









OPERATIONS



SAFETY INSTRUCTIONS

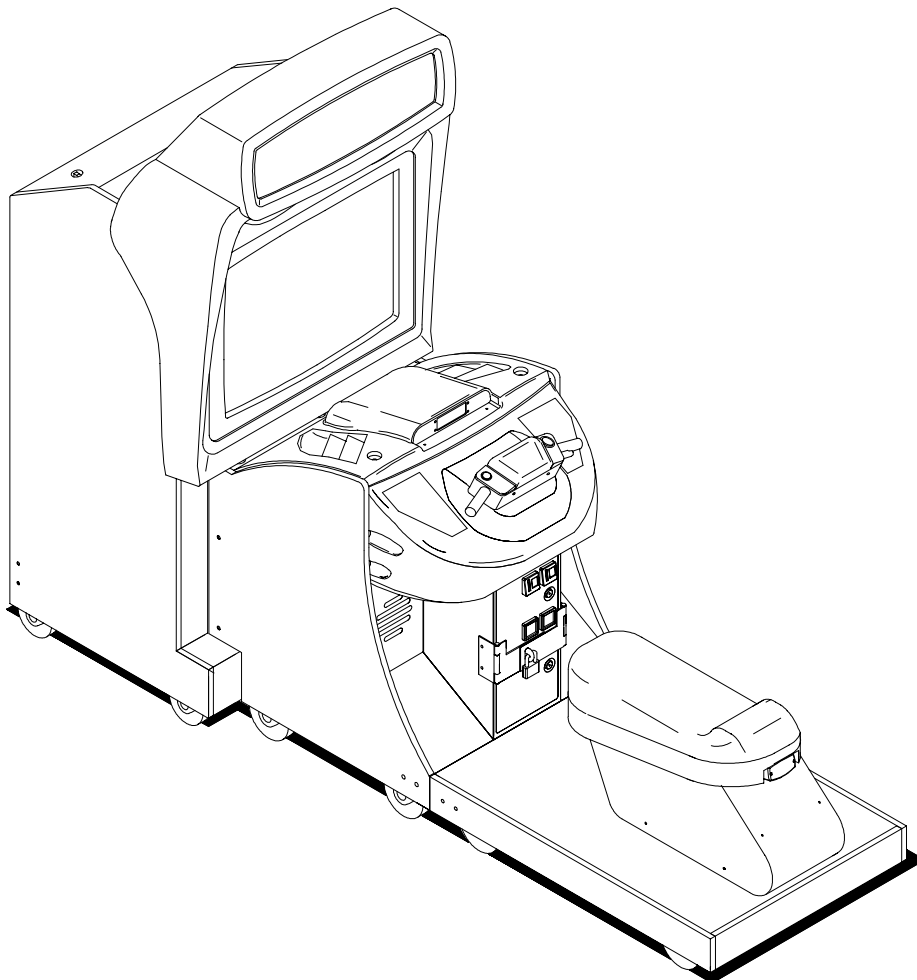
The following safety instructions apply to operators and service personnel. Read these instructions before servicing or preparing the Video Game Machine (VGM) for play. Other safety instructions appear throughout this manual.

DEFINITIONS OF SAFETY TERMS

- **DANGER** indicates an imminent hazard. If you fail to avoid this hazard, it **WILL** cause death or serious injury.
- **WARNING** indicates a potential hazard. If you fail to avoid this hazard, it **COULD** cause death or serious injury.
- **CAUTION** indicates a potential hazard. If you fail to avoid this hazard, it **MAY** cause minor or moderate injury. **CAUTION** also alerts you about unsafe practices.
- **NOTE** indicates information of special importance.

	<p>WARNING: TRANSPORTING GAMES. The VGM contains glass and fragile electronic devices. Use appropriate care when transporting. Avoid rough handling when moving the cabinet. Do not move with the power switched on.</p>
	<p>WARNING: DISCONNECT POWER. Always turn the power OFF and unplug the VGM before attempting service or adjustments unless otherwise instructed. Installing or repairing boards with power switched on can damage components and void the warranty.</p>
	<p>WARNING: GROUND GAMES. Avoid electrical shocks! Do not plug in a VGM until you have inspected and properly grounded it. Only plug this game into a grounded, three-wire outlet. Do not use a "cheater" plug, or cut off the ground pin on the line cord.</p>
	<p>WARNING: AVOID ELECTRICAL SHOCKS. The VGM system does not utilize an isolation transformer. Internal cabinet AC is not isolated from the external AC line.</p>
	<p>WARNING: HANDLE FLUORESCENT TUBE AND CRT WITH CARE. If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.</p>
	<p>CAUTION: CHECK POWER SELECTOR, LAMP. Set the 115/230VAC selector on the power supply for the correct line voltage. Check the selector setting before switching on the VGM. Verify that the fluorescent lamp assembly is correct for the local line voltage.</p>
	<p>CAUTION: USE PROPER FUSE. Avoid electrical shock! Replacement fuses must be identically rated. Fuse voltage and current ratings must be identically rated to the original fuse.</p>
	<p>CAUTION: ATTACH CONNECTORS PROPERLY. Be sure board connectors mate properly. If connectors do not slip on easily, do not force them. A reversed connector may damage the VGM and void the warranty. Connector keys only allow a connector to fit one set of pins on a board.</p>

	<p>CAUTION: USE CARE WHEN SHIPPING HARD DISKS. The hard disk drive must be packed in an anti-static bag. When shipping the drive for repair or replacement, pack it in an approved container (P/N 08-8068). Do not stack or drop hard disk drives.</p>
	<p>WARNING: HAZARD TO EPILEPTICS. A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. People who have not had any previous seizures may nonetheless have an undetected epileptic condition.</p> <p>If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., seizures or loss of awareness), immediately consult your physician before using any video games.</p> <p>We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.</p>



PRODUCT SPECIFICATIONS

Operating Requirements

<u>Location</u>	<u>Electrical Power</u>	<u>Temperature</u>	<u>Humidity</u>
Domestic	120VAC @ 60Hz 4.0 Amps	32°F to 100°F	Not to exceed 95% relative
Foreign	230VAC @ 50Hz 2.0 Amps	(0°C to 38°C)	
Japan	100VAC @ 50Hz 4.0 Amps		

Cabinet Statistics

<u>Shipping Dimensions</u>	<u>Shipping Weight (Approx.)</u>	<u>Design Type</u>
Width 40" (101.6 cm)	600Lbs (272kg) Main Cabinet	Sit-On Dedicated Video Game Machine with Steering Feedback
Depth 95" (241.3 cm)	200Lbs (90kg) Control Cabinet	
Height 86" (218.4 cm)	125Lbs (57kg) Seat Assy.	

Game Characteristics

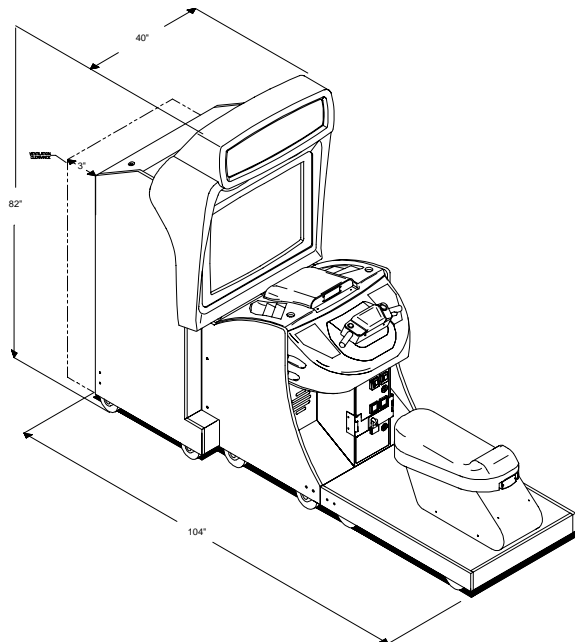
<u>Player Variables</u>	<u>Operator Variables</u>	<u>Diagnostics</u>
1 to 4 players per VGM (with Linking) High Score Recognition Suitable for All Ages (AAMA Certified)	Coinage, Play Mode, Difficulty, Volume, Audits, Statistics	Automatic Power-Up Self-Test Manual Multi-Level Menu System

Equipment Characteristics

Video Display Monitor
VGA Resolution
39" (99 cm) CRT

Audio System
Digital Stereo
5" (12.7 cm) Coaxial Full Range
Speakers

Currency Acceptors
2 Coin Mechanisms
Dollar Bill Validator Ready
Electronic Coin Acceptor Ready




PRODUCT CONFIGURATION

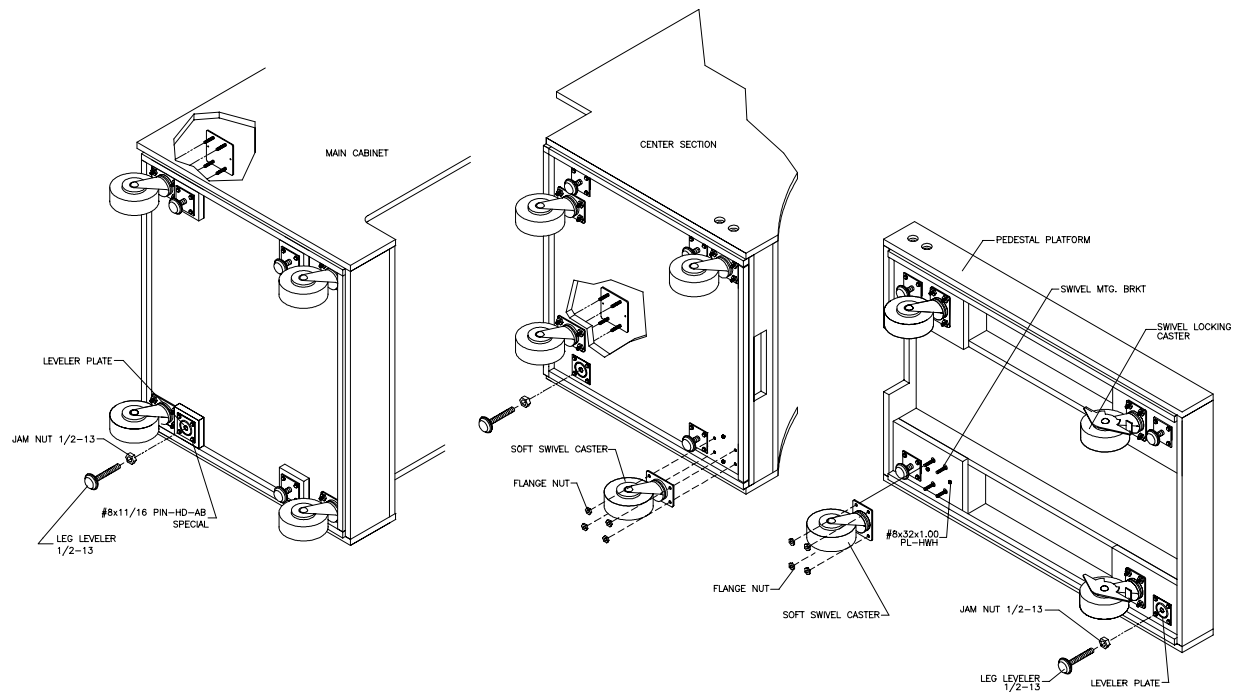
- **Stand Alone Video Game Machine**
Each VGM is ready to play right out of the box. Operators may use the menu screens in the game menu system to determine some player variables in advance or leave the choices up to the players.
- **Linked Video Game Machines**
Linking allows players to compete against each other on a single course. Operator menus are used the same way as in stand-alone VGMs. Crossover couplers and linking cables to connect two VGMs are factory installed. Use an optional 10 base-T ethernet hub to interconnect up to four VGMs.

SET-UP

1. Remove all items from the shipping containers and set them aside. Remove all packing material. Inspect the exterior of the main cabinet, control cabinet and the seat pedestal for any damage.

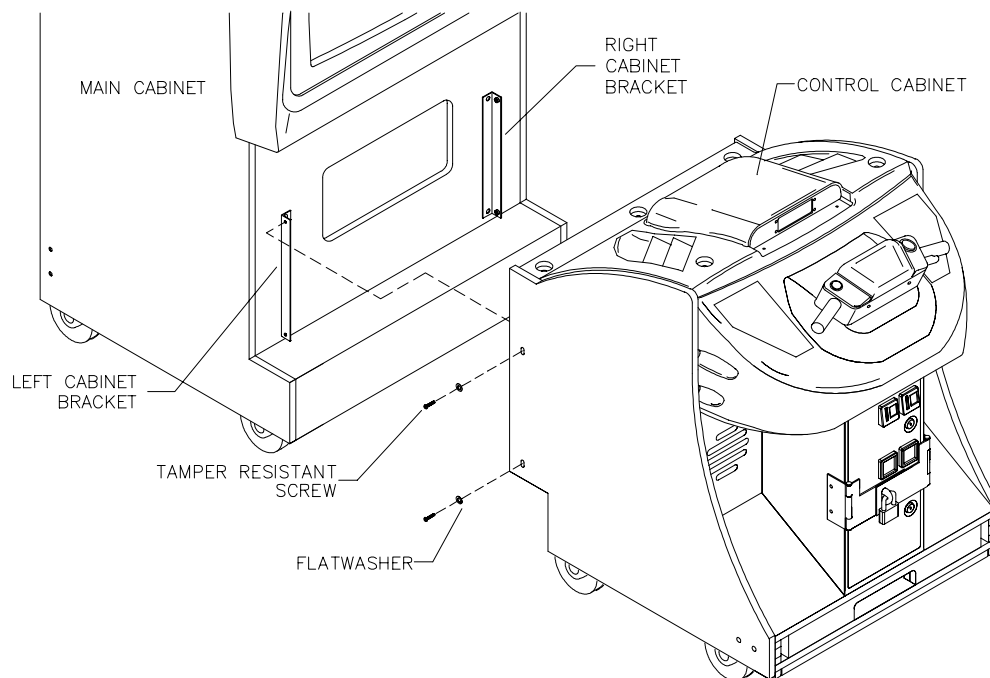
	<p>WARNING The cabinet is top heavy. Do not push against plastic parts during movement.</p>
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2. Remove keys from controller assembly. Unlock and open the rear door, and the coin and cash boxes. Electrical cords, mechanical components, and assorted spare parts are packed inside the cash box. Casters and leg levelers for main cabinet, control cabinet, and pedestal are packed inside of a box with the seat pedestal
3. Install one nut onto each leg leveler. Tilt main cabinet as needed to locate threaded holes in the underside of cabinet. Install a leveler and nut into each hole. Do not tighten nuts at this time. Repeat these steps for the center control cabinet and seat pedestal as well.
4. Install provided swivel casters. Install six (6) swiveling casters on the center control cabinet and seat pedestal as shown in the illustration below.
5. Install provided locking casters. Install two (2) locking casters on seat pedestal as shown in the illustration below.
6. The main cabinet is mounted on casters. Roll the cabinet to its intended location, maintaining clearance between the cabinet and walls, drapes, other games or obstructions. Roll the control cabinet near the main cabinet, leaving enough space to attach wiring harness. Mate each cable from the control cabinet to main cabinet. Press firmly, but do not force, the keyed connectors until the contacts properly seat. Slide the control cabinet toward main cabinet between the mounting brackets, guiding the harness and cables into main cabinet.



LOCATION OF CASTERS AND LEVELERS

7. Lower and adjust each leg leveler on the control cabinet until it is stable and level. Adjust the levelers until the bottoms of both pieces are flush and parallel with each other. Inspect for binding or pinched wires. Align bracket holes with mounting holes in base of control cabinet. Insert and firmly tighten fasteners to attach the two pieces together as a single unit.
8. Locate the pedestal assembly mounting rails and rubber bumper spacers, which are shipped along with hardware, inside a cash box.
9. Install rubber bumpers. Rubber bumpers are used to maintain a 3/16" space between the pedestal and cabinet assembly, and are essential in absorbing vibration. Insert one bumper using a twisting motion into each of the pre-drilled holes located along the bottom edge of control cabinet assembly.
10. Install pedestal mounting rails. Orient the mounting rail so that the pre-attached rubber bumpers face outward, then insert rail. Fasten rail in place with the hardware provided. If necessary, refer to illustration for proper placement.

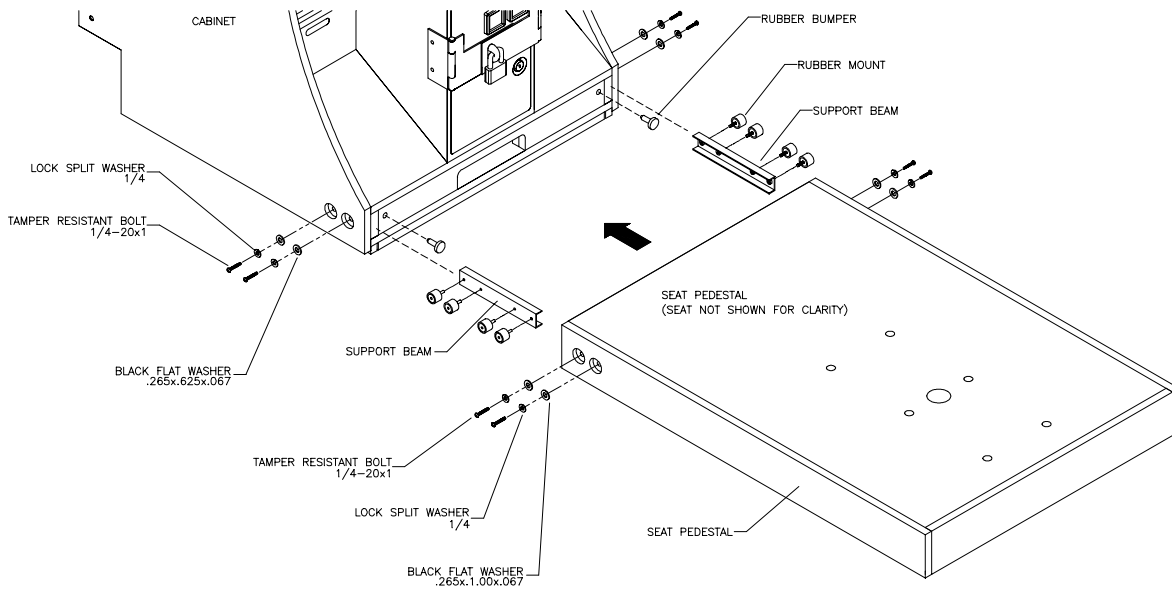


MOUNTING BRACKET LOCATION

11. Roll the pedestal section near the cabinet, align the opening in the pedestal with the ends of the rails. Slide the pedestal forward onto extended mounting rails leaving enough space to attach the wiring harness. Mate each cable connector and press firmly to seat the contacts.

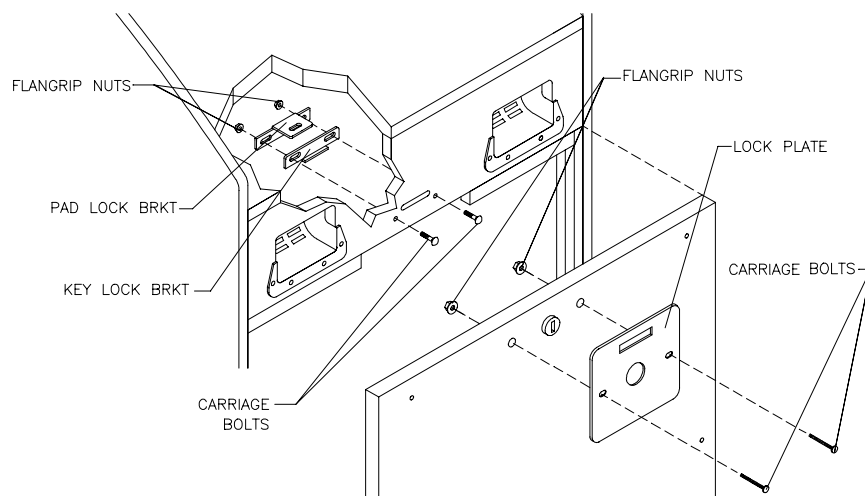
Ensure no wires are pinched during pedestal attachment. Attach pedestal assembly using 1/4-20 tamper resistant screws and large flat washers provided. A T27 wrench is included to tighten these screws firmly.

12. Lower and adjust each leg leveler until the pedestal section is stable and level. Adjust the levelers until the bottoms of *all* pieces are flush and parallel with each other. Inspect for binding or pinched wires. Insert and firmly tighten the remaining fasteners to attach the two pieces together as a single unit.



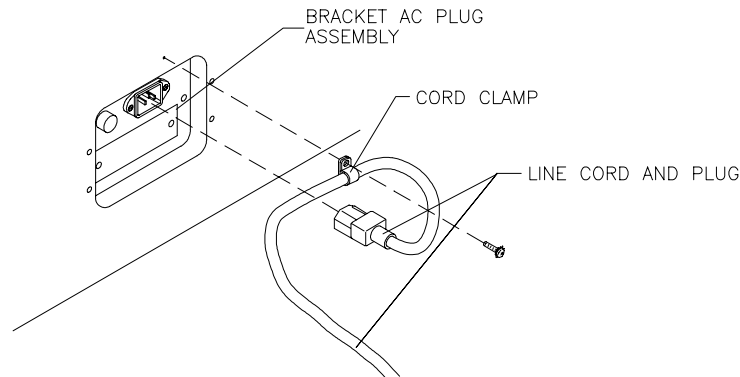
LOCATION OF PEDESTAL ASSEMBLY MOUNTING HOLES

13. An extra padlock may be installed to secure the rear door. Locate hasp. Remove the two lock bracket nuts from inside the cabinet, above the rear door opening. Slide the hasp bracket onto the bolts so that it protrudes from the hole in back of the cabinet, then reinstall nuts.
14. Modify the lock plate at the top of the rear door. Remove the bolts and nuts from the lock plate, then rotate the plate so that the slot will be above the door. Reinstall the bolts and nuts and tighten firmly.
15. Reinstall the rear door onto the cabinet and close it. Lock the rear door and remove the key. If required, install the extra padlock through the hasp at this time. Install the screws at the top and sides of the rear door and tighten snugly. Leave the remaining doors open at this time.



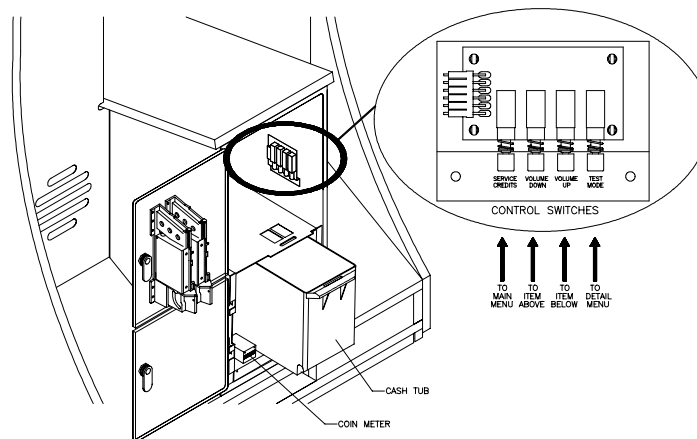
TYPICAL REAR DOOR HASP INSTALLATION

- The power cord is packed in with the spare parts. Insert a portion of the line cord in the cord clamp leaving enough slack for the cord. Match the holes on the IEC plug with the prongs in the receptacle and push firmly to seat the line cord.



LINE CORD INSTALLATION

- Plug the game into a grounded (3-terminal) AC wall outlet. Switch on power to the game using the *ON/OFF* switch located on the upper left top of the cabinet (when viewed from the player's position). The game will power up and begin its self test. If no errors are found, the game will automatically enter the attract mode of operation (scenes and sounds from typical races, player's scores, messages, etc.).
- Open the coin door. Press and hold the *Begin Test* button on the operator control switch panel to enter the menu system. Wait until the Main Menu screen appears on the monitor.



TYPICAL COIN DOOR SWITCH LOCATION

- Follow on-screen instructions to select Diagnostics, then choose **SWITCH TESTS**. Follow the on-screen instructions to verify that each of the controls is operational. If no errors are found, the controls should function well.
- Return to the Diagnostics screen, then choose **CONTROLLER TEST**. Follow the on-screen instructions to verify the presence of steering resistance. If no errors are found, the aim will be good.
- Return to the Main Menu screen, and then choose **EXIT**. The game will automatically enter its "attract" mode of operation (scenes and sounds from typical races, player's scores, messages, etc.).

22. Insert currency or tokens and play a game. Change the volume and make any other adjustments. Close and lock all open doors. Tighten the leveler nuts and engage the caster locks.

MAINTENANCE

- **Viewing Glass**

It is not necessary to switch off power to the game to clean the glass. Apply a mild glass cleaner to a clean cloth or sponge and wipe the viewing glass.

Do not apply the cleaner directly on the glass! Liquid could drip down into switch or control circuits and cause erratic game operation.

- **Player Controls**

Use plastic-safe, non-abrasive cleaners to avoid damage. Apply cleaner to a clean cloth or sponge and wipe the player controls.

Do not apply the cleaner directly on the controls!

- **Cabinet and Seat**

Use plastic-safe, non-abrasive cleaners to avoid damage. Apply cleaner to a clean cloth or sponge and wipe the seat or cabinet.

Do not apply cleaner directly on artwork or cabinet!

GAME FEATURES

Arctic Thunder™ ships configured for one-player game play. Up to four cabinets may be linked to promote player competition.

Arctic Thunder™, the action packed snowmobile tour for the new millennium, is a polar fantasy that transports adventurous trekkers across continents in search of unimaginable and ultra-realistic thrills and chills. From the snowy plateaus of the Himalayas and the Swiss Alps to snowscapes in Europe and the Americas, players can assume the role of Ponzo, the resident polar primate, or of Willie Quinn a hip and cool Rastafari, but to name a few. Slaloming through fluffy white powder on the back of a snowmobile, players and their opponents vie for power-ups while launching shiver-worthy snowballs and frosty power attacks.

STARTING UP

Each time power is switched on or restored to the game machine, the system enters Start-up Tests. The software revision level is shown at the top of the screen. A testing message will appear for approximate 60 seconds.

The system enters Attract Mode once it passes all power-up tests. The Attract Mode screen will cycle endlessly and display a variety of scenes and sounds from a typical race on any given track. The system does not exit Attract Mode until the desired amount of coins or tokens is inserted and game play commences.

GAME RULES AND OBJECTIVES

The game is configured for one-player game play, but up to four cabinets may be linked at one time to promote multiple player competition. To enter Game Mode, individual player(s) must insert the required amount of currency or tokens, press the Start button, and select a sled and track. The main objective of the game is to earn top ranking on a given track environment and/or against other drivers.

PLAYER CONTROLS

- *Start Button*, located on the right-hand side of the handlebar, is used to begin game play or to select certain features before a race.
- *Attack Button*, located on the left-hand side of handlebar is used during competition to punch opponents, launch snowballs, or power attacks.
- *Throttle Lever*, located on the right-hand side of handlebar, is used to accelerate.

GAME OPERATION

Access to the menu system for statistics, adjustments, and testing is secured by a keyed lock on the coin box to prevent tampering. When the menu system is entered, on screen messages guide the operator through tasks.

CABINET SWITCHES

- *ON/OFF SWITCH* is located on the top right-hand side of cabinet.
- *REMOTE MONITOR ADJUSTMENTS* knobs are located inside coin vault. Use the monitor test screens with these controls to adjust video image size, brightness, contrast, etc.

CONTROL BUTTONS

- *TEST BUTTON* activates game Menu System. Press the Test button to access the Main Menu and select individual diagnostics, audits, utilities, etc.
- *VOLUME-UP BUTTON* is used to move up through menu selections or adjustment items, as well as to increase volume level in game play.
- *VOLUME-DOWN BUTTON* is used to move down through menu selections or adjustment items, as well as to decrease volume level in game play.
- *SERVICE CREDIT BUTTON* is used to allot credits without affecting a game's bookkeeping total. This button is also used to exit a menu selection or return to the main menu.