

# OPERATORS MANUAL

Version 16

## VIRTUAL RABBIDS: THE BIG RIDE

Version 1.41.1



### PLEASE NOTE



Correspondence regarding this machine should be addressed to  
your closest LAI Games office, or LAI Games Distributor.  
For contact details, refer to the back page of this manual.

© LAI Games

Copyright Notice:

Authorization is hereby provided to you to copy this manual in its entirety provided such copies are used for non-commercial purposes and solely for use with LAI Games products. This authorization is specifically conditioned to include all legends, copyright, proprietary and other notices which appear herein are unaltered on any and all copies you make.

# Table of Contents

SAFETY PRECAUTIONS.....	7
MACHINE INSTALLATION AND INSPECTION .....	8
INTRODUCTION.....	9
DESCRIPTION.....	9
PACKAGING .....	9
CONTENTS.....	9
SPECIFICATIONS .....	10
DIMENSIONS – STANDARD VERSION .....	11
DIMENSIONS – COMPACT VERSION .....	12
DIMENSIONS – MINI VERSION .....	13
PARTS DETAILED.....	14
VERSION COMPARISON .....	15
ASSEMBLY .....	16
GAMEPLAY AND MODES.....	37
HOW TO PLAY .....	37
ATTRACT MODE .....	37
PLAY MODE .....	37
OPERATION .....	38
GAME SETTINGS.....	38
COIN SETTINGS.....	38
FREE PLAY SETTINGS .....	38
RIDE SETTINGS .....	38
SOUND SETTINGS .....	38
AUDITS .....	39
ERRORS.....	40
CURRENT ERRORS .....	41
ERROR HISTORY .....	41
CLEAR ALL ERRORS.....	41
TROUBLESHOOTING.....	41
BASE STATION AND HEADSET ISSUES .....	41
VIEWING THE STEAMVR WINDOW .....	41
INSPECTING BASE STATIONS.....	43

“NO SIGNAL” ON TOP MONITOR .....	44
HEADSET SHOWS “PLEASE REMOVE HEADSET” .....	44
WINDOWS RECOVERY SCREEN ON TOP MONITOR .....	44
AUDIO NOT SYNCED WITH GAME PLAY OR ATTRACT .....	44
GREY SCREEN DURING GAMEPLAY .....	44
NO MOTION DURING GAME PLAY .....	45
SAFETY SENSOR CALIBRATION .....	46
INPUT AND OUTPUT TESTS .....	47
INPUT TESTS .....	47
OUTPUT TESTS .....	47
AUDIO TESTS .....	47
CHAIR TESTS .....	47
SYSTEM SETTINGS .....	47
DATE AND TIME SETTINGS .....	47
LINKING SETTINGS.....	47
IDENTIFY HEADSETS .....	48
CALIBRATE HEADSET .....	48
SAFETY SENSORS .....	48
LANGUAGE .....	48
CALIBRATE HEADSET .....	49
CREATING A BOOTABLE USB.....	52
THINGS YOU WILL NEED .....	52
INSTRUCTIONS .....	52
UPDATING A CABINET USING A BOOTABLE USB .....	53
SECTION A: SERVICE INSTRUCTIONS.....	55
LOCATING AND ACCESSING PARTS .....	55
PARTS DESCRIPTION .....	59
SPEAKERS .....	59
COUNTERS.....	59
FANS .....	59
PCs.....	59
HDMI SWITCH .....	59
COIN MECHANISM/BILL ACCEPTOR/CARD SYSTEM .....	59
IO BOARD – FB216 .....	59



POWER INLET/MAINS SWITCH.....	60
POWER SUPPLY .....	60
LAMPS .....	60
MAINTENANCE.....	61
EXTERIOR.....	61
INTERIOR .....	61
SECTION B: TECHNICAL DETAILS .....	62
MOTION SYSTEM .....	62
FUSES .....	63
VIVE HEADSETS .....	64
BLOWER FANS.....	65
PCs.....	65
COIN OPTIONS REFERENCE GUIDE.....	66
UNIVERSAL CARD LINK CONNECTION .....	66
WIRING DIAGRAMS.....	66
MECHANICAL ILLUSTRATIONS .....	82
MAIN ASSEMBLY .....	82
MAIN ASSEMBLY COMPACT VERSION .....	83
MAIN ASSEMBLY MINI VERSION .....	84
MAIN TOWER ASSEMBLY .....	85
MAIN TOWER ASSEMBLY MINI VERSION.....	86
TOWER BASE ASSEMBLY .....	87
DB BOX 240V AND 110V VERSIONS .....	88
FRONT ROTULE ASSEMBLY .....	89
BACK PANEL ASSEMBLY STANDARD AND MINI VERSIONS .....	90
TOWER BASE STATION HATCH AND SLED BASE STATION HOUSING.....	91
BASE STATION ASSEMBLY MINI VERSION.....	92
LEFT AND RIGHT DUST CLOUD ASSEMBLY.....	93
LEFT (1) AND RIGHT (2) HEADER ASSEMBLY .....	94
MOTION BASE ASSEMBLY .....	95
PC CHASSIS ASSEMBLY .....	96
PCB BOARD ASSEMBLY .....	97
POWER SUPPLY ASSEMBLY .....	98
MONITOR ASSEMBLY .....	99

MONITOR ASSEMBLY COMPACT VERSION .....	100
MONITOR ASSEMBLY MINI VERSION .....	101
SEAT ASSEMBLY .....	102
LEFT SKI ASSEMBLY .....	103
RIGHT SKI ASSEMBLY.....	104
SLED ASSEMBLY.....	105
SLED COVER ASSEMBLY .....	106
SLED COIN DOOR ASSEMBLY .....	107
CASH BOX ASSEMBLY .....	108
TOWER BACK DOOR 1 ASSEMBLY .....	109
TOWER BACK DOOR 2 ASSEMBLY .....	110
TOWER UPPER LED.....	111
HTC VIVE HEADSET ASSEMBLY.....	112

# SAFETY PRECAUTIONS

The following safety precautions and advisories used throughout this manual are defined as follows.

**WARNING:** Disregarding this text could result in **serious injury**.

**CAUTION:** Disregarding this text could result in damage to the machine.

**NOTE:** An advisory text to hint or help understand.

## PLEASE READ THE FOLLOWING

**WARNING:** Always turn **OFF** Mains AC power and unplug the game before opening or replacing any parts.

Always grasp the plug, not the line cord, when unplugging the game from an electrical outlet.

Always connect the Game Cabinet to a grounded electrical outlet with a securely connected ground line.

Do Not install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

Do Not install the Game Cabinet in areas that would present an obstacle in case of an emergency, i.e. near fire equipment or emergency exits.

**CAUTION:** Always use a Digital Multimeter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.

Do Not connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.

Do Not use any fuse that does not meet the specified rating.

Do Not subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 °C.

# MACHINE INSTALLATION AND INSPECTION

When installing and inspecting **Virtual Rabbids: The Big Ride**, be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

- Be sure to turn the power **OFF** before working on the machine.

**WARNING:** Always turn **OFF** mains power before removing safety covers and refit all safety covers when work is completed.

- Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk.
- Check that the rubber glide feet levellers are set correctly on the floor so that the game cabinet is level and stable.
- Always make complete connections for the integrated circuit (IC) logic PC Boards and other connectors. Insufficient insertion can damage the electrical components.

**CAUTION:** Before switching the machine on be sure to check that the sticker next to the AC main input plug indicates the correct voltage for your area!

**WARNING:** **Do not** use extension cords or power boards to power the game – it needs to be connected to a single wall outlet only.

**WARNING:** Only use the power cord supplied with your machine.

- Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.
- If any integrated circuit (IC) logic PC Boards should need servicing, please contact the nearest LAI Games Distributor (refer to the back page of this manual).

# INTRODUCTION

Congratulations on your purchase of **Virtual Rabbids: The Big Ride** by LAI Games. We hope you take the time to read this manual and learn about the many features and user-friendly adjustments that can be made to fine-tune the game for maximum earning potential.

## DESCRIPTION

**Virtual Rabbids: The Big Ride** is the industry's first attendant-free VR attraction. Developed from the ground up by LAI Games to operate like any other coin-op amusement game, **Virtual Rabbids: The Big Ride** was created in partnership with Ubisoft, and provides an approachable, high-quality VR experience for everyone.

## PACKAGING

### CONTENTS

- Virtual Rabbids: The Big Ride unit
- Operator Manual
- 1 x Software recovery USB
- 1 x Power plug and cord
- 3 x Coin door key
- 1 x Dual DBA harness
- 1 x Optional NRI harness
- 1 x Coin blanking plate
- 2 x Coin door Embed plate
- 1500 x Face masks
- 4 x Headset face padding
- 4 x Head strap
- 1 x Headset cleaner
- 1 x Allen key 2.5
- 1 x Alley key 3
- 1 x Allen key 4
- 1 x Wrench 8
- 1 x Wrench 10
- 1 x Wrench 17
- 1 x Loctite 243
- 1 x Loctite 263
- 100 x Cable ties

# SPECIFICATIONS

## POWER

**WARNING:** Please check the serial number sticker on your machine to verify the power requirements for your game.

- **~110 Volts**
- 9 Amps
- 900 Watts
- 60 Hz
  
- **~240 Volts**
- 4.5 Amps
- 900 Watts
- 50 Hz

## LOCATION REQUIREMENTS

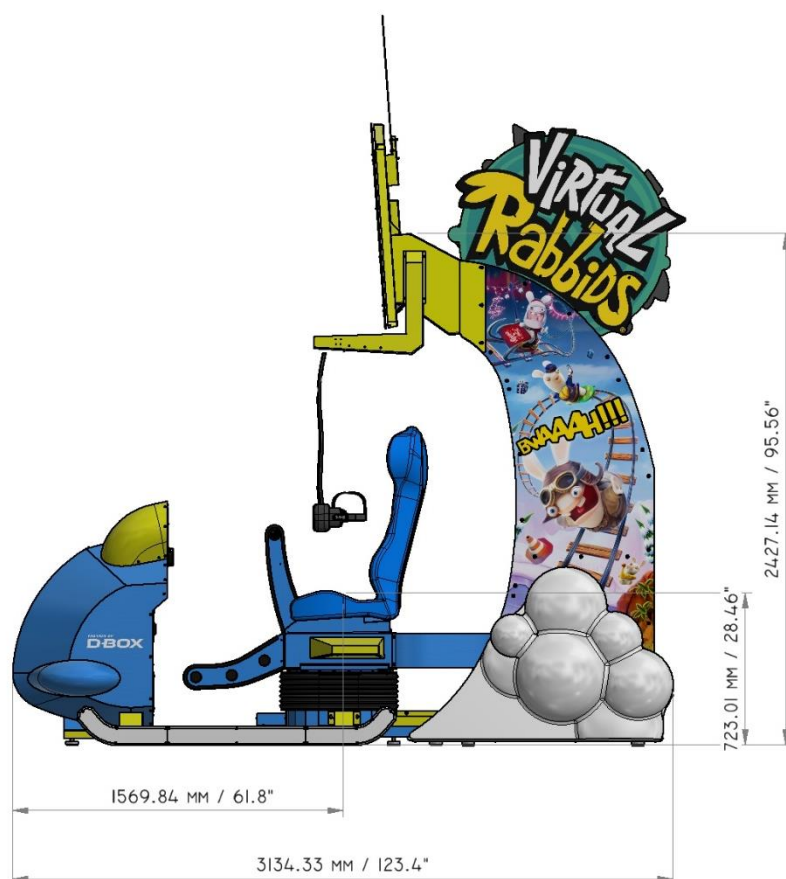
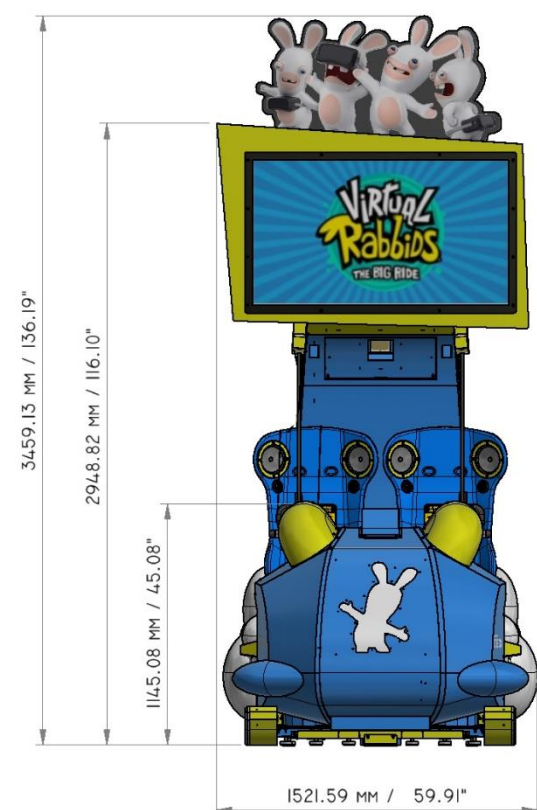
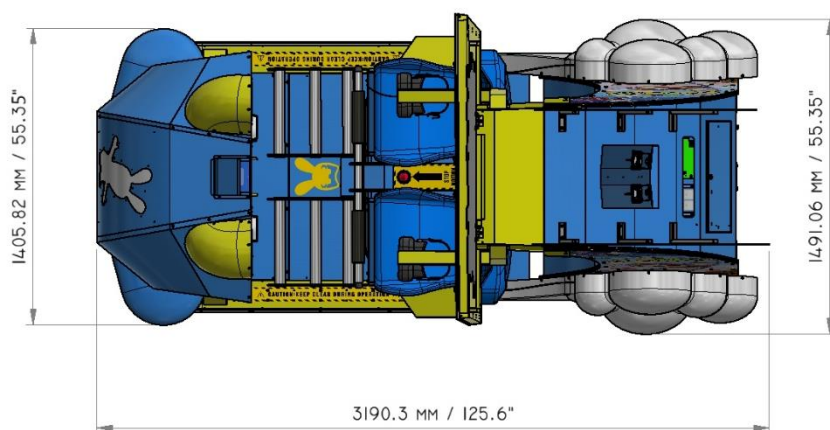
- Ambient temperature: 5C - 40C
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low

**WARNING:** Do not use extension cords or power boards to power the game – it needs to be connected to a single wall outlet only.

**WARNING:** Only use the power cord supplied with your machine.

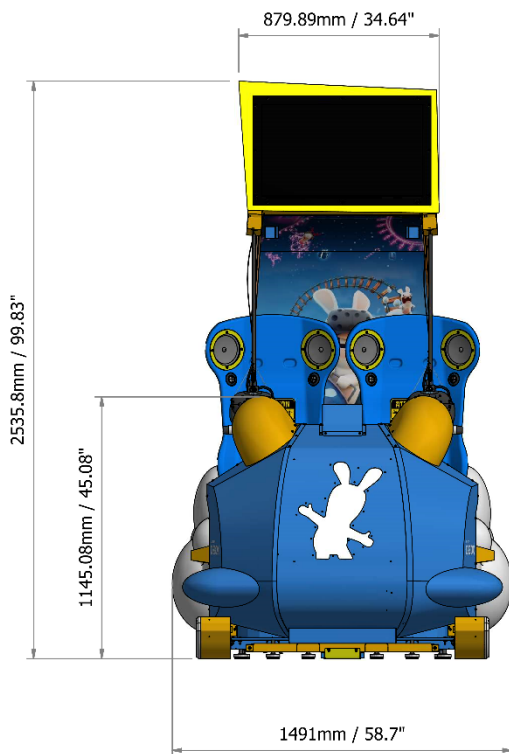
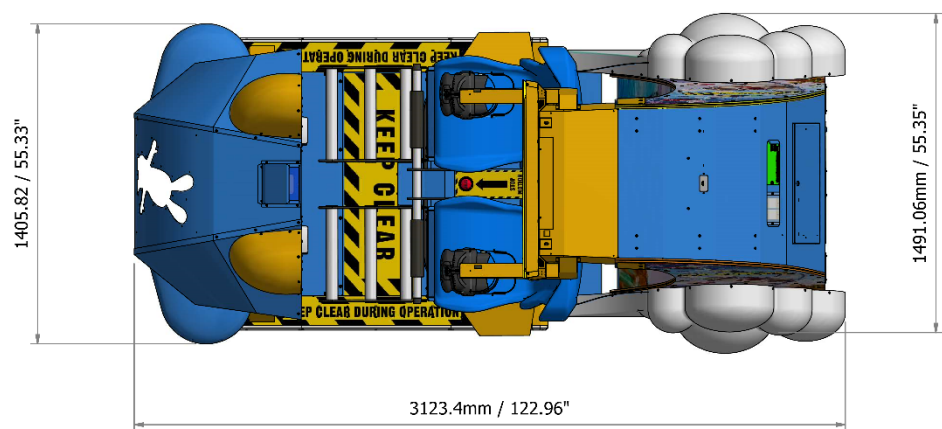
## DIMENSIONS – STANDARD VERSION

- Weight: 570kg (1256.63lb) (without packaging)
- Weight: 800kg (1763.7lb) (with packaging)
- Height: 2948.82mm (116.10") (without header)
- Height: 3459.13mm (136.19") (with header)
- Width: 1521.59mm (59.91")
- Length: 3190.3mm (125.6")
- Monitor: 55"



## DIMENSIONS – COMPACT VERSION

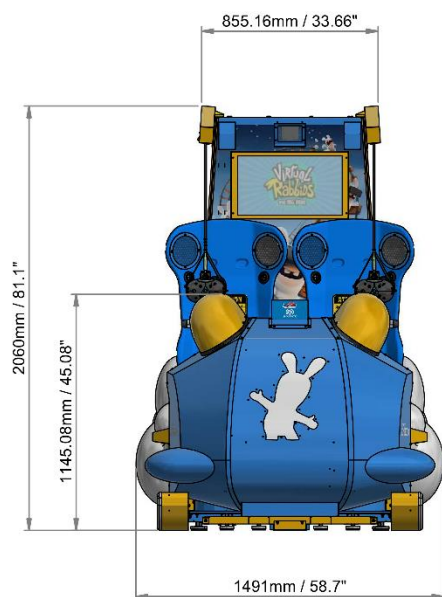
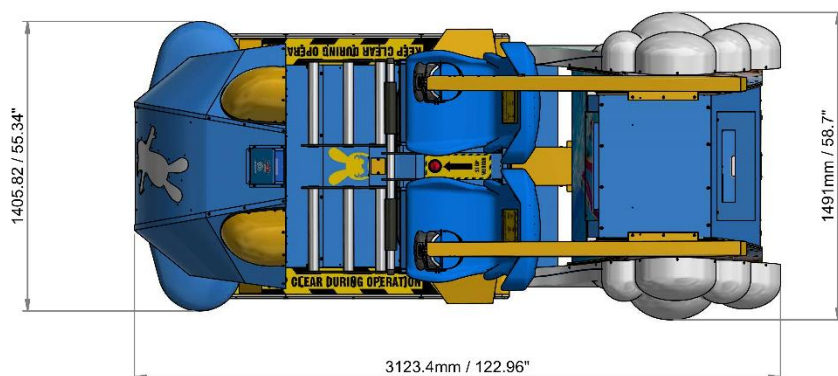
- Weight: 545kg (1201.52lb) (without packaging)
- Weight: 775kg (1708.58lb) (with packaging)
- Height: 2535.8mm (99.83")
- Width: 1491mm (58.7")
- Length: 3123.4mm (122.96")
- Monitor: 32"



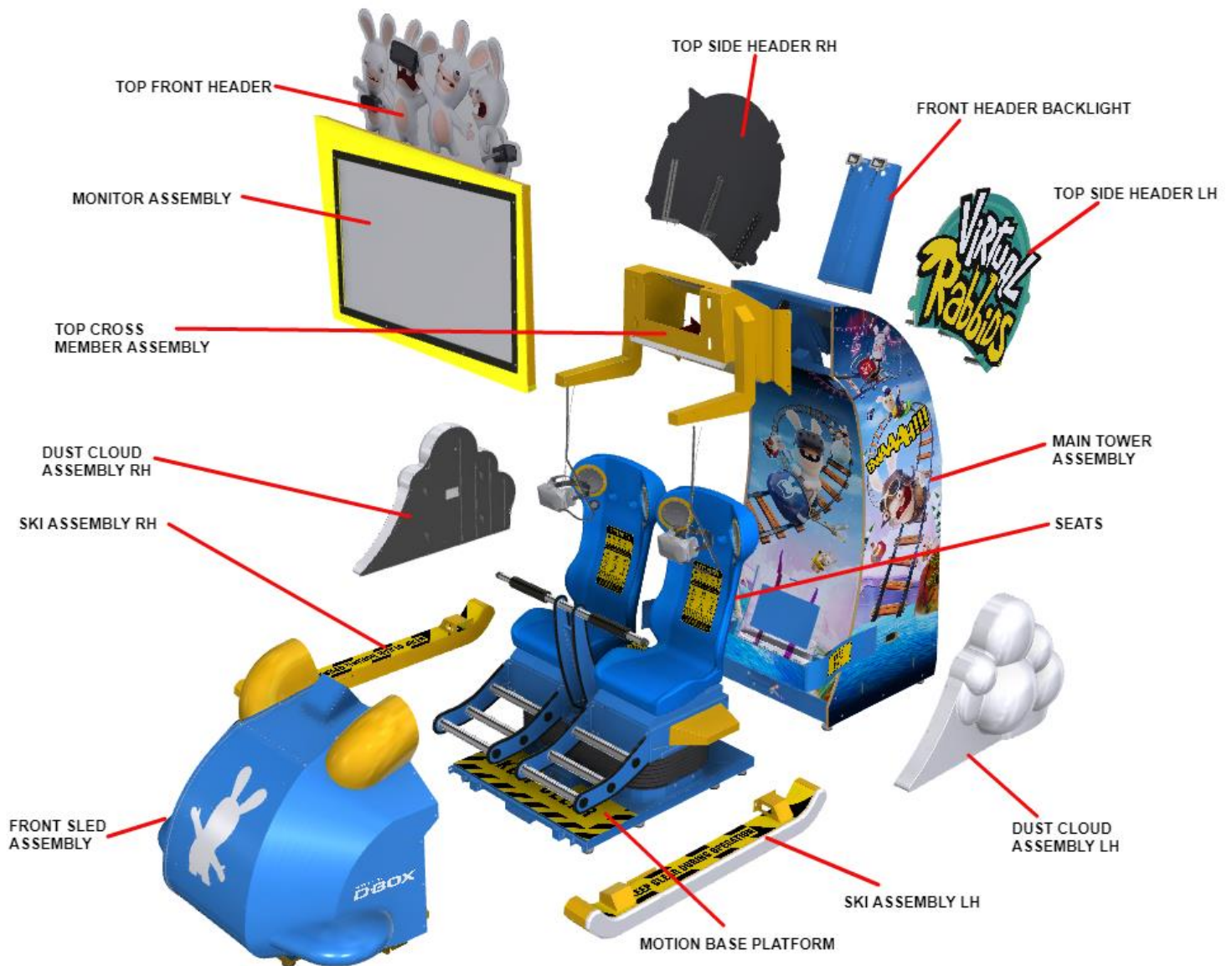


## DIMENSIONS – MINI VERSION

- Weight: 490kg (1080.27lb) (without packaging)
- Weight: 720kg (1587.33lb) (with packaging)
- Height: 2060.48mm (81.12")
- Width: 1491mm (58.7")
- Length: 3143.33mm (123.75")
- Monitor: 28"



## PARTS DETAILED



**CAUTION:** If you are moving your Virtual Rabbids unit to another location, ensure that the motion base actuators are fully retracted and strapped down in this position. Moving the motion base without ensuring this can cause serious damage to the motion base.

## VERSION COMPARISON

Below are the three available versions of Virtual Rabbids side by side – Standard, Compact and Mini, from left to right.



STANDARD VERSION



COMPACT VERSION



MINI VERSION

**NOTE:**

The below assembly procedure covers all three versions of Virtual Rabbids. Please ensure you identify your version correctly and follow the steps outlined for that version.

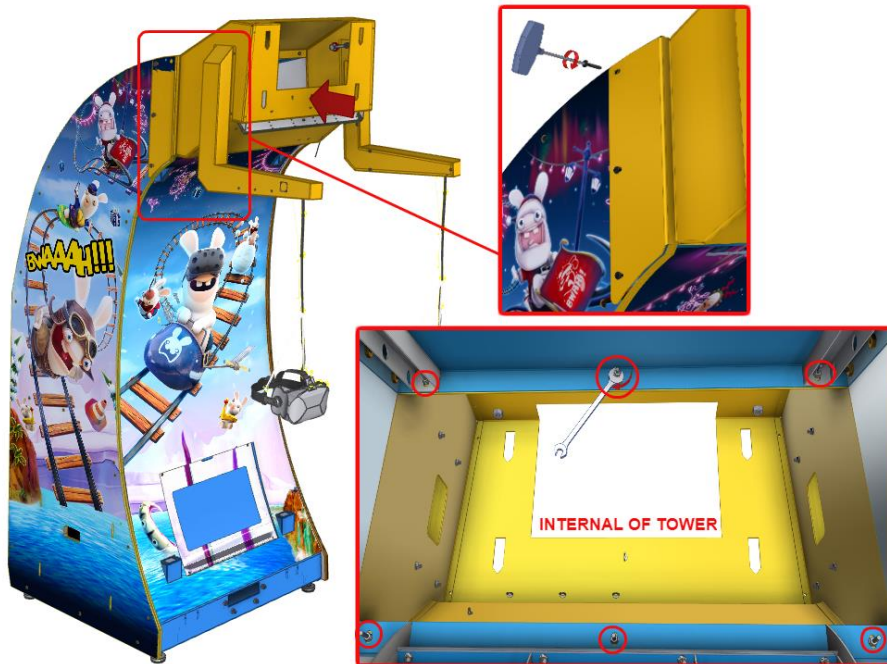


## ASSEMBLY

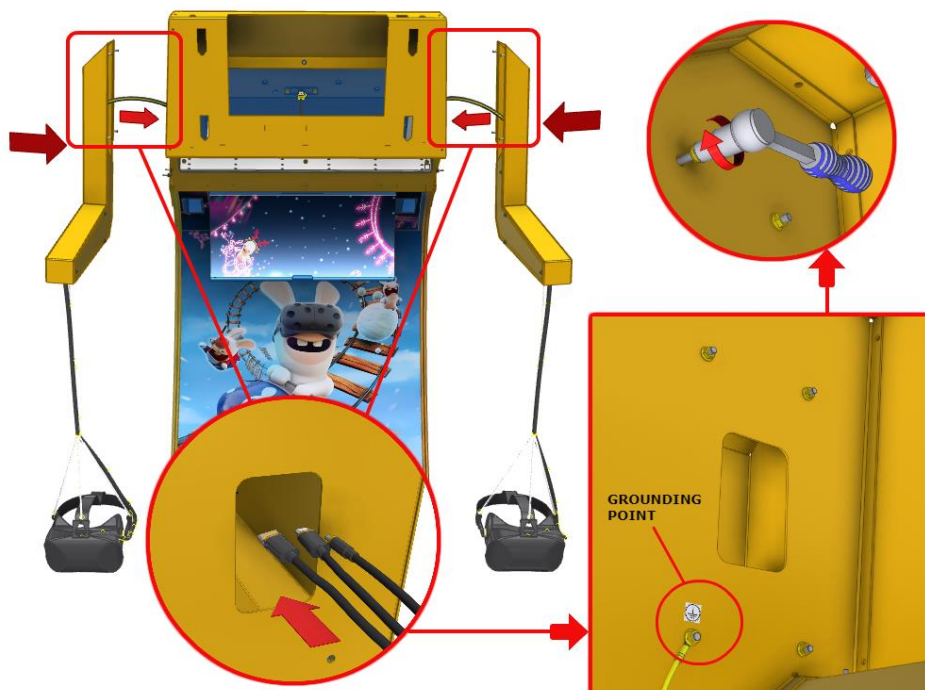
### STANDARD VERSION

To assemble a standard version Virtual Rabbids unit, please follow the steps directly below. To assemble a compact or mini version unit, please skip ahead to the section titled “Compact Version” or “Mini Version”.

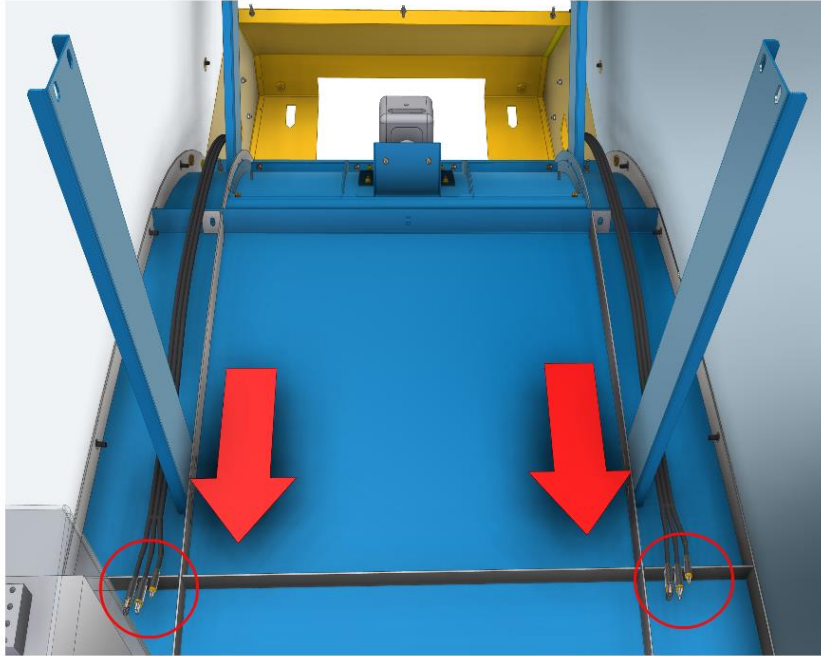
1. Position and align the top cross frame at the top of the tower
2. Secure it using 6x M6 screws on the external side, and 6x M5 nuts from within the tower



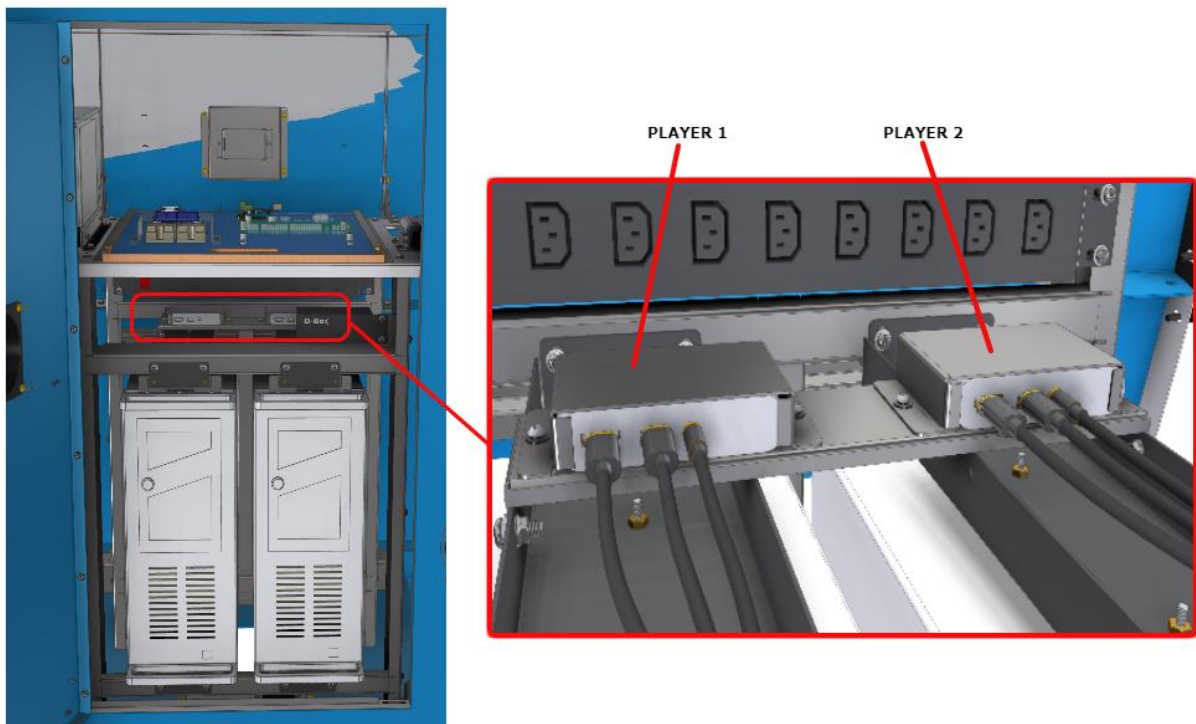
3. Align and install the side hanger assembly by inserting the connector through the cable access holes into the side of the top cross frame
4. Position and align studs into the holes and install using 4x M5 flange nut internally
5. Connect the grounding point
6. Complete the above steps on the opposite side of the tower



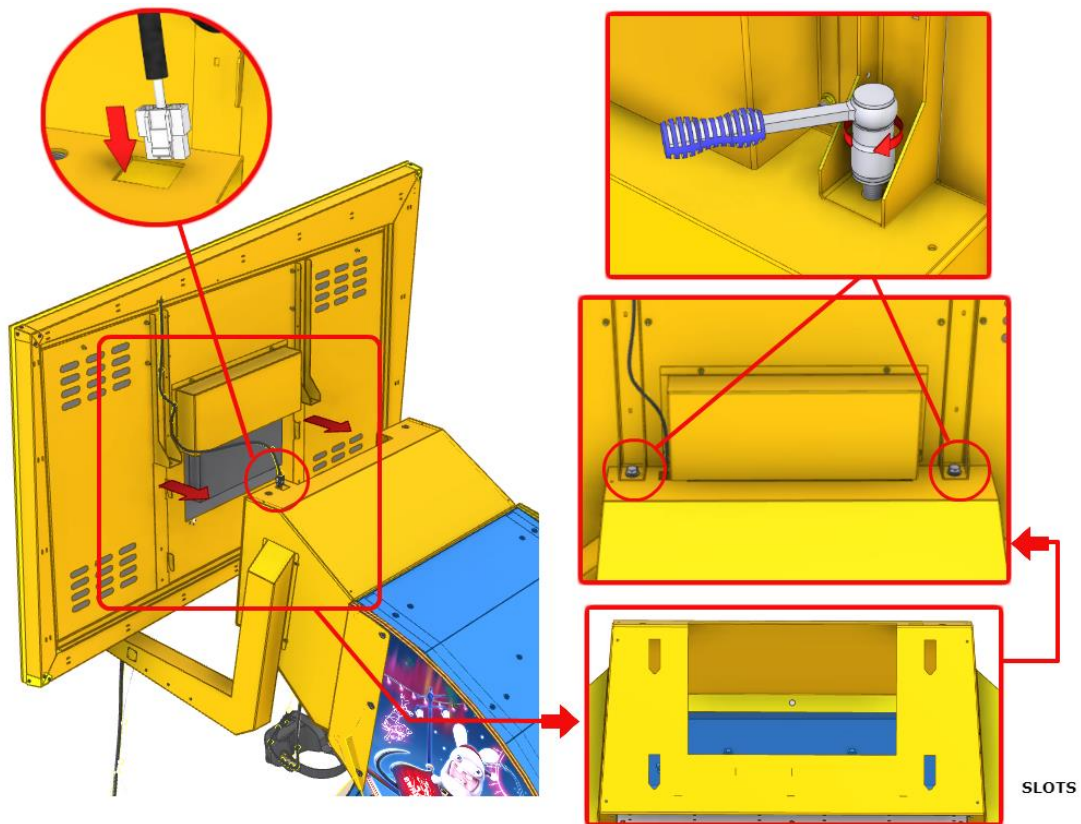
7. Ensure that the top cross member is secured before moving on
8. Take the HDMI cables and carefully thread them along the internal sides of the tower, until positioned behind the PC
9. Locate the internal support brackets and tie the cables to prevent stress on cable connections during game play. Ensure HMD cables are not tied near AC monitor power



10. Connect the HDMI cables to their specified inputs at each link box
11. Use the labels to ensure that each HDMI cable is connected to the correct link box

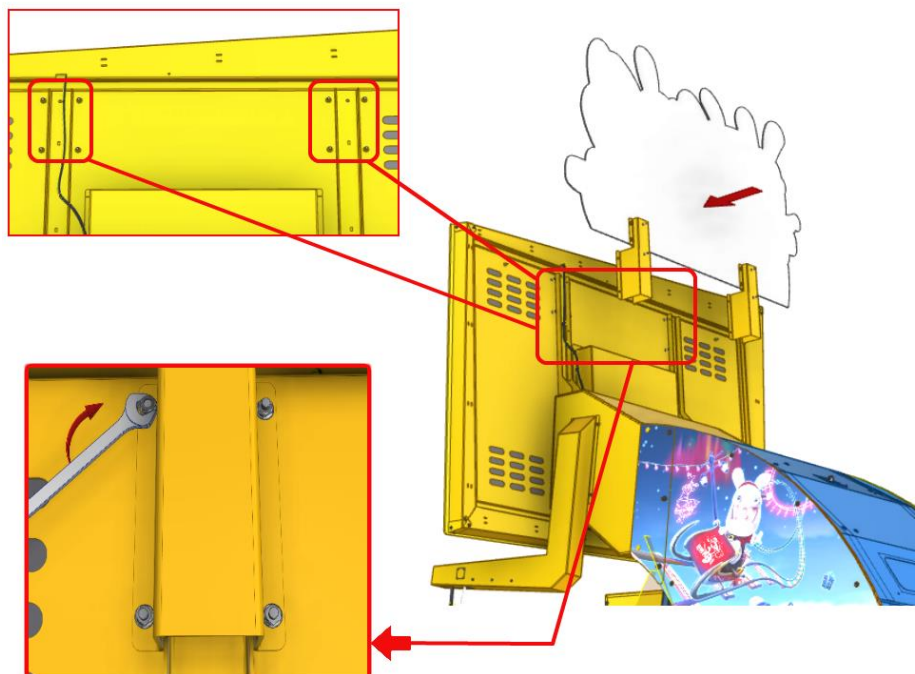


12. Align and hook the monitor assembly to the 4 slotted holes in top cross frame and push the monitor down, sliding into place.
13. Insert the monitor LED connector through the cable access hole and plug it in internally
14. Secure the frame using 2x M10 hex bolts and washers



15. Remove the 8x M5 flange nuts behind the monitor assembly
16. Align the header mounting brackets with the studs from behind the monitor frame
17. Secure it using the 8x M5 flange nuts that were removed

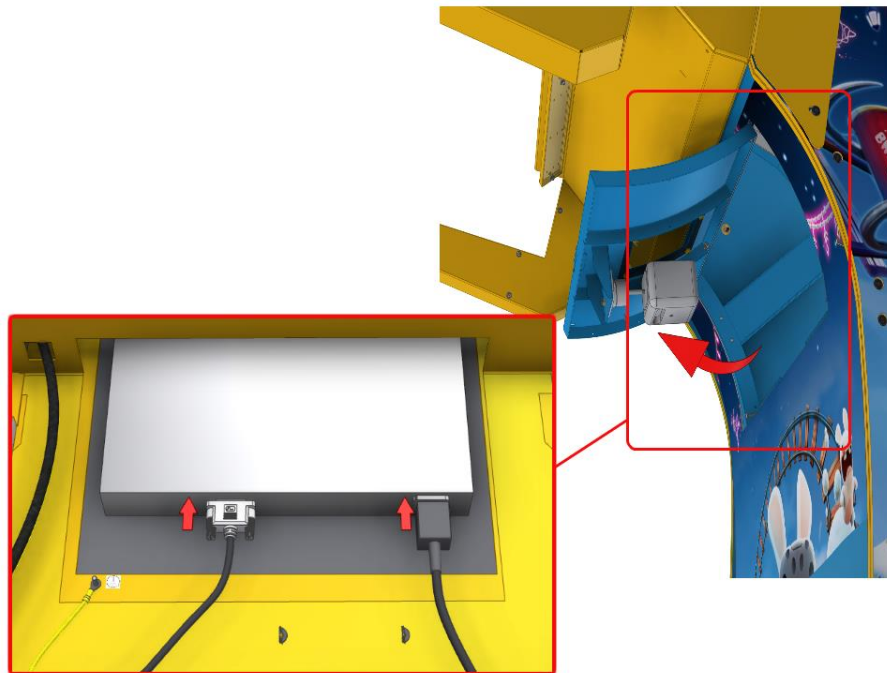
**CAUTION:** Take care not to damage the connector cables for the header while installing the LCD frame.



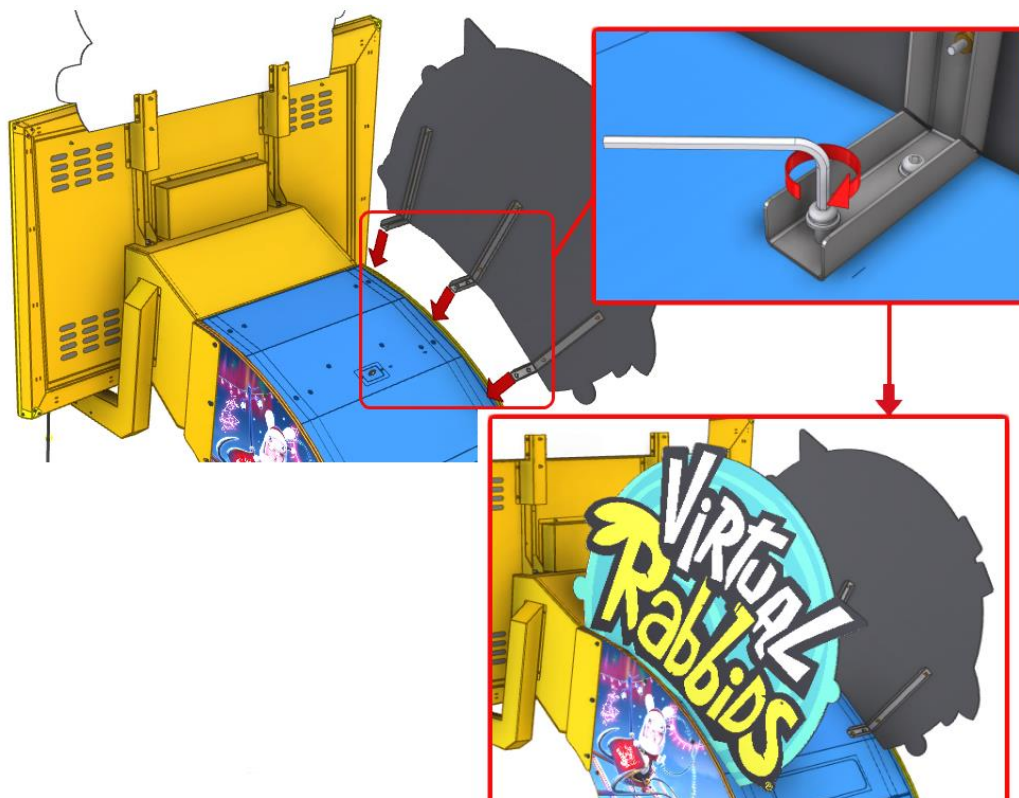


18. Open the tower base station hatch at the front of the tower
19. Plug in the DVI and power cable for the LCD screen, and connect the grounding point
20. Close the hatch

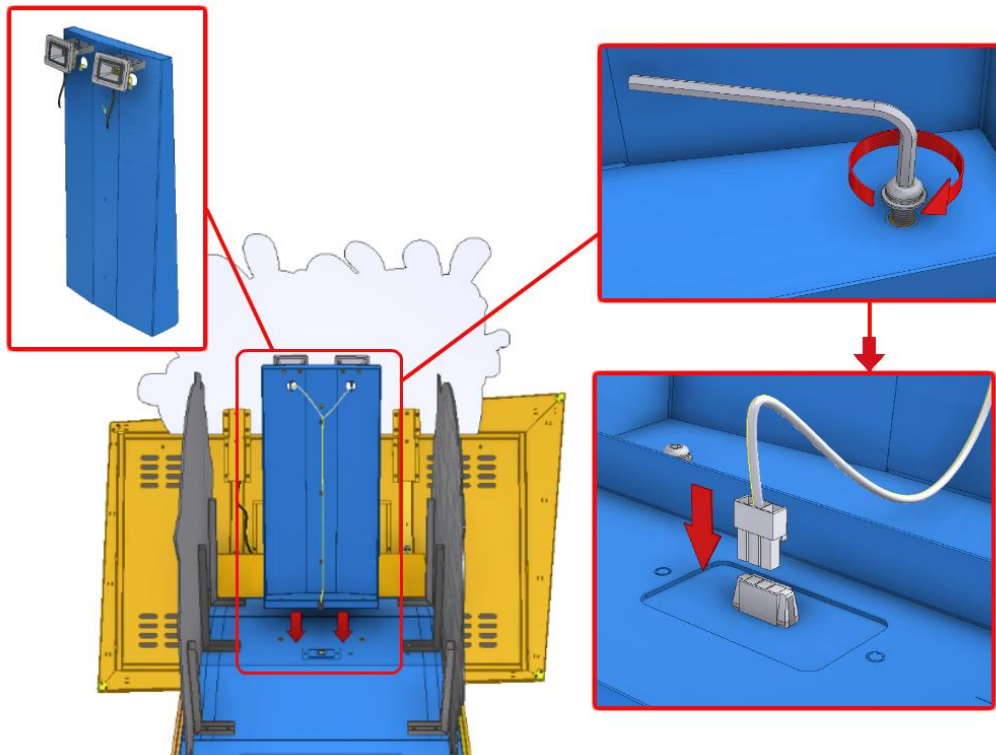
**CAUTION:** Take care when opening this panel as the base stations can be damaged by shock.



21. Locate both top side headers, and position them on top of the tower
22. Secure them using 6x M6 screws and washers per header



23. Install the front header backlight assembly using 2x M6 screws and washers
24. Plug in the connector as shown below

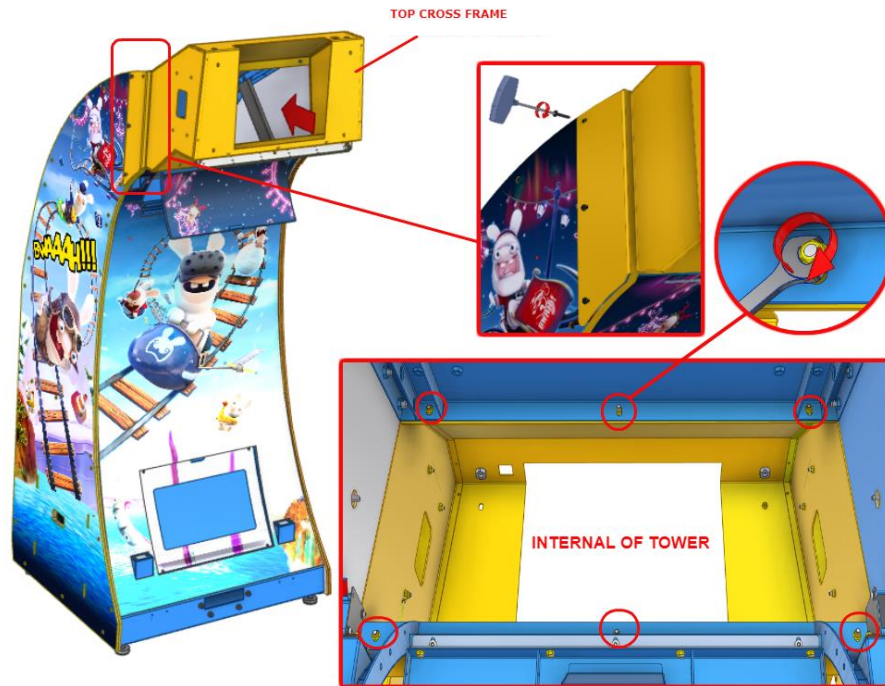




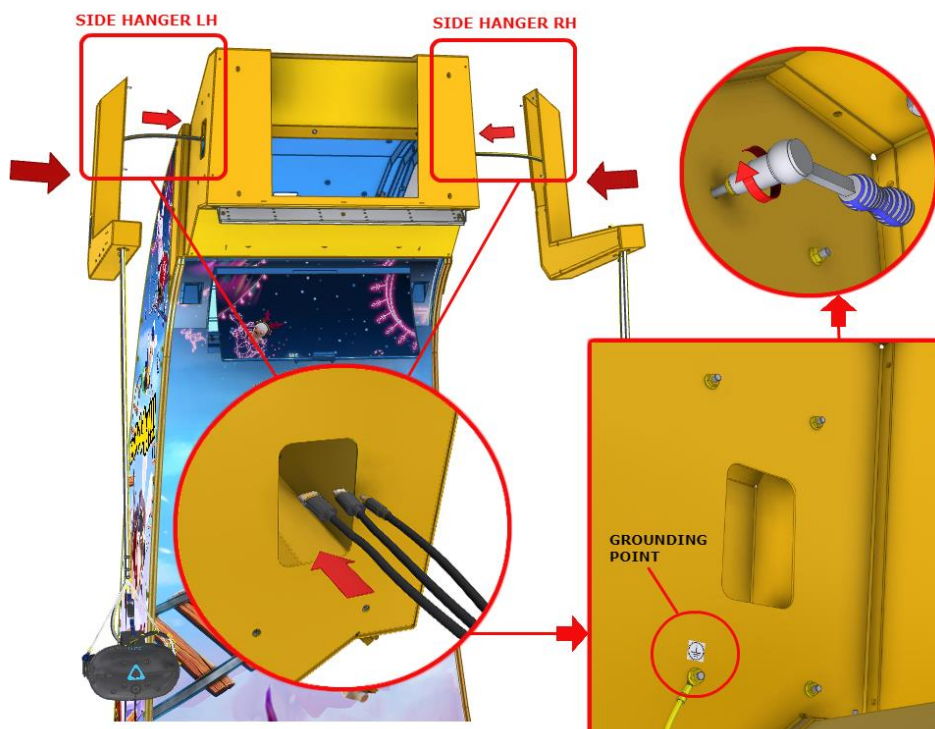
## COMPACT VERSION

To continue assembling a standard version unit, please skip this section and continue on to step 25.  
To assemble a compact version unit, please start at the steps directly below.

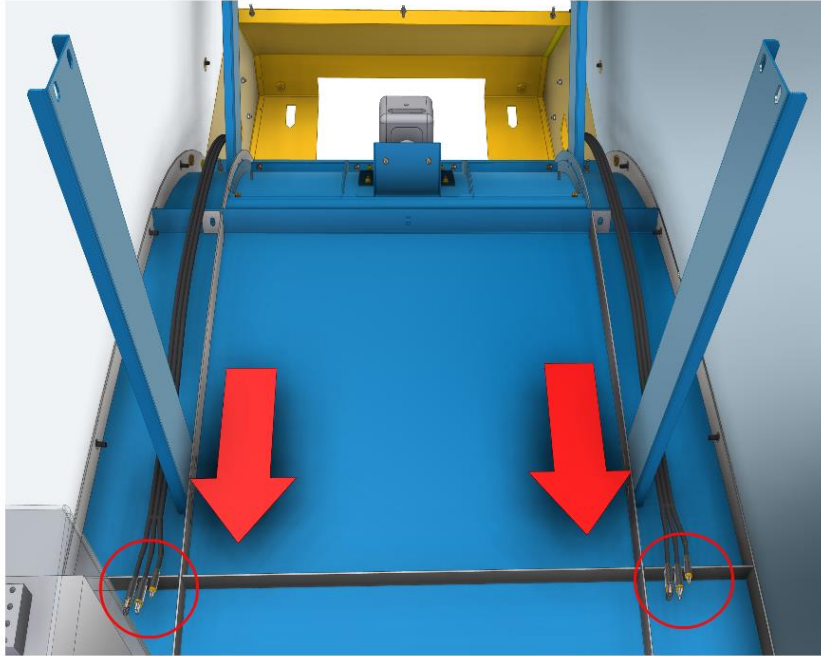
1. Position and align the top cross frame at the top of the tower
2. Secure it using 6x M6 screws on the external side, and 6x M5 nuts from within the tower



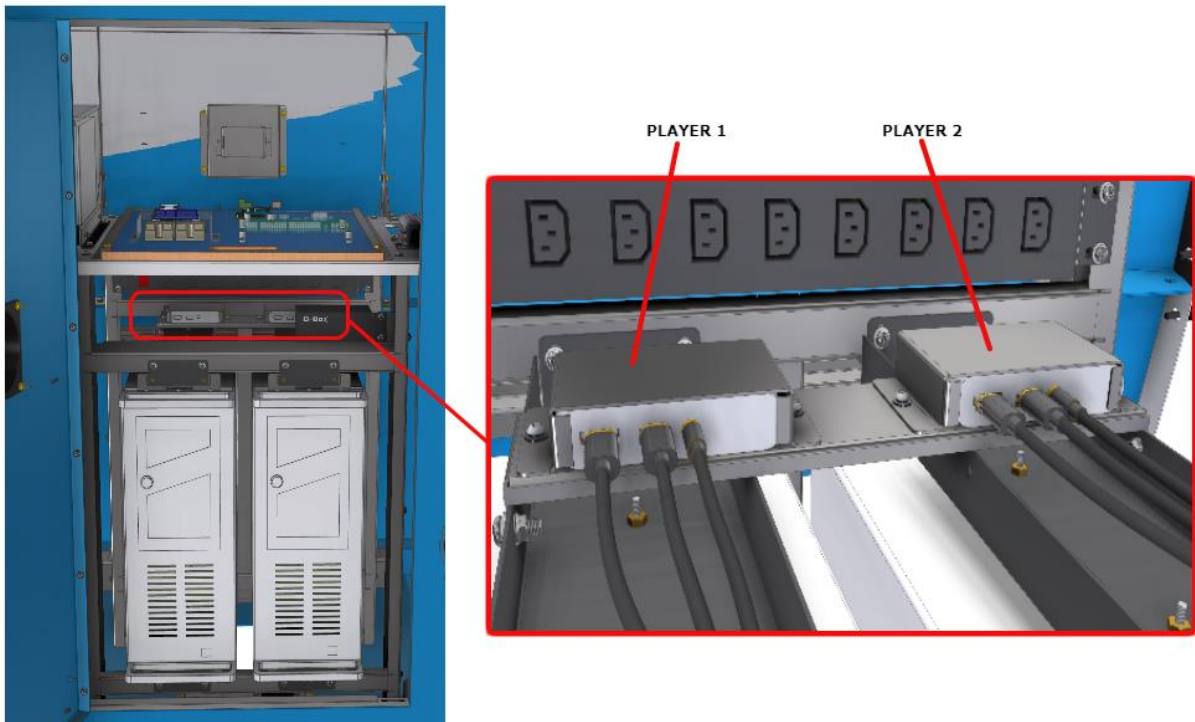
3. Align and install the side hanger assembly by inserting the connector through the cable access holes into the side of the top cross frame
4. Position and align studs into the holes and install using 4x M5 flange nut internally
5. Connect the grounding point
6. Complete the above steps on the opposite side of the tower



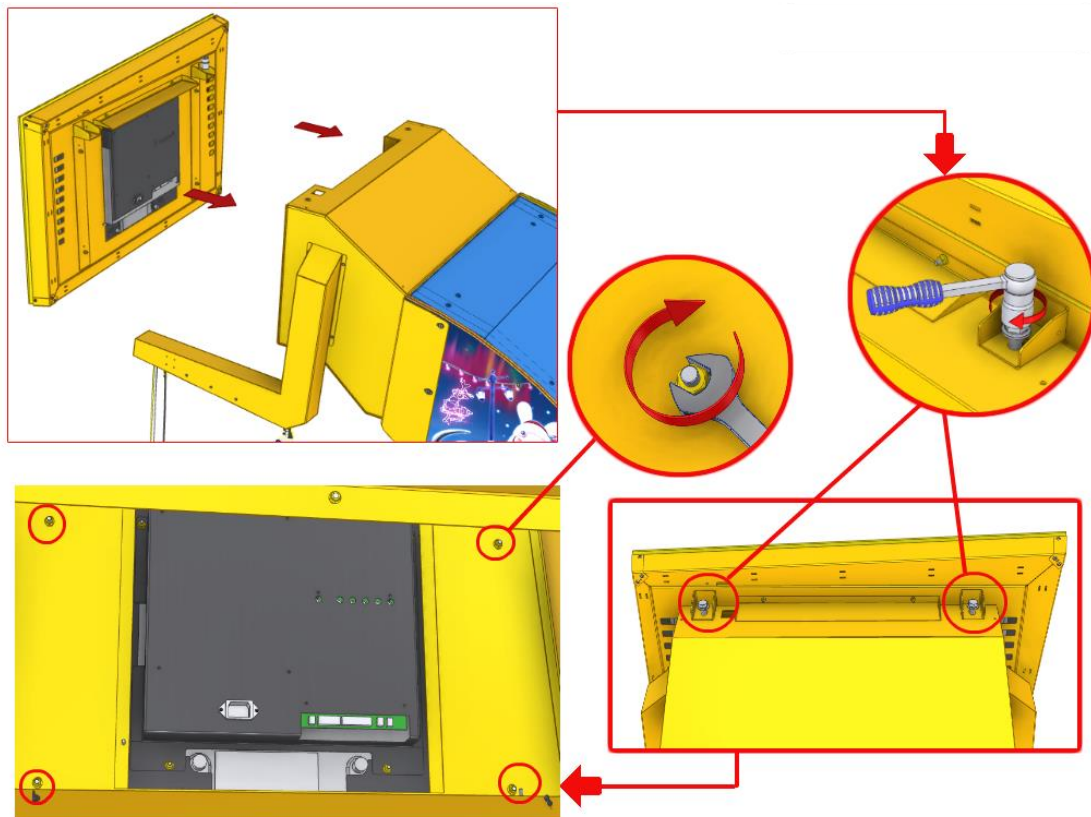
7. Ensure that the top cross member is secured before moving on
8. Take the HDMI cables and carefully thread them along the internal sides of the tower, until positioned behind the PC
9. Locate the internal support brackets and tie the cables to prevent stress on cable connections during game play. Ensure HMD cables are not tied near AC monitor power



10. Connect the HDMI cables to their specified inputs at each link box
11. Use the labels to ensure that each HDMI cable is connected to the correct link box

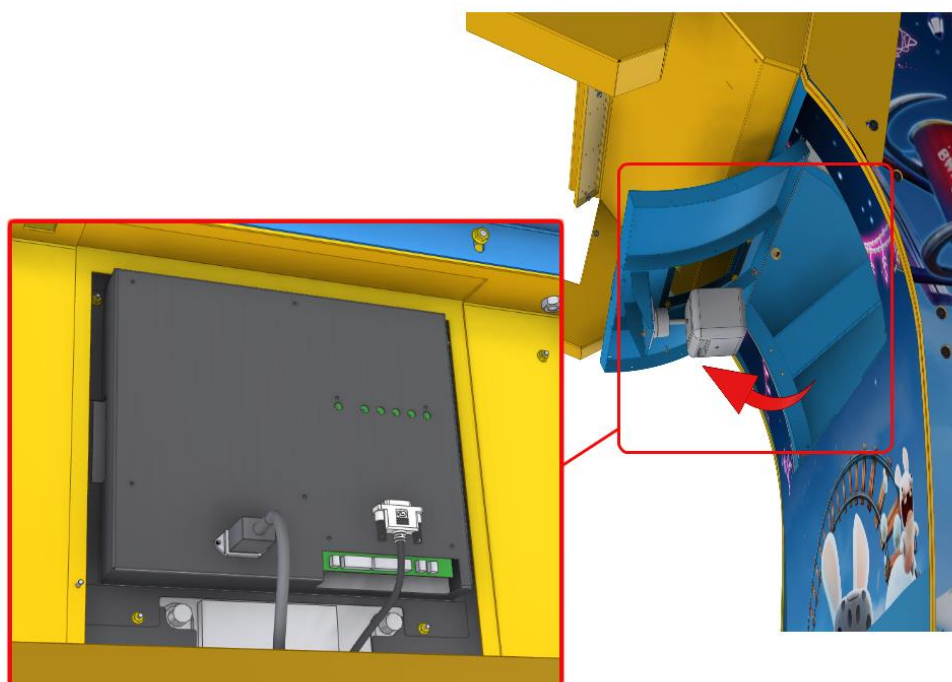


12. Align the monitor assembly to the 4 slotted holes in top cross frame
13. Secure it using 2x M10 hex bolts and washers from the top first, and 4x M5 flange nuts internally



14. Open the tower base station hatch at the front of the tower
15. Plug in the DVI and power cable for the LCD screen, and connect the grounding point
16. Close the hatch

**CAUTION:** Take care when opening this panel as the base stations can be damaged by shock.





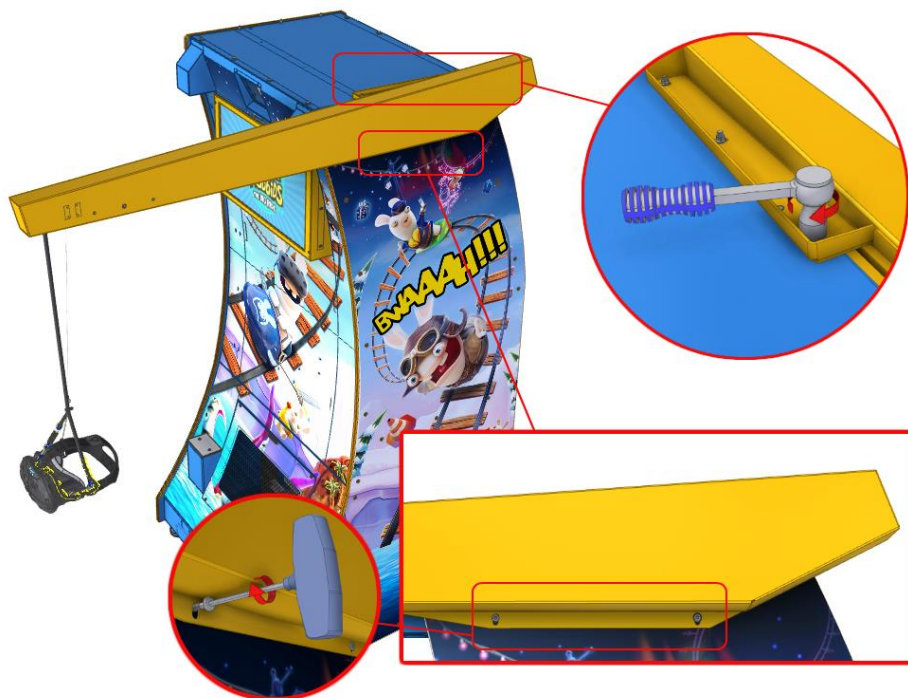
## MINI VERSION

To continue assembling a standard or compact version unit, please skip this section and continue on to step 25. To assemble a mini version unit, please start at the steps directly below.

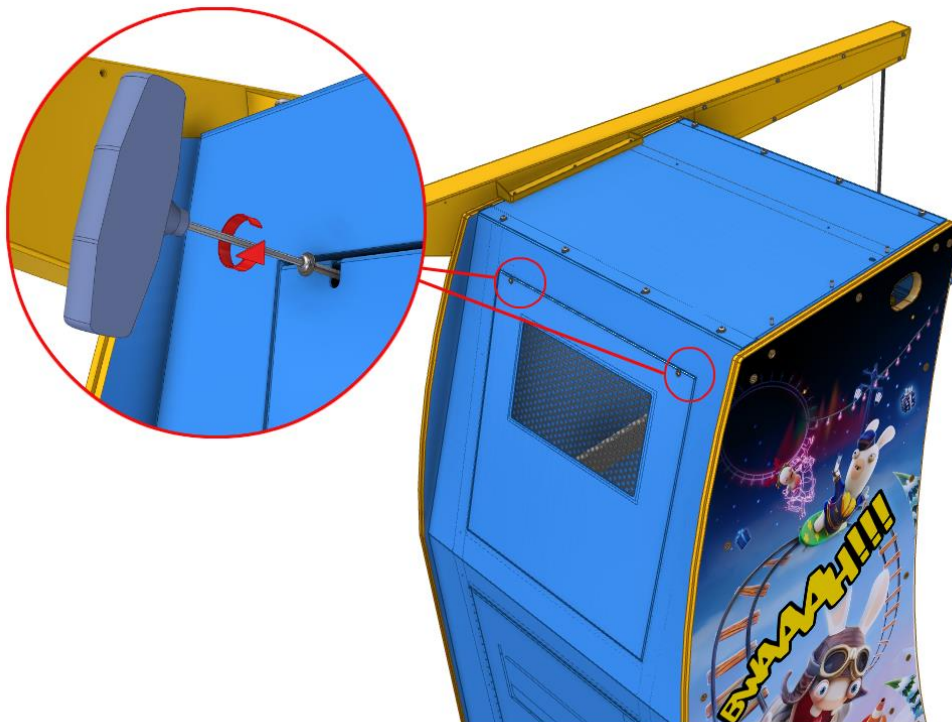
1. Insert the harness connector through the access hole. Position and align one of the tower headset arms



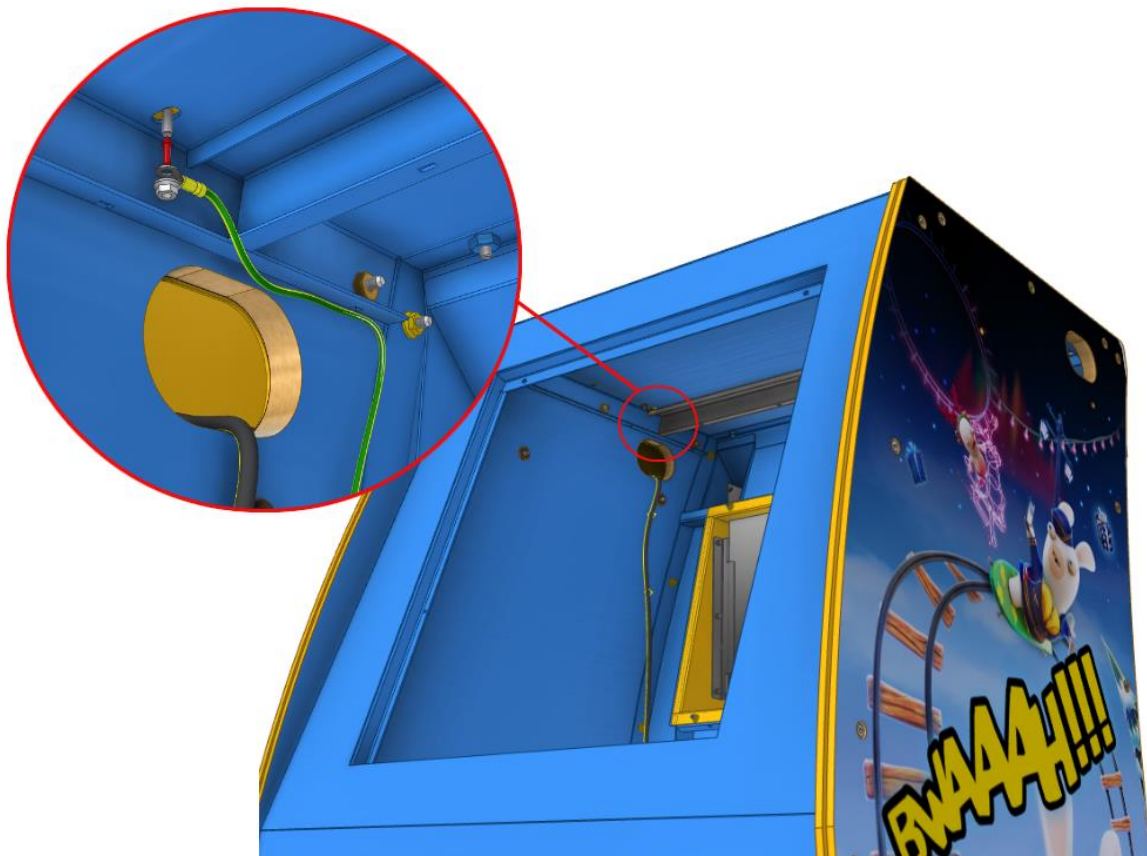
2. Secure it using 3x M4 flange nuts from the top and 2x M6 knockdown screws on the side



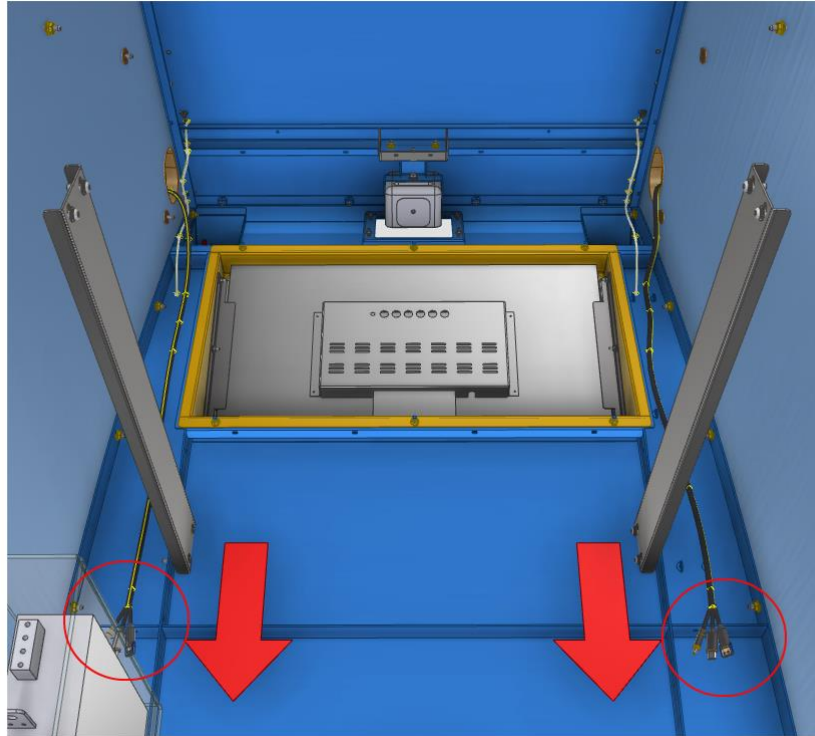
3. Remove 2x button head screws from the top rear access door and set aside



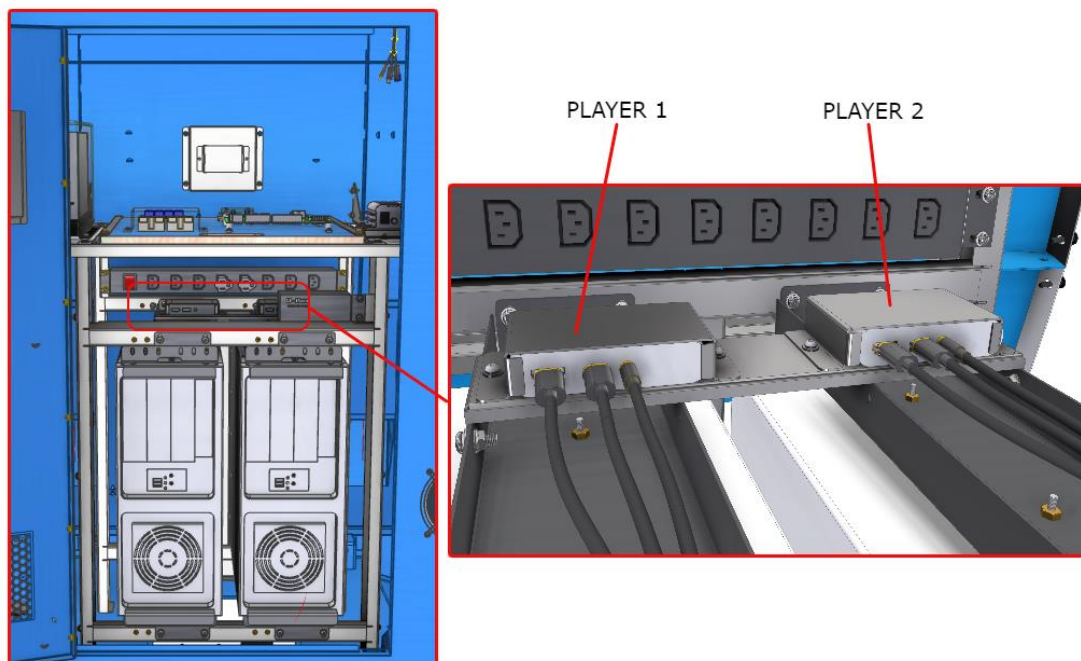
4. Connect the grounding point for the headset arm internally
5. Repeat the same procedure for the opposite headset arm



6. Take the HMD cables and carefully thread them along the internal side of the tower, until positioned behind the PC
7. Locate the internal securing points and tie the cables to prevent stress on the cable connections during game play. **Ensure HMD cables are not tied near the AC monitor power**



8. Connect the HDMI cables to their specified inputs on each link box. Use the labels to ensure that each HDMI cable is connected to the correct link box



9. Close bottom door and the top access door





## CONTINUE ASSEMBLY

Standard, compact and mini version unit assembly instructions continue below.

25. Open the rear or front access doors in preparation for installing the dust clouds

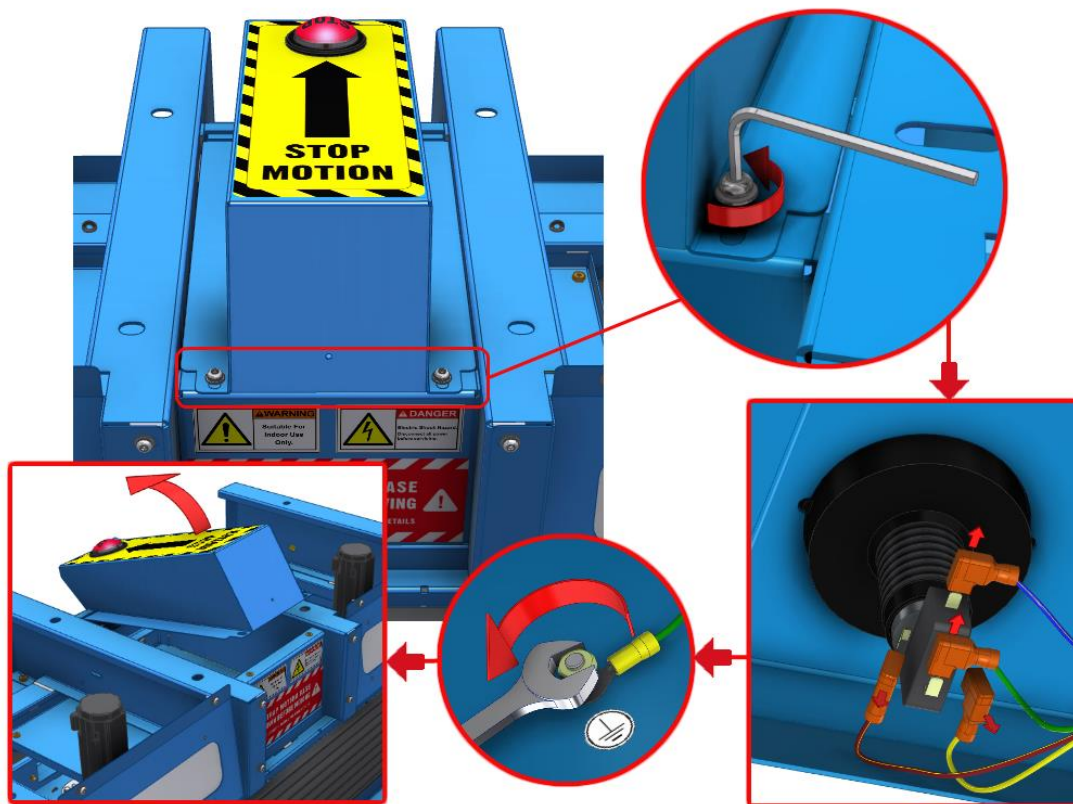


26. Feed the connector plug through the access holes on the right hand side of the tower
27. Align the right hand dust cloud with the 4x slotted holes at the side of the tower, pushing down to slide it into place
28. Secure it using 1 x M6 screw and washer as shown and plug in the connector
29. Repeat the previous four steps on the opposite side

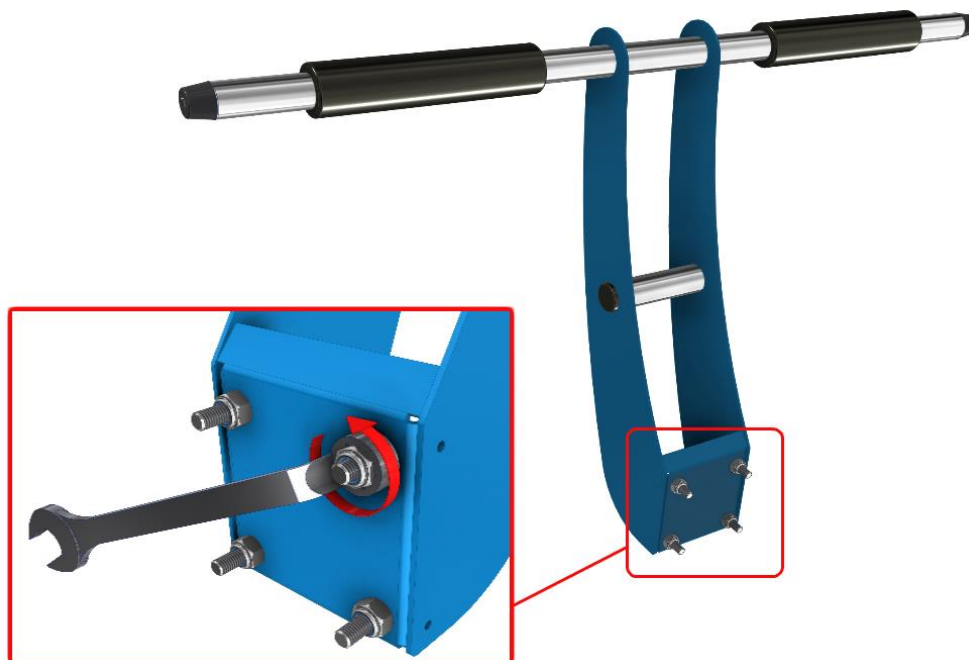




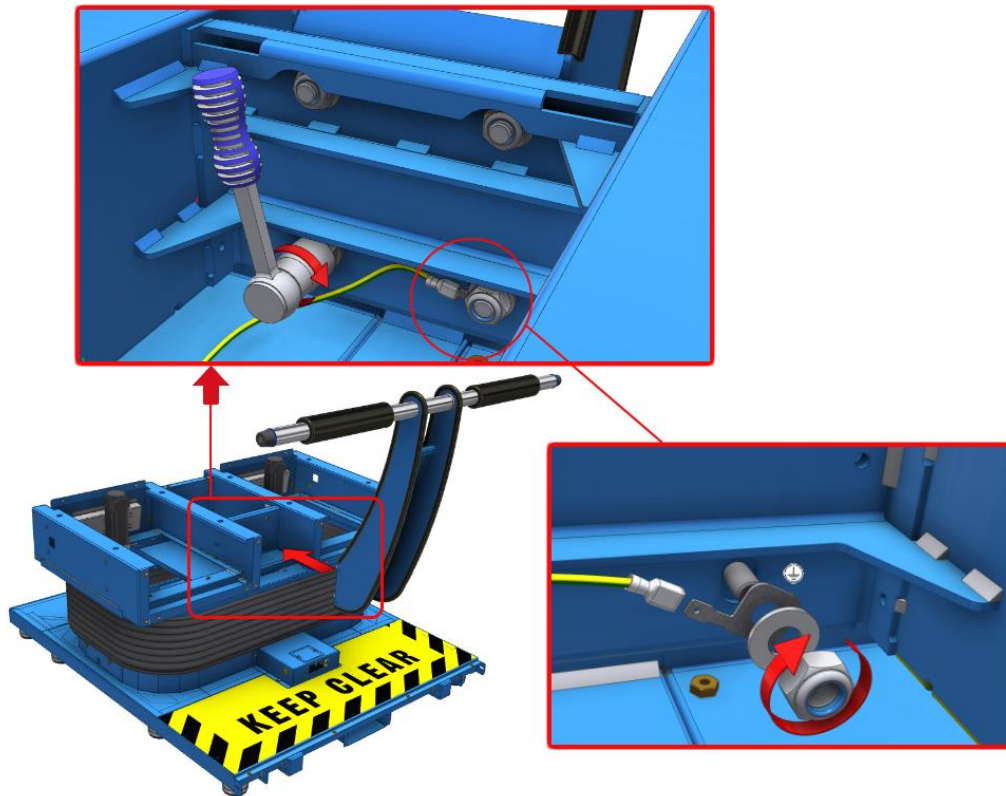
30. Remove the emergency button panel. Note that connectors and grounding will also need to be removed
31. Set aside the removed screws for the later steps



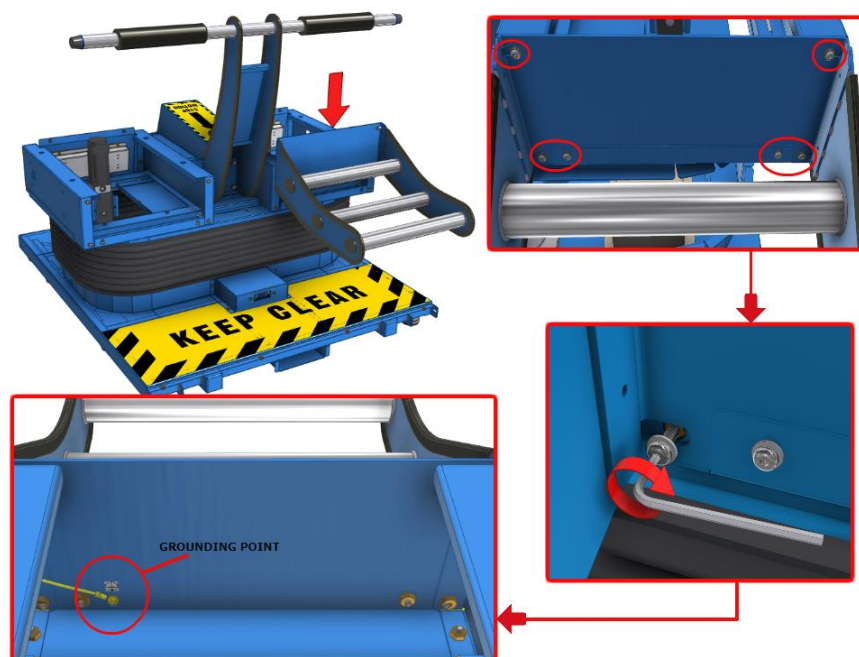
32. Take the player handle, and remove 4x M10 locknuts and put them aside



33. Align the player handle studs to the holes
34. Holding the handle in place, secure it using 3x M10 lock nuts
35. Install M10 grounding plate followed by 1x lock nut
36. Connect the grounding connector to the plate
37. Reinstall the emergency button panel using the same screws that were removed from it.  
Ensure that Loctite 242 is used on the screws before reinstalling them.



38. Take the foot rest and slide it down into place on the motion base, aligning the mounting holes as shown below
39. Secure it using 6x M6 screws and washers. Ensure Loctite 242 is applied to these screws.
40. Repeat the previous two steps on the opposite side

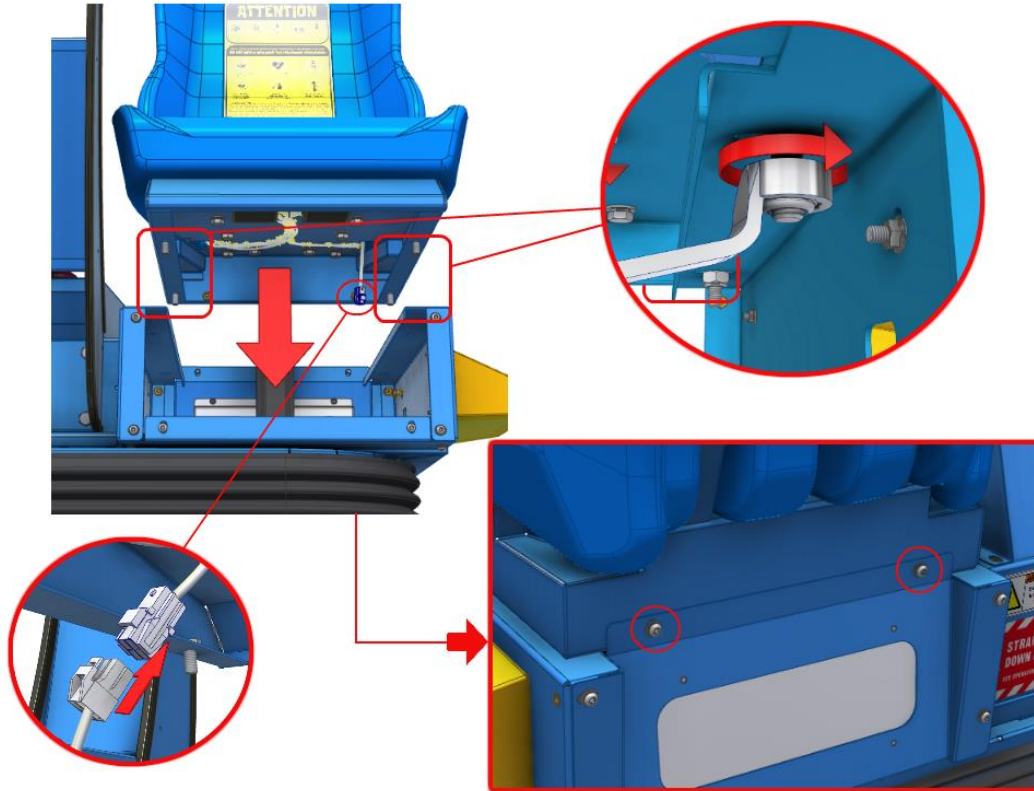


- [illegible]

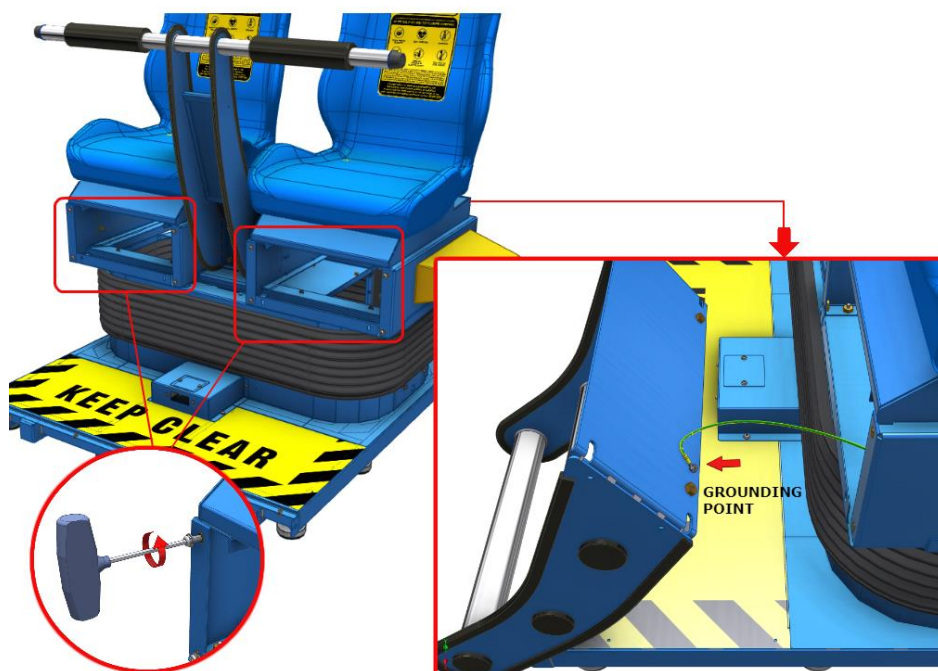
-



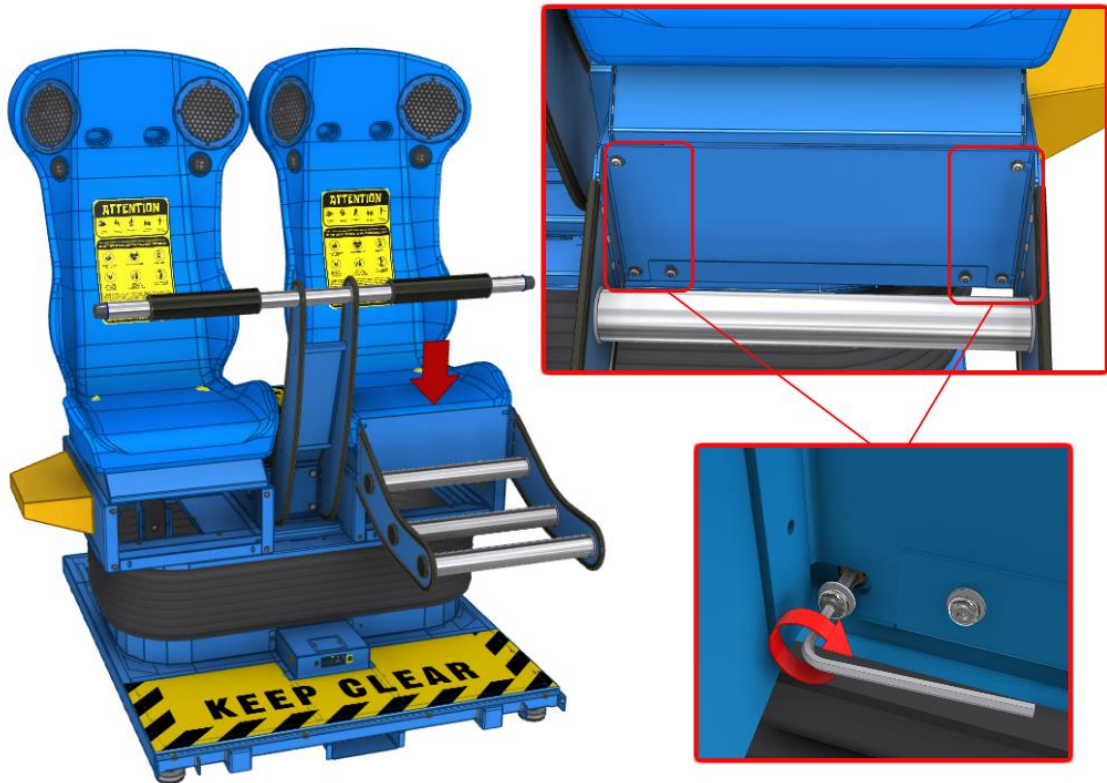
44. Align the first seat with the mounting holes of the frame
45. Secure it using the 4x M10 lock nuts removed previously
46. Plug in the connectors for the speakers
47. Repeat the previous three steps on the other seat



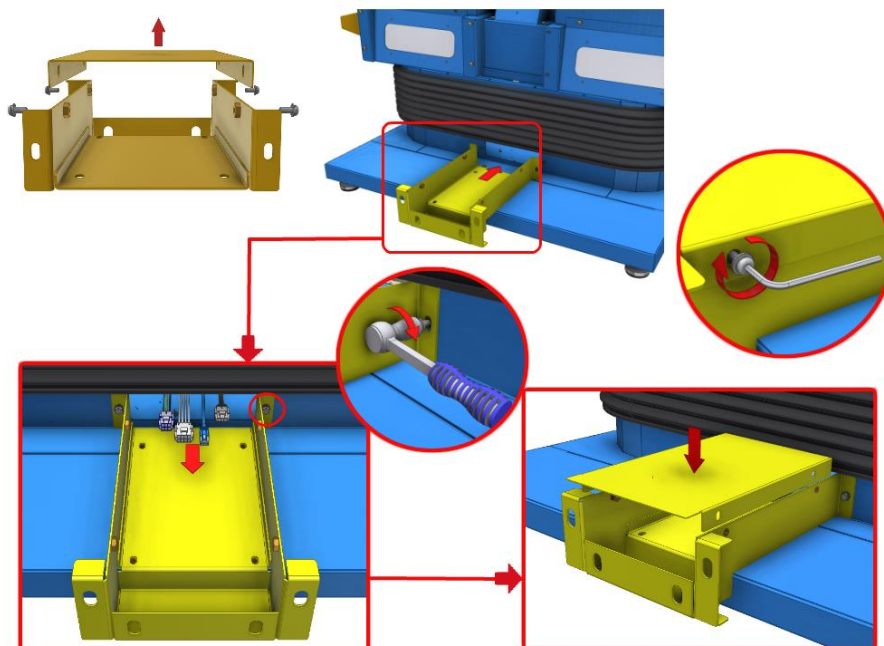
48. Take out 8x button head screws from the motion base and 2x button head screws from each footrest
49. Lean the footrest near the front of the motion base seat and connect the grounding point



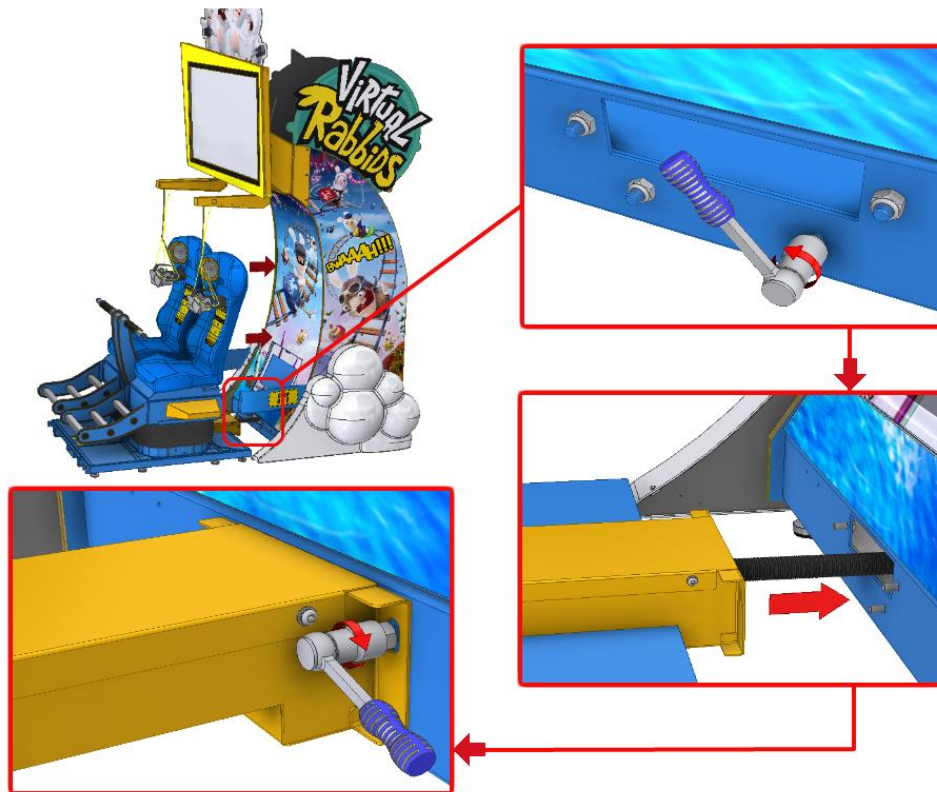
50. Take the footrest and slide it down into place on the motion base, aligning the mounting holes as shown below
51. Secure it using 6x M6 screws and washers. Ensure Loctite 242 is applied to these screws.
52. Repeat the previous two steps on the opposite side



53. Install the rear cable trunking panel using 2x M6 hex bolts and washers
54. Pull out the external cables from the motion base
55. Install the cover using 4x M6 screws and washers



56. Remove the 4x M10 lock nuts from the tower cable access area
57. Push the motion base and push it towards the tower, aligning it with the tower studs
58. Insert the connectors and cables into the cable access hole
59. Secure using the same 4x M10 lock nuts that were removed previously

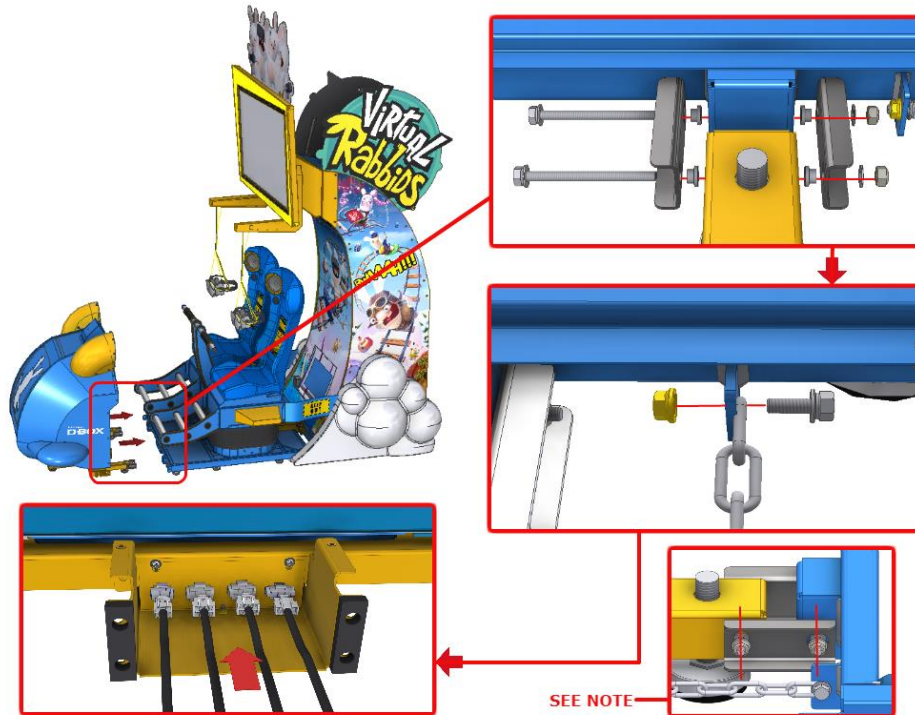


60. Open the lower front door on the tower
61. Plug in all connectors from the motion base to the connector panel inside the tower, and close the door
62. Install the warning signs to the motion base platform using 2x M6 screws and washers. Ensure Loctite 242 is applied to these screws.
63. Complete the above step on the opposite side

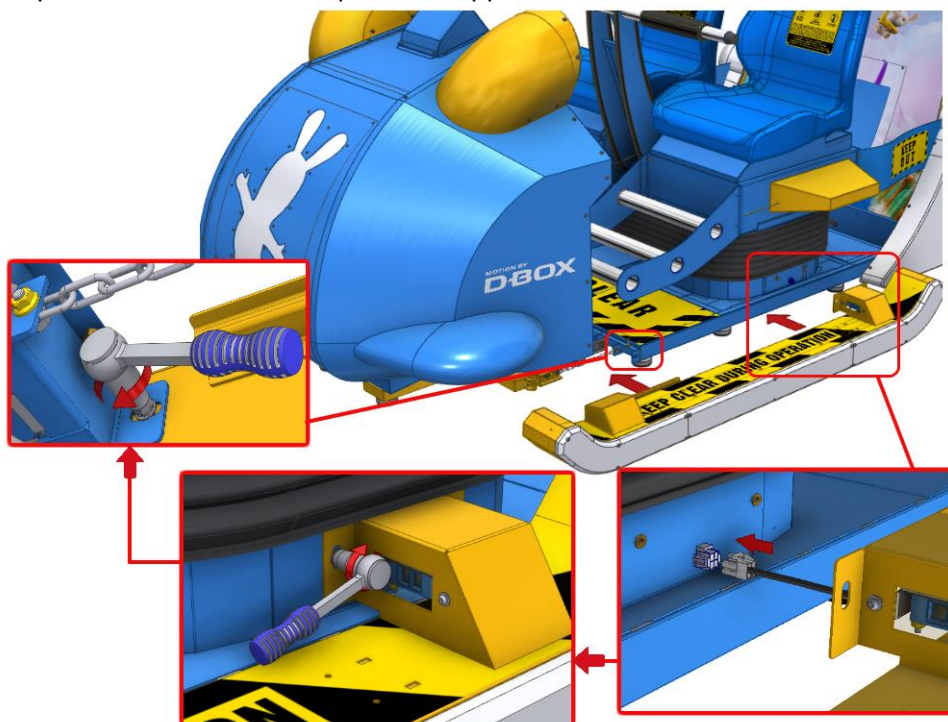




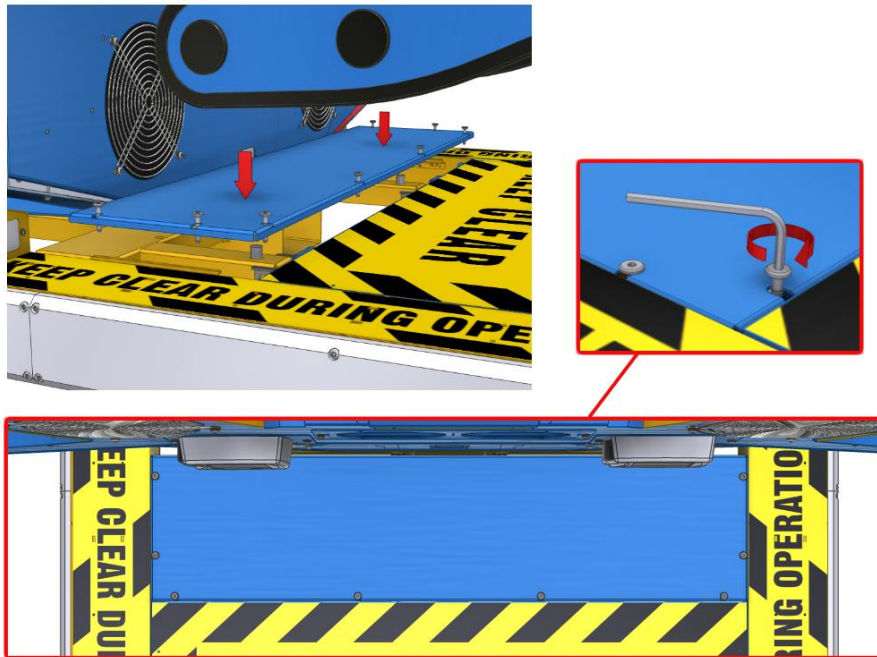
64. Align the front sled with the motion base, and install the link brackets using the screws previously removed from the motion base
65. Install the chain link, using the same screws removed from the motion base. Note that bolts should be centred in the slots for the link brackets before tightening the chain link
66. Complete the same procedure on the opposite side
67. Plug in all the connectors to the sled assembly



68. Align the side ski to one side of the platform
69. Connect the plug to the motion base outlet, as shown below
70. Secure the ski using the same 3x M6 hex bolts and washers removed from the motion base (one front, two back)
71. Complete the above three steps on the opposite side



72. Position and align the floor cable covers as shown
73. Secure them using 8x M6 screws and washers
74. Assembly complete!



**CAUTION:** Make sure to adjust all the levelling feet under the sled so they securely touch the ground. The sled should be very stable when touched. If the sled moves during gameplay or is unstable, this may negatively affect gameplay



## GAMEPLAY AND MODES

***Virtual Rabbids: The Big Ride*** is a virtual reality experience that takes players along on a crazy ride with the mischievous Rabbids.

### HOW TO PLAY

- Pay to play
- Look at the play button
- Look at a stage to select it
- Gameplay

### ATTRACT MODE

Attract mode provides a visual and audio display while the game is not being played.

### PLAY MODE

***Virtual Rabbids: The Big Ride*** has two play modes. The standard *Coin Play* mode, where a coin or coins are inserted, or *Free Play* mode, where no coins are necessary.

### COIN PLAY

Coin Play mode is entered from *Attract mode*, by inserting coins in any of the two coin slots on the front of the machine cabinet, then following the instructions in the “How to Play” section.

### FREE PLAY

- Enter the operator menu by pressing O on the keyboard
- Select Game Settings
- Select Free Play Settings
- Set Free Play to ON

# OPERATION

Enter the operator menu on PC1 by pressing O on the keyboard. Ensure the keyboard is connected to PC 1.

## GAME SETTINGS

### COIN SETTINGS

- **Coins per Credit Mech 1** *Default 1, Adjustable 1 – 20*  
Sets the number of coins that need to be inserted in exchange for each game credit.
- **Games per Credit Mech 1** *Default 1, Adjustable 1 – 20*  
Sets the number of games granted for each credit.
- **Common Coin** *Default Off, Adjustable On / Off*  
If the setting is ON, coin 1 and coin 2 contribute to the same coin pool. If the setting is off, they are counted separately.
- **Coins per Credit Mech 2** *Default 1, Adjustable 1 – 20*  
Sets the number of coins in coin mech 2 input that need to be inserted in exchange for each game credit.
- **Games per Credit Mech 2** *Default 1, Adjustable 1 – 20*  
Sets the number of games granted for each credit from coin mech 2 input.
- **Currency** *Default Dollar, Adjustable 1 – 10 dollars, 1 – 10 euros, 1000 – 100000 rupiah*  
The price per play that will be displayed during attract mode.

### FREE PLAY SETTINGS

- **Free Play** *Default Off, Adjustable On / Off*  
Sets if the game requires a credit to start playing. If set to on, the game can be played for free.

### RIDE SETTINGS

- **Alpine Adventure** *Default On, Adjustable On / Off*  
Defines if the Alpine Adventure stage is available to play or not.
- **Holiday Hijinks** *Default On, Adjustable On / Off*  
Defines if the Holiday Hijinks stage is available to play or not.
- **Canyon Chaos** *Default On, Adjustable On / Off*  
Defines if the Canyon Chaos stage is available to play or not.

### SOUND SETTINGS

- **Attract Volume** *Default 10, Adjustable 0 - 10*  
Sets the volume of the attract mode video. Setting this to 0 will mute the audio.

## AUDITS

- **Total Coins Mech 1**  
The number of coins inserted on the coin 1 input
- **Total Coins Mech 2**  
The number of coins inserted on the coin 2 input
- **Service Credits**  
The number of times the service button was used to issue a credit to the game
- **Credits 1 Used**  
The total number of credits used by seat one
- **Credits 2 Used**  
The total number of credits used by seat two
- **Total Game Cycles**  
The total number of game cycles, regardless of how many players were in the game
- **Cycles Played Solo Seat 1**  
The number of single player games in seat 1
- **Cycles Played Solo Seat 2**  
The number of single player games in seat 2
- **Cycles Played Two Players**  
The number of two player games played
- **Total Players**  
The total number of players that have played the game. This audit increments two for every two player game played, and one for every single player game.
- **Alpine Adventure Rides**  
Percentage of total plays on the Alpine Adventure stage
- **Holiday Hijinks Rides**  
Percentage of total plays on the Holiday Hijinks stage
- **Canyon Chaos Rides**  
Percentage of total plays on the Canyon Chaos stage
- **Average Game Time**  
The average amount of time from inserting a credit to returning to attract mode
- **Splash Screen Force-Skips**  
Percentage of players from a two player game that have been skipped past the splash screen without activating the play button
- **Emergency Stop Button Presses**  
Percentage of players that have used the emergency stop button

## ERRORS

Name	Cause	Solution
Critical Game File Missing	The game failed to find a critical data file.	Cycle power to the machine. If this does not resolve the issue, perform a system image.
Motion Base Error	The D Box motion base is not responding to the game.	Unplug the cabinet from mains power and check that all the connections to and from the motion base are securely plugged in and not damaged. If this does not resolve the issue, perform a system image on PC1.
Local Network Error	The PCs cannot communicate with each other.	Cycle power to the machine. Ensure both PCs receive power. Check that the Ethernet cable is correctly plugged into both PCs following the diagram located at the back of the PCs. If this does not resolve the issue, perform a system image on both PCs.
Can't Connect to Game Board	The game board, FB216, is not responding to the game.	Cycle power to the machine. Check that FB216 is receiving power. Check all the wires and connections from FB216 are correctly installed and not damaged. If all ok, the PCB may need to be replaced.
Both PCs Set to Player 1	Both PCs have their player ID set to 1	Player ID should be set to 1 and 2 for PC 1 and 2 respectively. Go to System Settings, Linking Settings, and ensure that PC1 is set to Player ID 1 and PC2 is set to Player ID 2.
<i>(Inside Headset)</i> Please remove the headset and follow the instructions on screen	The headset displaying the message needs calibration	Ensure the HDMI switch is set to display the PC connected to the headset displaying the message. Follow the on screen instructions to calibrate the headset – refer to the section in this manual titled “Calibrate Headset” for more information

## CURRENT ERRORS

This menu lists information on all current/active errors.

## ERROR HISTORY

This section lists all errors, both current and already cleared. The type of error, date it occurred on and the date it was cleared on (if applicable) are listed.

## CLEAR ALL ERRORS

This button will clear all current errors as well as the error history.

# TROUBLESHOOTING

## BASE STATION AND HEADSET ISSUES

### VIEWING THE STEAMVR WINDOW

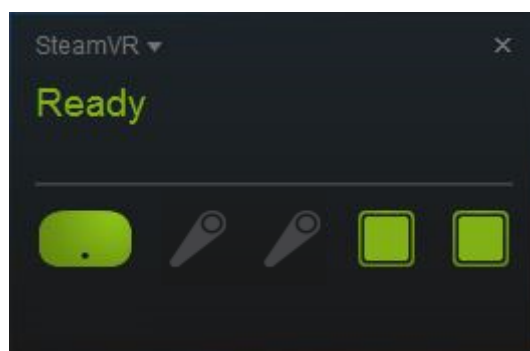
The SteamVR window is always running in the background. It can provide valuable information if you are troubleshooting issues with headset tracking or base stations, but during normal operation, it is always hidden.

If you want to view the SteamVR window:

1. Ensure the HDMI switch is set to the PC you want to troubleshoot
2. Ensure the keyboard dongle is plugged into the same PC
3. On the keyboard, press the Windows Key + P. This will stop the SteamVR window from automatically being hidden
4. Press Alt + Tab to show the SteamVR window
5. Once you are finished, press Windows + P again and the window will automatically hide – restarting the cabinet will have the same effect

### IDENTIFYING ISSUES

During normal operation, the SteamVR window should appear as shown below:



1. The icon on the left represents the headset
  - If this icon is flashing green, or black with a green outline, it means the headset is detected but not awake and tracking. Simply moving the headset around will wake it up and it will start tracking again.

- If this icon is grey, it means the headset is not detected. Check the light on the side of the headset.
  - If the light is red, the headset is receiving power but not detected by the PC. Check the HDMI cables and link box.
  - If the light is off, the headset is not receiving power. Check the power cables and linkbox.
- 2. The two icons on the far right represent each base station – one in the sled, and one in the tower. If you use the mouse to hover over the icon, it will specify which channel base station that icon represents – you can see which channel a base station is set to by viewing the front of the base station.
  - If this icon is grey, the base station is not detected. Check the base station has power.
  - If this icon is changing between grey and green intermittently, there could be a few causes. Any of the below could result in a grey screen appearing intermittently during gameplay:
    - Interference from other base stations. Base stations are very sensitive to interference – if you have two Virtual Rabbids units, they should not be operated next to each other. We recommend operating them back to back, or in separate areas of your location.
    - Movement of the base station. Base stations are sensitive to impact and vibration. Open the base station housing and ensure the base station is securely positioned and has not come loose. Also check the levelling feet underneath the sled have been adjusted to touch the floor, ensuring the sled is stable when touched.
    - Base station alignment. To ensure base stations have the best line of sight possible, they should be pointing directly at the other base station.
    - Intermittent power. Check the power cables are securely plugged in on both ends.
    - Faulty base station. If you have checked all of the above and the problem persists, the base station may be faulty.
  - If you have more than two base station icons, it means the base stations are picking up interference from other nearby base stations. If you have two Virtual Rabbids units, they should not be operated next to each other. We recommend operating them back to back, or in separate areas of your location.

## INSPECTING BASE STATIONS

### CHECK FOR DIRT OR DAMAGE

When looking at the face of the base stations, check to make sure they are clean and scratch free. This can affect their communication.

### CHECK CHANNELS

The base station channel is visible in the bottom left hand corner of the base station face, as shown below. The two base stations must be set to different channels. The correct channel can be found by checking the stickers near the base stations. Use the button on the back of the base station to toggle between channels. You should never need to change a base station channel unless you are replacing the part.

Note that the channels shown below are an example only. Please check the stickers on your unit to confirm your correct channel configuration.



At the top centre of the base station face, there is a small light that indicates the current status of the base station.

- Green
  - Normal operation. The base station is turned on, synced with the other base station. During normal operation, status lights on both base stations should always be green.
- Blue
  - The base station is waiting to stabilize. This means it has received impact or vibration, which will prevent it from syncing. Open the base station housing and ensure the base station is securely positioned and has not come loose. Also check the levelling feet underneath the sled have been adjusted to touch the floor, ensuring the sled is stable when touched.
- Purple
  - The base station is trying to sync. This status may be visible briefly after start up, or after a blue status light has been seen. It means the base station has recovered and is trying to re-establish syncing with the other base station.

## “NO SIGNAL” ON TOP MONITOR

During normal operation, the HDMI switch input should always be set to PC1. Changing the switch input while the cabinet is turned on will often result in a “no signal” message being displayed on the top screen. The switch will always correctly display input from the device it was set to use at start up.

If, for any reason, PC2 needs to be shown on the top screen, change the HDMI switch input to PC2, then restart the cabinet.

## HEADSET SHOWS “PLEASE REMOVE HEADSET”

If either headset shows the message “please remove the headset and follow the instructions on screen,” this is an indication that the headset needs to be calibrated. While this shouldn’t occur during normal operation, moving the cabinet or replacing some hardware (headsets, base stations, base station housing) could trigger a calibration prompt.

Please follow the instructions under the *Calibrate Headset* heading in this manual to resolve the issue.

## WINDOWS RECOVERY SCREEN ON TOP MONITOR

If the cabinet is restarted before the PC has finished booting up, there is a chance you will see a blue Windows recovery screen. This screen does not indicate an actual error with the game. Simply switch off the cabinet, wait five minutes, and turn it on again.

To avoid this issue, refrain from quickly cycling power to the cabinet repeatedly.

## AUDIO NOT SYNCED WITH GAME PLAY OR ATTRACT

PC1 controls the audio for both players, even when a single player game is played on PC2. For this reason, ensure that the HDMI switch inside the tower is *always* set to PC1 or audio will sync.

## GREY SCREEN DURING GAMEPLAY

If the headset shows a grey screen intermittently during gameplay, this means the headset has briefly lost tracking. The most common cause of this is motion or vibration from the motion base affecting the base stations in the sled or tower. Follow the steps below to reduce the amount of vibration passed to the base stations:

### SLED FEET

Ensure the feet on the front sled are wound all the way down. If not properly balanced, the vibration in the sled is amplified, which transfers more vibration to the base station housed here.

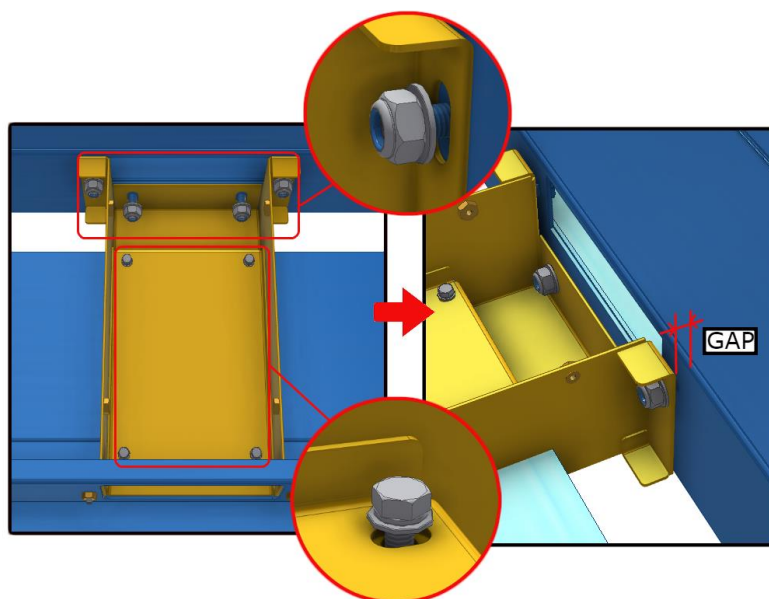
### BASE STATION MOUNTING

Check that the base stations are securely mounted on their brackets, and that the front face of the base station is parallel with the grey acrylic. They can come loose during transport.



## LOOSEN CONNECTION TO TOWER

Loosen the bolts connecting the yellow cable trunking to the tower (as shown below), so the trunking is floating. This drastically reduces the vibration passed to the base station housed in the tower.



If the above steps did not resolve the issue, further troubleshooting instructions can be found under the section *Troubleshooting > Base Station and Headset Issues*.

## NO MOTION DURING GAME PLAY

### CHECK KCU STATUS LIGHT

The status light on the KCU can help to identify potential issues when there is no motion.

**No light** = KCU is not receiving power. Ensure the cabinet is turned on, and check all power cable connections.

**Red** = Power is present, but there is no USB connection detected. Check that the USB cable is securely plugged in at both ends, and PC1 has power.

**Orange** = Power is present, USB connection to PC is present. If there is no motion, there may be a hardware fault. On start-up, the chairs should automatically move backwards and forwards. If there is no movement on start-up, this also indicates a hardware fault.

**Green** = Motion is currently active.

If you suspect a hardware fault, there is further information about the configuration, connections and components used by the motion base under *Section B: Technical > Motion System*.

### SAFETY SENSORS

Both the emergency stop button and the safety sensors have the power to stop all motion during game play. Ensure the area around the safety sensors is clear, and the sensor windows and reflectors are clean and unobstructed.

Use the input tests in the operator menu to confirm that the stop button and safety sensor inputs are operating correctly.

Follow the instructions below to calibrate the safety sensors if necessary.

## SAFETY SENSOR CALIBRATION

While the safety sensors shouldn't need calibration during normal operation, moving the cabinet or replacing some hardware (sensors, reflectors) may mean the sensors require recalibration. In the event of a recalibration, please ensure the steps below are followed closely, as incorrectly calibrated safety sensors will result in a negative gameplay experience.

### CLEAN

For the safety sensors to operate reliably, the sensor windows and reflectors need to be clean. Even if reflectors look clean on inspection, we strongly recommend you wipe them down with a damp cloth and check if the problem persists.

### CHECK

Safety sensors have a single trimpot for setting the ready distance.

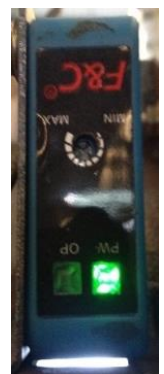
To check if the sensor is working correctly and properly aligned, check a few things such as:

- Lamp Indicator on the sensor is on solid red (image below on the left). It means that the sensor is powered up and not blocked (it can see the reflector OK).
- Block the sensor all the way through from the safety sensor transmitter down to the reflector and check the lamp indicator. It should go to solid green (image below on the right) – indicating that something is blocking the area between Safety Sensor Transmitter and the reflector.

*Not blocked*

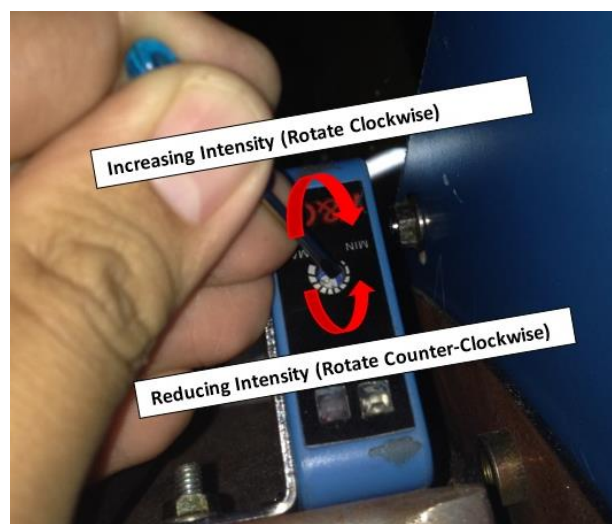


*Blocked*



### CALIBRATE

1. Use a small screwdriver and rotate the adjustment pot clockwise until at maximum position. Ensure the LED is Red.



### TEST

- Try to block the sensor in all positions from the sensor through to the reflector. Ensure the lamp turns green for each clock attempt at each position.

# INPUT AND OUTPUT TESTS

## INPUT TESTS

Trigger one of the listed inputs, and the screen will update to say the input has been received.

- Coin Mech 1
- Coin Mech 2
- Emergency Stop Button
- Safety Sensors (note that input from any one of the safety sensors will trigger a signal)

## OUTPUT TESTS

- Emergency Stop Button Lamp
- Fan 1
- Fan 2

## AUDIO TESTS

- **TEST AUDIO**

Will play audio out of the left and right channels of the speakers.

## CHAIR TESTS

- **START CHAIR MOTION**

Will move the motion box and chairs in all directions to test motion.

# SYSTEM SETTINGS

## DATE AND TIME SETTINGS

When you receive your game, it's recommended to set the correct date and time, to ensure that your error menus display when errors really occurred.

- **Year**  
Set the current year
- **Month**  
Set the current month
- **Day**  
Set the current day
- **Hour**  
Set the current hour
- **Minute**  
Set the current minute

## LINKING SETTINGS

- **Player ID**

Must be set to 1 for PC1, 2 for PC2

## IDENTIFY HEADSETS

Will display a 1 and a 2 inside the headsets of P1 and P2 respectively.

## CALIBRATE HEADSET

Selecting this setting will shut down the Virtual Rabbids software and launch the headset calibration procedure. Follow the steps below for a guide through the calibration procedure.

## SAFETY SENSORS

Enable or disable the safety sensors here. When disabled, the game will ignore all signals from the safety sensors.

## LANGUAGE

- **ATTRACT MODE LANGUAGE** *Default English, Adjustable English / French*  
Toggle the attract mode language. Note that this does not affect gameplay or the operator menu.



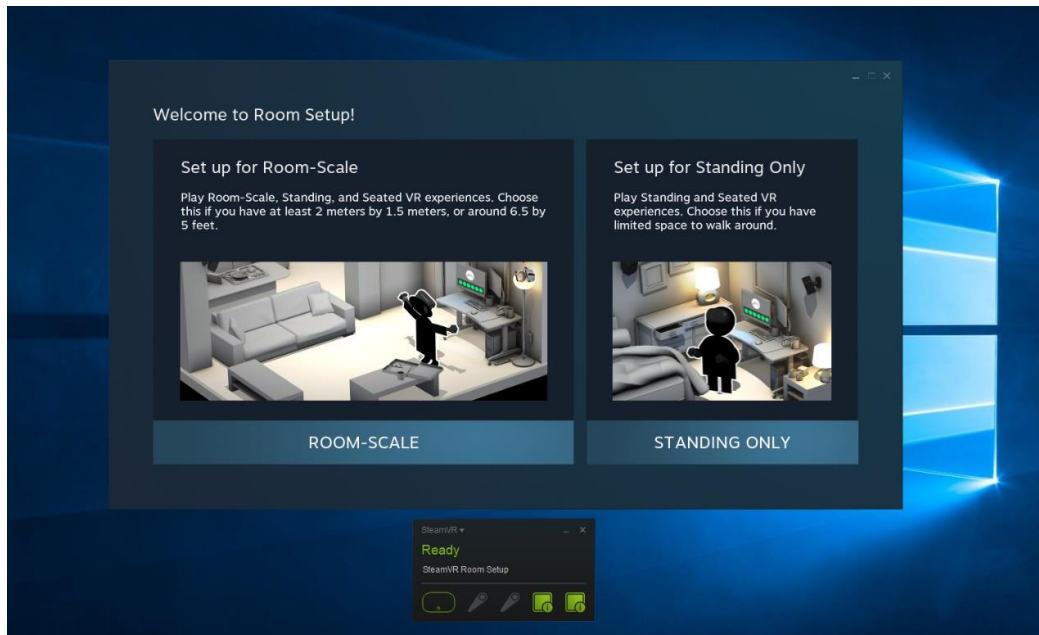
# CALIBRATE HEADSET

Under normal operation, the headsets should not need to be calibrated.

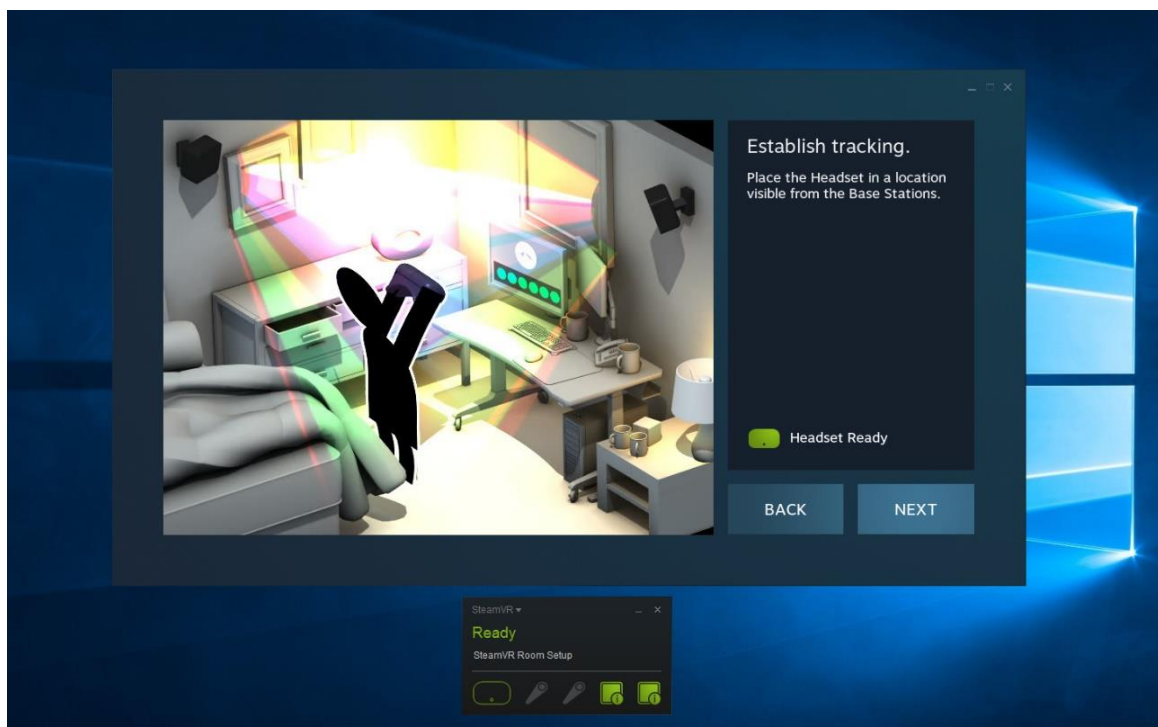
If a base station, headset, or PC is replaced, calibration will be required. Performing a system image will also trigger the calibration process. The Virtual Rabbids software will not start until the calibration has been completed.

Note that if headset 2 requires calibration, the HDMI switch will need to be changed to display PC2 on the top monitor.

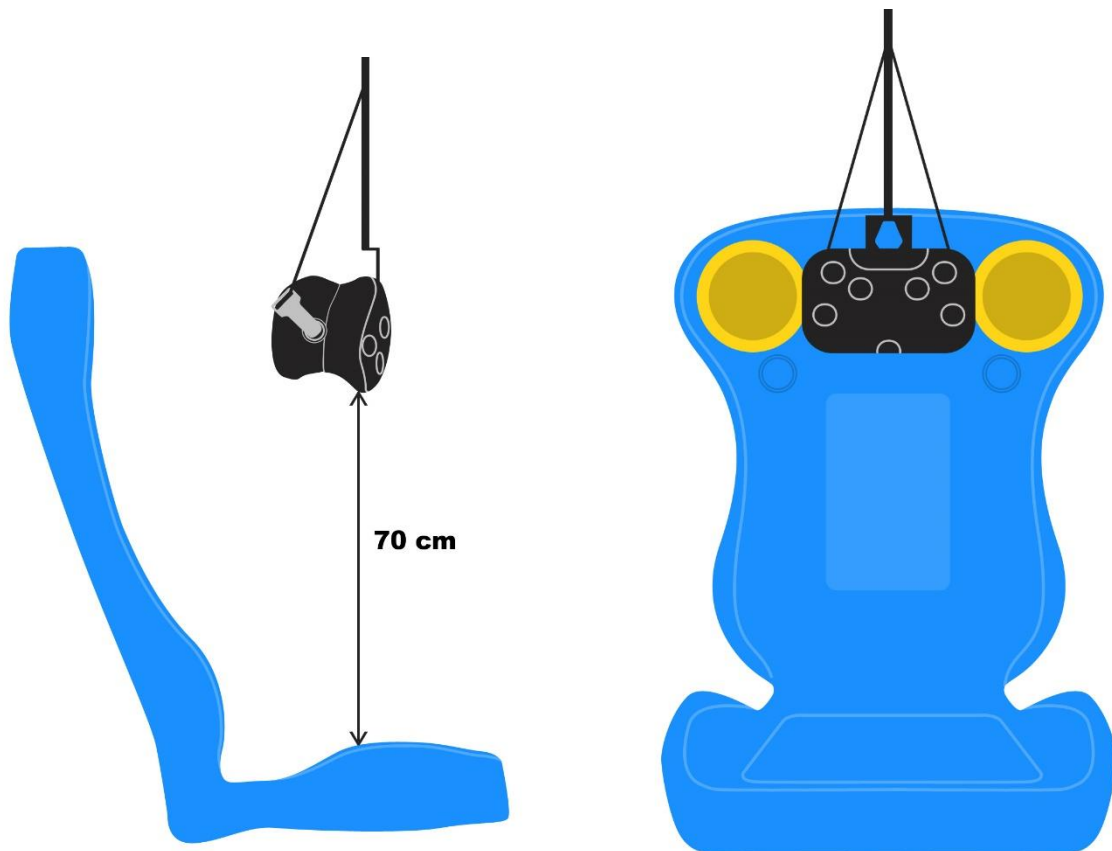
1. Select STANDING ONLY



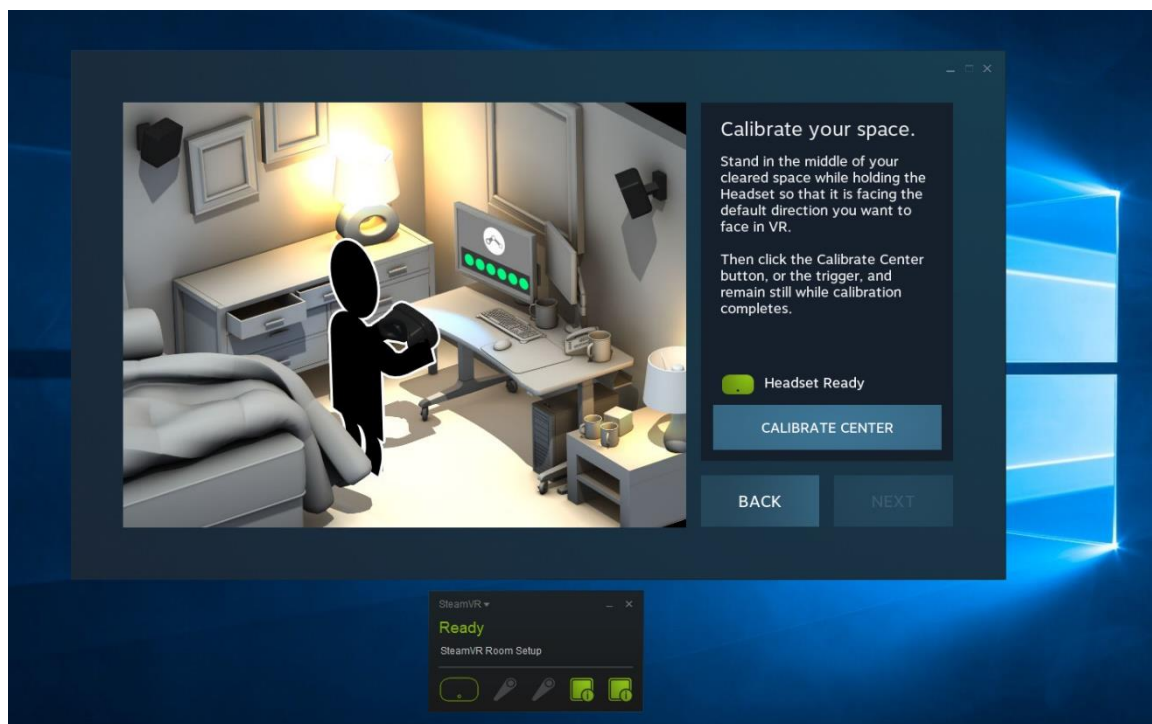
2. The headset must be visible by the base stations to start. Select NEXT



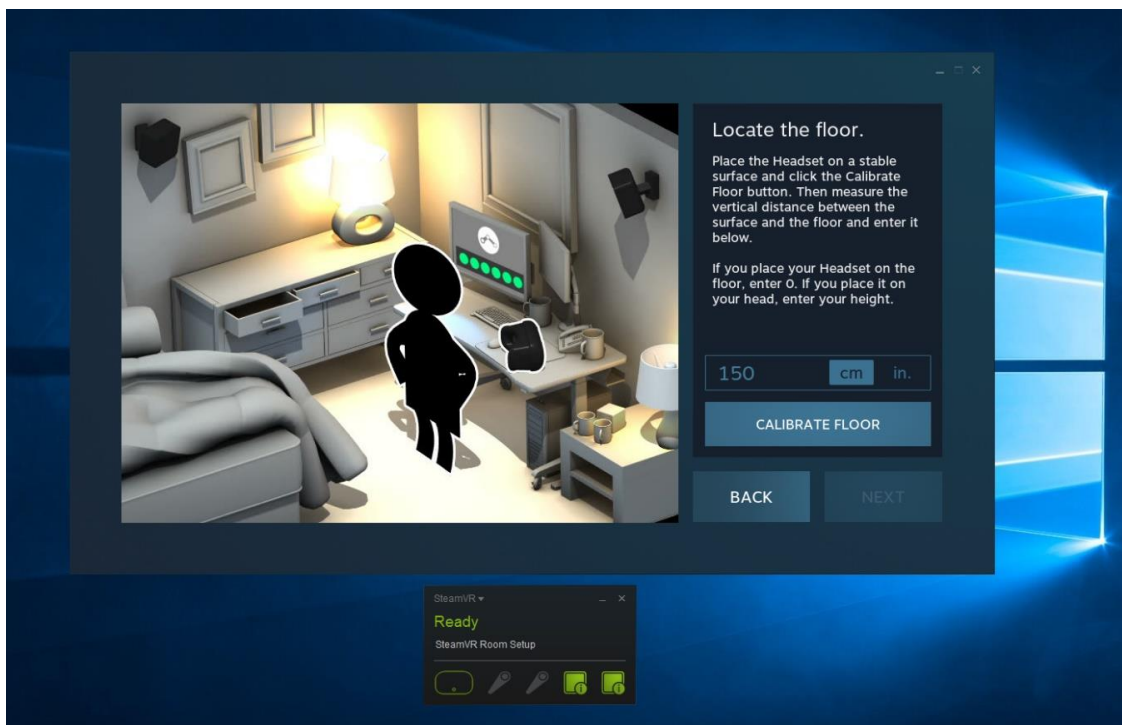
3. Hold the headset 70cm above the seat, facing directly forward, and centred in the seat (the speakers can be a good guide to find the centre of the seat). The diagram below can be used as a guide to help position the headset correctly during calibration.



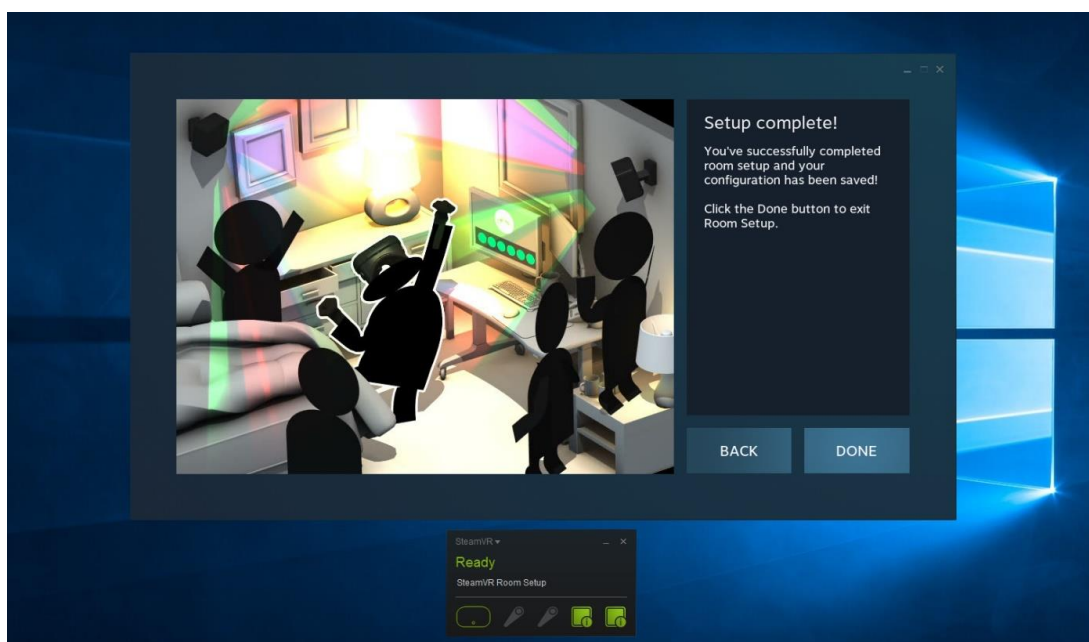
4. Ensure that the headset is held steady, as though it were resting on a table, and select CALIBRATE CENTER. When the calibration is complete, select NEXT.



5. Let the headset hang again and enter 150cm in the field shown below. Ensure the units are set to cm, not in. Select CALIBRATE FLOOR. When the calibration is complete, select NEXT.



6. The calibration is complete. Select DONE to finish the process. Wait a few seconds for the Virtual Rabbids software to start up.



7. If you are now switching to the other PC to calibrate a second headset, power down the cabinet and wait 60 seconds. When the cabinet is powered on again, immediately change the HDMI switch to PC2, and then repeat the above procedure.
8. Once both headsets are calibrated, shut down the machine again and wait 60 seconds before powering on. The HDMI switch will default back to PC1.

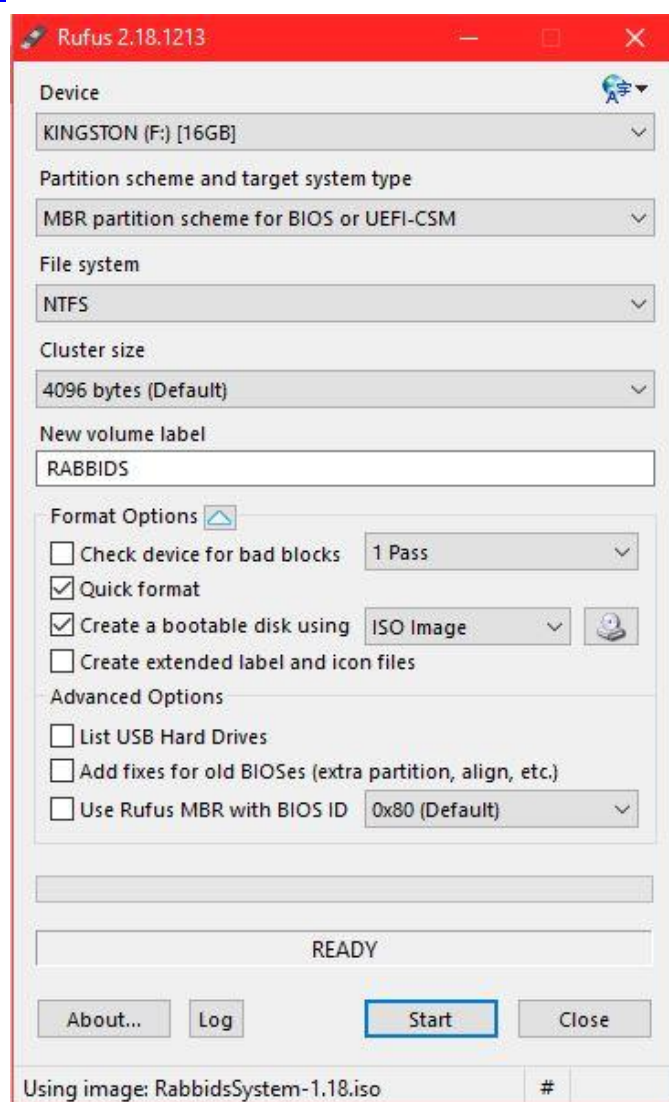
# CREATING A BOOTABLE USB

## THINGS YOU WILL NEED

- A completely empty USB that has a capacity of at least 16GB.
- **NOTE:** Everything on this USB will be COMPLETELY ERASED. Ensure that there are no important files on it.
- The downloaded game software file (this should be an ISO file).
- Version 2.18 of the program Rufus, free download from <http://rufus.akeo.ie/downloads/>
- This link can be used to download the correct version directly:  
<http://rufus.akeo.ie/downloads/rufus-2.18.exe>

## INSTRUCTIONS

1. Plug your empty USB into your personal computer.  
**NOTE:** Ensure you only have one USB device plugged into the computer, to guarantee that the wrong device is not accidentally wiped.
2. Run the program Rufus (the file should be called rufus\_v1.3.4, though the numbers may vary).
3. Under the first option, **Device**, select your USB device from the drop down menu.  
**NOTE:** If your device is not listed in the drop down menu, click the white arrow button next to the heading **Format Options**. Under the new **Advanced Options** section, check the first check box. This enables "List fixed (non-flash) or unpartitioned USB disks."
4. To the right of the option called *Create a bootable disk using*: there is a button with an image of a CD on it. Click this button.
5. Select your ISO file and click Open.
6. Ensure that all the check boxes and settings match the image to the right (you will need to uncheck "Create extended label and icon files" and "Use Rufus MBR with BIOS ID").
7. Click Start, and in the window that pops up, click OK. This process can take up to 5 minutes, depending on the size of the ISO file.
8. When the process is finished, DONE should show at the bottom of the Rufus window.
9. The bootable USB is now finished.



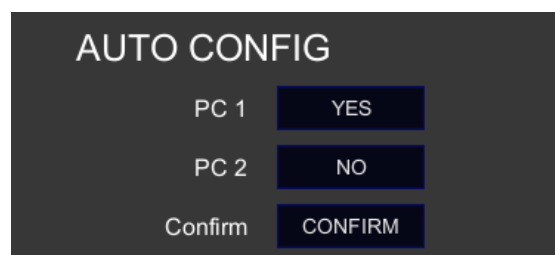


# UPDATING A CABINET USING A BOOTABLE USB

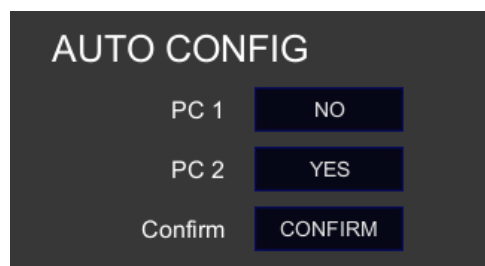
*Virtual Rabbids: The Big Ride* has two PCs, each of which need to be updated individually – always ensure that both PCs are running the same version of software by updating them at the same time.

1. Ensure the HDMI switch is set to PC1 and the keyboard dongle is plugged into PC1.
2. Ensure the cabinet is turned on.
3. Plug the USB into PC1. Ensure that no other USB's are plugged in.
4. Hold down the power button on the front of PC1 until it powers off.
5. Press the power button on the front of PC1 to turn it on again.
6. A black box on screen will display the progress of the update. This process can take up to 20 minutes. The percentage at the bottom of the box will show progress to 100%.
7. Once the process is finished, the last line of text in the black box will instruct you to remove the USB.

8. Remove the USB, and the PC will automatically reboot.
9. If you have performed a system image, you will need to calibrate the headsets. Please refer to page 29 of this manual for instructions on calibrating the headset.
10. Once calibration is complete, wait for the Virtual Rabbids software to start up, and you will be presented with the linking configuration page. On PC1, ensure PC1 is set to YES (setting can be toggled by clicking it using the trackpad on the keyboard), as shown below, then click confirm. The software will reboot.



11. Set the HDMI switch to PC2 and plug the keyboard dongle into PC2.
12. Plug the USB into PC2.
13. Hold down the power button on the front of PC2 until it powers off.
14. Press the power button on the front of PC2 to turn it on again.
15. A black box on screen will display the progress of the update. This process will take around 20 minutes. The percentage at the bottom of the box will show progress to 100%.
16. Once the process is finished, the last line of text in the black box will instruct you to remove the USB.
17. Remove the USB, and the PC will automatically reboot.
18. If you have performed a system image, you will need to calibrate the headsets. Please refer to page 29 of this manual for instructions on calibrating the headset.
19. Once calibration is complete, wait for the Virtual Rabbids software to start up, and you will be presented with the linking configuration page. On PC2, ensure PC2 is set to YES (setting can be toggled by clicking it using the trackpad on the keyboard), as shown below, then click confirm. The software will reboot.



20. Set the HDMI switch back to PC1.
21. Your game has been successfully updated.

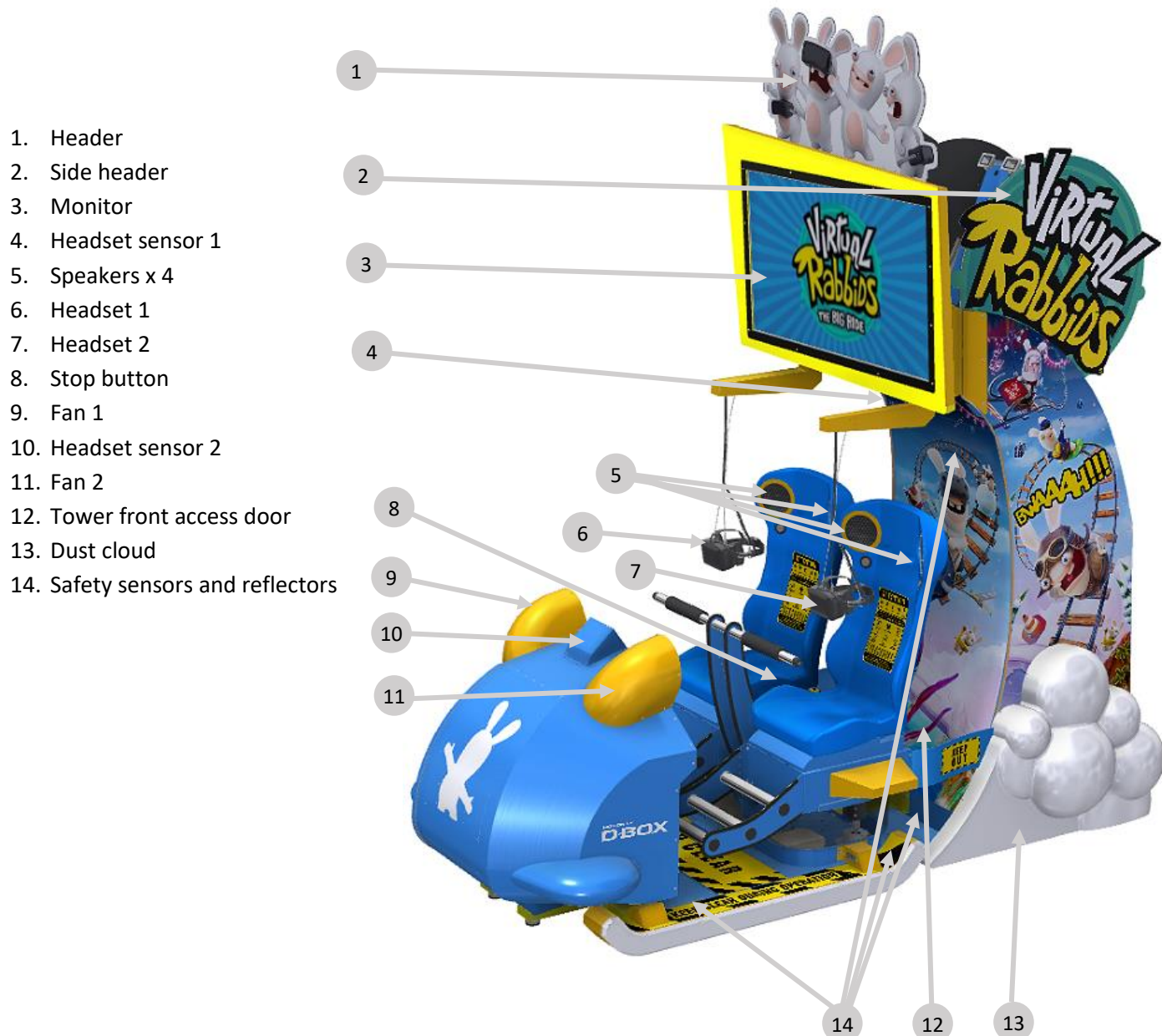
**NOTE:** During normal operation, the HDMI switch should always be set to PC1.

## SECTION A: SERVICE INSTRUCTIONS

**NOTE:** Be sure to read the following carefully before servicing the machine.

### LOCATING AND ACCESSING PARTS

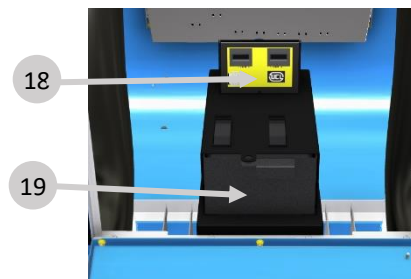
The following pictures identify the location of the main serviceable items.



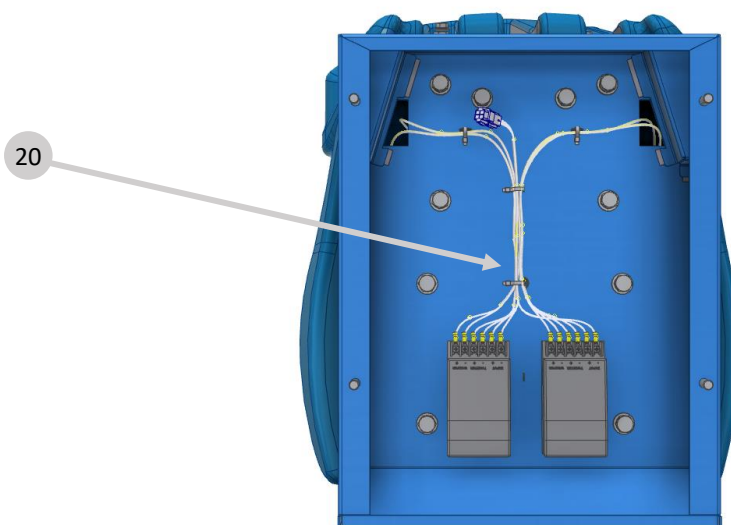
- 15. Coin door
- 16. Fan 1 intake
- 17. Fan 2 intake



- 18. Operator panel
- 19. Cash box

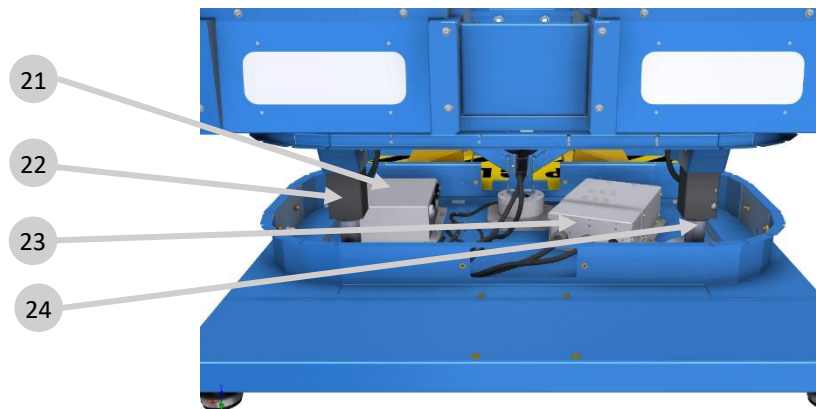


- 20. Speaker crossover (below seats)

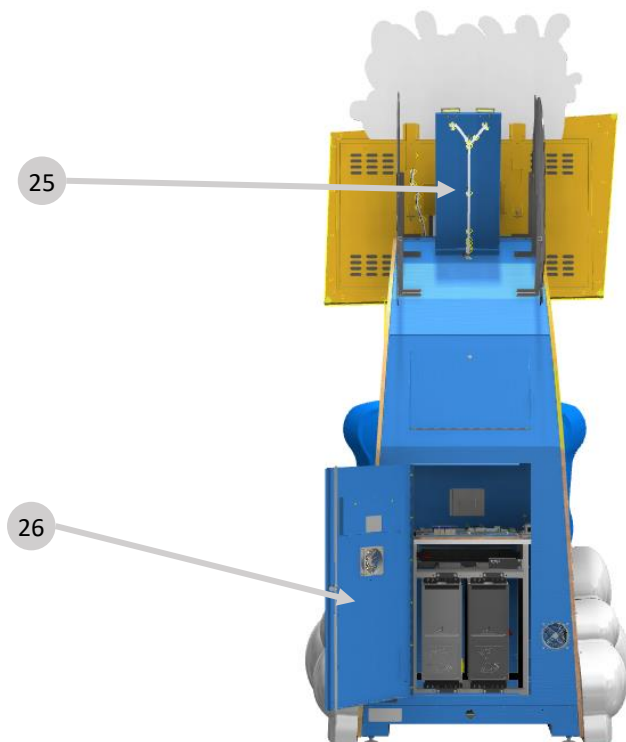




- 21. Actuator power supply (optional)
- 22. Actuator 1
- 23. ACM-II
- 24. Actuator 2



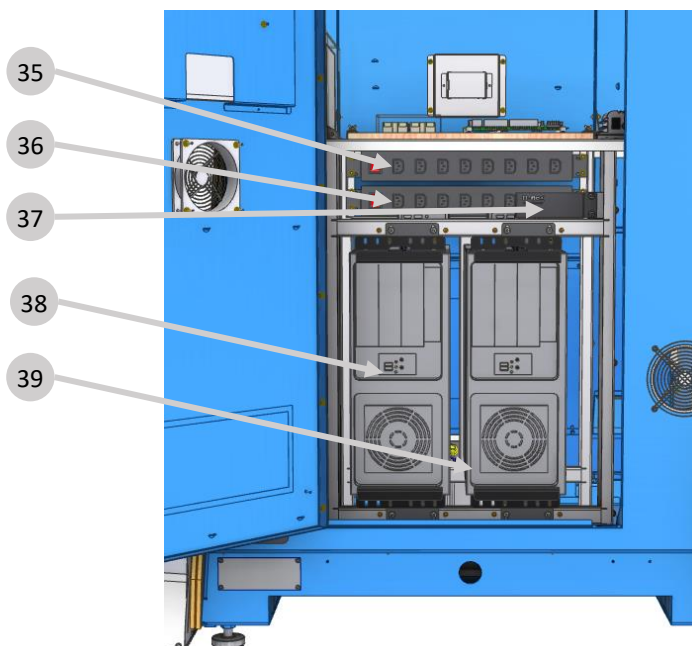
- 25. Header lighting brackets
- 26. Tower rear access door



- 27. HDMI switch
- 28. USB RS485 converter
- 29. Cabinet fuses
- 30. Power supply
- 31. Fan speed control relays
- 32. FB216
- 33. Audio amplifier
- 34. Fan power control relays



- 35. PDU 1
- 36. PDU 2
- 37. Motion control unit
- 38. PC 1
- 39. PC 2



# PARTS DESCRIPTION

## SPEAKERS

Each seat has a pair of woofers and tweeters, with crossover mounted below the seats.

The audio is provided by PC1 only and played through speakers in both seats.

Audio volume can be adjusted by the amplifier accessible by the rear service door.

## COUNTERS

Counters will increment for each coin input. Counters are under firmware control and are not directly connected to the mechanisms.

## FANS

Blower fans are under software/firmware control and driven independently of each other. Fan speeds are set simulating the video seen by the player in each seat.

Fan control commands are provided by PC1 only.

## PCs

2 PCs are used in the game and are internally networked together. PC1 drives the headset 1 video.

PC2 drives the headset 2 video.

PC1 is also considered the “master” in that it also controls the seat motion and audio. It also displays the operator menu.

## HDMI SWITCH

Video output from the 2 PCs can be shown on the top attract monitor. By default, PC1 output is shown. PC2 output can be displayed to perform diagnostics if needed.

Different PC outputs can be selected by pressing the button on the HDMI switch.

## COIN MECHANISM/BILL ACCEPTOR/CARD SYSTEM

Credits can be inserted via a coin mech, bill acceptor and/or card system connection. All interfaces are located inside the front coin door on the front sled section.

## IO BOARD – FB216

The FB216 is the main logic IO board for the game. It contains firmware to read and control buttons, coins, counters and fans.

## FIRMWARE

Note that the current version of firmware on FB216 can be seen in the top right-hand corner of the operator menu on PC1.

## POWER INLET/MAINS SWITCH

The power inlet is a standard IEC inlet socket with a mains power switch, located at the rear of the machine. There is a main power fuse internal in this IEC socket. Fuse ratings will be specified on the fuse labels.

**WARNING:** **ALWAYS** turn **OFF** mains power and unplug the game before replacing any fuses.  
**ALWAYS** use the correctly rated fuse.

**WARNING:** Some components in this cabinet can only operate at a specific AC mains voltage. **Virtual Rabbids: The Big Ride** does not support a universal AC input voltage.

## LAMPS

**WARNING:** **Always** turn **OFF** mains power and unplug the game, before replacing any lamps.  
**Always** replace the lamps with the same or equivalent size, wattage and voltage.

Lamps and lighting use a combination of T10 lamps and LED strip. Contact your nearest LAI Games office for replacement lamps to ensure color is matched.

# MAINTENANCE

## EXTERIOR

- Regularly dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap.
- Check for blown lamps and replace as required. Check all LED strips are functioning, and repair as required.
- Check the monitor image is clear.
- Wipe the monitor clean with a soft damp cloth.
- Check the foam padding on the headsets and replace where needed.
- Wipe the headset lenses with the cloth provided.
- Check the cables below the motion base and ensure there are no signs of wear, and that all cables are intact and firmly secured.
- Check the blower fan intake openings and clean the filter, replace filter when required.
- Check the cables connecting to the headset are secure and firmly seated. Verify the video image in the headset is clear and free of 'noise'.
- Ensure all safety and warning labels are intact and legible. Replace where necessary.
- Check the cabinet for loose fixings and tighten where required.
- Regularly check safety sensor window and reflectors are clean and free of any dirt. Clean with a damp cloth regularly.

**NOTE:** Even if safety sensor windows and reflectors don't appear dirty, cleaning them regularly will ensure optimal operation.

**WARNING:** Always turn **OFF** mains power and unplug the game before cleaning or servicing the motion base and surrounding areas.

## INTERIOR

- Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen.
- Check and tighten all fixing hardware and fasteners as required.
- Check the PCs for dust accumulation. Open the cases and gently blow out any dust from ventilation and cooling fans.
- Check the keyboard operation and replace the batteries when needed (2 x AA)

**WARNING:** Always turn **OFF** mains power and unplug the game before cleaning the interior of the machine.

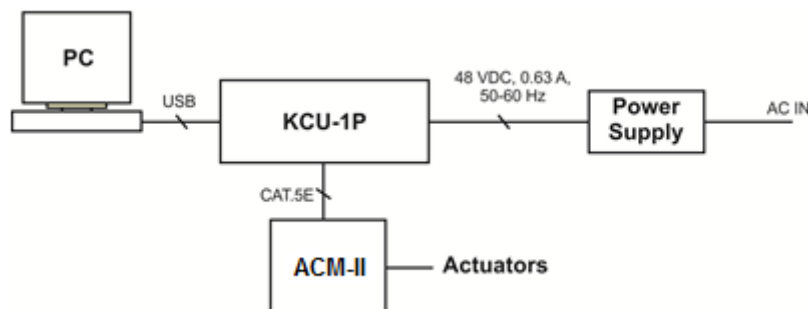


## SECTION B: TECHNICAL DETAILS

**WARNING:** It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

### MOTION SYSTEM

The DBox system comprises of multiple parts arranged as follows.



- PC  
PC1 only in the game cabinet is responsible for controlling the motion, regardless of which player position is in use.
- KCU-1P Motion Controller

This device connects PC1 to the Actuator Control Unit via USB cable.

Shielded Cat-5E data cable connects to the Actuator Control Unit.

At power up, the LED located on the front plate indicates the status of the KCU-1P. The boot up sequence is as follows:

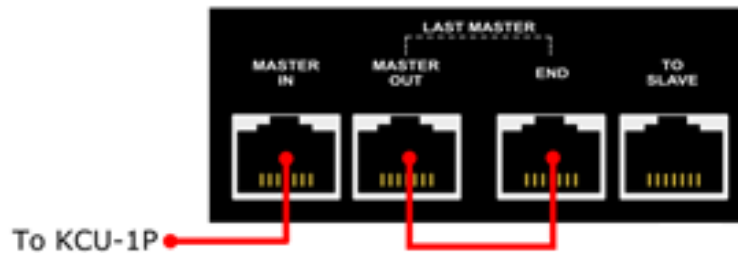
- RED: presence of the 48 V power but no USB connection.
- ORANGE: Connected to the PC USB port, drivers are installed. The unit is ready to operate
- GREEN: Active Motion

- ACM-II Actuator Control Module

This mounts below the seats and powers the actuators.

Ensure connections are as shown in the photo below:

- MASTER IN: It joins to the KCU-1P by cat5 cable to the joiner in the front base of the tower.
- MASTER OUT – END: join these together with short cat5 patch cable.
- TO SLAVE: no connection.



ACM-II LED Status:

- Off: N.D.
- Green: No fault.
- Flashing green & flashing orange/red (MASTER): Fault on one of the ACM-II
- Red: Actuator fault, required manual re-initialisation.
- Orange: Actuator fault, the unit will reinitialize by itself after a few minutes.

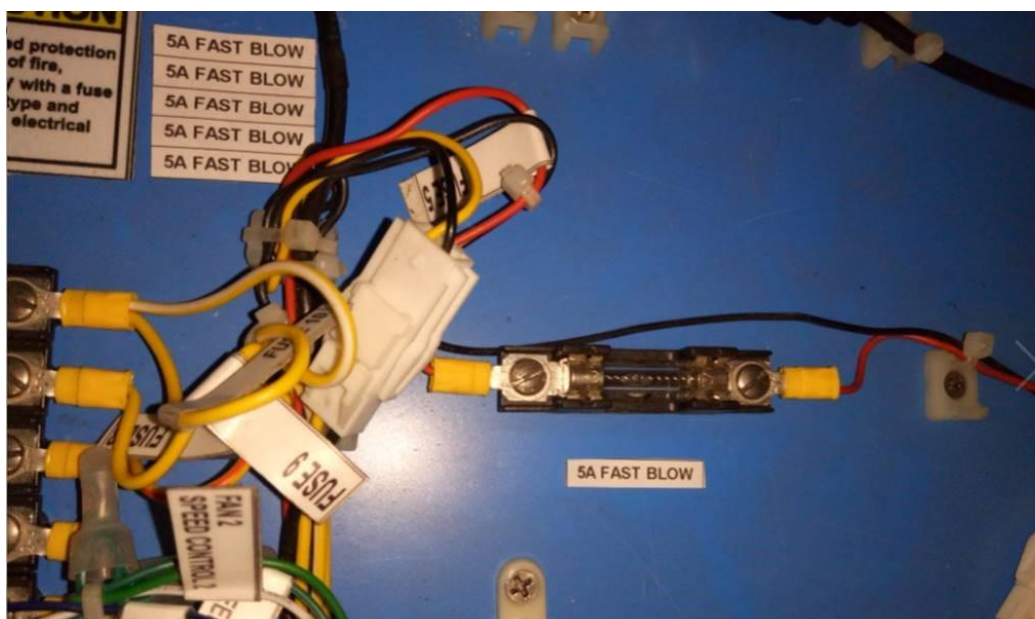
If the cabinet is configured for 240VAC mains input, then an additional power supply is installed below the seats.

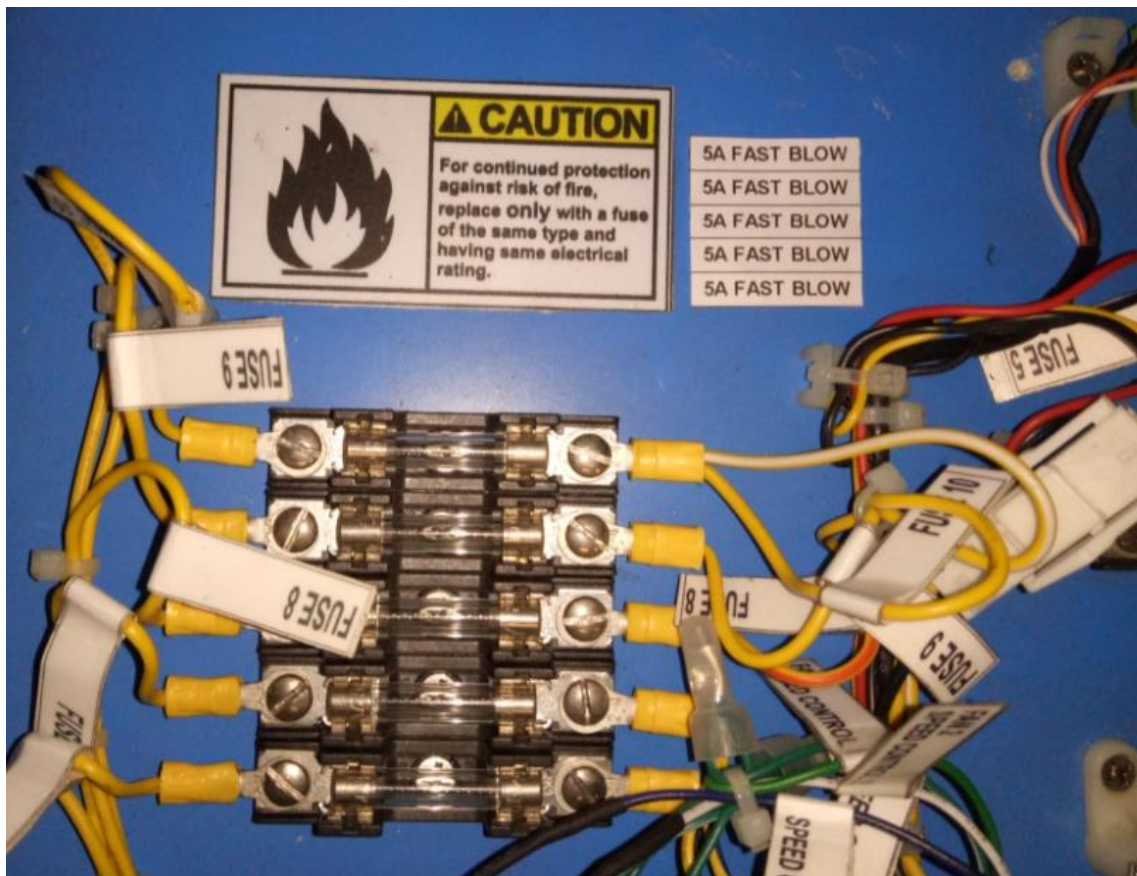
## FUSES

6 panel mount fuses are located on the PCB assembly panel.

Value: 5A Fast Blow, 3AG size

Refer to the stickers placed near the fuses.





## VIVE HEADSETS

Each headset is driven by a single PC. Player position 1 headset is driven by PC1 and player position 2 headset is driven by PC2.

The headsets track the players head position and orientation by using the “Headset Tracking Sensor 1” and “Headset Tracking Sensor 2”. Both these sensors must be operating and unobstructed to allow headset tracking to function. They must be able to see each other as well as the headsets.

Headsets have an LED to indicate headset status:

Bright Green: The headset is operating normally.

Dim Green: the headset has entered standby mode. Wake up the headset by moving it within view of the sensors.

Red: Software is not communicating with the headset.

Off: No power is applied to the headset.

Sensors show a green letter to identify them. Please check the sticker next to the base station to confirm the correct letter. Both sensors should have a different letter for proper operation.

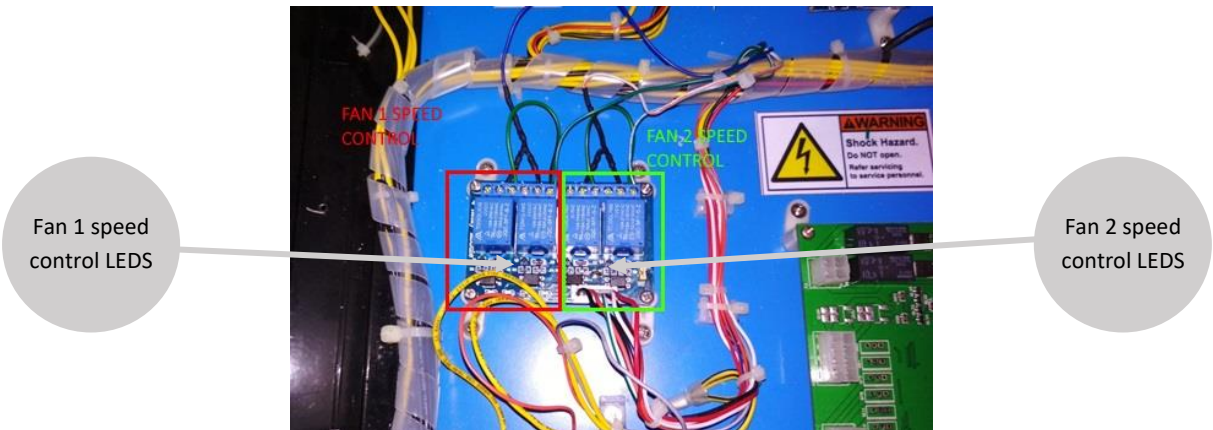
The status LED indicates the following:

- Green: Sensors are ready for use.
- Dim Green: The sensors have gone into standby mode. This should not occur, but If it does then the game power needs to be restarted.
- Blue: The sensors have been knocked too hard and they are still stabilizing.
- Purple: The sensors are unable to see each other.
- Off: No power is applied.

## BLOWER FANS

The blower fans are powered and speeds are set by relay PCBs. Fans have 5 “speeds”: OFF, LOW, MEDIUM, HIGH and MAX. LEDs on the relays indicate the fan operation.

The Speed control relays set the speed that the fans run at (LOW to MAX):



The Power control relays set the fans are powered on or off. The fan is powered if the Fan Power Control LED is ON.



## PCs

2 PCs are installed and run the same software. Each is independently configured to perform the task of a player 1 (master functions) or player 2 position.

A single network patch cable joins the PCs together to allow for game linking and command transfer.

PC 1 is termed the ‘Master’, it performs addition tasks:

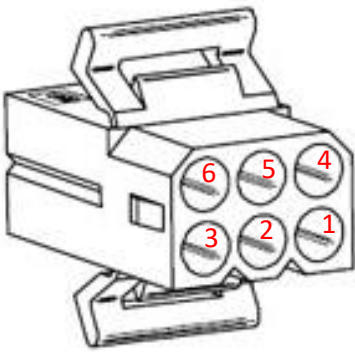
- Controls seat motion via connection to motion system components.
- Plays seat audio.
- Reads coin inputs, stop button inputs, fan speed control outputs via connection to the FB216 IO PCB.
- Communicate game information to and from PC2
- Record and display game audits.

## COIN OPTIONS REFERENCE GUIDE

By default, the coin door contains a micro switch connected to the COIN1 input for crediting the machine.

A 6-way Molex connector has been installed on the coin door which can be optionally used to make adaptors for most electronic coin systems and comparators.

The following picture illustrates the connector pinout.



Shell part number: Molex 03-09-1064

Pins: Molex 02-09-1119 (loose)  
Molex 02-09-1117 (chain)

PIN1 = GND  
PIN2 = COIN1 input  
PIN3 = 12VDC  
PIN4 = GND  
PIN5 = COIN2 input  
PIN6 = 12VDC

Contact your nearest LAI Games distributor for harnessing to suit different coin comparators and bill acceptors.

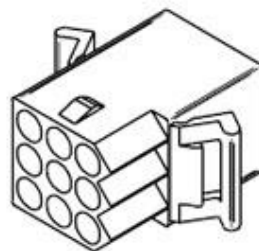
## UNIVERSAL CARD LINK CONNECTION

Two UCL compatible connectors exist on the operator panel inside the coin door.

The UCL connector labelled COIN 1 allows a card system to credit the coin 1 input (player 1 position).

The UCL connector labelled COIN 2 allows a card system to credit the coin 2 input (player 2 position).

Refer to the wiring diagrams for detailed pinout information.



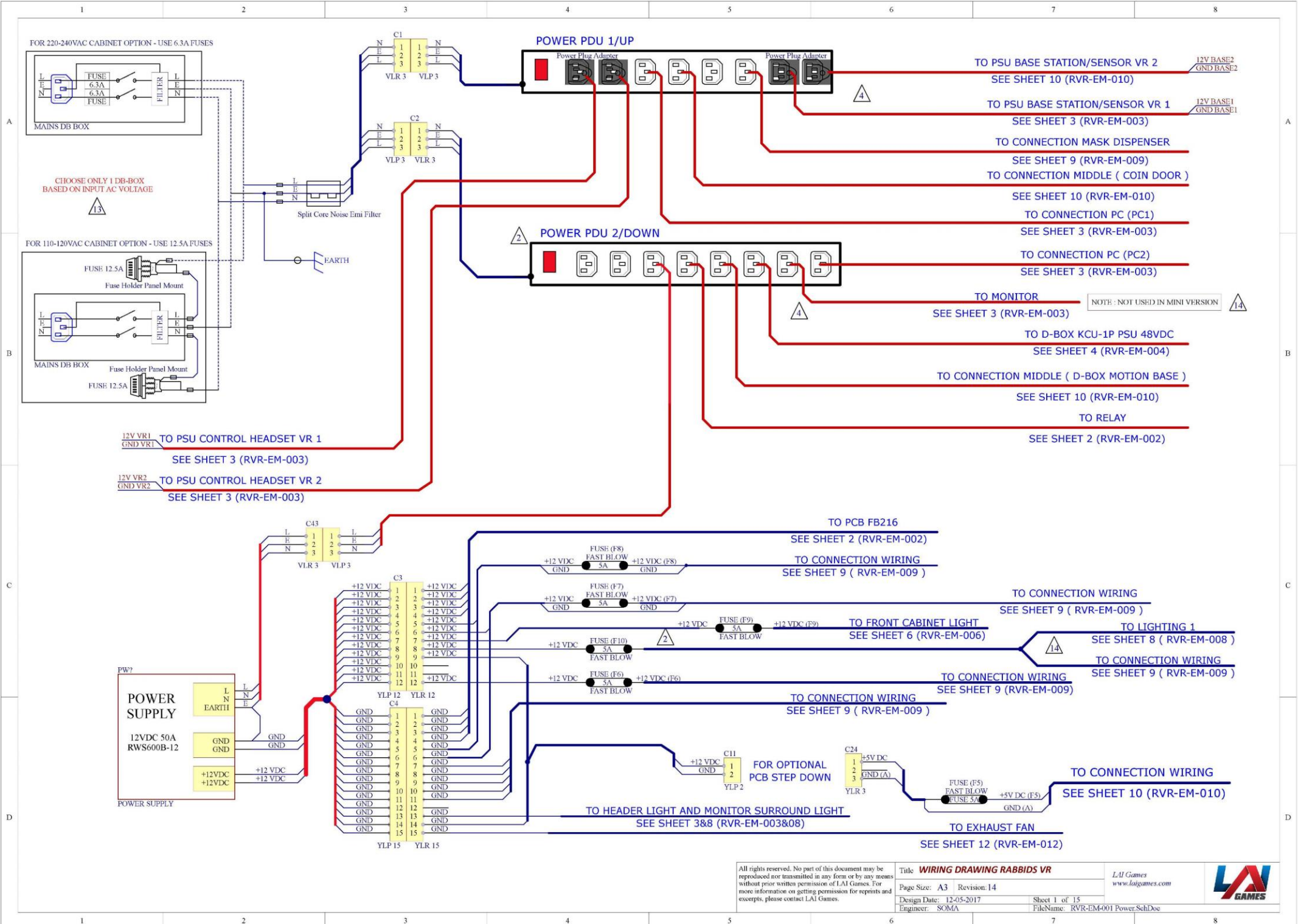
Mating shell part number: Molex 9-pin housing: 03-09-2092

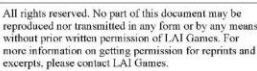
Pins part number: Wire Gauge and Terminals: 02-09-2103 (14-20-gauge wire) or 02-09-2118 (18-22-gauge wire)

## WIRING DIAGRAMS

*(Next Page)*

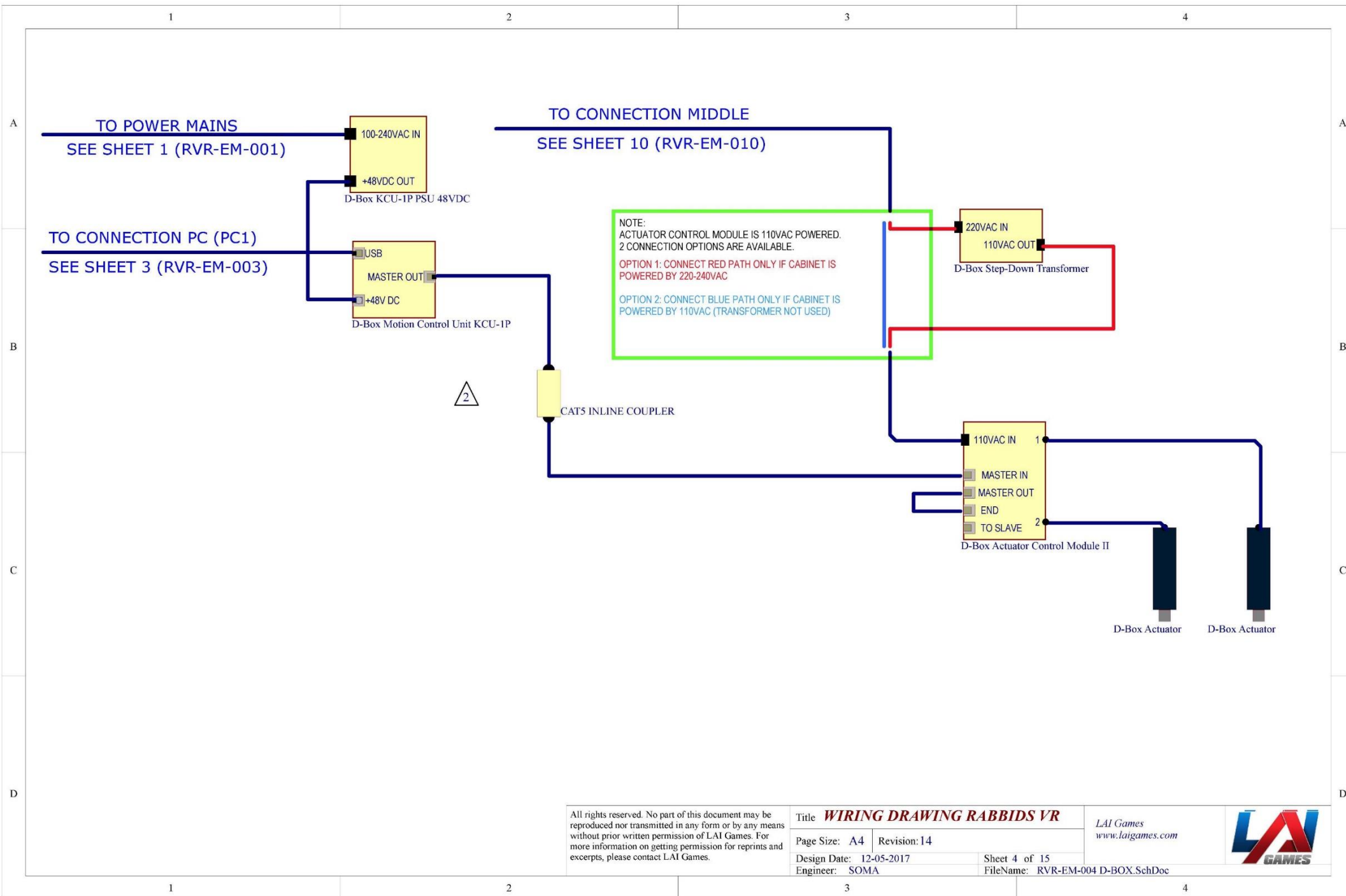












All rights reserved. No part of this document may be reproduced nor transmitted in any form or by any means without prior written permission of LAI Games. For more information on getting permission for reprints and excerpts, please contact LAI Games.

Title **WIRING DRAWING RABBIDS VR**

Page Size: A4 Revision: 14

Design Date: 12-05-2017

Engineer: SOMA

Sheet 4 of 15

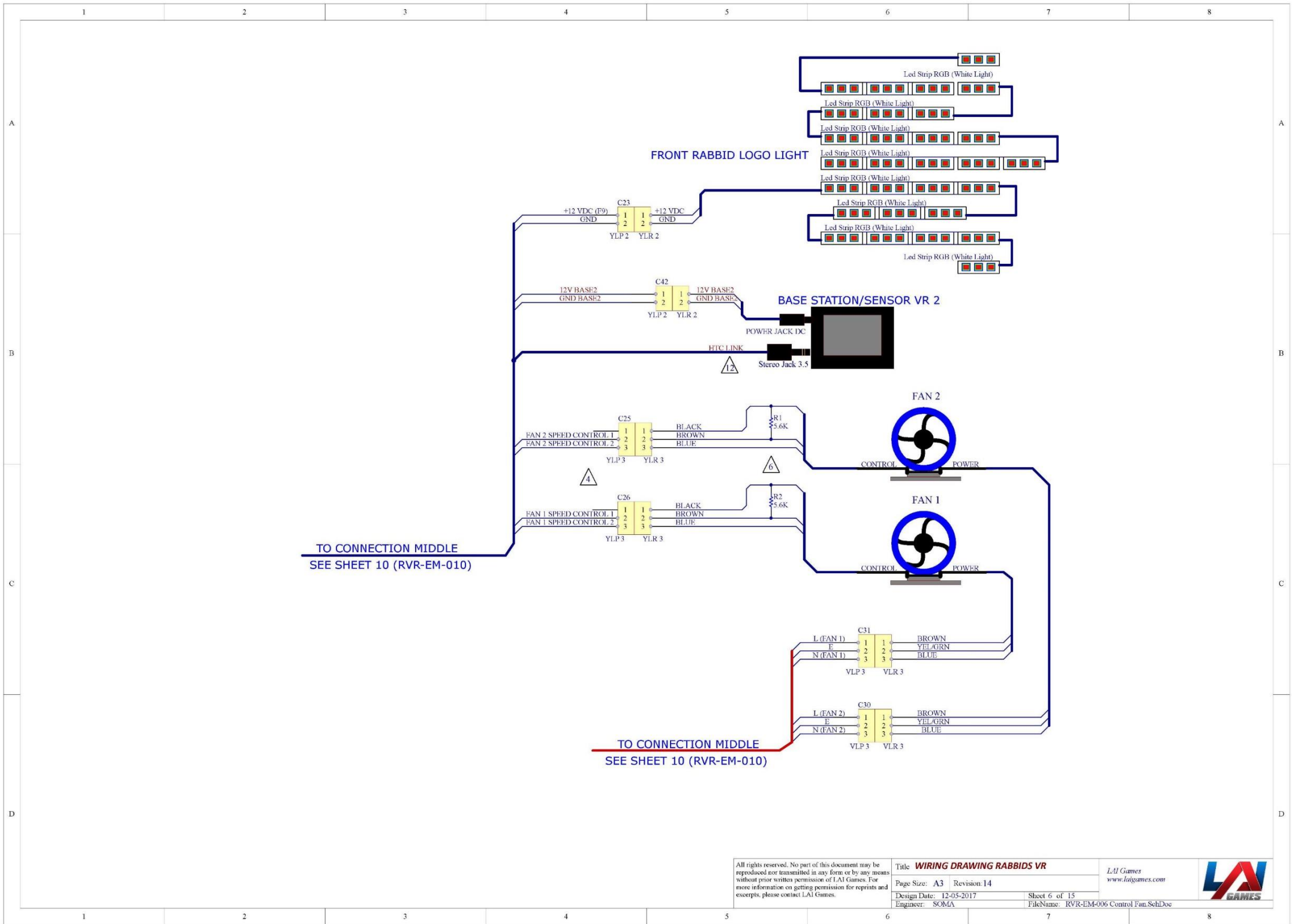
FileName: RVR-EM-004 D-BOX.SchDoc

LAI Games  
www.laigames.com



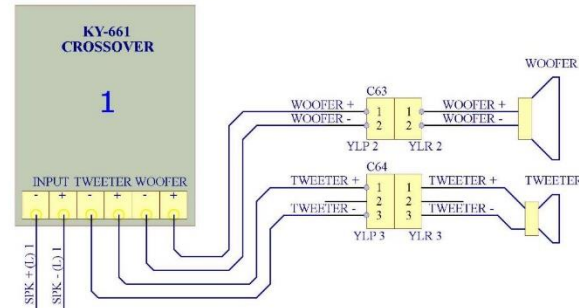




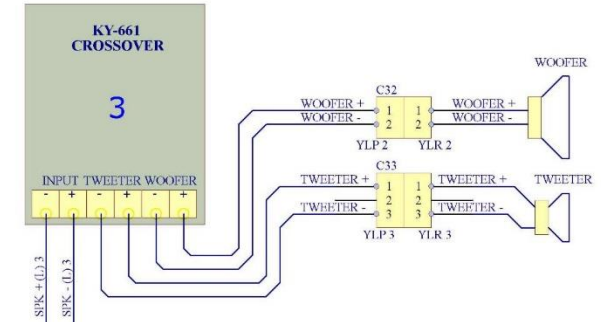


### SPEAKER SEAT 1 LEFT

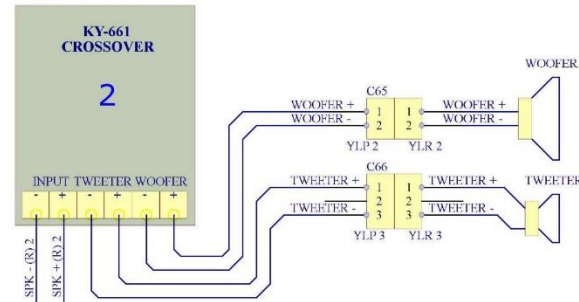
2



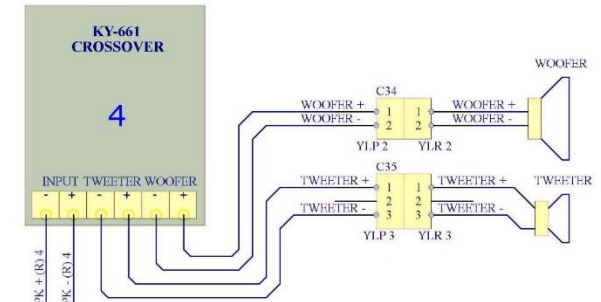
### SPEAKER SEAT 2 LEFT



### SPEAKER SEAT 1 RIGHT



### SPEAKER SEAT 2 RIGHT

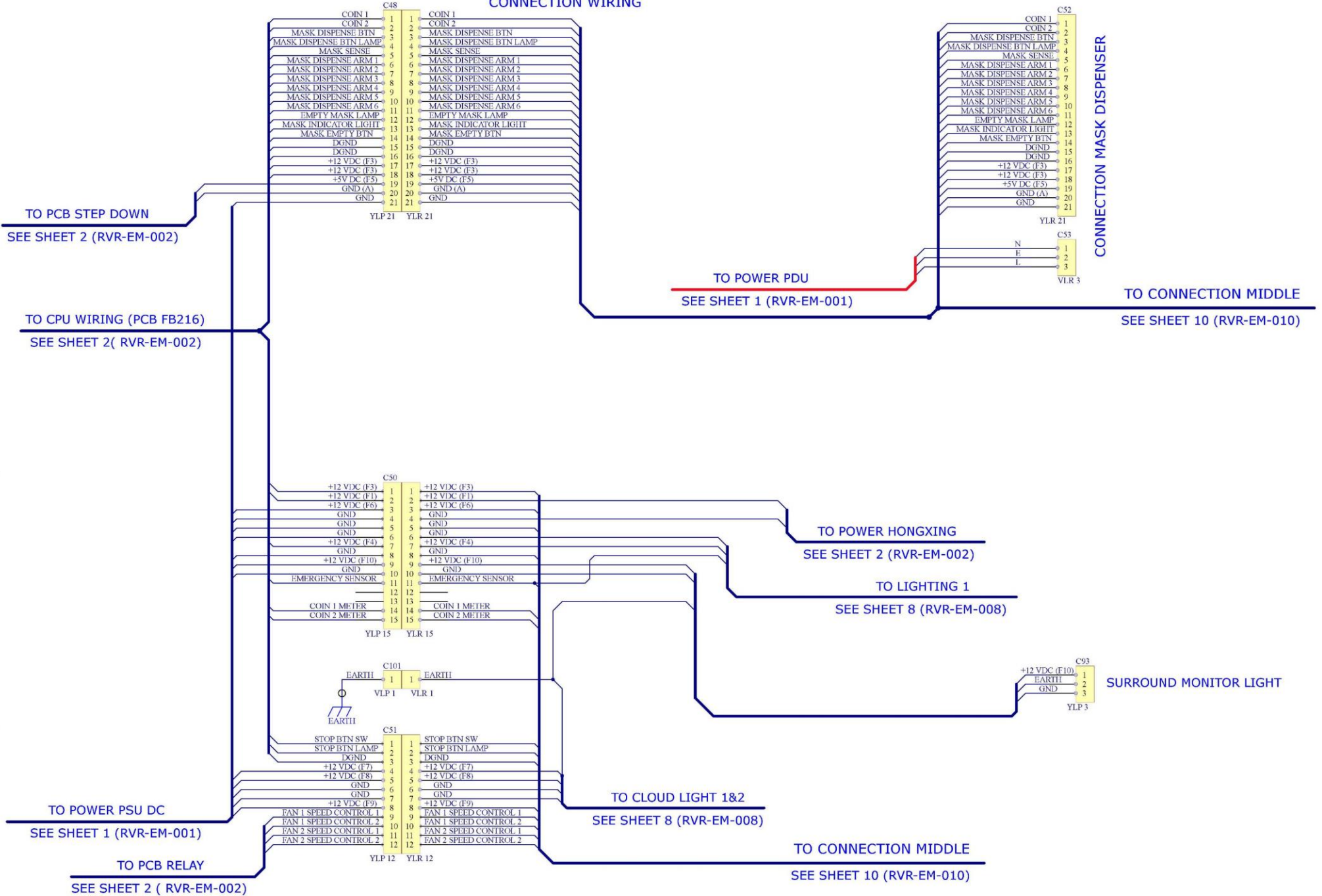


TO CONNECTION MIDDLE  
SEE SHEET 10 ( RVR-EM-010)

TO CONNECTION MIDDLE  
SEE SHEET 10 ( RVR-EM-010)

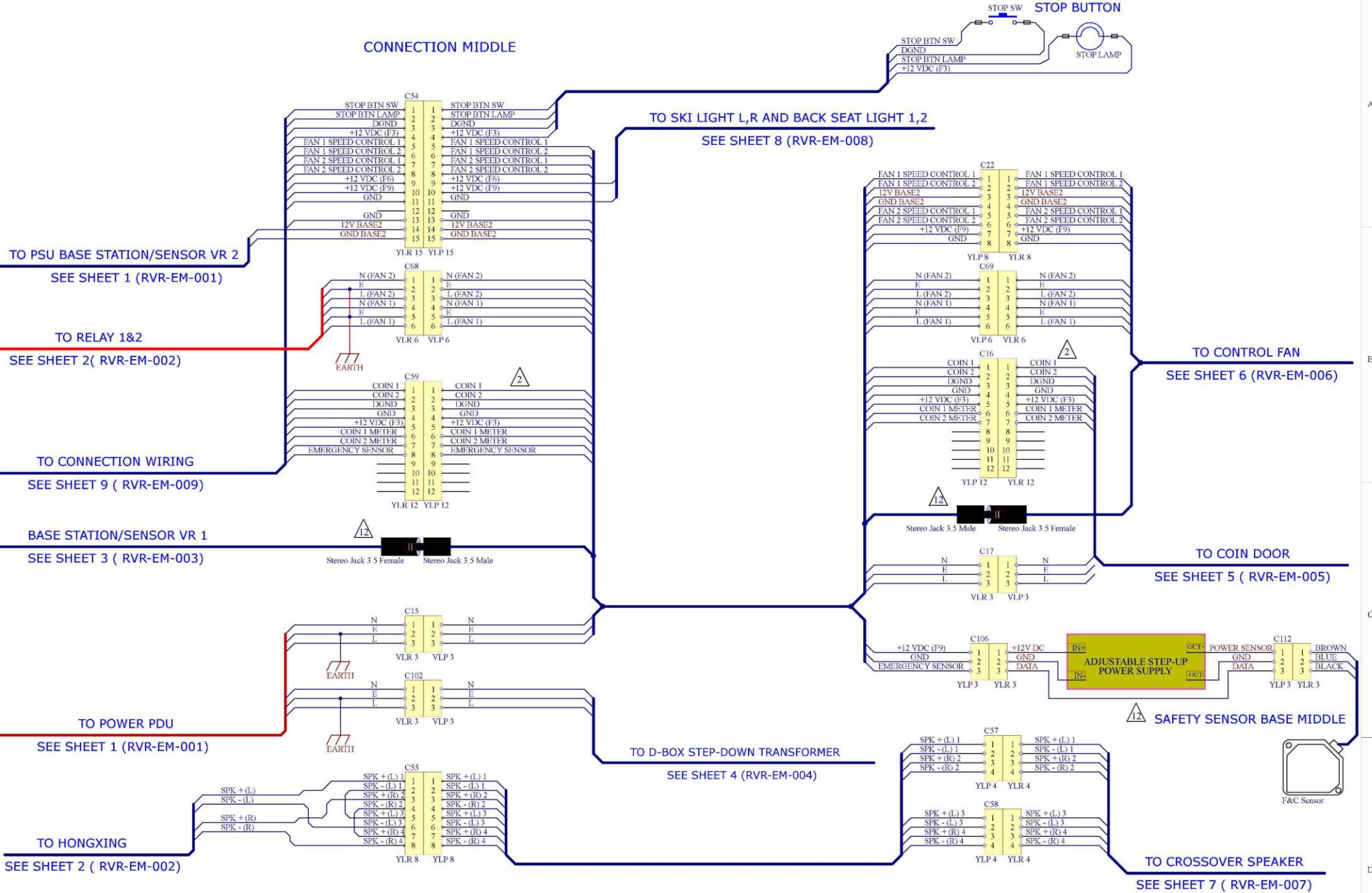


# CONNECTION WIRING





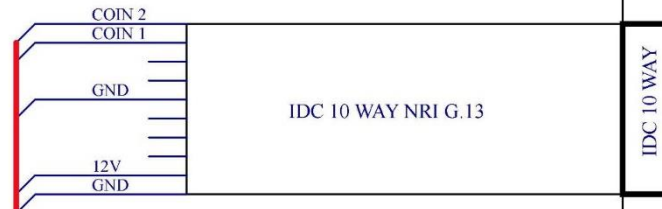
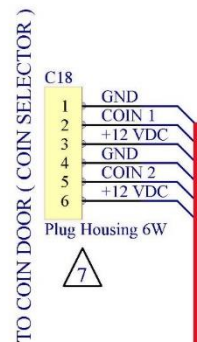
# CONNECTION MIDDLE





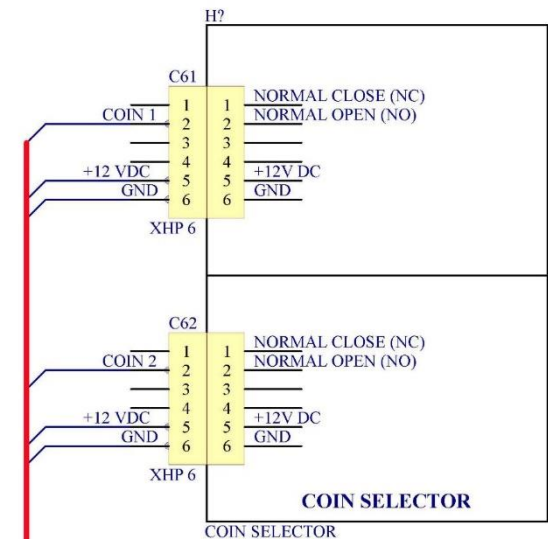
## OPTIONAL NRI COIN MECH ADD-ON HARNESS

USE THIS IN GAMES THAT HAVE NRI G.13 OR COMPATIBLE COIN MECHS  
INSTALLED.  
THIS ADD-ON HARNESS PLUGS INTO EXISTING CONNECTOR ON THE COIN  
DOOR.



FOR OPTIONAL IDC NRI G.13

NOTE:-  
PIN 1 = BLACK  
PIN 2 = YELLOW  
PIN 3 =  
PIN 4 =  
PIN 5 =  
PIN 6 = BLACK  
PIN 7 =  
PIN 8 =  
PIN 9 = COIN 1  
PIN 10 = COIN 2



All rights reserved. No part of this document may be reproduced nor transmitted in any form or by any means without prior written permission of LAI Games. For more information on getting permission for reprints and excerpts, please contact LAI Games.

Title **WIRING DRAWING RABBIDS VR**

Page Size: A4 Revision: 14

Design Date: 12-05-2017

Engineer: SOMA

Sheet 11 of 15

FileName: RVR-EM-011 Coin Selector.SchDoc

LAI Games  
www.laigames.com



1

2

3

4

A

A

B

B

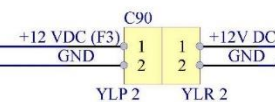
C

C

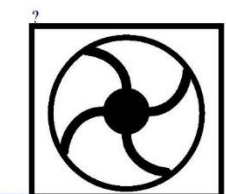
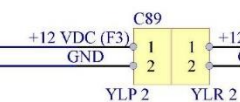
D

D

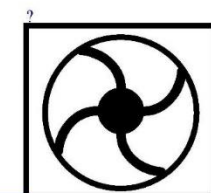
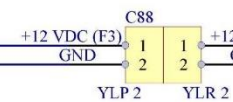
TO CPU WIRING  
SEE SHEET 2 ( RVR-EM-002)



EXHAUST FAN BACK R



EXHAUST FAN BACK DOOR



EXHAUST FAN BACK L

All rights reserved. No part of this document may be reproduced nor transmitted in any form or by any means without prior written permission of LAI Games. For more information on getting permission for reprints and excerpts, please contact LAI Games.

Title **WIRING DRAWING RABBIDS VR**

Page Size: A4 Revision: 14

Design Date: 12-05-2017

Engineer: SOMA

LAI Games  
www.laigames.com

Sheet 12 of 15

FileName: RVR-EM-012 Exhaust Fan.SchDoc

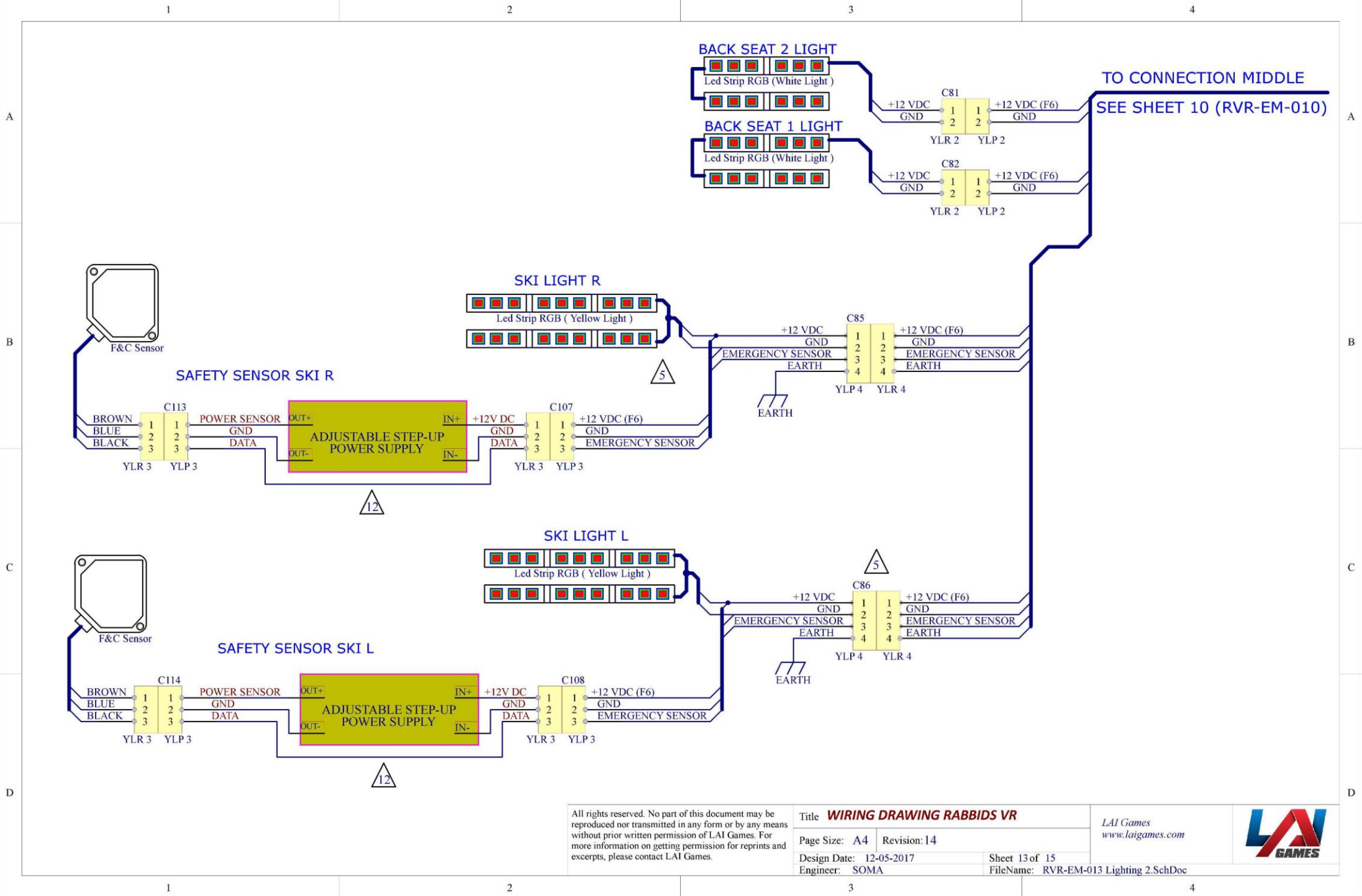


1

2

3

4



# OPTIONAL DUAL DBA COIN DOOR ADD-ON HARNESS

USE THIS IN GAMES THAT HAVE 2 X DBAs INSTALLED ON THE COIN DOOR.  
THIS ADD-ON HARNESS PLUGS INTO EXISTING CONNECTORS ON THE COIN  
DOOR TO ALLOW CONNECTION OF 2 X DBAs



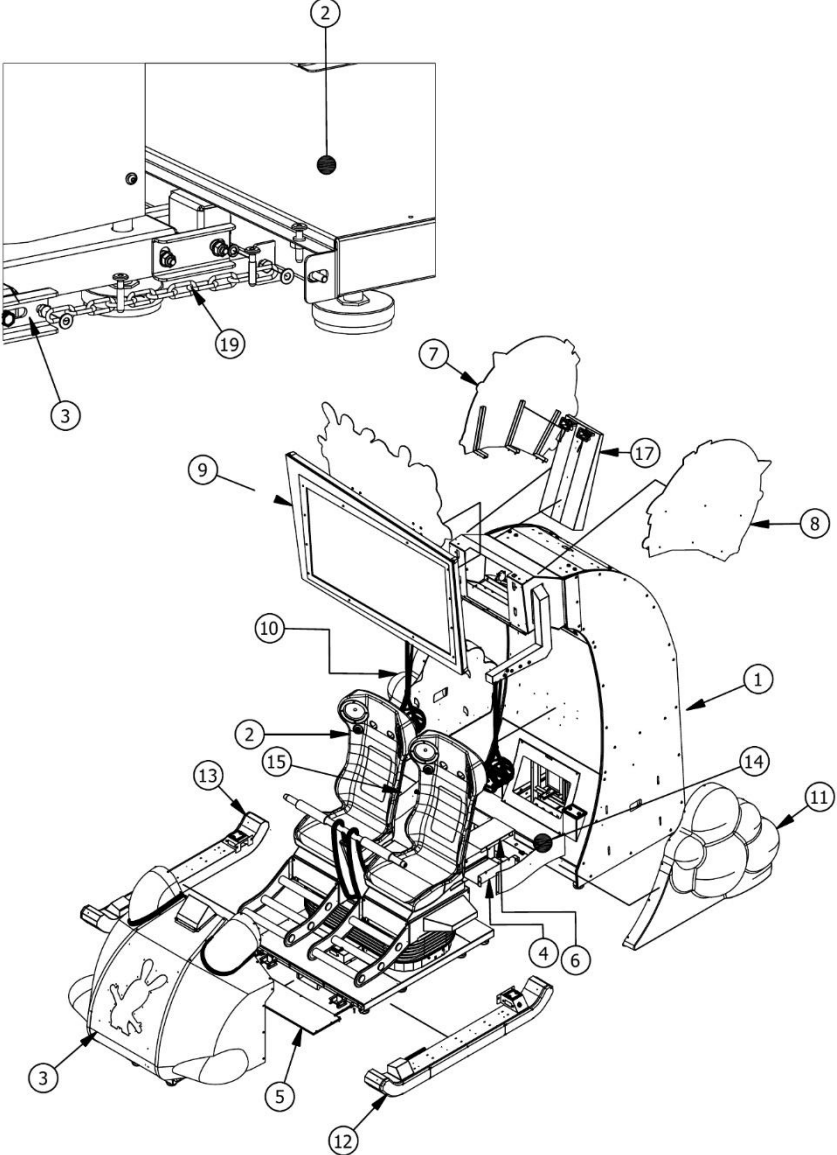
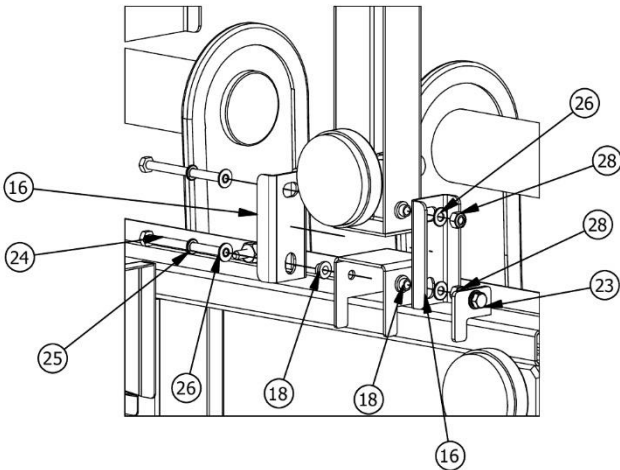




# MECHANICAL ILLUSTRATIONS

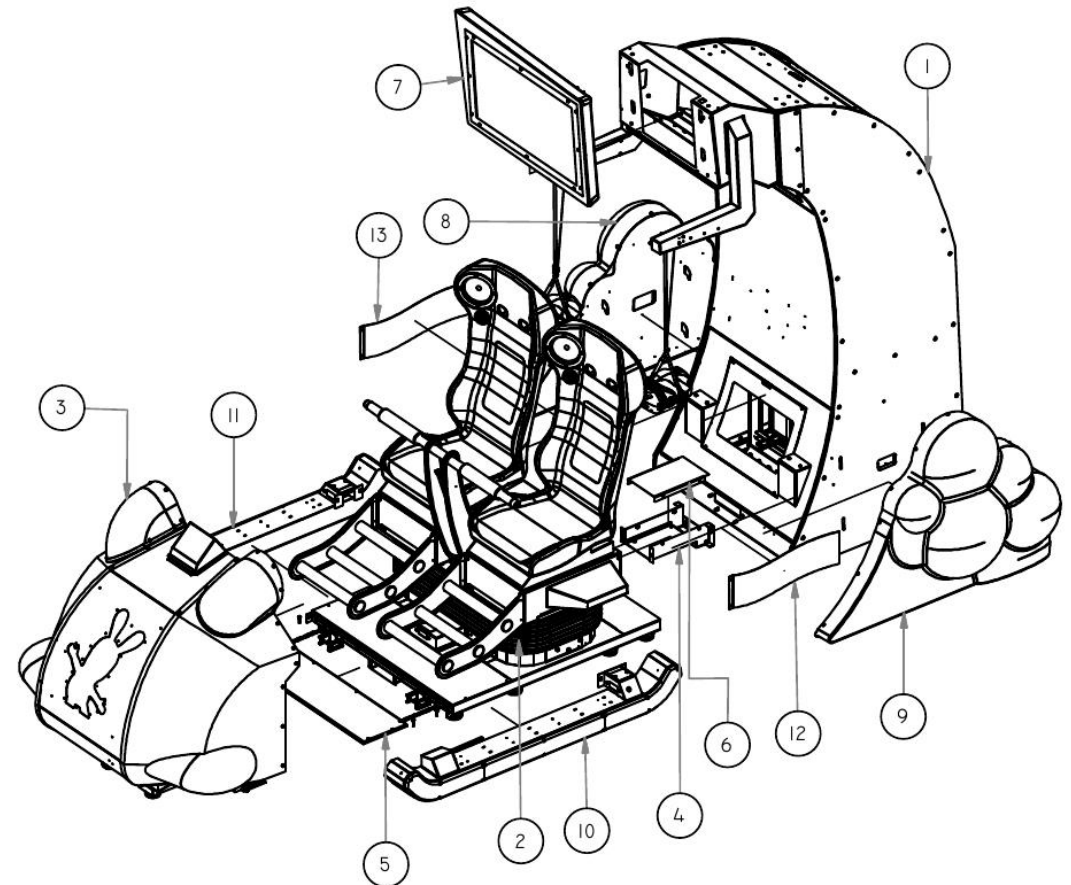
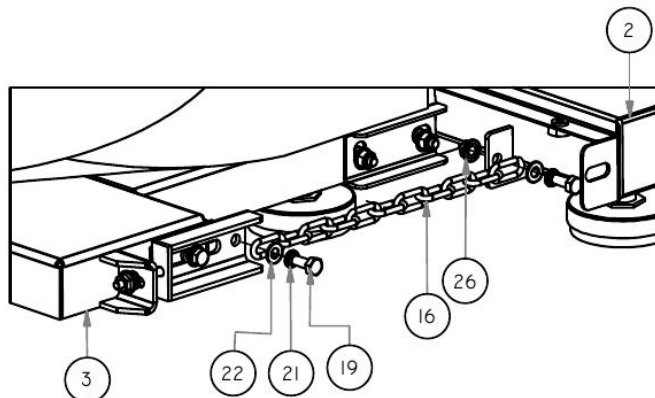
## MAIN ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Main Tower Assy	RB1_Assy-04-R20	1
2	Motion Base Assy	RB1_Assy-03-R19	1
3	Sled Cabinet Assy	RB1_Assy-02-R7	1
4	Cover Cable Back 1 SA	RB1_SA-67-R0	1
5	Cover Cable Front	RB1_FM-80-R1	1
6	Cover Cable Back 2	RB1_FM-68-R0	1
7	Header Sign R Assy	RB1_Assy-09-R0	1
8	Header Sign L Assy	RB1_Assy-08-R0	1
9	Monitor Assy	RB1_Assy-07-R6	1
10	Dust Cloud R Assy	RB1_Assy-11-R2	1
11	Dust Cloud L Assy	RB1_Assy-10-R2	1
12	Ski Board L Assy	RB1_Assy-05-R4	1
13	Ski Board R Assy	RB1_Assy-06-R4	1
14	Keep Out Sign Left	RB-PC-018B-R0	1
15	Keep Out Sign Right	RB-PC-018A-R0	1
16	Plate Join Sled	RB1_FM-114-R0	4
17	LED Upper Tower Assy	RB1_Assy-25-R1	1
18	Insulator Spacer (Small) M6 x 4mm P/N. 891-540	EP0636	8
19	CHAIN ( Diameter Wire 3.5 mm ) 230 mm Galvanize	HM1412A	2
20	Knock Down Bolt M6 x 30mm STAINLESS	HF0688B	8
21	BOLT JF M6 x 20mm (Machine Screw Pan Head Phillips) Stainless	HF0666A	4
22	BOLT BH Kunci L M6 x 15mm (Button Head Cap) STAINLES	HF0605B	8
23	BOLT Hex M6 x 15mm (Hex Head Bolt) STAINLESS	HF0645A	10
24	Baut Hex M6 x 75mm (Hex Head Bolt)	HF0657	4
25	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	22
26	Plate Washer M6 (Flat Washer) S/s	HF1067D	26
27	Plate Washer M10 (Flat Washer) S/s	HF1069A	4
28	Lock Nut M6	HF1017	4
29	Locknut M10	HF1019	4
30	Flange Nut M6 STAINLESS	HF1027A	6



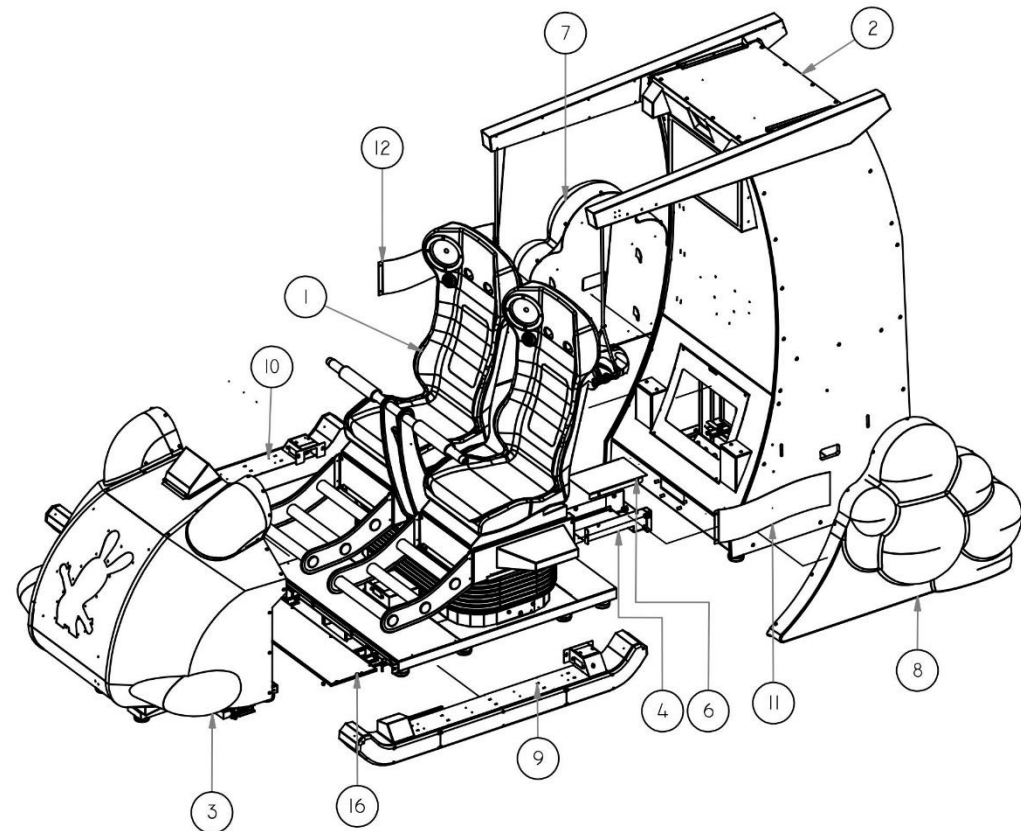
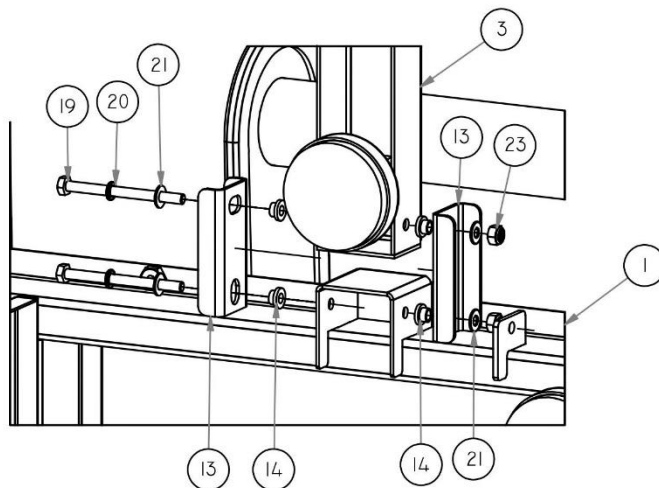
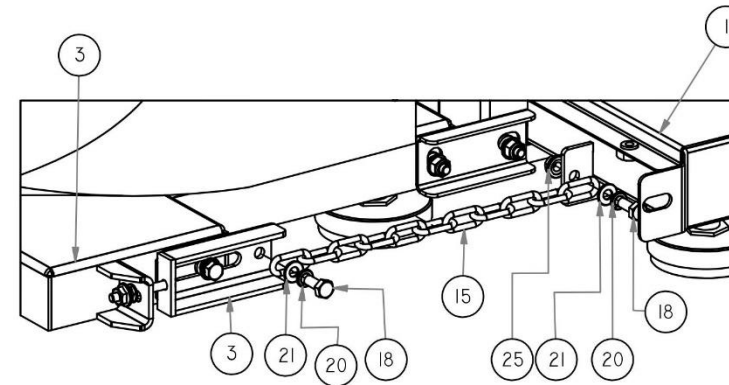
## MAIN ASSEMBLY COMPACT VERSION

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	MAIN TOWER ASSY	RBI_ASSY-04-R19	1
2	MOTION BASE ASSY	RBI_ASSY-03-R20	1
3	SLED CABINET ASSY	RBI_ASSY-02-R7	1
4	COVER CABLE BACK 1 SA	RBI_SA-67-R0	1
5	COVER CABLE FRONT	RBI_FM-80-R1	1
6	COVER CABLE BACK 2	RBI_FM-68-R0	1
7	MONITOR CABINET ASSEMBLY CRUISE SHIP	RBCL_ASSY-03-R2	1
8	DUST CLOUD R ASSY	RBI_ASSY-11-R2	1
9	DUST CLOUD L ASSY	RBI_ASSY-10-R2	1
10	SKI BOARD L ASSY	RBI_ASSY-05-R4	1
11	SKI BOARD R ASSY	RBI_ASSY-06-R4	1
12	KEEP OUT SIGN LEFT	RB-PC-018B-R0	1
13	KEEP OUT SIGN RIGHT	RB-PC-018A-R0	1
14	PLATE JOIN SLED	RBI_FM-114-R0	4
15	INSULATOR SPACER (SMALL) M6 x 4MM P/N. 891-540	EP0636	8
16	CHAIN ( DIAMETER WIRE 3.5 MM ) 230 MM GALVANIZE	HM1412A	2
17	KNOCK DOWN BOLT M6 x 30MM STAINLESS	HF0688B	8
18	BOLT BH KUNCI L M6 x 15MM (BUTTON HEAD CAP) STAINLES	HF0605B	8
19	BOLT HEX M6 x 15MM (HEX HEAD BOLT) STAINLESS	HF0645A	10
20	BAUT HEX M6 x 75MM (HEX HEAD BOLT)	HF0657	4
21	LOCK WASHER M6 (SPRING WASHER) STAINLESS	HF1077A	22
22	PLATE WASHER M6 (FLAT WASHER) S/S	HF1067D	26
23	PLATE WASHER M10 (FLAT WASHER) S/S	HF1069A	4
24	LOCK NUT M6	HF1017	4
25	LOCKNUT M10	HF1019	4
26	FLANGE NUT M6 STAINLESS	HF1027A	6
27	FLANGE NUT M5 STAINLESS	HF1026A	2



## MAIN ASSEMBLY MINI VERSION

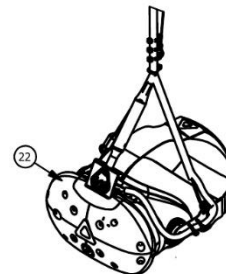
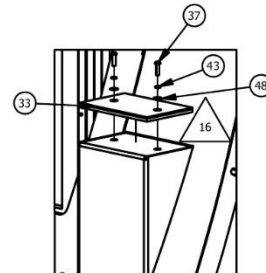
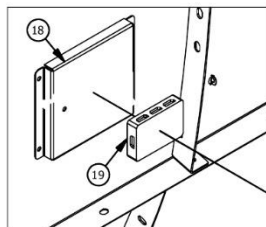
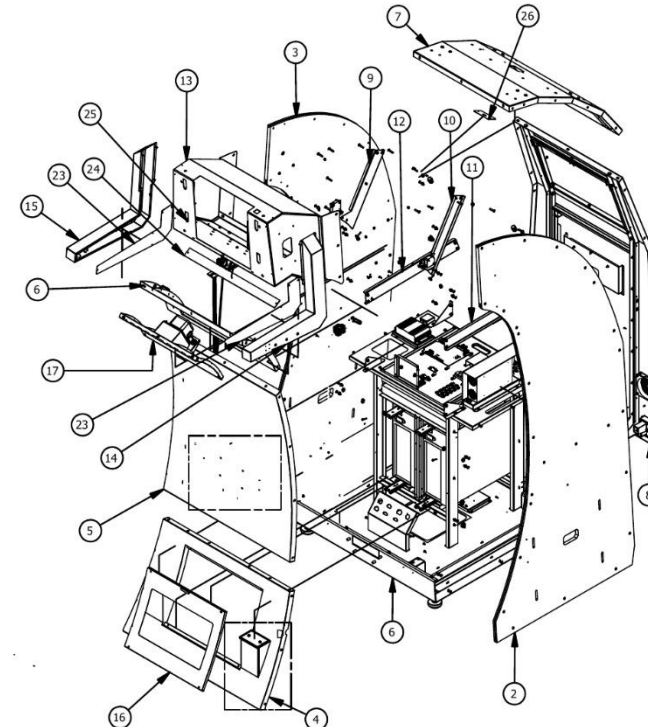
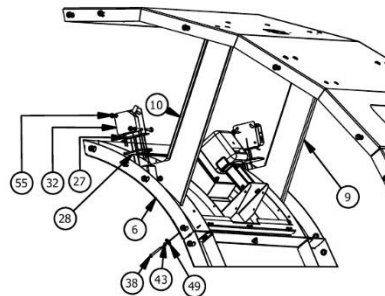
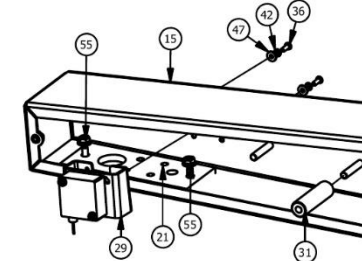
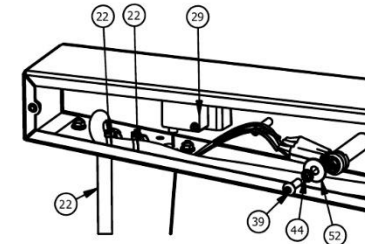
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	MOTION BASE ASSY	RBL_Assy-03-R2I	1
2	MAIN TOWER MINI RABBIT ASSY	MRBL_Assy-02-R0	1
3	SLED CABINET ASSY	RBL_Assy-02-R9	1
4	COVER CABLE BACK 1 SA	RBL_SA-67-R0	1
5	COVER CABLE FRONT	RBL_FM-80-R1	1
6	COVER CABLE BACK 2	RBL_FM-68-R0	1
7	DUST CLOUD R ASSY	RBL_Assy-11-R2	1
8	DUST CLOUD L ASSY	RBL_Assy-10-R2	1
9	SKI BOARD L ASSY	RBL_Assy-05-R5	1
10	SKI BOARD R ASSY	RBL_Assy-06-R5	1
11	KEEP OUT SIGN LEFT	RB-PC-018B-R0	1
12	KEEP OUT SIGN RIGHT	RB-PC-018A-R0	1
13	PLATE JOIN SLED	RBL_FM-114-R0	4
14	INSULATOR SPACER (SMALL) M6 x 4MM P/N. 89I-540	EP0636	8
15	CHAIN ( DIAMETER WIRE 3.5 MM ) 230 MM GALVANIZE	HM1412A	2
16	KNOCK DOWN BOLT M6 x 30MM STAINLESS	HF0688B	8
17	BOLT BH KUNCI L M6 x 15MM (BUTTON HEAD CAP) STAINLES	HF0605B	8
18	BOLT HEX M6 x 15MM (HEX HEAD BOLT) STAINLESS	HF0645A	10
19	BAUT HEX M6 x 75MM (HEX HEAD BOLT)	HF0657	4
20	LOCK WASHER M6 (SPRING WASHER) STAINLESS	HF1077A	22
21	PLATE WASHER M6 (FLAT WASHER) S/S	HF1067D	26
22	PLATE WASHER M10 (FLAT WASHER) S/S	HF1069A	4
23	LOCK NUT M6	HF1017	4
24	LOCKNUT M10	HF1019	4
25	FLANGE NUT M6 STAINLESS	HF1027A	6





# MAIN TOWER ASSEMBLY

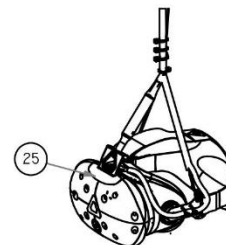
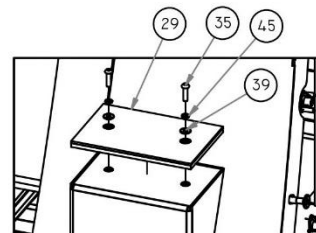
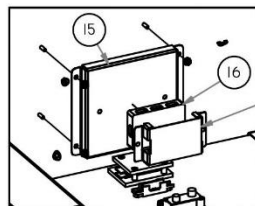
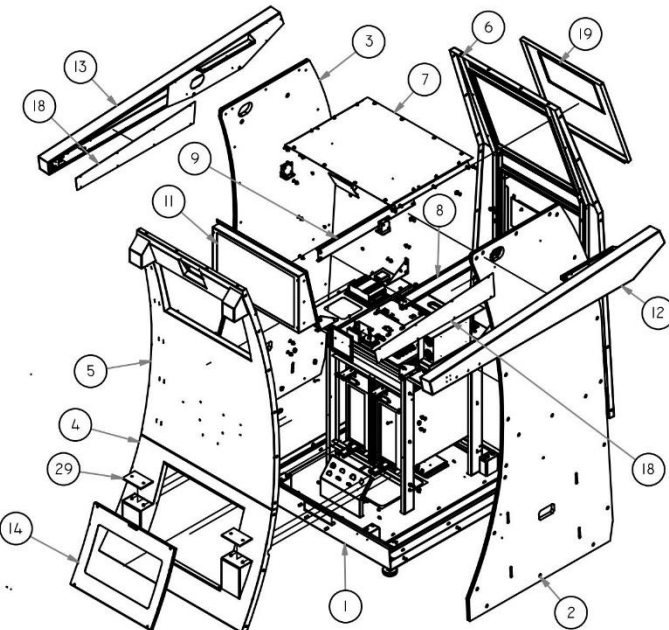
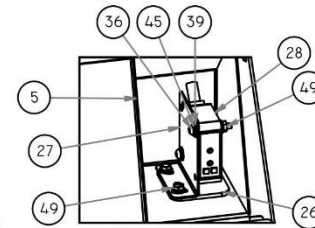
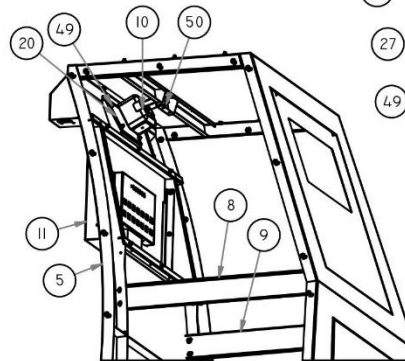
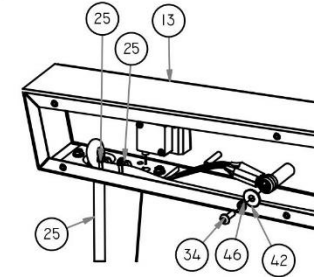
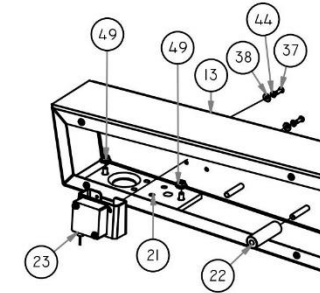
MATERIAL LIST				MATERIAL LIST			
ITEM	TITLE	PART NUMBER	QTY	ITEM	TITLE	PART NUMBER	QTY
1	Base Main Tower Assy	RB1_Assy-15-R5	1	39	BOLT BH Kund L M5 x 15mm (Button Head Cap) STAINLESS	HF0505B	18
2	Side Panel Main Cabinet L	RB1_FW-01-L-R2	1	40	BOLT BH Kund L M6 x 15mm (Button Head Cap) STAINLESS	HF0605B	28
3	Side Panel Main Cabinet R	RB1_FW-01-R-R2	1	41	HEX BOLT M10 x 30mm (Hex Head Bolt) S/s	HF0848A	6
4	Cover Front Main Panel 1 SA	RB1_SA-15-R3	1	42	Lock Washer M3 (Spring Washer)	HF1074	4
5	Cover Front Main Panel 2 SA	RB1_SA-16-R0	1	43	Lock Washer M4 (Spring Washer) S/s	HF1075A	29
6	Cover Front Main Panel 3 SA	RB1_SA-17-R2	1	44	Lock Washer M5 (Spring Washer) STAINLESS	HF1076A	18
7	Cover Back Main Panel 1 SA	RB1_SA-10-R2	1	45	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	28
8	Back Main Panel Assy	RB1_Assy-18-R5	1	46	Lock Washer M10 (Spring Washer) STAINLESS	HF1079A	6
9	Reinforce Join 3 R	RB1_FM-40-R-R1	1	47	Plate Washer M3 (Flat Washer)	HF1064	4
10	Reinforce Join 3 L	RB1_FM-40-L-R1	1	48	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	29
11	Reinforce Join 4 L	RB1_FM-41-L-R0	1	49	Plate Washer M4 (Flat Washer) Big STAINLESS	HF1065C	2
12	Reinforce Join 4 R	RB1_FM-41-R-R0	1	50	Plate Washer M5 (Flat Washer) STAINLESS	HF1066A	16
13	Top Cross Frame SA	RB1_SA-18-R1	1	51	Plate Washer M6 (Flat Washer) S/s	HF1067D	28
14	Hanger Headset VR L	RB1_FM-99-L-R0	1	52	Plate Washer M6 (Flat Washer) Big	HF1067A	2
15	Hanger Headset VR R	RB1_FM-99-R-R0	1	53	Plate Washer M10 (Flat Washer) S/s	HF1069A	6
16	Lower Door Main Panel SA	RB1_SA-20-R0	1	55	Flange Nut M4 STAINLESS	HF1025A	20
17	Door Front Tower Assy	RB1_Assy-17-R3	1	56	Flange Nut M5 STAINLESS	HF1026A	30
18	Bracket HDMI Howell	RB1_FM-89-R0	1	57	Flange Nut M6 STAINLESS	HF1027A	66
19	HDMI Switch 3x1	SKU-649648	1	58	Mur M10 (Nut Hex)	HF1009	2
20	Clamp HDMI Howell	RB1_FM-90-R1	1	59	Cable Ties 10 CM ( Black )	EP0001A	4
21	Gromet Nylon Wire Headset	RB1_FP-26-R2	2				
22	HTC Vive Headset Assy	RB1_Assy-32-R7	2				
23	Cover Hanger VR	RB1_FM-65-R1	2				
24	Acrylic Under Monitor	RB1_FP-19-R0	1				
25	Bracket LED Sign Rabbids	RB1_FM-35-R1	1				
26	Plate Conector Box Header	RB1_FM-105-R0	1				
27	Bracket Sensor Safety Upper	RB1_FM-110-R1	2				
28	Acrylic Sensor Upper	RB1_FP-24-R0	2				
29	Pull Box Assy Right	RB1_Assy-37-R-R1	1				
30	Pull Box Assy Left	RB1_Assy-37-L-R1	1				
31	Standoff Wire Headset	RB1_FM-130-R0	2				
32	12-24VDC NPN NO.NC rectangular diffuse photoelectric sensor with CE , 4000mm sensing range.	HRMR-S400NC R2M	2				
33	Reflector - hard type, 120 mm x 80 mm	R120	2				
34	Knock Down Bolt M6 x 30mm STAINLESS	HF0688B	58				
36	BOLT JF M3 x 8mm (Machine Screw Pan Head Philips) STAINLESS	HF0362B	4				
37	Baut BH Kund L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	19				
38	Baut BH Kund L M4 x 30mm (Button Head Cap) STAINLESS	HF0408C	10				



# MAIN TOWER ASSEMBLY MINI VERSION

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	BASE MAIN TOWER ASSY	RBL_ASSY-15-R6	1
2	SIDE PANEL MAIN CABINET L MINI RABIDS	MRBL_FW-01-L-R0	1
3	SIDE PANEL MAIN CABINET R MINI RABIDS	MRBL_FW-01-R-R0	1
4	COVER FRONT MAIN PANEL 1 SA	RBL_SA-15-R3	1
5	COVER FRONT MAIN PANEL 2 SA MINI RABIDS	MRBL_SA-02-R0	1
6	BACK MAIN PANEL ASSY MINI RABIDS	MRBL_ASSY-03-R0	1
7	COVER TOP MAIN PANEL SA MINI RABIDS	MRBL_SA-03-R0	1
8	REINFORCE JOIN L L	RBL_FM-01-L-R0	1
9	REINFORCE JOIN L R	RBL_FM-01-R-R0	1
10	ASSY BTS HTC TOWER MINI RABIDS	MRBL_ASSY-05-R0	1
11	MONITOR ASSY MINI RABIDS	MRBL_ASSY-06-R0	1
12	HANGER L SA MINI RABIDS	MRBL_SA-04-L-R0	1
13	HANGER R SA MINI RABIDS	MRBL_SA-04-R-R0	1
14	LOWER DOOR MAIN PANEL SA	RBL_SA-20-R0	1
15	BRACKET HDMI HOWELL	RBL_FM-89-R0	1
16	HDMI SWITCH 3X1	SKU-629668	1
17	CLAMP HDMI HOWEL	RBL_FM-90-R1	1
18	COVER HANGER MINI RABIDS	MRBL_FM-13-R0	2
19	UPPER BACK DOOR MINI RABIDS	MRBL_FM-15-R0	1
20	ACRYLIC BTS TOWER MINI RABIDS	MRBL_FP-01-R0	1
21	DROMET NYLON WIRE HEADSET	RBL_FP-26-R6	2
22	STANDOFF WIRE HEADSET	RBL_FM-130-R0	2
23	PULL BOX ASSY RIGHT	RBL_ASSY-37-R-R1	1
24	PULL BOX ASSY LEFT	RBL_ASSY-37-L-R1	1
25	HTC VIVE HEADSET ASSY	RBL_ASSY-32-R9	2
26	ACRYLIC SENSOR UPPER	RBL_FP-24-R0	2
27	BRACKET SENSOR SAFETY UPPER	RBL_FM-110-R1	2
28	12-24VDC NPN NO NC RECTANGULAR DIFFUSE PHOTOELECTRIC SENSOR WITH CE, 4000MH SENSING RANGE	HRMR-S400NC R2M	2
29	REFLECTOR - HARD TYPE, 120 MM X 80 MM	R120	2
31	HEX BOLT M10 X 30MM (HEX HEAD BOLT) S/S	HF0848A	4
32	KNOCK DOWN BOLT M5 X 30MM STAINLESS	HF0688B	54
33	BOLT BH KUNCI L M5 X 15MM (BUTTON HEAD CAP) STAINLESS	HF0605B	30
34	BOLT BH KUNCI L M5 X 15MM (BUTTON HEAD CAP) STAINLESS	HF0605B	14
35	BAUT BH KUNCI L M4 X 15MM (BUTTON HEAD CAP) STAINLESS	HF0605B	4
36	BAUT BH KUNCI L M4 X 30MM (BUTTON HEAD CAP) STAINLESS	HF0608C	10
37	BOLT JF M3 X 8MM (MACHINE SCREW PAN HEAD PHILIPS) STAINLESS	HF0362B	4

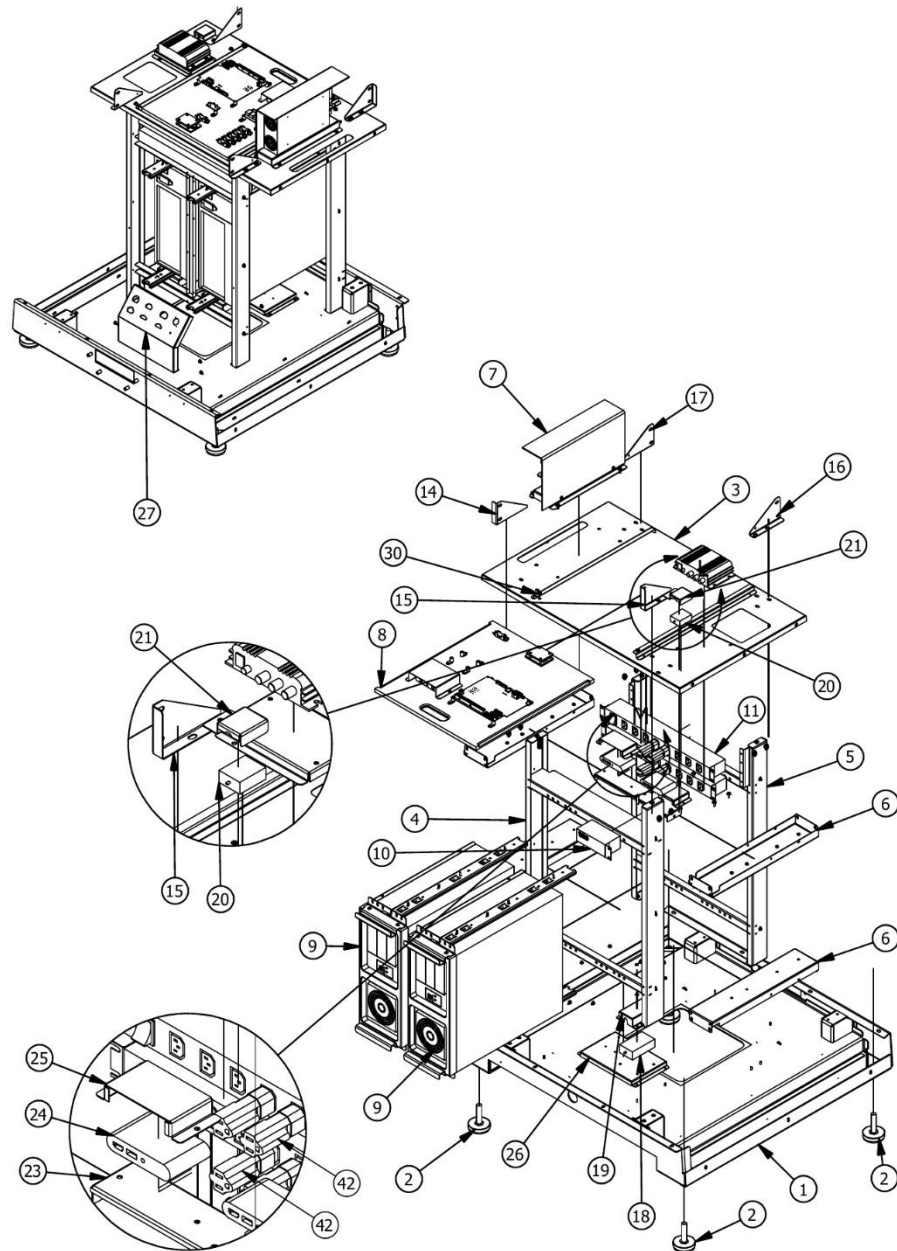
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
37	BOLT JF M3 X 8MM (MACHINE SCREW PAN HEAD PHILIPS) STAINLESS	HF0362B	4
38	PLATE WASHER M4 (FLAT WASHER)	HF1064	4
39	PLATE WASHER M4 (FLAT WASHER) STAINLESS	HF1065B	14
40	PLATE WASHER M5 (FLAT WASHER) STAINLESS	HF1066A	12
41	PLATE WASHER M5 (FLAT WASHER) S/S	HF1067D	30
42	PLATE WASHER M6 (FLAT WASHER) BIG	HF1067A	2
43	PLATE WASHER M10 (FLAT WASHER) S/S	HF1069A	4
44	LOCK WASHER M3 (SPRING WASHER)	HF1074	4
45	LOCK WASHER M4 (SPRING WASHER) S/S	HF1075A	14
46	LOCK WASHER M5 (SPRING WASHER) STAINLESS	HF1076A	14
47	LOCK WASHER M6 (SPRING WASHER) STAINLESS	HF1077A	30
48	LOCK WASHER M10 (SPRING WASHER) STAINLESS	HF1079A	4
49	FLANGE NUT M4 STAINLESS	HF1025A	24
50	FLANGE NUT M5 STAINLESS	HF1026A	23
51	FLANGE NUT M6 STAINLESS	HF1027A	59
52	CABLE TIES 10 CM ( BLACK )	EP0001A	3





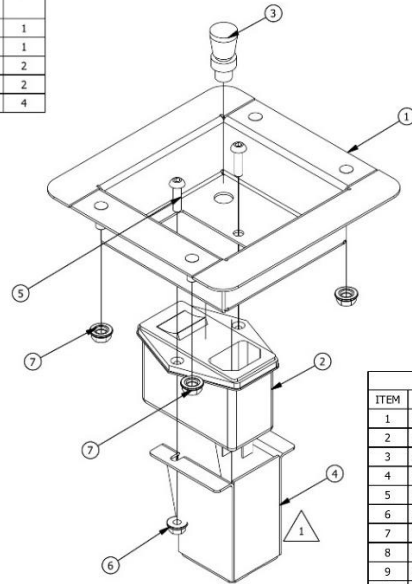
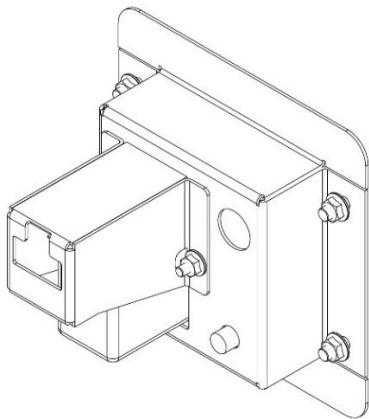
## TOWER BASE ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Base Main Panel SA	RB1_SA-7-R0	1
2	Rubber Feet 16mm x 60 ( Rubber Mounting )	HM3022	4
3	Base PCB SA	RB1_SA-9-R0	1
4	Stand CPU Front SA	RB1_SA-8-R0	1
5	Stand CPU Back SA	RB1_SA-24-R0	1
6	Adjustment Rail CPU	RB_FM-34-R2	4
7	Power Supply Assy	RB1_Assy-24-R0	1
8	PCB Board Assy	RB1_Assy-22-R2	1
9	CPU Box Assy Type 2	RB1_Assy-30-R2	2
10	Motion Controller, KCU-1P	800-N026	1
11	PDU OUTLET STRIP, RACK MOUNT, 8, 10A	1582H8E1BK	2
12	Bracket Hongsing	RB1_FM-58-R0	1
13	Hongxing HX168AN 2.1 Amplyfier	EA1588	1
14	Reinforce Join 1 L	RB1_FM-38-L-R0	1
15	Reinforce Join 1 R	RB1_FM-38-R-R0	1
16	Reinforce Join 2 R	RB1_FM-39-R-R0	1
17	Reinforce Join 2 L	RB1_FM-39-L-R0	1
18	Adapter D-Box - supplied with Motion Controller	N.A.	1
19	Clamp Adapter Electrical	RB1_FM-55-R0	1
20	Audio Isolation Transformer	EA0839	1
21	Bracket Adapter Ampli	RB1_FM-56-R0	1
22	Serial Number Plate	RB1_FM-83-R0	1
23	Bracket Box Extension VR	RB1_FM-87-R0	1
24	HTC Link Box	LEA-248	2
25	Clamp Box Extension VR	RB1_FM-88-R1	2
26	Bracket Terimal Adapter	RB1_FM-54-R0	1
27	Bracket Connector Tower	RB1_FM-96-R2	1
28	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	8
29	BOLT BH Kunci L M5 x 15mm (Button Head Cap) STAINLESS	HF0505B	26
30	BOLT BH Kunci L M5 x 30mm (Button Head Cap) STAINLESS	HF0508C	2
31	BOLT BH Kunci L M6 x 15mm (Button Head Cap) STAINLES	HF0605B	12
32	Lock Washer M4 (Spring Washer) S/s	HF1075A	8
33	Lock Washer M5 (Spring Washer) STAINLESS	HF1076A	26
34	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	12
35	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	8
36	Plate Washer M5 (Flat Washer) STAINLESS	HF1066A	26
37	Plate Washer M6 (Flat Washer) S/s	HF1067D	12
38	Flange Nut M4 STAINLESS	HF1025A	10
39	Flange Nut M5 STAINLESS	HF1026A	18
40	Flange Nut M6 STAINLESS	HF1027A	8
41	Paku Rivet Stainless Steel (Pop Rivet) 4.0 x 8mm	HF6021	4
42	IEC 60320 plug adapter C14 to NEMA 5-15R	YL-3215	4

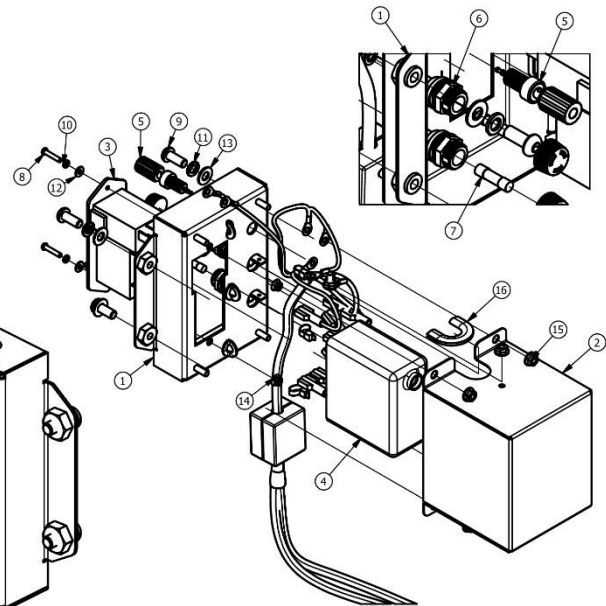
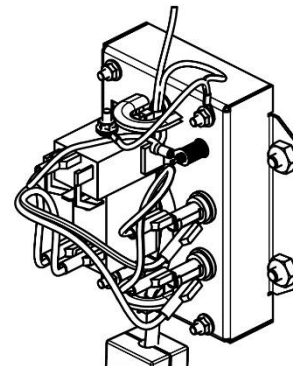
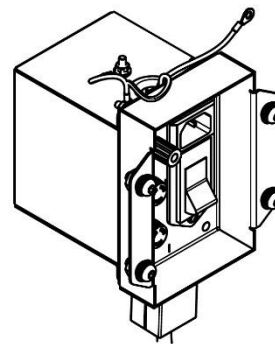


## DB BOX 240V AND 110V VERSIONS

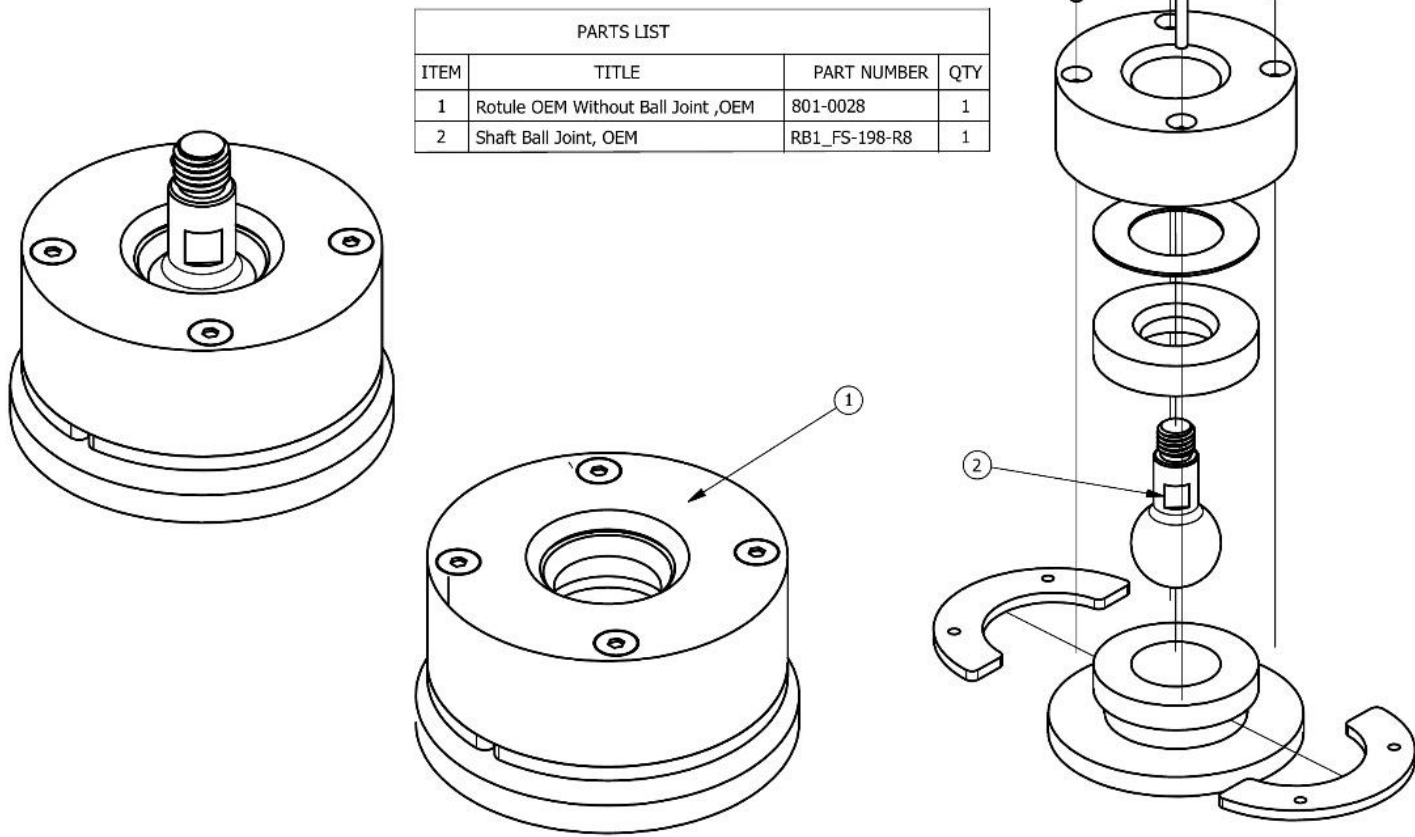
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Db Box Front	RB1_FM-44-R0	1
2	IEC Filter, 0.22 $\mu$ F, 250 V, 10 A, IEC, Mains, Quick Connect, 330 $\mu$ H	EA0649	1
3	Binding Post (for New DB Box)	EA1356	1
4	DB box housing	RB1_FM-45-R1	1
5	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	2
6	Flange Nut M4 STAINLESS	HF1025A	2
7	Flange Nut M5 STAINLESS	HF1026A	4



PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	DB Box Front 110 V	RB1_FM-134-R0	1
2	DB Box Housing 110 V	RB1_FM-135-R0	1
3	AC Power Input module C14 Socket, Filter Switch	5145.ABDWF150C0811	1
4	PVC Insulating Cover over AC Power Input Module	0859.0074	1
5	Binding Post Tin Plated-Green 3760-5	EA1356	1
6	AC Input Fuse Holder BK-HTB-26M-R	BK/HTB-26M-R	2
7	LittleFuse 48712.5MXP-12.5A	48712.5MXP	2
8	BOLT 3P M3 x 15mm (Machine Screw Pan Head Phillips) Stainless	HF0305B	2
9	BOLT BH Kunci L M6 x 15mm (Button Head Cap) STAINLESS	HF0605B	4
10	Lock Washer M3 (Spring Washer)	HF1074	2
11	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	4
12	Plate Washer M3 (Flat Washer)	HF1064	2
13	Plate Washer M6 (Flat Washer) S/s	HF1067D	4
14	Flange Nut M3 Stainless	HF1024A	2
15	Flange Nut M4 STAINLESS	HF1025A	6
16	Rubber Edge Glass 2 mm	HM2996B	2

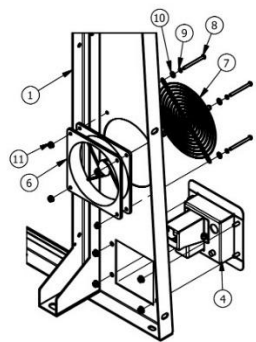


# FRONT ROTULE ASSEMBLY

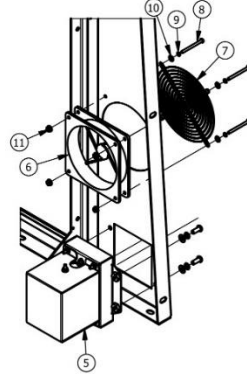


## BACK PANEL ASSEMBLY STANDARD AND MINI VERSIONS

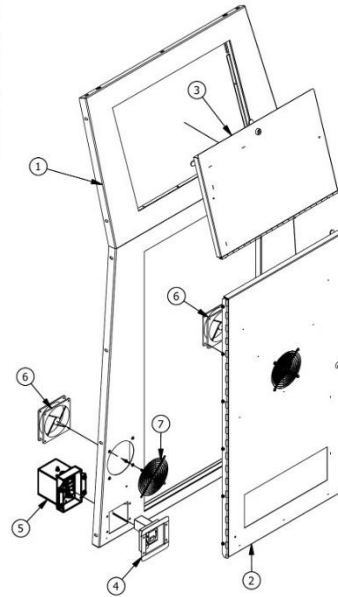
PARTS LIST				
ITEM	TITLE	PART NUMBER	QTY	Note
1	Cover Back Main Panel 2 SA	RB1_SA-11-R1	1	
2	Back Door Tower 1 Assy	RB1_Assy-19-R2	1	
3	Back Door Tower 2 Assy	RB1_Assy-20-R0	1	
4	DB Box Assy	RB1_Assy-23-R1	1	for input 220 V
5	Assy IC Input 110 V	RB1_Assy-39-R0	1	for input 110 V
6	DC Brushless Fan 12025 DC	EC12025M12S	2	
7	Fan Grill 120 mm	HM0380	2	
8	Baut BH Kunci L M4 x 45mm (Button Head Cap) STAINLESS	HF0409A	8	
9	Lock Washer M4 (Spring Washer) S/s	HF1075A	8	
10	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	8	
11	Flange Nut M4 STAINLESS	HF1025A	8	



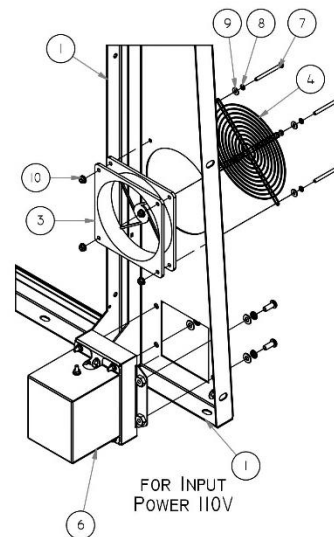
IC Input For 220 V



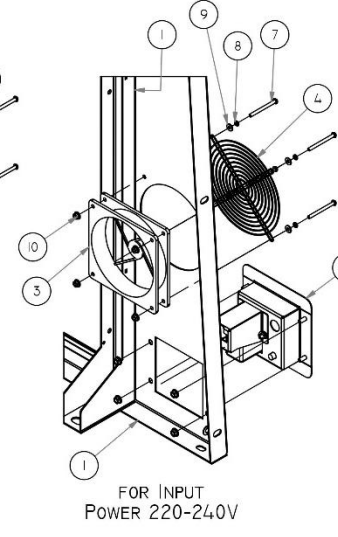
IC Input For 110 V



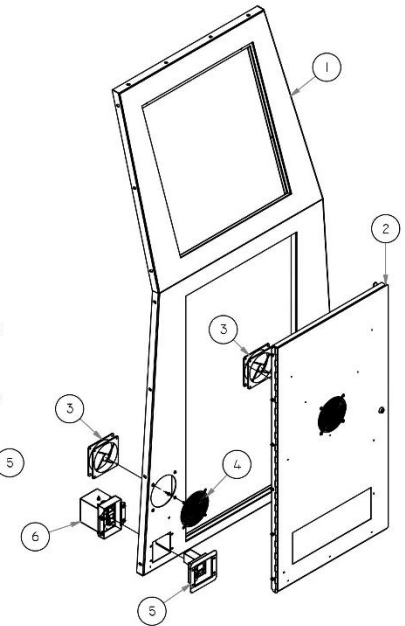
PARTS LIST				
ITEM	TITLE	PART NUMBER	QTY	
1	COVER BACK MAIN PANEL 2 SA MINI RABDIS	MRBL_SA-01-R0	1	
2	BACK DOOR TOWER 1 ASSY	RB1_ASSY-19-R2	1	
3	DC BRUSHLESS FAN 12025 DC	EC12025M12S	2	
4	FAN GRILL 120 MM	HM0380	2	
5	DB BOX ASSY	RB1_ASSY-23-R1	1	
6	ASSY IC INPUT 110 V	RB1_ASSY-39-R0	1	
7	BAUT BH KUNCI L M4 x 45MM (BUTTON HEAD CAP) STAINLESS	HF0409A	8	
8	LOCK WASHER M4 (SPRING WASHER) S/S	HF1075A	8	
9	PLATE WASHER M4 (FLAT WASHER) STAINLESS	HF1065B	8	
10	FLANGE NUT M4 STAINLESS	HF1025A	8	



FOR INPUT  
POWER 110V



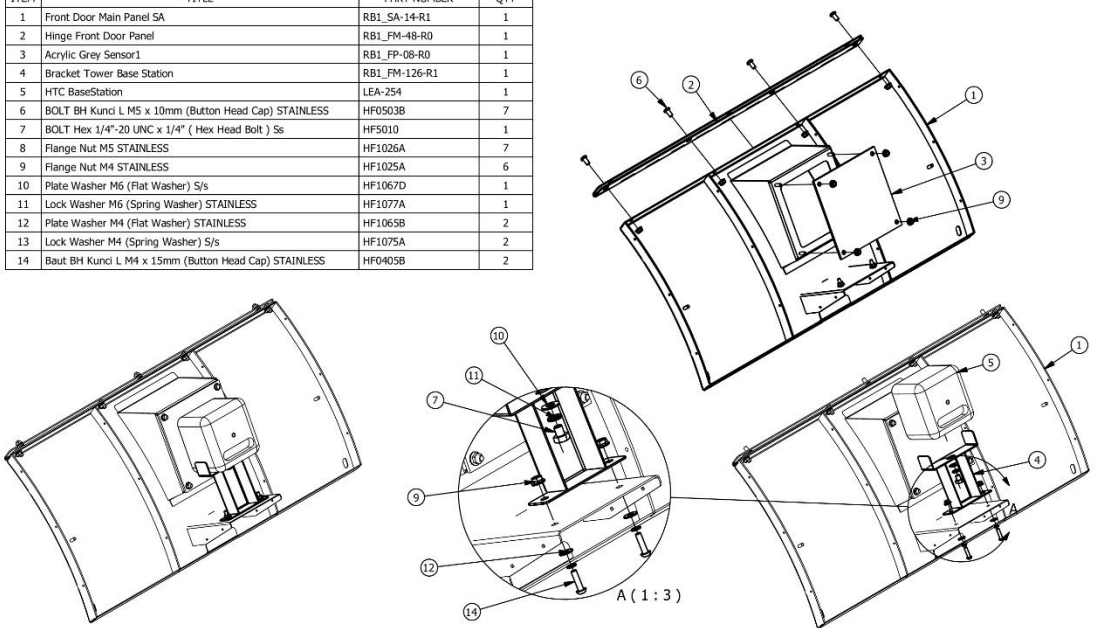
FOR INPUT  
POWER 220-240V



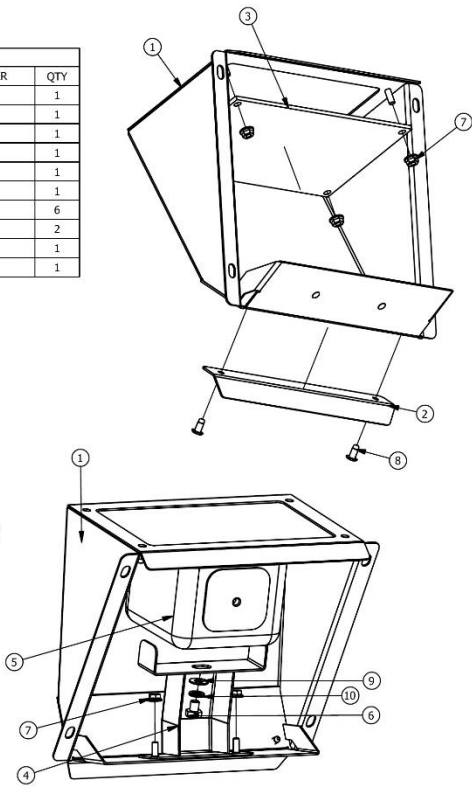


# TOWER BASE STATION HATCH AND SLED BASE STATION HOUSING

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Front Door Main Panel SA	RB1_SA-14-R1	1
2	Hinge Front Door Panel	RB1_FM-48-R0	1
3	Acrylic Grey Sensor1	RB1_FP-08-R0	1
4	Bracket Tower Base Station	RB1_FM-126-R1	1
5	HTC BaseStation	LEA-254	1
6	BOLT BH Kunci L M5 x 10mm (Button Head Cap) STAINLESS	HF0503B	7
7	BOLT Hex 1/4"-20 UNC x 1/4" ( Hex Head Bolt ) Ss	HF5010	1
8	Flange Nut M5 STAINLESS	HF1026A	7
9	Flange Nut M4 STAINLESS	HF1025A	6
10	Plate Washer M6 (Flat Washer) S/s	HF1067D	1
11	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	1
12	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	2
13	Lock Washer M4 (Spring Washer) S/s	HF1075A	2
14	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	2



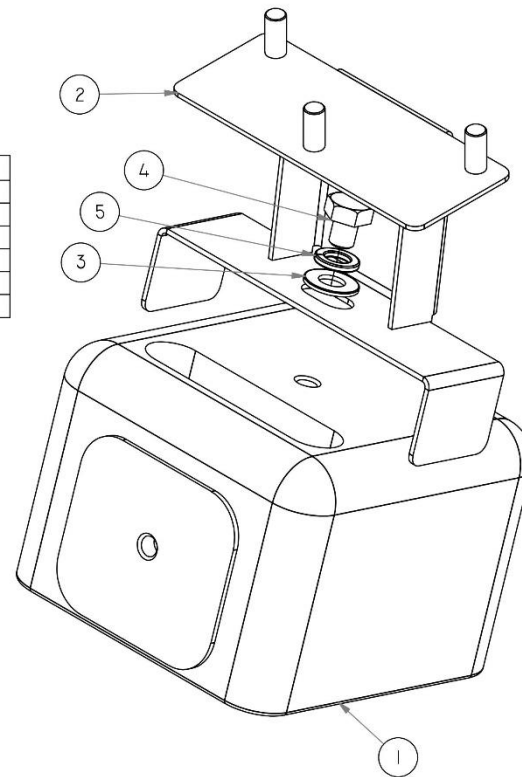
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Camera Cover Front	RB1_FM-74-R1	1
2	Extention Cover Base Station	RB1_FM-86-R0	1
3	Acrylic Grey Sensor2	RB1_FP-09-R0	1
4	Bracket Sled Base Station	RB1_FM-125-R0	1
5	HTC BaseStation	LEA-254	1
6	BOLT Hex 1/4"-20 UNC x 1/4" ( Hex Head Bolt ) Ss	HF5010	1
7	Flange Nut M4 STAINLESS	HF1025A	6
8	Paku Rivet Stainless Steel (Pop Rivet) 4.0 x 8mm	HF6021	2
9	Plate Washer M6 (Flat Washer) S/s	HF1067D	1
10	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	1





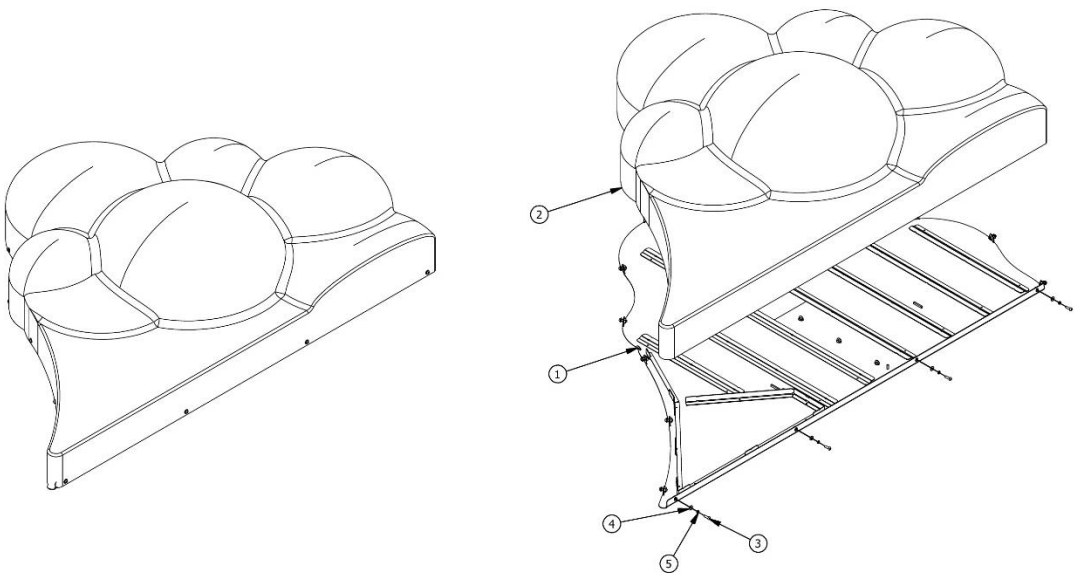
## BASE STATION ASSEMBLY MINI VERSION

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	HTC BASESTATION	LEA-254	1
2	BRACKET TOWER BASE STATION MINI RABBIDS	MRBI_FM-II-R0	1
3	PLATE WASHER M6 (FLAT WASHER) S/S	HFI067D	1
4	BOLT HEX 1/4"-20 UNC X 1/4" ( HEX HEAD BOLT ) Ss	HF5010	1
5	LOCK WASHER M6 (SPRING WASHER) STAINLESS	HFI077A	1

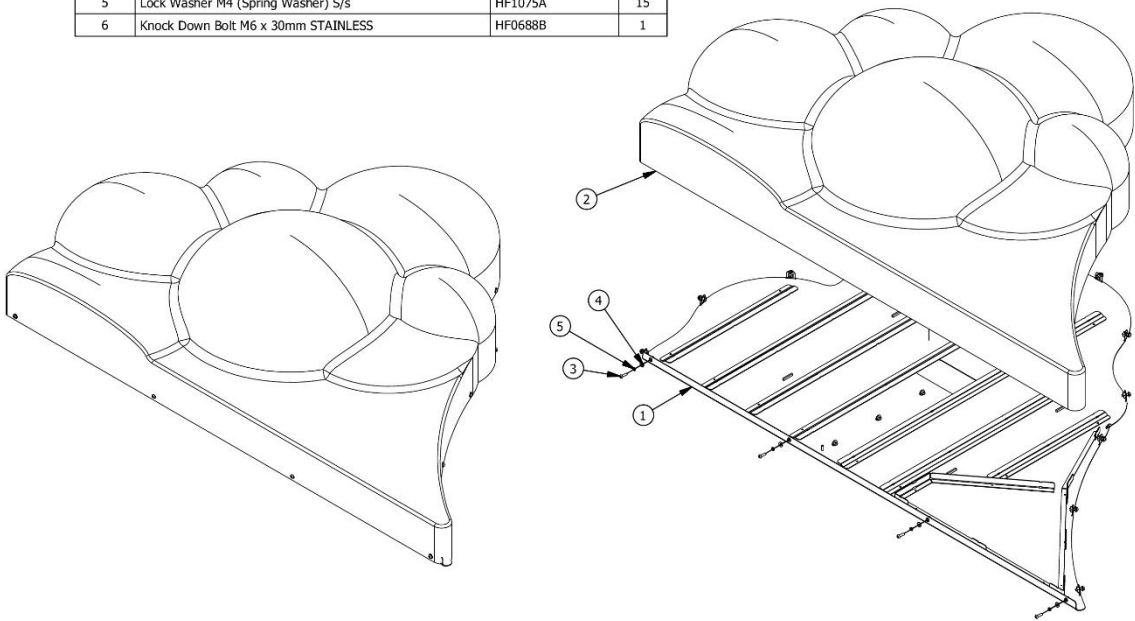


# LEFT AND RIGHT DUST CLOUD ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Bracket Dust Cloud L SA	RB1_SA-22-L-R1	1
2	Dust Cloud L	RB1_FP-16-L-R1	1
3	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	15
4	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	15
5	Lock Washer M4 (Spring Washer) S/s	HF1075A	15
6	Knock Down Bolt M6 x 30mm STAINLESS	HF0688B	1



PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Bracket Dust Cloud R SA	RB1_SA-22-R-R1	1
2	Dust Cloud R	RB1_FP-16-R-R1	1
3	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	15
4	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	15
5	Lock Washer M4 (Spring Washer) S/s	HF1075A	15
6	Knock Down Bolt M6 x 30mm STAINLESS	HF0688B	1



LEFT (1) AND RIGHT (2) HEADER ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Header Sign 1	RB1_FP-01-R2	1
2	Bracket Header Rabbids	RB1_FM-53-R1	3
3	BOLT JF ( TIRUS ) M4 x 15mm (Machine Screw Pan Head Phillips) S/s	HF0465A	6
4	BOLT BH Kunci L M6 x 15mm (Button Head Cap) STAINLES	HF0605B	6
5	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	6
6	Plate Washer M6 (Flat Washer) S/s	HF1067D	6



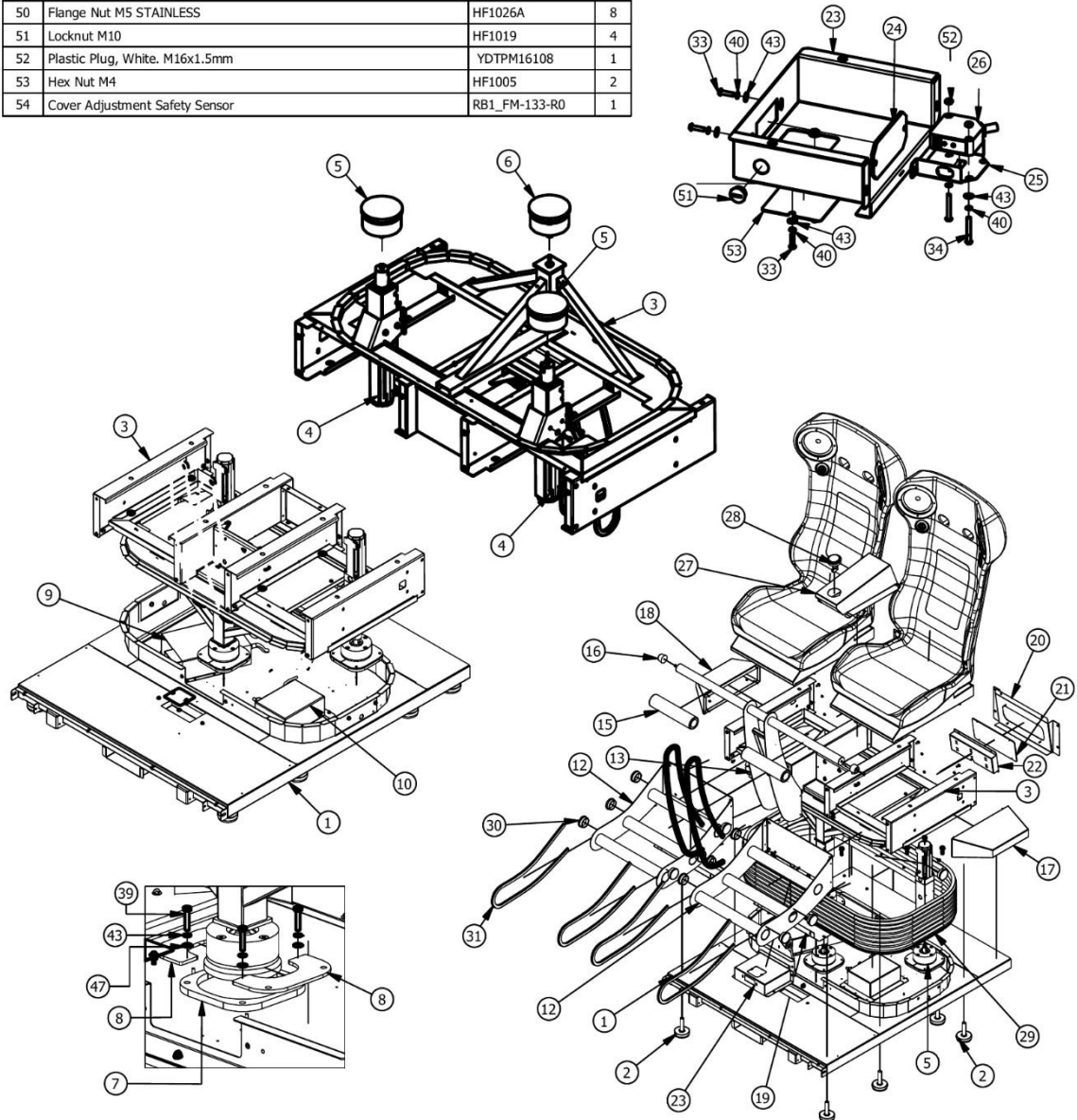
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Header Sign 2	RB1_FP-02-R2	1
2	Bracket Header Rabbids	RB1_FM-53-R1	3
3	BOLT JF ( TIRUS ) M4 x 15mm (Machine Screw Pan Head Phillips) S/s	HF0465A	6
4	BOLT BH Kunci L M6 x 15mm (Button Head Cap) STAINLES	HF0605B	6
5	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	6
6	Plate Washer M6 (Flat Washer) S/s	HF1067D	6



# MOTION BASE ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Base Static SA	RB1_SA-2-R3	1
2	Rubber Feet 16mm x 60 ( Rubber Mounting )	HM3022	8
3	Base Dynamic SA	RB1_SA-1-R11	1
4	Actuator 2400 AC 231 ABS ( 400i Version )	840-004	2
5	Rotule OEM Lite ( 7/16-20 Thread )	801-0019	2
6	Front Rotule Assy	RB1_Assy-31-R4	1
7	Rotule Retainer	801-0022A	3
8	Rotule Spacer	801-0022B	6
9	ACM 230_Controller Box	850-N076	1
10	PS Actuator AC231 250lbs	850-N094	1
11	Seat assy	RB1_Assy-14-R3	2
12	Foot Rest SA	RB1_SA-3-R1	2
13	Handle Player SA	RB1_SA-4-R1	1
14	Plate Gounded M10	RB1_FM-93-R0	1
15	Silicon Black Shore 45A (Id ; Ø 36 mm, Od ; Ø 57 mm, L ; 250 mm)	MPN SFB-45A	2
16	Rubber Tip Protector for Handle Synthetic Rubber	FSY3830-55	2
17	Wing Motion L SA	RB1_SA-6-L-R1	1
18	Wing Motion R SA	RB1_SA-6-R-R1	1
19	Cover Motion Base 1	RB1_FM-30-R0	2
20	Cover Motion Base 2	RB1_FM-31-R0	2
21	Plastic Under Seat	RB_FP-14-R0	2
22	Light Box Under Seat	RB1_FM-81-R0	2
23	Cover Cable Platform	RB1_FM-36-R5	1
24	Acrylic Sensor Lower	RB1_FP-23-R1	1
25	Bracket Sensor Safety Lower	RB1_FM-111-R3	1
26	12-24VDC NPN NO.NC rectangular diffuse photoelectric sensor with CE , 4000mm sensing range.	HRMR-S400NC R2M	1
27	Bracket Emergency Stop	RB1_FM-32-R3	1
28	SMALL DOME BUTTON PN:UFO-W02-9205D163W202 COL Red	UFO-W02-9205D16 3W202	1
29	Weather Stripping Sponge Rubber DEV-001 Length 2.62 M	ED-5389	1
30	Plastic cap 2 inches	EC-P020	12
31	pvc edge trim ,black color 10*7mm no tongue inside ( FootRest )	HM5898A	4
32	pvc edge trim ,black color 10*7mm no tongue inside ( Handle Bar )	HM5898B	2
33	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	4
34	Baut BH Kunci L M4 x 30mm (Button Head Cap) STAINLESS	HF0408C	2
35	BOLT BH Kunci L M5 x 15mm (Button Head Cap) STAINLESS	HF0505B	4
36	BOLT BH Kunci L M6 x 15mm (Button Head Cap) STAINLES	HF0605B	30
37	BOLT Hex M6 x 15mm (Hex Head Bolt) STAINLESS	HF0645A	4
38	Grade 5 Steel BOLT Hex 1/4"-20 UNC x 3/4"	LEA-243J	8
39	Grade 5 Steel Bolt Hex M6 x 30mm	HF0648B	12
40	Knock Down Bolt M6 x 30mm STAINLESS	HF0688B	2
41	Lock Washer M4 (Spring Washer) S/s	HF1075A	6
42	Lock Washer M5 (Spring Washer) STAINLESS	HF1076A	4
43	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	46
44	Lock Washer M6 (Spring Washer) - Dbox	LEA-243K	8
45	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	6
46	Plate Washer M5 (Flat Washer) STAINLESS	HF1066A	4
47	Plate Washer M6 (Flat Washer) S/s	HF1067D	54

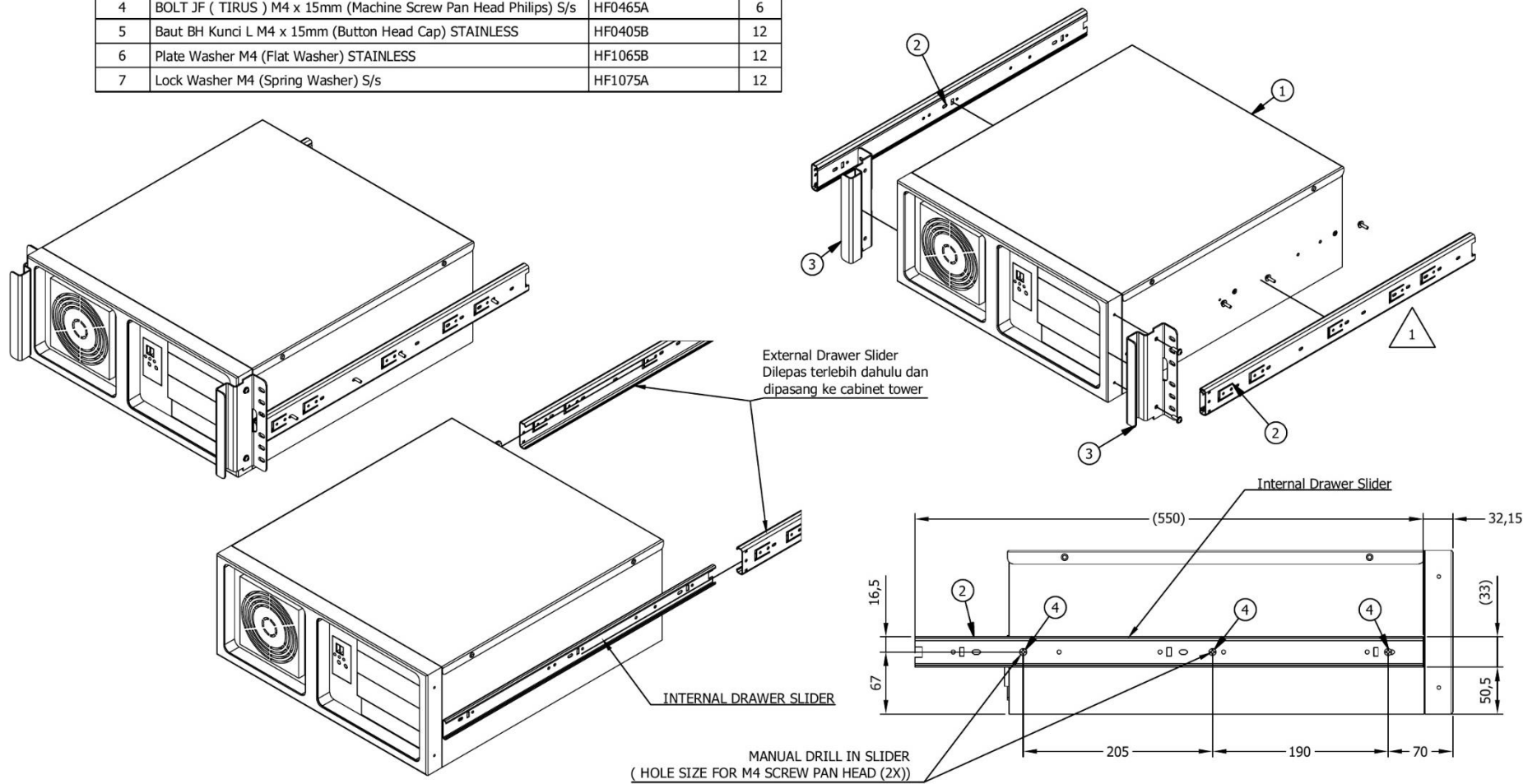
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
48	Plate Washer M10 (Flat Washer) S/s	HF1069A	4
49	Flange Nut M4 STAINLESS	HF1025A	16
50	Flange Nut M5 STAINLESS	HF1026A	8
51	Locknut M10	HF1019	4
52	Plastic Plug, White. M16x1.5mm	YDTPM16108	1
53	Hex Nut M4	HF1005	2
54	Cover Adjustment Safety Sensor	RB1_FM-133-R0	1





## PC CHASSIS ASSEMBLY

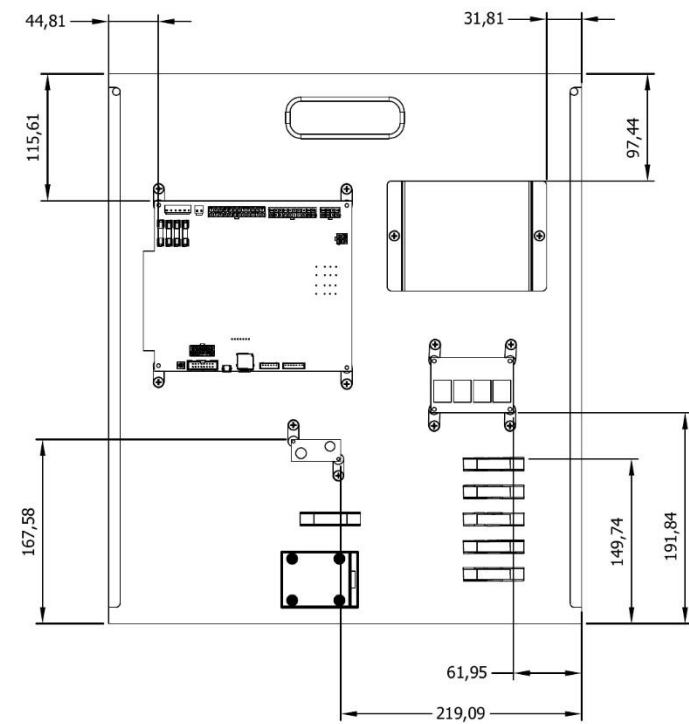
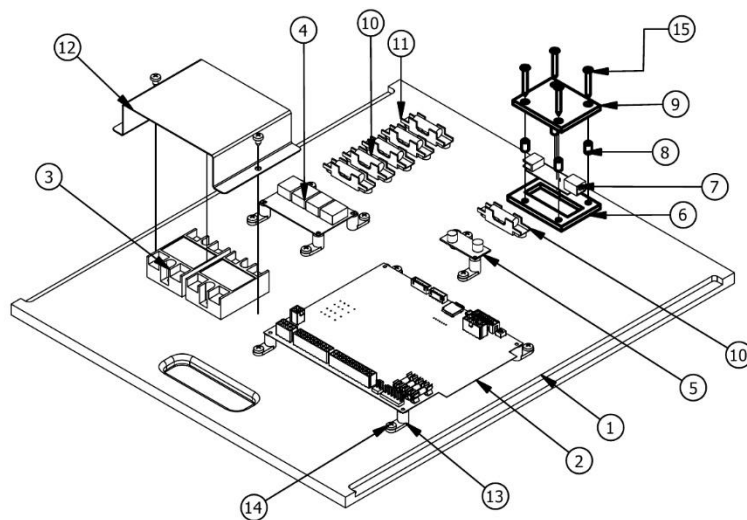
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	PC Computer I7 SSD 120GB/ RM641 Computer w/ SD331-Q170Mb	MAC-136	1
2	Slider PC	RB1_FM-127-R0	2
3	Stoper CPU	RB1_FM-59-R0	2
4	BOLT JF ( TIRUS ) M4 x 15mm (Machine Screw Pan Head Philips) S/s	HF0465A	6
5	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	12
6	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	12
7	Lock Washer M4 (Spring Washer) S/s	HF1075A	12





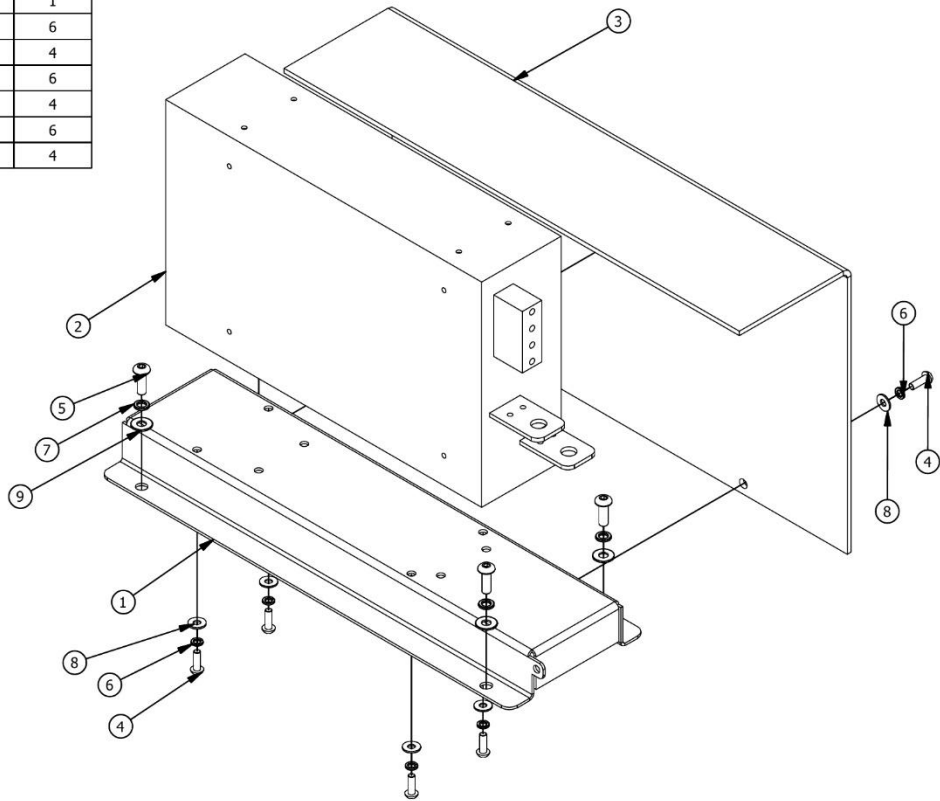
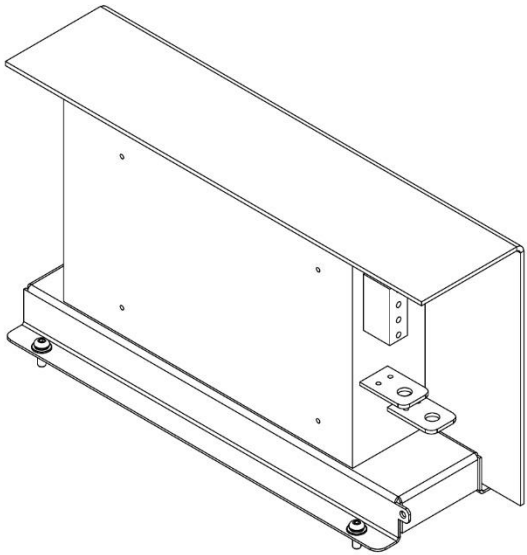
## PCB BOARD ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	PCB Board	RB1_FW-02-R1	1
2	PCB FB216 Game Board	BAFB216	1
3	SSR-25 DA Solid State Module	SSR-25 DA	2
4	4 channel relay module with optocoupler.	BA0016	1
5	Ultra-small LM2596 power supply module DC / DC BUCK 3A adjustable buck module regulator	EA1663	1
6	Base Protector PCB	RB1_FP-27-R0	1
7	Double Protection USB to 485 Module FT232 Chip USB to TTL/RS485	EA1966	1
8	Round Spacer 4-10	EP0623	4
9	Clamp Protector PCB	RB1_FP-28-R0	1
10	Fuse 5AG Fast Blow 5A	EA0012	6
11	Fuse Holder 3AG Panel Mount	EA0041	6
12	Cover Safety Riley	RB1_FP-18-R0	1
13	PCB Stand Off ( Plastic )	EP0601	10
14	Sekrup FH #6 x 1/2 Inchi (ScrewFlatHead Philips) STAINLESS	HF4641A	18
15	Sekrup FH #6 x 1-1/4 Inchi (Screw Flat Head Philips)	HF4605	4



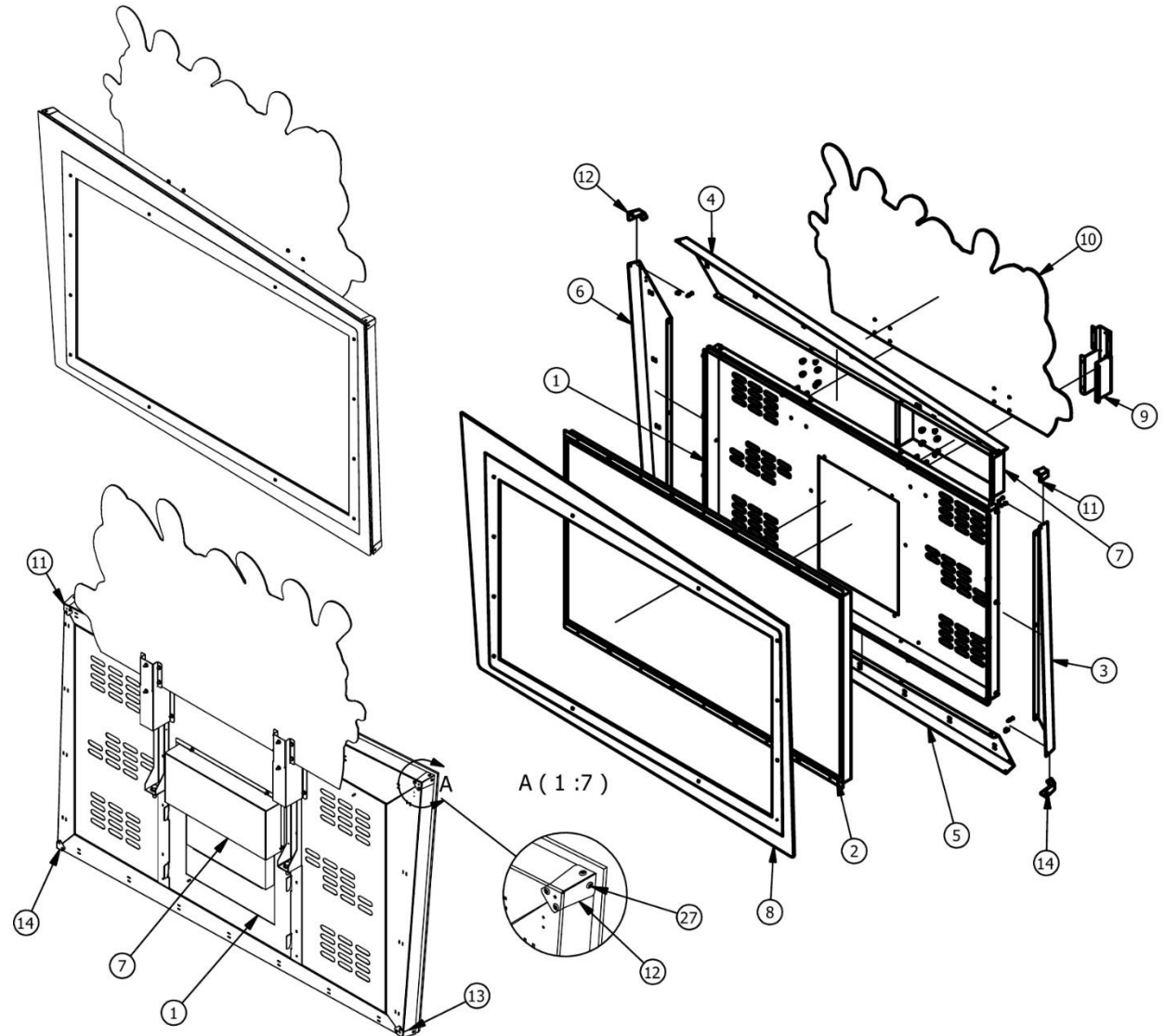
# POWER SUPPLY ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Power Supply Bracket	RB1_FM-37-R0	1
2	Power Supply TDK Lambda RWS600-12	EA1292	1
3	Cover Safety Power Supply	RB1_FP-04-R0	1
4	BOLT BH Kunci L M4 x 10mm (Button Head Cap) STAINLESS	HF0403B	6
5	BOLT BH Kunci L M5 x 15mm (Button Head Cap) STAINLESS	HF0505B	4
6	Lock Washer M4 (Spring Washer) S/s	HF1075A	6
7	Lock Washer M5 (Spring Washer) STAINLESS	HF1076A	4
8	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	6
9	Plate Washer M5 (Flat Washer) STAINLESS	HF1066A	4



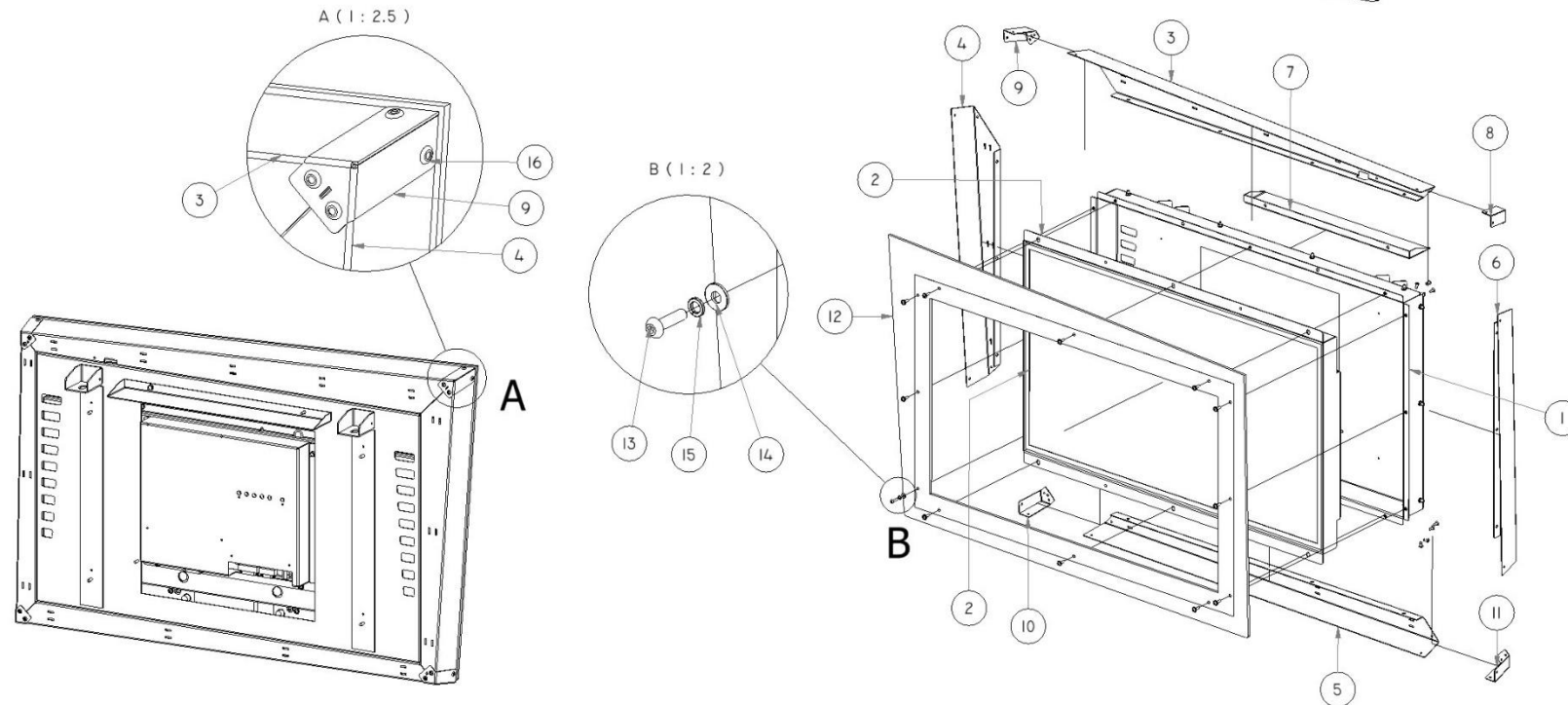
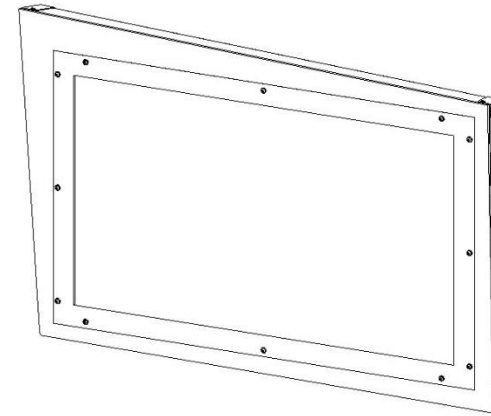
# MONITOR ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Bracket Monitor 55 inc SA	RB1_SA-21-R2	1
2	Monitor 55 inchi LD550EUE-FHB1 WIND 24V	LHM-203	1
3	Back Cover Monitor 1	RB1_FM-60-R3	1
4	Back Cover Monitor 2	RB1_FM-61-R4	1
5	Back Cover Monitor 3	RB1_FM-79-R2	1
6	Back Cover Monitor 4	RB1_FM-82-R2	1
7	Back Cover Monitor 5	RB1_FM-66-R1	1
8	Acrylic Monitor	RB1_FP-03-R3	1
9	Bracket Sign Header Monitor	RB1_FM-100-R1	2
10	Header Sign Monitor	RB1_FP-10-R3	1
11	Clamp Cover Monitor 1	RB1_FM-116-R1	1
12	Clamp Cover Monitor 2	RB1_FM-117-R1	1
13	Clamp Cover Monitor 3	RB1_FM-118-R1	1
14	Clamp Cover Monitor 4	RB1_FM-119-R1	1
15	BOLT JF ( TIRUS ) M4 x 15mm (Machine Screw Pan Head Philips) S/s	HF0465A	6
16	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	12
17	BOLT BH Kunci L M5 x 15mm (Button Head Cap) STAINLESS	HF0505B	8
18	HEX BOLT M10 x 30mm (Hex Head Bolt) S/s	HF0848A	2
19	Lock Washer M4 (Spring Washer) S/s	HF1075A	12
20	Lock Washer M5 (Spring Washer) STAINLESS	HF1076A	8
21	Lock Washer M10 (Spring Washer) STAINLESS	HF1079A	2
22	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	12
23	Plate Washer M5 (Flat Washer) STAINLESS	HF1066A	8
24	Plate Washer M10 (Flat Washer) S/s	HF1069A	2
25	Flange Nut M4 STAINLESS	HF1025A	20
26	Flange Nut M5 STAINLESS	HF1026A	12
27	Paku Rivet Stainless Steel (Pop Rivet) 4.0 x 8mm	HF6021	16



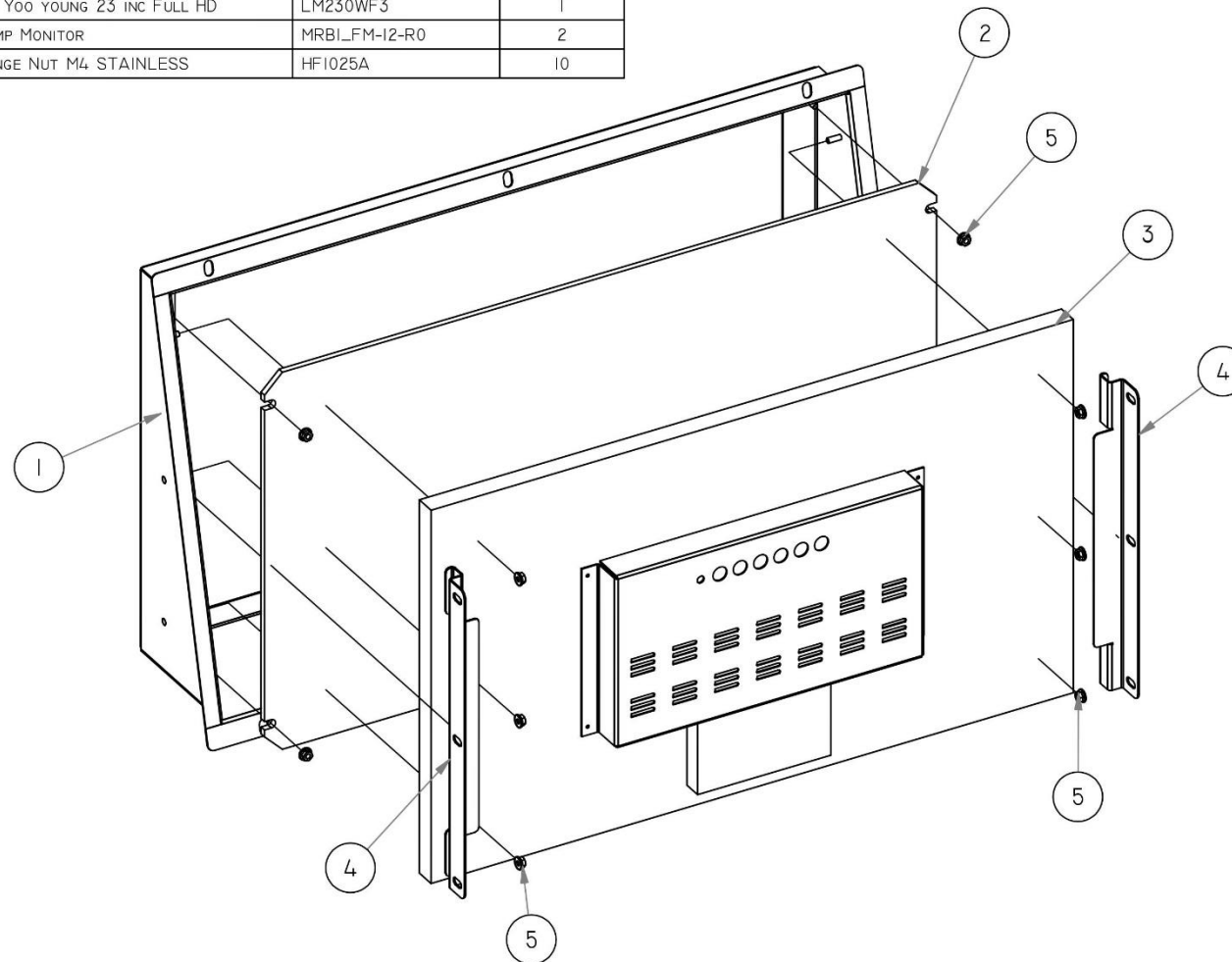
# MONITOR ASSEMBLY COMPACT VERSION

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	BRACKET MONITOR 32 INC SA	RBCLI_SA-01-RI	1
2	FRAME MONITOR ASSEMBLY CRUISE SHIP	RBCLI_ASSY-04-R2	1
3	BACK COVER MONITOR 32 INC 1	RBCLI_FM-03-RI	1
4	BACK COVER MONITOR 32 INC 2	RBCLI_FM-04-RI	1
5	BACK COVER MONITOR 32 INC 3	RBCLI_FM-05-RI	1
6	BACK COVER MONITOR 32 INC 4	RBCLI_FM-06-RI	1
7	BACK COVER MONITOR 32 INC 5	RBCLI_FM-07-R0	1
8	CLAMP COVER MONITOR 32 INC 1	RBCLI_FM-08-RI	1
9	CLAMP COVER MONITOR 32 INC 2	RBI_FM-09-RI	1
10	CLAMP COVER MONITOR 32 INC 3	RBCLI_FM-10-RI	1
11	CLAMP COVER MONITOR 32 INC 4	RBCLI_FM-11-RI	1
12	ACRYLIC MONITOR 32 INC	RBCLI_FP-01-R0	1
13	BAUT BH KUNCI L M4 x 15MM (BUTTON HEAD CAP) STAINLESS	HF0405B	12
14	PLATE WASHER M4 (FLAT WASHER) STAINLESS	HF1065B	12
15	LOCK WASHER M4 (SPRING WASHER) S/S	HF1075A	12
16	PAKU RIVET STAINLESS STEEL (POP RIVET) 4,0 x 8MM	HF602I	16
17	FLANGE NUT M4 STAINLESS	HF1025A	17



## MONITOR ASSEMBLY MINI VERSION

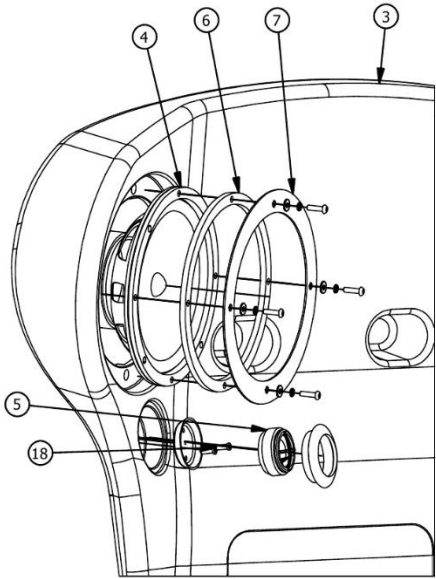
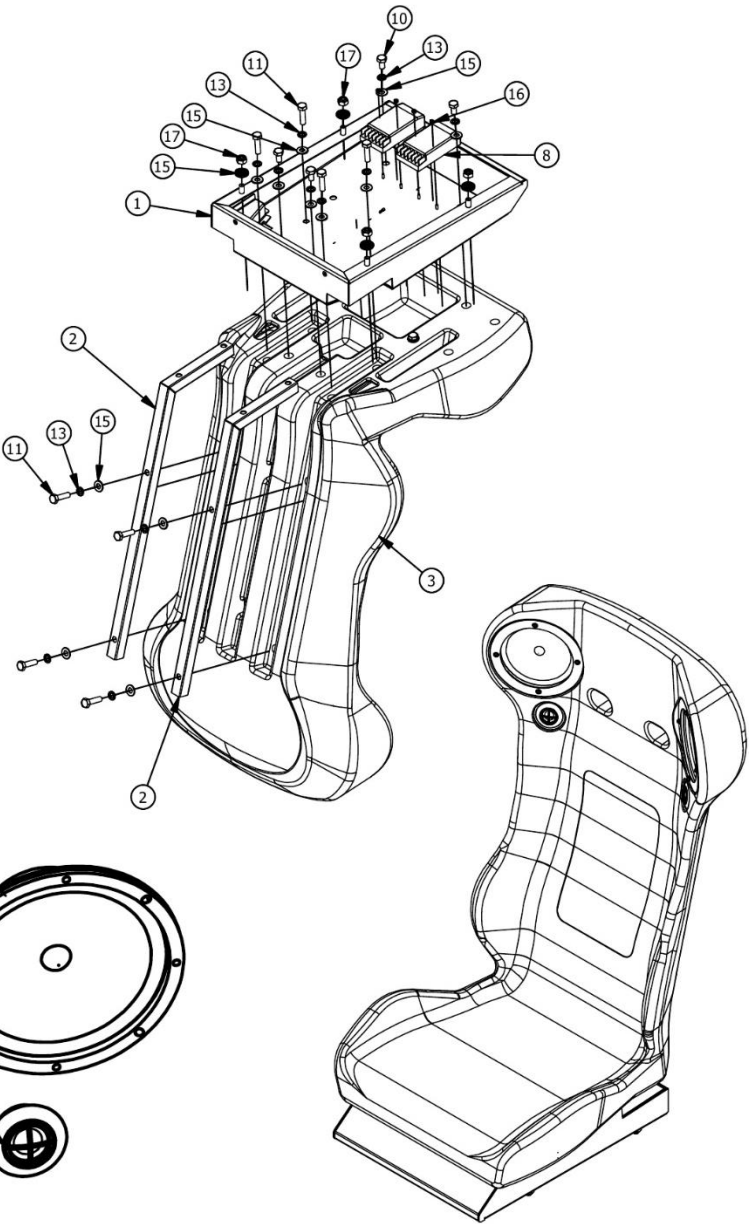
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	FRAME MONITOR MINI RABBIDS	MRBI_FM-I4-R0	1
2	ACRYLIC MONITOR RABBIDS	MRBI_FP-02-R0	1
3	LCD Yoo YOUNG 23 INC FULL HD	LM230WF3	1
4	CLAMP MONITOR	MRBI_FM-I2-R0	2
5	FLANGE NUT M4 STAINLESS	HF1025A	10





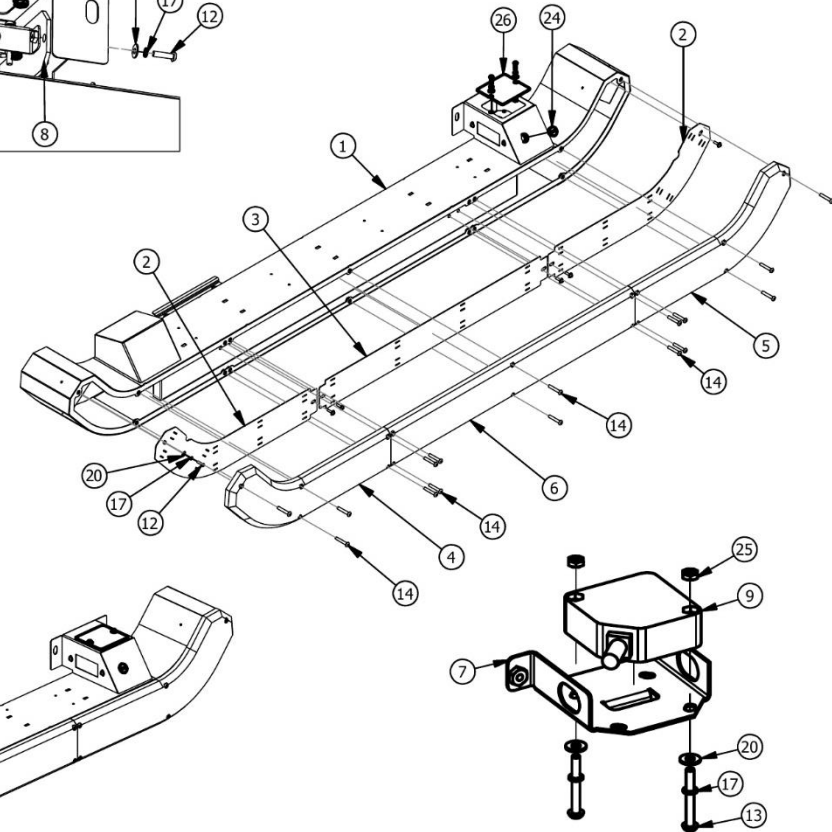
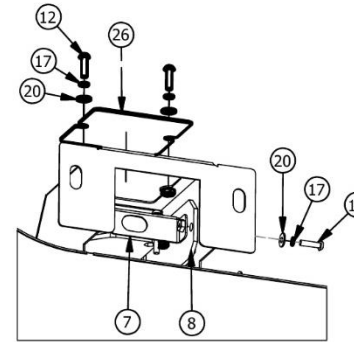
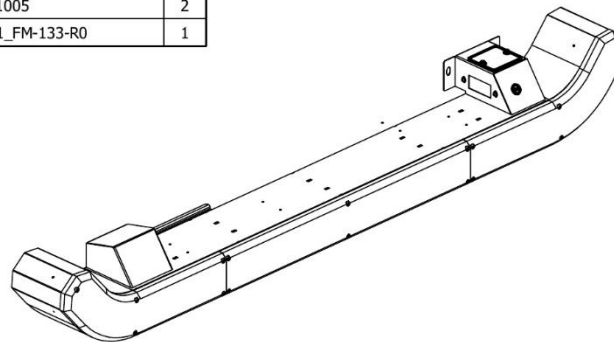
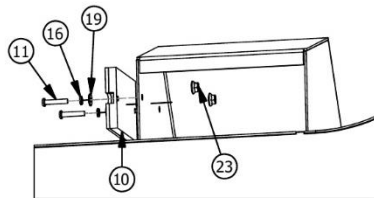
# SEAT ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Bracket Seat Seat SA	RB1_SA-43-R1	1
2	Support Seat SA	RB1_SA-57-R0	2
3	Rabbids Seat Blue Rev 5	HM0373	1
4	Speaker KYue KY-661 6.5"		
5	Tweetwe KYue KY-661	KY661	2
6	Spacer Speaker Seat	RB1_FP-17-R0	2
7	Cover Speaker Seat	RB1_FM-101-R0	2
8	2 Way Crossover KYue KY-661	EA1224C	2
9	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	8
10	HEX BOLT M10 x 20mm (Hex Head Bolt) STAINLESS	HF0846A	6
11	HEX BOLT M10 x 40mm (Hex Head Bolt) STAINLESS	HF0850A	8
12	Lock Washer M4 (Spring Washer) S/s	HF1075A	8
13	Lock Washer M10 (Spring Washer) STAINLESS	HF1079A	14
14	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	8
15	Plate Washer M10 (Flat Washer) S/s	HF1069A	18
16	Lock Nut M4 Stainless	HF1015A	4
17	Locknut M10	HF1019	4
18	Sekrup PH #6 x 1/2 Inci (Screw Pan Head Philips) STAINLESS	HF4642A	4



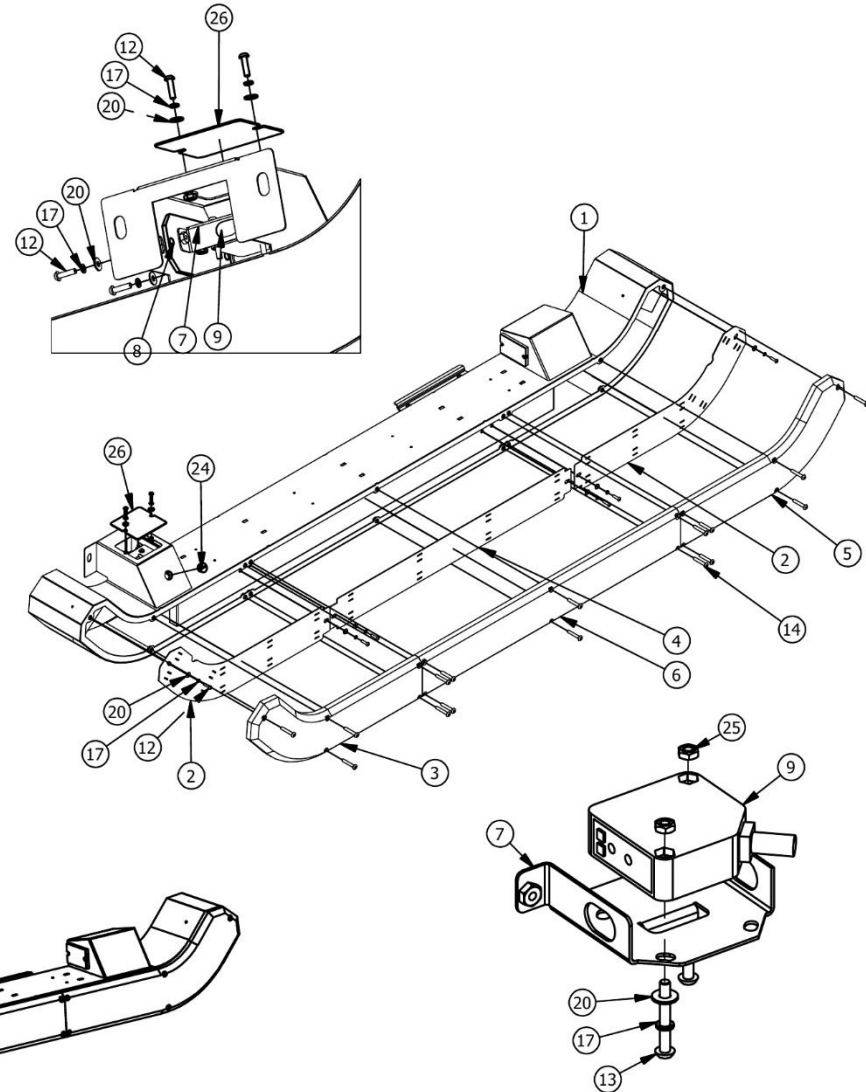
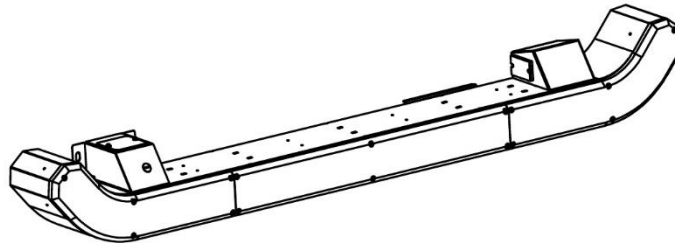
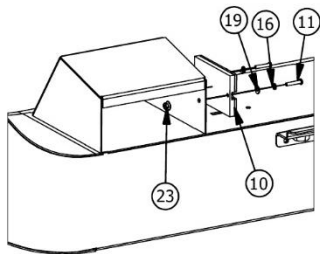
## LEFT SKI ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Playform Ski Board L SA	RB1_SA-19-L-R3	1
2	LED Bracket Ski 1	RB1_FM-84-R2	2
3	LED Bracket Ski 2	RB1_FM-85-R2	1
4	Acrylic Sky Board 1	RB1_FP-05-R1	1
5	Acrylic Sky Board 2	Acrylic Sky Board 2	1
6	Acrylic Sky Board 3	Acrylic Sky Board 3	1
7	Bracket Sensor Safety Lower	RB1_FM-111-R3	1
8	Acrylic Sensor Lower	RB1_FP-23-R1	1
9	12-24VDC NPN NO.NC rectangular diffuse photoelectric sensor with CE, 4000mm sensing range.	HRMR-S400NC R2M	1
10	Reflector – hard type, 65 mm x 45 mm	R65	1
11	BOLT JP M3 x 15mm (Machine Screw Pan Head Phillips) Stainless	HF0305B	2
12	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	10
13	Baut BH Kunci L M4 x 30mm (Button Head Cap) STAINLESS	HF0408C	2
14	BOLT BH Kunci L M5 x 30mm (Button Head Cap) STAINLESS	HF0508C	16
15	BOLT Hex M6 x 15mm (Hex Head Bolt) STAINLESS	HF0645A	1
16	Lock Washer M3 (Spring Washer)	HF1074	2
17	Lock Washer M4 (Spring Washer) S/s	HF1075A	12
18	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	1
19	Plate Washer M3 (Flat Washer)	HF1064	2
20	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	12
21	Plate Washer M6 (Flat Washer) S/s	HF1067D	1
23	Flange Nut M3 Stainless	HF1024A	2
24	Plastic Plug, White. M16x1.5mm	YDTPM16108	1
25	Hex Nut M4	HF1005	2
26	Cover Adjustment Safety Sensor	RB1_FM-133-R0	1



## RIGHT SKI ASSEMBLY

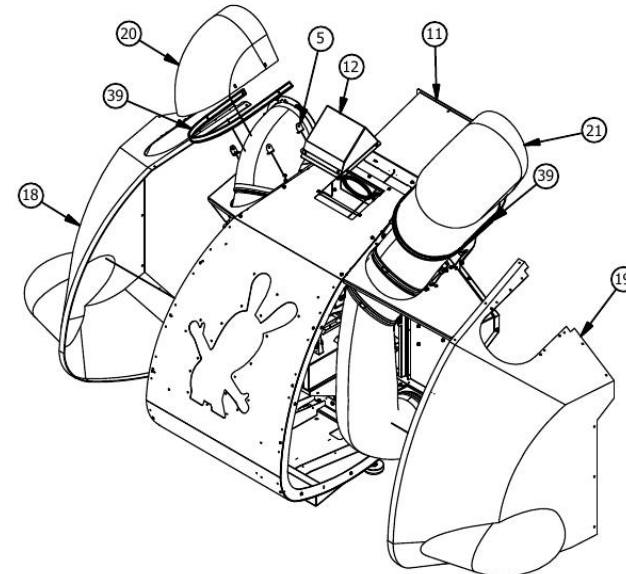
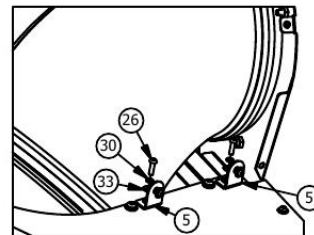
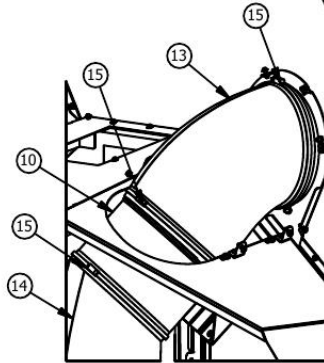
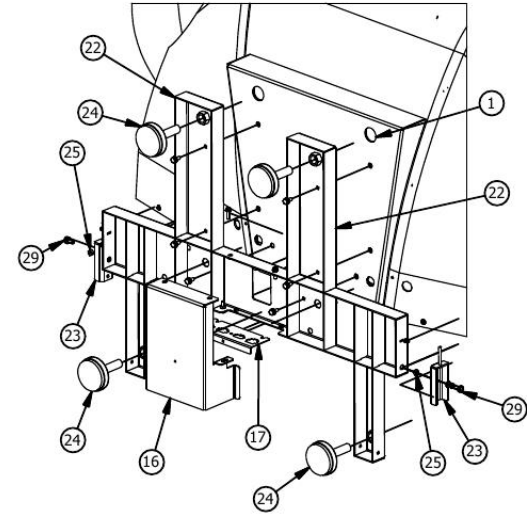
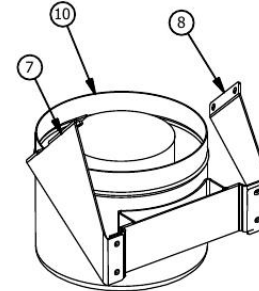
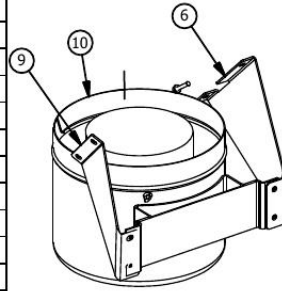
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Playform Ski Board R SA	RB1_SA-19-R-R3	1
2	LED Bracket Ski 1	RB1_FM-84-R2	2
3	Acrylic Sky Board 1	RB1_FP-05-R1	1
4	LED Bracket Ski 2	RB1_FM-85-R2	1
5	Acrylic Sky Board 2	Acrylic Sky Board 2	1
6	Acrylic Sky Board 3	Acrylic Sky Board 3	1
7	Bracket Sensor Safety Lower	RB1_FM-111-R3	1
8	Acrylic Sensor Lower	RB1_FP-23-R1	1
9	12-24VDC NPN NO.NC rectangular diffuse photoelectric sensor with CE, 4000mm sensing range.	HRMR-S400NC R2M	1
10	Reflector – hard type, 65 mm x 45 mm	R65	1
11	BOLT JP M3 x 15mm (Machine Screw Pan Head Philips) Stainless	HF0305B	2
12	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	10
13	Baut BH Kunci L M4 x 30mm (Button Head Cap) STAINLESS	HF0408C	2
14	BOLT BH Kunci L M5 x 30mm (Button Head Cap) STAINLESS	HF0508C	16
15	BOLT Hex M6 x 15mm (Hex Head Bolt) STAINLESS	HF0645A	1
16	Lock Washer M3 (Spring Washer)	HF1074	2
17	Lock Washer M4 (Spring Washer) S/s	HF1075A	12
18	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	1
19	Plate Washer M3 (Flat Washer)	HF1064	2
20	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	12
21	Plate Washer M6 (Flat Washer) S/s	HF1067D	1
23	Flange Nut M3 Stainless	HF1024A	2
24	Plastic Plug, White. M16x1.5mm	YDTPM16108	1
25	Hex Nut M4	HF1005	2
26	Cover Adjustment Safety Sensor	RB1_FM-133-R0	1





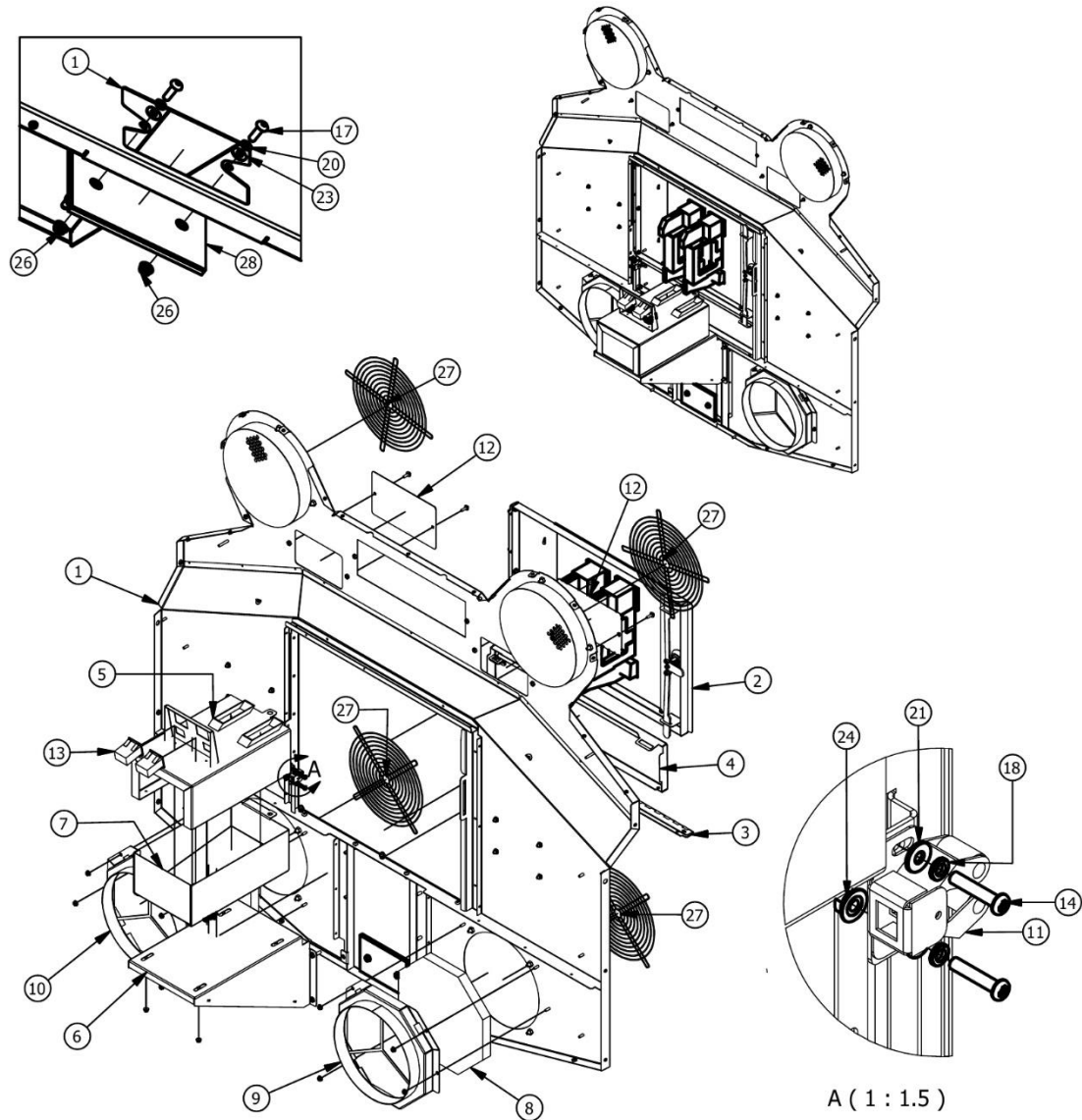
# SLED ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Sled Main Frame SA	RB1_SA-25-R3	1
2	Sled Cover Assy	RB1_Assy-12-R3	1
3	Acrylic Milk Rabbid Logo	RB1_FP-11-R2	1
4	Box LED Logo	RB1_FM-77-R1	1
5	Bracket Blower Cover	RB1_FM-78-R2	8
6	Bracket Blower Fan L	RB1_FM-76-L-R1	1
7	Bracket Blower Fan R	RB1_FM-76-R-R1	1
8	Bracket Blower Fan Inside R	RB1_FM-106-R-R0	1
9	Bracket Blower Fan Inside L	RB1_FM-106-L-R0	1
10	Fan Size 200 mm 110-240V / Us plug / 710CFM / 75 W	SE-A200-PML	2
11	Box Mesh SA	RB1_SA-33-R1	1
12	Front Base Station Assy	RB1_Assy-16-R2	1
13	Short Fan Ducting Dia 200 mm Length 0.45 m/15 Pitch	FDPV_200A	2
14	long Fan Ducting Dia 200 mm Length 1.05 m/35 Pitch	FDPV_200B	2
15	Hose Clamp 8 Inc	HM0382	8
16	Bracket Cable Front	RB1_FM-64-R2	1
17	Bracket Conector Sled	RB1_FM-98-R2	1
18	Plastic Sled R	RB1_FP-12-R-R1	1
19	Plastic Sled L	RB1_FP-12-L-R1	1
20	Plastic Blower Cover R	RB1_FP-13-R-R2	1
21	Plastic Blower Cover L	RB1_FP-13-L-R2	1
22	Front Sled Support SA	RB1_SA-23-R2	1
23	Adjustable Chain Sled	RB1_FM-113-R0	2
24	Rubber Feet 16mm x 60 ( Rubber Mounting )	HM3022	6
25	Insulator Spacer (Small) M6 x 4mm P/N. 891-540	EP0636	2
26	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	89
27	BOLT BH Kunci L M5 x 15mm (Button Head Cap) STAINLESS	HF0505B	10
28	BOLT Hex M5 x 20mm (Hex Head Bolt) STAINLESS	HF0546B	4
29	BOLT Hex M6 x 15mm (Hex Head Bolt) STAINLESS	HF0645A	8
30	Lock Washer M4 (Spring Washer) S/s	HF1075A	89
31	Lock Washer M5 (Spring Washer) STAINLESS	HF1076A	14
32	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	8
33	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	89
34	Plate Washer M5 (Flat Washer) STAINLESS	HF1066A	14
35	Plate Washer M6 (Flat Washer) S/s	HF1067D	8
36	Flange Nut M4 STAINLESS	HF1025A	57
37	Flange Nut M5 STAINLESS	HF1026A	8
38	Paku Rivet Stainless Steel (Pop Rivet) 4.0 x 8mm	HF6021	3
39	Rubber Edge Hardness 70, H:16.5mm,W:9mm, Gap:3.5mm, L:800mm	HC-E2045	2
40	Rubber Edge Glass 2 mm	HM2996B	2



## SLED COVER ASSEMBLY

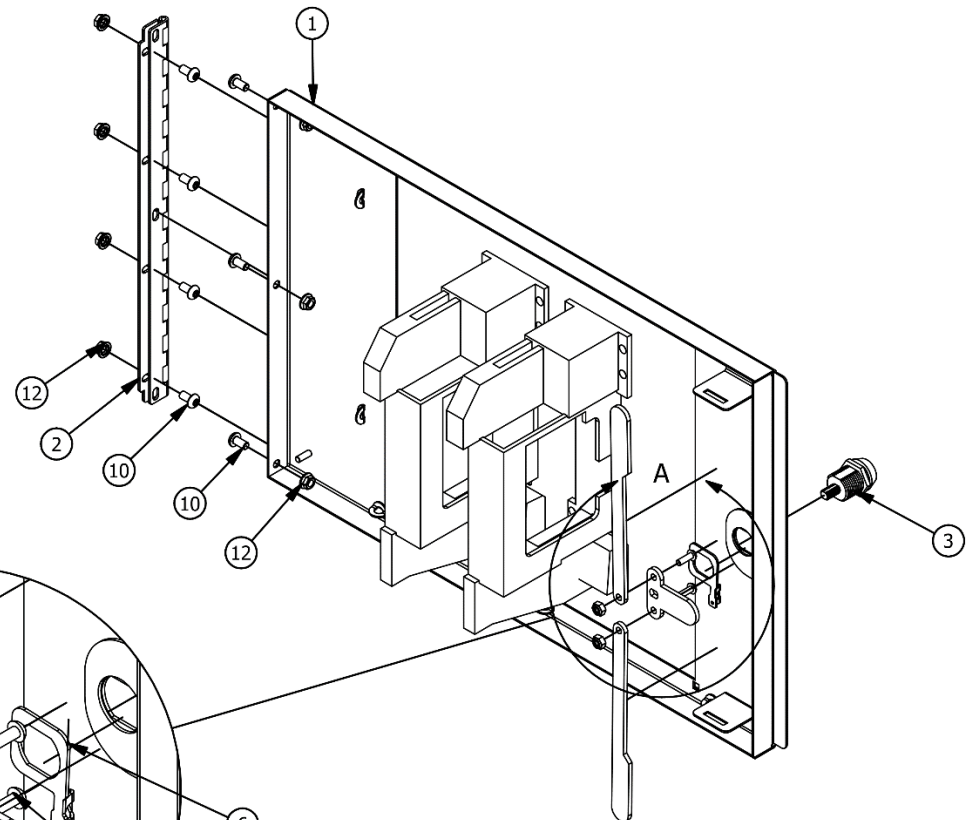
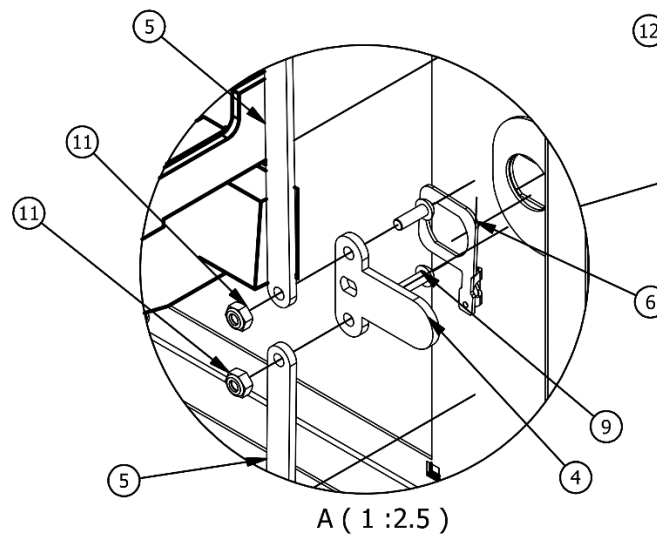
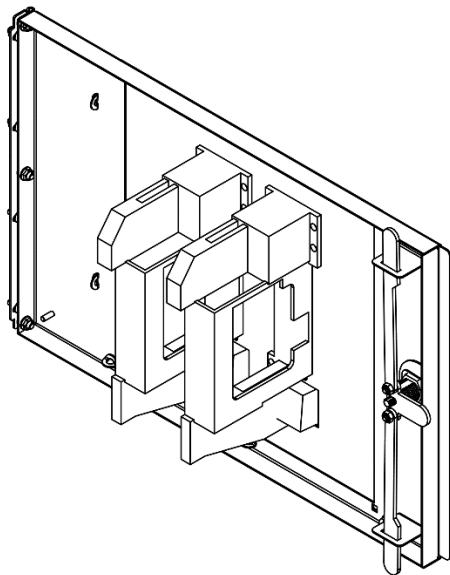
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Sled Main Cover SA	RB1_SA-26-R2	1
2	Sled Door Assy	RB1_Assy-13-R0	1
3	Hinge Coin Door Extention	RB1_FM-63-R0	1
4	Extention Coin Door	RB1_SA-62-R0	1
5	Housing Cash Box SA	RB1_SA-28-R0	1
6	Base Cash Box	RB1_FM-69-R1	1
7	Cash Box SA	RB1_SA-29-R0	1
8	Air Filter	RB1_FP-15-R0	2
9	Flexible House Holder R SA	RB_SA-42-R-R0	1
10	Flexible House Holder L SA	RB1_SA-42-L-R0	1
11	Locking Door	HM4033	1
12	Blank Plate Swipper	RB1_FM-95-R0	2
13	Coin Counter 12v Rear Mounting (Bracket)	EA 1252	2
14	BOLT JP M3 x 15mm (Machine Screw Pan Head Philips) STAINLESS	HF0305B	2
15	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	4
16	BOLT BH Kunci L M5 x 10mm (Button Head Cap) STAINLESS	HF0503B	7
17	BOLT BH Kunci L M5 x 15mm (Button Head Cap) STAINLESS	HF0505B	18
18	Lock Washer M3 (Spring Washer)	HF1074	2
19	Lock Washer M4 (Spring Washer) S/s	HF1075A	4
20	Lock Washer M5 (Spring Washer) STAINLESS	HF1076A	18
21	Plate Washer M3 (Flat Washer)	HF1064	2
22	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	4
23	Plate Washer M5 (Flat Washer) STAINLESS	HF1066A	18
24	Flange Nut M3 STAINLESS	HF1024A	2
25	Flange Nut M4 STAINLESS	HF1025A	20
26	Flange Nut M5 STAINLESS	HF1026A	13
27	Fan Grill Blower Ø 200 mm	RT220	4
28	Reflector – hard type, 120 mm x 80 mm	R120	1





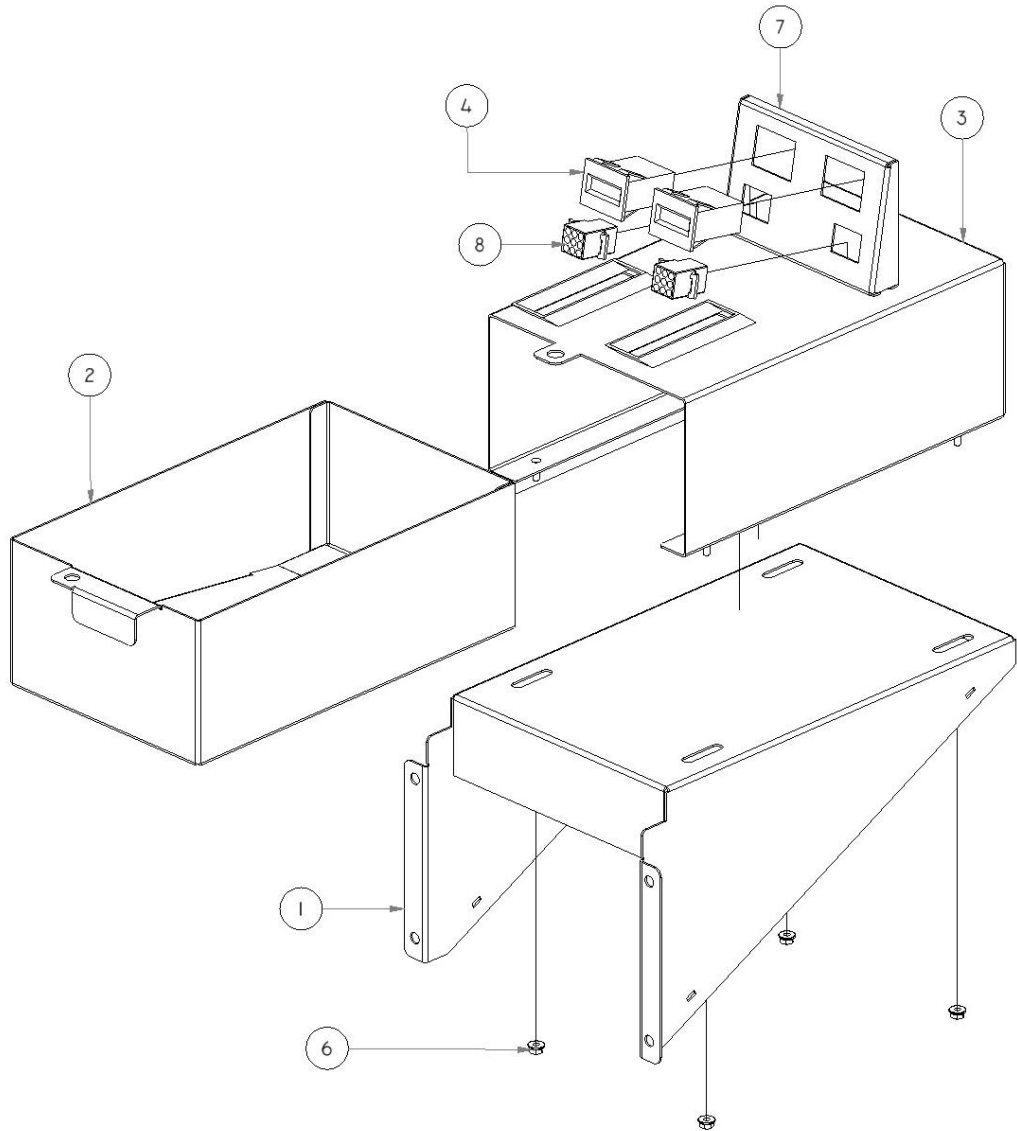
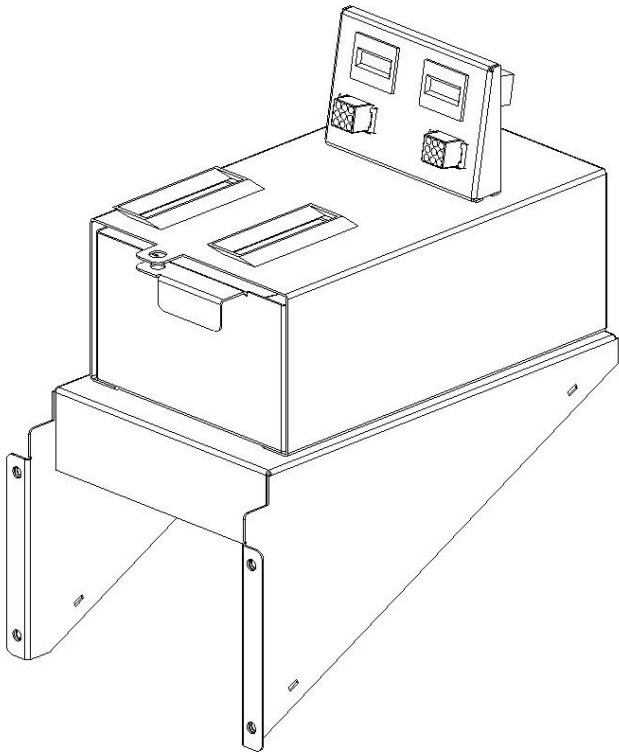
## SLED COIN DOOR ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Coin Door SA	RB1_SA-27-R0	1
2	Hinge Coin Door	RB1_FM-73-R0	1
3	Kunci Lock Eangle (Lock and Key)	HM0004	1
4	Multi Point Cam	RB1_FM-49-R0	1
5	Multi Lock Plate 3	RB1_FM-52-R0	2
6	Plate Gounded	RB1_FM-94-R0	1
7	Plate Double Coin	RB1_FM-122-R0	1
8	Coin mechanism Holder Assy Single P/N. A07H02341000000	HA 0014	2
9	BOLT BH Kunci L M4 x 10mm (Button Head Cap) STAINLESS	HF0403B	2
10	BOLT BH Kunci L M5 x 10mm (Button Head Cap) STAINLESS	HF0503B	7
11	Lock Nut M4 Stainless	HF1015A	2
12	Flange Nut M5 STAINLESS	HF1026A	7



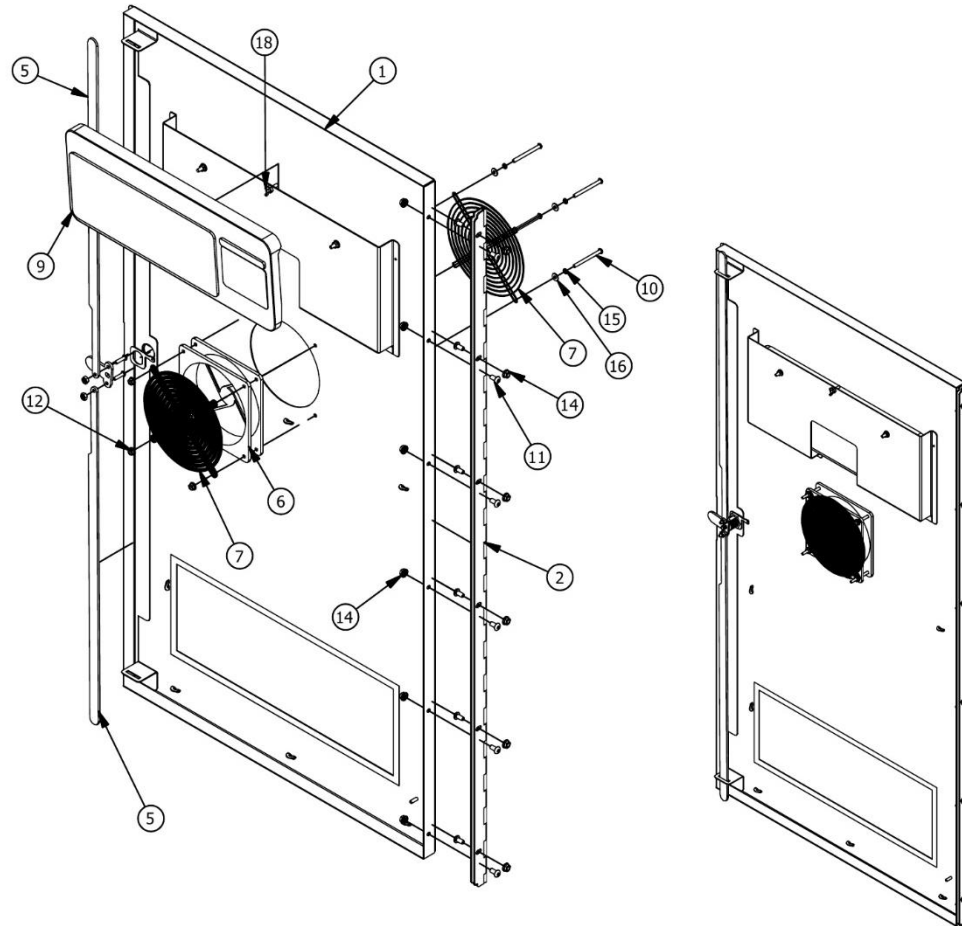
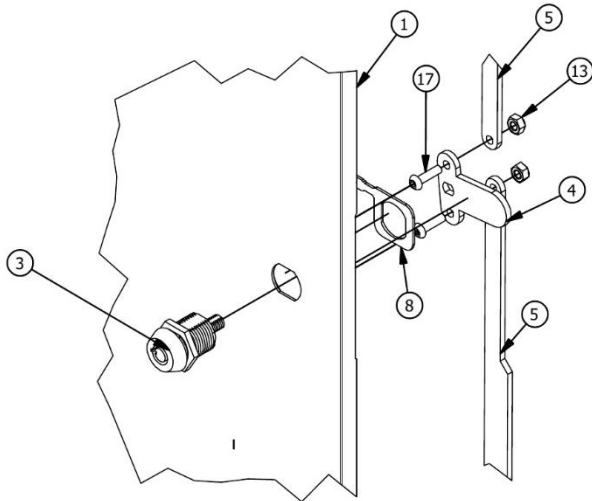
# CASH BOX ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	BASE CASH BOX	RBL_FM-69-RI	1
2	CASH BOX SA	RBL_SA-29-R0	1
3	HOUSING CASH BOX SA	RBL_SA-28-R0	1
4	COIN COUNTERS 12v	EA 1252	2
6	FLANGE NUT M4 STAINLESS	HFI025A	4
7	SERVICE BRACKET	RBL_FM-28C-RI	1
8	2.36MM DIAMETER PIN AND SOCKET RECEPTACLE	03-09-1092	2



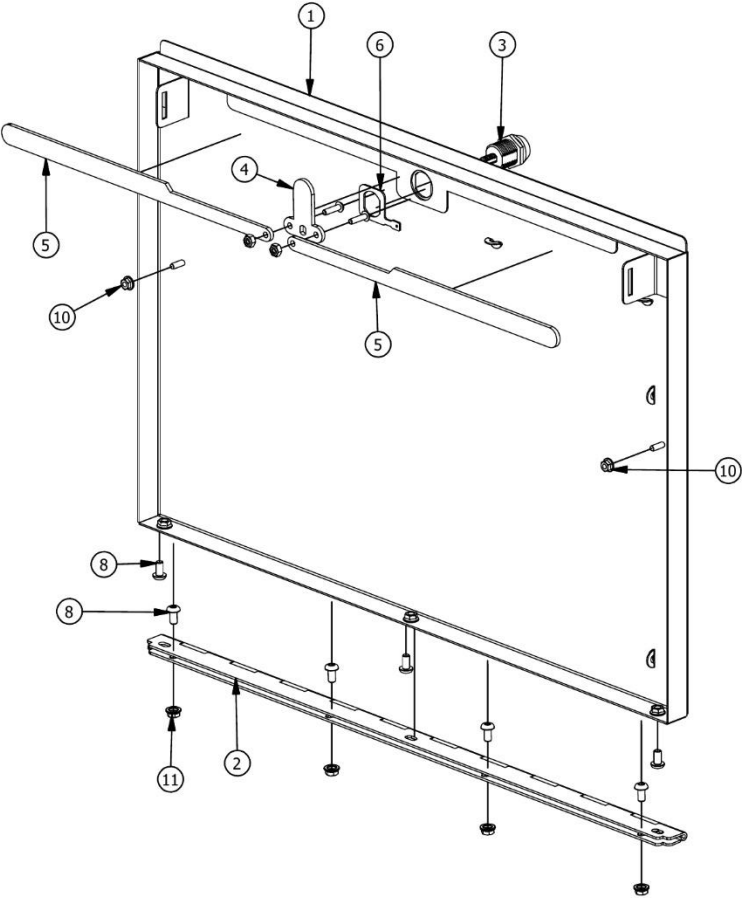
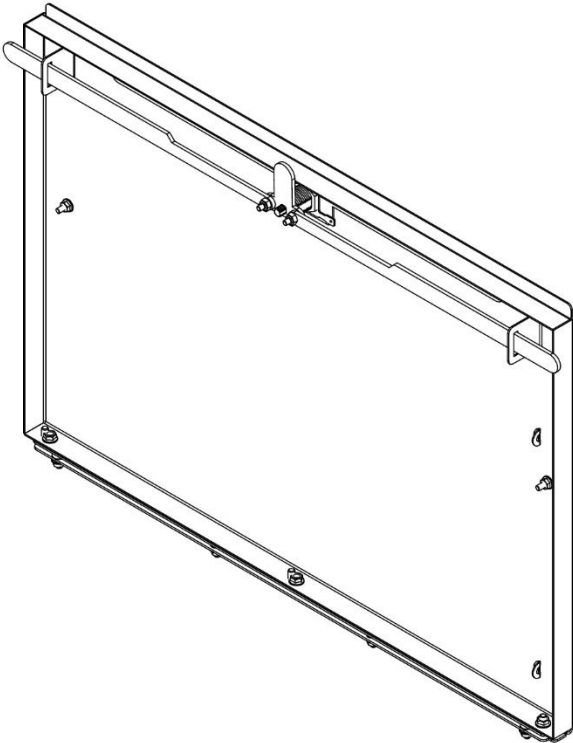
## TOWER BACK DOOR 1 ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Back Door Main Panel 1 SA	RB1_SA-12-R1	1
2	Hinge Back Door Panel 1	RB1_FM-46-R0	1
3	Kunci Lock Eangle (Lock and Key)	HM0004	1
4	Multi Point Cam	RB1_FM-49-R0	1
5	Multi Lock Plate 1	RB1_FM-50-R0	2
6	DC Brushless Fan 12025 DC	EC12025M12S	1
7	Fan Grill 120 mm	HM0380	2
8	Plate Gounded	RB1_FM-94-R0	1
9	Keyboard Logitech K400 Plus TV	920-007165	1
10	Baut BH Kunci L M4 x 45mm (Button Head Cap) STAINLESS	HF0409A	4
11	BOLT BH Kunci L M5 x 10mm (Button Head Cap) STAINLESS	HF0503B	12
12	Flange Nut M4 STAINLESS	HF1025A	6
13	Lock Nut M4 Stainless	HF1015A	2
14	Flange Nut M5 STAINLESS	HF1026A	12
15	Lock Washer M4 (Spring Washer) S/s	HF1075A	4
16	Plate Washer M4 (Flat Washer) STAINLESS	HF1065B	4
17	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	2
18	Wing Bolt M4 x 15mm Ss	HF5066A	1



# TOWER BACK DOOR 2 ASSEMBLY

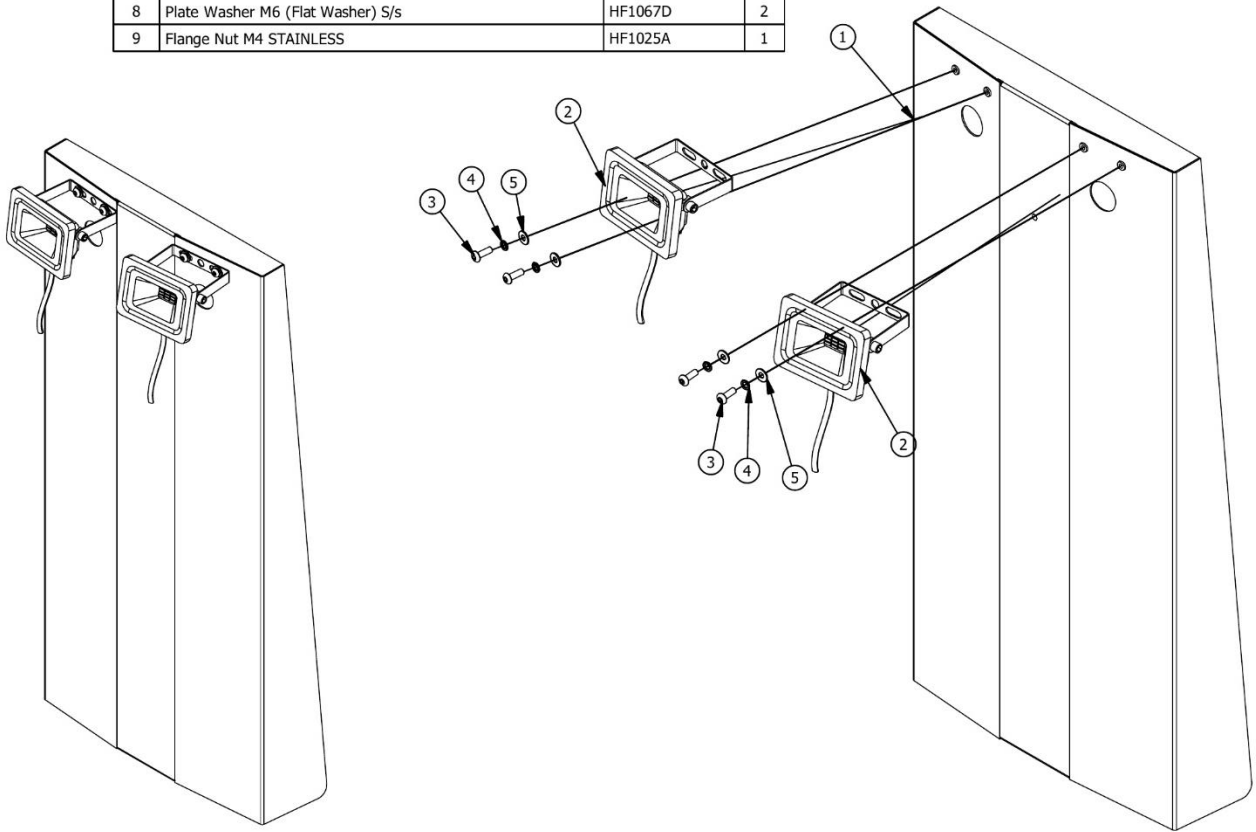
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Back Door Main Panel 2 SA	RB1_SA-13-R1	1
2	Hinge Back Door Panel 2	RB1_FM-47-R0	1
3	Kunci Lock Eangle (Lock and Key)	HM0004	1
4	Multi Point Cam	RB1_FM-49-R0	1
5	Multi Lock Plate 2	RB1_FM-51-R0	2
6	Plate Gounded	RB1_FM-94-R0	1
7	Baut BH Kunci L M4 x 15mm (Button Head Cap) STAINLESS	HF0405B	2
8	BOLT BH Kunci L M5 x 10mm (Button Head Cap) STAINLESS	HF0503B	7
9	Lock Nut M4 Stainless	HF1015A	2
10	Flange Nut M4 STAINLESS	HF1025A	2
11	Flange Nut M5 STAINLESS	HF1026A	7





# TOWER UPPER LED

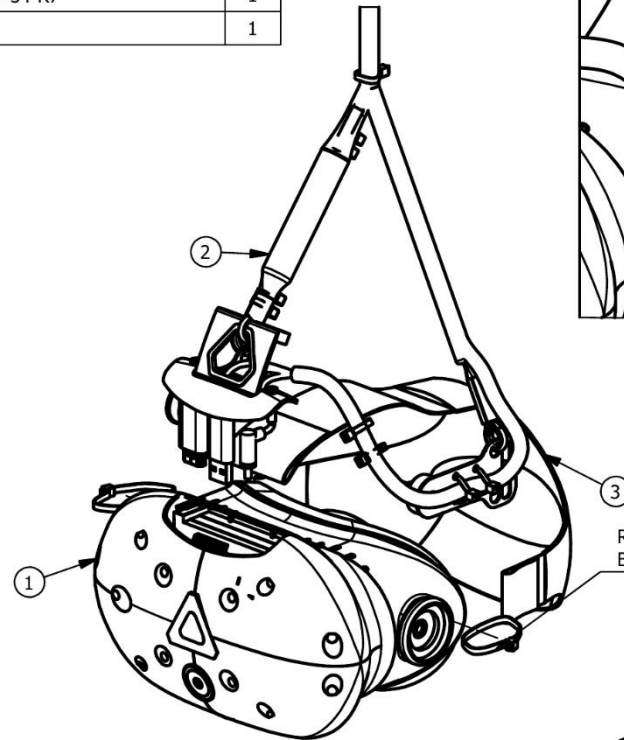
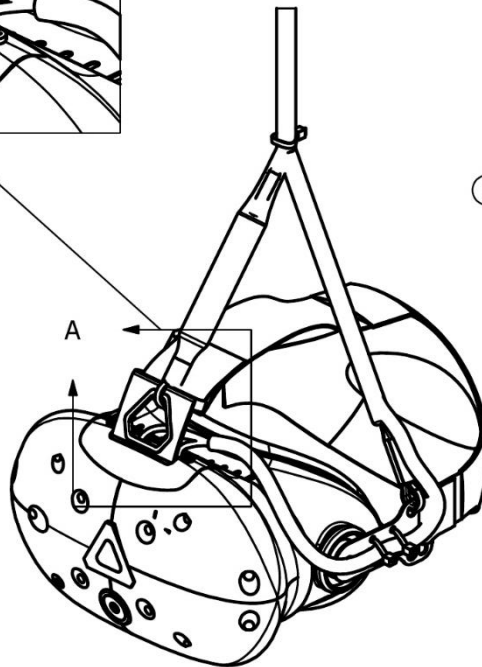
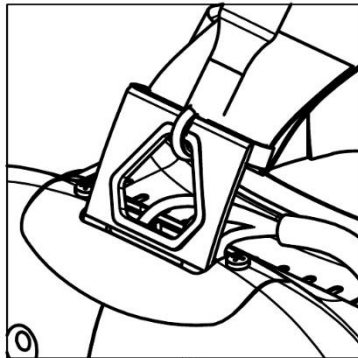
PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Bracket LED Header Monitor	RB1_FM-115-R0	1
2	Lampu Sorot/Floodlight 10 w dc 12-24 v ip65 LED	EA2033	2
3	BOLT BH Kunci L M5 x 15mm (Button Head Cap) STAINLESS	HF0505B	4
4	Lock Washer M5 (Spring Washer) STAINLESS	HF1076A	4
5	Plate Washer M5 (Flat Washer) STAINLESS	HF1066A	4
6	BOLT BH Kunci L M6 x 15mm (Button Head Cap) STAINLES	HF0605B	2
7	Lock Washer M6 (Spring Washer) STAINLESS	HF1077A	2
8	Plate Washer M6 (Flat Washer) S/s	HF1067D	2
9	Flange Nut M4 STAINLESS	HF1025A	1



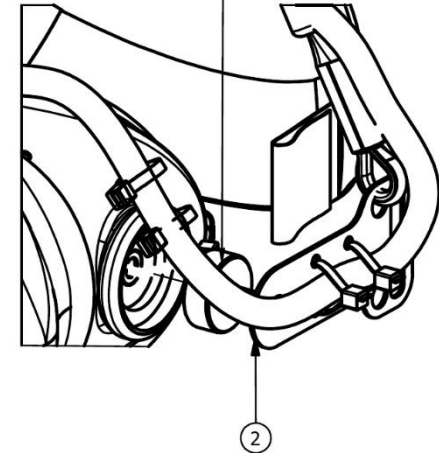
# HTC VIVE HEADSET ASSEMBLY

PARTS LIST			
ITEM	TITLE	PART NUMBER	QTY
1	Assy Headset Vive BE	RB1_Assy-38-R0	1
2	HTC Vive Cable Headset HDMI Assy	RB1_Assy-34-R7	1
3	Head Strap	LHM-230	1

A ( 1 : 2 )

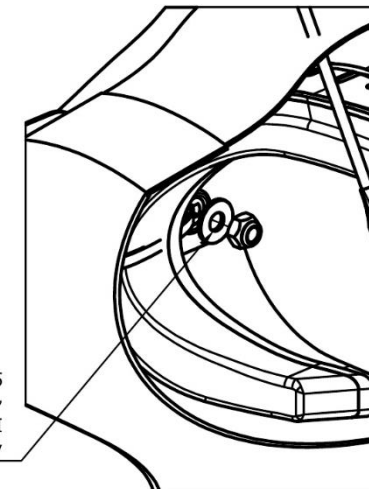


Use Busing Part  
from Part RB1\_Assy-34-RX ~  
HTC Vive Cable Headset HDMI  
Assy



Remove Cable Ties Right & Left  
Before Assembly

Use Flat Washer M5 & Lock Nut m5  
from Part RB1\_Assy-34-RX ~  
HTC Vive Cable Headset HDMI  
Assy





## Disclaimer

### OPERATOR, PLEASE NOTE

By accepting delivery of and placing this hardware and licensed software into operation, the Operator represents and warrants that it will only operate the hardware and licensed software provided by LAI Games in compliance with the regulatory requirements of the country, state, and/or municipality in which the hardware and licensed software are used and/or operated. LAI Games has provided this hardware and licensed the software **only** for legitimate and legal use, and any use of the hardware and licensed software in a manner that violates any laws of the country, state, and/or municipality in which the hardware and licensed software are used and/or operated is wholly unauthorized and shall be at Operator's sole and complete risk.

Operator assumes any and all risk and liability for any civil or criminal legal claims or causes of action arising from the unauthorized use and/or operation of the provided hardware and licensed software, such improper and unauthorized use specifically including, but not limited to:

- (a) Operating or allowing the operation of the hardware and licensed software in a manner that violates the laws and regulations of the country, state, and/or municipality in which the hardware and licensed software are used or operated;
- (b) Assembling or causing the assembly of the hardware in a manner not authorized by or disclosed in this manual;
- (c) Any tampering with, changes to, or modifications of the licensed software that occur after the software leaves LAI Games' factory that is not made by authorized LAI Games personnel and that is directly or indirectly caused by Operator; and
- (d) Any tampering with the computer chip/electronic programmable read only memory (EPROM) by or on behalf of Operator that directly or indirectly causes the tamper-indicating holographic seal on the computer chip/EPROM to be broken or damaged in any way.

LAI Games shall have no liability related to such improper and unauthorized use and/or operation of the hardware and licensed software, and Operator shall indemnify, defend, and hold LAI Games harmless for any claim or cause of action brought against LAI Games arising from Operator's or Operator's representative's improper and unauthorized use and/or operation of the hardware and licensed software.

Any improper and unauthorized use shall completely and totally void any and all warranties, both express and implied, of the hardware and licensed software provided by LAI Games.

## **WARRANTY**

LAI Games warrants its manufactured products for a period of 3 months inclusive of parts and labor from the date of sale.

LAI Games exclusive obligation is to repair any item with any defects as a result of faulty workmanship or materials, providing the defective item or items of equipment are returned to the LAI Games distributor from which the machine was purchased.

LAI Games shall have no obligation to make repairs necessitated by negligence or interference to any component by any unauthorized personal. This will automatically void any existing warranty.

### **IF MAKING A WARRANTY CLAIM:**

- (a) A copy of the sales invoice must accompany the claim.
- (b) To and from transport and freight costs are not covered by the warranty.
- (c) Warranty is not transferable with the sale of a machine from one owner to another.



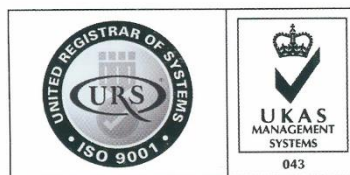




## Contact Us

Sales and Enquiries: **[sales@laigames.com](mailto:sales@laigames.com)**  
Technical Support: **[support@laigames.com](mailto:support@laigames.com)**  
Website: **[www.laigames.com](http://www.laigames.com)**

For your nearest LAI Games Distributor, visit our web site at  
**[www.laigames.com](http://www.laigames.com)**



Cert No. 17460/A/0001/UK/En