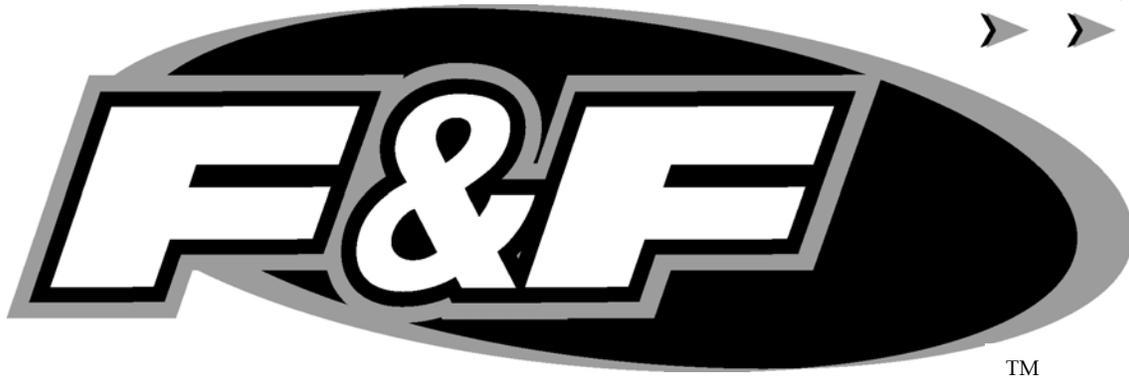




# **THE FAST AND THE FURIOUS™**

## OPERATORS MANUAL

- Failure to properly operate this machine could result in malfunction or accident, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
- Keep this manual available and ready for use when necessary.
- If the machine fails to function correctly, immediately turn off the machine and contact your local distributor. ( 60 Day Warranty, from date of purchase )



**For Parts or Service contact your local Distributor or:**

**Betson Enterprises  
303 Paterson Plank Road  
Carlstadt, New Jersey**



**Main Phone: (201) 438-1300  
Toll Free Phone: (800) 524-2343  
Part Phone: (800) 828-2048**

**CAUTION:**

- The specifications of this product are subject to change without notice for reasons such as performance.
- The content of this game, its main devices and design are protected under each federal law concerning patent, copyright and other intellectual properties.
- Unauthorized reproduction of this document or any of its contents is strictly forbidden.

## Safety Instructions

Safety instructions apply to operators and service personnel. Read these instructions before preparing the video game machine for play. Other safety instructions appear throughout this manual.

### **WARNING: TRANSPORTING THE VIDEO GAME MACHINE (VGM).**

The VGM contains glass and fragile electronic devices. Use appropriate care when transporting . Avoid rough handling when moving the VGM.

### **WARNING: DISCONNECT POWER.**

Always turn the power OFF and unplug the VGM before attempting service or adjustments unless otherwise instructed. Installing or repairing components with the power switched ON can damage the components an void warranty.

### **WARNING: GROUND GAMES.**

Avoid electrical shock! Do not plug in the VGM until you have inspected and properly grounded it. Only plug into a grounded, three-wire outlet. Do not use a "cheater" plug, or cut off the ground pin on the line cord.

### **WARNING: AVOID ELECTRICAL SHOCKS.**

This VGM does not utilize an isolation transformer. Internal cabinet AC is not isolated from the external AC line.

### **WARNING: HANDLE FLOURESCENT TUBE AND CRT WITH CARE.**

If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.

### **WARNING: CHECK POWER SELECTOR, LAMP.**

Set the 115/230 VAC selector switch on the power supply for the correct line voltage on the installation site. Verify that the fluorescent lamps are rated for the proper line voltage.

### **WARNING: USE PROPER FUSE.**

Avoid electrical shock! Replacement fuses must be identically rated to the original fuse!

### **WARNING: ATTACH CONNECTORS PROPERLY.**

Be sure all connectors mate properly. If connectors do not slip in easily, do not force them. Connectors are often keyed and only connect one way. Check for correct orientation.

### **WARNING: USE EXTREME CARE WHEN HANDLING PC.**

The PC contains sensitive components such as a hard drive. Do not handle roughly. Call your distributor before servicing PC internal components. Ask about warranty information as it relates to the PC.

**WARNING: HAZARD TO EPILEPTICS.**

A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Peoples who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., seizures or loss of awareness), immediately consult your physician before using any video games.

We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.



# **PRODUCT SPECIFICATIONS**

## **OPERATING REQUIREMENTS**

### **ELECTRICAL POWER**

Domestic 120VAC @ 60 Hz, 5 amps  
Foreign 240VAC @ 50Hz, 2.5 amps

### **TEMPERATURE**

32° F to 100°F  
(0°C to 38°C)

### **HUMIDITY**

Not to exceed 95% relative humidity.

### **27 INCH SITDOWN MODEL MAIN CABINET SHIPPING DIMENSIONS**

Height = 83 ¾ INCHES (212.72 cm)  
Depth = 39 inches ( 99.06 cm )  
Width = 37 inches (93.98 cm)

### **27 INCH SITDOWN MODEL MAIN CABINET SHIPPING WEIGHT**

Weight = 495 lbs. (224.53 Kg)

### **27 INCH SEAT SHIPPING DIMENSIONS**

Height = 54 inches (137.16 cm)  
Depth = 23 ¾ inches ( 60.33 cm )  
Width = 35 ½ inches (90.17 cm)

### **27 INCH MODEL SEAT SHIPPING WEIGHT**

Weight = 125 lbs. (57.04Kg)

## **INSPECTION AND INSTALLATION**

**WARNING:** Use extreme care when moving or servicing the game cabinet. Don't plug in the game until you have read this manual.

Please check the following after the game after the game has been removed from its shipping crate and placed in a suitable play or service area.

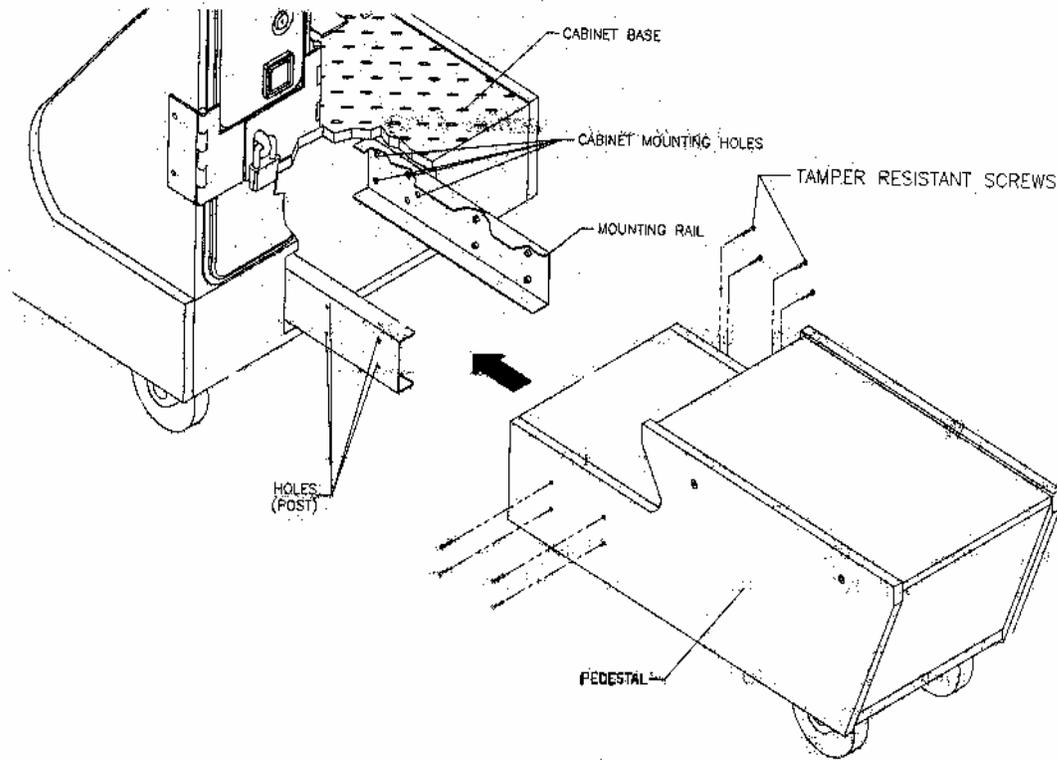
Make sure that the game cabinet is level. Adjust the casters as needed.

1. Check the AC line cord for any visible signs of damage to the plug or line cord insulation.
2. Check for possible shipping damage to the following:
  - Player interfaces: steering wheel, buttons, keypad and shifter.
  - Seat assembly.
  - Monitor glass.
  - Cabinet backdoor.
  - Cabinet coin door.
  - Cabinet and seat decals.
3. Remove the coin door key from the coin return chute.
4. Open the top coin door and locate the key for the backdoor and the cashbox.
5. Locate hardware kit:
  - tamper proof tool kit
  - crossover network cable
  - line cord
  - seat hardware fasteners (8 sets)
6. Remove the backdoor the backdoor from the cabinet and visually inspect the electronic components.
7. Verify that all connectors are secure and that the bottom of the cabinet is free of loose objects which may have possibly come loose during shipping.

## Seat Assembly Procedure

**WARNING:** The cabinet is top heavy. Install only on level surface. Use the leg levelers to make sure the cabinet and seat are stable. Do not push against plastic parts during movement.

1. Roll the cabinet and seat to the intended location and lower the leg levelers until both are equal height and stable.
2. Reach inside the base of the cabinet remove the bolts to fasten a mounting rail to the cabinet and set aside. Individually pull the rail out, flip it end over end and reinsert it. Fasten the rail to the inside of the cabinet with bolts until finger tight; some movement is required in the mounting rails to align holes with seat pedestal assembly. Repeat for the mounting rail on the other side. See diagram.



3. Roll the pedestal near the cabinet and align the opening in the pedestal with the ends of the rails. Slide the pedestal forward onto the rails leaving enough space to attach the wiring harness. Mate each cable connector and press firmly to seat the contacts. Ensure no wires are pinched during the pedestal attachment. Fasten in place with the 1/4" X 20 tamper resistant screws and large flat washers provided.
4. Tighten the screws firmly with the wrench provided, and then tighten the bolts for the mounting rails.
5. Adjust all levelers until both cabinet and seat are flush and parallel with each other. Inspect for pinched wires before firmly tightening the remaining fasteners to attach the two pieces as one.

## Power Up Procedure

1. Plug the game line cord into an appropriately wired and fused AC receptacle.
2. Locate the game AC main switch to the bottom left side on back of the game cabinet.
3. Turn the switch to the ON position.
4. The game attract feature will begin after the game is finished loading- approximately 1 minute.
5. Proceed to Switch Test of this document and verify proper game operation.

## Game Networking

NOTICE: To link the two games together, use the crossover cable provided in the spare parts bag. Use of another cable other than the one shipped with the game could void warranty or cause games not to link. Use network cables which are at least CAT5 grade.

### Networking Considerations

Each FNF game comes with a network cable. Optionally, a hub can be installed and located remotely to monitor network activity.

Take care to protect exposed game wiring from general foot traffic around the game. Use a conduit or wire way to protect the cables as needed.

Please mark linking cables for your game if other such cables are in the vicinity to avoid confusion. Network cables are not marked or coded.

Avoid routing the network cables near sources of heat, moisture or electrical energy such as neon lights, compressor motors, transformers etc.

### Networking Setup

1. Remove the network cable from the spare parts bag inside the cashbox.
2. Connect each end of the cable to network jack behind each PC.
3. Neatly route the cable through the notch on the back of the cabinet.
4. Use the DIP switch diagram below for enabling link feature and master/slave configuration. The DIP switch is located on the JAMMA I/O board. The JAMMA I/O board is mounted inside the back of the cabinet.

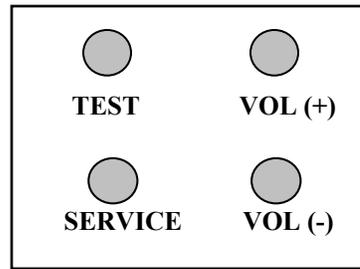
**DIP SWITCH DIAGRAM:**

DIP SW#	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
<b>MASTER</b>	OFF	OFF						ON
<b>SLAVE</b>	ON	OFF						ON

5. Reset both games simultaneously and verify that link is successful. If not, check the DIP switch settings and make sure that the network cable is connected properly and secured. Please refer to the Game Troubleshooting Guide on this manual for more details.

## **SETUP AND TEST MENU**

Locate the *Service Button Panel*. It is mounted inside the coin door area on top of the cash box vault. Press the **TEST** button to access the **Test Menu**.



### **Menu Navigation:**

<b>Button</b>	<b>Action</b>
Test	Enter Operator Screen
Start Button	Enter/Select Item Sub-Menu
Vol. (+) or View 1 Button	Scroll up thru Menu items
Vol. (-) or View 3 Button	Scroll down thru Menu items
Service or Tunes	Exit to previous Menu

## **MAIN MENU**

The **Test Main Menu** appears when the **TEST** button is pressed.

**Test Main Menu**

- Diagnostics
- Game Audits
- Adjustments
- Utilities
  
- Calibration
- Volume
- Messages
- Exit

**Version Information**

Date : July 2  
2004

Version: 0.0.0

Build: 1

Machine ID: 1

JUSB Ver.: Debug 7f

**Press Volume +/- or View 1/3 to Select**  
**Press Test or Start to Activate**  
**Press Service or Tunes to Exit**

## Diagnostics Menu

From the **Main Menu**, select **Diagnostics** and enter to view options.

<p><b>Diagnostics Menu</b></p> <p>Switch Test DIP Switch Test Sound Test Wheel Test Monitor Test Lamp Test Coin Meter Test Watchdog Test</p> <p>Exit</p>	<p><b>Diagnostics</b></p>
<p>Press Volume +/- or View 1/3 to Select Press Test or Start to Activate Press Service or Tunes to Exit</p>	

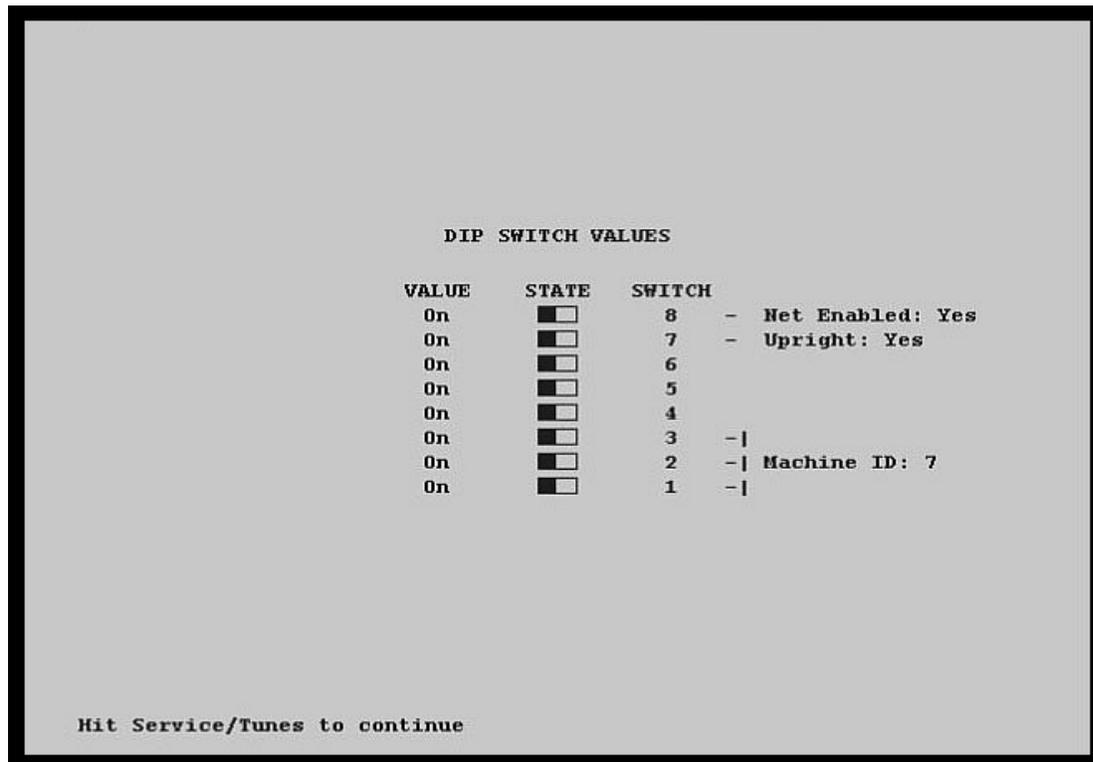
## Switch Test

From the **Diagnostics** select and enter **Switch Test**. Verify proper switch input function using this menu. Each switch activated will be indicated on the test screen in corresponding yellow box and will be accompanied by a switch active sound indicator. Verify pot value for min, center and max are correct. If not, proceed to Calibration section of this manual. Press and hold the **Service Button** for three seconds to return to the **Diagnostics Menu**.

<b>SWITCH TEST</b>						
<b>Wheel / Pedal Info</b>						
Input Device	Pot Value	Min	Center	Max		
Wheel	<input type="text"/>					
Gas	<input type="text"/>					
Brake	<input type="text"/>					
<b>Button Info</b>		<b>Shift Info</b>		<b>Keypad Info</b>		
1	<input type="text"/>	One	Three	1	2	3
2				4	5	6
3				7	8	9
Tunes		Two	Four	*	0	#
Start						
Handbrake						
Coin 1						
Coin 2						
Bill						
		<b>TVV Info</b>		<b>Software Info</b>		
		Service Credit		Date: July 28, 2004		
		Vol+		Time: 15.03:29		
		Vol-		Ver: 0.3.1		
		Test		Build: 1		
				ID: 4		

## DIP Switch Test

From the **Diagnostics Menu** select and enter **DIP Switch Test**. Verify correct DIP switch settings. Please refer to Appendix n. Press the Tunes Button to return to **Diagnostics Menu**.



## Sound Test

From the **Diagnostics Menu** select and enter **Sound Test**. Verify that marquee, cabinet and seat sound volume and quality are good. Press the Tunes Button to return to **Diagnostics Menu**

<p><b>Sound Test Menu</b></p> <p>Change Music Change Effect</p> <p>Play 100Hz Test Play 1000Hz Test</p> <p>Set Pan Center Set Pan Left Set Pan Right</p> <p><b>Exit</b></p>	<p><b>Sound Test</b></p> <p>Current Music Track:</p> <p>Current Sound Effect:</p>	<p><b>Note:</b> Use Pan functions to test left/right speakers separately.</p> <p>Use 100-1Khz test to verify subwoofer sound quality.</p> <p>Go to Volume section to adjust sound level.</p>
<p>Press Volume +/- or View 1/3 to Select Press Test or Start to Activate Press Service or Tunes to Exit</p>		

## Wheel Test

Caution: Begin by placing the wheel at center position. The steering wheel moves automatically during the wheel test. Stay clear of the wheel!

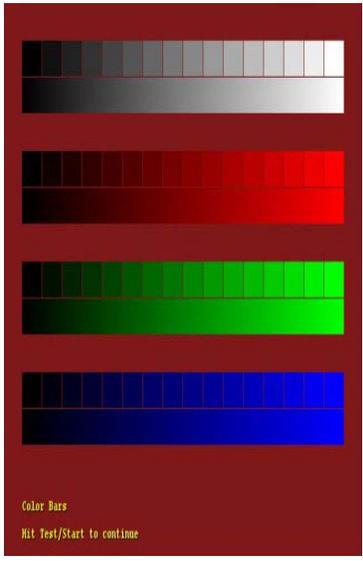
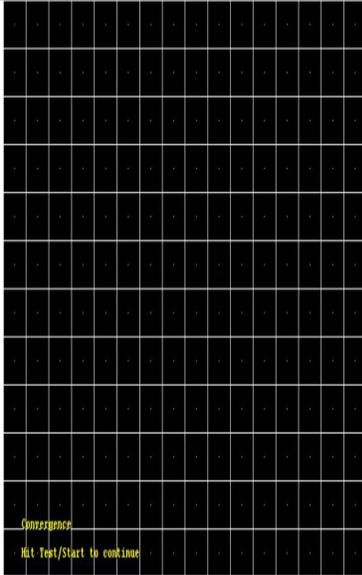
From the **Diagnostics Menu** select and enter **Wheel Test**. Verify proper wheel force feedback function using this menu. Follow the screen instruction carefully.

**Wheel Test**

- Hit Test/Start To Begin
- Turning Wheel Left
- Hit Start/Test To Coninue
- Turning Wheel Right
- Hit Test /Start To Exit

## Monitor Test

From the **Audio/Video Options** menu, select and enter **Color Bars & Purity**. Verify correct color and purity for Red, Blue and Green screens. Use the convergence screen to also verify linearity. See Appendix n.

	<ul style="list-style-type: none"> <li>• White Screen</li> <li>• Red Screen</li> <li>• Green Screen</li> <li>• Blue Screen</li> </ul>	
Color Bar	Purity Screen	Convergence

## **Lamp Test**

From the **Diagnostics Menu** select and enter **Lamp Test**. Use View1 or View 3 to select the lamp and press Start to activate that lamp. Verify that ALL lamps are working.

<p><b>Lamp Test Menu</b></p> <p>ALL Lamps ON ALL Lamps OFF 1 Lamp ON 2 Lamp ON 3 Lamp ON Tunes Lamp ON Start Lamp ON</p> <p>Exit</p>	<p><b>Lamp Test</b></p>
<p>Press Volume +/- or View 1/3 to Select Press Test or Start to Activate Press Service or Tunes to Exit</p>	

**Note:**

Lamp function could also be verified using Switch Test.

Please check the coin door lamps as part of your game diagnostic check.

## **Coin Meter Test**

From the **Diagnostics Menu** select and enter **Coin Meter Test**. Advance the meter once using by pressing Start. Press the Tunes Button to return to **Diagnostics Menu**.

**Hit Test/Start to advance coin meter.**

Press Service or Tunes to Exit

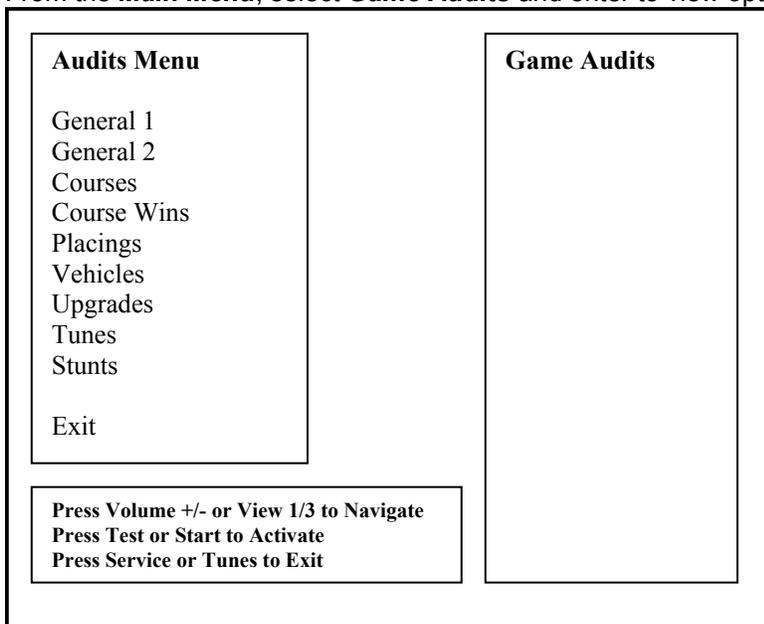
## **Watchdog Test**

From the ***Diagnostics Menu*** select and enter ***Watchdog Test***. The game will reset in approximately 6 seconds. The watchdog feature allows the PC to monitor normal game software and hardware operation.



## **Game Audits**

From the ***Main Menu***, select ***Game Audits*** and enter to view options.



### **Note:**

- Use game audit screens to assess game performance.
- Use information to determine options such as game difficulty and free game award to maximize game earnings.
- Use information to detect possible intermittent problems.

## **General 1 Audits**

From the ***Audits Menu***, select ***General 1*** and enter to view general game statistics. Press the Tunes Button to return to ***Main Menu***.

<p><b>Audits Menu</b></p> <p><b><u>General 1</u></b>                  General 2                  Courses                  Course Wins                  Placings                  Vehicles                  Upgrades                  Tunes                  Stunts</p> <p>Exit</p>	<p><b>General Audits</b></p> <p>Time Game On                  Time Game Played                  Average Time Per Game</p> <p>Games Played                  Games Started                  Game Continued                  Game Timed Out                  Free Games                  PIN Games                  Link Games</p> <p>Boot Ups                  Test Mode Entries                  Unfinished Games</p>
<p>Press Volume +/- or View 1/3 to Navigate                  Press Test or Start to Activate</p>	

## **General 2 Audits**

From the ***Audits Menu***, select ***General 2*** and enter to view additional general game statistics. Press the Tunes Button to return to ***Main Menu***.

<p><b>Audits Menu</b></p> <p>General 1  <b><u>General 2</u></b>                  Courses                  Course Wins                  Placings                  Vehicles                  Upgrades                  Tunes                  Stunts</p> <p>Exit</p>	<p><b>General Audits</b></p> <p>Auto Games                  Manual Games</p> <p>1<sup>st</sup> Person Cam Game                  Behind Cam Game                  Behind Cam High Game</p> <p>Coindrops                  Coindrops Slot 0 Left                  Coindrops Slot 1 Right                  Coindrops Slot 2 DBV</p> <p>Current Credits                  Current Coins</p>
<p>Press Volume +/- or View 1/3 to Navigate                  Press Test or Start to Select                  Press Service or Tunes to Exit</p>	

## **Course Audits**

From the ***Audits Menu***, select ***Courses*** and enter to view individual information on each course. View how many times each course is selected, as well as its popularity by overall percentage. Press the Tunes Button to return to ***Main Menu***.

<p><b>Audits Menu</b></p> <p>General 1 General 2 <b><u>Courses</u></b> Course Wins Placings Vehicles Upgrades Tunes Stunts</p> <p>Exit</p>	<p><b>Course Selects/Percentage</b></p> <p>Time Square Mojave ChinaEZ Malibu Central Park Ghetto Golden Gate New England Hollywood SF Tour ChinaEX MDrive</p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Slect Press Service or Tunes to Exit</p>	

## **Course Wins Audit**

From the ***Audits Menu***, select ***Courses Wins*** and enter to view individual win and overall percentage information on each course. Press the Tunes Button to return to ***Main Menu***.

<p><b>Audits Menu</b></p> <p>General 1 General 2 Courses <b><u>Course Wins</u></b> Placings Vehicles Upgrades Tunes Stunts</p> <p>Exit</p>	<p><b>Course Wins/Percentage</b></p> <p>Time Square Mojave ChinaEZ Malibu Central Park Ghetto Golden Gate New England Hollywood SF Tour ChinaEX MDrive</p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

## **Placings Audit**

From the ***Audits Menu***, select ***Placings*** and enter to view individual count for each standing and percentage information. Use this information to determine game difficulty adjustments to properly reward players and maximize game earning performance. Press the Tunes Button to return to ***Main Menu***.

<p><b>Audits Menu</b></p> <p>General 1 General 2 Courses Course Wins <b><u>Placings</u></b> Vehicles Upgrades Tunes Stunts</p> <p>Exit</p>	<p><b>Placings/Percentage</b></p> <p>1<sup>st</sup> Place 2<sup>nd</sup> Place 3<sup>rd</sup> Place 4<sup>th</sup> Place 5<sup>th</sup> Place 6<sup>th</sup> Place 7<sup>th</sup> Place 8<sup>th</sup> Place</p> <p>Avg. Place:</p> <p>Longest Winning Streak: Longest Lose Streak: Current Win Streak: Current Lose Streak:</p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

## **Vehicles Audit**

From the ***Audits Menu***, select ***Vehicles*** and enter to view individual count for each vehicle selection and percentage information. Press the Tunes Button to return to ***Main Menu***.

<p><b>Audits Menu</b></p> <p>General 1 General 2 Courses Course Wins <b><u>Vehicles</u></b> Upgrades Tunes Stunts</p> <p>Exit</p>	<p><b>Vehicle Selects/Percentage</b></p> <p>Supra 350Z Firebird Eclipse S2000 RX 8 Skyline RSX GTO EVO RX 7 Charger Corvette 240SX Pershing 500 Spyder 738 RPG 360 AKX 470</p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

## **Upgrade Audit**

From the ***Audits Menu***, select ***Upgrades*** and enter to view individual count for each vehicle feature upgrade selection and percentage information. Press the Tunes Button to return to ***Main Menu***.

<p><b>Audits Menu</b></p> <p>General 1          General 2          Courses          Course Wins          Placings          Vehicles  <u><b>Upgrades</b></u>          Tunes          Stunts</p> <p>Exit</p>	<p><b>Upgrades/Percentage</b></p> <p>Nitro          Spoiler          Decal          Tires          Ground Effects          Engine</p> <p>Upgrade Users:</p>
<p>Press Volume +/- or View 1/3 to Navigate          Press Test or Start to Select          Press Service or Tunes to Exit</p>	

## **Tunes Audit**

From the ***Audits Menu***, select ***Tunes*** and enter to view individual count for each tune selection and playtime information. Press the Tunes Button to return to ***Main Menu***

<p><b>Audits Menu</b></p> <p>General 1          General 2          Courses          Course Wins          Placings          Vehicles          Upgrades  <u><b>Tunes</b></u>          Stunts</p> <p>Exit</p>	<p><b>Tunes (Time in Each)</b></p> <p>Asia          Spin Off          Put the Tires Up          DNB          Fire It Up          Lets Ride          Outlaw Breaks          Sweeps</p>
<p>Press Volume +/- or View 1/3 to Navigate          Press Test or Start to Select          Press Service or Tunes to Exit</p>	

## **Stunts Audit**

From the **Audits Menu**, select **Stunts** and enter to view individual count for each stunt performed. Press the Tunes Button to return to **Main Menu**

<p><b>Audits Menu</b></p> <p>General 1          General 2          Courses          Course Wins          Placings          Vehicles          Upgrades          Tunes  <b><u>Stunts</u></b>          Exit</p>	<p><b>Stunts</b></p> <p>Wheelies          Side Wheelies          Flips          Helis          Rolls          Vaults          End Over Ends          Spin Outs          Slides          Resets          Bumps          Landing Spins          Nitros          Manual Spins</p>
<p>Press Volume +/- or View 1/3 to Navigate          Press Test or Start to Activate          Press Service or Tunes to Exit</p>	

## **Adjustment Menu**

From the **Main Menu**, select **Adjustment Menu** and enter. The Adjustment Menu allows you to customize the game. Each variable will change an aspect of the game play and appearance. Optimizing these settings should result in continued high player interest and game earnings. You can monitor the affects of these options by comparing audit information before and after the changes have been implemented. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Adjustments Menu</b></p> <p>Pricing          Freeplay          1<sup>st</sup> Place-Free Race          Start Time Bonus          Checkpoint Time Bonus          Attract Audio          Speed Measurements          Starting Line Girls          Game Difficulty          Max Credits          Multiplay Win Gets Free Game          Max Name Length          Exploding Cars          Plays For High Score Reset          Exit</p>	<p><b>Preference And Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate          Press Test or Start to Select          Press Service or Tunes to Exit</p>	

## **Price Menu**

From the ***Adjustment Menu***, select ***Pricing*** and enter. The Pricing Menu allows you to customize the pricing options and currency acceptor credit settings. Please note that if the acceptor is not present, the price setting will not have an effect on the game. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Pricing Menu</b></p> <p>Money Unit          Coin Value          Coins Per Bill Pulse          Coins Per Credit          Credits to Start          Credits to Continue</p> <p>Exit</p>	<p><b>Credit Options</b></p>
<p>Press Volume +/- or View 1/3 to Navigate          Press Test or Start to Select          Press Service or Tunes to Exit</p>	

## **Money Unit Menu**

From the ***Pricing Menu***, select ***Money Unit*** and enter. Select the currency which applies to the games location and press Start to select. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Select Currency</b></p> <p>USD US Dollars          AUD AUS Dollars          CAD CAN Dollars          EUR Euros          GBP British Pounds          DEM Deutschmarks          FRF French Franks          JPY Japanese Yen          ITL Italian Lire          CHF Swiss Franks          BRL Brazilian Reals          DKK Danish Kroner          MXN Mexican Pesos          RUR Russian Rubles          KRW Korean Won          CNY Chinese Won</p> <p>Cancel</p>	<p><b>Credit Options</b></p>
<p>Press Volume +/- or View 1/3 to Navigate          Press Test or Start to Select          Press Service or Tunes to Exit</p>	

### **Coin Value Menu**

From the **Pricing Menu**, select **Coin Value** and enter. Choose the coin value based on the currency selected and the coin acceptor type or setting. Press Start to Select. Press Tunes or Service to Exit.

<b>Coin Value</b>  0.01 USD 0.05 USD 0.10 USD 0.25 USD 0.50 USD 1.00 USD 2.00 USD 5.00 USD 10.00 USD 20.00 USD 50.00 USD 100.00 USD Exit	<b>Credit Options</b>
<b>Press Volume +/- or View 1/3 to Navigate</b> <b>Press Test or Start to Select</b> <b>Press Service or Tunes to Exit</b>	

### **Coin Per Bill Pulse Menu**

From the **Pricing Menu**, select **Coin per Bill Pulse Menu** and enter. Choose the equivalent coin value based on the bill acceptor currency type or settings. Press Start to Select. Press Tunes or Service to Exit.

<b>Coin Per Bill Pulse?</b>  1 2 3 4 5 10 20 25 50 100  Exit	<b>Credit Options</b>
<b>Press Volume +/- or View 1/3 to Navigate</b> <b>Press Test or Start to Select</b> <b>Press Service or Tunes to Exit</b>	

### **Coin Per Credit Menu**

From the **Pricing Menu**, select **Coin per Credit Menu** and enter. Choose the number of coins required to earn one credit. Press Start to Select. Press Tunes or Service to Exit.

<b>Coin Per Credit</b> 1 2 3 4 5 6 7 8 9 10  Cancel	<b>Credit Options</b>
<b>Press Volume +/- or View 1/3 to Navigate</b> <b>Press Test or Start to Select</b> <b>Press Service or Tunes to Exit</b>	

### **Credit To Start Menu**

From the **Pricing Menu**, select **Credit To Start Menu** and enter. Choose the number of credits required to start one game. Press Start to Select. Press Tunes or Service to Exit.

<b>Credits to Start</b> 1 2 3 4 5 6 7 8 910  Cancel	<b>Credit Options</b>
<b>Press Volume +/- or View 1/3 to Navigate</b> <b>Press Test or Start to Select</b> <b>Press Service or Tunes to Exit</b>	

### **Coin Per Credit Menu**

From the **Pricing Menu**, select **Credit To Continue Menu** and enter. Choose the number of credits required to continue from the current game. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Credits to Continue</b></p> <p>1 2 3 4 5 6 7 8 9 10</p> <p>Cancel</p>	<p><b>Credit Options</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Free Play Menu**

From the **Adjustment Menu**, select **Free Play** and enter. Select whether the game should be in Free Play Mode. On this mode, a game may be started by simply pressing Start button. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Free Play Activate?</b></p> <p>Yes No</p> <p>Cancel</p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **1<sup>st</sup> Place Free Race Menu**

From the **Adjustment Menu**, select **1<sup>st</sup> Place Free Race** and enter. The player wins a free race for a 1<sup>st</sup> place overall finish during a single of networked race game. Press Start to Select. Press Tunes or Service to Exit.

<p><b>First Place Wins Free Race?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Start Time Bonus Menu**

From the **Adjustment Menu**, select **Start Time Bonus** and enter. Select the amount of time in seconds given to the player to reach the first check point. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Start Bonus Time?</b></p> <p>30 seconds 40 seconds 50 seconds 60 seconds 70 seconds <b>80 seconds</b> 90 seconds 100 seconds 110 seconds 120 seconds</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Checkpoint Bonus Time Menu**

From the **Adjustment Menu**, select **Checkpoint Bonus Time** and enter. Select the amount of time in seconds given to the player to reach the next check point after reaching a check point. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Check Point Bonus Time?</b></p> <p>30 seconds 40 seconds 50 seconds 60 seconds 70 seconds 80 seconds 90 seconds 100 seconds</p> <p>Cancel</p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Attract Audio Menu**

From the **Adjustment Menu**, select **Attract Audio** and enter. Select whether audio is active/ playing in attract mode. Press Start to Select. Press Tunes or Service to Exit

<p><b>Turn On Attract Mode Audio?</b></p> <p>Yes No</p> <p>Cancel</p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Speed Measurement Menu**

From the **Adjustment Menu**, select **Speed Measurement** and enter. Select which unit is to be used to measure car speed. Choose MPH or Miles per Hour. Choose KPH or Kilometers per Hour. Press Start to Select. Press Tunes or Service to Exit

<p><b>Speed Measured In?</b></p> <p>MPH KPH</p> <p>Cancel</p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Starting Line Girls Menu**

From the **Adjustment Menu**, select **Starting Line Girls** and enter. Starting line girls feature can be activated or deactivated by selecting yes or no. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Activate Starting Line Girls?</b></p> <p>Yes No</p> <p>Cancel</p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

**Note:**

The starting line crowd can be removed for certain locations which may consider this feature not suitable or appropriate.

## **Game Difficulty Menu**

From the ***Adjustment Menu***, select ***Game Difficulty*** and enter. The default difficulty level is 5. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Game Difficulty Level?</b></p> <p>1 Easier 2 3 4 <b>5</b> 6 7 8 9 10 Harder <b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

**Note:**

Please reference the game Audit information to determine the appropriate difficulty setting for your location. Compare changes in game statistics and game revenue before and after the change.

## **Max Credits Menu**

From the ***Adjustment Menu***, select ***Max Credits*** and enter. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Max Number Of Credits?</b></p> <p>10 15 20 25 <b>30</b> 35 40 45 50</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Multiplay Win Gets Free Race Menu**

From the ***Adjustment Menu***, select ***Multiplay Win Gets Free Race*** and enter. Winner of a networked game wins a free race if active. Default setting is No. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Multiplay 1<sup>st</sup> Wins Free Race?</b></p> <p>Yes No</p> <p>Cancel</p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Wheel Stiffness Level Menu**

From the ***Adjustment Menu***, select ***Wheel Stiffness*** and enter. Select wheel stiffness level. Default setting is 0.20. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Wheel Stiffness Factor?</b></p> <p>0.00 Less Stiff 0.10 <b>0.20 Default</b> 0.30 0.40 More Stiff</p> <p>Cancel</p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Max Name Length Menu**

From the ***Adjustment Menu***, select ***Max Name Length*** and enter. This refers to the number of allowable characters when entering player names. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Maximum Name Length?</b></p> <p>3 4 5 6 7</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Exploding Cars Menu**

From the ***Adjustment Menu***, select ***Exploding Cars*** and enter. Exploding cars apply only to Drone Cars during high speed collisions. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Exploding Cars?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

## **Plays for High Score Reset Menu**

From the **Adjustment Menu**, select **Plays for High Score Reset** and enter. Select the number of plays before high score table is reset. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Plays For High Score Reset?</b></p> <p>1000 2000 2500 5000 7500 <b>10000</b> 12500 15000 17500 20000</p> <p><b>Cancel</b></p>	<p><b>Preference and Adjustments</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

## **Utilities Menu**

From the **Test Main Menu**, select **Utilities** and enter. The Utilities Menu contains tools which the operator could use to manage game adjustments or reset key game and player score and statistic information. The option to perform a game factory restore can also be accessed.

<p><b>Utilities Menu</b></p> <p>CRC Check</p> <p>Clear Credits Clear Audits Reset High Scores Reset Player Stats Default Adjustments Factory Restore</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p>Please note the following:</p> <p><b>Setting default adjustments or performing a factory restore will require calibration afterwards.</b></p> <p><b>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, player data.</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Note:**

- Information will be permanently erased by Clear or Reset functions.
- It is often ideal to perform a factory restore when the game is being moved to a new location.
- Record your game audit information if performing any of the above functions.

### **CRC Check Menu**

From the **Utilities Menu**, select **CRC Check** and enter. Performing CRC check verifies the integrity of the software. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Really Perform CRC Check?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p><b>Please note the following:</b></p> <p><b>Setting default adjustments or performing a factory restore will require calibration afterwards.</b></p> <p><b>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, player data.</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Clear Credit Menu**

From the **Utilities Menu**, select **Clear Credits** and enter. Performing Clear Credit will delete any remaining credits posted. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Really Clear Credits?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p><b>Please note the following:</b></p> <p><b>Setting default adjustments or performing a factory restore will require calibration afterwards.</b></p> <p><b>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, player data.</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Clear Audit Menu**

From the **Utilities Menu**, select **Clear Audit** and enter. Performing Clear Audit will delete all audit information found on the Audit Menu. Please record them if you ever need to reference the information. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Really Clear Credits?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p><b>Please note the following:</b></p> <p><b>Setting default adjustments or performing a factory restore will require calibration afterwards.</b></p> <p><b>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, player data.</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Clear High Scores Menu**

From the **Utilities Menu**, select **Clear High Scores** and enter. Performing Clear High Score will clear the all high score tables. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Really Clear High Scores?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p><b>Please note the following:</b></p> <p><b>Setting default adjustments or performing a factory restore will require calibration afterwards.</b></p> <p><b>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, player data.</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Clear Player Stats Menu**

From the **Utilities Menu**, select **Clear Player Stats** and enter. Performing Clear Player Stats will clear all player information, including PIN, car upgrades and money earned. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Really Clear Player Stats?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p>Please note the following:</p> <p>Setting default adjustments or performing a factory restore will require calibration afterwards.</p> <p>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, player data.</p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

### **Set Default Adjustments Menu**

From the **Utilities Menu**, select **Default Adjustment** and enter. Performing Default Adjustment setting will restore game adjustments back to its manufacturer recommended settings. The game will need to be re-calibrated. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Really Set Default Adjustments?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p>Please note the following:</p> <p>Setting default adjustments or performing a factory restore will require calibration afterwards.</p> <p>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, player data.</p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

## **Factory Restore Menu**

From the **Utilities Menu**, select **Factory Restore** and enter. Performing Factory Restore will restore game adjustments back to its manufacturer recommended settings and clear all audit information. The game will need to be re-calibrated. Press Start to Select. Press Tunes or Service to Exit.

<p><b>Really Perform Factory Restore?</b></p> <p>Yes No</p> <p><b>Cancel</b></p>	<p><b>Utilities</b></p> <p><b>Please note the following:</b></p> <p><b>Setting default adjustments or performing a factory restore will require calibration afterwards.</b></p> <p><b>A factory restore will perform all the resets listed at the left, clearing credits, audits, high scores, player data.</b></p>
<p>Press Volume +/- or View 1/3 to Navigate Press Test or Start to Select Press Service or Tunes to Exit</p>	

## **Calibration Menu**

From the **Test Main Menu**, select **Calibration** and enter. Making sure that the wheel, gas and brake are all properly calibrated is the easiest way to make sure that your driving game could maximize its earning potential. Follow the screen instructions carefully. Verify proper calibration on the Switch Test screen. Check and make sure that the minimum, center and maximum values correspond to the actual position of the control.

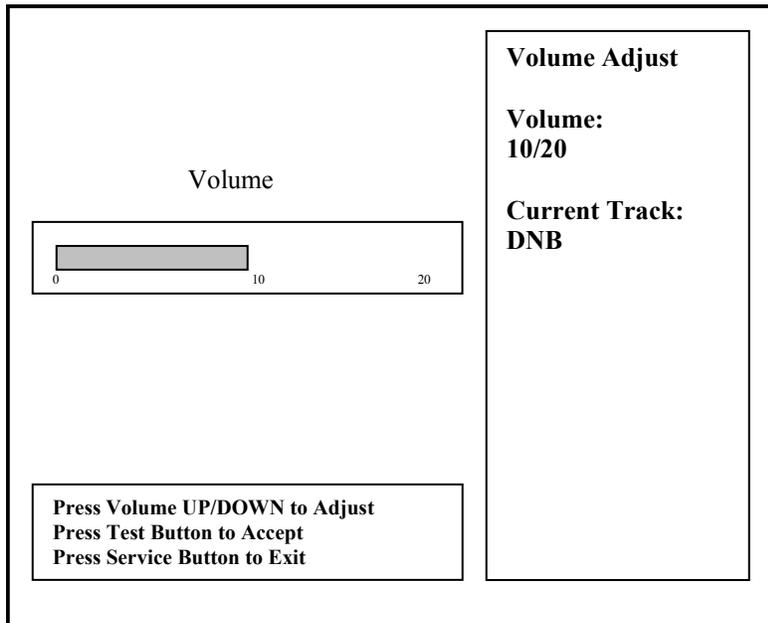
<p><b>Calibration</b></p>	
<input type="checkbox"/>	<p>Turn Wheel To Center Hit Test/Start</p>
<input type="checkbox"/>	<p>Turn Wheel Left Then Hit Test/Start</p>
<input type="checkbox"/>	<p>Turn Wheel Right Then Hit Test/Start</p>
<input type="checkbox"/>	<p>Push and Release Gas Then Hit Test/Start</p>
<input type="checkbox"/>	<p>Push and Release Gas Then Hit Test/Start</p>
<input type="checkbox"/>	<p>Hit Test/Start to Exit</p>

**Note:**

- If the game requires constant re-calibration, check the controls for mechanical wear or damage. Replace if necessary.
- Normal wear and tear of the controls means that calibration should be part of the games scheduled maintenance.

## **Volume Menu**

From the ***Test Main Menu***, select ***Volume*** and enter. This refers to the game volume while in play. Use the Volume Up/ Volume Down button on the service panel to adjust volume level. Press Start to Select. Press Tunes or Service to Exit.

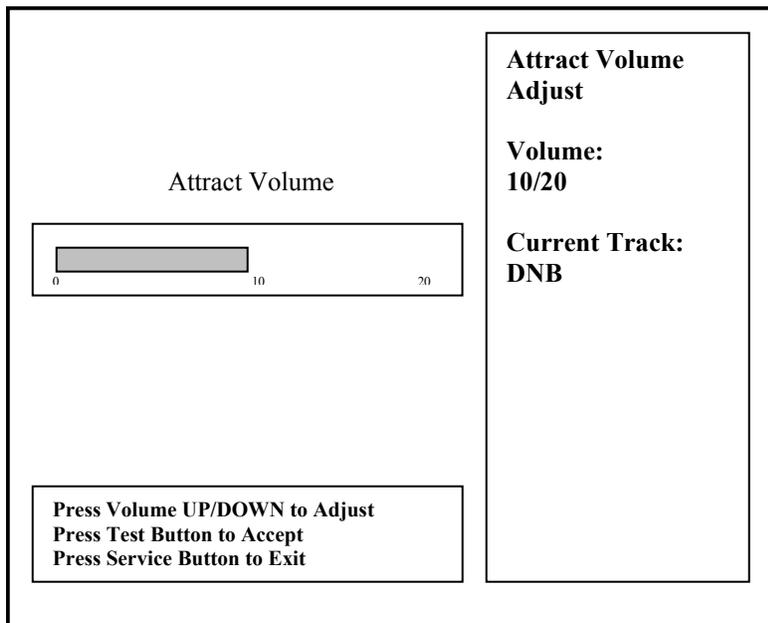


### **Note:**

- Adjusting the volume while in attract mode only affects the attract volume and the not the actual game volume.
- Adjustment to game volume must be done while on Volume Adjust screen or while on game mode.
- Adjust volume levels relative to location and environment.

## **Volume Menu**

From the ***Test Main Menu***, select ***Attract Volume*** and enter. This refers to the attract mode volume. Use the Volume Up/ Volume Down button on the service panel to adjust volume level. Press Start to Select. Press Tunes or Service to Exit.



## **TROUBLESHOOTING GUIDE**

<b>PROBLEM</b>	<b>POSSIBLE CAUSE</b>	<b>SOLUTION</b>
<b>Game will not power up.</b>	Game not plugged in.	Plug game into receptacle.
	Game not turned on.	Turn ON main power switch
	Game fuse is blown	Check game fuse.
	No power to receptacle.	Plug game into powered receptacle.
	PC power switch is OFF	Turn PC power switch ON.
	PC BIOS set wrong.	See Appendix B.
<b>“No Signal” Message</b>	Video cable not secure.	Check and secure video connector.
	PC not turned ON.	Turn ON power to PC.
<b>No video display.</b>	No power to video display.	Check power to video display.
		see <i>Game will not power up.</i>
<b>No sound.</b>	Audio cable not connected.	Check audio cable connection.
	Speaker not connected.	Check speaker connection.
<b>“I/O Board Missing”</b>	USB connector not connected.	Check USB connector from PC to I/O board. Perform Hard Drive Recovery
<b>Game will not load.</b>	New Hard Drive installed.	Power cycle by un-plugging game. Perform Hard Drive Recovery
	Hard Drive data corrupted.	Perform Hard Drive Recovery.
<b>Game Freezes</b>	Secure Dongle Loose	Secure and Tighten Dongle
	Poor Ventilation	Check Fan Operation and Airflow
	USB cable loose	Remove and Reinsert USB both ends of cable
	Failing or Bad Power Supply	Check Power Supply Output or Replace With Known Good.
	Corrupted Hard Drive	Perform CRC Check. Re-Image if bad.
	<b>Game resets.</b>	Low DC voltage.
Door lamp is wrong rating.		Use only 5volt lamps.
Cabinet/PC temperature is too high.		Check that vents and fans are functioning and not obstructed.
Hard Drive data corrupted.		Perform Hard Drive Recovery..
<b>Not Linking</b>	DIP Switch Set Wrong	Refer to Networking Setup Section.
	Network Cable Bad	Check Connection or Replace
	Game Operator Settings Not The Same.	Make Sure All Settings Are The Same Between Linked Games
<b>No Wheel Feedback</b>	Bad Wheel Driver Board	Replace With Known Good To Verify
	Bad Fuse on Wheel Driver Board	Replace Fuse On Wheel Driver With The Same Value Fuse
	Parallel Cable Loose	Secure and Tighten Parallel Cable
	Loose Electrical Connection	Check Connection To Motor and Wheel Driver Board
	Bad Transformer Fuse	Replace With Same Value Fuse

**Warning:** Do not connect or disconnect any cables or connectors on this game with the power on. This could potentially damage the game.

## **Appendix A: Hard Drive Recovery**

**NOTICE:** Fast and the Furious is shipped with a recovery compact disk. Hard drives have been known to occasionally fail for many reasons. Follow the procedure below to restore data on the hard drive if a disk failure should occur. Use extreme care when performing the following procedure and avoid rough handling of pc or CD. Please check the Troubleshooting Guide section of this document. Have the recovery CD ready before you begin.

The following are some symptoms which may indicate a possible bad hard drive:

- Hard Drive Test reports “bad” or “missing” files. Please refer to Trouble Shooting section of the manual.
- The game fails to finish loading.
- A boot error is reported after game is power cycled or reset.
- The game is looking for a boot CD to be inserted.
- Erratic game or attract mode.

**Note:** It is important that the USB cable from pc and power is connected to the I/O board before you proceed.

### Hard Drive Recovery Procedure:

1. Open the control panel to access the pc.
2. Press the button on the CD drive to open CD tray.
3. Carefully insert the recovery disk into the tray.
4. Press the button on the CD drive to close the CD tray.
5. Turn OFF the pc by pressing the power button once.
6. Turn ON the pc by pressing the power button once.
7. Disk recovery process will begin automatically.
8. A message at the top of the screen will prompt you to remove the disk when process is over. Press the CD drive button to open tray. Remove the recovery disk and store safely.
9. Turn OFF the pc by pressing the power button once.
10. Turn ON the pc by pressing the power button once.

**Note:** Do not interrupt power or reset the game during the following process!

11. The game will begin to initialize and load. It will typically take about five minutes to complete.
12. The hard drive recovery process is complete when the game enters attract mode.
13. Proceed with control calibration and make necessary game adjustments. Please refer to Setup and Test section of this manual.

-- End of Procedure--

## **Appendix B: Power Management Setting(BIOS)**

**NOTE:** Fast and Furious is shipped with the correct BIOS settings. Any changes made to the BIOS other than what is described below may adversely affect game functionality.

This BIOS setting allows the PC to automatically power up when AC power is detected. This eliminates the need to manually turn the PC ON after a power disruption.

Procedure:

1. Turn game *OFF*.
2. Connect a PS/2 or USB keyboard to the PC.
3. Hold the DELETE key while turning the PC *ON*.
4. On the **BIOS** menu screen, use the DOWN arrow to scroll down to **Power Management Setup**. Hit ENTER key once.
5. On the **Power Management Setup** menu, use the DOWN arrow to scroll down to **After AC Power Lost**.
6. Use the (+) button to change **After Power Lost** setting to: [**Power ON**].
7. Hit F10.
8. Hit Enter to Save and Exit.
9. PC will reset and begin to load game.

## Appendix C: Basic Display Adjustments

**WARNING:** Extremely high voltage is present on the monitor assembly. The monitor does not contain any user serviceable parts. Do not attempt to service the monitor.

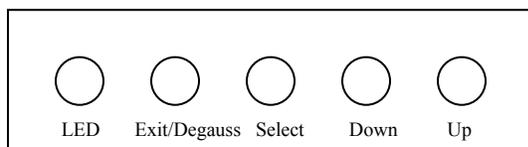
Target: Terror utilizes gun optic boards which rely on signals being detected from the display to operate properly. The quality of the display is an important element in making sure that the guns operate correctly and reliably.

The following are display settings which you should become familiar with. It is important to note that settings may differ slightly between manufacturers and even between displays of the same manufacturers. Certain factors like age of the display could also be a factor. Therefore, the information below should only serve as a reference as actual settings may not be practical in most cases.

Setting	Adjustment
<b>Brightness</b>	<b>Function:</b> Background Brightness or Black Level. <b>Set Level:</b> Black background should appear dark and not gray.
<b>Contrast</b>	<b>Function:</b> Definition/ Sharpness of character against background. <b>Set Level:</b> Outer edges of character or text should not be distorted.
<b>H-Position</b>	<b>Function:</b> Horizontal Position. Side/side centering. <b>Set Level:</b> Picture should be centered from side to side.
<b>H-Size</b>	<b>Function:</b> Horizontal Size. Side/side dimension. <b>Set Level:</b> Picture should be full from side to side.
<b>V-Position</b>	<b>Function:</b> Vertical Position. Up/down centering. <b>Set Level:</b> Picture should be centered up and down.
<b>V-Size</b>	<b>Function:</b> Vertical Size. Up/down dimension. <b>Set Level:</b> Picture should be full from top to bottom.
<b>Pin Cushion</b>	<b>Function:</b> Degree of straightness along both vertical sides of the picture. <b>Set Level:</b> Both sides of the picture should be straight, without curvature.
<b>Degauss</b>	<b>Function:</b> De-magnetizes the picture tube when activated. This eliminates picture discoloration caused by magnetic disturbance around the picture tube.

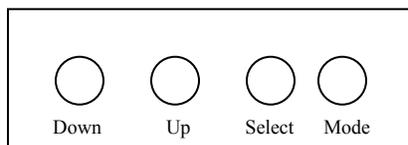
Digital displays are adjusted using a button type remote adjust board. Below are functional diagrams for Kortek and Wells Gardner 27" digital displays:

### Kortek Remote:

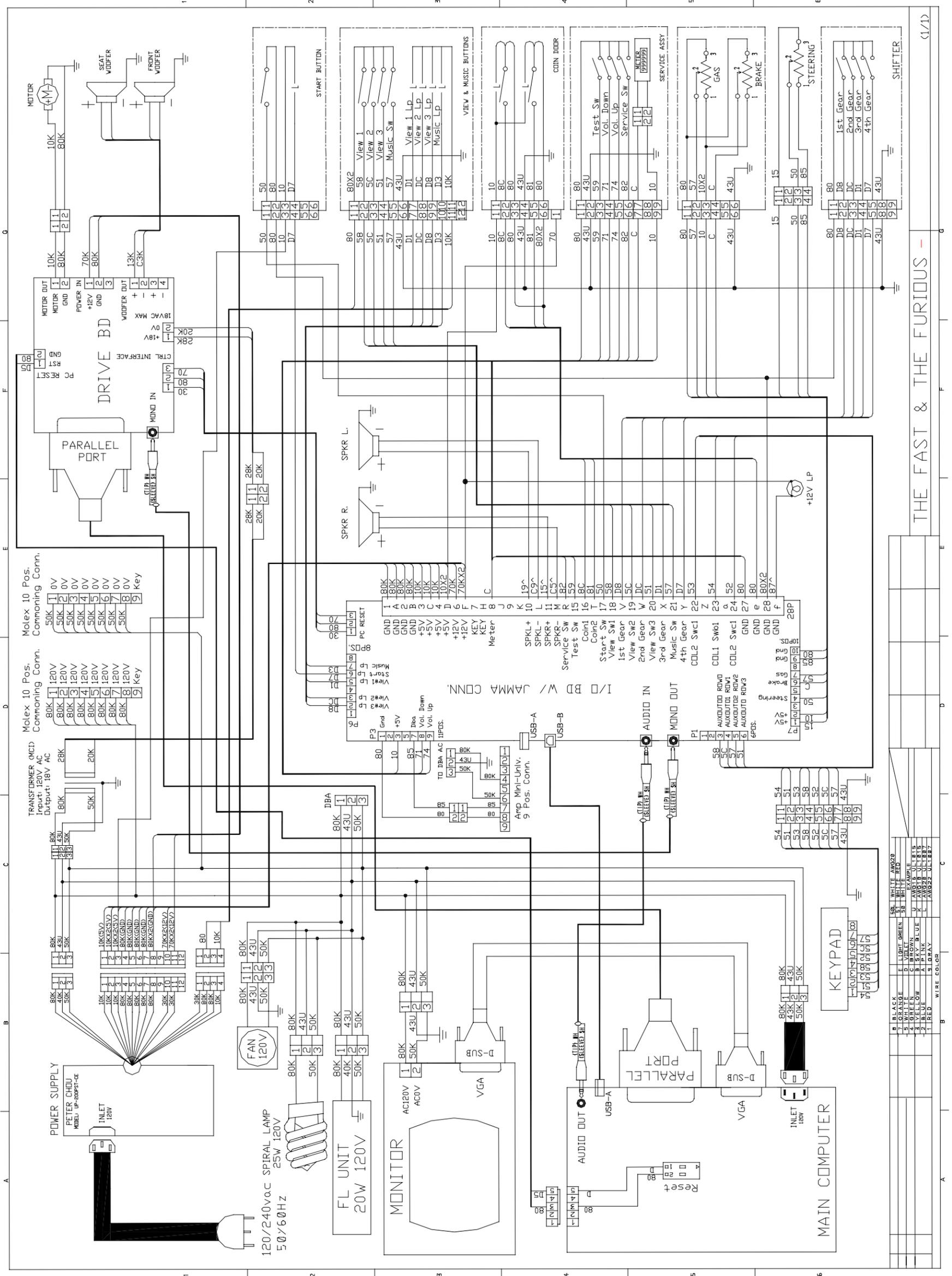


**Exit/Degauss:** Exit Menu or Degauss  
**Select:** Select setting to be adjusted.  
**Down:** Cycles downward thru levels  
**Up:** Cycles upward thru levels

### Wells Gardner:



**Down:** Cycles downward thru levels  
**Up:** Cycles upward thru levels  
**Select:** Select setting to be adjusted.  
**Mode:** Menu/Exit



THE FAST & THE FURIOUS

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### Parental Advisory

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