



OWNER'S MANUAL

Ver.3.00



WARNING

- For safety reasons, please read the manual first before plugging in machine.
- Please keep this manual properly for convenient reference as needed.

About This Manual

Thank you for purchasing this product.

The manual describes how to install, set up, use and maintain the product. The main purpose of the manual is to instruct how to operate the product correctly and safely. Please follow all the safety and warning instructions in the manual to avoid personal injury and product damage.

This product may only be maintained by a technician. A technician mainly refers to a person who has obtained a certificate of senior middle school related to mechanical engineering, electrical engineering or at a level equal to that of technical senior middle school graduates, and is engaged routinely in the maintenance, management, repair of amusement machine.

Please keep this manual properly for easy reference as needed. Moreover, if the operator entrust another party to operate, move, transport, install, maintain and repair the machine, please read relevant content and instruct concerned party to observe all the instructions and precautions in this manual regarding the particular action to be taken.

When transferring the ownership of this product, be sure to provide this manual with the machine.

For further information about the game and repair (including consumables), please contact our company.

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1. Safety Precautions

1.1 Warning Stickers

In order to avoid injury to related people and damage to property, please observe the followings:

PLEASE READ FIRST

- The following marks can be used to indicate the magnitudes of risk and damage caused by ignorance or improper operation:



means “may result in serious injury or death”



means “may result in minor injury or property damage”

Serious Injury: refers to the situations in which hospital treatment or long-term treatment will be accepted because of losing sight, getting hurt, getting burnt, electric shock, fracture or intoxication.

Minor Injury: refers to the cases that there is no need to go to hospital or accept long-term treatment.

Property Damage: refers to the damage of house, facility, or hurt of livestock and pet

1.2 Placing Site

Warning

- please make sure the place line has been grounded before product installation, setup, testing, operation or repair
- This machine is designed for indoor use only. Never install the machine outdoors. Meanwhile, please avoid the following locations indoor:
 - Direct sunlight, water leakage, damp and high temperature places.
 - Near Flammable, volatile, or/and dangerous substance.
 - Slope, unstable places or locations subject to frequent vibration.
 - Near emergency exit, fire extinguisher or similar equipment.
- The rear part has the vent for heat emission from PC or screen. Don't place anything nearby to avoid game failure.
- Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission

1.3 Safety Precautions

The owner shall pay attention to the followings when placing, checking and repairing machine to insure player's security and avoid damage:

Warning

- please check the voltage is 110V or 220V before the machine connects to the power supply, or it may cause a fire or electric shock.
- Make sure to plug the game into 110V or 220V main outlet to avoid fire and electric shock.
- Make sure to turn off the power when performing maintenance and service to avoid electric shock or short circuit.
- Do not unplug or plug the plug instantly.
- Don't touch the power plug with a wet hand to avoid electric shock.
- Don't expose the power cord/grounding line on the passageway. Failure to do this will damage the power cord, causing electric shock or short circuit.
- Don't lay anything near the power cord to avoid fire.
- Do not pull the power cord when unplugging, please hold the plug to avoid power cord damage, causing fire or electric shock.
- In case of power cord damage, please contact the local distributor for replacement
- Only use fuse and spare parts specified by our company
- Connect the connector firmly and tighten the screws.
- Do not dismount, replace or convert the product without our permission in order to avoid damage and human injury due to improper operation.
- Check and maintain the machine regularly.
- Keep "Warning stickers" clean and legible. Replace it immediately when the words are not legible or the dirt can't be removed.
- Please contact our service center when performing any work that is not described in this manual, and follow the instruction provided.

1.4 Precautions during Play

Caution

- In order to avoid injury and accident during play, the following people shall not play the game:
 - People who are injured or less mobile.
 - Person with poor health condition, such as hypertension or heart disease.
 - Person wearing high-heeled or slippery shoes.
 - Person who can't touch the pedal.
 - Pregnant woman, drunk people.
- When a player feels uncomfortable during play, remind the person to have a break, or stop playing.
- Make sure the player reads the warning labels and other indications, and plays in accordance with the instructions to avoid accidents such as electric shock and short circuit.
- Bystander shall not operate any button when the player is playing the game to avoid unnecessary trouble.

1.5 Transporting and Moving

Caution

Transporting

- When transporting the machine with an elevator, be sure to employ "Lift Point" to prevent accident and damage to the machine.
- To prevent movement when transporting the machine on a vehicle, please fix the casters and fully retract the adjusters. Failure to do this may cause damage to the machine.
- When carrying the machine with a forklift, be sure to insert the fork to fork position and lift stably. If not, it may cause accident and damage to the machine.
- The glass and LCD screen are fragile. Avoid violent vibration or shock when transporting.

Moving

- Before moving the machine, unplug the power plug to prevent accident. Don't damage the cord.
- Pay attention to the obstructions and uneven surface when moving the machine to prevent accident and damage to the machine.
- Fully retract all adjusters before moving to prevent accident and hazard.
- Make sure to use at least two persons to conduct the above work to avoid accident and injury
- Pay attention to the moving direction, see fig.



1.6 Installing and Placing

Pay attention to the following when placing the machine.

Caution

- Place the machine on the flat and slip resistant area.
- Use the adjusters to fix the machine (See diagram 1)
 1. Loosen the nuts for the adjusters (clockwise), tighten the bolts with a wrench (clockwise).
 2. Tighten the nut firmly (counter clockwise) and fix it well.

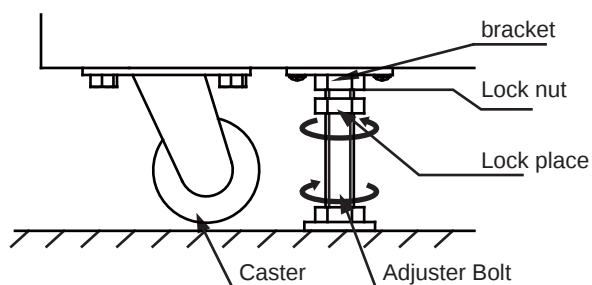


Diagram (1)

- Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission (See diagram 2).

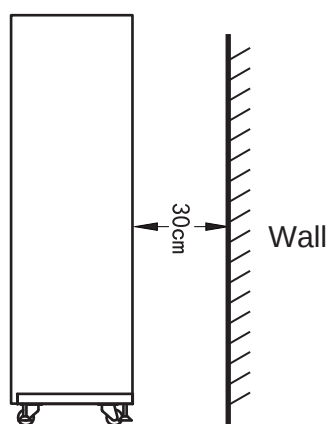
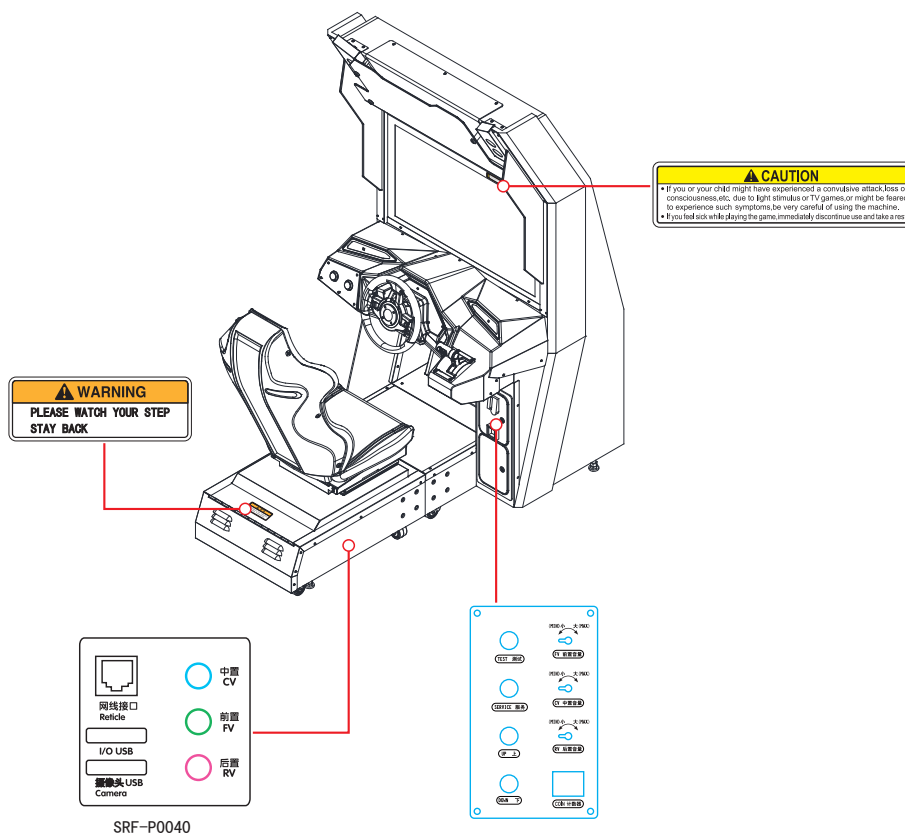
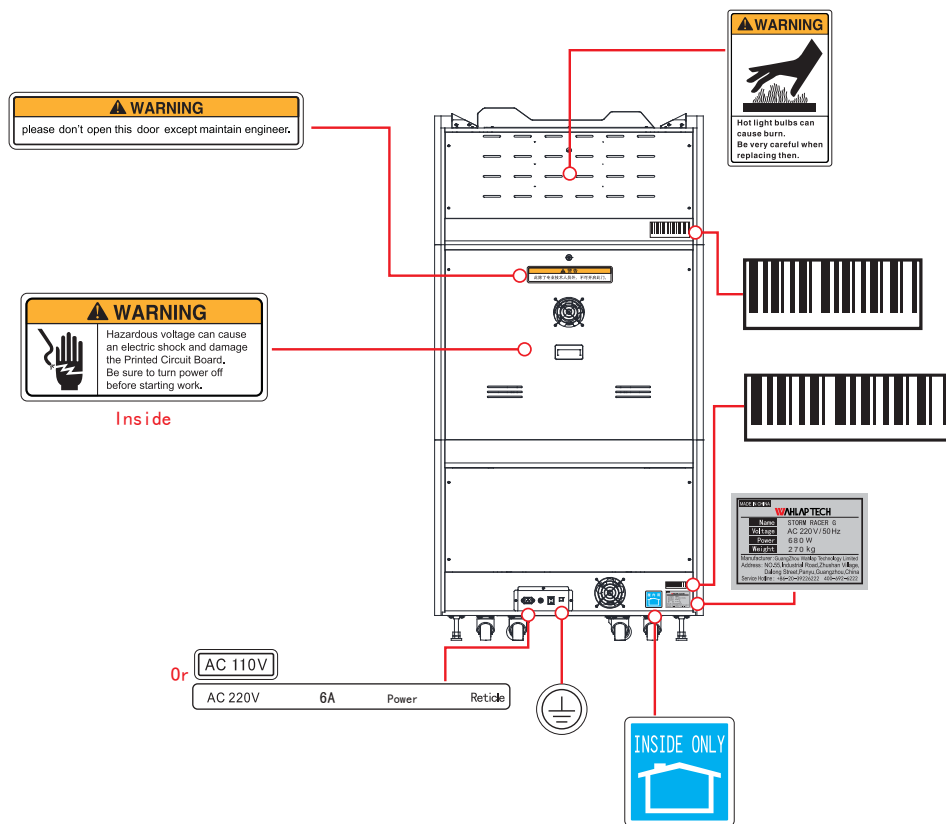


Diagram (2)

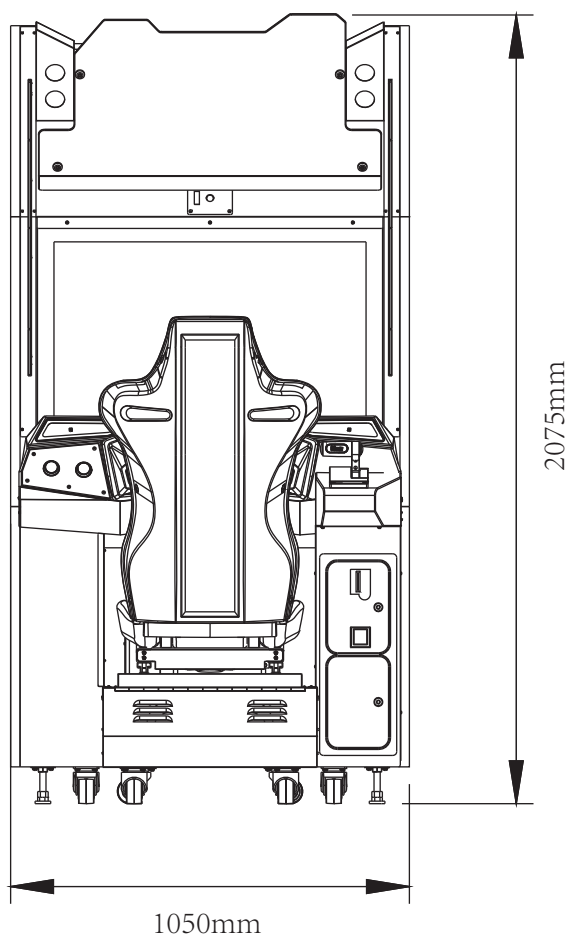
1.7 Caution & Warning Stickers



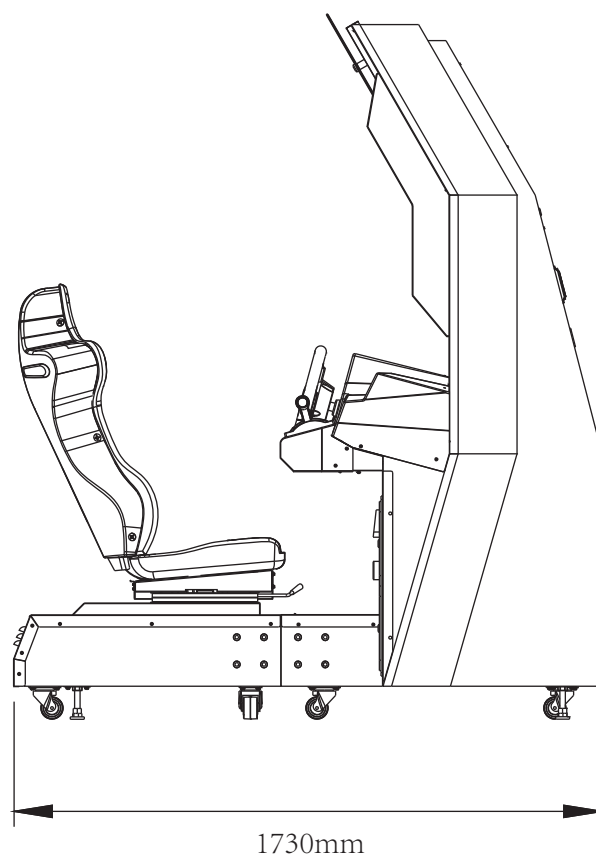
2. Product Description

2.1 Product Specification

■ Location	Indoor Only
■ Dimension	1050(W)×1730(D)×2075(H)
■ Rated Voltage	220V
■ Frequency	50Hz
■ Power Consumption	680W
■ Weight	270kg
■ Temperature Range	5~40 °C



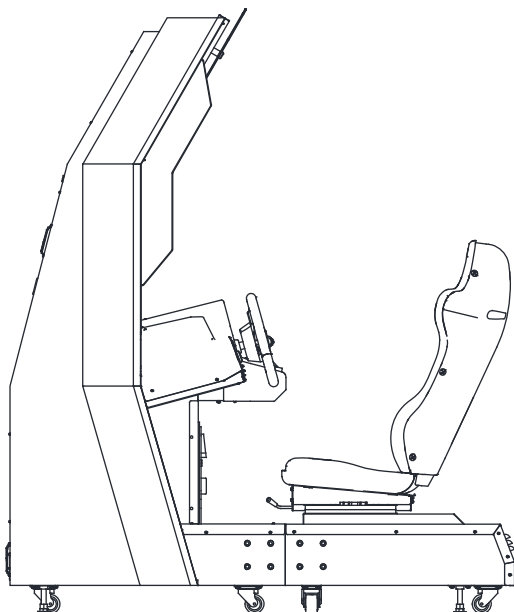
■ Front View



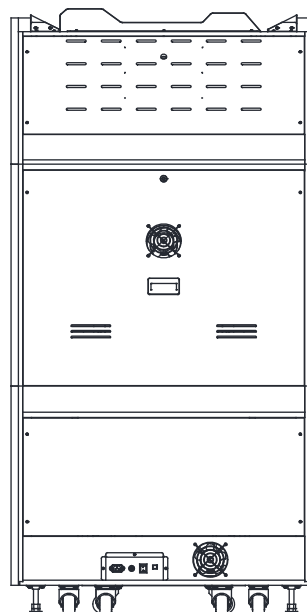
■ Side View

2.2 Overview

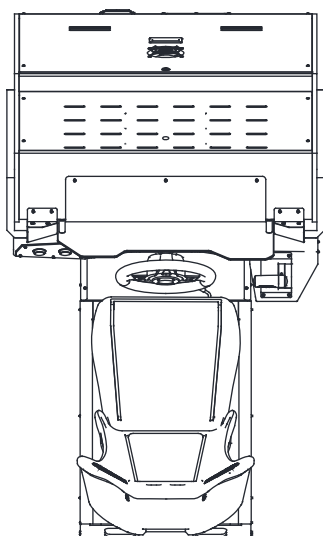
■ Side View



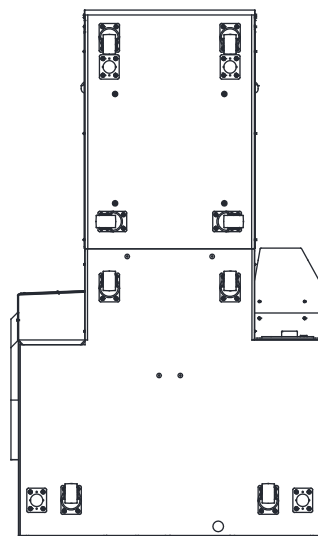
■ Rear View



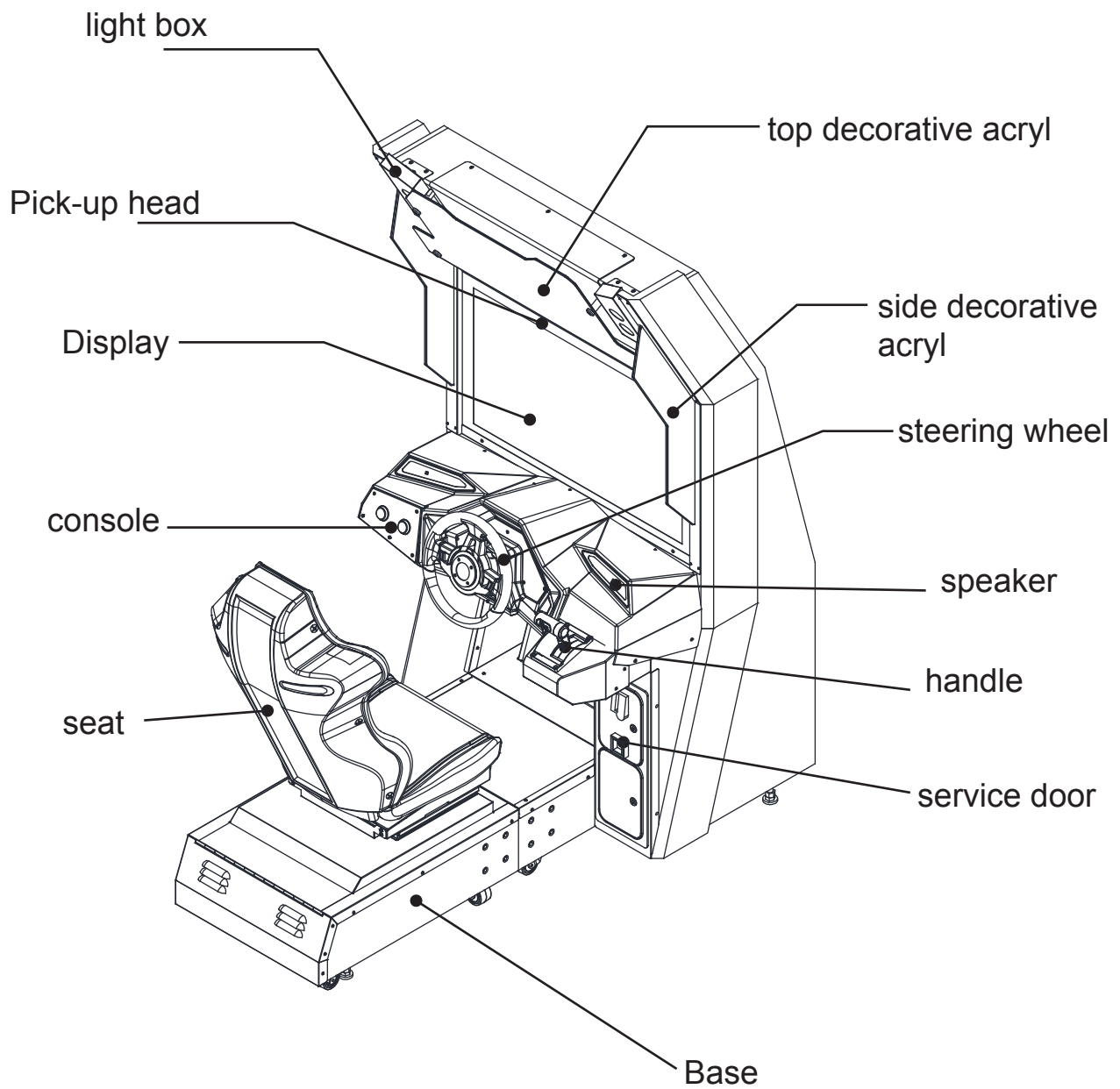
■ Top View



■ Bottom View



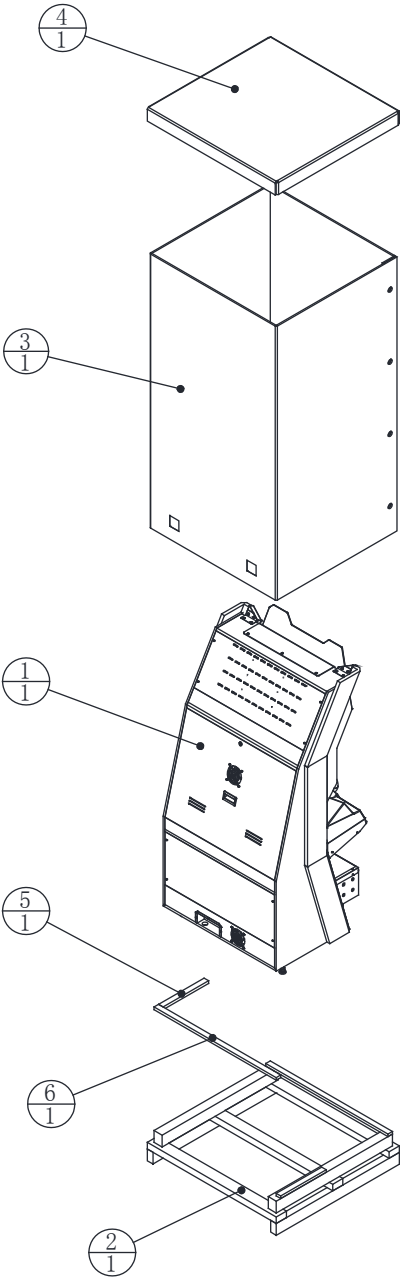
2.3 Spare Parts



2.4 Shipment List

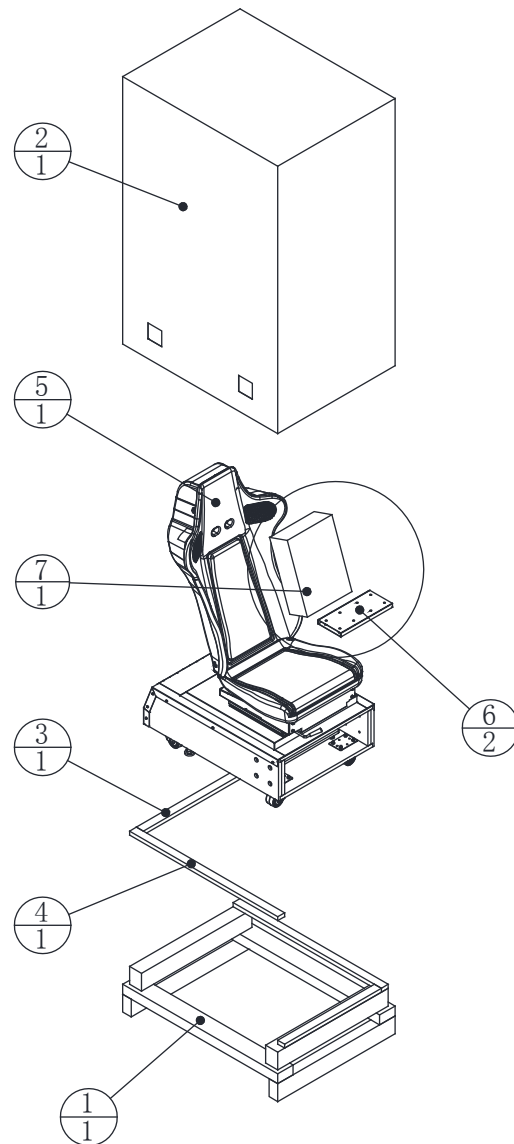
■ Packing Carton 1

Making Name	STORM RACER G		
Box Weight	270 kg		
Box Size	1147 (W)	1094 (D)	2240 (H) mm
Note	Complete Unit		
C/NO.	1/2	总件数/总箱数	



6	SRF-9901E05	框体限位木条02	实木 20*40*1077	1	
5	SRF-9901E04	框体限位木条01	实木 20*40*400	1	
4	SRF-9901E03	框体天盖	耐水3C1100G T-10	1	
3	SRF-9901E02	框体围框	耐水3C1100G T-10	1	
2	SRF-9901E01	框体地台		1	
1	SRF-0100000-A	主框体组件		1	
序号	图 号	名 称	材料/规格	数量	备注

■ Packing Carton 2



Machine Name	STORM RACER G		
Box Weight	85	kg	
Box Size	905	685	1490 mm (W) (D) (H)
Note	Chair, Accessory Carton		
C/NO.	2/2		

7		附属品箱	345*255*110mm	1	
6	SRF-0000A01	框体连接铁	SPCC-1.5T	2	
5	SRF-0200000	座位组件		1	
4	SRF-9902E04	座位限位木条02	实木 20*40*865	1	
3	SRF-9902E03	座位限位木条01	实木 20*40*565	1	
2	SRF-9902E02	座位无底半页箱	耐水3C1100G T-10	1	
1	SRF-9902E01	座位地台		1	
序号	图 号	名 称	材料/规格	数量	备注

2.5 Packing List

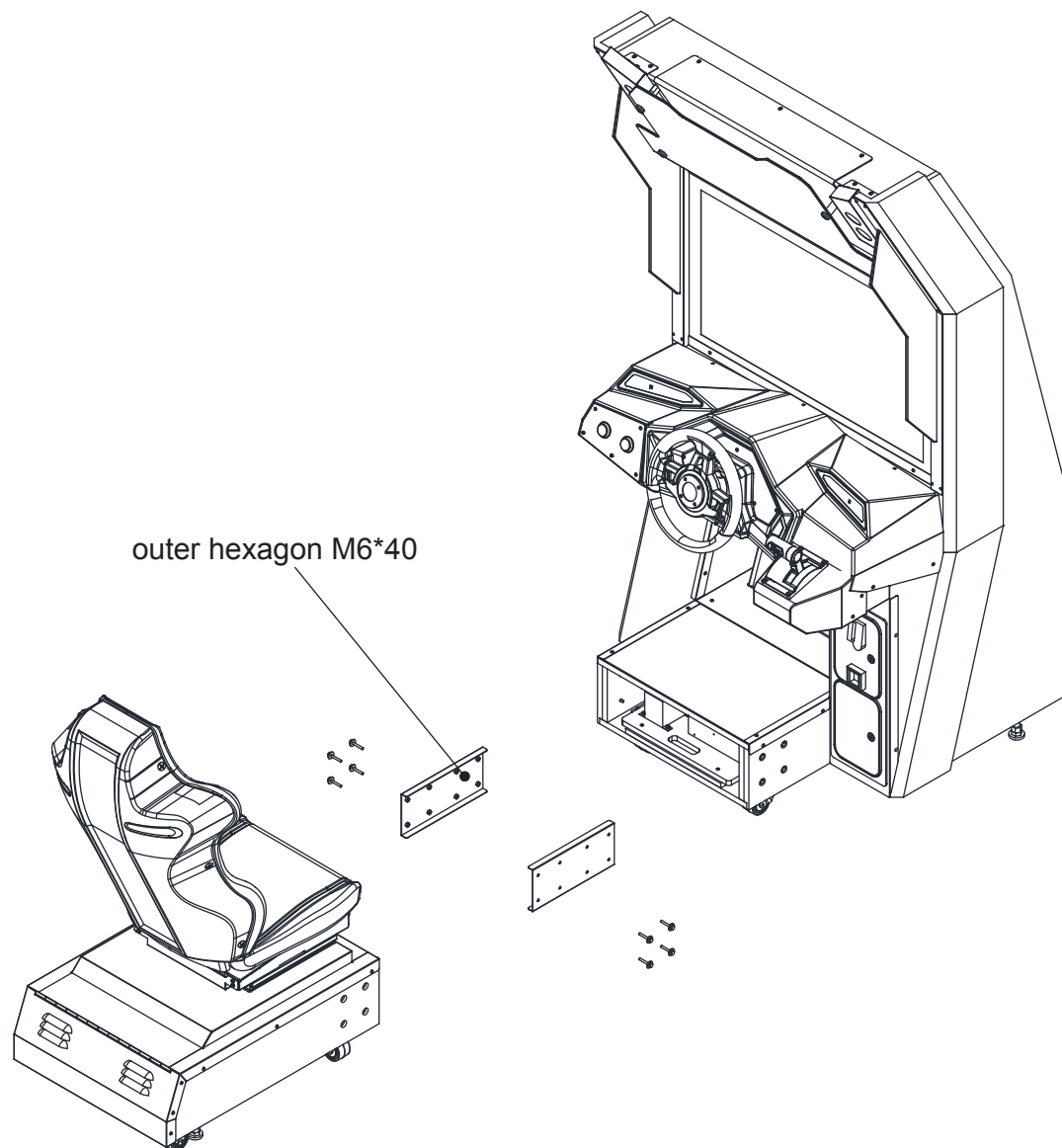
Please check the following items after purchasing our product. If any part missing or damaged, please contact our sales person!

Description	Specification	Quantity	Remarks
Powerline	3m (1.0m m ²) 250V	1	
key	5555 key	2	
flatgasket	Φ6*Φ20*2.0	16	
Spring gasket	M6	16	
outer hexagon	M6*40	16	
Reticle	AMP gigabit 10M	1	
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2.6 Install Direction

■ Steps

- 1、 After opening the packing cartons 1 and 2, find the carton of accessories and outer hexagon M6*40 with flat spring washer shown as following figure.
- 2、 Assemble the machine by using the method shown in following figure.



Special attention: When special case occurs in shipment, please check “Installation guide” in attachment box of shipment, and make assembly according to installation guide; special supplement will not be made in this instruction.

2.7 Warranty

■ Scope

- Inquiry regarding product can be assisted for free.
- The warranty scope for consumables and durables may differ from product to product. Please contact our after-sales service center for detailed information. The right of final interpretation is reserved.

■ Exclusive

- Damage caused by force majeure such as god will.
- Failure caused by carelessness, such as water contact, falling down, toppling, knocking.
- Failure caused by disobeying the instructions in this manual.
- Failure caused by operating the machine on inappropriate site.
- Change the original design and configuration for the game without notice.
- Failure to perform regular service and clean.
- Failure to fix the product in line with the manual's requirement.
- Malfunction or part damage caused by electromagnetic interference other electronic equipments generated.

■ Non-warranty Consumables

- Light tube and bulb
- Button lamp and switch
- Fragile items
- Solenoid
- Other spare parts

3. Game Description

3.1 Appearance Design

This machine has fashionable and beautiful appearance. The whole machine uses blue and black color tone and acrylic decoration permeable to light is used on its sides to let the blue light be visible when light is on, while the racing game is shown on the top decorative acrylic, without excessive decoration on the whole machine, so that the machine gives a stylish and elegant feeling. With respect to the operation, continue the usual mode of operation in racing game so that it is easier for the player to use and manipulate it.

3.2 Game introduction

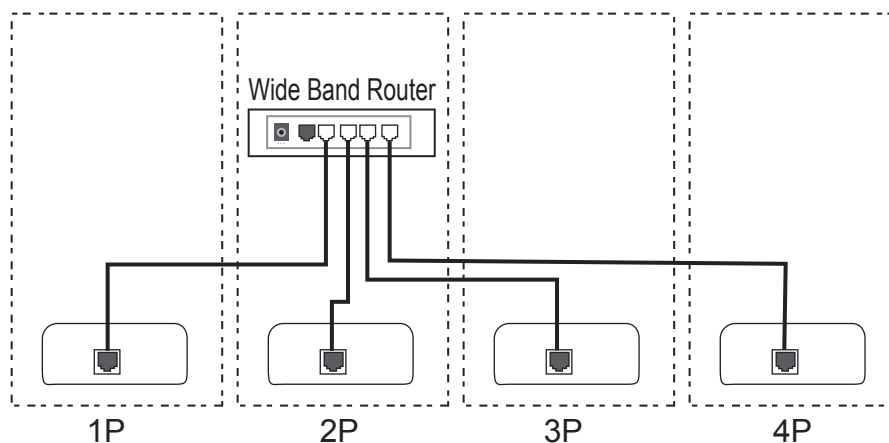
Thunderous racing is a racing game, which uses 37inch LCD display, possesses 720DP HD screen with 60 frames per second; the whole game has six characteristic scenes, 12 race tracks, four difficulty levels of primary, intermediate, higher and extreme; support the multiplayer of at most 8 persons; in game, the sports car has strong individuality, with highly sensitive control performance and new thunderous acceleration system, so that different sports cars possess different operational advantages on different race tracks.

3.3 How to play

- 1、 Use the traditional mode of operation including steering wheel+pedal, at the same time, add the unique accelerator handle;
- 2、 The game rules: after coin, press START (START) key or step on the gas to enter into the screen of selecting the race track, turn the steering wheel for left and right selection, after the race track is determined, select the sports car by using the same method, after pressing START key, the game has begun and the sports car is ready, by stepping on the gas, you can play the game; the condition of accelerometer is shown on bottom right corner of screen, after certain thunderous value is collected, push the manual gear lever forward to enable the acceleration function of sports car.

3.4 Multiplayer Description

if the multiplayer game is played in the store, please refer to the following figure (take the connection of four machines as the example) and connect the network cables of mainframes of all machines to the jacks of broadband router. For broadband router,



Remarks:

1. Please confirm the model of broadband .
2. This wiring diagram is only for reference and the actual connection method is possibly different due to network environment.

4. Test and Setting

4.1 Game Description

4.1.1 GAME FEATURE

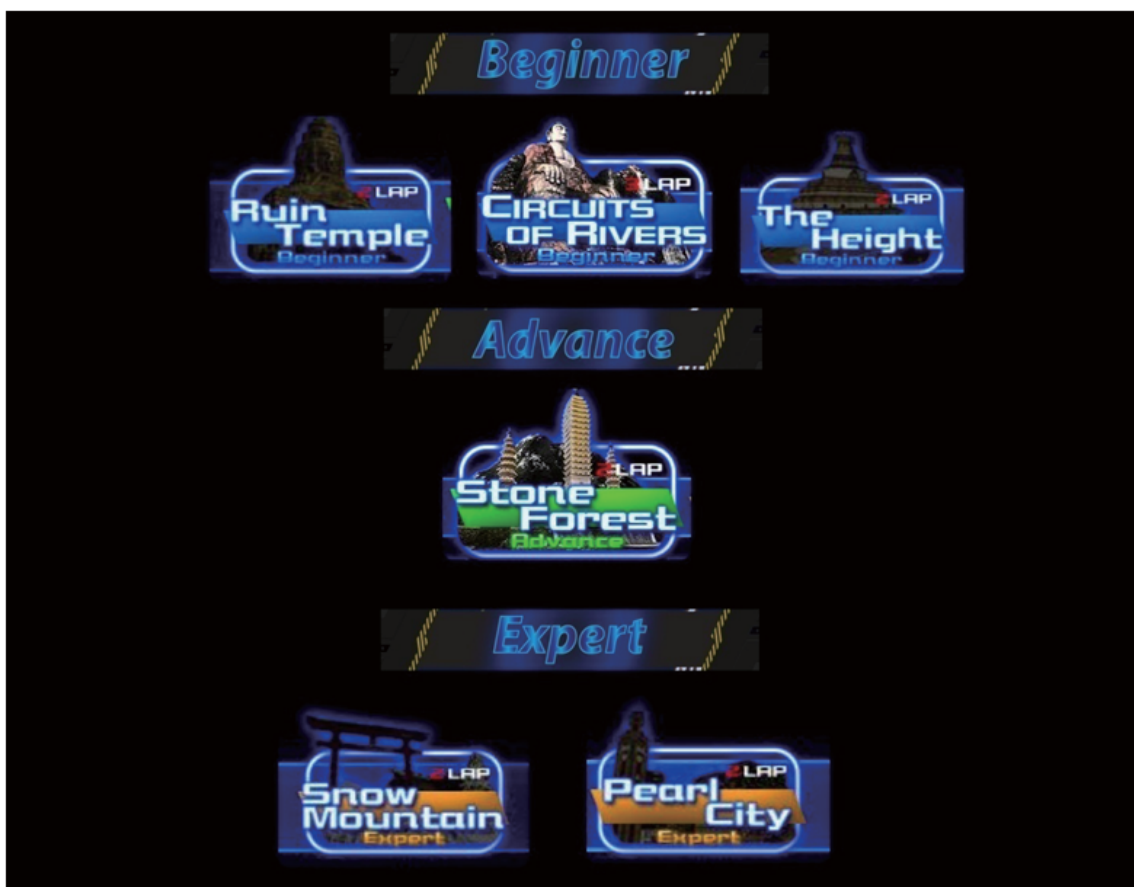
- Up to 8 Players (LAN)
- HD 720p Resolution
- 30”inches screen
- 60 Frames per Second; High Sense of Speed with Fluent Game Play
- Online Patching /Upgrade Support
- Cloud-based Server
 - Advantage: Stable Internet Speed for All Regions
- Classic Arcade Racing Style
- Auto/Manual Drift Mode for Beginner/Expert
- Competitive AI
- Full Force Feedback Steering Wheel
- Unique Throttle for Boost
- 4.1 Sound System
- Vibration Speakers under the Seat simulate Car Response
- Intense Game Play Embedded with Camera Kit
- Compatible Low Maintenance Cost PC with Sandy Bridge Standard
- Total of 12 Tracks with 6 Hidden Tracks; Total of 14 Cars with 7 Hidden Cars

4.1.2 GAME CONTENT

Tracks

There are total of 12 tracks in 4 difficulties: Beginner, Advance, Expert and Extreme (appeared in Reverse Tracks only). The game will begin with 6 Tracks –

- Circuits Of Rivers
- Ruin Temple
- The Heights
- Pearl City
- Stone Forest
- Snow Mountain



6 Hidden Tracks could be unlocked by counting how many G Coins the player has gained in every game.

How to Unlock Hidden Tracks?

An energy bar is shown to show the player how many G Coins he has gained in the last game and how many more he has to achieve in order to unlock certain hidden tracks.



Single-Play Mode:

- A new hidden track will be unlocked by counting how many G Coins the player has gained in every game.

Multi-Play Mode:

- A new hidden track will be unlocked by counting how many G Coins by all players have gained in every multi-play game.

For example: 4players finished a game- track Circuits of River

Player	Player 1	Player 2	Player 3	Player 4	Total	Unlock Track
Position	1 st	2 nd	4 th	6 th	110	Circuits of River
G Coins gained	50	30	15	15		

Cars

There are a total of 14 cars. The game will begin with 7 Main Cars.
7 Hidden Cars could be unlocked by random.
7 Main Cars are in different levels: Beginner, Intermediate and Advance
(Expert cars appeared in Hidden Cars only).



How to Unlock Hidden Cars? Single-Play Mode & Multi-Play Mode:

- A new hidden car will be unlocked in every game by random.
- 2 new hidden cars will be unlocked by The Champion in every game by random.

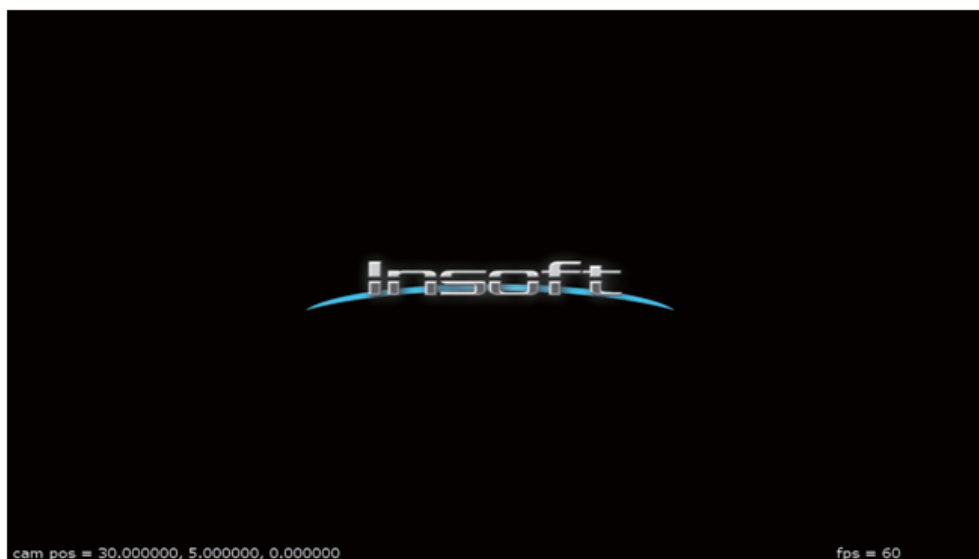


4.2 Game FLOW

4.2.1 Front-End MENU

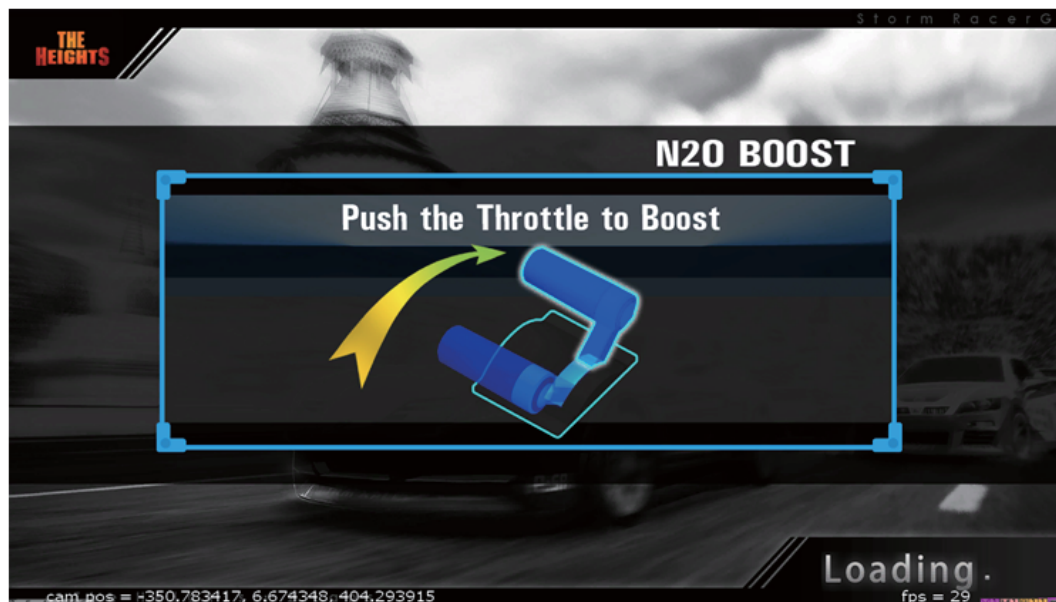
Scene 1: Logo

Logo of Wahlap and Insoft will be appeared in the beginning.



Scene 2: Intro Video (with learning video)

The Game Introduction video will be played. Learning videos will be appeared in between.



Scene 3: Insert Coins

A screen of insert coins will appear to ask player to start the game.



Scene 4: Selecting Track

In the Track Selection screen, there are a total of 12 tracks with 6 hidden tracks (to be unlocked). Tracks are divided into four difficulty levels: Beginner, Intermediate, Superior and Extreme, allowing players to challenge different difficulty levels.

Please use the steering wheel to turn left and right to select and then press the [START] button or step on the accelerator.



Scene 5: Selecting Car

In the Car Selection screen, there are a total of 14 cars with 7 hidden cars (to be unlocked). Cars are divided into three levels: Entry, Medium and Professional, drift and turn Bay deceleration is different at different levels.



Cars are presented in four different numerical rating to show their unique performance advantages:

- 1: Boost Gauge (that can influence the thunderous value, the value of thunderous acceleration forces)
- 2: Maximum Speed (The maximum speed in the general case)
- 3: Steering (there will be some advantage in a variety of Bay Road on the track)
- 4: Acceleration (speed of accelerate and overcome the rugged track)

Please use the steering wheel to turn left and right to select and then press the [START] button or step on the accelerator.

Each racing car could be set Drift Mode as: Automatic Drift OR Manual Drift



Scene 6: Camera

Players will be invited to take icon photos which will be displayed in the race.

A photo is shot after a count down from 5 to 1.



...4...3...2...

Scene 7: “Free to Join” Multi-Players Race Status Screen

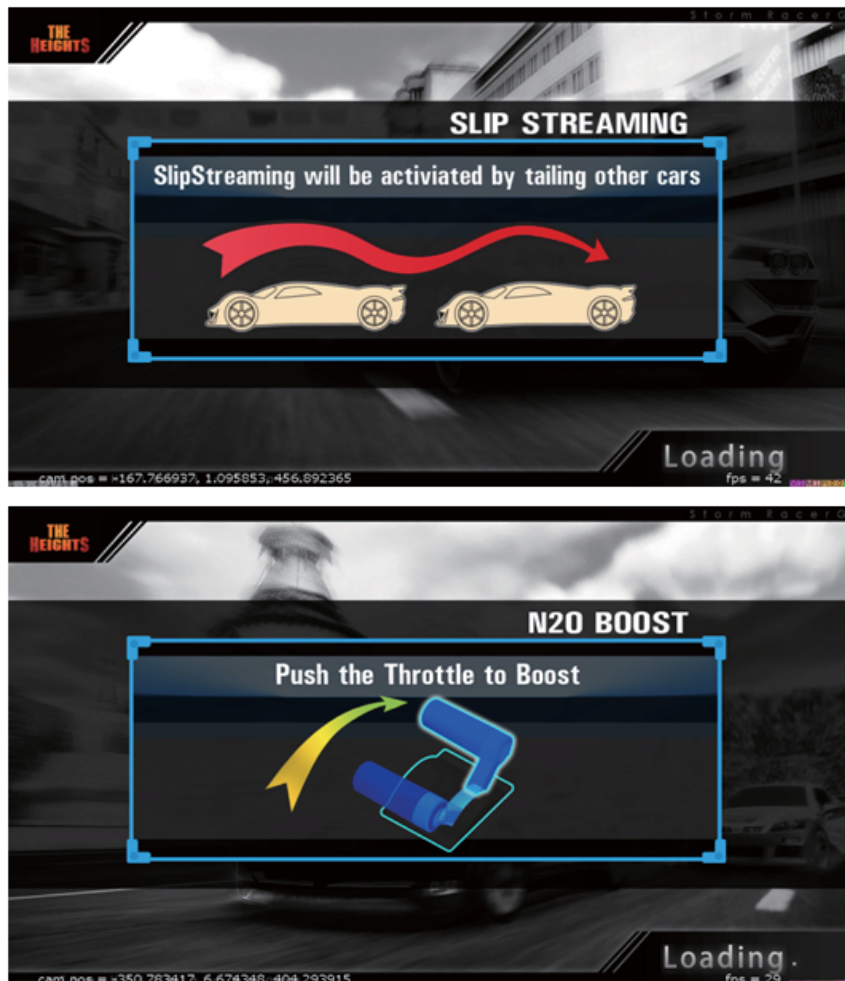
In a multi-player race, after selecting tracks and cars, a status screen will pop up to show the data of each player of this race (cars selected, own photo icons, level of players).

Players who are still selecting cars will be displayed as “Getting Ready” instead of his own data. The selected track will be displayed in the middle as well.



Scene 8: Loading Screen

Loading Messages will be shown as loading screen.



4.2.2 In-Game MENU

Scene 9: In-Game Screen

Game START

Race starts at once right after the loading is finished.



UI Screen (I)

When the Race begins, data of the Race will be displayed around four sides of the screen.



1. LAP: No. of Laps
2. TIME: Count Down (in seconds)
3. POSITION: Ranking of player
- 1-3 will change to RED in color in the last 60 seconds of the race.



4. Map:  represents Player
 represents other Players

UI Screen (II)

When the Race begins, data of the Race will be displayed around four sides of the screen.



5. Display of curve player will pass.
6. Data of player(s) in front.
7. Display of all players ranking.
8. Tips of reminding player to turn on the Nitrogen Meter Boost.
9. Data of player(s) behind.
10. Nitrogen Meter.

Status of Nitrogen Meter Boost: Normal, Charging and Full (from left to right)



UI Screen (III)

“Boost Charger” status is shown at the bottom centre, displaying the status of Boost Amount.

Display 1: Boost Charger - Drift Charge.



Display 2: Boost Charger - Boost Maximum



Display 3: Boost Charger - Out of N2O



Display 4: Brackets - Using Boost (The Red Brackets drops, representing amount of N2O is dropping when using boost)



Multi-Play Mode – Free Join

In the first 30 seconds* of the battle, other players can join the race.



Race will start all over again if new player is joined. All players will select tracks and cars again.



Scene 10: FINISH Game

The race is over when time is up.
Position of the player will be shown.



4.2.3 Back-End MENU

Scene 11: Race Ranking

After the race is finished, a Final Ranking of all players will be shown.



1. Ranking of the tournament
 - Levels: S 、 A、 B、 C
 - S as the Supreme ranking; C as the lowest ranking
2. Tournament Data
 - a. Photo of player
 - b. Selected Car
 - c. Total Time
3. Medals obtained

Scene 12: Unlocked Item

A page of unlocked items will be shown.

Players can show if any cars or tracks have been unlocked successfully in the race they just finished.

New track is unlocked:



New car is unlocked:



Scene 13: Continue

-For Winner: Bonus Round (Discount Game)

Winner of the tournament will be awarded to continue the game with discount.



-For Other Players: Game Over, Continue to Play

Players will be invited to continue the race to challenge and become the Winner.



4.3 Operator MENU

4.3.1 Arcade Operation Mode

1. Under the Demo screen, press the [Test] key of the coin control box to enter the [Arcade Operator], the main menu is shown below.



2. Enter the menu screen, use the arrow keys to select a menu item, press the [Test] key to enter the sub-menu, follow the screen prompt message at the bottom-right side.
3. After the setup is completed, select [Save] in the main menu, then press the [START] button or press the [services] to exit the user interface.



4.3.2 Languages

You can select the operating language in [Language].

1. Enter the [Arcade Operator] > [Language], use the left and right arrow keys to switch to the desired language.



4.3.3 Master Volume

In [Master Volume], you can set the outputs of the volume of sounds by the arcade machine.

1. Enter the [Arcade Operator] > [Master Volume], the inputs of the volume are set between 0-1.



4.3.4 Idle Volume

In [Idle Volume], you can set the outputs of the volume of sounds by the arcade machine.

1. Enter the [Arcade Operator] > [Idle Volume], the inputs of the volume are set between 0-1.



4.3.5 First Round Coins

In [First Round Coins], you can set the number of coins per game need to invest per race.

1. Enter the [Arcade Operator] > [First Round Coins], the inputs of the number of coins inserted set between 0-10.



4.3.6 Second Round Coins

In [Second Round Coins], you can set the number of coins per game need to invest per race.

1. Enter the [Arcade Operator] > [Second Round Coins], the inputs of the number of coins inserted set between 0-10.



4.3.7 Challenger Join Time

In [Challenger Join Time], you can choose whether to allow challenger to join the race or not within 15 or 30 seconds after the race is started.

1. Enter the [Arcade Operator] > [Challenger Join Time], choose “15 seconds” or “30 seconds” to enable challengers to join race and “Disable” to turn it off.



Can be set as: Enable 15 seconds OR 30 seconds

First Round Coins	0/10	
Second Round Coins	1/10	
Challenger Join Time	1/2	15 seconds
Auto Pedal	Off	
Game Time	Default	

First Round Coins	0/10	
Second Round Coins	1/10	
Challenger Join Time	2/2	30 seconds
Auto Pedal	Off	
Game Time	Default	

4.3.8 Auto Pedal

In [Auto Pedal], you can choose whether to turn on the auto pedal or not.

1. Enter the [Arcade Operator] > [Auto Pedal], choose “Yes” to enable auto pedal and “No” to turn it off.



4.3.9 Game Time

In [Game Time], you can choose whether to set the length of the game time.

1. Enter the [Arcade Operator] > [Game Time], choose “Short” to enable a shorter game time and “Long” to enable a longer game time.



4.3.10 Clock

In [Clock], you can set the system time.

1. Enter the [Arcade Operator] > [Clock].



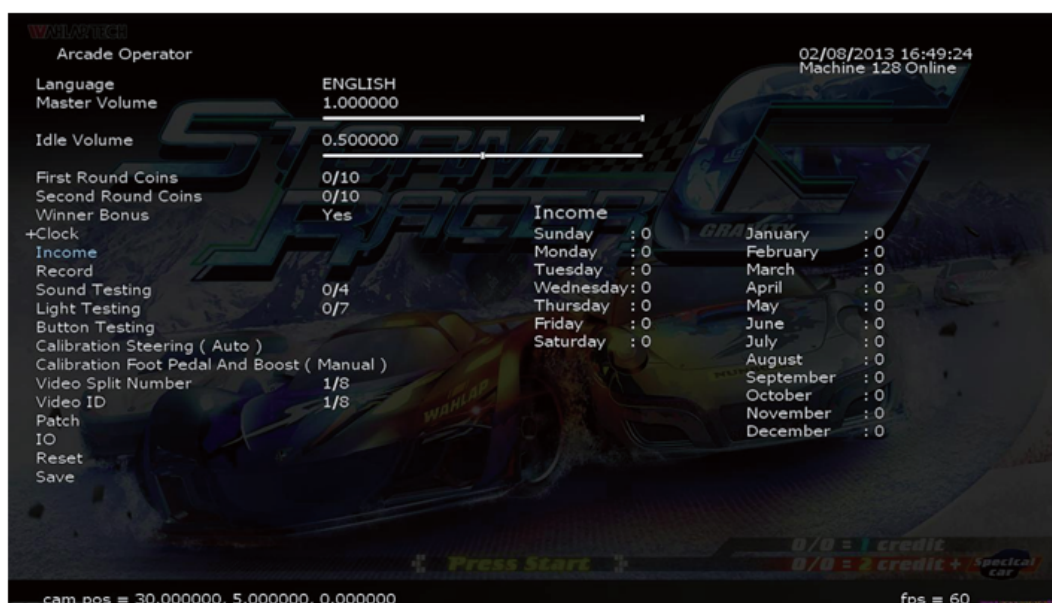
Use the arrow keys to select [Clock], and then press the [START] button to expand the options of time setting.

2. Use the arrow keys to select the item you want to set, and then use the left and right arrow keys to switch the setting value, after the setup is complete, select [Settings] save [Clock] is set.
3. After the setup is saved, select [Clock] again to hide the setting projects, and continue to operate.

4.3.11 Income

In the page [Income], you can go through the revenue-related information of the machine.

1. Enter the [Arcade Operator] > [Income], selection screen is as follows:



- Left Hand Side: Revenue record of the week, from Sunday to Saturday.
- Right Hand Side: Revenue record of the year, from January to December.

4.3.12 Record

In the page [Record], you can set the machine's operating system settings.

1. Enter the [Arcade Operator] > [Record], selection screen is as follows:



- [Records] records all tournament games which have been completed.
- Left Hand Side: Vehicle models: the frequency of use
- Right Hand Side: Tracks Name: the frequency of selection

4.3.13 Sound Testing

In the page [Sound Testing], you can set the machine's operating system settings.

1. Enter the [Arcade Operator] > [Sound Testing], selection screen is as follows:



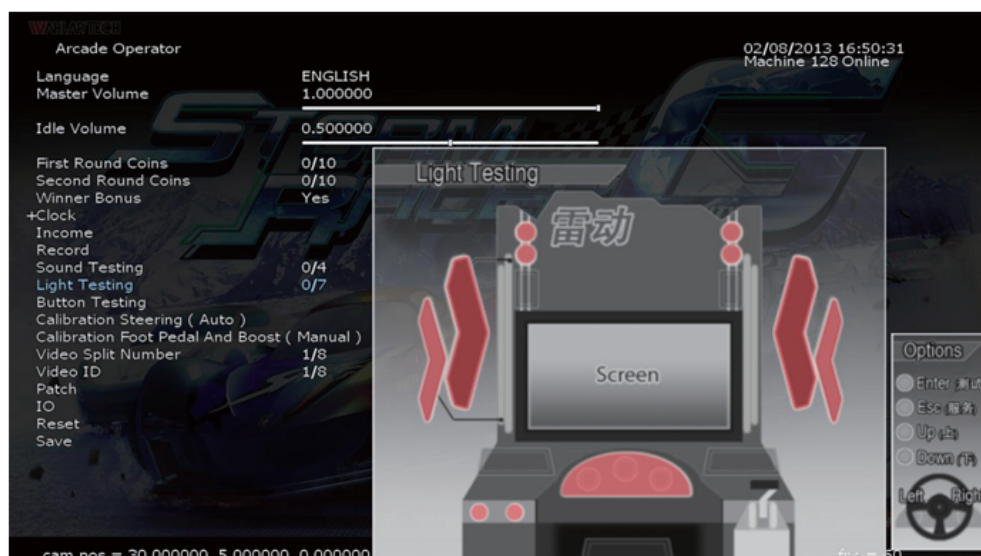
2. In [Sound Testing], use the left and right arrow keys to select the item you want to test, selected speakers (RED light) will play the test automatically and continuously.

- Normal Playback: Use the left and right arrow keys to select the set of speakers (1 to 6) you want to test with.
- If there is no sound, check whether the volume buttons are set at the minimum level, if there is still no sound, please operate the speaker troubleshooting.

4.3.14 Light Testing

In the page [Light Testing], you can test if each set of lights (1 to 7) is in normal condition.

1. Enter the [Arcade Operator] > [Light Testing], selection screen is as follows:



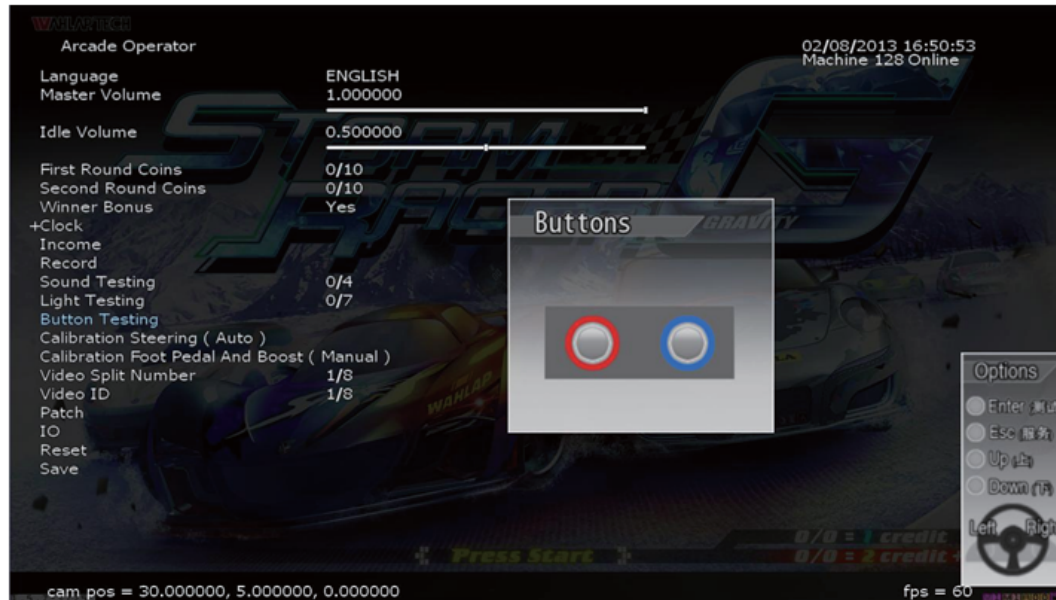
2. In [Light Testing], use the left and right arrow keys to select the item you want to test.

- This test can operate a total of eight options, from 0-7.
- The selected item (RED light) will automatically light for testing.

4.3.15 Button Testing

In the page [Button Testing], you can test if buttons are in normal condition.

1. Enter the [Arcade Operator] > [Button Testing], selection screen is as follows:



2. In [Button Testing], use the left and right arrow keys to select the item you want to test. This test has a total of four options.

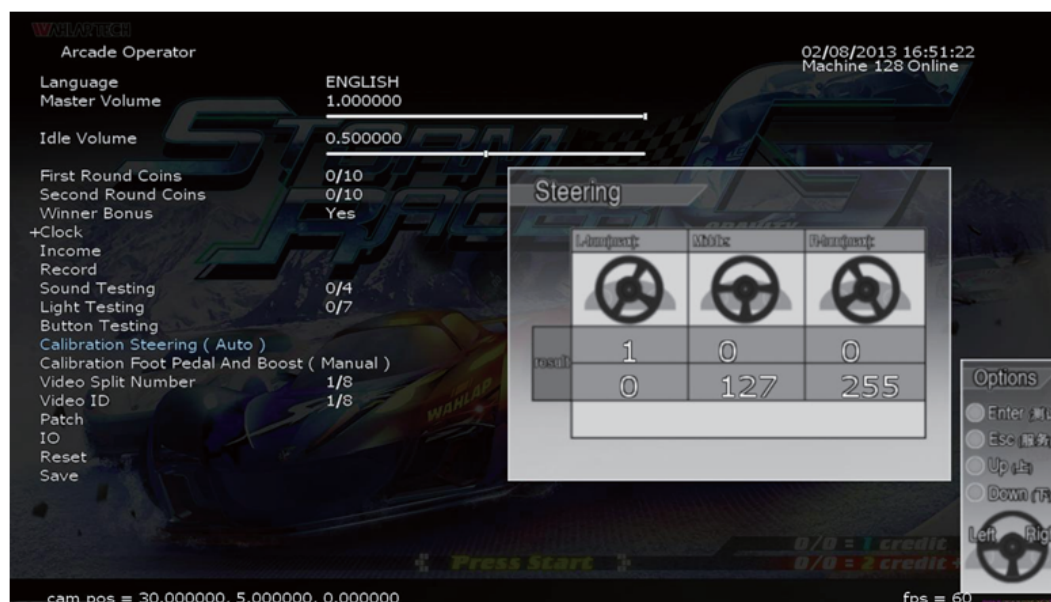
- [START] button y function
- [VIEW] button function
- Accelerator handle - Push function
- Accelerator handle - Pull function

3. Press the button which is needed to be tested, the button displayed on the screen will light up in RED for normal condition.

4.3.16 Calibration Steering (Auto)

In the page [Calibration Steering (Auto)], you can test and proofread the sensitivity of the steering wheel and handling.

1. Enter the [Arcade Operator] > [Calibration Steering (Auto)], selection screen is as follows:



2. In [Calibration Steering (Auto)], the steering wheel will calibrate automatically to show the test value.

- This calibration project is divided into three categories:

Left in Most-Valued: Left-turn torque of the steering wheel

Center: the steering wheel in the median position;

Right in Most-Valued: Right-turn torque of the steering wheel

3. When turning the steering wheel, numerical changes with the rotation rate. When turning to the Most-Right, the indicated value is about 255; 0 when turning to the Most-Left.

4. The value of the steering wheel is displayed in the Calibration Result column. The First column is the Actual-calibrated value; the Second column is the Ideal-calibration value.

5. The calibration value must be in the range of 5% of the ideal value, or criticized as sub-standard.

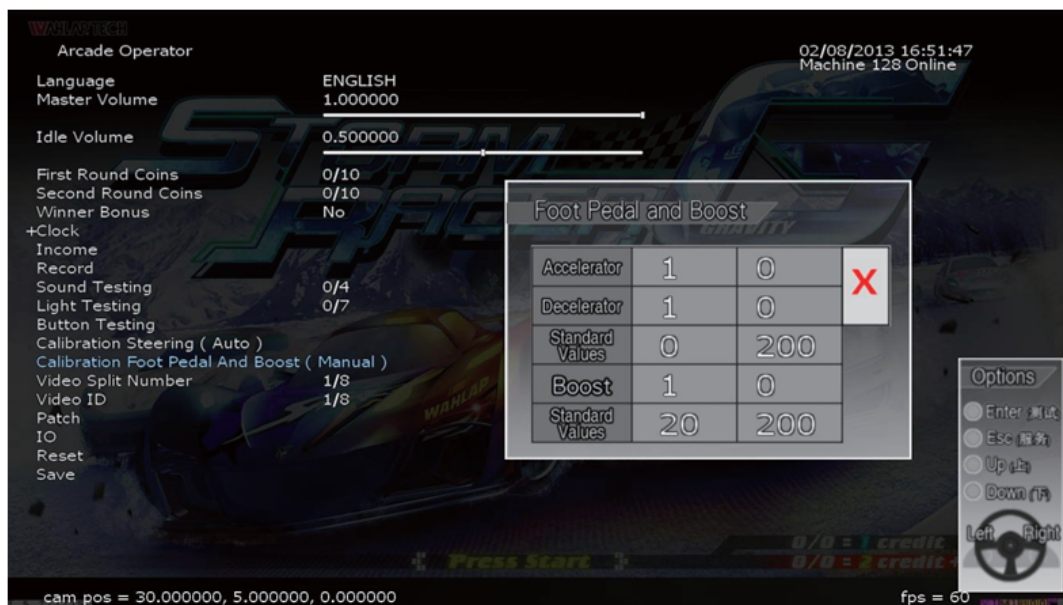
6. The lowest column will be displaying the Rating Symbol:

“✓” tick as qualified; “X” cross as sub-standard, adjustment is required.

4.3.17 Calibration Foot Pedal and Boost (Manual)

In the page [Calibration Foot Pedal (Manual)], you can test and proofread the sensitivity of the foot Pedal.

1. Enter the [Arcade Operator] > [Calibration Foot Pedal (Manual)], selection screen is as follows:



2. There are two projects in this calibration operation:

- Throttle: By stepping the throttle, the value will be changed. By stepping the throttle to the most, the value should be around 255; If the throttle is not be stepped, the value should be around 0.
- Brake: By stepping the brake, the value will be changed. By stepping the brake to the most, the value should be around 255; If the throttle is not be stepped, the value should be around 0.

3. The maximum and minimum values of the throttle and brake should be within 10% of the ideal value.

The lowest column will be displaying the Rating Symbol:

“✓” tick as qualified; " X " cross as sub-standard, adjustment is required.

4.3.18 Video Split Number

In the page [Video Split Number], you can choose how many machines you want to split the video as display.

1. Enter the [Arcade Operator] > [Video Split Number], selection from 1 to 8 machines.



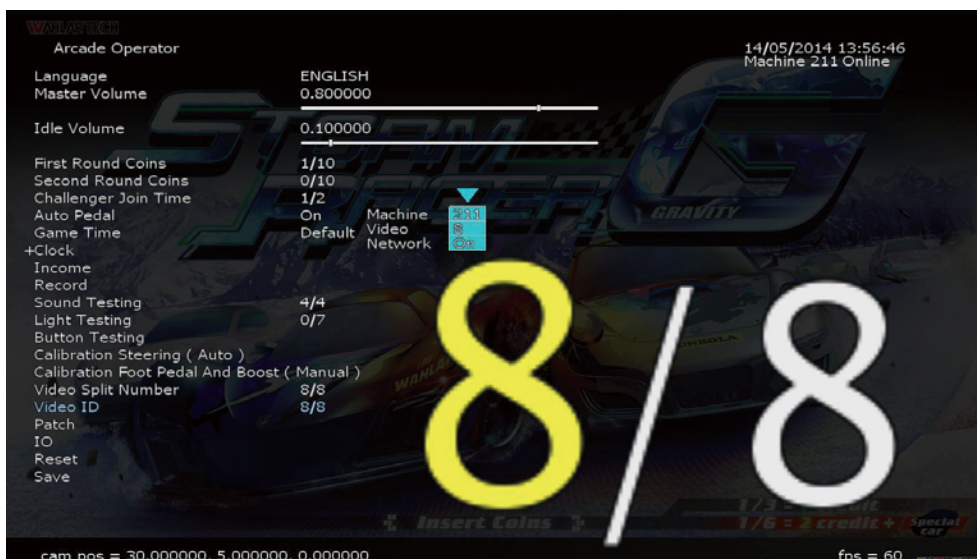
2. There are three displays in this operation:

- Machine: The machine number.
- Video: The sequence of video in the machine.
- Network: The network status: On or Off

4.3.19 Video ID

In the page [Video ID], you can set the video ID of the machine.

1. Enter the [Arcade Operator] > [Video ID], selection from 1 to 8 machines.



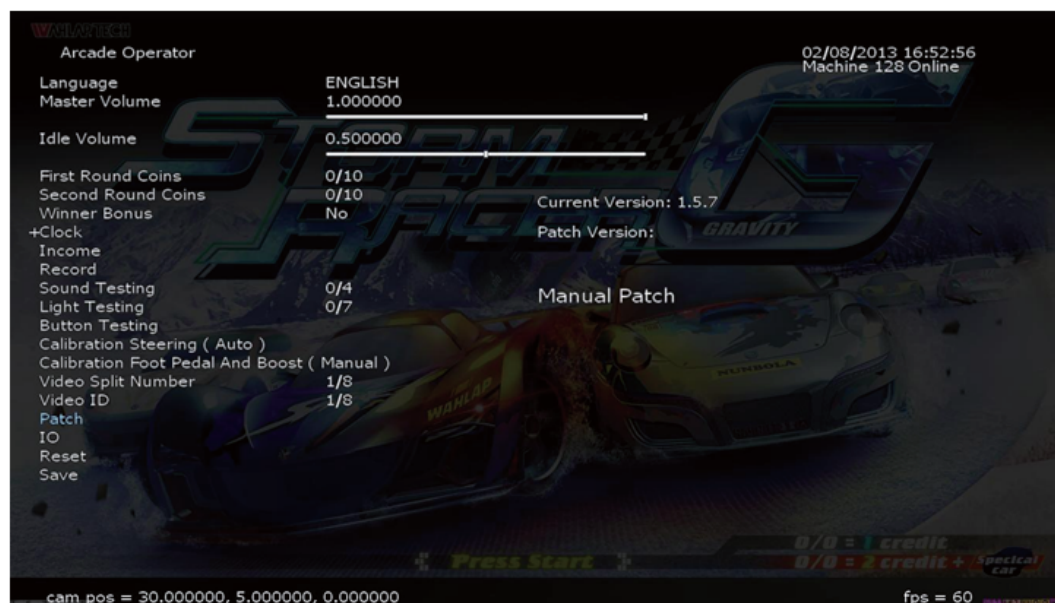
2. There are three displays in this operation:

- Machine: The machine number.
- Video: The sequence of video in the machine.
- Network: The network status: On or Off

4.3.20 Patch

In the page [Patch], you can do the patching.

1. Enter the [Arcade Operator] > [Patch], selection screen is as follows:



4.3.21 IO

In the page [IO], you can check if there is any IO device.

1. Enter the [Arcade Operator] > [IO], selection screen is as follows:



4.3.22 Reset

In the page [Reset], you can set up to restore all settings to the original settings.

1. Enter the [Arcade Operator] > [Reset], selection screen is as follows:



2. Select [Reset] and then press the [START] button in the arcade. All settings will be restored to default, all arcade records will be cleared.

4.3.23 Save

In the page [Save], you can save all the settings in the setup.

1. Enter the [Arcade Operator] > [Save], selection screen is as follows:



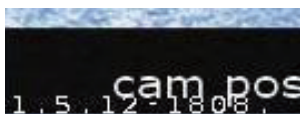
2. Select [Save] and then press the [START] button, all settings will be saved.

4.3.24 Game-Play Screen Information

In the below of the [Game-Play screen], 2 pieces of information about the game and machine is shown.

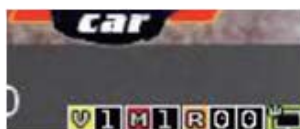


1. Down Left-corner.



- Main Version: 1.5.12
- Build Version: 1808

2. Down Right-corner



- V – Video ID: 1
- M – No. of machines connected LAN: 1
- R : (for development purpose)

5. Maintenance and Service

5.1 Maintenance and service

Even though the machine works normally for a long time, the fault will occur. Therefore, please perform routine check and maintenance concerning the following to ensure a long-term use.

■ External Inspection

- Stick “Warning” stickers correctly, keep it legible.
- Firmly tighten the bolt for each adjuster.
- Tighten screws for speaker assembly.
- Tighten the signboard firmly.
- Check if the screws fixing the parts loose.
- Check if the connectors loose or missing.

■ Operation Inspection (With power on)

- Sound is normally emitted from the speakers or not.
- Fluorescent lamps and button lamps light up or not
- Coin acceptor works properly or not.
- Lifting and falling devices work properly or not.
- YZ sensor works properly or not.

After completing all the checks, operate the game again and check the above items with full care!

■ Servicing (conducted by a technician only)

- Cut off the main power supply to avoid injury or electric shock when performing maintenance.
- Please contact our service center when performing any work that is not specified in this Manual, and follow the instruction provided by the service center.
- For consumables and spare parts (including screws), please use products specified by Wahlap Technology.
- Even though the main power is cut off, there is still high temperature and high pressure in the power board and the monitor. The person will be burnt or get an electric shock if he touches such parts. Please pay full attention to avoid contact.
- Be sure to cut off the main power when you alter a spare part or unplug a connector.

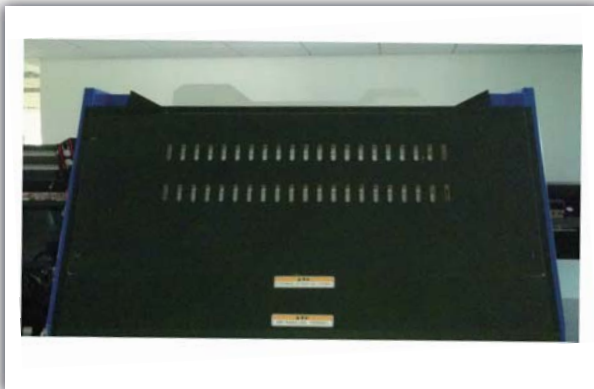
5.2 Part Replacement

5.2.1 Replacement of acrylic signboard



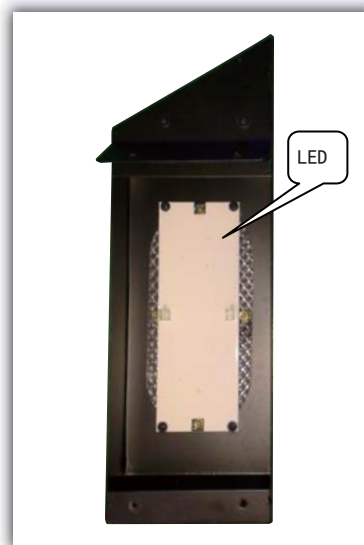
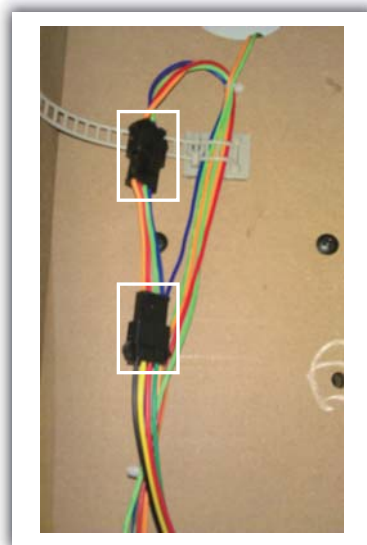
1. Remove the screws on the acrylic signboard for replacement.

5.2.2 Replacement of fluorescent plate



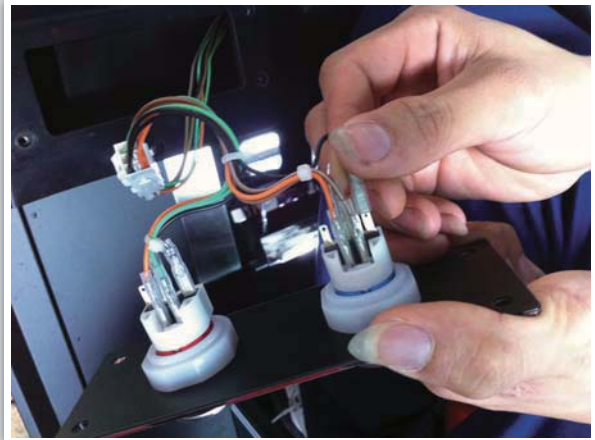
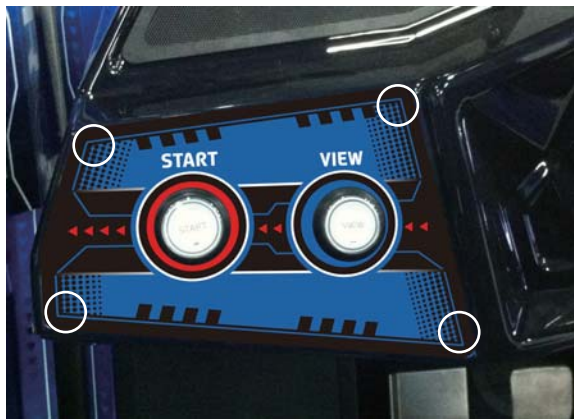
1. Open the back door shown in the figure.
2. Reverse the opened back door and find the fluorescent tube requiring being replaced for replacement.

5.2.3 Replacement of top light box



1. After removing the screws used to fix the light box on the top of the machine, open the back door of the machine.
2. Find the connecting wire of the light box, pull out the rubber seat terminals and remove the light box.
3. Remove the fluorescent plate on the light box for replacement.

5.2.4 Key replacement



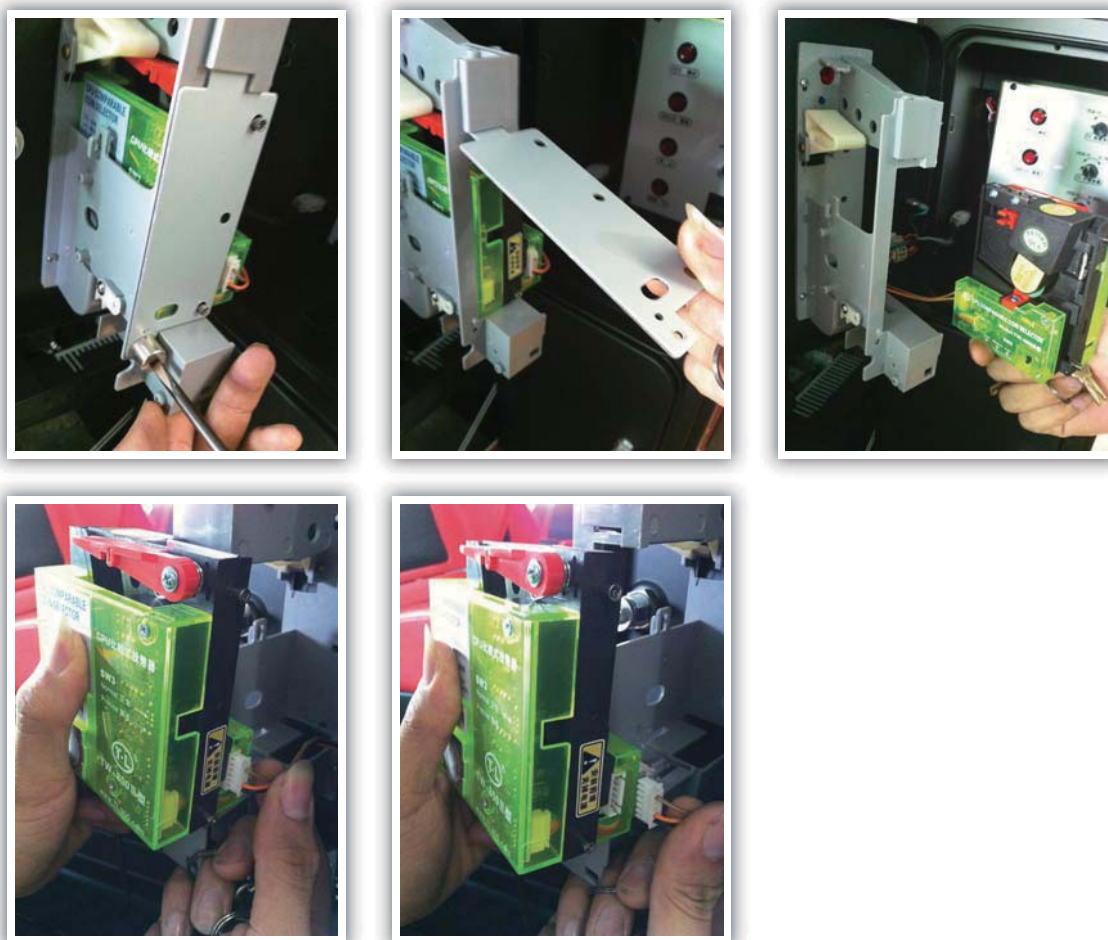
1. Remove the fixing screws of key board.
2. Remove the keyboard, pull out the terminals and replace the key.

5.2.5 Replacement of pick-up head



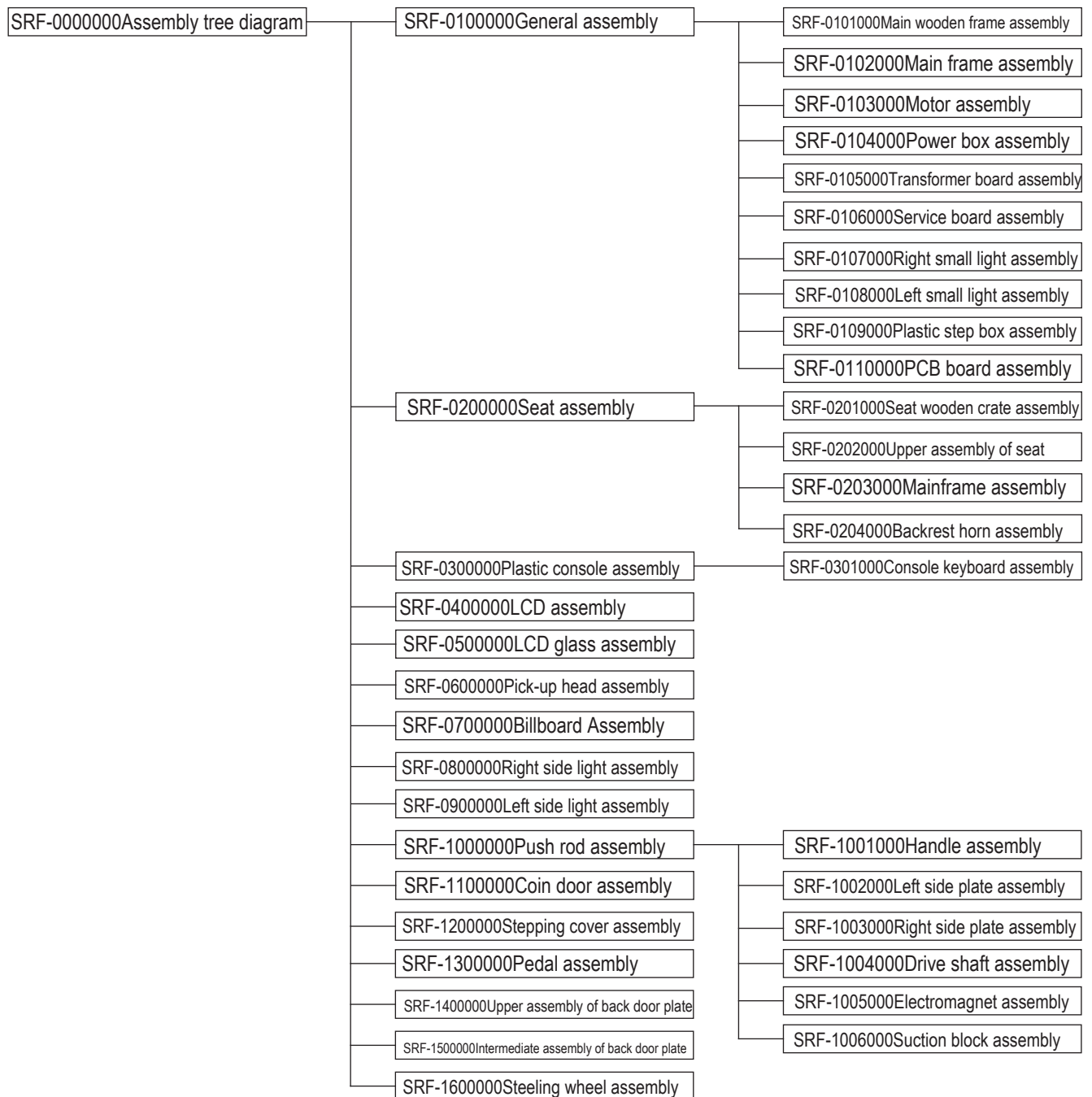
1. After removing the acrylic panel, remove the fixing screws on the pick-up head.
2. Open the back door and remove the fixing screws on the rear cover of the pick-up head.
3. Remove the pick-up head and fixing components and replace the pick-up head after removing the fixing screws.

5.2.6 Replacement of coin acceptor

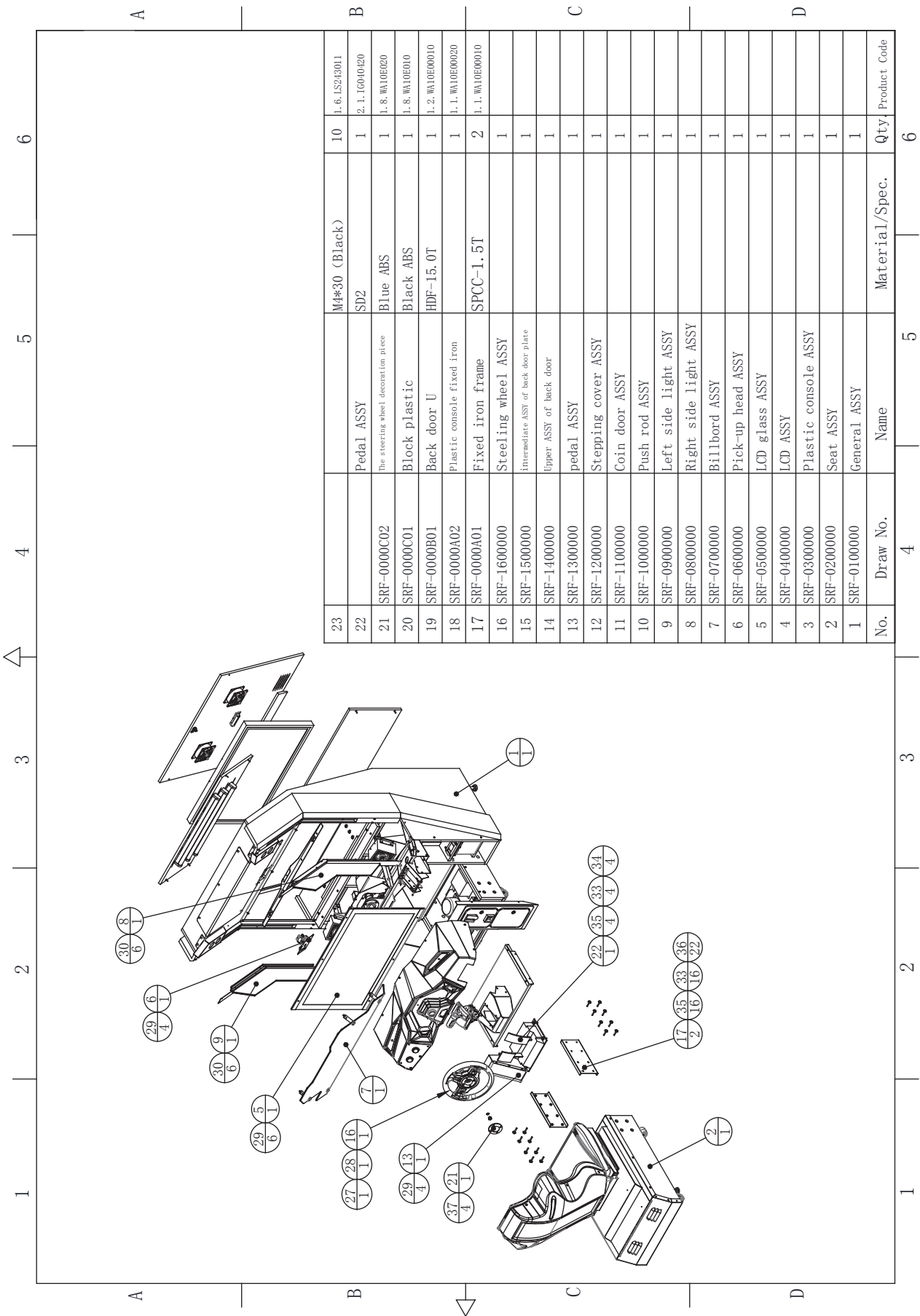


1. Remove the fixing screws with the slotted screwdriver, take out the stop plate, remove the coin acceptor, pull out the terminals and replace the coin acceptor.

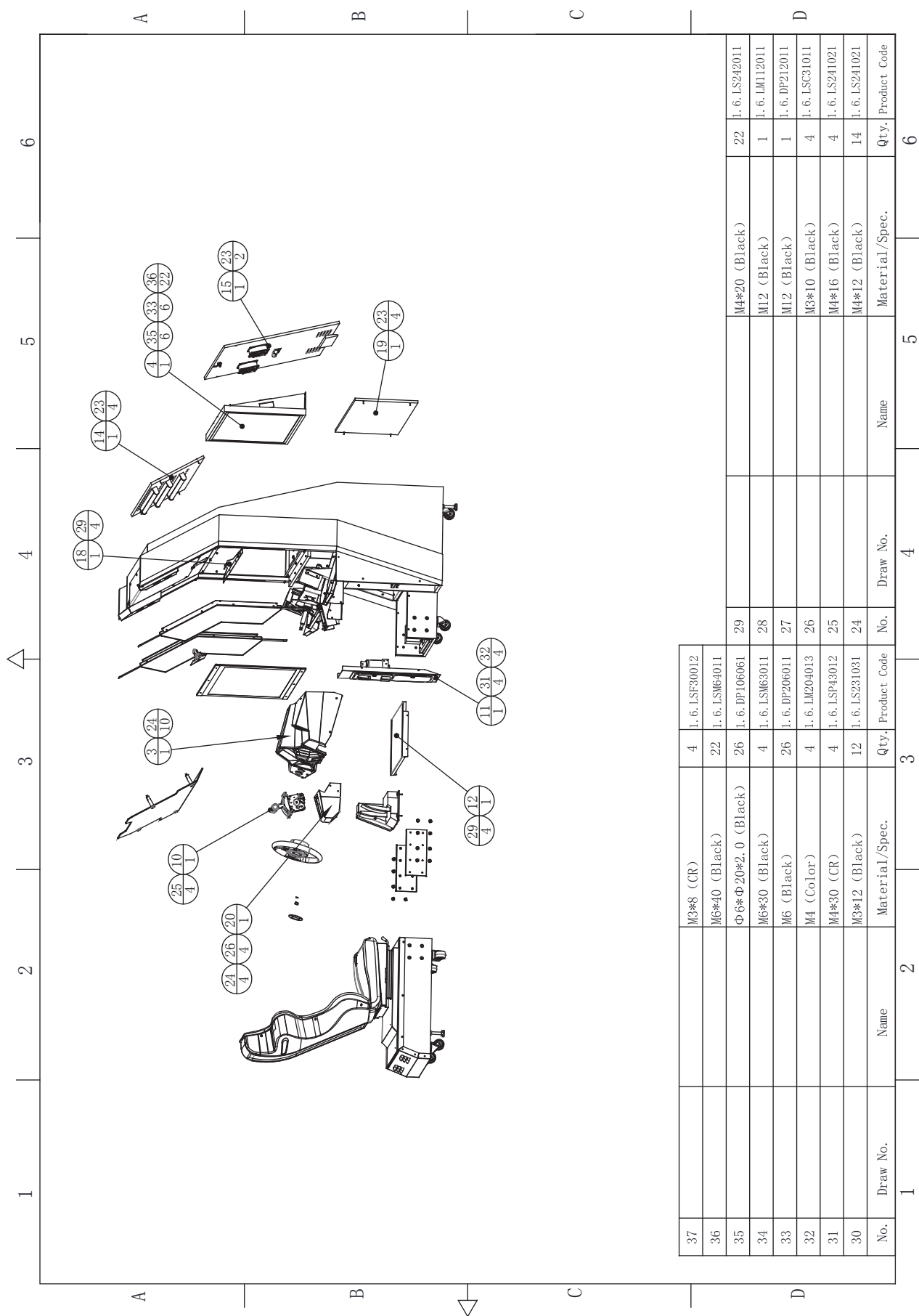
6.1 Assembly tree diagram



6.2 General assembly(1)



General assembly(2)



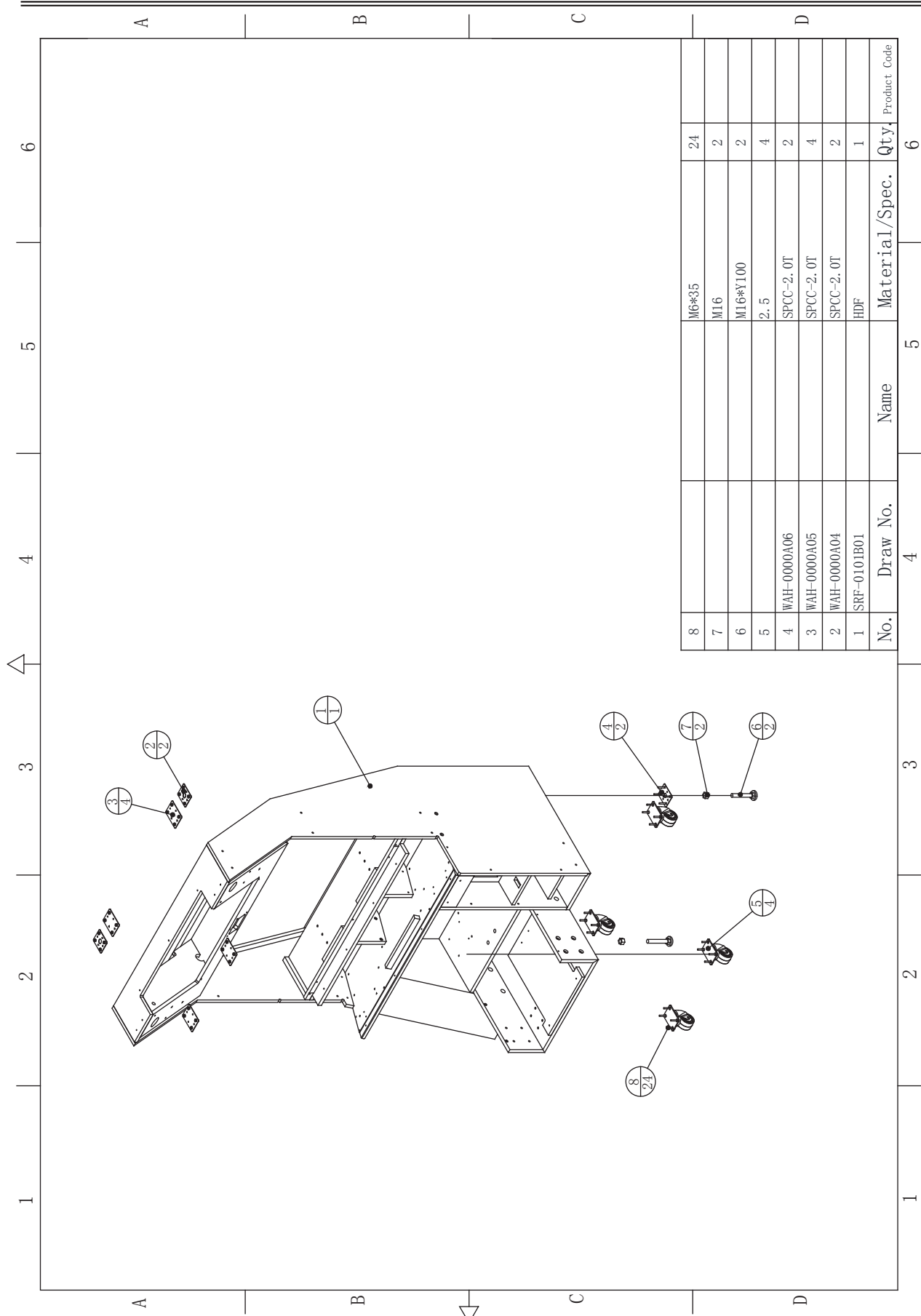
6.2.1 Main wooden frame assembly (1)

A					
B					
C					
D					
No.	Draw No.	Name	Material/Spec.	Qty.	Product Code
27	sr1-0000a03	Speaker fixed iron	SPCC-1.5	2	I.1.WA10000030
26	SRF-0100D01	Light Box Acrylic	PMMA-3.0T	1	I.7.WA10000010
25	SRF-0100A15	Coin plate	SPCC-1.5T	1	I.1.WA10000060
24	SRF-0100A14	Console cover under		1	I.1.WA100000160
23	SRF-0100A13	Camera light barrier	SPCC-1.0T	1	I.1.WA100000160
22	SRF-0100A12	Bass Cover	SPCC-1.2T	1	I.1.WA100000140
21	SRF-0100A11	Pedal under cover	SPCC-1.2T	1	I.1.WA100000130
20	SRF-0100A10	Plastic edge fixed iron	SPCC-1.2T	1	I.1.WA100000120
19	SRF-0100A09	Strengthening iron console L	SPCC-2.0T	2	I.1.WA100000110
18	SRF-0100A08	Strengthening iron console R	SPCC-2.0T	2	I.1.WA100000100
17	SRF-0100A07	Console fixed iron		1	I.1.WA100000090
16	SRF-0100A06	Fixed glass transom	SPCC-1.2T	1	I.1.WA100000080
15	SRF-0100A05	Transformers planks fixed iron	SPCC-1.5T	1	I.1.WA100000070
14	SRF-0100A04	Monitor fixed iron under	SPCC-2.0T	2	I.1.WA100000060
13	SRF-0100A03	Frame Iron L	SPCC-1.2T	1	I.1.WA100000050
12	SRF-0100A02	Frame Iron R	SPCC-1.2T	1	I.1.WA100000040
11	SRF-0100A01	Corner iron	SPCC-1.2T	1	I.1.WA100000030
10	SRF-0110000	PCB Board ASSY		1	
9	SRF-0109000	Plastic step box ASSY		1	
8	SRF-0108000	LEFT small light ASSY		1	
7	SRF-0107000	RIGHT small light ASSY		1	
6	SRF-0106000	Service board assembly		2	
5	SRF-0105000	Service board ASSY		1	
4	SRF-0104000	Transformer board ASSY		1	
3	SRF-0103000	Power box ASSY		1	
2	SRF-0102000	Main frame ASSY		1	
1	SRF-0101000	Main wooden frame Assy		1	I.1.2.WA10000020

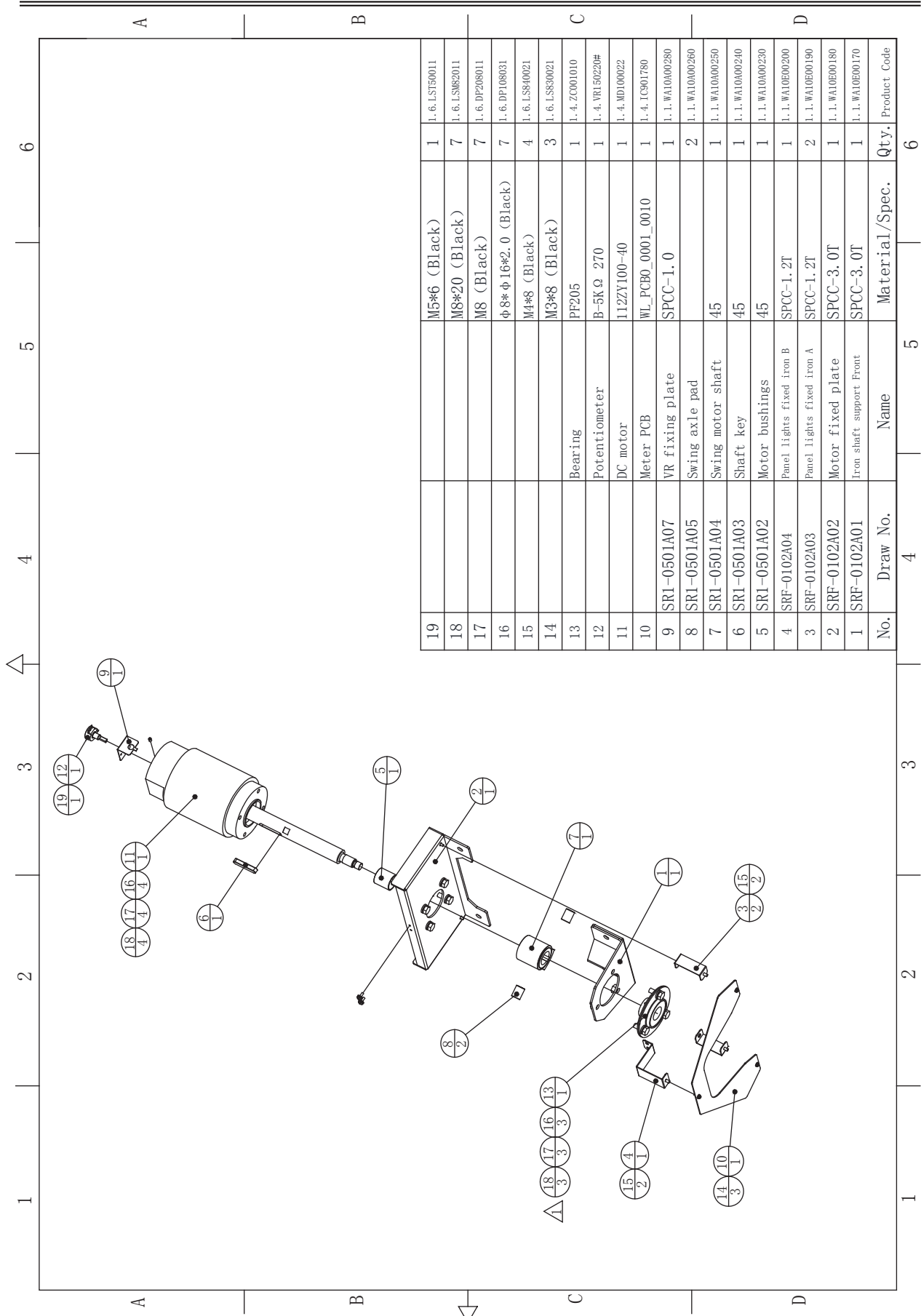
Main wooden frame assembly (2)

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6.2.2 Main frame assembly

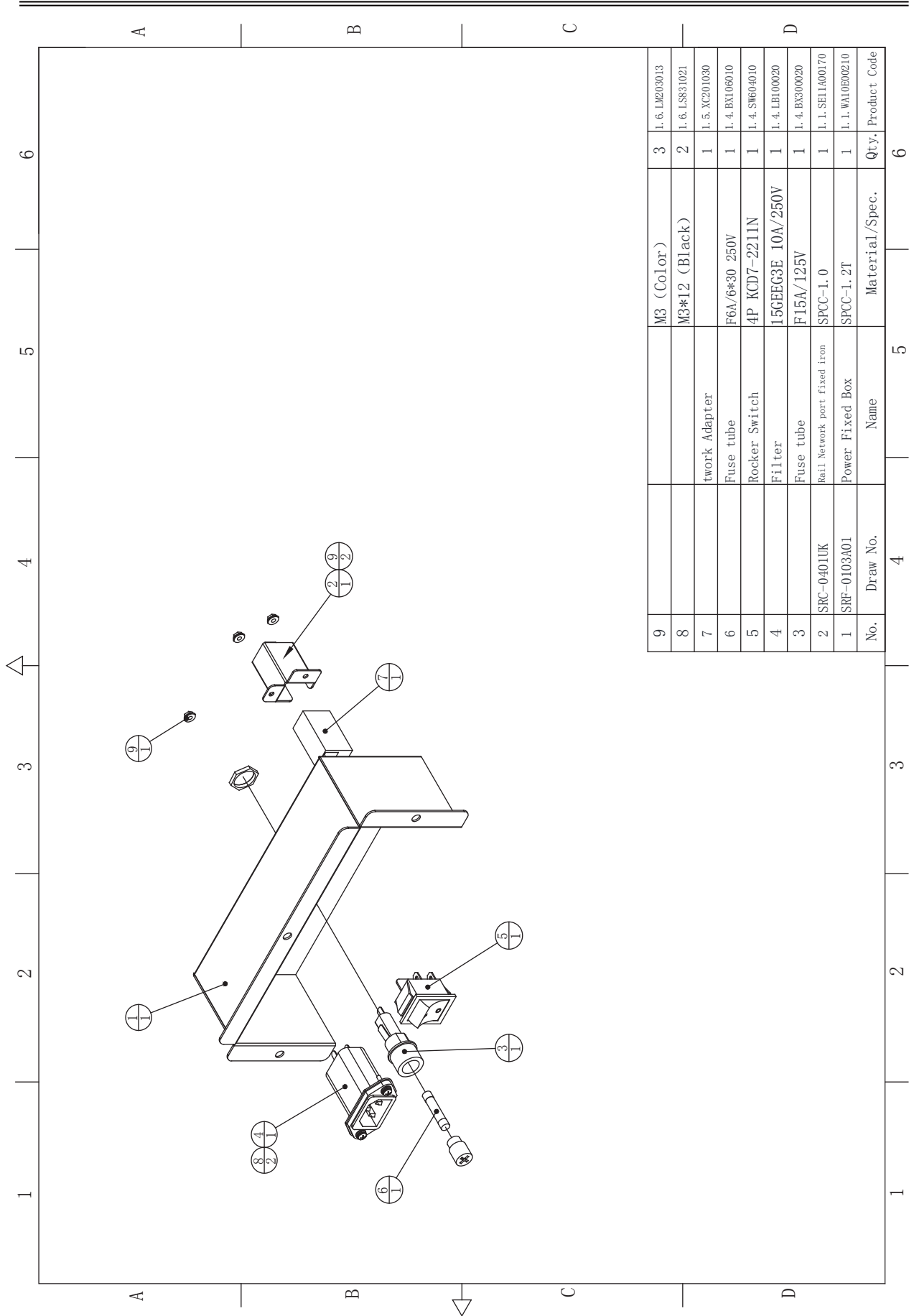


6.2.3 Motor assembly



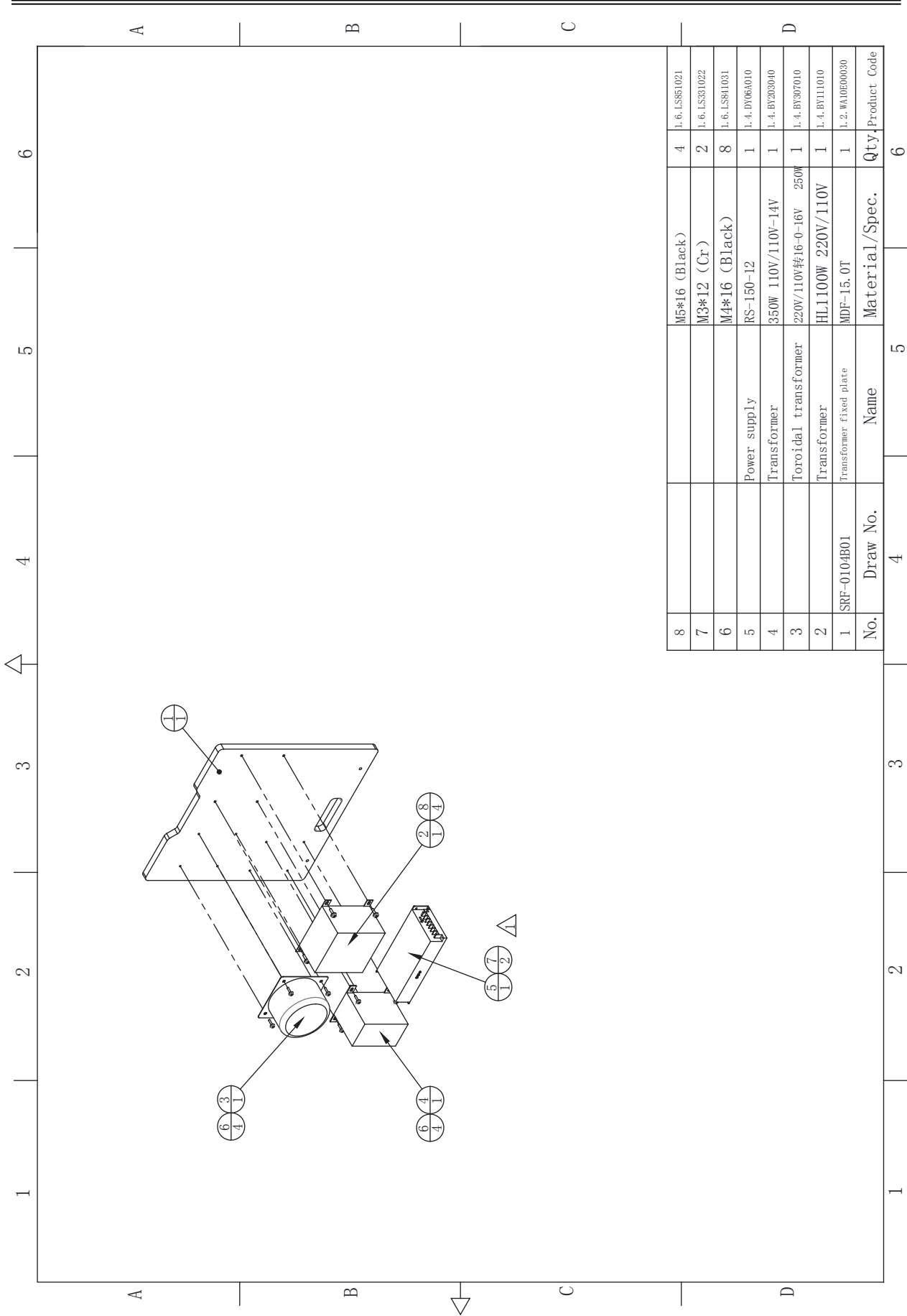
No.	Draw No.	Name	Material/Spec.	Qty.	Product Code
19			M5*6 (Black)	1	1. 6. LS150011
18			M8*20 (Black)	7	1. 6. LSM82011
17			M8 (Black)	7	1. 6. DP208011
16			Φ 8* Φ 16*2. 0 (Black)	7	1. 6. DP108031
15			M4*8 (Black)	4	1. 6. LS840021
14			M3*8 (Black)	3	1. 6. LS830021
13		Bearing	PF205	1	1. 4. ZC001010
12		Potentiometer	B-5K Ω 270	1	1. 4. VR150220#
11		DC motor	112ZY100-40	1	1. 4. MD100022
10		Meter PCB	WL_PCB0_0001_0010	1	1. 4. 1C901780
9	SR1-0501A07	VR fixing plate	SPCC-1. 0	1	1. 1. WA10A00280
8	SR1-0501A05	Swing axle pad		2	1. 1. WA10A00280
7	SR1-0501A04	Swing motor shaft	45	1	1. 1. WA10A00250
6	SR1-0501A03	Shaft key	45	1	1. 1. WA10A00240
5	SR1-0501A02	Motor bushings	45	1	1. 1. WA10A00230
4	SRF-0102A04	Panel lights fixed iron B	SPCC-1. 2T	1	1. 1. WA10E00200
3	SRF-0102A03	Panel lights fixed iron A	SPCC-1. 2T	2	1. 1. WA10E00190
2	SRF-0102A02	Motor fixed plate	SPCC-3. 0T	1	1. 1. WA10E00180
1	SRF-0102A01	Iron shaft support Front	SPCC-3. 0T	1	1. 1. WA10E00170

6.2.4 Power box assembly

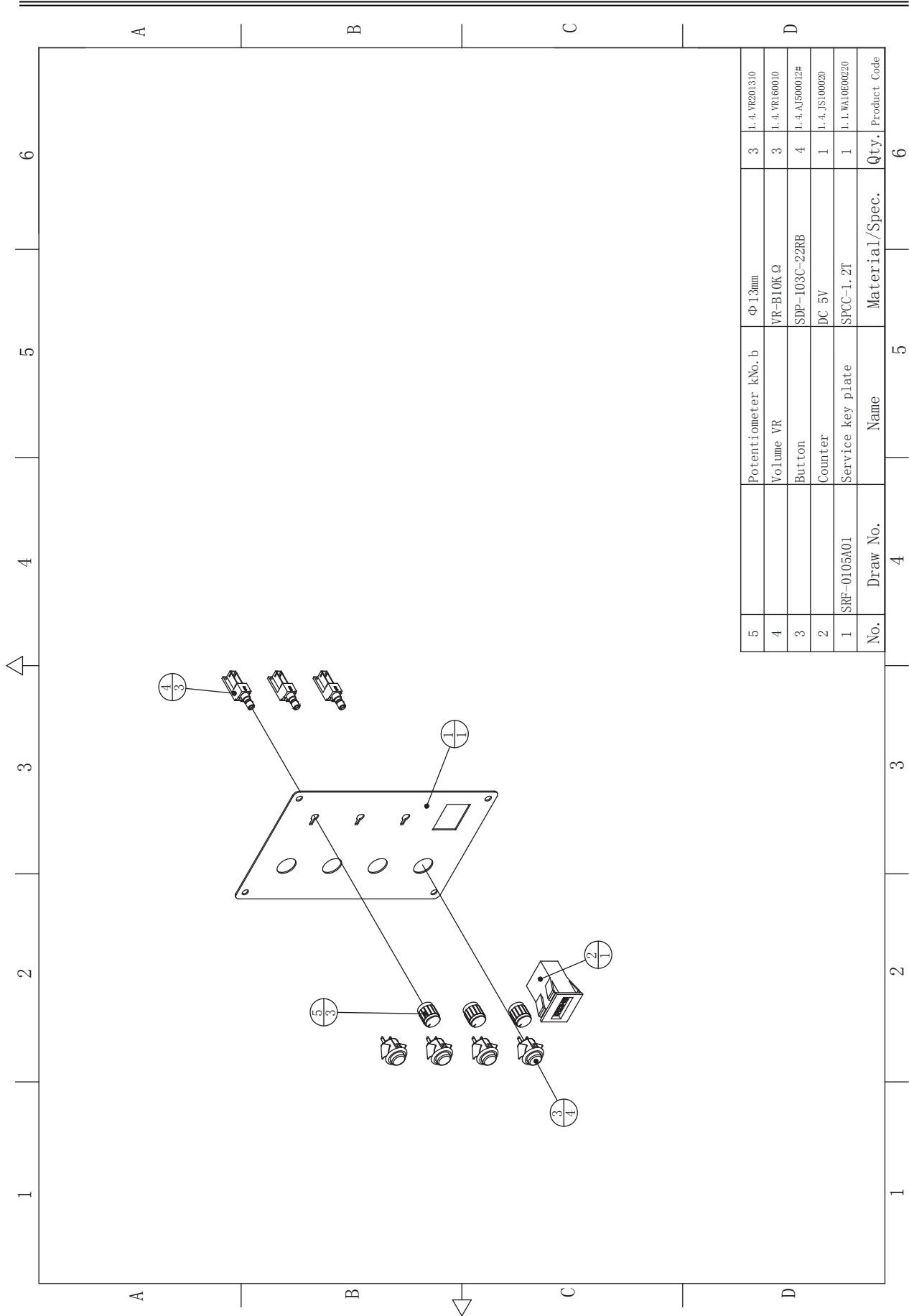


9		M3 (Color)	3	1. 6. LM203013
8		M3*12 (Black)	2	1. 6. LS831021
7	tworok Adapter		1	1. 5. XC201030
6	Fuse tube	F6A/6*30 250V	1	1. 4. BX106010
5	Rocker Switch	4P KCD7-2211N	1	1. 4. SW604010
4	Filter	15GEEG3E 10A/250V	1	1. 4. LB100020
3	Fuse tube	F15A/125V	1	1. 4. BX300020
2	SRC-0401UK	Rail Network port fixed iron	1	1. 1. SE11A00170
1	SRF-0103A01	Power Fixed Box	1	1. 1. WA10E00210
No.	Draw No.	Name	Qty.	Product Code
	4	5	6	

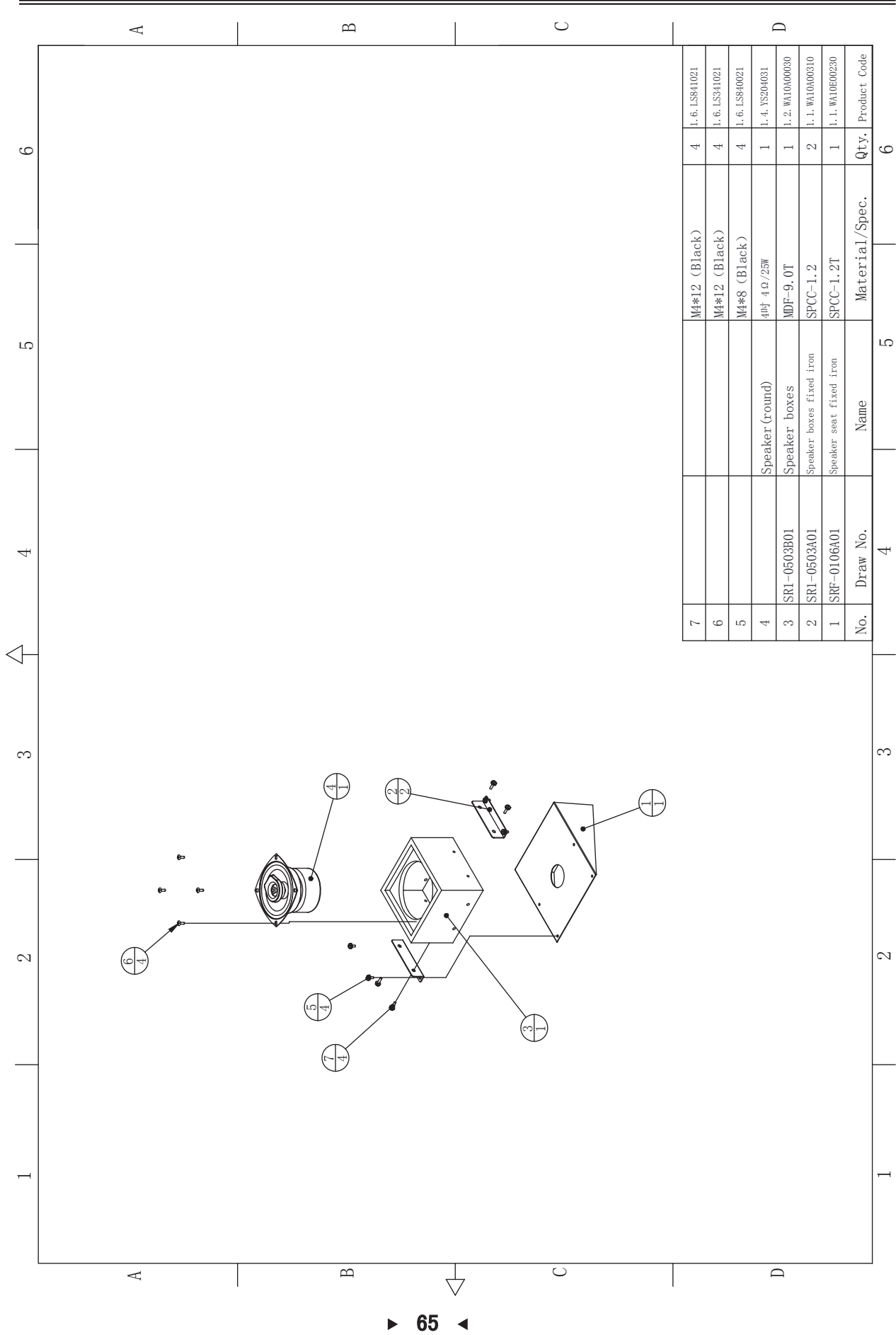
6.2.5 Transformer board assembly



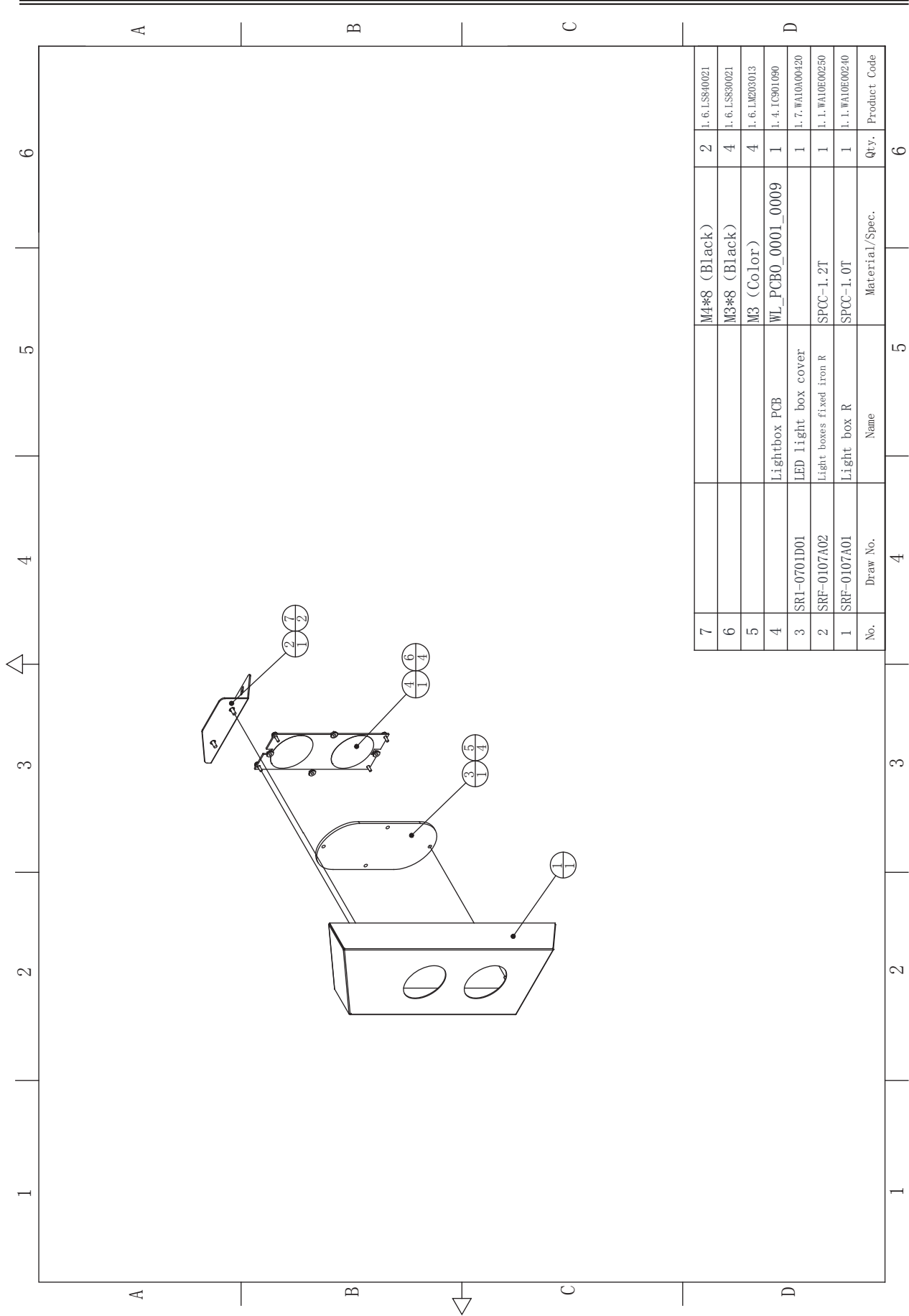
6.2.6 Service board assembly



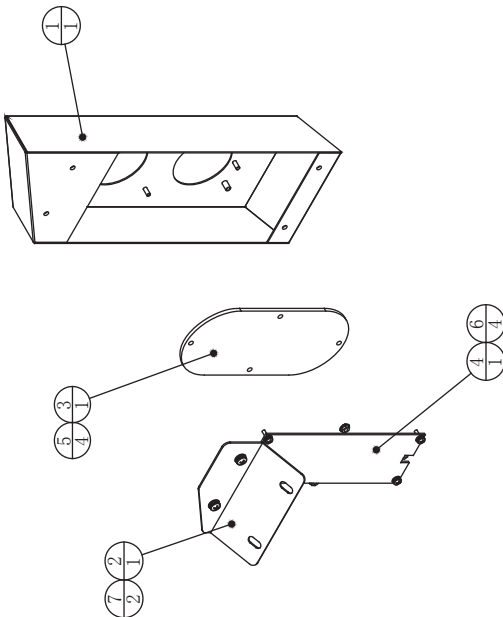
6.2.7 Speaker assembly



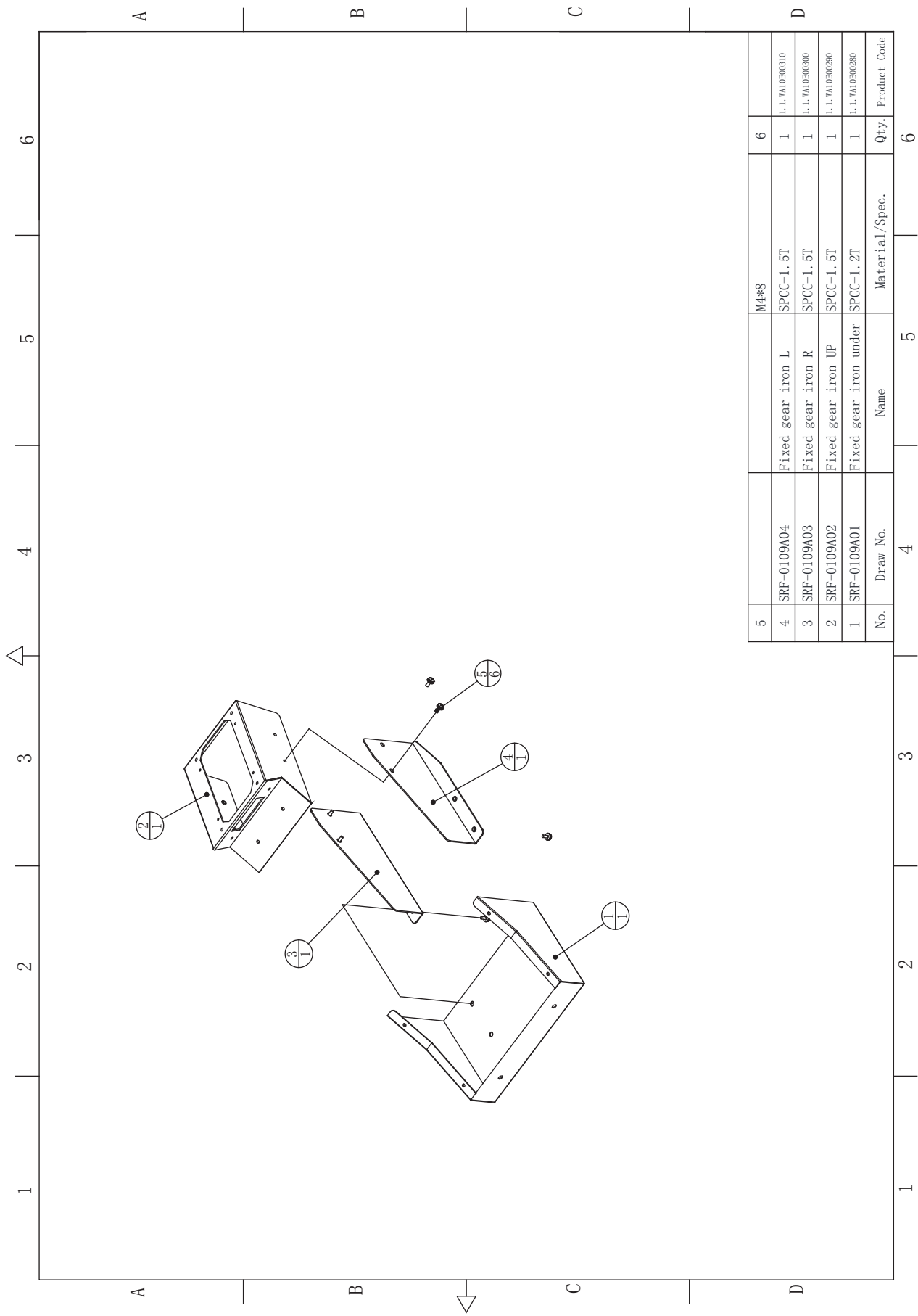
6.2.8 Right small light assembly



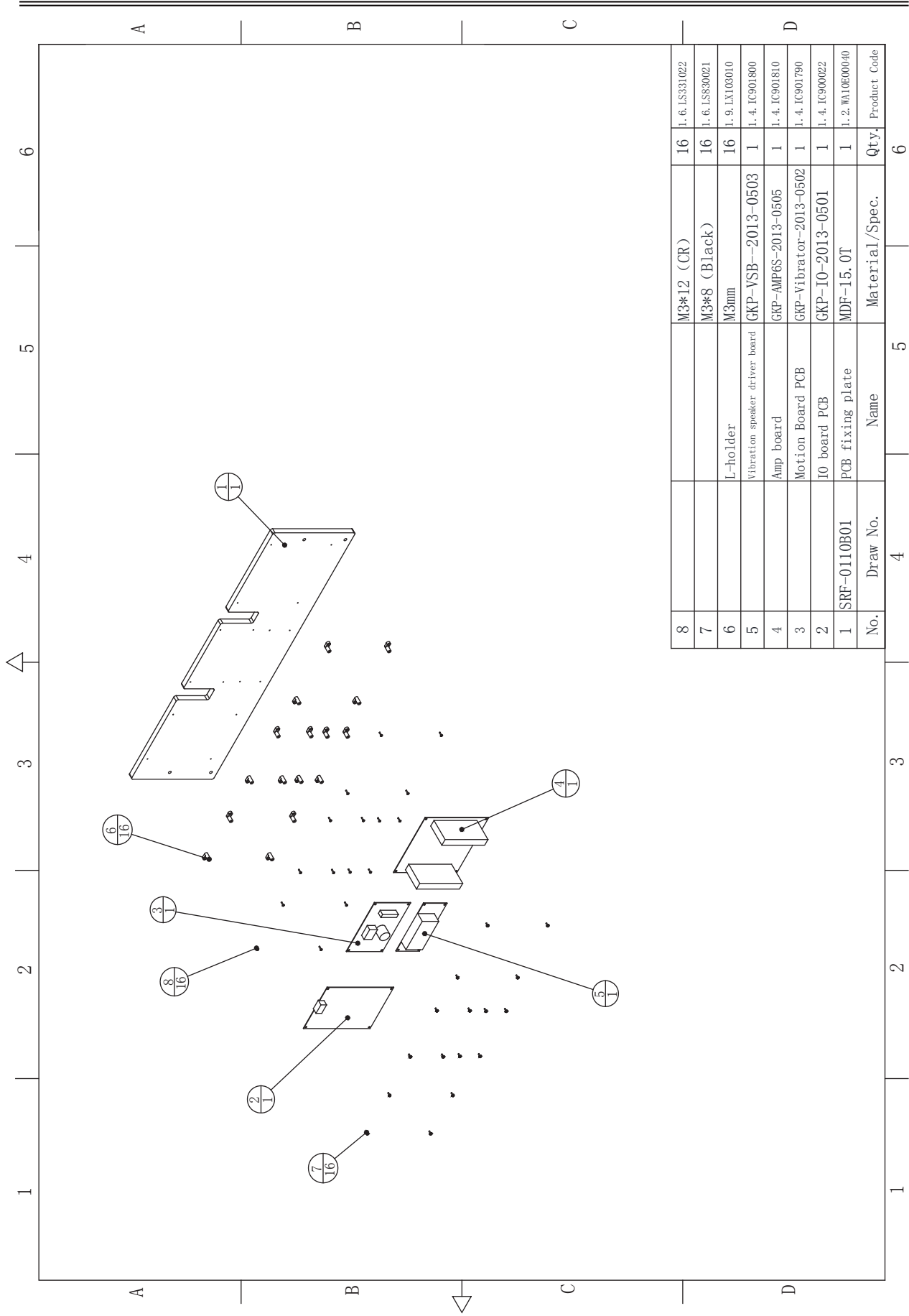
6.2.9 Left small light assembly

1						2						3						4						5						6					
A						B						C						D																	
																																			

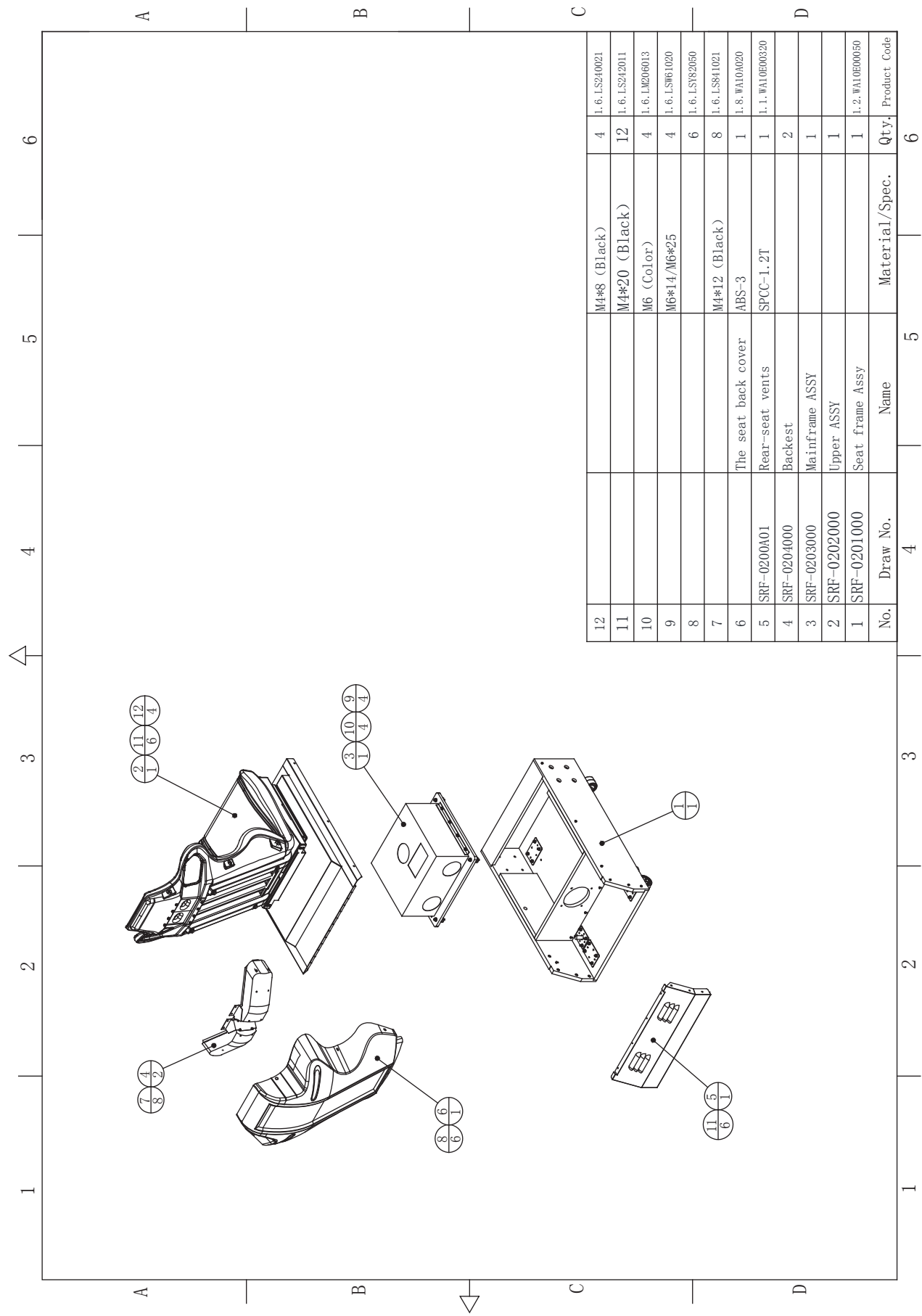
6.2.10 Plastic step box assembly



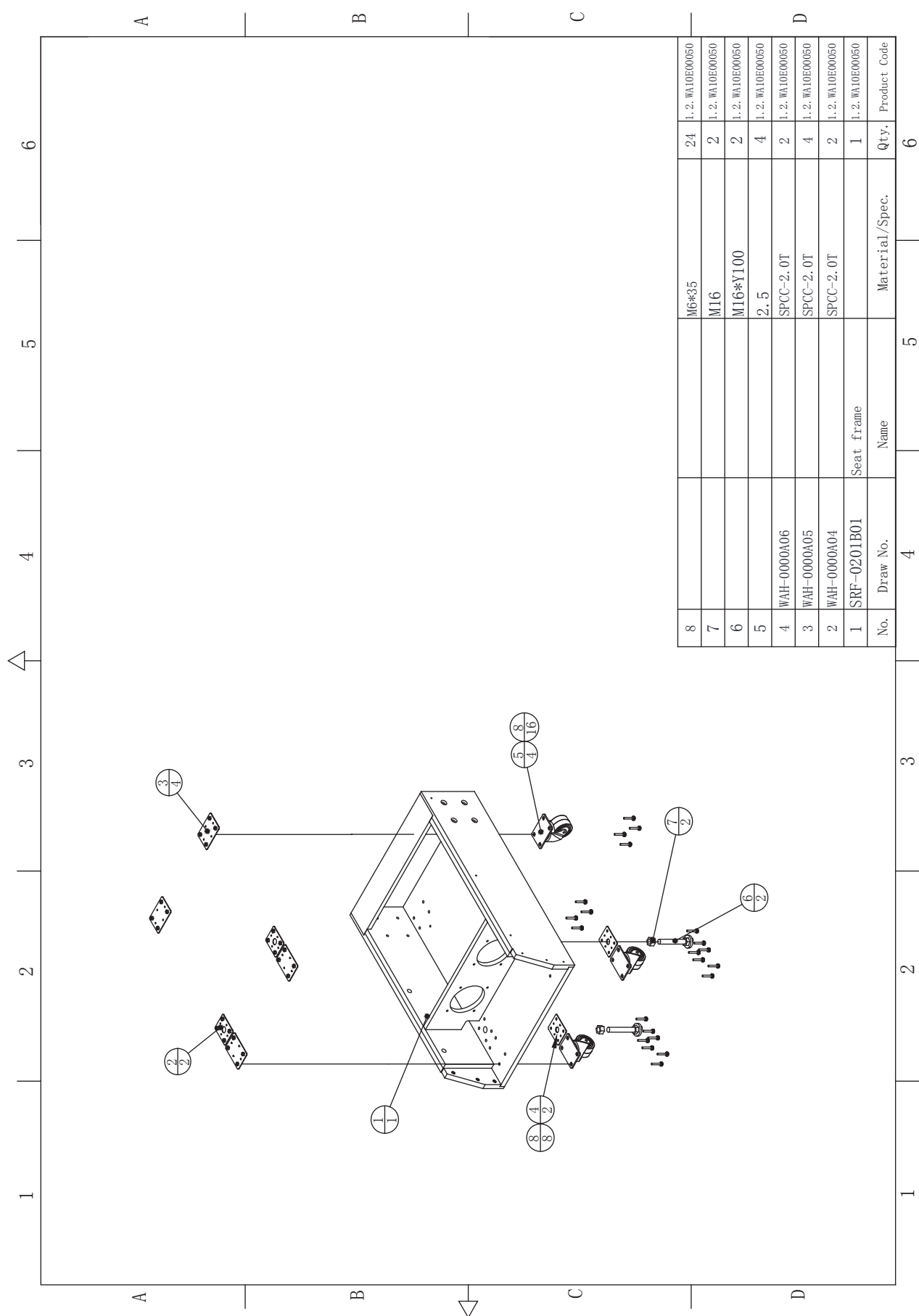
6.2.11 PCB board assembly



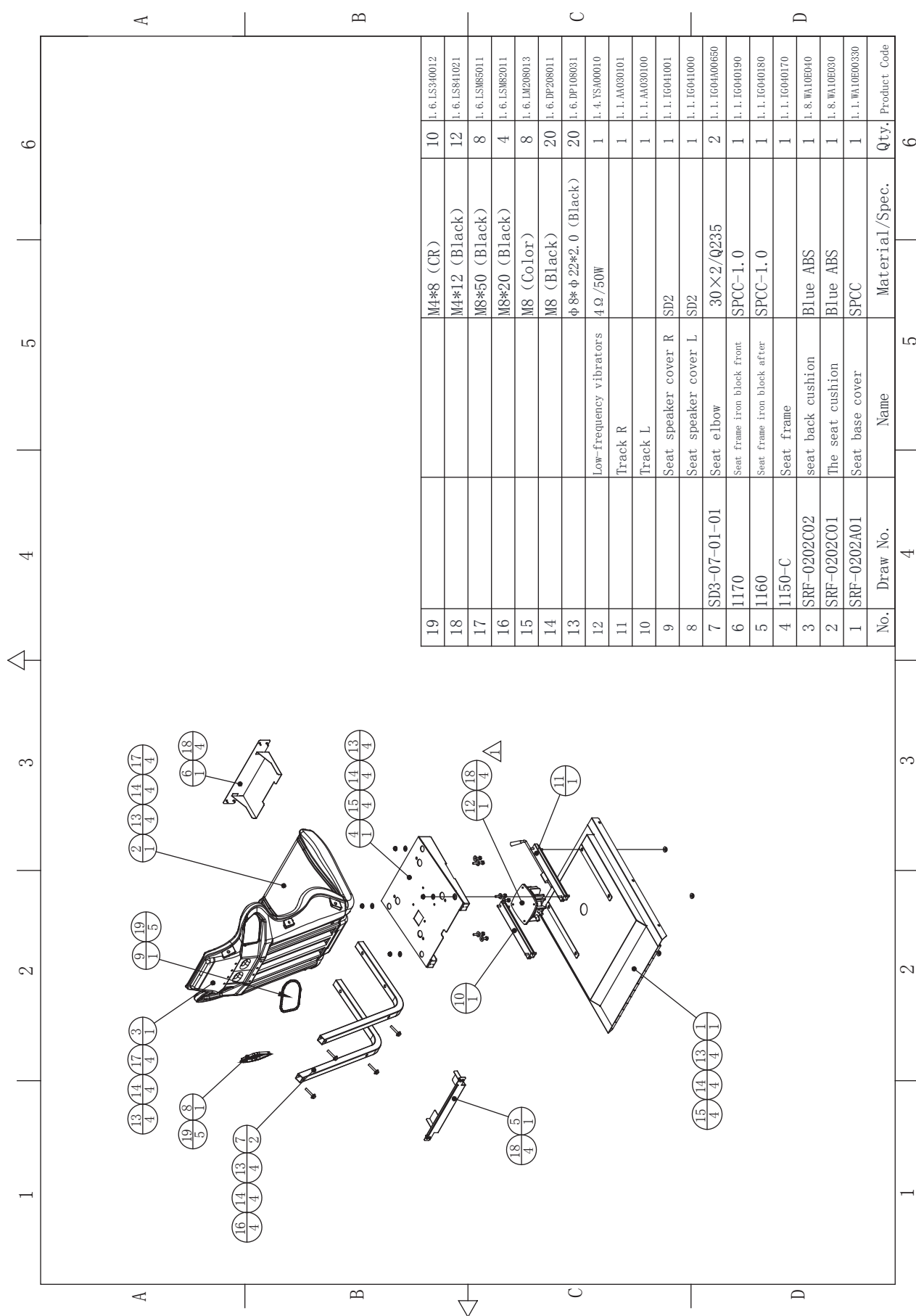
6.3 Seat assembly



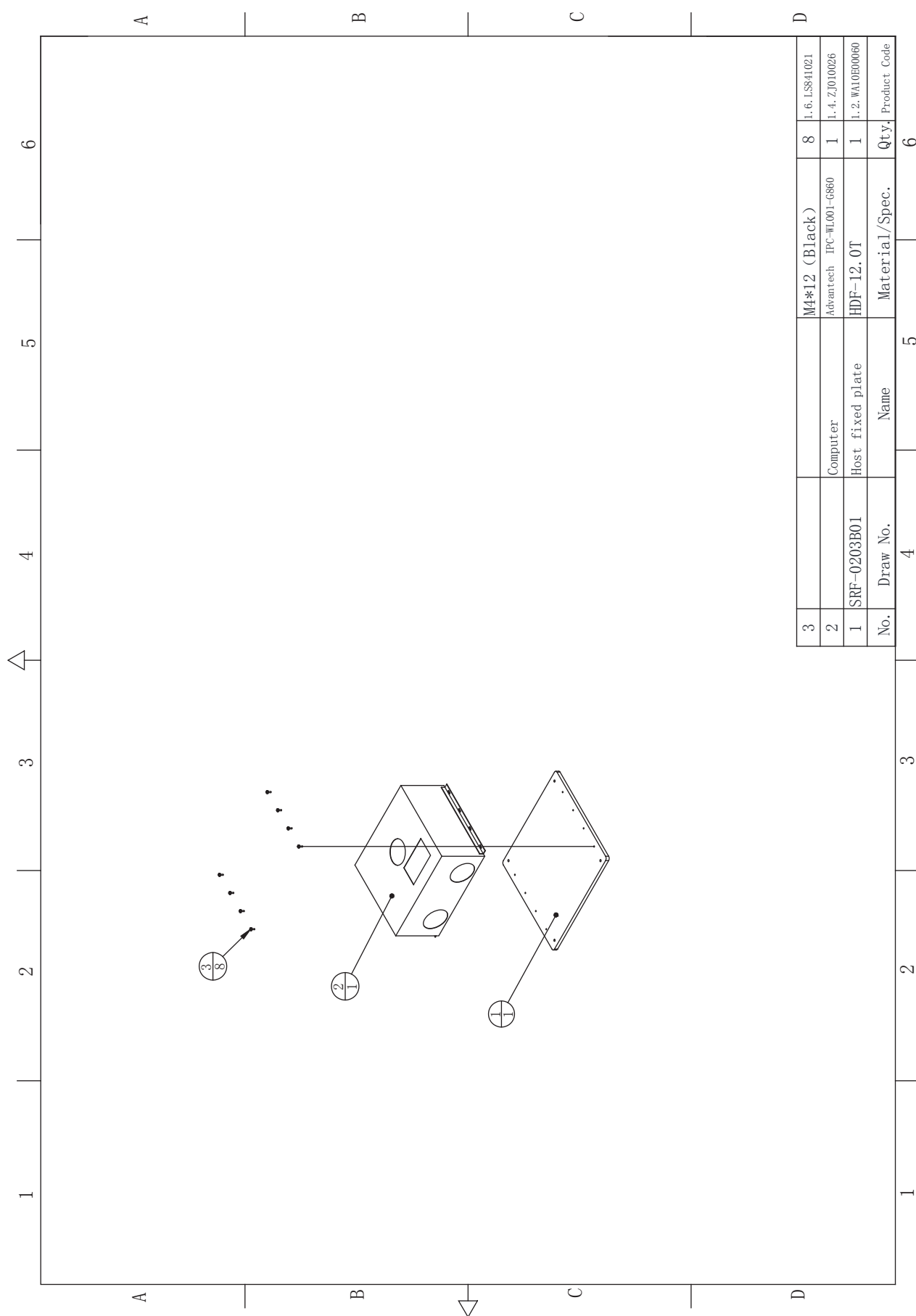
6.3.1 Seat wooden crate assembly



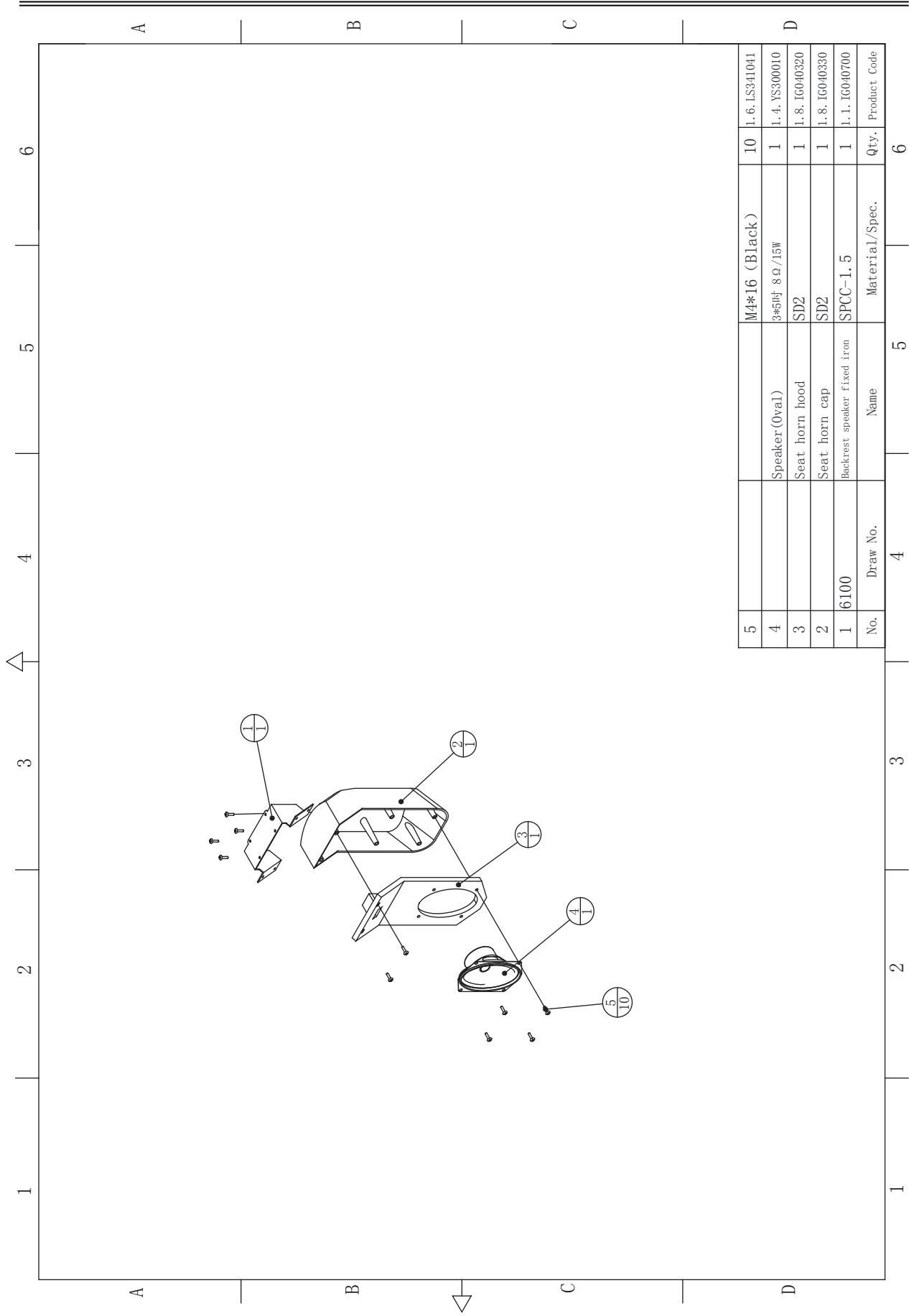
6.3.2 Upper assembly of seat



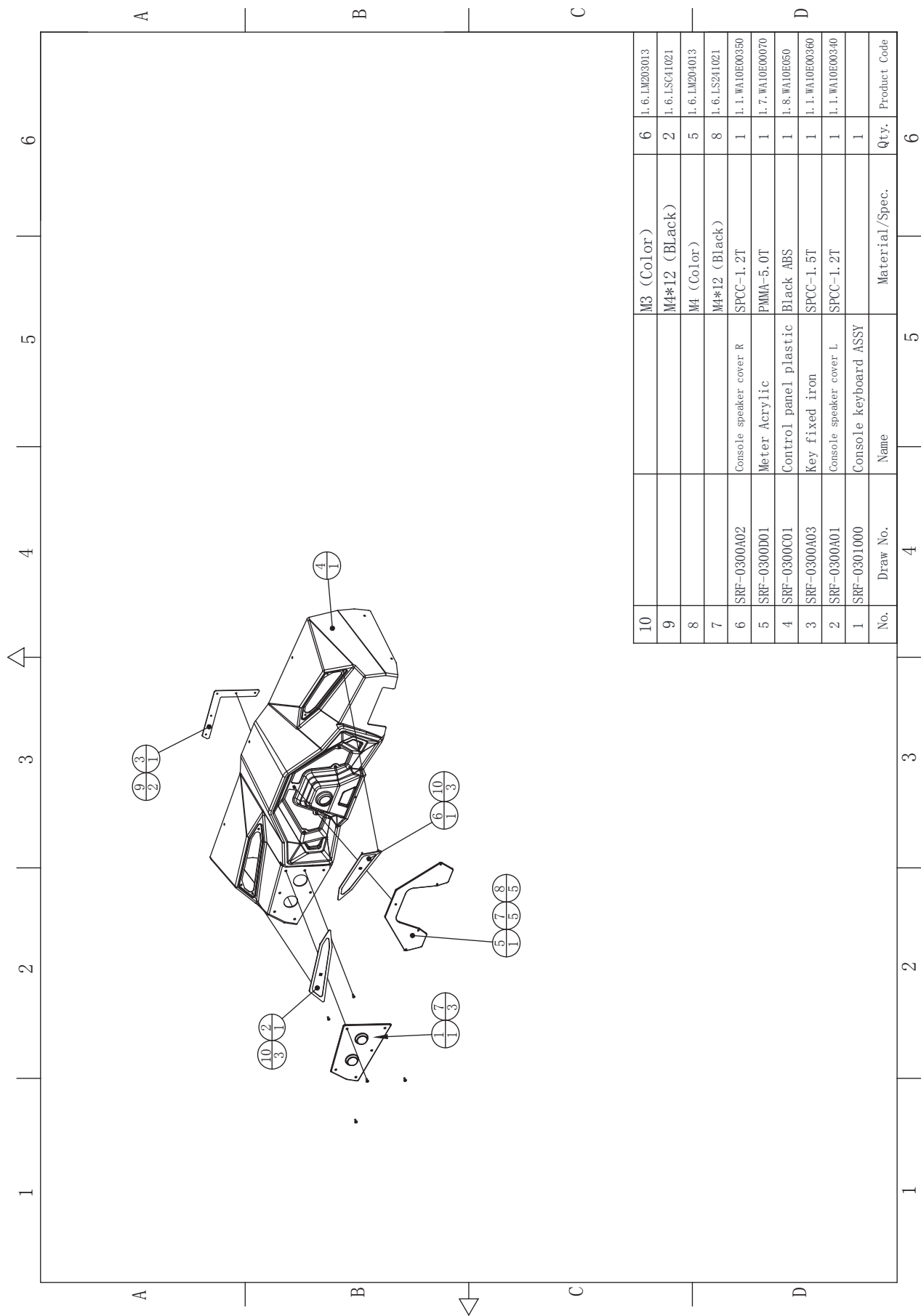
6.3.3 Mainframe assembly



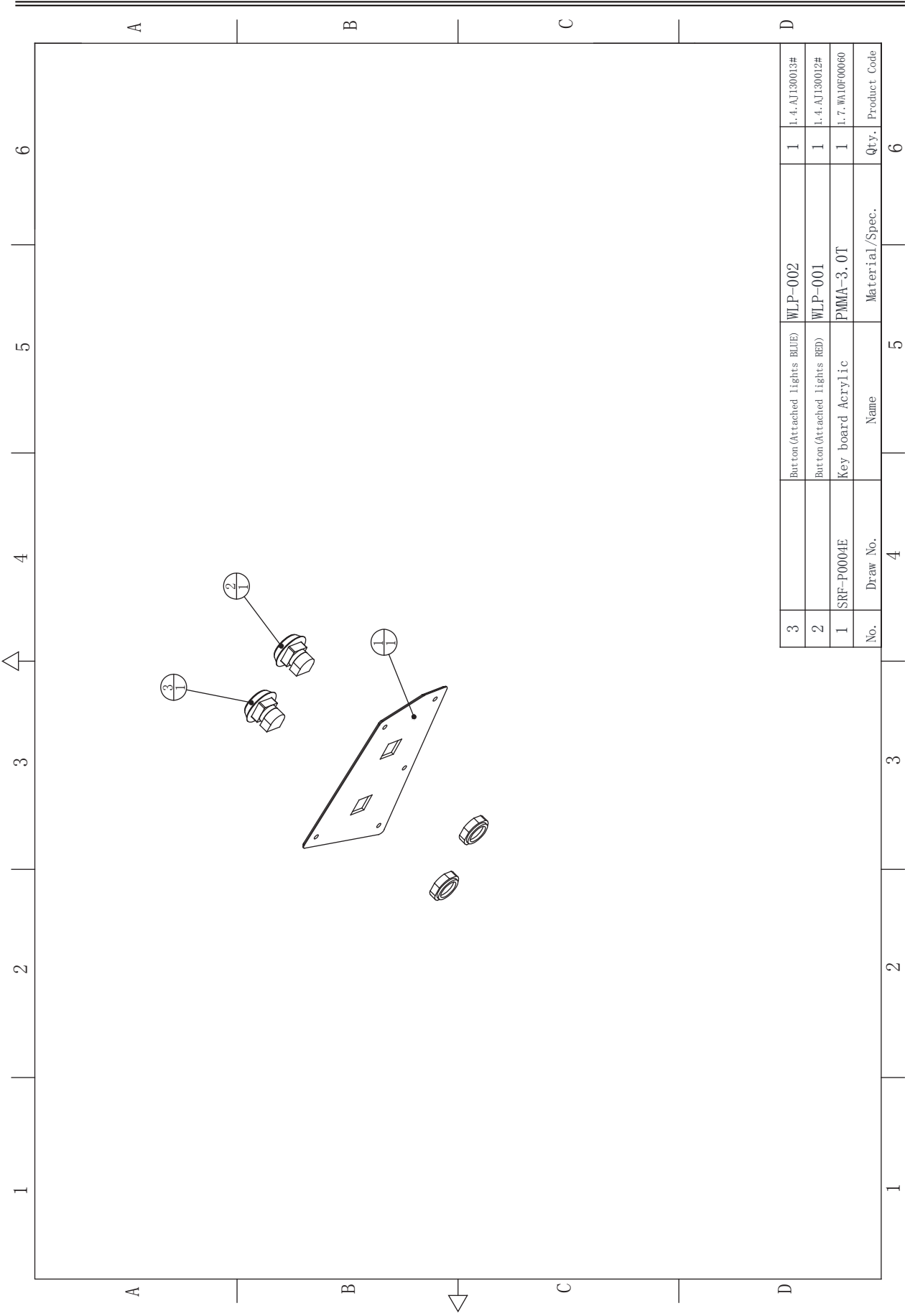
6.3.4 Backrest horn assembly



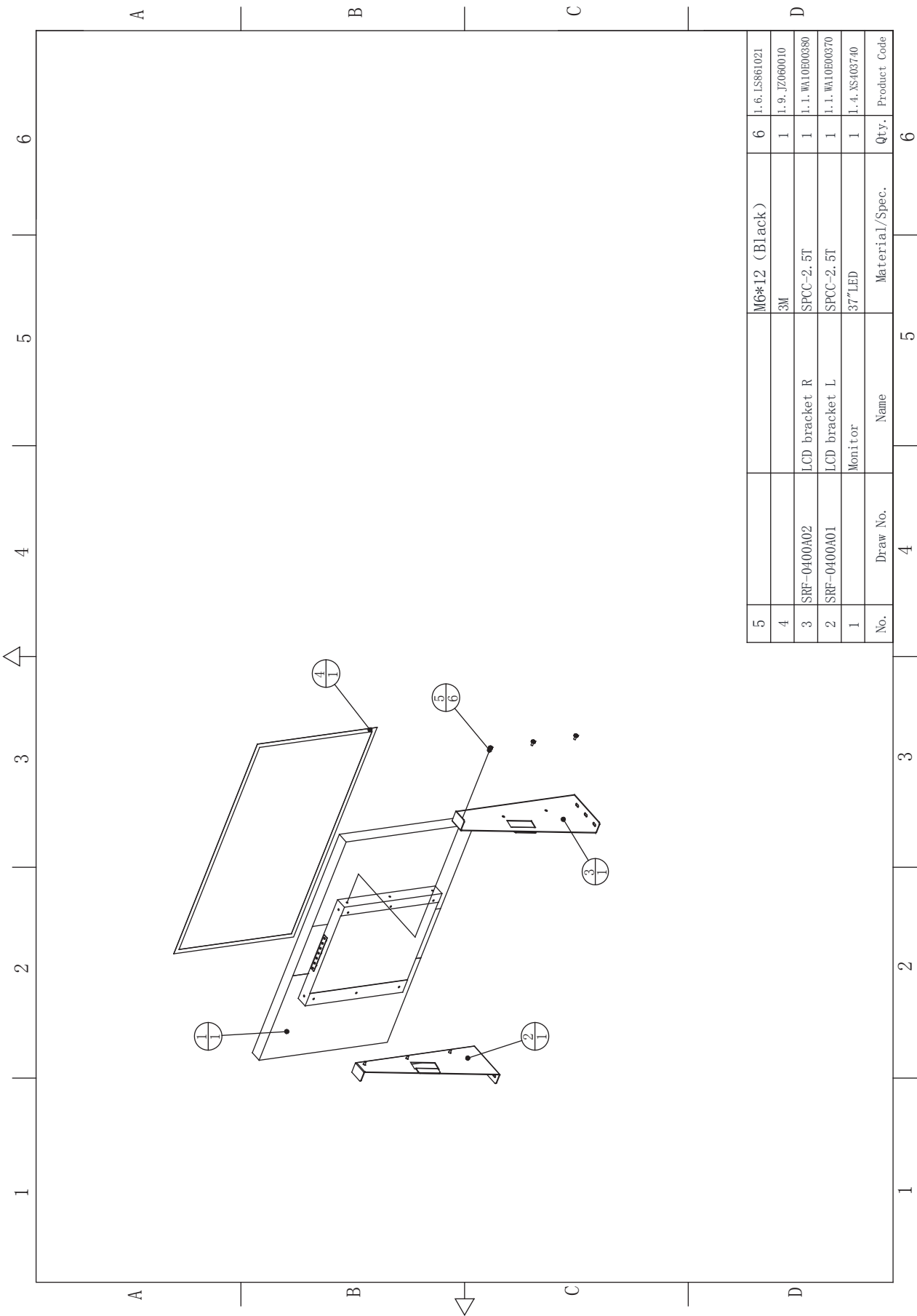
6.4 Plastic console assembly



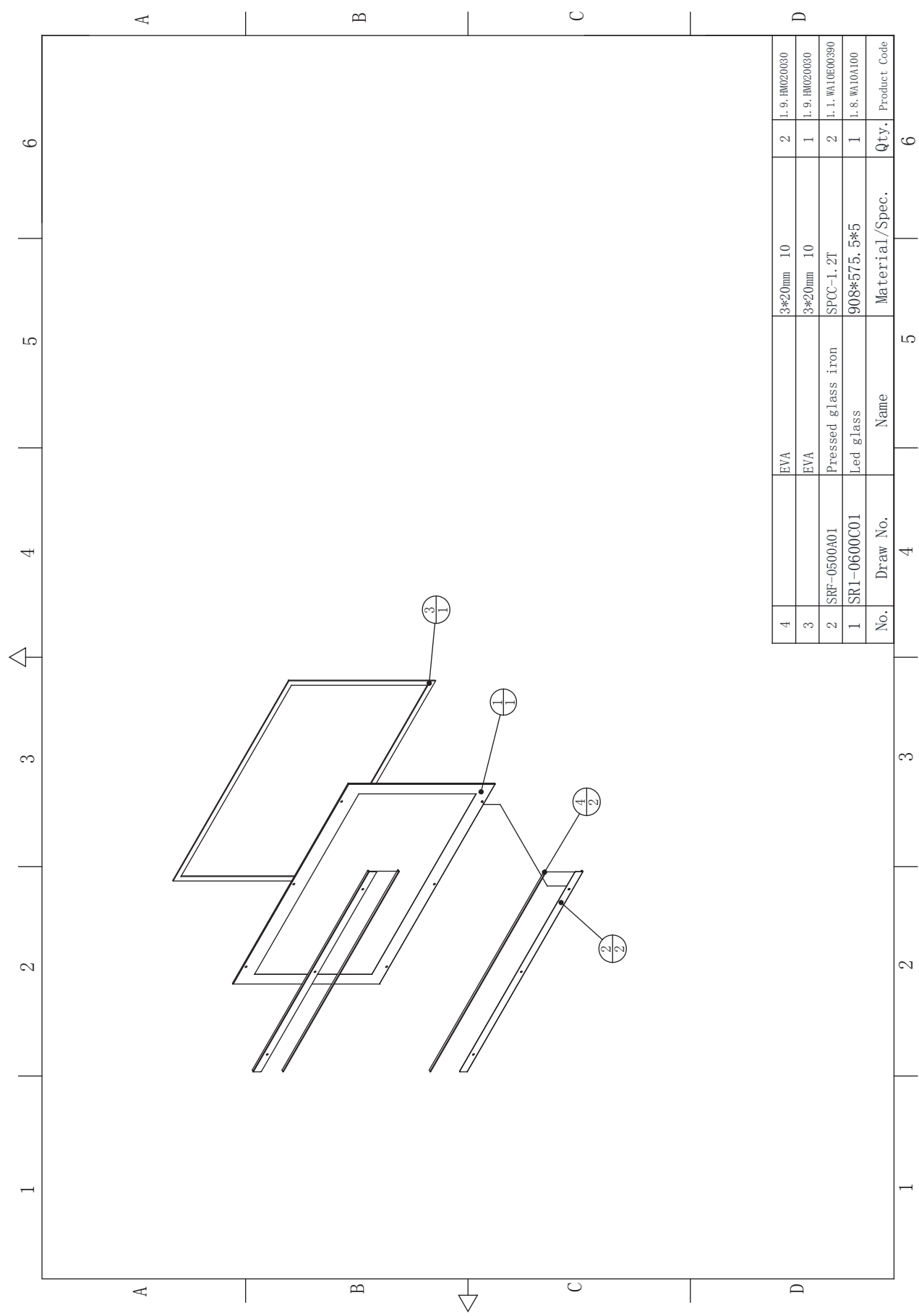
6.4.1 Console keyboard assembly



6.5 LCD assembly

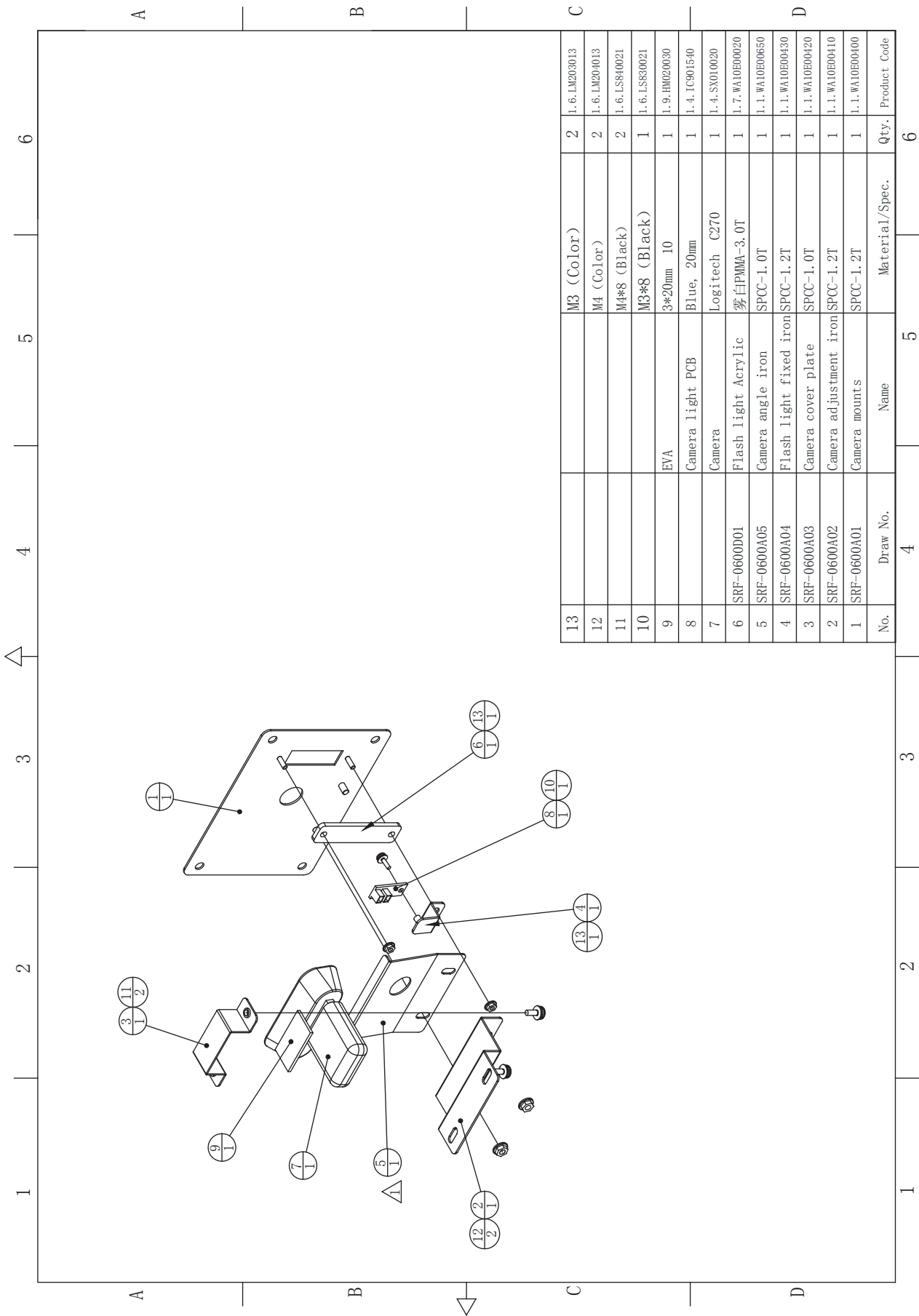


6.6 LCD glass assembly

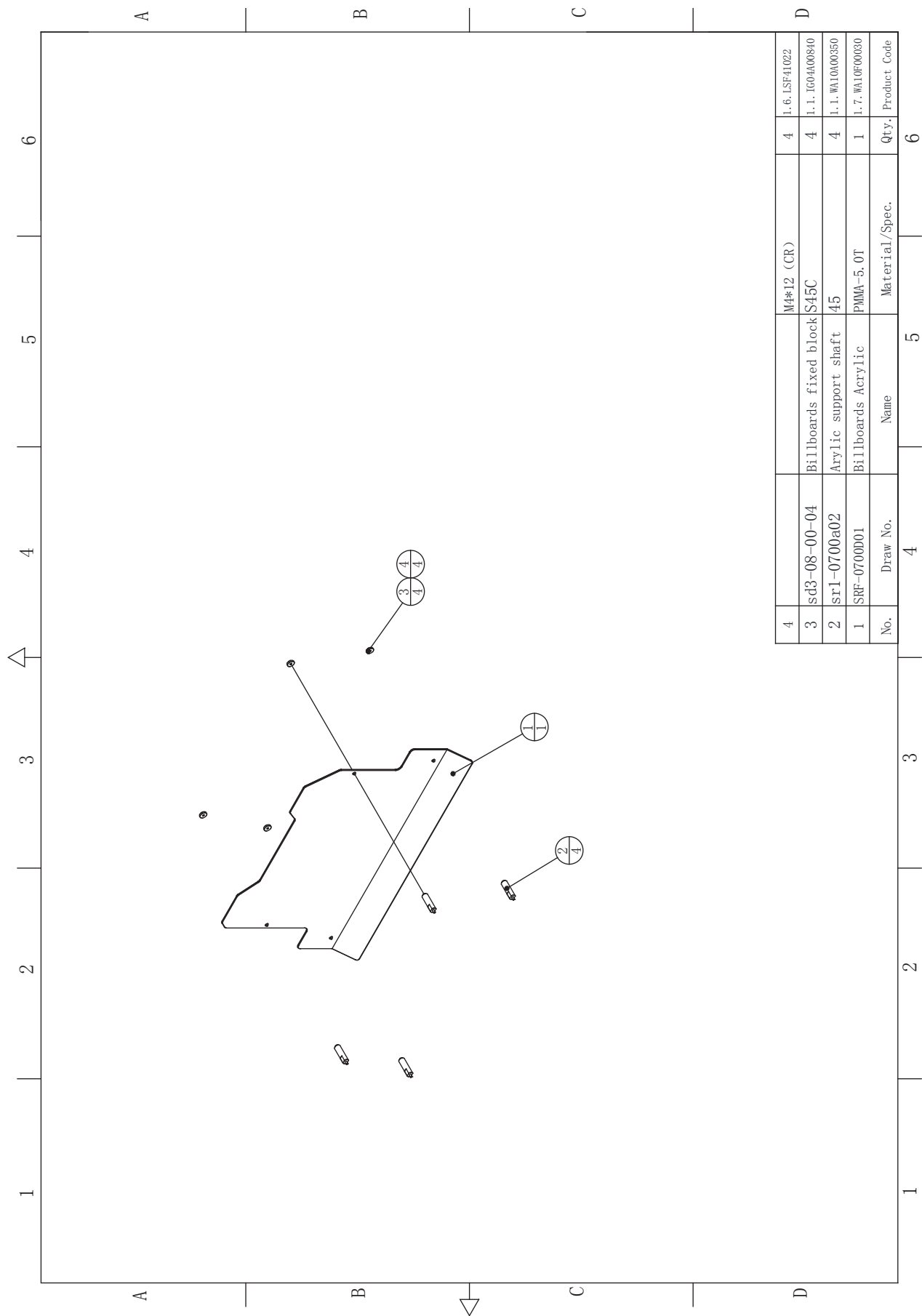


4	EVA	3*20mm	10	2	1. 9. HM020030
3	EVA	3*20mm	10	1	1. 9. HM020030
2	SRF-0500A01	Pressed glass iron	SPCC-1. 2T	2	1. 1. WA10E00390
1	SR1-0600C01	Led glass	908*575. 5*5	1	1. 8. WA10A100
No.	Draw No.	Name	Material/Spec.	Qty.	Product Code

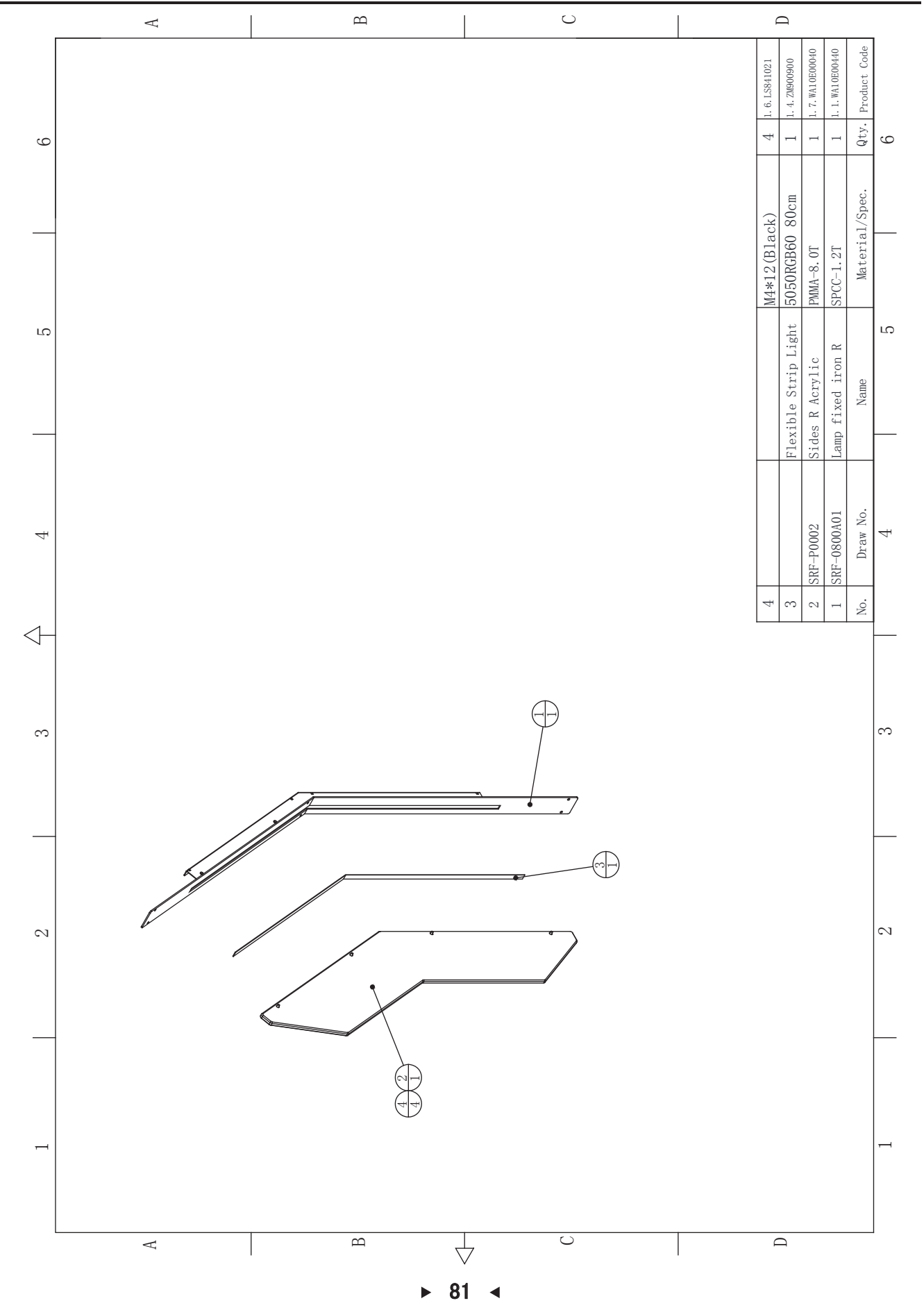
6.7 Pick-up head assembly



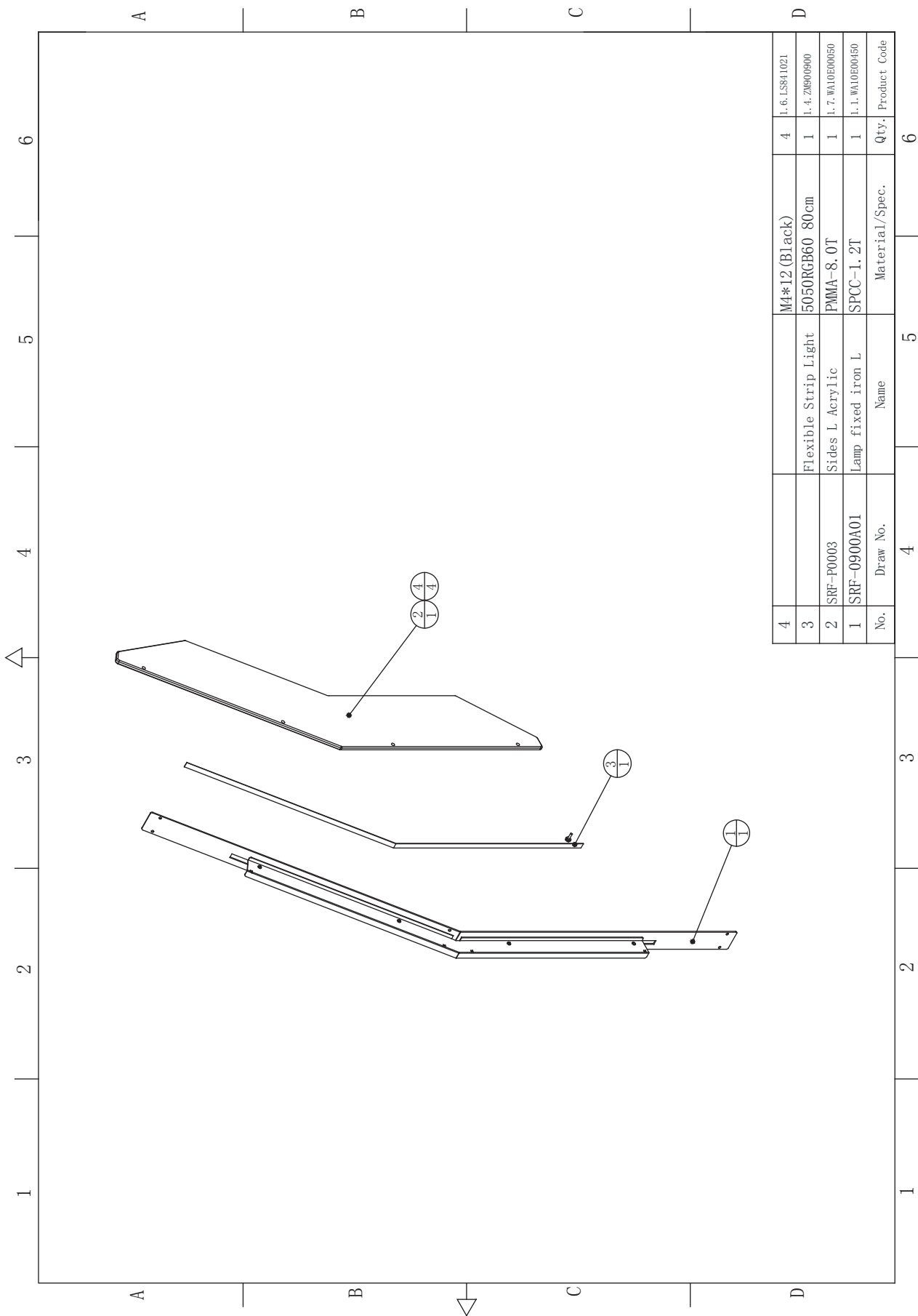
6.8 Billboard Assembly



6.9 Right side light assembly



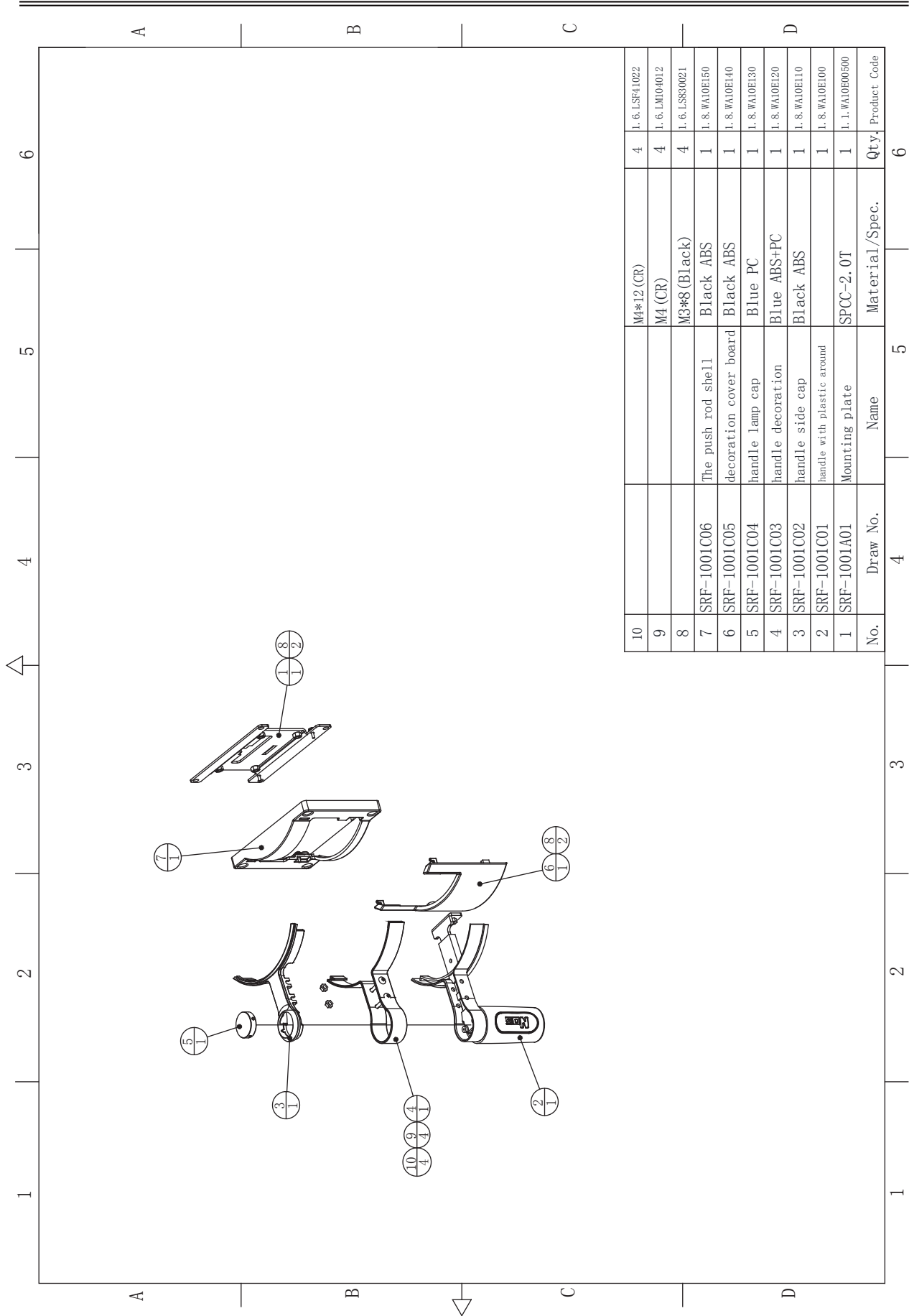
6.10 Left side light assembly



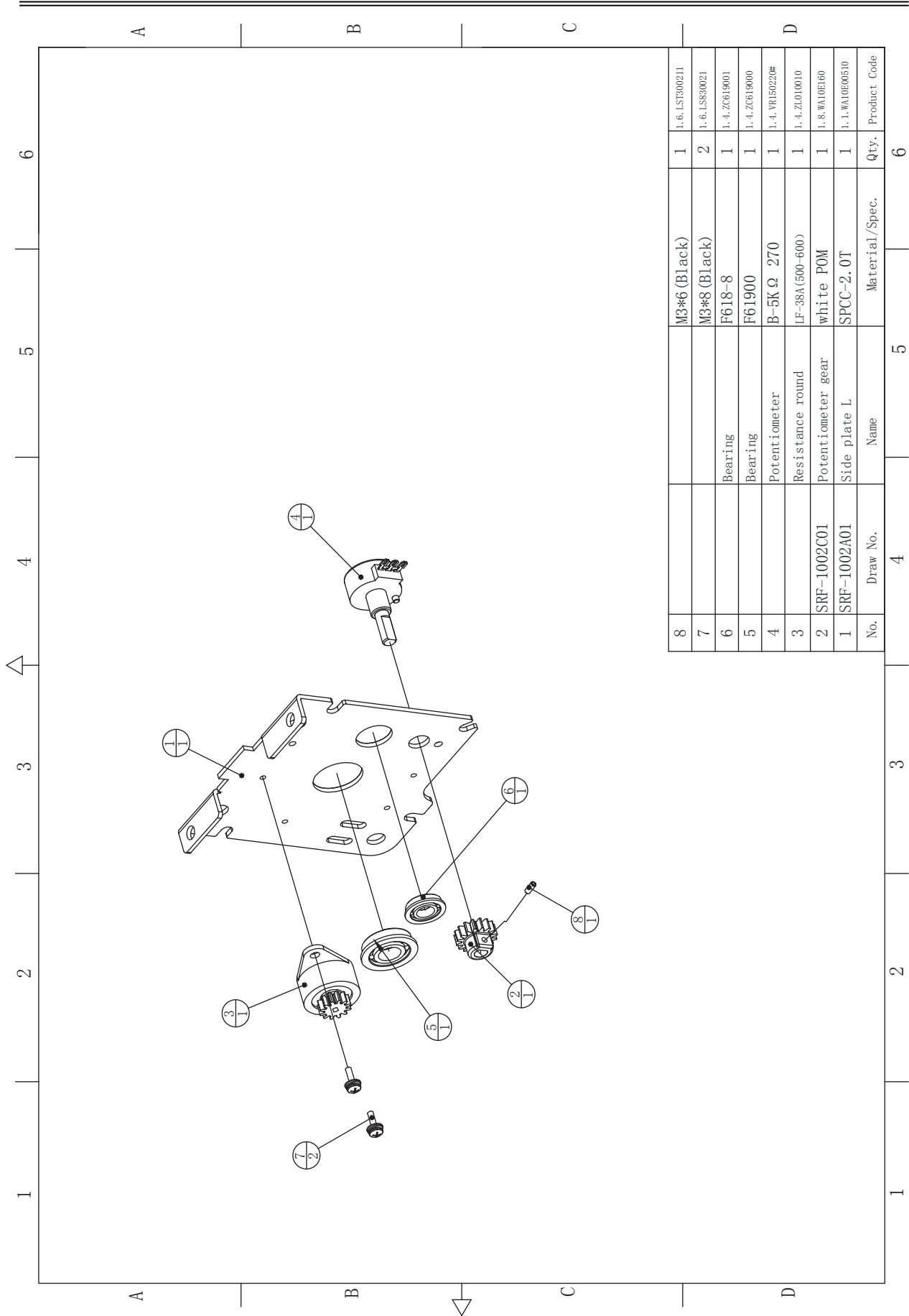
6.11 Push rod assembly

No.	Draw No.	Name	Material/Spec.	Qty.	Product Code
23			M6 (Black)	2	1. 6. DP206011
22			M5*16 (Black)	2	1. 6. LSF51031
21			M5*12 (Black)	4	1. 6. LSF51021
20			M5 (Color)	8	1. 6. LM205013
19			M4*8 (Black)	7	1. 6. LSF40021
18			Φ4*Φ16*1.0 (Black)	2	1. 6. DP104041
17			Φ4*Φ10*1.0 (Black)	1	1. 6. DP104011
16			GB/T 894.1-1986 10	2	1. 6. DQ336060
15		E-type buckle	M6	8	1. 6. DQ106011
14	SRF-1000C04	Cam	white POM	1	1. 8. WA1050590
13	SRF-1000C03	duplex gear	white POM	1	1. 8. WA1050580
12	SRF-1000C02	master gear	white POM	1	1. 8. WA1050570
11	SRF-1000C01	Limit Stop Collar		2	1. 8. WA1050560
10	SRF-1000A04	Leaf spring cover	SPCC-2.0T	1	1. 1. WA10500490
9	SRF-1000A03	Positioning axes	45	4	1. 1. WA10500480
8	SRF-1000A02	Intermediate shaft	45	1	1. 1. WA10500470
7	SRF-1000A01	Spring shaft A	45	3	1. 1. WA10500460
6	SRF-1006000	Suction block ASSY		1	
5	SRF-1005000	Electromagnet ASSY		1	
4	SRF-1004000	Rive shaft ASSY		1	
3	SRF-1003000	RIGHT side plate ASSY		1	
2	SRF-1002000	LEFT side plate ASSY		1	
1	SRF-1001000	Handle ASSY		1	

6.11.1 Handle assembly

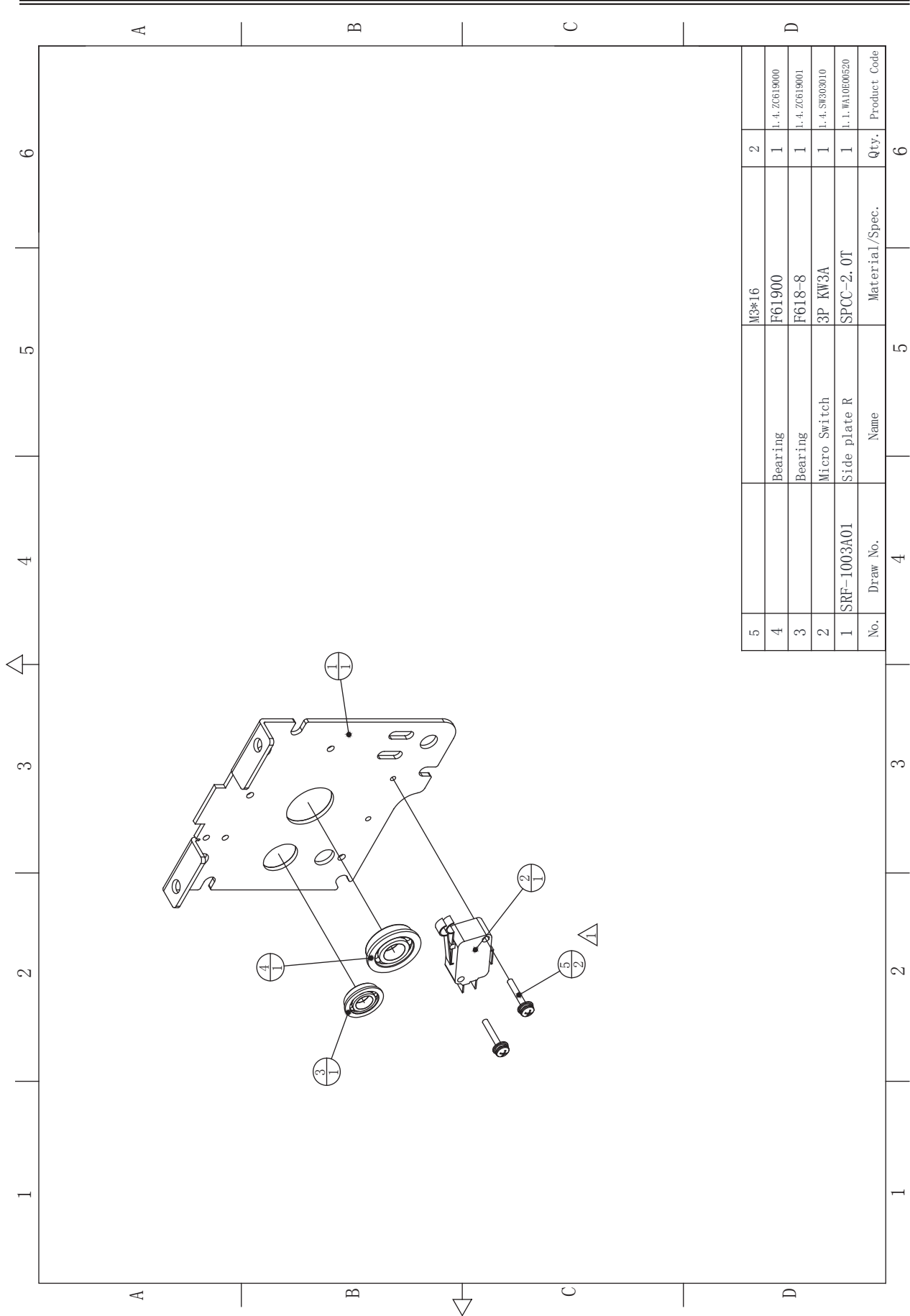


6.11.2 Left side plate assembly



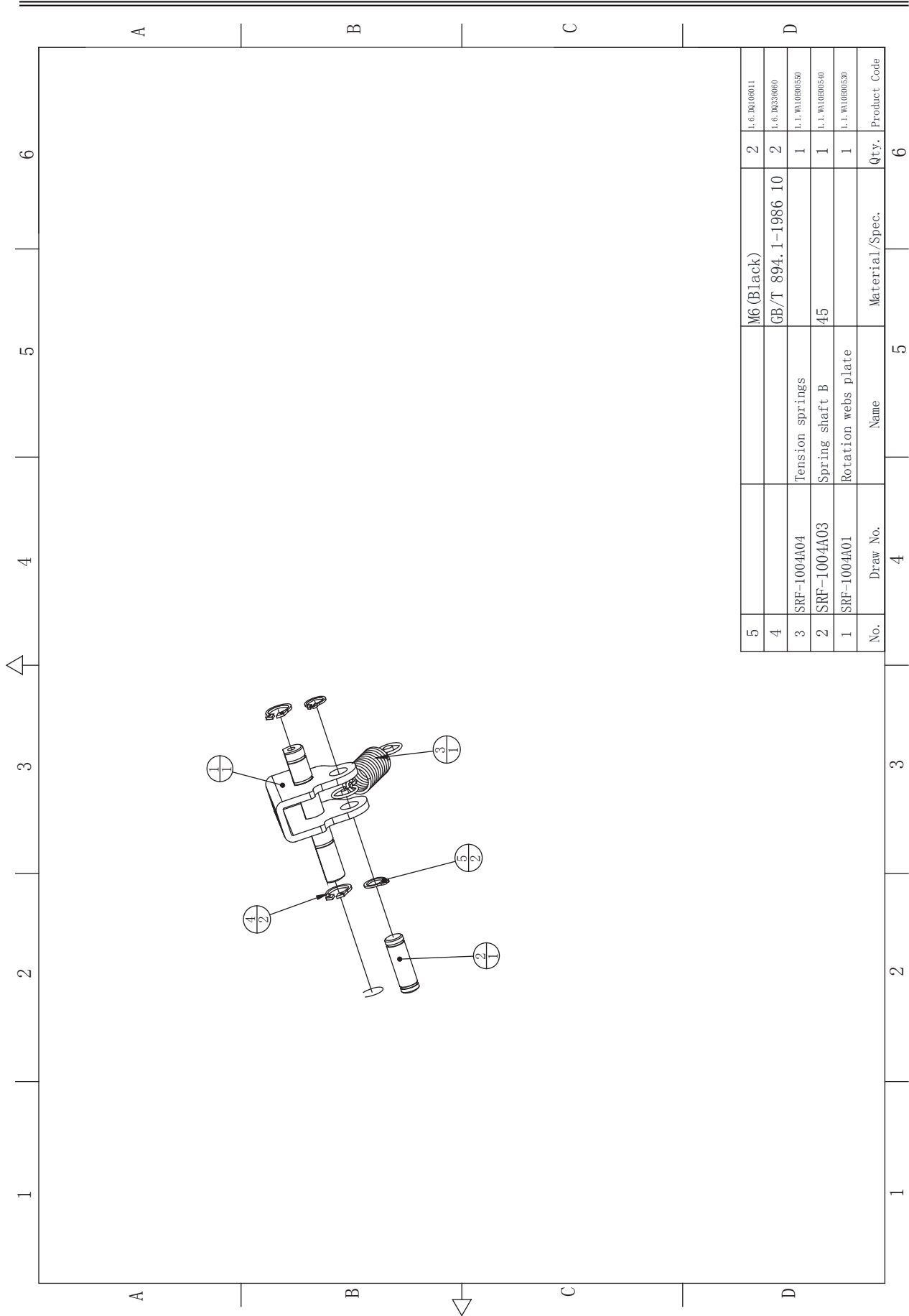
8			M3*6 (Black)	1	1. 6. LST300211
7			M3*8 (Black)	2	1. 6. LS830021
6		Bearing	F618-8	1	1. 4. ZC619001
5		Bearing	F61900	1	1. 4. ZC619000
4		Potentiometer	B-5K Q 270	1	1. 4. VR150220#
3		Resistance round	LF-38A(500-600)	1	1. 4. ZL010010
2	SRF-1002C01	Potentiometer gear	white POM	1	1. 8. WA10E160
1	SRF-1002A01	Side plate L	SPCC-2.0T	1	1. 1. WA10E0510
No.	Draw No.	Name	Material/Spec.	Qty.	Product Code

6.11.3 Right side plate assembly

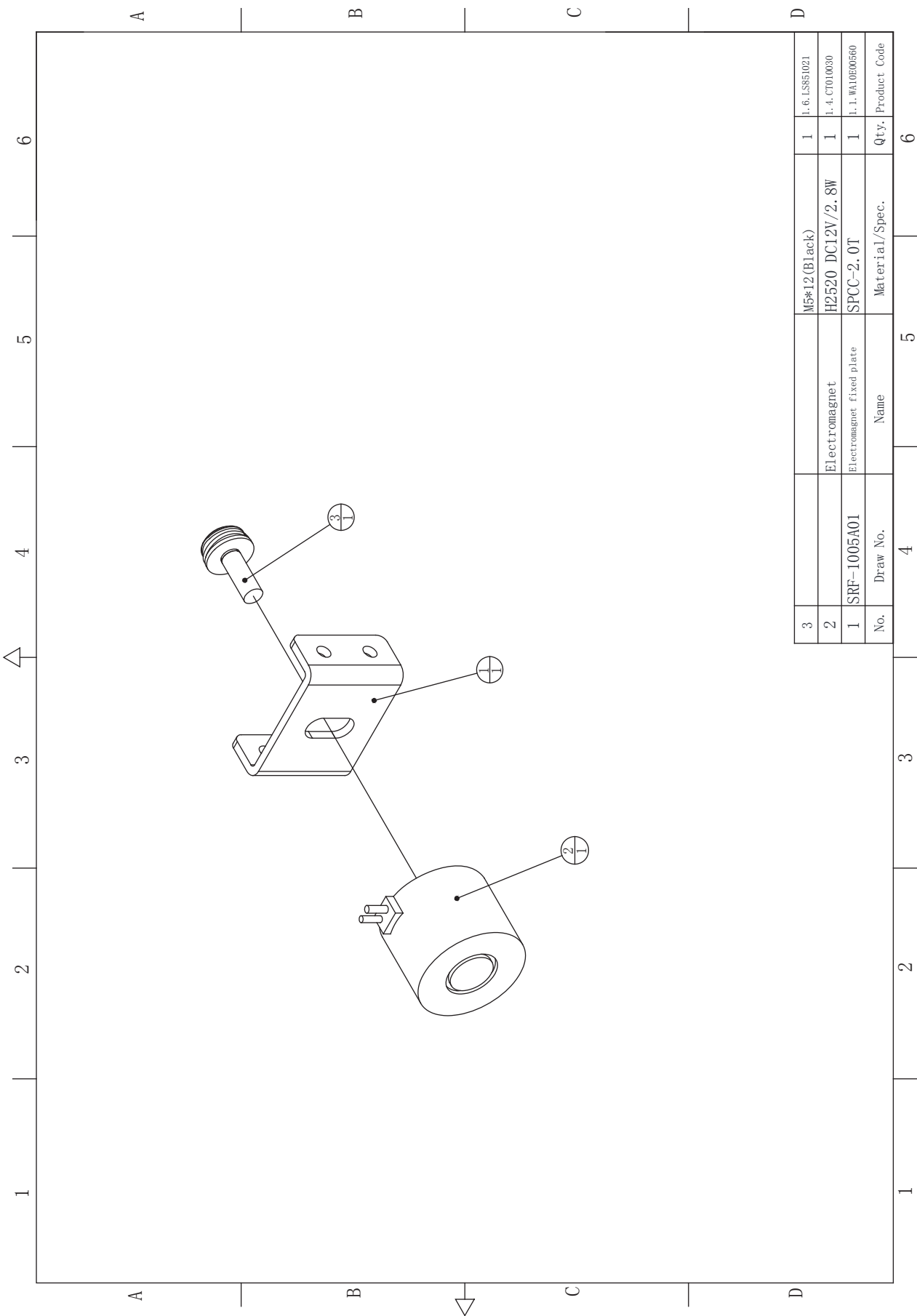


No.	Draw No.	Name	Material/Spec.	Qty.	Product Code
5		M3*16		2	
4		Bearing	F61900	1	1. 4. ZC619000
3		Bearing	F618-8	1	1. 4. ZC619001
2		Micro Switch	3P KW3A	1	1. 4. SW303010
1	SRF-1003A01	Side plate R	SPCC-2. 0T	1	1. 1. WA10500520
				Qty.	Product Code
				6	

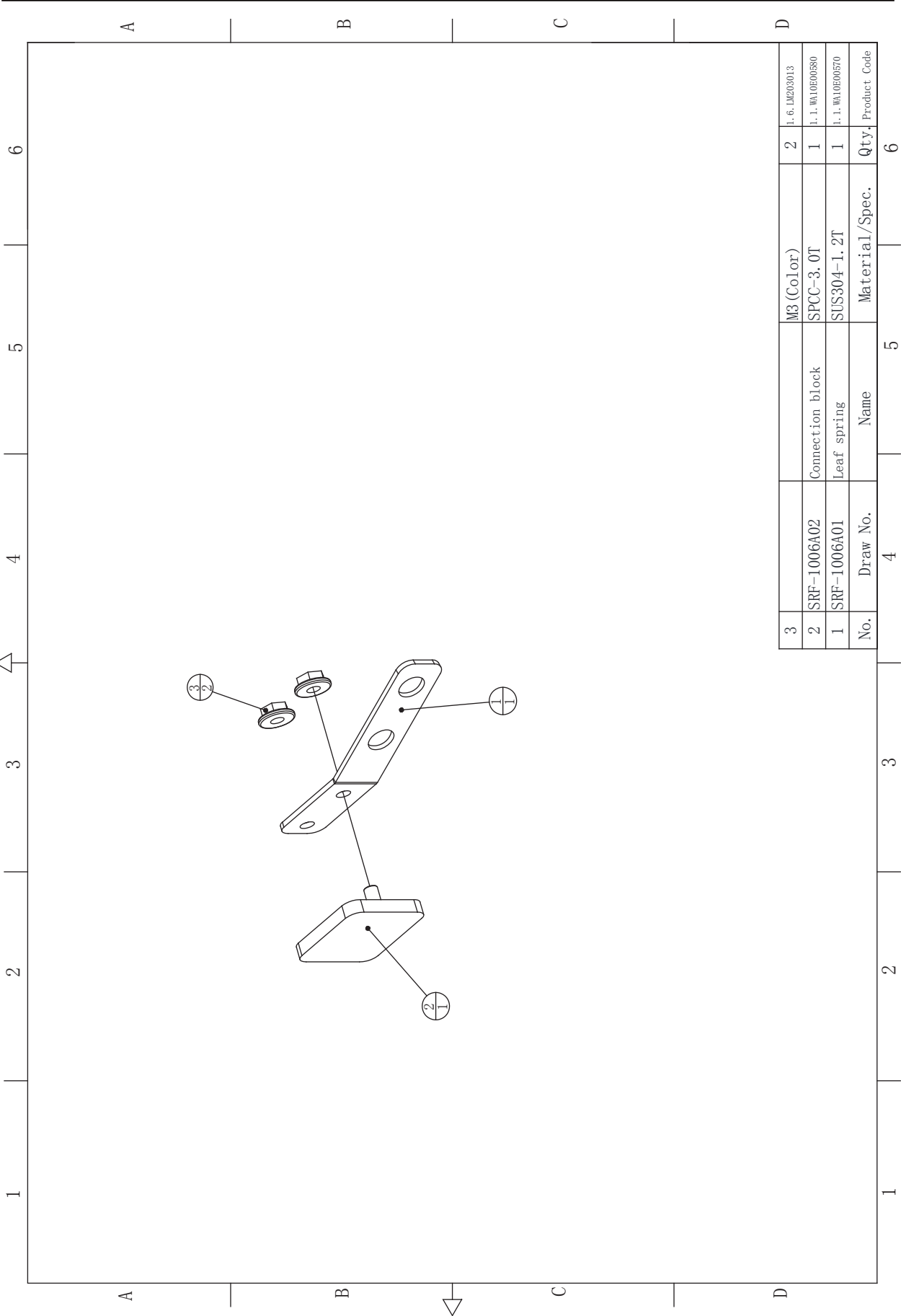
6.11.4 Drive shaft assembly



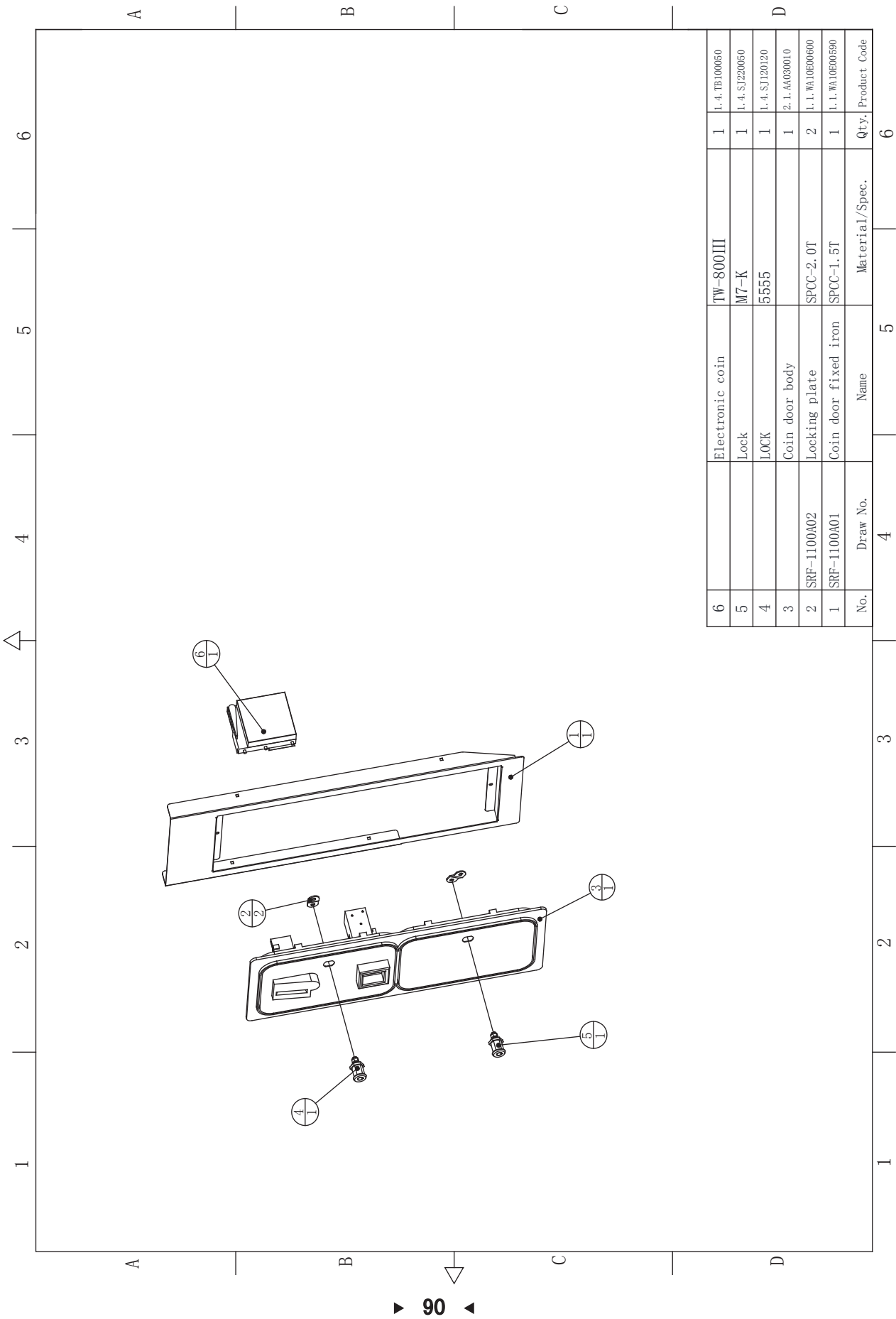
6.11.5 Electromagnet assembly



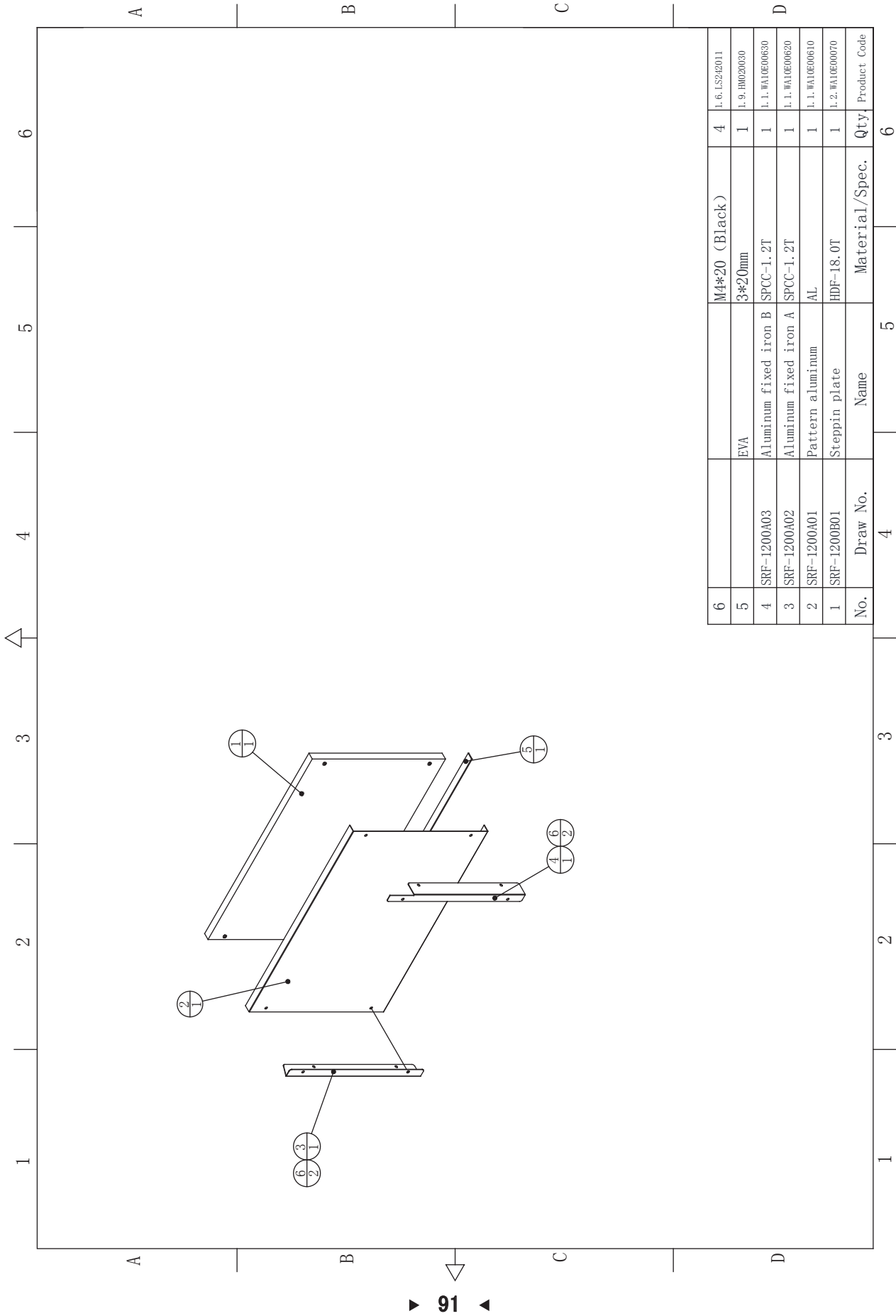
6.11.6 Suction block assembly



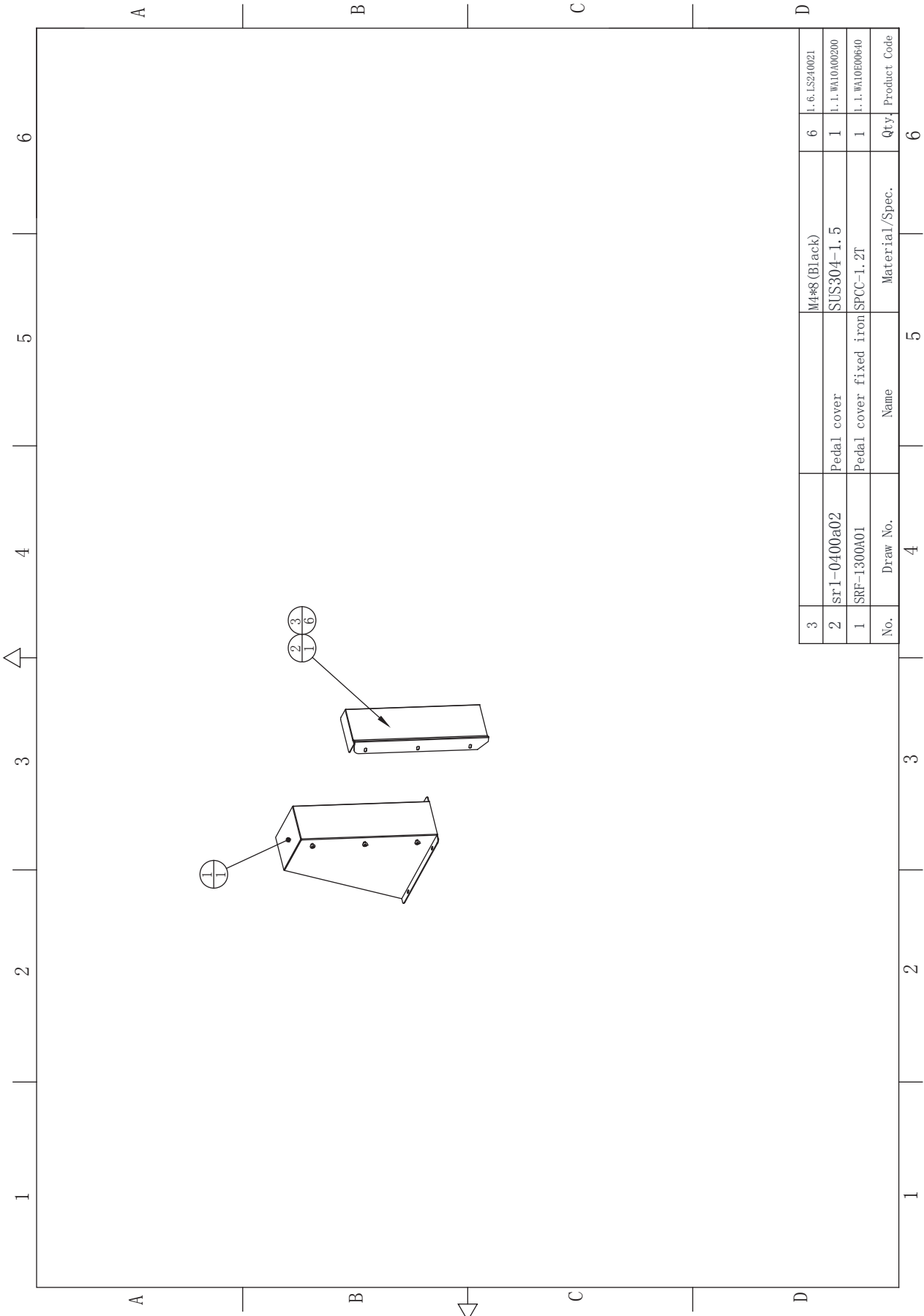
6.12 Coin door assembly



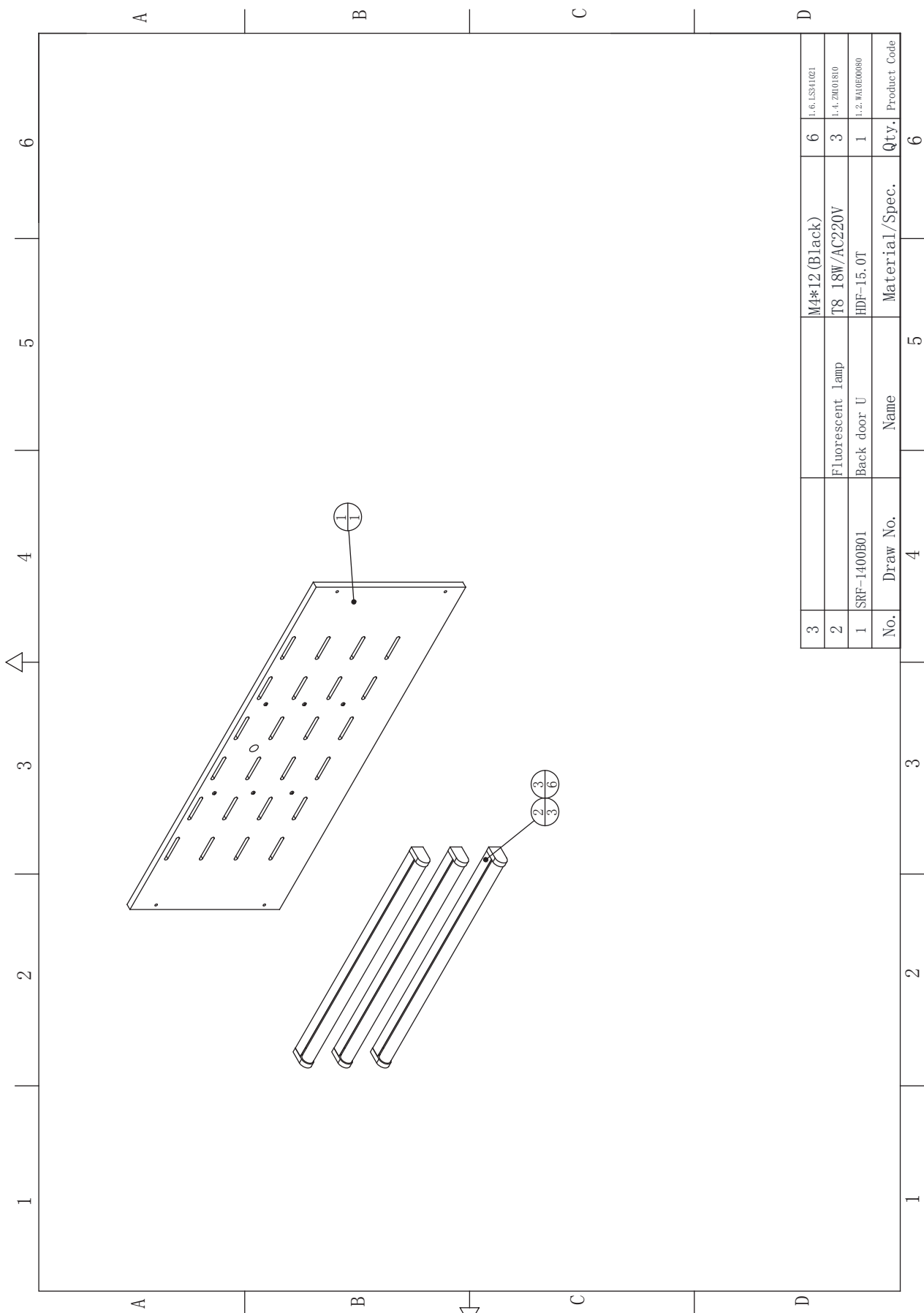
6.13 Stepping cover assembly



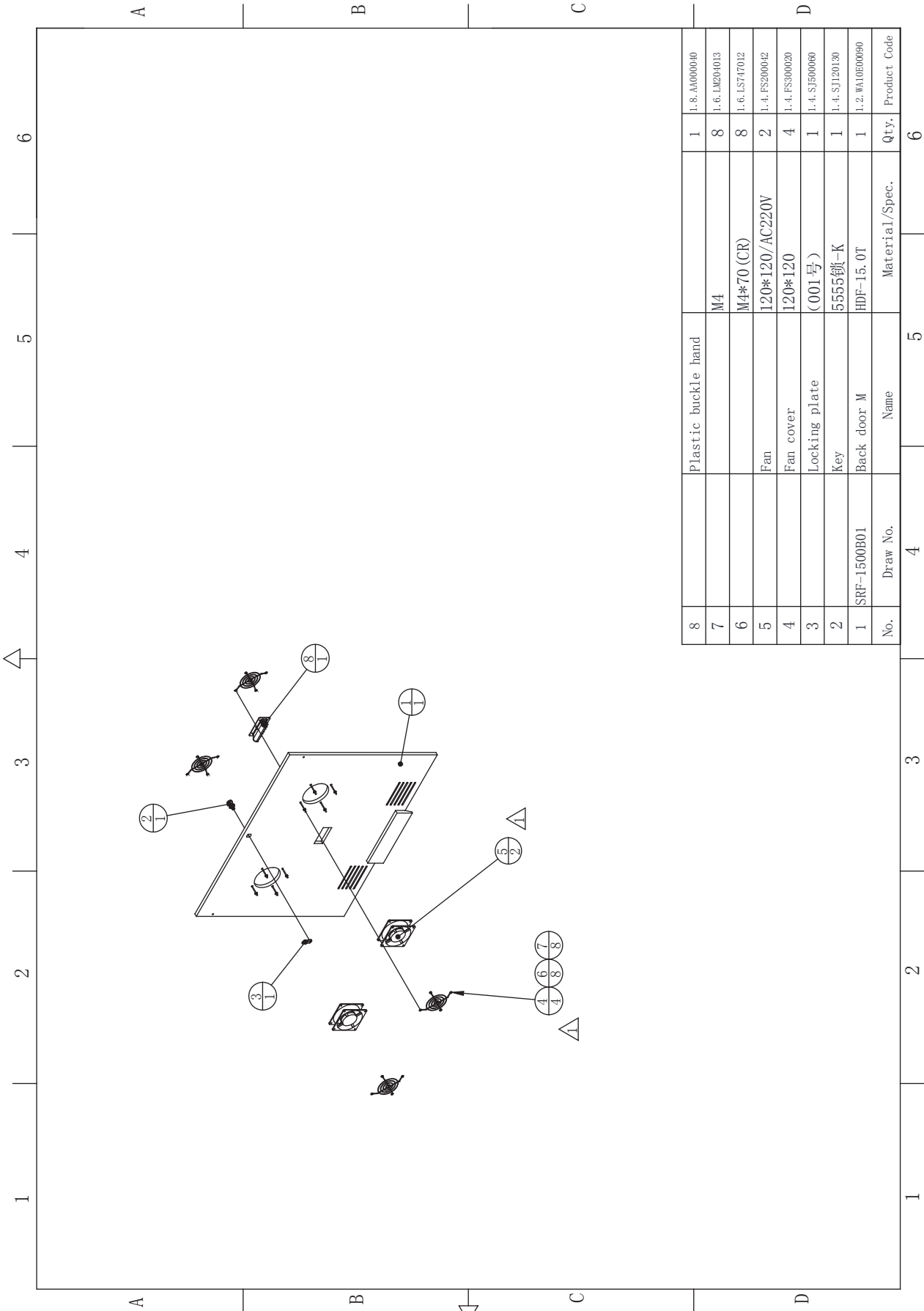
6.14 Pedal assembly



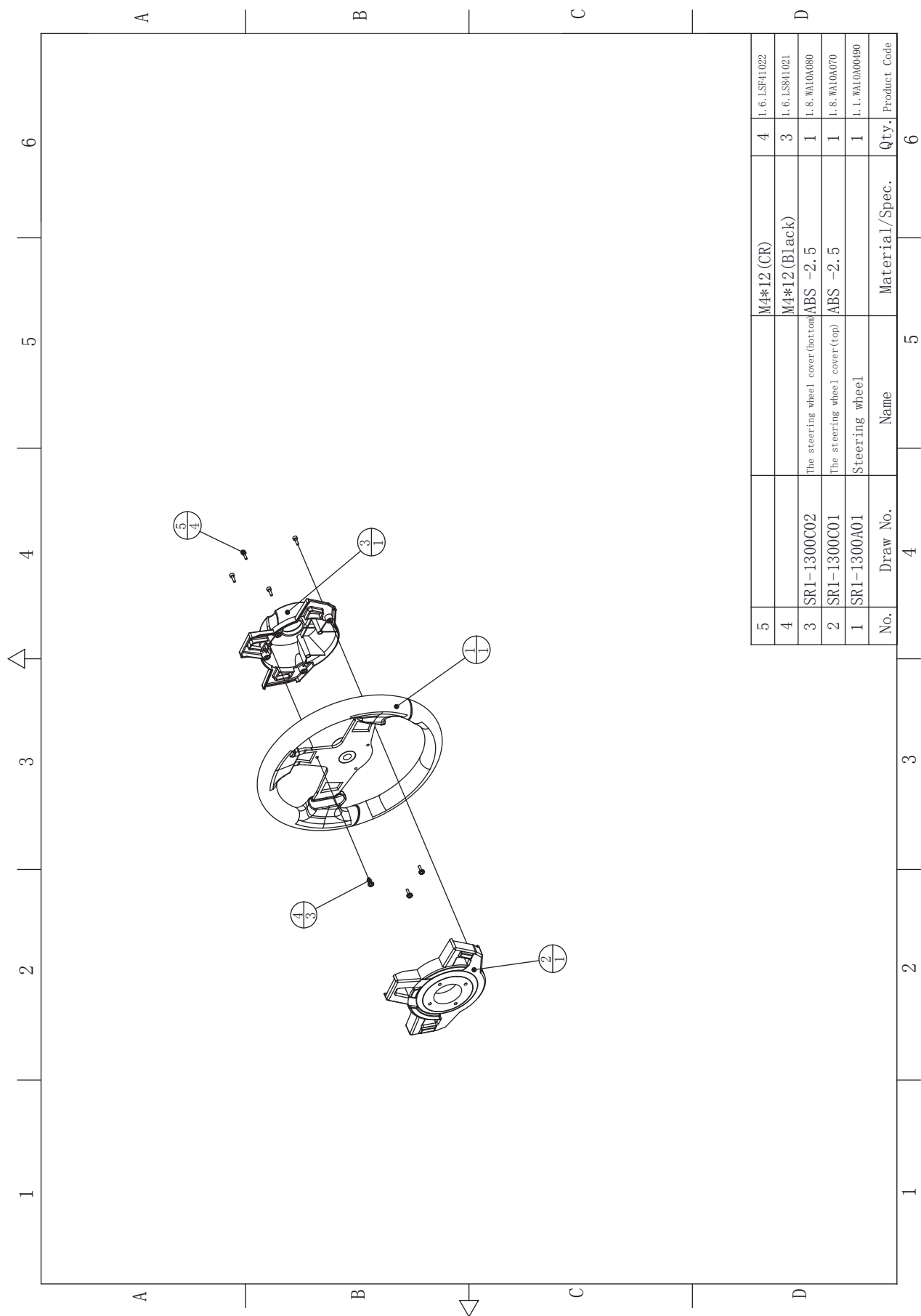
6.15 Upper assembly of back door plate



6.16 Intermediate assembly of back door plate

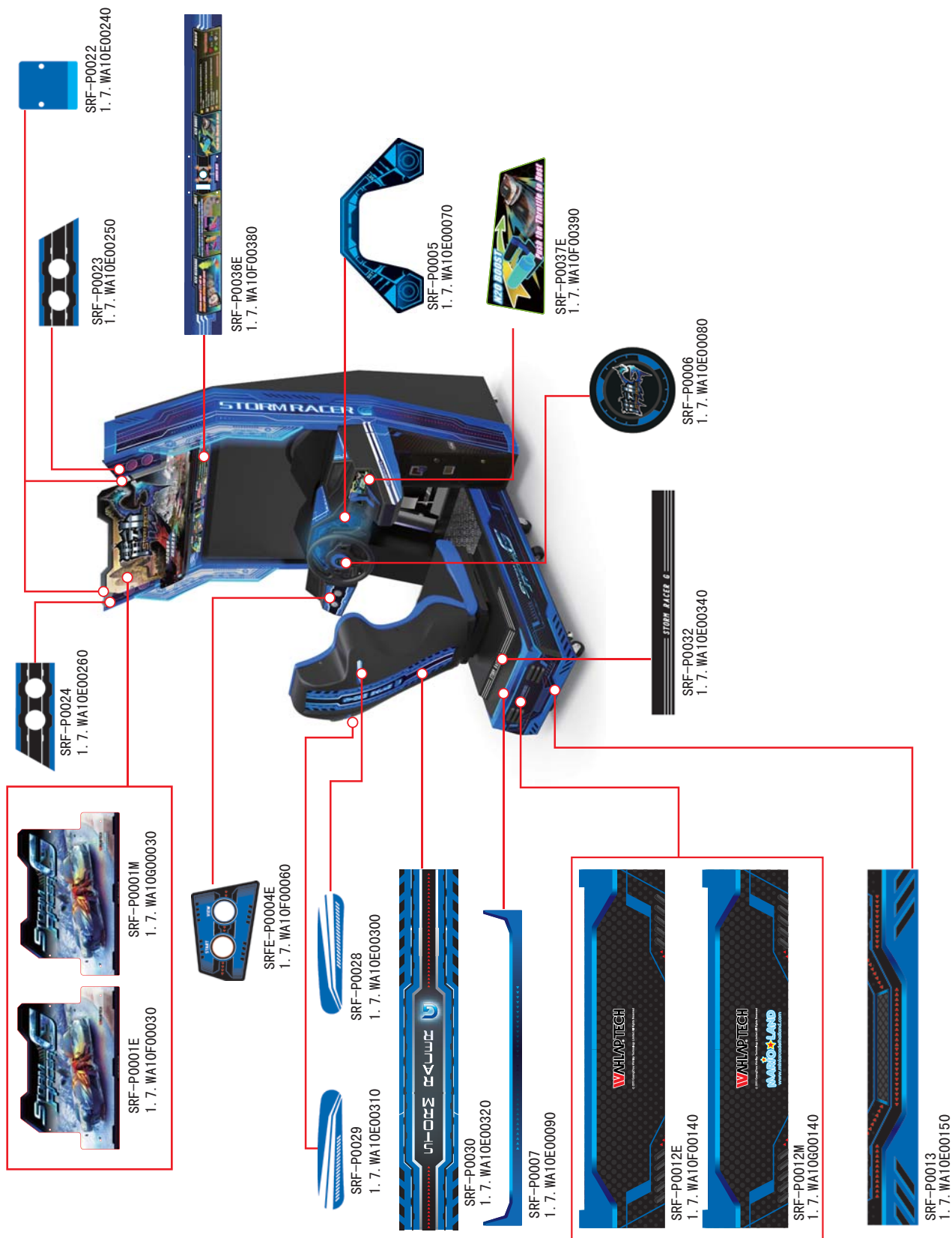


6.17 Steering wheel assembly

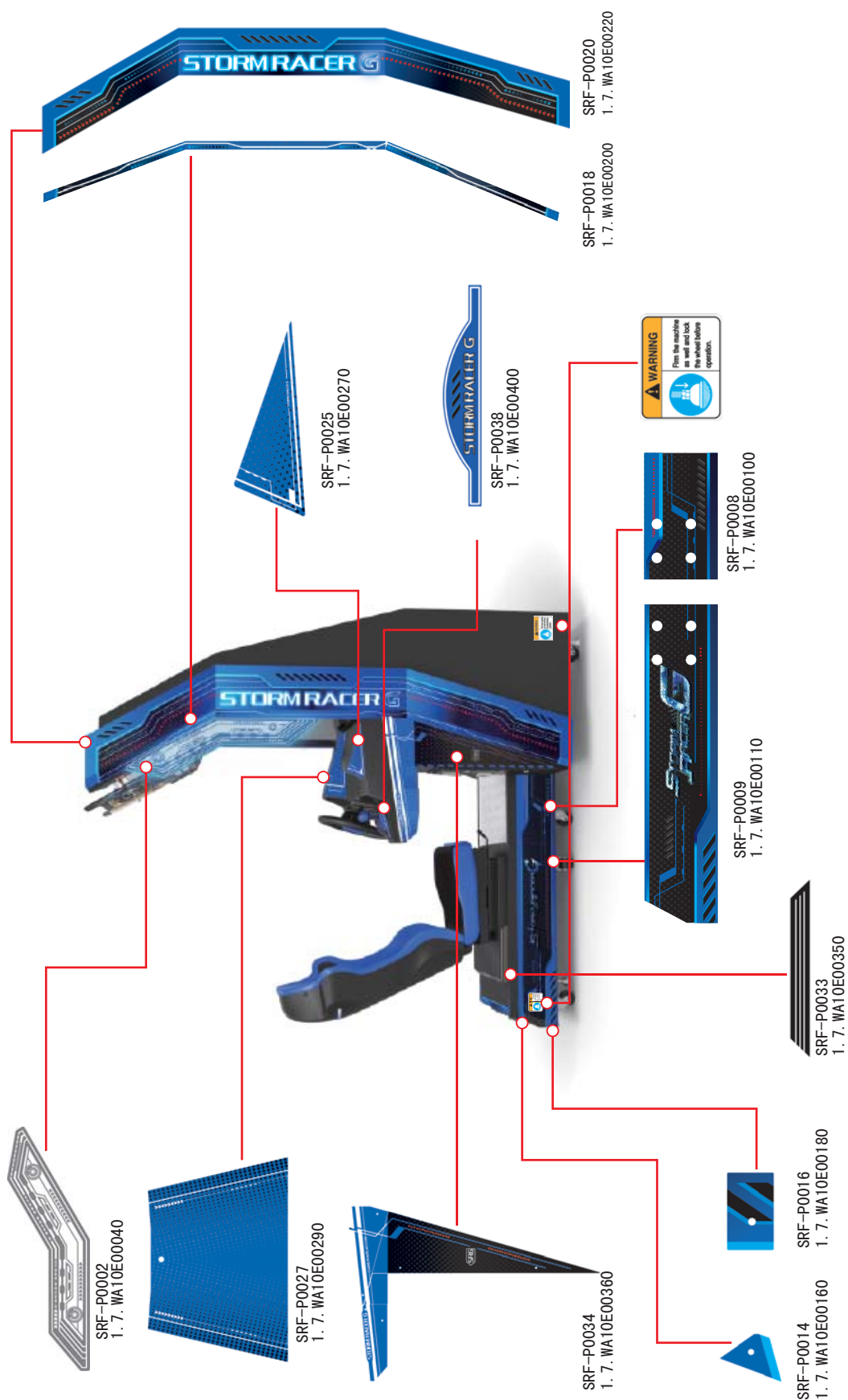


7. Printing Pattern

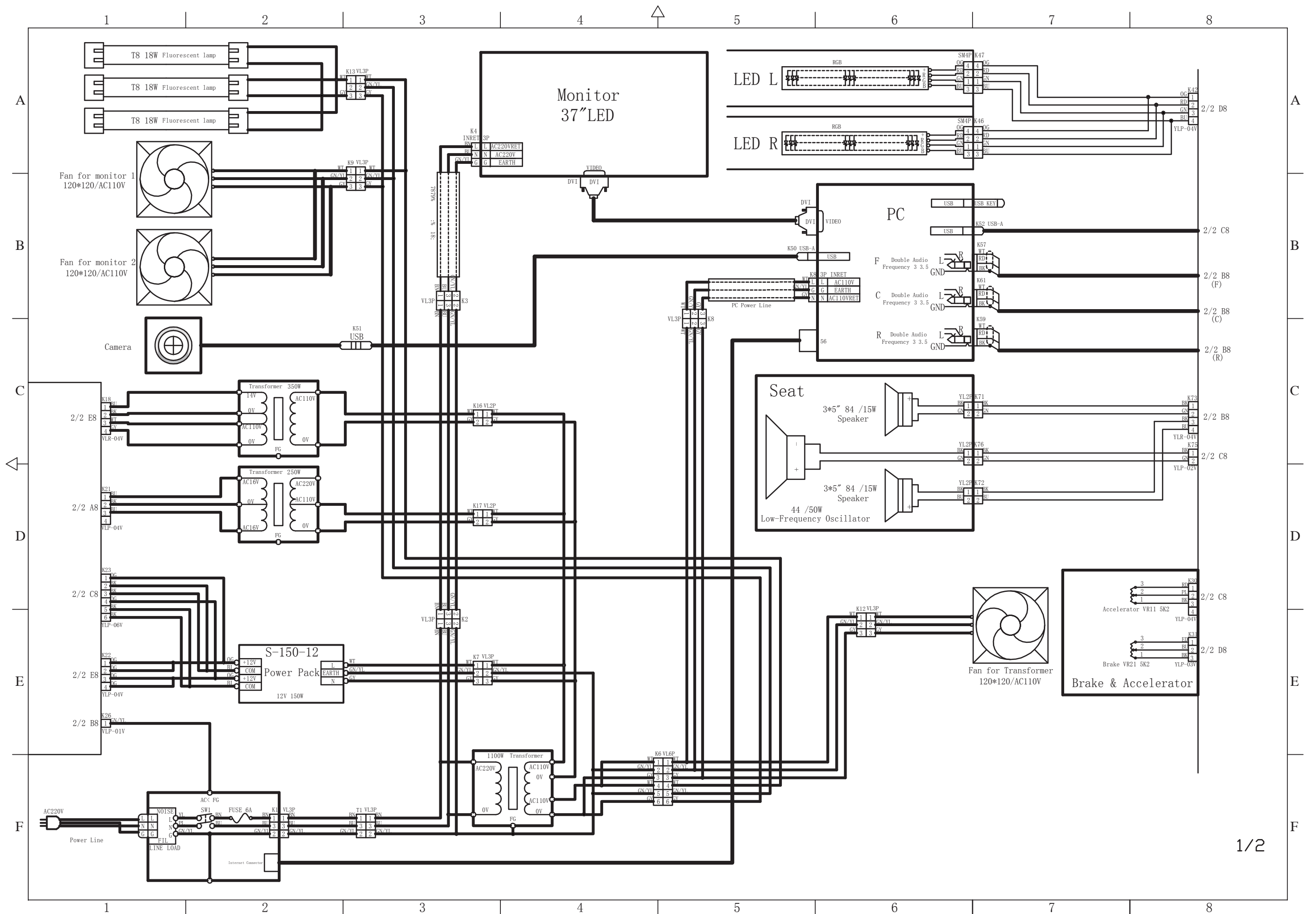
1/3

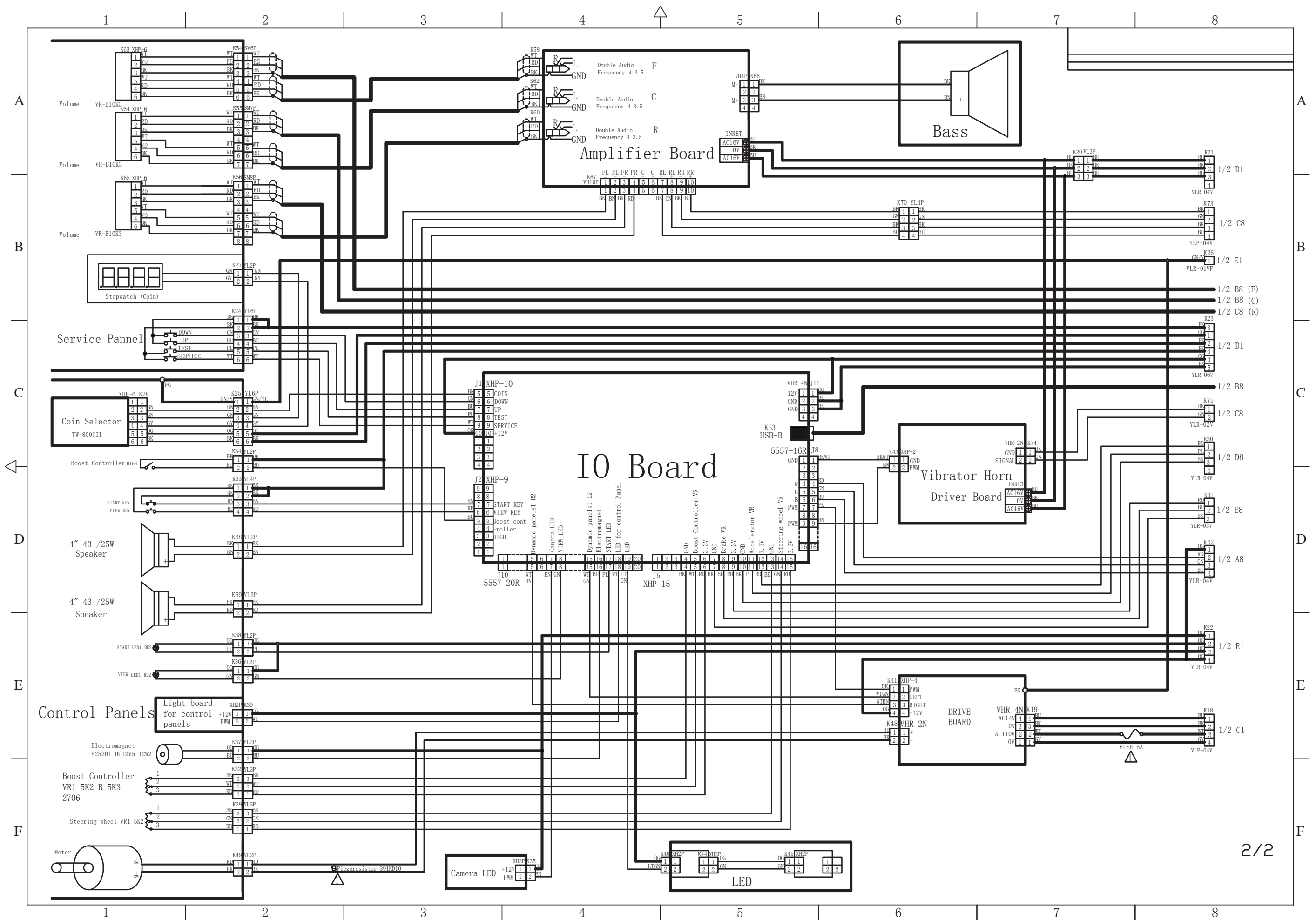






8. Wiring Diagram





9. After-sales Service

Honorable customer !

Thank you for purchasing our product !
For your benefits, if you find any fault during the operation of the product, please use a technician who obtains a certificate related to mechanical engineering, electrical engineering or who engages in routine maintenance, repair and management of amusement machine to check the machine and inform us the fault in a timely manner. Our company will take corresponding measures to assist you to solve the problem promptly.

NOTICE: Do not dismount or replace any part of the machine without our technician's permission, or you will solely undertake the consequence !

Please pay attention to our contact information as follow:

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Guangzhou,China

Tel: +86 20 39226222 Fax: +86 20 39226300

Service Hotline: +86 20 39226222 4006-926-222

E-mail: sales@wahlap.com Postcode: 511490

<http://www.wahlap.com>



Ver.3.00

WAHLAP TECH

※ The specifications and operation instructions in this Manual are subject
to change without notice for reasons such as performance.
