

# KIDDY KRUISIN'™



**STING**  
INTERNATIONAL

## GAME OPERATION & INSTRUCTION MANUAL

FOR ALL PARTS, SERVICE, AND TECHNICAL SUPPORT

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# **“KIDDY KRUISIN RIDE”**

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## **1. GAME FEATURES**

- (1) FULL GELCOAT FIBERGLASS CABINET IS RICHLY DETAILED AND FEATURES MANY CUSTOMIZED PARTS AND HIGHLIGHTS SUCH AS WORKING TURN SIGNAL LAMPS, LIGHTED DASH PANEL, WORKING TAIL AND HEAD LAMPS.
- (2) INTUITIVE VIDEO GAME PLAY FEATURES A 3D DATABASE AND FULLY INTERACTIVE COURSE WITH CHALLENGES FOR ALL AGES.
- (3) GAMEPLAY PROGRAMMING, PLAY TIME, BONUS OPTIONS AND TICKET OR DBV OPTIONS ARE EASY ADJUSTABLE!
- (4) TICKET PAYOUT FEATURE IS OPTIONAL AND ADJUSTABLE BY THE OPERATOR IN THE GAME SET UP MENU!
- (5) LARGE SEAT SIZE DESIGNED FOR UP TO 2 PASSENGERS.
- (6) 4 - WAY, SWIMMING MOTION BASE ACTION.

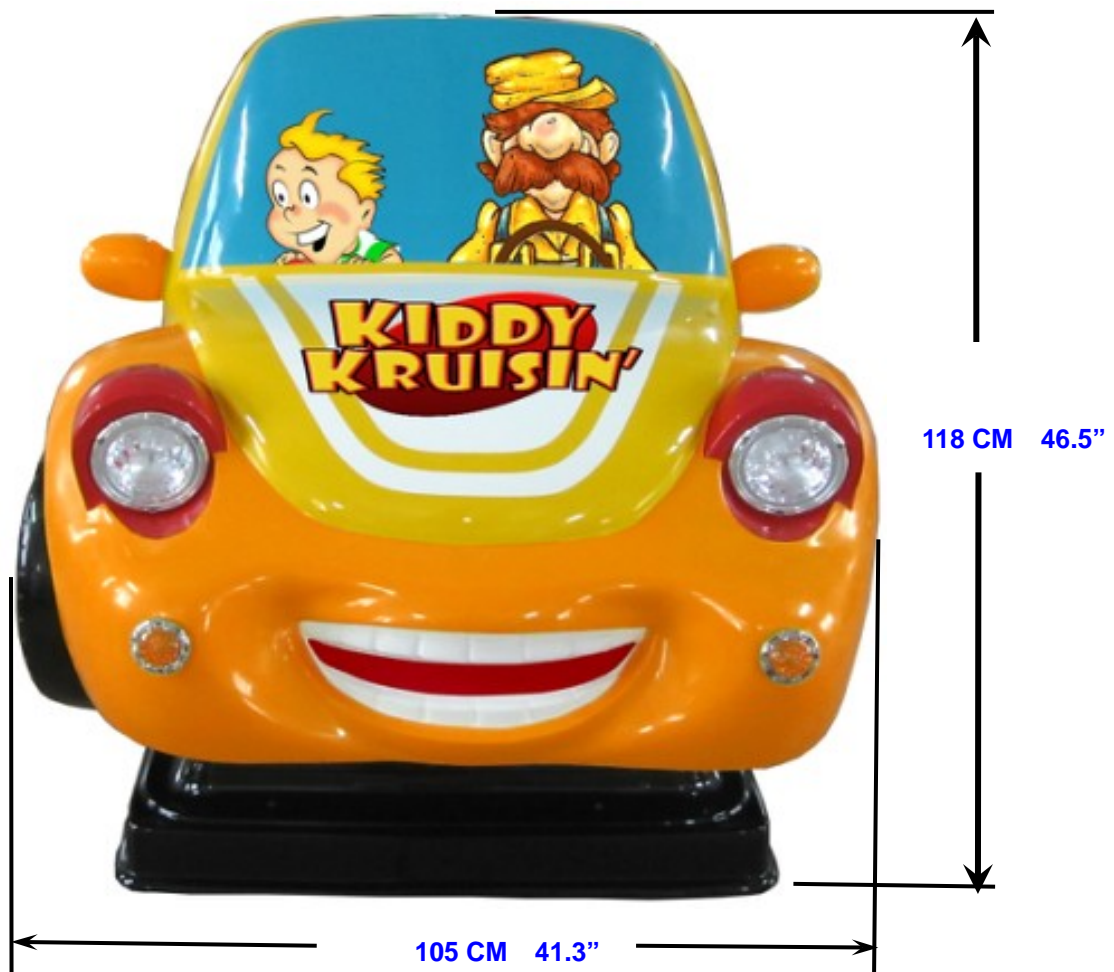
## **2. PLAY INSTRUCTIONS**

- (1) ENTER THE CORRECT NUMBER OF CREDITS. THE GAME WILL START AUTOMATICALLY WHEN THE PROPER NUMBER OF CREDITS HAS BEEN ENTERED. THE GAME SCREEN WILL DISPLAY THE INTERACTIVE GAME PLAY.
- (2) USE THE "GAS PEDAL" TO ACCELERATE YOUR CAR. TRY YOUR BEST TO COLLECT AS MANY "COINS" AS YOU CAN FOR INCREASING YOUR SCORE DURING THE GAME.

- (3) PRESS "JUMP" BUTTON TO AVOID ANY ROADBLOCKS OR FOR AVOIDING OTHER CARS. JUMP TO COLLECT HIGHER "COINS".
- (4) PICK UP THE TURBO "GAS TANK" DURING YOUR DRIVE. YOUR CAR WILL SPEED UP AUTOMATICALLY!
- (5) AT GAME OVER, THE GAME WILL PAY OUT TICKETS ACCORDING TO YOUR SCORE! (IF THE GAME IS SET FOR "TICKET PAYOUT" FUNCTION" IN THE MENU.

### 3. DIMENSIONS & TECHNICAL PARAMETERS

- (1) **GAME DIMENSIONS:** W105CM \* D185CM \* H118CM  
(W41.3" \* D72.8" \* H46.5")
- (2) **POWER REQ:** AC 220V $\pm$ 5% 50HZ (or AC 110V $\pm$ 5%,60HZ)  
FOR THE SPECIFIC VOLTAGE USE,  
PLEASE REFER TO THE GAME'S  
NAMEPLATE.
- (3) **MAXIMUM POWER:** 400W
- (4) **NEW WEIGHT:** 160KGS (353 LBS)
- (5) **OPERATION TEMP:** -10~+40°C, 86PA~106PA. (INDOOR ONLY)
- (6) **NUMBER OF PLAYERS:** 1 PLAYER + (OPTIONAL) PASSENGER


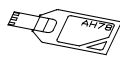




#### 4. PARTS OF THE MACHINE

1. REFER TO THE CHART ON THE NEXT PAGE FOR THE MACHINE PARTS LOCATIONS AND THE CONTENTS OF THE SPARE PARTS KIT SUPPLIED WITH THE GAME.

CONTINUED;

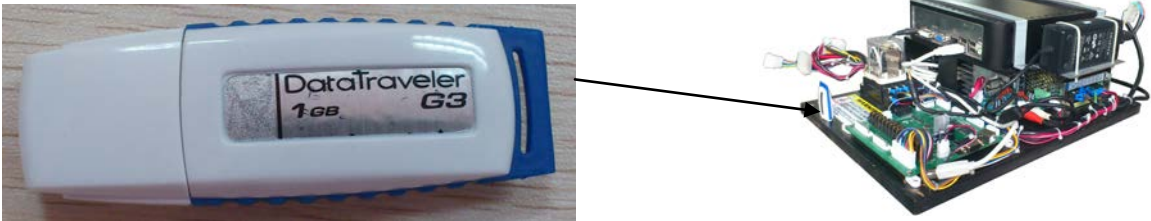
## 2. SPARE PARTS KIT CONTENTS:

| NO | DESCRIPTION                          | SIZE    | QTY | UNIT | IMAGE   | REMARKS |
|----|--------------------------------------|---------|-----|------|---|---------|
| 1  | AC POWER CABLE                       |         | 1   | PC   |    |         |
| 2  | FUSE                                 | 5XΦ20mm | 2   | PC   |    | 10A     |
| 3  | GAME MANUAL                          |         | 1   | PC   |    |         |
| 4  | KEY FOR CASH BOX & BACK DOOR         |         | 2   | PC   |    | 3157    |
| 5  | KEY FOR COIN MECH DOOR & TICKET DOOR |         | 2   | PC   |    | 3172    |
| 6  | STEERING WHEEL MICRO SWITCH          |         | 1   | PC   |   |         |
| 7  | "JUMP" BUTTON MICRO SWITCH           |         | 1   | PC   |  |         |
| 8  | REAR LAMP LED                        |         | 1   | PC   |  |         |

## 2.1 “U”-DISC SYSTEM BACK UP [GAME SOFTWARE REINSTALL]

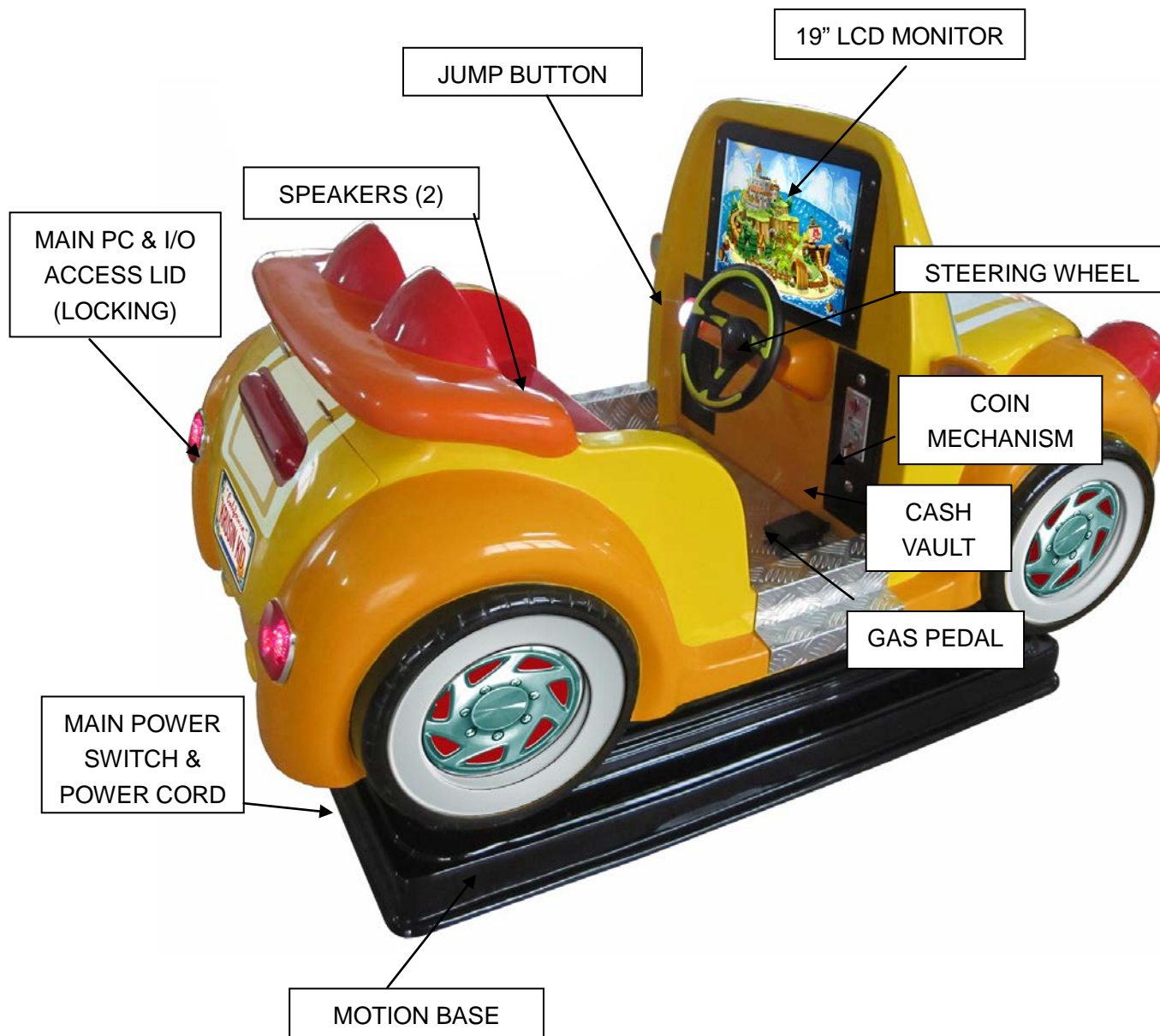
IN THE UNLIKELY EVENT YOUR GAME SOFTWARE SHOULD BE INTERRUPTED AND THE GAME FAIL TO LOAD PROPERLY, THIS “U” DISC INCLUDED WITH YOUR GAME MAY BE USED TO RESTORE THE GAME SOFTWARE OPERATING SYSTEM.

YOUR GAME IS A PC BASED HARDWARE SYSTEM. SUDDEN POWER SURGES, HIGH CHARGES OF STATIC ELECTRICITY AND OTHER SUCH ABNORMAL IN RUSH OF CURRENT MAY CAUSE THIS. IT IS SIUMPLE AND FAST TO RESTORE THE SYSTEM WITH THE FOLLOWING PROCEDURE.

|   |   |
|---|---|
| This machine has included an additional “U” disc for situations caused by power surges. |   |
|     |   |
| Function  | In the event of a sudden surge of power, the video may freeze or the game may not log in normally. In this case, please take this U disc which is found next to the main PC and insert into USB port on host PC. After inserting, game system software will be reinitialized automatically. After installing, game will run normally. Please put U disc back into the storage port for future use if necessary. |



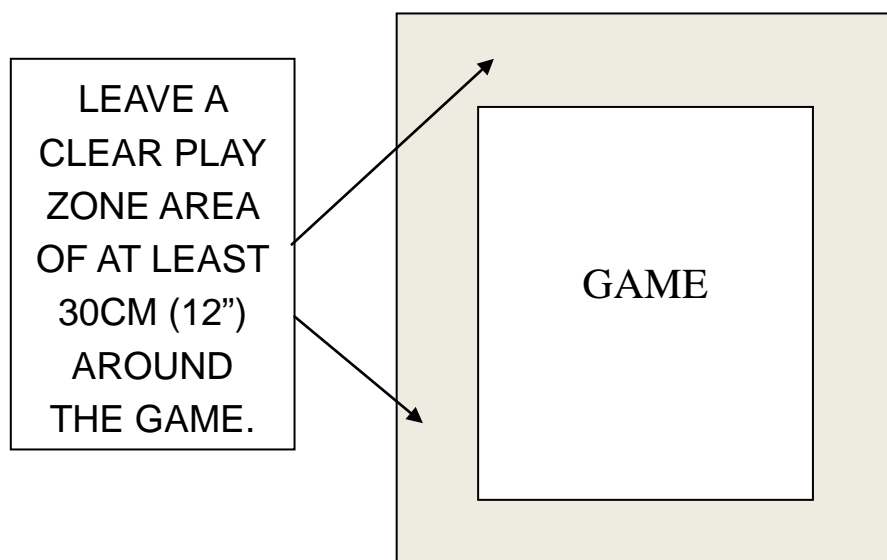
## 5. INTEGRAL STRUCTURE OF THE GAME





## 6. INSTALLATION OF THE GAME

- (1) USE OF THE GAME OUTDOORS IS PROHIBITED.
- (2) THE RECOMMENDED AREA REQUIRED FOR SAFE OPERATION:



- (3) DO NOT INSTALL OR OPERATE THE GAME IN AREAS OF HIGH HUMIDITY OR EXCESSIVE CONDENSATION TO AVOID ELECTRICAL FAILURE OR CORROSION OF ELECTRICAL AND METAL COMPONENTS.
- (4) NEVER OPERATE OR INSTALL THE GAME NEAR EXCESSIVE HEAT OR SPARKS.
- (5) THE GAME SHOULD BE INSTALLED ON A LEVEL, EVEN, SMOOTH SURFACE AT ALL TIMES FOR RELIABLE OPERATION AND ACCESS OF THE MOTION BASE.
- (6) THE ENVIRONMENT OF THE LOCATION FOR THE GAME'S

INSTALLATION SHOULD BE REASONABLY FREE OF DIRT AND DAMPNESS, DUST AND/OR MATERIALS WHICH ARE STORED OR KEPT NEARBY WHICH MAY COME IN CONTACT WITH THE GAME DURING OPERATION. BE SURE THE AREA IS FREE OF OBSTRUCTION.

- (7) ALWAYS TURN THE POWER OFF BEFORE MOVING THE GAME AND ALWAYS DISCONNECT THE POWER CABLE FROM THE POWER SOURCE AND FROM THE GAME PRIOR TO MOVING.
- (8) AFTER INSTALLATION, ALWAYS LOWER THE 4 CORNER LEG LEVELERS DOWN TO THE LOWEST POSITION TO PREVENT THE GAME FROM ROLLING ON THE CASTERS DURING OPERATION.
- (9) CONNECT THE POWER ONLY TO COMPATIBLE OUTLETS RATED FOR THIS GAME.

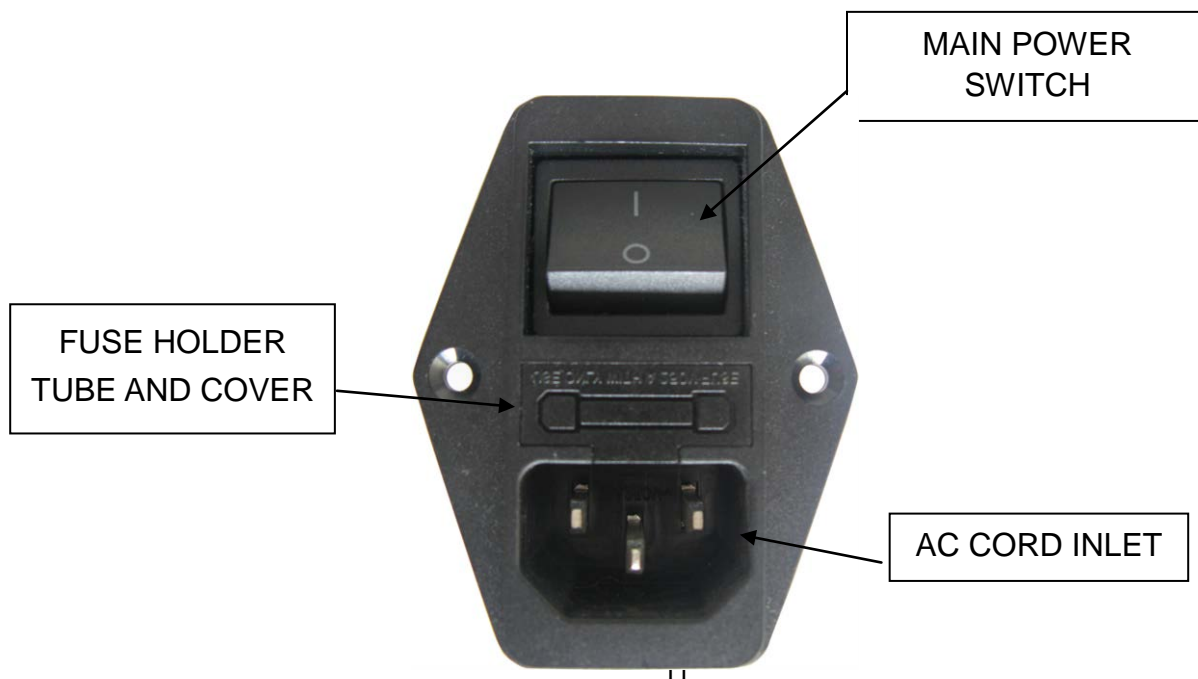
## **7. NOTICE FOR SAFE OPERATION**

- (1) CHECK WHETHER THE POWER PLUG AND POWER CORD ARE IN GOOD CONDITION BEFORE SWITCHING THE POWER ON. MAKE SURE THAT THE VOLTAGE IS SUITABLE FOR THE MACHINE.
- (2) THE POWER SUPPLY VOLTAGE MUST BE ACCORDING TO THE INSTRUCTION ON THE BACK OF THE MACHINE.

- (3) SWITCH THE POWER OFF BEFORE ANY MAINTENANCE OR REPAIR.
- (4) ONLY QUALIFIED PERSONS SHOULD EXAMINE AND REPAIR THE ELECTRIC COMPONENTS.
- (5) USE EXTREME CAUTION WHEN SERVICING MOTORS AND GEAR BOXES AS MOVEMENT COULD OCCUR.
- (6) WHEN YOU PULL OUT THE POWER CORD, HOLD BY THE PLUG. DO NOT PULL BY THE LINE CORD. DO NOT PLUG OR UNPLUG THE POWER CORD WITH WET HANDS. DO NOT PULL OR TWIST THE LINE CORD UNNECESSARILY.

## 8. POWER SUPPLY

- (1) POWER SUPPLY INPUT;

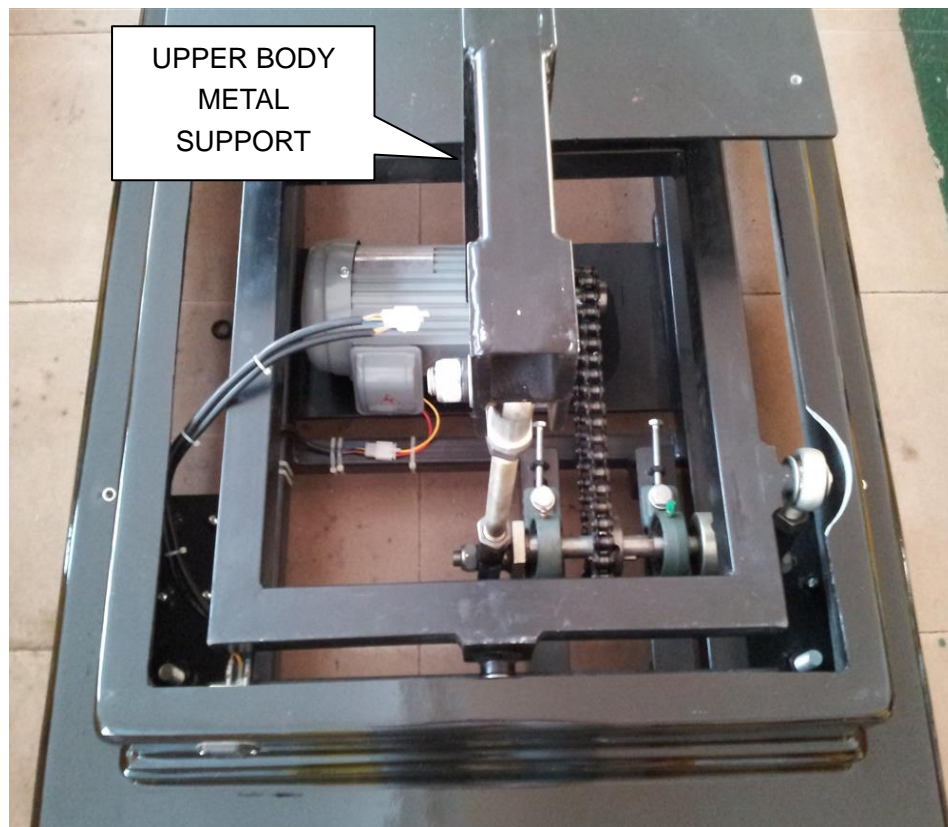
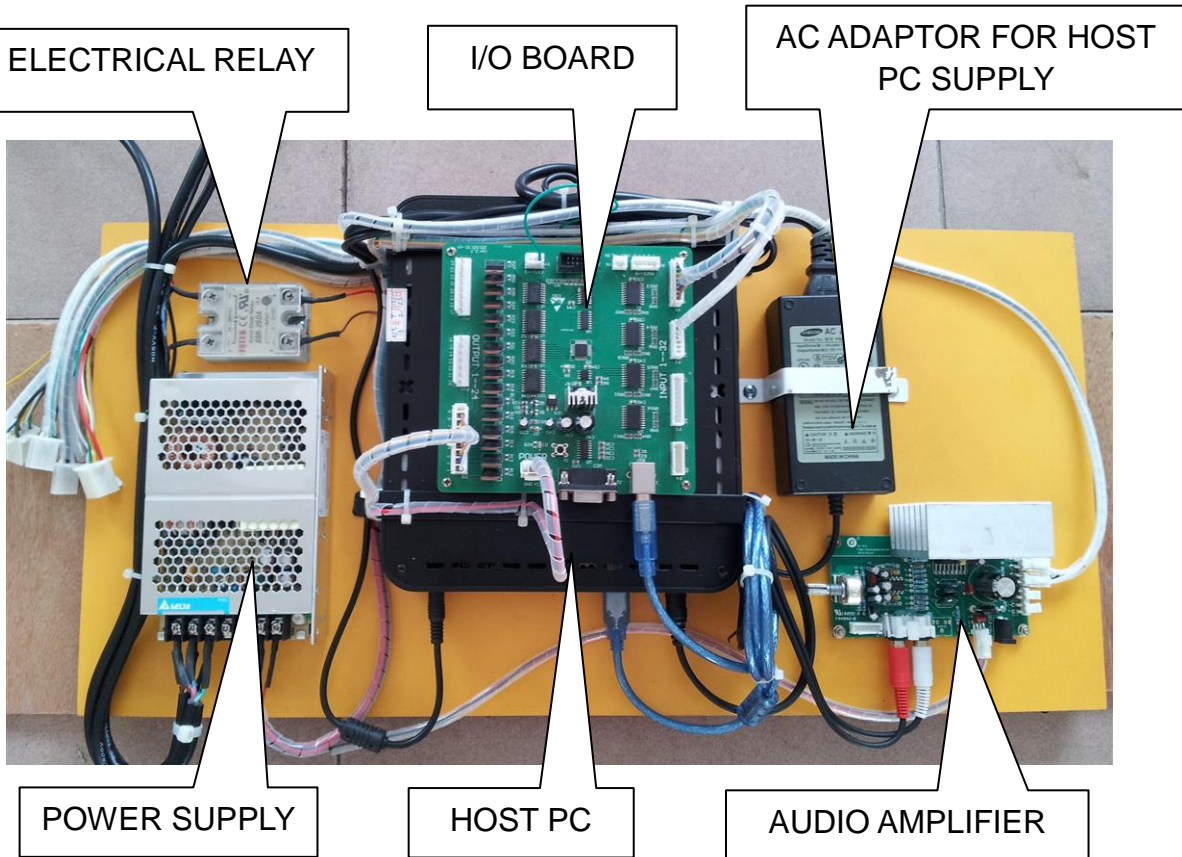


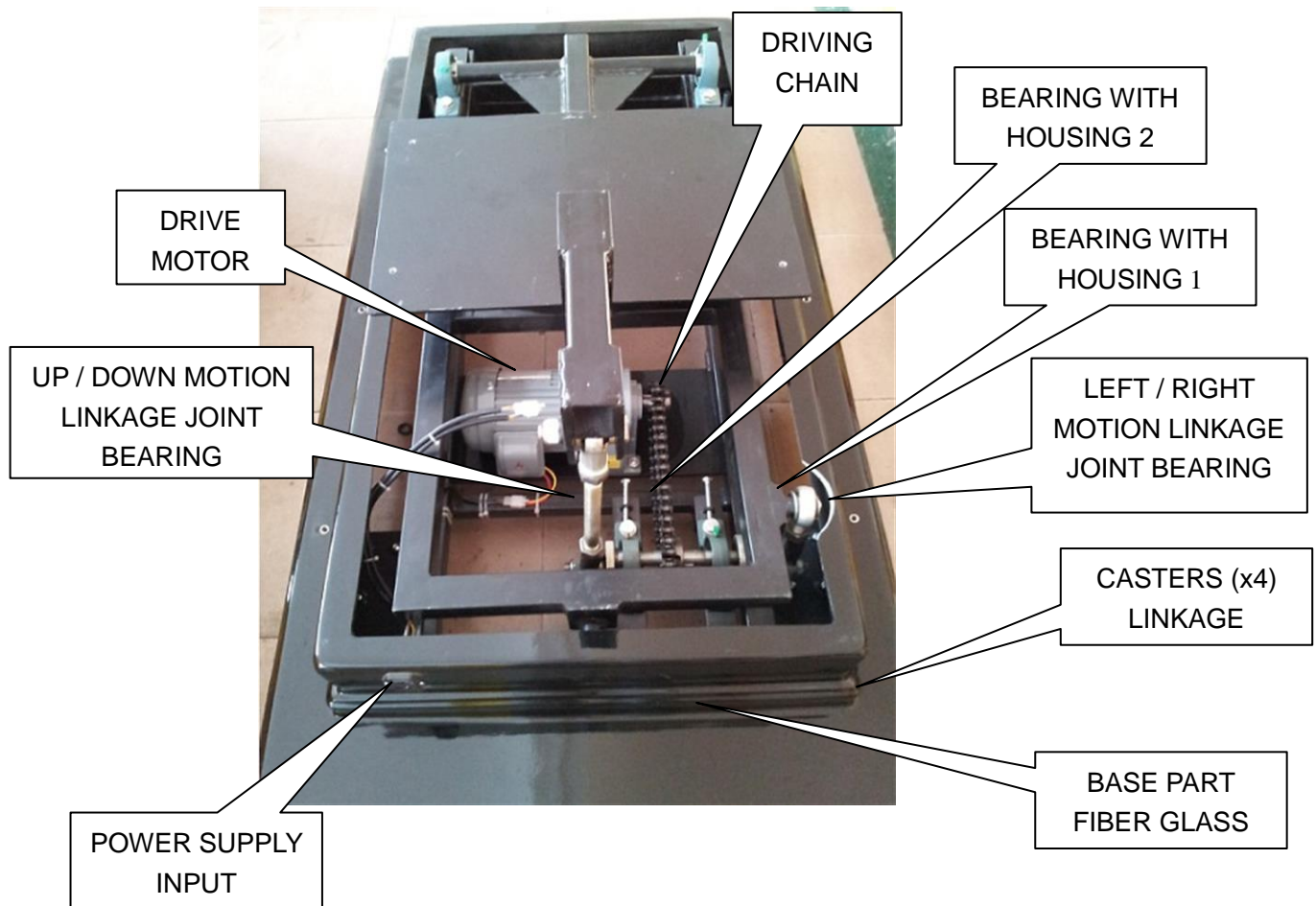
- (2) THIS MACHINE OPERATES AT: 220V $\pm$ 5% 50HZ (OR 110V $\pm$ 5% 60HZ) FOR THE SPECIFIC VOLTAGE USE, PLEASE REFER TO THE GAME'S NAMEPLATE.
- (3) THERE IS A FUSE LOCATED IN THE FUSE HOLDER TUBE WHICH IS; "110V 10A , DIA 20MM (FOR 220V/AC VERSION) OR 110V 10A, DIA 20MM (FOR 110V/AC VERSION).

## **9. SERVICE & MAINTENANCE**

- (1) NOTE! ALWAYS DISCONNECT THE POWER CORD FROM THE GAME PRIOR TO ANY SERVICE!
- (2) USE SUITABLE OEM PARTS TO REPLACE THE OLD ONES. DO NOT DISASSEMBLE, MODIFY, OR MAKE ANY CHANGE TO THE GAME THAT IS NOT AUTHORIZED.
- (3) BE SURE TO EXERCISE CAUTION AND POWER THE MACHINE OFF WHEN YOU ARE MOVING, TURNING, OR TRANSFERRING THE MACHINE.
- (4) THE MACHINE MAY ONLY BE USED IN A SAFE, INDOOR ENVIRONMENT.
- (5) THE MACHINE CAN NOT BE USED IN THE FOLLOWING PLACES:
- ★ PLACES WITH WATER LEAKAGE OR HIGH HUMIDITY.
  - ★ PLACES CLOSE TO HIGH TEMPERATURE OBJECTS.
  - ★ UNEVEN SURFACES.
  - ★ PLACES NEAR OPEN FLAME OR SPARK

## 10. HARDWARE COMPONENTS







## 11. DRIVING VIDEO GAME SOFTWARE DESCRIPTION

### (1) GAME ATTRACT & DEMO SCREEN:



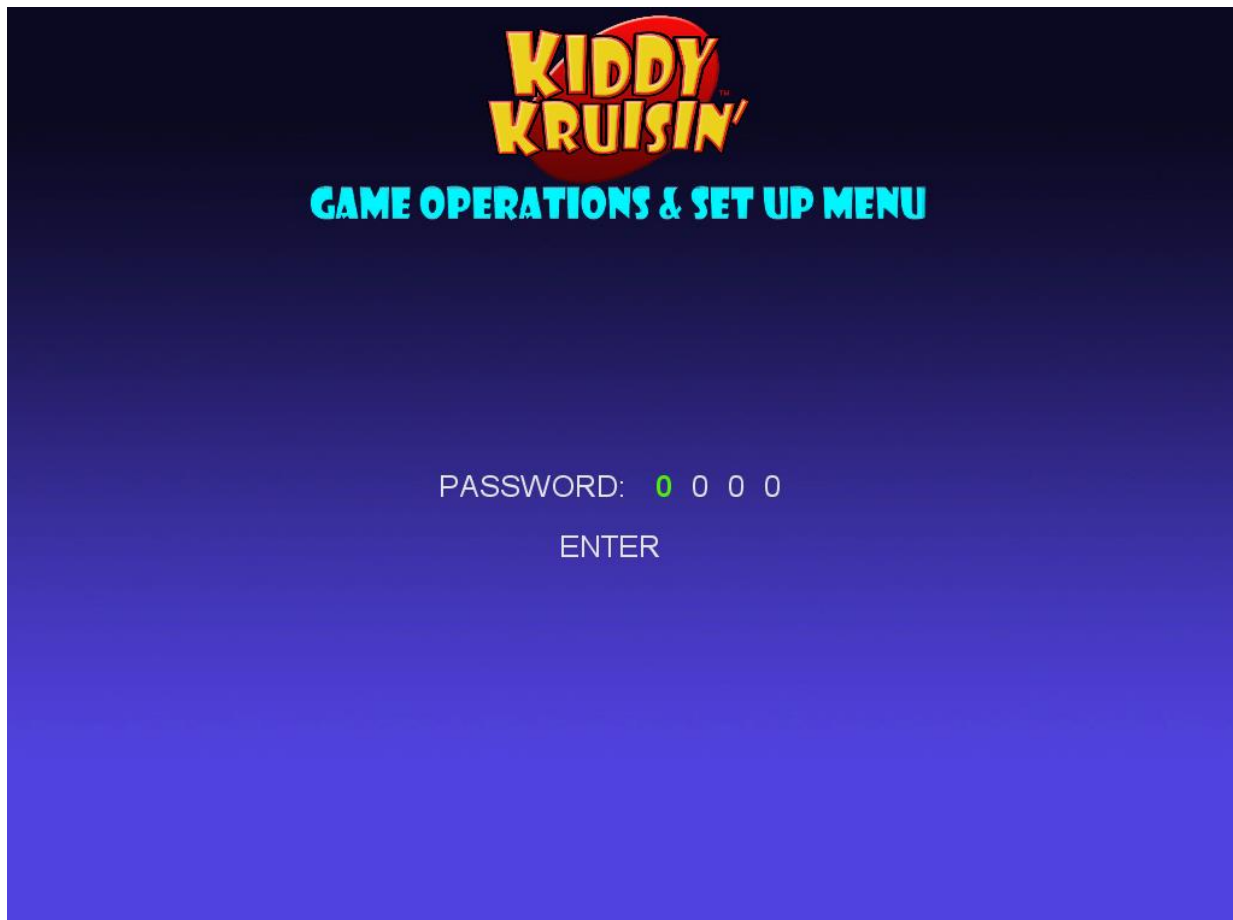






- WHEN THE TICKET FUNCTION IS ENABLED AND A TICKET MECHANISM IS INSTALLED [NO DBV], GAME SCORES ARE TOTALLED AND CONVERTED INTO TICKET AWARDS WHICH ARE DISPENSED AT THE END OF THE GAME ACCORDING TO THE DESIRED TICKET PAYOUT SETTING WITHIN THE OPERATOR MENU AND ADJUSTMENTS.
- WHEN A DBV OPTION HAS BEEN INSTALLED, THE TICKET MECHANISM FUNCTION IS DISABLED AND THE GAME SCORE IS DISPLAYED.

(2) GAME OPERATIONS & SET UP MENU:



**PRESS THE “JUMP” BUTTON ON THE CONTROL PANEL AT ANY TIME  
TO EXIT THE MENU EXCEPT IN THE TEST MENU!**

**TO EXIT BACK TO NORMAL GAME SCREEN FROM THE TEST MENU,  
PRESS THE MENU BUTTON ONCE MORE AND EXIT FROM A SET UP  
SCREEN.**





**PRESS THE “JUMP” BUTTON ON THE CONTROL PANEL AT ANY TIME  
TO EXIT THE MENU EXCEPT IN THE TEST MENU!**

**TO EXIT BACK TO NORMAL GAME SCREEN FROM THE TEST MENU,  
PRESS THE MENU BUTTON ONCE MORE AND EXIT FROM A SET UP  
SCREEN.**



## GAME OPERATIONS & SET UP MENU

WHEN THE TICKET OPTION IS ENABLED, THE FOLLOWING TICKET OPTIONS MAY BE SET. TICKETS DISPENSED FOR COINS COLLECTED AT THE END OF GAME PLAY:

| TOTAL COINS            | 0-10     | 11-15    | 16-20    | 21-25    | 26-30    | 31-35    |
|------------------------|----------|----------|----------|----------|----------|----------|
| <b>TICKET OPTION 1</b> | <b>0</b> | <b>1</b> | <b>2</b> | <b>3</b> | <b>4</b> | <b>5</b> |
| TICKET OPTION 2        | 0        | 2        | 4        | 6        | 8        | 10       |
| TICKET OPTION 3        | 2        | 4        | 6        | 8        | 10       | 12       |
| TICKET OPTION 4        | 4        | 6        | 8        | 10       | 12       | 14       |

**PRESS THE “JUMP” BUTTON ON THE CONTROL PANEL AT ANY TIME TO EXIT THE MENU EXCEPT IN THE TEST MENU!**

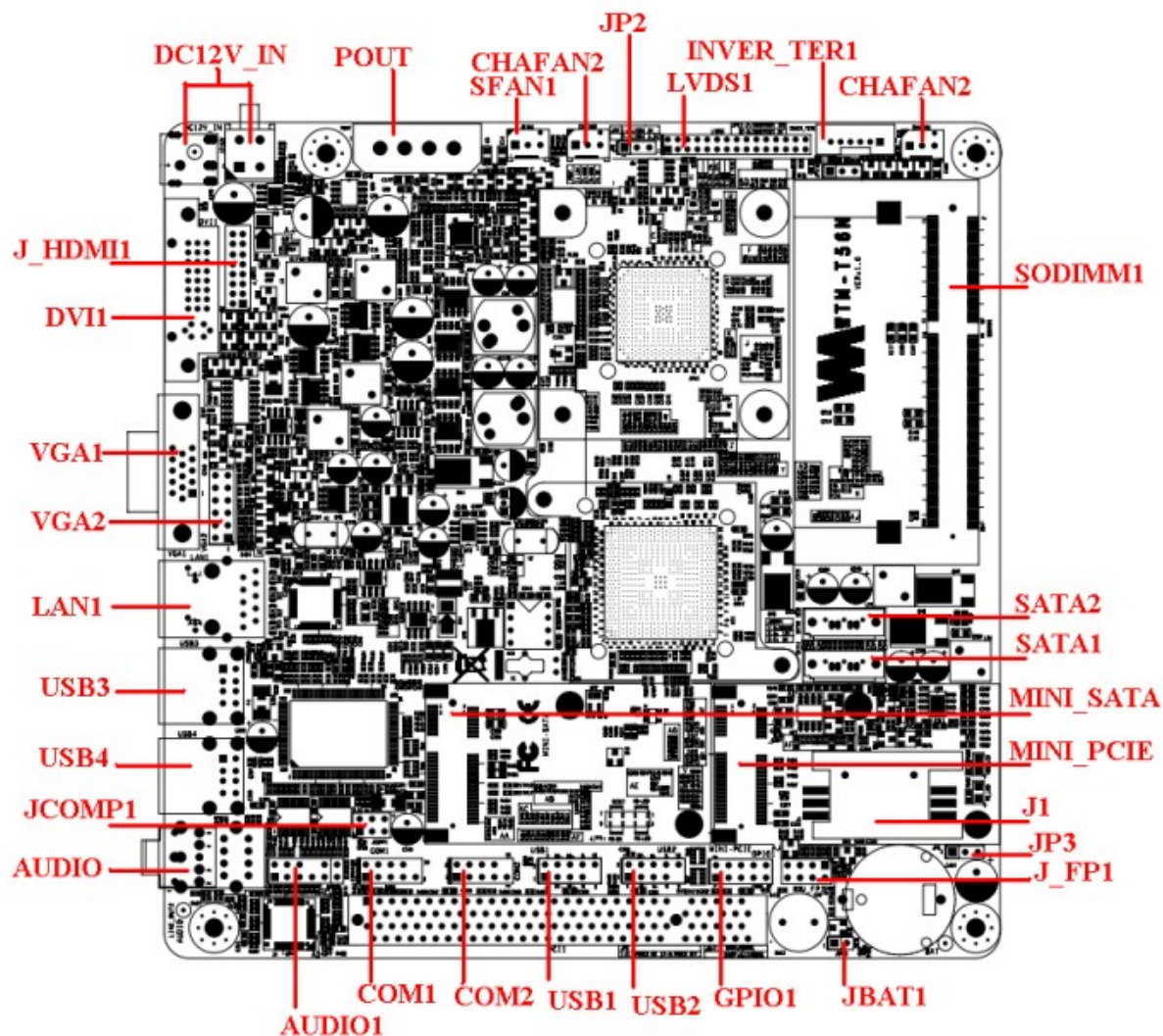
**TO EXIT BACK TO NORMAL GAME SCREEN FROM THE TEST MENU, PRESS THE MENU BUTTON ONCE MORE AND EXIT FROM A SET UP SCREEN.**



**PRESS THE “JUMP” BUTTON ON THE CONTROL PANEL AT ANY TIME  
TO EXIT THE MENU EXCEPT IN THE TEST MENU!**







**TO EXIT BACK TO NORMAL GAME SCREEN FROM THE TEST MENU,  
PRESS THE MENU BUTTON ONCE MORE AND EXIT FROM A SET UP  
SCREEN.**

## 12. WIRING DIAGRAM



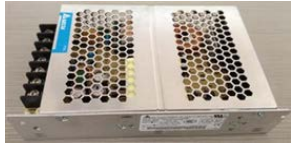







## 13. GAME PARTS and LOCATION:

| Part No. | Part's Name                   | Location  | Image  | Qty | Unit |
|----------|-------------------------------|-----------|--|-----|------|
| KKR-001  | Host PC                       | Trunk     |    | 1   | pc   |
| KKR-002  | I/O Board                     | Trunk     |    | 1   | pc   |
| KKR-003  | Audio Amp PCB                 | Trunk     |   | 1   | pc   |
| KKR-004  | Ticket Dispenser Inverter PCB | Trunk     |  | 1   | pc   |
| KKR-005  | Electric Relay                | Base Part |  | 1   | pc   |
| KKR-006  | Power Cable                   | Base Rear |  | 1   | pc   |

|         |                           |       |  |   |    |
|---------|---------------------------|-------|--|---|----|
| KKR-007 | Data Cable                | Trunk |    | 1 | pc |
| KKR-008 | Signal Cable              | Trunk |     | 1 | pc |
| KKR-009 | Front Lamp LED PCB        | Front |    | 2 | pc |
| KKR-010 | Front Lamp Frame          | Front |   | 2 | pc |
| KKR-011 | Front Lamp Cover          | Front |  | 2 | pc |
| KKR-012 | Front Turning LED Lamp    | Front |  | 2 | pc |
| KKR-013 | Front Turning Lamp Header | Front |  | 2 | pc |

|         |                          |                          |  |   |    |
|---------|--------------------------|--------------------------|--|---|----|
| KKR-014 | Front Turning Lamp Ring  | Front                    |    | 2 | pc |
| KKR-015 | Front Turning Lamp Cover | Front                    |    | 2 | pc |
| KKR-016 | Front Turning LED Lamp   | Front                    |    | 2 | pc |
| KKR-017 | Front Lamp Cover         | Rear                     |   | 2 | pc |
| KKR-018 | Front Lamp Frame         | Rear                     |  | 2 | pc |
| KKR-019 | 19" LCD Monitor          | Inside                   |  | 1 | pc |
| KKR-020 | Monitor Tempered Glass   | Above of the LCD Monitor |  | 1 | pc |

|         |                            |        |  |   |     |
|---------|----------------------------|--------|--|---|-----|
| KKR-021 | Power Supply               | Trunk  |    | 1 | pc  |
| KKR-022 | AC Adaptor for LCD Monitor | Trunk  |    | 1 | pc  |
| KKR-023 | AC Adaptor for Host PCB    | Trunk  |    | 1 | pc  |
| KKR-024 | Power Supply Input         | Rear   |    | 1 | pc  |
| KKR-025 | Steering Wheel             | Inside |  | 1 | pc  |
| KKR-026 | Meter Panel                | Trunk  |  | 1 | set |

|         |                                |                           |  |   |    |
|---------|--------------------------------|---------------------------|--|---|----|
| KKR-027 | Ticket Dispenser               | Ticket Door               |     | 1 | pc |
| KKR-028 | Coin Selector                  | Coin Mech Door            |     | 1 | pc |
| KKR-029 | Gas Pedal                      | Foot Plate                |    | 1 | pc |
| KKR-030 | Speaker                        | Inside                    |   | 2 | pc |
| KKR-031 | "JUMP" Button Lamp with Switch | Inside the "JUMP" Button  |  | 1 | pc |
| KKR-032 | Gas Pedal Micro Switch         | Inside the Gas Pedal      |  | 1 | pc |
| KKR-033 | Steering Wheel Micro Switch    | Inside the Steering Wheel |  | 2 | pc |








|         |   |  |  |   |    |
|---------|---|--|--|---|----|
| KKR-034 | "JUMP"<br>Button                                      | Control<br>Panel                       |    | 1 | pc |
| KKR-035 | Coin Door   | Inside                                 |     | 1 | pc |
| KKR-036 | Ticket Door   | Inside                                 |    | 1 | pc |
| KKR-037 | Speaker<br>Cover                                      | Above the<br>Speaker                   |   | 2 | pc |
| KKR-038 | Power<br>Supply<br>Input<br>Metal<br>Frame            | Inside the<br>Power<br>Supply<br>Input |  | 1 | pc |
| KKR-039 | Left / Right<br>Motion<br>Linkage<br>Joint<br>Bearing | Base Part                              |  | 1 | pc |
| KKR-040 | Up / Down<br>Motion<br>Linkage<br>Joint<br>Bearing    | Base Part                              |  | 1 | pc |






|         |                          |  |  |   |     |
|---------|--------------------------|--|--|---|-----|
| KKR-041 | Steering Wheel Metal Set | Front                                      |    | 1 | set |
| KKR-042 | Support Foot             | Underneath the Main Cabinet                |     | 4 | pc  |
| KKR-043 | Castor Wheel             | Underneath the Main Cabinet                |    | 4 | pc  |
| KKR-044 | 3157 Lock                | Coin Box Door & Rear Door                  |   | 2 | set |
| KKR-045 | 3172 Lock                | Coin Selector Door & Ticket Dispenser Door |  | 2 | set |
| KKR-046 | Wheel Cover              | Both Sides                                 |  | 2 | pc  |



|         |                 |                       |  |   |    |
|---------|-----------------|-----------------------|--|---|----|
| KKR-047 | Drive Motor     | Base Part             |    | 1 | pc |
| KKR-048 | Chain Wheel Set | Base Part             |    | 1 | pc |
| KKR-049 | P204 Bearing    | Base Part             |    | 1 | pc |
| KKR-050 | P205 Bearing    | Base Part             |   | 1 | pc |
| KKR-051 | Floor Panel     | Inside Floor          |  | 1 | pc |
| KKR-052 | Side Panel 1    | Both Sides of The Car |  | 2 | pc |
| KKR-053 | Side Panel 2    | Both Sides of The Car |  | 2 | pc |

|         |                       |                          |  |   |    |
|---------|-----------------------|--------------------------|--|---|----|
| KKR-054 | Daddy Driver Decal    | Front                    |     | 1 | pc |
| KKR-055 | Small Kid Decal       | Front                    |    | 1 | pc |
| KKR-056 | Dashboard Graphic     | Control Panel            |    | 1 | pc |
| KKR-057 | License Plate Graphic | Rear                     |   | 1 | pc |
| KKR-058 | "JUMP" Button Label   | Inside the "JUMP" Button |  | 1 | pc |
| KKR-059 | Gas Pedal Label       | Inside                   |  | 1 | pc |
| KKR-060 | Serial No. Label      | Rear                     |  | 1 | pc |

|         |                        |            |  |   |    |
|---------|------------------------|------------|--|---|----|
| KKR-061 | Power Caution Label    | Rear       |  | 1 | pc |
| KKR-062 | Moving Warning Label   | Both Sides |  | 1 | pc |
| KKR-063 | Electric Warning Label | Rear       |  | 1 | pc |



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