



ATV SLAM (STANDARD version) USER'S MANUAL

Ver. 1.01



WARNING

- For safety reasons, please read the manual first before plugging in machine.
- Please keep this manual properly for convenient reference as needed.

About This Manual

Thank you for purchasing this product.

The manual describes how to install, set up, use and maintain the product. The main purpose of the manual is to instruct how to operate the product correctly and safely. Please follow all the safety and warning instructions in the manual to avoid personal injury and product damage.

This product may only be maintained by a technician. A technician mainly refers to a person who has obtained a certificate of senior middle school related to mechanical engineering, electrical engineering or at a level equal to that of technical senior middle school graduates, and is engaged routinely in the maintenance, management, repair of amusement machine.

When transferring the ownership of this product, be sure to provide this manual with the machine.

For further information about the game and repair (including consumables), please contact our company.

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1. Safety Precautions

1.1 Warning Stickers

In order to avoid injury to related people and damage to property, please observe the followings:

PLEASE READ FIRST

- The following marks can be used to indicate the magnitudes of risk and damage caused by ignorance or improper operation:



means “may result in serious injury or death”



means “may result in minor injury or property damage”

Serious Injury: refers to the situations in which hospital treatment or long-term treatment will be accepted because of losing sight, getting hurt, getting burnt, electric shock, fracture or intoxication.

Minor Injury: refers to the cases that there is no need to go to hospital or accept long-term treatment.

Property Damage: refers to the damage of house, facility, or hurt of livestock and pet

1.2 Placing Site



Warning

- Please make sure the place line has been grounded before product installation, setup, testing, operation or repair.
- This machine is designed for indoor use only. Never install the machine outdoors. Meanwhile, please avoid the following locations indoor :
 - Direct sunlight, water leakage, damp and high temperature places.
 - Near Flammable, volatile, or/and dangerous substance.
 - Slope, unstable places or locations subject to frequent vibration.
 - Near emergency exit, fire extinguisher or similar equipment.
- The rear part has the vent for heat emission from PC or screen. Don't place anything nearby to avoid game failure.
- Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission.

1.3 Safety Precautions

The owner shall pay attention to the followings when placing, checking and repairing machine to ensure player's security and avoid damage:



Warning

- Please check the voltage is 110V or 220V before the machine connects to the power supply, or it may cause a fire or electric shock.
- Make sure to plug the game into 110V or 220V main outlet to avoid fire and electric shock.
- Make sure to turn off the power when performing maintenance and service to avoid electric shock or short circuit.
- Do not unplug or plug the plug instantly.
- Do not touch the power plug with a wet hand to avoid electric shock.
- Do not expose the power cord/grounding line on the passageway. Failure to do this will damage the power cord, causing electric shock or short circuit.
- Do not place anything near to the power cord to avoid fire.
- Do not pull the power cord when unplugging, please hold the plug to avoid power cord damage, causing fire or electric shock.
- In case of power cord damage, please contact the local distribution for replacement
- Only use fuse and spare parts specified by our company
- Connect the connector firmly and tighten the screws.
- Do not dismount, replace or convert the product without our permission in order to avoid damage and human injury due to improper operation.
- Check and maintain the machine regularly.
- Keep "WARNING stickers" clean and legible. Replace it immediately when the words are not legible or the dirt cannot be removed.
- Please connect our service center when performing any work that is not described in this manual, and follow the instruction provided.

1.4 Precautions during Play



Caution

- In order to avoid injury and accident during play, the following people shall not play the game :
 - People who are injured or less mobile.
 - Person with poor health condition, such as hypertension or heart disease.
 - Person wearing high-heeled or slippery shoes.
 - Person who's feet cannot touch the stepping base.
 - Pregnant woman, drunk people.
- When a player feels uncomfortable during play, remind the person to have a break, or stop playing.
- Make sure the player reads the Warning labels and other indications, and plays in accordance with the instructions to avoid accidents such as electric shock and short circuit.
- Bystander shall not operate any button when the player is playing the game to avoid unnecessary trouble.

1.5 Transporting and Moving



Caution

Transporting

- When transporting the machine with an elevator, be sure to employ “Lift Point” to prevent accident and damage to the machine.
- To prevent movement when transporting the machine on a vehicle, please fix the casters and fully retract the adjusters. Failure to do this may cause damage to the machine.
- When carrying the machine with a forklift, be sure to insert the fork to fork position and lift stably or it may cause accident and damage to the machine.
- The glass and LCD screen are fragile. Avoid violent vibration or shock when transporting.

Moving

- Before moving the machine, unplug the power plug to prevent accident. Do not damage the cord.
- Pay attention to the obstructions and uneven surface when moving the machine to prevent accident and damage to the machine.
- Fully retract all adjusters before moving to prevent accident and hazard.
- Make sure to use at least two persons to conduct the above work to avoid accident and injury.
- Pay attention to the moving direction, see fig.



1.6 Installing and Placing

Pay attention to the following when placing the machine.



Caution

- Place the machine on the flat and slip resistant area.
- Use the adjusters to fix the machine (See Diagram A).
 1. Loosen the nuts for the adjusters (clockwise), tighten the bolts with a wrench (clockwise).
 2. Tighten the nut firmly (counter clockwise) and fix it well.

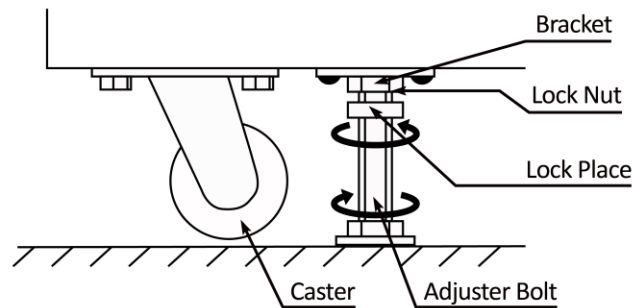


Diagram A

- Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission (see Diagram B and C).

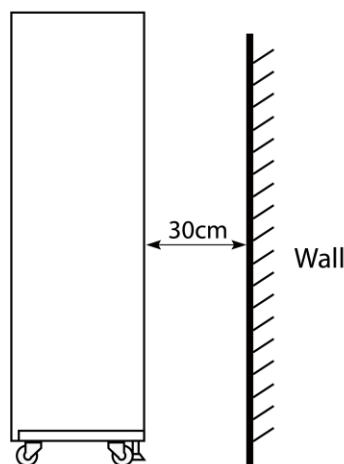


Diagram B

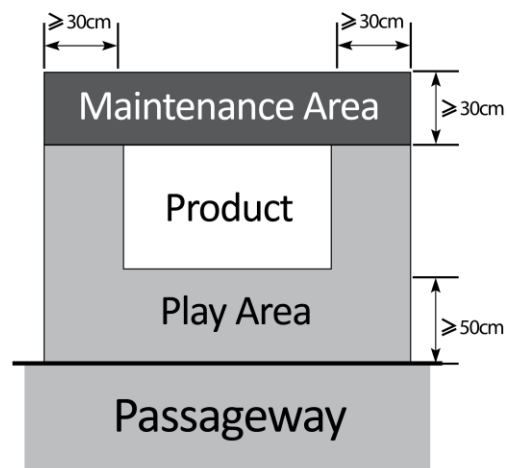


Diagram C

2. Product Description

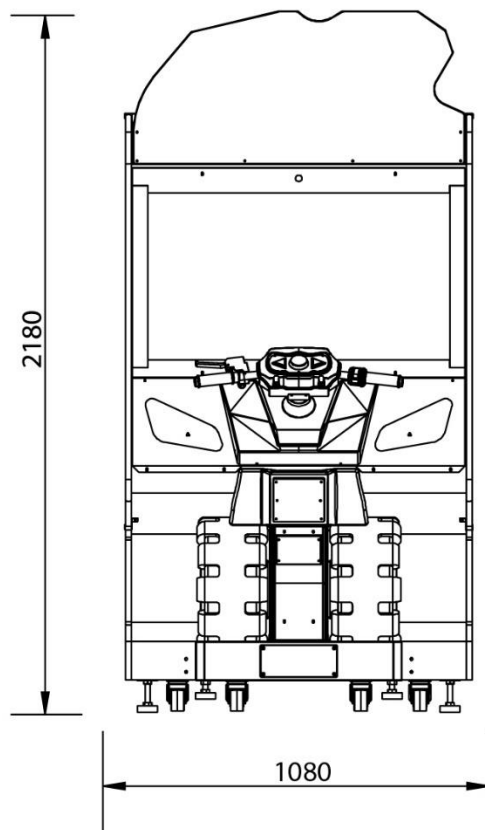
2.1 Product Specification

▪ Location	Indoor Only
▪ Dimension	1080(W) x 2105(D) x 2180 (H)mm
▪ Rated Voltage, Frequency	AC220V 50Hz /60Hz
	AC110V 60Hz
▪ Power Consumption	650w
▪ Weight	251 kg
▪ Temperature Range	5~40 °C

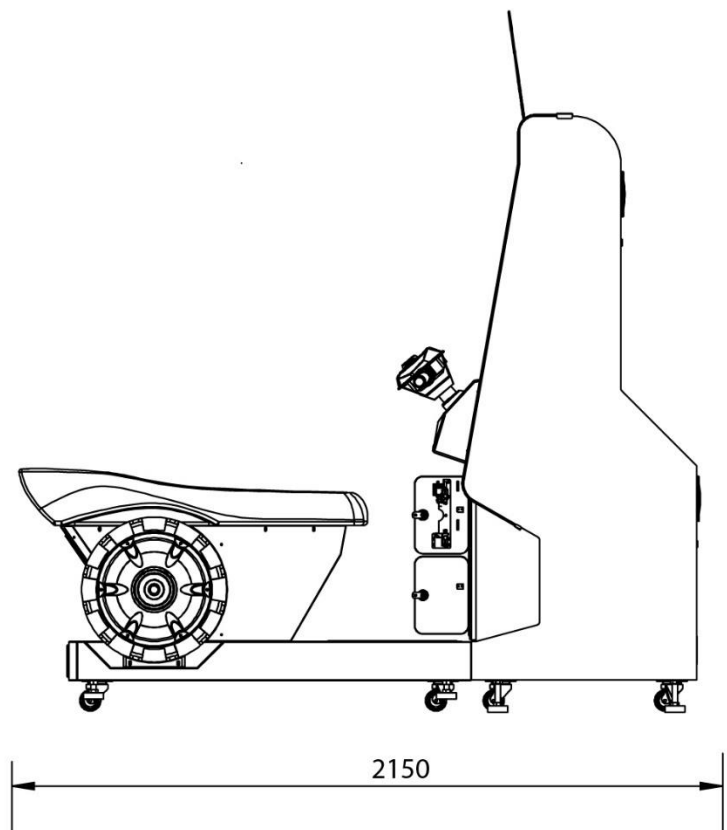
*110V voltage can be set through the transformer and fuse. Please contact the distributor for details.

NOTE: The contents herein described are subject to change without notice.

▶ Front View

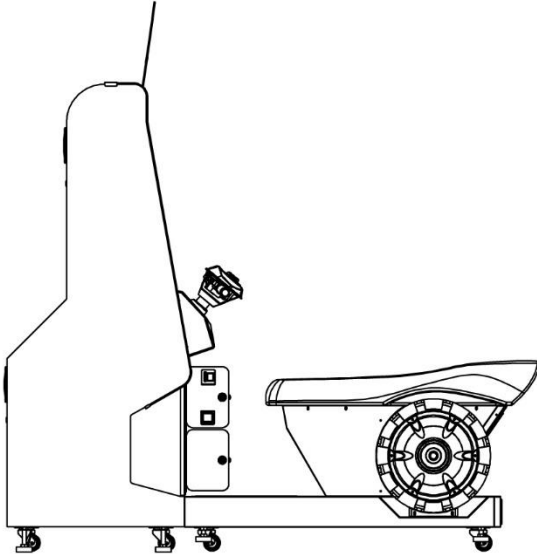


▶ Side View

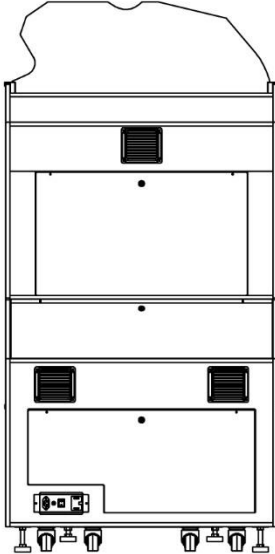


2.2 Cabinet Overview

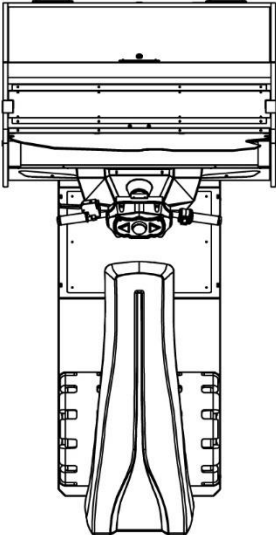
► Side View



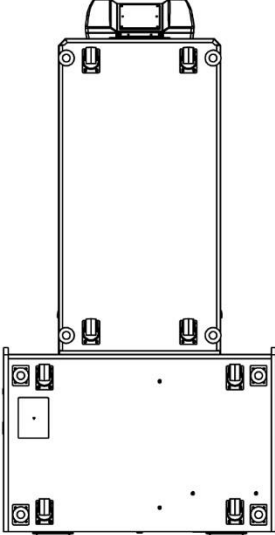
► Rear View



► Top View

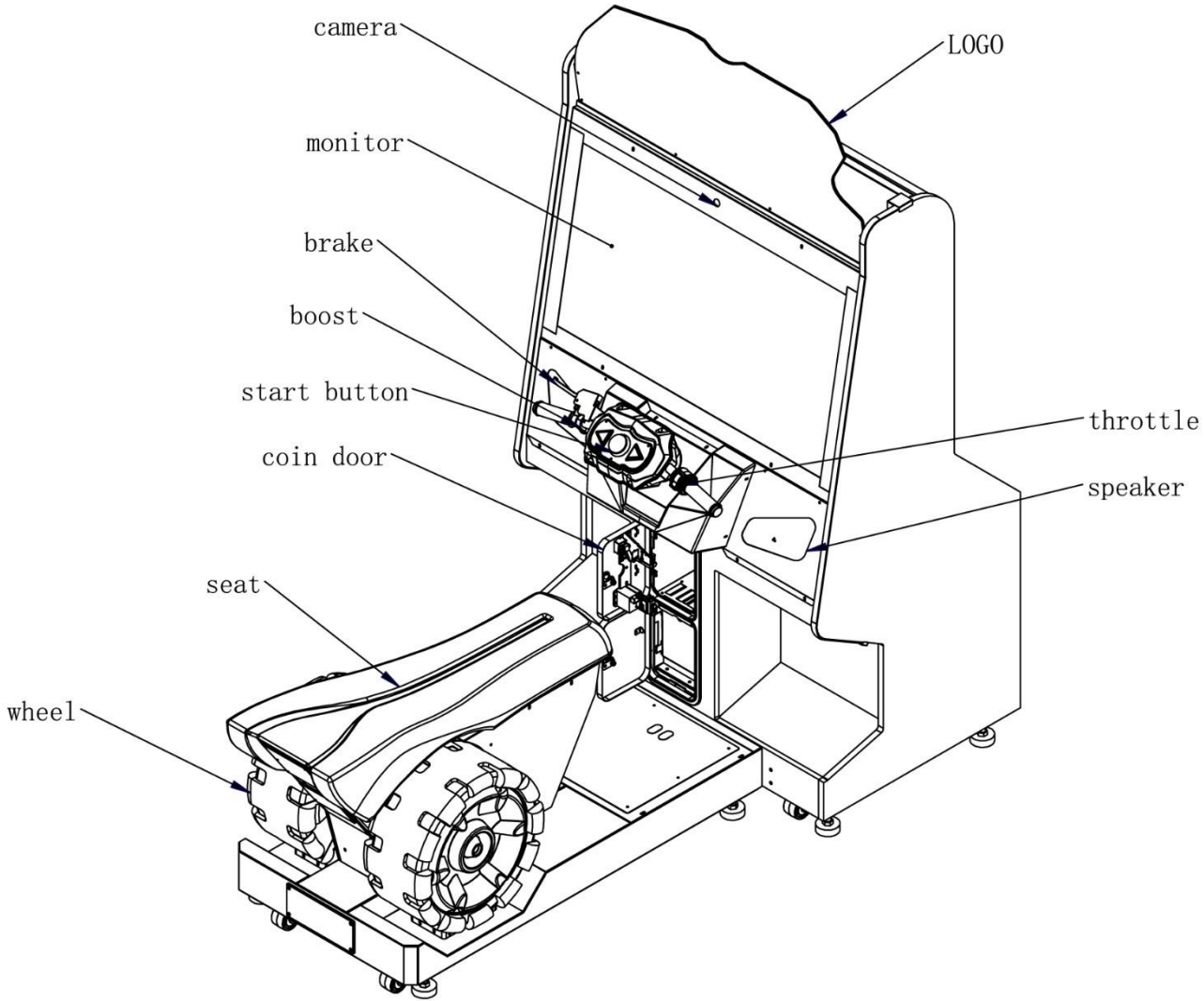


► Bottom View

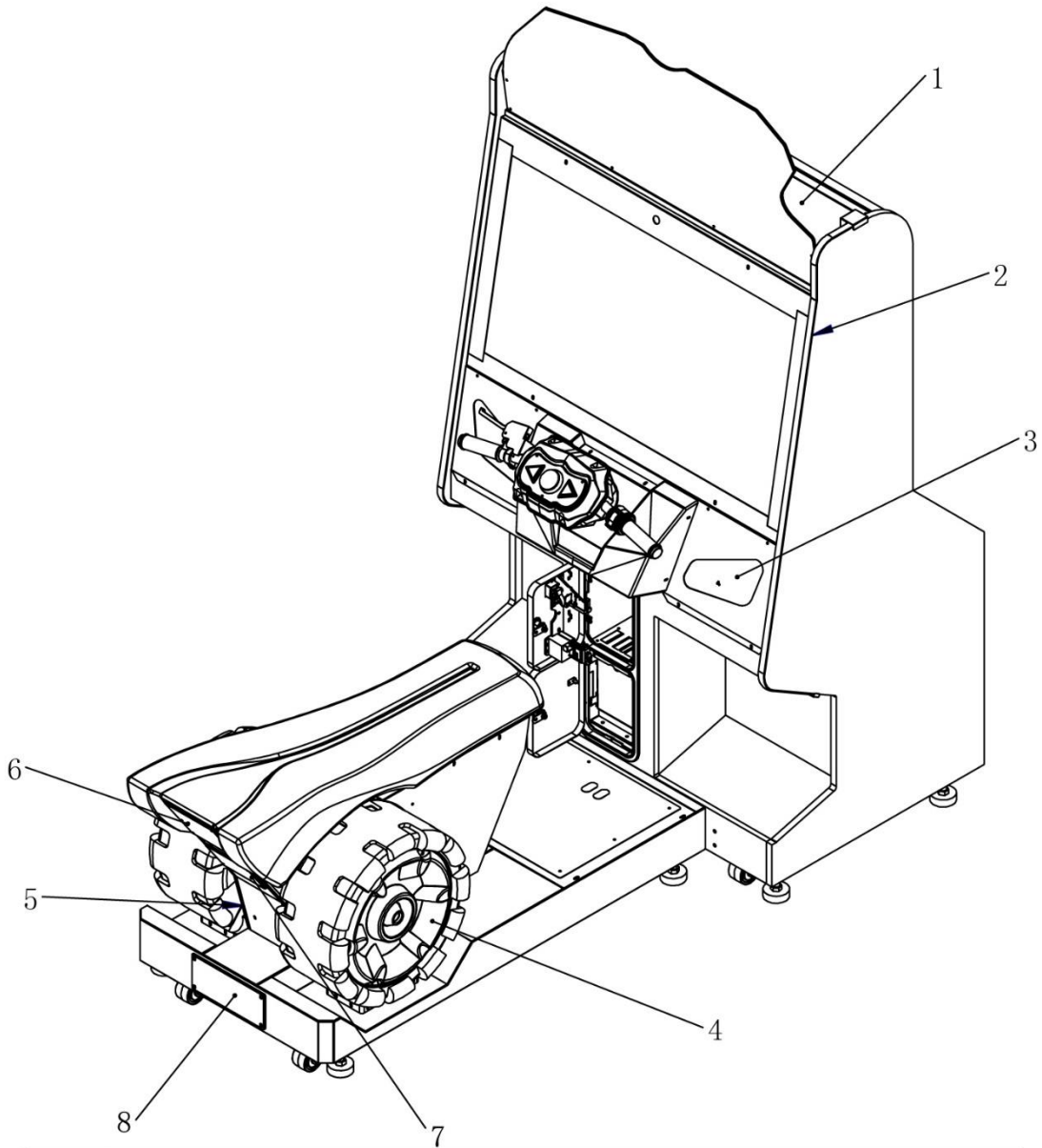


2.3 Parts Name

2.3.1 – Cabinet Component List



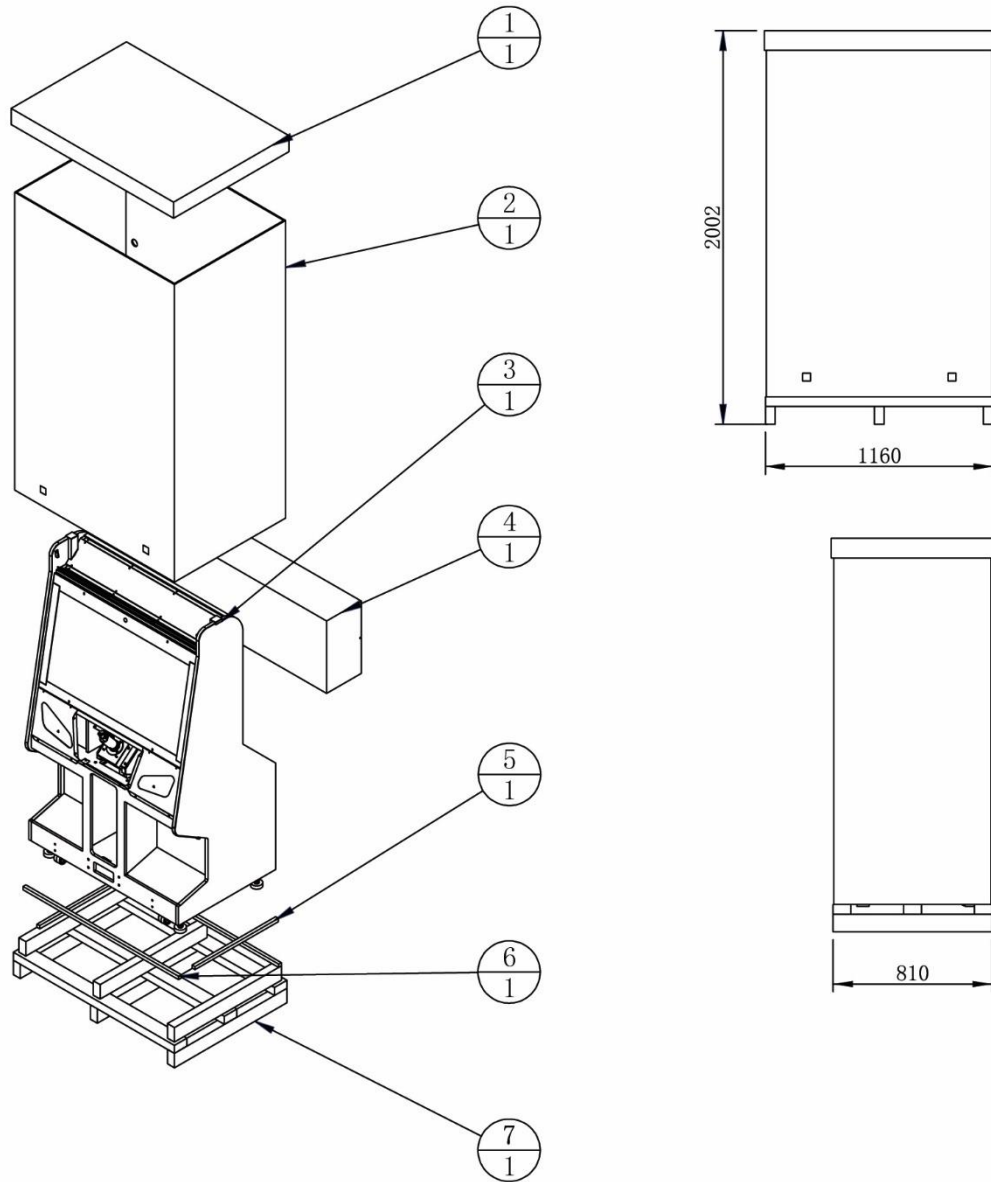
2.3.2 – Cabinet LED List



No.	name	specification	Qty
1	5050 soft light	DC12V RGB60light L=1000mm	2
2	5050 soft light	SK6812 chip soft strip lamp L=1500mm	2
3	5050 soft light	SK6812 chip soft strip lamp L=200mm	2
4	Wheel LED light panel	RD-0407A	8
5	5050 soft light	DC12V RGB60灯 L=350mm	2
6	5050 soft light	SK6812 chip soft strip lamp L=100	5
7	5050 soft light	SK6812 chip soft strip lamp L=100	5
8	5050 soft light	SK6812 chip soft strip lamp L=200mm	1

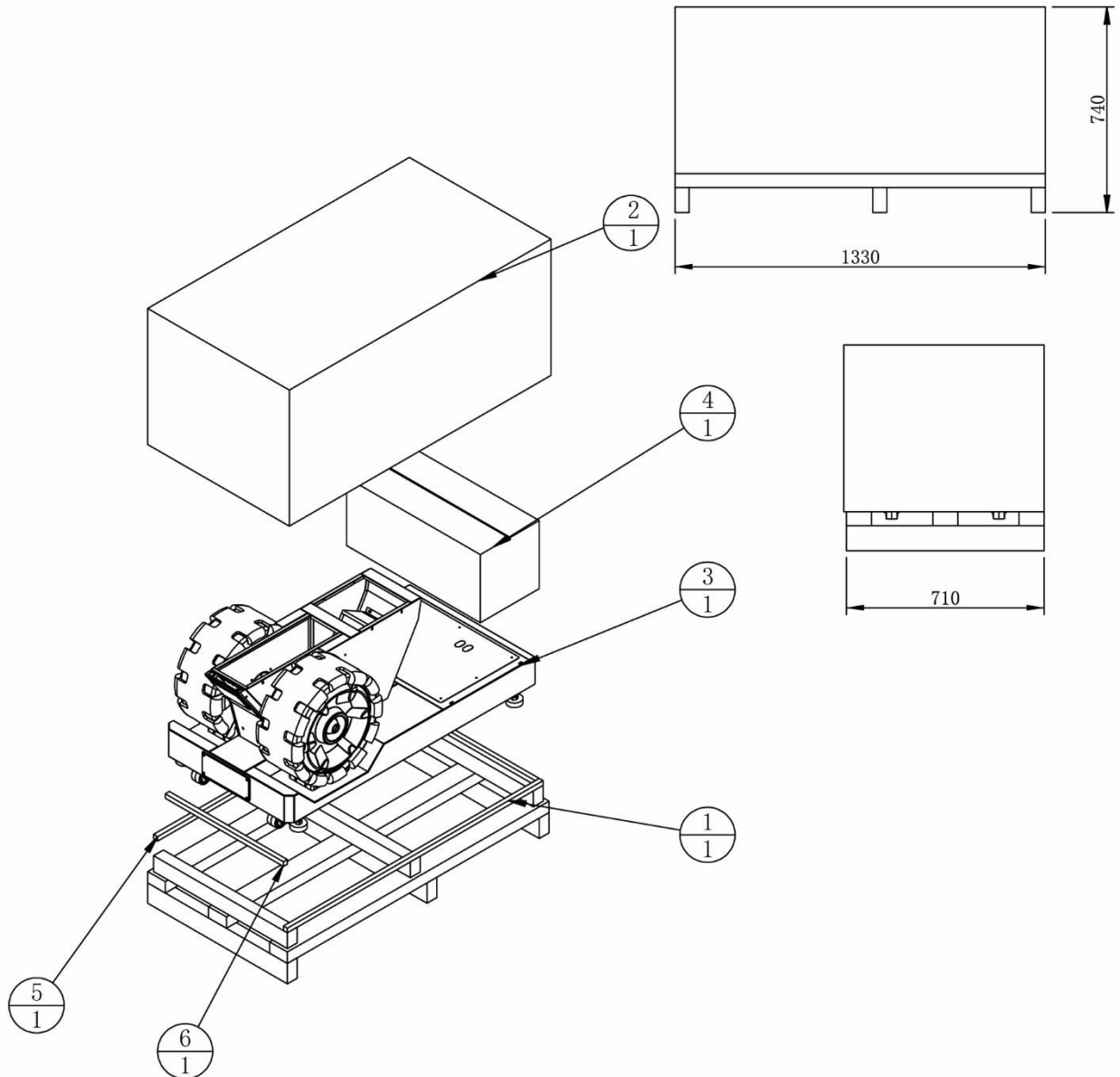
2.4 Shipment List

- Packing Carton 1 (LCD Cabinet Assembly): 1160 X 810 X 2002MM



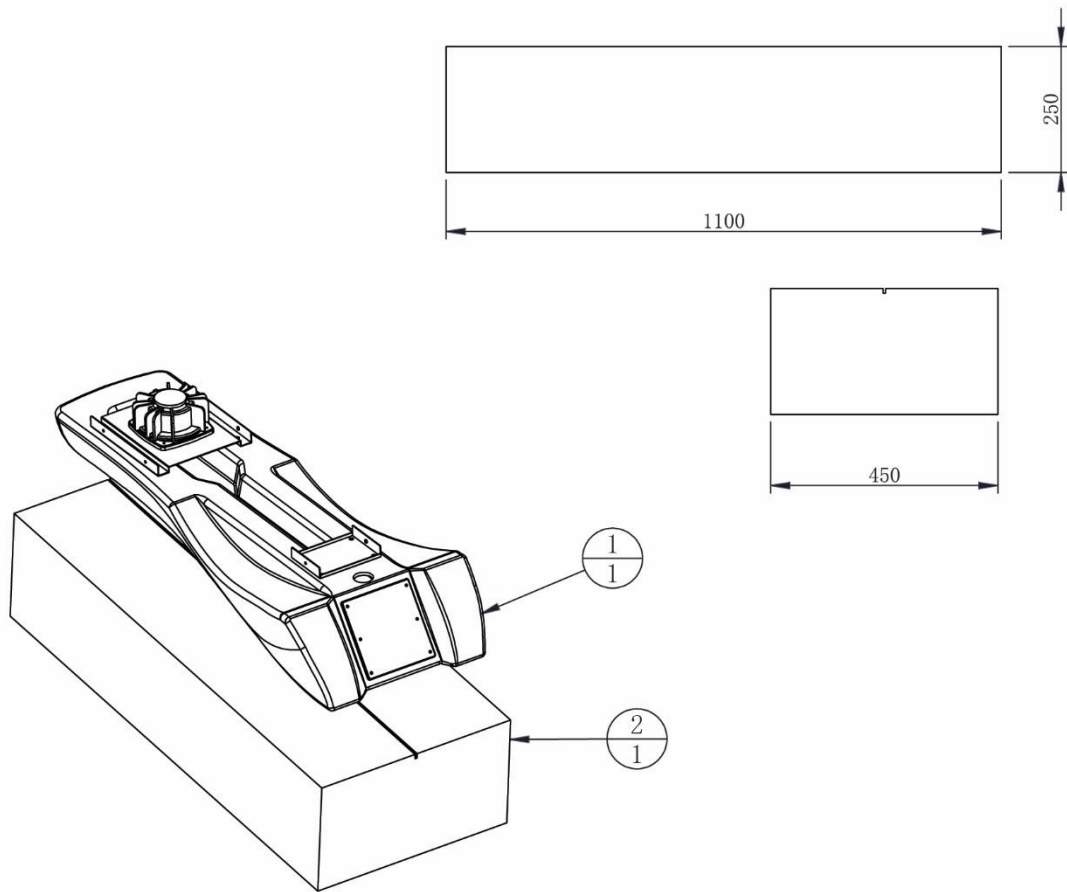
7	ATV2-9901E01	液晶地台架	实木	1	
6	ATV2-9901E04	限位木条一	实木	1	
5	ATV2-9901E05	限位木条二	实木	1	
4	ATV2-9903000	坐垫包装		1	
3	ATV2-0100000	液晶框体		1	
2	ATV2-9901E02	液晶围栏	耐水2C 850g T-7	1	
1	ATV2-9901E03	液晶天盖	耐水2C 850g T-7	1	
序号	图 号	名 称	材料/规格	数量	备注

▪ Packing Carton 2 (Seat Frame Assembly): 1330 X 710 X 740MM



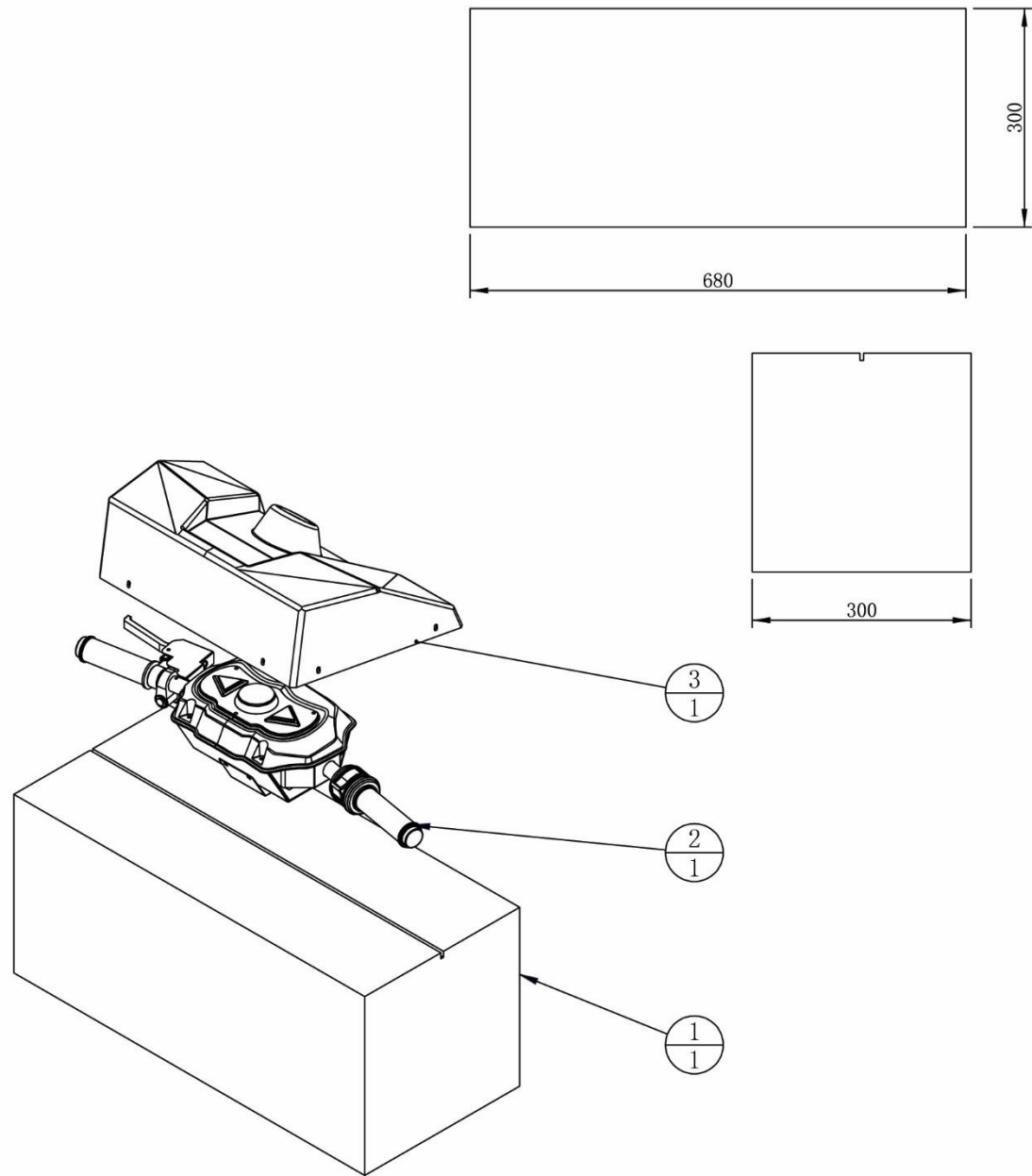
6	ATV2-9901E05	限位木条二	实木	1	
5	ATV2-9902E03	限位木条三	实木	1	
4	ATV2-9904000	把手组件包装		1	
3	ATV2-0200000	座椅框组件		1	
2	ATV2-9902E02	座椅框半页箱	耐水3C 1100g T-10	1	
1	ATV2-9902E01	座椅框地台架	实木	1	
序号	图号	名称	材料/规格	数量	备注

▪ Packing Carton 3 (Seat Assembly): 1100 X 450 X 250MM



2	ATV2-9903E01	坐垫纸箱	K=K	1	
1	ATV2-0205000	坐垫组装		1	
序号	图号	名称	材料/规格	数量	备注

▪ Packing Carton 4 (Light-Box Assembly): 680X 300 X 300MM



3	ATV2-0100C01	控台盖	PETA改性	1	
2	ATV2-0103000	把手组件		1	
1	ATV2-9904E01	把手纸箱	K=K	1	
序号	图号	名称	材料/规格	数量	备注

2.5 Packing List

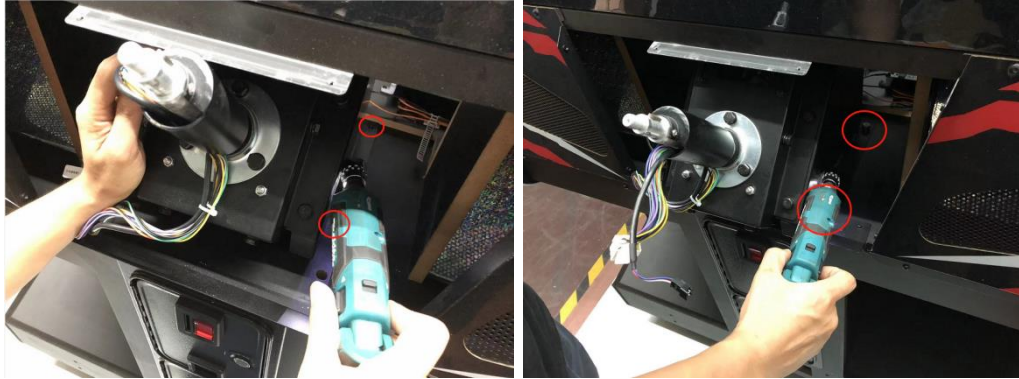
Please check the following items after purchasing our product. If any part is missing or damaged, please contact our sales person.

No.	Description Name	Material / Specifications	Qtn.	Remarks
1	Outer hexagon screw	M8*25 (Black)	4	
2	AC Power Cable	3m	1	
3	Network Cable	5m	1	
4	Fuse Tube	F3A/6*30 250V	1	
5	Same Key	5555	2	
6	Owner's Manual		1	

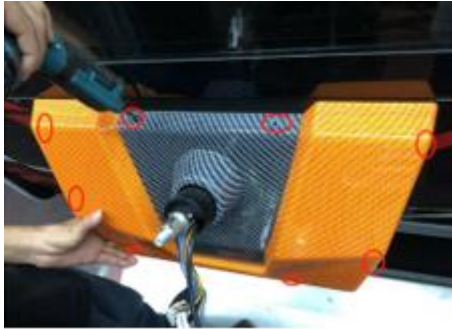
2.6 Install Direction

Cabinet Assembly of ATV SLAM STD

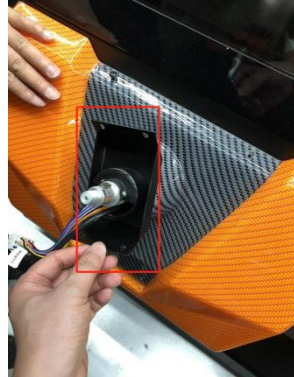
Step 1: Remove the 4 screws fixing the steering assembly, move it to the outside, and then fix it to the screw hole on the outside with four screws.



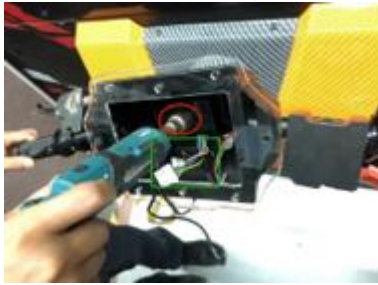
Step 2: Fix the console cover on the frame with 8 screws.



Step 3: Remove the cover plate from the handle assembly and put it on the steering assembly.



Step 4: Remove the button assembly, control panel and support plate on the handle assembly, and fix the handle assembly on the steering assembly (be careful with the wire).



Step 5: Fix the cover plate on the handle assembly with 4 screws.



Step 6: Connect the throttle wire, fix the support plate on the handle assembly with 2 screws.



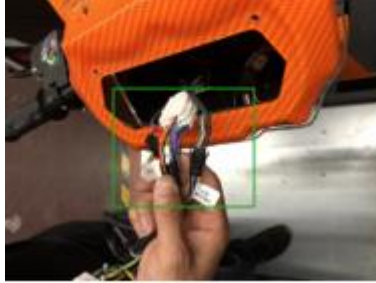
Step 7: Fix the control panel on the handle assembly with 4 screws.



Step 8: Connect the wires of button assembly, brake and boost button.



Step 9: Fix the button assembly the handle assembly with 3 screws.



Step 10: Fix the vibration assembly on the seat with 4 screws.



Step 11: Connect the wires between the seat and the base assembly.



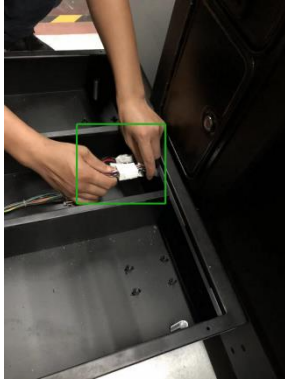
Step 12: Fix the seat on the base assembly with 6 screws.



Step 13: Fix the base assembly on the monitor frame with 4 screws.



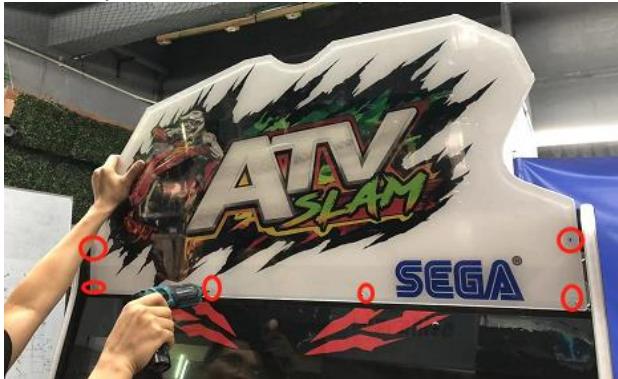
Step 14: Connect the wires between the monitor frame assembly and the base assembly.



Step 15: Fix the Foot pedal on the base assembly with 4 screws.



Step 16: Fix the LOGO on the monitor frame assembly with 6 screws.



Game cabinet assembly completed!

2.7 Warranty

■ Scope

- Inquiry regarding product can be assisted for free.
- The warranty scope for consumables and durables may differ from product to product. Please contact our after-sales service center for detailed information. The right of final interpretation is reserved.

■ Exclusive

- Damage caused by force majeure.
- Failure caused by carelessness, such as water contact, falling down, toppling, knocking.
- Failure caused by disobeying the instructions in this manual.
- Failure caused by operating the machine on inappropriate site.
- Change the original design and configuration for the game without notice.
- Failure to perform regular service and clean.
- Failure to fix the product in line with the manual's requirement.
- Malfunction or part damage caused by electromagnetic interference other electronic equipments generated.

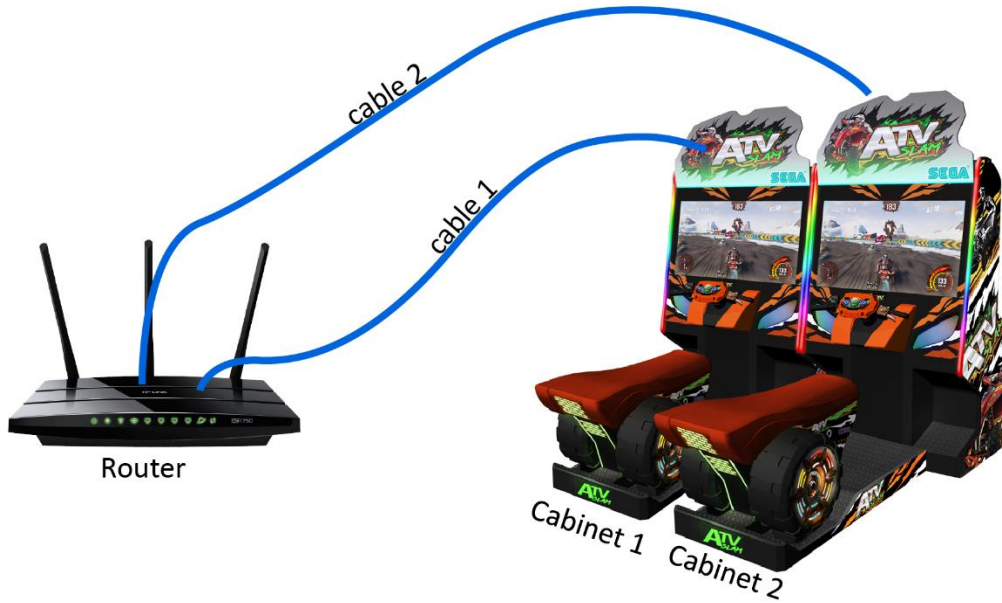
■ Non-warranty Consumables

- Light tube and bulb
- Button lamp and switch
- Fragile items
- Solenoid
- Other spare parts

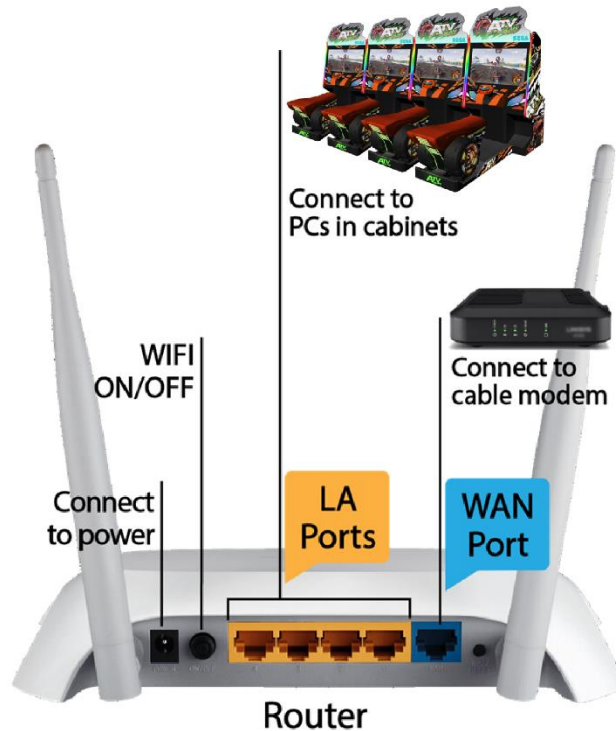
3. Linking and Networking

In the below figure, it shows how the cabinets (no. of cabinets from 2 to 4) should be linked up with the router by cables separately.

Note: Please make sure all games are in the same version in order to be linked with.



In the router, the LAN ports are where cable(s) to PCS should be inserted; the WAN port is where the Internet cable should be inserted.



4. Game Description and AO MENU

4.1 Game Description

4.1.1 GAME FEATURE

- Fun, Exotic ATV Racing
- Up to 4 players linked play
- 10 Exotic Environments
- 5 different characters + 5 vehicles with different power and design
- 3 Game Modes:
 - Quick Race (Single-play)
 - Championship Mode (Single-play)
 - Multi-play
- 3 Game Difficulties: Normal and Hard and Professional
- Full LED illuminated Cabinet
- Live Camera face detection of player (auto detected) during the game
- 47" inches monitor

4.1.2 GAME CONTENT

Tracks

There are total of **10** tracks in **3** difficulties: **Normal**, **Hard** and **Professional**.

10 Tracks:



Bikes

There are a total of **5** bikes with **5** characters. Each bike will have 4 main colors – Red, Orange, Green and Blue.

Colors are selected according to player's cabinets. **5** Characters:



5 Bikes:

Bike abilities can be upgrade base on scores. And Bike appearance will change upon progress.

ATV-FALCON



ATV-SARGE



ATV-CHARLIE



ATV-BONES



ATV-FTYRA



How to Level Up Bikes?

- Points will be given to level up the selected bike in the beginning of the game and after continue.
- Level Up options: **Speed, Accelerator, Handling, Boost** and **Trick**.



How to gain Points?

- Points will be given according to items got, tricks done and cars taken down during the race.
- Player can level up different abilities of the bike with gained points after each race.
- Points will be shown after the race in Continue Page.

Game Modes

- **Quick Race (Single-play)**

Player can have his own racing game without joining with other cabinets.

- **Championship Mode (Single-play)**

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.

- **Multi-play**

Up to 4 players can be linked within the same location for the same race. If **Instant Rematch** is ON in the cabinet, players will be asked to challenge again at once, race again with the same TRACK and CAR. Whether **Instant Rematch** is On/Off can be adjusted in Operator Menu:

Operator Menu >Game Settings>Instant Rematch>On/Off

4.2 Game Flow

4.2.1 Front-End MENU

Scene 1: Insert Coin Page

Insert coin page will be appeared to ask player to insert coins and start the game.

Logo Slogan "RIDE HARD & GET DIRTY" can be switched [ON/OFF] in [Operator MENU].



Logos of SEGA, 3MindWave & Unreal Engine and Race Ranking will be appeared shortly in random.



INSERT COIN(S) TO START 0/3
CREDIT (S) 0



INSERT COIN(S) TO START 0/3
CREDIT (S) 0



RANK	NAME	RECORD
1ST	AAA	4:00.127
2ND	AAA	4:28.797
3RD	AAA	4:40.819
4TH	ATV	99:59.999
5TH	ATV	99:59.999
6TH	ATV	99:59.999
7TH	ATV	99:59.999
8TH	ATV	99:59.999
9TH	ATV	99:59.999
10TH	ATV	99:59.999
11TH	ATV	99:59.999
12TH	ATV	99:59.999
13TH	ATV	99:59.999
14TH	ATV	99:59.999
15TH	ATV	99:59.999
16TH	ATV	99:59.999
17TH	ATV	99:59.999
18TH	ATV	99:59.999
19TH	ATV	99:59.999
20TH	ATV	99:59.999

Game Trailer will be played in random in Insert Coin page.



Scene 2: Insert Coin Page

After insert coins, word [STARTING GAME] will be displayed. The game will start soon.



Scene 3: Awaiting Players (only in Multi-play mode)

A scene of awaiting players (maximum of 4 players for one race) will be shown. Cabinets will be connected automatically in the same location if other player(s) join the race during the time.



*Press and hold [Left] + [Right] to enter **Single Play** mode.

Scene 4: Select Track

In the **Track Selection** screen, there are a total of **10** tracks.

Tracks are divided into three difficulty levels: **Normal**, **Hard** and **Professional**, allowing players to challenge different difficulty levels.



*Press [Left] or [Right] to select different tracks; Press [START/BOOST] to confirm.

Scene 5: Select Bike

In the **Bike Selection** screen, there are a total of **5** bikes with **5** characters (3 boys and 2 girls). Each bike can be unlocked twice by level up.

- Points will be given to level up the selected bike in the beginning of the game and after continue.
- Level Up options: **Speed, Accelerator, Handling, Boost** and **Trick**
 - 1: Speed (The maximum speed in the general case)
 - 2: Acceleration (speed of accelerate and overcome the rugged track)
 - 3: Steering (there will be some advantage in inflated road)
 - 4: Boost (that can influence the thunderous value, the value of thunderous acceleration forces)
 - 5: Trick (tricks can gain scores)



*Press [Left] or [Right] to select different tracks; Press [START/BOOST] to confirm.

Scene 6: Awaiting Players/Waiting Lobby

In a **multi-play race**, after selecting tracks and bikes, there will be an **awaiting screen** showing the **data** of each joined player. It will show:

- Bikes & Characters selected
- Players' live camera display (if live camera is set to be ON)

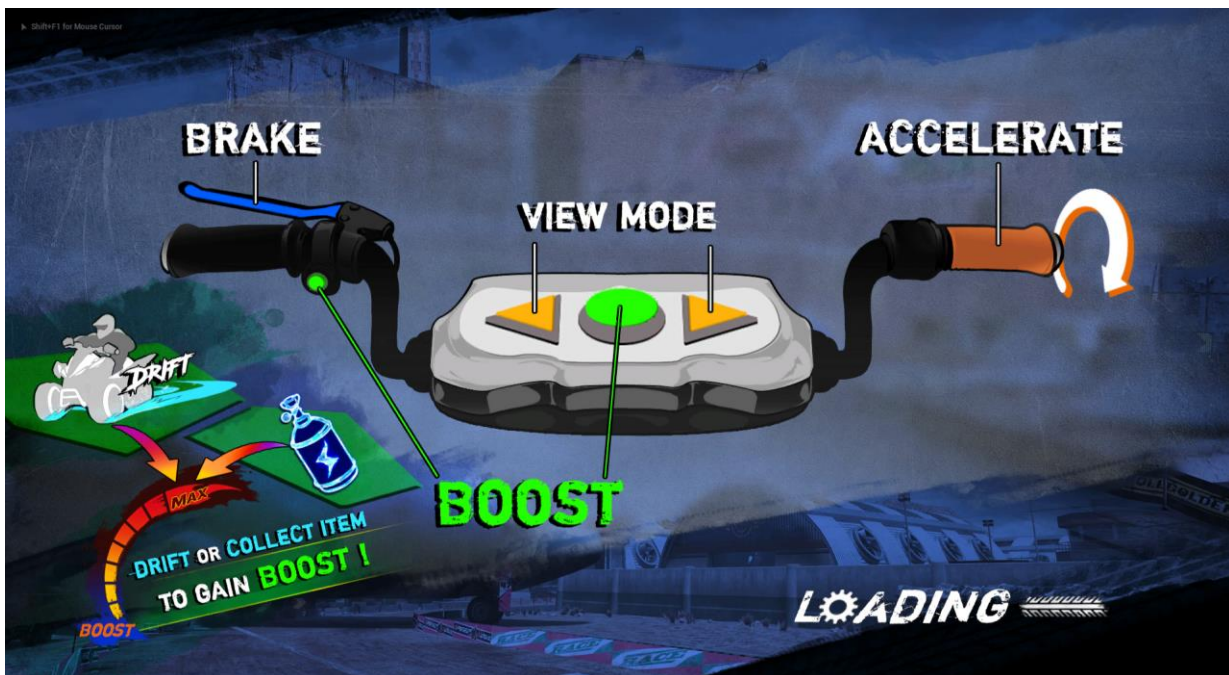


In a **single-play race**, after selecting tracks and bikes, it will enter **waiting lobby**. Race is about to start soon.



Scene 7: Loading Screen

Learning Tips will be shown in loading screen.



Scene 8: In-Game HUD

Game START

Race starts at once right after the loading is finished.



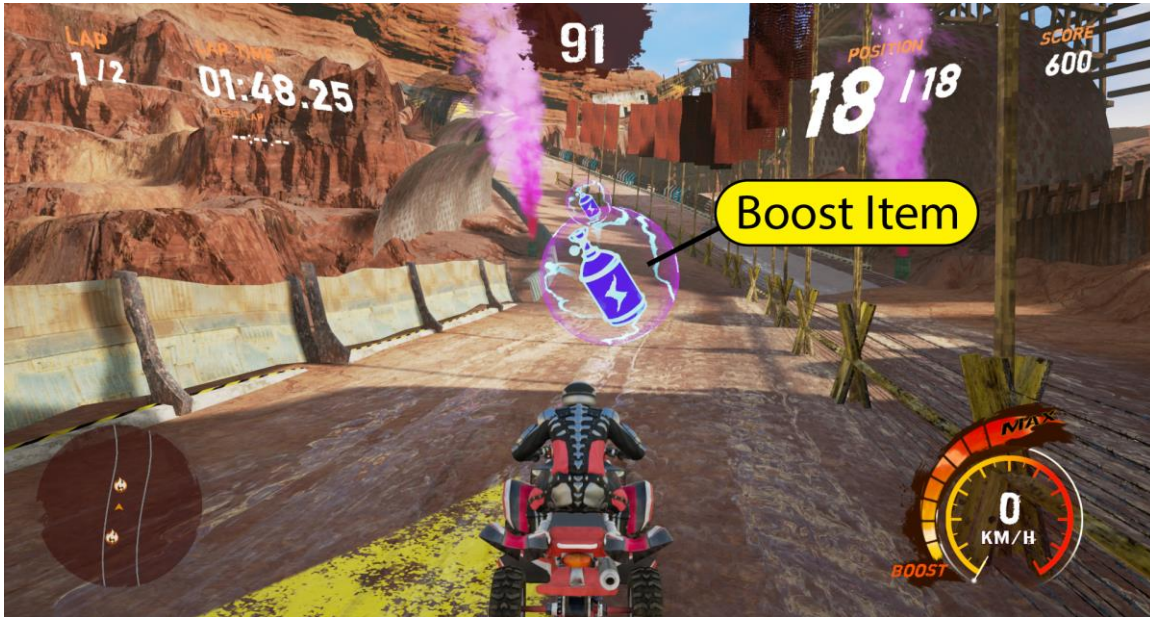
UI Screen

During the race, data of the race will be displayed around the screen.



1. **LAP:** No. of Laps
2. **TIME:** Count Down (in seconds)
3. **POSITION:** Ranking of player
4. **SCORE:** Score gained
5. **LAP TIME:** Time count of current lap
6. **BEST LAP:** Best time among finished lap
7. Direction of player will pass
8. Mini Map
9. The nearest player/enemy in front of (display of player's face with Live Camera)
10. The 2 nearest players/enemies behind (display of player's face with Live Camera)
11. Nitrogen Meter
12. Hint icon: Accelerate
13. Hint icon: Boost

Boost Item: Pass by the Boost Item to gain extra Boost value.



Status of Boost Meter:



Boost value - none



Boost value - half



Boost value - max.



Drifting - gaining boost (blue effect on meter)



Using boost (fire effect on meter)

Scene 9: FINISH Game

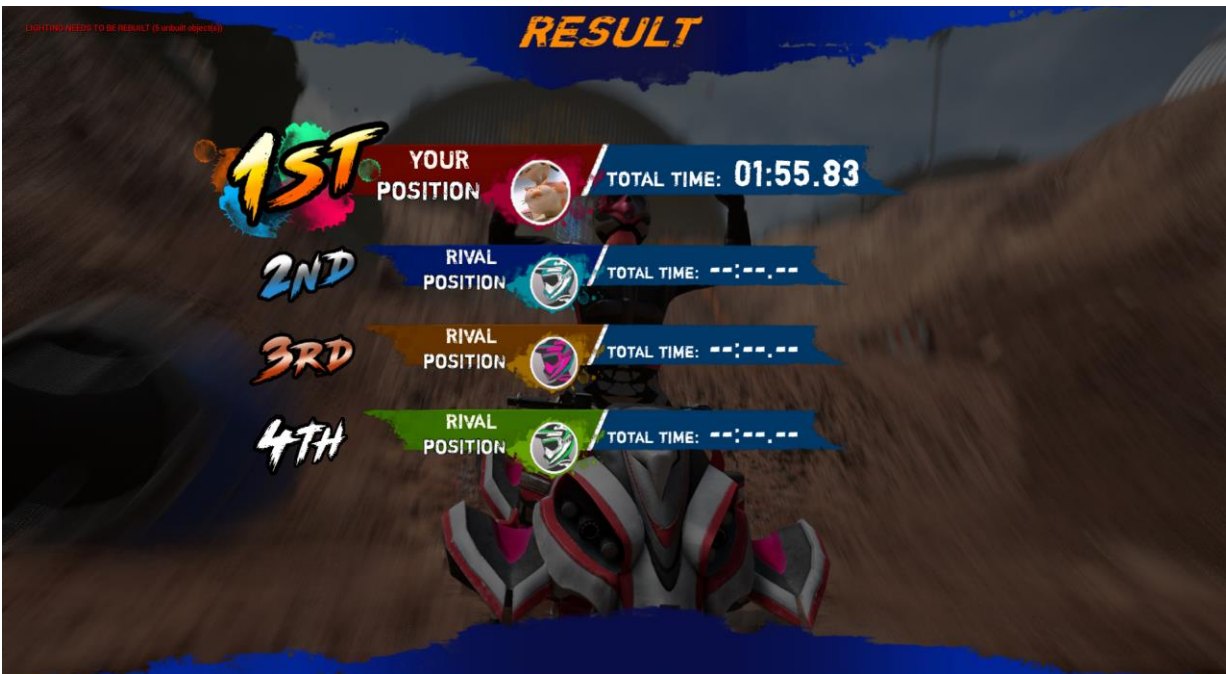
Game is finished when player finishes all laps and crosses the finish line or when time is up.



4.2.3 Back-End MENU

Scene 10: Race Ranking

After the race is finished, **Ranking** of all players will be shown (display of player's face with Live Camera).



Scene 11: Instant Rematch

If **Instant Rematch** is ON in the cabinet, players will be asked to challenge again at once, race again with the same TRACK and CAR.

Whether **Instant Rematch** is On/Off can be adjusted in Operator Menu:

Operator Menu >Game Settings>Instant Rematch>On/Off



Scene 12: Name Entry

If player's record is high enough to enter the best 20 in all-time records of the cabinet, player will be asked to enter the name (a maximum of three letters).



Scene 13: Race Ranking

In **Race Racing**, it will show the best 20 all-time records of the cabinet in the same race. If player's record is high enough to enter the best 20, the player's name will be in this ranking list.



Scene 14: Continue

Player will be invited to continue the game in order to get the points for upgrading the bike. Player will receive points according to the final score gained in the race. Below example has got 2 Points:



Points can be used to level up the selected bike by **Speed, Accelerator, Handling, Boost and Trick.**

Scene 15: After Continue – Upgrade Bike

If player continues with the game, it will go to **Upgrade ATV** screen. Gained Points can be used to level up the bike. Player will go to track selection and awaiting player screens. A new race will start after that.



Scene 16: Game Over

If player does not continue the game within the time limit, game is over. Game will be back to **Insert Coin Page**.



4.3 USB Drive Patching

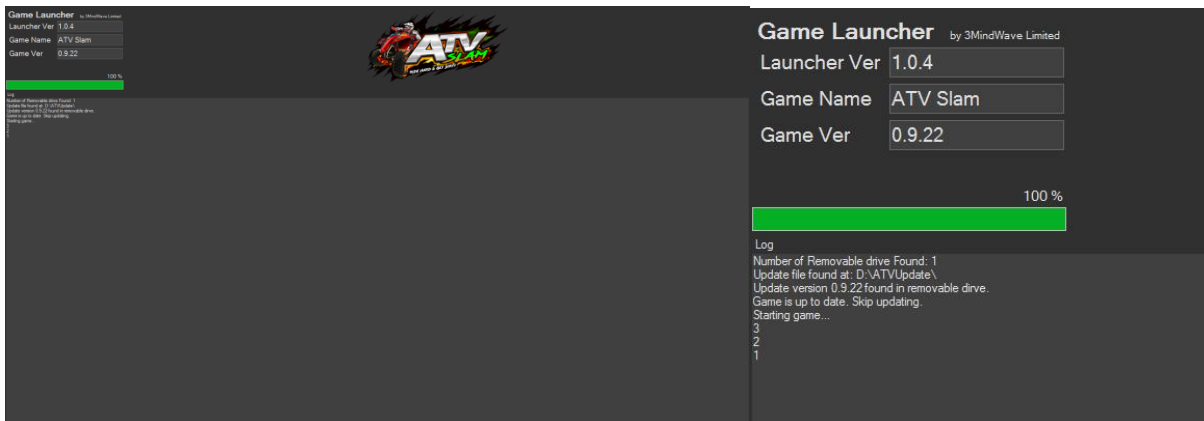
4.3.1 USB Patching Steps:

1. Copy the game build into a USB under directory named [ATVUpdate] (e.g. U:\ATVUpdate\).
2. Boot/re-boot the ATV machine.
3. Please insert the USB Drive into the ATV machine.
4. The game launcher will start automatically and install the patch from USB drive.
5. After USB patching is completed, please remove the USB drive from ATV machine.

4.3.2 Cases of USB Drive Patching

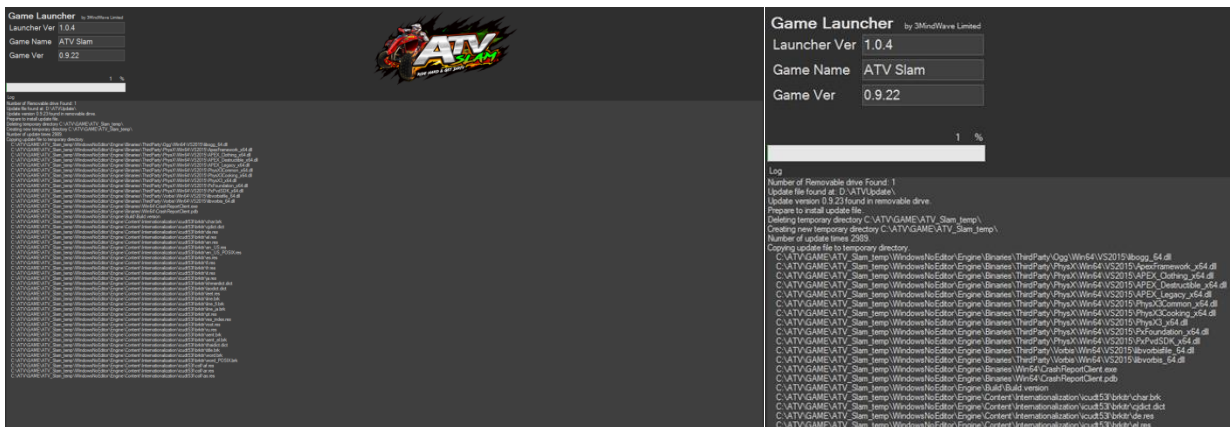
Case 1 – Start with No Update

Under the below screen, no update is required. Game will start after count down.



Case 2 – Start with Update

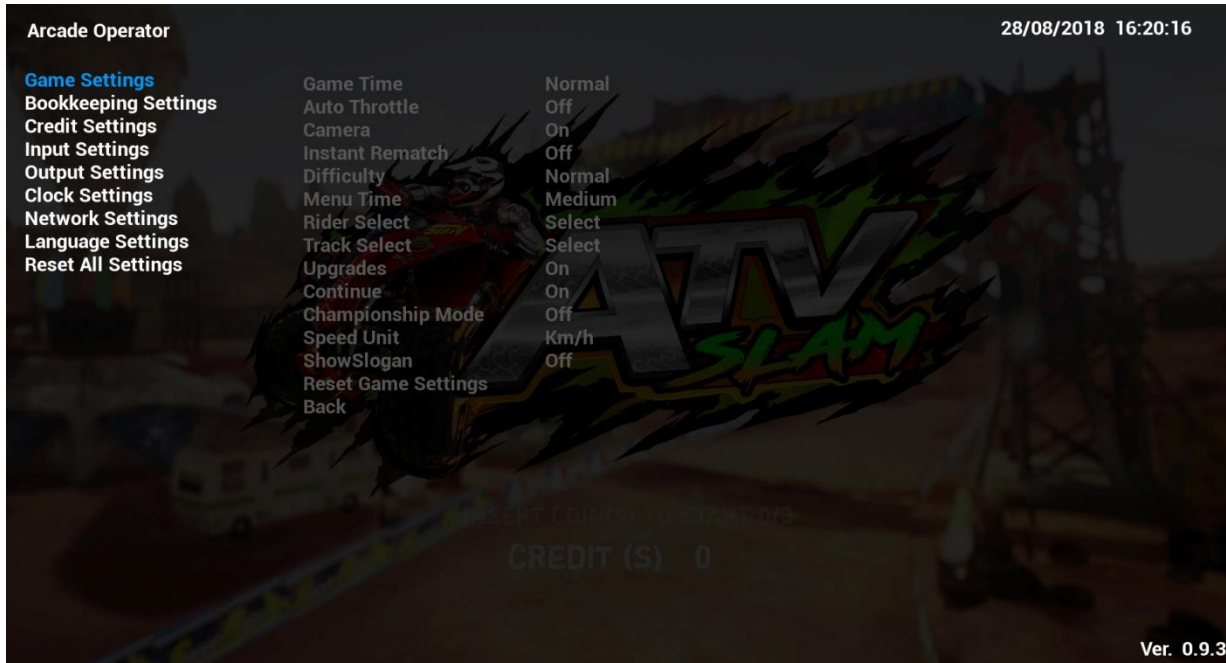
Under the below screen, update is required. The loading bar will show the update progress status.



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.

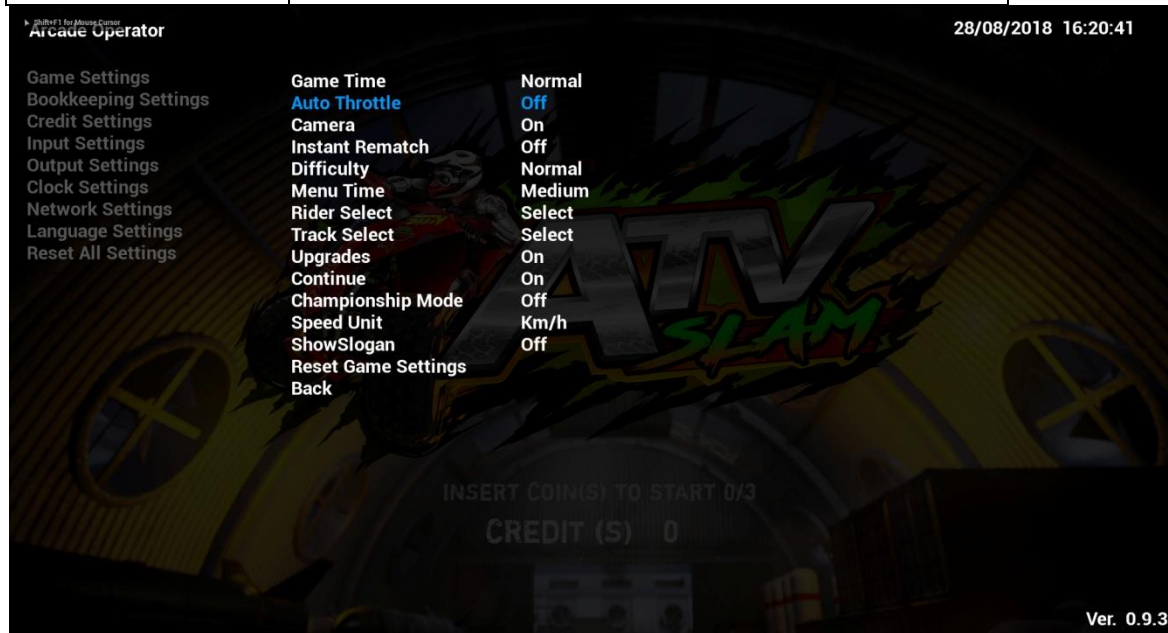
Game Time	Description
Short	1 lap (2 laps for Military track)
Normal	2 laps (3 laps for Military track)
Long	3 laps (4 laps for Military track)



4.4.1-2 Auto Throttle

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

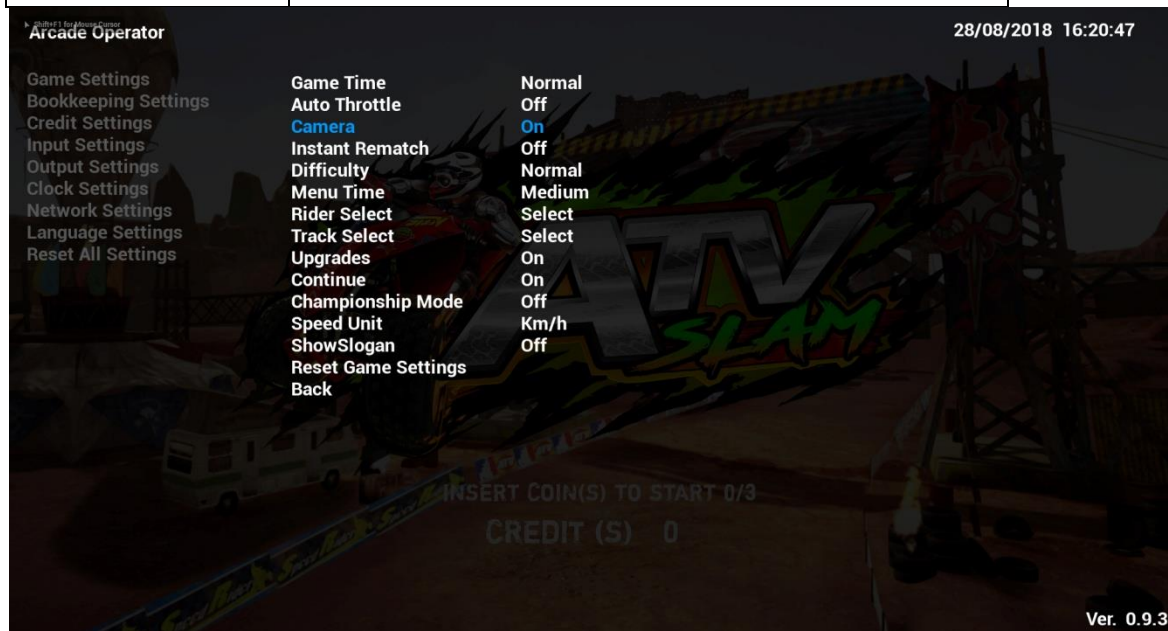
Auto Throttle	Description
On	Auto Throttle is on
Off	Auto Throttle is off



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.

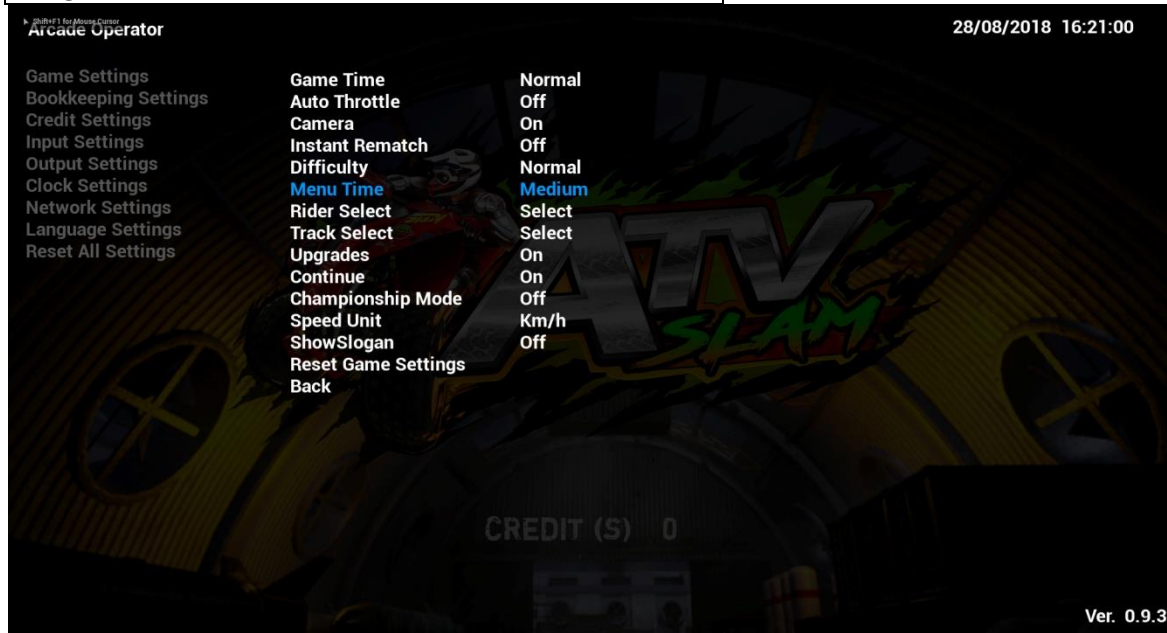
Difficulty	Description
Normal	Level of game is set to be easy
Hard	Level of game is set to be normal
Professional	Level of game is set to be hard



4.4.1-6 Menu Time

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

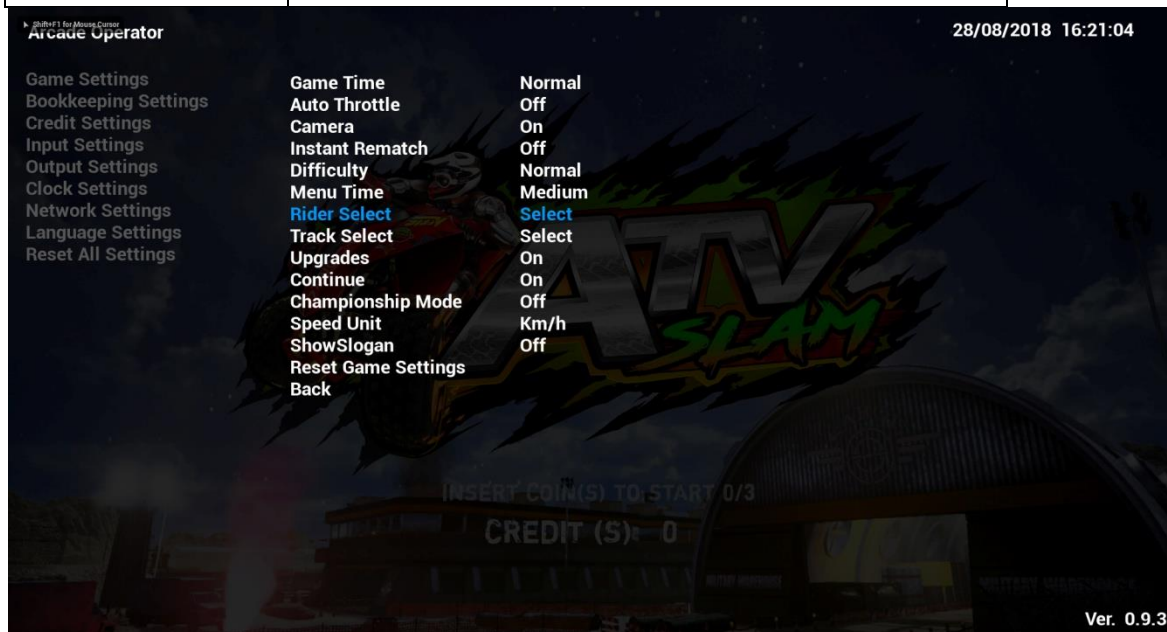
Menu Time
Short
Medium
Long



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

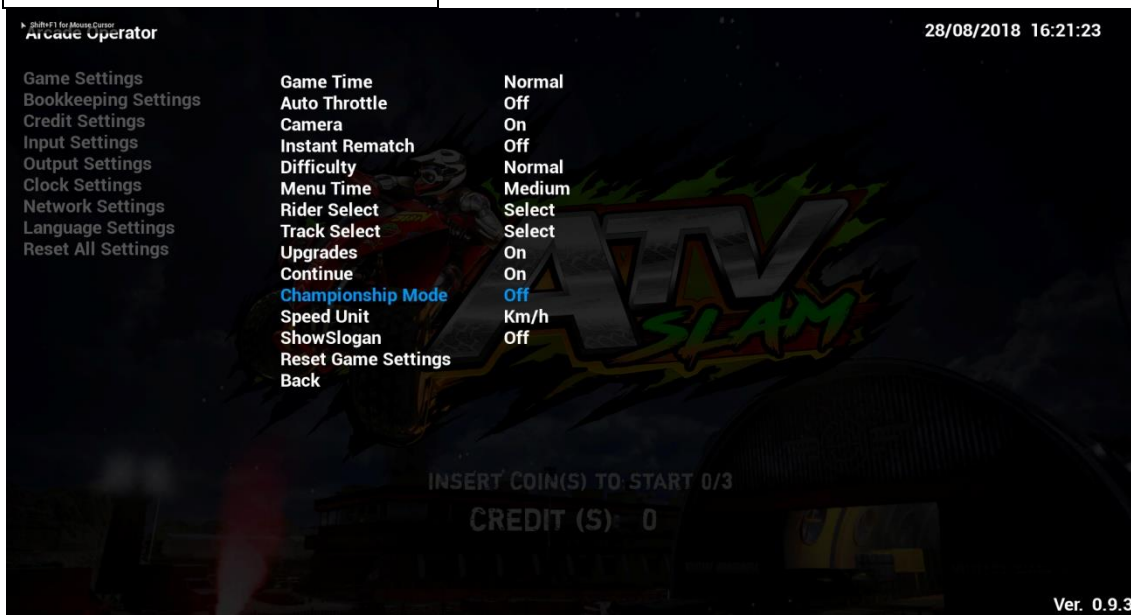


4.4.1-11 Championship Mode

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.

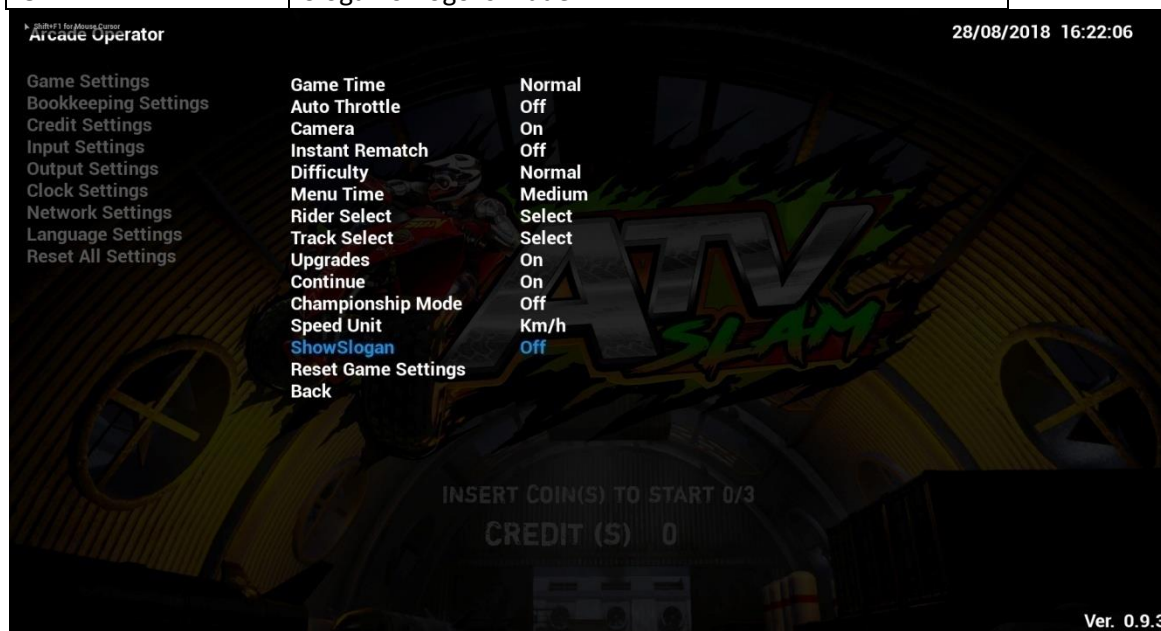
Speed Unit	Description
Km/h	Kilometers per hour
MHP	Miles per hour



4.4.1-13 Show Slogan

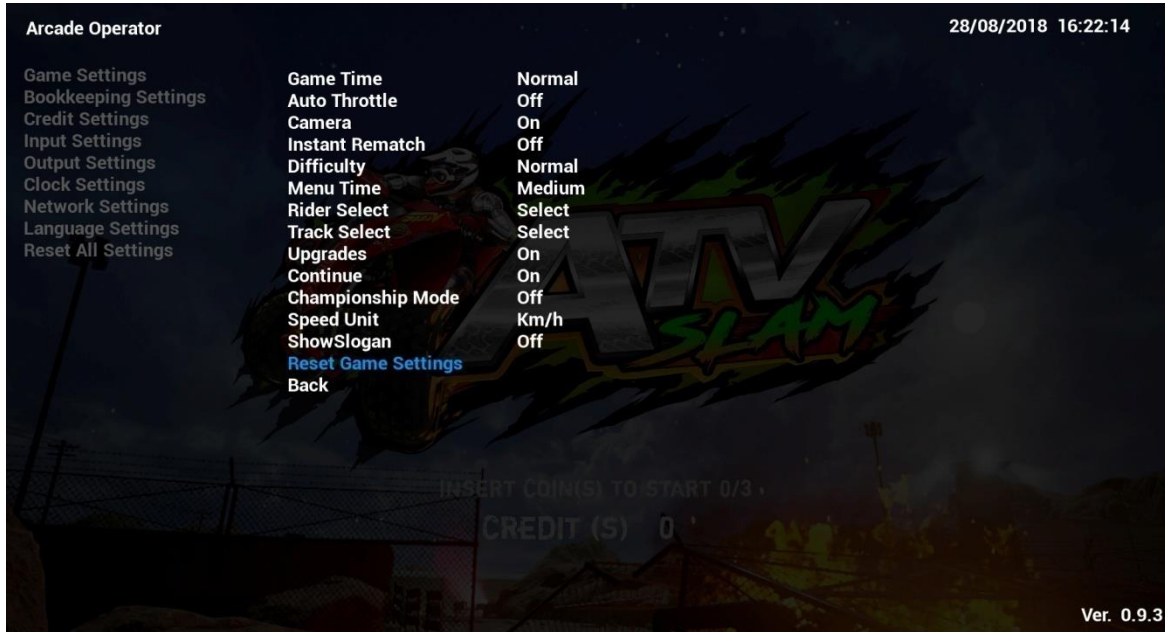
Under **Show Slogan**, whether to show the slogan of the Game Logo "**RIDE HARD & GET DIRTY**" can be adjusted.

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



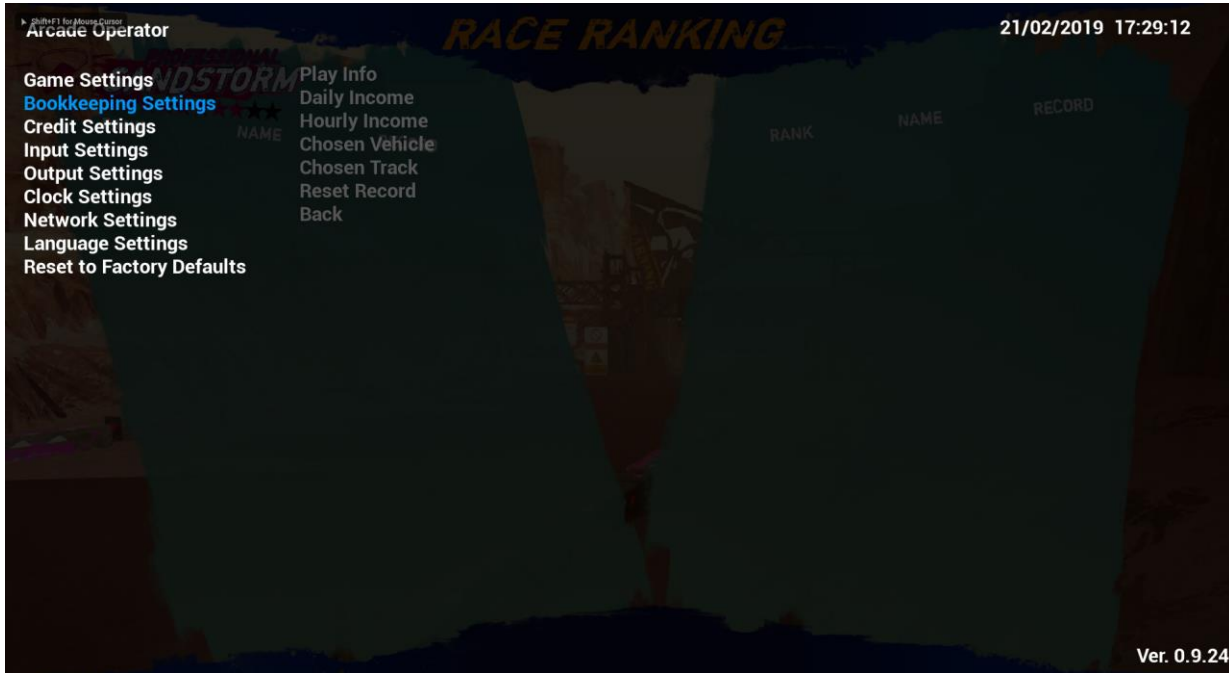
4.4.1-14 Reset Game Settings

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.



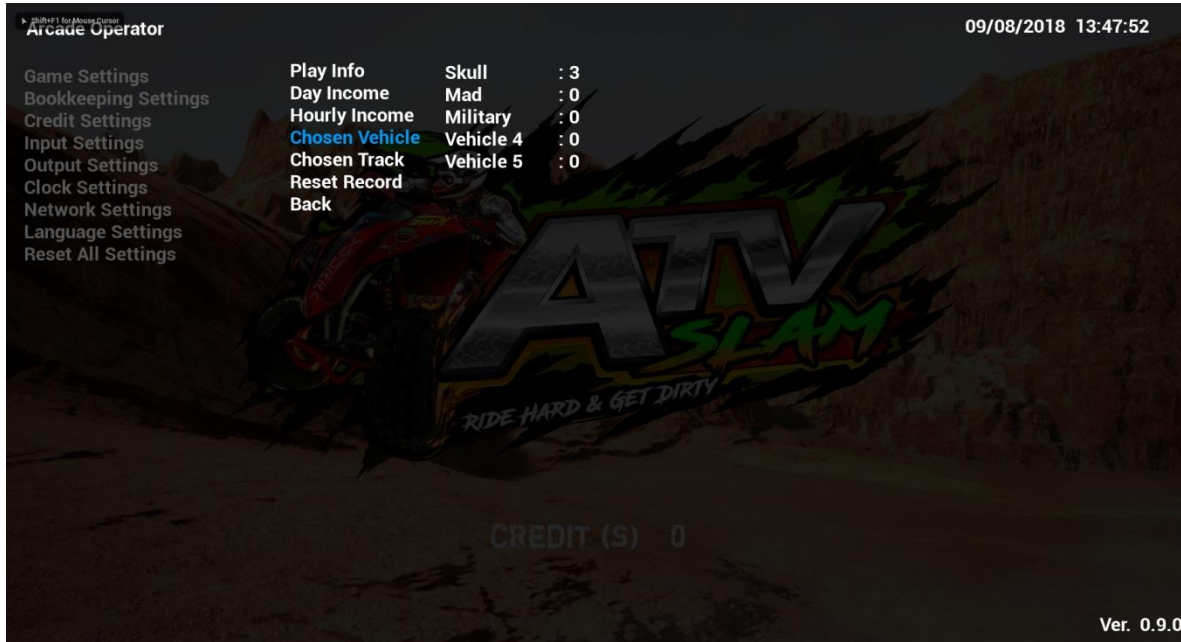
4.4.2-3 Hourly Income

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



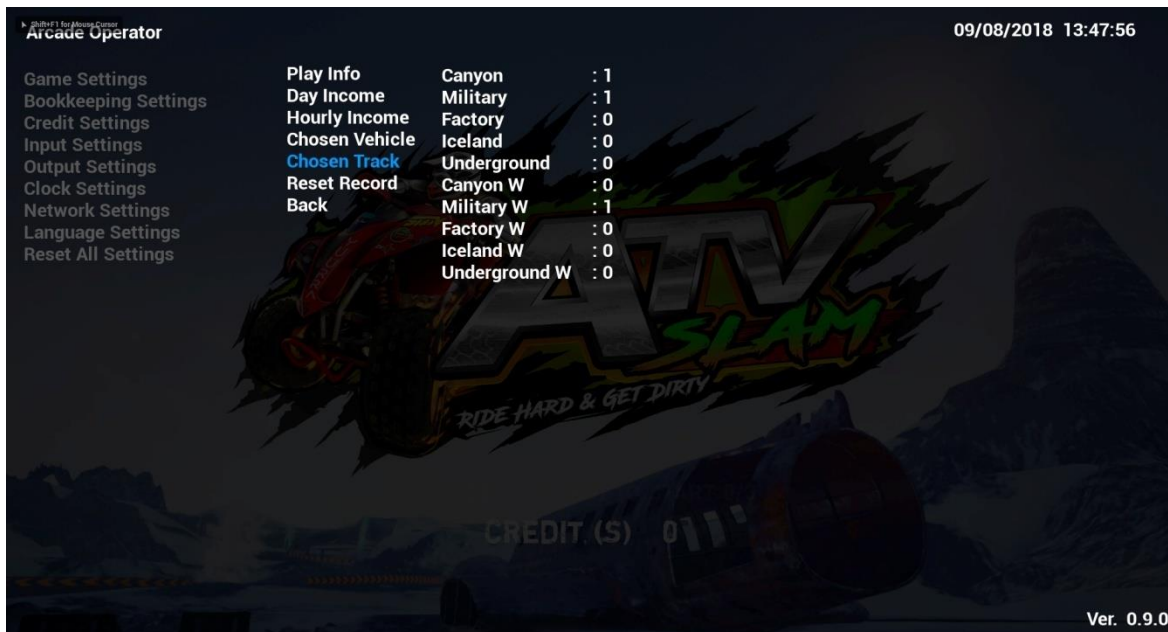
4.4.2-4 Chosen Vehicle

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



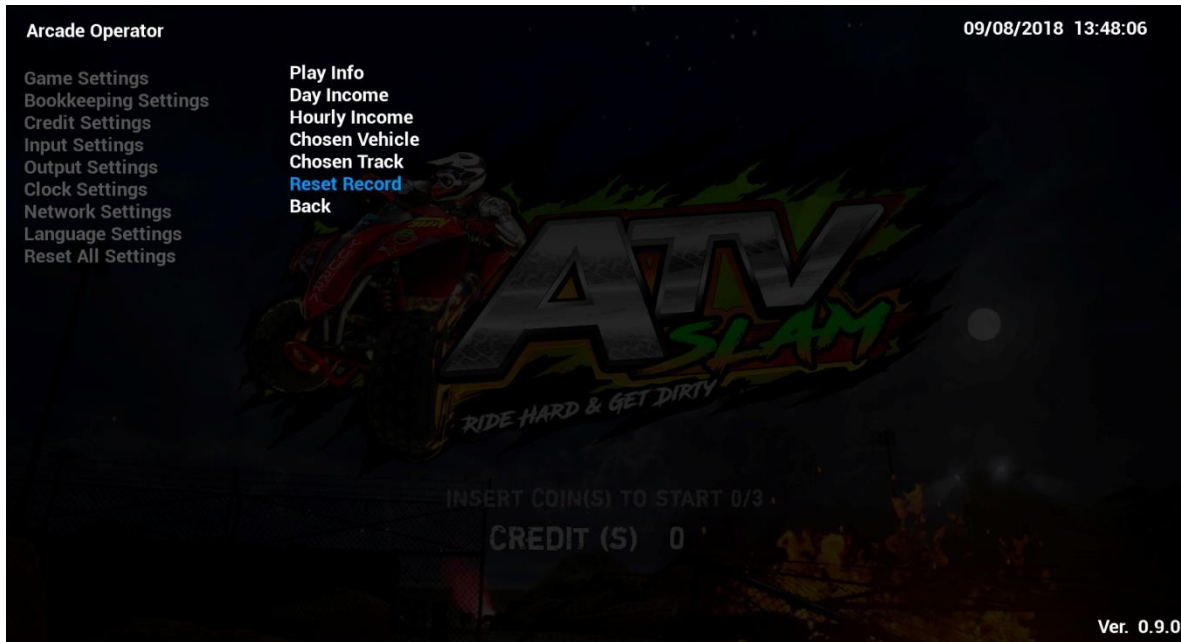
4.4.2-5 Chosen Track

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



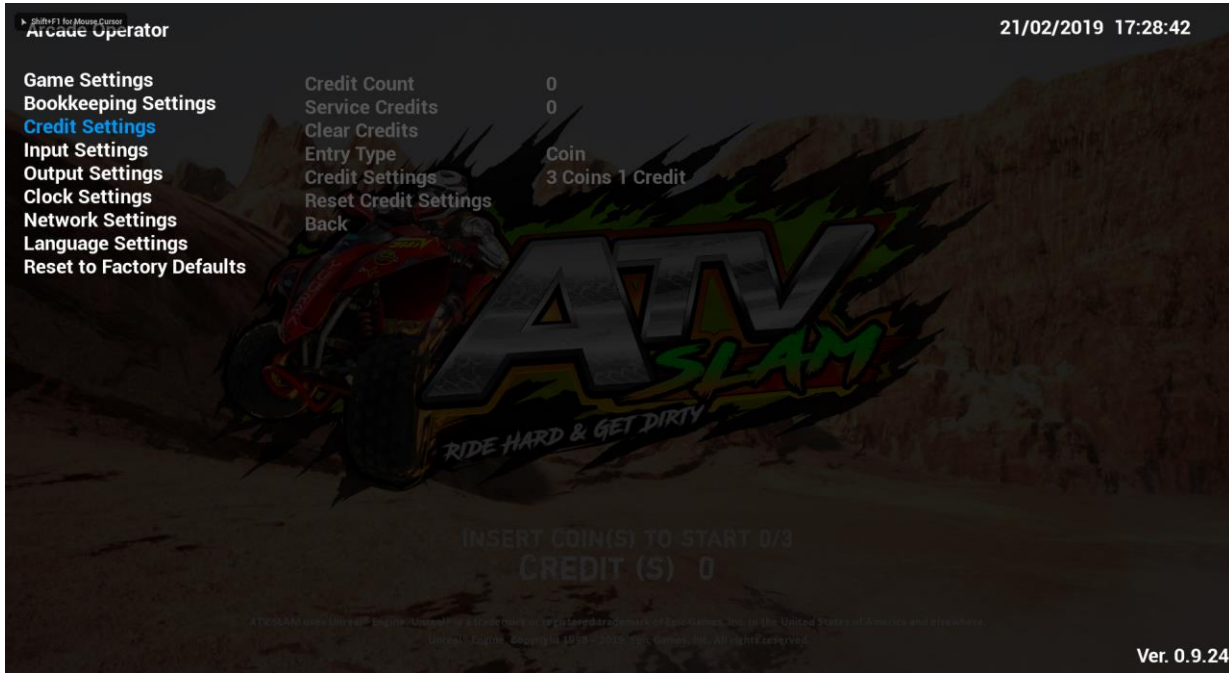
4.4.2-6 Reset Record

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



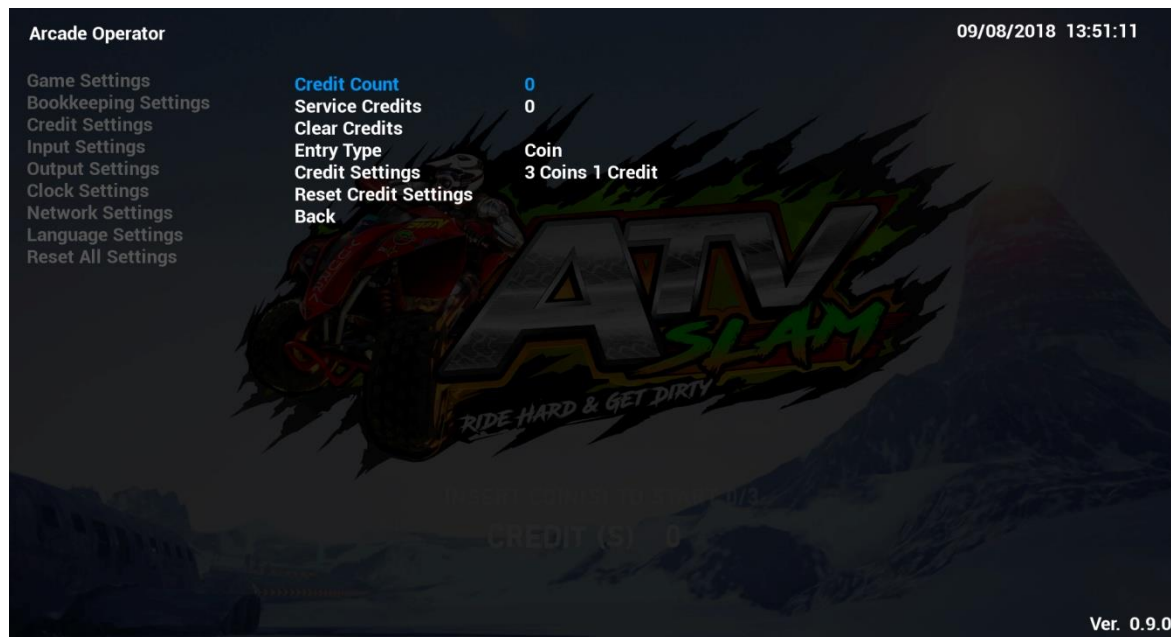
4.4.3 Credit Settings

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.



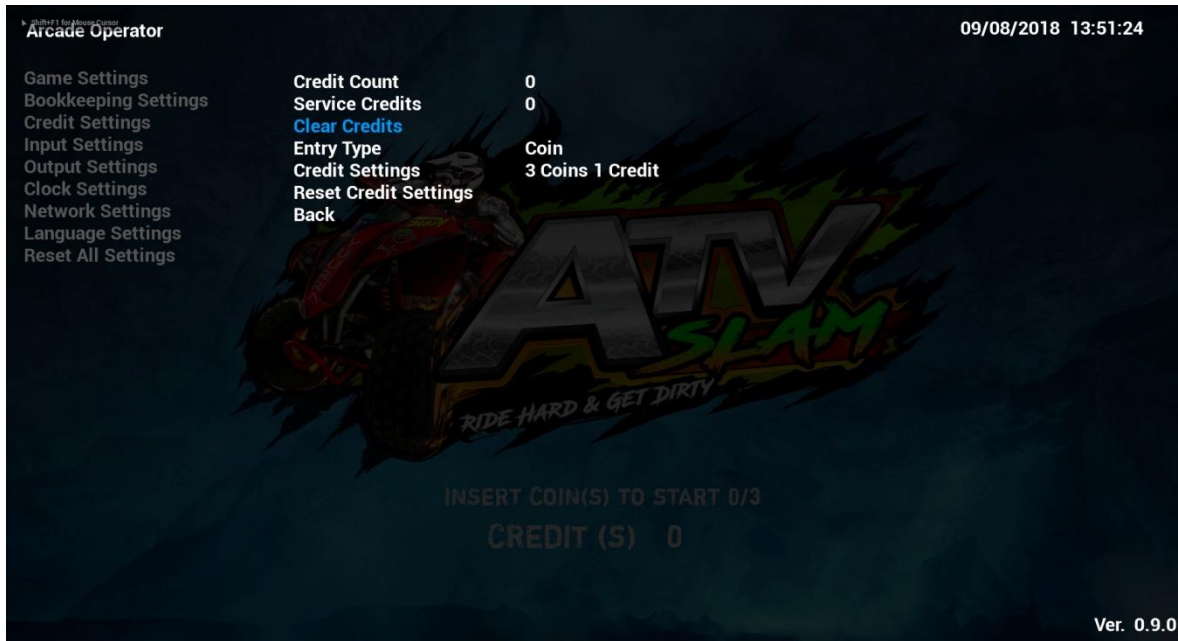
4.4.3-2 Service Credits

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.

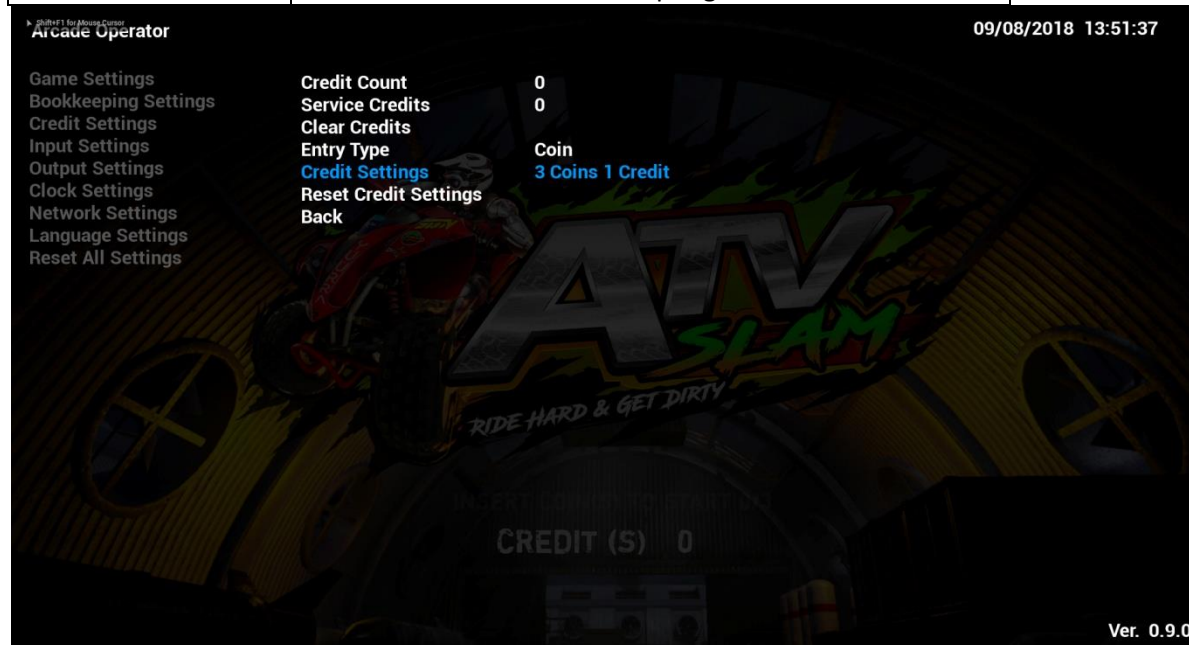
Entry Type	Description
Coin	Token of game centre
Card Swipe	IC card of game centre



4.4.3-5 Credit Settings

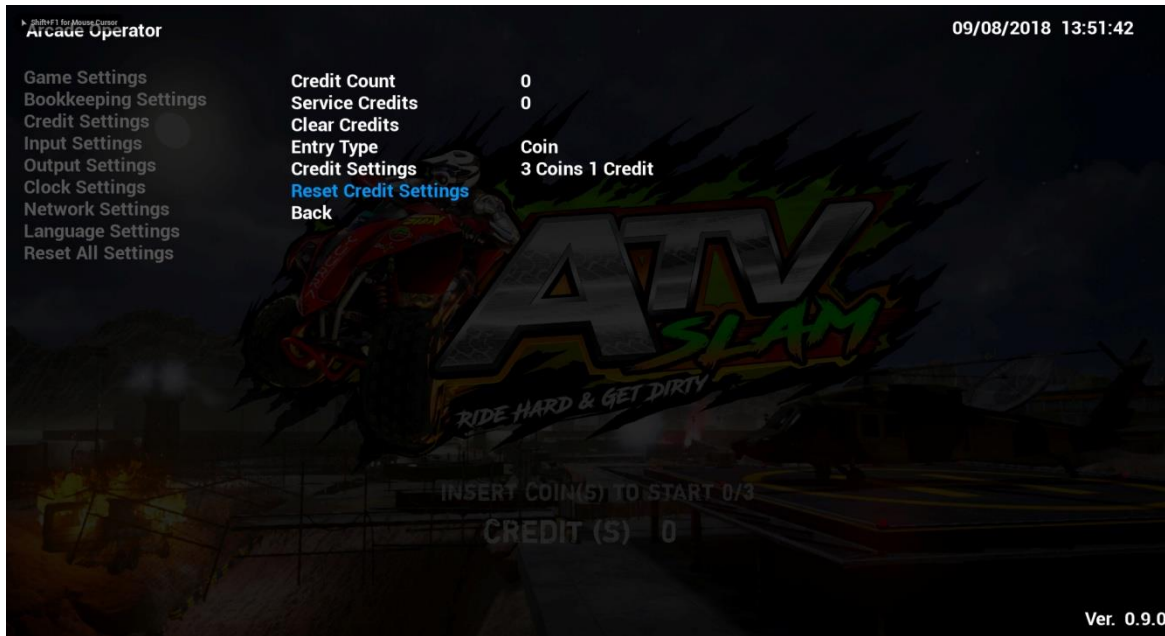
Under **Entry Type**, types of credit entry can be adjusted.

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



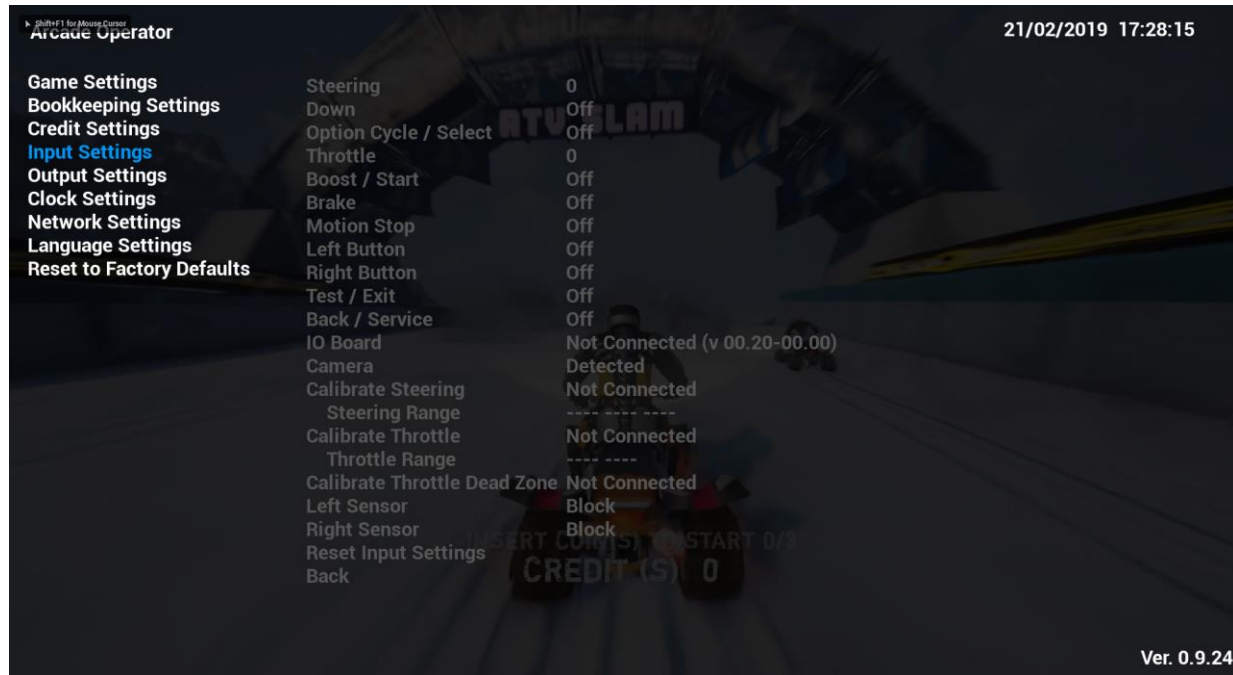
4.4.3-6 Reset Credit Settings

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



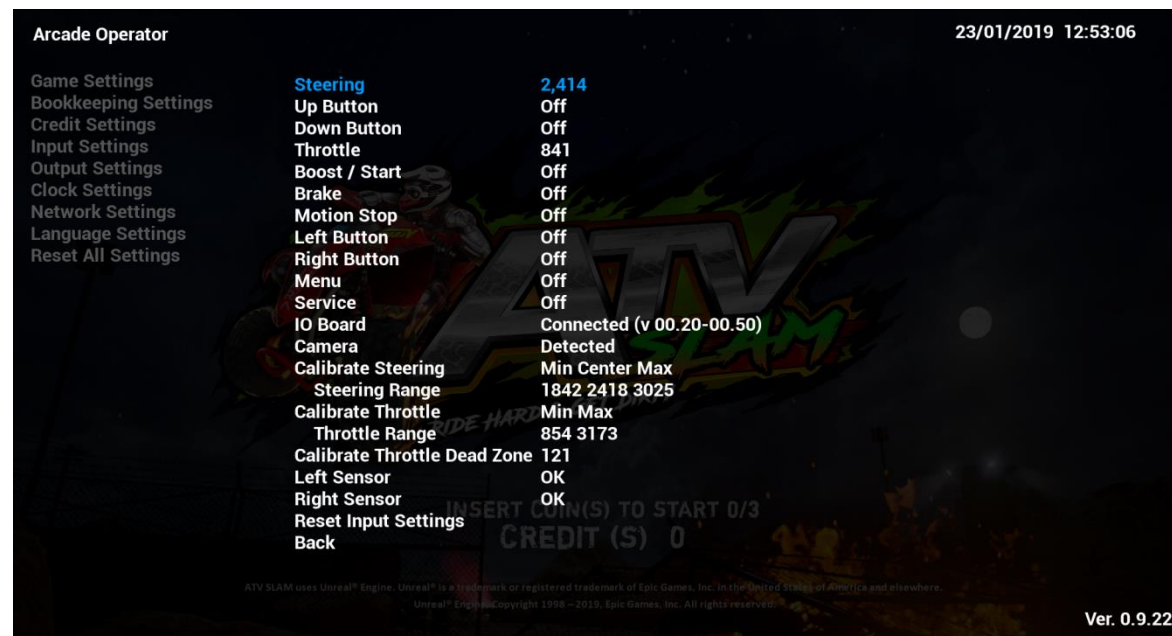
4.4.4 Input Settings

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



4.4.4-1 Steering

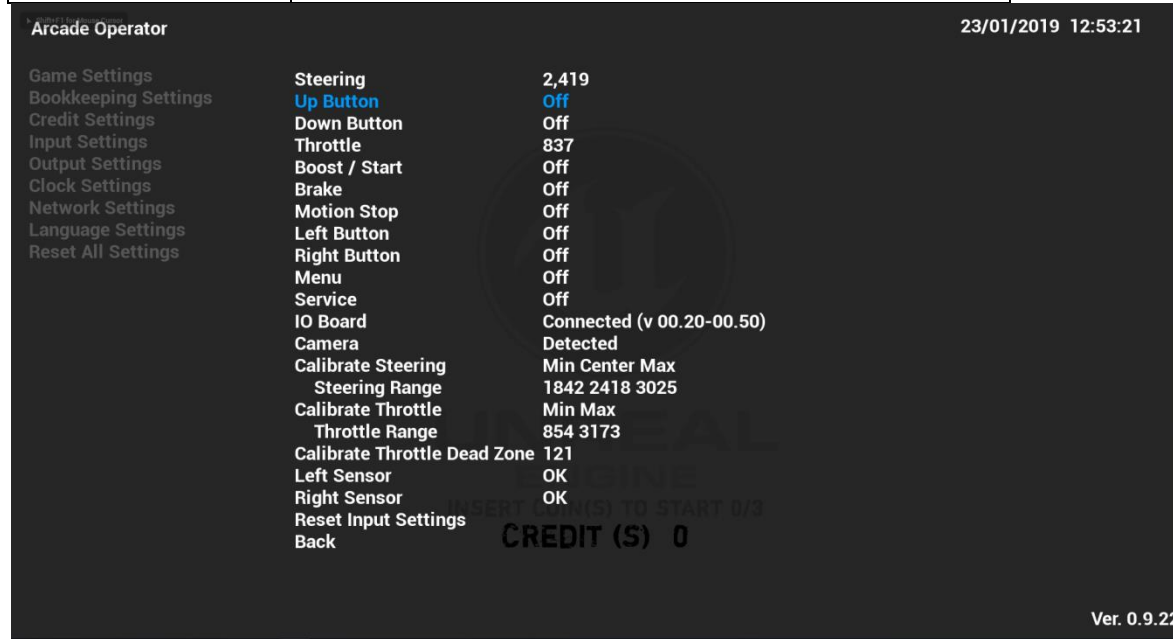
Under **Steering**, handle steering range will be detected automatically and shown here.



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

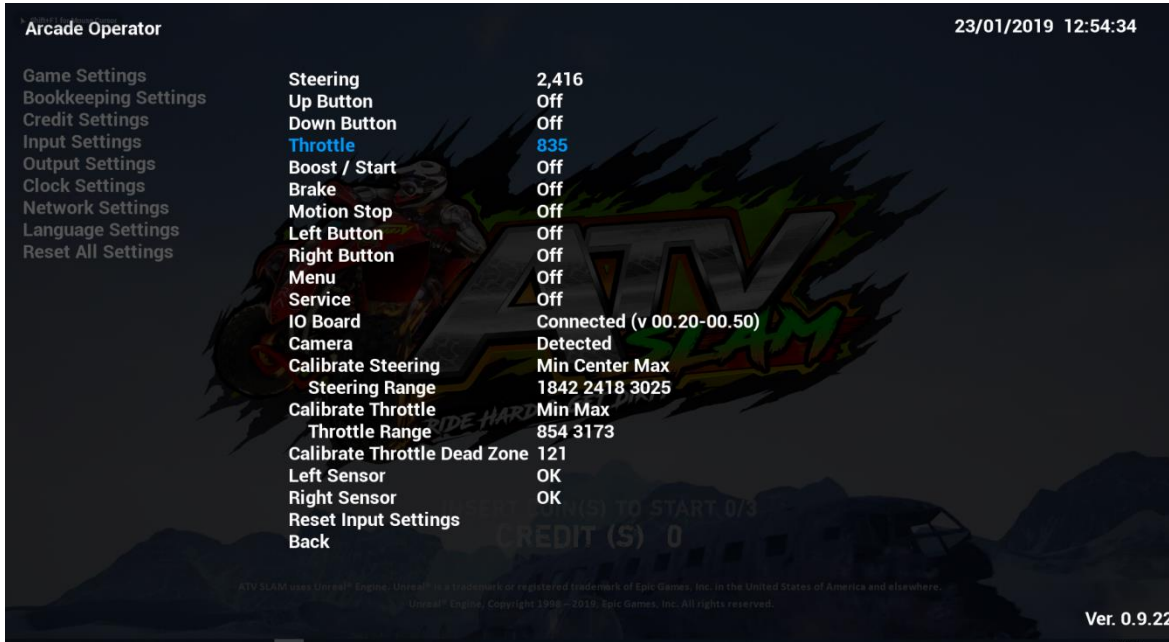
Under **Down Button**, Down Button status will be detected automatically and shown here.

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



4.4.4-4 Throttle

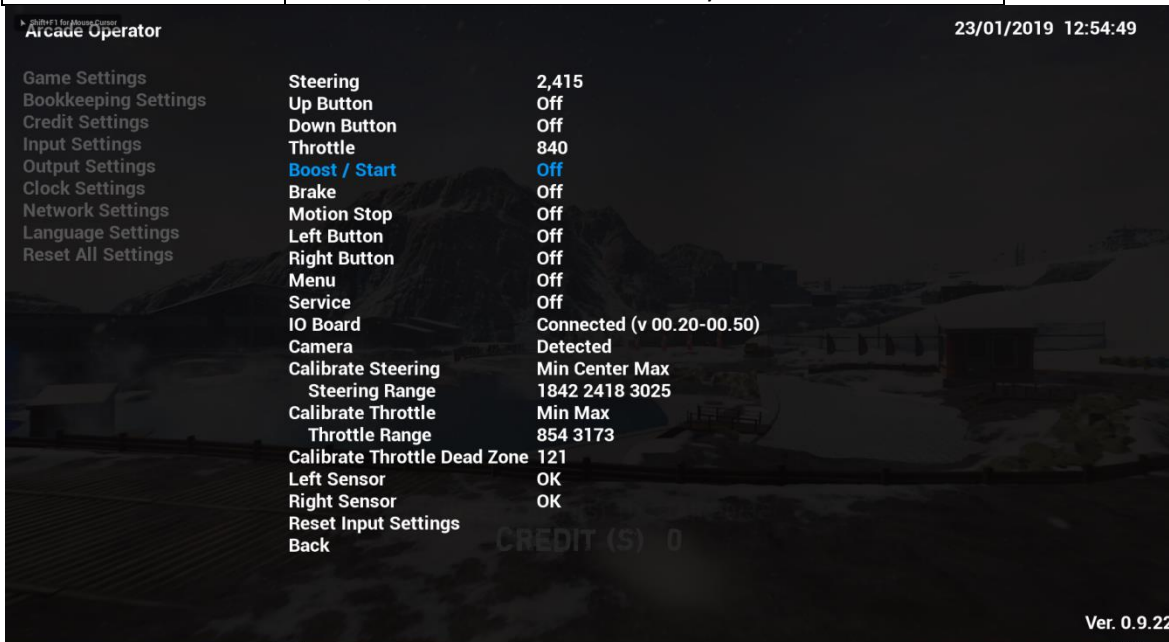
Under **Throttle**, throttle value will be 0-3200. Value is detected automatically and shown here.



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.

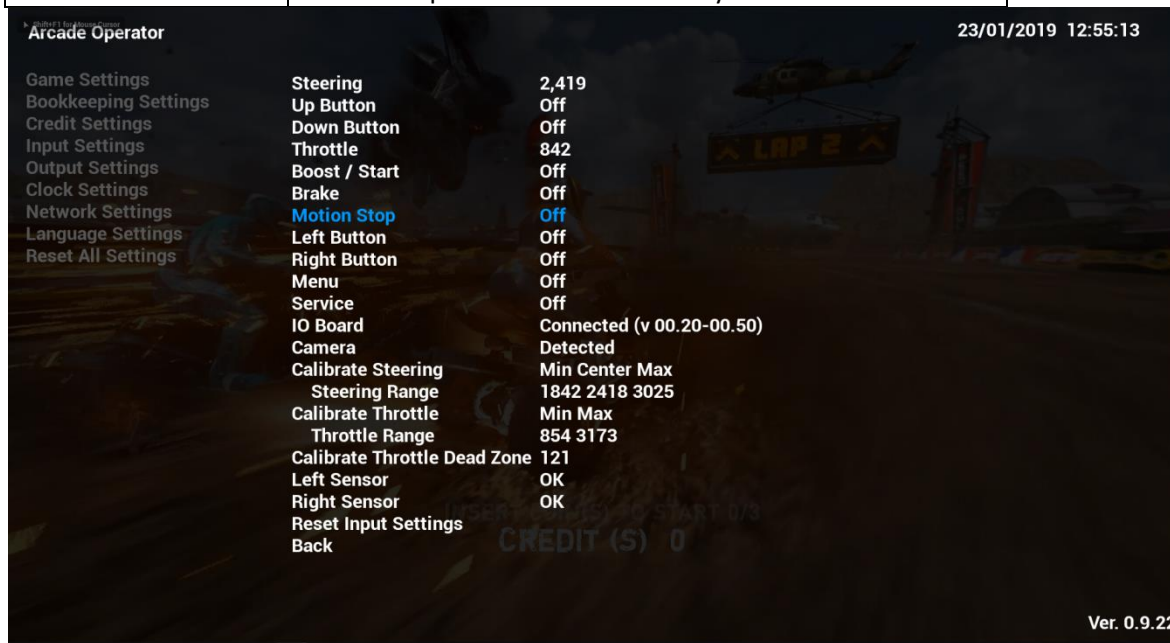
Brake	Description
On	Brake Button is ON currently
Off	Brake Button is OFF currently



4.4.4-7 MotionStop

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

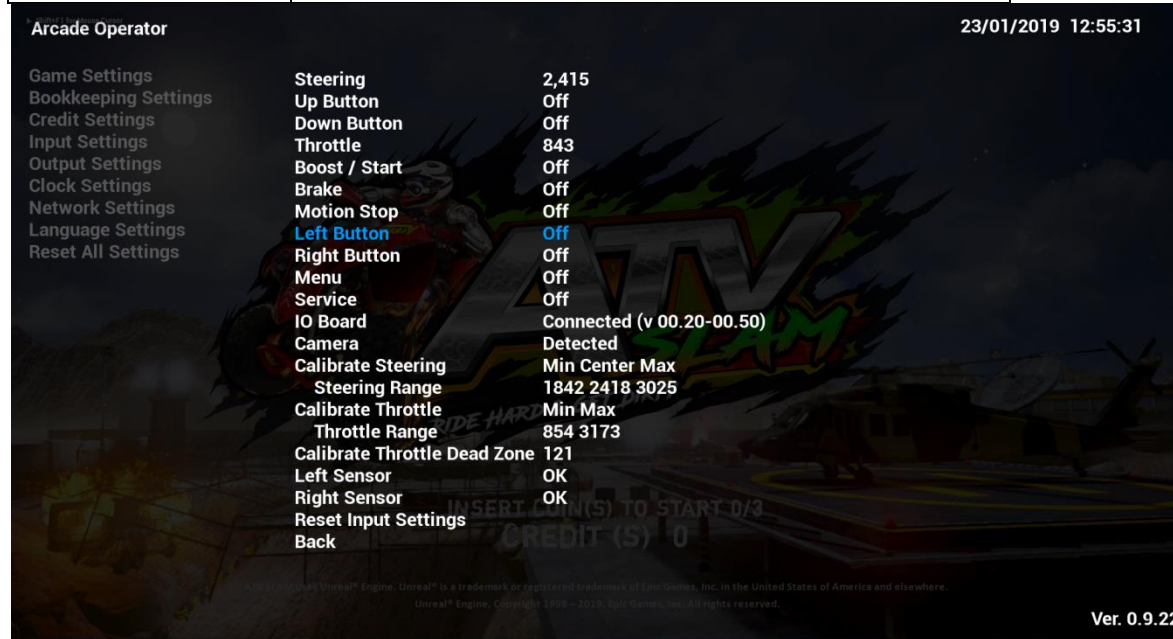
MotionStop	Description
On	MotionStop Button is ON currently
Off	MotionStop Button is OFF currently



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

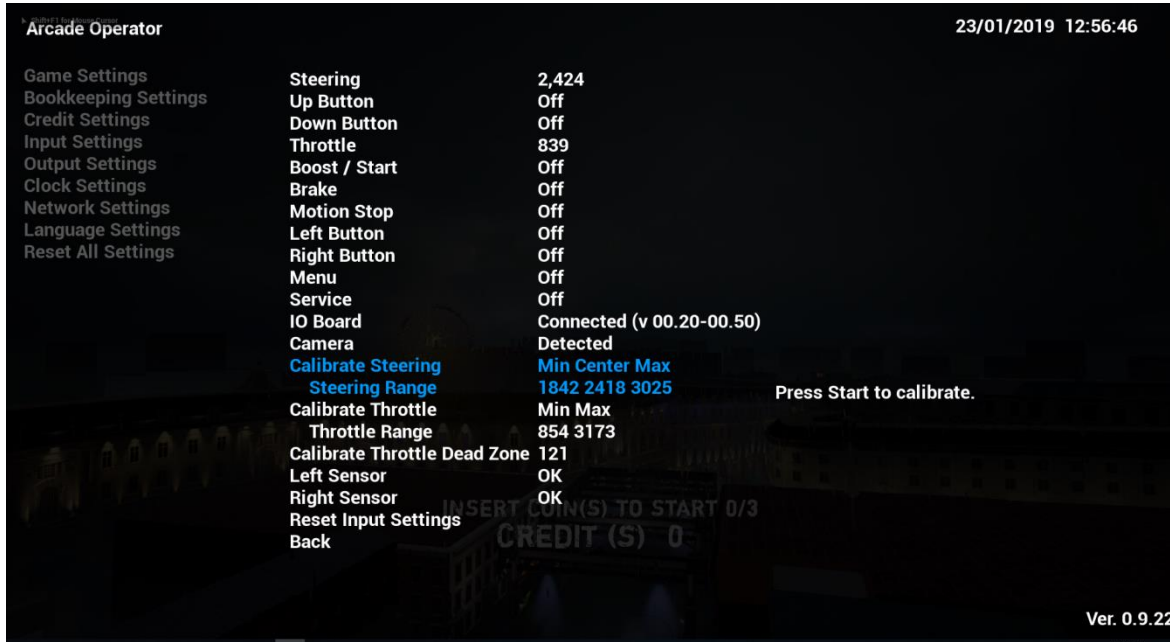
Under **Camera**, Camera status will be detected automatically and shown here.

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

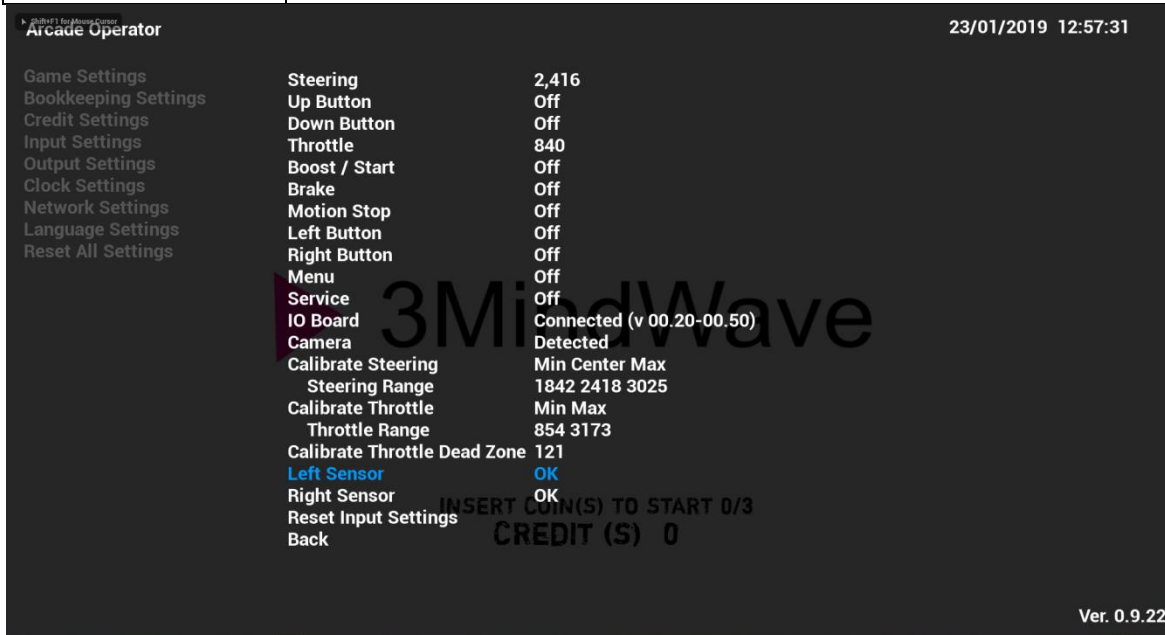
Under **Calibrate Throttle Deadzone**, deadzone of throttle can be calibrated only when Calibrate Pedal is completed. Pedal Deadzone value will be 0-3200. Press Start to calibrate the value.



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.



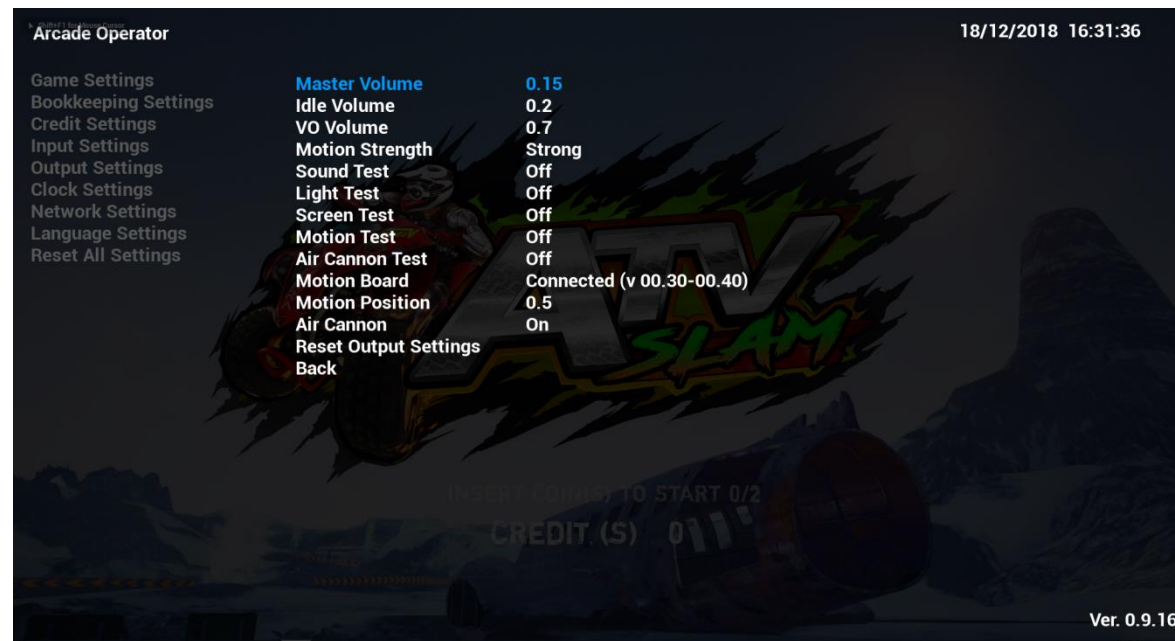
4.4.5 Output Settings

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



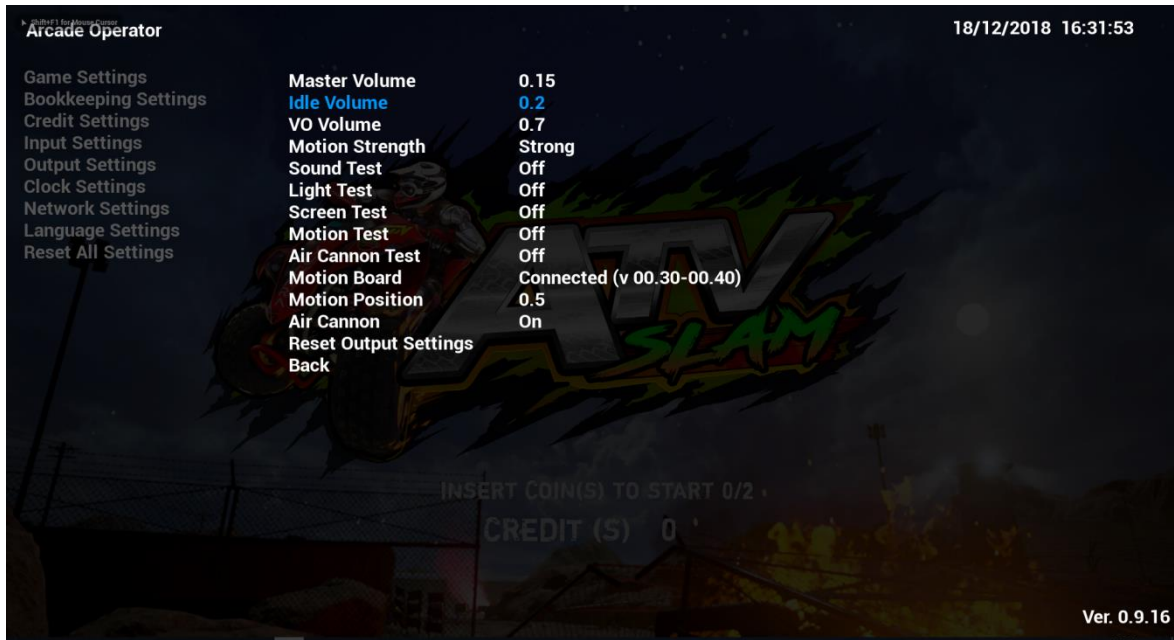
4.4.5-1 Master Volume

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



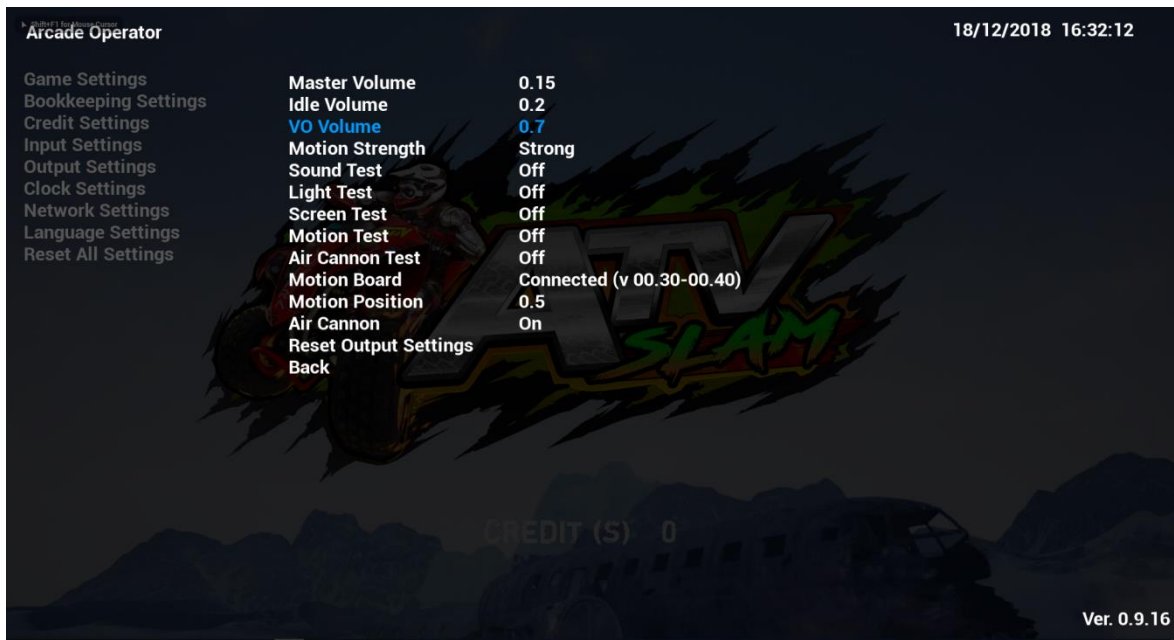
4.4.5-2 Idle Volume

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



4.4.5-3 VO Volume

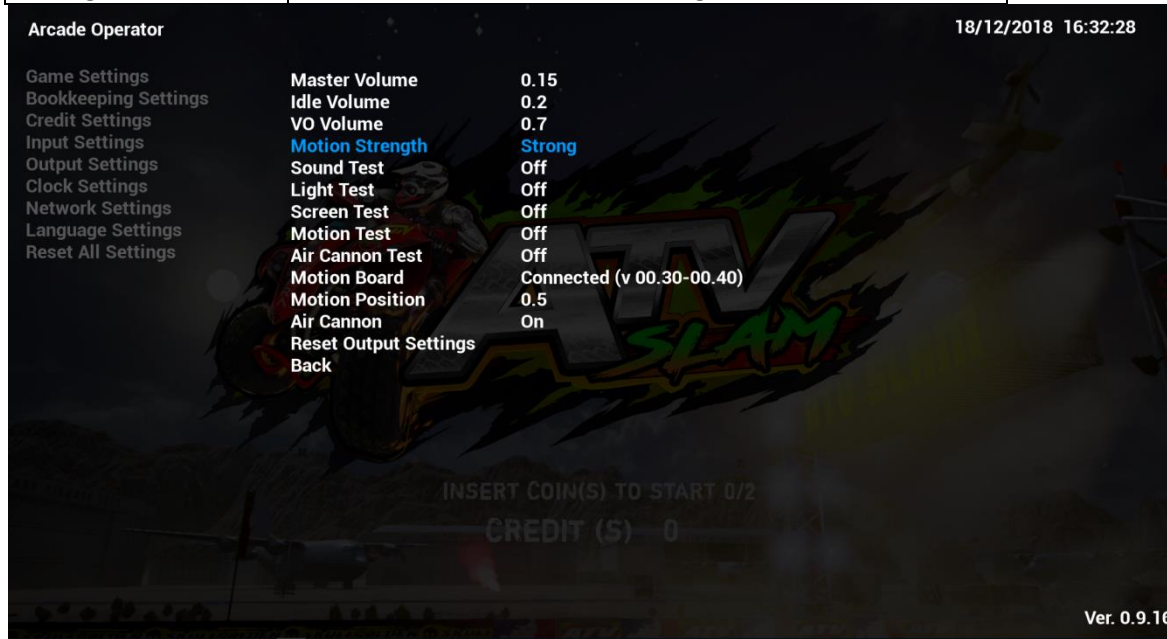
Under **VO Volume**, the inputs of the volume can be adjusted between **0.1-2**.



4.4.5-4 Motion Strength

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

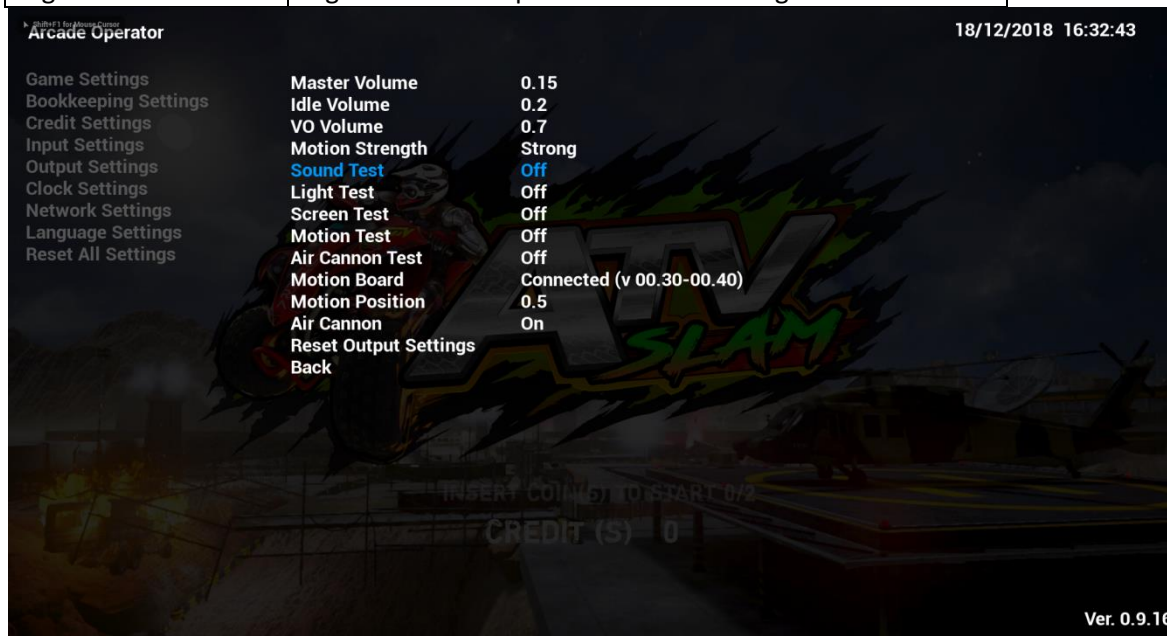
Motion Strength	Description
Off	Motion is turned off
Normal	Level of motion is set to be normal
Strong	Level of motion is set to be strong



4.4.5-5 Sound Test

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

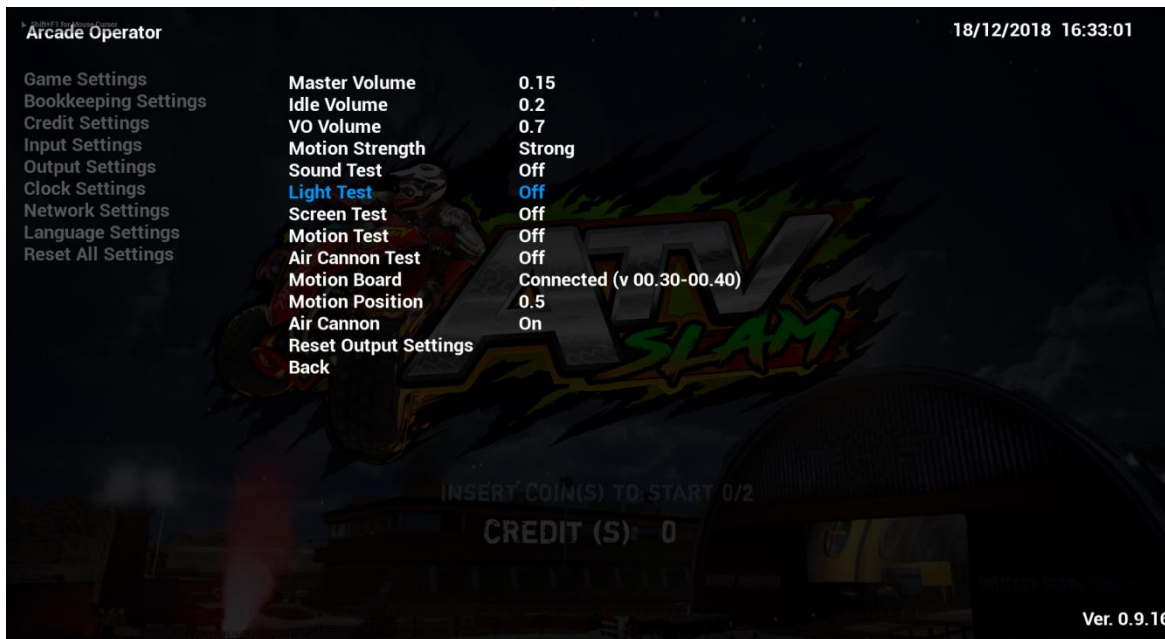
Sound Test	Description
Off	Sound is turned off
Left	Left side of the speaker is on for testing
Right	Right side of the speaker is on for testing



4.4.5-6 Light Test

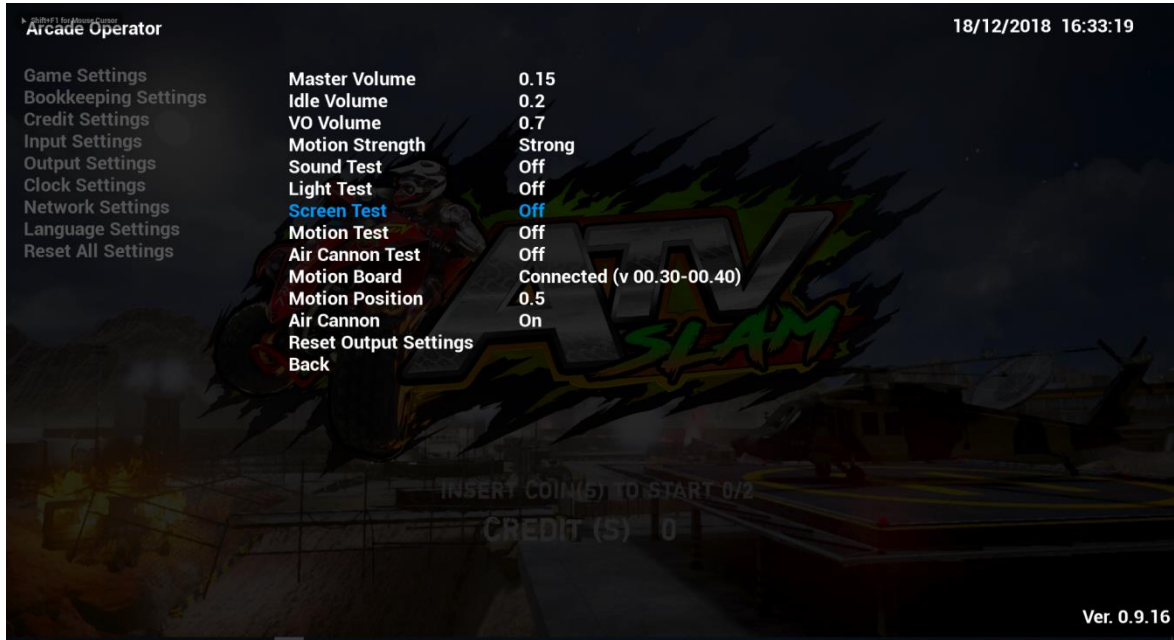
Under **Light Test**, all lights of the cabinet will be tested here.

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

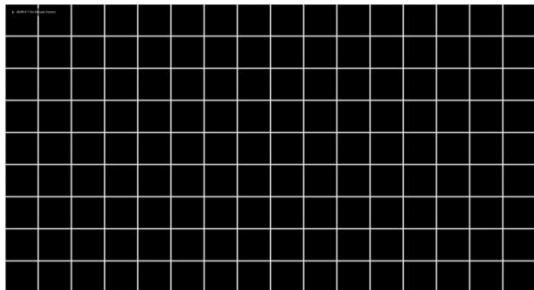
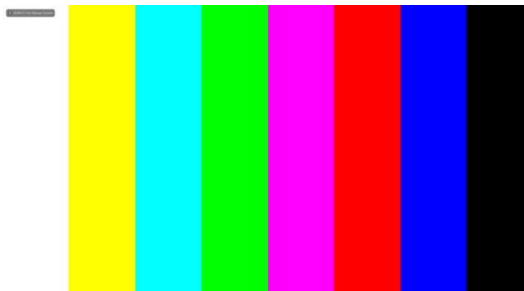
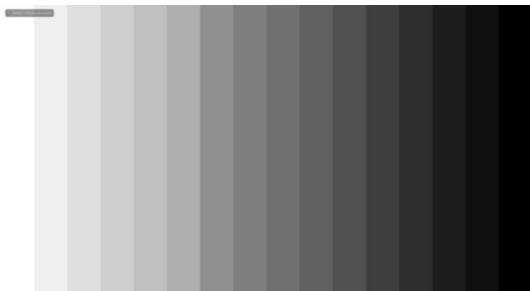


4.4.5-7 Screen Test

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



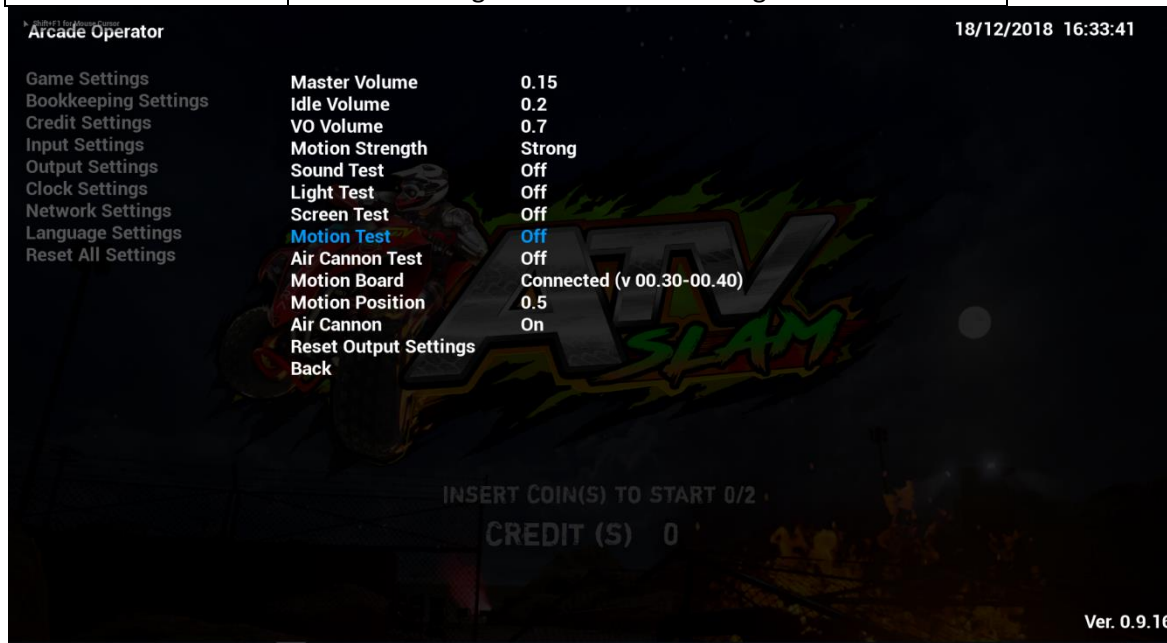
There are three images to test the colors of screen:



4.4.5-8 Motion Test

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

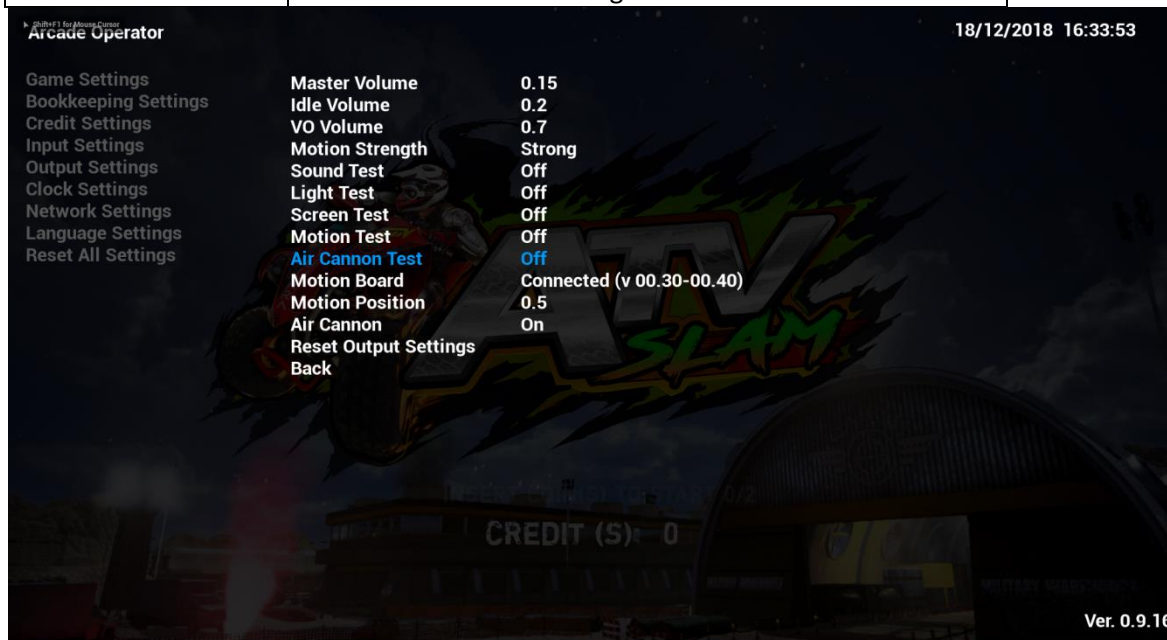
Motion Test	Description
Off	Motion is turned off
Up	Motion moving UP is on for testing
Down	Motion moving DOWN is on for testing



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.

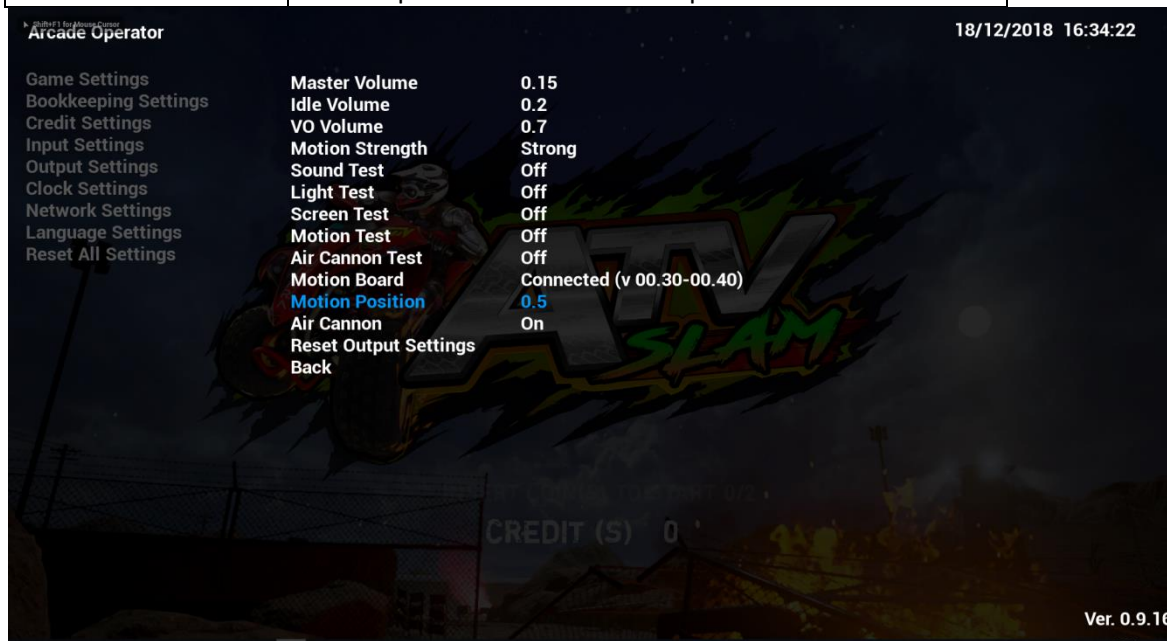
MotionBoard	Description
Connected	Motion board is detected and connected
Not Connected	No motion board is detected and connected



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

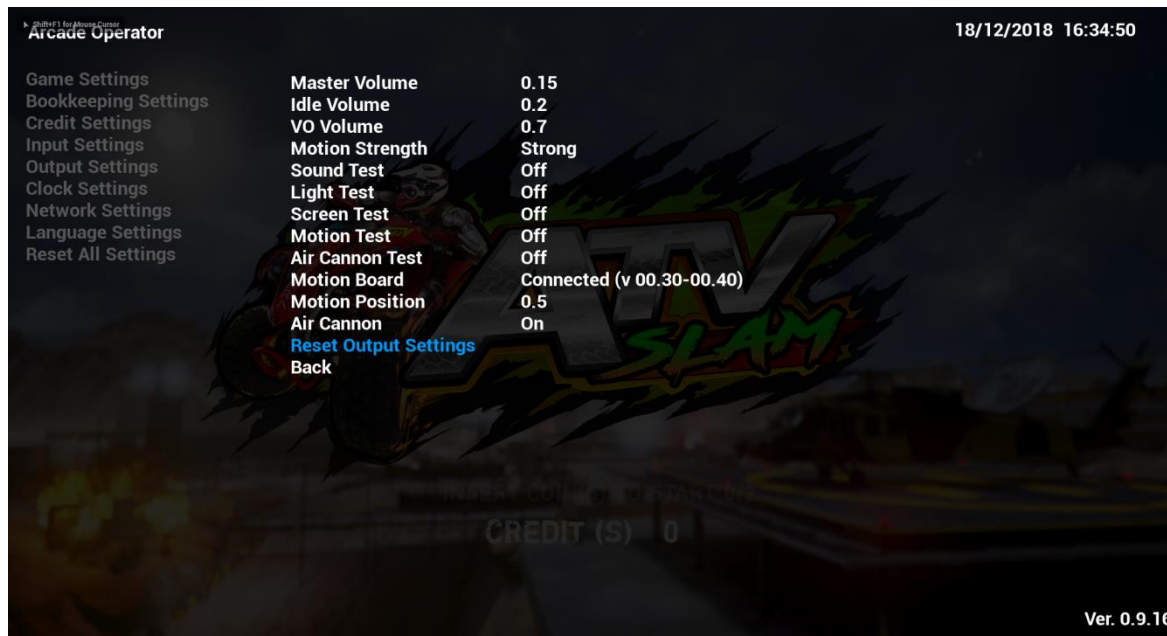
Under **Air Cannon**, air cannon of the cabinet will be tested here.

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



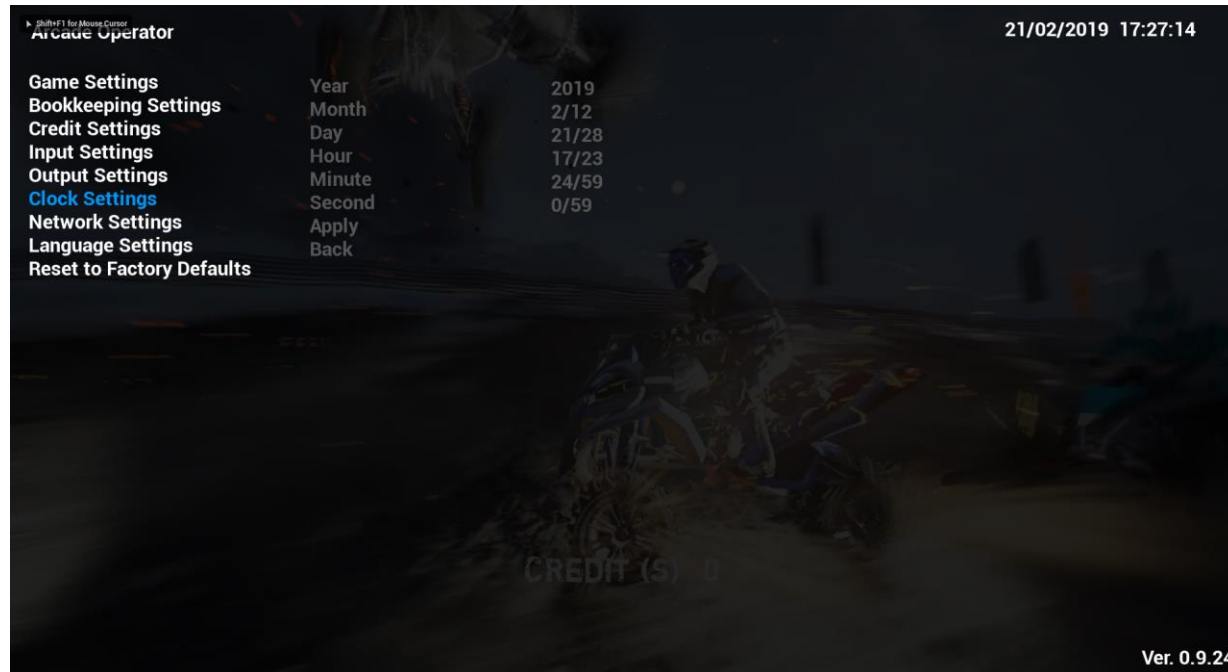
4.4.5-13 Reset Output Settings

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.



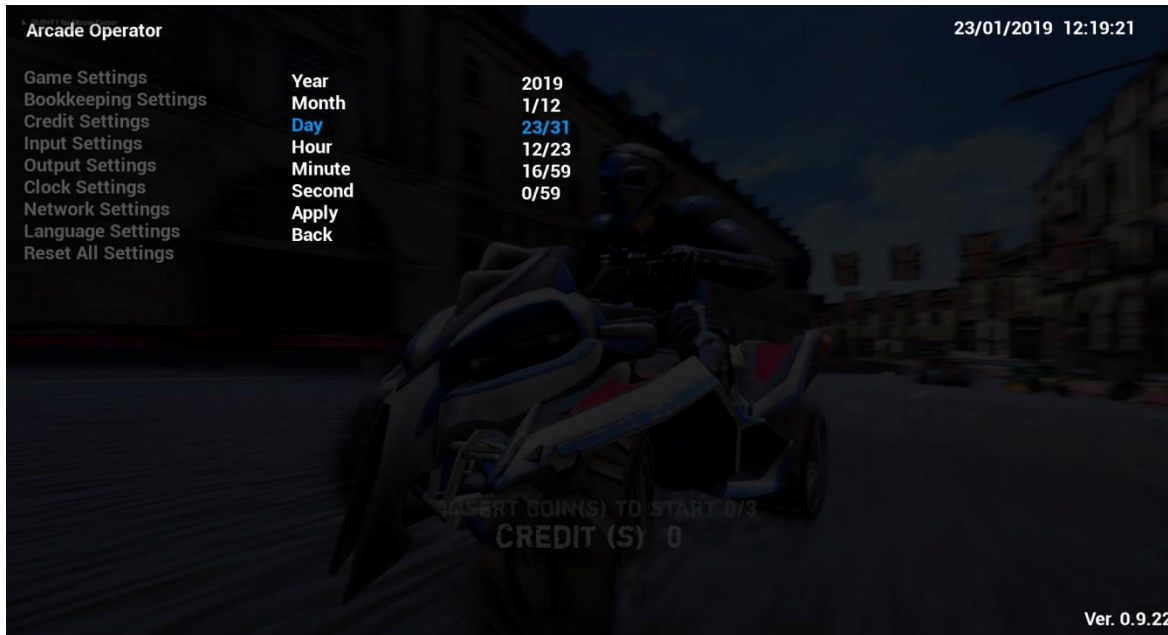
4.4.6-2 Month

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



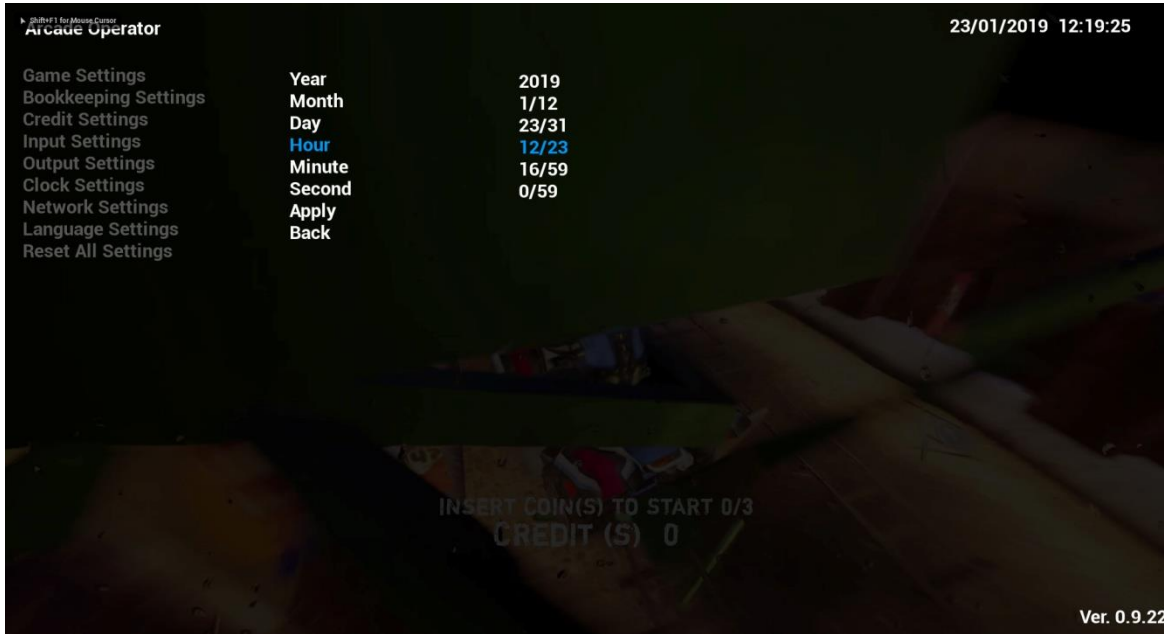
4.4.6-3 Day

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



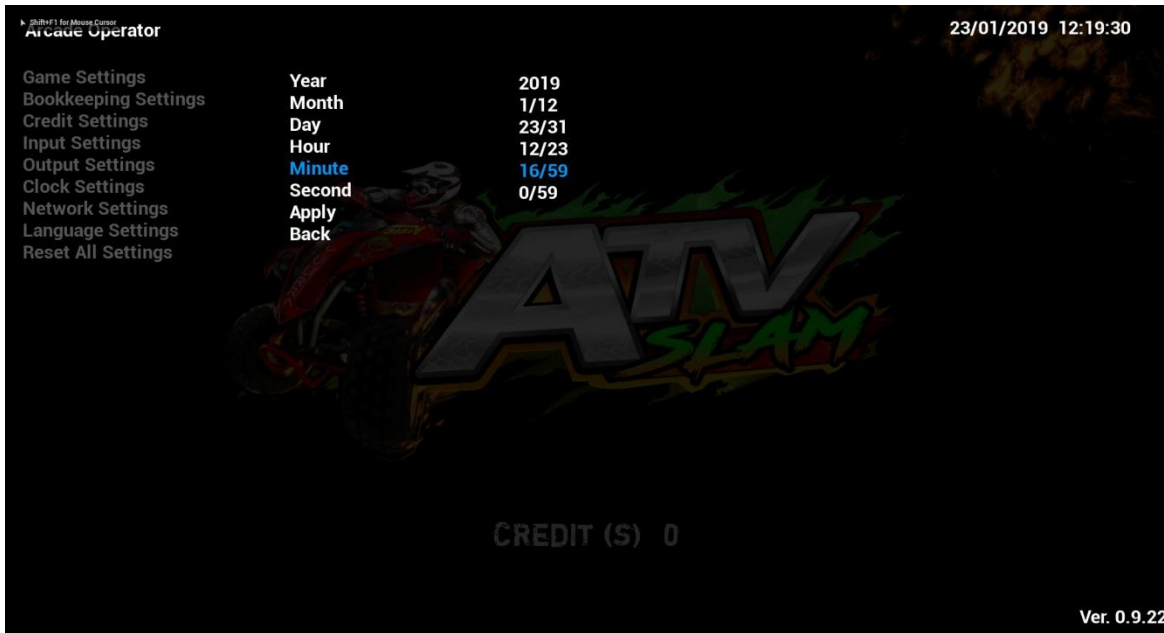
4.4.6-4 Hour

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



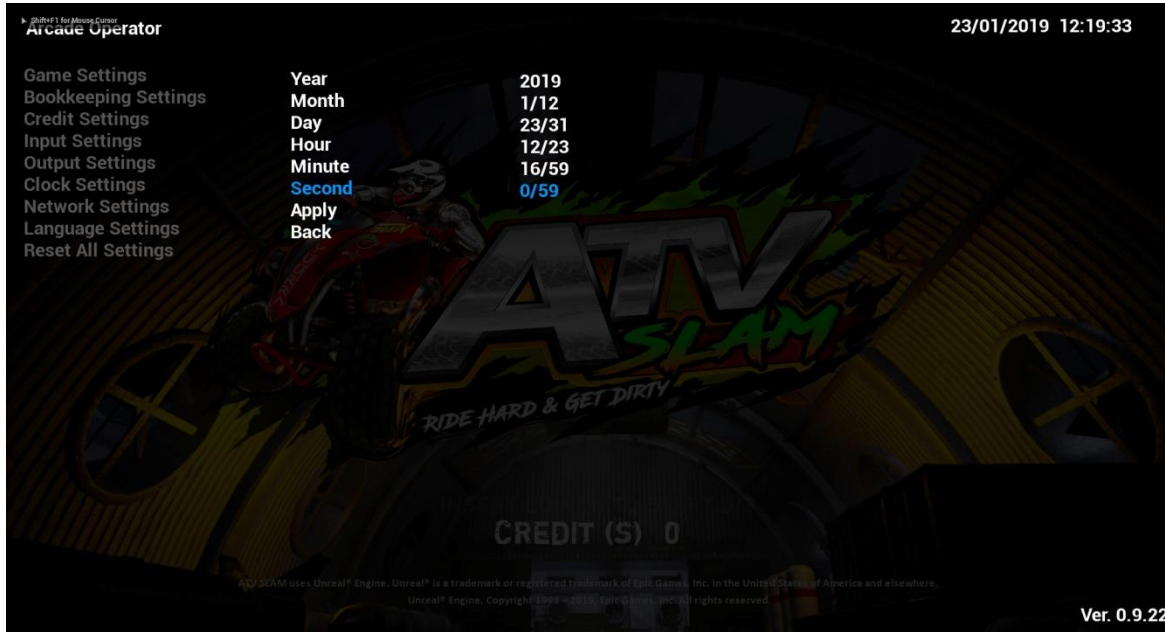
4.4.6-5 Minute

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

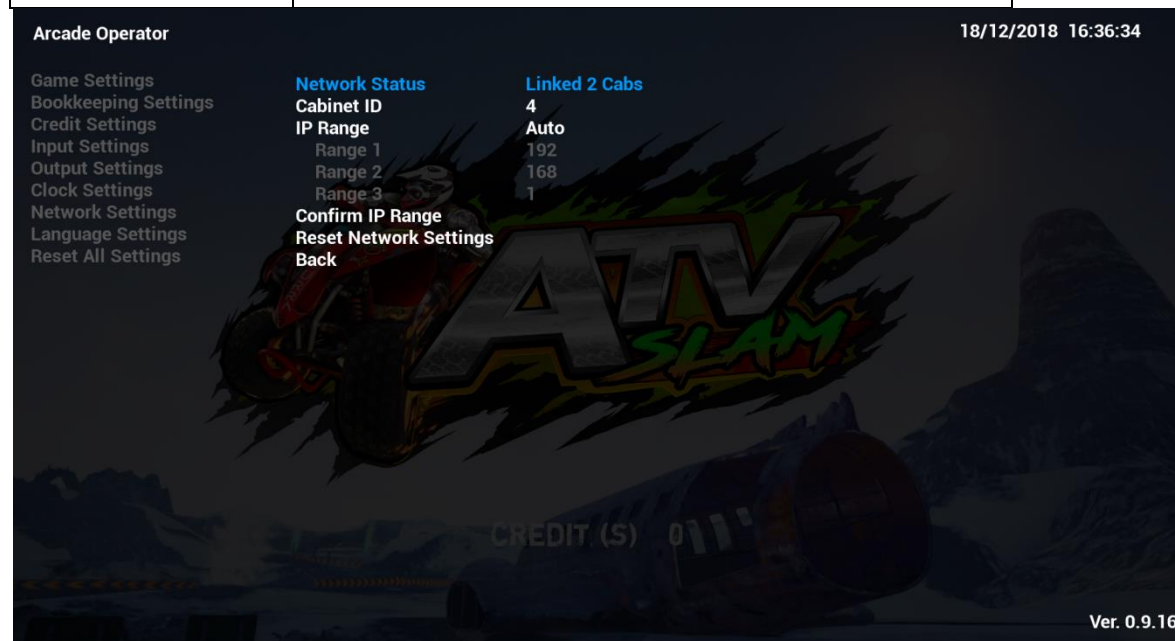
Under **Network Settings**, settings related to network of the cabinet can be adjusted here.



4.4.7-1 Network Status

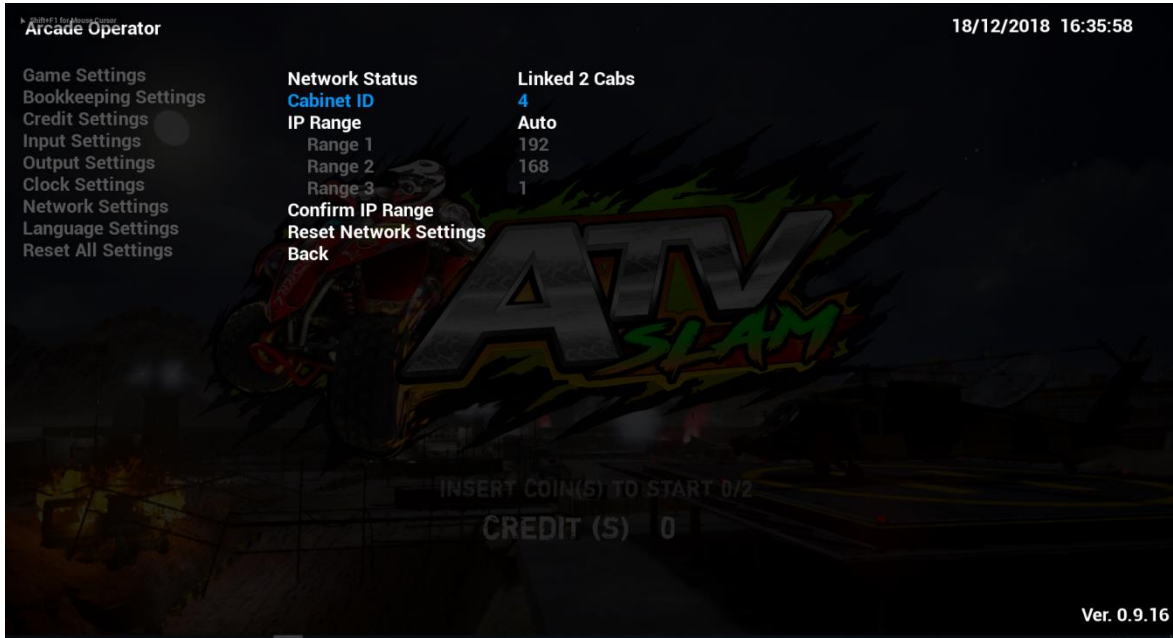
Under **Network Status**, number of linked cabinets (maximum of 3) can be adjusted.

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

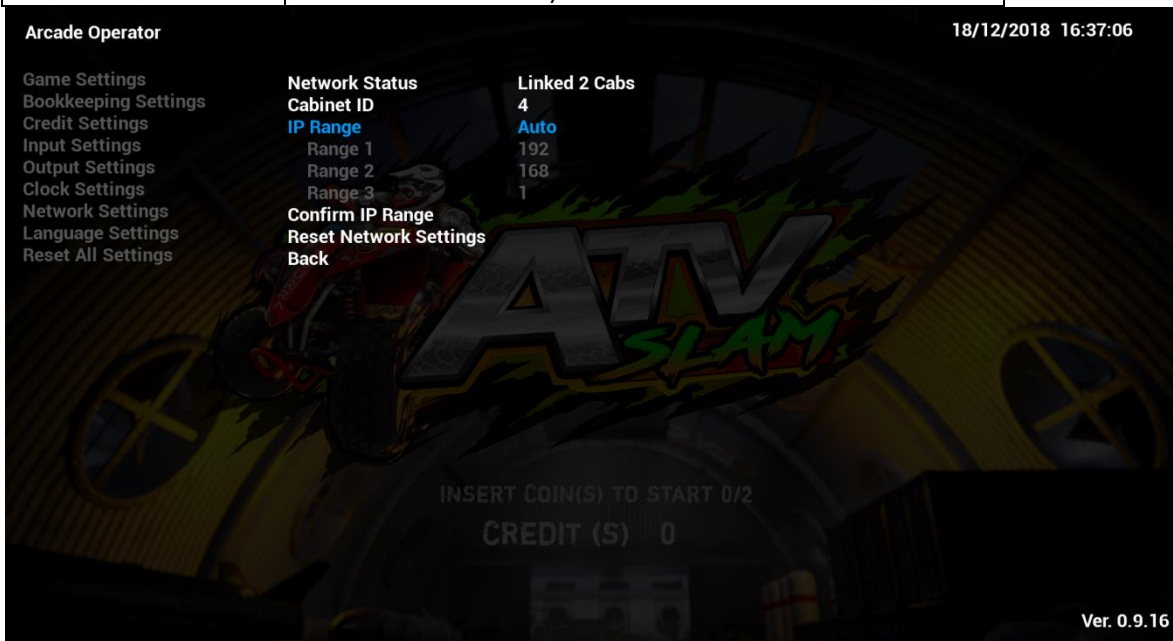
Under **Cabinet ID**, ID of cabinet from 1-4 can be adjusted. Number cannot be repeated between linked cabinets.



4.4.7-3 IP Range

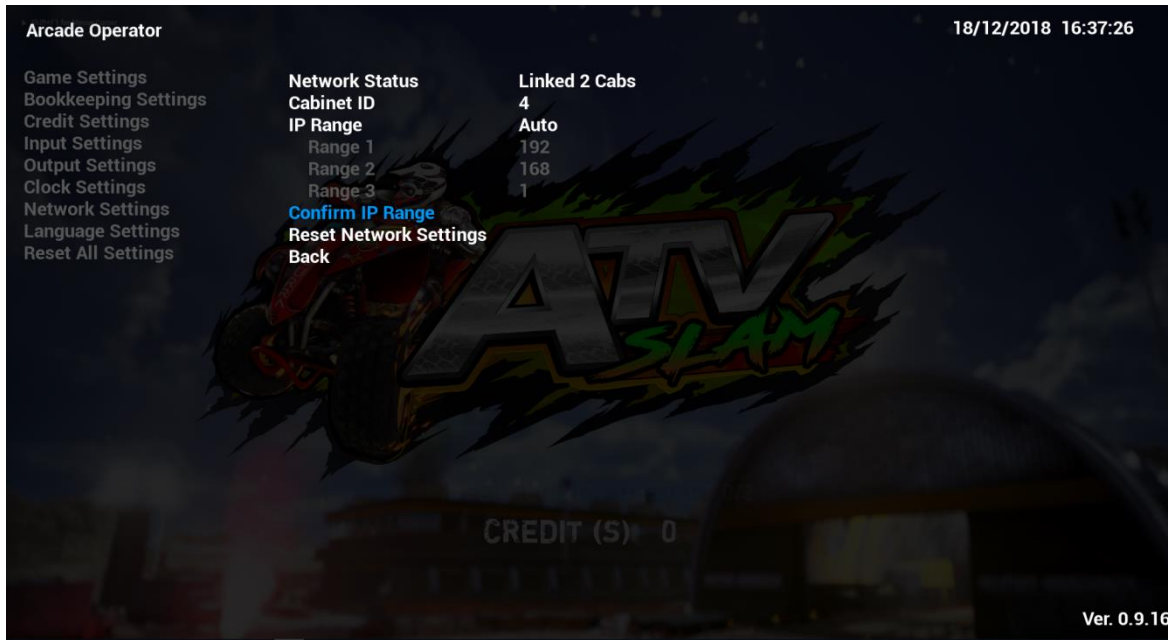
Under **IP Range**, IP of the cabinet can be set and obtained.

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.)



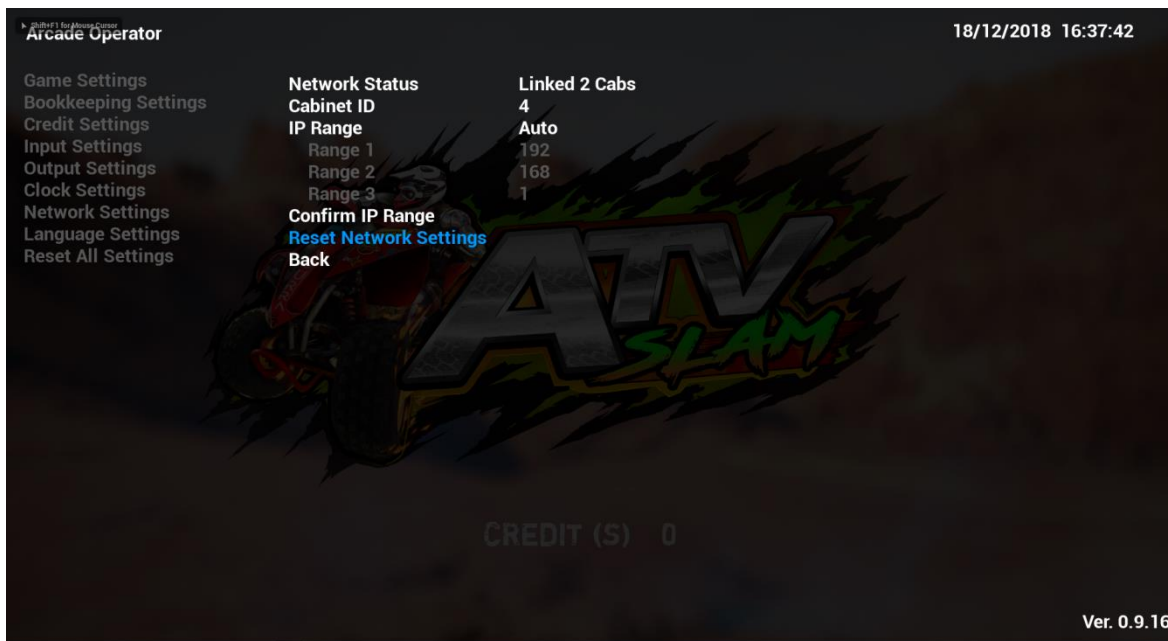
4.4.7-4 Confirm IP Range

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

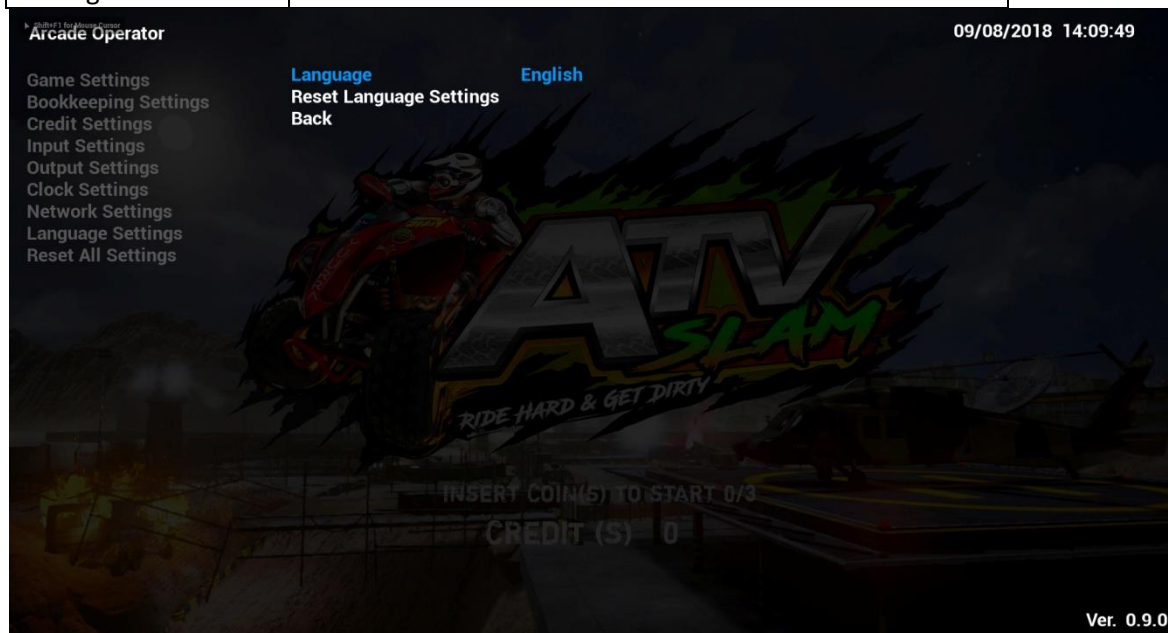
Under **Language Settings**, language of the cabinet can be adjusted here.



4.4.8- 1 Language

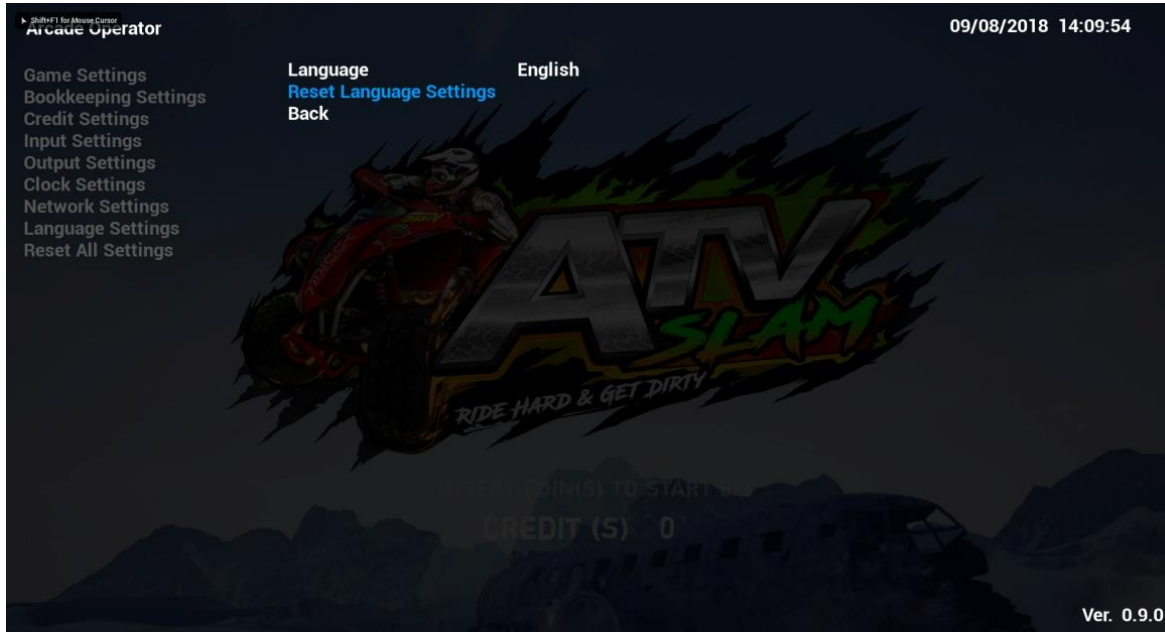
Under **Language**, language of the cabinet can be adjusted.

Language	
English	French
Spanish	Turkish
Portuguese	Italian



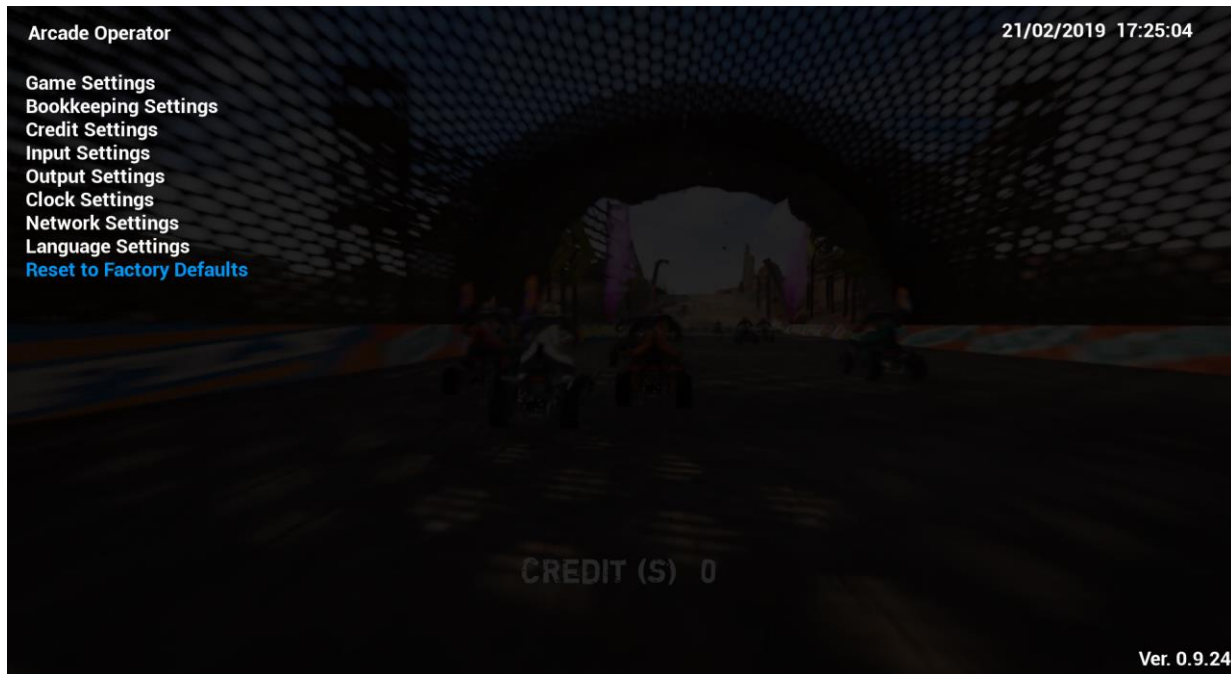
4.4.8- 2 Reset Language Settings

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.



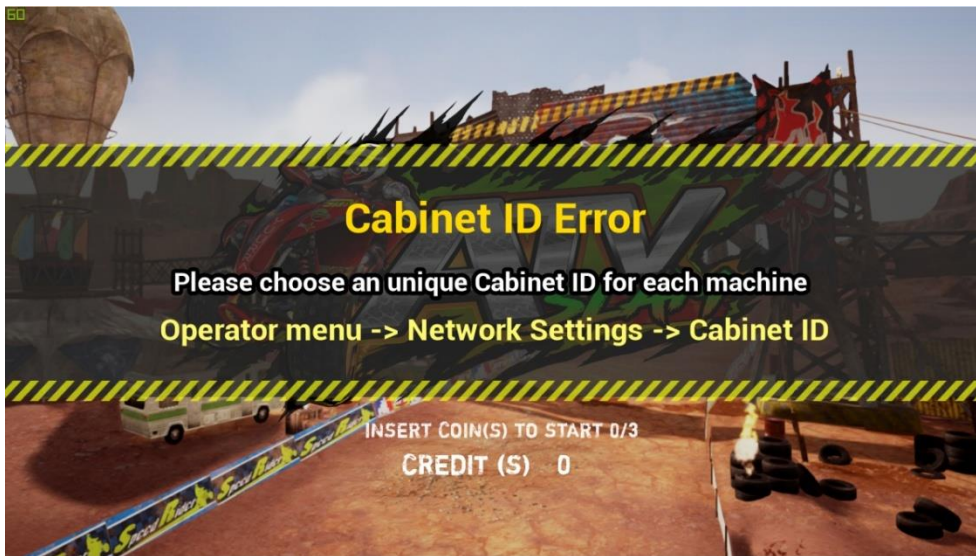
5. Game Errors and Troubleshooting

5.1 – I/O Connection Error



Cause	Troubleshooting
When I/O Board is not detected or connected.	1) Switch off the machine. 2) Unplug the I/O Board USB cable and plug-in again. 3) Restart the machine.

5.2 – Cabinet ID Error



Cause	Troubleshooting
Each cabinet must be set for its unique ID when linked. When Cabinet ID is repeated in setting, error will occur.	Choose a unique Cabinet ID for each linked machine. Enter operator menu, in Network Settings, reset Cabinet ID.

6. Maintenance and Service

6.1 Maintenance and Service

Even though the machine works normally for a long time, the fault will occur. Therefore, please perform routine check and maintenance concerning the following to ensure a long-term use.

■ External Inspection

- Stick “Warning” stickers correctly, keep it legible.
- Firmly tighten the bolt for each adjuster.
- Tighten screws for speaker assembly.
- Tighten the signboard firmly.
- Check if the screws fixing the parts loose.
- Check if the connectors loose or missing.

■ Operation Inspection (With power on)

- Sound is normally emitted from the speakers or not.
- Fluorescent lamps and LED and button lamps light up or not.
- Coin acceptor works properly or not.
- Lifting and falling devices work properly or not.
- YZ sensor works properly or not.

After completing all the checks, operate the game again and check the above items with full care!

■ Servicing (conducted by a technician only)

- Cut off the main power supply to avoid injury or electric shock when performing maintenance.
- Please contact our service center when performing any work that is not specified in this Manual, and follow the instruction provided by the service center.
- For consumables and spare parts (including screws), please use products specified by 3MindWave Limited.
- Even though the main power is cut off, there is still high temperature and high pressure in the power board and the monitor. The person will be burnt or get an electric shock if he touches such parts. Please pay full attention to avoid contact.
- Be sure to cut off the main power when you alter a spare part or unplug a connector.

6.2 Parts Replacement

6.2.1 Replacement of Camera

Step 1:

Remove the fastening screw of the LCD door and open the LCD door with the key.



Step 2:

Remove the fastening screw of the camera from the side, unplug the camera connector and remove the camera.



Step 3:

Replace with new camera, repeat above steps in reverse order.
=Replacement completed=

6.2.2 Replacement of Coin Acceptor

Step 1:

Open the coin gate with the key.



Step 2:

Open the coin acceptor limiter, take out the coin acceptor.



Step 3:

Replace with new camera, repeat above steps in reverse order.

=Replacement completed=

6.2.3 Replacement of Handle

Step 1:

Remove the button panel fastening screw and remove the button panel (be careful of the cable is plugged out).

Step 2:

Unplug the cable of the handle.



Step 3:

Loosen the turning screw and pull out the handle.



Step 4:

Replace with new handle, repeat above steps in reverse order.
=*Replacement completed*=

6.2.4 Replacement of Brake

Step 1: Remove the button panel fastening screw and remove the button panel (be careful of the cable is plugged out).

Step 2: Unplug the brake cable.

Step 3: Pull out the Brake cover.

Step 4: Remove the upper brake fastening screw.



Step 5: Remove the brake spacing metal fastening screw and take the spacing sheet metal.

Step 6: Loosen the fastening screw of the brake and pull out the brake.



Step 7:

Replace with new brake, repeat above steps in reverse order.

=Replacement completed=

6.2.5 Replacement of BOOST Button

Step 1: Remove the button panel fastening screw and remove the button panel (please make sure the cable is plugged out);

Step 2: Unplug the cables of brake button and accelerator button.

Step 3: Pull out the button cover.

Step 4: Remove the upper brake fastening screw.

Step 5: Remove the brake spacing metal fastening screw and take out the spacing sheet metal.

Step 6: Loosen the fastening screw of the brake and pull out the brake.

Step 7: Loosen the fastening screw of the BOOST button and remove the button.



Step 8:

Replace with new BOOST button, repeat above steps in reverse order.

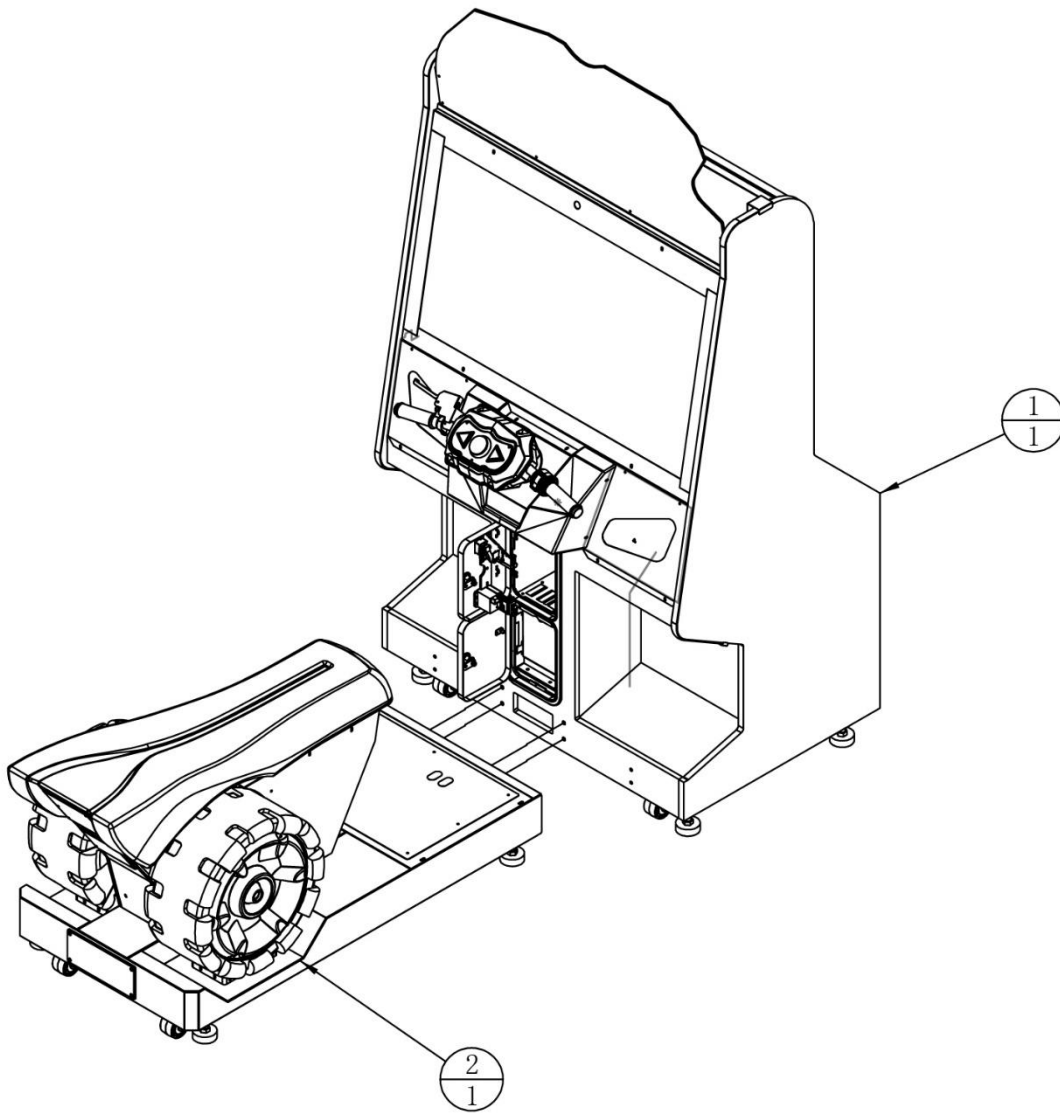
=Replacement completed=

7. Assembly

7.1 Assembly Tree Diagram

ATV2-0000000 Final assembly		ATV2-0100000 Monitor frame Assembly	ATV2-0101000 Monitor frame assembly
			ATV2-0102000 Steering assembly
			ATV2-0103000 Handle assembly
			ATV2-0104000 PCB assembly
			ATV2-0105000 Monitor assembly
			ATV2-0106000 Glass assembly
			ATV2-0107000 Control LED assembly
			ATV2-0108000 Speaker assembly
			ATV2-0109000 AC power box assembly
			ATV2-0110000 Monitor door assembly
			ATV2-0111000 PCB door assembly
			ATV2-0112000 Main door assembly
			ATV2-0113000 Camera assembly
			ATV2-0114000 Light box LED assembly
			ATV2-0115000 Transformer assembly
			ATV-0112000 Console button assembly
			ATV-0206000 PC assembly
			ATV-0210000 Service assembly
			ATV-0214000 Fan assembly
		ATV2-0200000 Seat Assembly	ATV2-0201000 Seat platform assembly
			ATV2-0202000 Tail light assembly
			ATV2-0203000 Woofer assembly
			ATV2-0204000 Floor LED assembly
			ATV2-0205000 Cushion assembly

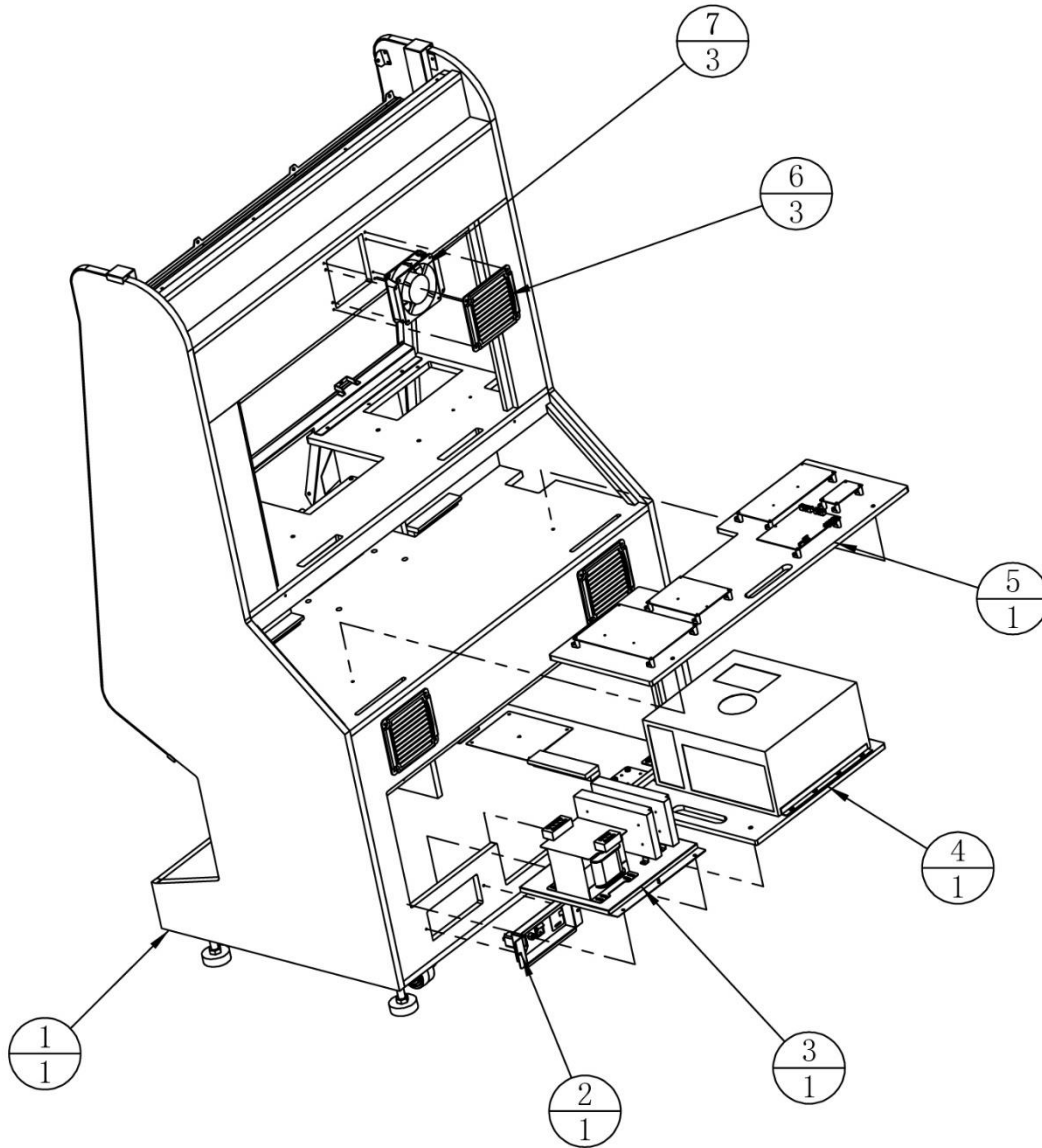
7.2 General Assembly Diagram



2	ATV2-0200000	Seat Assembly		1	
1	ATV2-0100000	Monitor frame Assembly		1	
No.	Drawing No.	Name	Specification	Qty	Other

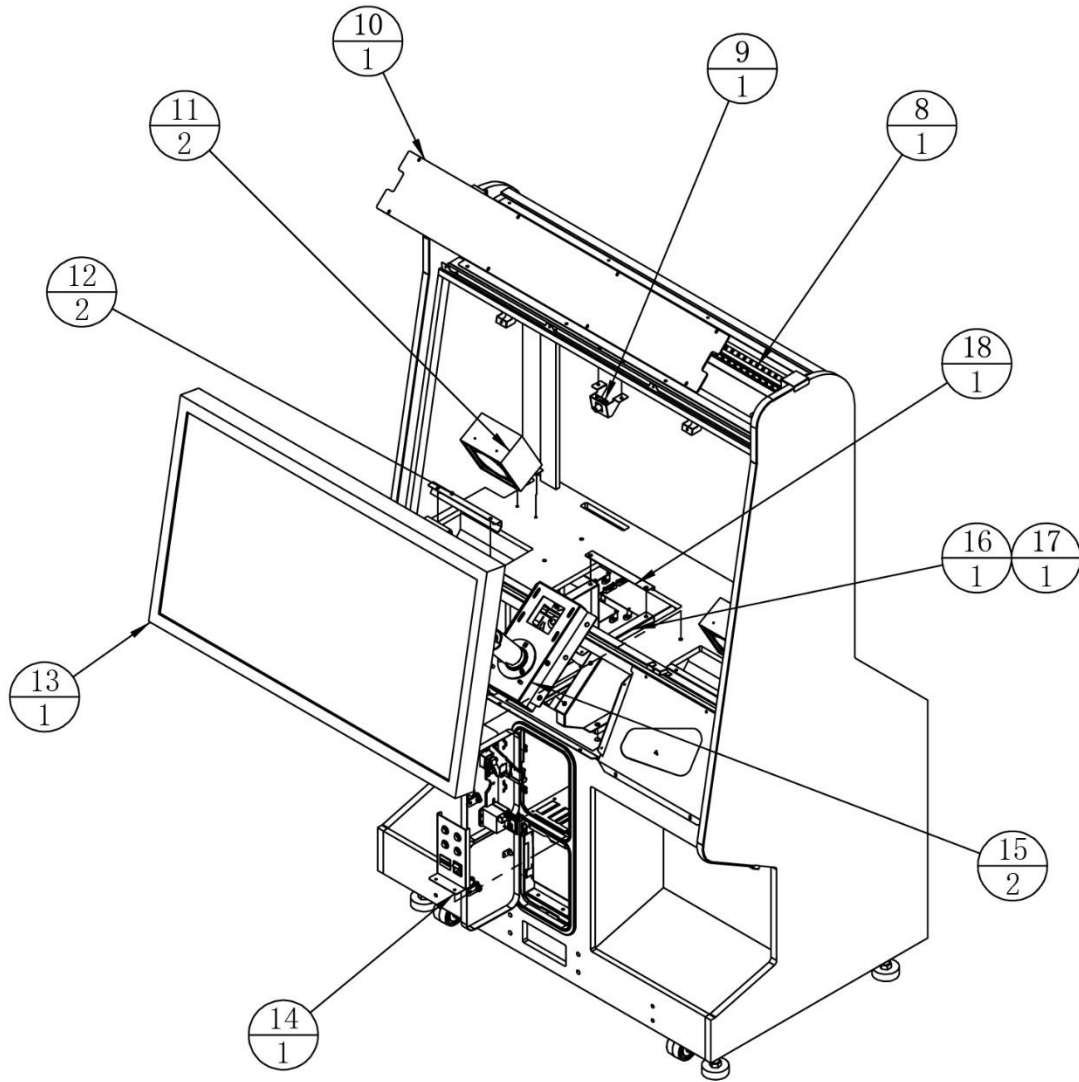
7.3 Monitor Frame Assembly

Monitor Frame Assembly (1/3)



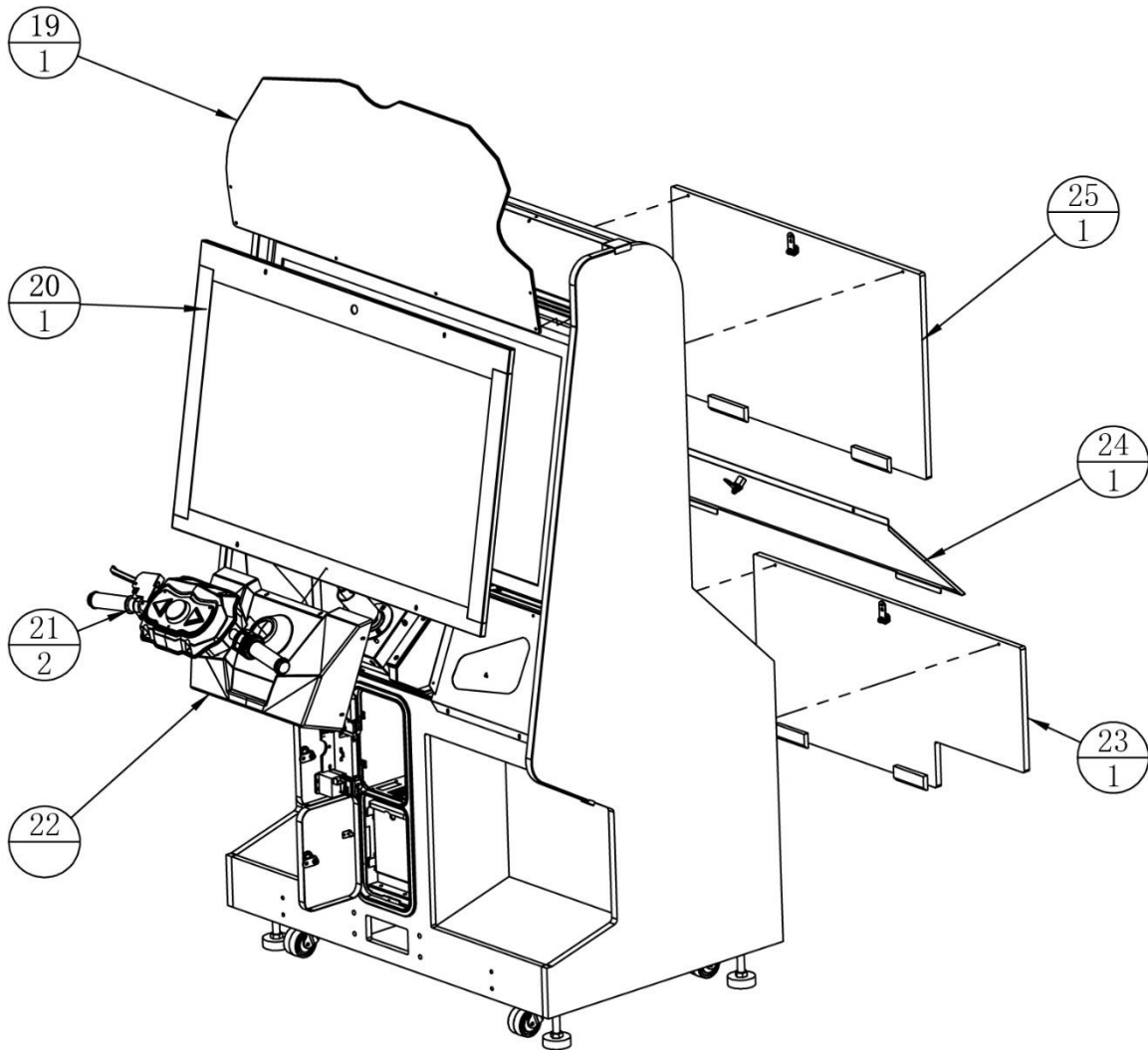
7	ATV-0214000	Fan assembly		3	
6		Ventilation net	253-5460	3	
5	ATV2-0104000	PCB assembly		1	
4	ATV-0206000	PC assembly		1	
3	ATV2-0115000	Transformer assembly		1	
2	ATV2-0109000	AC power box assembly		1	
1	ATV2-0101000	Monitor frame assembly		1	
No.	Drawing No.	Name	Specification	Qty	Other

Monitor Frame Assembly (2/3)



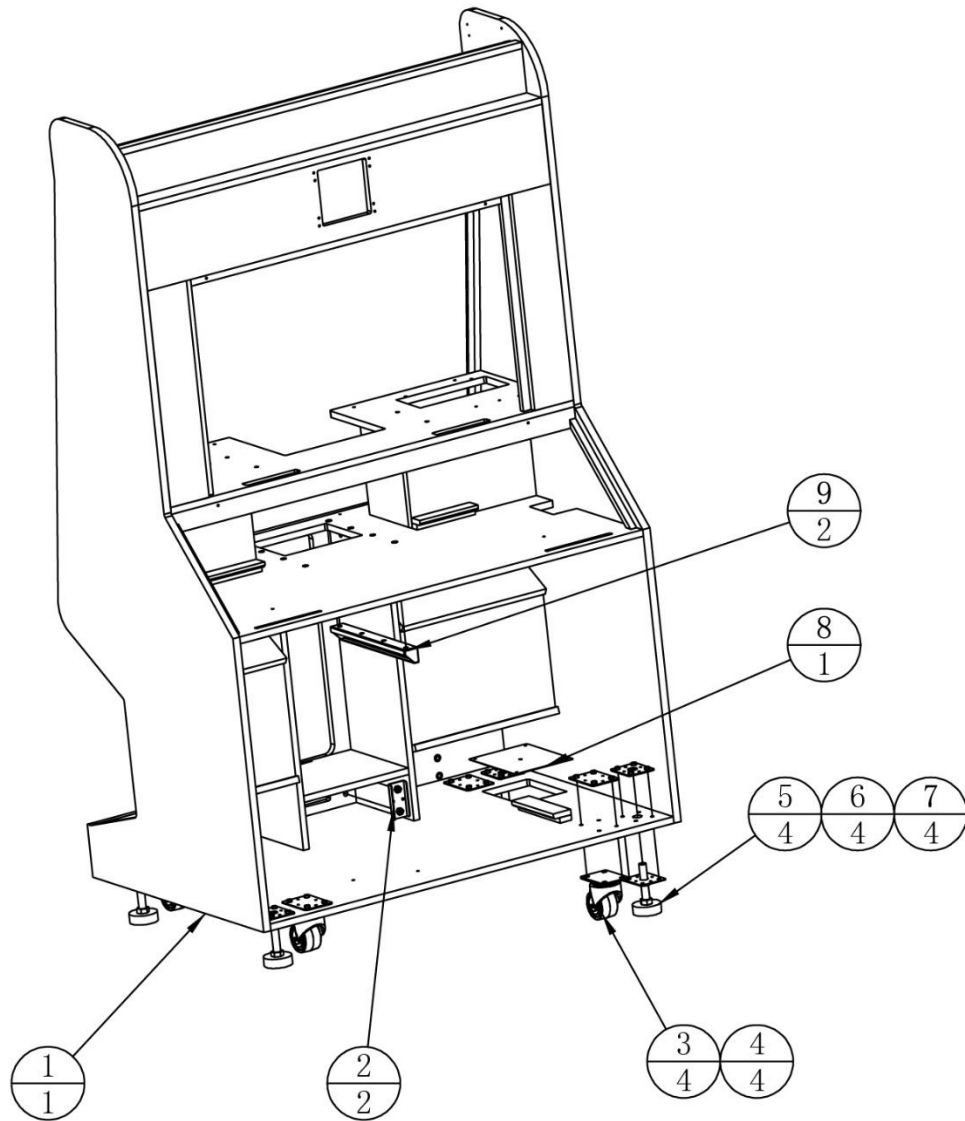
18	ATV2-0100A03	Bracket connecting plate	SPCC-1.5T	1	
17	ATV2-0100A02	Steering bracket left	SPCC-2.0T	2	
16	ATV2-0100A01	Steering bracket right	SPCC-2.0T	2	
15	ATV2-0102000	Steering assembly		2	
14	ATV-0210000	Service assembly		1	
13	ATV2-0105000	Monitor assembly		1	
12	ATV2-0107000	Control LED assembly		2	
11	ATV2-0108000	Speaker assembly		2	
10	ATV2-0100D02	LED lampshade	PMMA-3.0T	1	
9	ATV2-0113000	Camera assembly		1	
8	ATV2-0114000	Light box LED assembly		1	
No.	Drawing No.	Name	Specification	Qty	Other

Monitor Frame Assembly (3/3)



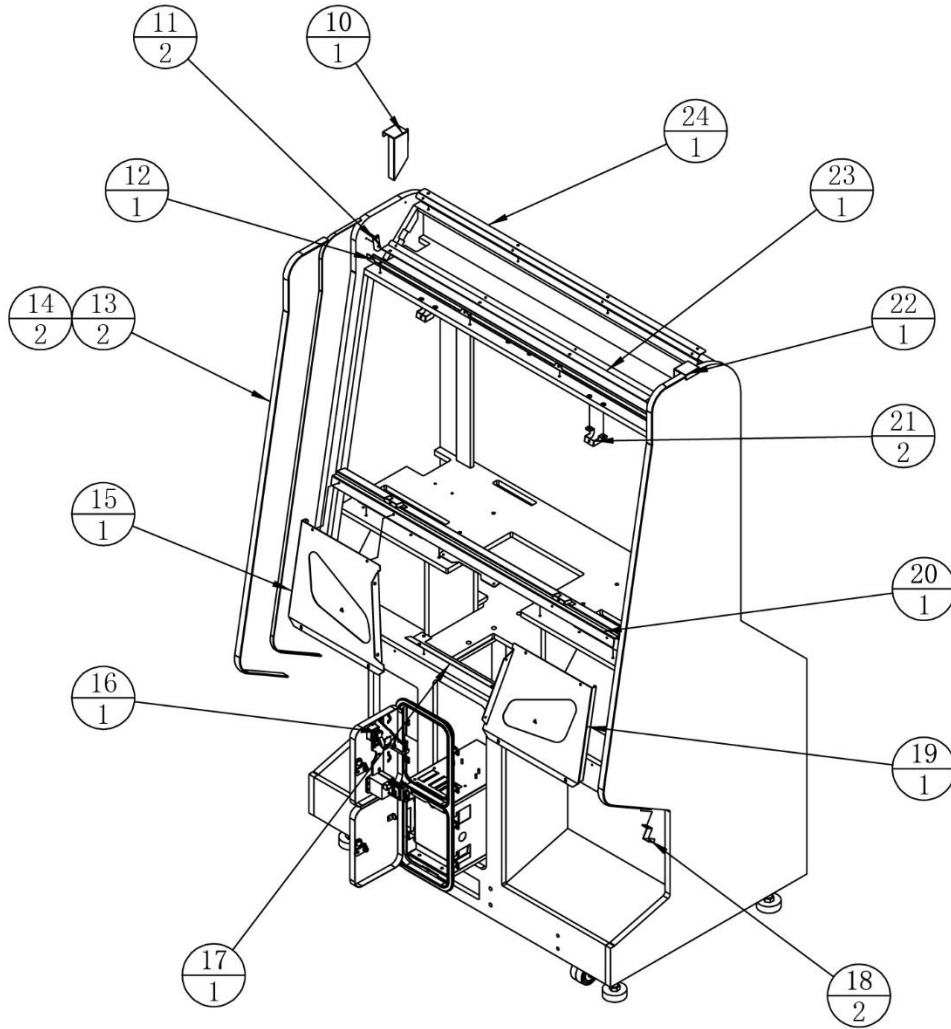
25	ATV2-0110000	Monitor door assembly		1	
24	ATV2-0111000	PCB door assembly		1	
23	ATV2-0112000	Main door assembly		1	
22	ATV2-0100C01	Control cover	PETA	1	
21	ATV2-0103000	Handle assembly		2	
20	ATV2-0106000	Glass assembly		1	
19	ATV2-0100D01	LOGO board	PMMA-5.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.1 LCD Wooden Frame Assembly (1/2)



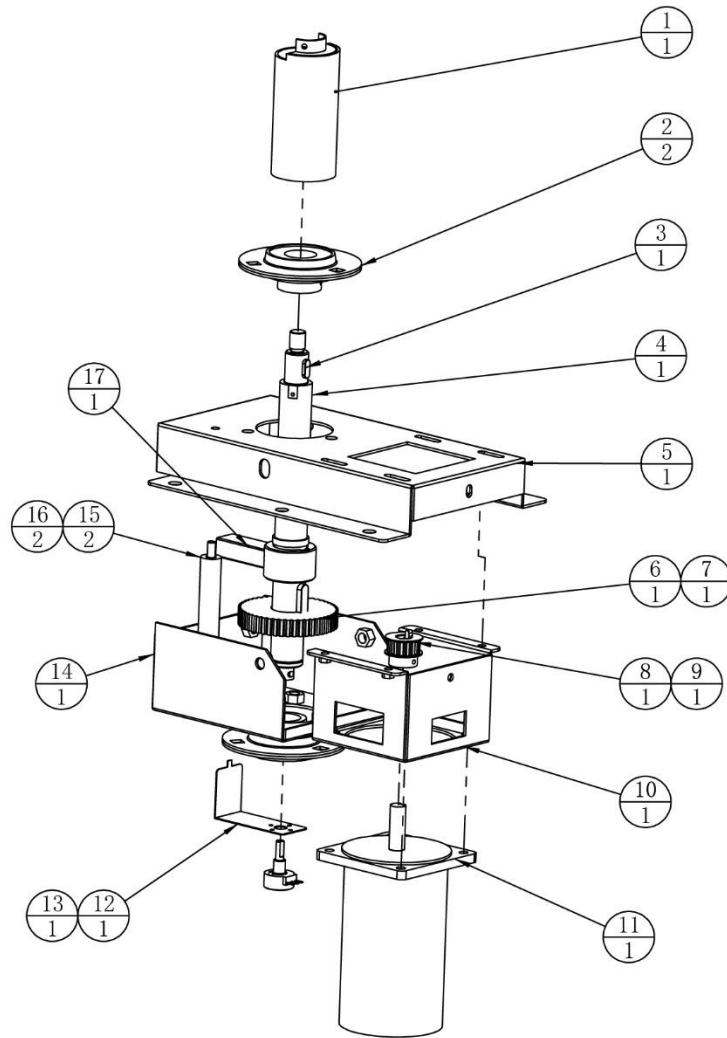
9	ATV2-0101A12	Steering stiffener	SPCC-2.0T	2	
8	ATV2-0101A02	Ventilate panel	SPCC-1.2 T	1	
7	ATV-0201A05	Anchor fixing iron	SPCC-2.0T	4	
6	ATV-0201A07	base anchor	SPCC-2.0T	4	
5		Anchor	M16 * 100	4	
4	ATV-0201A06	Casters fixed iron	SPCC-2.0T	4	
3		Activity castor	2.5 "	4	
2	ATV2-0101A01	Connecting plate	SPCC-1.5T	2	
1	ATV2-0101B01	Monitor wooden frame	MDF	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.1 LCD Wooden Frame Assembly (2/2)



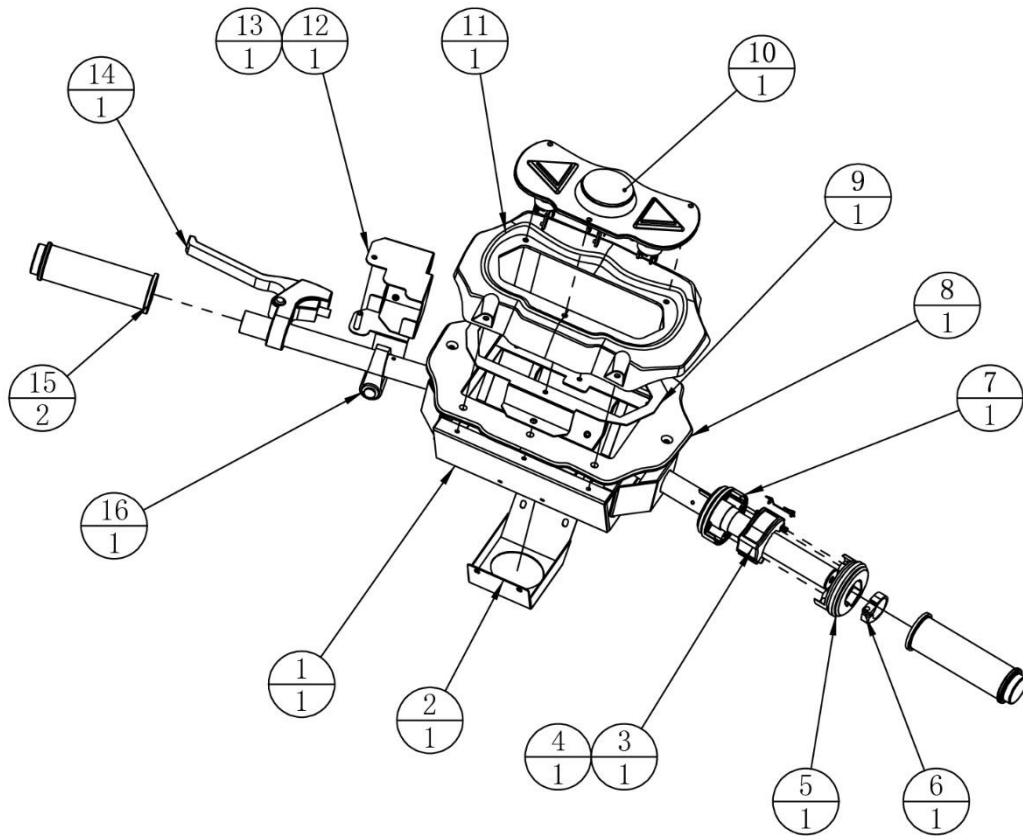
24	ATV2-0101A09	Lamp shade plate 1	SPCC-1.2T	1	
23	ATV2-0101A10	Lamp shade plate 2	SPCC-1.2T	1	
22	ATV2-0101A13	Right wire cover	SPCC-1.2T	1	
21	ATV2-0101A06	Glass frame rack	SPCC-1.2T	2	
20	ATV2-0101A11	Glass frame undef rack		1	
19	ATV2-0101A04	Left speaker mesh	sheet	1	
18	ATV2-0101A15	Lower wire cover	SPCC-1.2T	2	
17	ATV2-0101A03	Lower console cover	SPCC-1.2T	1	
16		Single iron coin door	10429800	1	
15	ATV2-0101A05	Right speaker mesh	sheet	1	
14		5050 soft LED	SK6812 L=1500mm	2	
13		Aluminum LED chamfer	L=1500*2	2	
12	ATV2-0101A07	LOGO under fixed plate	SPCC-1.2T	1	
11	ATV2-0101A08	LOGO upper fixed plate	SPCC-1.2T	2	
10	ATV2-0101A14	Left wire cover	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.2 Steering Parts Assembly



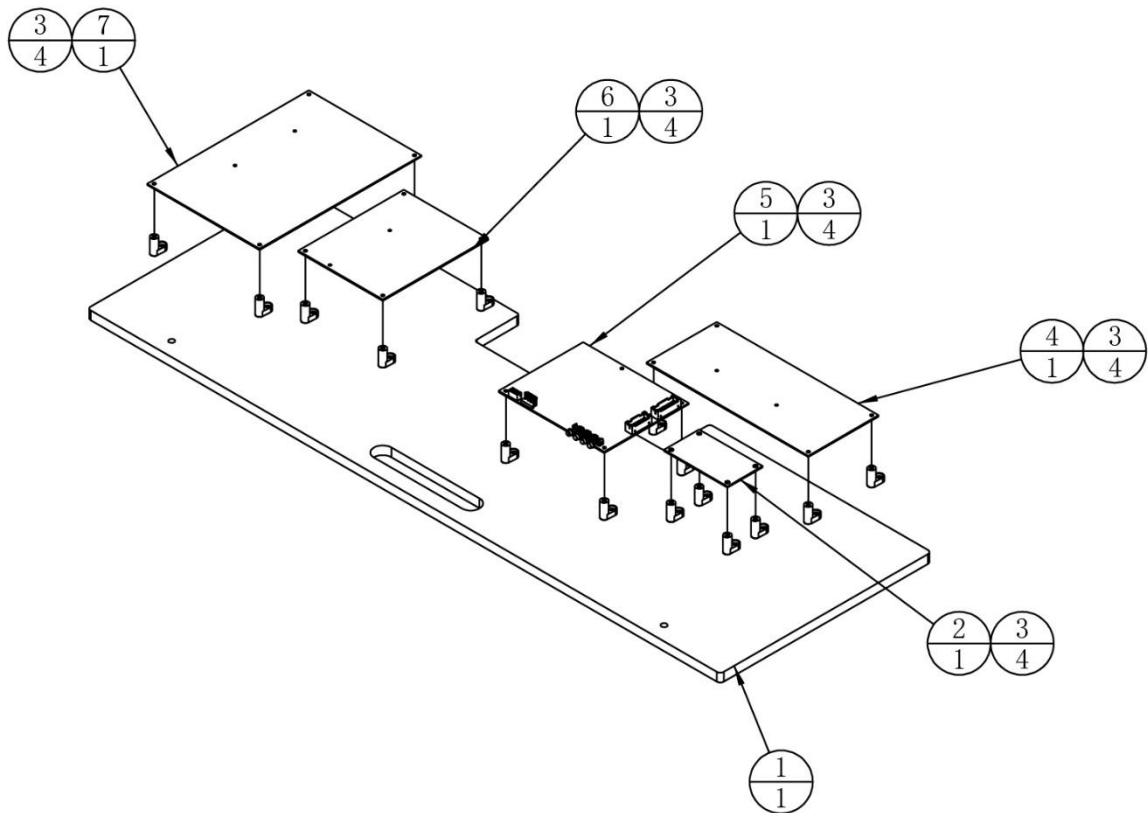
17	ATV2-0102A06	Limit block		1	
16	ATV2-0102A04	Limit poles	Q235	2	machining parts
15	ATV2-0102C01	Direction limit block	polyurethane	2	
14	ATV2-0102A07	Lower steering cover	SECC-2.0T	1	
13		Potentiometer	B - 5 k Ω 270	1	
12	ATV2-0102A02	Potentiometer plate	SECC-0.8T	1	
11		Motor	Z5D90-90A1	1	
10	ATV2-0102A08	Motor mount	SECC-2.0T	1	
9		key	4*12	1	
8	ATV2-0102A09	Pulley 1	45	1	
7		key	6*15	1	
6	ATV2-0102A10	Pulley 2	AL	1	
5	ATV2-0102A05	Steering upper cover	SECC-2.0T	1	
4	ATV2-0102A01	Shaft	Q235	1	
3		key	6*15	1	
2		Bearing	UBPF205	2	
1	ATV2-0102A03	Bobbin		1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.3 Steering Wheel Assembly



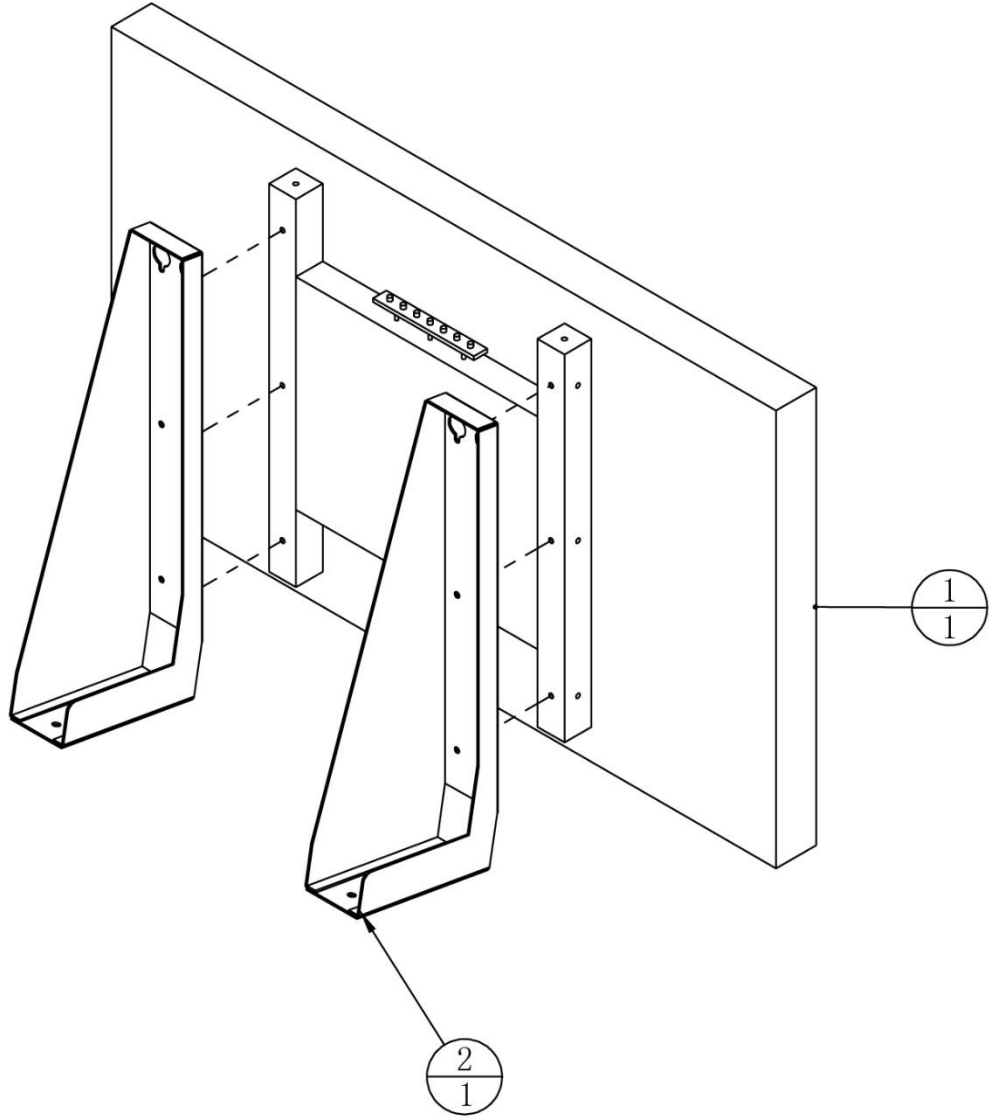
16		Shoot button	KG-037	1	
15		Handles	RMUV-1	2	
14		Brake	106PDD.BS106.A	1	
13	ATV-0108A06	Brake limit plate	SPCC-1.0T	1	
12	ATV-0108A03	Brake wire cover		1	
11	ATV-0100C01	Handle cover	ABS	1	
10	ATV-0112000	Console button assembly		1	
9	ATV-0108A05	Button support plate	SPCC-1.2T	1	
8	ATV-0108D01	Handle box pad	PMMA-5.0T	1	
7	ATV2-0103C02	Throttle left cover	ABS	1	
6	ATV2-0103A04	Throttle fastener	AL	1	
5	ATV2-0103C03	Throttle right cover	ABS	1	
4	ATV2-0103A03	Throttle spring	65Mn	1	
3	ATV2-0103C01	Throttle cap	PC	1	
2	ATV2-0103A02	Handle under cover	SPCC-1.2T	1	
1	ATV2-0103A01	Handle		1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.4 PCB Board Assembly



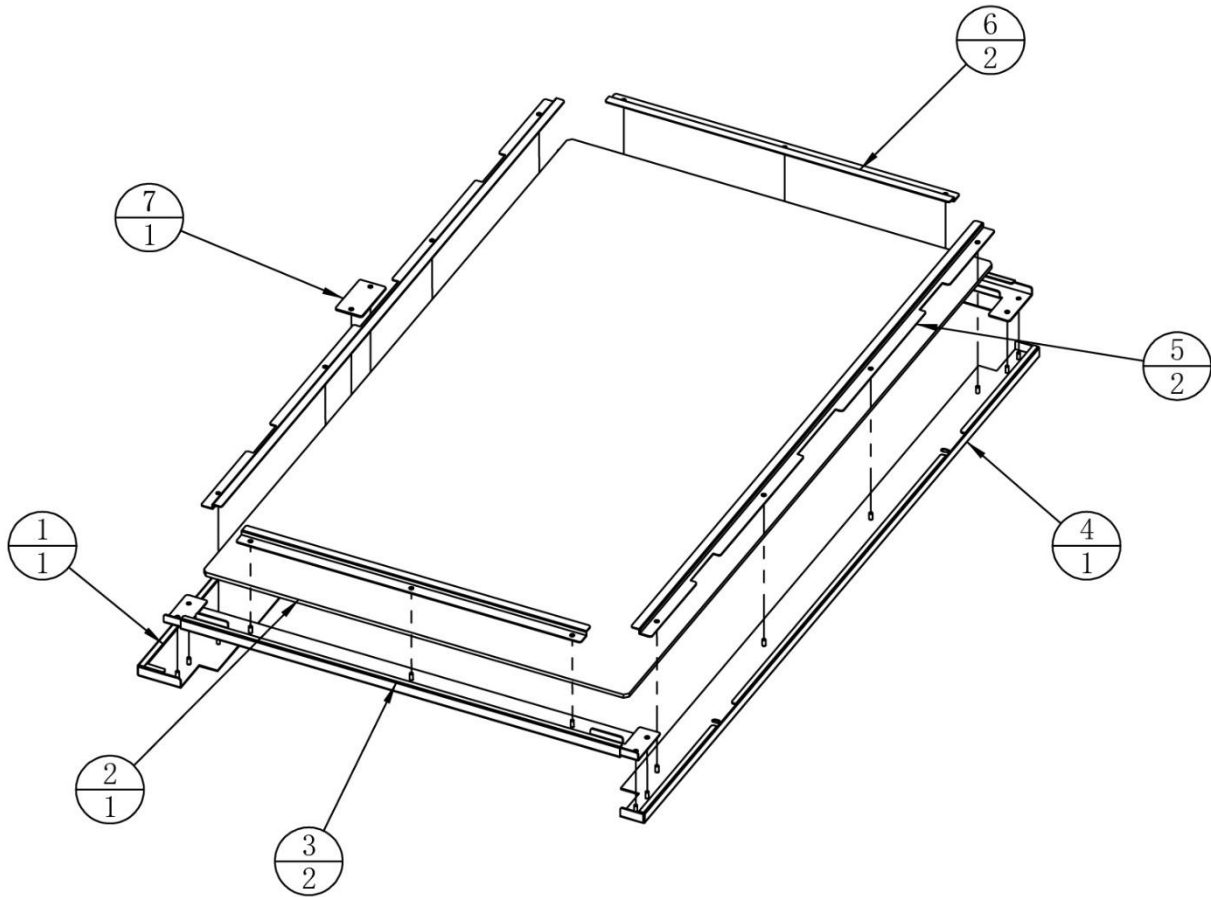
7		Motor PCB	SW-191221	1	
6		Motion PCB	B0-074B	1	
5		IO PCB	B0-072B	1	
4		AMP PCB	B2-098A	1	
3		Feet	M3mm	20	
2		LED PCB	B2-085X	1	
1	ATV2-0104B01	PCB fixed	MDF-12.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.5 LCD Assembly



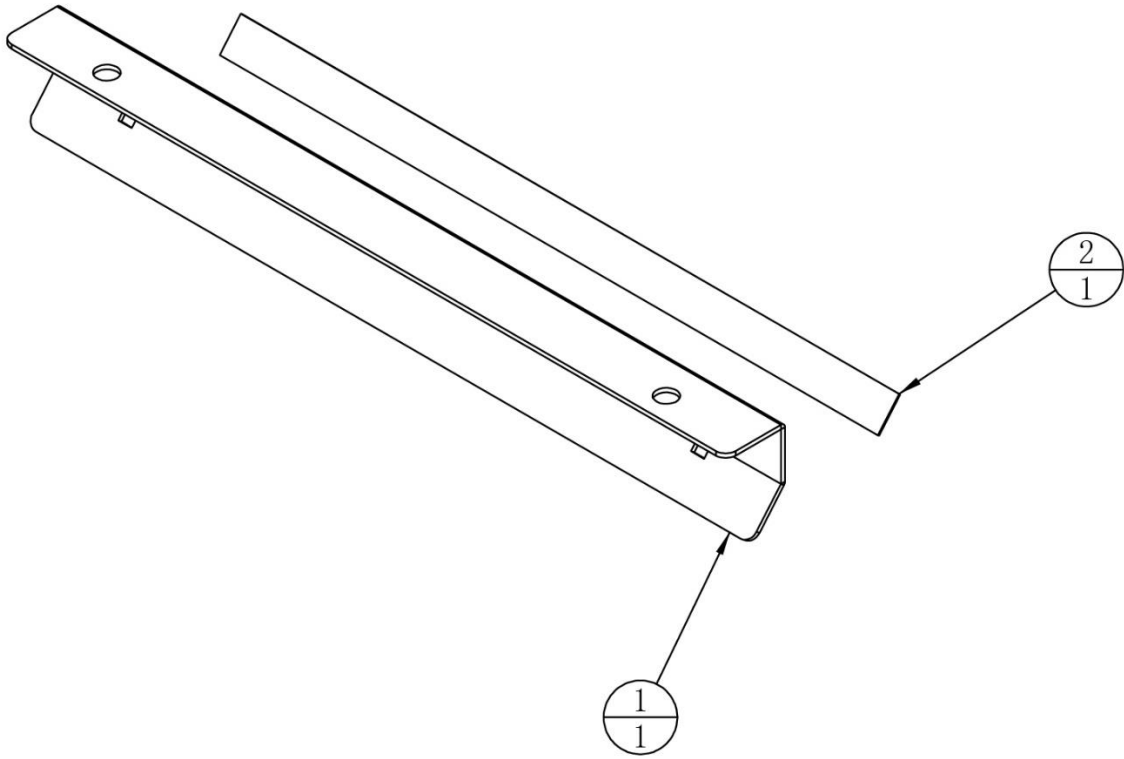
2	ATV2-0105A01	Monitor plate	SPCC-2.5T	2	
1		43 " Monitor		1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.6 LCD Glass Assembly



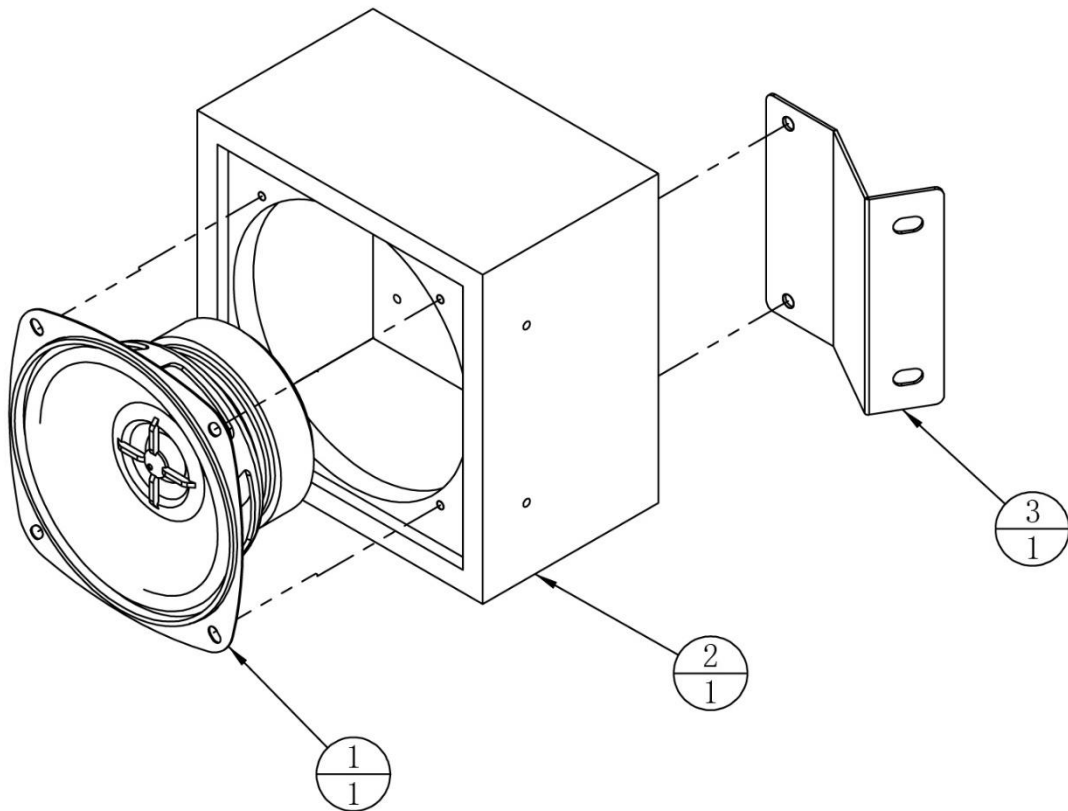
7	ATV2-0106D01	Camera cover	PMMA-2.0T	1	
6	ATV2-0106A04	Glass layering 2	SPCC-1.2T	2	
5	ATV2-0106A03	Glass layering 1	SPCC-1.2T	2	
4	ATV2-0106A05	Glass box 3	SPCC-1.5T	1	
3	ATV2-0106A02	Glass box 2		2	
2	ATV2-0106C01	Monitor glass	Glass - 5.0 T	1	
1	ATV2-0106A01	Glass box 1	SPCC-1.5T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.7 Panel Light Assembly



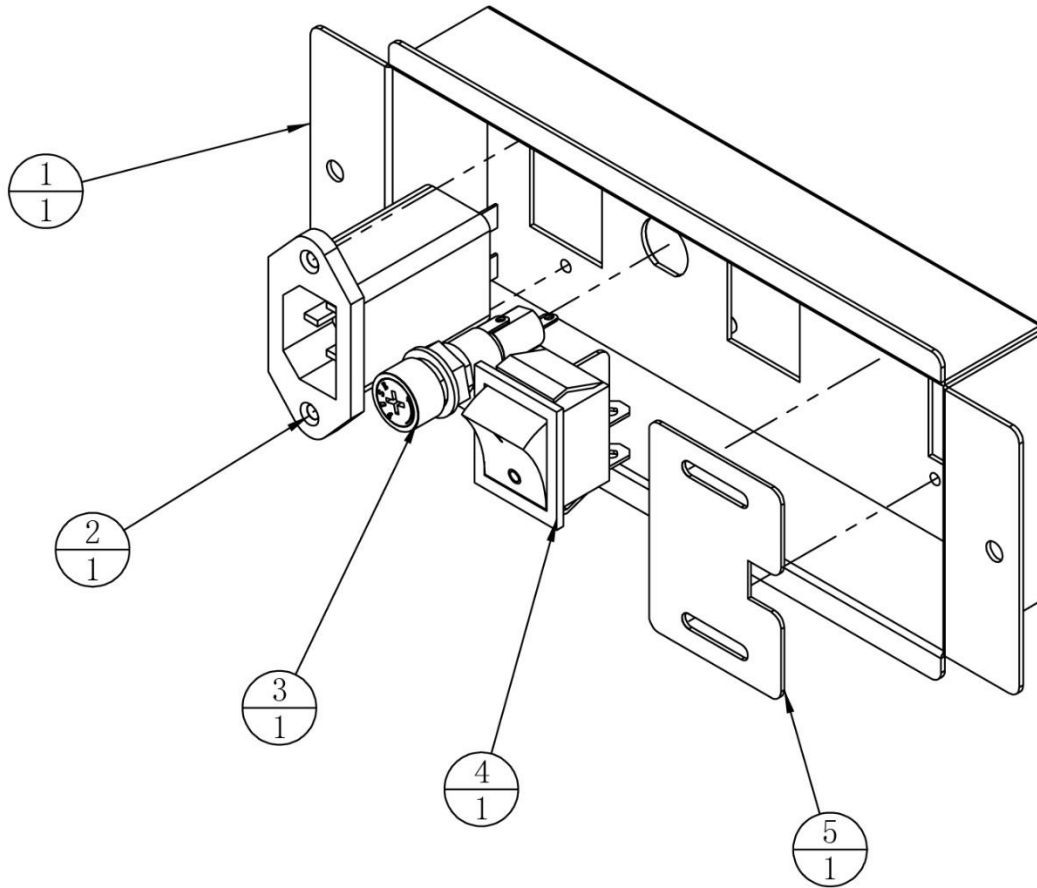
2		5050 soft LED	SK6812 L=200mm	1	
1	ATV2-0107A01	Console LED frame	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.8 Speaker Assembly



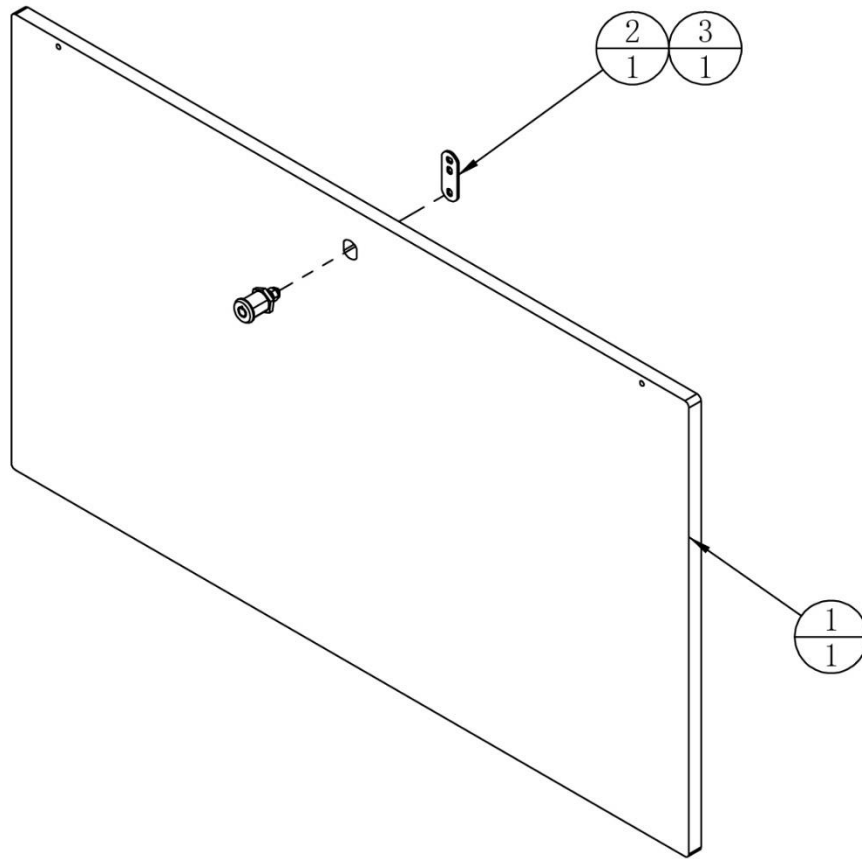
3	ATV2-0108A01	Speaker holder	SPCC-1.2T	1	
2	ATV-0213B01	Speaker box	MDF-9.0T	1	
1		Speakers	4' 4Ω 20W	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.9 AC Power Box Assembly



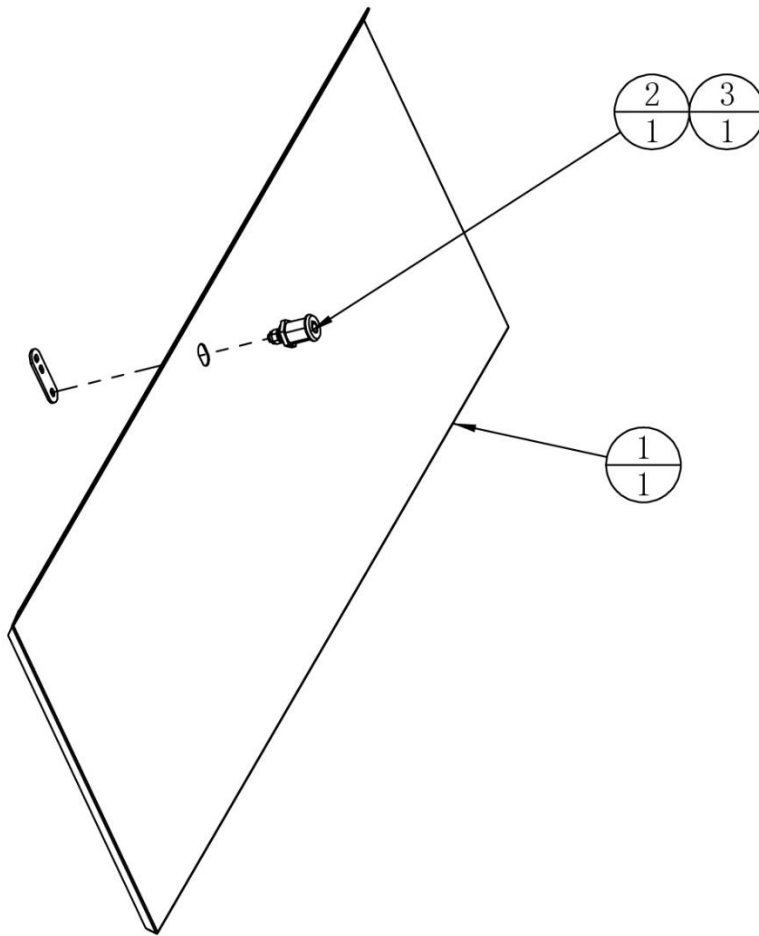
5	ATV-0208A02	Cable cover	SPCC-1.0T	1	
4		Power switch	4P KCD7-2211N	1	
3		Fuse tube	Cross MF527A	1	
2		Filter	YB11A2-15A-Q	1	
1	ATV2-0109A01	Power supply box	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.10 LCD Door Assembly



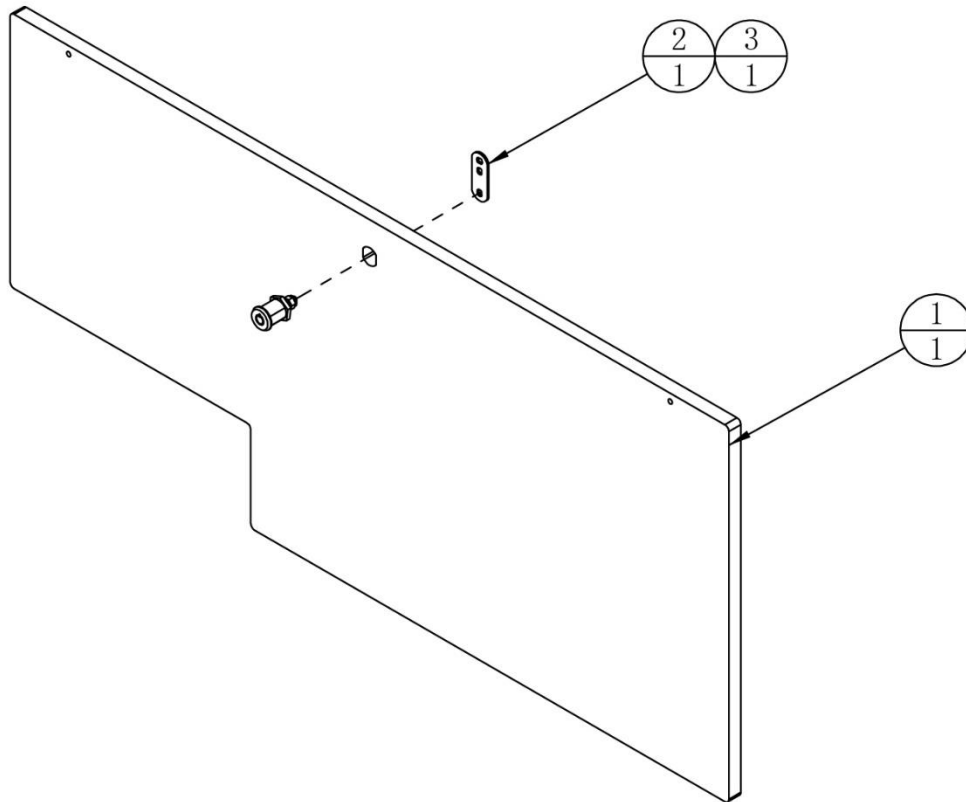
3		Same lock	5555 K	1	
2		Lock plate	5cm	1	
1	ATV2-0110B01	Monitor door	MDF-15.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.11 PCB Board Door Assembly



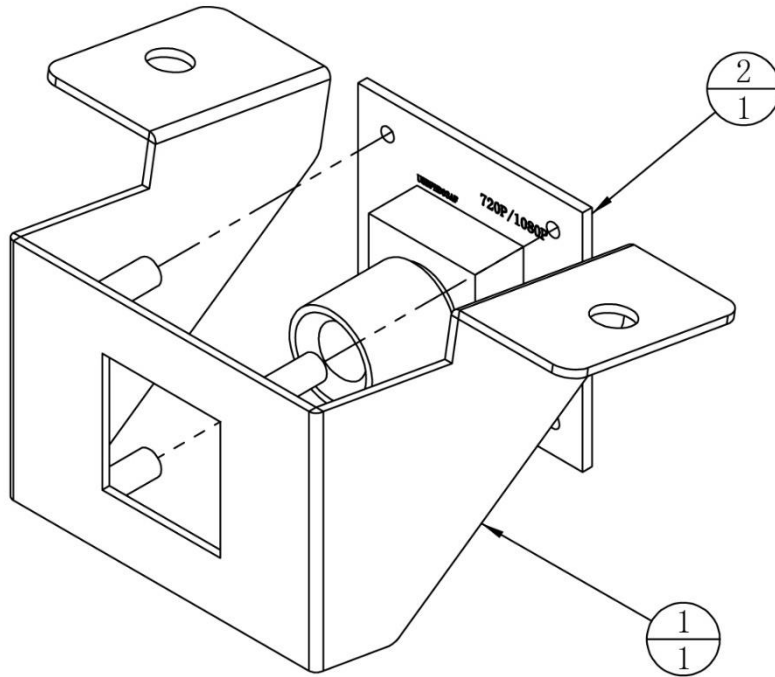
3		Lock plate	5cm	1	
2		Same lock	5555 K	1	
1	ATV2-0111A01	PCB door	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.12 PC Door Assembly



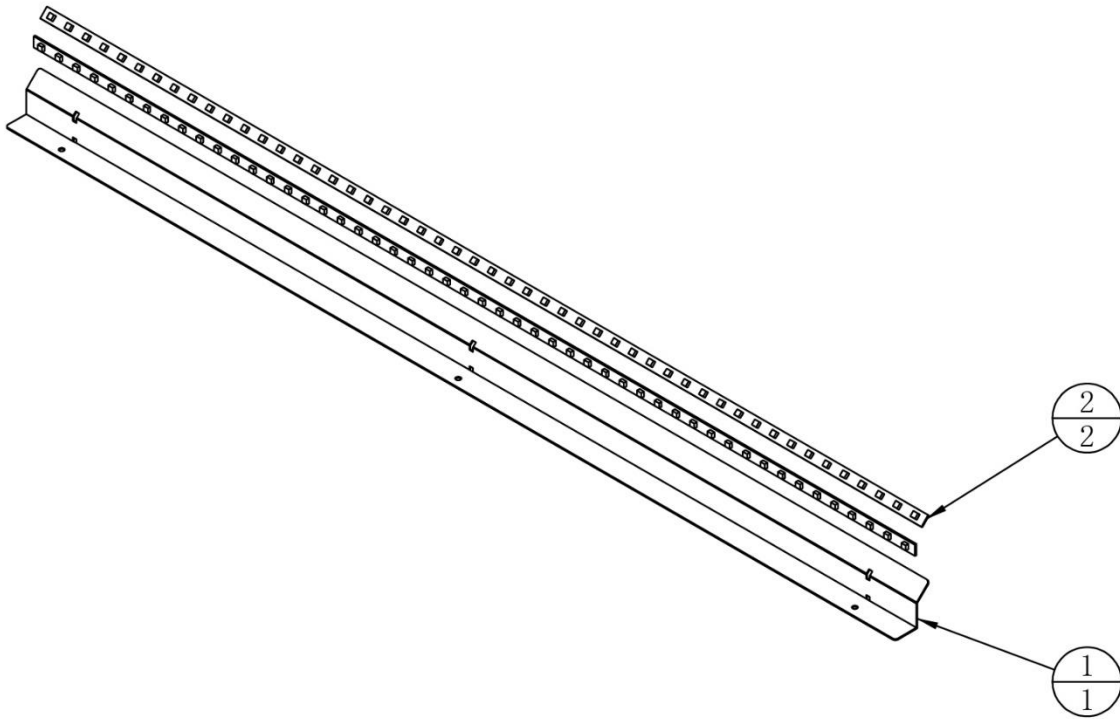
3		Same lock	5555 K	1	
2		Lock plate	5cm	1	
1	ATV2-0112B01	PC door	MDF-15.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.13 Camera Assembly



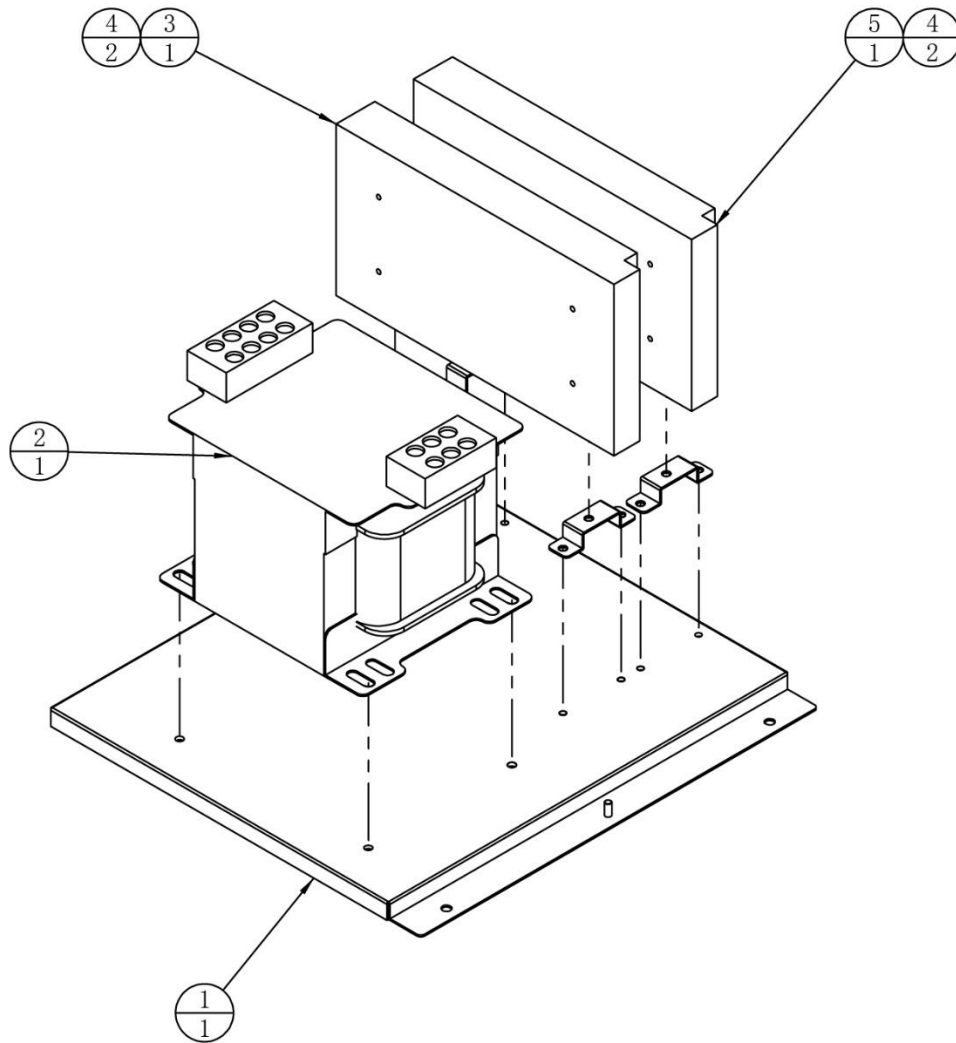
2		Camera	ELP-USB30W02M-L36	1	
1	ATV2-0113A01	Camera frame	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.3.14 LED Light Assembly



2		5050 soft LED	SK6812 L=900mm	2	
1	ATV2-0114A01	Lamp belt frame	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

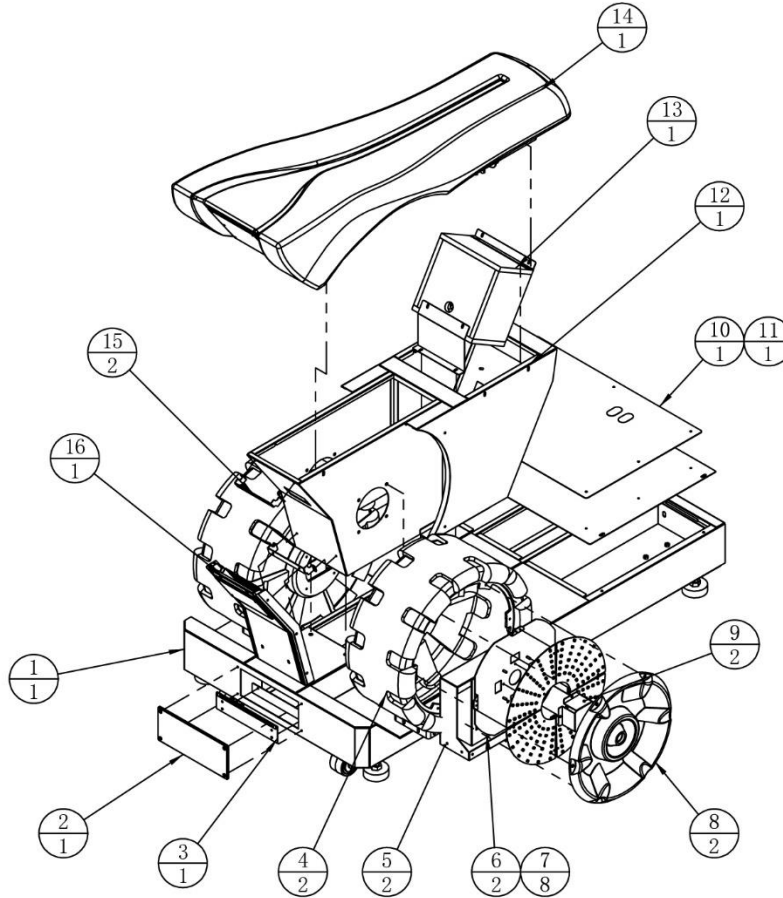
7.3.15 Transformer Assembly



5		Power supply	LRS-350-24	1	
4	ATV-0203A01	Power supply plate	SECC-1.2T	4	
3		Power supply	LRS-350-12	1	
2		Transformer	HL133-12-110/220	1	
1	ATV2-0115A01	Transformer plate	SECC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

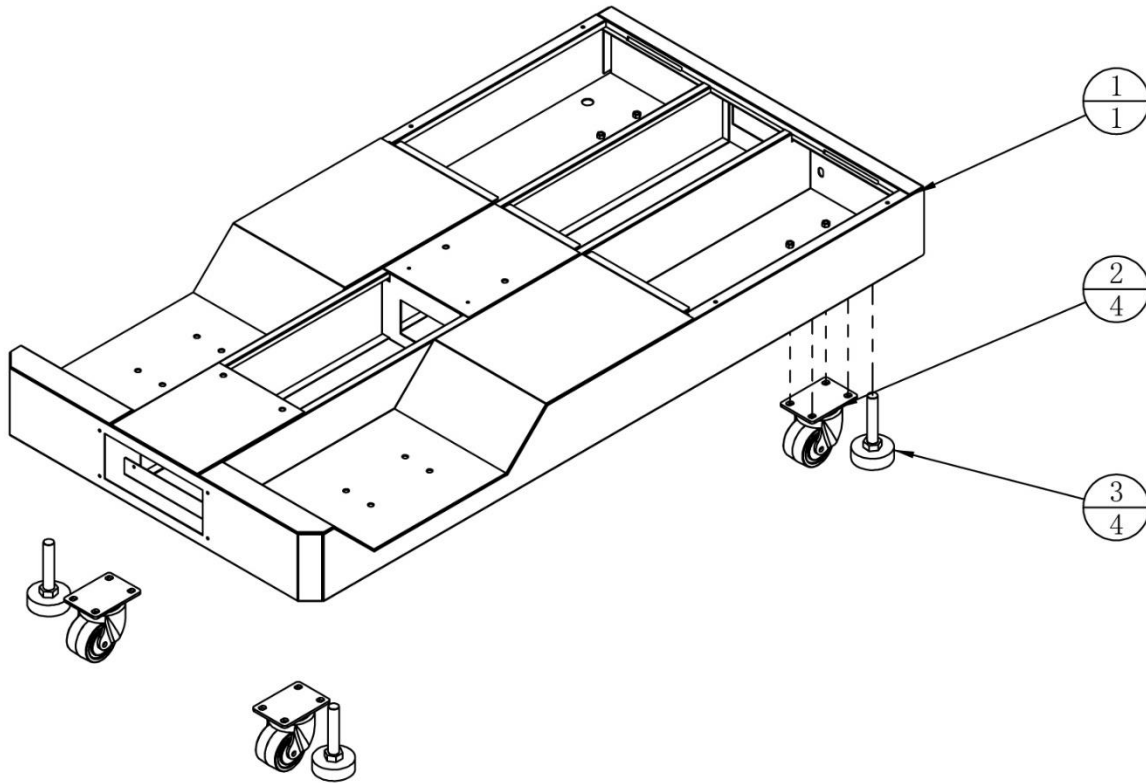
7.4 Seat Assembly

Seat Assembly



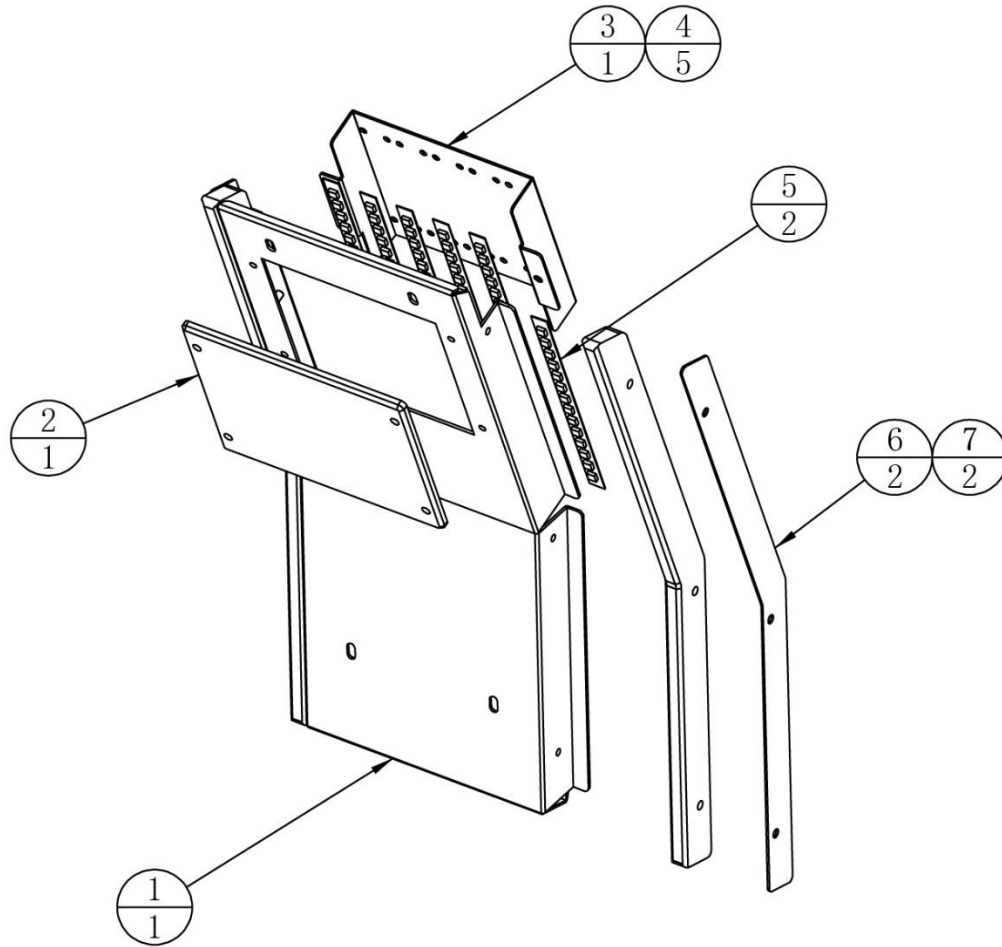
16	ATV2-0202000	Tail light assembly		1	
15	ATV2-0200A02	Tail plate frame	SPCC-1.2T	2	
14	ATV2-0205000	Cushion assembly		1	
13	ATV2-0203000	Woofer assembly		1	
12	ATV2-0200A04	Seat frame		1	
11	ATV2-0200A05	Foot rest	SPCC-1.5T	1	
10	ATV2-0200A06	Safety tread	Non-slip aluminum plate	1	
9	ATV2-0200A03	Wheel holder	SPCC-1.2T	2	
8	ATV2-0200C01	Wheel cover	PETA	2	
7		Wheel LED light panel	2812 PCB 5 v	8	
6	ATV-0100A07	Wheel LED plate	SECC-1.5T	2	
5	ATV2-0200A01	Wheel frame		2	
4	ATV-0101C01	Wheel modelling	Black LDPE	2	
3	ATV2-0204000	Floor LED assembly		1	
2	ATV2-0200D01	Floor LED cover	PMMA-5.0T	1	
1	ATV2-0201000	Seat platform assembly		1	
No.	Drawing No.	Name	Specification	Qty	Other

7.4.1 Seat Platform Assembly



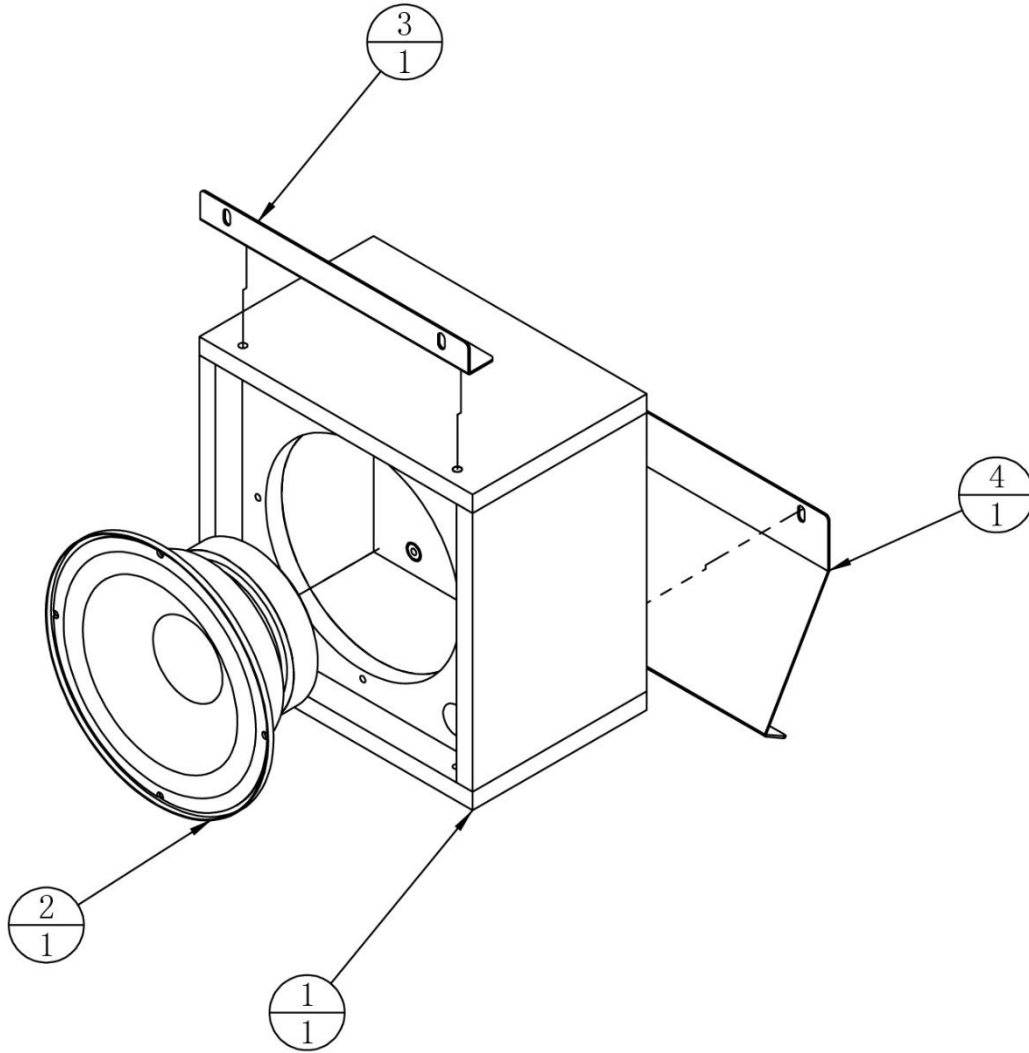
3		Anchor screw	M16 * 100	4	
2		Activity castor	2.5 "	4	
1	ATV2-0201A01	Platform		1	
No.	Drawing No.	Name	Specification	Qty	Other

7.4.2 Bike Back-Light Assembly



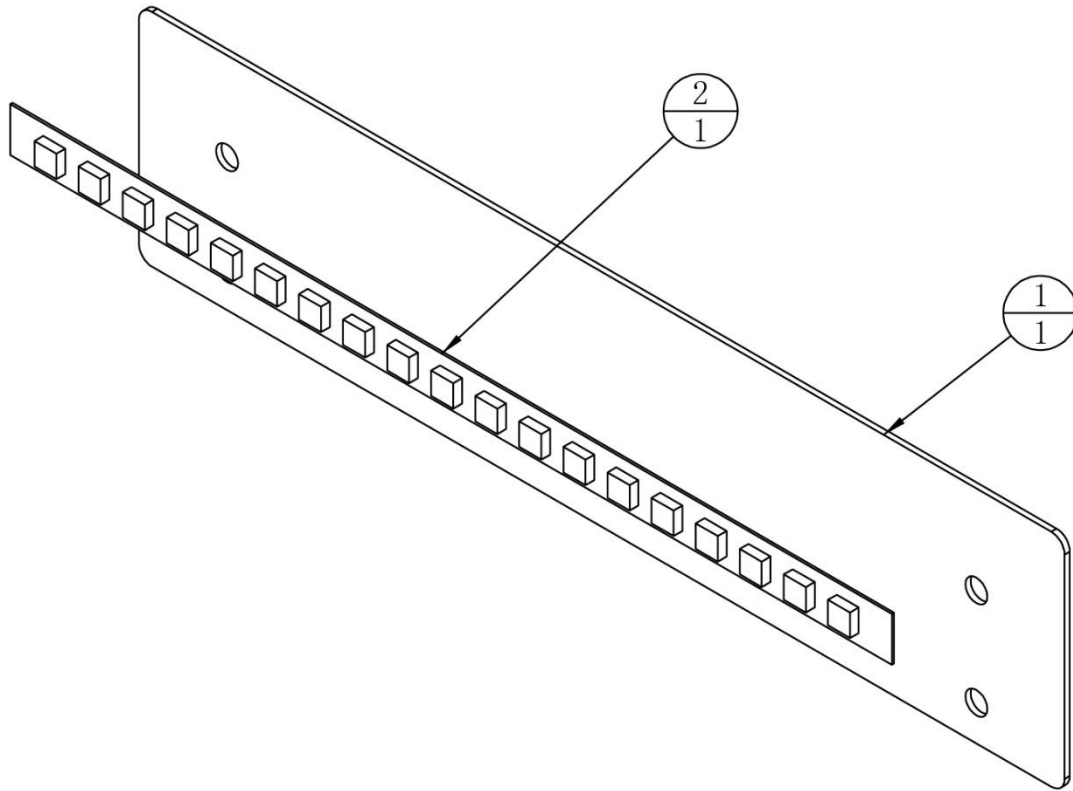
7	ATV2-0202D02	Light panel	PMMA - 10.0 T	2	
6	ATV2-0202A03	Taillight plate	SPCC-1.2T	2	
5		5050 soft LED	DC12V L = 350mm	2	
4		5050 soft LED	SK6812 L=100	5	
3	ATV2-0202A01	Bottom lamp plate	SPCC1.2T	1	
2	ATV2-0202D01	Decorative	PMMA-5.0T	1	
1	ATV2-0202A02	Tail light box	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.4.3 Subwoofer Speaker Assembly



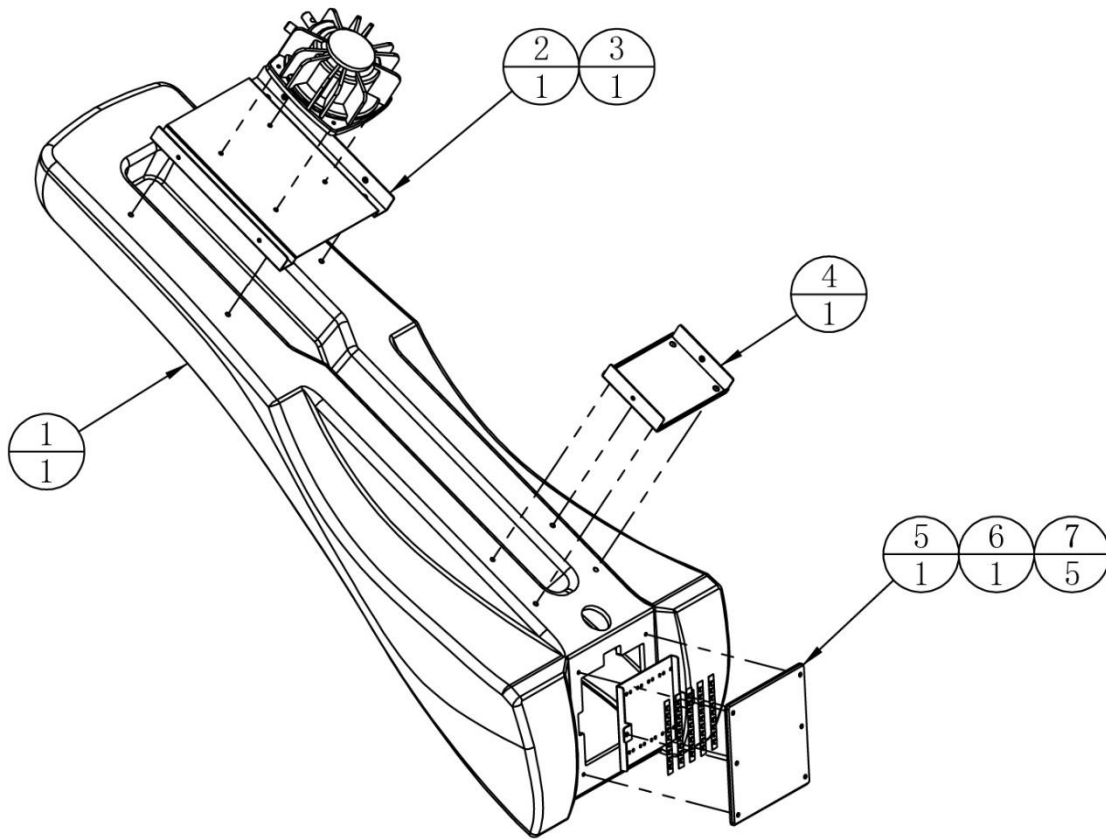
4	ATV2-0203A02	Woofer Lower plate	SPCC-1.2T	1	
3	ATV2-0203A01	Woofer upper plate	SPCC-1.2T	1	
2		Woofer	6.5 "4 ω /60W	1	
1	ATV2-0203B01	Low speaker	MDF-12.0T	1	
No.	Drawing No.	Name	Specification	Qty	Other

7.4.4 Platform LED Assembly



2		5050 soft LED	SK6812 L=200mm	1	
1	ATV2-0204A01	Ground lamp plate	SPCC-1.2T	1	
No.	Drawing No.	Name	Specification	Qty	Other

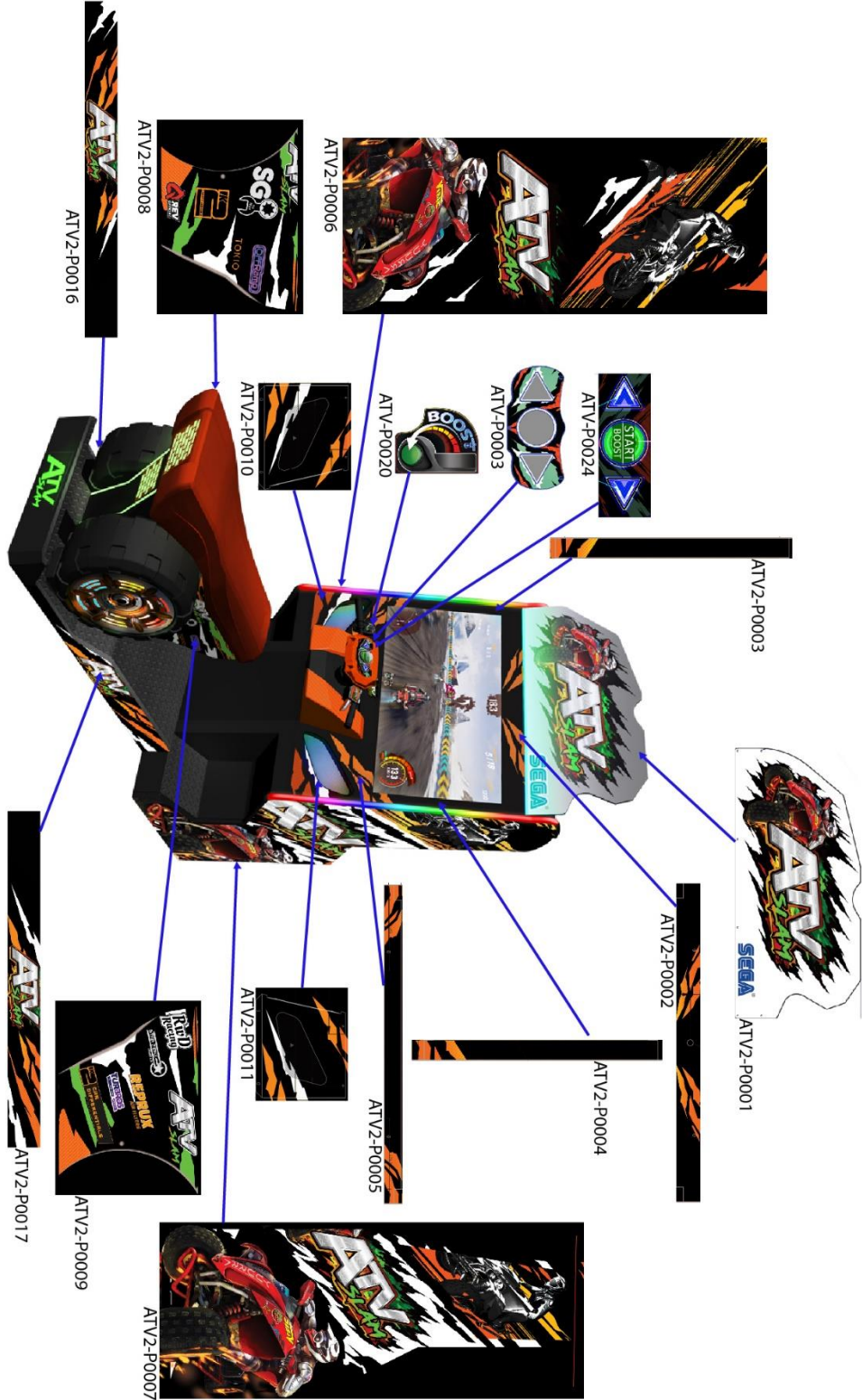
7.4.5 Seat Cushion Assembly



7		5050 soft LED	SK6812 L=100	5	
6	ATV2-0205A01	Taillight fixing plate	SPCC-1.2T	1	
5	ATV2-0205D01	Rear cover	PMMA-3.0T	1	
4	ATV2-0205A03	Seat plate	SPCC-1.5T	1	
3		Vibration speakers	4Ω50W	1	
2	ATV2-0205A02	Vibrating horn plate	SPCC-1.5T	1	
1	ATV2-0205C01	Seat molding	LDPE	1	
No.	Drawing No.	Name	Specification	Qty	Other

8. Printing Pattern & Private Label (PL)

8.1 Printing Pattern of Cabinet



8.2 Caution/Warning Labels



8.2.1 Definition of Private Label (PL)


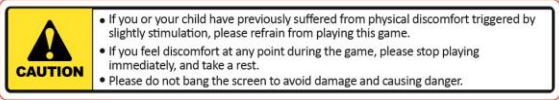

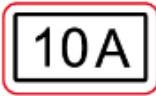
PL – Private Label. A private label product is manufactured by a contract or third-party manufacturer and sold under a retailer’s brand name. Private label brands are exclusive to a retailer, which can help target a specific audience.

This is in contrast to buying products from other companies with their brand names on them.

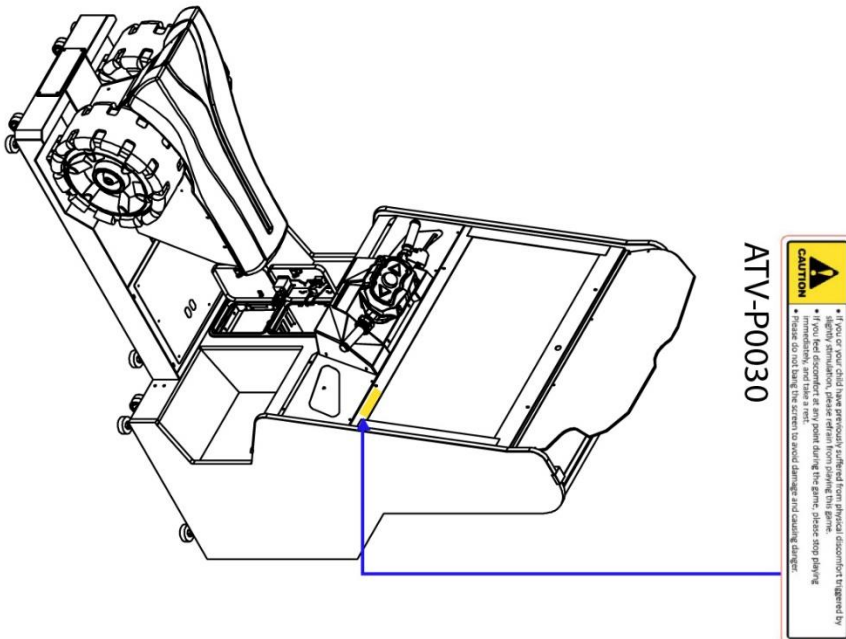
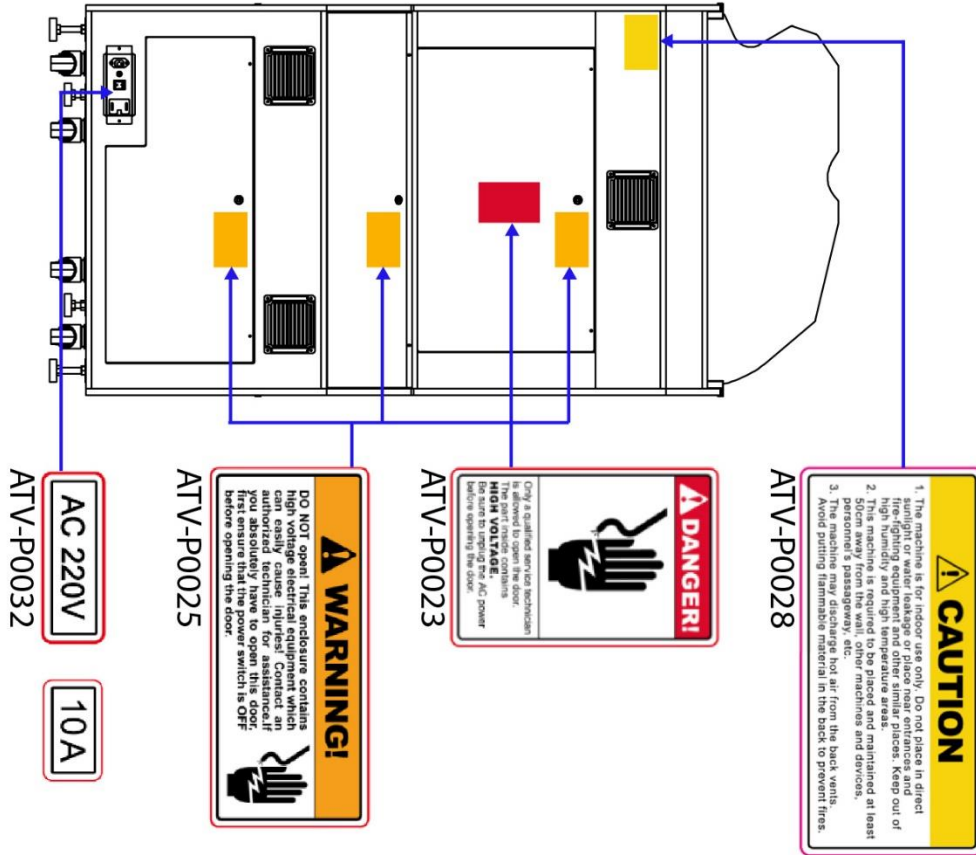
8.2.2 Caution/Warning Label List

A list of all WARNING/CAUTION/DANGER labels and what they stand for.

No.	Caution/Warning Labels	Details
ATV-P0023		<p>!DANGER Only a qualified service technician is allowed to open the door. The part inside contains HIGH VOLTAGE. Be sure to unplug the AC power before opening the door.</p>
ATV-P0025		<p>!WARNING DO NOT open! This enclosure contains high voltage electrical equipment which can easily cause injuries! Contact an authorized technician for assistance. If you absolutely have to open this door, first ensure that the power switch is OFF before opening the door.</p>

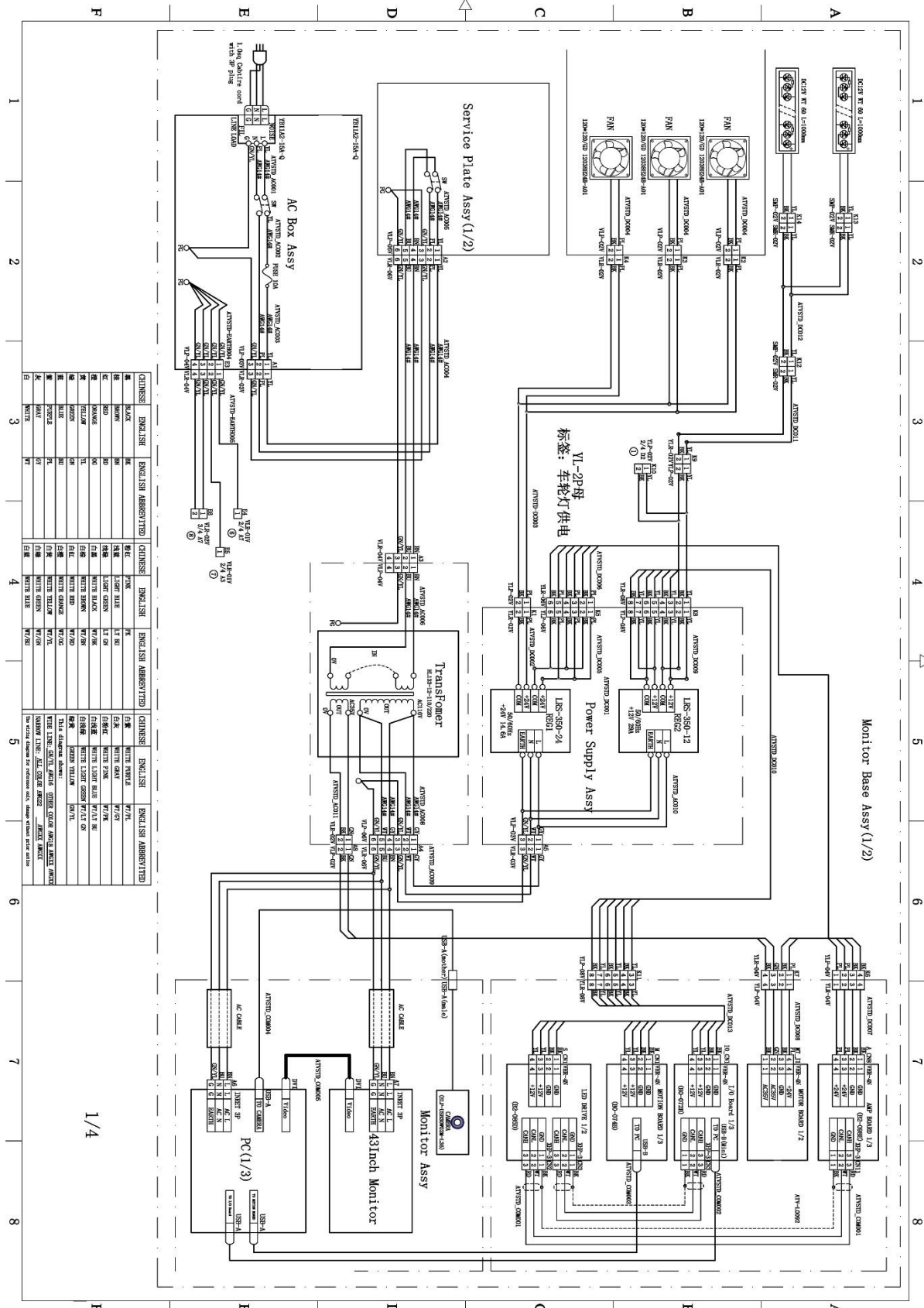
<p>ATV- P0028</p>	 <p>CAUTION</p> <ol style="list-style-type: none"> 1. The machine is for indoor use only. Do not place in direct sunlight or water leakage or place near entrances and fire-fighting equipment and other similar places. Keep out of high humidity and high temperature areas. 2. This machine is required to be placed and maintained at least 50cm away from the wall, other machines and devices, personnel's passageway, etc. 3. The machine may discharge hot air from the back vents. Avoid putting flammable material in the back to prevent fires. 	<p>!CAUTION</p> <ol style="list-style-type: none"> 1. The machine is for indoor use only. Do not place in direct sunlight or water leakage or place near entrances and fire-fighting equipment and other similar places. Keep out of high humidity and high temperature areas. 2. This machine is required to be placed and maintained at least 50cm away from the wall, other machines and devices, personnel/s passageway, etc. <p>The machine may discharge hot air from the back vents. Avoid putting flammable material in the back to prevent fires.</p>
<p>ATV- P0030</p>	 <p>CAUTION</p> <ul style="list-style-type: none"> • If you or your child have previously suffered from physical discomfort triggered by slightly stimulation, please refrain from playing this game. • If you feel discomfort at any point during the game, please stop playing immediately, and take a rest. • Please do not bang the screen to avoid damage and causing danger. 	<p>!CAUTION</p> <ul style="list-style-type: none"> • If you or your child have previously suffered from physical discomfort triggered by slightly stimulation, please refrain from playing this game. • If you feel discomfort at any point during the game, please stop playing immediately, and take a rest. • Please do not bang the screen to avoid damage and causing danger.
<p>ATV- P0032</p>	 	<p>Voltage</p>

8.2.3 Location of Caution/Warning Labels

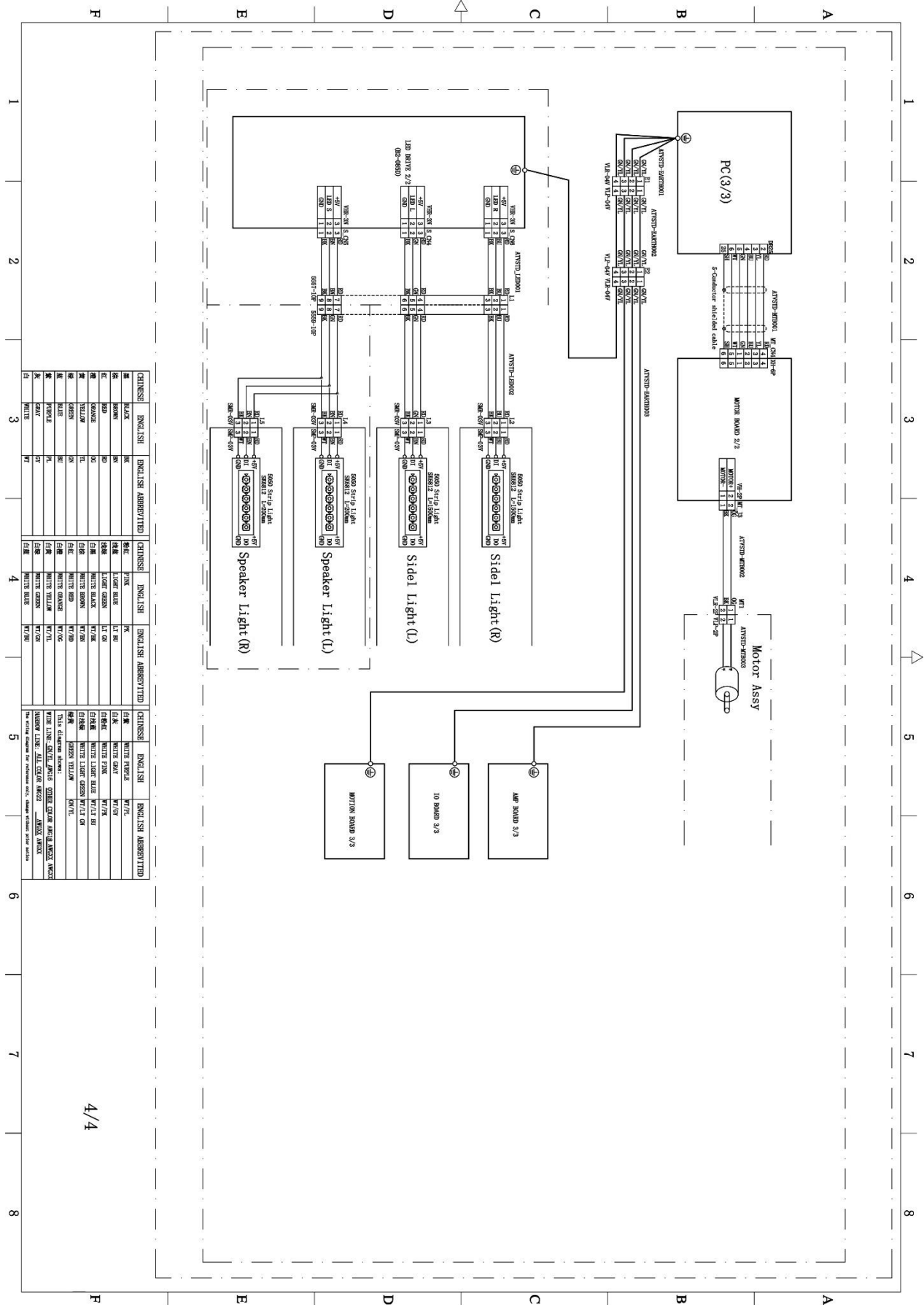


9. Wiring Diagram

9.1 Wiring Diagram 1/4



9.4 Wiring Diagram 4/4



CHINESE	ENGLISH	ENGLISH ABBREVIATED	CHINESE	ENGLISH	ENGLISH ABBREVIATED	CHINESE	ENGLISH	ENGLISH ABBREVIATED
黑	BLACK	BLK	粉	PINK	PK	白	WHITE	WHT
棕	BROWN	BRN	浅蓝	LIGHT BLUE	LT BL	白	WHITE	WHT
红	RED	RD	浅绿	LIGHT GREEN	LT GR	白	WHITE	WHT
黄	ORANGE	OR	白	WHITE	WHT	白	WHITE	WHT
紫	PURPLE	PL	白	WHITE	WHT	白	WHITE	WHT
绿	GREEN	GR	白	WHITE	WHT	白	WHITE	WHT
蓝	BLUE	BL	白	WHITE	WHT	白	WHITE	WHT
灰	GRAY	GRY	白	WHITE	WHT	白	WHITE	WHT
白	WHITE	WHT	白	WHITE	WHT	白	WHITE	WHT

4/4

10. After-Sales Service

SPARES AND SERVICE CONTACT INFORMATION

-SEGA TOTAL SOLUTIONS-

42 Barwell Business Park
Leatherhead Road
Chessington
Surrey
KT9 2NY
United Kingdom

Contact: +44 (0) 208 391 8060
Option 1 for Spares, Prize, and Sales
Option 2 for Technical, Warranty, and Repairs



-PLAY IT AMUSEMENTS-

870 Lively Blvd
Wood Dale
Illinois
60191
United States of America

Main/General: 847-364-9787
Part Sales: 224-265-4287
Technical Support: 224-265-4283





ATV SLAM (STANDARD version)
USER'S MANUAL
Ver. 1.01

