

KIDDY CARS RACING!



GAME OPERATION MANUAL



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“KIDDY CARS RACING”

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1. GAME PLAY INSTRUCTIONS

1. ENTER THE CORRECT NUMBER OF CREDITS. THE GAME WILL START AUTOMATICALLY WHEN THE PROPER NUMBER OF CREDITS HAS BEEN ENTERED.
2. WHEN THE RACE STARTS, PRESS THE ACCELERATOR PEDAL TO INCREASE SPEED WHILE USING THE "JUMP" BUTTON TO CAPTURE BONUS ICONS AS THEY APPEAR FOR INCREASING SCORE AND TIME BONUSES (WHEN THE TIME BONUS OPTION IS SELECTED IN THE OPERATOR ADJUSTMENT MENU).
3. DURING GAME PLAY, IF THE PLAYER CATCHES THE BALLOONS FOUND THROUGHOUT THE COURSE, ADDITIONAL INFORMATION AND BONUS INFORMATION WILL BE REWARDED TO THE PLAYER.
4. AT THE END OF THE RACE, THE PLAYER'S SCORE WILL BE DISPLAYED AND THE GAME WILL END.

2. DIMENSIONS & TECHNICAL PARAMETERS




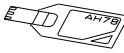
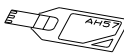
1. GAME DIMENSIONS: W43.3" x L82.7" x H46.5"
2. POWER REQ.: 110V/AC \pm 5%, 60 Hz-or-220V/AC \pm 5%, 50 Hz
3. MAXIMUM POWER: 850 WATTS
4. WEIGHT: 320 Lbs.
5. OPERATING TEMP.: [INDOOR ONLY] 14° F~+104° F
6. NUMBER OF PLAYERS: 1



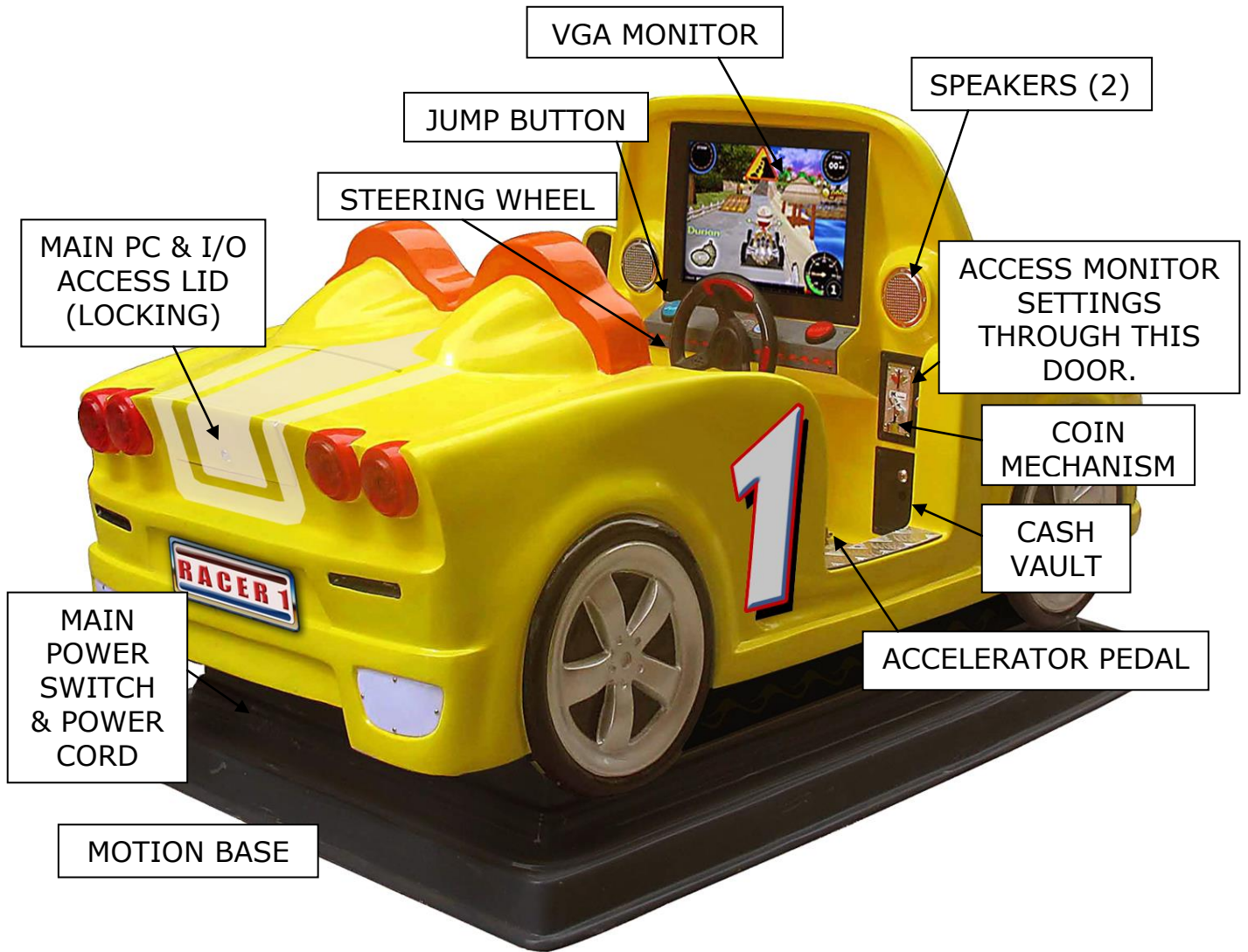
3. PARTS OF THE MACHINE

REFER TO THE CHART BELOW FOR THE MACHINE PARTS LOCATIONS AND THE CONTENTS OF THE SPARE PARTS KIT SUPPLIED WITH THE GAME.

Spare Parts Kit Contents;

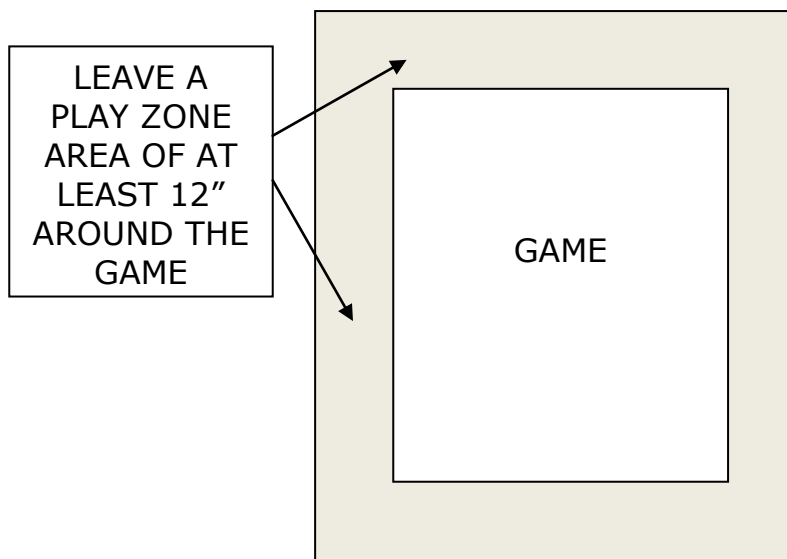
| NO | DESCRIPTION | SIZE | QTY REQ | UNIT | IMAGE | REMARKS |
|----|------------------------------------|----------|---------|------|---|----------------------|
| 1 | AC POWER CABLE | 71" | 1 | PC |  | |
| 2 | FUSE | 5XΦ.787" | 2 | PC |  | 10A |
| 3 | GAME MANUAL | | 1 | PC |  | |
| 4 | KEY FOR CASHBOX DOOR | | 1 | PC |  | |
| 5 | KEY FOR COIN MECH DOOR & TRUNK LID | | 1 | PC |  | INDOOR AND BACK DOOR |
| 6 | SWITCH SENSOR | | 1 | PC | | STEERING |

4. INTEGRAL STRUCTURE OF THE GAME



5. INSTALLATION OF THE GAME

1. THE MACHINE MAY ONLY BE USED IN A SAFE, INDOOR ENVIRONMENT. USE OF THE GAME OUTDOORS IS PROHIBITED.
2. THE RECOMMENDED AREA REQUIRED FOR SAFE OPERATION;



3. DO NOT INSTALL OR OPERATE THE GAME IN AREAS OF HIGH HUMIDITY OR EXCESSIVE CONDENSATION TO AVOID ELECTRICAL FAILURE OR CORROSION OF ELECTRICAL AND METAL COMPONENTS.
4. NEVER OPERATE OR INSTALL THE GAME NEAR EXCESSIVE HEAT OR SPARKS.
5. THE GAME SHOULD BE INSTALLED ON A LEVEL, EVEN, SMOOTH SURFACE AT ALL TIMES FOR RELIABLE OPERATION AND ACCESS OF THE MOTION BASE.
6. THE ENVIRONMENT OF THE LOCATION FOR THE GAME'S INSTALLATION SHOULD BE REASONABLY FREE OF DIRT AND DAMPNESS, DUST AND/OR MATERIALS WHICH ARE STORED OR KEPT NEARBY WHICH MAY COME IN CONTACT WITH THE

GAME DURING OPERATION. BE SURE THE AREA IS FREE OF OBSTRUCTION.

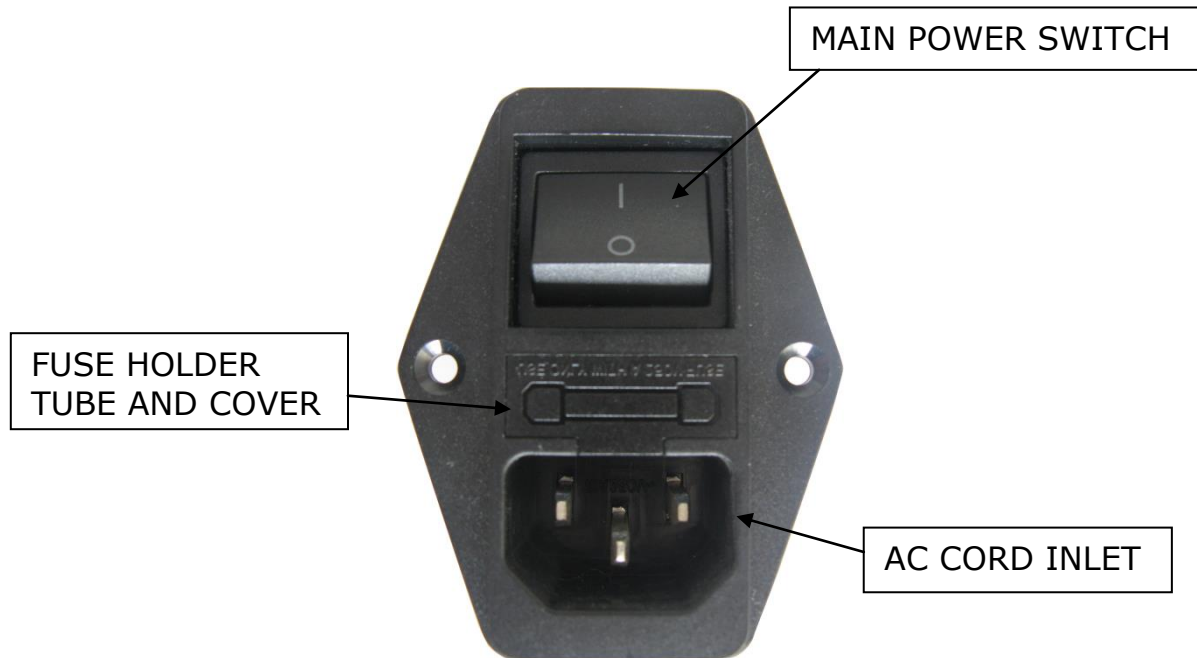
7. ALWAYS TURN THE POWER OFF BEFORE MOVING THE GAME AND ALWAYS DISCONNECT THE POWER CABLE FROM THE POWER SOURCE AND FROM THE GAME PRIOR TO MOVING.
8. AFTER INSTALLATION, ALWAYS LOWER THE 4 CORNER LEG LEVELERS DOWN TO THE LOWEST POSITION TO PREVENT THE GAME FROM ROLLING ON THE CASTERS DURING OPERATION.
9. CONNECT THE POWER ONLY TO COMPATIBLE OUTLETS RATED FOR THIS GAME.

6. NOTICE FOR SAFE OPERATION

1. CHECK WHETHER THE POWER PLUG AND POWER CORD ARE IN GOOD CONDITION BEFORE SWITCHING THE POWER ON. MAKE SURE THAT THE VOLTAGE IS SUITABLE FOR THE MACHINE.
2. THE POWER SUPPLY VOLTAGE MUST BE ACCORDING TO THE INSTRUCTION ON THE BACK OF THE MACHINE.
3. SWITCH THE POWER OFF BEFORE ANY MAINTENANCE OR REPAIR.
4. ONLY QUALIFIED PERSONS CAN EXAMINE AND REPAIR THE ELECTRIC CONTROL UNITS.
5. USE SUITABLE ACCESSORIES TO REPLACE THE OLD ONE.
6. WHEN YOU PULL OUT THE POWER LINE, HOLD THE PLUG. DO NOT HOLD THE LINE. DO NOT PLUG OR UNPLUG THE POWER CORD BY WET HAND. DO NOT PULL OR TWIST THE LINE CORD HEAVILY.

7. POWER SUPPLY

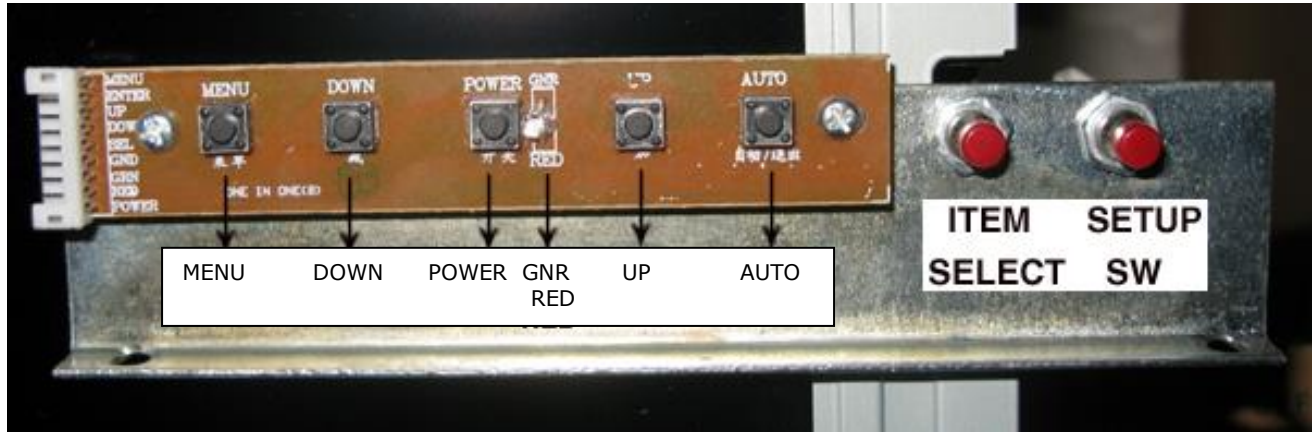
1. POWER SUPPLY INPUT ;



2. THERE IS A FUSE LOCATED IN THE FUSE HOLDER TUBE WHICH IS; 110V-10A ~ .80" LONG (110V/AC VERSION) or 220V-5A ~.80" LONG (220V/AC VERSION).

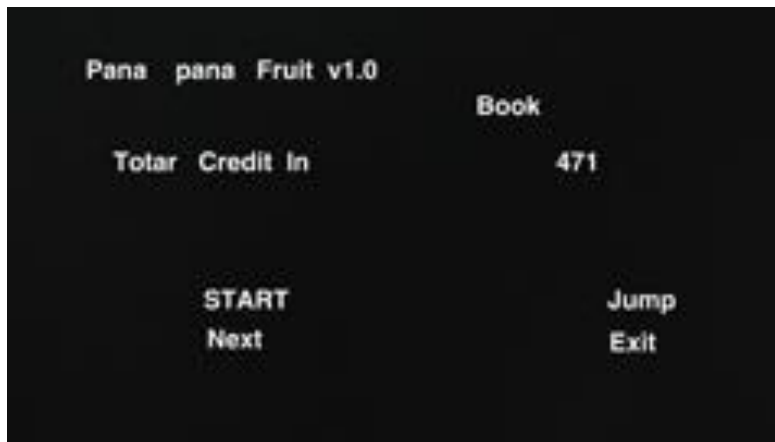
8. GAME ADJUSTMENTS & TEST

MONITOR ADJUSTMENT PANEL:



PICTURE 1

THIS PANEL SHOWS THE PUSHBUTTONS USED IN MAKING ADJUSTMENTS TO THE LCD MONITOR. “ITEM SELECT” & “SETUP SW” ARE THE PARAMETER ADJUSTMENT PUSHBUTTONS USED BELOW;

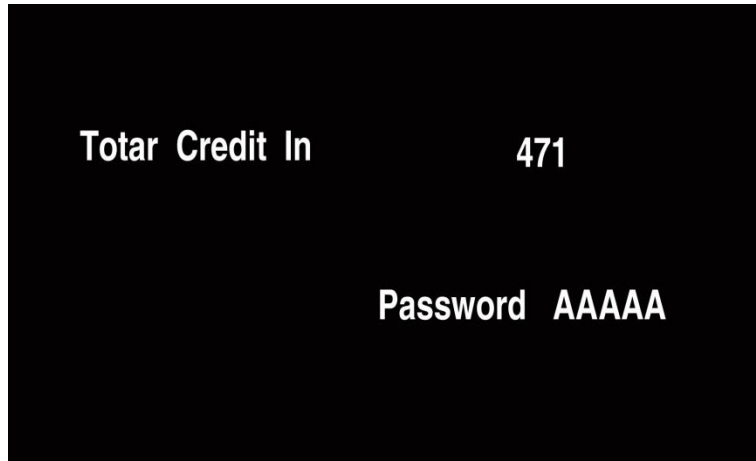


PICTURE 2

TO ENTER THE GAME MENU, PRESS “SETUP SW” AS SHOWN IN PICTURE 1, THE SCREEN WILL THEN CHANGE TO PICTURE 2, PRESS “START” TO ADVANCE TO THE NEXT MENU SCREEN. THE NEXT SCREEN SHOWS PICTURE 3, PRESS THE “JUMP” BUTTON ON

THE CONTROL PANEL AT ANY TIME TO EXIT THE ADJUSTMENT MENU AND RETURN TO NORMAL ATTRACT.

PASSWORD SCREEN PROMPT;



PICTURE 3

BYPASS THE PASSWORD PROMPT, - PRESS "START" 5 TIMES TO CONFIRM THE CODE AS SHOWN ABOVE AND ADVANCE THE SCREEN TO PICTURE 4;

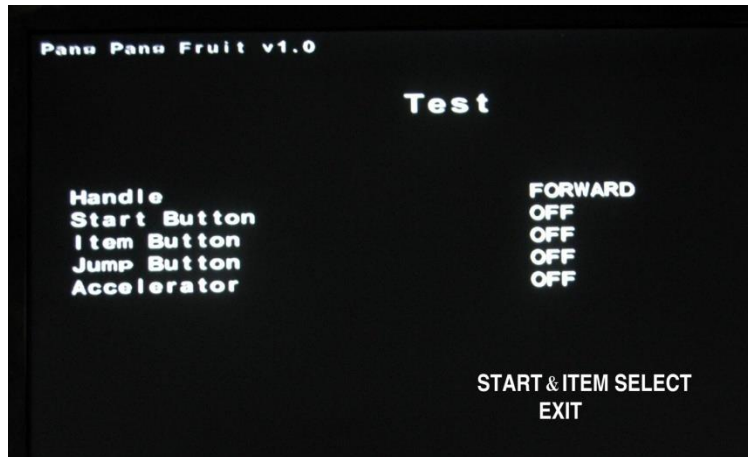


PICTURE 4

USE THE PUSHBUTTON "ITEM SELECT" ON THE MONITOR PUSHBUTTON PANEL (PICTURE 1) TO ADJUST THE DESIRED

PARAMETERS IN EACH SETTING. PRESS "START" TO ADVANCE TO THE NEXT SETTING DOWN IN THE MENU. AT ANY TIME, PRESS THE "JUMP" BUTTON TO ESCAPE THE MENU AND RETURN TO NORMAL.

TEST SCREEN;



PICTURE 5

PRESS "START" TO ADVANCE TO THE NEXT MENU SCREEN. PRESS "ITEM SELECT" AGAIN TO SHOW THE INPUT TEST CONNECTIONS AS SHOWN IN PICTURE 5.

PRESS "START" AND "ITEM SELECT" TOGETHER TO EXIT TEST STATE AND RETURN TO NORMAL GAME PLAY FOLLOWING TEST.

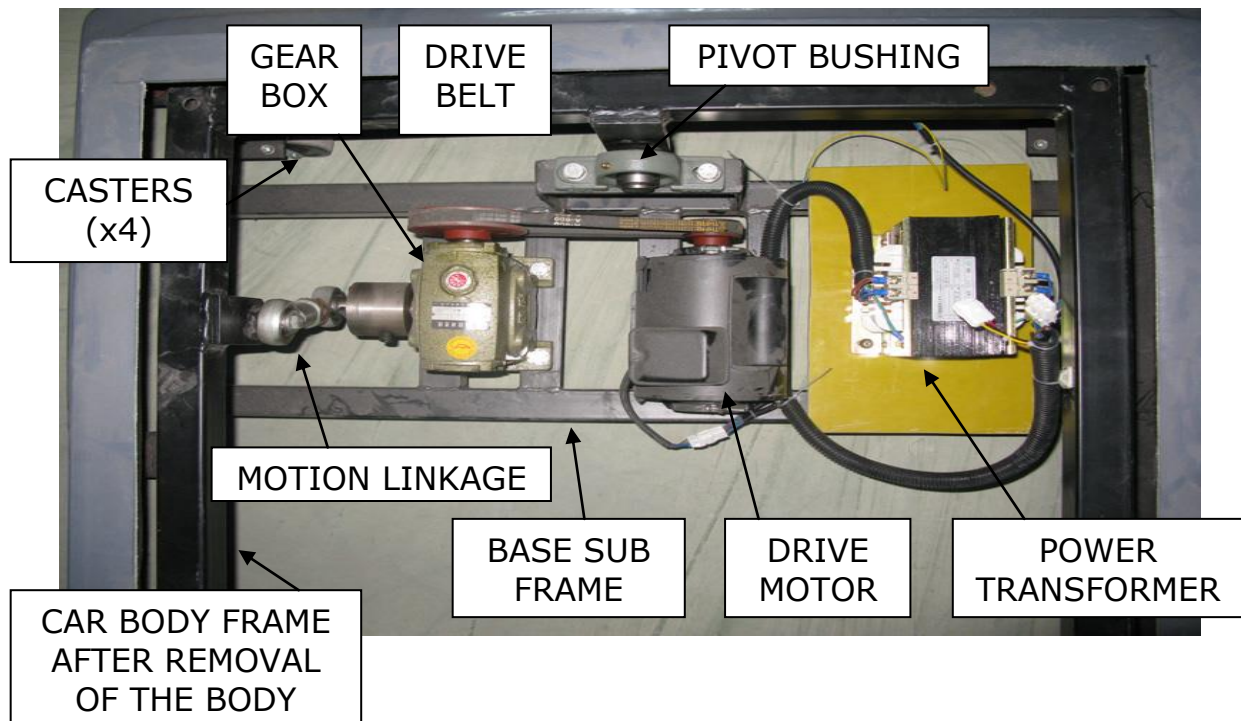
9. SERVICE & MAINTENANCE



TO REMOVE THE CAR BODY FOR SERVICING THE MOTION BASE, MOTOR OR LINKAGE, ACCESS THE FOUR 10MM ALLEN BOLTS LOCATED AT THE FOUR CORNERS OF THE CAR'S BODY FRAME FROM UNDERNEATH THE FRONT AND ACCESS THE TWO REAR BOLTS THROUGH THE TRUNK LID. BE SURE TO DISCONNECT THE CABLES FOR THE COOLING FAN. WITH TWO PEOPLE, LIFT THE CAR BODY STRAIGHT UP OFF THE FRAME AND PLACE IT IN A SAFE AREA DURING SERVICING.

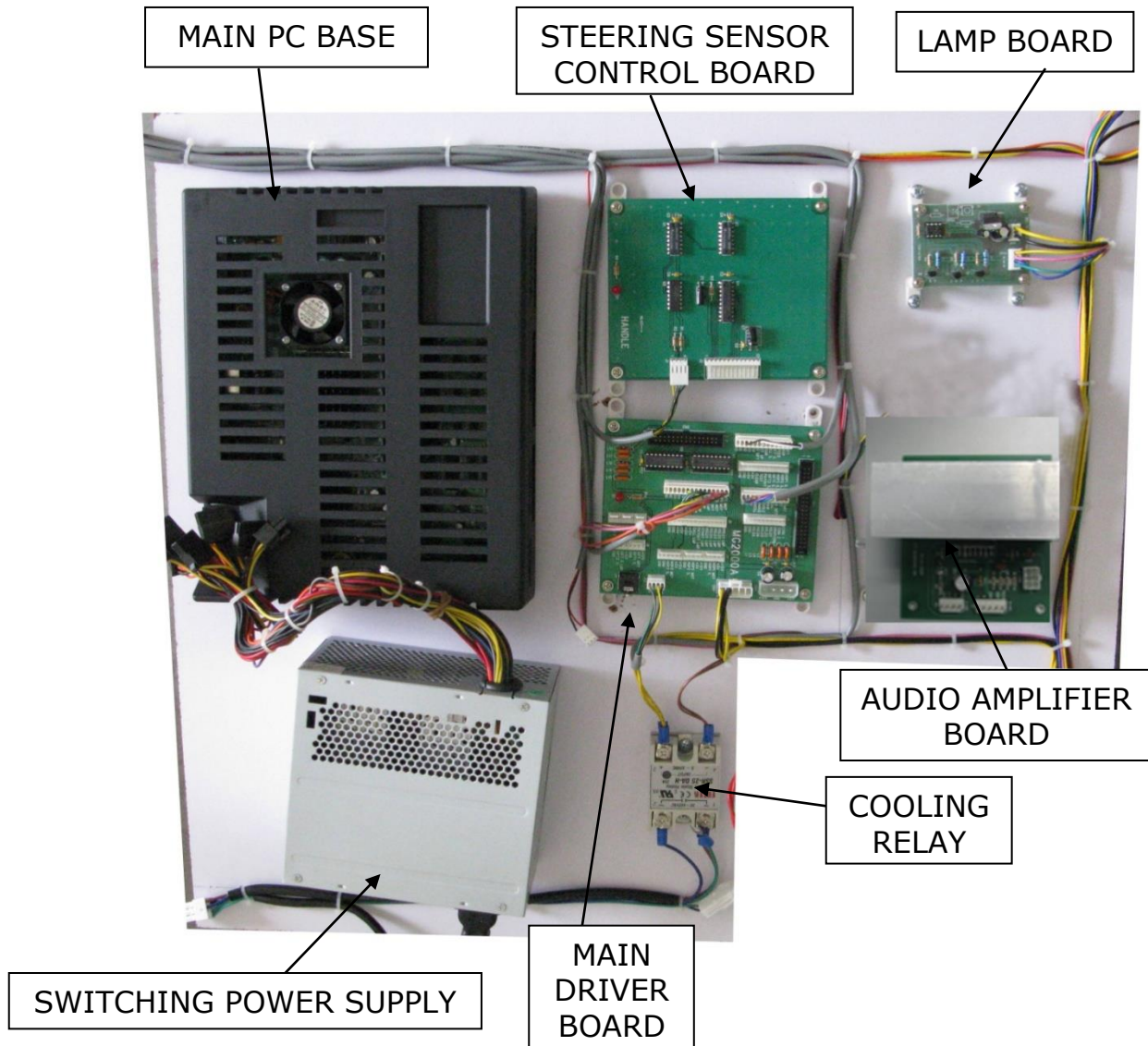
NOTE! ALWAYS DISCONNECT THE POWER CORD FROM THE GAME PRIOR TO ANY SERVICE!

THE "KIDDY CARS RACING" MOTION BASE
LOOKING DOWN ON TOP OF THE ASSEMBLY.

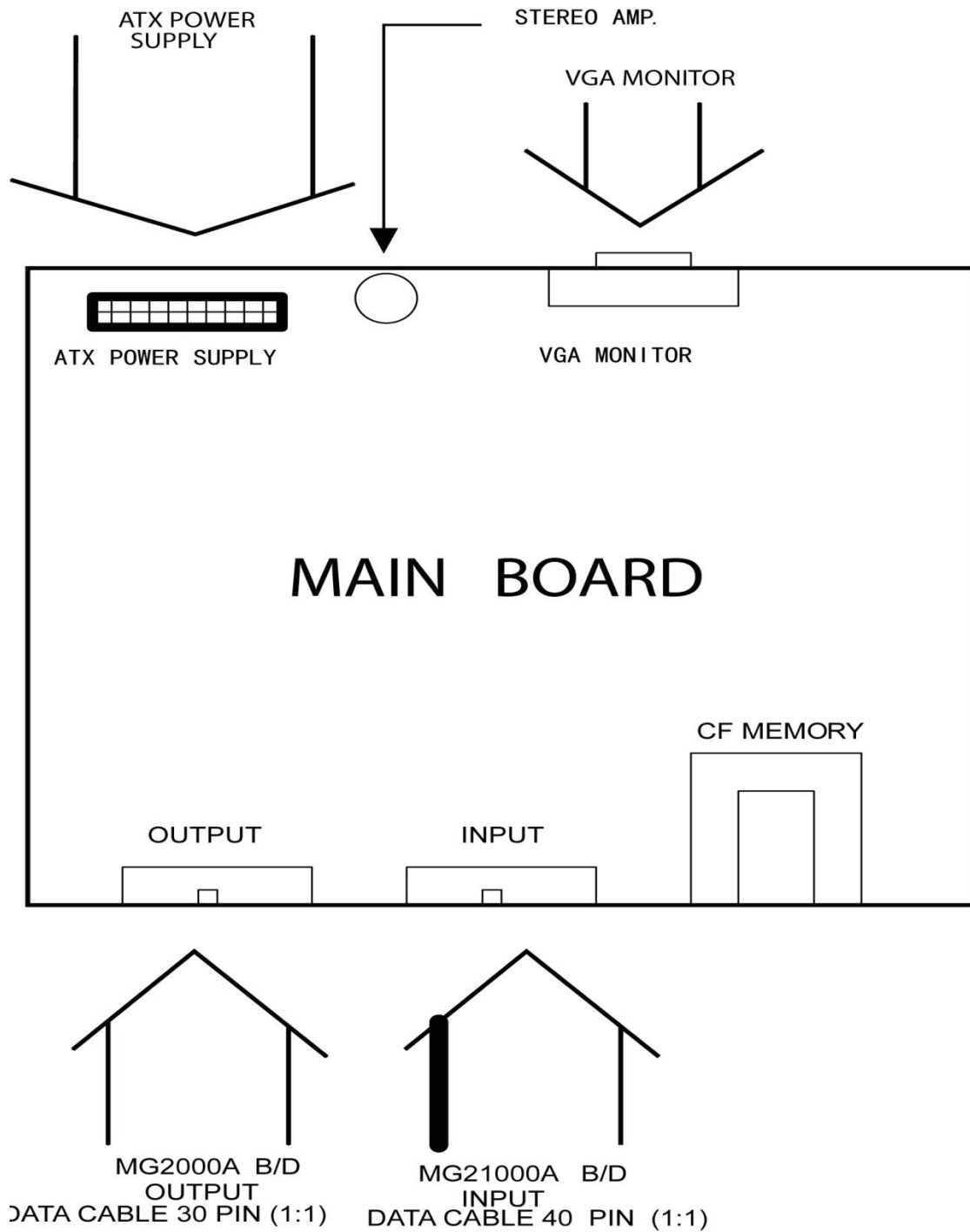


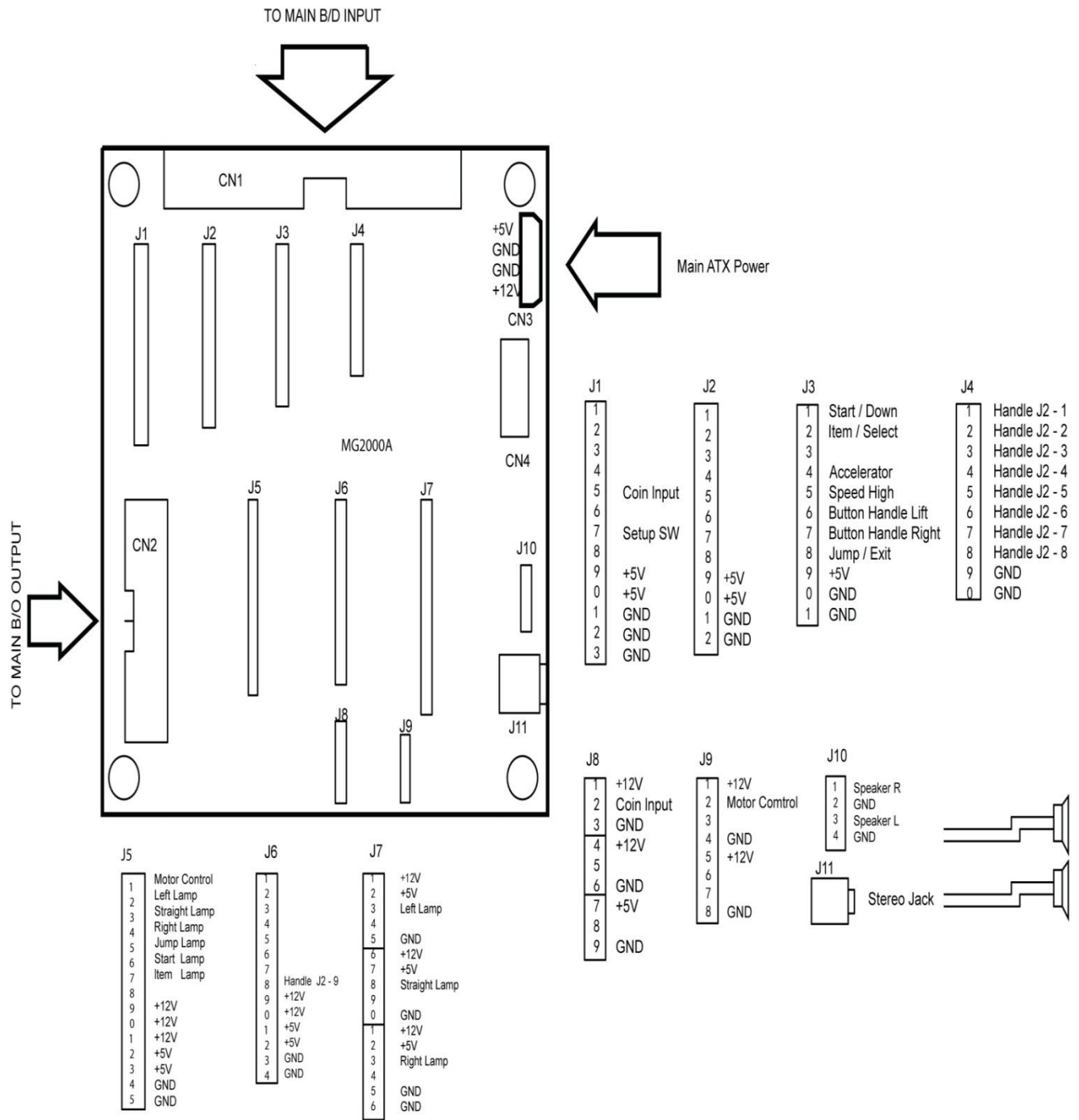
10. HARDWARE COMPONENTS

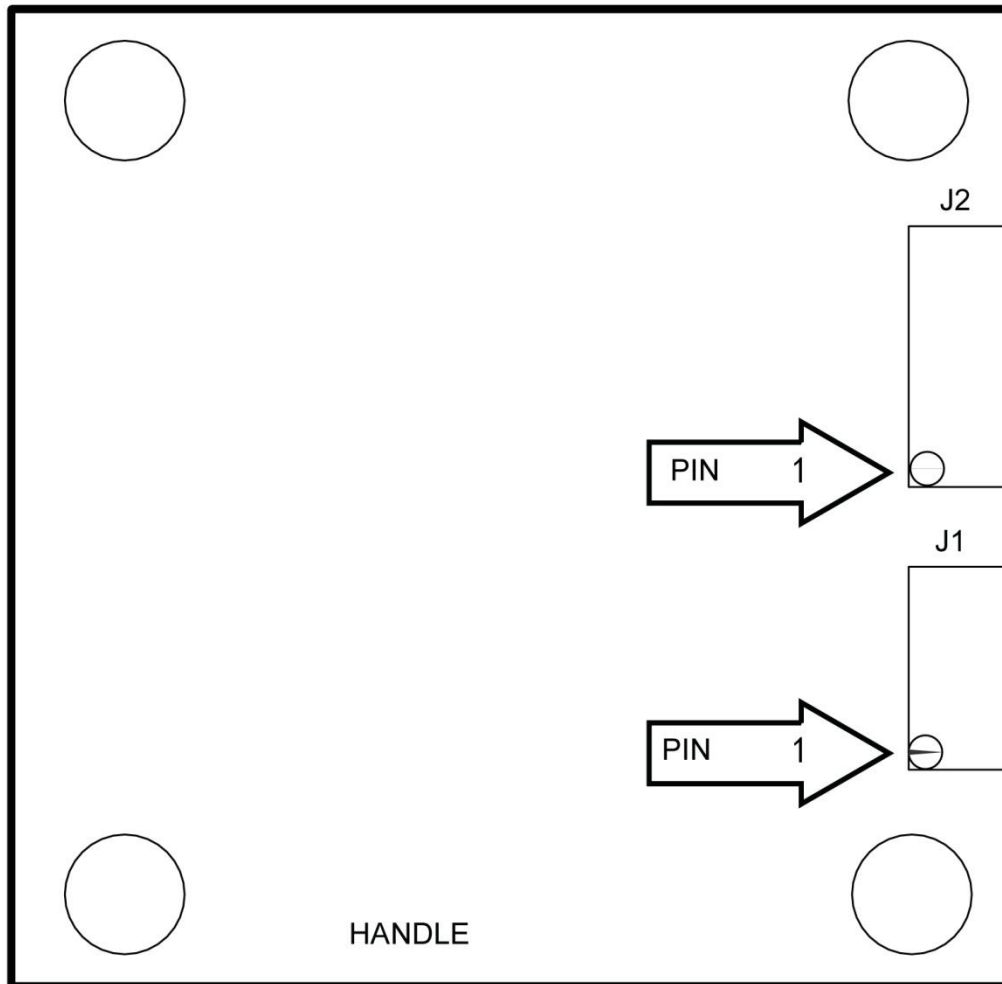
THE GAME HARDWARE IS LOCATED IN THE REAR TRUNK AREA



11. WIRING DIAGRAM







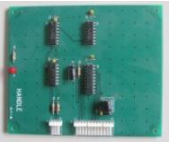







| J1 | |
|----|-------|
| 4 | GND |
| 3 | LEFT |
| 2 | RIGHT |
| 1 | +5V |











| J2 | |
|----|--------------|
| 3 | GND |
| 2 | GND |
| 1 | +5V |
| 0 | +5V |
| 9 | MG2000A J6-8 |
| 8 | MG2000A J4-8 |
| 7 | MG2000A J4-7 |
| 6 | MG2000A J4-6 |
| 5 | MG2000A J4-5 |
| 4 | MG2000A J4-4 |
| 3 | MG2000A J4-3 |
| 2 | MG2000A J4-2 |
| 1 | MG2000A J4-1 |









12. PARTS LIST







KIDDY CARS RACING PARTS LIST and QUANTITY REQUIRED










| Part Number and ID | Location | Image | Qty | Unit | Special |
|---|----------|---|-----|------|---------|
| Main Game Hard Drive PC KCR-001 | Trunk |  | 1 | pc | |
| Main Control PCB KCR-002 | Trunk |  | 1 | pc | |
| Optical Coupling Control PCB KCR-003 | Trunk |  | 1 | pc | |
| Audio Amp PCB KCR-004 | Trunk |  | 1 | pc | |
| Rear Lamp LED PCB KCR-005 | Front |  | 2 | pc | |
| Front Head Lamp LED PCB KCR-006 | Front |  | 2 | pc | |
| Front Corner Lamp LED PCB KCR-007 | Front |  | 2 | pc | |
| Rear Tail Lamp LED PCB KCR-008 | Rear |  | 4 | pc | |




| | | | | | |
|--|------------------|---|---|----|-----------------------|
| Tail Lamp LED PCB KCR-009 | Trunk |  | 1 | pc | |
| KCR Relay KCR-010 | Trunk |  | 1 | pc | |
| Single Phase Resistor, Motion Drive Motor KCR-011 | Base Frame |  | 1 | pc | |
| LCD Flat Panel Monitor 15" KCR-012 | Inside |  | 1 | pc | Original version only |
| LCD Flat Panel Monitor 13" KCR-013 | Inside |  | 1 | pc | Small version only |
| LCD Monitor Power Supply KCR-014 | LCD power source |  | 1 | pc | |
| Coin Mechanism KCR-015 | Coin Mech Door |  | 1 | pc | Custom |
| Main Power Supply KCR-016 | Trunk |  | 1 | pc | |
| "JUMP" Pushbutton and lamp holder KCR-016 | Control Panel |  | 1 | pc | |

| | | | | | |
|---|-------------------------|---|---|----|-----------------------------|
| "START" Pushbutton (Optional) KCR-017 | *Deleted* |  | 1 | pc | Removed on US version |
| Menu & Adjustment Pushbuttons KCR-018 | Inside Cin Mech Door |  | 3 | pc | 2 required on US Version |
| Low Level Coupling Sensor KCR-020 | Steering |  | 3 | pc | |
| High Level Coupling Sensor KCR-021 | Steering |  | 1 | pc | |
| AC Line Cord Inlet, Filter and Power Main SW KCR-022 | Rear Base |  | 1 | pc | |
| VGA Monitor Cable from PC KCR-023 | Rear Base |  | 1 | pc | 3METER |
| Steering Wheel Plate KCR-024 | Control Panel |  | 1 | pc | |
| Floor Panel KCR-025 | Floor Inside |  | 1 | pc | |
| Main Drive Gear Box KCR-026 | Base Frame |  | 1 | pc | |
| Motion Linkage Frame Bearing KCR-027 | Base Frame |  | 2 | pc | |

| | | | | | |
|---|------------------|---|---|----|------------|
| Motion Linkage Joint Bearing KCR-028 | Base Frame |  | 1 | pc | |
| A600 Motion Drive Belt KCR-029 | Motor |  | 1 | pc | |
| Motion Direction Bearing "A" KCR-030 | Base Frame |  | 2 | pc | Type: 6200 |
| Monitor Bezel and Frame KCR-031 | Monitor Position |  | 1 | pc | |
| Cash Vault and Coin Mechanism Frame Set KCR-032 | Right of Monitor |  | 1 | pc | |
| Pushbutton Mtg. Plate KCR-033 | Coin Door |  | 1 | pc | |
| Gas Pedal Assembly KCR-034 | Floor Inside |  | 1 | pc | |
| Pedal Bearing "B" KCR-035 | Body Frame |  | 2 | pc | Type: 6202 |
| Tail Lamp Lens Cover KCR-036 | Rear |  | 4 | pc | |
| Rear Corner Lamp Lens Cover KCR-037 | Rear |  | 2 | pc | |

| | | | | | |
|--|------------------|---|---|----|-----------------------------|
| Front Corner Lamp Cover KCR-038 | Front |  | 2 | pc | |
| 20W Audio Speaker KCR-039 | Inside |  | 2 | pc | |
| Speaker Grill Cover KCR-040 | Inside |  | 2 | pc | |
| Steering Wheel KCR-041 | Inside |  | 1 | pc | |
| AC Line cord KCR-042 | Rear |  | 1 | pc | |
| Accelerator Pedal Spring KCR-043 | Inside |  | 1 | pc | |
| Steering Opto Flag KCR-044 | Behind Monitor |  | 1 | pc | |
| Threshold Step Cover KCR-045 | Entrance/Exit |  | 2 | pc | |
| Monitor Glass-Large Version KCR-046 | Monitor Position |  | 1 | pc | Original version 470x280 |
| Monitor Glass-Small Version KCR-047 | Monitor Position |  | 1 | pc | small version 435x325 |

| | | | | | |
|--|--------------|--|---|----|--------------------------|
| Cam Lock KCR-048 | Door & Trunk |  | 3 | pc | Two; AH57, One; AH578 |
| KCR 049 | Label |  | 1 | pc | |
| KCR 050 | Label |  | 1 | pc | |
| KCR 051 | Label |  | 1 | pc | |
| KCR 052 | Label |  | 1 | pc | |
| KCR 053 | Label |  | 1 | pc | |
| KCR 054 | Label |  | 1 | pc | |
| KCR 055 | Label |  | 1 | pc | |
| Accelerator Decal Graphic KCR-056 | Label |  | 1 | pc | |

| | | | | | |
|----------------------------------|---------|--|---|----|--|
| Control Panel Graphic KCR-057 | Graphic |  | 1 | pc | |
| Side Decal Graphic KCR-058 | Graphic |  | 2 | pc | |
| License Plate Graphic KCR-059 | Graphic |  | 2 | pc | |

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