
**SPEED UP
MANUAL OPERATOR'S**

(PROVISIONAL VERSION)

1996 Barcelona, Spain. Gaelco, S.A.

SPEED UP OPERATOR'S MANUAL

Operator's manual Speed Up.
1996 Barcelona, Spain. Gaelco S.A.

Single and Twin machine.

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Thank you for purchasing this GAELCO, S.A. product. This manual explains how to correctly and safely operate your game machine. Failing to operate the machine correctly could result in malfunction or accident, so please read the manual carefully before commencing operation.

Important- This manual contains detailed information concerning the use of SPEED UP, an original product of Gaelco, S.A. Be sure to read through the manual before attempting to use this product.

FCC Notice.

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part A of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operating in a commercial environment. This equipment uses, and can radiate radio frequency energy, if not installed and used according to the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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Note: Operator's Manual Specifications subject to change without prior notice.

Warning: Modifications and/or alterations of the SPEED UP game machine with kits or parts not supplied by Gaelco S.A. may void the warranty.-

Removal of serial numbers and/or bar codes from product or components will void the warranty.

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GAELCO S.A.

Escipión 9-I 1

08023 Barcelona - SPAIN

Tel. 417 36 26

Fax 417 2802

1- Specifications.

1.1 Single machine.

Power Supply: US 150.

Input Power: 220-230 VAC, 50 Hz.

*Dimensions:

-Cabinet monitor assembling:

Width: 800 mm. Length: 950 mm. Height: 1750 mm.

-Seat assembly:

Width: 750 mm. Length: 900 mm. Height: 1230 mm.

-Assembled game:

Width: 800 mm. Length: 1800 mm. Height: 1750 mm.

-Monitor:

One 28 inch color, standard resolution.

-Controls:

Active Steering Wheel

Accelerator Pedal

Brake Pedal

Start Button

Change View Button

Shift lever

-Accessories:

Operator's manual

Coin Box Key

Rear Door Key

Power wire

Linked wire

1.2 Twin machine.

Power supply: US1 50.

input Power: 220-230 VAC, 50Hz

*Dimensions:

-Cabinet monitor assembly:

Width: 800mm. Depth: 950 mm. Height: 1750 mm. -Seat assembly:

Width: 750 mm. Depth: 900 mm. Height: 1230 mm. -Marquee assembly:

Width: 1500 mm. Depth: 125 mm. Height: 250 mm.

-Assembled game:

Width: 1700 mm. Depth: 1800 mm. Height: 1750 mm.

-Monitor:-3-

One 28 inch color, standard resolution.

-Controls:

Active Steering Wheel

Accelerator Pedal

Brake Pedal

Start Button

Change View Button
Shifl lever

-Accessories:
Operators manual
Coin Box Key
Rear Door Key
Power wire
Linked wire

2- Introduction:

Precautions.
Handling.
Inspection.

2.1 Precautions.

This product is designed for indoor use only. Absolutely do not set up the game machine outdoors or under the following conditions:

'Direct exposure to sunlight, high humidity, direct water contact, dust, high heat or extreme cold.

vibration. The game must be installed on a level surface with levelers properly adjusted.

'In locations that would present an obstacle in case of emergency (i.e., near fire equipment or emergency exits).

Do not place items near ventilating holes. Doing so could **cause** internal temperature to rise excessively, resulting in equipment failure.

2.2 Handling.

This product should not be set up, moved or transported by any other than an industry specialist. Doing so could result in injury or product damage.

When setting up, be sure to fasten the game machine securely. if the unit is not fastened securely, it could be damaged by rocking, or could result in injury.

The cabinet monitor must be grounded with a securely connected ground plug. This will ensure safe operation as well as compliance with the applicable FCC, CE and UL regulations.

The power supply range is between 220-230 VAC. Be sure to use within the specified voltage range.

Do not use the main line anywhere except an industrial area. Using in a residential area or area next to a residential area could affect signal reception of radios, television, telephones, etc.

AC power must always be turned OFF, and the game unplugged, before replacing

When unplugging the game from an electrical outlet, always grasp the plug, not the wire. Do not plug or unplug the power wire with wet hands, If the power wire becomes damaged- core exposed, broken, etc.-please contact your nearest dealer for replacement. using a damaged power wire could result in fire or electrical shock.

The game power supply includes areas of high voltages. Care must be taken at all times to avoid electrical shock whenever inspecting or adjusting the game, particularly around the monitor.

When replacing parts, be sure to use parts of the correct specifications.

The game machine contains parts which are sensitive to vibration and impact. The PC board inside the game machine uses precision components. You should therefore be very careful when moving or transporting the game machine.

When moving the game machine, always return the leveler to the extreme up position, and separate the game into its main assemblies - cabinet monitor and seat.

Do not attempt to move the Twin cabinet with marquee **and/or** seats attached.

Adjustment is required whenever the game PC board, steering wheel, pedal assemblies or potentiometers are changed.

Do not attempt to repair the PC board (Printed Circuit Board). It contains sensitive chips that could easily be damaged by even the small internal voltage of a multi-meter. always return the PC board to your distributor for any repairs.

To clean the game machine, wipe with a soft cloth dampened in a neutral detergent and wrung out.

Using organic solvents such as thinner might decompose the material.

2.3 Inspection.

The SPEED UP game cartons should be carefully inspected upon receipt to insure that the game is completed and was delivered in good conditions.

Shipping damage might void warranty. in case of shipping damage, contact your distributor and the transportation carrier immediately.

The cabinet monitor and the seat assembly are shipped in separate cartons, and must be installed by the operator as described in section installation and assembly. The Twin game Machine, have an extra carton with the marquee assemble inside.

Unpack the cabinet monitor and the seat assembly and place it in its intended operating location.

Inspect the game cabinet by doing the following:

*Examine the cabinet exterior for dents, chips, or broken parts.

*Unlock and open the rear panel - keys are attached behind the coin box door - and inspect the interior of the cabinet.

Verify that all the plug - in connectors (on the cabinet harnesses) are firmly plugged in. Do not force connector together. The connectors are keyed so they fit only in the proper orientation. A reverse edge connector can damage the PC board and will void your warranty.

Inspect the major sub-assemblies, such as the video display monitor, PC board,

that they are mounted securely and that all ground wires are properly connected.
inspect the power supply to ensure that it is secure.

Inspect the power wire to insure there is not cuts or dents in the insulation.

3-Installation and assembling

3.1 Single Cabinet (Graphic nr. 1).

Attaching the seat assembly to the cabinet monitor. With the cabinet monitor assembly and seat assembly at the same level. Then, slide the seat over the cabinet, connect both electrical terminals and screw up both sides.

Since the machine is a heavy object, its leg levelers should be retracted **when** moving the machine over the floor and the **two** main assemblies-cabinet monitor and seat should be separated.

Once, the game machine is set, plug the power cord into a grounded plug that provides 220-230 VAC at 50 Hz. (Please check before this operation your voltage and frequency).

Turn on the power machine. The switch is located at the bottom right rear of the cabinet monitor.

3.2 Twin cabinet (Graphic nr. 2).

Assembling monitor and seat parts as indicated the Single model.

1 -Put the machines at their definitive site and level them well. Both must be at the same height

2-Put the marquee above the cabinets. First, we will connect the electrical connectors. Second, place the machines at their final site and move both machines laterally till the marquee is totally adjusted to the plastic sides To adjust plastic side to the marquee, at the top of the cabinet, screw two bolts, one at the front and the other at the back, on both sides left and right.

3-Put the win door container at the central lower part and after, screw up it laterally to each machine. Connect each electrical coin slot connector to each wiring cabinet connector.

Screw up the plate to join the machines (see graphic nr. 2).

4-Put plastic board to cover the central part between both machines (see graphic nr. 2). Screw up the plastic board to the machines by three screws each side.

Do not attempt to move the Twin Machine with marquee and/or seat attached.

Once the machine is set, plug the power cord into a grounded receptacle that provides 220-230 VAC at 50Hz. **(Please** check before this operation your voltage and frequency).

Turn on the power machine. The switch is located at the bottom right rear of the cabinet monitor. This process must be done for both machines.

4-Set Up and Test mode.

The test function is performed automatically when power is turned on. If no errors are encountered, the Game Screen is displayed on the monitor.

Initialization is required whenever the PC board, the steering wheel, accelerator pedal and/or potentiometers are replaced.

The Service Panel Board is located behind the &in box door. It controls adjustments of the speakers volume, and switches for accessing the test mode. By pressing this test button enters the test mode, and activates the Test. The Test are performed, game variables - game fees, level of difficulty, potentiometer adjustment- are set/changed. Service Button is located in the Service Panel Board (see graphic nr. 3). Pressing this button, credits can be issued without advancing the coin counter. When the machine is switching on the steering wheel moves to the right and to the left. Please remove hands/feet from the controls. Pressing the test button to bring up the test program. It appears Test Screen Card. Pressing the Test button, it appears all the Screens controls which allow to us to do the Set Up.

4.1 Monitor Adjustment.

The monitor adjustment control is located behind the monitor.

On this screen it appears following messages:

Test Card Screen.

Machine number: From 1 up 4.

Version PC Board.

Coprocessor OK/BAD.

Ram OK/Bad.

To adjust the screen it should appear the white screen frame and distinguish 32 colors levels at the strip.

4.2 Test Screen- Switch 1 (see graphic nr. 4).

It controls: coin/credits, coin/credits-continue and name the cabinets number.

By pressing view button and start button we will be able to change the game options as follows:

View button to select switches.

Start button to select options.

In this test screen we can change the number of coins for credits by using the change of view button.

Following field allows us to change the number of credits to continue.

At the third field, you can name the player's cabinet.

At the lower part of the screen you can see different drawings describing the main parts of the machine. These drawings allow us to check right working for pedals, shift lever, steering wheel, button controls and slot.

4.3 Test screen Switch 2 (see graphic nr. 5).

Button view and button start works like the Test Screen Switch 1.

It controls 4 fields such as:

-Difficulty level, Sound, number of cars and Steering wheel strength

*Difficulty level: 4 different level (normal, easy, hard and hardest).

*Sound: Demo sound yes/not.

Number of cars: You can choose to have 1, 2, 3, 4 or 5 cars to start the competition.

*Steering wheel: Smooth/Stiff.

4.4 Sound Test.

It allow us to hear the different sounds and to control each channel volume.

Steering wheel: Controls the syntony selection (1-1 00)

Change of View It allows us to hear the sound selected.

Start: Controls channel selection-balance (1-4).

Sound level control: To increase or reduced volume sound they can be managed by pressing the two buttons located at the Service Panel Control (see graphic nr. 3).

4.5 Graphics Test.

With this screen we can see the cars and select a circuit, If you press Start button, you can drive by your own at the circuit selected with the car selected before.

Procedure:

*Steering wheel: It controls the car selection.

Yiew button : It controls the circuit selection.

“Start button: Allows to race.

4.6 Book Keeping A.

Pcb collects results analysis.

4.7 Book Keeping B .

Play collects results analysis.

Keepchangesdoneandescapetestsequence.

5- Linked system (see graphic nr. 6).

Procedure to link several game machines (up to 4) to let simultaneous play. The network communications mode is performed on the Test Screen-Switch 1. On Cabinet Option select from 1 to 4 the number which identify the PC board. The numbers refers to the game machines linked and have to be **correlatives** in order to play.

Switch off the power, then check whether all linked cords are properly connected, and whether pin sockets that are not in use.

When using a Single game machine, check whether the link wire has been disconnected from the socket, (If not, disconnect the wire and store for future use).

To connect game machines do it in the way show below (graphic)

To link the game machines use only the link wire provided with each machine.

If one of the link wire burns, use the link wire as a replacement. You can also use a commercially-sold video cable (**7503C-FV**). Length should be no longer than 2 meters.

Do not operate the game machines until all the units have been set, in other case

6-How to play.

The player uses an active steering wheel, gas pedal, brake pedal and shift lever to control the car.

*To take a ride adjust the seat position by pulling the lever under the seat.

*Insert a coin(s). Up to 9 credits can be registered at any time.

*Push start button.

*Select a circuit between: Beginner, Advanced and Expert.

There are special features of each circuit.

If your best lap time is well enough to be placed among the top players, you can enter your name on the Ranking Screen.

Player ranking data is stored in the game machine until the power is switched off.

Game description.

Speed Up is a sport cars driving game, high competition, developed in three diverse circuits, totally imaginary with different route, orography and scenery. Maximum speed achieved is approximately 300 Km/hour. Race start is indicated by the Pace Car (Race guiding car) and a countdown. Each time drivers reach the finishing-line, cars are regathered. Cars are placed behind the pace-car. The last car to reach the finishing-line it is disqualified: However, it has the option to do continue meanwhile CPU cars allow to us. Competition end at finishing the last race after doing a maximum of seven rounds to the circuit

‘Barcelona Down-Town.

Exciting circuit for beginning players, located at Barcelona and surroundings. Speed reached is really high and emotion is amazing when the car jumps.

● Twfsting Rock&Road

You can find in this circuits very dangerous curves. Drive runs through mountains and tunnels where the advantage players enjoy a lot.

***Tex-Mex Circuit.**

This circuits is appropriated for expert players and you can see two different ambient: Mexico Jungle and the Grand Canyon. This is the most difficult circuit which allows the expert players to drive like a professional pilot.

During circuit selection, you can link up 4 cabinet. To compete at the same circuit different players should insert credits enough during the connection time. At the same time appears at the other cabinet linked available the message: car available. When the people select the circuit in mode link machine select the lower level selected by the players.

Player can select one car among 3 spectacular cars by using joystick and confirming option by pressing the accelerator pedal.
Game starts once finishing the selection car process.
Racing cars follow the pace car waiting the rolling start. Race starts at finishing countdown.
Remember: If player is the last one he loses the play. If player is qualified, then, the race starts as mentioned above.
The game is over, when the player gives it up or the message : *time up* appears on the screen.

Features in the game screen (graphic nr. 7).

1/Car tachometer.

2/Speedometer: It informs of speed in kilometers/hour.

3/Relative times of the car on racing (central) about the previous and following one.

4/Name and scenery circuit with car position.

5/Your best lap time obtained in that race.

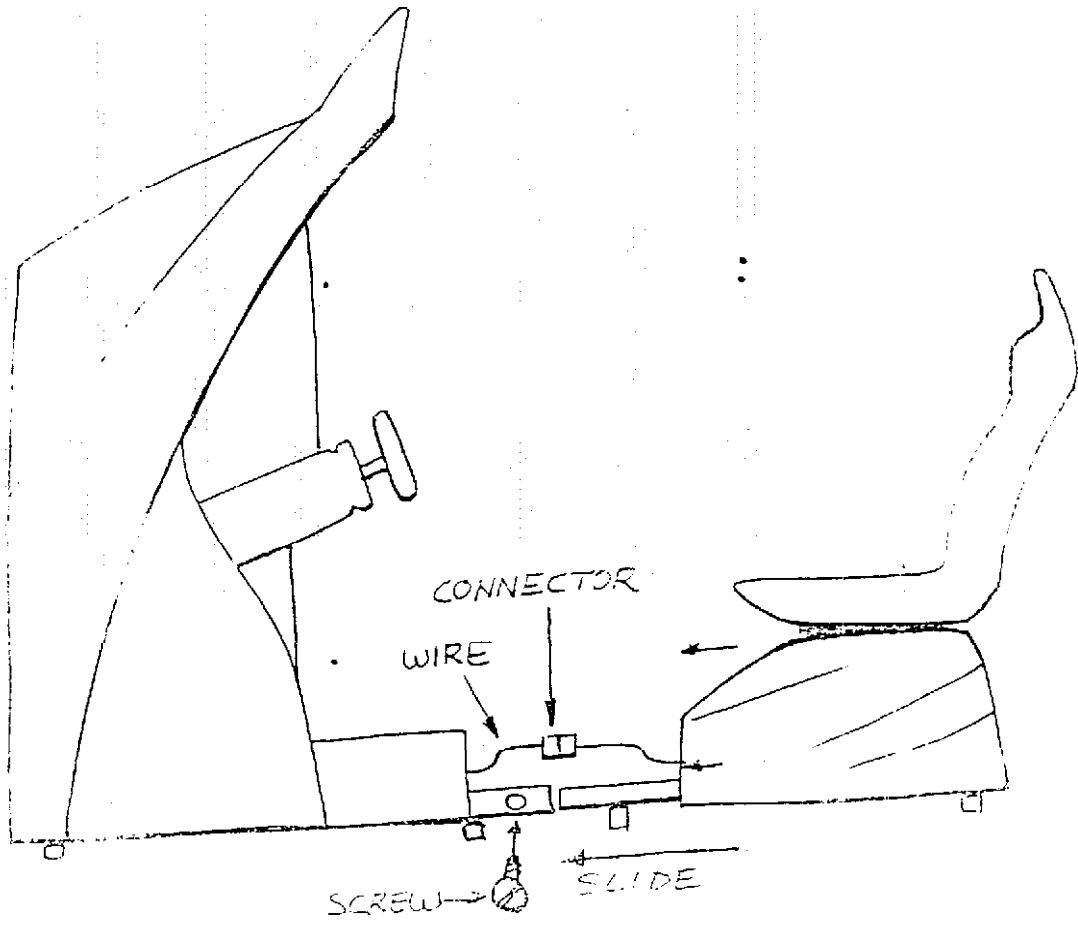
G/Former round lap time.

7/Current round time.

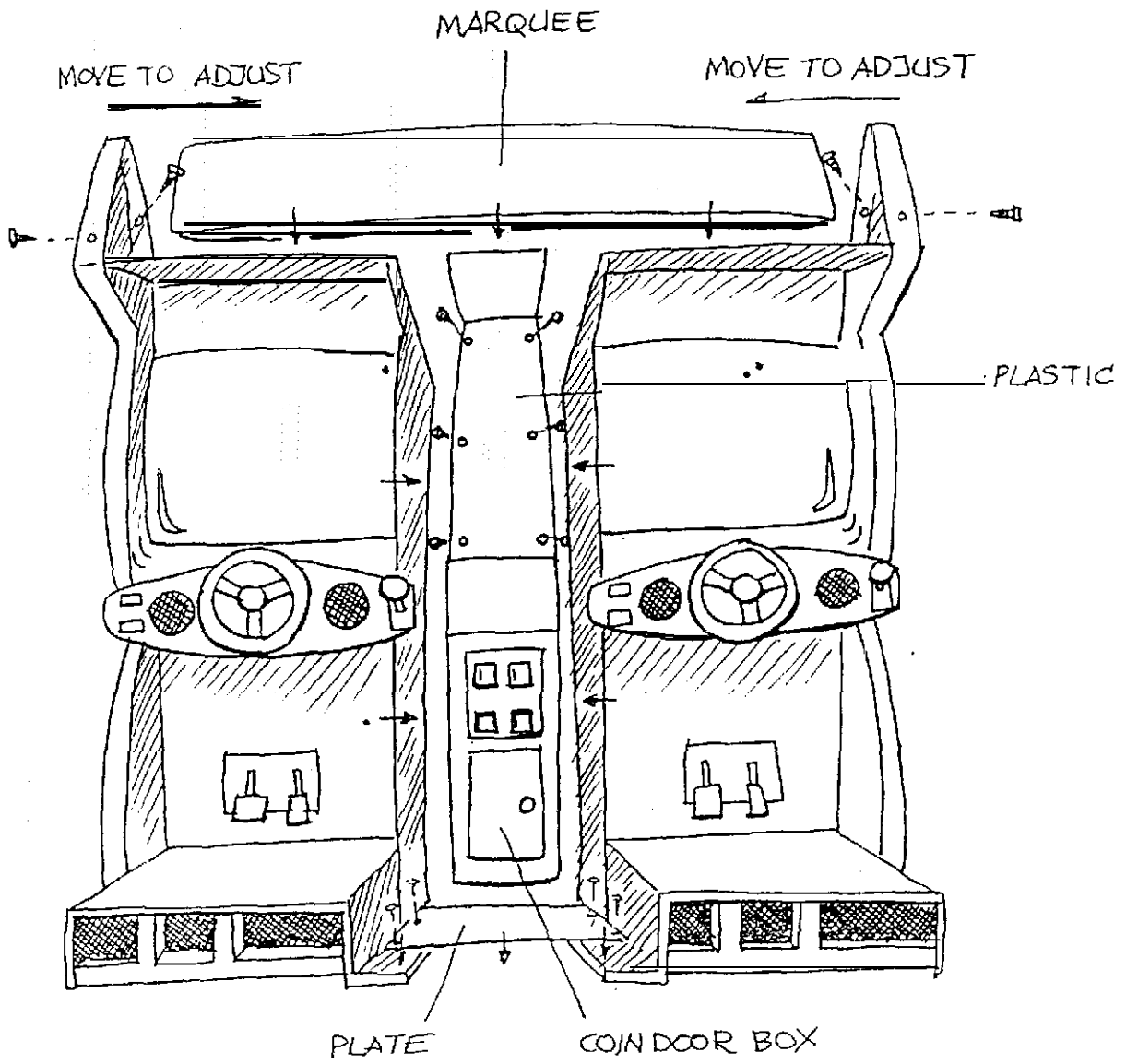
8/Best lap time.

S/Indicator as other car is very near to the player. (Depending of size of the message indicated the distance).

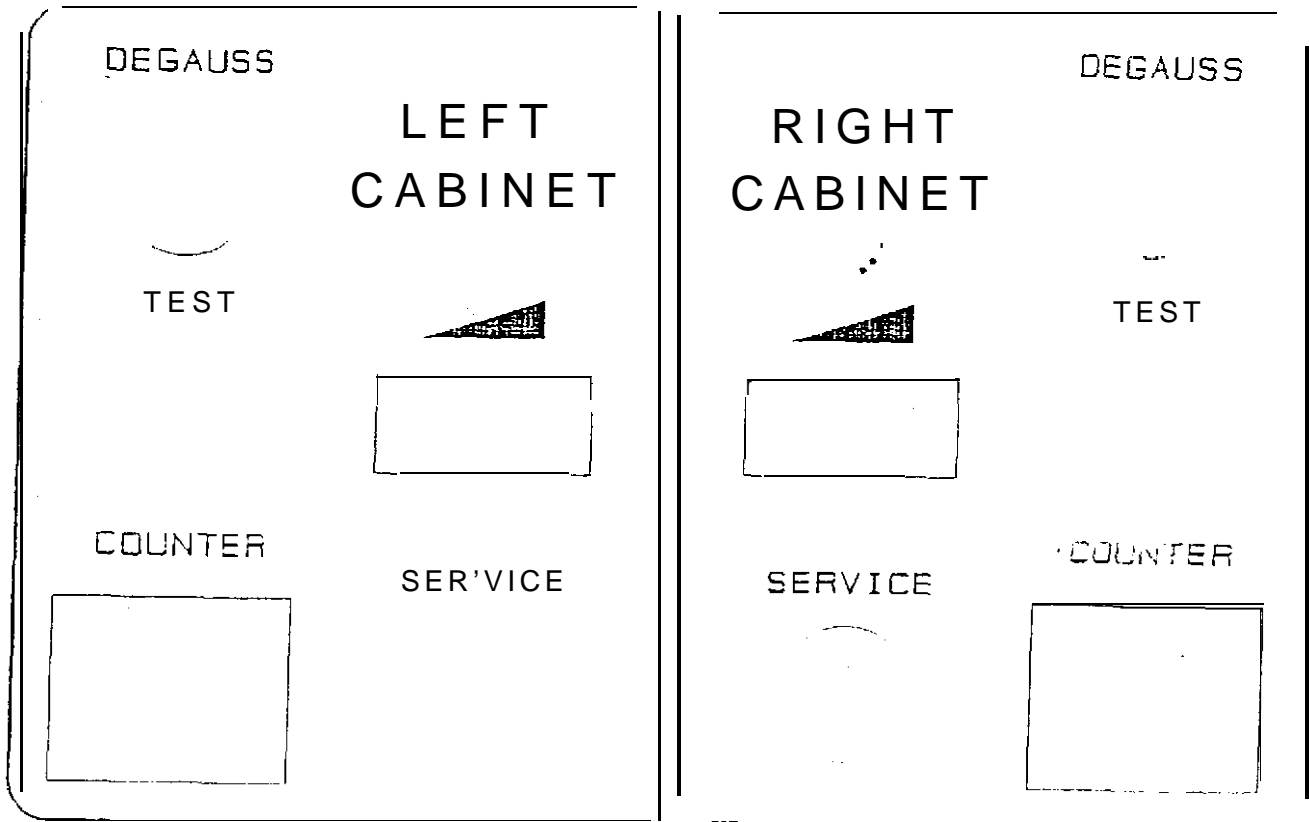
IO/Position indicator. The first number informs your position. The second one indicates the number of cars racing. Running in last position appears on the screen the message "You are the last".



GRAPHIC N° 1



GRAPHIC N° 2



GRAPHIC N° 3

-TEST SCREEN-

1 COIN = 1 CREDIT

1 Credit / Start - 1/2 Credit / Continue

switch

1



PLAYER'S CABINET



1

**START
BUTTON**



WHEEL



79

GEAR



2

BRAKE



**ACCELERATOR
PEDAL**



41

TWO VIEWS



**COIN
FLIP**

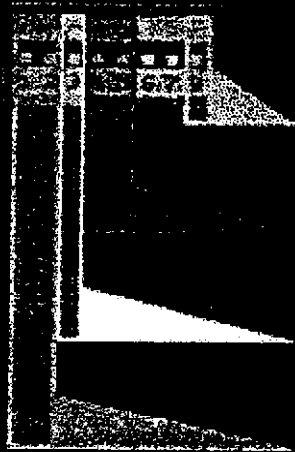


GRAPHIC N° 4

-TEST SCREEN-

switch

2



STEERING WHEEL : STIFF

DEMO SOUND : ON

DIFICULTY : NORMAL

START
BUTTON



WHEEL

79



GEAR



BRAKE



ACCELERATOR
PEDAL

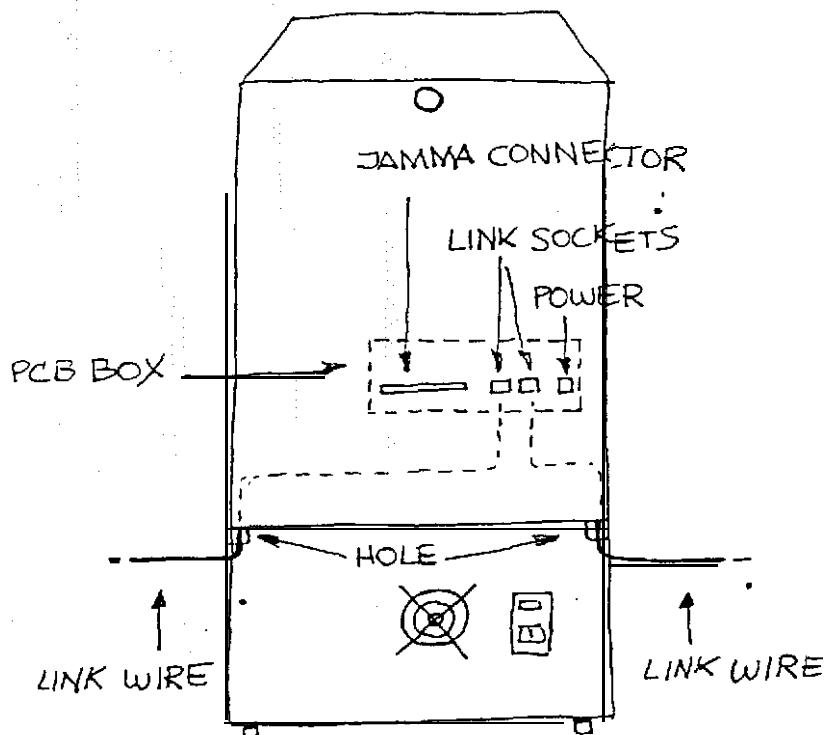
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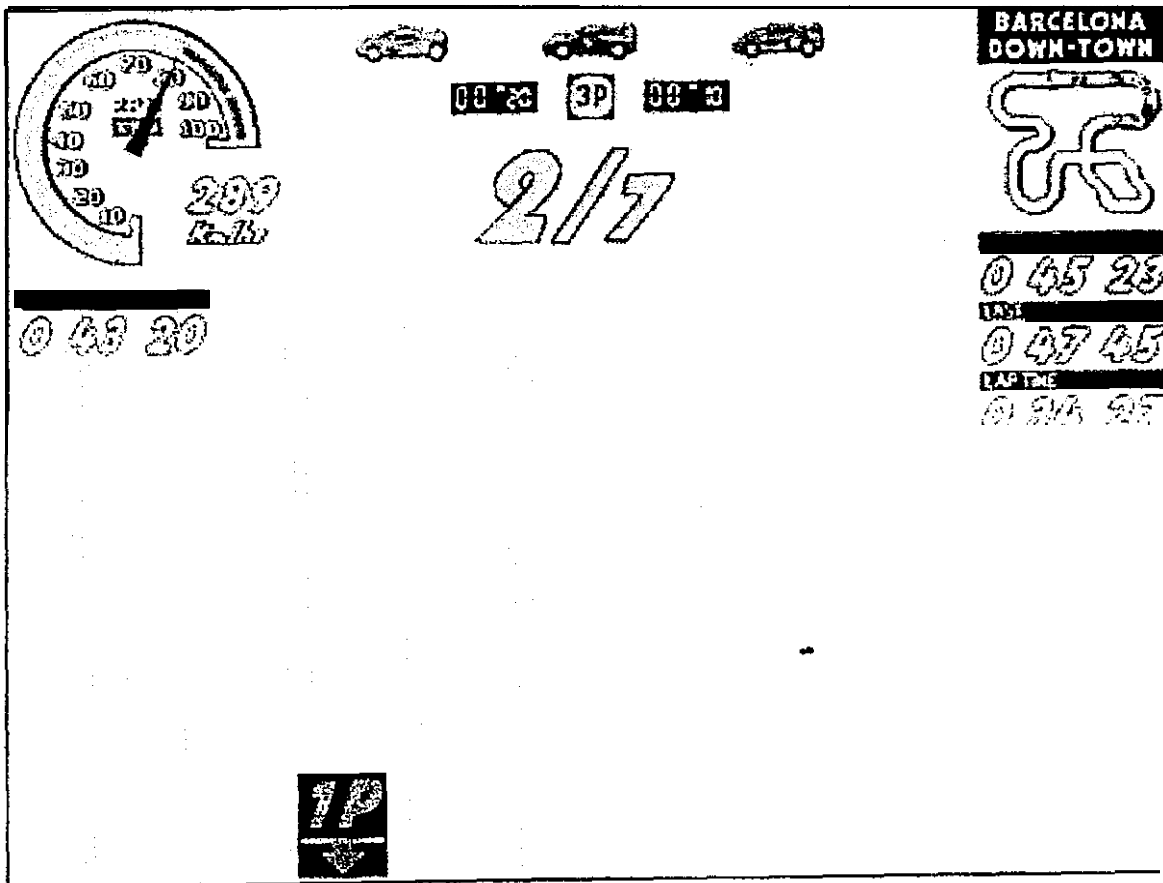
TWO VIEWS



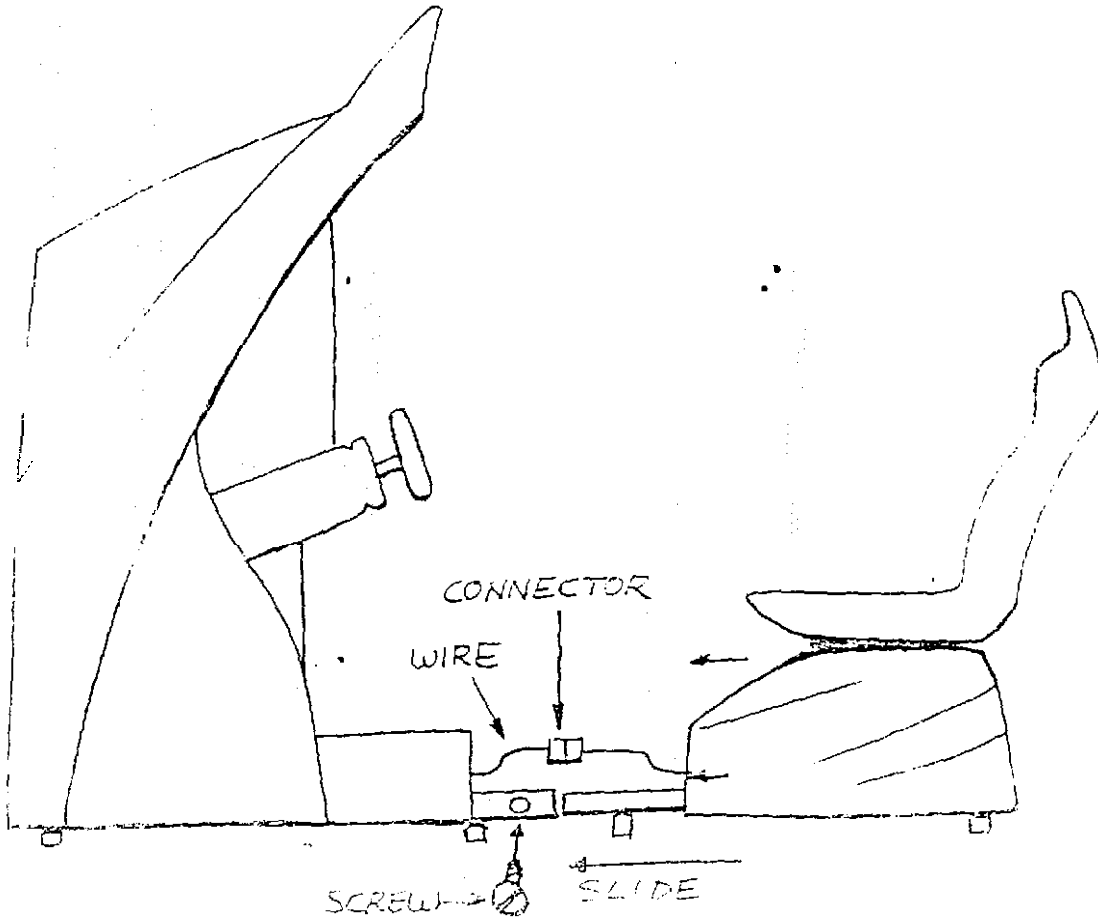
GRAPHIC N° 5



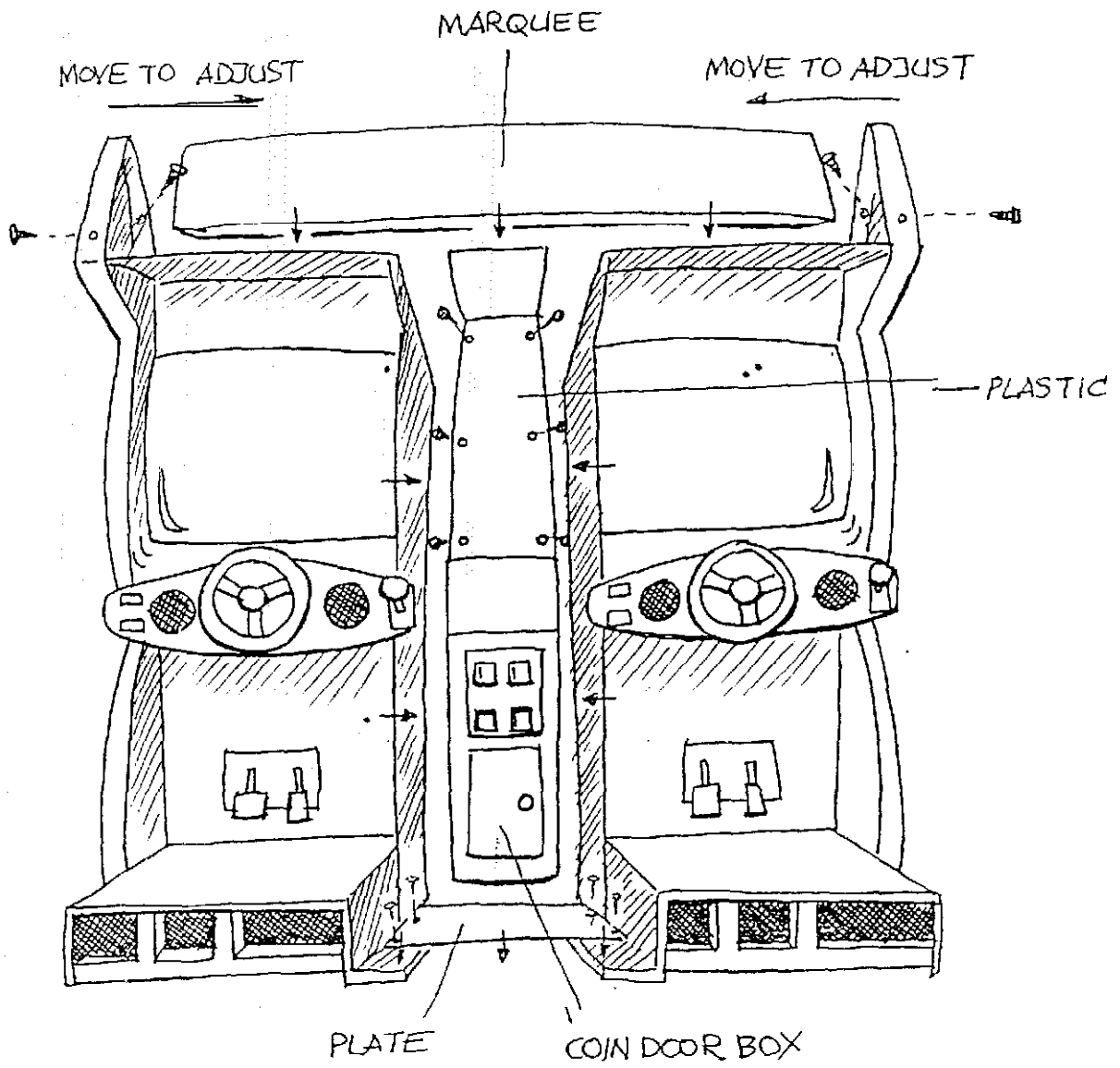
GRAPHIC N° 6



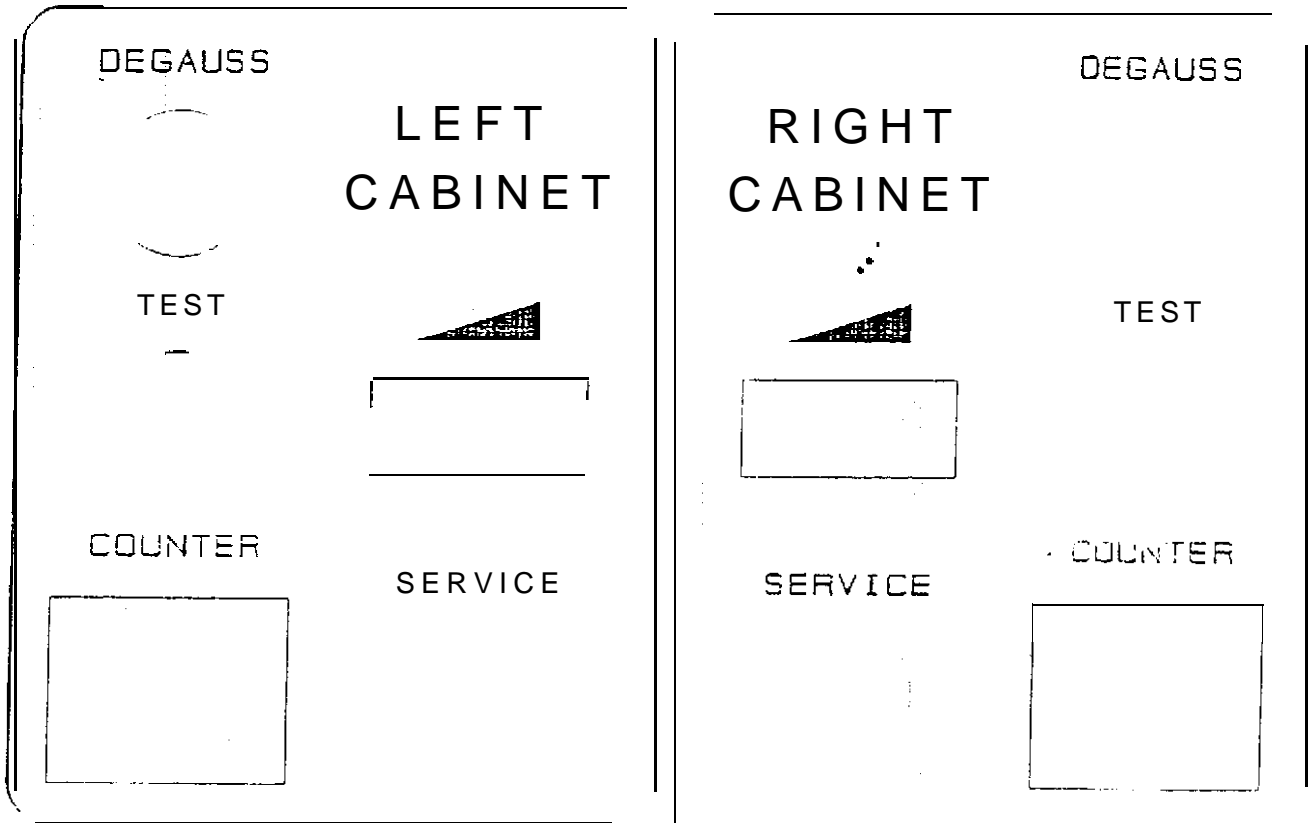
GRAPHIC N° 7



GRAPHIC N° 1



GRAPHIC N° 2



GRAPHIC N° 3

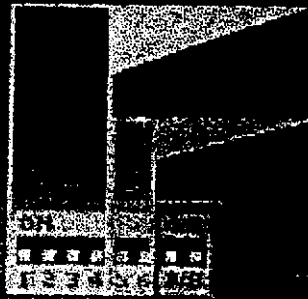
-TEST SCREEN-

1 COIN = 1 CREDIT

1 Credit / Start - 1/2 Credit / Continue

switch

1



PLAYER'S CABINET



1

START
BUTTON



WHEEL

79



GEAR



BRAKE



ACCELERATOR
PEDAL

41

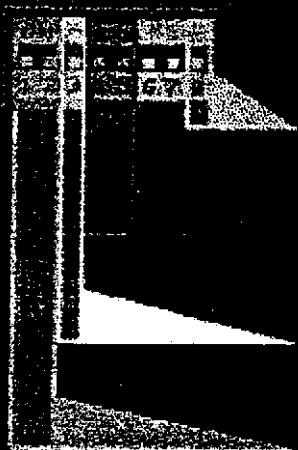


GRAPHIC N° 4

-TEST SCREEN-

Switch

2



STEERING WHEEL : STIFF

DEMO SOUND : ON

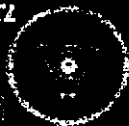
DIFICULTY : NORMAL

START
BUTTON



WHEEL

79



GEAR



BRAKE



ACCELERATOR
PEDAL

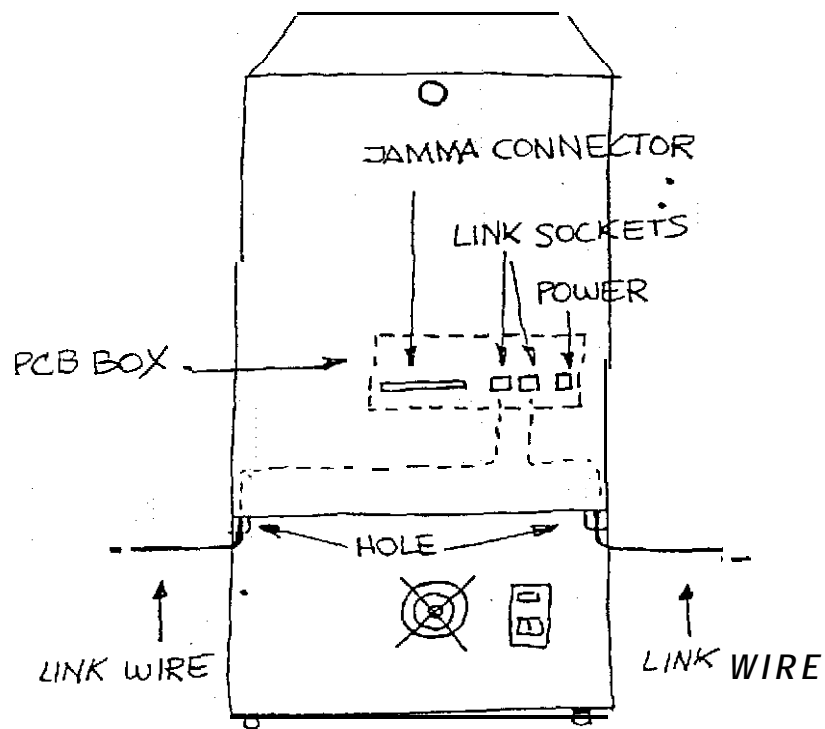
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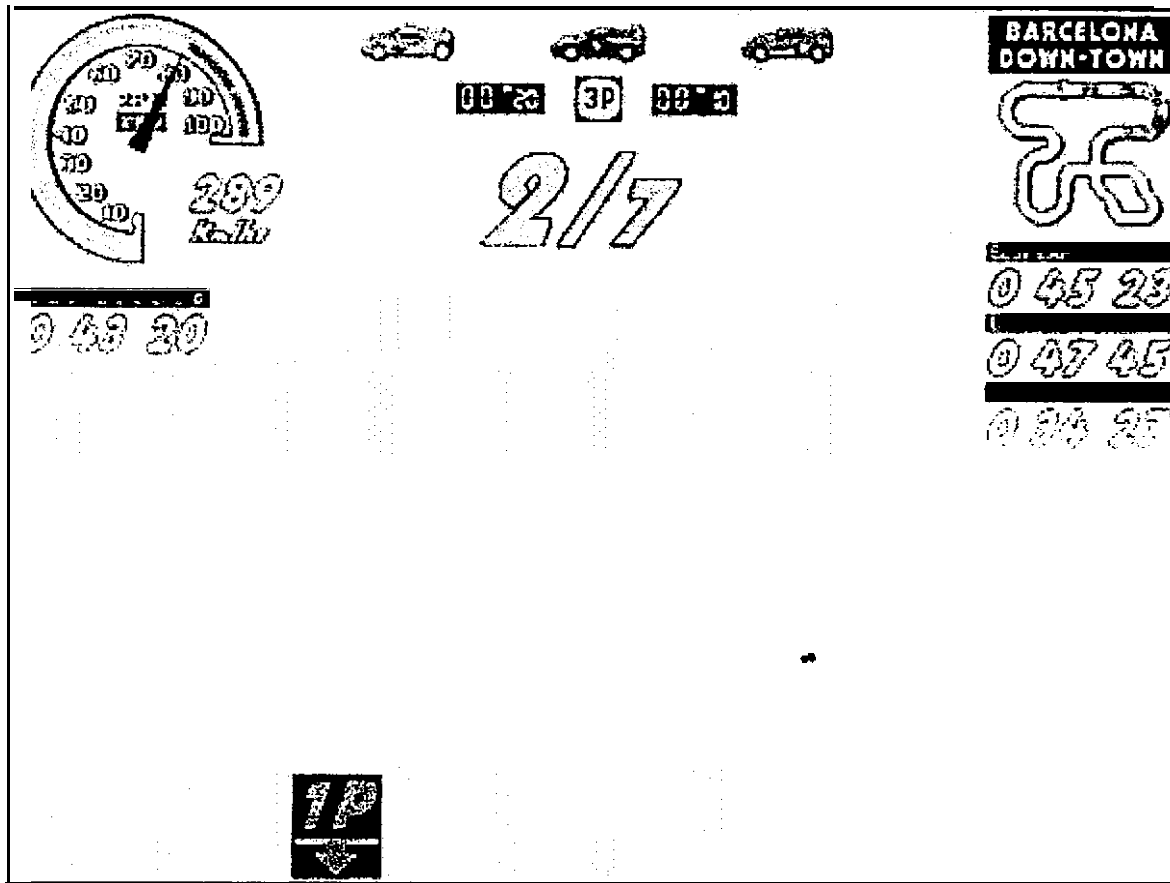
TWO VIEWS



GRAPHIC N° 5



GRAPHIC N° 6



GRAPHIC N° 7