

JETPACK JOYRIDE ARCADE



**Operation & Service Manual
Version 1.0**

***Read this manual before use**

**Jetpack Joyride Arcade
JP-42-1001**



General Remark

If you encounter any difficulties or if you need support on how to update and/ or install your Jetpack Joyride Arcade product, we invite you to contact your local distributor or reach us at support@aagames.com or by calling our support line +1-450-824-1671



Adrenaline Amusements Team

Adrenaline Amusements
1150 Levis, Suite 302
Terrebonne, Qc
Canada
J6W 5S6

Table of Contents

General Remark's _____	2
Table of Contents _____	3
Chapter 1 – Preface _____	4
Precaution for Game Operation _____	4
Safety _____	5
Environmental Conditions _____	5
Chapter 2 – Unit Features _____	6
Hardware features _____	6
Cabinet Facts _____	7
Shipping Dimensions and Voltage _____	7
Chapter 3 – Unit Installation _____	8
Chapter 4 – Operator Menu & Game Setup _____	10
Chapter 5 – Parts _____	13
Chapter 6 – Diagrams & Schematics _____	19
Chapter 7 – Software Recovery _____	21

Chapter 01 - Preface

Please read this page before preparing your Jetpack Joyride Arcade product for game play.

The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be included throughout this manual.

Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety:

- Electronic components in the game cabinet run on 110V AC 60Hz (220V/ 50Hz in most of Europe, the Middle East and the Far East delivered units).
- To help prevent electric shock, plug the system into a properly grounded power source. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs.
- To help protect your system from sudden increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Keep your system far away from radiators and other heat sources.
- Do not block cooling vents.

Precaution for Game Operation

Adrenaline Amusements Inc. assumes no liability for injuries incurred while playing our games.

Operators should be aware that certain health and physical conditions may make people susceptible to injury when playing video games.

Safety



To avoid electrical shock, unplug the cabinet before performing installation or service procedures.

If a power cord is damaged, it must be replaced by the equivalent power cord available from your distributor.



Adrenaline Amusement Inc. assumes no liability for any damages or injuries incurred while setting up or servicing the cabinet. Only qualified service personnel should perform installation or service procedures.

Environmental Conditions

Cabinet is intended for indoor use only. Be sure to keep the cabinet dry and maintain operating temperatures of 59° - 86° (15° - 30°C).

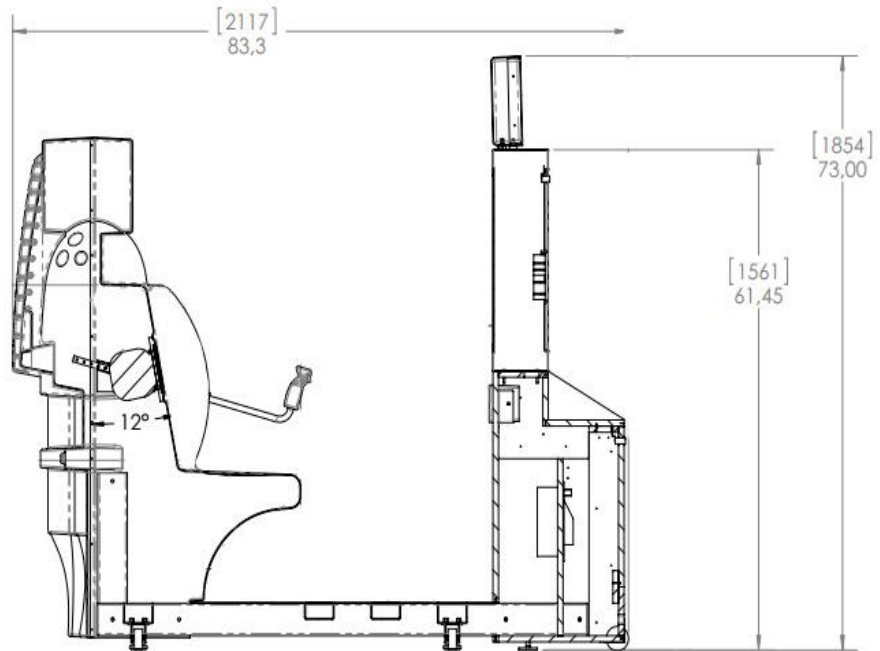
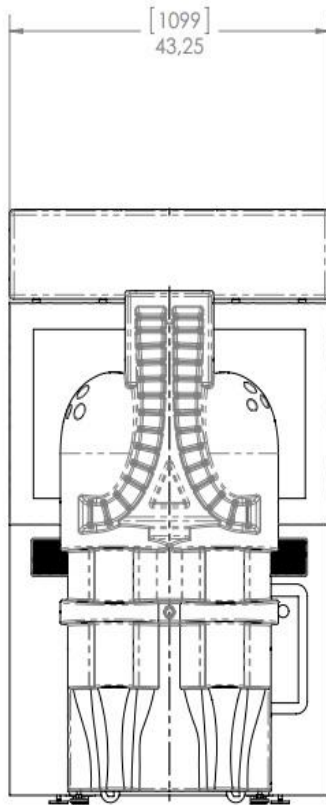
Chapter 02 - Unit Features

Hardware Features

- Amazing Jetpack Vibration System
- Ticket redemption
- 42" Monitor

Cabinet Facts

Cabinet Dimensions		
Length = 83,3"	Width = 43.25" Weight = 450 lbs	Height = 73"



Shipping Dimensions
#1 Length = 74'' Width = 45'' Height = 80''
Weight = 450 lbs.

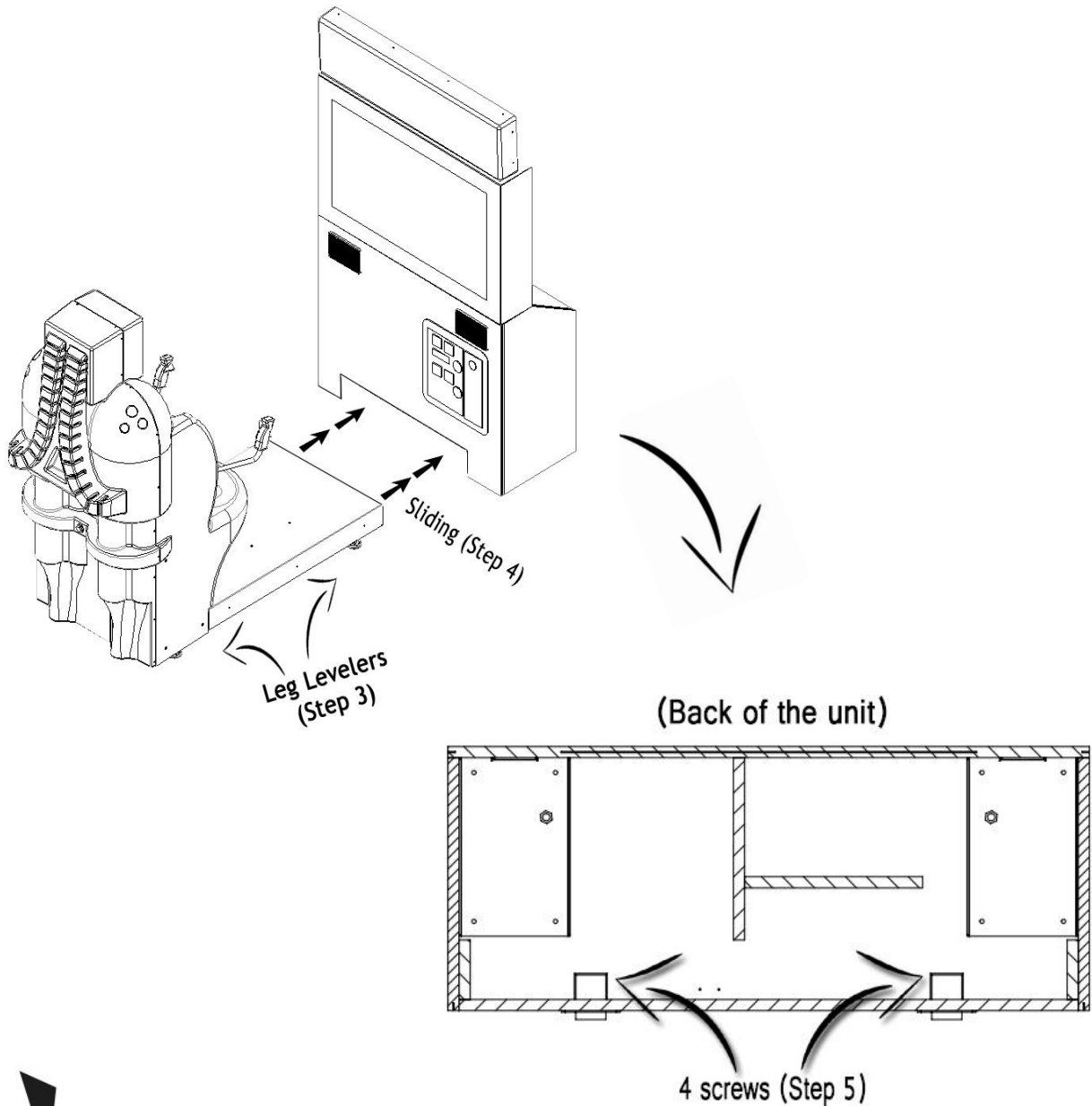
Voltage

Voltage	Operating
110V AC	4 AMP
220V AC	2 AMP

Chapter 03 - Unit Installation

Assembling your Jetpack Joyride Arcade Unit

1. Carefully remove the wood Cabinet and the Jetpack Seat section from the shipping container by giving you enough space.
2. Move the cabinet to the desired location.
3. Adjusts the 6 leg levelers.
4. Carefully slide the Jetpack Seat metal section inside the wood Cabinet, align the holes to the cabinet locking brackets.
5. Install and tight the 4 screws.



Configuring your Jetpack Joyride network

Your network can be configured via Ethernet cable or Wireless 802.11b/g.

If you have an Ethernet cable available to be plugged in, insert it into the motherboard LAN RJ45 connector. If not, here's how to configure your wireless network with your own existing Wi-Fi network.

-Start the unit.

-There will be Adrenaline Amusements wallpaper with a 150 seconds delay before the attractmode shows up. It gives enough time for a wireless network to connect.



(This delay will be present on each reboot if you don't connect your unit to the Internet).

-Open the coin door and press the Operator button.

-Press once the left joystick so "Exit to Windows" is highlighted.

-Press the right joystick thumb switch to exit to Windows.

-Open the monitor rear panel and connect USB keyboard and mouse.

- Open Connect to a Network by clicking the network icon ( or ) in the lower right corner of the screen.

-In the list of networks, click the network you want to connect to and click connect.

-Enter your security key.

-Once connected, double-click the JetpackJoyride shortcut on the desktop.

Having your unit connected to the Internet includes free software live update!

Chapter 04 - Operator Menu, Game Setup

This chapter describes how to use and navigate the Operator Menu to set up your product and adjust all of the game’s parameters. To access the operator Menu, use the Operator Button located inside the coin door. To navigate the menu, the left handle trigger button moves up, the right handle thumb button is Select/Deselect, the right handle trigger button moves down.

OPERATOR MENU

CREDITS PER GAME	<	4	>
CREDITS TO CONTINUE	<	4	>
CLEAR CREDITS	<	0	>
TIMER	<	40	>
GAME AUDIO VOLUME	<	20	>
ATTRACT MODE VOLUME	<	5	>
VIBRATION VOLUME	<	20	>
PAYMENT TYPE	<	CREDITS	>
POINTS PER TICKET	<	150	>
REDEMPTION MODE	<	TRUE	>
FIXED TICKET PAYOUT	<	0	>
MINIMUM TICKETS	<	1	>
TICKET VALUE	<	1	>
REDEMPTION UNIT	<	TICKETS	>

STATS

RETURN TO GAME

QUIT

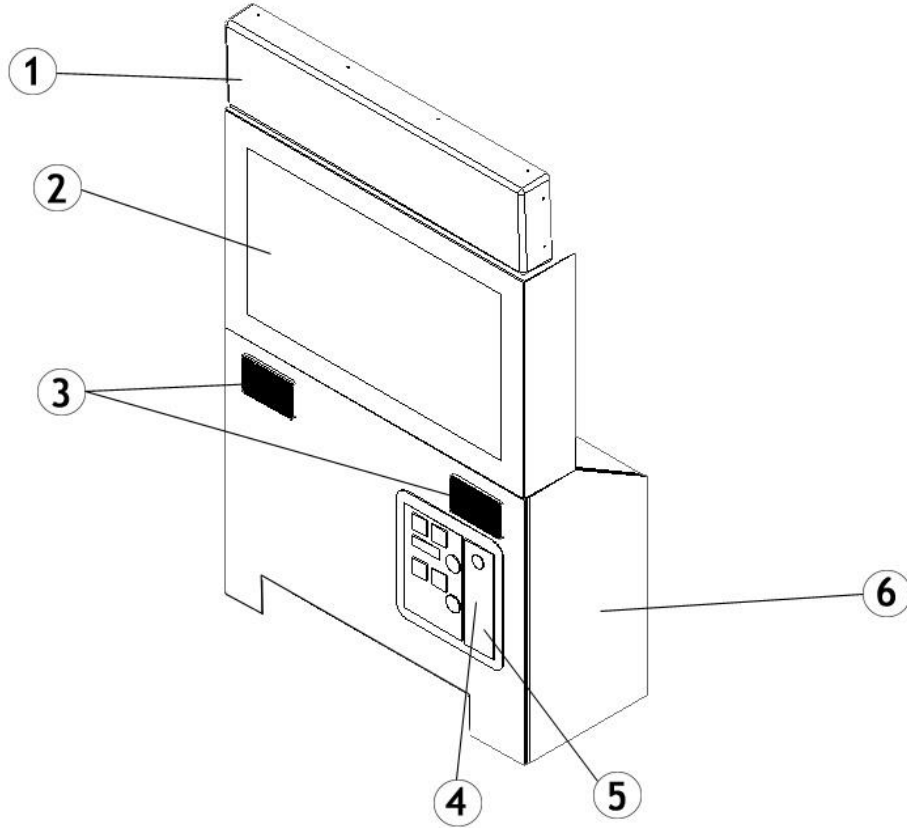


Operator Menu	What it does
Credits per Game	Adjusts the number of credits required to play. “0” puts the unit in free play mode.
Credits To Continue	Adjusts the number of credits needed to Continue.
Clear Credits	Reset back the Credits to 0 if more than 40 credits have been inserted.
Timer	Adjusts the time duration of a game.
Game Audio Volume	Adjusts the in-game audio volume. “0” will mute the game.
Attract Mode Volume	Adjusts the audio volume of the attract loop. “0” will mute the attract loop.
Vibration Volume	Adjusts the Jetpack Seat vibration effect. “0” won’t be shaking the seat as 20 is the maximum.
Points Per Ticket	Adjusts the value by which the final score is divided to determine ticket redemption.
Redemption Mode	Enables or disables the redemption.
Fixed Ticket Payout	Adjusts the number of tickets dispensed per play. If this value is greater than “0”, then all other redemption options are ignored.
Minimum Tickets	Adjusts the minimum tickets given per play.
Ticket Value	Adjusts the value of physical tickets. Physical tickets are either worth “1” ticket or “2” tickets
Payment Type	Changes the credit type. “Credits” = Coins and “Cards” = Card Reader. This will change the in-game text accordingly.
Redemption Unit	Adjusts the Displays between “Tickets” or “Coupons”.
Stats	Accessing the Statistics page.
Return To Game	Exits the Operator Menu and returns to the game.
Quit	Exits the game and returns to the Windows desktop.

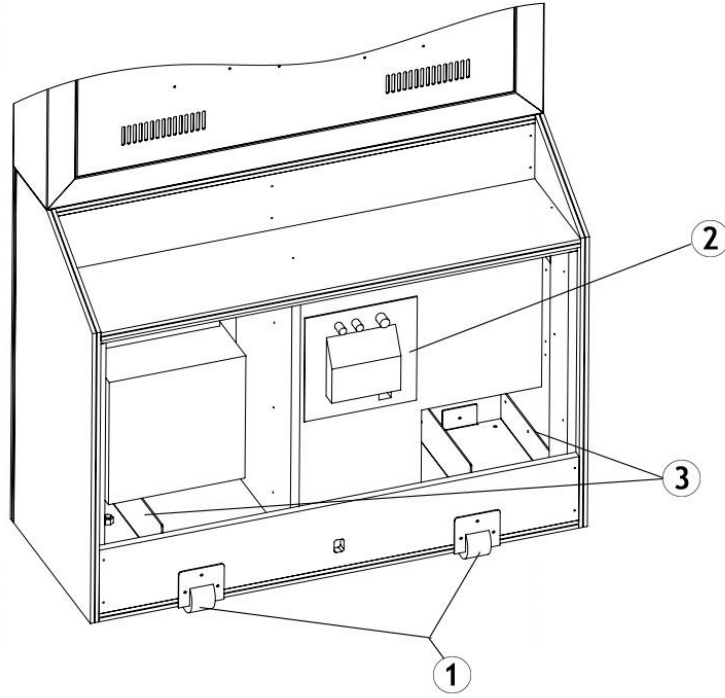
STATS MENU		
	SINCE LAST RESET	LIFETIME
TOTAL GAMES	1	1
TOTAL CREDITS	4	4
AVERAGE DISTANCE	1183	1183
AVERAGE COINS	124	124
AVERAGE POINTS	1307	1307
AVERAGE TICKETS	0	0
DATE LAST RESET	WED JUL 31 12:00:09 2013	
	BACK	RESET

Stats Menu	What it does
Total Games	Number of games played
Total Credits	Number of credits inserted in the unit
Average Distance	Average of distance reached by players
Average Coins	Average coins won by players
Average Points	Average points scored by players
Average Tickets	Average tickets won by players
Back	Press to return to the operator menu
Reset	Press to reset the “Since last Reset”

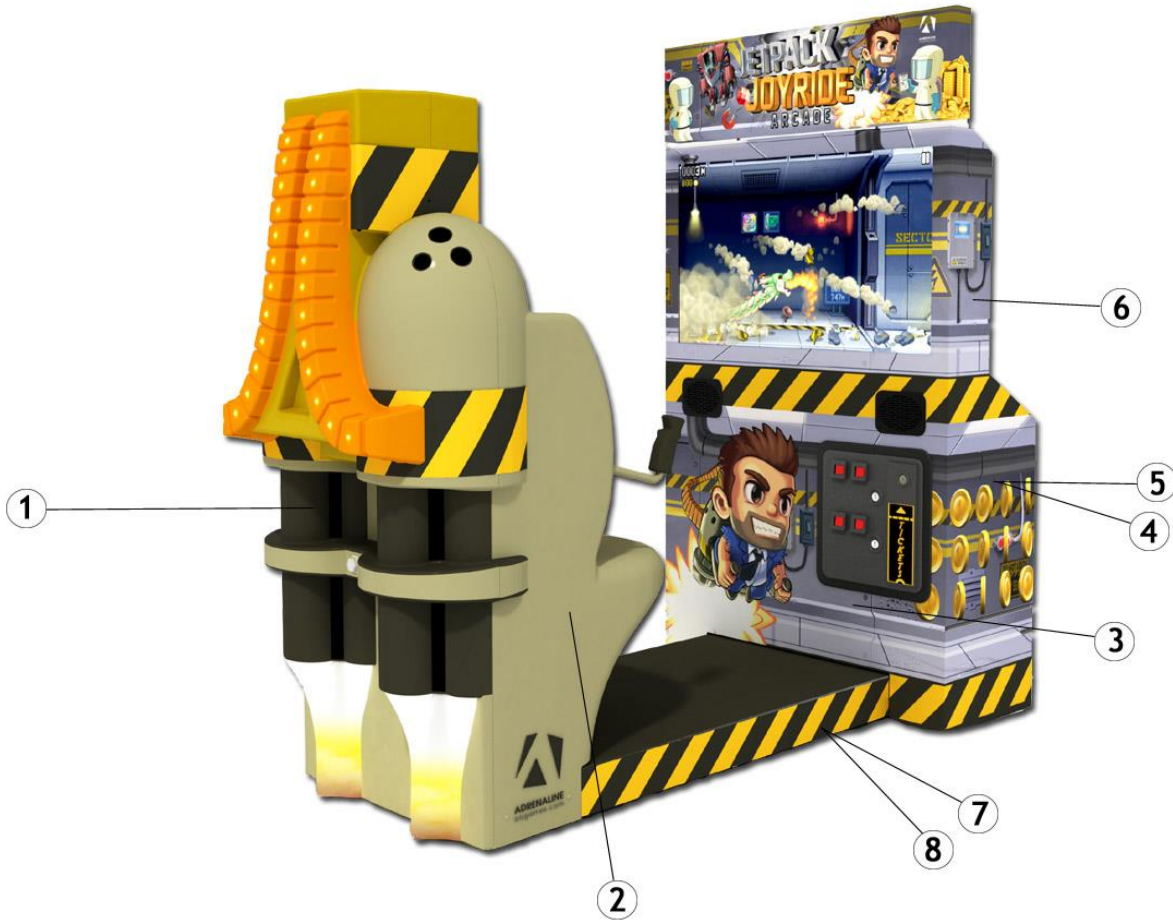
Chapter 05 - Parts



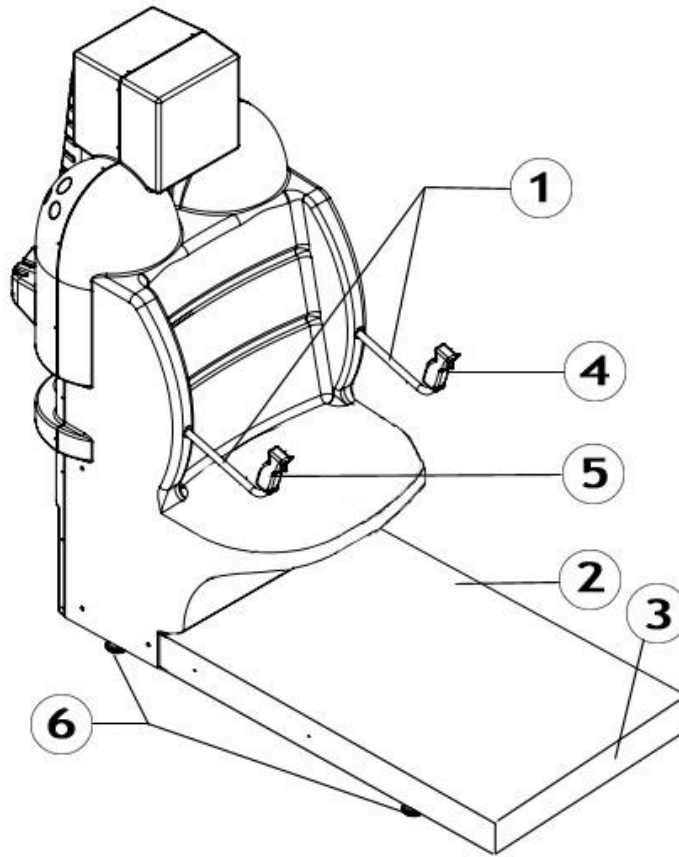
Ref	Part Description	Part Number
1	Header	JP-07-5000
2	Monitor 42" with enclosure	ADR-EFL-4202HUI
3	Speakers	ADR-50-9986-00
4	Entropy 2000 Ticket Dispenser	ADR-42-1337-00
5	Entropy Triple Door	ADR-40-0406-25
6	Wood Cabinet	JP-02-1021
-	Blank Coin Door (For Card reader)	KA-04-001-00



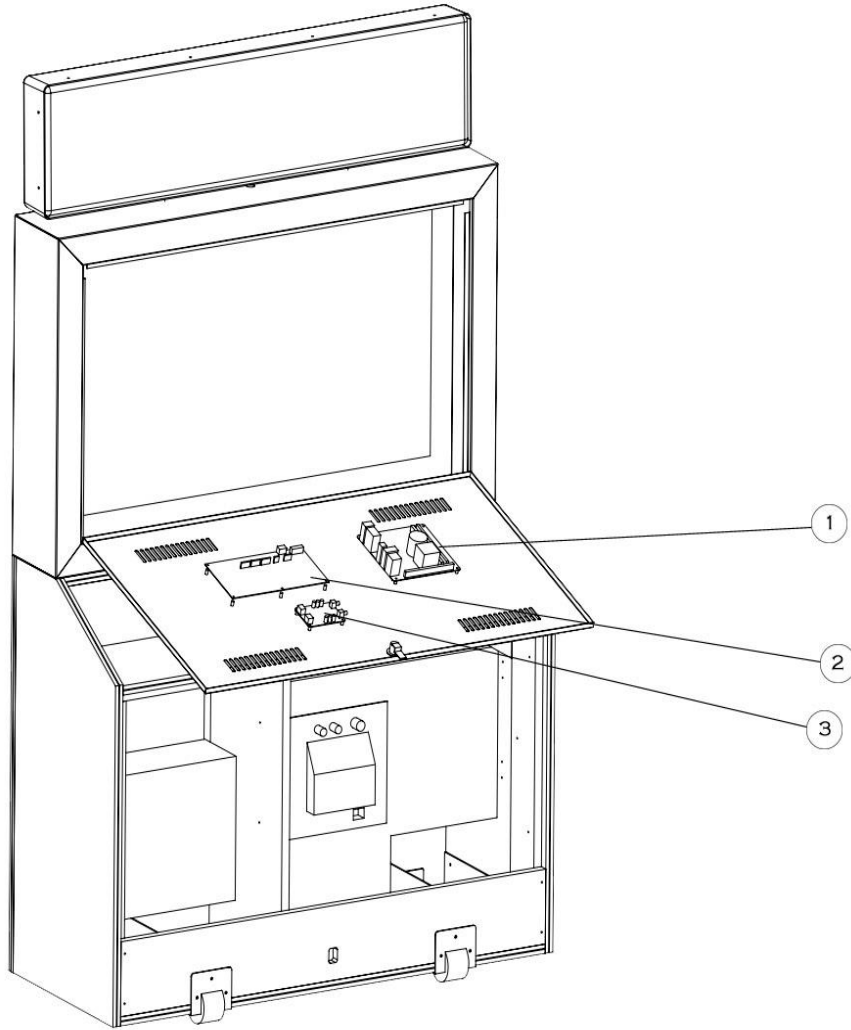
Ref	Part Description	Part Number
1	Cabinet wheels	ADR-331-19800-M
2	Subwoofer Amplifier 250W	JP-14-300-803
3	Cabinet Locking Brackets	JP-01-1030



Ref	Part Description	Part Number
1	Jetpack Seat (Back)	JP-09-1001
2	Jetpack Seat (Front)	JP-09-1002
3	Cabinet - Front - Sticker	JP-09-1003
4	Cabinet - Left - Sticker	JP-09-1004
5	Cabinet - Right - Sticker	JP-09-1005
6	Monitor Enclosure – Sticker	JP-09-1006
7	Plate- Left Side – Sticker	JP-09-1007
8	Plate - Right Side – Sticker	JP-09-1008



Ref	Part Description	Part Number
1	Joystick Rails	JP-01-1010
2	Floor Checker Plate	JP-01-1020
3	Floor Metal Frame	JP-00-0400
4	Left - Joystick	ADR-50-2502-00
5	Right - Joystick	ADR-50-2507-00
6	Leg Leveler	ADR-49-1002-038
-	Subwoofer Butt kicker	JP-BK-LFE



Ref	Part Description	Part Number
1	Computer (Motherboard, 4GB DDR3, 120W PicoPSU, SATA hard drive)	JP-CPU-01
2	I/O Board Adrio FX+	JP-04-1200
3	Sure Amplifier Card	INV-14-0005
-	USB Recovery Disk	INV-11-2001

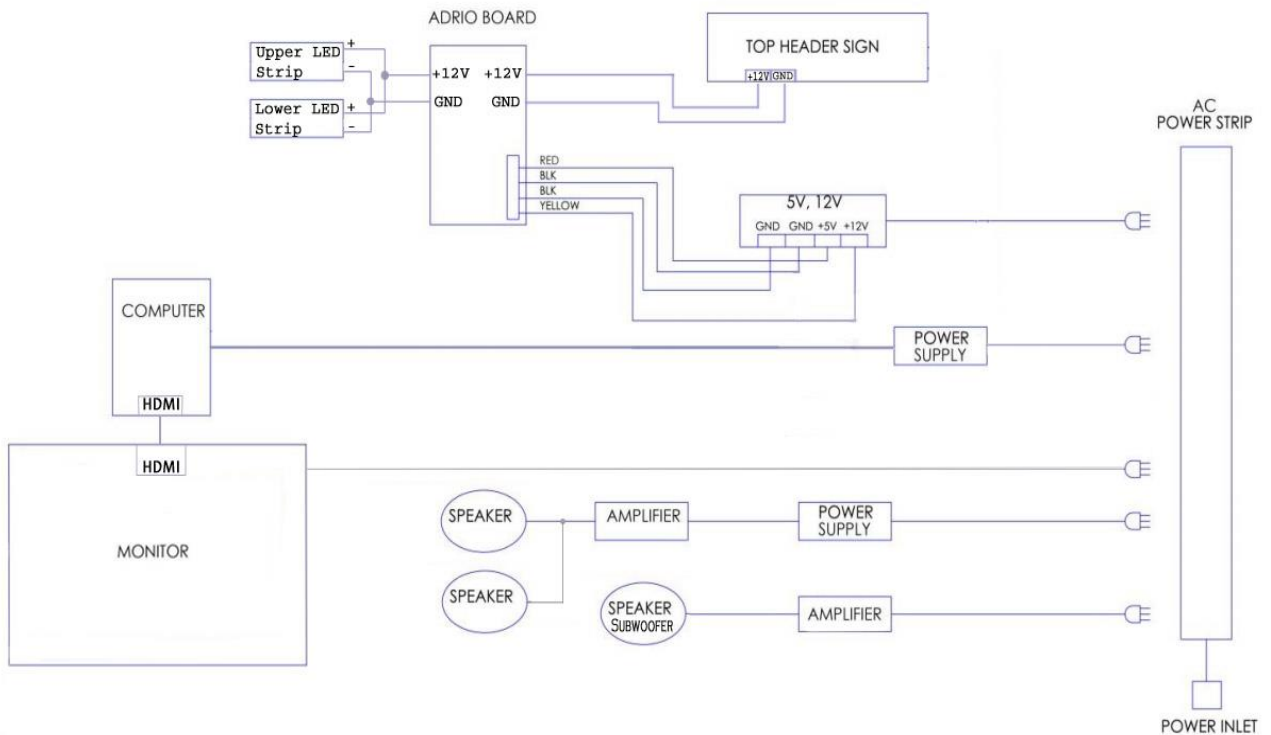
Wiring Harness

Part Description	Part Number
Subwoofer (Seat)	JP-03-4010
Coin Acceptor	INV-03-4020
Subwoofer (Amplifier)	JP-03-4030
Left Joystick Grip	JP-03-4040
Right Joystick Grip	JP-03-4050
I/O Panel 1	JP-03-4060
I/O Panel 3	JP-03-4070

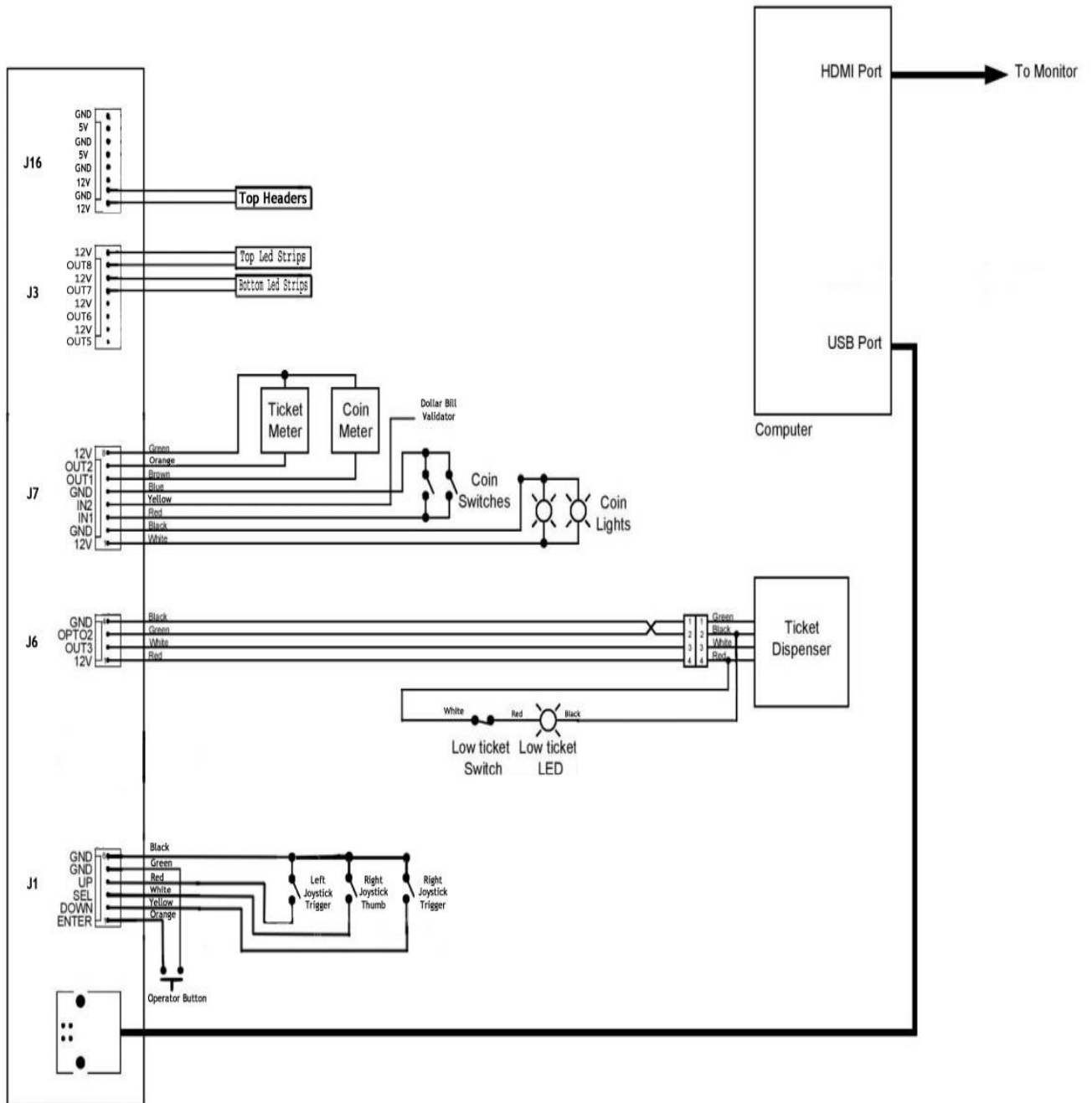
Chapter 06 – Diagrams and Schematics

Electronic Wiring

Power Distribution Diagram



I/O Board Detailed Wiring Diagram



Chapter 07 – Software Recovery

If your unit software needs to be restored please follow those instructions.

- Connect a USB keyboard to the motherboard.
- Power on the unit.
- Press F11 on your keyboard when the AsRock E350M1 splash screen is displayed to enter the boot menu.
- Choose USB: and press Enter.

The process takes 25-30minutes and the unit will reboot back in the game at the end. The Wireless credentials will need to be re-entered and Operator settings will be back at the default ones.