



CHAPTER ONE









OPERATIONS



SAFETY INSTRUCTIONS

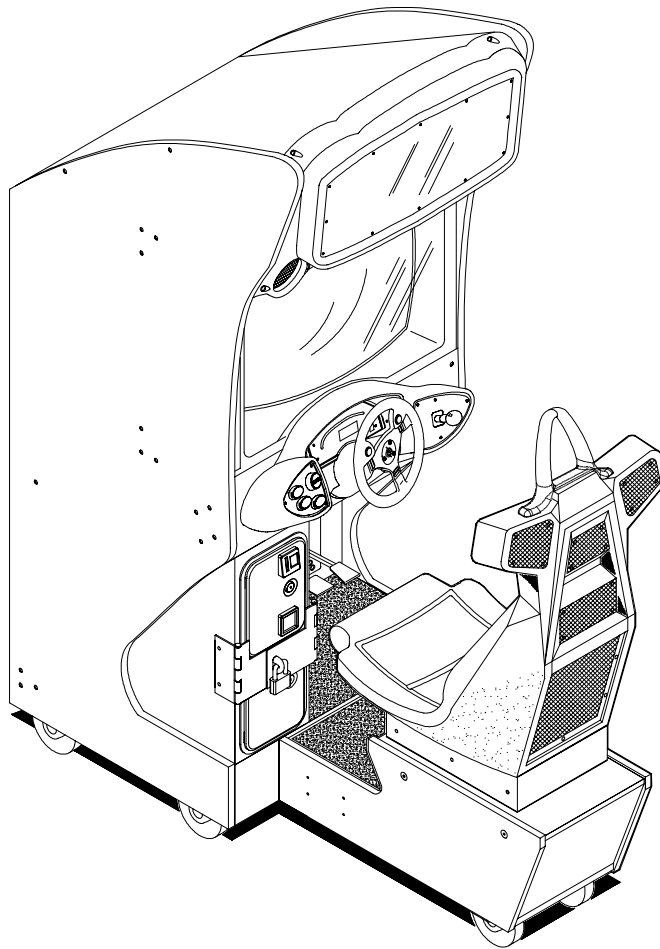
The following safety instructions apply to operators and service personnel. Read these instructions before servicing or preparing the Video Game Machine (VGM) for play. Other safety instructions appear throughout this manual.

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 30" (76.2 cm)	350Lbs (158kg) Main Cabinet	Sit-In Dedicated Video Game Machine with Steering Wheel Feedback
Depth 62" (157.4 cm)	125Lbs (57kg) Seat Assy.	
Height 78" (198 cm)		

Game Characteristics

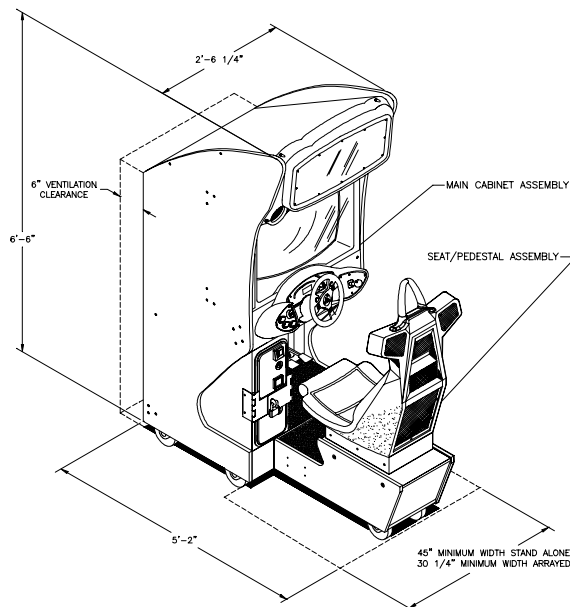
<u>Player Variables</u>	<u>Operator Variables</u>	<u>Diagnostics</u>
1 to 4 players per VGM (with Linking) High Score Recognition Suitable for All Ages (AAMA Certified)	Coinage, Play Mode, Difficulty, Volume, Audits, Statistics	Automatic Power-Up Self-Test Manual Multi-Level Menu System

Equipment Characteristics

Video Display Monitor
Medium Resolution RGB
27" (68.6 cm) CRT

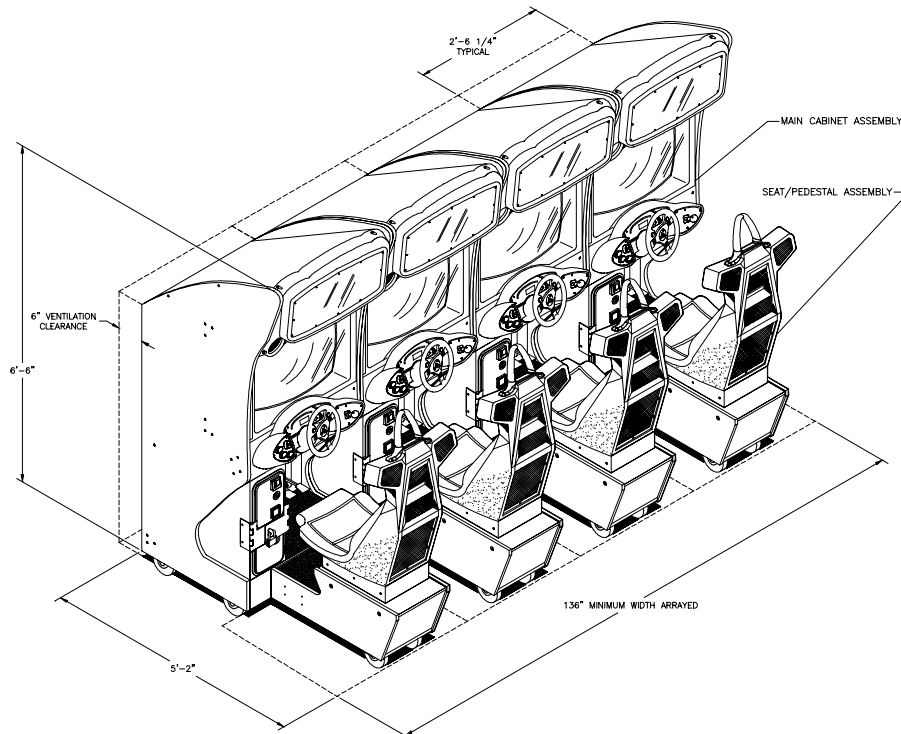
Audio System
Digital Stereo
5" (12.7 cm) Coaxial Full Range Speakers

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.



VIDEO GAME MACHINE ARRAY

SET-UP

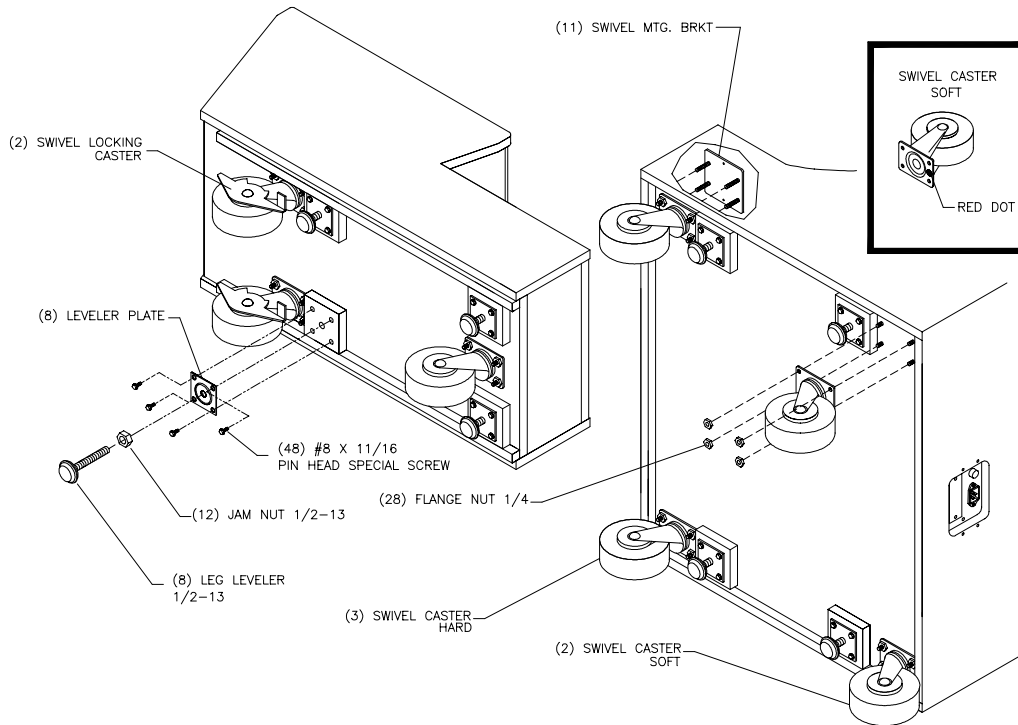
1. Remove all items from the shipping containers and set them aside. Remove all packing material. Inspect the exterior of the main cabinet, control cabinet and the seat pedestal for any damage.



WARNING

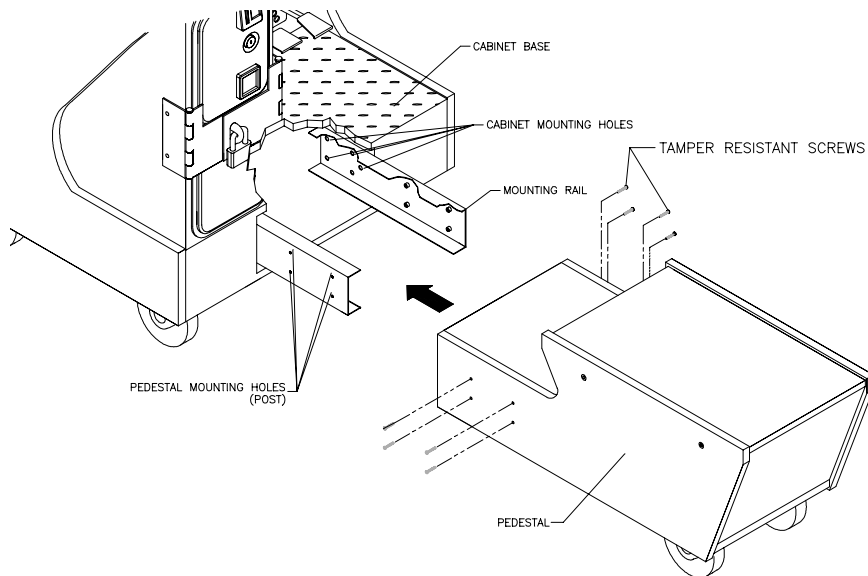
The cabinet is top heavy. Do not push against plastic parts during movement.

2. Remove the keys from the steering wheel. 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.
3. Install one nut onto each leg leveler. Tilt as needed to locate four threaded holes under both the main cabinet *and* three holes under the pedestal. Install a leveler and nut into each hole. Do not tighten nuts at this time.
4. 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.



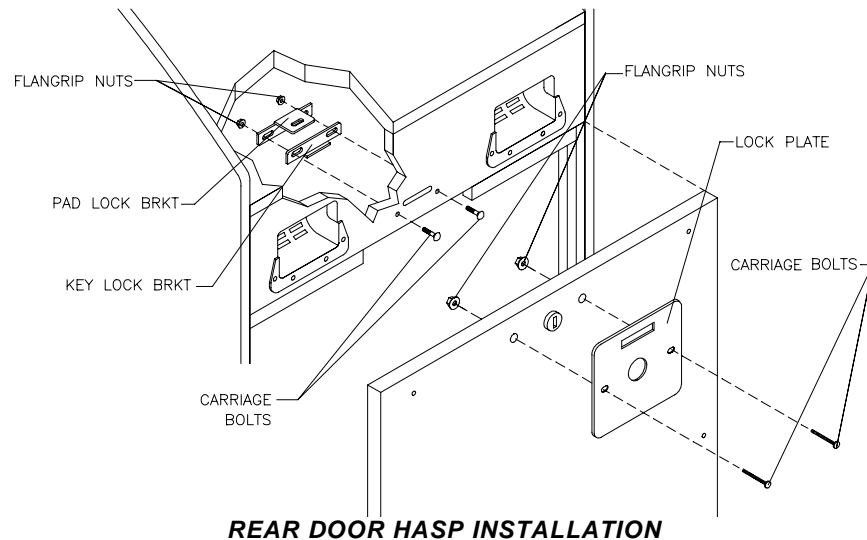
LOCATION OF CASTERS AND LEVELERS

5. The pedestal assembly mounting rails are shipped bolted to the inside of the control cabinet. Remove all of the 1/4 -20 hex-head bolts used to fasten the rails inside the cabinet and set aside. Individually pull each rail out of the cabinet, flip it end for end, and reinsert it. See diagram for proper placement. Fasten the rail to the inside of the control cabinet with the bolts until finger tight. Do not tighten these bolts at this time, as some movement is required in the mounting rails to align holes with pedestal assembly

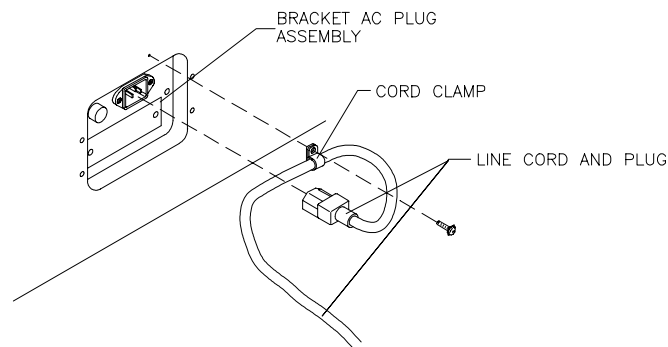


LOCATION OF PEDESTAL ASSEMBLY MOUNTING HOLES

6. 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 in spare parts. A T27 wrench is included with the spare parts to tighten these screws firmly. Tighten the hex head bolts after the tamper resistant screws have been tightened.
7. 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.

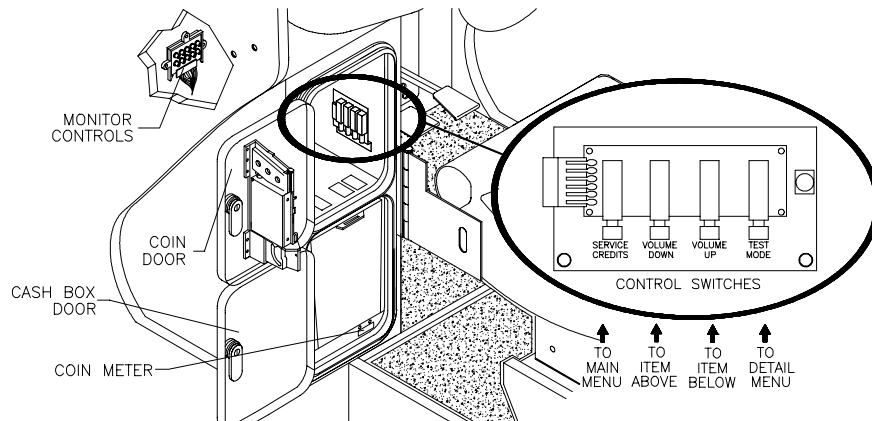


8. An extra padlock may be installed to secure the rear door. A hasp is located in the spare parts bag. Remove the two lock bracket nuts from inside the cabinet, above the rear door opening. Slide the hasp bracket onto the bolts so that it protrudes from the hole in back of the cabinet, then reinstall nuts.
9. 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.
10. 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.



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11. 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.
12. 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.).
13. 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

14. Follow on-screen instructions to select Diagnostics, then choose **SWITCH TEST**. Follow the on-screen instructions to verify that each of the controls is operational. If no errors are found, the controls should function well.
15. Return to the Diagnostics screen, then choose **SPEAKER TEST**. Follow the on-screen instructions to verify that each of the speakers is operational. If no errors are found, the audio should function well.
16. Return to the Diagnostics screen, then choose **WHEEL FEEDBACK TEST**. Follow the on-screen instructions to verify the presence of steering resistance. If no errors are found, the aim will be good.
17. Return to the Main Menu screen, then choose **CONTROL CALIBRATION**. Follow the on-screen instructions to set steering limits. If no errors are found, the controls will have the maximum accuracy.
18. 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.).
19. 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

C.A.R.T. Fury: Championship Racing™ ships configured for one-player game play. Up to four cabinets may be linked to promote player competition.

C.A.R.T. Fury™ is based on the Championship Auto Racing Teams, Inc. owned FedEx® Championship Series run yearly from March through October. CART races on road courses, temporary street circuits, oval tracks, and super speedways in five countries on four continents. The races are televised both domestically and around the world with a viewing audience of roughly over 57 million. Michael Andretti, Christian Fittipaldi, Juan Montoya and Jimmy Vasser are but a few of the drivers involved in the CART circuit.

C.A.R.T. Fury: Championship Racing™ features a total of 12 tracks to choose from. There are 8 actual CART courses, as well as 4 fantasy courses. Each course is packed with highly realistic scenery, immersive physics and the most amazing wrecks and crashes. Additionally, players can opt to play a full 12-race season, with points awarded for winning positions!

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 status screen to report on network activity will appear for about ten seconds. This screen is used to verify and troubleshoot connections on an array of cabinets.

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.

NOTE: An error message appears on screen and the game does not enter start up if an error is detected during the Start-Up Test. Record any messages before attempting to service the game.

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 car and track. The main objective of the game is to earn top ranking against other drivers.

PLAYER CONTROLS

- *Start Button* is used to begin game play or to select certain features before a race.
- *Boost Button*, located on either side of the steering wheel, provides extra boost while passing other cars during competition
- *View 1 Button* shows the view from the driver's seat inside the vehicle. This is a normal driver view.
- *View 2 Button* shows the view from directly above. The player can see the front end of the vehicle.

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- *View 3 Button* shows an aerial view of the vehicle. This is what a helicopter camera would see.
- *Pedals*, for both gas and brakes, are used to control vehicle speed.
- *Seat Position Adjuster* may be changed at any time, even during competition. Pull the adjustment lever to the left while seated then slide the seat forward or backward. Release the lever to lock the seat into position.

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 side of the cabinet.
- *REMOTE MONITOR ADJUSTMENT* knobs are located inside coin vault. Use the monitor test screens with these controls to adjust the video image size, brightness, contrast, etc.
- *SLAM TILT SWITCH*, located on the inside of the coin door opening near the lock, detects any forceful vibrations against coin door. This switch prevents awarding of free games due to pounding on coin door.
NOTE: The Slam switch is not present on Dollar Bill Validator (DBV) ready doors.

CONTROL BUTTONS

- *TEST BUTTON* activates the 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 the menu selections or adjustment items, as well as to increase volume level in game play. Activation of this button is accompanied by a distinct sound.
- *VOLUME-DOWN BUTTON* is used to move down through the menu selections or adjustment items, as well as to decrease volume level in game play. Activation of this button is accompanied by a distinct sound.
- *SERVICE CREDIT BUTTON* is used to allot credits without affecting the game's bookkeeping total. This button is also used to exit a menu selection or to return to the main menu.