



# FAST & FURIOUS SUPERCARS

## OPERATOR'S MANUAL



## Safety Instructions

Safety instructions apply to operators and service personnel. Read these instructions before preparing the video game machine (VGM) for play. Other safety instructions appear throughout this manual.

### **WARNING: TRANSPORTING THE VIDEO GAME MACHINE (VGM).**

The VGM contains glass and fragile electronic devices. Use appropriate care when transporting . Avoid rough handling when moving the VGM.

### **WARNING: DISCONNECT POWER.**

Always turn the power OFF and unplug the VGM before attempting service or adjustments unless otherwise instructed. Installing or repairing components with the power switched ON can damage the components an void warranty.

### **WARNING: GROUND GAMES.**

Avoid electrical shock! Do not plug in the VGM until you have inspected and properly grounded it. Only plug into a grounded, three-wire outlet. Do not use a "cheater" plug, or cut off the ground pin on the line cord.

### **WARNING: AVOID ELECTRICAL SHOCKS.**

This VGM does not utilize an isolation transformer. Internal cabinet AC is not isolated from the external AC line.

### **WARNING: HANDLE FLOURESCENT TUBE AND CRT WITH CARE.**

If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.

### **WARNING: CHECK POWER SELECTOR, LAMP.**

Set the 115/230 VAC selector switch on the power supply for the correct line voltage on the installation site. Verify that the fluorescent lamps are rated for the proper line voltage.

### **WARNING: USE PROPER FUSE.**

Avoid electrical shock! Replacement fuses must be identically rated to the original fuse!

### **WARNING: ATTACH CONNECTORS PROPERLY.**

Be sure all connectors mate properly. If connectors do not slip in easily, do not force them. Connectors are often keyed and only connect one way. Check for correct orientation.

### **WARNING: USE EXTREME CARE WHEN HANDLING PC.**

The PC contains sensitive components such as a hard drive. Do not handle roughly. Call your distributor before servicing PC internal components. Ask about warranty information as it relates to the PC.

**WARNING: HAZARD TO EPILEPTICS.**

A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Peoples who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., seizures or loss of awareness), immediately consult your physician before using any video games.

We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.



## **PRODUCT SPECIFICATIONS**

### **OPERATING REQUIREMENTS**

#### ***ELECTRICAL POWER***

Domestic 120VAC @ 60 Hz, 5 amps  
Foreign 240VAC @ 50Hz, 2.5 amps

#### ***TEMPERATURE***

32° F to 100°F  
(0°C to 38°C)

#### ***HUMIDITY***

Not to exceed 95% relative humidity.

## **INSPECTION AND INSTALLATION**

**WARNING:** Use extreme care when moving or servicing the game cabinet. Don't plug in the game until you have read this manual. **If the line cord is damaged, it must be replaced by a similar cord available from the manufacturer or service agent.**

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

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

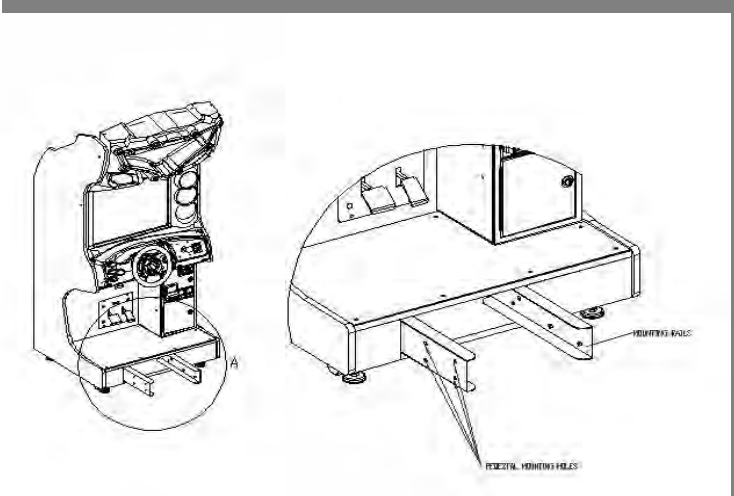
1. Check the AC line cord for any visible signs of damage to the plug or line cord insulation.
2. Check for possible shipping damage to the following:
  - Player interfaces: steering wheel, buttons, keypad and shifter.
  - Seat assembly.
  - Monitor glass.
  - Cabinet backdoor.
  - Cabinet coin door.
  - Cabinet and seat decals.
3. Remove the coin door key from the coin return chute.
4. Open the top coin door and locate the key for the backdoor and the cashbox.
5. Locate hardware kit:
  - tamper proof tool kit
  - crossover network cable
  - line cord
  - seat hardware fasteners (8 sets)
6. Remove the backdoor the backdoor from the cabinet and visually inspect the electronic components.
7. Verify that all connectors are secure and that the bottom of the cabinet is free of loose objects which may have possibly come loose during shipping.

**CAUTION:** Access to back of the games should be limited to service personnel only! Allow minimum clearance between back of game and wall structure for cable and ventilation while preventing non-authorized access. Maximum clearance should be 6 inches (15 cm), in accordance with local code or whichever is less.

## **Seat Assembly Procedure**

**WARNING:** The cabinet is top heavy. Install only on level surface. Use the leg levelers to make sure the cabinet and seat are stable. Do not push against plastic parts during movement.

1. Roll the cabinet and seat to the intended location and lower the leg levelers until both are equal height and stable.
2. Reach inside the base of the cabinet remove the bolts to fasten a mounting rail to the cabinet and set aside. Individually pull the rail out, flip it end over end and reinsert it. Fasten the rail to the inside of the cabinet with bolts until finger tight; some movement is required in the mounting rails to align holes with seat pedestal assembly. Repeat for the mounting rail on the other side. See diagram.
- 3.



4. Roll the pedestal near the cabinet and align the opening in the pedestal with the ends of the rails. Slide the pedestal forward onto the rails leaving enough space to attach the wiring harness. Mate each cable connector and press firmly to seat the contacts. Ensure no wires are pinched during the pedestal attachment. Fasten in place with the 1/4" X 20 tamper resistant screws and large flat washers provided.
5. Tighten the screws firmly with the wrench provided, and then tighten the bolts for the mounting rails.
6. Adjust all levelers until both cabinet and seat are flush and parallel with each other. Inspect for pinched wires before firmly tightening the remaining fasteners to attach the two pieces as one.

## **Power Up Procedure**

1. Plug the game line cord into an appropriately wired and fused AC receptacle.
2. Locate the game AC main switch to the bottom left side on back of the game cabinet.
3. Turn the switch to the ON position.
4. The game attract feature will begin after the game is finished loading- approximately 1 minute.
5. Proceed to Switch Test of this document and verify proper game operation.

## Game Networking

NOTICE: To link the two games together, use the crossover cable provided in the spare parts bag. Use of another cable other than the one shipped with the game could void warranty or cause games not to link. Use network cables which are at least CAT5 grade.

### Networking Considerations

Each FNF Super Cars game comes with a network cable. Optionally, a hub can be installed and located remotely to link additional units.

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

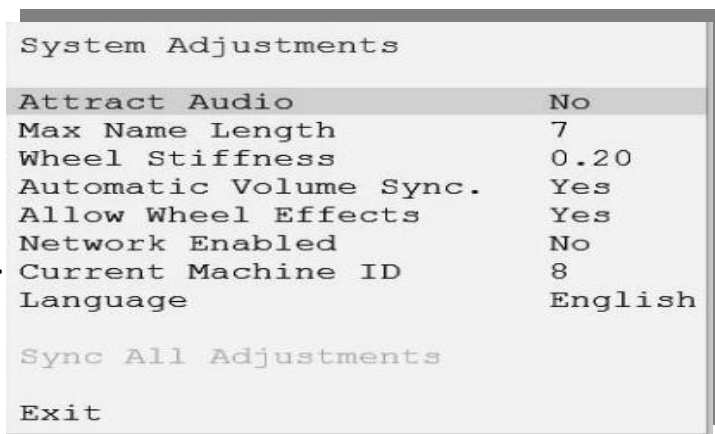
Please mark linking cables for your game if other such cables are in the vicinity to avoid confusion. Network cables are not marked or coded.

Avoid routing the network cables near sources of heat, moisture or electrical energy such as neon lights, compressor motors, transformers etc.

### Networking Setup

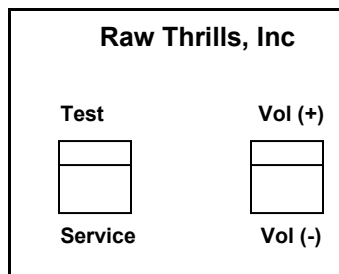
1. Remove the network cable from the spare parts bag inside the cashbox.
2. Connect each end of the cable to network jack behind each PC.
3. Neatly route the cable through the notch on the back of the cabinet.
4. Use the SYSTEM ADJUSTMENT in TEST MODE below for enabling link feature. Press TEST Button to access TEST MENU. It is mounted inside the coin door of the cabinet.
5. Reset both games simultaneously and verify that link is successful. If not, check the settings for Machine ID conflict and make sure that the network cable is connected properly and secured. Please refer to the Game Troubleshooting Guide on this manual for more details.

SET NETWORK ENABLE= ON >>  
 SET UNIQUE MACHINE ID= 1-8 >>



## SETUP AND TEST MENU VOL (+)

Locate the *Service Button Panel*. The Service Button Panel is made up of two rocker switches. Simply press the side of the switch indicated by the function you want to activate. It is mounted inside the coin door area on top of the cash box vault. Press the **TEST** button to access the **Test Menu**.

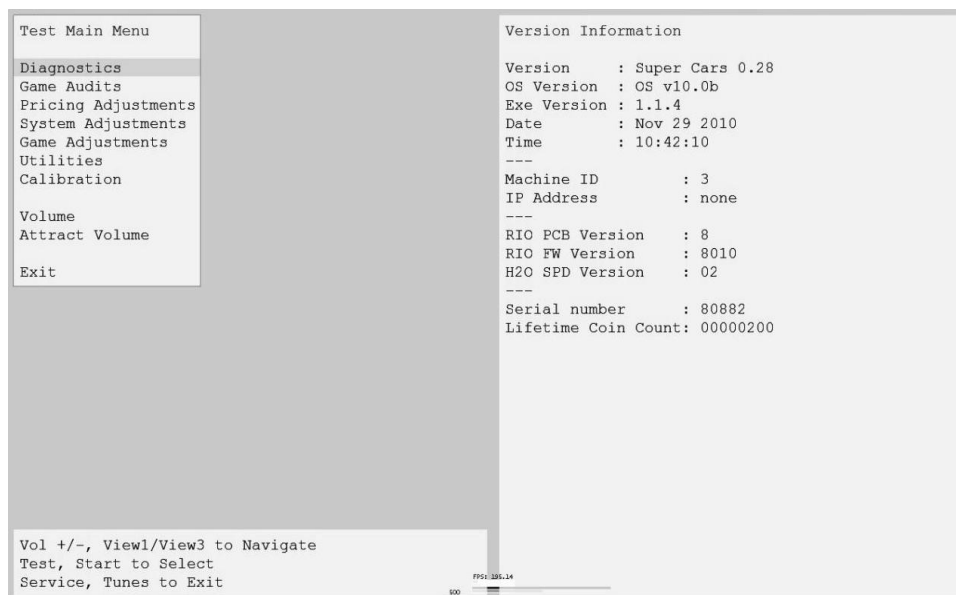


### Menu Navigation:

Button	Action
Test	Enter Operator Screen
Start Button	Enter/Select Item Sub-Menu
Vol. (+) or View 1 Button	Scroll up thru Menu items
Vol. (-) or View 3 Button	Scroll down thru Menu items
Service or Tunes	Exit to previous Menu

## MAIN MENU

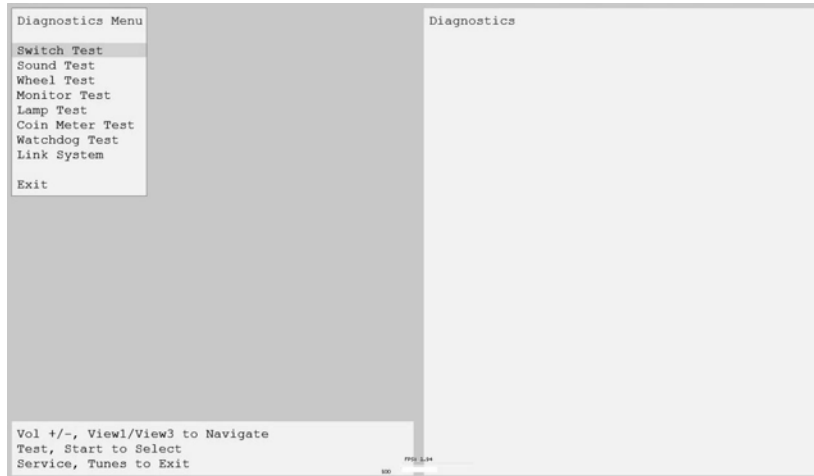
The **Test Main Menu** appears when the **TEST** button is pressed.





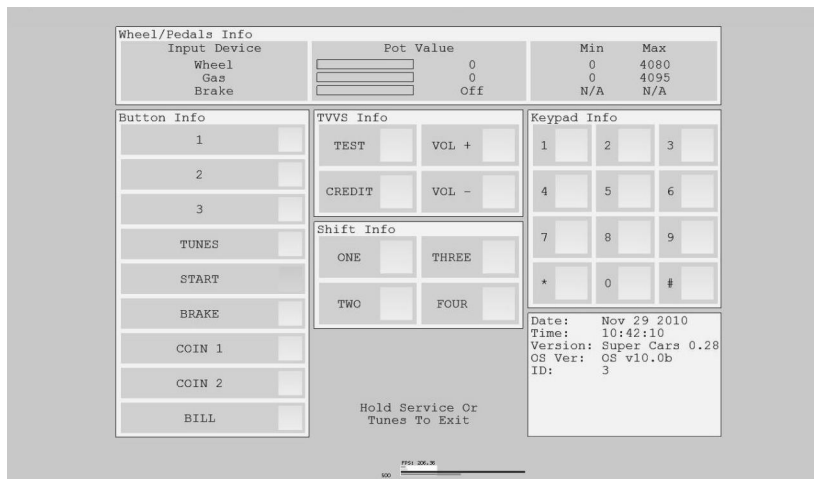
## Diagnostics Menu

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



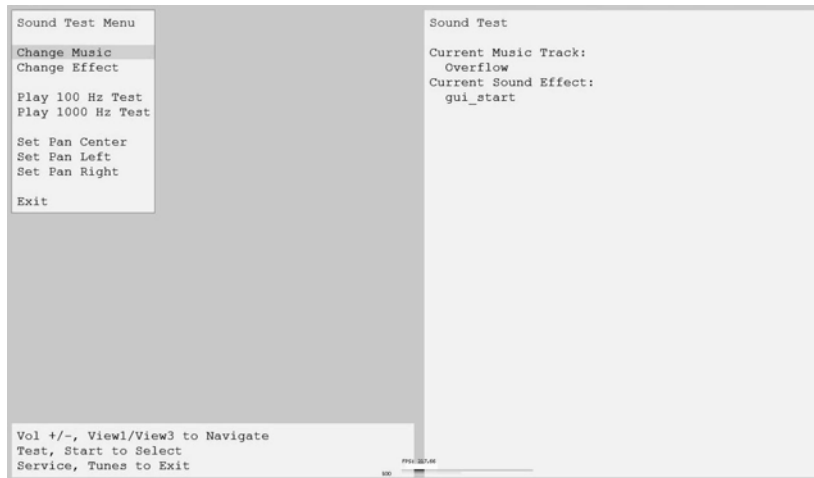
## Switch Test

From the **Diagnostics** select and enter **Switch Test**. Verify proper switch input function using this menu. Each switch activated will be indicated on the test screen in corresponding yellow box and will be accompanied by a switch active sound indicator. Verify pot value for min, center and max are correct. If not, proceed to Calibration section of this manual. Press and hold the **Service Button** for three seconds to return to the **Diagnostics Menu**.



## Sound Test

From the **Diagnostics Menu** select and enter **Sound Test**. Verify that marquee, cabinet and seat sound volume and quality are good. Press the Tunes Button to return to **Diagnostics Menu**



## Wheel Test

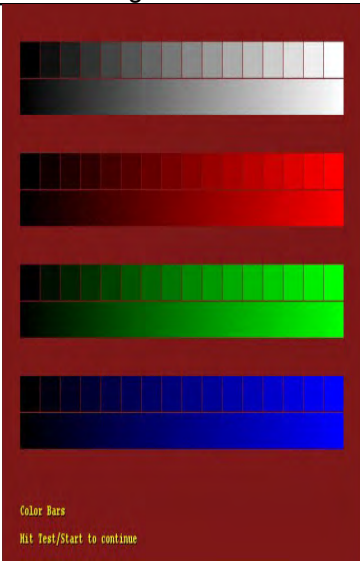
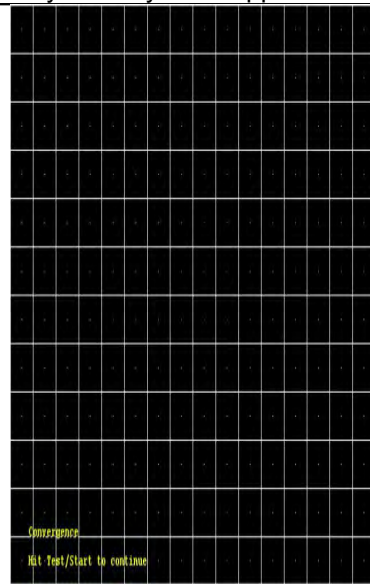
Caution: Begin by placing the wheel at center position. The steering wheel moves automatically during the wheel test. Stay clear of the wheel!

From the **Diagnostics Menu** select and enter **Wheel Test**. Verify proper wheel force feedback function using this menu. Follow the screen instruction carefully.



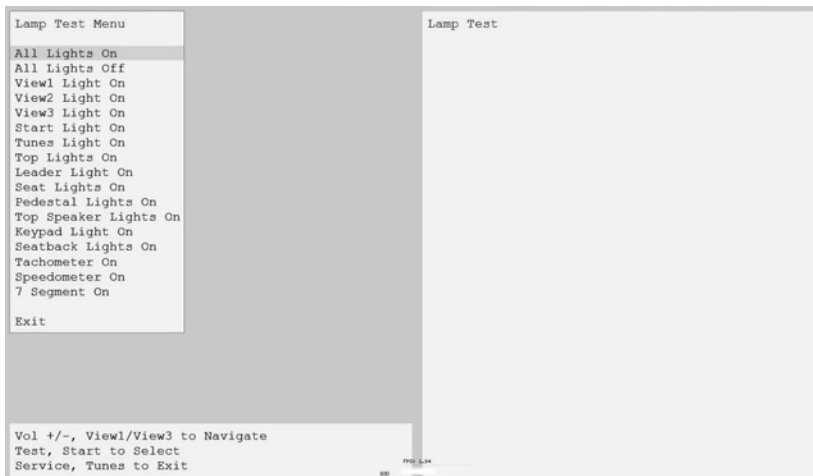
### Monitor Test

From the **Audio/Video Options** menu, select and enter **Color Bars & Purity**. Verify correct color and purity for Red, Blue and Green screens. Use the convergence screen to also verify linearity. See Appendix n.

<ul style="list-style-type: none"> <li>• White Screen</li> <li>• Red Screen</li> <li>• Green Screen</li> <li>• Blue Screen</li> </ul> <p>Purity Screen</p>	 <p>Color Bars Hit Test/Start to continue</p>	 <p>Convergence Hit Test/Start to continue</p>
		Convergence

### Lamp Test

From the **Diagnostics Menu** select and enter **Lamp Test**. Use View1 or View 3 to select the lamp and press Start to activate that lamp. Verify that ALL lamps are working.



**Note:**

Lamp function could also be verified using Switch Test.

Please check the coin door lamps as part of your game diagnostic check.

### **Coin Meter Test**

From the ***Diagnostics Menu*** select and enter ***Coin Meter Test***. Advance the meter once using by pressing Start. Press the Tunes Button to return to ***Diagnostics Menu***.



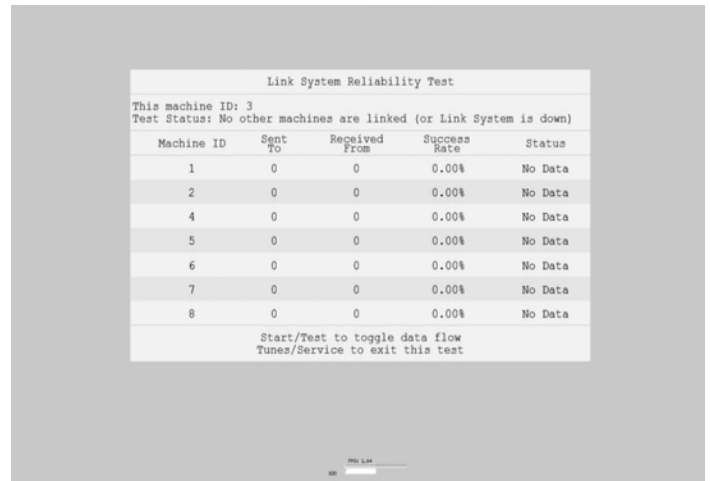
### **Watchdog Test**

From the ***Diagnostics Menu*** select and enter ***Watchdog Test***. The game will reset in approximately 6 seconds. The watchdog feature allows the PC to monitor normal game software and hardware operation.



## Link Sytem

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



## Game Audits

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



### Note:

- Use game audit screens to assess game performance.
- Use information to determine options such as game difficulty and free game award to maximize game earnings.
- Use information to detect possible intermittent problems.

## General 1 Audits

From the **Audits Menu**, select **General 1** and enter to view general game statistics. Press the Tunes Button to return to **Main Menu**.

Audits Menu	General Audits
General 1	Time Game On 3:43:31.96
General 2	Time Game Played 0:07.21
Courses	Time Per Game 0:00.13
Course Wins	Games Played 55
Placings	Games Started 2
Vehicles	Games Continued 0
Upgrades	Games Timed Out 0
Stunts	Free Games 0 0.00%
Trophies	Pin Games 0 0.00%
Exit	Link Games 0 0.00%
	Quick Play Games 0 0.00%
	Boot Ups 347
	Test Mode Entries 94
	Automatic Reboots 0
	Watchdog Resets 329
	No I/O Board Init 0
	Unfinished Games 55
Vol +/-, View1/View3 to Navigate	
Test, Start to Select	
Service, Tunes to Exit	

## General 2 Audits

From the **Audits Menu**, select **General 2** and enter to view additional general game statistics. Press the Tunes Button to return to **Main Menu**.

Audits Menu	General Audits
General 1	Automatic Games 0 0.00%
General 2	Manual Games 0 0.00%
Courses	Low Cam Time 0:00.00
Course Wins	Med Cam Time 0:00.00
Placings	High Cam Time 0:00.00
Vehicles	Total Coindrops 220
Upgrades	Slot 0 Left 219
Stunts	Slot 1 Right 1
Trophies	Slot 2 DBV 0
Exit	Current Credits 0
	Current Coins 0
	Lifetime Coin Count 0000000200
Vol +/-, View1/View3 to Navigate	
Test, Start to Select	
Service, Tunes to Exit	

## Course Audits

From the **Audits Menu**, select **Courses** and enter to view individual information on each course. View how many times each course is selected, as well as its popularity by overall percentage. Press the Tunes Button to return to **Main Menu**.

Audits Menu	Course Plays / Percent	Course Selects / Percent
General 1	Mojave 0 0.00%	0 0.00%
General 2	Times Square 0 0.00%	0 0.00%
<b>Courses</b>	Hawaii 0 0.00%	0 0.00%
Course Wins	Chinatown 0 0.00%	0 0.00%
Placings	Shinjuku 0 0.00%	0 0.00%
Vehicles	Sturgis 0 0.00%	0 0.00%
Upgrades	Baja 0 0.00%	0 0.00%
Stunts	Florida 0 0.00%	0 0.00%
Trophies	Switzerland 0 0.00%	0 0.00%
Exit	Monaco 0 0.00%	0 0.00%
	New England 0 0.00%	0 0.00%
	Malibu 0 0.00%	0 0.00%
	Shibuya 0 0.00%	0 0.00%
	Kyoto 0 0.00%	0 0.00%
	Chicago 0 0.00%	0 0.00%
	Sado 0 0.00%	0 0.00%
	LA Ghetto 0 0.00%	0 0.00%
	Shanghai 0 0.00%	0 0.00%
	Central Park 0 0.00%	0 0.00%
	Detroit 0 0.00%	0 0.00%
	Takayama 0 0.00%	0 0.00%
	Nagano 0 0.00%	0 0.00%
	San Francisco 0 0.00%	0 0.00%
	Hollywood 0 0.00%	0 0.00%
	SF Tour 0 0.00%	0 0.00%
	Chinatown EX 0 0.00%	0 0.00%
	Mulholland Dr 0 0.00%	0 0.00%

Vol +/-, View1/View3 to Navigate  
Test, Start to Select  
Service, Tunes to Exit

PPS 28.38

## Course Wins Audit

From the **Audits Menu**, select **Courses Wins** and enter to view individual win and overall percentage information on each course. Press the Tunes Button to return to **Main Menu**.

Audits Menu	Course Wins / Percent
General 1	Mojave 0 0.00%
General 2	Times Square 0 0.00%
Courses	Hawaii 0 0.00%
<b>Course Wins</b>	Chinatown 0 0.00%
Placings	Shinjuku 0 0.00%
Vehicles	Sturgis 0 0.00%
Upgrades	Baja 0 0.00%
Stunts	Florida 0 0.00%
Trophies	Switzerland 0 0.00%
Exit	Monaco 0 0.00%
	New England 0 0.00%
	Malibu 0 0.00%
	Shibuya 0 0.00%
	Kyoto 0 0.00%
	Chicago 0 0.00%
	Sado 0 0.00%
	LA Ghetto 0 0.00%
	Shanghai 0 0.00%
	Central Park 0 0.00%
	Detroit 0 0.00%
	Takayama 0 0.00%
	Nagano 0 0.00%
	San Francisco 0 0.00%
	Hollywood 0 0.00%
	SF Tour 0 0.00%
	Chinatown EX 0 0.00%
	Mulholland Dr 0 0.00%

Vol +/-, View1/View3 to Navigate  
Test, Start to Select  
Service, Tunes to Exit

PPS 28.37

## Placings Audit

From the **Audits Menu**, select **Placings** and enter to view individual count for each standing and percentage information. Use this information to determine game difficulty adjustments to properly reward players and maximize game earning performance. Press the Tunes Button to return to **Main Menu**.

Audits Menu		Placings / Percent	
General 1		1st Place	0 0.00%
General 2		2nd Place	0 0.00%
Courses		3rd Place	0 0.00%
Course Wins		4th Place	0 0.00%
<b>Placings</b>		5th Place	0 0.00%
Vehicles		6th Place	0 0.00%
Upgrades		7th Place	0 0.00%
Stunts		8th Place	0 0.00%
Trophies			
Exit		Average Place	0.00
		Max Win Streak	0
		Max Lose Streak	0
		Cur Win Streak	0
		Cur Lose Streak	0

Vol +/-, View1/View3 to Navigate  
Test, Start to Select  
Service, Tunes to Exit

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## Vehicles Audit

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

Audits Menu		Vehicle Plays / Percent		Vehicle Selects / Percent	
General 1		Viper_SRT10	0 0.00%	0	0.00%
General 2		Mustang_GT	0 0.00%	0	0.00%
Courses		Camaro_SS	0 0.00%	0	0.00%
Course Wins		GT	0 0.00%	0	0.00%
Placings		370Z	0 0.00%	0	0.00%
<b>Vehicles</b>		S7_Twin_Turbo	0 0.00%	0	0.00%
Upgrades		Corvette_ZR1	0 0.00%	0	0.00%
Stunts		S5S_Raptor	0 0.00%	0	0.00%
Trophies		Challenger_SRT8_392	0 0.00%	0	0.00%
Exit		GT-R	0 0.00%	0	0.00%

Vol +/-, View1/View3 to Navigate  
Test, Start to Select  
Service, Tunes to Exit

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### Upgrade Audit

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

Audits Menu		Upgrades	
General 1		Decal	0
General 2		Tires	0
Courses		Neon	0
Course Wins		Nitro	0
Placings		Body	0
Vehicles		Spoiler	0
<b>Upgrades</b>		Engine	0
Stunts		Upgrade Users	0
Trophies		Upgrade Buy-Ins	0
Exit		Upgrade Credits	0
		1 visit:	0 0.00%
		2 - 4 visits:	0 0.00%
		5 - 9 visits:	0 0.00%
		10 - 14 visits:	0 0.00%
		15 - 19 visits:	0 0.00%
		20 - 24 visits:	0 0.00%
		25 - 29 visits:	0 0.00%
		30 - 39 visits:	0 0.00%
		40 - 49 visits:	0 0.00%
		50 - 69 visits:	0 0.00%
		70 - 99 visits:	0 0.00%
		100+ visits:	0 0.00%
Vol +/-, View1/View3 to Navigate			
Test, Start to Select			
Service, Tunes to Exit			

### Stunts and Trophies Audit

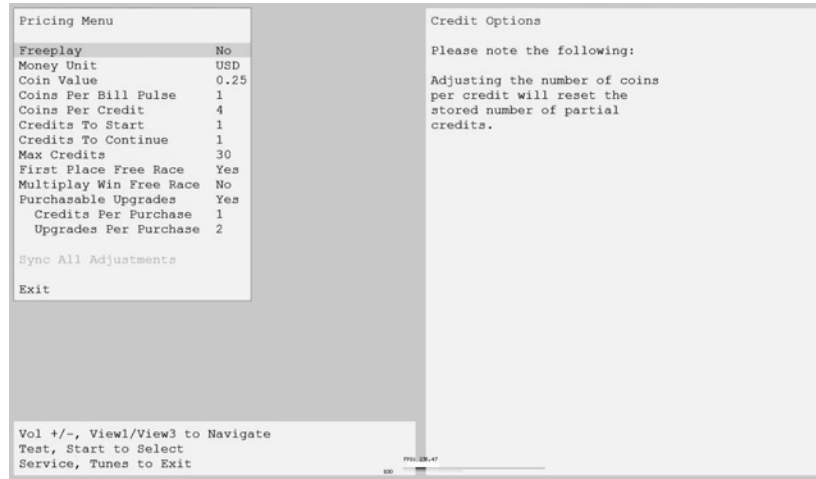
From the **Audits Menu**, select **Stunts** and enter to view individual count for each stunt performed. Press the Tunes Button to return to Main Menu

Audits Menu		Stunts / Assists	
General 1		Wheelies	0
General 2		Slides	0
Courses		Leap Frogs	0
Course Wins		Back Flips	0
Placings		Helis	0
Vehicles		Rolls	0
Upgrades		End-Over-Ends	0
<b>Stunts</b>		Spinouts	0
Trophies		Nitros	0
Exit		Autopilot Triggers	0
Vol +/-, View1/View3 to Navigate			
Test, Start to Select			
Service, Tunes to Exit			

Audits Menu		Trophies	
General 1		THE BEST! AROUND!	0
General 2		GLOBETROTTER	0
Courses		DRIFTOLOGIST	0
Course Wins		SUPERBIKER	0
Placings		MUY FURIOSO	0
Vehicles		KING OF THE MTN	0
Upgrades		BROKE THE BANK	0
Stunts		PACKED GARAGE	0
<b>Trophies</b>		STABLE MASTER	0
Exit		HOBBYIST	0
		TRIPLE THREAT	0
		FIRST OF MANY	0
		ROCK STEADY	0
		STICK WRANGLER	0
		UNTOUCHABLE	0
		QUICK DRAW	0
		GOLD CHAIN	0
		SILVER CHAIN	0
		BRONZE CHAIN	0
		TRICK MEISTER	0
		GOLD FLIPPER	0
		SILVER FLIPPER	0
		GOLD BOND	0
		BOOM! ROASTED	0
Vol +/-, View1/View3 to Navigate			
Test, Start to Select			
Service, Tunes to Exit			

## Pricing Adjustment Menu

From the **Main Menu**, select **Pricing Adjustment** and enter. The Adjustment Menu allows you to customize the game. Each variable will change an aspect of the basic game pricing, other related player free game reward and upgrade cost. Optimizing these settings should result in continued high player interest and game earnings. You can monitor the affects of these options by comparing audit information before and after the changes have been implemented. Press Start to Select. Press Tunes or Service to Exit.



## Price Menu

From the **Pricing Adjustment Menu**, select **Freeplay** and enter. This option allows you to set the game to Free Play or at no cost. Any coins or bills inserted will continue to be accepted and counted. This will be reflected in the Audits. The credits issued money accepted during Freeplay mode will be available after Freeplay is turned off or deactivated. Please perform Clear Credits to remove unwanted credits. Press Start to Select. Press Tunes or Service to Exit.



## Money Unit Menu

From the **Pricing Menu**, select **Money Unit** and enter. Select the currency which applies to the games location and press Start to select. Press Start to Select. Press Tunes or Service to Exit.



## Coin Value Menu

From the **Pricing Menu**, select **Coin Value** and enter. Choose the coin value based on the currency selected and the coin acceptor type or setting. Press Start to Select. Press Tunes or Service to Exit.



### **Coin Per Bill Pulse Menu**

From the **Pricing Menu**, select **Coin per Bill Pulse Menu** and enter. Choose the equivalent coin value based on the bill acceptor currency type or settings. Press Start to Select. Press Tunes or Service to Exit.



### **Coin Per Credit Menu**

From the **Pricing Menu**, select **Coin per Credit Menu** and enter. Choose the number of coins required to earn one credit. Press Start to Select. Press Tunes or Service to Exit.



### **Credit To Start Menu**

From the **Pricing Menu**, select **Credit To Start Menu** and enter. Choose the number of credits required to start one game. Press Start to Select. Press Tunes or Service to Exit.



### **Credit to Continue Menu**

From the **Pricing Menu**, select **Credit To Continue Menu** and enter. Choose the number of credits required to continue from the current game. Press Start to Select. Press Tunes or Service to Exit.

### **Max Credits Menu**

From the **Pricing Menu**, select **Max Credit Menu** and enter. Choose the number of maximum credits the game will post. Please note that the game will continue to accept and count additional coins with no additional credits added over the maximum number selected. Press Start to Select. Press Tunes or Service to Exit.

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

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

### **Multiplay 1<sup>st</sup> Place Wins Free Race**

From the **Pricing Menu**, select **Multiplay 1<sup>st</sup> Wins Free Race** and enter. Select the amount of time in seconds given to the player to reach the first check point. Press Start to Select. Press Tunes or Service to Exit.

### **Purchasable Upgrades ?**

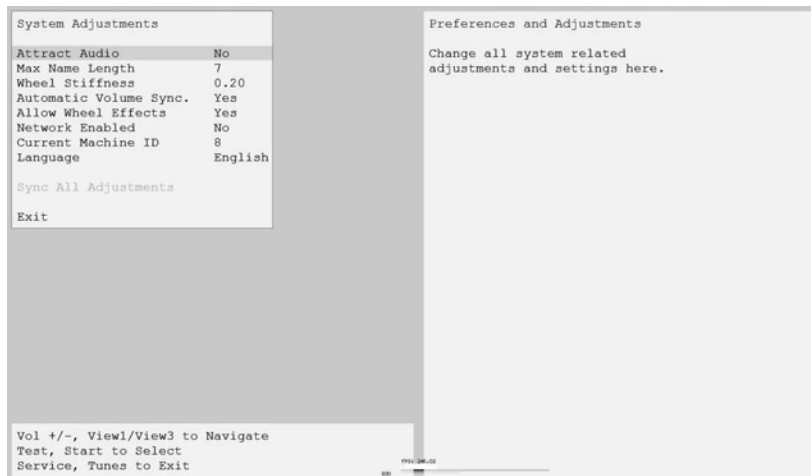
From the ***Pricing Menu***, select ***Purchasable Upgrades*** and enter. This option if enabled allows purchase of upgrades. Press Start to Select. Press Tunes or Service to Exit.

### **Upgrades per Credit Menu**

From the ***Pricing Menu***, select ***Upgrades per Credit*** and enter. Choose the number of upgrades given per credit. Press Start to Select. Press Tunes or Service to Exit.

## System Ajustments Menu

From the **Main Menu**, select **System Adjustments** and enter. Press Start to Select. Press Tunes or Service to Exit.



## Attract Audio Menu

From the **System Adjustment Menu**, select **Attract Audio** and enter. Select option to play game music during standby or attract mode. Press Start to Select. Press Tunes or Service to Exit.

## Max Name Length Menu

From the **System Adjustment Menu**, select **Max Name Length** and enter. Choose the maximum number of alpha numeric characters allowed during player name entry. Press Start to Select. Press Tunes or Service to Exit.

## Wheel Stiffness Level Menu

From the **Adjustment Menu**, select **Wheel Stiffness** and enter. Select wheel stiffness level. Default setting is 0.20. Press Start to Select. Press Tunes or Service to Exit.

## Automatic Volume Sync Menu

From the **System Adjustment Menu**, select **Automatic Volume Sync** and enter. Select option to synchronize game volume adjustment across all linked or networked games. When active, volume for all linked games can be adjusted to the same level from any one of the games connected to the network. Press Start to Select.

## Automatic Volume Sync Menu

From the **System Adjustment Menu**, select **Automatic Volume Sync** and enter. Select option to synchronize game volume adjustment across all linked or networked games. When active, volume for all linked games can be adjusted to the same level from any one of the games connected to the network. Press Start to Select. Press Tunes or Service to Exit.

## Allow Feedback Wheel Effects

From the **System Adjustment Menu**, select **Allow Feedback Wheel Effects** and enter. If this feature is active, the steering wheel feedback mechanism produces an appropriate response to the steering wheel during events such as collisions or driving on gravel for added realism and enhanced player experience. Press Start to Select. Press Tunes or Service to Exit.

## Networking

From the **System Adjustment Menu**, select **Networking** and enter. If this feature is ON the game will look for networked games and assign IP address to each unit. Set to OFF for single unit operation. Press Start to Select. Press Tunes or Service to Exit.

## Network ID

From the **System Adjustment Menu**, select **Network ID** and enter. It is critical that each networked unit is assigned a different Network ID for proper link operation. Games in the network may require reboot after setting Network parameter. Press Start to Select. Press Tunes or Service to Exit.

## Language

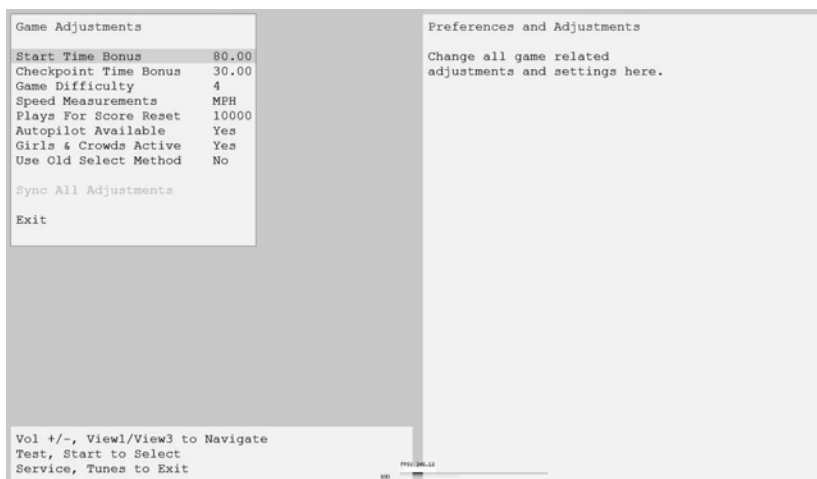
From the **System Adjustment Menu**, select **Language** and enter. Press Start to Select. Press Tunes or Service to Exit.





## Game Adjustments Menu

From the **Main Menu**, select **Game Adjustments** and enter. Press Start to Select. Press Tunes or Service to Exit.



### **Note:**

Please reference the game Audit information to determine the appropriate difficulty setting for your location. Compare changes in game statistics and game revenue before and after the change.

## Start Time Bonus Menu

From the **Game Adjustment Menu**, select **Start Bonus Time** and enter. Select amount of time given at the start of the race to reach the first Checkpoint. Additional time is given at each Checkpoint. Press Start to Select. Press Tunes or Service to Exit

## Checkpoint Bonus Time Menu

From the **Game Adjustment Menu**, select **Checkpoint Bonus Time** and enter. Select the amount of time in seconds given to the player to reach the next check point after reaching a check point. Press Start to Select. Press Tunes or Service to Exit.

## Game Difficulty Menu

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

## Speed Measurement Menu

From the **Game Adjustment Menu**, select **Speed Measurement** and enter. Select which unit is to be used to measure car speed. Choose MPH or Miles per Hour. Choose KPH or Kilometers per Hour. Press Start to Select. Press Tunes or Service to Exit

### **Plays for High Score Reset Menu**

From the **Adjustment Menu**, select **Plays for High Score Reset** and enter. Select the number of plays before high score table is reset. Press Start to Select. Press Tunes or Service to Exit.

### **Autopilot Available Menu**

From the **Game Adjustment Menu**, select **Autopilot Available** and enter. When active, this feature allows the game to run in autopilot mode after 10 seconds has elapsed without player input. This provides an opportunity for younger players to enjoy the game experience as well. Press Start to Select. Press Tunes or Service to Exit

### **Girls and Crowds Enable Menu**

From the **Game Adjustment Menu**, select **Girls and Crowds** and enter. Starting line girl and crowds feature can be activated or deactivated by selecting yes or no. Press Start to Select. Press Tunes or Service to Exit.

**Note:**

The starting line girl and crowd can be removed for certain locations which may consider this feature not suitable or appropriate.

## Utilities Menu

From the **Test Main Menu**, select **Utilities** and enter. The Utilities Menu contains tools which the operator could use to manage game adjustments or reset key game and player score and statistic information. The option to perform a game factory restore can also be accessed.



### Note:

- Information will be permanently erased by Clear or Reset functions.
- It is often ideal to perform a factory restore when the game is being moved to a new location.
- Record your game audit information if performing any of the above functions.

## CRC Check Menu

From the **Utilities Menu**, select **CRC Check** and enter. Performing CRC check verifies the integrity of the software. Press Start to Select. Press Tunes or Service to Exit.

## Clear Credit Menu

From the **Utilities Menu**, select **Clear Credits** and enter. Performing Clear Credit will delete any remaining credits posted. Press Start to Select. Press Tunes or Service to Exit.

## Clear Audit Menu

From the **Utilities Menu**, select **Clear Audit** and enter. Performing Clear Audit will delete all audit information found on the Audit Menu. Please record them if you ever need to reference the information. Press Start to Select. Press Tunes or Service to Exit.

## Clear High Scores Menu

From the **Utilities Menu**, select **Clear High Scores** and enter. Performing Clear High Score will clear the all high score tables. Press Start to Select. Press Tunes or Service to Exit.

## Clear Player Stats Menu

From the **Utilities Menu**, select **Clear Player Stats** and enter. Performing Clear Player Stats will clear all player information, including PIN, car upgrades and money earned. Press Start to Select. Press Tunes or Service to Exit.

### **Set Default Adjustments Menu**

From the ***Utilities Menu***, select ***Default Adjustment*** and enter. Performing Default Adjustment setting will restore game adjustments back to its manufacturer recommended settings. The game will need to be re-calibrated. Press Start to Select. Press Tunes or Service to Exit.

### **Set Default Adjustments Menu**

From the ***Utilities Menu***, select ***Reset Link System Config*** and enter. This utility allows the communication between linked games to be re-established due to a possible fault other than hardware. Check all network related hardware (cables, router) and make sure that they are connected and then power cycle the games. Press Start to Select. Press Tunes or Service to Exit.

### **Factory Restore Menu**

From the ***Utilities Menu***, select ***Factory Restore*** and enter. Performing Factory Restore will restore game adjustments back to its manufacturer recommended settings and clear all audit information. The game will need to be re-calibrated. Press Start to Select. Press Tunes or Service to Exit.

## **Calibration Menu**

From the **Test Main Menu**, select **Calibration** and enter. Making sure that the wheel, gas and brake are all properly calibrated is the easiest way to make sure that your driving game could maximize its earning potential. Follow the screen instructions carefully. Verify proper calibration on the Switch Test screen. Check and make sure that the minimum, center and maximum values correspond to the actual position of the control.



**Note:**

- If the game requires constant re-calibration, check the controls for mechanical wear or damage. Replace if necessary.
- Normal wear and tear of the controls means that calibration should be part of the games

## **Volume Menu**

From the **Test Main Menu**, select **Volume** and enter. This refers to the game volume while in play. Use the Volume Up/ Volume Down button on the service panel to adjust volume level. Press Start to Select. Press Tunes or Service to Exit.

## **Volume Menu**

From the **Test Main Menu**, select **Attract Volume** and enter. This refers to the attract mode volume. Use the Volume Up/ Volume Down button on the service panel to adjust volume level. Press Start to Select. Press Tunes or Service to Exit.

**Note:**

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

## TROUBLESHOOTING GUIDE

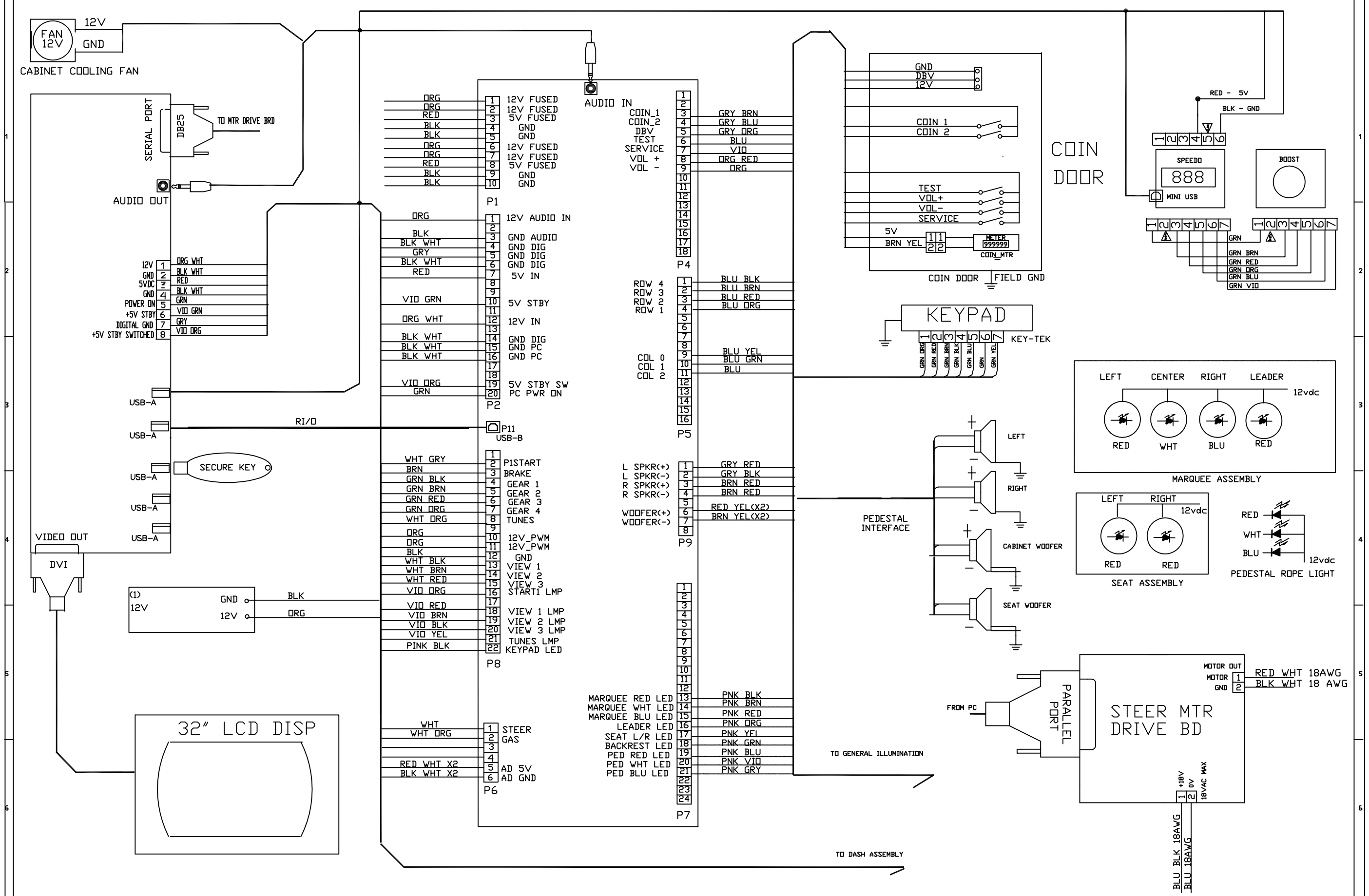
PROBLEM	POSSIBLE CAUSE	SOLUTION
<b>Game will not power up.</b>	Game not plugged in.	Plug game into receptacle.
	Game not turned on.	Turn ON main power switch
	Game fuse is blown	Check game fuse.
	No power to receptacle.	Plug game into powered receptacle.
	PC power switch is OFF	Turn PC power switch ON.
	PC BIOS set wrong.	See Appendix B.
<b>“No Signal” Message</b>	Video cable not secure.	Check and secure video connector.
	PC not turned ON.	Turn ON power to PC.
<b>No video display.</b>	No power to video display.	Check power to video display. <i>see Game will not power up.</i>
<b>No sound.</b>	Audio cable not connected.	Check audio cable connection.
	Speaker not connected.	Check speaker connection.
<b>“I/O Board Missing”</b>	USB connector not connected.	Check USB connector from PC to I/O board. Perform Hard Drive Recovery
<b>Game will not load.</b>	New Hard Drive installed.	Power cycle by un-plugging game. Perform Hard Drive Recovery
	Hard Drive data corrupted.	Perform Hard Drive Recovery.
<b>Game Freezes</b>	Secure Dongle Loose	Secure and Tighten Dongle
	Poor Ventilation	Check Fan Operation and Airflow
	USB cable loose	Remove and Reinsert USB both ends of cable
	Failing or Bad Power Supply	Check Power Supply Output or Replace With Known Good.
	Corrupted Hard Drive	Perform CRC Check. Re-Image if bad.
<b>Game resets.</b>	Low DC voltage.	Check for proper voltage(+5V,+12V). Adjust cabinet main power supply.
	Door lamp is wrong rating.	Use only 5volt lamps.
	Cabinet/PC temperature is too high.	Check that vents and fans are functioning and not obstructed.
	Hard Drive data corrupted.	Perform Hard Drive Recovery..
<b>Not Linking</b>	DIP Switch Set Wrong	Refer to Networking Setup Section.
	Network Cable Bad	Check Connection or Replace
	Game Operator Settings Not The Same.	Make Sure All Settings Are The Same Between Linked Games
<b>No Wheel Feedback</b>	Bad Wheel Driver Board	Replace With Known Good To Verify
	Bad Fuse on Wheel Driver Board	Replace Fuse On Wheel Driver With The Same Value Fuse
	Parallel Cable Loose	Secure and Tighten Parallel Cable
	Loose Electrical Connection	Check Connection To Motor and Wheel Driver Board
	Bad Transformer Fuse	Replace With Same Value Fuse

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

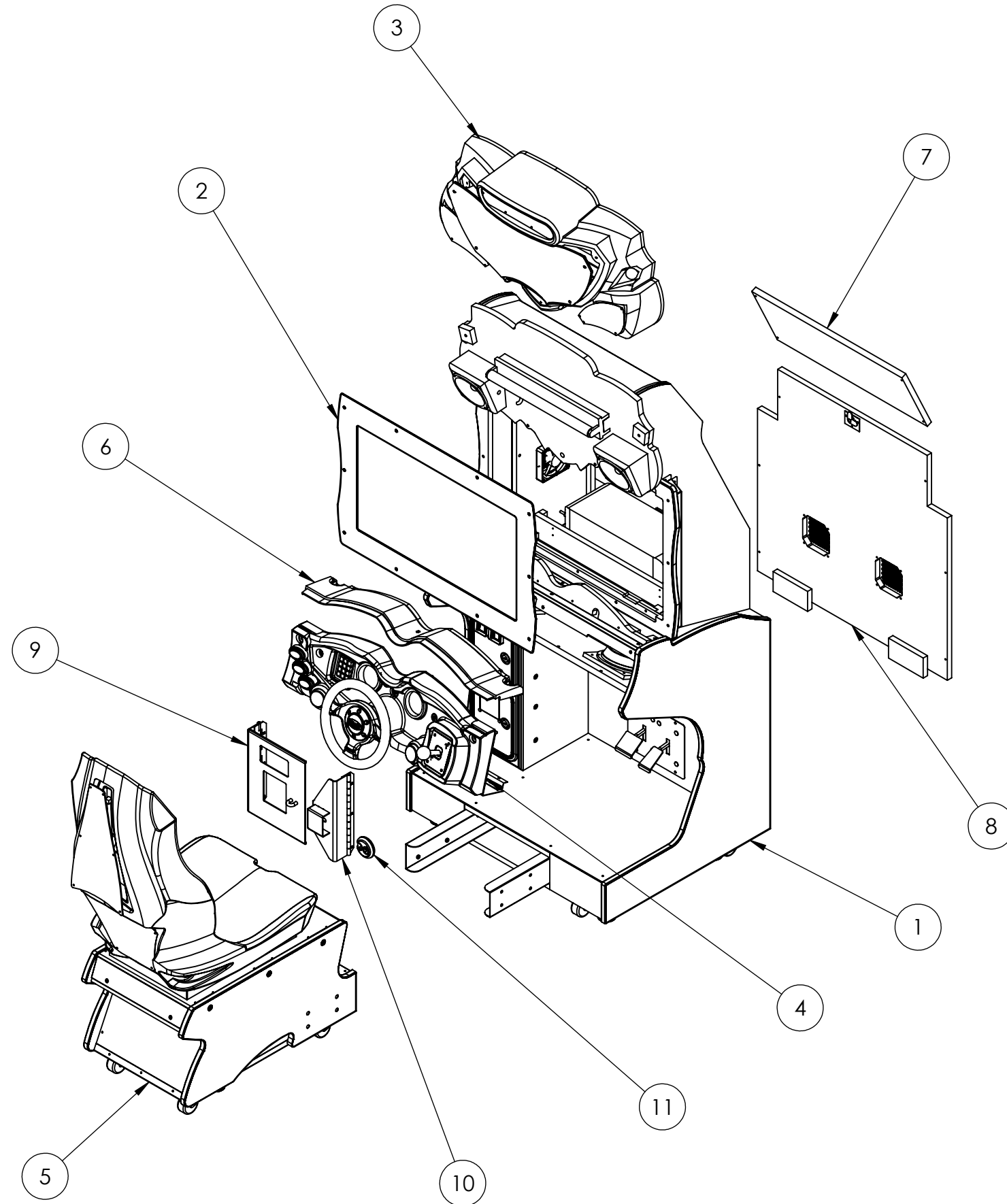
# Super Cars Technical Information

Electrical  
Mechanical  
Parts  
Appendixes  
Notes



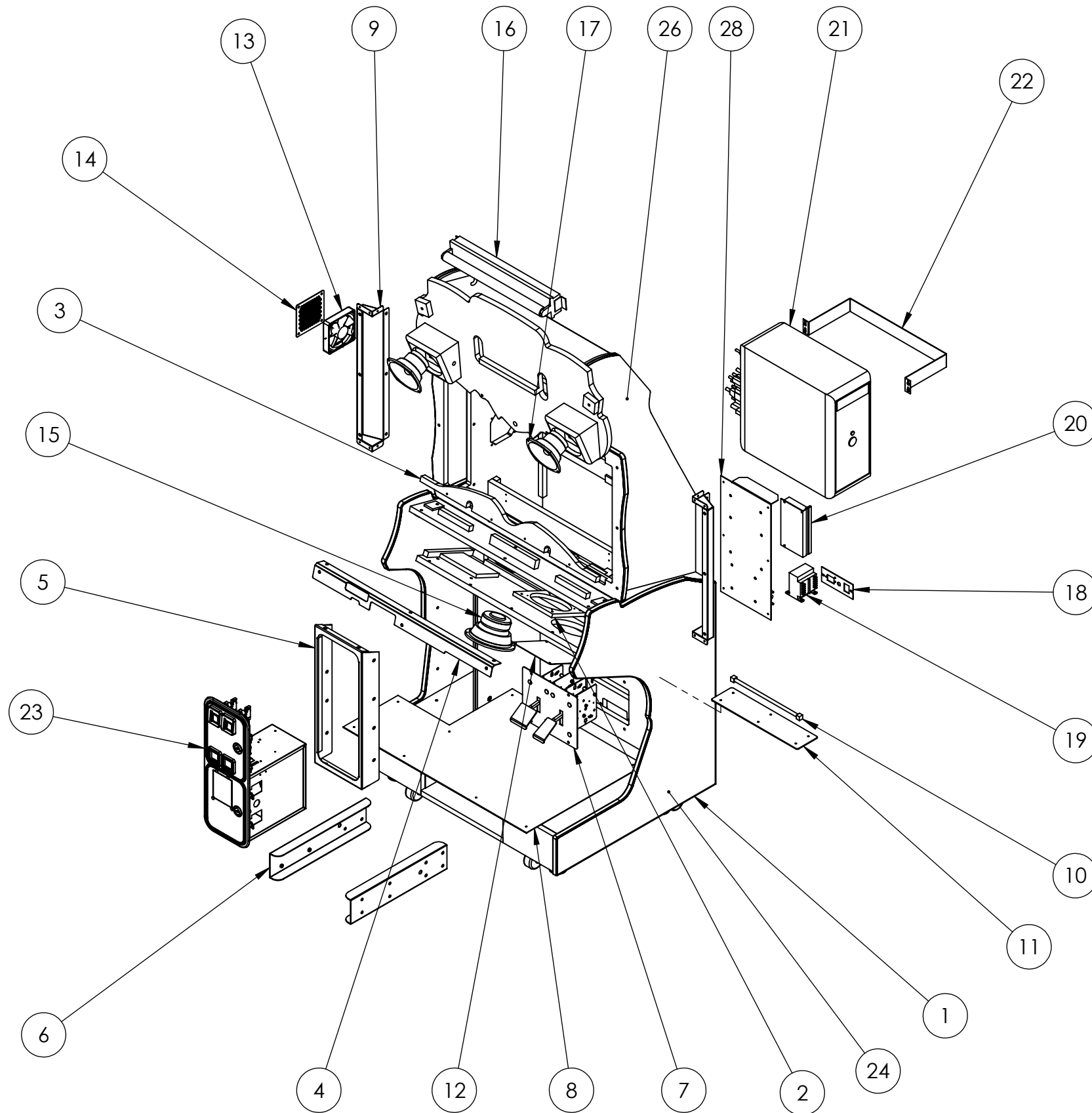






ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	SC-32_Front_Assy	SUPERCARS - 32" Front Assembly	1
2	SC-32_Monitor_Assy	SUPERCARS - 32" HD Monitor Assembly	1
3	SC-32_Marquee_Assy	SUPERCARS - 32" Marquee Assembly	1
4	SC_Dash_Assy	SUPERCARS - Dash Assembly	1
5	SC_Pedestal_Assy	SUPERCARS - Pedestal Assembly	1
6	603-00518-01	Supercars 32" - Hood Plastic	1
7	601-00526-01	Supercars 32" - Upper Back Door	1
8	601-00525-01	Supercars 32" - Lower Back Door Assy	1
9	600-00650-01	Supercars 32" - Hasp (Left)	1
10	600-00651-01	Supercars 32" - Hasp (Right)	1
11	Hasp Lock	Diskus Padlock	1

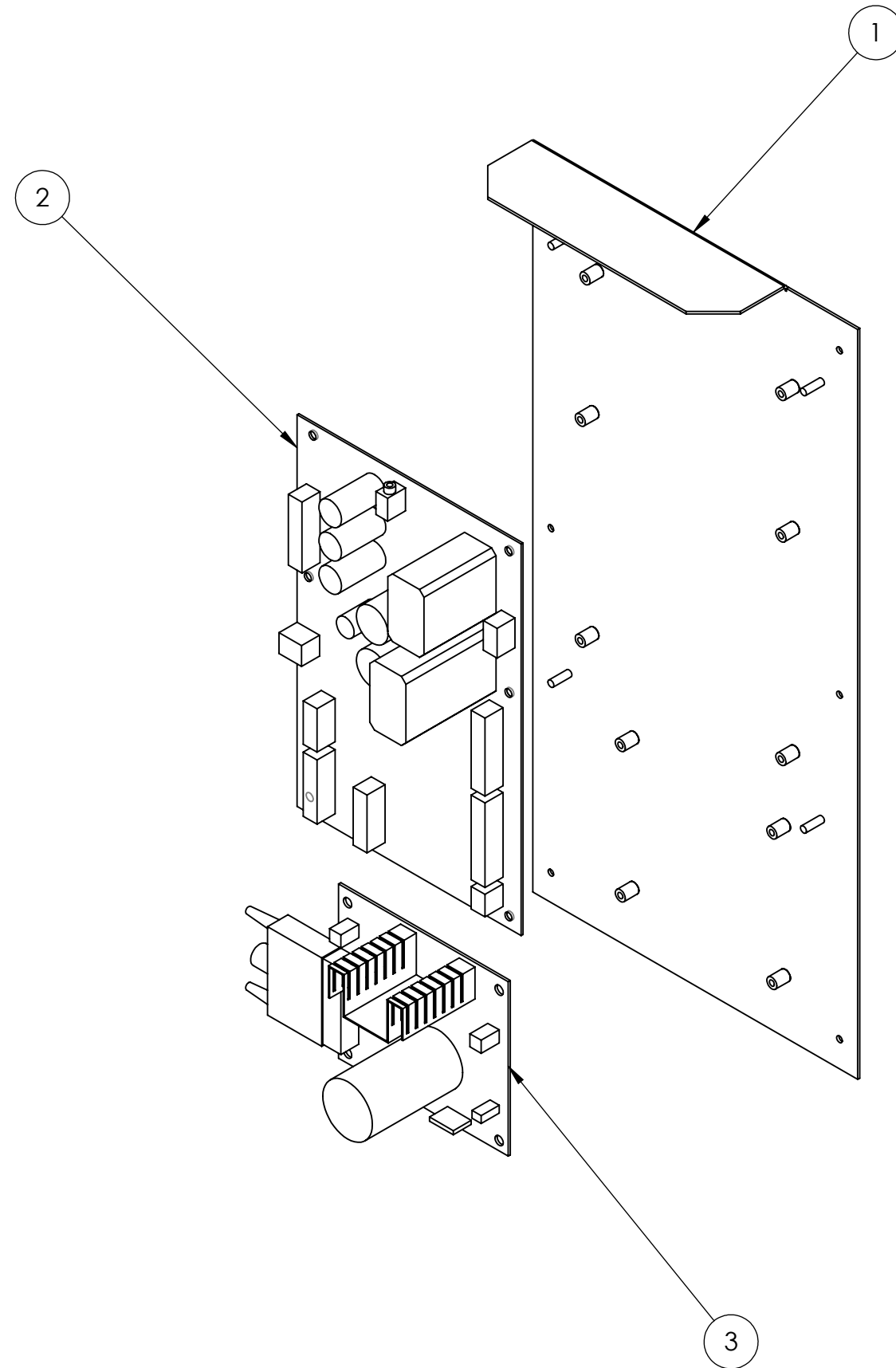
SUPERCARS - 32" HD MONITOR VERSION  
Exploded View



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	601-00523-01	Supercars 32" - Main Cabinet	1
2	601-00527-01	Supercars 32" - Woofer Mounting Board	1
3	601-00531-01	Supercars 32" - Hood Support Board	1
4	600-00618-01	Supercars 32" - Dash Jamb Mounting Bracket	1
5	608-00031-01	Supercars 32" - Coin Door Housing Plate	1
6	600-00030-01	Supercars 32" - Pedestal Mounting Channel	2
7	603-00003-01	Dual Pedal Mech (Happ 96-0880-00)	1
8	600-00619-01	Supercars 32" - Cabinet Floor Diamond Plate	1
9	600-00608-01	Supercars 32" - LCD End Cap	2
10	702-00006-00	Red CCFL: 12"	1
11	600-00021-01	Supercars 32" - Pedal Light Lens	1
12	600-00616-01	Supercars 32" - Under Dash Woofer Grill	1
13	820-00012-00	Cooling Fan(standard size): 12 VDC, 3W, 80CFM	1
14	600-00110-01	Cabinet Perf Side Vent	1
15	807-00003-00	Woofer: 6.5", 8 Ohm	1
16	812-00004-01	Fluorescent Assy: 18" Bulb (F15T8/CW)	1
17	2-1-10-00-00-000	Full Range Speaker: 5.25", 8 Ohm	2
18	600-00076-01	AC Inlet Power Plate (standard)	1
19	2-1-02-00-00-016	Transformer: 18V, 5 Amps	1
20	2-1-02-00-00-021	U-San UP-52 Power Supply: 12V/9A	1
21	850-00015-01	Dell OptiPlex PC Mini Tower (740 or 380)	1
22	600-00120-01	Dell OptiPlex Mounting Bracket	1
23	800-00030-01	Standard Width O/U Coin Door Vault (Happ)	1
24	606-00537-01	SC - Main Cabinet Decal (Right)	1
25	606-00538-01	SC - Main Cabinet Decal (Left) (NOT VISIBLE)	1
26	606-00539-01	SC32 - Monitor Cabinet Decal (Right)	1
27	606-00540-01	SC32 - Monitor Cabinet Decal (Left) (NOT VISIBLE)	1
28	RIO Drift Assy	Supercars - RIO Assembly	1

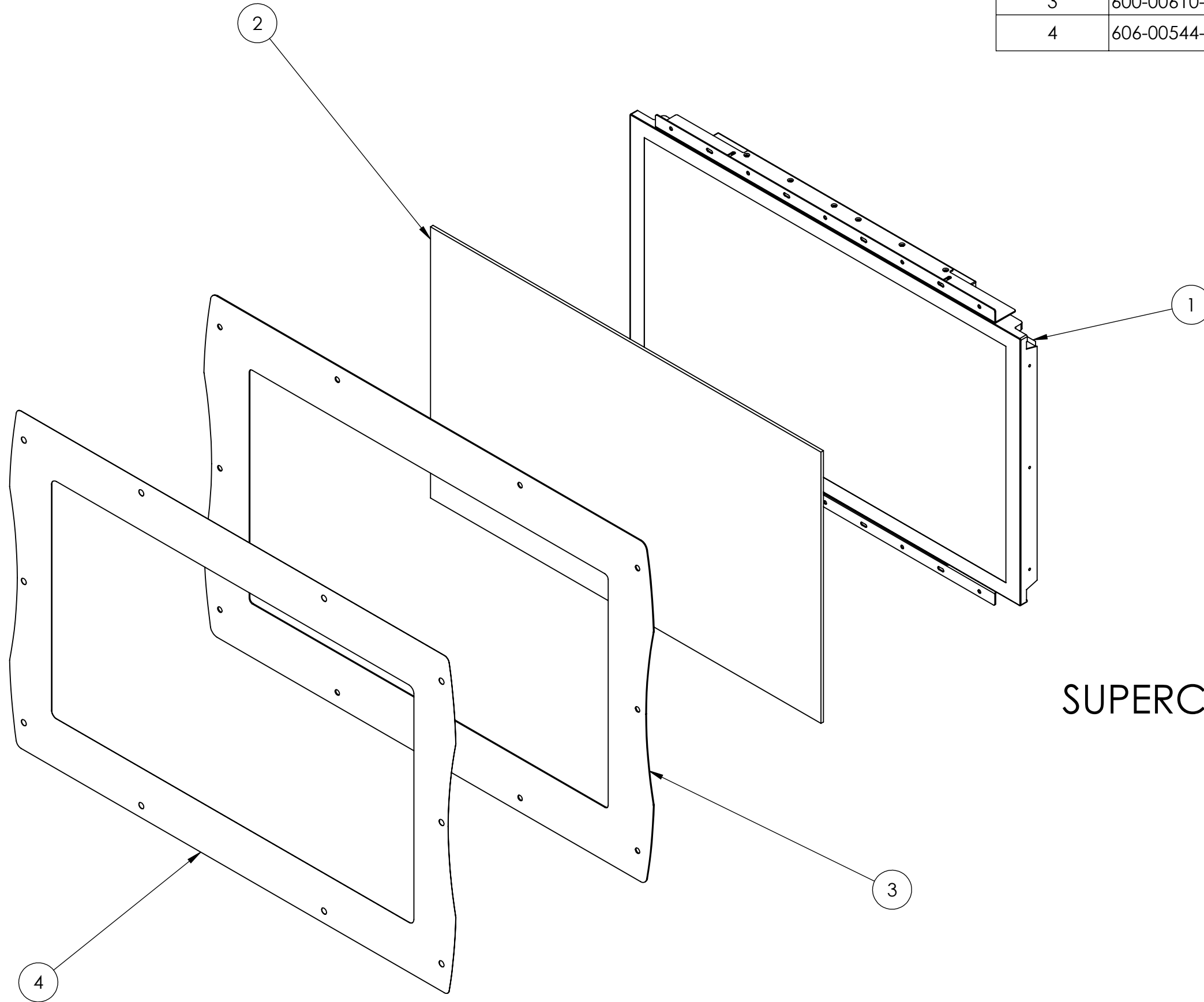
**SUPERCARS - 32" Front Assembly Exploded View**

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	600-00511-01	RIO - Mounting Plate Chassis	1
2	500-00040-01	RIO PCB	1
3	500-00037-01	RIO Wheel Driver PCB	1



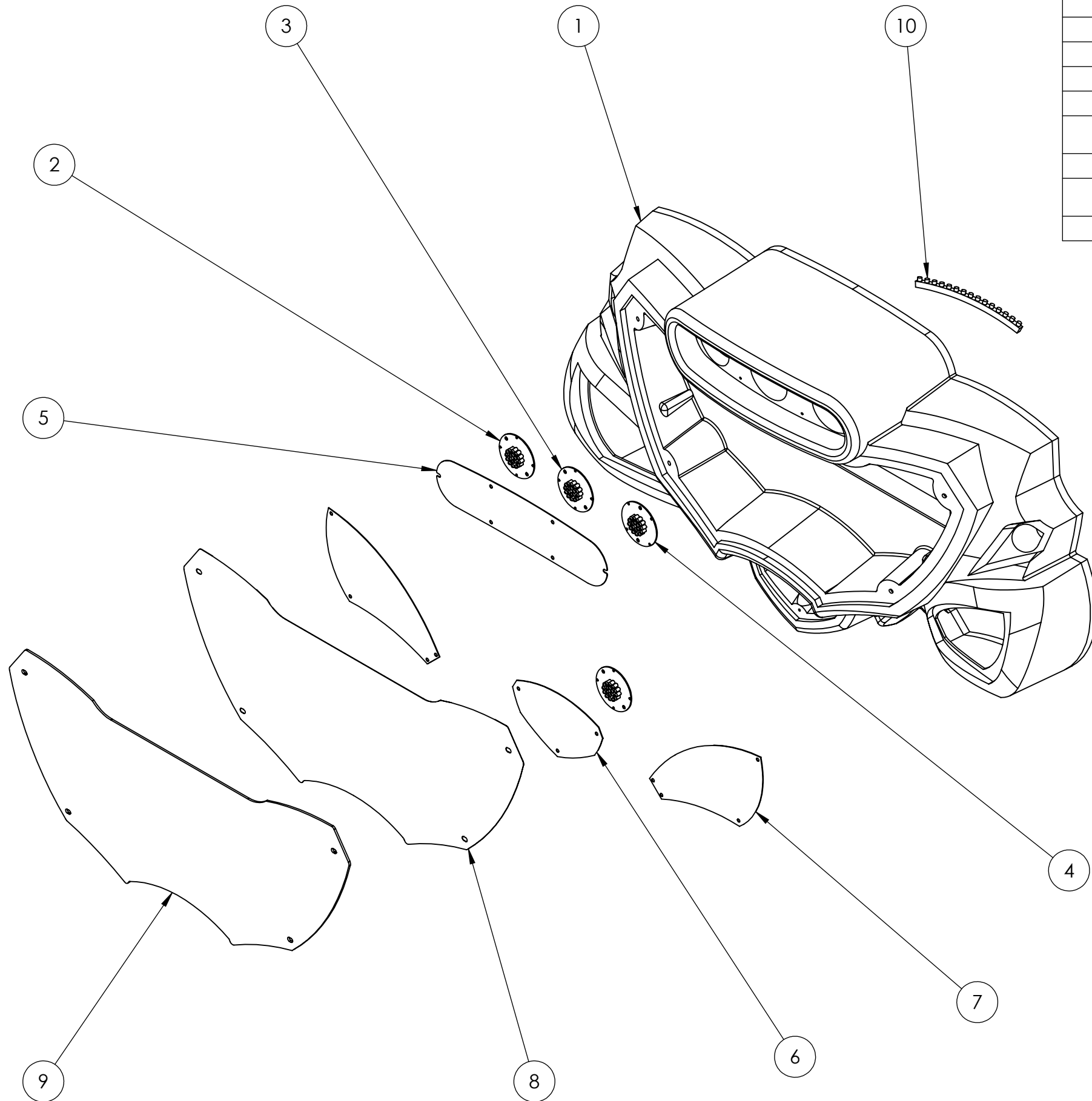
Supercars - RIO Assembly  
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	809-00003-00	32" HD Monitor	1
2	600-00613-01	32" LCD Front Glass	1
3	600-00610-01	Supercars 32" - Steel Monitor Frame	1
4	606-00544-01	SC 32" - Monitor Frame Decal	1

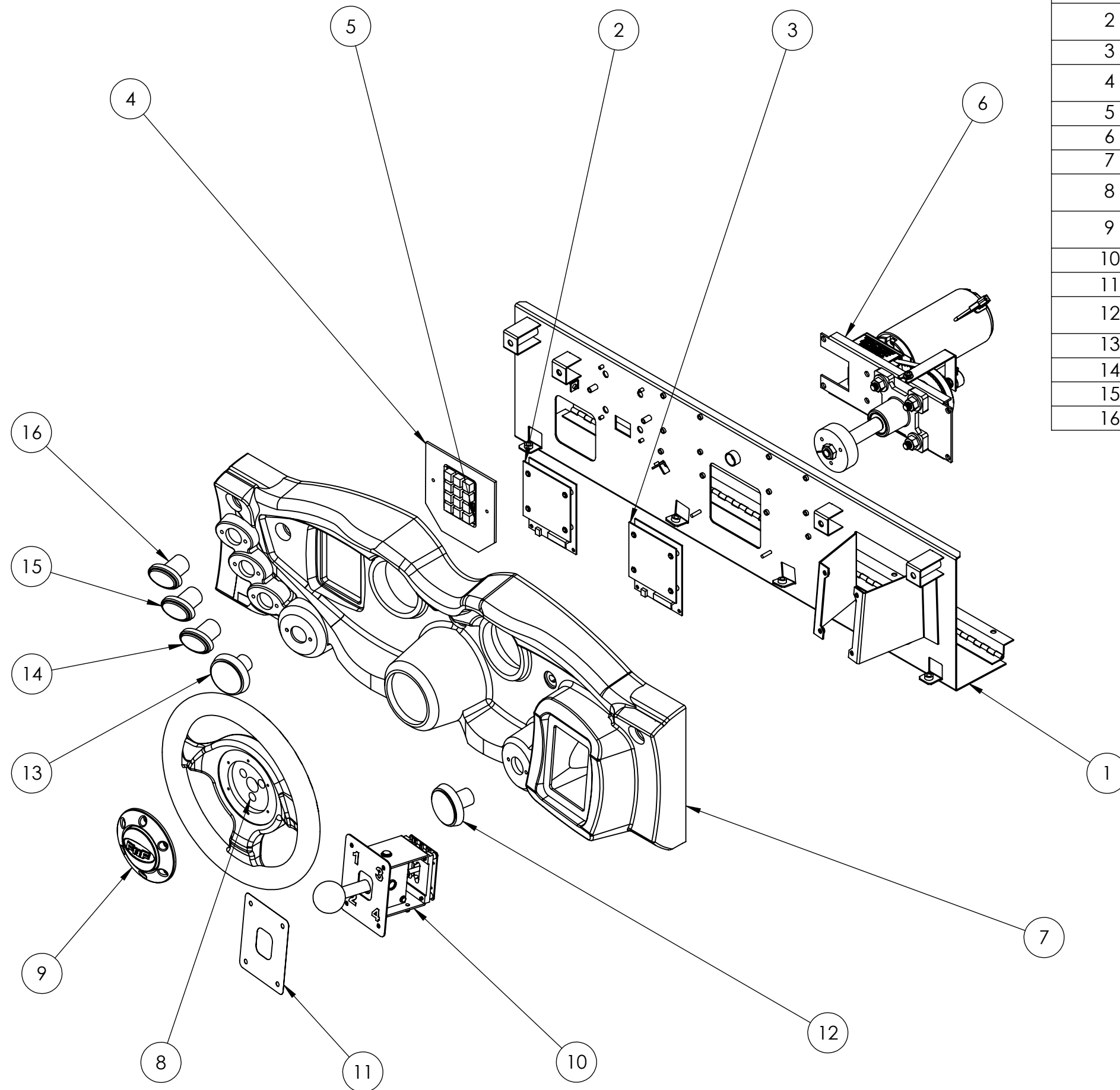


SUPERCARS - 32" HD Monitor Assembly  
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	603-00519-01	Supercars 32" - Marquee Plastic	1
2	500-00026-02	Red LED Spotlight PCB	2
3	500-00035-01	White LED Spotlight PCB	1
4	500-00028-02	Blue LED Spotlight PCB	1
5	600-00228-01	Supercars 32" - Marquee Blower Grill	1
6	600-00617-01	Supercars 32" - Marquee Lower Grill	1
7	600-00227-01	Supercars 32" - Marquee Speaker Grill	2
8	606-00549-01	SC 32" - Marquee Artwork	1
9	600-00226-01	Supercars 32" - Marquee Clear Display	1
10	500-00047-01	15 Light Red LED Strip	2



SUPERCARS - 32" Marquee Assembly  
Exploded View

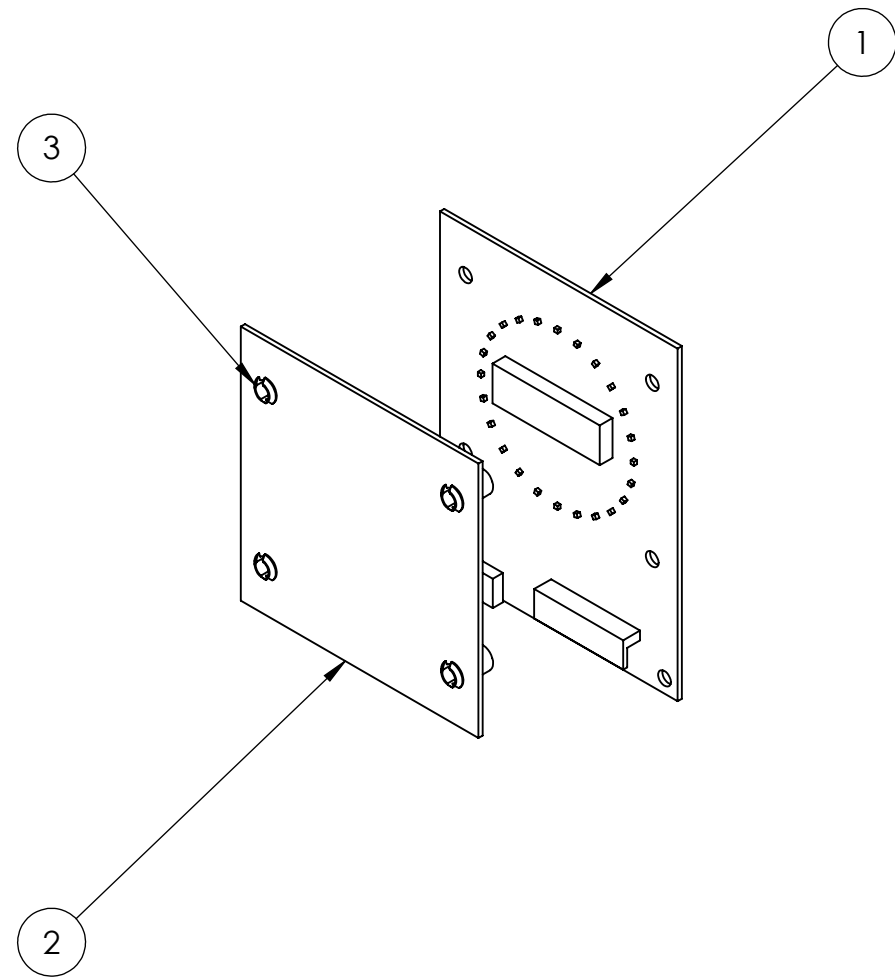


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	600-00609-01	Supercars - Dash Plate	1
2	SC_Speedo_Assy	Supercars - Speedometer Display Assembly	1
3	SC_Boost_Assy	Supercars - Boost Display Assembly	1
4	600-00649-01	Supercars - Keypad Edge Glow Plastic	1
5	2-1-14-00-00-000	Keypad (Pay Phone Style)	1
6	SC_Steering_Assy	Supercars - Steering Assembly	1
7	603-00517-01	Supercars - Dash Plastic	1
8	2-1-03-00-00-001	Steering Hoop (Happ 50-1035-00HD)	1
9	603-00521-01	FNF Steering Wheel Cap (Happ 50-4098-00)	1
10	604-00013-02	4-Speed Shifter (Happ 50-1438-00)	1
11	606-00553-01	SC - Shifter Plate Decal	1
12	702-00032-00	Large Green Round Button - Start/Nitrous	1
13	702-00031-00	Large Orange Round Button - Tunes	1
14	702-00000-00	Blue Oval Button - 3	1
15	702-00003-00	White Oval Button - 2	1
16	702-00002-00	Red Oval Button - 1	1

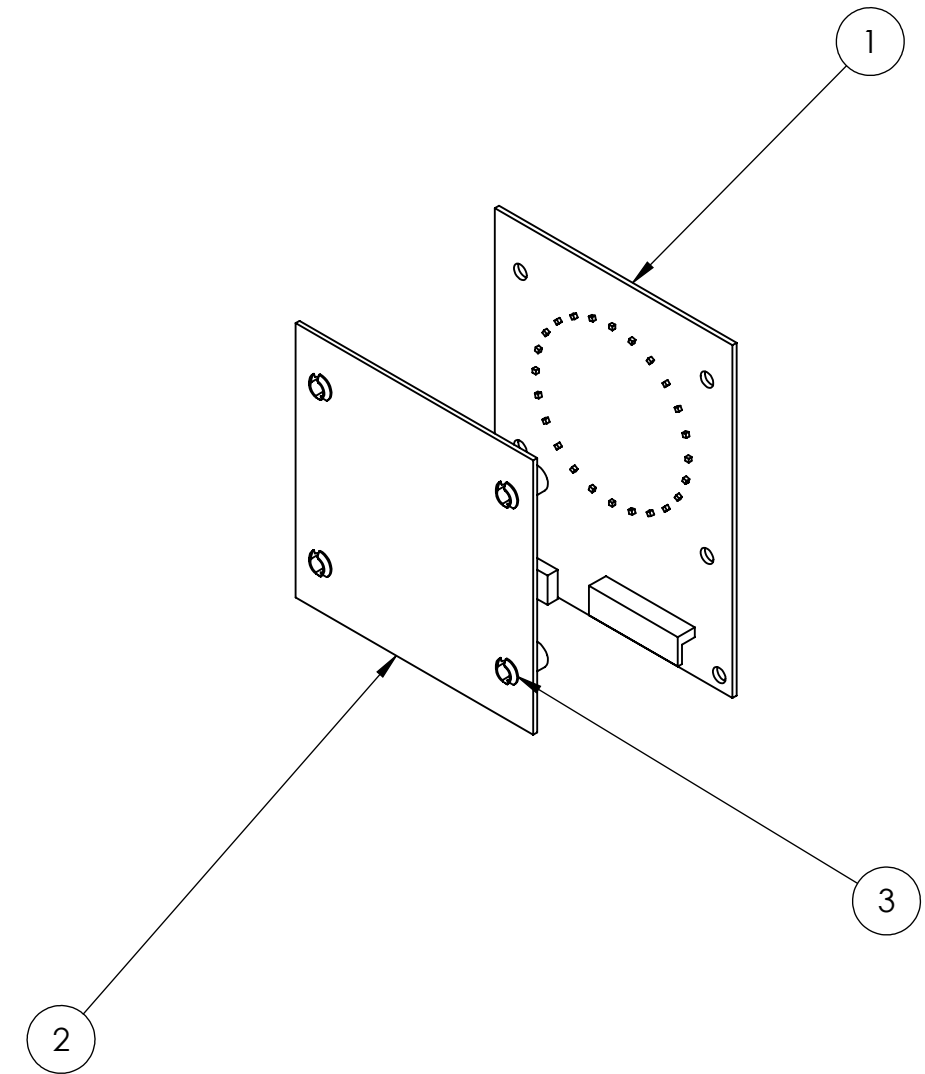
**SUPERCARS - Dash Assembly  
Exploded View**

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	500-00032-01	Speedo LED PCB	1
2	600-00125-01	Speedo Lens	1
3	PCB Standoff (Self-Retaining)	For #8 Screw Size, .375" H	4

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	500-00036-01	Boost LED PCB	1
2	600-00126-01	Boost Lens	1
3	PCB Standoff (Self-Retaining)	For #8 Screw Size, .375" H	4

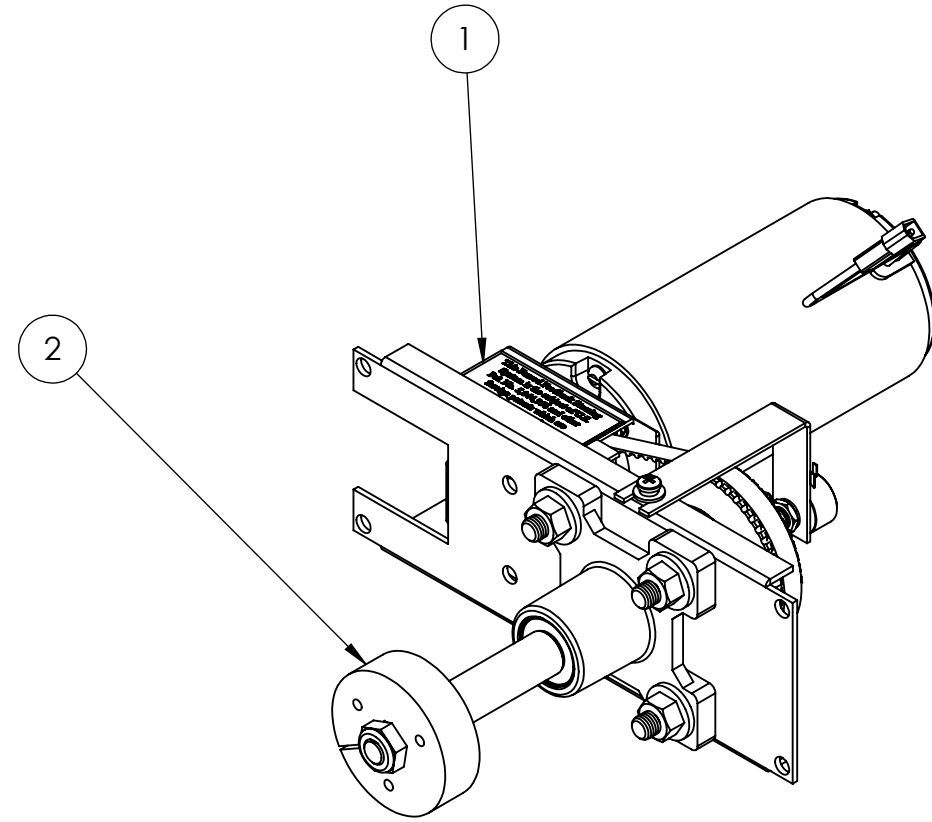


Supercars - Speedometer Display Assembly  
Exploded View



Supercars - Boost Display Assembly  
Exploded View

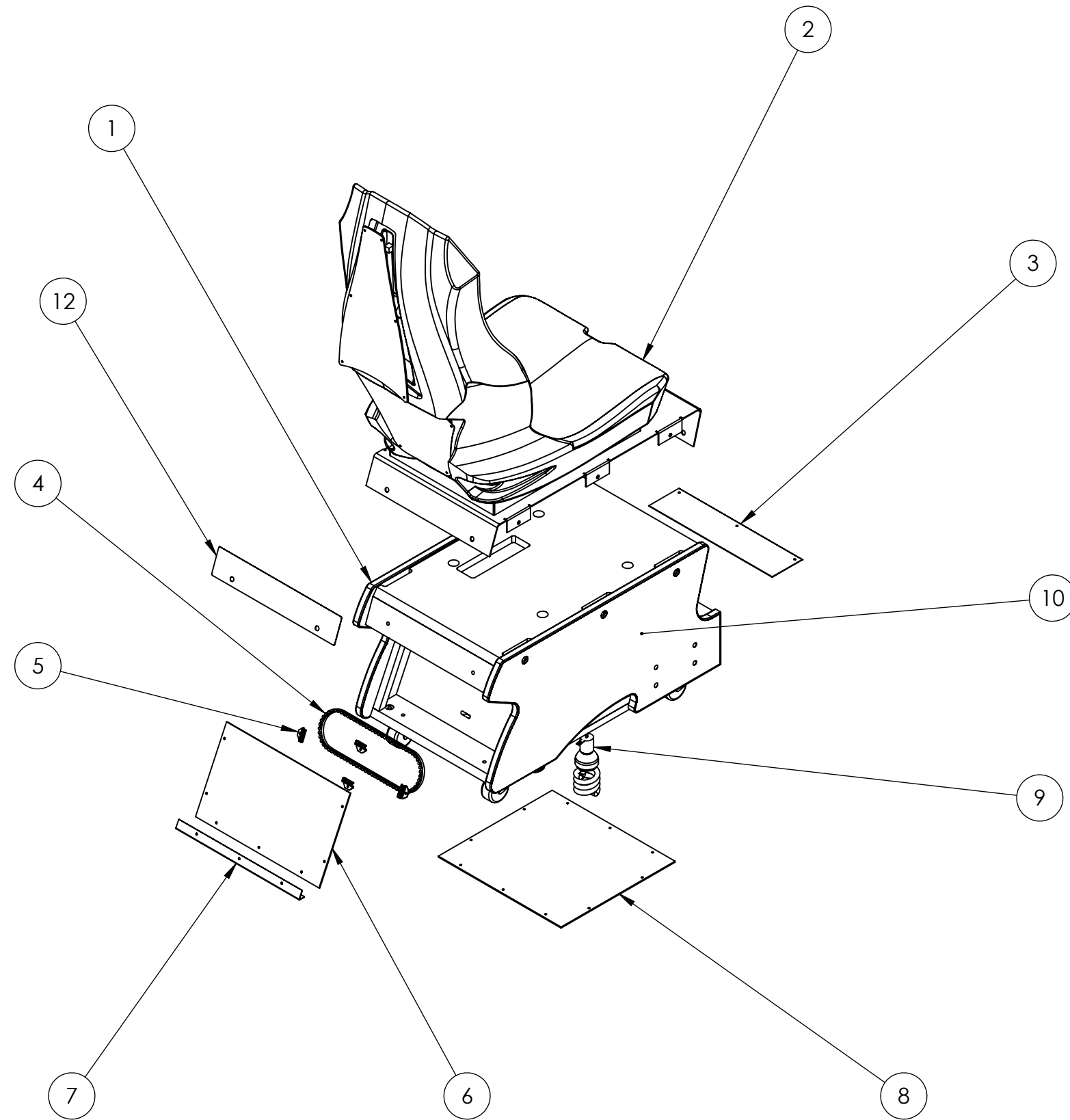
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	604-00002-00	Steering Mech (Happ 50-8593-50)	1
2	2-1-03-00-00-004	Split Hub Collar (Happ 50-2525-00)	1



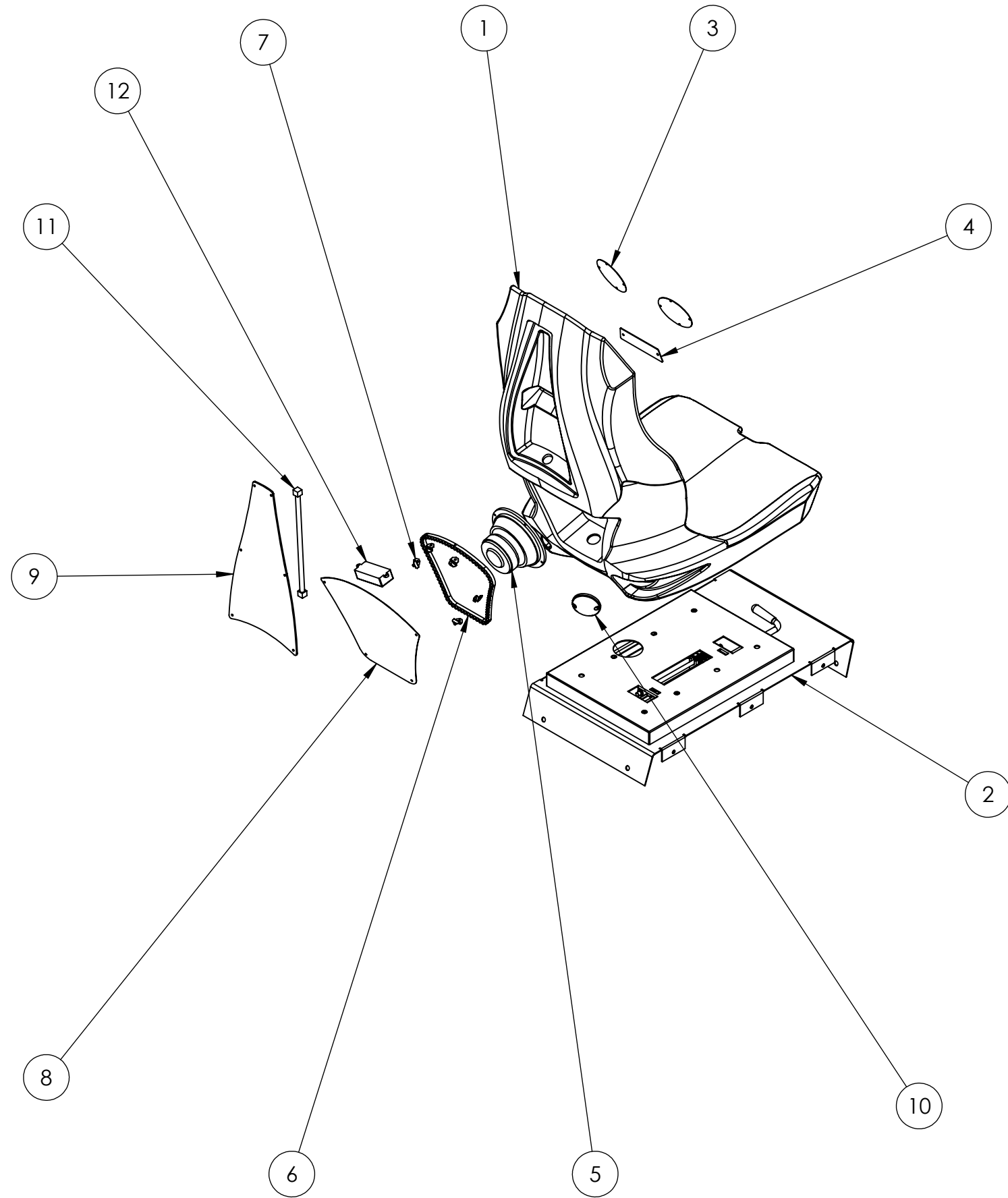
Supercars - Steering Assembly  
Exploded View



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	601-00524-01	Supercars - Pedestal Cabinet	1
2	SC_Seat_Assy	Supercars - Seat Assembly	1
3	600-00103-01	Supercars - Pedestal Diamond Plate	1
4	500-00056-01	72 Light RGB LED Strip	1
5	600-00639-01	Supercars - Rear Pedestal LED Clip	4
6	606-00584-01	SC - Pedestal Marquee	1
7	600-00648-01	Supercars - Rear Pedestal Marquee Edge Bracket	1
8	600-00039-01	Supercars - Pedestal Lower Window	1
9	820-00005-01	Seat Lamp and Socket Assembly	1
10	606-00541-01	SC - Pedestal Decal (Right)	1
11	606-00542-01	SC - Pedestal Decal (Left) (NOT VISIBLE)	1
12	606-00551-01	SC - Upper Pedestal Decal	1

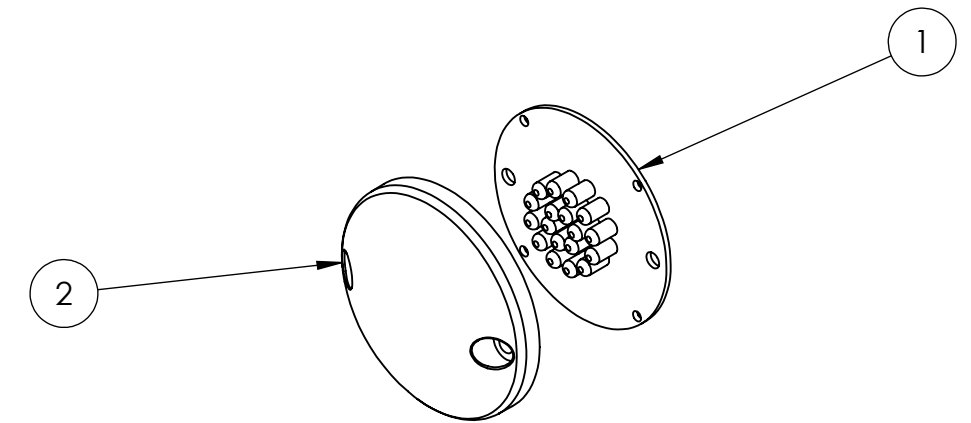


SUPERCARS - Pedestal Assembly  
Exploded View



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	603-00520-01	Supercars - Copper Seat	1
2	604-00007-01	Seat Slide Assembly (Happ 50-0429-10)	1
3	600-00105-01	Supercars - Headrest Speaker Grill	2
4	600-00620-01	Supercars - Mid Seat Plate	1
5	807-00003-00	Woofer: 6.5", 8 Ohm	1
6	500-00045-01	72 Light Red LED Strip	1
7	600-00647-01	LED Side Clip	5
8	600-00106-01	Supercars - Woofer Grill	1
9	606-00550-01	Supercars - Seatback Marquee	1
10	SC_Brake_Light_Assy	Supercars - Seat Brake Light Assy	2
11	702-00017-00	White CCFL: 12"	1
12	CCFL Inverter	(Part of 702-00017-00)	1

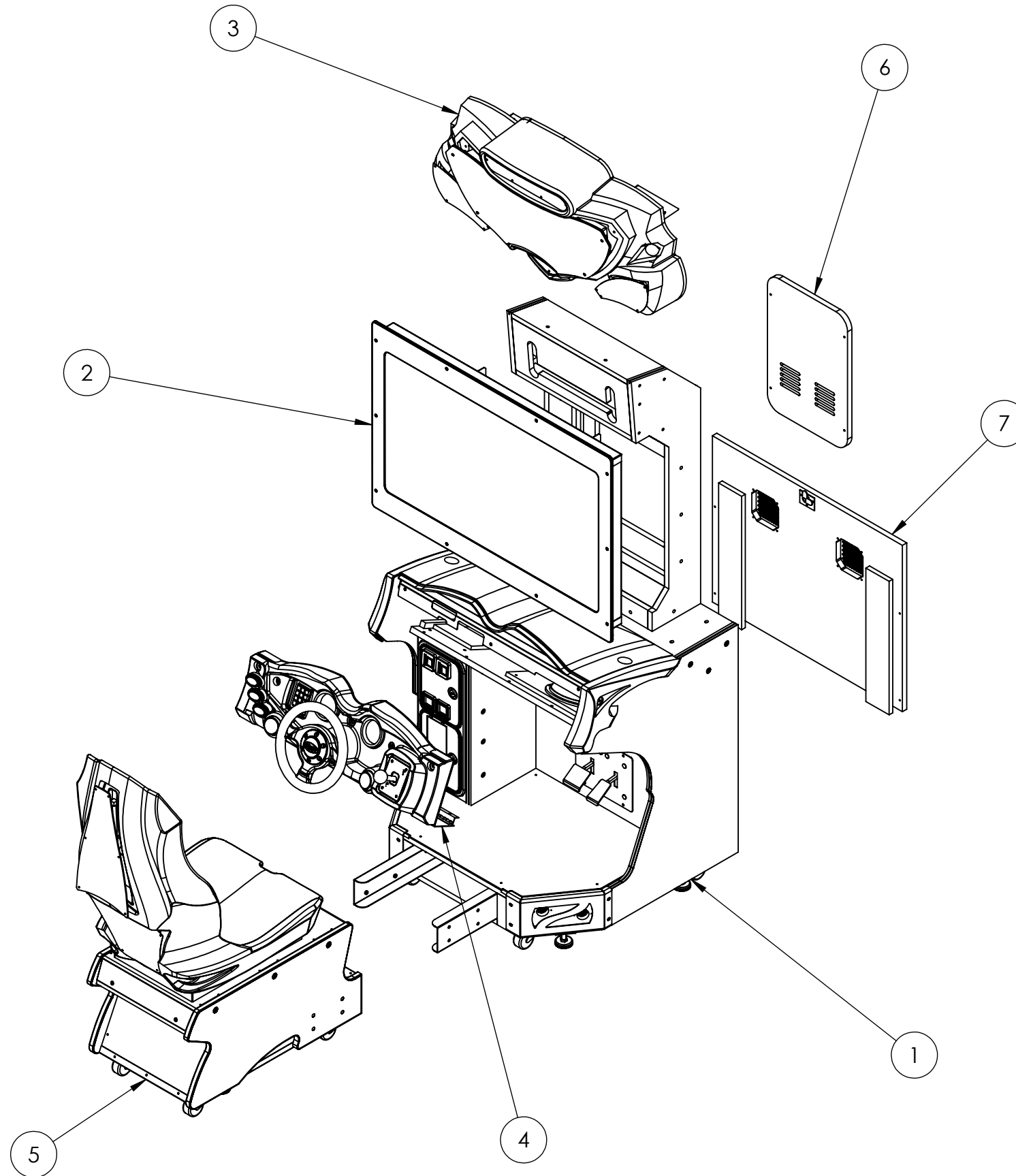
Supercars - Seat Assembly  
Exploded View



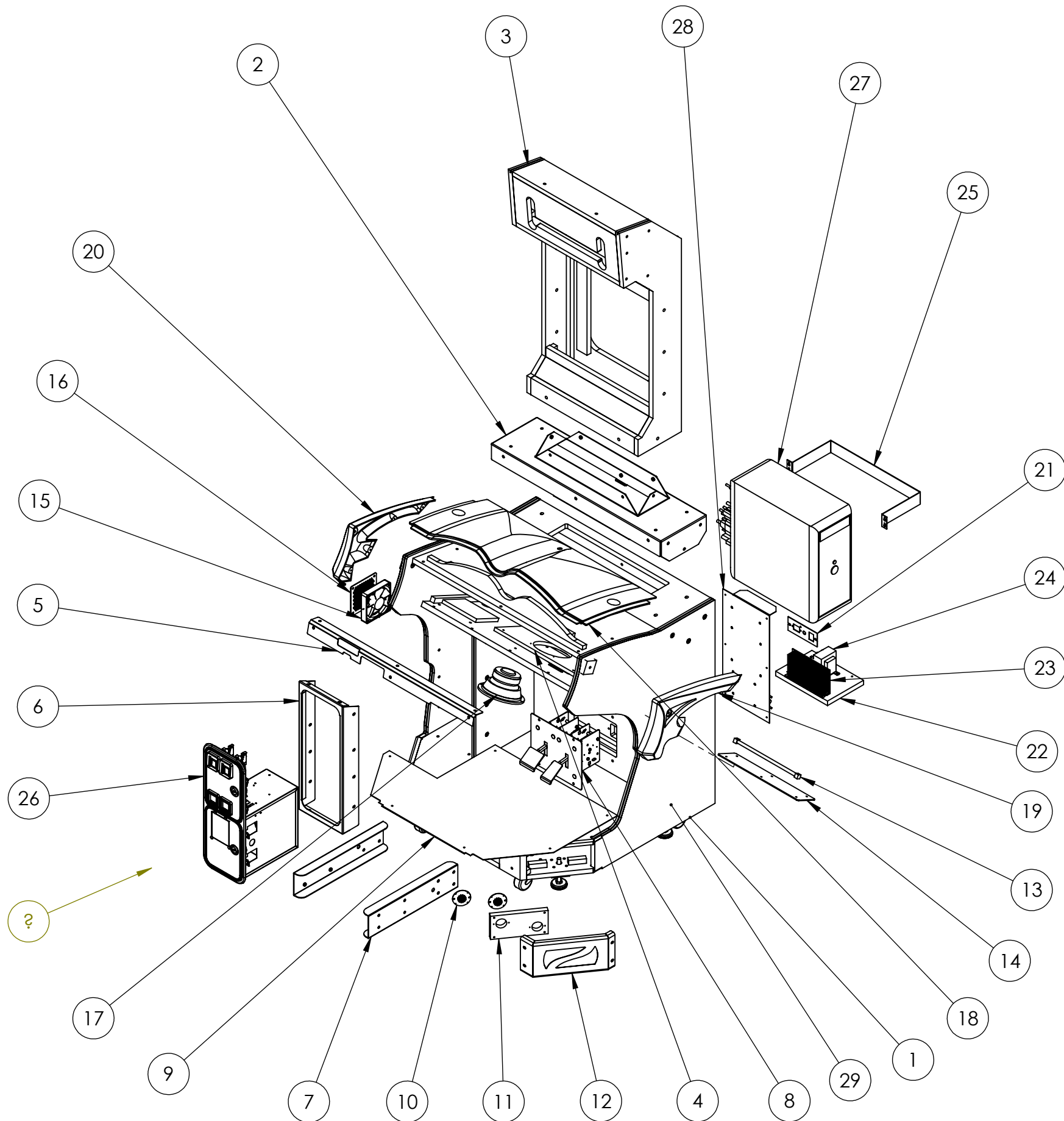
Supercars - Seat Brake Light Assy  
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	500-00026-02	Red LED Spotlight PCB	1
2	603-00047-01	LED Spotlight Lens	1

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	SC-42_Front_Assy	SUPERCARS - 42" Front Assembly	1
2	SC-42_Monitor_Assy	SUPERCARS - 42" HD Monitor Assembly	1
3	SC-42_Marquee_Assy	SUPERCARS - 42" Marquee Assembly	1
4	SC_Dash_Assy	SUPERCARS - Dash Assembly	1
5	SC_Pedestal_Assy	SUPERCARS - Pedestal Assembly	1
6	601-00536-01	Supercars 42" - Monitor Cabinet Back Door	1
7	601-00534-01	Supercars 42" - Main Back Door Assembly	1



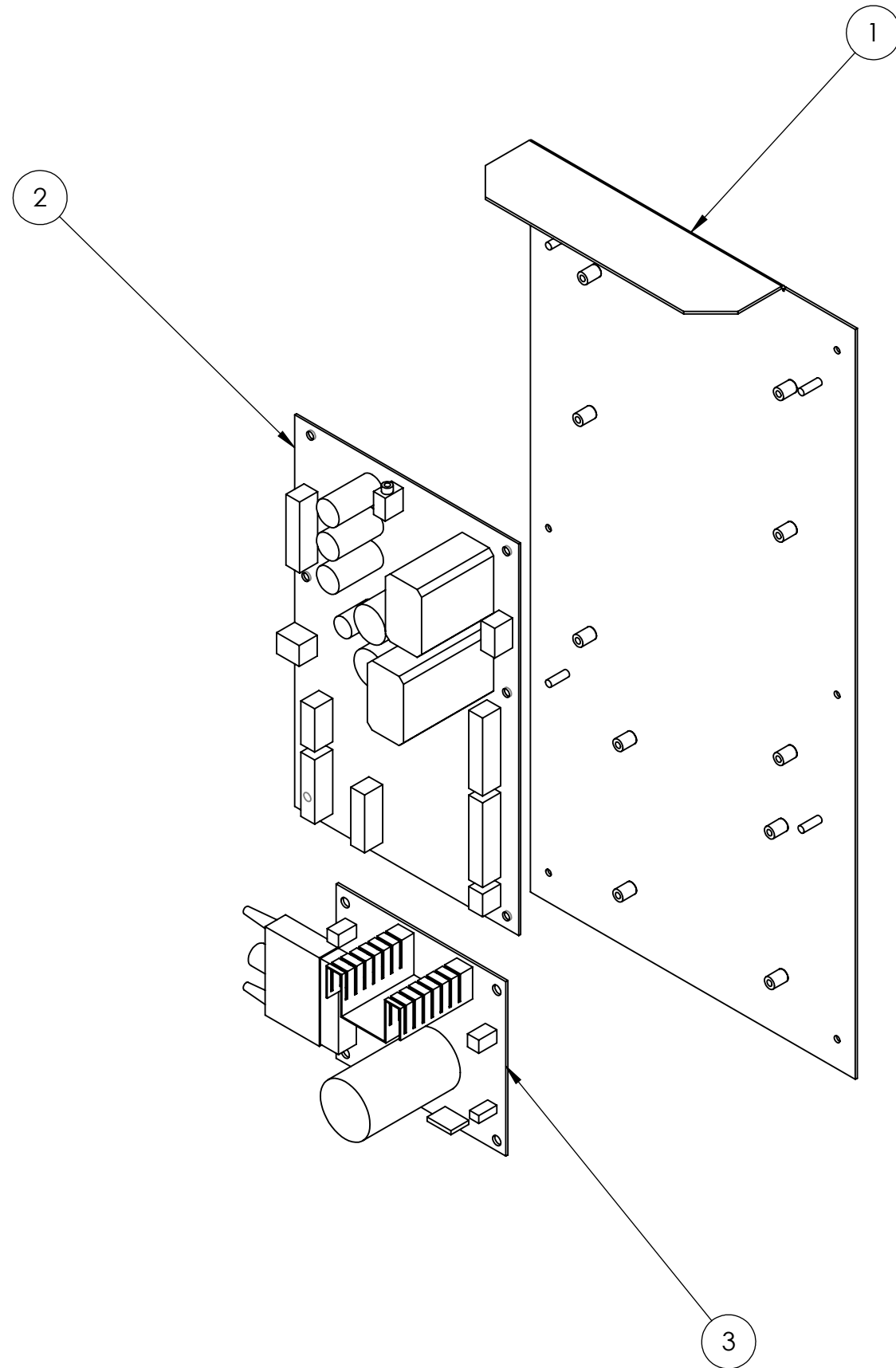
SUPERCARS - 42" HD MONITOR VERSION  
Exploded View



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	601-00533-01	Supercars 42" - Main Cabinet	1
2	600-00658-01	Supercars 42" - Monitor Cabinet Support Bracket	1
3	601-00535-01	Supercars 42" - Monitor Cabinet	1
4	601-00538-01	Supercars 42" - Woofer Mounting Board	1
5	600-00100-01	Supercars 42" - Dash Jamb Mounting Bracket	1
6	608-00031-01	Supercars 42" - Coin Door Housing Plate	1
7	600-00030-01	Supercars 42" - Pedestal Mounting Channel	2
8	603-00003-01	Dual Pedal Mech (Happ 96-0880-00)	1
9	600-00102-01	Supercars 42" - Cabinet Floor Diamond Plate	1
10	500-00026-02	Red LED Spotlight PCB	4
11	601-00537-01	Supercars 42" - LED Mounting Panel	2
12	600-00661-01	Supercars 42" - Kick Plate	2
13	702-00006-00	Red CCFL: 12"	1
14	600-00021-01	Supercars 42" - Pedal Light Lens	1
15	820-00012-00	Cooling Fan(standard size): 12VDC, 3W, 80CFM	1
16	600-00110-01	Cabinet Perf Side Vent	1
17	807-00003-00	Woofer: 6.5", 8 Ohm	1
18	603-00533-01	Supercars 42" - Hood Plastic	1
19	603-00534-01	Supercars 42" - Right Side Plastic	1
20	603-00535-01	Supercars 42" - Left Side Plastic	1
21	600-00076-01	AC Inlet Power Plate (standard)	1
22	601-00539-01	Supercars 42" - Power Supply Mounting Panel	1
23	2-1-02-00-00-021	U-San UP-52 Power Supply: 12V/9A	1
24	2-1-02-00-00-016	Transformer: 18V, 5 Amps	1
25	600-00120-01	Dell OptiPlex Mounting Bracket	1
26	800-00030-01	Standard Width O/U Coin Door Vault (Happ)	1
27	850-00015-01	Dell OptiPlex PC Mini Tower (740 or 380)	1
28	RIO Drift Assy	Supercars - RIO Assembly	1
29	606-00537-01	SC - Main Cabinet Decal (Right)	1
30	606-00538-01	SC - Main Cabinet Decal (Left) (NOT VISIBLE)	1

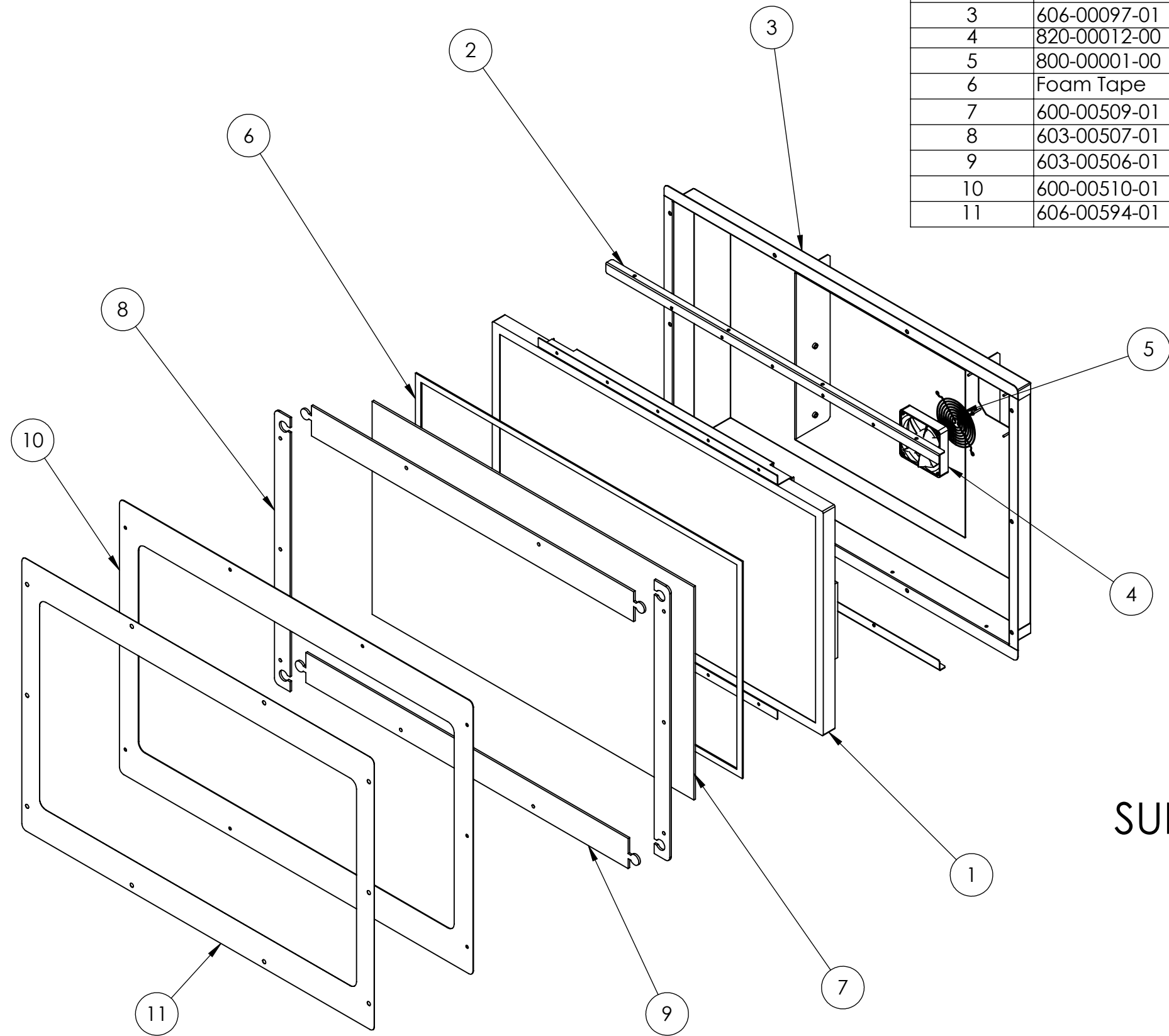
**SUPERCARS - 42" Front Assembly Exploded View**

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	600-00511-01	RIO - Mounting Plate Chassis	1
2	500-00040-01	RIO PCB	1
3	500-00037-01	RIO Wheel Driver PCB	1



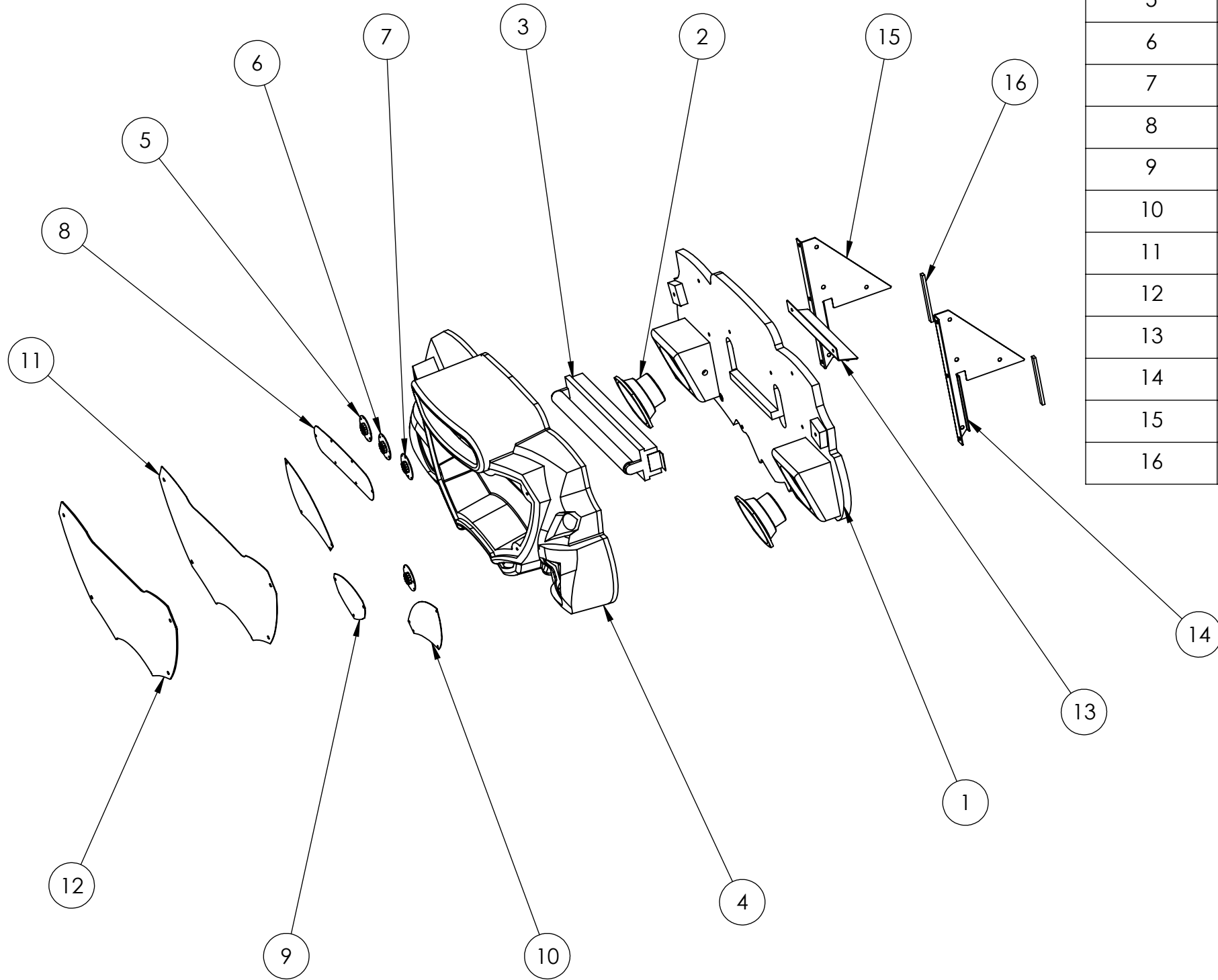
## Supercars - RIO Assembly Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	809-00004-01	42" HD Monitor	1
2	600-00099-01	Internal Monitor Mounting Bracket	2
3	606-00097-01	42" LCD Beveled Box	1
4	820-00012-00	Cooling Fan(standard size): 12VDC, 3W, 80CFM	1
5	800-00001-00	120mm Wire Fan Guard	1
6	Foam Tape	Black: 5/8"W x 1/8"T	1
7	600-00509-01	42" LCD Front Glass	1
8	603-00507-01	42" LCD Monitor Side Spacer	2
9	603-00506-01	42" LCD Top / Bottom Spacer	2
10	600-00510-01	42" LCD Metal Frame	1
11	606-00594-01	Supercars 42" - Monitor Frame Decal	1



SUPERCARS - 42" HD Monitor Assembly  
Exploded View

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	601-00051-01	Supercars 42" - Marquee Back Board	1
2	2-1-10-00-00-000	Full Range Speaker: 5.25", 8 Ohm	2
3	812-00004-01	Fluorescent Assy: 18" Bulb (F15T8/CW)	1
4	603-00532-01	Supercars 42" - Marquee Plastic	1
5	500-00026-02	Red LED Spotlight PCB	2
6	500-00035-01	White LED Spotlight PCB	1
7	500-00028-02	Blue LED Spotlight PCB	1
8	600-00092-01	Supercars 42" - Marquee Blower Grill	1
9	600-00252-01	Supercars 42" - Marquee Lower Grill	1
10	600-00093-01	Supercars 42" - Marquee Speaker Grill	2
11	606-00595-01	SC 42" - Marquee Artwork	1
12	606-00094-01	Supercars 42" - Marquee Clear Display	1
13	600-00098-01	Supercars 42" - Marquee Center Bracket	1
14	600-00097-01	Supercars 42" - Marquee Back Support Bracket Right	1
15	600-00096-01	Supercars 42" - Marquee Back Support Bracket Left	1
16	Black Foam Tape	1/2"W X 1/4"T X 5"L	2



SUPERCARS - 42" Marquee Assembly  
Exploded View

## **Appendix A: Hard Drive Recovery**

**NOTICE:** Fast and the Furious is shipped with a recovery compact disk. Hard drives have been known to occasionally fail for many reasons. Follow the procedure below to restore data on the hard drive if a disk failure should occur. Use extreme care when performing the following procedure and avoid rough handling of pc or CD. Please check the Troubleshooting Guide section of this document. Have the recovery CD ready before you begin.

The

following are some symptoms which may indicate a possible bad hard drive:

- Hard Drive Test reports “bad” or “missing” files. Please refer to Trouble Shooting section of the manual.
- The game fails to finish loading.
- A boot error is reported after game is power cycled or reset.
- The game is looking for a boot CD to be inserted.
- Erratic game or attract mode.

**Note:** It is important that the USB cable from pc and power is connected to the I/O board before you proceed.

### Hard Drive Recovery Procedure:

1. Open the control panel to access the pc.
2. Press the button on the CD drive to open CD tray.
3. Carefully insert the recovery disk into the tray.
4. Press the button on the CD drive to close the CD tray.
5. Turn OFF the pc by pressing the power button once.
6. Turn ON the pc by pressing the power button once.
7. Disk recovery process will begin automatically.
8. A message at the top of the screen will prompt you to remove the disk when process is over. Press the CD drive button to open tray. Remove the recovery disk and store safely.
9. Turn OFF the pc by pressing the power button once.
10. Turn ON the pc by pressing the power button once.

**Note:** Do not interrupt power or reset the game during the following process!

11. The game will begin to initialize and load. It will typically take about five minutes to complete.
12. The hard drive recovery process is complete when the game enters attract mode.
13. Proceed with control calibration and make necessary game adjustments. Please refer to Setup and Test section of this manual.

-- End of Procedure--



## **AppendixB: Power Management Setting(BIOS)**

**NOTE:** Fast and Furious is shipped with the correct BIOS settings. Any changes made to the BIOS other than what is described below may adversely affect game functionality.

This BIOS setting allows the PC to automatically power up when AC power is detected. This eliminates the need to manually turn the PC ON after a power disruption.

### Procedure:

1. Turn game *OFF*.
2. Connect a PS/2 or USB keyboard to the PC.
3. Hold the DELETE key while turning the PC *ON*.
4. On the **BIOS** menu screen, use the DOWN arrow to scroll down to **Power Management Setup**. Hit ENTER key once.
5. On the **Power Management Setup** menu, use the DOWN arrow to scroll down to **After AC Power Lost**.
6. Use the (+) button to change **After Power Lost** setting to: [**Power ON**].
7. Press ESC key to go back to main menu and select save and exit option..
8. Hit Enter to Save and Exit.
9. PC will reset and begin to load game.

Other BIOS settings to consider when replacing a PC:

- 1: Halt on Error = NO ERROR
- 2: BOOT Sequence = 1<sup>st</sup>: CD/DVD, 2<sup>nd</sup> HDD

Please note that due to the PC power supply's safety feature which protects against damage due to power disruptions, it may be necessary to remove AC power from the game for a period of 5-10 seconds before the power supply becomes operational again.

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### Parental Advisory

A note to parents: The Fast and the Furious is rated PG-13. Consult [www.filmratings.com](http://www.filmratings.com) for further information.

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