

Tomb Raider 65"

TR-65-1001



ADRENALINE
aagames.com

Operation & Service Manual

Version 6.2

*** Read this manual before use**

General Remark

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



Adrenaline Amusements Team

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Chapter 01 - Preface

Please read this page before preparing your Tomb Raider Arcade product for game play.

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

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

- Electronic components in the game cabinet run on 110V AC 60Hz (220V/ 50Hz in most of Europe, the Middle East and the Far East delivered units).
- To help prevent electric shock, plug the system into a properly grounded power source. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs. We do recommend a 15A rated current or higher power cord.
- To help protect your system from sudden increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Keep your system far away from radiators and other heat sources.
- Do not block cooling vents.

Precaution for Game Operation

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

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

Safety



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

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



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

Environmental Conditions

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

Operating & Voltage

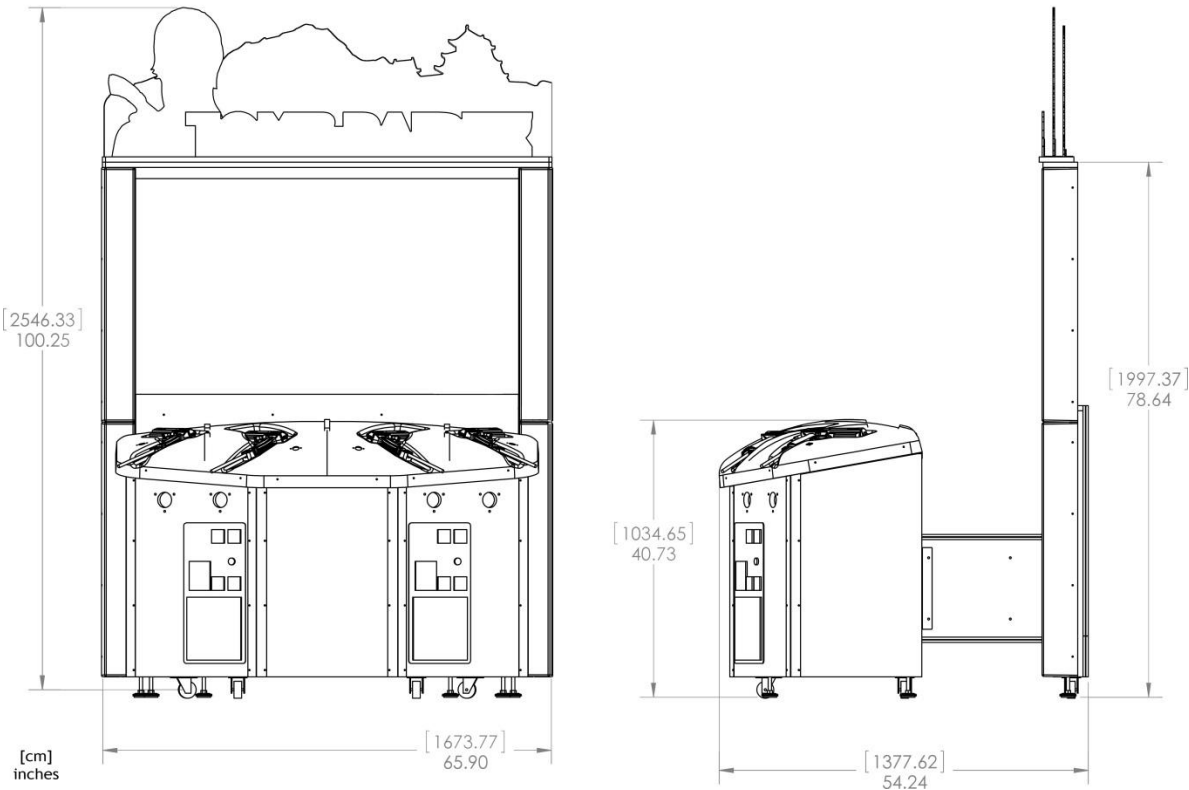
Voltage	Operating
110V AC	4.0 AMP
220V AC	2.0 AMP

Chapter 02 – Unit Features

Hardware Features

- 4 Players Game
- 65 inches LCD Screen
- Unique Sensor Tracker “Gun” Technology!

Cabinet Facts

<u>Cabinet Dimensions</u>		
		Height = 100.25" [2546.33mm]
Depth = 54.24" [1377.62mm]	Width = 65.90" [1673.77mm]	
<u>Shipping Dimensions</u>		
Width = 45"	Depth = 68"	Height = 84"
Weight = 650 lbs		

Chapter 03 – Unit Installation

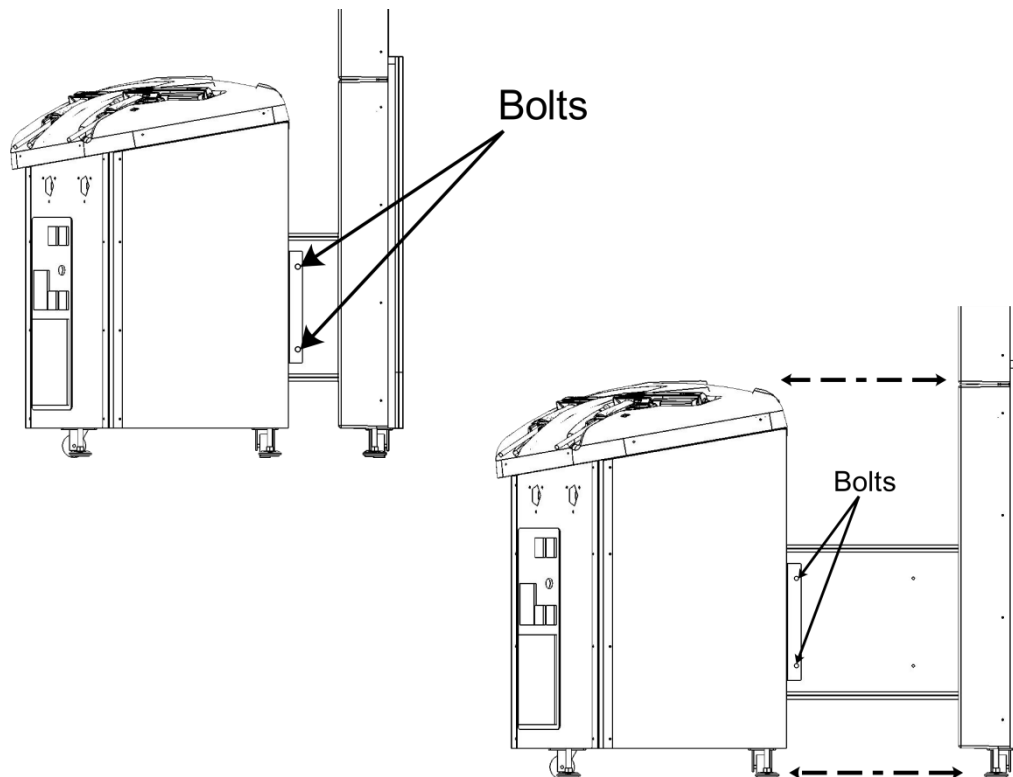
Assembling your Tomb Raider 65" Unit

****You need to be 2 people to assemble the unit****

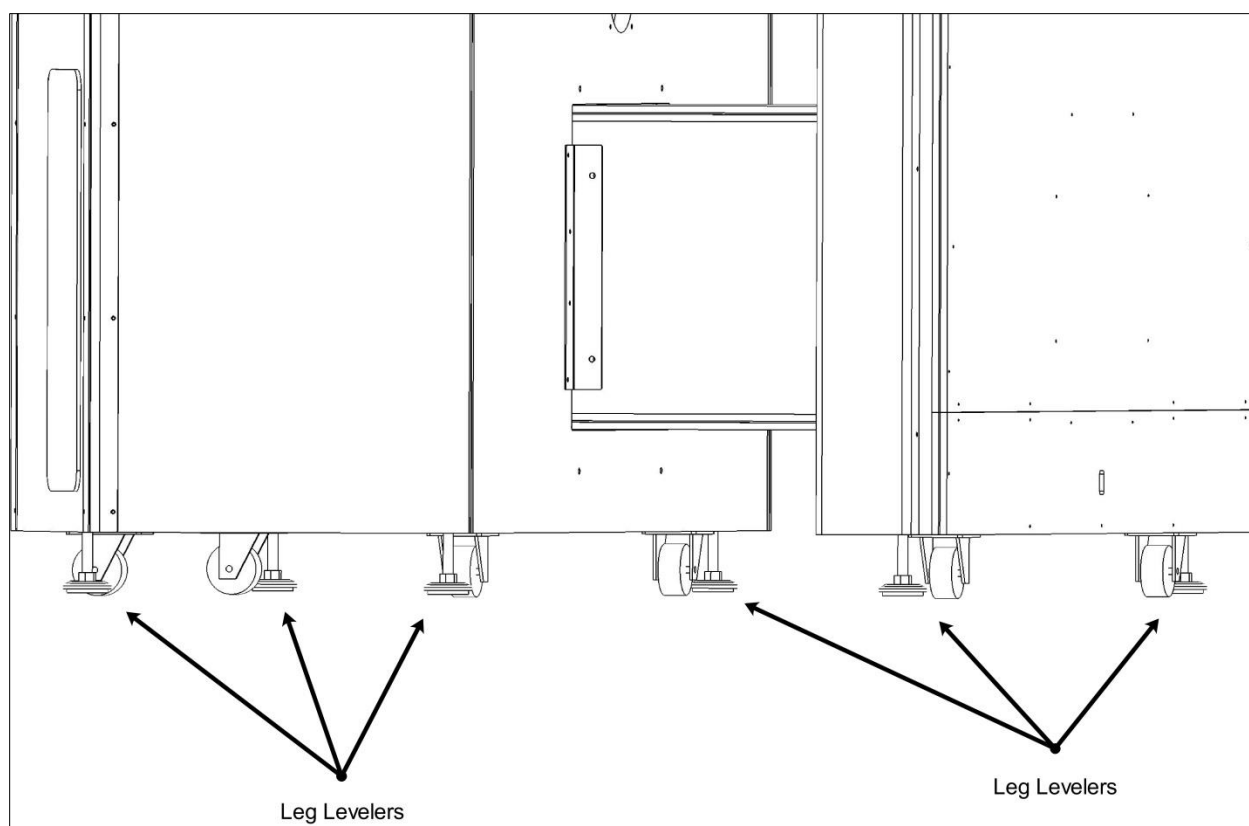
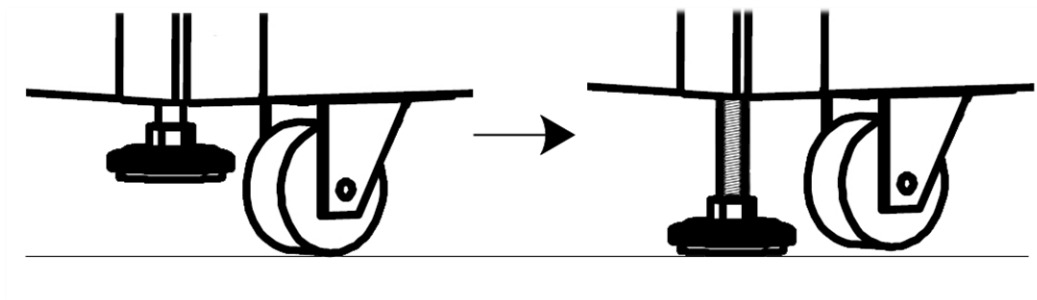
1. Carefully remove the cabinet from the shipping skid, giving you enough space.
2. Move the cabinet to the desired location.

How to slide out the Screen Module:

3. Remove the 4x bolts #10-24 x 1-¼" (2x per side) holding the monitor cabinet assembly to the front cabinet assembly.
4. Slide out the 2 cabinets and align the bracket holes with the center part holes.
5. Re-insert the 4x bolts and tighten them.



6. Lower the Level adjusters until the Pivot Wheels are slightly above the floor.



Header Assembly

****You need to be 2 people to install the header on the monitor****



1. Tool needed: Phillips #2 screwdriver (Do not use a drill)

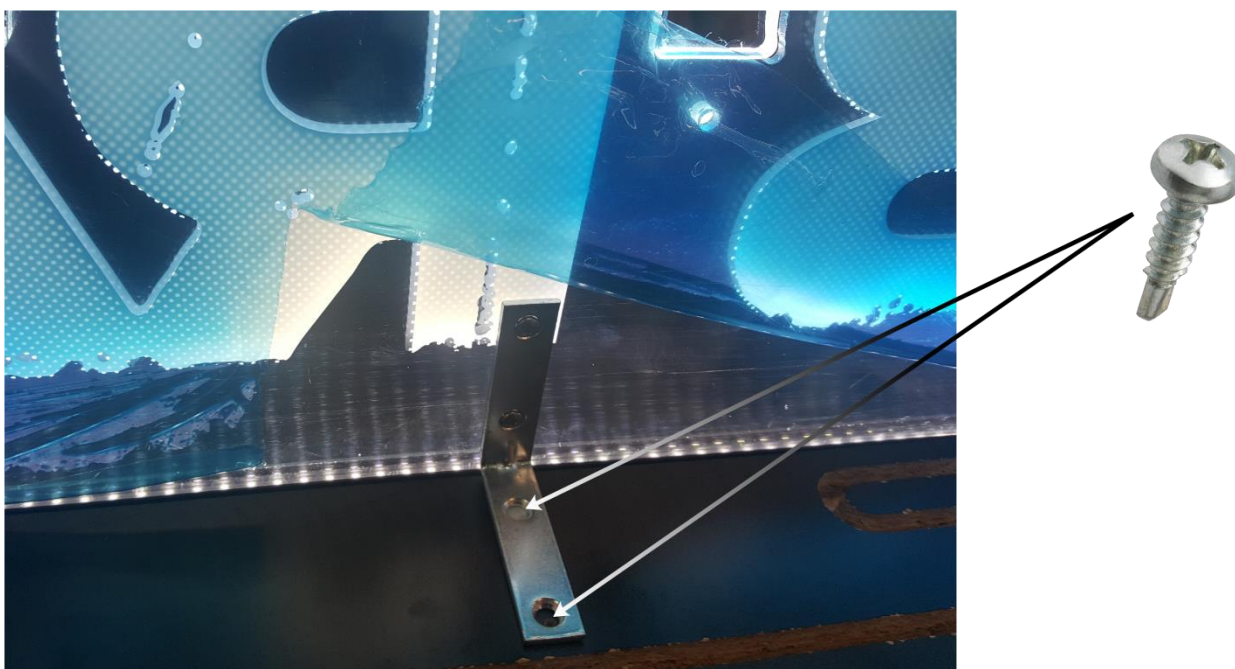
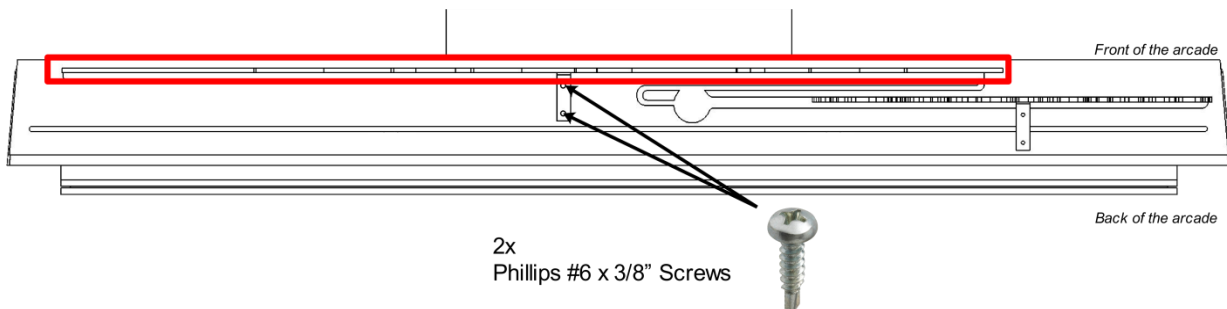
- Lay down the “Tomb Raider” acrylic header on a flat surface.
- Remove the protective tape.
- Install 1x 2½” x 2½” angle bracket with 2x Phillips #6 x 3/8” screws on the back of the header, in the predrilled holes as seen below.



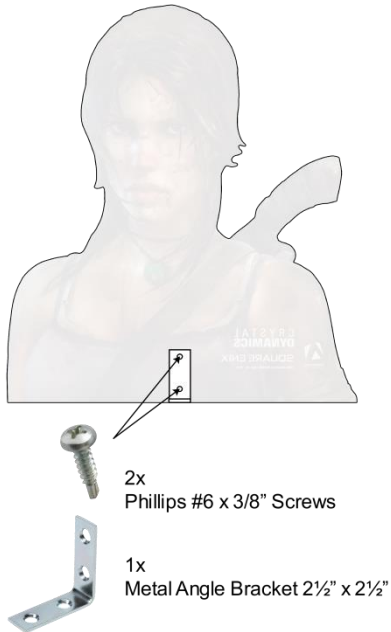
2. Tool needed: 2 Ladders

-Insert the "Tomb Raider" header on the wooden plate front slot.

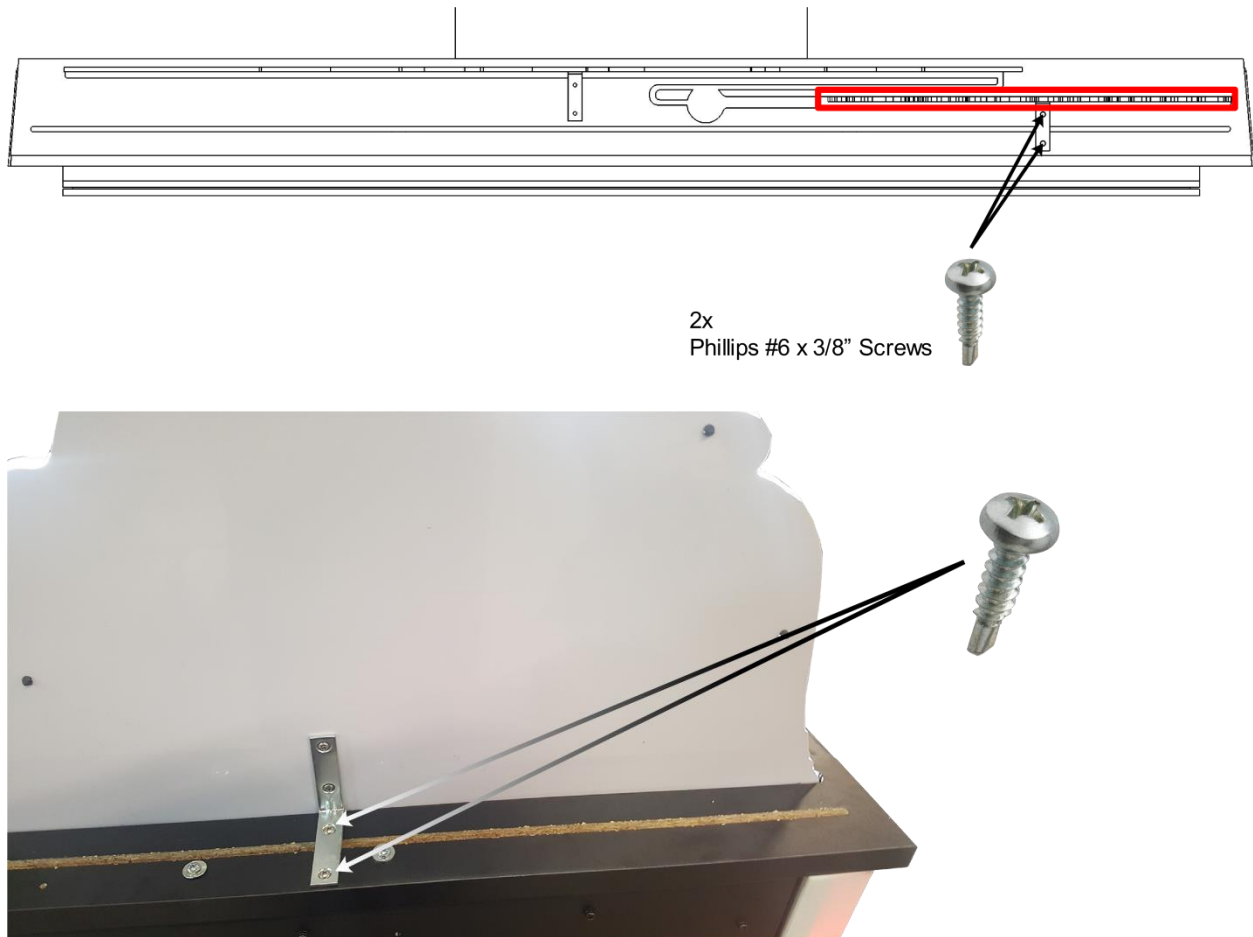
-Using 2x Phillips #6 x 3/8" screws affix the angle bracket to the wooden plate as seen below.



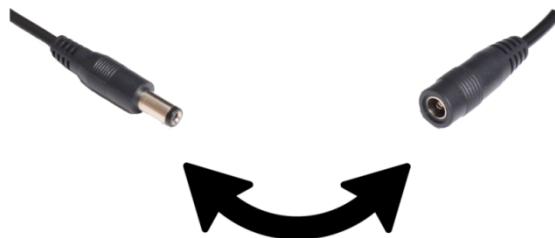
3. Install 1x 2½" x 2½" metal angle bracket behind the "Lara" header using 2x Phillips #6 x 3/8" screws in the predrilled holes as seen below.



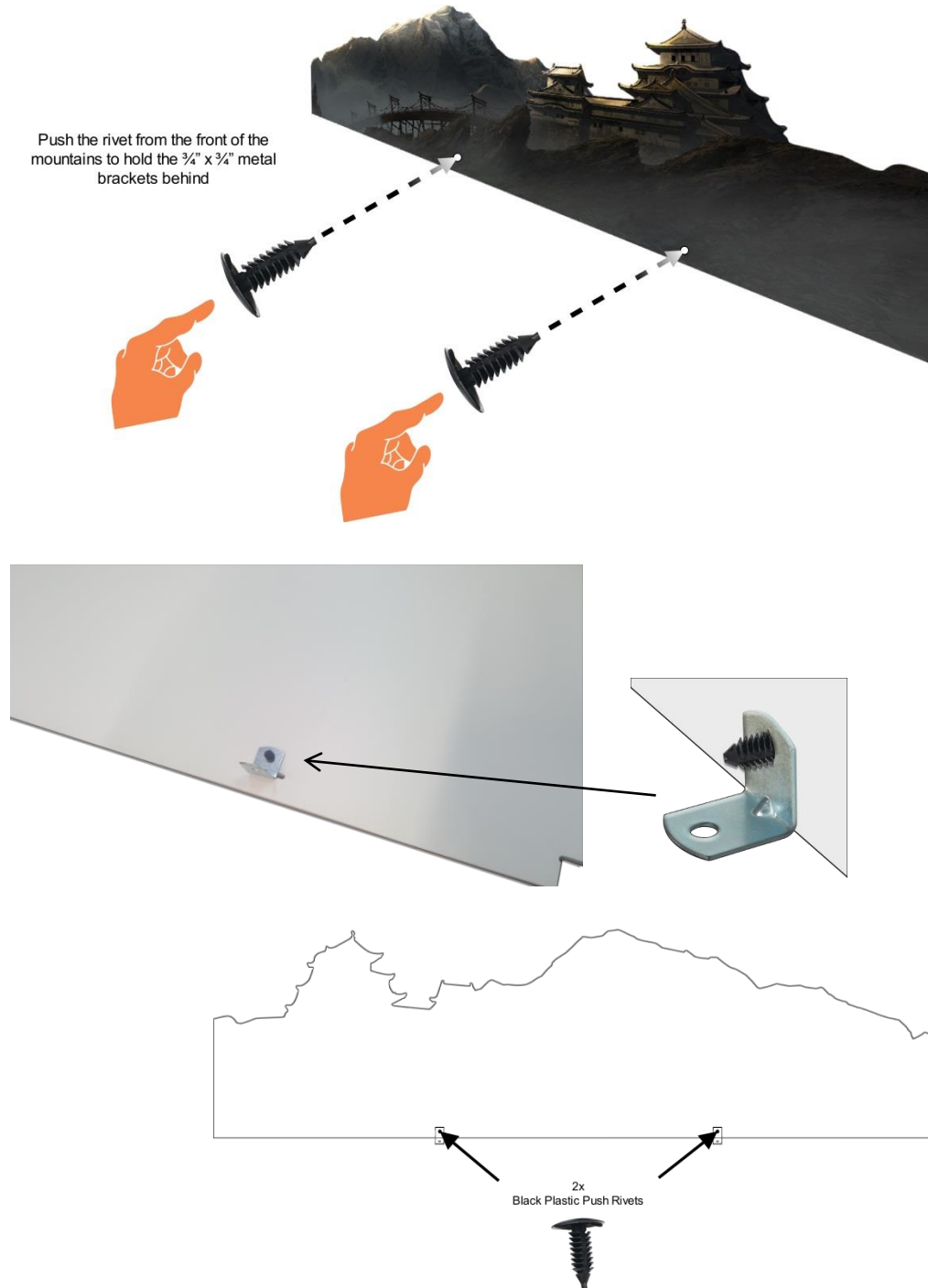
4. Insert the "Lara" Header on the middle wooden plate slot.
Using 2x Phillips #6 x 3/8" screws affix the angle bracket to the wooden plate as seen below.



5. Connect the header12V Barrel connector with the connector coming out from the top of the monitor. (*ref.: I/O board J4 Pins 1&2 as seen on page 43 & 47*)

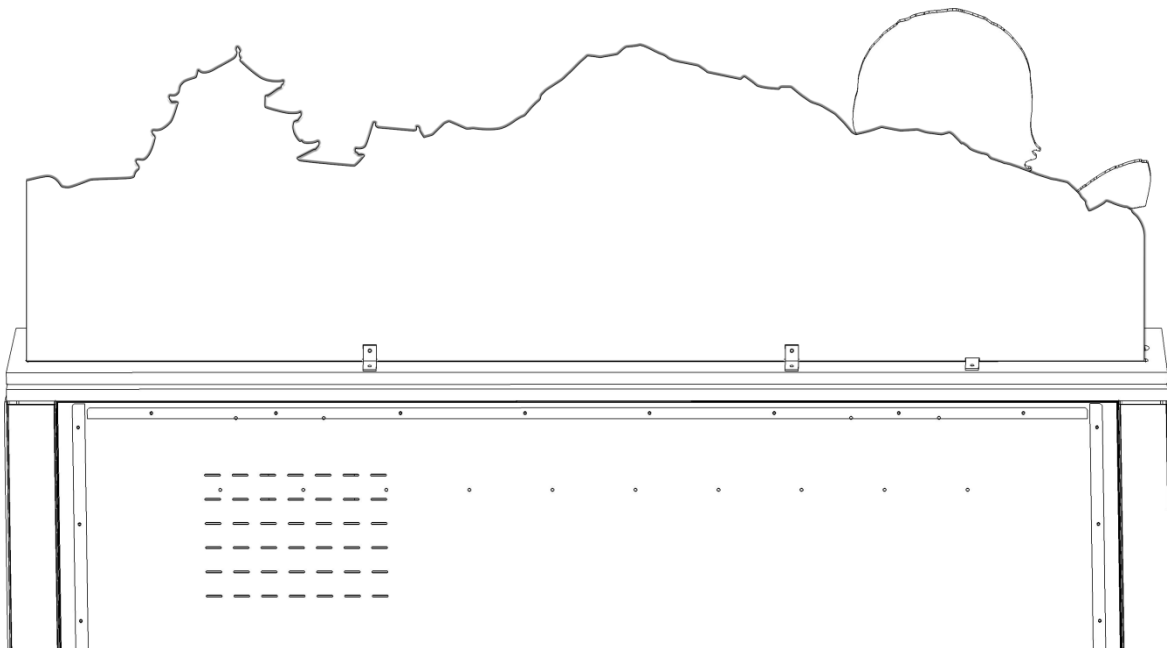
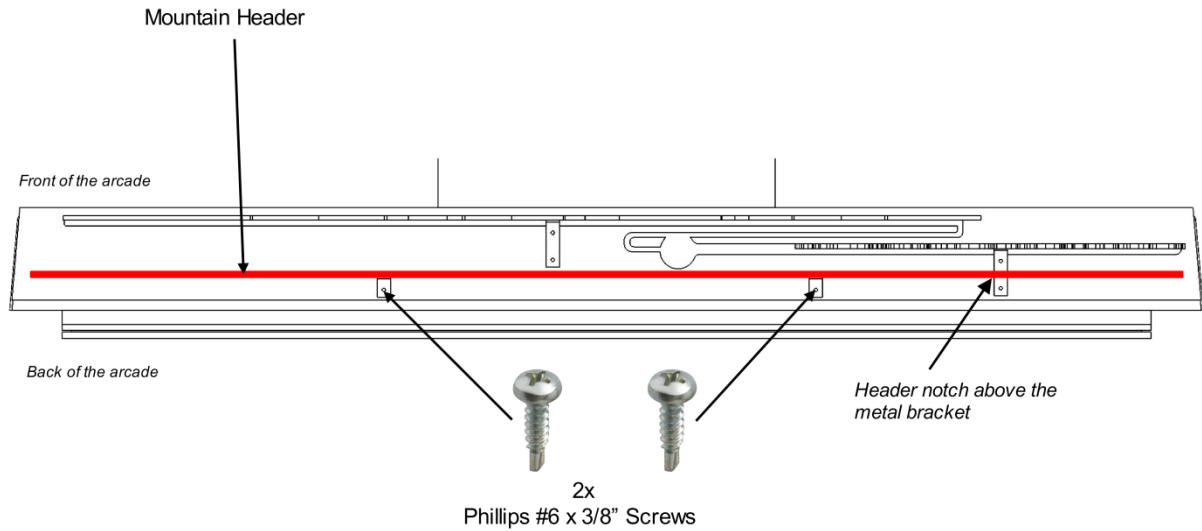


6. Insert the 2x plastic push rivets from the front through the predrilled holes of the mountains header to affix 2x $\frac{3}{4}$ " x $\frac{3}{4}$ " metal angle brackets in the back as seen below.



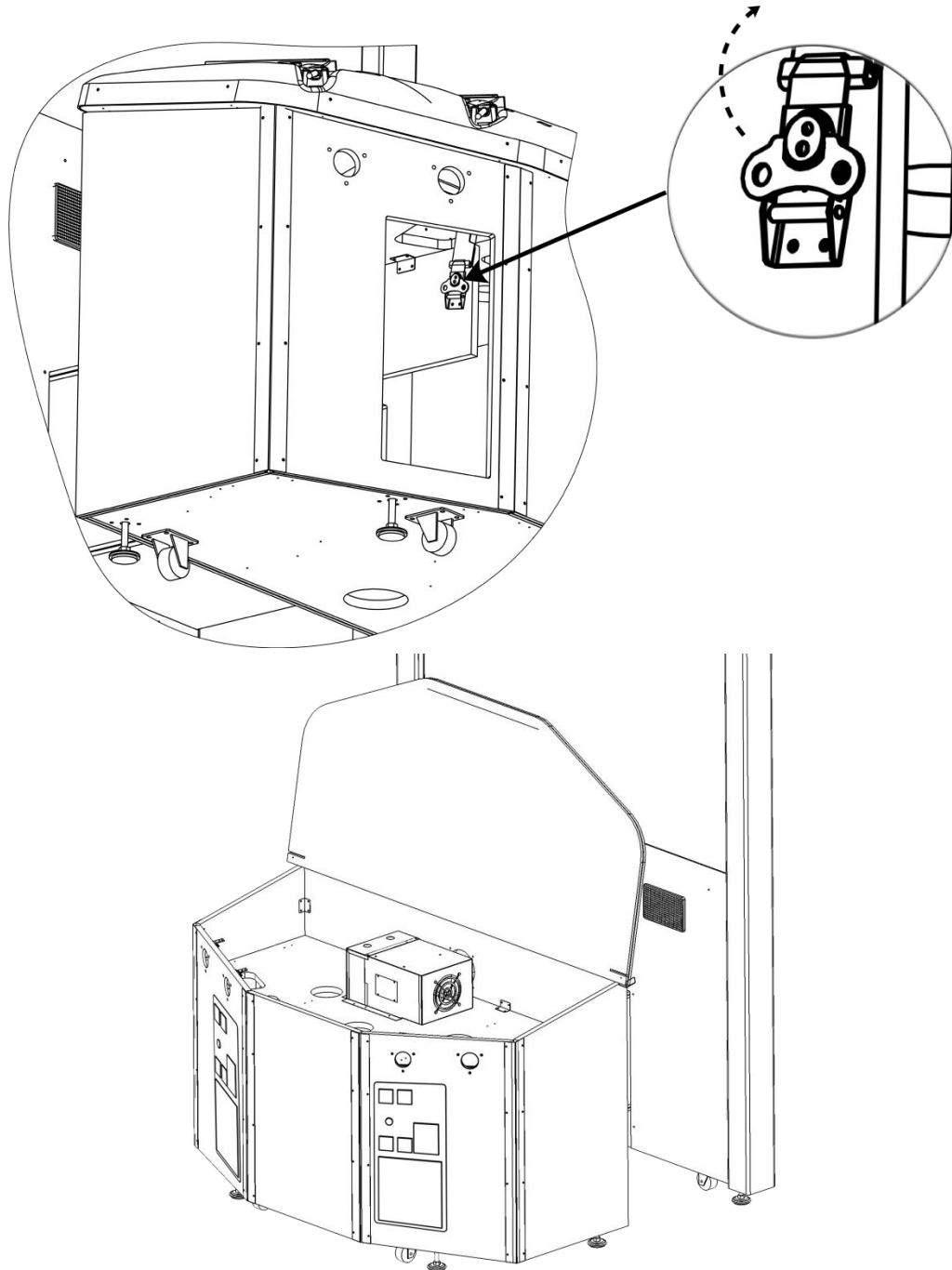
7. Insert the “mountains” header in the last slot of the wooden support.
There is a small notch on the bottom right of the mountain header that will go above the metal bracket that holds the “Lara” part.

Using 2x Phillips #6 x 3/8" screws affix the mountain header to the wooden support.



How to open the Dash Board:

- To open the dash and access the electronics, open the cash box doors to get access to the 2 Draw Latches inside the cabinet.



Chapter 04 – Operator Menu

Operator Menu

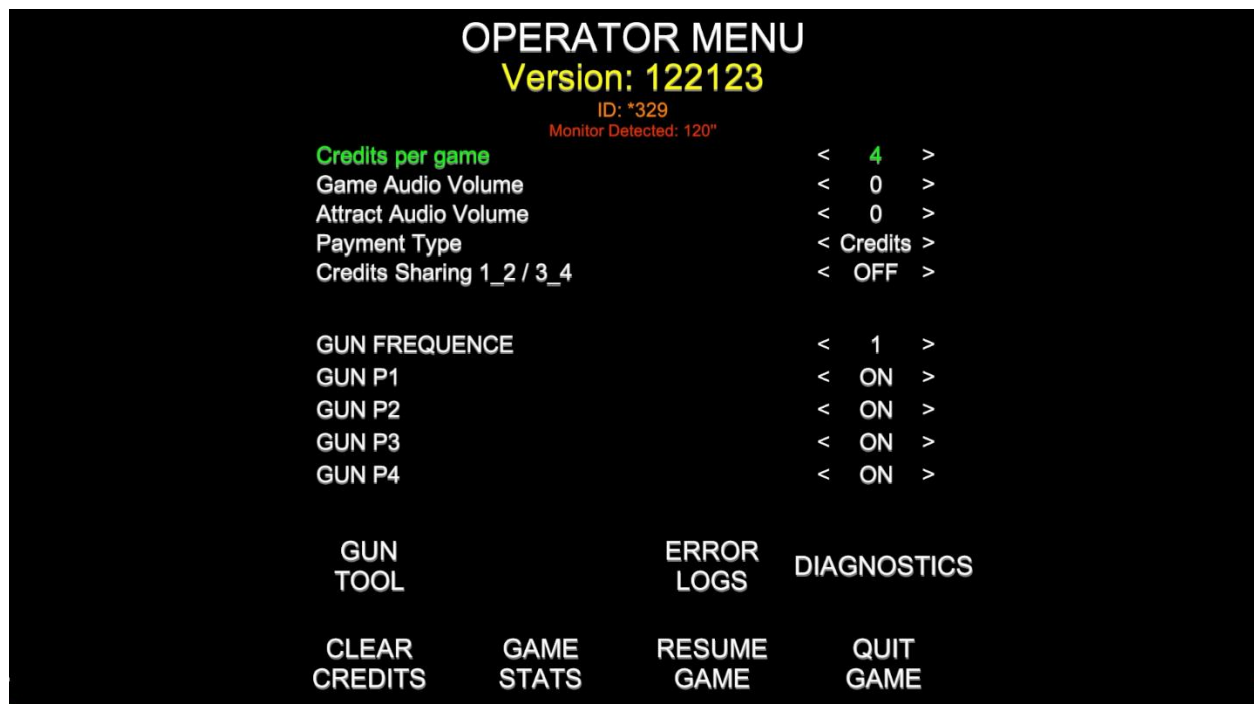
Access the Operator Menu by pressing the Operator button located inside the drawer on the I/O board directly.

Oper: Open the Operator Menu

Up: Scroll Up & Increase Value

Down: Scroll Down & Decrease Value

Select Button: Select/Deselect

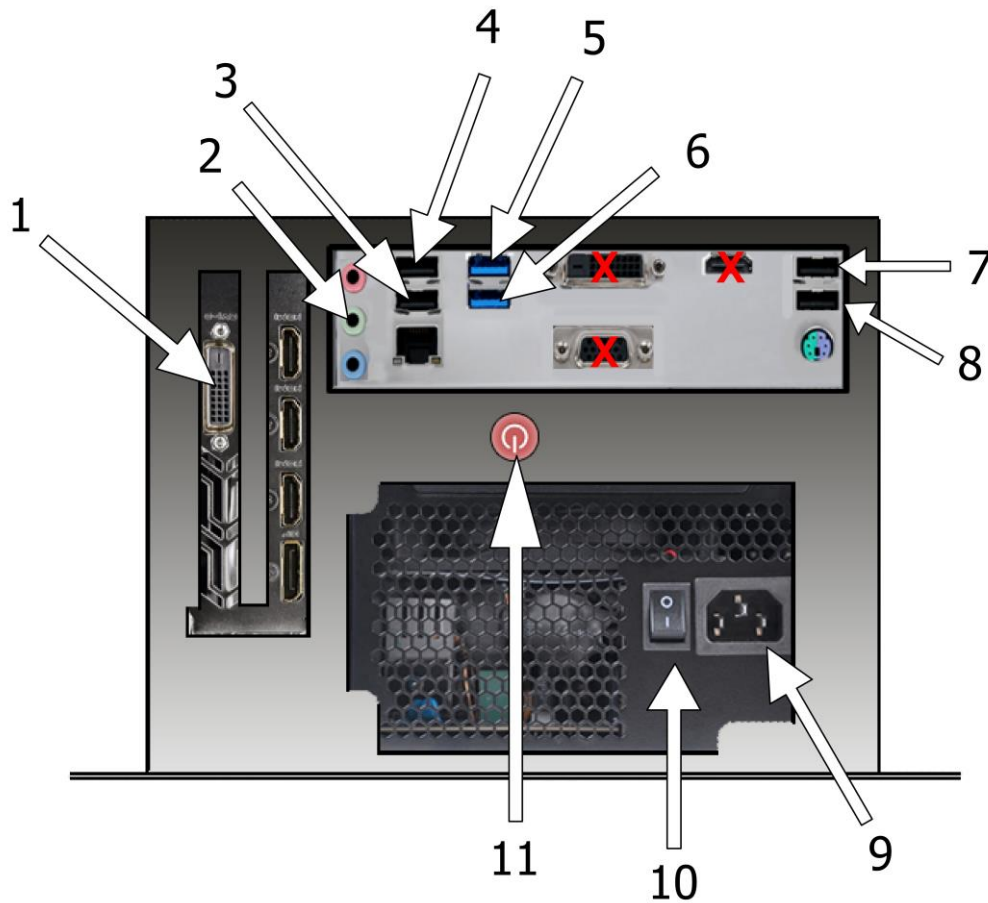


<u>Operator Menu</u>	<u>Values</u>	<u>What It Does</u>
Credits Per Game	1-20	Adjusts the number of credits required to play. "0" sets the unit in free play mode
Game Audio Volume	0-20	Adjusts the in-game audio volume. "0" will mute the game
Attract Audio Volume	0-20	Adjusts the audio volume of the attract loop. "0" will mute the attract loop
Payment Type	Credit / Card	Changes the credit type. "Credits" = Coins and "Card" = Card Reader. This will change the in-game text accordingly
Credit Sharing 1_2 / 3_4	On / Off	Adjusts the credit sharing option between each player.(Off: Sharing Disabled // On: Sharing Enabled) <u>If you have Card Reader (4X) please use OFF</u>
Gun Frequency	1-4	If you have 2 units close to each other select a different frequency. (Default: 2)
Gun P1	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun P2	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun P3	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun P4	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun Tool		Calibration tool to test the gun's response to the player's movements
Error Logs		Displays the previous errors
Diagnostics		Test for each gun's triggers and vibration Test for each button
Clear Credits		Resets the inserted credits to 0 if more than 40 credits are entered
Game Stats		Shows the Stats Screen
Resume Game		Exits the Operator Menu and returns to the game
Quit Game		Exits the game and returns to the Windows desktop

**Units can be another Adrenaline Amusements Tomb Raider (65" / 120") or Rabbids Hollywood (65" / 120") arcades.*

Chapter 05 – Service & Repair

Computer Connections



<u>No.</u>	<u>Description</u>
1.	PCI-e Video Adapter DVI to Monitor DVI
2.	Audio Jack to Amplifier #1
3.	USB to Gun Controller 1
4.	USB to Gun Controller 2
5.	USB to Gun Controller 3
6.	USB to Gun Controller 4
7.	USB to STEM Base
8.	USB to USB Hub Inlet
9.	AC Inlet Power Supply
10.	AC Power Switch
11.	Power Button

Gun tracking Hardware Troubleshooting Guide

The gun tracking system consists of 3 main components.

1. Gun base board, under center plastic console
2. Tracking coil, which is connected to the base board
3. Gun stem stick, inside the gun

Issue: Aims moves left or right when you approach the gun closer to the screen.

Problem: There is a big metal structure behind the cabinet that makes electromagnetic interference.

Solution: Move the cabinet about 45cm (18") in front away from the interference.

Issue: Aim is not accurate on gun 1 or gun 4. It is even worse when the gun is closer to the side panel.

Problem: There is a metal structure on the side of the cabinet that makes electromagnetic interference.

Solution: Move the cabinet about 45cm (18") away from the interference.

Issue: Aim on one gun locks randomly in place during game play.

Problem: USB communication between gun and computer is erratic.

Solution: Change the USB extension from gun harness to the USB hub, if that does not work you can change the gun hose harness or the complete gun assembly.

Issue: Aim is completely erratic or even not present on one of the guns.

Problem: Tracking hardware in gun defective.

Solution: Change the gun.

Issue: Aim is completely erratic on all 4 guns.

Problem: Coil is disconnected from base board or base board is defective.

Solution: Check if coil connection is ok, change the base board.

Gun Controller ID Remapping

Each gun controller has an ID # to be identified as Player 1 to Player 4. If a Stem Stick is replaced and/or has a wrong ID, it needs to be remapped. If a gun controller is not detected in the game, first verify within the Operator menu “Gun Tool” to see if the 4 guns are detected.

If a gun is missing verify with this tool and in need contact technical support team.

Instructions:

Quit the game on the Windows desktop.

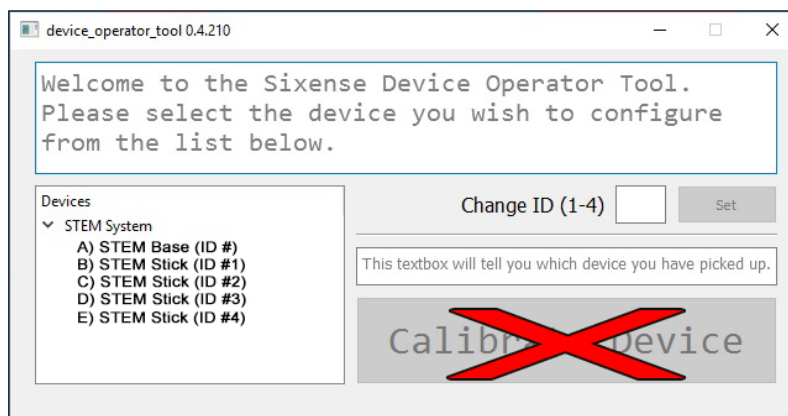


On the Windows desktop you have an icon shortcut called “Magnetometer Calibration Compass” (January-June 2018) or “Controller ID Calibration” (June 2018-...)

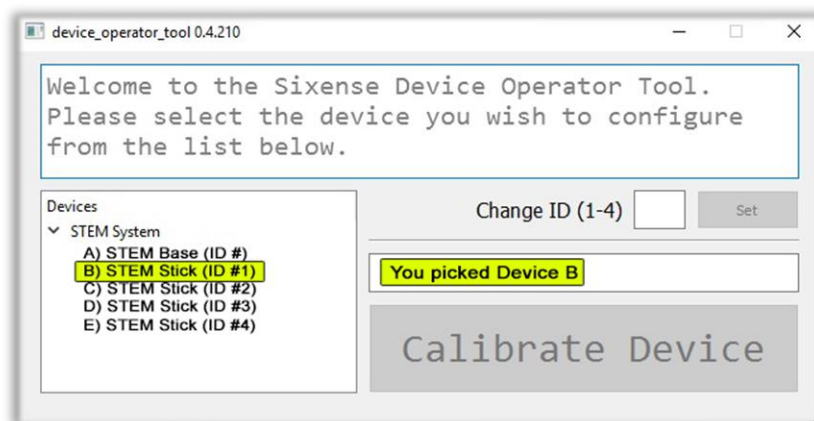


Double click on it to start the program.

You do not need to use the Calibration button anymore as this is now handled by the game itself. With the updated version the Calibration button is removed.

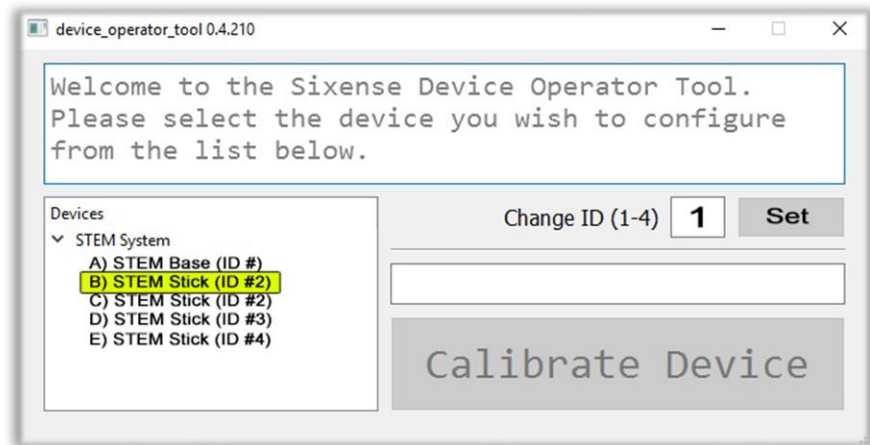


When you pick up a Gun controller from its holster it should display which device has been picked up. If you have 2x Stem Stick with the Same ID, you can find the one that needs to be remapped to its good ID.



To remap an ID, double click with the mouse to select the good Stem Stick ID.



Click in the “Change ID (1-4)” box with your mouse and enter the good ID number (1 to 4) that matches the player position.



In this example, the Device B is wrongly set to ID#2, so we enter the number “1” and click on Set to change it to Player 1.

Troubleshooting

*** NOTE: When requesting a warranty replacement you will be asked to give the unit's serial number from the back of the unit.**

Video Troubleshooting	
No Picture or Display Problem	There might have loose or faulty connections between the monitor and the computer. Make sure the DVI cable is connected properly in the computer connector and in the monitor connector.
	Verify that the Computer is powered on. The fan on the side of the computer case should be spinning as a reference, if it's not spinning press the Power Button on the front of the computer.
Audio Troubleshooting	
Low Volume / No Sound	Increase the volume in the game by pressing the Operator Button and adjusting the volume options in the Operator Menu. You might also Quit the game to Windows desktop and increase the volume via the  Speaker icon on the bottom right of your screen.
	If the sound comes from the projector integrated speaker it needs to be changed in Windows. Quit the game to the Windows desktop. Right click on the  speaker icon and select Playback Devices. Select the Speakers and choose "Set default", then click OK.
	Verify the wirings behind the speakers and the amplifiers. Verify that the 1/8" audio jack is plugged in the computer's sound input jack and that the other end RCA's are plugged in the sound amplifier.

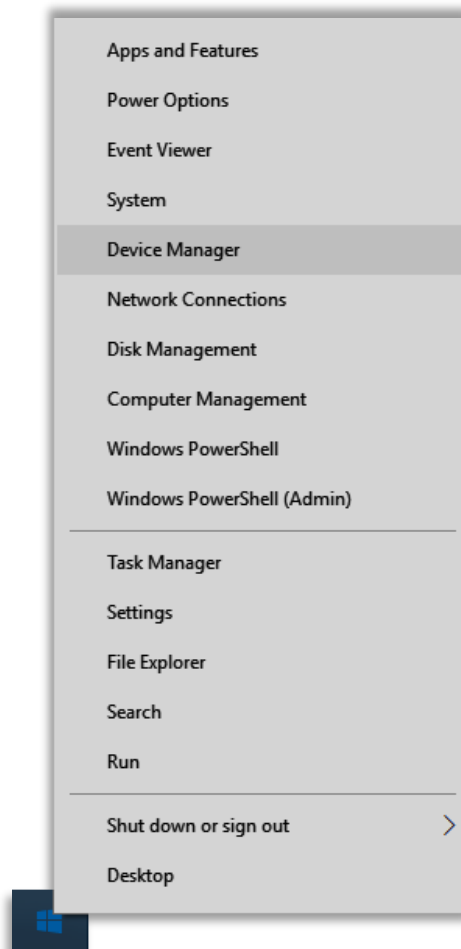
RGB Led Troubleshooting

If the RGB LEDs in the building are not working properly verify that the RGB LED Controller is connected on a valid COM Port.

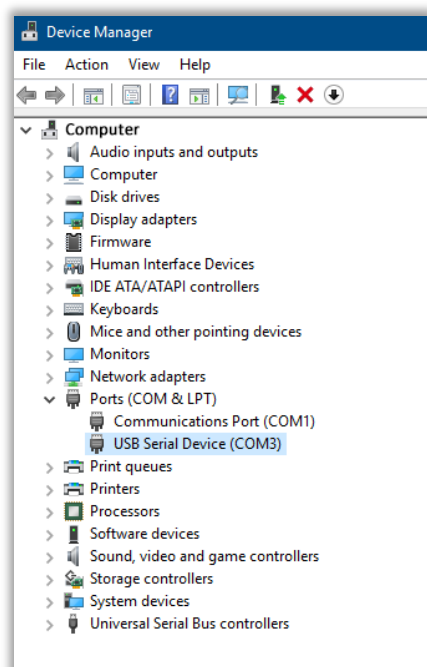
Press the Operator Button and Quit/Exit the game to Windows Desktop.

Connect a USB mouse.

Right-click on the windows flag on the bottom left corner and select Device Manager.

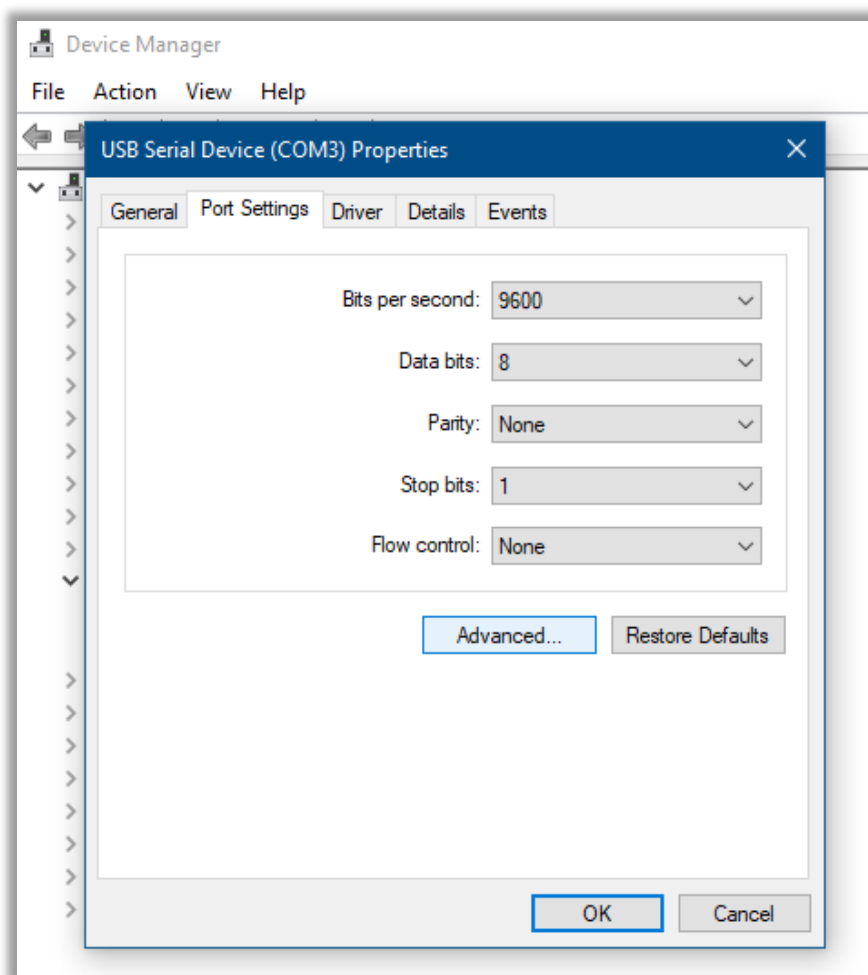


Expand the “Ports (COM & LPT)” line by clicking on the >.



Verify that the “USB Serial Device” is set between COM2 to COM9.

If it's outside this range, double-click on it to open its properties.
Select the "Port Settings" Tab.
Click on "Advanced..."

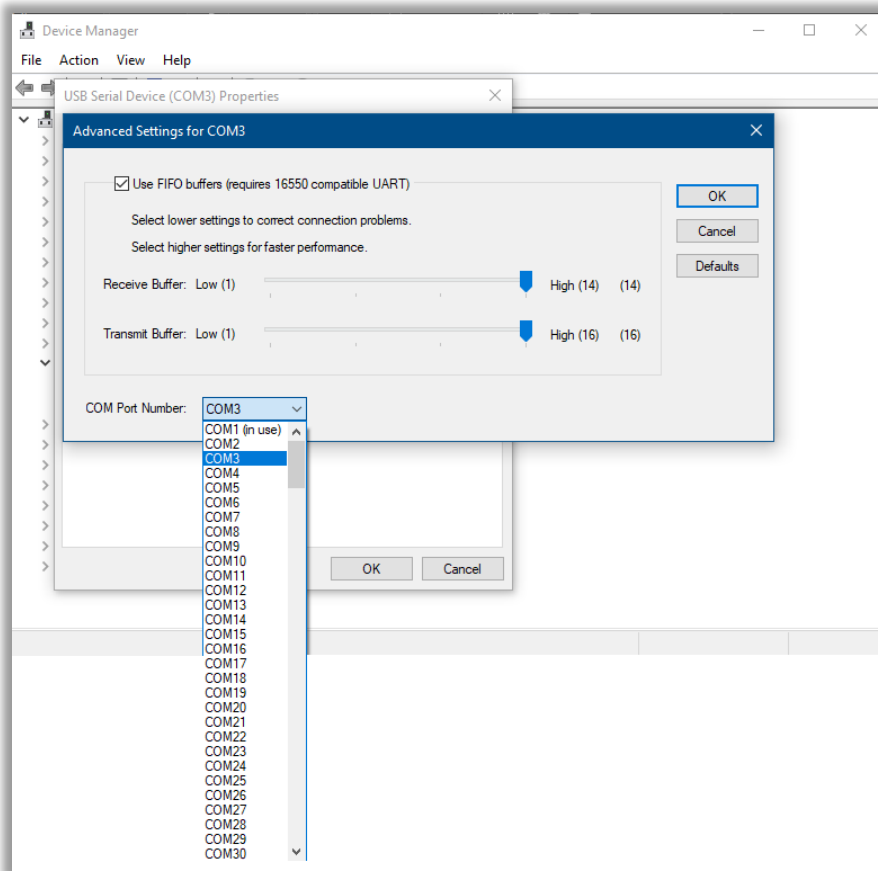


Click on the COM Port Number scrolling menu and select COM9.

Click on OK.

Click on OK again.

Close the Device Manager window and restart Windows.



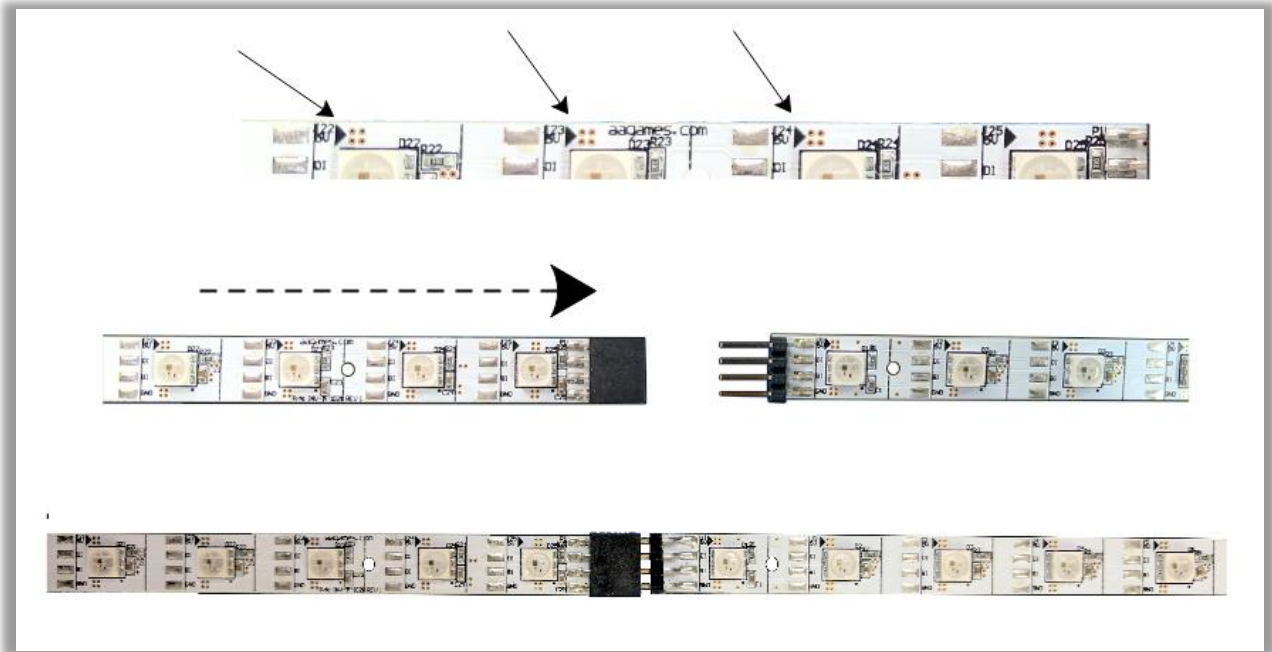
Closes all apps, turns off the PC and then turns it on again.

Restart



Replacing RGB LED PCBs

If you need to replace the building RGB LED PCBs, verify the connections so that the arrows point always in the same direction.



Wireless Internet Configuration

Your network can be configured via Ethernet cable or Wireless.

If you have an Ethernet cable available to be plugged in, insert it into the motherboard LAN RJ45 connector.

If not, here's how to configure your wireless network with your own existing Wi-Fi network.

-Start the unit.


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

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

-Open the service door and press the Operator button.

-Choose Exit/Quit to Windows.

-Connect the provided USB hub and into it the USB keyboard and mouse.

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

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

-Enter your security key.

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

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

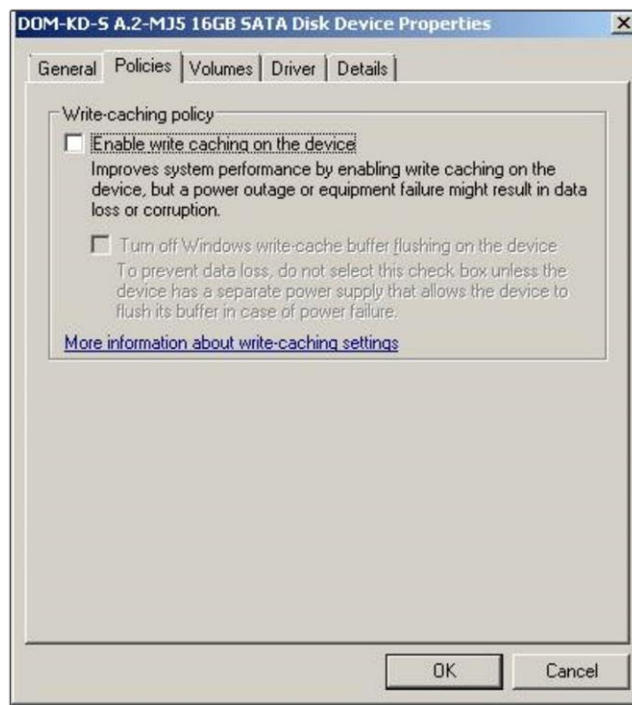
**If you do not connect your unit to the Internet, you can double-click the Disable_Network shortcut on the Windows desktop to bypass the 150seconds Internet lookup delay.*

Operator Settings keeps resetting trouble

Operator Settings keeps resetting back to default values after powering off the breakers.

The Windows & SSD Device write cache needs to be disabled:

- Exit the game to Windows.
- Press on Start
- Right click on My Computer
- Choose Properties
- Click on Device Manager
- Expand Disk Drives
- Double click the SSD Hard Drive 60Gb or 120Gb Device (Not the USB drive if there is one)
- Go to Policies
- Remove the check in front of "Enable Write caching on the device" as seen below, press OK and then YES to reboot the computer. If it doesn't ask to reboot the computer you need to do it by pressing Start, Restart.

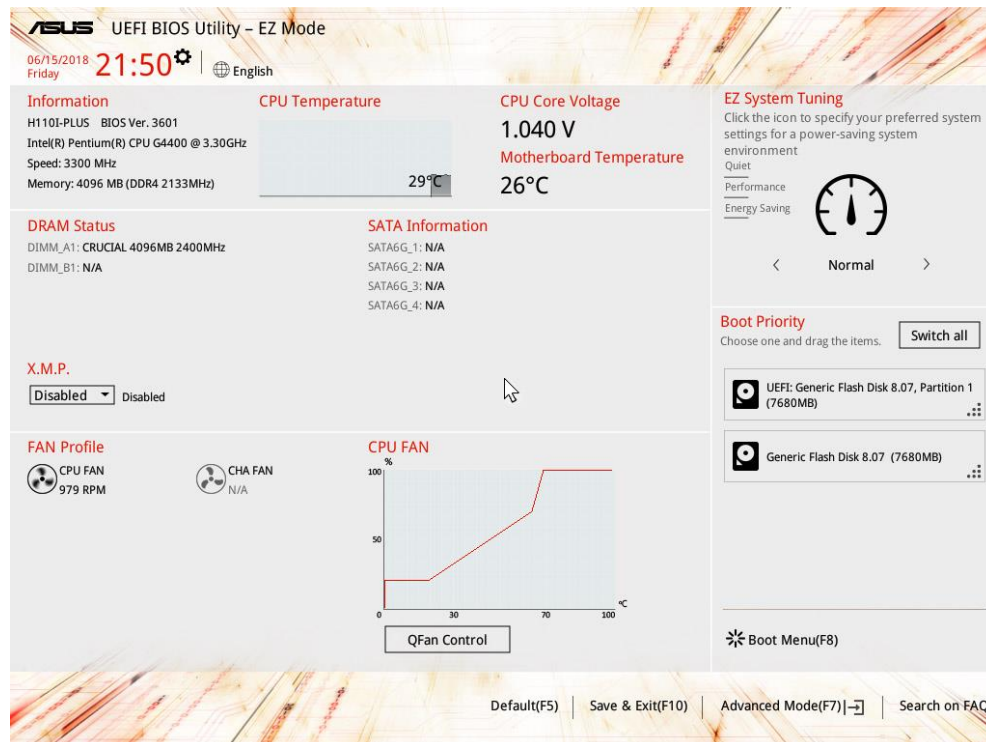


Computer not powering at boot

If your computer is not powering on by itself at boot you'll need to verify the Bios Setting.

- Power off the computer.
- Plug a USB keyboard and a USB mouse.

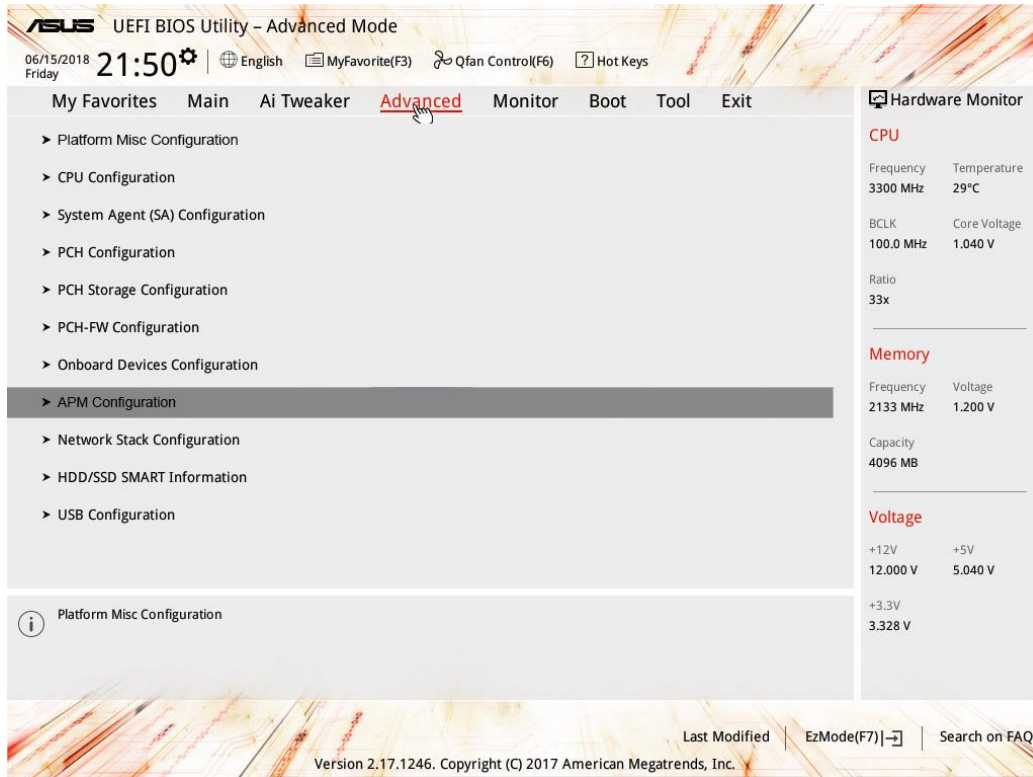
-Power on the computer, press and hold  on the keyboard until you see the Bios screen.



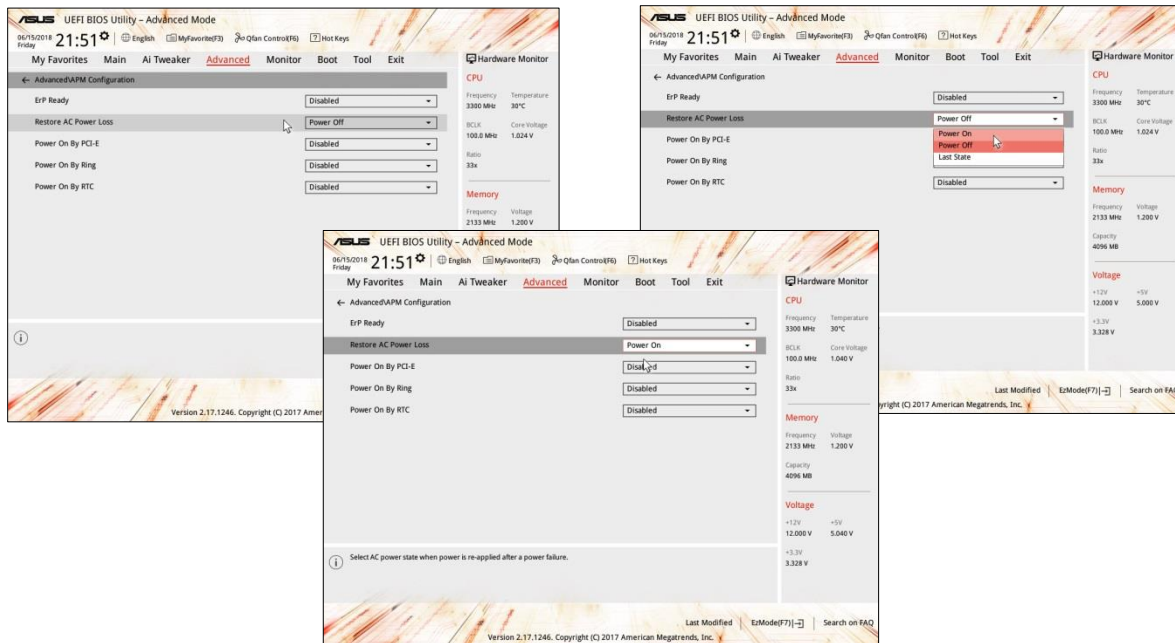
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Chapter 05 – Service & repair

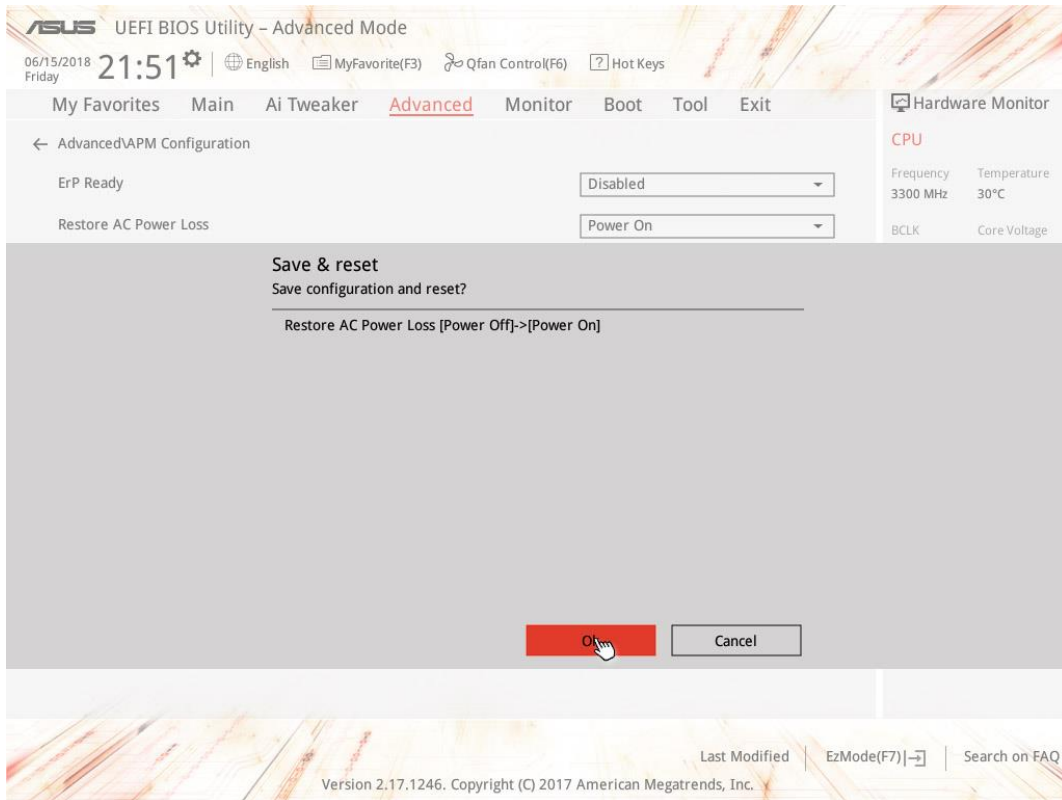
-Using a mouse, click on Advanced tab, then click on APM Configuration.



-On the line Restore AC Power Loss, click on the drop box where it displays “Power Off” and select Power On.

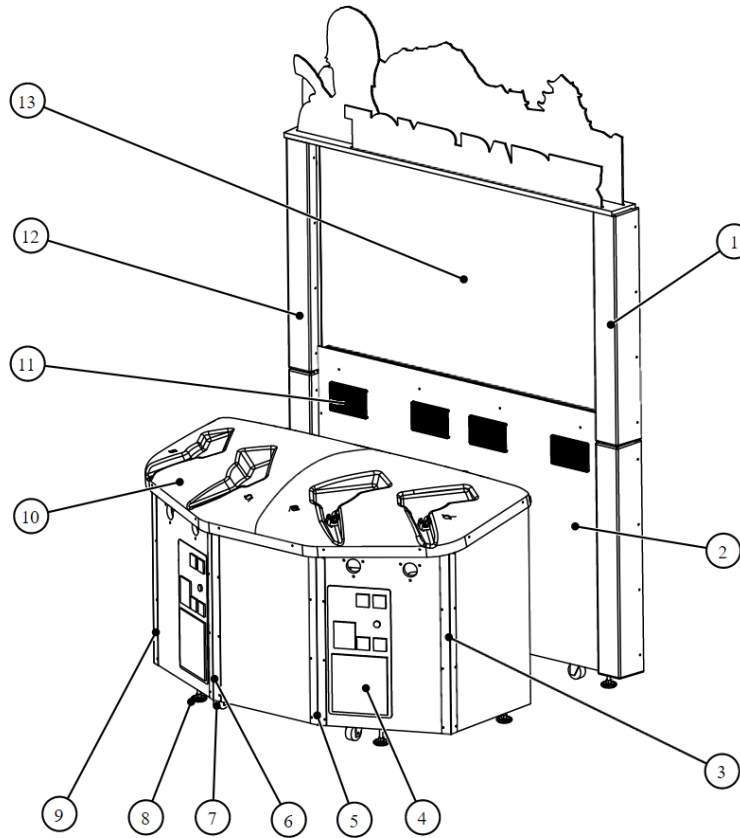


-On your keyboard press on **F10** and then click on OK to confirm and save the settings.



Chapter 06 - Parts

Cabinet Parts



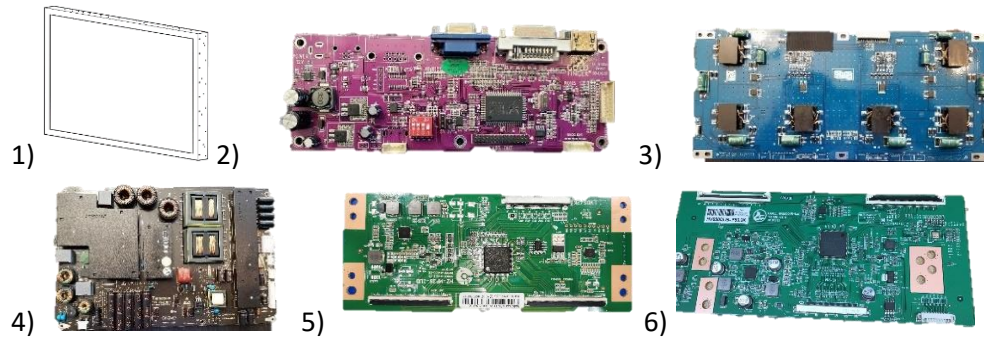
Ref	Part Description	Part #
1	Right Side LEDs Cover for Tomb Raider (Top and Bottom)	TR65-09-0007-R
2	Below Screen Print for Tomb Raider 65", PVC 1/8"	TR65-09-0005
3	Front Metal Trim 11	RAM-01-0011
4	Door Assembly With 2 Upper Mech Holder, 1 Validator Cut Out, Blank Bottom Door	ADR-40-3000-06
5	Front Metal Trim 13	RAM-01-0013
6	Front Metal Trim 14	RAM-01-0014
7	General Duty Rubber Caster, 2-1/2"	INV-F25083
8	Leg Leveler 1/2"-13 x 4" Thread, 2-3/8" Base Diameter	INV-62805K-39
9	Front Metal Trim 12	RAM-01-0012
10	Thermoformed Dash with Prints, Tomb Raider 65"	TR65-09-0006
11	Speakers 4"	ADR-50-9986-00
12	Left Side LEDs Covert for Tomb Raider (Top and Bottom)	TR65-09-0007-L
13	Monitors 65", Black Frame, With Safety Glass	RAM-10-0001

Other Cabinet Parts



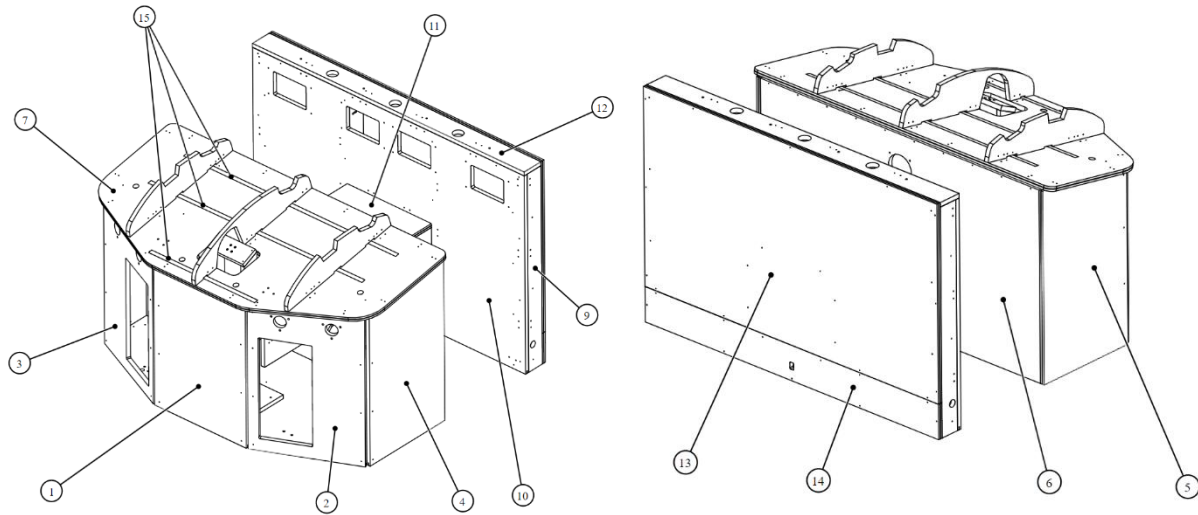
Ref	Part Description	Part #
1	Meter, 12V, 7 Digit with Bracket	ADR-42-08012-072
2	Red Large Round Button with Led White Lamp	ADR-75-L012-600
	Blue Large Round Button with Led White Lamp	ADR-75-L012-122
	Green Large Round Button with Led White Lamp	ADR-75-L012-133
	Yellow Large Round Button with Led White Lamp	ADR-75-L012-155
3	Fan, 120mm X 120mm, 53CFM	ADR-FAN-120MM
4	Grill 120mm	ADR-GRILLE-120MM
5	Black Plastic Coin Container	INV-07-1011
6	Line Filter Multi-Stage, 6A	ADR-817-1321-ND
7	Turn-to-Open Draw Latch, Zinc-Plated, Steel, 1-7/8" Latching Distance	INV-1406A71

Monitor Replacement Parts



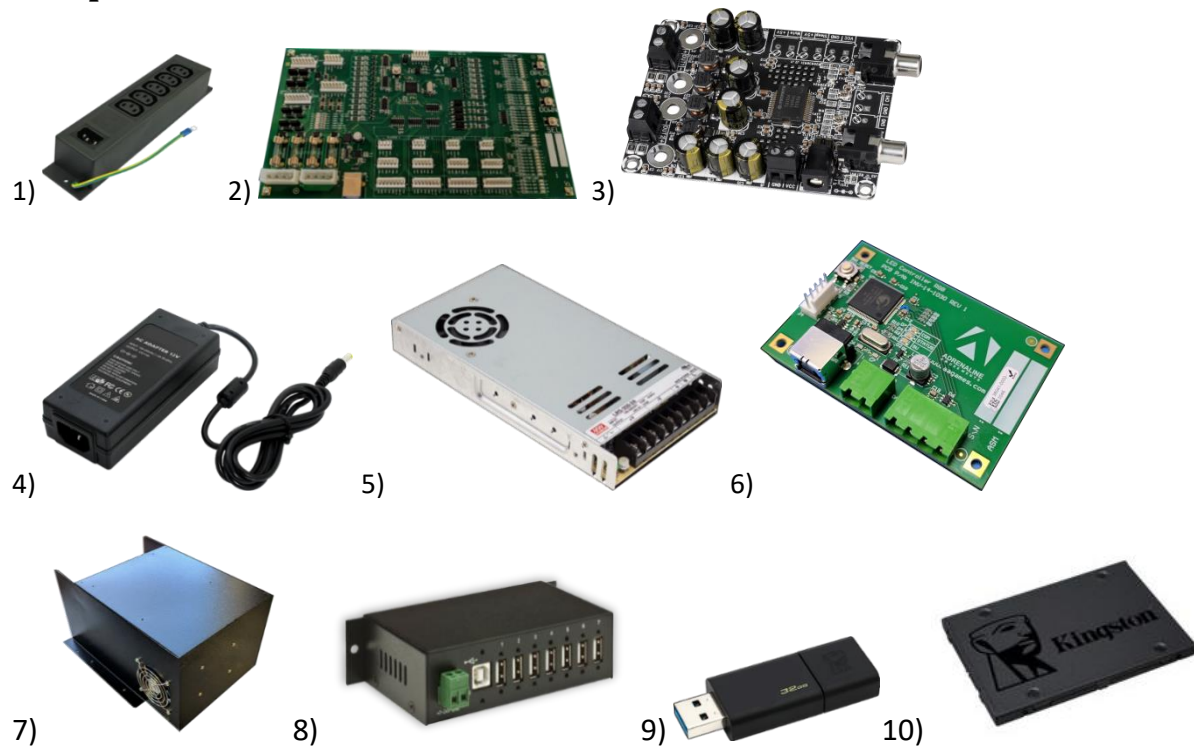
Ref	Part Description	Part #
1	Monitors 65", Black Frame, With Safety Glass	RAM-10-0001
2	Video Board for 65 Monitor	RAM-10-0001-VIDEO-BOARD
3	Inverter Backlight Board with Cable and Harness for 65" Monitors	RAM-10-0001-INVRT
4	Power Supply for 65" Monitors	RAM-10-0001-PS
5	Logic Panel Control Board with Ribbons Cables for 65" Monitors, Type 1	RAM-10-0001-LB-TYPE1
6	Logic Panel Control Board with Ribbons Cables for 65" Monitors, Type 2	RAM-10-0001-LB-TYPE2

Wood Module Parts



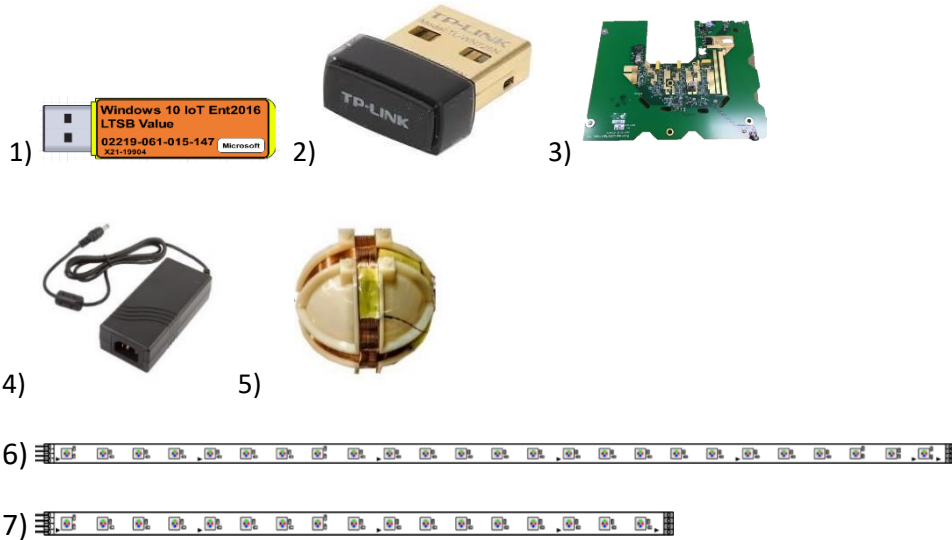
Ref	Part Description	Part #
1	TR65"-Printed Melamine -01	TR65-09-0003-ITEM-1
2	TR65"-Printed Melamine -02	TR65-09-0003-ITEM-2
3	TR65"-Printed Melamine -03	TR65-09-0003-ITEM-3
4	TR65"-Printed Melamine -04	TR65-09-0003-ITEM-4
5	TR65"-Printed Melamine -05	TR65-09-0003-ITEM-5
6	65" Melamine- 06	TOM-02-0001-06
7	65" Melamine- 07	TOM-02-0001-07
8	65" Melamine- 08	TOM-02-0001-08
9	65" Melamine- 09	TOM-02-0001-09
10	65" Melamine- 10	TOM-02-0001-10
11	65" Melamine- 11	TOM-02-0001-11
12	65" Melamine- 12	TOM-02-0001-12
13	65" Melamine- 13	TOM-02-0001-13
14	65" Melamine- 14	TOM-02-0001-14
15	Led Strip 49"of YGL-LB5050HWC-81P-132-15	INV-14-1025

Computer & Electronics



Ref	Part Description	Part Number
1	Power Bar 5 positions	INV-05-1242
2	I/O Board, 4 Players, 4 Motor Control, Version 5.0 For Rabbids Hollywood and Tomb Raider	ADR-04-1003-RHW/TR
3	2x15 Watt Class D Audio Amplifier Board	INV-14-0005
4	Switching Power Supply, 12 V, 5A, 2.1 x 5.5mm Plug	INV-14-0006
5	Power Supply, AC/DC Converter, 5V, 300W	SF-14-0010
6	Program LED Controller RGB	INV-14-1030-PROG
7	PC Box for Tomb Raider with Fujitsu H310 And GTX1650	ADR-11-1017-03-TR
8	7-Port USB, 2.0 Hub, Type A Female USB	INV-11-1021
9	Restore USB Key for Tomb Raider for H110	ADR-11-2014-TR-H110
	Restore USB Key Tomb Raider for Fujitsu H310	ADR-11-2014-TR-H310
10	Hard Drive for Tomb Raider for H110	INV-11-1027-TR-H110
	Hard Drive for Tomb Raider for Fujitsu H310	INV-11-1027-TR-H310

Other Electronic Parts



Ref	Part Description	Part Number
1	Red Dongle	INV-11-1002
2	USB Wifi Adapter	INV-TL-WN725N
3	Stem Stick Base Board with Licence and Program	INV-04-1301-01-PROG
4	Switching Power Supply, 15 V, 2.67A, 2.5 x 5.5mm Plug	INV-05-1245
5	Round White Coil, 90mm	INV-05-1246
6	Assembly with PCB LEDs WS2813 with 25 LEDs	INV-14-1028
7	PCB Assembly with LEDs WS2813 with 17 LEDs	INV-14-1028-02

Hardware Kit

Complete Hardware Kit for Tomb Raider 65"	TR-65-HARDWARE
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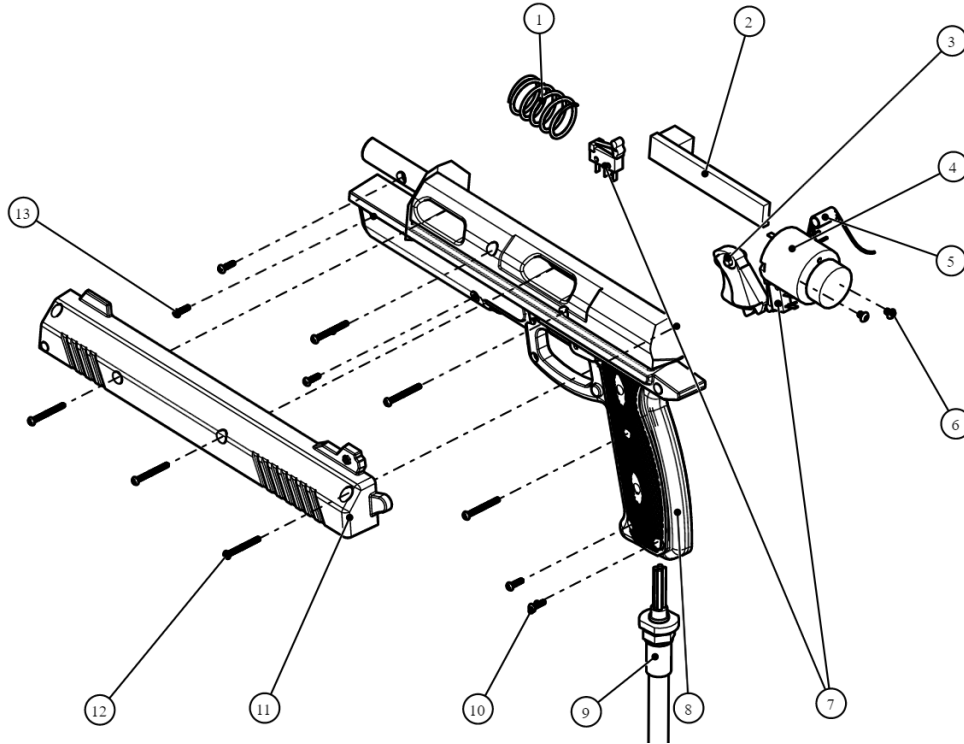


Ref	Part Description	Part Number	Quantity
1	Pan Head Wood Screw, Philipps, Zinc, #6 x 3/8"	WS-PP-ZS-N6X3/8	10
2	Black Push-in Rivets	INV-90221A113	2
3	3/4 x 3/4 Square Brackets	INV-CSR34M1	2
4	2 1/2 x 2 1/2 Square Brackets	SB-2-1/2X2-1/2	2

Game Controllers

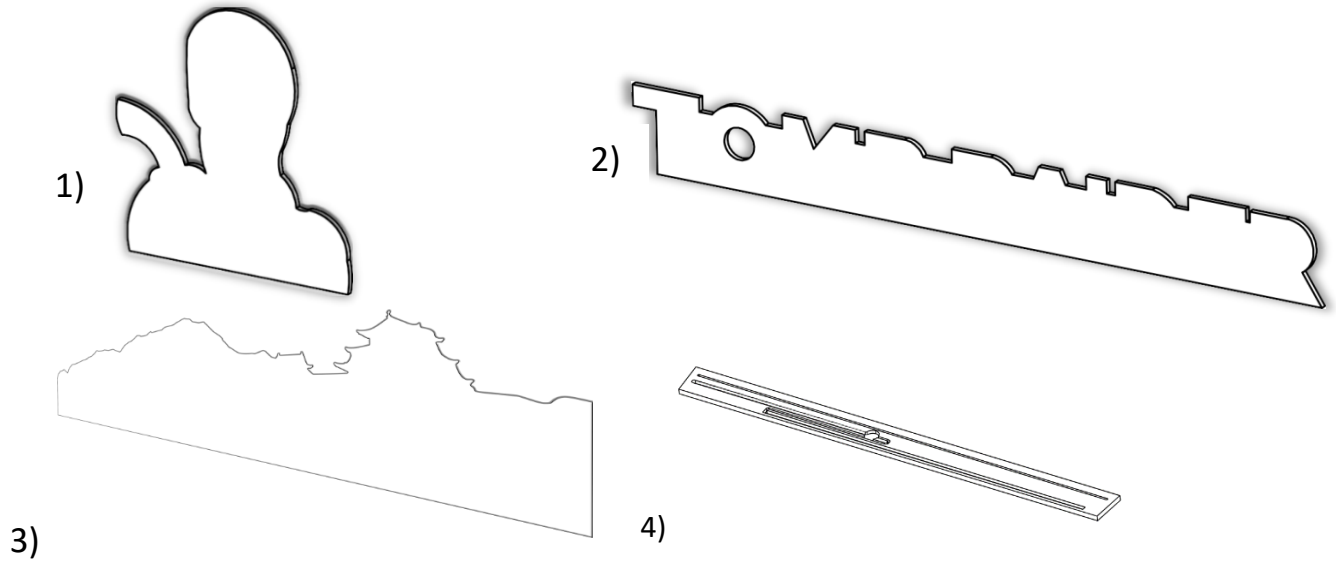


Part Description	Part Number
Blue Game Controller for Tomb Raider 65"	TR65-05-0011-B
Green Game Controller for Tomb Raider 65"	TR65-05-0011-G
Yellow Game Controller for Tomb Raider 65"	TR65-05-0011-Y
Magenta Game Controller for Tomb Raider 65"	TR65-05-0011-M



Ref	Part Description	Part Number
1	Compression Spring, 5/8" I.D. X 1-5/8", 4lbs	TR-05-0001
2	Stem Stick Position Tracker Board, Version 3, With Resin, Coil 8mm and Licence	INV-04-1302-03
3	Black Trigger for Game Controller	ADR-96-2515-06
4	Kit Including Vibration Motor and Snubber for Game Controller	INV-15-0006-KIT
5	Spring for Trigger Return	ADR-96-0005-00
6	Hex Drive Rounded Head Screw, Stainless Steel, M3 x 0.5 mm, 4 mm Long	MS-HRO-ZS-M3X0.5MMX4MM
7	Trigger Switch for Game Controller	ADR-95-4142-10
8	Left Handle Game Controller, Tomb Raider Right Handle Game Controller, Tomb Raider	TR-05-0002 TR-05-0003
9	Hose with Switch and Handle for Tomb Raider 65"	36SH-TR-KIT-H
10	Rounded Head Screws, Phillips, Stainless Steel, #3-48 x 3/8" Long Nylon-Insert Locknut, Zinc-Plated Steel, 4-40	MS-TRO-ZS-N4-40X3/8 LN-ZS-4-40
11	Left Slide Blue Game Controller, Tomb Raider Right Slide Blue Game Controller, Tomb Raider Left Slide Green Game Controller, Tomb Raider Right Slide Green Game Controller, Tomb Raider Left Slide Game Magenta Controller, Tomb Raider Right Slide Game Magenta Controller, Tomb Raider Left Slide Game Yellow Controller, Tomb Raider Right Slide Yellow Game Controller, Tomb Raider	TR-05-0005-B TR-05-0006-B TR-05-0005-G TR-05-0006-G TR-05-0005-M TR-05-0006-M TR-05-0005-Y TR-05-0006-Y
12	Phillips Rounded Head Screws #2 x 1/2 Long	MS-TRO-ZS-N4-40x1/2
13	Rounded Head Screws, Torx, Zinc-Plated Steel, #2x 3/8 Long	MS-TRO-ZS-N2X3/8

Header & LEDs



Ref	Part Description	Part Number
1	Kit for Lara Header for Tomb Raider 65"	TR65-09-0001-KIT
2	Kit Acrylic "Tomb Raider" Header for Tomb Raider 65"	TR65-09-0002-KIT
3	Acrylic Mountain Header for Tomb Raider 65"	TR65-09-0003
4	Melamine to Support Header, Tomb Raider 65"	TR65-09-0004

Cabling

Part Description	Part Number
DVI Cable, 10'	INV-DVI-DD1-10
USB "AB" cable, 3'	INV-USB-AB1-03
USB "AB" cable, 6'	INV-USB-AB1-06
USB A Male to Mini-B 5-pins male, 6'	INV-USB-AM51-06
Audio Cable 3.5mm Male To 2x RCA Male, 6'	INV-35mm-RCAE-06
Power Cord IEC-C13 to IEC-C14, 18AWG, 2'	INV-PW-100-02
Power Cord IEC-C13 to IEC-C14, 18AWG, 6'	INV-PW-100-06
Power Cord IEC-C13 to IEC-C14, 18AWG, 12'	INV-PW-100-12
Power Cord IEC-C14 to IEC-C7, 18AWG, 3'	INV-PW-117-03
Splitter Cable Barrel connector 2.1mm Female to 4x 2.1mm Male	INV-CN-DCF-4M
Straight Barrel Power Cable 2.1mm, 3'	ADR-CP-2216-ND
Splitter Cable Barrel Connector, 2.1mm Female to 2 x 2.1mm Male, 300mm	TF-05-1223
HDMI Cable, 10'	INV-HDMI-140-10K

Power Cord Set

Image	Region	Part Number
	Canada, United States of America, Mexico	INV-PW-105C-06
	Europe	INV-PW-170-3M
	United Kingdom, United Arab Emirates, Saudi Arabia	INV-PW-175-3M
	India	INV-PW-618-2M
	Australia, Argentina	INV-PW-665-2M

Wiring Harness

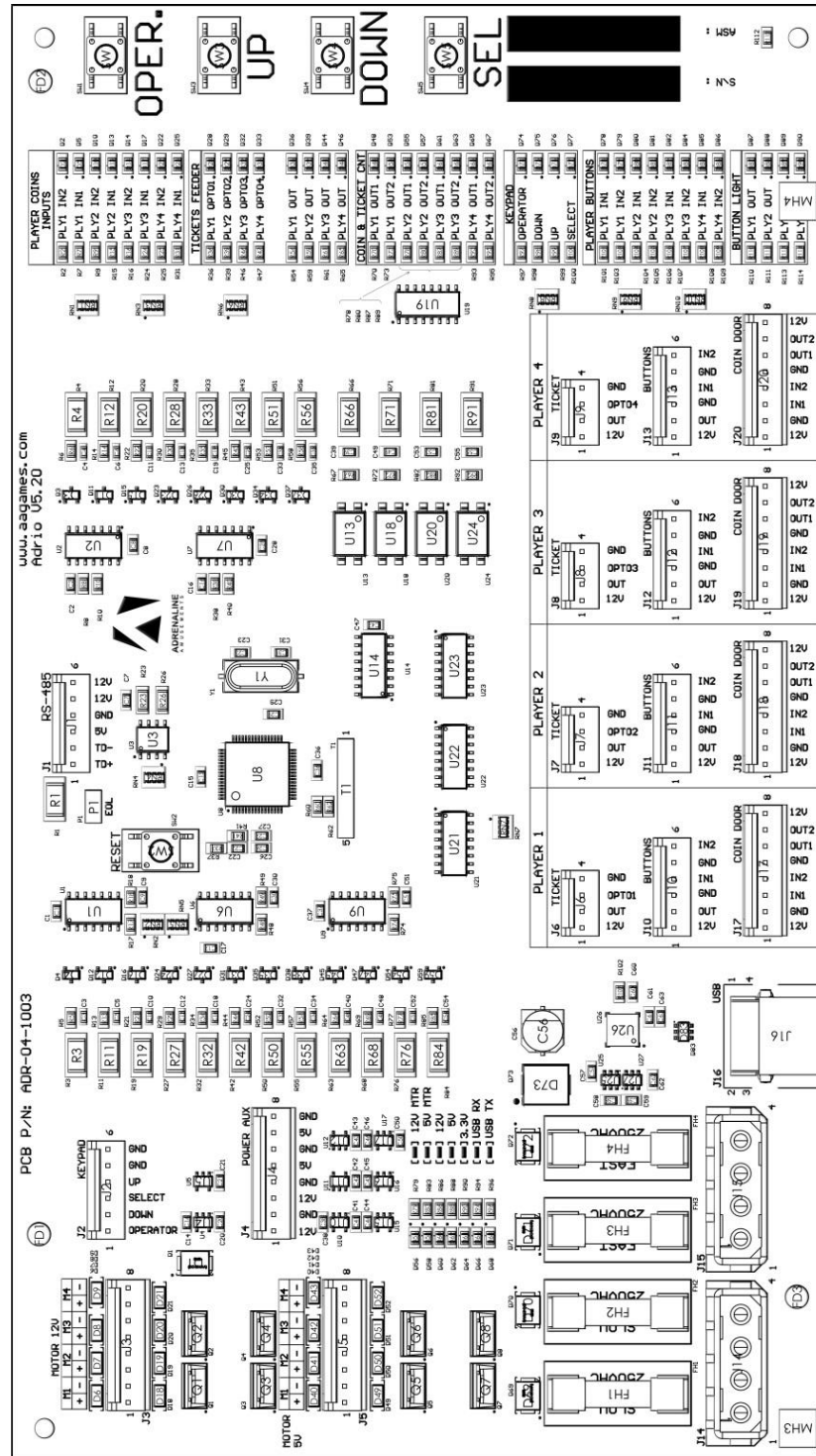
Part Description	Part Number
Harness for Power - Led Controller	TR-03-0001
Harness Start Button & Gun	TR-03-0002
Harness for EMI Filter to Power Bar	TR-03-0003
Harness I/O Board to Coin Doors	TR-03-0004
Harness for Gun Ground	TR-03-0005
Harness for Speakers	TR-03-0006
Harness for Power – I/O Board & USB Hub	TR-03-0007
Harness Power from Power Bar to PSU 5V/300W	TR-03-0008
Harness for Operator Button	TR-03-0010
Harness for Power – LED Dash & Header	TR-03-0011
Harness for Power LED Controller	RAM-03-0001
Harness for Data RGB LED Sides	RAM-03-0002
Harness for Power RGB LED Sides	RAM-03-0003
RGB LEDs PCB junction connectors	SF-05-0014

Misc. Parts

Part Description	Part Number
Power Entry EMI Filter	ADR-05-1241
Multiple-Strike Draw Latch	INV-6139A270
Gas Cylinder 25lbs	INV-C16-18856
End Fitting for Gas Cylinder	INV-D68-01038
Ball Bracket 10mm	INV-P67-00202
Gun Stopper	TR-05-0007

Chapter 07 – Diagrams & Schematics

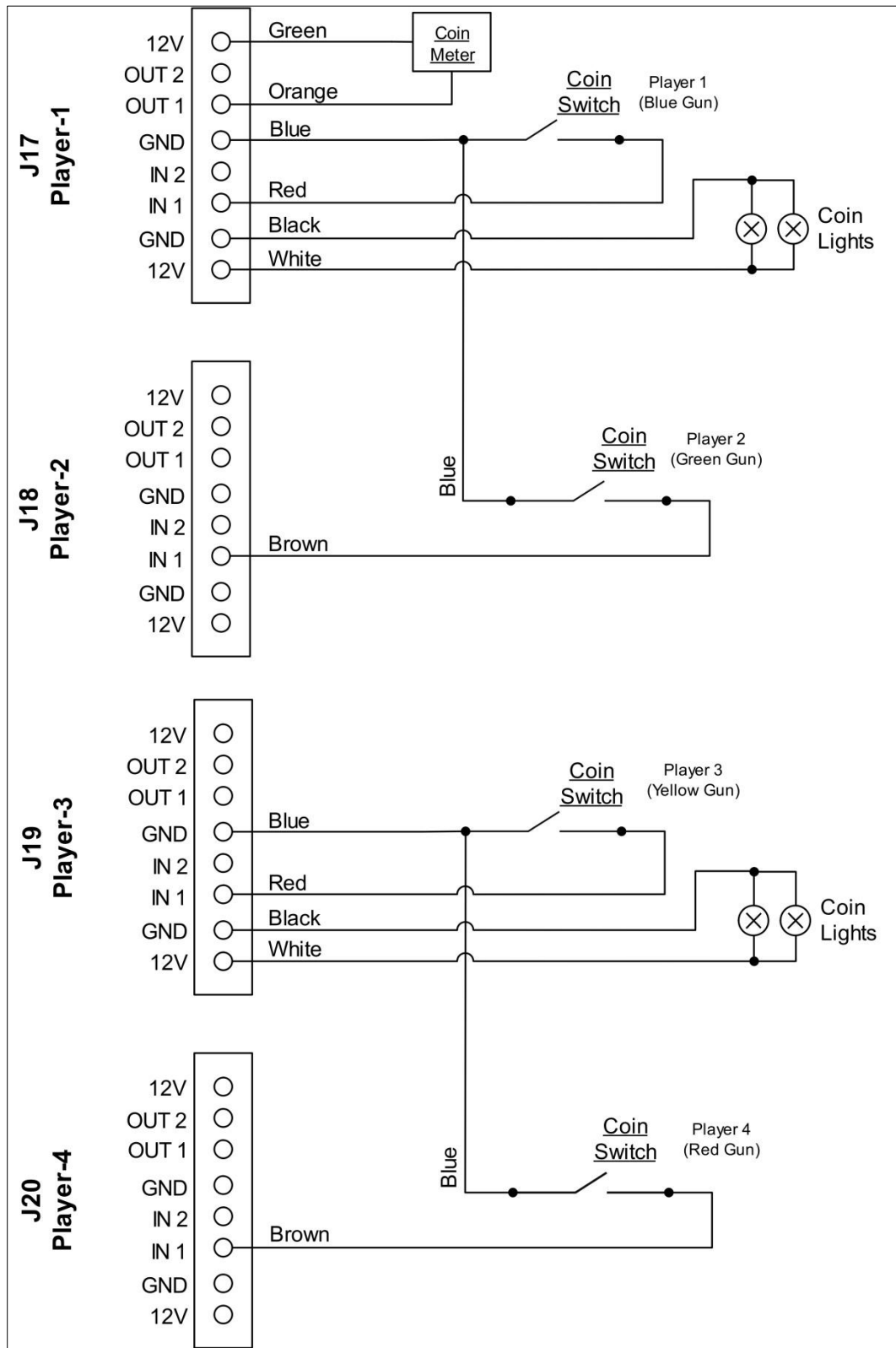
I/O Board ADR-04-1003

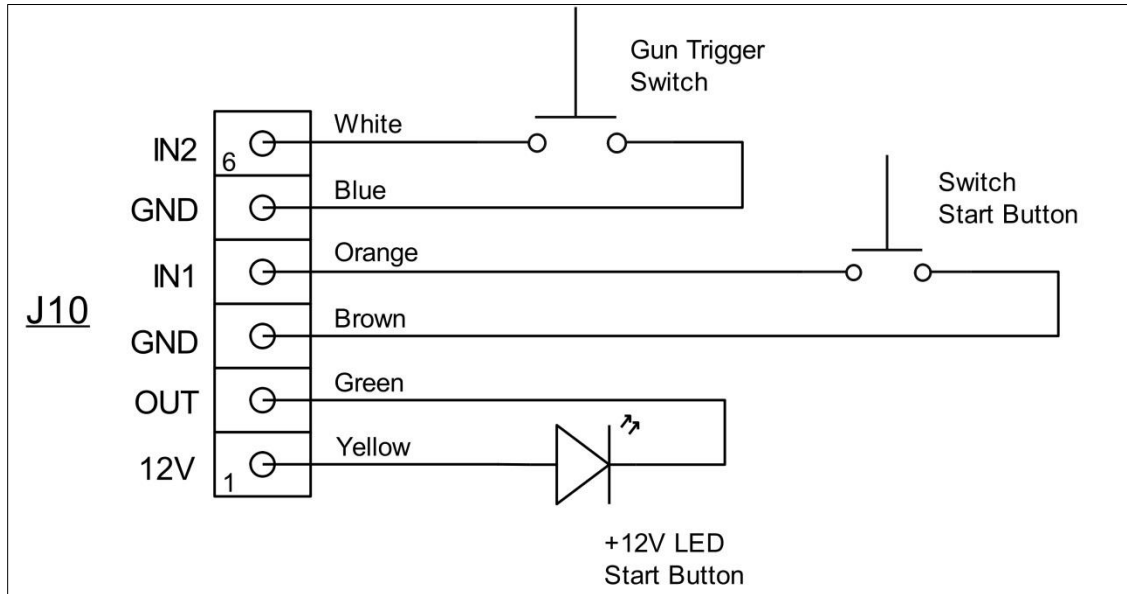


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Chapter 07 – Diagrams & Schematics

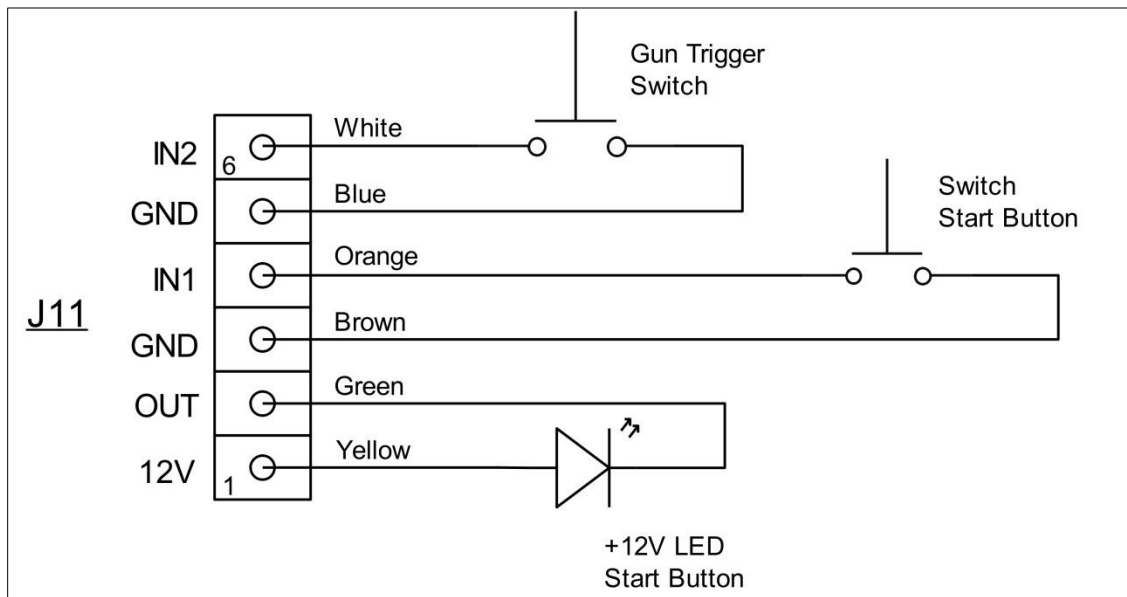
<u>J1</u>	<u>J2</u>	<u>J3</u>	<u>J4</u>
<u>No Use</u>	<u>Keypad</u> 1. (Blue) Operator 2. Not Connected 3. Not Connected 4. Not Connected 5. Not Connected 6. (White) GND	<u>No Use</u>	<u>Power Aux.</u> 1. (Red) +12V 2. (Black) GND 3. (Red) +12V 4. (Black) GND 5. Not Connected 6. Not Connected 7. Not Connected 8. Not Connected
<u>J5</u>	<u>J6</u>	<u>J7</u>	<u>J8</u>
<u>MOTOR 5V</u> 1. (Red) +5V 2. (Black) GND 3. (Red) +5V 4. (Black) GND 5. (Red) +5V 6. (Black) GND 7. (Red) +5V 8. (Black) GND	<u>No Use</u>	<u>No Use</u>	<u>No Use</u>
<u>J9</u>	<u>J10</u>	<u>J11</u>	<u>J12</u>
<u>No Use</u>	<u>Player 1- Buttons</u> 1. (Yellow) +12V 2. (Green) OUT 3. (Brown) GND 4. (Orange) IN1 5. (Blue) GND 6. (White) IN2	<u>Player 2- Buttons</u> 1. (Yellow) +12V 2. (Green) OUT 3. (Brown) GND 4. (Orange) IN1 5. (Blue) GND 6. (White) IN2	<u>Player 3- Buttons</u> 1. (Yellow) +12V 2. (Green) OUT 3. (Brown) GND 4. (Orange) IN1 5. (Blue) GND 6. (White) IN2
<u>J13</u>	<u>J14</u>	<u>J15</u>	<u>J16</u>
<u>Player 4- Buttons</u> 1. (Yellow) +12V 2. (Green) OUT 3. (Brown) GND 4. (Orange) IN1 5. (Blue) GND 6. (White) IN2	<u>12V Input DC</u>	<u>5V/12V Input DC</u>	<u>USB To Computer</u>
<u>J17</u>	<u>J18</u>	<u>J19</u>	<u>J20</u>
<u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND 6. (Orange) OUT1 7. Not Connected 8. (Green) +12V	<u>Coin Door Player-2</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected 6. Not Connected 7. Not Connected 8. Not Connected	<u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND 6. (Orange) OUT1 7. Not Connected 8. (Green) +12V	<u>Coin Door Player-4</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected 6. Not Connected 7. Not Connected 8. Not Connected

I/O Board – Detailed Wiring

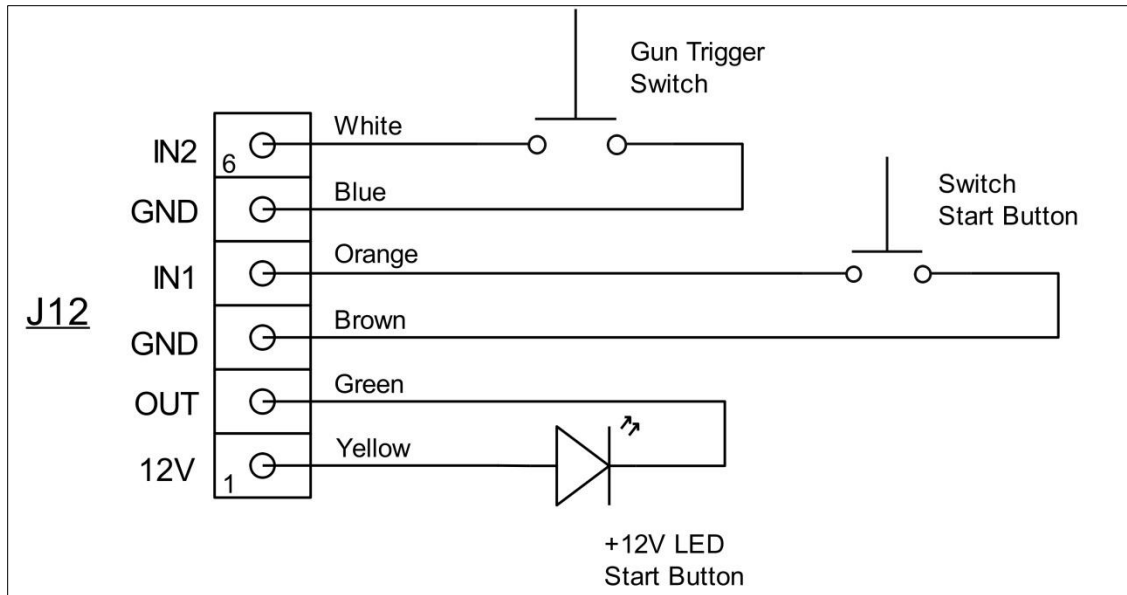




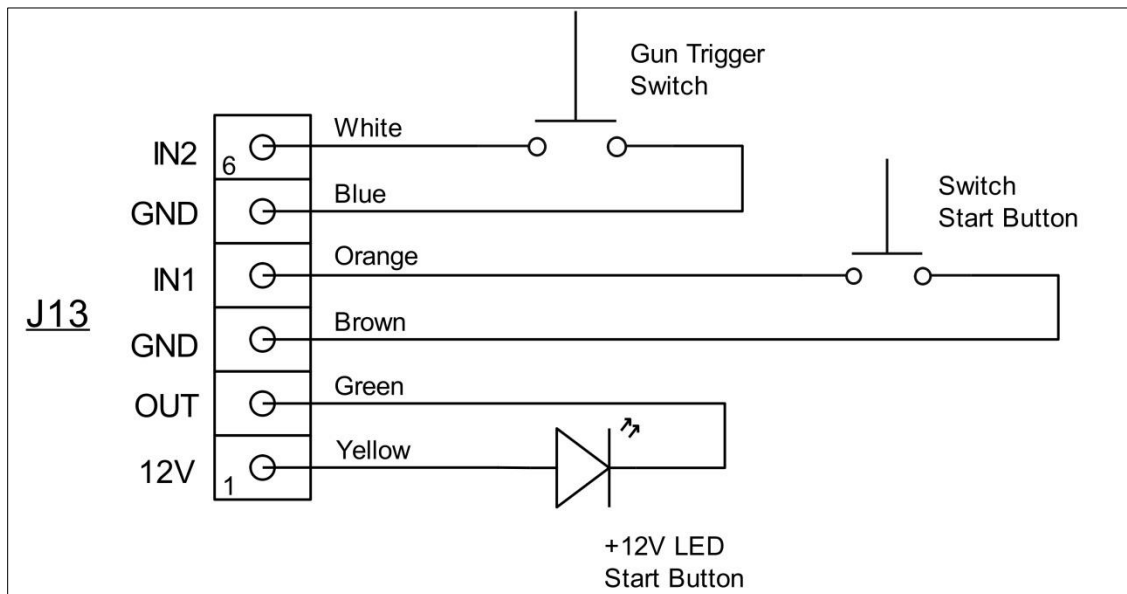
Player 1



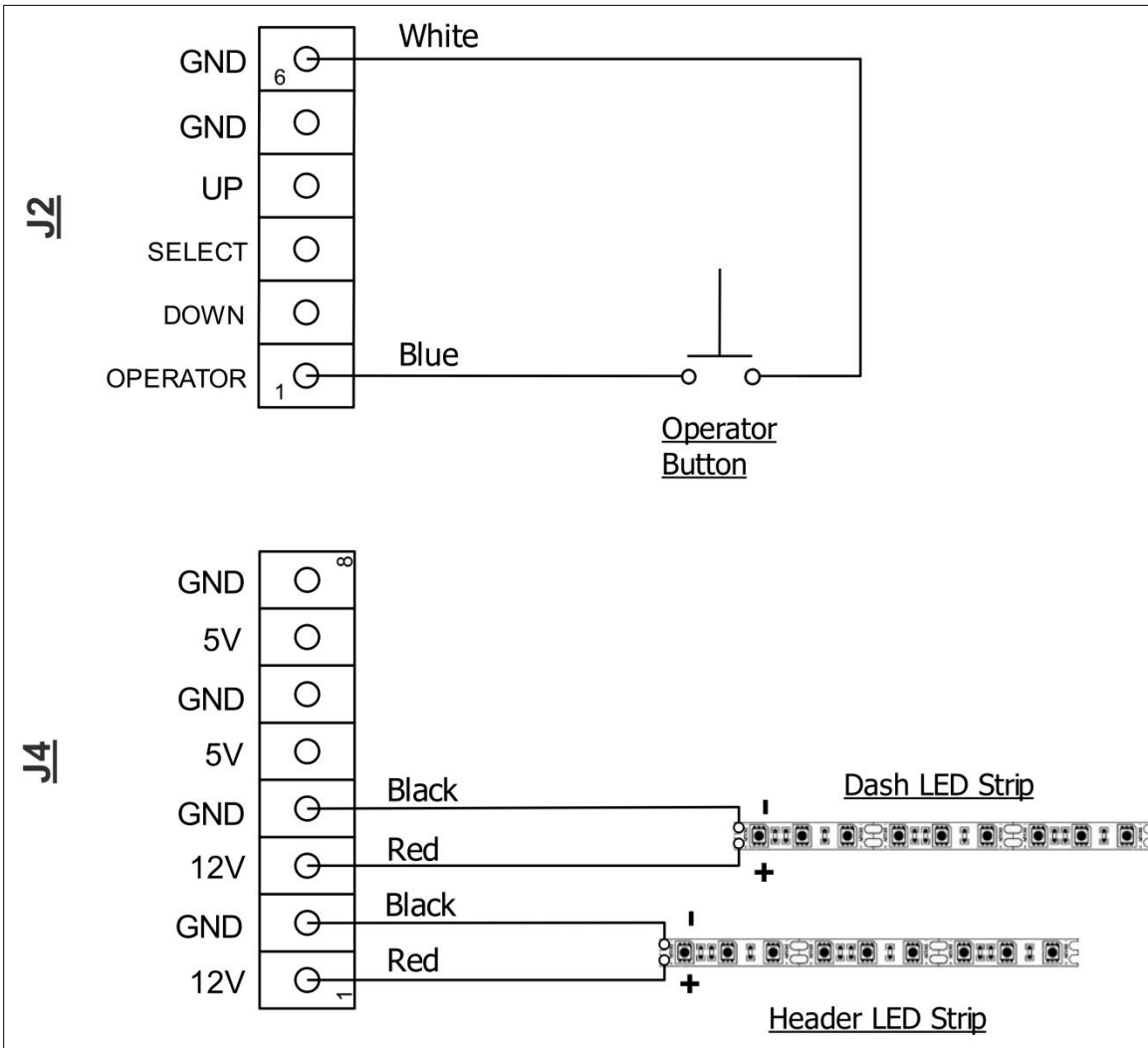
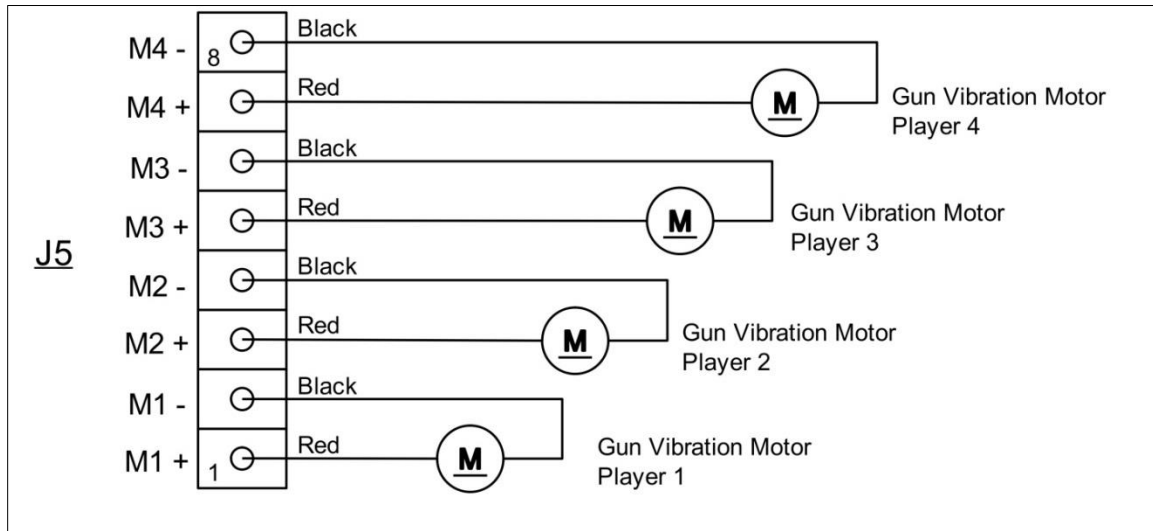
Player 2



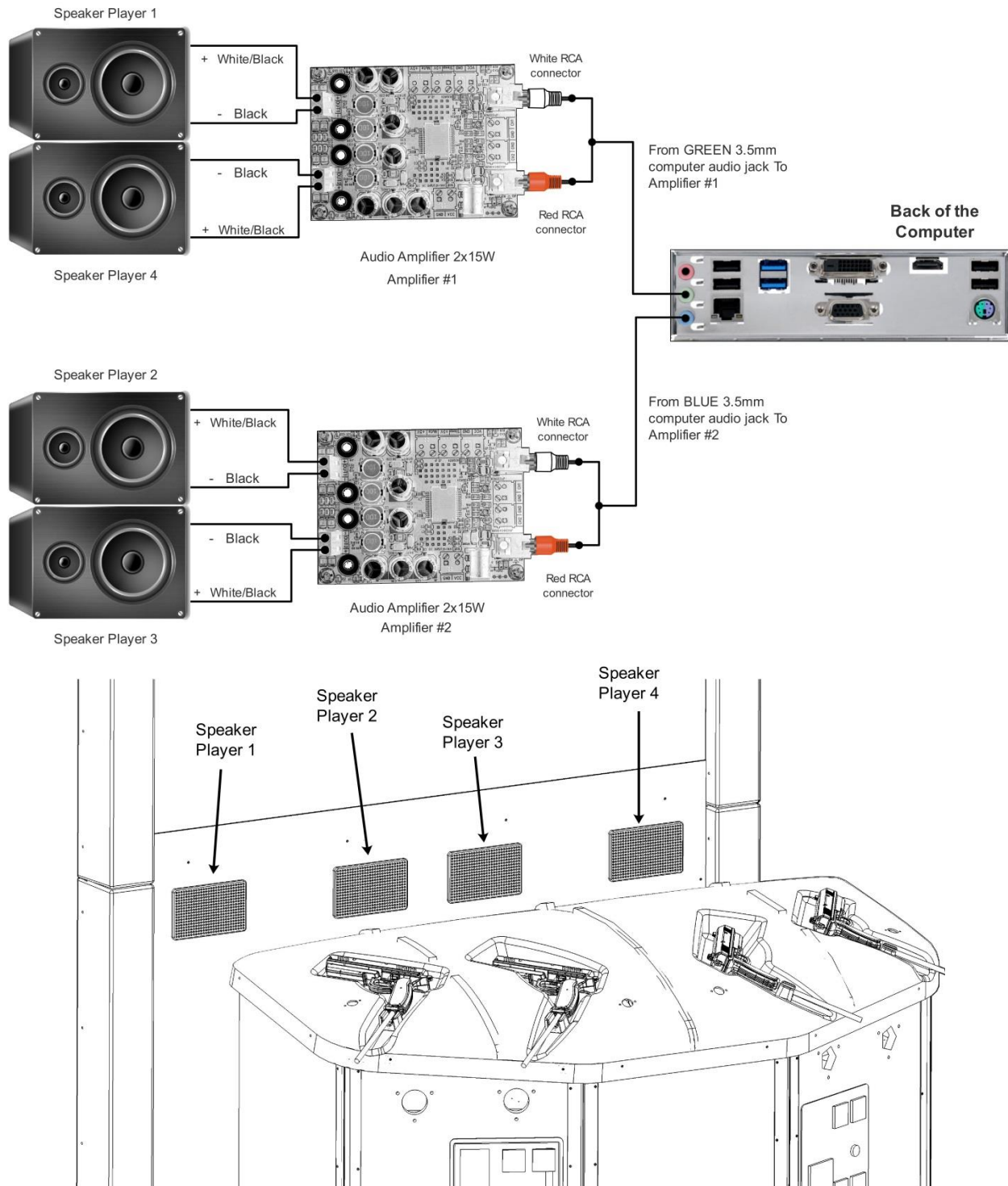
Player 3



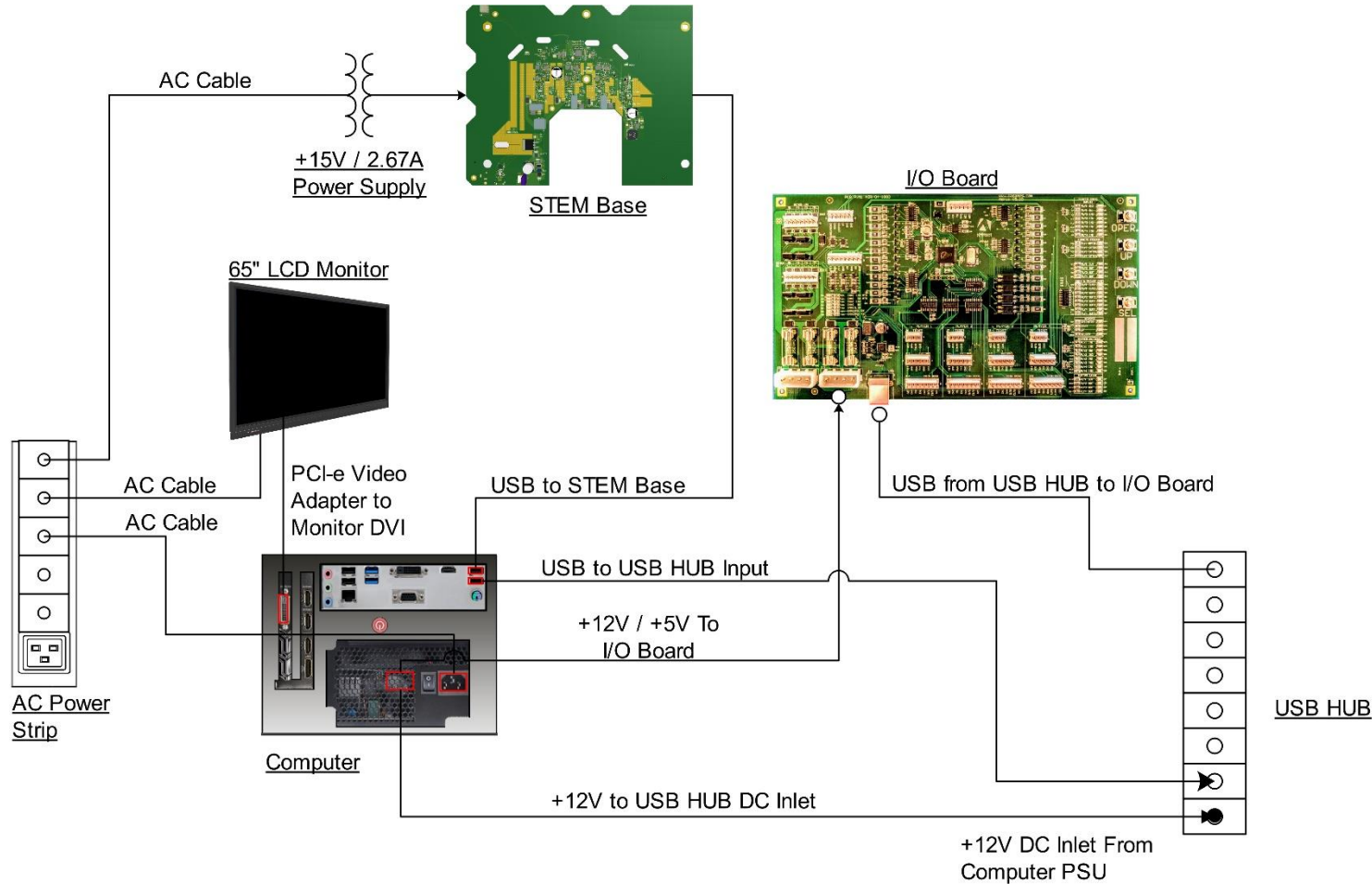
Player 4



Speakers Wiring Colors



Power Distribution Schematics

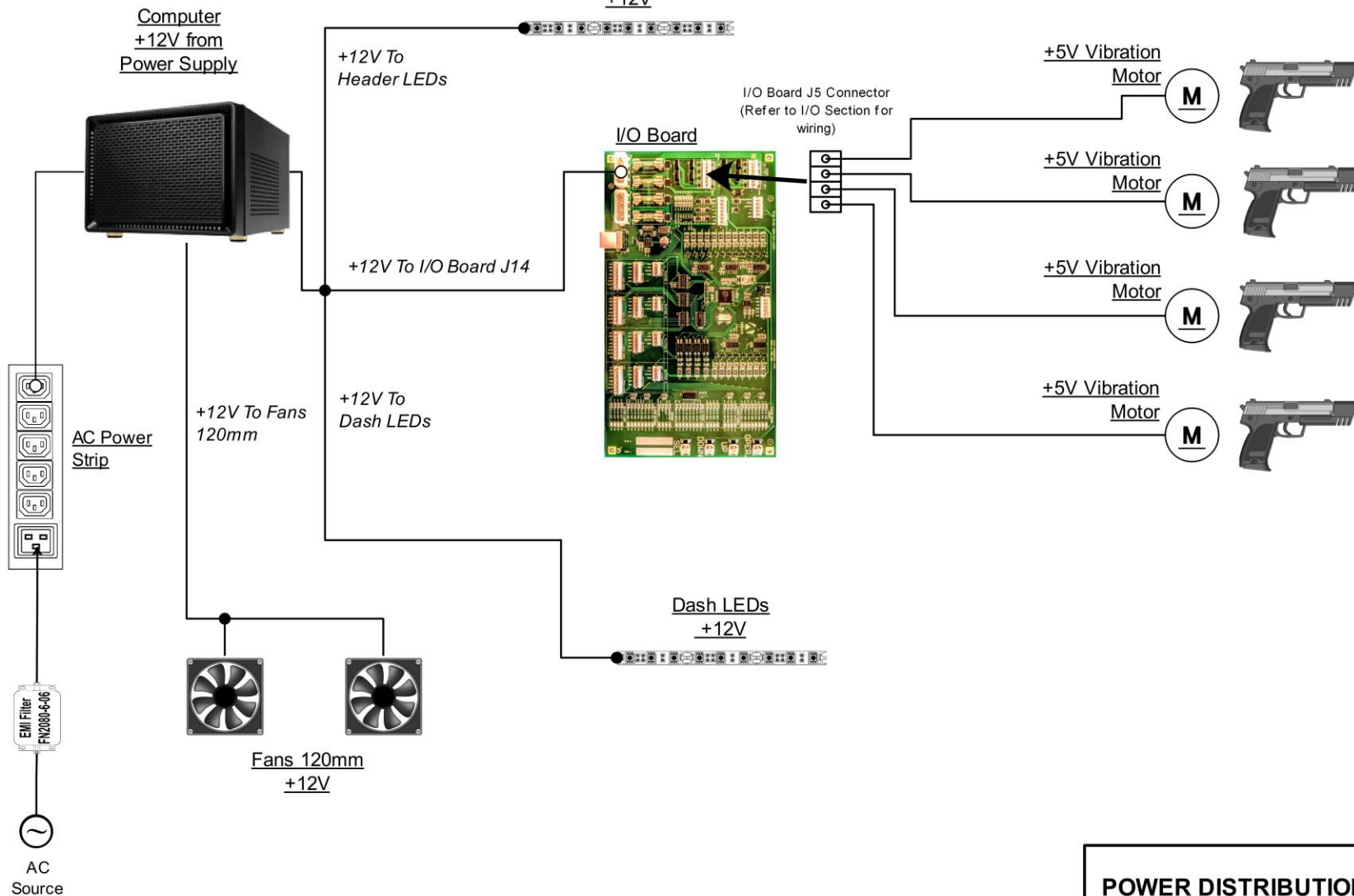


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Tomb Raider 65" Manual V6.2
Chapter 07 – Diagrams & Schematics

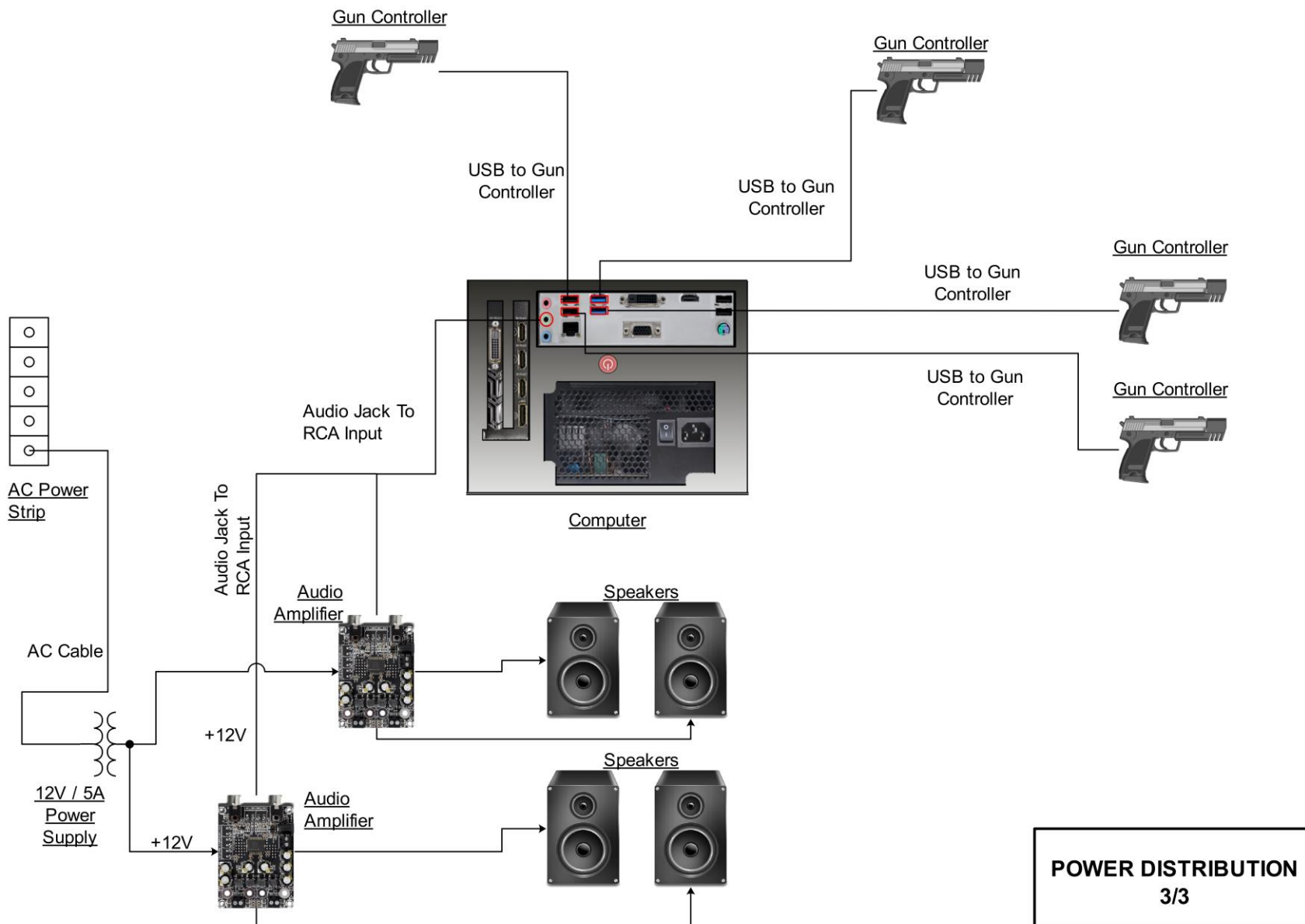
Header LEDs

+12V

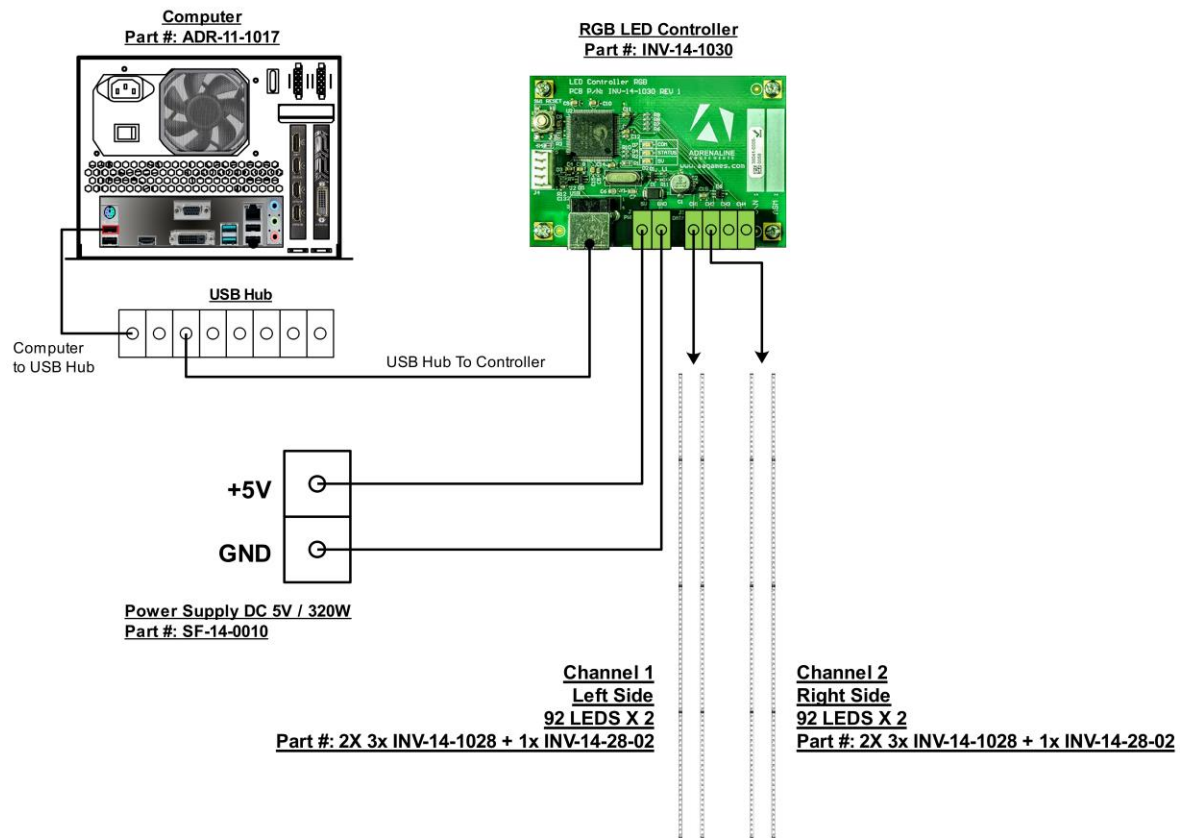


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Tomb Raider 65" Manual V6.2
Chapter 07 – Diagrams & Schematics

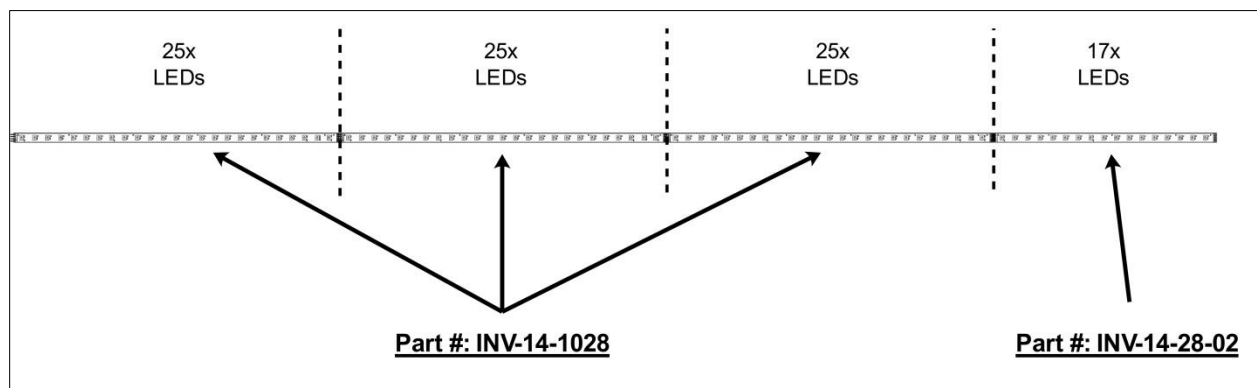


RGB LED Schematics



Each side has 2 strips of RGB PCB LED assembly. (Ref p.27)

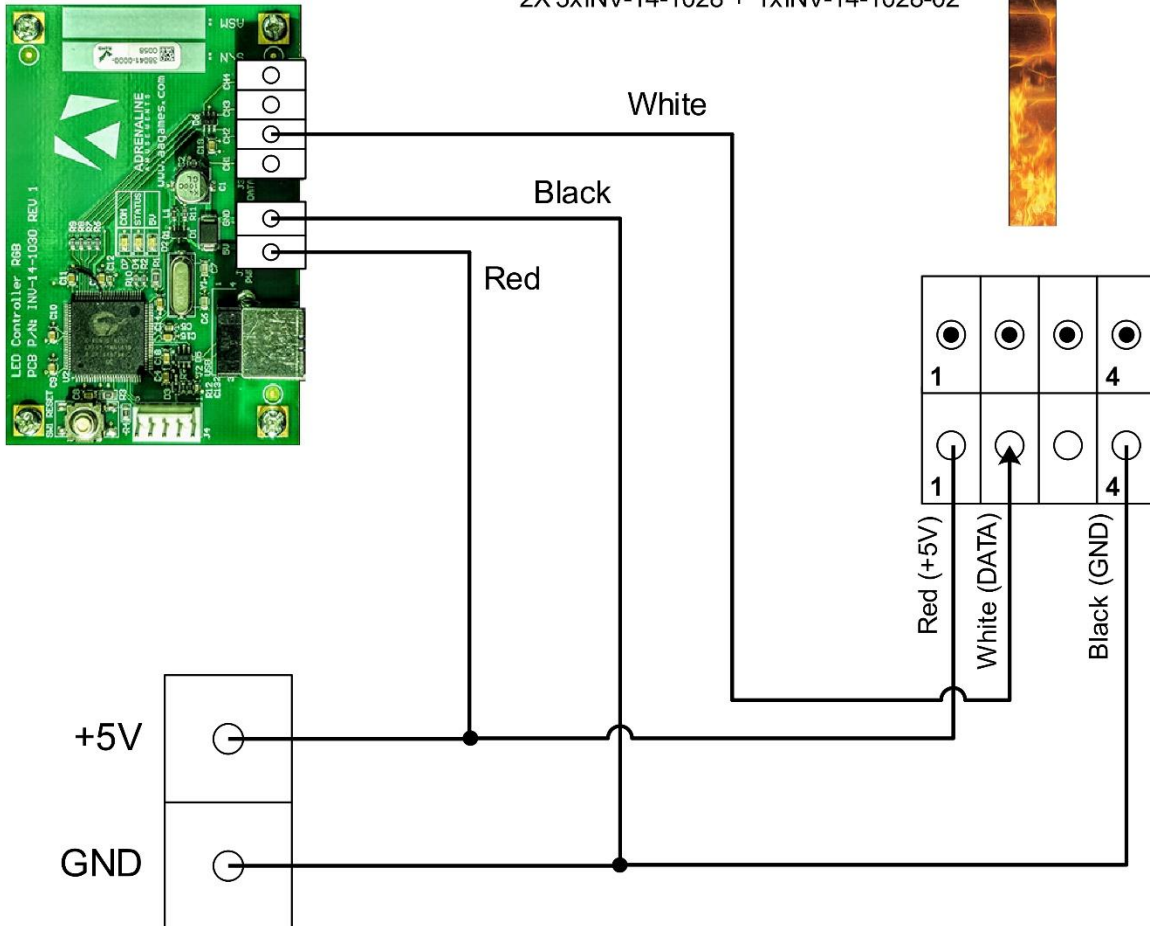
Each strips has 3x 25LEDs PCB (INV-14-1028) and 1x 17LEDs PCB (INV-14-1028-02)



Channel 1

RGB LED Controller Part #: INV-14-1030

Channel 2: Right Side
92 LEDS X2
Part #:
2X 3xINV-14-1028 + 1xINV-14-1028-02

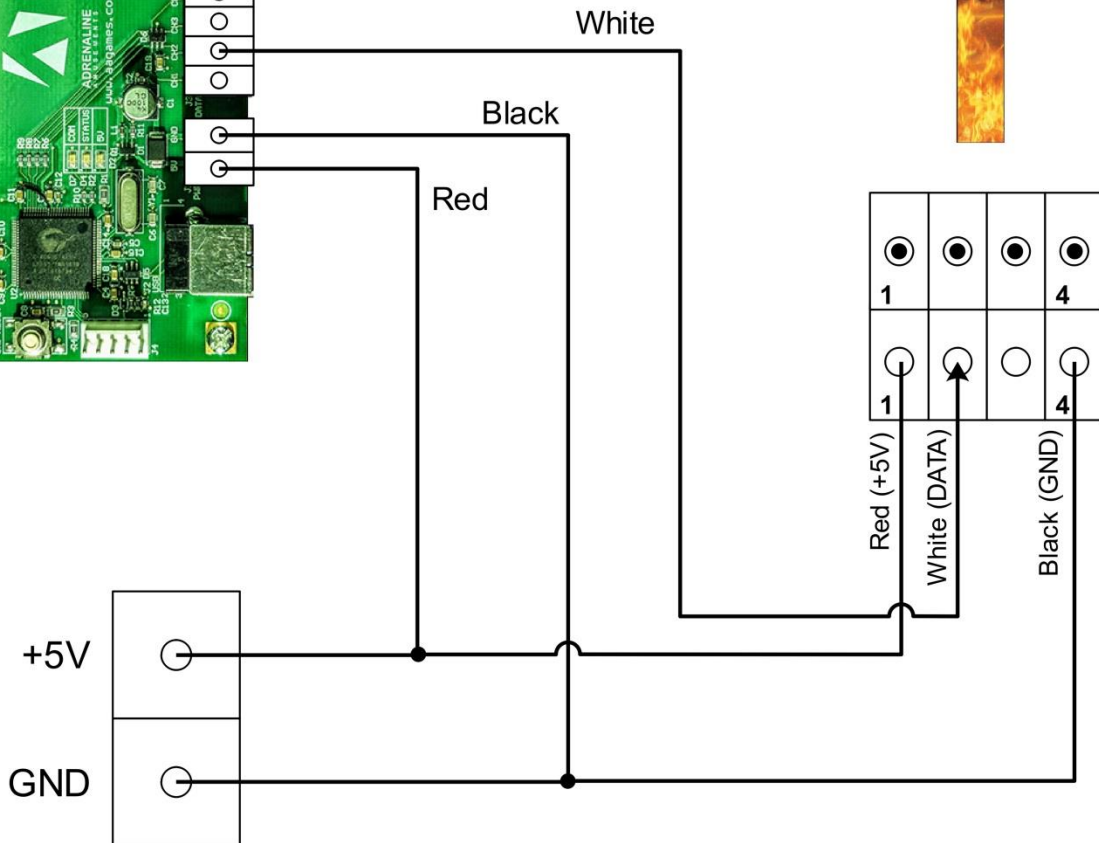


Power Supply Part #: SF-14-0010

Channel 2

RGB LED Controller Part #: INV-14-1030

Channel 2: Right Side
92 LEDS X 2
Part #:
2X 3xINV-14-1028 + 1xINV-14-28-02



Power Supply Part #: SF-14-0010

Chapter 08 – Software Recovery

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

- Connect a USB keyboard to the motherboard.
- Connect the provided USB Recovery flash disk is in a **Black** USB port.
- Power on the unit and press F8 on the keyboard to display the boot menu.
- Choose the UEFI: USB device ~32GB

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

Chapter 09 – Card Reader

Configure your Operator settings as seen in Chapter 04.

Embed System

If you are using an Embed system, you need to connect your harnesses to Adrenaline Amusements I/O board & harnesses. You should refer to the Embed instructions manual for wiring pin-out.

The typical Embed settings are *Standard* except:

- Ticket Mech Type: Dumb DC
- Drive Polarity: Positive
- Notch Polarity: Negative
- Game ticket notch width = 6 (60ms)
- Game ticket notch spacing = 24 (240ms)
- Game Drive Threshold = 15 (1.5V or 1500mV)
- Drive Debounce = 40ms

Limited Warranty Policies

Customers must provide the unit serial number when claiming any warranty request.

Adrenaline Amusements (AAGames) warrants this Arcade unit (Including accessories) against defects in material or workmanship as follows:

This unit has 1 year warranty against defective on all electronic parts from date of delivery.

Other than abuse or improper servicing, Adrenaline Amusements covers at no charge the replacement parts including standard shipping.

We offer an advanced replacement program and the customers have 30 days from delivery date to return back the defective equipment at their fees or they will be charged automatically for the replacement parts.

Improper servicing or abuse will VOID existing warranties.

All warranty request needs to be validated with our technical support department.

After the 1 year warranty, Adrenaline Amusements offers repairs & sales services options. Please contact the technical support department for information.

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