

32" RACING USE MENU



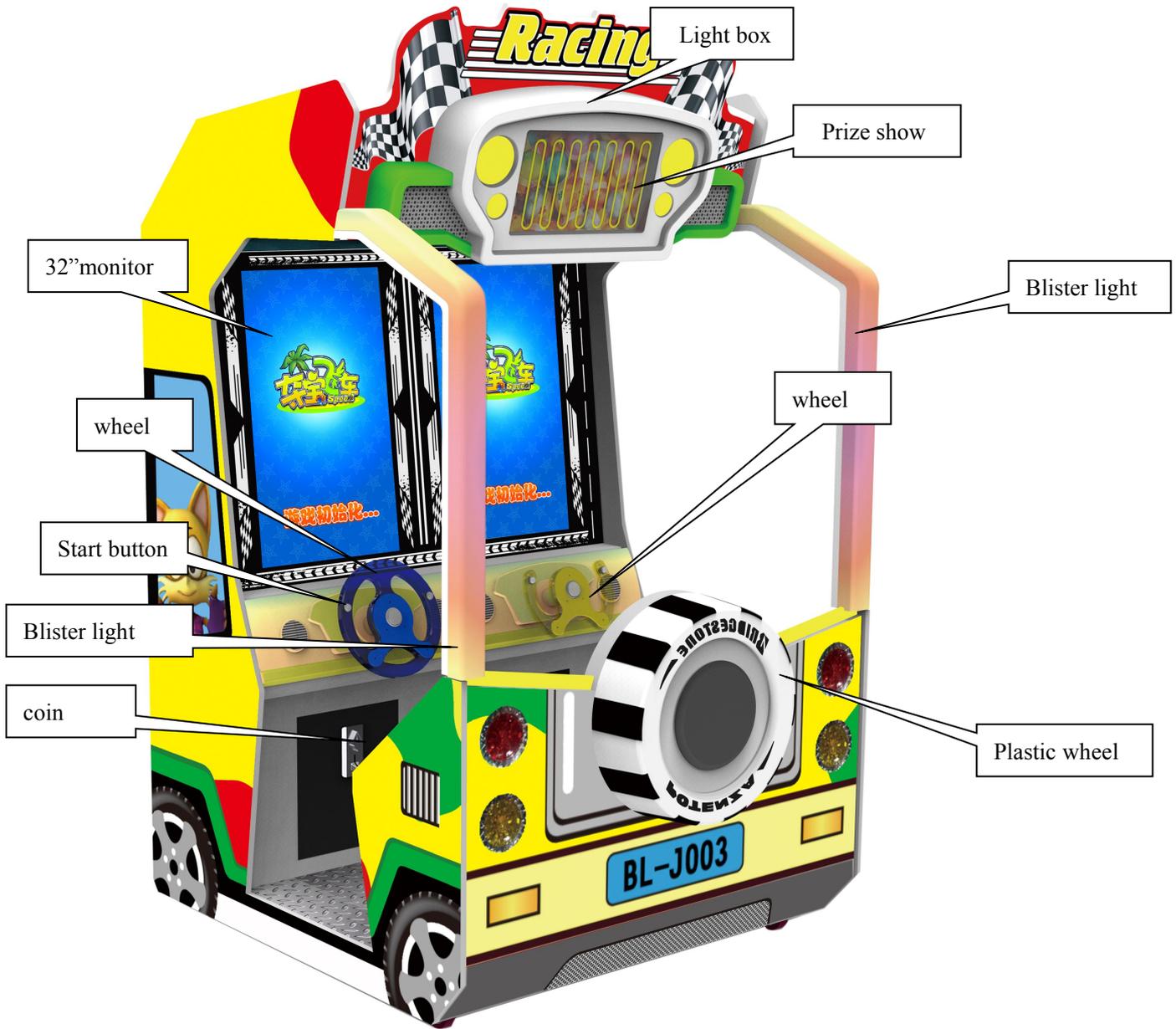
Operating Instructions



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size: W1220*D1341*H2180mm
 weight: 150kg
 power: 550W



This is a vertical version of the children's racing games, games cars + Motorcycles form double combined with special play. Coin direct access to the game, no tedious selection process, simple and efficient way for kids design. Regardless of vehicle type or play can give children a different experience.

The game screen with cartoon-based, the visual effects are relatively mild and will not allow players to have rigid visual sense. Game cartoon picture more interesting, all ages, ideal for couples interactive fun.

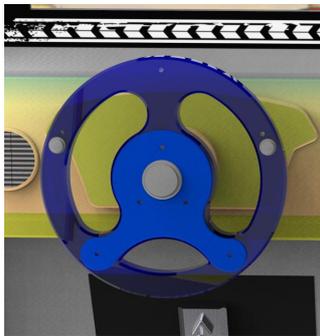


power line		

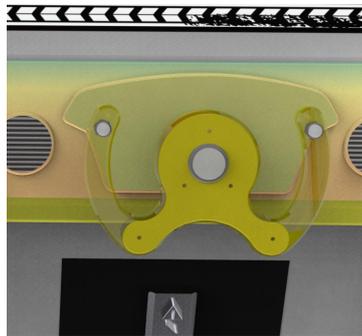
game setting

1. operation system

Hardware machine platform have cars + Motorcycles for players to choose. Players control a car turning left and right, "steering wheel" control direction



Car wheel



motor wheel

Players control a motorcycle turning left and right "direction handle" control direction. Both sides of the machine in the direction of the upper, left finger has a button for rotating props. There is also a button on the right finger is OK button to start the game, confirm the selection and use the props.

2. avoidance obstacle system

On the game screen is divided into three roads left, middle, right, default start moving in the middle of the road, through the above operating systems control, you can switch between three different tracks, on the road there are all kinds of obstacles and buffs and attack props (see game props list below), players only need to use the button to avoid obstacles and get props.



3. Player interaction system

Players vehicle not overlap, if two players drive the same level, press the corresponding direction, the other players can crash into another lane (to go up to a certain speed), use this feature to win victory.

4. Props and integral system

On the track there are a variety of fruits, gold (props list see below), the player can control the game characters to collide these props, after the collision, there will be reading these fruits props voice (which can be Chinese or English), and obtain the corresponding points, the game will have to accumulate all the points, and with the accumulated scores as the final ranking.

Some props are used to have an impact on the game (see below for a list of items), such as acceleration of props, leap track, these props will not produce points, but can help players better game experience, rich game Content

5. Display setting

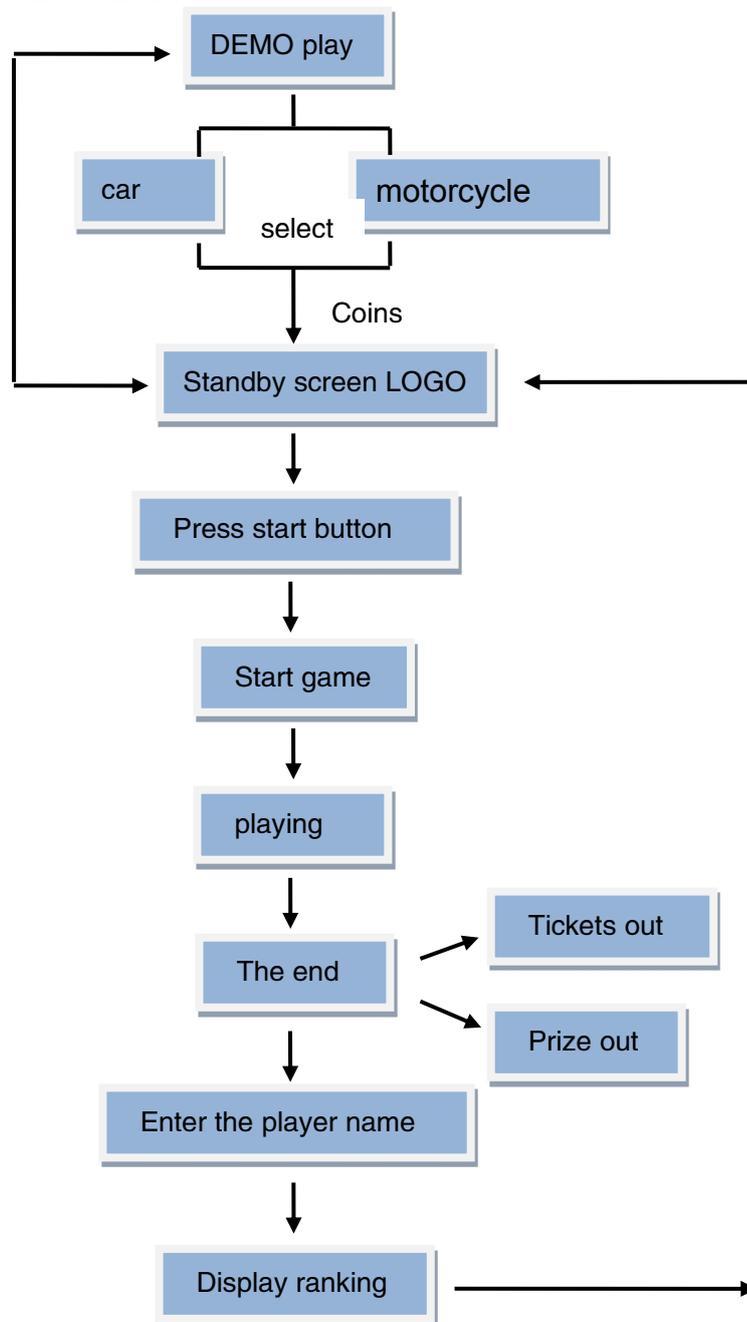
Both sides have their own screens, but game screen is shared with each other, only different view angle

6. steps for play

1. Choose a motorcycle or car as transport, insert coin and play
- 2.start game.
3. Fuel exhausted end of the game, get standings and awards.



8. Game flowchart



9. players into chaos

during the game can challenge each other Into chaos, after inserting the player will start the game in front of the player's position later, we will look to accelerate the delivery of props allows players who are behind to catch up.

10. Play details

1. Balloons play: Within 30 seconds, collecting balloons on the track, balloons upper limit is four. Put a certain amount of props and balloons on the track at a

distance. They pick up props to confront the other side off the hook as far as possible so that the other party fails balloon, step on the trap or the attacker burst a balloon. It ended all four balloons were time enough for the victory or balloons up to those who calculated the victory.



2. Bomb Tracking play there is a large mobile bombs in the road ahead, they are placed apart, began sleeping ,the player avoid waking them after they close, otherwise it will follow you like a stalker, flashes when ready to explode players can predict a good moment for about avoid explosion.



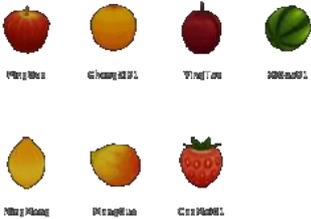
11. Gasoline volume setting

Gasoline volume will decrease over time; there will be petrol filling on the way, picked up a small amount of gasoline filling will supplement gasoline, gasoline exhausted until the end of the game. A reservoir full of oil about 3-4 minutes to be exhausted.



Prop List

1. Integral props

	name	function	illusion	remark	Probability and score
1	Stars	Integral props, a small amount of points		A row of 6, there is 3 road, generally only one will appear in the road, each road intersection	100% 10 分
2	Big stars	Integral props, slightly higher points than the stars		Generally follow the last stars	10% 20 分
3	Fruit	integral props, a small amount of points		When eating , will have a voice	100% 10 分

Special Integral props

	name	function	illusion	remark
1	Frog	Integral animal		Moving objects, there will be points on the points reward
2	spider	Integral animal		moving objects, there will be points on the points reward

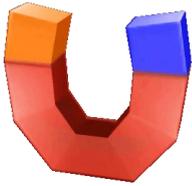
3	Mushroom	Integral animal		moving objects, there will be points on the points reward
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2. Function Prop

	name	function	illusion	remark	Probability and score
1	acceleration belt	Step up the speed will increase over time		For use in their own body	
2	Cube	Random props		For use in their own body	
3	Ordinary rocket	Attack in front of balloons		For use in other body	20%
4	Ice rocket	The opponent deceleration		For use in other body	10%
5	Fire rocket	made opponent can not see part of the picture and charred black		For use in other body	15%
6	Lightning rocket	made the other gray eyes could not see at moment like flares		For use in other body	10%



7	nitrogen	The car hit the front of the car instant acceleration		For use in their own body	20%
8	Jerry cans	Add a small amount of gasoline		Automatically picking up objects	5%
9	invincible	Not only can make yourself invincible can also hit the opponent. Another acceleration effect.		For use in their own body	10%
10	Disrupt helmet	Control in one direction of the vehicle near the opponent, the opponent and crashed into a trap. (When using props, it will follow you can not control the direction of the synchronization time, according to a trap near the opponent to hit him.		For use in other body	10%

  					
11	attracted to a magnet	Adsorption integral props around		Automatically picking up objects	10%
12	Suction magnet opponents	Adsorption front of the opponent, so that we close that their own rival acceleration deceleration		For use in other body	10%
13	banana	Give each other within a certain period of time can not operate to slip into a state		For use in other body	20%
<p>Note: Props put on lock: If the opponent in the back will be prompted to press the attack button and hold tight, there may be behind the rival position of the screen, release the button backwards running props.</p>					

3. Obstacle

	name	illusion	remark
1	Caterpillar		Forward drop down hinder players

2	exploding barrels		Hitting will explode
3	cat statues		Forward drop down hinder players
4	camouflage box		And ordinary box almost exactly the same, hitting will explode
5	Move the bomb		Bomb will rapidly move in the rear track players explode after a certain period of time, players can move around in the preparation of the explosion of the vehicle to escape the explosion.

car

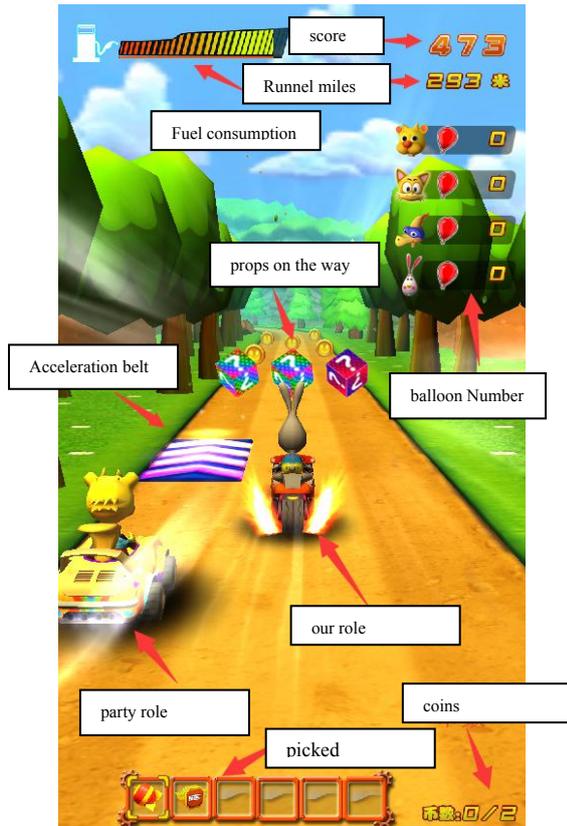
type	model	function
car		Players start the game left a car at random

motorcycle design

type	model	function
motorcycle		right hand player choose the motor at random



game interface



Fuel consumption: reduce the amount of gasoline over time; there will be petrol filling on the way, picked up and will add a small amount of gasoline filling, gasoline exhausted until the end of the game. A reservoir full of oil about 3-4 minutes to be exhausted.

Score: received scores, seizure integral props to get more points.

Our role: our role in the center of the screen.

Party roles: the role of our Party scene was shared.

Acceleration belt: step up the speed will increase over time

Cube: The front will keep the cube allows players to pick up appear after extracting the right of props after landing to pick up your inventory below Your inventory can save six props for players to Use, and then pick up full invalid Players

balloon: Players who have a maximum of four balloons begin to follow in the rear, due to hit the balloon will break the barrier or the other players

Balloon Information: Number of balloon upper right parties have gained.

Game settlement interface



Element: scores, rankings successful challenge / challenge fails challenges the content information (such as: the number of each balloon hit) (After the end of each play, the two sides quickly pop information, compare who wins. One end of the game the player runs out of life has been displayed individually score information)