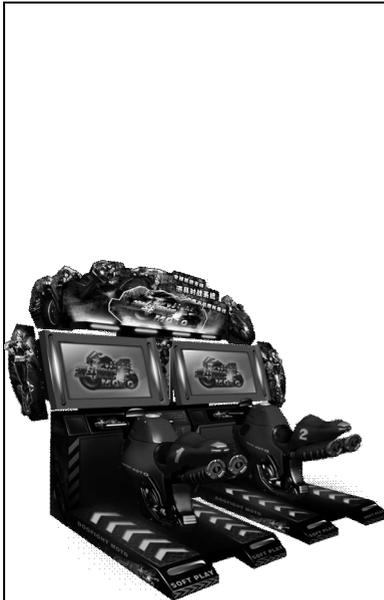


Brief Introduction

Game Description



★ The world's first motorcycle prop system creates top-speed experience.

★ The vibration analogy creates a sense of virtual reality.

★ Immersed sense, incredible graphics, tons of visual effects.

★ Body built-in stereo, super stereo give the player a chance to enjoy the unexpected excitement.

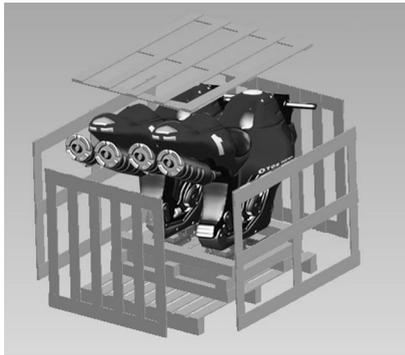
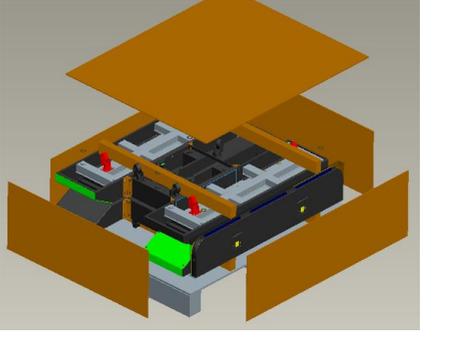
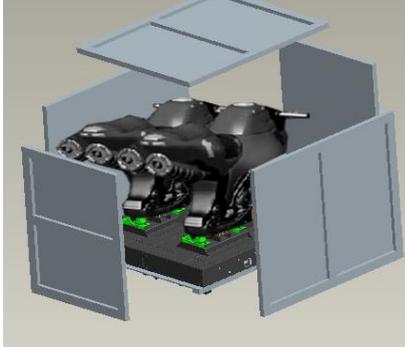
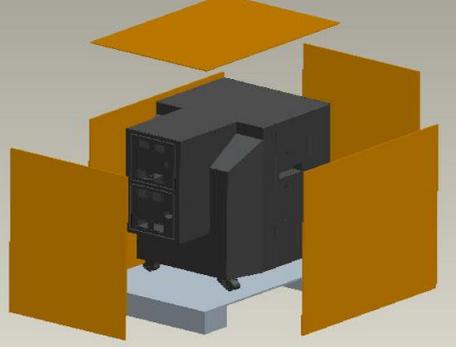
★ eye-catching design, 3D cartoon images, Humanity design attract the player.

- This equipment is only suitable for indoor use and not waterproof ;
- There are high voltage in monitor, and have the possibility of electric shock; make sure to cut off power supply before maintenance.

Chapter 1 Installation Guide

Listing

Dear Customer, when you pick up your product, please consult the bill of lading or invoice to confirm whether the packaging is integral, whether the number is complete. If you do not have special requirement, the packaging contains the following things:

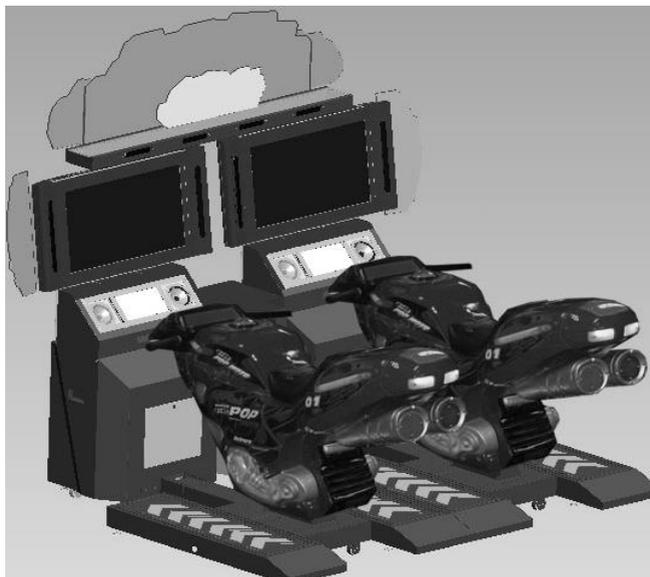
Unpackaged Cabinet	Unpackaged Foot Plate
 A 3D rendering of a black motorcycle engine and chassis assembly mounted on a grey metal frame with vertical bars.	 A 3D rendering of a black electronic control unit with green components, mounted on a grey base with red pins, shown inside an open orange cardboard box.
Unpackaged MOTO	Unpackaged Coin Selected Cabinet
 A 3D rendering of the motorcycle engine assembly mounted on a black electronic control unit, shown inside an open grey cabinet.	 A 3D rendering of a black coin-operated cabinet with a control panel, shown inside an open orange cardboard box.

Content:

- Game machine one unit
- Instruction of POP MOTO one piece
- Power line one piece

Power and Other Connection

General Picture of Machine:

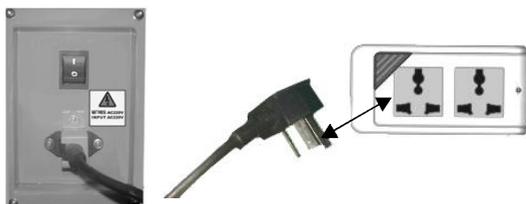


The power line has been fixed to the machine at one end. Plug the other end into an AC220V socket with ground wire and turn on the main supply switch, as the chart shows below, then it can run.

**Voltage: 220V 50Hz or
110V 60Hz**

Power: 800W

**Remarks: Regulate working voltage
of the bigger computer and amplifier
according to input voltage. (220V or 110V) .**



Chapter 2 Operation Guide

Game Rules

Game Introduction:

MOTO Choose mission by moving the MOTO.

Move the MOTO left or right to change direction during the game.

Handle The Accelerator of the MOTO.

Brake the brake of the MOTO.

Button The confirmation of game starting, interface choosing and props releasing.

Game Mode:

Single Mode and VS Mode.

Pass Rules:

Single Mode: 4 NPCs of AI will compete with player, There is 3 rounds per mission. If you were in the top 2, player can join the next round game without inserting extra coins as a reward;

VS Mode: Compete with another player , the winner can choose Game Mode again without inserting extra coins.

Game Over Rules:

Single Mode: If the player is out of the top 2, the game is over;

VS Mode: To the loser of the 2 , the game is over.

Action Principle

It is non-collision mode, when knocking on barriers, your speed won't slow a lot, but a little speed down (with some spark effect), thus greatly reduces the difficulty of the foot control, so that player feels more smooth and more entertained. You can't get back .There is an opposite cue in wrong direction.

Props Introduction:

Player can get the props from the racing track, each role can only store a prop at one time. Press the the button which in the MOTO to release the props.

2 types of Blocking Props:

Missile: Shoot a competitor to suddenly terminate his speed.

Mine: Set up on the ground to suddenly terminate competitors' speed.

2 types of Enhanced Props:

Liquid Nitrogen : Sudden energy increase.

Shield: To shield game props from competitors.

Team Introduction:

NO.1

Name: 罗莎

Gender: Female

Age: 18

Height: 178cm

Weight: 52kg

Team: ZX8



N0.2

Name: 琳

Gender: Female

Age: 16

Height: 176cm

Weight: 52kg



N0.3

Name: 丽娜

Gender: Female

Age: 18

Height: 176cm

Weight: 54kg

Team:HKC



NO.4

Name: 炎风
Gender: male
Age: 18
Height: 183cm
Weight: 65kg
Team:GTR



NO.5

Name: 坤
Gender: male
Age: 32
Height: 183cm
Weight: 87kg
Team:CBR



Game Interface

Waiting Interface

LOGO of the POP MOTO, in the bottom center shows “Insert Coins”, in the lower right shows the Credit.

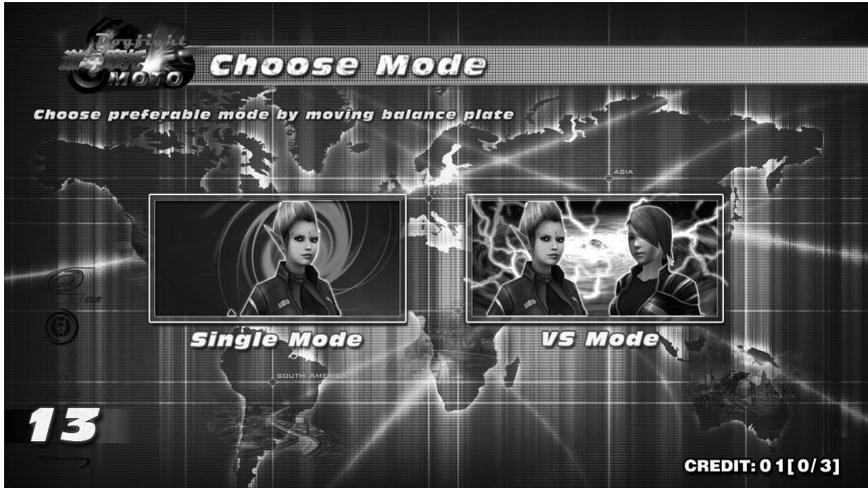


“Click start button” twinkle with animation gif of the button.



Mode Selection Interface

Select the Single Mode or VS Mode:



Team Selection Interface

There are total 5 teams for selection, make the MOTO left or right to select a role, and press the button to conform with 20 seconds countdown.

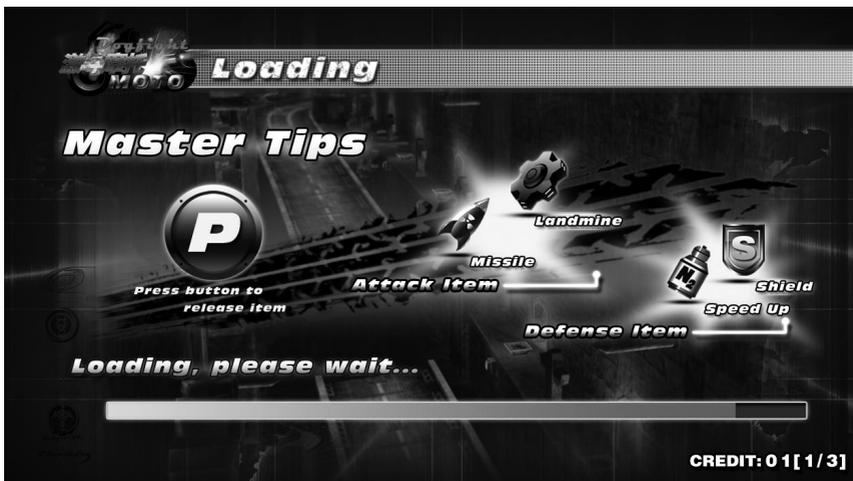


Scene Selection Interface

Player can select the favourite scene to play in, and press button to get to the loading interface with a 20 seconds countdown. There shows the name of this mission at the top of the screen, while the introduction of this scene is on the left.



Loading Interface Progressbar runs according to the time and the loading, when it is finished, the game starts. Here are some tips to help player. Here shows the second mission of the ultimate mission (as shown):



Ready interface in the game: “3 (red) , 2 (yellow) , 1 (green) GO”.



“Ranking”----- The current ranking of player.

“Map”----- In the left corner of interface, the small map tells the current position of player, and may show the current position of NPC.

“Time Zone”----At the top of interface, showing the countdown: “000”, accurate to second.

“Lap”----- Under the time zone, showing the current lap.

“Total Time”--- Under the lap zone, showing the playing time in current game.

“Speed Bar”--- In the right corner of interface, showing the player’s current speed.

“Props Box”--- Shows the prop the player have.

Total Score Interface:



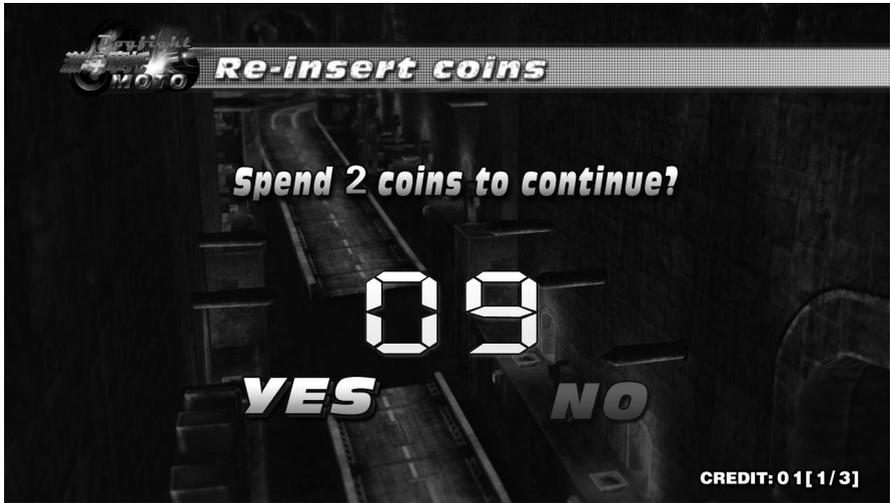
If player fails in reaching the finish line in required time, the game interface will showing: "Time's Up" and have a sound of cue.

Ranking Interface:

The Ranking Interface will show when the player reach the finish line, and the current scene is as the background.



If player meets the pass rule ,player will come to the Coin Re-insert Interface.



If player fails to reach the finish line or fails to meet the pass rule ,will come to the Game Over Interface.



Scene Introduction

1.Flaming Valley

This is an 5600M active volcano, the top of active volcano flows lava around rocks all the year round, just like the stream flows out from the source. The top of volcano is filled with high-altitude atmosphere, which makes people feel giddy. As long as you approach it, which may make you become ashes.



One of tunnel in this scene:

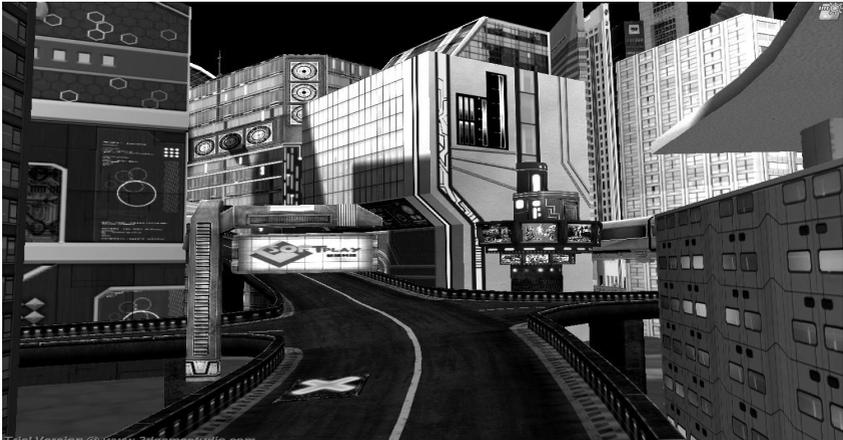


2. Science City:

This is a city of the future, which science and technology is developing in high speed, in order to keep pace with the fast pace of life, the resource of land is used ultimately. Traffic is convenient in the sky and underground. The highway is like a huge boa through the whole city. The green plant is back to outside the city, which is a veritable concrete jungle. The track is crossing among the high building, beside which is the wide variety of large-scale billboards and road signs.

The effect of scene is mainly expressing densely crowded city in good order and unique style, just like a machine operating at a high speed pace of life atmosphere.

Crossroad, the crowded city:



3. Subterranean Palace:

The underground palace is a tribe with long history, which construction is like a kingdom. Varieties of huge posts and stone carving and the deep palace are surrounded in atmosphere of culture and history and flourishing in the past. There are risky deep valley, between which is a bridge made of metal and stone. Some parts of the bridge have been damaged, just like gate of hell. Beside the valley is a waterfall, plunging down from heaven, but no end in sight.

The huge skull door:



4. Heart of Sea

Drive the high-speed motorcycle in the beautiful sea, to enjoy the high-speed competition and also the beautiful scenery of seabed.



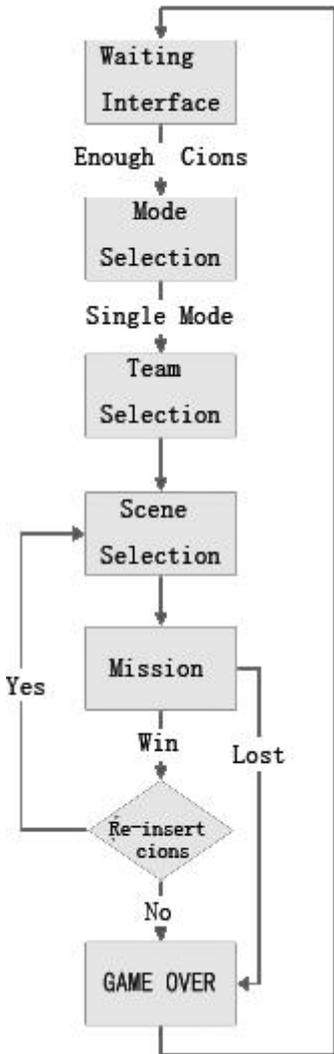
5. Fantastic Forest

Go through fantastic forest by driving the motorcycle to experience the unlimited fun.

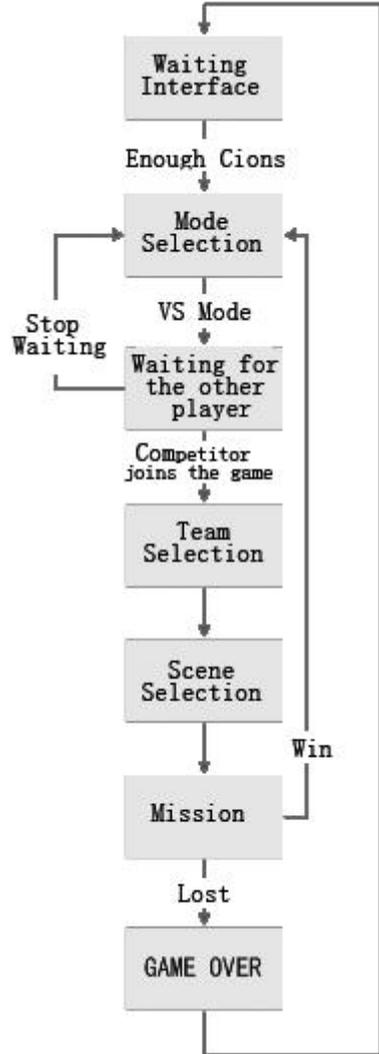


Operation Flow

Single Mode :



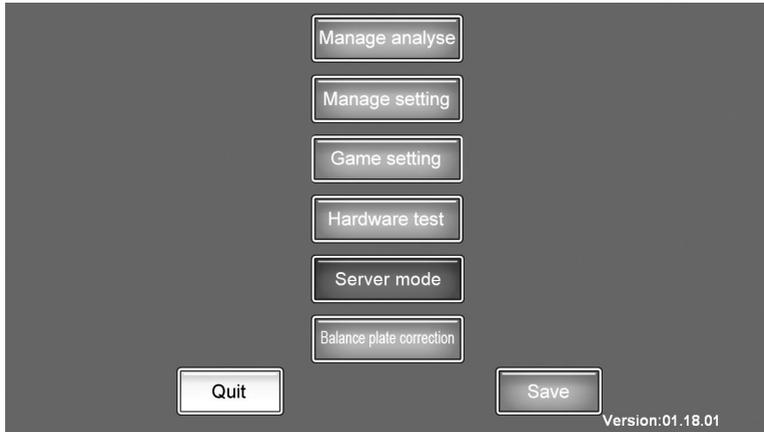
VS Mode :



System Setting

Main Menu:

When starting machine, in game waiting interface, click the setting button to enter the main menu of configuration interface (as shown).



Adjust the setting parameters by controlling right handle of the moto,

black letter is selected state, and white letter is not selected state.

In the main menu, there are manage analysis, manage setting, game setting, hardware test, servermode, quit and save. We will give a detail description in the following.

Manage Analysis

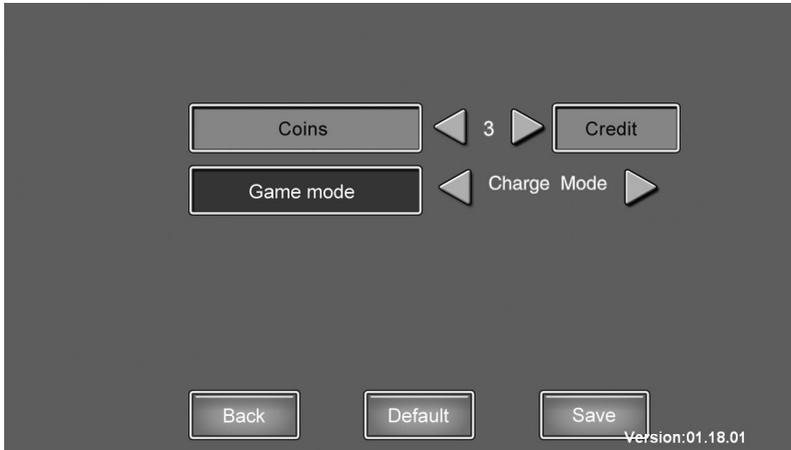
When **Manage analyse** is in black letter, press the button on upward of the MOTO to enter manage analysis interface (as shown).



Items	Description
Total coins	Total Coins of this machine
Coins in by now	Record the number of periodic coins
Clear	Clear periodic data
Back	Return to main menu
Save	Save the modification and return to main menu

Manage Setting

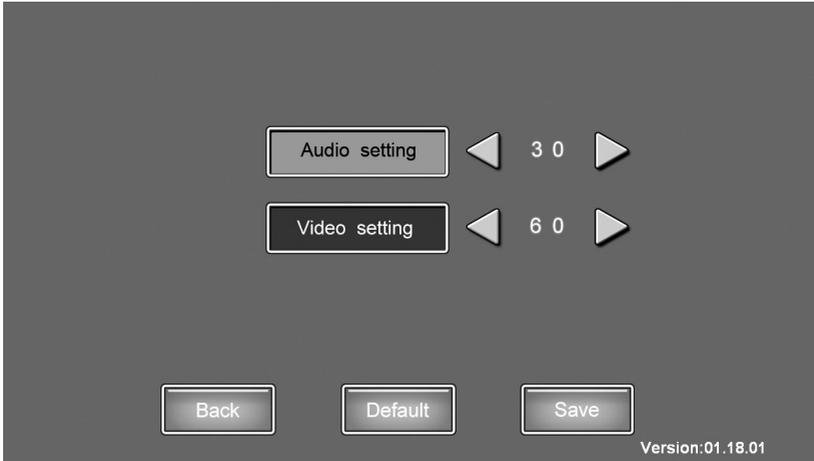
When Manage setting is in black letter, press the button on upward of the MOTO to enter manage setting interface (as shown).



Items	Description
Coins	Adjustable scope: 0-9;default is 3
Game mode	“Charge Mode” and “Free Mode”,default is “Charge Mode”
Back	Return to main menu
Default	Return to the above default
Save	Save the modification and return to main menu

Game Setting

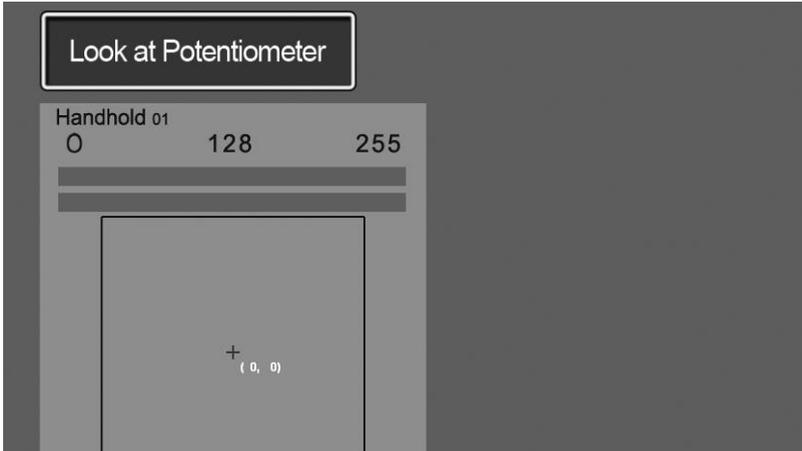
When **Game setting** is in black letter, press the button on upward of the MOTO to enter game setting interface (as shown).



Items	Description
Audio setting	Adjustable scope:0,10,20.....100;default is 30
Video setting	Adjustable scope:0,10,20.....100;default is 40
Back	Return to main menu
Default	Return to the above default
Save	Save the modification and return to main menu

Hardware Test

When Hardware test is in black letter, press the button on upward of the MOTO to enter hardware test interface (as shown).



Items	Description
Controller 01	Move the MOTO left or right to check the running situation of the potentiometer (+ normal range is at the corner center of the square ,and the data is 128)
Controller 01	Acceleration+ Minimum value is 0,at the corner center of the square;Maximum value is 255 ,at the bottom center of the square,control the MOTO handlebar to adjust the parameter.
Back	Return to main menu
Save	Save the modification and return to main menu

Balance Plate Correction

When is in black letter, click the button on upward of MOTO to correction interface.

Please let balance plate tilt left max
Then click the button

According to the words in screen, let balance plate tilt left max, and then click the button on upward of MOTO to enter the next interface.

Please let balance plate tilt right max
Then click the button

According to the words in screen, let balance plate tilt right max, and then click the button on upward of MOTO to enter the next interface.

Please keep balance plate for equilibrium position
Then click the button

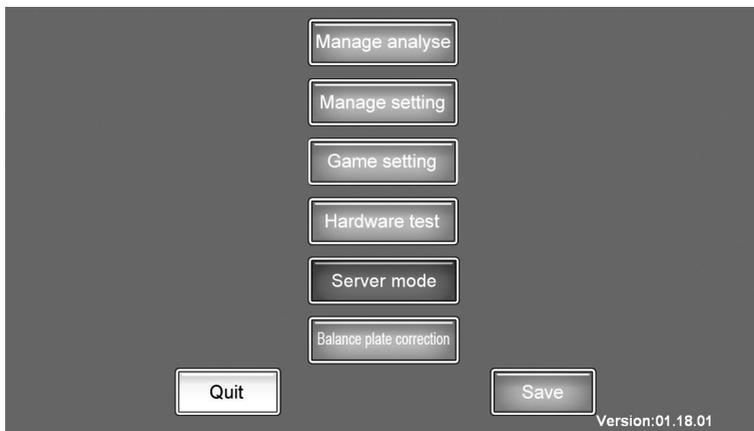
According to the words in screen, keep balance plate for equilibrium position, and then click the button on upward of MOTO to enter the next interface.

Balance plate have Corrected
Click button for exit

Balance plate have corrected, click button to exit.

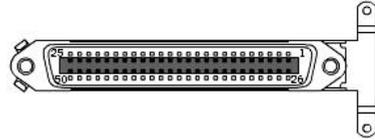
Quit the Main Menu

When  is in black letter, press the button on upward of MOTO to quit the main menu, and then enter the game waiting interface.



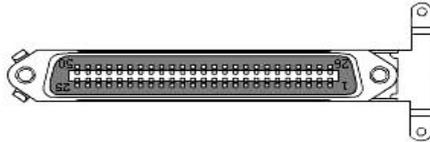
Chapter 3 Maintenance Guide

57CN-50P Female Header



Feet No.	Function	Line No.	Feet No.	Function	Line No.
1	VCC +12V	VCC +12V	26	LAMP1	A26
2	VCC +12V	VCC +12V	27	LAMP2	A27
3	VCC +12V	VCC +12V	28	LAMP3	A28
4	N.C	N.C	29	N.C	N.C
5	N.C	N.C	30	N.C	N.C
6	N.C	N.C	31	N.C	N.C
7	N.C	N.C	32	N.C	N.C
8	N.C	N.C	33	N.C	N.C
9	N.C	N.C	34	N.C	N.C
10	N.C	N.C	35	N.C	N.C
11	GND	GND	36	N.C	N.C
12	IN1	A12	37	N.C	N.C
13	VCC +12V	VCC +12V	38	N.C	N.C
14	N.C	N.C	39	OUT1	A39
15	N.C	N.C	40	N.C	N.C
16	N.C	N.C	41	N.C	N.C
17	N.C	N.C	42	N.C	N.C
18	VCC+3.3V	VCC +3.3V	43	N.C	N.C
19	GND	GND	44	LX	A44
20	VCC +3.3V	VCC +3.3V	45	N.C	N.C
21	GND	GND	46	LY	A46
22	VCC +3.3V	VCC +3.3V	47	N.C	N.C
23	GND	GND	48	LXY	A48
24	N.C	N.C	49	N.C	N.C
25	N.C	N.C	50	N.C	N.C

57CN-50P Male Header



Feet No.	Function	Line No.	Feet No.	Function	Line No.
1	N.C	N.C	26	N.C	N.C
2	N.C	N.C	27	N.C	N.C
3	N.C	N.C	28	N.C	N.C
4	N.C	N.C	29	N.C	N.C
5	N.C	N.C	30	N.C	N.C
6	N.C	N.C	31	N.C	N.C
7	N.C	N.C	32	N.C	N.C
8	N.C	N.C	33	N.C	N.C
9	N.C	N.C	34	N.C	N.C
10	N.C	N.C	35	N.C	N.C
11	N.C	N.C	36	N.C	N.C
12	N.C	N.C	37	N.C	N.C
13	N.C	N.C	38	N.C	N.C
14	N.C	N.C	39	N.C	N.C
15	N.C	N.C	40	N.C	N.C
16	N.C	N.C	41	N.C	N.C
17	N.C	N.C	42	N.C	N.C
18	N.C	N.C	43	N.C	N.C
19	N.C	N.C	44	N.C	N.C
20	N.C	N.C	45	N.C	N.C
21	N.C	N.C	46	N.C	N.C
22	N.C	N.C	47	N.C	N.C
23	SW1 A	B23	48	SW1 A	B48
24	SW2 B	B24	49	SW2 B	B49
25	SW3 C	B25	50	SW3 C	B50

Aviation Plug Connection

(Picture of the Aviation Plug)



Item No.	Function Instruction	Function Instruction	
1	12V	First lights group	
2	GND		
3	12V	Second lights group	
4	GND		
5	12V	Third lights group	
6	GND		
7	SW2	Start button	
8	SW2		
9	3.3V	Brake Control	
10	LX2		
11	GND		
12	3.3V	Left/Right Control	
13	LX1		
14	GND		
15	3.3V	Acceleration Control	
16	LY1		
17	GND		
18	12V	Power	
19	12V		
20	GND		
21	GND		
22			/
23	/		/
24	/		/
			/

Junction Box

Terminal 1					
Feet No.(In)	Feet No.(In)	Feet No.(In)	Feet No.(In)	Feet No.(In)	Feet No.(In)
1	VCC +12V	VCC +12V	1	VCC +12V	VCC +12V
2	GND	GND ()	2	GND	GND ()
3	VCC +12V	VCC +12V	3	VCC +12V	VCC +12V
4	GND	GND ()	4	GND	GND ()
5					
6					

terminal1: 1,3 feet are 12V V DC; 2,4 feet are GND. Yellow one is positive pole; black one is negative pole. 1,2 feet are connected to the left machine box power supply; 3,4 feet are connected to the right machine box power supply.

Terminal 2					
Feet No.(In)					
1	L	N.C	1	L	N.C
2	N	N.C	2	N	N.C
3	P	N.C	3	P	N.C
4	L	N.C	4	L	N.C
5	N	N.C	5	N	N.C
6	P	N.C	6	P	N.C
7	L	N.C	7	L	N.C
8	N	N.C	8	N	N.C
9	P	N.C	9	P	N.C
10					

Terminal 2: 1,4,7 feet L are positive lines; 2,5,8 feet N are zero line; 3,6,9 feet P are GND.

Out Terminal 1,2 ,3 feet are connect to the left machine box power supply; 4,5,6 feet

are connected to main supply; 7,8,9 feet are connected to the right machine box power supply.

Terminal 3					
Feet No.(In)					
1	VCC +12V	VCC +12V	1	VCC +12V	VCC +12V
2	GND	GND (⏏)	2	GND	GND (⏏)
3	VCC +12V	VCC +12V	3	VCC +12V	VCC +12V
4	GND	GND (⏏)	4	GND	GND (⏏)
5					
6					

Terminal 3: 1,3 feet are 12V DC V; 2,4 feet are GND. Yellow one is positive pole; black one is negative pole. Out Terminal 1,2 feet are connected to USB panel 3,4 feet are connected to stopping board's light group, top light box.

Terminal 4					
Feet No.(In)					
1	L	N.C	1	L	N.C
2	N	N.C	2	N	N.C
3	P	N.C	3	P	N.C
4	L	N.C	4	L	N.C
5	N	N.C	5	N	N.C
6	P	N.C	6	P	N.C
7	L	N.C	7	L	N.C
8	N	N.C	8	N	N.C
9	P	N.C	9	P	N.C
10					

Terminal 4: 1,4,7 feet L are positive lines; 2,5,8 feet N are zero line ; 3,6,9 feet P are GND.

Out Terminal 1,2,3 feet are connected to the monitor: 4,5,6 feet are connected to the host: 7,8,9 feet are connected to the amplifier.

USB Device Self-recovery

An USB device will be distributed, which can self-recover the system and games, and is convenient to users to recover the damage system or games by themselves. The usage of USB device is simple that you can recover operating system and software problem in a short time, and can obtain the latest game of our company at the same time. Operating procedure of recovering USB device:

1. Open the panel in the front of the machine without electrical loading; you can see USB port, then put USB device into the port.

Panel in the front of the machine (as shown)



Put USB device into the port (as shown):



2. While connecting the power supply, USB device will lead host machine into recovery mode automatically without any operation. Please be patient to wait for finishing recovery completely; never do any operation while recovering to make sure supply electricity normally (the hardware may be damaged in the process of recovery if interrupting electricity (as shown)).



3. Please be patient to wait for 15-25 minutes, there may be some pause during the recovery, so do not do any operation to the machine. If the pause surpassed 10 minutes, operate once again until "A>_" appears on the screen. The cursor continues twinkling which means recovery is successful, then pull out USB device and turn off the power.

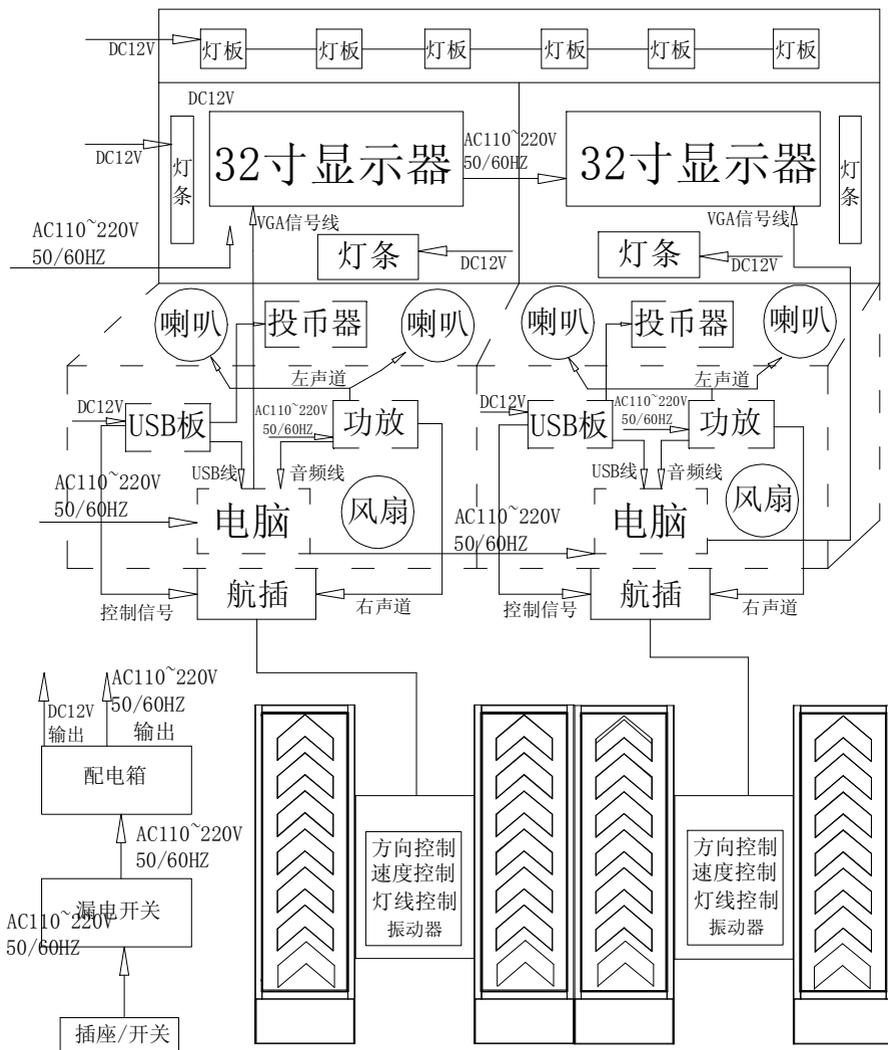


4. Turn on the power again to see if the game can access to the system successfully and can be played normally.

Notes:

1. If there are some abnormalities(such as power-off, USB is pulled out, machine display has errors, etc.) please cut off the power supply first, and then repeat the above operations; if it still has not recovered for several times, please contact customer service centre;
2. If USB device is damaged, please contact with customer service center in order to obtain other new USB device.
3. The USB device is available only to the matching machine, cannot be mixed use.
4. Consult the latest guidance if this one has been updated.

Machine Wiring Schematic



Installation Guide

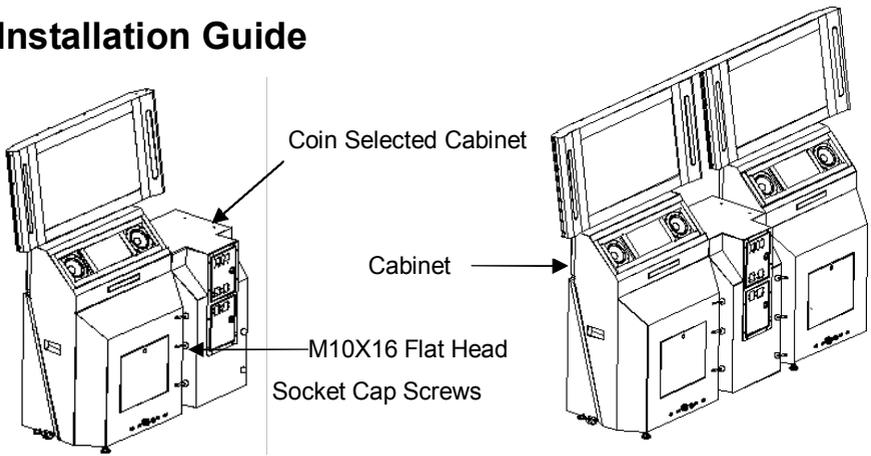


Figure (1)

Figure (2)

M6X12 Cross Screw and Washer Assembly

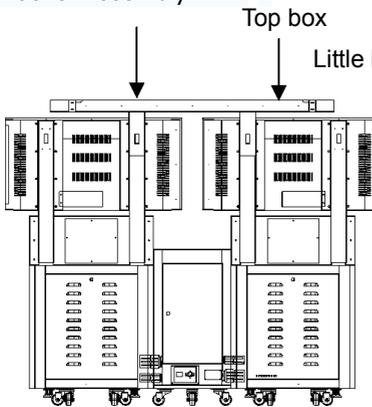


Figure (3)

M4X8 Cross Screw and Washer Assembly

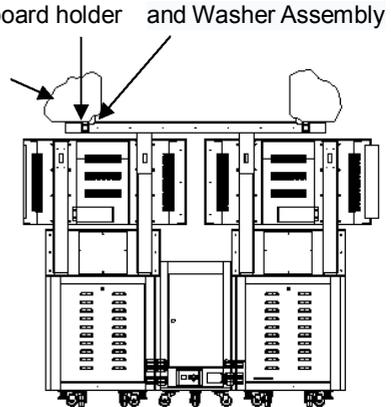


Figure (4)

Installation steps:

1. Connect the 2 cabinets to the 2 sides of the coin selected cabinet with 6 M10X16 flat head socket cap screws.(as Figure(1),Figure(2) shown)
2. Put the top box on the top of the 2 monitors,fix the top box to the monitors' holder with 6 M6X12 cross screw and washer assembly.And connect the top box connector

to the monitor holder's back socket. And then fix the 2 little boards to the top board holder with 2 M4X8 cross screw and washer assembly .(as Figure(3) shown).

3. Fix the left top board holder and right top board holder to the top box with 4 M4X8 cross screws. (as Figure(4) shown)

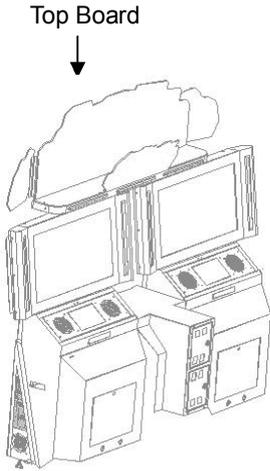


Figure (5)

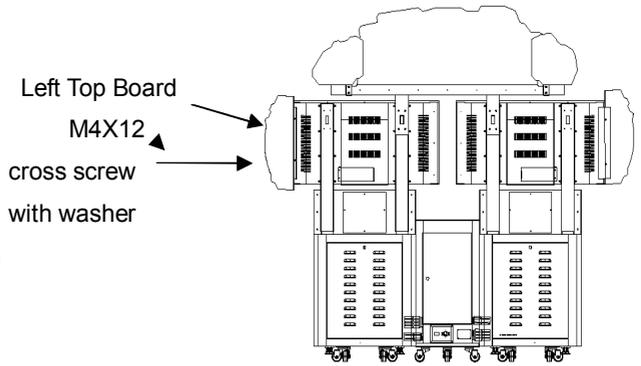
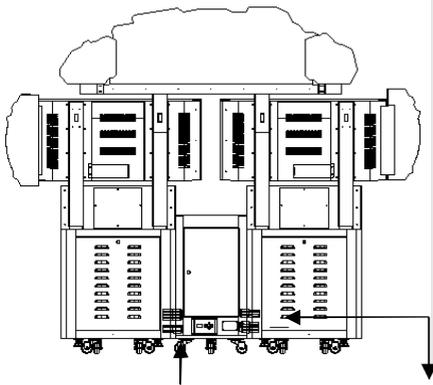
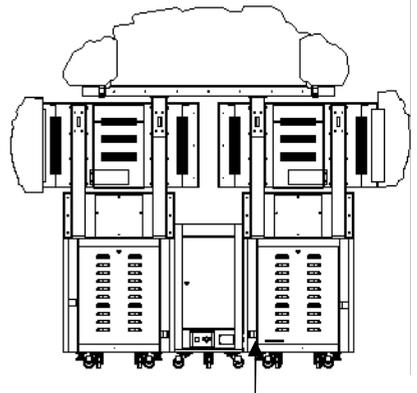


Figure (6)



220V Connector 12V Connector

Figure (7)



Electronic Coin Selector Connector

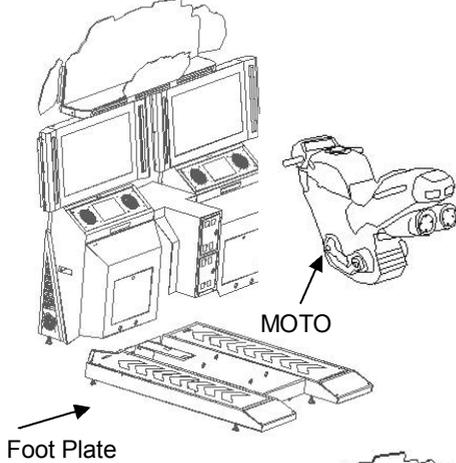
Figure (8)

4. Insert the top board into the slot of the holder, and fix them with 4 M4X12 cross screws .(as Figure(5) shown)

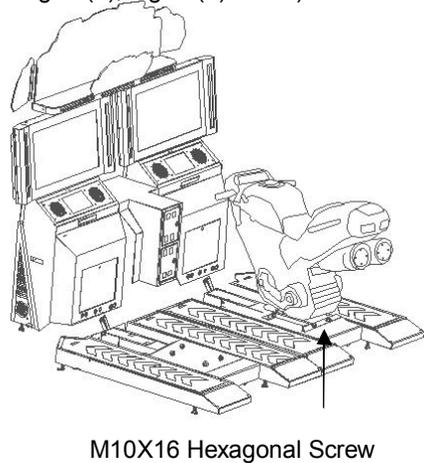
5. Fix the top board to the back of the monitor with 4 M4X12 cross screws with

washer.(as Figure(6) shown)

6. Open the back door of the coin selected cabinet,plug the 220V connector to the 220v socket ,plug the12V connector to the12V socket ,and fix them.Connect the 2 host computers with netting twine.And then connect the signal wire of the electronic coin selector and the coin selected cabinet .(as Figure(7), Figure(8)shown)



Foot Plate
Figure (9)



M10X16 Hexagonal Screw
Figure (10)

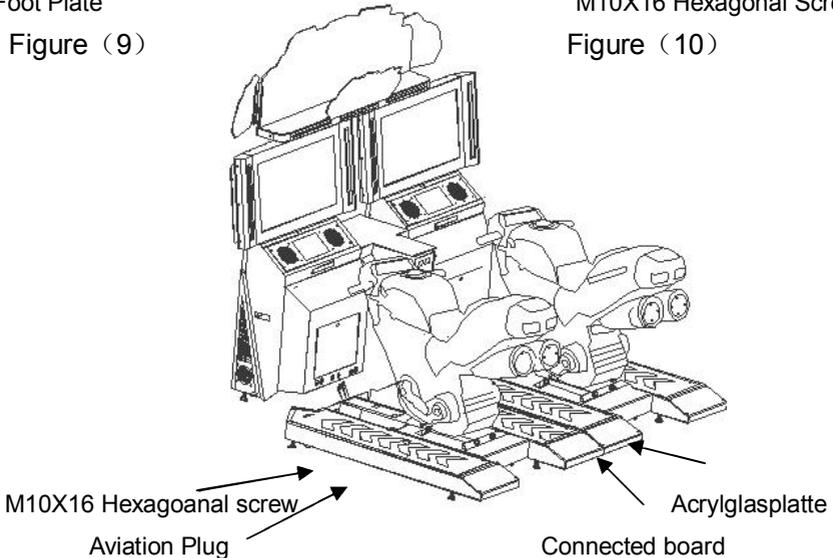


Figure (11)

7. Fix the MOTO's the foot plate with 4 M10X16 hexagonal screws.(as Figure(11) shown)

8. Connect the aviation plug of the foot plate to the plug of the

cabinet(note:according to the number and screw it).Oscillator is to the right of aviation plug.Join the connectors of the oscillator ,connect the connector to the branch terminal of the aviation plug which is in the base of the MOTO.(as Figure(11) shown)

9. Connect the base of the MOTO to the cabinet,and fix them with 4 M10X16 hexagonal screws.,2 MOTOs assemble in the same way.(as Figure(11) shown)
10. Put the 2 acrylglasplattes on the connected board ,Configure Connected board to corresponding position of the foot plate, and screw it with 8 M6X12 sunk cross screws . (as Figure(11) shown)

Fault Examination

Trouble	Reason	Investigation Methods
<p>The machine is with no any reaction when electrifying.</p>	<ol style="list-style-type: none"> Whether the power is conformed. Leakage protection switch device. Without 220V power supplied. 	<ol style="list-style-type: none"> Whether the power in line with the machine. Check whether leakage protection switch is cut off, if it is, restart the machine. To change the voltage
<p>After electrifying, you can hear the voice of starting WINDOWS, but there is no display of game interface.</p>	<ol style="list-style-type: none"> Whether RGB signal lines are loose. Whether the monitor is broken Whether the game programme error happens. 	<ol style="list-style-type: none"> After opening the back cover of the machine, please check whether the wire, as shown in Figure 1, is loose. If it is, please re-insert it <div data-bbox="652 699 829 786" data-label="Image"> </div> <p>(Figure 1)</p> <p>please check whether the wire, as shown in Figure 2, is loose</p> <div data-bbox="647 903 863 1002" data-label="Image"> </div> <p>(Figure 2)</p> Change another monitor, if it runs ok, meaning the original monitor is broken, pls dial our customer service hotline :4006-020-321. Renew the game. Encryption Stick <div data-bbox="745 1353 986 1447" data-label="Image"> </div>

<p>When electrifying, it shows blue screen and there is no sound from speaker.</p>	<ol style="list-style-type: none"> 1. Power cord of the mainframe is loose. 2. The mainframe entered into protection state. 	<ol style="list-style-type: none"> 1. Check if the power cord is loose. 2. Open the front cover of the machine, and if the indicator light has been flashing, press the starting button for 30 seconds, and then restart the machine.
<p>Crashes when enters the game or can not choose game modes.</p>	<ol style="list-style-type: none"> 1. The communication line of USB control panel is loose. 2. Confirm/start button is broken. 3. USB control panel is damaged. 	<ol style="list-style-type: none"> 1. Check whether the communication line is loose. 2. Change the Confirm/start button. 3. Change USB control panel.

<p>After electrifying, you can play games but there is no sound</p>	<ol style="list-style-type: none"> 1. Volume potentiometer is closed. 2. Audio line is loose. 3. Amplifier is damaged. 4. Speaker is damaged. 	<ol style="list-style-type: none"> 1. Relocate volume potentiometer. 2. Check whether the wire is loose, as shown in Figure  (Figure 1); if the wire is not, please check whether the wire is loose, as shown in Figure  (Figure 2)
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		<ol style="list-style-type: none"> 3. Replace amplifier. 4. Replace speaker.
Can not run VS mode.	<ol style="list-style-type: none"> 1. Check whether the network cables are loose. 2. Whether the IP set up is wrong. 3. USB control panel is broken 	<ol style="list-style-type: none"> 1. To plug the network cables again. 2. To re-set the IP. 3. Change the USB control panel
The button of starting/leaping is invalid.	<ol style="list-style-type: none"> 1. Inching switch is damaged. 2. Signal lines are damaged. 3. USB control panel is broken 	<ol style="list-style-type: none"> 1. Change inching switch. 2. Change signal lines. 3. Change the USB control panel
Electronic coin selector is invalid.	<ol style="list-style-type: none"> 1. The selector is damaged. 2. The signal line is damaged. 3. Control panel is damaged. 4. No DC 12V input. 5. USB control panel is broken 	<ol style="list-style-type: none"> 1. Change electronic coin selector. 2. Change signal line of the selector. 3. Change control panel. 4. Change the voltage of switch. 5. Change the USB control panel.
Lamp box and spot lamp don't work.	<ol style="list-style-type: none"> 1. DC12V connection is loose. 2. The voltage of switch is damaged. 3. Whether the 12V and the earth is short-circuit. 4. Whether the lamp panel is not connect well with the 	<ol style="list-style-type: none"> 1. Check whether DC12V connection is loose. 2. Change the power supply of switch 3. Whether the 12V and the earth is short-circuit. 4. Check whether the lamp panel is not connect well with

	lights.	the lights.
During the game can not make left and right normally, or accelerate slowly.	<ol style="list-style-type: none"> 1. Ballance platform's gears are loose. 2. Potentiometer's gears are loose. 3. Potentiometer's gears and the gears are offset. 4. Potentiometer's gears and the gears are broken. 	<p>Run the machine, and press set up button in the Waiting Interface to enter main menu, and choose the hardware test to adjust the Potentiometer to the best position.</p> <ol style="list-style-type: none"> 4. Change the gears.

When electrifying, the host machine and screen is normal, but you can not enter the game interface.	<ol style="list-style-type: none"> 1. The communication line of USB control panel is loose. 2. Control panel is damaged. 3. Encryption stick is broken. 	<ol style="list-style-type: none"> 1. Check whether the communication line is loose. 2. Change control panel. 3. Change the encryption stick.
Vibration generator does not work.	<ol style="list-style-type: none"> 1. Vibration generator is broken. 2. Amplifier's subwoofer channel is broken. 3. Vibration generator's plug is loose. 4. Amplifier output terminal is loose. 	<ol style="list-style-type: none"> 1. Change Vibration generator. 2. Change Amplifier. 3. Insert the plug again. 4. Change the speaker.
MOTO's tilt	<ol style="list-style-type: none"> 1. Glue Stick is ware badly 2. Glue Stick is offset. 3. Glue Stick is out of shape. 	<ol style="list-style-type: none"> 1. Change Glue Stick 2. Re-set the Glue Stick. 3. Change Glue Stick

Use of Electronic Coin Selector

I. Specification:

Coin Diameter: 18 mm ~31mm

Coin Thickness: 1.2 mm ~3.0mm

Voltage: DC +12V

Temperature: -15°C ~ +75°C

II. Usage Methods:

1. Remove yellow plastic token & replace your coin to sampling clamp.
2. Adjust diameter-rail of lid for preventing bigger invalid coins from inserting.
3. Drive screw off lid-wing if coin thickness more than 2.5mm.
4. Switch to correct speed (pulse) to synchronize with your machine.
Slow: 60ms/ Long pulse signal
Medium: 40ms/ Medium pulse signal
Fast: 20ms/ Short pulse signal
5. VR tuning for sensitivity of coin acceptance. Turn clockwise (+) for strict coin selecting and anti-clockwise (-) for slack.
6. If coins could not pass through smoothly when SW1 was at the precise setting, Please switch SW1 to normal setting and adjust VR to suitable place.

After Service Guide

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In the maximum extent permitted by law, Guangzhou Softplay Computer Software Co.,Ltd. is not responsible for the following situation in any case:

1. Third-party claims against you (except personal injury, injury, real estate and personal tangible property damages);
2. Loss or damage of your records or data;
3. Special, consequential or indirect damages or any economic losses (including profit and loss of savings);
4. The trouble caused by installing software or hardware that is not configured with this product; and it is not the fault of the product itself by examination;
5. The trouble caused by use in improper environment or wrong operation that is not provided in this manual;
6. Force majeure factors led to product damage.

If you want to know related product service commitment, please visit our website www.belrare.com to find relevant service policy.

Thank you again for using Belrare products.

Customer Service hotline: 4006-020-321

Belrare Corporation Website: www.belrare.com

Statement

Duty Statement

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