

H2OVERDRIVE™



OPERATOR'S MANUAL 42" SITDOWN



Safety Instructions

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

WARNING: TRANSPORTING THE VIDEO GAME MACHINE.

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

WARNING: DISCONNECT POWER.

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

WARNING: GROUND GAMES.

Avoid electrical shock! Do not plug in the video game machine 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 SHOCK.

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

WARNING: HANDLE FLOURESCENT TUBES WITH CARE.

If you drop a fluorescent tube 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, 12V power supply, transformer and PC voltage selector switch are rated/set 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.

42 INCH SITDOWN MODEL MAIN CABINET DIMENSIONS (INSTALLED)

Height = 83.09 inches (211.05 cm)
Depth = 65.92 inches (167.43 cm)
Width = 41.31 inches (104.93 cm)

42 INCH SITDOWN MODEL MAIN CABINET SHIPPING WEIGHT and DIMENSION

Weight = 572 lbs. (259.45 Kg)
Game Container = W 43 inches(109 cm) x D 37 inches (93.98 cm) x H 87 inches (220.98 cm)
Seat Container = W 21.5 inches (54.61 cm) x D 37 inches (93.98 cm) x H 53.25 inches (135.26 cm)

INSPECTION AND INSTALLATION

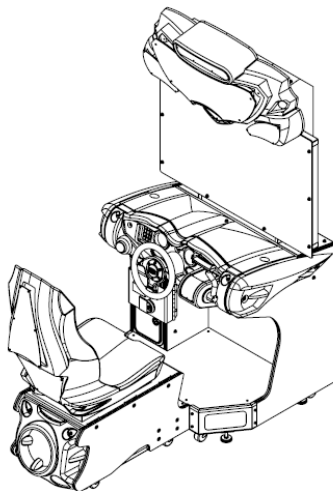
WARNING: Use extreme care when moving or servicing the game cabinet. Don't plug in the game until you have read this manual. **If the line cord is damaged, it must be replaced by a similar cord available from the manufacturer or service agent.**

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.

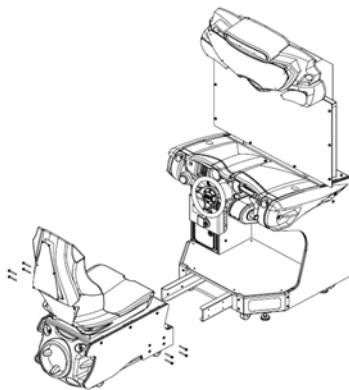
1. Check the AC line cord for any visible signs of damage to the plug or line cord insulation.
2. Check for possible shipping damage to the following:
 - Player interfaces: steering wheel, buttons, keypad and throttle assembly
 - Seat assembly
 - Monitor bezel
 - Cabinet backdoor
 - Cabinet coin door
 - 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.



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.

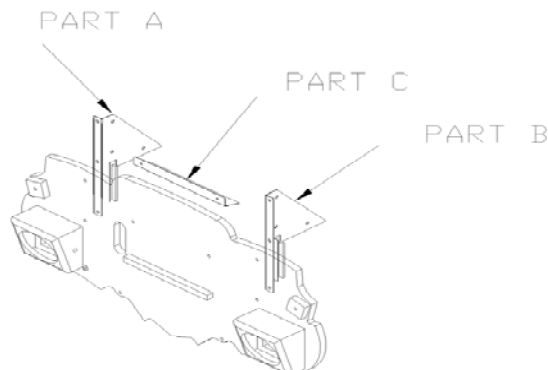


4. Roll the pedestal near the cabinet and align the opening in the pedestal with the ends of the rails. Slide the pedestal forward onto the rails leaving enough space to attach the wiring harness. Mate each cable connector and press firmly to seat the contacts. Ensure no wires are pinched during the pedestal attachment. Fasten in place with the ¼" 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.

Marquee Setup Procedure

Note: The marquee needs to be raised during installation. This procedure should be performed by two individuals able to lift heavy objects above their head. Use a step stool to safely get to the proper height.

1. Remove screws securing parts A and B to the monitor cabinet.
2. Raise the marquee and install two bolts to secure the marquee to part C.
3. Re-install the bolts to part A and B using the new mounting holes.



Game Networking

NOTICE: To link two games together, use the crossover cable provided in the spare parts bag. Use of a 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 H2O game comes with a crossover network cable for linking 2 cabinets. When linking 3 or more H2O cabinets, a network hub (not included) must be installed, and network patch cables (not crossover cables) are required. These patch cables are not shipped with the game and must be purchased separately.

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.

Two Game Networking Setup

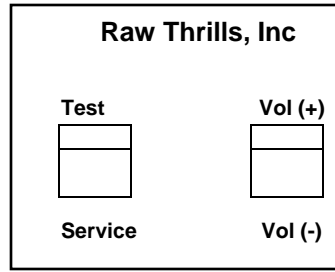
1. Remove the network cable from the spare parts bag inside the cashbox.
2. Connect each end of the cable to network jack behind each PC.
3. Neatly route the cable through the notch on the back of the cabinet.
4. Reset both games simultaneously and verify that link is successful. If not, refer to *Network Adjustment* section of the manual to make sure that each unit is assigned a unique game ID . Make sure that the network cable is connected properly and secured.

Three or More Game Networking Setup

5. Connect a network patch cable to each PC's network jack.
6. Connect the other end of the cable to network to a network hub. Make sure that network hub is installed according to manufacturer instructions.
7. Neatly route the cable through the notch on the back of the cabinet and secure the back door.
8. Reset all games simultaneously and verify that link is successful. If not, refer to *Network Adjustment* section of the manual to make sure that each unit is assigned a unique game ID. Make sure that each network cable is connected and secured properly.

SETUP AND TEST MENU

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 or Keypad (#) | Enter Operator Screen/Select Item |
| Service or Keypad (*) | Exit Menu |
| Vol. (+) or Keypad (8) | Scroll up thru Menu items |
| Vol. (-) or Keypad (0) | Scroll down thru Menu items |

MAIN MENU

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

```

H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-24-2009 03:54pm Version 1.0c
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 11 | Coins To Start: 3 | Version 1.0c
Main Menu
Version 1.0c
Build Jun-24-2009_03:54pm
Program 1EB3-1057
Data 0424-2235

Sound...
Calibration...
Adjustments...
Diagnostics...

Audits...
Utilities...
Motion Cabinet...

Help...

Exit

Test or Keypad # Select item Volume-UP or Keypad 8 Up
Service or Keypad * Exit menu Volume-DOWN or Keypad 0 Down
    
```

NOTICE: New settings are automatically saved upon exiting the adjustment menu. Exit the test menu normally by using the Service or Keypad (*). If power to the game is interrupted while making adjustments to the game, you may need to re-enter the new settings again.

Sound Menu

From the **Main Menu**, select **Sound** and enter to view volume adjustment options. Seat Rumble Strength is a function of the sub-woofer volume and how strong it vibrates the seat. Adjust Attract Volume to appropriate level best suited for the game's location. Reset Sound Defaults restores the factory volume setting.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009 10:14am Version 1.0
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 4 | Coins To Start: 3
Main Menu
Sound Adjustments
Master [MUTE OFF]
Master Volume ██████████
Seat Rumble Strength ██████████
Attract [MUTE OFF]
Attract Volume ██████████
Reset Sound Defaults
Exit
```

```
Test or Keypad # Select item Volume-UP or Keypad 8 Up
Service or Keypad * Exit menu Volume-DOWN or Keypad 0 Down
```

Calibration

From the **Main Menu** select and enter **Calibration**. Select operation: Throttle or Wheel Calibration.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009 10:14am Version 1.0
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 4 | Coins To Start: 3
Main Menu
Calibrations
Throttle Calibration...
Wheel Calibration...
Exit
```

```
Test or Keypad # Select item Volume-UP or Keypad 8 Up
Service or Keypad * Exit menu Volume-DOWN or Keypad 0 Down
```

Throttle Calibration

From the **Calibration Menu** select and enter **Throttle Calibration**. The throttle controls the speed as well as forward and reverse direction of the boat. It is also key in achieving jump tricks and maneuvers. Follow the instruction on screen for successful calibration. It is important to calibrate game controls to compensate for mechanical wear and tear. A properly calibrated game will achieve optimal earnings and increased repeat play.

| | | | |
|------------------------------|----------------------------------|----------------------------|-------------------|
| H2Overdrive (tm) | @2009 Specular Interactive, Inc. | Build: Jun-11-2009_10:14am | Version 1.0 |
| Player: 0 (Network DISABLED) | Free Play: ON | Coins: 4 | Coins To Start: 3 |

Throttle Calibration

Push the throttle all the way forward and press Boost.



Help Info

Calibrate the throttle to ensure that the minimum, center and maximum values correspond to the actual position of the control.

Forward Max 0
Min -50
Min -50
Reverse Max -100

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |


Wheel Calibration

From the **Calibration Menu** select and enter **Wheel Calibration**. The steering wheel controls the left/right direction of the boat. Follow the direction on the screen for proper wheel calibration.

| | | | |
|------------------------------|----------------------------------|----------------------------|-------------------|
| H2Overdrive (tm) | @2009 Specular Interactive, Inc. | Build: Jun-11-2009_10:14am | Version 1.0 |
| Player: 0 (Network DISABLED) | Free Play: ON | Coins: 4 | Coins To Start: 3 |

Wheel Calibration

Move the wheel through its full range. Then press Test or Boost.



Help Info

Calibrate the wheel to ensure that the minimum, center and maximum values correspond to the actual position of the control.

Right Max 0
Min 0
Min 0
Left Max 0

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

Adjustments

From the **Main Menu** select and enter **Adjustments**. Operator adjustable settings can be found in the sub-menu. Scroll and select the appropriate item within each sub-menu. Make changes to game settings as needed. Changes are automatically saved when you exit.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_10:14am Version 1.0
Player: 0 (Network DISABLED) Free Play: ON Coins: 4 Coins To Start: 3
Main Menu
Adjustments
Pricing Adjustments...
Game Adjustments...
Network Adjustments...
Exit
```

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

Pricing Adjustments

From the **Adjustments Menu** select and enter **Pricing Adjustments**. Game pricing will be overridden if **Free Play** is set to [ENABLE]. Select the correct "Insert Money Message" based on payment system at location.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_10:14am Version 1.0
Player: 0 (Network DISABLED) Free Play: ON Coins: 4 Coins To Start: 3
Main Menu
Adjustments
Pricing Adjustments
Current Coins [4]
Free Play [ENABLED]
Max Coins [50]
Coins To Start [3]
Coins Per Bill Pulse [4]
Insert Money Message [SWIPE CARD]...
Exit
```

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

Game Adjustments

From the **Adjustments Menu** select and enter **Game Adjustments**. Units Measure refers to Speed in miles (Imperial) or kilometers (Metric) per hour. Attract Mode Lights refers to the LED clusters activity when game is not in play. Wheel Stiffness refers to the amount of wheel centering force. Move the wheel left/right while adjusting the wheel strength in real time.

```
H2Overdrive (tm) | @2009 Specular Interactive, Inc. Build: Jun-11-2009 10:14am Version 1.0
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 4 | Coins To Start: 3
Main Menu
Adjustments
Game Adjustments
Units Of Measure | IMPERIAL
Attract Mode Lights | [ON]
Wheel Stiffness | ██████████
Exit
```

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

Network Adjustments

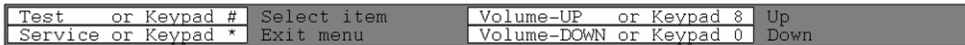
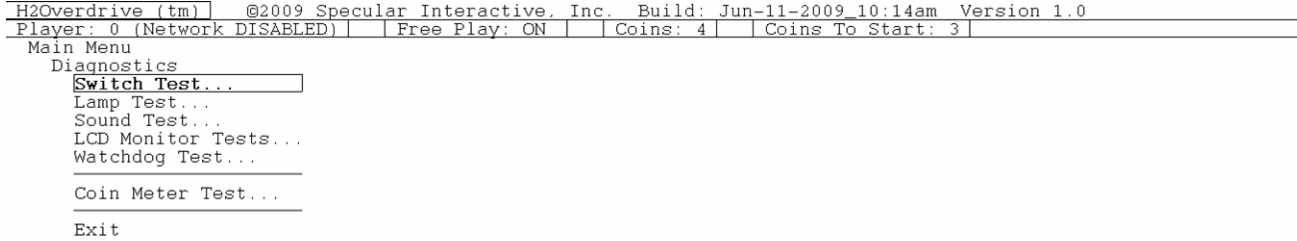
From the **Adjustments Menu** select and enter **Network Adjustments**. Assign a unique Player ID for each game attached to the network. If two games are assigned the same Player ID the games will not link correctly.

```
H2Overdrive (tm) | @2009 Specular Interactive, Inc. Build: Jun-11-2009 10:14am Version 1.0
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 4 | Coins To Start: 3
Main Menu
Adjustments
Network Adjustments
Set Player ID [7]
0 (DISABLE)
1
2
3
4
5
6
7
8
Exit
```

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

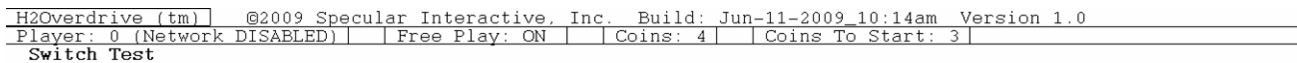
Diagnostics

From the **Main Menu** select and enter **Diagnostics**. All input and output functions of the game can be functionally tested by selecting and performing the appropriate test function.



Switch Test

From the **Diagnostics Menu** select and enter **Switch Test**. To aid in troubleshooting, an audible tone can be heard when a switch is activated. Switches that have been activated are also shown in a different shade. Press and hold **SERVICE** to Exit.



Wheel / Throttle Info

| Input Device | Pot Values | Min | Max |
|--------------|---|------|-----|
| Wheel | <div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, yellow 40%, yellow 60%, black 60%);"></div> | -100 | 100 |
| Throttle | <div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, yellow 40%, yellow 60%, black 60%);"></div> | -100 | 100 |

Help Info

Activate each switch to verify that each one is functioning properly.

Button Info

BOOST

VIEW

COIN 1

COIN 2

BILL

MOTION ON

TVWS Info

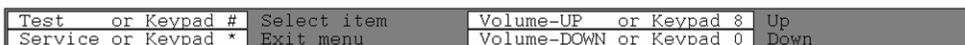
TEST VOL +

SERVICE VOL -

Press and hold
Service to Exit

Keypad Info

| | | |
|----------------------------|----------------------------|----------------------------|
| 1 <input type="checkbox"/> | 2 <input type="checkbox"/> | 3 <input type="checkbox"/> |
| 4 <input type="checkbox"/> | 5 <input type="checkbox"/> | 6 <input type="checkbox"/> |
| 7 <input type="checkbox"/> | 8 <input type="checkbox"/> | 9 <input type="checkbox"/> |
| * <input type="checkbox"/> | 0 <input type="checkbox"/> | # <input type="checkbox"/> |



Lamp Test

From the **Diagnostics Menu** select and enter **Lamp Test**. Lamps increase the overall visual appeal of the game. They help to attract players as well as enhance their playing experience. Periodically test each controlled lamp. Turn on all lamps or control them individually.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_10:14am Version 1.0
Player: 0 (Network DISABLED) Free Play: ON Coins: 4 Coins To Start: 3
Main Menu
Diagnostics
Lamp Test
All Lamps [OFF]
Intake Left [OFF]
Intake Center [OFF]
Intake Right [OFF]
Leader [OFF]
Base0 Left [OFF]
Base1 Left [OFF]
Base0 Right [OFF]
Base1 Right [OFF]
Seat Left [OFF]
Seat Right [OFF]
Infinity 1 [OFF]
Infinity 2 [OFF]
Infinity 3 [OFF]
Start/Boost [OFF]
Keypad [OFF]
Throttle 1 (fwd) [OFF]
Throttle 2 [OFF]
Throttle 3 (rev) [OFF]
Numerical digit 1 [OFF]
Numerical digit 2 [OFF]
Numerical digit 3 [OFF]
Numerical digit 4 [OFF]
Speedometer [OFF]
Boost meter [OFF]
Exit
```

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

Sound Test

From the **Diagnostics Menu** select and enter **Sound Test**. Main Speakers refer to the two marquee speakers.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_10:14am Version 1.0
Player: 0 (Network DISABLED) Free Play: ON Coins: 4 Coins To Start: 3
Main Menu
Diagnostics
Sound Test
Test Main Speakers: Low Sound ( 100 Hz) [OFF]
Test Main Speakers: High Sound (1000 Hz) [OFF]
Seat Woofer: Low Sound ( 100 Hz) [OFF]
Seat Woofer: High Sound (1000 Hz) [OFF]
Exit
```

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

LCD Test

From the **Diagnostics** menu, select and enter **LCD Monitor Tests**. Verify correct color and purity for Red, Blue and Green screens. Check for proper graphics card and LCD controller synch using the inversion test. Follow the direction on the screen.

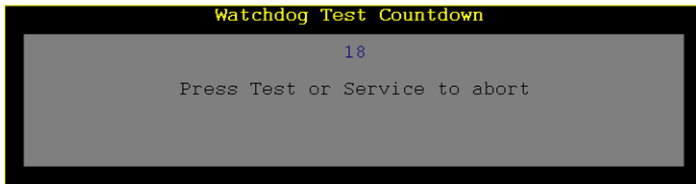
```
H2Overdrive (tm)  @2009 Specular Interactive, Inc.  Build: Jun-11-2009 10:14am  Version 1.0
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 4 | Coins To Start: 3 |
Main Menu
Diagnostics
LCD Monitor Tests
Color Bar Test...
Color Purity Test...
Pixel Dot Inversion Test...
Subpixel Dot Inversion Test...
Row Inversion Test...
Paired Row Inversion Test...
Exit
```

| | | | | | |
|---------|-------------|-------------|-------------|-------------|------|
| Test | or Keypad # | Select item | Volume-UP | or Keypad 8 | Up |
| Service | or Keypad * | Exit menu | Volume-DOWN | or Keypad 0 | Down |

Watchdog Test

From the **Diagnostics Menu** select and enter **Watchdog Test**. The watchdog circuit allows for the PC to automatically re-boot in the event of a lock-up. This is an important feature that allows the game to be installed in unattended locations. The game will reboot to indicate that the test is successful.

```
H2Overdrive (tm)  @2009 Specular Interactive, Inc.  Build: Jun-24-2009 03:54pm  Version 1.0c
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 11 | Coins To Start: 3 | Version 1.0c |
Watchdog Test
```



Help Info

When the countdown reaches zero a game lock up will be simulated and the system will reboot.

| | | | | | |
|---------|-------------|-------------|-------------|-------------|------|
| Test | or Keypad # | Select item | Volume-UP | or Keypad 8 | Up |
| Service | or Keypad * | Exit menu | Volume-DOWN | or Keypad 0 | Down |

Coin Meter Test

From the **Diagnostics Menu** select and enter **Coin Meter Test**. Advance the meter once using by pressing Test. Press the Service Button to exit the test.

| | | | |
|--|---------------|----------|-------------------|
| H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_10:14am Version 1.0 | | | |
| Player: 0 (Network DISABLED) | Free Play: ON | Coins: 4 | Coins To Start: 3 |

```

Main Menu
  Diagnostics
    Switch Test...
    Lamp Test...
    Sound Test...
    LCD Monitor Tests...
    Watchdog Test...
  Coin Meter Test...
  Exit
    
```

Help Info

Press the Test button to activate the Coin Meter Test.

Press Service to exit the test.

*** COIN METER TEST ACTIVE ***

!!! JAMMA Device Not Found !!!

Volume UP or Volume DOWN to advance the coin meter.

Press Service to exit.

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

Audits

From the **Main Menu** select and enter **Audits**.

| | | | |
|--|---------------|----------|-------------------|
| H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0 | | | |
| Player: 0 (Network DISABLED) | Free Play: ON | Coins: 6 | Coins To Start: 3 |

```

Main Menu
  Audits
    Coin Audits...
    Boot Audits...
  Game Audits...
  Track Audits...
  Boat Audits...
  Profile Audits...
  Profile Games...
  Exit
    
```

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 or diagnose possible intermittent game problems.

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

Coin Audits

From the **Audit Menu** select and enter **Coin Audits**.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 6 | Coins To Start: 3
Main Menu
Audits
Coin Audits
Current Coins          6
Total Service Coins    2
Slot 0 Coins          0
Slot 1 Coins          0
Total Slot Coins       0
Bill Validator Coins   1
Exit
```

```
Test or Keypad # Select item Volume-UP or Keypad 8 Up
Service or Keypad * Exit menu Volume-DOWN or Keypad 0 Down
```

Boot Audits

From the **Audit Menu** select and enter **Boot Audits**.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 6 | Coins To Start: 3
Main Menu
Audits
Boot Audits
Total Boot Time      00:00:06:31.12
Total Boots          62
Total Maintenance Reboots 0
Watchdogs            0
No I/O Board Detected on Boot 0
Test-Mode Entries    9
Exit
```

Help Info

The total time since the game was last boot up.

The format is DD:HH:MM:SS.SS
Where:

- DD Days running
- HH Hours running
- MM Minutes running
- SS.SS Seconds running

```
Test or Keypad # Select item Volume-UP or Keypad 8 Up
Service or Keypad * Exit menu Volume-DOWN or Keypad 0 Down
```

Game Audits

From the **Audit Menu** select and enter **Game Audits**.

| | |
|--|-------------------|
| H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0 | |
| Player: 0 (Network DISABLED) | Free Play: ON |
| Coins: 6 | Coins To Start: 3 |
| Main Menu | |
| Audits | |
| Game Audits | |
| Games Played | 0 |
| Games Started | 0 |
| Games Continued | 0 |
| Races Timed Out (Did Not Finish) | 0 |
| Profile Games | 0 |
| Non-Profile Games | 0 |
| Single-Player Games | 0 |
| Multi-Player Games | 0 |
| Unfinished Games | 0 |
| Time Game On | 0:01:09.40 |
| Time In Attract Mode | 0:01:09.40 |
| Time In Game | 0:00:00.00 |
| Total Time In Race | 0:00:00.00 |
| Exit | |

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

Track Audits Summary

From the **Audit Menu** select and enter **Track Audits Summary**.

| | | | | | | |
|--|-----------------|----------|-------------------|----------|-----------|--|
| H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0 | | | | | | |
| Player: 0 (Network DISABLED) | Free Play: ON | Coins: 6 | Coins To Start: 3 | | | |
| Main Menu | | | | | | |
| Audits | | | | | | |
| Track Audits | | | | | | |
| Track Audits Summary | | | | | | |
| Single-Player Races | | | | | | |
| Track Name | Total Race Time | Selected | 1st | Finishes | Time Outs | |
| Quake Canyon | 0:00:00.00 | 3 | 0 | 0 | 0 | |
| Temple Of Flume | 0:00:00.00 | 0 | 0 | 0 | 0 | |
| Hong Kong Buoy | 0:00:00.00 | 0 | 0 | 0 | 0 | |
| Frozen Tundra | 0:00:00.00 | 0 | 0 | 0 | 0 | |
| Frozen Tundra Backward | 0:00:00.00 | 0 | 0 | 0 | 0 | |
| Wild America | 0:00:00.00 | 0 | 0 | 0 | 0 | |
| Down Underdrive | 0:00:00.01 | 9 | 0 | 0 | 0 | |
| Down Underdrive Backward | 0:00:00.00 | -1 | 0 | 0 | 0 | |
| London Underground | 0:00:00.00 | 0 | 0 | 0 | 0 | |
| Multi-Player Races | | | | | | |
| Track Name | Total Race Time | Selected | Time Outs | | | |
| Quake Canyon | 0:00:00.00 | 8 | 0 | | | |
| Temple Of Flume | 0:00:00.00 | 0 | 0 | | | |
| Hong Kong Buoy | 0:00:00.00 | 0 | 0 | | | |
| Frozen Tundra | 0:00:00.00 | 0 | 0 | | | |
| Frozen Tundra Backward | 0:00:00.00 | -1 | 0 | | | |
| Wild America | 0:00:00.00 | 0 | 0 | | | |
| Down Underdrive | 0:00:00.04 | 39 | 0 | | | |
| Down Underdrive Backward | 0:00:00.00 | -1 | 0 | | | |
| London Underground | 0:00:00.00 | 0 | 0 | | | |
| Exit | | | | | | |

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

Detailed Track Audits

From the **Track Audit Summary Menu** select and enter a specific track for more detailed audit information.

```

H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 6 | Coins To Start: 3
Main Menu
Audits
  Track Audits
    Quake Canyon
      Selected 11
      Single-Player
        Best Time 0:00.00 Boat: Dead Wreckoner
        Worst Time 0:00.00 Boat: Dead Wreckoner
        Average Time 0:00.00
      Multi-Player
        Best Time 0:00.01 Boat: Raw Thrills
        Worst Time 0:00.01 Boat: Raw Thrills
        Average Time 0:00.00
      Single-Player Placing Results
        1st Place 0 0.00%
        2nd Place 0 0.00%
        3rd Place 0 0.00%
        4th 0 0.00%
        5th 0 0.00%
        6th 0 0.00%
        7th 0 0.00%
        8th 0 0.00%
        9th 0 0.00%
        10th 0 0.00%
        11th 0 0.00%
        12th 0 0.00%
        13th 0 0.00%
        14th 0 0.00%
        15th 0 0.00%
        16th 0 0.00%
        Timed Out (Did Not Finish) 0 0.00%
      Exit
  
```

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

Boat Audits

From the **Audit Menu** select and enter **Boat Audits**.

```

H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 6 | Coins To Start: 3
Main Menu
Audits
  Boat Audits
    Profile Level For All Boats
    --Boat Level---|Boats At Level|--% At Level--
      2 0 0.00%
      3 0 0.00%
      4 0 0.00%
      5 - 10 0 0.00%
      11 - 20 0 0.00%
      21 - 30 0 0.00%
      31 - 39 0 0.00%
      40 0 0.00%
    Boat Audits Summary...
    Detailed Boat Audits
      Raw Thrills...
      Rogue Runner...
      Lil' Kahuna...
      Thunderblade...
      Hydro-Volt...
      Sea Devil...
      Scorpion...
      Dead Wreckoner...
      Atomic Avenger...
      Big Buckaneer...
      Down The Hatch...
      The Frying Dutchman...
    Exit
  
```

| | | | |
|---------------------|-------------|-------------------------|------|
| Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up |
| Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down |

Boat Audits Summary

From the **Boat Audit Menu** select and enter **Boat Audits Summary**.

```

H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 6 | Coins To Start: 3
Main Menu
Audits
  Boat Audits
    Boat Audits Summary
      Single-Player Races
      -- Name ----- | -Total Race Time- | --Selected-- | ---1st--- | --Finishes-- | ---Time Outs--
      Raw Thrills      | 0:00:00.00        | 0             | 0          | 0             | 0
      Rogue Runner     | 0:00:00.00        | 0             | 0          | 0             | 0
      Lil' Kahuna       | 0:00:00.00        | 0             | 0          | 0             | 0
      Thunderblade     | 0:00:00.00        | 0             | 0          | 0             | 0
      Hydro-Volt        | 0:00:00.00        | 0             | 0          | 0             | 0
      Sea Devil         | 0:00:00.00        | 0             | 0          | 0             | 0
      Scorpion          | 0:00:00.00        | 0             | 0          | 0             | 0
      Dead Wreckoner    | 0:00:00.00        | 0             | 0          | 0             | 0
      Atomic Avenger    | 0:00:00.00        | 0             | 0          | 0             | 0
      Big Buckaneer     | 0:00:00.00        | 0             | 0          | 0             | 0
      Down The Hatch    | 0:00:00.00        | 0             | 0          | 0             | 0
      The Frying Dutchman | 0:00:00.00        | 0             | 0          | 0             | 0
      Multi-Player Races
      -- Name ----- | -Total Race Time- | --Selected-- | --Time Outs--
      Raw Thrills      | 0:00:00.00        | 0             | 0
      Rogue Runner     | 0:00:00.00        | 0             | 0
      Lil' Kahuna       | 0:00:00.00        | 0             | 0
      Thunderblade     | 0:00:00.00        | 0             | 0
      Hydro-Volt        | 0:00:00.00        | 0             | 0
      Sea Devil         | 0:00:00.00        | 0             | 0
      Scorpion          | 0:00:00.00        | 0             | 0
      Dead Wreckoner    | 0:00:00.00        | 0             | 0
      Atomic Avenger    | 0:00:00.00        | 0             | 0
      Big Buckaneer     | 0:00:00.00        | 0             | 0
      Down The Hatch    | 0:00:00.00        | 0             | 0
      The Frying Dutchman | 0:00:00.00        | 0             | 0
    Exit
    Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up
    Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down
  
```

Detailed Boat Audits

From the **Boat Audit Menu** select and enter **Detailed Boat Audits**. Select a boat to view more details.

```

H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0
Player: 0 (Network DISABLED) | Free Play: ON | Coins: 6 | Coins To Start: 3
Main Menu
Audits
  Boat Audits
    Raw Thrills
      Total Race Time      0:00:00.00
      Selected              0
      Time Outs (Did Not Finish) 0
      Single-Player
      Best Time            0:00.00   Track: none
      Worst Time           0:00.00   Track: none
      Average Time         0:00.00
      Profile Level Ups    0
      Non-Profile Level Ups 0
      Multi-Player
      Best Time            0:00.00   Track: none
      Worst Time           0:00.00   Track: none
      Average Time         0:00.00
      Profile Level Ups    0
      Non-Profile Level Ups 0
    Exit
    Test or Keypad # | Select item | Volume-UP or Keypad 8 | Up
    Service or Keypad * | Exit menu | Volume-DOWN or Keypad 0 | Down
  
```

Profile Audits

From the **Audit Menu** select and enter **Profile Audits**.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0
Player: 0 (Network DISABLED) Free Play: ON Coins: 6 Coins To Start: 3
Main Menu
Audits
Profile Audits

Profiles (Created Locally) 0
Boat Level Ups 0
Profile Boat Level Ups 0
Non-Profile Boat Level Ups 0

Profile Max Consecutive 1st Places 0
Profile Max Consecutive Non-1st Places 0

Profile Rank Histogram
----- Rank ----- Num Profiles -- % Profiles At Rank --
0 Trainee 0 0.00%
1 Seaman 0 0.00%
2 Petty Officer 0 0.00%
3 Ensign 0 0.00%
4 Lieutenant 0 0.00%
5 Commander 0 0.00%
6 Captain 0 0.00%
7 Commodore 0 0.00%
8 Rear Admiral 0 0.00%
9 Admiral 0 0.00%
10 Fleet Admiral 0 0.00%

Exit
```

```
Test or Keypad # Select item Volume-UP or Keypad 8 Up
Service or Keypad * Exit menu Volume-DOWN or Keypad 0 Down
```

Profile Games Audit

From the **Audit Menu** select and enter **Profile Games**.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0
Player: 0 (Network DISABLED) Free Play: ON Coins: 6 Coins To Start: 3
Main Menu
Audits
Profile Games

Profile Games Histogram
--- Game Count --- Profiles - Visit Percent ---
1 0 0.00%
2 - 4 0 0.00%
5 - 9 0 0.00%
10 - 14 0 0.00%
15 - 19 0 0.00%
20 - 24 0 0.00%
25 - 29 0 0.00%
30 - 39 0 0.00%
40 - 49 0 0.00%
50 - 69 0 0.00%
70 - 99 0 0.00%
100+ 0 0.00%

Exit
```

```
Test or Keypad # Select item Volume-UP or Keypad 8 Up
Service or Keypad * Exit menu Volume-DOWN or Keypad 0 Down
```

Utilities

From the **Main Menu** select and enter **Utilities**. It is often a good idea to clear audit information when a game has been moved to a new location or after a change in setting like price, difficulty level or similar.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_05:34pm Version 1.0
Player: 0 (Network DISABLED) Free Play: ON Coins: 6 Coins To Start: 3
Main Menu
Utilities
Clear Credits ...
Clear Coin Audits...
Clear Boot Audits...
Reset High Scores...
Reset Player Profiles...
Clear Track, Boat, Game, and Profile Audits...
Factory Restore...
Maintenance Reboot [ENABLED]
Exit
```

Note:

- Clearing data deletes the information permanently.
- Networked games must be on the same Utilities screen and clears must be performed at the same time for information to be deleted.
- Follow the direction on the screen to prevent accidental deletions.
- Maintenance Reboot only occurs when the game has not been played for a long stretch of time and never while game is in use. It should be set to [Enabled].

```
Test or Keypad # Select item Volume-UP or Keypad 8 Up
Service or Keypad * Exit menu Volume-DOWN or Keypad 0 Down
```

Motion Cabinet

From the **Main Menu** select and enter **Motion Cabinet**. This utility is supported only on full motion version of H2O.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_10:14am Version 1.0
Player: 0 (Network DISABLED) Free Play: ON Coins: 4 Coins To Start: 3
Main Menu
Motion Cabinet
Enable Motion [ENABLED]
Stop Button Type [Push/Pull]
Intensity
Calibrate...
Test...
Exit
```

```
Test or Keypad # Select item Volume-UP or Keypad 8 Up
Service or Keypad * Exit menu Volume-DOWN or Keypad 0 Down
```

Help

From the **Main Menu** select and enter **Help**. This screen displays contact information for Technical Support on H2O.

```
H2Overdrive (tm) @2009 Specular Interactive, Inc. Build: Jun-11-2009_10:14am Version 1.0
Player: 0 (Network DISABLED) Free Play: ON Coins: 4 Coins To Start: 3
Main Menu
Help
Contact Information
Contact Betson:
Tel: 800-753-2513
Fax: 201-438-5019
rtsupport@betson.com
Exit
```

```
Test or Keypad # Select item Volume-UP or Keypad 8 Up
Service or Keypad * Exit menu Volume-DOWN or Keypad 0 Down
```

Hard Drive Recovery

CORRUPT FILE SCREEN. If you see a blue screen indicating an error message or if the game does not load successfully, your VIDEO GAME MACHINE harddrive may contain corrupt files. One solution may be to perform a hard-drive recovery process.

SYMPTOMS of a bad hard drive may include:

- The game fails to finish loading.
- The VIDEO GAME MACHINE reports an error when booting
- The VIDEO GAME MACHINE prompts you to insert a boot DVD.
- Erratic Game Mode or Attract Mode.

NOTICE. H2Overdrive ships with a recovery DVD. Hard drives occasionally fail. If your disk fails, restore hard drive data by following this procedure. Avoid rough handling of the computer or DVD. Check the Troubleshooting Guide in this document.

From the back of the VIDEO GAME MACHINE, check the I/O board. The I/O board must be powered and be connected to the computer. A USB cable connects the computer and the I/O board.

1. Verify that the I/O Board has power.
2. To access the computer, open the coin door.
3. Open the DVD tray by pressing the button on the DVD drive.
4. Insert the recovery disk into the tray.
5. Close the DVD tray by pressing the button on the DVD drive.
6. Turn-off the VIDEO GAME MACHINE via the main AC switch..
7. Turn-on the VIDEO GAME MACHINE via the main AC switch. The disk recovery process begins automatically. Recovery may take 30 to 40 minutes.
8. Look for a message at the bottom of the screen. When the recovery is over, the message prompts you to remove your disk. Open the DVD tray by pressing the DVD drive button. Remove the recovery disk. Store it safely.
9. Turn off the VIDEO GAME MACHINE via the main AC switch. Wait approximately 10-15 seconds.
10. Turn on the VIDEO GAME MACHINE via the main AC switch.

© **CAUTION.** During the following process, don't interrupt power or reset the game!

11. The VIDEO GAME MACHINE will go through a first-boot initialization procedure. This will take a few minutes, after which the VIDEO GAME MACHINE will automatically enter the throttle calibration mode.

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BIOS Settings / Power Management

NOTICE. The H2Overdrive PC ships with the correct BIOS settings. Making BIOS changes may adversely affect the VIDEO GAME MACHINE.

The BIOS settings along with the functionality of the FUSE/WD board (p/n 500-00012-01) allows the main VIDEO GAME MACHINE to power up correctly. The BIOS settings need to match the settings listed below. Otherwise the VIDEO GAME MACHINE will not properly recover from being turned-off, power failure, or brownout. It is also noteworthy that the FUSE/WD board makes the power switch on the case of the computer not function as one would expect. **Never use the power switch on the computer.** Proper power control for the VIDEO GAME MACHINE is performed by using the main AC power switch located on the lower backside of the VIDEO GAME MACHINE.

BIOS Procedure

1. Turn the game off.
2. Connect a USB keyboard to the game PC.
3. While holding the [F2] key, turn on the main power switch of the VIDEO GAME MACHINE. The BIOS menu screen will appear. For a Dell Computer, verify the settings listed in the following table on the next page.
4. To save and exit, follow the instructions on the BIOS screen. The computer will reset and load the game.

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| LEVEL | ITEM | VALUE |
|------------------|-------------------|---|
| SYSTEM | BOOT SEQUENCE | 1. CD/DVD/CD-RW DRIVE 2. USB-ZIP 3. USB-DEVICE 4. HARDDRIVE 5. USB-FDD 6. USB-CDROM 7. NIC 8. DISKETTE DRIVE |
| DRIVES | DISKETTE DRIVE | USB |
| DRIVES | DRIVE 0: | SATA-0: ON |
| DRIVES | DRIVE 1: | SATA-1: ON |
| DRIVES | SMART REPORTING | OFF |
| ONBOARD DEVICES | INTEGRATED NIC | ON |
| ONBOARD DEVICES | INTEGRATED AUDIO | ON |
| ONBOARD DEVICES | USB CONTROLLER | ON |
| ONBOARD DEVICES | REAR TRIPLE USB | ON |
| ONBOARD DEVICES | REAR DUAL USB | ON |
| ONBOARD DEVICES | FRONT USB | ON |
| ONBOARD DEVICES | LPT PORT MODE | EPP |
| ONBOARD DEVICES | LPT PORT ADDRESS | 378H |
| ONBOARD DEVICES | SERIAL PORT #1 | COM1 |
| VIDEO | PRIMARY VIDEO | ONBOARD/CARD |
| VIDEO | VIDEO MEMORY SIZE | 16MB |
| PERFORMANCE | HDD ACOUSTIC MODE | BYPASS |
| SECURITY | ADMIN PASSWORD | NONE |
| SECURITY | SYSTEM PASSWORD | NONE |
| SECURITY | DRIVE 0 PASSWORD | NONE |
| SECURITY | DRIVE 1 PASSWORD | NONE |
| SECURITY | PASSWORD CHANGES | UNLOCKED |
| SECURITY | CHASSIS INTRUSION | OFF |
| POWER MANAGEMENT | AC RECOVERY | ON |
| POWER MANAGEMENT | AUTO POWER-ON | OFF |
| POWER MANAGEMENT | LOW POWER MODE | OFF |
| POWER MANAGEMENT | REMOTE WAKE-UP | OFF |
| POWER MANAGEMENT | COOL AND QUIET | OFF |
| POWER MANAGEMENT | SUSPEND MODE | S3 |
| MAINTENANCE | ASF MODE | OFF |
| MAINTENANCE | FAST BOOT | ON |
| POST BEHAVIOR | NUMLOCK KEY | ON |
| POST BEHAVIOR | POST HOTKEYS | SETUP & BOOT MENU |
| POST BEHAVIOR | KEYBOARD ERRORS | DO NOT REPORT |

Troubleshooting Guide

• **WARNING. Remove all power and disconnect AC line cord to VIDEO GAME MACHINE before servicing!** Service performed by qualified service technician only. With power on do not connect or disconnect cables or connectors, damage to the VIDEO GAME MACHINE will occur.

VIDEO GAME MACHINE Fails To Power-up

The VIDEO GAME MACHINE will be in this failure mode when either the main AC power has failed, been disconnected, or the computer has failed to turn-on. The computer provides +5VDC and +12VDC for the VIDEO GAME MACHINE. Turning on the computer is controlled by the FUSE/WD board, p/n 500-00012-01.

1. Verify the VIDEO GAME MACHINE power switch is on.
2. Verify the AC line cord is plugged into a functional AC outlet.
3. Verify the AC outlet is the correct voltage for the VIDEO GAME MACHINE.
4. Verify the VIDEO GAME MACHINE is set to the correct voltage. There is a voltage switch on the computer that needs to be set correctly. If this switch is set incorrectly and the VIDEO GAME MACHINE has been powered, damage to the computer may have occurred.
5. Verify the main AC power fuse for the VIDEO GAME MACHINE. This can be found on the lower back side of the VIDEO GAME MACHINE by the main power switch. If a fused failed, examine the VIDEO GAME MACHINE for a fault condition and repair the condition before replacing the fuse. For Continued protection, replace the fuse with identical UL rated fuse.
6. Verify the fuses on the FUSE / WD board, p/n 500-00012-01. These fuses protect the +5VDC and +12VDC power rails of the VIDEO GAME MACHINE. If a fused failed, examine the VIDEO GAME MACHINE for a fault condition and repair the condition before replacing the fuse. For Continued protection, replace the fuse with identical UL rated fuse.
7. Verify cable connectors inside the VIDEO GAME MACHINE. Look for cable connectors that are loose or not connected.
8. Contact _____ for additional service. You may have a failed computer or FUSE/WD board.

VIDEO GAME MACHINE Displays “NO VIDEO” Message On The Video Monitor

The VIDEO GAME MACHINE will display this message when the video display is powered but the video monitor has no valid video signal.

1. Verify the VIDEO GAME MACHINE is set to the correct voltage. There is a voltage switch on the computer that needs to be set correctly. If this switch is set incorrectly and the VIDEO GAME MACHINE has been powered, damage to the computer may have occurred.
2. Verify cable connections inside the VIDEO GAME MACHINE, including the video and power cables of the computer, I/O board, FUSE/WD board and monitor.
3. Verify the fuses on the FUSE / WD board, p/n 500-00012-01. These fuses protect the +5v and +12v power rails of the VIDEO GAME MACHINE. If a fused failed, examine the VIDEO GAME MACHINE for a fault condition and repair the condition before replacing the fuse. Replace fuse with identical UL rated fuse.
4. Verify the I/O board has power.
5. Verify the FUSE/WD board has power. The +5VDCSTBY LED indicator should be on.
6. Verify the FUSE/WD board is running. There is a green LED indicator that should be blinking.
7. Contact _____ for additional service. You may have a failed computer, FUSE/WD board or I/O board.

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VIDEO GAME MACHINE Game Play is Slow, Freezes, or Resets.

Numerous items can cause game play to exhibit freezing or slow play. Typical failure modes include excessive heat, corrupt drive, or failing hardware.

1. Verify that the security dongle is attached to a USB port of the computer.
2. Verify cable connections inside the VIDEO GAME MACHINE. Verify the USB cable that connects the I/O board to the computer is securely attached.
3. Verify that the VIDEO GAME MACHINE is not running excessively hot. Verify that the cooling fan at the top of the VIDEO GAME MACHINE is running and not obstructed. The back of the VIDEO GAME MACHINE must be at least one foot away from a wall in order to allow the vents on the VIDEO GAME MACHINE to breathe.
4. Verify that the computer is not running excessively hot. Verify that the computers cooling fans are running.
5. Verify the drive. This can be done via the Operators Menu. The drive can be re-imaged, by inserting the DVD that was included with the VIDEO GAME MACHINE. See '**Drive Recovery Procedure**' for instructions.
6. Verify that the games +5VDC +12VDC power rails are within +/- 5% tolerance.
7. Incorrect lamps in the coin door can cause the VIDEO GAME MACHINE to reset. Verify that the bulbs are 12 volt DC rated.
8. Contact _____ for additional service.

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VIDEO GAME MACHINE Displays No Video On The Video Monitor

The VIDEO GAME MACHINE will exhibit this failure when either the VIDEO GAME MACHINE is not powered, the monitor is not powered, the monitor is not correctly adjusted or the video monitor has failed.

1. Verify the VIDEO GAME MACHINE has powered-up. If not see '**VIDEO GAME MACHINE Fails To Power-up**' in this troubleshooting section for more details.
2. Verify the cable connectors inside the VIDEO GAME MACHINE, paying close attention to the power and video signal cables of the video monitor.
3. Verify the video monitor has AC power.
4. Verify the contrast and brightness settings of the monitor. Make sure they are not set too low.
5. Contact _____ for additional service. You may have a failed monitor.

VIDEO GAME MACHINE Has No Sound

If the game is running and there is no sound.

1. Verify that the audio levels are set to acceptable levels. This can be done through the ***Diagnostic Menu System***.
2. Verify the cable connections inside the VIDEO GAME MACHINE. Ensure that the audio cable from the computer is connected to the I/O board.
3. Verify the speaker cable is connected.
4. Verify the fuses on the FUSE / WD board, p/n 500-00012-01. These fuses protect the +5v and +12v power rails of the VIDEO GAME MACHINE. If a fuse has failed, examine the VIDEO GAME MACHINE for a fault condition and repair the condition before replacing the fuse. Replace fuse with identical UL rated fuse.
5. Verify the I/O board has power.
6. Contact _____ for additional service. You may have a failed audio system.

VIDEO GAME MACHINE Monitor Displays 'MISSING I/O'

If the computer is unable to communicate with the I/O board, the 'Connect I/O' message will be displayed in the video display.

1. Verify that the I/O board has power. Check the fuses on the FUSE / WD board, p/n 500-00012-01.
2. Verify the cable connections inside the VIDEO GAME MACHINE. Verify the USB cable that connects the I/O board to the computer is securely attached.
3. Power-cycle the VIDEO GAME MACHINE.
4. Contact _____ for additional service. You may have a failed I/O board.

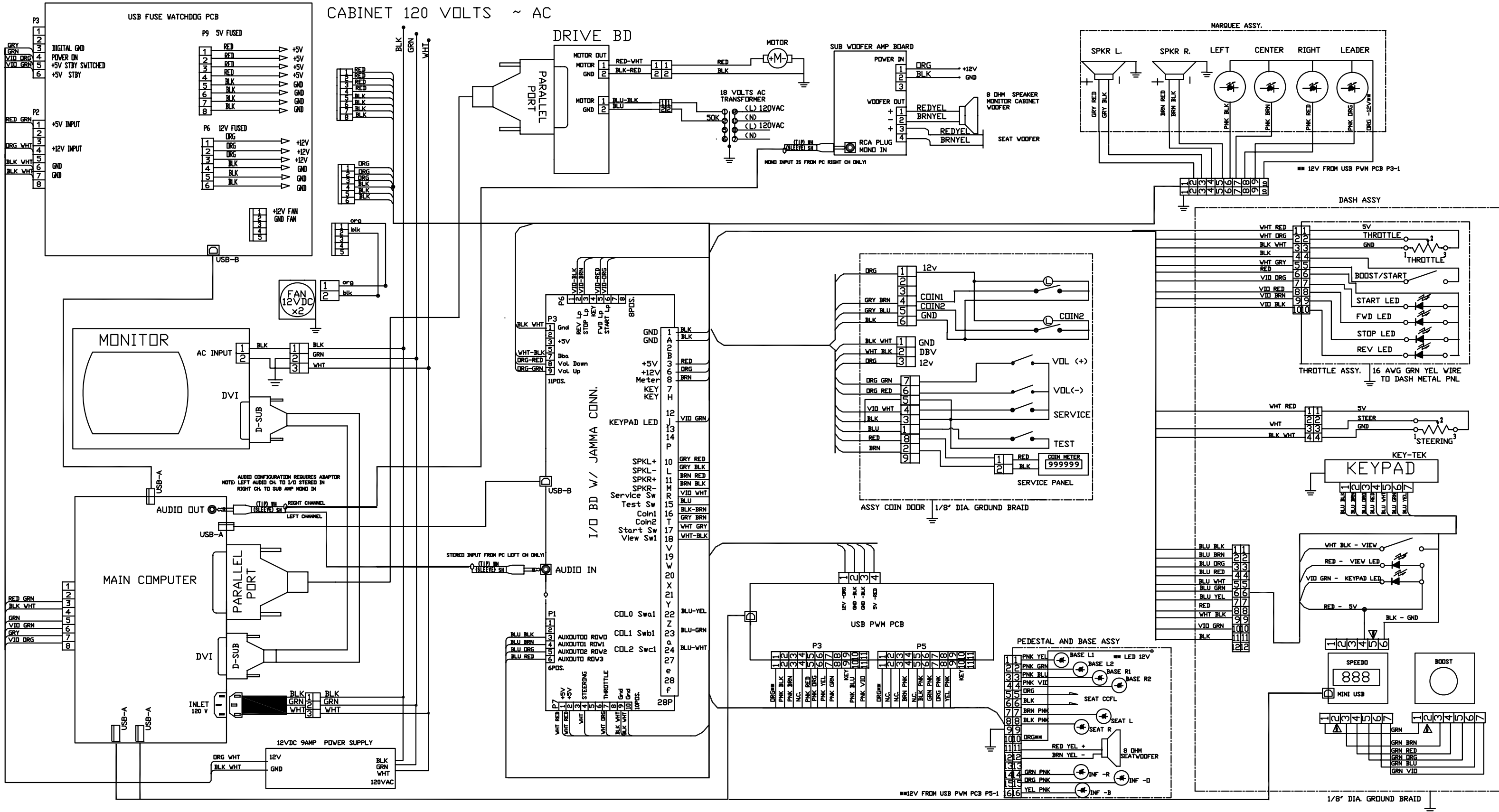
VIDEO GAME MACHINE Monitor Displays 'INSERT DONGLE'

This message indicates that the computer is unable to communicate with the security dongle that is located on the back of the computer.

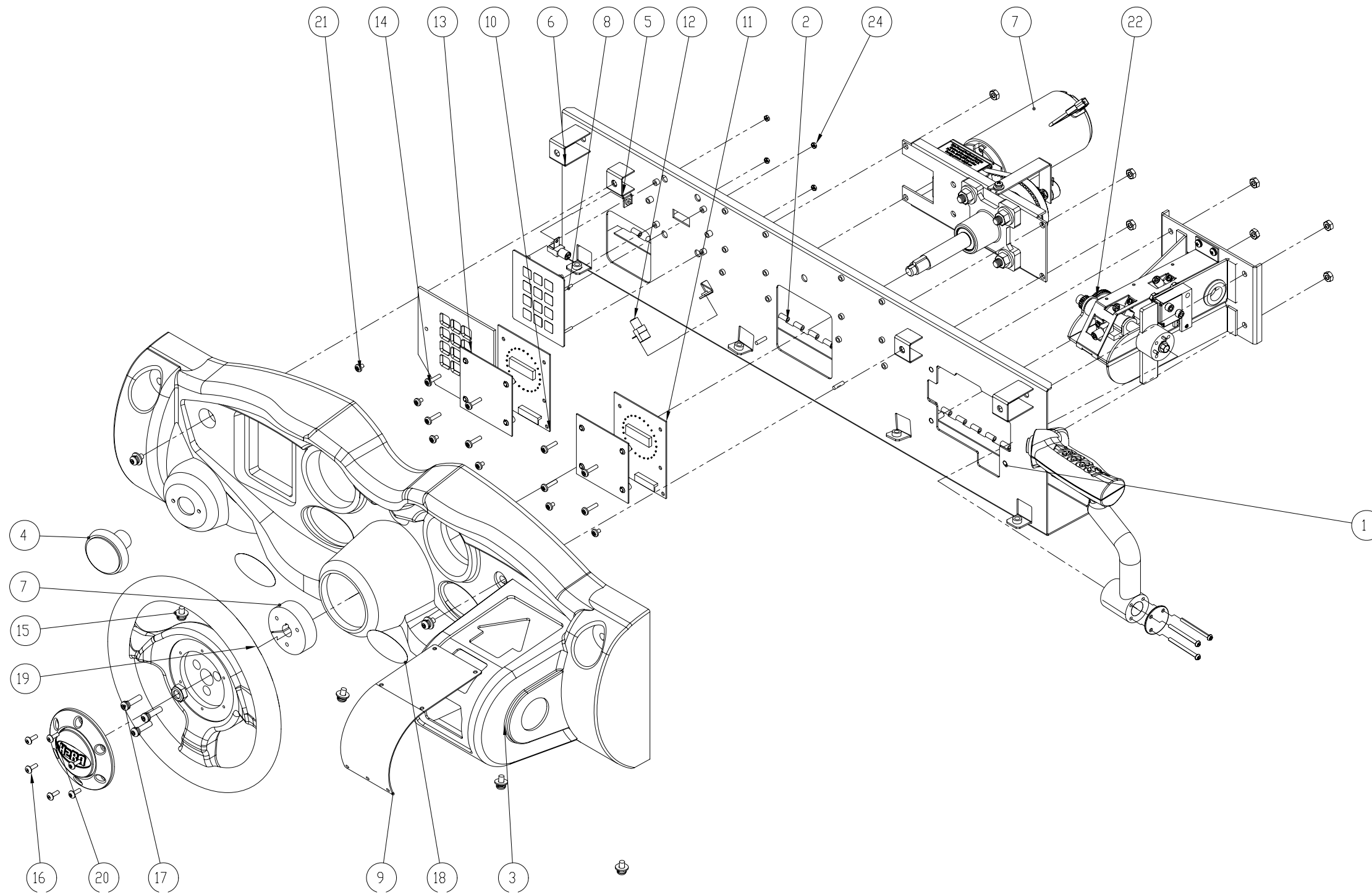
1. Verify that the security dongle is attached to a USB port of the computer.
2. Contact _____ for additional service. You may have a failed security dongle or a USB port on the computer.

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NOTES:

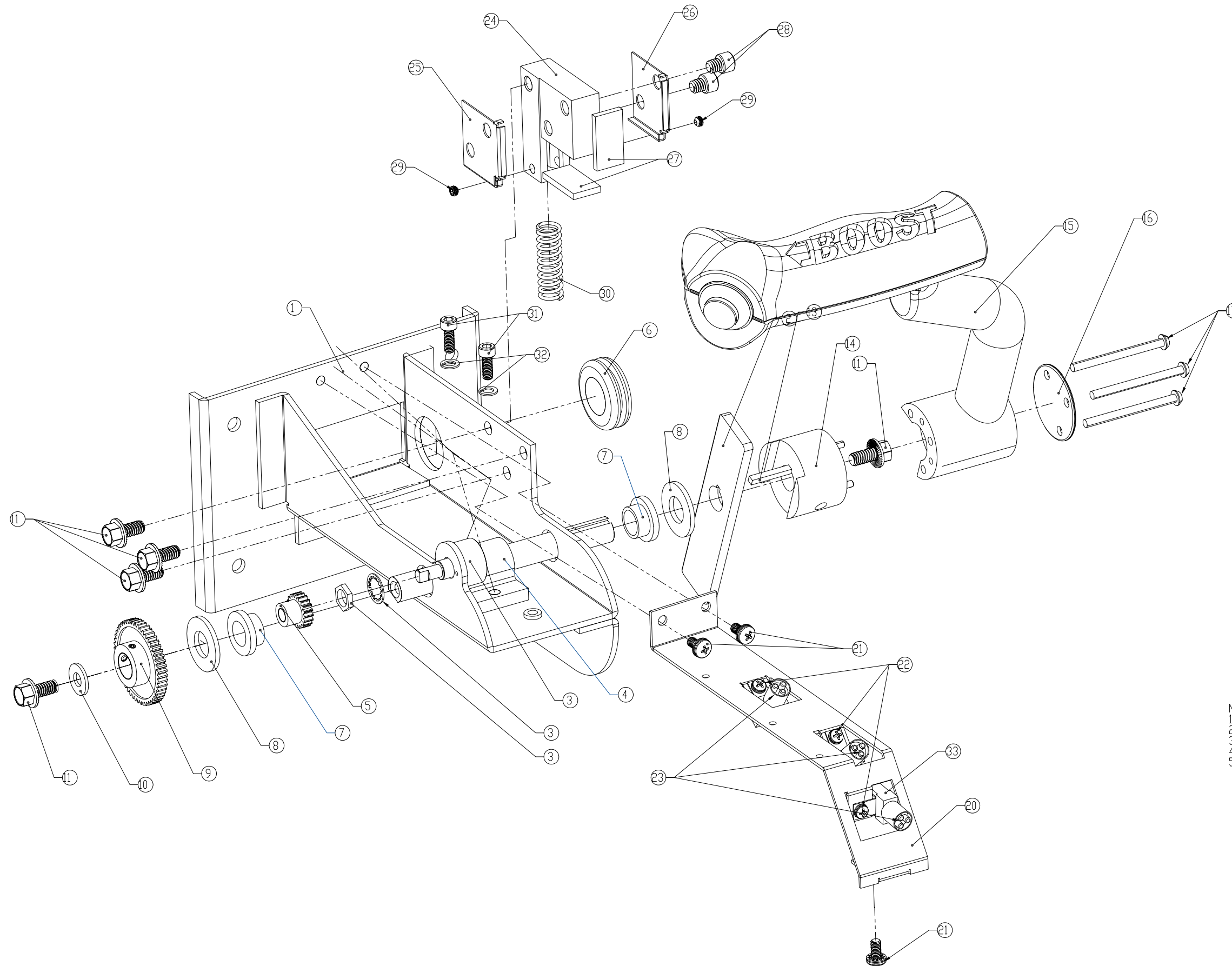


H2OVERDRIVE 42" CABINET WIRE DIAGRAM



| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|----------------------------|--------------------------------|------|
| 1 | 606-00098-01 | H2O Dash Plate | 1 |
| 2 | hinge11_dash_H2 | | 1 |
| 3 | 603-00030-01 | H2O Dash- PRODUCTION | 1 |
| 4 | 702-00020-00 | Large Orange View Button | 1 |
| 5 | dash_mounting_bracket_Mini | | 2 |
| 6 | dash_mounting_bracket_Tall | | 2 |
| 7 | Steering_Assy | | 1 |
| | steering mech | | 1 |
| | Hub collar | | 1 |
| | Hub Nut ESN500 | Hub Half inch Elastic Stop Nut | 1 |
| 8 | 813-00006-01 | Keypad- ATM Style Key-Tek | 1 |
| 9 | 600-00127-01Curved | H2OThrottle plexy | 1 |
| 10 | SpeedoAssy | | 1 |
| | 500-00032-01 | H2O Speed LED BOARD | 1 |
| | 600-00125-01 | H2O Speedo Lens | 1 |
| | standoff_half | | 4 |
| 11 | BoostAssy | | 1 |
| | 500-00032-01 | H2O Speed LED BOARD | 1 |
| | 600-00126-01 | H2O Boost Lens | 1 |
| | standoff_half | | 4 |
| 12 | Bulb and Holder | | 2 |
| 13 | 600-00128-01 | Keypad Edgeglow Overlay-Blue | 1 |
| 14 | #8 X 75screw | | 8 |
| 15 | Dash_screw-lock-flat-500 | | 6 |
| | Torx500 | | 1 |
| | lockwasher250 | | 1 |
| | flatwasher250 | | 1 |
| 16 | Torx832-500 | | 6 |
| 17 | Dash_screw-lock-1000 | | 3 |
| | Torx1000 | | 1 |
| | lockwasher250 | | 1 |
| 18 | Dash-Oval-Sticker | Dash-Oval-Sticker | 2 |
| 19 | Midway-HappSteeringWheel | | 1 |
| 20 | 603-00048-01 | H2O Steering Wheel Cap | 1 |
| 21 | #8 X 250screw | | 6 |
| 22 | EXP Assembly | | 1 |

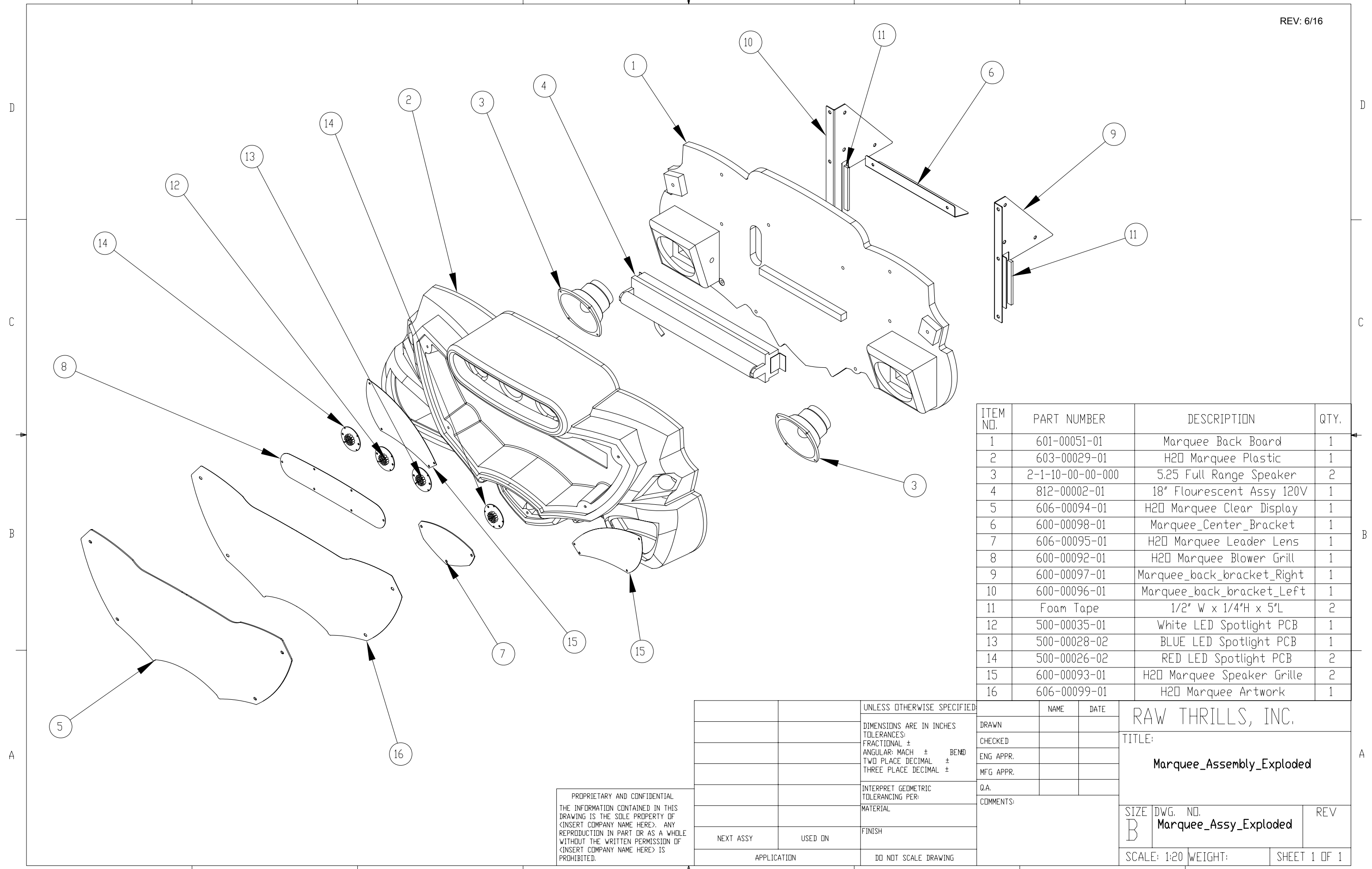
H2OVERDRIVE 42" DASH ASSEMBLY EXPLODED DIAGRAM



| ITEM | QTY | PART NUMBER | DESCRIPTION |
|------|-----|------------------|---------------------------------|
| 1 | 1 | 608-00042-01 | THROTTLE SUPPORT BRACKET |
| 2 | 1 | 608-00045-01 | STOP PLATE |
| 3 | 1 | 301-00016-00 | POT/WASHER/NUT |
| 4 | 1 | 800-00027-01 | FRICTION HINGE |
| 5 | 1 | 600-00116-01 | SMALL GEAR |
| 6 | 1 | MMC9307K82 | 3/4" RUBBER GROMMET |
| 7 | 2 | MMC2938T11 | DILITE BUSHING |
| 8 | 2 | MMC5906K535 | BRONZE THRUST BEARING |
| 9 | 1 | 600-000115-01 | LARGE GEAR |
| 10 | 1 | | WASHER FLAT 1/4" SAE |
| 11 | 5 | | HEX BOLT ZINC 1/4-20 X 1/2" |
| 12 | | | NOT USED |
| 13 | 1 | | KEY 1/8" SQUARE X 1" - STEEL |
| 14 | 1 | 608-00048-01 | HUB |
| 15 | 1 | HAPP 96-1052-00 | HANDLE ASSEMBLY |
| 16 | 1 | 608-00049-01 | SHIFTER CAP |
| 17 | 3 | | SCREW 8-32 X 2" BUTTON PIT |
| 18 | | | NOT USED |
| 19 | | | NOT USED |
| 20 | 1 | 608-00056-02 | THROTTLE BULB HOLDER |
| 21 | 3 | | SCREW 10-32 x 3/8 PHILLIPS SEMS |
| 22 | 3 | | SCREW 6-32 x 1/4 PHILLIPS SEMS |
| 23 | 3 | HAPP 91-10WB-53W | LED BULB |
| 24 | 1 | 608-00053-02 | THROTTLE STOP BLOCK |
| 25 | 1 | 608-00058-02 | INSIDE STOP PAD RETAINER |
| 26 | 1 | 608-00059-02 | OUTSIDE STOP PAD RETAINER |
| 27 | 2 | 600-00133-01 | STOP PAD |
| 28 | 2 | | SCREW HEX CAP 1/4-20 X 1/4" |
| 29 | 2 | | SET SCREW 10-32 X 1/8" |
| 30 | 1 | C0480-067-1500-M | COMPRESSION SPRING |
| 31 | 2 | | SCREW HEX CAP 10-32 X 1/2" |
| 32 | 2 | | FLAT WASHER #10 |
| 33 | 3 | | BULB HOLDER (PART OF HARNESS) |

NOTES:
 1) LOCTITE THREADLOCKER 242 REQUIRED FOR SCREWS: 11, 17, 18, 28, 29, & 31.
 2) LOCTITE RETAINING COMPOUND 638 REQUIRED BETWEEN ITEMS 2 AND 14.
 3) LUBRICATE ITEM 30 AND INSIDE 24 WITH AN APPROVED LITHIUM GREASE.
 4) SCREWS 31 SHOULD BE IN CONTACT WITH ITEMS 32 & 4, BUT NOT TIGHTENED.
 5) CABLES ARE NOT SHOWN.

H2OVERDRIVE 42" THROTTLE MECH ASSEMBLY EXPLODED DIAGRAM

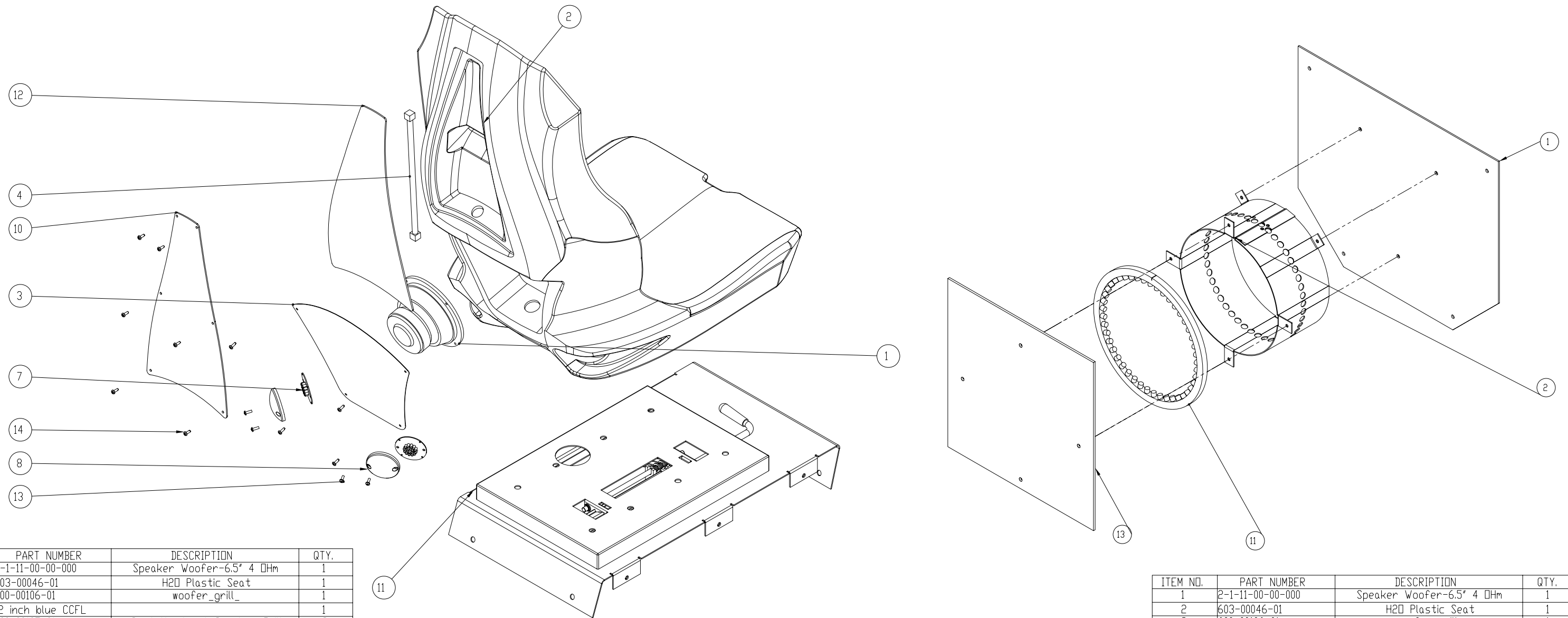


| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|------------------|----------------------------|------|
| 1 | 601-00051-01 | Marquee Back Board | 1 |
| 2 | 603-00029-01 | H20 Marquee Plastic | 1 |
| 3 | 2-1-10-00-00-000 | 5.25 Full Range Speaker | 2 |
| 4 | 812-00002-01 | 18" Fluorescent Assy 120V | 1 |
| 5 | 606-00094-01 | H20 Marquee Clear Display | 1 |
| 6 | 600-00098-01 | Marquee_Center_Bracket | 1 |
| 7 | 606-00095-01 | H20 Marquee Leader Lens | 1 |
| 8 | 600-00092-01 | H20 Marquee Blower Grill | 1 |
| 9 | 600-00097-01 | Marquee_back_bracket_Right | 1 |
| 10 | 600-00096-01 | Marquee_back_bracket_Left | 1 |
| 11 | Foam Tape | 1/2" W x 1/4"H x 5"L | 2 |
| 12 | 500-00035-01 | White LED Spotlight PCB | 1 |
| 13 | 500-00028-02 | BLUE LED Spotlight PCB | 1 |
| 14 | 500-00026-02 | RED LED Spotlight PCB | 2 |
| 15 | 600-00093-01 | H20 Marquee Speaker Grille | 2 |
| 16 | 606-00099-01 | H20 Marquee Artwork | 1 |

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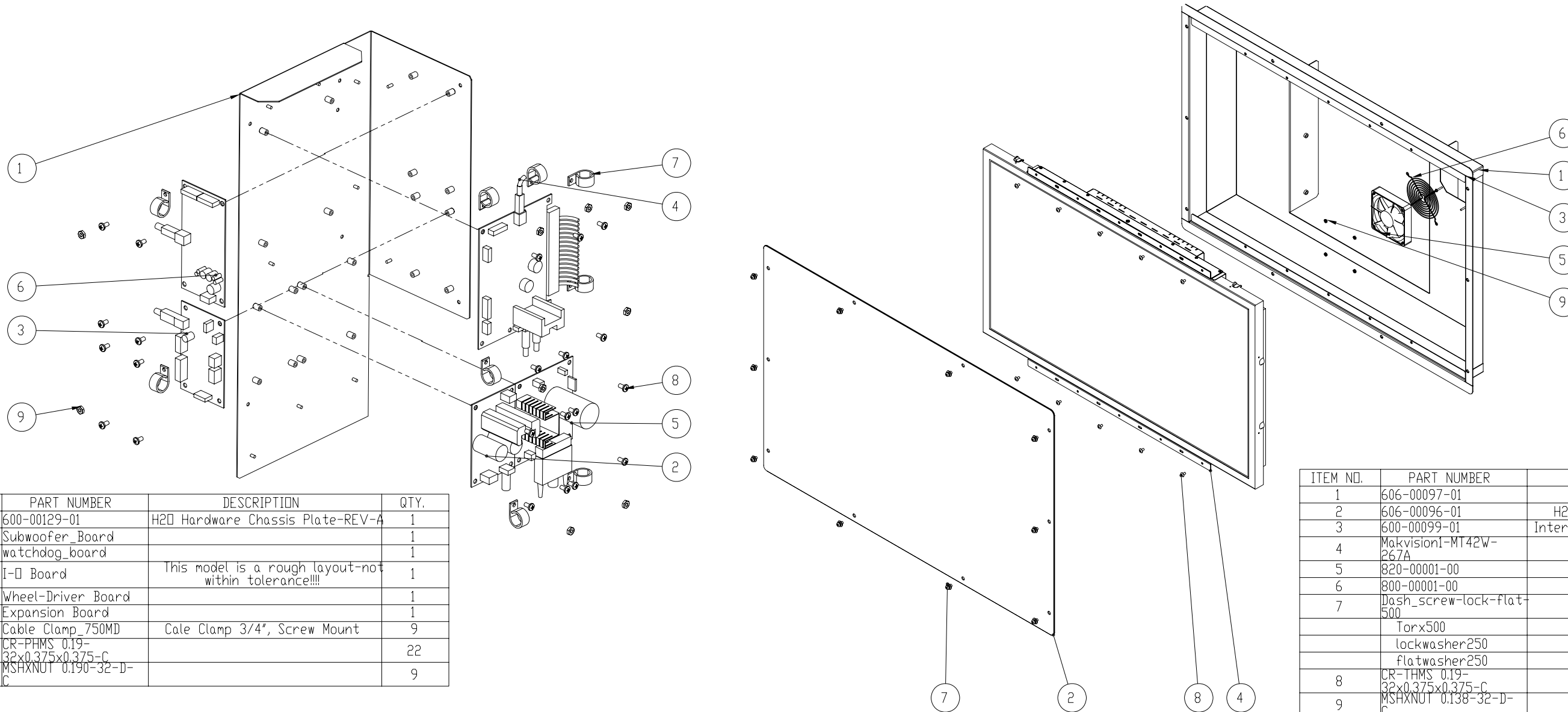
| | | | | | |
|-------------|---------|---|-----------|------|----------------------------------|
| | | UNLESS OTHERWISE SPECIFIED: | NAME | DATE | RAW THRILLS, INC. |
| | | DIMENSIONS ARE IN INCHES TOLERANCES: FRACTIONAL ± ANGULAR: MACH ± BEND TWO PLACE DECIMAL ± THREE PLACE DECIMAL ± | DRAWN | | |
| | | INTERPRET GEOMETRIC TOLERANCING PER: | CHECKED | | Marquee_Assembly_Exploded |
| | | MATERIAL | ENG APPR. | | |
| | | FINISH | MFG APPR. | | Q.A. |
| NEXT ASSY | USED ON | | COMMENTS: | | SIZE DWG. NO. REV |
| APPLICATION | | DO NOT SCALE DRAWING | | | B Marquee_Assy_Exploded |
| | | | | | SCALE: 1:20 WEIGHT: SHEET 1 OF 1 |

H20VERDRIVE 42" MARQUEE ASSEMBLY EXPLODED DIAGRAM



| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|---------------------------------|------------------------------|------|
| 1 | 2-1-11-00-00-000 | Speaker Woofer-6.5" 4 Ohm | 1 |
| 2 | 603-00046-01 | H20 Plastic Seat | 1 |
| 3 | 600-00106-01 | woofer_grill_ | 1 |
| 4 | 12 inch blue CCFL | | 1 |
| 5 | 600-00105-01 | Seat Headrest Speaker Grille | 2 |
| 6 | pucklight&lens assy | | 2 |
| 7 | 500-00026-02 | RED LED Spotlight PCB | 1 |
| 8 | 603-00047-01 | LED Spotlight Lens | 1 |
| 9 | 600-00109-01 | Seat Back Plate - Low | 1 |
| 10 | 600-00108-01 | H20 Seatback Overlay | 1 |
| 11 | 604-00007-01 | | 1 |
| 12 | seat lexan_N | | 1 |
| 13 | CR-PHMS 0.164-32x0.5x0.5-C | | 4 |
| 14 | PANHTS 0.164-32-type II-T-0.5-C | | 22 |

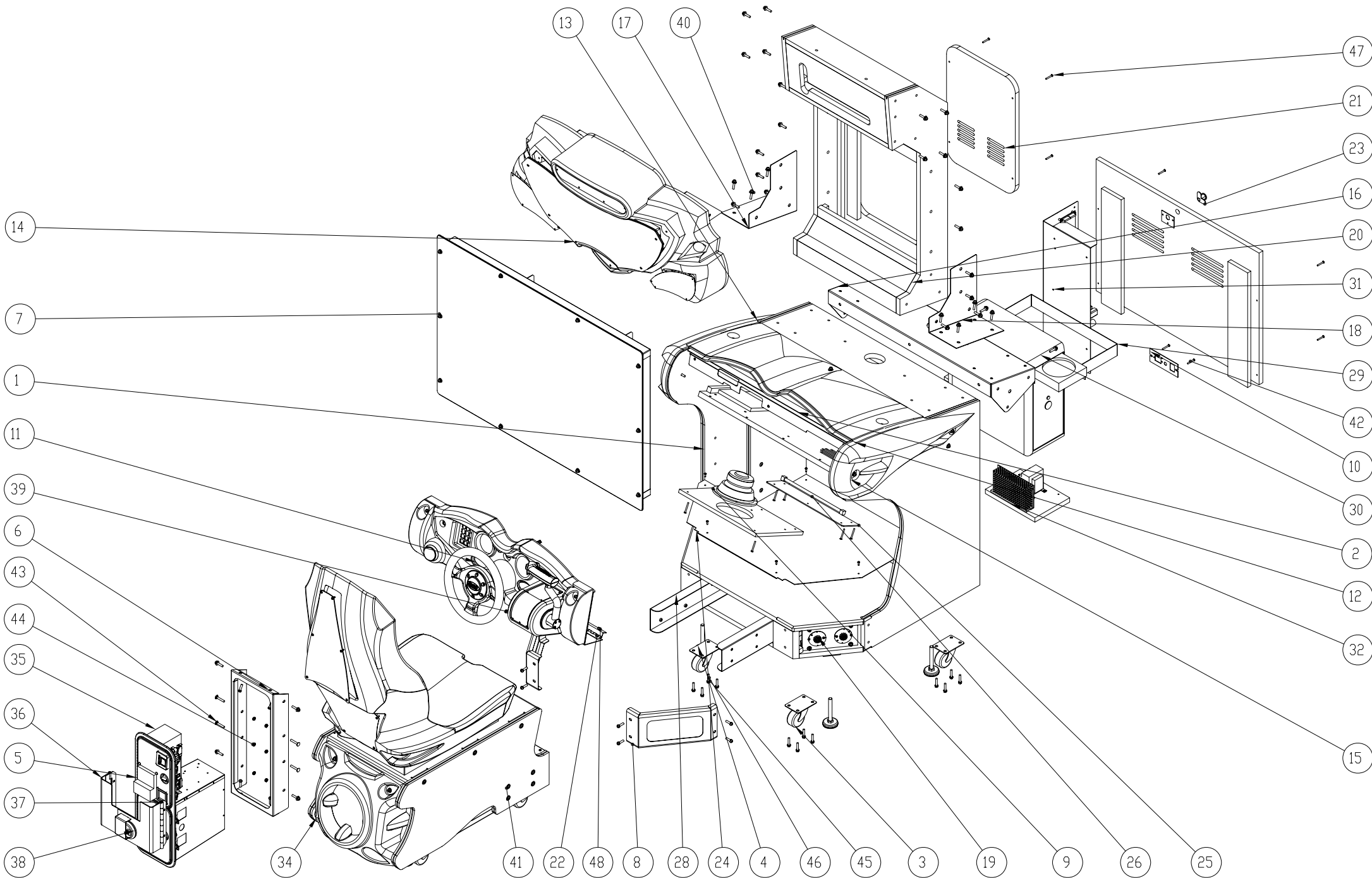
| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|---------------------------------|------------------------------|------|
| 1 | 2-1-11-00-00-000 | Speaker Woofer-6.5" 4 Ohm | 1 |
| 2 | 603-00046-01 | H20 Plastic Seat | 1 |
| 3 | 600-00106-01 | woofer_grill_ | 1 |
| 4 | 12 inch blue CCFL | | 1 |
| 5 | 600-00105-01 | Seat Headrest Speaker Grille | 2 |
| 6 | pucklight&lens assy | | 2 |
| 7 | 500-00026-02 | RED LED Spotlight PCB | 1 |
| 8 | 603-00047-01 | LED Spotlight Lens | 1 |
| 9 | 600-00109-01 | Seat Back Plate - Low | 1 |
| 10 | 600-00108-01 | H20 Seatback Overlay | 1 |
| 11 | 604-00007-01 | | 1 |
| 12 | seat lexan_N | | 1 |
| 13 | CR-PHMS 0.164-32x0.5x0.5-C | | 4 |
| 14 | PANHTS 0.164-32-type II-T-0.5-C | | 22 |



| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|-------------------------------|---|------|
| 1 | 600-00129-01 | H2D Hardware Chassis Plate-REV-A | 1 |
| 2 | Subwoofer_Board | | 1 |
| 3 | watchdog_board | | 1 |
| 4 | I-O Board | This model is a rough layout-not within tolerance!!!! | 1 |
| 5 | Wheel-Driver Board | | 1 |
| 6 | Expansion Board | | 1 |
| 7 | Cable Clamp_750MD | Cable Clamp 3/4", Screw Mount | 9 |
| 8 | CR-PHMS 0.19-32x0.375x0.375-C | | 22 |
| 9 | MSHXNUT 0.190-32-D-C | | 9 |

| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|-------------------------------|-----------------------------------|------|
| 1 | 606-00097-01 | 42" LCD Beveled Box | 1 |
| 2 | 606-00096-01 | H2D 42" LCD Monitor Shield | 1 |
| 3 | 600-00099-01 | Internal Monitor Mounting Bracket | 2 |
| 4 | MakvisionI-MT42W-267A | | 1 |
| 5 | 820-00001-00 | Fan, 120vac,19/15W | 1 |
| 6 | 800-00001-00 | 120mm Wire Fan Guard | 1 |
| 7 | Dash_screw-lock-flat-500 | | 10 |
| | Torx500 | | 1 |
| | lockwasher250 | | 1 |
| | flatwasher250 | | 1 |
| 8 | CR-PHMS 0.19-32x0.375x0.375-C | | 10 |
| 9 | MSHXNUT 0.138-32-D-C | | 4 |

| ITEM NO. | PART NUMBER | DESCRIPTION | QTY. |
|----------|---------------------------------|---|------|
| 1 | 601-00048-01 | H2O Main Cabinet Assy | 1 |
| 2 | 600-00100-01 | H2O Dash Mounting Bracket | 1 |
| 3 | Caster 2'5_typ | | 4 |
| 4 | 4" | | 4 |
| 5 | 40-7000-200 | | 1 |
| 6 | 608-00031-01 | H2O Coindoor Housing | 1 |
| 7 | 42-LCD-ASSY-H2-1Makvision | | 1 |
| 8 | 608-00035-01 | H2O Perforated Kick Plate | 2 |
| 9 | 2-1-11-00-00-000 | Speaker Woofer-6.5" 4 Ohm | 1 |
| 10 | 600-00076-01 | AC Inlet Power Plate (standard) | 1 |
| 11 | Dash_Assy_H2_3 | Dash_Assy_H2O_Exploded | 1 |
| 12 | 603-00034-01 | H2O Hood Plastic | 1 |
| 13 | 603-00033-01 | H2O Left Side Plastic | 1 |
| 14 | Marquee_Assy | | 1 |
| 15 | 603-00032-01 | H2O Right Side Plastic | 1 |
| 16 | 608-00032-01 | H2O Monitor Cabinet Support Bracket-Rev A | 1 |
| 17 | 608-00034-01 | Left-Lower-Monitor-brace | 1 |
| 18 | 608-00033-01 | Right-Lower-Monitor-brace | 1 |
| 19 | 500-00035-01 | LED Spotlight PCB | 4 |
| 20 | 601-00050-01 | H2O Monitor Cabinet Assy | 1 |
| 21 | 601-00054-01 | H2O Upper Back Door | 1 |
| 22 | hinge1_dash | | 1 |
| 23 | 601-00052-01 | | 1 |
| 24 | 600-00102-01 | H2O CABINET DIAMOND PLATE | 1 |
| 25 | 600-00021-01 | Pedal Light Lens | 1 |
| 26 | 702-00006-00 | 12 inch red CCFL | 1 |
| 27 | 600-00110-01 | H2O Cabinet Perf Side Vent | 1 |
| 28 | 600-00030-01 | PEDESTAL MOUNTING CHANNEL | 2 |
| 29 | 600-00120-01 | Dell OptiPlex 740 Mounting Bracket | 1 |
| 30 | DPTIPLEX_PC | | 1 |
| 31 | H2O Hardware Plate | | 1 |
| 32 | H2O Power Assy | | 1 |
| 33 | 820-00001-00 | Fan, 120vac,19/15W | 1 |
| 34 | H2Ooverdrive_Pedestal Assy | | 1 |
| 35 | DBVrough | | 1 |
| 36 | 600-00139-01 | H2O-Hasp-Assy-Left | 1 |
| 37 | 600-00140-01 | H2O-Hasp-Assy-Right | 1 |
| 38 | Diskus-Lock | | 1 |
| 39 | Dash_screw-lock-1000 | | 12 |
| 40 | Dash_screw-lock-flat-1250 | | 58 |
| 41 | Dash_screw-lock-flat-2500 | | 12 |
| 42 | CR-PHMS 0.164-32x1.5x1.5-C | | 14 |
| 43 | RHSNBOLT 0.25-20x1.5x1.5-C | | 4 |
| 44 | HJNUT 0.2500-20-D-C | | 8 |
| 45 | Regular LW 0.25 | | 16 |
| 46 | IN-HHMS 0.25-20x1.25x1.25-C | | 16 |
| 47 | PANHTS 0.164-32-type II-T-0.5-C | | 22 |
| 48 | MSHXNUT 0.250-20-D-C | | 7 |



H2O OVERDRIVE 42" CABINET EXPLODED DIAGRAM

| | |
|--|--|
| <p>Specular Credits</p> <p><u>Designed and Developed by Specular Interactive, Inc.</u> Steven Ranck Andrew Silber Detmar Peterke Dale Henderscheid Gary T. Carbonell Brian Silva Andrew E. Wilson Jordan Edell</p> <p><u>Additional Development</u> Paul Forgy Anthony De Filippis Ed "EDROX!" Navarro Kaysaun "Blackwolf" Franklin Michael Howard Xiaohu Alcocer Evan Figueroa Sean Rollins Bill Kurtz Mario Hank Myers Tze Chien Wong</p> <p><u>Sound Recording Facilities</u> PCB Productions - Los Angeles, CA</p> <p><u>Audio Director</u> Keith Arem</p> <p><u>Original Music</u> Michael Cohen Keith Arem Andreas Adler</p> <p><u>Sound Design / Editorial</u> Aaron Gallant Matt Lemberger Keith Arem Matt Brailey</p> <p><u>PCB Production Coordinator</u> Valerie Arem Katie Pruitt</p> <p><u>Voice Talent</u> Brian Silva Valerie Arem Andrew Silber</p> | <p><u>Special Thanks</u> Eugene Jarvis Andrew Eloff Matt Davis Jason Green Kevin Uskali Bob Yoest Rich Catalan The entire team at Raw Thrills Bob Boals and the fine folks at Betson Enterprises Mark Struhs John M. Upton, Esq. James R. Arneson C.P.A. Steve K. Lee Travis Boyd Gary Leroy</p> <ul style="list-style-type: none">• From Steve: Diana, Devon, Ainsley, Logan, Gloria, Linda, Ray, Simba, and Nafu. I love you all!• From Dale: Eelia G. Henderscheid• From Andy: Christina M. Wilson• From Brian: Kate Silva• From Detmar: To my family; my reason for doing anything. You made it possible for me to be part of this project; Alesia, Hillary, Moses, Zoe and Lynn.• From Andrew: Chloe the Cat <p><u>Raw Thrills Credits</u></p> <p><u>Producers</u> Eugene Jarvis Andrew Eloff</p> <p><u>Cabinet Art</u> Jeff Mattin</p> <p><u>Engineers</u> Rich Catalan Matt Davis Jason Green Roberto Hurtado Jon Judson Kevin Uskali Yee Wen-Jiun Bob Yoest</p> <p><u>Quality Assurance</u> Bruce Barron Justin Cappelozzo Matt Cianchetti Mark Hirsch Pat LeBeau Matt Marsden</p> <p><u>Special Thanks</u> Betson Enterprises Bob Boals, Mark Struhs, Bob Geschine, George Angermeyer, John McKenzie, Todd Cravens, Anthony Maniscalco Jr., Brian Poklacki, Dave Riefke, Gabe Torres, Ruth Jaeger, Carlos Gomez, Javier Gomez Doug Duba, Marian Loboz, Jose Alanis, Carlos Medina</p> |
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