CRUIS'N EXOTICA ™

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

The following 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.

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	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.
	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.
	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.
	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 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.
	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.
	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.
	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.
	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.

	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.
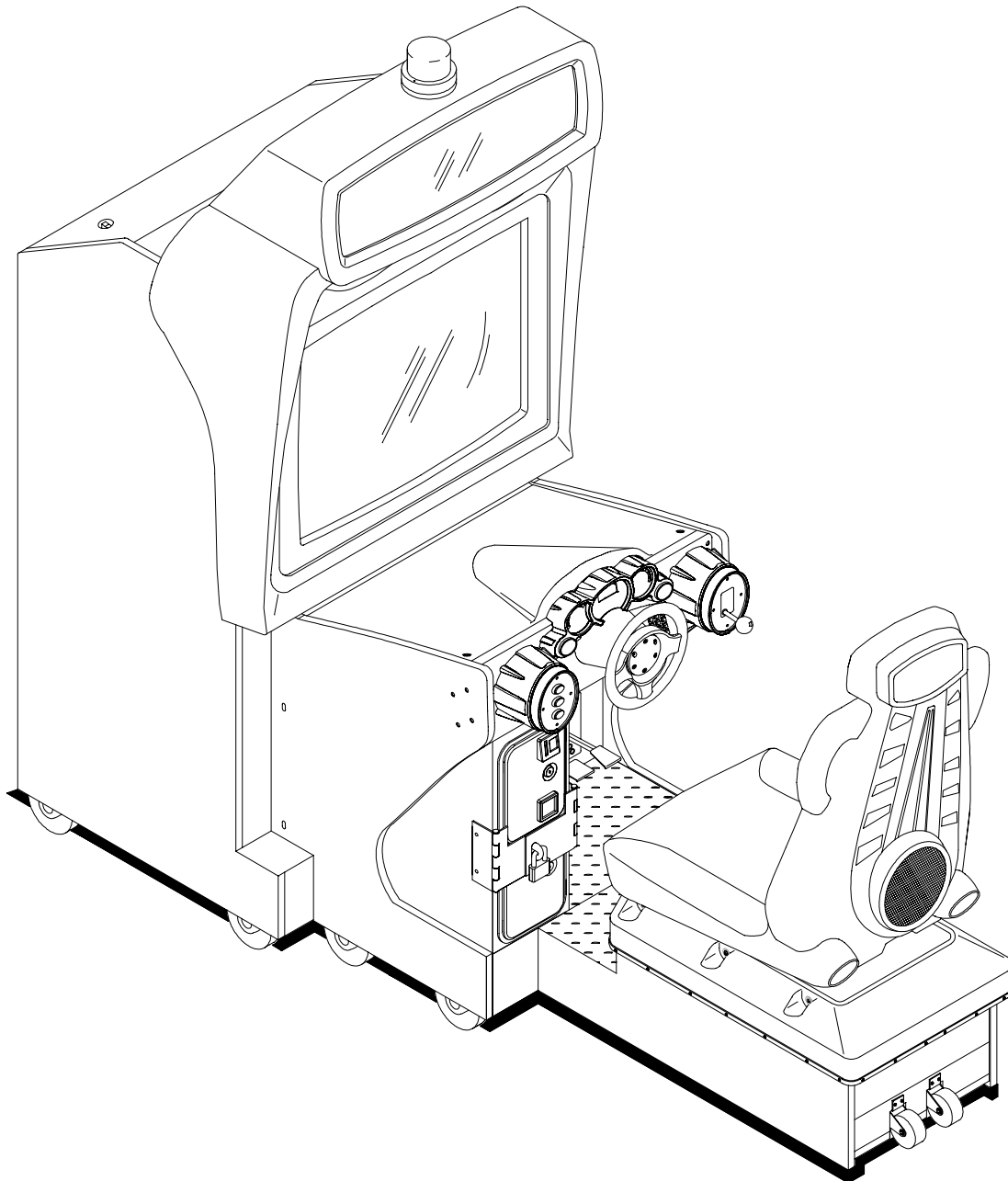
PRODUCT SPECIFICATIONS

Operating Requirements

Location	Electrical Power	Temperature	Humidity
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

Shipping Dimensions
Width   40" (101.6 cm)
Depth 100" (254 cm)
Height 86" (218.4 cm)

Shipping Weight (Approx.)
600Lbs (272kg) Main Cabinet
200Lbs (90kg) Control Cabinet
225Lbs (57kg) Seat Assy.

Design Type
Sit-In Dedicated Game Machine
with Steering Wheel Feedback
and Motion Seat

Game Characteristics

Player Variables
1 to 4 players per VGM (with Linking)
High Score Recognition
Suitable for All Ages (AAMA Certified)

Operator Variables
Coinage, Play Mode,
Difficulty, Volume, Audits,
Statistics

Diagnostics
Automatic Power-Up Self-Test
Manual Multi-Level Menu
System

Equipment Characteristics

Video Display Monitor
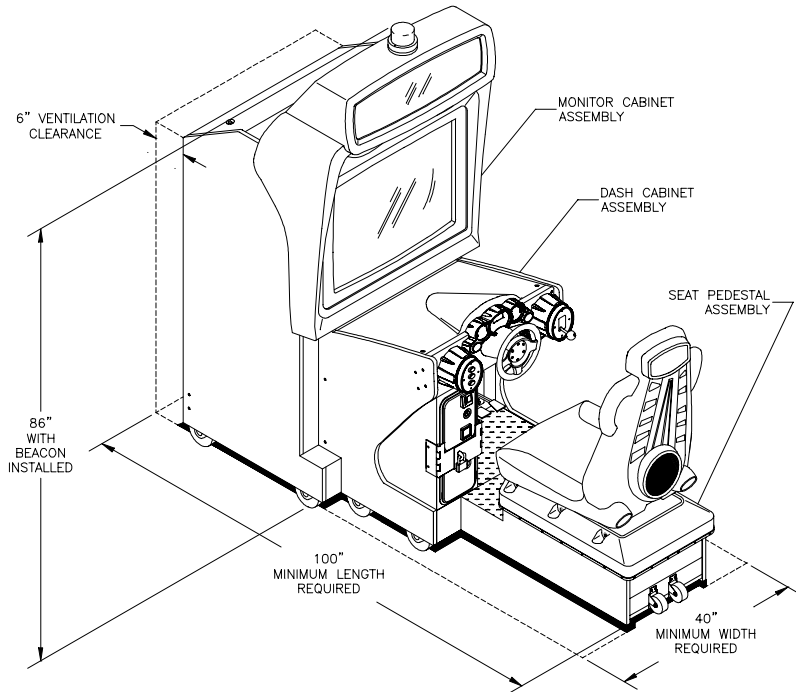Medium Resolution RGB
39" (99 cm) CRT

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. Linking cables to connect two or more VGMs are factory installed. Refer to *Quick Reference Cabinet Linking Instructions* in the pages preceding this section for more detailed instructions.
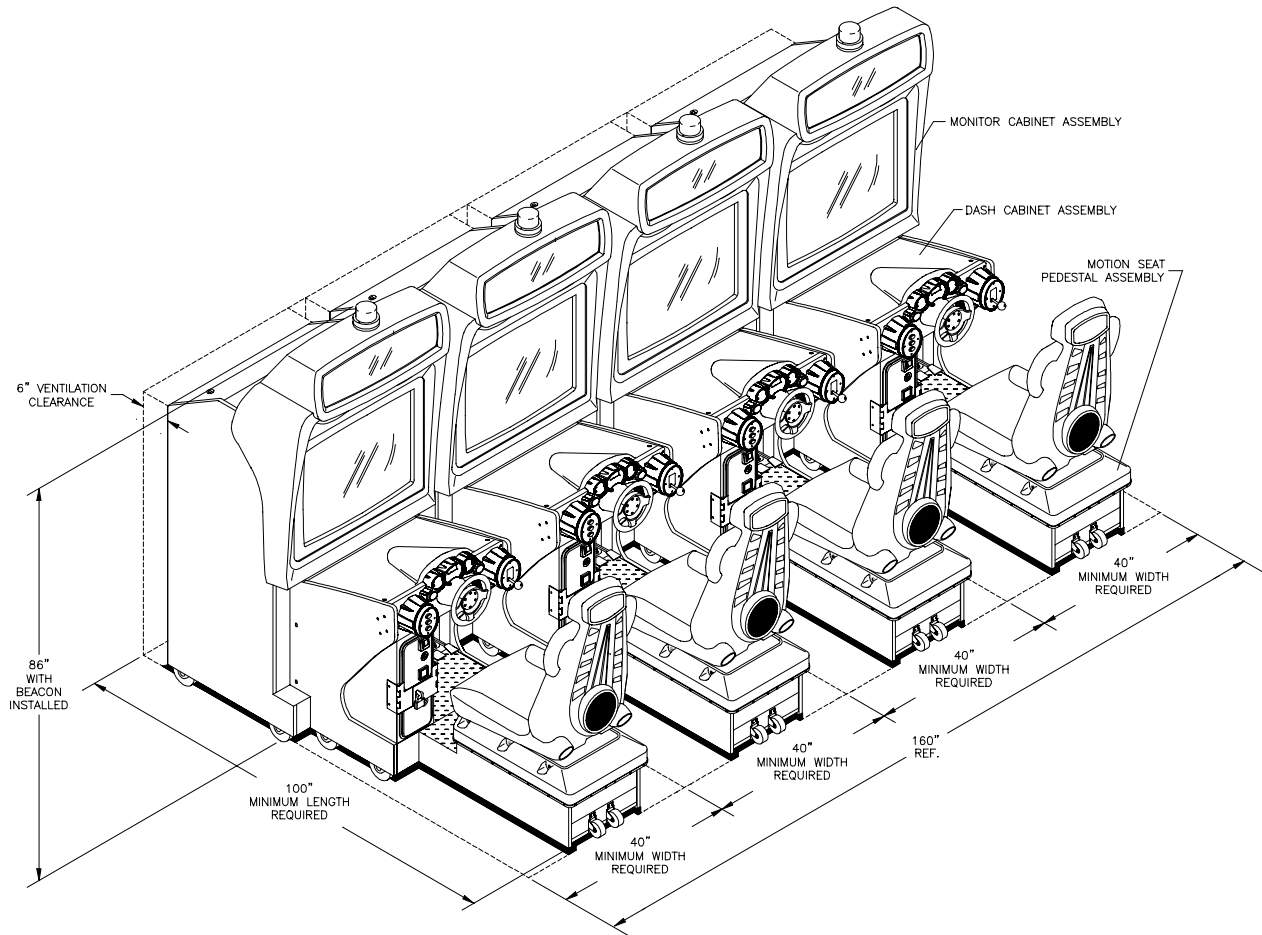
Typical Video Game Machine Array

SET-UP

1. Remove all items from the shipping containers and set them aside. Remove all packing material. Inspect the exterior of the main cabinet, control cabinet and the motion seat pedestal for any damage.

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

2. Remove the keys from the steering wheel. Unlock and open the rear door, and the coin and cash boxes. Electrical cords, mechanical components, and assorted spare parts are packed inside the cash box.

3. Install one nut onto each leg leveler. Tilt as needed to locate four threaded holes under both the main cabinet and control cabinet. Install a leveler and nut into each hole. Do not tighten nuts at this time.
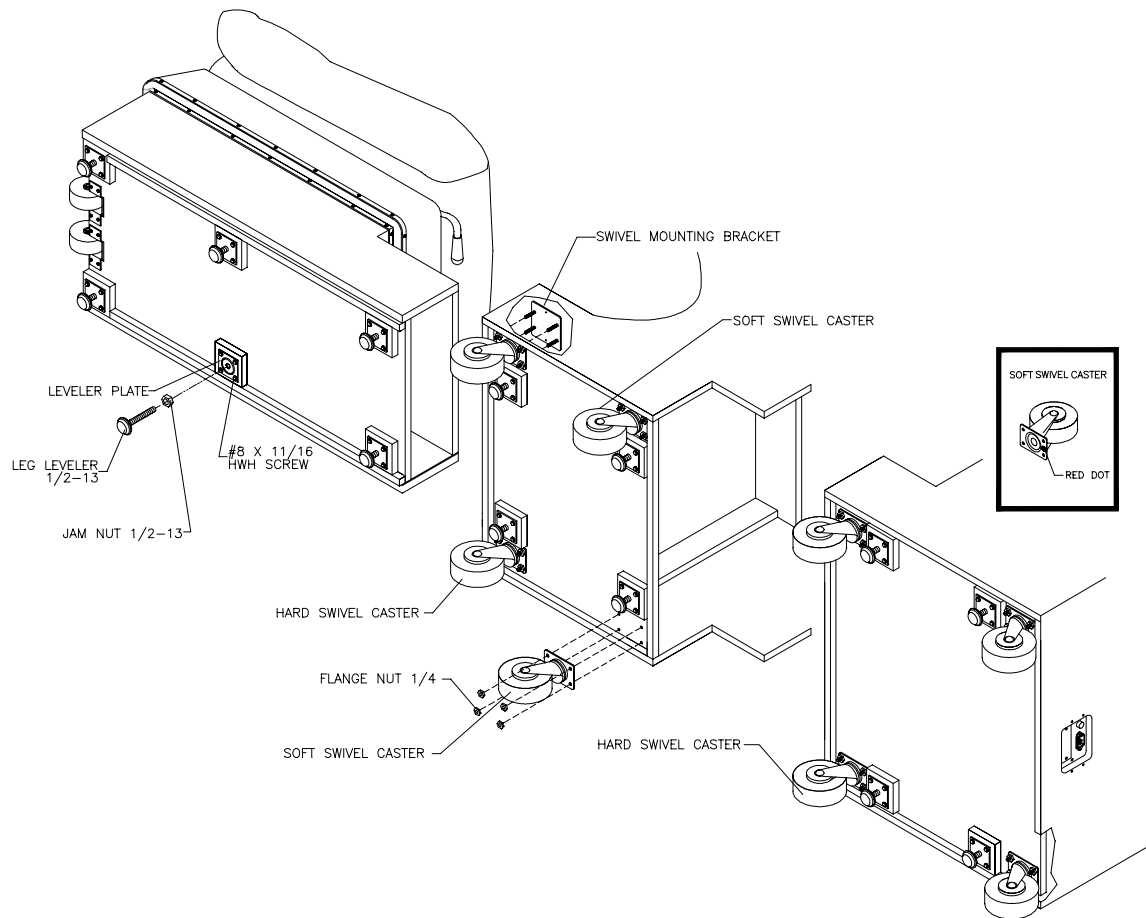
Location of Casters and Levelers

Labels in figure: SWIVEL MOUNTING BRACKET, SOFT SWIVEL CASTER, LEVELER PLATE, LEG LEVELER 1/2-13, #8 X 11/16 HWH SCREW, JAM NUT 1/2-13, HARD SWIVEL CASTER, FLANGE NUT 1/4, SOFT SWIVEL CASTER, HARD SWIVEL CASTER, SOFT SWIVEL CASTER, RED DOT

4. The main cabinet is mounted on four swivel casters. Roll the cabinet to its intended location, maintaining clearance between the cabinet and walls, drapes, other games or obstructions. Roll the control cabinet near the main cabinet, leaving enough space to attach the wiring harness. Mate each cable from the control cabinet to the main cabinet. Press firmly, but do not force, the keyed connectors to seat the contacts. Slide the control cabinet toward the main cabinet between the mounting brackets, guiding the harness and cables into the main cabinet.

Labels in figure: RIGHT CABINET BRACKET, LEFT CABINET BRACKET, MAIN CABINET
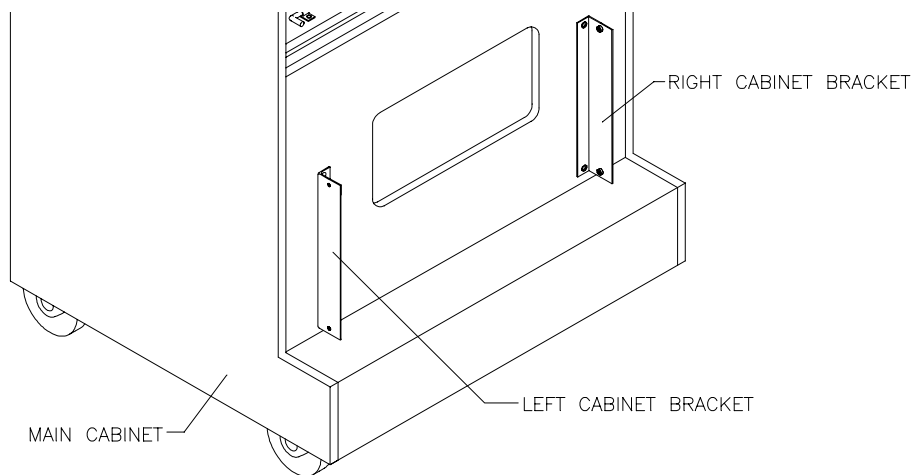
Mounting Bracket Location

5. Lower and adjust each leg leveler on the control cabinet until it is stable and level. Adjust the levelers until the bottoms of both pieces are flush and parallel with each other. Inspect for binding or pinched wires. Align the bracket holes with the mounting holes in the base of the control cabinet. Insert and firmly tighten the remaining fasteners to attach the two pieces together as a single unit.

6. The pedestal assembly mounting rails are shipped bolted to the inside of the control cabinet. Remove all of the ¼ -20 hex-head bolts used to fasten the rails inside the cabinet and set aside. Individually pull each rail out of the cabinet, flip it end for end, and reinsert it. See diagram for proper placement. Fasten the rail to the inside of the control cabinet with the bolts until finger tight. Do not tighten these bolts at this time, as some movement is required in the mounting rails to align holes with pedestal assembly.
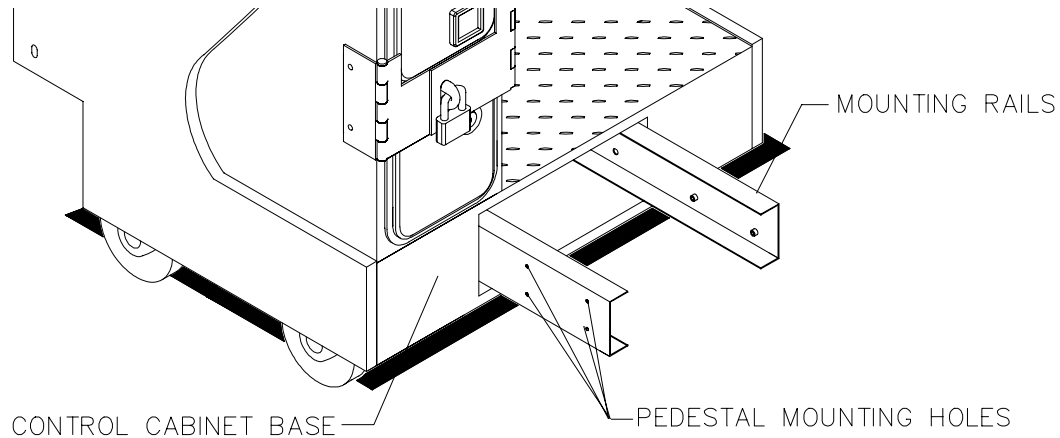

Location of Pedestal Assembly Mounting Holes

7. Remove the screw beneath the coin vault enclosure on the right hand side closest to the mounting rails to ensure a proper fit between the seat pedestal and the control cabinet.

8. Slide the motion seat pedestal section as near as possible to the control cabinet, leaving enough space to route the seat's power cable and data cable, and to attach the speaker wiring harness. First, route the power and data cables through the control cabinet into the main cabinet and out the rear of the main cabinet. Secondly, mate the speaker wiring cables between the pedestal and the control cabinet. Press firmly, but do not force, the keyed connectors to seat the contacts. Ensure no wires are pinched during pedestal attachment.

9. Align the opening in the pedestal with the ends of the mounting rails. Slide the pedestal forward onto extended mounting rails and align the holes. Attach pedestal assembly using ¼ -20 tamper resistant screws and large flat washers. A T27 wrench is included with the spare parts to tighten these screws firmly. Tighten the hex head bolts after the tamper resistant screws have been tightened.

10. Lower and adjust each leg leveler until the pedestal section is stable and level. Adjust the levelers until the bottoms of *all* pieces are flush and parallel with each other. Inspect for binding or pinched wires. Insert and firmly tighten the remaining fasteners to attach all three pieces together as a single unit.

11. An extra padlock may be installed to secure the rear door. A hasp is located in the spare parts bag. Remove the two lock bracket nuts from inside the cabinet, above the rear door opening. Slide the hasp bracket onto the bolts so that it protrudes from the hole in back of the cabinet, then reinstall nuts.

12. Modify the lock plate at the top of the rear door. Remove the bolts and nuts from the lock plate, then rotate the plate so that the slot will be above the door. Reinstall the bolts and nuts and tighten firmly.

Rear Hasp Installation
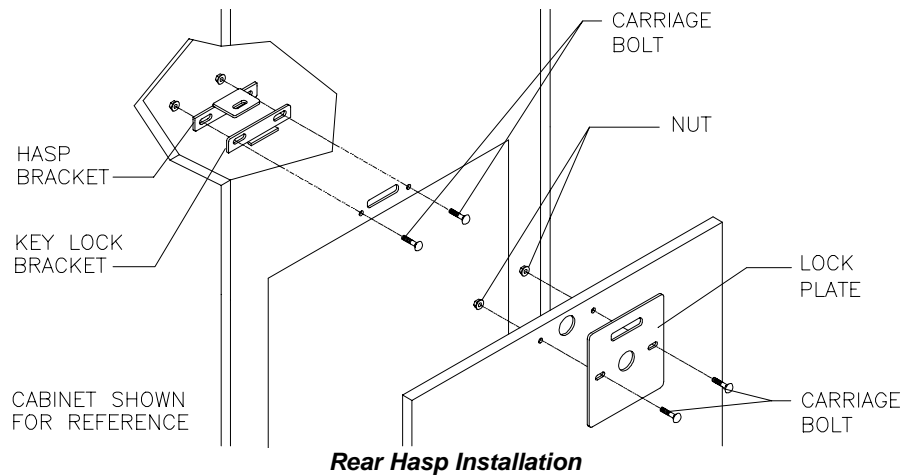
13. Attach the data cable you routed through the cabinets from the motion seat to the serial port on the CPU Board.

14. Reinstall the rear door onto the cabinet and close it. Lock the rear door and remove the key. If required, install the extra padlock through the hasp at this time. Install the screws at the top and sides of the rear door and tighten snugly. Leave the remaining doors open at this time.

15. Install the blue beacon light. The beacon light and required mounting hardware is shipped inside the coin box with the spare parts. Mate the cable connector from the beacon light to the main cabinet wiring. Press firmly, but do not force, the keyed connectors to seat the contacts. Align the light with the pre-drilled holes along the topside of the marquee and secure in place with the hardware supplied.

|	**NOTICE**
☞	Only install the beacon light once the 39" game cabinet is situated in the *permanent* intended location. The 39" game cabinet will not fit through the average doorway once the beacon light is installed due to an overall increased height dimension. Remove the beacon light whenever the cabinet is transported or moved to another location.

Beacon Light Installation
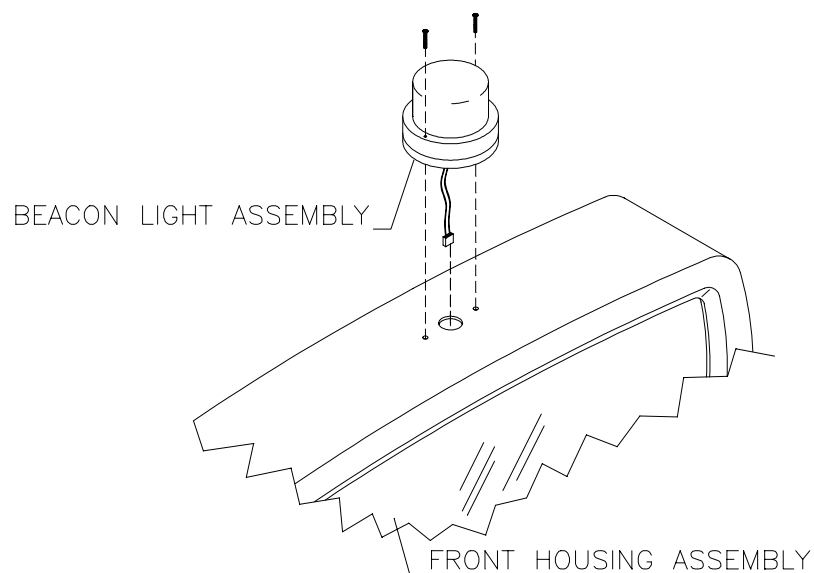
16. The power cord is packed in with the spare parts. Insert a portion of the line cord in the cord clamp leaving enough slack for the cord. Match the holes on the IEC plug with the prongs in the receptacle and push firmly to seat the line cord. Make sure the power cable from the motion seat is routed out through the rear of the cabinet.

Line Cord Installation
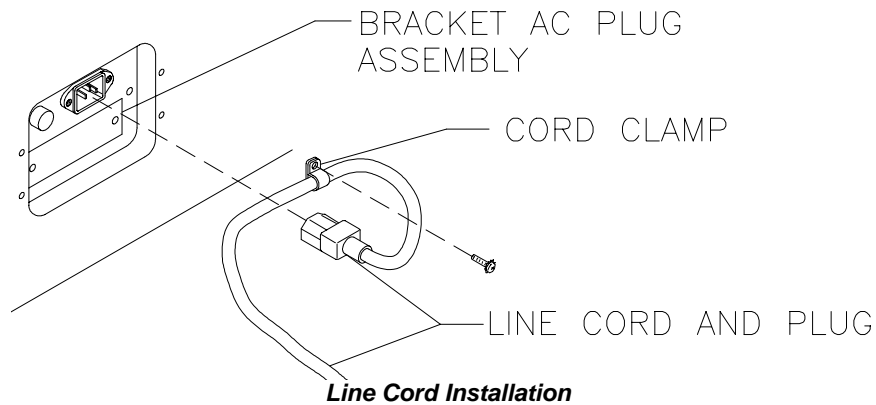
17. Plug both the motion seat and the game cabinet into grounded (3-terminal) AC wall outlets. Switch on power to the game using the *ON/OFF* switch located on the upper left top of the cabinet (when viewed from the player's position). Switch on power to the motion seat using the *ON/OFF* switch located on the lower left side of the pedestal beneath the seat's plastic shroud. The game will power up and begin its self test. If no errors are found, the game will automatically enter the attract mode of operation (scenes and sounds from typical races, player's scores, messages, etc.).

18. Open the coin door. Press and hold the *Begin Test* button on the operator control switch panel to enter the menu system. Wait until the Main Menu screen appears on the monitor.

Typical Coin Door Switch Location
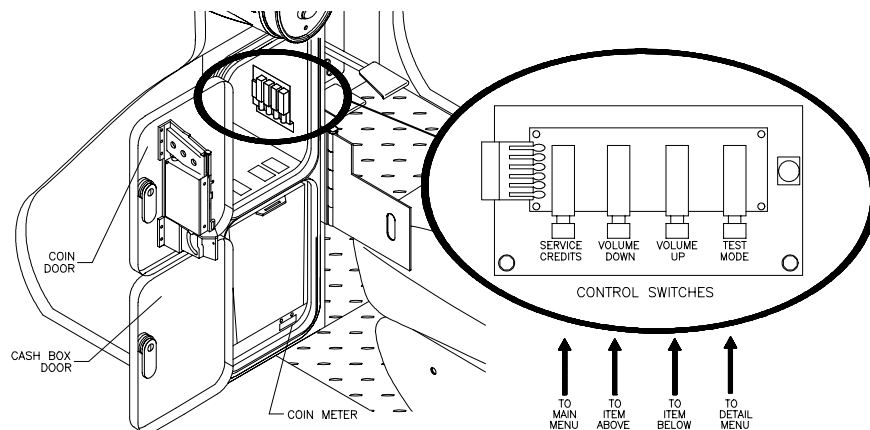
19. Follow on-screen instructions to select Diagnostics, then choose SWITCH TEST. Follow the on-screen instructions to verify that each of the controls is operational. If no errors are found, the controls should function well.

20. 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.

21. 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.

22. 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.

23. 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.

24. 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.).

25. 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.

MAINTENANCE

♦ **Viewing Glass**
It is not necessary to switch off power to the game 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™ with motion seat ships configured for one-player game play. Up to four cabinets may be linked to promote player competition*.

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.)

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 will not exit Attract Mode until the desired amount of currency 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.
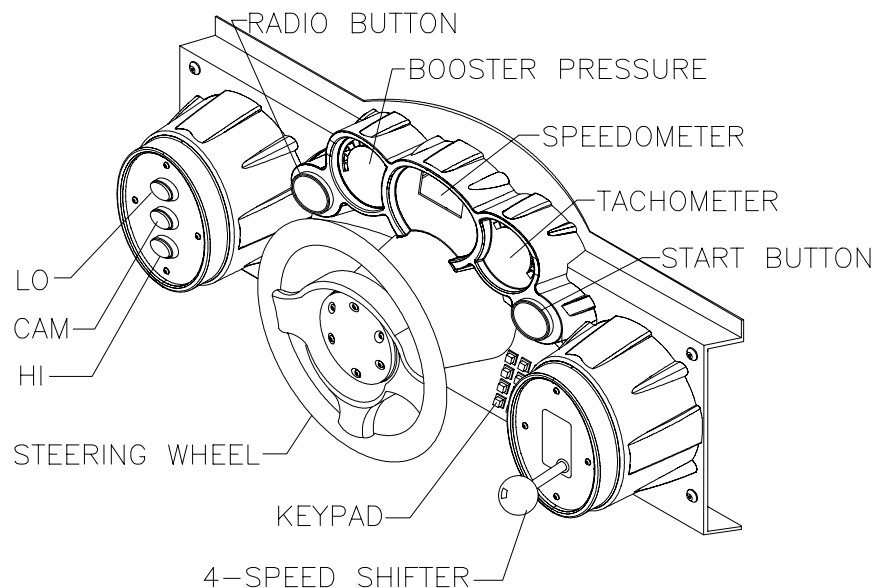
Player Control Locations

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.
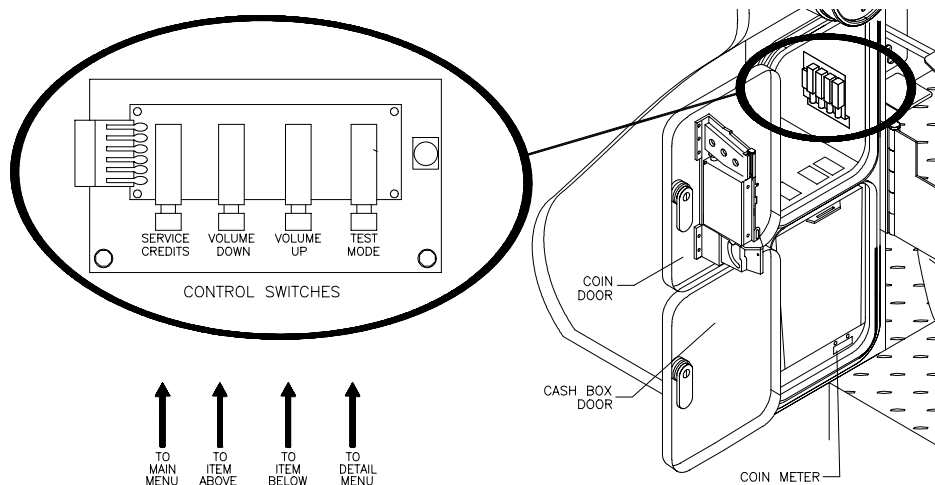
CABINET SWITCHES

♦ The **ON/OFF SWITCH** is located on the top left side of the cabinet.

♦ The **REMOTE MONITOR ADJUSTMENTS** are located inside the coin vault. Use the monitor test screens with these controls to adjust the video image size, brightness, contrast, etc.

♦ The **SLAM TILT SWITCH** detects any forceful vibrations against the coin door. This eliminates 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**.**

CHAIR SWITCH

♦ The **ON/OFF SWITCH** for the motorized seat is located on the lower left side of the chair beneath the plastic shroud.

CONTROL BUTTONS

♦ The **TEST BUTTON** activates the game Menu System. Press the Test button to access the Main Menu and select individual diagnostics, audits, utilities, etc.

♦ The **VOLUME UP BUTTON** moves up through the menu selections or adjustment items and raises the sound level in game play. A distinct sound accompanies the activation of this button.

♦ The **VOLUME DOWN BUTTON** can be used to move down through the menu selections or adjustment items and to lower the sound level in game play. A sound will accompany the activation of this button.

♦ The **SERVICE CREDIT BUTTON** is used to allot credits without affecting the game's bookkeeping total. This button is also used to get out of a menu selection or return to the main menu.

Typical Coin Door Switch Location