

WIGGLES KIDDIE RIDE

Version 1.3



Correspondence regarding this machine should be addressed to **MATAHARI LEISURE** Office or **MATAHARI LEISURE** Distributor.
For contact details, refer to the back page of this manual.

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MATAHARI LEISURE Office is located at
Millenium Industrial Estate Block C1
Panongan Tigaraksa, Tangerang
Banten - INDONESIA

MATAHARI LEISURE NOTES

Dear Customer,

Keep up to date with any new software releases. Contact our product support at support@matahaharileisure.co.id to get the latest updates.

Thank You,

PT. MATAHARI LEISURE

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Operator's Manual – **Wiggles Kiddie Ride**

KIDDIE RIDE WIRING DIAGRAM **ERROR! BOOKMARK NOT DEFINED.**

SAFETY PRECAUTIONS

The following safety precautions and advisories are used throughout this manual and are defined as follows:



DANGER!

Indicates that mishandling the product by disregarding this pictograph may cause **severe injury** or even **death**



WARNING!

Indicates that mishandling the product by disregarding this warning may cause a potentially hazardous situation which can result in **death** or **serious injury**

CAUTION!

Indicates that mishandling the product by disregarding this warning may cause a potentially hazardous situation which can result in **death** or **serious injury**

NOTE

An advisory text to hint or help understanding.



BE SURE TO READ THE FOLLOWING



 **WARNING!**

Always turn **OFF** Mains AC power and unplugged the game, before opening or replacing any parts.

Always when unplugging the game from an electrical outlet, grasp the plug, not the line cord.

Always connect the Game Cabinet to grounded electrical outlet with a securely connected ground line.

Do Not install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

Do Not install the Game Cabinet in areas that would present an obstacle in case of an emergency, ie. near fire equipment or emergency exits.

CAUTION!

Always use a Digital Multimeter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.

Do Not Connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.

Do Not use any fuse that does not meet the specified rating.

Do Not Subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 °C.

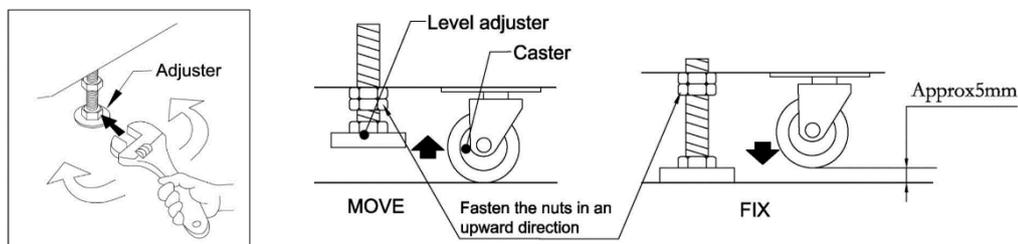
MACHINE INSTALLATION & INSPECTION

Check the parts list before installation. Verify that all parts that have been received and are in good condition!

CAUTION!
For indoor use only!

When installing and inspecting “WIGGLES KIDDIE RIDE”, be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

- The machine must be fixed on level ground. The product is equipped with 4 casters and 4 adjusters. When installation position /site has been determined, have the adjusters come in direct contact with the floor. Establish a gap of about 5 mm between the floor and the casters and adjust the unit so that it will remain level.
 - Move the product to the installation site.
 - Bring the adjusters into direct contact with the floor. Use a wrench to align the height of the adjusters until the cabinet is perfectly level
 - Be sure to turn the power **OFF** before working on the machine.
 - After setting, turn adjuster nuts upwards to tighten them and secure adjuster heights.



WARNING!

- **Always** Turn **OFF** mains power before removing safety covers and refit all safety covers when work is completed.
- Do not put heavy items on the power cord.
- Hold the power plug instead of the wire to draw the power cord out of the socket.
- Hold the power plug instead of the wire to draw the power cord out of the socket.
- Do not draw or twist the cord or store it near any high-heat source.

- Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk through.
- Check that the rubber glide feet levelers are set evenly on the floor so that the game cabinet is unable to roll and is stable.
- Always make complete connections for the integrated circuit (IC) logic PC Boards and other connectors. Insufficient insertion can damage the electrical components.

CAUTION!

Before switching the machine on be sure to check that it has been set on the correct voltage for your area!

Machines are normally shipped on 220V AC unless otherwise specified.

- Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.
- If any integrated circuit (IC) logic PC Boards should need servicing. Please contact the nearest **MATAHARI LEISURE** distributor. (Refer to the back page of this manual)

INTRODUCTION

CONGRATULATIONS! You have just bought the **“WIGGLES KIDDIE RIDE”**, a product from **MATAHARI LEISURE**.

We hope you take the time to read this manual and learn about the many other features and user-friendly adjustments that can be made to “fine-tune” the game for maximum earning potential.

This Operator’s Manual is intended to provide detailed descriptions together with all the necessary information regarding the general operation of electronic assemblies, servicing control, spare parts, etc., pertaining to the game.

This manual is intended for the owner, operator, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should under no circumstances attempt to service the internal system

DESCRIPTION

- The **“WIGGLES KIDDIE RIDE”** is a one player, adventure themes, kiddie ride games for kids.

PACKAGING

DELIVERY

- Regarding delivery, the machine should arrive in good condition. To move the packaged machine for transport or placement, use a forklift and take care not to hit the package or stack heavy objects on top, as this may cause damage to the machine.

CONTENTS

- The **“WIGGLES KIDDIE RIDE”** cabinet
- Keys: 1 x coin door keys
- Operator’s manual
- Power Cord

SPECIFICATIONS

DIMENSIONS

- Weight: 210 kg (463Lb)
- Height: 1250mm (4' 1 1/4")
- Width: 1050mm (3' 5 3/8")
- Length: 1850mm (6' 7/8")
- Power: Maximum 360 W – (240V @ 1.5 A 50/60Hz)

Note: Game parameters are subject to change without notice

ELECTRIC SUPPLY

- **240V AC 50/60Hz** single phase mains electric supply.
- **The supply must be a three-wire grounded supply.**

CAUTION!

Before switching the machine on be sure to check that it has been set on the correct voltage for your area!

Please Refer to the mains voltage adjustment section of this manual on page ???. Machines are normally shipped on 240V AC unless otherwise specified.

LOCATION REQUIREMENTS

- Ambient temperature : between 5°C and 40°C.
- Ambient humidity : Low
- Ambient U.V. radiation : Very low
- Vibrations level : Low



WARNING!

The machine is designed for indoor use only. Never install this machine outdoors or in any of the following:

- Locations exposed to direct sunlight
- Locations subject to rain or water leakage.
- Unstable locations or locations subject to vibration.
- Dusty, hot, or damp locations.

HOW TO PLAY

Insert the appropriate credit, then press any button on the dashboard to start the game. The monitor will play a video based on the selected button. There are three videos available.



Attract Mode



Video 1



Video 2

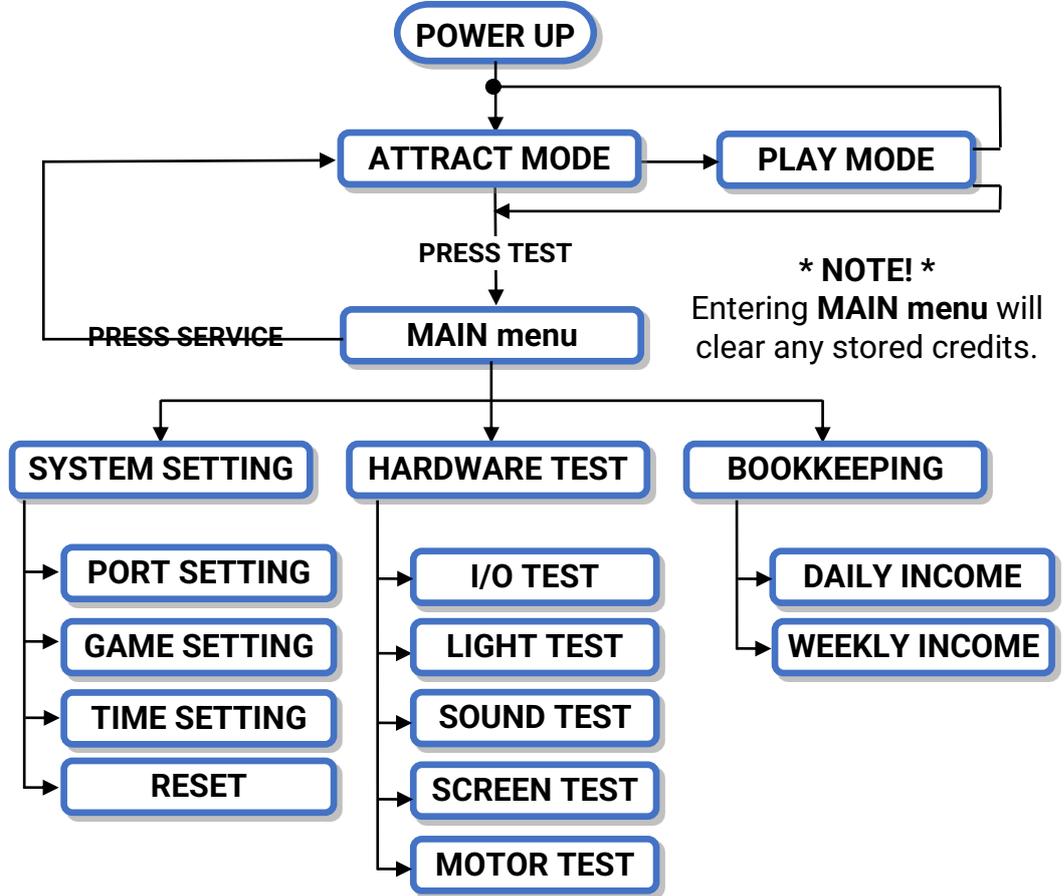


Video 3

OPERATION

The “WIGGLES KIDDIE RIDE” has 6 operational modes: Attract mode, Play mode, Test Mode, Programmable Adjustments mode, Audits mode and Game History mode.

OPERATIONAL MENU GUIDE



ATTRACT MODE

- The Attract mode provides a visual and audio display, while the game is not being played. This feature is to attract potential customers to play the game.



PLAY MODE

- The **WIGGLES KIDDIE RIDE** has two play modes. The Standard Coin Play mode, where a coin or coins are inserted. Or Free Play where no coins are necessary.



MAIN MENU

- The main interface from which you can access various system settings and diagnostic tests for the device.

SYSTEM SETTING

- The section where you configure general system parameters such as port, game options, and other system-wide preferences.

■

PORT SETTING

- The area to manage and configure the serial ports.

GAME SETTING

- The section for customizing game-specific parameters, such number of credits, and other gameplay-related options.

COIN SETTING

- To adjust number of coin per play

TIME SETTING

- To adjust the game play timeout

RESET

- An option to reset the system to its default settings, which may be used for troubleshooting or to clear all custom configurations.

HARDWARE TEST menu

- A diagnostic tool to check the functionality of the system's hardware components, ensuring they are working correctly.

I/O TEST

- A test to verify the functionality of the input/output ports, making sure that all connections and port assignments are operating as expected

LIGHT TEST

- To check the operation of all lighting elements, ensuring that they illuminate correctly and as intended.

SOUND TEST

- A test to ensure that the audio system is functioning properly, including speakers and any other sound output devices.

SCREEN TEST

- A diagnostic test to verify that the display screen is working correctly, checking for issues such as dead pixels, color accuracy, and overall screen functionality.

MOTOR TEST

- To test the operation of the motor, confirming that it move as expected.

BOOKKEEPING

DAILY INCOME

WEEKLY INCOME

COIN PLAY MODE

- The Coin Play mode is entered from Attract mode, by inserting coin in coin slot on the front of the machine cabinet, then following the instructions in the "How to Play" section of this manual.

FREE PLAY MODE

Free play can be set in one of two ways:

- Entering the operator menu by pressing the red TEST button, then entering the game settings. From here, enter the free play settings and turn free play mode on.
- For a single free game, just press the green SERVICE button once.

MENU AND SETTING

The **WIGGLES KIDDIE RIDE** setting menu allowing you to test the function of the sound, the steering wheel, the input switch, all game lamps, and motor.

Entering MENU SETTING is also used for Clearing Game Errors. If there is an active error, its code will be displayed.

- **ENTER** Use TEST button to enter the menu SETTING or enter the menu/sub menu.
- **SELECT** Press UP/DOWN button to select the menu or sub menu.
- **EXIT** Press the SERVICE button to exit back the previous menu.

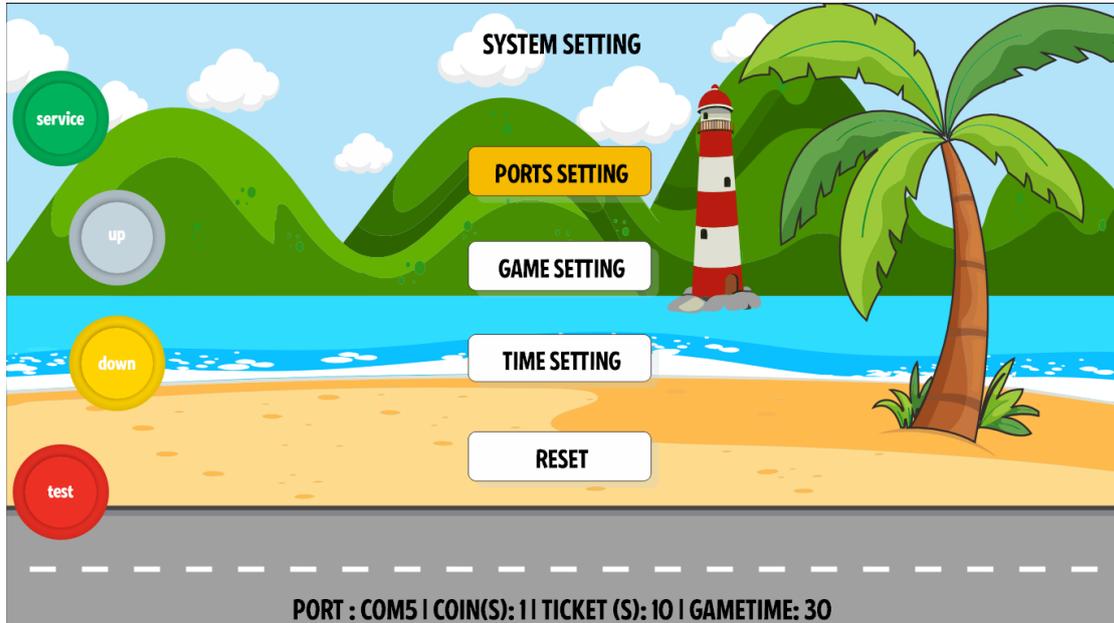
NOTE

- Entering MAIN menu will CLEAR any CREDITS remaining in the game.
- If during MAIN menu no ADJUSTMENTS or actions are made to the game for approximately four minutes, it will automatically RETURN to Attract Mode.

SYSTEM SETTING

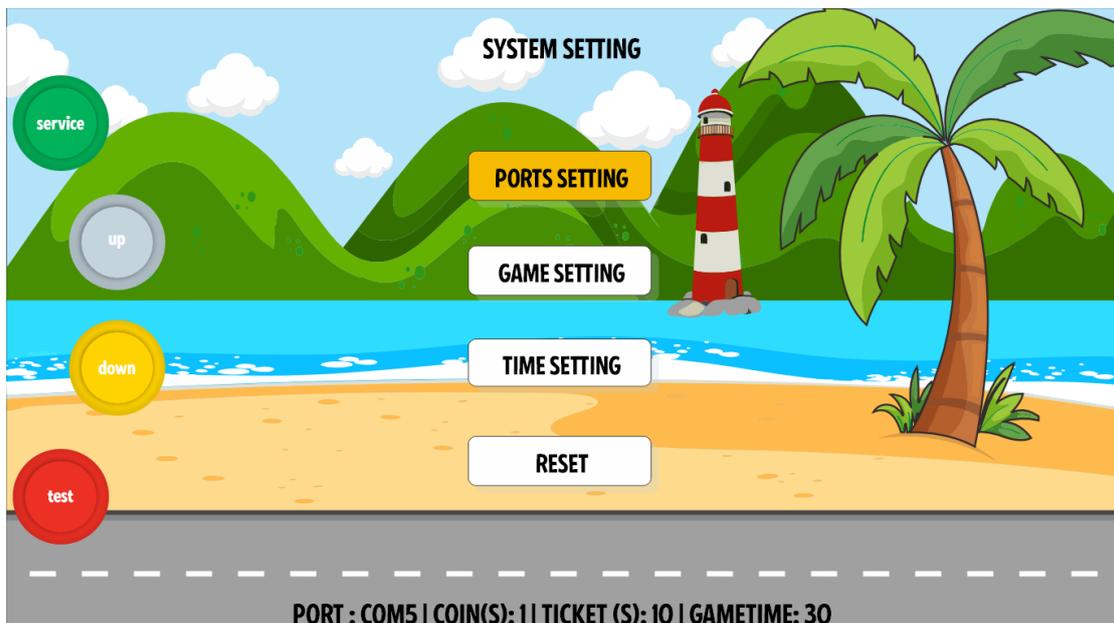
From MAIN MENU select the SYSTEM SETTING using UP/DOWN button and then press the TEST button to enter the SYSTEM SETTING.

- **SELECT** Press UP/DOWN button to select the SYSTEM SETTING menu.
- **ENTER** Use TEST button to enter the SYSTEM SETTING menu.
- **EXIT** Press the SERVICE button to exit back the ATTRACT MODE.



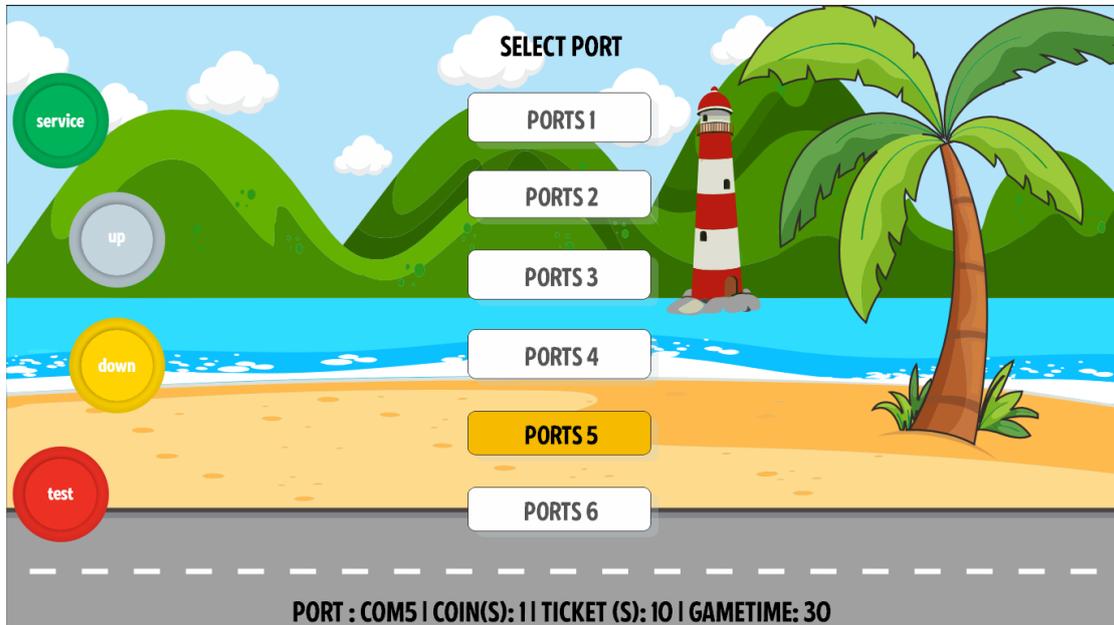
SYSTEM SETTING

- **SELECT** Press UP/DOWN button to select the setting menu.
- **ENTER** Use TEST button to enter the setting menu.
- **EXIT** Press the SERVICE button to exit back the MAIN MENU



PORT SETTING

- **SELECT** Press UP/DOWN button to select the port.
- **ENTER** Use TEST button to save the port.
- **EXIT** Press the SERVICE button to exit back the system setting.



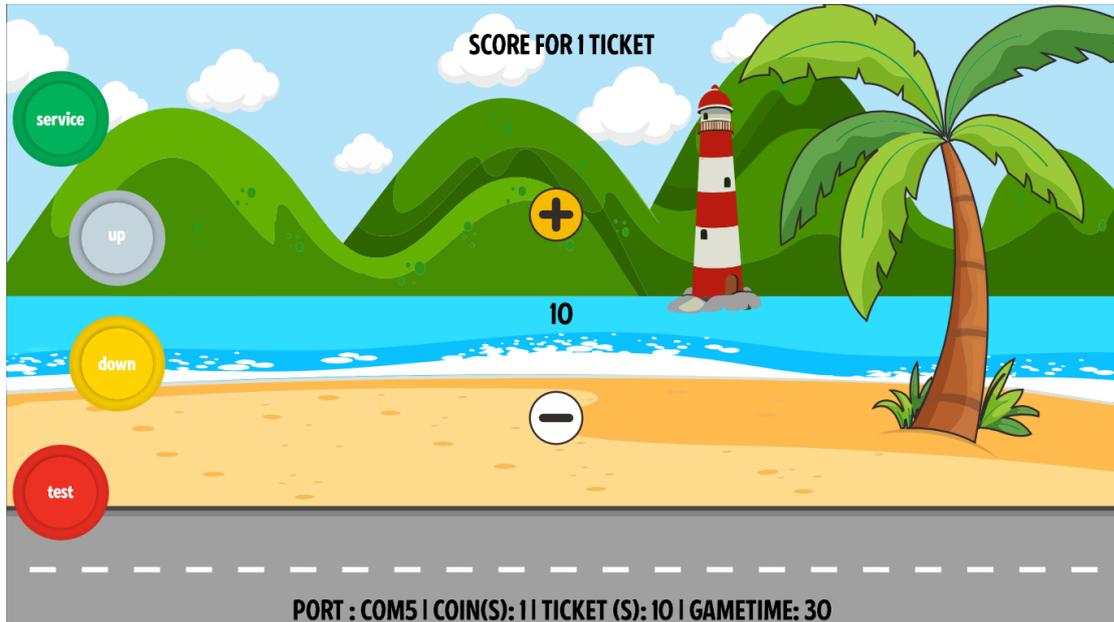
GAME SETTING

- **SELECT** Press UP/DOWN button to select the game setting.
- **ENTER** Use TEST button to enter the game setting.
- **EXIT** Press the SERVICE button to exit back the system setting.



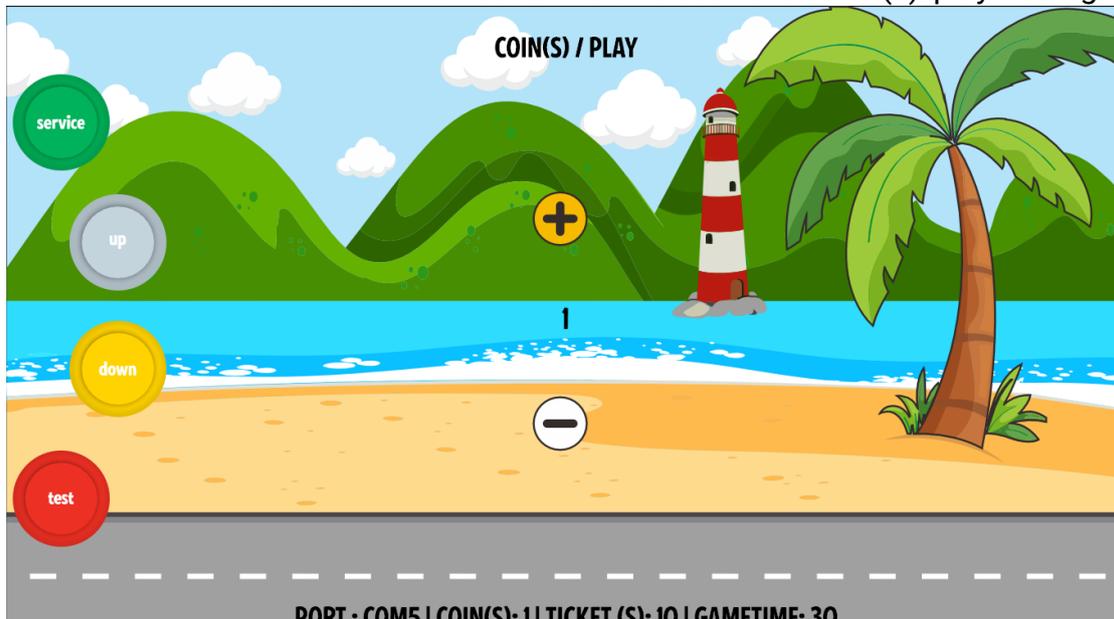
COIN(S) /PLAY

- **SELECT** Press UP/DOWN button to select the coin(s)/ play.
- **ENTER** Press TEST button to enter the coins(s)/play setting.
- **EXIT** Press the SERVICE button to exit back the system setting.
-



INCREASE/DECREASE COIN(S) /PLAY

- **INC** Press UP button to increase the coin(s)/play value.
- **DEC** Press UP button to decrease the coin(s)/play value.
- **EXIT** Press the SERVICE button to exit back the coins(s)/play setting.



TICKET(S)/SCORE

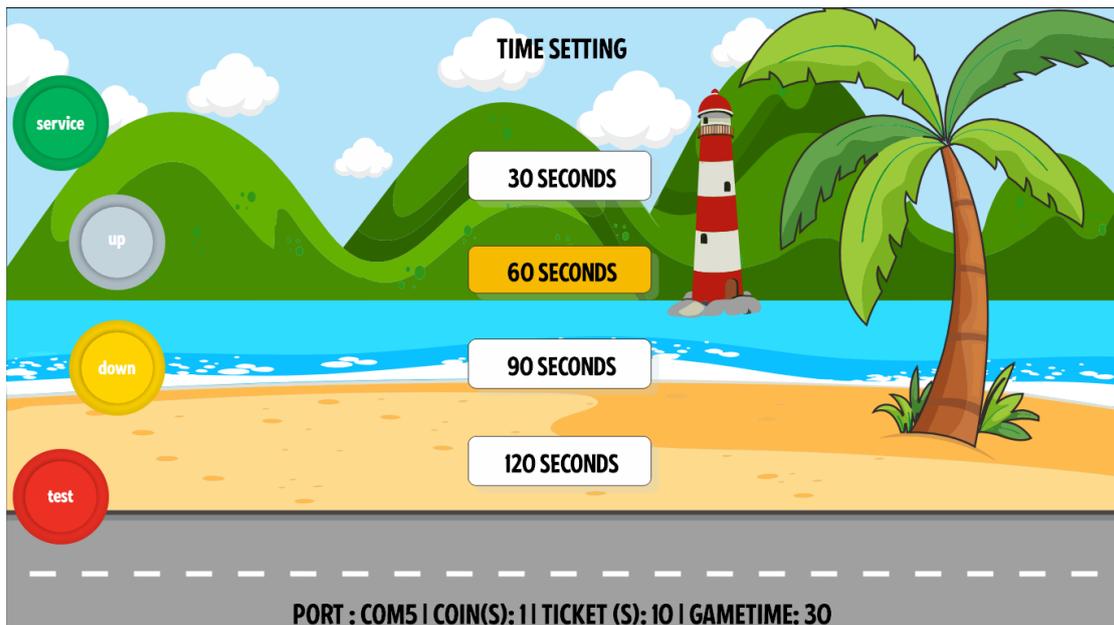
- **SELECT** Press UP/DOWN button to select the ticket(s)/ score.
- **ENTER** Press TEST button to enter the ticket(s)/ score.
- **EXIT** Press the SERVICE button to exit back the system setting.

INCREASE/DECREASE TICKET(S)/SCORE

- **INC** Press UP button to increase the ticket(s)/score value.
- **DEC** Press UP button to decrease the ticket(s)/score value.
- **EXIT** Press the SERVICE button to exit back the ticket(s)/score setting.

TIME SETTING

- **SELECT** Press UP/DOWN button to select the time setting.
- **ENTER** Use TEST button to enter the time setting.
- **EXIT** Press the SERVICE button to exit back the system setting.

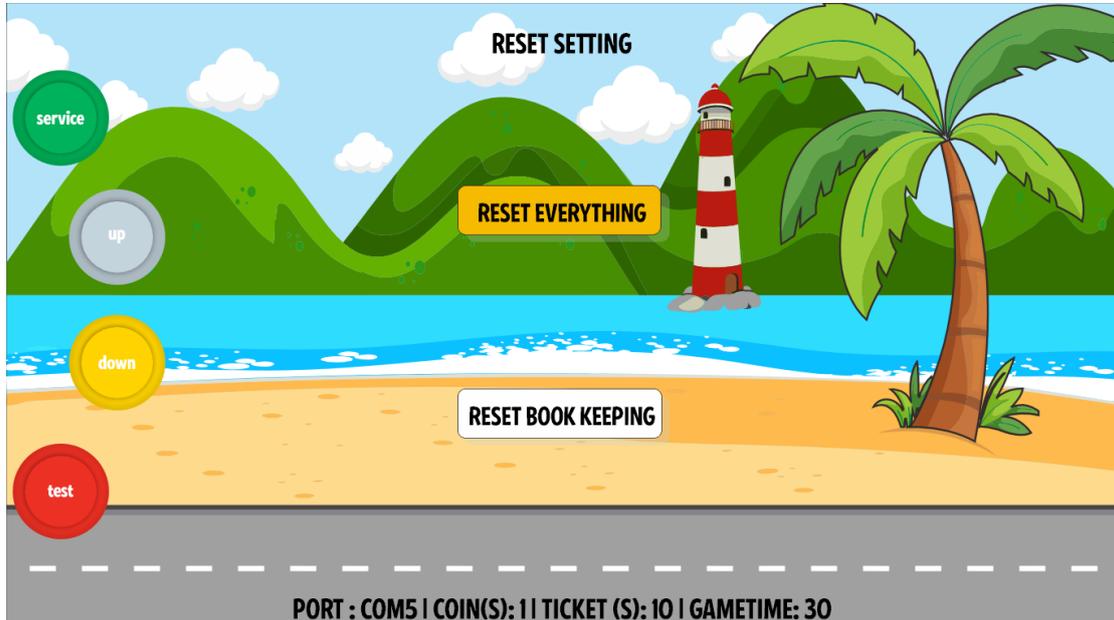


CHANGE TIME SETTING

- **SELECT** Press UP/DOWN button to select the time value.
- **ENTER** Use TEST button to save the time value.
- **EXIT** Press the SERVICE button to exit back the previous menu.

RESET

- **SELECT** Press UP/DOWN button to select the reset menu.
- **ENTER** Use TEST button to enter the reset menu.
- **EXIT** Press the SERVICE button to exit back the MAIN MENU.



HARDWARE TEST

From MAIN MENU select the HARDWARE TEST menu using UP/DOWN button and then press the TEST button to enter the HARDWARE TEST menu.

- **SELECT** Press UP/DOWN button to select the HARDWARE TEST menu.
- **ENTER** Use TEST button to enter the HARDWARE TEST menu.
- **EXIT** Press the SERVICE button to exit back the ATTRACT MODE.

I/O TEST

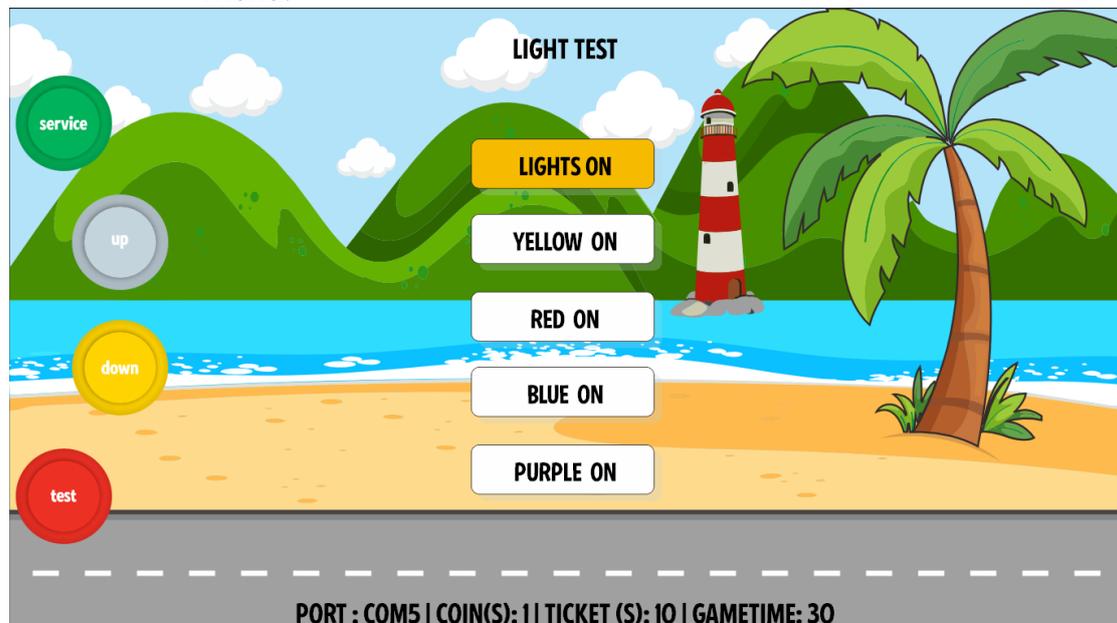
- **SELECT** Press UP/DOWN button to select the I/O TEST menu.
- **ENTER** Use TEST button to enter the I/O TEST submenu.
- **EXIT** Press the SERVICE button to exit back the MAIN MENU.

LIGHT TEST

- **SELECT** Press UP/DOWN button to select the LIGHT TEST menu.
- **ENTER** Use TEST button to enter the LIGHT TEST submenu.
- **EXIT** Press the SERVICE button to exit back the MAIN MENU.

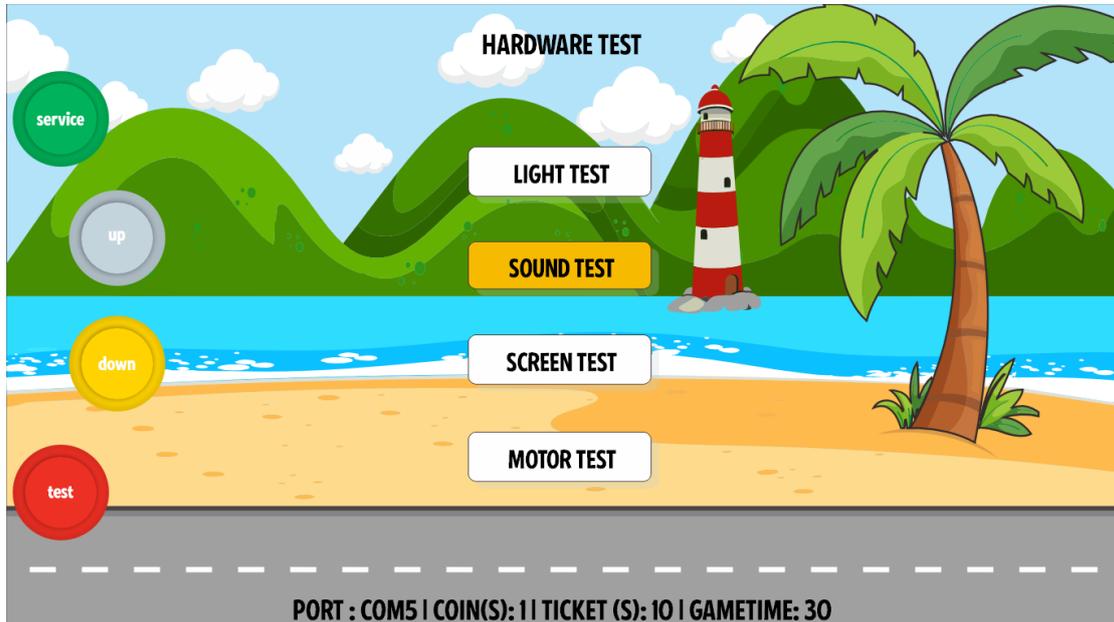
TESTING THE LIGHTS

- **SELECT** Press UP/DOWN button to select the LIGHTS.
- **ENTER** Use TEST button to turn on the LIGHTS.
- **EXIT** Press the SERVICE button to exit back the HARDWARE TEST menu.



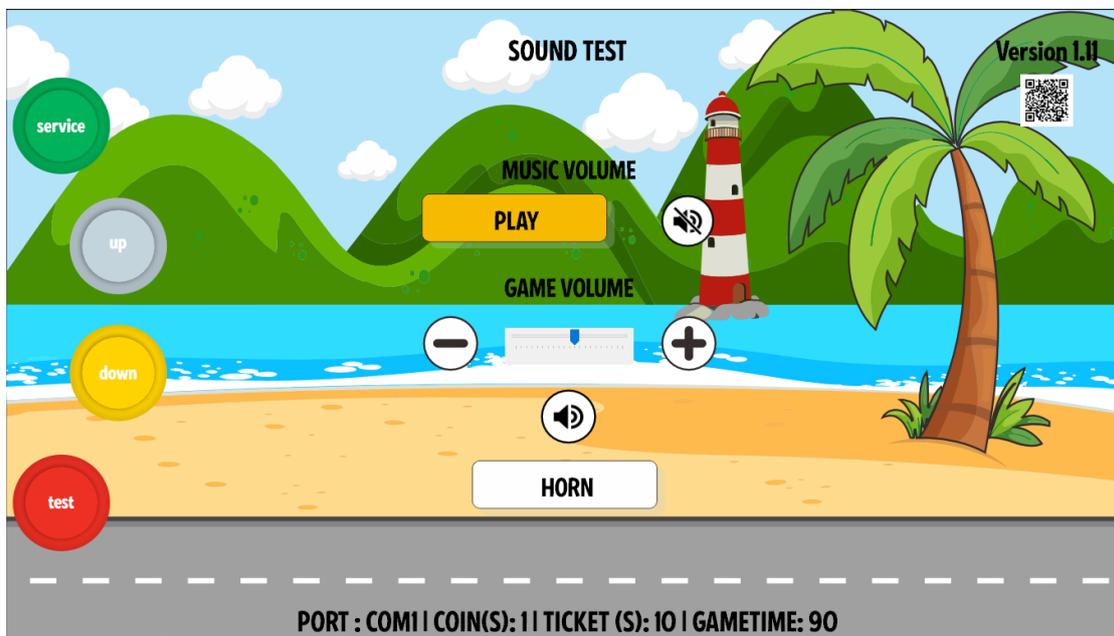
SOUND TEST

- **SELECT** Press UP/DOWN button to select the SOUND TEST menu.
- **ENTER** Use TEST button to enter the SOUND TEST submenu.
- **EXIT** Press the SERVICE button to exit back the MAIN MENU.



TESTING THE SOUND

- **ENTER** Use TEST button to play the music.
- **EXIT** Press the SERVICE button to exit back the HARDWARE TEST menu.



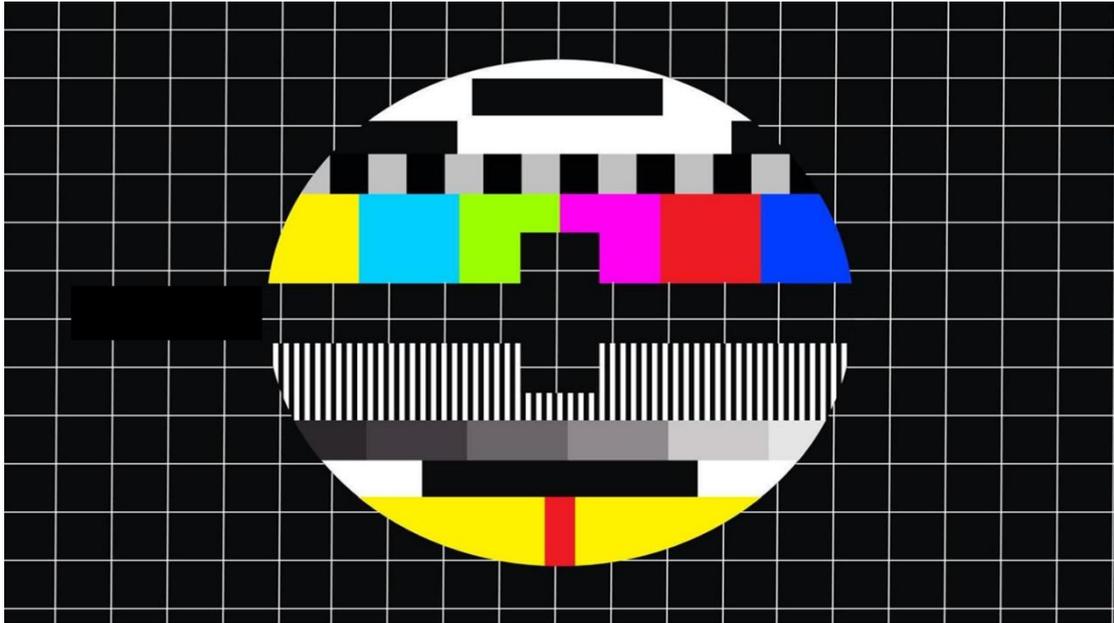
- **MINUS** Use for volume down.
- **PLUS** Use for volume up.
- **VOLUME** Press the volume button for mute, and press again volume back to normal.

SCREEN TEST

- **SELECT** Press UP/DOWN button to select the SCREEN TEST menu.
- **ENTER** Use TEST button to enter the SCREEN TEST submenu.
- **EXIT** Press the SERVICE button to exit back the MAIN MENU.

SCREEN TEST VIEW

- **EXIT** Press the SERVICE button to exit back the HARDWARE TEST menu.



MOTOR TEST

- **SELECT** Press UP/DOWN button to select the MOTOR TEST menu.
- **ENTER** Use TEST button to enter the MOTOR TEST menu.
- **EXIT** Press the SERVICE button to exit back the MAIN MENU.

TESTING THE MOTOR

- **ENTER** Use TEST button to RUN the motor.
- **EXIT** Press the SERVICE button to exit back the HARDWARE TEST menu.

BOOKKEEPING

From MAIN MENU select the BOOK KEEPING using UP/DOWN button and then press the TEST button to enter the BOOK KEEPING.

- **SELECT** Press UP/DOWN button to select the BOOK KEEPING menu.
- **ENTER** Use TEST button to enter the BOOK KEEPING menu.
- **EXIT** Press the SERVICE button to exit back the ATTRACT MODE.

DAILY/WEEKLY INCOME

- **SELECT** Press UP/DOWN button to select the DAILY/WEEKLY INCOME.
- **ENTER** Use TEST button to enter the DAILY/WEEKLY INCOME
- **EXIT** Press the SERVICE button to exit back the MAIN MENU.

ERRORS AND TROUBLESHOOTING

TROUBLESHOOTING GAME ERRORS

SYMPTOM	POSSIBLE PROBLEM	SOLUTION
Sound Problems <ul style="list-style-type: none"> ▪ No sound ▪ Low Sound ▪ Intermittent Sound 	Low Volume	Check volume control and adjust as necessary.
	Faulty speaker harnessing	Check connection and/or repair harnessing.
	Faulty speaker	Check and/or replace speaker.
	Faulty sound board or soundboard harnessing	connection or replace sound board.
	Faulty PC Board	Check and/or replace PC Board
Game does not take credit or note correctly	Faulty credit/note harness or connector	Check and/or repair harnessing
LED Light fail	Poor contact or terminal LED light is burned out	Check and/or repair the connection. replace the broken LED
Game does not start	Game power-off.	Check ON/OFF switch and power cord.
	Electrical power switch open	Close electrical power switch
	Main Fuse Blown	Check and/or replace fuse as necessary.
	Power supply failure	Check power supply output and connections.
	Faulty PC Board	Repair and/or replace the PC board
Game stops or crash, Game not displayed in LCD monitor	The power connection is disconnected	Reconnect the connector securely
	Possible faulty or short circuit	Check al circuit for faulty connection or short circuit

FUSE INFORMATION

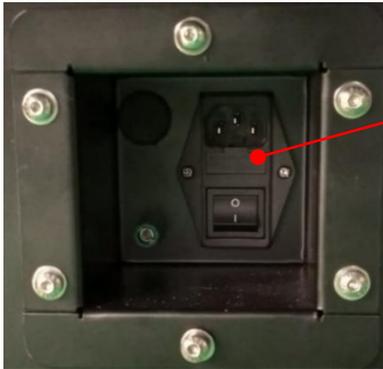


DANGER !

Always turn **OFF** Mains power and unplugged the game, before replacing any fuses.

■ MAIN AC SUPPLY FUSE (2 x 6.3 AMP FAST BLOW, M205 TYPE)

This fuse is for the main AC supply and is situated in the IEC mains input socket.



FUSE HOLDER



NOTE

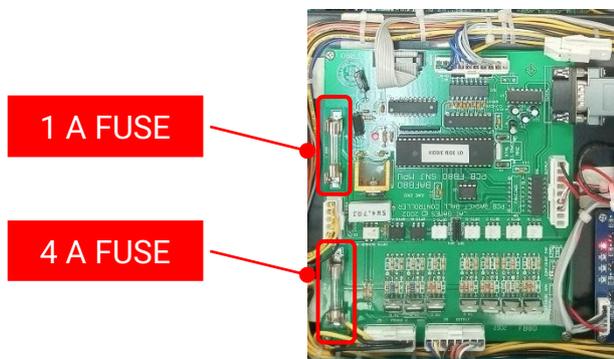
The power cord must be removed before the fuse can be accessed.

■ MCU POWER FUSE (1 x 1 AMP FAST BLOW, M205 TYPE)

This fuse is for the power supply to the MCU PCB.

■ MCU CONTROL FUSES (1 x 4 AMP FAST BLOW, M205 TYPE)

These fuses are for the DC transistor drivers on the MCU PCB.

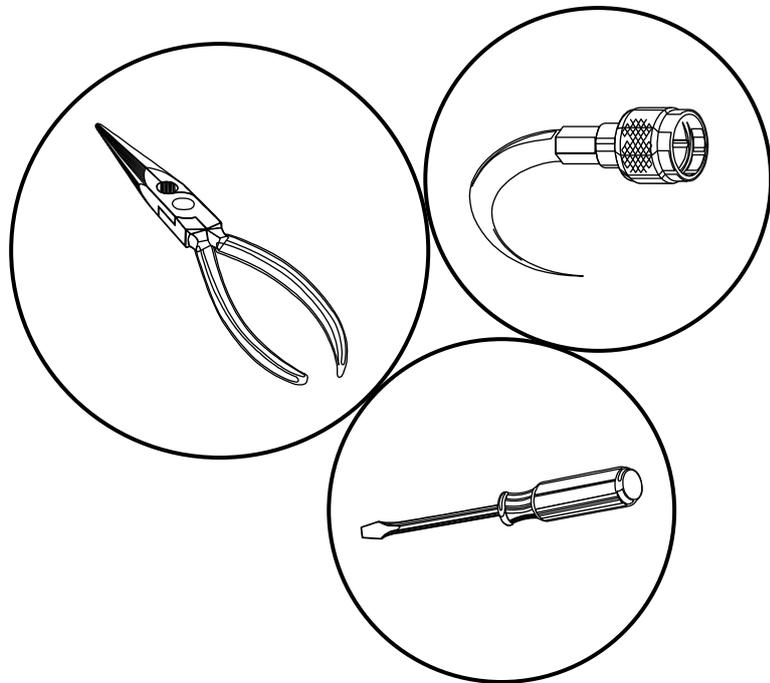


CAUTION

Do Not use any fuse that does not meet the specified rating.

SECTION A: SERVICE INSTRUCTIONS

A



BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine



LOCATING AND ACCESSING PARTS

PARTS LOCATION DIAGRAM

PARTS DESCRIPTION

■ LCD Display

The LCD display is located in the rear of the windscreen.

■ SPEAKERS

Two speakers are located to screen panel beside the LCD.

■ GAME CONTROLS

Located in the center of the machine cabinet. The control panel can be accessed through the service door.

SPEED/START BUTTON: The SPEED/START button is the large round illuminated button located at the control panel. This button is used to start a game and for accelerating the car during the game.

HORN BUTTON: The HORN button is the is the large round illuminated button located at the control panel. The HORN button is used to activate the horn sound during the game play.

HAZZARD BUTTON: The HAZARD button is the is the triangle illuminated button located at the control panel. This button is used to activate the hazard light.

■ SERVICE CONTROLS

Located on the service panel and accessed through the service door.

VOLUME KNOB: Used to adjust the speaker's sound level.

SERVICE BUTTON: Used to input credits to the game without activating the coin counter, and to perform test procedures in combination with the test button.

TEST BUTTON: Used to perform the test mode and select the menus.

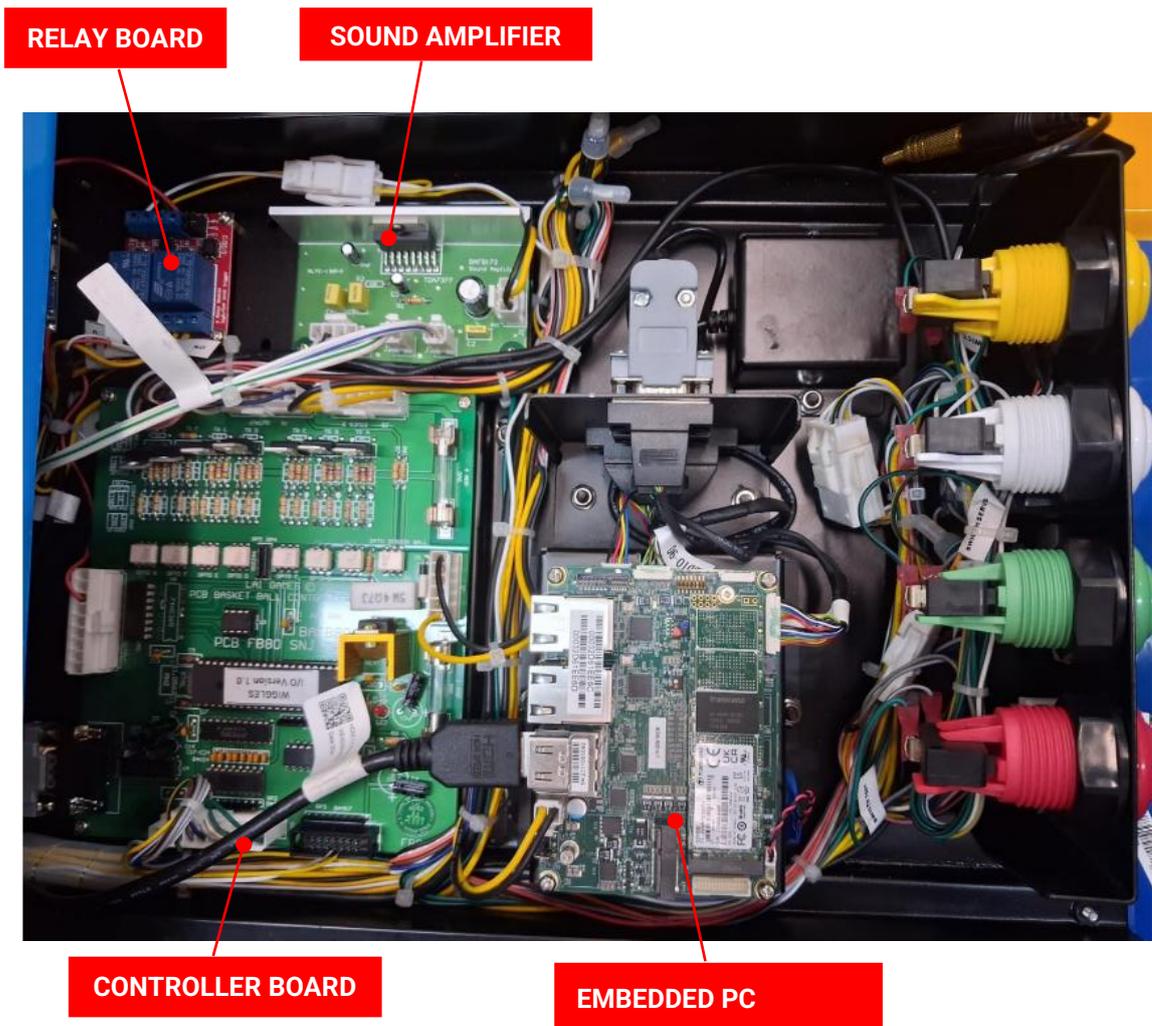
UP BUTTON: Used to point the menus.

DOWN BUTTON: Used to point the menus.



■ **PCB's**

All PCBs are placed on the service bracket. To access the PCB, open the service panel and pull the service bracket out.



■ **POWER CORD**

Operator's Manual – Wiggles Kiddie Ride

The power cord is a standard IEC power cord (as used on computers) that is plugged into the power inlet socket at the rear of the machine. The power cord can be removed for transport.

■ POWER INLET

The power inlet is located at the rear of the machine on the left-hand side as viewed from the rear. It is a standard IEC inlet socket.



POWER CORD



POWER INLET

■ MAINS SWITCH

The mains switch is located on the power inlet assembly along with the mains fuse, and IEC inlet socket.

■ FUSES

For locations of all fuses refer to Fuses and Fuse location, page 28 of this manual.

WARNING!

Always turn **OFF** Mains power and unplugged the game, before replacing any fuses

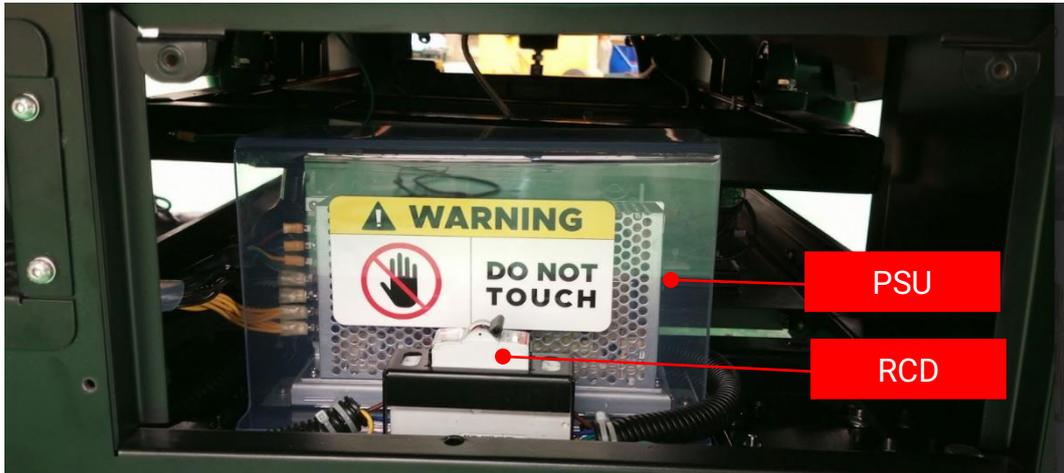
Always use the correct rated fuse. Refer to page 28 for fuse information.

■ **RCD**

RCD is located at the base frame and it accessed from the rear of the base cabinet.

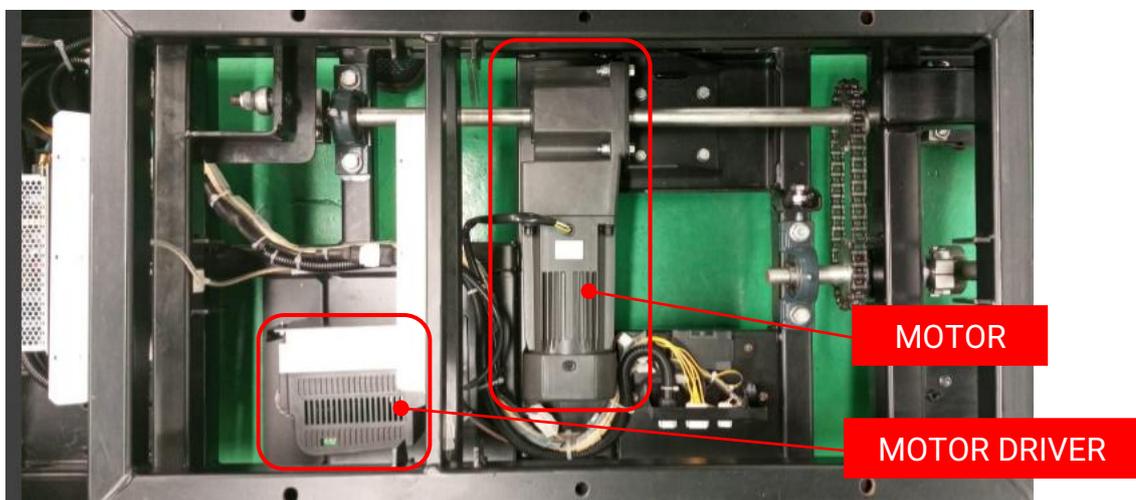
■ **POWER SUPPLY UNIT (PSU)**

The power supply is located at the base frame of the cabinet and is accessed from the rear of the machine. It is a 12V 13A switching power supply.



■ **AC MOTOR**

AC MOTOR is located at the base frame of the cabinet, and it accessed from the rear of the base cabinet.



■ AC MOTOR DRIVER

⚠ **WARNING!**

Do not change the AC motor driver settings!
Do not open the cover while connecting the power supply
or for 10 minutes after disconnecting the power supply



LAMPS



WARNING!

Always turn **OFF** Mains power and unplugged the game, before replacing any lamps.

Always allow time for cooling as Lamps that have been active for a time may still be too hot to touch.

■ **FRONT LAMPS**

The headlight lamps are 12V/DC LED

■ **BUTTON LAMPS**

The button lamps are 12V/DC GE194 or equivalent and can be accessed through the service door.

all ten screws tightening the playfield to the cabinet. Hold the playfield holder and remove the playfield from the cabinet.



CAUTION!

Always replace the lamps with the same or equivalent size, wattage and voltage.

MAINTENANCE

CLEANING AND CHECK UP

■ EXTERIOR

Regularly dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap. Check for blown bulbs and replace as required.

Any scratches or marks in the fiberglass or acrylic can be buffed out using car polish or cut and polish.



CAUTION!

Do not use solvents on the panels as it may affect the artwork.

■ INTERIOR

Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen on the PCBs. Check and tighten all fixing hardware and fasteners as required.



WARNING!

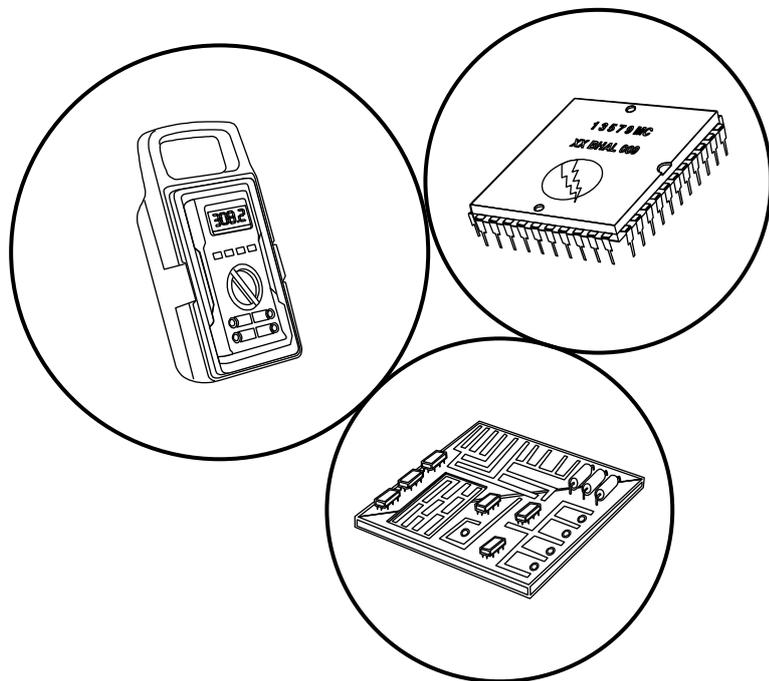
Always turn **OFF** Mains power and unplugged the game, before cleaning the interior of the machine.

Always after cleaning the cabinet interior, check all harness connectors and restore all loose or interrupted connections.

Regularly check that all the Display and Button Lamps are operating through the hardware test (See page 20). Replace any globes that are not operational.

SECTION B: TECHNICAL DETAILS

B



It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.



KIDDIE RIDE PARTS

NO	DESCRIPTION	QTY	IMAGES	NO	DESCRIPTION	QTY	IMAGES
1	Embedded PC	1		10	Steering Wheels Hooper	1	
2	19" LCD Monitor	1		11	EMI Filter (EA0649)	1	
3	FB80 MCU CONTROLLER PCB (BAFB80)	1		12	SWITCH SMALL ROUND RED BUTTON P/N : HS-02-M5 (EA0519)	1	
4	Relay PCB	1		13	SWITCH SMALL ROUND GREEN BUTTON P/N : HS-02 M5 (EA0520)	1	
5	BAFB172 Stereo Audio Amplifier PCB (BAFB 172)	1		14	SWITCH SMALL ROUND YELLOW BUTTON P/N : HS-02 M5 (EA0522)	1	
6	LM2596S DC-DC Adjustable Converter (EA1663)	1		15	SWITCH SMALL ROUND WHITE BUTTON P/N : HS-02 M5 (EA0521)	1	
7	3000 W 220VAC MOTOR (EA???)	1		16	Speaker (EA1217)	2	
8	Inverter VFD AT2 Input 1Ph 220V Output 1Ph 220V	1		17	Potentiometer	1	
9	ABB Residual Circuit breaker (EA0387)	1		18	Switching Power Supply	1	

NO	DESCRIPTION	QTY	IMAGES
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NO	DESCRIPTION	QTY	IMAGES
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Operator's Manual – Wiggles Kiddie Ride

19	Coin Counter (EA1263)	1		21	Motor Capacitor	1	
20	Power Plug	1		22	Audio Noise Filter (EA0839)	1	

WARRANTY

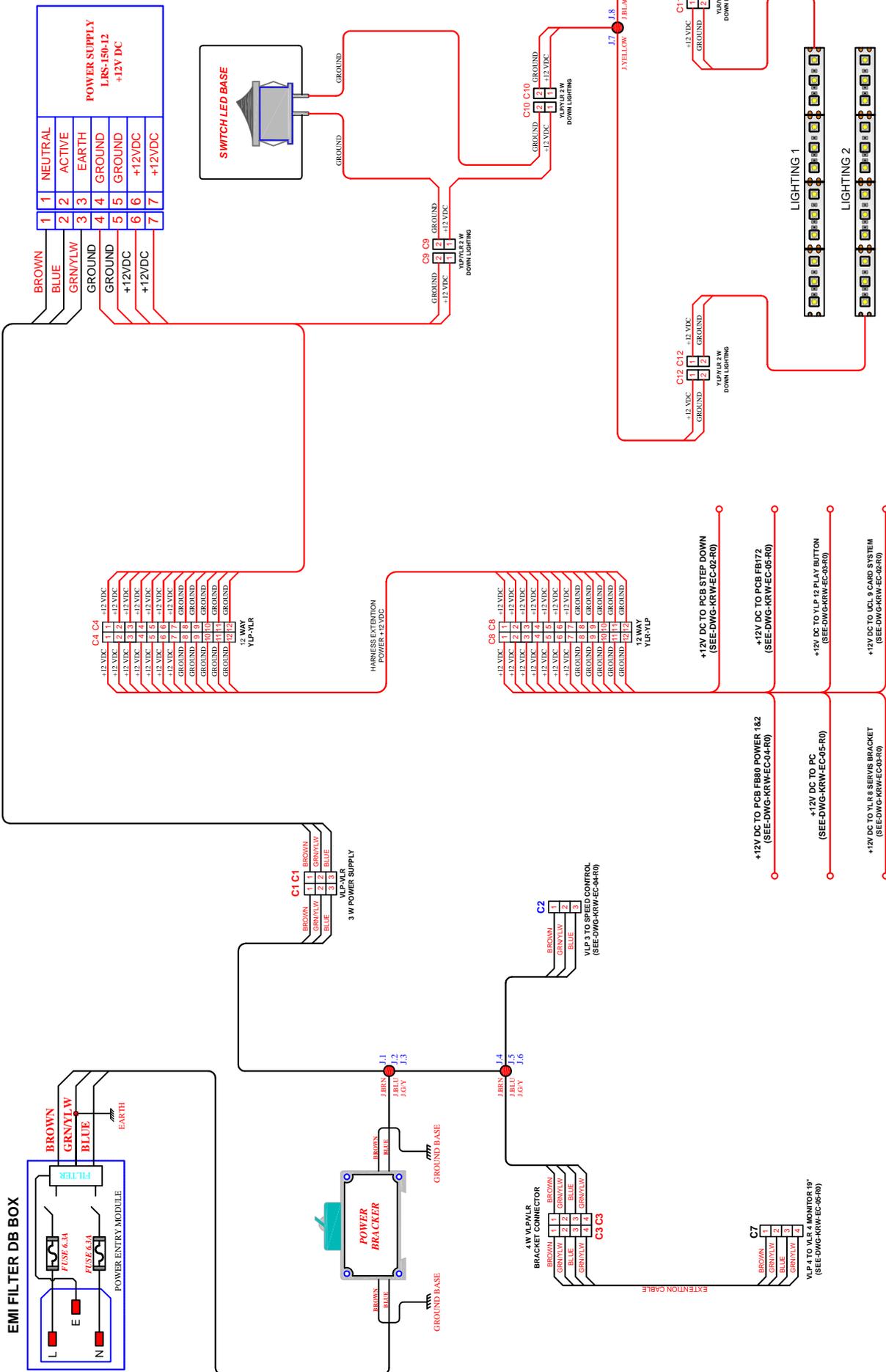
MATAHARI LEISURE warrants its manufactured products for a period of 3 months inclusive of parts and labor from the date of sale.

MATAHARI LEISURE exclusive obligation is to repair any item with any defects as a result of faulty workmanship or materials, providing the defective item or items of equipment are returned to the **MATAHARI LEISURE** distributor from which the machine was purchased.

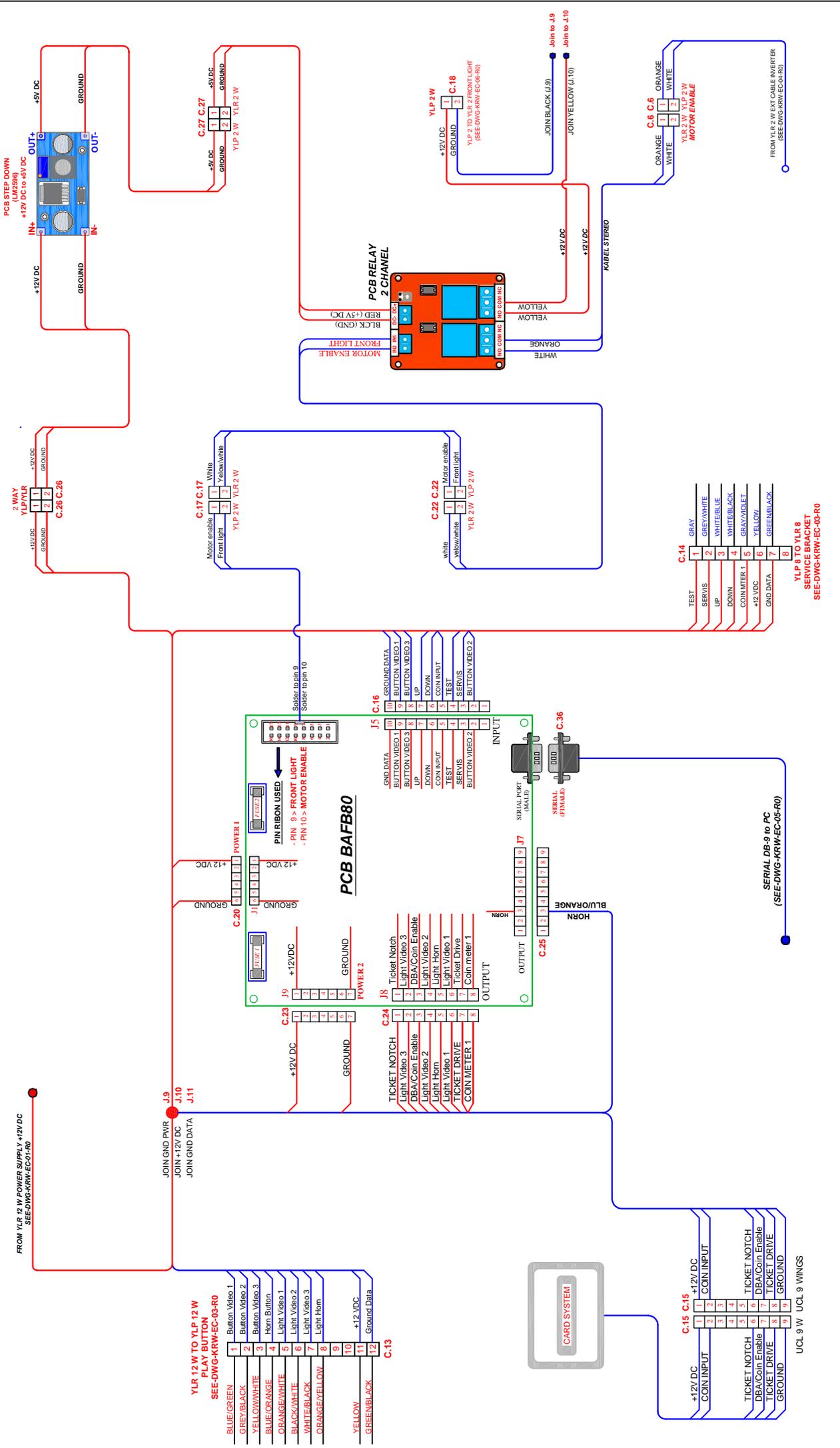
MATAHARI LEISURE shall have no obligation to make repairs necessitated by negligence or interference to any component by any unauthorized personal. This will automatically void any existing warranty.

IF MAKING A WARRANTY CLAIM:

- (a) A Copy of the sales invoice must accompany the claim.
- (b) To and from Transport and freight costs are not covered by the warranty.
- (c) Warranty is not transferable with the sale of a machine from one owner to another.

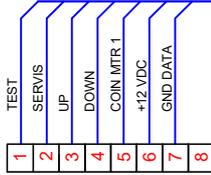


STATUS PRODUCTION		DESIGNER SUPRIYADI				SIZE A4	PROJECT / MODEL KIDDIE RIDE WIGGLE	QTY/MC 1
CHECKED Donie	<i>Donie</i>	PT. MATAHARI LEISURE TOLEANCES		ALL DIMENSIONS ARE IN MILLIMETRES THIS DRAWING IS AN INSTRUMENT OF SERVICE IS A PROPERTY OF PT. MATAHARI LEISURE AND SHALL NOT BE COPIED OR USED IN WHOLE OR PART AS THE BASIS FOR THE MANUFACTURE OR SALE OF ITEMS WITHOUT WRITTEN PERMISSION FROM PT. MATAHARI LEISURE		TITLE / DESCRIPTION EMI FILTER & POWER SUPPLY	SCALE	PAGE
APPROVED Donie	<i>Donie</i>					PART NO. / DRAWING NO. KRW-EC-01-R0		
						MATERIAL: -		
						THICKNESS: -		



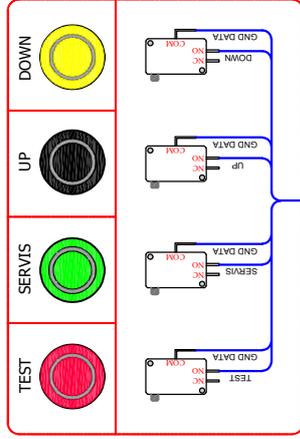
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SIZE A4		PART NO. / DRAWING NO. KRW-EC-02-R0		SCALE
		ALL DIMENSIONS ARE IN MILLIMETRES THIS DRAWING IS AN INSTRUMENT OF SERVICE IS A PROPERTY OF PT. MATAHARI LEISURE AND SHALL NOT BE COPIED OR REPRODUCED FOR THE MANUFACTURE OR SALE OF ITEMS WITHOUT WRITTEN PERMISSION FROM PT. MATAHARI LEISURE		PAGE
		MATERIAL: - THICKNESS: -		
DESIGNER SUPRIYADI	CHECKED Donie	APPROVED Donie		
STATUS PRODUCTION				

**8 W YLR
SERVICE BRACKET**



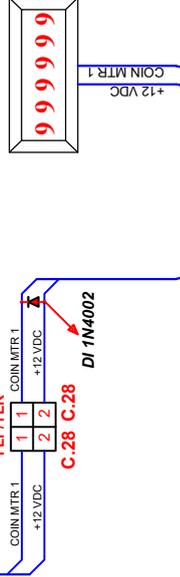
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SERVICE BRACKET



JOIN GND DATA **J:12**

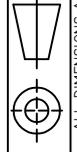
CREDITS



STATUS
PRODUCTION

DESIGNER
SUPRIYADI

CHECKED
Donie



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SIZE
A4

TITLE / DESCRIPTION
SERVICE BUTTON

PART NO. / DRAWING NO.
KRW-EC-03-R0

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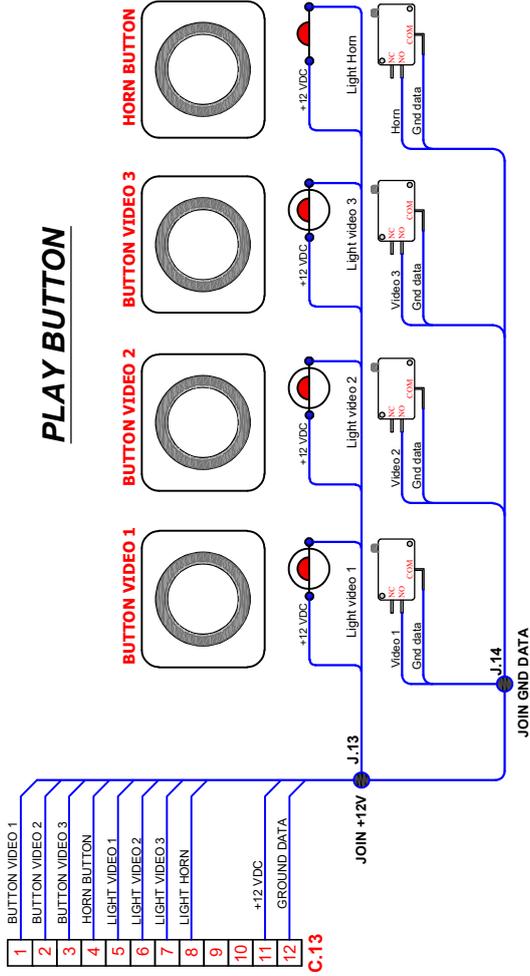
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KIDDIE RIDE WIGGLE

QTY/MC
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SCALE
SCALE

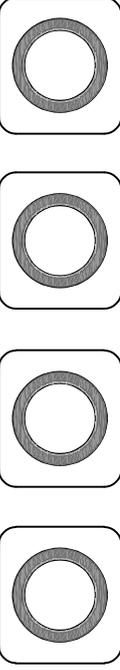
PAGE
PAGE

12 W YLP
PLAY BUTTON



PLAY BUTTON

BUTTON VIDEO 1 BUTTON VIDEO 2 BUTTON VIDEO 3 HORN BUTTON HORN HORN



STATUS
PRODUCTION

DESIGNER
SUPRIYADI

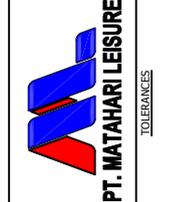
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Low

Low



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SIZE
A4

TITLE / DESCRIPTION
HARNES PLAY BUTTON

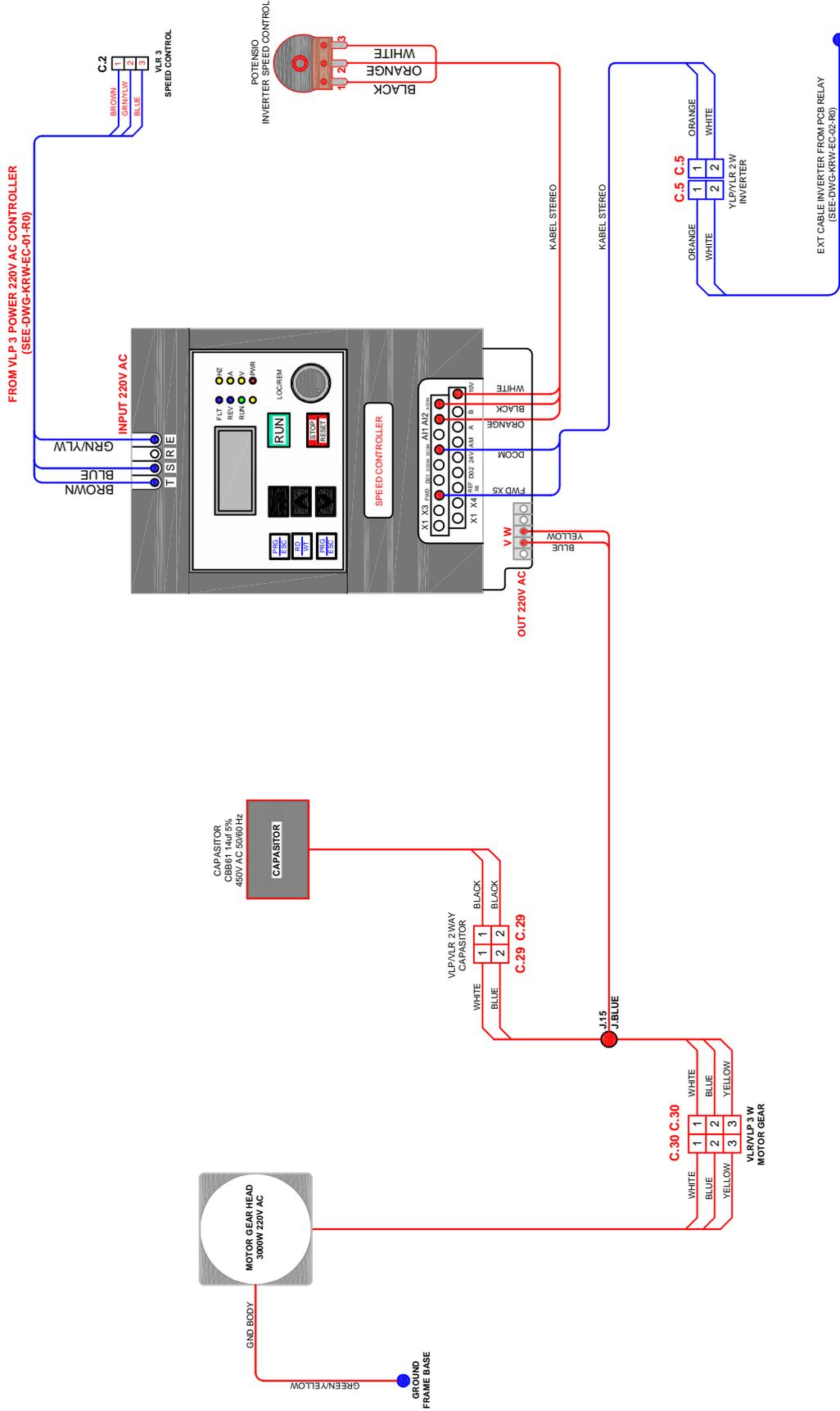
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KRW-EC-04-R0

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THICKNESS: -

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KIDDIE RIDE WIGGLE

QTY/MC
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SCALE
PAGE

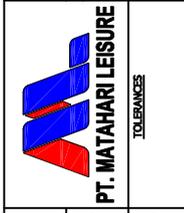


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SUPRIYADI

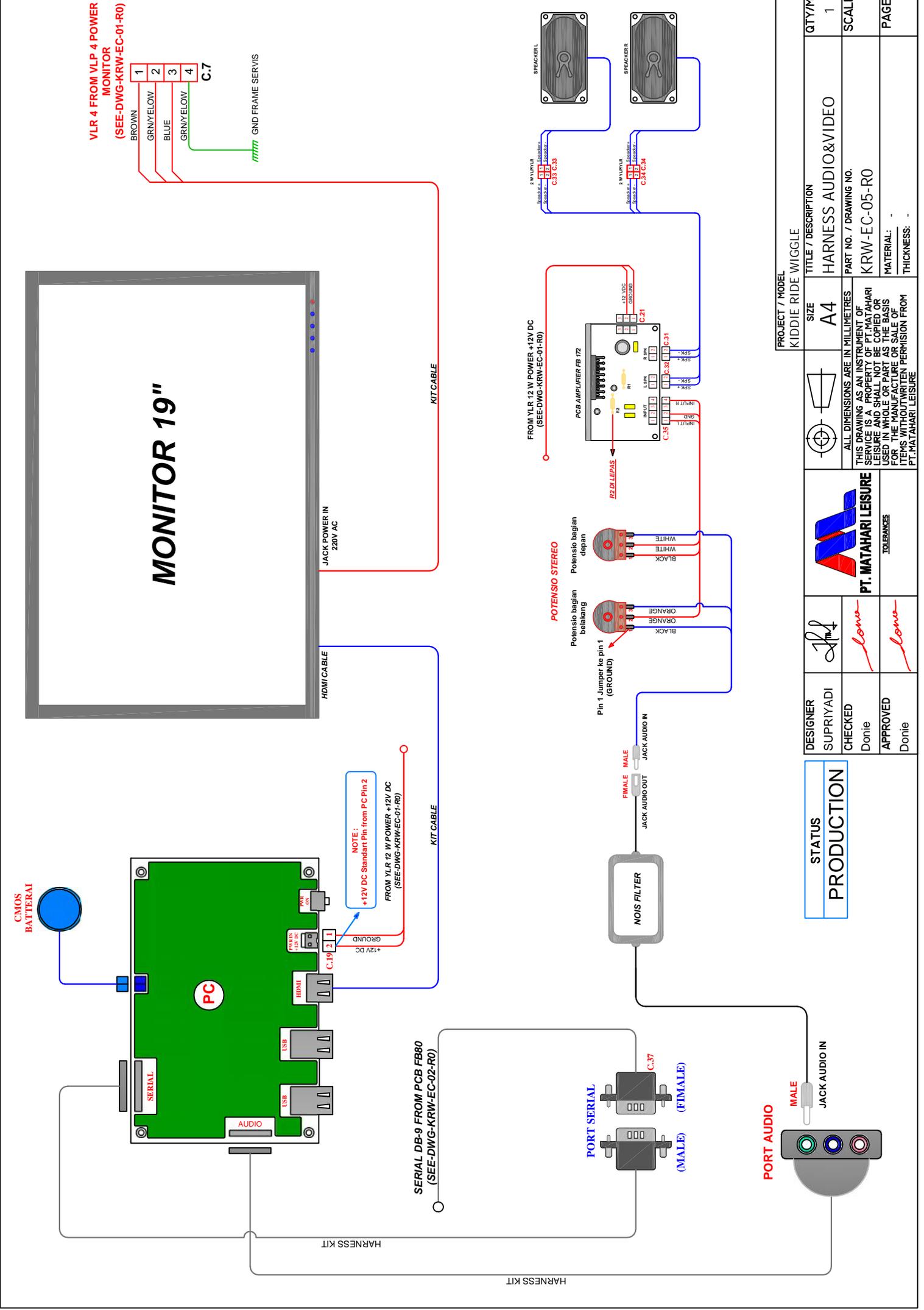
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Donie



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PROJECT / MODEL KIDDIE RIDE WIGGLE		SIZE A4	QTY/MC 1
TITLE / DESCRIPTION MOTOR CONTROLLER		SCALE PART NO. / DRAWING NO. KRW-EC-04-R0	SCALE
		MATERIAL: -	PAGE
		THICKNESS: -	



VLR 4 FROM VLP 4 POWER MONITOR (SEE-DWG-KRW-EC-01-R0)



MONITOR 19"

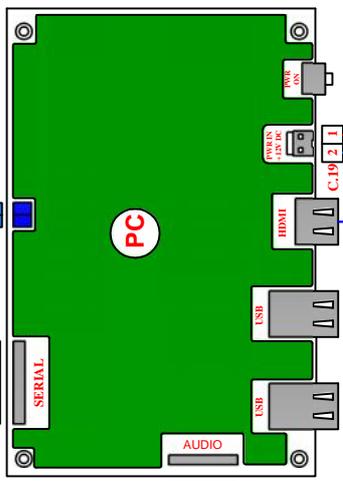
JACK POWER IN 220V AC

HDMI CABLE

KIT CABLE

KIT CABLE

CMOS BATTERAI



NOTE: +12V DC Standard Pin from PC Pin 2 (SEE-DWG-KRW-EC-01-R0)

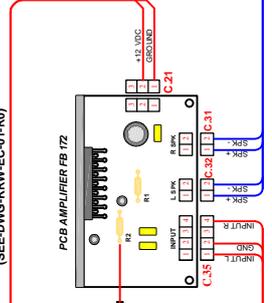
FROM YLR 12 W POWER +12V DC (SEE-DWG-KRW-EC-01-R0)

SERIAL DB-9 FROM PCB FB80 (SEE-DWG-KRW-EC-02-R0)

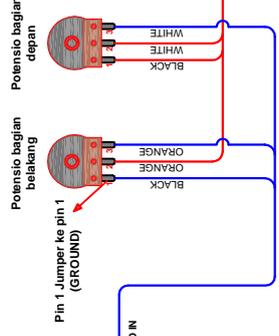
HARNESS KIT

HARNESS KIT

FROM YLR 13 W POWER +12V DC (SEE-DWG-KRW-EC-01-R0)

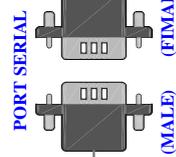


POTENSIO STEREO



Pin 1 Jumper ke pin 1 (GROUND)

NOIS FILTER



PORT SERIAL (MALE)

C.37

(FEMALE)

PORT AUDIO

MALE

JACK AUDIO IN

JACK AUDIO OUT

MALE

JACK AUDIO IN

BLACK

ORANGE

WHITE

WHITE

BLACK

Potensio bagian belakang

Potensio bagian depan

PCB AMPLIFIER FB 7Z

RES DILEPAS

10k

100k

100nF

10k

100k

100nF

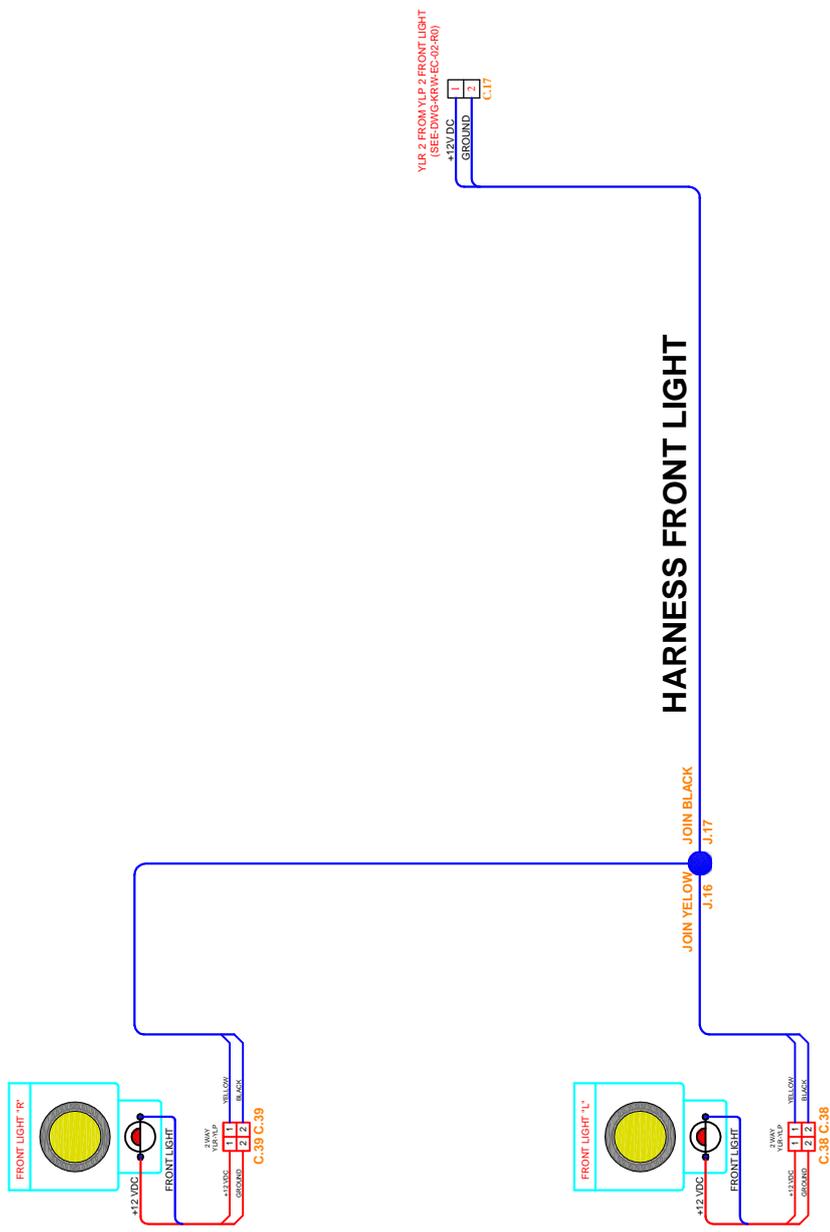
10k

100k

100nF

10k

PROJECT / MODEL KIDDIE RIDE WIGGLE		TITLE / DESCRIPTION HARNES AUDIO&VIDEO		QTY/MC 1
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		ALL DIMENSIONS ARE IN MILLIMETRES THIS DRAWING IS AN INSTRUMENT OF SERVICE IS A PROPERTY OF PT.MATAHARI LEISURE AND SHALL NOT BE COPIED OR USED IN WHOLE OR PART AS THE BASIS FOR THE MANUFACTURE OR SALE OF ITEMS WITHOUTWRITTEN PERMISSION FROM PT.MATAHARI LEISURE		PAGE
		TOLERANCES		
DESIGNER SUPRIYADI		CHECKED Donie		
STATUS PRODUCTION		APPROVED Donie		
		MATERIAL: -		
		THICKNESS: -		



HARNESS FRONT LIGHT

PROJECT / MODEL	KIDDIE RIDE WIGGLE
TITLE / DESCRIPTION	FRONT LIGHT L/R
SIZE	A4
QTY/MC	1
SCALE	SCALE
PAGE	PAGE
PART NO. / DRAWING NO.	KRW-EC-06-R0
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THICKNESS:	-

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APPROVED	<i>Donie</i>

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