Steps Before Starting Game

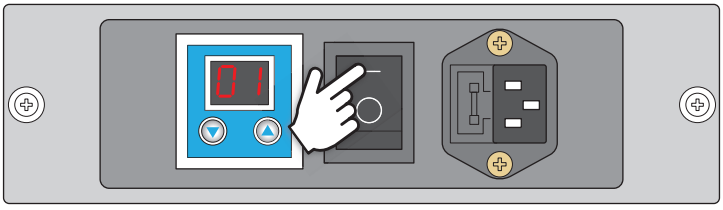
1 Insert the power plug into the outlet (120 V AC).

Make sure that the power switch is turned off (○).

2 Flip ON (—) the power switch on the control box located under the East area.

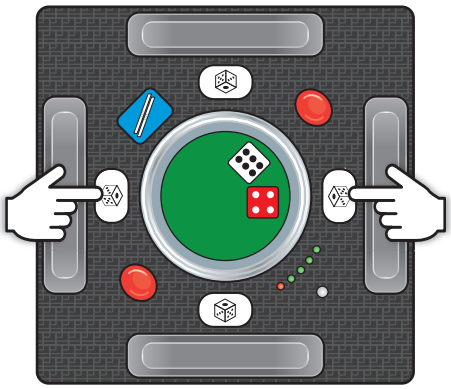
At the same time as the digital display (displays as 01 when shipped) appears, the lowered tile elevator will rise and the mahjong table will begin to operate.

● Set the point sticks before turning on the power (page 26).

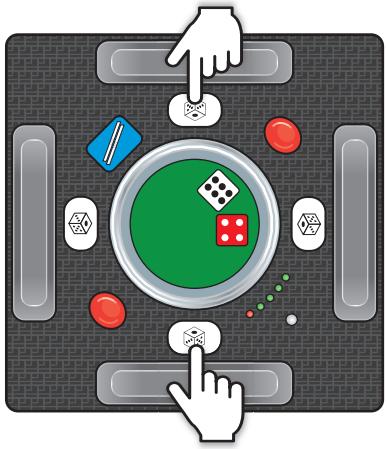


3 To pause the operation of the mahjong table, press and hold (for about 3 seconds) the two dice buttons (facing each other) on the dice box.

You will hear a beep sound, the mahjong table will stop operating, and the completion light will light up.



Or

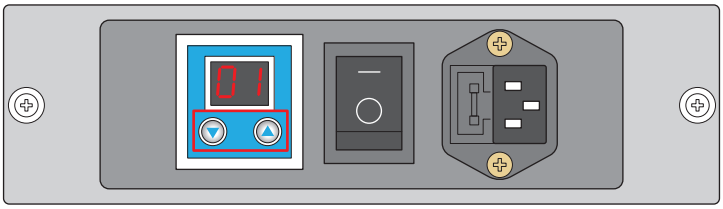


Important Notices

If you reset the table (pressing and holding both dice buttons) while it is operating, the completion light will light up even if the tiles are in the middle of being set. Do not insert another set of tiles.
The two sets of tiles will get mixed up.

4 Press the game selection buttons (▲▼) on the control box to decide the game type and the total number of tiles.

If you press and hold the game selection button, the number display will change. Press and hold the button repeatedly until you reach the number you want.



Refer to the Game Selection Chart below for the appropriate game number.
*The same chart is also affixed to the drum cover inside the table.

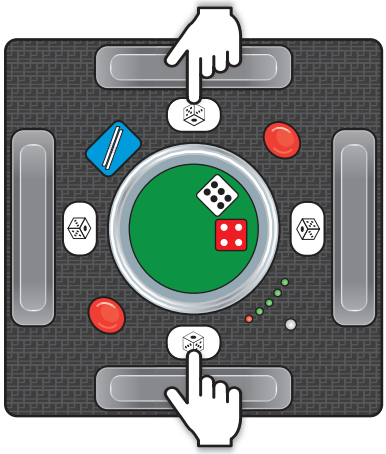
Game Selection Chart			
Selection No.	Specifications	Total number of stacked tiles	Total number of tiles in hand
00	Check mode	–	
01	Four players, standard	84	52
02	Four players, flower	88	52
03	Four players, flowers	92	52
04	No dealing, four players, standard	136	0
05	No dealing, four players, flower	140	0
06	No dealing, four players, flowers	144	0
07	Three players, standard	72	36
08	Three players, flower	76	36
09	Three players, flowers	80	36
10	No dealing, three players, standard	108	0
11	No dealing, three players, flower	112	0
12	No dealing, three players, flowers	116	0
13	Three players, Mawashiuchi	72	36
14	Three players, flower, Mawashiuchi	76	36
15	Three players, flowers, Mawashiuchi	80	36
16	Three players, no North side	72	36
17	Three players, no North side, Mawashiuchi	72	36

*The chart above is also attached to the North area of the product for your reference.

Once you have selected a game, prepare the same number of tiles as the sum total of “Total number stacked tiles” and “Total number of tiles in your hand.”
(For example, if you choose the three-player standard game, prepare 108 tiles of each color and remove and store any tiles that you will not use.)

5 Press and hold (for about 3 seconds) the two dice buttons (facing each other) on the dice box.

After switching the game selection, make sure to perform the reset operation (press and hold two dice buttons at the same time).



Press and hold the dice buttons simultaneously for at least 3 seconds.

6 Set the tiles in the following order:

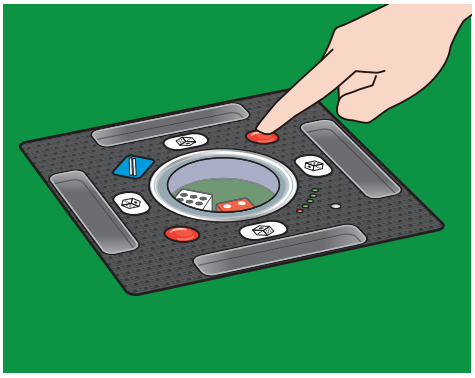
(1) Press the start button (either one) on the dice box.

(2) The dice box will rise, so place the first set of tiles inside.

(3) Check that no tiles or point sticks remain in the tile elevator area, etc., and then press the dice button.
The dice box lowers and the setting of the tiles begins.

(4) After the first set of tiles has been set, a beep sounds, and the completion light lights up, insert the second set of tiles by following steps (1) and (2).

(5) Press the start button again.
The first set of tiles appear set on the table and the game can begin.

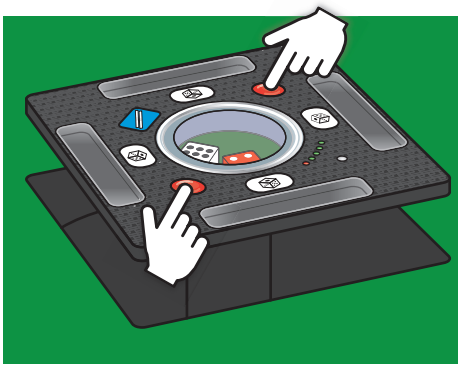


If you forget to insert tiles:

If you press both start buttons simultaneously while the tiles are being set, the dice box will rise.
After inserting the tiles you forgot to insert, press either start button again. The dice box will lower and the table will continue to set the tiles.

⚠ CAUTION

When removing a foreign object, do not attempt to raise the dice box using this method and reach inside to remove the object.
Doing so could cause an injury.



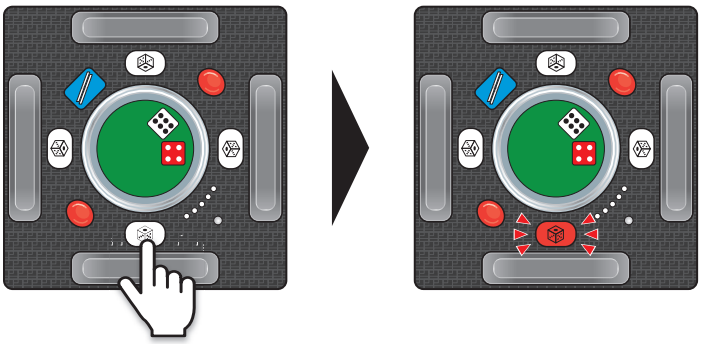
Let's Play Mahjong

Controls during Game

Rolling the dice

If you press and hold any of the dice buttons at each area, the dice button you pressed will light up red and the dice will roll.
(When in no dealing mode, briefly press the dice button to roll the dice.)

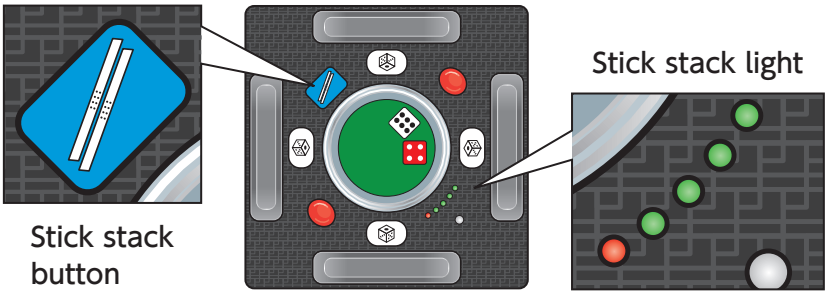
- The dice button light will go out when the power switch is turned off. When you turn on the power switch again, the last light that was lit will light up.

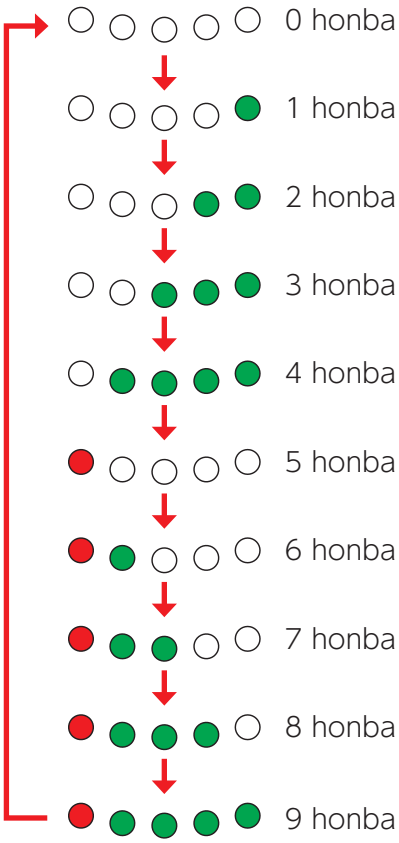


Honba display

Honba is indicated by the stick stack light on the dice box.
Each time you press the stick stack button, the stick stack light will change as shown in the figure on the right.
A red light comes on at 5 honba, and up to 9 honba can be displayed (all lights go out at 10 honba).

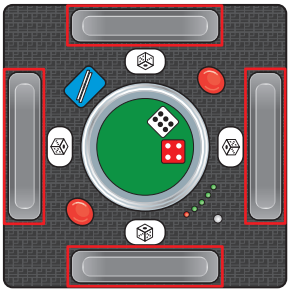
- If you want to turn off the stick stack light, press and hold the stick stack button. The Honba display number will be reset and all stick stack lights will go out.





Riichi

The dice box has a placement area for the Riichi sticks of each player position.
When inserting tiles, place the Riichi sticks in the Riichi stick placement area to prevent accidentally inserting the point sticks into the machine.



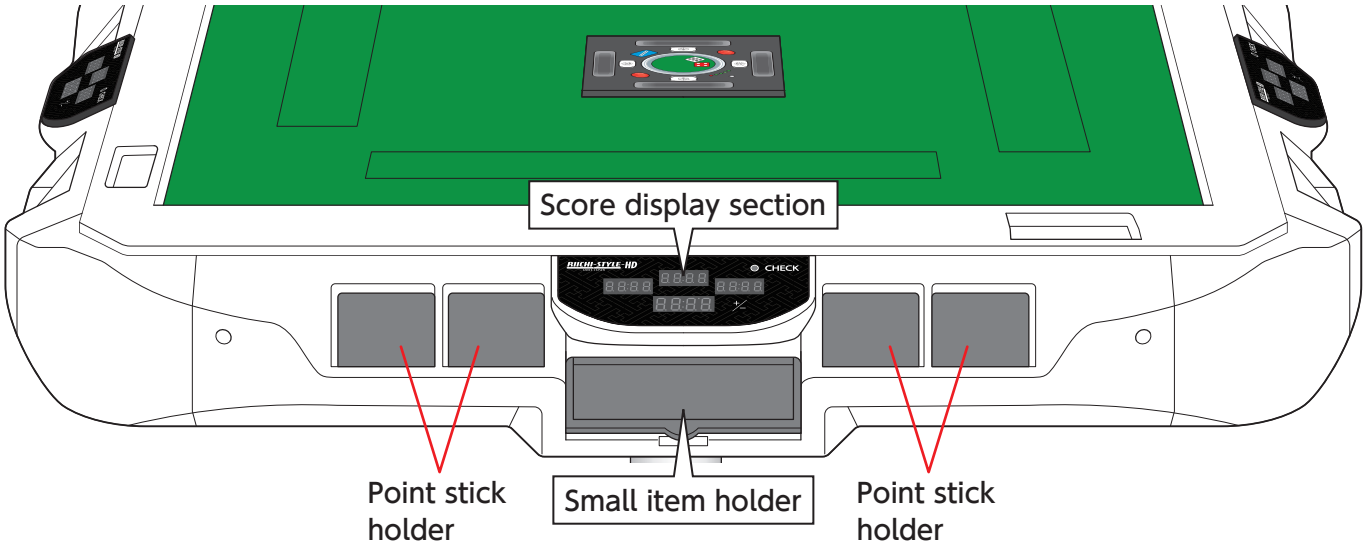
Riichi stick placement areas (4 locations)

About the Score Display Section

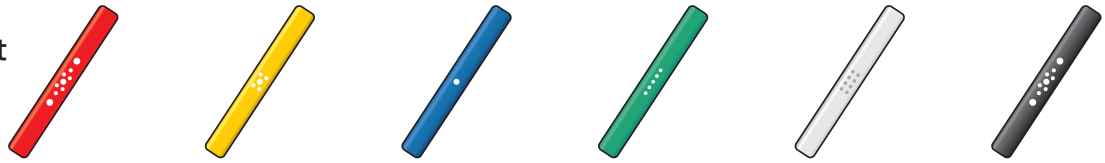
How to display points and set point sticks

Insert point sticks into the point stick holders at each player position before turning on the power switch.

The dedicated point sticks have an IC chip built in, so the correct number of points will be displayed no matter where the point sticks are inserted in the point stick holders (4 locations).



Dedicated point sticks set



10,000 points stick | 5,000 points stick | 1,000 points stick | 500 points stick | 100 points stick | Black point stick

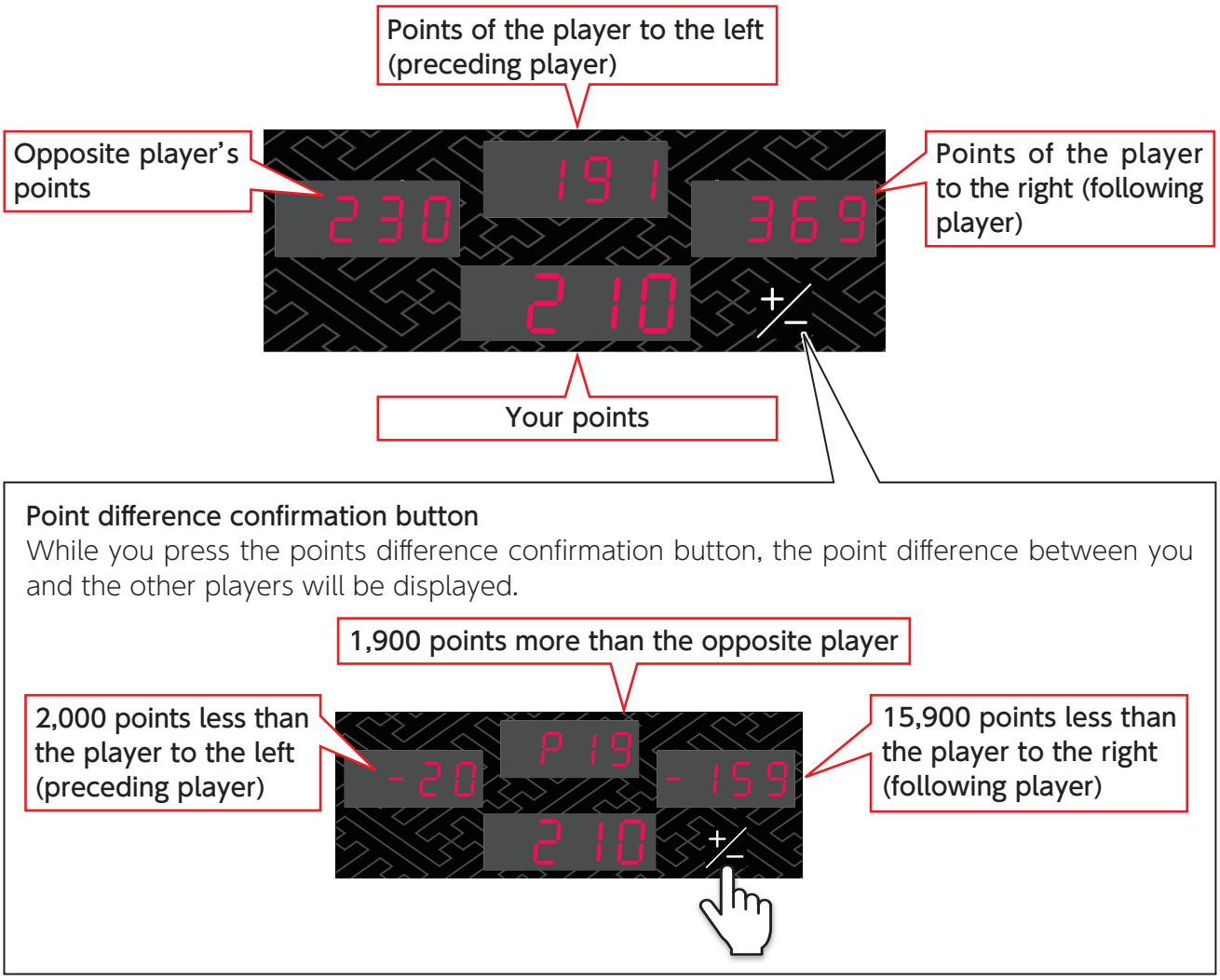
When you turn on the power switch, the score will be displayed.

Set point sticks ▶ Turn on power ▶

Important Notices

- Insert the point sticks into the point stick holders at each player position before turning on the power switch..
- **If you want to add point sticks during a game, turn off the power switch, insert the point sticks you want to add into the point stick holders, and then turn on the power switch again.**
- Point sticks placed in the small item holder cannot be read.

How to read the score display

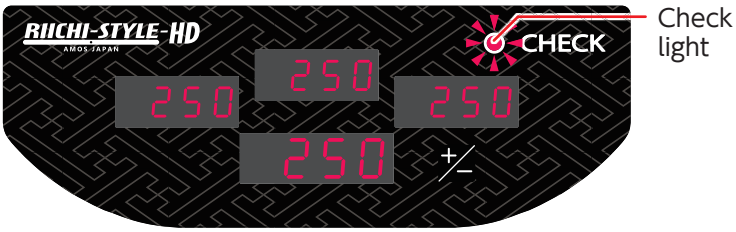


About the check light function

If the total number of point sticks placed in the point stick holders is less than the initial points*, the check light will turn on.

* Sum of the point sticks placed in the point stick holders when the power is turned on

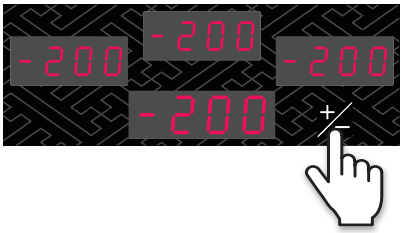
If the check light is still lit even after you have inserted all of the point sticks, check the number of point sticks.

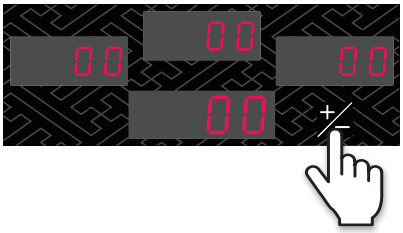


Bankruptcy setting

Sets the table so that the score can be displayed even if the player's points are negative.

When set to -10,000 points	When set to -20,000 points	When resetting the bankruptcy setting (displays 0 points)
Press and hold (for at least 10 seconds) the points difference confirmation button on the **South area**.	Press and hold (for at least 10 seconds) the points difference confirmation button of the **West area**.	Press and hold (for at least 10 seconds) the points difference confirmation button of the **East area**.





One black point stick is used at each location.

Two black point sticks are used at each location.

Remove the black point sticks.

- Nothing happens even if you press and hold the points difference confirmation button in the North area.

Energy saving mode

To protect the score display section and save energy, the score display section will turn off if there is no change in the number of points for 30 minutes or more.
The score will be displayed again when you press the points difference confirmation button. There is no need to turn on the power switch again.

The score display section will turn off if there is no change in the number of points for 30 minutes or more.

The score display section will turn on again when you press the points difference confirmation button.

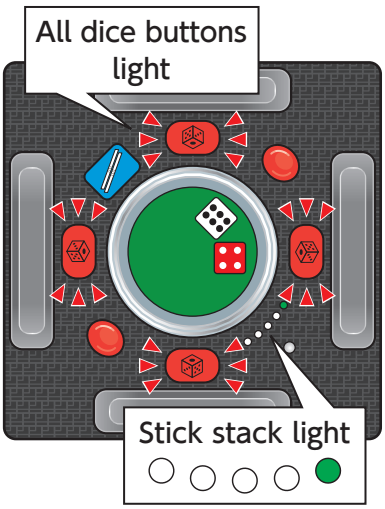
Notes

- **Do not use point sticks that are significantly bent or broken.**
- **While the score display section may become slightly warm, this does not affect its performance.**
- **The score display section is not a touch panel. Do not press hard or subject it to strong impacts. Doing so could damage the score display section.**

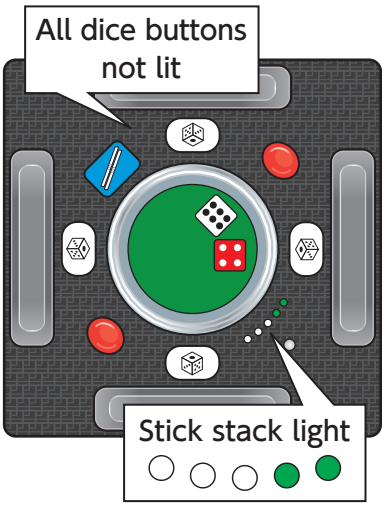
About Errors

When the Stick Stack Light Comes On Due to an Error

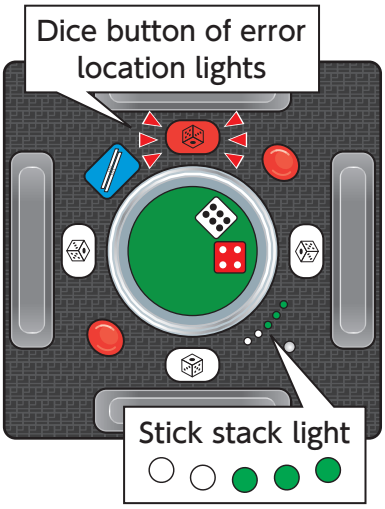
If a problem occurs, the stick stack light on the dice box will light up and short, repetitive beep sounds will be heard to notify you of the error.
The stick stack light indicates the type of error (error indication).
The dice button at the location where the problem occurred will also light up.
When the stick stack light turns on due to an error, check the table operation while referencing “About Check Mode” (page 31).



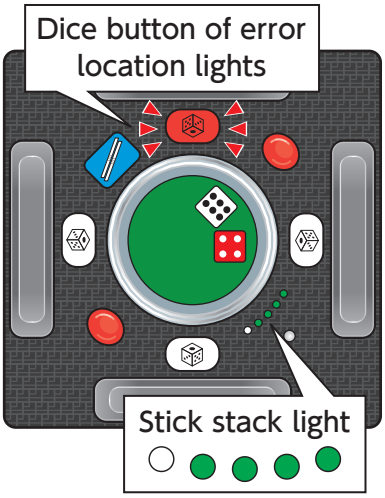
Cause	**Tile count error:** There is a problem with the tile suction motor, conveyor belt, ejector mechanism, or tile counter sensor.
How to resolve	Check the status of each operation and reset the table (press and hold both dice buttons facing each other). If you forget to insert tiles, press both start buttons at the same time to raise the dice box, insert the tiles, and then press the start buttons again. The dice box will lower and the setting of the tiles will continue.



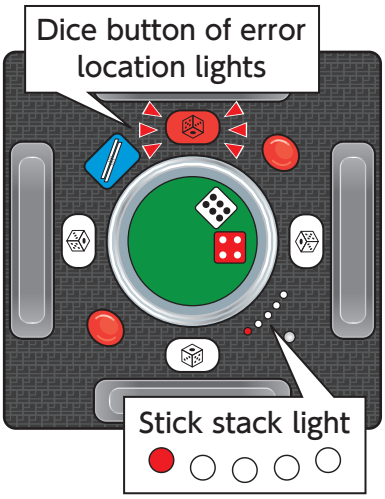
Cause	**Dice box lifting/lowering error:** There is a problem with the lifting or lowering of the dice box.
How to resolve	Check the status of the ejector mechanism and reset the table (press and hold both dice buttons facing each other).



Cause	**Ejection mechanism error:** The ejection mechanism is not functioning properly.
How to resolve	Check the status of the dice box and reset the table (press and hold both dice buttons facing each other).



Cause	**Tile elevator error:** There is a problem with the tile elevator.
How to resolve	Check the status of the tile elevator and reset the table (press and hold both dice buttons facing each other).



Cause	**Doramekuri error:** The Doramekuri motor is not working properly and the Doramekuri origin sensor is broken.
How to resolve	Please contact the store where you purchased.

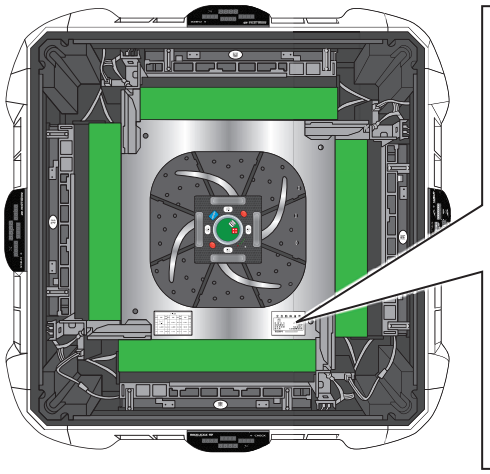
If You Cannot Recover from an Error

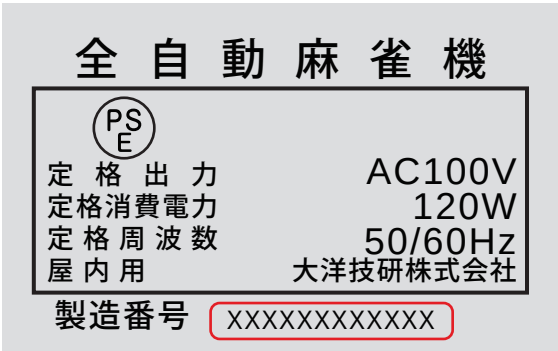
- **Contact the store where you purchased the product to have maintenance performed.**

- **In the event the product breaks, do not disassemble the product yourself.**
  Taiyo Giken will not be liable for any malfunctions or damages caused by disassembling the product.
  Disassembling the product may void its warranty, even if it is still within the warranty period.

- **If you contact us, we may ask you for the serial number printed on the product or its warranty card. Please check the serial number.**

The serial number is printed on a silver sticker affixed to the drum cover inside the table.
Check the bottom line of the sticker.

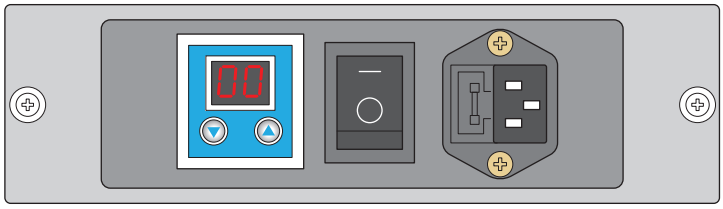




* The rated specifications shown are intended for use in Japan.

About Check Mode

This mode allows you to check the operation of each part, such as the operation of the tile elevator, the conveyor belt that carries the tiles, and the rising and lowering of the dice box. Set the game selection number to 00, and then use the stick stack button to select the part you want to check the operation of.
Note that you cannot play a game with the game selection number set to 00.

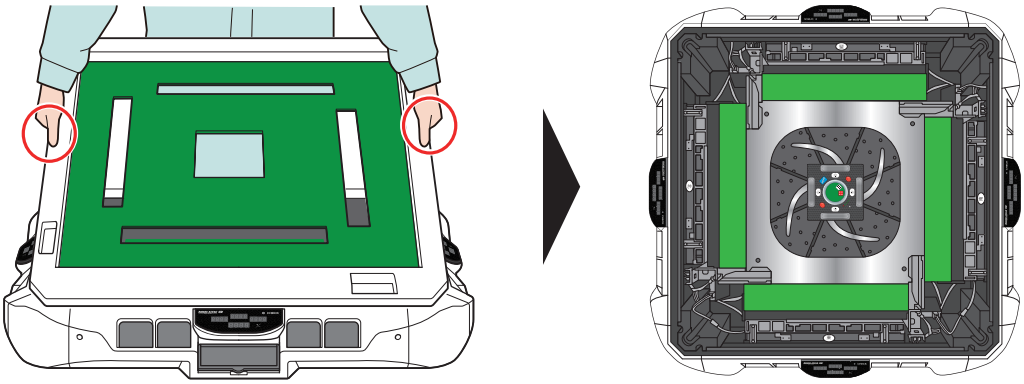


Stick stack light	Part to be checked	How to check
○ ○ ○ ○ ○	Conveyor belt operation	Dice button of each location
	Turntable operation	Start button
○ ○ ○ ○ ●	Tile elevator operation	Dice button of each location
○ ○ ○ ● ●	Lifting and lowering of dice box	Dice button
○ ○ ● ● ●	Ejection part	Dice button of each location
○ ● ● ● ●	Dora motor operation	Dice button of each location

Looking After the Product

Cleaning the Inside of the Main Unit

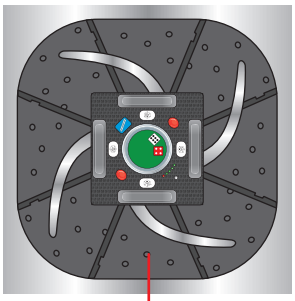
To clean the inside of the unit, hold the top panel and lift it up.



Important Notices

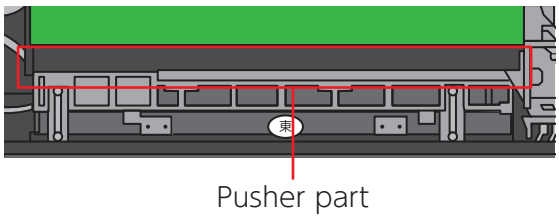
- Do your best to avoid lifting the top panel while the table is in operation, such as while the tiles are being set. Turn off the power switch before lifting the top panel.
- When closing the top panel, align it correctly by referencing the "East" mark.
  Align the "East" sticker on the underside of the top panel with the "East" of the main unit.
- If setting tiles with the top panel raised, make sure to block out external light.
  The sensor that counts the tiles may operate accidentally, causing the tiles to be set incorrectly.

- **If the turntable is dirty or damp, wipe it.**
  You should clean the product about once a month (if used for approximately 6 to 7 hours per day).
  Do not clean the product with items such as chemical agents or a hair dryer.



- **Wipe off any dirt from the pusher part (the part that pushes the tiles).**
  Wipe off any dirt with a towel that has been soaked with cold or lukewarm water and squeezed tightly, and then wipe dry.

  After wiping, return the product to its original state.
  You should clean the product about once a month.
  Do not clean it using chemical agents, etc.



Looking After Point Sticks and Point Stick Holders

Wipe off any dirt with a towel that has been soaked with cold or lukewarm water and squeezed tightly, and then wipe dry.
Do not use chemical agents when wiping off dirt.

Important Notices

Do not immerse the point sticks directly in water or lukewarm water.
The IC chip inside the point sticks may be damaged, causing the points to not be displayed correctly.

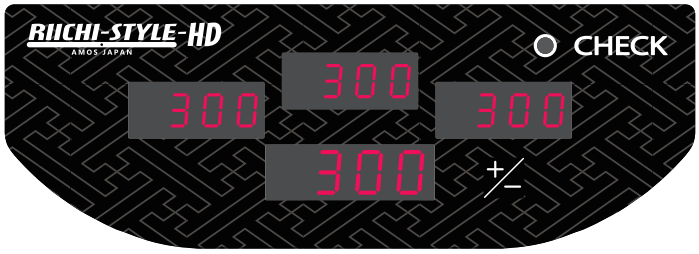
Looking After the Tiles

Wipe off any dirt with a towel that has been soaked with cold or lukewarm water and squeezed tightly, and then wipe dry.
Always keep the tiles in good condition.
Failure to do so may cause a problem.
If the tiles are extremely damp, wipe them.

Important Notices

Do not directly expose the tiles to hot air from a hair dryer or the like.
Doing so could cause the tiles to crack.

Cleaning the Score Display Section



Wipe off any dirt with a towel that has been soaked with cold or lukewarm water and squeezed tightly, and then wipe dry.
Do not use chemical agents when wiping off dirt.

Important Notices

When wiping the score display section, do not subject it to strong shocks or force.
Doing so may damage the score display section.

Troubleshooting

If you think the product is broken, please check whether there is a solution to your problem before contacting us.

Q The power does not turn on or the power may turn off while using the product (touching the cord sometimes turns off the power).

A
- Is the power plug inserted properly?
- Is the power plug loose?
  Make sure to securely insert the power cord so that it is not susceptible to coming loose.
- Is the power switch turned on?
  Is the power cord being stepped on or is there a heavy object placed on top of it?
- Is the power cord broken or severely damaged?
  The power cord may break if it is bent excessively, stepped on, or a heavy object is placed on top of it.

Q The game selection number does not change.

A When switching for the first time, do you press and hold the game selection button (▲▼) for about 1 or 2 seconds?
To prevent the game selection from being changed easily, the table is designed not to switch the game unless the button is pressed for longer than about 1 second.

Q It takes a long time for the inserted tiles to be set and the completion light does not light up (or an error indication appears).

A Does the game selection number match the total number of tiles? (Is the number of tiles less than the total number required?)
Are the tiles damp or significantly dirty?
Wipe the tiles and insert them again.

Q Blue tiles are mixed in with the yellow tiles that have been set.

A
- Does the game selection number match the total number of tiles?
  If many tiles have been inserted, the two colors will be mixed together and set.
- Did you reset during the setting process?
  Be aware that if you reset, the completion light will remain lit and the tiles will remain in the turntable.

Q The inserted tiles remain stuck together in the turntable and are not set.

A Are the tiles damp or significantly dirty?
Wipe the tiles and insert them again.

Q The set tiles were placed on the tile elevator, but the tiles got caught on the top panel and do not come up.

A Did you drop any foreign object (such as a point stick) onto the tile elevator?

Q The power turned off (or the power plug was unplugged) while the tiles were being set.

A **Even if you turn off the power while the tiles are being set, the setting of the tiles will resume when you turn the power back on. Please wait until the tiles have been set.**
If you turn off the power while the tiles are being set, do not leave the unit for a long period of time. Wait for the tiles to be fully set before turning off the power.

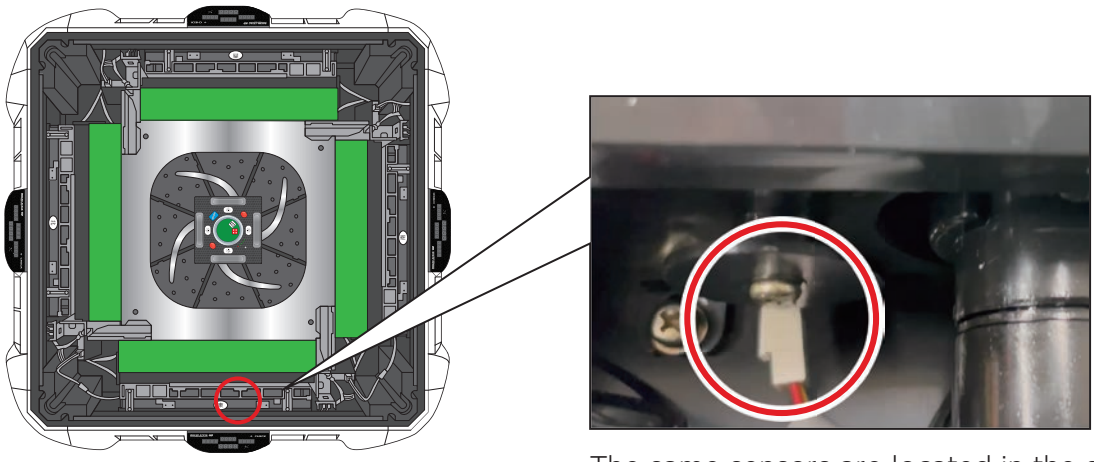
Q Even if I insert a point stick, the points are not displayed.

A
- Have you inserted a point stick other than the dedicated ones?
- Are there any point sticks inserted in the small item holder in the center?
- Are the point sticks properly placed in the point stick holders? (Have the point sticks been inserted vertically?)
- Were there any point sticks inserted in the point stick holders when you turned on the main power?

If the above does not apply to you, please contact the store where you purchased the product.

Q The tile elevator continues to operate and does not stop (in the case of East).

A **Check the sensor that detects the fixed position of the tile elevator.**
When the sensor detects that the tile elevator is in its designated position, the sensor light will be lit red. If it is not lit, the sensor wire may be disconnected. Check the sensor wire. If the sensor wire is disconnected, reconnect it.

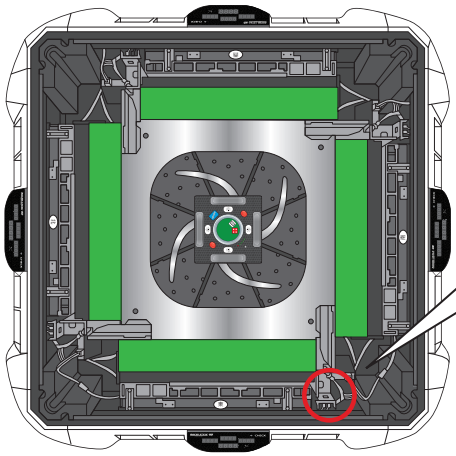


East

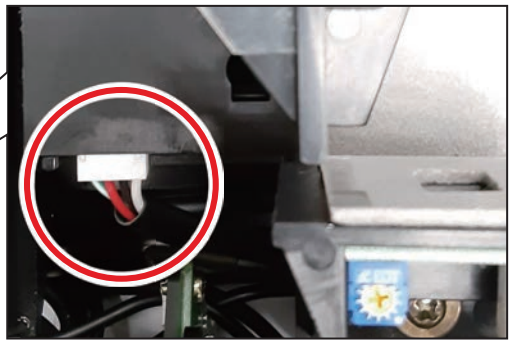
The same sensors are located in the same locations in the South, West, and North areas.

Q The ejector part continues to operate and does not stop (in the case of East).

A Check the sensor wire. If the sensor wire is disconnected, reconnect it.



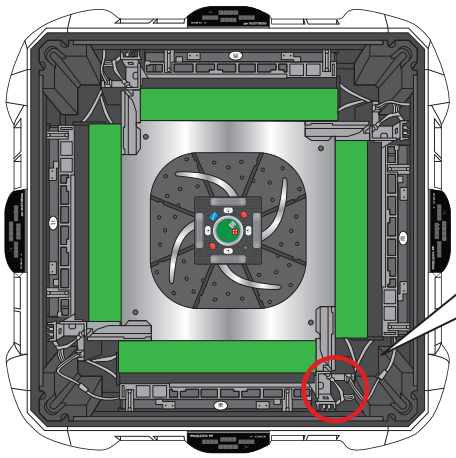
East



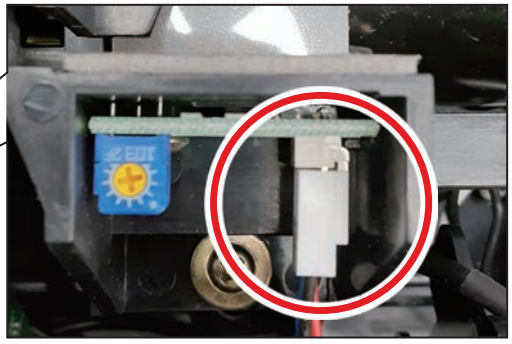
The same sensors are located in the same locations in the South, West, and North areas.

Q The ejector part does not move down one level (in the case of the East).

A Check the sensor wire. If the sensor wire is disconnected, reconnect it.



East



The same sensors are located in the same locations in the South, West, and North areas.

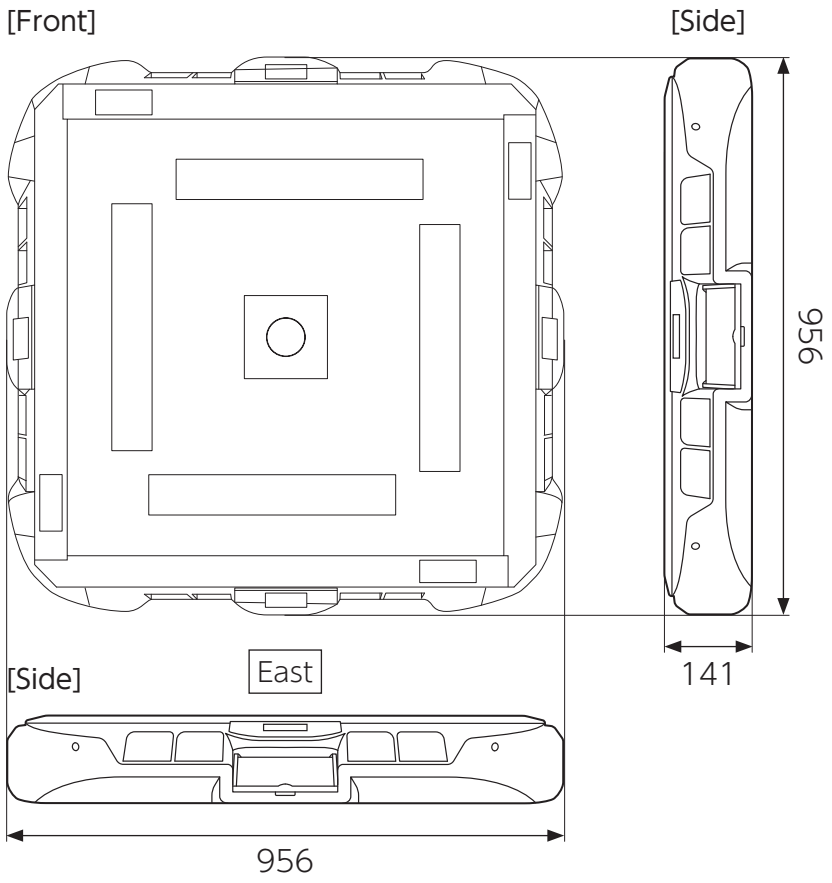
Q The top panel has been removed, and you can watch the tiles being set, with the inside of the machine visible. However, the tiles are not stacked neatly in two rows and the setting process is completed before all the tiles have been arranged.

A Is outside light being shone inside the product?
The sensor that counts the tiles uses light, so if outside light shines in, the sensor cannot count accurately.
Use something to block the outside light to prevent it from shining inside.
Even if you block out external light, warm light (such as from a light bulb in a room) may still have an effect.
There is no need to block out light if you close the top panel.

Specifications

Product name	Fully Automatic Mahjong Table for Home Use AMOS RIICHI-STYLE-HD
Weight	RIICHI-STYLE-HD Foldable Leg Model: 45.5 Kg main unit + 9.5 Kg foldable legs = 55 Kg in total RIICHI-STYLE-HD Tabletop & Standing Leg Model: 45.5 Kg main unit + 7.5 Kg table and legs = 53 Kg in total
Product material	Plastic, iron
Power supply	120V/60Hz, 1.2 A

Product dimensions



Unit: mm

MEMO

Customer Notes

Serial number:

Date of purchase: (DD/MM/YYYY)

Name of store where you purchased the product:

Store contact information:

Manufacturer

Taiyo Giken Co., Ltd.

Note
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The specifications in this User Manual are up to date as of XX, 2025.