



OWNER'S MANUAL

Ver.1.00



! WARNING

- For safety reasons, please read the manual first before plugging in machine.
- Please keep this manual properly for convenient reference as needed.

About This Manual

Thank you for purchasing this product.

The manual describes how to install, set up, use and maintain the product. The main purpose of the manual is to instruct how to operate the product correctly and safely. Please follow all the safety and warning instructions in the manual to avoid personal injury and product damage.

This product may only be maintained by a technician. A technician mainly refers to a person who has obtained a certificate of senior middle school related to mechanical engineering, electrical engineering or at a level equal to that of technical senior middle school graduates, and is engaged routinely in the maintenance, management, repair of amusement machine.

Please keep this manual properly for easy reference as needed. Moreover, if the operator entrust another party to operate, move, transport, install, maintain and repair the machine, please read relevant content and instruct concerned party to observe all the instructions and precautions in this manual regarding the particular action to be taken.

When transferring the ownership of this product, be sure to provide this manual with the machine.

For further information about the game and repair (including consumables), please contact our company.

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1. Safety Precautions

1.1 Warning Stickers

In order to avoid injury to related people and damage to property, please observe the followings:

PLEASE READ FIRST

- The following marks can be used to indicate the magnitudes of risk and damage caused by ignorance or improper operation:



means “may result in serious injury or death”



means “may result in minor injury or property damage”

Serious Injury: refers to the situations in which hospital treatment or long-term treatment will be accepted because of losing sight, getting hurt, getting burnt, electric shock, fracture or intoxication.

Minor Injury: refers to the cases that there is no need to go to hospital or accept long-term treatment.

Property Damage: refers to the damage of house, facility, or hurt of livestock and pet

1.2 Placing Site

Warning

- This machine is designed for indoor use only. Never install the machine outdoors. Meanwhile, please avoid the following locations indoor:
 - Direct sunlight, water leakage, damp and high temperature places.
 - Near Flammable, volatile, or/and dangerous substance.
 - Slope, unstable places or locations subject to frequent vibration.
 - Near emergency exit, fire extinguisher or similar equipment.
- The rear part has the vent for heat emission from PC or screen. Don't place anything nearby to avoid game failure.
- Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission

1.3 Safety Precautions

The owner shall pay attention to the followings when placing, checking and repairing machine to insure player's security and avoid damage:

Warning

- Make sure to plug the game into 110V or 220V main outlet to avoid fire and electric shock.
- Make sure to turn off the power when performing maintenance and service to avoid electric shock or short circuit.
- Do not unplug or plug the plug instantly.
- Don't touch the power plug with a wet hand to avoid electric shock.
- Don't expose the power cord/grounding line on the passageway. Failure to do this will damage the power cord, causing electric shock or short circuit.
- Don't lay anything near the power cord to avoid fire.
- Do not pull the power cord when unplugging, please hold the plug to avoid power cord damage, causing fire or electric shock.
- In case of power cord damage, please contact the local distributor for replacement
- Only use fuse and spare parts specified by our company
- Connect the connector firmly and tighten the screws.
- Do not dismount, replace or convert the product without our permission in order to avoid damage and human injury due to improper operation.
- Check and maintain the machine regularly.
- Keep "Warning stickers" clean and legible. Replace it immediately when the words are not legible or the dirt can't be removed.
- Please contact our service center when performing any work that is not described in this manual, and follow the instruction provided.

1.4 Precautions during Play

Caution

- In order to avoid injury and accident during play, the following people shall not play the game:
 - People who are injured or less mobile.
 - Person with poor health condition, such as hypertension or heart disease.
 - Person wearing high-heeled or slippery shoes.
 - Person who can't touch the pedal.
 - Pregnant woman, drunk people.
- When a player feels uncomfortable during play, remind the person to have a break, or stop playing.
- Make sure the player reads the warning labels and other indications, and plays in accordance with the instructions to avoid accidents such as electric shock and short circuit.
- Bystander shall not operate any button when the player is playing the game to avoid unnecessary trouble.

1.5 Transporting and Moving

Caution

Transporting

- When transporting the machine with an elevator, be sure to employ "Lift Point" to prevent accident and damage to the machine.
- To prevent movement when transporting the machine on a vehicle, please fix the casters and fully retract the adjusters. Failure to do this may cause damage to the machine.
- When carrying the machine with a forklift, be sure to insert the fork to fork position and lift stably. If not, it may cause accident and damage to the machine.
- The glass and LCD screen are fragile. Avoid violent vibration or shock when transporting.

Moving

- Before moving the machine, unplug the power plug to prevent accident. Don't damage the cord.
- Pay attention to the obstructions and uneven surface when moving the machine to prevent accident and damage to the machine.
- Fully retract all adjusters before moving to prevent accident and hazard.
- Make sure to use at least two persons to conduct the above work to avoid accident and injury
- Pay attention to the moving direction, see fig.



1.6 Installing and Placing

Pay attention to the following when placing the machine.

Caution

- Place the machine on the flat and slip resistant area.
- Use the adjusters to fix the machine (See diagram 1)
 1. Loosen the nuts for the adjusters (clockwise), tighten the bolts with a wrench (clockwise).
 2. Tighten the nut firmly (counter clockwise) and fix it well.

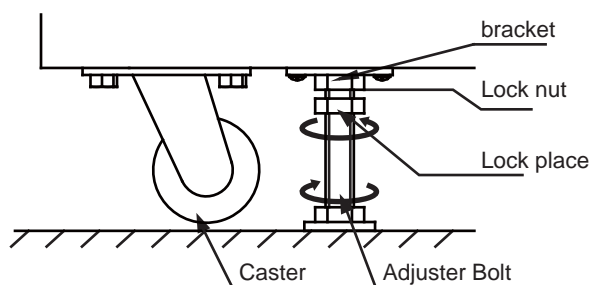


Diagram (1)

- Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission (See diagram 2).

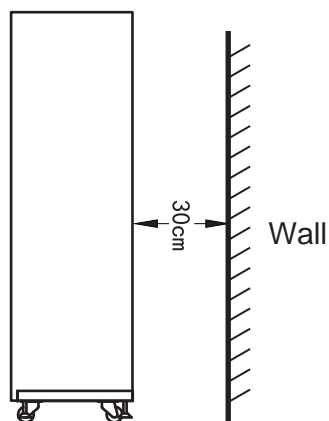
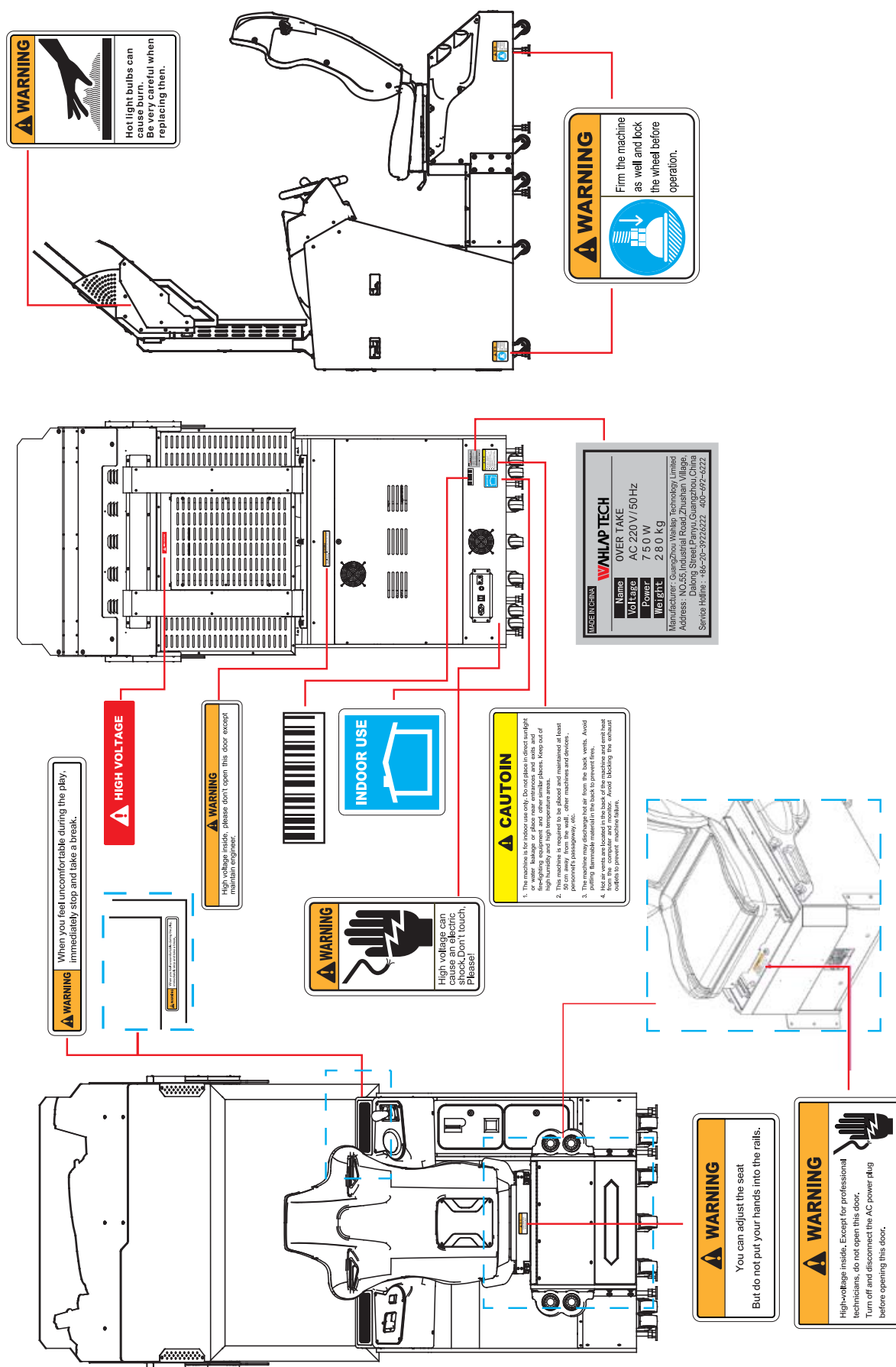


Diagram (2)

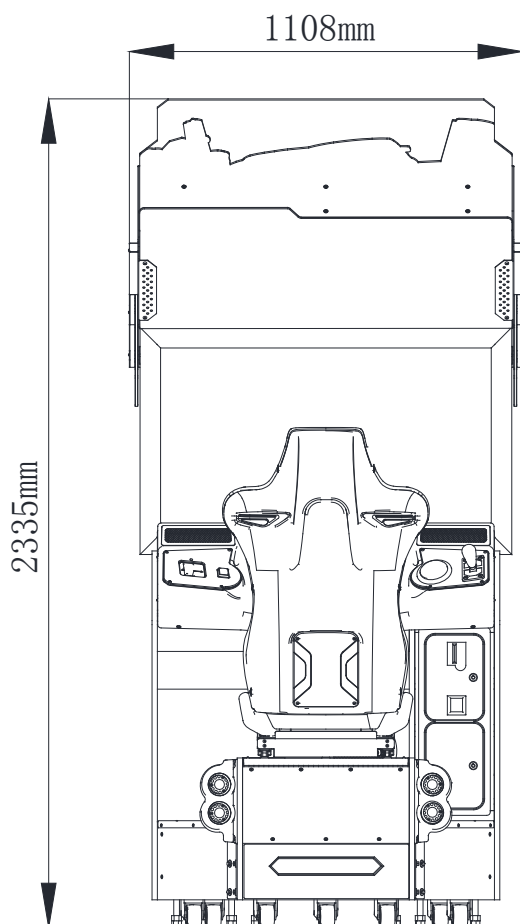
1.7 Caution & Warning Stickers



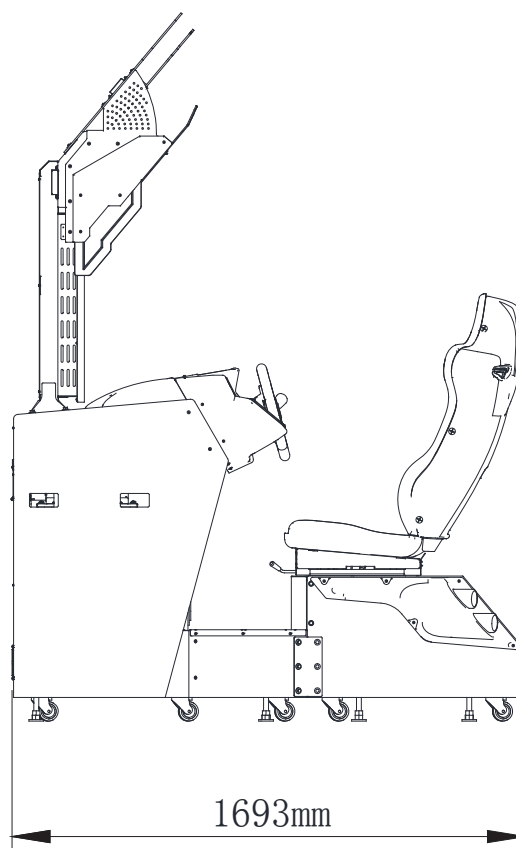
2. Product Description

2.1 Product Specification

| | |
|---------------------|-------------------------|
| ■ Location | Indoor Only |
| ■ Dimension | 1108(W)×1693(D)×2335(H) |
| ■ Rated Voltage | 220V |
| ■ Frequency | 50Hz |
| ■ Power Consumption | 750W |
| ■ Weight | 280kg |
| ■ Temperature Range | 5~40 °C |



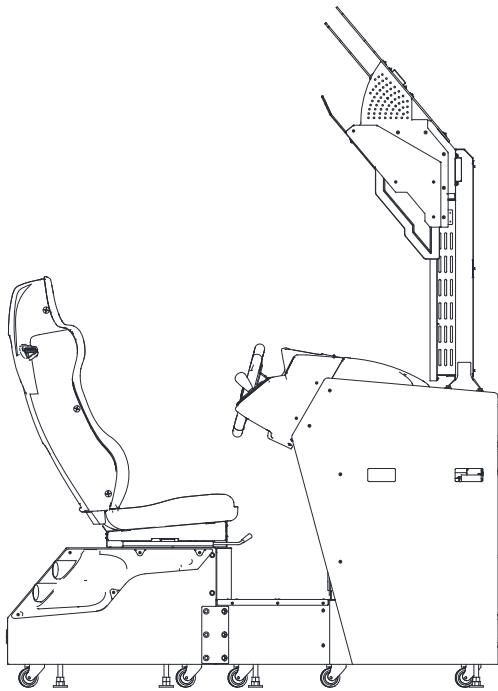
■ Front View



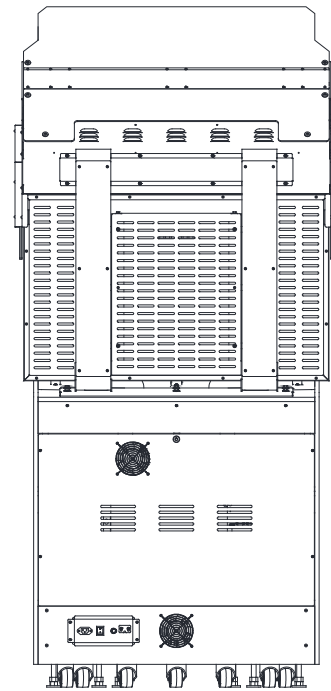
■ Side View

2.2 Overview

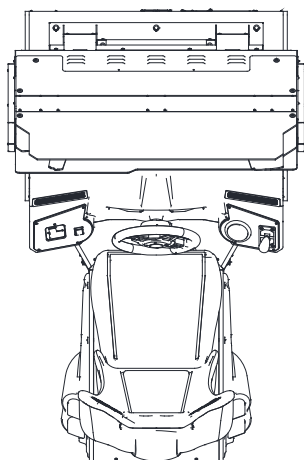
■ Side View



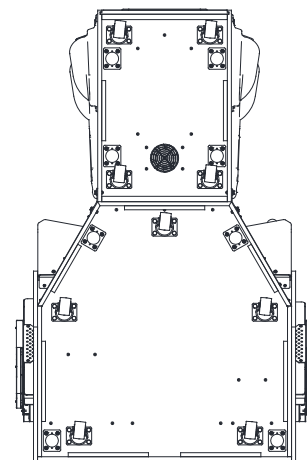
■ Rear View



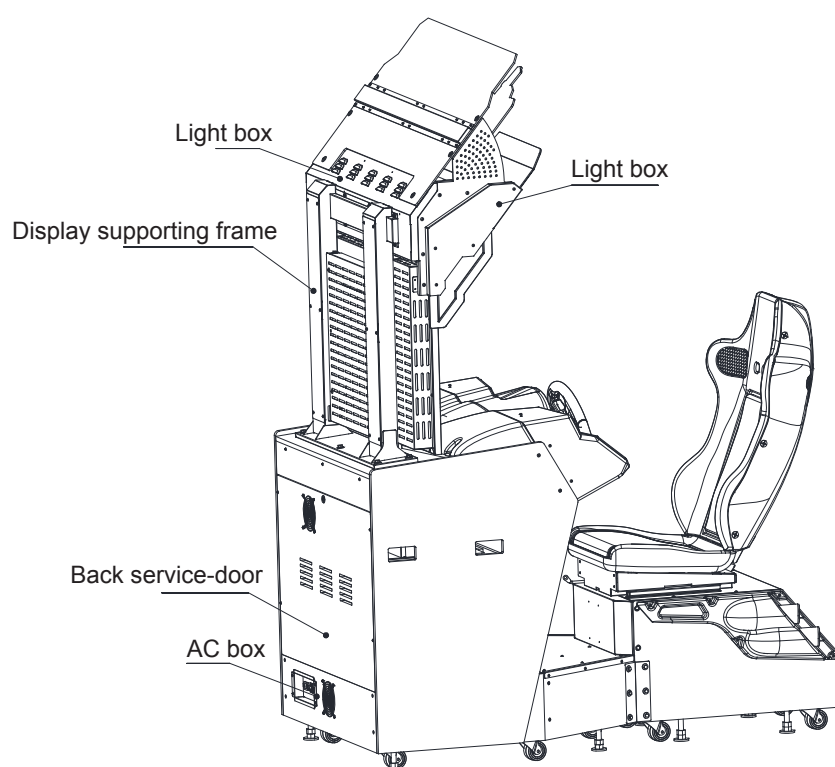
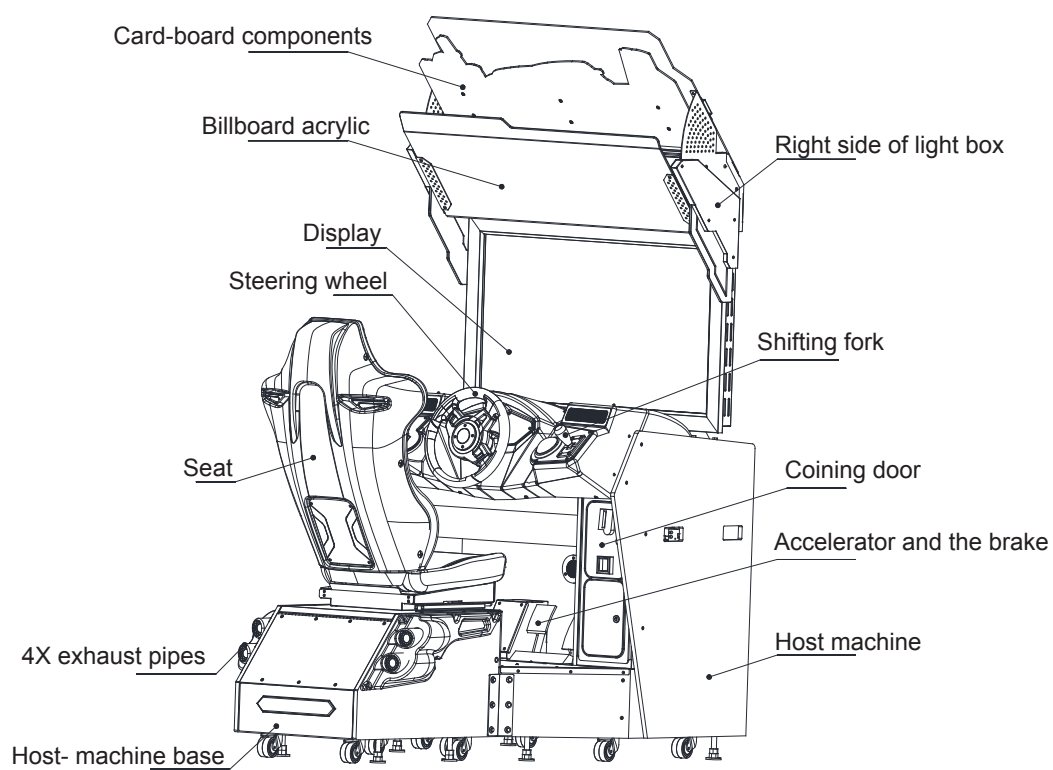
■ Top View



■ Bottom View

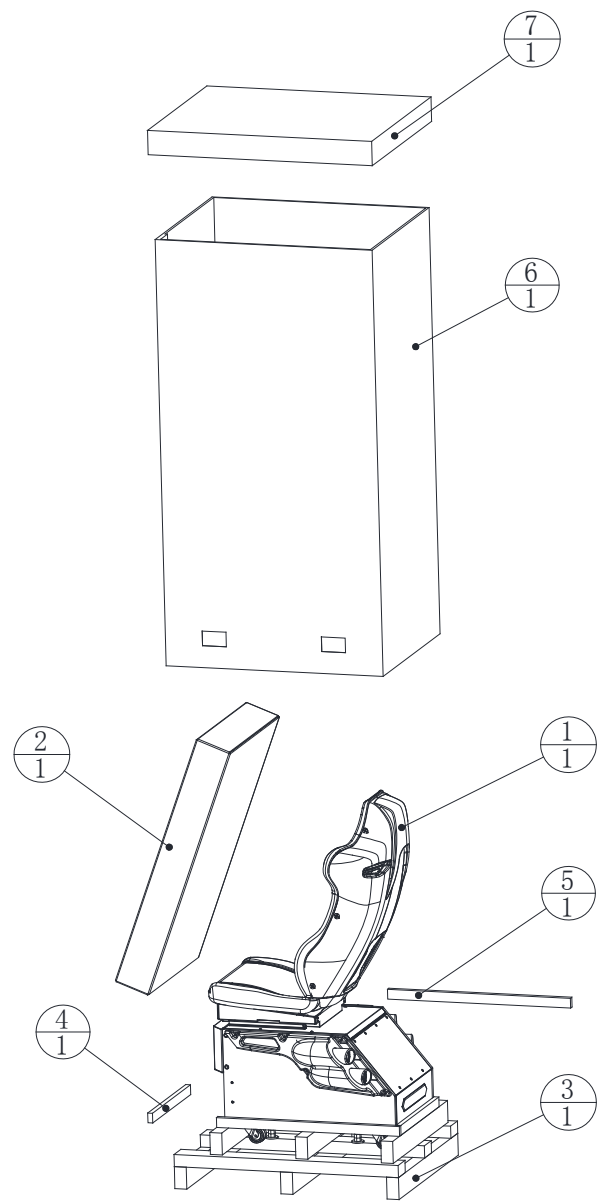


2.3 Spare Parts



2.4 Shipment List

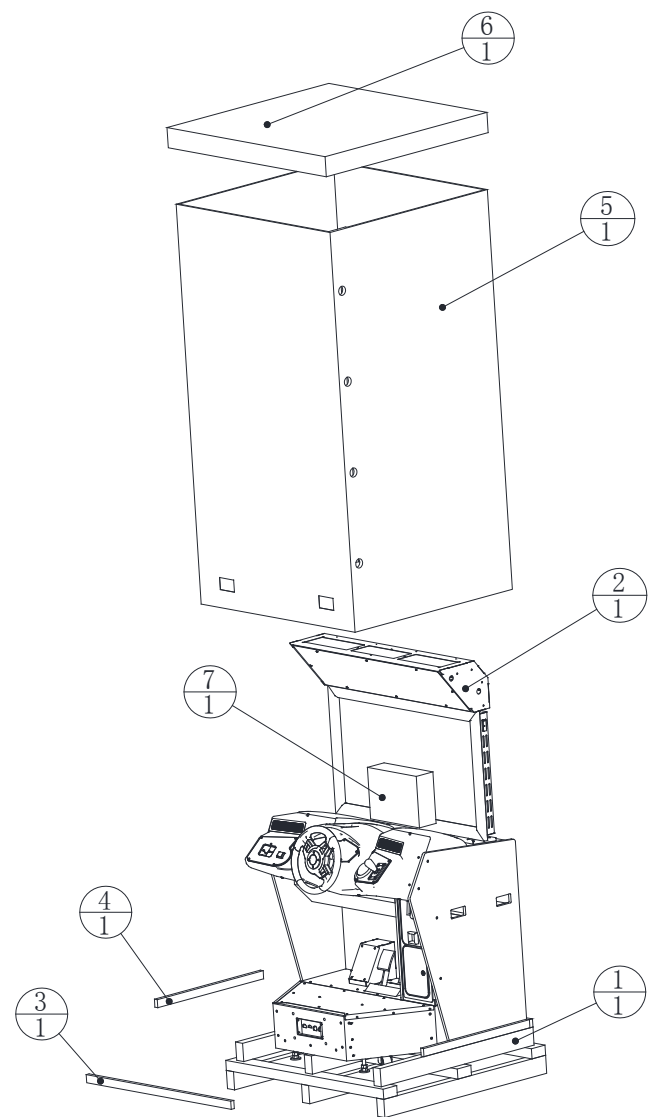
■ Packing Carton 1



| | |
|----------------------|------------------------------------|
| 产品名称 Product Name | 火线狂飙 OVERTAKE |
| 箱体重量 Box Weight | 100 kg |
| 箱体尺寸 Box Size | 940 × 780 × 1900 mm (W) (D) (H) |
| 箱体备注 Box Remark | 座椅、灯箱左右侧、豪卡板包装 |
| C/NO. | 1/2 |

| | | | | | |
|----|--------------|-------------|-----------------|----|----|
| 7 | HXK-9901E05 | 座椅天盖 | 耐水3C 1100g T-10 | 1 | |
| 6 | HXK-9901E04 | 座椅围框 | 耐水3C 1100g T-10 | 1 | |
| 5 | HXK-9901E03 | 座椅地台架限位木条二 | 实木40*20*767 | 1 | |
| 4 | HXK-9901E02 | 座椅地台架限位木条一 | 实木40*20*500 | 1 | |
| 3 | HXK-9901E01 | 座椅地台架 | | 1 | |
| 2 | HXK-9903000 | 灯箱左右侧及豪卡板包装 | | 1 | |
| 1 | HXK-0200000A | 座椅组件 | | 1 | |
| 序号 | 图 号 | 名 称 | 材料/规格 | 数量 | 备注 |

■ Packing Carton 2



| | |
|----------------------|-------------------------------------|
| 产品名称 Product Name | 火线狂飙 OVERTAKE |
| 箱体重量 Box Weight | 265 kg |
| 箱体尺寸 Box Size | 1115 × 1070 × 2130mm (W) (D) (H) |
| 箱体备注 Box Remark | 机台主体、附属品箱 |
| C/NO. | 2/2 |

| | | | | | |
|----|--------------|-------------|-----------------|----|----|
| 7 | | 附属品纸箱 | 345*255*110mm | 1 | |
| 6 | HXK-9902E05 | 机台主体天盖 | 耐水3C 1100g T-10 | 1 | |
| 5 | HXK-9902E04 | 机台主体围框 | 耐水3C 1100g T-10 | 1 | |
| 4 | HXK-9902E03 | 机台主体地台架限位木条 | 实木40*20*700 | 1 | |
| 3 | HXK-9902E02 | 机台主体地台架限位木条 | 实木40*20*1020 | 1 | |
| 2 | HXK-0100000A | 机台主体组件 | | 1 | |
| 1 | HXK-9902E01 | 机台主体地台架 | | 1 | |
| 序号 | 图 号 | 名 称 | 材料/规格 | 数量 | 备注 |

2.5 Packing List

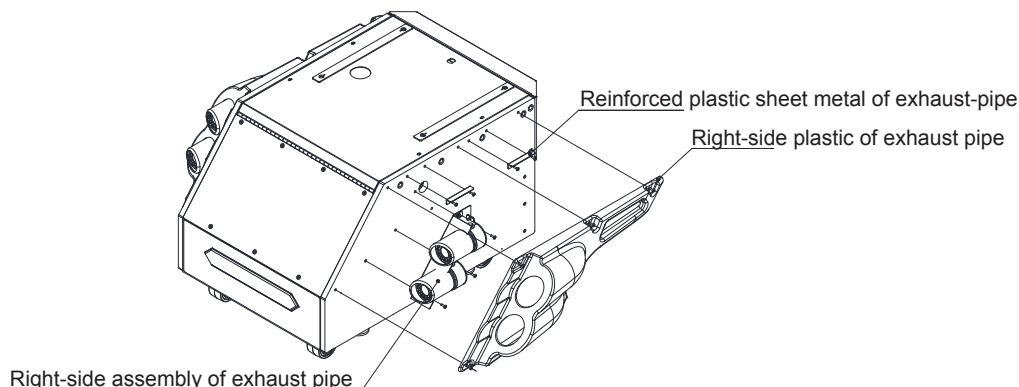
Please check the following items after purchasing our product. If any part missing or damaged, please contact our sales person!

| Description | Specification | Quantity | Remarks |
|--|----------------------------|----------|---------|
| Same-size key | 5555 keys | 2 | |
| Power line (3 pins at both ends) | 3m (1.0m m') | 1 | |
| Flat gasket | φ6*φ20*2.0 (chrome-plated) | 6 | |
| Flat gasket | φ5*φ12*1.0 (black-plated) | 10 | |
| Large hexagon socket flat head screw | M5*12 (chrome-plated) | 20 | |
| Large cross-head flat screw | M4*12 ((black-plated)) | 22 | |
| Hexagonal screw | M8*50 (black-plated) | 4 | |
| Flat gasket | φ8*φ22*2.0 (black-plated) | 4 | |
| Spring washer | M8 (black-plated) | 4 | |
| Hexagonal screw | M6*25 (black-plated) | 12 | |
| Flat gasket | φ6*φ20*2.0 (black-plated) | 12 | |
| Spring washer | M6 (black-plated) | 12 | |
| Operating instructions | Coated paper | 1 | |
| Lateral junction plate of host machine | SPCC-3.0T | 2 | |
| Network cable | gigabit network cable 10M | 1 | |

2.6 Install Direction

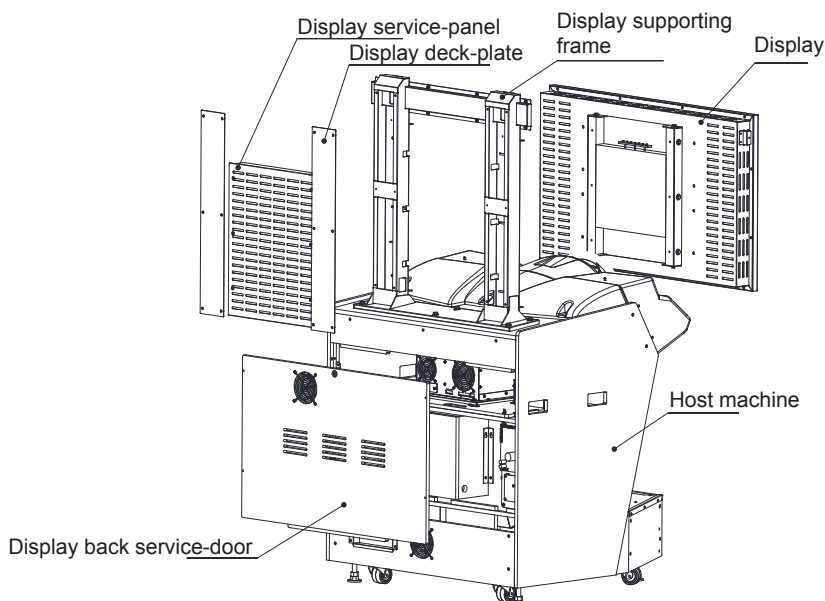
■ Step 1

1. First of all, the two pieces of reinforced-plastic sheet metals of exhaust-pipe are fixed to the base with the large cross-head flat screws (black-plated) .
2. After the right-side assembly of the exhaust pipe is fixed to the base with 3 large cross-head flat screws M4 * 12 (black-plated), then the wires on the exhaust pipe are connected properly.
3. The right-side plastic of the exhaust pipe is fixed to the base with 5 flat-head screws M4 x 25 (black-plated).



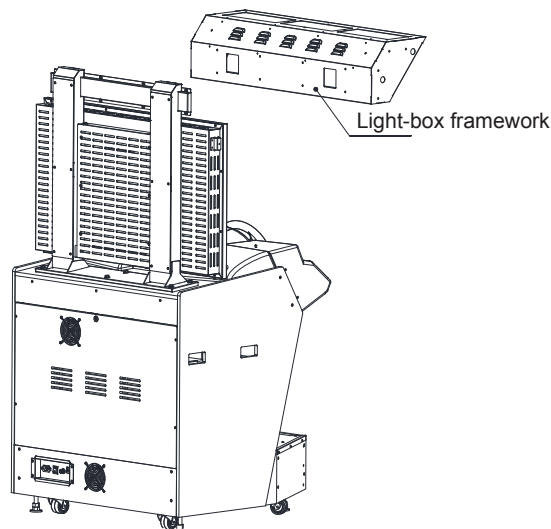
■ Step 2

1. After the display assembly is taken out of the packaging box, the display service panel and the display cover-plate are removed respectively, then the display is removed to have the display separated from the display supporting frame.
2. First of all, use the hexagonal screws M8 * 50 (black-plated), spring washers M8 (black-plated) and flat gaskets $\phi 8 * \phi 22 * 2.0$ (black-plated) to install the display supporting frame to the host machine; Reuse the screws removed from the display to install the display to the display supporting frame.
3. After 4 screws on the back service-door are removed, use the same-size key to open the door in order to have the connecting wires connected properly.



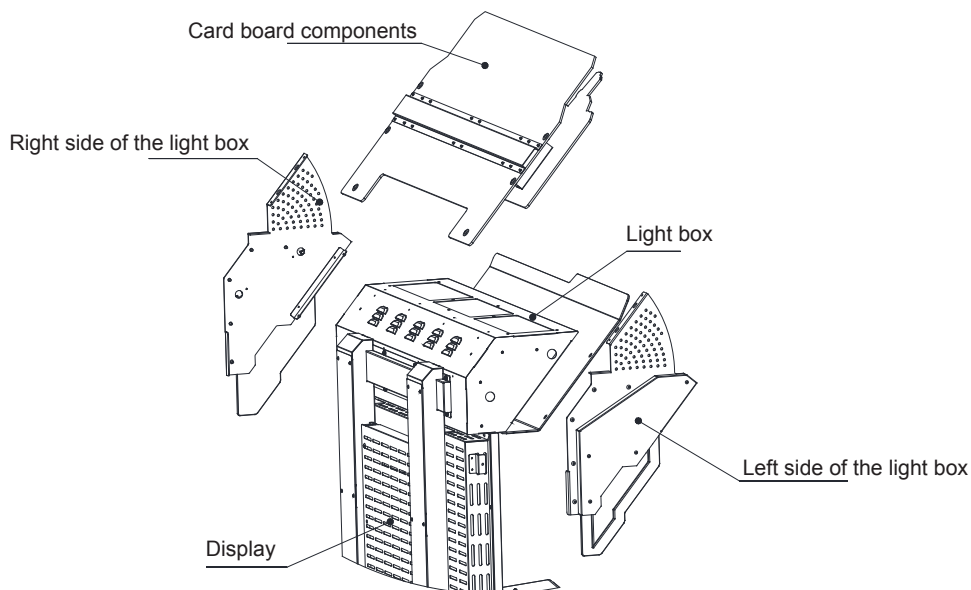
■ Step 3

1. First of all, hang the light-box framework onto the supporting frame and connect the wires on the light-box framework properly, then use 8 cross-head round screws M5 * 16 (black-plated) to fix the light-box framework to the display supporting frame.
2. Reinstalled the display deck-plate, display service-panel and back service door to its places.

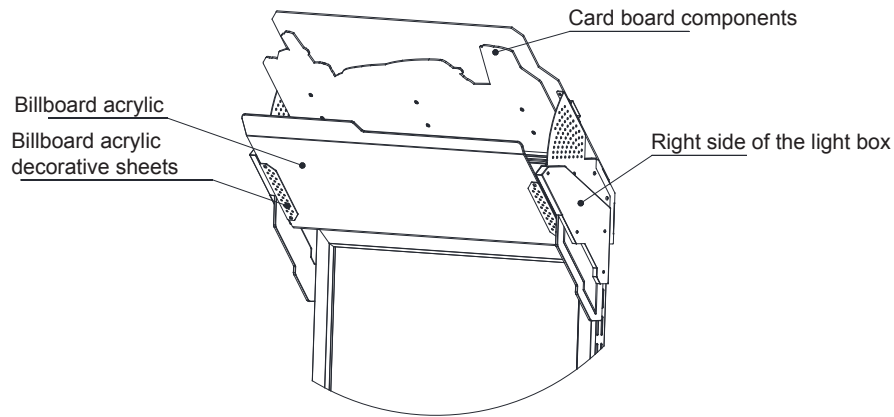


■ Step 4

1. When both sides of light box are installed, plug in the connectors at the left and right sides of light box and put the connectors into the light box , and then use M5 * 12 (chrome-plated) to fix the both sides to the light box.
2. After the left and right sides of the light box are fixed properly, put the card-board components onto the host-machine and align the screw-holes, and then use M5 * 12 (chrome-plated) hexagonal-socket flat head screws and flat gaskets $\phi 6 * \phi 20 * 2.0$ to tighten.

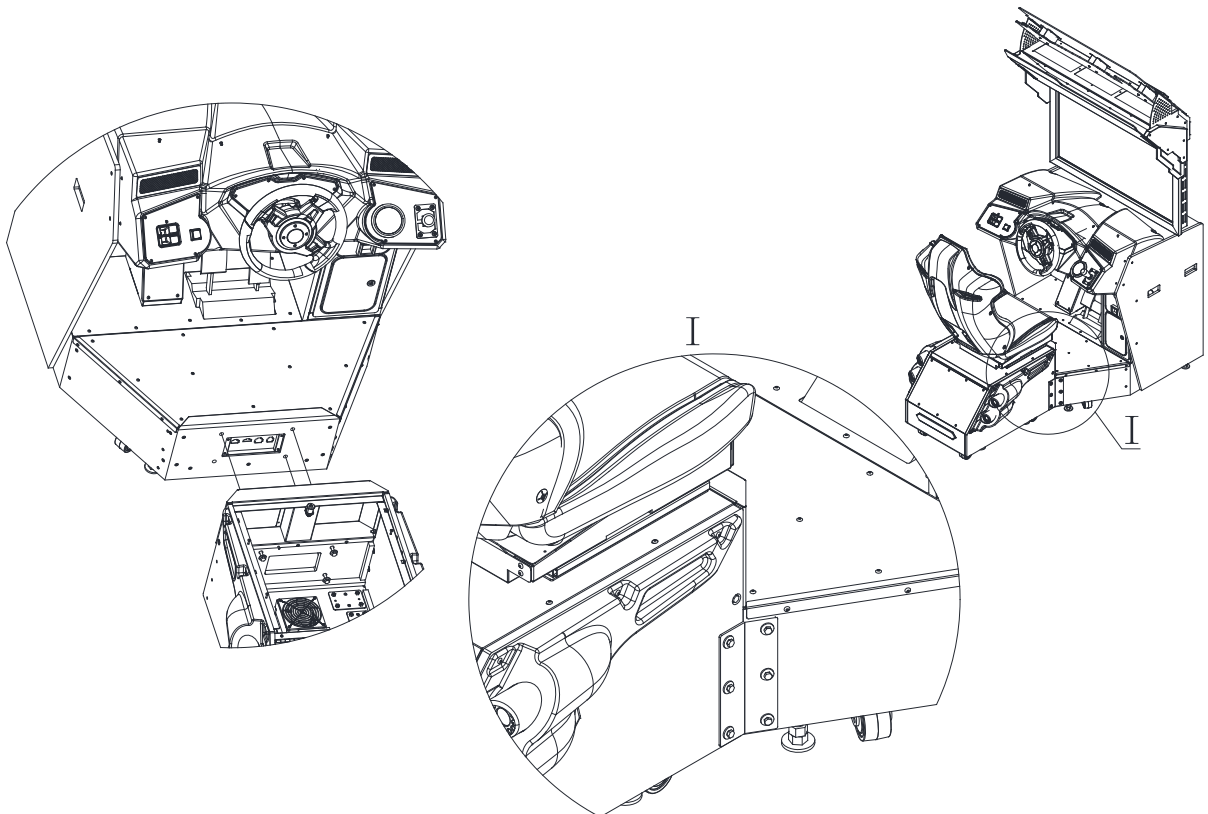


3. Put the long holes on either side of billboard acrylic onto the studs on either side of the light box, and then use M5 * 12 (chrome-plated) hexagonal-socket flat head screws to fix billboard acrylic decorative sheets onto billboard acrylic.



■ Step 5

1. First of all, connect the connecting wires between the host machines and seat properly and the host-machine shall be near to the seat.
2. Remove 4 M4*25 (black-plated) hexagonal-socket flat head screws, unlock the seat, then put the seat up, use the hexagonal flat head screws M8 * 50 (black-plated), flat gasket $\Phi 8 \times \phi 22 \times 2.0$ (black-plated) and spring washer M8 (black-plated) to connect the host-machine with the seat, lock the seat and retighten the 4 removed hexagonal flat head screws.
3. Use hex screws M6 * 25 (black-plated), flat gaskets $\phi 6 \times \phi 20 \times 2.0$ (black-plated) and spring washers M6 (black-plated) to tighten the two pieces of junction plates at the outboard of the host machine.



2.7 Warranty

■ Scope

- Inquiry regarding product can be assisted for free.
- The warranty scope for consumables and durables may differ from product to product. Please contact our after-sales service center for detailed information. The right of final interpretation is reserved.

■ Exclusive

- Damage caused by force majeure such as god will.
- Failure caused by carelessness, such as water contact, falling down, toppling, knocking.
- Failure caused by disobeying the instructions in this manual.
- Failure caused by operating the machine on inappropriate site.
- Change the original design and configuration for the game without notice.
- Failure to perform regular service and clean.
- Failure to fix the product in line with the manual's requirement.
- Malfunction or part damage caused by electromagnetic interference other electronic equipments generated.

■ Non-warranty Consumables

- Light tube and bulb
- Button lamp and switch
- Fragile items
- Solenoid
- Other spare parts

3. Game Description

3.1 Appearance Design

The host-machine is used for racing game and its appearance design is very novel. Its main structure is yellow & black and provided with the racing decorative board. Its sides are decorated with the dynamic racing-car. Its side acrylic is provided with the blue eye-catching lamps. Its main structure is provided with a variety of lamps and equipped with a vibration device. When the car collides or use Turbo Jet, the obvious vibration shall be triggered in order to have the player feel the joyfulness and the excitement of the game.

3.2 Game introduction

Overtake is a brand new recreational racing game, in which six popular vehicles are provided. Each vehicle has distinctive features and various types of Turbo Jet. This game also offers diverse track combinations, scenes, and remodel their vehicles in a unique way. The vehicle frame is equipped with various types of lighting facilities and the vibration function, so when vehicles are hit or Turbo Jet is used, significant vibration will be brought about to enhance the speeding experience and better help players feel the intense atmosphere during the competition.

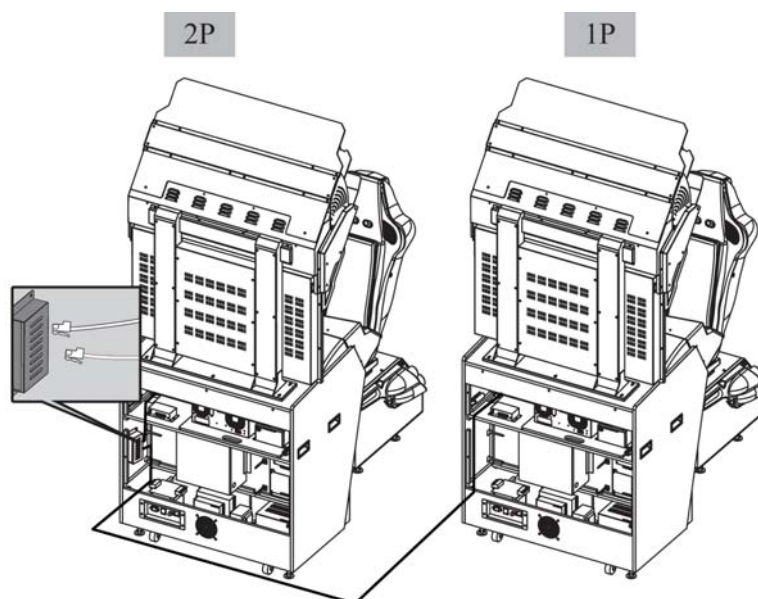
3.3 How to play

1. Use the traditional steering wheel + pedal operation mode and use the nitrogen and View keys at the same time.
2. After inserting the coin and choosing the mode, car and track-line, press START button and tread the accelerator to start the game. In the process of playing, use the same button to increase the effect of different games (switching the viewpoint, accelerating and evading). The left corner of picture is showing the current positions of the player & the rival and the track-line thumbnail. The upper picture is showing the elapsed time of the game and player's rank/number. The lower right corner of the picture is showing the connecting state, playing time, nitrogen / speed / tachometer /gear /level and coining information.

3.4 Connection and turning on the power

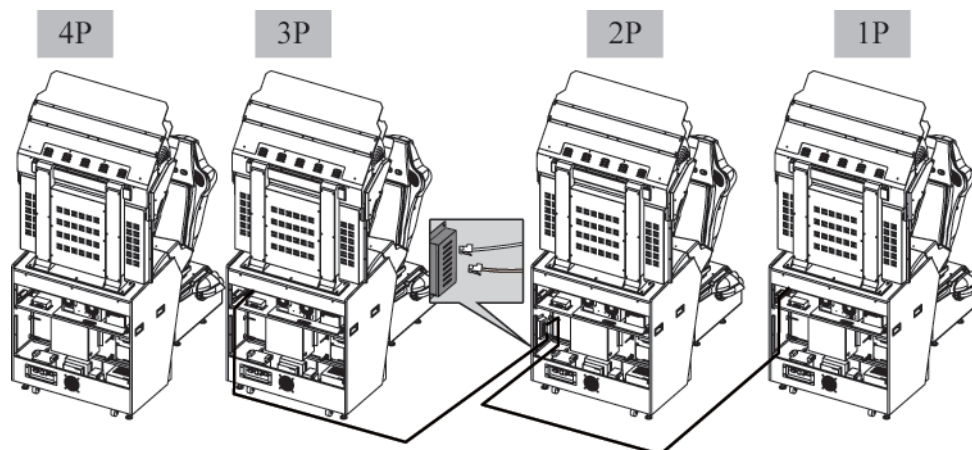
● Connecting 2 cabinets

1. Use the key to open the maintenance door located in the back of the cabinet.
2. Plug in one side of the included Internet wire to the cabinet and the other side to the router(HUB).
3. In order to secure connection, do not connect two cabinets without connecting the internet wire to the router(HUB).
4. To turn on the cabinet, plug in one side of the included AC cord to the socket labeled as (AC power socket) in the back of the cabinet and the other side to the fused socket.



● Connecting 4 cabinets

1. Use a key to open the maintenance door located in the back of the cabinet.
2. Plug in one side of the included Internet wire to the cabinet and the other side to the router(HUB).
3. In order to secure connection, do not connect two cabinets without connecting the internet wire to the router(HUB).
4. To turn on the cabinet, plug in one side of the included AC cord to the socket labeled as (AC power socket) in the back of the cabinet and the other side to the fused socket.



3.5 Setting the group number and player ID

In order to launch a multi-player mode (a maximum of 4 cabinets is allowed) , you must assign the cabinets into the same group number but different player ID. If 4 cabinets are connected, then appoint their player ID as 1P, 2P, 3P, 4P.

1. Under the standby mode, open the coin box, and press the **【TEST】** button to enter **【Operator settings】**
2. Enter **【Operator settings】** → **【system setting】** → **【Connection setting】**



3. Assign the cabinets into the same group but different player ID.

- Example of setting up the connection of 2 cabinets(viewed from the front of the cabinets):

| Cabinet(Left) | Cabinet(Right) |
|--------------------|--------------------|
| Connection Setting | Connection Setting |
| Group 01 | Group 01 |
| Player ID 01P | Player ID 02P |

- Example of setting up the connection of 4 cabinets(viewed from the front of the cabinets):

| Cabinet(Left) | Cabinet(Right) | Cabinet(Left) | Cabinet(Right) |
|--------------------|--------------------|--------------------|--------------------|
| Connection Setting | Connection Setting | Connection Setting | Connection Setting |
| Group 01 | Group 01 | Group 01 | Group 01 |
| Player ID 01P | Player ID 02P | Player ID 03P | Player ID 04P |

- After completing all set-ups, you could enter **【Operator settings】** → **【Hardware test】** → **【Connection status】** to test whether it is well connected or not. (Details refer to 4.3.1 Connection Status)

4. Test and Setting

4.1 Distinctive plays

- Three game modes

Multi-player mode: a maximum of 4 players is allowed.

Race mode: to challenge each round and upgrade the vehicle.

Time trial: to challenge the best record on the track.

- Six fusion vehicles.

- Thousands of modification combinations.

- Be equipped with the newest vibration chair and force feedback system of the steering wheel.

- Boost and Turbo Jet could enhance the vehicle's speed and reach its ultimate speed.

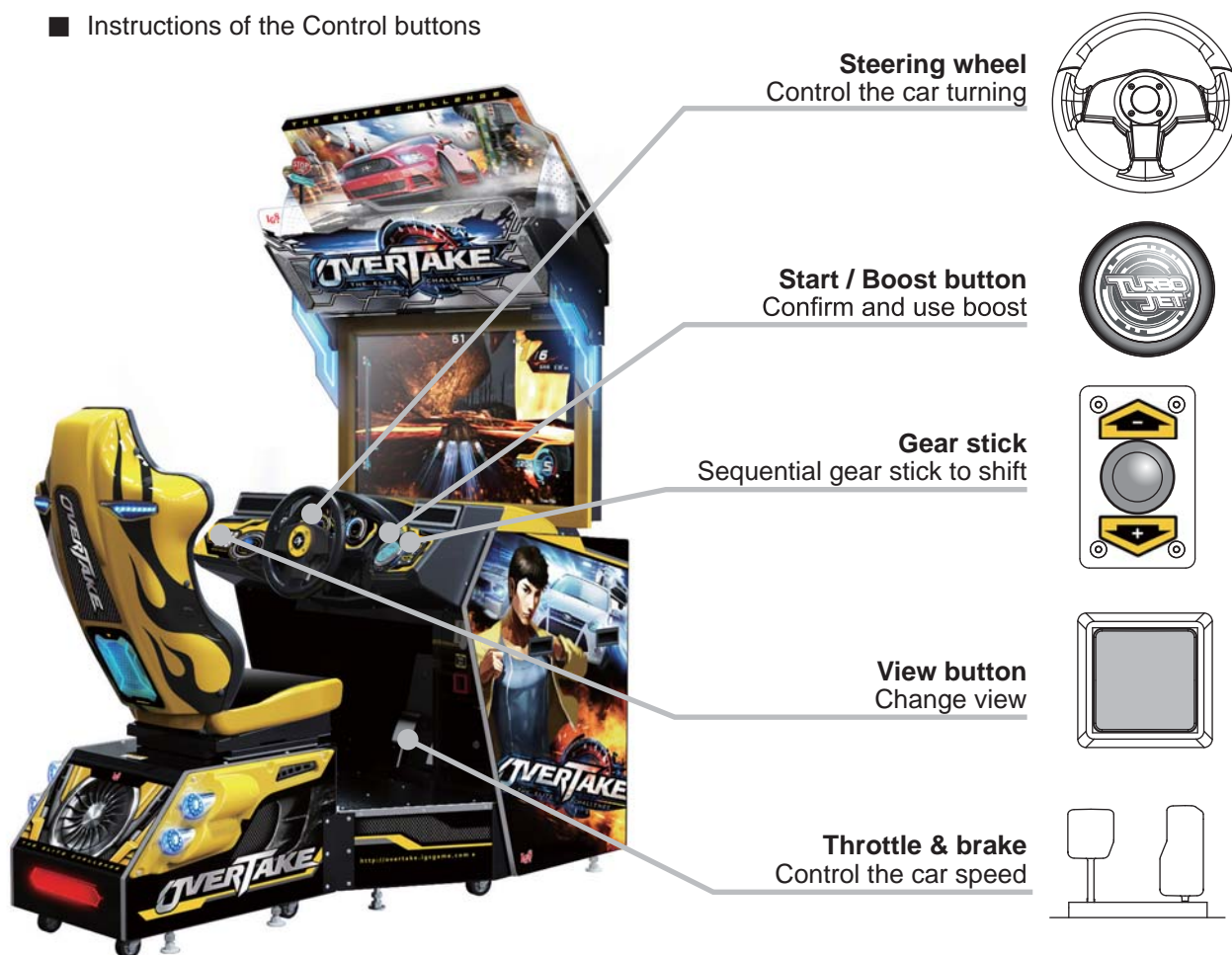
- Total of 12 themed scenes including cities, roads, Arctic, etc...

- Random track combinations and events.



4.1.1 Game control

■ Instructions of the Control buttons




■ Instructions of the game display



4.1.2 Game control

Except the basic operations such as speeding and stepping on the brake, other operations are as follows:

1

Press  to confirm. This button can also provide boost; when pressed twice, Turbo Jet will be initiated.




2

Turning the steering wheel to the left or right could make turns.



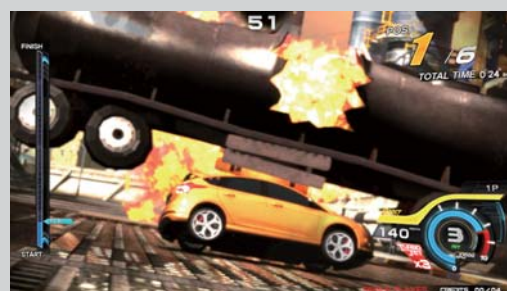
3

When the game is in process, press  to change view point.



4

When the game is in process, and  occurs, press the button to avoid event.





5

When the manual transmission is selected, use the gear stick to change gears.

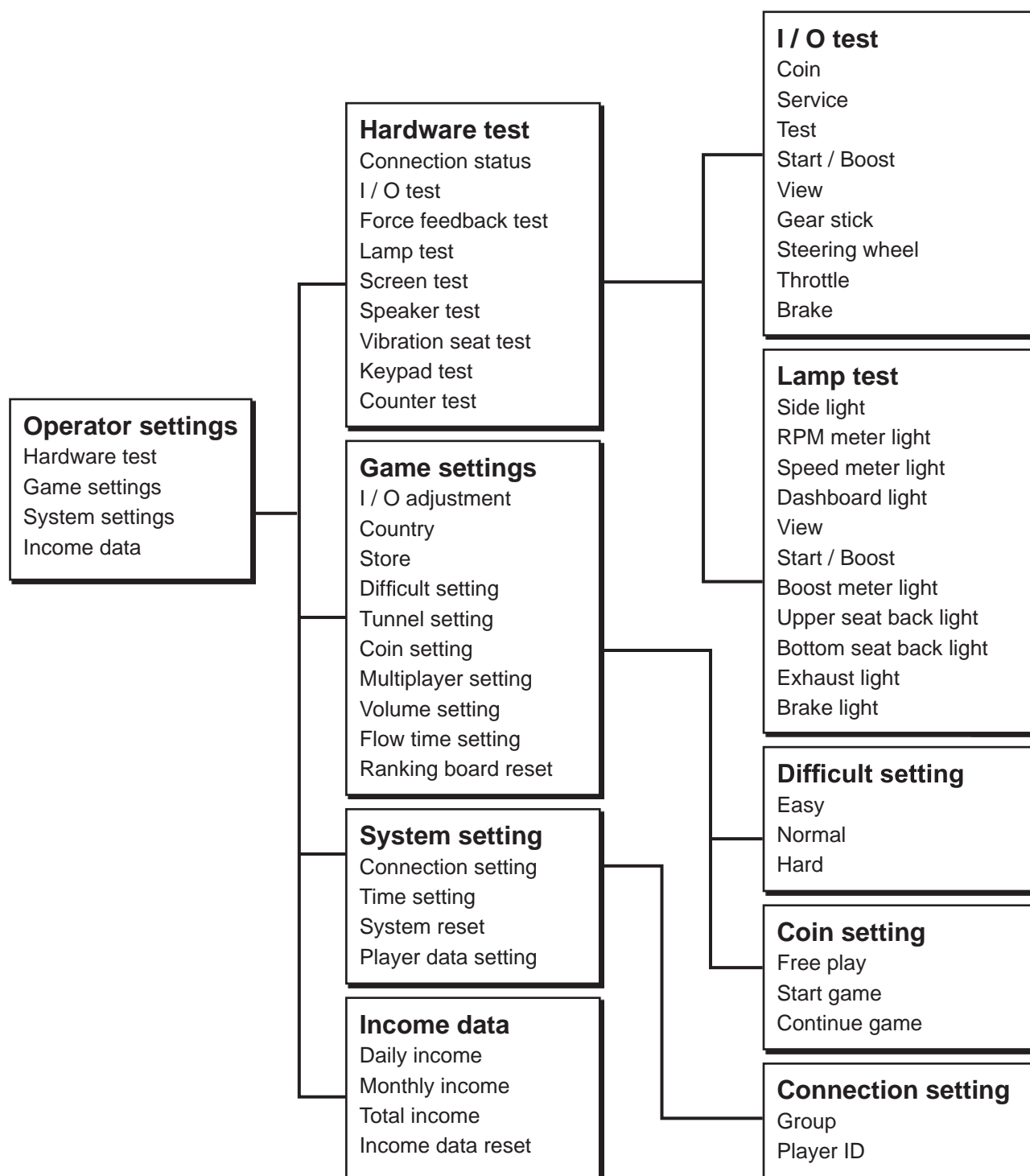


6

When the game is in process, press  and  at the same time to end the game.
(This function does not work under multi-player mode)



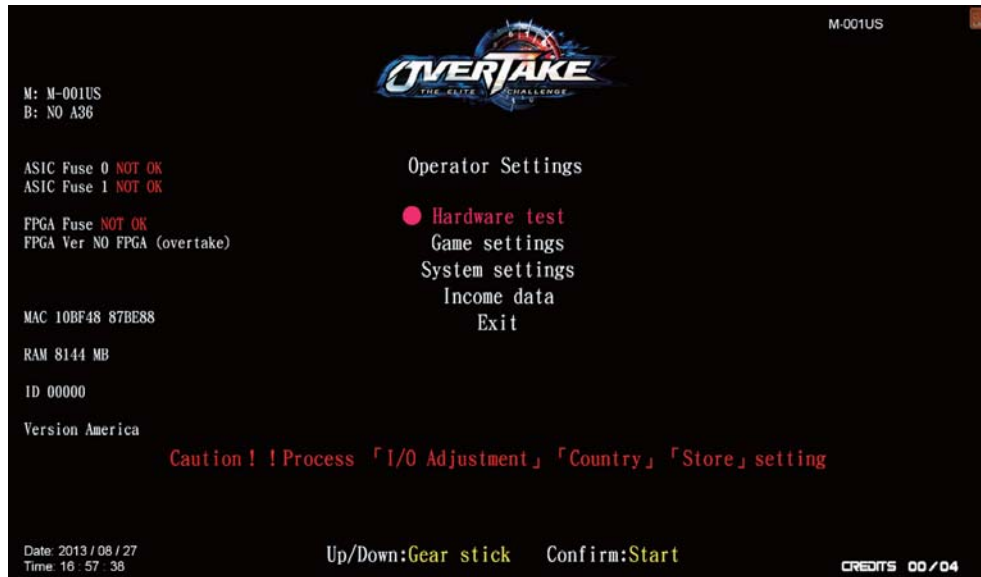
4.2 Framework of the menu




4.2.1 Using the operator settings

Make sure the cabinet is turned on and the game is displayed on the screen.

- 1 Open the door of the coin box and press the **[TEST]** button to enter operator settings. Then the screen will display as below:



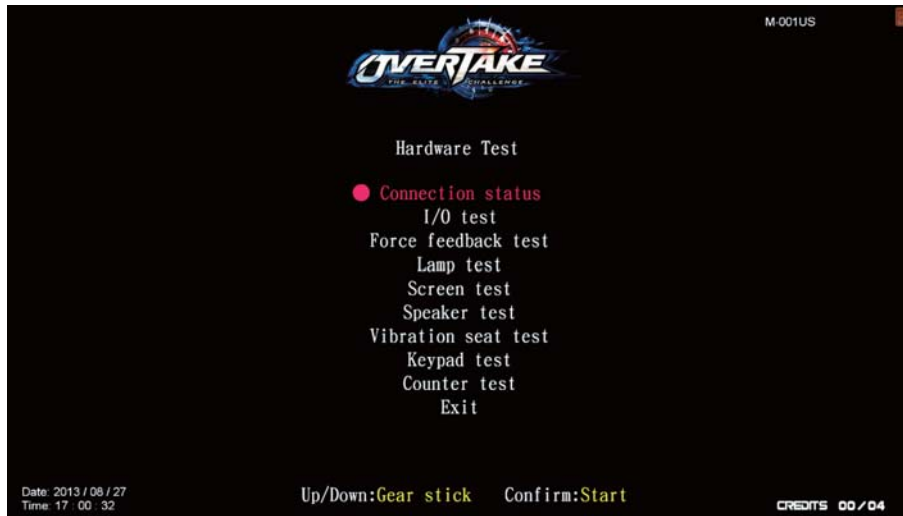
Enter the menu and follow the instructions.

- 2 Use the **[gear up]** and **[gear down]** functions on the gear stick to move the cursor, and the item where the cursor is pointed to will appear in red.
 - 3 Use the **[Start]** button to confirm or enter the sub menu.
 - 4 After setup or testing is completed, return to **[Operator settings]** and move the cursor to **[Exit]** . Then press the **[Start]** button to return to the game.
-  **Note:** When warning message appear as “Caution!! Process **[I/O adjustment]** **[Country]** **[Store]** **[Connection]** setting, before exit operator settings. ”

4.3 Hardware test

You can enter **[Hardware test]** to test if all hardware is normally functioning or not.

- 1 Enter **[Operator settings]** → **[Hardware test]** and the screen will display as below :

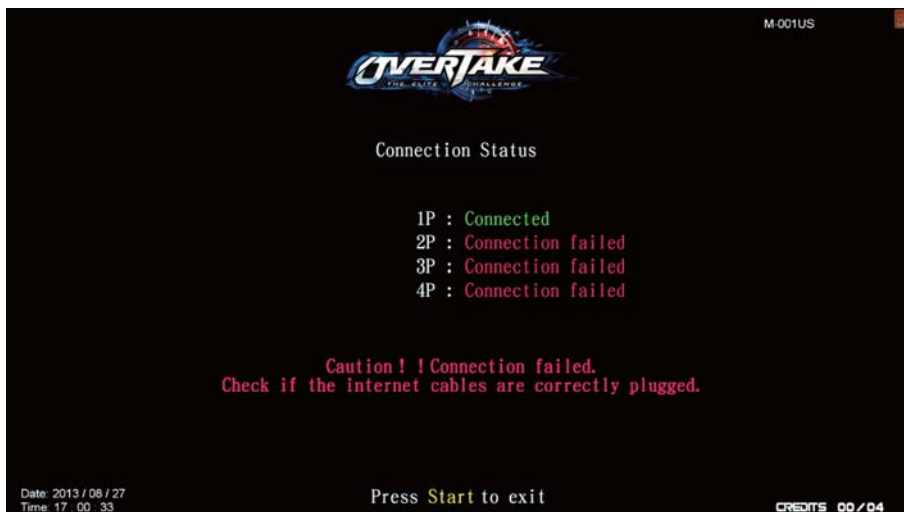


- 2 Use **[gear up]** and **[gear down]** to move the cursor and then press the **[Start]** button to enter the sub menu.
- 3 After the testing is conducted, move the cursor to **[Exit]** , then press the **[Start]** button to leave this page and return to the **[Operator settings]** .
- 4 Regarding detailed descriptions of the sub menu in **[Hardware test]** , refer to the below content.

4.3.1 Connection status

In the page of **[Connection status]** , you can check the connection status of this cabinet.

- 1 Enter **[Operator settings]** → **[Hardware test]** → **[Connection status]** , and the screen will display as below.

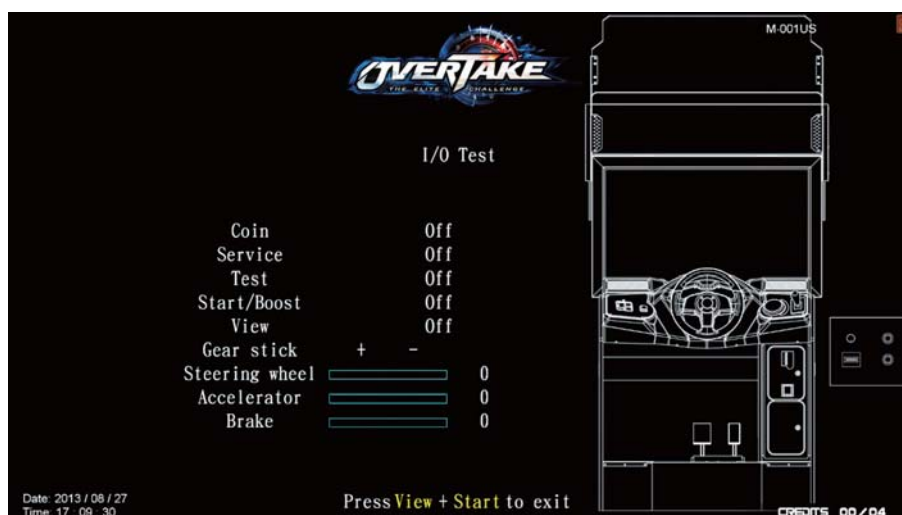


- 2 Press the **[Start]** button to leave this page and return to **[Hardware test]** .

4.3.2 I/O test

In the page of **[I/O test]** , you can run the testing of specific application to see if it is normally functioning or not. Well-sensed devices will be shown with a corresponding picture, value or "on" icon.

- 1 Enter **[Operator settings]** → **[Hardware test]** → **[I/O test]** . Then the screen will display as below :



- 2 After you enter the page of **[I/O test]** , you can run the testing of a specific application as explained in the chart below.

| Applications | Testing method | Results |
|----------------|---|---|
| Coin | Insert coins | "Off " became "on " . |
| Service | Press the button | "Off " became "on " . |
| Start / Boost | Press the button | "Off " became "on " . |
| Test | Press the button | "Off " became "on " . |
| View | Press the button | "Off " became "on " . |
| Gear stick | Shift the gear up and down | Corresponding icons + or – will appear as red. |
| Steering wheel | Turn the steering wheel to the left and right | When the steering wheel is turning to the left, the corresponding status and value will be around -1, and when turning to the right , the value will be around 1. |
| Throttle | Step on the throttle | When throttle is released, the corresponding status and value will be around 0, and when being stepped on, the value will be around 1. |
| Brake | Step on the brake | When brake is released, the corresponding status and value will be around 0, and when the being stepped on, the value will be around 1. |

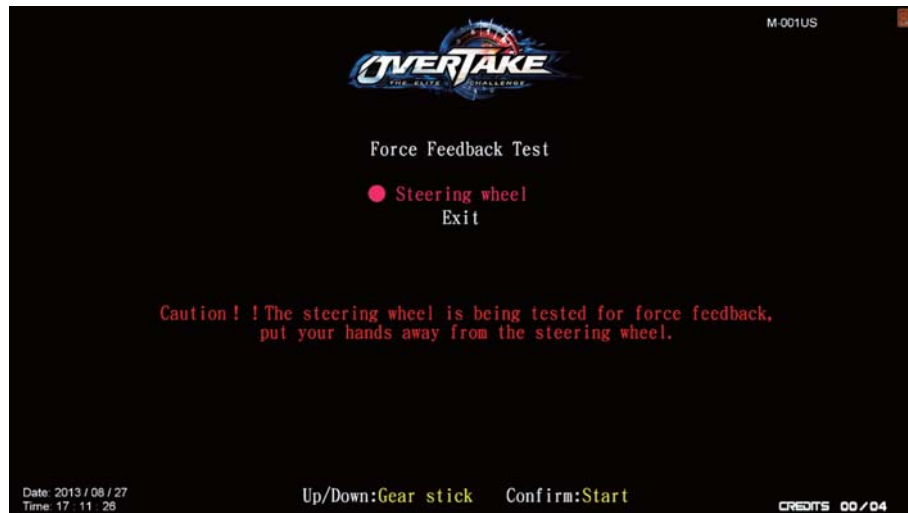
- 3 After testing is completed, press the **[View]** and **[Start]** buttons to leave this page, and return to **[Hardware test]** menu.

✓ **Note:** If the values of the throttle, brake and steering wheel are abnormal, enter **[I/O adjustment]** to make adjustments.

4.3.3 Force feedback test

In the page of **Force feedback test** , you can test whether the force feedback is normally functioning or not.

- ① Enter **Operator settings** → **Hardware test** → **Force feedback test** , and the screen will display as below :



- ② Use the **gear up** and **gear down** functions on the gear stick to move the cursor, and choose the **steering wheel** , then press the **Start** button to run testing.
- ③ While testing, press the **Start** button one more time to discontinue the testing process.
- ④ After the testing is completed, move the cursor to **Exit** and press the **Start** button to return to **Hardware test** .

4.3.4 Lamp test

In the page of **[Lamp test]**, you can test if each light is normally functioning or not.

- 1 Enter **[Operator settings]** → **[Hardware test]** → **[Lamp test]**, then the screen will display as below.



- 2 Use the **[Gear up]** and **[Gear down]** functions on the gear stick to move the cursor, and choose the lamp to be tested, then press the **[Start]** button to run testing.

During testing, each light will blink as follows:

Dashboard / View / Upper seat back light / Exhaust light / Brake light: Blink five times.

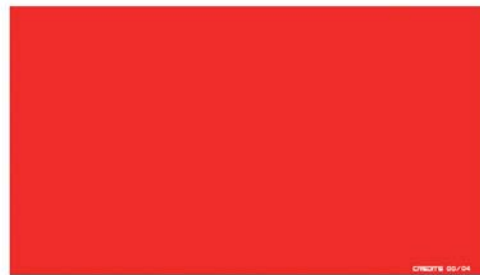
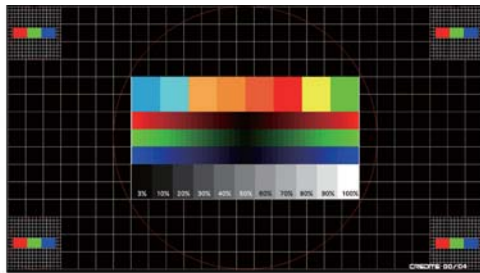
Side light / RPM meter light / Speed meter light / Star / Boost meter light / Bottom seat back light: Three kinds of RGB light will blink 5 times.

- 3 While testing, press the **[Start]** button one more time to discontinue the testing process.
- 4 After testing is completed, move the cursor to **[Exit]**, and press the **[Start]** button to return to **[Hardware test]**

4.3.5 Screen test

In the page of **Screen test** , you can test whether the white balance, color level, and lattice are normally functioning or not.

- ① Enter **Operator settings** → **Hardware test** → **Screen test** .
- ② After you enter the page of **Screen test** , the system will then process the testing, and the following six pictures will be displayed for you to adjust the white balance, color level, and lattice.

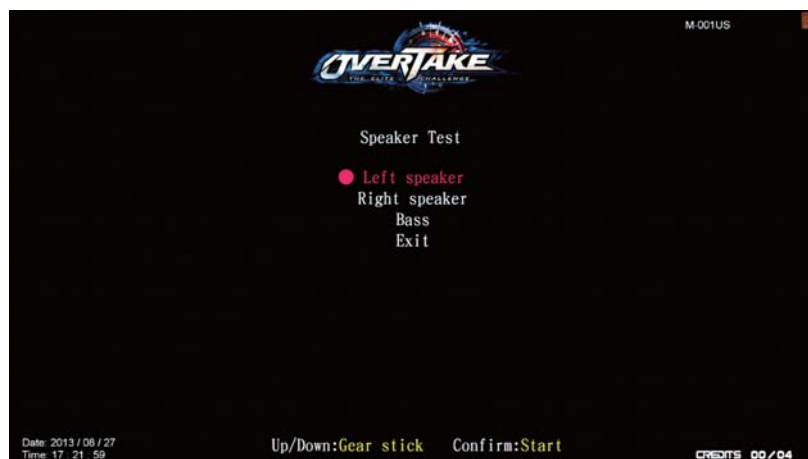


- ③ In the page of **Screen test** , press the **Start** button to change the displayed picture. After the testing is completed, leave this page and return to the **Hardware test** .

4.3.6 Speaker test

In the page of **Speaker test** , you can test whether the loudspeaker is normally functioning or not.

- 1 Enter **Operator settings** → **Hardware test** → **Speaker setting** , and the screen will display as below :

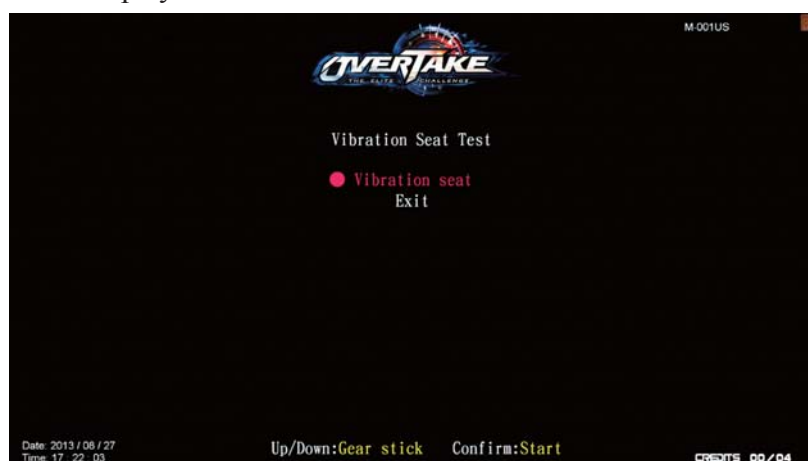


- 2 Use the **Gear up** and **Gear down** functions on the gear stick to move the cursor, and choose the soundtrack to be tested, then press the **Start** button to start testing.
- 3 The soundtrack being tested will keep producing a certain sound, and press the **Start** button to discontinue the testing process.
- 4 After the testing is completed, move the cursor to **Exit** , and press the **Start** button to return to **Hardware test** .

4.3.7 Vibration seat test

In the page of **Vibration seat test** , you can test whether the vibration chair is normally functioning or not.

- 1 Enter **Operator settings** → **Hardware test** → **Vibration seat test** , and the screen will display as below :

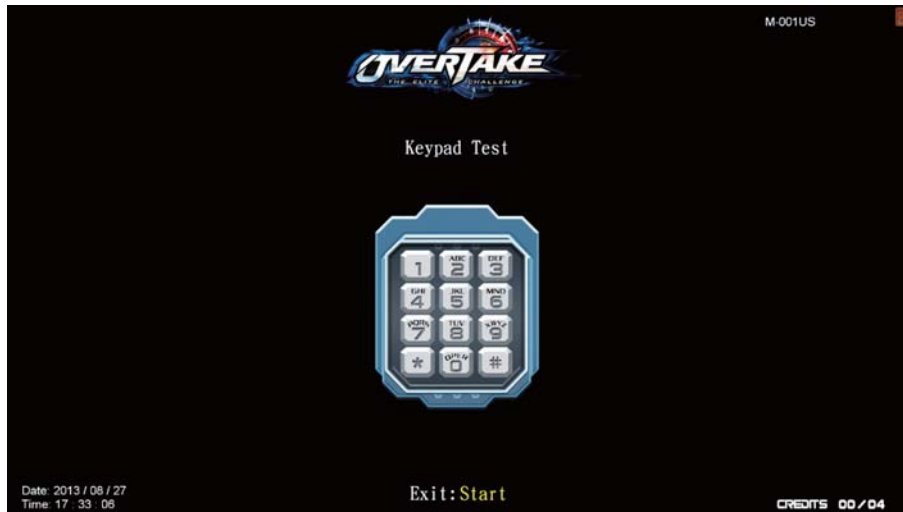


- 2 Use the **Gear up** and **Gear down** functions on the gear stick to move the cursor, and choose the **Vibration seat test** , then press the **Start** button to start testing.
- 3 The seat being tested will keep producing with a certain vibration, and press the **Start** button to discontinue the testing process.
- 4 After the testing is completed, move the cursor to **Exit** , and press the **Start** button to return to **Hardware test** .

4.3.8 Keypad test

In the page of **Keypad test** , you can test whether the keypad is normally functioning or not.

- 1 Enter **Operator settings** → **Hardware test** → **Keypad test** , and the screen will display as below :

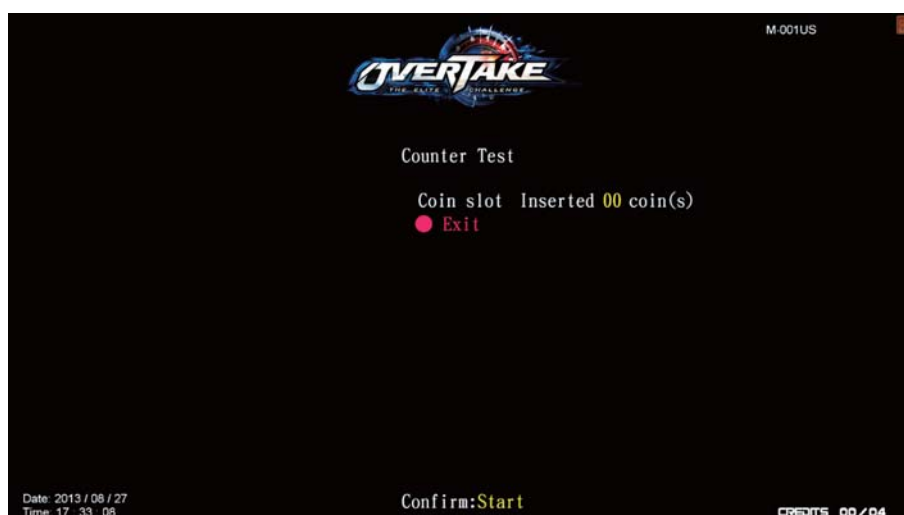


- 2 Then press keypad key to test the key is normally function or not.
- 3 After the testing is completed, press **Start** button to exit, return to **Hardware test** menu.

4.3.9 Counter test

In the page of **Counter test** , you can test whether the counter is normally functioning or not.

- 1 Enter **Operator settings** → **Hardware test** → **Counter test** , and the screen will display as below :

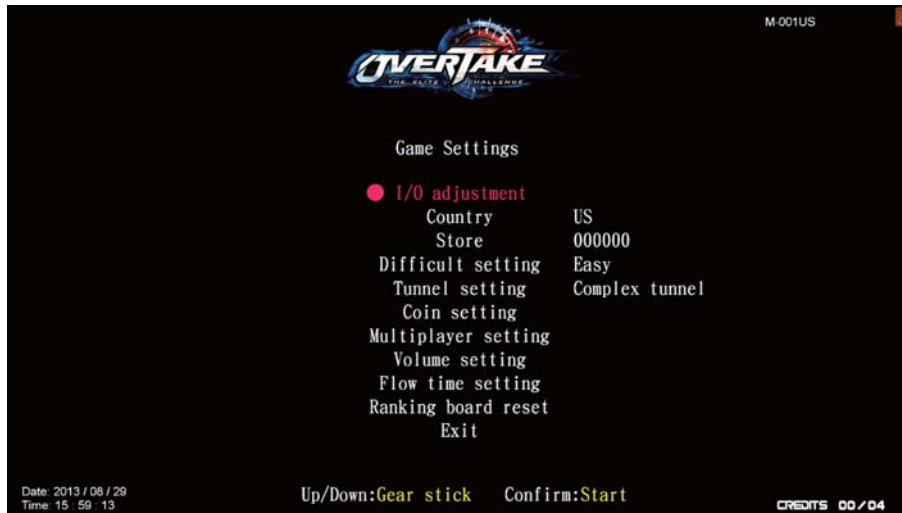


- 2 After you enter the page of **Counter test** , insert coins to the coin slot, and the number on the right will goes up as more coins are inserted. Also, the counter inside the coin counter will indicate the number too.
- 3 After testing is completed, press **Start** again to return to **Hardware test** .

4.4 Game settings

In the page of **Game settings** , you can set up all related features of the game.

① Enter **Operator settings** → **Game settings** , and the screen will display as below :



- ② Use the **Gear up** and **Gear down** functions on the gear stick to move the cursor, and the item which the cursor points to will appear in red.
- ③ Use the **Start** button to confirm selected item or enter the sub menu.
- ④ After testing is completed, move the cursor to **Exit** , and press the **Start** button to return to **Operator settings** .
- ⑤ Regarding the detailed description of the sub menu in **Game settings** , refer to the following content.

4.4.1 I / O adjustment

In the page of **[I / O adjustment]** , you can adjust the minimum and maximum value of the throttle, brake and steering wheel.

- 1 Enter **[Operator settings]** → **[Game settings]** → **[I/O adjustment]** , and the screen will display as follow :



- 2 Enter the page of **[I/O adjustment]** , and move the cursor to **[Start adjustment]** , then press the **[Start]** button to start the process.
- 3 While adjusting, turn the steering wheel to the left end, and press the **[Start]** button to get the value.
- 4 Repeat the above steps, and calibrate other values.
- 5 After all adjustments are made, an icon of **[Adjustment completed]** will pop up, then press the **[Start]** button to return to **[Game settings]** .

4.4.2 Country

In the page of **[Country]** , you can set your current location.

- 1 Enter **[Operator settings]** → **[Game settings]** → **[Country]** , and the screen will display as below :



- 2 When completed, press the **[Start]** button to return to **[Game settings]** , and the country you selected will be shown next to the **[Country]** .

4.4.3 Store

In the page of **Store** , you can set up the name of your store.

- 1 Enter **Operator settings** → **Game settings** → **Store** , and the screen will display as below :

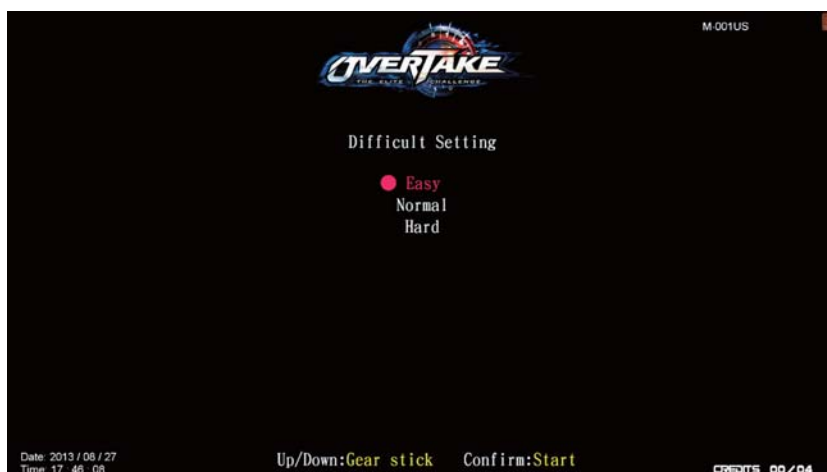


- 2 When done, move the cursor to **OK** , and press the **Start** button to return to **Game settings** . The name typed in will be shown next to the **Store** .

4.4.4 Difficult setting

In the page of **Difficult setting** , you can set up your preferred level of difficulty for the game.

- 1 Enter **Operator settings** → **Game settings** → **Difficult setting** , and the screen will display as below :



- 2 Then use the **Gear up** and **Gear down** functions on the gear stick to choose the level of difficulty.
- 3 After your preferred level is chosen, press the **Start** button, and return to **Game settings** . Then the level chosen will be shown next to the **Difficult setting** .

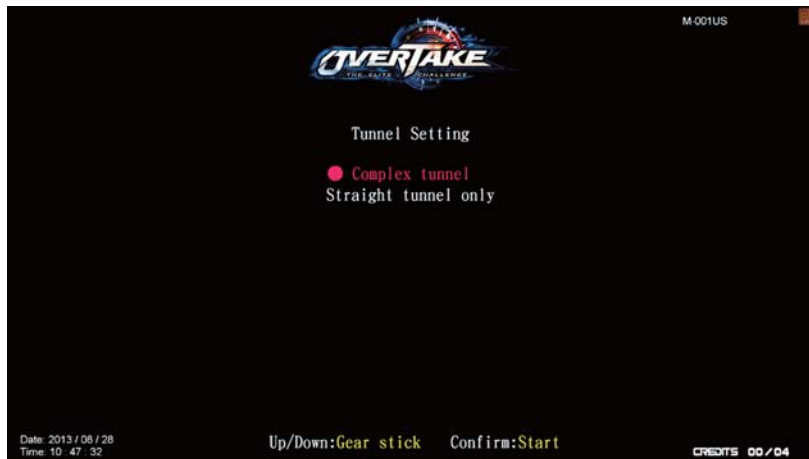


To avoid errors, make sure the difficult setting of all cabinets are the same.

4.4.5 Tunnel setting

In this page of **Tunnel setting** , you can set up the tunnel for complex tunnel or straight tunnel only.

- 1 Enter **Operator settings** → **Game settings** → **Tunnel setting** , and the screen will display as below:



- 2 Use the **Gear up** and **Gear down** function on the gear stick to choose the settings.
- 3 When completed, press the **Start** button to return to **Game settings** , and the tunnel setting you selected will be show next to the **Tunnel setting**

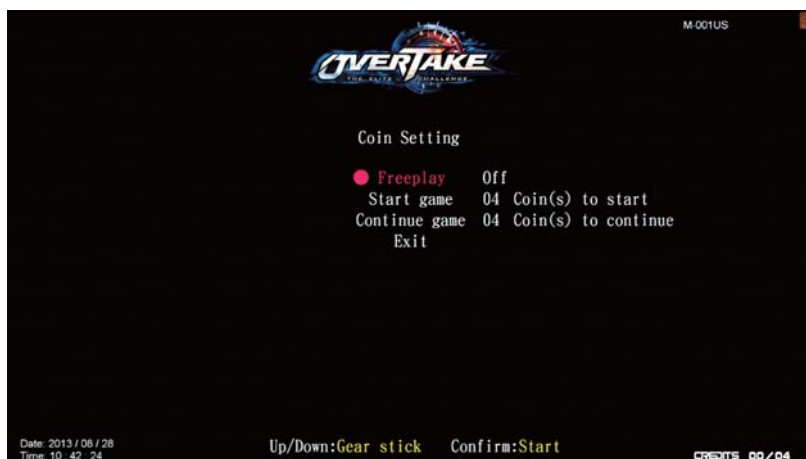


To avoid errors, make sure the tunnel setting of all cabinets are the same.

4.4.6 Coin settings

In the page of **Coin setting** , you can determine if free games are offered, and set up the required number of coins to start or continue a game.

- 1 Enter **Operator settings** → **Game settings** → **Coin setting** , and the screen will display as below :



- 2 Use the **Gear up** and **Gear down** functions on the gear stick to choose the item, then press the **Start** button to start the process.
- 3 When the setting is completed, move the cursor to **Exit** , and press the **Start** button to return to **Game settings** .

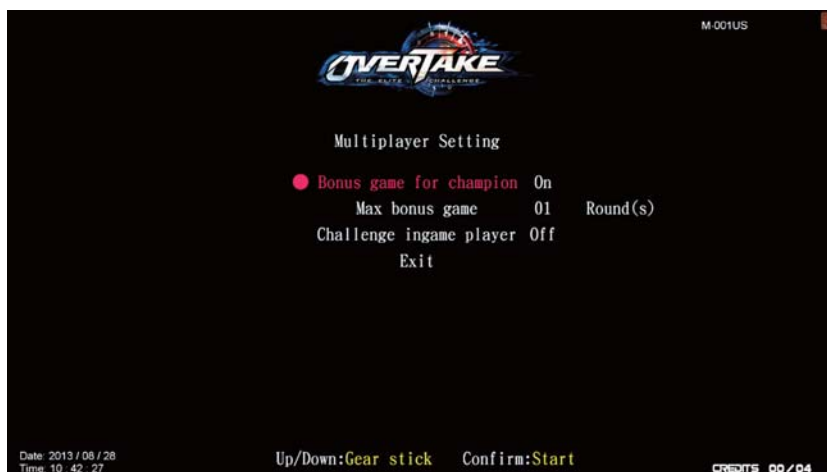


Note: When the **Freeplay** is set to be **On** , the start game or continue game cannot be setting.

4.4.7 Multiplayer setting


In the page of **Multiplayer setting**, you can determine the maximum bonus game allowed and the timing to join a certain game.

- 1 Enter **Operator settings** → **Game settings** → **Multiplayer setting**, and the screen will display as below:



- 2 Use the **Gear up** and **Gear down** functions on the shift lever to choose the item, then press the **Start** button to start the process.
- 3 When the setting is completed, move the cursor to **Exit**, and press the **Start** button to return to **Game settings**.

 **Note1:** When **Bonus game for champion** is set to be **Off**, then the maximum bonus game cannot be set.

 **Note2:** When **Challenge ingame player** is set to be **On**, then players can challenge other ingame players; if it's set to be **Off**, then players can only challenge other players during the process.

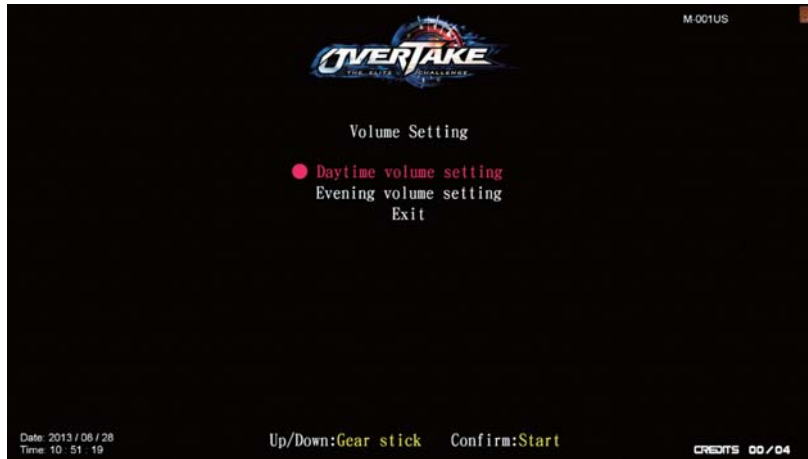


To avoid errors, make sure the value of all cabinets are the same.

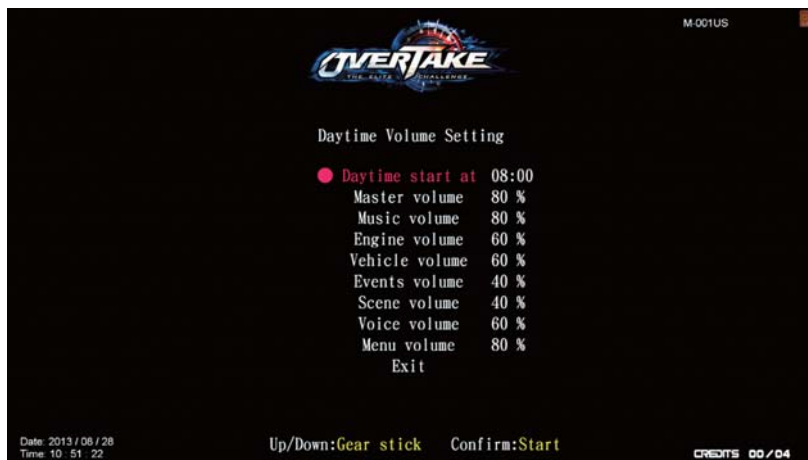
4.4.8 Volume setting

In the page of **[Volume setting]** , you can determine the start time of daytime and evenings and the corresponding volume.

- ① Enter **[Operator settings]** → **[Game settings]** → **[Volume setting]** , and the screen will display as follow :



- ② Use the **[Gear up]** and **[Gear down]** functions on the gear stick to choose the item.
- ③ Then press the **[Start]** button to enter the page of **[Daytime(Evening)volume setting]** , and the screen will display as below :

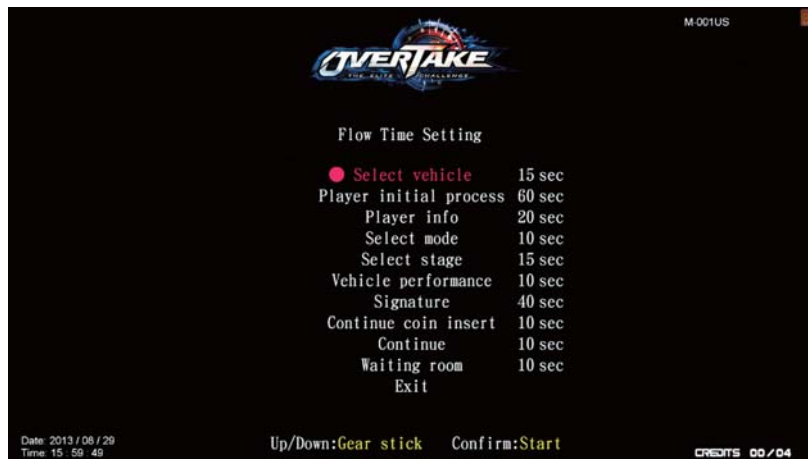


- ④ Use the **[Gear up]** and **[Gear down]** functions on the gear stick to choose the item, then press the **[Start]** button to start the process.
- ⑤ When the setting is completed, move the cursor to **[Exit]** to leave this page.
- ⑥ In the page of **[Volume setting]** , move the cursor to **[Exit]** , and press the **[Start]** button to return to **[Game settings]** .

4.4.9 Flow time setting

In the page of **[Flow time setting]** , you can determine the duration of each process.

- 1 Enter **[Operator settings]** → **[Game settings]** → **[Flow time setting]** , and the screen will display as below :



- 2 Use the **[Gear up]** and **[Gear down]** functions on the gear stick to choose the item, and press the **[Start]** button to start set-up.
- 3 When done, move the cursor to **[Exit]** and return to **[Game settings]** .

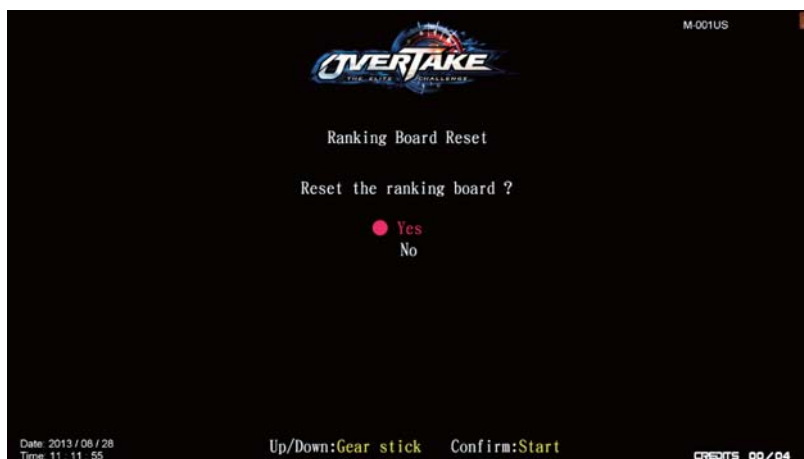


To avoid errors, make sure the value of all cabinets are the same.

4.4.10 Ranking board reset

In the page of **[Ranking board reset]** , you can reset all data on the ranking list.

- 1 Enter **[Operator settings]** → **[Game settings]** → **[Ranking board reset]** , and the screen will display as below :

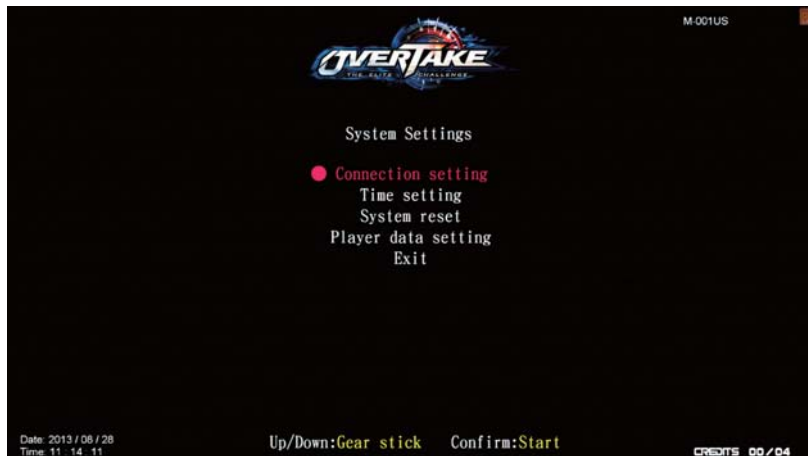


- 2 Use the **[Gear up]** and **[Gear down]** functions on the gear stick to choose **[Yes]** or **[No]** .
- 3 If **[Yes]** is selected, press the **[Start]** button to start resetting.
- 4 When the resetting process is completed, an icon of **[Reset completed]** will pop up, then press the **[Start]** button to return to **[Game settings]** .
- 5 If **[No]** is selected, then the screen will immediately return to **[Game settings]** .

4.5 System settings

In the page of **【System settings】** , you can set up the system or set the system to the default setting.

- ① Enter **【Operator settings】** → **【System settings】** , and the screen will display as below :

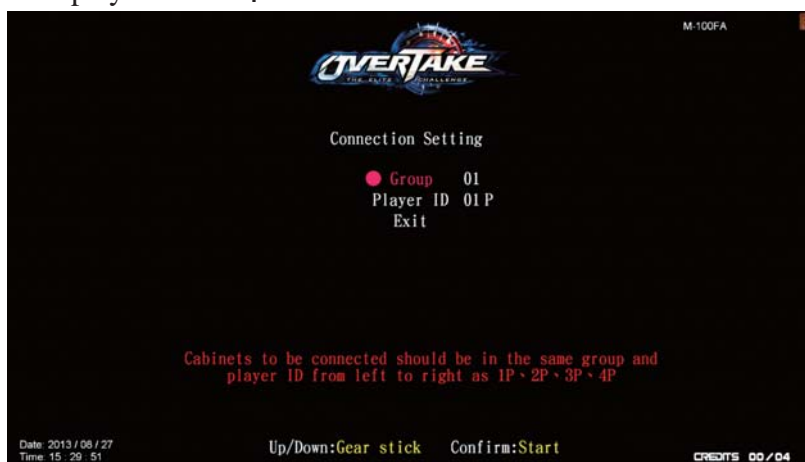


- ② Use the **【Gear up】** and **【Gear down】** functions on the gear stick to choose the item, and the item chosen will appear in red.
- ③ Press the **【Start】** button to confirm or enter the sub menu.
- ④ When the setting is completed, move the cursor to **【Exit】** , and press the **【Start】** button to return to **【Operator settings】** .
- ⑤ Regarding the detailed descriptions of the sub menu in **【System setting】** , refer to the following content.

4.5.1 Connection setting

In the page of **【Connection setting】** , you can set up the group of cabinets to be connected and player ID.

- ① Enter **【Operator settings】** → **【System settings】** → **【Connection setting】** , and the screen will display as below :

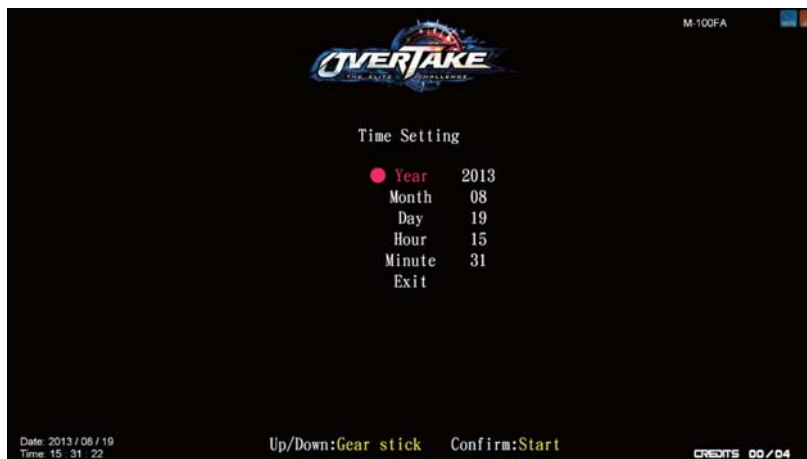


- ② Use the **【Gear up】** and **【Gear down】** functions on the gear stick to choose the item to set up, and press the **【Start】** button.
- ✓ **Note:** Those cabinets to be connected should be set to the same group, and player ID as 1P, 2P, 3P and 4P (from left to right).
- ③ When the setting process is completed, move the cursor to **【Exit】** , and press the **【Start】** button to return to **【System setting】** .

4.5.2 Time setting

In the page of **[Time setting]** , you can set up your local time.

- 1 Enter **[Operator settings]** → **[System settings]** → **[Time setting]** , and the screen will display as below :

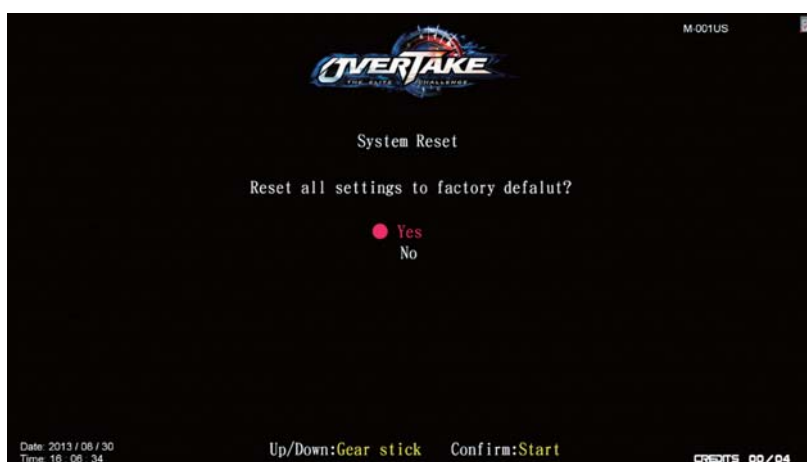



- 2 Use the **[Gear up]** and **[Gear down]** functions on the gear stick to choose the item to set up, and press the **[Start]** button.
- 3 When the set-up process is completed, move the cursor to **[Exit]** and return to **[System setting]** .

4.5.3 System reset

In the page of **[System reset]** , you can reset the system data to the default setting.

- 1 Enter **[Operator settings]** → **[System settings]** → **[System reset]** , and the screen will display as below :

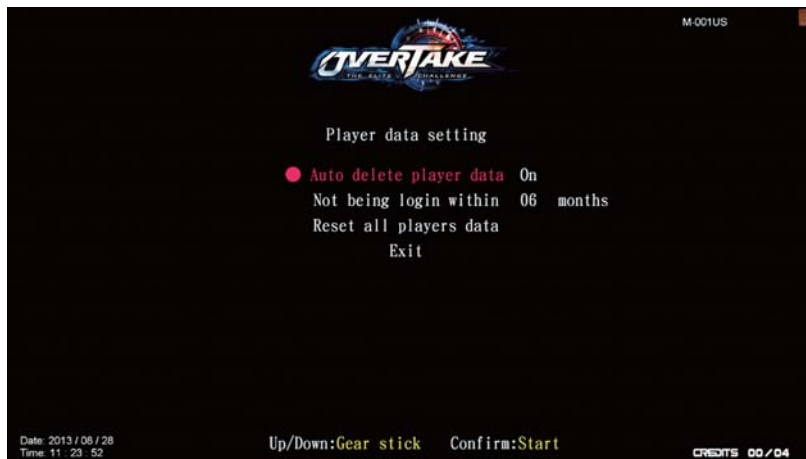


- 2 Use the **[Gear up]** and **[Gear down]** functions on the gear stick to choose **[Yes]** or **[No]** .
 - 3 When **[Yes]** is chosen, press the **[Start]** button to start the resetting process.
 - 4 After the resetting process, an icon of **[completed]** will pop up, then press the **[Start]** button to return to **[system setup]** .
-  **Note:** When done, remember to set up **[I / O adjustment]** , **[Country]** , **[Store]** , and **[Connection setting]** before you leave operator setting.
- 5 When **[No]** is chosen, then the screen will automatically direct to the page of **[system setting]**

4.5.4 Player data setting

In the page of **【Player data setting】** , you can set the player data automatic delete time or delete player data manually.

- ① Enter **【Operator setting】** → **【System setting】** → **【Player data setting】** , and the screen will display as below :



- ② Use the **【Gear up】** and **【Gear Down】** functions on the gear stick to choose the item to set up, and press the **【Start】** button.
- ③ When the set-up is completed, move the cursor to **【Exit】** and return to **【System setting】** .



All the machines must reset player data at same time, or reset will be failure.

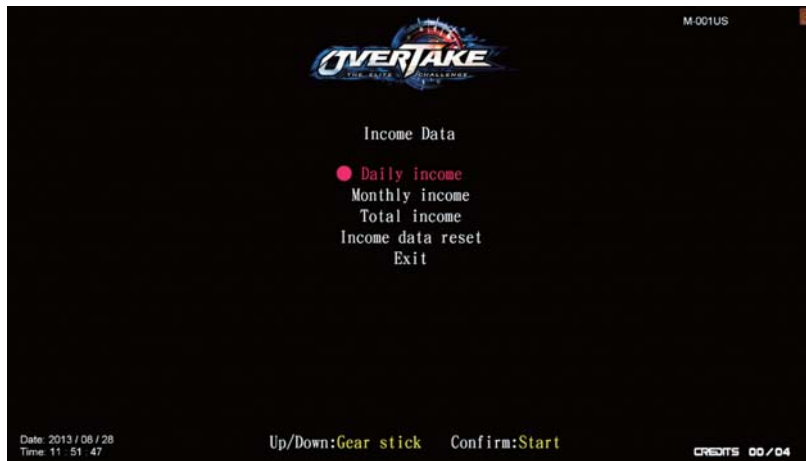


When player data has been reset, the data cannot be restored.

4.6 Income data

In the page of **Income data** , you can check the daily, monthly and total revenue.

① Enter **Operator settings** → **Income data** , and the screen will display as below :



② Use the **Gear up** and **Gear down** functions on the gear stick to move the cursor, and the item selected will appear in red.

③ Press the **Start** button to confirm or enter the sub menu.

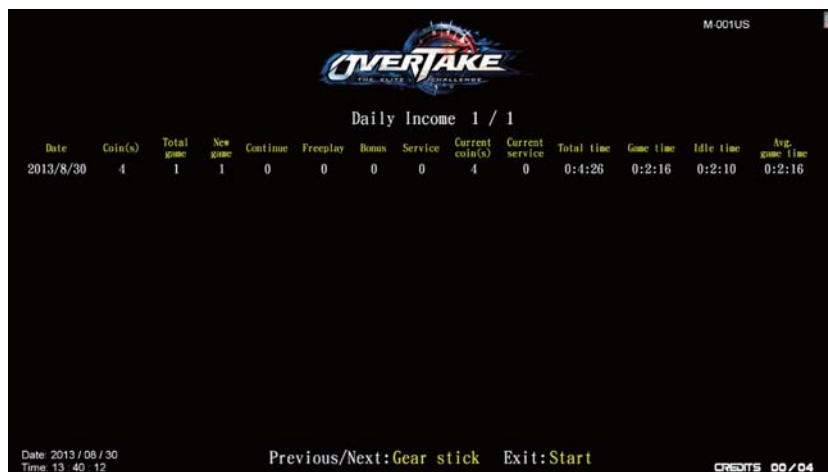
④ Move the cursor to **Exit** and press the **Start** button to return to the **Operator settings**

⑤ Regarding the detailed data of the sub menu in the **Income data** , refer to the following content.

4.6.1 Daily income

In the page of **[Daily income]** , you can check the daily revenue of each cabinet.

- 1 Enter **[Operator settings]** → **[Income data]** → **[Daily income]** , and the screen will display as below :



| Date | Coin(s) | Total game | New game | Continue | Freeplay | Bonus | Service | Current coin(s) | Current service | Total time | Game time | Idle time | Avg. game time |
|-----------|---------|------------|----------|----------|----------|-------|---------|-----------------|-----------------|------------|-----------|-----------|----------------|
| 2013/8/30 | 4 | 1 | 1 | 0 | 0 | 0 | 0 | 4 | 0 | 0:4:26 | 0:2:16 | 0:2:10 | 0:2:16 |

Descriptions of each item:

| Item | descriptions |
|-----------------|---|
| Date | Date of data |
| Coin(s) | The total number of coins inserted that day |
| Total game | The total number of games played that day |
| New game | The total number of new games that day |
| Continued | The total number of games continued that day |
| Freeplay | The total number of freeplay that day |
| Bonus | The total times of bonus game that day |
| Service | The total time of service use that day |
| Current coin(s) | The actual number of coins counted that day |
| Current service | The actual use of service button that day |
| Total time | The entire duration of time when the cabinet is turned on that day |
| Game time | The entire duration of time when games are played that day |
| Idle time | The entire duration of idle time that day |
| Avg. game time | The average play time of the day Formula : entire play time ÷ number of all rounds |

- 2 Use the **[Gear up]** and **[Gear down]** functions on the gear stick to move the page, and press the **[Start]** button to return to **[Income data]** .

4.6.2 Monthly income

In the page of **Monthly income** , you can check the daily revenue of each cabinet.

- 1 Enter **Operator settings** → **Income data** → **Monthly income** , and the screen will display as below :

| Date | Coin(s) | Total game | New game | Continue | Freeplay | Bonus | Service | Current coin(s) | Current service | Total time | Game time | Idle time | Avg. game time |
|--------|---------|------------|----------|----------|----------|-------|---------|-----------------|-----------------|------------|-----------|-----------|----------------|
| 2013/8 | 4 | 1 | 1 | 0 | 0 | 0 | 0 | 4 | 0 | 0:4:26 | 0:2:16 | 0:2:10 | 0:2:16 |

Date: 2013/06/30
Time: 13:40:15

Previous/Next: Gear stick Exit: Start

CREDITS 00/04

Descriptions of each item:

| Item | descriptions |
|-----------------|---|
| Date | Date of data |
| Coin(s) | The total number of coins inserted that month |
| Total game | The total number of games played that month |
| New game | The total number of new games that month |
| Continued | The total number of games continued that month |
| Freeplay | The total number of freeplay that month |
| Bonus | The total times of bonus game that month |
| Service | The total time of service use that month |
| Current coin(s) | The actual number of coins counted that month |
| Current service | The actual use of service button that month |
| Total time | The entire duration of time when the cabinet is turned on that month |
| Game time | The entire duration of time when games are played that month |
| Idle time | The entire duration of idle time that month |
| Avg. game time | The average play time of the month Formula : entire play time ÷ number of all rounds |

- 2 Use the **Gear up** and **Gear down** functions on the gear stick to move the page, and press the **Start** button to return to **Income data** .

4.6.3 Total income

In the page of **Total income** , you can check the total revenue of each cabinet.

- 1 Enter **Operator settings** → **Income data** → **Total income** , and the screen will display as below :



| Total Income | | | |
|--------------|----|--------------------|----------|
| Coin(s) | 65 | Current coin(s) | 28 |
| Total game | 7 | Current service | 0 |
| New game | 5 | Game time | 24:12:14 |
| Continue | 2 | Business time | 24:9:9 |
| Freeplay | 0 | Idle time | 0:-3:-7 |
| Bonus | 0 | Percentage of idle | 0 % |
| Service | 0 | | |

Date: 2013/06/28
Time: 11:54:34
Exit:Start
CREDITS 00/04

Descriptions of each item:

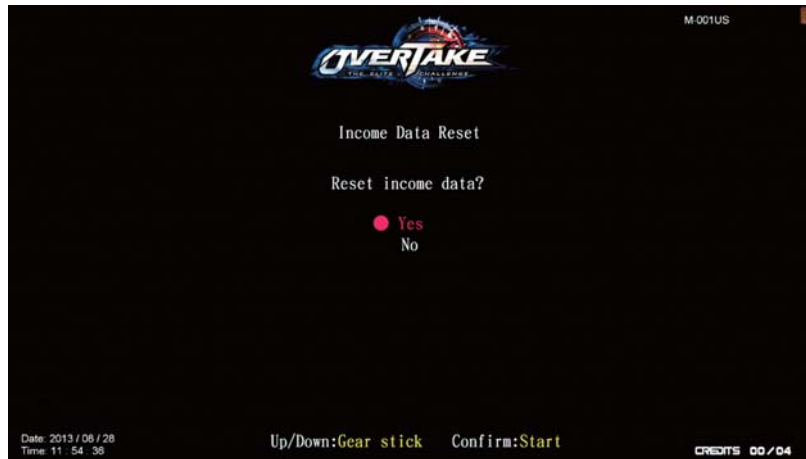
| item | descriptions |
|--------------------|---|
| Coin(s) | The total number of coins inserted |
| Total game | The total number of games played |
| New game | The total number of new game created |
| Continue | The total number of games continued |
| Freeplay | The total number of free game played |
| Bonus | The total number of bonus game played |
| Service | The total use times of the service button |
| Current coin(s) | The actual number of coin counted |
| Current service | The actual use of service button |
| Game time | The entire duration of play time |
| Business time | The entire duration of time when the cabinet is turned on |
| Idle time | The entire duration of idle time |
| Percentage of idle | The amount of idle time among the entire period when the cabinet is turned on. Formula : 【Idle time / Business time】 X 100% |


- 2 Press the **Start** button to return to **Income data** .

4.6.4 Income data reset

In the page of **Income data reset** , you can delete the data of daily income and monthly income.

- 1 Enter **Operator settings** → **Income data** → **Income data reset** , and the screen will display as below.



- 2 Use the **Gear up** and **Gear down** functions on the gear stick to choose between **Yes** and **No** .
 - 3 When **Yes** is selected, press the **Start** button to reset the data.
 - 4 When done, an icon of **Completed** will pop up, then press the **Start** button to return to **Income data** .
-  **Note:** This function cannot delete the data of **Total income** .
- 5 When **No** is selected, then the screen will automatically direct to the page of **Income data**

4.7 Troubleshooting

| Problems | Easy troubleshooting |
|---|--|
| The throttle, brake or the steering wheel fail to work. | <ul style="list-style-type: none"> ④ Enter 【Operator settings】 → 【Hardware test】 → 【I/O test】 to run the testing. ④ If testing results are shown, enter 【Operator settings】 → 【Game settings】 → 【I/O adjustment】 to adjusting I/O. ④ If no testing results are shown, contact your local distributor to replace the corresponding VR. |
| One of the speakers does not produce sound. | <ul style="list-style-type: none"> ④ Check if the plugs between speakers and power amplifier are coming off. ④ If this problem persists, contact your local distributor to replace parts. |
| The light of the LED plate is not on. | <ul style="list-style-type: none"> ④ Check if the plugs between speakers and power amplifier are coming off. ④ If this problem persists, contact your local distributor to replace parts. |
| The buttons do not respond. | <ul style="list-style-type: none"> ④ Enter 【Operator settings】 → 【Hardware test】 → 【I/O test】 , and run the testing. ④ If lights do not respond, refer to 【Replacing parts】 and disassemble the cap to check if plugs are coming off. ④ If this problem persists, contact your local distributor to replace the corresponding VR. |
| The shift gear does not respond. | <ul style="list-style-type: none"> ④ Enter 【Operator settings】 → 【Hardware test】 → 【I/O test】 to run the testing. ④ If this problem persists, contact your local distributor to replace the shift gear. |
| The screen appears blank after the power is on. | <ul style="list-style-type: none"> ④ Check if the plugs between the cabinet and screen are well connected, and whether DVI connectors on both sides are coming off. ④ Check if the cabinet is plugged into the port of the video card. ④ If this problem persists, contact your local distributor. |
| The speakers do not produce sound. | <ul style="list-style-type: none"> ④ Open the door of the cash box, and check if the master volume is adjusted to its minimum value. ④ Open the maintenance door located in the bottom of the cabinet, and check if the volume of the power amplifier is adjusted to its minimum value. ④ Check if the power of the power amplifier is turned on. ④ Check if the plugs between the power amplifier and cabinet are coming off. |

※If any of the above mentioned problems is unsolvable, contact your local distributor.

5. Maintenance and Service

5.1 Maintenance and service

Even though the machine works normally for a long time, the fault will occur. Therefore, please perform routine check and maintenance concerning the following to ensure a long-term use.

■ External Inspection

- Stick “Warning” stickers correctly, keep it legible.
- Firmly tighten the bolt for each adjuster.
- Tighten screws for speaker assembly.
- Tighten the signboard firmly.
- Check if the screws fixing the parts loose.
- Check if the connectors loose or missing.

■ Operation Inspection (With power on)

- Sound is normally emitted from the speakers or not.
- Fluorescent lamps and button lamps light up or not
- Coin acceptor works properly or not.
- Lifting and falling devices work properly or not.
- YZ sensor works properly or not.

After completing all the checks, operate the game again and check the above items with full care!

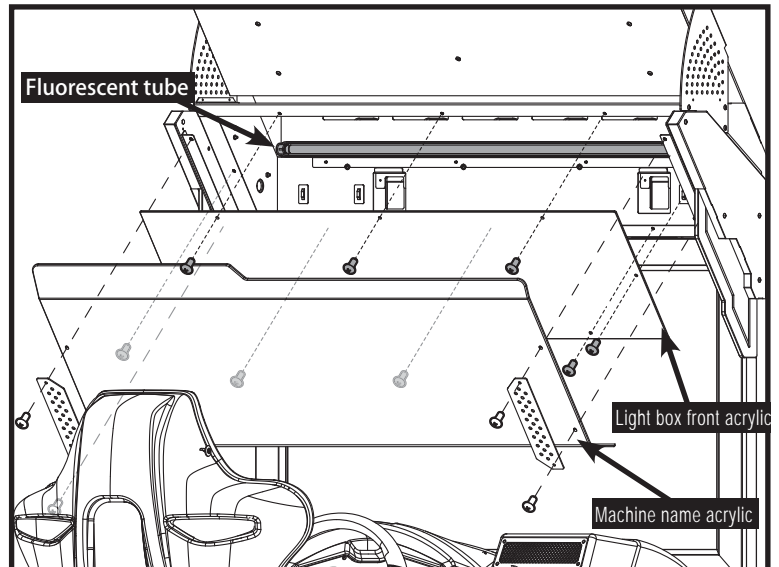
■ Servicing (conducted by a technician only)

- Cut off the main power supply to avoid injury or electric shock when performing maintenance.
- Please contact our service center when performing any work that is not specified in this Manual, and follow the instruction provided by the service center.
- For consumables and spare parts (including screws), please use products specified by Wahlap Technology.
- Even though the main power is cut off, there is still high temperature and high pressure in the power board and the monitor. The person will be burnt or get an electric shock if he touches such parts. Please pay full attention to avoid contact.
- Be sure to cut off the main power when you alter a spare part or unplug a connector.

5.2 Replacing parts

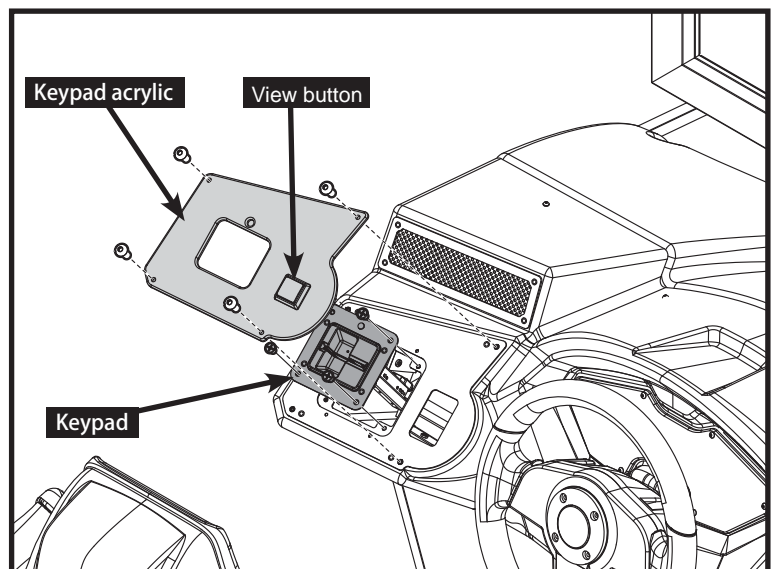
5.2.1 Replacing fluorescent tube

- 1 Remove 4 M5 inner hex screws and disassemble the acrylic plate.
- 2 Remove 8 M4 cruciform screws and disassemble the side acrylic plate before the light box.
- 3 Replace the fluorescent tube.
- 4 When done, reassemble the parts according to the reversed assembly.



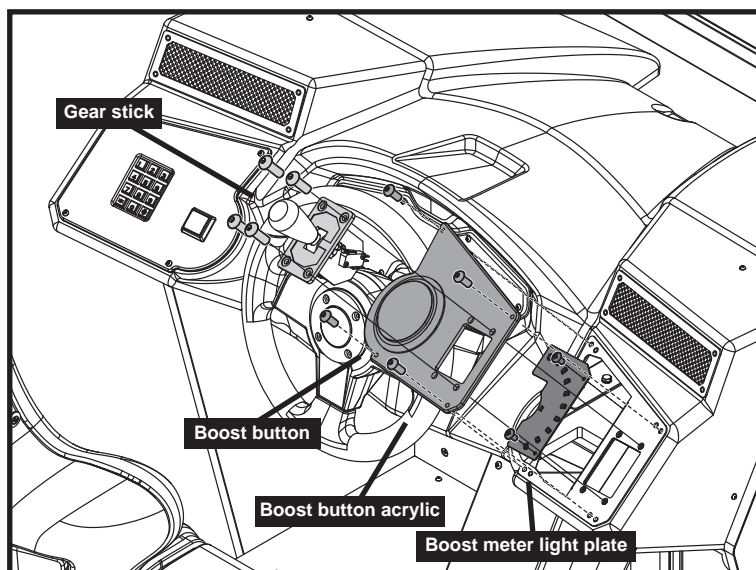
5.2.2 Replacing the keypad / View button

- 1 Remove 4 M4 inner hex screws and disassemble the acrylic plate.
- 2 Replace the View button (if the keypad needs to be replaced too, continue the following steps).
- 3 Remove 4 M3 cruciform screws and disassemble the keypad.
- 4 Replace the keypad.
- 5 When done, reassemble according to the reversed assembly sequence.



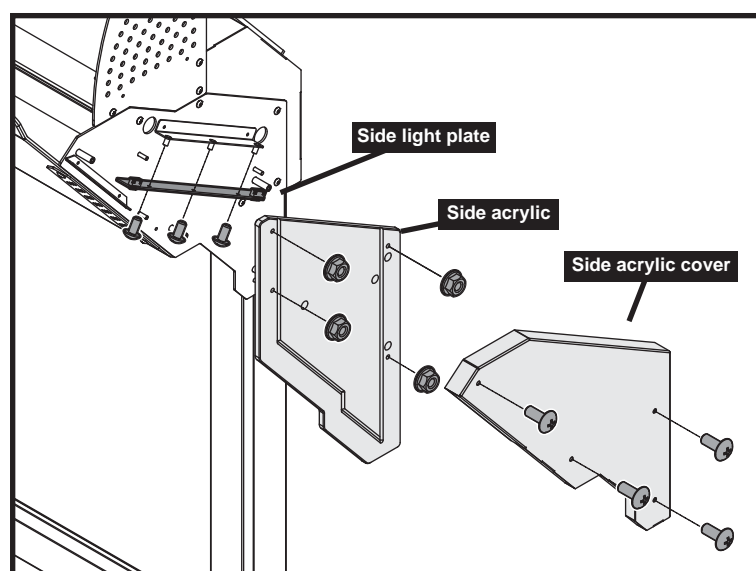
5.2.3 Replacing the boost button and the light plate

- 1 Remove 4 M5 inner hex screws and disassemble the shift lever.
- 2 Remove 4 M4 inner hex screws and disassemble the acrylic plate behind the boost button.
- 3 Remove 2 M3 cruciform screws and disassemble the LED light plate behind the boost button.
- 4 Replace the boost button/ the light plate.
- 5 When done, reassemble according to the reversed assembly sequence.



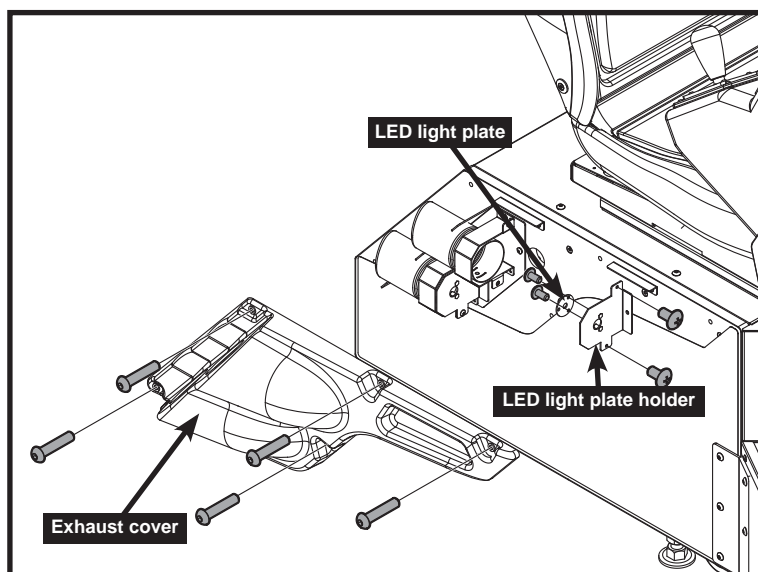
5.2.4 Replacing the side light plate

- 1 Remove 4 inner hex screws and open the caps.
- 2 Remove 4 M4 screws and disassemble the acrylic plate on the left and right side.
- 3 Remove 3 M3 cruciform screws and replace the LED light plate.
- 4 When done, reassemble according to the reversed assembly sequence.



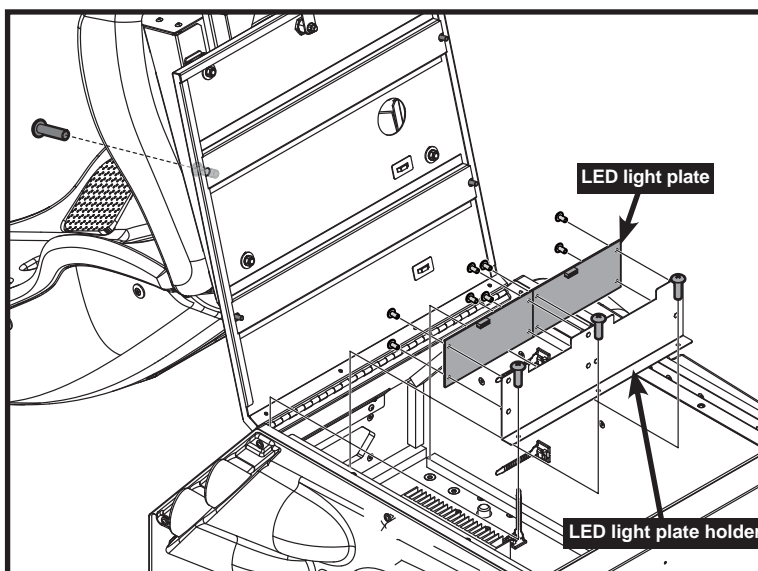
5.2.5 Replacing the exhaust light plate

- 1 Remove 5 M4 inner hex screws and open the cap of the exhaust pipe.
- 2 Remove 2 M4 cruciform screws and disassemble the LED light plate.
- 3 Then take off the LED light plate and 2 M3 cruciform screws, then replace the LED light plate.
- 4 When done, reassemble according to the reversed assembly sequence.



5.2.6 Replacing the brake light plate

- 1 Remove 4 M6 inner hex screws and lift up the chair.
- 2 Remove 3 M4 cruciform screws and disassemble the LED light plate.
- 3 Then take off the LED light plate and 8 M3 cruciform screws, and replace the LED light plate.
- 4 When done, reassemble according to the reversed assembly sequence.



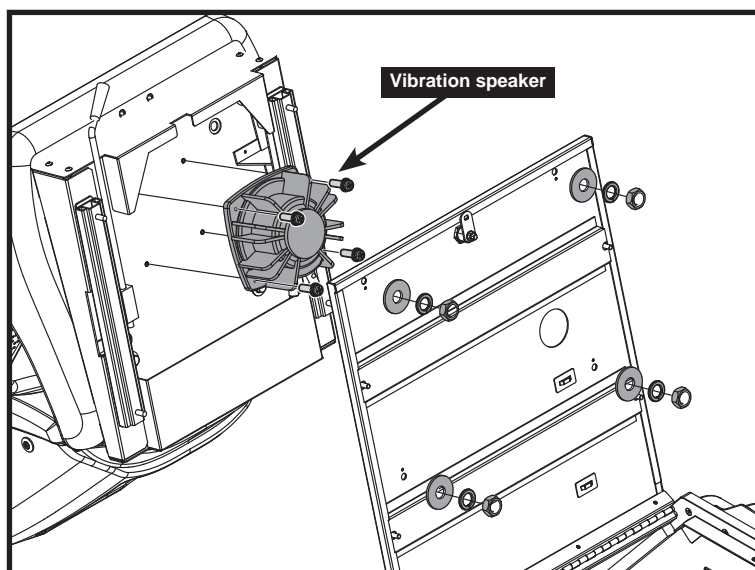
5.2.7 Replacing the vibration speaker under the seat

1 Remove 4 M6 inner hex screws and lift up the chair.

2 Remove 4 M8 screws.

3 Remove 4 M4 cruciform screws and replace the vibration loudspeakers.

4 When done, reassemble according to the reversed assembly sequence.

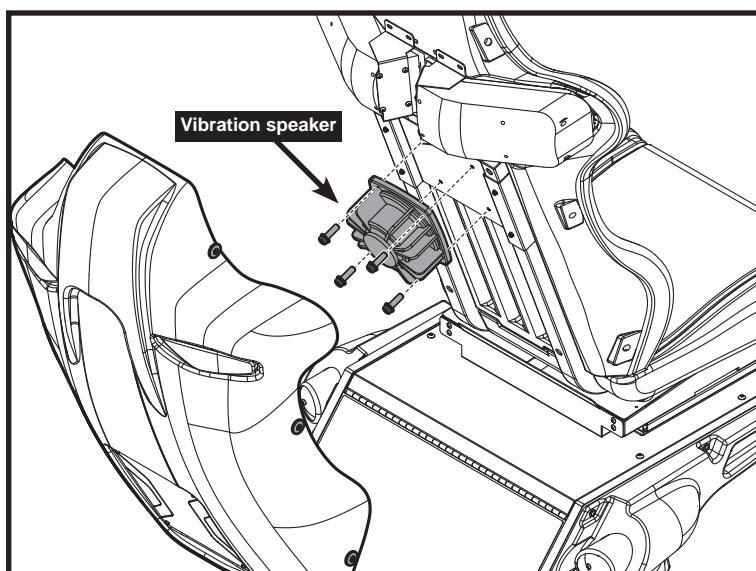


5.2.8 Replacing the vibration speaker behind the seat

1 Remove 6 plastic screws and take off the cover.

2 Remove 4 cruciform screws and replace the vibration loudspeakers.

3 When done, reassemble according to the reversed assembly sequence.

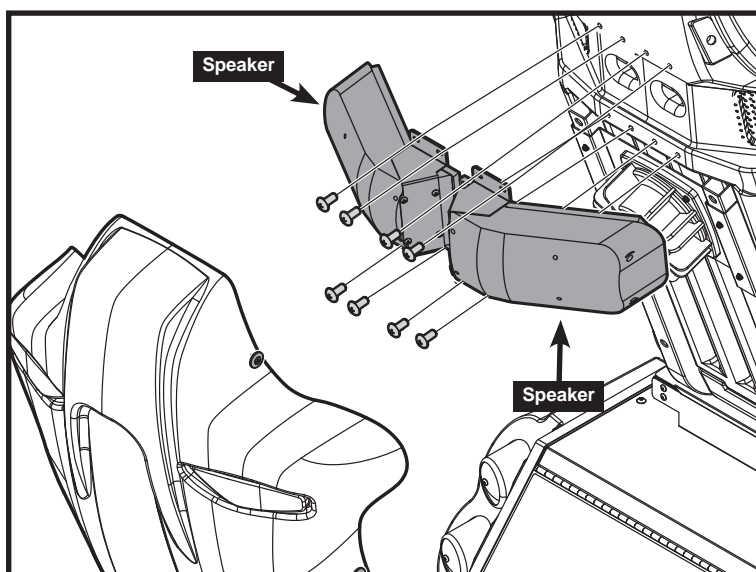


5.2.9 Replacing the speaker behind the seat

1 Remove 6 plastic screws and take off the cover.

2 Remove 8 M4 cruciform screws and replace the loudspeakers.

3 When done, reassemble according to the reversed assembly sequence.



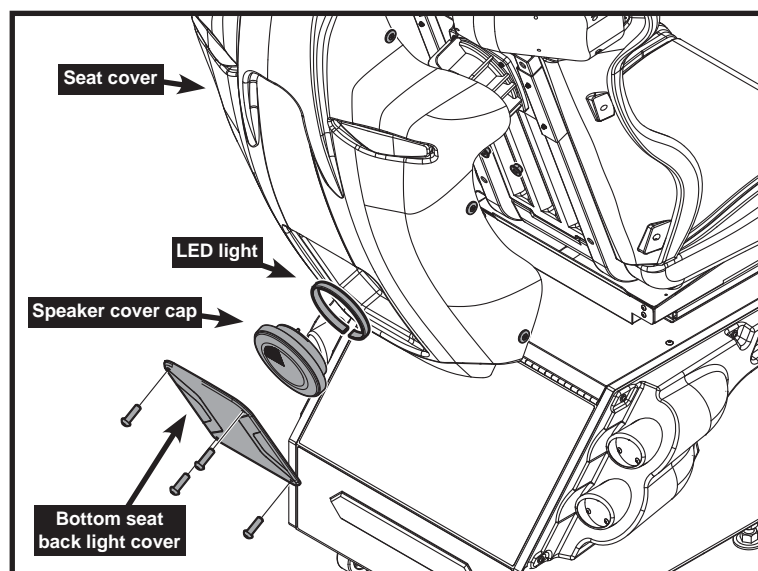
5.2.10 Replacing the bottom seat back light

1 Remove 6 plastic screws and open the cover.

2 Remove 4 M4 inner hex screws and take off the cap of the light.

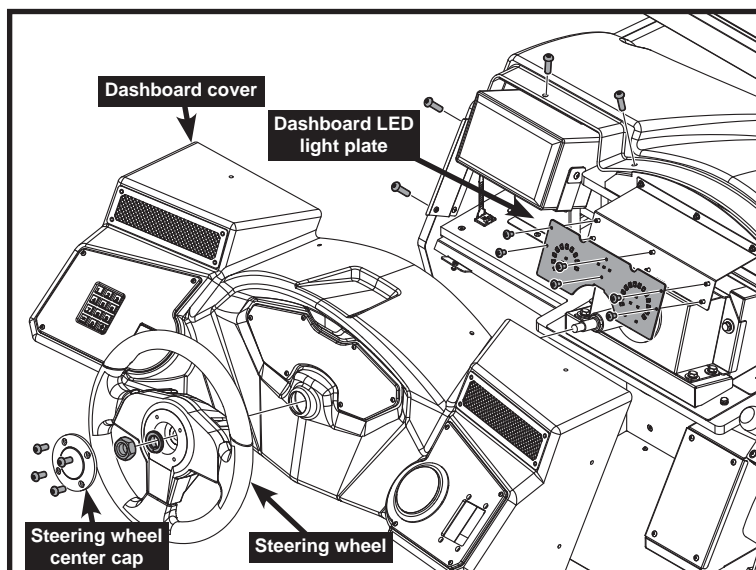
3 Remove 3 M4 screws and the decorative cover of the loudspeaker to replace the light strip (the end should be applied with hot melt adhesive).

4 When done, reassemble according to the reversed assembly sequence.



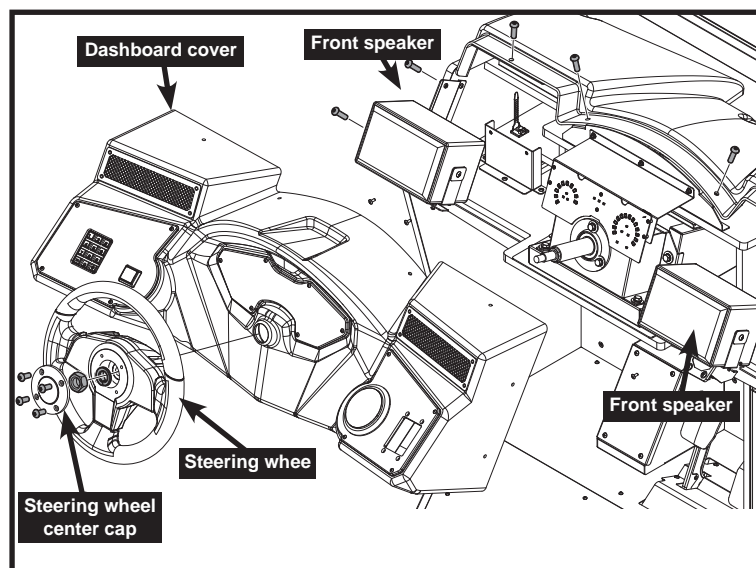
5.2.11 Replacing the dashboard LED light plate

- 1 Remove 4 M3 inner hex screws and take off the cap in the center of the steering wheel.
- 2 Remove M12 screws and take off the steering wheel.
- 3 Remove 10 M4 inner hex screws and the cover of the steering wheel.
- 4 Remove 6 M3 cruciform screws and replace the LED plate.
- 5 When done, reassemble according to the reversed assembly sequence.



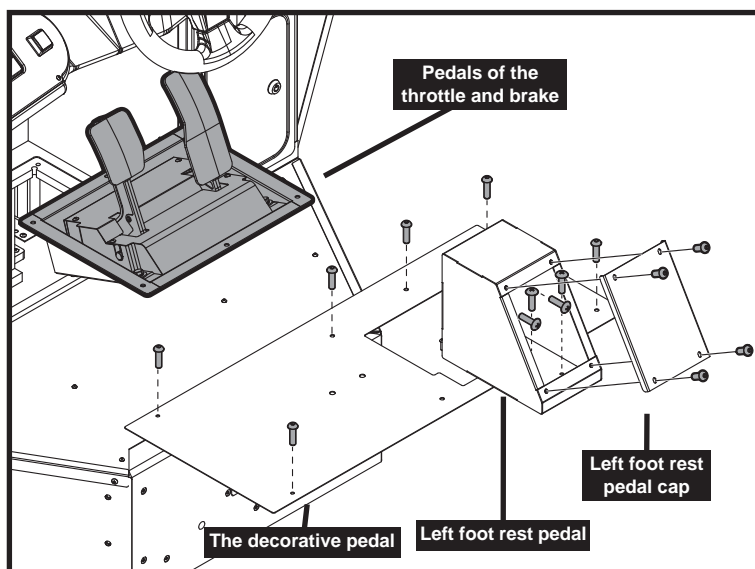
5.2.12 Replacing front speaker

- 1 Remove 4 M3 inner hex screws and take off the cap in the center of the steering wheel.
- 2 Remove M12 screws and take off steering wheel.
- 3 Remove 10 M4 inner hex screws and take off the cap on the controlling panel.
- 4 Remove 4 M4 cruciform screws and replace the two loudspeakers.
- 5 When done, reassemble according to the reversed assembly sequence.



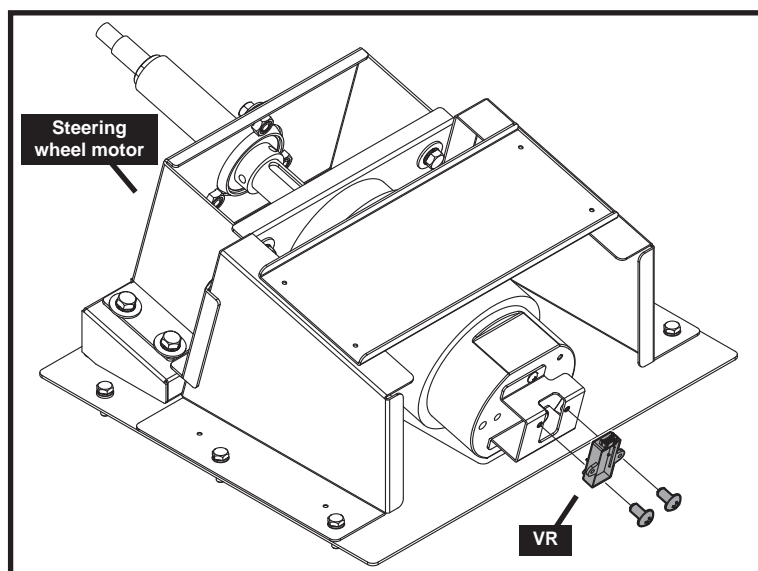
5.2.13 Replacing the pedals of the throttle and brake

- 1 Remove 4 M4 inner hex screws and the left foot rest pedal cap.
- 2 Remove 4 M4 cruciform screws and take off the left foot rest pedal.
- 3 Remove 8 M4 inner hex screws and the decorative pedal.
- 4 Take off the pedal of the throttle and the brake.
- 5 When done, reassemble according to the reversed assembly sequence.



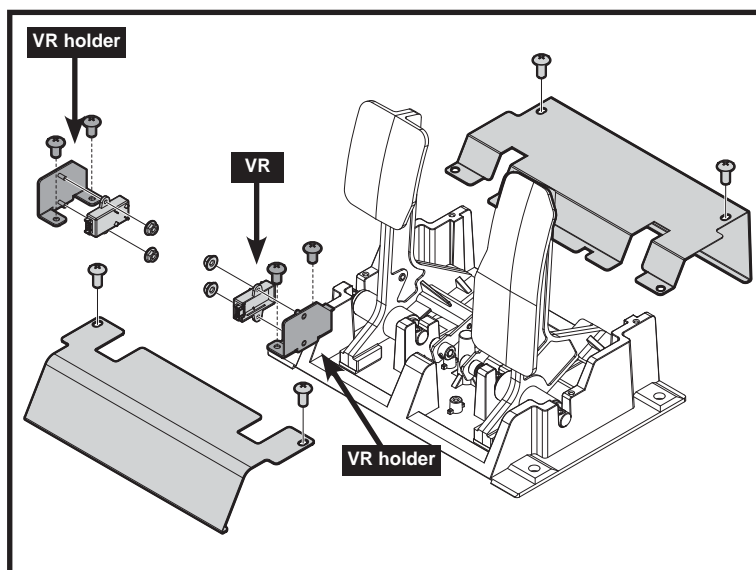
5.2.14 Replacing the VR of the steering wheel

- 1 Remove 2 cruciform screws behind the cabinet to take off VR.
- 2 When done, reassemble according to the reversed assembly sequence.



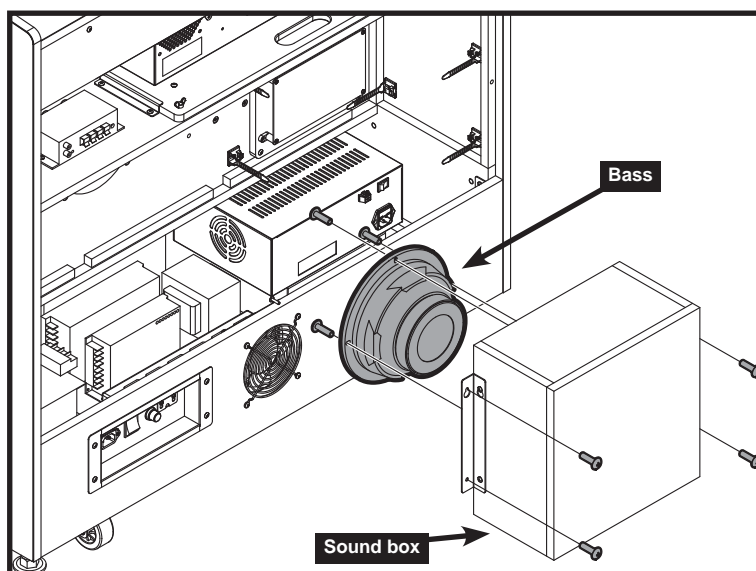
5.2.15 Replacing the VR of the pedals of the throttle and brake

- 1 Remove 4 M4 cruciform screws and take off the caps in the front and the back.
- 2 Remove 4 M4 cruciform screws and take off the VR set.
- 3 Remove 4 M3 screws on the VR set and the electric VR and replace VR.
- 4 When done, reassemble according to the reversed assembly sequence.



5.2.16 Replacing the bass speaker

- 1 Remove 4 cruciform inner screws and take off the bass stereo.
- 2 Remove 3 M4 cruciform screws and replace the bass loudspeaker.
- 3 When done, reassemble according to the reversed assembly sequence.

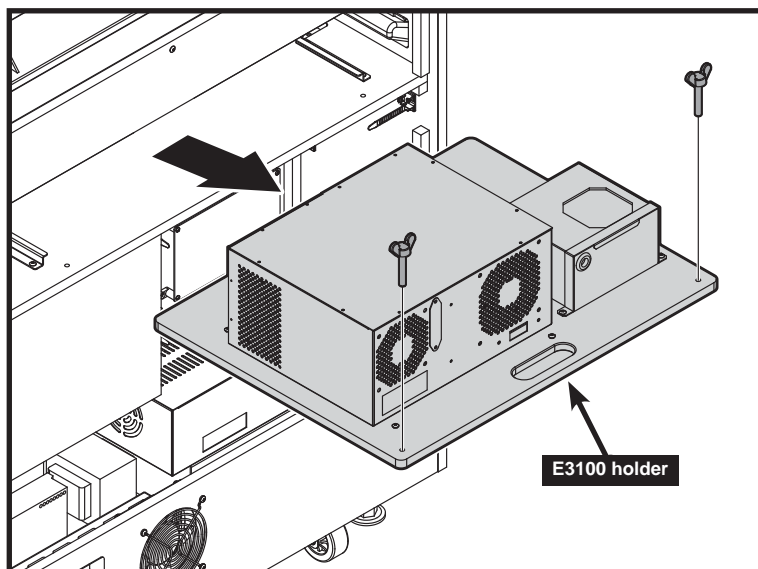


5.2.17 Maintaining the E3100

1 Remove 2 M4 butterfly screws.

2 Take out the fixed set to maintain or repair.

3 When done, reassemble according to the reversed assembly sequence.

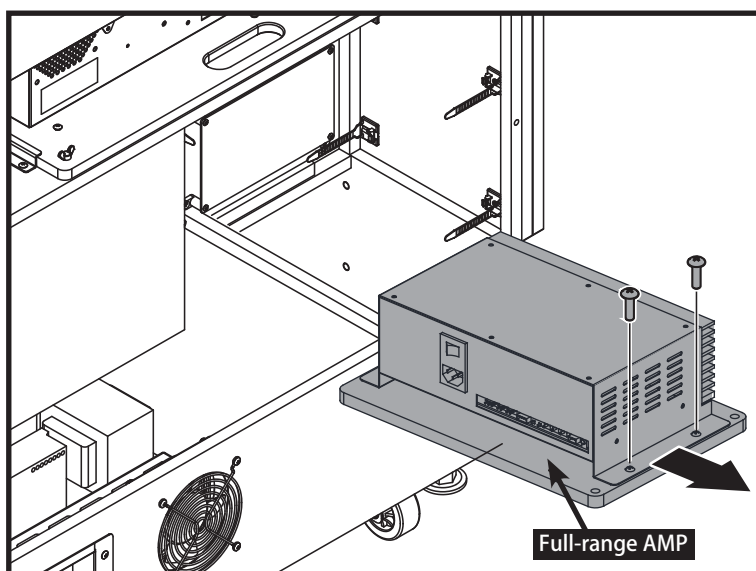


5.2.18 Maintaining the full-range AMP

1 Remove 2 M4 cruciform screws and take out the full-range AMP.

2 Remove 2 M4 cruciform screws and replace 24W AMP.

3 When done, reassemble according to the reversed assembly sequence.



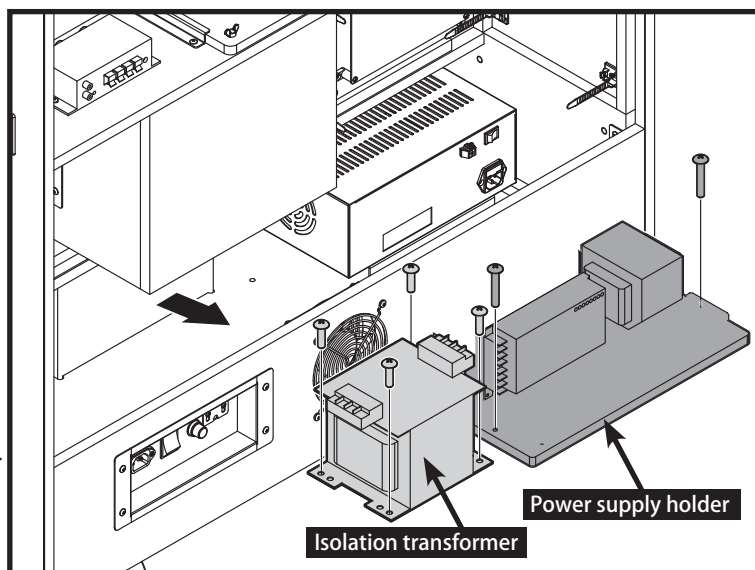
5.2.19 Replacing the power supply and isolation transformer

1 Remove 2 M4 cruciform screws and take out the electricity supply appliance.

2 Remove 4 M4 cruciform screws take out the isolation transformer.

3 When done, reassemble according to the reversed assembly sequence.

■ In some regions, the isolation transformer 900VA is not a required part.

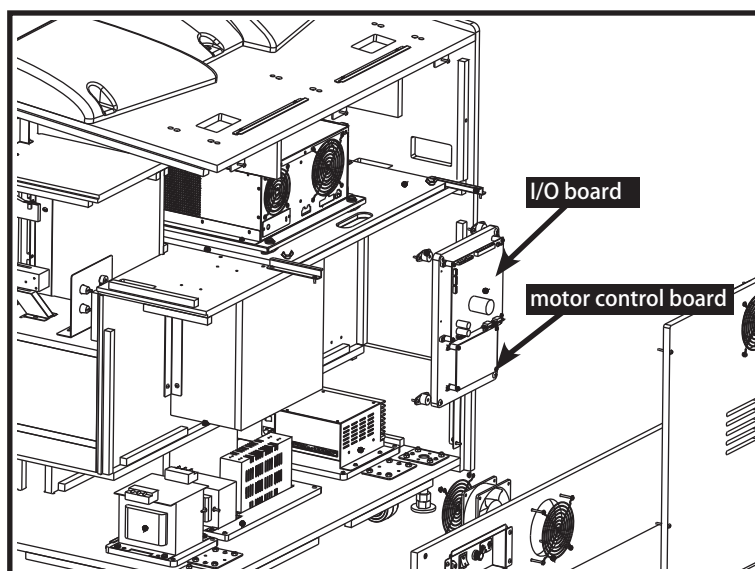


5.2.20 Replacing I / O board / motor control board

1 Remove 4 M3 cruciform screws and take off the I / O board.

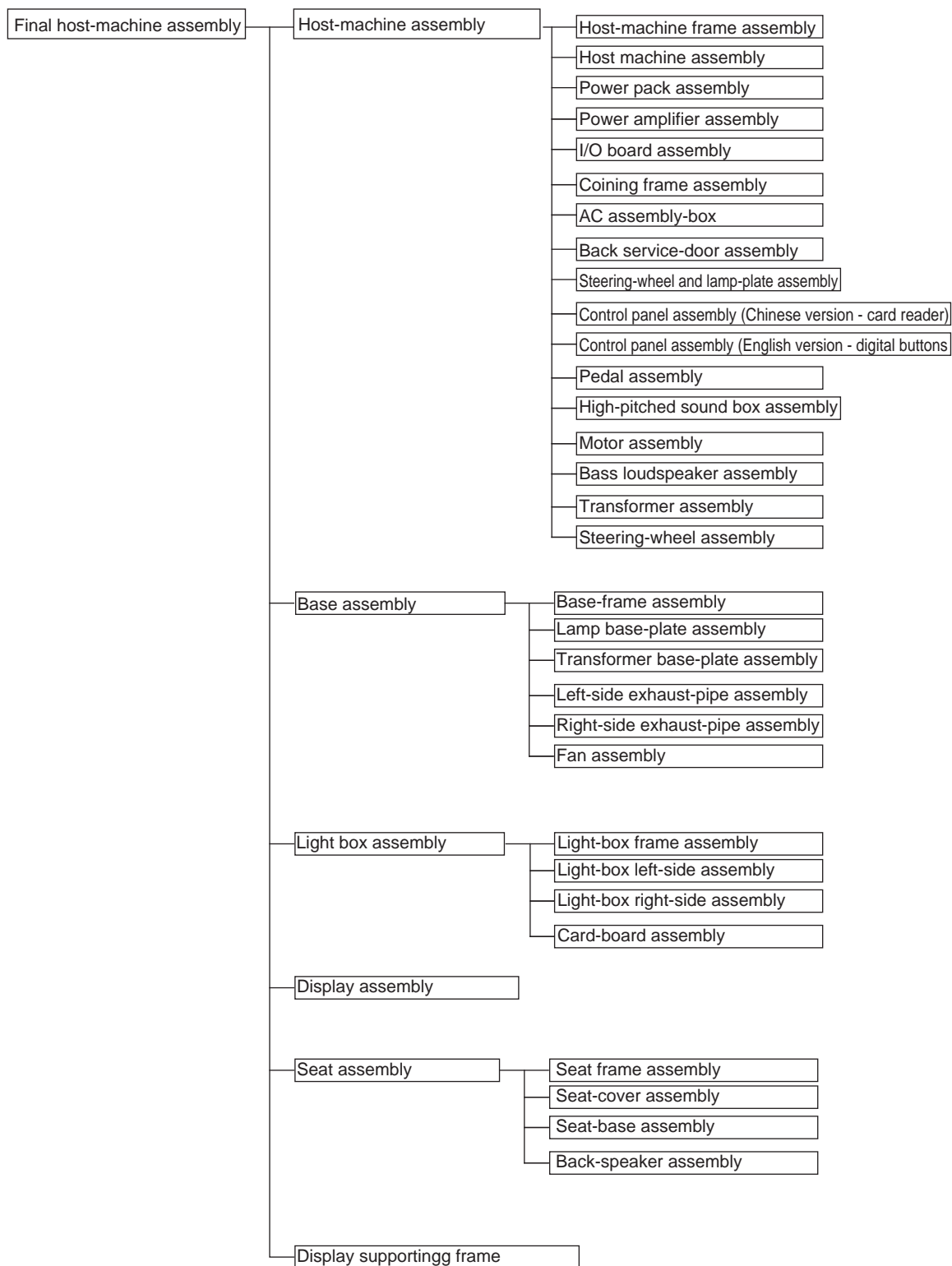
2 Remove 4 M3 cruciform screws and take off the motor control board.

3 When done, reassemble according to the reversed assembly sequence.

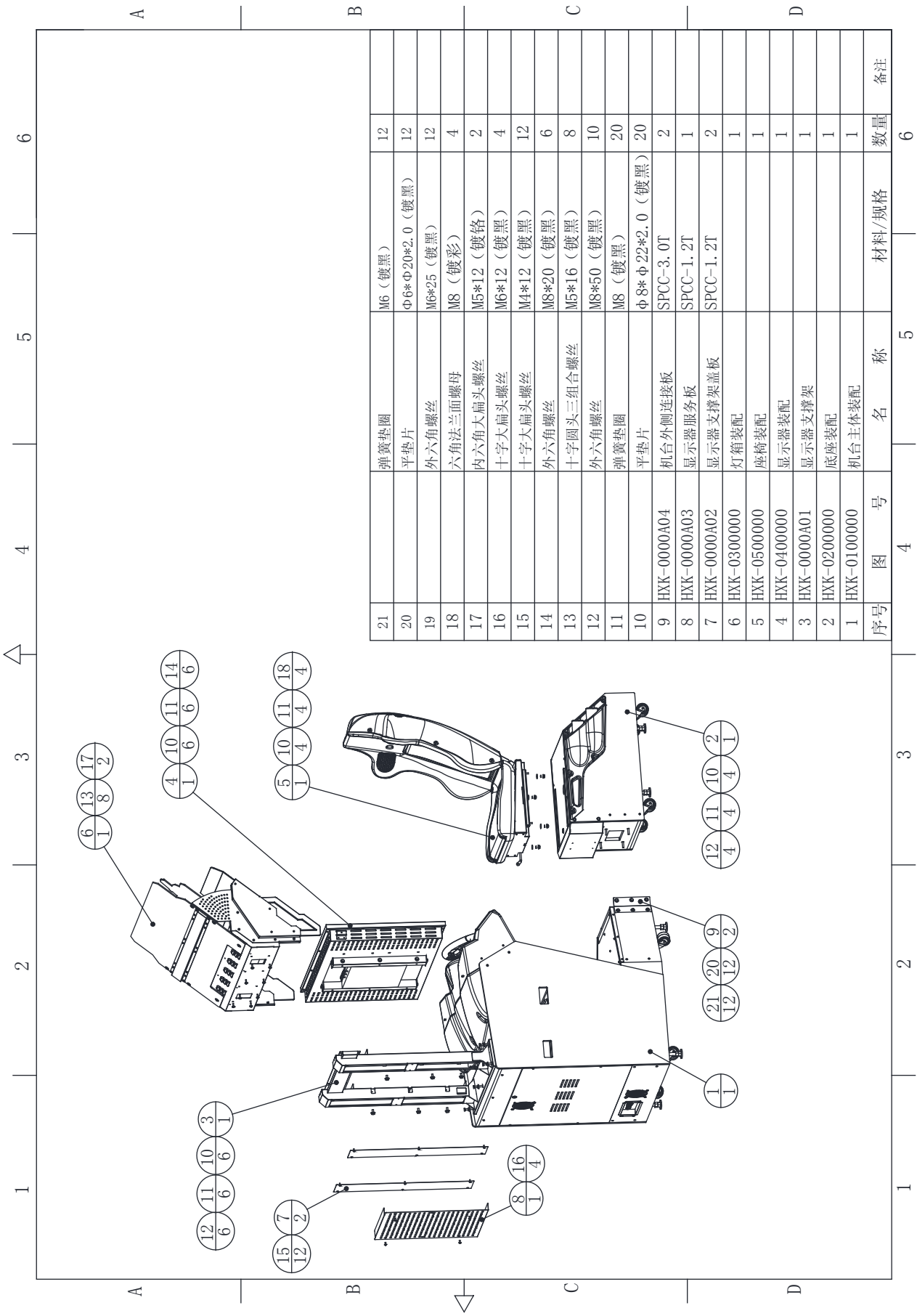


6. Assembly

6.1 Assembly tree diagram



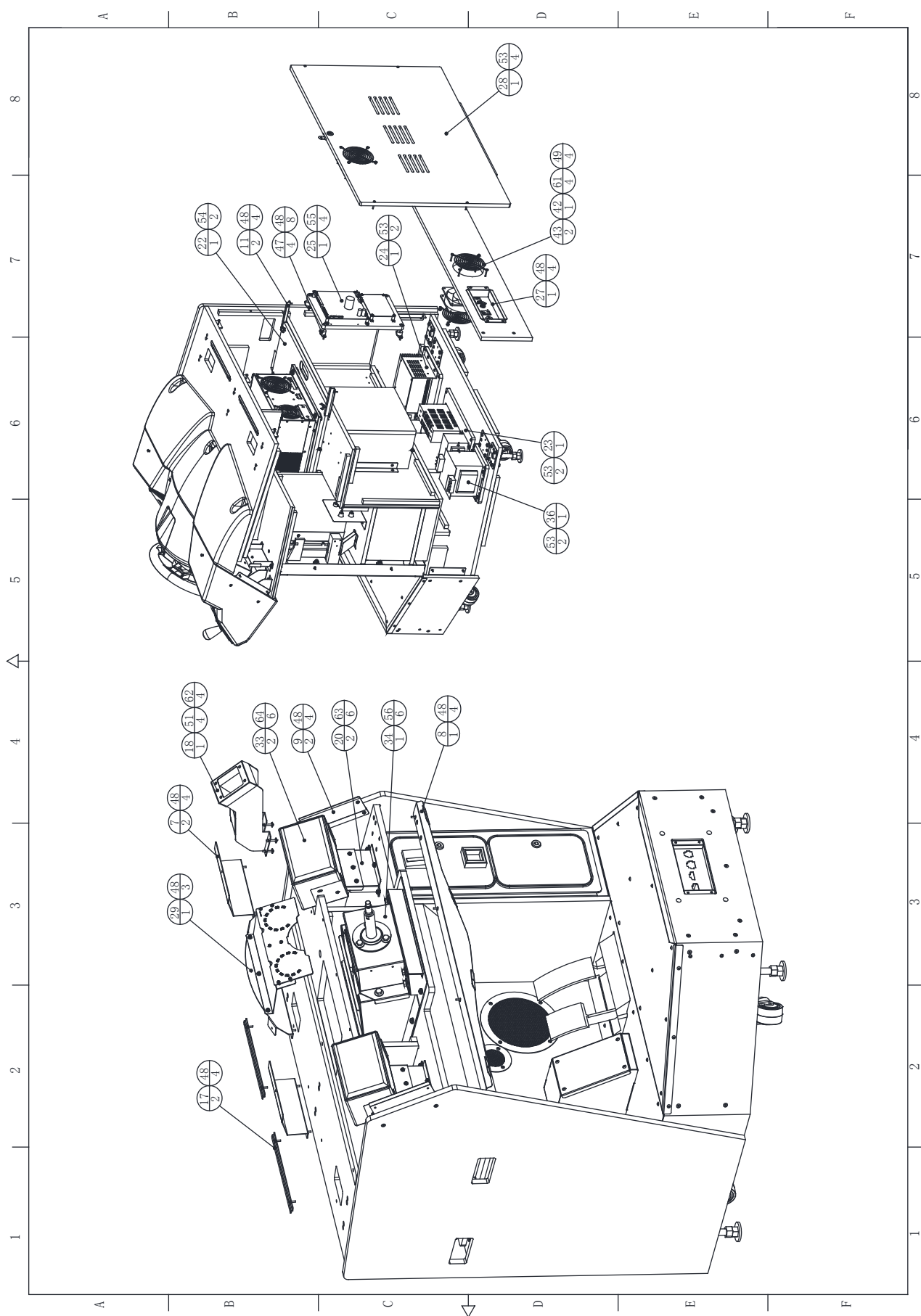
6.2 Final host-machine assembly



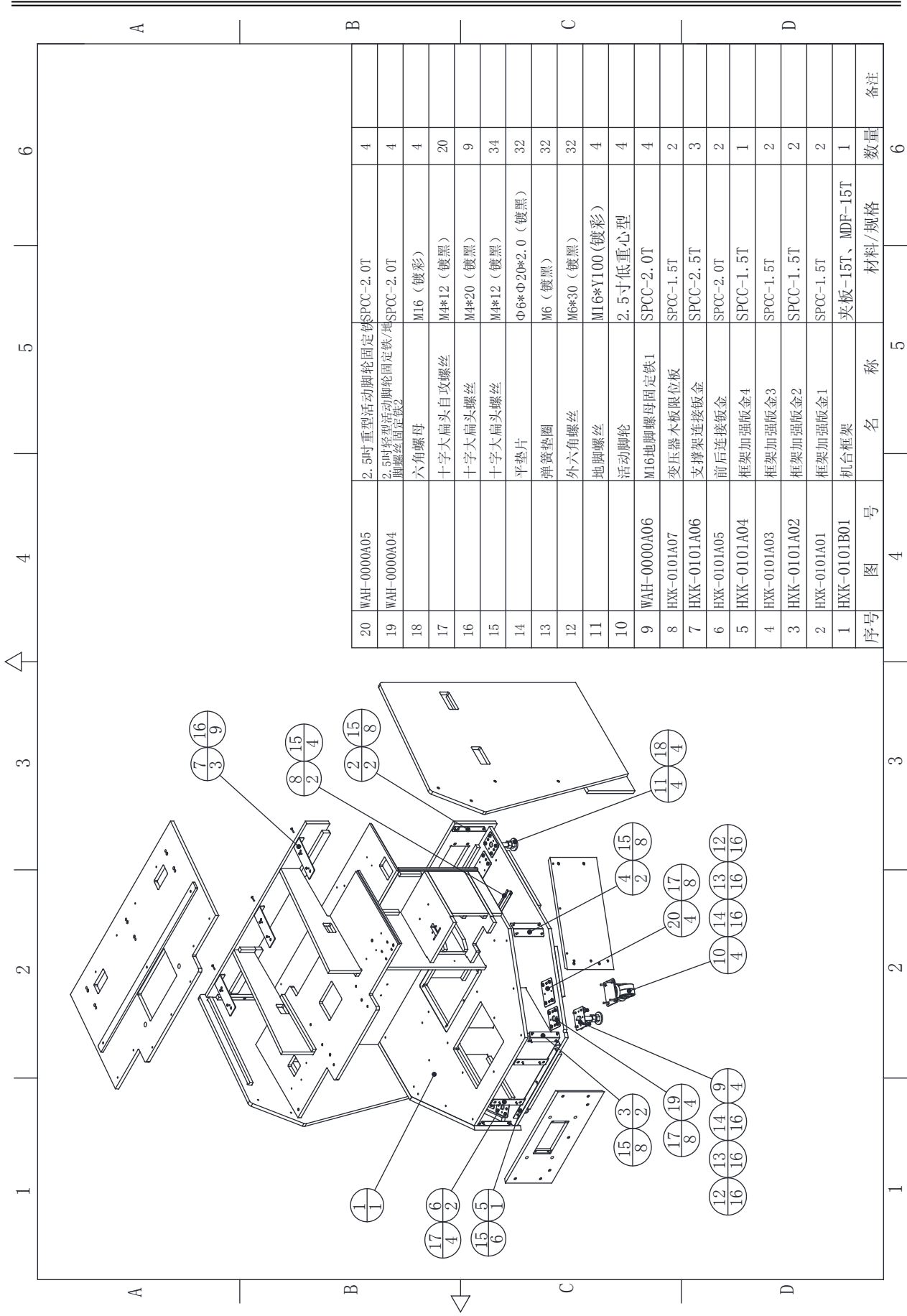
6.3 Host-machine assembly

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|----|-------------------------|----------------|----|-------------------|----|----|-------------------|
| A | B | C | D | E | F | | |
| | | | | | | | |
| 44 | 电位器旋钮 | Φ13mm | 1 | | | | |
| 43 | 风扇网 | 120*120 | 2 | | | | |
| 42 | 风扇含轴承 | 120*120/AC110V | 1 | | | | |
| 41 | 接粗 | | 1 | | | | |
| 40 | 塑胶线箱 | 黑色 | 1 | | | | |
| 39 | HXK-P0011 方向盘压力 | PMA-3.0T | 1 | | | | HXK-010001 背面以及面屏 |
| 38 | HXK-010002 方向盘装饰块 | ABS-1.5T | 1 | | | | |
| 37 | HXK-0116000 方向盘装配 | | 1 | | | | |
| 36 | HXK-0115000 变压器装配 | | 1 | | | | |
| 35 | HXK-0114000 低音喇叭装配 | | 1 | | | | |
| 34 | HXK-0113000 马达装配 | | 1 | | | | |
| 33 | HXK-0112000 中高音箱装配 | | 2 | | | | |
| 32 | HXK-0111000 脚踏板装配 | | 1 | | | | |
| 31 | HXK-010001 控制台后盖 | ABS-4.0T | 1 | | | | |
| 30 | HXK-0110000 控制台装配 (波卡器) | | 1 | | | | |
| 29 | HXK-0109000 方向盘灯板装配 | | 1 | | | | |
| 28 | HXK-0108000 后服务门装配 | | 1 | | | | |
| 27 | HXK-0107000 底座装配 | | 1 | | | | |
| 26 | HXK-0106000 投币门框装配 | | 1 | | | | |
| 25 | HXK-0105000 面板装配 | | 1 | | | | |
| 24 | HXK-0104000 功放装配 | | 1 | | | | |
| 23 | HXK-0103000 电源盒装配 | | 1 | | | | |
| 22 | HXK-0102000 主机装配 | | 1 | | | | |
| 21 | HXK-0100A19 方向盘轴套 | 45 | 1 | | | | |
| 20 | HXK-0100A18 音箱支撑板 | SPCC-1.5T | 2 | | | | |
| 19 | HXK-0100A17 线接口卡位板 | SPCC-1.2T | 1 | | | | |
| 18 | HXK-0100A16 按钮固定座 | | 1 | | | | |
| 17 | HXK-0100A15 显示器支撑架主板 | SPCC-1.2T | 2 | | | | |
| 16 | HXK-0100A14 脚踏座盖板 | 砂纹SUS304-1.2T | 1 | | | | |
| 15 | HXK-0100A13 脚踏座 | | 1 | | | | |
| 14 | HXK-0100A12 花纹铝板压条二 | 砂纹SUS304-1.2T | 1 | | | | 与HXK-0100A11对称 |
| 13 | HXK-0100A11 花纹铝板压条一 | 砂纹SUS304-1.2T | 1 | | | | |
| 12 | HXK-0100A10 吊吊道 | | 1 | | | | |
| 11 | HXK-0100A09 主机木板限位板 | SPCC-1.5T | 2 | | | | |
| 10 | HXK-0100A08 测试服务面板 | SPCC-1.2T | 1 | | | | |
| 9 | HXK-0100A07 脚踏板固定板 | SPCC-1.2T | 2 | | | | |
| 8 | HXK-0100A06 脚踏板下侧固定板 | SPCC-1.5T | 1 | | | | |
| 7 | HXK-0100A05 脚踏板左右固定板 | SPCC-1.5T | 2 | | | | |
| 6 | HXK-0100A04 脚踏板花纹铝板 | 花纹铝板-1.0T | 1 | | | | |
| 5 | HXK-0100B01 活动板 | MDP-15.0T | 1 | | | | |
| 4 | HXK-0100A03 脚踏板花纹铝板 | 花纹铝板-1.0T | 1 | | | | |
| 3 | HXK-0100A02 高音喇叭装饰板 | | 1 | | | | |
| 2 | HXK-0100A01 低音喇叭装饰板 | | 1 | | | | |
| 1 | HXK-0101000 机台箱体装配 | | 1 | | | | |
| 序号 | 图号 | 名称 | 数量 | 材料/规格 | 备注 | 序号 | 图号 |
| 64 | | 十字圆头二组螺栓 | 6 | M4*8 (镀黑) | | | |
| 63 | | 十字圆头三组螺栓 | 6 | M5*16 (镀黑) | | | |
| 62 | | 内六角大扁头螺栓 | 7 | M4*25 (镀黑) | | | |
| 61 | | 十字圆头螺栓 | 4 | M4*70 (镀黑) | | | |
| 60 | | 六角螺母 | 1 | M12 (镀黑) | | | |
| 59 | | 弹簧垫圈 | 1 | M12 (镀黑) | | | |
| 58 | | 内六角大扁头螺栓 | 4 | M5*20 (镀黑) | | | |
| 57 | | 内六角圆杆头螺栓 | 4 | M3*8 (镀黑) | | | |
| 56 | | 十字圆头三组螺栓 | 6 | M6*16 (镀黑) | | | |
| 55 | | 十字大扁头螺栓 | 4 | M6*20 (镀黑) | | | |
| 54 | | 螺形螺栓 | 2 | M5*30 (镀黑) | | | |
| 53 | | 十字大扁头螺栓 | 14 | M4*30 (镀黑) | | | |
| 52 | | 内六角大扁头螺栓 | 12 | M4*16 (镀黑) | | | |
| 51 | | 平垫片 | 11 | Φ5*Φ12*1.0 (镀黑) | | | |
| 50 | | 内六角大扁头螺栓 | 30 | M4*16 (镀黑) | | | |
| 49 | | 六角法兰面螺母 | 4 | M4 (镀彩) | | | |
| 48 | | 十字大扁头螺栓 | 64 | M4*12 (镀黑) | | | |
| 47 | | 柜体形防震脚座 | 4 | | | | |
| 46 | | 圆形卡式按键 | 2 | 三和 HESD-100C-2288 | | | |
| 45 | | 计数器 | 1 | DC 12V | | | |
| 序号 | 图号 | 名称 | 数量 | 材料/规格 | 备注 | 序号 | 图号 |

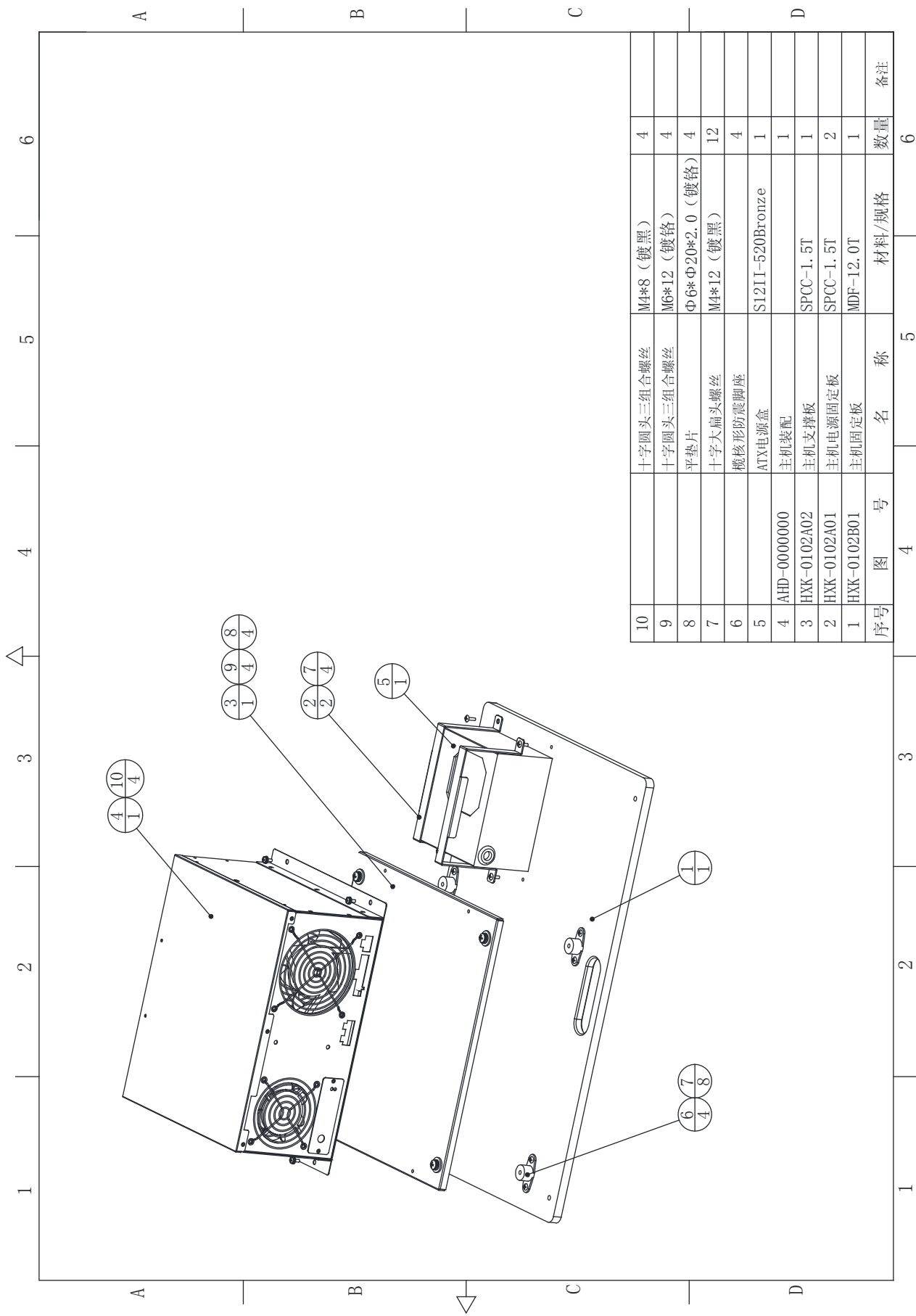
Host-machine assembly (2)



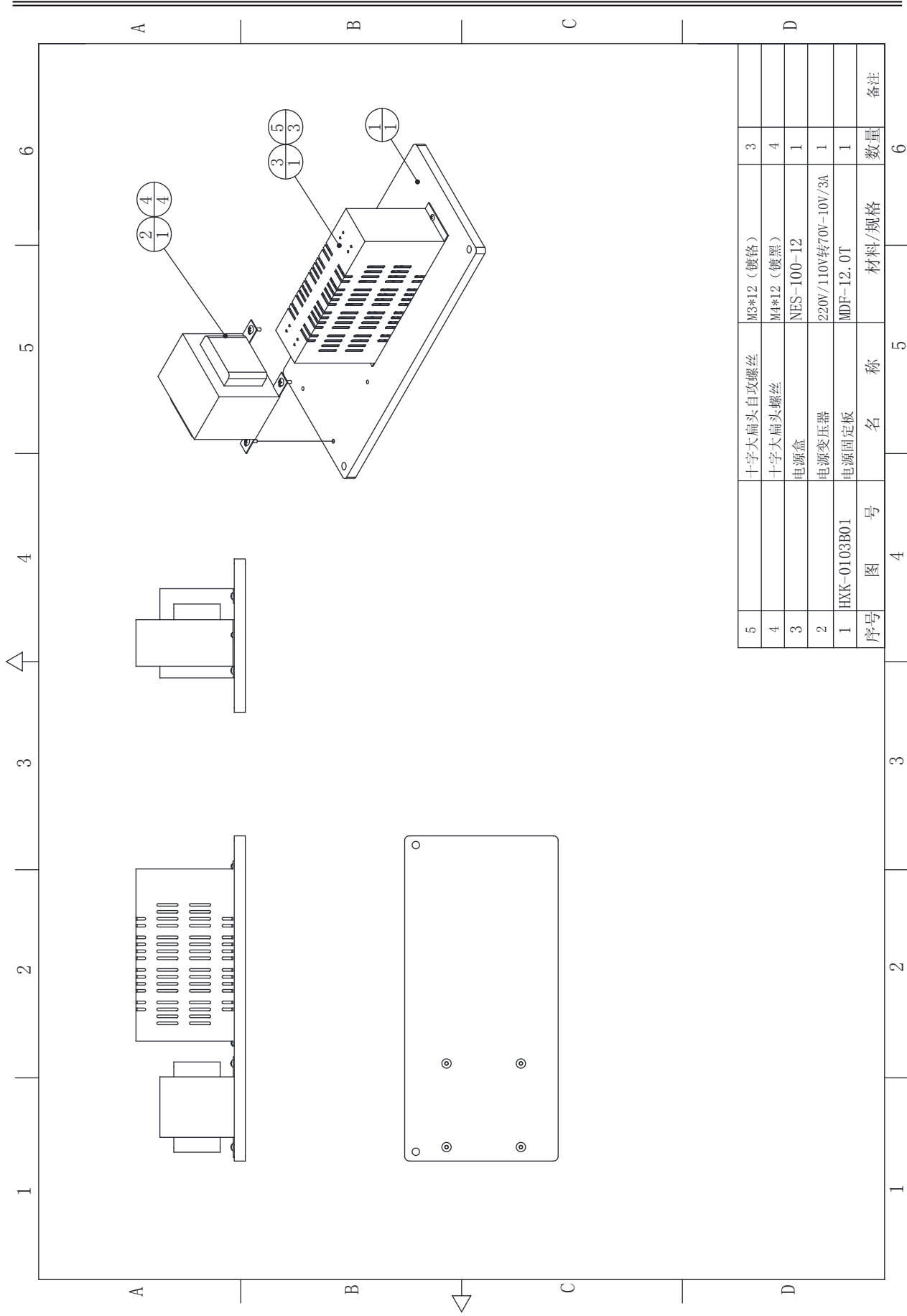
6.3.1 Host-machine frame assembly



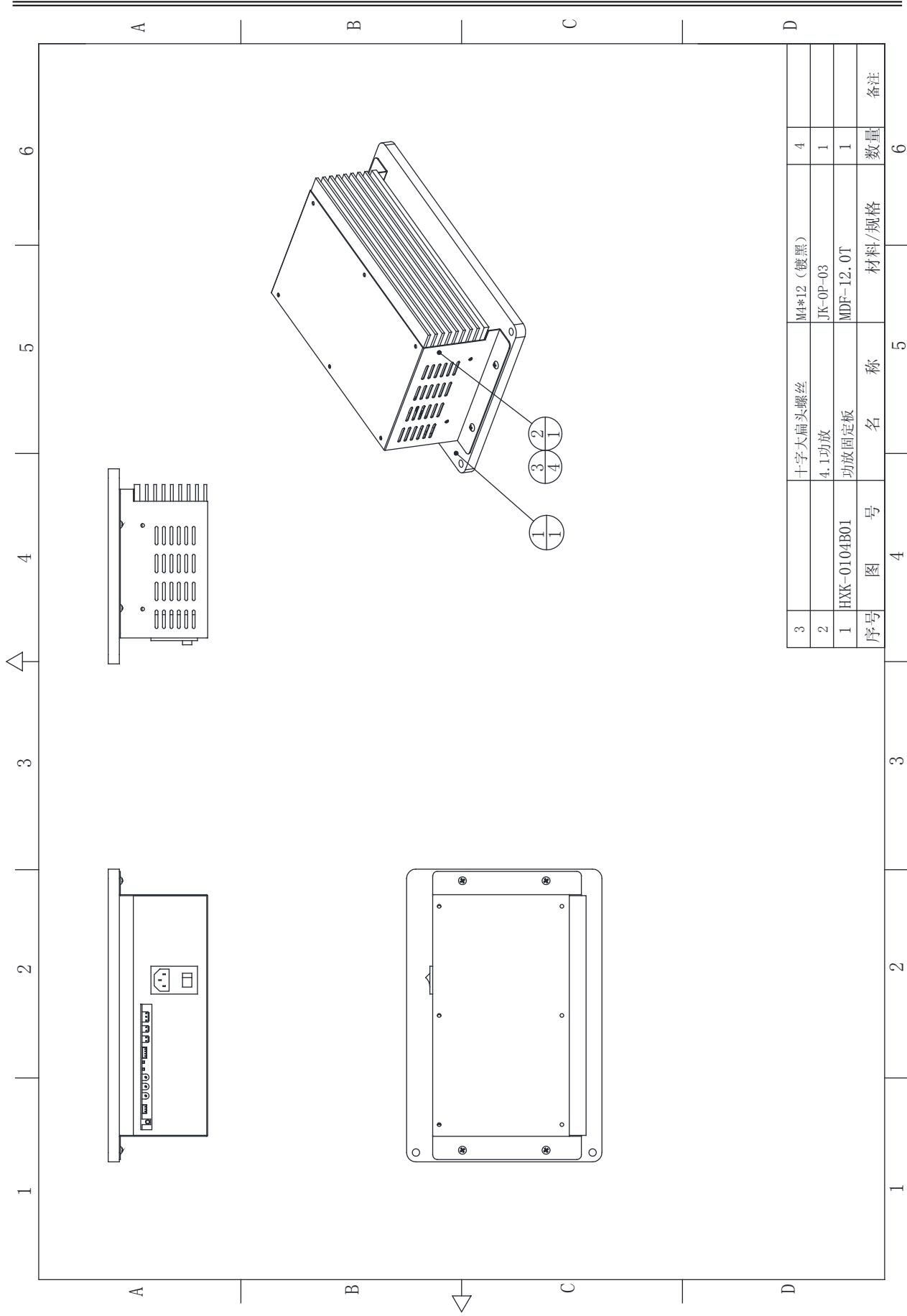
6.3.2 Host machine assembly



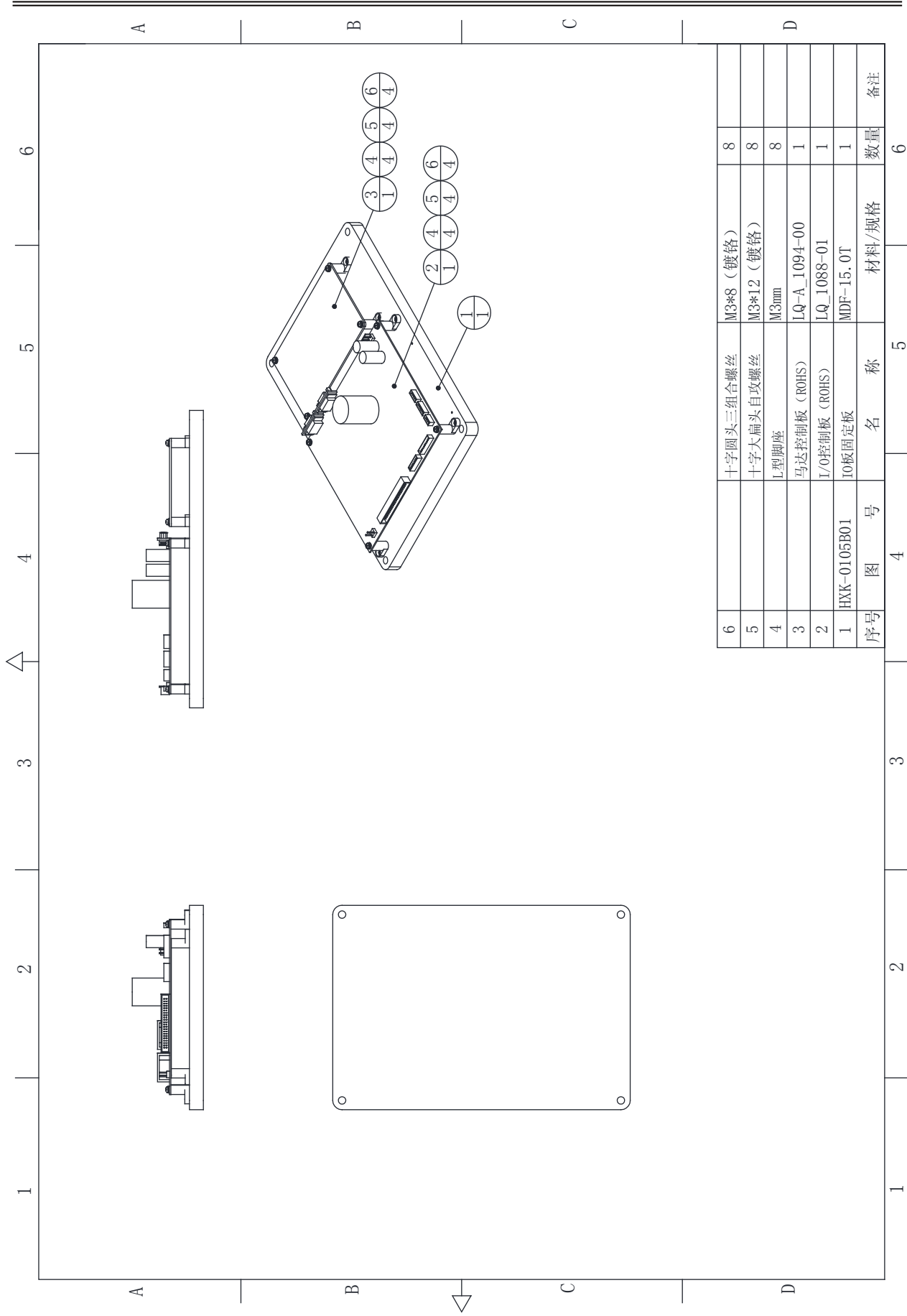
6.3.3 Power pack assembly



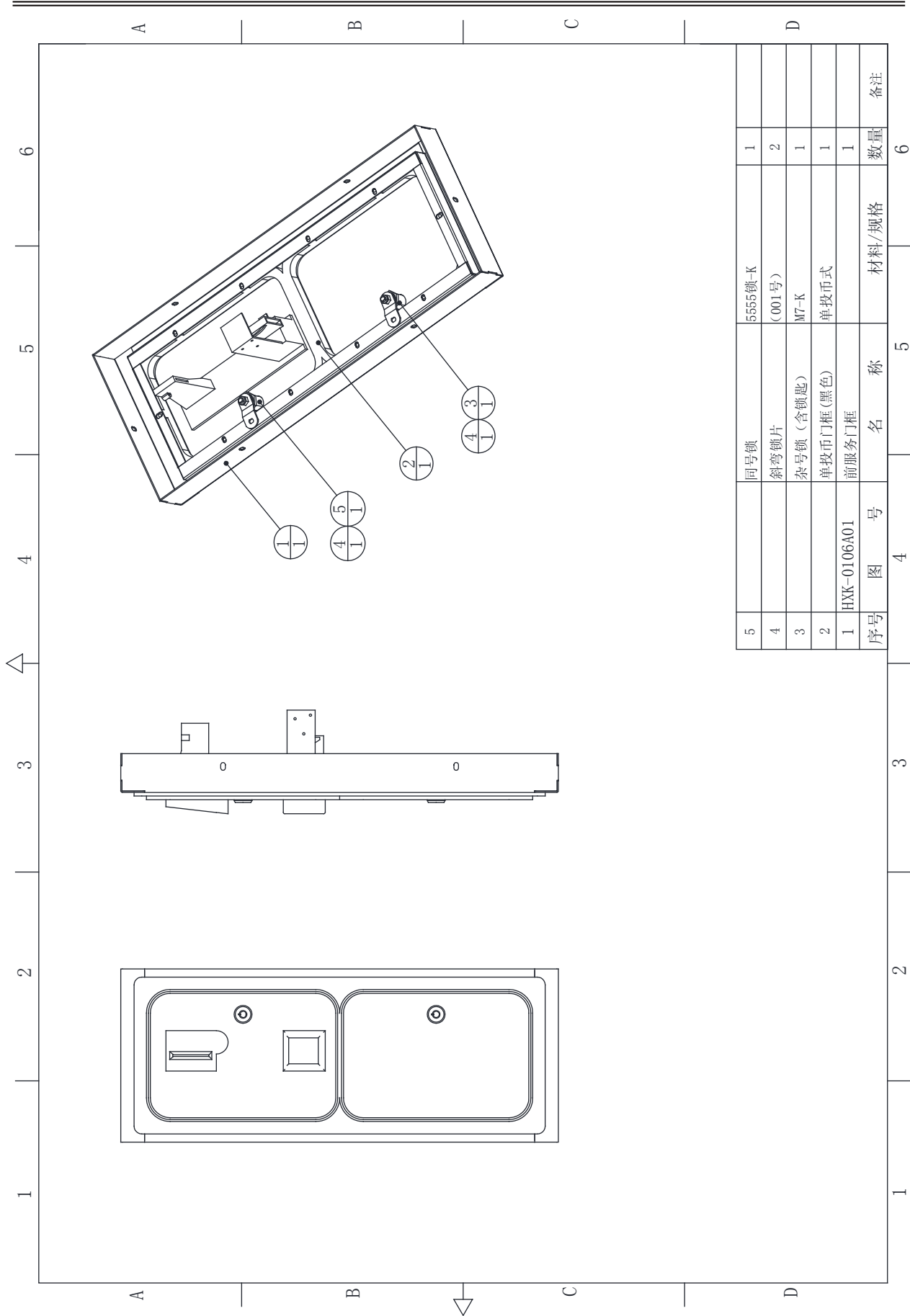
6.3.4 Power amplifier assembly



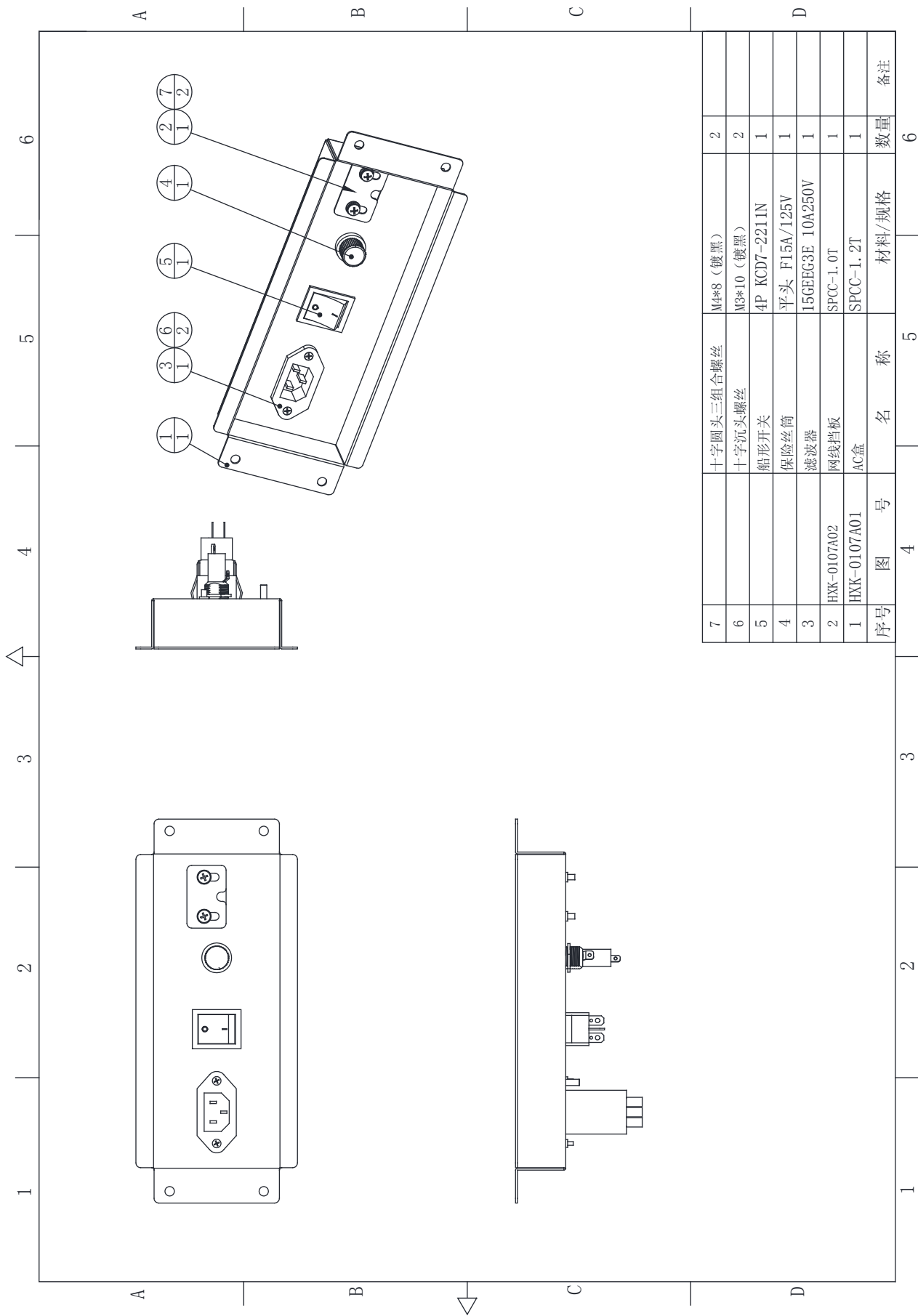
6.3.5 I/O board assembly



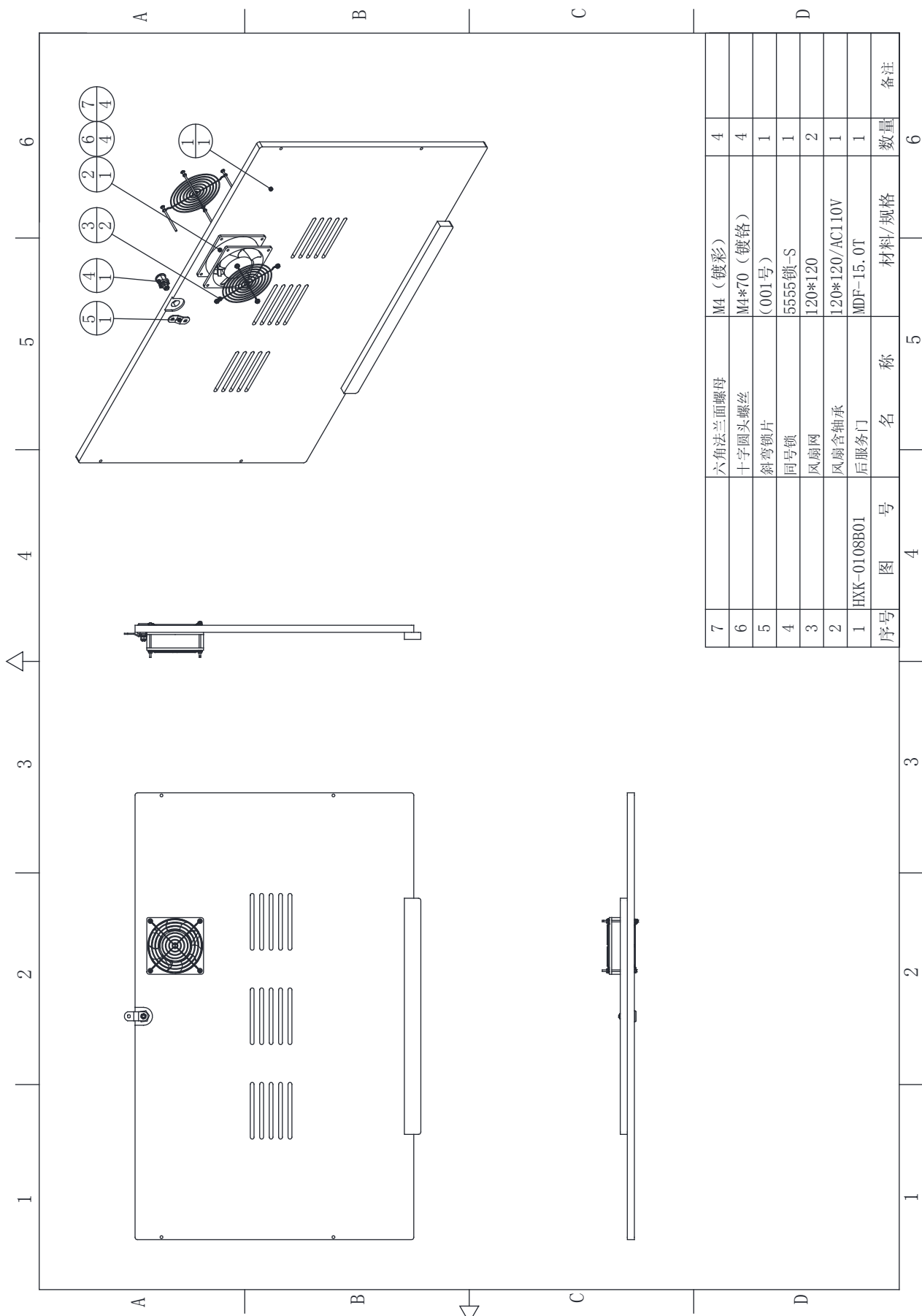
6.3.6 Coining frame assembly



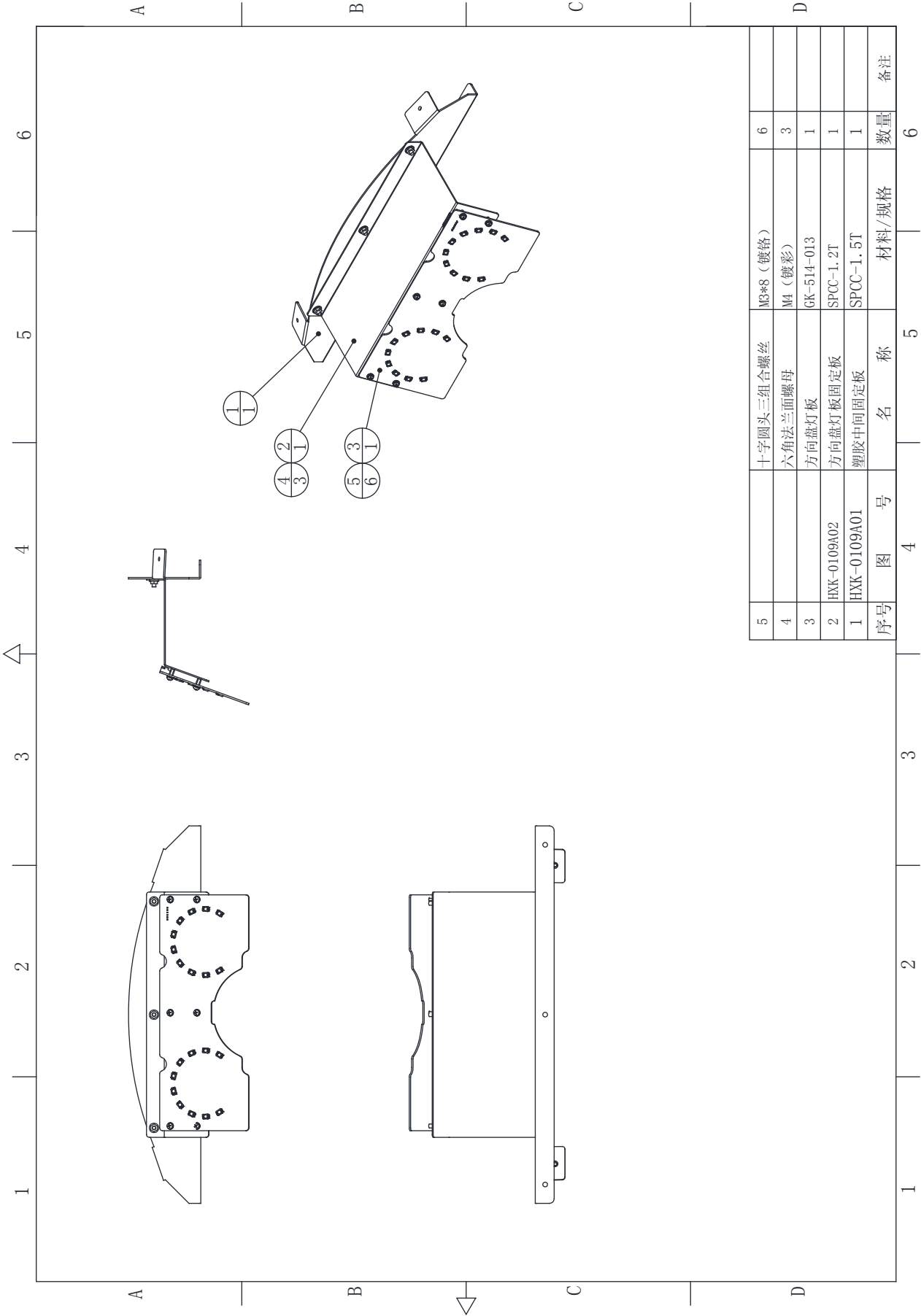
6.3.7 AC assembly-box



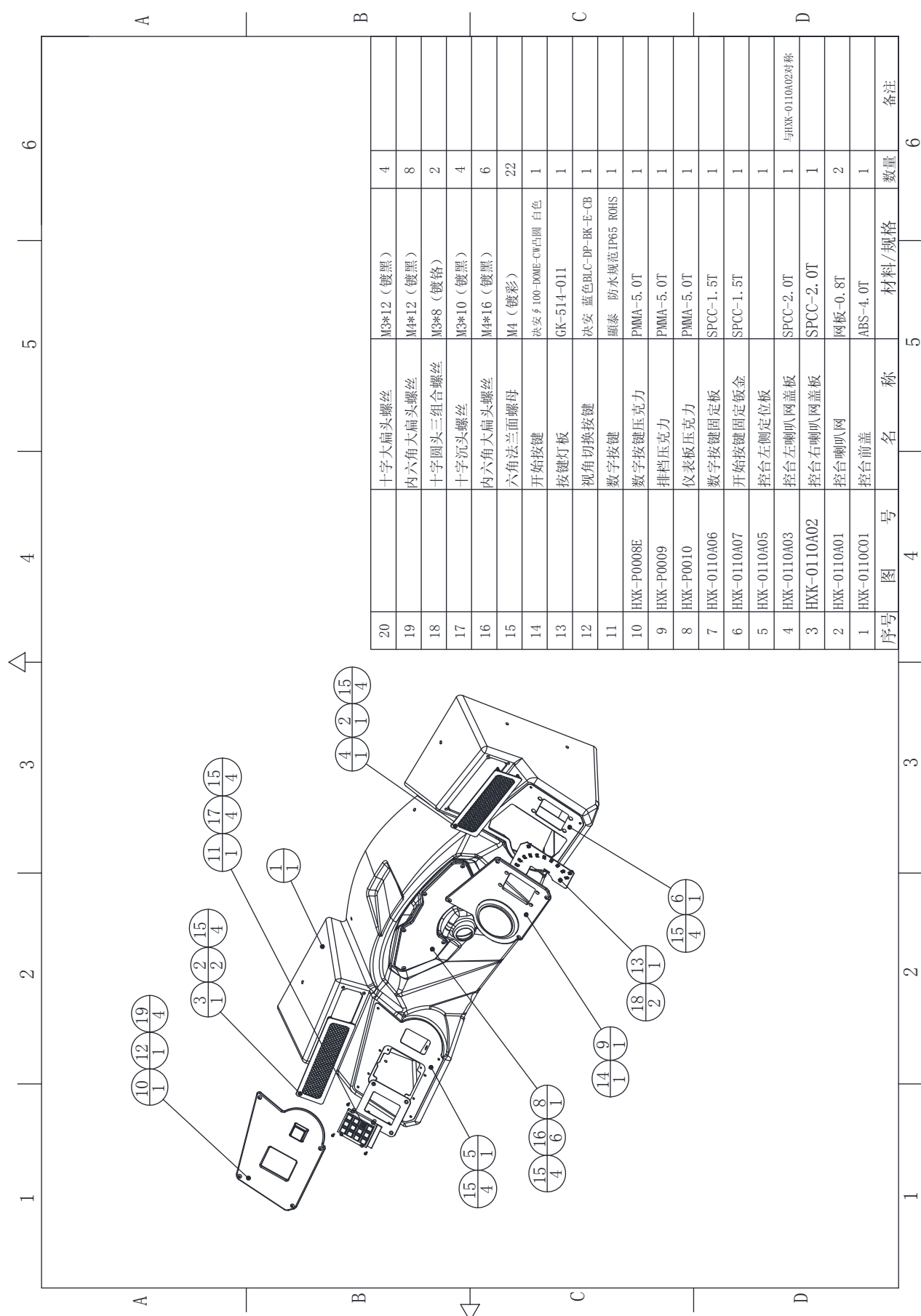
6.3.8 Back service-door assembly



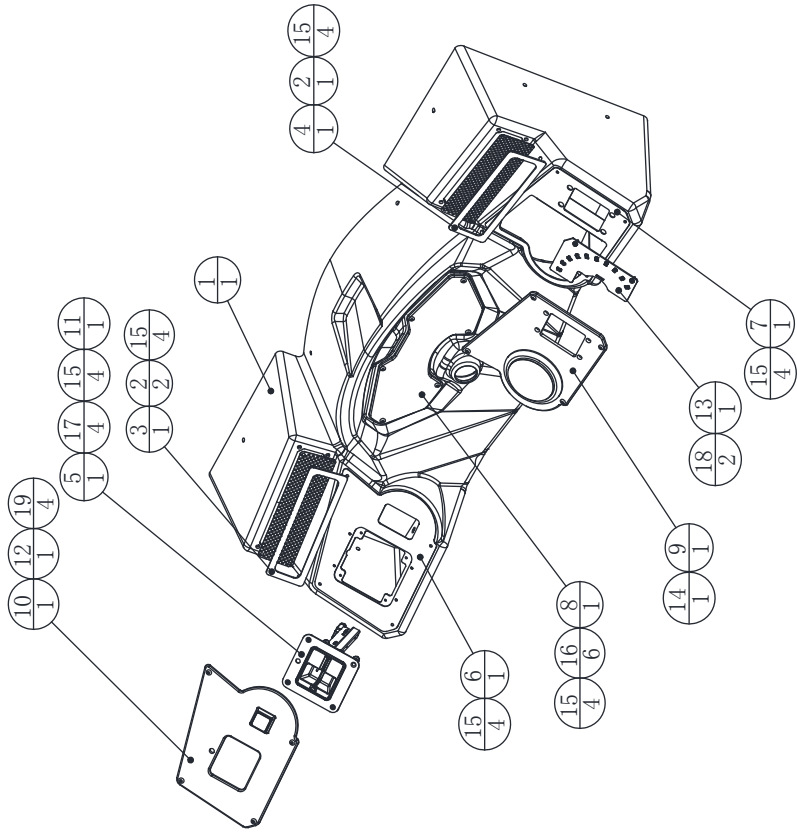
6.3.9 Steering-wheel and lamp-plate assembly



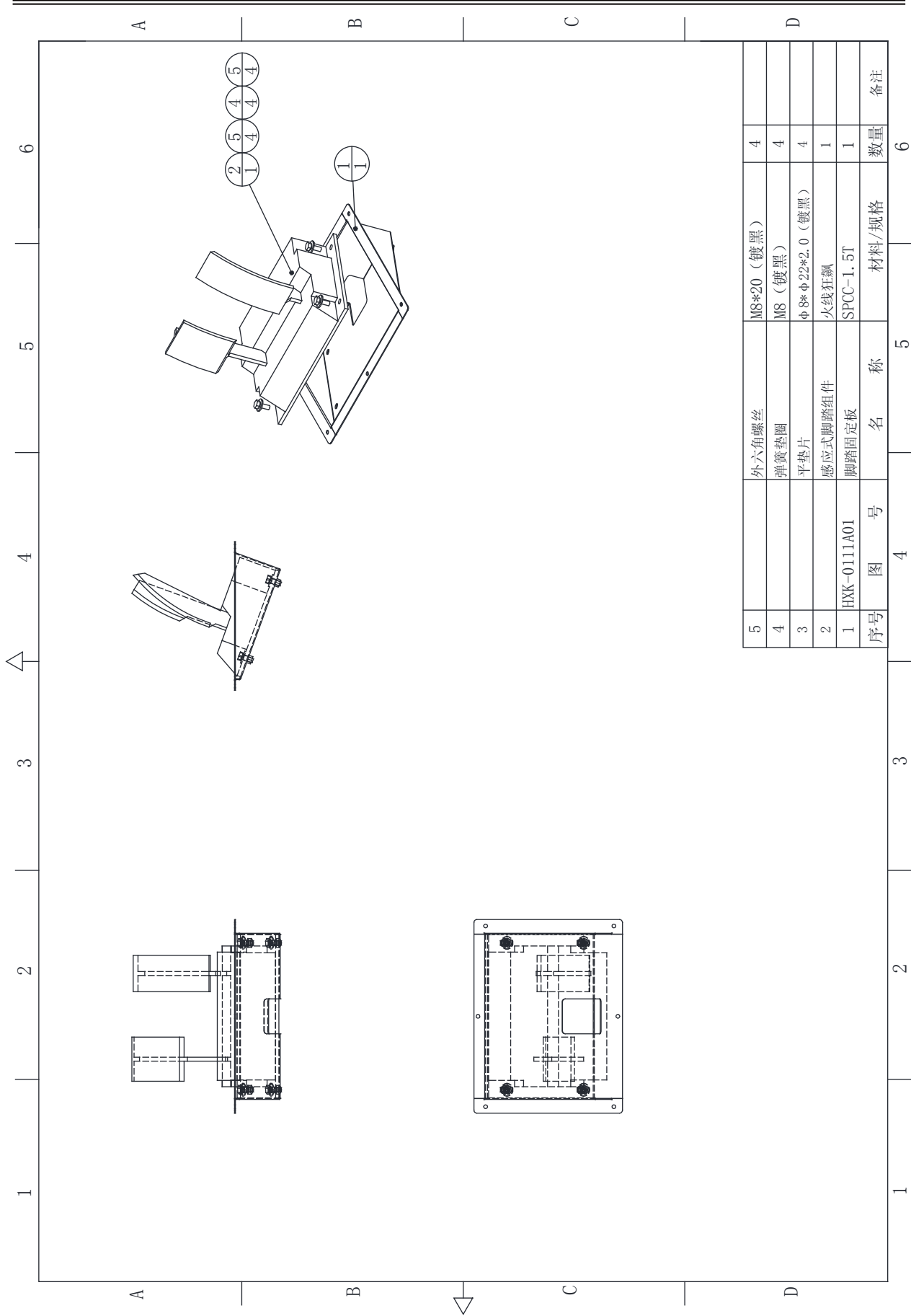
6.3.10 Control panel assembly (Chinese version - card reader)



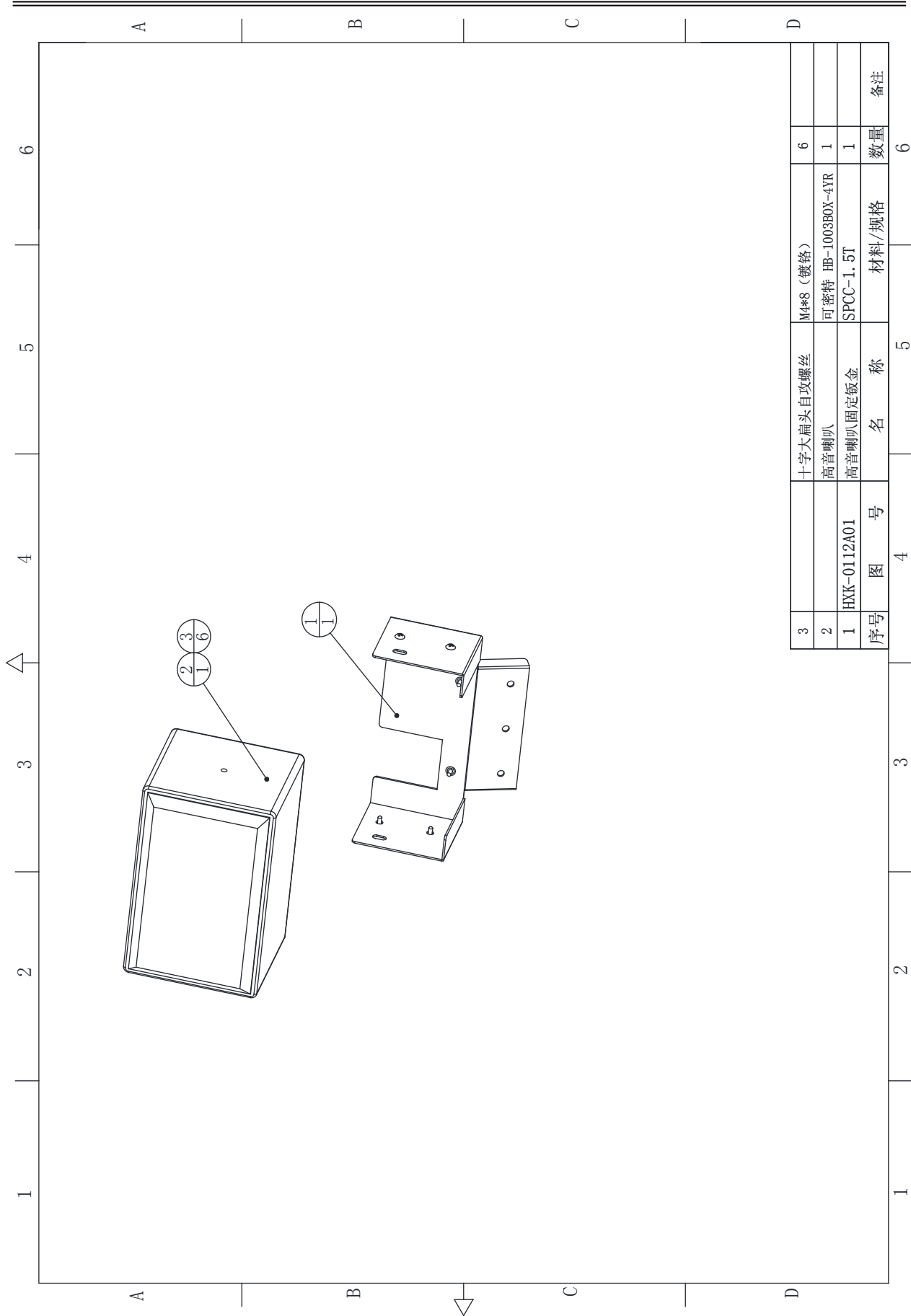
6.3.11 Control panel assembly (English version - digital buttons)

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|-------------|---|---|---|-------|-----------|------------------------|----|----------------|--|--|---|--|--|--|--|--|---|--|--|--|--|--|---|--|--|--|--|--|---|--|--|--|--|--|--|
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| 19 | | | | | | 内六角大扁头螺丝 | M4*12 (镀黑) | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 18 | | | | | | 十字圆头三组合螺丝 | M3*8 (镀铬) | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 17 | | | | | | 十字沉头螺丝 | M3*10 (镀黑) | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 16 | | | | | | 内六角大扁头螺丝 | M4*16 (镀黑) | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 15 | | | | | | 六角法兰面螺母 | M4 (镀彩) | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 14 | | | | | | 开始按钮 | 决安 φ 100-DOME-CW凸圆 白色 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 13 | | | | | | 按钮灯板 | GK-514-011 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 12 | | | | | | 视角切换按钮 | 决安 蓝色BLC-DP-BK-E-CB | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11 | | | | | | 读卡器 | GRT-288-(HL2) I-2EH-BN | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 | HXK-P0008 | | | | | 读卡器亚克力 | PMMA-5.0T | 1 | HXK-0110D04 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9 | HXK-P0009 | | | | | 排档亚克力 | PMMA-5.0T | 1 | HXK-0110D02 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 | HXK-P0010 | | | | | 仪表板亚克力 | PMMA-5.0T | 1 | HXK-0110D01 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7 | HXK-0110A07 | | | | | 开始按钮固定钣金 | SPCC-1.5T | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 | HXK-0110A05 | | | | | 控台左侧定位板 | | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | HXK-0110A04 | | | | | 读卡器定位板 | SPCC-1.5T | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | HXK-0110A03 | | | | | 控台左侧喇叭网盖板 | SPCC-2.0T | 1 | 与HXK-0110A02对称 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | HXK-0110A02 | | | | | 控台右侧喇叭网盖板 | SPCC-2.0T | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | HXK-0110A01 | | | | | 控台喇叭网 | 网板-0.8T | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | HXK-0110C01 | | | | | 控台前盖 | ABS-4.0T | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 序号 | 图 | 号 | 名 | 称 | 材料/规格 | 数量 | 备注 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

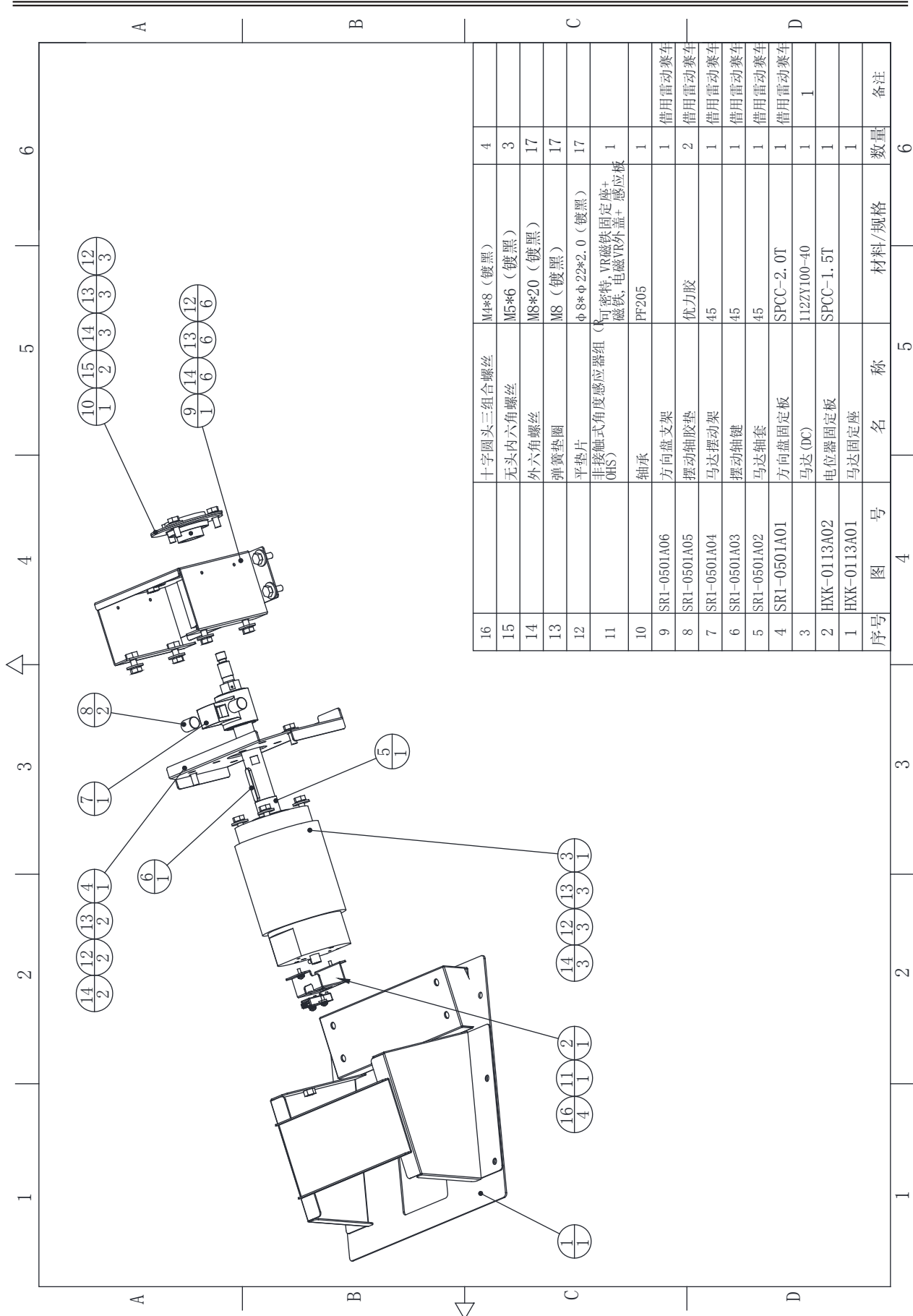
6.3.12 Pedal assembly



6.3.13 High-pitched sound box assembly

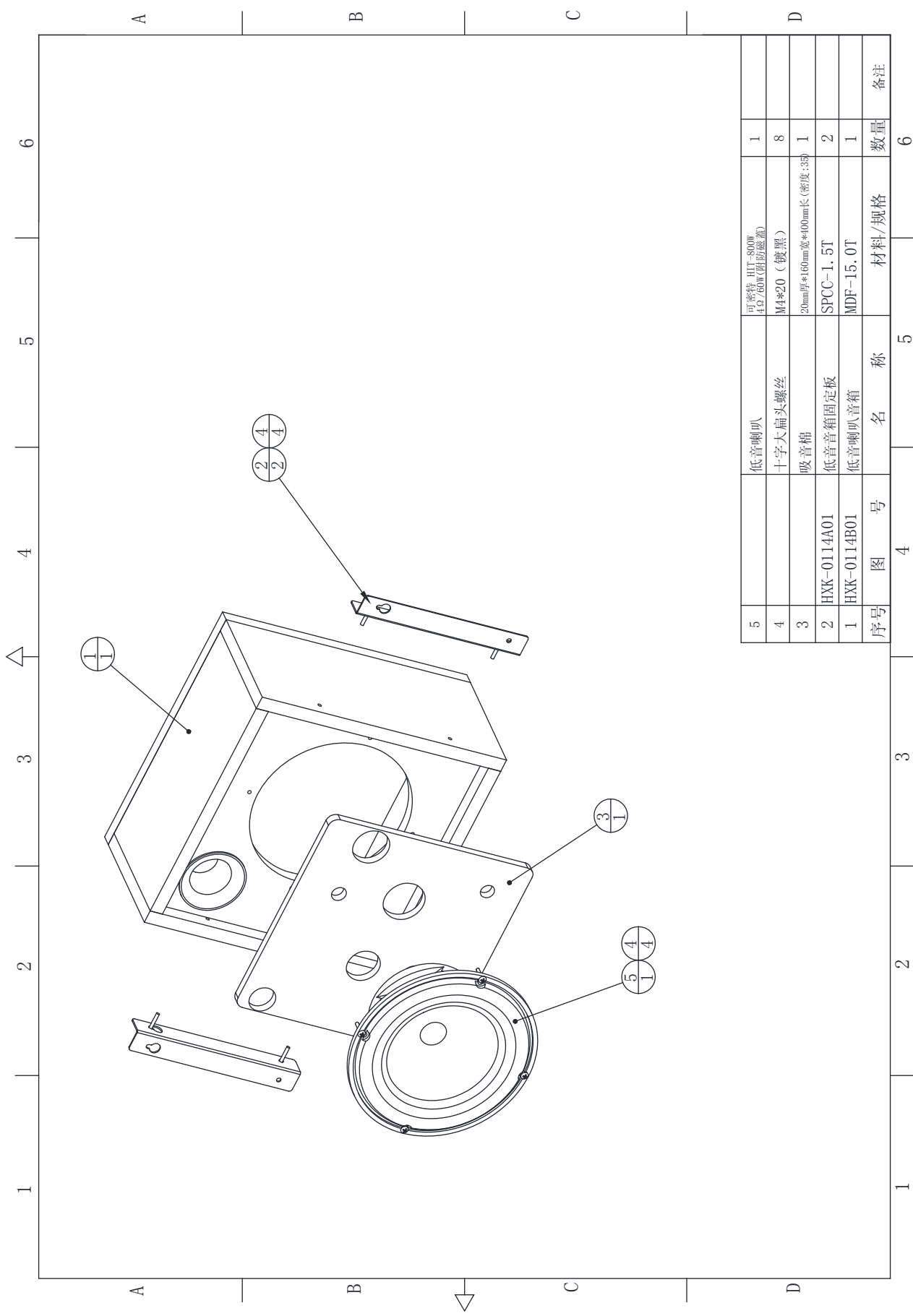


6.3.14 Motor assembly.

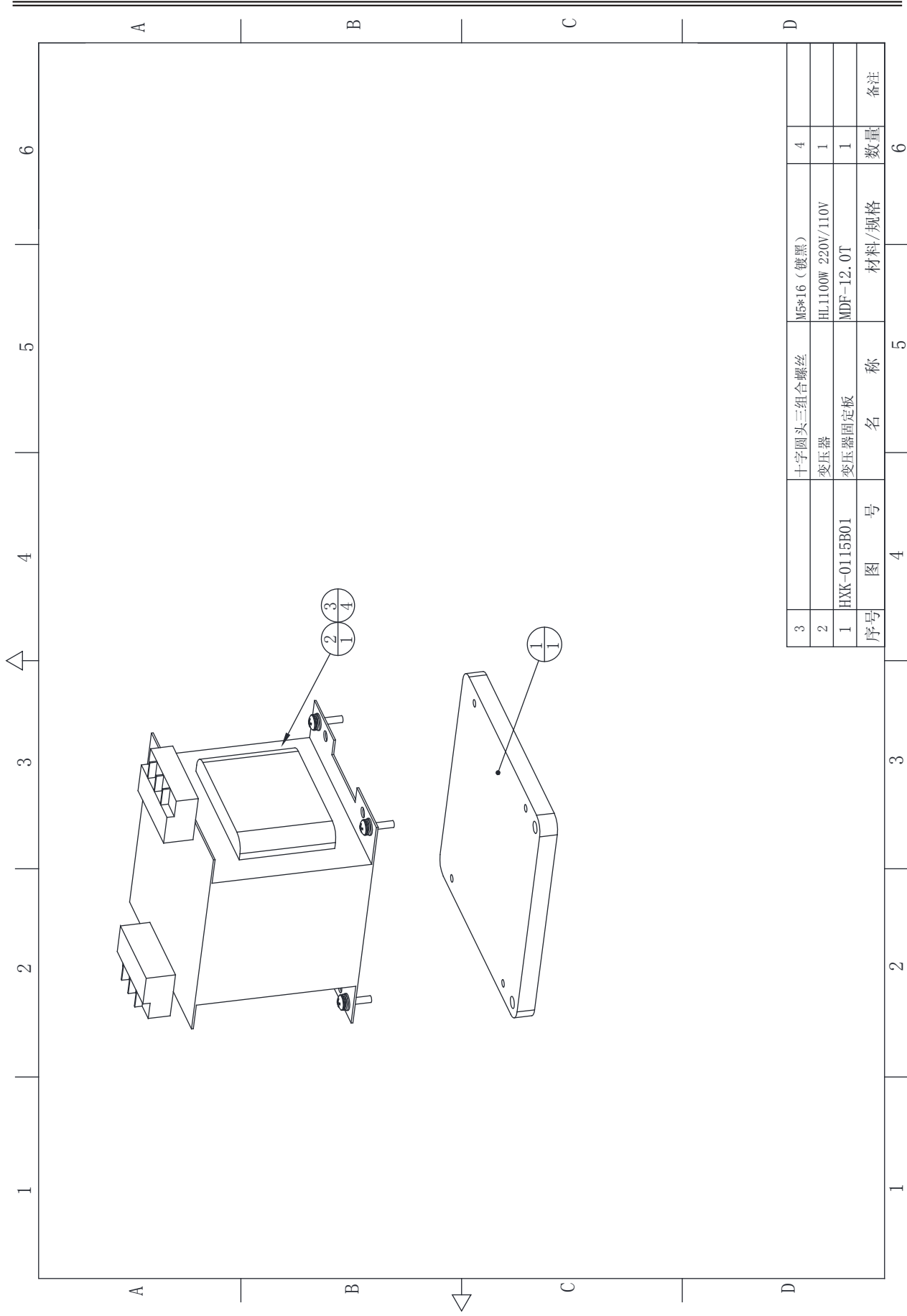


| 序号 | 图 号 | 名 称 | 材料/规格 | 数量 | 备注 |
|----|-------------|--|-------------------|----|--------|
| 16 | | 十字圆头三组合螺丝 | M4*8 (镀黑) | 4 | |
| 15 | | 无头内六角螺丝 | M5*6 (镀黑) | 3 | |
| 14 | | 外六角螺丝 | M8*20 (镀黑) | 17 | |
| 13 | | 弹簧垫圈 | M8 (镀黑) | 17 | |
| 12 | | 平垫片 | φ 8*φ 22*2.0 (镀黑) | 17 | |
| 11 | | 非接触式角度感应器组 (可密封, VR磁铁固定座+磁铁, 电磁VR外盖+感应板) | | 1 | |
| 10 | | 轴承 | PF205 | 1 | |
| 9 | SR1-0501A06 | 方向盘支架 | | 1 | 借用雷动赛车 |
| 8 | SR1-0501A05 | 摆动轴胶垫 | 优力胶 | 2 | 借用雷动赛车 |
| 7 | SR1-0501A04 | 马达摆动架 | 45 | 1 | 借用雷动赛车 |
| 6 | SR1-0501A03 | 摆动轴键 | 45 | 1 | 借用雷动赛车 |
| 5 | SR1-0501A02 | 马达轴套 | 45 | 1 | 借用雷动赛车 |
| 4 | SR1-0501A01 | 方向盘固定板 | SPCC-2.0T | 1 | 借用雷动赛车 |
| 3 | | 马达 (DC) | I12ZY100-40 | 1 | 1 |
| 2 | HXK-0113A02 | 电位器固定板 | SPCC-L.5T | 1 | |
| 1 | HXK-0113A01 | 马达固定座 | | 1 | |

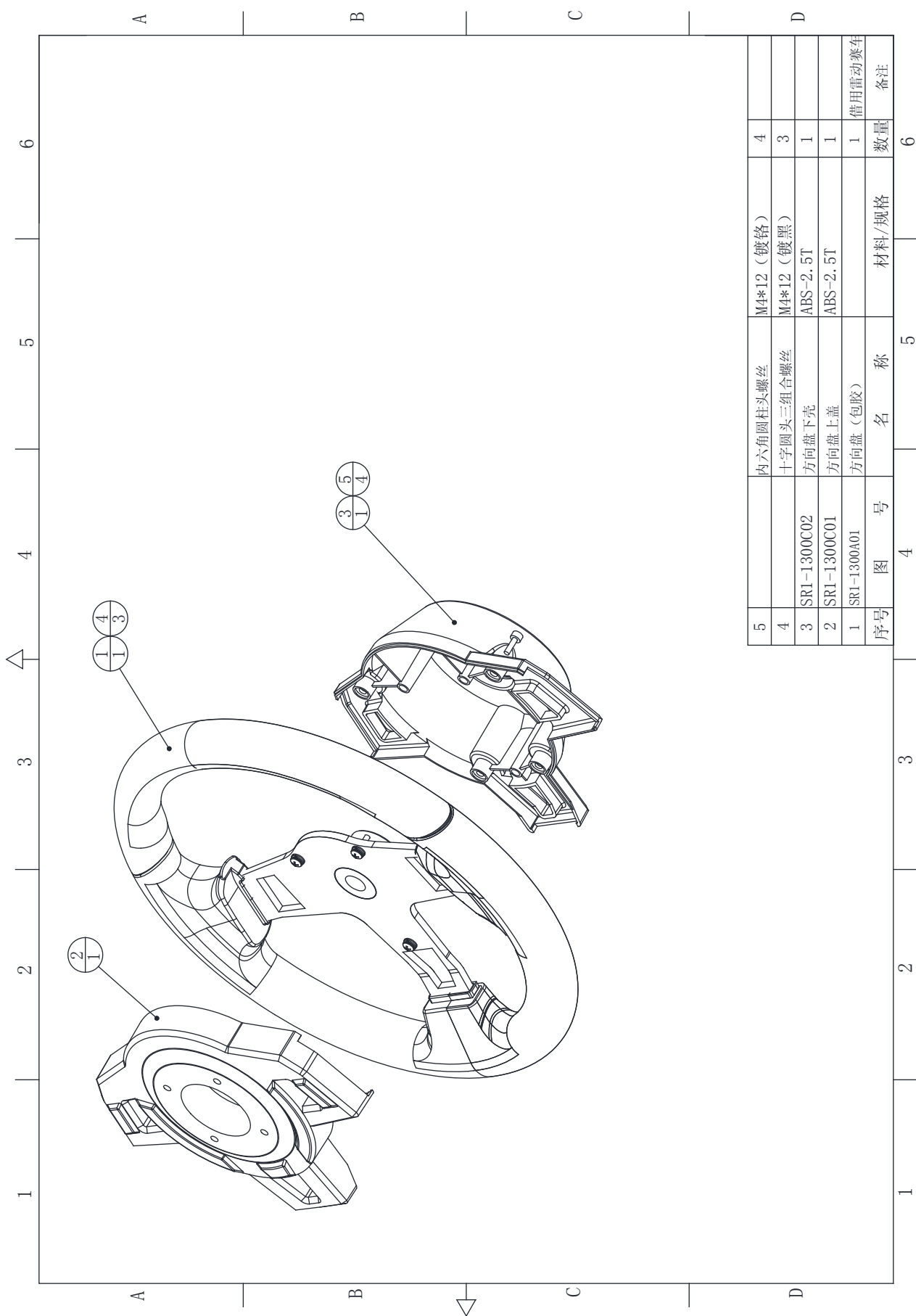
6.3.15 Bass loudspeaker assembly



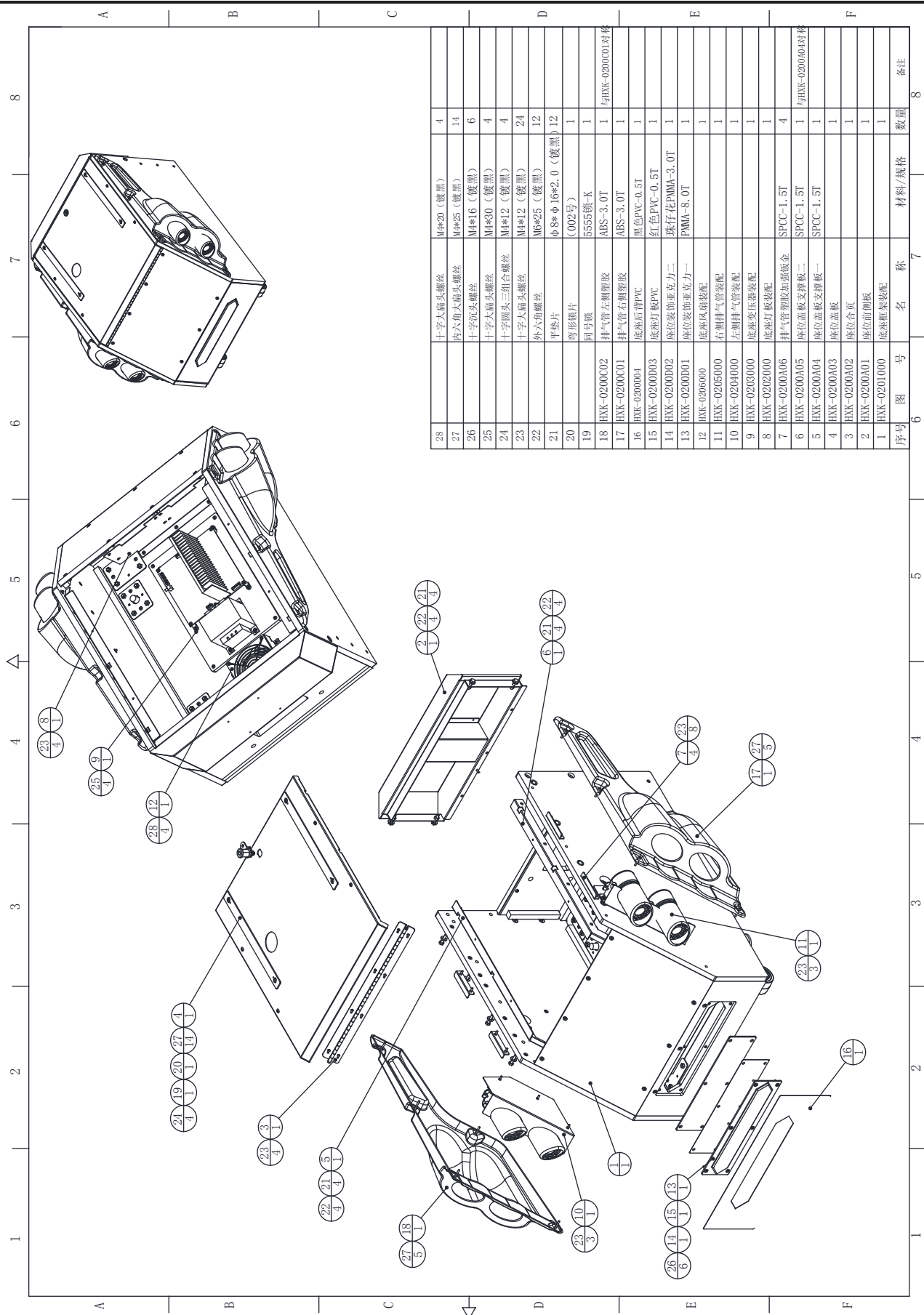
6.3.16 Transformer assembly



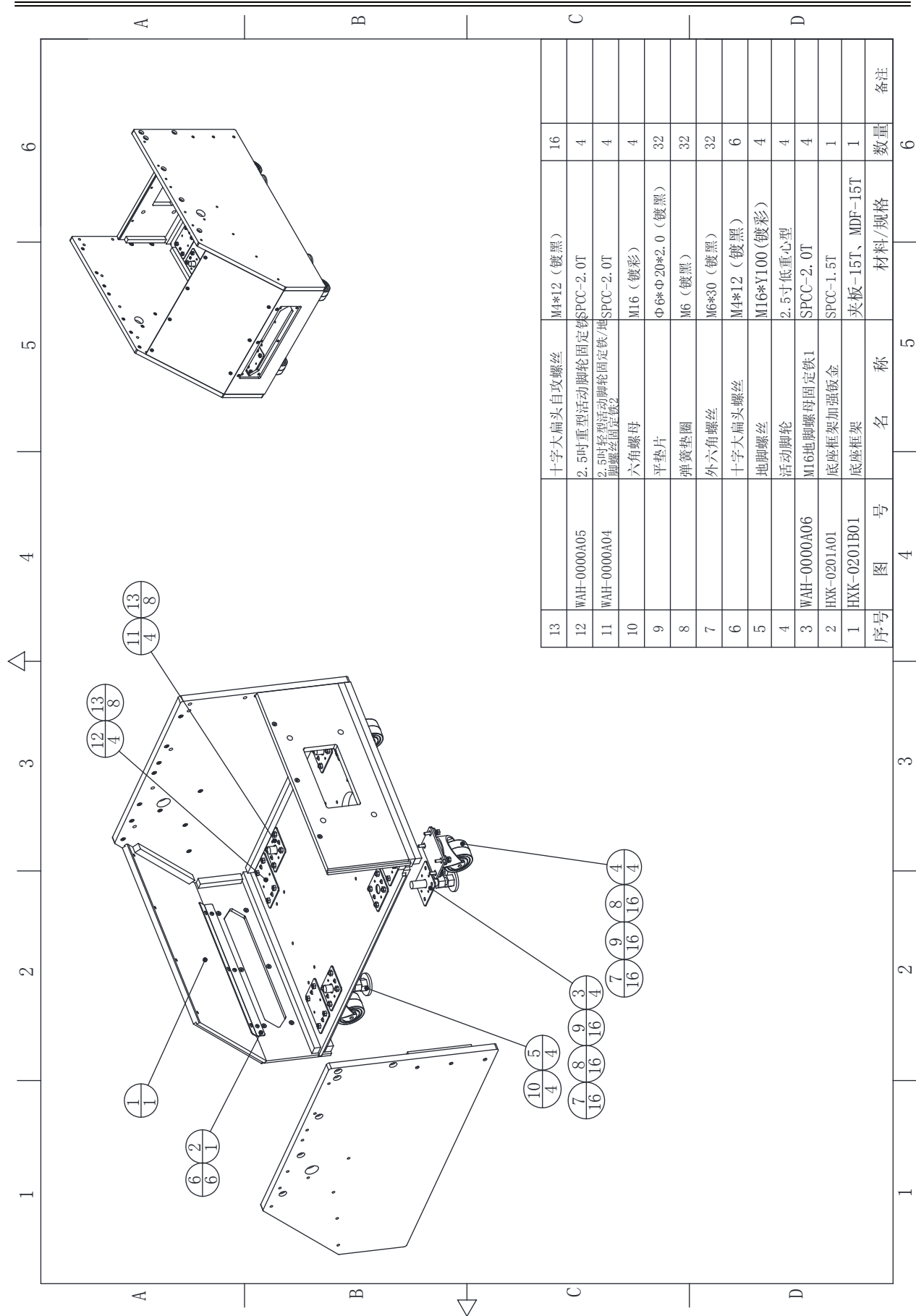
6.3.17 Steering-wheel assembly



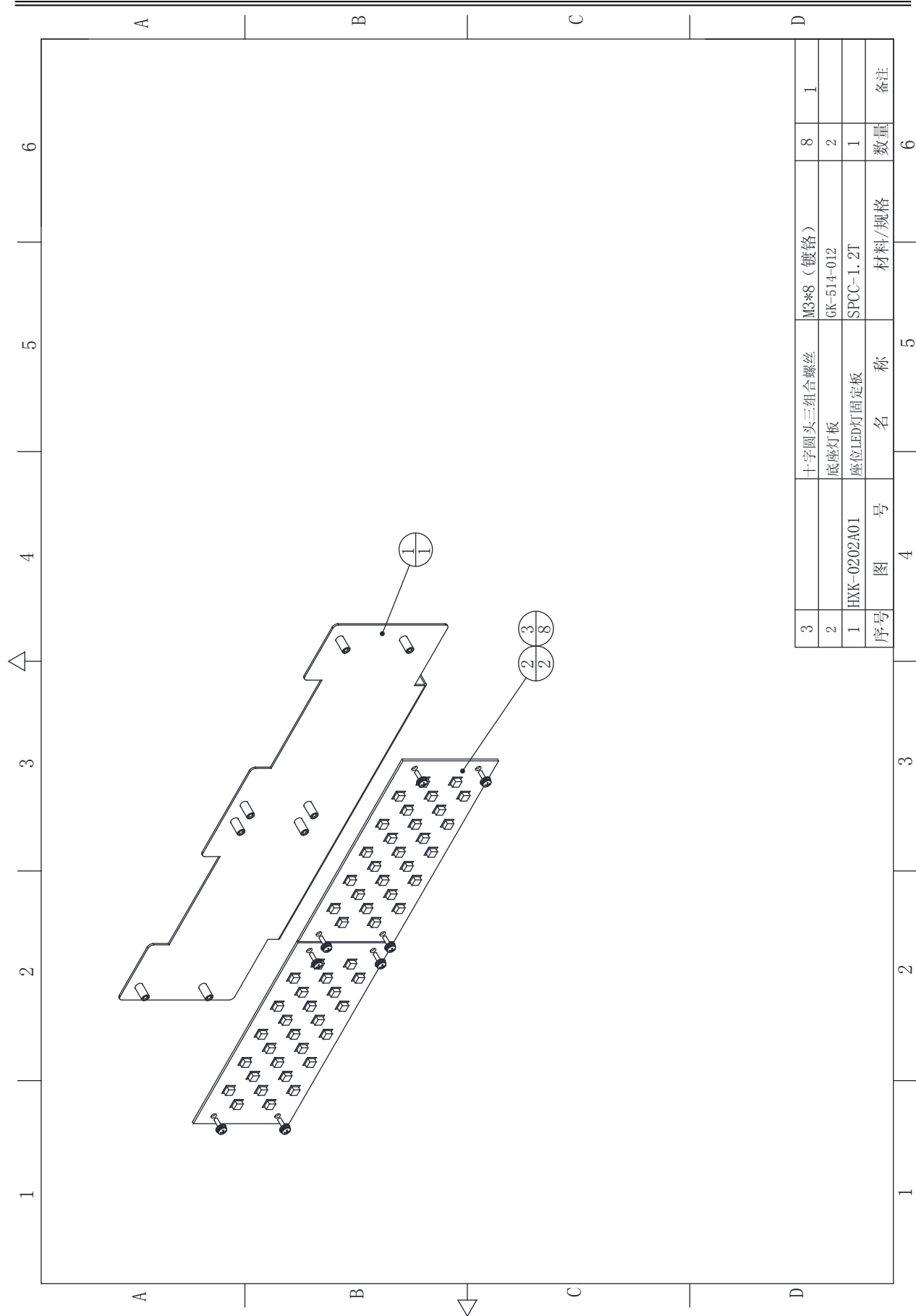
6.4 Base assembly



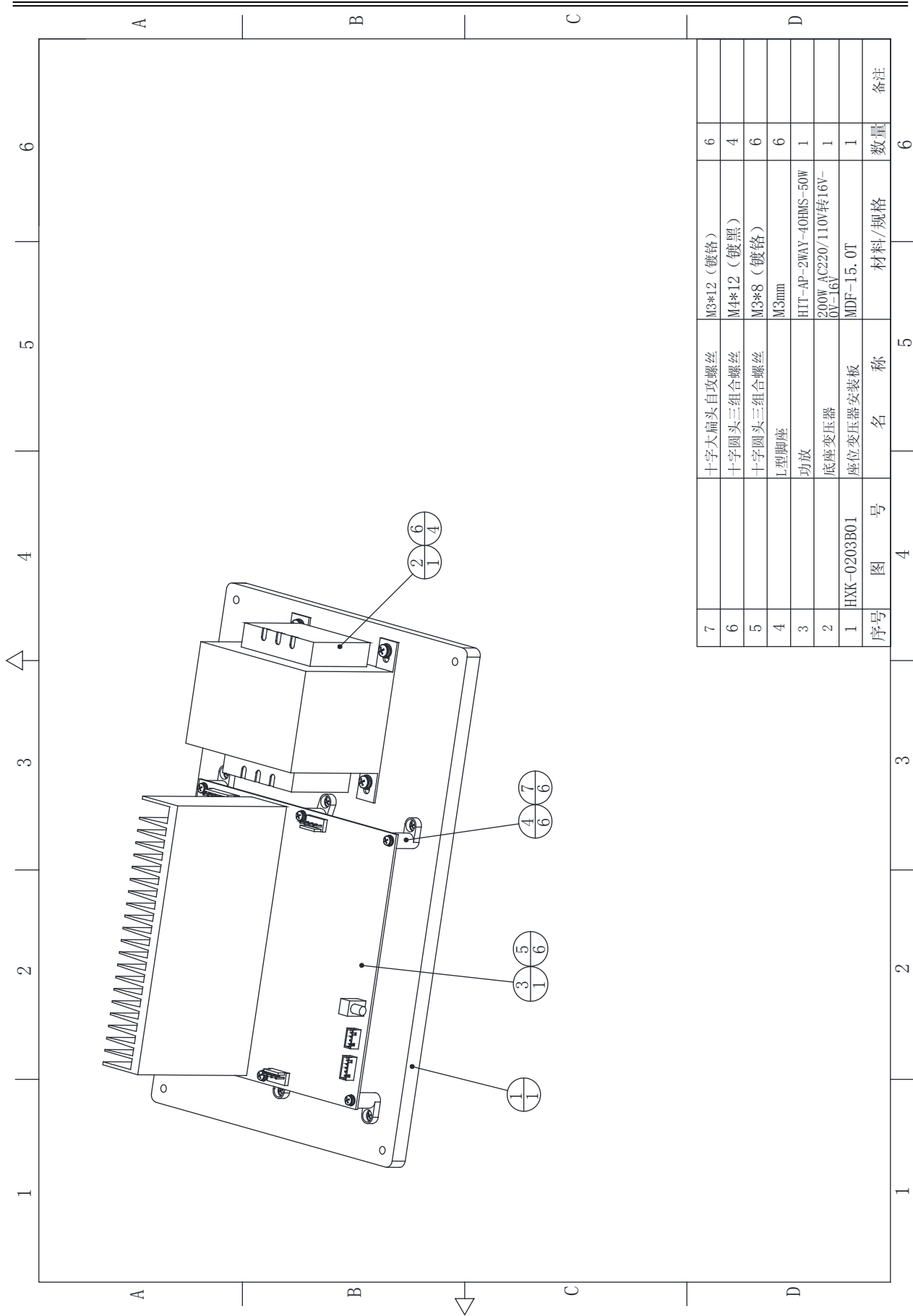
6.4.1 Base-frame assembly.



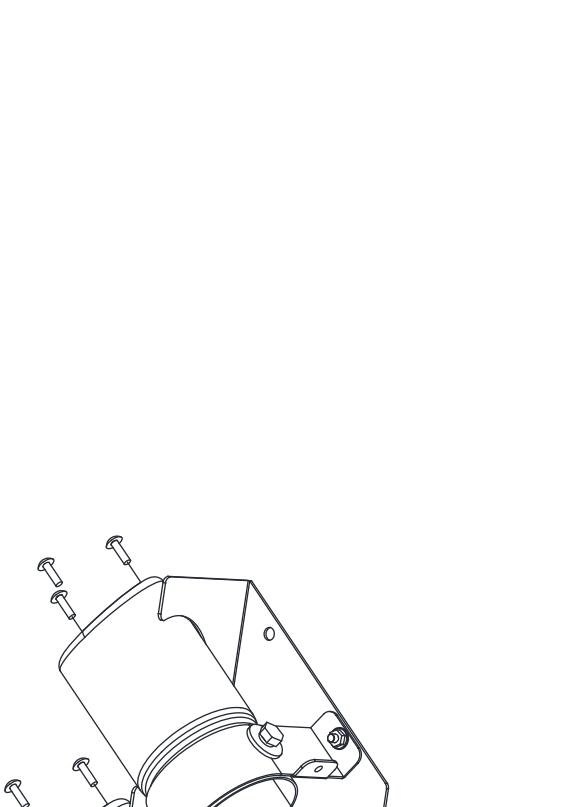
6.4.2 Lamp base-plate assembly



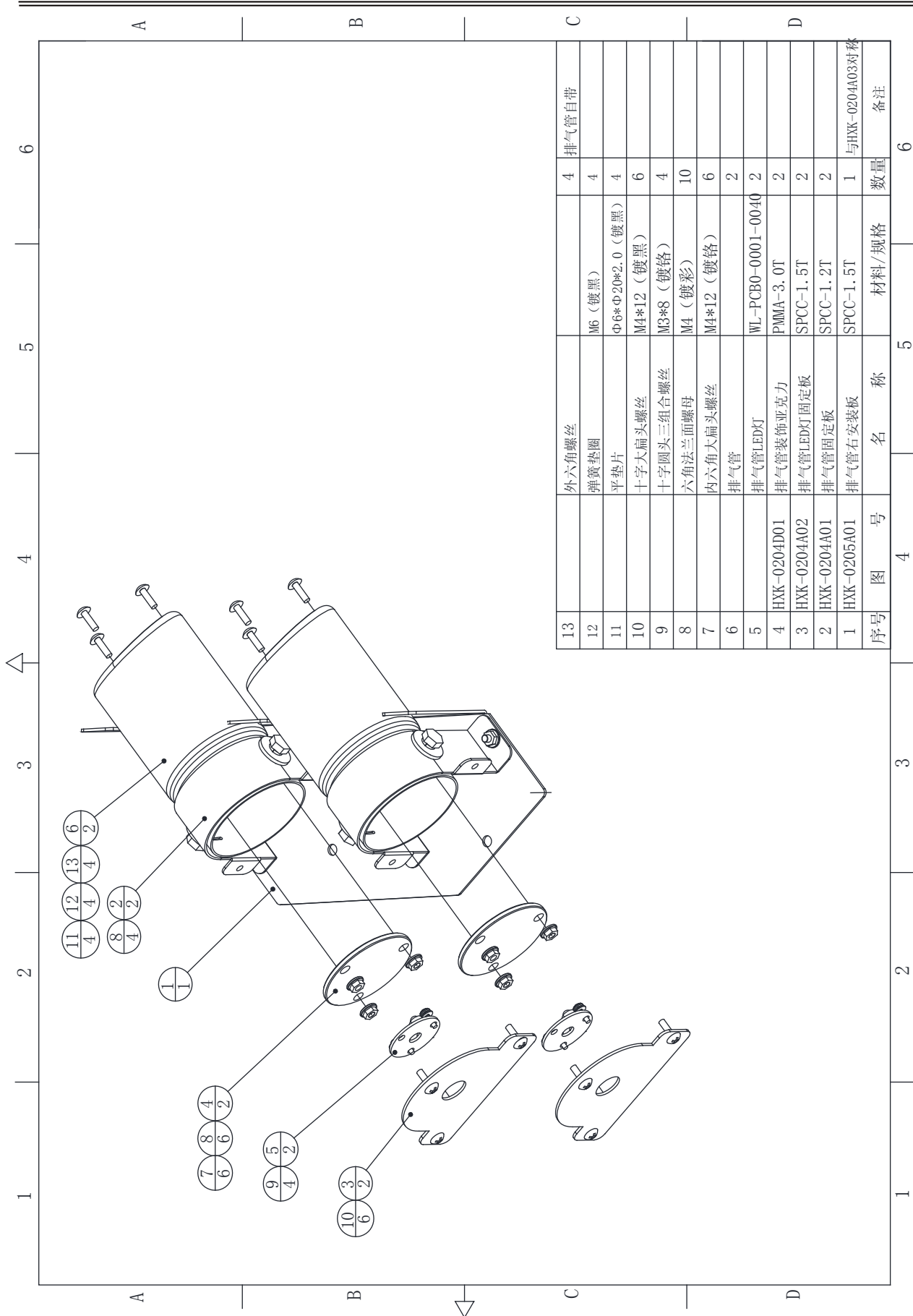
6.4.3 Ransformer base-plate assembly



6.4.4 Left-side exhaust-pipe assembly

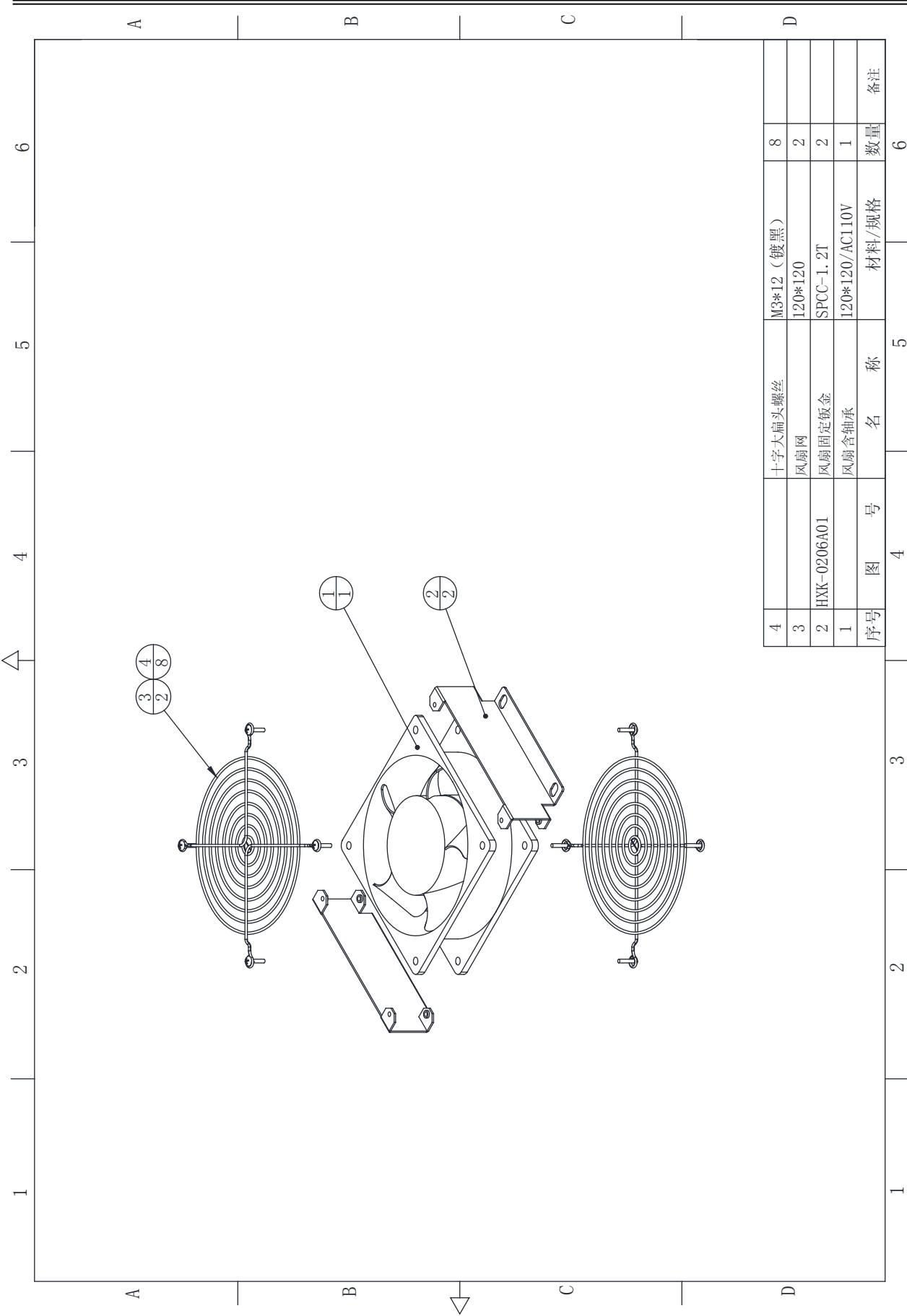
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6.4.5 Right-side exhaust-pipe assembly

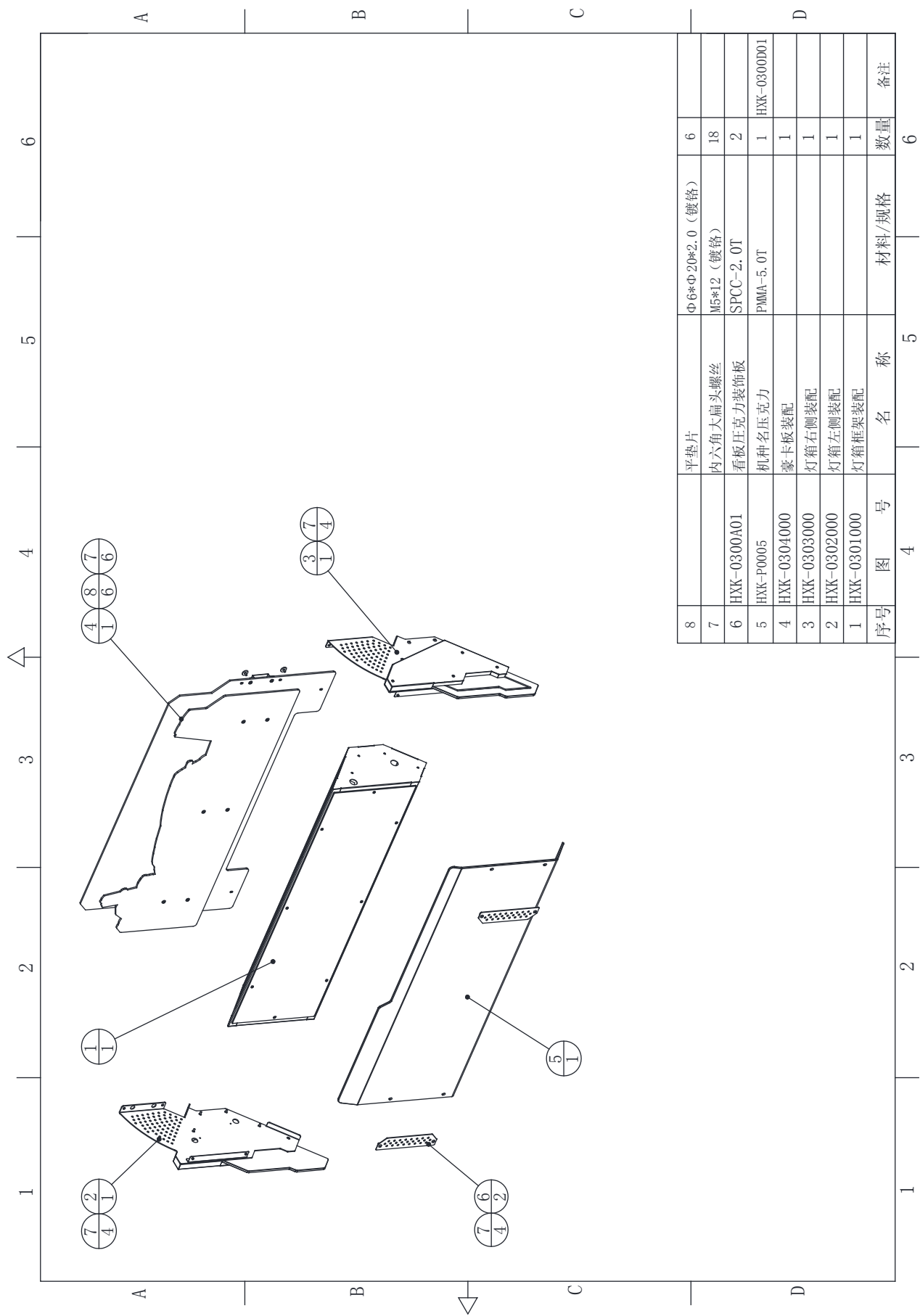


| 序号 | 图 号 | 名 称 | 材料/规格 | 数量 | 备注 |
|----|-------------|------------|-------------------|----|----------------|
| 13 | | 外六角螺丝 | | 4 | 排气管自带 |
| 12 | | 弹簧垫圈 | M6 (镀黑) | 4 | |
| 11 | | 平垫片 | Φ6*Φ20*2.0 (镀黑) | 4 | |
| 10 | | 十字大扁头螺丝 | M4*12 (镀黑) | 6 | |
| 9 | | 十字圆头三组合螺丝 | M3*8 (镀铬) | 4 | |
| 8 | | 六角法兰面螺母 | M4 (镀彩) | 10 | |
| 7 | | 内六角大扁头螺丝 | M4*12 (镀铬) | 6 | |
| 6 | | 排气管 | | 2 | |
| 5 | | 排气管LED灯 | WL-PCB0-0001-0040 | 2 | |
| 4 | HXK-0204D01 | 排气管装饰亚克力 | PMMA-3.0T | 2 | |
| 3 | HXK-0204A02 | 排气管LED灯固定板 | SPCC-1.5T | 2 | |
| 2 | HXK-0204A01 | 排气管固定板 | SPCC-1.2T | 2 | |
| 1 | HXK-0205A01 | 排气管右安装板 | SPCC-1.5T | 1 | 与HXK-0204A03对称 |

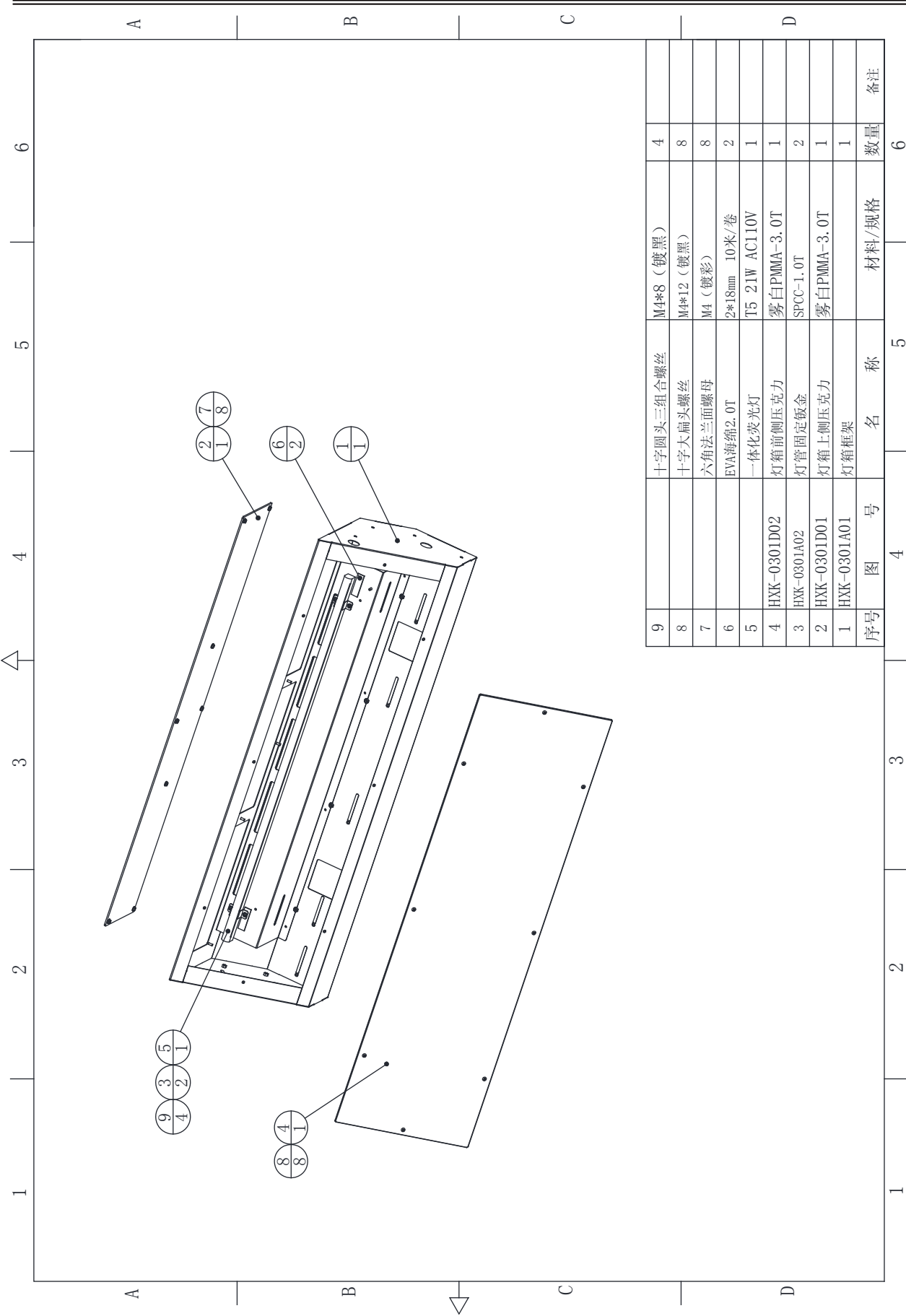
6.4.6 Fan assembly



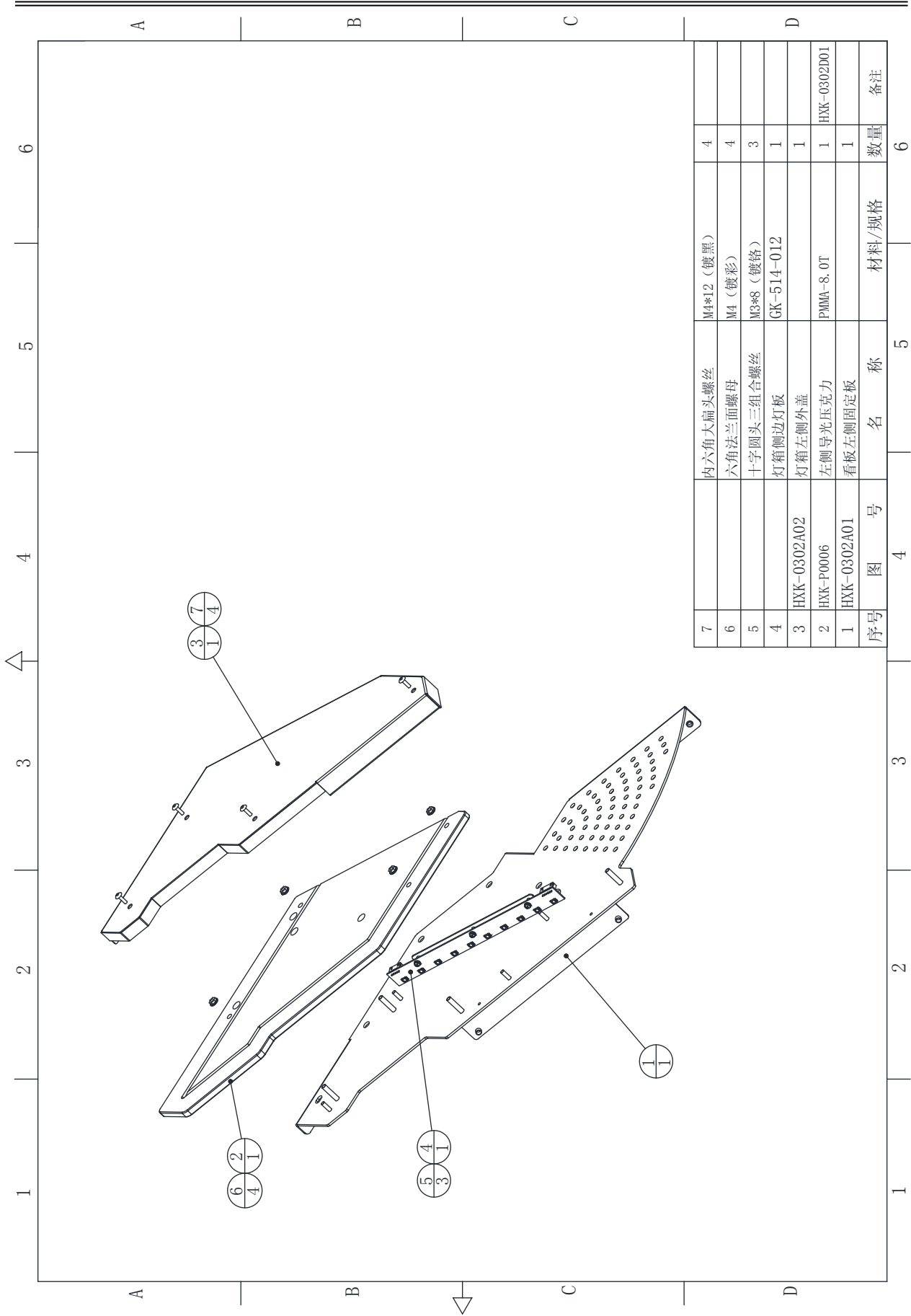
6.5 Light box assembly



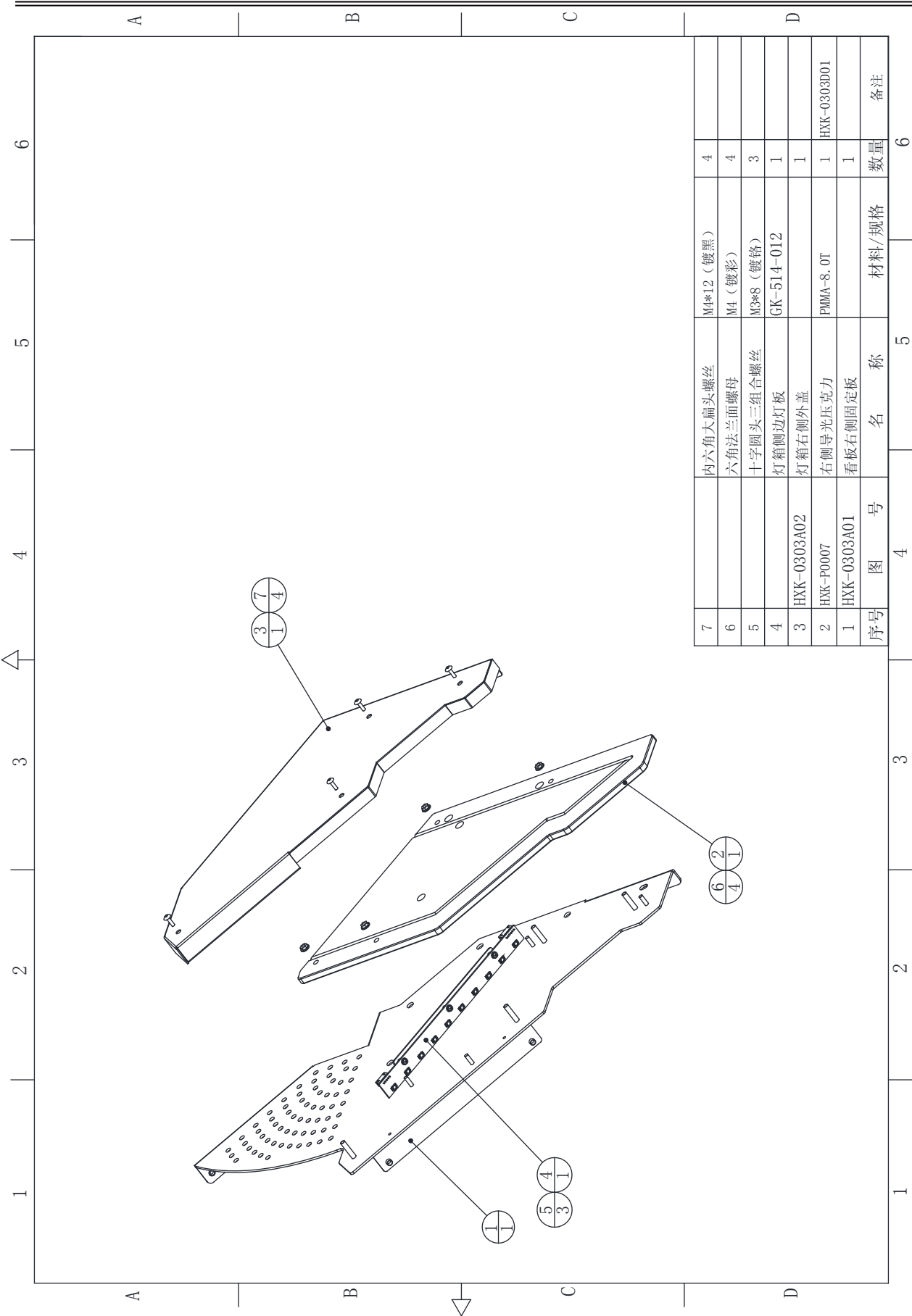
6.5.1 Light-box frame assembly.



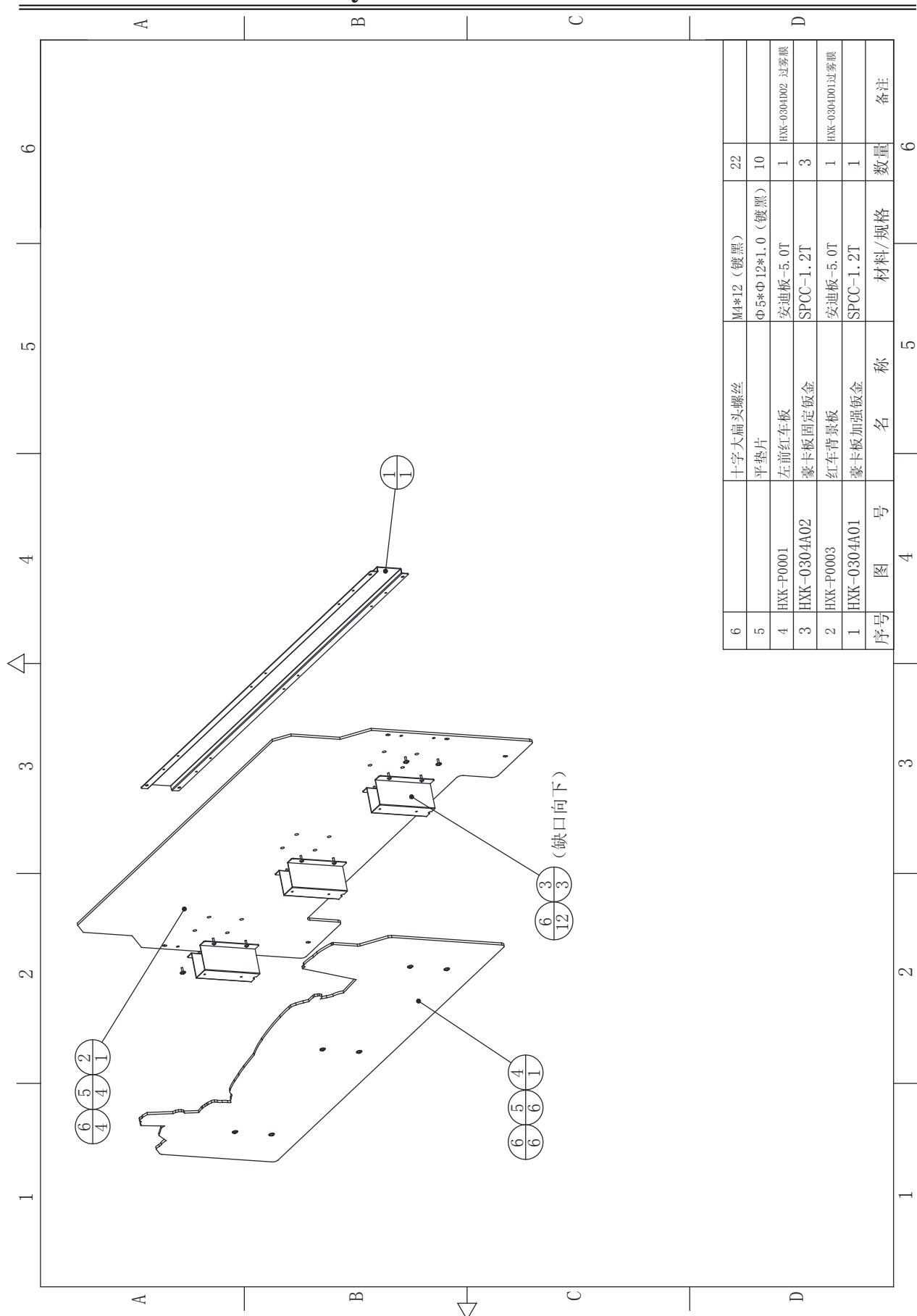
6.5.2 Light-box left-side assembly



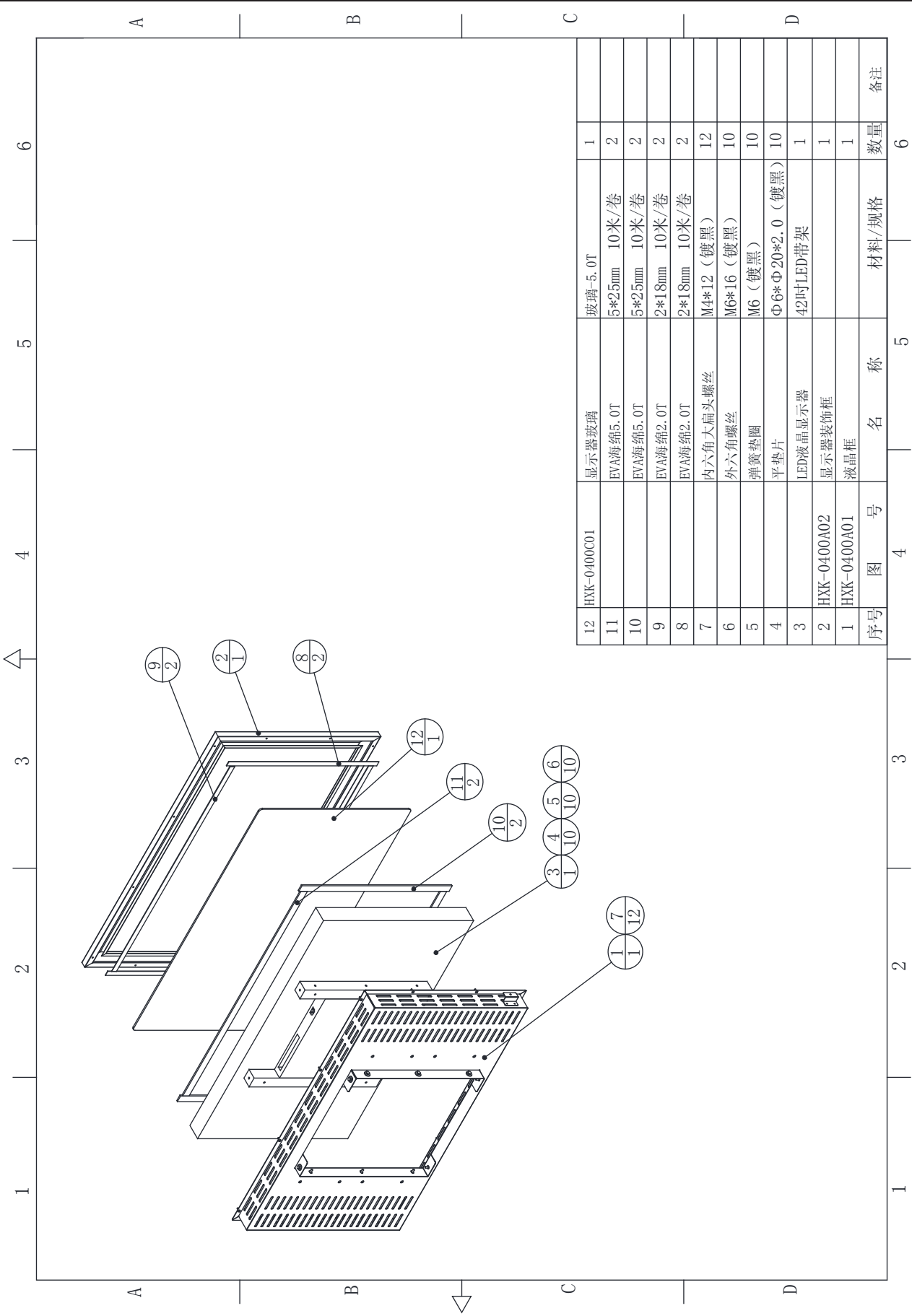
6.5.3 Light-box right-side assembly



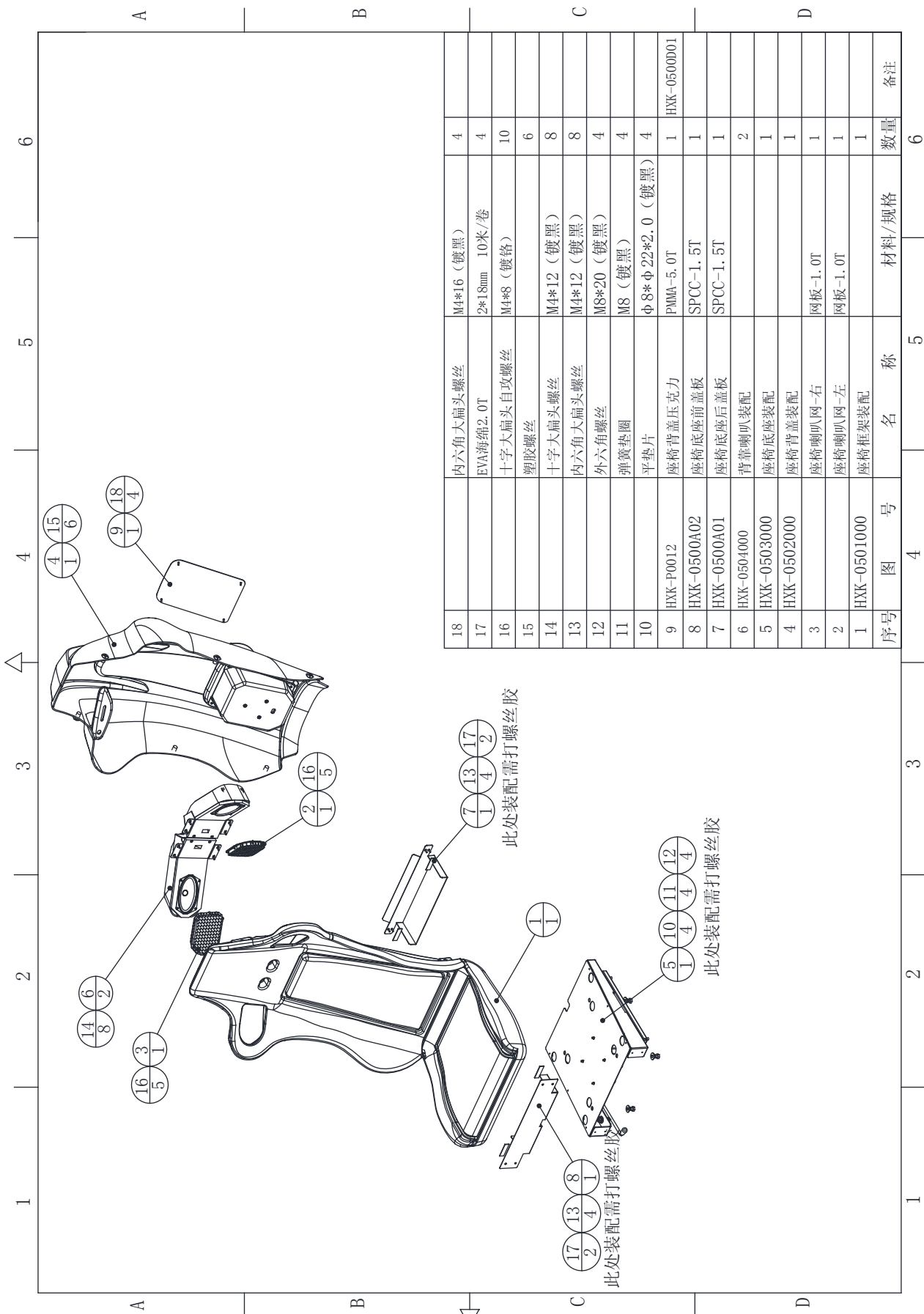
6.5.4 Card-board assembly



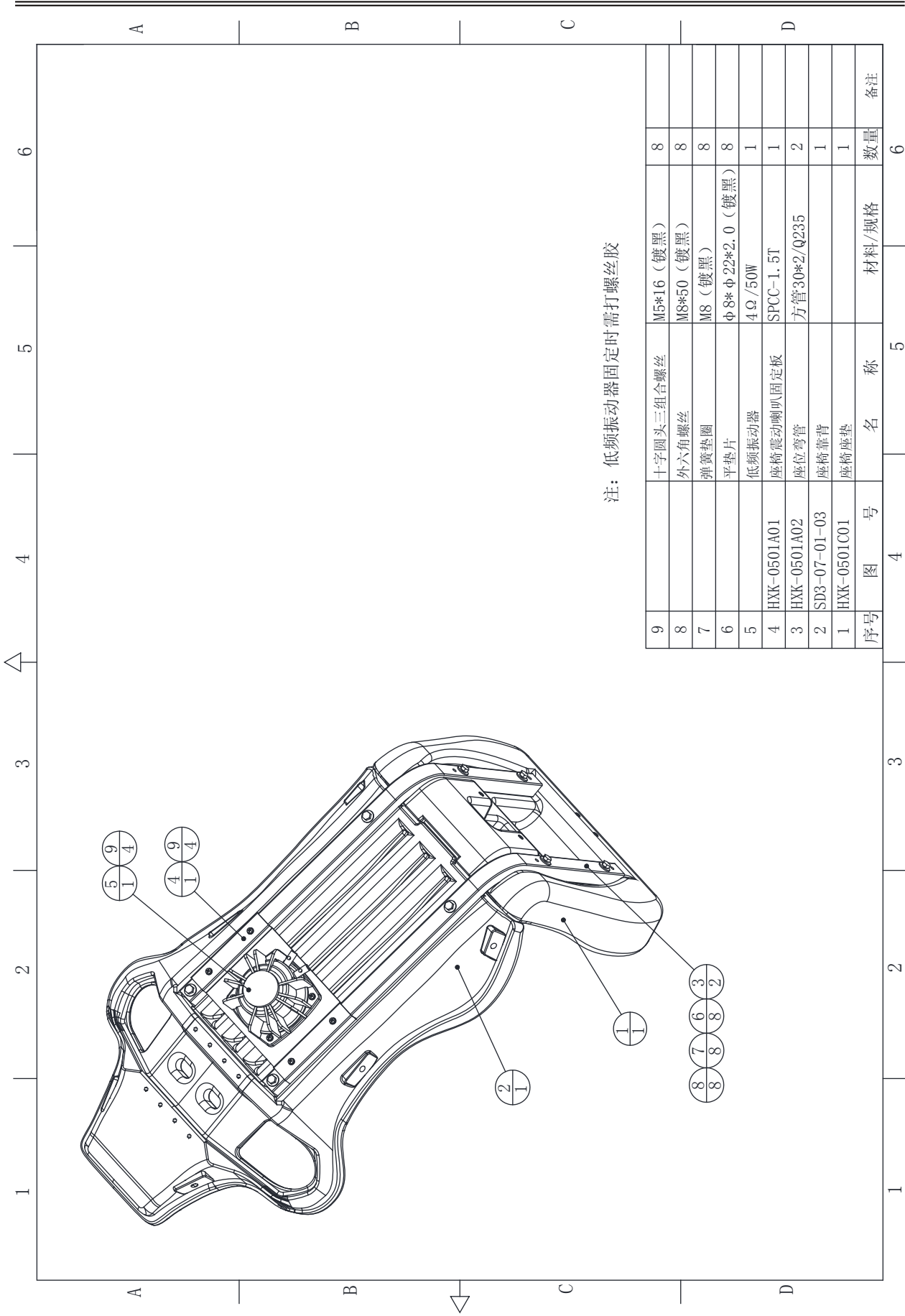
6.6 Display assembly



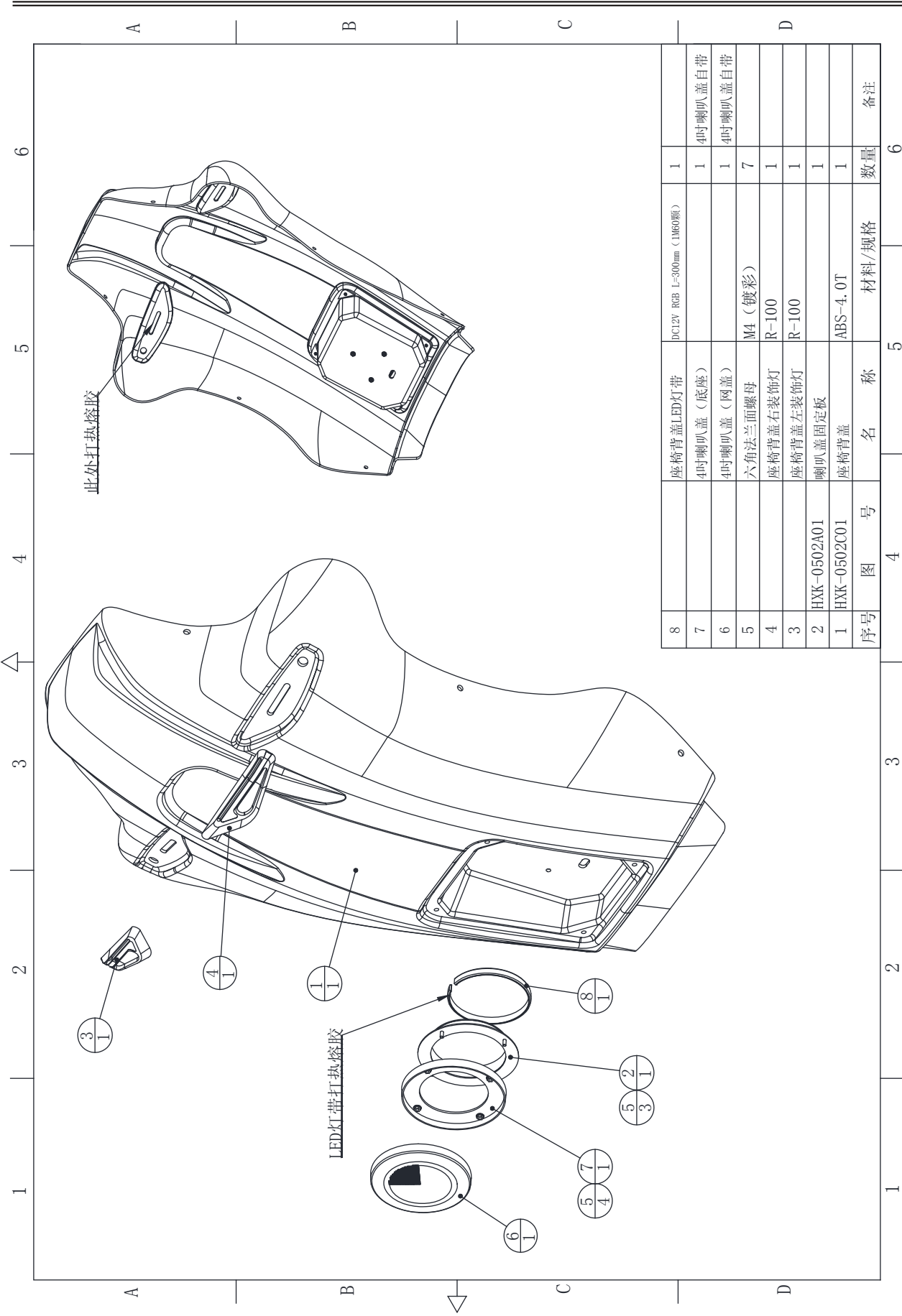
6.7 Seat assembly



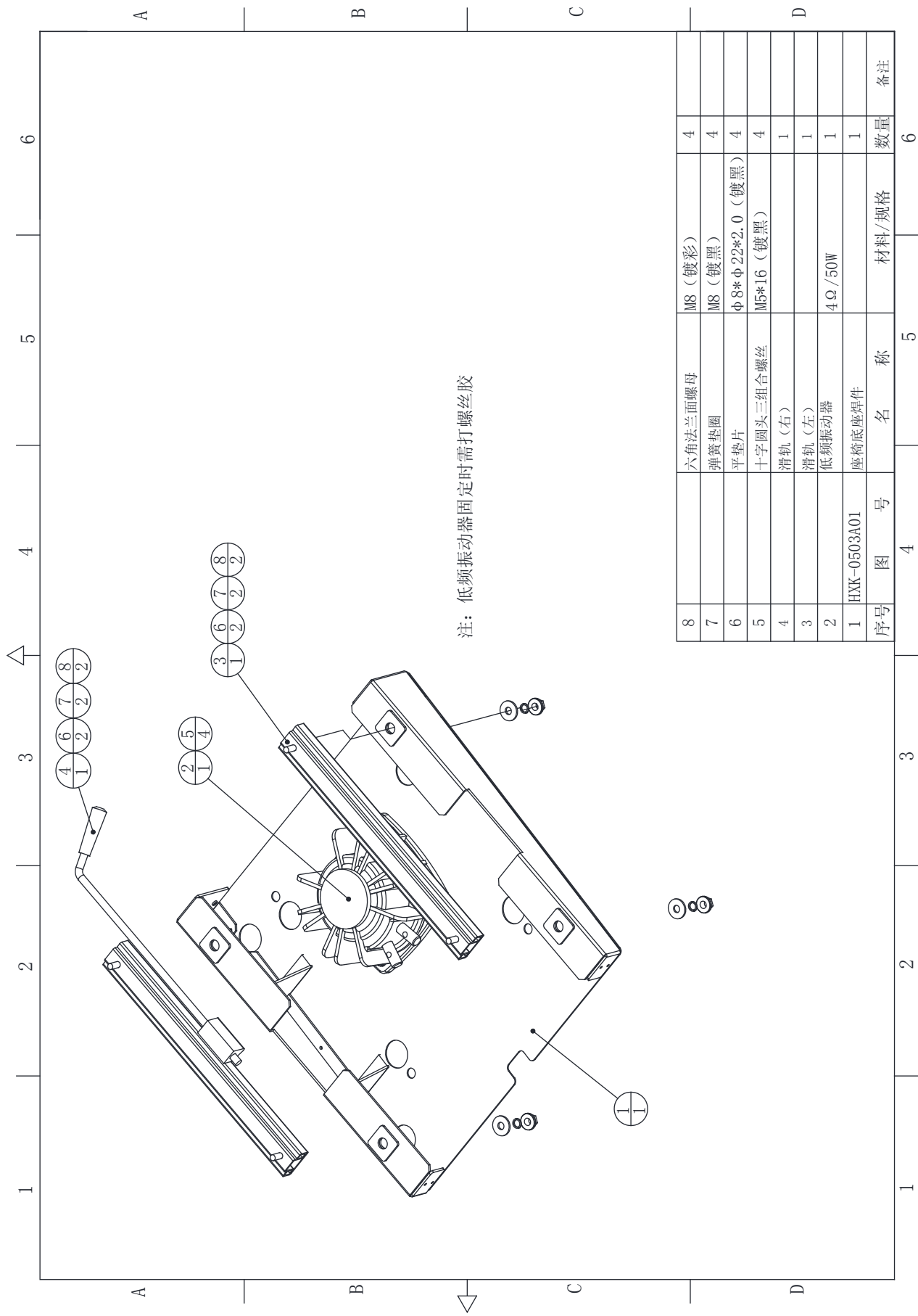
6.7.1 Seat frame assembly



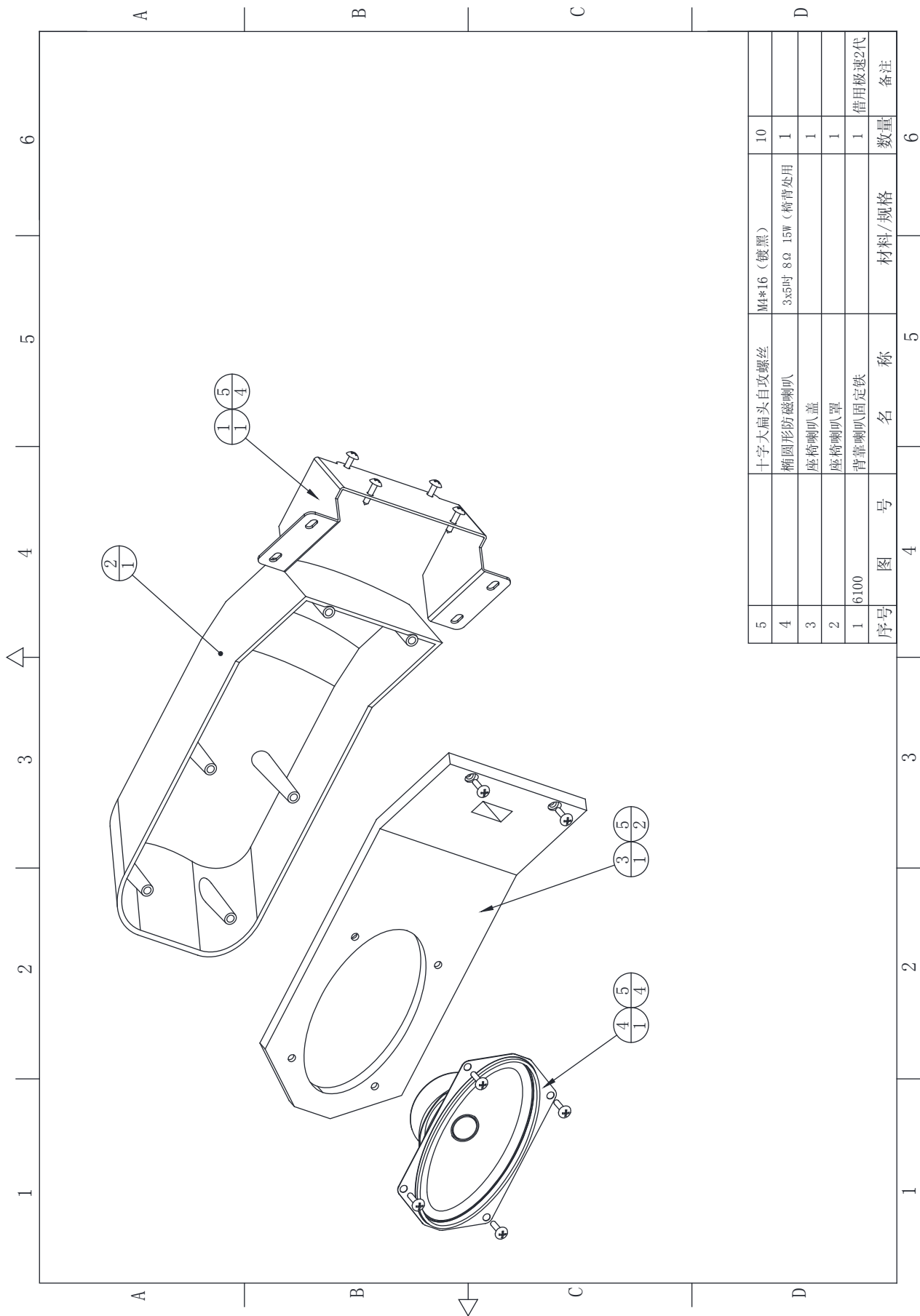
6.7.2 Seat-cover assembly



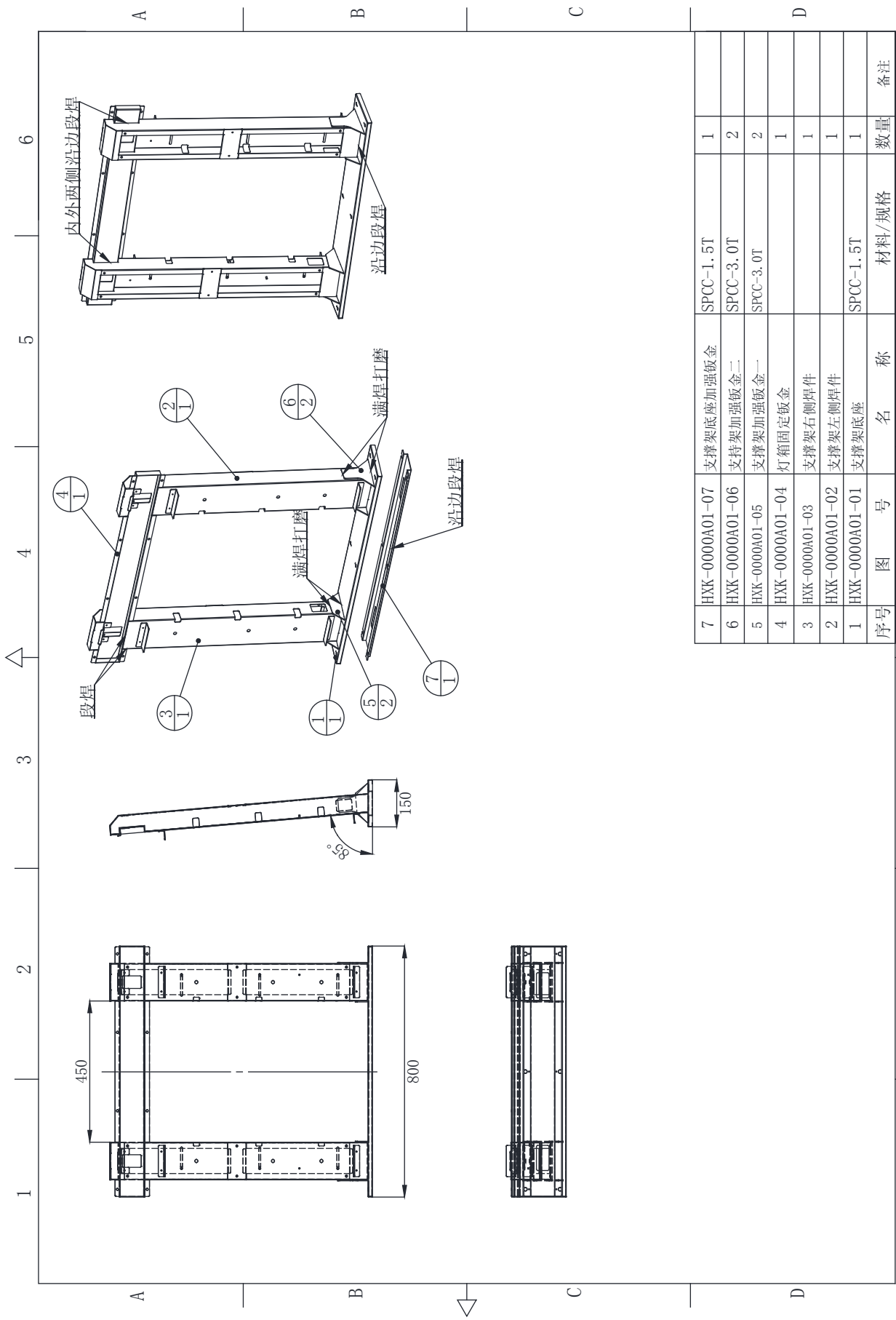
6.7.3 Seat-base assembly



6.7.4 Back-speaker assembly



6.8 Display supportingg frame



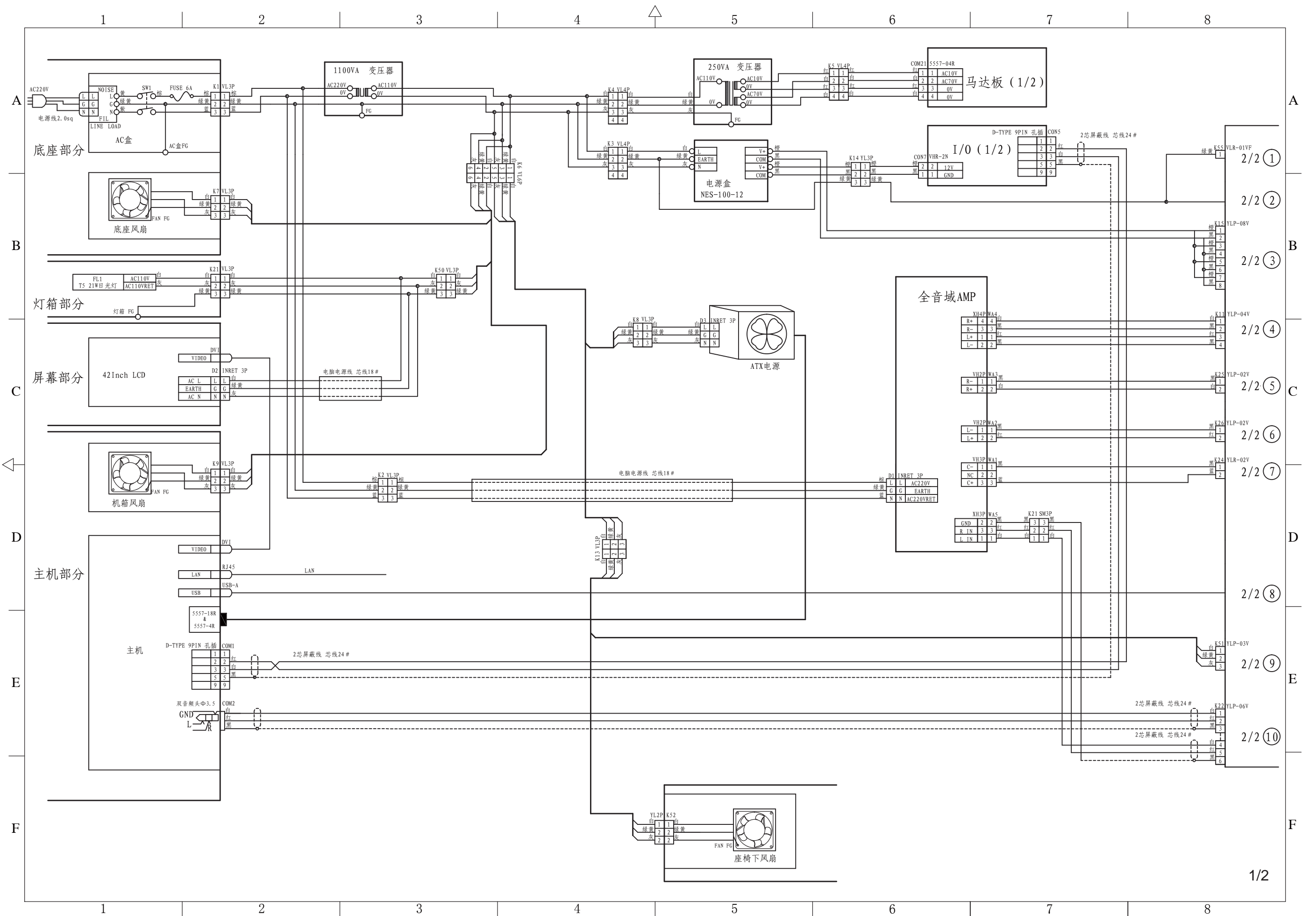
7. Printing Pattern

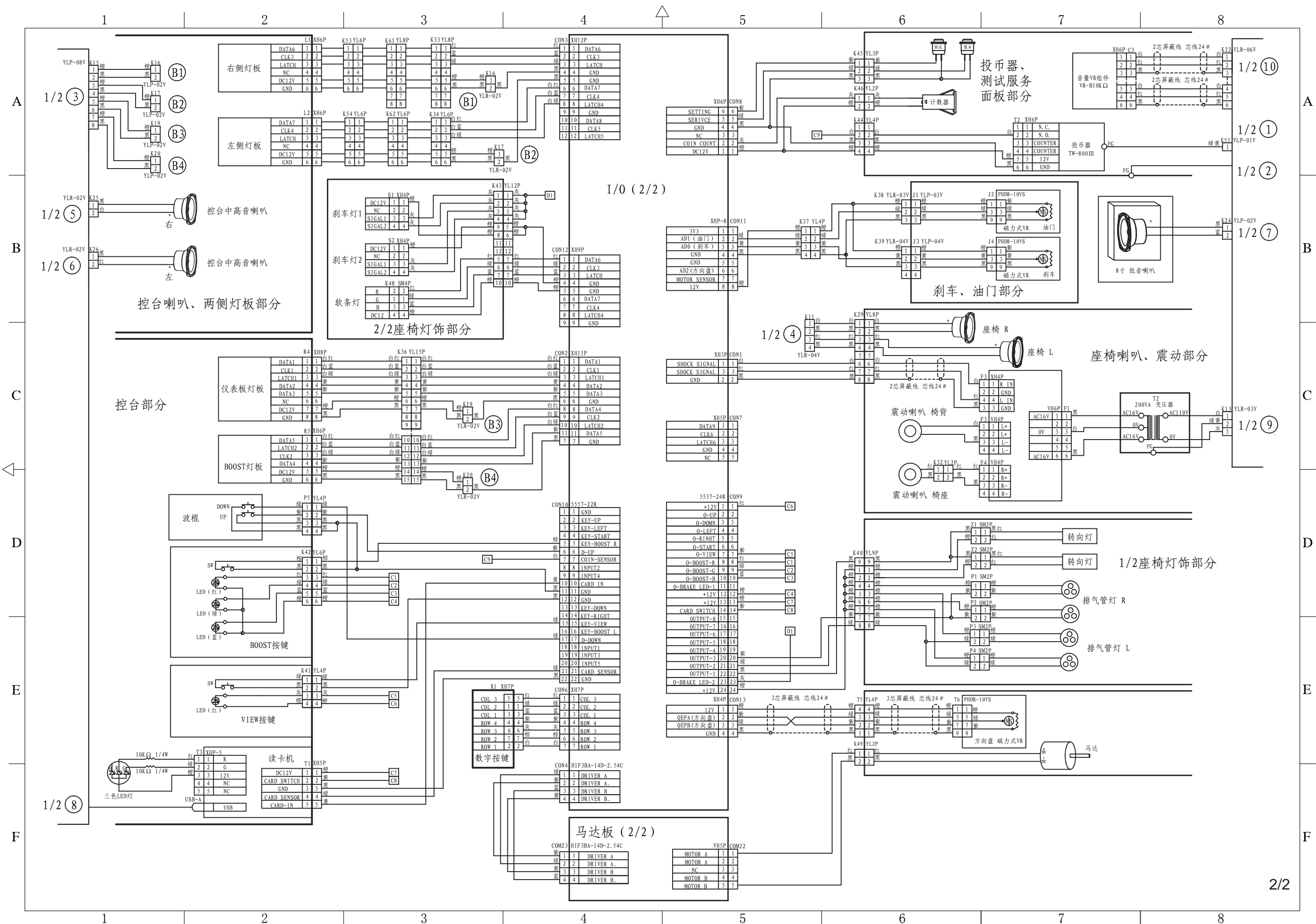
1/2





8. Wiring Diagram





9. After-sales Service

Honorable customer !

Thank you for purchasing our product !
For your benefits, if you find any fault during the operation of the product, please use a technician who obtains a certificate related to mechanical engineering, electrical engineering or who engages in routine maintenance, repair and management of amusement machine to check the machine and inform us the fault in a timely manner. Our company will take corresponding measures to assist you to solve the problem promptly.

NOTICE: Do not dismount or replace any part of the machine without our technician's permission, or you will solely undertake the consequence !

Please pay attention to our contact information as follow:

GuangZhou Wahlap Technology Limited

Add: H1-H6 Startoon city,Yingxing Dong Road,Donghuan Street,Panyu,
Guangzhou,China

Tel: +86 20 39226222 Fax: +86 20 39226300

Service Hotline: +86 20 39226222 4006-926-222

E-mail: sales@wahlap.com Postcode: 511490

<http://www.wahlap.com>



Ver.1.00

WHLAP TECH

IGS[®]

※ The specifications and operation instructions in this Manual are subject
to change without notice for reasons such as performance.
