

CRUIS'N EXOTICA

TM

S E C T I O N O N E

OPERATION



NOTICE: This manual is subject to change without notice. MIDWAY reserves the right to make improvements in equipment function, design, or components as progress in engineering or manufacturing methods may warrant.

Fill out and mail in the Information Card. Include the Video Game Machine (VGM) serial number from the label on the rear of the cabinet. For your records, write the serial number in the manual.










SERIAL NUMBER _____

SAFETY INSTRUCTIONS

Safety instructions apply to operators and service personnel. Read these instructions before preparing the Video Game Machine (VGM) for play. Other safety instructions appear throughout this manual.

Definitions of Safety Terms

- ◆ **DANGER** indicates an imminent hazard. If you fail to avoid this hazard, it **WILL** cause death or serious injury.
- ◆ **WARNING** indicates a potential hazard. If you fail to avoid this hazard, it **COULD** cause death or serious injury.
- ◆ **CAUTION** indicates a potential hazard. If you fail to avoid this hazard, it **MAY** cause minor or moderate injury. **CAUTION** also alerts you about unsafe practices.
- ◆ **NOTICE** indicates information of special importance.

	<p>WARNING: TRANSPORTING VIDEO GAME MACHINES (VGM). The VGM contains glass and fragile electronic components. Use appropriate care when transporting. Avoid rough handling when moving the VGM. Do not move with the power switched on.</p>
	<p>WARNING: DISCONNECT POWER. Always turn the power OFF and unplug the VGM before attempting service or adjustments unless otherwise instructed. Installing or repairing boards with the power switched on can damage components and void the warranty.</p>
	<p>WARNING: GROUND GAMES. Avoid electrical shocks! Do not plug in a 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.</p>
	<p>WARNING: AVOID ELECTRICAL SHOCKS. This VGM does not utilize an isolation transformer. Internal cabinet AC is not isolated from the external AC line.</p>
	<p>WARNING: HANDLE FLUORESCENT 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.</p>
	<p>CAUTION: CHECK POWER SELECTOR, LAMP. Set the 115/230VAC selector on the power supply for the correct line voltage. Check the selector setting before switching on the VGM. Verify that the fluorescent lamp assembly is correct for the local line voltage.</p>
	<p>CAUTION: USE PROPER FUSE. Avoid electrical shock! Replacement fuses must be identically rated. Fuse voltage and current ratings must be identically rated to the original fuse.</p>
	<p>CAUTION: ATTACH CONNECTORS PROPERLY. Be sure board connectors mate properly. If connectors do not slip on easily, do not force them. A reversed connector may damage the VGM and void the warranty. Connector keys only allow a connector to fit one set of pins on a board.</p>
	<p>CAUTION: USE CARE WHEN SHIPPING HARD DISKS. The hard disk drive must be packed in an anti-static bag. When shipping the drive for repair or replacement, pack it in an approved container (P/N 08-8068). Do not stack or drop hard disk drives.</p>

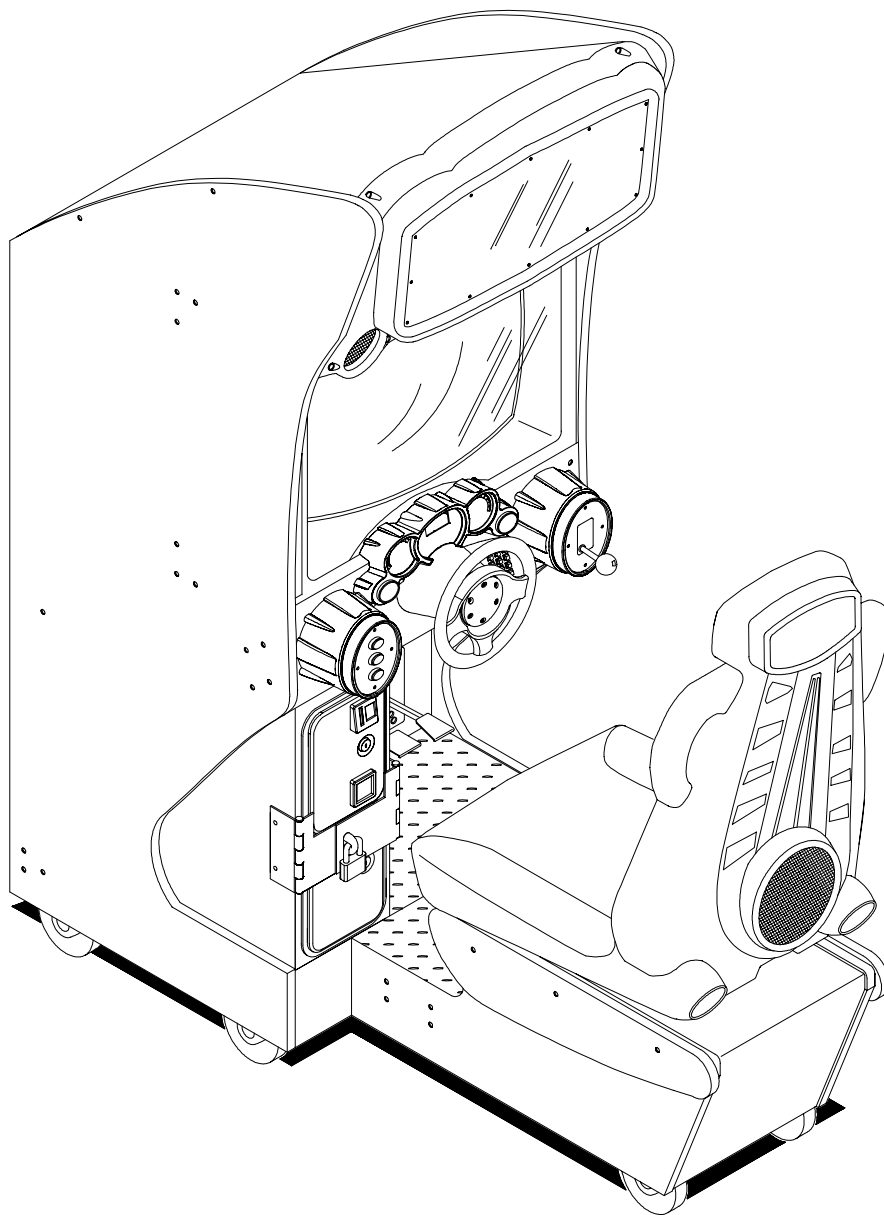


WARNING: HAZARD TO EPILEPTICS.

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. People 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

<u>Location</u>	<u>Electrical Power</u>	<u>Temperature</u>	<u>Humidity</u>
Domestic	120VAC @ 60Hz 4.0 Amps	32°F to 100°F	Not to exceed 95% relative
Foreign	230VAC @ 50Hz 2.0 Amps	(0°C to 38°C)	
Japan	100VAC @ 50Hz 4.0 Amps		

Cabinet Statistics

<u>Shipping Dimensions</u>	<u>Shipping Weight (Approx.)</u>	<u>Design Type</u>
Width 30" (76.2 cm)	350Lbs (158kg) Main Cabinet	Sit-Down Dedicated Video Game Machine with Steering Wheel Feedback
Depth 64" (162.5 cm)	125Lbs (57kg) Seat Assy.	
Height 78" (198 cm)		

Game Characteristics

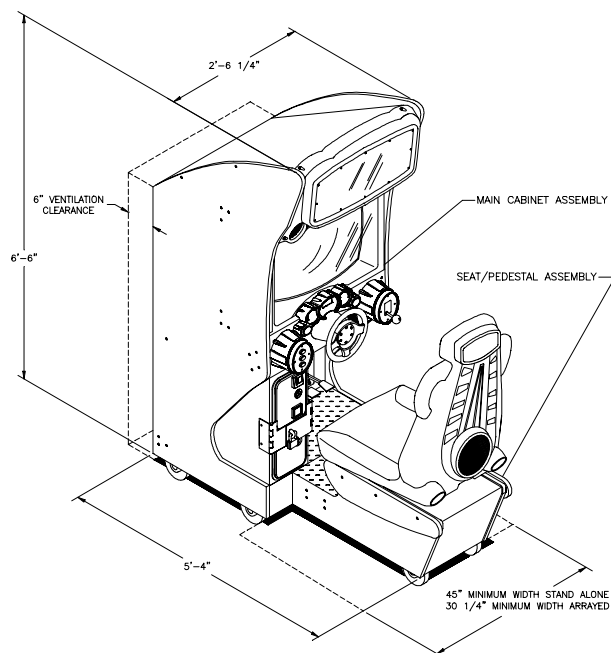
<u>Player Variables</u>	<u>Operator Variables</u>	<u>Diagnostics</u>
1 Player per VGM (Up to 4 with Linking) High Score Recognition AAMA Certified: Suitable for all Ages	Coinage, Play Mode, Difficulty, Volume, Audits, Statistics	Automatic Power-Up Self-Test Manual Multi-Level Menu System

Equipment Characteristics

Video Display Monitor
Medium Resolution RGB
27" (68.6 cm) CRT

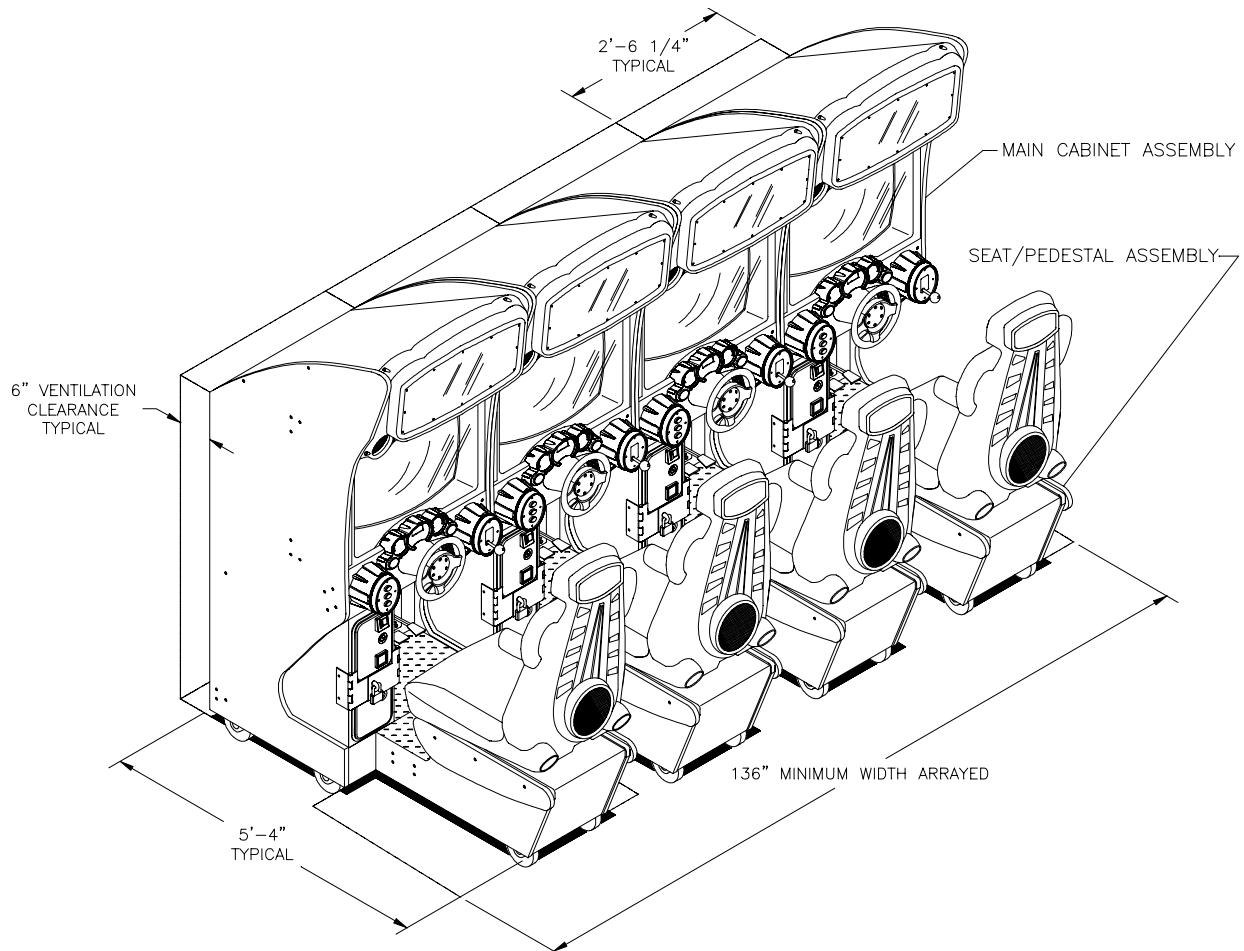
Audio System
Digital Stereo
5" (12.7 cm) Coaxial Full Range Speakers

Currency Acceptors
2 Coin Mechanisms
Dollar Bill Validator Ready
Electronic Coin Acceptor Ready



PRODUCT CONFIGURATION

- ◆ **Stand Alone Video Game Machine**
Each VGM is ready to play right out of the box. Operators may use the menu screens in the game menu system to determine some player variables in advance or leave the choices up to the players.
- ◆ **Linked Video Game Machines**
Linking allows players to compete against each other on a single course. Operator menus are used the same way as in stand-alone VGMs. Crossover couplers and linking cables to connect two VGMs are factory installed. Use an optional 10 base-T ethernet hub to interconnect up to eight VGMs (two groups of four).



Video Game Machine Array

SET-UP

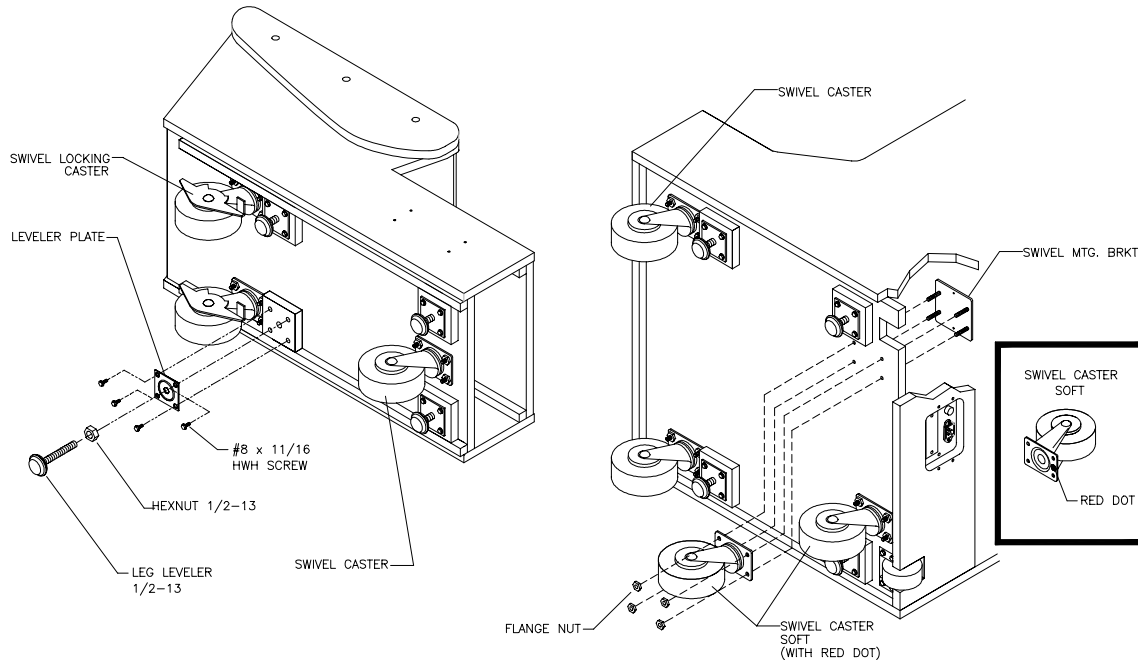
1. Inspect the exterior of the main cabinet and the seat pedestal for signs of damage prior to assembly.



WARNING

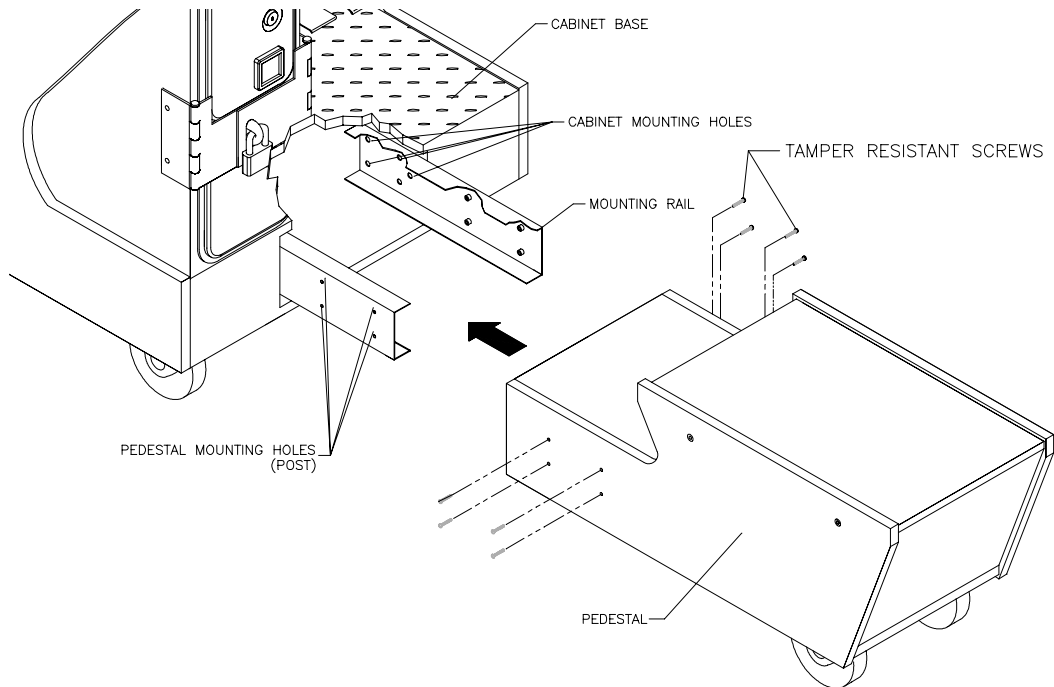
The cabinet is top heavy. Do not push against plastic parts during movement.

2. Remove the keys from the steering wheel. Unlock the coin, cash box, and rear doors to access the electrical cords, mechanical components, and spare parts packed inside the cash box.
3. Install one nut onto each leg leveler. Tilting as needed, locate the threaded holes under the cabinet *and* pedestal, insert a leveler into each hole. Do not tighten nuts at this time.
4. Roll cabinet to intended location, maintaining a clearance to work in, and lower each leveler until the cabinet is stable and level. Adjust levelers as necessary to equally distribute the weight.



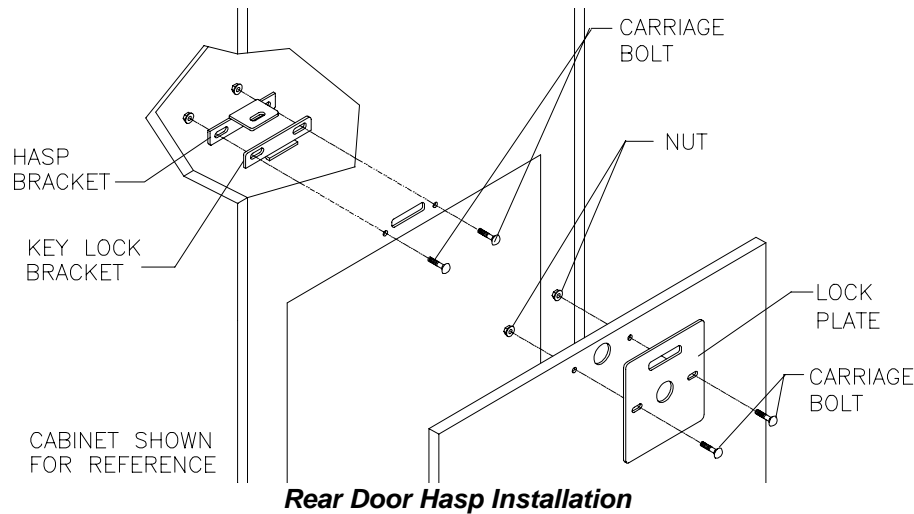
Location of Casters and Levelers

5. Reach inside the base of the cabinet and remove the bolts used to fasten a mounting rail to the cabinet and set aside. Individually pull the rail out, flip it end for 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 pedestal assembly. Repeat for the mounting rail on the other side. See diagram for proper placement.

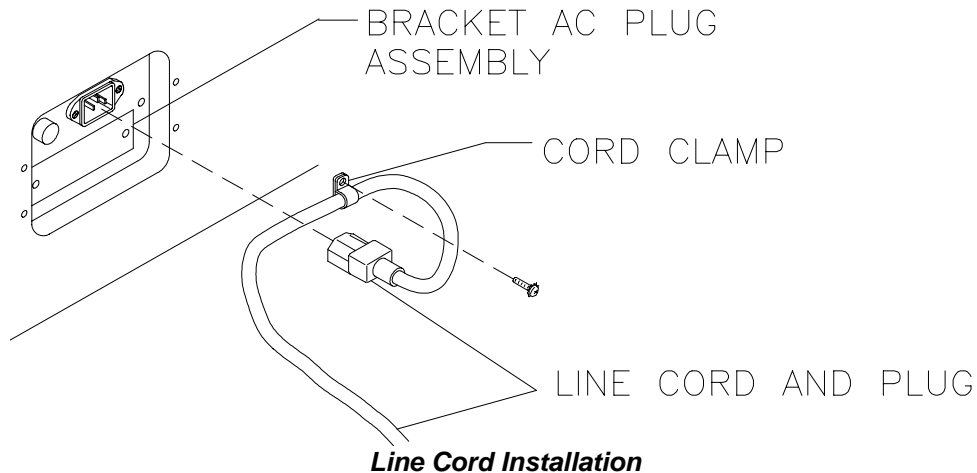


Location of Pedestal Assembly Mounting Holes

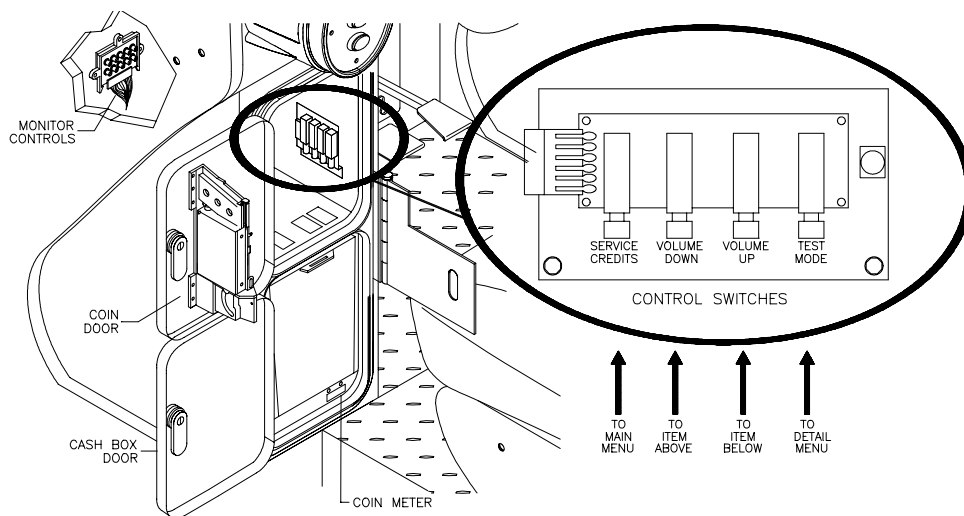
6. Roll the pedestal near the cabinet and align the opening in the pedestal with the ends of the rails. Slide the pedestal forward onto the rails leaving enough space to attach the wiring harness. Mate each cable connector and press firmly to seat the contacts. Ensure no wires are pinched during pedestal attachment. Fasten in place with the ¼ -20 tamper resistant screws and large flat washers provided in spare parts. Tighten the screws firmly with the wrench provided, and then tighten the bolts for the mounting rails.
7. Lower each leg leveler until the pedestal is stable and level with the cabinet. Adjust all levelers until both pieces are flush and parallel with each other. Inspect for pinched wires, and then insert and firmly tighten the remaining fasteners to attach the two pieces as one.
8. Remove the hasp used to secure the rear door from the spare parts bag. Remove the lock bracket nuts from above the rear door opening. Slide the hasp bracket onto the bolts until it protrudes through the hole in the cabinet, and then reinstall nuts.



9. Modify the lock plate by removing the hardware at the top of the rear door, rotating it so the slot is above the door and reinstalling the nuts and bolts.
10. Reinstall the rear door onto the cabinet and lock it. If necessary, insert an extra padlock in the hasp at this time. Install the screws at the top and sides of the rear door and tighten snugly.
11. Remove the power cord from the spare parts bag and insert a portion of it in the cord clamp. Make sure there is enough slack before plugging the cord into the receptacle.



12. Plug the VGM into a grounded (3-terminal) AC wall outlet. Press the ON/OFF switch located near the top of the cabinet to switch on power to the game cabinet. After the Self-Test Mode the game automatically enters Attract Mode if no errors are found.
13. Open the coin door. Locate the operator control switch panel and then press and hold the Begin Test button to enter the menu system. Wait until the Main Menu screen appears on the monitor.



Coin Door Switch Location

14. Follow on-screen instructions to select Diagnostics, then choose SWITCH TEST. Follow the on-screen instructions to verify that each of the controls is operational. If no errors are found, the controls should function well.
15. Return to the Diagnostics screen, then choose MOTION TEST. Follow the on-screen instructions to verify that motion seat is operational. If no errors are found, the seat should function well.
16. Return to the Diagnostics screen, then choose SOUND BOARD TEST. Follow the on-screen instructions to verify that each of the speakers is operational. If no errors are found, the audio should function well.
17. Return to the Diagnostics screen, then choose STEERING WHEEL TEST. Follow the on-screen instructions to verify the presence of steering resistance. If no errors are found, the aim will be good.
18. Return to the Main Menu screen, then choose CALIBRATE CONTROLS. Follow the on-screen instructions to set steering limits. If no errors are found, the controls will have the maximum accuracy.
19. Return to the Main Menu screen, and then choose EXIT. The game will automatically enter its "attract" mode of operation (scenes and sounds from typical races, player's scores, messages, etc.).
20. Insert currency or tokens and play a game. Change the volume and make any other adjustments. Close and lock all open doors. Tighten the leveler nuts and engage the caster locks.
21. Insert currency or tokens and play a game. Change the volume and make any other desired adjustments. Close and lock all open doors. Make sure the leveler nuts are tightly fastened and engage the caster locks.

MAINTENANCE

◆ Viewing Glass

It is not necessary to switch off power to the VGM to clean the glass. Apply a mild glass cleaner to a clean cloth or sponge and wipe the viewing glass. *Do not apply the cleaner directly on the glass!* Liquid could drip down into switch or control circuits and cause erratic game operation.

◆ Player Controls

Use plastic-safe, non-abrasive cleaners to avoid damage. Apply cleaner to a clean cloth or sponge and wipe the player controls. *Do not apply the cleaner directly on the controls!*

◆ Cabinet and Seat

Use plastic-safe, non-abrasive cleaners to avoid damage. Apply cleaner to a clean cloth or sponge and wipe the seat or cabinet. *Do not apply cleaner directly on artwork or cabinet!*

GAME FEATURES

CRUIS'N EXOTICA™ ships configured for one-player game play. Cabinets may be linked to permit player competition. A lighted header option is available.

Cruis'n Exotica™ is the latest, most thrilling and adventurous driving game in the Cruis'n™ video game series. Players can select tracks located in nearly a dozen exotic locales around the globe. From Tibet to Atlantis, Mars to Hong Kong, it is every player's goal to rack up high scores and mileage points.

Speeding on their way toward a first place finish, drivers listen to cool tunes on the radio as they pass palms swaying in the breeze, 3-Dimensional animals cavorting roadside, and a variety of shortcuts hidden along the way. A player's combined speed and skill virtually assure a place in the winner's circle.

Player incentives, like free games for top speeds and distance, are sure to captivate players and ensure many trips around the track. A player finishing in first place soon discovers they have been whisked away on a free trip to an exotic locale. (Player incentives are Operator Optional and enabled at the Operator's discretion)

For added excitement the dashboard now features a keypad. Player's are encouraged to maintain a personal access code and to use the keypad to recall player statistics. Player statistics record mileage, win-to-loss ratio and high scores. As soon as the personal access code is entered, the stored player name and information is instantly recalled and displayed onscreen.

STARTING UP

Each time power is switched on or restored to the game machine, the system enters Start-up Tests. A "rug" pattern appears on the CRT screen. When the "rug" pattern ends, the screen shows a CPU Board map. Bad ICs are indicated in red, good ICs are in green. The software revision level is shown at the top of the screen.

A status screen to report on network activity will appear for about ten seconds. This screen is used to verify and troubleshoot connections on an array of cabinets.

The system enters Attract Mode once it passes all power-up tests. The Attract Mode screen will cycle endlessly and display a variety of scenes and sounds from a typical race on any given track. The system does not exit Attract Mode until the desired amount of coins or tokens is inserted and game play commences.

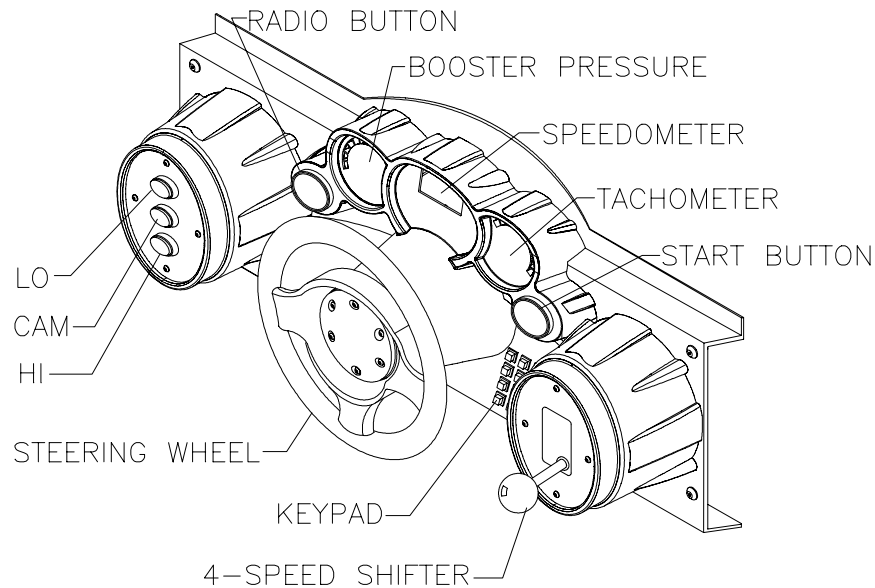
NOTE: An error message appears on screen and the game does not enter start up if an error is detected during the Start-Up Test. Record any messages before attempting to service the game.

GAME RULES AND OBJECTIVES

The game is configured for one-player game play, but up to four cabinets may be linked at one time to promote multiple player competition. To enter Game Mode, individual player(s) must insert the required amount of currency or tokens, press the Start button, and select a car and track. The main objective of the game is to earn top ranking against other drivers.

PLAYER CONTROLS

- ◆ **Start button**
The start button is used to begin game play or to select certain features before a race.
- ◆ **Radio button**
The radio button allows the player to turn radio sounds on and off, and to change stations.
- ◆ **Lo button**
This button shows the view from the driver's seat inside the vehicle. This is a normal driver view.
- ◆ **Cam button**
This button shows the view from directly above. The player can see the front end of the vehicle.
- ◆ **Hi button**
This button shows an aerial view of the vehicle. This is what a helicopter camera would see.
- ◆ **Pedals**
The gas and brake pedals control vehicle speed. Press the gas pedal twice to create a power boost.
- ◆ **Seat Position Adjuster**
The seat position may be changed at any time, even during competition. Pull the adjustment lever to the left while seated then slide the seat forward or backward. Release the lever to lock the seat into position.



Player Control Locations

GAME OPERATION

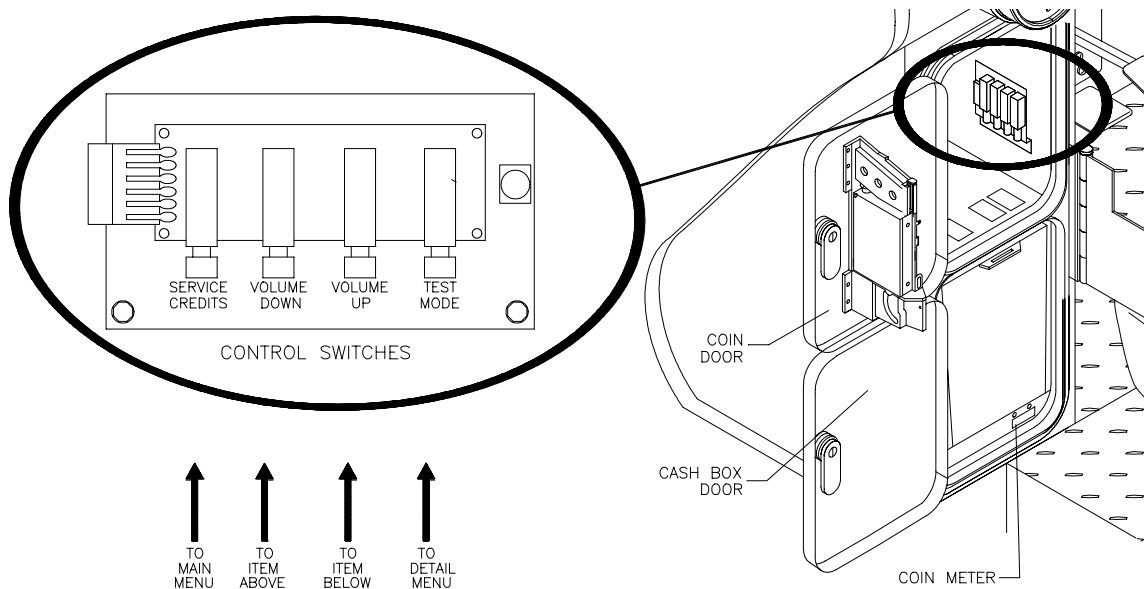
Access to the menu system for statistics, adjustments, and testing is secured by a keyed lock to prevent tampering. When the menu system is entered, on screen messages guide the operator through tasks.

Cabinet Switches

- ◆ The **ON/OFF SWITCH** is located on the top side of the cabinet.
- ◆ The **REMOTE MONITOR ADJUSTMENTS** are located inside the coin vault. Adjust video image size, brightness, contrast, etc. using the Monitor Test screens and the monitor controls.
- ◆ The **SLAM TILT SWITCH** detects forceful vibrations against the coin door to eliminate pounding for free games. It is located on the inside of the coin door opening near the lock.
NOTE: The Slam switch is not present on Dollar Bill Validator (DBV) ready doors.

Control Buttons

- ◆ The **TEST BUTTON** accesses the game Menu System. Press the Test button to access the Main Menu and select individual diagnostics, audits, utilities, etc.
- ◆ The **VOLUME UP BUTTON** scrolls through menu selections or adjustment items and raises the sound level in game play. An audible tone accompanies each activation of this button.
- ◆ The **VOLUME DOWN BUTTON** scrolls through the menu selections or adjustment items and lowers the sound level in game play. An audible tone accompanies each activation of this button.
- ◆ The **SERVICE CREDIT BUTTON** allots credits without affecting the game's bookkeeping total. This button can also be used to exit from menu selections or to return to the main menu.



Coin Door Switch Location

NOTES