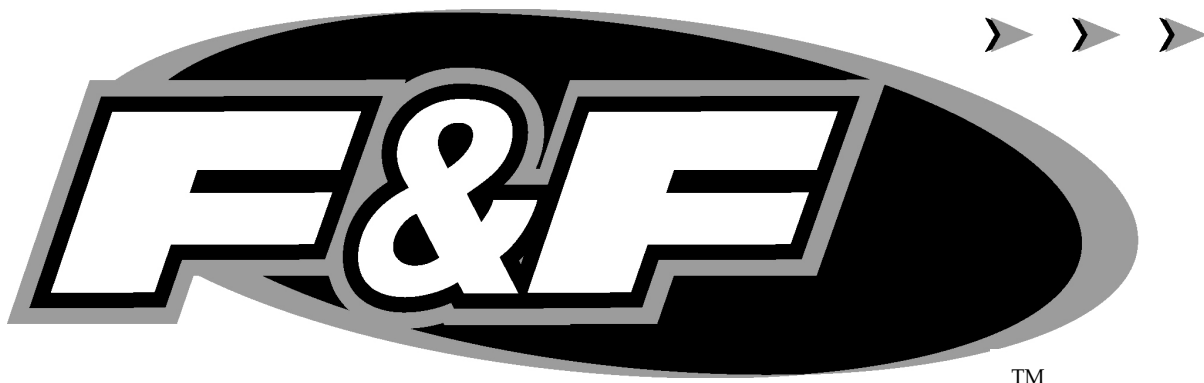# OPERATOR'S MANUAL

For Parts or Service contact your local Distributor or:

Betson Enterprises

303 Paterson Plank Road

Carlstadt, New Jersey

Main Phone: (201) 438-1300

Toll Free Phone: (800) 524-2343

Part Phone: (800) 828-2048

CAUTION:
- The specifications of this product are subject to change without notice for reasons such as performance.
- The content of this game, its main devices and design are protected under each federal law concerning patent, copyright and other intellectual properties.
- Unauthorized reproduction of this document or any of its contents is strictly forbidden.

Safety Instructions

Safety instructions apply to operators and service personnel. Read these instructions before preparing the video game machine (VGM) for play. Other safety instructions appear throughout thiis manual.

WARNING: TRANSPORTING THE VIDEO GAME MACHINE (VGM).
The VGM contains glass and fragile electronic devices. Use appropriate care when transporting . Avoid rough handling when moving the VGM.
WARNING: DISCONNECT POWER.
Always turn the power OFF and unplug the VGM before attempting service or adjustments unless otherwise instructed. Installing or repairing components with the power switched ON can damage the components an void warranty.
WARNING: GROUND GAMES.
Avoid electrical shock! Do not plug in the VGM until you have inspected and properly grounded it. Only plug into a grounded, three-wire outlet. Do not use a "cheater" plug, or cut off the ground pin on the line cord.
WARNING: AVOID ELECTRICAL SHOCKS.
This VGM does not utilize an isolation transformer. Internal cabinet AC is not isolated from the external AC line.
WARNING: HANDLE FLOURESCENT TUBE AND CRT WITH CARE.
If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.
WARNING: CHECK POWER SELECTOR, LAMP.
Set the 115/230 VAC selector switch on the power supply for the correct line voltage on the installation site. Verify that the fluorescent lamps are rated for the proper line voltage.
WARNING: USE PROPER FUSE.
Avoid electrical shock! Replacement fuses must be identically rated to the original fuse!
WARNING: ATTACH CONNECTORS PROPERLY.
Be sure all connectors mate properly. If connectors do not slip in easily, do not force them. Connectors are often keyed and only connect one way. Check for correct orientation.
WARNING: USE EXTREME CARE WHEN HANDLING PC.
The PC contains sensitive components such as a hard drive. Do not handle roughly. Call your distributor before servicing PC internal components. Ask about warranty information as it relates to the PC.

WARNING: HAZARD TO EPILEPTICS.

A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Peoples who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., seizures or loss of awareness), immediately consult your physician before using any video games.

We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

PRODUCT SPECIFICATIONS

OPERATING REQUIREMENTS

ELECTRICAL POWER
Domestic   120VAC @ 60 Hz, 5 amps
Foreign   240VAC @ 50Hz, 2.5 amps

TEMPERATURE
32° F to 100°F
(0°C to 38°C)

HUMIDITY
Not to exceed 95% relative humidity.

INSPECTION AND INSTALLATION

WARNING: Use extreme care when moving or servicing the game cabinet. Don't plug in the game until you have read this manual. **If the line cord is damaged, it must be replaced by a similar cord available from the manufacturer or service agent.**

Please check the following after the game has been removed from its shipping crate and placed in a suitable play or service area.

Make sure that the game cabinet is level. Adjust the casters as needed.
1. Check the AC line cord for any visible signs of damage to the plug or line cord insulation.

2. Check for possible shipping damage to the following:

    - Player interfaces: steering wheel, buttons, keypad and shifter.

    - Seat assembly.

    - Monitor glass.

    - Cabinet backdoor.

    - Cabinet coin door.

    - Cabinet and seat decals.

3. Remove the coin door key from the coin return chute.

4. Open the top coin door and locate the key for the backdoor and the cashbox.

5. Locate hardware kit: tamper proof tool kit

    crossover network cable

    line cord

    seat hardware fasteners (8 sets)

6. Remove the backdoor the backdoor from the cabinet and visually inspect the electronic components.

7. Verify that all connectors are secure and that the bottom of the cabinet is free of loose objects which may have possibly come loose during shipping.

CAUTION: Access to back of the games should be limited to service personnel only! Allow minimum clearance between back of game and wall structure for cable and ventilation while preventing non-authorized access. Maximum clearance should be 6 inches (15 cm), in accordance with local code or whichever is less.

Seat Assembly Procedure

WARNING: The cabinet is top heavy. Install only on level surface. Use the leg levelers to make sure the cabinet and seat are stable. Do not push against plastic parts during movement.

1. Roll the cabinet and seat to the intended location and lower the leg levelers until both are equal height and stable.
2. Reach inside the base of the cabinet remove the bolts to fasten a mounting rail to the cabinet and set aside. Individually pull the rail out, flip it end over end and reinsert it. Fasten the rail to the inside of the cabinet with bolts until finger tight; some movement is required in the mounting rails to align holes with seat pedestal assembly. Repeat for the mounting rail on the other side. See diagram.
3.
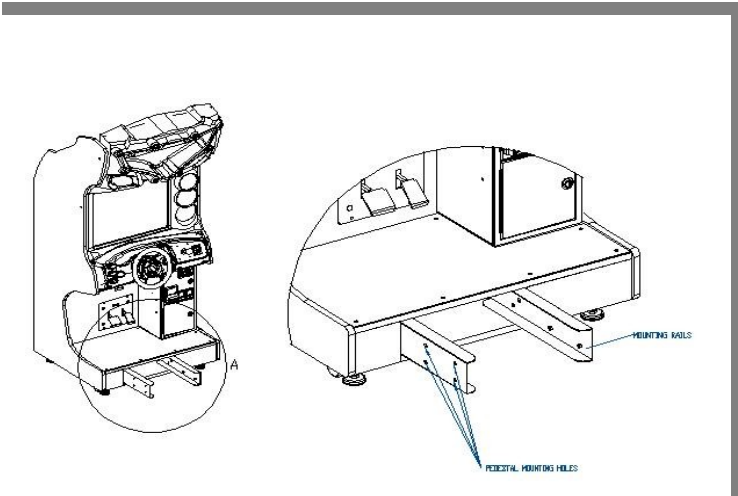
4. Roll the pedestal near the cabinet and align the opening in the pedestal with the ends of the rails. Slide the pedestal forward onto the rails leaving enough space to attach the wiring harness. Mate each cable connector and press firmly to seat the contacts. Ensure no wires are pinched during the pedestal attachment. Fasten in place with the ¼" X 20 tamper resistant screws and large flat washers provided.
5. Tighten the screws firmly with the wrench provided, and then tighten the bolts for the mounting rails.
6. Adjust all levelers until both cabinet and seat are flush and parallel with each other. Inspect for pinched wires before firmly tightening the remaining fasteners to attach the two pieces as one.

Power Up Procedure

1. Plug the game line cord into an appropriately wired and fused AC receptacle.
2. Locate the game AC main switch to the bottom left side on back of the game cabinet.
3. Turn the switch to the ON position.
4. The game attract feature will begin after the game is finished loading- approximately 1 minute.
5. Proceed to Switch Test of this document and verify proper game operation.

Game Networking

NOTICE: To link the two games together, use the crossover cable provided in the spare parts bag. Use of another cable other than the one shipped with the game could void warranty or cause games not to link. Use network cables which are at least CAT5 grade.

Networking Considerations

Each FNF Super Cars game comes with a network cable. Optionally, a hub can be installed and located remotely to link additional units.

Take care to protect exposed game wiring from general foot traffic around the game. Use a conduit or wire way to protect the cables as needed.

Please mark linking cables for your game if other such cables are in the vicinity to avoid confusion. Network cables are not marked or coded.

Avoid routing the network cables near sources of heat, moisture or electrical energy such as neon lights, compressor motors, transformers etc.

Networking Setup

1. Remove the network cable from the spare parts bag inside the cashbox.
2. Connect each end of the cable to network jack behind each PC.
3. Neatly route the cable through the notch on the back of the cabinet.
4. Use the SYSTEM ADJUSTMENT in TEST MODE below for enabling link feature .Press TEST Button to access TEST MENU. Iis mounted inside the coin door of the cabinet.
5. Reset both games simultaneously and verify that link is successful. If not, check the settings for Machine ID conflict and make sure that the network cable is connected properly and secured. Please refer to the Game Troubleshooting Guide on this manual for more details.

```
System Adjustments

Attract Audio                No
Max Name Length              7
Wheel Stiffness              0.20
Automatic Volume Sync.       Yes
Allow Wheel Effects          Yes
SET NETWORK ENABLE= ON  >> Network Enabled        No
SET UNIQUE MACHINE ID= 1-8  >> Current Machine ID  8
Language                     English

Sync All Adjustments

Exit
```

SETUP AND TEST MENU VOL (+)

Locate the *Service Button Panel*. The Service Button Panel is made up of two rocker switches. Simply press the side of the switch indicated by the function you want to activate. It is mounted inside the coin door area on top of the cash box vault. Press the **TEST** button to access the **Test Menu**.
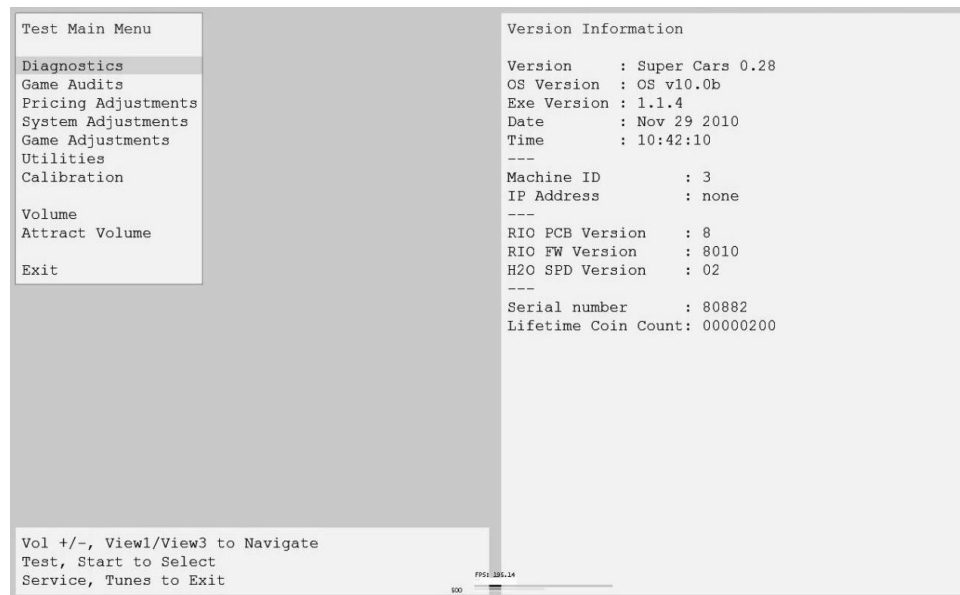
Raw Thrills, Inc
Test   **Vol (+)**
Service   **Vol (-)**
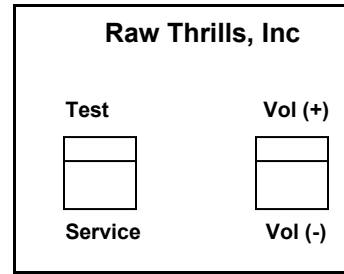
Menu Navigation:

Button	Action
Test	Enter Operator Screen
Start Button	Enter/Select Item Sub-Menu
Vol. (+) or View 1 Button	Scroll up thru Menu items
Vol. (-) or View 3 Button	Scroll down thru Menu items
Service or Tunes	Exit to previous Menu

MAIN MENU

The **Test Main Menu** appears when the **TEST** button is pressed.

```
Test Main Menu                    Version Information

Diagnostics                       Version     : Super Cars 0.28
Game Audits                       OS Version  : OS v10.0b
Pricing Adjustments               Exe Version : 1.1.4
System Adjustments                Date        : Nov 29 2010
Game Adjustments                  Time        : 10:42:10
Utilities                         ---
Calibration                       Machine ID       : 3
                                  IP Address       : none
Volume                            ---
Attract Volume                    RIO PCB Version  : 8
                                  RIO FW Version   : 8010
Exit                              H2O SPD Version  : 02
                                  ---
                                  Serial number    : 80882
                                  Lifetime Coin Count: 00000200







Vol +/-, View1/View3 to Navigate
Test, Start to Select             FPS: 206.14
Service, Tunes to Exit            600
```

Diagnostics Menu

From the *Main Menu*, select *Diagnostics* and enter to view options.

```
Diagnostics Menu                    Diagnostics

Switch Test
Sound Test
Wheel Test
Monitor Test
Lamp Test
Coin Meter Test
Watchdog Test
Link System

Exit




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit
                         FPS: 1.94
                         600
```

Switch Test

From the *Diagnostics* select and enter *Switch Test*. Verify proper switch input function using this menu. Each switch activated will be indicated on the test screen in corresponding yellow box and will be accompanied by a switch active sound indicator. Verify pot value for min, center and max are correct. If not, proceed to Calibration section of this manual. Press and hold the **Service Button** for three seconds to return to the *Diagnostics Menu*.

```
Wheel/Pedals Info
      Input Device          Pot Value          Min      Max
          Wheel          [        ]    0         0      4080
          Gas            [        ]    0         0      4095
          Brake                       Off        N/A     N/A

Button Info           TVVS Info            Keypad Info
      1                  TEST    VOL +        1    2    3

      2
                        CREDIT   VOL -        4    5    6
      3
                     Shift Info
    TUNES                                     7    8    9
                        ONE    THREE
    START
                                              *    0    #
    BRAKE               TWO    FOUR
                                          Date:    Nov 29 2010
    COIN 1                                Time:    10:42:10
                                          Version: Super Cars 0.28
    COIN 2                                OS Ver:  OS v10.0b
                        Hold Service Or    ID:      3
    BILL                Tunes To Exit

                         FPS: 206.36
                         600
```
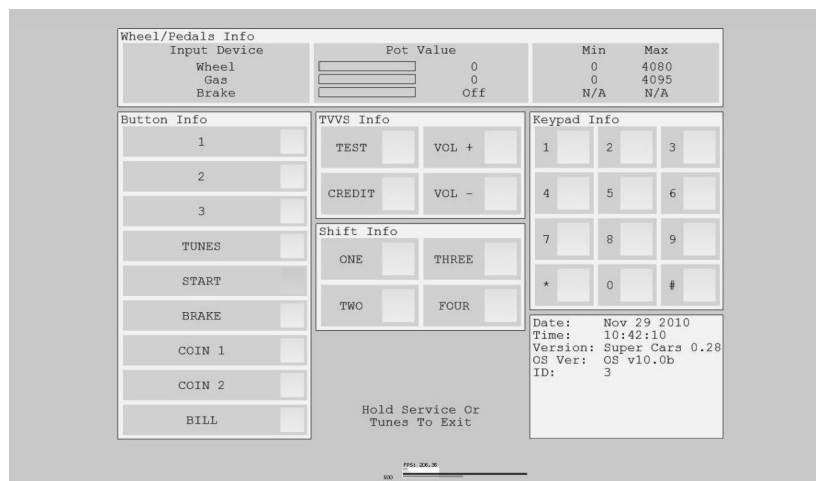
Sound Test

From the *Diagnostics Menu* select and enter *Sound Test*. Verify that marquee, cabinet and seat sound volume and quality are good. Press the Tunes Button to return to *Diagnostics Menu*
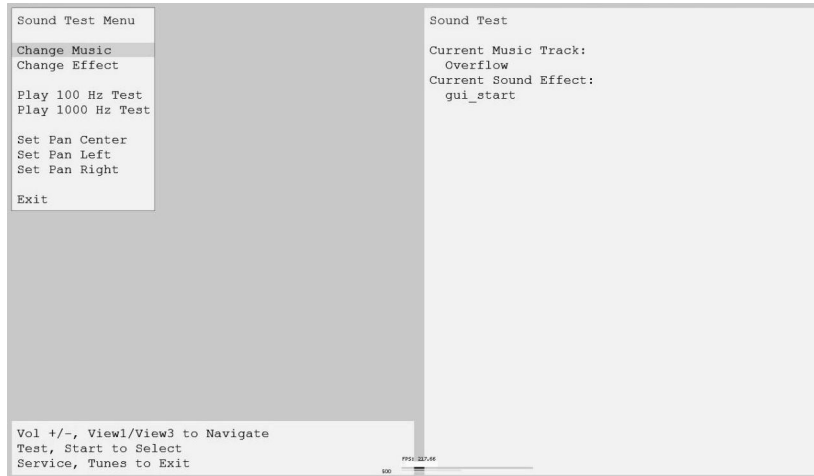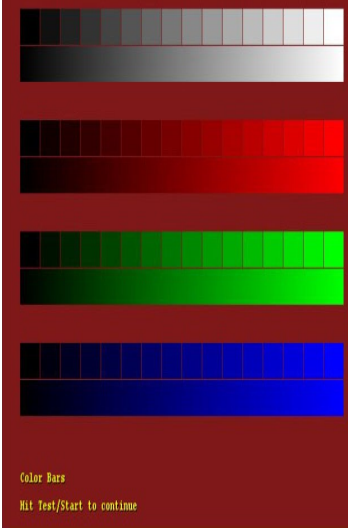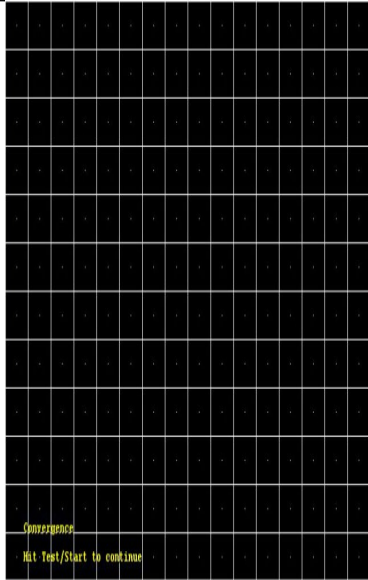

Wheel Test

Caution: Begin by placing the wheel at center position. The steering wheel moves automatically during the wheel test. Stay clear of the wheel!

From the *Diagnostics Menu* select and enter *Wheel Test*. Verify proper wheel force feedback function using this menu. Follow the screen instruction carefully.
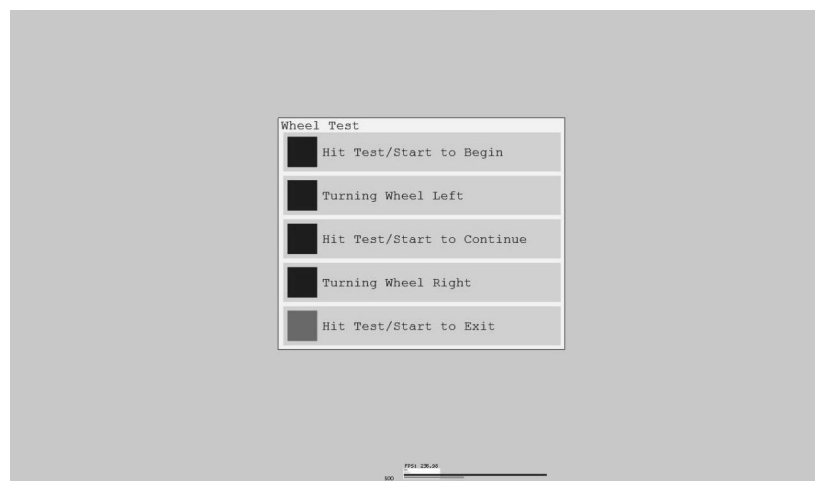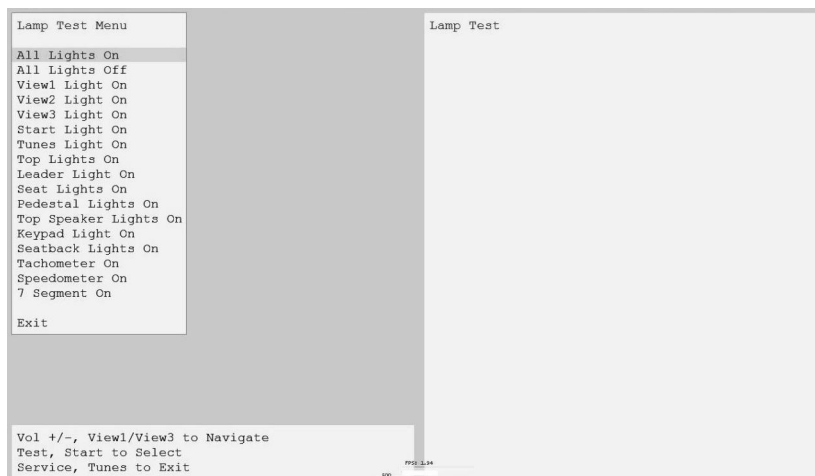
Monitor Test

From the *Audio/Video Options* menu, select and enter *Color Bars & Purity*. Verify correct color and purity for Red, Blue and Green screens.   Use the convergence screen to also verify linearity. See Appendix n.

- White Screen

- Red Screen

- Green Screen

- Blue Screen

Purity Screen

Color Bars

Hit Test/Start to continue

Convergence

Hit Test/Start to continue

Convergence

Lamp Test

From the *Diagnostics Menu* select and enter *Lamp Test.* Use View1 or View 3 to select the lamp and press Start to activate that lamp. Verify that ALL lamps are working.

```
Lamp Test Menu                    Lamp Test

All Lights On
All Lights Off
View1 Light On
View2 Light On
View3 Light On
Start Light On
Tunes Light On
Top Lights On
Leader Light On
Seat Lights On
Pedestal Lights On
Top Speaker Lights On
Keypad Light On
Seatback Lights On
Tachometer On
Speedometer On
7 Segment On

Exit



Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit
```

Note:

Lamp function could also be verified using Switch Test.

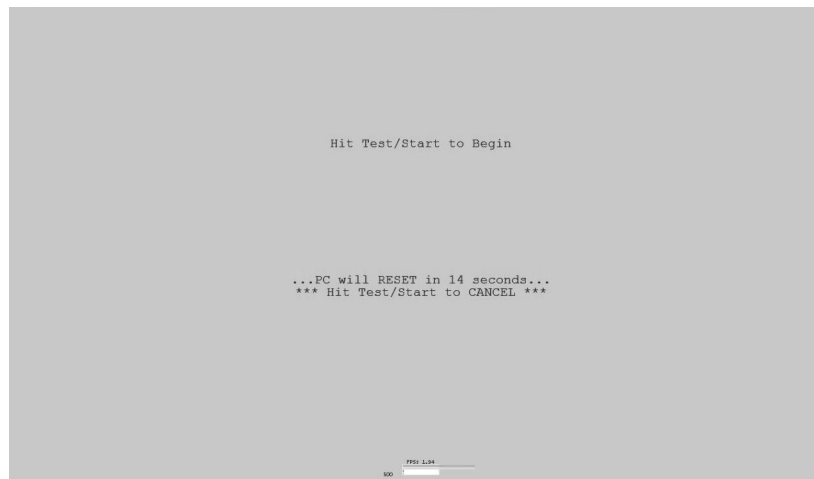Please check the coin door lamps as part of your game diagnostic check.

Coin Meter Test

From the *Diagnostics Menu* select and enter *Coin Meter Test.* Advance the meter once using by pressing Start. Press the Tunes Button to return to *Diagnostics Menu.*

Hit Test/Start to advance coin meter

Hit Service/Tunes to exit
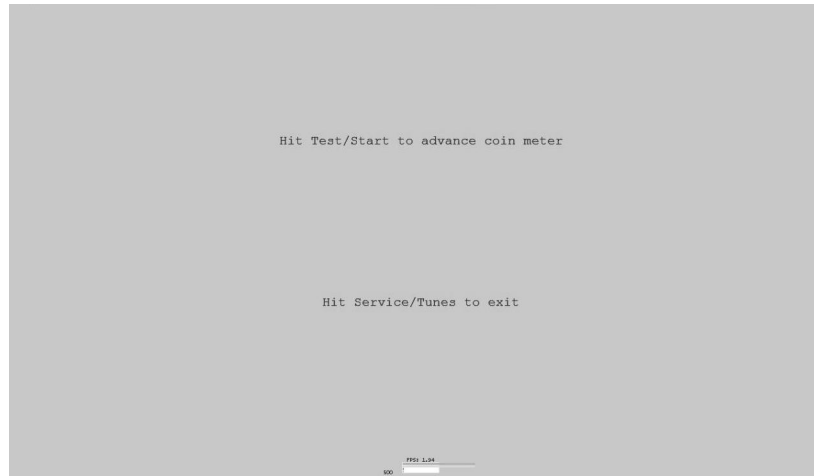
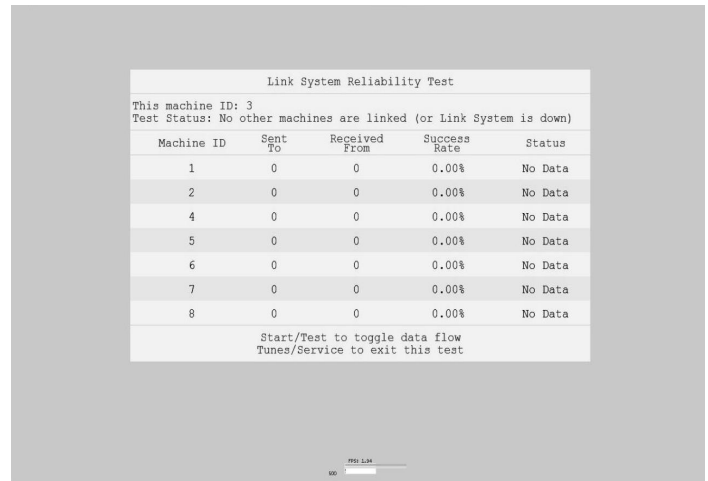## Watchdog Test

From the *Diagnostics Menu* select and enter *Watchdog Test.* The game will reset in approximately 6 seconds. The watchdog feature allows the PC to monitor normal game software and hardware operation.

Hit Test/Start to Begin

...PC will RESET in 14 seconds...
*** Hit Test/Start to CANCEL ***

Link Sytem

<u>From the **Main Menu**, select **Link System** and enter to view options.</u>

```
Link System Menu

Status
Reliability Test
Show All Machine IDs
Restart Link System

Reset Link System Config.

Exit




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit
```

```
Link System Status

Link system is disabled.

Turn on via Network Enabled adjustment
in System Adjustments menu.
```

Link System Reliability Test

This machine ID: 3
Test Status: No other machines are linked (or Link System is down)

Machine ID	Sent To	Received From	Success Rate	Status
1	0	0	0.00%	No Data
2	0	0	0.00%	No Data
4	0	0	0.00%	No Data
5	0	0	0.00%	No Data
6	0	0	0.00%	No Data
7	0	0	0.00%	No Data
8	0	0	0.00%	No Data

Start/Test to toggle data flow
Tunes/Service to exit this test

Game Audits

From the **Main Menu**, select **Game Audits** and enter to view options.

```
Audits Menu

General 1
General 2
Courses
Course Wins
Placings
Vehicles
Upgrades
Stunts
Trophies

Exit




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit
```

```
Game Audits
```

Note:
- Use game audit screens to assess game performance.
- Use information to determine options such as game difficulty and free game award to maximize game earnings.
- Use information to detect possible intermittent problems.

General 1 Audits

From the *Audits Menu*, select *General 1* and enter to view general game statistics. Press the Tunes Button to return to *Main Menu.*

```
Audits Menu            General Audits

General 1              Time Game On      3:43:31.96
General 2              Time Game Played  0:07.21
Courses               Time Per Game     0:00.13
Course Wins
Placings              Games Played      55
Vehicles              Games Started     2
Upgrades              Games Continued   0
Stunts                Games Timed Out   0
Trophies              Free Games        0      0.00%
                      Pin Games         0      0.00%
Exit                  Link Games        0      0.00%
                      Quick Play Games  0      0.00%

                      Boot Ups          347
                      Test Mode Entries 94
                      Automatic Reboots 0
                      Watchdog Resets   329
                      No I/O Board Init 0
                      Unfinished Games  55




Vol +/-, View1/View3 to Navigate
Test, Start to Select              FPS: 240.42
Service, Tunes to Exit          600
```

General 2 Audits

From the *Audits Menu*, select *General 2* and enter to view additional general game statistics. Press the Tunes Button to return to *Main Menu.*

```
Audits Menu            General Audits

General 1              Automatic Games   0      0.00%
General 2              Manual Games      0      0.00%
Courses
Course Wins           Low Cam Time      0:00.00
Placings              Med Cam Time      0:00.00
Vehicles              High Cam Time     0:00.00
Upgrades
Stunts                Total Coindrops   220
Trophies              Slot 0 Left       219
                      Slot 1 Right      1
Exit                  Slot 2 DBV        0

                      Current Credits   0
                      Current Coins     0

                      Lifetime Coin Count 0000000200




Vol +/-, View1/View3 to Navigate
Test, Start to Select              FPS: 240.34
Service, Tunes to Exit          600
```

Course Audits

From the *Audits Menu*, select *Courses* and enter to view individual information on each course. View how many times each course is selected, as well as its popularity by overall percentage. Press the Tunes Button to return to *Main Menu.*

```
Audits Menu              Course Plays / Percent | Course Selects / Percent

General 1                Mojave          0    0.00% 0      0.00%
General 2                Times Square    0    0.00% 0      0.00%
Courses                  Hawaii          0    0.00% 0      0.00%
Course Wins              Chinatown       0    0.00% 0      0.00%
Placings                 Shinjuku        0    0.00% 0      0.00%
Vehicles                 Sturgis         0    0.00% 0      0.00%
Upgrades                 Baja            0    0.00% 0      0.00%
Stunts                   Florida         0    0.00% 0      0.00%
Trophies                 Switzerland     0    0.00% 0      0.00%
                         Monaco          0    0.00% 0      0.00%
Exit                     New England     0    0.00% 0      0.00%
                         Malibu          0    0.00% 0      0.00%
                         Shibuya         0    0.00% 0      0.00%
                         Kyoto           0    0.00% 0      0.00%
                         Chicago         0    0.00% 0      0.00%
                         Sado            0    0.00% 0      0.00%
                         LA Ghetto       0    0.00% 0      0.00%
                         Shanghai        0    0.00% 0      0.00%
                         Central Park    0    0.00% 0      0.00%
                         Detroit         0    0.00% 0      0.00%
                         Takayama        0    0.00% 0      0.00%
                         Nagano          0    0.00% 0      0.00%
                         San Francisco   0    0.00% 0      0.00%
                         Hollywood       0    0.00% 0      0.00%
                         SF Tour         0    0.00% 0      0.00%
                         Chinatown EX    0    0.00% 0      0.00%
Vol +/-, View1/View3 to Navigate   Mulholland Dr   0    0.00% 0      0.00%
Test, Start to Select            FPS: 225.36
Service, Tunes to Exit         600
```

Course Wins Audit

From the *Audits Menu*, select *Courses Wins* and enter to view individual win and overall percentage information on each course. Press the Tunes Button to return to *Main Menu.*

```
Audits Menu              Course Wins / Percent

General 1                Mojave          0      0.00%
General 2                Times Square    0      0.00%
Courses                  Hawaii          0      0.00%
Course Wins              Chinatown       0      0.00%
Placings                 Shinjuku        0      0.00%
Vehicles                 Sturgis         0      0.00%
Upgrades                 Baja            0      0.00%
Stunts                   Florida         0      0.00%
Trophies                 Switzerland     0      0.00%
                         Monaco          0      0.00%
Exit                     New England     0      0.00%
                         Malibu          0      0.00%
                         Shibuya         0      0.00%
                         Kyoto           0      0.00%
                         Chicago         0      0.00%
                         Sado            0      0.00%
                         LA Ghetto       0      0.00%
                         Shanghai        0      0.00%
                         Central Park    0      0.00%
                         Detroit         0      0.00%
                         Takayama        0      0.00%
                         Nagano          0      0.00%
                         San Francisco   0      0.00%
                         Hollywood       0      0.00%
                         SF Tour         0      0.00%
                         Chinatown EX    0      0.00%
Vol +/-, View1/View3 to Navigate   Mulholland Dr   0      0.00%
Test, Start to Select            FPS: 225.23
Service, Tunes to Exit         600
```

Placings Audit

From the *Audits Menu*, select *Placings* and enter to view individual count for each standing and percentage information. Use this information to determine game difficulty adjustments to properly reward players and maximize game earning performance. Press the Tunes Button to return to *Main Menu.*

```
Audits Menu              Placings / Percent

General 1                1st  Place    0     0.00%
General 2                2nd  Place    0     0.00%
Courses                  3rd  Place    0     0.00%
Course Wins              4th  Place    0     0.00%
Placings                 5th  Place    0     0.00%
Vehicles                 6th  Place    0     0.00%
Upgrades                 7th  Place    0     0.00%
Stunts                   8th  Place    0     0.00%
Trophies
                         Average Place    0.00
Exit
                         Max Win Streak    0
                         Max Lose Streak   0
                         Cur Win Streak    0
                         Cur Lose Streak   0




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit        FPS: 245.54
                          500
```

Vehicles Audit

From the *Audits Menu*, select *Vehicles* and enter to view individual count for each vehicle selection and percentage information. Press the Tunes Button to return to *Main Menu.*

```
Audits Menu              Vehicle Plays / Percent | Vehicle Selects / Percent

General 1                Viper_SRT10        0     0.00% 0      0.00%
General 2                Mustang_GT         0     0.00% 0      0.00%
Courses                  Camaro_SS          0     0.00% 0      0.00%
Course Wins              GT                 0     0.00% 0      0.00%
Placings                 370Z               0     0.00% 0      0.00%
Vehicles                 S7_Twin_Turbo      0     0.00% 0      0.00%
Upgrades                 Corvette_ZR1       0     0.00% 0      0.00%
Stunts                   S5S_Raptor         0     0.00% 0      0.00%
Trophies                 Challenger_SRT8_392 0    0.00% 0      0.00%
                         GT-R               0     0.00% 0      0.00%
Exit




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit        FPS: 245.00
                          500
```

17

Upgrade Audit

From the *Audits Menu*, select *Upgrades* and enter to view individual count for each vehicle feature upgrade selection and percentage information. Press the Tunes Button to return to *Main Menu.*

```
Audits Menu                    Upgrades

General 1                      Decal            0
General 2                      Tires            0
Courses                        Neon             0
Course Wins                    Nitro            0
Placings                       Body             0
Vehicles                       Spoiler          0
Upgrades                       Engine           0
Stunts
Trophies                       Upgrade Users    0
                               Upgrade Buy-Ins  0
Exit                           Upgrade Credits  0

                                1 visit:        0       0.00%
                                2 -  4 visits:  0       0.00%
                                5 -  9 visits:  0       0.00%
                               10 - 14 visits:  0       0.00%
                               15 - 19 visits:  0       0.00%
                               20 - 24 visits:  0       0.00%
                               25 - 29 visits:  0       0.00%
                               30 - 39 visits:  0       0.00%
                               40 - 49 visits:  0       0.00%
                               50 - 69 visits:  0       0.00%
                               70 - 99 visits:  0       0.00%
                               100+ visits:     0       0.00%


Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit                 FPS: 245.44
                                600
```

Stunts and Trophies Audit

From the *Audits Menu,* select *Stunts* and enter to view individual count for each stunt performed. Press the Tunes Button to return to Main Menu

```
Audits Menu                    Stunts / Assists

General 1                      Wheelies          0
General 2                      Slides            0
Courses                        Leap Frogs        0
Course Wins                    Back Flips        0
Placings                       Helis             0
Vehicles                       Rolls             0
Upgrades                       End-Over-Ends     0
Stunts                         Spinouts          0
Trophies                       Nitros            0

Exit                           Autopilot Triggers 0




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit               FPS: 241.76
                              600
```

```
Audits Menu                    Trophies

General 1                      THE BEST! AROUND!    0
General 2                      GLOBETROTTER         0
Courses                        DRIFTOLOGIST         0
Course Wins                    SUPERBIKER           0
Placings                       MUY FURIOSO          0
Vehicles                       KING OF THE MTN      0
Upgrades                       BROKE THE BANK       0
Stunts                         PACKED GARAGE        0
Trophies                       STABLE MASTER        0
                               HOBBYIST             0
Exit                           TRIPLE THREAT        0
                               FIRST OF MANY        0
                               ROCK STEADY          0
                               STICK WRANGLER       0
                               UNTOUCHABLE          0
                               QUICK DRAW           0
                               GOLD CHAIN           0
                               SILVER CHAIN         0
                               BRONZE CHAIN         0
                               TRICK MEISTER        0
                               GOLD FLIPPER         0
                               SILVER FLIPPER       0
                               GOLD BOND            0
                               BOOM! ROASTED        0

Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit               FPS: 230.66
                              600
```

Pricing Adjustment Menu

From the *Main Menu*, select *Pricing Adjustment* and enter. The Adjustment Menu allows you to customize the game. Each variable will change an aspect of the basic game pricing, other related player free game reward and upgrade cost. Optimizing these settings should result in continued high player interest and game earnings. You can monitor the affects of these options by comparing audit information before and after the changes have been implemented. Press Start to Select. Press Tunes or Service to Exit.

```
Pricing Menu                        Credit Options

Freeplay                  No        Please note the following:
Money Unit                USD
Coin Value                0.25      Adjusting the number of coins
Coins Per Bill Pulse      1         per credit will reset the
Coins Per Credit          4         stored number of partial
Credits To Start          1         credits.
Credits To Continue       1
Max Credits               30
First Place Free Race     Yes
Multiplay Win Free Race   No
Purchasable Upgrades      Yes
  Credits Per Purchase    1
  Upgrades Per Purchase   2

Sync All Adjustments

Exit




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit
```

Price Menu

From the *Pricing Adjustment Menu*, select *Freeplay* and enter. This option allows you to set the game to Free Play or at no cost. Any coins or bills inserted will continue to be accepted and counted. This will be reflected in the Audits. The credits issued money accepted during Freeplay mode will be available after Freeplay is turned off or deactivated. Please perform Clear Credits to remove unwanted credits. Press Start to Select. Press Tunes or Service to Exit.

```
Freeplay Activate?                  Credit Options

Yes                                 Please note the following:
No
                                    Adjusting the number of coins
Cancel                              per credit will reset the
                                    stored number of partial
                                    credits.








Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit
```

Money Unit Menu

From the *Pricing Menu*, select *Money Unit* and enter. Select the currency which applies to the games location and press Start to select. Press Start to Select. Press Tunes or Service to Exit.

```
Select Currency                          Credit Options

USD  US Dollars                          Please note the following:
AUD  Aus Dollars
CAD  Can Dollars                         Adjusting the number of coins
EUR  Euros                               per credit will reset the
GBP  British Pounds                      stored number of partial
DEM  Deutschemarks                       credits.
FRF  French Francs
JPY  Japanese Yen
NLG  Dutch Guilders
ITL  Italian Lire
CHF  Swiss Francs
BRL  Brazilian Reals
DKK  Danish Kroner
MXN  Mexican Pesos
RUR  Russian Rubles
KRW  Korean Won
CNY  Chinese Yuan

Cancel




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit
```

Coin Value Menu

From the *Pricing Menu*, select *Coin Value* and enter. Choose the coin value based on the currency selected and the coin acceptor type or setting. Press Start to Select. Press Tunes or Service to Exit.

```
Coin Value?                              Credit Options

0.01 USD                                 Please note the following:
0.05 USD
0.10 USD                                 Adjusting the number of coins
0.25 USD                                 per credit will reset the
0.50 USD                                 stored number of partial
1.00 USD                                 credits.
2.00 USD
5.00 USD
10.00 USD
20.00 USD
50.00 USD
100.00 USD
500.00 USD
1000.00 USD
10000.00 USD

Cancel




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit
```

20

Coin Per Bill Pulse Menu

From the *Pricing Menu*, select *Coin per Bill Pulse Menu* and enter. Choose the equivalent coin value based on the bill acceptor currency type or settings. Press Start to Select. Press Tunes or Service to Exit.

```
Coins Per Bill Pulse?              Credit Options

1                                  Please note the following:
2
3                                  Adjusting the number of coins
4                                  per credit will reset the
5                                  stored number of partial
10                                 credits.
20
25
50
100

Cancel




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit
```

Coin Per Credit Menu

From the *Pricing Menu*, select *Coin per Credit Menu* and enter. Choose the number of coins required to earn one credit. Press Start to Select. Press Tunes or Service to Exit.

```
Coins Per Credit?                  Credit Options

1                                  Please note the following:
2
3                                  Adjusting the number of coins
4                                  per credit will reset the
5                                  stored number of partial
6                                  credits.
7
8
9
10

Cancel




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit
```

Credit To Start Menu

From the *Pricing Menu*, select *Credit To Start Menu* and enter. Choose the number of credits required to start one game. Press Start to Select. Press Tunes or Service to Exit.

```
Coins Per Credit?                    Credit Options

1                                    Please note the following:
2
3                                    Adjusting the number of coins
4                                    per credit will reset the
5                                    stored number of partial
6                                    credits.
7
8
9
10

Cancel




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit            FPS: 360.41
                            900
```

Credit to Continue Menu

From the *Pricing Menu*, select *Credit To Continue Menu* and enter. Choose the number of credits required to continue from the current game. Press Start to Select. Press Tunes or Service to Exit.

Max Credits Menu

From the *Pricing Menu*, select *Max Credit Menu* and enter. Choose the number of maximum credits the game will post. Please note that the game will continue to accept and count additional coins with no additional credits added over the maximum number selected. Press Start to Select. Press Tunes or Service to Exit.

1st Place Free Race Menu

From the *Pricing Menu*, select *1st Place Free Race* and enter. The player wins a free race for a 1st place overall finish during a single of networked race game. Press Start to Select. Press Tunes or Service to Exit.

Multiplay 1st Place Wins Free Race

From the *Pricing Menu*, select *Multiplay 1st Wins Free Race* and enter. Select the amount of time in seconds given to the player to reach the first check point. Press Start to Select. Press Tunes or Service to Exit.

Purchasable Upgrades ?

From the *Pricing Menu*, select *Purchasable Upgrades* and enter. This option if enabled allows purchase of upgrades. Press Start to Select. Press Tunes or Service to Exit.

Upgrades per Credit Menu

From the *Pricing Menu*, select *Upgrades per Credit* and enter. Choose the number of upgrades given per credit. Press Start to Select. Press Tunes or Service to Exit.

System Ajustments Menu

From the *Main Menu*, select *System Adjustments* and enter. Press Start to Select. Press Tunes or Service to Exit.

```
System Adjustments              Preferences and Adjustments

Attract Audio           No      Change all system related
Max Name Length         7       adjustments and settings here.
Wheel Stiffness         0.20
Automatic Volume Sync.  Yes
Allow Wheel Effects     Yes
Network Enabled         No
Current Machine ID      8
Language                English

Sync All Adjustments

Exit




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit           FPS: 246.02
                                 900
```
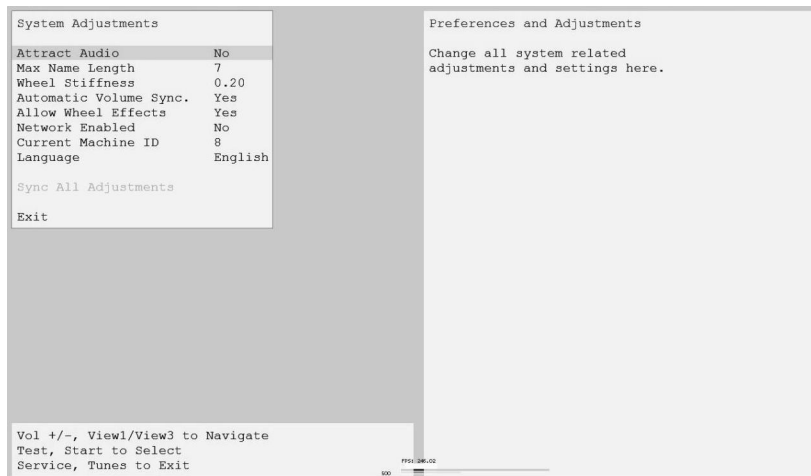
Attract Audio Menu

From the *System Adjustment Menu*, select *Attract Audio* and enter. Select option to play game music during standby or attract mode.   Press Start to Select. Press Tunes or Service to Exit.

Max Name Length Menu

From the *System Adjustment Menu*, select *Max Name Length* and enter. Choose the maximum number of alpha numeric characters allowed during player name entry. Press Start to Select. Press Tunes or Service to Exit.

Wheel Stiffness Level Menu

From the *Adjustment Menu*, select *Wheel Stiffness* and enter. Select wheel stiffness level. Default setting is 0.20. Press Start to Select. Press Tunes or Service to Exit.

Automatic Volume Sync Menu

From the *System Adjustment Menu*, select *Automatic Volume Sync* and enter. Select option to synchronize game volume adjustment across all linked or networked games. When active, volume for all linked games can be adjusted to the same level from any one of the games connected to the network. Press Start to Select.

.

Automatic Volume Sync Menu

From the *System Adjustment Menu*, select *Automatic Volume Sync* and enter. Select option to synchronize game volume adjustment across all linked or networked games. When active, volume for all linked games can be adjusted to the same level from any one of the games connected to the network. Press Start to Select. Press Tunes or Service to Exit.

Allow Feedback Wheel Effects

From the *System Adjustment Menu*, select *Allow Feeback Wheel Effects* and enter. If this feature is active, the steering wheel feedback mechanism produces an appropriate response to the steering wheel during events such as collisions or driving on gravel for added realism and enhanced player experience. Press Start to Select. Press Tunes or Service to Exit.

Networking

From the *System Adjustment Menu*, select *Networking* and enter. If this feature is ON the game will look for networked games and assign IP address to each unit. Set to OFF for single unit operation. Press Start to Select. Press Tunes or Service to Exit.

Network ID

From the *System Adjustment Menu*, select *Network ID* and enter. It is critical that each networked unit is assigned a different Network ID for proper link operation. Games in the network may require reboot after setting Network parameter. Press Start to Select. Press Tunes or Service to Exit.

Language

From the *System Adjustment Menu*, select *Language* and enter.   Press Start to Select. Press Tunes or Service to Exit.

Game Ajustments Menu

From the *Main Menu*, select *Game Adjustments* and enter. Press Start to Select. Press Tunes or Service to Exit.

```
Game Adjustments                          Preferences and Adjustments

Start Time Bonus        80.00             Change all game related
Checkpoint Time Bonus   30.00             adjustments and settings here.
Game Difficulty         4
Speed Measurements      MPH
Plays For Score Reset   10000
Autopilot Available     Yes
Girls & Crowds Active   Yes
Use Old Select Method   No

Sync All Adjustments

Exit




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit          FPS: 241.12
                           600
```
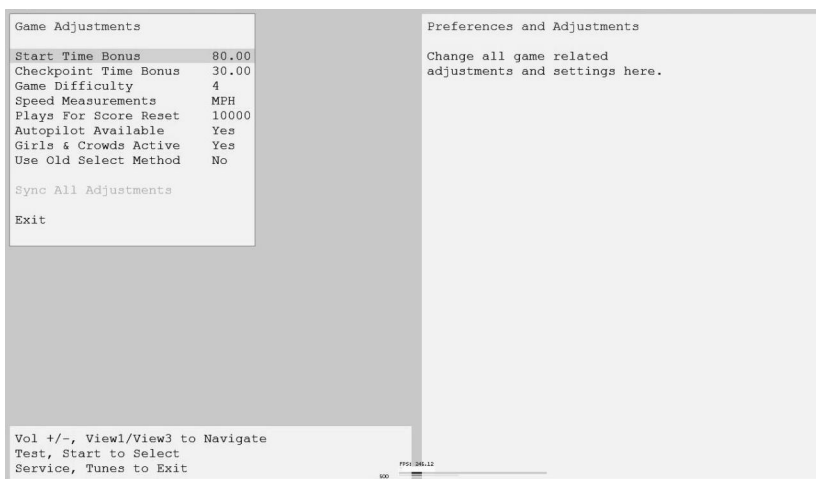
Note:

Please reference the game Audit information to determine the appropriate difficulty setting for your location. Compare changes in game statistics and game revenue before and after the change.

Start Time Bonus Menu

From the **Game Adjustment Menu**, select *Start Bonus Time* and enter. Select amount of time given at the start of the race to reach the first Checkpoint. Additional time is given at each Checkpoint. Press Start to Select. Press Tunes or Service to Exit

.

Checkpoint Bonus Time Menu

From the **Game *Adjustment Menu***, select *Checkpoint Bonus Time* and enter. Select the amount of time in seconds given to the player to reach the next check point after reaching a check point. Press Start to Select. Press Tunes or Service to Exit.

Game Difficulty Menu

From the **Game *Adjustment Menu***, select *Game Difficulty* and enter. The default difficulty level is 5. Press Start to Select. Press Tunes or Service to Exit.

Speed Measurement Menu

From the **Game *Adjustment Menu***, select *Speed Measurement* and enter. Select which unit is to be used to measure car speed. Choose MPH or Miles per Hour. Choose KPH or Kilometers per Hour. Press Start to Select. Press Tunes or Service to Exit

Plays for High Score Reset Menu

From the *Adjustment Menu*, select *Plays for High Score Reset* and enter. Select the number of plays before high score table is reset. Press Start to Select. Press Tunes or Service to Exit.

Autopilot Available Menu

From the **Game** *Adjustment Menu*, select *Autopilot Available* and enter. When active, this feature allows the game to run in autopilot mode after 10 seconds has elapsed without player input. This provides an opportunity for younger players to enjoy the game experience as well. Press Start to Select. Press Tunes or Service to Exit

Girls and Crowds Enable Menu

From the *Game Adjustment Menu*, select *Girls and Crowds* and enter. Starting line girl and crowds feature can be activated or deactivated by selecting yes or no. Press Start to Select. Press Tunes or Service to Exit.

> **Note:**
>
> The starting line girl and crowd can be removed for certain locations which may consider this feature not suitable or appropriate.

Utilities Menu

From the **Test Main Menu**, select **Utilities** and enter. The Utilities Menu contains tools which the operator could use to manage game adjustments or reset key game and player score and statistic information. The option to perform a game factory restore can also be accessed.

```
Utilities Menu                              Utilities

CRC Check

Clear Credits
Clear Audits
Reset High Scores
Reset Player Stats
Default Adjustments
Reset Link System Config.
Factory Restore

Sync All Adjustments

View Errors
View Messages
Copy Audits and Log to USB
Copy High Scores to USB

Exit




Vol +/-, View1/View3 to Navigate
Test, Start to Select
Service, Tunes to Exit
```

Note:

- Information will be permanently erased by Clear or Reset functions.
- It is often ideal to perform a factory restore when the game is being moved to a new location.
- Record your game audit information if performing any of the above functions.

CRC Check Menu

From the **Utilities Menu**, select **CRC Check** and enter. Performing CRC check verifies the integrity of the software. Press Start to Select. Press Tunes or Service to Exit.

Clear Credit Menu

From the **Utilities Menu**, select **Clear Credits** and enter. Performing Clear Credit will delete any remaining credits posted. Press Start to Select. Press Tunes or Service to Exit.

Clear Audit Menu

From the **Utilities Menu**, select **Clear Audit** and enter. Performing Clear Audit will delete all audit information found on the Audit Menu. Please record them if you ever need to reference the information. Press Start to Select. Press Tunes or Service to Exit.

Clear High Scores Menu

From the **Utilities Menu**, select **Clear High Scores** and enter. Performing Clear High Score will clear the all high score tables. Press Start to Select. Press Tunes or Service to Exit.

Clear Player Stats Menu

From the **Utilities Menu**, select **Clear Player Stats** and enter. Performing Clear Player Stats will clear all player information, including PIN, car upgrades and money earned. Press Start to Select. Press Tunes or Service to Exit.

Set Default Adjustments Menu

From the *Utilities Menu*, select *Default Adjustment* and enter. Performing Default Adjustment setting will restore game adjustments back to its manufacturer recommended settings. The game will need to be re-calibrated. Press Start to Select. Press Tunes or Service to Exit.

Set Default Adjustments Menu

From the *Utilities Menu*, select *Reset Link System Config* and enter. This utility allows the communication between linked games to be re-established due to a possible fault other than hardware. Check all network related hardware (cables, router) and make sure that they are connected and then power cycle the games. Press Start to Select. Press Tunes or Service to Exit.

Factory Restore Menu

From the *Utilities Menu*, select *Factory Restore* and enter. Performing Factory Restore will restore game adjustments back to its manufacturer recommended settings and clear all audit information. The game will need to be re-calibrated. Press Start to Select. Press Tunes or Service to Exit.

Calibration Menu

From the *Test Main Menu*, select *Calibration* and enter. Making sure that the wheel, gas and brake are all properly calibrated is the easiest way to make sure that your driving game could maximize its earning potential. Follow the screen instructions carefully. Verify proper calibration on the Switch Test screen. Check and make sure that the minimum, center and maximum values correspond to the actual position of the control.
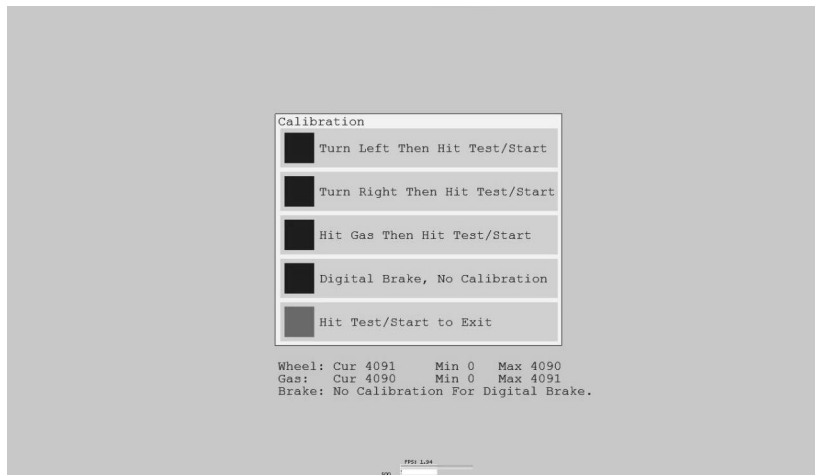
Note:

- If the game requires constant re-calibration, check the controls for mechanical wear or damage. Replace if necessary.
- Normal wear and tear of the controls means that calibration should be part of the games

Volume Menu

From the *Test Main Menu*, select *Volume* and enter. This refers to the game volume while in play. Use the Volume Up/ Volume Down button on the service panel to adjust volume level. Press Start to Select. Press Tunes or Service to Exit.

Volume Menu

From the *Test Main Menu*, select *Attract Volume* and enter. This refers to the attract mode volume. Use the Volume Up/ Volume Down button on the service panel to adjust volume level. Press Start to Select. Press Tunes or Service to Exit.

Note:

- Adjusting the volume while in attract mode only affects the attract volume and the not the actual game volume.
- Adjustment to game volume must be done while on Volume Adjust screen or while on game mode.

<u>TROUBLESHOOTING GUIDE</u>

PROBLEM	POSSIBLE CAUSE	SOLUTION
Game will not power up.	Game not plugged in.	Plug game into receptacle.
	Game not turned on.	Turn ON main power switch
	Game fuse is blown	Check game fuse.
	No power to receptacle.	Plug game into powered receptacle.
	PC power switch is OFF	Turn PC power switch ON.
	PC BIOS set wrong.	See Appendix B.
"No Signal" Message	Video cable not secure.	Check and secure video connector.
	PC not turned ON.	Turn ON power to PC.
No video display.	No power to video display.	Check power to video display.
		see *Game will not power up.*
No sound.	Audio cable not connected.	Check audio cable connection.
	Speaker not connected.	Check speaker connection.
"I/O Board Missing"	USB connector not connected.	Check USB connector from PC to I/O board. Perform Hard Drive Recovery
Game will not load.	New Hard Drive installed.	Power cycle by un-plugging game. Perform Hard Drive Recovery
	Hard Drive data corrupted.	Perform Hard Drive Recovery.
Game Freezes	Secure Dongle Loose	Secure and Tighten Dongle
	Poor Ventilation	Check Fan Operation and Airflow
	USB cable loose	Remove and Reinsert USB both ends of cable
	Failing or Bad Power Supply	Check Power Supply Output or Replace With Known Good.
	Corrupted Hard Drive	Perform CRC Check. Re-Image if bad.
Game resets.	Low DC voltage.	Check for proper voltage(+5V,+12V). Adjust cabinet main power supply.
	Door lamp is wrong rating.	Use only 5volt lamps.
	Cabinet/PC temperature is too high.	Check that vents and fans are functioning and not obstructed.
	Hard Drive data corrupted.	Perform Hard Drive Recovery..
Not Linking	DIP Switch Set Wrong	Refer to Networking Setup Section.
	Network Cable Bad	Check Connection or Replace
	Game Operator Settings Not The Same.	Make Sure All Settings Are The Same Between Linked Games
No Wheel Feedback	Bad Wheel Driver Board	Replace With Known Good To Verify
	Bad Fuse on Wheel Driver Board	Replace Fuse On Wheel Driver With The Same Value Fuse
	Parallel Cable Loose	Secure and Tighten Parallel Cable
	Loose Electrical Connection	Check Connection To Motor and Wheel Driver Board
	Bad Transformer Fuse	Replace With Same Value Fuse

Warning: Do not connect or disconnect any cables or connectors on this game with the power on. This could potentially damage the game.

Super Cars Technical Information

Electrical
Mechanical
Parts
Appendixes
Notes

SUPER CARS | SYSTEM DIAGRAM (1/2)
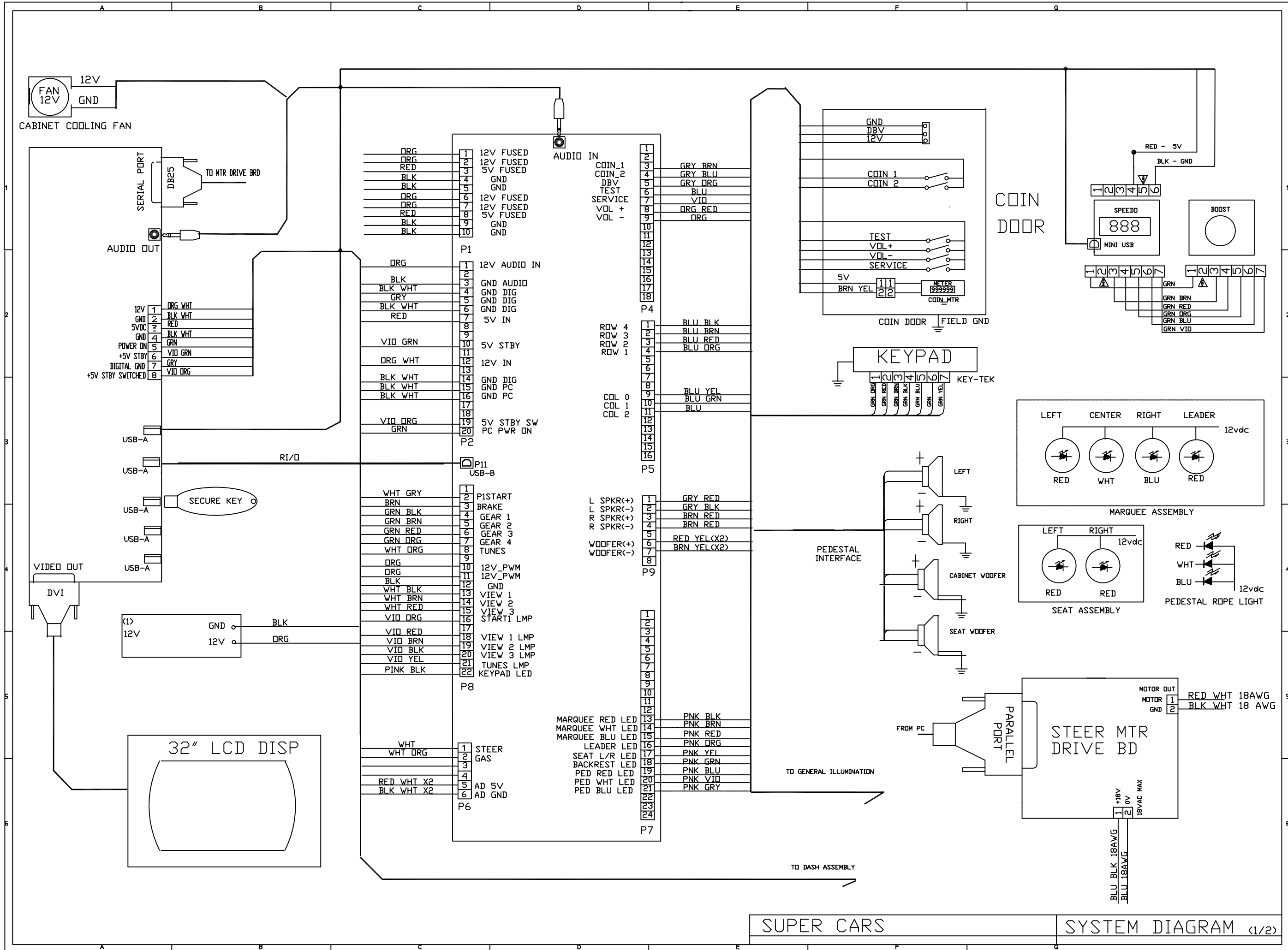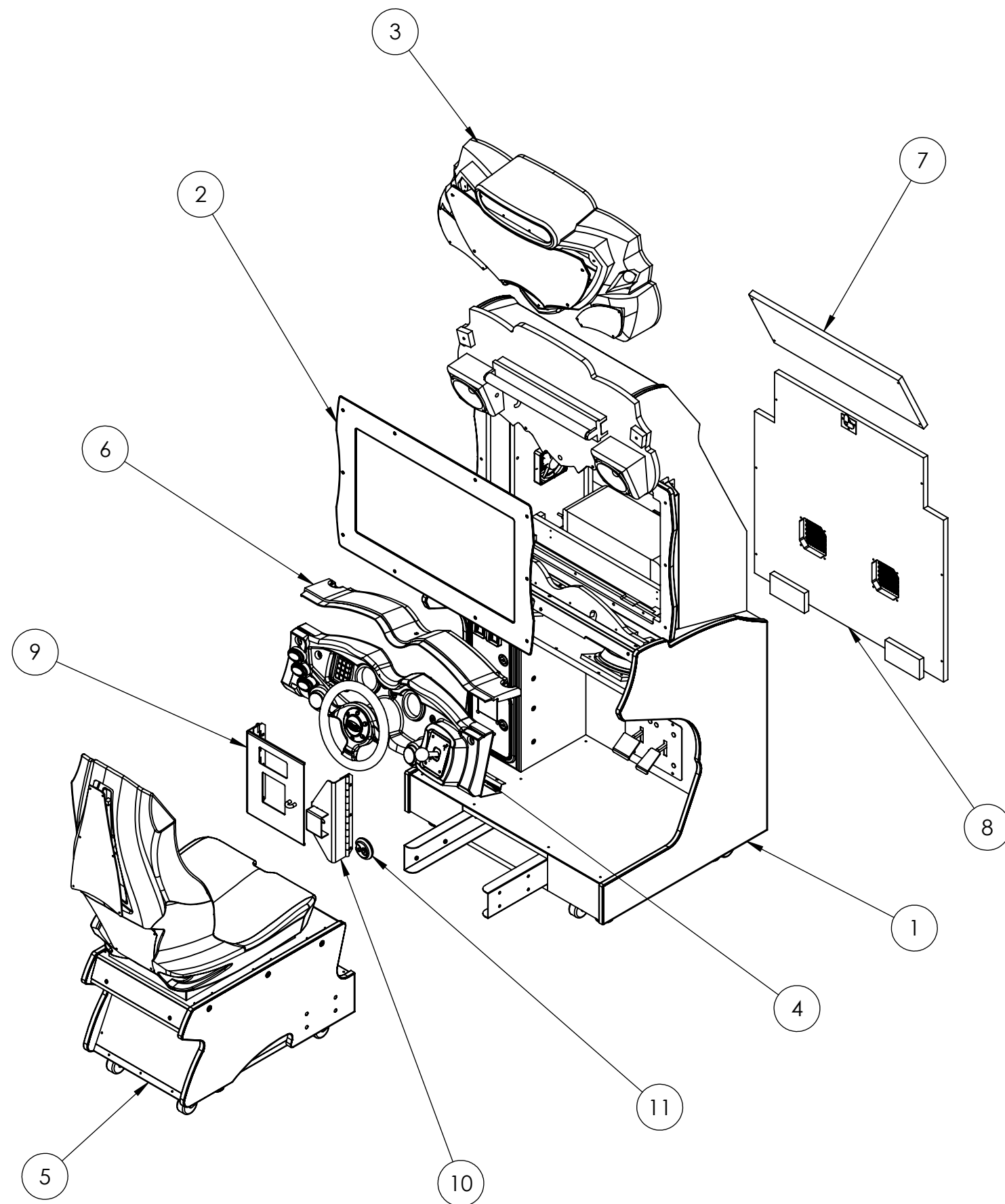
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	SC-32_Front_Assy	SUPERCARS - 32" Front Assembly	1
2	SC-32_Monitor_Assy	SUPERCARS - 32" HD Monitor Assembly	1
3	SC-32_Marquee_Assy	SUPERCARS - 32" Marquee Assembly	1
4	SC_Dash_Assy	SUPERCARS - Dash Assembly	1
5	SC_Pedestal_Assy	SUPERCARS - Pedestal Assembly	1
6	603-00518-01	Supercars 32" - Hood Plastic	1
7	601-00526-01	Supercars 32" - Upper Back Door	1
8	601-00525-01	Supercars 32" - Lower Back Door Assy	1
9	600-00650-01	Supercars 32" - Hasp (Left)	1
10	600-00651-01	Supercars 32" - Hasp (Right)	1
11	Hasp Lock	Diskus Padlock	1

SUPERCARS - 32" HD MONITOR VERSION
Exploded View
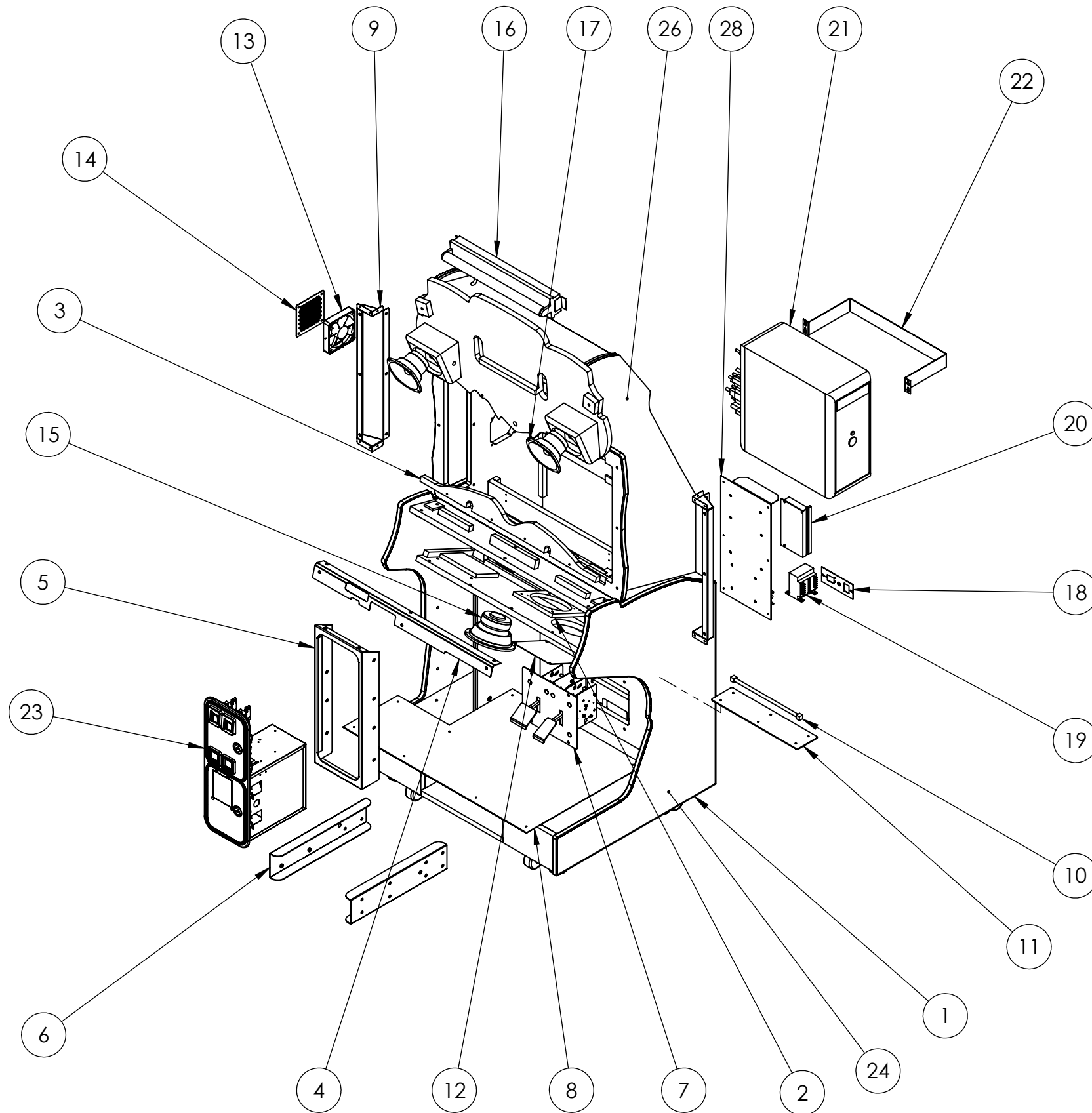
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	601-00523-01	Supercars 32" - Main Cabinet	1
2	601-00527-01	Supercars 32" - Woofer Mounting Board	1
3	601-00531-01	Supercars 32" - Hood Support Board	1
4	600-00618-01	Supercars 32" - Dash Jamb Mounting Bracket	1
5	608-00031-01	Supercars 32" - Coin Door Housing Plate	1
6	600-00030-01	Supercars 32" - Pedestal Mounting Channel	2
7	603-00003-01	Dual Pedal Mech (Happ 96-0880-00)	1
8	600-00619-01	Supercars 32" - Cabinet Floor Diamond Plate	1
9	600-00608-01	Supercars 32" - LCD End Cap	2
10	702-00006-00	Red CCFL: 12"	1
11	600-00021-01	Supercars 32" - Pedal Light Lens	1
12	600-00616-01	Supercars 32" - Under Dash Woofer Grill	1
13	820-00012-00	Cooling Fan(standard size): 12 VDC, 3W, 80CFM	1
14	600-00110-01	Cabinet Perf Side Vent	1
15	807-00003-00	Woofer: 6.5", 8 Ohm	1
16	812-00004-01	Fluorescent Assy: 18" Bulb (F15T8/CW)	1
17	2-1-10-00-00-000	Full Range Speaker: 5.25", 8 Ohm	2
18	600-00076-01	AC Inlet Power Plate (standard)	1
19	2-1-02-00-00-016	Transformer: 18V, 5 Amps	1
20	2-1-02-00-00-021	U-San UP-52 Power Supply: 12V/9A	1
21	850-00015-01	Dell OptiPlex PC Mini Tower (740 or 380)	1
22	600-00120-01	Dell OptiPlex Mounting Bracket	1
23	800-00030-01	Standard Width O/U Coin Door Vault (Happ)	1
24	606-00537-01	SC - Main Cabinet Decal (Right)	1
25	606-00538-01	SC - Main Cabinet Decal (Left) (NOT VISIBLE)	1
26	606-00539-01	SC32 - Monitor Cabinet Decal (Right)	1
27	606-00540-01	SC32 - Monitor Cabinet Decal (Left) (NOT VISIBLE)	1
28	RIO Drift Assy	Supercars - RIO Assembly	1

SUPERCARS - 32" Front Assembly
Exploded View

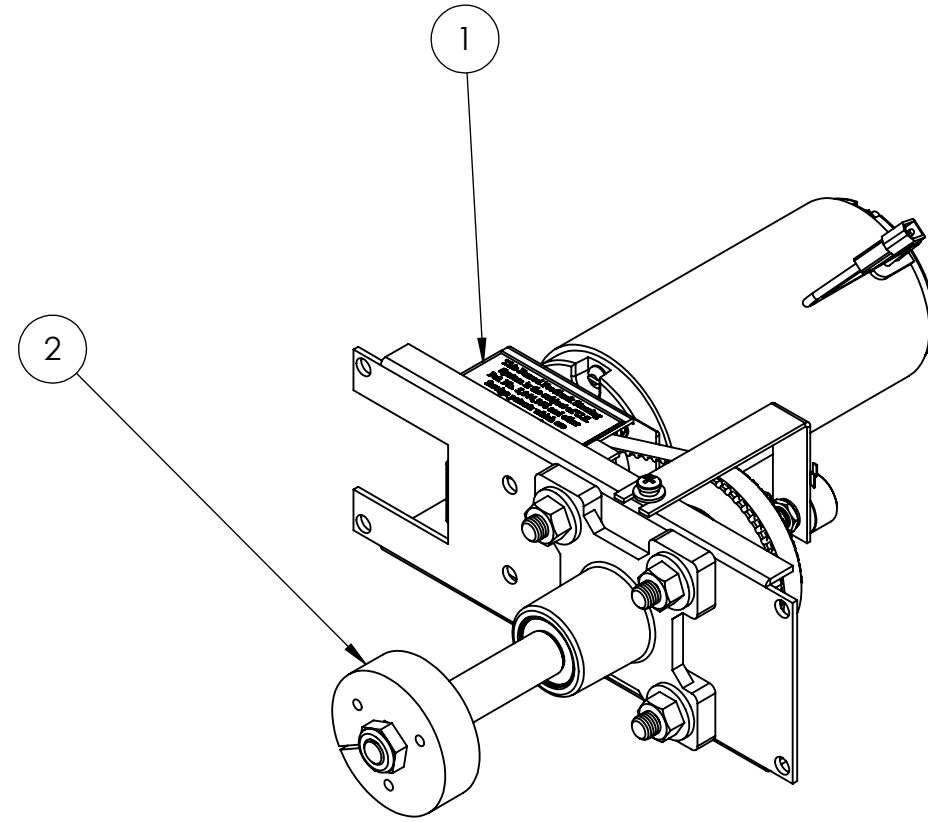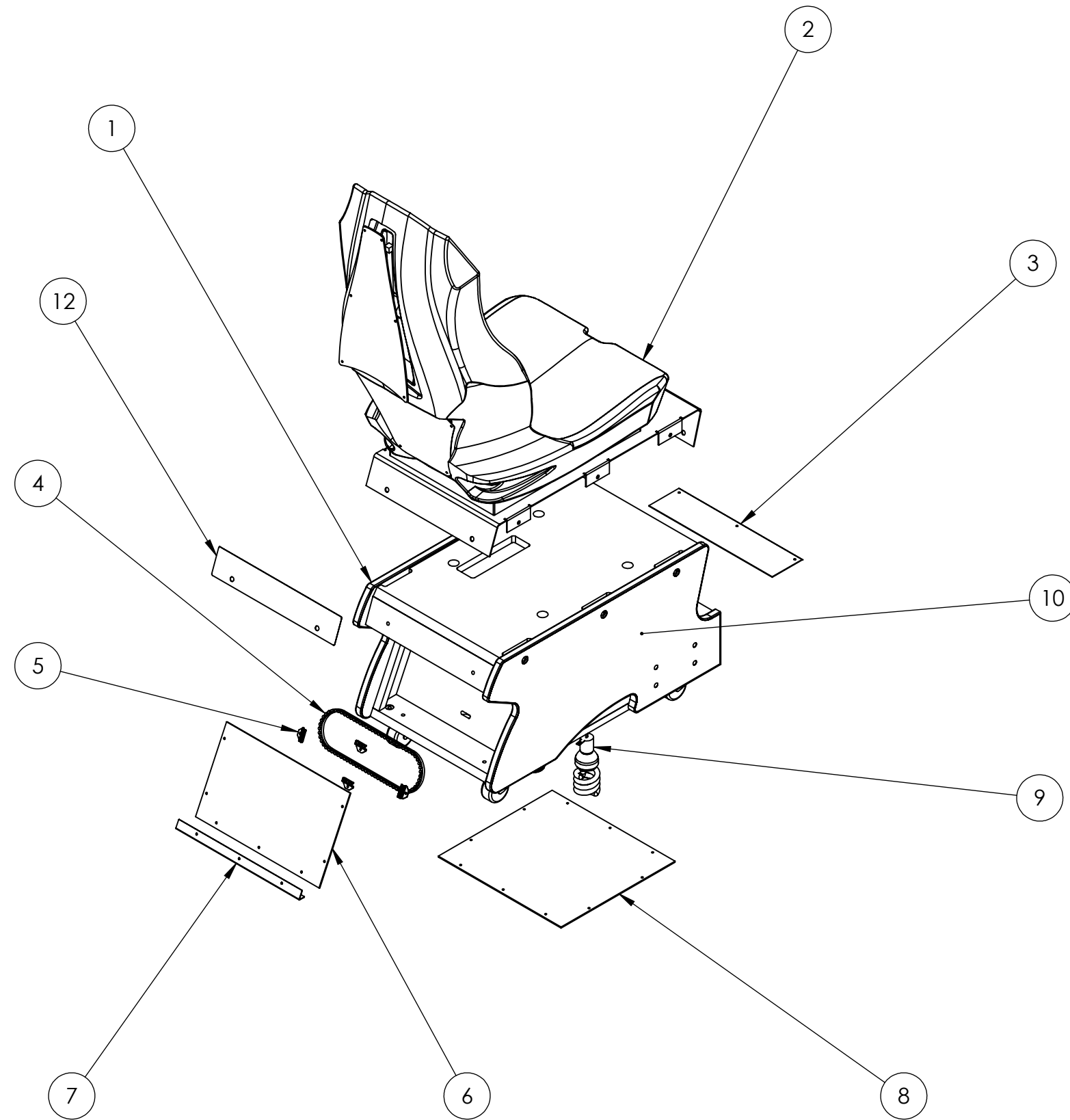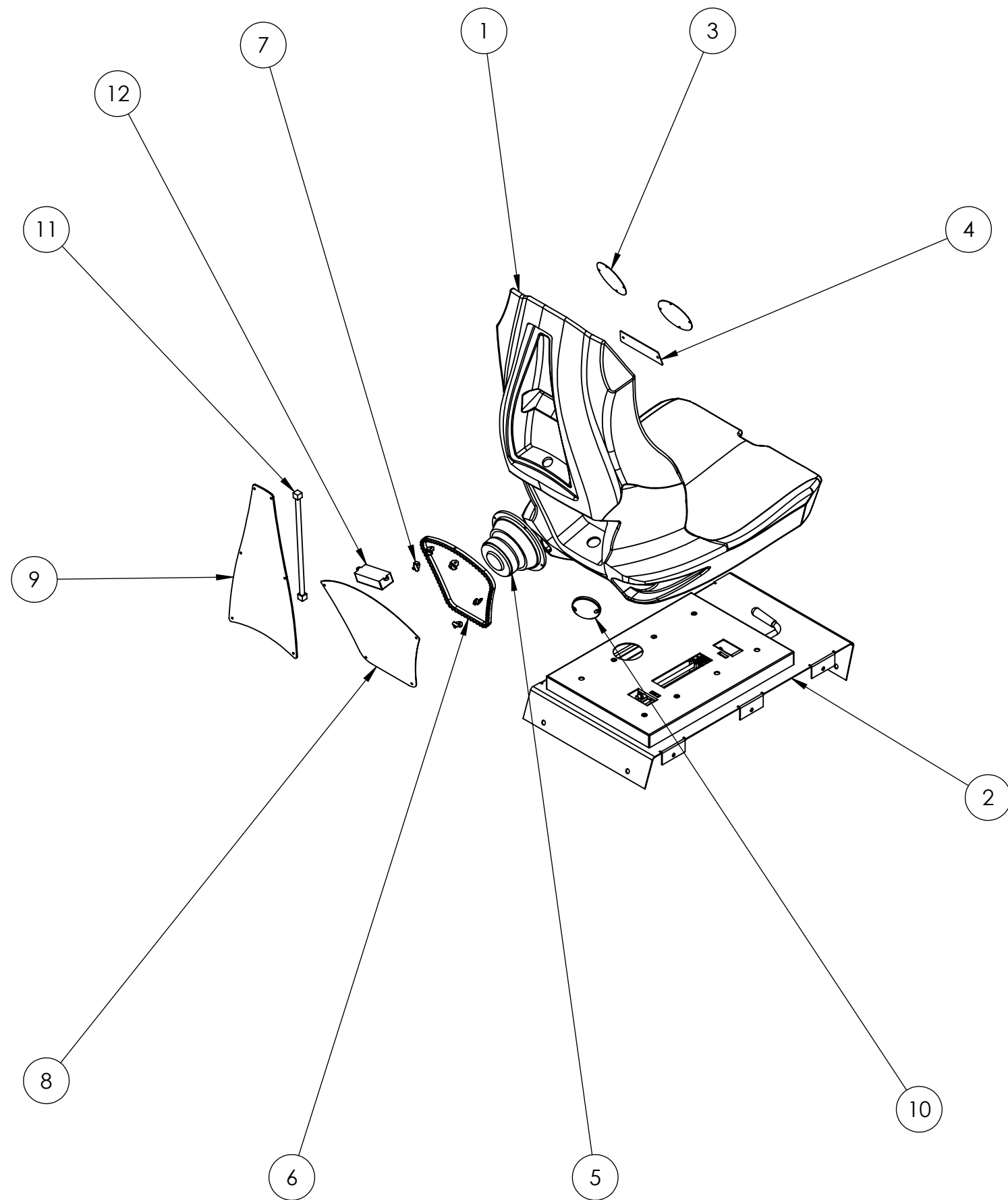| ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	600-00511-01	RIO - Mounting Plate Chassis	1
2	500-00040-01	RIO PCB	1
3	500-00037-01	RIO Wheel Driver PCB	1
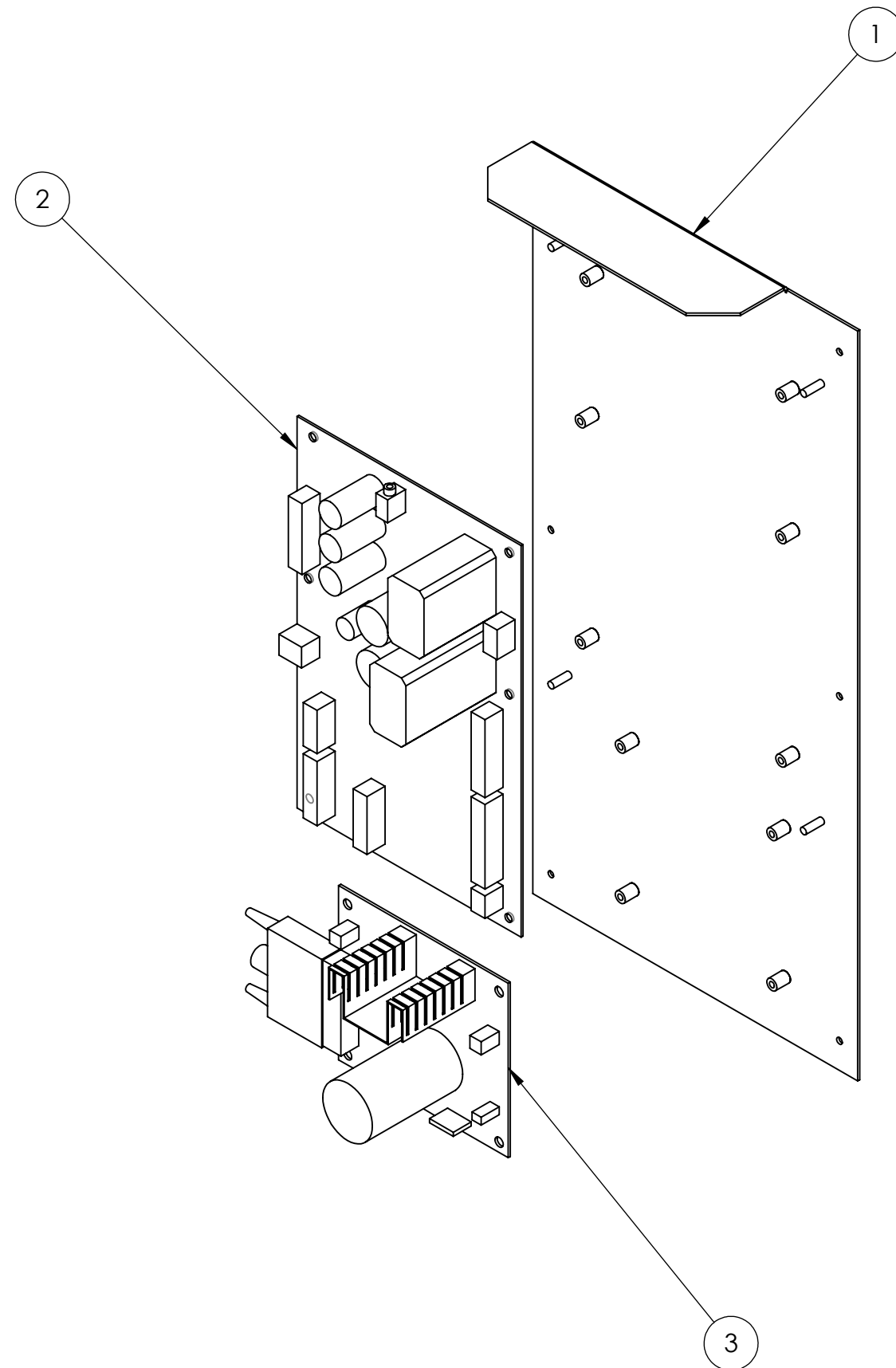
Supercars - RIO Assembly
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	809-00003-00	32" HD Monitor	1
2	600-00613-01	32" LCD Front Glass	1
3	600-00610-01	Supercars 32" - Steel Monitor Frame	1
4	606-00544-01	SC 32" - Monitor Frame Decal	1
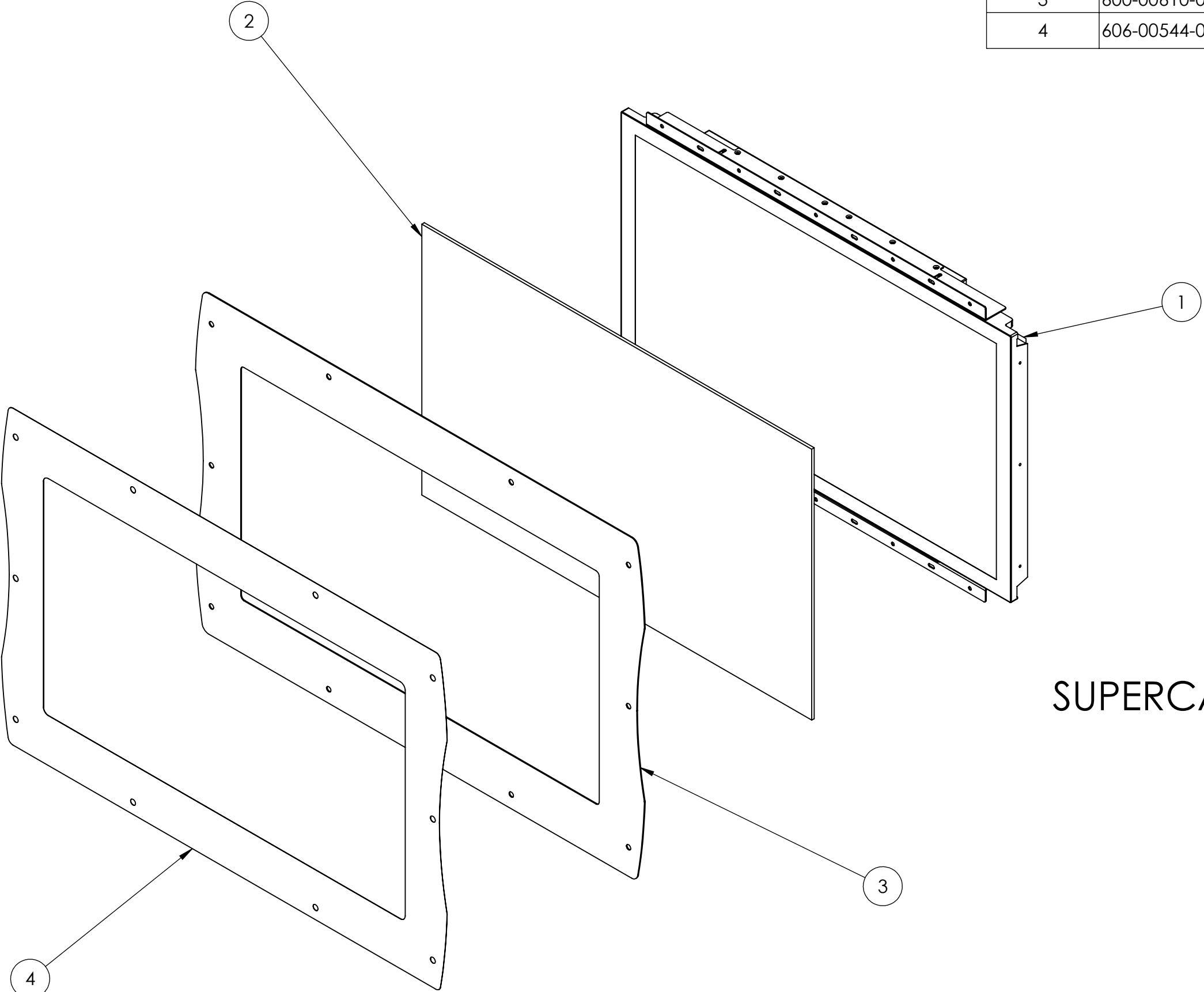
SUPERCARS - 32" HD Monitor Assembly
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	603-00519-01	Supercars 32" - Marquee Plastic	1
2	500-00026-02	Red LED Spotlight PCB	2
3	500-00035-01	White LED Spotlight PCB	1
4	500-00028-02	Blue LED Spotlight PCB	1
5	600-00228-01	Supercars 32" - Marquee Blower Grill	1
6	600-00617-01	Supercars 32" - Marquee Lower Grill	1
7	600-00227-01	Supercars 32" - Marquee Speaker Grill	2
8	606-00549-01	SC 32" - Marquee Artwork	1
9	600-00226-01	Supercars 32" - Marquee Clear Display	1
10	500-00047-01	15 Light Red LED Strip	2
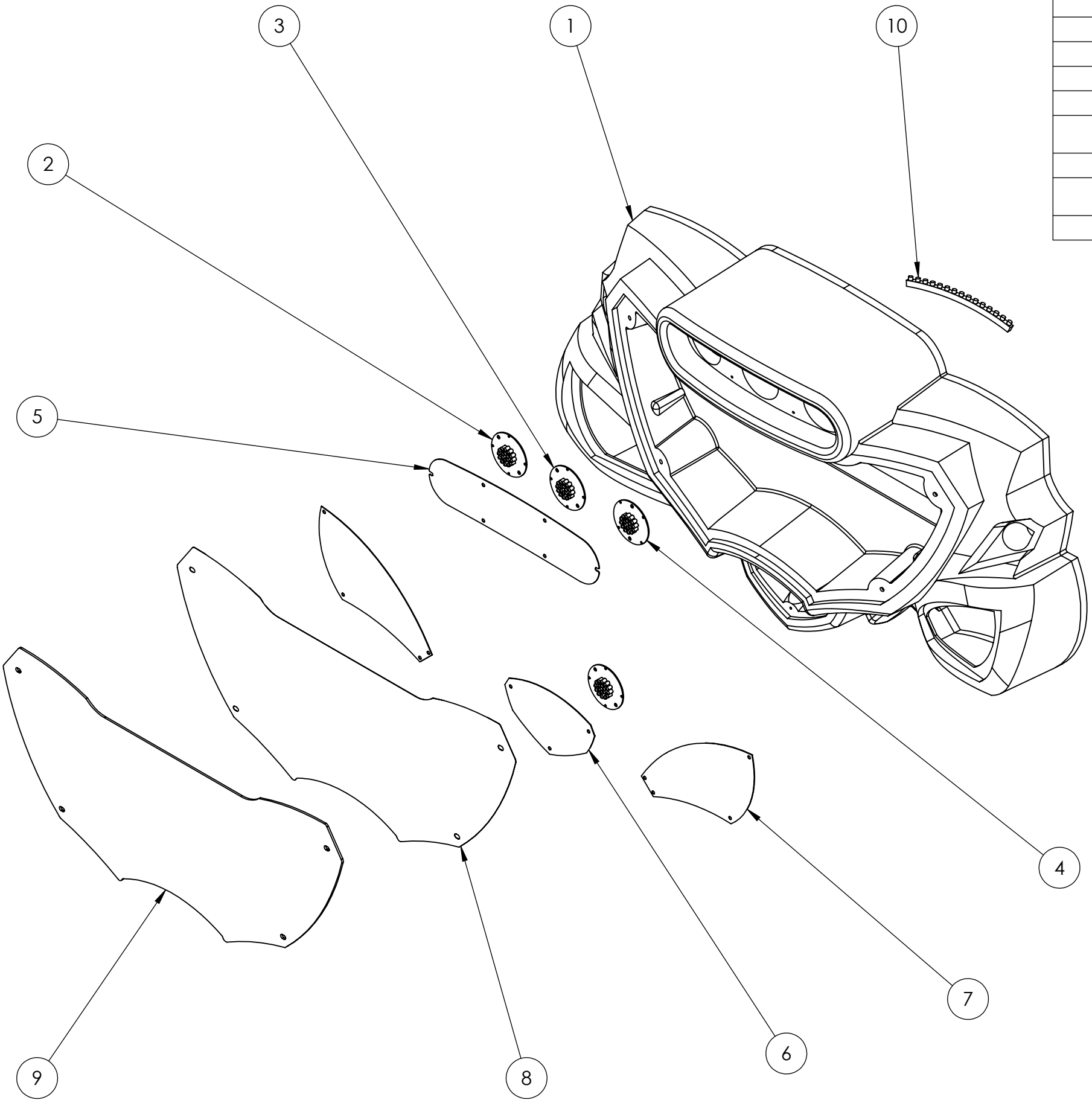
SUPERCARS - 32" Marquee Assembly
Exploded View
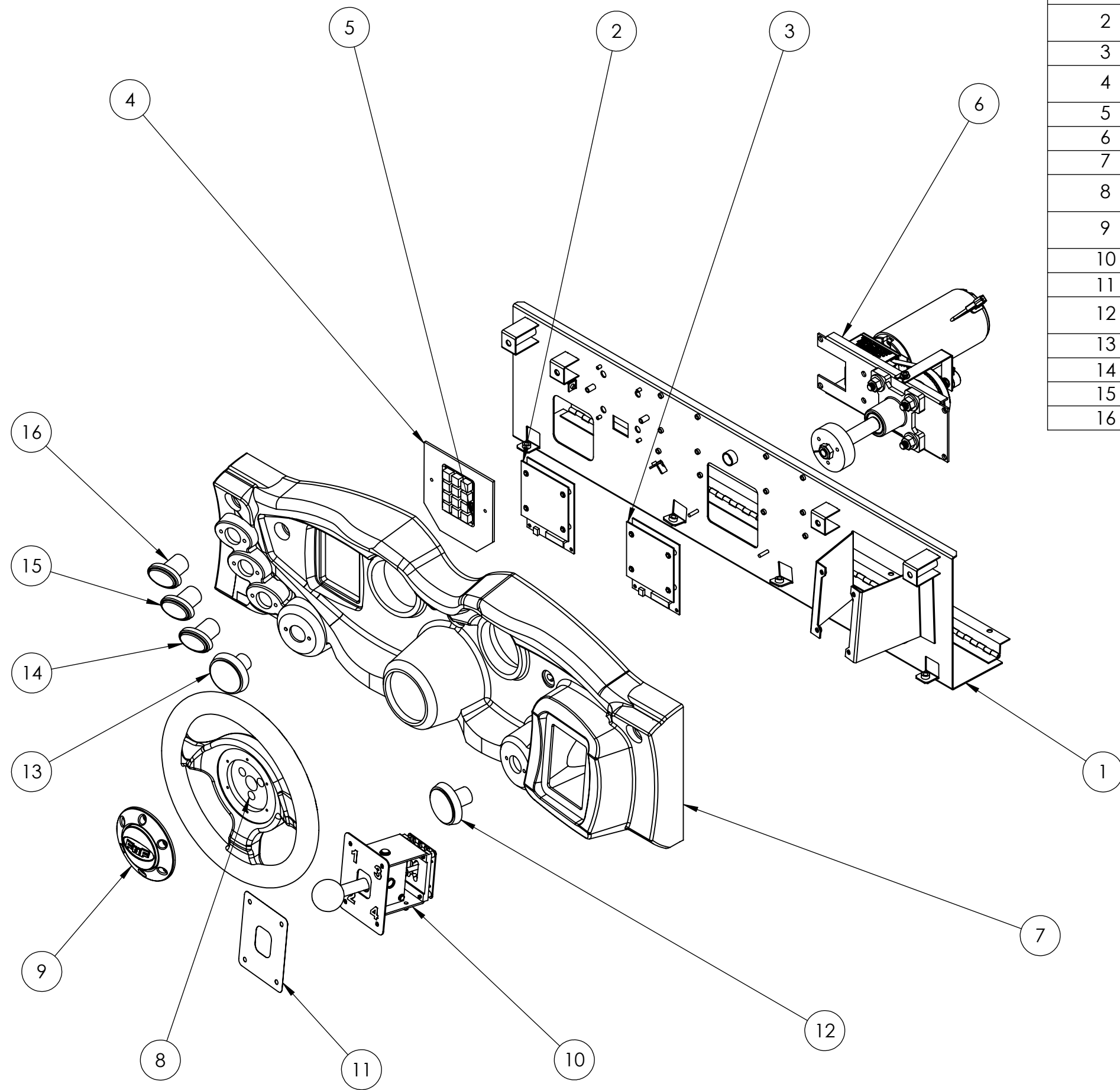
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	600-00609-01	Supercars - Dash Plate	1
2	SC_Speedo_Assy	Supercars - Speedometer Display Assembly	1
3	SC_Boost_Assy	Supercars - Boost Display Assembly	1
4	600-00649-01	Supercars - Keypad Edge Glow Plastic	1
5	2-1-14-00-00-000	Keypad (Pay Phone Style)	1
6	SC_Steering_Assy	Supercars - Steering Assembly	1
7	603-00517-01	Supercars - Dash Plastic	1
8	2-1-03-00-00-001	Steering Hoop (Happ 50-1035-00HD)	1
9	603-00521-01	FNF Steering Wheel Cap (Happ 50-4098-00)	1
10	604-00013-02	4-Speed Shifter (Happ 50-1438-00)	1
11	606-00553-01	SC - Shifter Plate Decal	1
12	702-00032-00	Large Green Round Button - Start/Nitrous	1
13	702-00031-00	Large Orange Round Button - Tunes	1
14	702-00000-00	Blue Oval Button - 3	1
15	702-00003-00	White Oval Button - 2	1
16	702-00002-00	Red Oval Button - 1	1

SUPERCARS - Dash Assembly
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	500-00032-01	Speedo LED PCB	1
2	600-00125-01	Speedo Lens	1
3	PCB Standoff (Self-Retaining)	For #8 Screw Size, .375" H	4
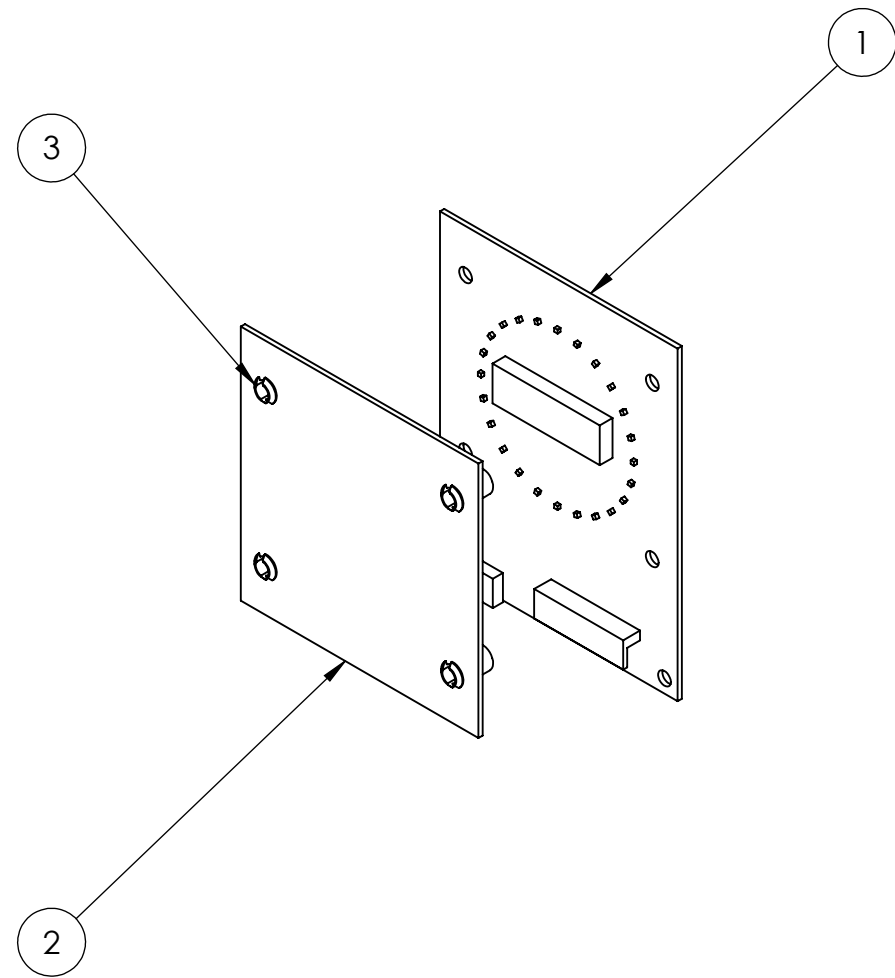
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	500-00036-01	Boost LED PCB	1
2	600-00126-01	Boost Lens	1
3	PCB Standoff (Self-Retaining)	For #8 Screw Size, .375" H	4

Supercars - Speedometer Display Assembly
Exploded View
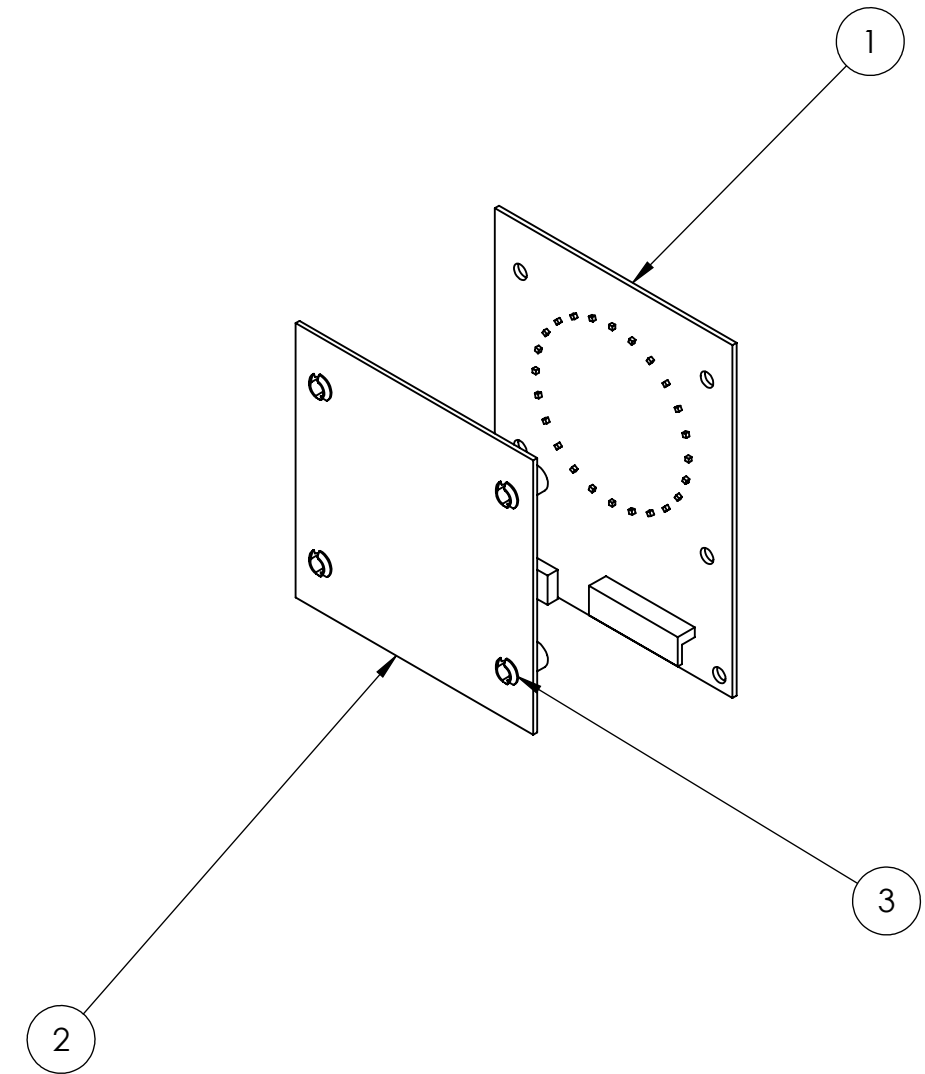
Supercars - Boost Display Assembly
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	604-00002-00	Steering Mech (Happ 50-8593-50)	1
2	2-1-03-00-00-004	Split Hub Collar (Happ 50-2525-00)	1

Supercars - Steering Assembly
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	601-00524-01	Supercars - Pedestal Cabinet	1
2	SC_Seat_Assy	Supercars - Seat Assembly	1
3	600-00103-01	Supercars - Pedestal Diamond Plate	1
4	500-00056-01	72 Light RGB LED Strip	1
5	600-00639-01	Supercars - Rear Pedestal LED Clip	4
6	606-00584-01	SC - Pedestal Marquee	1
7	600-00648-01	Supercars - Rear Pedestal Marquee Edge Bracket	1
8	600-00039-01	Supercars - Pedestal Lower Window	1
9	820-00005-01	Seat Lamp and Socket Assembly	1
10	606-00541-01	SC - Pedestal Decal (Right)	1
11	606-00542-01	SC - Pedestal Decal (Left) (NOT VISIBLE)	1
12	606-00551-01	SC - Upper Pedestal Decal	1

SUPERCARS - Pedestal Assembly
Exploded View

Supercars - Seat Assembly
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	603-00520-01	Supercars - Copper Seat	1
2	604-00007-01	Seat Slide Assembly (Happ 50-0429-10)	1
3	600-00105-01	Supercars - Headrest Speaker Grill	2
4	600-00620-01	Supercars - Mid Seat Plate	1
5	807-00003-00	Woofer: 6.5", 8 Ohm	1
6	500-00045-01	72 Light Red LED Strip	1
7	600-00647-01	LED Side Clip	5
8	600-00106-01	Supercars - Woofer Grill	1
9	606-00550-01	Supercars - Seatback Marquee	1
10	SC_Brake_Light_Assy	Supercars - Seat Brake Light Assy	2
11	702-00017-00	White CCFL: 12"	1
12	CCFL Inverter	(Part of 702-00017-00)	1

Supercars - Seat Brake Light Assy
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	500-00026-02	Red LED Spotlight PCB	1
2	603-00047-01	LED Spotlight Lens	1
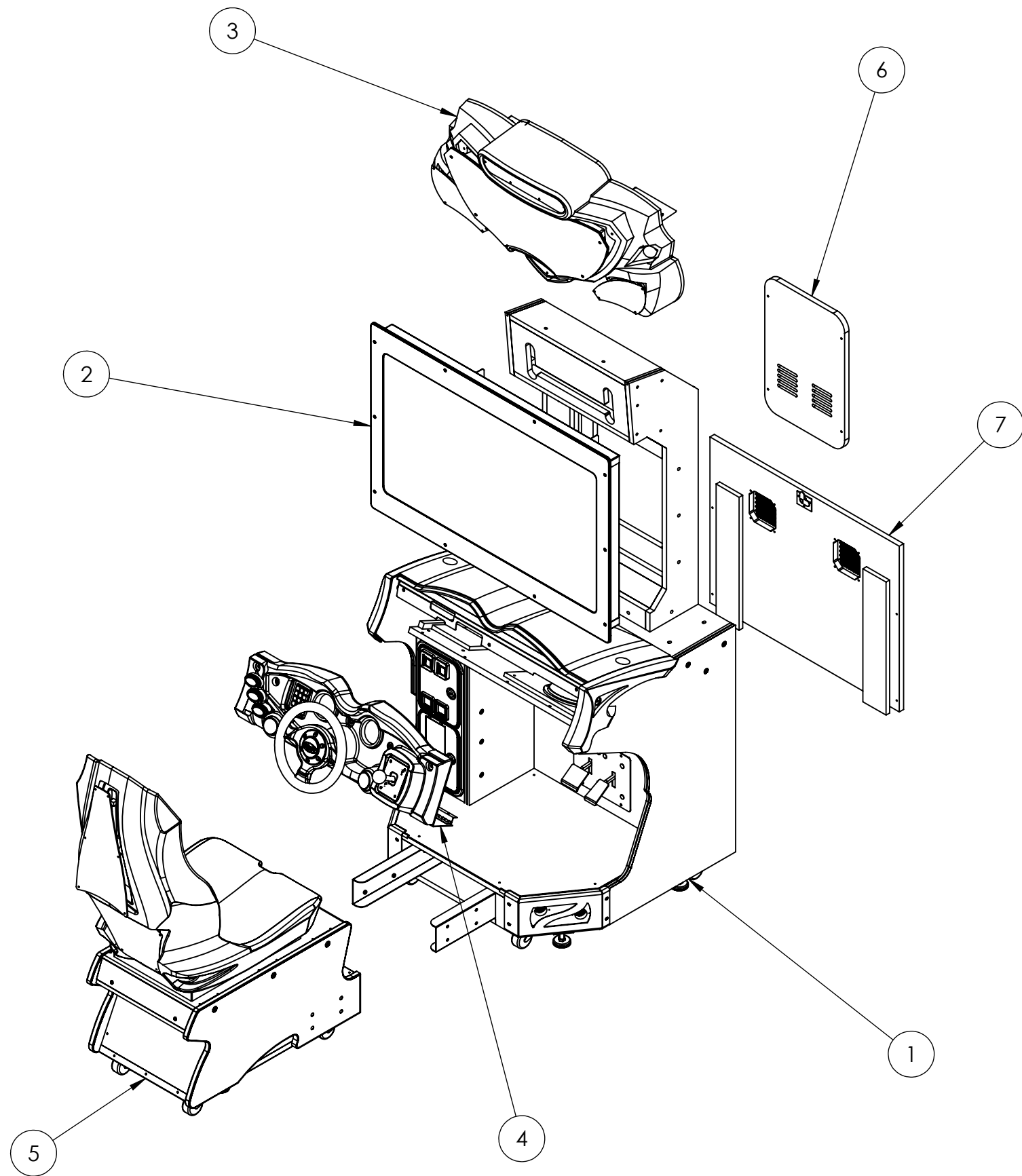
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	SC-42_Front_Assy	SUPERCARS - 42" Front Assembly	1
2	SC-42_Monitor_Assy	SUPERCARS - 42" HD Monitor Assembly	1
3	SC-42_Marquee_Assy	SUPERCARS - 42" Marquee Assembly	1
4	SC_Dash_Assy	SUPERCARS - Dash Assembly	1
5	SC_Pedestal_Assy	SUPERCARS - Pedestal Assembly	1
6	601-00536-01	Supercars 42" - Monitor Cabinet Back Door	1
7	601-00534-01	Supercars 42" - Main Back Door Assembly	1

SUPERCARS - 42" HD MONITOR VERSION
Exploded View
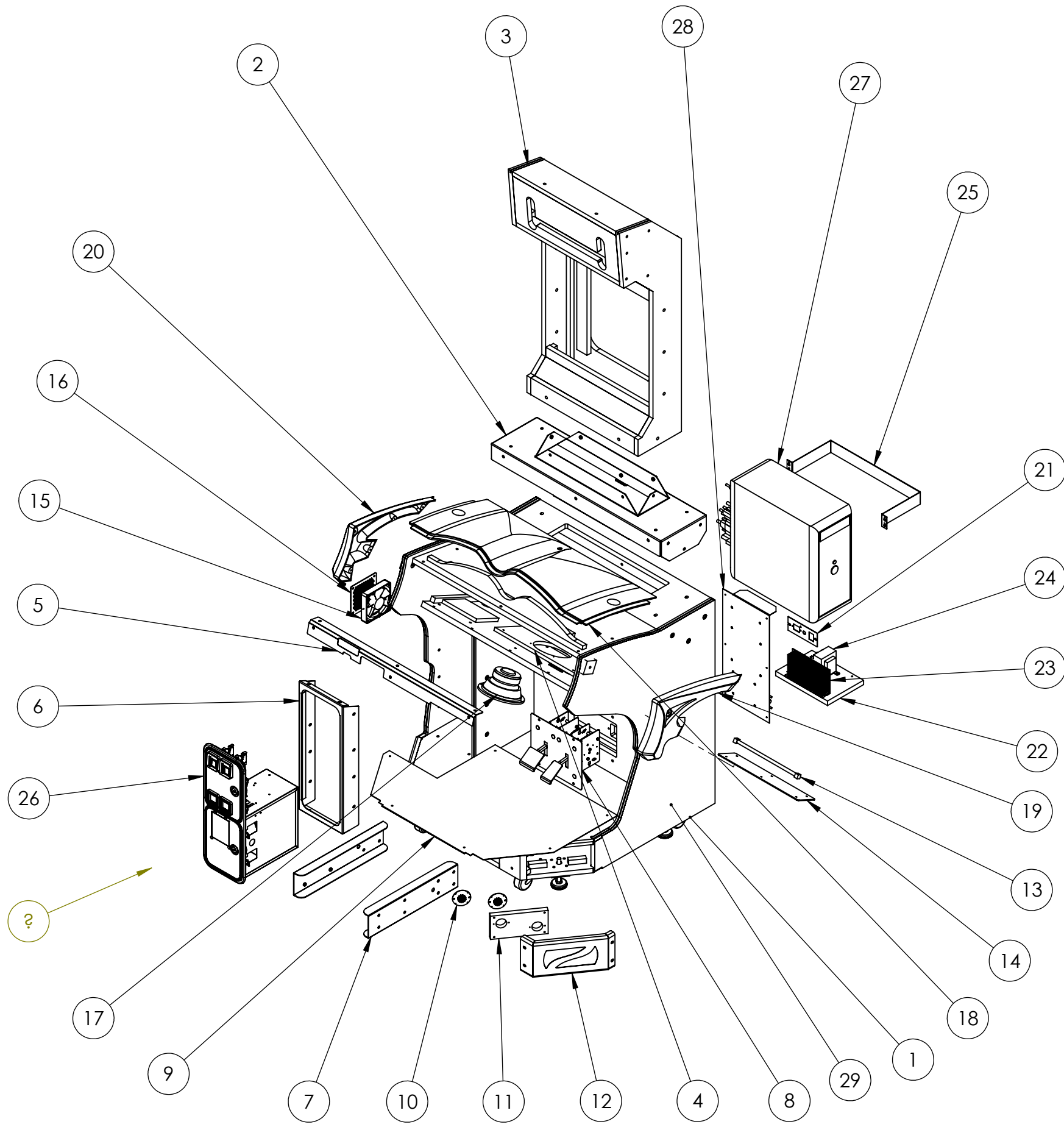
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	601-00533-01	Supercars 42" - Main Cabinet	1
2	600-00658-01	Supercars 42" - Monitor Cabinet Support Bracket	1
3	601-00535-01	Supercars 42" - Monitor Cabinet	1
4	601-00538-01	Supercars 42" - Woofer Mounting Board	1
5	600-00100-01	Supercars 42" - Dash Jamb Mounting Bracket	1
6	608-00031-01	Supercars 42" - Coin Door Housing Plate	1
7	600-00030-01	Supercars 42" - Pedestal Mounting Channel	2
8	603-00003-01	Dual Pedal Mech (Happ 96-0880-00)	1
9	600-00102-01	Supercars 42" - Cabinet Floor Diamond Plate	1
10	500-00026-02	Red LED Spotlight PCB	4
11	601-00537-01	Supercars 42" - LED Mounting Panel	2
12	600-00661-01	Supercars 42" - Kick Plate	2
13	702-00006-00	Red CCFL: 12"	1
14	600-00021-01	Supercars 42" - Pedal Light Lens	1
15	820-00012-00	Cooling Fan(standard size): 12VDC, 3W, 80CFM	1
16	600-00110-01	Cabinet Perf Side Vent	1
17	807-00003-00	Woofer: 6.5", 8 Ohm	1
18	603-00533-01	Supercars 42" - Hood Plastic	1
19	603-00534-01	Supercars 42" - Right Side Plastic	1
20	603-00535-01	Supercars 42" - Left Side Plastic	1
21	600-00076-01	AC Inlet Power Plate (standard)	1
22	601-00539-01	Supercars 42" - Power Supply Mounting Panel	1
23	2-1-02-00-00-021	U-San UP-52 Power Supply: 12V/9A	1
24	2-1-02-00-00-016	Transformer: 18V, 5 Amps	1
25	600-00120-01	Dell OptiPlex Mounting Bracket	1
26	800-00030-01	Standard Width O/U Coin Door Vault (Happ)	1
27	850-00015-01	Dell OptiPlex PC Mini Tower (740 or 380)	1
28	RIO Drift Assy	Supercars - RIO Assembly	1
29	606-00537-01	SC - Main Cabinet Decal (Right)	1
30	606-00538-01	SC - Main Cabinet Decal (Left) (NOT VISIBLE)	1

SUPERCARS - 42" Front Assembly Exploded View

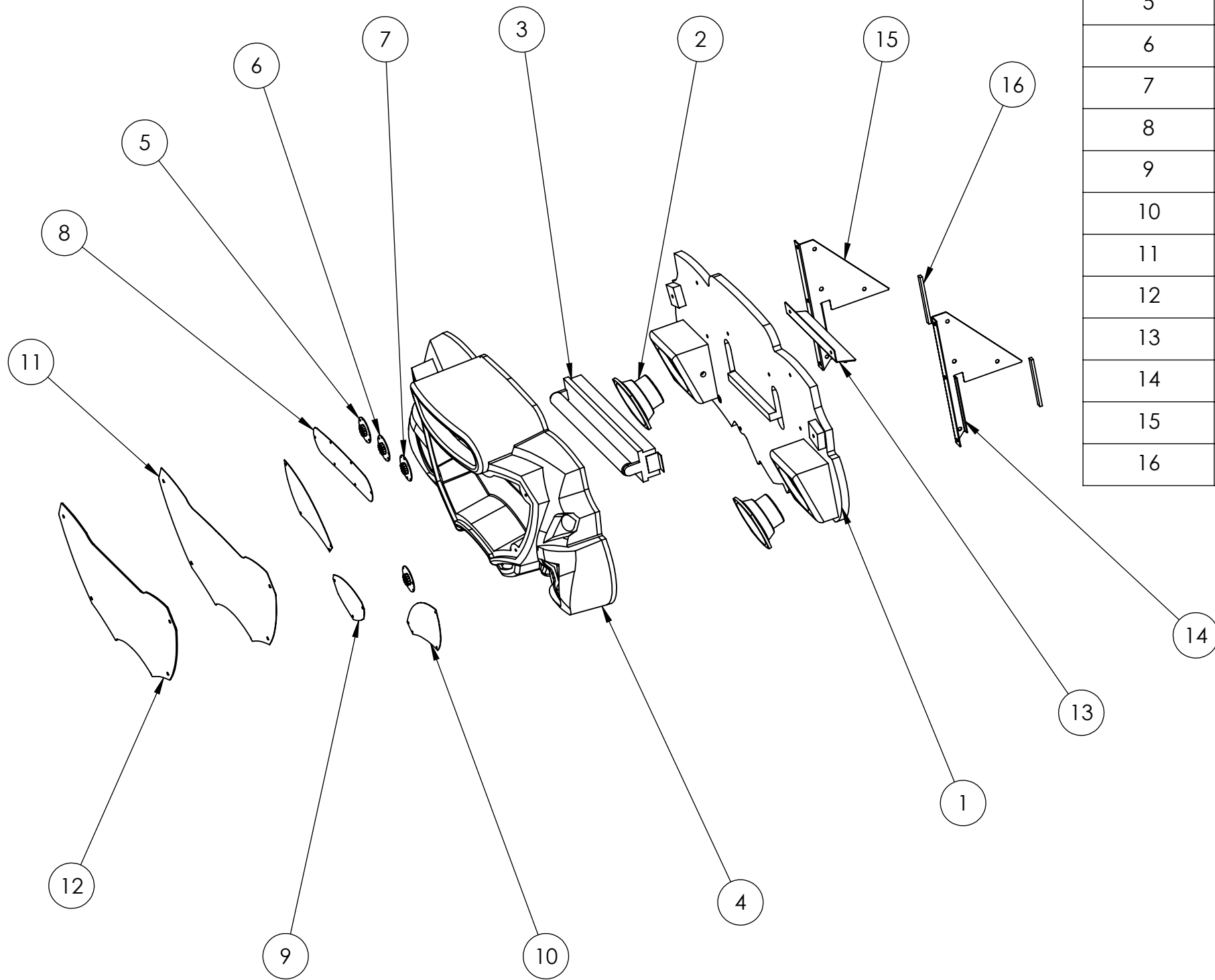| ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	600-00511-01	RIO - Mounting Plate Chassis	1
2	500-00040-01	RIO PCB	1
3	500-00037-01	RIO Wheel Driver PCB	1
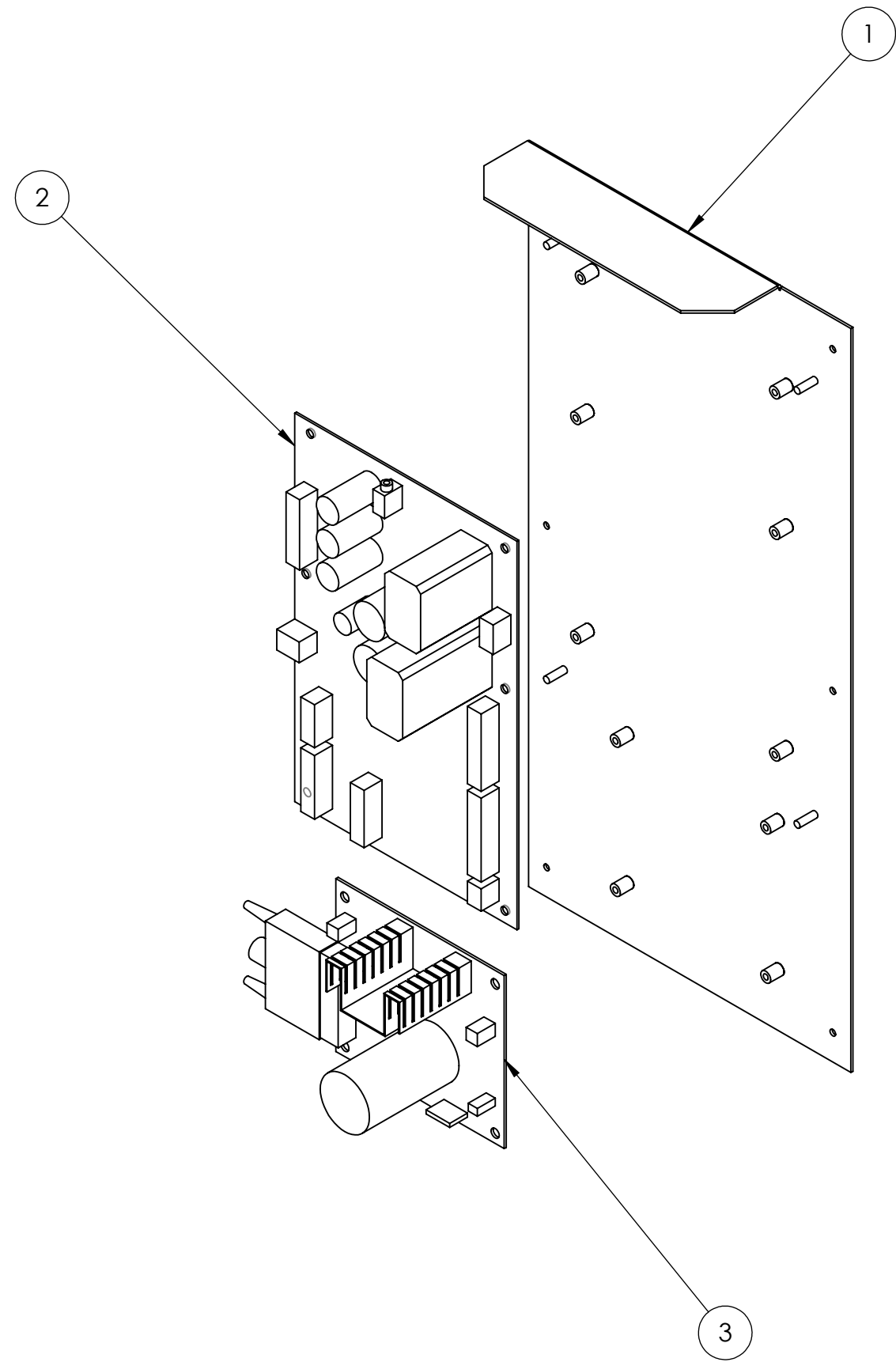
Supercars - RIO Assembly
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	809-00004-01	42" HD Monitor	1
2	600-00099-01	Internal Monitor Mounting Bracket	2
3	606-00097-01	42" LCD Beveled Box	1
4	820-00012-00	Cooling Fan(standard size): 12VDC, 3W, 80CFM	1
5	800-00001-00	120mm Wire Fan Guard	1
6	Foam Tape	Black: 5/8"W x 1/8"T	1
7	600-00509-01	42" LCD Front Glass	1
8	603-00507-01	42" LCD Monitor Side Spacer	2
9	603-00506-01	42" LCD Top / Bottom Spacer	2
10	600-00510-01	42" LCD Metal Frame	1
11	606-00594-01	Supercars 42" - Monitor Frame Decal	1
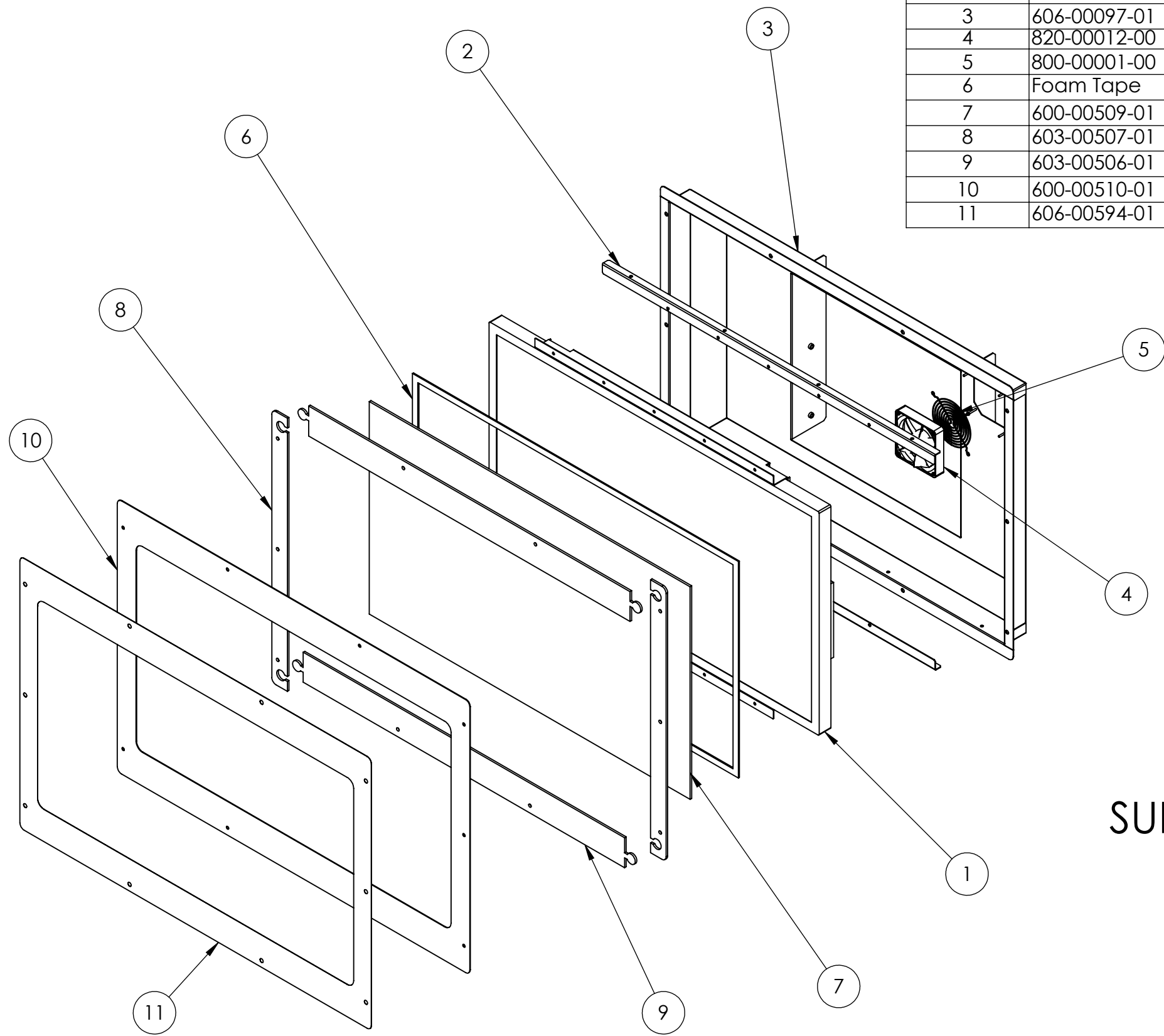
SUPERCARS - 42" HD Monitor Assembly
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	601-00051-01	Supercars 42" - Marquee Back Board	1
2	2-1-10-00-00-000	Full Range Speaker: 5.25", 8 Ohm	2
3	812-00004-01	Fluorescent Assy: 18" Bulb (F15T8/CW)	1
4	603-00532-01	Supercars 42" - Marquee Plastic	1
5	500-00026-02	Red LED Spotlight PCB	2
6	500-00035-01	White LED Spotlight PCB	1
7	500-00028-02	Blue LED Spotlight PCB	1
8	600-00092-01	Supercars 42" - Marquee Blower Grill	1
9	600-00252-01	Supercars 42" - Marquee Lower Grill	1
10	600-00093-01	Supercars 42" - Marquee Speaker Grill	2
11	606-00595-01	SC 42" - Marquee Artwork	1
12	606-00094-01	Supercars 42" - Marquee Clear Display	1
13	600-00098-01	Supercars 42" - Marquee Center Bracket	1
14	600-00097-01	Supercars 42" - Marquee Back Support Bracket Right	1
15	600-00096-01	Supercars 42" - Marquee Back Support Bracket Left	1
16	Black Foam Tape	1/2"W X 1/4"T X 5"L	2

SUPERCARS - 42" Marquee Assembly
Exploded View

Appendix A: Hard Drive Recovery

NOTICE: Fast and the Furious is shipped with a recovery compact disk. Hard drives have been known to occasionally fail for many reasons. Follow the procedure below to restore data on the hard drive if a disk failure should occur. Use extreme care when performing the following procedure and avoid rough handling of pc or CD. Please check the Troubleshooting Guide section of this document. Have the recovery CD ready before you begin.

The following are some symptoms which may indicate a possible bad hard drive:

- Hard Drive Test reports "bad" or "missing" files. Please refer to Trouble Shooting section of the manual.
- The game fails to finish loading.
- A boot error is reported after game is power cycled or reset.
- The game is looking for a boot CD to be inserted.
- Erratic game or attract mode.

Note: It is important that the USB cable from pc and power is connected to the I/O board before you proceed.

Hard Drive Recovery Procedure:

1. Open the control panel to access the pc.
2. Press the button on the CD drive to open CD tray.
3. Carefully insert the recovery disk into the tray.
4. Press the button on the CD drive to close the CD tray.
5. Turn OFF the pc by pressing the power button once.
6. Turn ON the pc by pressing the power button once.
7. Disk recovery process will begin automatically.
8. A message at the top of the screen will prompt you to remove the disk when process is over. Press the CD drive button to open tray. Remove the recovery disk and store safely.
9. Turn OFF the pc by pressing the power button once.
10. Turn ON the pc by pressing the power button once.

Note: Do not interrupt power or reset the game during the following process!

11. The game will begin to initialize and load. It will typically take about five minutes to complete.
12. The hard drive recovery process is complete when the game enters attract mode.
13. Proceed with control calibration and make necessary game adjustments. Please refer to Setup and Test section of this manual.

-- End of Procedure--

AppendixB: Power Management Setting(BIOS)

> **NOTE:** Fast and Furious is shipped with the correct BIOS settings. Any changes made to the BIOS other than what is described below may adversely affect game functionality.

This BIOS setting allows the PC to automatically power up when AC power is detected. This eliminates the need to manually turn the PC ON after a power disruption.

Procedure:
1. Turn game *OFF.*
2. Connect a PS/2 or USB keyboard to the PC.
3. Hold the <u>DELETE</u> key while turning the PC *ON*.
4. On the **BIOS** menu screen, use the <u>DOWN</u> arrow to scroll down to **Power Management Setup**. Hit <u>ENTER</u> key once.
5. On the **Power Management Setup** menu, use the <u>DOWN</u> arrow to scroll down to **Afte**r **AC Power Lost**.
6. Use the (+) button to change **After Power Lost** setting to: [**Power ON**].
7. Press ESC key to go back to main menu and select save and exit option..
8. Hit <u>Enter</u> to Save and Exit.
9. PC will reset and begin to load game.

Other BIOS settings to consider when replacing a PC:

1: Halt on Error = NO ERROR
2: BOOT Sequence = 1st: CD/DVD, 2nd HDD

<u>Please note that due to the PC power supply's safety feature which protects against damage due to power disruptions, it may be necessary to remove AC power from the game for a period of 5-10 seconds before the power supply becomes operational again.</u>

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