



MJ-C400 Automatic Mahjong Table Manual

Solor (Standard) Automatic Mahjong Table

Assembly Instructions

Video Guides

Please follow the correct video based on your table version:

1. Folding Style Version

 <https://www.youtube.com/watch?v=0hpm34QeL-w>



2. 4-Legs Style Version

 <https://www.youtube.com/watch?v=v85Zxlkthc>



After completing assembly, **DO NOT** load tiles immediately.

Please continue to the **Tile Mode Setup** section below and **set the correct code first** before inserting any tiles.

IMPORTANT – SET THE CODE FIRST

 **This step MUST be completed before loading any tiles.**

By default, the table is set to **144 tiles**. If you play 144 tiles, please skip to

” **Loading the First Set of Tiles**” Next page

If you are playing a different Mahjong style, you must **reprogram the tile mode before loading tiles**.

Tile Mode Codes

Tile Count	Code	Mahjong Style
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144 Tiles	Code 01	Filipino Style / Chinese Styles (HK, TW, Shanghai, etc.)
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152 Tiles	Code 20	American Mahjong (with 8 Jokers)
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136 Tiles	Code 03	Chinese Style (without 8 Flowers)
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108 Tiles	Code 07	Szechuan Style
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 *For reference, the code chart is located below the tabletop.*

Initial Setup & Code Programming

1. View the **self-assembly video** and assemble the table completely.
2. **Power ON** the table.
3. **Press and HOLD two adjacent dice buttons** for **5 seconds** until you hear a “Di—” sound.
4. Release both buttons — the table is now in **adjusting mode**.
5. The LED display shows the **current tile mode**.
6. Use the **Red Buttons** to adjust the code:

- One button increases
 - One button decreases
7. When the correct code is displayed, **press ANY dice button to save and exit** adjusting mode.
 8. Then **press and HOLD two dice buttons ACROSS** from each other at the same time.
 - The machine will stop and is now ready for tile loading.

Step-by-step Video Guide (Code Setup + Tile Loading)

If you want to set the table to **152 tiles for American Mahjong**, please watch the video below **before loading tiles**:

 **American Mahjong (152 Tiles) – Code 20**
<https://www.youtube.com/watch?v=-EVldYyna2k>



Loading the First Set of Tiles

9. Open the **first box of tiles** and **remove extra tiles**, leaving only the **correct number** (144 / 152 / 136 / 108).
10. **Press BOTH Red Buttons at the same time** — the **center tower rises**.
11. **Insert the correct number of tiles** into the center hole.

12. **Press ONE Red Button** — the tower closes and tiles begin sorting.

13. After **one beep**, check the **counter display**.

- It should show **144 / 152 / 136 / 108**, matching your selected mode.

If the counter is incorrect:

- Press **both Red Buttons** to raise the tower.
- Re-insert any lifted tiles.
- Press **one Red Button** to close the tower again.
- After the beep, confirm the counter shows the **correct number**.

 The table is now ready for the **second set of tiles**.

Loading the Second Set of Tiles

14. Open the **second box of tiles** and remove extras, leaving the **correct number**.

15. **Press ONE Red Button** — the tower rises.

16. **Insert the second set of tiles** into the center hole.

17. **Press ONE Red Button** again.

- The **first set of tiles rises** to the playing surface.
- The **second set** begins sorting below.

 **You are ready to play!**

Between Games

Step 1:

After each game, **press ONE Red Button** and insert all tiles into the center hole.

Step 2:

Press **ONE Red Button** again.

- The tower closes and the **next set of tiles rises**.

Repeat Steps 1 and 2 after every game.

Storing Tiles Inside the Table

When finished playing:

1. **Press ONE Red Button** — the tower rises.
2. Insert **all tiles** into the center hole.
3. **Press and HOLD two dice buttons ACROSS from each other for 5–10 seconds.**
 - The tower closes and **both tile sets remain stored inside.**

Next Time You Play:

- Press **ONE Red Button** — the tower rises.
- Press **ONE Red Button** again — the tower lowers and the **first set of tiles rises.**

 **Ready to play again**

Tips & Troubleshooting

Forgot to Insert Tiles

If tiles were forgotten after pressing a Red Button:

- Press **BOTH Red Buttons** together.
- The tower rises — insert tiles.
- Press **ONE Red Button** to close the tower.

Tower Raised by Mistake

If a **Red Button** is pressed instead of a dice button:

 **DO NOT press the Red Button again**

- Press and HOLD **two dice buttons ACROSS from each other for 5–10 seconds.**
- The tower will lower automatically.

 Pressing the Red Button again may cause a **tile jam**.

Folding the Table

 **Tiles must be removed before folding**

1. Press **ONE Red Button** — the tower rises.
 2. Press **ONE Red Button** again — the tower lowers and tiles rise.
 3. Remove tiles and **wait for the beep**.
 4. Press **ONE Red Button** — the tower rises.
 5. Press **ONE Red Button** again — the second set rises.
 6. Remove the second set of tiles.
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Moving & Unfolding the Table

- Under the table, on each side of the **black box**, locate the **red locking clamp latches**.
- **Loosen the clamps** and carefully **tilt the table**.
- **Unlock the wheels** to roll the table.
- After moving, **lock the wheels securely**.

To Unfold:

- Reverse the procedure.
 - **Lock the red clamp latches tightly** before use.
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Product: Solor (Standard) Automatic Mahjong Table

Website: www.usamjtable.com

Email: mj@usamjtable.com