RERAVE™

OWNERS AND SERVICE MANUAL

Coast to Coast Entertainment LLC
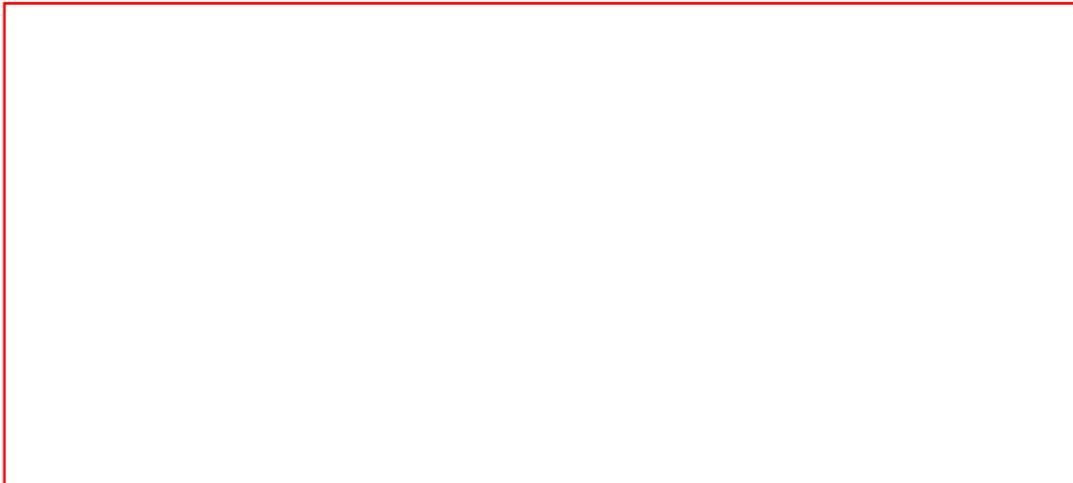
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INTRODUCTION

Thank you for your purchase of the new music rhythm game "ReRave™" from Coast to Coast Entertainment, LLC.

GAME PLAY

ReRave™ is a brand new "Reaction Based" product from Step Evolution. (A Washington based Limited Liability Company) www.stepevolution.com

HOW TO PLAY

User(s) actuate "areas" based on visual sequenced instructions that direct them to predetermined positions. The instructions use rotating methods to spin symbols counter clockwise and must be actuated upon reaching the vertical position. Actuations can be the tap of a finger, or the physical relocation in an exergaming application. The visuals also provide user(s) with Real-time feedback and evaluation towards reaction accuracy. (Placement + Timing) When music is used, game play is enhanced and provides a cognitive and competitive user experience.

THE EXPERIENCE

User(s) can interact with game play on a variety of platforms. The Initial release will be seen on Apple iOS™ compliant devices as early as February 2011. The ReRave™ "cloud" experience will connect a variety of platform configurations and controller devices as developed. User(s) will interact, track progress and partake in a competitive community amongst all other users globally.

GAME FEATURES

- 46" HD Multi-touch Color Monitor
- 1000 Watt Digital Sound System !
- Interactive LED Light
- Headphone Ports For Personalized Sound Experience
- 2 Player "Head To Head" Gameplay increases Revenues !
- Global and Local Player Rankings Help Draw Competition !
- Player Interface with ReRave iOS (On Apple App Store)
- New Songs and Sequences Added Monthly for FREE !
- Customized Player Scores and Profiles via PIN Entry
- Game Support for Tokens, Coins or Swipe Cards
- Fully Supported Language Translations
- Wide Area Network (WAN – Internet) supported , wired
- Wireless Internet supported.
- Happ Controls coin door with Dollar Bill Acceptor capability.

ASSEMBLY

BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS GAME, A 3 PRONG GROUNDED A.C. RECEPTACLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN SERIOUS INJURY TO YOURSELF OR OTHERS.
FAILURE TO USE A GROUNDED RECEPTACLE COULD ALSO CAUSE IMPROPER GAME OPERATION, OR DAMAGE TO THE ELECTRONICS DO NOT DEFEAT OR REMOVE THE GROUNDING PRONG ON THE POWER CORD FOR THE SAME REASONS AS GIVEN ABOVE. USING AN IMPROPERLY GROUNDED GAME COULD VOID YOUR WARRANTY. HAVE A QUALIFIED ELECTRICIAN CHECK YOUR A.C. RECEPTACLE TO BE SURE THE GROUND IS FUNCTIONING PROPERLY.

TOOLS NEEDED
Allen Key
Phillips head screwdriver
Open end wrench

INSTALLATION

Remove the banding from the pallet.
NOTE: BE SURE TO STAND TO THE SIDE WHEN CUTTING THE BANDS, AS THEY ARE UNDER PRESSURE, AND COULD SPRING OUT CAUSING INJURY.

Remove the packing material from around the game. The games are found in the coin return slot.

Mounting the monitor:

THIS IS A TWO (2) PERSON JOB.
DO NOT TRY THIS ALONE!

BE CAREFUL THE MONITOR WEIGHS 100 POUNDS

Carefully remove the monitor from the box, one person on either end of the box reaching in and grabbing the monitor by the bottom and the top lip. Carefully lower the monitor to a soft surface (carpet) standing it on its bottom edge.
Have your assistant always keep in contact with the monitor to avoid damage.

Before you start, remove the two monitor brackets from the bottom of the cabinet. Remove the bubble wrap and place them within easy reach of the monitor. Using either a large Phillips screw driver or a socket, remove the 4 black mounting bolts on the back of the monitor. Inspect the two mounting brackets; you will notice that each one has two different length 3/8 bolts.

Using the four bolts you removed from the back of the monitor secure the mounting brackets to the back of the monitor.

POSITION THE MOUNTING BRACKETS SO THAT THE LARGE 3/8 BOLTS WILL BE ON THE TOP OF THE BRACKET

Secure the mounting brackets to the monitor. Fasten them securely.

Once the monitor mounting brackets are attached, you will now lift the monitor using **TWO** people facing each other on either side of the monitor. Lift straight up with one hand on the top of the screen and the under below the bottom edge. With your helper holding the screen steady use one hand to feed the three cables through the hole on the mounting panel. Don't worry about doing this neatly or completely, you can pull the wires through from the inside of the cabinet once the monitor is in place.

To seat the monitor correctly, you will have to lower it inserting the two bottom bolts first then the two top ones. Be careful and take your time. If you purchased multiple machines please match the serial number of your monitor to the machines of the same serial number.

The monitor is now in place but it MUST BE BOLTED DOWN.

Use the supplied 3/8 nut, lock washer and fender washer on each of the 4 3/8 inch bolts to firmly secure the monitor to your cabinet.

Reach inside the back of the cabinet and feed the HDMI, USB and AC cables through the round hole in the front mounting surface. Be careful to pull the cables through the hole without damaging the cables.

Attaching the computer cables:

Reaching into the back of the cabinet install all cables to the back of the computer.

1. Security dongle (already inserted)
2. USB from monitor
3. PS2 cable (attach to the Keyboard input (purple)
4. ¼ inch audio plug (plug into the lime green socket on the sound board)
5. HDMI cable to monitor
6. AC plug (plug into power strip mounted on the wall of the cabinet)
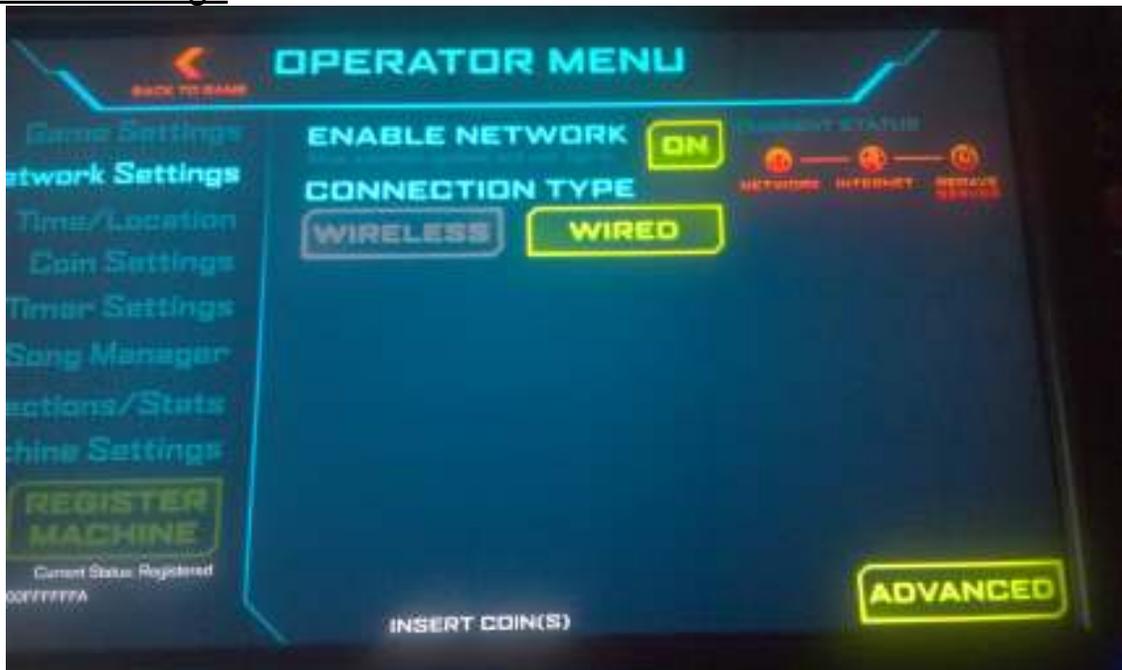
Mounting the light display.

Mounted to the back wall of the cabinet is a bracket. The Chauvet color Pallet display has two thumb screws on its side. Remove these.

While sitting on the bottom edge of the cabinet and looking up, mount the Color Pallet on the bracket with the two thumb screws and tighten (very tight). The AC plug will be facing DOWN. You will notice stop bolts in the bracket. The proper placement has the Color Pallet facing up at about a 30 degree angle resting against the stop bolts in the bracket. This angle is pre-set and is critical. Plug in the Color Pallet. Make sure the adjustment knob is turned to MAX. No other programming of the Color Pallet is necessary. Should the Color Pallet lose its memory proper programming is a= 24 (light show) p=100 (timing).

Mounting the marquee.

Use a step ladder and place the marquee with attached mounting brackets on the top of the game. There are already screws in the proper place. Remove them and mount the brackets using the screws.

The marquee is lighted by the exposed LED's on the top surface of the cabinet.

SET–UP / GAME TESTING
PROGRAMMING YOUR GAME

This section will give you a detailed explanation of the functions and operating characteristics of each of the programming buttons.
PLEASE READ THIS SECTION CAREFULLY TO AVOID PROBLEMS WITH YOUR GAME.
NOTE: THE TEST BUTTON IS LOCATED ON TOP OF THE COIN BOX ENCLOSURE INSIDE THE TOP COIN DOOR..

PROGRAMMING BUTTON (SW1)

This button is used to enter the programming mode. Use this button to change game Press this button once to enter programming mode. When in this mode, the game displays will display information pertinent to game programming

OPTIONS MODES
Operator Menu
Game settings

Here you can set game volume as well as attract volume. It is recommended to leave the brightness on 5

Network Settings

ReRave™ comes with a built in wireless card. This card can be configured to work with just about any wireless network. Simply choose wired or wireless. If your network is password protected you will be prompted to enter the password.

Time & Location Settings

Set your locations local time, country and date. Also set the locations name. Identity is very important with ReRave™. Your location will be listed along with your players names as they rank themselves on our worldwide ranking system.

Coin Settings

You can choose from coin, token or swipe card and adjust the number of credits per play and the number of songs per credit. Recommended default setting is 3 songs for one dollar. The number of credits per pulse can also be adjusted. Default setting is one.

Timer Settings

The allotted time for all aspects of players interface menu can be adjusted. It is strongly recommended to keep this on the SHORT setting.

Song Manager

ReRave™ ads and updates songs on a monthly basis automatically. If for any reason you wish to disable a song you can uncheck the enable all songs box and pick or choose the individual songs you wish ReRave™ to make available.

QUICK TROUBLESHOOTING

GAME WILL NOT TAKE OR ADD MONEY CORRECTLY

Micro switch not working or returning properly. Check and repair or replace as necessary.
Game programming set–up incorrectly. Refer to service manual for proper settings.
Bad harnessing or connector. Check w/ohm meter and repair if necessary.
IO board not connected. Check black PS2 cable going between the IO board (just to the right of the power supply on the shelf inside the back of the cabinet) and the keyboard port (purple one) on the computer.

TOUCH SCREEN WILL NOT FUNCTION WHEN GAME HAS CREDITS, OR WORK WHEN PUSHED

Make sure that the USB cable from the monitor is plugged in to the back of the computer.

GAME HAS NO SOUND

Check the 12 volt power supply on the shelf inside of the cabinet. When operating you will see a green LED lighted. Check the amplifier. When powered you will see a LED lighted. If both the power supply and AMP are proven to be on check the fuse on the amplifier. If it is blown make sure you replace it with one of the same value.
Check service manual for volume setting procedures.
Bad Harnessing or connector. Check the wired from the amplifier to the speakers for a loose connection.
Cabinet is over heated. Clean and or replace cabinet fan.

GAME REPAIR

WARNING: ALWAYS REMOVE POWER TO THE GAME BEFORE ATTEMPTING ANY SERVICE, UNLESS NEEDED FOR SPECIFIC TESTING.FAILURE TO OBSERVE THIS PRECAUTION COULD RESULT IN SERIOUS INJURY TO YOURSELF OR OTHERS.

TROUBLESHOOTING PHILOSOPHY

To find problems with the game, always first check what should be obvious. See that the game is plugged in and that all of the fuses on the game are good. This includes the fuse that is located on the side of the amplifier. Next, check to see that all of the connectors are firmly seated and that none of the wires have pulled out of them. Use extreme caution when using probes or volt meters if the game is powered up. If doing continuity checks, it is important to disconnect the harnessing at both ends, as attached they may yield erroneous results.

MAINTENANCE

Maintenance is easy as the game requires very little service under normal use. To get the best out of the game, please perform the following as indicated:

Clean the monitor daily with a high quality glass cleaner low in ammonia concentration.

PARTS LISTINGS
PARTS

AR1001 Happ coin door assembly
AR1002 Touch Screen Monitor
AR1003 Monitor shipping bracket
AR1004 Monitor mounting bracket
AR1005 Monitor cabinet bracket
AR1007 Computer assembly
AR1008 Right Angle Power Cord 6Ft
AR1009 IO board
AR1010 Power Supply Extension
AR1011 30 12v DC power supply
AR1012 Amplifier
AR1016 Chauvet Color Pallet light show
AR1018 Headphone jack.
AR1019 HDMI cable
AR1020 1/8 inch stereo audio splitter
AR1029 1/8 inch stereo cable 6'
AR1033 PS2 cable
AR1034 Start button
AR1035 USB Cable
AR2017 Right cabinet graphic
AR2018 Left cabinet graphic
AR3000 Back Glass Graphic
AR3001 Step Evolution front graphic
AR3005 Marquee with brackets
AR3006 White LED strip marquee illumination
AR3008 AC receptacle /switch and fuse
AR3010 12v cabinet fan
AR3011 6.5 inch 2 way speakers
AR3012 12 inch dual voice coil woofer
AR3013 Woofer speaker grill
AR3016 SSD Bracket 2.5 - 3.5
AR4000 PC Mother Board
AR4001 4 GB Memory
AR4002 Processor
AR4003 PC Case with Power Supply
AR4004 Video Card - GT430
AR4005 Hard Drive
AR4006 Windows 7 License
AR4007 Security Dongle
AR4008 Power Cord
AR5000 Terminal Block
AR5003 Wireless Network Adapter
AR5005 12V Cabinet Fan
AR5007 Fan Cover

PLEASE CALL OUR SERVICE DEPARTMENT FOR HELP WITH ANY
PARTS NOT SHOWN ON THIS LIST PHONE (732) 238-0096

Coast to Coast Entertainment warrants all components in the **"Rerave"** game to be free of defects in materials and workmanship for a period of ninety days from the date of purchase. This warranty does not cover items damaged due to normal wear and tear, subjected to abuse, improperly assembled by the end user, modified, repaired, or operated in a fashion other than that described in the service manual.

If your **"ReRave™"** game fails to conform to the above–mentioned warranty, Coast's sole responsibility shall be at its option to repair or replace any defective component with a new or remanufactured component of equal to or greater O.E.M. specification.

Coast will assume no liability whatsoever, for costs associated with labor to replace defective parts, or travel time associated therein.

Coasts obligation will be to ship free of charge, replacement parts by U.P.S. Ground, U.S. mail, or other comparable shipping means. Any express mail or overnight shipping expense is at the cost of the purchaser.
Products will be covered under warranty only when:
· The serial number of the game with the defective parts is given.
· The serial number of the defective part, if applicable, is given.
· Defective parts are returned to Coast shipping pre–paid, in a timely fashion, if requested by Coast.
· A copy of the sales receipt is available as proof of purchase upon request of Coast.
Coast distributors are independent, privately owned and operated. In their judgment, they may sell parts or accessories other than those manufactured by Coast. We cannot be responsible for the quality, suitability, or safety of any non–Coast part, or any modification, including labor, which is performed by such a distributor.