

KIDDYTM KRUISIN'



GAME OPERATION & INSTRUCTION MANUAL



“KIDDY KRUISIN RIDE”

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1. GAME FEATURES

- (1) FULL GELCOAT FIBERGLASS CABINET IS RICHLY DETAILED AND FEATURES MANY CUSTOMIZED PARTS AND HIGHLIGHTS SUCH AS WORKING TURN SIGNAL LAMPS, LIGHTED DASH PANEL, WORKING TAIL AND HEAD LAMPS.
- (2) INTUITIVE VIDEO GAME PLAY FEATURES A 3D DATABASE AND FULLY INTERACTIVE COURSE WITH CHALLENGES FOR ALL AGES.
- (3) GAMEPLAY PROGRAMMING, PLAY TIME, BONUS OPTIONS AND TICKET OR DBV OPTIONS ARE EASY ADJUSTABLE!
- (4) TICKET PAYOUT FEATURE IS OPTIONAL AND ADJUSTABLE BY THE OPERATOR IN THE GAME SET UP MENU!
- (5) LARGE SEAT SIZE DESIGNED FOR UP TO 2 PASSENGERS.
- (6) 4 - WAY, SWIMMING MOTION BASE ACTION.

2. PLAY INSTRUCTIONS

- (1) ENTER THE CORRECT NUMBER OF CREDITS. THE GAME WILL START AUTOMATICALLY WHEN THE PROPER NUMBER OF CREDITS HAS BEEN ENTERED. THE GAME SCREEN WILL DISPLAY THE INTERACTIVE GAME PLAY.
- (2) USE THE “GAS PEDAL” TO ACCELERATE YOUR CAR. TRY YOUR BEST TO COLLECT AS MANY “COINS” AS YOU CAN FOR INCREASING YOUR SCORE DURING THE GAME.

(3) PRESS “JUMP” BUTTON TO AVOID ANY ROADBLOCKS OR FOR AVOIDING OTHER CARS. JUMP TO COLLECT HIGHER “COINS”.

(4) PICK UP THE TURBO “GAS TANK” DURING YOUR DRIVE. YOUR CAR WILL SPEED UP AUTOMATICALLY!

(5) AT GAME OVER, THE GAME WILL PAY OUT TICKETS ACCORDING TO YOUR SCORE! (IF THE GAME IS SET FOR “TICKET PAYOUT” FUNCTION” IN THE MENU.

3. DIMENSIONS & TECHNICAL PARAMETERS

(1) **GAME DIMENSIONS:** W105CM * D185CM * H118CM
(W41.3” * D72.8” * H46.5”)

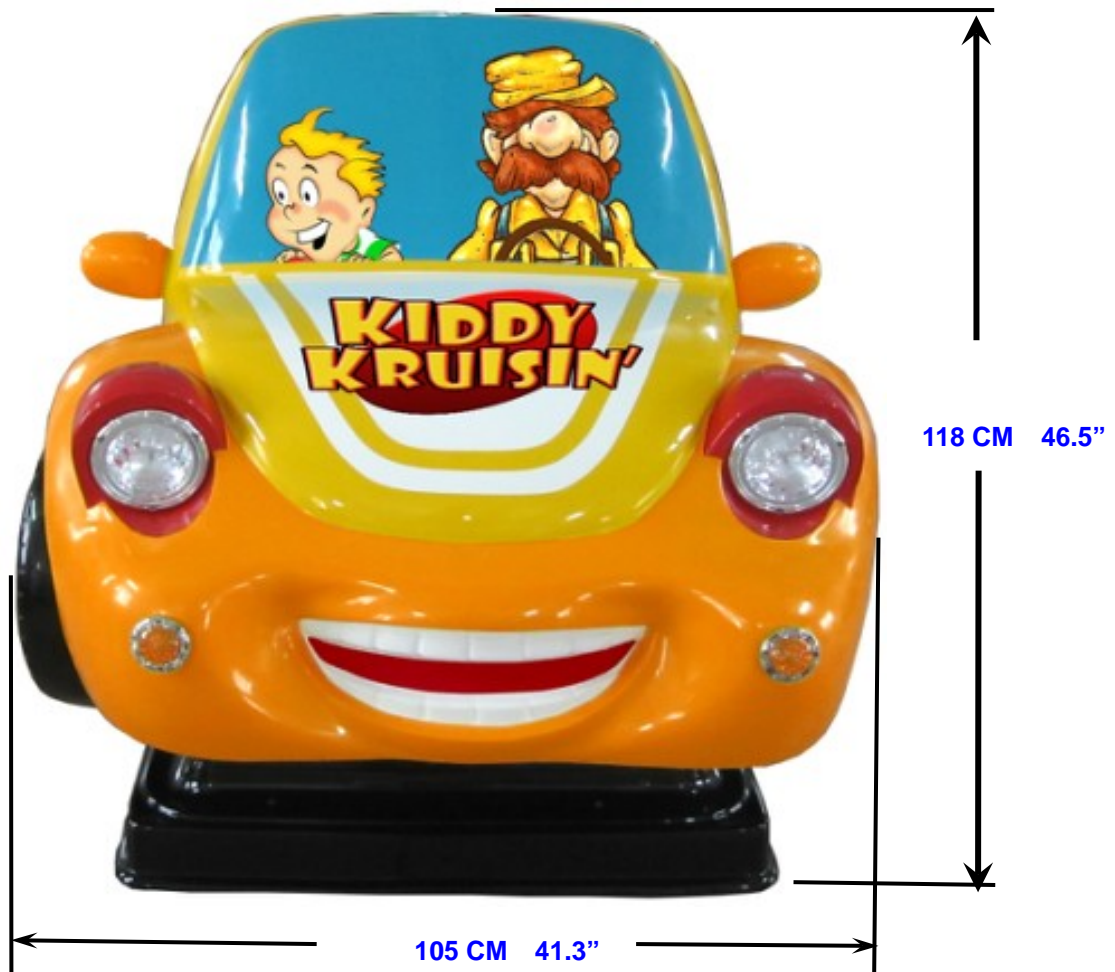
(2) **POWER REQ:** AC 220V±5% 50HZ (or AC 110V±5%,60HZ)
FOR THE SPECIFIC VOLTAGE USE,
PLEASE REFER TO THE GAME’S
NAMEPLATE.

(3) **MAXIMUM POWER:** 400W

(4) **NEW WEIGHT:** 160KGS (353 LBS)

(5) **OPERATION TEMP:** -10~+40°C, 86PA~106PA. (INDOOR ONLY)

(6) **NUMBER OF PLAYERS:** 1 PLAYER + (OPTIONAL) PASSENGER










4. PARTS OF THE MACHINE

1. REFER TO THE CHART ON THE NEXT PAGE FOR THE MACHINE PARTS LOCATIONS AND THE CONTENTS OF THE SPARE PARTS KIT SUPPLIED WITH THE GAME.

CONTINUED;

2. SPARE PARTS KIT CONTENTS:

NO	DESCRIPTION	SIZE	QTY	UNIT	IMAGE	REMARKS
1	AC POWER CABLE		1	PC		
2	FUSE	5XΦ20mm	2	PC		10A
3	GAME MANUAL		1	PC		
4	KEY FOR CASH BOX & BACK DOOR		2	PC		3157
5	KEY FOR COIN MECH DOOR & TICKET DOOR		2	PC		3172
6	STEERING WHEEL MICRO SWITCH		1	PC		
7	“JUMP” BUTTON MICRO SWITCH		1	PC		
8	REAR LAMP LED		1	PC		

2.1 “U”-DISC SYSTEM BACK UP [GAME SOFTWARE REINSTALL]

IN THE UNLIKELY EVENT YOUR GAME SOFTWARE SHOULD BE INTERRUPTED AND THE GAME FAIL TO LOAD PROPERLY, THIS “U” DISC INCLUDED WITH YOUR GAME MAY BE USED TO RESTORE THE GAME SOFTWARE OPERATING SYSTEM.

YOUR GAME IS A PC BASED HARDWARE SYSTEM. SUDDEN POWER SURGES, HIGH CHARGES OF STATIC ELECTRICITY AND OTHER SUCH ABNORMAL IN RUSH OF CURRENT MAY CAUSE THIS. IT IS SIUMPLE AND FAST TO RESTORE THE SYSTEM WITH THE FOLLOWING PROCEDURE.

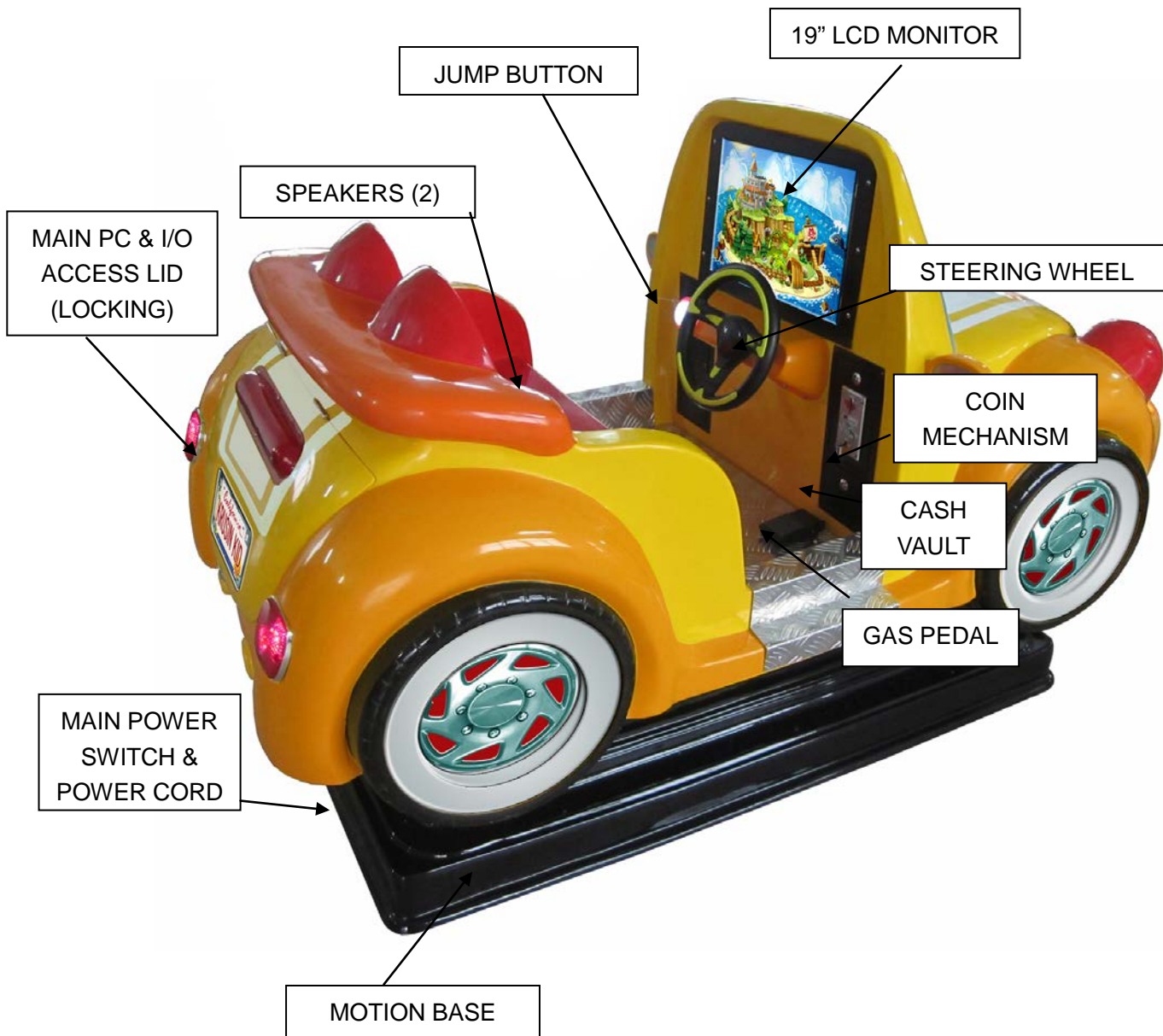
This machine has included an additional “U” disc for situations caused by power surges.



Function

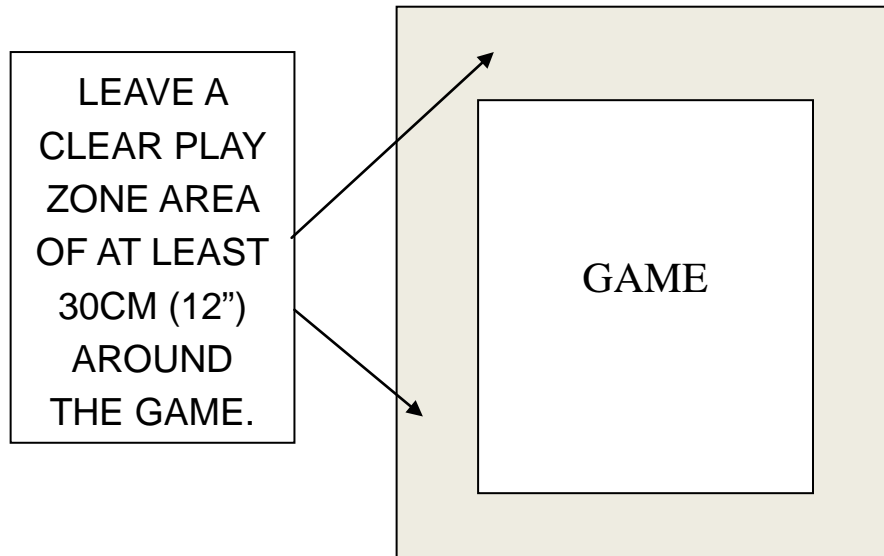
In the event of a sudden surge of power, the video may freeze or the game may not log in normally. In this case, please take this U disc which is found next to the main PC and insert into USB port on host PC. After inserting, game system software will be reinitialized automatically. After installing, game will run normally. Please put U disc back into the storage port for future use if necessary.

5. INTEGRAL STRUCTURE OF THE GAME



6. INSTALLATION OF THE GAME

- (1) USE OF THE GAME OUTDOORS IS PROHIBITED.
- (2) THE RECOMMENDED AREA REQUIRED FOR SAFE OPERATION:



- (3) DO NOT INSTALL OR OPERATE THE GAME IN AREAS OF HIGH HUMIDITY OR EXCESSIVE CONDENSATION TO AVOID ELECTRICAL FAILURE OR CORROSION OF ELECTRICAL AND METAL COMPONENTS.
- (4) NEVER OPERATE OR INSTALL THE GAME NEAR EXCESSIVE HEAT OR SPARKS.
- (5) THE GAME SHOULD BE INSTALLED ON A LEVEL, EVEN, SMOOTH SURFACE AT ALL TIMES FOR RELIABLE OPERATION AND ACCESS OF THE MOTION BASE.
- (6) THE ENVIRONMENT OF THE LOCATION FOR THE GAME'S

INSTALLATION SHOULD BE REASONABLY FREE OF DIRT AND DAMPNESS, DUST AND/OR MATERIALS WHICH ARE STORED OR KEPT NEARBY WHICH MAY COME IN CONTACT WITH THE GAME DURING OPERATION. BE SURE THE AREA IS FREE OF OBSTRUCTION.

- (7) ALWAYS TURN THE POWER OFF BEFORE MOVING THE GAME AND ALWAYS DISCONNECT THE POWER CABLE FROM THE POWER SOURCE AND FROM THE GAME PRIOR TO MOVING.
- (8) AFTER INSTALLATION, ALWAYS LOWER THE 4 CORNER LEG LEVELERS DOWN TO THE LOWEST POSITION TO PREVENT THE GAME FROM ROLLING ON THE CASTERS DURING OPERATION.
- (9) CONNECT THE POWER ONLY TO COMPATIBLE OUTLETS RATED FOR THIS GAME.

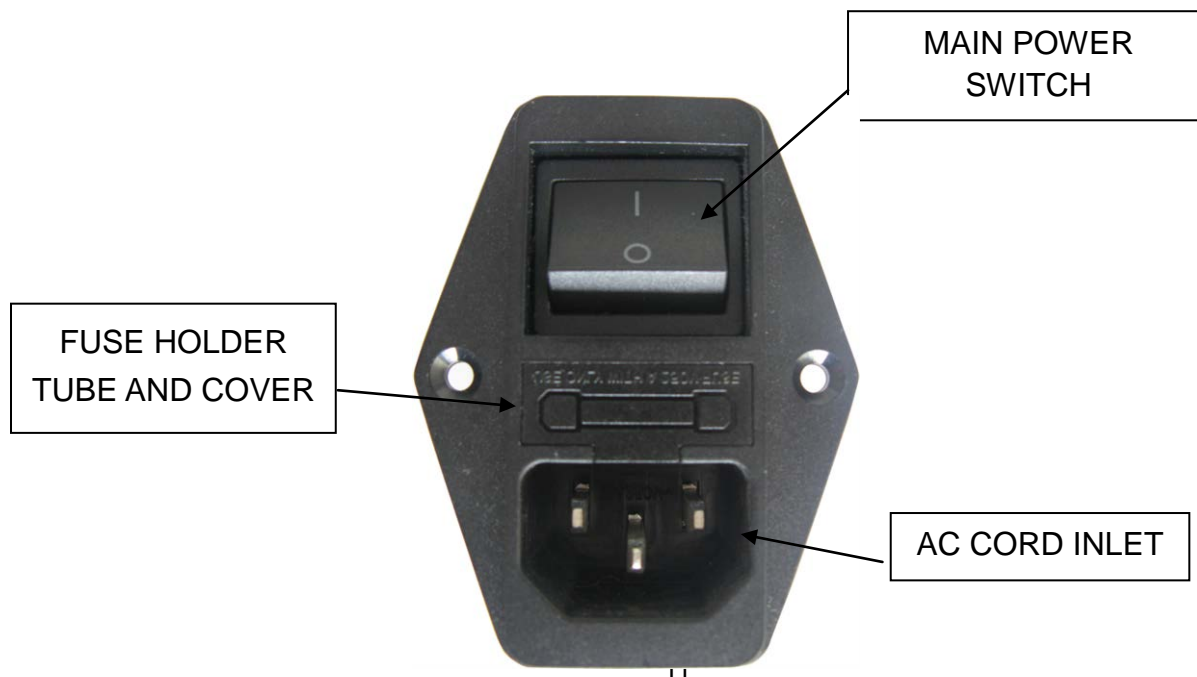
7. NOTICE FOR SAFE OPERATION

- (1) CHECK WHETHER THE POWER PLUG AND POWER CORD ARE IN GOOD CONDITION BEFORE SWITCHING THE POWER ON. MAKE SURE THAT THE VOLTAGE IS SUITABLE FOR THE MACHINE.
- (2) THE POWER SUPPLY VOLTAGE MUST BE ACCORDING TO THE INSTRUCTION ON THE BACK OF THE MACHINE.

- (3) SWITCH THE POWER OFF BEFORE ANY MAINTENANCE OR REPAIR.
- (4) ONLY QUALIFIED PERSONS SHOULD EXAMINE AND REPAIR THE ELECTRIC COMPONENTS.
- (5) USE EXTREME CAUTION WHEN SERVICING MOTORS AND GEAR BOXES AS MOVEMENT COULD OCCUR.
- (6) WHEN YOU PULL OUT THE POWER CORD, HOLD BY THE PLUG. DO NOT PULL BY THE LINE CORD. DO NOT PLUG OR UNPLUG THE POWER CORD WITH WET HANDS. DO NOT PULL OR TWIST THE LINE CORD UNNECESSARILY.

8. POWER SUPPLY

- (1) POWER SUPPLY INPUT;



(2) THIS MACHINE OPERATES AT: 220V \pm 5% 50HZ (OR 110V \pm 5% 60HZ) FOR THE SPECIFIC VOLTAGE USE, PLEASE REFER TO THE GAME'S NAMEPLATE.

(3) THERE IS A FUSE LOCATED IN THE FUSE HOLDER TUBE WHICH IS; "110V 10A , DIA 20MM (FOR 220V/AC VERSION) OR 110V 10A, DIA 20MM (FOR 110V/AC VERSION).

9. SERVICE & MAINTENANCE

(1) NOTE! ALWAYS DISCONNECT THE POWER CORD FROM THE GAME PRIOR TO ANY SERVICE!

(2) USE SUITABLE OEM PARTS TO REPLACE THE OLD ONES. DO NOT DISASSEMBLE, MODIFY, OR MAKE ANY CHANGE TO THE GAME THAT IS NOT AUTHORIZED.

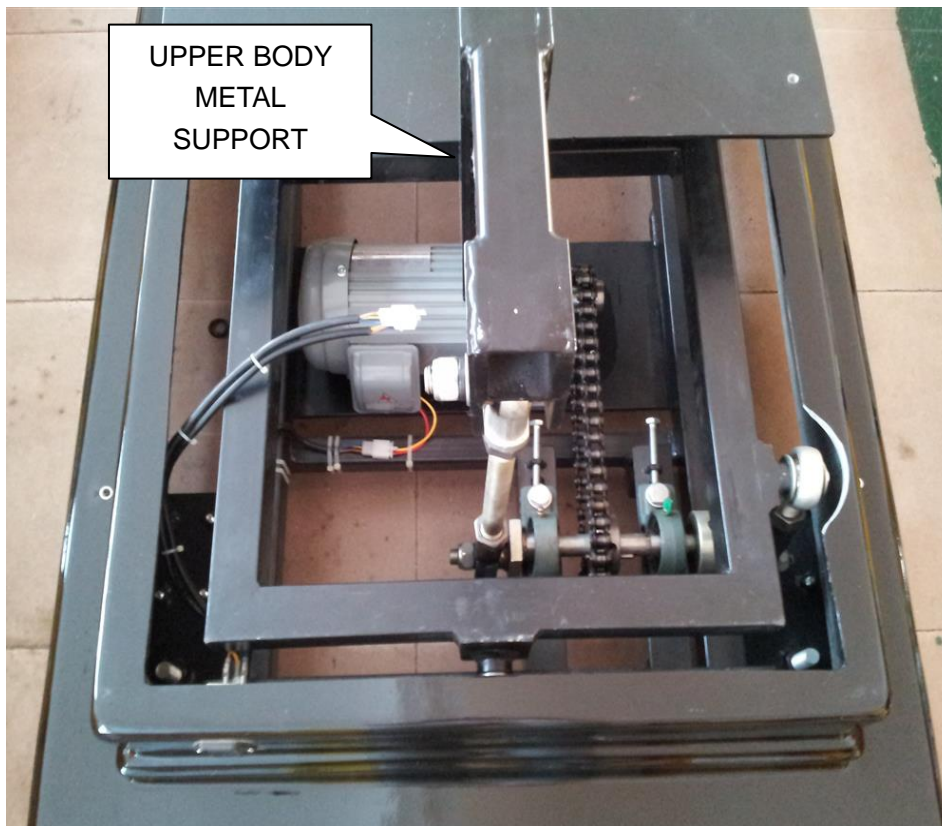
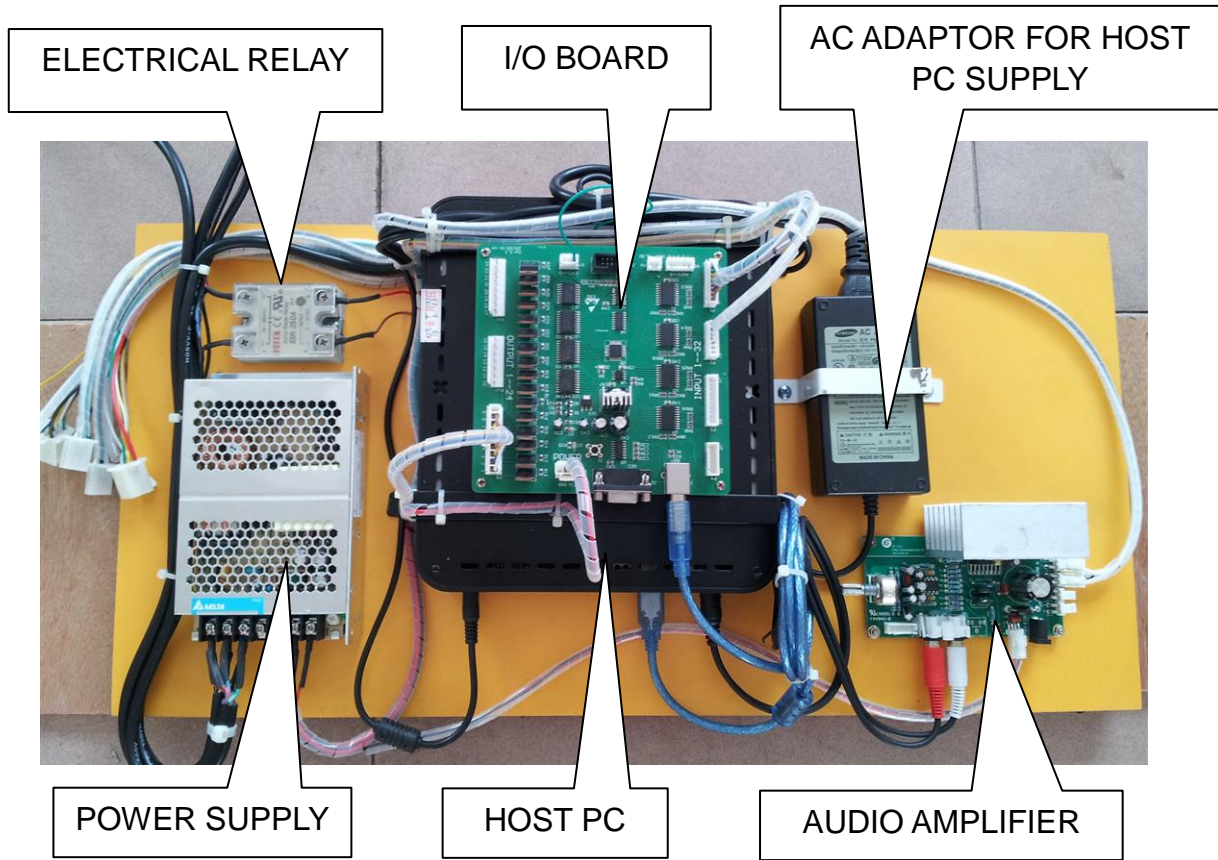
(3) BE SURE TO EXERCISE CAUTION AND POWER THE MACHINE OFF WHEN YOU ARE MOVING, TURNING, OR TRANSFERRING THE MACHINE.

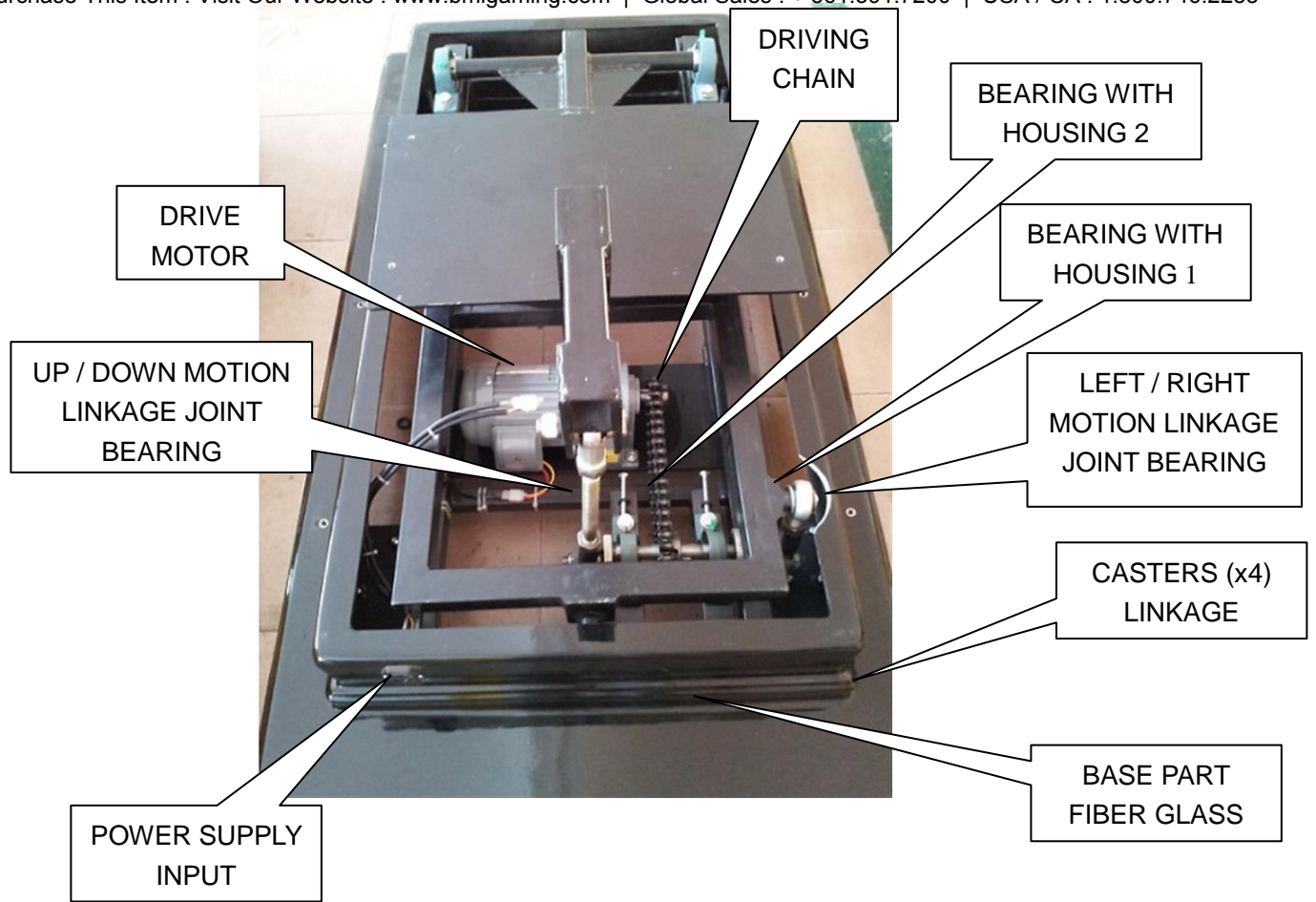
(4) THE MACHINE MAY ONLY BE USED IN A SAFE, INDOOR ENVIRONMENT.

(5) THE MACHINE CAN NOT BE USED IN THE FOLLOWING PLACES:

- ★ PLACES WITH WATER LEAKAGE OR HIGH HUMIDITY.
- ★ PLACES CLOSE TO HIGH TEMPERATURE OBJECTS.
- ★ UNEVEN SURFACES.
- ★ PLACES NEAR OPEN FLAME OR SPARK

10. HARDWARE COMPONENTS





11. DRIVING VIDEO GAME SOFTWARE DESCRIPTION

(1) GAME ATTRACT & DEMO SCREEN:

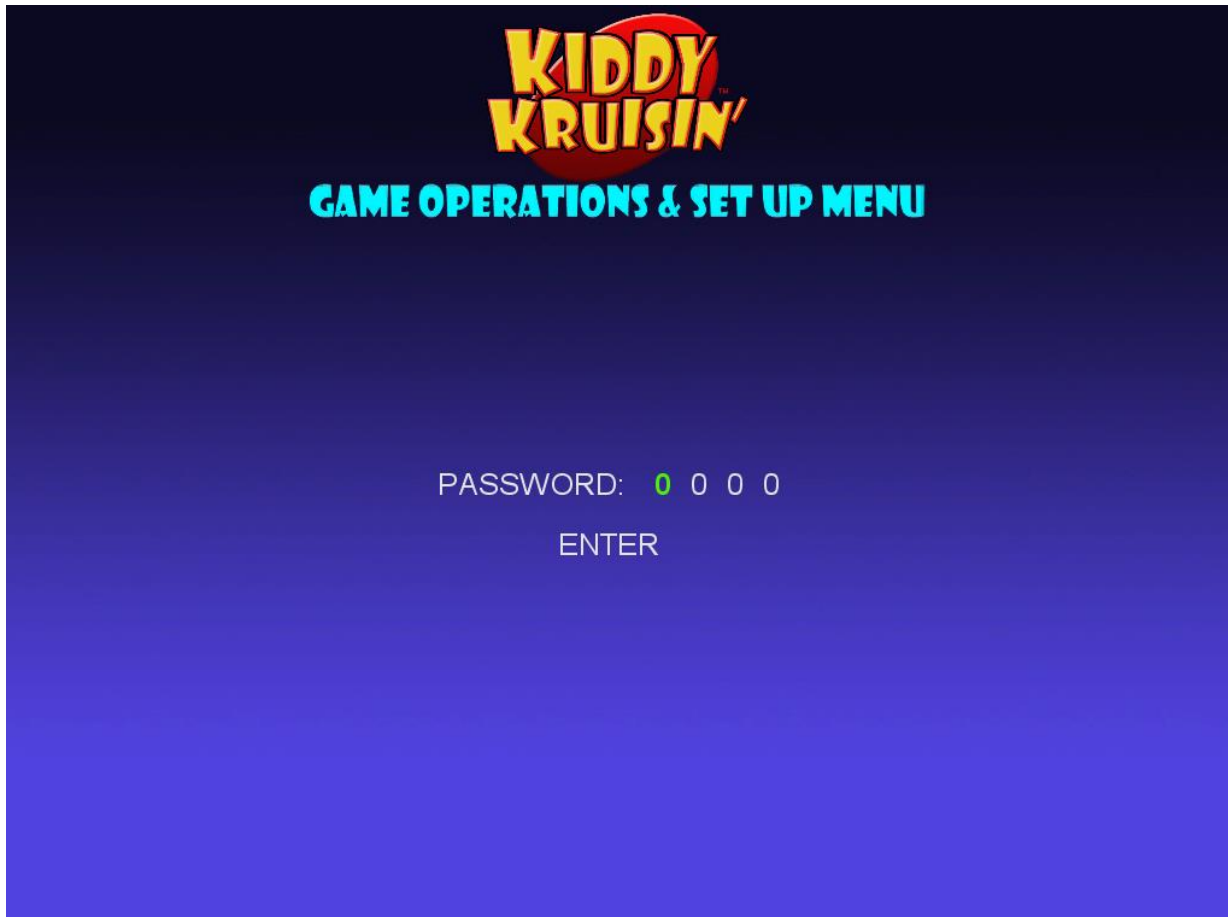






- WHEN THE TICKET FUNCTION IS ENABLED AND A TICKET MECHANISM IS INSTALLED [NO DBV], GAME SCORES ARE TOTALLED AND CONVERTED INTO TICKET AWARDS WHICH ARE DISPENSED AT THE END OF THE GAME ACCORDING TO THE DESIRED TICKET PAYOUT SETTING WITHIN THE OPERATOR MENU AND ADJUSTMENTS.
- WHEN A DBV OPTION HAS BEEN INSTALLED, THE TICKET MECHANISM FUNCTION IS DISABLED AND THE GAME SCORE IS DISPLAYED.

(2) GAME OPERATIONS & SET UP MENU:



PRESS THE “JUMP” BUTTON ON THE CONTROL PANEL AT ANY TIME TO EXIT THE MENU EXCEPT IN THE TEST MENU!

TO EXIT BACK TO NORMAL GAME SCREEN FROM THE TEST MENU, PRESS THE MENU BUTTON ONCE MORE AND EXIT FROM A SET UP SCREEN.



GAME OPERATIONS & SET UP MENU

BOOKKEEPING CREDITS TO DATE	59
CLEAR BOOKKEEPING CREDITS	
BOOKKEEPING TICKETS TO DATE	59
CLEAR BOOKKEEPING TICKETS	
STORED CREDITS	0
CLEAR STORED CREDITS	
STORED TICKETS	0
CLEAR STORED TICKETS	
CHANGE PASSWORD	0000
RESTORE FACTORY DEFAULTS	
GAME UPDATE	
Exit	

PRESS THE “JUMP” BUTTON ON THE CONTROL PANEL AT ANY TIME TO EXIT THE MENU EXCEPT IN THE TEST MENU!

TO EXIT BACK TO NORMAL GAME SCREEN FROM THE TEST MENU, PRESS THE MENU BUTTON ONCE MORE AND EXIT FROM A SET UP SCREEN.



GAME OPERATIONS & SET UP MENU

WHEN THE TICKET OPTION IS ENABLED, THE FOLLOWING TICKET OPTIONS MAY BE SET. TICKETS DISPENSED FOR COINS COLLECTED AT THE END OF GAME PLAY:

TOTAL COINS	0-10	11-15	16-20	21-25	26-30	31-35
TICKET OPTION 1	0	1	2	3	4	5
TICKET OPTION 2	0	2	4	6	8	10
TICKET OPTION 3	2	4	6	8	10	12
TICKET OPTION 4	4	6	8	10	12	14

PRESS THE “JUMP” BUTTON ON THE CONTROL PANEL AT ANY TIME TO EXIT THE MENU EXCEPT IN THE TEST MENU!

TO EXIT BACK TO NORMAL GAME SCREEN FROM THE TEST MENU, PRESS THE MENU BUTTON ONCE MORE AND EXIT FROM A SET UP SCREEN.



GAME OPERATIONS & SET UP MENU

GAME TEST FUNCTIONS

HIGHLIGHT DESIRED TEST FUNCTIONS AND PRESS 'ENTER' FOR TEST

COIN MECHANISM

TICKET MECHANISM

DBA OPTION

STEERING WHEEL

ACCELERATOR PEDAL

'JUMP' BUTTON

LAMP TEST

BASE MOTOR TEST

MONITOR TEST

AUDIO TEST

AUDIO 'DING' WHEN COIN ENTERED

DISPENSES ONE TICKET

SERIES OF AUDIO 'DING'S WHEN BILL ENTERED

TURN WHEEL LEFT and RIGHT LIMIT 'DING' ADUIO

PRESS FOR AUDIO 'DING'

PRESS FOR AUDIO 'DING'

ALL CONTROLLED LAMPS FLASH

OPERATES BASE MOVEMENT CYCLE

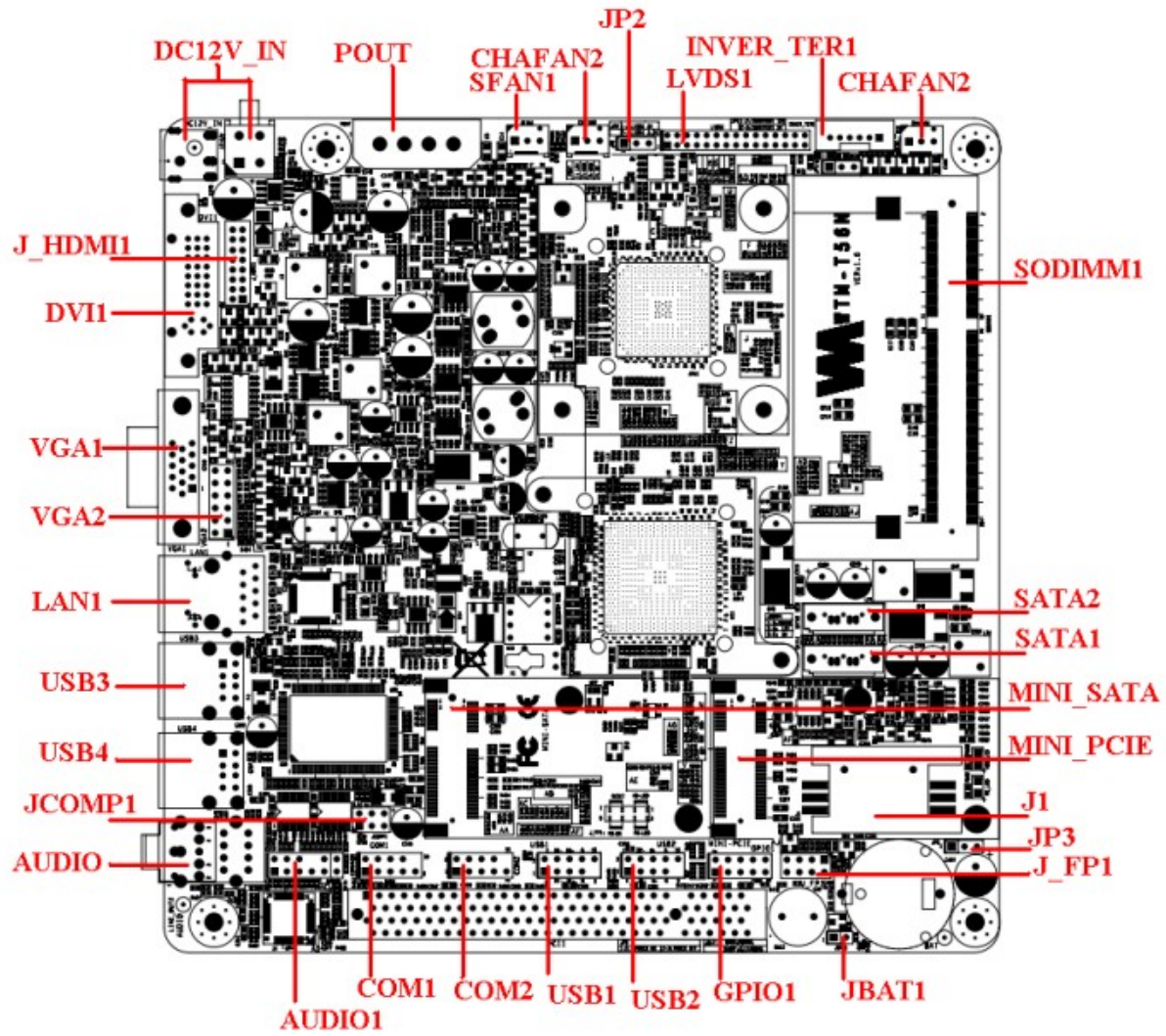
MONITOR RESET

PLAYS MAIN BACKGROUND TUNE







PRESS THE “JUMP” BUTTON ON THE CONTROL PANEL AT ANY TIME TO EXIT THE MENU EXCEPT IN THE TEST MENU!

TO EXIT BACK TO NORMAL GAME SCREEN FROM THE TEST MENU, PRESS THE MENU BUTTON ONCE MORE AND EXIT FROM A SET UP SCREEN.

12. WIRING DIAGRAM

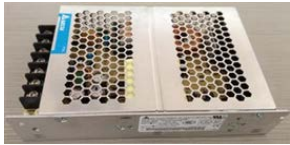







13. GAME PARTS and LOCATION:

Part No.	Part's Name	Location	Image	Qty	Unit
KKR-001	Host PC	Trunk		1	pc
KKR-002	I/O Board	Trunk		1	pc
KKR-003	Audio Amp PCB	Trunk		1	pc
KKR-004	Ticket Dispenser Inverter PCB	Trunk		1	pc
KKR-005	Electric Relay	Base Part		1	pc
KKR-006	Power Cable	Base Rear		1	pc

KKR-007	Data Cable	Trunk		1	pc
KKR-008	Signal Cable	Trunk		1	pc
KKR-009	Front Lamp LED PCB	Front		2	pc
KKR-010	Front Lamp Frame	Front		2	pc
KKR-011	Front Lamp Cover	Front		2	pc
KKR-012	Front Turning LED Lamp	Front		2	pc
KKR-013	Front Turning Lamp Header	Front		2	pc

KKR-014	Front Turning Lamp Ring	Front		2	pc
KKR-015	Front Turning Lamp Cover	Front		2	pc
KKR-016	Front Turning LED Lamp	Front		2	pc
KKR-017	Front Lamp Cover	Rear		2	pc
KKR-018	Front Lamp Frame	Rear		2	pc
KKR-019	19" LCD Monitor	Inside		1	pc
KKR-020	Monitor Tempered Glass	Above of the LCD Monitor		1	pc








KKR-021	Power Supply	Trunk		1	pc
KKR-022	AC Adaptor for LCD Monitor	Trunk		1	pc
KKR-023	AC Adaptor for Host PCB	Trunk		1	pc
KKR-024	Power Supply Input	Rear		1	pc
KKR-025	Steering Wheel	Inside		1	pc
KKR-026	Meter Panel	Trunk		1	set




KKR-027	Ticket Dispenser	Ticket Door		1	pc
KKR-028	Coin Selector	Coin Mech Door		1	pc
KKR-029	Gas Pedal	Foot Plate		1	pc
KKR-030	Speaker	Inside		2	pc
KKR-031	"JUMP" Button Lamp with Switch	Inside the "JUMP" Button		1	pc
KKR-032	Gas Pedal Micro Switch	Inside the Gas Pedal		1	pc
KKR-033	Steering Wheel Micro Switch	Inside the Steering Wheel		2	pc

KKR-034	"JUMP" Button	Control Panel		1	pc
KKR-035	Coin Door	Inside		1	pc
KKR-036	Ticket Door	Inside		1	pc
KKR-037	Speaker Cover	Above the Speaker		2	pc
KKR-038	Power Supply Input Metal Frame	Inside the Power Supply Input		1	pc
KKR-039	Left / Right Motion Linkage Joint Bearing	Base Part		1	pc
KKR-040	Up / Down Motion Linkage Joint Bearing	Base Part		1	pc

KKR-041	Steering Wheel Metal Set	Front		1	set
KKR-042	Support Foot	Underneath the Main Cabinet		4	pc
KKR-043	Castor Wheel	Underneath the Main Cabinet		4	pc
KKR-044	3157 Lock	Coin Box Door & Rear Door		2	set
KKR-045	3172 Lock	Coin Selector Door & Ticket Dispenser Door		2	set
KKR-046	Wheel Cover	Both Sides		2	pc

KKR-047	Drive Motor	Base Part		1	pc
KKR-048	Chain Wheel Set	Base Part		1	pc
KKR-049	P204 Bearing	Base Part		1	pc
KKR-050	P205 Bearing	Base Part		1	pc
KKR-051	Floor Panel	Inside Floor		1	pc
KKR-052	Side Panel 1	Both Sides of The Car		2	pc
KKR-053	Side Panel 2	Both Sides of The Car		2	pc

KKR-054	Daddy Driver Decal	Front		1	pc
KKR-055	Small Kid Decal	Front		1	pc
KKR-056	Dashboard Graphic	Control Panel		1	pc
KKR-057	License Plate Graphic	Rear		1	pc
KKR-058	"JUMP" Button Label	Inside the "JUMP" Button		1	pc
KKR-059	Gas Pedal Label	Inside		1	pc
KKR-060	Serial No. Label	Rear		1	pc

KKR-061	Power Caution Label	Rear		1	pc
KKR-062	Moving Warning Label	Both Sides		1	pc
KKR-063	Electric Warning Label	Rear		1	pc

