

# SPEED RIDER 4XX

## User's Manual



**Important**

- Before installing and using this machine, please read this user manual carefully.
- Please follow all instructions in this user manual and pay attention to all descriptions to ensure that the machine is installed correctly.
- Please carefully store this user manual at where it can be easily accessed and read.
- The cabinet and parts of this machine are subject to change for further improvement.

# About This Manual

This **<User's Manual>** explains how to install, configure, operate, and maintain this product.

The main purpose is to guide machine operators and maintenance personnel in the safe and correct use of this product.

Please be sure to follow all safety and warning instructions in this manual to prevent personal injury or machine damage.

Non-technical personnel must not attempt to repair this product.

Technical personnel refer to individuals who have obtained a high school diploma or above in mechanical or electrical engineering, or have equivalent experience in the daily maintenance, management, and servicing of arcade machines.

Please keep this manual in a safe place for easy reference when needed.

Additionally, when entrusting others to operate, move, transport, install, maintain, or service the machine, be sure to have them read the relevant contents of this manual and instruct them to follow all relevant precautions.

An inspection checklist is included with this manual for technicians to reference when checking parts.

### **Disclaimer**

The company makes no express or implied warranty regarding the accuracy or completeness of this document, nor does it guarantee its merchantability or fitness for any particular purpose.

The company reserves the right to modify or update this document without prior notice.

### **Trademarks**

IGS® is a registered trademark of International Games System Co., Ltd.

© 2025, International Games System Co., Ltd. All rights reserved.

No part of this manual may be reproduced in any form without prior written permission.

All trademarks and corporate logos mentioned herein are the property of their respective owners.

## Safety Precautions

---

# Safety Precautions

To prevent injuries to those setting up, operating, or servicing this product, and to avoid property damage, please strictly adhere to the following guidelines:

### *Please Read*

- The following symbols are used based on the degree of danger or damage caused by ignoring warnings or improper operation:



This symbol means "Risk of serious injury or death."



This symbol means "Risk of minor injury or property damage."

**Serious Injury:** Conditions requiring hospitalization or long-term treatment, such as blindness, burns, electric shock, fractures, or poisoning.

**Minor Injury:** Injuries not requiring hospitalization or long-term treatment.

**Property Damage:** Significant damage to homes, property, livestock, or pets.



#### Electrical Power

- Before connecting the machine to a power source, confirm that the voltage matches the local standard to avoid fire or electric shock
- Always use a grounded outlet when connecting to the power supply.
- Do not place power or ground cables across pathways to avoid damage, electric shock, or short circuits.
- Keep flammable materials away from power cables to prevent fire.
- If the power cable is damaged, contact a local distributor for replacement.
- To avoid electric shock or short circuits:
  - Turn off the power before performing any maintenance or repairs.
  - Do not touch the plug with wet hands.
  - Do not quickly pull out or plug in the power cable.
  - Always grip the plug itself when unplugging; never pull on the cable.



#### General

- Do not disassemble, replace, or modify the product without authorization from our company's personnel.
- Always operate this product according to the instructions in this manual. Improper operation may cause damage to the product and threaten the safety of players or bystanders.
- Perform regular inspections and maintenance.
- Keep all warning labels clean and legible. Replace any labels that are dirty or unreadable.



## Installation Location

- This machine is designed for indoor use only.
  - Do not install it outdoors or in any of the following environments:
  - Areas exposed to direct sunlight, water leaks, high humidity, or high temperatures.
  - Near flammable, highly volatile substances, or hazardous materials.
  - On tilted, unstable, or frequently vibrating surfaces.
- Near emergency exits, fire extinguishers, or other fire safety equipment.
- The ventilation holes at the bottom of the machine allow hot air to escape from the main unit and the screen.
- Do not place any objects near the ventilation outlets, as this could cause machine malfunction.
- When installing, ensure a minimum distance of 30 cm is maintained between the machine and walls, pathways, or any surrounding structures.



## Transportation

- When transporting the machine with a forklift, be sure to use the designated forklift contact points to avoid accidents and prevent damage to the machine.
- When transporting the machine by vehicle, secure the casters to prevent the machine from moving. Do not use the leveling feet, as this may cause damage to the machine.
- The machine's LCD screen is fragile; avoid strong vibrations or impact.



## Moving

- Always disconnect the power plug before moving the machine to prevent accidents.
- Check the pathway for obstacles and ensure the surface is even to prevent accidents and machine damage.
- Moving should always be performed by at least two people to ensure safety and avoid injury.



## During a Game

- To avoid customer injuries or accidents during gameplay, the following individuals should not use this product:
  - Those in poor physical condition, such as individuals with high blood pressure or heart disease.
  - Those who are injured or have limited mobility.
  - Individuals wearing slippery shoes or high heels.
  - Those unable to reach the foot pedals while seated.
  - Pregnant women, intoxicated individuals, or people who are prone to dizziness.
- If a customer feels unwell during the game, please advise them to rest or stop playing immediately.
- Players should carefully read all warning labels and prompts on the machine and operate it according to the provided instructions to prevent accidents such as electric shocks or short circuits

# Table of contents

## Table of contents

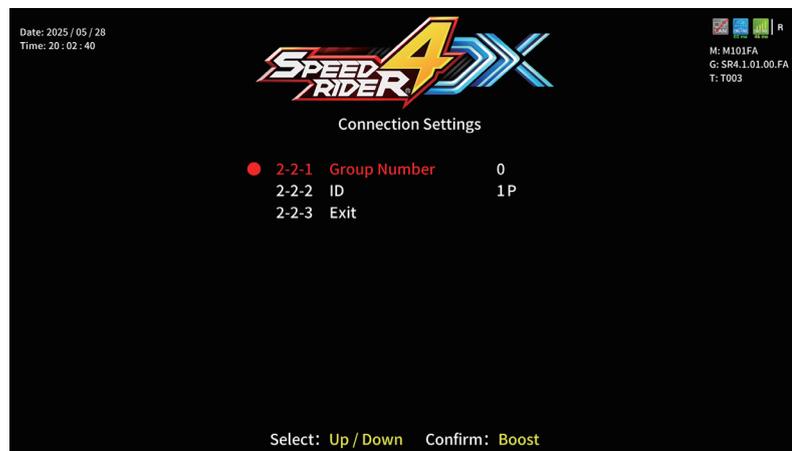
ABOUT THIS MANUAL .....	1	4.5 Game Settings .....	48
SAFETY PRECAUTIONS.....	2	4.5.1 Coin Option Settings .....	49
<b>Table of contents .....</b>	<b>4</b>	4.5.2 Volume Settings .....	49
<b>Quick Installation.....</b>	<b>5</b>	4.5.3 Resonance Speaker Settings .....	51
Connection Setting .....	5	4.5.4 Number Of Checkpoints And Race Time Settings .....	52
I/O Adjustment .....	5	4.5.5 Battle Reward Settings.....	52
<b>1. Machine Overview .....</b>	<b>7</b>	4.5.6 Flow Time Settings .....	53
1.1 Accessories List .....	7	4.5.7 Pillion Seat Sensor Safety Settings.....	54
1.2 Machine Appearance .....	10	4.5.8 Drift Device Settings.....	55
1.3 Name of the Parts.....	12	4.5.9 Leaderboard Settings .....	56
1.4 Machine Specifications .....	16	4.5.10 Motion Error Message .....	57
<b>2.Machine Installation .....</b>	<b>18</b>	4.5.11 Clothing Settings.....	57
2.1 Transporting or Moving the Cabinet.....	18	4.6 Income Data .....	58
2.2 Disassembly and Reassembly Diagram for Transport.....	19	4.6.1 Daily Income.....	59
2.3 Fastening the Cabinet.....	23	4.6.2 Monthly Income .....	60
<b>3.Game Description .....</b>	<b>24</b>	4.6.3 Total Report .....	61
3.1 Game Introduction .....	24	4.6.4 Game Statistics .....	62
3.2 How to Play.....	24	4.7 System Reset .....	64
3.3 Game Controls Description.....	25	4.7.1 Reset Income Data.....	64
3.4 Account Login Process .....	26	4.7.2 Reset Game Statistics.....	66
3.5.Game Interface Explanation .....	27	4.7.3 Restore Default Settings .....	67
<b>4. Using the Operator Settings .....</b>	<b>28</b>	4.7.4 Leaderboard Reset.....	68
4.1 Menu Structure .....	28	4.7.5 Clear Coin Count In Attract Sequence .....	69
4.2 Main Menu Operation .....	28	4.7.6 Sync Machine Settings.....	69
4.3 Hardware Test.....	29	4.8 Update Progress.....	70
4.3.1 I/O Test .....	30	4.9 Game Settings Default .....	71
4.3.2 Screen Test.....	31	<b>5.Maintenance and Repairs .....</b>	<b>73</b>
4.3.3 Sound Tes.....	31	5.1 Daily inspection.....	73
4.3.4 Lighting Test.....	32	5.2 Cleaning and Maintenance .....	73
4.3.5 Connection Test .....	33	5.3 Replacing Parts .....	74
4.3.6 Camera Tes .....	35	5.3.1 Maintenance instructions for the Screen Base light strips .....	74
4.3.7 Counter Test .....	35	5.3.2 Maintenance instructions for the Camera.....	75
4.3.8 Fan Test .....	36	5.3.3 Maintenance instructions for the Screen .....	76
4.3.9 Drain Valve Test.....	36	5.3.4 Maintenance instructions for the Air Vent Blowers.....	77
4.3.10 Air Spring Test.....	37	5.3.5 Maintenance instructions for the Air Compressor .....	79
4.3.11 Drift Device Test.....	38	5.3.6 Maintenance instructions for the Moto HUD light strips .....	80
4.4 System Settings.....	39	5.3.7 Maintenance instructions for the Vehicle Body I/O Board .....	81
4.4.1 Time Settings.....	40	5.3.8 Maintenance instructions for the Solenoid Valve.....	82
4.4.2 Connection Settings .....	42	5.3.9 Maintenance instructions for the Foot Plate Sensor .....	83
4.4.3 Country Settings.....	43	5.3.10 Maintenance instructions for the tire decorative hardware light strips....	84
4.4.4 Store Settings.....	44	5.3.11 Maintenance instructions for the tire decorative hardware light board ...	85
4.4.5 Password Settings.....	44	5.3.12 Maintenance instructions for the Tire Light Strip .....	86
4.4.6 I/O Adjustment.....	45	5.3.13 Maintenance instructions for the Exhaust Pipe Light Board ..	87
4.4.7 Air Spring Adjustment .....	46	5.3.14 Maintenance instructions for the Throttle and Brake Sensor .....	88
4.4.8 Foot Plate Safety Settings.....	47	5.3.15 Maintenance instructions for the Vehicle Body Motion Sensor ...	89
4.4.9 Foot Plate Adjustment .....	47	<b>6.Troubleshooting .....</b>	<b>90</b>
		<b>Appendix 1: Machine Warning Labels .....</b>	<b>92</b>
		<b>Appendix 2: Wiring Diagram .....</b>	<b>93</b>

# Quick Installation

## Connection Settings

You can enter **【Connection Settings】** to set up the group number and ID of the machine.

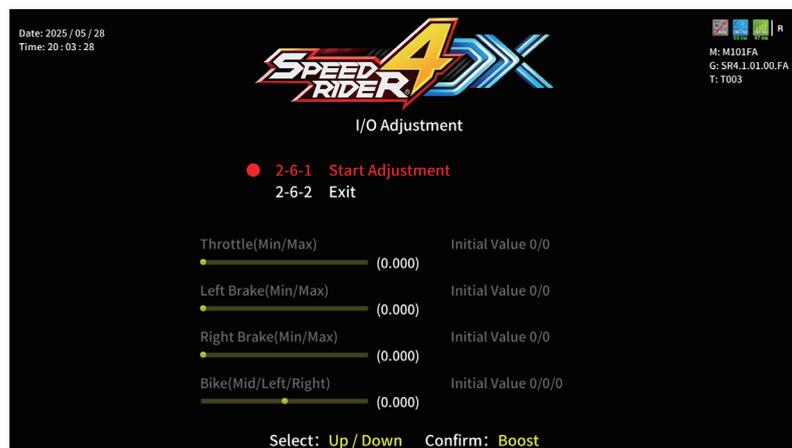
- Enter **【Main Menu】** → **【2 System Settings】** → **【2-2 Connection Settings】**, and appoint all machine in connection into the same group, but provide each machine a different machine ID.



Note

The recommended ID value settings for the machine, from left to right, are:  
1P, 2P, 3P, 4P

## IO Adjustment



- Enter **【Main Menu】** → **【2 System Settings】** → **【2-6 I/O Adjustment】** to run adjustment.

## Quick Installation

---

- After selecting **【 Start Adjustment 】** , the system will guide you step-by-step from top to bottom in the following sequence:

Let go of the throttle and press the **【 Boost button 】** , Fully Roll the throttle and press the **【 Boost button 】** , Let go of the left brake and press the **【 Boost button 】** , Fully Hit the left brake and press the **【 Boost button 】** , Let go of the right brake and press the **【 Boost button 】** , Fully Hit the right brake and press the **【 Boost button 】** , Stand up the bike and press the **【 Boost button 】** , Lean the bike left and press the **【 Boost button 】** , Lean the bike right and press the **【 Boost button 】** .

## Setting Other Related Items

Setting other related items (recommended):

- Enter **【 Main Menu 】** → **【 2 System Settings 】** → **【 2-1 Time Settings 】** Set unconnected machines to the same current time.
- Enter **【 Main Menu 】** → **【 2 System Settings 】** → **【 2-3 Country Settings 】** and **【 2-4 Store Settings 】** to set up the location and name of the store.
- Enter **【 Main Menu 】** → **【 3 Game Settings 】** → **【 3-2 Volume Settings 】** , to set up **【 3-2-1 Daytime Volume Settings 】** and **【 3-2-2 Evening Volume Settings 】** .

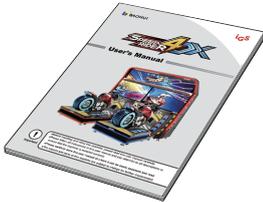
## Important Notes for Staff

- If a player feels unwell during gameplay and needs to stop the game, press the Motion Stop Button, then simultaneously press **【 Up 】** + **【 Down 】** + **【 Right Brake 】** for 3 seconds to end the game early.
- If a red text warning such as **【 I/O 1-1 ERROR 】** , **【 I/O 1-2 ERROR 】** , or **【 I/O 2 ERROR 】** appears on the top right corner of the screen, please restart the machine.
- If the error persists after rebooting, check the wiring connections or contact maintenance immediately.

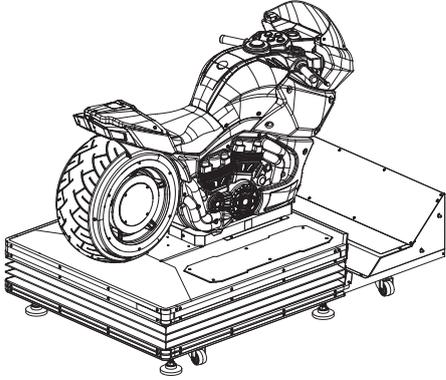
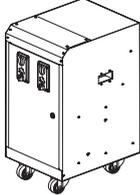
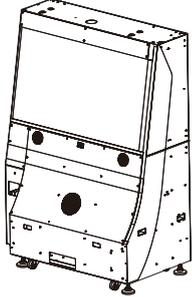
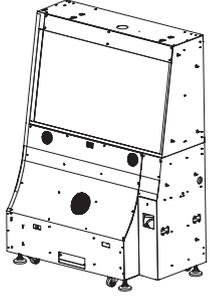
# 1 Machine Overview

## 1.1 Accessories List

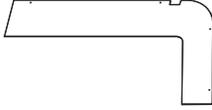
After your purchase of this product, check if the following parts are all included. If any part is missing or damaged, contact your local distributor.

No.	Item	Specification	Picture	Quantity
1	Power cord (To conform to local voltage)	3m × 1.5mm <sup>2</sup>		2 PCS
2	Power Cable (for Coin Box)	3m × 2.5mm <sup>2</sup>		1 PCS
3	Operator's manual	210x 297mm		1 PCS
4	Keys (for Screen Frame)	6008 #		2 PCS
5	Key (for Coin Box)	6118 #		1 PCS
6	Connecting Cables	6MM		2 PCS
7	L-shaped Wrench	2.5MM		1 PCS
8	L-shaped Wrench	3MM		1 PCS

## Machine Overview

No.	Item	Specification	Picture	Quantity
9	Vehicle Body			2 PCS
10	Coin Box			1 PCS
11	Screen Stand (Left)			1 PCS
12	Screen Stand (Right)			1 PCS
13	Matrix Screen			2 PCS

## Machine Overview

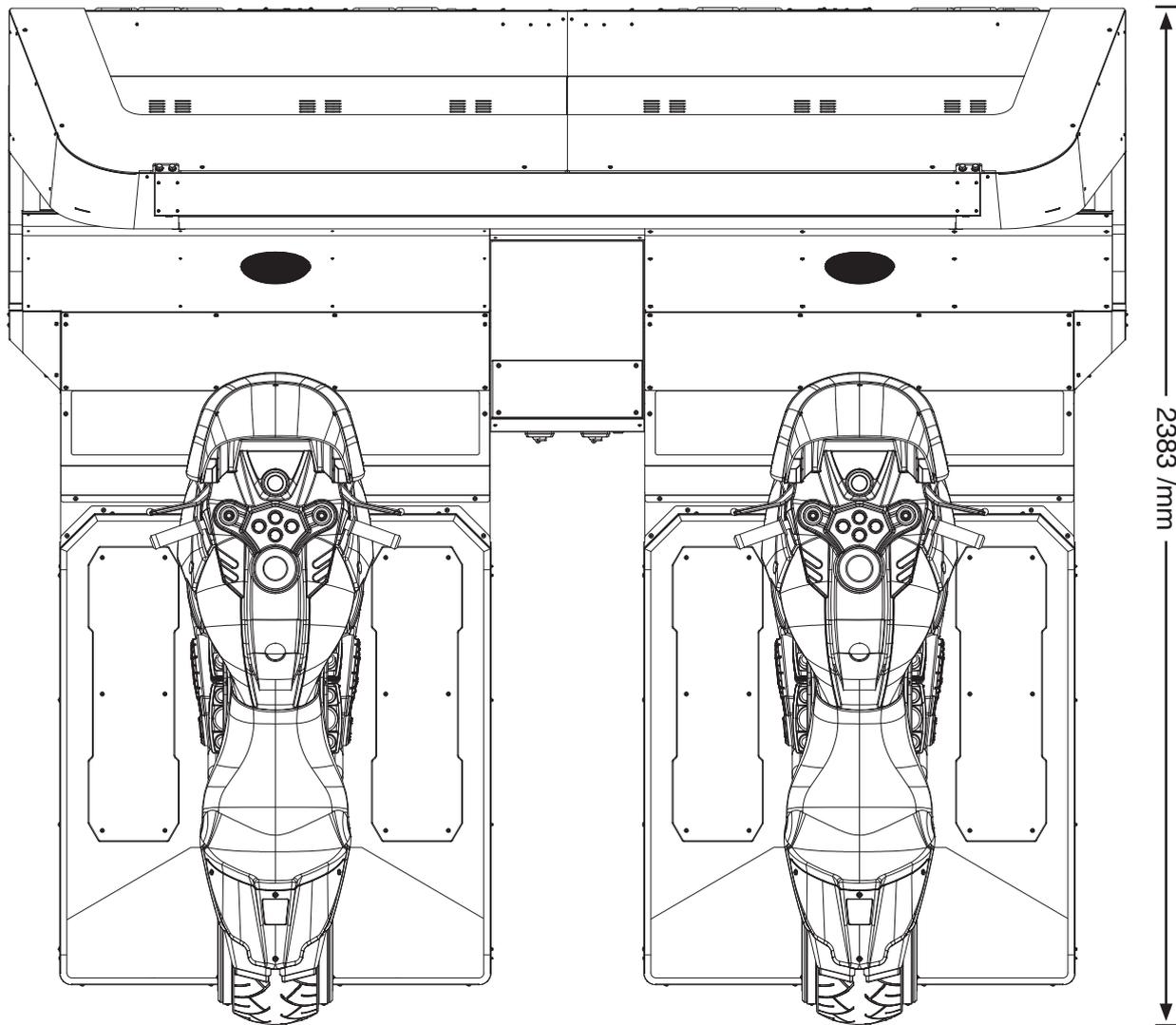
No.	Item	Specification	Picture	Quantity
14	Arch Door Light Box ( Middle )			1 PCS
15	Arch Door Light Box ( Left )			1 PCS
16	Arch Door Light Box ( Right )			1 PCS
17	Platform Connection Bracket ( Left )			1 PCS
18	Platform Connection Bracket ( Right )			1 PCS
19	Arch Door Light Box ( Rear )			2 PCS
20	Central Decoration Panel			1 PCS

# Machine Overview

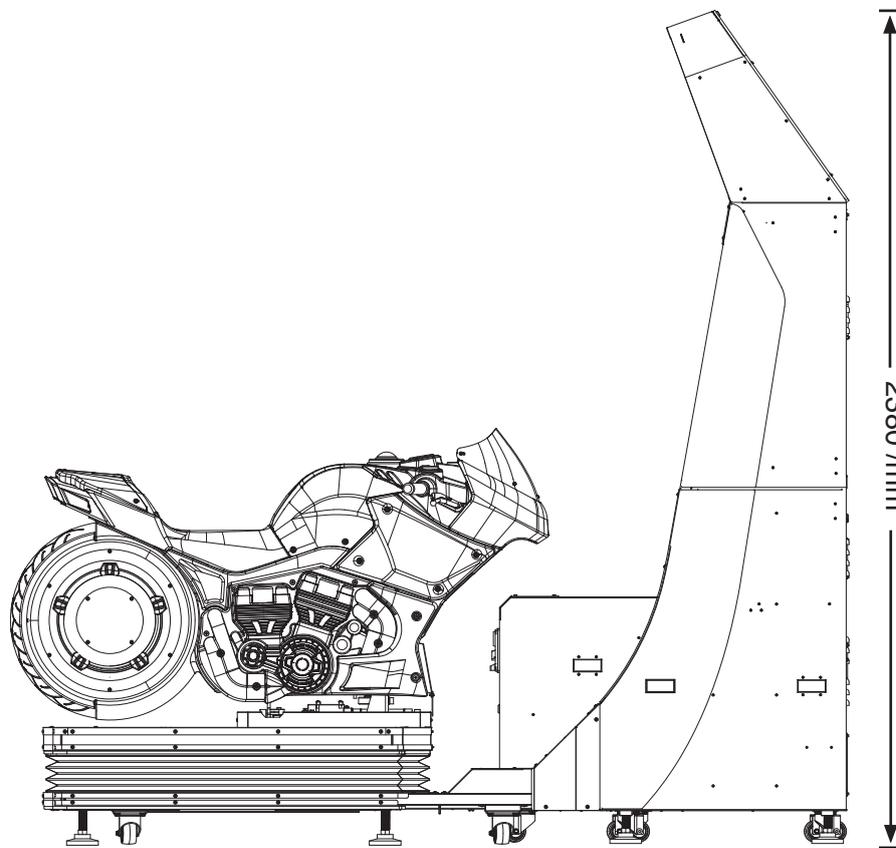
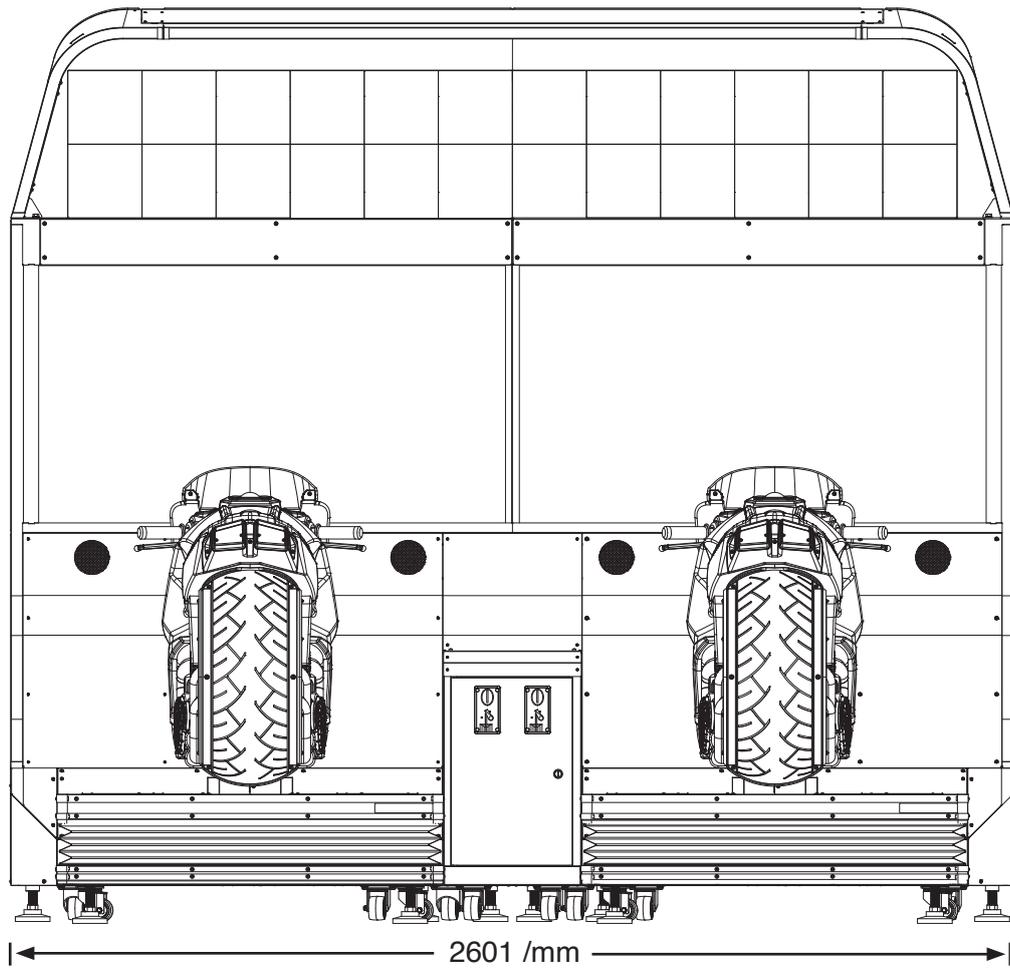
---

## 1.2 Machine Appearance

■ Viewed from the top, front and side



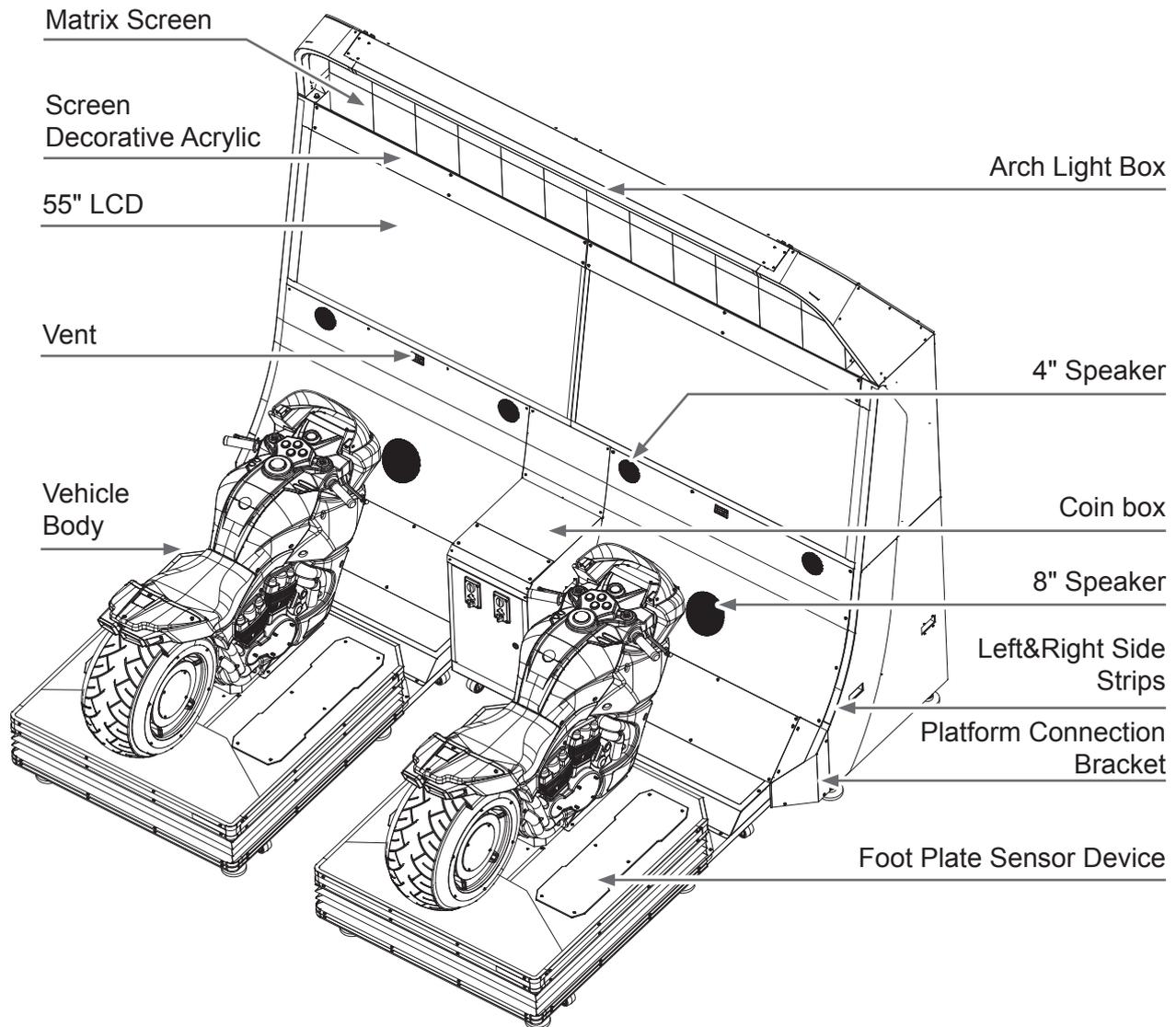
# Machine Overview



## Machine Overview

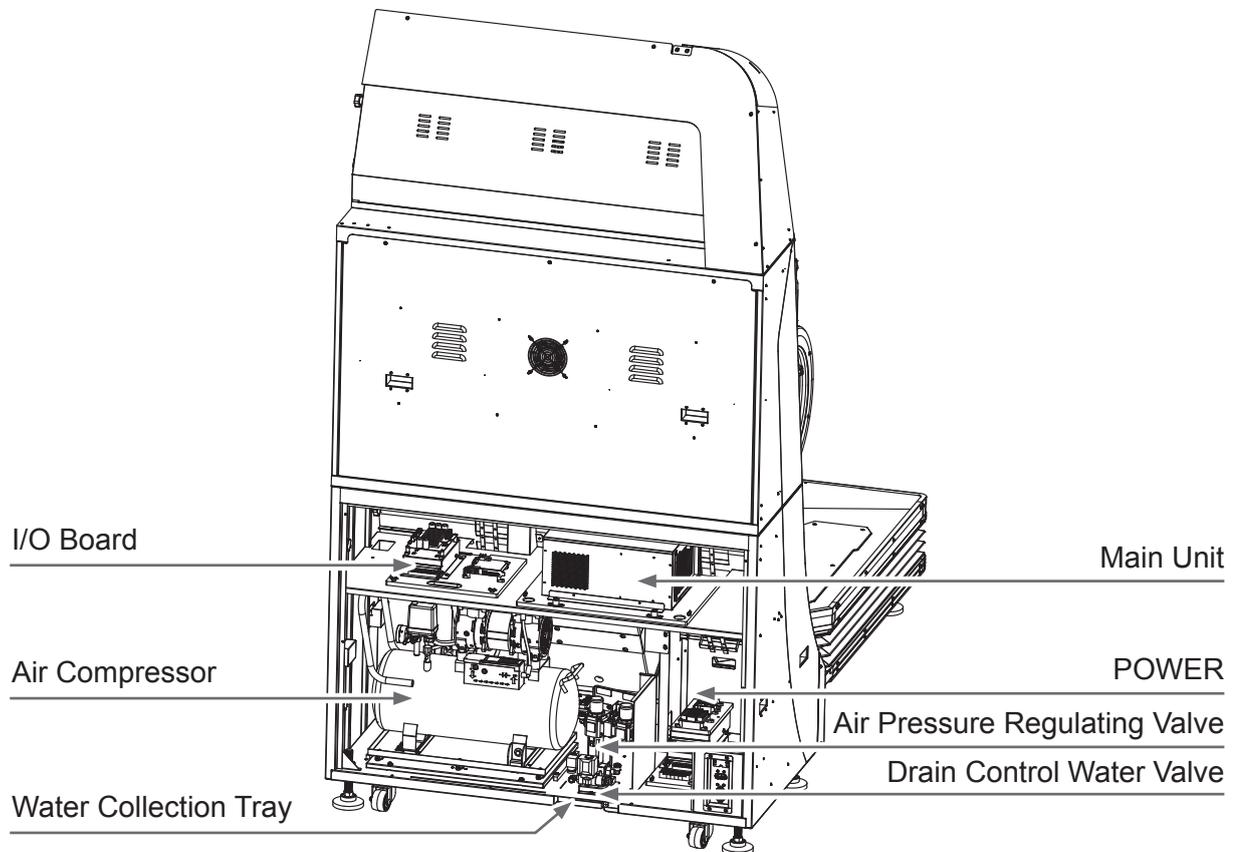
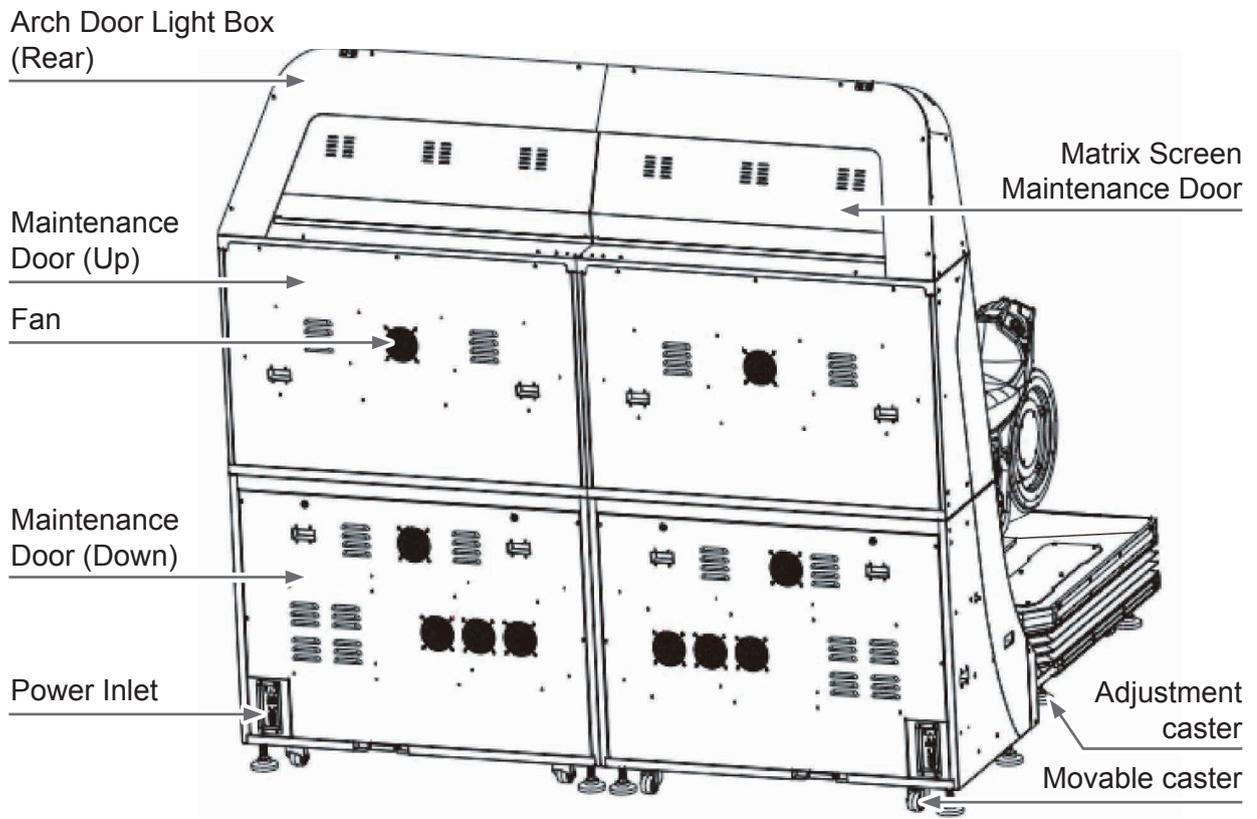
### 1.3 Name of the Parts

- The outward of the cabinet



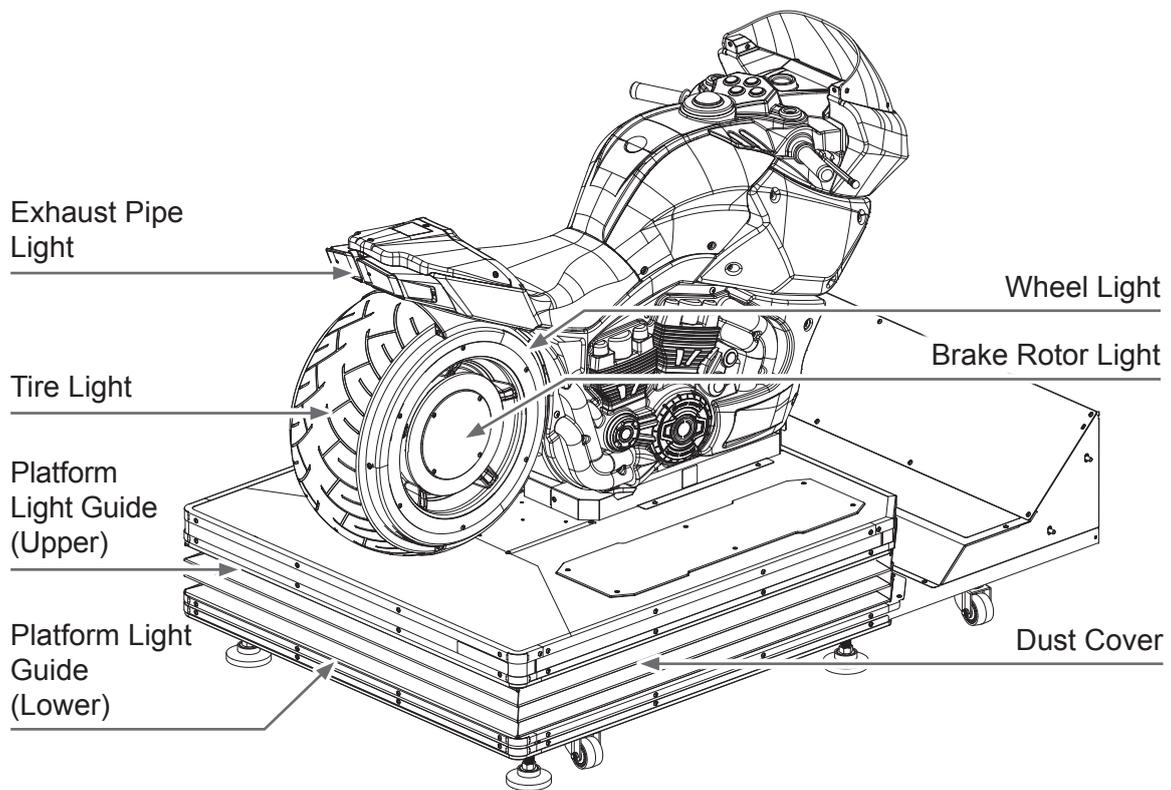
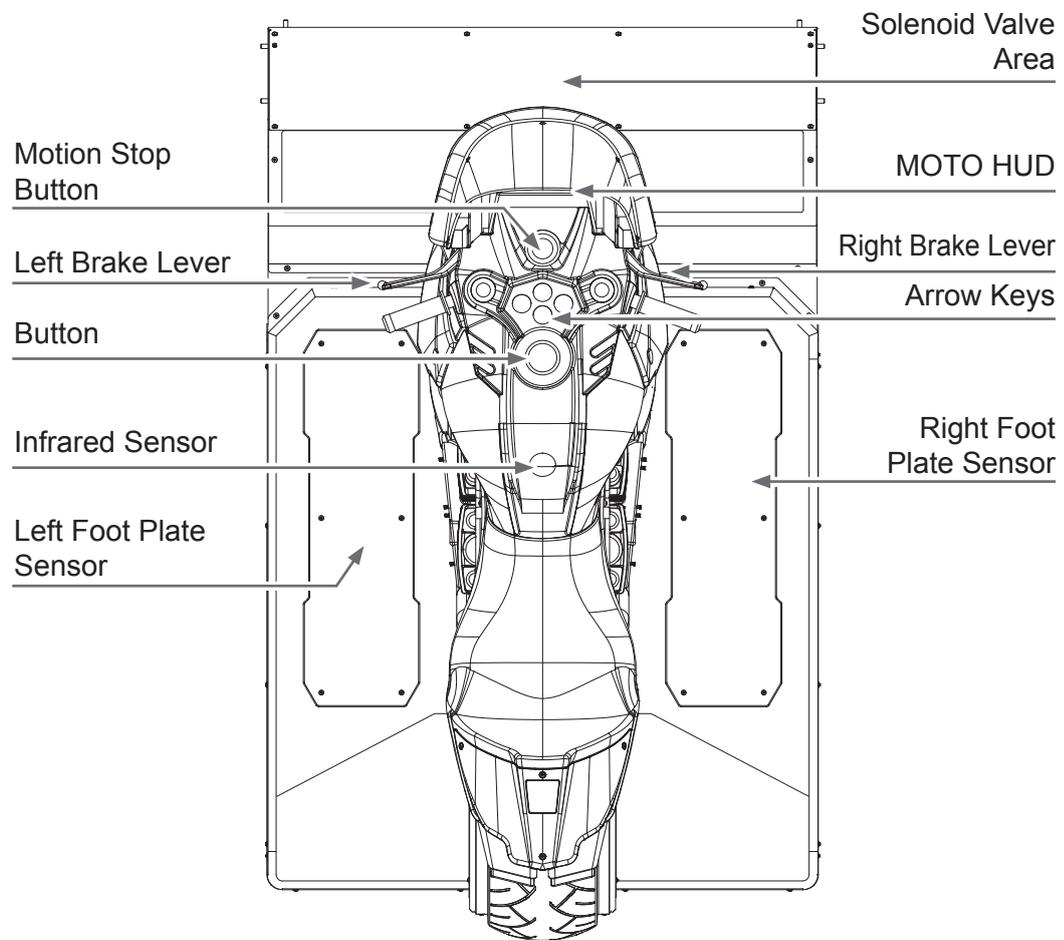
# Machine Overview

■ The outward of the cabinet



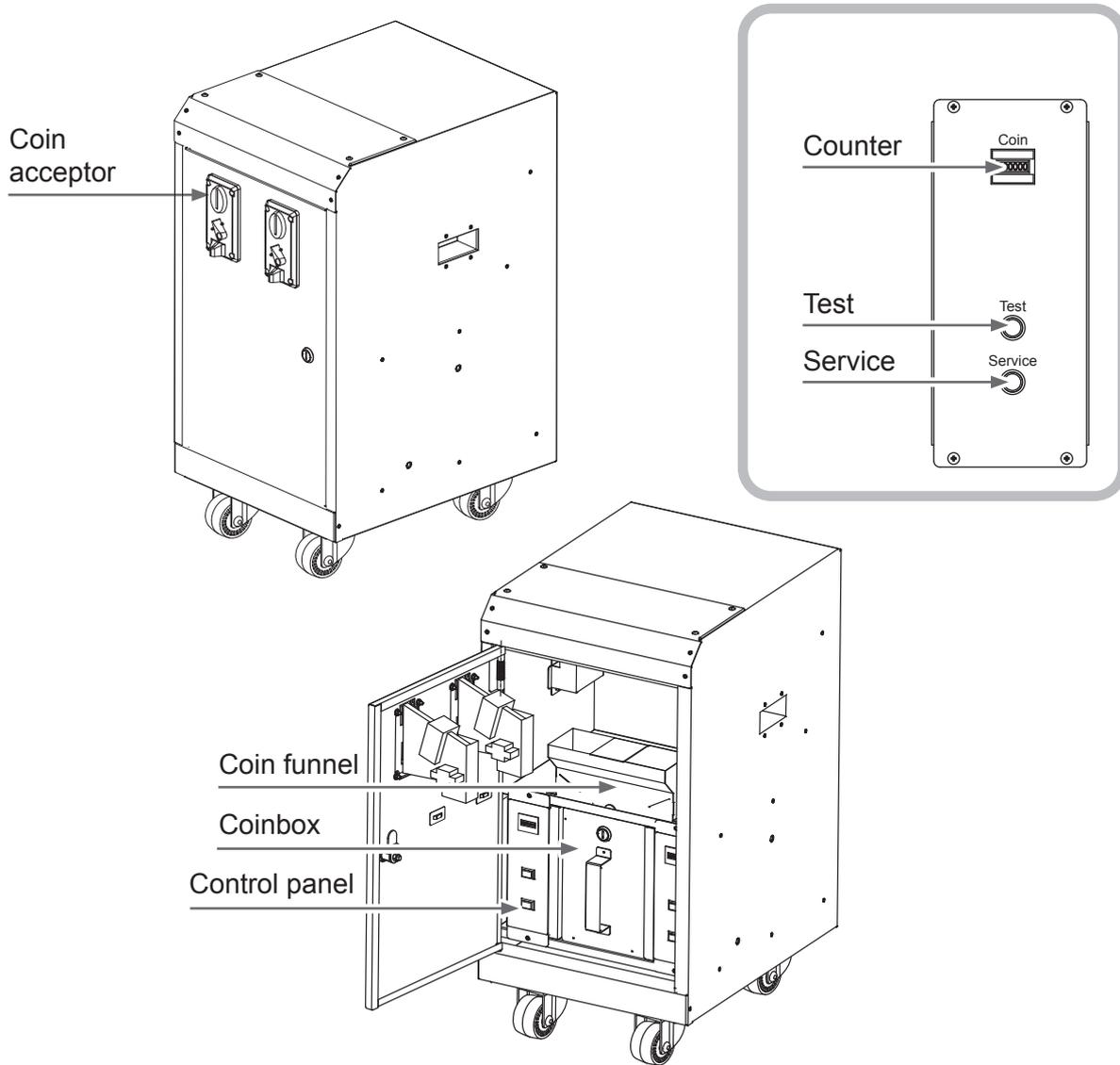
# Machine Overview

The outward of the cabinet

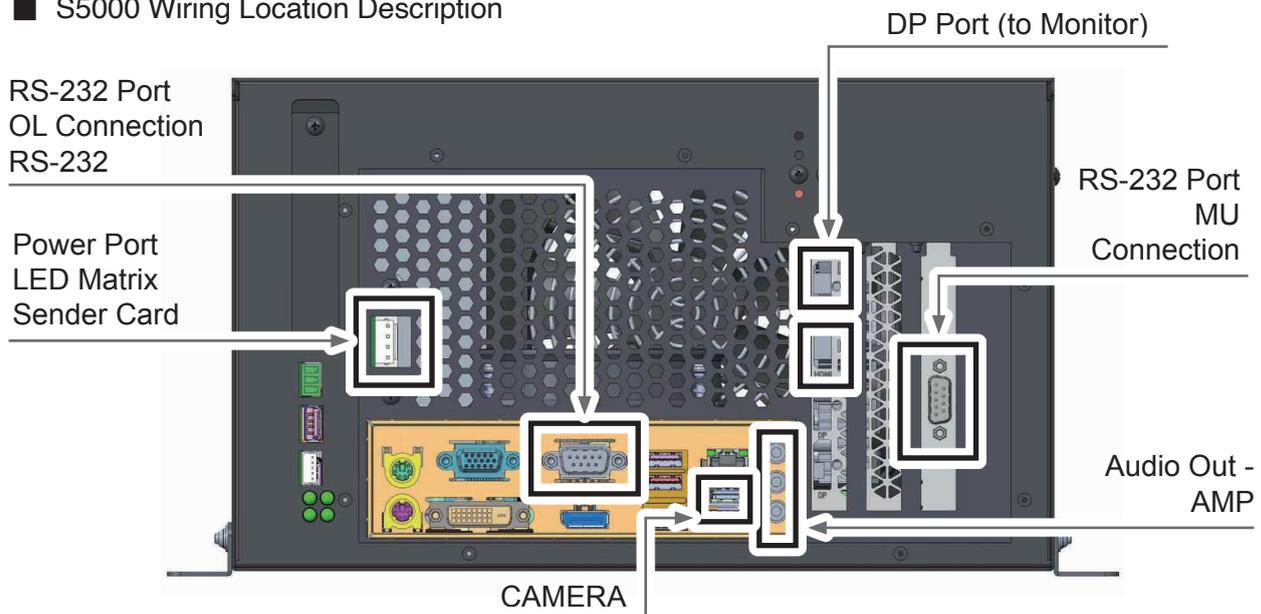


# Machine Overview

## ■ The outward of the cabinet



## ■ S5000 Wiring Location Description



## Machine Overview

### 1.4 Machine Specifications

Category	Item	Specification
Concrete item	Size of the cabinet	(W)2600mmX (D)2380mmX (H)2380mm
	Weight	967KG
Power	Power	AC110V/220V (To conform to local voltage)
	Maximum Power	1P Cabinet + Air Compressor:1400W 2P Cabinet + Air Compressor:1400W
Main cabinet	Platform	S5000
	Power amplifier	KAB9-5.1 AMP
Button and control	Vehicle	non-contacting Sensor
	throttle	non-contacting Sensor
	break	non-contacting Sensor
	Game panel	Up, Down, BOOST, Motion Stop
	Drift Device	Air Cylinder
	Control panel	Test, Service, Counter
Lights	Ring Light Panel	RGB light bar (Gradient light)
	Arch Door Light Box	Red light bar
	Screen Base Lights	RGB light bar (6803 IC marquee light)
	MOTO HUD	White light bar
	Platform side lights	RGB light bar (6803 IC marquee light)
	Foot Plate Lights	RGB light bar (6803 IC marquee light)
	Brake Rotor Lights	RGB light bar (6803 IC marquee light)
	Wheel Lights	RGB light bar (6803 IC marquee light)
	Tire Lights	RGB light bar (6803 IC marquee light)
	Exhaust Pipe Lights	RGB light bar (Gradient light)
Fan	Power	AC 110V~220V
Helicoid Fan	Power	DC12V
LED Matrix Display	Specifications / Power Supply	LED Display (Indoor Full Color P3) 192×192 mm / DC 5V

## Machine Overview

Category	Item	Specification
Screen	Type	LCD
	Size	55 inches
	Power	AC110V/220V (To conform to local voltage)
Speaker	Size/Resistance/ Power	High and mid-range Speaker 4 inches 4 Ω 25W
		Bass Speaker 8 inches 4 Ω 60W
		<85% non-coagulation status
Air Compressor	Power	AC110V/220V (To conform to local voltage)
Environment	Operating temperature	0°C ~ 40°C
	Storing temperature	-10°C ~ 80°C
	Relative moisture	<85% non-coagulation status

# 2 Machine Installation

## 2.1 Transporting or Moving the Cabinet

After your purchase of this product, first move the cabinet to the location for installation and then connect the wires. When you transport, move, and choose where to install, make sure the following guidelines are followed:



### Reminders for Transporting

- When transporting this product with a forklift, make sure you exert the point of application to avoid accidents or damages to the cabinets.
- When transporting this product with vehicles, fasten the casters, but do not use a leg leveler as to avoid damages to the cabinets.
- The LCD monitor of the cabinet is fragile, so avoid fierce vibrations or being hit by strong forces.



### Reminders for Moving

- Before moving the cabinet, unplug the electric cord to avoid accidents.
- When moving this product, be aware of the obstacles and the surface of the ground to avoid accidents and damages to the cabinet.
- When moving this product, at least two personnel should work together so as to avoid accidents or injuries.

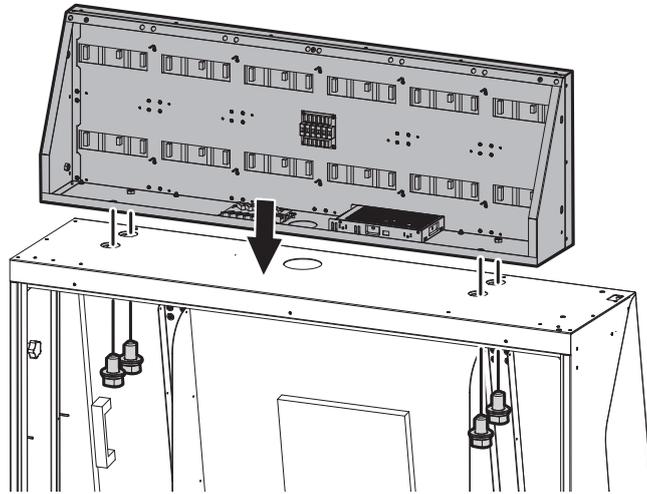


### Reminders for Installation

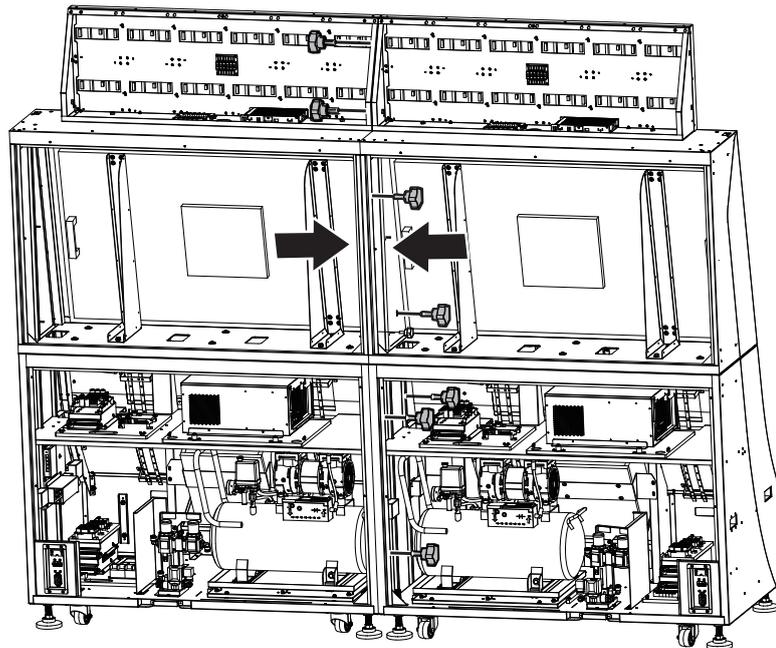
- This product should be placed indoors. Do not place it outdoors, or the following locations:
  - Places under direct sunlight, are leaking, damp and of high temperature.
  - Around inflammable, volatile and dangerous objects.
  - Places with uneven, unstable surface or frequent vibration.
  - Around the exit or public facilities such as fire extinguisher.
- The vent located in the bottom of this product is for the cabinet and monitor to emit warm air, and do not place any item close to the vent, or malfunction might occur. Furthermore, there is no vent on the monitor.
- The cabinet should stay away from the walls, other cabinets and passageway for at least 30 cm.

## 2.2 Disassembly and Reassembly Diagram for Transport

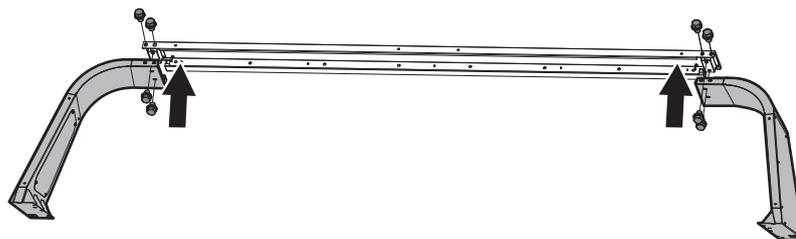
- 1** As shown in the illustration, secure the Matrix Screen to the Mounting Frame.



- 2** Splice the 1P and 2P Vehicle Body Frames and secure the inner with screws.



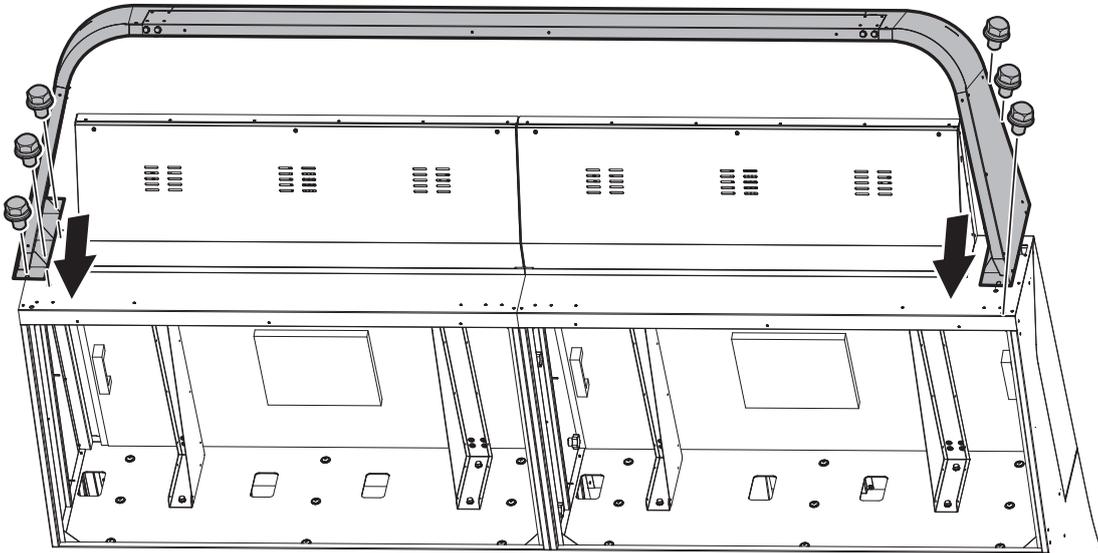
- 3** Position the Arch Door Light Box to the left and right, align both sides of the Arch Door Light Box toward the center and secure the parts with screws.



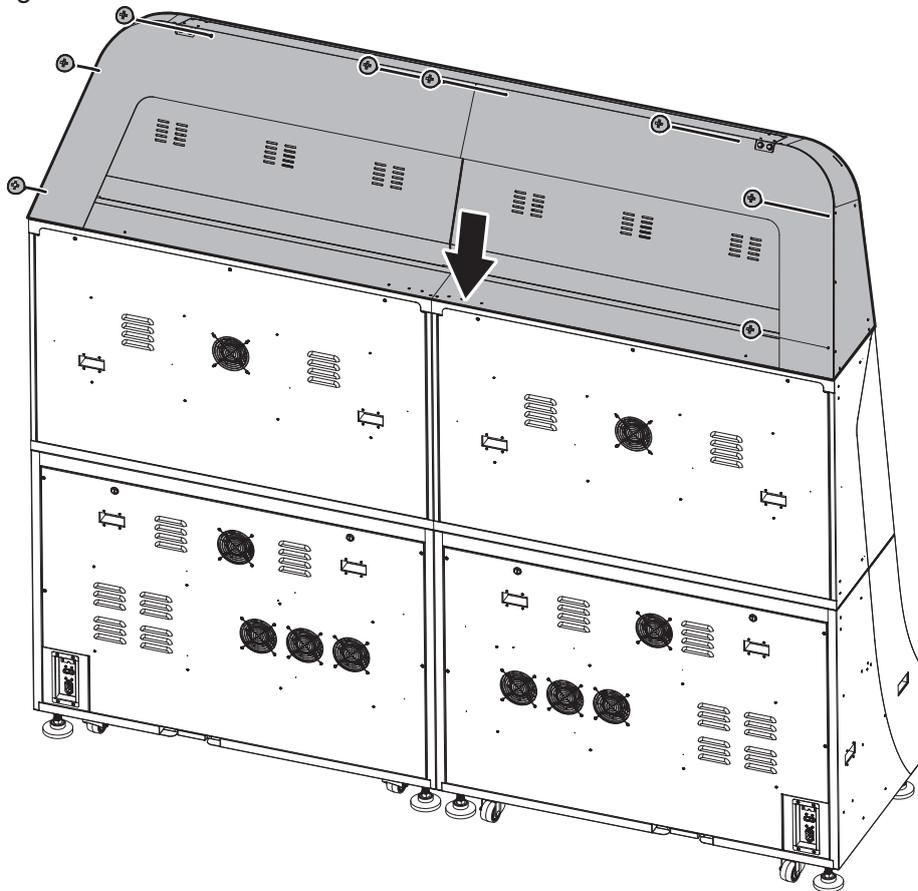
## Machine Installation

---

- 4** According to the diagram, install the Arch Door Light Box onto the frame and secure with screws on both sides.

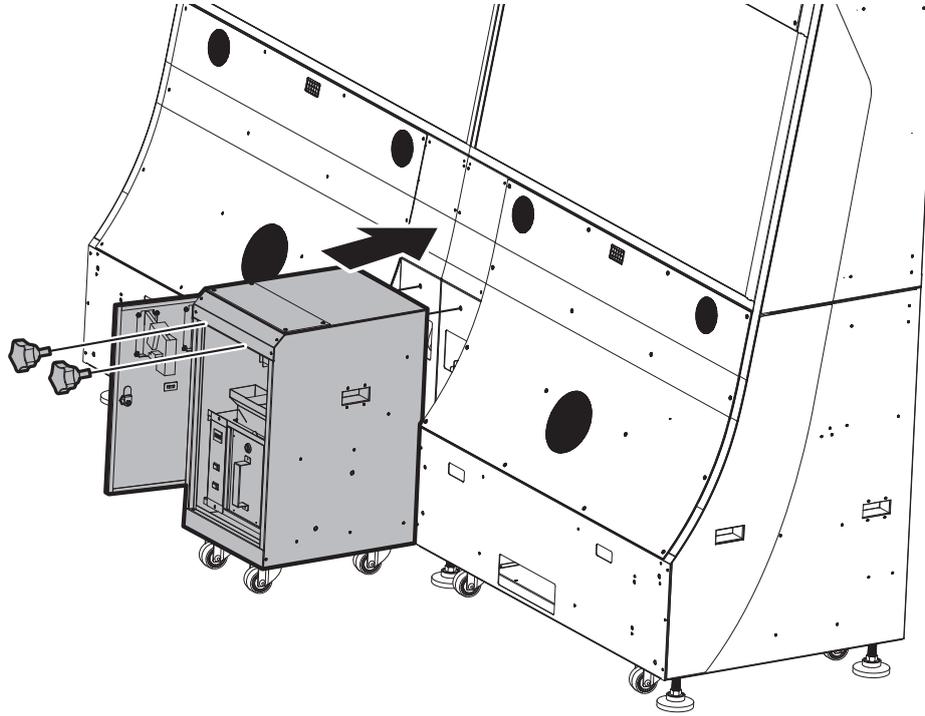


- 5** According to the diagram, install the Arch Decoration Back Panel onto the back of the Arch Door Light Box and secure with screws.

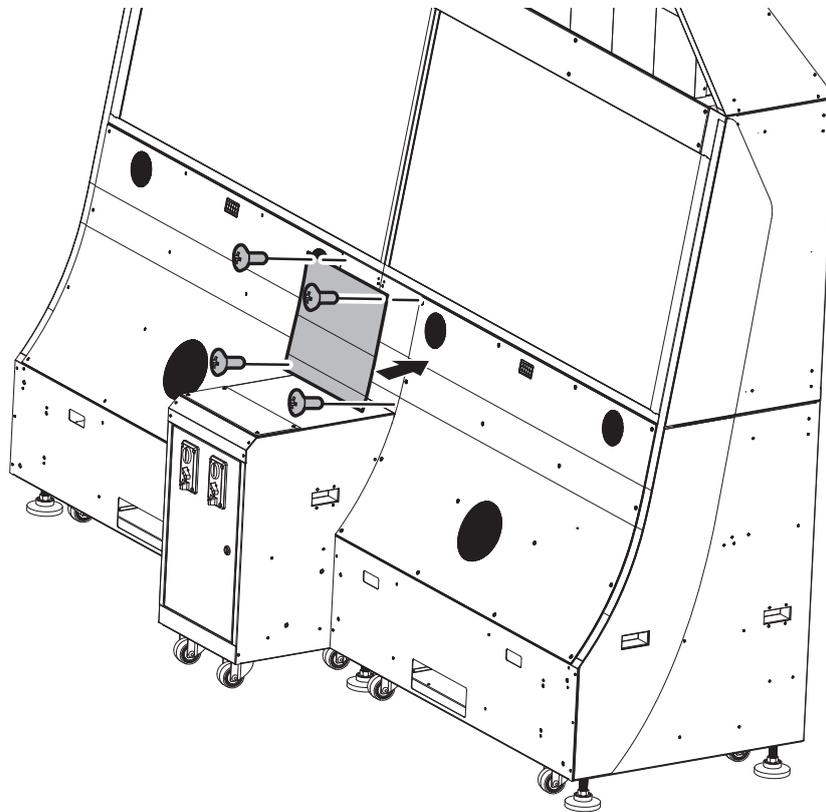


## Machine Installation

- 6** According to the diagram, install the Coin Box between the 1P and 2P and secure with screws from inside the Coin Box.



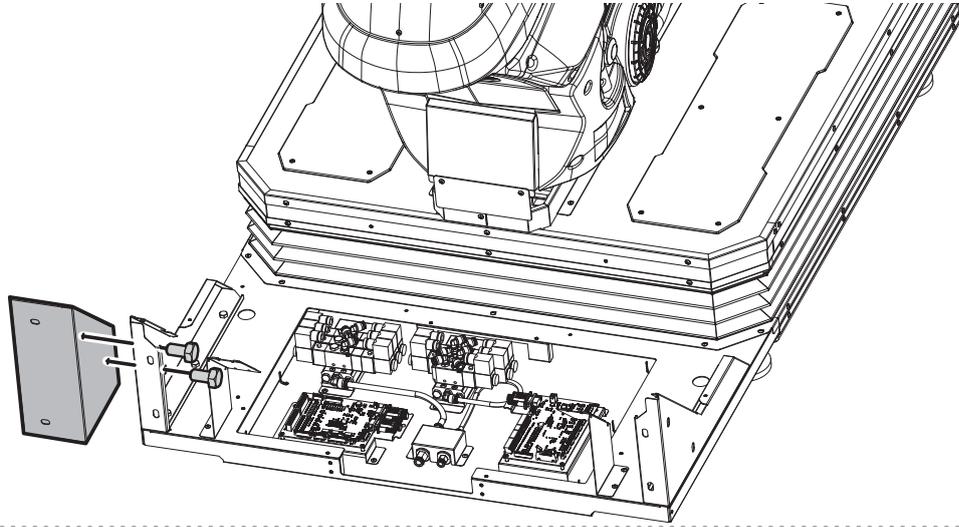
- 7** According to the diagram, install the Central Decoration Panel onto the Coin Box and secure with screws.



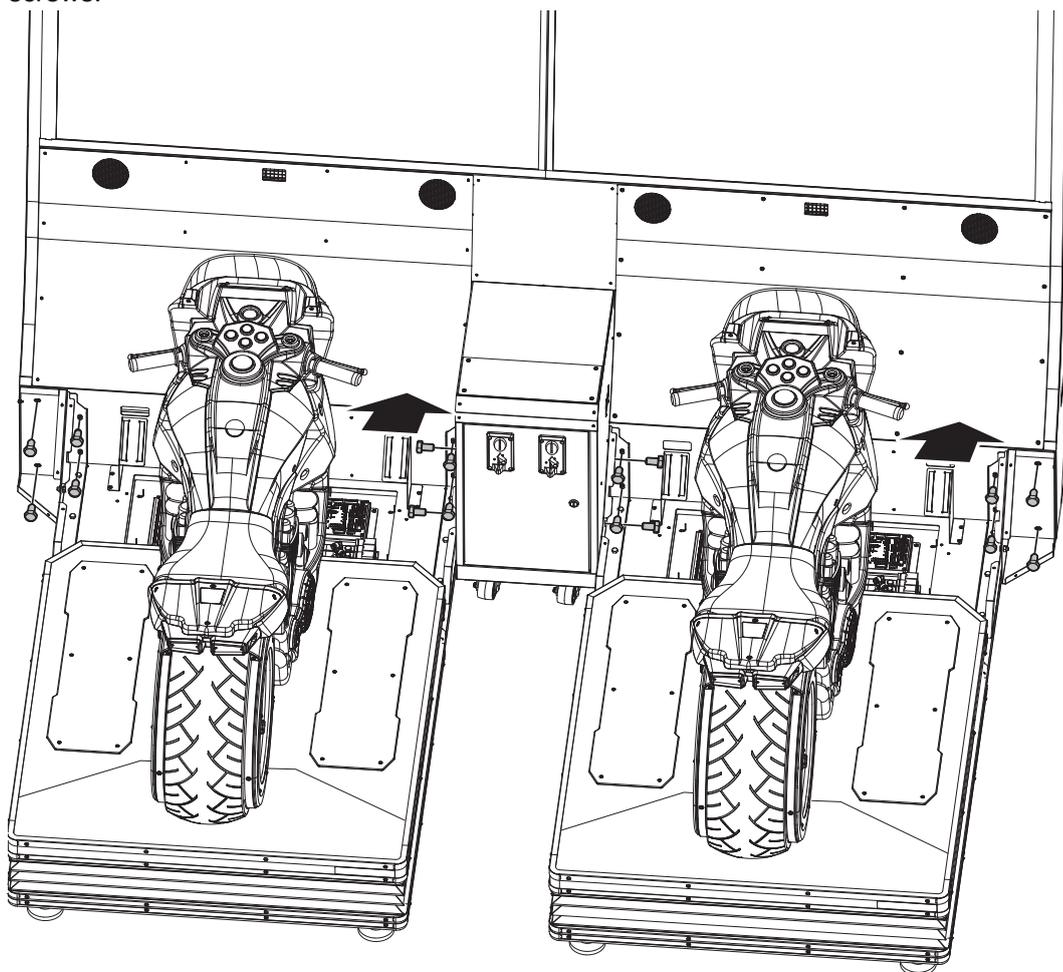
## Machine Installation

---

- 8** According to the diagram, install the Platform Connection Bracket onto the side of the Vehicle Frame and secure with screws from inside the Vehicle Frame.

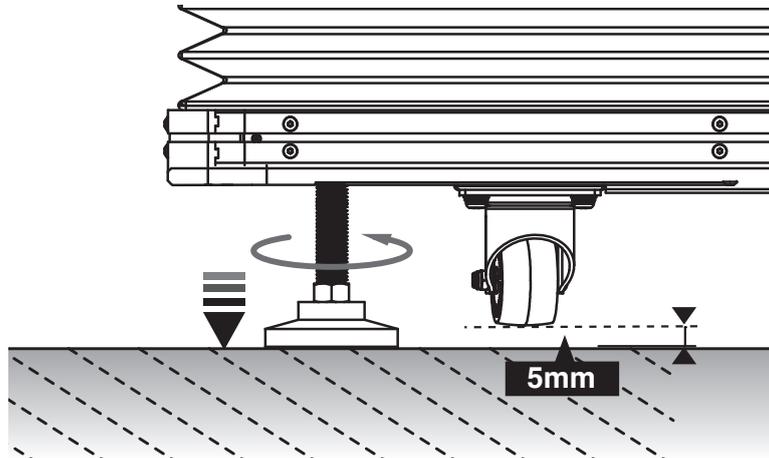


- 9** According to the diagram, move the Vehicle Frame toward the Screen and secure with screws.



### 2.3 Fastening the Cabinet

Use the leveling feet at the bottom of the machine to secure it:  
Rotate the leveling feet counterclockwise until the casters lift at least 5mm off the ground.



# 3 ■ Game Description

## 3.1 Game introduction

**【Speed Rider 4DX】** is a racing arcade game equipped with a brand-new drift device.

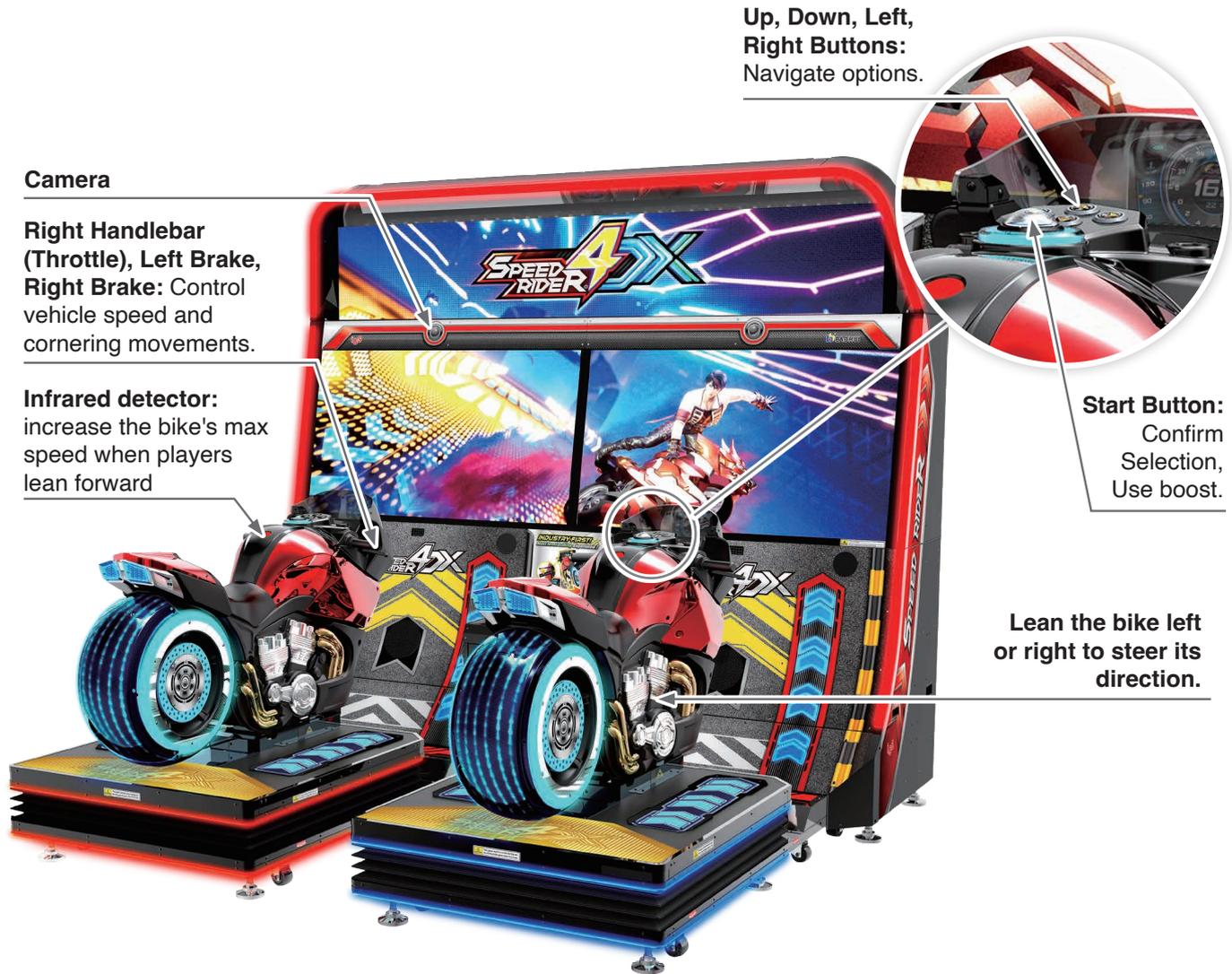
The cabinets have various features: motion platform, the Infrared detector (When players lean forward, the vehicle will speed up.), and the fan device with adjustable speed. As for the sound system, the cabinets are equipped with surround sound speakers, and a resonance speaker is installed inside each bike, which greatly enhances the audio experience during gameplay.

Players can select unique characters and bikes, ride across iconic landscapes from around the world, and experience all the exciting events. They can also compete with friends.

## 3.2 How to Play

- In in-store matches, up to four players can race together. Players earn one star for each opponent who is defeated.
- Twist the throttle to accelerate.
- Lean the bike left or right to turn.
- Lean forward to trigger the infrared detector and unleash maximum speed.
- Press the brake to activate the drift device, and drift.
- Press the **【Boost】** button to use the boost, increasing the bike to its maximum speed for a short time.
- When the vehicle is airborne or drifting, boost bar will gradually fill. When the boost bar is full, players get a new boost bottle, allowing players to use the boost one more time.
- Players can store 4 boost bottles at most.
- By continuing the game, players can use advanced bikes and start the race with 4 boosts.

## 3.3 Game Controls Description



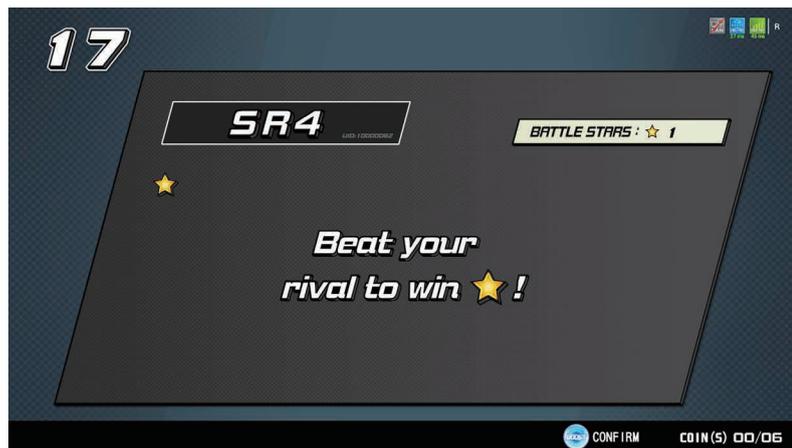
## Instructions of the game

### 3.4 Account Login Process

- After inserting full coins, scan to register/login to your account.



- Defeat opponents in in-store matches to accumulate stars.



## 3.5 Game Interface

Game Version Number will appear on this page.

Connection Setting



Coin(s)

Remaining Time

Timer / Distance Left

NOS Bottle



Turn Indicator

Rank

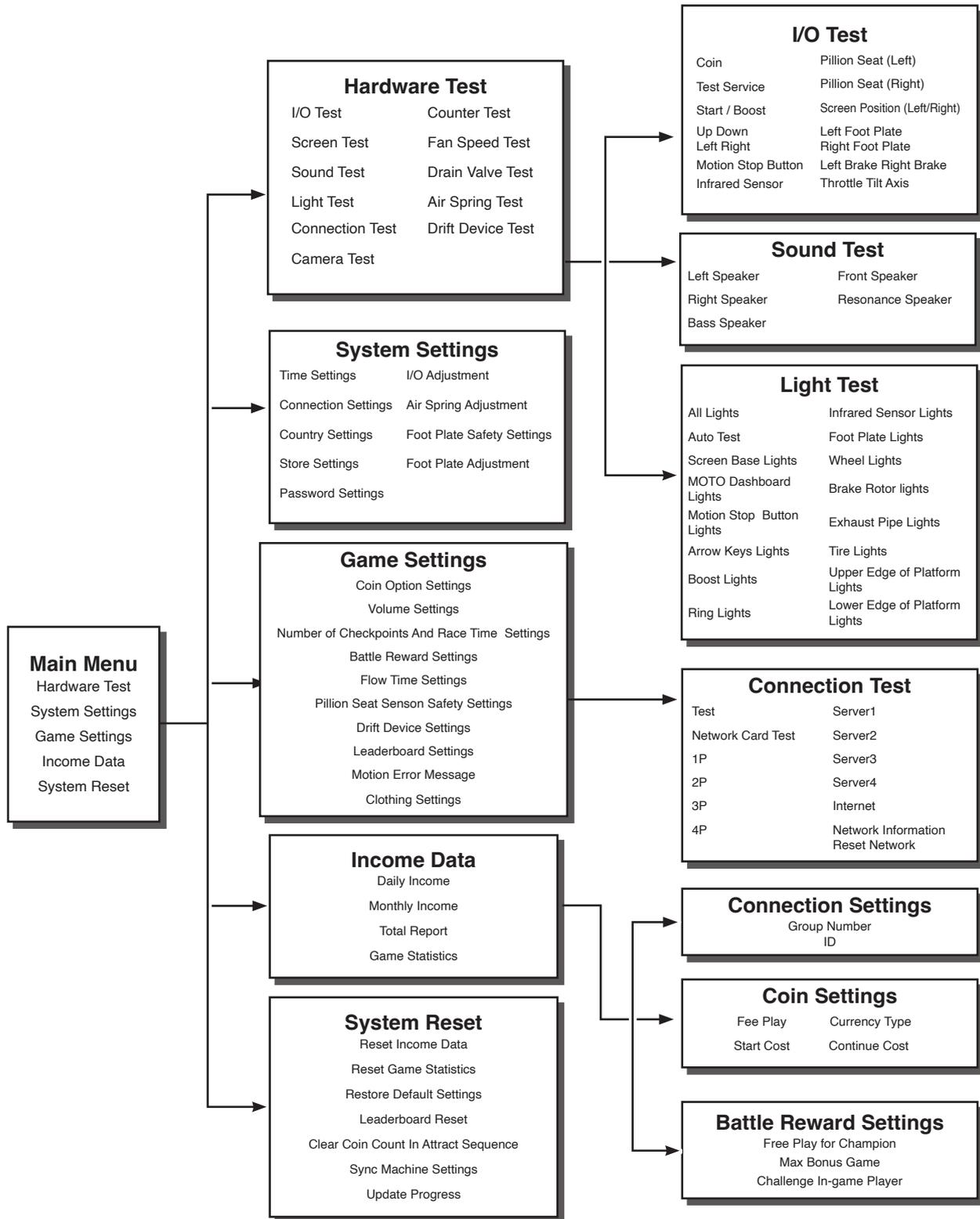
Control Prompt

RPM / KPH

Coin(s)

# 4 Using the Operator

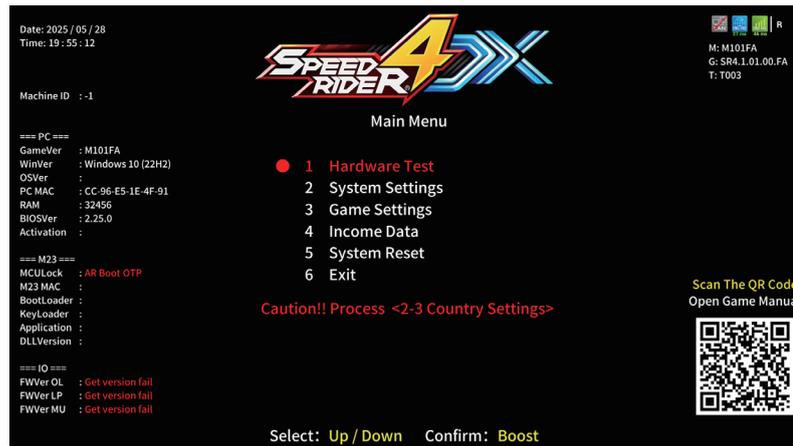
## 4.1 Menu Structure



## 4.2 Main Menu Operation

In the menu, follow the steps below to navigate:

- Use the **[Up]** and the **[Down]** button to select the options, the currently selected option is marked in red.
- Press the **[Boost]** button to confirm the selection or enter the sub-menu.
- After completing the setting or testing, return to Main Menu and select **[6 Exit]**, then press the **[Boost]** button to return to the game screen.



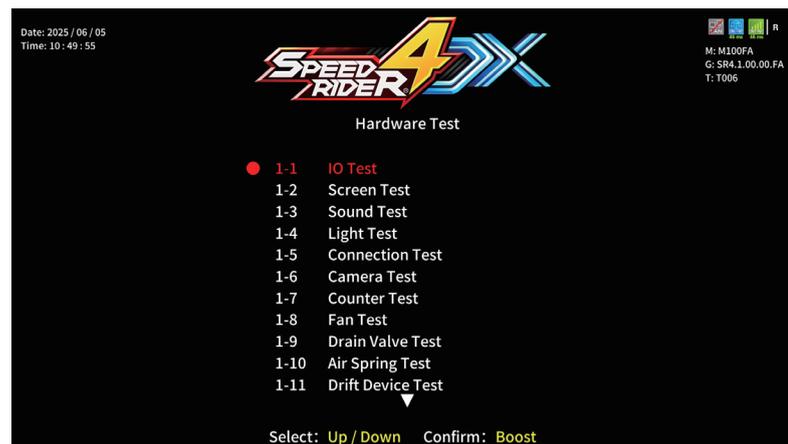
Note

When warning messages appear as **[Caution!!Process]** Please process the following settings before exiting Main Menu.

## 4.3 Hardware Test

You can enter **[Hardware Test]** to test if all hardware is functioning normally or not.

- Enter **[Main Menu]** → **[1 Hardware Test]** and the screen will display as below:



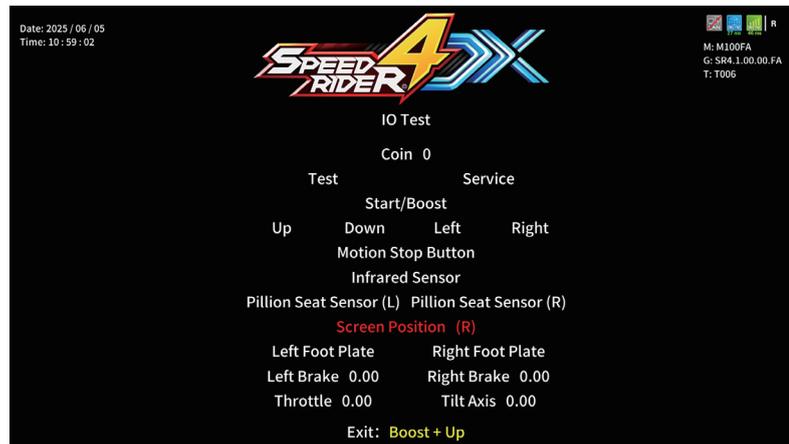
- Use the **[Up]** and **[Down]** button to move the cursor and press the **[Boost]** button to enter the sub menu.
- After finishing the tests, move the cursor to **[1-12 Exit]**, then press the **[Boost]** button to leave this page and return to the **[Main Menu]**.
- Regarding detailed descriptions of the sub menu in **[Hardware Test]**, refer to the contents below.

# Using the Operator

## 4.3.1 I/O Test

On the page of **【I/O Test】**, you can run the testing of specific application to see if it is functioning normally or not.

- Enter **【Main Menu】** → **【1 Hardware Test】** → **【1-1 I/O Test】**, and the screen will display as below:



- After you enter the page of **【I/O Test】**, you can run the testing of a specific application as explained in the chart below :

Application	Testing method	Result
Coin	Insert coins	When you insert a coin, the amount of "Coin" will increase by 1.
Test	Press the button	"White" becomes "Red"
Service	Press the button	"White" becomes "Red"
Start/Boost	Press the button	"White" becomes "Red"
UP \ Down \ Left \ Right	Press the button	"White" becomes "Red"
Motion Stop Button	Press the button	"White" becomes "Red"
infrared	Lean or place your hand on top of the sensor	"White" becomes "Red"
Pillion Seat Sensor (Left)	Touch Detection	"White" becomes "Red"
Pillion Seat Sensor (Right)	Touch Detection	"White" becomes "Red"
Screen Position (Left)	1P	Becomes "Red"
Screen Position (Right)	2P	Becomes "Red"
Foot Plate (Left)	Stepping on the Panel	"White" becomes "Red"
Foot Plate (Right)	Stepping on the Panel	"White" becomes "Red"
Left Brake	Press left brake	When released, the value will be 0, when press to its limit, the value will be 1.
Right Brake	Press right brake	When released, the value will be 0, when press to its limit, the value will be 1.
Throttle twistgrip	Twist throttle twistgrip	When totally released, the value is 0. When twist to the limit, the value will be 1.
Lean Vehicle	Lean the Vehicle to the left Lean the Vehicle to the right	Leaning to the left will change from white to red -1, and leaning to the right will change from white to red 1.

- After the testing is completed, press the **【Boost】** button and the **【Down】** button to leave this page, and return to **【Hardware Test】**.



Note

If the values of the throttle, brake and Tilt axis are abnormal, enter **【2-6 I/O Adjustment】** to make adjustments.

### 4.3.2 Screen Test

On the page of **【Screen Test】** page, you can check the current status of the main screen and the matrix screen of the machine.

- Enter **【Main Menu】** → **【1 Hardware Test】** → **【1-2 Screen Test】** .
- After entering the **【Screen Test】** , the main screen (bottom) will first display a white balance calibration page. The matrix screen (top) will first show a numbered pattern, displaying the numbers in sequence. Both screens will then cycle through five images in the following order: Red → Green → Blue → White → Black.

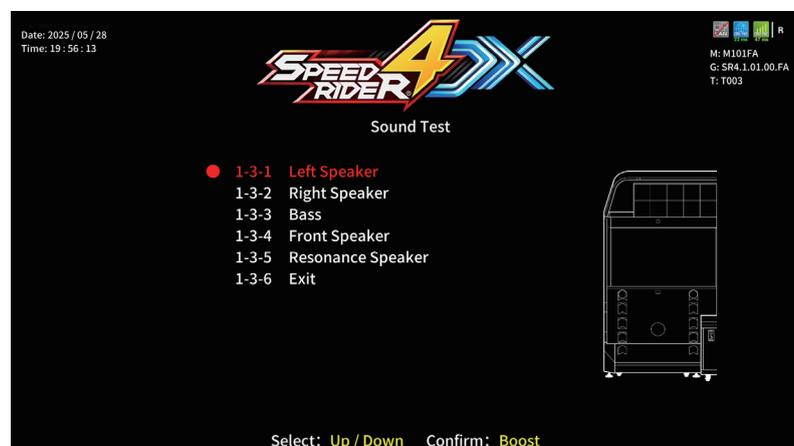


- Press the **【Boost】** button during the **【Screen Test】** to switch images. After completion, the system will automatically exit the **【Screen Test】** and return to the **【Hardware Test】** page.

### 4.3.3 Sound Test

On the page of **【Sound Test】** , you can run the testing of specific application to see if it is functioning normally or not.

- Enter **【Main Menu】** → **【1 Hardware Test】** → **【1-3 Sound Test】** , and the screen will display as below:



- Use the **【Up】** and **【Down】** keys to move the cursor. An icon corresponding

## Using the Operator

---

to each item will appear on the right as you navigate through the list.

After selecting the sound channel to be tested, press the **【Boost】** button to begin the test.

- The selected channel will continuously play a test sound during the test, and the corresponding speaker position will light up on the right side. Press the **【Boost】** button again to stop the test.
- After the testing is completed, move the cursor to **【1-3-6 Exit】**, and press the **【Boost】** button to return to **【Hardware Test】**.

---

### 4.3.4 Light Test

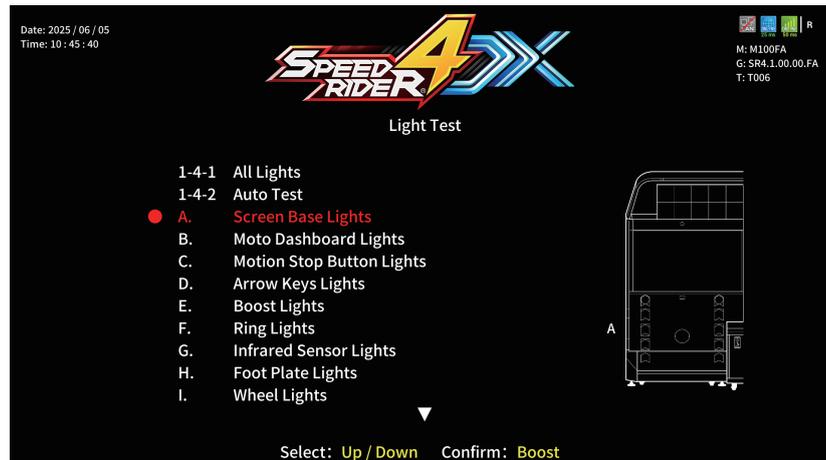
---

On the page of **【Light Test】**, you can test if each light is functioning normally or not.

- Enter **【Main Menu】** → **【1 Hardware Test】** → **【1-4 Light Test】**, and the screen will display as below:



- Use the **【Up】** button and **【Down】** button to move the cursor, then press the **【Boost】** button to run testing.
- All Lights: all the lights will light up for 5 seconds in white light, and then in ticker display for 5 seconds. The lights will keep switching in these 2 phases until you press **【Boost】** to stop testing.
- Auto Test: based on the picture below, the lights will be tested according to their serial numbers. You can press **【Boost】** to stop testing at any moment.

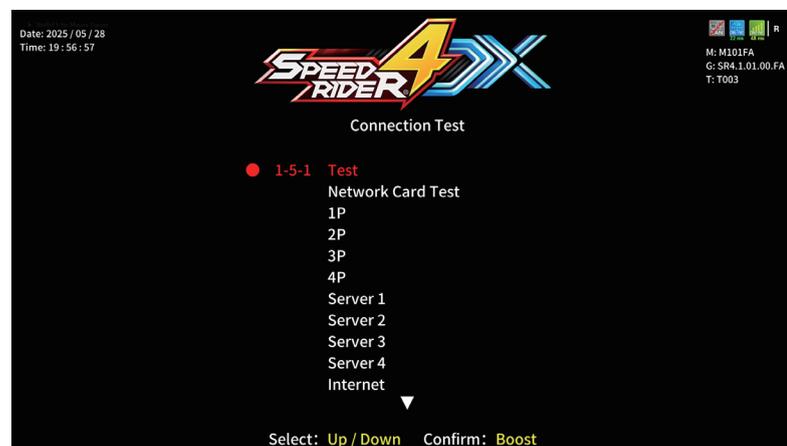


- Manual Test : Select a type of light to be tested, from option A to option N.
- You can press the **【 Boost 】** button to stop testing at any moment.
- After the testing is completed, move the cursor to **【 1-4-3 Exit 】** , and press the **【 Boost 】** button to return to **【 Hardware Test 】** .

### 4.3.5 Connection Test

On the page of **【 Connection Test 】** , you can test whether the connection functions normally.

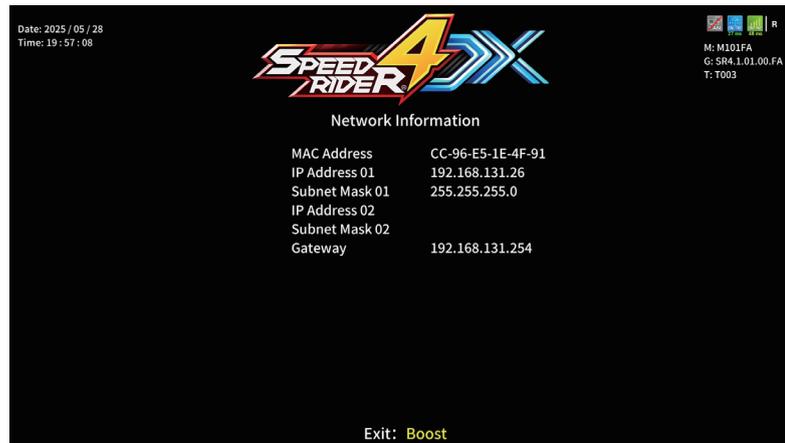
- Enter **【 Main Menu 】** → **【 1 Hardware Test 】** → **【 1-5 Connection Test 】** , and the screen will display as below:



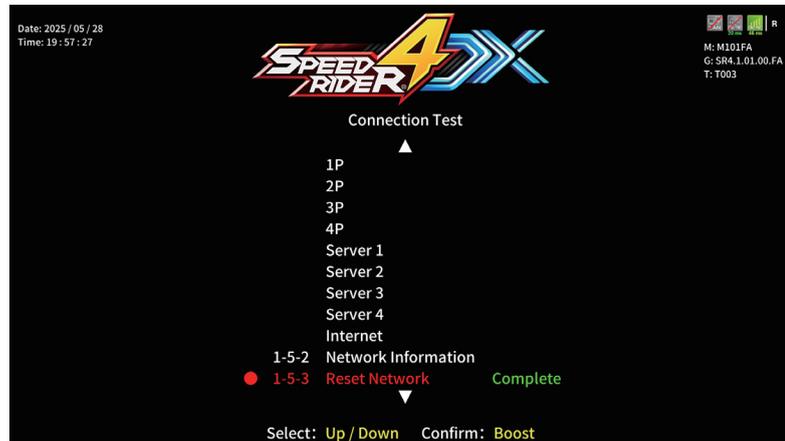
- Move the cursor to **【 1-5-1 Test 】** , and press the **【 Boost 】** button to start testing. After displaying **【 Checking 】** for few seconds, the results will be shown.
- Move the cursor to **【 1-5-2 Network Information 】** , and press the **【 Boost 】** button to enter the page. The information will display as below:

## Using the Operator

---



- Move the cursor to **【1-5-3 Reset Network】**, and press the **【Boost】** button to reset network. After displaying **【Checking】** for few seconds, the results will be shown.



- After the testing is completed, move the cursor to **【1-5-4 Exit】**, and press the **【Boost】** button to return to **【Hardware Test】**.

### 4.3.6 Camera Test

On the page of **【 Camera Test 】** , you can test if the camera functions normally.

- Enter **【 Main Menu 】** → **【 1 Hardware Test 】** → **【 1-6 Camera Test 】** , and the screen will display as below:

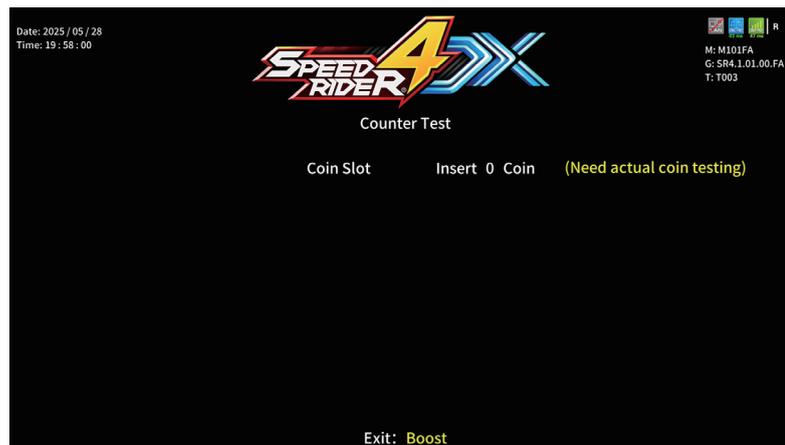


- After you enter the page of **【 Camera test 】** the view from the camera will be displayed in the center of the screen.
- After the testing is completed, press the **【 Boost 】** button to return to **【 Hardware Test 】** .

### 4.3.7 Counter Test

On the page of **【 Counter Test 】** , you can test whether the counter is functioning normally or not.

- Enter **【 Main Menu 】** → **【 1 Hardware Test 】** → **【 1-7 Counter Test 】** , and the screen will display as below:



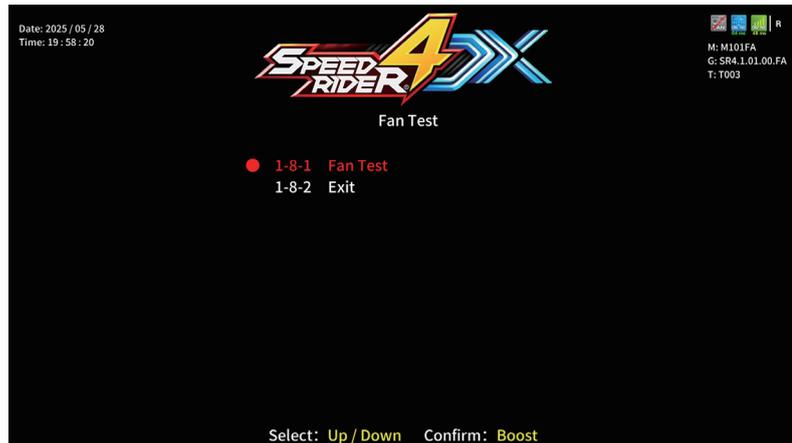
- After you enter the page of **【 Counter Test 】** , insert coins to the coin slot, and the number on the right will go up as more coins are inserted. The counter inside the coin counter will indicate the number, too.
- After the test is completed, move the cursor to **【 1-7-1 Exit 】** and press **【 Boost 】** button to return to **【 1 Hardware Test 】** .

## Using the Operator

### 4.3.8 Fan Speed Test

On the page of **【 Fan Speed Test 】** , you can test whether the fan is functioning normally or not.

- Enter **【 Main Menu 】** → **【 1 Hardware Test 】** → **【 1-8 Fan Speed Test 】** , and the screen will display as below:

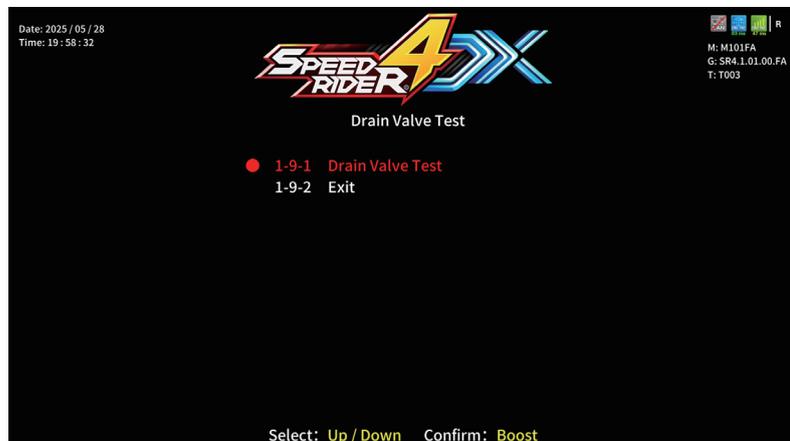


- Use the **【 Up 】** button and **【 Down 】** button to move the cursor , then press the **【 Boost 】** button to run testing.
- The fan will be tested in order, from 1/4 to 4/4
- While testing, press the **【 Boost 】** button one more time to discontinue the testing process.
- Move the cursor to **【 1-8-2 Exit 】** , and press the **【 Boost 】** button to return to **【 1 Hardware Test 】** .

### 4.3.9 Drain Valve Test

On the page of **【 Drain Valve Test 】** , you can test whether the drain valve drains normally or not.

- Enter **【 Main Menu 】** → **【 1 Hardware Test 】** → **【 1-9 Drain Valve Test 】** , and the screen will display as below:

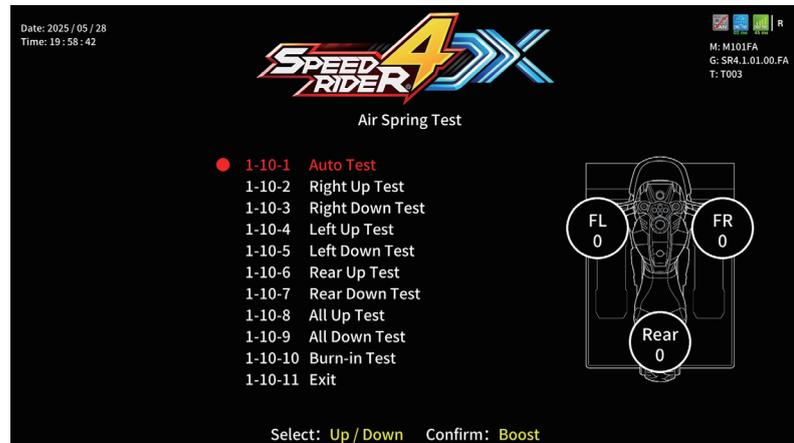


- Move the cursor and then press the **【 Boost 】** button to test the drain valve.
- Move the cursor to **【 1-9-2 Exit 】** , and press the **【 Boost 】** button to return to **【 1 Hardware Test 】** .

### 4.3.10 Air Spring Test

On the page of **【 Air Spring Test 】** , you can test whether the air spring is functioning normally or not.

- Enter **【 Main Menu 】** → **【 1 Hardware Test 】** → **【 1-10 Air Spring Test 】** , and the screen will display as below:



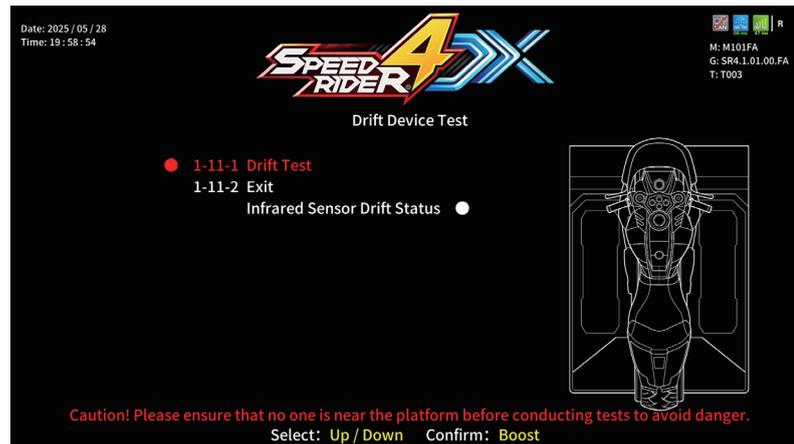
- Move the cursor and then press the **【 Boost 】** button to test the air spring on the selected option.
- While testing, you can press the **【 Boost 】** button to stop testing at any time.
- Move the cursor to **【 1-10-11 Exit 】** , and press the **【 Boost 】** button to return to **【 1 Hardware Test 】** .

## Using the Operator

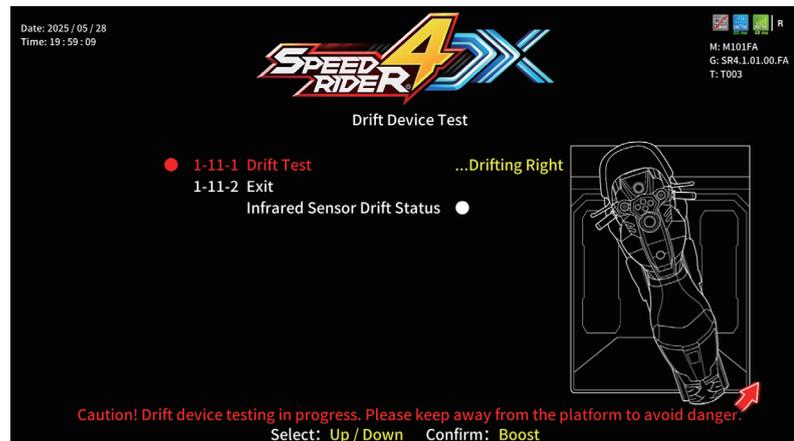
### 4.3.11 Drift Device Test

On the page of **【 Drift Device Test 】** , you can test whether the drift mechanism is functioning normally or not.

- Enter **【 Main Menu 】** → **【 1 Hardware Test 】** → **【 1-11 Drift Device Test 】** , and the screen will display as below:



- Move the cursor and then press the **【 Boost 】** button to test the Drift Device Test on the selected option.



- During the drift mechanism test, the frame will automatically drift to the right and left, and a warning message will be displayed: **【 Warning!! Drift Device testing in progress. Please keep away from the platform to avoid danger. 】**
- While the test is running, the "Infrared Sensor Drift Status" will flash red briefly when the frame passes from the center to the other side and then flash white again.
- Move the cursor to **【 1-11-2 Exit 】** , and press the **【 Boost 】** button to return to **【 1 Hardware Test 】** .

### 4.4 System Settings

On the page of **【System Settings】**, you can set up the system.

■ Enter **【Main Menu】** → **【2 System Settings】**, and the screen will display as below:



■ Use the **【Up】** button and the **【Down】** button to move the cursor and press the **【Boost】** button to enter the sub menu.

■ After finishing setting, move the cursor to **【2-9 Exit】** and press the **【Boost】** button to return to **【Main Menu】**.

■ Regarding the detailed descriptions of the sub menu in **【2 System Settings】**, refer to the following content.

## Using the Operator

### 4.4.1 Time Settings

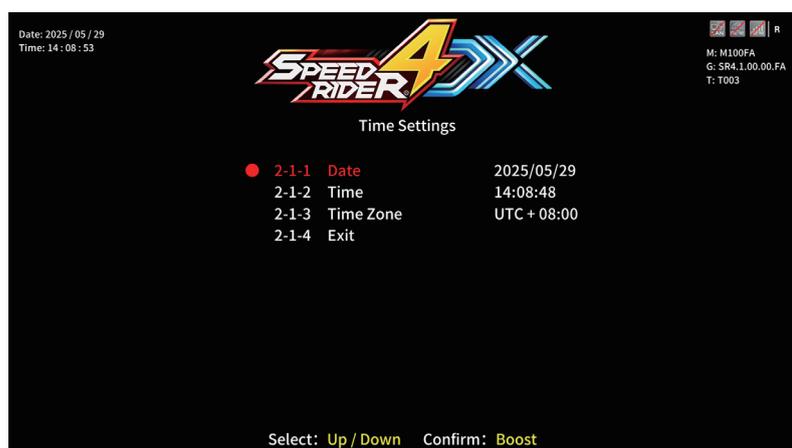
On the page of **【Time Settings】**, you can set up your local time.



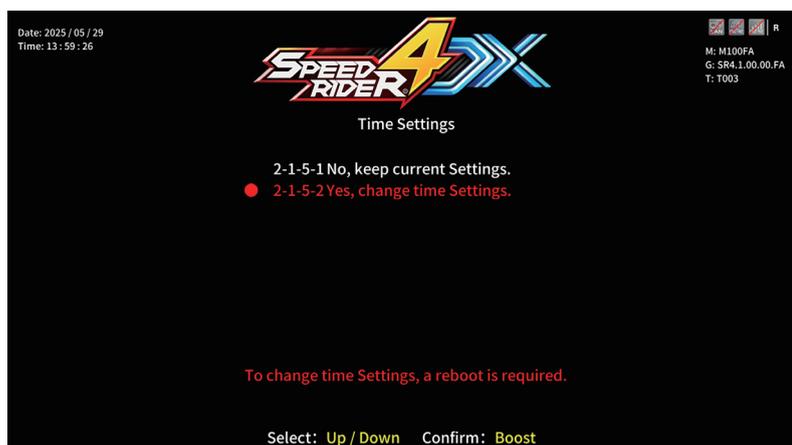
Note

**【Date】**, **【Time】** will be automatically synchronized with the server's time when connected to the server.

- Enter **【Main Menu】** → **【2 System Settings】** → **【2-1 Time Settings】**, and the screen will display as below:



- When the machine is not connected to the server, **【Date】** and **【Time】** can be changed.
- Use the **【Up】** button and **【Down】** button to move the cursor and press the **【Boost】** button to set Date and Time.

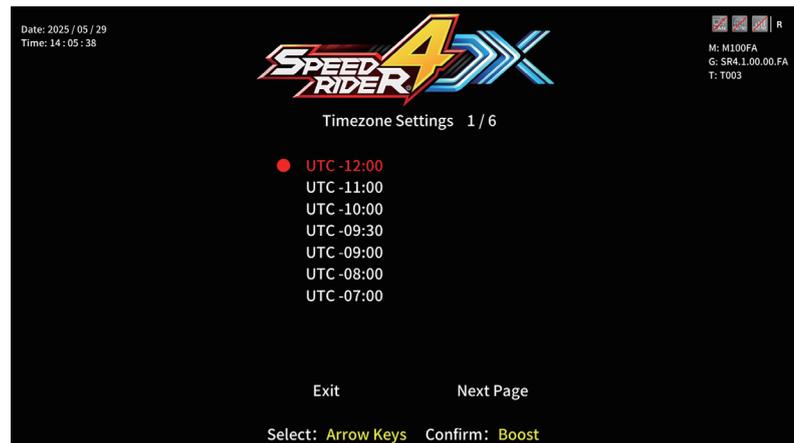


## Using the Operator

- When the machine is not connected to the server, and the time is changed, if you select **【Yes, change time setting.】**, the machine will automatically restart. When you select **【No, keep current setting.】**, the screen will automatically direct to the page **【System Settings】**.
- Move the cursor to **【2-1-3 Timezone】** and press the **【Boost】** button to enter **【Country Settings】** page.



- If the chosen country has more than one time zones, or **【Other】** is selected, the screen will automatically direct to the page of **【Timezone Settings】**.



## Using the Operator

### 4.4.2 Connection Settings

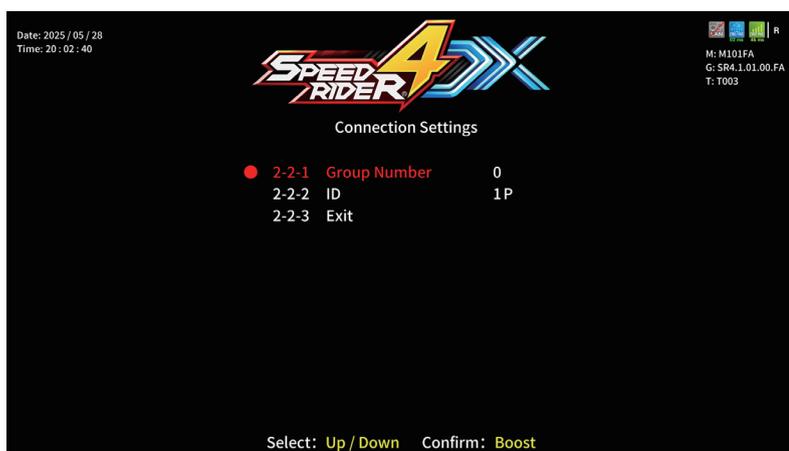
On the page of **【 Connection Settings 】** , you can set the group and the ID of the machine.



#### Note

To connect to the machine, please set up the same group in the settings. The recommended ID value settings for the machine, from left to right, are: 1P, 2P, 3P, 4P.

- Enter **【 Main Menu 】** → **【 2 System Settings 】** → **【 2-2 Connection Settings 】** , and the screen will display as below:



- Use the **【 Up 】** button and **【 Down 】** button to move the cursor and press the **【 Boost 】** button to enter the sub menu.
- Select the **【 2-2-1 Group Number 】** , then press the **【 Boost 】** button to set the group number of the machine.
- Select the **【 2-2-2 ID 】** , then press the **【 Boost 】** button to set the ID of the machine. When completed, move the cursor to **【 2-2-3 Exit 】** , then press the **【 Boost 】** button to return to the page of **【 2 System Settings 】** .

### 4.4.3 Country Settings

On the page of **Country Settings** , you can set your current location.

- Enter **【Main Menu】** → **【2 System Settings】** → **【2-3 Country Settings】** , and the screen will display as below:



- Use the **【Up】** , **【Down】** , **【Left】** , **【Right】** button to move the cursor and press the **【Boost】** button to set country.



#### Note

When **【Exit】** is selected, the screen will automatically direct to the page of **【System settings】** .

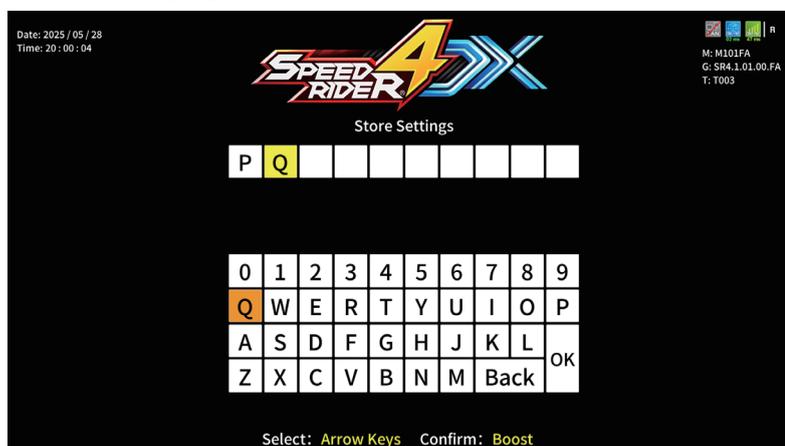
- If you press the **【Boost】** button on the preferred country, the country will be set, and the screen will automatically direct to the page of **【2 System settings】** .

## Using the Operator

### 4.4.4 Store Settings

On the page of **【Store Settings】**, you can set your store name.

- Enter **【Main Menu】** → **【2 System Settings】** → **【2-4 Store Settings】**, and the screen will display as below:

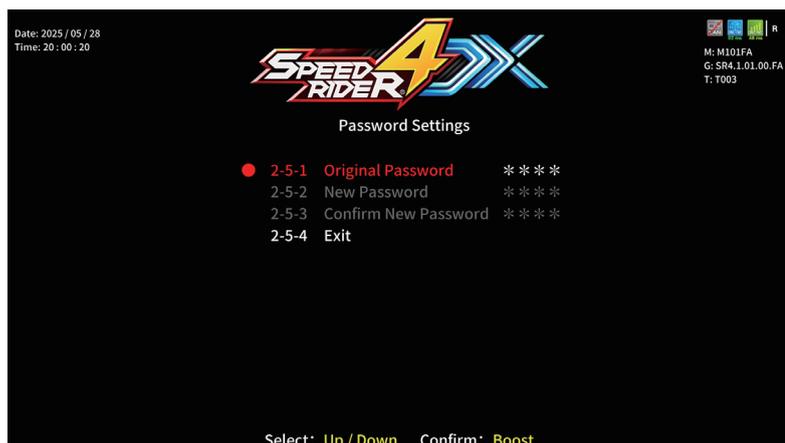


- Use the **【Up】**, **【Down】**, **【Left】**, **【Right】** button to move the cursor and press the **【Boost】** button to confirm the letter you want to input.
- When completed, move the cursor to **【OK】**, then press the **【Boost】** button to return to the page of **【System Settings】**. The store name should be displayed on the right side of **【Store Settings】**.

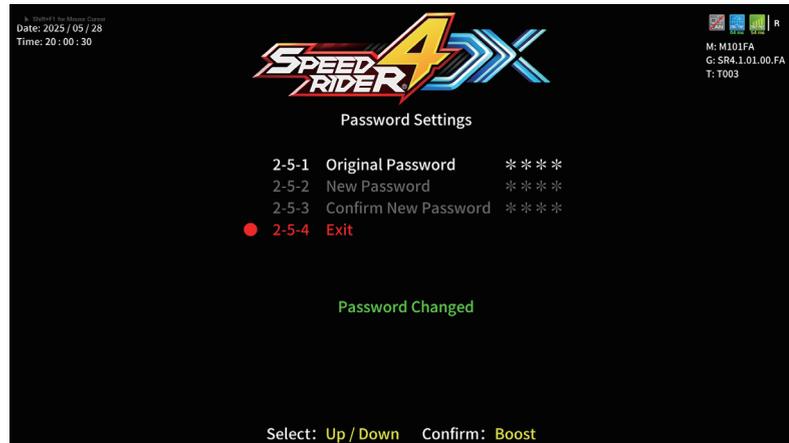
### 4.4.5 Password Settings

On the page of **【Password Settings】**, you can reset your password.

- Enter **【Main Menu】** → **【2 System Settings】** → **【2-5 Password Settings】**, and the screen will display as below:



- Press the **【Boost】** button to enter origin password(0000). Then, use the **【Up】** button and **【Down】** button to move the cursor and press the **【Boost】** button to enter the selected numbers.
- After the origin password has been confirmed, you can continue to enter and confirm the new password.
- Once the new password has been entered and confirmed, **【Password Changed】** will appear in green below.

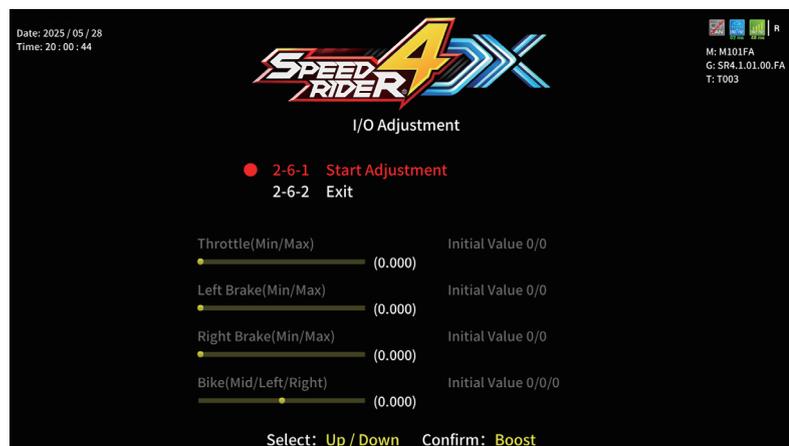


- Move the cursor to **[ 2-5-4 Exit ]** and press the **[ Boost ]** button to return to **[ 2 System Settings ]** .

## 4.4.6 I/O Adjustment

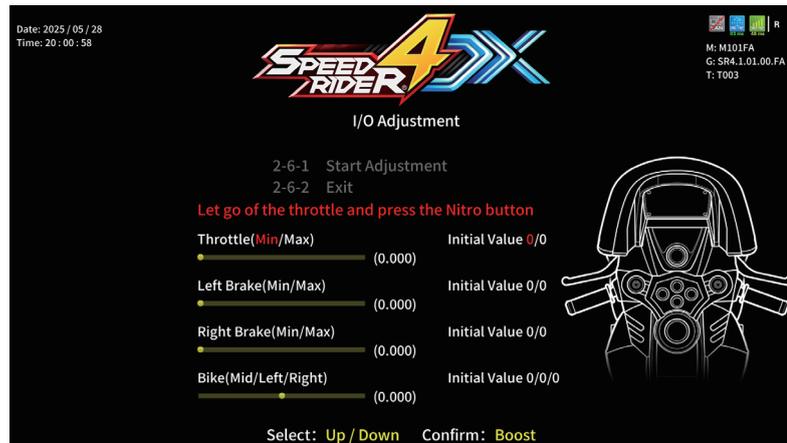
On the page of **[ I/O Adjustment ]** , you can adjust each operating function of the motorcycle.

- Enter **[ Main Menu ]** → **[ 2 System Settings ]** → **[ 2-6 I/O Adjustment ]** , and the screen will display as below:



- Move the cursor to **[ 2-6-1 Start Adjustment ]** , then press the **[ Boost ]** button to start the process.
- While adjusting, pictures and tips will appear on the screen (show in red).

## Using the Operator

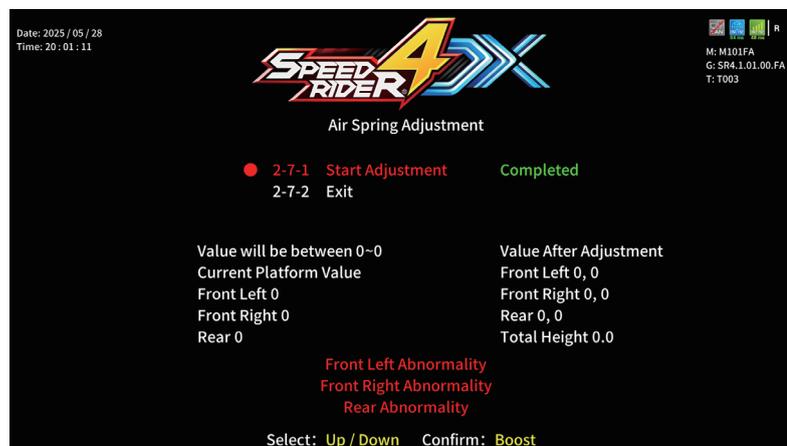


- Follow the tips to calibrate the values.
- After all adjustments are made, **【 Adjustment complete 】** will appear in green. Press the **【 Boost 】** button to return to **【 2 System Settings 】** .

### 4.4.7 Air Spring Adjustment

On the page of **【 Air Spring Adjustment 】** , you can adjust the minimum and maximum value of the air spring.

- Enter **【 Main Menu 】** → **【 2 System Settings 】** → **【 2-7 Air Spring Adjustment 】** , and the screen will display as below:

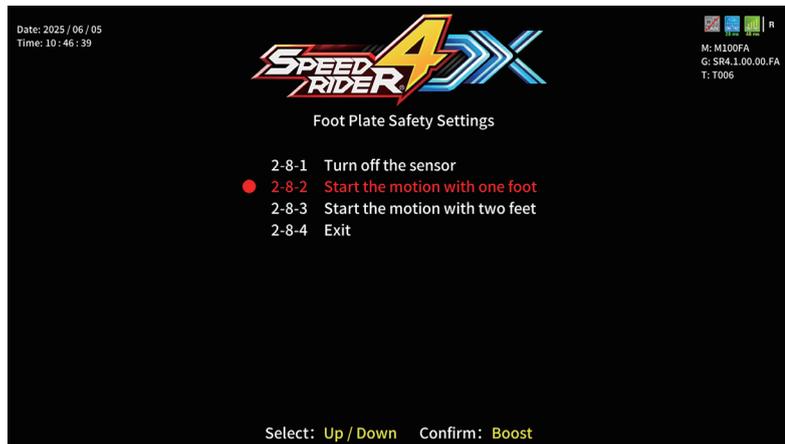


- Move the cursor to the **【 2-7-1 Start Adjustment 】** and press the **【 Boost 】** button to start adjusting.
- When adjustment starts, the air spring will be automatically calibrated, current adjustment status will display on the screen.
- After the adjustment is completed, move the cursor to the **【 2-7-2.Exit 】** and then press the **【 Boost 】** button to return to **【 2 System Settings 】** .

## 4.4.8 Foot Plate Safety Settings

on the page of **【Foot Plate Safety Settings】**, you can adjust the pressure sensing settings.

- Enter **【Main Menu】** → **【2 System Settings】** → **【2-8 Foot Plate Safety Settings】**, and the screen will display as below:



- After your preferred setting is chosen, press the **【Boost】** button, and return to **【System Settings】**.
- Move the cursor to **【2-8-4 Exit】** and press the **【Boost】** button to return to **【System Settings】**.



Note

**【Single-Foot Activation】** :Use one foot to start motion.

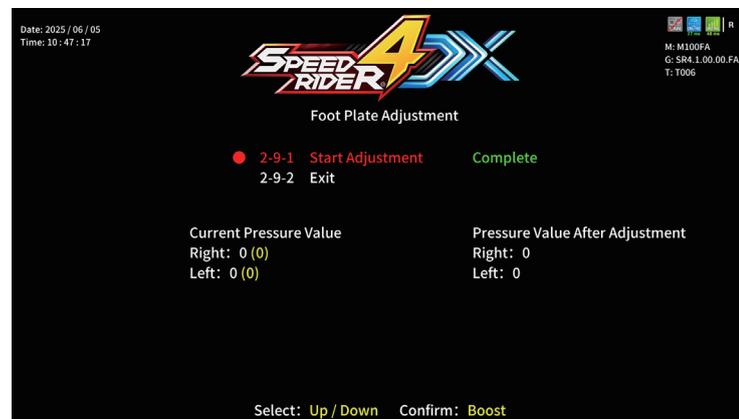
**【Double-Foot Activation】** :Use both feet to start motion.

**【Sensor Off:】** :Motion starts without foot sensor.

## 4.4.9 Foot Plate Adjustment

On the page of **【Foot Plate Adjustment】**, you can adjust the pressure sensing settings. The adjustment steps are as follows:

- Enter **【Main Menu】** → **【2 System Settings】** → **【2-9 Foot Plate Adjustment】**, and the screen will display as below:



- Move the cursor to the **【2-9-1 Start Adjustment】** and press the **【Boost】** button to start adjustment.

## Using the Operator

- After the adjustment is completed, move the cursor to the **【2-9-2.Exit】** and then press the **【Boost】** button to return to **【System Settings】**.



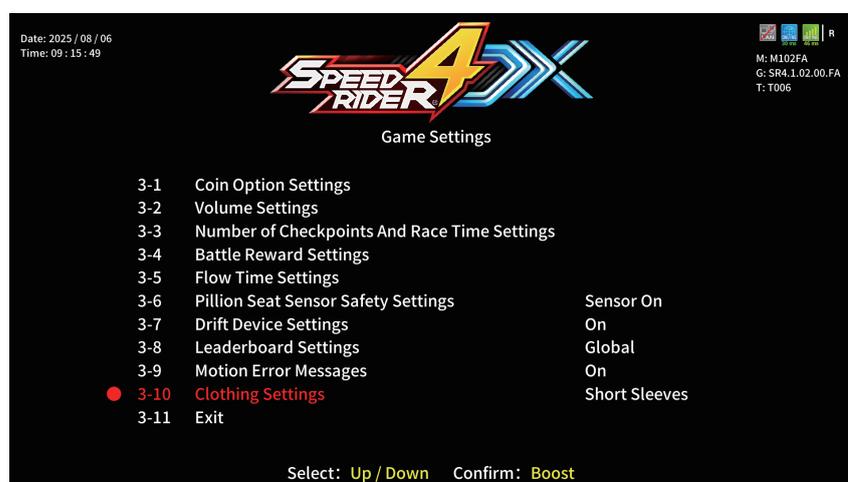
Note

Do not step on the foot Plate when calibrating.

## 4.5 Game Settings

On the page of **【Game Settings】**, you can set up all related features of the game.

- Enter **【Main Menu】** → **【3 Game Settings】**, and the screen will display as below:

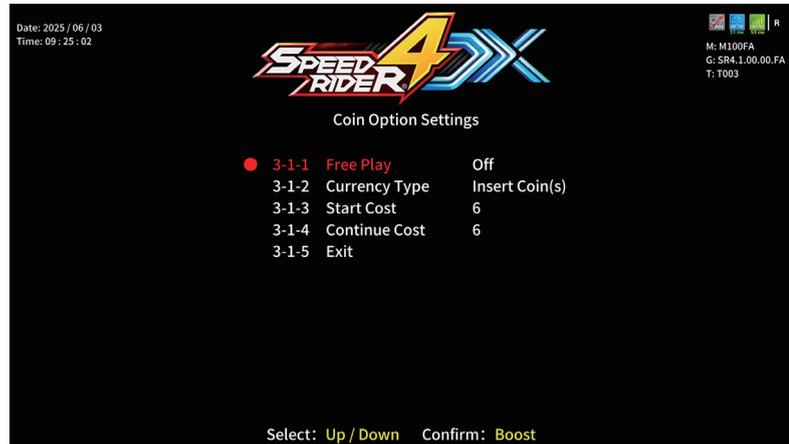


- Use the **【Up】** button and **【Down】** button to move the cursor and press the **【Boost】** button to enter the sub menu.
- After setup is completed, move the cursor to **【3-10 Exit】**, and press the **【Boost】** button to return to **【Main Menu】**.
- Regarding the detailed description of the sub menu in the **【3 Game Settings】** refer to the following content.

## 4.5.1 Coin Option Settings

On the page of **【 Coin Option Settings 】** , you can select **【 Free Play 】** or **【 Coin 】** .

- Enter **【 Main Menu 】** → **【 3 Game Settings 】** → **【 3-1 Coin Option Settings 】** , and the screen will display as below:



- Use the **【 Up 】** and **【 Down 】** button to select **【 3-1-1 Free Play 】** ,and use the **【 Up 】** and **【 Down 】** button to switch from **【 On 】** and **【 Off 】** .



Note

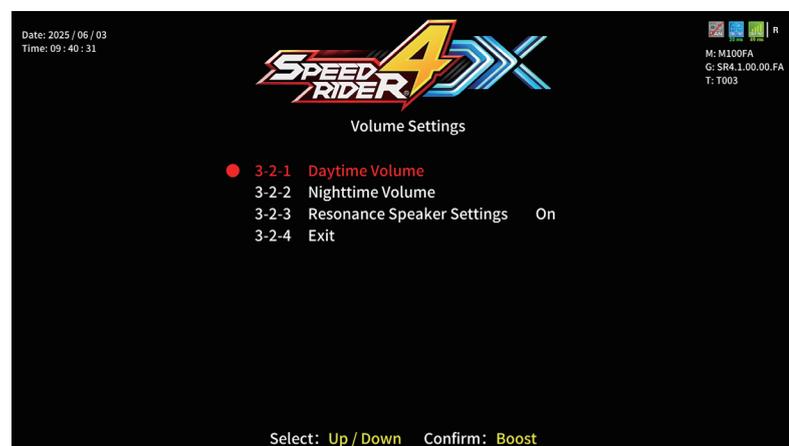
When **【 3-1-1 Free Play 】** is set to **【 OFF 】** , you can configure **【 3-1-2 Currency Type 】** , **【 3-1-3 Start Cost 】** , and **【 3-1-4 Continue Cost 】** .

- When the setting process is completed, move the cursor to **【 3-1-5 Exit 】** ,and press the **【 Boost 】** button to return to **【 Game Settings 】** .

## 4.5.2 Volume Settings

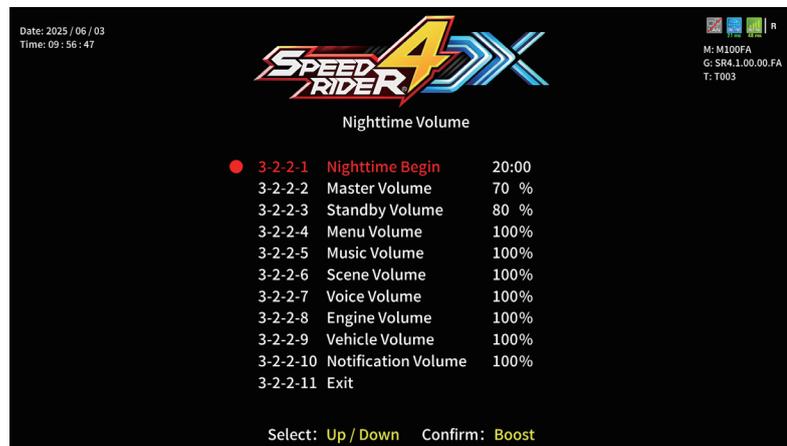
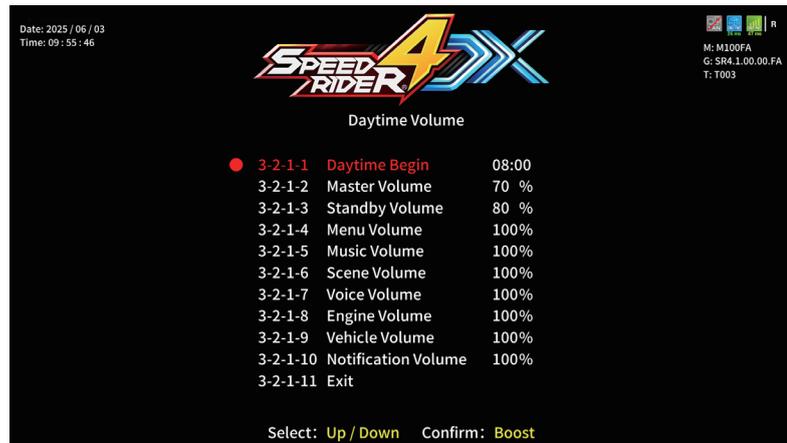
On the page of **【 Volume Settings 】** , you can determine the start time of daytime and evening and set the corresponding volume.

- Enter **【 Main Menu 】** → **【 3 Game Settings 】** → **【 3-2 Volume Settings 】** , and the screen will display as below :



- Move the cursor to select the **【 Daytime(Nighttime) Volume Settings 】** , then press the **【 Boost 】** button to enter the page of **【 Daytime(Nighttime) Volume Settings 】** , and the screen will display as below:

## Using the Operator

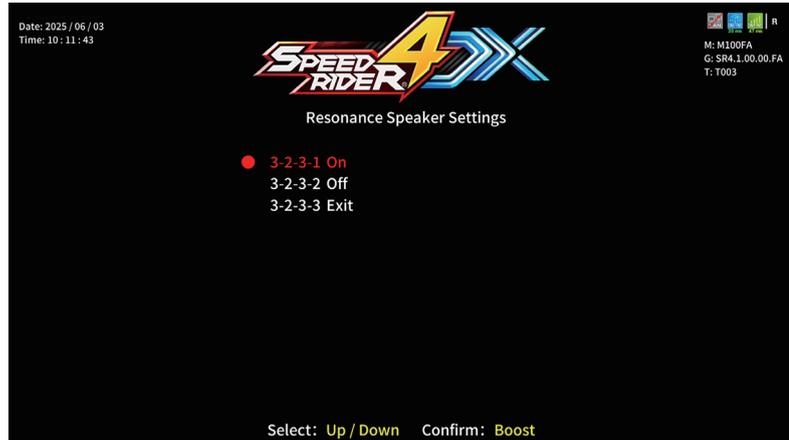


- Move the cursor to select the item, then press the **[ Boost ]** button to adjust volume.
- When the setting process is completed, move the cursor to **[ Exit ]**, and press the **[ Boost ]** button to return to **[ Volume Settings ]**.
- After the adjustment is completed, move the cursor to **[ 3-2-4 Exit ]**, and press the **[ Boost ]** button to return to **[ 3 Game Settings ]**.

### 4.5.3 Resonance Speaker Settings

On the page of **【Resonance Speaker Settings】**, you can turn the game's resonance speaker ON or OFF.

- Enter **【Main Menu】** → **【3 Game Settings】** → **【3-2 Volume Settings】** → **【3-2-3 Resonance Speaker Settings】** and the screen will display as below :



- Use the **【Up】** and **【Down】** buttons to move the cursor to **【On】**, then press **【Boost】** to set the resonance speaker as ON. The screen will automatically return to the **【Volume Settings】** page.
- Use the **【Up】** and **【Down】** buttons to move the cursor to **【Off】**, then press **【Boost】** to set the resonance speaker as OFF. The screen will automatically return to the **【Volume Settings】** page.
- Move the cursor to **【3-2-3-3 Exit】**, and press the **【Boost】** button to return to **【3-2 Volume Settings】**.



Note

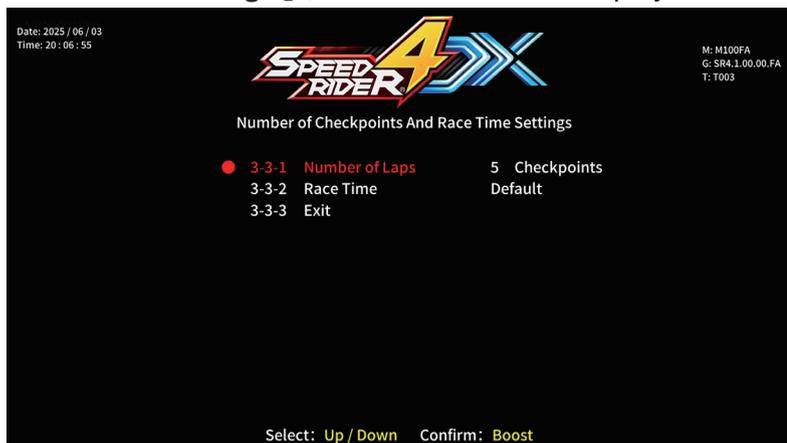
When the Resonance Speaker Settings is **【Off】**, the speakers that are installed inside the bikes will create NO vibration effects.

## Using the Operator

### 4.5.4 Number Of Checkpoints And Race Time Settings

On the page of **【Number of Checkpoints And Race Time Settings】**, you can determine number of Checkpoints, and race time.

- Enter **【Main Menu】** → **【3 Game Settings】** → **【3-3 Number of Checkpoints And Race Time Settings】**, and the screen will display as below:

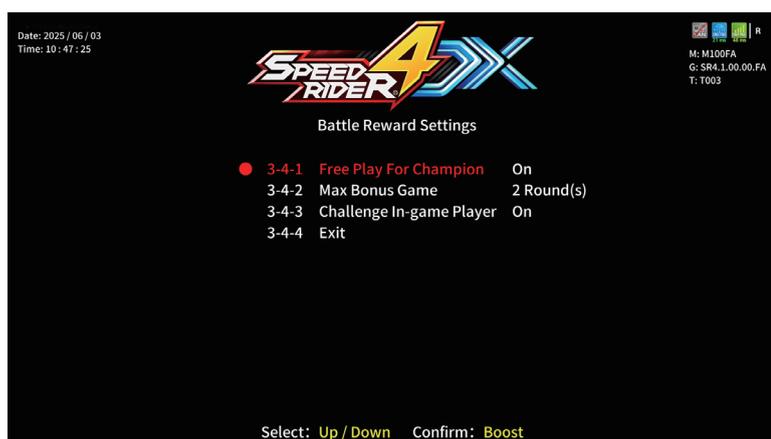


- Move the cursor to select and adjust the item, then press the **【Boost】** button to confirm it.
- After the adjustment is completed, Move the cursor to **【3-3-3 Exit】**, and press the **【Boost】** button to return to **【3 Game Settings】**.

### 4.5.5 Battle Reward Settings

On the page of **【Battle Reward Settings】**, you can determine whether players can get a free round when they win in-store battles, how many free rounds they can get at most, and whether to switch on **【Challenge In-game Player】**.

- Enter **【Main Menu】** → **【3 Game Settings】** → **【3-4 Battle Reward Settings】**, and the screen will display as below:



- Move the cursor to select **【Free Play For Champion】**, then press **【Boost】** to switch **【On】** or **【Off】**.



### Note

When **【3-4-1 Battle Reward Settings】** is set to **【ON】**, you can adjust the value of **【Max Bonus Game】**.

- Move the cursor to select **【Challenge In-game Player】**, then press **【Boost】** to switch **【On】** or **【Off】**.
- When the setting process is completed, move the cursor to **【3-4-4 Exit】**, and press **【Boost】** button to return to **【3 Game Settings】**.

### 4.5.6 Flow Time Settings

On the page of **【Flow Time Settings】**, you can determine the duration of each process:

- Enter **【Main Menu】** → **【3 Game Settings】** → **【3-5 Flow Time Settings】**, and the screen will display as below:



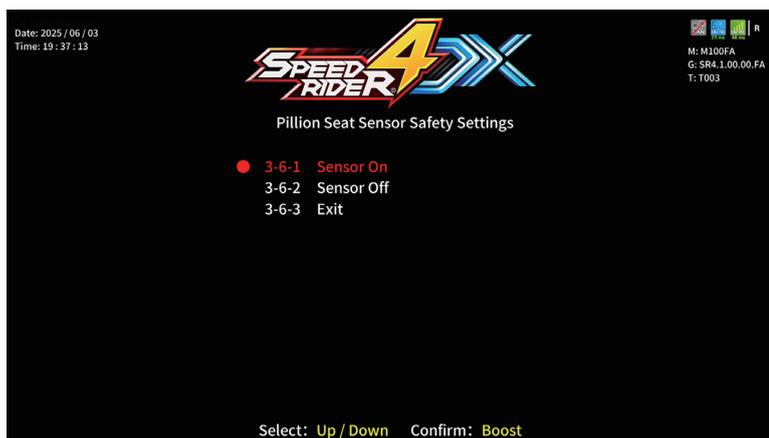
- Move the cursor to select the item, then press the **【Boost】** button to start the process.
- After the adjustment is completed, move the cursor to **【3-5-9 Exit】**, and press the **【Boost】** button to return to **【3 Game Settings】**.

## Using the Operator

### 4.5.7 Pillion Seat Sensor Safety Settings

On the page of **【Pillion Seat Sensor Safety Settings】** , you can turn the seat safety sensor ON or OFF.

- Enter **【Main Menu】** → **【3 Game Settings】** → **【3-6 Pillion Seat Sensor Safety Settings】** , and the screen will display as below:



- Use the **【Up】** and **【Down】** buttons to move the cursor to **【On】** , then press **【Boost】** to set the Pillion Seat Sensor Safety as ON. The screen will automatically return to the **【3 Game Settings】** page.
- Use the **【Up】** and **【Down】** buttons to move the cursor to **【Off】** , then press **【Boost】** to set the Pillion Seat Sensor Safety as OFF. The screen will automatically return to the **【3 Game Settings】** page.
- Move the cursor to **【3-6-3 Exit】** , and press the **【Boost】** button to return to **【3 Game Settings】** .



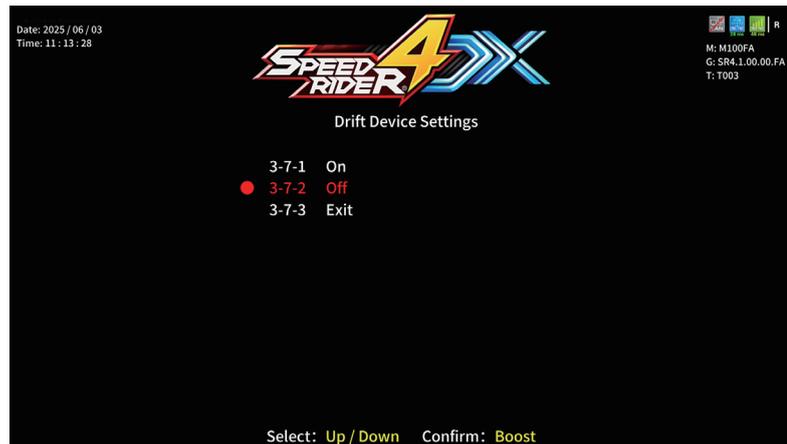
Note

This sensor detects if someone or something is on the Pillion Seat to avoid danger. Don't turn it OFF if it's working fine.

### 4.5.8 Drift Device Settings

On the page of **【Drift Device Settings】** , You can set the drift device function to ON or OFF during the game.

- Enter **【Main Menu】** → **【3 Game Settings】** → **【3-7 Drift Device Settings】** , and the screen will display as below:



- Use the **【Up】** and **【Down】** buttons to move the cursor to the **【On】** , then press the **【Boost】** . The screen automatically returns to the **【3 Game Settings】** page.
- Use the **【Up】** and **【Down】** buttons to move the cursor to the **【Off】** , then press the **【Boost】** . The screen automatically returns to the **【3 Game Settings】** page.
- Move the cursor to **【3-7-3 Exit】** , and press the **【Boost】** button to return to **【3 Game Settings】** .



Note

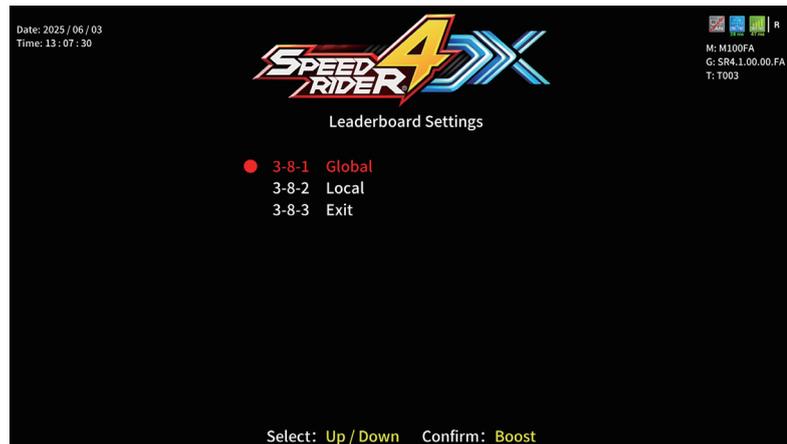
This setting turns the drift device ON or OFF during the game.

## Using the Operator

### 4.5.9 Leaderboard Settings

On the page of **Leaderboard Settings** , You can choose between the local store leaderboard or the global leaderboard.

- Enter **【 Main Menu 】** → **【 3 Game Settings 】** → **【 3-8 Leaderboard Settings 】** , and the screen will display as below:



- Use the **【 Up 】** and **【 Down 】** buttons to move the cursor to the **【 Global 】** , then press the **【 Boost 】** . The screen automatically returns to the **【 3 Game Settings 】** page.
- Use the **【 Up 】** and **【 Down 】** buttons to move the cursor to the **【 Local 】** , then press the **【 Boost 】** . The screen automatically returns to the **【 3 Game Settings 】** page.
- Move the cursor to **【 3-8-3 Exit 】** , and press the **【 Boost 】** button to return to **【 3 Game Settings 】** .



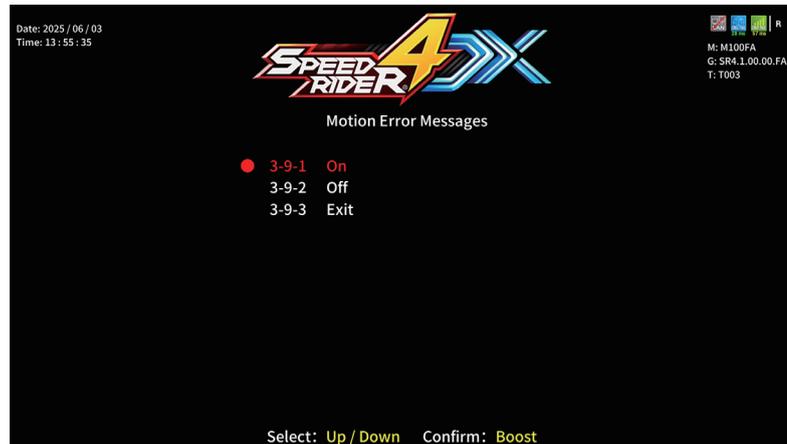
Note

You need internet when selecting **【 Global 】** .

### 4.5.10 Motion Error Message

On the **【Motion Error Message】** page, you can turn ON or OFF motion platform hardware error messages while running.

- Enter **【Main Menu】** → **【3 Game Settings】** → **【3-9 Motion Error Message】**, and the screen will display as below:



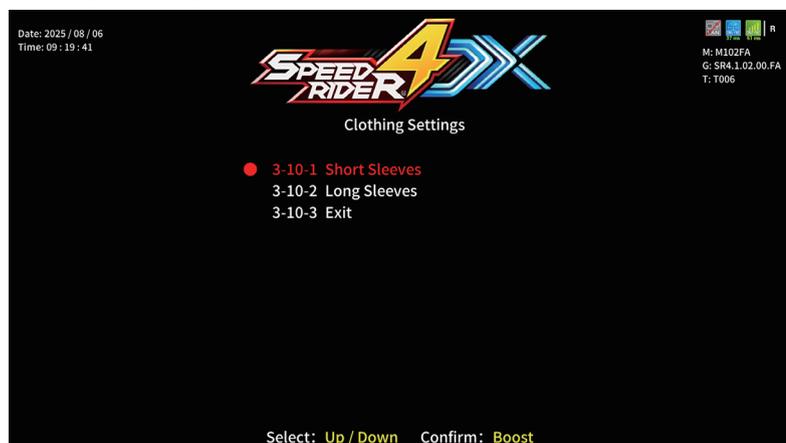
- Use the **【Up】** and **【Down】** buttons to move the cursor to the **【On】**, then press the **【Boost】**. The screen automatically returns to the **【3 Game Settings】** page.
- Use the **【Up】** and **【Down】** buttons to move the cursor to the **【Off】**, then press the **【Boost】**. The screen automatically returns to the **【3 Game Settings】** page.
- Move the cursor to **【3-9-3 Exit】**, and press the **【Boost】** button to return to **【3 Game Settings】**.

### 4.5.11 Clothing Settings

On the **【Clothing Settings】** page, you can adjust the settings of the Clothing Settings.

The setting steps are as follows:

- Go to **【Main Menu】** > **【Game Settings】** > **【Clothing Settings】**.
- Use the **【Up】** and **【Down】** buttons to move the cursor to the **【Short Sleeves】**, then press the **【Boost】**. The screen automatically returns to the **【3 Game Settings】** page.



## Using the Operator

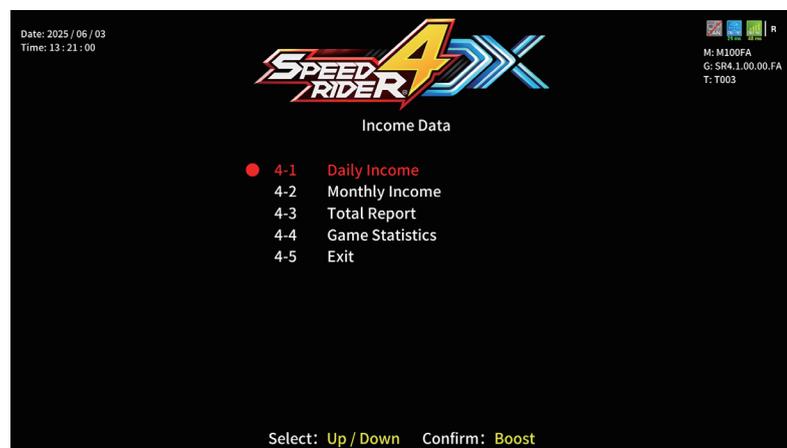
---

- Use the **【Up】** and **【Down】** buttons to move the cursor to **【Long Sleeves】**, then press the **【Boost】** button. The screen automatically returns to the **【3 Game Settings】** page.
- Move the cursor to **【3-10-3 Exit】**, and press the **【Boost】** button to return to **【3 Game Settings】**.

### 4.6 Income Data

On the page of **【Income Data】**, you can check the daily, monthly and total revenue in the machine.

- Enter **【Main Menu】** → **【4 Income Data】**, and the screen will display as below:



- Use the **【Up】** button and **【Down】** button move the cursor and press the **【Boost】** button to enter the sub menu.
- Move the cursor to **【4-5 Exit】** and press the **【Boost】** button to return to **【Main Menu】**.
- Regarding the detailed data of the sub menu in the **【4 Income Data】**, refer to the following content.

## 4.6.1 Daily Income

On the page of **【 Daily Income 】** , you can check the daily revenue of each cabinet.

- Enter **【 Main Menu 】** → **【 4 Income Data 】** → **【 4-1 Daily Income 】** ,and the screen will display as below:

The screenshot shows the 'Daily Income 1 / 3' screen for Speed Rider 4X. It features a table with the following columns: Date, Coin(s), Total Game, New Game, Continue, Versus Bonus, Freeplay, Versus, Service, Operation Time, Game Time, and Avg. Game Time. The data is as follows:

Date	Coin(s)	Total Game	New Game	Continue	Versus Bonus	Freeplay	Versus	Service	Operation Time	Game Time	Avg. Game Time
2025/06/03	*0	0	0	0	0	0	0	0	00:01:06	00:00:00	00:00
2025/06/02	*0	0	0	0	0	0	0	0	00:00:56	00:00:00	00:00
2025/05/28	25	4	4	0	0	0	0	0	00:09:30	00:01:30	00:22
2025/05/27	6	1	1	0	0	0	0	0	01:16:34	00:00:07	00:07
2025/05/20	0	2	2	0	0	0	0	0	00:01:07	00:00:30	00:15
2025/05/16	1	2	2	0	0	0	0	0	00:05:32	00:05:01	02:30
2025/05/14	0	0	0	0	0	0	0	0	00:00:00	00:00:00	00:00
2025/05/09	0	0	0	0	0	0	0	0	00:00:00	00:00:00	00:00
2025/05/08	0	0	0	0	0	0	0	0	00:00:00	00:00:00	00:00
2025/04/24	0	0	0	0	0	0	0	0	00:00:00	00:00:00	00:00
<b>Average</b>	<b>6</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>6</b>	<b>0</b>	<b>44</b>	<b>00:20:05</b>	<b>00:09:51</b>	<b>00:24</b>

At the bottom of the screen, it says: Select: Up / Down Exit: Boost

Descriptions of each item are as follows:

Item	Description
Date	Date of record
Coin(s)	Total number of coins inserted that day
Total Game	Total number of games played that day
New Game	Number of times coins were inserted to start new games that day
Continue	Number of times coins were inserted to continue games that day
Versus Bonus	Total number of winner bonus games on that day
Freeplay	Total number of freeplays on that day
Versus	Total number of versus games on that day
Service	Total number of service buttons used that day
Operation Time	Total operating time on that day
Game Time	Total game time of that day
Avg. Game Time	Average game time of that day Calculation formula: Game Time/Total Game

- Use the **【 Up 】** button and **【 Down 】** button to move the page.
- Press the **【 Boost 】** button to return to **【 4 Income Data 】** .

## Using the Operator

### 4.6.2 Monthly Income

On the page of **【 Monthly Income 】** , you can check the monthly revenue of each cabinet.

- Enter **【 Main Menu 】** → **【 4 Income Data 】** → **【 4-2 Monthly Income 】** ,and the screen will display as below:

Date	Coin(s)	Total Game	New Game	Continue	Versus Bonus	Freeplay	Versus	Service	Operation Time	Game Time	Avg. Game Time
2025/06	*0	0	0	0	0	0	0	0	000:02:03	000:00:00	00:00
2025/05	32	9	9	0	0	0	0	0	001:32:45	000:07:10	00:47
2025/04	*93	9	9	0	0	165	0	1063	005:31:40	003:38:10	01:15
*2025/03	*39	5	5	0	0	0	0	1	000:55:49	000:11:20	02:16
<b>Average</b>	41	5	5	0	0	41	0	266	002:00:34	000:59:10	01:04

Descriptions of each item are as follows:

Item	Description
Month	month of record
Coin(s)	Total number of coins inserted that month
Total Game	Total number of games in that month
New Game	Number of times coins were inserted to start new games that month
Continue	Number of times coins were inserted to continue games that month
Versus Bonus	Total number of winner bonus games in that month
Freeplay	Total number of freeplays in that month
Versus	Total number of versus games in that month
Service	Total number of service buttons used that month
Operation Time	Total operating time in that month
Game Time	Total game time in that month
Avg.Game Time	Average game time of that month Calculation formula: Game Time/Total Game

- Use the **【 Up 】** button and **【 Down 】** button to move the page.
- Press the **【 Boost 】** button to return to **【 4 Income Data 】** .

## 4.6.3 Total Report

On the page of **【 Total Report 】** , you can check the total revenue of each machine.

- Enter **【 Main Menu 】** → **【 4 Income Data 】** → **【 4-3 Total Report 】** ,and the screen will display as below:



Descriptions of each item are as follows:

Item	Description
Coin(s)	Total number of coins in total
Total Game	Total number of games in total
New Game	Number of times coins were inserted to start new games in total
Continue	Number of times coins were inserted to continue games in total
Versus Bonus	Total number of winner bonus games in total
Freyplay	Total number of freepays in total
Versus	Total number of versus games in total
Service	Total number of Service in total
Operation Time	The total operating time overall
Game Time	Total game time overall
Percentage Of Idle	Percentage of time the that no one is playing the game while the machine is on Calculation formula: (Operation time - Game Time)/ Operation time x100%

- Press the **【 Boost 】** button to return to **【 4 Income Data 】** .

## Using the Operator

### 4.6.4 Game Statistics

On the page of **【 Game Statistics 】** , you can view the status of character selection stats and scene play count stats for the machine.

- Enter **【 Main Menu 】** → **【 4 Income Data 】** → **【 4-4 Game Statistics 】** ,and the screen will display as below:

	Guest	Login
ANGEL	0	0
KING	0	0
FLASH	0	0
AGENT	0	0
GUARDIAN	0	0
KNIGHT	0	0
QUEEN	0	0
GURU	0	0
<b>Total</b>	<b>0</b>	<b>0</b>

Select: Up / Down    Exit: Boost

Descriptions of each item are as follows:

Item	Guest Login Count	Account Login Count
ANGEL	Total number of times this character has been used as a guest or with an account login	
KING	Total number of times this character has been used as a guest or with an account login	
FLASH	Total number of times this character has been used as a guest or with an account login	
AGENT	Total number of times this character has been used as a guest or with an account login	
GUARDIAN	Total number of times this character has been used as a guest or with an account login	
KNIGHT	Total number of times this character has been used as a guest or with an account login	
QUEEN	Total number of times this character has been used as a guest or with an account login	
GURU	Total number of times this character has been used as a guest or with an account login	
Total	Total number of times used as a guest or with an account login	

- Use the **【 Up 】** and **【 Down 】** buttons to change pages.
- Press the **【 Boost 】** button to return to **【 4 Income Data 】** .

## Using the Operator

Date: 2025 / 08 / 06  
Time: 17 : 33 : 01

Machine ID: 1  
Store:  
Player ID: 1P

M: M102FA  
G: SR4\_1.02.00\_FA  
T: T006

Scene Play Count Statistics 2 / 2

	Guest	Login
Seoul Forward	0	0
Seoul Reverse	0	0
Beijing Forward	0	0
Beijing Reverse	0	0
Shanghai Forward	0	0
Shanghai Reverse	0	0
Las Vegas Forward	0	0
Las Vegas Reverse	0	0
Thailand Forward	0	0
Thailand Reverse	0	0
Chongqing Forward	0	0
Chongqing Reverse	0	0
Total	0	0

Select: Up / Down    Exit: Boost

Descriptions of each item are as follows:

Item	Guest Login Count	Account Login Count
Seoul Forward	Total number of times this scene has been played by guests or account logins.	
Seoul Reverse	Total number of times this scene has been played by guests or account logins.	
Beijing Forward	Total number of times this scene has been played by guests or account logins.	
Beijing Reverse	Total number of times this scene has been played by guests or account logins.	
Shanghai Forward	Total number of times this scene has been played by guests or account logins.	
Shanghai Reverse	Total number of times this scene has been played by guests or account logins.	
Las Vegas Forward	Total number of times this scene has been played by guests or account logins.	
Las Vegas Reverse	Total number of times this scene has been played by guests or account logins.	
Thailand Forward	Total number of times this scene has been played by guests or account logins.	
Thailand Reverse	Total number of times this scene has been played by guests or account logins.	
Chongqing Forward	Total number of times this scene has been played by guests or account logins.	
Chongqing Reverse	Total number of times this scene has been played by guests or account logins.	
Total	Total number of times used as a guest or with an account login	

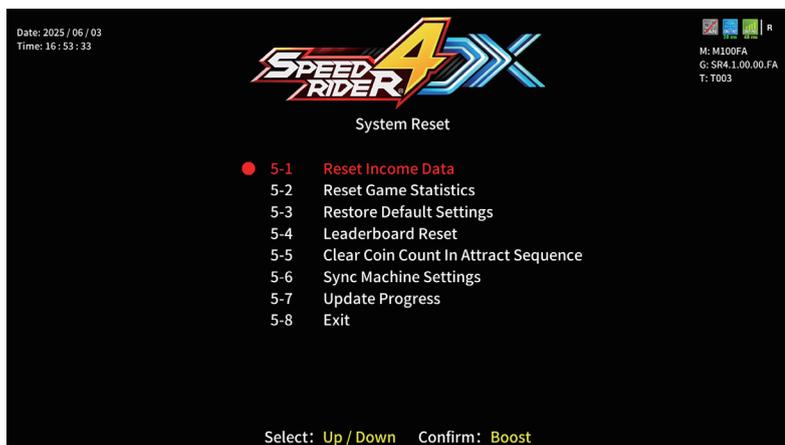
- Use the **[Up]** and **[Down]** buttons to change pages.
- Press the **[Boost]** button to return to **[4 Income Data]** .

## Using the Operator

### 4.7 System Reset

On the page of **【System Reset】**, you can delete the income data or set the system to default setting.

- Enter **【Main Menu】** → **【5 System Reset】**, and the screen will display as below:

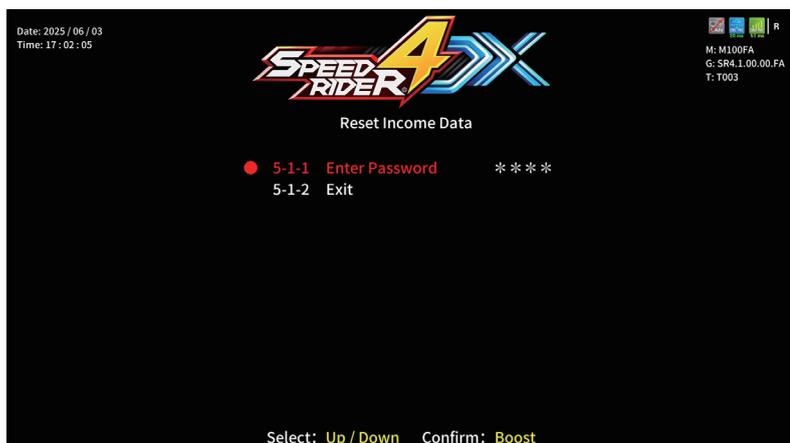


- Use the **【Up】** button and **【Down】** button move the cursor and press the **【Boost】** button to enter the sub menu.
- After setup is completed, move the cursor to **【5-8 Exit】**, and press the **【Boost】** button to return to **【Main Menu】**.
- Regarding the detailed descriptions of the sub menu in **【5 System Reset】**, refer to the following content.

#### 4.7.1 Reset Income Data

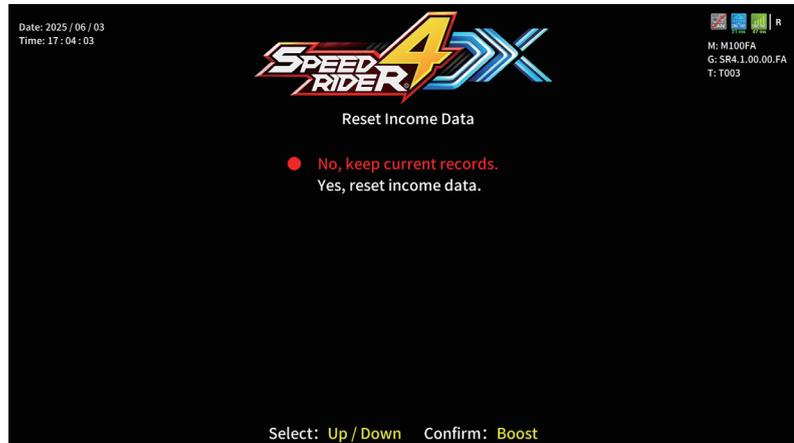
On the page of **【Reset Income Data】**, you can delete the data of daily income and monthly income.

- Enter **【Main Menu】** → **【5 System Reset】** → **【5-1 Reset Income Data】**, and the screen will display as below:



- Move the cursor to select **【5-1-1 Enter Password】**, and press the **【Boost】** button to start entering machine's password.
- Use the **【Up】** and **【Down】** button to select numbers, and then press **【Boost】** button to enter password.

- After the password has been entered, the following screen will be displayed:



- Move the cursor to **【Yes, reset income data.】** , and press the **【Boost】** button to reset income data.
- After reset, **【Income Data Reset Complete】** will appear in green. And return to **【5 System Reset】** .



This function will not delete the data in **【Total Report】** .

### Note

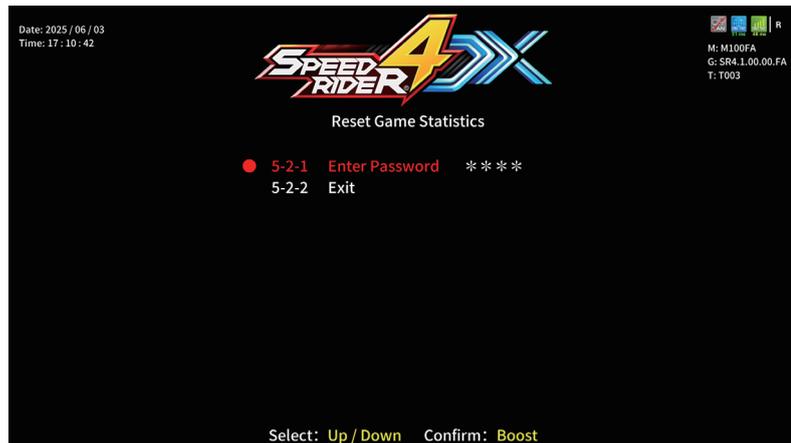
- When **【No, keep current data.】** is selected, the screen will automatically direct to the page of **【5 System Reset】** .

## Using the Operator

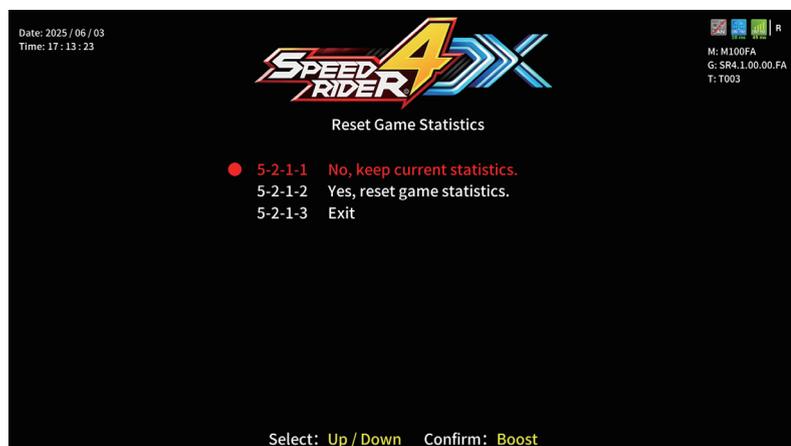
### 4.7.2 Reset Game Statistics

On the page of **Reset Game Statistics** , you can clear the data of character selection statistics and scene play count statistics.

- Enter **【 Main Menu 】** → **【 5 System Reset 】** → **【 5-2 Reset Game Statistics 】** ,and the screen will display as below:



- Move the cursor to select **【 5-2-1 Enter Password 】** , and press the **【 Boost 】** button to start entering machine's password.
- Use the **【 Up 】** and **【 Down 】** button to select numbers, and then press **【 Boost 】** button to enter password.
- After the password has been entered, the following screen will be displayed:

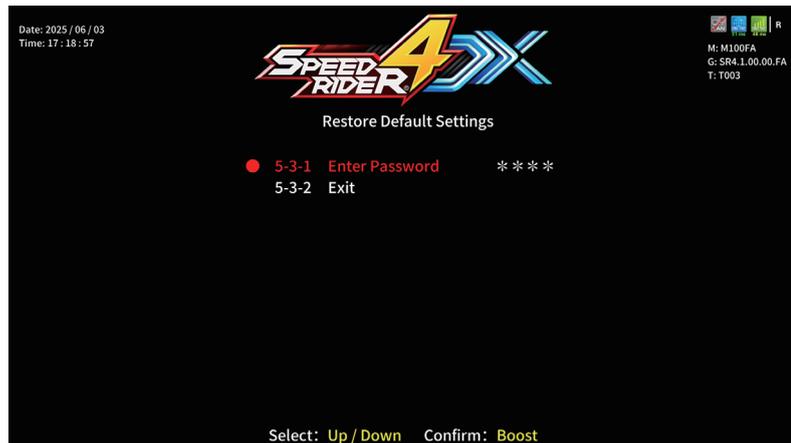


- Move the cursor to **【 Yes, reset game statistics. 】** , and press the **【 Boost 】** button to reset game statistics.
- After reset, **【 Game Statistics Reset Complete 】** will appear in green. And return to **【 5 System Reset 】**
- When **【 No, keep current data. 】** is selected, the screen will automatically direct to the page of **【 5 System Reset 】** .

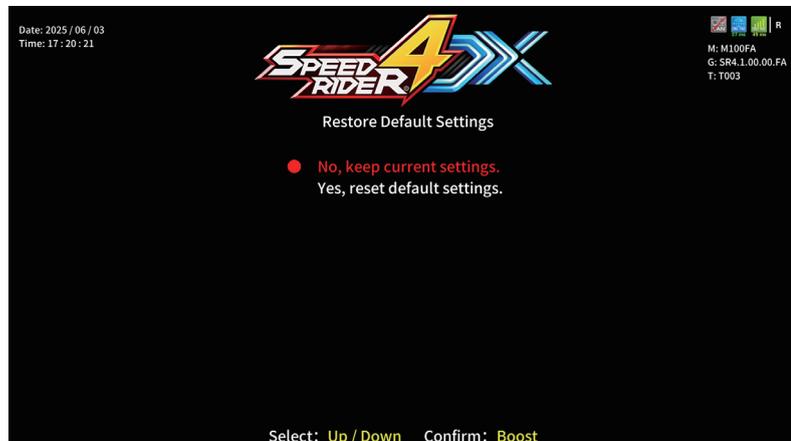
### 4.7.3 Restore Default Settings

On the page of **【 Restore Default Settings 】** , you can delete the income data or set the system to the default setting.

- Enter **【 Main Menu 】** → **【 5 System Reset 】** → **【 5-2 Restore Default Settings 】** ,and the screen will display as below:



- Move the cursor to select **【 5-3-1 Enter Password 】** , and press the **【 Boost 】** button to start entering machine's password.
- Use the **【 Up 】** and **【 Down 】** button to select numbers, and then press **【 Boost 】** button to enter password.
- After the password has been entered, the following screen will be displayed:



- Move the cursor to **【 Yes, rest default settings. 】** , and press the **【 Boost 】** button to reset default settings.
- After restore, **【 Default Settings Restore Complete 】** will appear in green. And return to **【 5 System Reset 】** .
- The settings below will be reset to default:
  - System Setting: Connection Settings, Country Settings, Store Settings, Password Settings, I/O Adjustment, Air Spring Adjustment, Foot Plate Safety Settings, Foot Plate Adjustment.
  - Game Setting: Coin Option Settings, Volume Settings, Number Of Checkpoints And Race Time Settings, Battle Reward Settings, Flow Time Settings, Leaderboard Settings. Pillion Seat Sensor Safety Settings, Drift Device Settings.

## Using the Operator

---



Please refer to section 4.9 setting defaults t for more details.

### Note

- When **【No, keep current setting.】** is selected, the screen will automatically direct to the page of **【5.System Reset】** .

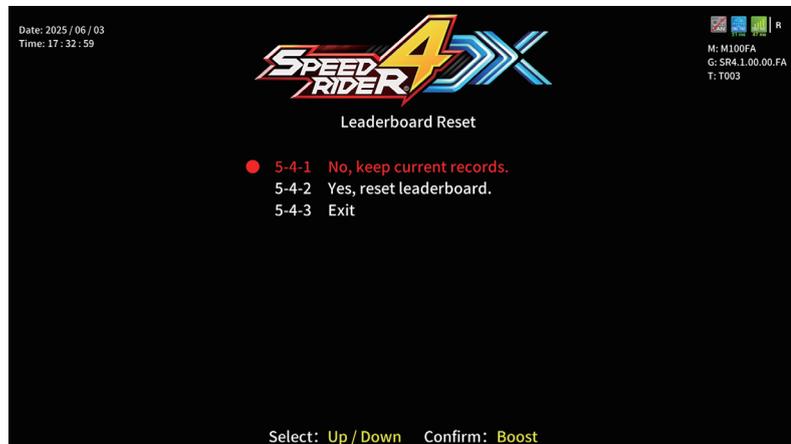
---

### 4.7.4 Leaderboard Reset

---

On the page of **【Leaderboard Reset】** , you can reset the Leaderboard record to the default setting.

- Enter **【Main Menu】** → **【5 System Reset】** → **【5-4 Leaderboard Reset】** ,and the screen will display as below:

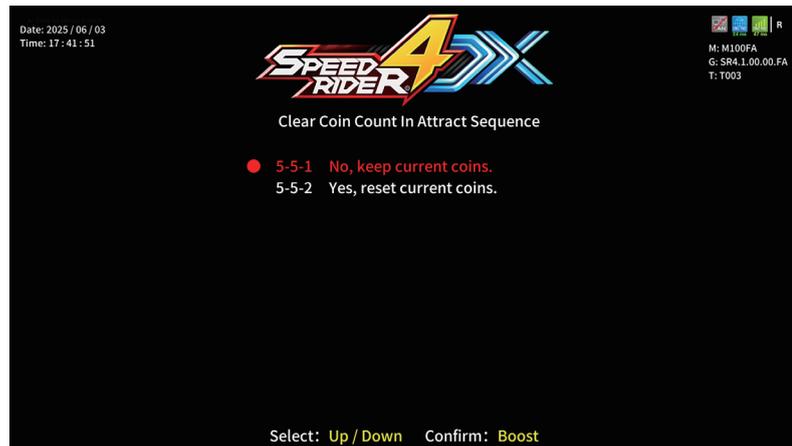


- Use **【Up】** and **【Down】** to move and select.
- Move the cursor to **【Yes】** , and press **【Boost】** button to reset Leaderboard.
- When **【No】** is selected, the screen will automatically direct to the page of **【5 System Reset】** .
- After reset, **【Leaderboard Reset Complete】** will appear in green. And return to **【5 System Reset】** .

### 4.7.5 Clear Coin Count In Attract Sequence

On the page of **【Clear Coin Count In Attract Sequence】**, you can clear the coin count in the bottom right corner of the attract sequence.

- Enter **【Main Menu】** → **【5 System Reset】** → **【5-4 Clear Coin Count In Attract Sequence】**, and the screen will display as below:

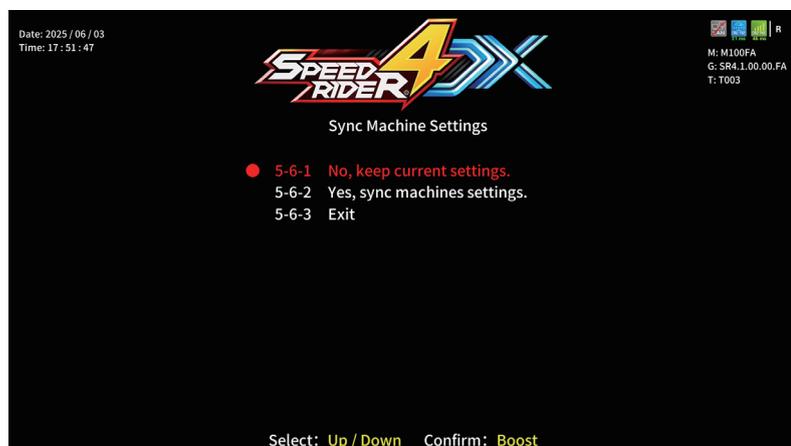


- Use **【Up】** and **【Down】** to move and select.
- When **【No, keep current coins】** is selected, the screen will automatically direct to the page of **【5 System Reset】**.
- Move the cursor to **【Yes, reset current coins】**, and press **【Boost】** button to clear the coin count in the bottom right corner of the attract sequence.
- After clear, **【Clear Complete】** will appear in green. And return to **【5 System Reset】**.

### 4.7.6 Sync Machine Settings

On the page of **【Sync Machine Settings】**, you can sync the settings of machines within the same group number.

- Enter **【Main Menu】** → **【5 System Reset】** → **【5-6 Sync Machine Settings】**, and the screen will display as below:



- Use **【Up】** and **【Down】** to move and select.

## Using the Operator

- Move the cursor to select **[ No, keep current settings ]** or select **[ 5-6-3 Exit ]** , then press the **[ Boost ]** button to leave this page and return to the **[ 5 System Reset ]** page.
- Move the cursor to select **[ Yes, Sync Machines Settings ]** , then press the **[ Boost ]** button to sync the machines settings.
- After the machine settings are synced, a "Synchronization Completed" message will appear.



Note

To sync the related data, the group number setting must be the same in **[ Connection Settings ]** .

The following items will be synced:

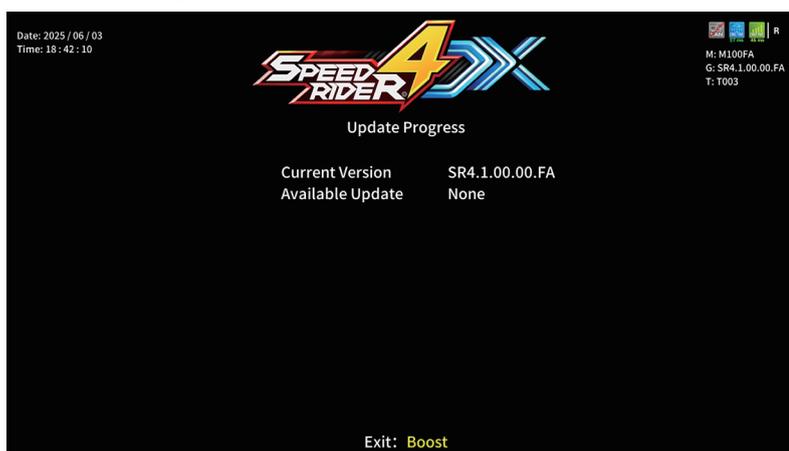
System Settings: Connection Settings → Group Number 、 Country Settings, Store Settings, Password Settings, Foot Plate Safety Settings.

Game Settings: Coin Option Settings, Volume Settings, Number Of Checkpoints And Race Time Settings, Battle Reward Settings, Flow Time Settings, Pillion Seat Sensor Safety Settings, Drift Device Settings, Leaderboard Settings.

## 4.8 Update Progress

On the page of **[ Update Progress ]** , you can check whether there is an update for the latest version.

- Enter the page to check whether you have the latest version, press **[ Boost ]** to confirm and return to the previous menu.



## 4.9 Game Setting Defaults

Name of the Setting	Default Setting	Available Setting
Connection Settings → Group Number	0	0~99
Connection Settings → ID	1P	1P~4P
Password Settings	0000	0000~9999
Foot Plate Safety Settings	Start the motion with one foot	Turn off the sensor \ Start the motion with one foot \ Start the motion with two feet
Coin Option Settings → Free Play	Off	Off, On
Coin Option Settings → Currency Type	Insert Coin(s)	Insert Coin(s), Insert Credit(s), Insert Token(s), Swipe Card
Coin Option Settings → Start Cost	6	1,2,3...20
Coin Option Settings → Continue Cost	6	1,2,3...20
Volume Settings → Daytime/Nighttime Volume Settings → Daytime /Nighttime Begin	8:00/20:00	00:00~23:00 (set by the hour)
Volume Settings / Nighttime Volume Setting → Master Volume	70%/70%	0%,10%,20%...100%
Volume Settings / Nighttime Volume Setting → Standby Volume	80%/80%	0%,10%,20%...100%
Volume Settings / Nighttime Volume Setting → Menu Volume	100%	0%,10%,20%...100%
Volume Settings / Nighttime Volume Setting → Music Volume	100%	0%,10%,20%...100%
Volume Settings / Nighttime Volume Setting → Scene Volume	100%	0%,10%,20%...100%
Volume Settings / Nighttime Volume Setting → Voice Volume	100%	0%,10%,20%...100%
Volume Settings / Nighttime Volume Setting → Engine Volume	100%	0%,10%,20%...100%
Volume Settings / Nighttime Volume Setting → Vehicle Volume	100%	0%,10%,20%...100%
Volume Settings / Nighttime Volume Setting → Notification Volume	100%	0%,10%,20%...100%

## Using the Operator

Name of the Setting	Default Setting	Available Setting
Resonance Speaker Settings	On	On 、 Off
Number Of Checkpoints And Race Time Settings → Number Of Checkpoints	5	3~8
Number Of Checkpoints And Race Time Setting → Game Time	Default	+10~50, Default, -10~50
Battle Reward Settings → Free Play For Champion	OFF	OFF, ON
Battle Reward Settings → Max Bonus Game	2	1,2,3...10, Unlimited
Battle Reward Settings → Challenge In-game Player	ON	OFF, ON
Flow Time Settings → Login	30	30,31,32...60
Flow Time Settings → Profile	8	5,6,7...30
Flow Time Settings → Authorize Photo	10	5,6,7...30
Flow Time Settings → Select Route	15	5,6,7...30
Flow Time Settings → Select Vehicle	15	10,11,12...30
Flow Time Settings → Enter Name	15	10,11,12...30
Flow Time Settings → Continue Coin	15	10,11,12...30
Flow Time Settings → Continue Confirm	15	10,11,12...30
Pillion Seat Sensor Safety Settings	Sensor On	Sensor On 、 Sensor Off
Drift Device Settings	On	On 、 Off
Leaderboard Settings	Global	Global 、 Local
Motion Error Messages	On	On 、 Off

# 5 Maintenance and Repair

## 5.1 Daily inspection

To extend the life of this product, routinely maintain and inspect it.

### Exterior inspection :

- Check if all warning labels are present and legible.
- Check all fixing around the cabinet and bike are tight and secure.
- Check the leg levellers are secure and the casters are NOT touching the ground.
- Check fixing around top light box.
- Check coin handling area is clear of detritus.
- Check all electrical connection internally and externally are secure.

### Parts Inspection :

- Check if the speakers are producing sound.
- Check if LED lights and buttons are normal.
- Check if the display of the screen is clear enough.

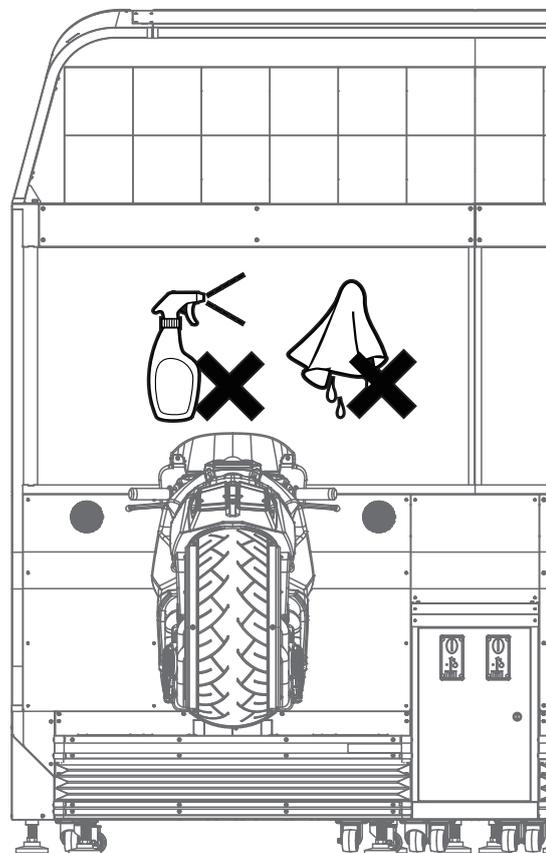
## 5.2 Cleaning and Maintenance

### Screen

To clean the LCD screen, make sure to use a soft dry cloth without showing the end of the thread, and cloth made of microfiber is recommended such as glass cloth. Do not use detergent containing alcohol, acetone and any other chemicals. If you are not sure about the ingredients of the detergent, do not use it.

### Cleaning the acrylic plate

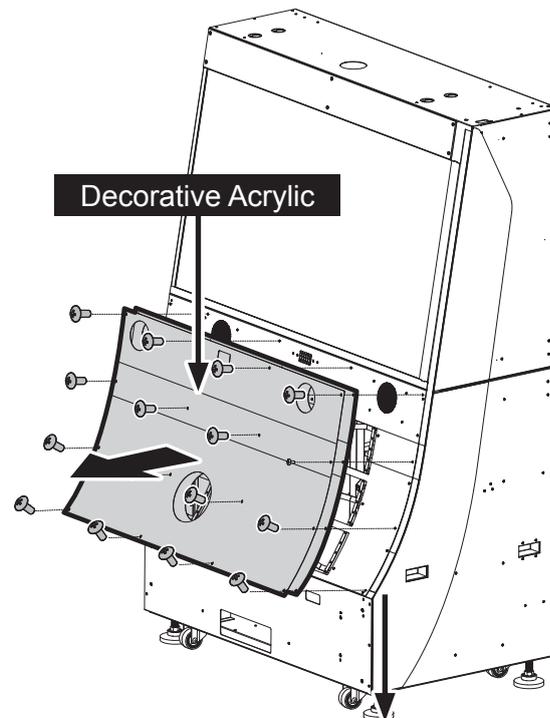
The acrylic plate should be cleaned every day. To clean it, make sure to use a soft dry cloth to wipe it, and cloth made of microfiber is recommended (such as glass cloth).



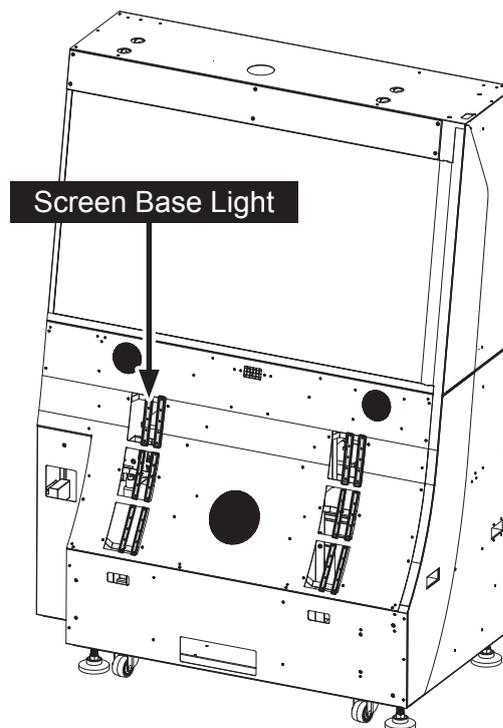
### 5.3 Replacing Parts

#### 5.3.1 Maintenance instructions for the screen base light strips

- 1** Remove the decorative acrylic fixing screws according to the diagram.
- .....

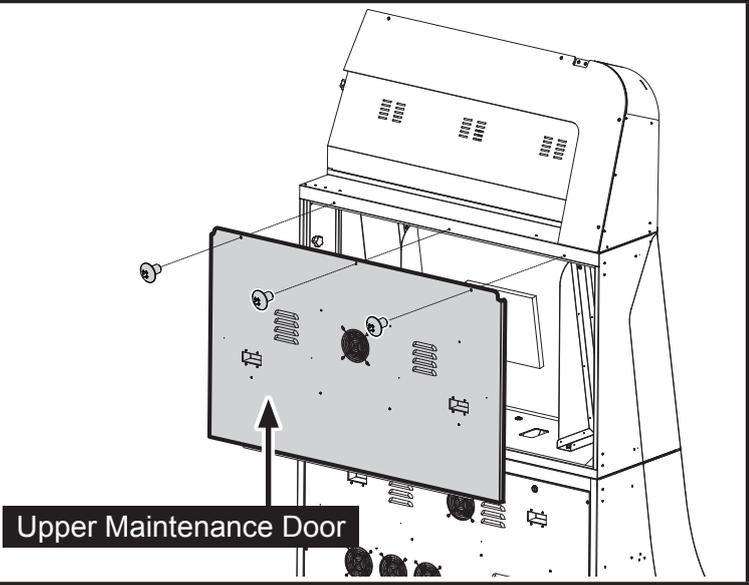


- 2** After unscrewing the screws of screen base light strips then begin the light strip maintenance. once completed, reinstall by reversing the steps.
- .....

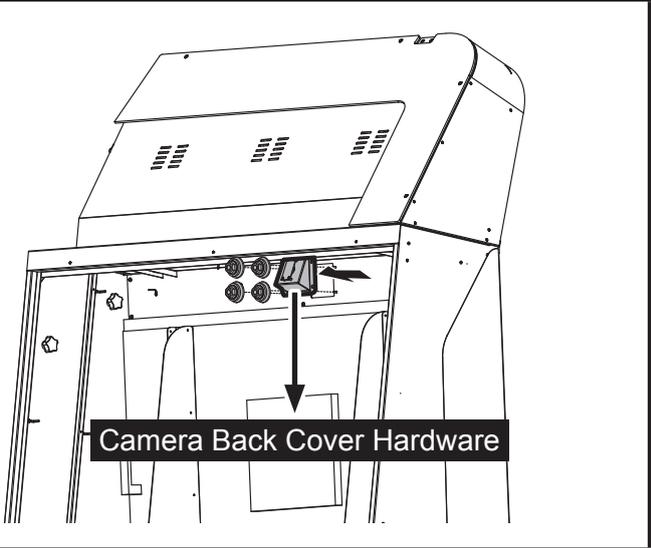


5.3.2 Maintenance instructions for the camera

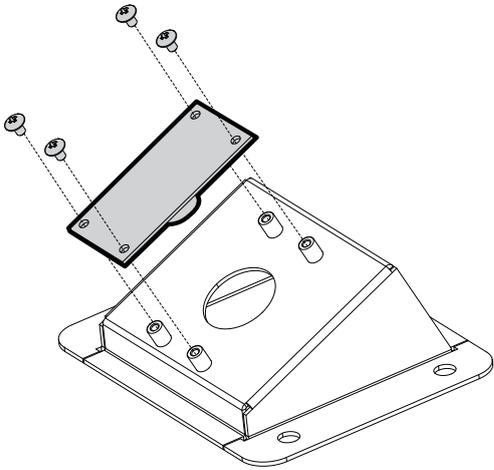
**1** Remove the fixing screws from the upper maintenance door.



**2** Remove the camera back cover hardware.



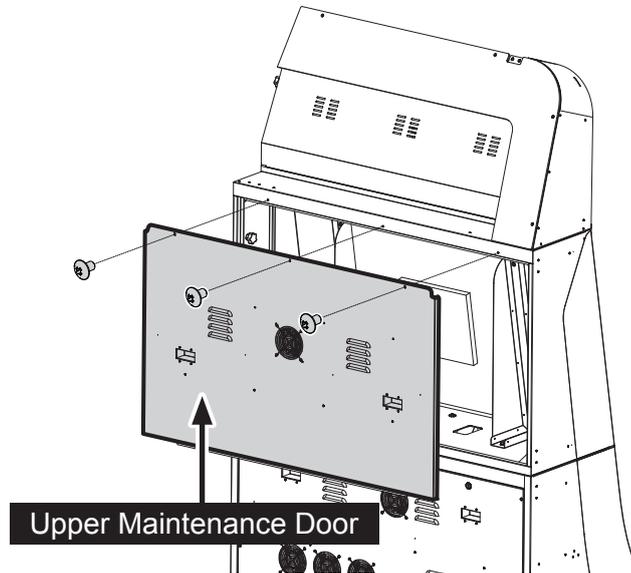
**3** After unscrewing the camera securing bracket, start the replacement. Once completed, reinstall by reversing the steps.



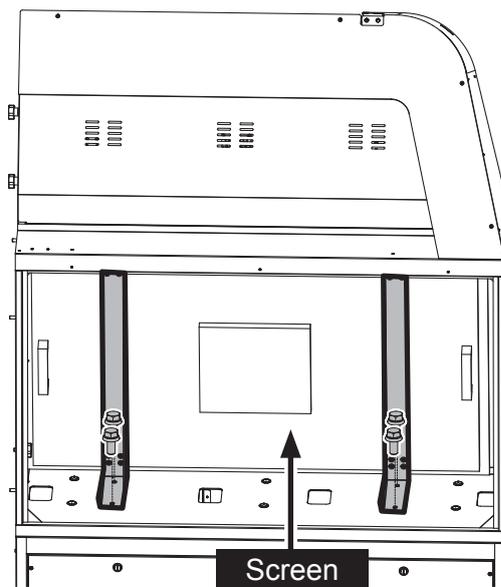
## Maintenance and Repair

### 5.3.3 Maintenance instructions for the screen

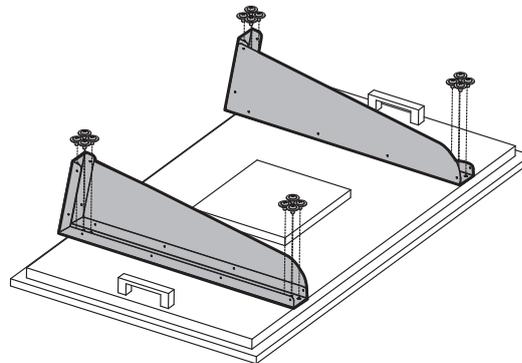
- 1** Remove the fixing screws from the upper maintenance door.



- 2** Remove the screen frame fixing screws.

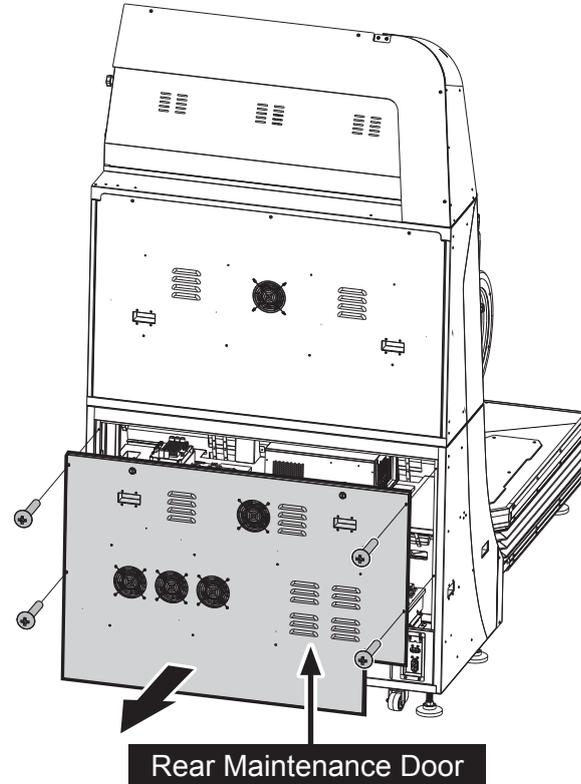


- 3** After unscrewing the fixing screws on the back cover of the screen frame, start the replacement. Once completed, reinstall by reversing the steps.

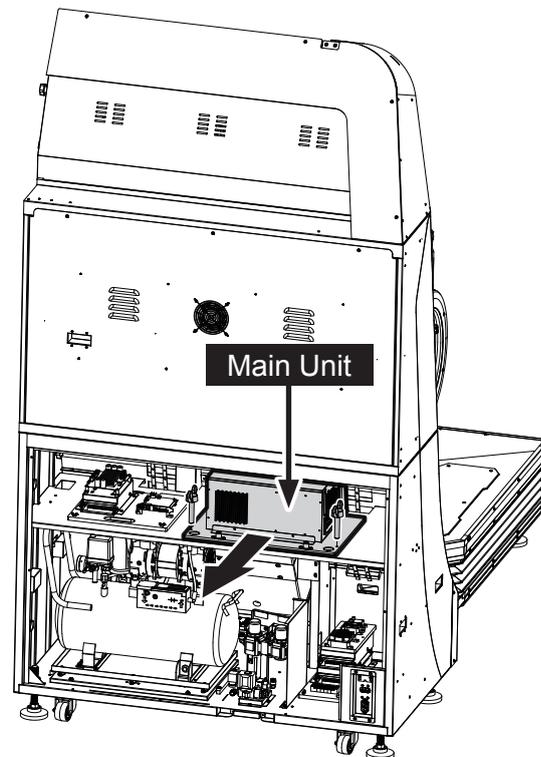


### 5.3.4 Maintenance instructions for the air vent blowers

- 1** Open the rear maintenance door with the corresponding key, and remove the fixing screws.



- 2** Remove the fixing screws of the main unit frame, then pull out the main unit.

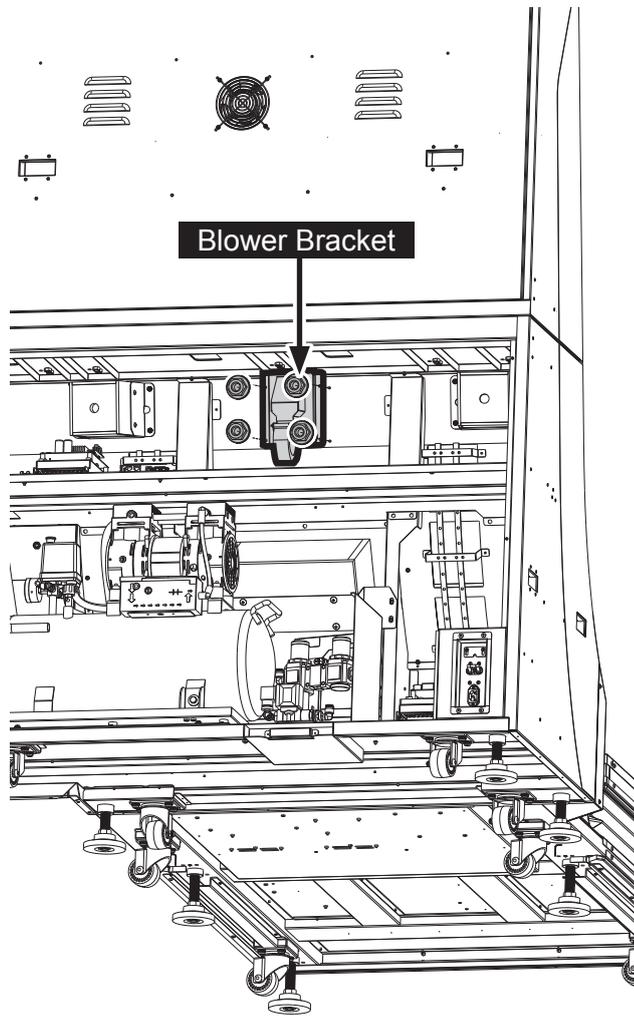


## Maintenance and Repair

---

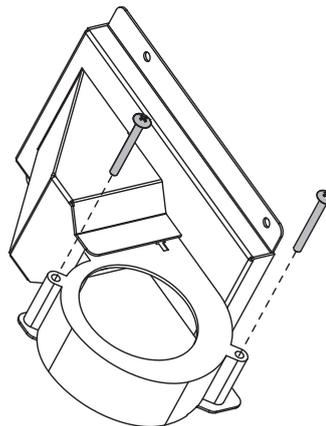
**3** Remove the blower fixing frame.

.....



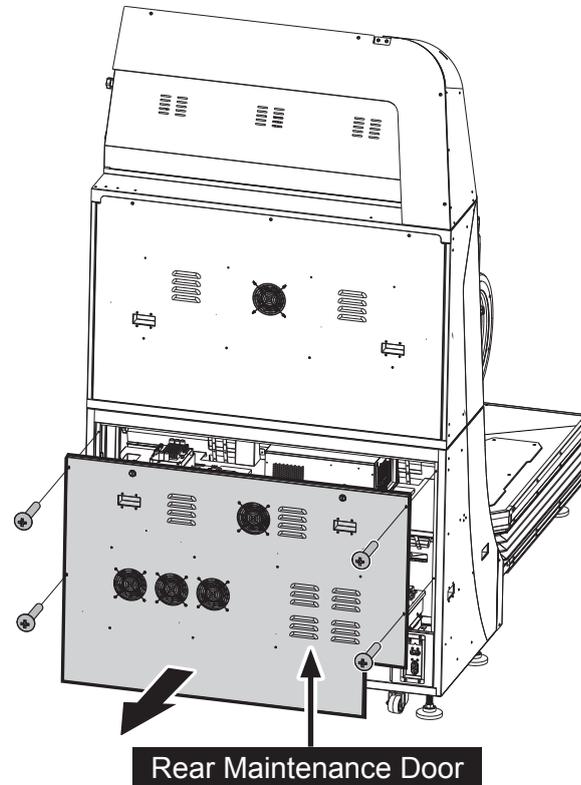
**4** Remove and replace the blowers according to the diagram, once completed, reinstall by reversing the steps.

.....

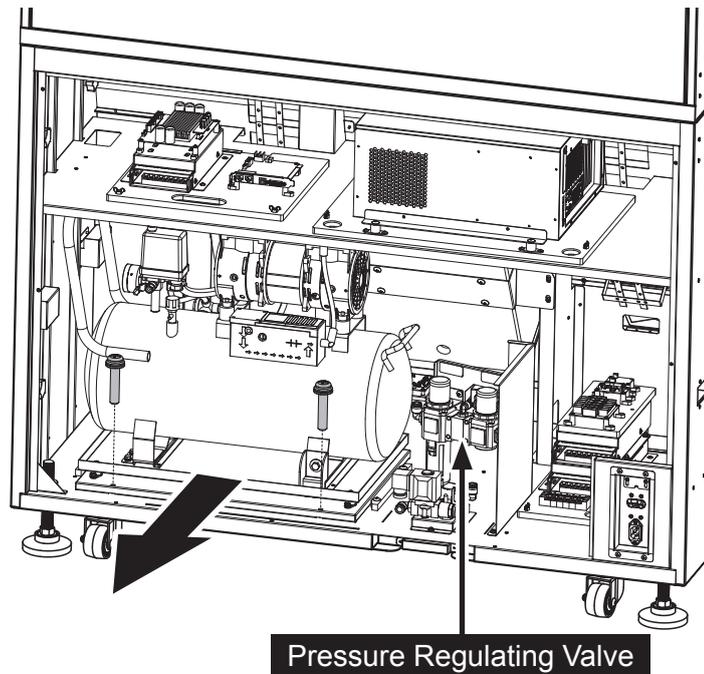


### 5.3.5 Maintenance instructions for the air compressor

- 1** Open the rear maintenance door with the corresponding key, and remove the fixing screws.



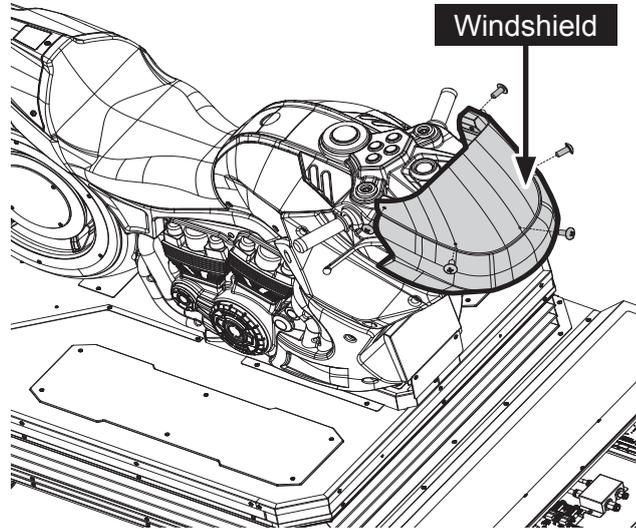
- 2** De-pressurize the internal pressure of the air compressor, ensure the pressure is zero, then remove the pressure regulating valve connection piping. Next, remove the pressure regulating securing screws from the valve unit. Finally, pull the air compressor out of the frame for maintenance.



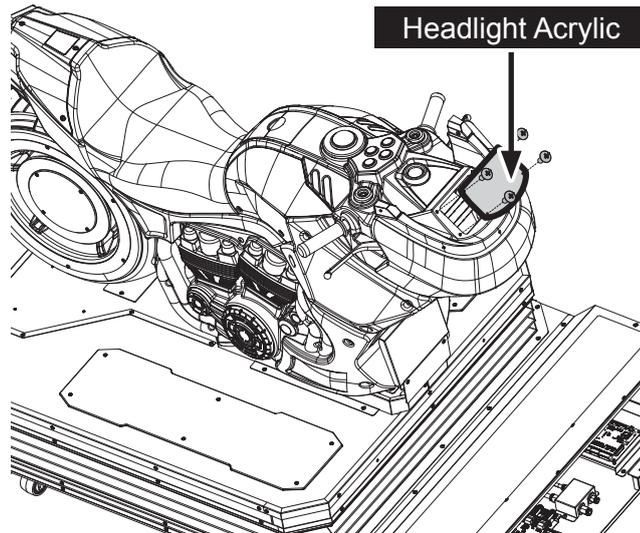
## Maintenance and Repair

### 5.3.6 Maintenance instructions for Moto HUD light strips

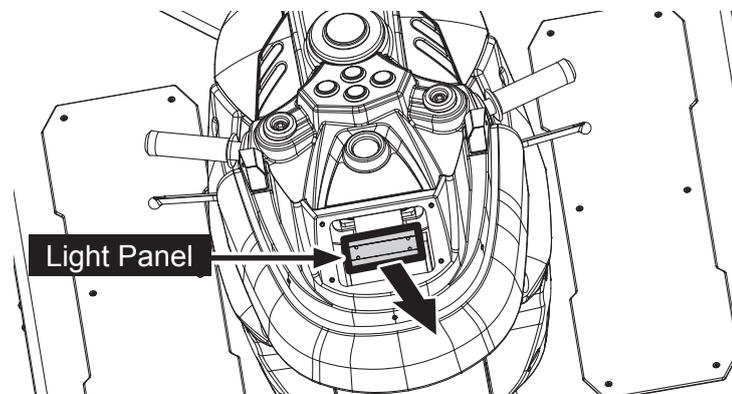
**1** Remove the fixing screws of the windshield.



**2** Remove the headlight acrylic according to the drawing instructions.

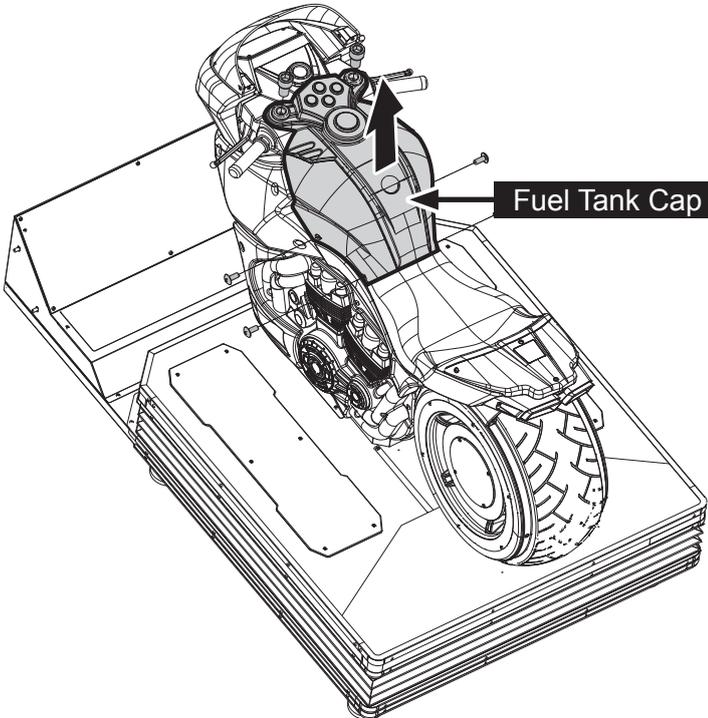


**3** Remove the light panel according to the diagram, then proceed with maintenance.

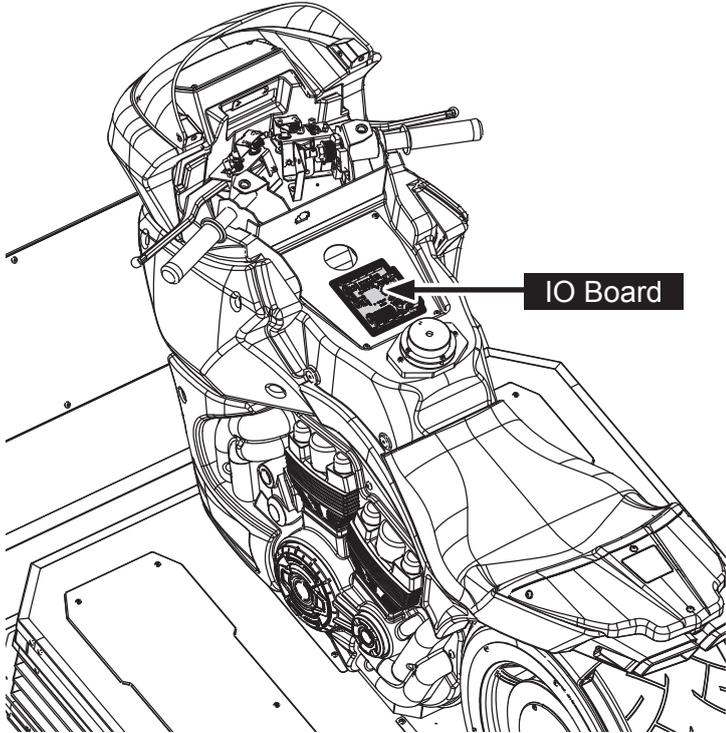


5.3.7 Maintenance Instructions for the Vehicle Body IO Board

**1** Remove the securing screws from the fuel tank cap.



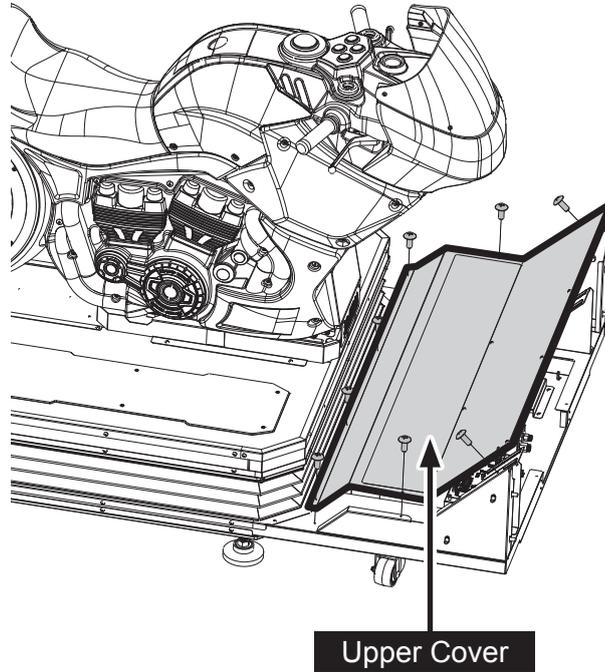
**2** Remove the fuel tank cap from the top, then perform maintenance on the IO board.



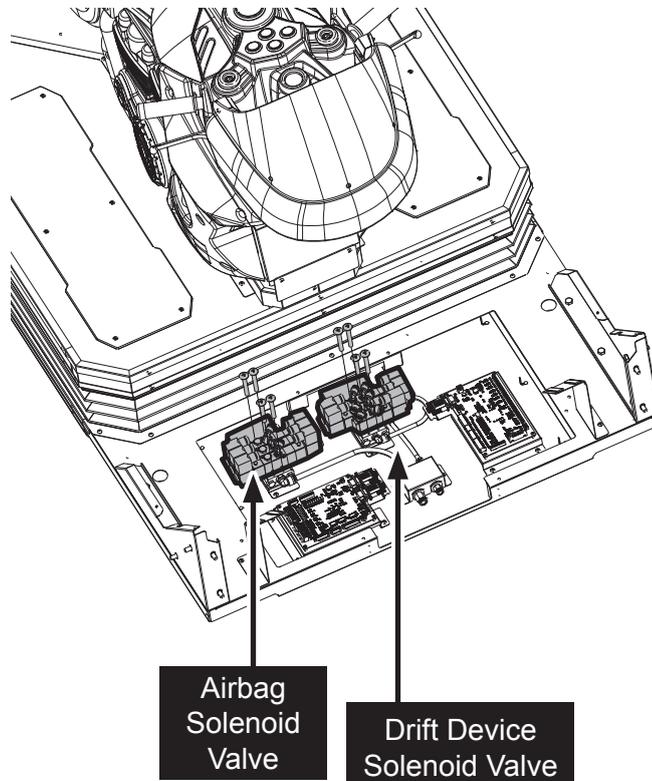
## Maintenance and Repair

### 5.3.8 Maintenance Instructions for the Solenoid Valve

- 1** Remove the platform maintenance upper cover fixing screws, then carefully remove the upper cover.

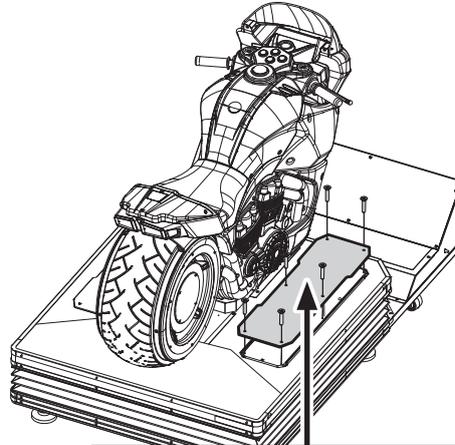


- 2** After removing the screws securing the solenoid valve, the solenoid valve can be removed for maintenance.



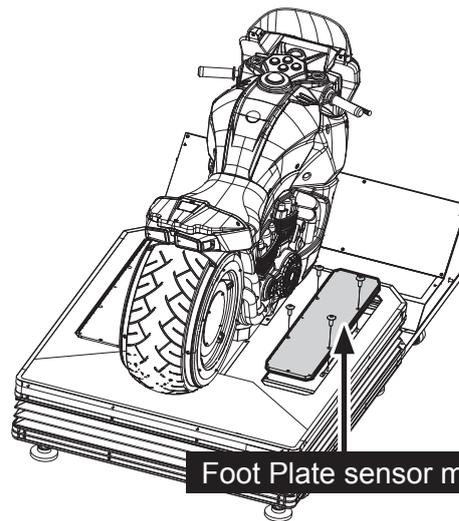
### 5.3.9 Maintenance instructions for the Foot Plate Sensor

- 1** Remove the securing screws of the Foot Plate sensor upper cover.
- .....



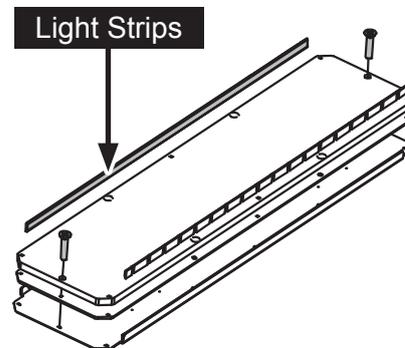
Foot Plate sensor upper cover

- 2** Remove the securing screws of the Foot Plate sensor module.
- .....



Foot Plate sensor module

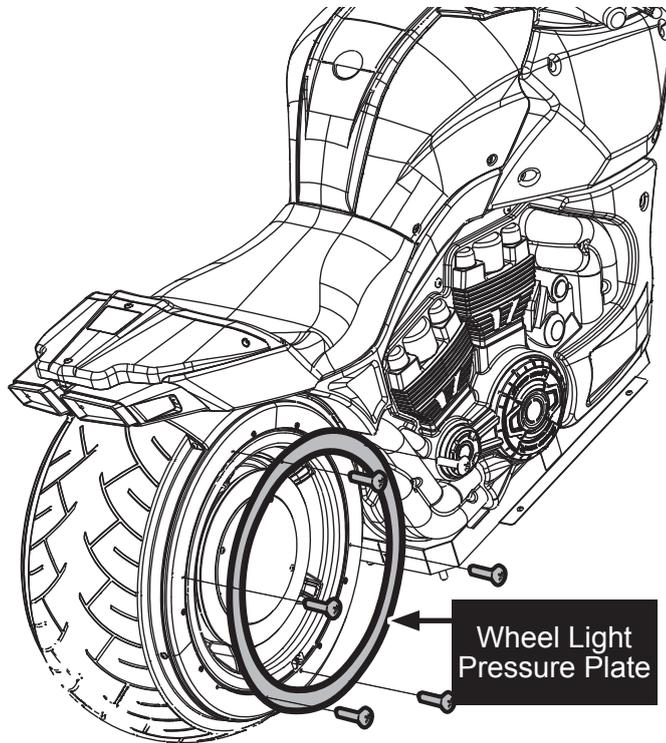
- 3** After removing the acrylic fixing screws, remove the light strips according to the diagram.
- .....



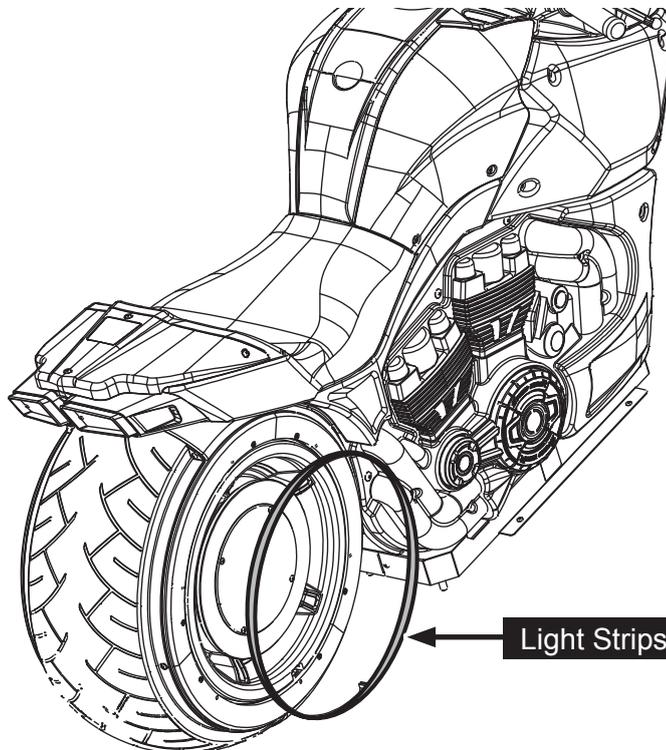
## Maintenance and Repair

### 5.3.10 Maintenance Instructions for the tire decorative hardware light strips

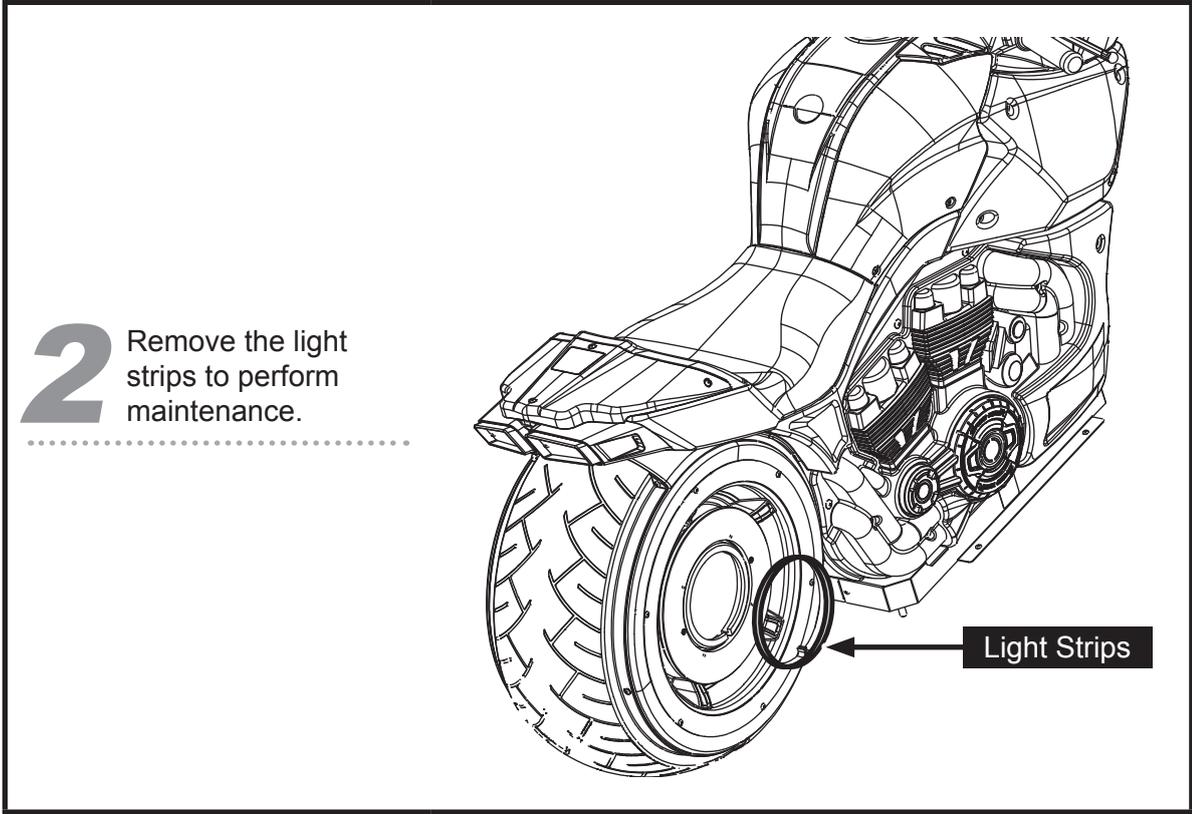
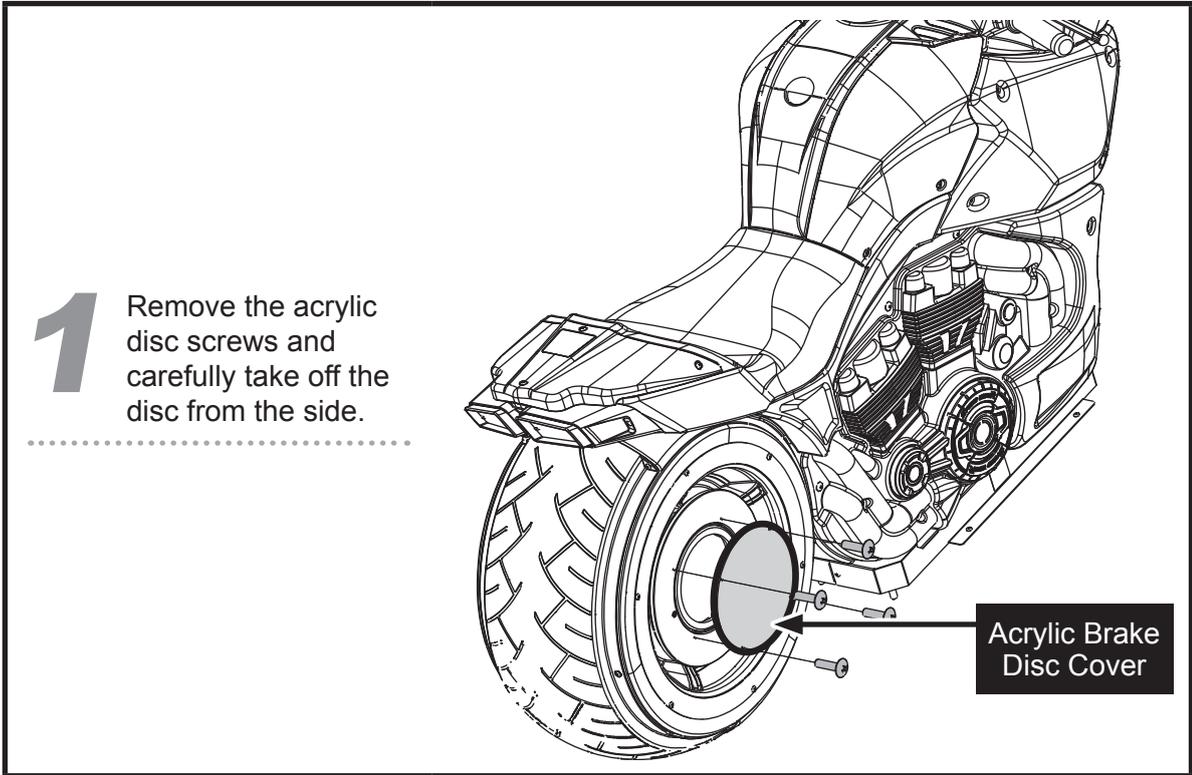
- 1** Remove the screws securing the wheel light pressure plate, and carefully remove it from the side.



- 2** Remove the light strips to perform maintenance.



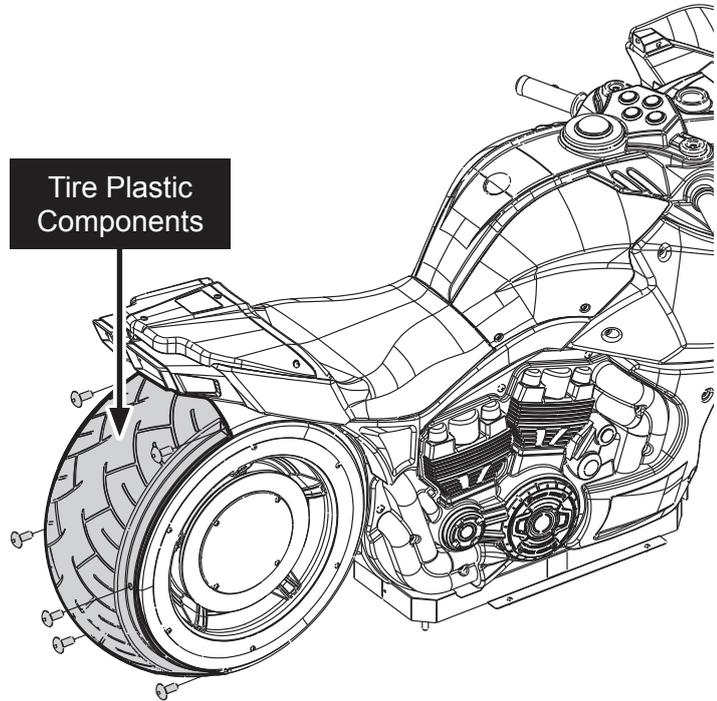
5.3.11 Maintenance Instructions for the tire decorative hardware light board



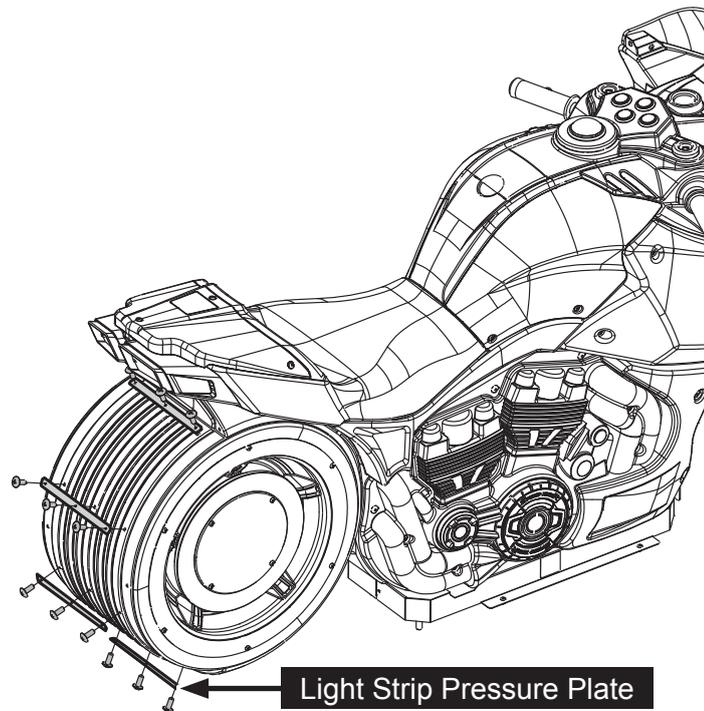
## Maintenance and Repair

### 5.3.12 Maintenance Instructions for the Tire Light Strips

- 1** Remove the fixing screws of the tire plastic components according to the diagram.
- .....

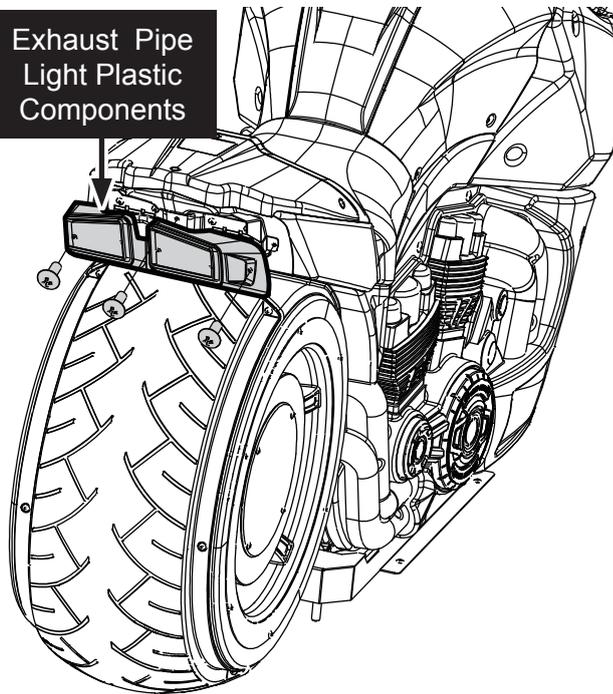


- 2** Remove the screws on the light strip pressure plate. Once the light strips are taken out, start maintenance.
- .....

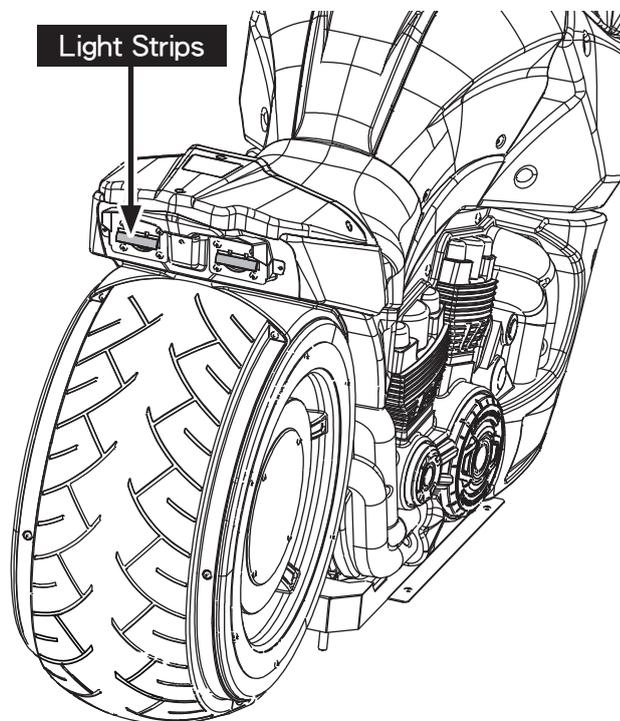


### 5.3.13 Maintenance Instructions for the Exhaust Pipe Light Panel

- 1** Remove the screws securing the Exhaust Pipe light plastic components.



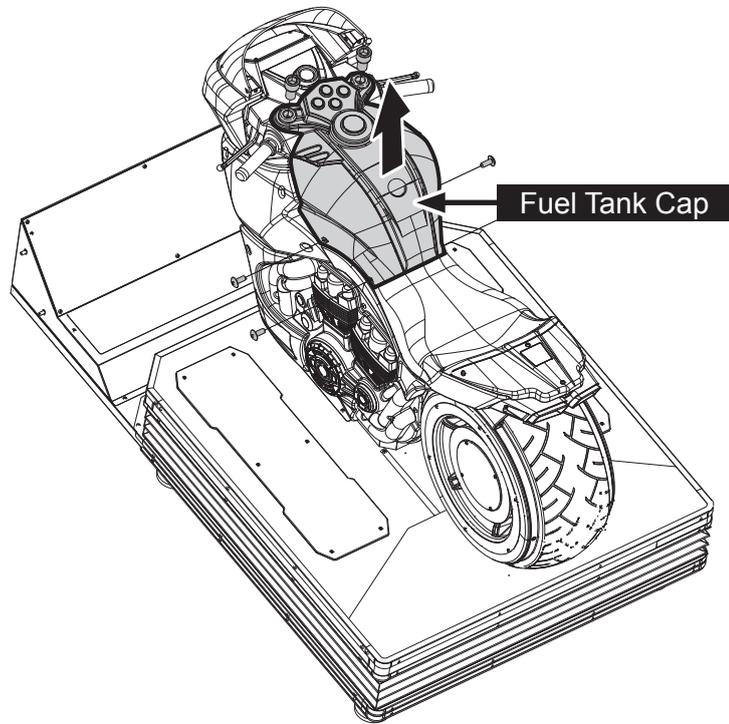
- 2** Remove the light strips to perform maintenance.



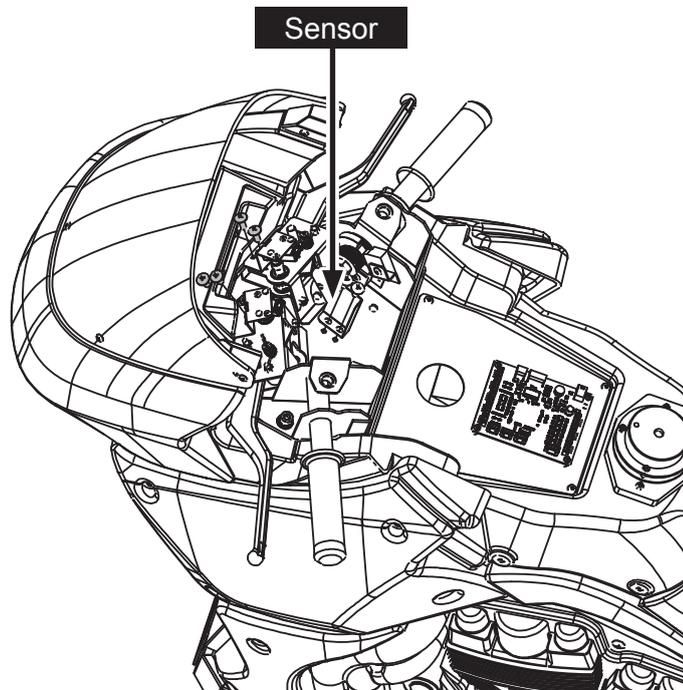
## Maintenance and Repair

### 5.3.14 Maintenance Instructions for the Throttle / Brake Sensor

- 1** Remove the securing screws from the fuel tank cap.
- .....

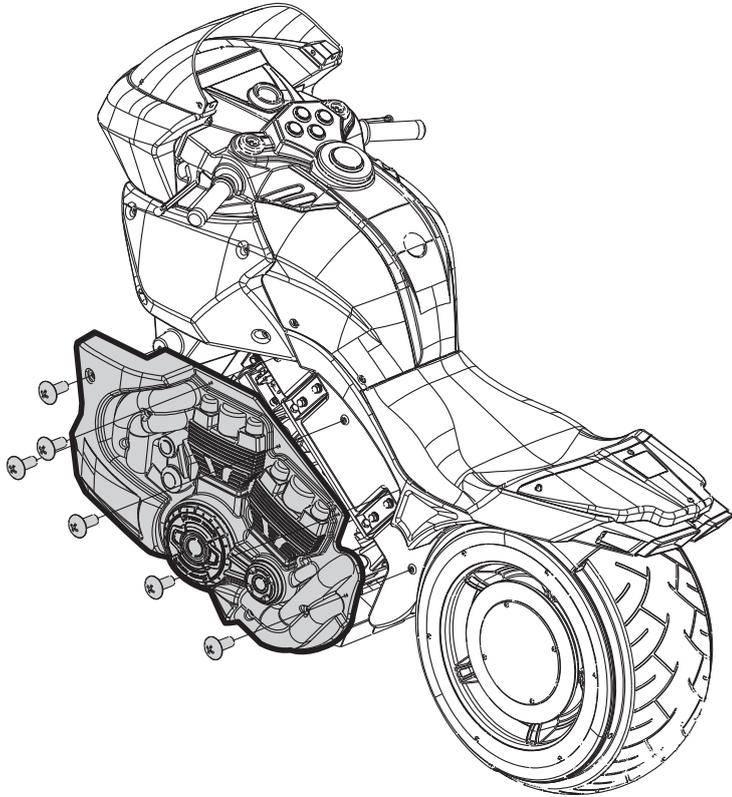


- 2** Remove the sensor screws, then start maintenance.
- .....

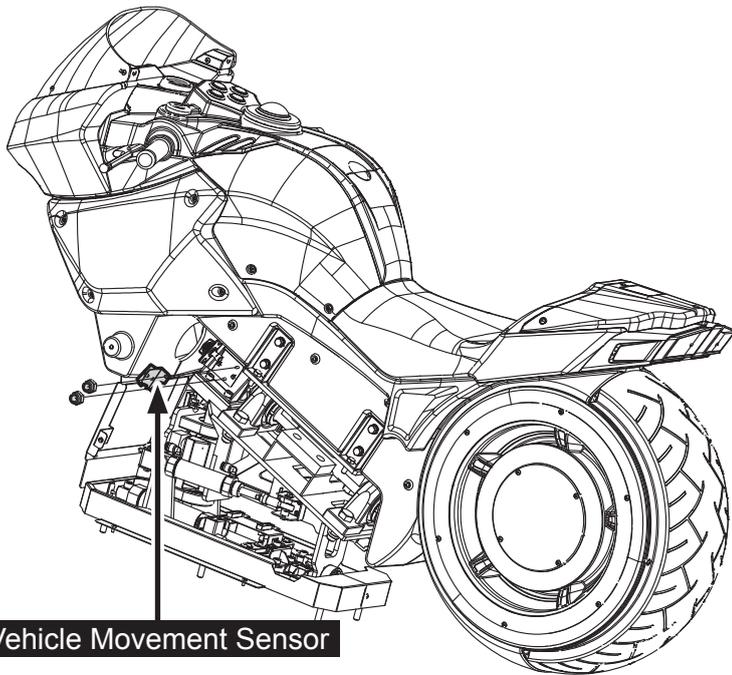


5.3.15 Maintenance Instructions for the Vehicle Movement Sensor

**1** Remove the screws of the left-side plastic cover.



**2** After replacing the vehicle movement sensor, reinstall by reversing the steps.



## 6 ■ Troubleshooting

Problem	Possible causes for the error	What are the possible effects of the error ?	Processing method
<b>FAIL TO ADJUST MOTION PLATFORM</b>	<ul style="list-style-type: none"> <li>■ AIR COMPRESS power is not turned on</li> <li>■ Motion stop button is pressed</li> <li>■ AIR COMPRESS airbag pressure is not adjusted to 0.25MPa</li> <li>■ Signal line or air tube for inflation/deflation is connected incorrectly</li> </ul>	<ul style="list-style-type: none"> <li>■ MOTION PLATFORM does not move or responds incorrectly (e.g., tilts right instead of left)</li> </ul>	<ul style="list-style-type: none"> <li>■ Enter the Main Menu, System Settings -&gt; MOTION PLATFORM calibration.</li> <li>■ If MOTION PLATFORM does not recover after calibration, check if the solenoid valve is faulty.</li> <li>■ Check if the MOTION PLATFORM height sensor is faulty or installed incorrectly.</li> </ul>
<b>ID CONFLICT</b>	<ul style="list-style-type: none"> <li>■ Machine group ID settings in the local network are duplicated (e.g., two machines in group 1 both have ID 2)</li> </ul>	<ul style="list-style-type: none"> <li>■ Unable to connect for LAN battle mode.</li> </ul>	<ul style="list-style-type: none"> <li>■ Enter the Main Menu settings: System Settings -&gt; Connection Settings -&gt; Change to different IDs</li> <li>■ Perform hardware test in the Main Menu</li> </ul>
<b>I/O1-1ERROR</b>	<ul style="list-style-type: none"> <li>■ Computer cannot get board signal of I/O1-1</li> </ul>	<ul style="list-style-type: none"> <li>■ The following functions will not work properly: Throttle, Brake, tilt axis, MOTION PLATFORM, Edge of Platform Lights, left/right Screen Base Lights, left/right Foot Panel Lights, Test Service, Boost, Infrared Sensor Lights, Fan, coin slot, counter, Arrow Keys</li> </ul>	<ul style="list-style-type: none"> <li>■ Perform hardware test in the Main Menu</li> <li>■ Check if the IO1-1 board is powered on properly? Are the board-end circuits properly connected? Check if the power box fuse is damaged?</li> <li>■ If the above steps fail, replace the IO1-1 board for testing</li> </ul>
<b>I/O1-2ERROR</b>	<ul style="list-style-type: none"> <li>■ Computer cannot get board signal of I/O1-2</li> </ul>	<ul style="list-style-type: none"> <li>■ All functions on this board will not work properly: Exhaust Pipe Lights, Moto HUD Lights, Ring Lights, Brake Rotor Lights, Wheel Lights, Tire Lights</li> </ul>	<ul style="list-style-type: none"> <li>■ Perform hardware test in the Main Menu</li> <li>■ Check if the IO2 board is powered on properly? Are the board-end circuits properly connected? Check if the power box fuse is damaged?</li> <li>■ If the above steps fail, replace the IO2 board for testing.</li> </ul>

Problem	Possible causes for the error	What are the possible effects of the error ?	Processing method
<b>I/O2 ERROR</b>	<ul style="list-style-type: none"> <li>■ Computer cannot get board signal of I/O2</li> </ul>	<ul style="list-style-type: none"> <li>■ All functions on this board will not work properly: Exhaust Pipe Lights, Moto HUD Lights, Ring Lights, Brake Rotor Lights, Wheel Lights, Tire Lights</li> </ul>	<ul style="list-style-type: none"> <li>■ Perform hardware test in the Main Menu Check if the IO2 board is powered on properly? Are the board-end circuits properly connected? Check if the power box fuse is damaged?</li> <li>■ If the above steps fail, replace the IO2 board for testing</li> </ul>
<b>MOTION PLATFORM IS OFF</b>	<ul style="list-style-type: none"> <li>■ Motion stop button is enabled</li> </ul>	<ul style="list-style-type: none"> <li>■ MOTION PLATFORM does not move</li> </ul>	<ul style="list-style-type: none"> <li>■ Perform hardware test in the Main Menu</li> <li>■ Is the motion stop button light flashing? Press the motion stop button to activate motion.</li> </ul>
<b>DRIFT DEVICE ABNORMALLY</b>	<ul style="list-style-type: none"> <li>■ Motion stop button is enabled</li> <li>■ Device battery valve is damaged</li> <li>■ Signal line is connected incorrectly</li> <li>■ Computer cannot get board signal of I/O1-1</li> <li>■ AIR COMPRESS Drift Device pressure is not adjusted to 0.4MPa</li> </ul>	<ul style="list-style-type: none"> <li>■ Drift Device does not move</li> </ul>	<ul style="list-style-type: none"> <li>■ Perform Drift Device hardware test in the Main Menu</li> <li>■ Check if the signal line is connected incorrectly</li> <li>■ Check for any objects blocking the infrared device.</li> <li>■ Check if the IO1-1 board is powered on properly?</li> <li>■ Are the board-end circuits properly connected?</li> <li>■ Check if the power box fuse is damaged?</li> <li>■ If the above steps fail, replace the IO1-2 board for testing</li> <li>■ Replace the Infrared Sensor</li> </ul>
<b>DRIFT DEVICE OFF</b>	<ul style="list-style-type: none"> <li>■ Drift Device is disabled in the Main Menu</li> </ul>	<ul style="list-style-type: none"> <li>■ Drift Device does not move</li> </ul>	<ul style="list-style-type: none"> <li>■ Enter the Main Menu first, and then enable the Drift Device.</li> </ul>

© If any of the above mentioned problems is unsolvable, contact your local distributor.

## Distributor

Guangzhou Baohui Electronic Science & Technology Co., Ltd  
 Address: No.C1、C3、C5, Startoon City, No.143, Ying Xing Dong Road,  
 Donghuan Street, Panyu District, Guangzhou, China  
 Tel: +8620-31198248  
 Fax: +8620-23885190  
 E-mail: info@baohuigame.com  
 Website: www.baohuigame.com

# Appendix 1: Machine Warning Labels

## 极速摩托(SR4 DX-B)【警告贴纸】

SR4 DX-B-01

**WARNING**

DO NOT open! This enclosure contains high voltage electrical equipment which can easily cause injuries! Contact an authorized technician for assistance. If you absolutely have to open this door, first ensure that the power switch is OFF before opening the door.

**WARNING**

DO NOT open! This enclosure contains high voltage electrical equipment which can easily cause injuries! Contact an authorized technician for assistance. If you absolutely have to open this door, first ensure that the power switch is OFF before opening the door.

**WARNING**

DO NOT open! This enclosure contains high voltage electrical equipment which can easily cause injuries! Contact an authorized technician for assistance. If you absolutely have to open this door, first ensure that the power switch is OFF before opening the door.

**WARNING**

DO NOT open! This enclosure contains high voltage electrical equipment which can easily cause injuries! Contact an authorized technician for assistance. If you absolutely have to open this door, first ensure that the power switch is OFF before opening the door.

**WARNING**

DO NOT open! This enclosure contains high voltage electrical equipment which can easily cause injuries! Contact an authorized technician for assistance. If you absolutely have to open this door, first ensure that the power switch is OFF before opening the door.

**WARNING**

DO NOT open! This enclosure contains high voltage electrical equipment which can easily cause injuries! Contact an authorized technician for assistance. If you absolutely have to open this door, first ensure that the power switch is OFF before opening the door.

**WARNING**

DO NOT open! This enclosure contains high voltage electrical equipment which can easily cause injuries! Contact an authorized technician for assistance. If you absolutely have to open this door, first ensure that the power switch is OFF before opening the door.

**WARNING**

DO NOT open! This enclosure contains high voltage electrical equipment which can easily cause injuries! Contact an authorized technician for assistance. If you absolutely have to open this door, first ensure that the power switch is OFF before opening the door.

SR4 DX-B-11

**ATTENTION**

Please turn off the power before using the switch.

SR4 DX-B-02

**PUSH HERE**

Lifting points for the stacker

SR4 DX-B-03

**CAUTION**

- The machine is for indoor use only. Do not place in direct sunlight or water leakage or place near entrances and fire-fighting equipment and other similar places. Keep out of high humidity and high temperature areas.
- This machine is required to be placed and maintained at least 30cm away from the wall, other machines and devices, personnel's passageway, etc.
- The machine may discharge hot air from the back vents. Avoid putting flammable material in the back to prevent fires.

**CAUTION**

- The machine is for indoor use only. Do not place in direct sunlight or water leakage or place near entrances and fire-fighting equipment and other similar places. Keep out of high humidity and high temperature areas.
- This machine is required to be placed and maintained at least 30cm away from the wall, other machines and devices, personnel's passageway, etc.
- The machine may discharge hot air from the back vents. Avoid putting flammable material in the back to prevent fires.

SR4 DX-B-04

**HIGH VOLTAGE** **HIGH VOLTAGE**

SR4 DX-B-05

**WARNING**

HOT SURFACES  
DO NOT TOUCH

**WARNING**

HOT SURFACES  
DO NOT TOUCH

SR4 DX-B-06

**INDOOR USE** **INDOOR USE**

SR4 DX-B-09

**CAUTION**

► Only One Rider At A Time  
► Keep Distance

SR4 DX-B-10

**WARNING**

THE POWER CORD MUST BE PLUGGED DIRECTLY INTO A PROPERLY GROUNDED 3-PRONG WALL OUTLET.

**WARNING**

THE POWER CORD MUST BE PLUGGED DIRECTLY INTO A PROPERLY GROUNDED 3-PRONG WALL OUTLET.

SR4 DX-B-07

**CAUTION**

- If you or your children had physical discomfort triggered by slightly stimulation before, please use with caution.
- If you feel uncomfortable in the game, please stop playing right away, and take a rest.
- Please do not bang the screen to avoid damage and causing danger.

**CAUTION**

- If you or your children had physical discomfort triggered by slightly stimulation before, please use with caution.
- If you feel uncomfortable in the game, please stop playing right away, and take a rest.
- Please do not bang the screen to avoid damage and causing danger.

SR4 DX-B-08

**CAUTION**

This game machine moves during use. Do not touch the game when it is in use.

**CAUTION**

This game machine moves during use. Do not touch the game when it is in use.

**CAUTION**

This game machine moves during use. Do not touch the game when it is in use.

**CAUTION**

This game machine moves during use. Do not touch the game when it is in use.

**CAUTION**

This game machine moves during use. Do not touch the game when it is in use.

**CAUTION**

This game machine moves during use. Do not touch the game when it is in use.

**CAUTION**

This game machine moves during use. Do not touch the game when it is in use.

SR4 DX-B-12

**CAUTION**

Water Storage Place

**CAUTION**

Water Storage Place

SR4 DX-B-13

**DANGER**

Only a qualified service technician is allowed to open the door. The part inside contains HIGH VOLTAGE. Be sure to unplug the AC power before opening the door.

**DANGER**

Only a qualified service technician is allowed to open the door. The part inside contains HIGH VOLTAGE. Be sure to unplug the AC power before opening the door.

SR4 DX-B-15

Air Spring Pressure  
0.25MPa

Air Spring Pressure  
0.25MPa

Drift Pressure  
0.4MPa

Drift Pressure  
0.4MPa

**DANGER**

Only a qualified service technician is allowed to open the door. The part inside contains HIGH VOLTAGE. Be sure to unplug the AC power before opening the door.

**DANGER**

Only a qualified service technician is allowed to open the door. The part inside contains HIGH VOLTAGE. Be sure to unplug the AC power before opening the door.

---

## **Appendix 2: Wiring Diagram**



**Software Developers**

INTERNATIONAL GAMES SYSTEM CO., LTD.

Tel: +886-2-2299-5048

FAX: +886-2-2290-1394

<http://www.igs.com.tw>



**Distributor**

Guangzhou Baohui Electronic Science & Technology Co., Ltd

Address: No.C1、 C3、 C5, Startoon City, No.143, Ying Xing Dong Road,  
Donghuan Street, Panyu District, Guangzhou, China

Tel: +8620-31198248

Fax: +8620-23885190

E-mail: [info@baohuigame.com](mailto:info@baohuigame.com)

Website: [www.baohuigame.com](http://www.baohuigame.com)



© 2025, International Games System Co., Ltd.



Unreal® Engine, Copyright 1998 – 2025, Epic Games, Inc. All rights reserved.

FA-20250819-2-A