



# Tomb Raider **65"**

TR-65-1001



**ADRENALINE**  
aagames.com

## Operation & Service Manual

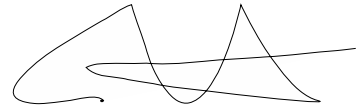
Version 5.0

**\* Read this manual before use**

# General Remark

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If you encounter any difficulties or if you need support on how to update and/ or install your Tomb Raider product, we invite you to contact your local distributor or reach us at [support@aagames.com](mailto:support@aagames.com) or by calling our support line +1-450-824-1671



Adrenaline Amusements Team

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# Chapter 01 - Preface

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***Please read this page before preparing your Tomb Raider Arcade product for game play.***

The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be included throughout this manual.

Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety:

- Electronic components in the game cabinet run on 110V AC 60Hz (220V/ 50Hz in most of Europe, the Middle East and the Far East delivered units).
- To help prevent electric shock, plug the system into a properly grounded power source. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs. We do recommend a 15A rated current or higher power cord.
- To help protect your system from sudden increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Keep your system far away from radiators and other heat sources.
- Do not block cooling vents.

## Precaution for Game Operation

Adrenaline Amusements Inc. assumes no liability for injuries incurred while playing our games.

Operators should be aware that certain health and physical conditions may make people susceptible to injury when playing video games.

## Safety

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To avoid electrical shock, unplug the cabinet before performing installation or service procedures.

If a power cord is damaged, it must be replaced by the equivalent power cord available from your distributor.

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Adrenaline Amusement Inc. assumes no liability for any damages or injuries incurred while setting up or servicing the cabinet. Only qualified service personnel should perform installation or service procedures.

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## Environmental Conditions

Cabinet is intended for indoor use only. Be sure to keep the cabinet dry and maintain operating temperatures of 59° - 86°F (15° - 30°C).

## Operating & Voltage

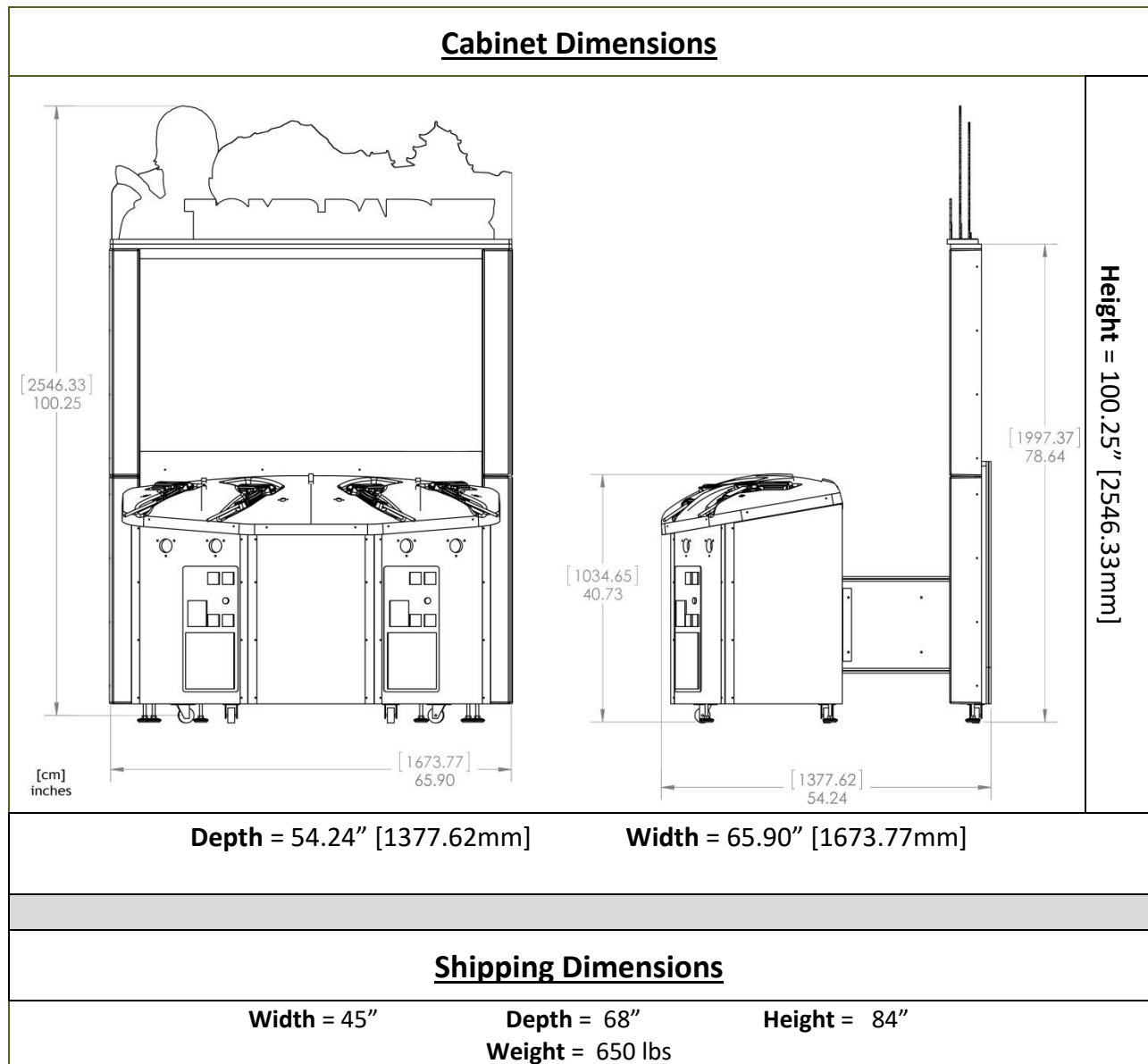
Voltage	Operating
110V AC	4.0 AMP
220V AC	2.0 AMP

## Chapter 02 – Unit Features

### Hardware Features

- 4 Players Game
- 65 inches LCD Screen
- Unique Sensor Tracker “Gun” Technology!

### Cabinet Facts



# Chapter 03 – Unit Installation

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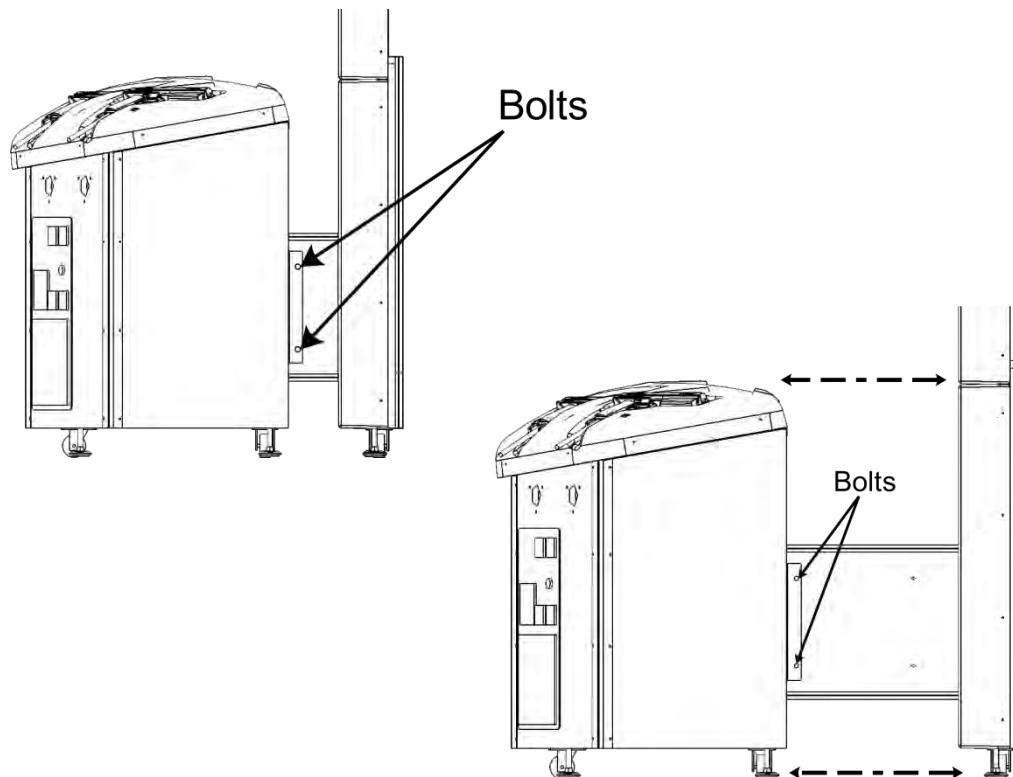
## Assembling your Tomb Raider 65" Unit

**\*\*You need to be 2 persons to assemble the unit\*\***

1. Carefully remove the cabinet from the shipping skid, giving you enough space.
2. Move the cabinet to the desired location.

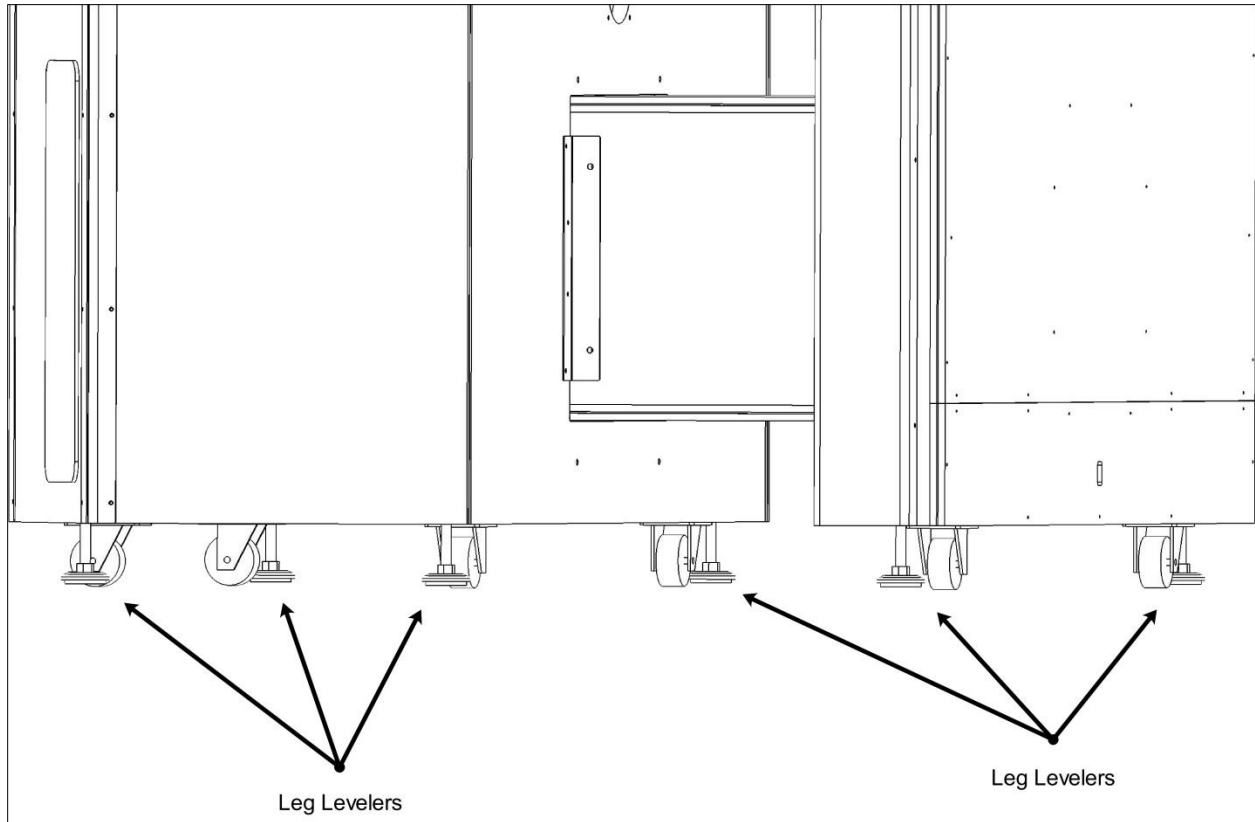
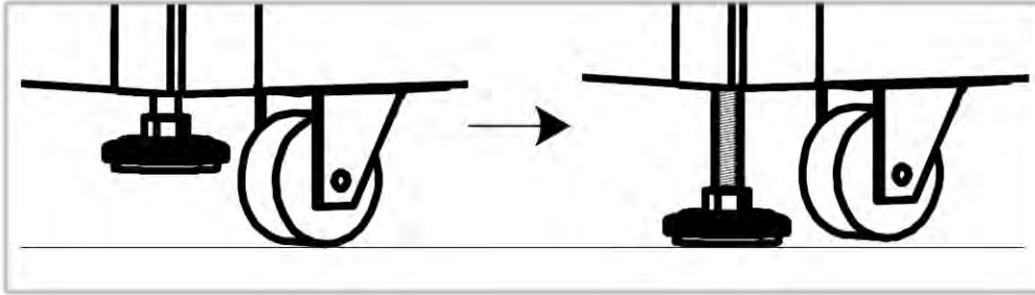
### How to slide out the Screen Module:

3. Remove the 4x bolts #10-24 x 1-¼" (2x per side) holding the monitor cabinet assembly to the front cabinet assembly.
4. Slide out the 2 cabinets and align the bracket holes with the center part holes.
5. Re-insert the 4x bolts and tighten them.





6. Lower the Level adjusters until the Pivot Wheels are slightly above the floor.



## Header Assembly

**\*\*You need to be 2 persons to install the header on the monitor\*\***



1. Tool needed: Phillips #2 screwdriver (Do not use a drill)

- Lay down the “Tomb Raider” acrylic header on a flat surface.
- Remove the protective tape.
- Install 1x 2½” x 2½” angle bracket with 2x Phillips #6 x 3/8” screws on the back of the header, in the predrilled holes as seen below.



2x  
Phillips #6 x 3/8” Screws



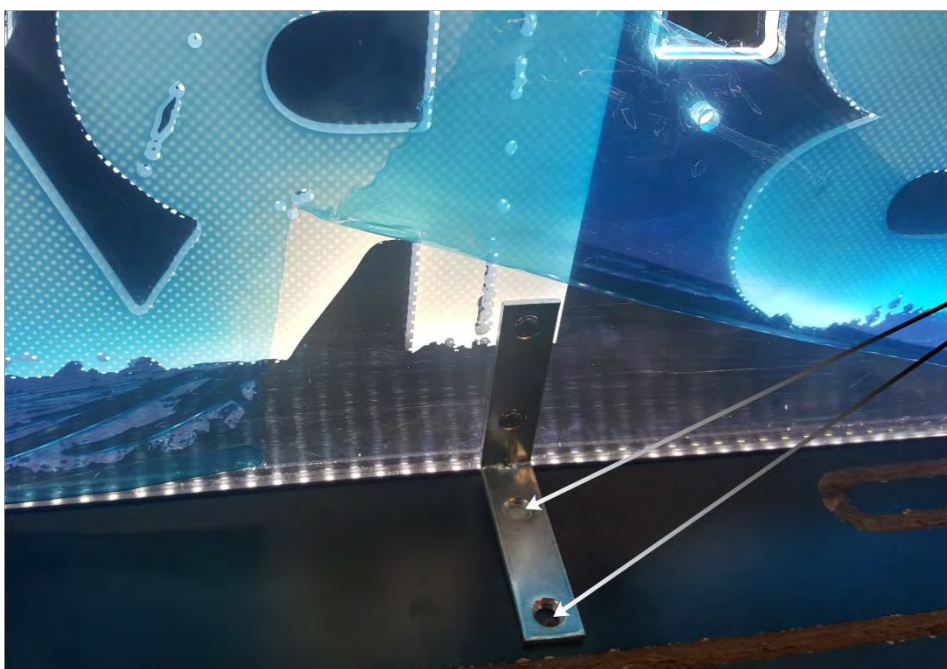
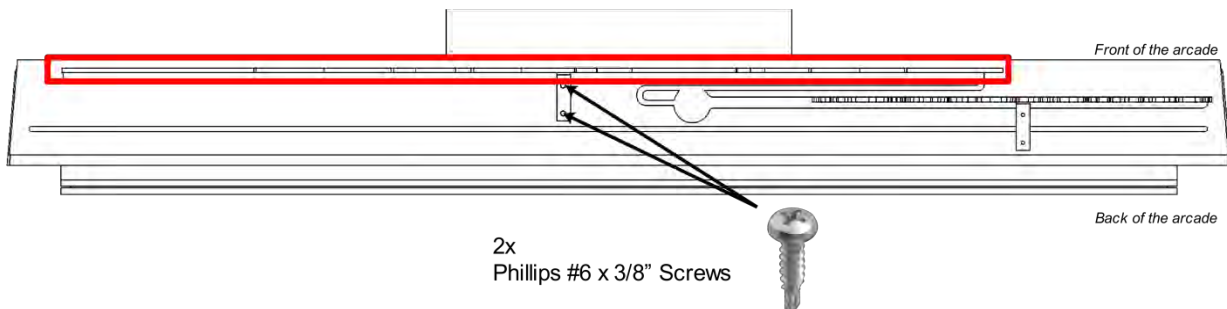
1x  
Metal Angle Bracket 2½” x 2½”



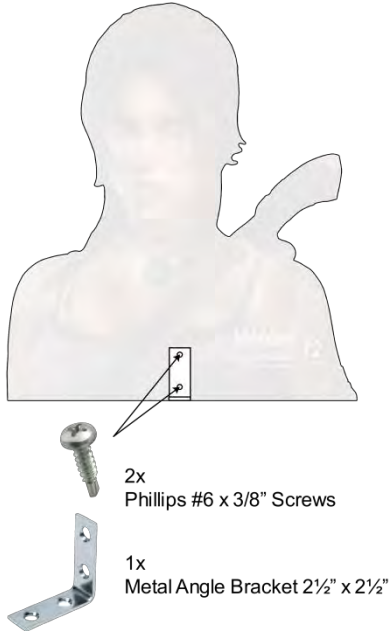
2. Tool needed: 2 Ladders

-Insert the "Tomb Raider" header on the wooden plate front slot.

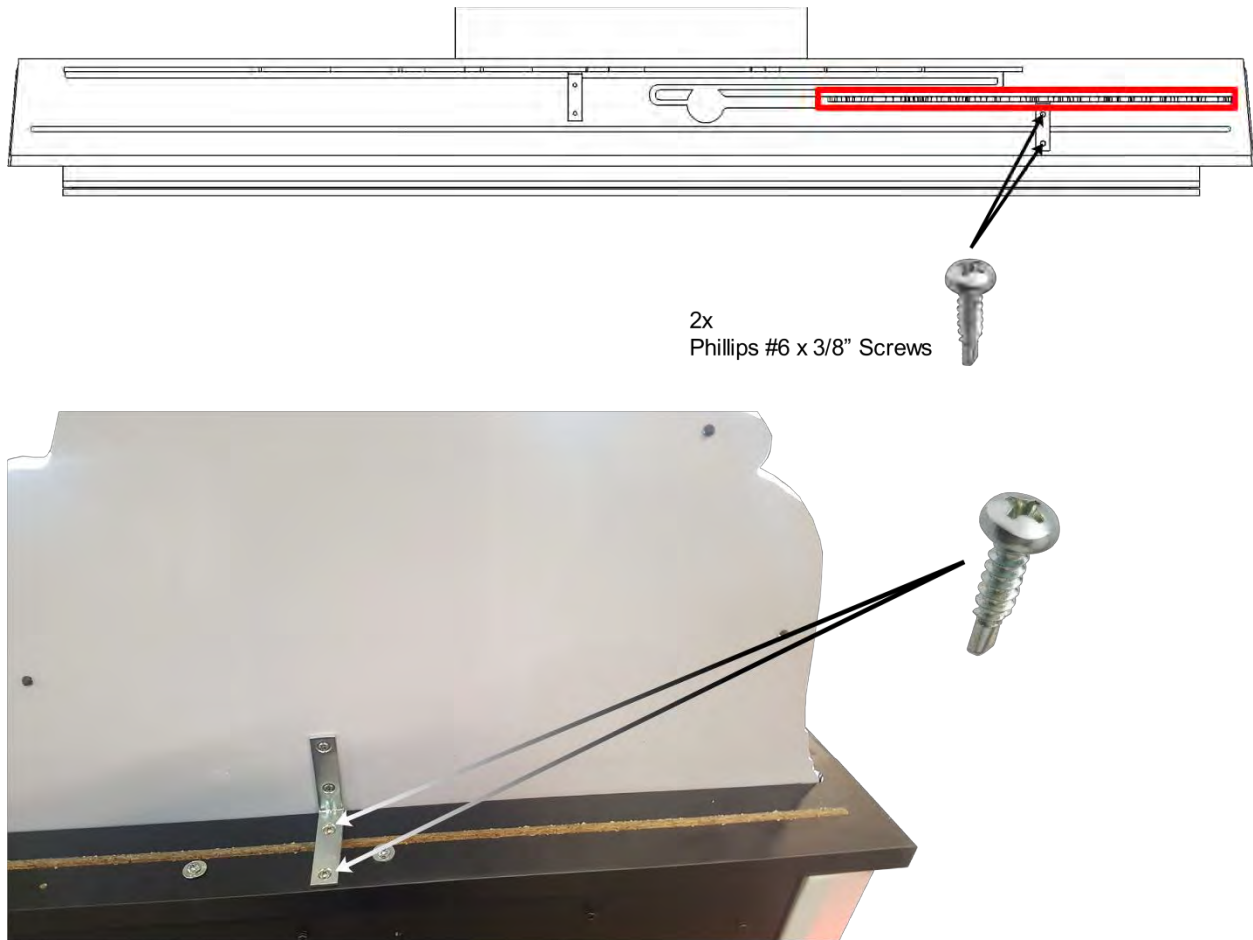
-Using 2x Phillips #6 x 3/8" screws affix the angle bracket to the wooden plate as seen below.



3. Install 1x 2½" x 2½" metal angle bracket behind the "Lara" header using 2x Phillips #6 x 3/8" screws in the predrilled holes as seen below.



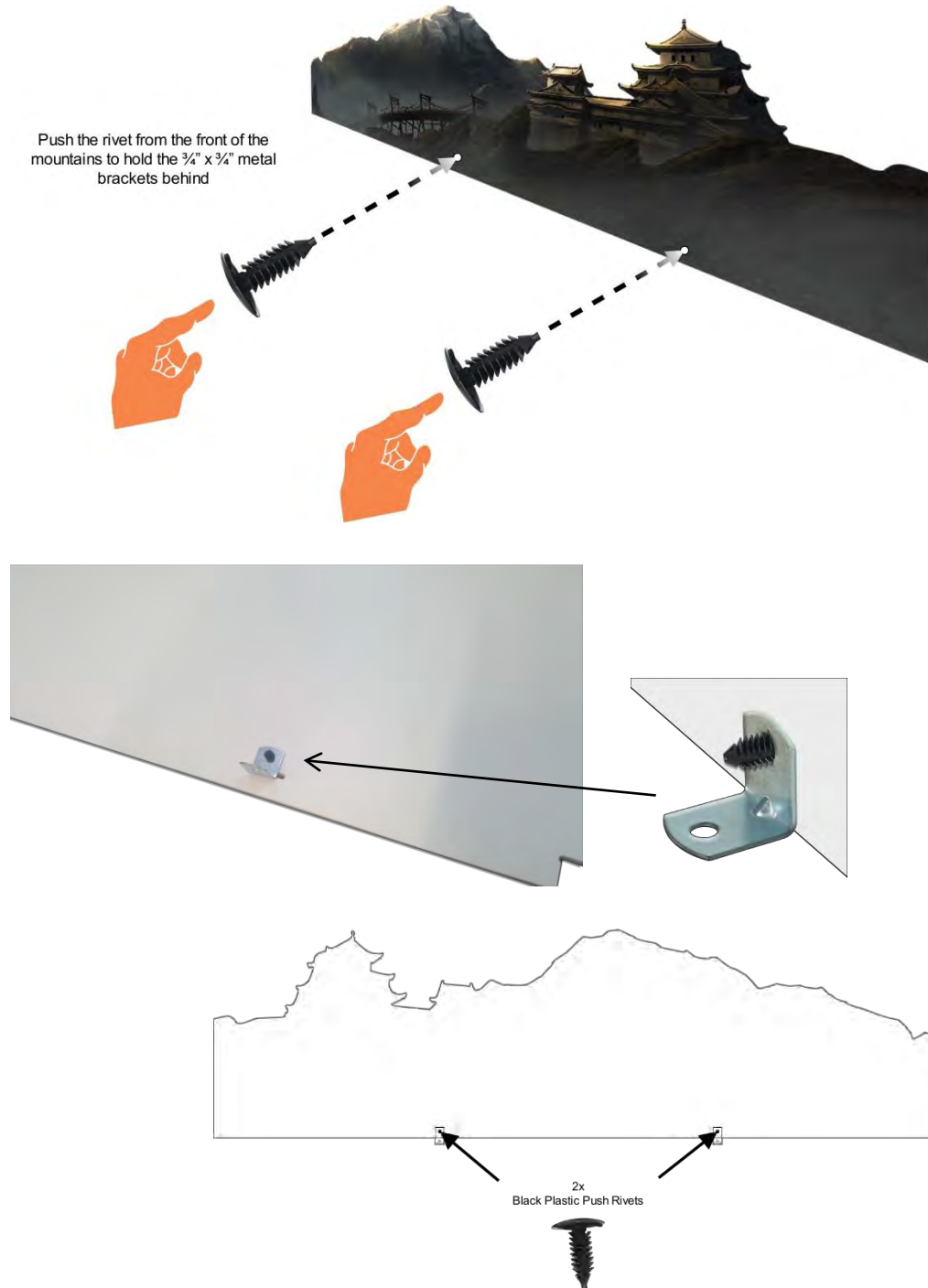
4. Insert the “Lara” Header on the middle wooden plate slot.  
Using 2x Phillips #6 x 3/8” screws affix the angle bracket to the wooden plate as seen below.



5. Connect the header 12V Barrel connector with the connector coming out from the top of the monitor. (ref.: I/O board J4 Pins 1&2 as seen on page 43 & 47)

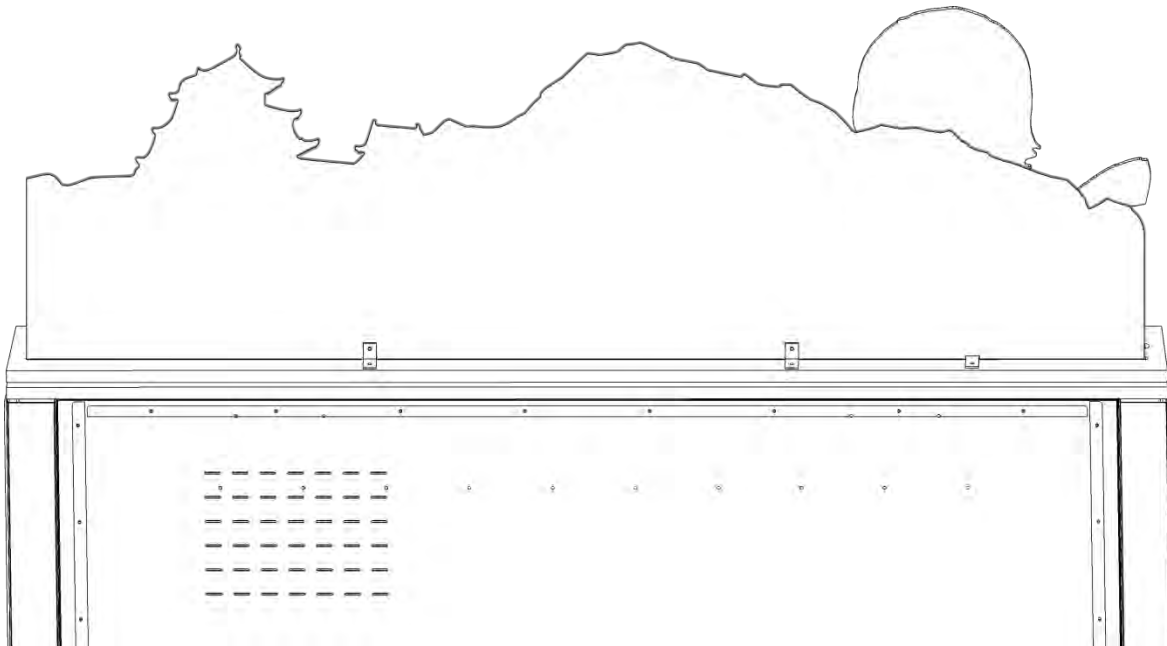
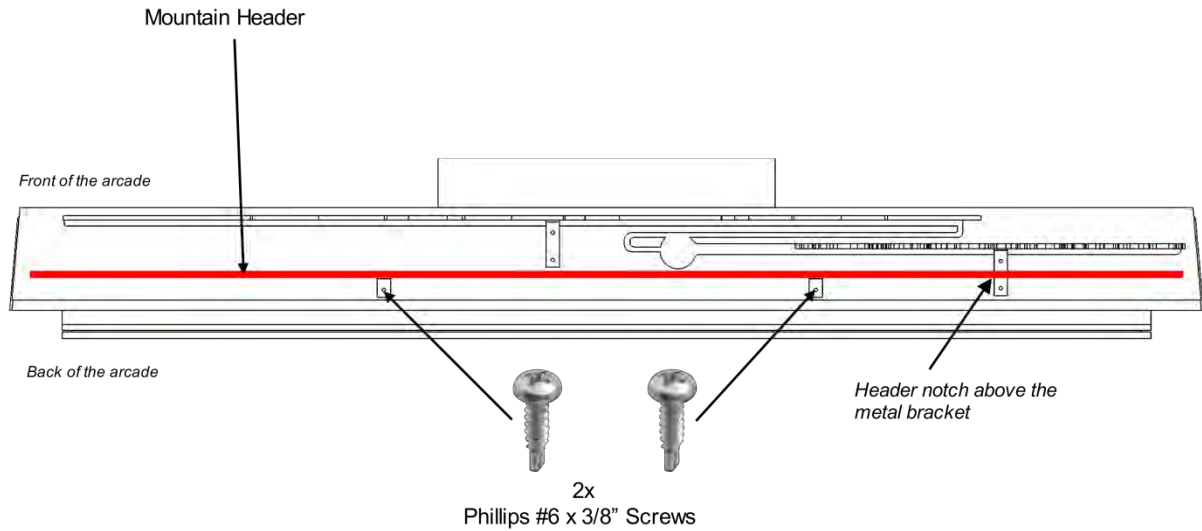


6. Insert the 2x plastic push rivets from the front through the predrilled holes of the mountains header to affix 2x  $\frac{3}{4}$ " x  $\frac{3}{4}$ " metal angle brackets in the back as seen below.



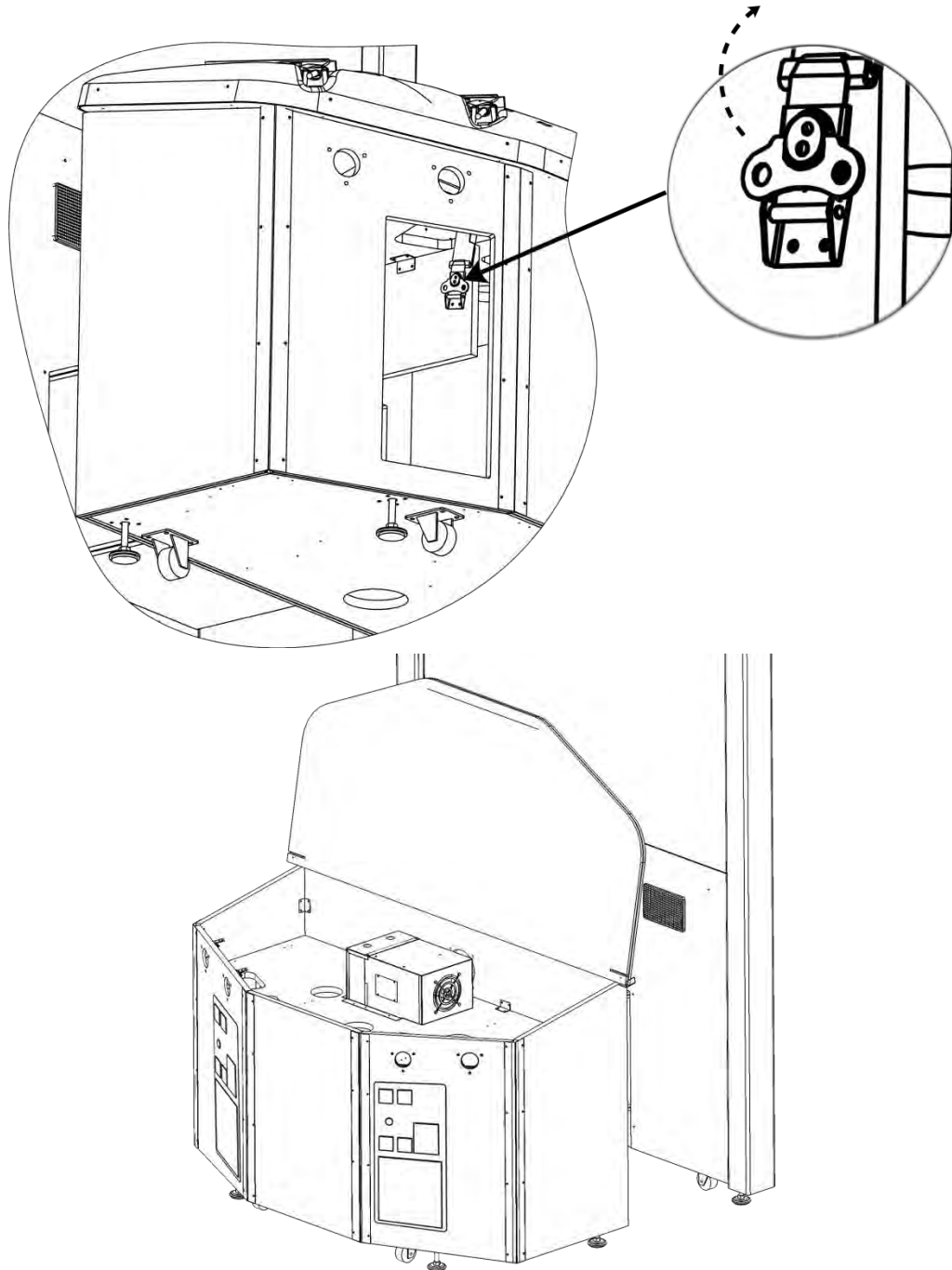
7. Insert the “mountains” header in the last slot of the wooden support.  
There is a small notch on the bottom right of the mountain header that will go above the metal bracket that holds the “Lara” part.

Using 2x Phillips #6 x 3/8" screws affix the mountain header to the wooden support.



## How to open the Dash Board:

- To open the dash and access the electronics, open the cash box doors to get access to the 2 Draw Latches inside the cabinet.





## Chapter 04 – Operator Menu

### Operator Menu

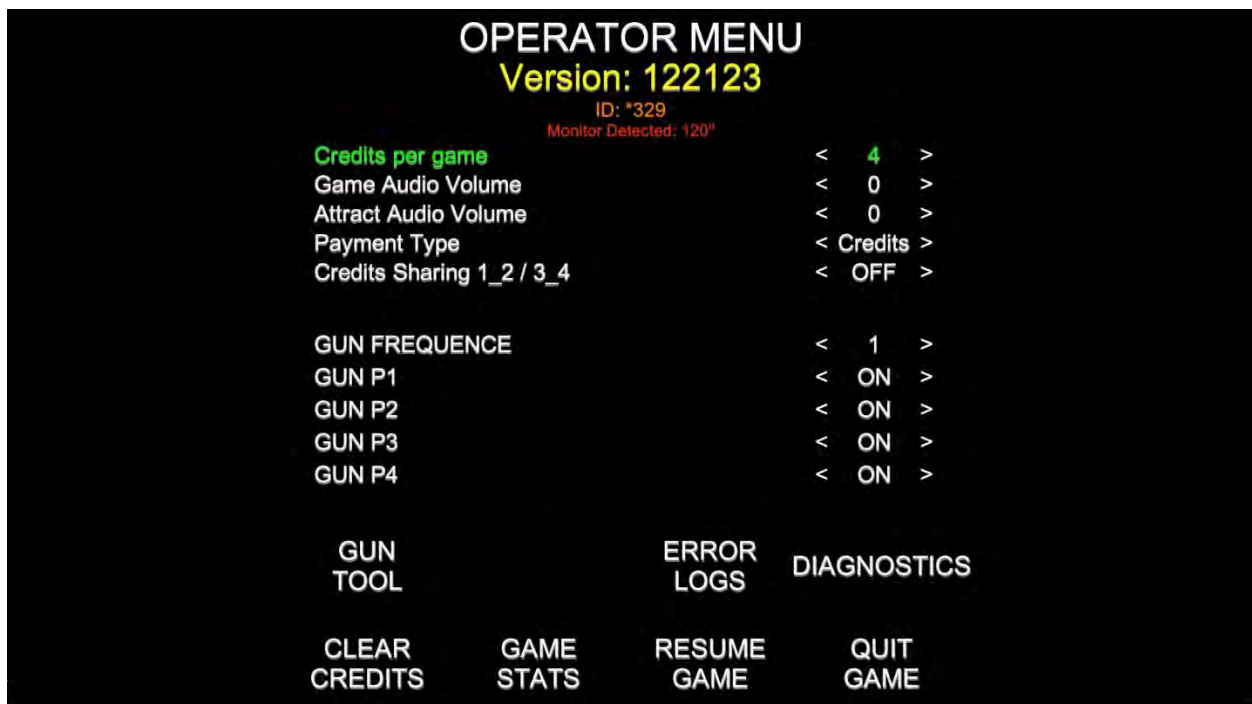
Access the Operator Menu by pressing the Operator button located inside the drawer on the I/O board directly.

Oper: Open the Operator Menu

Up: Scroll Up & Increase Value

Down: Scroll Down & Decrease Value

Select Button: Select/Deselect

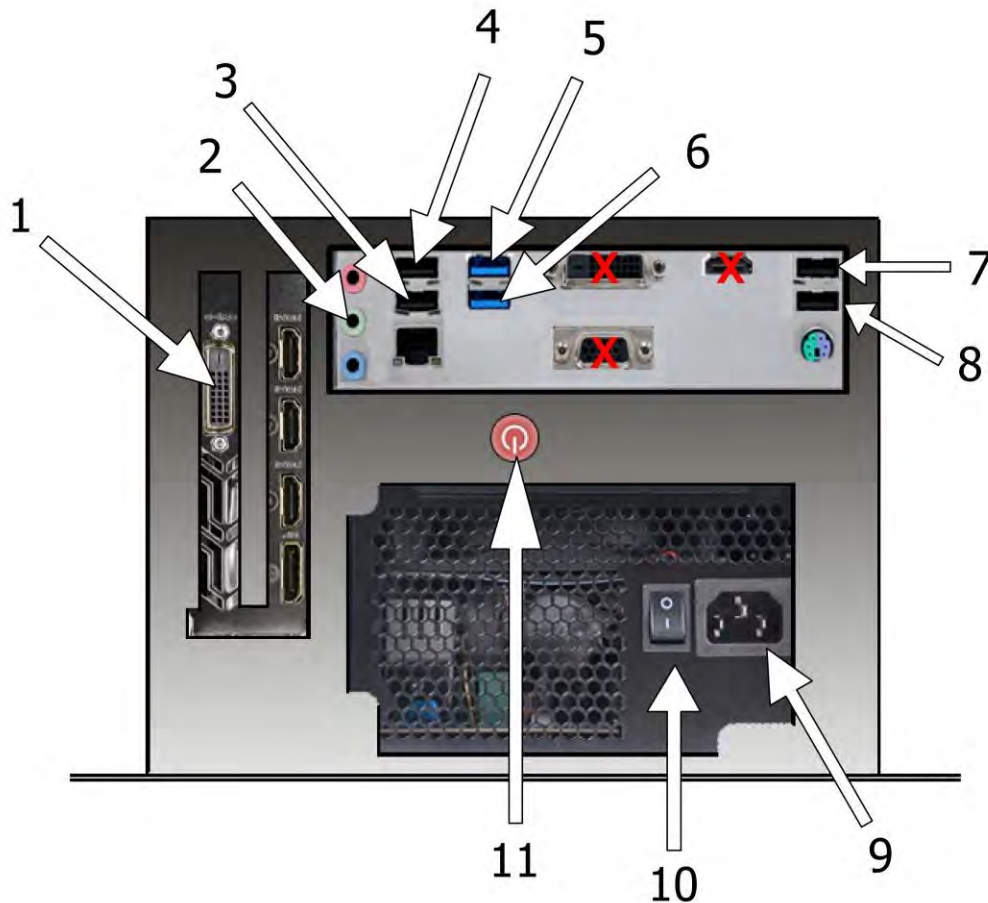


<b><u>Operator Menu</u></b>	<b><u>Values</u></b>	<b><u>What It Does</u></b>
Credits Per Game	1-20	Adjusts the number of credits required to play. "0" sets the unit in free play mode
Game Audio Volume	0-20	Adjusts the in-game audio volume. "0" will mute the game
Attract Audio Volume	0-20	Adjusts the audio volume of the attract loop. "0" will mute the attract loop
Payment Type	Credit / Card	Changes the credit type. "Credits" = Coins and "Card" = Card Reader. This will change the in-game text accordingly
Credit Sharing 1_2 / 3_4	On / Off	Adjusts the credit sharing option between each player.(Off: Sharing Disabled // On: Sharing Enabled) <b><u>If you have Card Reader (4X) please use OFF</u></b>
Gun Frequency	1-4	If you have 2 units close to each other select a different frequency. (Default: 2)
Gun P1	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun P2	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun P3	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun P4	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun Tool		Calibration tool to test the gun's response to the player's movements
Error Logs		Displays the previous errors
Diagnostics		Test for each gun's triggers and vibration Test for each button
Clear Credits		Resets the inserted credits to 0 if more than 40 credits are entered
Game Stats		Shows the Stats Screen
Resume Game		Exits the Operator Menu and returns to the game
Quit Game		Exits the game and returns to the Windows desktop

*\*Units can be another Adrenaline Amusements Tomb Raider (65" / 120") or Rabbids Hollywood (65" / 120") arcades.*

## Chapter 05 – Service & Repair

### Computer Connections



<b>No.</b>	<b>Description</b>
1.	PCI-e Video Adapter DVI to Monitor DVI
2.	Audio Jack to Amplifier #1
3.	USB to Gun Controller 1
4.	USB to Gun Controller 2
5.	USB to Gun Controller 3
6.	USB to Gun Controller 4
7.	USB to STEM Base
8.	USB to USB Hub Inlet
9.	AC Inlet Power Supply
10.	AC Power Switch
11.	Power Button

## Gun tracking Hardware Troubleshooting Guide

The gun tracking system consists of 3 main components.

1. Gun base board, under center plastic console
2. Tracking coil, which is connected to the base board
3. Gun stem stick, inside the gun

**Issue:** Aims moves left or right when you approach the gun closer to the screen.

**Problem:** There is a big metal structure behind the cabinet that makes electromagnetic interference.

**Solution:** Move the cabinet about 45cm (18") in front away from the interference.

**Issue:** Aim is not accurate on gun 1 or gun 4. It is even worse when the gun is closer to the side panel.

**Problem:** There is a metal structure on the side of the cabinet that makes electromagnetic interference.

**Solution:** Move the cabinet about 45cm (18") away from the interference.

**Issue:** Aim on one gun locks randomly in place during game play.

**Problem:** USB communication between gun and computer is erratic.

**Solution:** Change the USB extension from gun harness to the USB hub, if that does not work you can change the gun hose harness or the complete gun assembly.

**Issue:** Aim is completely erratic or even not present on one of the guns.

**Problem:** Tracking hardware in gun defective.

**Solution:** Change the gun.

**Issue:** Aim is completely erratic on all 4 guns.

**Problem:** Coil is disconnected from base board or base board is defective.

**Solution:** Check if coil connection is ok, change the base board.

## Gun Controller ID Remapping

Each gun controller has an ID # to be identified as Player 1 to Player 4. If a Stem Stick is replaced and/or has a wrong ID, it needs to be remapped. If a gun controller is not detected in the game, first verify within the Operator menu "Gun Tool" to see if the 4 guns are detected.

If a gun is missing verify with this tool and in need contact technical support team.

Instructions:

Quit the game on the Windows desktop.

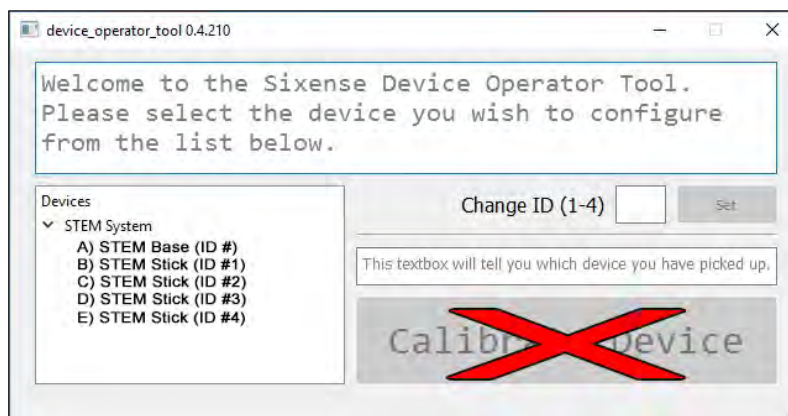


On the Windows desktop you have an icon shortcut called "Magnetometer Calibration Compass" (January-June 2018) or "Controller ID Calibration" (June 2018-...)

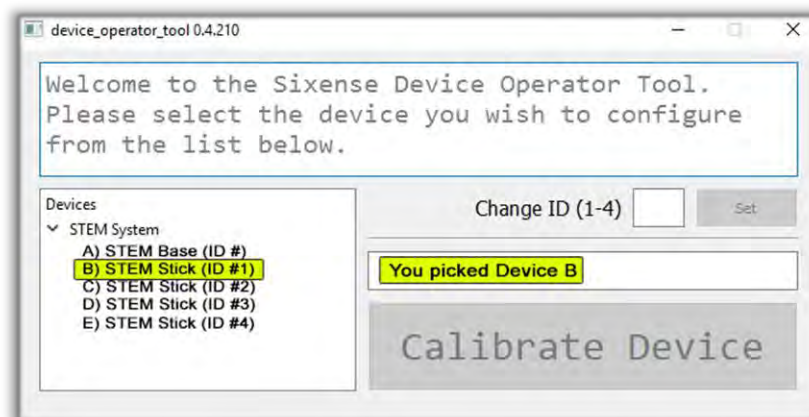


Double click on it to start the program.

*You do not need to use the Calibration button anymore as this is now handled by the game itself. With the updated version the Calibration button is removed.*

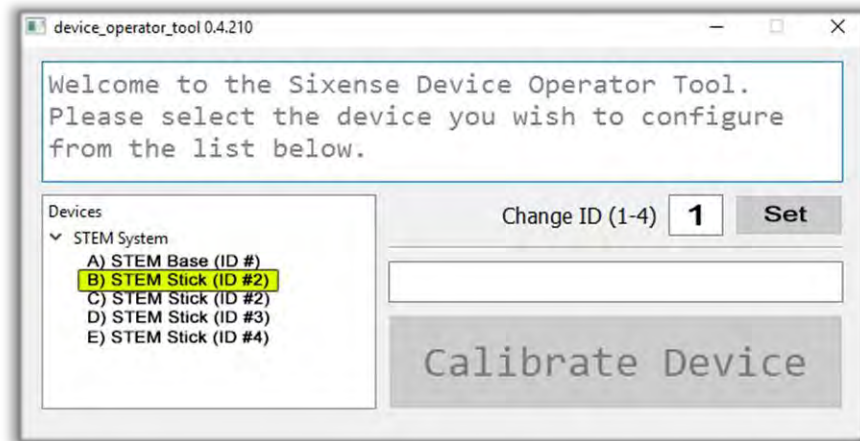


When you pick up a Gun controller from its holster it should display which device has been picked up. If you have 2x Stem Stick with the Same ID, you can find the one that needs to be remapped to its good ID.



To remap an ID, double click with the mouse to select the good Stem Stick ID.



Click in the “Change ID (1-4)” box with your mouse and enter the good ID number (1 to 4) that matches the player position.



In this example, the Device B is wrongly set to ID#2, so we enter the number “1” and click on Set to change it to Player 1.

## Troubleshooting

\* **NOTE: When requesting a warranty replacement you will be asked to give the unit's serial number from the back of the unit.**

Video Troubleshooting	
No Picture or Display Problem	There might have loose or faulty connections between the monitor and the computer. Make sure the DVI cable is connected properly in the computer connector and in the monitor connector.
	Verify that the Computer is powered on. The fan on the side of the computer case should be spinning as a reference, if it's not spinning press the Power Button on the front of the computer.
Audio Troubleshooting	
Low Volume / No Sound	Increase the volume in the game by pressing the Operator Button and adjusting the volume options in the Operator Menu. You might also Quit the game to Windows desktop and increase the volume via the  Speaker icon on the bottom right of your screen.
	If the sound comes from the projector integrated speaker it needs to be changed in Windows. Quit the game to the Windows desktop. Right click on the  speaker icon and select Playback Devices. Select the Speakers and choose "Set default", then click OK.
	Verify the wirings behind the speakers and the amplifiers. Verify that the 1/8" audio jack is plugged in the computer's sound input jack and that the other end RCA's are plugged in the sound amplifier.

## RGB Led Troubleshooting

If the RGB LEDs in the building are not working properly verify that the RGB LED Controller is connected on a valid COM Port.

Press the Operator Button and Quit/Exit the game to Windows Desktop.

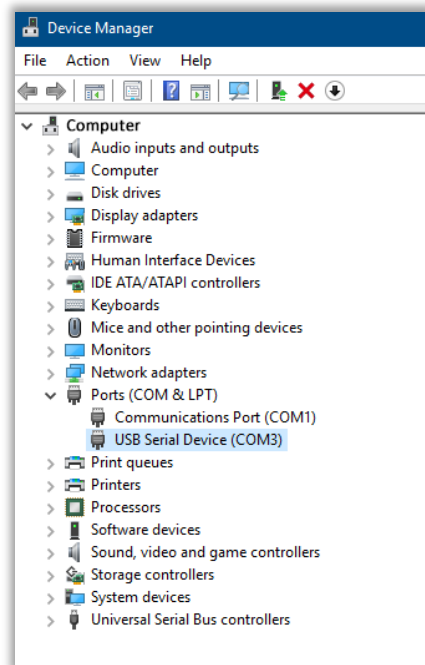
Connect a USB mouse.

Right-click on the windows flag on the bottom left corner and select Device Manager.



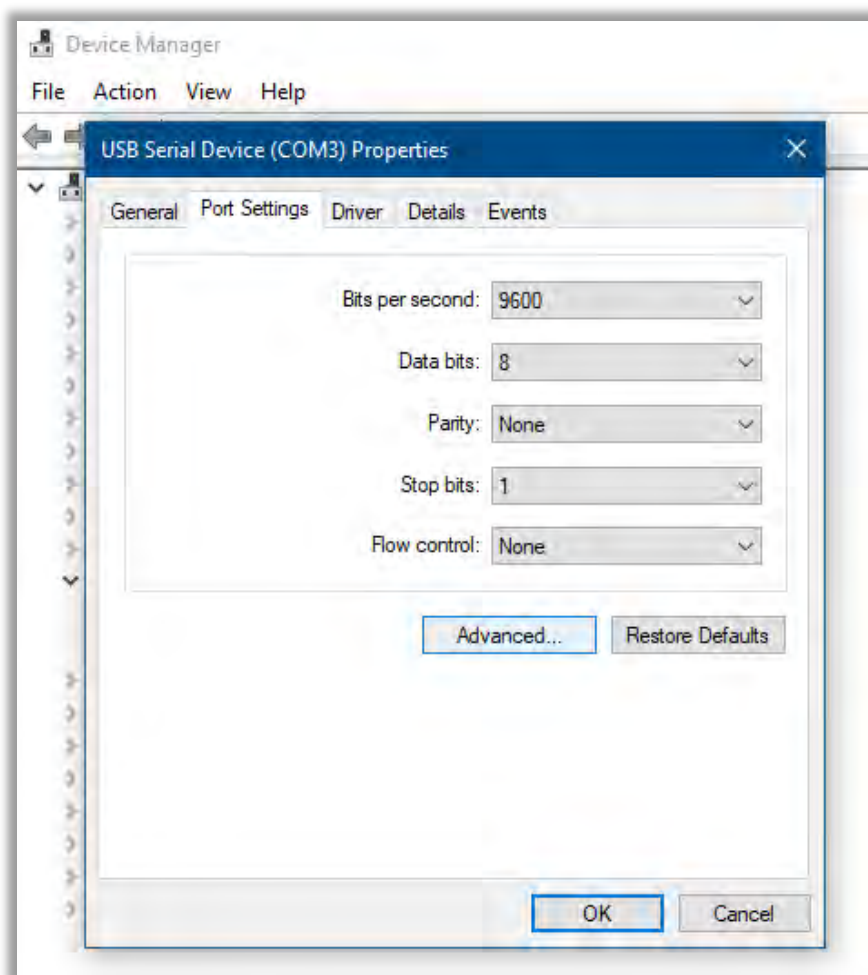


Expand the “Ports (COM & LPT)” line by clicking on the >.



Verify that the “USB Serial Device” is set between COM2 to COM9.

If it's outside this range, double-click on it to open its properties.  
Select the "Port Settings" Tab.  
Click on "Advanced..."

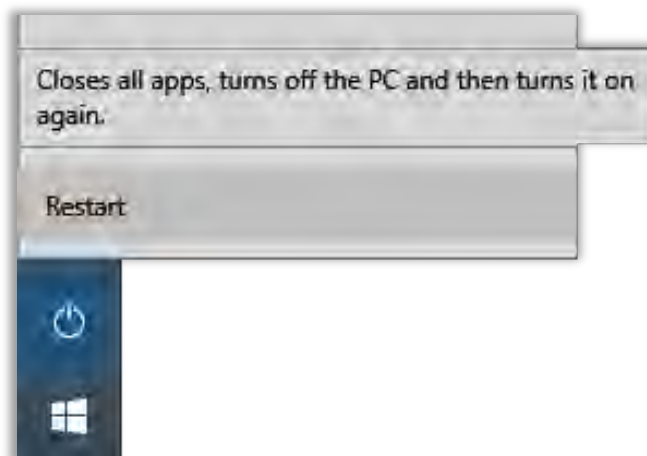
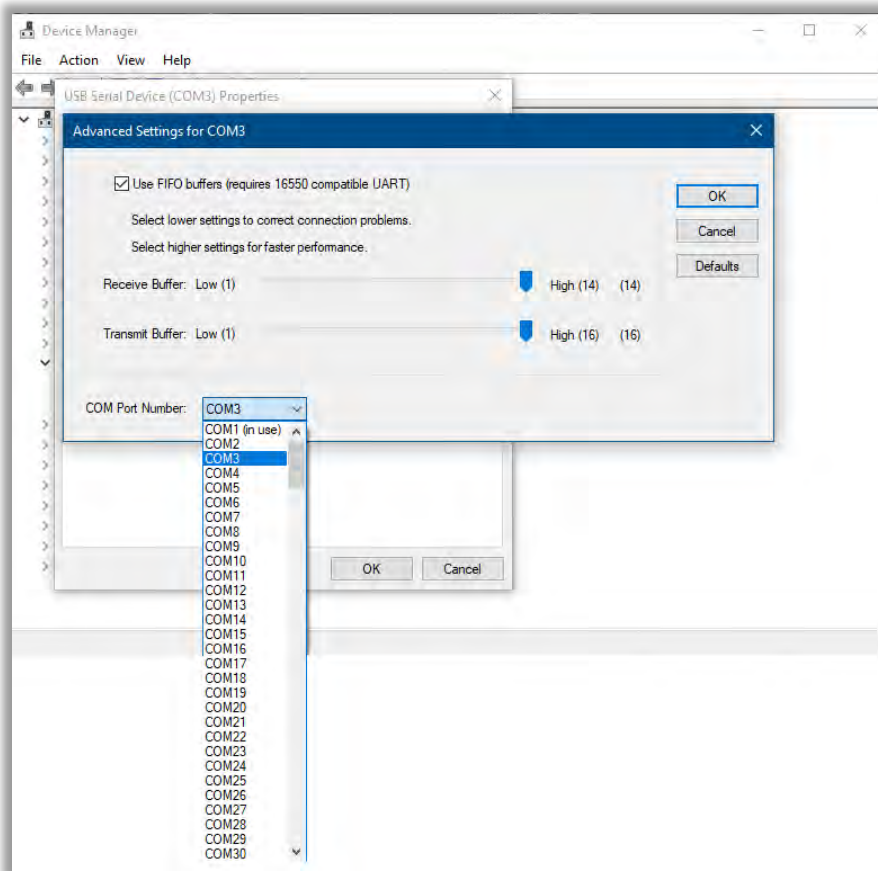


Click on the COM Port Number scrolling menu and select COM9.

Click on OK.

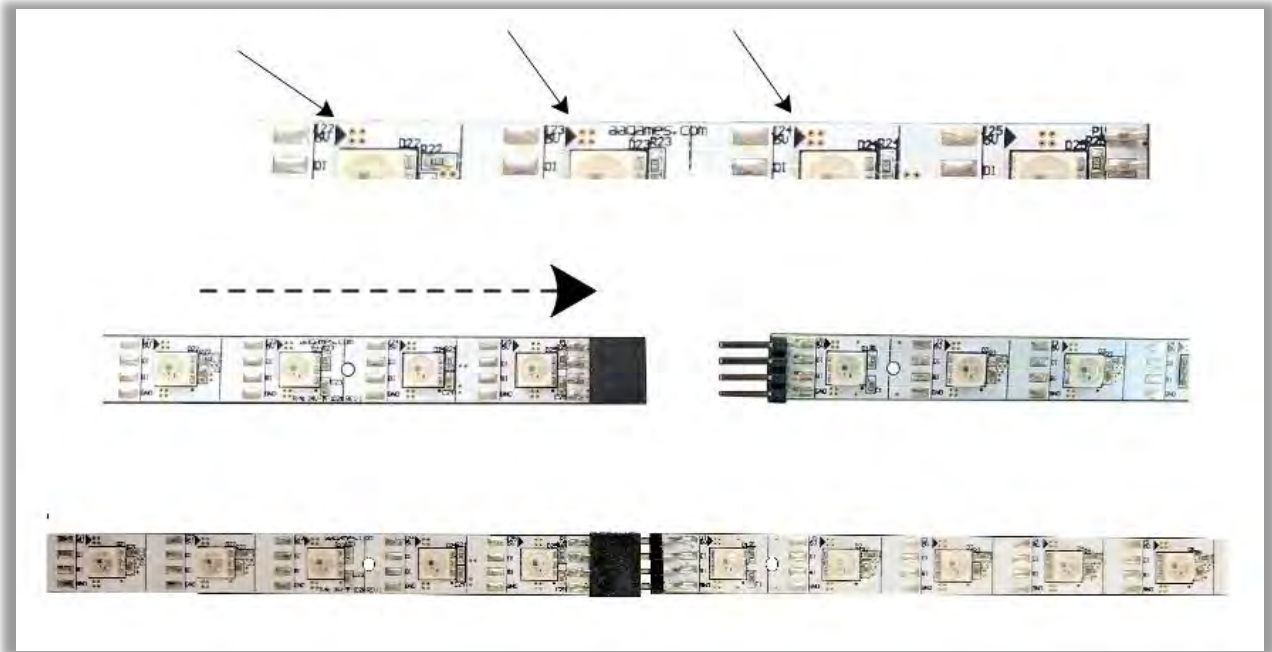
Click on OK again.

Close the Device Manager window and restart Windows.



## Replacing RGB LED PCBs

If you need to replace the building RGB LED PCBs, verify the connections so that the arrows point always in the same direction.



## Wireless Internet Configuration

Your network can be configured via Ethernet cable or Wireless.

If you have an Ethernet cable available to be plugged in, insert it into the motherboard LAN RJ45 connector.

If not, here's how to configure your wireless network with your own existing Wi-Fi network.

-Start the unit.


-There will be Adrenaline Amusements wallpaper with a 150 seconds delay before the attract mode shows up. It gives enough time for a wireless network to connect.

*(This delay will be present on each reboot if you don't connect your unit to the Internet)\*.*

-Open the service door and press the Operator button.

-Choose Exit/Quit to Windows.

-Connect the provided USB hub and into it the USB keyboard and mouse.

- Open Connect to a Network by clicking the network icon () in the lower right corner of the screen.

-In the list of networks, click the network you want to connect to and click connect.

-Enter your security key.

-Once connected, double-click the GameLauncher shortcut on the desktop.

Having your unit connected to the Internet includes free software live update!

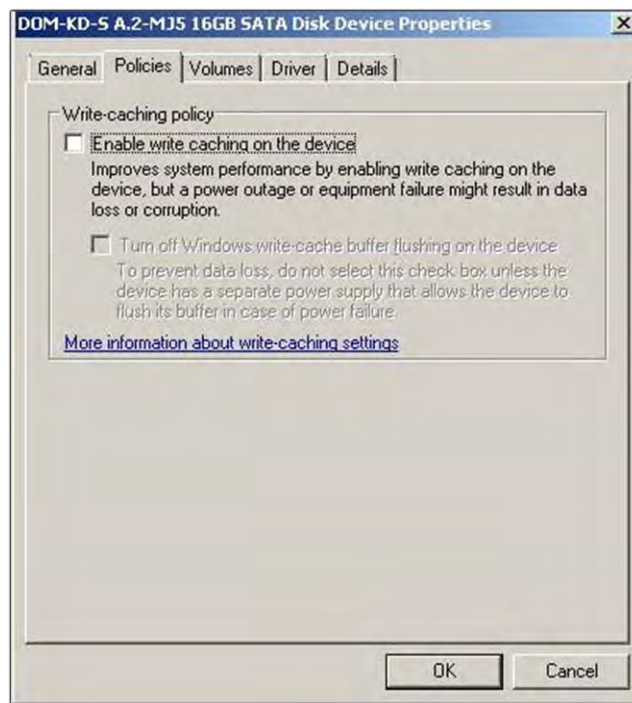
*\*If you do not connect your unit to the Internet, you can double-click the Disable\_Network shortcut on the Windows desktop to bypass the 150seconds Internet lookup delay.*

## Operator Settings keeps resetting trouble

**Operator Settings keeps resetting back to default values after powering off the breakers.**

The Windows & SSD Device write cache needs to be disabled:

- Exit the game to Windows.
- Press on Start
- Right click on My Computer
- Choose Properties
- Click on Device Manager
- Expand Disk Drives
- Double click the SSD Hard Drive 60Gb or 120Gb Device (Not the USB drive if there is one)
- Go to Policies
- Remove the check in front of "Enable Write caching on the device" as seen below, press OK and then YES to reboot the computer. If it doesn't ask to reboot the computer you need to do it by pressing Start, Restart.

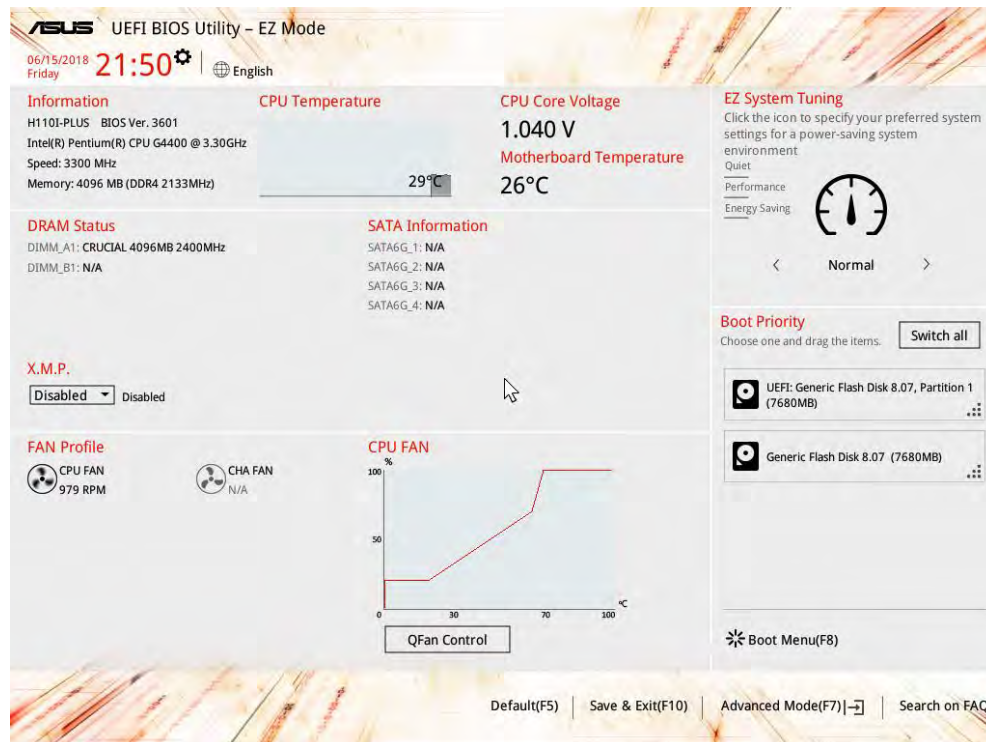


## **Computer not powering at boot**

If your computer is not powering on by itself at boot you'll need to verify the Bios Setting.

- Power off the computer.
- Plug a USB keyboard and a USB mouse.

-Power on the computer, press and hold  on the keyboard until you see the Bios screen.





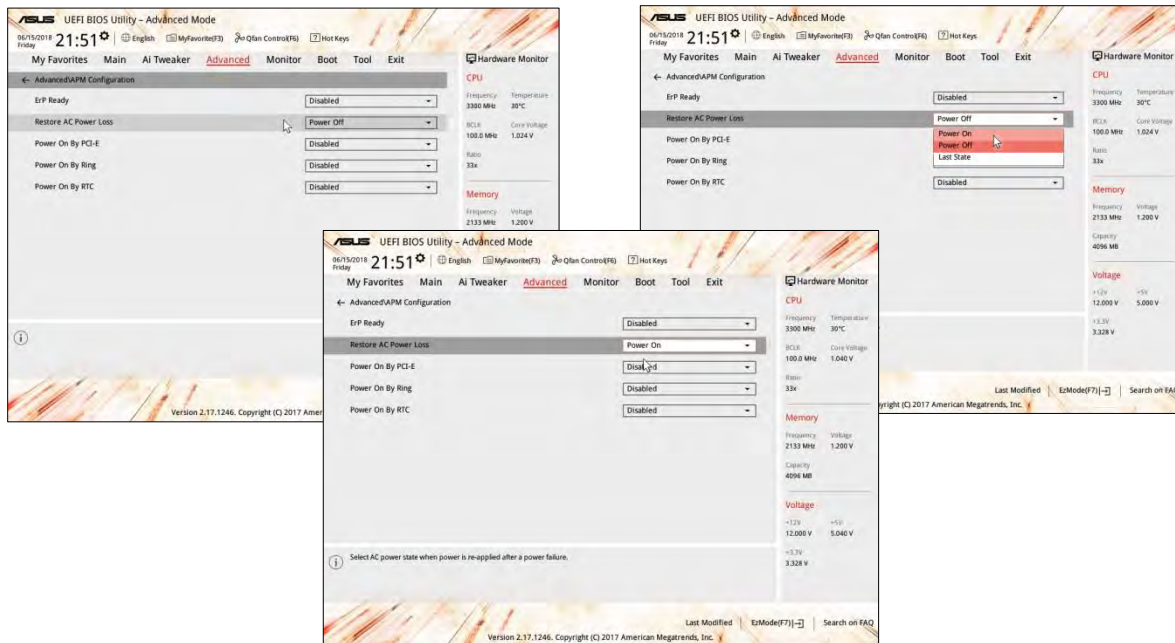
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### Chapter 05 – Service & repair


-Using a mouse, click on Advanced tab, then click on APM Configuration.

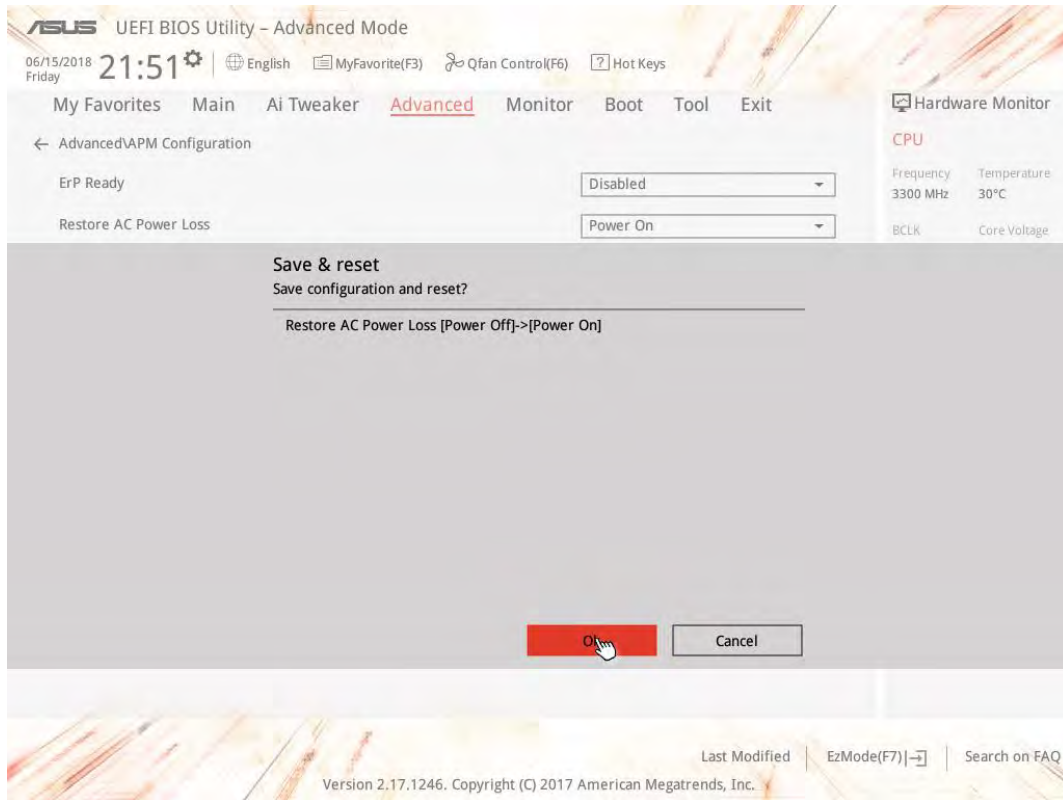


-On the line Restore AC Power Loss, click on the drop box where it displays “Power Off” and select Power On.





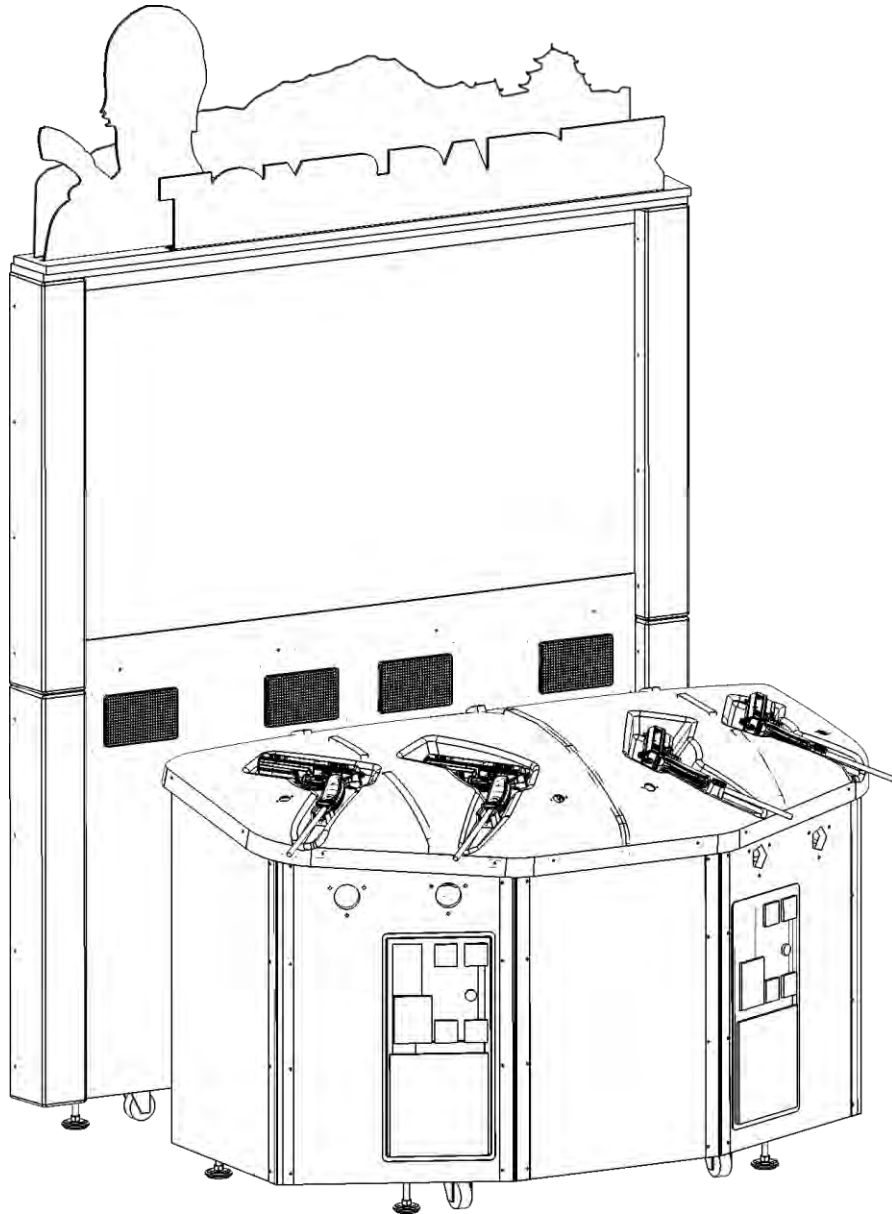
-On your keyboard press on  and then click on OK to confirm and save the settings.



# Chapter 06 - Parts

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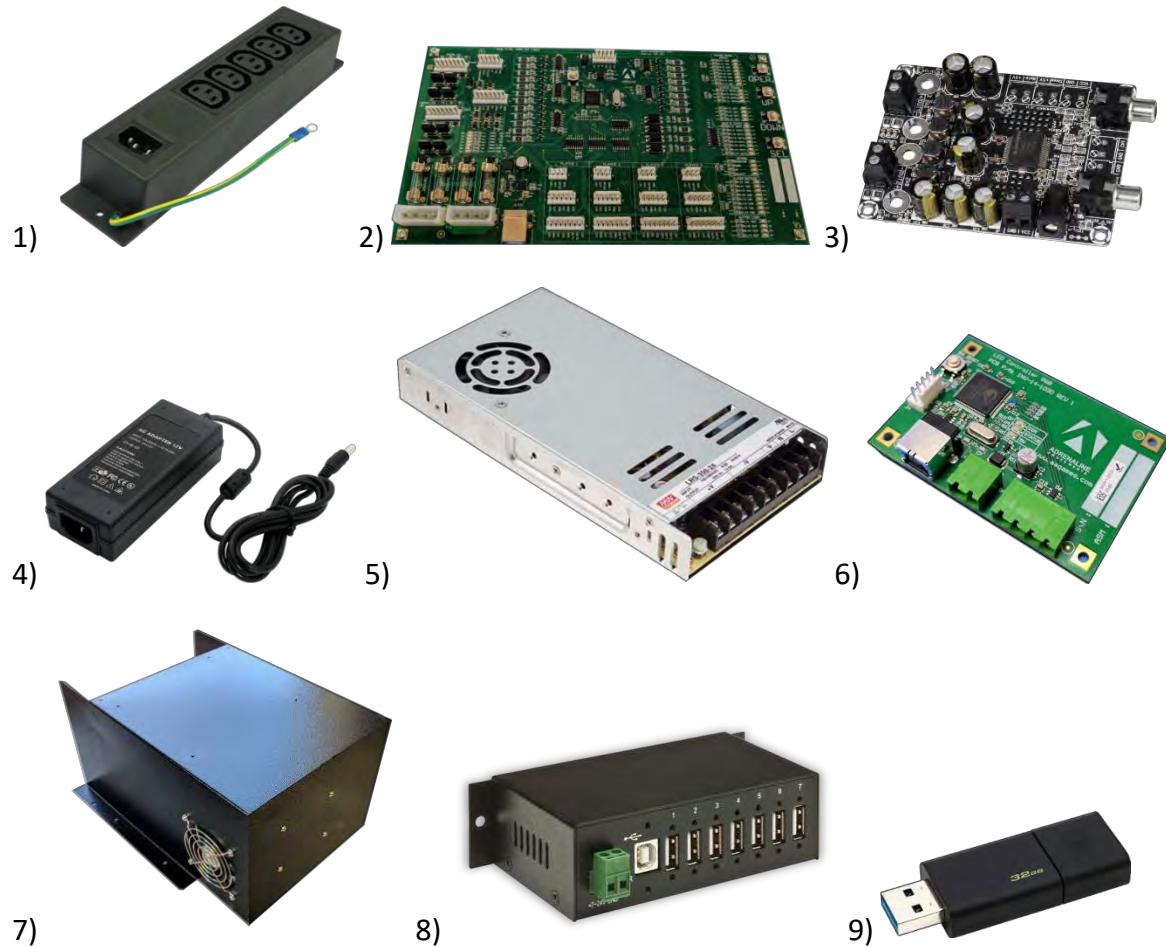
## Cabinet Parts



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<b>Part Description</b>	<b>Part #</b>
Monitor 65" with Black Frame and tempered Glass	RAM-10-0001
Below Monitor PVC Buildings Print w/ Speakers Cut-out	TR65-09-0005
Thermoformed Dash with Prints	TR65-09-0006
Left Stones Acrylic	TR65-09-0007L
Right Stones Acrylic	TR65-09-0007R
Coin Door Assembly with 2 Upper Mech Holder & Blank Bottom Door	ADR-40-3000-06
7-Digits Meter with bracket	ADR-42-08012-072
Speakers 4"	ADR-50-9986-00
Red Large Button with microswitch /LED	ADR-75-L012-600
Blue Large Button with microswitch /LED	ADR-75-L012-122
Green Large Button with microswitch /LED	ADR-75-L012-133
Yellow Large Button with microswitch /LED	ADR-75-L012-155
Wheel General Duty Rubber Caster	INV-F25083
Leveling Mount	INV-62805K-39
Fan 120mm	ADR-FAN-120mm
Grill 120mm	ADR-GRILLE-120MM
Plastic Coin Container	INV-07-1011
Multi-Stage Filter 6A	ADR-817-1321-ND

## Computer & Electronics



Ref	Part Description	Part Number
1	Power Bar IEC5GLM	INV-05-1242
2	I/O Board – 4 Players/Motors – Ver. 5.0	ADR-04-1003-RHW
3	Sound Amplifier 2X15W	INV-14-0005
4	+12V / 5A Power Supply for Sound Amplifiers	INV-14-0006
5	+5V/320W Power Supply	SF-14-0010
6	RGB LEDs Controller	INV-14-1030
7	Computer	ADR-11-1017-TR
8	7-Ports USB Hub Powered	INV-11-1021
9	USB Restore Flash Drive Tomb Raider	ADR-11-2013-TR65

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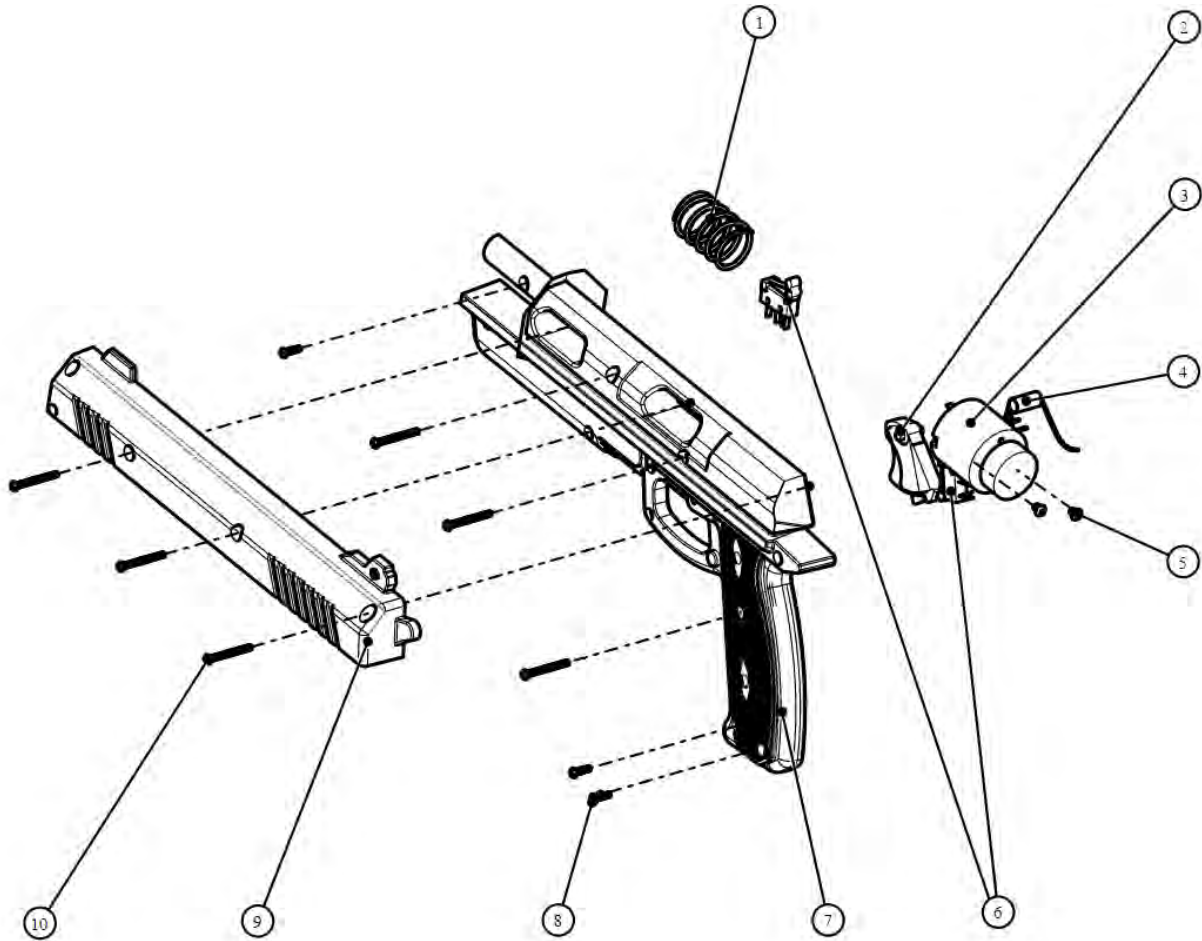
Part Description	Part Number
Gun Assembly /w Hose – Player 1	TR65-05-0011-1
Gun Assembly /w Hose – Player 2	TR65-05-0011-2
Gun Assembly /w Hose – Player 3	TR65-05-0011-3
Gun Assembly /w Hose – Player 4	TR65-05-0011-4

Part Description	Part Number
Hose Kit for Tomb Raider 65"	RHW-96-1047-36SH-TR-KIT



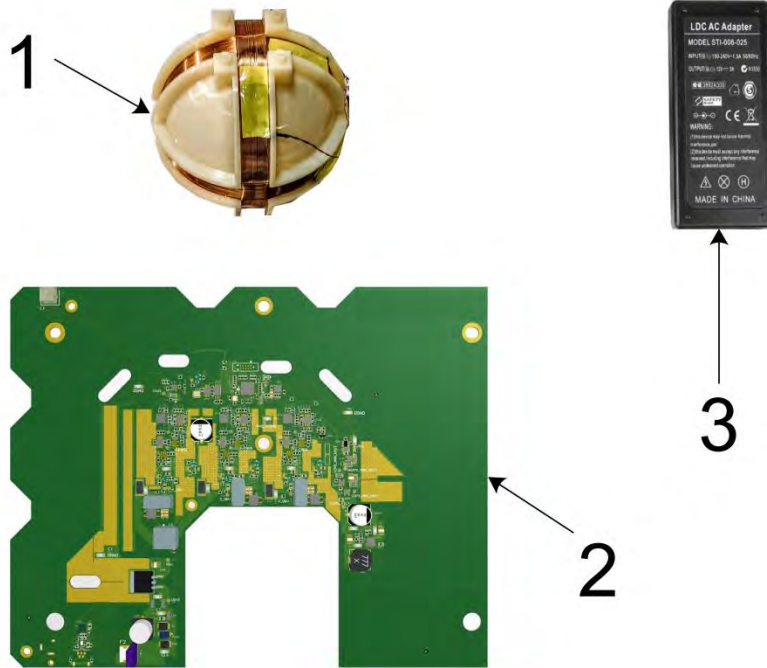
Part Description	Part Number
Trigger Switch	ADR-95-4142-10
Compression Spring (Reload)	TR-05-0001
Trigger Return Spring	ADR-96-0005-00
Trigger Black	ADR-96-2515-06
Stem Stick /with Resin, coil 8mm & License	INV-04-1302-03
Rubber Hose Assembly, With USB, Fitting and Connectors	RHW-96-1047-30SH

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ID	Part Description	Part Number	Quantity
1	Compression Spring (Reload)	TR-05-0001	1
2	Trigger Black	ADR-96-2515-06	1
3	Vibration Motor 34mm	INV-15-0006	1
4	Trigger Return Spring	ADR-96-0005-00	1
5	Hex Drive Rounded Head Screw	INV-92095A471	2
6	Trigger Switch	ADR-95-4142-10	2
7	Handle, Tomb Raider	TR-05-0002 (L/H) TR-05-0003 (R/H)	2
8	Phillips Rounded Head Screws #2 x 3/8	INV-91773A094	3
9	Slide, Tomb Raider	TR-05-0004 (L/H) TR-05-0005 (R/H)	2
10	Phillips Rounded Head Screws #2 x 1/2	INV-90279A096	6

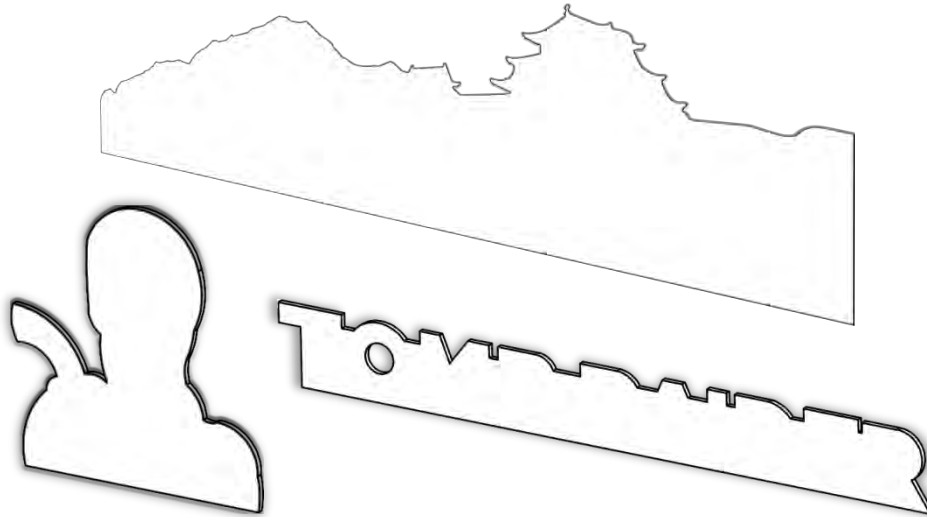
Tomb Raider 65" Manual V5.0  
Chapter 06 – Parts



Ref	Part Description	Part Number
1	Sphere White Coil 90mm	INV-05-1246
2	Stem Controller Base Board	INV-04-1301-01
3	+15V 40W Base Power Supply	INV-05-1245



## Header & LEDs



Part Description	Part Number
"Lara Croft" Header	TR65-09-0001
"Tomb Raider" Header	TR65-09-0002
"Mountain" Header	TR65-09-0003
Melamine Header Support	TR65-09-0004
Side RGB LEDs PCB 25Leds	INV-14-1028
Side RGB LEDs PCB 17Leds	INV-14-1028-02



## Cabling

Part Description	Part Number
DVI Cable, 10'	INV-DVI-DD1-10
USB "AB" cable, 3'	INV-USB-AB1-3
USB "AB" cable, 6'	INV-USB-AB1-6
USB A Male to Mini-B 5-pins male, 6'	INV-USB-AM51-06
Audio Cable 3.5mm Male To 2x RCA Male, 6'	INV-35mm-RCAE-06
Power Cord IEC-C13 To IEC-C14, 18AWG, 2'	INV-PW-100-02
Power Cord IEC-C13 To IEC-C14, 18AWG, 6'	INV-PW-100-06
Power Cord IEC-C13 To IEC-C14, 18AWG, 12'	INV-PW-100-12
Power Cord Wall To Unit, 14AWG, 6'	INV-PW-105C-06
Power Cord IEC-C14 to IEC-C7, 18AWG, 3'	INV-PW-117-03
Splitter Cable Barrel connector 2.1mm Female to 4x 2.1mm Male	INV-CN-DCF-4M
Straight Barrel Power Cable 2.1mm, 3'	ADR-CP-2216-ND
Barrel Connector Wire Y, 2.1mm Female to 2x 2.1mm Male, 300mm	TF-05-1223
Power Cable Straight Barrel 2.1mm, 3'	ADR-CP-2216-ND
USB Cable Male to Mini-B, 6'	INV-USB-AM51-06
HDMI Cable, 10'	INV-HDMI-140-10K

## Wiring Harness

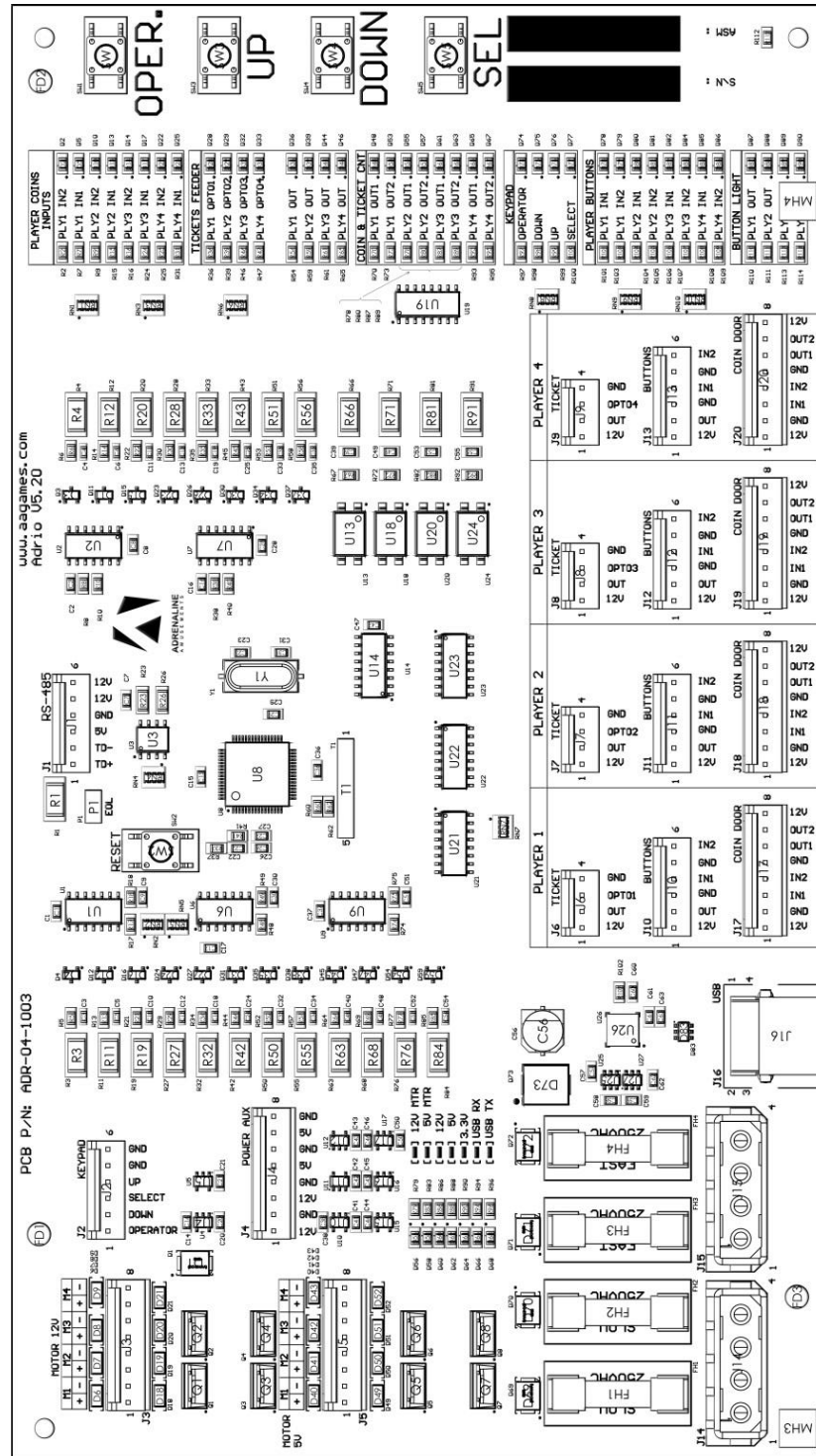
Part Description	Part Number
Harness for Power - Led Controller	TR-03-0001
Harness Start Button & Gun	TR-03-0002
Harness for EMI Filter to Power Bar	TR-03-0003
Harness I/O Board to Coin Doors	TR-03-0004
Harness for Gun Ground	TR-03-0005
Harness for Speakers	TR-03-0006
Harness for Power – I/O Board & USB Hub	TR-03-0007
Harness Power From Power Bar to PSU 5V/300W	TR-03-0008
Harness for Operator Button	TR-03-0010
Harness for Power – LED Dash & Header	TR-03-0011
Harness for Power LED Controller	RAM-03-0001
Harness for Data RGB LED Sides	RAM-03-0002
Harness for Power RGB LED Sides	RAM-03-0003
RGB LEDs PCB junction connectors	SF-05-0014

## Misc. Parts

Part Description	Part Number
Power Entry EMI Filter	ADR-05-1241
Multiple-Strike Draw Latch	INV-6139A270
Gas Cylinder 25lbs	INV-C16-18856
End Fitting for Gas Cylinder	INV-D68-01038
Ball Bracket 10mm	INV-P67-00202
Gun Stopper	TR-05-0007

## Chapter 07 – Diagrams & Schematics

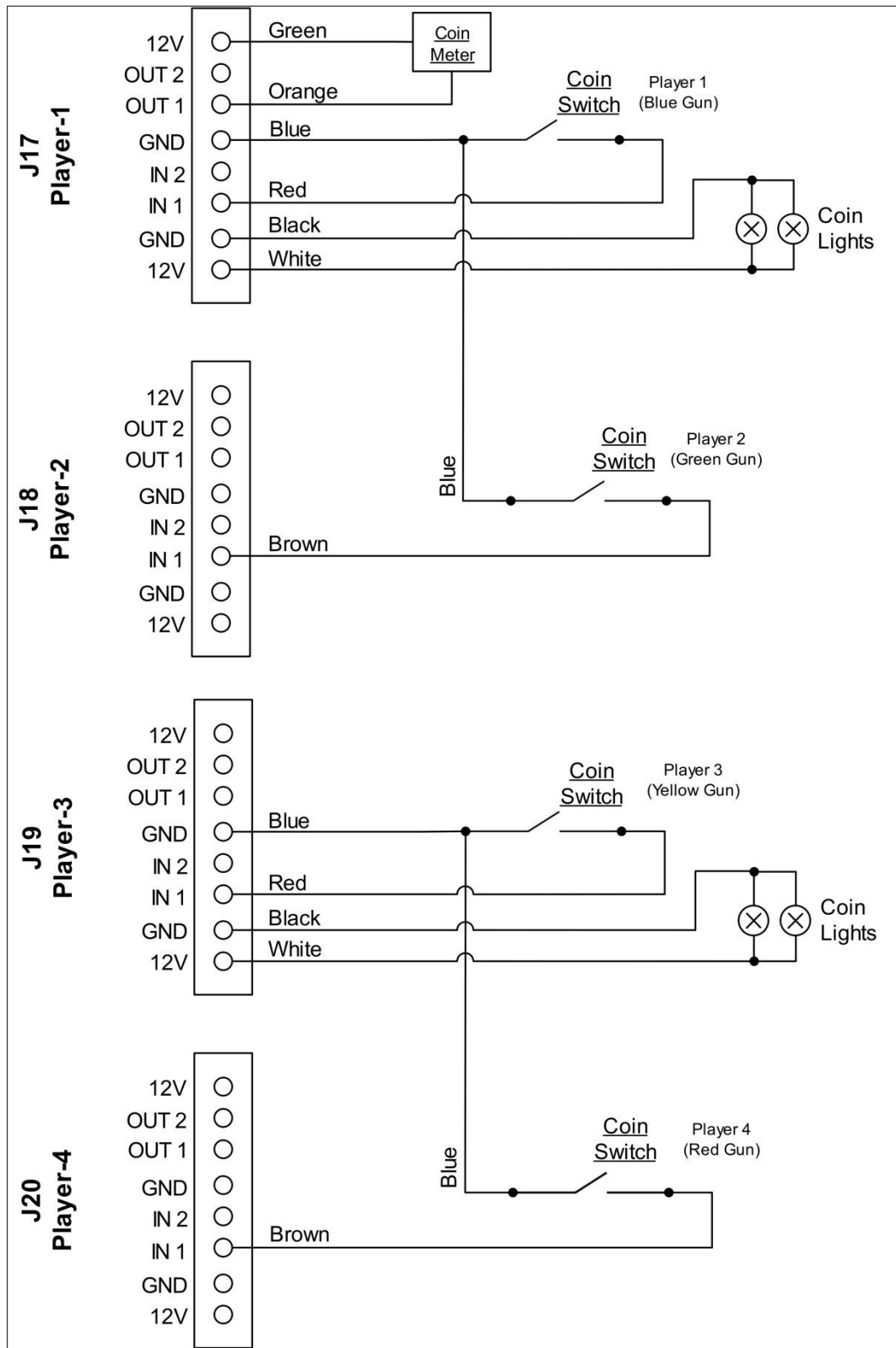
## I/O Board ADR-04-1003

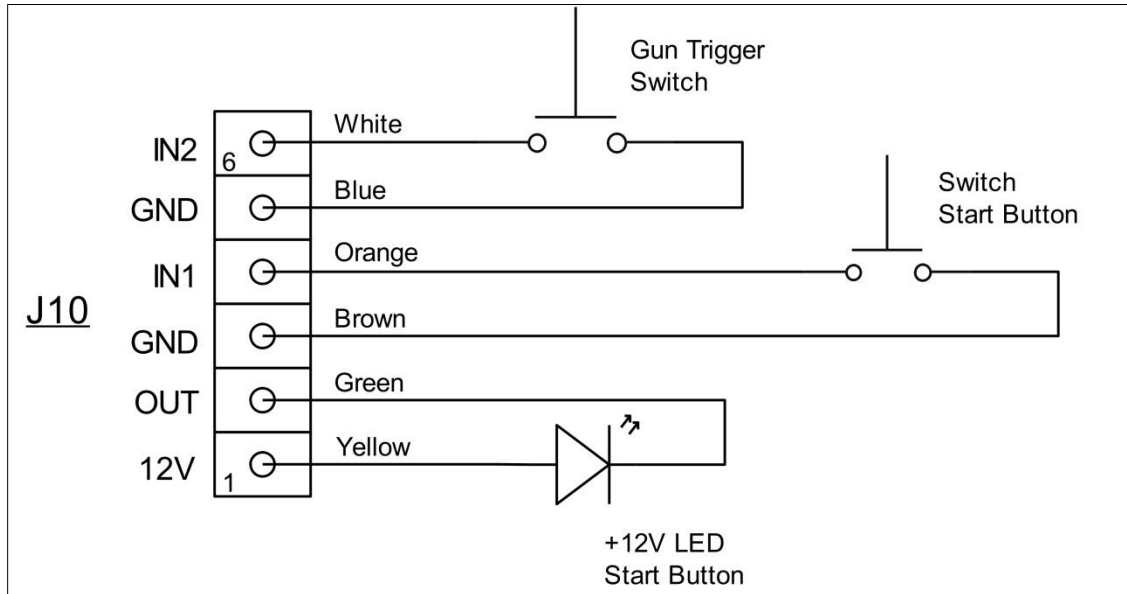


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Chapter 07 – Diagrams & Schematics

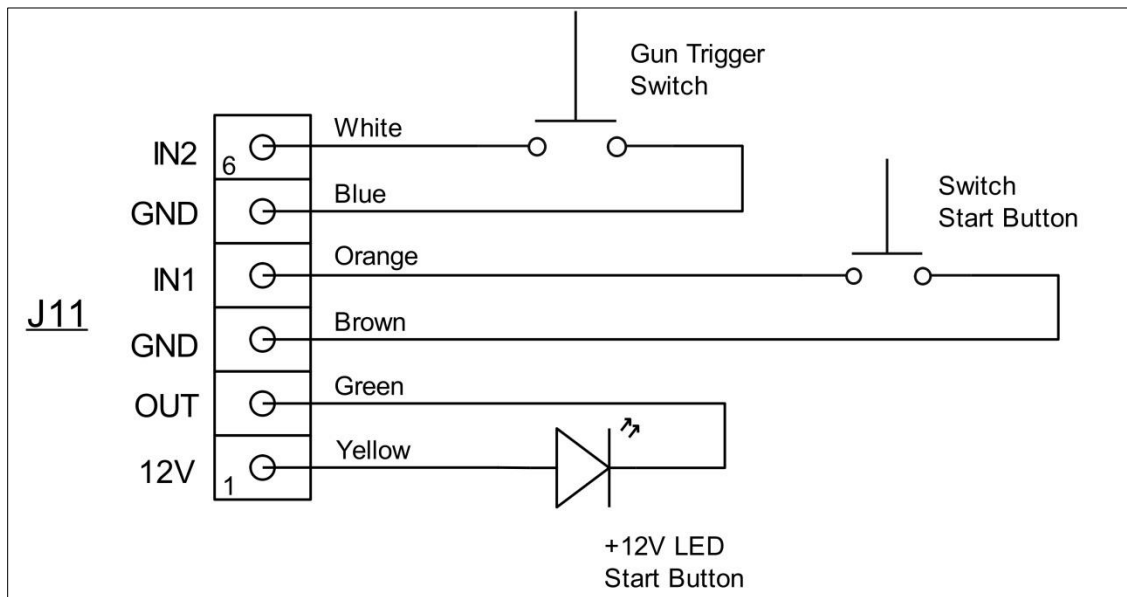
<u><b>J1</b></u>	<u><b>J2</b></u>	<u><b>J3</b></u>	<u><b>J4</b></u>
<u>No Use</u>	<u>Keypad</u> 1. (Blue) Operator 2. Not Connected 3. Not Connected 4. Not Connected 5. Not Connected 6. (White) GND	<u>No Use</u>	<u>Power Aux.</u> 1. (Red) +12V 2. (Black) GND 3. (Red) +12V 4. (Black) GND 5. Not Connected 6. Not Connected 7. Not Connected 8. Not Connected
<u><b>J5</b></u>	<u><b>J6</b></u>	<u><b>J7</b></u>	<u><b>J8</b></u>
<u>MOTOR 5V</u> 1. (Red) +5V 2. (Black) GND 3. (Red) +5V 4. (Black) GND 5. (Red) +5V 6. (Black) GND 7. (Red) +5V 8. (Black) GND	<u>No Use</u>	<u>No Use</u>	<u>No Use</u>
<u><b>J9</b></u>	<u><b>J10</b></u>	<u><b>J11</b></u>	<u><b>J12</b></u>
<u>No Use</u>	<u>Player 1- Buttons</u> 1. (Yellow) +12V 2. (Green) OUT 3. (Brown) GND 4. (Orange) IN1 5. (Blue) GND 6. (White) IN2	<u>Player 2- Buttons</u> 1. (Yellow) +12V 2. (Green) OUT 3. (Brown) GND 4. (Orange) IN1 5. (Blue) GND 6. (White) IN2	<u>Player 3- Buttons</u> 1. (Yellow) +12V 2. (Green) OUT 3. (Brown) GND 4. (Orange) IN1 5. (Blue) GND 6. (White) IN2
<u><b>J13</b></u>	<u><b>J14</b></u>	<u><b>J15</b></u>	<u><b>J16</b></u>
<u>Player 4- Buttons</u> 1. (Yellow) +12V 2. (Green) OUT 3. (Brown) GND 4. (Orange) IN1 5. (Blue) GND 6. (White) IN2	<u>12V Input DC</u>	<u>5V/12V Input DC</u>	<u>USB To Computer</u>
<u><b>J17</b></u>	<u><b>J18</b></u>	<u><b>J19</b></u>	<u><b>J20</b></u>
<u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND 6. (Orange) OUT1 7. Not Connected 8. (Green) +12V	<u>Coin Door Player-2</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected 6. Not Connected 7. Not Connected 8. Not Connected	<u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND 6. (Orange) OUT1 7. Not Connected 8. (Green) +12V	<u>Coin Door Player-4</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected 6. Not Connected 7. Not Connected 8. Not Connected

## I/O Board – Detailed Wiring

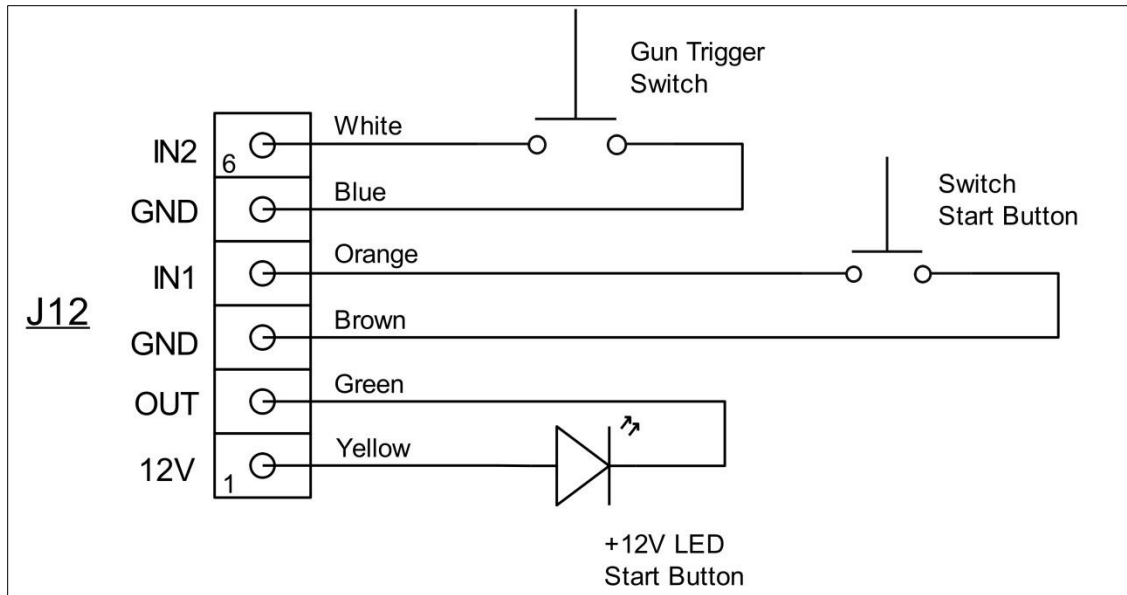




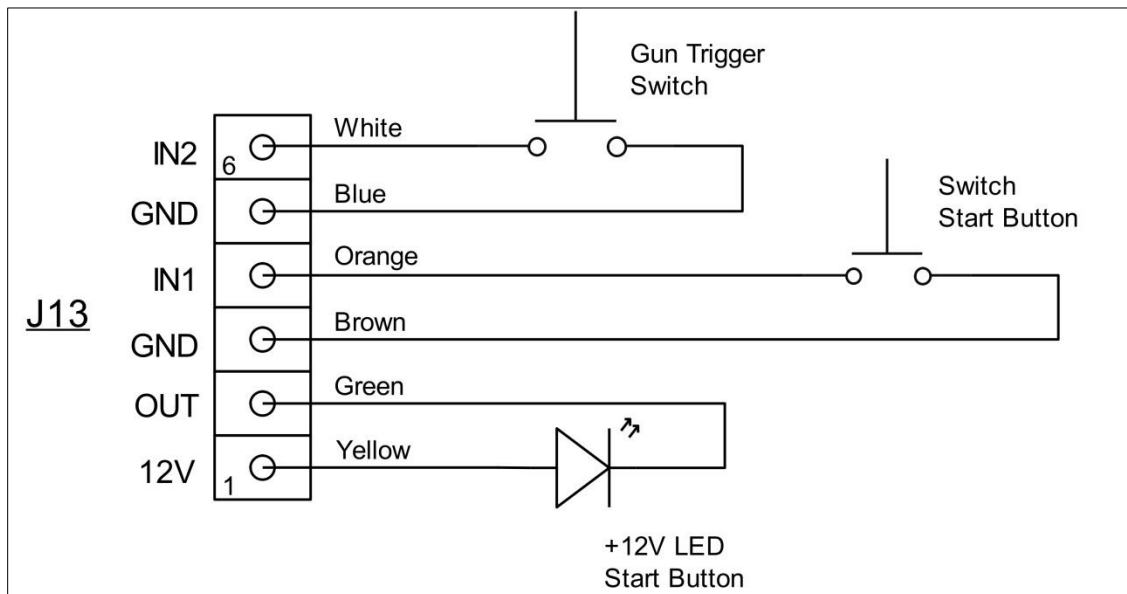
**Player 1**



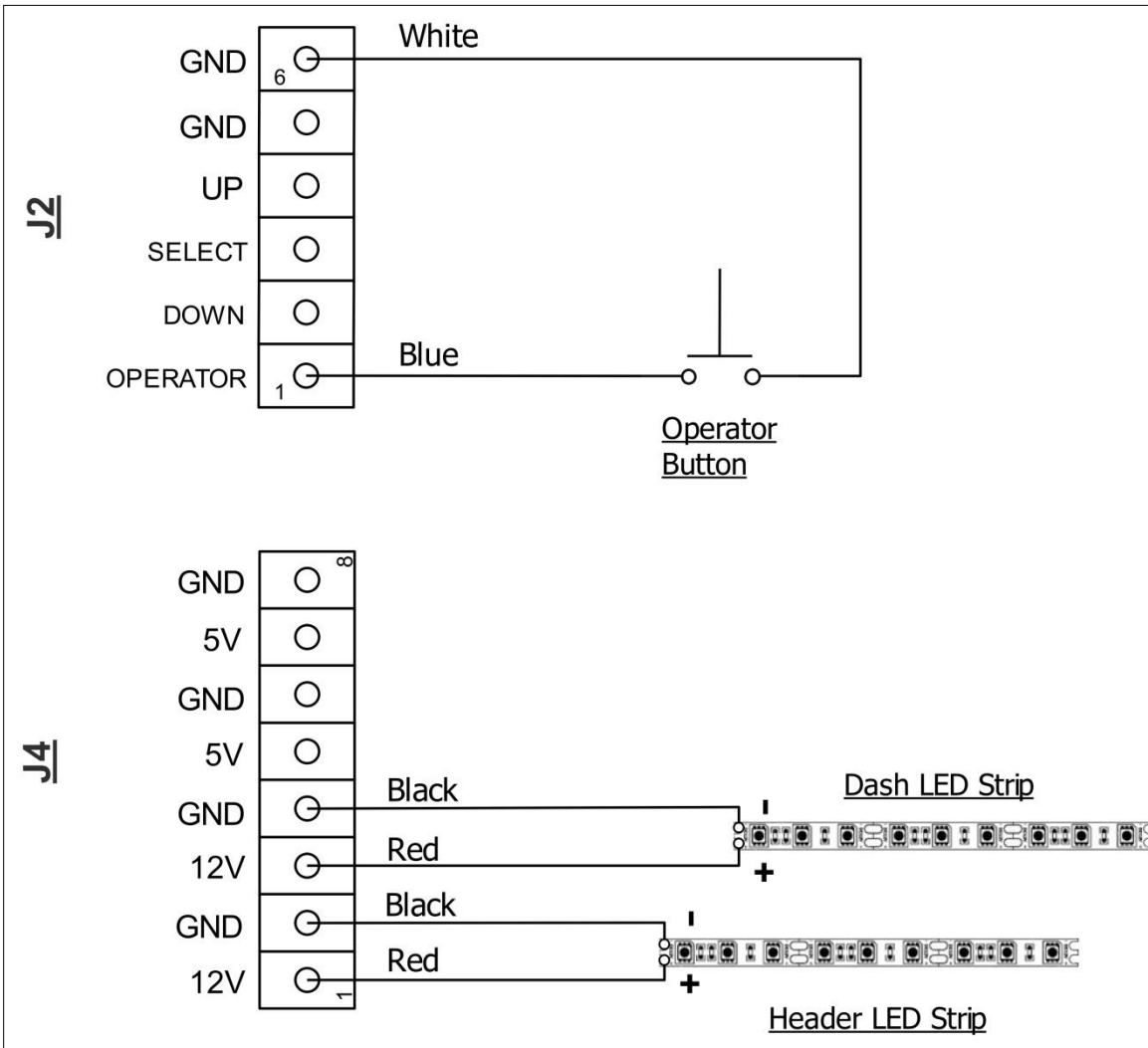
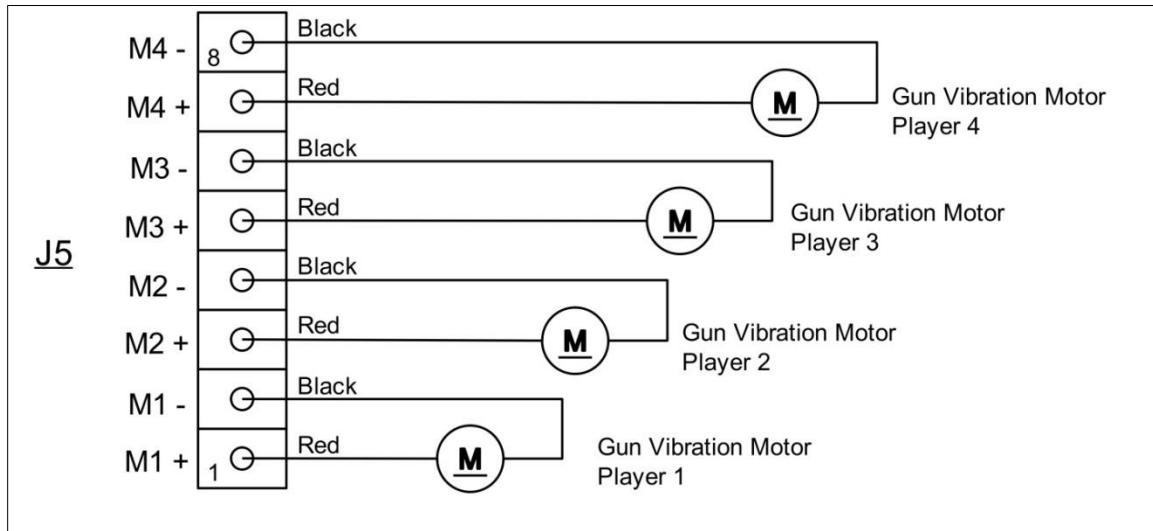
**Player 2**



**Player 3**

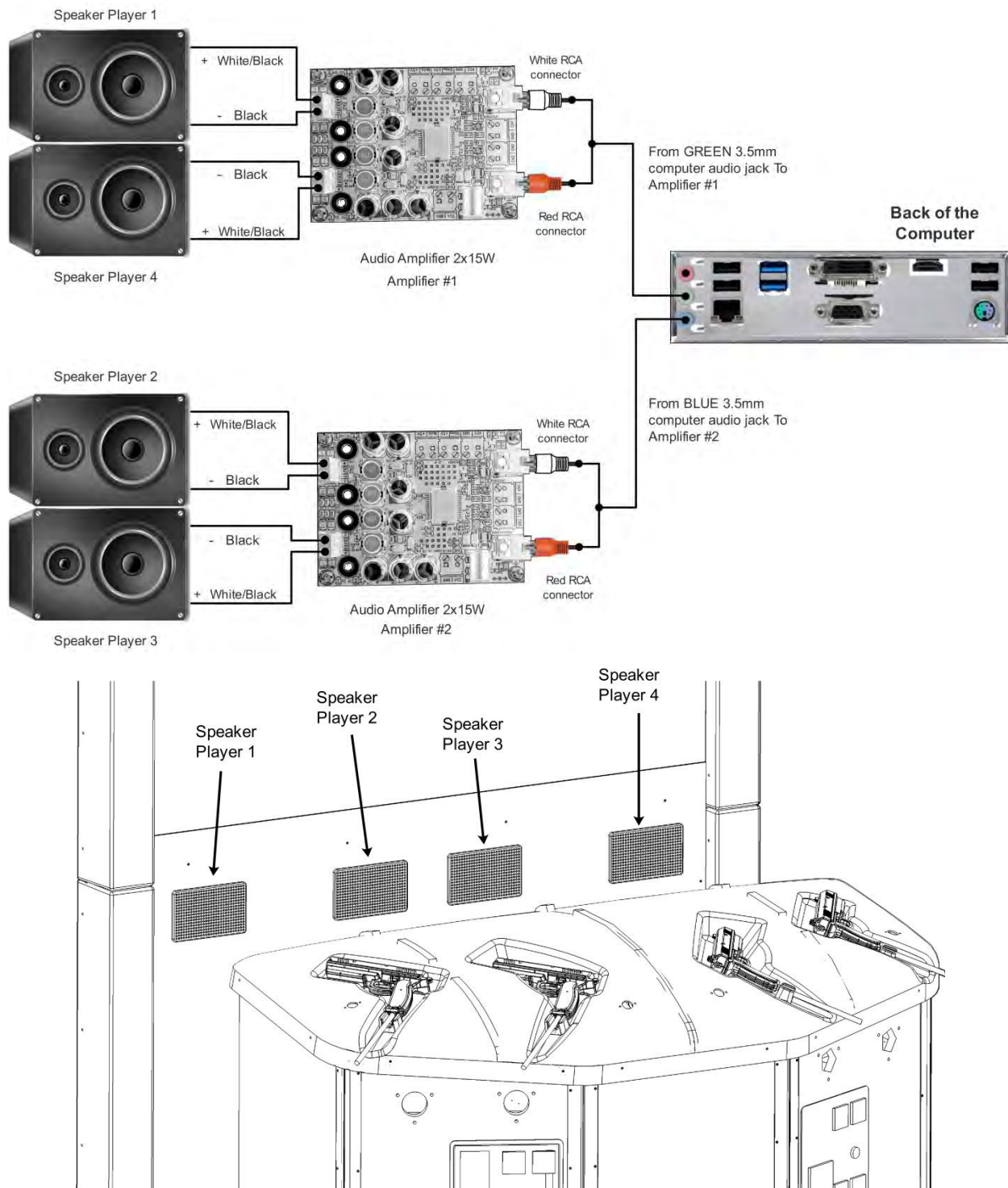


**Player 4**

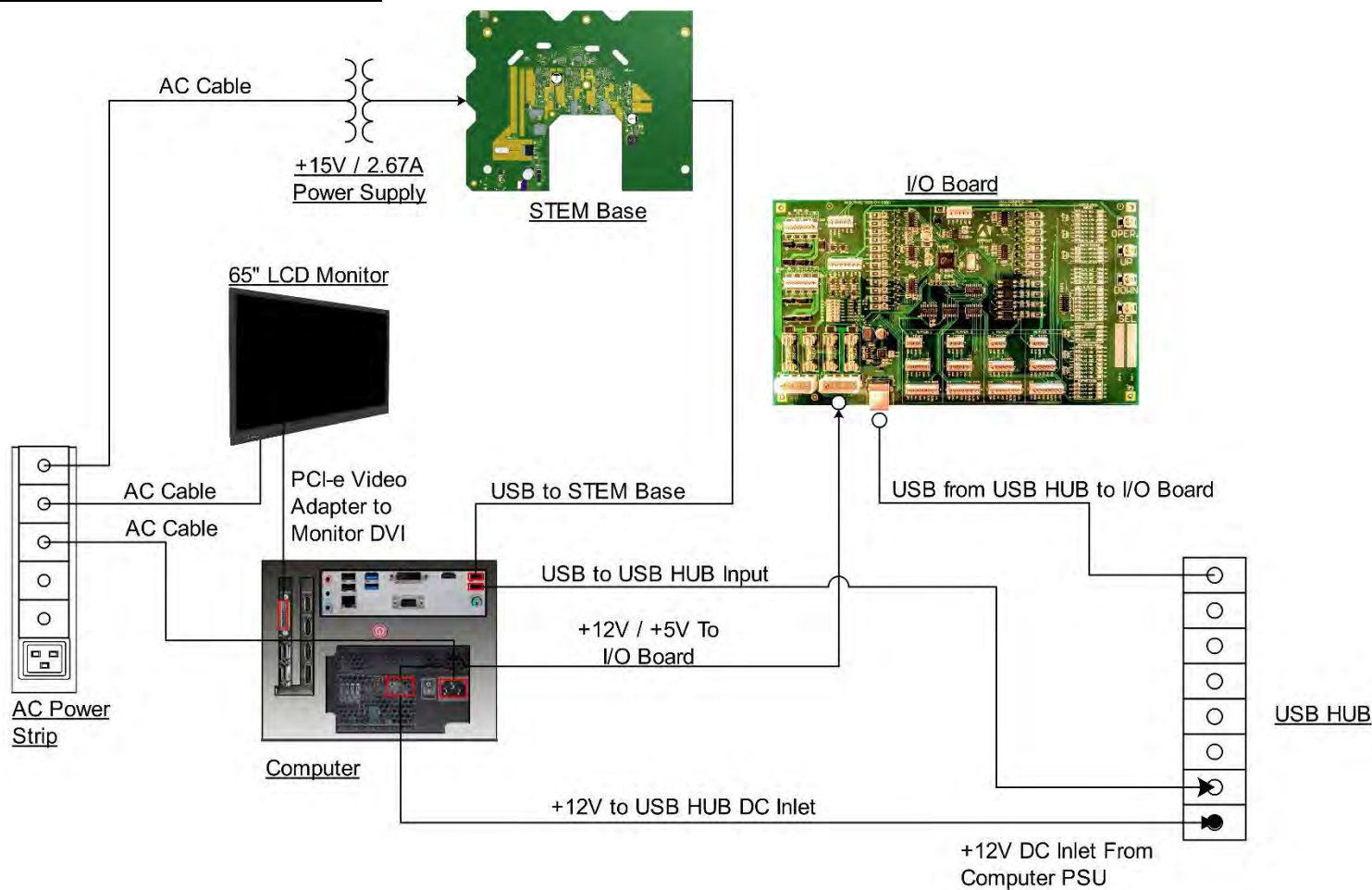




## Speakers Wiring Colors



## Power Distribution Schematics

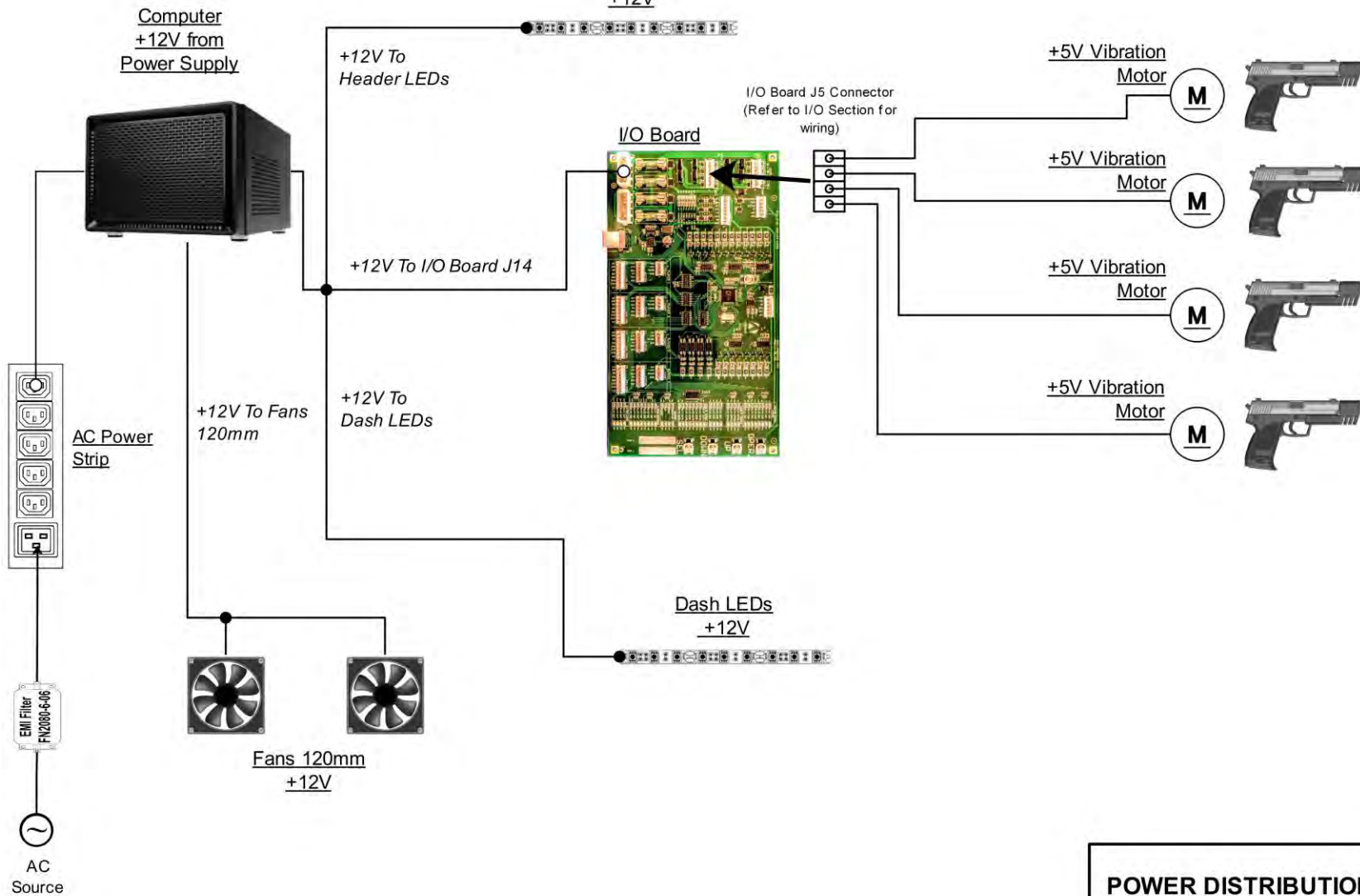


**POWER DISTRIBUTION**  
1/3

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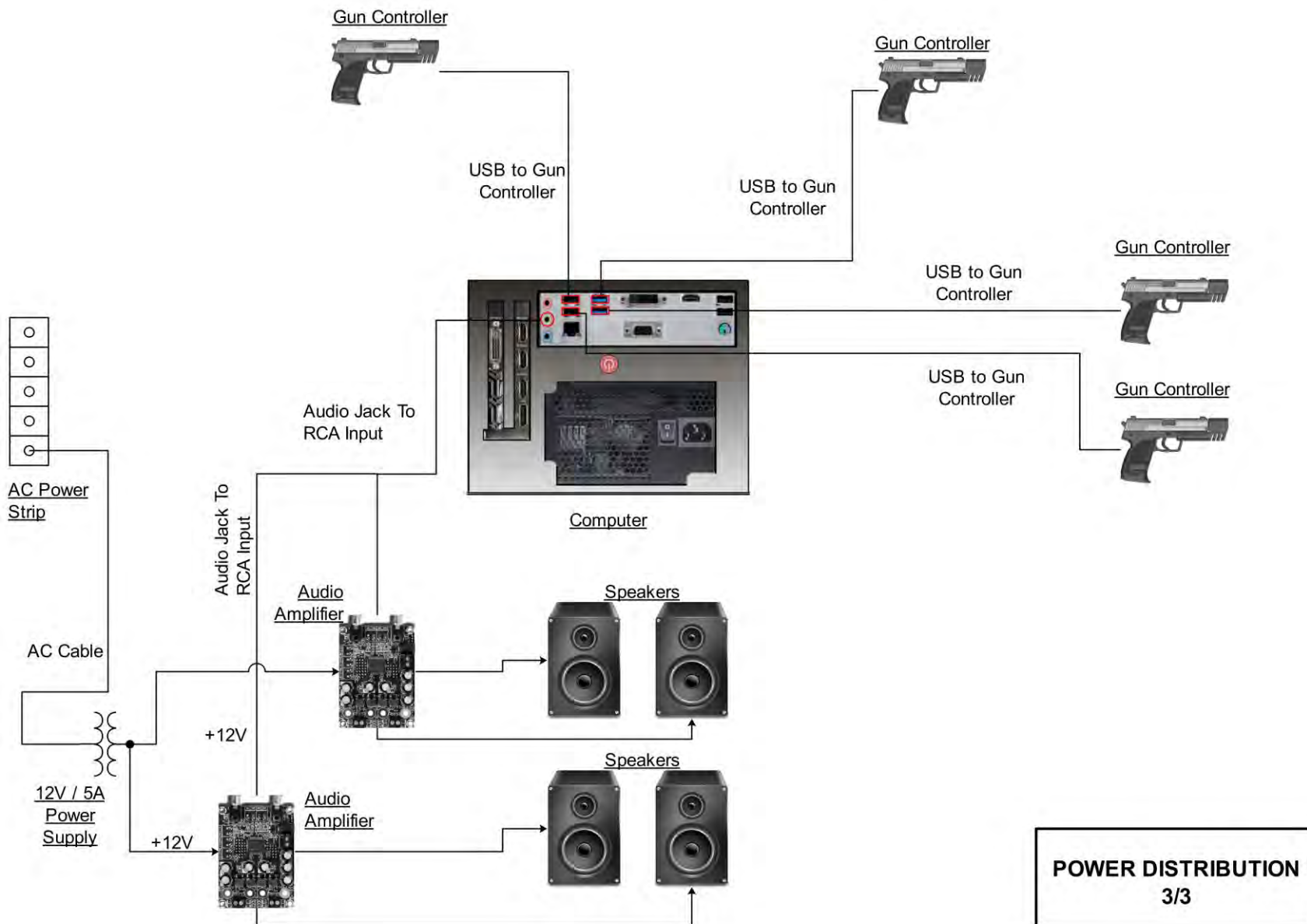
Header LEDs

+12V

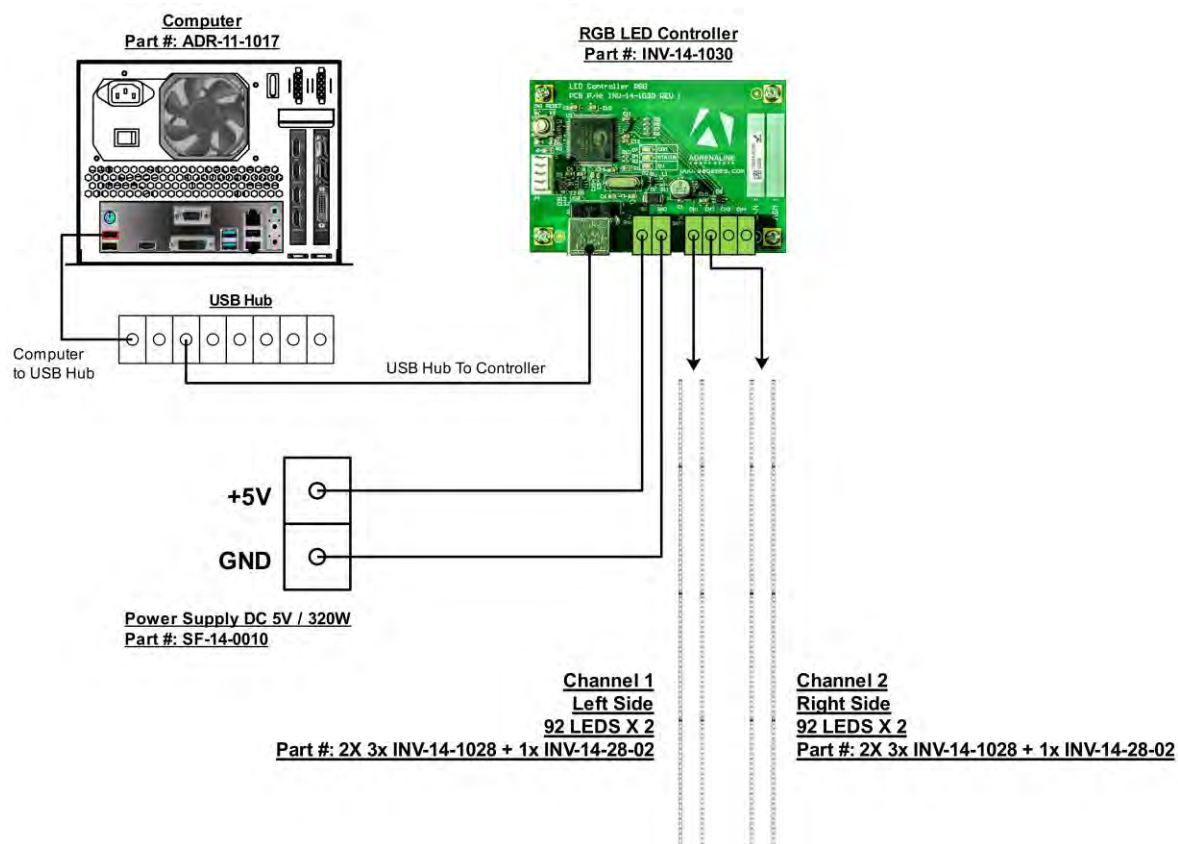


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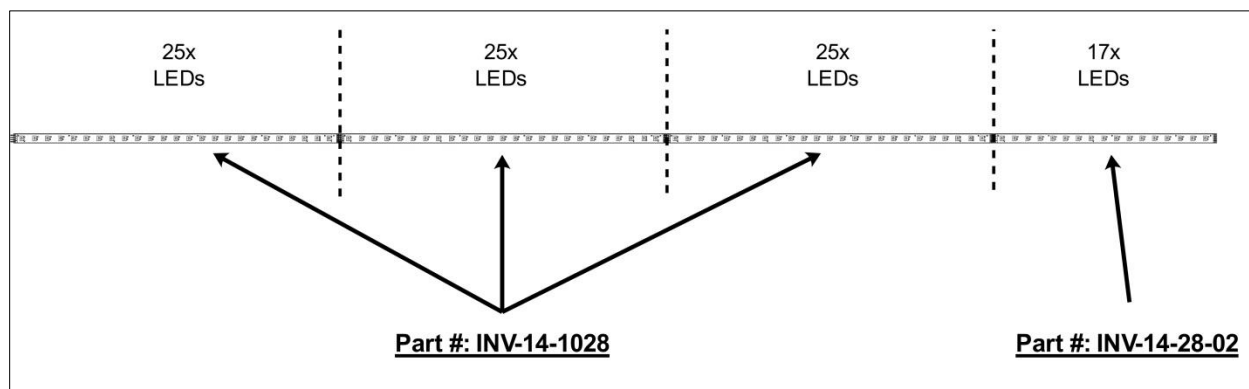


## RGB LED Schematics



Each side has 2 strips of RGB PCB LED assembly. (Ref p.27)

Each strips has 3x 25LEDs PCB (INV-14-1028) and 1x 17LEDs PCB (INV-14-1028-02)

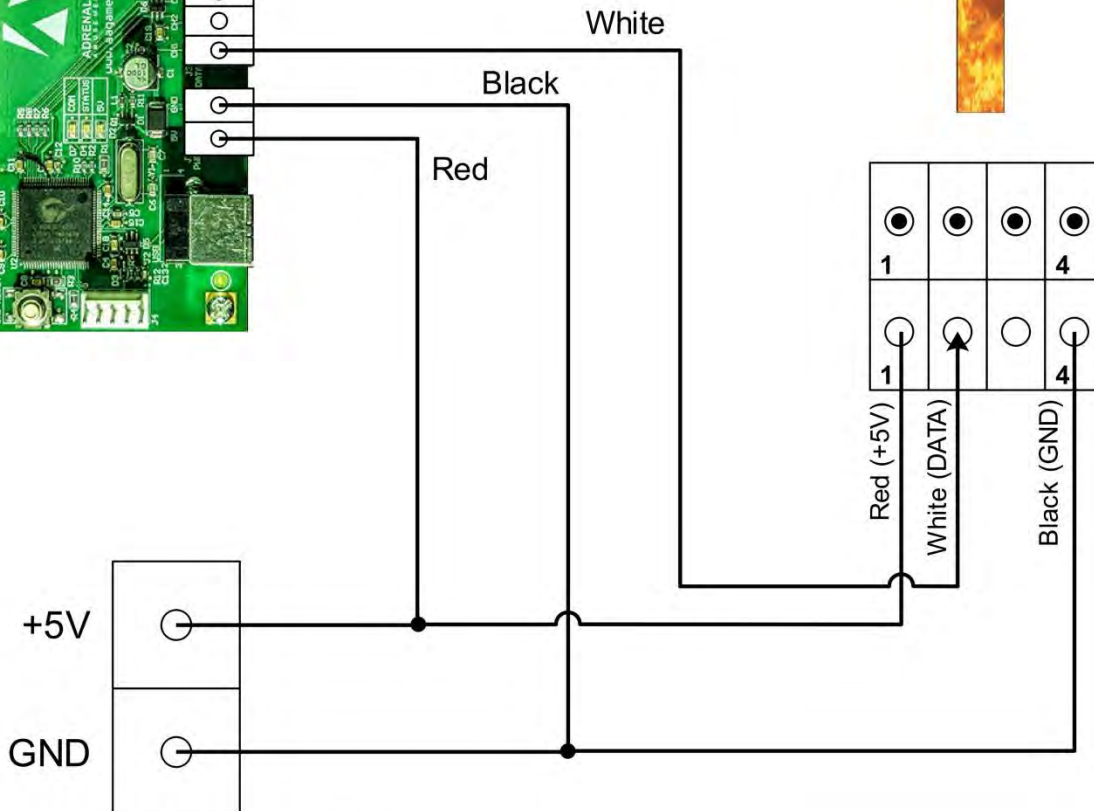




## Channel 1

### **RGB LED Controller** **Part #: INV-14-1030**

Channel 1: Left Side  
92 LEDS X 2  
Part #:  
2X 3xINV-14-1028 + 1xINV-14-28-02

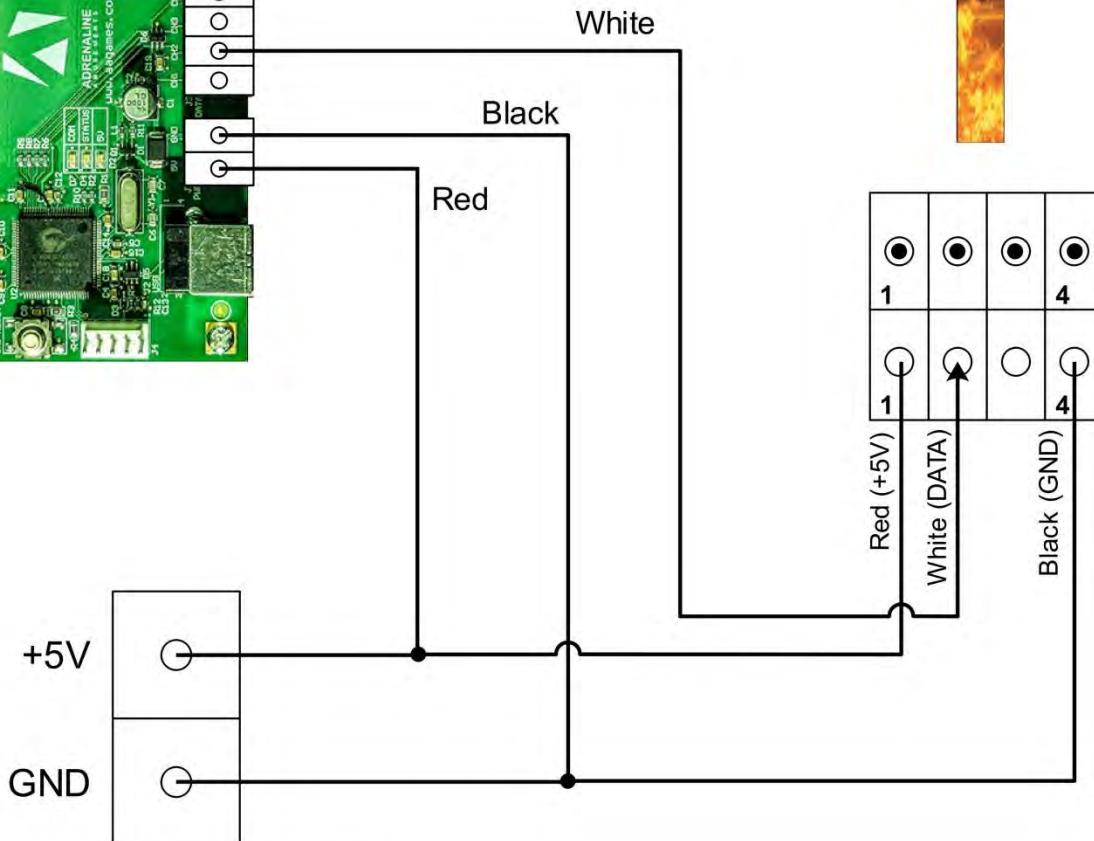


### **Power Supply** **Part #: SF-14-0010**

## Channel 2

### **RGB LED Controller** **Part #: INV-14-1030**

Channel 2: Right Side  
92 LEDS X 2  
Part #:  
2X 3xINV-14-1028 + 1xINV-14-28-02



### **Power Supply** **Part #: SF-14-0010**

## Chapter 08 – Software Recovery

---

If your unit software needs to be restored please follow those instructions.

- Connect a USB keyboard to the motherboard.
- Connect the provided USB Recovery flash disk is in a **Black** USB port.
- Power on the unit and press F8 on the keyboard to display the boot menu.
- Choose the UEFI: USB device ~32GB

The process takes 25-30 minutes and the unit will reboot back in the game at the end. The Wireless credentials will need to be re-entered and Operator settings will be back at the default ones.



# Chapter 09 – Card Reader

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Configure your Operator settings as seen in Chapter 04.

## Embed System

If you are using an Embed system, you need to connect your harnesses to Adrenaline Amusements I/O board & harnesses. You should refer to the Embed instructions manual for wiring pin-out.

The typical Embed settings are *Standard* except:

- Ticket Mech Type: Dumb DC
- Drive Polarity: Positive
- Notch Polarity: Negative
- Game ticket notch width = 6 (60ms)
- Game ticket notch spacing = 24 (240ms)
- Game Drive Threshold = 15 (1.5V or 1500mV)
- Drive Debounce = 40ms

# Limited Warranty Policies

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Customers must provide the unit serial number when claiming any warranty request.

Adrenaline Amusements (AAGames) warrants this Arcade unit (Including accessories) against defects in material or workmanship as follows:

This unit has 1 year warranty against defective on all electronic parts from date of delivery.

Other than abuse or improper servicing, Adrenaline Amusements covers at no charge the replacement parts including standard shipping.

We offer an advanced replacement program and the customers have 30 days from delivery date to return back the defective equipment at their fees or they will be charged automatically for the replacement parts.

**Improper servicing or abuse will VOID existing warranties.**

All warranty request needs to be validated with our technical support department.

After the 1 year warranty, Adrenaline Amusements offers repairs & sales services options. Please contact the technical support department for information.

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