



Setup and Operation  
Service Manual  
HomingGame

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# Safety

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## OPERATION

Before operating game, read this manual. Failure to properly install and operate this game could result in malfunction or accident. Operate the game in accordance with the manual.

## TRANSPORTING

Cabinet is very heavy and contains fragile components. Use appropriate care when moving or transporting cabinet. Avoid rough handling.

## HANDLING COMPONENTS

Many components are extremely sensitive to handling, environmental and Electrostatic Discharge (ESD) events—especially the computer. Do not handle it roughly. Before servicing, call your distributor and inquire about the PC warranty. Use proper ESD procedures when servicing. Protect components from harmful environmental conditions, such as extreme temperatures, excessive moisture or other damaging effects.

## DISCONNECT POWER

Always turn off power and unplug the unit before servicing or making adjustments, unless otherwise instructed. Installing or repairing components while power is on can damage the components and void the warranty.

## GROUNDING

Avoid electrical shock. Do not plug in AC power until you have inspected and properly grounded the unit. Only plug into a grounded, three-wire outlet. Do not use a “cheater” plug or cut off the ground pin on the line cord.

## ELECTRICAL SHOCKS

There is no isolation transformer in the cabinet. Disconnect AC power before servicing. However, be aware that lethal voltages can remain in the electronic components even when AC power is disconnected. Use extreme caution when servicing. Verify that there is a working ground connection. If the unit sustains water damage, cease using it immediately and unplug AC power.

## MONITOR

Extremely high voltages exist in the monitor at all times. These high voltages exist even when the monitor is off and the AC line cord is disconnected. These voltages are extremely lethal and will cause death. The monitor contains no user serviceable parts. Do not attempt to service the monitor.

## POWER SELECTOR

Before installing game, ensure the voltage on the PC is set properly. There is a 115/230 VAC selector switch that must be set for the correct voltage for your site. Verify the fluorescent lamp rating. The rating must match the line voltage at the installation site.

## CONNECTORS

Ensure 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.

**COMPUTER**

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

Do not turn the PC power switch on or off. It should remain permanently in the ON position.

Cycle AC power on or off with the cabinet power switch.

A dongle has been inserted into one of the USB ports. This is required for game play.

Do not remove the dongle except for troubleshooting purposes.

**POWER CORD**

If the power cord is damaged or lost, replace it with an identical cord as supplied by the manufacturer or an authorized service agent.

**WATER JETS**

Do not install or operate game within operating perimeter of a water jet. Do not clean equipment using water jet.

**HAZARD TO EPILEPTICS**

A small portion of the population has an epileptic condition that may cause seizures. Affected persons experience seizure while watching some television pictures or playing certain video games. People who have not had seizures may still have an undetected epileptic condition. If anyone in your family has experienced epilepsy symptoms (seizures or loss of awareness), consult your physician before using video games. While children play video games, a parent should observe. Be alert to the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation or convulsions. If you or your child experiences these symptoms, discontinue use immediately and consult your physician.

**MANUAL**

Keep this manual available and ready for use. If the game fails to function properly, turn off the machine and unplug the AC line cord. Contact your local distributor. Your warranty, when applicable, lasts 60 days from your purchase date. You may not reproduce this document or any of its contents without written authorization from Raw Thrills™, Inc. or PlayMechanix™ Inc.

**SPECIFICATIONS**

For reasons such as performance, this product's specifications may change without notice. Federal patent, copyright and other intellectual property laws protect the content, devices and design of the game and its equipment.



# Product Specifications

## Electrical Power

Domestic 120 VAC @ 60 Hz, 5 amps  
International 240 VAC @ 50 Hz, 2.5 amps  
Japan 100 VAC @ 50 Hz, 5 amps

## DC Power Fuse Guide

+5 VDC - 2 amp Slow Blow      +12 VDC - 7 amp Slow Blow

## Temperature

32° to 100° Fahrenheit (0° to 38° Celsius)

## Humidity

Must not exceed 95% relative humidity

## Assembled Cabinet Dimensions

Weight Assembled: ~700 lbs  
Height - 83" (211cm)  
Width - 43" (109cm)  
Depth - 83" (211cm)

## Motorcycle Base Dimensions

Height - 40.3" (102cm)  
Width - 35.4" (90cm)  
Depth - 68.3" (173.5cm)

## Main Cabinet Dimensions

Height - 72.5" (185cm)  
Width - 43" (109cm)  
Depth - 30" (75.6cm)



## Setup

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### Unpack Carton

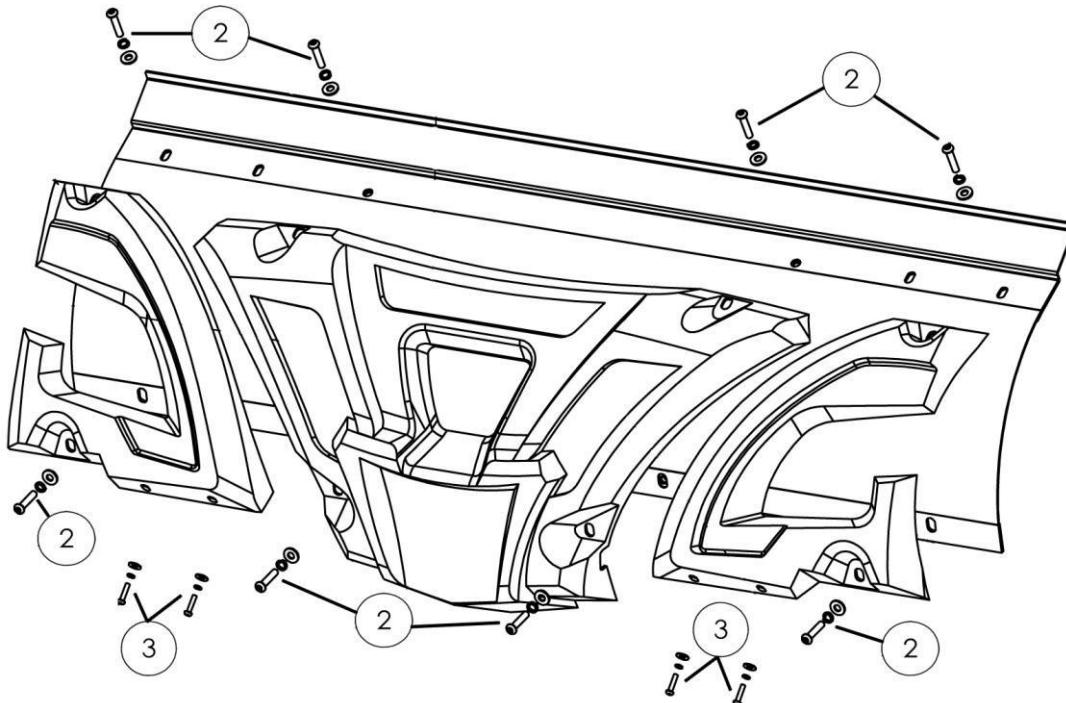
1. Place the shipping crate on a flat stable surface.
2. Cut the banding straps and remove the cardboard lid.
3. Lift off the large cardboard container surrounding the cabinet and any shipping cleats.
4. With at least two people and a dolly, remove the cabinet from the shipping pallet.
5. Remove the coin door key from the coin return chute.
6. Open the top coin door.
7. Locate the key for the bottom access panel and the cash box.

### Setup Main Cabinet

1. Using a wheeled cart and at least one assistant, transport the cabinet to a suitable playing area.
2. Ensure the main cabinet is level and stable. *With at least one assistant, adjust the leg levelers.*
3. Check the AC line cord for visible signs of damage.  
*Pay particular attention to the plug and line cord insulation.*
4. Check for shipping damage to the following:  
Cabinet Marquee, Cabinet back door, Cabinet coin door, Cabinet decals, Monitor

### Install Lower Dash Components

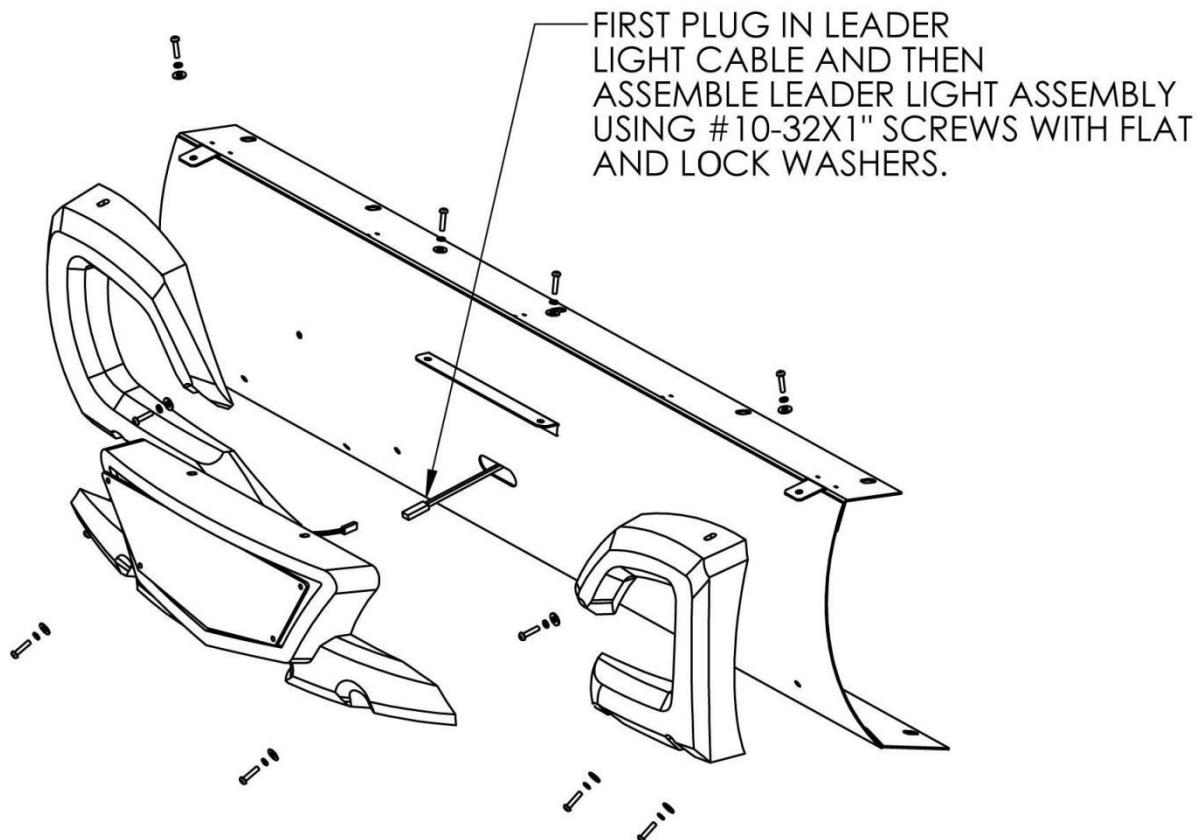
1. Locate dashboard left, right, and center vacform components.
2. Secure vacforms to the center of the dashboard using eight #10-32 x 1-1/4 inch torx screws, eight #10 lock washers, and eight #10 flat washers.
3. Secure left and right vacforms to the bottom of the dashboard using four #10-32 torx screws, four #10 lock washers, and four #10 flat washers.





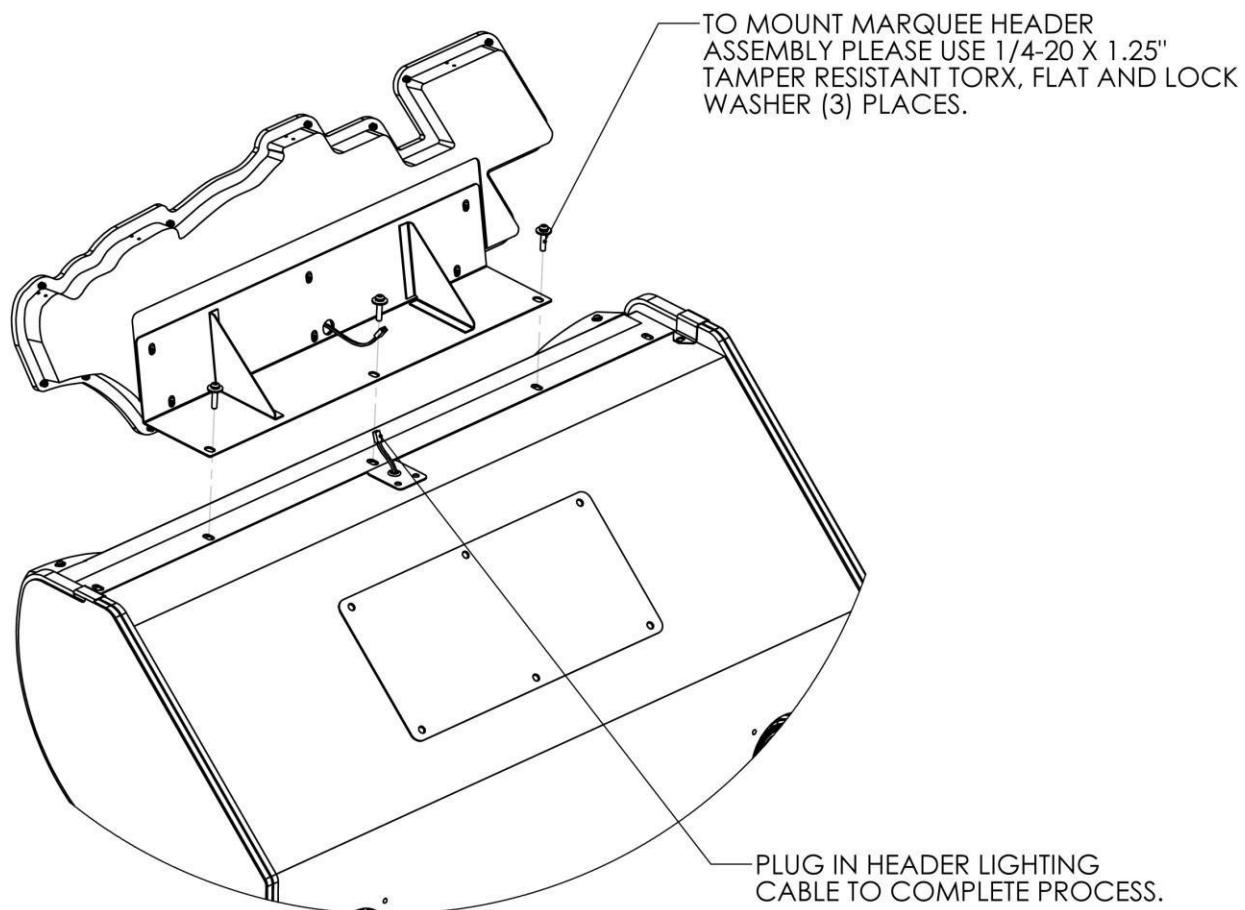
## Install Upper Dash Components

1. Locate marquee left, right, and center vacform components.
2. Connect the leader light cable from the main cabinet to the center vacform.
3. Secure the center vacform using two #10-32 torx screws, two #10 lock washers, and two #10 flat washers, going through the vacform into the central mounting bracket. *Do not tighten fully.*  
Be careful not to pinch the cable between the vacform and the cabinet.
4. Using two #10-32 torx screws, two #10 lock washers, and two #10 flat washers, secure the bottom of the center vacform to the marquee grill.
5. Secure the left vacform to the mounting point on the top of the marquee, using two #10-32 torx screws, two #10 lock washers, and two #10 flat washers. *Do not tighten fully.*
6. Secure the left vacform to the marquee grill, using three #10-32 torx screws, three #10 lock washers, and three #10 flat washers.
7. Repeat steps 4 & 5 for the right vacform.
8. Tighten all screws fully.



## Install Marquee Topper

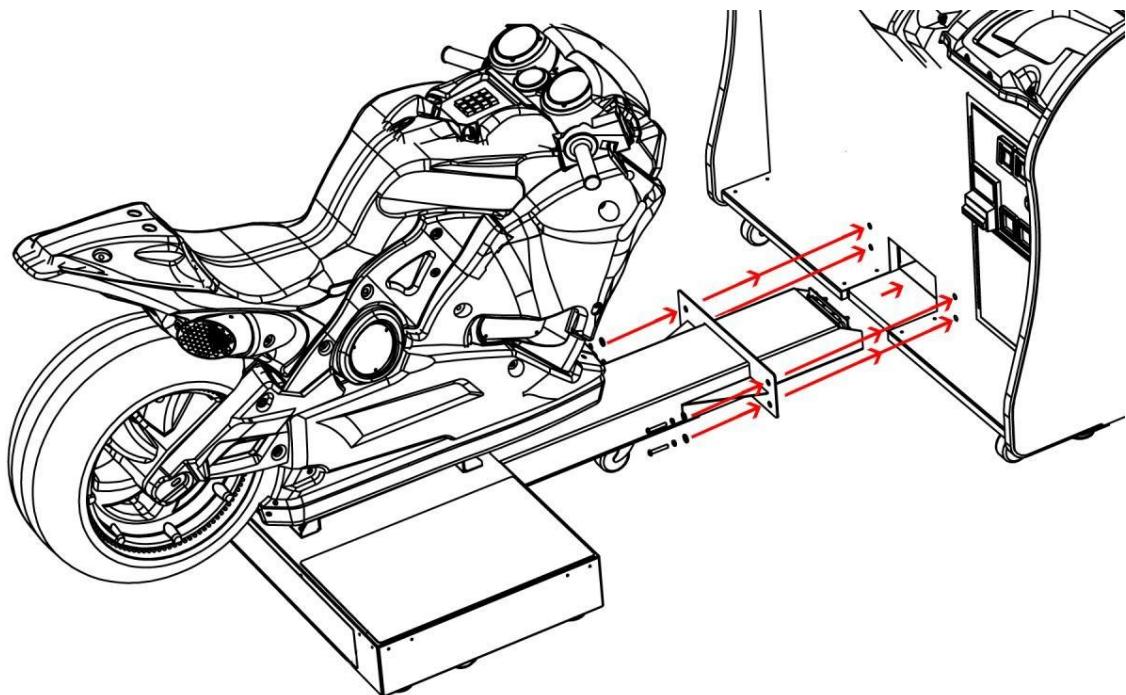
1. Locate topper carton and upack.
2. In the carton with marquee topper, find the three  $\frac{1}{4}$ -20 x 1.25 torx mounting bolts, three flat washers, and three lock washers.
3. With an assistant, position the topper on top of the cabinet.
4. Connect and route the power cable from the main cabinet to the topper.  
Be careful not to pinch the cable between the topper and cabinet.
5. Secure the topper to the cabinet using three  $\frac{1}{4}$ -20 x 1.25" tamper resistant torx screws, three flat washers, and three lock washers.





## Setup Motorcycle Base

1. Check for shipping damage to the following:
  - Motorcycle decals
  - Seat assembly
  - Handlebars
  - Buttons
  - Brake lever
2. Position motorcycle base in front of main cabinet
3. Slide motorcycle base blind-mate connector into main cabinet
4. Secure motorcycle base to main cabinet using four  $\frac{1}{4}$ -20x2" screws, four flat washers, and four lock washers.
5. Ensure the motorcycle base is level, stable, and flush with main cabinet.  
*With at least one assistant, adjust the leg levelers.*
6. Tighten the 4 screws firmly.
7. Remove the two 3/8-16 x 2" shipping bolts from the bike frame base. There is a bolt on either side of the bike frame base. These prevent the bike seat from moving during shipment. **For proper setup and game play, these must be removed in order to allow the bike seat to lean left and right.**

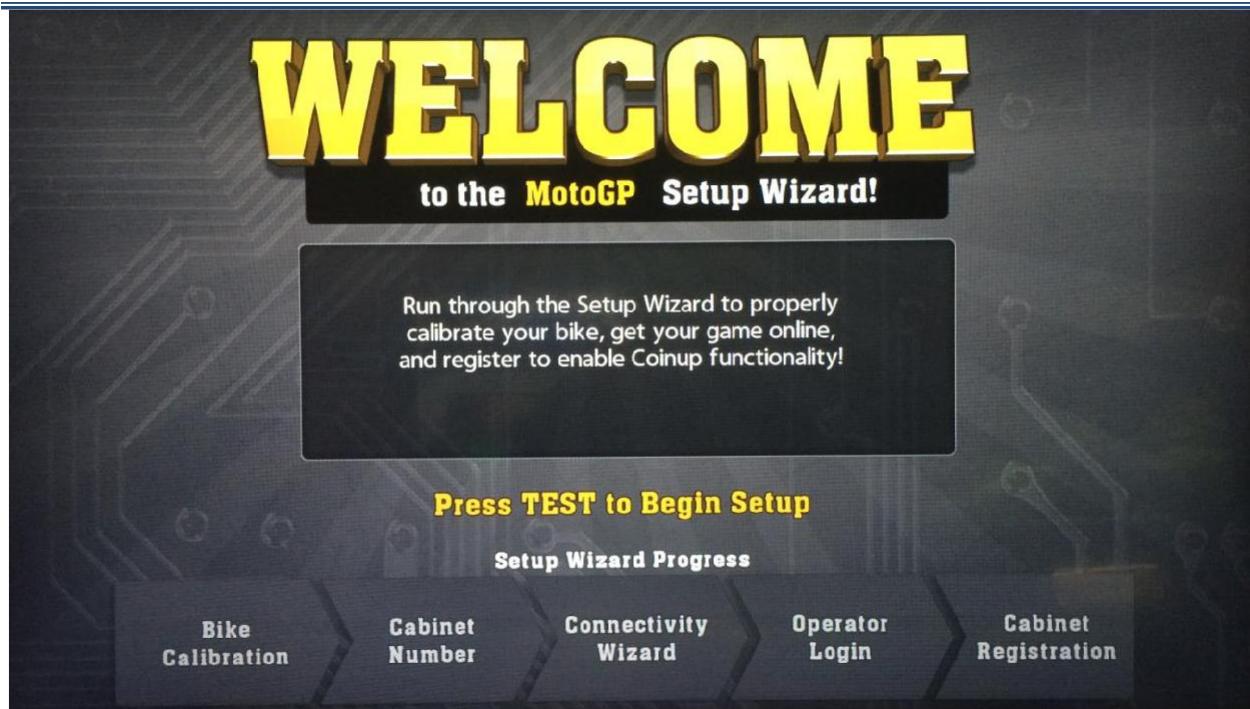


## Verify Cabinet Functionality

1. Verify the voltage in the nearest AC outlet.
2. Verify the AC outlet ground connection is present and working.
3. Open the back door of the cabinet.
4. Near the AC power transformer, verify the voltage selector switch is set for the correct AC voltage.
5. Plug the line cord into the AC outlet.
6. Replace the back door.
7. Turn the power switch to ON.
8. Verify that the cooling fans on the cabinet are working.  
*If not, turn off AC power and disconnect line cord. Contact Betson service*
9. Check that no component is excessively hot or emitting foul odors.  
*If so, turn off AC power and disconnect line cord. Contact Betson service.*
10. Once software loads, you will be asked to setup the cabinet software.



## MotoGP® Setup Wizard



The Setup Wizard provides a step-by-step setup procedure.

### Bike Calibration

Follow the onscreen prompts to calibrate the bike, throttle, and brake.

### Cabinet Number

Each cabinet at your location must be set with a unique cabinet number, in order to link together. The unit set as #1 will become the primary. Other local cabinets will periodically synchronize various settings to the primary unit. The attract mode of local units will also try to synchronize to the primary unit.

### Connectivity Wizard

Configure your game for either online or local connectivity.

### Operator Registration

1. If connecting online, login to an existing operator account or create a new account.
2. To register as a new operator, follow the onscreen prompts.

### Cabinet Registration

If connecting online, select or setup a location for the cabinet. This will provide tracking/management functionality through [coinup.com](http://coinup.com). It will also allow players to locate the game through [bigbuckhd.com](http://bigbuckhd.com).

## Verify Input and Output Functionality

1. Enter the INPUT TESTS menu and verify all switches and inputs function.
2. Enter the VIDEO TESTS menu and verify that video is acceptable.
3. Enter the WEBCAM TEST menu and verify/configure the webcam functionality.
4. Enter the COIN METER TEST and verify the operation of the coin meter.
5. Enter the LAMP TESTS menu and verify that the lamps of the buttons work correctly.
6. Enter the BLOWER TEST menu and verify the blower is functioning.
7. Enter the SOUND TEST menu and verify the audio works and is not distorted.
8. Enter the WATCHDOG TEST menu, which re-boots the game.
9. Upon a successful re-boot, you are ready to make adjustments to pricing, volume and other functions found in the Diagnostic Section.

## Verify Cabinet Connectivity

1. If connecting online, enter the ONLINE menu.
  2. Select CONNECTION DETAILS AND TEST and run a test connection.
  3. If any of the tests result in FAILURE, consult troubleshooting section or your network admin.
  4. Select MATCHMAKER CONNECTION TEST and run a test connection
  5. If any of these tests result in FAILURE, you may not be able to host or join online matches.
- Consult your network admin to make needed changes to the location's network architecture.



# Game Networking

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## Networking Considerations

Each MotoGP game ships with a cross over cable for linking 2 games. Optionally, a hub and network cables can be installed to link more games together.

Take care to protect exposed game wiring from general foot traffic around the game. Use a conduit or wire way to protect cables, if needed. Network cables are not marked or coded. Mark the linking cables for your games, if other such cables in the area could cause confusion. Avoid routing cables near sources of heat, moisture, or electrical energy such as neon lights, compressor motors, etc.

## Local Network Setup – 2 games

1. Turn off both game cabinets.
2. Remove the cross over network cable from the parts bag inside the cash box.
3. Connect each end of the cable to the Ethernet port of each game's PC.
4. Route the cable through the notch on the back of each cabinet.
5. Turn on both game cabinets
6. Enter Diagnostic Mode for each game
7. Select *Adjustments*
8. Select *Game Options*
9. Adjust *Cabinet Link Number* to give each game a unique number
10. In the *Online* menu, select *Connection Wizard*
11. When prompted, select *Local* and wait for the process to complete.

## Local Network Setup – 3 to 8 games

1. Acquire a network hub with enough ports and the correct number of cables to support the desired number of games. Cables and hub are not supplied with the games.
2. Turn off all game cabinets
3. Connect an Ethernet cable to the Ethernet port on each game's PC
4. Connect each game's Ethernet cable to the network hub.  
*Consult network hub manual for any additional considerations specific to the hub.*
5. Turn on all game cabinets
6. Enter Diagnostic Mode for each game
7. Select *Adjustments*
8. Select *Game Options*
9. Adjust *Cabinet Link Number* to give each game a unique number
10. In the *Online* menu, select *Connection Wizard*
11. When prompted, select *Local* and wait for the process to finish.

## Online Network Setup

1. Set up DSL or cable modem service through an ISP for the location.
2. If connecting multiple games for online play, acquire a network hub with enough ports and the correct number of Ethernet cables to support the desired number of games. Cables and hub are not supplied with the games.
3. Turn off all game cabinets
4. Connect an Ethernet cable to the Ethernet port on each game's PC
5. Connect each game's Ethernet cable to the network hub.  
*Consult network hub manual for any additional considerations specific to the hub.*
6. Connect the network hub to an external internet source.
7. Turn on all game cabinets
8. Enter Diagnostic Mode for each game
9. Select *Adjustments*
10. Select *Game Options*
11. Adjust *Cabinet Link Number* to give each game a unique number
12. In the *Online* menu, select *Connection Wizard*
13. When prompted, select *Online*.
14. Select either a dynamic or static IP.
15. Wait for configuration process to finish.



## Online Features

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### Software Patches

Having your game connected to CoinUp® allows easy access to software patches. New game patches will automatically be downloaded and installed to registered units.

### Online Player Experience

#### Online Matchmaking

Having your game connected to CoinUp® allows players to compete with other players online. Up to 8 players can be matched together by a peer-to-peer connection. Online matchmaking requires a peer-to-peer connection of 100ms or better.

#### National and Operator Leaderboards

Online games contribute player track times to national leaderboards, allowing players to compete on a wider scale. Online games can also generate leaderboards exclusively from all your registered games.

#### Online Player Accounts

Online games allow players to create an account to maintain their stats, such as best race times, across all online locations, encouraging repeat play and personal improvement.

### Online Game Management

#### Easy Website Interface

Online game management is as simple as browsing a website. [Coinup®](#) provides basic tools for operators to monitor and modify their games remotely.

#### Earnings Reports

Monitor your game earnings remotely using Coinup®.

#### Collection Reports

Have a historic record of every collection taken at the game using Coinup®.

#### Player Loyalty Reports

Track earnings gained from online players at your locations.

#### Game Adjustments

Online games can have their adjustments modified remotely. Even better, MotoGP games will sync to the adjustments of the primary cabinet at the location.

#### Location Registration

Registering your game units to a location helps boost traffic, by allowing players to find them online, using the Coinup® location finder. Location registration can also be remotely updated using Coinup®.

# Maintenance

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## Hard Drive Recovery

Symptoms requiring hard drive recovery include:

- File Test reports bad or missing files
- Game fails to finish loading during startup
- After resetting the AC power, an error is reported
- You are prompted to insert a boot DVD
- Erratic Game or Attract Mode
- A screen indicating Data Files Corrupted

### **COMPUTER**

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

Do **not** use the PC on/off switch. Turn AC power on or off with the cabinet power switch.

### **DVD Restore**

1. With game and PC on, insert recovery DVD, marked as Disc 1, into DVD-ROM drive tray.
2. Close tray and Turn cabinet AC power switch to OFF.
3. Wait 30 seconds, then turn AC power switch to ON. Recovery begins automatically.  
*If recovery fails to begin, check that disc is seated properly in DVD-ROM drive tray.*
4. Initial software loading may take several minutes. Check progress periodically.  
*Do not interrupt power or reset the game during recovery.*
5. At some point, the game will eject Disc 1 and prompt you to insert Disc 2.
6. Swap discs and close the tray. *Do not interrupt power or reset the game.*
7. When software has finished loading, a message indicates that restore is complete.
8. Remove DVD restore disc and turn cabinet power switch to OFF.
9. After 30 seconds, turn cabinet power switch to ON.
10. After game restarts, the game will proceed through the Setup Wizard with factory defaults.

### **Flash Drive Restore**

1. Turn AC power switch to OFF.
2. Connect USB flash drive to an open USB port on the PC.
3. Turn AC power switch to ON.
4. Initial software loading may take several minutes. Check progress periodically.  
*Do not interrupt power or reset the game during recovery.*
5. When software has finished loading, a message indicates that restore is complete.
6. Turn cabinet power switch to OFF and disconnect USB flash drive.
7. After 30 seconds, turn cabinet power switch ON.
8. After game restarts, the game will proceed through the Setup wizard with factory defaults.



# Diagnostic Menu System

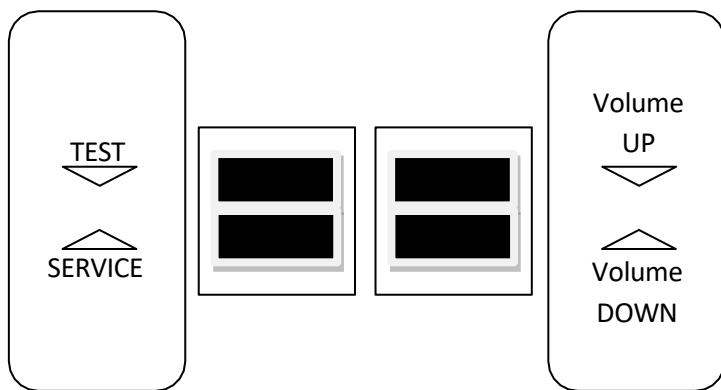
## Diagnostic Menu Interface

The Service Panel should have four buttons. Pressing the TEST button at any point while the game is running will enter the diagnostic menu. This menu can be navigated with the service panel or keypad.

An on-screen message acknowledges changes or when you exit a selection without making a change.

At the bottom of each screen, there is a brief description of the highlighted menu option.

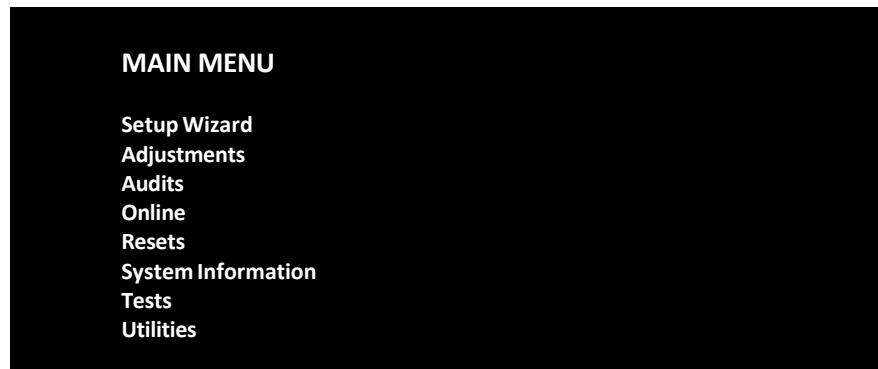
### Navigating Diagnostic Menus



Service Panel Switch	Keypad	Effect
Test	#	enters diagnostic system or select highlighted menu option
Service	*	exit current menu or cancel
Volume Up	8	moves up through menu or setting choices
Volume Down	0	moves down through menu or setting choices

## Menu Screens and Descriptions

### Main Menu



- **Setup Wizard** pg 11 - will only appear if setup wizard has not been completed
- **Adjustments** pg 18 - modify various game settings
- **Audits** pg 23 - view various tracking statistics
- **Online** pg 24 - setup and manage online functionality
- **Resets** pg 27 - used to restore game to factory defaults
- **Information** pg 27 - view various hardware and software information
- **Tests** pg 29 - execute various diagnostic and maintenance tests
- **Utilities** pg 32 - contains tools for managing game performance

### Main Menu

#### Adjustments



You can improve earnings by customizing performance with game adjustments. Each variable on an adjustment menu changes an aspect of game play or appearance. Optimizing these settings can maintain or increase player interest. Monitor the effects of adjustments by comparing audit information and earnings before and after changes.



Main Menu

Adjustments

**Game Options**

### GAME OPTIONS

Cabinet Link Number	1
Track Difficulty	Standard
Track List	Cycle
Race Length	2+ min
Hide Girls	Off
Announcer	On
Local Leaderboards	On
National Leaderboards	On
Operator Leaderboards	Off

Setting	Description	Default	Choices
Cabinet Link Number	ID number used to distinguish a unique game within a linked group	1	1 to 8
Track Difficulty	Standard uses a spread of various difficult levels amongst available track selection. A locked difficulty of easy, medium, hard will make all tracks more uniformly difficult.	Standard	Standard, Easy, Medium, Hard
Track List	Adjusts the list of tracks available to the player. By default, the available tracks will change each day.	Cycle	Cycle, Lists 1 to 5
Race Length	Adjust the average duration for races	2+ min	2+ min or 3+min
Hide Girls	Adjust the display of models	Off	On/Off
Announcer	Adjust the use of an announcer during races	On	On/Off
Local Leaderboards	Toggle the display of local network leaderboards	On	On/Off
National Leaderboards	Toggle the display of online national leaderboards. National leaderboards include all online units	On	On/Off
Operator Leaderboards	Toggle the display of online operator leaderboards. Operator leaderboards include all your online units.	Off	On/Off

Main Menu
Adjustments
<b>Online System Adjustments</b>



Setting	Description	Default	Choices
Online Maintenance Hour	The 60-minute period during which online-enabled games contact the server to check for software updates and synchronize with the game database.	4:00 am - 5:00 am	24 hours in one hour increments
Use Slow Network Wait Times	Adjusts query timeout duration to accommodate slow network traffic	Off	On/Off
DB Server Port	Adjusts the ports used to connect to the DB server.	Automatic	Automatic, 21, 80, 443, 7686
File Serve Port	Adjusts the ports used to connect to the File server.	Automatic	Automatic, 21, 80, 443, 8080, 8686

Main Menu
Adjustments
<b>Player Cost Adjustments</b>



Setting	Description	Default	Choices
Freeplay	Allows play without money	OFF	OFF / ON
Game Cost	Cost to start a race	\$1.00	\$0.00 - \$63.75 incrementing by coin base unit setting
Continue Cost	Cost to continue and play another race	\$1.00	\$0.00 - \$63.75 incrementing by coin base unit setting



Main Menu

Adjustments

**Sound Adjustments**

### SOUND ADJUSTMENTS

Game Volume	50
Attract Volume	25
Attract Sound Frequency	Frequently

Setting	Description	Default	Choices
Game Volume	Modifies volume during game play	50	0-100
Attract Volume	Modifies volume during attract mode	25	0-100
Attract Sound Frequency	Determines how often attract mode music will be played	Frequently	Off, Occasionally, Frequently, or Always

Main Menu

Adjustments

**Alternative Payment Adjustments**

### ALTERNATIVE PAYMENT ADJUSTMENTS

Coin Meter on Credit Card	On
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Setting	Description	Default	Choices
Coin Meter on Credit Card	Pulse coin meter when credit card used	ON	ON/OFF

Main Menu

Adjustments

**Hardware Adjustments**

### HARDWARE ADJUSTMENTS

Brake	On
Webcam	On
Air Blower	On

Setting	Description	Default	Choices
Brake	Toggle the use of the brake	On	On/Off
Webcam	Toggle the use of the webcam	On	On/Off
Air Blower	Toggle the use of the air blower	On	On/Off

Main Menu
Adjustments
<b>Coin Adjustments</b>



Setting	Description	Default	Choices
Currency Type	Changing currency type resets coin door values. The denomination symbol changes on screen with each currency *Currency defaults according to unit country code	Dollar*	US dollar, AU dollar, Pound, Rand, NZ dollar, Euro, CA dollar, Franc, Guilder, Krona, Peso, Real, Ruble, Won, Yen, Coins, Tokens, Swipes, Yuan, Lev, Kuna, Koruna, Forint, Zloty, Leu, Riyal, Dirham, Danish Krone, Norwegian Krone
Coin Base Unit	Changes the amount by which monetary values increment	\$0.25	\$0.25 - \$63.75 in \$0.01 increments
Coin 1 Value	Sets the coin slot pricing	\$0.25	\$0.25 - \$63.75 incrementing by coin base unit setting
Coin 2 Value	Sets the coin slot pricing	\$0.25	\$0.25 - \$63.75 incrementing by coin base unit setting
DBV Pulse Value	The bill validator (DBV) translates bills into electronic pulses. This setting determines how much game credit is awarded per pulse. With default setting of \$0.25, every \$1 bill will award \$1 in game credit. Set to \$0.50, every \$1 bill will award \$2 in game credit.	\$0.25	\$0.25 - \$63.75 incrementing by coin base unit setting
Service Credit Value	Set the amount of credit given by the service button	\$0.25	\$0.25 - \$63.75 incrementing by coin base unit setting

### **DBV PULSE VALUE**

DBV must be set to award four pulses per dollar. Consult DBV for dipswitch settings or programming instructions.



Main Menu

**Audits**

Audit screens help assess game performance, find intermittent problems, decide whether to adjust game difficulty and free game award and help maximize game earnings.

**AUDITS**

**Coin Audits**  
**System Audits**  
**Gameplay Audits**

Main Menu

**Audits**

**Coin Audits**

**COIN AUDITS**

<b>Total Money In</b>	<b>\$0.00</b>
<b>Coins in Left Coin Slot</b>	<b>0</b>
<b>Money in Left Coin Slot</b>	<b>\$0.00</b>
<b>Coins in Right Coin Slot</b>	<b>0</b>
<b>Money in Right Coin Slot</b>	<b>\$0.00</b>
<b>Number of DBV Pulses</b>	<b>0</b>
<b>Money in DBV</b>	<b>\$0.00</b>
<b>Service Switch Presses</b>	<b>0</b>
<b>Service Credit Money</b>	<b>\$0.00</b>

Main Menu

**Audits**

**System Audits**

**SYSTEM AUDITS**

<b>Watchdogs</b>	<b>0</b>
<b>Exceptions</b>	<b>0</b>
<b>Bad Traps</b>	<b>0</b>
<b>Maintenance Power Cycles</b>	<b>0</b>
<b>Maintenance Reboots</b>	<b>0</b>
<b>Total Up Time:</b>	<b>0 days, 00:00:00</b>

Main Menu
Audits
<b>Game Audits</b>

### GAME AUDITS

Player Starts	0
Continues	0
Continues Offered	0
Multiplayer Games Started	0
Average Game Time	00:00:00
Total Game Time	0 days, 00:00:00

Main Menu
<b>Online</b>
These menus cover all online interaction with CoinUp®.

### ONLINE

- [Connection Details and Test](#)
- [Matchmaker Connection Test](#)
- [Online Synchronization](#)
- [Connection Wizard](#)
- [Cabinet Location/Registration](#)
- [Software Update](#)
- [Online Debug](#)

Main Menu
Online
<b>Connection Details and Test</b>

Use the Test Connection button to refresh the ping results.

### CONNECTION DETAILS AND TEST

Connection Interface	Wired (Ethernet)	eth0	00:18:d3:ff:c2:d6
Connection IP Info	10.0.1.2	255.255.255.0	10.0.1.1
Server Info	games.playmechanix.net	54.67.72.92	80
File Server Info	files.playmechanix.net	67.217.33.155	443
Test Results			
Server Ping	0	ms	Success
Database Ping	295	ms	Success
File Server Ping	840	ms	Success
Queued Messages	0		
Last Successful DB Query	04.05.2015 10:57:13	Last Successful FS Transfer	04.05.2015 10:57:13
Last Successful DB Query	04.05.2015 10:58:13	Last Successful FS Connection	04.05.2015 10:57:13
Last Failed DB Query	Never	Last Failed FS Connection	Never



Main Menu

Online

### **Matchmaker Connection Test**

Tests the local network for ability to join and host online play. If the matchmaker ping fails, the game cannot play online games. If both NAT and Universal Plug n Play tests fail, game can join but not host online games; contact IT administrator about router configurations, if you wish to be able to host online games. If either NAT or Universal Plug n Play pass, game can both host and join online games.

Main Menu

Online

### **Online Synchronization**

This option executes synchronization with the online database. It will try to update the system clock, game registration, advertisements, tournaments, and other online features. This synchronization is also executed when the game is rebooted. Use this option to force any changes that have been made via coinup.com.

Main Menu

Online

### **Connection Wizard**

The Connection Wizard is a step by step setup process for selecting and configuring the game's internet connection.

Main Menu

Online

### **Cabinet Location/Registration**

This option displays current registration status for the machine. It allows the operator to register the machine to a location or change the registered location of the game. Game registration allows a variety of helpful interactions with coinup.com and online gameplay.

Main Menu

Online

### **Software Update**

This option contacts database and file servers to check for new software updates.

Main Menu

Online

**Online Debug****ONLINE DEBUG**

[View Online Permissions](#)  
[Server Details](#)  
[Certificate Details](#)  
[Purge Query Cache](#)

Main Menu

Online

Online Debug

**View Online Permissions**

This page displays information regarding permitted online activity.

**VIEW ONLINE PERMISSIONS**

Online:	ENABLED
Registered:	ENABLED
Full Connection:	ENABLED
Active Connection:	ENABLED
Credit Cards:	ENABLED

Main Menu

Online

Online Debug

**Server Details**

Displays server name, IP, and port for both database and file servers.

Main Menu

Online

Online Debug

**Certificate Details**

Displays the client's authorization certificate.



Main Menu

Online

Online Debug

**Purge Query Cache**

Purging the query cache will clear any online information stored locally forcing the game to pull down the most current information.

Main Menu

**Resets**

This menu allows for clearing of various settings and information.

*Factory Reset* clears everything and restores the machine to factory defaults.

**RESET**

- Reset Credits
- Reset Coin Audits
- Reset Adjustments
- Reset High Scores
- Reset High Score Photos
- Reset Gameplay Audits
- Reset Hardware Monitoring Data
- Factory Reset**

Main Menu

**System Information**

**SYSTEM INFORMATION**

- System Details
- Hardware Monitoring
- View Game Log

Main Menu

Information

**System Details****SYSTEM DETAILS**

BIOS	Vendor: Dell Inc. Version: A06	Date: 03/27/12
Kernel	2.6.39-j12	
Processor	Intel® Celeron® CPU G530 @ 2.40GHz	
Memory	2051176 kb	
G5 Rev	27523	
Library Rev	1079	
Engine version	01.20.01	
I/O lib	01.01.05	
IR Track	03.02.35	
SDL	1.2.14	
Sound Lib	1.2.11	
RIO	HW: FFFC SW: 0.14	
Card Reader	1.6.3	
Game Version	1.29	

Main Menu

Information

**Hardware Monitoring****HARDWARE MONITORING**

System Uptime:	0 days, 00 hours, 00 minutes
IO Board Connection:	Pass
IO Board Disconnects:	0
IO Board Last Disconnect:	Never

Main Menu

Information

**View Log**

This page displays any logged events or errors that occur during the game.



Main Menu

Tests

These various tests check cabinet and game functionality.  
They are divided into submenus for input and output tests.

## TESTS

- Input Tests
- Video Tests
- Webcam Test
- File Test
- Coin Meter Test
- Lamp Test
- Blower Test
- Sound Tests
- Watchdog Test

Main Menu

Tests

Input Tests

## TESTS

- Switch Tests
- Card Reader Test
- Bike Input Test

Main Menu

Tests

Input Tests

Switch Tests

This checks input switch performance. By default, all switches should indicate inactive.  
When a switch is pressed, it should indicate active and be highlighted on screen.

## SWITCH TESTS

Coin Slot 1	Inactive	Numpad 1	Inactive
Coin Slot 2	Inactive	Numpad 2	Inactive
Start	Inactive	Numpad 3	Inactive
Vol+	Inactive	Numpad 4	Inactive
Vol -	Inactive	Numpad 5	Inactive
Test	Inactive	Numpad 6	Inactive
Service	Inactive	Numpad 7	Inactive
		Numpad 9	Inactive
		Numpad 0	Inactive
		Numpad #	Inactive
		Numpad *	Inactive

The Switch Test menu has a unique exit procedure, because it checks the switches normally used for navigation. To exit the switch test menu, press the test button five times.

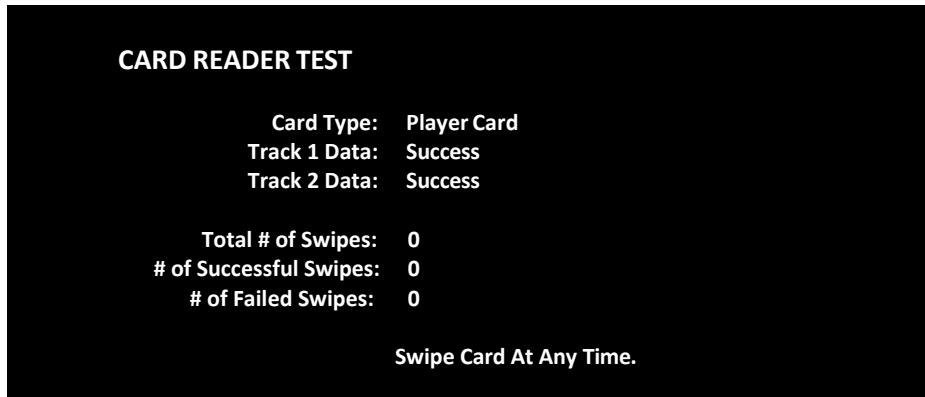
Main Menu

Tests

Input Tests

**Card Reader Test**

On swipe, card reader should read the card type and indicate success/failure for track 1 & 2. If results indicate failure, that card might be worn. If results indicate failure across several cards, card reader might be faulty.



Main Menu

Tests

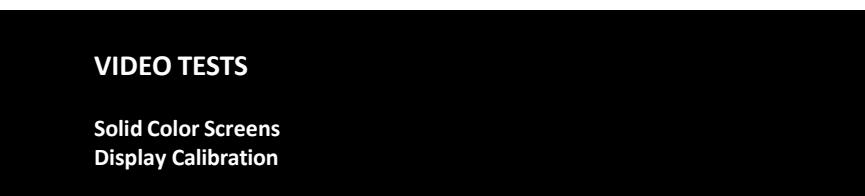
Input Tests

**Bike Input Test**

This menu tests the steering, throttle, and brake mechanisms.

Main Menu

Tests

**Video Tests**

Main Menu

Tests

Video Tests

**Solid Color Screens**

Screen Color test provides a full screen of a solid color.



Main Menu

Tests

Video Tests

**Display Calibration**

Display calibration provides a picture and color bars to assist in adjusting monitor settings.

Main Menu

Tests

**Webcam Test**

Adjust the webcam's brightness, contrast, zoom, and horizontal/vertical positioning.

Use take snapshot option to test functionality and picture quality/position.

Main Menu

Tests

**File Test**

This tests the integrity of the contents of the hard drive, searching for corrupt or missing game files. Damaged or missing files register as failed and are listed. The only solution to this problem is to restore the system from the DVD-ROM, as described in the Restore the Hard Drive section.

Main Menu

Tests

**Coin Meter Test**

Press a start button to increment the coin meter.

Main Menu

Tests

**Lamp Test**

This page of tests checks for burned-out cabinet lights.

Main Menu

Tests

**Blower Test**

This test checks the functionality of the air blower at various strengths.

Main Menu

Tests

**Sound Tests**

This checks sound volume and quality. Missing sounds indicated digital flaws. Distorted sounds suggest analog flaws. Lack of sound suggests disconnected or bad cables or speakers.

**SOUND TESTS**

**1000 Hz – Stereo (Both Left and Right Channels)**  
**1000 Hz – Left Channel Only**  
**1000 Hz – Right Channel Only**  
**100 Hz – Stereo (Both Left and Right Channels)**  
**100 Hz – Left Channel Only**  
**100 Hz – Right Channel Only**

100 and 1000 Hz tests generate specific frequency sounds on the indicated channel.

Cancel these sounds by selecting another test or exiting the menu.

Main Menu

Tests

**Watchdog Test**

This tests the Watchdog circuit, which protects the game against screen freezes (infinite loops). After a countdown, the game resets. To exit before the reset, press either Start or Volume button, squeeze a trigger or pump a gun. If the test succeeds, the game resets normally. If the test fails, the reset process loops or ends abnormally. See the Troubleshooting Chapter to diagnose and correct this problem.

Main Menu

Utilities

**UTILITIES**

**Bike Calibration**  
**Collection**

Main Menu

Utilities

**Bike Calibration**

This is the same procedure described earlier in the manual.



Main Menu

Utilities

Collection

## COLLECTION

[Take Collection](#)  
[View Credit Card Fee Details](#)  
[View Coinup Service Details](#)

Main Menu

Utilities

Collection

[Take Collection](#)

## TAKE COLLECTION

Date of Last Collection:	01.01.2016 (0.0 days)
Gross Collection	\$0.00
Cash	\$0.00
Credit Card	\$0.00
Service Credits	\$0.00
<u>Balance (SVC Credit not included)</u>	<u>\$0.00</u>
CoinUp Service	- \$0.00
<u>Net Collection</u>	<u>\$0.00</u>
Operator Split	(50.0%) \$0.00
Location Split	(50.0%) \$0.00

Send Collections Message contacts the server and delivers the latest collections information.  
Operator and location splits can be adjusted through the CoinUp® webpage.

Main Menu

Utilities

Collections

[View Credit Card Details](#)

## VIEW CREDIT CARD DETAILS

Attempted Credit Transactions	0
Successful Credit Transaction	0
<u>Total Charged</u>	<u>\$0.00</u>
Transaction Fees	\$0.00

Main Menu

Utilities

Collections

**View Coinup Service Details****VIEW COINUP FEE DETAILS**

Online Subscription Service	(0.0 days)	\$0.00
Cell Modem Charge	(0.0 days)	\$0.00
Operations Charge	(0.0 days)	\$0.00
<b>Credit Card Fees</b>		<b>\$0.00</b>
<b>Total Coinup Service</b>		<b>\$0.00</b>



## CoinUp®

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### Operation Overview

Having your game connected to CoinUp® allows easy access to software updates and permits game health and earnings to be monitored via [coinup.com](http://coinup.com).

### Operator Registration

New operators may register directly at the game. Simply follow the steps during the Setup Wizard.

**Be sure to note your assigned operator id number and your pin.** These numbers distinguish operators and are used to login to the game during unit registration.

Alternatively, complete the follow steps.

1. Complete CoinUp® Operator Registration Packet.
  - Fill out the CoinUp® *Authorization Agreement for Automated Payments*.
  - Read and sign the CoinUp® *Participating Operator Agreement*.
  - Read and sign the CoinUp® *Operator Registration Form*.
2. To become an authorized operator, fax the forms to (630) 348-2099 or mail them to:  
Play Mechanix™  
800 Roosevelt Road, Suite D-103  
Glen Ellyn, IL 60137  
*Authorization occurs in just a few days. Login information will be sent via email.*

### Unit Registration

During the setup wizard, you will be prompted to register the game. This links the game to the operator and ties it to a specific location. Unit registration permits monitoring and management via [coinup.com](http://coinup.com). Follow the on-screen prompt to login and add/select a location to complete registration.

### Access CoinUp® Operator Center

The CoinUp® Operator Center tracks the performance of your games. For example, you can compare performance of different machines at the same location, or even across locations. To access CoinUp® and view your pages, follow the steps below. From there, the site provides guidance. You follow easy prompts and navigate to the statistic, accounting, bookkeeping or performance data that you need.

1. Access the CoinUp® Web site at [www.coinup.com](http://www.coinup.com).
2. Enter the account e-mail address and password to login.

**FCC Compliance** You are solely responsible for FCC compliance on installations.

## Network Configuration

### Wired Connection - Ethernet Cable

1. Set up DSL or cable modem service through an ISP for online play or setup a local network.
2. Turn off AC power, unplug the power cord, and open the back door.
3. Run the Ethernet cable to the cabinet.
4. Route the Ethernet cable through the mouse hole in the back door.
5. Inside the cabinet, dress the Ethernet cable away from other cables and metallic parts.
6. Connect the Ethernet cable to the RJ45 jack on the PC.
7. Close the back door.
8. Plug in power cord and turn on AC power.

## Connection Wizard

The connection wizard provides a step-by-step guide to configuring an internet connection.

Select a connection type and follow the on screen instructions.

### Online Configuration

- Dynamic will automatically try to assign an IP address to the game machine
- Static allows the game machine to be set with a fixed IP address

### Local Configuration

- Configures the game to connect to other units on a local area network

## Checking the Connection

1. Enter Diagnostic mode by pressing the TEST service button.
2. Select Online then select Connection Details and Test.
3. Execute Test Connection to verify:
  - It can obtain a valid IP address.
  - It can contact the CoinUp® server.
  - It can access the CoinUp® database.
  - It can access the CoinUp® file server.
4. The test results section reports: SUCCESS or FAILURE.  
If any ping results in FAILURE, see the Troubleshooting chapter or call your distributor.

## Game Registration

After the first reboot with a network connection, you will be prompted to register your location. You can also register by entering the Diagnostic menu, select Online, then select Cabinet Location/Registration.

1. Login by swiping operator card or manually with operator id and pin.
2. Set Cabinet Location screen appears, downloading locations from CoinUp® automatically.
3. Scroll through the list and highlight the appropriate location.
4. Select a location to continue.
5. After location is chosen, a confirmation screen is displayed.
6. Select Use this Location to continue.
7. If the location is not on the list, select Add New Location to continue.
8. When adding a new location, follow step-by-step instructions to provide needed information.



## Online Operation

1. Ensure game remains connected to the CoinUp® network.
2. The hard drive stores data about the game location. If the hard drive is removed from the PC, important data will be lost. Do not swap or replace drives without authorization from CoinUp®.
3. Keep game location data accurate. Before moving a game, have the PC communicate with the server, then unregister the game. Re-register the game with updated information at the new location.

## Collection Procedure

The CoinUp® server tracks various book-keeping statistics including collections. To see them, log on to the CoinUp® Operator Center page at [www.coinup.com](http://www.coinup.com) and go to the Reports section.

1. During a normal collection, enter Diagnostic mode - select Utilities – select Collection.
2. Select Take Collection and Review the entire report.  
The system calculates Gross Collection from the last time the report screen was cleared.  
This figure and the actual collection should agree.
3. Select DO COLLECTION to send collection information.
4. After sending the collections, coin related audits are automatically reset.  
This allows coin audits to accurately reflect earnings since the last collection. If you don't send collections, the next collection won't match the figures on the Collections screen and you will not be able to view your collections on [www.coinup.com](http://www.coinup.com).
5. Split collection with location as usual.

# Troubleshooting

**Warning: Review safety chapter before making any adjustments to game.**

## General Troubleshooting

Problem	Possible Cause	Solution
Game will not power up	Game not plugged in.	Plug game into outlet.
	Game not turned on.	Turn on main power switch.
	Game fuse is blown.	Check and replace fuse.
	No power to receptacle.	Test outlet and plug game into powered outlet.
	PC not turned on.	Turn PC power switch on. Ensure IEC cable tightly plugged in. Trace cable back to source to ensure continuity.
	PC BIOS set incorrectly.	See BIOS Settings chapter.
NO VIDEO message	Video cables not plugged in properly	Reattach and/or tighten video cable to monitor. Reattach and/or tighten video cable to PC.
	Faulty video cable	Replace video cable
	PC not turned on.	Turn PC power switch on.
No sound	Bad Connection	Check connection to speakers.
Game does not load Hard drive test reports "bad" or "missing" files. Game fails to finish loading. After resetting, game still reports an error. Game suggests inserting a boot DVD. Erratic game mode or attract mode.  WARNING! Data Files Corrupted. (Game Operation May Become Unstable.) Use "Test" Switch to Enter Test Mode and Run "File Test." Press Start To Continue.	Hard drive failure	Recover hard drive.  See procedure on pg 16.
Game resets	Bad file.	Run File Test. Restore hard drive.



Problem	Possible Cause	Solution
Bike controls are not responsive	Blind mate is not connected	Verify bike base is fully connected correctly to the main cabinet
	Damaged blind mate connector	Verify that neither side of the blind mate connector has been damaged
	Bike not calibrated	Check bike input tests and recalibrate bike if needed.
Bike does not lean	Shipping bolts not removed	Remove bike base shipping bolts
Coin meter does not click during Test	No pulse to meter	Check all wiring from meter to I/O board
	Faulty meter	Replace coin meter
Exits Test Mode every 3 seconds	Test button stuck in ON position	Slide or toggle button off after Test Menu appears
<i>Dongle Not Present</i>	Dongle missing or disconnected	Find dongle usb connection and reseat in USB port
	Faulty USB port	Connect dongle to another USB port
<i>Connect I/O Board or I/O Board Missing</i>	USB cable disconnected	Check USB connection from PC to I/O board Try connecting to a different USB port
	Blown fuse	Verify 5V and 12V fuses are not blown
	No power to RIO board	Check for proper voltage (+5V, +12V) at RIO P2 connector
	Bad RIO Board	Replace RIO board with known functional board

## Matchmaker Troubleshooting

Matchmaker Ping fails	Game is not connected to the internet	Check Connection Details and Test for an IP and successful pings
NAT and Universal Plug n Play fail	Router configuration doesn't support network play	Contact IT administrator and/or consult router documentation.

## Connection to CoinUp® Troubleshooting

### General Connection Troubleshooting

Problem	Possible Cause	Solution
Connection Details and Test has IP address but Test Connection reports Database Ping failure or File Server Ping failure.	Firewall is blocking communication with server.	Read firewall documentation. Ensure configuration allows ICMP Echo. If router has built-in firewall, check router configuration. Enable communication on ports 80, 443, 7786, and 7787.
	Database or File Server is down	Wait 30 minutes and revisit Test Connection screen. If still reporting failure, call CoinUp® service.

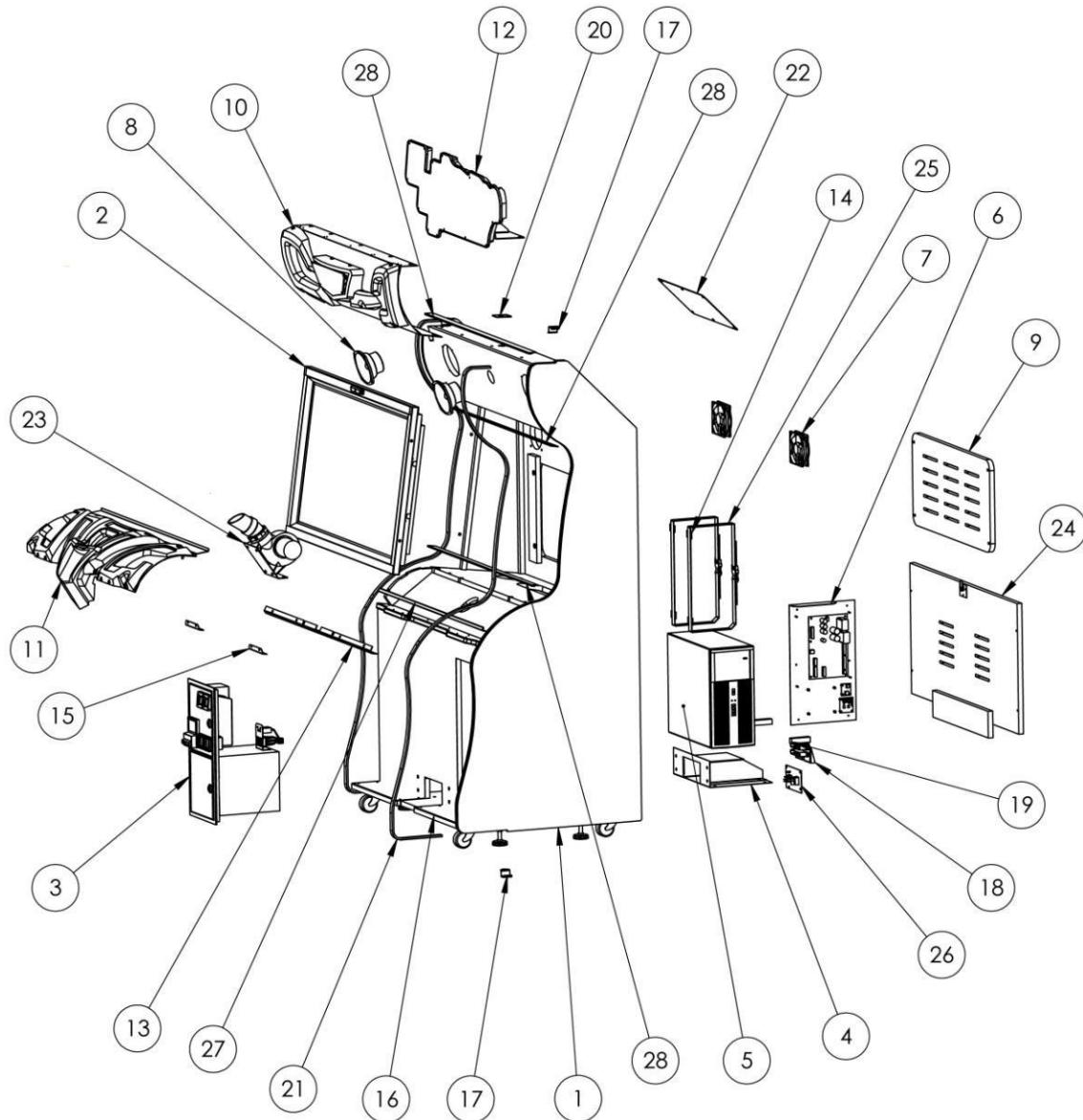
### Ethernet Connection Troubleshooting

Problem	Possible Cause	Solution
Games are not connecting locally to each other	Disconnected cable(s) Faulty Ethernet cable(s) Faulty router/hub	Check that all cables are securely connected. Try replacing cables. Verify router/hub is powered. Try replacing the router/hub.
Game cannot connect to CoinUp® server. No IP address appears under Connection Details and Test	No broadband internet service	Contact a local ISP to setup either cable modem or DSL service.
	Wrong router configuration	Configure router for DHCP (Dynamic Host Configuration Protocol).
	Disconnected Ethernet cable	Check that Ethernet cables are tightly connected at both ends. An audible click confirms tightness. Reboot game. In Diagnostic mode, select Online, then Test Connection. Confirm that IP address appears. The phrase eth0 must follow IP address.
	Faulty Ethernet cable	Test cable by connecting it from another PC into router or wall jack. Replace cable if faulty.
	Faulty Ethernet wall jack.	Plug Ethernet cable into a different jack.
	Broadband service is down.	Contact ISP.
	Faulty router	Plug Ethernet cable into different jacks in router. Plug Ethernet cable directly into DSL or cable modem instead of router. Replace router if faulty.
	Faulty network card	Call CoinUp® service

## Parts

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### Main Cabinet Assembly

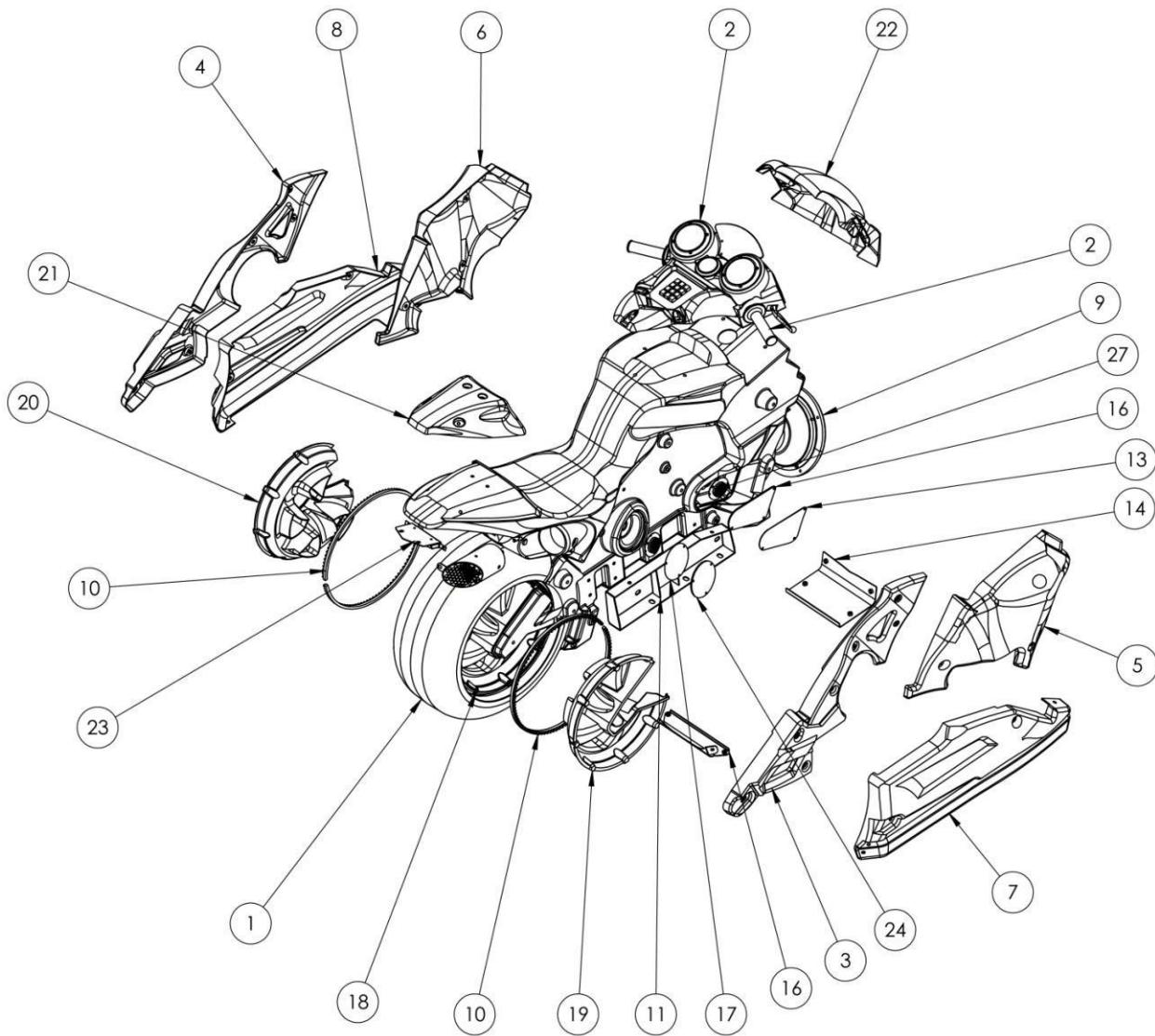


## Main Cabinet Assembly Part Numbers

Item	Part No.	Description	QTY
1	601-00694-01	Moto GP 42" Cabinet	1
2	42-MotoGP_Monitor_Assy	42" Moto GP Monitor Assembly	1
3	800-00005-01	Mid-width coindoor – BBHD	1
4	600-00500-01	SB2-Inner Tunnel Support	1
5	850-00017-01	HP 6005 PC	1
6	RIO_Moto-GP_Assy	Moto GP RIO board set assembly	1
7	FanAssy	DC fan and wire guard assembly	3
8	2-1-10-00-00-000	5.25 Full Range Speaker	2
9	601-00696-01	Moto GP 42" Back door	1
10	Moto-GP 42 Marquee Screen Assy	Moto GP 42" Marquee Screen Assembly	1
11	Moto-GP 42 Dash Assy	Moto GP 42" Dash Assembly	1
12	Moto-GP 42 Marquee Header Assy	Moto GP 42" Marquee Header Assembly	1
13	600-01409-01	Moto GP 42" Dash Mounting Bracket	1
14	600-00891-01	Securing Nylon Strap Plate	4
15	600-01563-01	Moto GP 42" Dash Mount	2
16	600-01560-01	Moto GP 42" Toe Kick Plate	2
17	600-01134-01	CLIP-LED-TMOLD	4
18	MG-P Blind_Connect_Female	Moto GP Blindmate Connect Female Assembly	1
19	601-00580-01	PC Wood Cleat	2
20	01-1842	MotoGP Header Harness Plate with Grommet	1
21	603-00718-91	LED-Tmolding 91"	2
22	600-01650-01	Moto GP Rear Cabinet Access Plate	1
23	Moto-GP Blower Mounting Assembly	Moto-GP Blower Mounting Assembly	1
24	Moto-GP 42 Back Door Assy	Moto GP 42" Back Door Assy	1
25	PC-Strap Assy	PC mounting strap assembly	1
26	Moto-GP_A-C Plate Assy	Moto GP A-C Plate Assembly	1
27	LED-EXTRUSION-ASSY-RA -40in	102cm (40in) LED Extrusion assembly	1
28	LED-EXTRUSION-ASSY-40in	Standard Use LED Assembly	3



## Motorcycle Assembly

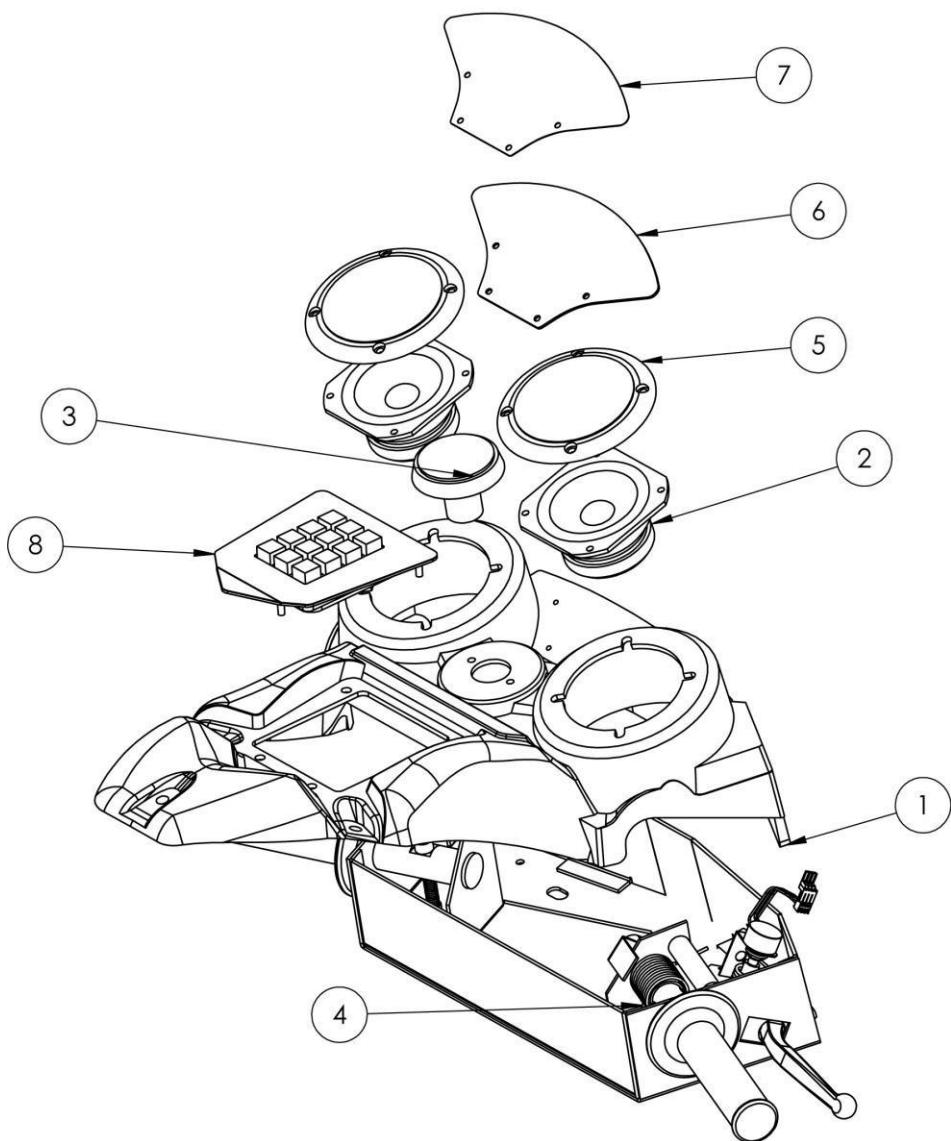


## Motorcycle Assembly Part Numbers

Item	Part No.	Description	QTY
1	603-00665-01-WIDE	Moto GP Bike Body	1
2	Moto-GP-Handle Bar Assy	Moto GP Handle Bar Assembly	1
3	603-00731-01	Moto GP Bike Right Frame	1
4	603-00732-01	Moto GP Bike Left Frame	1
5	603-00727-01	Moto GP Bike Right Side Vacform	1
6	603-00728-01	Moto GP Bike Left Side Vacform	1
7	603-00742-01	Moto GP 42" Bike Right Low Side Vacform	1
8	603-00743-01	Moto GP 42" Bike Left Low Side Vacform	1
9	ASSY-WOOFER-SNOW	Assembly Woofer Snow motion	1
10	500-00179-108	Great Wall LED (3 circuit – Yellow Red Blue) 108cm	2
11	608-00184-01	Bike mounting bracket right	1
12	608-00183-01	Bike mounting bracket left	1
13	600-01568-01	Moto GP Bike Side perf	2
14	600-01565-01	Moto GP 42" Skirt Joiner Front	1
15	600-01566-01	Moto GP 42" Skirt Joiner Back	1
16	600-01569-01	Moto GP Bike Side perf color diffuser	2
17	606-01082-01	Moto GP Raw Emblem	2
18	600-01679-01	Moto GP Greatwall LED Clip	16
19	603-00752-01	Moto GP Spoke Cover Right	1
20	603-00753-01	Moto GP Spoke Cover Left	1
21	603-00754-01	Moto GP Rear Fender	1
22	603-00726-01	Moto GP Windshield	1
23	Moto-GP Taillight-Assy	Moto GP Rear Taillight Assembly	1
24	600-01589-01	Moto GP Circle Bike Lense	2
25	600-01589-01-B	Bike Lense part b – joined to 600-01589-01 and not removable	1
26	TAILPIPE_ASSY-Production	Moto GP Pipe-3-125_OD Assembly	2
27	500-00035-01	White LED Superpuck PCB	4
28	606-01108-01	Frame decal right	1
29	606-01107-01	Frame decal left	1



## Handlebar Assembly

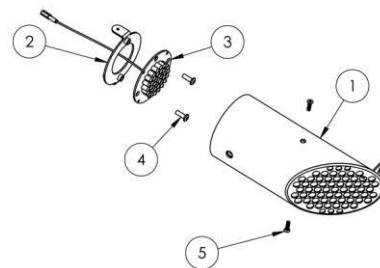


### Handlebar Assembly Part Numbers

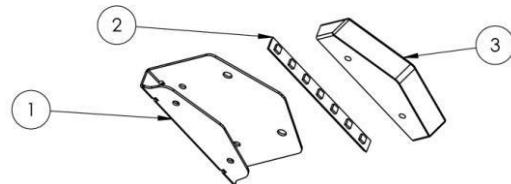
Item	Part No.	Description	QTY
1	603-00735-01	Moto GP Handlebar Control Panel	1
2	807-00010-00	3-1/2" Full Range Paper Cone Woofer, 8 Ohm, 30 Watts (RMS) / 60 Watts (Max)	2
3	702-00032-00	Large Green Round Button – Start/Nitrous	1
4	604-00040-01	Moto GP handle bar mech (w Hard Grey Sno-X Grips) 50-0166-00	1
5	807-00010-01	3.5 inch speaker grille	2
6	600-01649-01	Moto GP Speedo Blackout Plate	1
7	606-01105-01	Moto GP Speedo Blackout Decal	1
8	Moto GP Keypad Assy	Keypad Assembly	1

**Tailpipe Assembly**

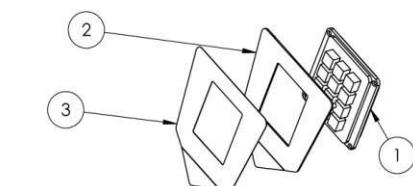
Item	Part No.	Description	QTY
1	608-00198-01	Moto GP Tailpipe	1
2	608-00198-02	Tailpipe LED bracket	1
3	500-00026-01	Red LED superpuck pcb	1
4	#8-32 panhd_phillips	Phillips Black Screw	2
5	91870A148	#6-32x3_8-Flat Tamper Black	2

**Taillight Assembly**

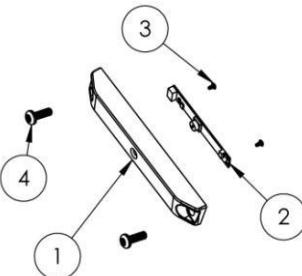
Item	Part No.	Description	QTY
1	600-01651-01	Moto GP Rear taillight plate	1
2	500-00184-13	Taillight - 5"(13cm) RGB LED Strip	1
3	600-01652-01	Moto GP Rear Taillight Acrylic	1

**Keypad Assembly**

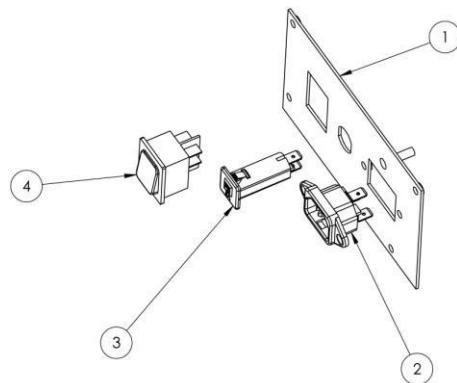
Item	Part No.	Description	QTY
1	2-1-14-00-00-000	Telephone keypad	1
2	600-01590-01	Keypad mounting plate	1
3	606-01106-01_02_03_04	Moto GP Keypad Decal Red, Orange, Blue, Green	1

**Moto GP 42" Camera Assembly**

Item	Part No.	Description	QTY
1	603-00764-01	Camera Housing Moto GP	1
2	500-00185-01	Moto GP webcam	1
3	99461A605	MMC 99461A605 Pan Head Phillips 18-8 Stainless steel 1-32-#0	2
4	93701A408	8-32-1_2 Torx tamper black	2

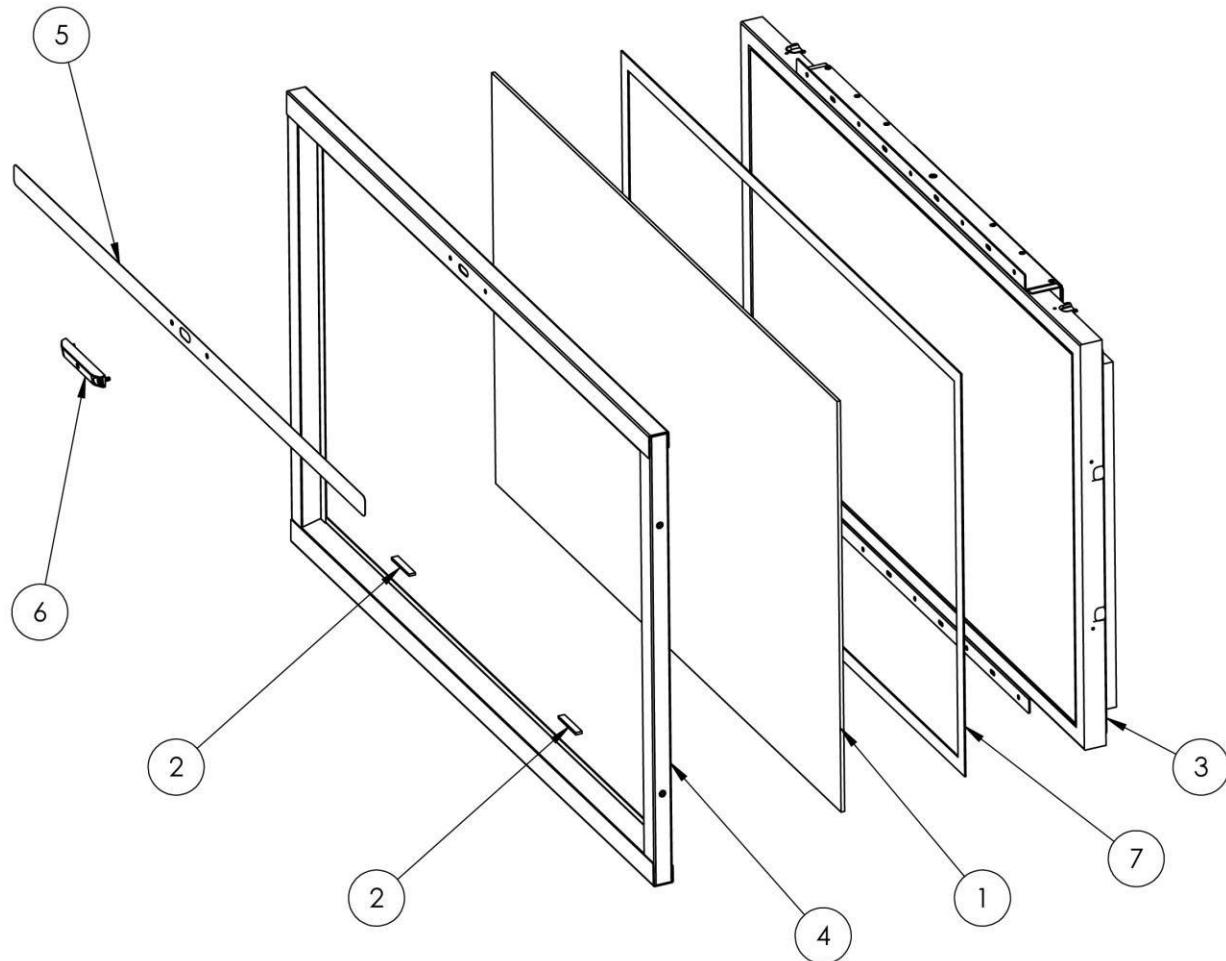
**Moto GP 42" AC Switch Plate Assembly**

Item	Part No.	Description	QTY
1	01-2291	AC Plate	1
2	Power Inlet Receptacle	IEC Appliance Inlet, screw-on mounting, quick-connect, 10A	1
3	T9-611-51	CBE Circuit breakers 5AMP	1
4	ON/OFF Switch	Rated 16 amps @ 125 volts AC and 5 amps @ 30 volts DC. Max 250 AC and 72 DC. UL recognized and CSA certified	1



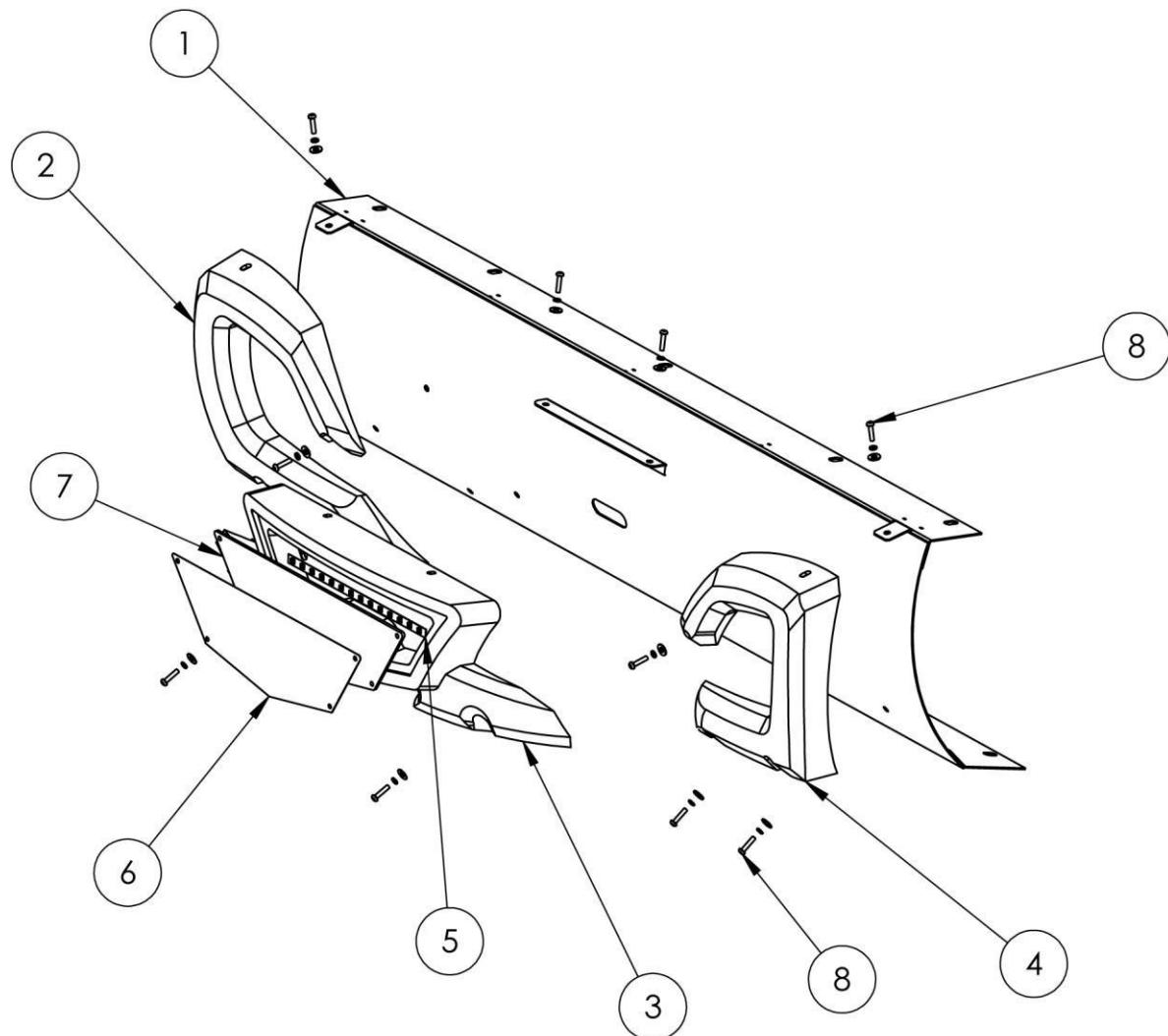


## Moto GP 42" Monitor Assembly



Item	Part No.	Description	QTY
1	600-00073-01	42" LCD Display Glass (Tempered)	1
2	125blackfoamtape-small	1/8"x3/8"W/2"L Black Foam Tape	2
3	809-00004-01	42" LCD Monitor MT42W-267A	1
4	608-00156-02	42" Monitor Frame Assembly Weldment	1
5	606-01113-01	Moto GP Monitor Frame Camera Decal	1
6	Camera-House-Assy	Moto GP Camera Assembly	1
7	LCD Foam Tape	1/16"Tx3/4"Wx120" Total Length Black Foam Tape	1

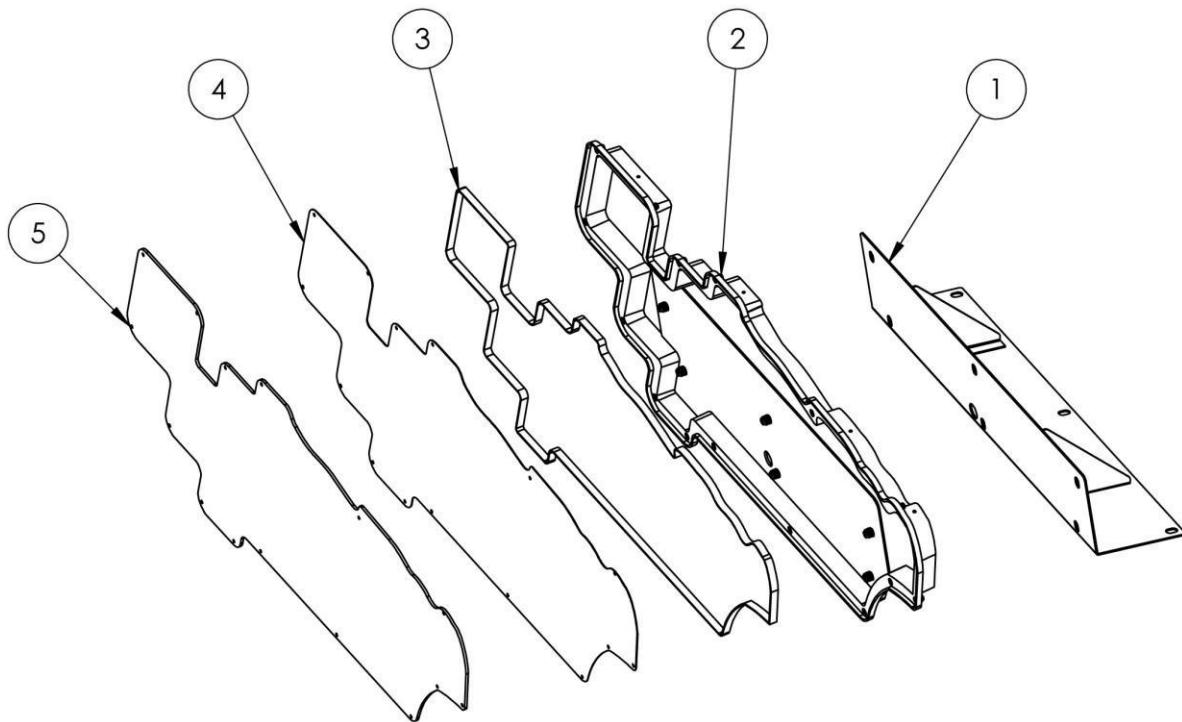
## Moto GP 42" Marquee Assembly



Item	Part No.	Description	QTY
1	600-01561-01-ASSY	Moto GP Marquee Screen Weldment	1
2	603-00741-01	Moto GP Marquee Vacform Left	1
3	603-00739-01	Moto GP Marquee Vacform Center	1
4	603-00740-01	Moto GP Marquee Vacform Right	1
5	500-00162-20	20cm LED Strip White (with foam tape)	1
6	606-01017-01	Moto GP 42" Marquee Leader Translight	1
7	600-01588-01	Moto GP 42" Marquee Leader Plexiglass	1
8	#10-32 Torx-lock-flat	#10-32 Torx #10 lock washer #10 flat washer	12



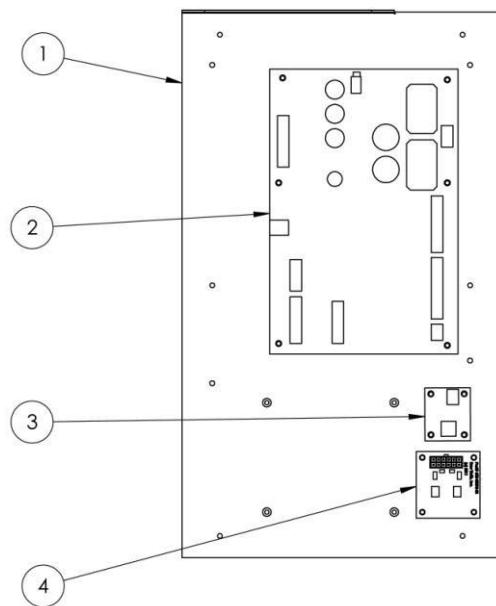
## Moto GP 42" Marquee Header Assembly



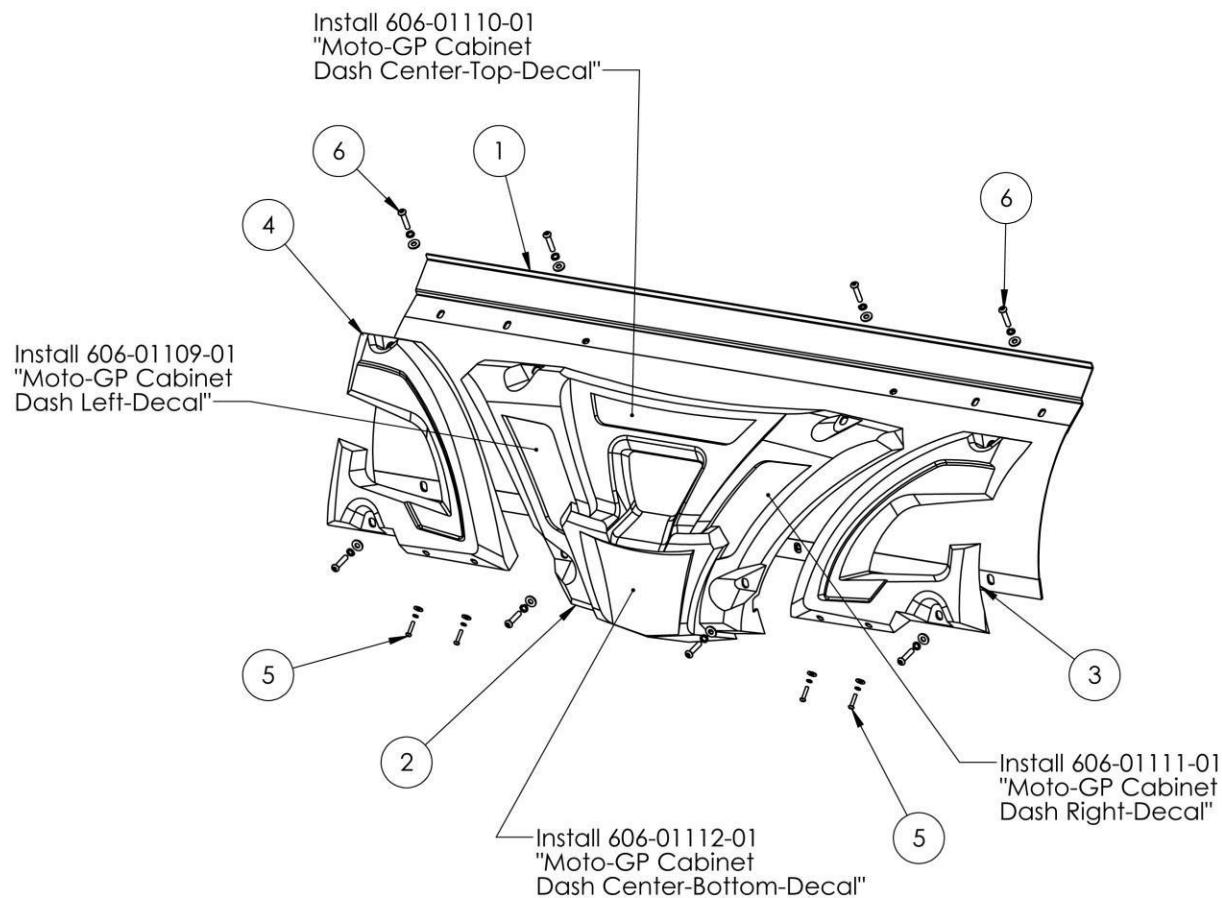
Item	Part No.	Description	QTY
1	600-01395-01	Moto GP Marquee Bracket	1
2	603-00722-01-Assy	Moto GP Marquee Pan Assembly	1
3	500-00162-254	Marquee 254cm white LED with foam tape	1
4	606-01016-01	Moto GP Marquee Translight	1
5	600-01393-01	Moto GP Marquee Clear Lense	1

## Moto GP 42" Rio Board Assembly

Item	Part No.	Description	QTY
1	600-01670-01	Moto GP Rio Mounting Plate	1
2	500-00040-01	Rio board	1
3	500-00194-01	5V, 5A switching Regulator PCB (12v input)	1
4	500-00075-01	Blower Motor PCB	1

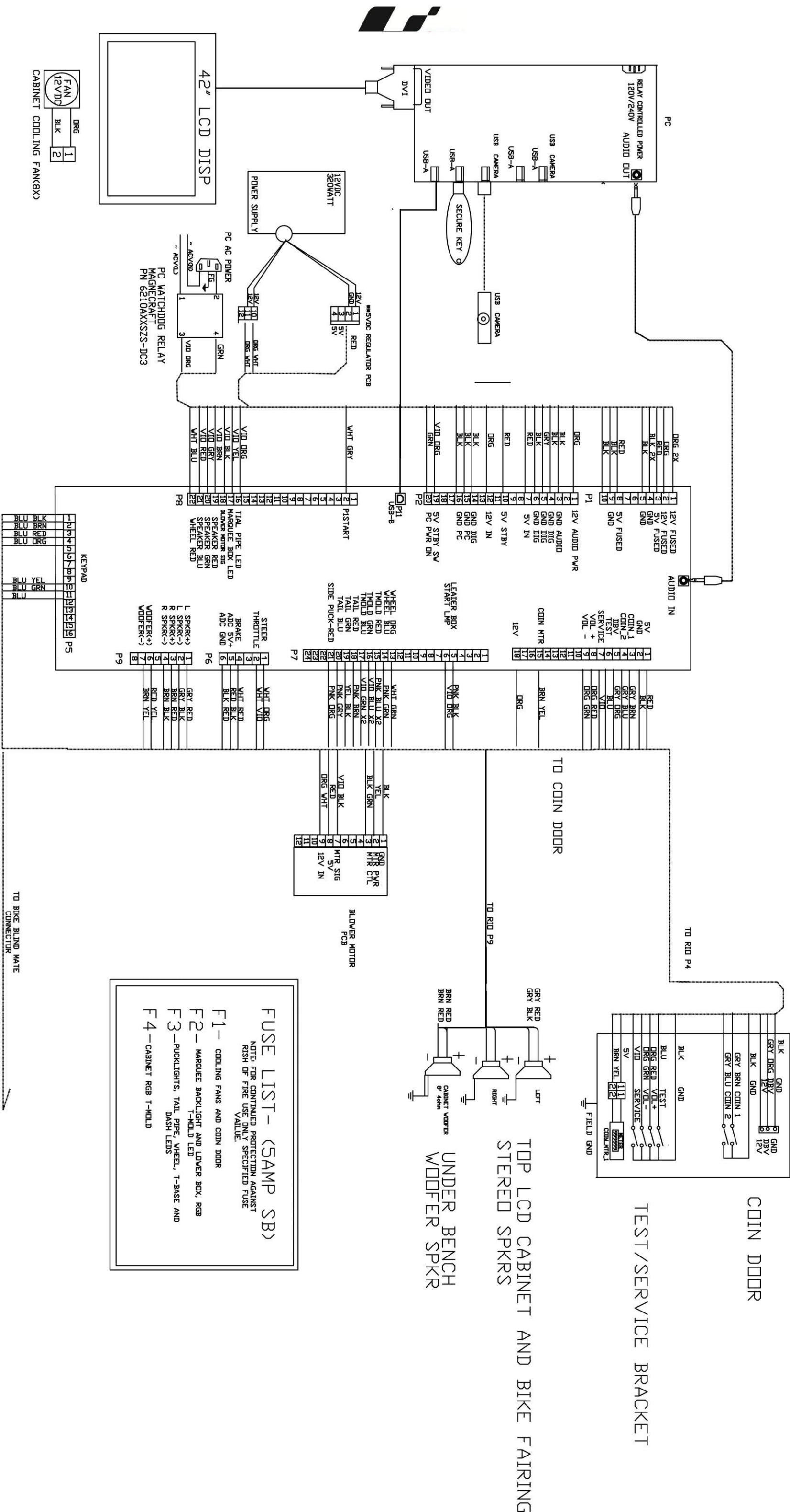


## Moto GP 42" Dash Assembly



Item	Part No.	Description	QTY
1	600-01562-01-ASSY	Moto GP Dash Screen Weldment	1
2	603-00723-01	Moto GP Dash Center Vacform	1
3	603-00724-01	Moto GP Dash Right Vacform	1
4	603-00725-01	Moto GP Dash Left Vacform	1
5	#10-32 TORX-Lock-Flat	#10-32 Torx #10 Lock Washer #10 Flat Washer	4
6	Torx 1-1_4-20	Torx 1-1/4 inch, lock and flat washer	8

## Electrical Wiring



NOTE: FOR CONTINUED SAFETY AND PROPER OPERATION ALL EARTH GROUND CONNECTIONS MUST BE CONNECTED TO KNOWN GOOD GROUND PLANE.  
ALL ACCESSIBLE METAL PARTS OF THE GAME MUST BE GROUNDED.

FROM  
PAGE 1/2

BIKE ASSEMBLY

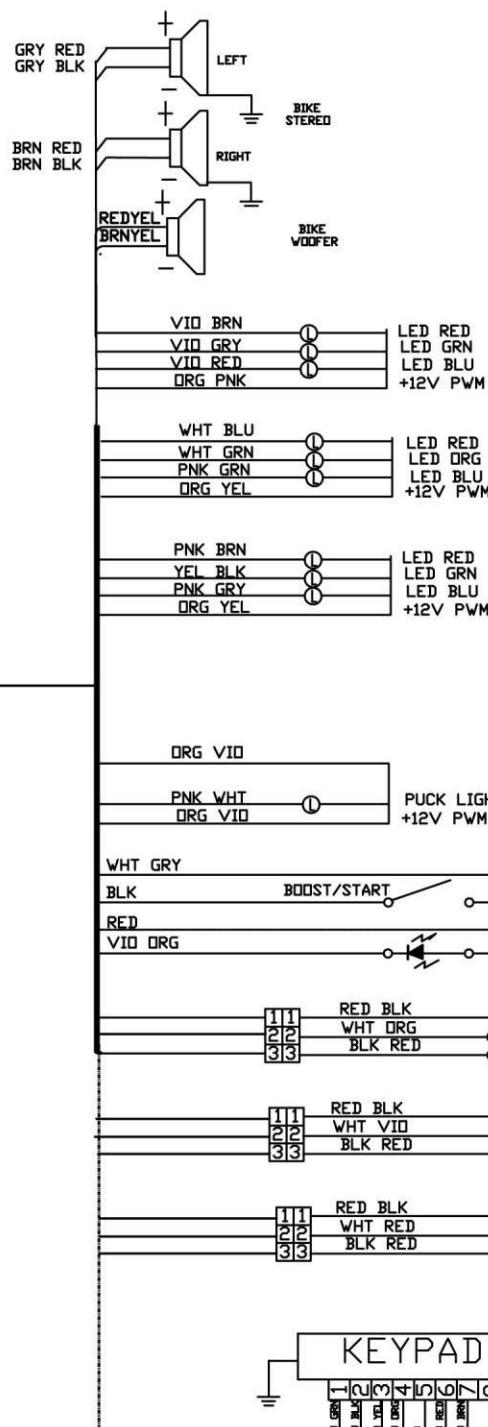
GRNYEL<18 AWG>

30 PINS, BLIND MATE CONN.

1.1	BLK
2.2	BLK RED
3.3	BRN BLK
4.4	BRD RED
5.5	BRN YEL
6.6	GRY BLK
7.7	GRY RED
8.8	ORG PNK
9.9	ORG VID
10.10	DRV VID
11.11	PNK BRN
12.12	PNK GRN
13.13	PNK DRG
14.14	PNK WHT
15.15	VID BRN X2
16.16	VID GRY X2
17.17	VID DRG
18.18	VID RED X2
19.19	RED
20.20	RED BLK
21.21	RED YEL
22.22	WHT BLU
23.23	WHT GRN
24.24	WHT GRY
25.25	WHT DRG
26.26	WHT VID
27.27	WHT RED
28.28	YEL BLK
29.29	GRN YEL
30.30	

30 PINS, BLIND MATE CONN.

1.1	RED (18 AWG)
2.2	RED WHT
3.3	RED
4.4	WHT
5.5	BRN
6.6	WHT DRG
7.7	BLK WHT
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30.30	



T-BASE LED

BIKE WHEEL LIGHTS

BIKE TAIL PIPES

CONTROL PANEL



## Contact Information

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For an authorized distributor near you, visit Raw Thrills at <https://www.gametube.hk>

HomingGame

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