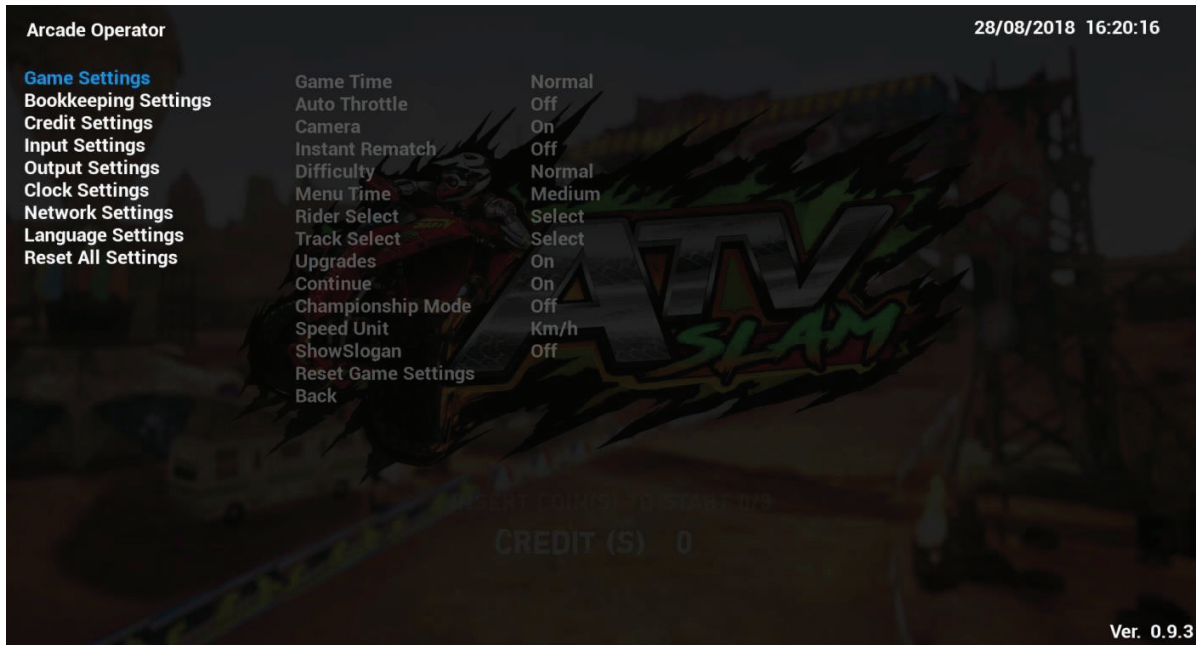


4.4 Operator MENU

Arcade Operator

1. Under the game **Title Screen**, press the [**Menu**] key of the coin control box to enter the [**Arcade Operator**], the **main arcade operator** menu is shown as below.



2. In the main menu screen, use the [**LEFT**] and [**RIGHT**] arrow buttons to select a menu item, press the [**START/BOOST**] button to enter the **sub-menu list**.

3. Use the [**LEFT**] and [**RIGHT**] arrow buttons to select the preference of the selected sub-menu item. Select [**Back**] at the bottom of the sub-menu list to go back to **main menu screen**.

4. Setup is saved automatically.

5. To exit the **arcade operator** user interface, press the [**MENU**] button. It will go back to the game title screen with new settings.

4.4.1 Game Settings

Under **Game Settings**, settings related to game-play can be adjusted here.



4.4.1-1 Game Time

Under **Game Time**, length of each game can be adjusted.

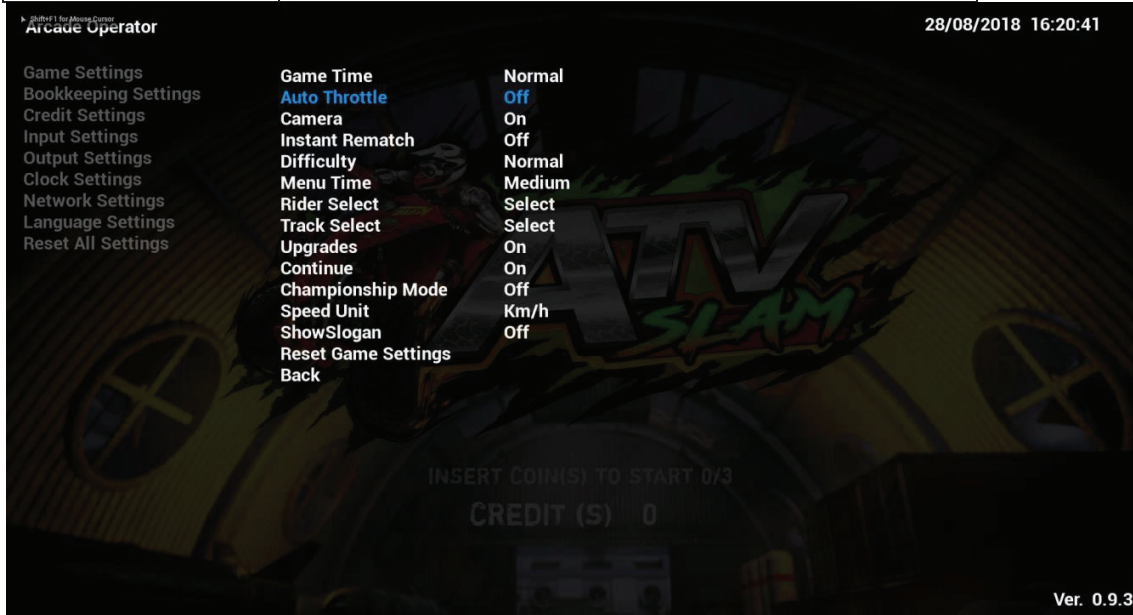
Game Time	Description
Short	1 lap (2 laps for Military track)
Normal	2 laps (3 laps for Military track)
Long	3 laps (4 laps for Military track)



4.4.1-2 Auto Throttle

Under **Auto Throttle**, throttle can be turned On/Off.

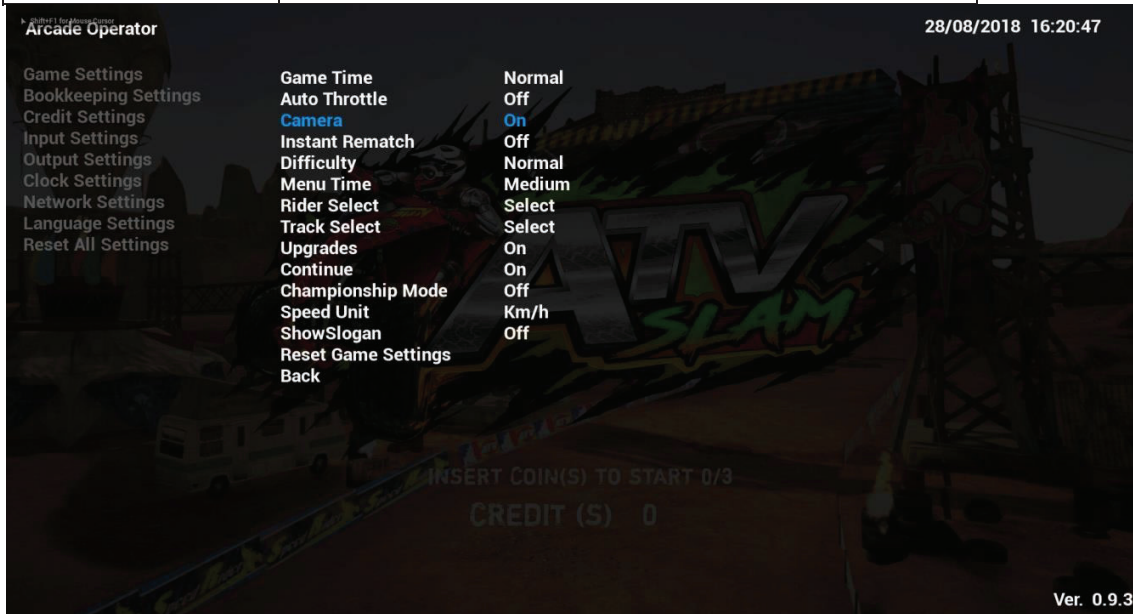
Auto Throttle	Description
On	Auto Throttle is on
Off	Auto Throttle is off



4.4.1-3 Camera

Under **Camera**, camera for player's live photo can be turned On/Off.

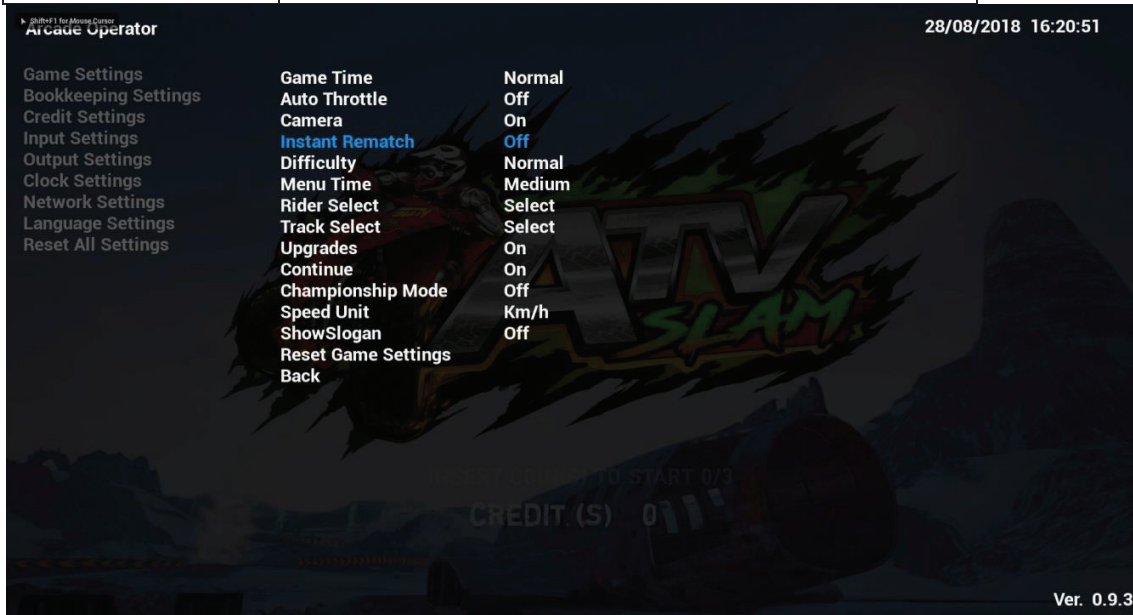
Camera	Description
On	Camera is on
Off	Camera is off



4.4.1-4 Instant Rematch

Instant Rematch is a rematch system for **Multi-play mode**. If **Instant Rematch** is ON in the cabinet, players will be asked to challenge again immediately once race is finished, racing again with the same TRACK and CAR.

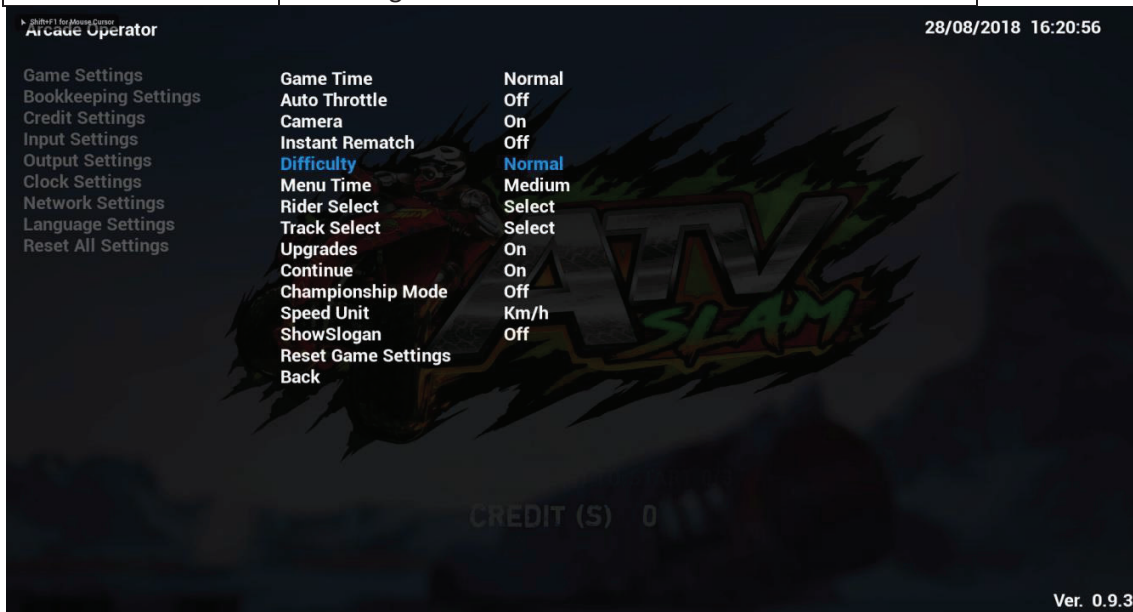
Instant Rematch	Description
On	Instant Rematch is on
Off	Instant Rematch is off



4.4.1-5 Difficulty

Under **Difficulty**, level of game difficulty can be adjusted.

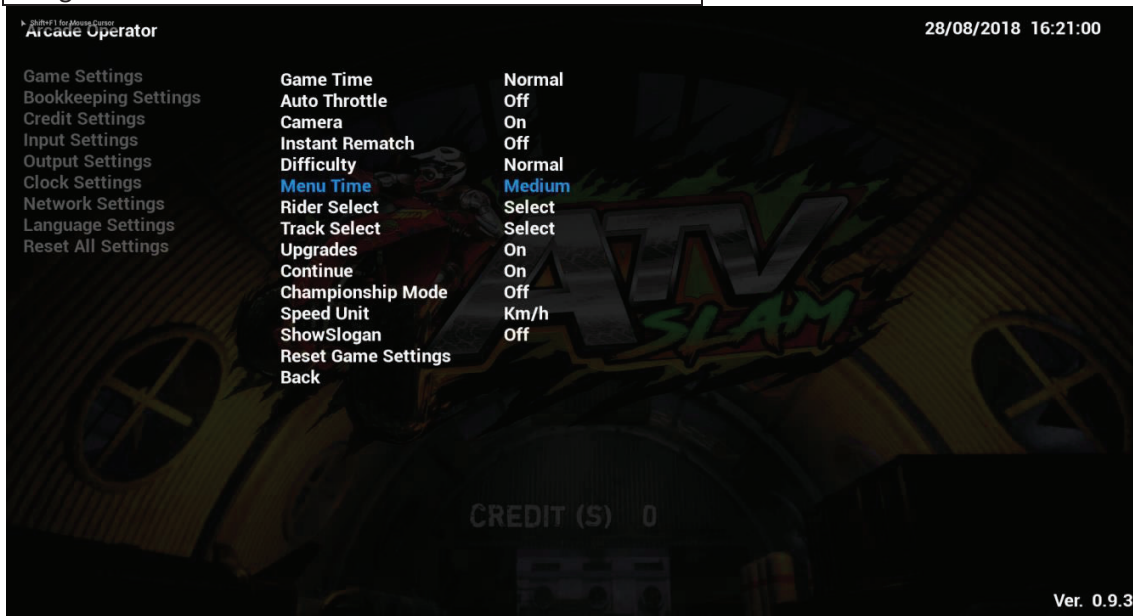
Difficulty	Description
Normal	Level of game is set to be easy
Hard	Level of game is set to be normal
Professional	Level of game is set to be hard



4.4.1-6 Menu Time

Under **Menu Time**, count down time in menu selection (e.g. select track & bike) can be adjusted.

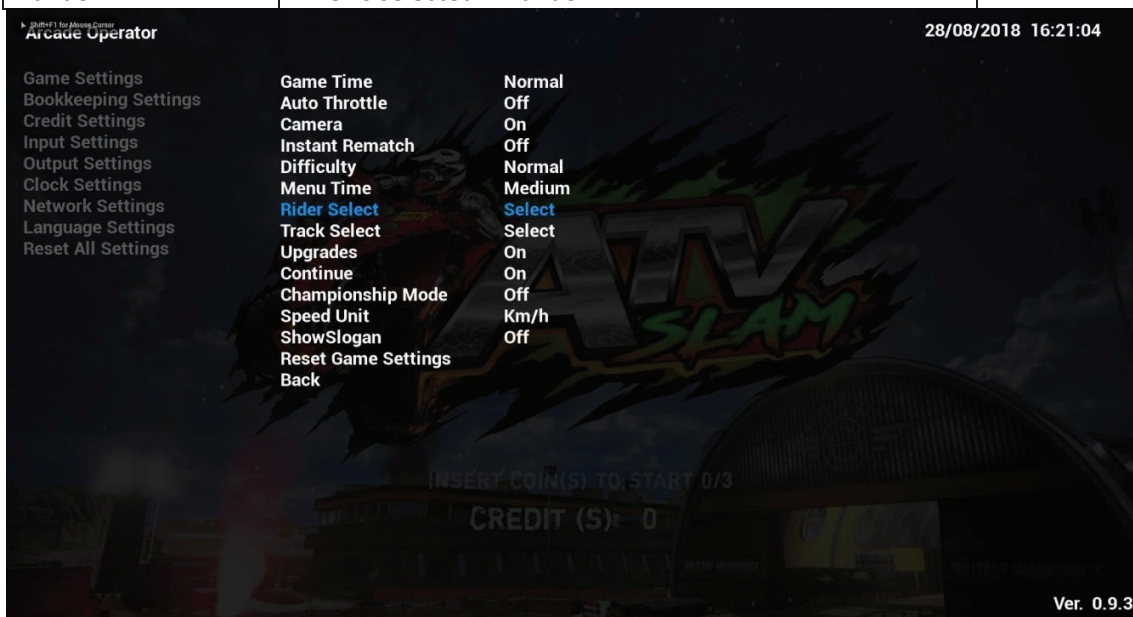
Menu Time
Short
Medium
Long



4.4.1-7 Rider Select

Under **Rider Select**, whether to allow player to select bikes or not can be adjusted.

Rider Select	Description
Select	Player can select bike with riders
Random	Bike is selected in random



4.4.1-8 Track Select

Under **Track Select**, whether to allow player to select bikes or not can be adjusted.

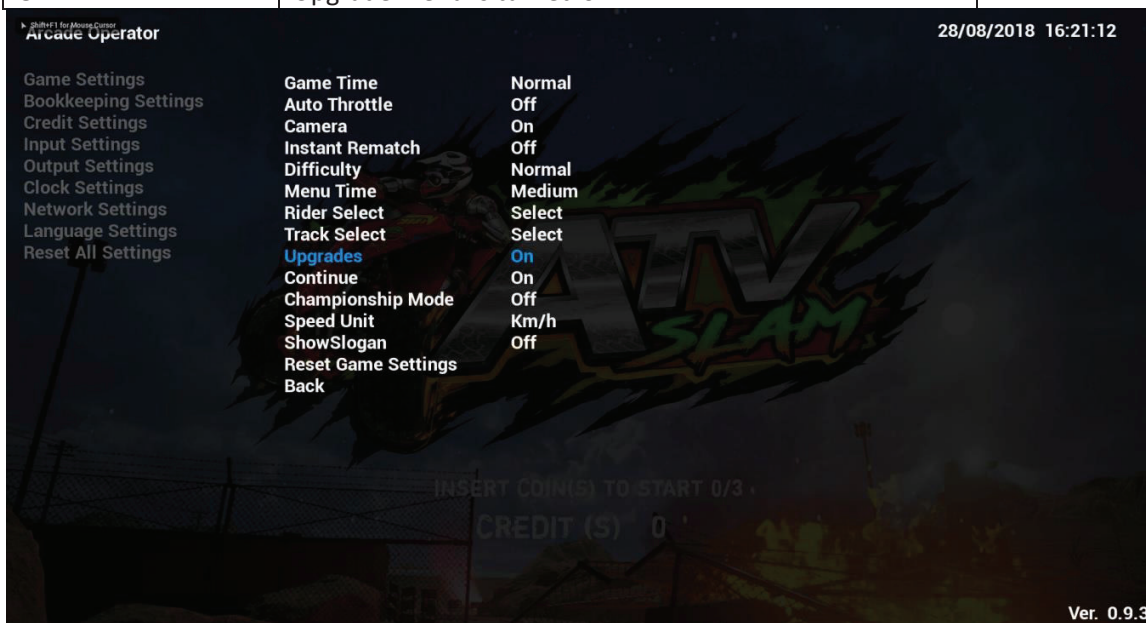
Track Select	Description
Select	Player can select all tracks
Select Normal only	Player can only select easy tracks
Random Normal Only	Only easy track is selected in random



4.4.1-9 Upgrades

Under **Upgrades**, upgrade menu can be turned On/Off.

Upgrades	Description
On	Upgrade menu is turned on
Off	Upgrade menu is turned off



4.4.1-10 Continue

Under **Continue**, whether game can be continued or not can be adjusted.

Continue	Description
On	Player will be asked to continue the game after the race
Off	Game will not be continued after the race

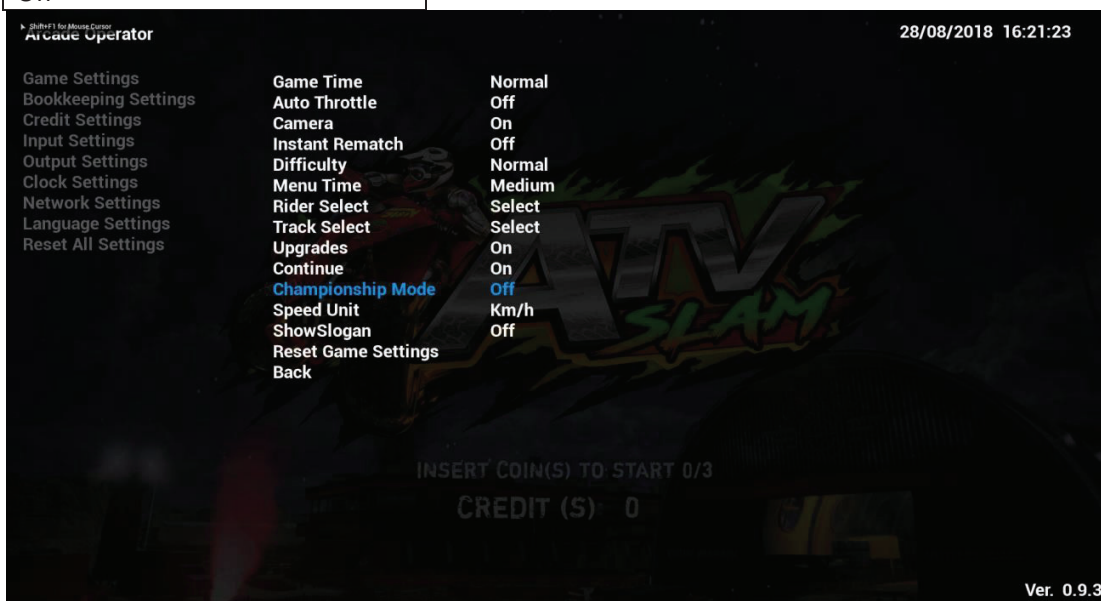


4.4.1-11 Championship Mode

Championship Mode is for expert players where it has included 3 selected tracks (Iceland, Docks & Downpour, @1 lap each). Players are required to complete the race in the top 3 in-order to continue to the next race. The AI in this level is much harder than any other levels.

This mode can be turned On/Off.

Championship Mode
On
Off



4.4.1-12 Speed Unit

Under **Speed Unit**, display of unit of speed meter in game-play can be adjusted.

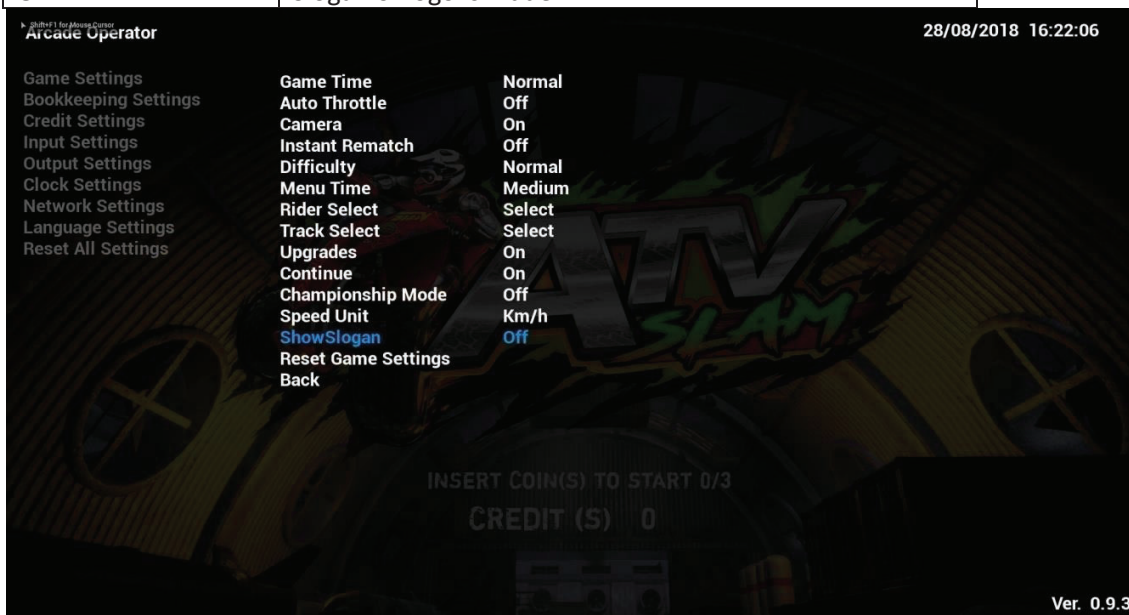
Speed Unit	Description
Km/h	Kilometers per hour
MHP	Miles per hour



4.4.1-13 Show Slogan

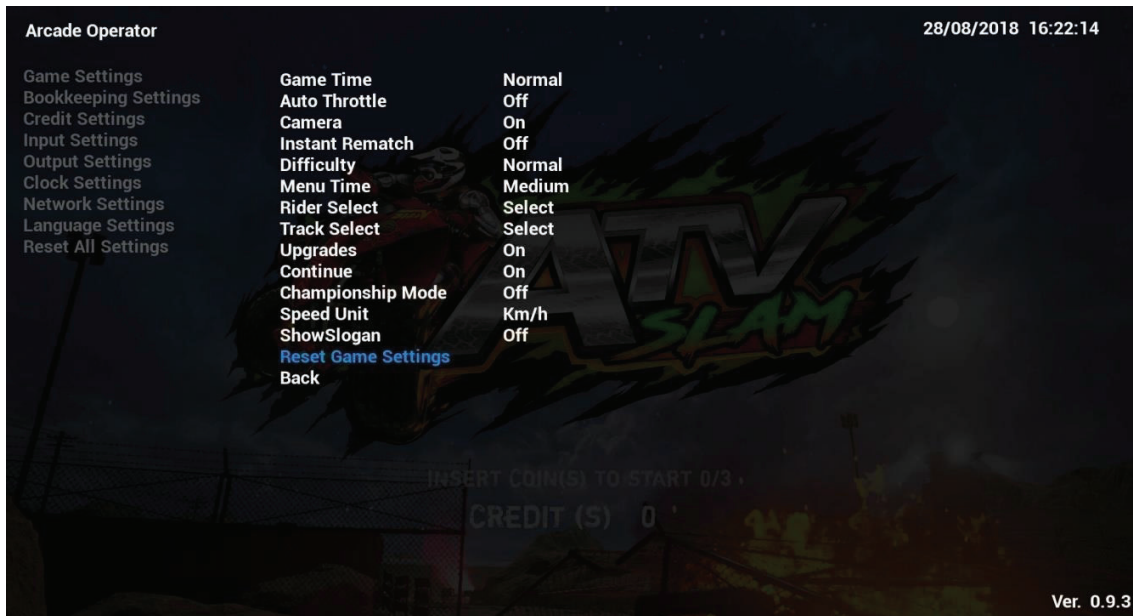
Under **Show Slogan**, whether to show the slogan of the Game Logo **“RIDE HARD & GET DIRTY”** can be adjusted.

Show Slogan	Description
On	Slogan of logo is shown
Off	Slogan of logo is hidden



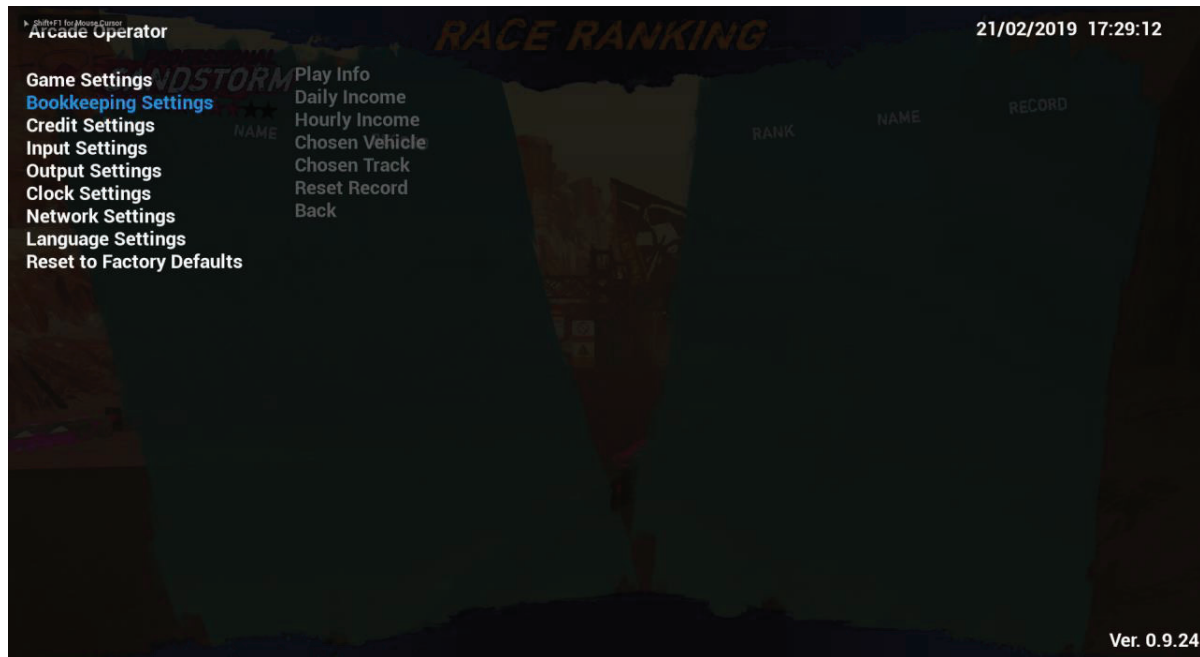
4.4.1-14 Reset Game Settings

By complying **Reset Game Settings**, all sub-menu items of **Game Settings** will be reset to default settings.



4.4.2 Bookkeeping Settings

Under **Bookkeeping Settings**, game bookkeeping records of the cabinet can be viewed here.



4.4.2-1 Play Info

Under **Play Info**, below game-play data of the cabinet can be viewed.



4.4.2-2 Day Income

Under **Day Income**, income data of the cabinet can be viewed by days of the week.



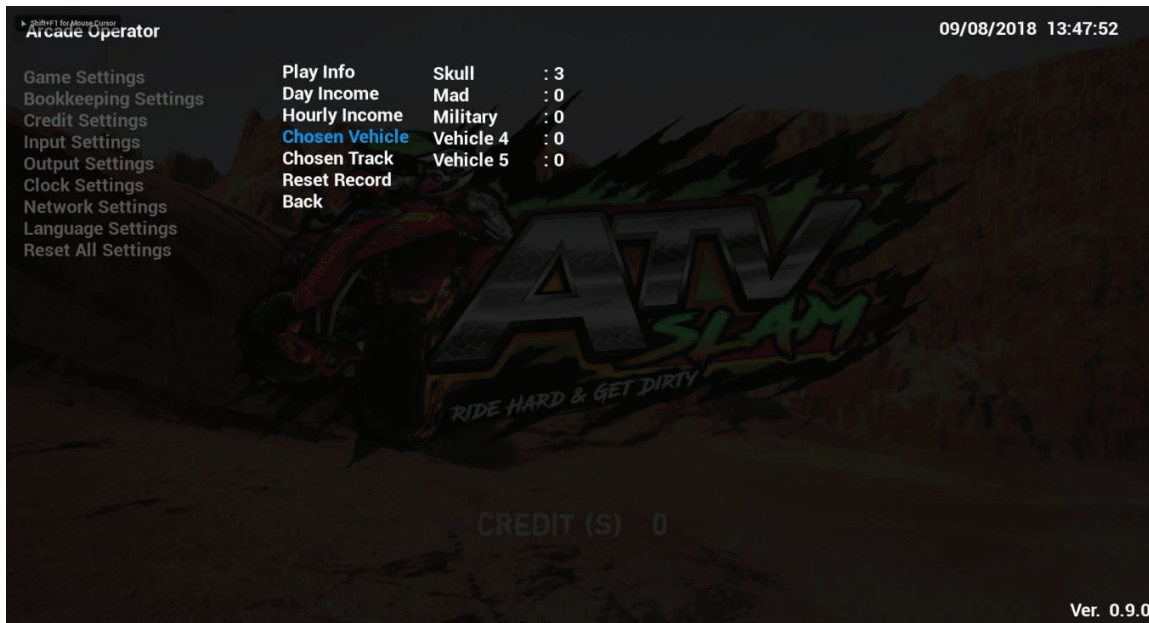
4.4.2-3 Hourly Income

Under **Hourly Income**, income data of the cabinet can be viewed by every hour of the day.



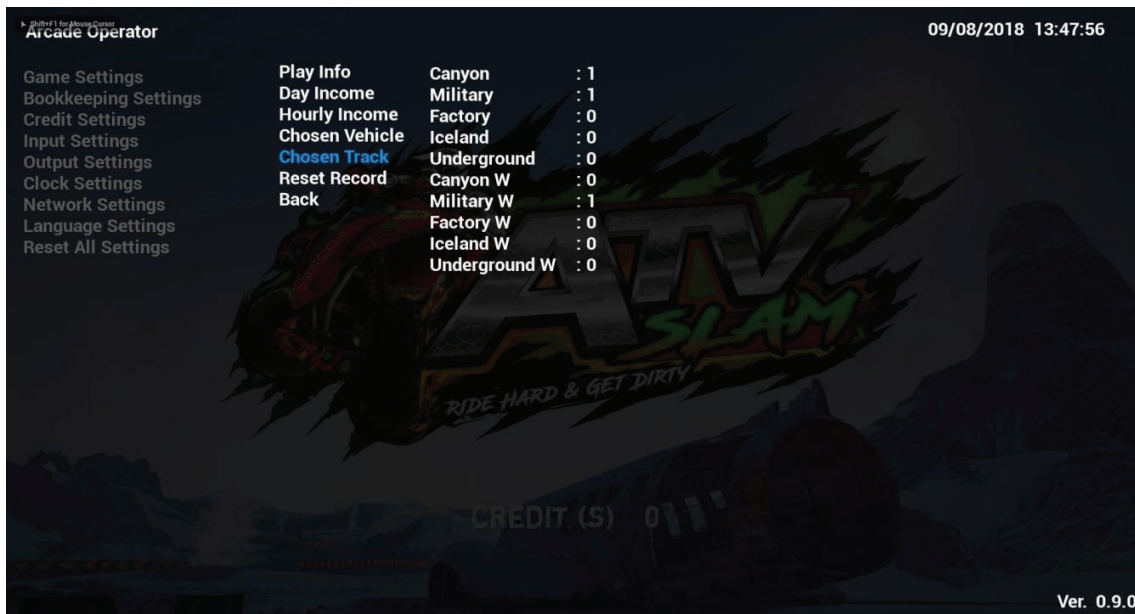
4.4.2-4 Chosen Vehicle

Under **Chosen Vehicle**, it will show how many times each bike has been chosen in all-time of this cabinet.



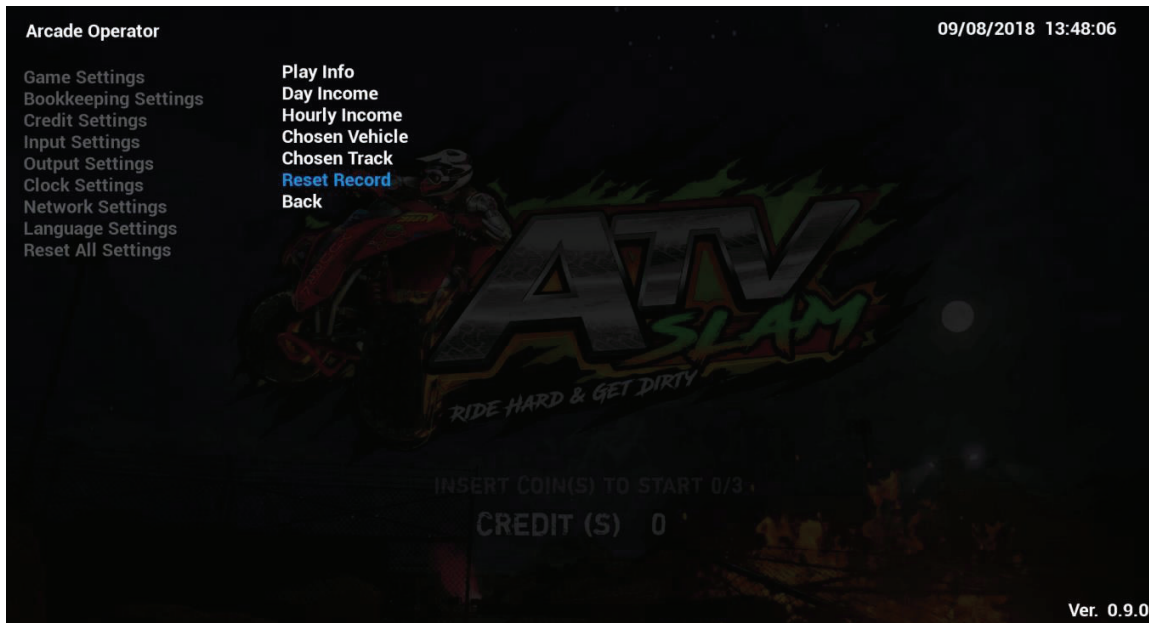
4.4.2-5 Chosen Track

Under **Chosen Track**, it will show how many times each track has been chosen in all-time of this cabinet.



4.4.2-6 Reset Record

By compiling **Reset Record**, all sub-menu items of **Bookkeeping Settings** will be reset to default settings.



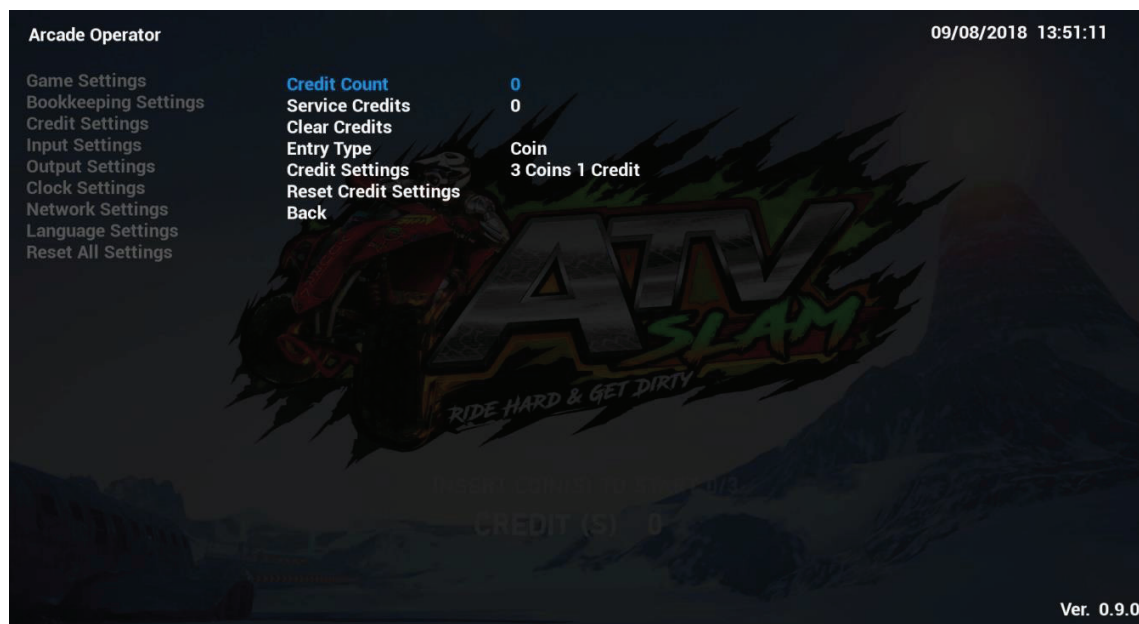
4.4.3 Credit Settings

Under **Credit Settings**, settings related to credits can be adjusted here.



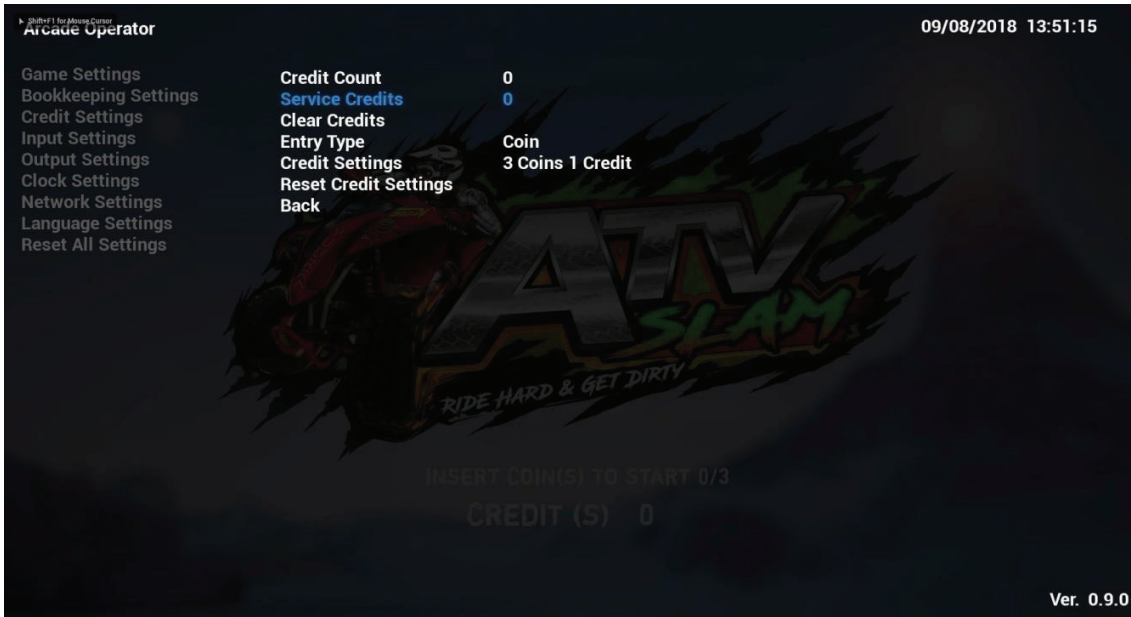
4.4.3-1 Credit Count

Under **Credit Count**, total number(s) of credit received by this cabinet will be shown.



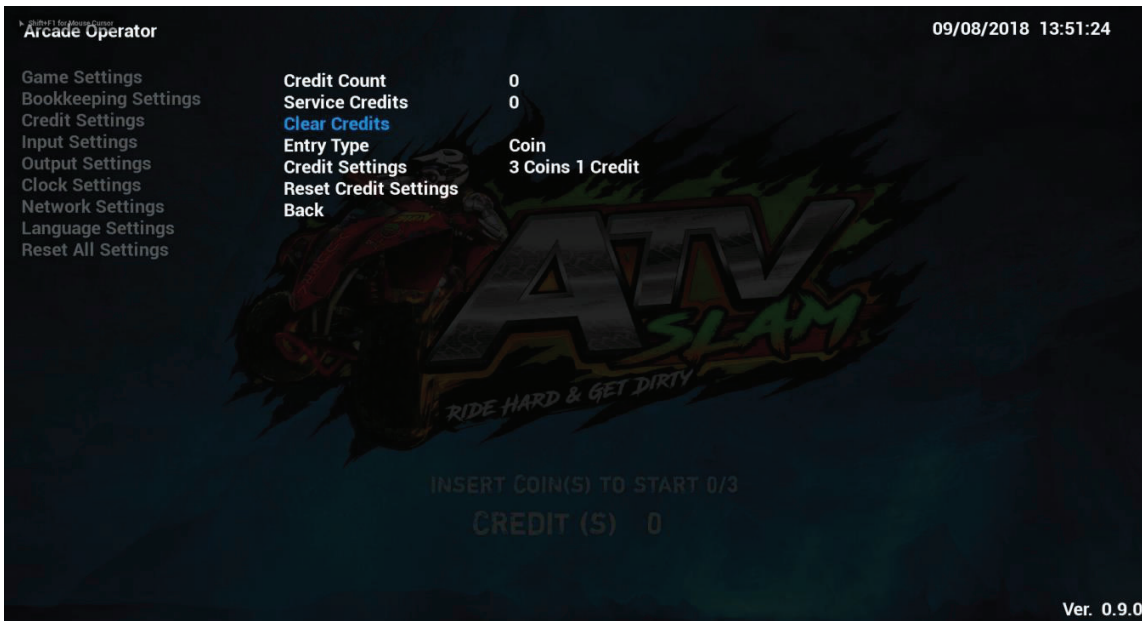
4.4.3-2 Service Credits

Under **Service Credit**, total number(s) of service credit received by this cabinet will be shown.



4.4.3-3 Clear Credits

By complying **Clear Credits**, records of **Credit Count** and **Service Credits** will be cleared.



4.4.3-4 Entry Type

Under **Entry Type**, types of credit entry can be adjusted.

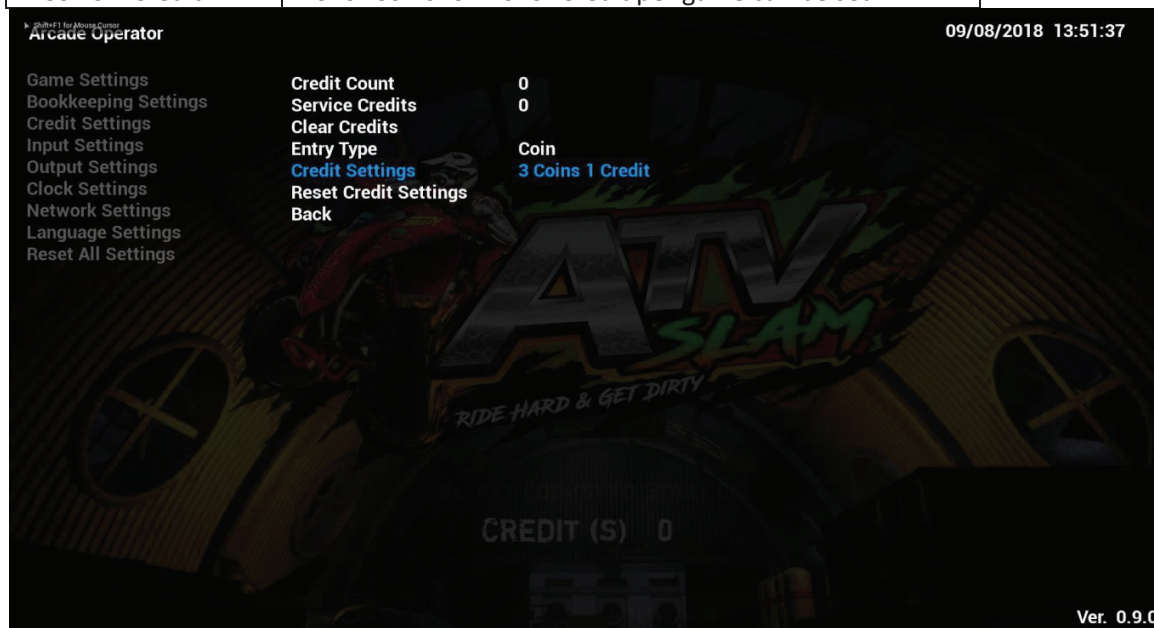
Entry Type	Description
Coin	Token of game centre
Card Swipe	IC card of game centre



4.4.3-5 Credit Settings

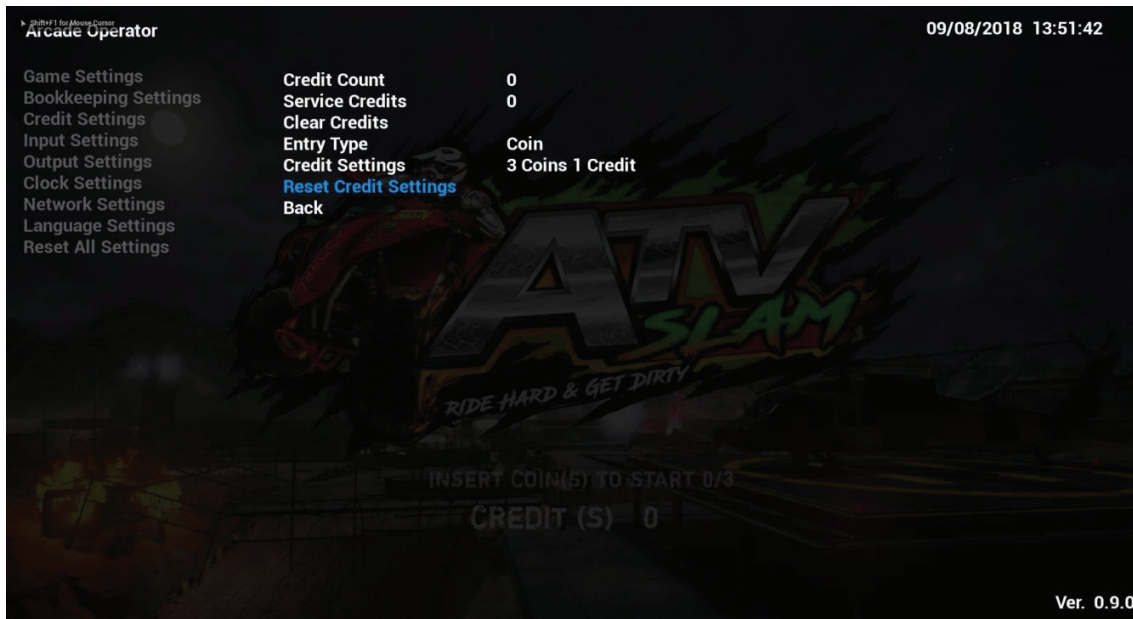
Under **Entry Type**, types of credit entry can be adjusted.

Credit Settings	Description
Free Play	Game is free to play (no credit is needed)
X Coins X Credit	No. of Coins for No. of Credit per game can be set



4.4.3-6 Reset Credit Settings

By compiling **Reset Credit Settings**, all sub-menu items of **Credit Settings** will be reset to default settings.



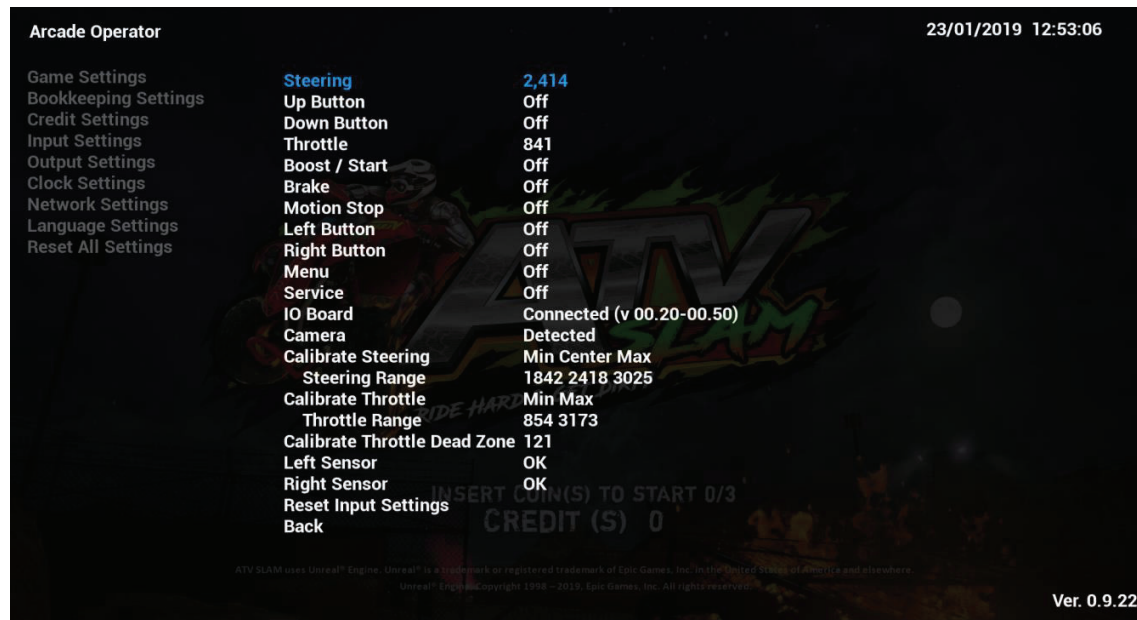
4.4.4 Input Settings

Under **Input Settings**, settings related to game input can be adjusted here.



4.4.4-1 Steering

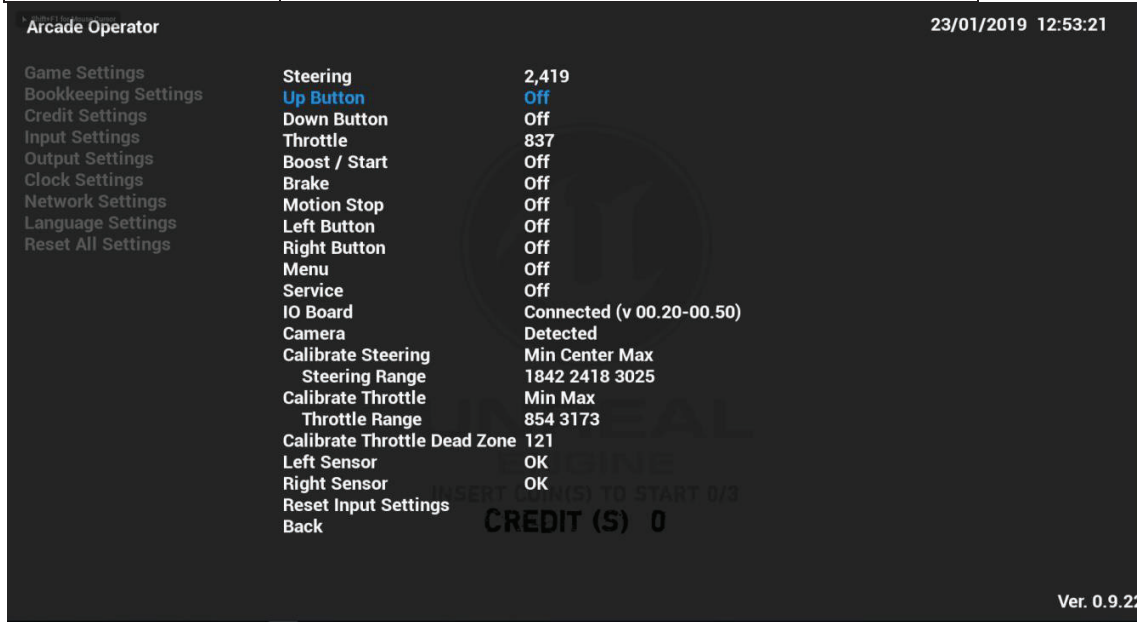
Under **Steering**, handle steering range will be detected automatically and shown here.



4.4.4-2 Up Button

Under **Up Button**, Up Button status will be detected automatically and shown here.

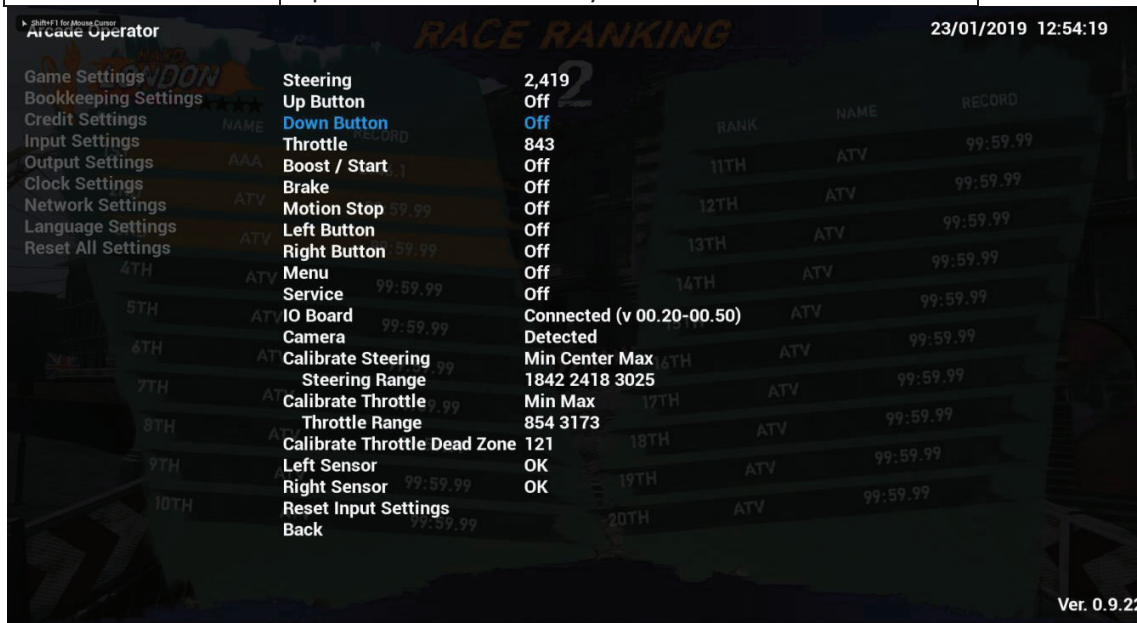
Up Button	Description
On	Up Button is ON currently
Off	Up Button is OFF currently



4.4.4-3 Down Button

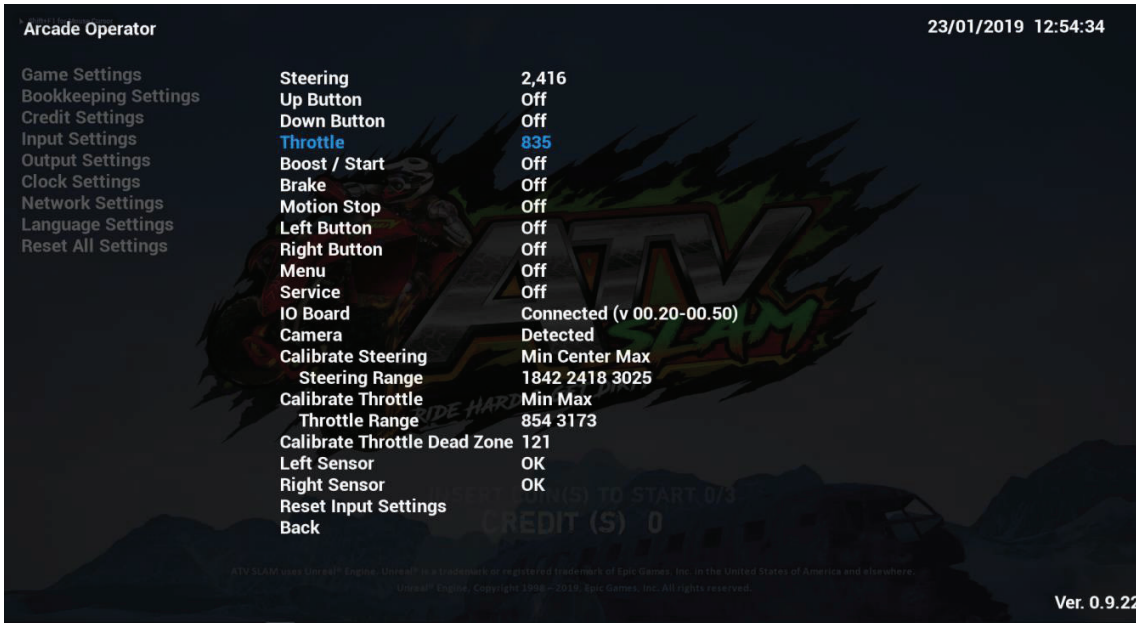
Under **Down Button**, Down Button status will be detected automatically and shown here.

Down Button	Description
On	Up Button is ON currently
Off	Up Button is OFF currently



4.4.4-4 Throttle

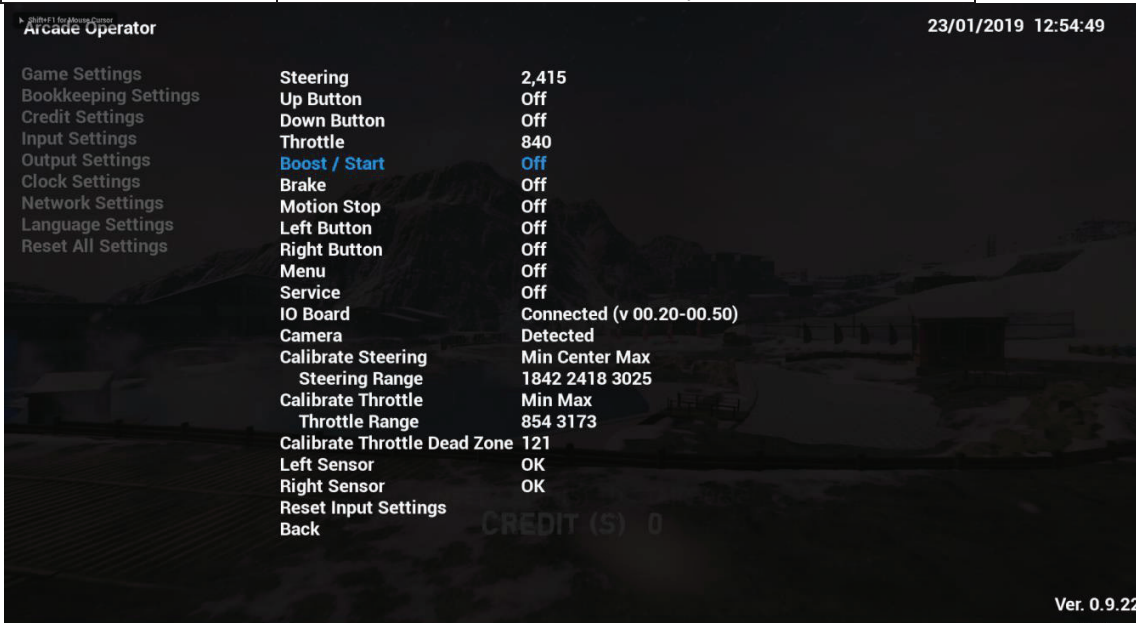
Under **Throttle**, throttle value will be 0-3200. Value is detected automatically and shown here.



4.4.4-5 Boost / Start

Under **Boost/Start**, Boost/Start Button status will be detected automatically and shown here.

Boost	Description
On	Boost/Start Button is ON currently
Off	Boost/Start Button is OFF currently



4.4.4-6 Brake

Under **Brake**, Brake Button status will be detected automatically and shown here.

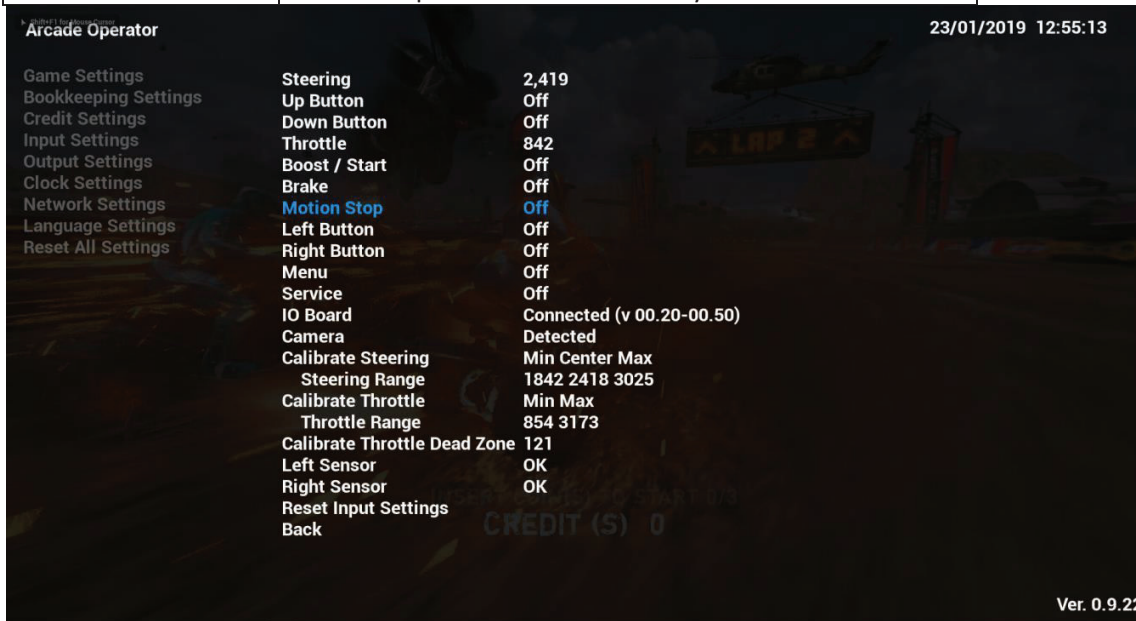
Brake	Description
On	Brake Button is ON currently
Off	Brake Button is OFF currently



4.4.4-7 MotionStop

Under **MotionStop**, MotionStop Button status will be detected automatically and shown here.

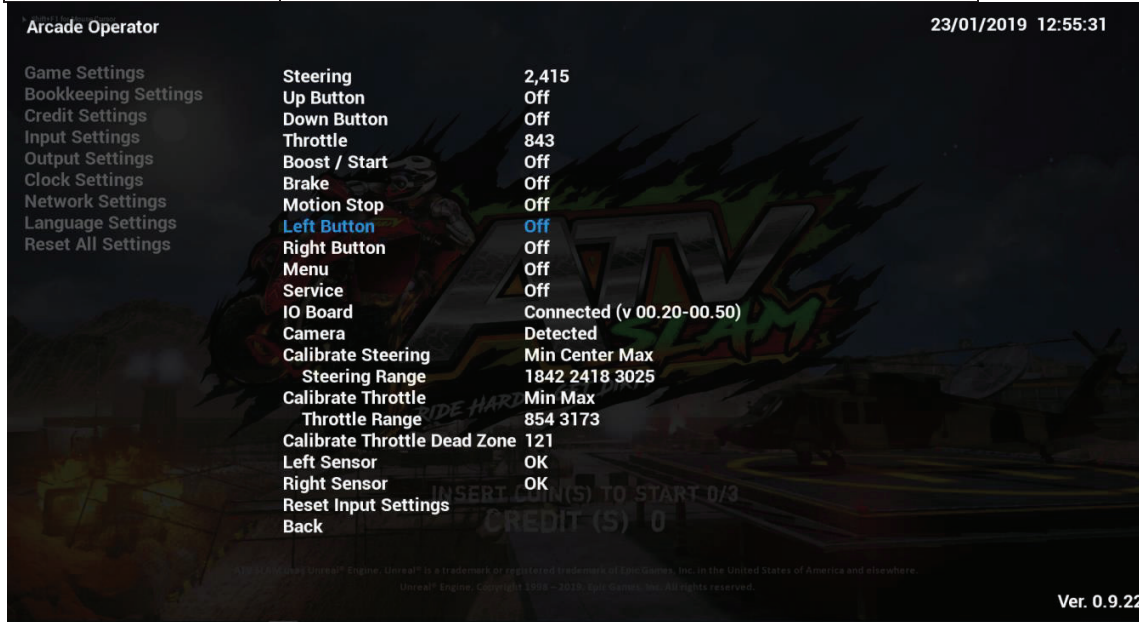
MotionStop	Description
On	MotionStop Button is ON currently
Off	MotionStop Button is OFF currently



4.4.4-8 Left Button

Under **Left Button**, Left Button can status will be detected automatically and shown here.

Left Button	Description
On	Left Button is ON currently
Off	Left Button is OFF currently



4.4.4-9 Right Button

Under **Right Button**, Right Button status will be detected automatically and shown here.

Right Button	Description
On	Right Button is ON currently
Off	Right Button is OFF currently



4.4.4-10 Menu

Under **Menu**, Menu Key status will be detected automatically and shown here.

Menu	Description
On	Menu Key is ON currently
Off	Menu Key is OFF currently



4.4.4-11 Service

Under **Service**, Service Key status will be detected automatically and shown here.

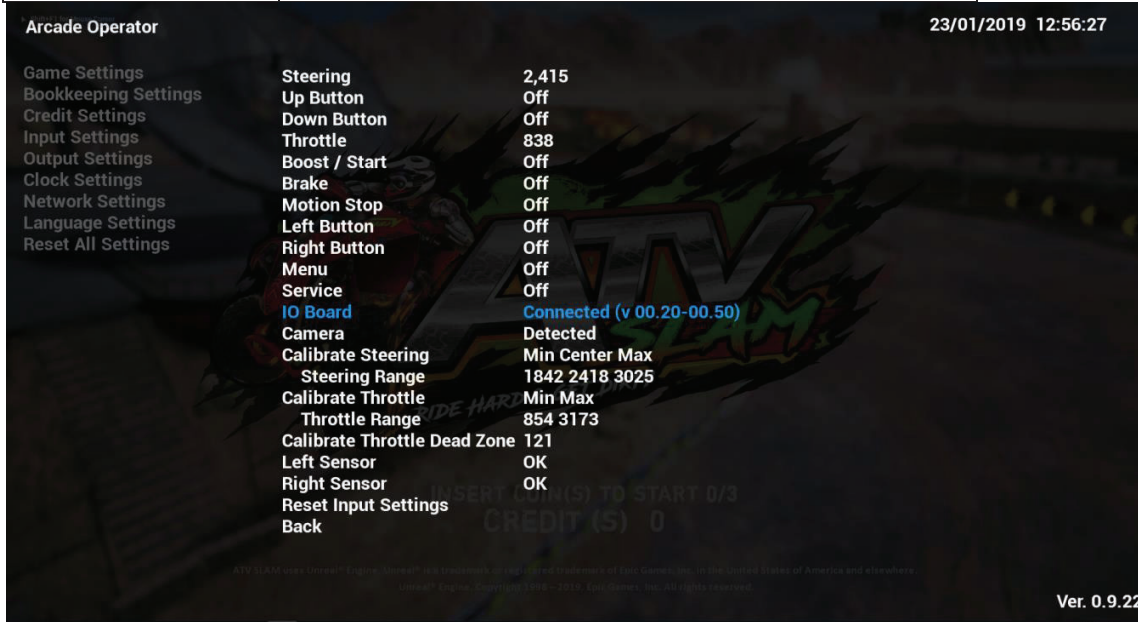
Service	Description
On	Service Key is ON currently
Off	Service Key is OFF currently



4.4.4-12 IOBoard

Under **IOBoard**, IO Board status will be detected automatically and shown here.

IOBoard	Description
Connected	IO Board is detected and connected
Not Connected	IO Board is not connected



4.4.4-13 Camera

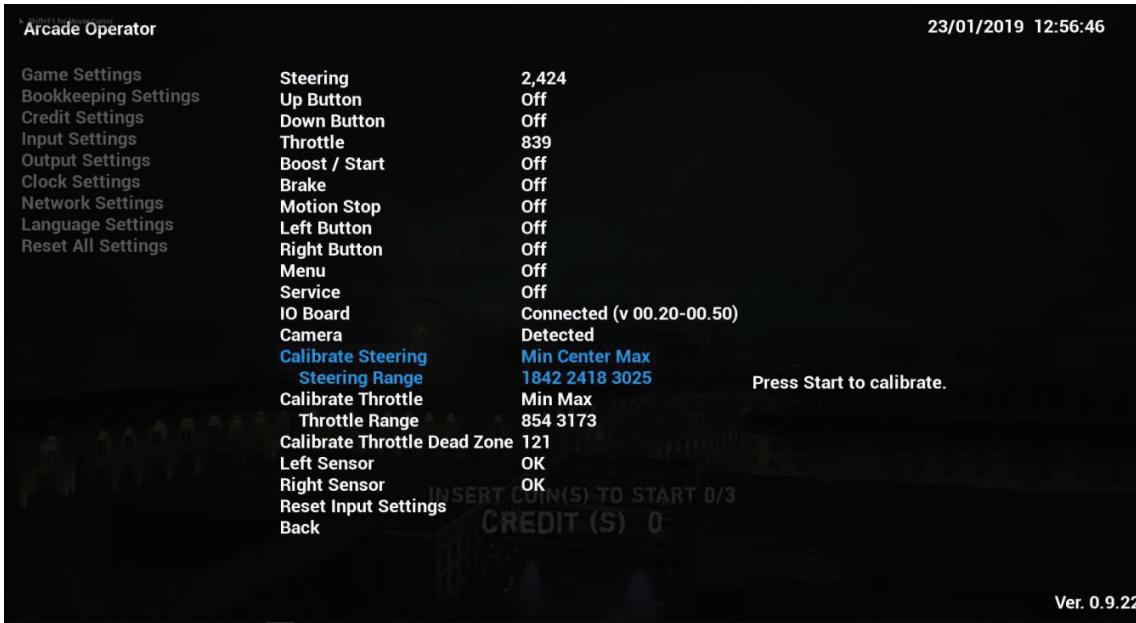
Under **Camera**, Camera status will be detected automatically and shown here.

Camera	Description
Detected	Camera is detected
Not Connected	Camera is not detected



4.4.4-14 Calibrate Steering

Under **Calibrate Steering**, Steering Handle can be calibrated here.



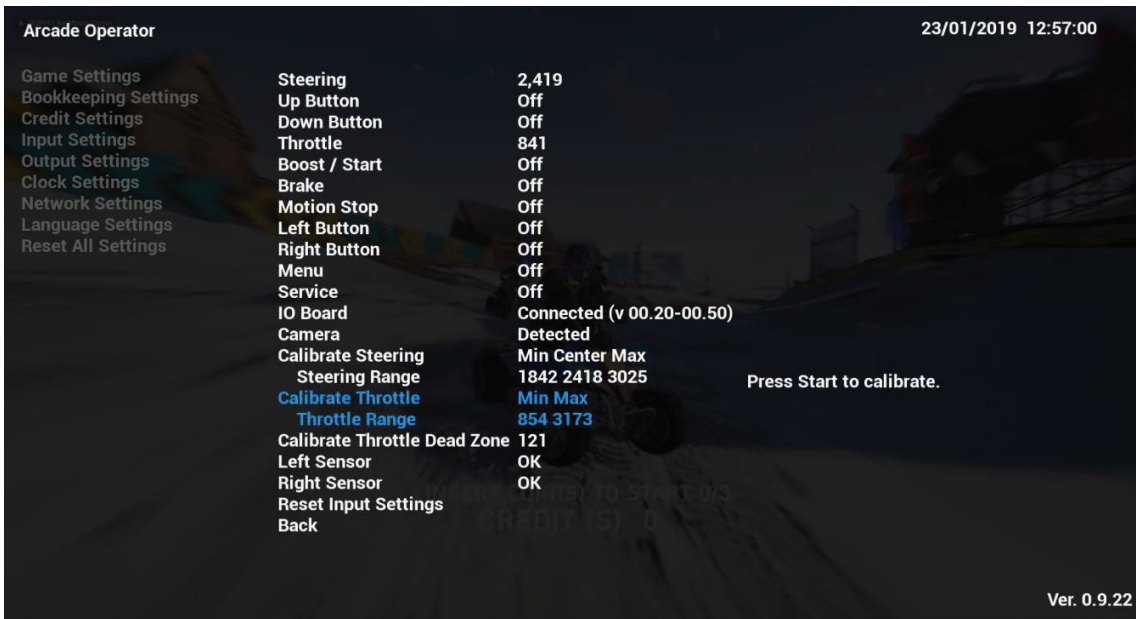
In **Calibrate Steering**, the steering range is divided into three parts:

- Minimum Value (Min.): Left-turn torque of the steering handle
- Center: the steering handle in the center position
- Maximum Value (Max.): Right-turn torque of the steering handle

Three indicated values will be 0-3200. Press Start to calibrate the values.

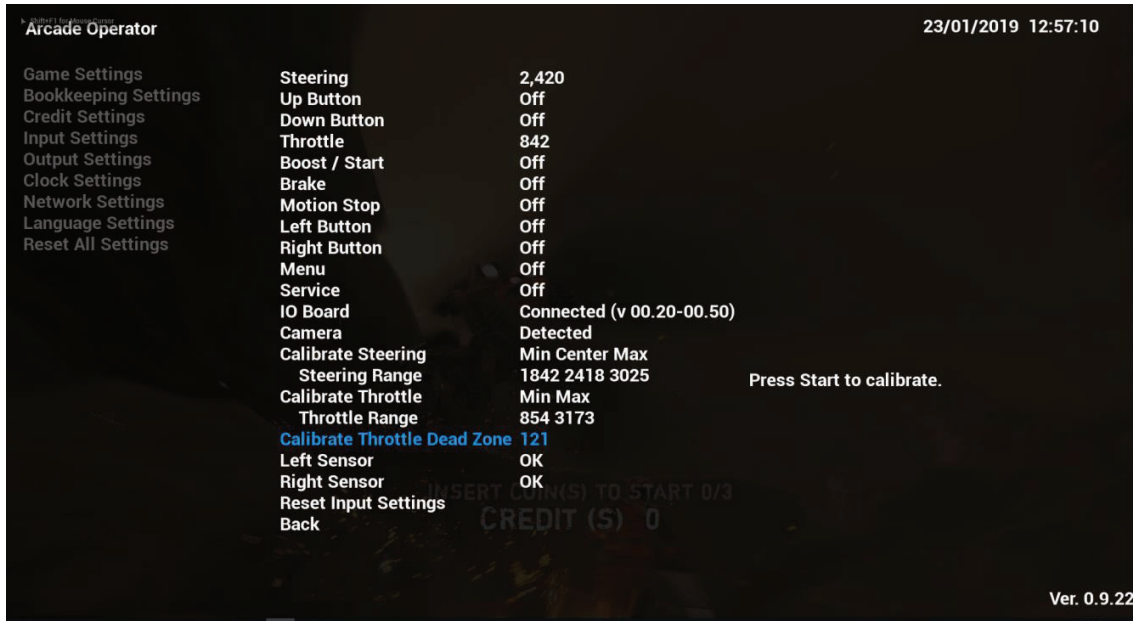
4.4.4-15 Calibrate Throttle

Under **Calibrate Throttle**, throttle value will be 0-3200. Press Start to calibrate the value.



4.4.4-16 Calibrate Throttle Deadzone

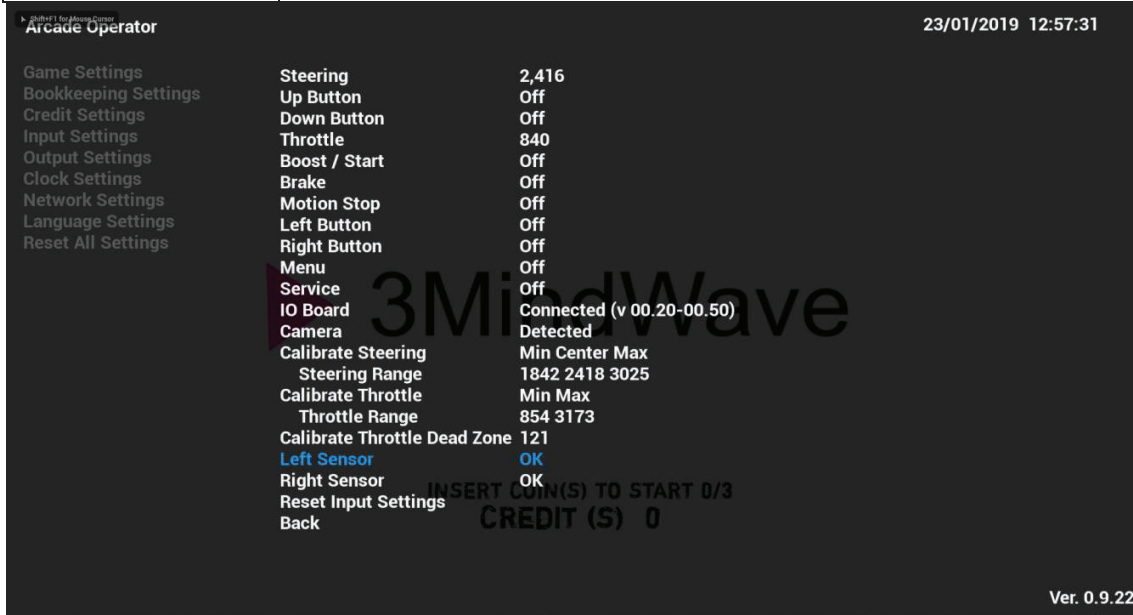
Under **Calibrate Throttle Deadzone**, deadzone of throttle can be calibrated only when Calibrate Pedal is completed. Pedal Deadzone value will be 0-3200. Press Start to calibrate the value.



4.4.4-17 Left Sensor

Under **Left Sensor**, Left Sensor status will be shown.

Left Sensor	Description
OK	Left Sensor is normal (not blocked). Motion will start after game is start.
Block	Left Sensor is blocked by object. Motion will remain stop until Left Sensor area is cleared.



4.4.4-18 Right Sensor

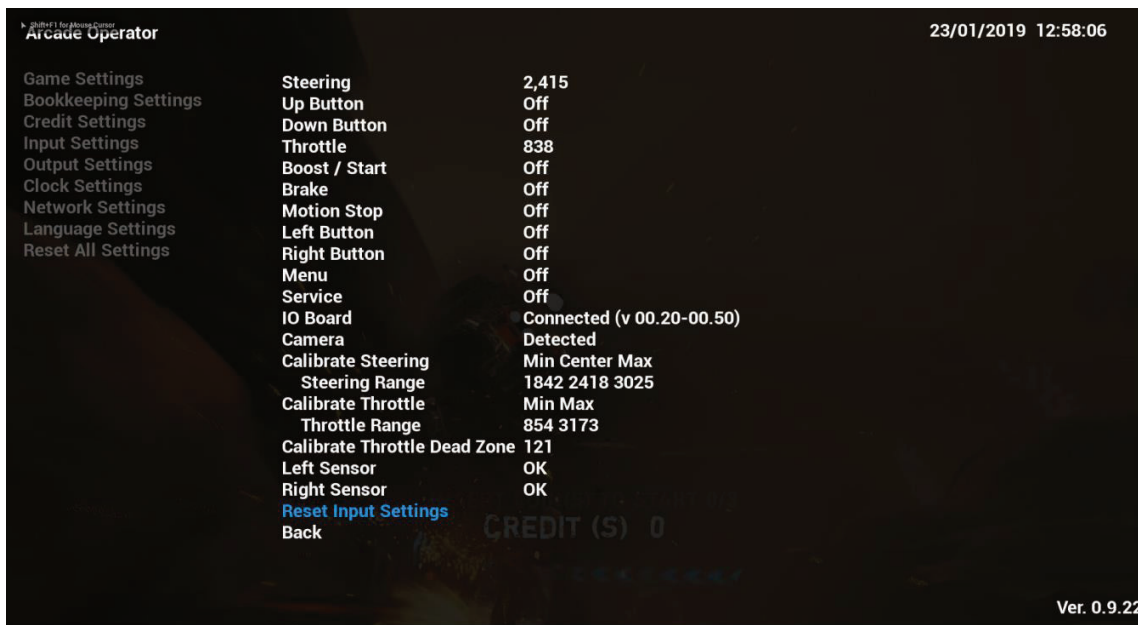
Under **Right Sensor**, Right Sensor status will be shown.

Right Sensor	Description
OK	Right Sensor is normal (not blocked). Motion will start after game is start.
Block	Right Sensor is blocked by object. Motion will remain stop until Left Sensor area is cleared.



4.4.4-19 Reset Input Settings

By complying **Reset Input Settings**, all sub-menu items of **Input Settings** will be reset to default settings.



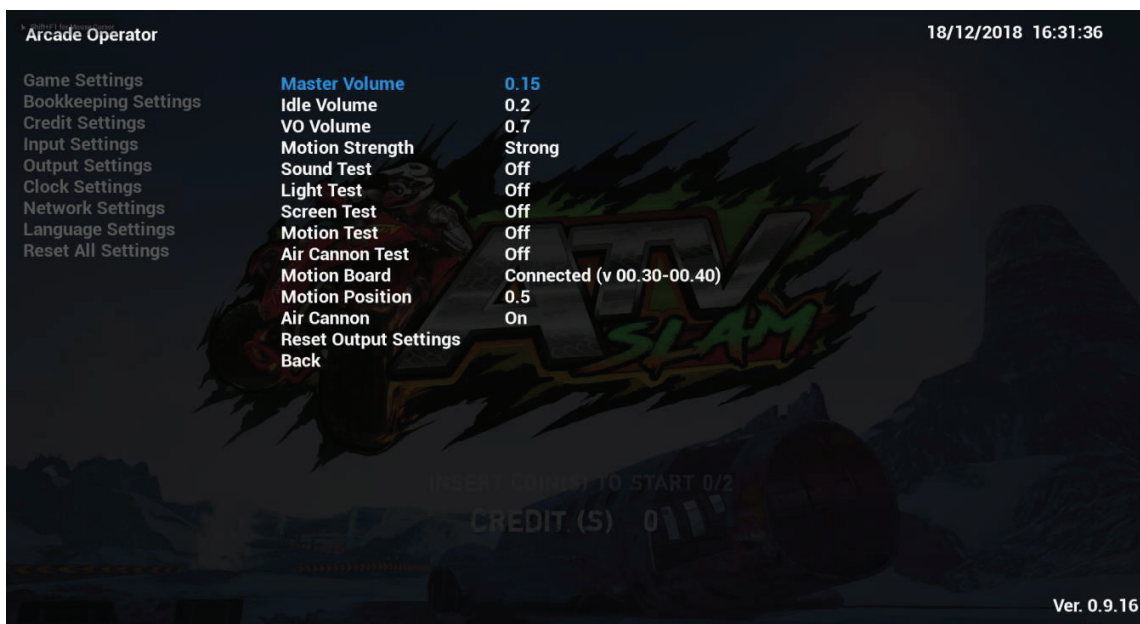
4.4.5 Output Settings

Under **Output Settings**, settings related to game output can be adjusted here.



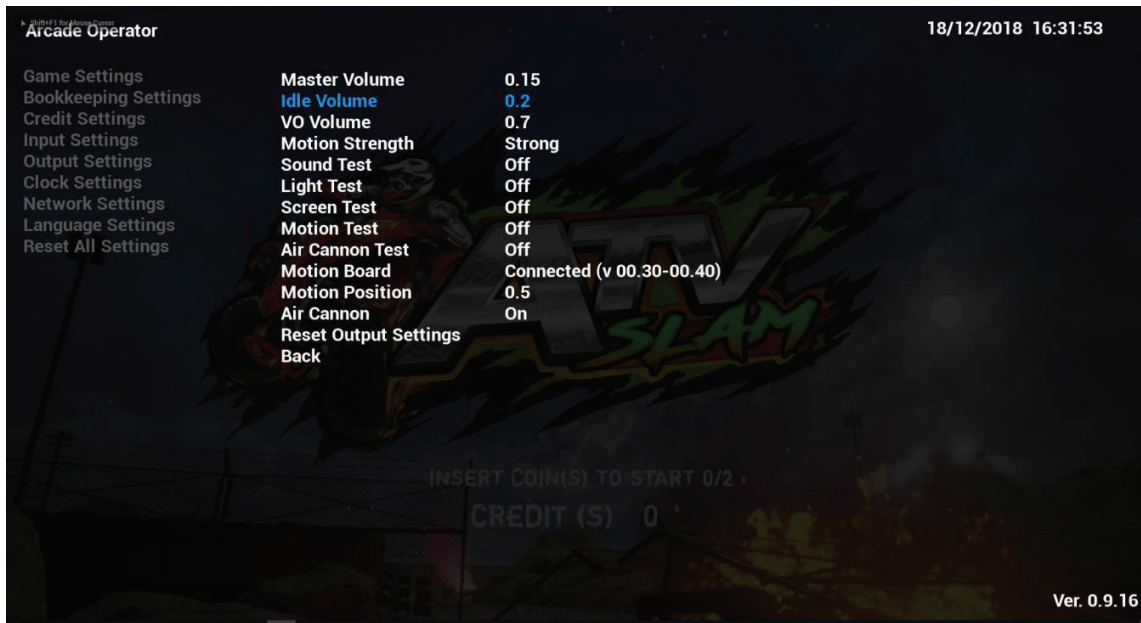
4.4.5-1 Master Volume

Under **Master Volume**, the inputs of the volume can be adjusted between **0.1-2**.



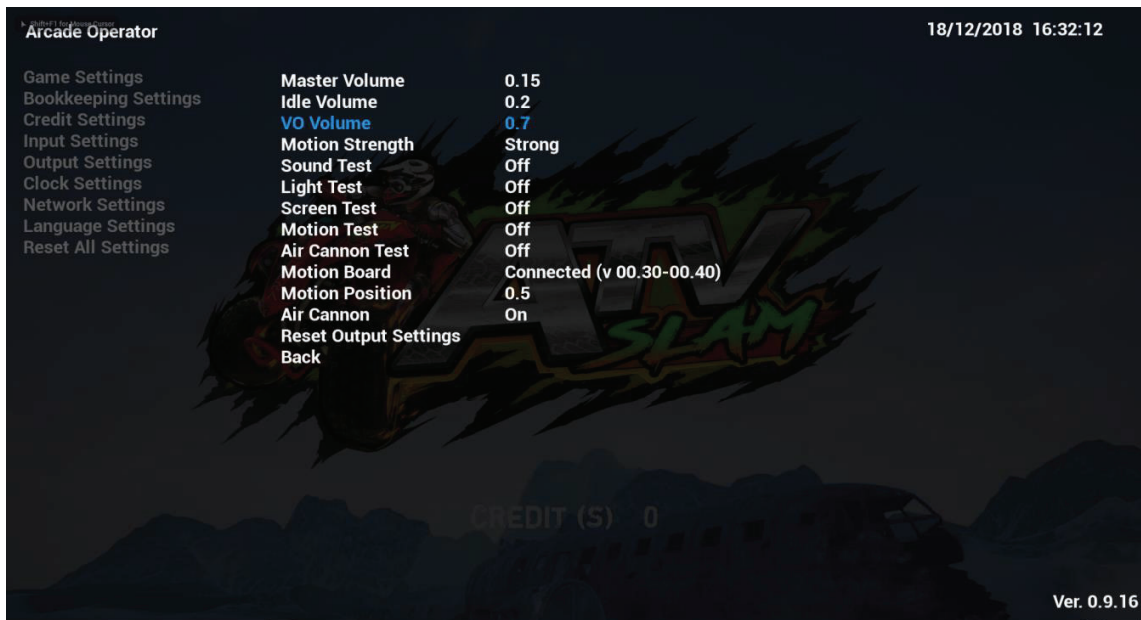
4.4.5-2 Idle Volume

Under **Idle Volume**, the inputs of the volume can be adjusted between **0.1-2**.



4.4.5-3 VO Volume

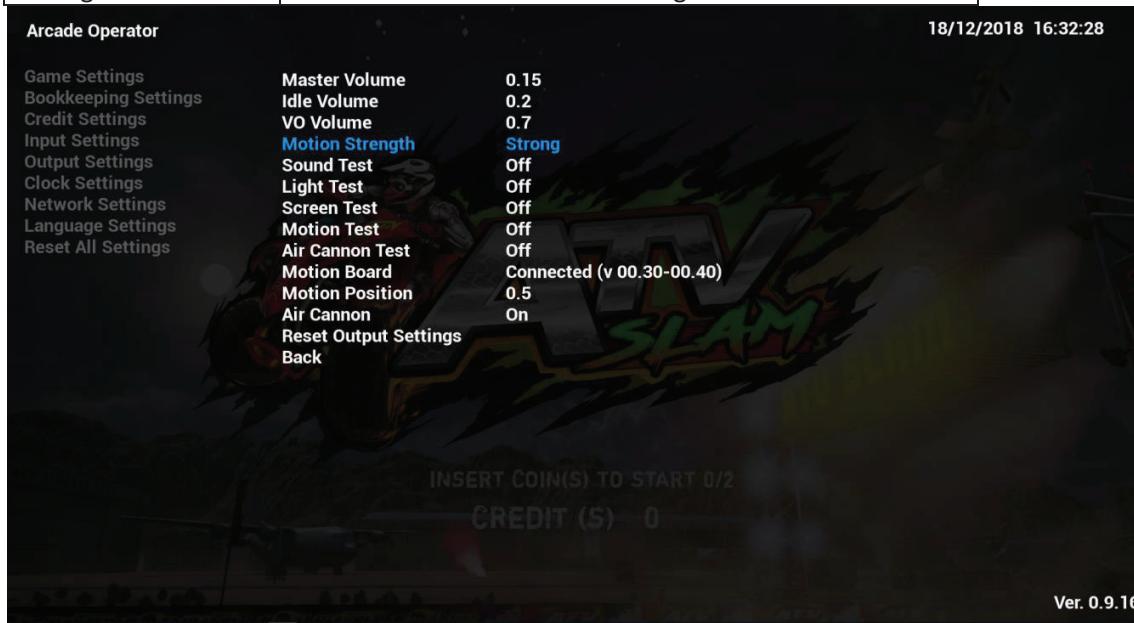
Under **VO Volume**, the inputs of the volume can be adjusted between **0.1-2**.



4.4.5-4 Motion Strength

Under **Motion Strength**, the motion strength of the cabinet can be adjusted.

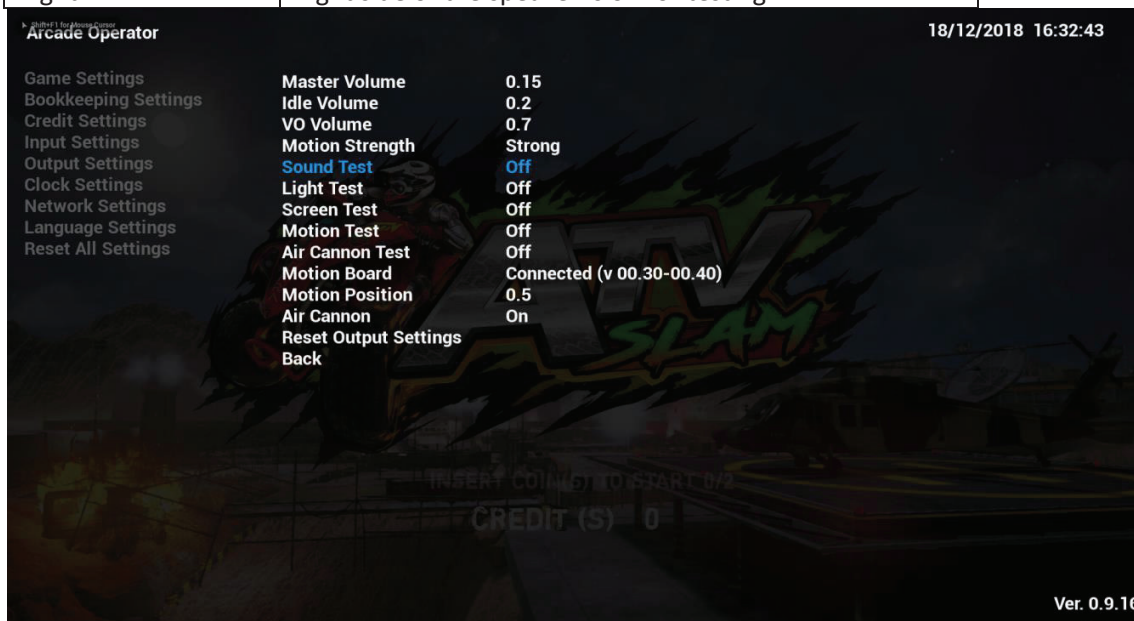
Motion Strength	Description
Off	Motion is turned off
Normal	Level of motion is set to be normal
Strong	Level of motion is set to be strong



4.4.5-5 Sound Test

Under **Sound Test**, all speakers of the cabinet will be tested here.

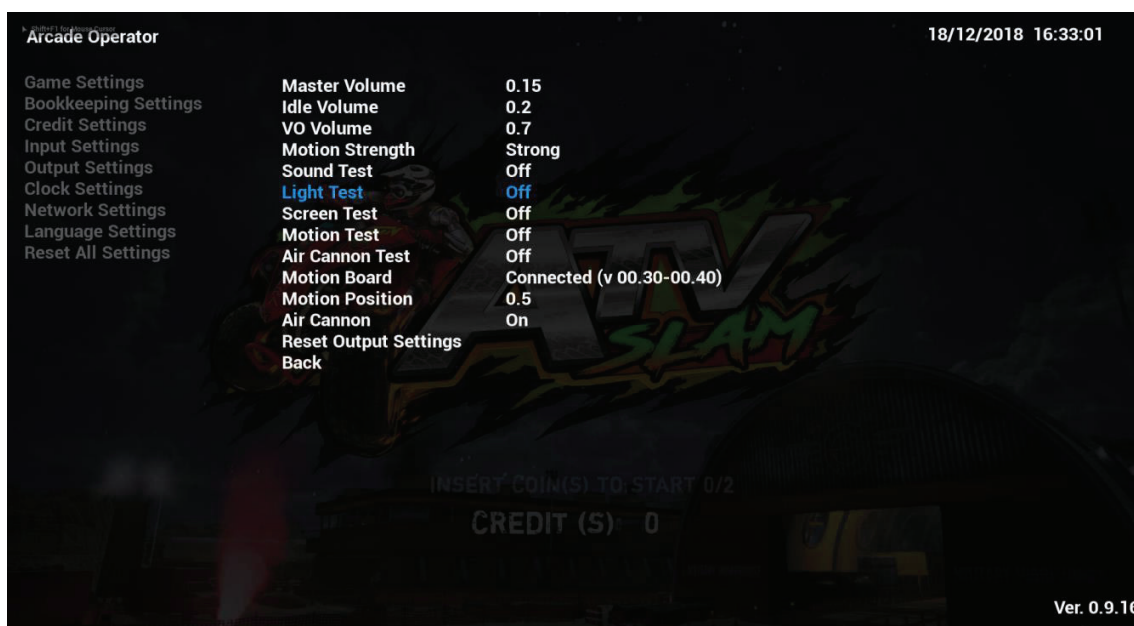
Sound Test	Description
Off	Sound is turned off
Left	Left side of the speaker is on for testing
Right	Right side of the speaker is on for testing



4.4.5-6 Light Test

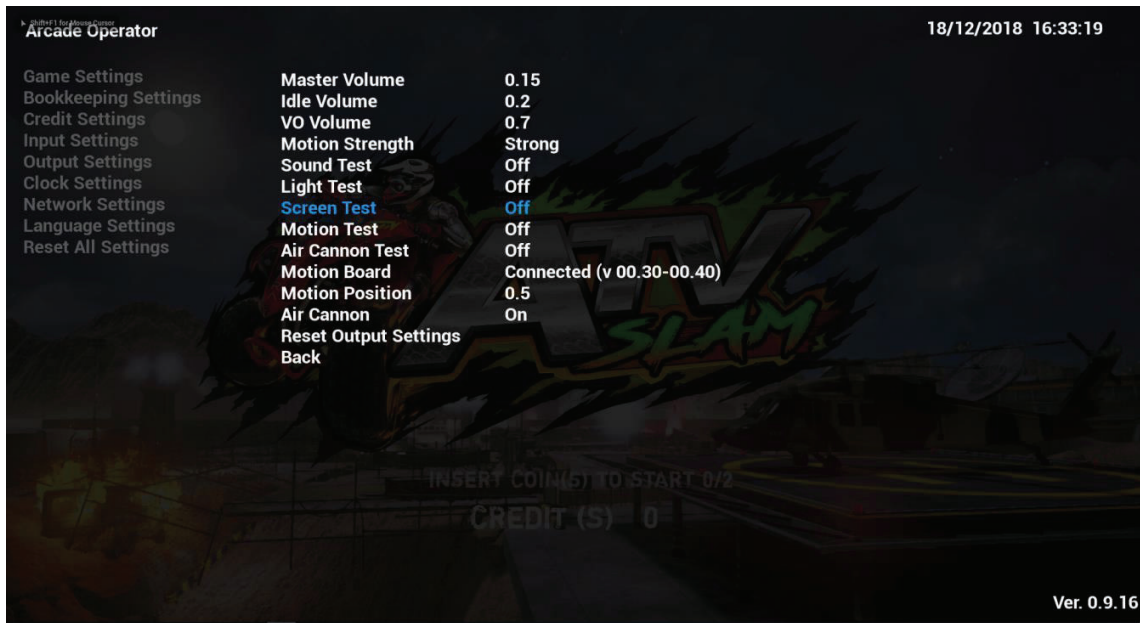
Under **Light Test**, all lights of the cabinet will be tested here.

Light Test	Description
Off	All light tests are turned off
Front Panel	Front Panel light is on for testing
Top Bar	Top Bar light is on for testing
Side Left	Side Left light is on for testing
Side Right	Side Right light is on for testing
Floor	Floor light is on for testing
Wheel Left	Wheel Left light is on for testing
Wheel Right	Wheel Right light is on for testing
Engine/Reflection	Engine / Reflection light is on for testing

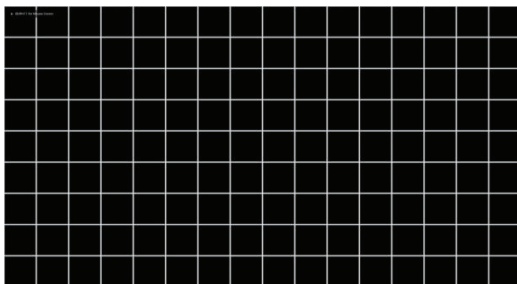


4.4.5-7 Screen Test

Under **Screen Test**, colors of screen will be tested here.



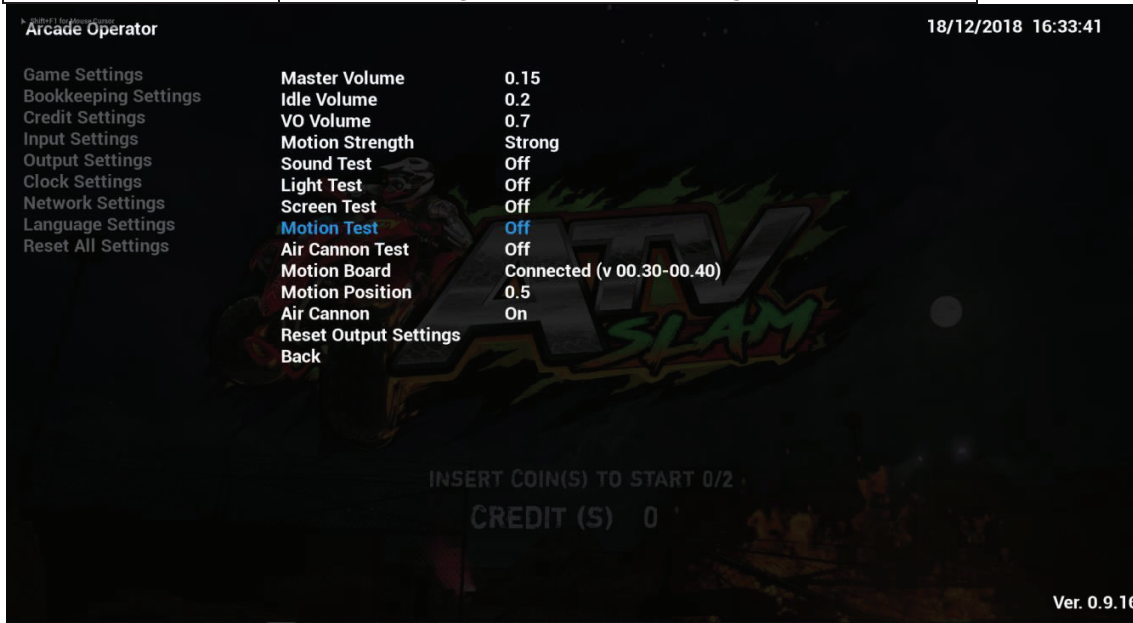
There are three images to test the colors of screen:



4.4.5-8 Motion Test

Under **Motion Test**, motion of the cabinet will be tested here.

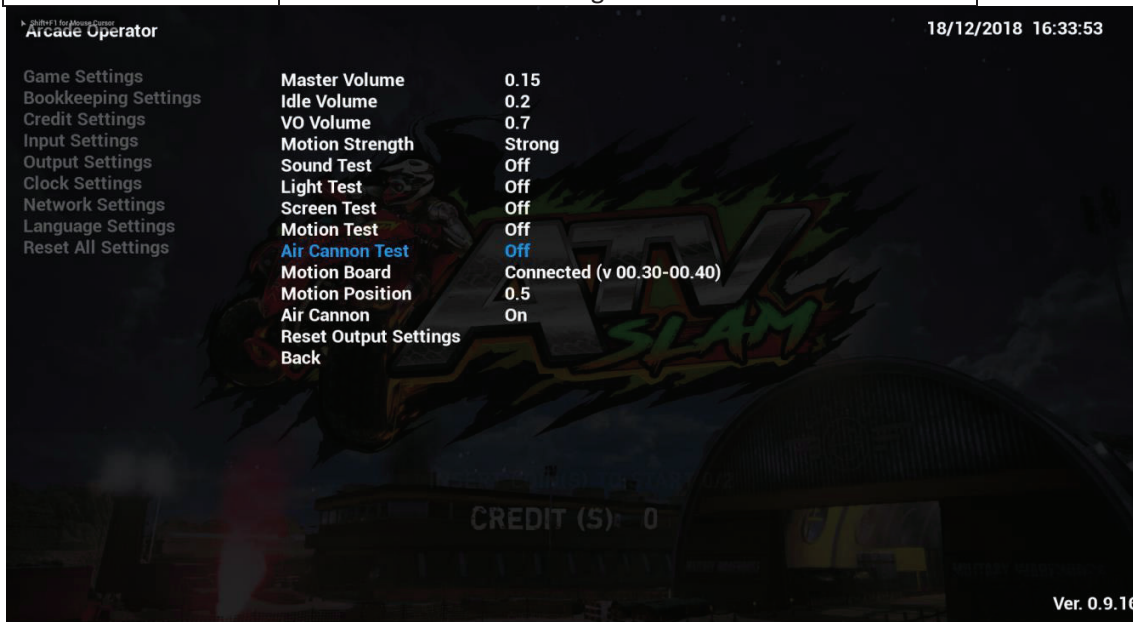
Motion Test	Description
Off	Motion is turned off
Up	Motion moving UP is on for testing
Down	Motion moving DOWN is on for testing



4.4.5-9 Air Cannon Test

Under **Air Cannon Test**, air cannon of the cabinet will be tested here.

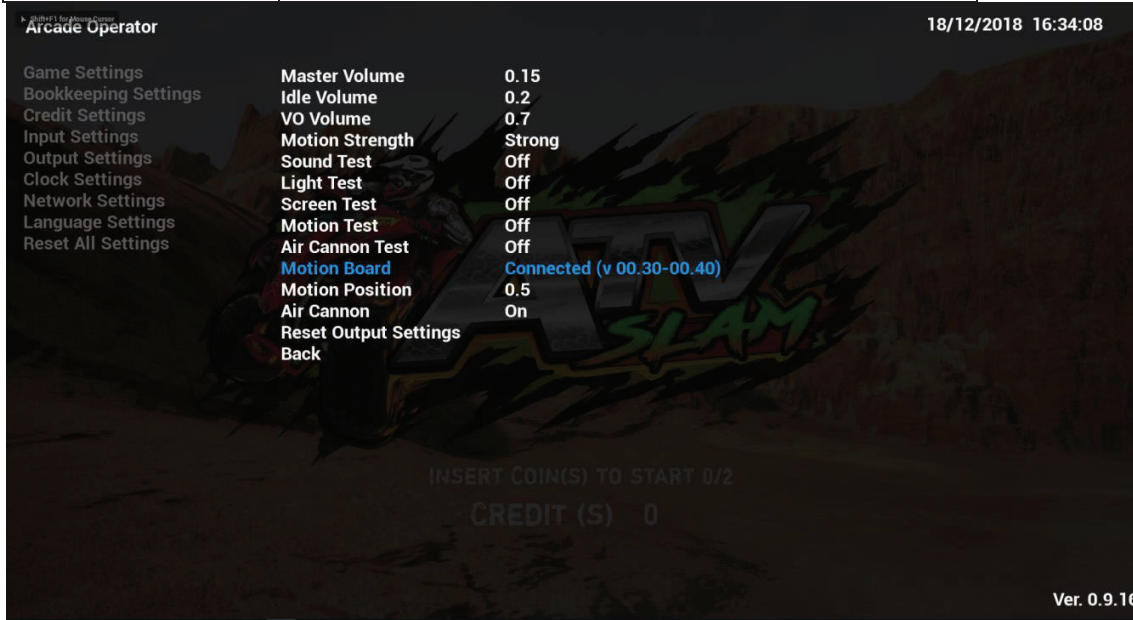
Air Cannon Test	Description
Off	Air cannon is turned off
On	Air cannon is on for testing



4.4.5-10 MotionBoard

Under **MotionBoard**, status of motion board will be detected and shown here.

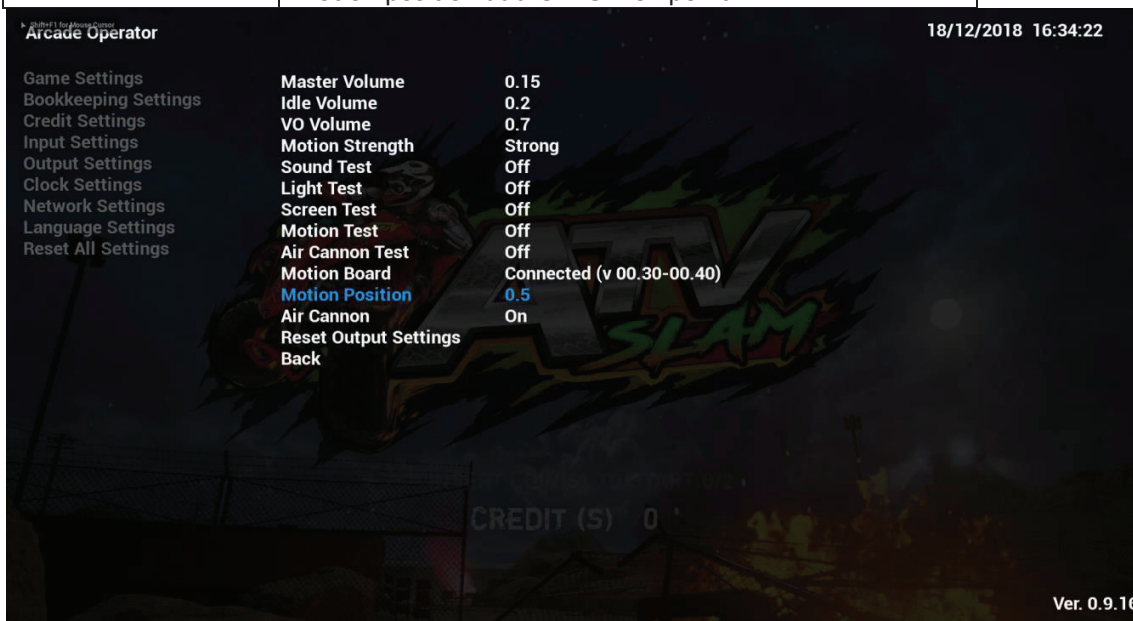
MotionBoard	Description
Connected	Motion board is detected and connected
Not Connected	No motion board is detected and connected



4.4.5-11 Motion Position

Under **Motion Position**, motion height value is shown and displayed.

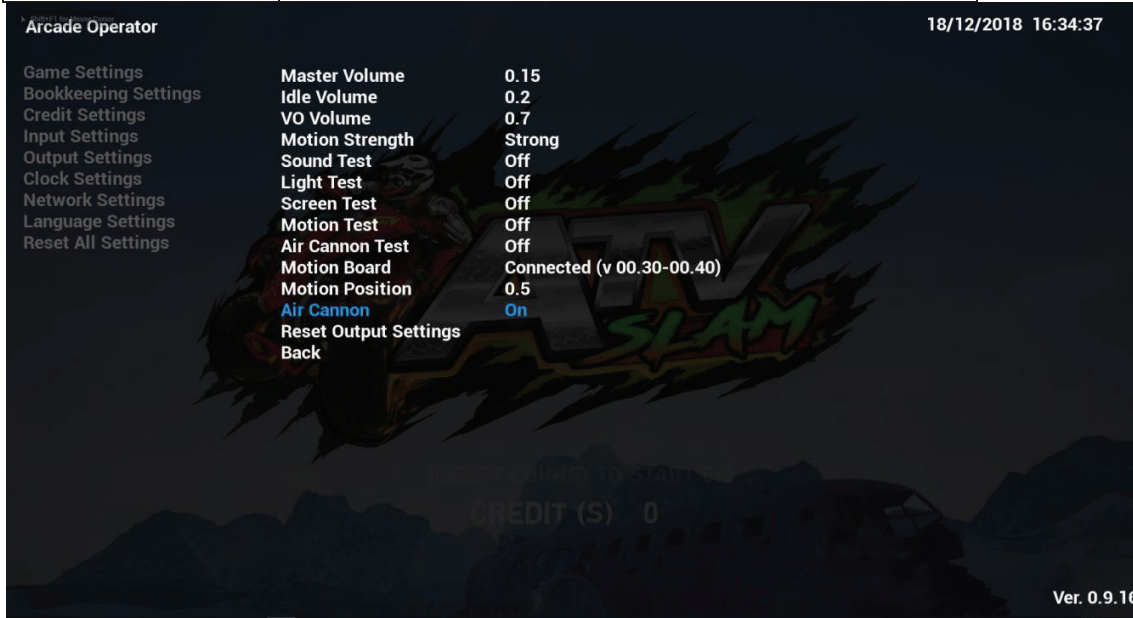
Motion Position	Description
0	Motion position at the LOWEST point.
1	Motion position at the HIGHEST point.



4.4.5-12 Air Cannon

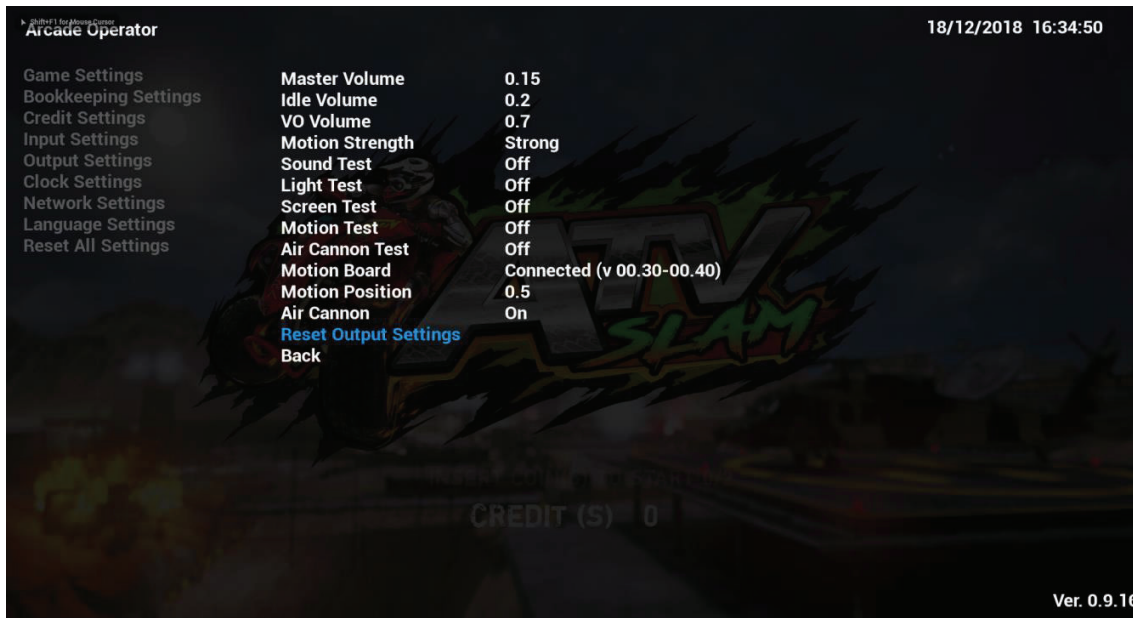
Under **Air Cannon**, air cannon of the cabinet will be tested here.

Air Cannon	Description
On	Air cannon is turned on
Off	Air cannon is turned off



4.4.5-13 Reset Output Settings

By complying **Reset Output Settings**, all sub-menu items of **Output Settings** will be reset to default settings.



4.4.6 Clock Settings

Under **Clock Settings**, settings related to date and time of the cabinet can be adjusted here.



4.4.6-1 Year

Under **Year**, year can be adjusted.



4.4.6-2 Month

Under **Month**, month of year can be adjusted.



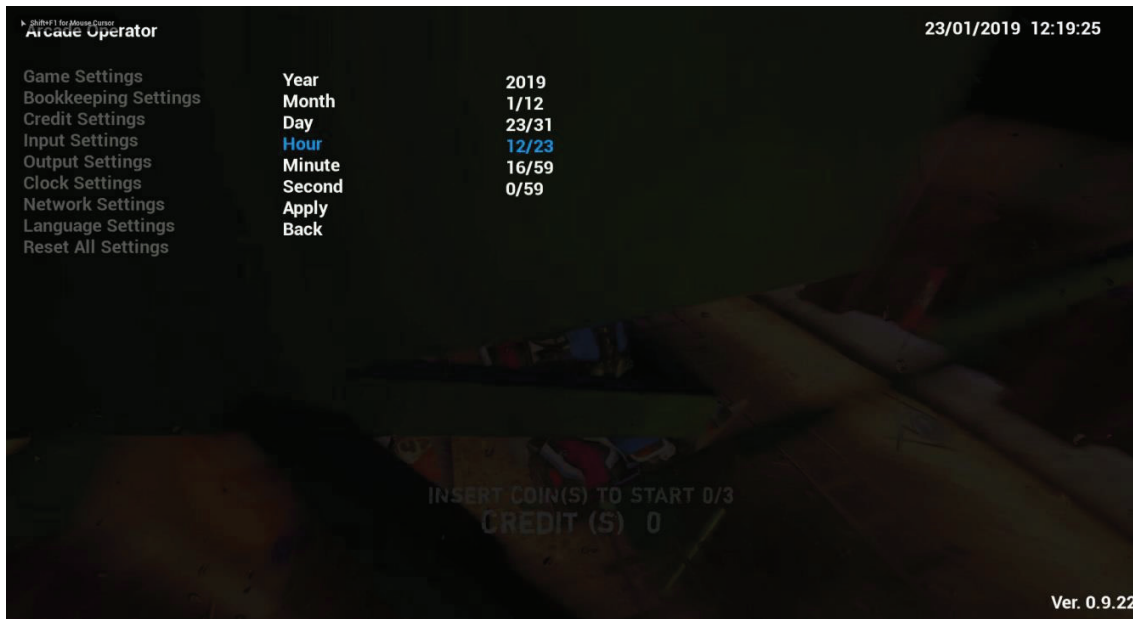
4.4.6-3 Day

Under **Day**, date of month can be adjusted.



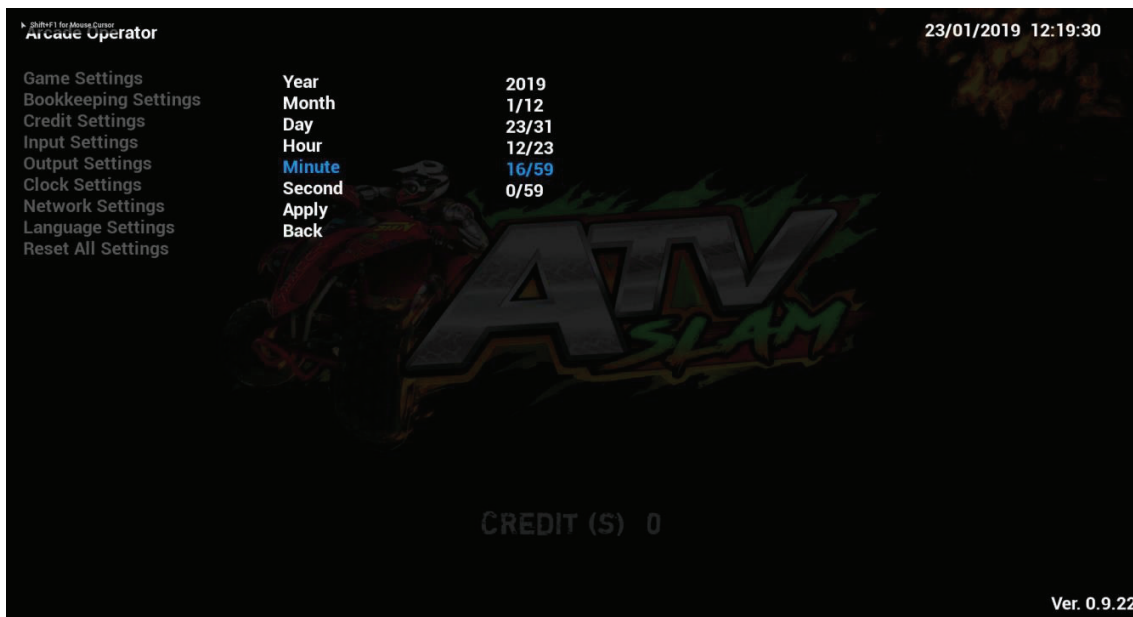
4.4.6-4 Hour

Under **Hour**, hour of day can be adjusted.



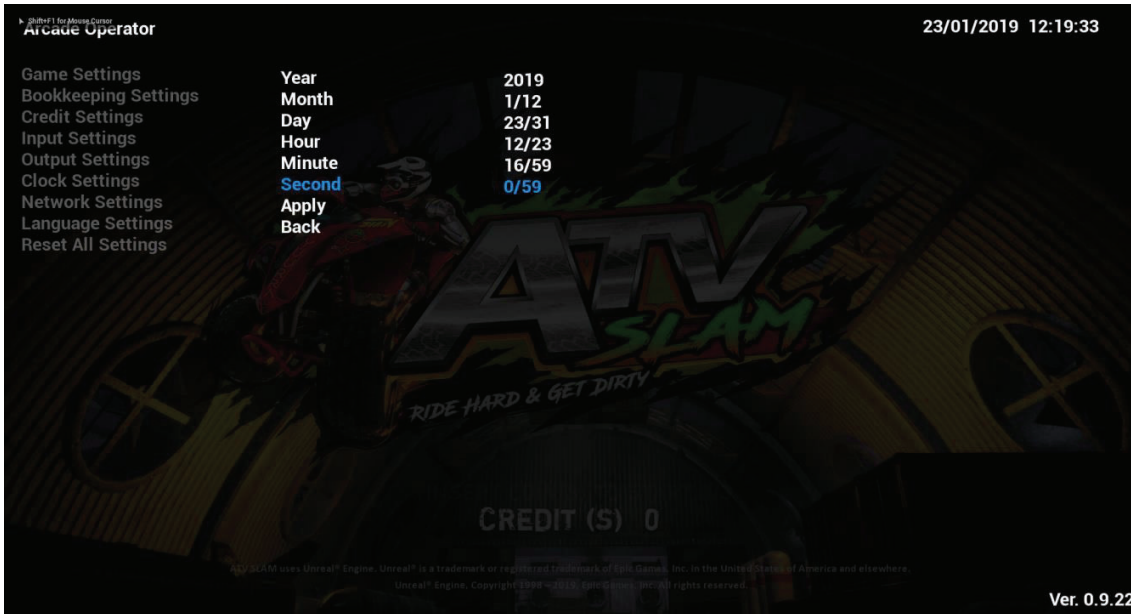
4.4.6-5 Minute

Under **Minute**, minute of hour can be adjusted.



4.4.6-6 Second

Under **Second**, second of minute can be adjusted.



4.4.6-7 Apply

By complying **Apply**, all changes made in above sub-menu items of **Clock Settings** will be applied.



4.4.7 Network Settings

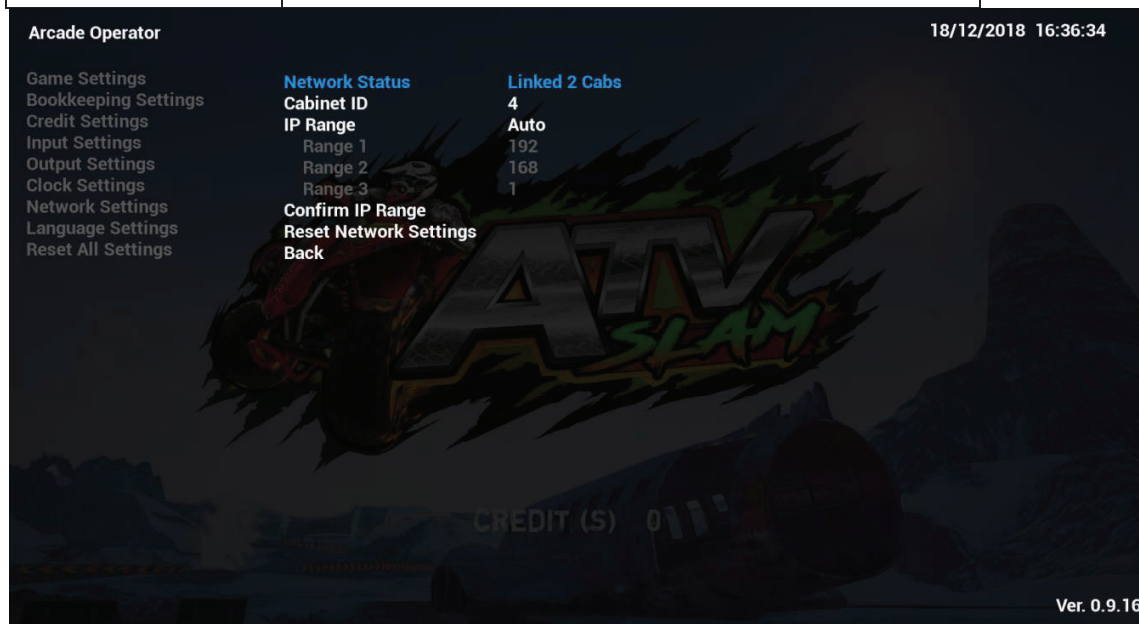
Under **Network Settings**, settings related to network of the cabinet can be adjusted here.



4.4.7-1 Network Status

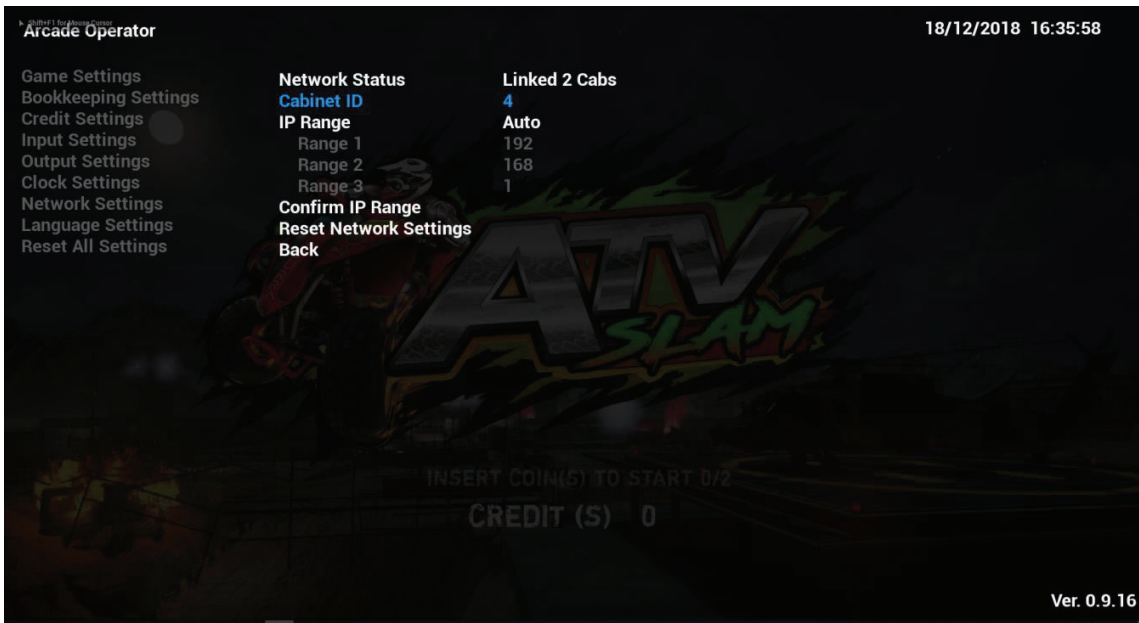
Under **Network Status**, number of linked cabinets (maximum of 3) can be adjusted.

Network Status	Description
Linked 1/2/3 Cabs	Linked with 1/2/3 (max. of 3 cabinets) other cabinet(s)
No Link	No other cabinet is detected and linked



4.4.7-2 Cabinet ID

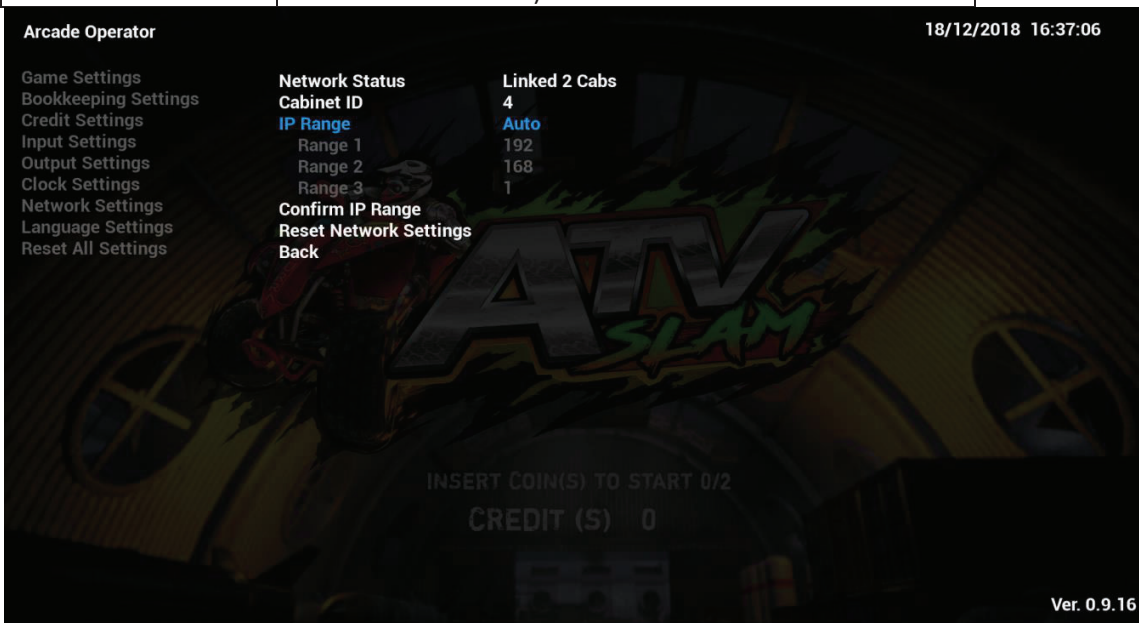
Under **Cabinet ID**, ID of cabinet from 1-4 can be adjusted. Number cannot be repeated between linked cabinets.



4.4.7-3 IP Range

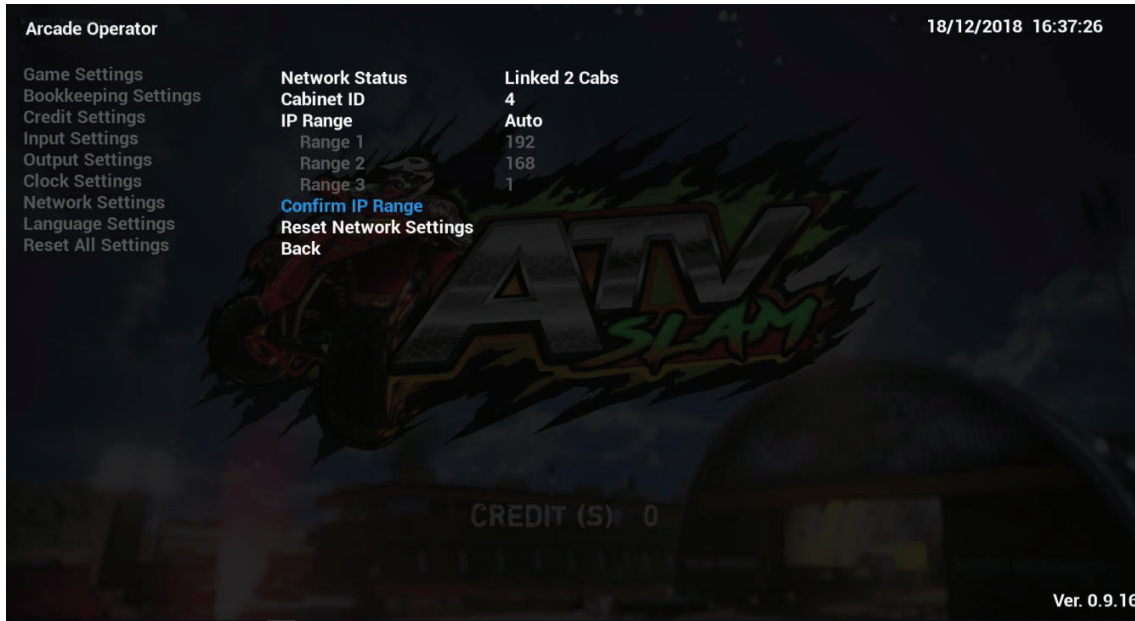
Under **IP Range**, IP of the cabinet can be set and obtained.

IP Range Status	Description
Auto	IP will be obtained automatically
Static IP	IP can be configured by Range 1, 2 and 3 (Please select [Confirm IP Range] to apply changes described in 4.4.7-4.)



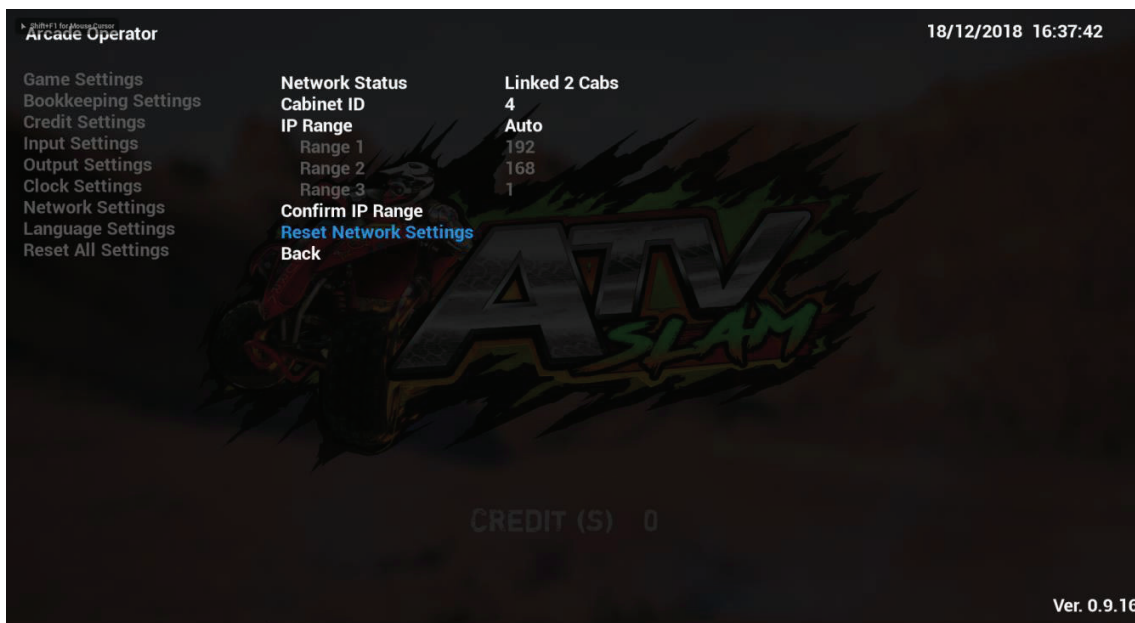
4.4.7-4 Confirm IP Range

Under **Confirm IP Range**, if IP Range Status in 4.4.7-3 is in **Static IP status**, please select [**Confirm IP Range**] to apply IP changes.



4.4.7-5 Reset Network Settings

By complying **Reset Network Settings**, all sub-menu items of **Network Settings** will be set to default settings.



4.4.8 Language Settings

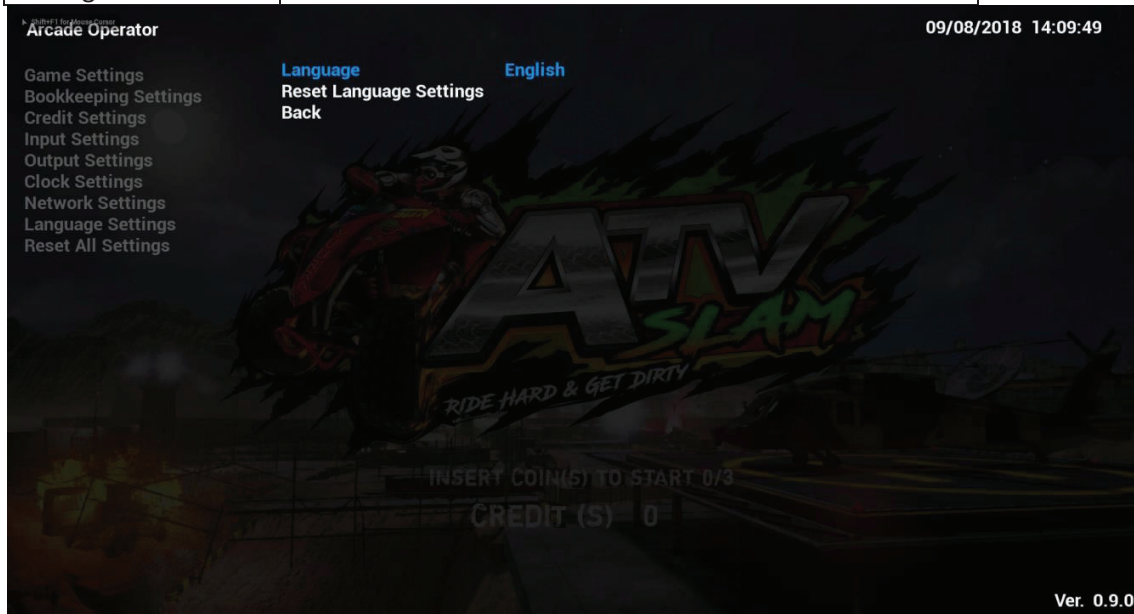
Under **Language Settings**, language of the cabinet can be adjusted here.



4.4.8- 1 Language

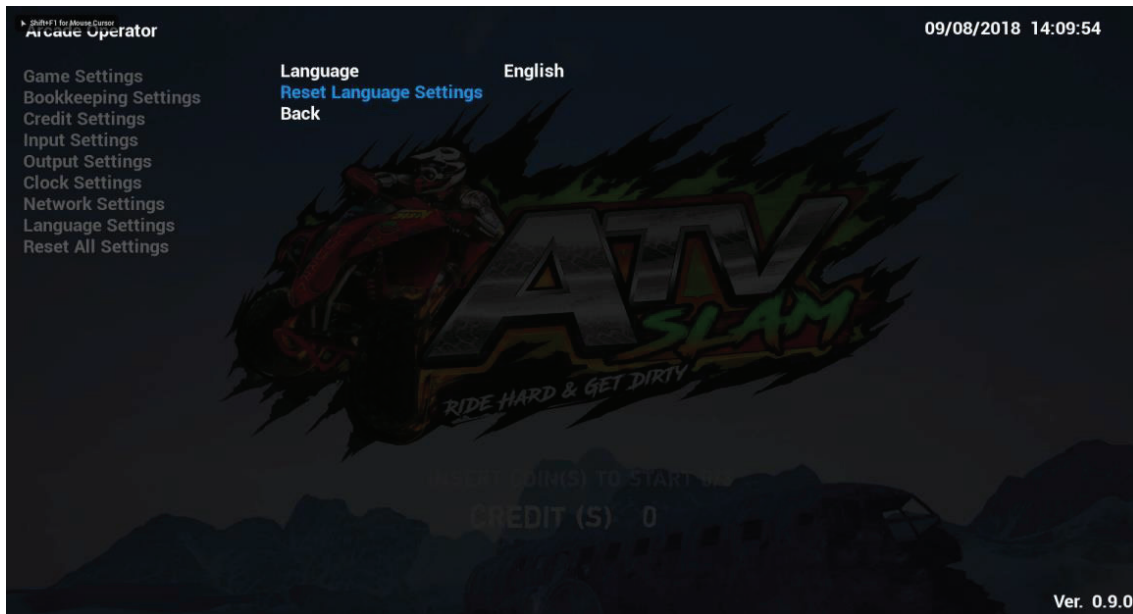
Under **Language**, language of the cabinet can be adjusted.

Language	
English	French
Spanish	Turkish
Portuguese	Italian



4.4.8- 2 Reset Language Settings

By complying **Reset Language Settings**, language of cabinet will be reset to default language - English.



4.4.9 Reset to Factory Defaults

By complying **Reset to Factory Defaults**, all settings in **Arcade Operator** will be reset to factory default settings.

