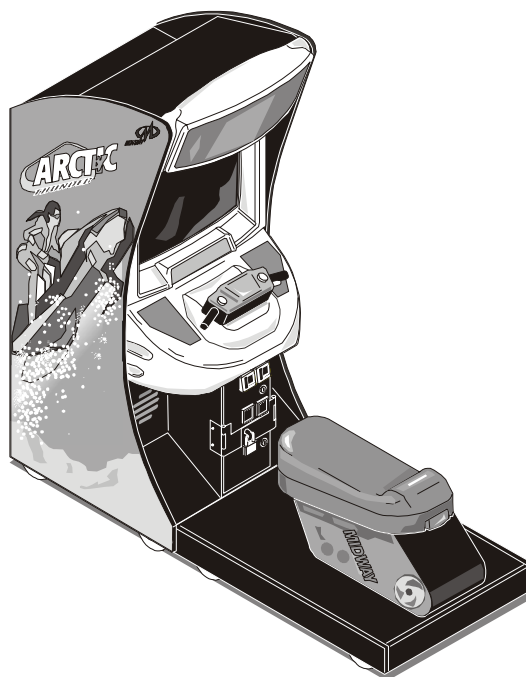


ARCTIC THUNDER

Game Operations Manual for 27" Dedicated Video Game




Manual Includes

Operation & Adjustments * Parts Information * Wiring Diagrams * Testing & Problem Diagnosis

The manufacturer intends that this game is to be operated for amusement purposes only and not in contravention of any federal, state or local law or regulation of the United States or any foreign country governing gaming devices. All operators of this game are responsible for its operation in accordance with such laws and regulations. The manufacturer's factory settings for this game may require adjustment in order to comply with laws applicable in an operator's specific jurisdiction. It is the operator's responsibility to determine whether adjustments are necessary and, if they are, to make the appropriate adjustments prior to operating the amusement game.

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CABINET LINKING INSTRUCTIONS

	<p>To link <i>two</i> cabinets, use the crossover coupler included in the spare parts bag. Connect the factory installed linking cable to the coupler and follow the instructions for “Wiring Modifications and Software Setup” located below starting with step #7.</p> <p>To link <i>three or more</i> cabinets, use a standard 10 base-T ethernet hub and follow all of the instructions for “Wiring Modifications and Software Setup” located below.</p>
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CABINET ARRAYS

To create a Video Game Machine (VGM) Array, join the cabinets together. Each VGM comes equipped with the necessary hardware to connect cabinets and provide maximum stability. Hardware is located in the spare parts bag inside the cash box.

To join cabinets, remove the flat-head carriage bolts from the top and rear of adjacent cabinet sides. Position cabinets next to one another and adjust the leg levelers until all holes are aligned. Insert long carriage bolts through the holes in both cabinets, and then fasten in place with the nuts provided.

NETWORK CONSIDERATIONS

Each VGM comes complete with a factory installed network cable. Optionally, a hub can be installed and located remotely to monitor network activity. Cables up to 328 ft., or 100 meters, in length may be used in conjunction with the hub provided they are Category 3 or higher, 100 ohm unshielded twisted pair communications grade wiring. Standard telephone cables are not sufficient for this application and should not be used.

Take care to protect exposed wiring from player foot traffic, cleaning crews, service personnel, etc. Use approved conduit or wire channels to support cables. Please note that modular connectors do not have strain relief.


Prevent linking cables from becoming damaged by avoiding sources of extreme heat or moisture, and high amounts of electrical energy like neon signs, fluorescent fixtures, two-way radios, cordless phones, power circuits, public address system wiring, etc.

Universal RJ-45 modular plugs are not numbered or coded in any way. *Clearly label all network connections to avoid confusing network cables with computer or telephone circuits.*

WIRING MODIFICATIONS AND SOFTWARE SETUP

1. Place the linking hub inside the base of a cabinet nearest the center of the array. Remember that the crossover couplers supplied with the game are *not* used when creating an array using the hub. Crossover couplers are only used to link two cabinets.
2. Unlock and remove the rear door from the cabinets selected to be part of the array. Inside the cabinet you will find a coil of linking cable with one end already attached to game electronics. Uncoil just enough of the cable to reach the hub, then recoil the rest of the cable and tie it in place. Repeat this procedure for each of the other cabinets. Do not reinstall the cabinet door(s) at this time.
3. Route the free end of each cable out through the notch located in the rear door opening and plug into any jack on the rear panel of the linking hub. Route the free end of the AC adapter for the hub and plug it into the 9VAC jack on the front panel of the hub. Now all of the cables can be connected to the hub.

4. Refer to the manufacturer's instructions in order to set the hub switches for *LNK* (link) and *X* (cross-over) activity.
5. Fasten the hub to the bottom of the most central cabinet using a hook-and-loop type material. Orient the hub so that the indicator lights are visible and cable jacks are accessible.
6. Make sure excess cable is tied into a coil and that all cables are routed through the notch in the rear door. Connect the AC adapter for the hub and all line cords to AC power.

	<p>CAUTION Do not connect or disconnect any cable to the game electronics or hub with the power turned on. Circuit disruptions may damage the game and void the warranty.</p>
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7. Switch on power and closely observe the screen for each cabinet during start up. Each automatically enters ATTRACT MODE if no errors are found. Refer to *Troubleshooting* in the operation manual if errors are detected.
8. Verify software version compatibility for each game machine. Newer versions may contain instructions previous versions do not, causing games to halt or reset at random.

Unlock the coin door for each cabinet to access the operator control buttons inside coin vault. Press and hold the TEST button to enter the menu system. Select SYSTEM INFORMATION MENU at the Main Menu screen. Scroll to SOFTWARE VERSION and press the TEST button. Observe screen for desired information

9. Assign game machine a link number. Select ADJUSTMENTS from the Main Menu screen. Scroll to and select GAME LINK NUMBER by pressing the Test button. Assign a linking number ranging from 1 to 4 to each game cabinet.

NOTE: Each cabinet must have its own individual and unique number. The first cabinet on the left is always cabinet 1, the second is cabinet 2, etc.

10. Repeat these steps for each remaining game cabinet you wish to link.
11. Close and lock the coin door, and reinstall and lock the rear door for each cabinet. Lower the leg levelers for each cabinet until the casters do not touch the floor and the cabinets are level. Lock the levelers in position by tightening the nuts provided.

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