



OPERATOR'S MANUAL



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Email: rtsupport@betson.com**

CAUTION:

- The specifications of this product are subject to change without notice for reasons such as performance. Visit: rawthrills.com for latest updates and information.
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Safety Instructions

Safety instructions apply to operators and service personnel. Read these instructions before preparing the video game machine (Video Game Machine) for play. Other safety instructions appear throughout this manual.

WARNING: TRANSPORTING THE VIDEO GAME MACHINE (Video Game Machine).

The Video Game Machine contains glass and fragile electronic devices. Use appropriate care when transporting . Avoid rough handling when moving the video game machine.

WARNING: DISCONNECT POWER.

Always turn the power OFF and unplug the Video Game Machine before attempting service or adjustments unless otherwise instructed. Installing or repairing components with the power switched ON can damage the components and void warranty.

WARNING: GROUND GAMES.

Avoid electrical shock! Do not plug in the video game machine until you have inspected and properly grounded the AC service outlet. Only plug into a grounded, three-wire outlet. Do not use a "cheater" plug, or cut off the ground pin on the line cord.

WARNING: AVOID ELECTRICAL SHOCKS.

This video game machine does not utilize an isolation transformer. Internal cabinet AC is not isolated from the external AC line. Dangerous High voltage is present inside the game when plugged into outlet. Always unplug before servicing.

WARNING: HANDLE FLOURESCENT TUBE AND LCD WITH CARE.

If you drop a fluorescent tube and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.

WARNING: CHECK POWER SELECTOR SWITCH AND LAMPS.

Set the 115/230 VAC selector switch on the power supply for the correct line voltage on the installation site. Verify that the fluorescent lamps, 12V power supply, transformer and PC voltage selector switch are rated/set for the proper line voltage in your installation sit.

WARNING: USE PROPER FUSE.

Avoid electrical shock! Replacement fuses must be identically rated to the original fuse!

WARNING: ATTACH CONNECTORS PROPERLY.

Be sure all connectors mate properly. If connectors do not slip in easily, do not force them. Connectors are often keyed and only connect one way. Check for correct orientation.

WARNING: USE EXTREME CARE WHEN HANDLING PC.

The PC contains sensitive components such as a hard drive. Do not handle roughly. Call your distributor before servicing PC internal components. Ask about warranty information as it relates to the PC.

WARNING: FOR INDOOR USE ONLY.

The Video Game Machine is not designed for outdoor use or in the presence of water or moisture. Operate in dry and well ventilated areas away from sources of water or water jet. Do not wash games with water or any liquid.

WARNING: HAZARD TO EPILEPTICS.

A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Peoples who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., seizures or loss of awareness), immediately consult your physician before using any video games.

We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.



PRODUCT SPECIFICATIONS

OPERATING REQUIREMENTS

ELECTRICAL POWER

Domestic 120VAC @ 60 Hz, 5 amps
Foreign 240VAC @ 50Hz, 2.5 amps

TEMPERATURE

32° F to 100°F
(0°C to 38°C)

HUMIDITY

Not to exceed 95% relative humidity.

42 INCH SITDOWN MODEL MAIN CABINET DIMENSIONS (INSTALLED)

Height = 83.09 inches (211.05 cm)
Depth = 65.92 inches (167.43 cm)
Width = 41.31 inches (104.93 cm)

42 INCH SITDOWN MODEL MAIN CABINET SHIPPING WEIGHT and DIMENSION

Weight = 572 lbs. (259.45 Kg)
Game Container = W 43 inches(109 cm) x D 37 inches (93.98 cm) x H 87 inches (220.98 cm)
Seat Container = W 21.5 inches (54.61 cm) x D 37 inches (93.98 cm) x H 53.25 inches (135.26 cm)

INSPECTION AND INSTALLATION

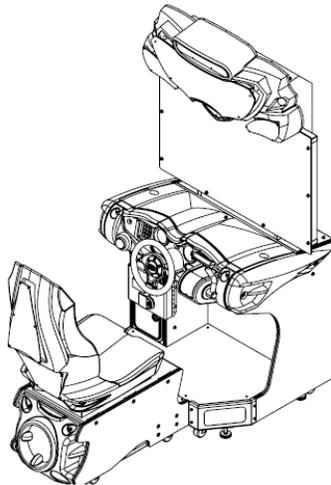
WARNING: Use extreme care when moving or servicing the game cabinet. Don't plug in the game until you have read this manual. **If the line cord is damaged, it must be replaced by a similar cord available from the manufacturer or service agent.**

Please check the following after the game has been removed from its shipping crate and placed in a suitable play or service area.

Make sure that the game cabinet is level. Adjust the casters as needed.

1. Check the AC line cord for any visible signs of damage to the plug or line cord insulation.
2. Check for possible shipping damage to the following:
 - Player interfaces: steering wheel, buttons, keypad and throttle assembly.
 - Seat assembly.
 - Monitor bezel.
 - Cabinet backdoor.
 - Cabinet coin door.
 - Cabinet and seat decals.
3. Remove the coin door key from the coin return chute.
4. Open the top coin door and locate the key for the backdoor and the cashbox.
5. Locate hardware kit:
 - tamper proof tool kit
 - crossover network cable
 - line cord
 - seat hardware fasteners (8 sets)
6. Remove the backdoor the backdoor from the cabinet and visually inspect the electronic components.
7. Verify that all connectors are secure and that the bottom of the cabinet is free of loose objects which may have possibly come loose during shipping.

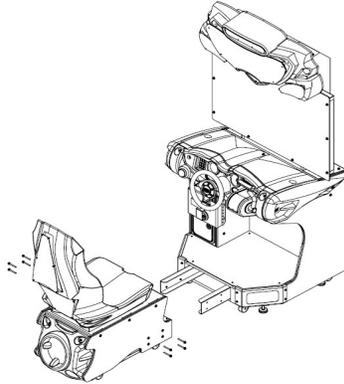
CAUTION: Access to back of the games should be limited to service personnel only! Allow minimum clearance between back of game and wall structure for cable and ventilation while preventing non-authorized access. Maximum clearance should be 6 inches (15 cm), in accordance with local code or whichever is less.



Seat Assembly Procedure

WARNING: The cabinet is top heavy. Install only on level surface. Use the leg levelers to make sure the cabinet and seat are stable. Do not push against plastic parts during movement.

1. Roll the cabinet and seat to the intended location and lower the leg levelers until both are equal height and stable.
2. Reach inside the base of the cabinet remove the bolts to fasten a mounting rail to the cabinet and set aside. Individually pull the rail out, flip it end over end and reinsert it. Fasten the rail to the inside of the cabinet with bolts until finger tight; some movement is required in the mounting rails to align holes with seat pedestal assembly. Repeat for the mounting rail on the other side. See diagram.
- 3.



4. Roll the pedestal near the cabinet and align the opening in the pedestal with the ends of the rails. Slide the pedestal forward onto the rails leaving enough space to attach the wiring harness. Mate each cable connector and press firmly to seat the contacts. Ensure no wires are pinched during the pedestal attachment. Fasten in place with the 1/4" X 20 tamper resistant screws and large flat washers provided.
5. Tighten the screws firmly with the wrench provided, and then tighten the bolts for the mounting rails.
6. Adjust all levelers until both cabinet and seat are flush and parallel with each other. Inspect for pinched wires before firmly tightening the remaining fasteners to attach the two pieces as one.

Game Networking

NOTICE: To link the two games together, use the crossover cable provided in the spare parts bag. Use of another cable other than the one shipped with the game could void warranty or cause games not to link. Use network cables which are at least CAT5 grade.

Networking Considerations

Each Dirty Drivin' game comes with a cross over network cable for linking 2 cabinets. Optionally, a network hub(not shipped with Dirty Drivin') can be installed when linking 3 or more Dirty Drivin' cabinets. A network patch cable (do not use crossover cable) is required. The patch cable is not shipped with the game and must be purchased separately.

Take care to protect exposed game wiring from general foot traffic around the game. Use a conduit or wire way to protect the cables as needed.

Please mark linking cables for your game if other such cables are in the vicinity to avoid confusion. Network cables are not marked or coded.

Avoid routing the network cables near sources of heat, moisture or electrical energy such as neon lights, compressor motors, transformers etc.

Two Game Networking Setup

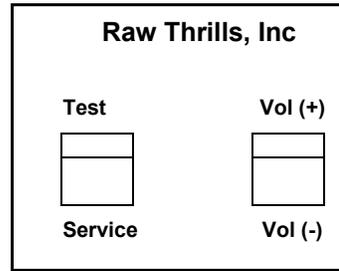
1. Remove the network cable from the spare parts bag inside the cashbox.
2. Connect each end of the cable to network jack behind each PC.
3. Neatly route the cable through the notch on the back of the cabinet.
4. Reset both games simultaneously and verify that link is successful. If not, refer to *Network Adjustment* section of the manual to make sure that each unit is assigned a unique game ID . Make sure that the network cable is connected properly and secured.

Three or More Game Networking Setup

5. Connect a network patch cable to each PC's network jack.
6. Connect the other end of the cable to network to a network hub. Make sure that network hub is installed according to manufacturer instructions.
7. Neatly route the cable through the notch on the back of the cabinet and secure the back door.
8. Reset all games simultaneously and verify that link is successful. If not, refer to *Network Adjustment* section of the manual to make sure that each unit is assigned a unique game ID. Make sure that the network cable is connected properly and secured.

SETUP AND TEST MENU

Locate the *Service Button Panel*. The Service Button Panel is made up of two rocker switches. Simply press the side of the switch indicated by the function you want to activate. It is mounted inside the coin door area on top of the cash box vault. Press the **TEST** button to access the **Test Menu**.



Menu Navigation:

Button	Action
Test or Keypad (#)	Enter Operator Screen/Select Item
Service or Keypad (*)	Exit Menu
Vol. (+) or Keypad (8)	Scroll up thru Menu items
Vol. (-) or Keypad (0)	Scroll down thru Menu items

MAIN MENU

The **Test Main Menu** appears when the **TEST** button is pressed.

```

Dirty Drivin' (tm) © 2010 Specular Interactive, Inc., and Raw Thrills, Inc. All rights reserved.
[Player 8 | Credits To Start: 1 | Credits: 1/4 | [v1.0e] | 3/16/2011 6:17:27 PM | Keypad ]
Main Menu
[v1.0e]
Build   Test Mar/23/2011.06:14pm.SPARE-PC
Program 4482-2350
Data    0131-2AF4
-----
Sound...
Calibration...
Adjustments...
Diagnostics...
-----
Audits...
Utilities...
Advanced...
-----
Help...
-----
Exit
-----

ENTER - Test      or #
EXIT  - Service   or *
UP    - Volume UP or 8
DOWN  - Volume DOWN or 0
    
```

NOTICE: New settings are automatically saved upon exiting the adjustment menu. Exit the test menu normally by using the Service or Keypad (*). If power to the game is interrupted while making adjustments to the game, you may need to re-enter the new settings again.

Sound Menu

From the **Main Menu**, select **Sound** and enter to view volume adjustment options. Seat Rumble Strength is a function of the sub-woofer volume and how strong it vibrates the seat. Adjust Attract Volume to appropriate level best suited for the game's location. Reset Sound Defaults restores the factory volume setting.



Calibration

From the **Main Menu** select and enter **Calibration**. Select operation: Throttle or Wheel Calibration. Follow the screen prompts carefully. Check for proper calibration.



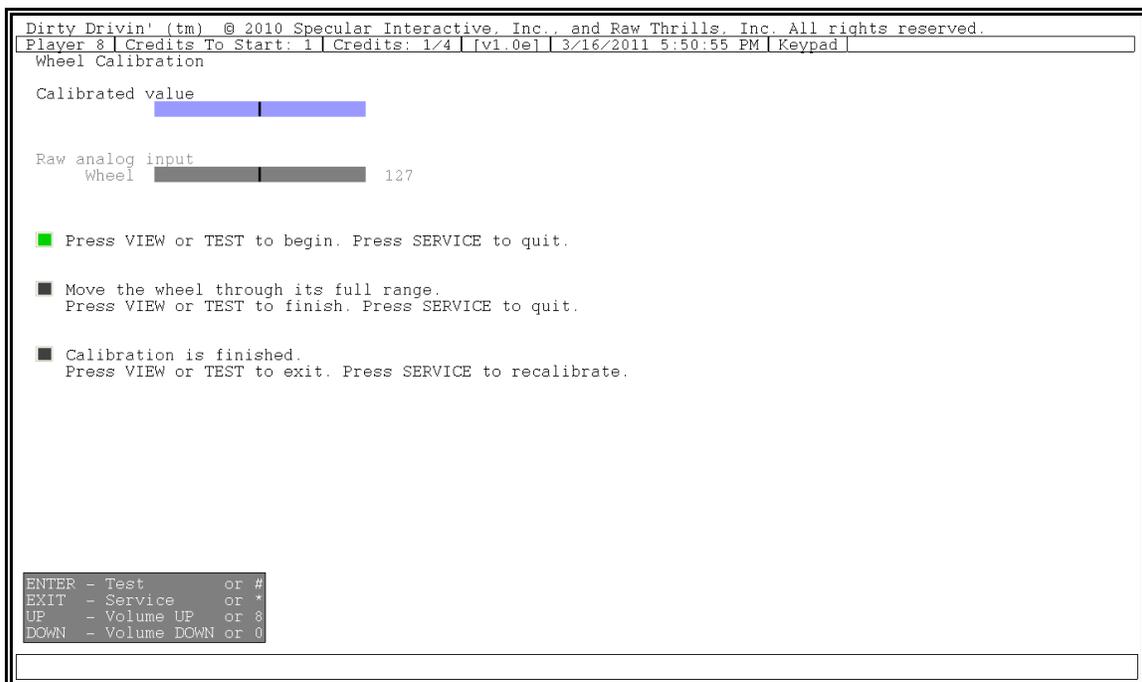
Throttle Calibration

From the **Calibration Menu** select and enter **Throttle Calibration**. The throttle controls the speed as well as forward and reverse direction of the Truck. It is also key in achieving jump tricks and maneuvers. Follow the instruction on screen for successful calibration. It is important to calibrate game controls to compensate for mechanical wear and tear. A properly functional game will result in optimal earnings and increased customers re-play.



Wheel Calibration

From the **Calibration Menu** select and enter **Wheel Calibration**. The steering wheel controls the left/right direction of the Truck. Follow the direction on the screen for proper wheel calibration.



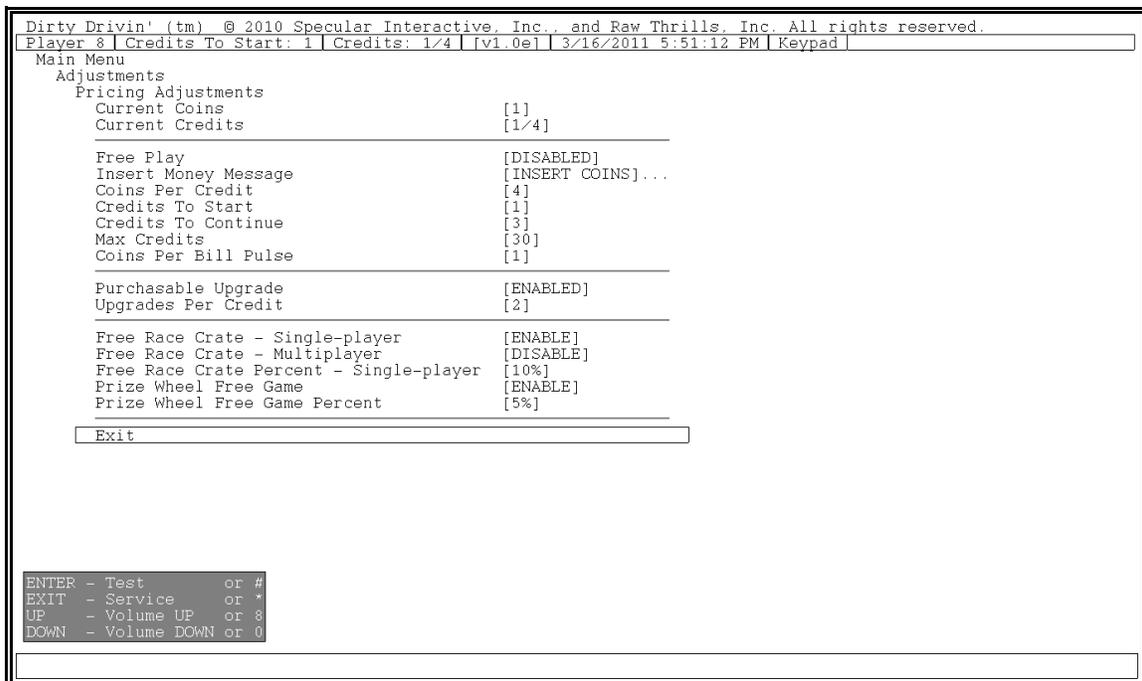
Adjustments

From the **Main Menu** select and enter **Adjustments**. Operator adjustable settings can be found in the sub-menu. Scroll and select the appropriate item within each sub-menu. Make changes to game settings as needed. Changes are automatically saved when you exit.



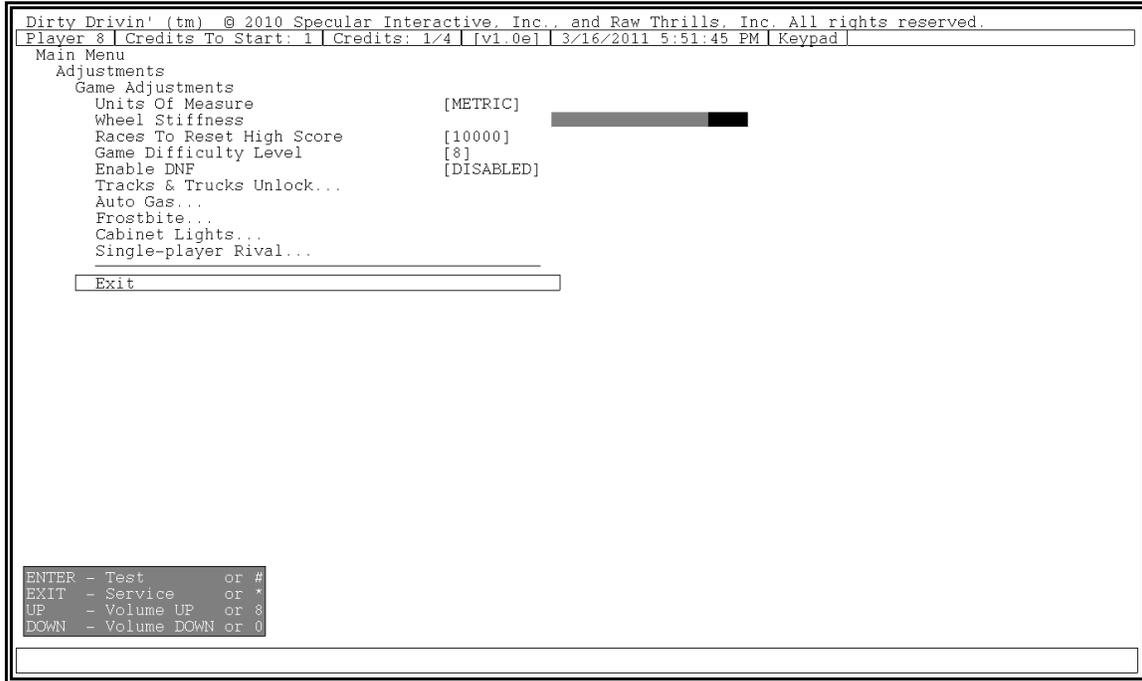
Pricing Adjustments

From the **Adjustment Menu** select and enter **Pricing Adjustments**. Game pricing will be overridden if **Free Play** is set to [ENABLE]. Select the correct "Insert Money Message" based on payment system at location.



Game Adjustments

From the **Adjustments Menu** select and enter **Game Adjustments**. Units Measure refers to Speed in miles (Imperial) or kilometers (Metric) per hour. Attract Mode Lights refers to the LED clusters activity when game is not in play. Wheel Stiffness refers to the amount of wheel centering force. Move the wheel left/right while adjusting the wheel strength in real time.



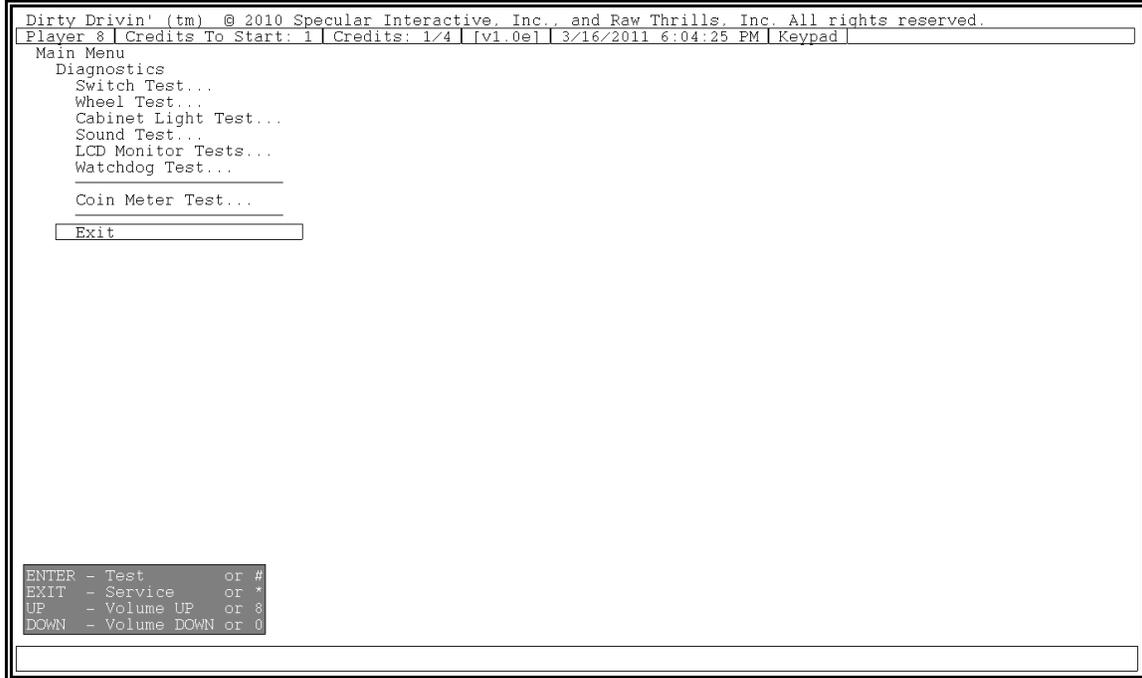
Network Adjustments

From the **Adjustments Menu** select and enter **Network Adjustments**. Assign a unique Player ID for each game attached to the network. If two games are assigned the same Player ID the games will not link correctly.



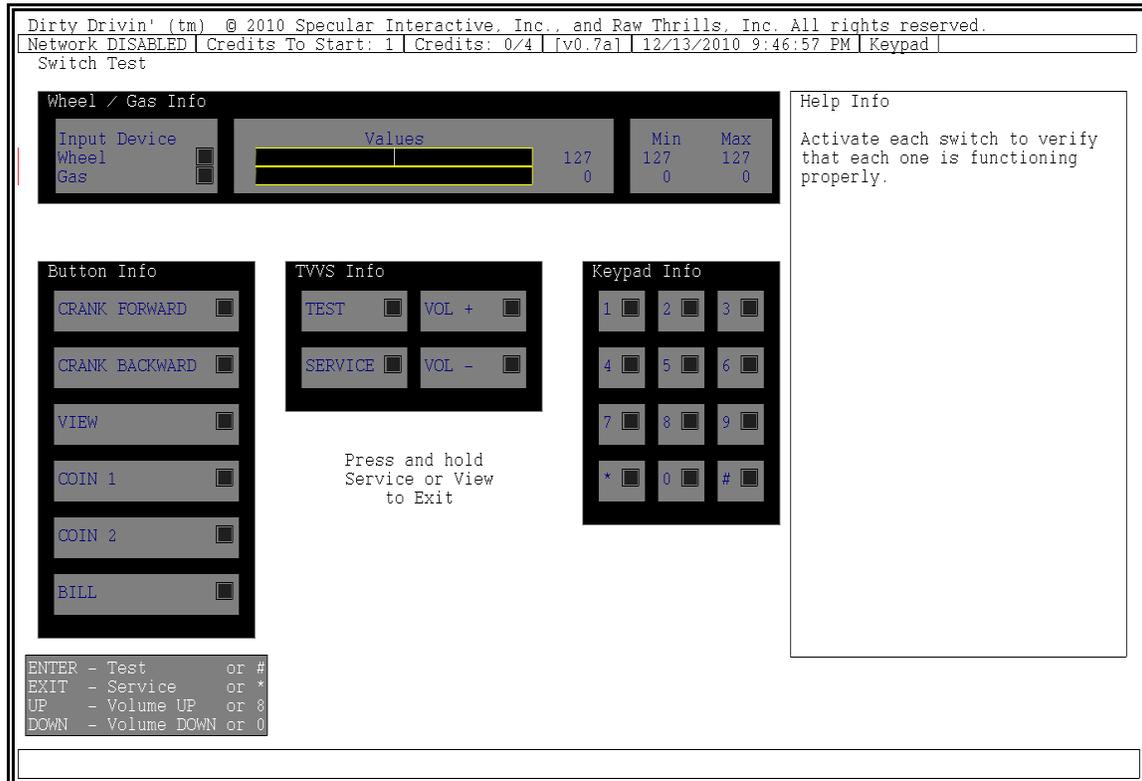
Diagnostics

From the **Main Menu** select and enter **Diagnostics**. All input and output functions of the game can be functionally tested by selecting and performing the appropriate test function.



Switch Test

From the **Diagnostics Menu** select and enter **Switch Test**. To aid in troubleshooting, an audible tone can be heard when a switch is activated. Switches that have been activated are also shown in a different shade. Press and hold **SERVICE** to Exit.



Lamp Test

From the **Diagnostics Menu** select and enter **Lamp Test**. Lamps increase the overall visual appeal of the game. They help to attract players as well as enhance their playing experience. Periodically test each controlled lamp. Turn on all lamps or control them individually.

```

Dirty Drivin' (tm) @ 2010 Specular Interactive, Inc., and Raw Thrills, Inc. All rights reserved.
Player 8 | Credits To Start: 1 | Credits: 1/4 | [v1.0e] | 3/16/2011 6:03:55 PM | Keypad |
Main Menu
Diagnostics
Cabinet Light Test
All Lights [OFF]
-----
Left Indicator 1 [OFF]
Left Indicator 2 [OFF]
Left Indicator 3 [OFF]
Left Indicator 4 [OFF]
Right Indicator 1 [OFF]
Right Indicator 2 [OFF]
Right Indicator 3 [OFF]
Right Indicator 4 [OFF]
Fog Light 1 [OFF]
Fog Light 2 [OFF]
Fog Light 3 [OFF]
Fog Light 4 [OFF]
Speaker 1 [OFF]
Speaker 2 [OFF]
Speaker 3 [OFF]
Large Dials [OFF]
Small Dial R [OFF]
Small Dial L [OFF]
Base [OFF]
View Button [OFF]
Extra [OFF]
-----
Exit
-----
ENTER - Test or #
EXIT - Service or *
UP - Volume UP or 8
DOWN - Volume DOWN or 0
    
```

Sound Test

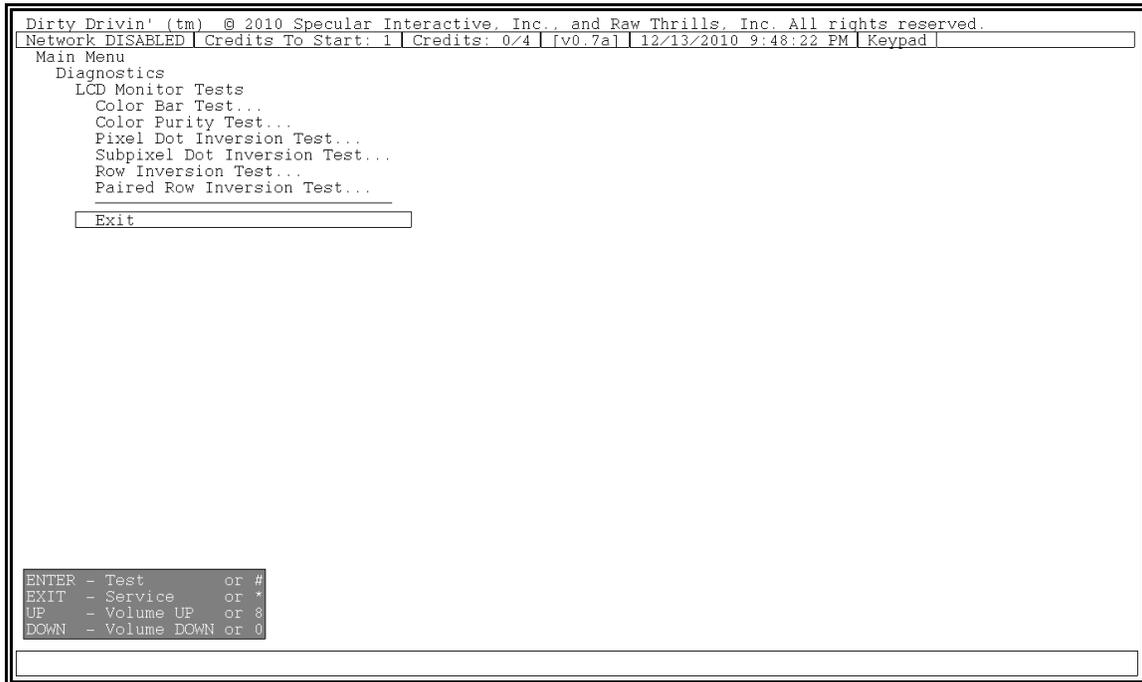
From the **Diagnostics Menu** select and enter **Sound Test**. Main Speakers refer to the two marquee speakers.

```

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Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 9:47:26 PM | Keypad |
Main Menu
Diagnostics
Sound Test
Test Main Speakers: Low Sound ( 100 Hz) [OFF]
Test Main Speakers: High Sound (1000 Hz) [OFF]
Seat Woofer: Low Sound ( 100 Hz) [OFF]
Seat Woofer: High Sound (1000 Hz) [OFF]
-----
Exit
-----
ENTER - Test or #
EXIT - Service or *
UP - Volume UP or 8
DOWN - Volume DOWN or 0
    
```

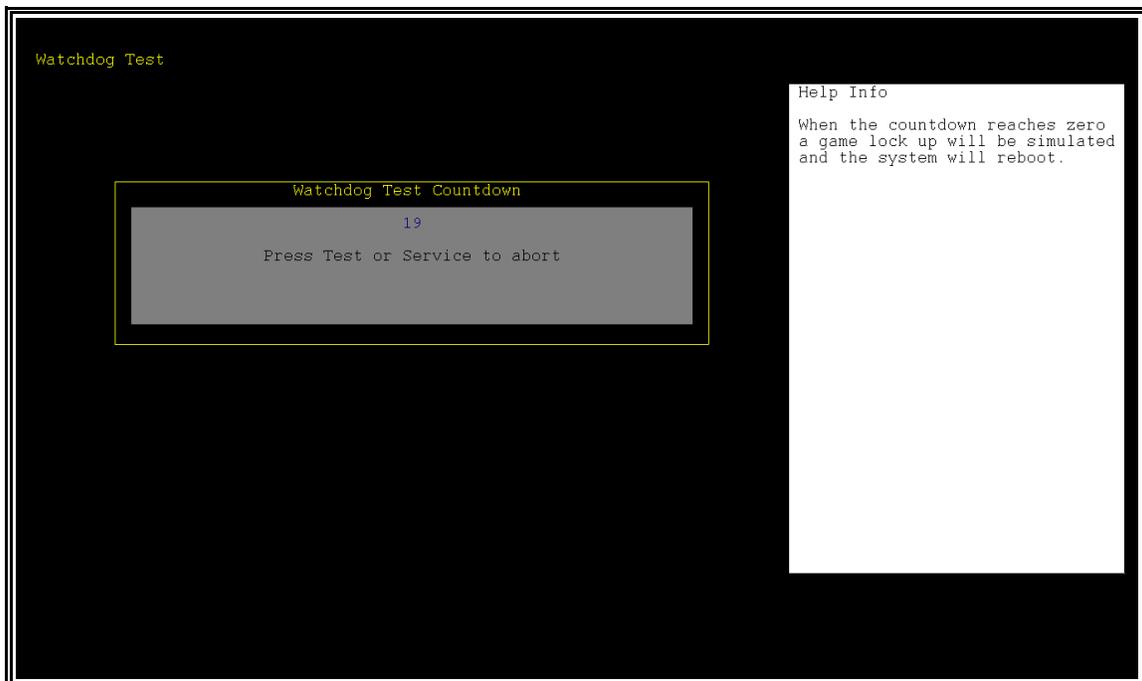
LCD Test

From the **Diagnostics** menu, select and enter **LCD Monitor Tests**. Verify correct color and purity for Red, Blue and Green screens. Check for proper graphics card and LCD controller synch using the inversion test. Follow the direction on the screen.



Watchdog Test

From the **Diagnostics Menu** select and enter **Watchdog Test**. The watchdog circuit allows for the PC to automatically re-boot in the event of a lock-up. This is an important feature that allows the game to be installed in unattended locations. The game will reboot to indicate that the test is successful.



Coin Meter Test

From the **Diagnostics Menu** select and enter **Coin Meter Test**. Advance the meter once using by pressing Test. Press the Service Button to exit the test.

Audits

From the **Main Menu** select and enter **Audits**.

```

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Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 10:33:44 PM | Keypad |
Main Menu
Audits
  Coin Audits...
  Boot Audits...
-----
  Game Audits...
  Track Audits...
  Truck Audits...
-----
  Profile Audits...
  Profile Games...
-----
  Exit
-----
ENTER - Test      or #
EXIT  - Service   or *
UP    - Volume UP or 8
DOWN  - Volume DOWN or 0
  
```

Coin Audits

From the **Audit Menu** select and enter **Coin Audits**.

```

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Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 10:32:48 PM | Keypad |
Main Menu
Audits
  Coin Audits
    Current Credits          0/4
    -----
    Total Inserted Service Credits  0
    -----
    Slot 0 Coins             108
    Slot 1 Coins             0
    Total Slot Coins         108
    -----
    Bill Validator Coins      4
    -----
  Exit
-----
ENTER - Test      or #
EXIT  - Service   or *
UP    - Volume UP or 8
DOWN  - Volume DOWN or 0
  
```

Boot Audits

From the **Audit Menu** select and enter **Boot Audits**.

```

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Player 3 | Credits To Start: 1 | Credits: 1/4 | [v0.7a] | 3/16/2011 12:53:29 PM | Keypad |
Main Menu
Audits
  Boot Audits
    Total Boot Time                00:00:01:08
    Total Boots                    169
    Total Maintenance Reboots      0
    No I/O Board Detected on Boot  0
    Test-Mode Entries              56

    Watchdogs                      0
      Recent Watchdog Reboot
    Slow Frame Rate Reboot         0
      Recent Slow Frame Rate Reboot
    Lost Device Reboot             0
      Recent Lost Device Reboot
    Lost VSync Reboot              0
      Recent Lost VSync Reboot
    Race Too Long Reboot           0
      Recent Race Too Long Reboot

    Crash Log
      EIP                          00000000
      Exception                    00000000
      Address                      00000000
      Time
      Game code                    -1 Undefined
      Count                        0

Exit

ENTER - Test      or #
EXIT  - Service   or *
UP    - Volume UP or 8
DOWN - Volume DOWN or 0

```

Game Audits

From the **Audit Menu** select and enter **Game Audits**.

```

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Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 10:32:56 PM | Keypad |
Main Menu
Audits
  Game Audits
    Games Played                23
    Games Started               15
    Games Continued              8

    Single-player Races Timed Out (DNF) 0
    Multiplayer Races Timed Out (DNF) 0

    Profile Games               11
    Non-Profile Games           3

    Single-player Games         14
    Multiplayer Games           0

    Unfinished Games           22

    Total Free Games            0
      Free Games From Crate
    Free Games From Spin Wheel  0

    Time Game On                2:00:09
    Time In Attract Mode        0:56:44
    Time In Game                 1:03:25

    Total Time In Race          0:30:21

Exit

ENTER - Test      or #
EXIT  - Service   or *
UP    - Volume UP or 8
DOWN - Volume DOWN or 0

```

Track Audits Summary

From the **Audit Menu** select and enter **Track Audits Summary**.

```

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Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 10:42:17 PM | Keypad |
Main Menu
Audits
Track Audits

Track Audits Summary - Single-player...
Track Audits Summary - Multiplayer...

Detailed Track Audits
Thunder Mesa
Brawlaseum
Twisted Swisster
Volcano Island
Iron Circuit
Revenge of the Nile
Lost City
Flipped Thunder Mesa
Flipped Brawlaseum
Flipped Twisted Swisster
Flipped Volcano Island
Flipped Iron Circuit
Flipped Revenge of the Nile
Flipped Lost City

Exit

ENTER - Test or #
EXIT - Service or *
UP - Volume UP or 8
DOWN - Volume DOWN or 0
    
```

Detailed Track Audits

From the **Track Audit Summary Menu** select and enter a specific track for more detailed audit information.

```

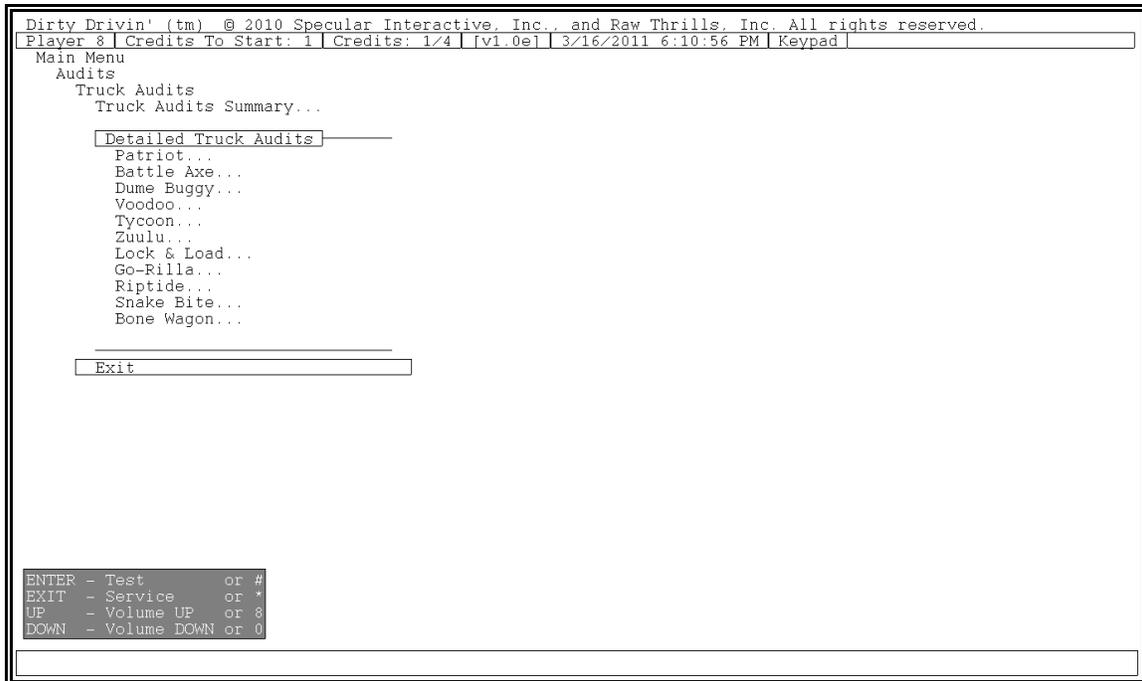
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Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 10:42:16 PM | Keypad |
Main Menu
Audits
Track Audits
Flipped Lost City
Selected
Single-player
Best Score 0
Worst Score 0
Average Score 0
Multiplayer
Best Score 0
Worst Score 0
Average Score 0
Single-player Placing Results
1st Place 0 0.00%
2nd Place 0 0.00%
3rd Place 0 0.00%
4th 0 0.00%
5th 0 0.00%
6th 0 0.00%
7th 0 0.00%
8th 0 0.00%
9th 0 0.00%
10th 0 0.00%
11 - 15th 0 0.00%
16 - 20th 0 0.00%
21 - 25th 0 0.00%
26th + 0 0.00%
Timed Out (DNF) 0 0.00%

Exit

ENTER - Test or #
EXIT - Service or *
UP - Volume UP or 8
DOWN - Volume DOWN or 0
    
```

Truck Audits

From the **Audit Menu** select and enter **Truck Audits**.



Truck Audits Summary

From the *Truck Audit Menu* select and enter *Truck Audits Summary*.

```

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Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 10:42:16 PM | Keypad |
Main Menu
Audits
  Truck Audits
    Dirty Drivin' (tm) @ 2010 Specular Interactive, Inc., and Raw Thrills, Inc. All rights reserved.
    Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 10:26:36 PM | Keypad |
    Main Menu
    Audits
      Truck Audits
        Truck Audits Summary
          Single-player Races
          -----
          Name ----- | --Total Race Time-- | --Selected-- | ---1st--- | --Finishes-- | --Time Outs (DNF)--
          Patriot       | 0:02:04             | 1           | 0         | 1             | 0
          Battle Axe    | 0:06:12             | 5           | 2         | 3             | 0
          Dume Buggy    | 0:04:34             | 3           | 0         | 2             | 0
          Voodoo        | 0:02:11             | 1           | 0         | 1             | 0
          Tycoon        | 0:02:11             | 1           | 0         | 1             | 0
          Zuulu         | 0:00:00             | 0           | 0         | 0             | 0
          Lock & Load  | 0:02:28             | 1           | 0         | 1             | 0
          Go-Rilla      | 0:02:09             | 1           | 0         | 1             | 0
          Riptide       | 0:04:02             | 2           | 0         | 2             | 0
          Snake Bite    | 0:00:00             | 1           | 0         | 0             | 0
          Bone Wagon   | 0:04:25             | 3           | 0         | 2             | 0
          -----
          Multiplayer Races
          -----
          Name ----- | --Total Race Time-- | --Selected-- | --Finishes-- | --Time Outs (DNF)--
          Patriot       | 0:00:00             | 0           | 0         | 0             | 0
          Battle Axe    | 0:00:00             | 0           | 0         | 0             | 0
          Dume Buggy    | 0:00:00             | 0           | 0         | 0             | 0
          Voodoo        | 0:00:00             | 0           | 0         | 0             | 0
          Tycoon        | 0:00:00             | 0           | 0         | 0             | 0
          Zuulu         | 0:00:00             | 0           | 0         | 0             | 0
          Lock & Load  | 0:00:00             | 0           | 0         | 0             | 0
          Go-Rilla      | 0:00:00             | 0           | 0         | 0             | 0
          Riptide       | 0:00:00             | 0           | 0         | 0             | 0
          Snake Bite    | 0:00:00             | 0           | 0         | 0             | 0
          Bone Wagon   | 0:00:00             | 0           | 0         | 0             | 0
          -----
          Exit
    -----
    ENTER - Test      or #
    EXIT  - Service   or *
    UP    - Volume UP  or 8
    DOWN  - Volume DOWN or 0
  
```

Detailed Truck Audits

From the *Truck Audit Menu* select and enter *Detailed Truck Audits*. Select a Truck to view more details.

```

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Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 10:26:52 PM | Keypad |
Main Menu
Audits
  Truck Audits
    Bone Wagon
      Total Race Time      0:04:25
      Selected            3
      -----
      Single-player
      Best Score           70400
      Worst Score          52000
      Average Score        61200
      Time Outs (DNF)     0
      -----
      Multiplayer
      Best Score           0
      Worst Score          0
      Average Score        0
      Time Outs (DNF)     0
      -----
      Exit
    -----
    ENTER - Test      or #
    EXIT  - Service   or *
    UP    - Volume UP  or 8
    DOWN  - Volume DOWN or 0
  
```

Profile Audits

From the **Audit Menu** select and enter **Profile Audits**.

```

Dirty Drivin' (tm) @ 2010 Specular Interactive, Inc., and Raw Thrills, Inc. All rights reserved.
Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 10:33:36 PM | Keypad |
Main Menu
Audits
Profile Audits

Profiles Created                               1

Profile Game Complete
-- Game Completion --|-- Number of Profiles --|-- Percent Profile --
  0 - 10 %                1                100.00 %
 11 - 20 %                0                 0.00 %
 21 - 30 %                0                 0.00 %
 31 - 40 %                0                 0.00 %
 41 - 50 %                0                 0.00 %
 51 - 60 %                0                 0.00 %
 61 - 70 %                0                 0.00 %
 71 - 80 %                0                 0.00 %
 81 - 90 %                0                 0.00 %
 91 - 100 %               0                 0.00 %

Exit

ENTER - Test      or #
EXIT  - Service   or *
UP    - Volume UP or 8
DOWN  - Volume DOWN or 0
    
```

Profile Games Audit

From the **Audit Menu** select and enter **Profile Games**.

```

Dirty Drivin' (tm) @ 2010 Specular Interactive, Inc., and Raw Thrills, Inc. All rights reserved.
Player 8 | Credits To Start: 1 | Credits: 1/4 | [v1.0e] | 3/16/2011 6:11:05 PM | Keypad |
Main Menu
Audits
Profile Games

Profiles Created                               2

Profile Max Consecutive 1st Place              2
Profile Max Consecutive Non-1st Place          0

Profile Games Count
-- Game Count --|-- Number of Profiles --|-- Percent Profile --
  0                2                100.00 %
  1                0                 0.00 %
  2                1                 50.00 %
  3                0                 0.00 %
  4                0                 0.00 %
  5                0                 0.00 %
  6                0                 0.00 %
  7                0                 0.00 %
  8                0                 0.00 %
  9                0                 0.00 %
 10               0                 0.00 %
 11 - 15          0                 0.00 %
 16 - 20          0                 0.00 %
 21 - 30          0                 0.00 %
 31 - 40          0                 0.00 %
 41 - 50          0                 0.00 %
 51 +            0                 0.00 %

Exit

ENTER - Test      or #
EXIT  - Service   or *
UP    - Volume UP or 8
DOWN  - Volume DOWN or 0
    
```

Utilities

From the **Main Menu** select and enter **Utilities**. It is often a good idea to clear audit information when a game has been moved to a new location or after a change in setting like price, difficulty level or similar.

```

Dirty Drivin' (tm) @ 2010 Specular Interactive, Inc., and Raw Thrills, Inc. All rights reserved.
Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 10:34:10 PM | Keypad |
Main Menu
  Utilities
    Clear Credits ...
    Clear Credit Audits...
    Clear Boot Audits...
    _____
    Clear Game Audits...
    Clear Track Audits...
    Clear Truck Audits...
    Clear Game, Track, and Truck Audits...
    _____
    Reset Free Race History...
    Reset High Scores...
    Clear Player Profiles...
    _____
    Maintenance Reboot...
    Change System Local Time...
    _____
    Factory Restore...
    _____
    Exit
  
```

```

ENTER - Test      or #
EXIT  - Service   or *
UP    - Volume UP or 8
DOWN  - Volume DOWN or 0
  
```

Help

From the **Main Menu** select and enter **Help**. This screen displays contact information for Technical Support on Dirty Drivin'.

```

Dirty Drivin' (tm) @ 2010 Specular Interactive, Inc., and Raw Thrills, Inc. All rights reserved.
Network DISABLED | Credits To Start: 1 | Credits: 0/4 | [v0.7a] | 12/13/2010 10:34:27 PM | Keypad |
Main Menu
  Help
    Contact Information
    Contact Raw Thrills:
    service@rawthrills.com
    _____
    Exit
  
```

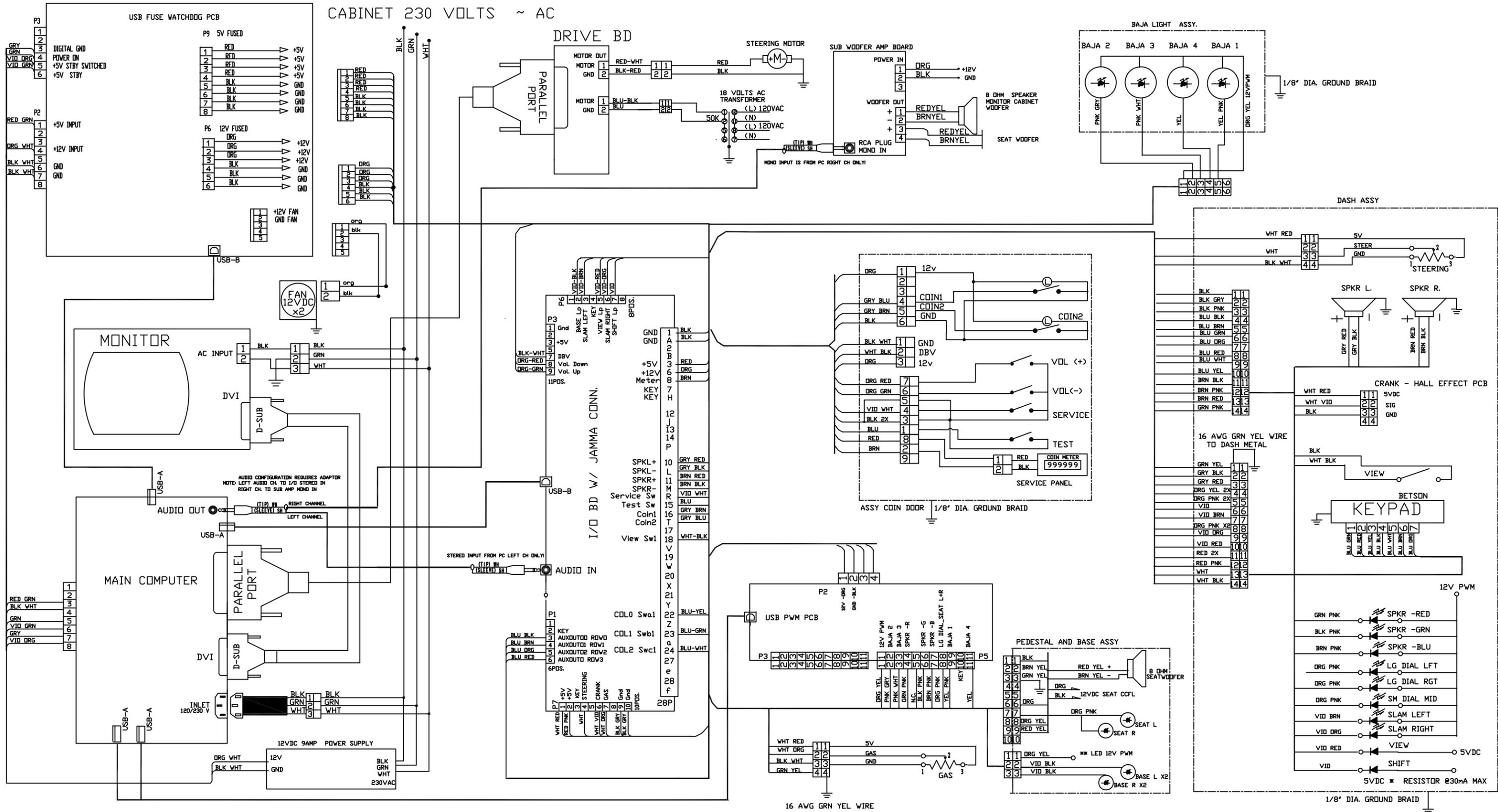
```

ENTER - Test      or #
EXIT  - Service   or *
UP    - Volume UP or 8
DOWN  - Volume DOWN or 0
  
```

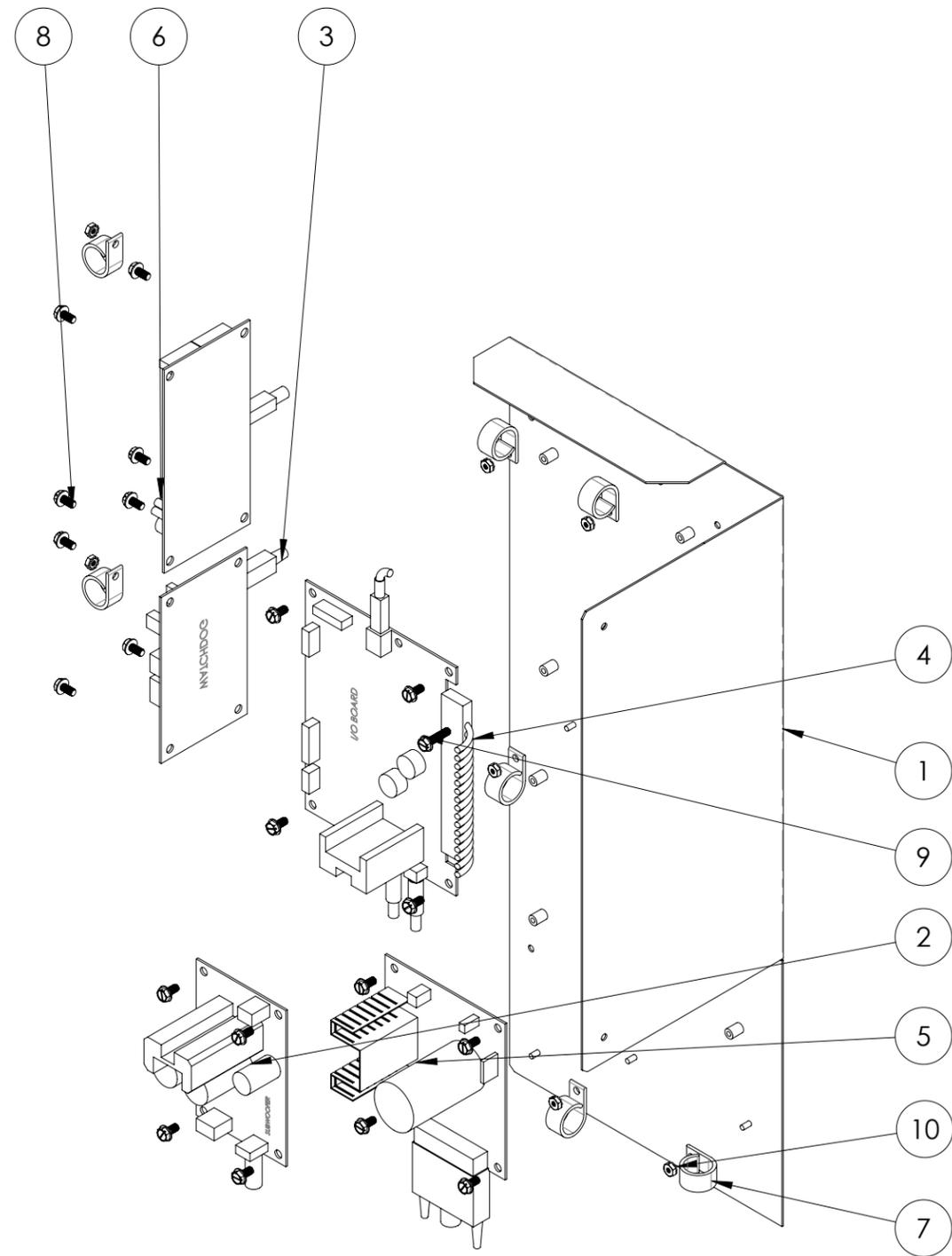
April 6, 2011

Dirty Drivin' Electrical and Mechanical Information – 42” Sitdown

Notes:

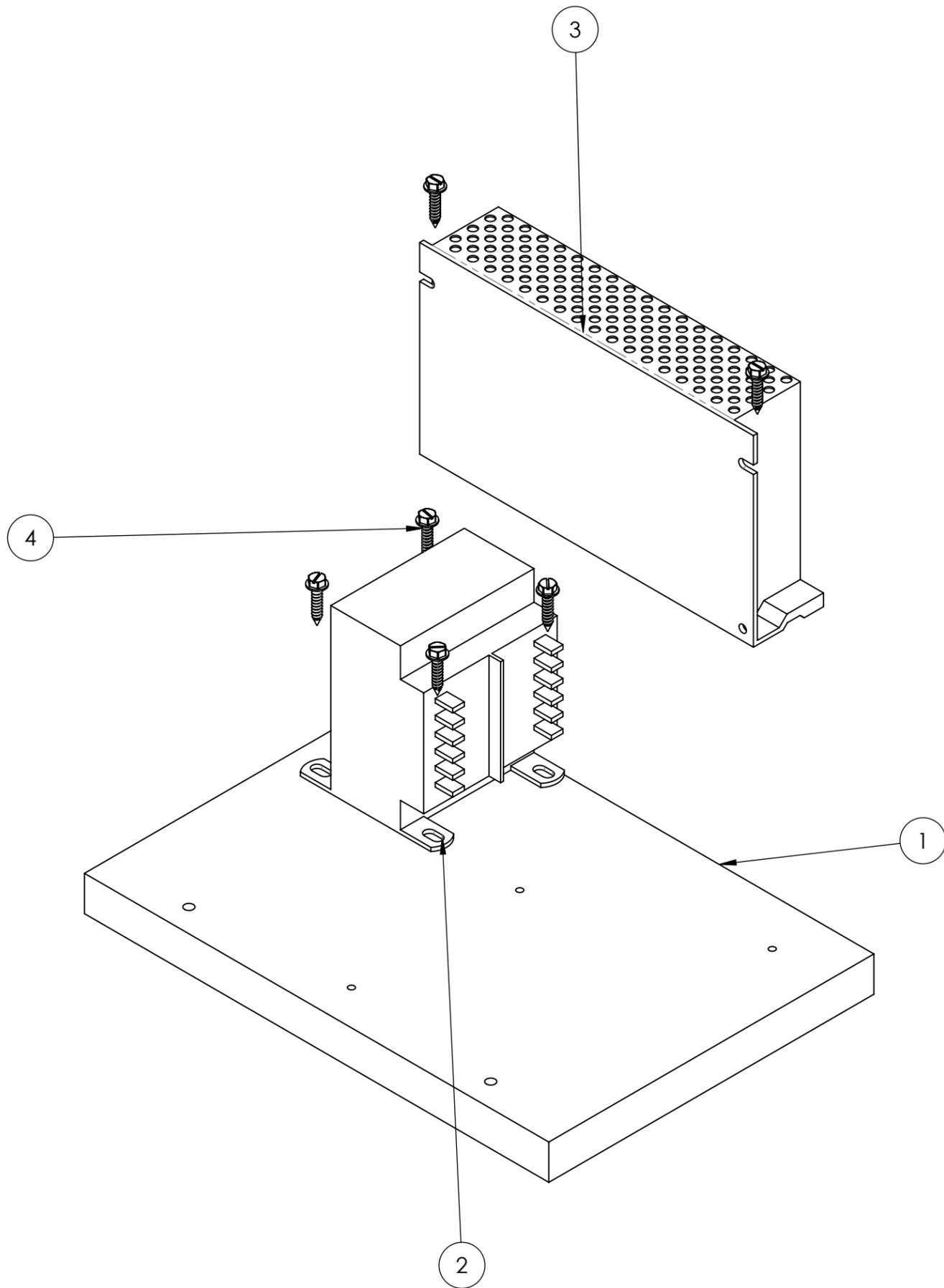


DIRTY DRIVIN CABINET WIRE DIAGRAM 9-26-11



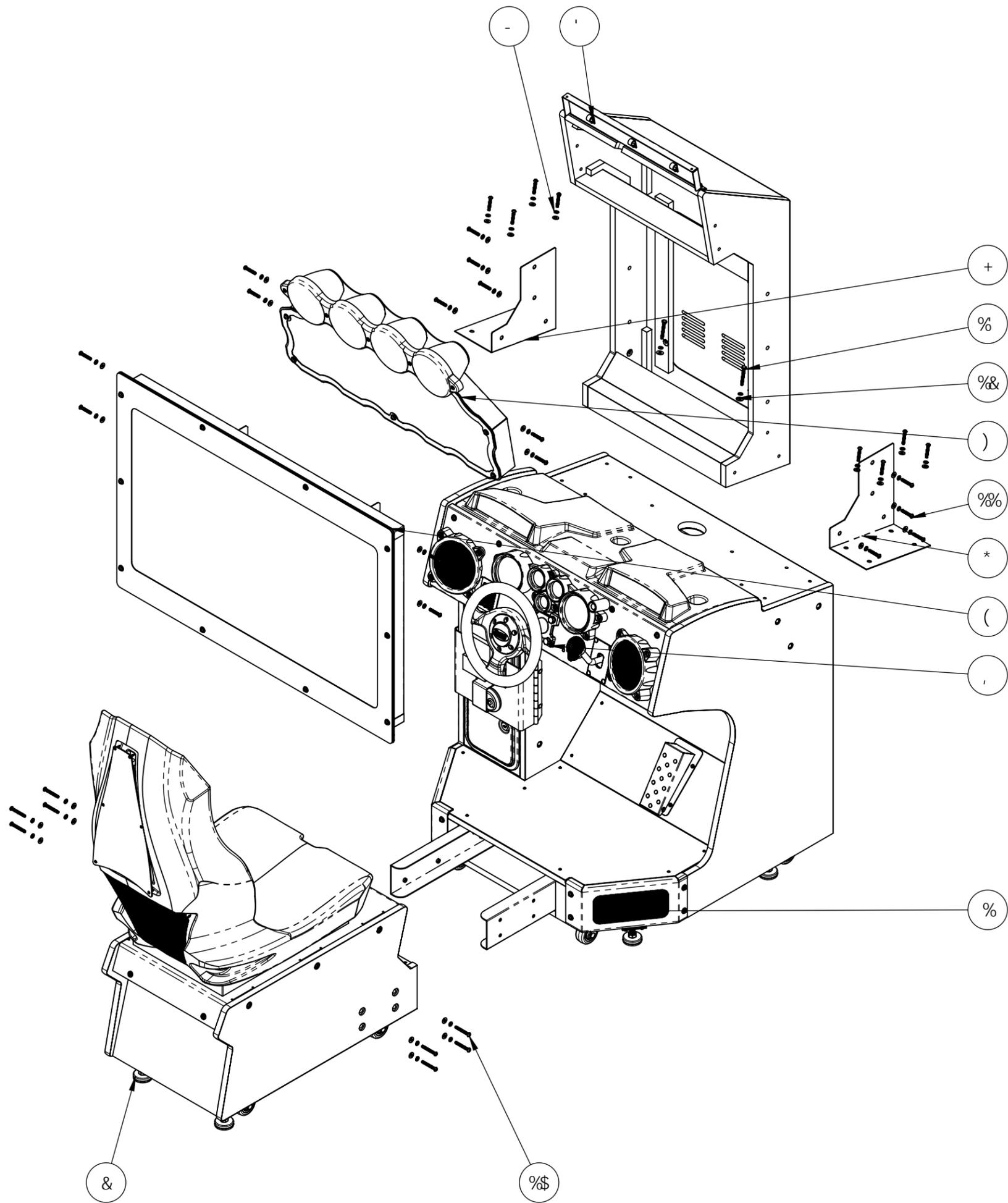
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	600-00129-01	H2O Hardware Chassis Plate-REV-A	1
2	500-00003-02	PCB, Subwoofer Board	1
3	520-00004-01	PCB, USB Watchdog	1
4	500-00019-00	PCB, FNF, I/O Board	1
5	500-00037-01	PCB, H Driver Board	1
6	500-00030-01	PCB, USB-PWM	1
7	7572K16	Cable Clamp 3/4", Screw Mount	9
8	90316A827	18-8 SS Hex Washer Head Slotted Machine Screw 10-32 Thread, 3/8" Length	20
9	90316A831	18-8 SS Hex Washer Head Slotted Machine Screw 10-32 Thread, 3/4" Length	1
10	90675A007	Znc-Pltd Sfl Machine Screw Nut W/Tooth Washer 6-32 Thread Sz, 5/16" Nut Width, 7/64" Nut Height	9





ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	601-00529-01	Cabinet Floor Power Panel	1
2	2-1-02-00-00-016	Transformer 36VAC 5A	1
3	2-1-02-00-00-021	UP52 Power Supply 12V/9A GH	1
4	90054A197	Znc-Pld STL Hex Washer Head Sheet Mtl Screw Slotted, NO. 8 Size, 3/4" Length	6

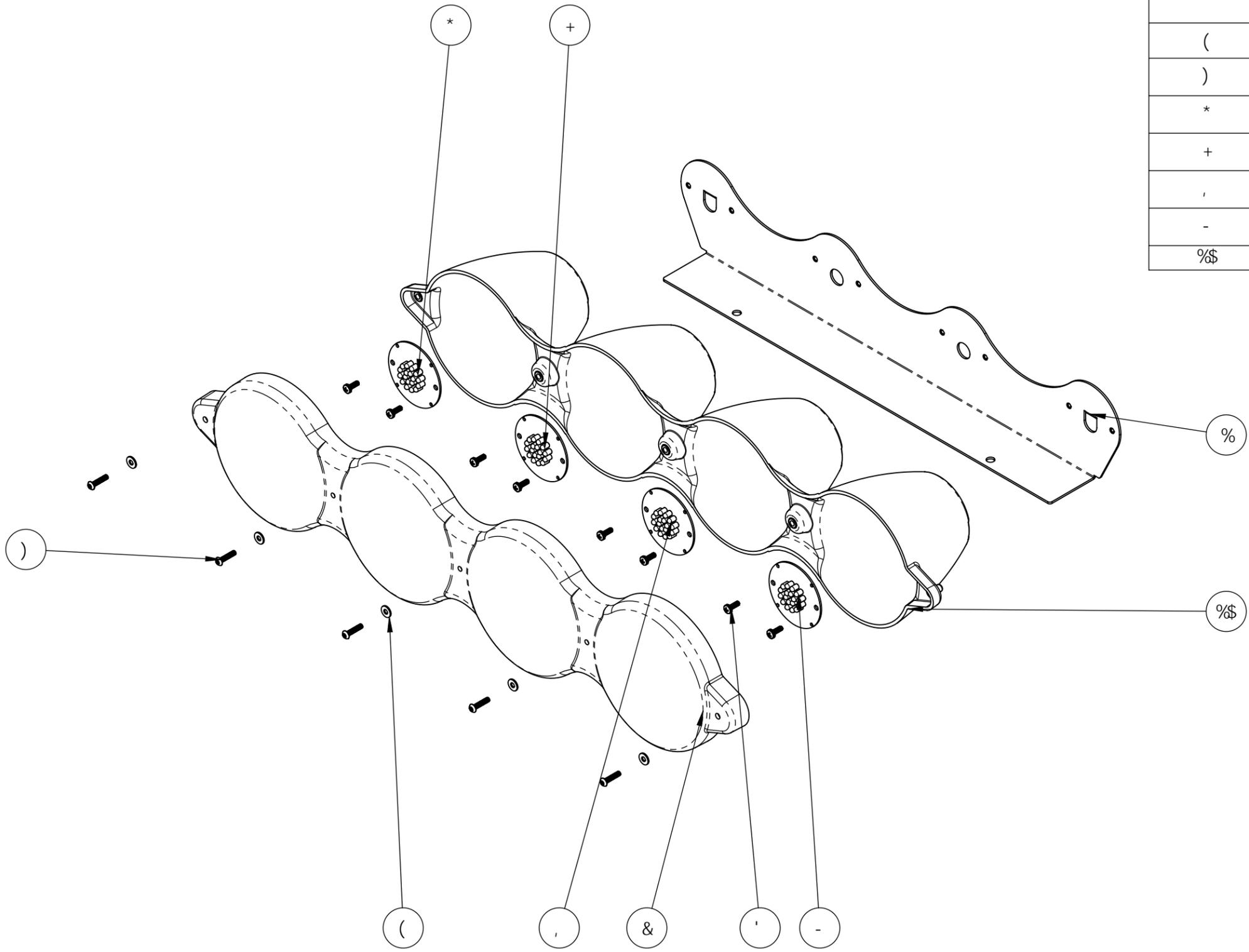




#PA 'BC "	D5FHBI A 69F	8 9G7 F ðH€ B	E HM
%	88 (&! 'A U]b`7 UV]bYh`5ggm	88 (&! 'A U]b`7 UV]bYh5ggm	%
&	88 (&! 'DYXYgU`5ggm	88 (&! 'DYXYgU`5ggm	%
'	88 (&! 'A cb]rcf`7 UV]bYhG`V!5ggm	88 (&! 'A cb]rcf7 UV]bYhG`V!5ggm	%
(88 (&! '@7 8`G`V!5ggm	88 (&! '@7 8`G`V!5ggm	%
)	88 (&! 'A Ufei YY`5ggm	88 (&! 'A Ufei YY`5ggm	%
*	*\$, !\$\$\$'`!\$%	F][\h@k Yf!A cb]rcf!VfUW	%
+	*\$, !\$\$\$' (!\$%	@Z!@k Yf!A cb]rcf!VfUW	%
,	DfYZffYX`BUffc` : K`\$"&)		..
-	FY[i`Uf@k`\$"&)		' (
%\$	- \$- %\$5)) \$	N]bW'D'hX`GH@6i`Hc b`<YUX`Hc fl`A UWX`bY`GWYk`%#('!&\$`H.fYUXz&`@b[h`	,
%%	- *\$+) 5&' %	5`cmGH@D]b! b!Hc fl`6i`Hc b`GcW`Yh`7 Ud`GWYk`%#('!&\$`H.fYUXz%#&`@b[h`	&(
%&	FY[i`Uf: K`\$"&)		&
%	- &, *) 5)(-	; fUXY`N]bW'D'UH`X`GH`Y`<YI`<YUX`7 Ud`GWYk`%#('!&\$`H.fYUXz&`@b[z: i`mH.fYUXYX	&

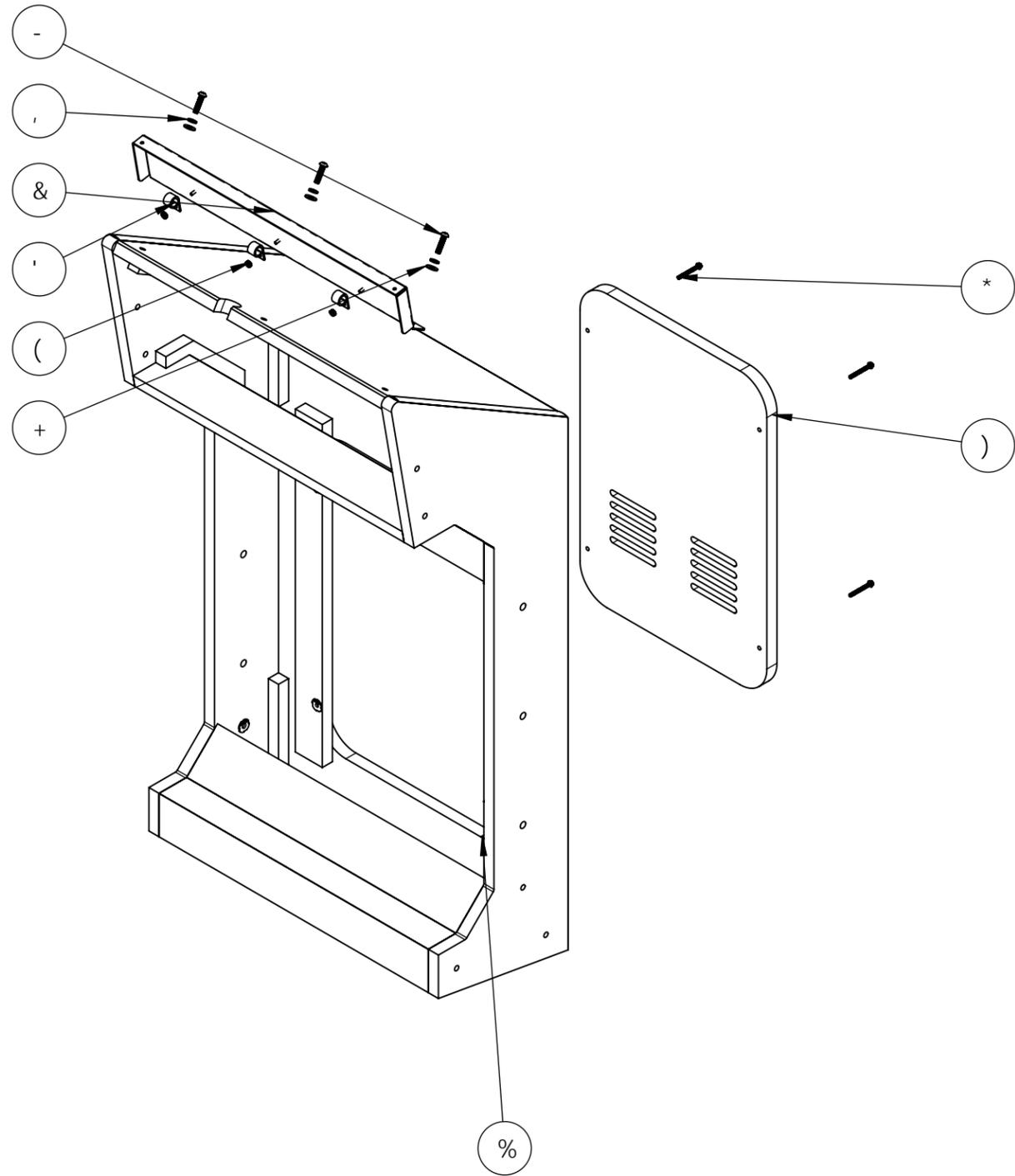
Öac Äö!äqä á Gq ÄÄU! [ä` &q } Äe•`





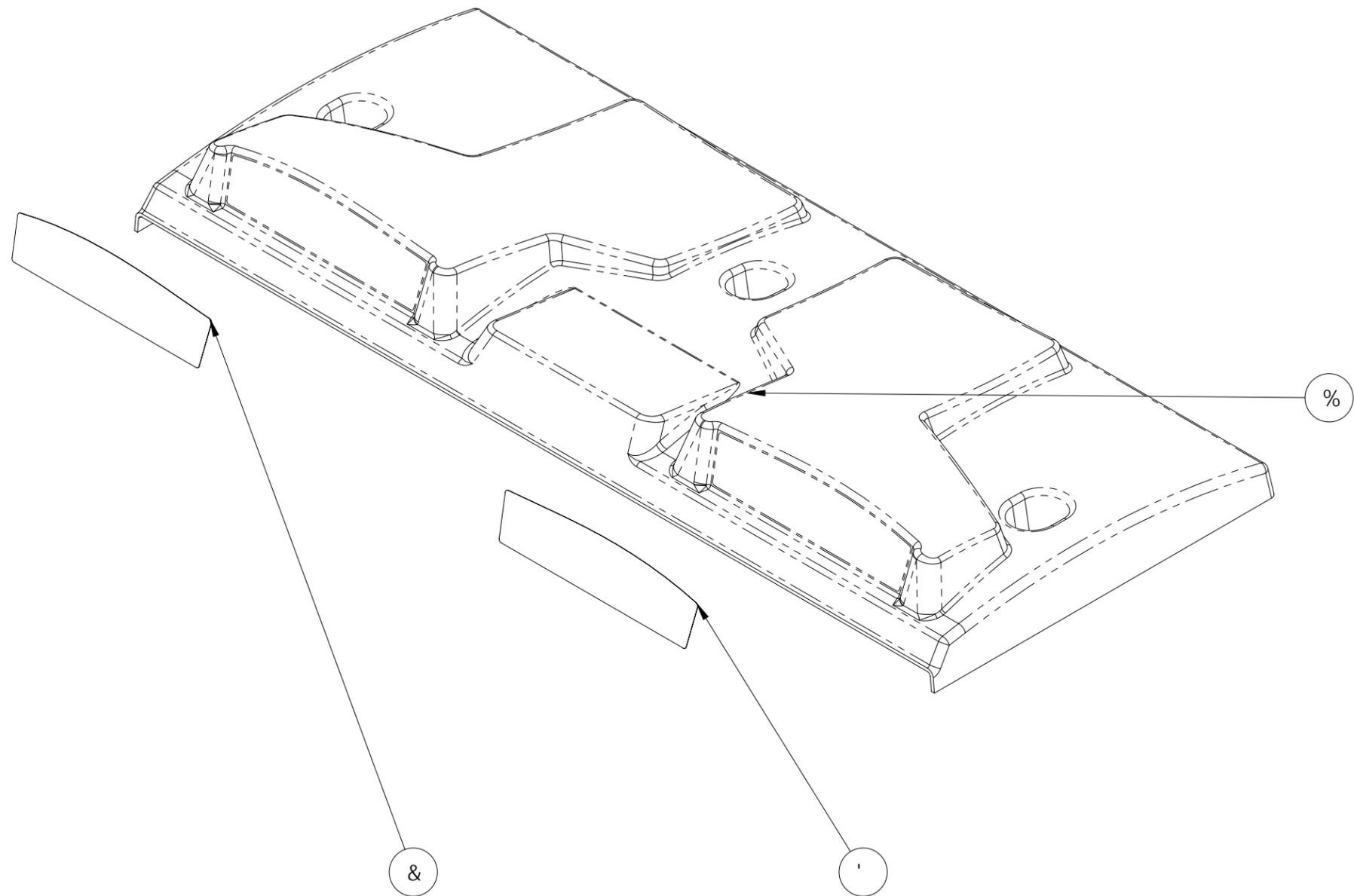
#9A 'BC "	D5FHBI A 69F	8 9G7 F-ÐHC B	E HM
%	*\$\$!\$\$+++!\$%	A ci bh]b['6fUW_Yh! '6U'Gdch][\hg	%
&	*\$' !\$\$)' \$!\$%	@bg7cj Yf! '6U'Gdch][\hg	%
'	-\$(\$&5% (N]bWDUH'X'GHYY'DUb<YUX'D\]' A UW]bY'GWfYk '9! hYfbU'K Ug\Yfz, ! ' &H.fYUXz'#&'@/b[h	,
(DfYZffYX'BUffck :K \$"%*()
)	-*\$+)5%(5`cmGH@D]b! b!Hc fl '6i Hcb'GcW_Yh 7 Ud'GWfYk ,!' &H.fYUXz' #(' @/b[h)
*)\$\$!\$\$\$,*\$!\$%	@98'Di W_@[\hM'ck'fk #Ac'Yg!' 6UW_ :UW	%
+)\$\$!\$\$\$,(!\$%	@98'Di W_@[\h6i'Y'fk #Ac'Yg!' 6UW_ :UW	%
,)\$\$!\$\$\$*)!\$%	@98'Di W_@[\hFYX'fk #Ac'Yg!' 6UW_ :UW	%
-)\$\$!\$\$\$,)!\$%	@98'Di W_@[\h; fYYb'fk #Ac'Yg!' 6UW_ :UW	%
%)\$	*\$' !\$\$) *-\$!\$%	6U'Gdch][\hg	%





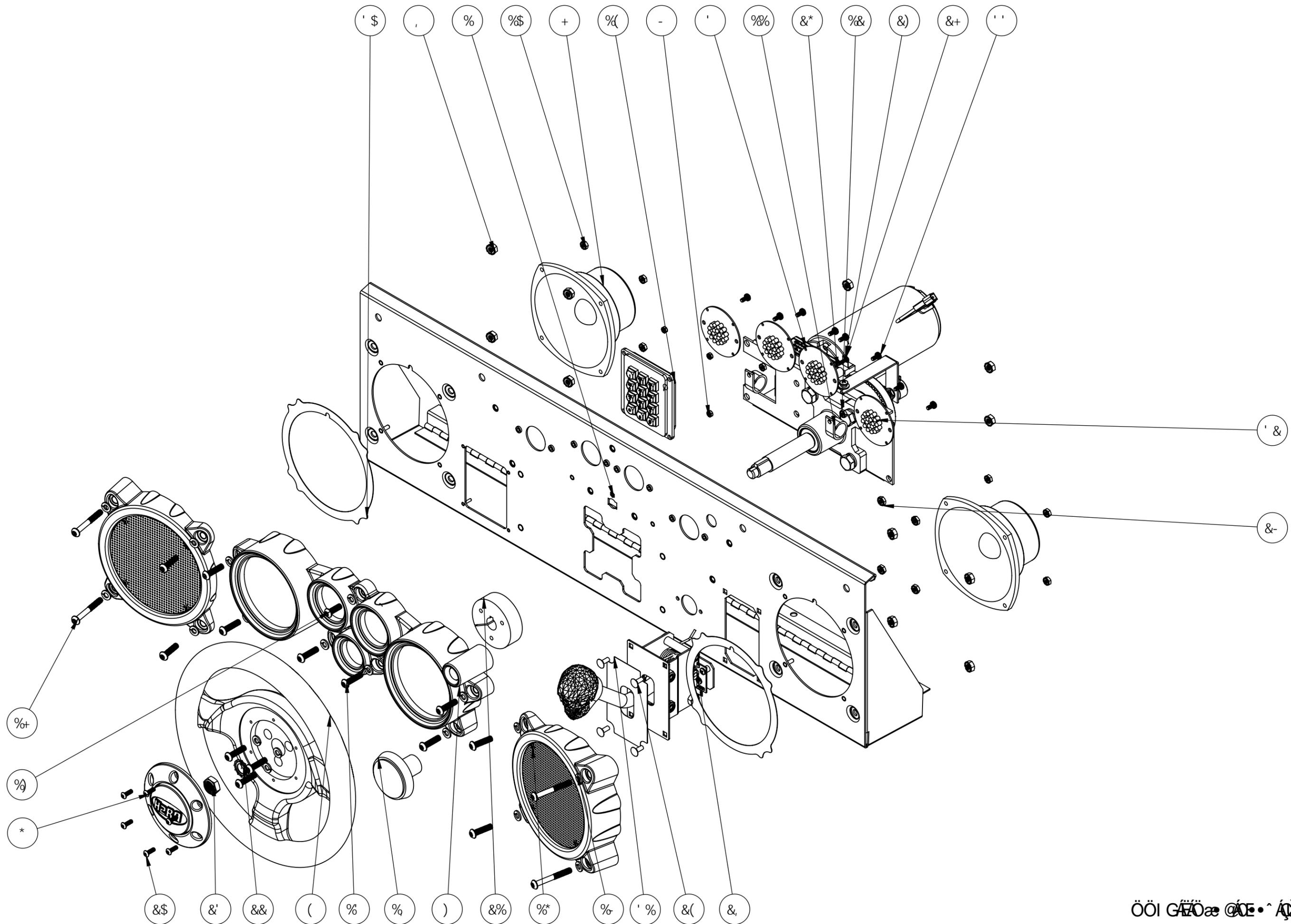
#9A 'BC "	D5FHBI A 69F	89G7 F ðHÇ B	E HM
%	*\$%\$\$) \$-!\$%	88 (&'A c b]rcf7 UV]bYh5ggm	%
&	*\$\$!\$\$+-' !\$%	G\fc i X!'6U'U'Gdch]] \hg	%
'	+)+&?%(7 UV'Y'7 'Ua d '%#&'zGWYk 'A ci bh	'
(-\$*+) 5\$\$+	NbWD'HX'Gh'A UWX]bY'GWYk 'Bi h K #Hc h'K Ug\Yf*'!' &'H.fYUX'Grž)#%*"Bi hK]Xhž+#* ("Bi h<Y]] \h	'
)	*\$%\$\$\$) (!\$%	<&C 'l ddYf'6UW_8ccf	%
*	-\$' %* 5&\$+	%!, 'GG<YI'K Ug\Yf<YUX'GcHfYX' A UWX]bY'GWYk ',!' &'H.fYUXž%#&'" @b[h	(
+	DFYZffYX'BUffck ':K \$"&)		'
,	FY[i 'Uf@K '\$"&)		'
-	-\$*+) 5&&'	5`cmG@D]b!]b!Hc fl '6i Hc b'GcW.Yh 7 Ud'GWYk '%#('!&'H.fYUXž%#&'" @b[h	'





'	*\$!\$\$*)'!\$%	K Ufb]b['@[\hgK]bXck !'F][\h	%
&	*\$!\$\$*)&!\$%	K Ufb]b['@[\hgK]bXck !'@Zn	%
%	*\$'!\$\$) &&!\$%	88 (&! '<ccX	%
#PA 'BC "	D5FHBI A 69F	89G7 F-ÐHC B	E HM

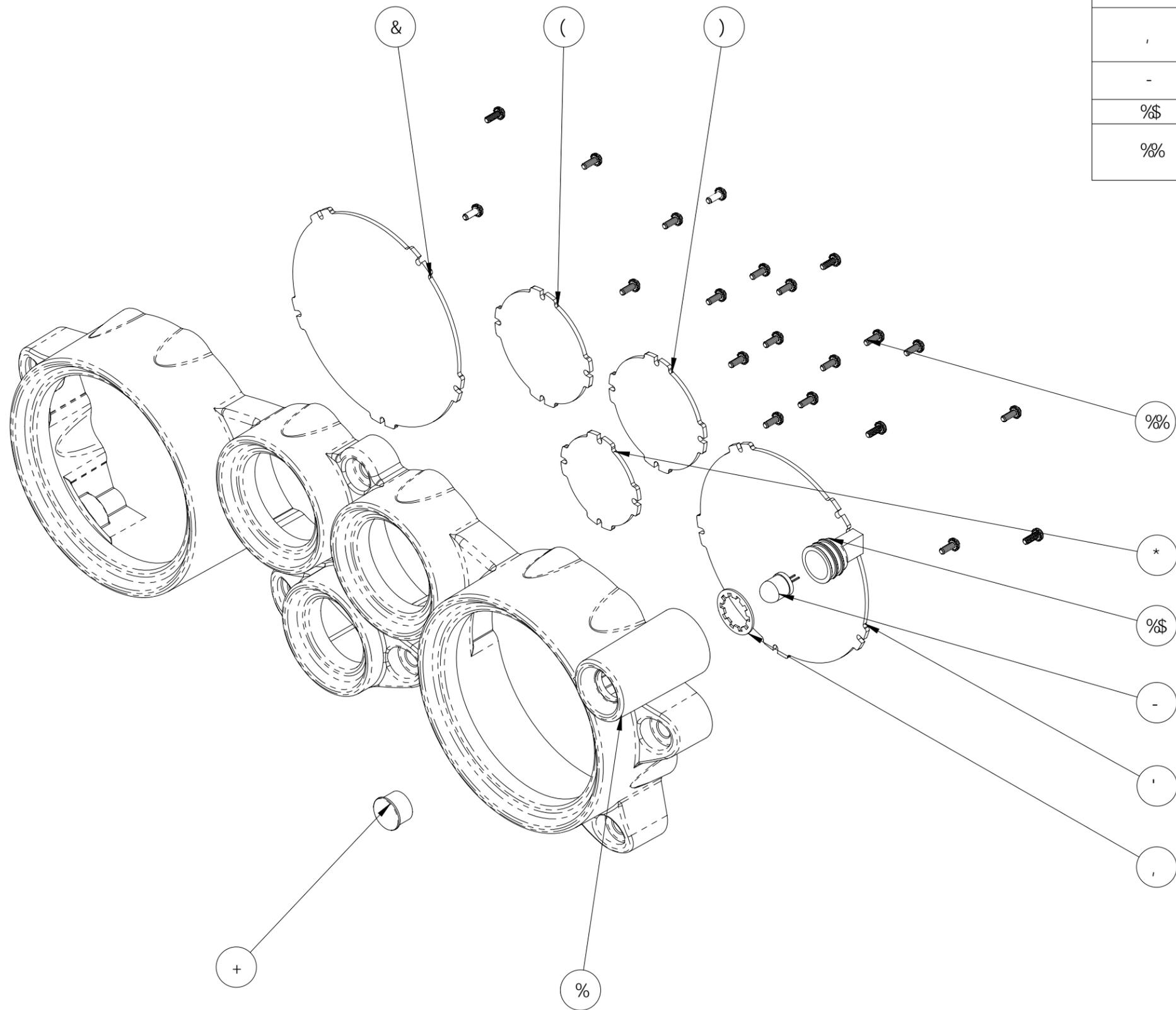




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32	500-00064-01	LED Puck Light White (w/holes) - Black Face
31	606-00651-01	Decal - Dash Crank Shifter
30	606-00650-01	DD42 Speaker Bezel Mirror (Left & Right)
29	90675A011	Znc-Plttd STL Machine Screw Nut W/Tooth Washer 10-24 Thread Size, 3/8" Nut Width, 1/8" Nut Height
28	604-00023-01	DD Dash Crank
27	90402A148	Zinc-Plated Steel Pan Head Phil Machine Screw External Washer, 6-32 Thread, 1/2" Length
26	702-00025-00	LED Bulb 5V (Cluster)
25	A-490	Wedge Base Socket Assy
24	RHSNBOLT 0.19-24x0.5x0.5-C	
23	94945A225	Grade 8 Steel Nylon-Insert Thin Hex Locknut Zinc-Plated, 1/2"-20 Thread Size, 3/4" W, 5/16" H
22	91114A033	Zinc-Plated Steel External-Tooth Lock Washer 1/2" Screw Size, 0.9" OD, 0.03"-0.05" Thick
21	50-2525-00	SPLIT HUB F/5/8" SHAFT w/ 3 1/4-20 TAPPED HOLES
20	96075A139	Alloy STL Pin-in-Torx Button Socket Cap Screw 8-32 Thread, 1/2" Length
19	Regular LW 0.25	
18	702-00026-00	Large Yellow Button
17	91900A549	18-8 SS Pin-in-Torx Button Socket Cap Screw 1/4"-20 Thread, 2" Length
16	Speaker Bezel Sub-Assy	Speaker Bezel Sub-Assy
15	96075A219	Alloy STL Pin-in-Torx Button Socket Cap Screw 1/4"-20 Thread, 3/4" Length
14	2-1-14-00-00-000	Keypad (old style)
13	96075A223	Alloy STL Pin-in-Torx Button Socket Cap Screw 1/4"-20 Thread, 1" Length
12	90675A007	Znc-Plttd Stl Machine Screw Nut W/Tooth Washer 6-32 Thread Sz, 5/16" Nut Width, 7/64" Nut Height
11	7572K16	Cable Clamp 3/4", Screw Mount
10	90675A009	Znc-Plttd Stl Machine Screw Nut W/Tooth Washer 8-32 Thread Sz, 11/32" Nut Width, 1/8" Nut Height
9	90675A005	Znc-Plttd Stl Machine Screw Nut W/Tooth Washer 4-40 Thread Size, 1/4" Nut Width, 3/32" Nut Height
8	90675A029	Znc-Plttd Stl Machine Screw Nut W/Tooth Washer 1/4"-20 Thrd Sz, 7/16" Nut Width, 3/16" Nut Height
7	2-1-10-00-00-000	5.25 Full Range Speaker
6	603-00048-01	H2O Steering Wheel Cap
5	Dashboard Gauges Assy	Dashboard Gauges Assy
4	50-1035-00HD	STEERING WHEEL HOOP SOFT RUBBER STYLE 60 DUROMETER
3	50-8593-80	Steering Wheel Assy - Dirty Driving
2	hinge11_dash_H2	
1	600-00694-01	DD42 - Dashboard with Shifter
ITEM NO.	PART NUMBER	DESCRIPTION

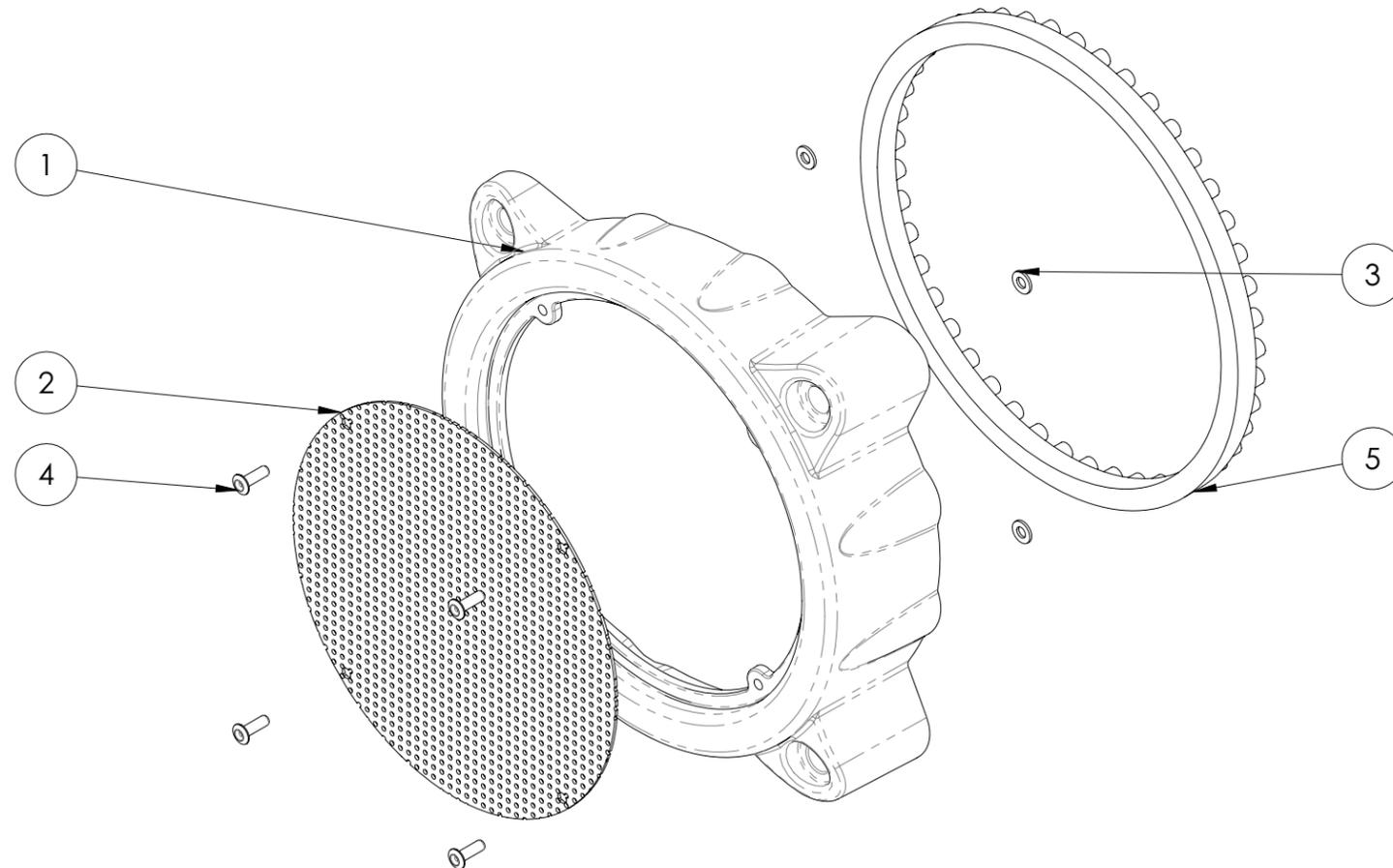


#9A 'BC "	D5FHBI A 69F	8 9G7 F ðH€ B	E HM
%	*\$!\$\$)&!\$%	A c'XYX'; Ui [Yg! '8Ug\ VcUfX	%
&	*\$*!\$\$) *+!\$%	88 (&GdYfXca YHf@bg	%
'	*\$*!\$\$) **!\$%	88 (&HfWca YHf@bg	%
(*\$*!\$\$) +!\$%	88 (&Hf a dYfUfH fY '@bg	%
)	*\$*!\$\$) *-!\$%	88 (&: i Y '@bg	%
*	*\$*!\$\$) *, !\$%	88 (&B]fci g@bg	%
+	<A 7 (*%5HD	%\$A A 'Fci bX GfUfXUfX 'HfYUfXfX : fYgY '@bgfBa VYfHfUfbdUfYbH	%
,	6% "&%&A !ðHfUfU' Hch @W K Ug\ Yfç5A %		%
-	GfUfXUfX '@8 '%\$a a	GfUfXUfX '@8 !Hfci [\ <c Y '@8 %\$a a 'C fUf[Y#5a VYf	%
%\$	7 BL (*\$!L\$&!(!%&	7 BL (*\$ '@8 <c XYf%\$A A	%
%%	-\$ (\$&5%\$+	N]bWfD'UfYX GfYf 'DUf <YUf 'D\] A UfW]bY GfWfYk '9HfUfU'K Ug\ Yfç (! (\$'HfYUfXž) #/% "'@b[h	&&

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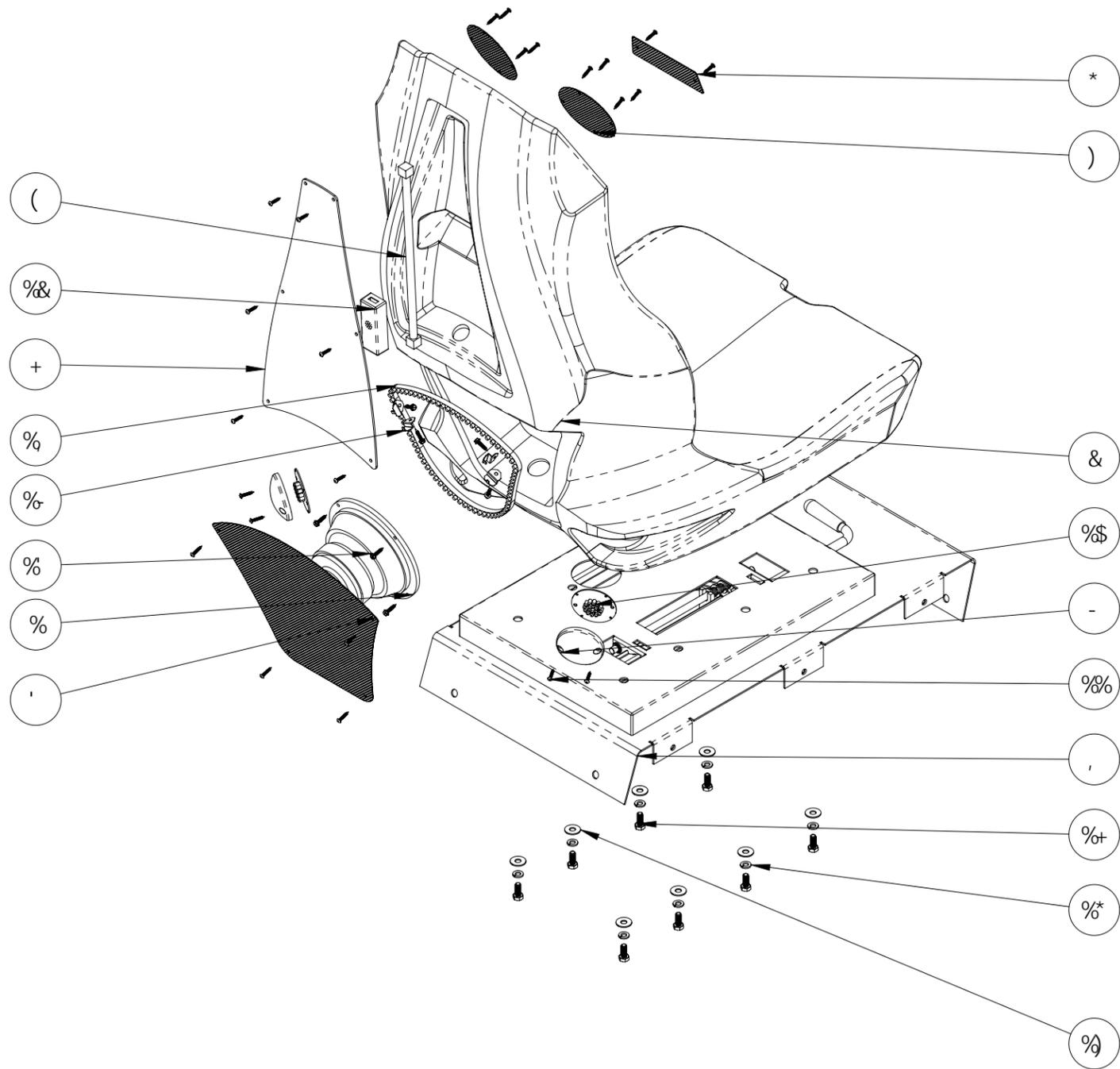


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	603-00538-01	LED Speaker Bezel - Midrange (45 cm)	1
2	600-00673-01	Speaker Grill - 5-1/4"	1
3	Narrow FW 0.125		4
4	97526A055	Blind Rivet Domed, 1/8" Dia, .188"-.250" Material Thk, Black	4
5	500-00034-01-DD	LED Strip (45cm) RGB	1



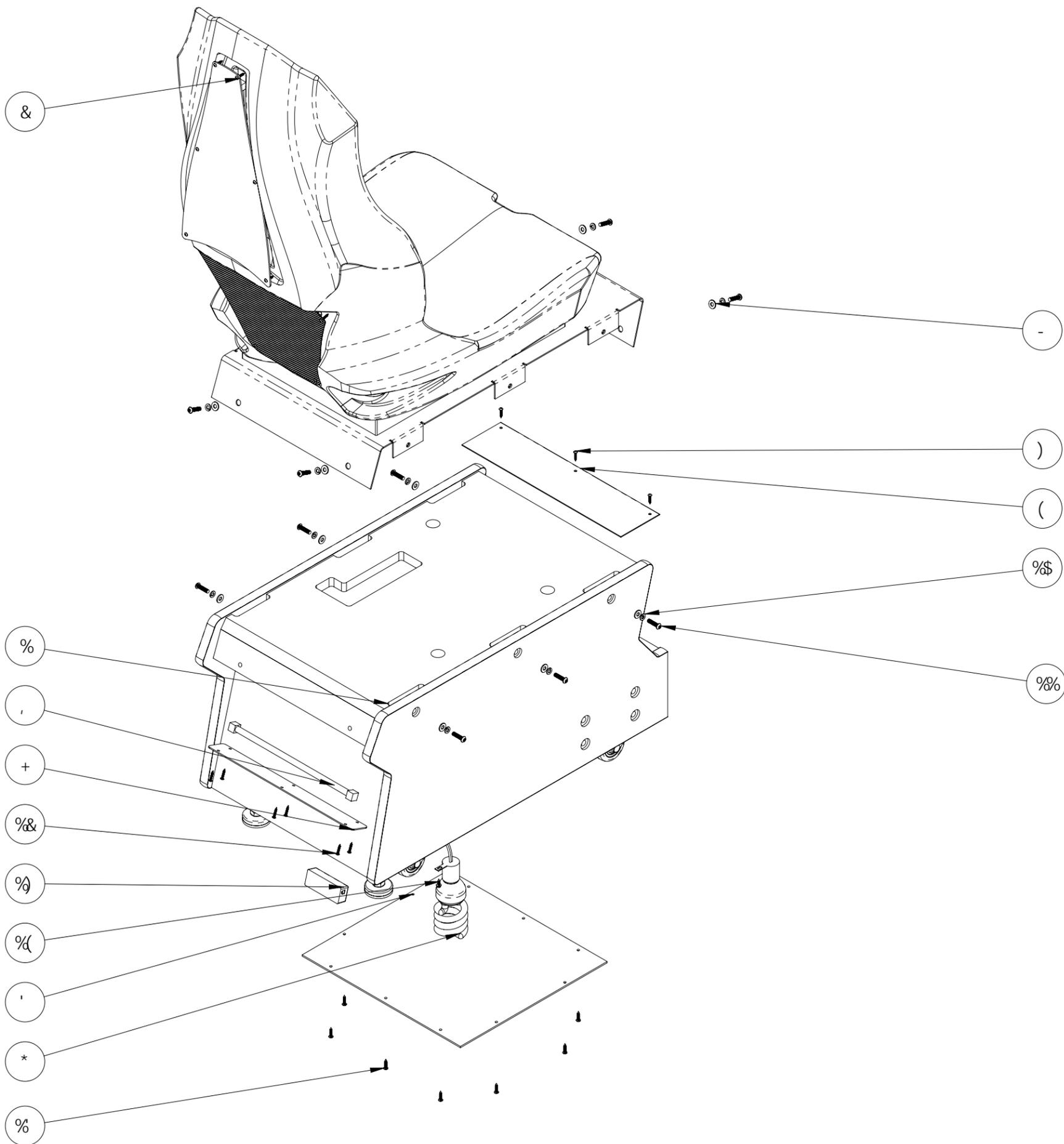
Speaker Bezel Sub-Assy





#PA 'BC "	D5FHBI A 69F	8 9G7 F-ÐHC B	E HM
%	&!%/%!\$\$\$!\$\$\$	GdYU_YfK ccZYf!*)" ("C\ a	%
&	*\$'!\$\$) &!\$%	88 (&! 'D'Ugh)WGYUh	%
'	*\$\$!\$\$*+(!\$%	K ccZYf; fj`! 8]fm8fj]bfGYUh	%
(+\$&!\$\$\$%+!\$\$	77 : @' "\$L" \$\$A A 'K \]Y'; 'UggH VY'	%
)	*\$\$!\$\$\$!)!\$%	GYUh<YUXfYghGdYU_Yf; fj`Y F9J!5	&
*	*\$\$!\$\$*&!\$%	G7' &A]XXY 'GYUhD'UH'	%
+	*\$*!\$\$) --!\$%	88 (&'GYUHa Ufei YY	%
,	*\$(!\$\$\$+!\$%	GYUhG]XY '5ggmfkUdd',)!\$(&-!%\$Ł	%
-	*\$'!\$\$) (\$!\$%	@98 'Gdch] [\h@bg! FYX]h	&
%))\$!\$\$\$*)!\$%	@98 'Di W_@[\hFYX'fk #c'Yg!' 6'UW_ : UWY	&
%%	--+) +5%&)	6i htc b' Hc fl 'HJa dYf!FYgghGYyh' A YH' GWYk 'D]b!]b!<YUXž6UW! D\cgg\UH 'GhžBC '*GhYž' #('"@	&(
%&	h] YfhYf77 : @' 'd]b	h] Yfh77 : @!' 'D]b f&dU]Ł	%
%	-\$%) (5% +	NbWD'hX 'GH@<YI 'K UgYf<YUX' GYyhA h'GWYk 'GchYXžBC"', 'GhYž' '#('"@b[h	,
%(-&%\$) 5(%\$	N]bW5`cm?b]ZY!HfYUX 'hgyfhžcf' K ccX<YI '8fj] YžK #. 'Ub[Yž) #*!' % 'bhYfbU`HfXž' '#('"@f9!N@_ -)%*% !% Ł	,
%)	FY[i 'Uf: K '\$" %&)		,
%*	FY[i 'Uf@K '\$" %&)		,
%+	-% \$-5) , %	NbWD'hX 'GH@&k !GfYb[h' <YI <YUX' 7 Ud'GWYk ') #*!' % 'HfYUXž' #('"@ @b[hž: i `mHfYUXYX	,
%)\$!\$\$\$(!!\$%	@98 'Gf]d '+&Wa 'fFYXŁ	%
%)	*\$\$!\$\$* (+!\$%	@98 'G]XY '7]d	(

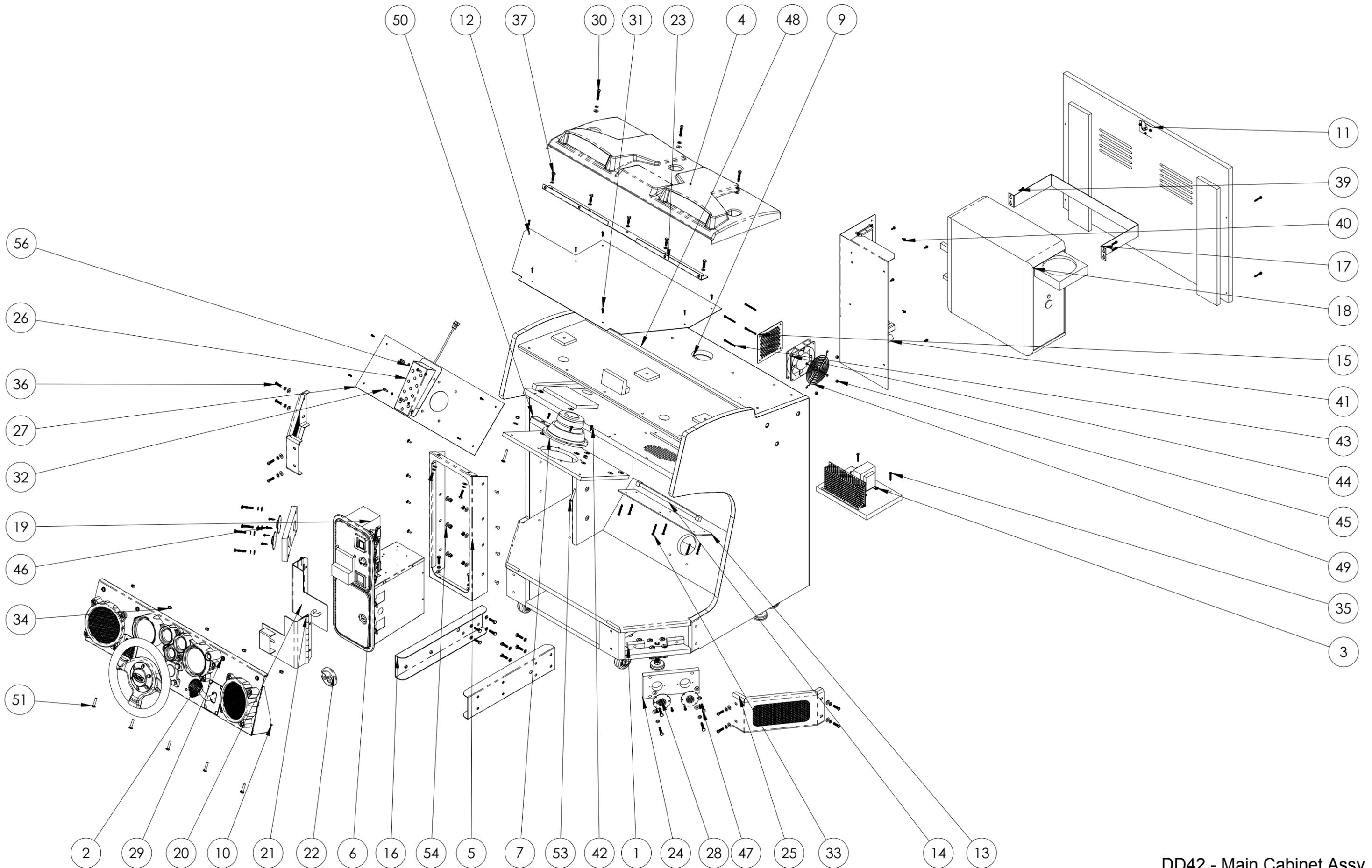




#9A 'BC "	D5 FHBI A 69F	8 9G7 F-ÐHC B	E HM
%	*\$%\$\$) %!\$%	8]fmi8 fj] fb !' (&DYXYgU`7 UV]bYh	%
&	88 (&! 'GYUh5ggm	88 (&! 'GYUh5ggm	%
'	*\$\$!\$\$\$' -!\$%	dYXYgU`ck Yfk]bXck	%
(*\$\$!\$\$\$' !\$%	DYXYgU`8]Ua cbXd`UH	%
)	-) *' , 5% %	D]b]b!H:fl `HJa dYf!FYg]G`YYh A YH`GWYk %! , GGz6i hrcb <YUXž BC `* G]nYž' #(" @/b[h	'
*	,!) *'	DYXYgU`GYUh@Ja d`7 : @	%
+	*\$\$!\$\$\$* ++!\$%	@[\h7 cj Yf! DYXYgU`ck Yf6UW_	%
,	+\$&!\$\$\$*!\$\$	%&]bW`fYX`7 7 : @	%
-	DfYZffYX`BUffck `:K` \$"&)		%\$
%\$	FY[i `Uf@K`\$"&)		%\$
%%	- *\$+) 5&&'	5`cmGH@D]b]b!H:fl `6i hrcb`GcW`Yh 7 Ud`GWYk`%#('!&\$`H`fYUXž`%` @/b[h	%\$
%&	--+) +5%&)	6i hrcb`H:fl `HJa dYf!FYg]G`YYh A YH`GWYk`D]b]b!<YUXž6UW! D\cgd\UH`GH@BC`* G]nYž' #(" @	*
%	-) *' , 5% +	D]b]b!H:fl `HJa dYf!FYg]G`YYh A YH`GWYk %! , GGz6i hrcb <YUXž BC `* G]nYž' #(" @/b[h	%\$
%(-\$\$(5%-(NbWDhX`GH@<YI`K`Ug`Yf<YUX` G`YYhA h`GWYk`GcH`XžBC`" , G]nYž` %#&`@/b[h	%
%)	bj YfhYf`7 7 : @S`d]b	bj Yfh7 7 : @!`D]b`f&dU]fL	%
%*	*\$\$!\$\$\$+%!\$%	6Ub_]b[`D`UH`!`7`fUb`_5ggm	%



ÖÖI GÄU^ä^•cä/Ö•^



DD42 - Main Cabinet Assy



50	Inverter CCFL_3 pin	Invert CCFL - 3 Pin (2 pair)
49	800-00001-00	120mm Wire Fan Guard
48	93275K34 (33inch cut length)	Quick-Recovery Super-Resilient Foam Polyurethane, 1/4" Thk X 3/4" W, 39'L, Adhesive Backed (33" Cut Length)
47	92865A546	Grade 5 Zinc-Plated Steel Hex Head Cap Screw 1/4"-20 Thread, 1-1/2" Long, Fully Threaded
46	90054A197	Znc-Pltd STL Hex Washer Head Sheet Mtl Screw Slotted, NO. 8 Size, 3/4" Length
45	91333a120	Nylon-Insert Locknut Hex, 8-32 Thread Size, 1 1/32" Width, 15/64" Height
44	820-00001-00	Hardware, Fan, 120VAC, 19/15W
43	90272A205	Zinc-Pltd STL Pan Head Phillips Machine Screw 8-32 Thread, 2" Length
42	90316A196	18-8 SS Hex Washer Head Slotted Machine Screw 8-32 Thread, 5/8" Length
41	Electronics Hardware Plate	Electronics Hardware Plate Assy
40	90054A194	Znc-Pltd STL Hex Washer Head Sheet Mtl Screw Slotted, NO. 8 Size, 1/2" Length
39	90316A197	18-8 SS Hex Washer Head Slotted Machine Screw 8-32 Thread, 3/4" Length
38	90675A195	Znc-Pltd STL Machine Screw Nut W/Tooth Washer 10-32 Thread Sz, 3/8" Nut Width, 1/8" Nut Height
37	92865A542	Grade 5 Zinc-Plated Steel Hex Head Cap Screw, 1/4"-20 Thread, 1" Long, Fully Threaded
36	96075A223	Alloy STL Pin-in-Torx Button Socket Cap Screw 1/4"-20 Thread, 1" Length
35	91675A333	Type 410 SS Hex Washer Head Sheet Metal Screw Unslotted, NO. 8 Size, 1-1/4" Length
34	90675A029	Znc-Pltd Stl Machine Screw Nut W/Tooth Washer 1/4"-20 Thrd Sz, 7/16" Nut Width, 3/16" Nut Height
33	96075A203	Alloy STL Pin-in-Torx Button Socket Cap Screw 10-32 Thread, 1-1/2" Length
32	96075A195	Alloy STL Pin-in-Torx Button Socket Cap Screw 10-32 Thread, 1" Length
31	95638A151	Pin-in-Torx Tamper-Resist Sheet Metal Screw 18-8 SS, Button Head, NO 6 Size, 3/4" Length
30	96075A231	Alloy STL Pin-in-Torx Button Socket Cap Screw 1/4"-20 Thread, 1-1/2" Length
29	96075A219	Alloy STL Pin-in-Torx Button Socket Cap Screw 1/4"-20 Thread, 3/4" Length
28	500-00064-01	LED Puck Light White (w/holes) - Black Face
27	600-00672-01	DD42 Foot Pedal Diamond Plate
26	604-00014-01	Modular Pedal with 5k Potentiometer (Betson #47-4021)
25	608-00035-01	H2O Perforated Kick Plate
24	Cabt light block_DD42	Cabt light block_DD42
23	600-00614-01	DD42 - Dashboard Jamb Bracket
22	Diskus-Lock	
21	600-00140-01	H2O-Hasp-Assy-Right
20	600-00139-01	H2O-Hasp-Assy-Left
19	813-00001-00	Dollar Bill Validator (Up-Stacker)
18	850-00015-00	Dell 380 Minitower
17	600-00120-01	Dell OptiPlex 740 Mounting Bracket
16	600-00030-01	PEDESTAL MOUNTING CHANNEL
15	600-00110-01	H2O Cabinet Perf Side Vent
14	702-00006-00	12 inch red CCFL
13	600-00021-01	Pedal Light Lens
12	600-00646-01	DD42 Cabinet Diamond Plate
11	601-00052-01	Main Cabinet Backdoor Sub-Assy
9	608-00032-01	H2O Monitor Cabinet Support Bracket-Rev A
8	600-00076-01	AC Inlet Power Plate (standard)
7	2-1-11-00-00-000	Speaker Woofer-6.5" 4 Ohm
6	40-7000-200	
5	608-00031-01	H2O Coindoor Housing
4	DD42 - Hood Assy	DD42 - Hood Assy
3	DD42 - Power Assy	DD42 - Power Assy
2	DD42 - Dash Assy (Shifter)	DD42 - Dash Assy (Shifter)
1	601-00507-01	Dirty Driv'n - 42 Main Cabinet
ITEM NO.	PART NUMBER	DESCRIPTION

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