



**THE  
FAST  
AND THE  
FURIOUS™**

**SUPERBIKES**

# OPERATOR'S MANUAL

- Failure to properly operate this machine could result in malfunction or accident, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
- Keep this manual available and ready for use when necessary.
- If the machine fails to function correctly, immediately turn off the machine and contact your local distributor. ( 60 Day Warranty, from date of purchase )

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**Parts, Exploded Assembly Diagrams  
 Copyright Information**

**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 for play. Other safety instructions appear throughout this 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 and 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.



## **Setup and Operation**

### **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.

#### 27-INCH SITDOWN MODEL MAIN CABINET SHIPPING DIMENSIONS

Height = 87 inches (220.98 cm)  
Depth = 48 inches (80.01cm)  
Width = 36 inches (91.44cm)

#### 27-INCH SITDOWN MODEL MAIN CABINET SHIPPING WEIGHT

Weight = 495 lbs. (224.53 Kg)

#### 27-INCH SEAT SHIPPING DIMENSIONS

Height = 54 inches (137.16 cm)  
Depth = 75 inches (190.5 cm)  
Width = 39 inches (99.06 cm)

#### 27-INCH MODEL SEAT SHIPPING WEIGHT

Weight = 125 lbs. (57.04Kg)

## **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.

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

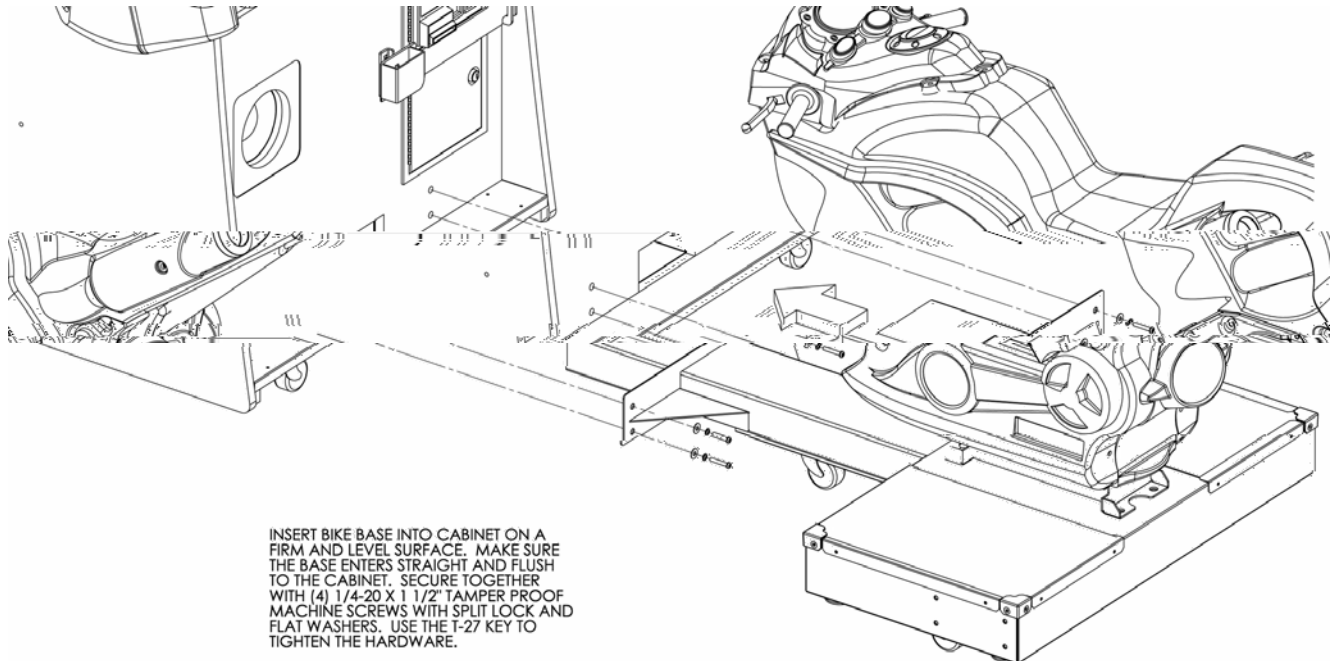
Make sure that the game cabinet is level. Adjust the casters as needed.

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: seat, handlebars, buttons, keypad and brake and shift levers.
  - 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. Included are: tamper proof tool kit, crossover network cable, line cord and 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.

## 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. Raise the shipping screws all the way up before game can be played.

1. Roll the cabinet and seat to the intended installation location. Make sure setup up area is suitable for your game operation. Allow for at least 3 – 4 feet of clearance from the bike for player and public traffic convenience and safety during game play. Allow for enough clearance from the backdoor for proper airflow. Do not block the air intake or exhaust vents located in the back of the game.



2. Position the seat base assembly so that it is aligned with the mounting holes in the lower main cabinet housing the monitor. Push the seat assembly forward to meet the mounting holes and find the four 1/4 -20 x 2" bolts and large flat washers provided in the hardware bag inside the cashbox. Make all necessary cable connections and ensure no wires are pinched during the attachment process.
3. Adjust all levelers until both cabinet and seat are flush and parallel with each other.
4. Tighten the screws firmly using a T-27 Torx tool.
5. Raise the shipping screws located under the bike assembly. One is located on each underside of the bike. This keeps the bike stable during transport or service. Raise both shipping screws all the way up without removing it completely out. This ensures safe keeping for future use.

## 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 FNFSB game ships with a cross over cable for linking 2 games. Optionally, a hub and network patch cords can be installed to link 3 or more games.

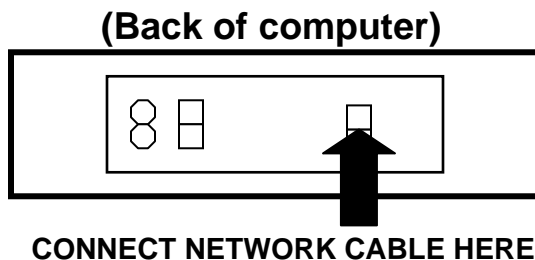
Take care to protect exposed game wiring from general foot traffic around the game. Use a conduit or wire way to protect the cables as needed.

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 2 Games

1. Remove the cross over network cable from the parts bag located inside the cashbox.
2. If you are linking two games connect each end of the cable to the network jack behind each PC.



3. Neatly route the cable through the notch on the back of the cabinet.
4. Use the Dipswitch diagram below for enabling link feature and master/slave configuration. The Dipswitch is located on the JAMMA I/O board. The JAMMA I/O board is mounted inside the back of the cabinet.
5. Reset all games simultaneously and verify that link is successful. If not, check the Dipswitch settings and make sure that the network cable is connected properly and secured. Please refer to the troubleshooting guide in this manual for more details.

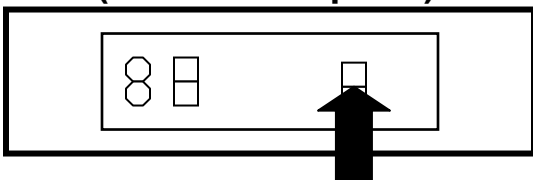
**DIP SWITCH DIAGRAM:**

DIP SW#	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
<b>Player1 / MASTER</b>	OFF	OFF	OFF				*	ON
<b>Player 2</b>	ON	OFF	OFF				*	ON

### **Networking Setup 3 - 8 Games**

1. Prepare network hub with enough ports and correct number of patch cables to support the number of games that you plan to link. Network hub and cables are not shipped with the games and are sold separately.
2. Connect each end of the cable to the network jack behind each PC.
3. Connect each of the opposite ends of the cables to the network hub. Please refer to the network hub manual for other networking considerations specific to your hub.

**(Back of computer)**



**CONNECT NETWORK CABLE HERE**

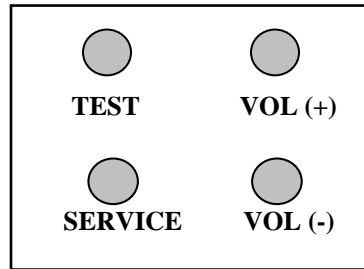
1. Neatly route the cable through the notch on the back of the cabinet.
2. Use the DIPswitch diagram below for enabling link feature and master/slave configuration. The DIPswitch is located on the JAMMA I/O board. The JAMMA I/O board is mounted inside the back of the cabinet.
3. Reset both games simultaneously and verify that link is successful. If not, check the DIPswitch settings 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.
4. Reset all games simultaneously and verify that link is successful. If not, check the Dipswitch settings and make sure that the network cable is connected properly and secured. Please refer to the troubleshooting guide in this manual for more details.

**DIP SWITCH DIAGRAM:**

DIP SW#	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
<b>Player1 / MASTER</b>	OFF	OFF	OFF					ON
<b>Player 2</b>	ON	OFF	OFF					ON
<b>Player 3</b>	OFF	ON	OFF					ON
<b>Player 4</b>	ON	ON	OFF					ON
<b>Player 5</b>	OFF	OFF	ON					ON
<b>Player 6</b>	ON	OFF	ON					ON
<b>Player 7</b>	OFF	ON	ON					ON
<b>Player 8</b>	ON	ON	ON					ON

**Adjustments, Audits & Diagnostics**

Locate the *Service Button Panel*. It is mounted inside the coin door area on top of the cash box vault. Press the **TEST** button to access the **Test Menu**.



**Menu Navigation:**

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

**MAIN MENU**

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

<p><b>Test Main Menu</b></p> <ul style="list-style-type: none"> <li>Diagnostics</li> <li>Game Audits</li> <li>Adjustments</li> <li>Utilities</li>   <li>Calibration</li> <li>Volume</li> <li>Attract mode volume</li> <li>Exit</li> </ul>	<p><b>Version Information</b></p> <ul style="list-style-type: none"> <li>Version</li> <li>OS Version</li> <li>Exe Version</li> <li>Date</li> <li>Time</li> <li>Machine I.D.</li> <li>Jusb vers. Release 4</li> </ul>
<p><b>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift Lever to Exit.</b></p>	

## Diagnostics Menu System

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

<p><b>Diagnostics Menu</b></p> <p><b><u>Switch Test</u></b>          DIP Switch Test          Sound Test          Wheel Test          Monitor Test          Lamp Test          LED Test          Coin Meter Test          Watchdog Test          Exit</p>	<p><b>Diagnostics</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate          Press Service or use Shift lever to Exit</p>	

## 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**.

<b><u>SWITCH TEST</u></b>																	
<b><u>Lean/Throttle/ Info</u></b>																	
Input Device	Pot Value	Min	Center	Max													
Lean	<input style="width: 100px; height: 15px;" type="text"/>																
Throttle	<input style="width: 100px; height: 15px;" type="text"/>																
<b><u>Button Info</u></b>		<b><u>TVVS Info</u></b>		<b><u>Keypad Info</u></b>													
View Start Tunes Shift Handbrake Coin 1 Coin 2 Bill Acceptor	Service credit Volume up (+) Volume Down (+) Test	<table style="border: none;"> <tr> <td style="padding-right: 20px;">1</td> <td style="padding-right: 20px;">2</td> <td>3</td> </tr> <tr> <td>4</td> <td>5</td> <td>6</td> </tr> <tr> <td>7</td> <td>8</td> <td>9</td> </tr> <tr> <td>*</td> <td>0</td> <td>#</td> </tr> </table>	1	2	3	4	5	6	7	8	9	*	0	#	<p>Hold Service or Start to Exit</p>		
1	2	3															
4	5	6															
7	8	9															
*	0	#															

## DIP Switch Test

From the **Diagnostics Menu** select and enter **DIP Switch Test**. Verify correct DIPswitch settings. Please refer to Appendix n. Press the Tunes Button to return to **Diagnostics Menu**.

DIP SWITCH VALUES		
VALUE	STATE	SWITCH
ON		8 - NET ENABLED
ON		7 - JAPANESE ENABLED
ON		6
ON		5
ON		4
ON		3 -
ON		2 -  MACHINE ID 1-8
ON		1 -

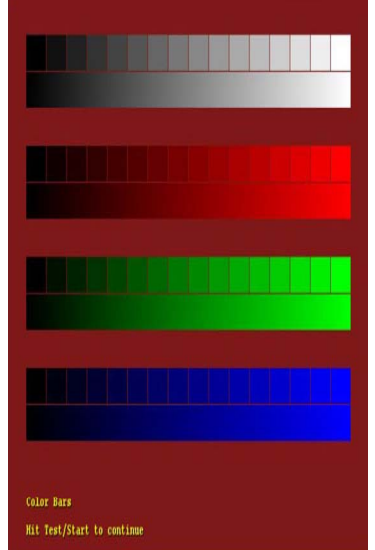
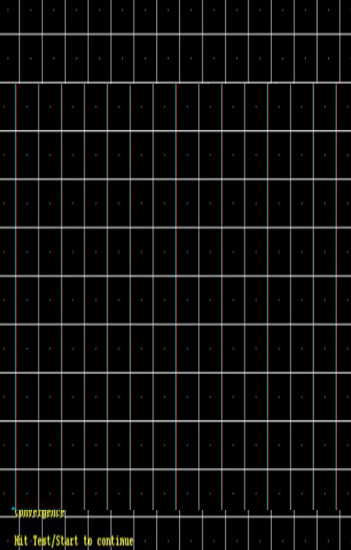
## Sound Test

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**

<p><b>Sound Test Menu</b></p> <p>Change Music Change Effect</p> <p>Play 100Hz Test Play 1000Hz Test</p> <p>Set Pan Center Set Pan Left Set Pan Right</p> <p><b>Exit</b></p>	<p><b>Sound Test</b></p> <p>Current Music Track:</p> <p>Current Sound Effect:</p>	<p><b>Note:</b> Use Pan functions to test left/right speakers separately.</p> <p>Use 100-1Khz test to verify subwoofer sound quality.</p> <p>Go to Volume section to adjust sound level.</p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>		

### 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.

	<ul style="list-style-type: none"> <li>• White Screen</li> <li>• Red Screen</li> <li>• Green Screen</li> <li>• Blue Screen</li> </ul>	
<p>Color Bar</p>	<p>Purity Screen</p>	<p>Convergence</p>

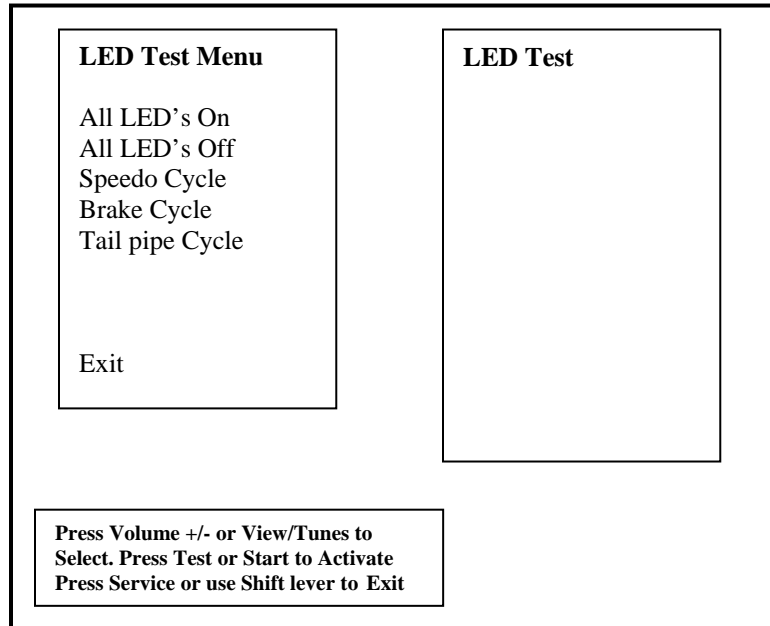
### Lamp Test

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.

<p><b>Lamp Test Menu</b></p> <p>ALL Lamps ON          ALL Lamps OFF          View Lamp ON          Start Lamp ON          Tunes Lamp ON          Exit</p>	<p><b>Lamp Test</b></p>	<p><b>Note:</b></p> <p>Lamp function could also be verified using Switch Test.</p> <p>Please check the coin door lamps as part of your game diagnostic check.</p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate          Press Service or use Shift lever to Exit</p>		

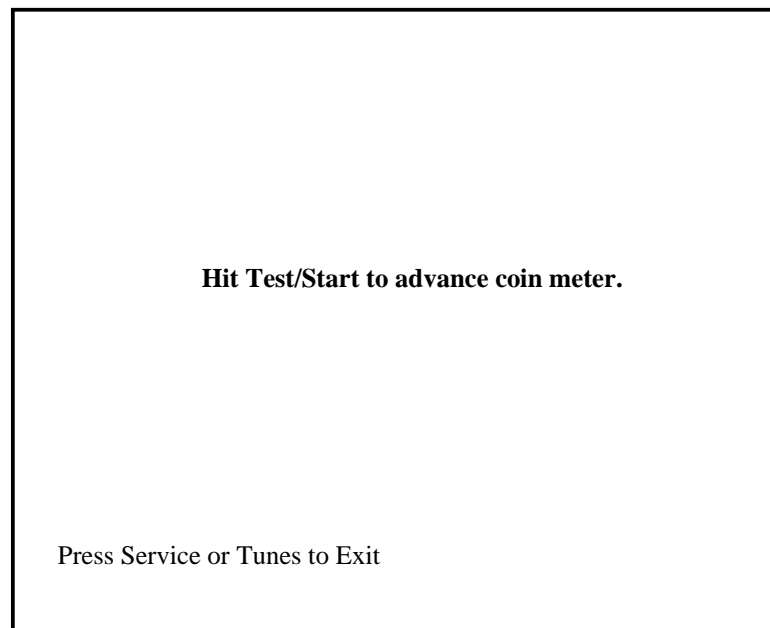
### **L.E.D. Test**

From the ***Diagnostics Menu*** select and enter ***L.E.D. Test***. Advance the meter once using by pressing Start. Press the Tunes Button to return to ***Diagnostics Menu***. Verify that all LED's are working.



### **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***.



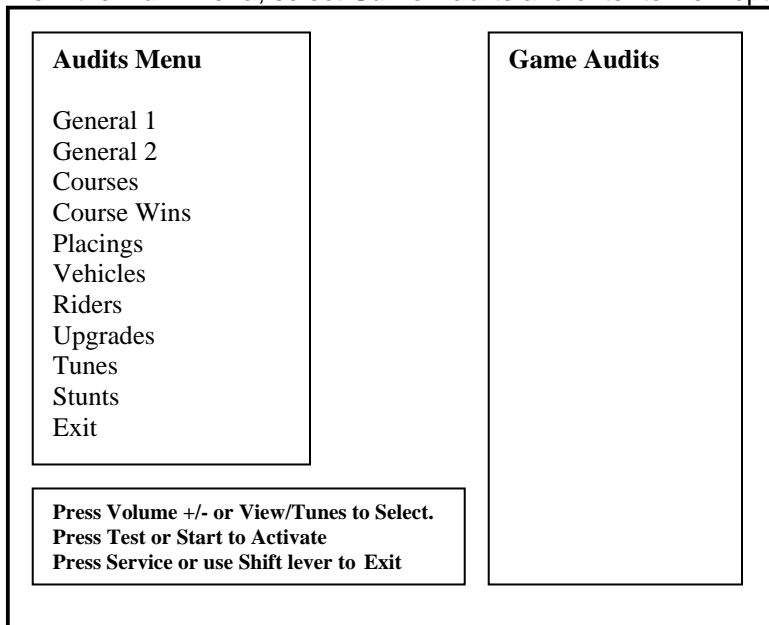
## **Watchdog Test**

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.



## **Game Audits**

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



### **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***.

<p><b>Audits Menu</b></p> <p><b><u>General 1</u></b>                  General 2                  Courses                  Course Wins                  Placings                  Vehicles                  Upgrades                  Tunes                  Stunts</p> <p>Exit</p>	<p><b>General Audits</b></p> <p>Time Game On                  Time Game Played                  Average Time per Game</p> <p>Games Played                  Games Started                  Game Continued                  Game Timed Out                  Free Games                  PIN Games                  Link Games</p> <p>Boot Ups                  Test Mode Entries                  Unfinished Games</p>
<p>Press Volume +/- or View/Tunes to Select.                  Press Test or Start to Activate                  Press Service or use Shift lever to Exit</p>	

## **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***.

<p><b>Audits Menu</b></p> <p>General 1  <b><u>General 2</u></b>                  Courses                  Course Wins                  Placings                  Vehicles                  Upgrades                  Tunes                  Stunts</p> <p>Exit</p>	<p><b>General Audits</b></p> <p>Auto Games                  Manual Games</p> <p>Low Cam Time                  Med Cam Time                  High Cam Time</p> <p>Coindrops                  Coindrops Slot 0 Left                  Coindrops Slot 1 Right                  Coindrops Slot 2 DBV</p> <p>Current Credits                  Current Coins</p>
<p>Press Volume +/- or View/Tunes to Select.                  Press Test or Start to Activate                  Press Service or use Shift lever to Exit</p>	

## **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***.

<p><b>Audits Menu</b></p> <p>General 1 General 2 <b><u>Courses</u></b> Course Wins Placings Vehicles Upgrades Tunes Stunts</p> <p>Exit</p>	<p><b>Course Selects/Percentage</b></p> <p>Switzerland Hawaii Shanghai Florida Baja Chicago Detroit Sturgis Monaco</p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

## **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***.

<p><b>Audits Menu</b></p> <p>General 1 General 2 Courses <b><u>Course Wins</u></b> Placings Vehicles Riders Upgrades Tunes Stunts</p> <p>Exit</p>	<p><b>Course Wins/Percentage</b></p> <p>Switzerland Hawaii Shanghai Florida Baja Chicago Detroit Sturgis Monaco</p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

## **Placings Audit**

From the **Audits Menu**, select **Placing** 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**.

<p><b>Audits Menu</b></p> <p>General 1                  General 2                  Courses                  Course Wins  <b>Placings</b>                  Vehicles                  Riders                  Upgrades                  Tunes                  Stunts</p> <p>Exit</p>	<p><b>Placings/Percentage</b></p> <p>1<sup>st</sup> Place                  2<sup>nd</sup> Place                  3<sup>rd</sup> Place                  4<sup>th</sup> Place                  5<sup>th</sup> Place                  6<sup>th</sup> Place                  7<sup>th</sup> Place                  8<sup>th</sup> Place</p> <p>Avg. Place:</p> <p>Max. Winning Streak:                  Max. Lose Streak:                  Current Win Streak:                  Current Lose Streak:</p>
<p>Press Volume +/- or View/Tunes to Select.                  Press Test or Start to Activate                  Press Service or use Shift lever to Exit</p>	

## **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**.

<p><b>Audits Menu</b></p> <p>General 1                  General 2                  Courses                  Course Wins                  Placings  <b>Vehicles</b>                  Riders                  Upgrades                  Tunes                  Stunts</p> <p>Exit</p>	<p><b>Vehicle                  Selects/Percentage</b></p> <p>MONSTER S4R                  YZF R-1                  RSV 1000                  NINJA ZX-10R                  VULCAN 800 DRIFTER                  MGS-01 CORSA                  YZF R-6                  PAUL SMART 1000 L.E.                  KX-250                  WARRIOR                  VMAX                  SS1000 DS                  SXV</p>
<p>Press Volume +/- or View/Tunes to Select.                  Press Test or Start to Activate                  Press Service or use Shift lever to Exit</p>	

## **Riders Audit**

From the ***Audits Menu***, select ***Riders*** and enter to view individual count for each rider selected and percentage information. Press the Tunes Button to return to ***Main Menu***.

<p><b>Audits Menu</b> General 1 General 2 Courses Course Wins Placings Vehicles <b><u>Riders</u></b> Upgrades Tunes Stunts Exit</p>	<p><b>Rider Selects/Percentage</b> Studbiker Youngblood Bulletproof Motobiker Biker Jaylo Blonde</p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

## **Upgrade Audit**

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

<p><b>Audits Menu</b>  General 1 General 2 Courses Course Wins Placings Vehicles <b><u>Upgrades</u></b> Tunes Stunts  Exit</p>	<p><b>Upgrades/Percentage</b>  Decal Tires Nitro Neon Body Engine  Upgrade Users:</p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

## **Tunes Audit**

From the ***Audits Menu***, select ***Tunes*** and enter to view individual count for each tune selected and playtime information. Use Shift lever or press Service to Exit to main menu.

<p><b>Audits Menu</b></p> <p>General 1                  General 2                  Courses                  Course Wins                  Placings                  Vehicles                  Upgrades  <b><u>Tunes</u></b>                  Stunts</p> <p>Exit</p>	<p><b>Tunes (Time in Each)</b></p> <p>Deep 1                  Deep 2                  Deep 3                  Deep 4                  Deep 5                  Deep 6                  Deep 7                  Deep 8                  Deep 9</p>
<p>Press Volume +/- or View/Tunes to Select.                  Press Test or Start to Activate                  Press Service or use Shift lever to Exit</p>	

## **Stunts Audit**

From the ***Audits Menu***, select ***Stunts*** and enter to view individual count for each stunt performed. Use Shift lever or press Service to Exit to return to ***Main Menu***

<p><b>Audits Menu</b></p> <p>General 1                  General 2                  Courses                  Course Wins                  Placings                  Vehicles                  Upgrades                  Tunes  <b><u>Stunts</u></b></p> <p>Exit</p>	<p><b>Stunts</b></p> <p>Endos                  Slides                  Back flips                  Front flips                  Helis (helicopter spins)                  Rolls                  Wipeouts                  Nitros                  Autopilot triggers</p>
<p>Press Volume +/- or View/Tunes to Select.                  Press Test or Start to Activate                  Press Service or use Shift lever to Exit</p>	

## Adjustment Menu

From the **Main Menu**, select **Adjustment Menu** and enter. The Adjustment Menu allows you to customize the game. Each variable will change an aspect of the game play and appearance. 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. Use Shift lever or press Service to Exit.

<p><b>Adjustments Menu</b></p> <ul style="list-style-type: none"> <li>Pricing</li> <li>Freeplay</li> <li>1<sup>st</sup> Place-Free Race</li> <li>Multi-play win free race</li> <li>Start Time Bonus</li> <li>Checkpoint Time Bonus</li> <li>Game Difficulty</li> <li>Speed Measurements</li> <li>Attract Audio</li> <li>Max Credits</li> <li>Multiplay Win Gets Free Game</li> <li>Max Name Length</li> <li>Plays For High Score Reset</li> <li>Auto Pilot Available</li> <li>Exit</li> </ul>	<p><b>Preference And Adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select.          Press Test or Start to Activate          Press Service or use Shift lever to Exit.</p>	

## Price Menu

From the **Adjustment Menu**, select **Pricing** and enter. The Pricing Menu allows you to customize the pricing options and currency acceptor credit settings. Please note that if the acceptor is not present, the price setting will not have an effect on the game. Press Start to Select. Use Shift lever or press Service to Exit.

<p><b>Pricing Menu</b></p> <ul style="list-style-type: none"> <li>Money Unit</li> <li>Coin Value</li> <li>Coins Per Bill Pulse</li> <li>Coins Per Credit</li> <li>Credits to Start</li> <li>Credits to Continue</li> <li>Exit</li> </ul>	<p><b>Credit Options</b></p>
<p>Press Volume +/- or View/Tunes to Select.          Press Test or Start to Activate          Press Service or use Shift lever to Exit</p>	

## **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. Use Shift lever or press Service to Exit.

<p><b>Select Currency</b></p> <p>USD US Dollars          AUD AUS Dollars          CAD CAN Dollars          EUR Euros          GBP British Pounds          DEM Deutschmarks          FRF French Franks          JPY Japanese Yen          ITL Italian Lire          CHF Swiss Franks          BRL Brazilian Reals          DKK Danish Kroner          MXN Mexican Pesos          RUR Russian Rubles          KRW Korean Won          CNY Chinese Won</p> <p><b>Cancel</b></p>	<p><b>Credit Options</b></p>
<p><b>Press Volume +/- or View/Tunes to Select.          Press Test or Start to Activate          Press Service or use Shift lever to Exit</b></p>	

## **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. Use Shift lever or press Service to Exit.

<p><b>Coin Value</b></p> <p>0.01 USD          0.05 USD          0.10 USD          0.25 USD          0.50 USD          1.00 USD          2.00 USD          5.00 USD          10.00 USD          20.00 USD          50.00 USD          100.00 USD          Exit</p>	<p><b>Credit Options</b></p>
<p><b>Press Volume +/- or View/Tunes to Select.          Press Test or Start to Activate          Press Service or use Shift lever to Exit</b></p>	

### **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. Use Shift lever or press Service to Exit.

<b>Coin Per Bill Pulse?</b> 1 2 3 4 5 10 20 25 50 100  Exit	<b>Credit Options</b>
<b>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</b>	

### **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. One credit equals to one purchased game. Press Start to Select. Use Shift lever or press Service to Exit.

<b>Coin Per Credit</b> 1 2 3 4 5 6 7 8 9 10  Cancel	<b>Credit Options</b>
<b>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</b>	



### **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. Use Shift lever or press Service to Exit.

<p><b>Credits to Start</b></p> <p>1 2 3 4 5 6 7 8 9 10</p> <p>Cancel</p>	<p><b>Credit Options</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

### **Coin Per 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. Use Shift lever or press Service to Exit.

<p><b>Credits to Continue</b></p> <p>1 2 3 4 5 6 7 8 9 10</p> <p>Cancel</p>	<p><b>Credit Options</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

## **Free Play Menu**

From the **Adjustment Menu**, select **Free Play** and enter. Select whether the game should be in Free Play Mode. In this mode, simply pressing the Start button can start a game. Press Start to Select. Use Shift lever or press Service to Exit.

<p><b>Free Play Activate?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

## **1<sup>st</sup> Place Free Race Menu**

From the **Adjustment Menu**, select **1<sup>st</sup> Place Free Race** and enter. The player wins a free race for a 1<sup>st</sup> place overall finish during a single of networked race game. Press Start to Select. Use Shift lever or press Service to Exit.

<p><b>First Place Wins Free Race?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

### **Multi-play wins free race**

From the **Adjustment Menu**, select **Multiplay Win Gets Free Race** and enter. Winner of a networked game wins a free race if active. Default setting is No. Press Start to Select. Use Shift lever or press Service to Exit.

<p><b>Multiplay 1<sup>st</sup> wins free race?</b></p> <p>Yes <b>No</b></p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit.</p>	

### **Start Time Bonus**

From the **Adjustment Menu**, select **Start Time Bonus** and enter. Select the amount of time in seconds given to the player to reach the first checkpoint. Press Start to Select. Use Shift lever or press Service to Exit.

<p><b>Start Time?</b></p> <p>30 seconds 40 seconds 50 seconds 60 seconds 70 seconds <b>80 seconds</b> 90 seconds 100 seconds 110 seconds 120 seconds</p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

### **Checkpoint Time Bonus**

From the **Adjustment Menu**, select **Checkpoint Time Bonus** and enter. Select the amount of time in seconds given to the player to reach the next checkpoint after the first checkpoint is reached. Press Start to select. Use Shift lever or press Service to Exit

<p><b>Turn On Attract Mode Audio?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

### **Attract Audio menu**

From the Adjustment menu, select **Attract Audio** and enter. Select whether audio is active while in attract mode. Press start to select. Use Shift lever or press Service to Exit.

<p><b>Turn on Attract Mode audio?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Preferences and adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

## Game Difficulty Menu

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

From the *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. Use Shift lever or press Service to Exit.

<p><b>Game Difficulty Level?</b></p> <p>1 Easier 2 3 4 <b>5</b> 6 7 8 9 10 Harder <b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

### **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.

## Max Credits Menu

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

<p><b>Max Number Of Credits?</b></p> <p>10 15 20 25 <b>30</b> 35 40 45 50</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit.</p>	

### **Max Name Length Menu**

From the ***Adjustment Menu***, select ***Max Name Length*** and enter. This refers to the number of allowable characters when entering player names. Press Start to Select. Use Shift lever or press Service to Exit.

<p><b>Maximum Name length?</b></p> <p>3 4 5 6 7</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit.</p>	

### **Auto Pilot Menu**

From the ***Adjustment Menu***, select ***Auto Pilot Available*** and enter. Press Start to Select. Use Shift lever or press Service to Exit.

<p><b>Auto pilot available?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

### **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. Use Shift lever or press Service to Exit.

<p><b>Plays For High Score Reset?</b></p> <p>1000 2000 2500 5000 7500 <b>10000</b> 12500 15000 17500 20000</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

### **Utilities Menu**

From the **Test Main Menu**, select **Utilities** and enter. The Utilities Menu contains tools, which the operator can 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.

<p><b>Utilities Menu</b></p> <p>CRC Check</p> <p>Clear Credits Clear Audits Reset High Scores Reset Player Stats Default Adjustments Factory Restore</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p><b>Please note the following:</b></p> <p><b>Setting default adjustments or performing a factory restore will require calibration afterwards.</b></p> <p><b>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, and player data.</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or use Shift lever to Exit</p>	

**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. Use Shift lever or press Service to Exit.

<p><b>Really Perform CRC Check?</b></p> <p>Yes No</p> <p>Cancel</p>	<p><b>Utilities</b></p> <p>Please note the following:</p> <p>Setting default adjustments or performing a factory restore will require calibration afterwards.</p> <p>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, and player data.</p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or Shift to Exit</p>	

### **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. Use Shift lever or press Service to Exit.

<p><b>Really Clear Credits?</b></p> <p>Yes No</p> <p>Cancel</p>	<p><b>Utilities</b></p> <p>Please note the following:</p> <p>Setting default adjustments or performing a factory restore will require calibration afterwards.</p> <p>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, and player data.</p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or Shift to Exit</p>	



### **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. Use Shift lever or press Service to Exit.

<p><b>Really Clear Credits?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p><b>Please note the following:</b></p> <p><b>Setting default adjustments or performing a factory restore will require calibration afterwards.</b></p> <p><b>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, and player data.</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or Shift to Exit</p>	

### **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. Use Shift lever or press Service to Exit.

<p><b>Really Clear High Scores?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p><b>Please note the following:</b></p> <p><b>Setting default adjustments or performing a factory restore will require calibration afterwards.</b></p> <p><b>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, and player data.</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or Shift to Exit</p>	

### **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. Use Shift lever or press Service to Exit.

<p><b>Really Clear Player Stats?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p><b>Please note the following:</b></p> <p><b>Setting default adjustments or performing a factory restore will require calibration afterwards.</b></p> <p><b>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, and player data.</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or Shift to Exit</p>	

### **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. Use Shift lever or press Service to Exit.

<p><b>Really Set Default Adjustments?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p><b>Please note the following:</b></p> <p><b>Setting default adjustments or performing a factory restore will require calibration afterwards.</b></p> <p><b>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, and player data.</b></p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or Shift to Exit</p>	

## **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. Use Shift lever or press Service to Exit.

<p><b>Really Perform Factory Restore?</b></p> <p>Yes No</p> <p>Cancel</p>	<p><b>Utilities</b></p> <p>Please note the following:</p> <p>Setting default adjustments or performing a factory restore will require calibration afterwards.</p> <p>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, and player data.</p>
<p>Press Volume +/- or View/Tunes to Select. Press Test or Start to Activate Press Service or Shift to Exit</p>	

## **Calibration Menu**

From the **Test Main Menu**, select **Calibration** and enter. Making sure that the seat and Throttle are properly calibrated is the easiest way to make sure that your motorcycle game can 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.

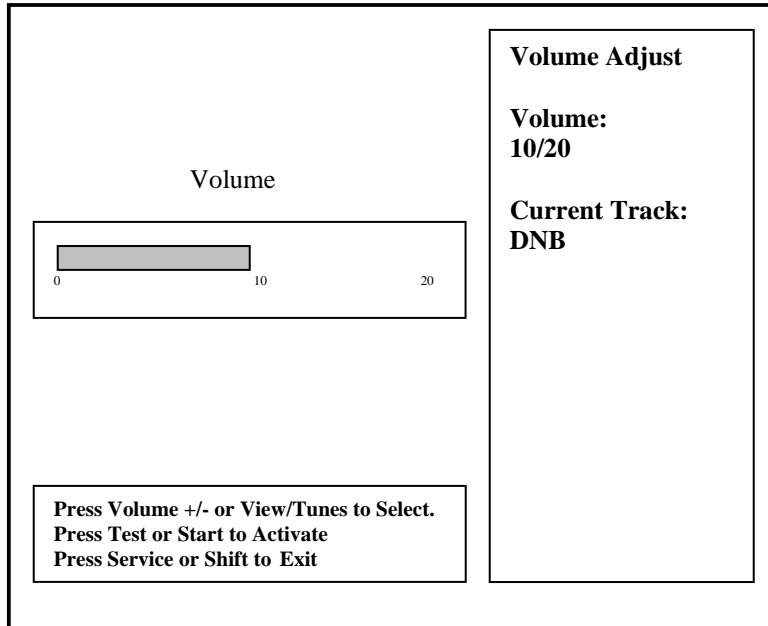
<p><b>Calibration</b></p>	
<input type="checkbox"/>	<p>Lean seat to center; then hit Test/Start</p>
<input type="checkbox"/>	<p>Lean seat left; then hit Test/Start</p>
<input type="checkbox"/>	<p>Lean seat right; then hit Test/Start</p>
<input type="checkbox"/>	<p>Roll Throttle and release; Then Hit Test/Start</p>
<input type="checkbox"/>	<p>Roll Throttle and release; Then Hit Test/Start</p>
<input type="checkbox"/>	<p>Hit Test/Start to Exit</p>

**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 scheduled maintenance.

## **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. Use Shift lever or press Service to Exit.

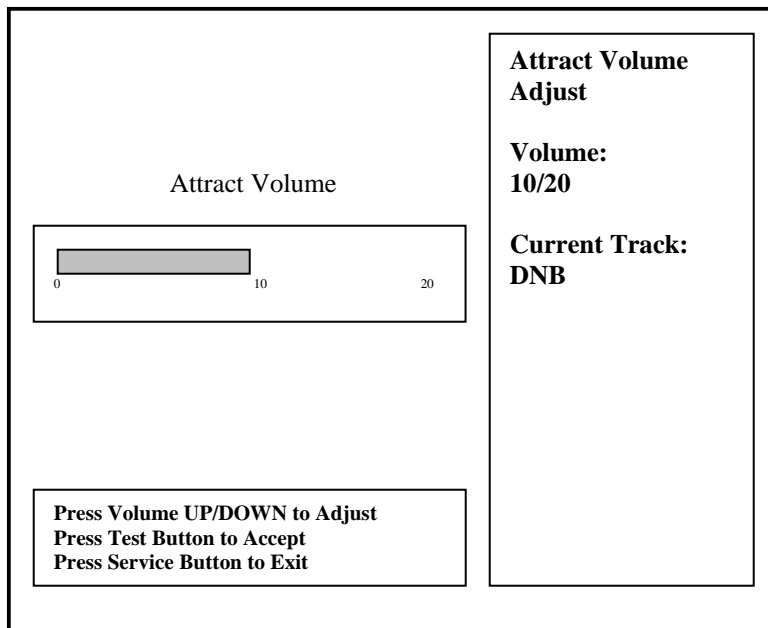


### **Note:**

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

## **Attract 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. Use Shift lever or press Service to Exit.



**TROUBLESHOOTING GUIDE**

<b>PROBLEM</b>	<b>POSSIBLE CAUSE</b>	<b>SOLUTION</b>
<b>Game will not power up</b>	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.
<b>“No Signal” Message</b>	Video cables not secure.	Check and secure video connector.
	PC not turned ON.	Turn ON power to PC.
<b>No video display.</b>	No power to video display.	Check power to video display.
		see <i>Game will not power up.</i>
<b>No sound.</b>	Audio cable not connected.	Check audio cable connection.
	Speaker not connected.	Check speaker connection.
<b>“I/O Board Missing”</b>	USB connector not connected.	Check USB connector from PC to I/O board. Perform Hard Drive Recovery
	Bad game power supply	Check for proper connection and voltage to i/o board. Replace cabinet power supply.
<b>Game will not load.</b>	New Hard Drive installed.	Power cycle by un-plugging game. Perform Hard Drive Recovery
	Hard Drive data corrupted.	Perform Hard Drive Recovery.
<b>Game Freezes</b>	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.
<b>Game resets.</b>	Low DC voltage.	Check for proper voltage(+5V,+12V)
	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..
<b>Not Linking</b>	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
<b>Bike Controls Not Working</b>	Bike not securely mated to monitor cabinet.	Secure bike to monitor cabinet using all 4 screws.
	Bike is not level with monitor cabinet	Move game to level surface or adjust leg leveler height as needed.
	Steering potentiometer Is loose	Secure connector firmly into potentiometer.
	Bad or Loose switch	Open fairing to access switches. Verify that switch and connections are good.
	Possible bad I/O board	Swap or replace I/O board
<b>LEDs not responding (Speedometer, Brake, Tailpipes LEDs)</b>	DB9 connectors on PC not secure.	Check DB9 connection and see items under “Bike Controls Not Working” of the Troubleshooting Section(above)
		Swap or replace speedometer board.
		Power Cycle Game.

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

## **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--

## Power Management Setting(BIOS)

### **NOTE:**

**Abrupt power cycling of the game should be avoided! Allow 5-10 seconds between turning the game OFF and then ON again.**

Fast and Furious Super Bikes 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 DELETE key while turning the PC *ON*.
4. On the **BIOS** menu screen, use the DOWN arrow to scroll down to **Power Management Setup**. Hit ENTER key once.
5. On the **Power Management Setup** menu, use the DOWN arrow to scroll down to **After AC Power Lost**.
6. Use the (+) button to change **After Power Lost** setting to: [**Power ON**].
7. Hit F10.
8. Hit Enter to Save and Exit.
9. PC will reset and begin to load game.

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.

## Basic Display Adjustments

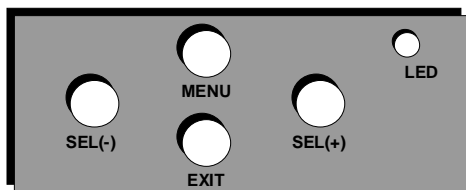
**WARNING:** Extremely high voltage is present on the monitor assembly. The monitor does not contain any user serviceable parts. Do not attempt to service the monitor.

The following are display settings, which you should become familiar with. It is important to note that settings may differ slightly between manufacturers and even between displays of the same manufacturers. Certain factors like age of the display could also be a factor. Therefore, the information below should only serve as a reference as actual settings may not be practical in most cases.

Setting	Adjustment
<b>Brightness</b>	<b>Function:</b> Background Brightness or Black Level. <b>Set Level:</b> Black background should appear dark and not gray.
<b>Contrast</b>	<b>Function:</b> Definition/ Sharpness of character against background. <b>Set Level:</b> Outer edges of character or text should not be distorted.
<b>H-Position</b>	<b>Function:</b> Horizontal Position. Side/side centering. <b>Set Level:</b> Picture should be centered from side to side.
<b>H-Size</b>	<b>Function:</b> Horizontal Size. Side/side dimension. <b>Set Level:</b> Picture should be full from side to side.
<b>V-Position</b>	<b>Function:</b> Vertical Position. Up/down centering. <b>Set Level:</b> Picture should be centered up and down.
<b>V-Size</b>	<b>Function:</b> Vertical Size. Up/down dimension. <b>Set Level:</b> Picture should be full from top to bottom.
<b>Pin Cushion</b>	<b>Function:</b> Degree of straightness along both vertical sides of the picture. <b>Set Level:</b> Both sides of the picture should be straight, without curvature.
<b>Degauss</b>	<b>Function:</b> De-magnetizes the picture tube when activated. This eliminates picture discoloration caused by magnetic disturbance around the picture tube.

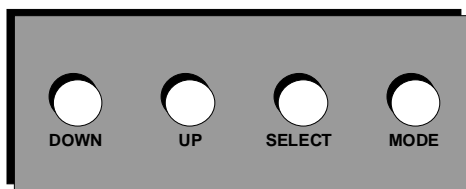
Digital displays are adjusted using a button type remote adjust board. Below are functional diagrams for Neotec and Wells Gardner 27" digital displays:

Neotec Remote



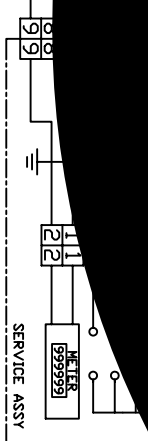
**Menu:** Open display adjustment menu.  
**Sel(-):** Move down.  
**Sel(+):** Move up.  
**Exit:** Save changes and exit.

Wells-Gardner Remote



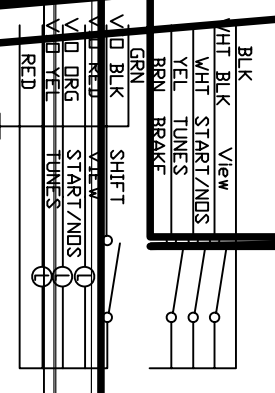
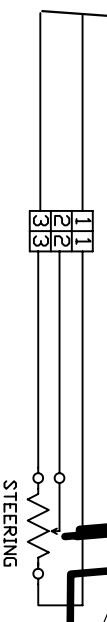
**Down:** Move down.  
**Up:** Move up.  
**Select:** Choose setting to adjust.  
**Mode:** Exit to adjustment menu.



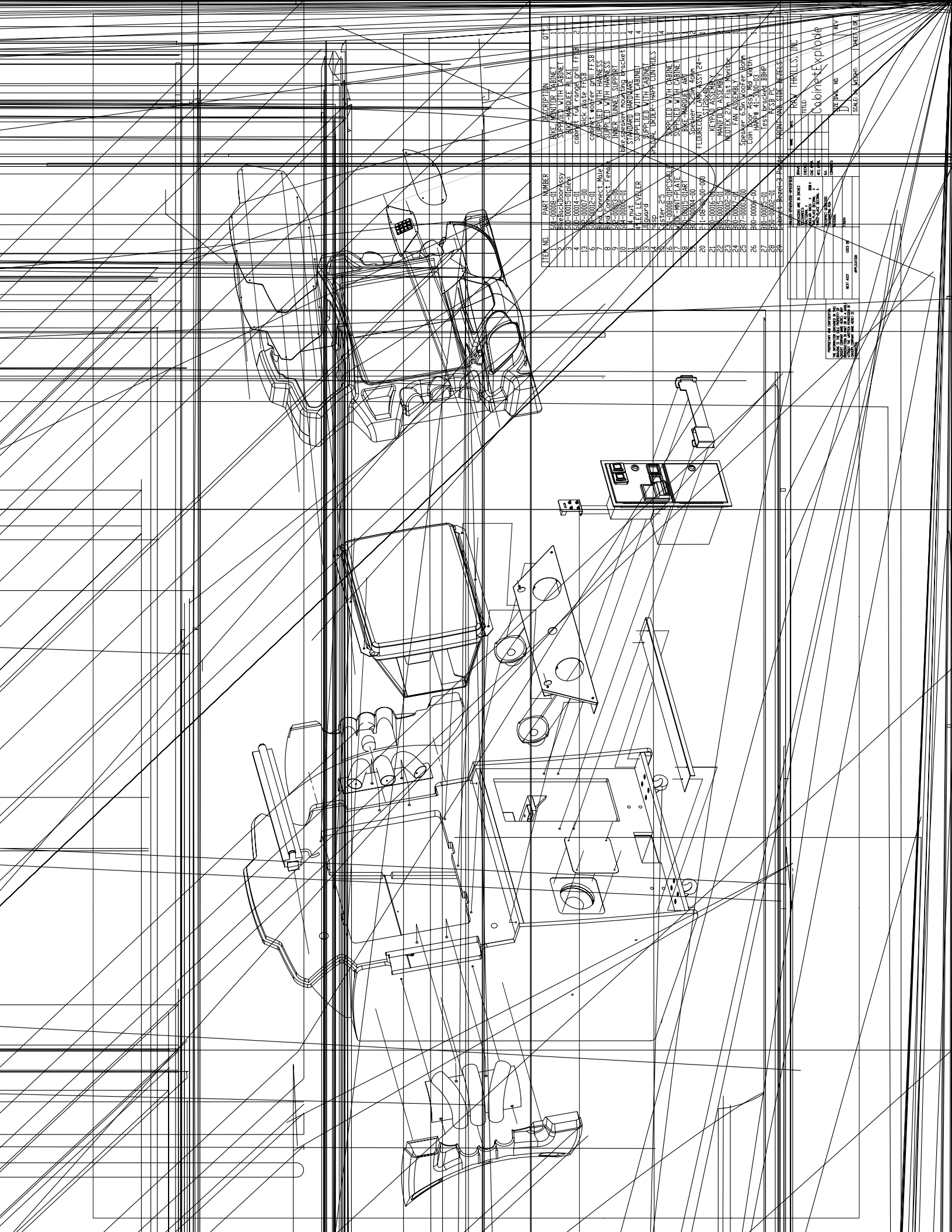


FF SUPER BIKES

1122  
1123  
1124  
1125  
1126  
1127  
1128  
1129  
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CONTROL  
WHL

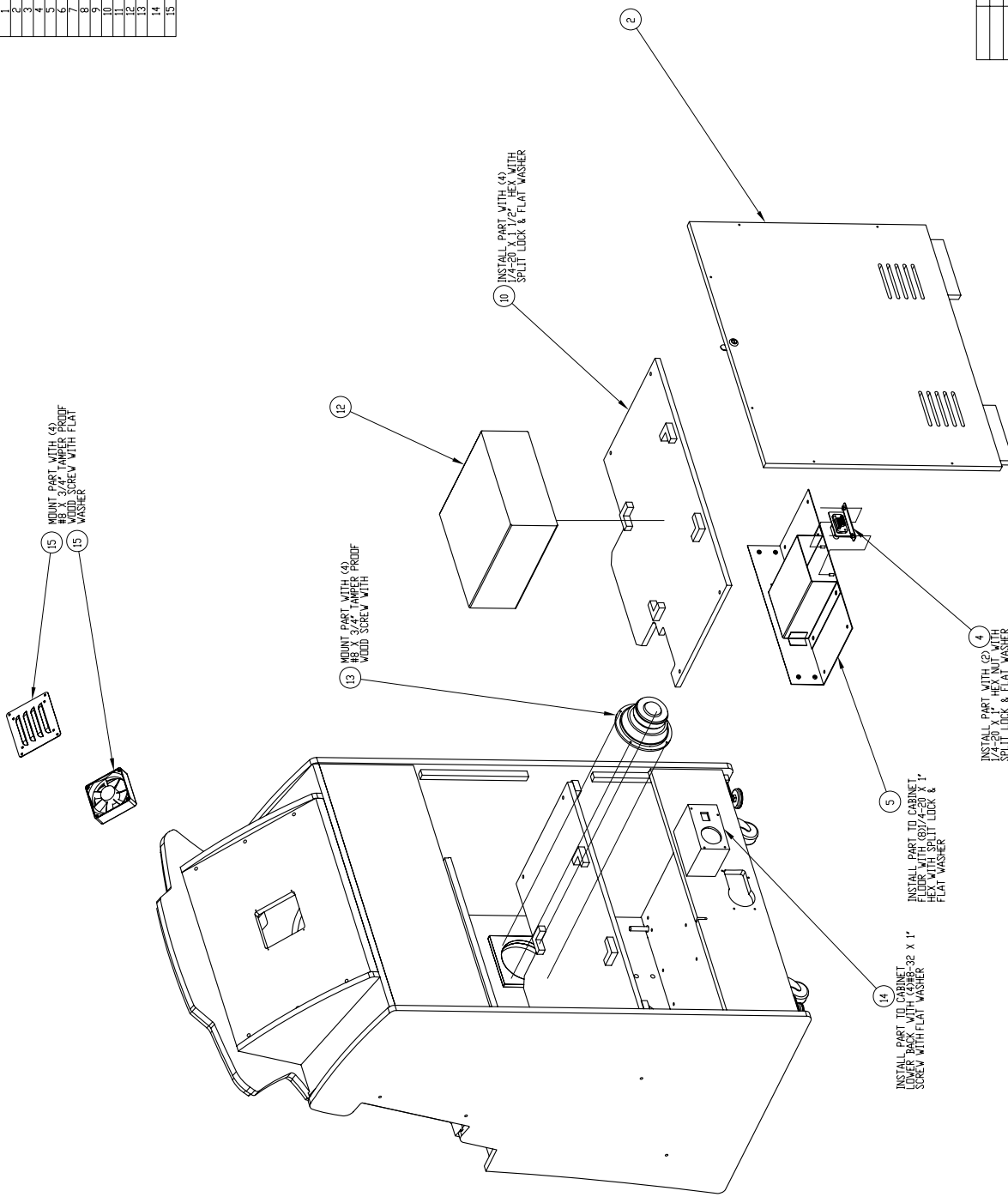


ITEM NO.	PART NUMBER	DESCRIPTION	QTY
1	50-0008-01	REG. FRONT CABINET	1
2	50-0009-01	REG. REAR CABINET	1
3	50-0015-01REV	REG. WALL PLATE	1
4	50-0014-01	CORNER FOR CORNER UNIT	2
5	50-0017-01	REG. KICK PLATE	1
6	50-0012-01	CORNER KICK PLATE	1
7	50-0013-01	REG. KICK PLATE	1
8	50-0016-01	REG. KICK PLATE	1
9	50-0018-01	REG. KICK PLATE	1
10	50-0019-01	REG. KICK PLATE	1
11	50-0020-01	REG. KICK PLATE	1
12	50-0021-01	REG. KICK PLATE	1
13	50-0022-01	REG. KICK PLATE	1
14	50-0023-01	REG. KICK PLATE	1
15	50-0024-01	REG. KICK PLATE	1
16	50-0025-01	REG. KICK PLATE	1
17	50-0026-01	REG. KICK PLATE	1
18	50-0027-01	REG. KICK PLATE	1
19	50-0028-01	REG. KICK PLATE	1
20	50-0029-01	REG. KICK PLATE	1
21	50-0030-01	REG. KICK PLATE	1
22	50-0031-01	REG. KICK PLATE	1
23	50-0032-01	REG. KICK PLATE	1
24	50-0033-01	REG. KICK PLATE	1
25	50-0034-01	REG. KICK PLATE	1
26	50-0035-01	REG. KICK PLATE	1
27	50-0036-01	REG. KICK PLATE	1
28	50-0037-01	REG. KICK PLATE	1
29	50-0038-01	REG. KICK PLATE	1

DRAWING NO. 50-0008-01  
 TITLE: Cabinet-Expose  
 SCALE: 1/4" = 1'-0"  
 DATE: 11/11/03  
 DRAWN BY: RAY THRELKILL, INC.  
 CHECKED BY: RAY THRELKILL, INC.  
 APPROVED BY: RAY THRELKILL, INC.

REVISIONS:  
 1. REVISED TO ADD PARTS FOR  
 CABINET-EXPOSE SYSTEM.  
 2. REVISED TO ADD PARTS FOR  
 CABINET-EXPOSE SYSTEM.

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	501-00088-01	BIKE MONITOR CABINET	1
2	501-00088-01	BIKE MONITOR CABINET	1
3	500-00022-01	BIKE MONITOR CABINET	1
4	500-00022-01	BIKE MONITOR CABINET	1
5	500-00022-01	BIKE MONITOR CABINET	1
6	500-00022-01	BIKE MONITOR CABINET	1
7	500-00022-01	BIKE MONITOR CABINET	1
8	500-00022-01	BIKE MONITOR CABINET	1
9	500-00022-01	BIKE MONITOR CABINET	1
10	500-00022-01	BIKE MONITOR CABINET	1
11	500-00022-01	BIKE MONITOR CABINET	1
12	500-00022-01	BIKE MONITOR CABINET	1
13	500-00022-01	BIKE MONITOR CABINET	1
14	500-00022-01	BIKE MONITOR CABINET	1
15	500-00022-01	BIKE MONITOR CABINET	1



15 MOUNT PART WITH (4)  
#8 X 3/4" TAMPER PROOF  
WASHER WITH FLAT  
WASHER

13 MOUNT PART WITH (4)  
#8 X 3/4" TAMPER PROOF  
WASHER WITH FLAT  
WASHER

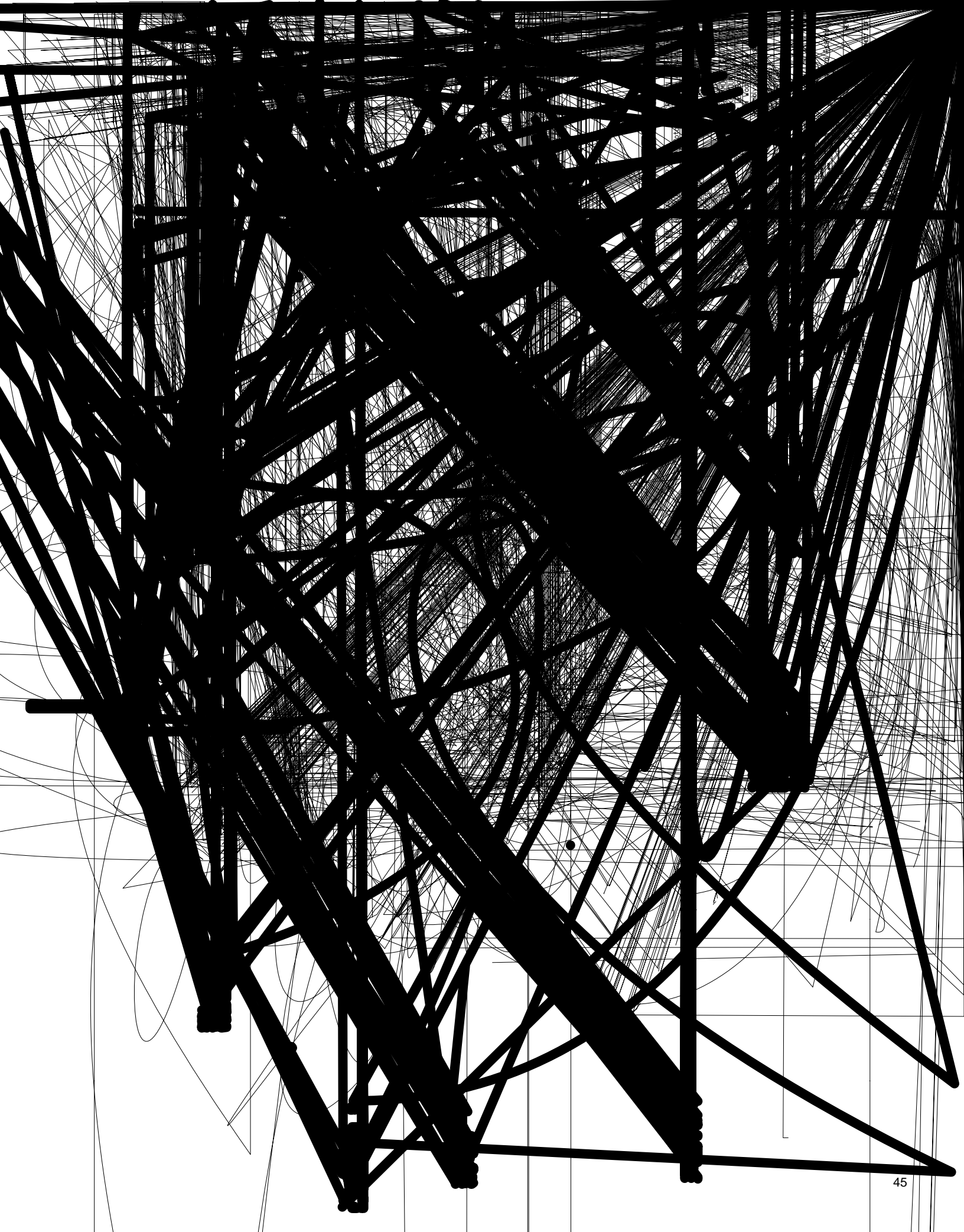
10 INSTALL PART WITH (4)  
1/4-20 X 1 1/2" HEX WITH  
SPLIT LOCK & FLAT WASHER

5 INSTALL PART TO CABINET  
FLOOR WITH (8) 1/4-20 X 1"  
FLAT WASHER

14 INSTALL PART TO CABINET  
LOWER BACK WITH (4) #8-32 X 1"  
SCREW WITH FLAT WASHER

4 INSTALL PART WITH (2)  
1/4-20 X 1" HEX NUT WITH  
SPLIT LOCK & FLAT WASHER

UNLESS OTHERWISE SPECIFIED:	NAME	DATE
DESIGNED BY		
DRAWN BY		
CHECKED BY		
APPROVED BY		
DATE		
SCALE	1:1	
SHEET NO.	1	
TOTAL SHEETS	1	
REV		
DATE		
BY		
CHKD BY		
APP'D BY		
SCALE	1:1	
SHEET NO.	1	
TOTAL SHEETS	1	



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	602-00005-01	TAIL LIGHT BRACKET	1
2	600-00005-01	BRAKE LED BOARD	1
3	85-32 STANDOFF-25	INSTALLED BY METAL FAB VENDOR	2
4	602-00006-01	BRACKET LIGHT COVER	1
5	85-32 PHIL-50	#6-32X1/2IN PHILLIPS HD SCREW	2

SECURE LED BOARD TO BRACKET USING (2) 6-32 X 1/2" PHILLIPS WITH FLAT WASHER

USE (1) 8-32X 1/2" TAMPER PROOF NUT WITH (1) FLAT WASHER TO SECURE THE TAIL LIGHT LENS HARDWARE

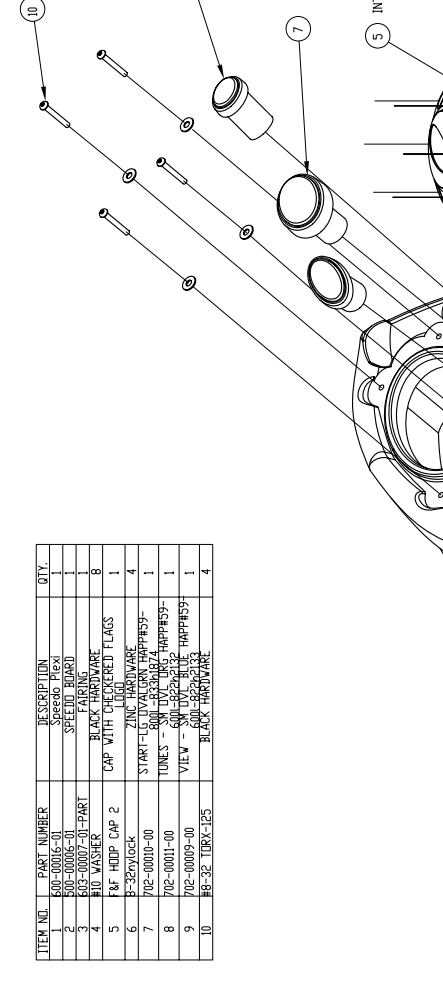
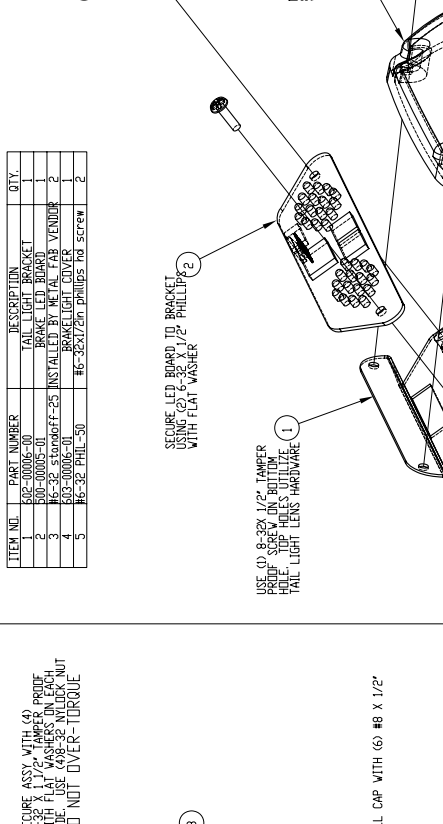
MOUNT LENS WITH (1) WASHER & (1) FLAT WASHER WITH (1) FLAT WASHER

NOTE: USE BLACK OXIDE HARDWARE ON ALL VISABLE ASSEMBLY

NOTE: USE BLACK OXIDE HARDWARE ON ALL VISABLE ASSEMBLY

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	503-00005-01	TAILPIPE CAP	1
2	500-00004-01	TAILPIPE LED BOARD	1
3	508-00015-01	TAILPIPE	1

NOTE: USE BLACK OXIDE HARDWARE ON ALL VISABLE ASSEMBLY



NOTE: USE BLACK OXIDE HARDWARE ON ALL VISABLE ASSEMBLY

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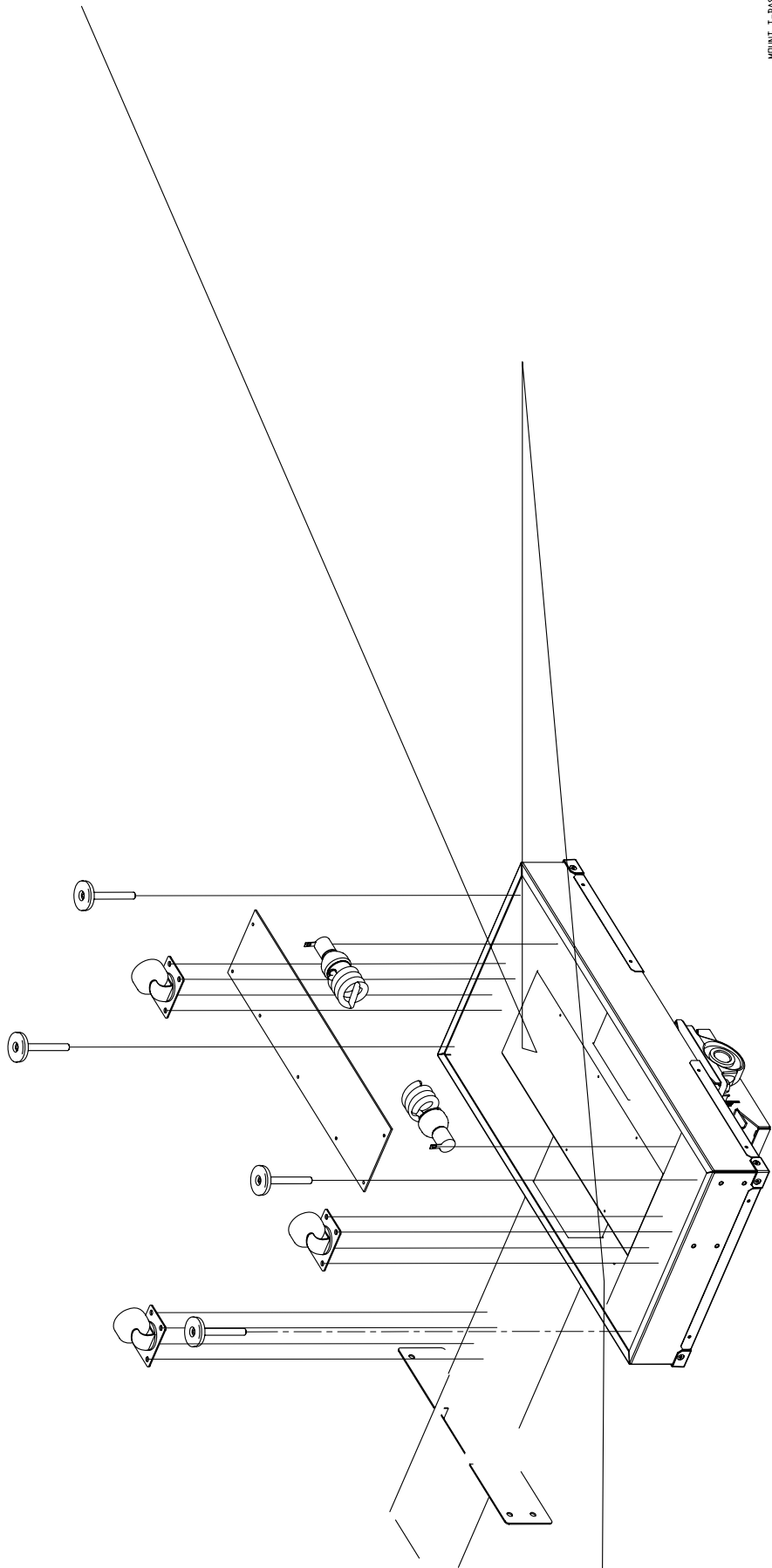
NOTE: USE BLACK OXIDE HARDWARE ON ALL VISABLE ASSEMBLY

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NOTE: USE BLACK OXIDE HARDWARE ON ALL VISABLE ASSEMBLY

NOTE: USE BLACK OXIDE HARDWARE ON ALL VISABLE ASSEMBLY



MONIT T-BASE EDGE BRACKET  
 WITH #10 WASHED PHENOLIC WASHER  
 METAL SCREW WITH FLAT WASHER

MONIT T-BASE CORNER GUARD  
 WITH #10 WASHED PHENOLIC WASHER  
 METAL SCREW WITH FLAT WASHER

MONIT T-BASE EDGE BRACKET  
 WITH #10 WASHED PHENOLIC WASHER  
 METAL SCREW WITH FLAT WASHER

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	504-00003-01	FFCB-Lamp Mt	2
2	502-00016-01	T-Base Edge Bracket	4
3	502-00017-00	T-Base Edge Bracket Long	2
4	503-00019-01	T-base Corner Guard	4
5	503-00019-01	T-base Corner Guard	3
6	501-00015-00	Podestal Spot Lamp	2
7	501-00015-00	Base T-Base Plexi	2
8	504-00020-01	T-Base Well Assy	1
9	504-00020-01	T-Base Well Assy	1
10	504-00003-01	PIVOT 1-Base-266-01	1

NOTE: EDGE BRACKETS AND CORNER GUARDS USE BLACK OXIDE HARDWARE

REVISIONS AND COMMENTS  
 ALL DIMENSIONS GIVEN IN INCHES  
 DIMENSIONS TO CENTER UNLESS OTHERWISE SPECIFIED  
 DIMENSIONS TO DIMENSION LINE UNLESS OTHERWISE SPECIFIED  
 UNLESS OTHERWISE SPECIFIED  
 DIMENSIONS TO DIMENSION LINE UNLESS OTHERWISE SPECIFIED

REV	DATE	BY	CHKD	DESCR
D				RAW THRILLS, INC.
				STEELBASESHAPP
				RETROEXPLDDE
				SCALE: 1/4" = 1"
				SHEET 1 OF 1



Additional Notes and Contact Information:

Game: The Fast and the Furious Super Bikes

Model:

Serial Number:



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