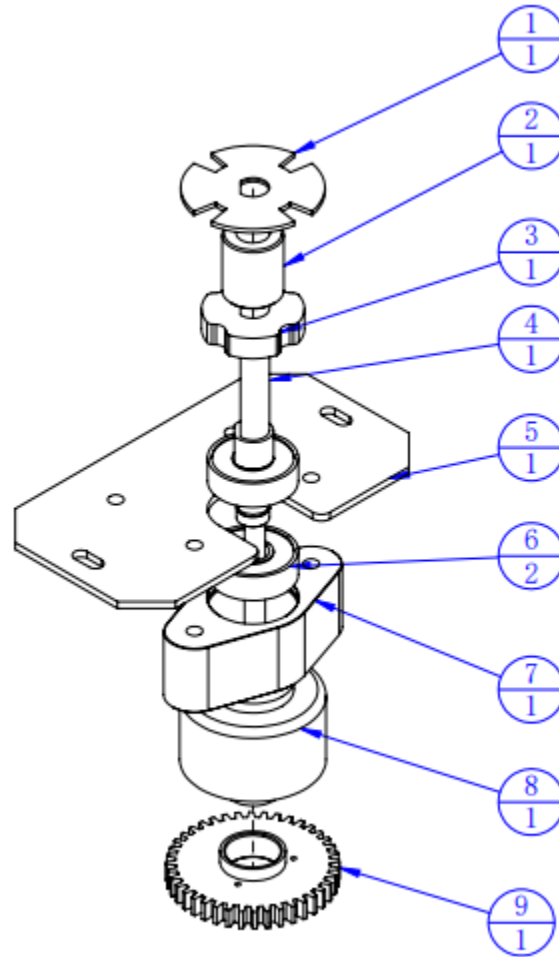
4	JMJ-0303A01	Turn rod	45	6	
3	JMJ-0303A02	Limitier	SECC-1.2T	6	
2	JMJ-0303C01	Turntable lower	PC	1	
1	JMJ-0303C02	Turntable cover	PETG	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.5.4 Encoder Assembly



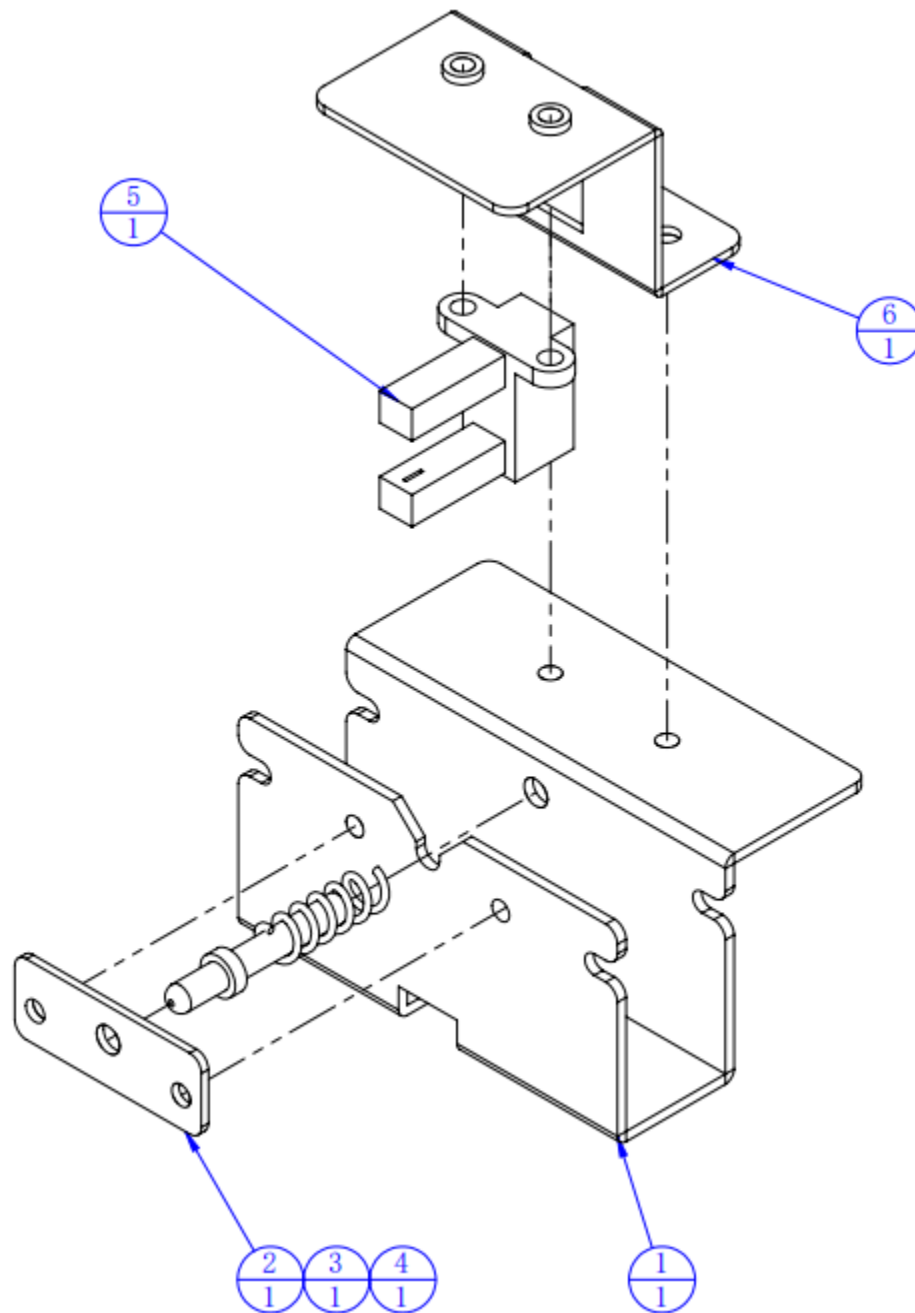
3	JMJ-0304H01	Encoder	E38s6g5-100b-g24	1	
2	JMJ-0304A02	Encoder plate	SECC-1.2T	1	
1	JMJ-0304A01	Encoder gear	Brass	1	
No.	Drawing No.	Name	Specification	Qty	Other

6.5.5 Clutch Assembly



9	JMJ-0305A01	Clutch gear	Brass	1	
8	JMJ-0305H01	Clutch	6MM D	1	
7	JMJ-0305A05	Gear frame	Q235	1	
6		Bearing	608-2Z	2	
5	JMJ-0305A07	Adjusting plate	SECC-2.0T	1	
4	JMJ-0305A04	Gear shaft	Q235	1	
3	JMJ-0305A06	Limit block	Stainless steel	1	
2	JMJ-0305A02	Spacer 2	Q235	1	
1	JMJ-0305A03	Sensor plate	SECC-.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

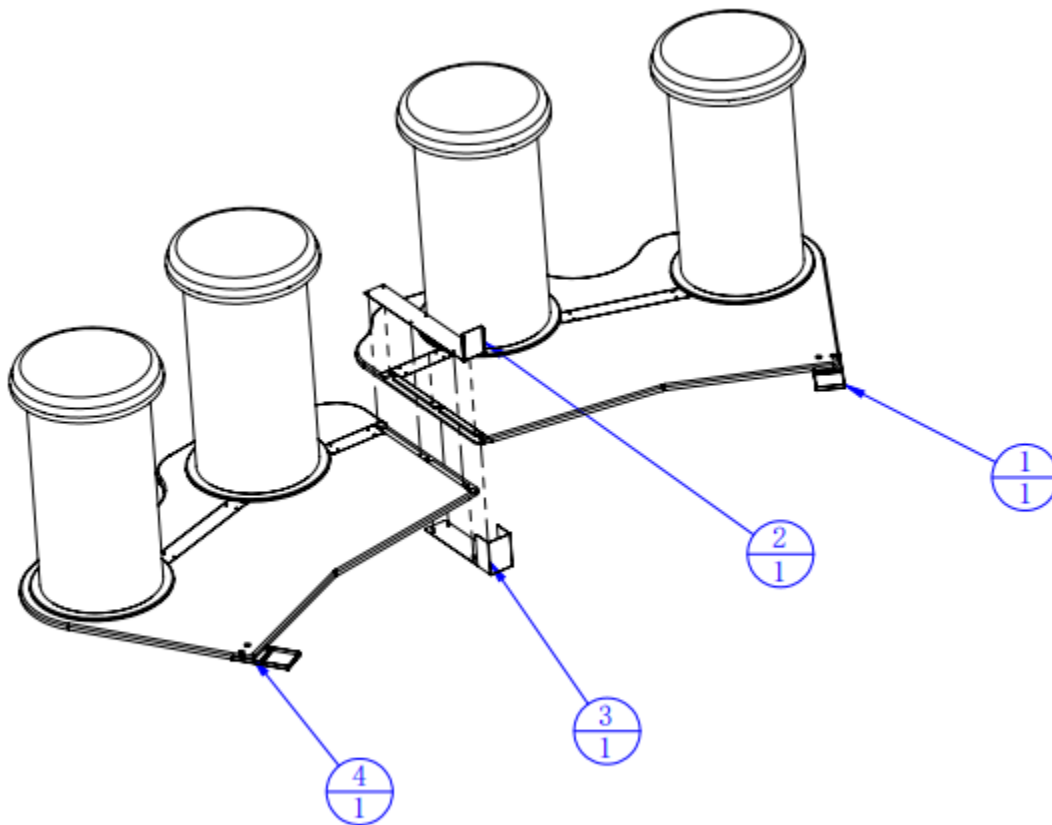
6.5.6 Sensor Assembly



6	JMJ-0306A02	Sensor frame	SECC-1.2T	1	
5	JMJ-0306H01	Sensor	KI3300-AALF	1	
4	JMJ-0306A05	Spring	65Mn	1	
3	JMJ-0306A04	Limit rod	Stainless steel	1	
2	JMJ-0306A01	Stop plate	SECC-1.2T	1	
1	JMJ-0306A03	Support plate	SECC-1.5T	1	
No.	Drawing No.	Name	Specification	Qty	Other

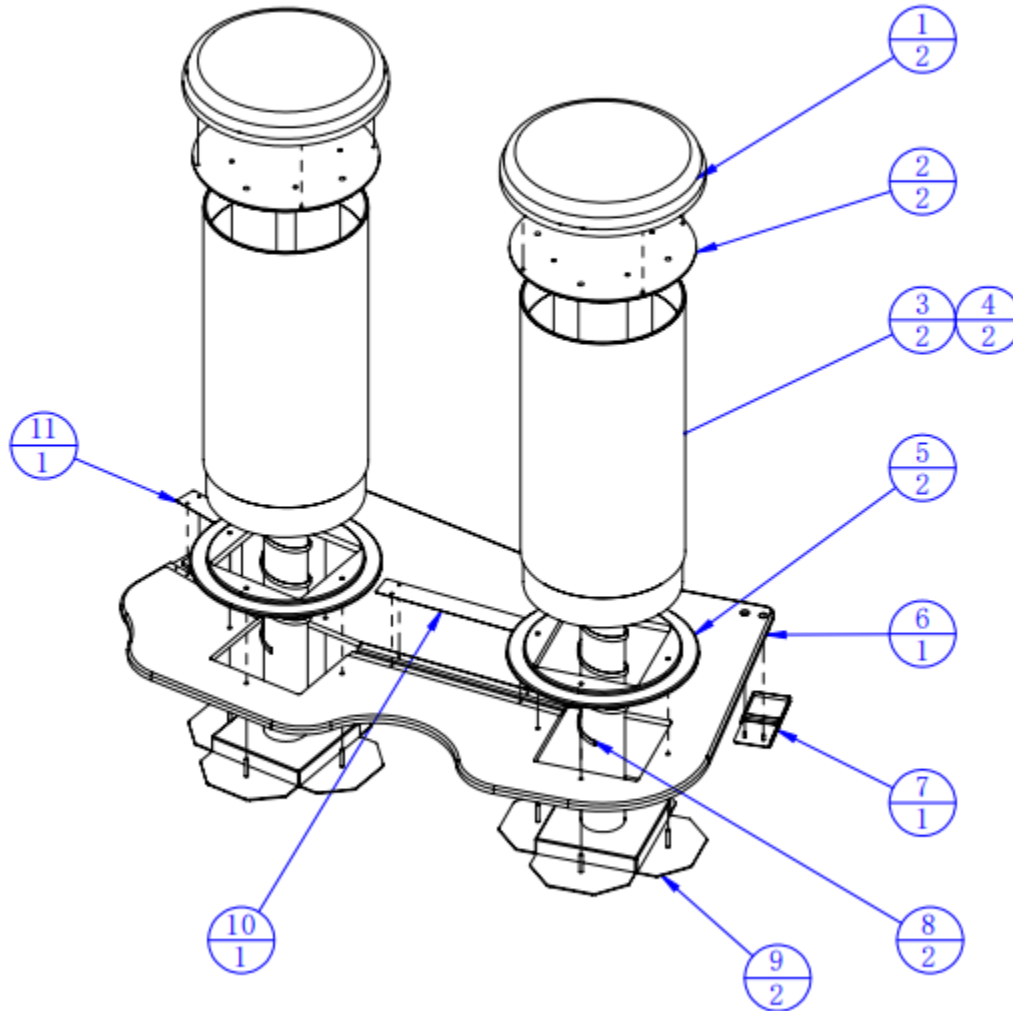
6.6 Seat Assembly

Seat Assembly (1/1)



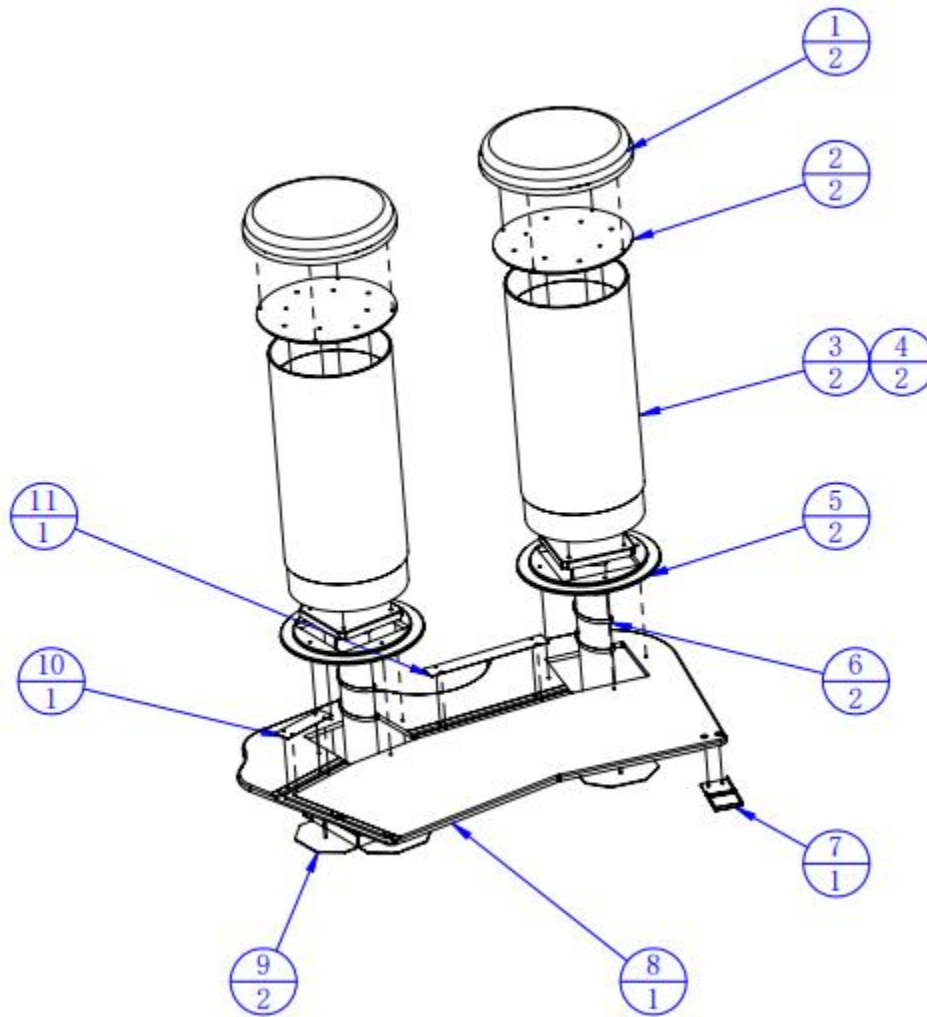
4	JMJ-0401000	Right seat assembly		1	
3	JMJ-0400A02	Connect plate	SPCC-1.5T	1	
2	JMJ-0400A01	Wire cover 1	SPCC-1.2T	1	
1	JMJ-0402000	Left seat assembly		1	
No.	Drawing No.	Name	Specification	Qty	Other

6.6.1 Right Seat Assembly



11	JMJ-0401A03	Wire cover 3	SPCC-1.2T	1	
10	JMJ-0401A02	Wire cover 2	SPCC-1.2T	1	
9	JMJ-0401A01	Seat support		2	
8	JMJ-0401H01	LED	SK6812 (C) SM-3P-(LED1500)	2	
7	JMJ-0401A04	Limit plate R	SPCC-1.5T	1	
6	JMJ-0401C01	Seat floor R	PE-15.0T	1	
5	JMJ-0401C02	Seat lower pad	PE-15.0T	2	
4	JMJ-0401D02	seat decoration	PVC-0.3T	2	
3	JMJ-0401D01	Column cover	PMMA	2	
2	JMJ-0401C03	Seat upper pad	PE-15.0T	2	
1	JMJ-0401B01	Cushion		2	
No.	Drawing No.	Name	Specification	Qty	Other

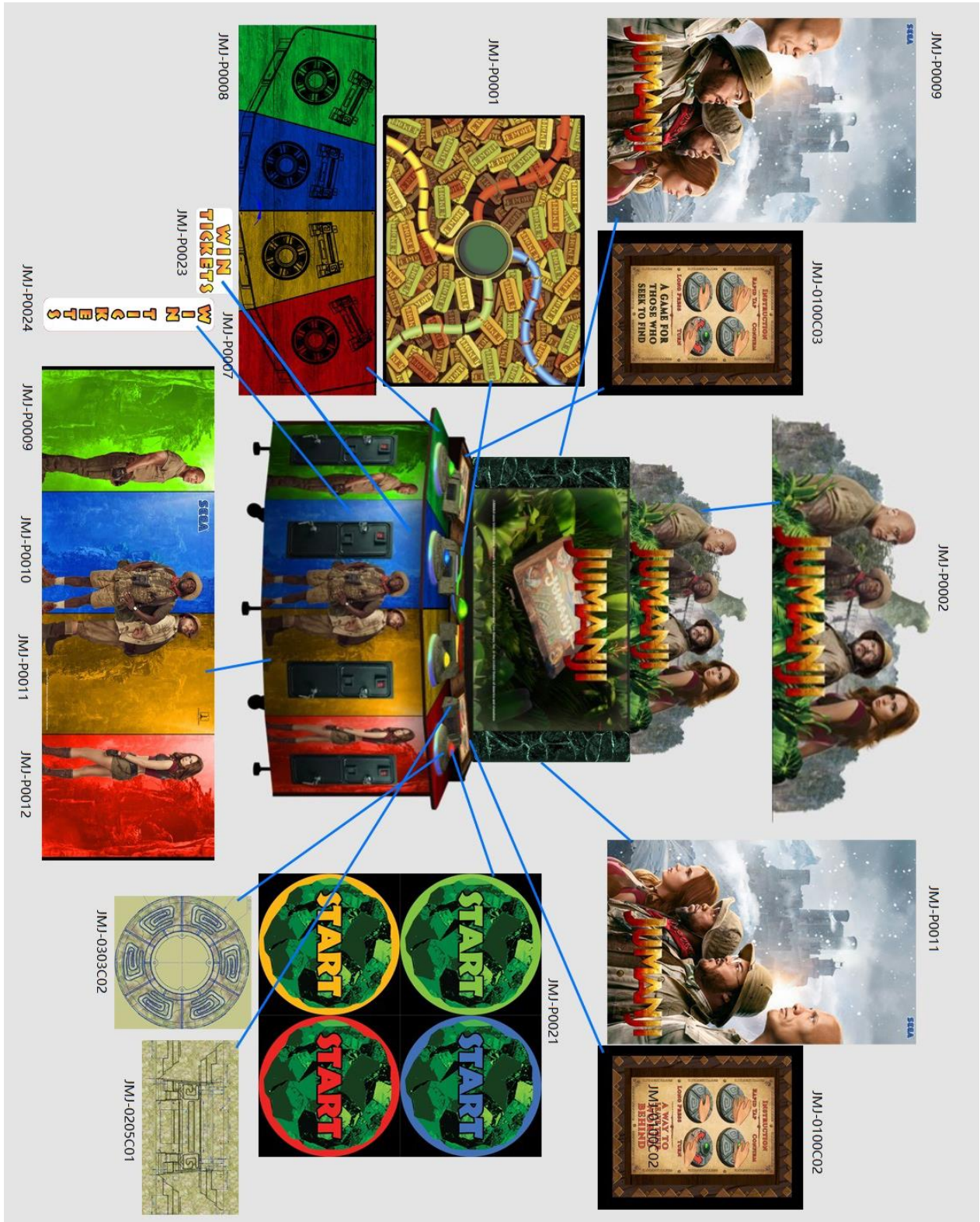
6.6.2 Left Seat Assembly



11	JMJ-0401A02	Wire cover 2	SPCC-1.2T	1	
10	JMJ-0401A03	Wire cover 3	SPCC-1.2T	1	
9	JMJ-0401A01	Seat support		2	
8	JMJ-0402C01	Seat floor L	PE-15.0T	1	
7	JMJ-0402A01	Limit plate L	SPCC-1.5T	1	
6	JMJ-0401H01	LED	SK6812 (C) SM-3P-(LED1500)	2	
5	JMJ-0401C02	Seat lower pad	橙色PE-15.0T	2	
4	JMJ-0401D02	seat decoration	PVC-0.3T	2	
3	JMJ-0401D01	Column cover	PMMA	2	
2	JMJ-0401C03	Seat upper pad	PE-15.0T	2	
1	JMJ-0401B01	Cushion		2	
No.	Drawing No.	Name	Specification	Qty	Other

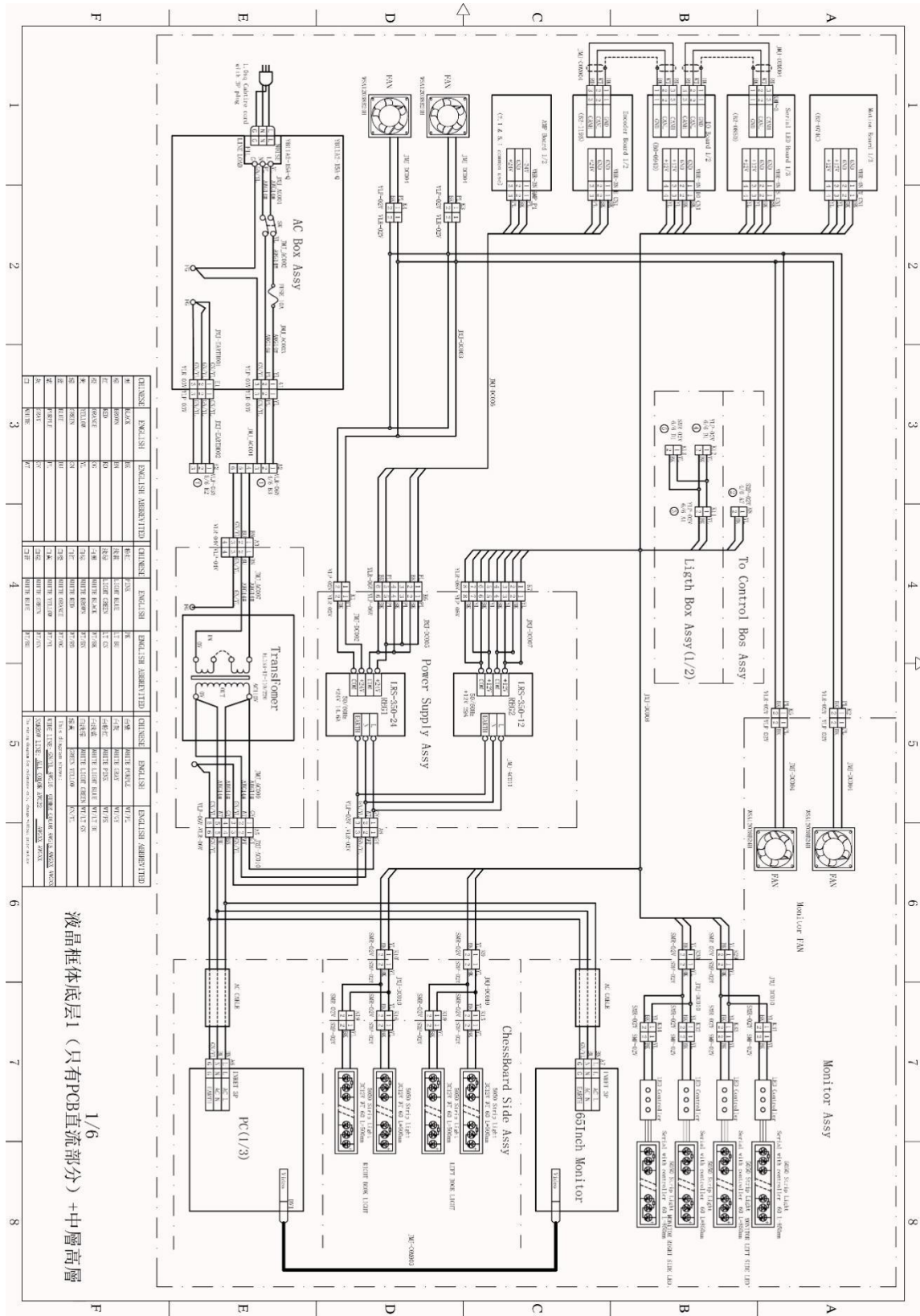
7. Printing Pattern

7.1 Printing Pattern of Cabinet

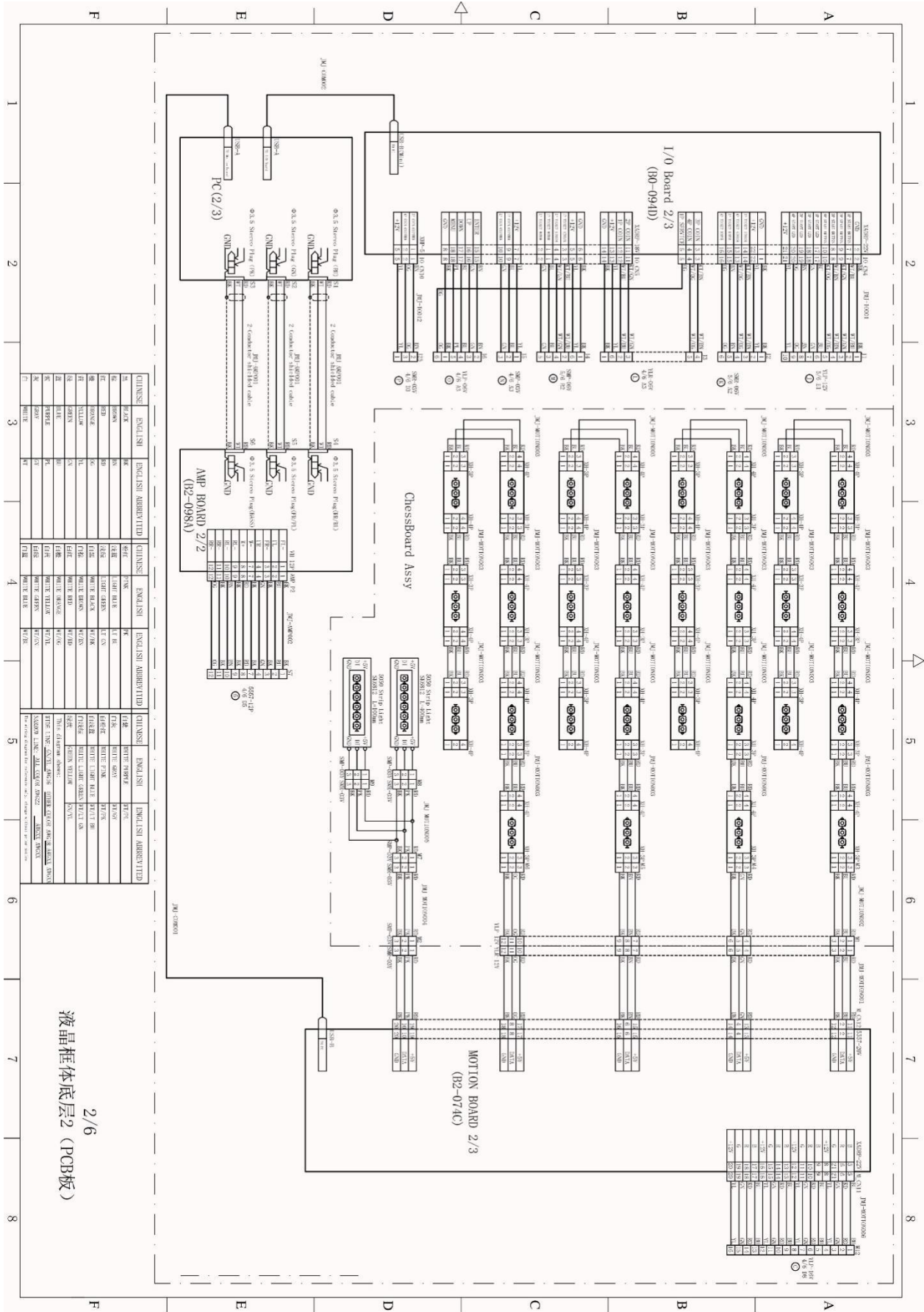


8. Wiring Diagram

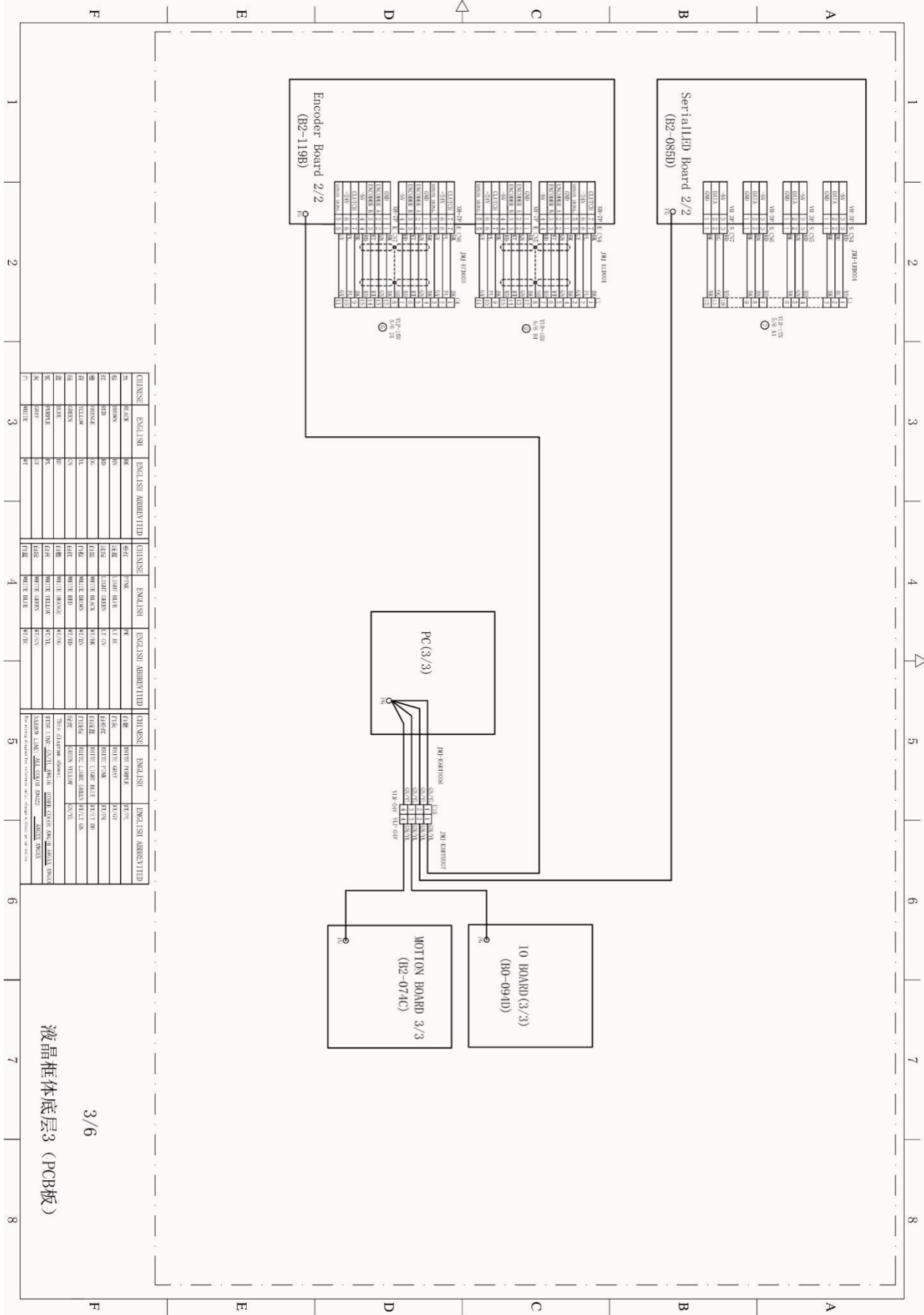
8.1 Wiring Diagram 1/6



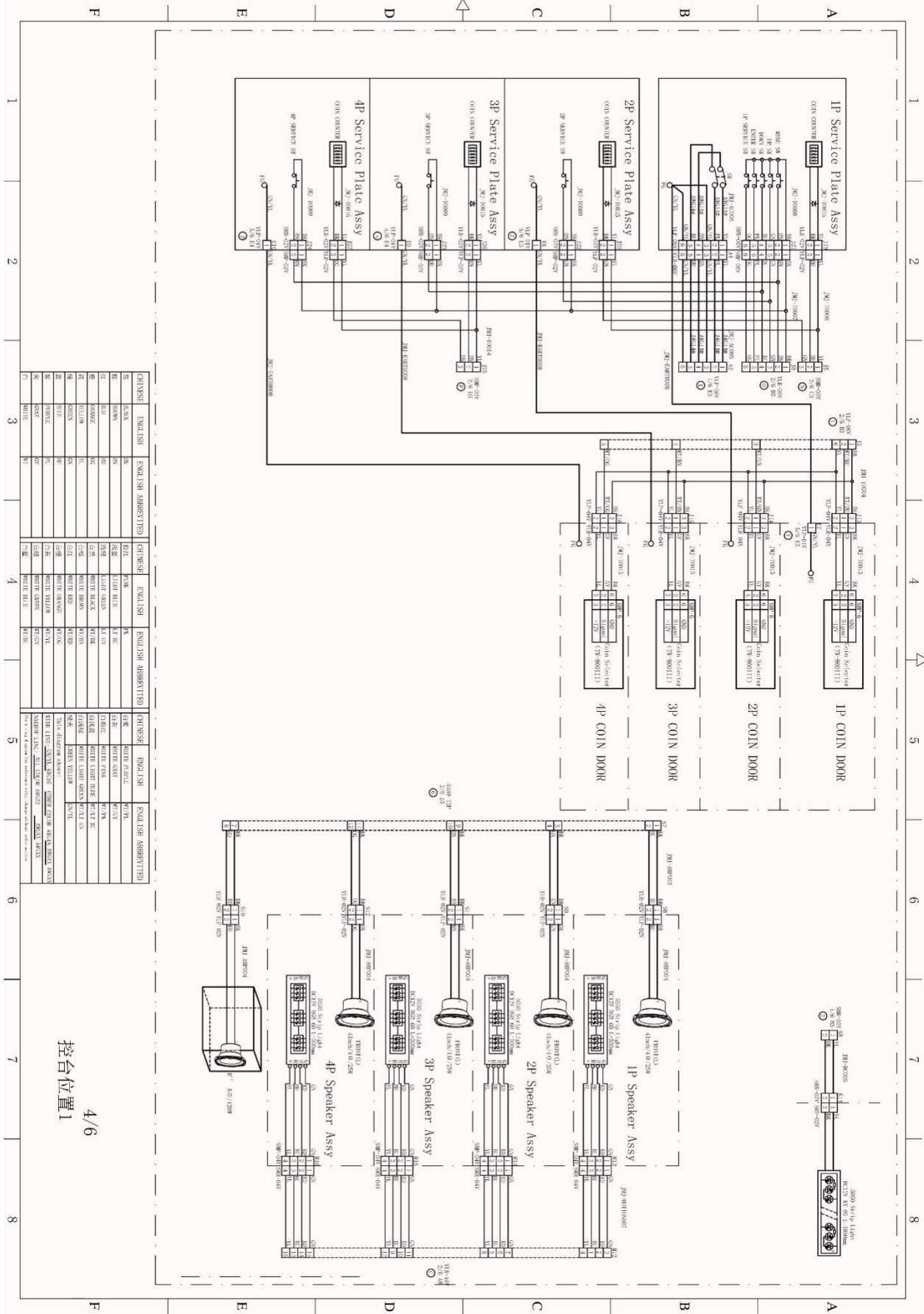
8.2 Wiring Diagram 2/6



8.3 Wiring Diagram 3/6



8.4 Wiring Diagram 4/6



9. Spares and Service Contact Information



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