

SCOOBY DOO VAN

KQ550X



Installation, Use and Maintenance Manual

Instructions and warnings

original instructions

CONTENTS

| | |
|--|-----------|
| 1 - INFORMATION FOR THE CONSIGNEE | 6 |
| 1.1 SIMBOLS | 6 |
| 1.1.1 Purpose of the Manual | 7 |
| 1.1.2 Generale information and safety instructions | 7 |
| 1.2 Machine and Manufacturer identification data | 8 |
| 1.2.1 Manufacturer's identification data | 8 |
| 1.2.2 Machine identification data | 9 |
| 1.4 Warranty | 10 |
| 1.5 Requests for technical assistance and ordering spare parts | 11 |
| 2 - ILLUSTRATION OF THE PRODUCT | 12 |
| 2.1 Main parts | 12 |
| 2.2 General description | 13 |
| 2.3 Intended use | 13 |
| 2.4 Environmental operating limits | 13 |
| 2.5 Safety and protection devices | 14 |
| 2.6 Residual risks | 15 |
| 2.7 Technical data | 15 |
| 2.8 Overall dimensions and weights | 15 |
| 3 - SAFETY | 16 |
| 3.1 General warnings | 16 |
| 3.2 Definitions | 16 |
| 4 - INSTALLATION | 17 |
| 4.1 - Packaging | 17 |
| 4.2 - Unpacking the machine | 17 |
| 4.3 Storing the machine | 17 |
| 4.4 Lifting and handling | 18 |
| 4.5 Lifting using a forklift truck | 18 |
| 4.5.1 Manual handling | 19 |
| 4.6 Preparations by the MANAGER | 20 |
| 4.7 Positioning the machine | 20 |
| 4.8 Electrical connection | 22 |

| | |
|--|-----------|
| 4.9 Scrapping and disposal | 22 |
| 5 - SET-UP ADJUSTMENTS..... | 23 |
| 5.1 Adjustment of sound volume | 23 |
| 5.2 Adjusting the software parameters | 23 |
| 5.3 Access to GAME MANAGER | 24 |
| 5.3.1 STATUS TAB | 24 |
| 5.3.2 GAME TAB | 25 |
| 5.3.3 UDP TAB | 26 |
| 5.3.4 WHEEL TAB | 26 |
| 5.3.5 PLAYER TAB | 27 |
| 6 - INSTRUCTIONS FOR USE AND OPERATION..... | 28 |
| 6.1 Using the machine | 28 |
| 6.2 Start and stop | 29 |
| 6.3 Token/coin collection (if applicable) | 29 |
| 6.4 Emergency situations | 30 |
| 6.4.1 Stop due to power failure | 30 |
| 7 - MAINTENANCE..... | 31 |
| 7.1 General precautions | 31 |
| 7.2 Warnings | 31 |
| 7.3.1 Access to the lower guard | 32 |
| 7.3.2 Access to the electric panel | 32 |
| 7.3.3 Fixing of the guards of the mechanical parts. | 33 |
| 7.3.4 Access to the electrical and electronic control components | 33 |
| 7.4 Maintenance Schedule | 35 |
| 7.4.1 Actions before starting each day's shift | 36 |
| 7.4.2 Cleaning and disinfecting | 36 |
| 7.4.3 Visual inspection | 36 |
| 7.4.4 Checking the power cable | 36 |
| 7.4.5 Checking the token/coin slot (if present) | 37 |
| 7.4.6 Electric panel visual inspection | 37 |
| 7.4.7 Tightening the screws | 37 |
| 7.4.8 Checking the lights and sounds | 37 |
| 7.4.9 Yearly inspection | 37 |

| | |
|---|-----------|
| 7.5 Gearmotor lubrication | 37 |
| 7.6 Mechanical moving parts | 38 |
| 8 - TROUBLE-SHOOTING..... | 39 |
| 8.1 - Trouble-shooting | 39 |
| 9 - REPLACING THE COMPONENTS | 41 |
| 9.1 Replacing the speakers | 41 |
| 9.2 Changing the fuses | 42 |
| 9.3 Replacing the steering wheel encoder | 43 |
| 10 - product chart | 45 |
| 10.1 General technical specifications | 45 |

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1 - INFORMATION FOR THE CONSIGNEE

1.1 SIMBOLS

Before allowing use of the machine by the public, the manager (2) must have read and understood the instructions in this Manual, especially the instructions highlighted by the symbols shown below.



!! WARNING!!



Indicates information or procedures which, if not followed carefully, can cause serious injury to the operator or to other persons.



CAUTION!



Indicates information or procedures which, if not strictly followed, can cause damage to the machine.



INFORMATION

Indicates useful and important information or procedures.

To facilitate consultation of the Manual, it is divided into Chapters which identify the main concepts. For a rapid search of the topics, consult the descriptive index.

It is the manager's duty to inform the users or their assistants regarding correct use of the machine.

(1) The definition "machine" replaces the commercial description of the kiddie ride to which this Manual refers (see cover).

1.1.1 Purpose of the Manual

This Manual has been prepared by the Manufacturer and forms an integral part of the machine (1).

The information contained in this Manual is meant for the machine manager.

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1.1.2 Generale information and safety instructions



!! WARNING!!



REQUIRED EXTERNAL BRANCH CIRCUIT PROTECTION (BY INSTALLER): LISTED 10A, 300V FUSE



!! WARNING!!



For continued protection against risk of fire, replace only with the same type of fuse having the same electrical ratings



CAUTION!



The machine must be fixed in place



INFORMATION

The machines, the commercial description of which is given in the cover, may sometimes differ as regards certain aesthetic details.

1.2 Machine and Manufacturer identification data

1.2.1 Manufacturer's identification data

DEDEM S.p.A.

Via Cancelliera, 59 - 00072 - Ariccia (RM)

C.C.I.A.A. (Chamber of Commerce and industry, agriculture and small business) of Rome, REA
(Economic and Administrative Index) No. RM-266475

R.I. (Companies Register) of Rome and Tax Code 00491530580 VAT No. 00907201008

Share Capital 30,000,000.00 Euros Fully paid up

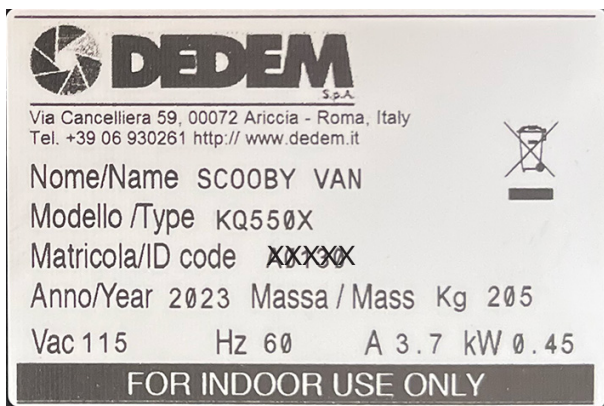
The MEMOPARK trademark is owned by DEDEM S.p.A.

(2) The manager is the person, institution or Company that has purchased or rented the machine and intends to use it for the purposes for which it is designed.

1.2.2 Machine identification data

The machine is identified by the code punched on the plate fixed to the machine base.

plate



Nome/Name: description

Modello/Type: Model

code Matricola / ID code: Serial number

Anno / Year: year of production

Massa/ Mass: weight

VAC: connection voltage

Hz: frequency

A: maximum power input

kW: maximum power absorbed (kW)

1.4 Warranty

The machine is delivered in the conditions valid at the time of purchase.

The warranty solely covers replacement free of charge of parts acknowledged to be defective by the Manufacturer.

The user is not allowed to tamper with/modify the machine for any reason whatsoever.

Any attempt by the manager to alter, disassemble and modify or tamper with the machine and/or any of its components will void the warranty.

The warranty will lapse also in the following cases (non-exhaustive list):

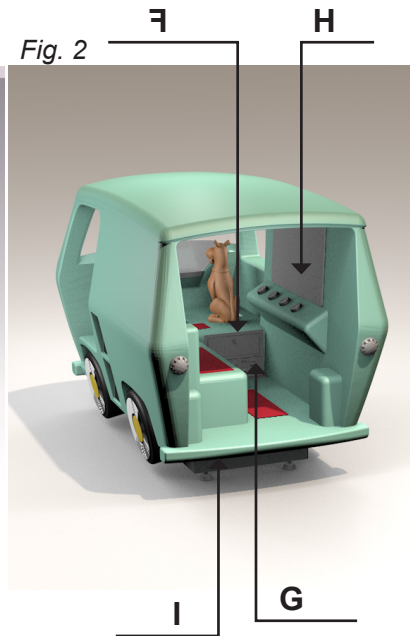
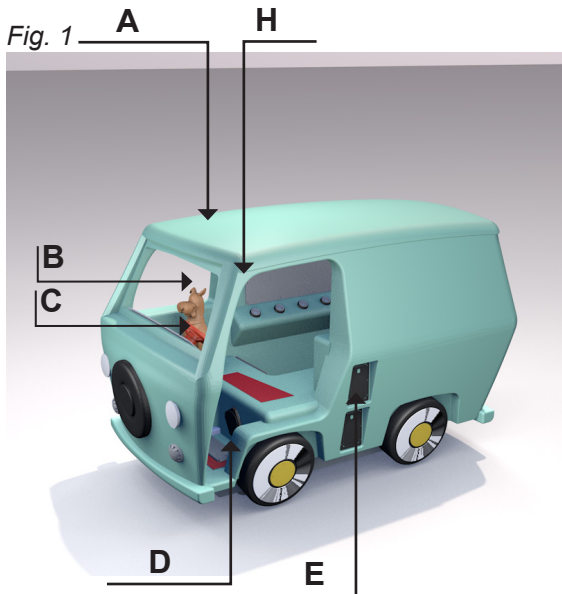
- improper use of the machine
- inadequate maintenance
- tampering or incorrect connections
- use of power systems other than those for which the machine has been designed
- failure to follow the instructions
- using non-original spare parts or parts that are not specific to the model
- unauthorised modifications and interventions
- exceptional events

1.5 Requests for technical assistance and ordering spare parts

In case of breakdown, or faults for which intervention by qualified technical personnel is necessary, and to order spare parts, contact the Manufacturer or dealer directly, specifying the data shown on the ID plate.

2 - ILLUSTRATION OF THE PRODUCT

2.1 Main parts



Legend parts Fig.1

- A - Figure made of fibreglass
- B - ScoobyDoo character
- C - Front ride position
- D - Side access
- E - Technical doors
- F - Technical compartment door
- G - Rear access
- H - Monitor and push-buttons, rear ride position
- I - Mechanical base

2.2 General description

For references see Fig. 1-2

The ride consists of a fibreglass figure (A), which users can access either from the side or from the rear compartment, with two different playing positions. Electrical and electronic parts are housed inside the figure.

The figure is supported by a base (I) that houses the mechanical part. The base is equipped with wheels for movement around small spaces and adjustable stabilising feet for resting on the ground.

The ride is managed through programmable settings on a computer housed in a compartment that can be accessed from the rear of the figure (F).

All mechanical, electrical and electronic components involved in the working of the machine are insulated and protected against accidental handling by the public.

2.3 Intended use



!! WARNING!!



Use by children is allowed in the following configurations:

- maximum two children;
- children aged between 3 and 6 years and with total weight less than 35 kg.

The child must be constantly supervised by an adult.

**The machine is designed and constructed for installation indoors.
Any use other than that declared is to be considered “improper use”
and therefore not permitted.**

2.4 Environmental operating limits

The machine is equipped with electrical parts suitably protected from humidity.

The machine can be installed in public places (e.g.: video arcades, shopping centres, playgrounds) and must be installed indoors.

- Operating environmental temperature: + 5 °C to + 35 °C.
- Relative humidity: from 40% to 85%.

Versions for special climatic conditions can be provided on request.



!! WARNING!!



EXPLOSIVE ATMOSPHERE

This amusement ride is not in Ex (explosion-proof) set-up but is in standard set-up.

IT IS THEREFORE FORBIDDEN to install and use the machine in areas where atmospheres with explosion risk may be generated.



2.5 Safety and protection devices

For references, see the indications

- door with key (Fig. 1 Ref. F): prevents access to the power supply and electronics compartment by unauthorised persons. Check to ensure that the lock works correctly.
- 6,5A thermal circuit breaker (Fig. 12 Ref. E) trips in the event of an excessive increase in power consumption (accessible from the door fig. 2 E-F)
- Static relay, with safety fuses 2 x 10 A (fig. 12 ref C) trips in the event of current surges to protect the equipment
- 2,5A fuse for coin signal cable, trips in the event of current surges to protect the equipment (accessible from the door fig. 2 F)
- 2,5A fuse for display signal cable, trips in the event of current surges to protect the equipment (accessible from the door fig. 2 F)

Do not tamper with any of the safety devices whatsoever.

Before starting up the machine each day, carry out a thorough inspection to make sure the safety devices are in perfect working condition.

It is strictly forbidden to use the machine with ineffective safety devices.

The doors with key (if present) must always be locked while the machine is in

operation.

The keys for opening/closing the doors (if present) must always be held in the custody of a person in charge.

2.6 Residual risks

Even if all safety regulations are complied with and the machine is used in accordance with the rules described in this Manual, the following residual risks remain:

- Falls while the child climbs on and off the seat; help the child to climb on and off by holding their hand or taking their arm.
- Falls while the Figure is in motion: make sure the child remains seated correctly; during the ride, the accompanying adult must stand near the child and hold the child steady if necessary.
- Slipping and falling against the base: when the machine is in operation, no one must be present in the buffer zone, except the accompanying adult, who must, however, take care to avoid knocking against the machine in motion.

2.7 Technical data

Vibrations

In conditions of use conforming to the instructions for correct use, vibrations are minimal. In the event of sudden vibrations, the operator must stop the machine immediately and alert the Manufacturer.

Noise

The machine is designed so as to reduce the noise level.

In conditions conforming to the instructions for correct use, the noise level is less than 80 dB(A).

2.8 Overall dimensions and weights

Refer to the product chart shown in Sect. 11 of this Manual.

3 - SAFETY

3.1 General warnings



!! WARNING!!



Read the instructions given in the Manual carefully, especially the safety instructions and the signs affixed to the machine.

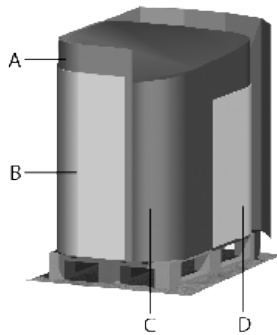
- Do not use the machine without the safety devices and protections.
- Make sure the machine's main power cable does not obstruct safe transit.
- The machine must not be installed in abandoned and/or unattended places.
- The machine installation area must be protected from atmospheric discharges (lightning).
- The machine installation area must be equipped with environmental and emergency lighting.
- Do not make any modifications to the machine.
- In case of fire, do not use water. Instead use extinguishers (not foam): do not aim the jet at passengers if present.

3.2 Definitions

| DEFINITION | Description |
|-----------------------|--|
| MANAGER OPERATOR | The machine buyer, operator or equipment hirer. |
| SPECIALIST TECHNICIAN | Competent in a specific field, has special skills, has a certain educational qualification or specialization |
| QUALIFIED TECHNICIAN | Professional enrolled in the professional register, who works in his or her field |
| USER | A person who uses the device described in this Manual, in this case, a child accompanied by an adult. |

4 - INSTALLATION

Fig. 3



4.1 - Packaging

The machine must be already assembled and packaged separately.

The machine is wrapped in nylon stretch film, covered with cardboard and wrapped in plastic film.

4.2 - Unpacking the machine

Remove the packaging (plastic film and cardboard), taking special care to avoid damaging the machine.



INFORMATION

Separate the various elements of the packaging for easy disposal or recycling, in compliance with the regulatory standards in force.

4.3 Storing the machine

Store the machine in a covered place, protected from atmospheric agents.

The environmental temperature must be between - 10 °C and + 50 °C with maximum humidity of 90% without condensate.

4.4 Lifting and handling



!! WARNING!!



Do not stack the packages as their constructional features are not suitable for stacking.
Make sure the load-bearing capacity of the ground is sufficient to safely bear the weight of the machine or machines stored.

4.5 Lifting using a forklift truck



!! WARNING!!



The personnel in charge of machine lifting or handling operations must carry out the operations mentioned with the utmost care and caution to avoid harm to persons and damage to objects.

The manager is the first person responsible if these instructions are not followed or are ignored by any of the workers.

The personnel in charge of unpacking, lifting and handling the machine must wear suitable Personal Protective Equipment.

The personnel appointed by the CUSTOMER to operate or work on the machine must be considered suitable for these tasks and must carry out the operations according to the indications given in this paragraph and according to the safety regulations in force.

Make sure there is no one near the machine while it is being lifted and transported.

Always check to make sure the lifting means are suitable for the load to be lifted. Refer to the product chart for dimensions and weight.

It is forbidden to lift the machine holding it by the fiberglass figure (A) as it could cause an accident or get damaged; lift the machine from the mechanical base (I).

Fig. 4



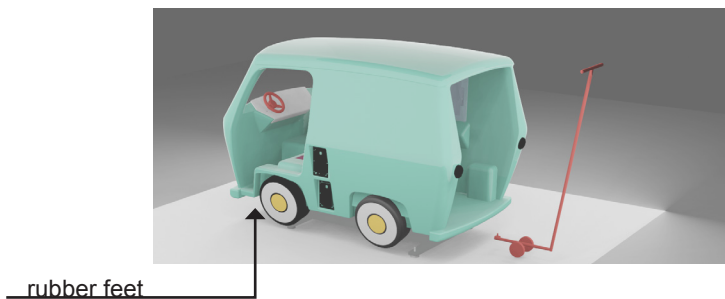
1. Insert the forklift truck forks under the machine, taking care to avoid damaging its feet and wheels. Take care when balancing the weight: insert the forks in such a way that they are equidistant from the centre of the machine or pallet.
2. Lift the machine by 8 cm.

4.5.1 Manual handling

The machine is moved on the ground from one place to another using a trolley (provided on request)

Remove the stabilizer bar so that the game unit can be moved using the hand trolley and the small wheels located under the mechanical base. When you have finished moving the unit, remember to refit the stabilizer bar and check that the mechanical base is level and the plastic wheels are not in contact with the floor.

Fig. 5



4.6 Preparations by the MANAGER



!! WARNING!!



Installation must be carried out by a specialist technician.

The MANAGER must provide:

- the electrical system of the line section to which the machine is to be connected.



!! WARNING!!



REQUIRED EXTERNAL BRANCH CIRCUIT PROTECTION (BY INSTALLER): LISTED 10A, 300V FUSE

The system must:

- conform to the regulatory standards applicable in the country in which the machine is installed;
- be set up using cables suitable for the machine's power draw (see identification plate) and for the length of the system itself;
- be provided with an efficient earthing system;
- Do not connect several machines to the same magneto-thermal circuit breaker.

4.7 Positioning the machine

Position the machine by means of a forklift truck as shown in points 4.5 and 4.5.1.

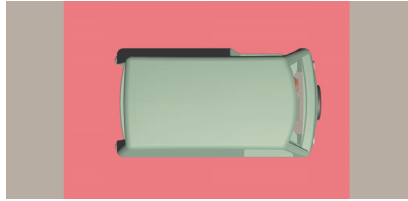
The machine is supplied with the front feet installed.

Lift the machine using the trolley and adjust the front feet

The connecting cable must not be stretched along the ground in areas where persons and vehicles pass, to avoid it being crushed or cause obstruction

or accident. The machine must be placed on a flat, firm surface and there must be a sufficiently large surrounding clearance area around it.

Fig. 6



Buffer zone: area inside which a person may be knocked against by the movement of the machine.



!! WARNING!!



Do not install the machine in hazardous locations

The area selected for installation must have:

- a flat firm surface with sufficient load-bearing capacity;
- a surrounding clearance area sufficient to allow safe operation;
- maximum permitted level difference of the installation surface = $\pm 2^\circ$.



CAUTION!



The machine must be fixed in place



CAUTION!



Check to make sure the line voltage (V) and frequency (Hz) correspond to that shown on the identification plate.

A tolerance of $\pm 5\%$ compared to the rated line voltage is permitted.

In case of higher tolerances, contact the Manufacturer's after-sales service for the adjustments necessary to ensure regular working of the machine.

Before inserting the plug, make sure the switch upline of the socket is disconnected. It is forbidden to use multiple plugs, adapters and/or extensions.

4.8 Electrical connection

Connect the plug in the power socket provided.

The machine is powered by a type-approved cable for fixed installation.

- The ride is earthed on the power cable.
- The metallic parts of the machine do not need further earthing.



!! WARNING!!



REQUIRED EXTERNAL BRANCH CIRCUIT PROTECTION (BY INSTALLER): LISTED 10A, 300V FUSE

4.9 Scrapping and disposal

Rubber, plastic, fibreglass, oils and greases are considered to be special waste and must therefore be disposed of in accordance with the regulations in force in the country in which the machine is used.

1. Disconnect the machine from the electricity mains.
2. Disassemble the machine and separate the various elements according to type.
Send the various elements to the authorised collection centres in accordance with the regulatory standards in force in the country where the machine is used.



5 - SET-UP ADJUSTMENTS



!! WARNING!!



All the adjustments must be made with the machine stationary, with the exception of adjustment of the volume.

The game is controlled by an electronic controller board and by a computer housed in the technical compartment (ref. F fig. 2) which controls the following parameters:

- Play time (starts up the moment the tokens are inserted).
- Coins/tokens inserted for each game
- Programming the cost of each game
- Activation of mechanical counter
- Adjustment of volume

5.1 Adjustment of sound volume

Identify the metal box that contains the computer inside the technical compartment, to adjust the volume, rotate the potentiometer indicated as (VOL). In some models, use a small flathead screwdriver to turn the potentiometer.

5.2 Adjusting the software parameters

Adjustment of the sound volume is the only mechanical adjustment (not via software) that can be made. The successive adjustments will require a mouse and USB keypad (included in the supply in some countries).

Warning! Must be connected to the USB sockets of the computer on board the machine switched on; do not leave it switched on when the operation ends.

5.3 Access to GAME MANAGER

The GAME MANAGER is a software application which makes it possible to set the cost parameters, activation of the mechanical counter, duration of the game and other functions of the video game.

To access the GAME MANAGER (hereinafter referred to as GM) with the ride stationary, press the ALT and TAB keys on the keypad and use the arrows to select the GM from among the applications present in the background (see Fig. Scr. 1)

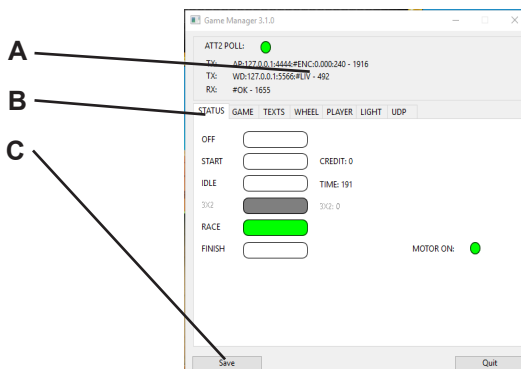
Scr. 1



5.3.1 STATUS TAB

This function displays the SMT (state machine status); in practice, the various indicators light up in green to indicate the status of the video game. It is only used for diagnostics. The CREDIT and TIME labels display the credit inserted and the remaining game time.

Scr. 2



Legend parts Scr.2

A - Status link area between GM and APP (video game) for diagnostic purposes only.

B - Functions selection area.

C - Button for saving the changes made.

5.3.2 GAME TAB

This function is used to display/set the costs of the game, the activation of the mechanical counter, the game time and the number of laps.

Scr. 3

ATT2 POLL: ●

TX: AP:127.0.0.1:4444:#POLL:1 - 2069
 TX: WD:127.0.0.1:5566:#POLL:1 - 548
 RX: #OK - 1802

STATUS GAME TEXTS WHEEL PLAYER LIGHT UDP

PRICE: €/cent
 COUNTER: €/cent
 RACE TIME: secs.
 LAPS: num.
 IDLE SOUND: 10

3x2 Plays
 TURBO button to start
 Timeout: secs. (0=no auto start)

COIN VALIDATOR SETTINGS:
 MECC: €/cent
 CHN A: €/cent
 CHN B: €/cent
 CHN C: €/cent
 CHN D: €/cent
 CHN E: €/cent
 CHN F: €/cent

- PRICE: value in cents of the cost of the game
- COUNTER: value in cents of the activation of the mechanical counter

Example: PRICE=50 and COUNTER=50 with Swipe card input active (see Chapter 10), with each TAP of the card, the game begins and the mechanical counter trips forwards once.

5.3.3 UDP TAB

[not available]

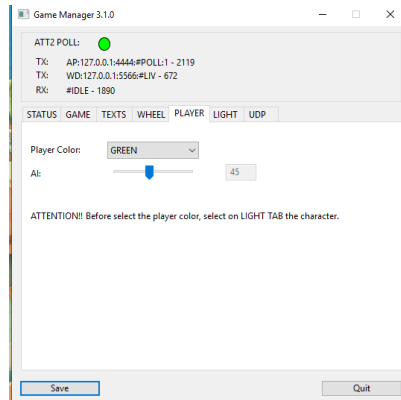
5.3.4 WHEEL TAB

Settings for the steering sensitivity. DO NOT MODIFY the settings, which could risk malfunctioning of the game. The default values are:

CENTER=127 BADZONE=50 RANGE=15 RES=2 SENS=10

5.3.5 PLAYER TAB

Scr. 4



Makes it possible to modify the colour of the player's machine (on the screen) and set the assistance for AI driving.

The colours available are: RED, YELLOW, GREEN, BLUE.

AI Driving: The higher the value, the better the control the autopilot maintains to keep the machine on the ideal path.

The recommended values are from 50 to 60.

6 - INSTRUCTIONS FOR USE AND OPERATION

6.1 Using the machine

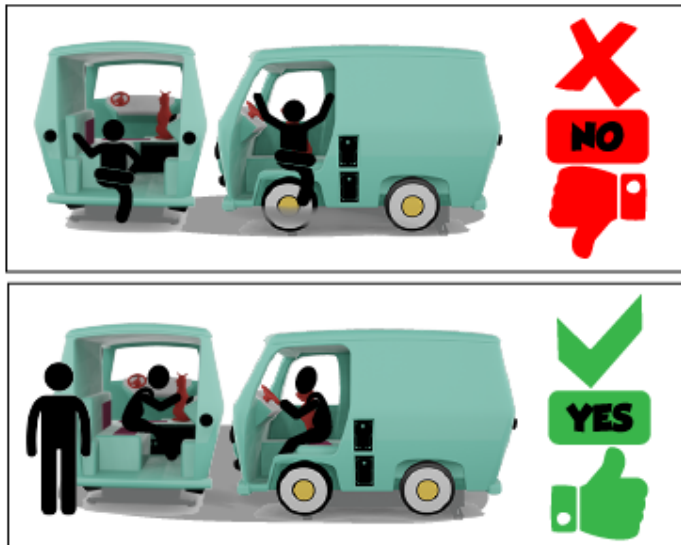


CAUTION!



Make sure the child is firmly seated on the machine before inserting the coin/token in the token slot.
Do not allow the child to climb down from the ride while it is in motion. Do not allow the child to remain alone near the machine or on the machine, irrespective of whether it is stationary or moving.

Fig. 6-Fig. 7

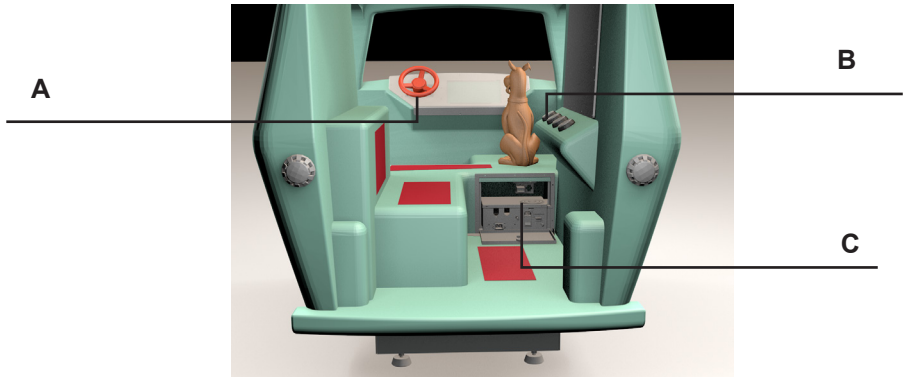


1. Help the child to climb on the machine holding it by the hand or arm.
2. Make sure the child is seated correctly.
3. Insert the coin/token in the coin/token slot and keep the child in sight while the figure is in motion; hold the child up if necessary.
4. If necessary, the user must request intervention by the manager or the relevant operators.

- At the end of the game help the child get down holding it by the hand or arm.

6.2 Start and stop

Fig. 8



Legend of parts Fig.8

A - steering wheel for the game

B - game buttons

C - progressive game counter

Activate the game enabling device, if present (e.g. coin/token slot, prepaid card reader, contactless application, etc.). The figure will start to move.

At the same time the on-board video games are activated. The machine stops automatically at the end of the preset game time.

Turning steering wheel (A) controls the car in the video game at the front

Pressing buttons (B) will interact with the video game installed in the rear compartment.

6.3 Token/coin collection (if applicable)

Tokens must be collected with the machine stationary.

The key to the tokens/coins box must be kept by the person in charge.

Open the door using the key provided for the purpose.

Take out the tokens/coins box on the RH, under the token slot, and remove the contents.

Put the box back in its place and lock the door again.

6.4 Emergency situations

6.4.1 Stop due to power failure

In the event of a power failure, the machine stops immediately in the position it is in at that moment. When power supply is restored, the machine remains in the position it is in.

- If the motor protection circuit breaker intervenes, the machine stops immediately. For any restoration, the intervention of a technician is needed, who also evaluates the problem.

The credit is automatically reset; it is therefore necessary to insert other coins/tokens to restart the machine.

7 - MAINTENANCE



!! WARNING!!



Every time maintenance operations are to be carried out on the machine, affix a prominently displayed "Maintenance in progress" notice.

7.1 General precautions

Before performing any maintenance task:

- Read the instructions in this Manual carefully.
- Switch off the machine.

During any maintenance task:

- Use original spare parts
- Use suitable tools in good condition
- Respect the schedules for the various checks and maintenance operations
- Strictly follow the instructions given in this Manual
- Use the required Personal Protective Equipment.

After each maintenance task:

- Before closing the panels or guards, check to make sure no tools or spare parts are left inside the machine.

7.2 Warnings



!! WARNING!!



All maintenance operations described below must be performed by a specialist technician (*), with the machine stationary and disconnected from the electrical mains and in compliance with the safety regulations.

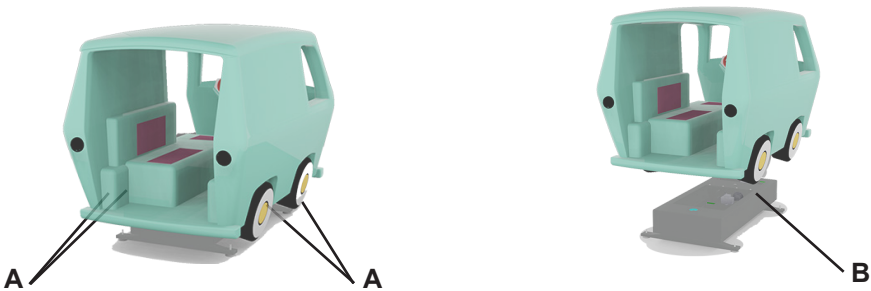
7.3 Dismantling the machine

7.3.1 Access to the lower guard

To carry out maintenance operations on the mechanical and electrical parts housed inside the base, remove the resin Figure.

The machine must be dismantled by specialist workers

Fig. 09



1. Slacken the 4 screws (A) that fasten the resin figure to the mechanical base, which can be reached from the front and the back from underneath the fibreglass shell
2. Remove the power cable between the mechanical base and the electrical panel in the technical compartment (see Fig. 8 Ref. C)

7.3.2 Access to the electric panel

Part of the power and power supply controls are housed under the seat – protected from occasional liquid spills and from easy access by UNAUTHORISED personnel – containing the electric panel and switch with fuse, in the technical compartment (see Fig. 1, Ref. F)

(*) For specialist technician see Chap. 3

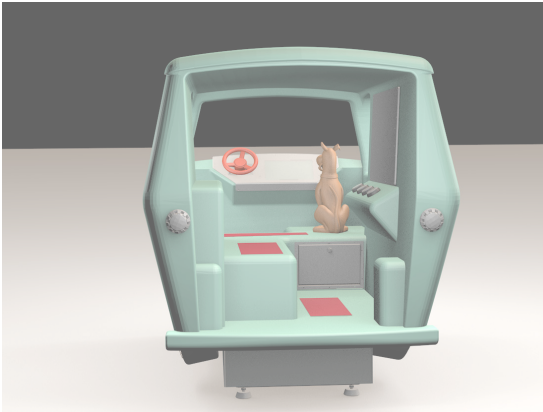
7.3.3 Fixing of the guards of the mechanical parts.

At the end of maintenance operations, refit all the parts, taking special care

7.3.4 Access to the electrical and electronic control components

Part of the power and power supply controls are housed in the fibreglass figure, easily accessible and protected from accidental contact with users and from dust and liquids.

Fig. 10



To work on the electrical and control part, access can be gained through the door in the rear seat under the Scooby Doo figure. This door is fitted with a key lock.

Fig. 11

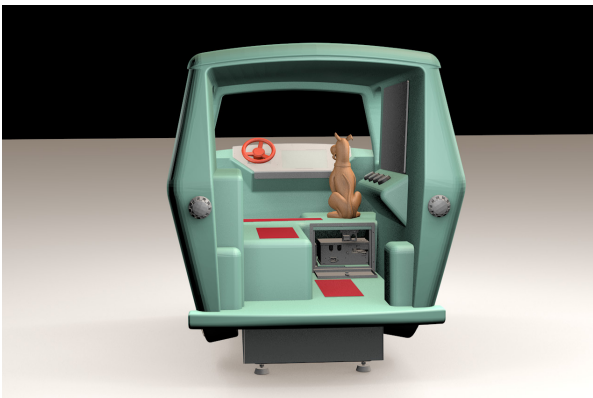
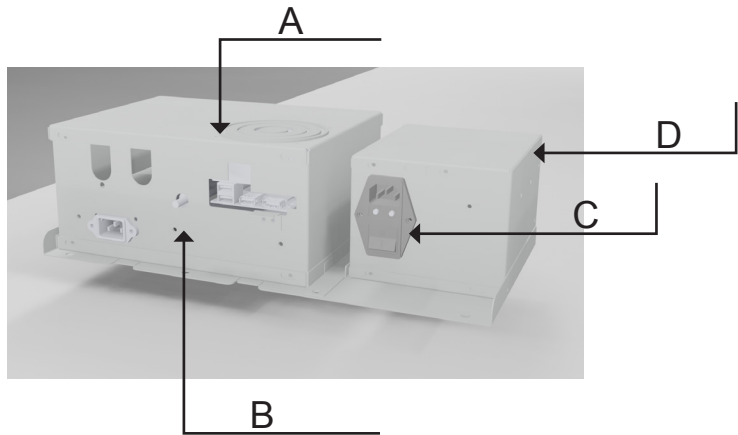


fig. 12



- A) machine control computer
- B) volume adjustment potentiometer
- C) static relay, with safety fuses (2 x 10A)
- D) power supply box
-

7.4 Maintenance Schedule

| Tasks | Frequency | | | | | | Without obligation to record in the Log Book |
|---|------------------|-------|---------|-----------|-------------|--------|---|
| | | daily | monthly | quarterly | half-yearly | yearly | |
| Cleaning and disinfecting | | X | | | | | X |
| Visual inspection | | X | | | | | X |
| Power cable Check | | X | | | | | X |
| Token slot Check (when present) | | X | | | | | X |
| Integrity check on steering wheel monitors and game buttons | | X | | | | | |
| Control computer Technical compartment | | | | X | | | |
| Lower electric panel Visual inspection | | | | | | X | X |
| Tightening the screws Check | | | | | | X | |
| Lights and sounds Check | | X | | | | | |
| Mechanical moving parts | | | | | | X | |
| Yearly inspection | | | | | | X | |

7.4.1 Actions before starting each day's shift

- Clean and disinfect the machine;
- Check to make sure the power cable is intact;
- Check to make sure the slit for inserting the token/coin is not blocked;
- Carry out a visual inspection to check for any faults;
- Check the working of the protection devices and safety systems.
- Check the working of the power On indicator.
- Integrity check on steering wheel monitors and game buttons

The operations described above need not be noted down in the Log Book.

7.4.2 Cleaning and disinfecting



!! WARNING!!



**Disconnect the machine from the electricity mains.
Do not wash the machine with water jets.
Do not wash the machine with corrosive or flammable substances.**

Use products specific for the surfaces to be cleaned.

Clean the grips and seats at least twice a day using sanitising products.

7.4.3 Visual inspection

The check involves:

- making sure the machine has no damage, bends or other defects and that the safety systems are in perfect working order.
- Check the stability of the machine; adjust the adjustable feet if necessary.

7.4.4 Checking the power cable

The check involves:

1. checking the cables to make sure they are not damaged and/or have not been tampered with
2. checking to make sure the cable is not stretched

7.4.5 Checking the token/coin slot (if present)

The check involves inserting a coin/token in the slot and checking to make sure the slot is not obstructed.

7.4.6 Electric panel visual inspection

The check involves:

1. checking to make sure the power cables are intact
2. checking the fixing of the connectors

7.4.7 Tightening the screws

Check the screws indicated to make sure they are tightened

7.4.8 Checking the lights and sounds

The check involves:

1. visual inspection to make sure that the front and rear external lights are working.
2. check to make sure the speaker reproduces the game audio properly and that the volume is adjusted so as not to exceed the preset limits.

7.4.9 Yearly inspection

The machine must be subject to an annual inspection, in accordance with regulatory standards. The inspection must be performed by a qualified technician.

7.5 Gearmotor lubrication

The gear motor provided on the machine is lubricated for life and does not require maintenance.

7.6 Mechanical moving parts

Checking the mechanical parts subject to wear in the mechanical base, with replacement of any worn parts.

8 - TROUBLE-SHOOTING

8.1 - Trouble-shooting

| PROBLEM | CAUSE | SOLUTION |
|---|------------------------------|--|
| The ride does not work | Power failure (110 V) | Wait for the power supply to be restored. |
| | | |
| | Main switch disconnected | Re-connect main switch |
| | Input supply fuse blown | Change the fuse |
| The lights are not working | Lamps burnt | Change the lamps |
| | Controller board defective | Replace the controller board |
| The game does not accept coins | Tokens/coins slot obstructed | Check to make sure the tokens/coins slot is not obstructed |
| | Tokens/coins slot broken | Replace the tokens/coins slot with a similar one |
| | Controller board defective | Change the DSPIATT2 board |
| The ride accepts coins, the music starts up, but the ride does not move | Static relay broken | Change the static relay |
| | Gear motor broken | Replacing the gearmotor |
| The music does not work | Incorrect volume adjustment | Adjust volume: see Chap. 5 |
| | Speaker defect | Replace the speaker |
| | Controller board broken | Replace the controller board |
| The video game does not follow the steering movement | ENCODER broken | Replace the ENCODER |

| PROBLEM | CAUSE | SOLUTION |
|----------------|-------------------------|------------------------------|
| | Controller board broken | Replace the controller board |
| Vibration | Gear motor broken | Replace the gear motor |
| | | |
| | | |

9 - REPLACING THE COMPONENTS



CAUTION!



Components must be replaced only with original spare parts by authorised qualified technical personnel.



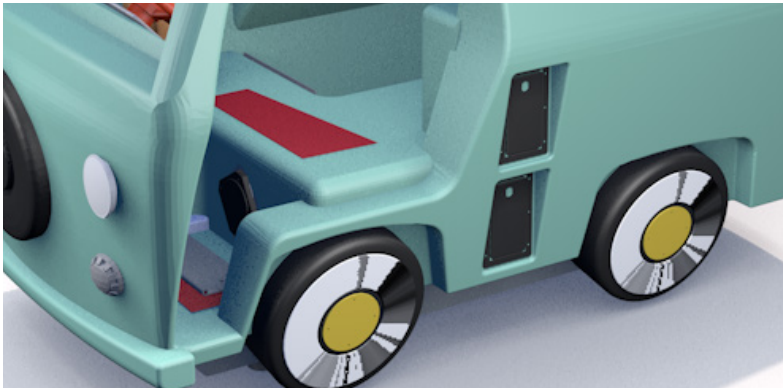
!! WARNING!!



Disconnect the machine from the electricity mains.

9.1 Replacing the speakers

Fig. 12



Legend of parts Fig.12

A - Fixing screws (4)

B - Speaker

- Unscrew the protective ring nut of the hole housing the speaker, placed in the lower part of the seat made of resin.
- Check the speaker
- Replace the speaker

9.2 Changing the fuses

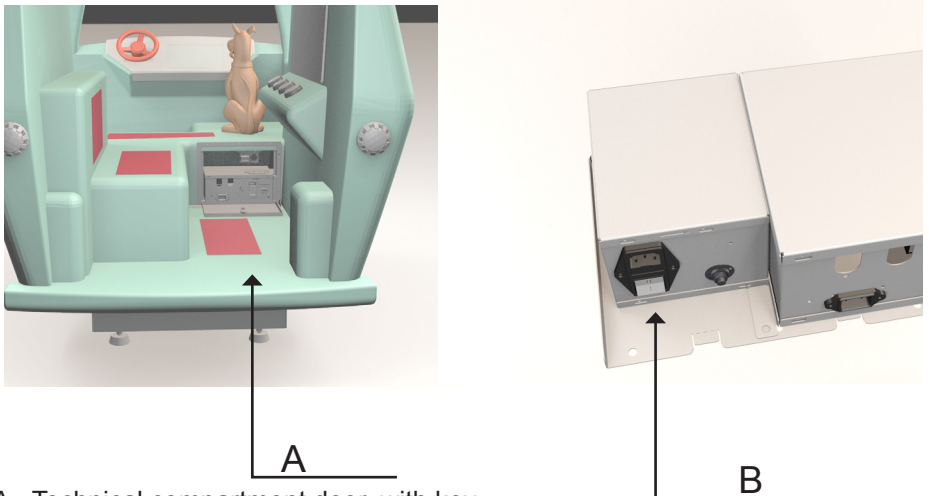


!! WARNING!!



Before replacing the fuse if necessary, eliminate the cause of the failure; the fuse must be replaced with one having identical features.

Fig. 13



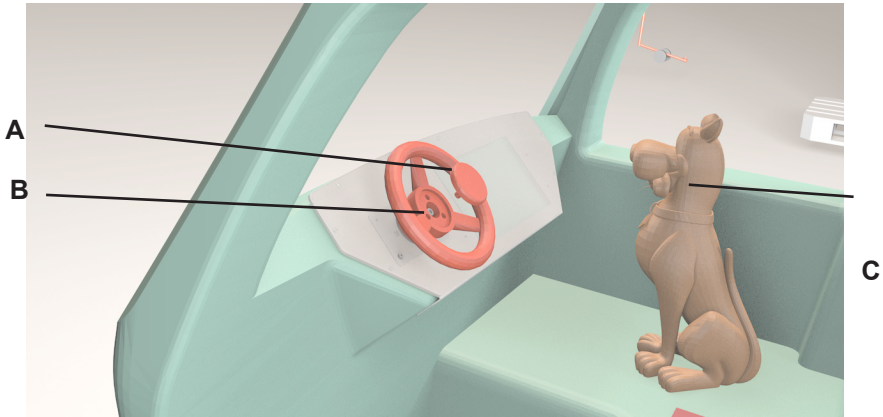
A - Technical compartment door, with key

B - Fuses 10A

- Open the technical compartment door, CAUTION ! Disconnect electric power from the device before working.
- Change the fuse.

9.3 Replacing the steering wheel encoder

Fig. 14



Legend parts Fig.14


A - steering wheel locking cap

B - steering wheel retention screw

To replace the steering wheel, remove the locking cap (A), unscrew the retaining screw (B) and replace the steering wheel by tightening the retaining screw and inserting the cap in the new steering wheel.

To access the monitor act on the screws of the cover panel (B), remove the monitor unit gently and place it on the driving seat. At this point, the game monitor and steering unit can be accessed.

10 - PRODUCT CHART

| | | |
|---|---|--------|
|  | PRODUCT DATA SHEET SCOOBY DOO VAN KQ550X | |
| | cm | in. |
| Width | 107 | 43" |
| Length | 185 | 73" |
| Height | 143 | 57" |
| Massa / weight | Kg 205 | 452 lb |
| | | |

10.1 General technical specifications

| | |
|--|-------------------|
| Connection voltage | 115V |
| Power supply frequency | 60 Hz |
| Power supply by means of CEE 16 A 2P+T sockets | |
| Maximum power draw | see ID plate data |
| Safety fuse on static relay | 10A |
| Auxiliary circuits voltage | see ID plate data |
| Protection index of electrical equipment | IP 52 |
| Ride time | see cap. 5 |



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