

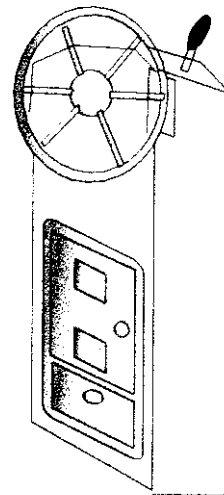
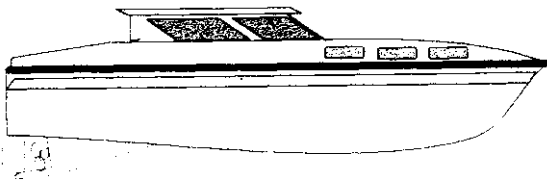
EXHIBIT D
INSTRUCTION MANUAL

A. USER'S MANUAL

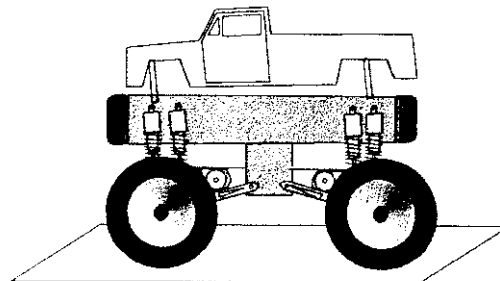
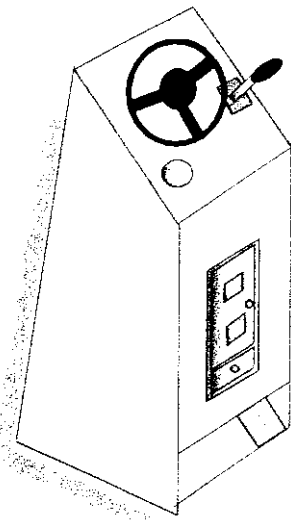
The user's manual for this product has been included as Exhibit D.

FCC compliance statements are included in the manual. This manual also contains statements that warn users against unapproved modifications.

MONDUCE



Remote Control System



USER MANUAL

PRELIMINARY COPY

MONDUCE REMOTE CONTROL SYSTEM

USER'S MANUAL

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FCC REGULATORY COMPLIANCE

The MONDUCE Remote Control System has been tested and found to comply with the Federal Communications Commissions rules and regulations.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device does may not cause harmful interference and (2) this device must accept any interference that may cause undesired operation.

WARNING:

Changes or modifications not expressly authorized by MONDUCE Product Compliance Group could void the user's authority to operate this equipment.

SYSTEM OVERVIEW

The MONDUCE Remote Control System is a multi-player, coin operated system intended for use in the amusement and entertainment industry. The system can be configured to operate the following types of remote control, battery operated MONDUCE vehicles:

- **4 x 4 Off Road Truck**
- **Cabin Cruiser**
- **Tugboat**
- **Stock Car**

The following are the components of the system:

Master Transmitter - Provides DC power (12 volts) and control signals to each console via a daisy chain cable configuration. The transmitter also provides the control signal to the loop antenna. The transmitter can operate on 115/220 VAC.

Deluxe Boat Console - A free standing, coin operated unit designed to provide steering and direction control of a R/C boat by a single player.

Standard Boat Console - Functionally same as the deluxe boat console, however designed to be mounted on a wooden or metal railing or similar structure.

Truck Console - A free standing, coin operated unit designed to provide steering and directional control of a R/C truck by a single player.

Stock Car Console - A free standing, coin operated unit designed to provide steering and directional control of a R/C stock car by a single player.

Boat Battery Charger - Charges up to 6 boat batteries simultaneously, with a full charge completion cycle of 8 hours. Operates on 115/220 VAC with an output of 6 VDC.

Truck Battery Charger - Charges up to 6 truck batteries simultaneously, with a full charge completion cycle of 8 hours. Operates on 115/220 VAC with an output of 12 VDC.

Stock Car Battery Charger - Charges up to 6 stock cars batteries simultaneously, with a full charge completion cycle of 8 hours. Operates on 115/220 VAC with an output of 12 VDC.

SYSTEM ELECTRICAL REQUIREMENTS

The MONDUCE Remote Control System can be configured for either 115 or 220 VAC operation. 115 VAC is the standard factory configuration. Should you require 220 VAC operation, please contact MONDUCE for further technical assistance.

Transmitter AC Requirements

115 VAC - NEMA 5-15R Receptacle - GFCI (Ground Fault Circuit Interrupter).

WARNING: Due to the possibility of the transmitter being located on or near a wet outdoor location, it is strongly recommended that a GFCI (Ground Fault Circuit Interrupter) be used to provide power to the transmitter. Failure to do so may result in a shock hazard to operating personnel.

IMPORTANT: The transmitter should be powered by a dedicated branch circuit that is not subject to daily or periodic shutdowns. The transmitter should remain powered on at all times.

Battery Chargers - All Models - AC Requirements

115 VAC - NEMA 5-15R Receptacle

Consoles - AC Requirements

Consoles do not require any AC power. The Master Transmitter provides DC power to all of the consoles.

GENERAL OPERATION

The MONDUCE Remote Control System is designed to operate in moderate to heavy commercial amusement environments.

Battery Run Time - The following chart provides typical run times on a single battery charge for MONDUCE vehicles:

<i>Vehicle Type</i>	<i>Typical Run Time</i>
4 x 4 Off Road Truck	4-6 hours
Tugboats/Cruisers	12-16 hours
Stock Car	4-6 hours

Battery Charging Time - A complete battery charging cycle is 8 hours. The charging cycle insures maximum battery charge while maximizing the life of the battery.

SYSTEM ELECTRONICS

The MONDUCE Remote Control System uses the same electronic modules in all consoles offered: *Standard Boat, Deluxe Boat, Truck and Stock Car.*

The electronic modules in the consoles are:

- Game Control Printed Circuit Board Assembly (PCBA)
- Steering Printed Circuit Board Assembly
- Sound Printed Circuit Board Assembly

Each MONDUCE vehicle used in the Remote Control System uses the same receiver electronics module.

The electronic modules in the MONDUCE vehicles are:

- Receiver Printed Circuit Board Assembly
- Drive Motor
- Servo Motor
- Battery Pack

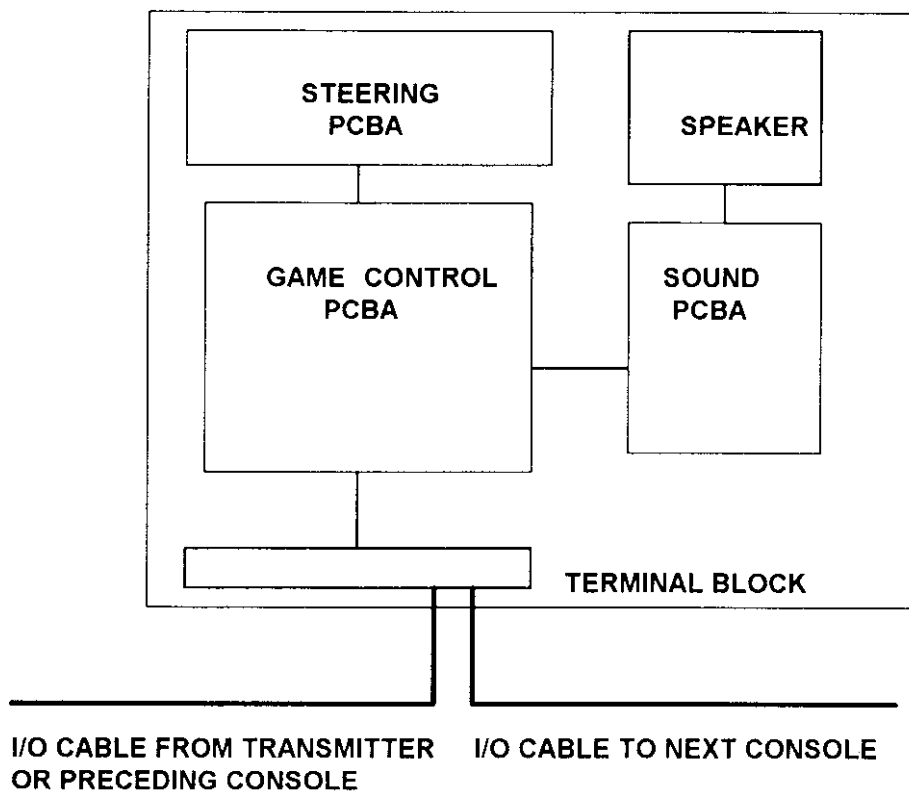
The MONDUCE Remote Control System incorporates the same Master Transmitter for the various console and vehicle types configurations.

The electronic modules in the Master Transmitter are:

- 30 Amp Switching Power Supply
- AC Filter Printed Circuit Board Assembly
- Transmitter Printed Circuit Board Assembly
- Transmitter Filter Circuit Board Assembly
- Power Supply Filter Printed Circuit Board Assembly

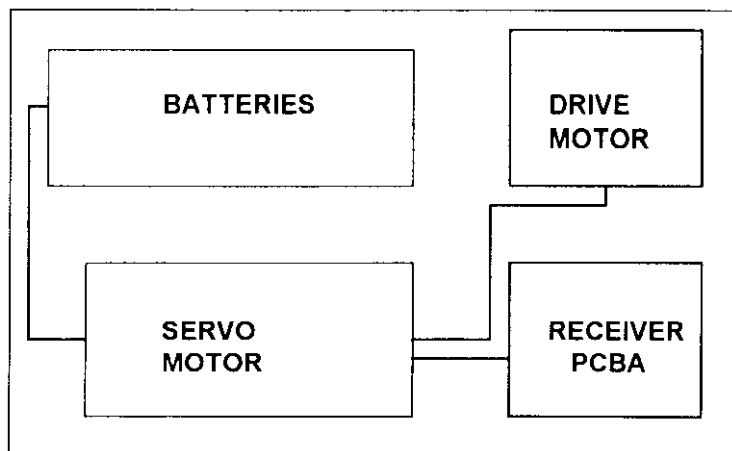
CONSOLE ELECTRONICS - BLOCK DIAGRAM

The following block diagram illustrates the electronic Printed Circuit Board Assemblies (PCBA) contained in each of the consoles.



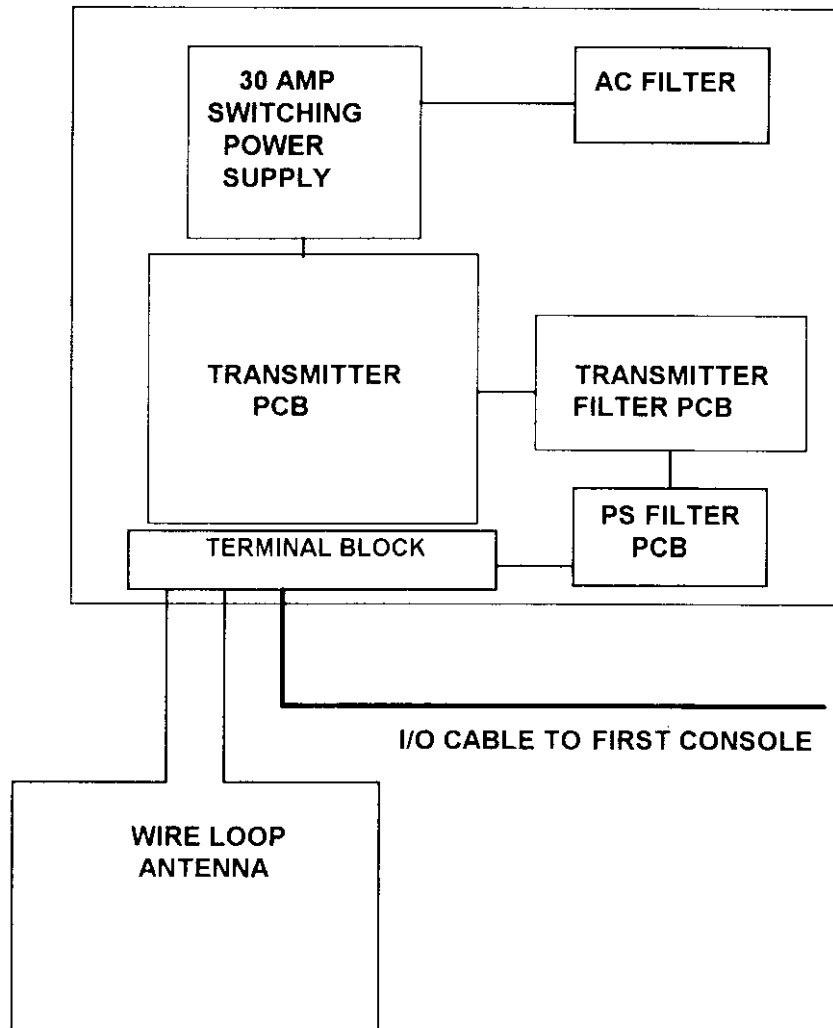
RECEIVER ELECTRONICS - BLOCK DIAGRAM

The following block diagram illustrates the electronic Printed Circuit Board Assemblies (PCBA) and components contained in the remote boat.



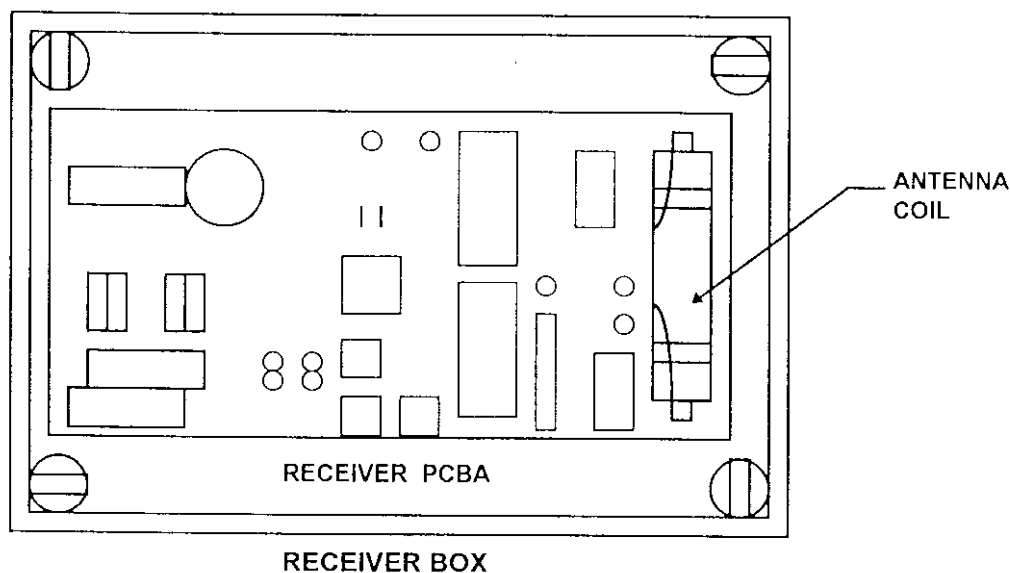
TRANSMITTER ELECTRONICS - BLOCK DIAGRAM

The following block diagram illustrates the electronic Printed Circuit Board Assemblies (PCBA) and components contained in the master transmitter.



ANTENNA WIRE INSTALLATION

The system utilizes a wire loop antenna system. The antenna should be attached to the perimeter of the play area at a height that is equal or above (not to exceed 12") the height of the receiver 's antenna coil when the vehicles are in the play area. If any portions of the perimeter is floating, (i.e. platforms, docks, etc.), the antenna should be attached to it to keep the antenna in the same plane as the antenna coil. See figure below:



The chart below provides simple reference points to establish the correct transmitter antenna positioning when the MONDUCE vehicle is in the play area. The transmitter antenna wire should be aligned to these points. This positions the antenna exactly at the height of the receiver's antenna coil.

Cruiser	-	Edge where the hull and deck meet.
Tugboat	-	About 1 1/2" below the deck rubber bumpers
4 x 4 Truck	-	Middle of windshield on truck body.
Stock car	-	Middle of windshield on car body.

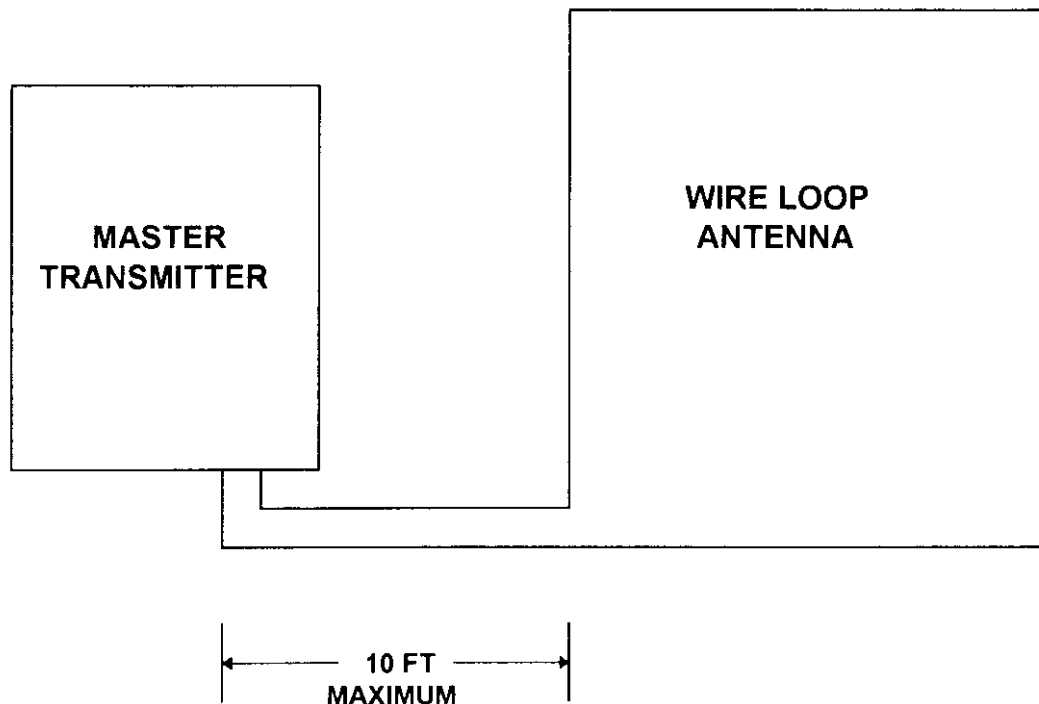
WARNING: The receiver box should be snapped into the receiver box tray to insure that the antenna is positioned *vertically*. Failure to place the receiver box in this position will result in signal loss to the receiver.

The antenna wire loop can be fastened to the perimeter of the play area structure using wire style staples. To limit exposure to the elements and extend the life of the antenna, it can be placed in *non-metallic conduit* around the perimeter of the play area.

Length of antenna wire shall be no greater than 300 feet.

TRANSMITTER MOUNTING RECOMMENDATIONS

The Master Transmitter should be located within 10 feet of the wire loop antenna. The length of the antenna leads to the loop should be a maximum of 10 feet.



The Master Transmitter can be mounted to any secure structure, and does not require any shielding from the elements. The power receptacle should be mounted within the close proximity of the unit. ***The use of extensions cords is prohibited as it may violate local electrical codes and regulations.***

Transmitter AC Requirements

115 VAC - NEMA 5-15R Receptacle - GFCI (Ground Fault Circuit Interrupter) .

WARNING: Due to the possibility of the transmitter being located on or near a wet outdoor location, it is strongly recommended that a GFCI (Ground Fault Circuit Interrupter) be used to provide power to the transmitter. Failure to do so may result in a shock hazard to operating personnel.

IMPORTANT: The transmitter should be powered by a dedicated branch circuit that is not subject to daily or periodic shutdowns. The transmitter should remained powered at all times.

CONSOLE SETUP AND MOUNTING RECOMMENDATIONS

Console Spacing - Consoles should be spaced as follows:

Minimum spacing - On Center	30"
Recommended Spacing - On Center	36"

Mounting Requirements - Deluxe Console, Truck Console and Stock Car Console

These consoles can be mounted on a concrete or wooden deck surface. A 1/2" thick pressure treated sheet of plywood cut to the dimensions of the console base should be used as a vapor barrier between the console and mounting surface.

The following mounting schemes are recommended based upon the surface being used.

Wooden Deck - Lag Bolts 1/2" x 2 1/2"

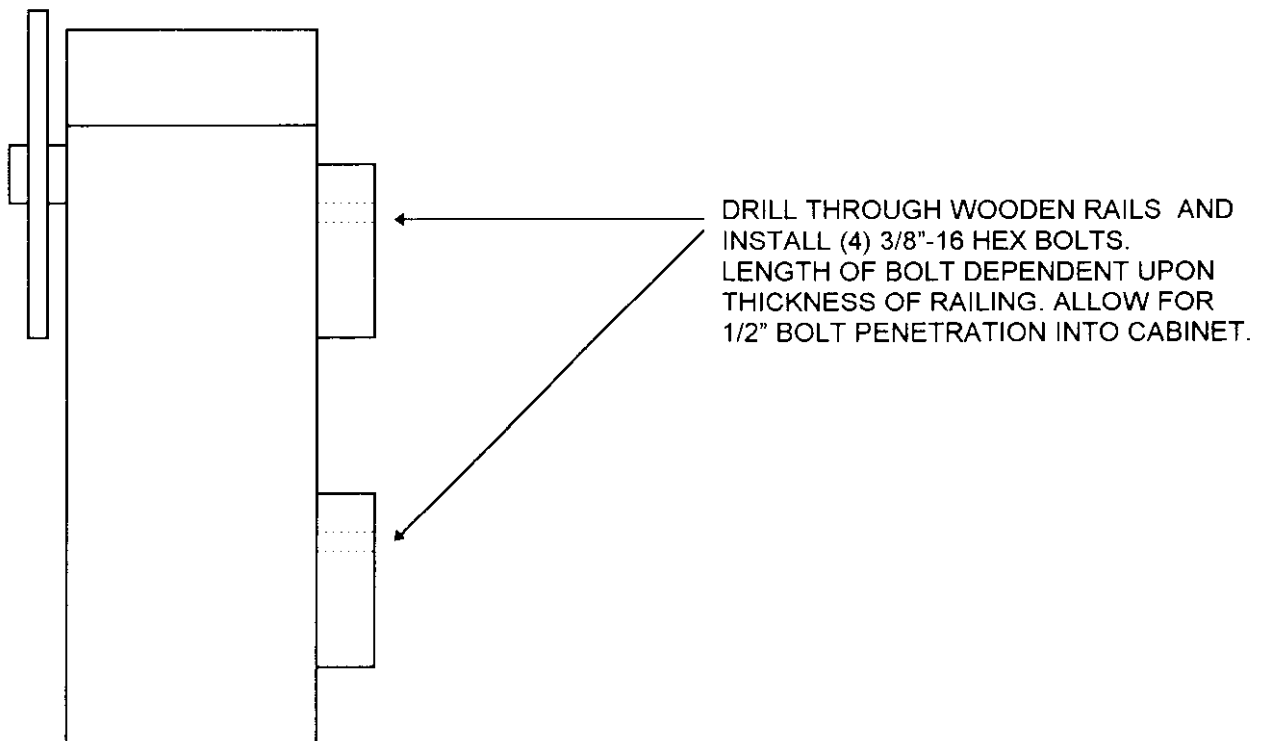
Concrete - Anchor Bolts 3/8" x 2 1/2"

Mounting Requirements - Standard Console

The Standard Console can be mounted on a wooden or metal rail type fence or similar structure.

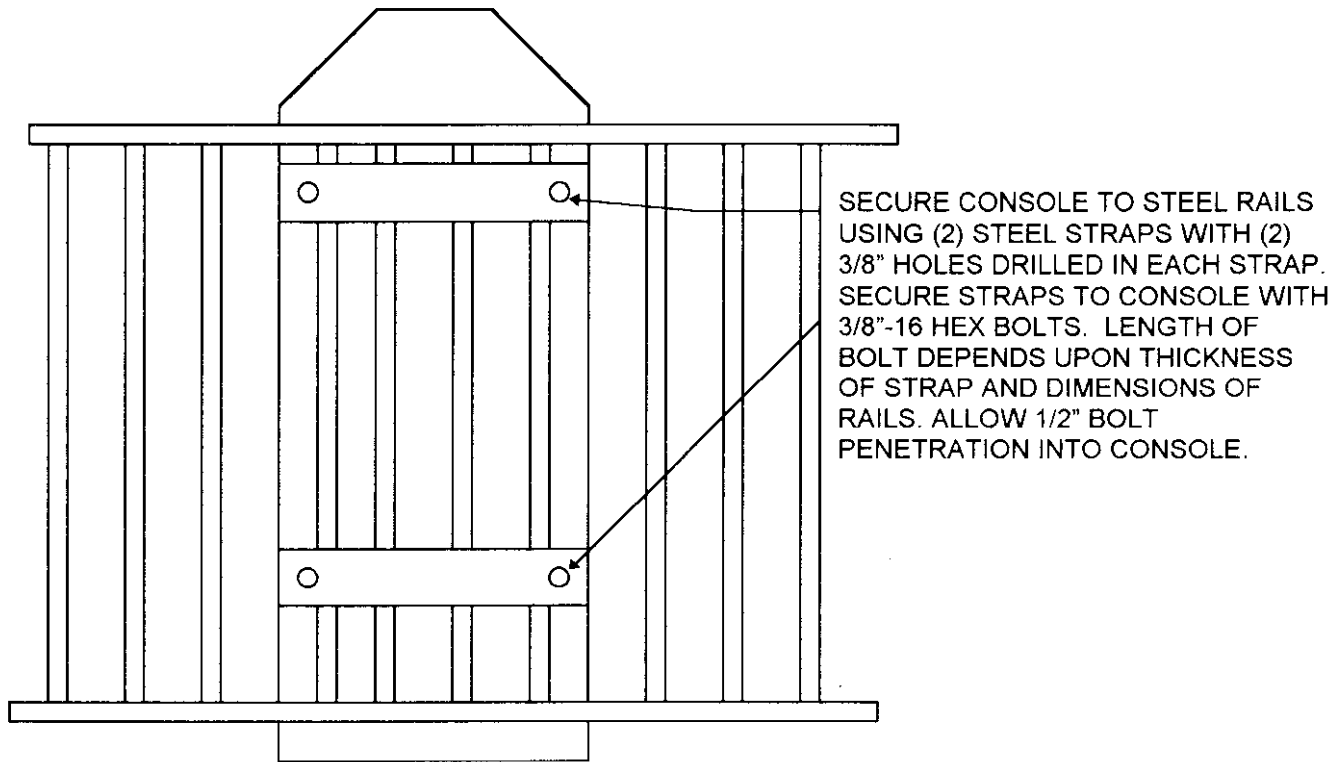
If the console is being mounted on a wood rail type fence, the following method is recommended:

Standard Console - Side View

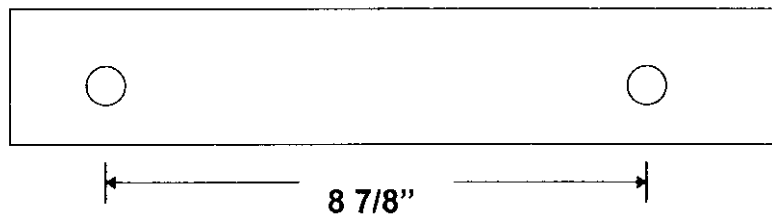


If the console is being mounted on a metal rail fence, the following method is recommended:

Standard Console - Rear View



HOLE SPACING ON STRAP



SETUP INSTRUCTIONS FOR SYSTEM

MASTER TRANSMITTER - ANTENNA CONNECTION

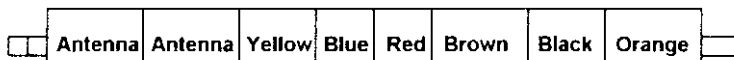
1. Open transmitter enclosure and locate the 8 conductor terminal block located in the lower right hand corner. Note the two contact screws marked "ANTENNA".
2. Connect the 14 AWG wire loop antenna to the transmitter. The ends of the antenna wire have red snap spade connectors. Pass these connectors through the second strain relief (middle) and connect to the contact screws marked "ANTENNA".

MASTER TRANSMITTER - FIRST CONSOLE CONNECTION

1. Determine the length of I/O cable required between transmitter and first console. Allow sufficient slack at both the transmitter and inside the console.
2. Strip back about 2" of the PVC jacket on each end, exposing the 7 conductors.
3. At each end of this cable attach to the following conductors a snap spade terminal lug using a crimping tool:

Yellow, Blue, Red, Brown, Black, and Orange. ***Disregard the red conductor with a black stripe.***

4. Pass one end of this cable though the third strain relief (right hand side) in the transmitter.
5. Connect this end to the (8) conductor terminal strip located inside the transmitter as follows:



6. Tighten strain relief to secure I/O cable to transmitter cabinet. The connection to the transmitter is complete.
7. Pass the other end of this cable through the rear of the boat console either through the left or right strain relief, depending upon the direction of the cable routing.
8. Connect this end to the (6) conductor terminal strip located inside the first console as follows:



9. Snap each spade lug under the appropriate terminal contact screw. Do not tighten at this time.

CABLING REMAINING CONSOLES

10. Determine the length of I/O cable required between first and second console. Allow sufficient slack for each console.

11. Repeat steps 2 and 3.

12. Pass one end of the this cable through the rear of the first console through the remaining strain relief.

13. Repeat steps 8 and 9. Once both cables are connected to the console, tighten the screws on the terminal block.

14. Attach the (3) ferrite beads to each of the I/O cables entering and exiting the console. The beads should be attached inside the console.

15. Repeat steps 10 through 14 for until all consoles have been connected in a daisy chain configuration.

IMPORTANT: Each console is assigned its unique identification number that is set at the factory to match the decal number. To confirm the switch settings for each console, refer to the *Console Number Selection Chart* in this manual.

GAME PLAY DURATION SELECTION CHART

Game play duration is controlled by SW2 on the Game Control Board located inside the boat console. See chart below to select desired time duration.

DIP SWITCH - SW2 0 = OFF 1 = ON				GAME PLAY MINUTES:SECONDS
SWITCH SETTINGS				
1	2	3	4	
0	0	0	0	-
1	0	0	0	1:11
0	1	0	0	1:19
1	1	0	0	1:28
0	0	1	0	1:36
1	0	1	0	1:44
0	1	1	0	1:53
1	1	1	0	2:01
0	0	0	1	2:10
1	0	0	1	2:18
0	1	0	1	2:36
1	1	0	1	2:35
0	0	1	1	2:43
1	0	1	1	2:52
0	1	1	1	3:00
1	1	1	1	3:08

COINS PER PLAY SELECTION CHART

Coins per play is set by SW1 located on the Game Control Board. Multiple credits are not permitted. See chart below to select desired coin settings.

DIP SWITCH - SW1 0 = OFF 1 = ON			COINS PER PLAY
SWITCH SETTINGS			
1	2	3	
1	0	0	1 Coin per Play
0	1	0	2 Coins per Play
0	0	1	3 Coins per Play
0	0	0	4 Coins per Play

CONSOLE NUMBER SELECTION CHART

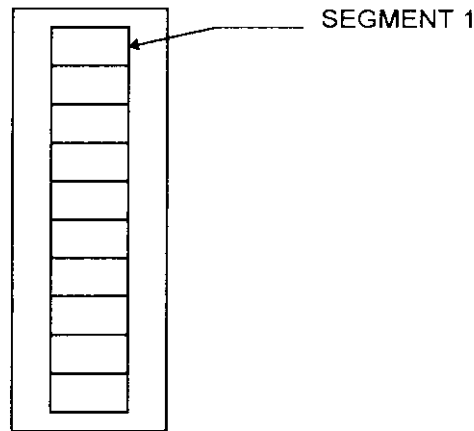
Each console in the system is assigned a unique ID number. The ID number is set on each console by SW1 located on the Game Control PCBA. See chart below to select the desired console id number.

DIP SWITCH - SW1 0 = OFF 1 = ON SWITCH SETTINGS					Console ID Number
4	5	6	7	8	
1	0	0	0	0	1
0	1	0	0	0	2
1	1	0	0	0	3
0	0	1	0	0	4
1	0	1	0	0	5
0	1	1	0	0	6
1	1	1	0	0	7
0	0	0	1	0	8
1	0	0	1	0	9
0	1	0	1	0	10
1	1	0	1	0	11
0	0	1	1	0	12

RECEIVER SETUP

Each MONDUCE vehicle contains a receiver. The receiver identification code must be set before the receiver can be used in the remote control system. This identification code is set to correspond to the same identification number of the console for that device. To set the receiver ID code, perform the following:

- (1) Disconnect power to the receiver. This is done by removing the connector at the receiver box.
- (2) Hold down the toggle switch on the receiver box and restore power to the receiver.
- (3) A 10 segment bargraph LED is located on the receiver. The LED layout is as follows:



RECEIVER ID	SEGMENTS "ON"	RECEIVER ID	SEGMENTS "ON"
1	3	7	3,4,5
2	4	8	6
3	3,4	9	3,6
4	5	10	4,6
5	3,5	11	3,4,6
6	4,5	12	5,6

(4) At the time when the receiver is powered up, segment 3 will be lit. As you hold switch closed, the segments will automatically increment to the desired receiver ID number. You can also open and close the switch to speed up the setting.

(5) After the desired setting is made, release the switch and after 10 seconds the id setting will be loaded into the receiver. Segment 10 will flicker, indicating that the *receiver has a signal present from the transmitter.*

(6) Repeat this step as necessary to set up each device's receiver ID number.

TRANSMITTER PCBA SETUP AND TUNING

This section explains the DIP switch settings, (DS1) and tuning procedures for the transmitter PCBA.

OUTPUT POWER SETTINGS - Switches 4 through 8 set the power output levels of the transmitter board. The following settings are initial power output level setting.

8	7	6	5	4
DCO	DC1	DC2	DC3	DC4
OFF	OFF	OFF	ON	ON

The output level increases as switches 4 through 8 are set to the "OFF" position. When switches 4 through 8 are all set "OFF", the power output level is set to maximum. It is recommended that switches 4 and 5 be left "ON" for initial tuning, then turned "OFF" to increase the power level.

SYSTEM CAPACITY- Switches 1 and 2 determine the number of receivers that the system will be servicing.

Switch 1	Switch 2	No of Receivers
ON	ON	9
ON	OFF	19
OFF	ON	29
OFF	OFF	39

NOTE: SWITCH 3 IS UNUSED AT THIS TIME AND SHOULD BE TURNED "OFF"

TRANSMITTER PCBA TUNING PROCEDURE

Tuning the loop is accomplished with the 8 toggle switches located on the transmitter PCBA labeled S0 through S7. The object of tuning is to resonate the loop and encoder output circuit to 78 kHz.

IMPORTANT: The Master Transmitter must have the wire loop antenna installed around the perimeter of the play area and connected to the Transmitter before tuning can done.

Tuning can be monitored by connecting a voltmeter between the "DC TUNE" and "GND" test points on the transmitter PCBA, then setting the switches for a maximum reading. *Refer Transmitter PCBA Test Point diagram on the following page.*

Pushing the toggle lever of these switches towards fuse F1 places them in the "CLOSED" position.

Beginning with S4 in the "OPEN" position and the remaining switches "CLOSED", watch the tuning output to determine whether to open or close each switch.

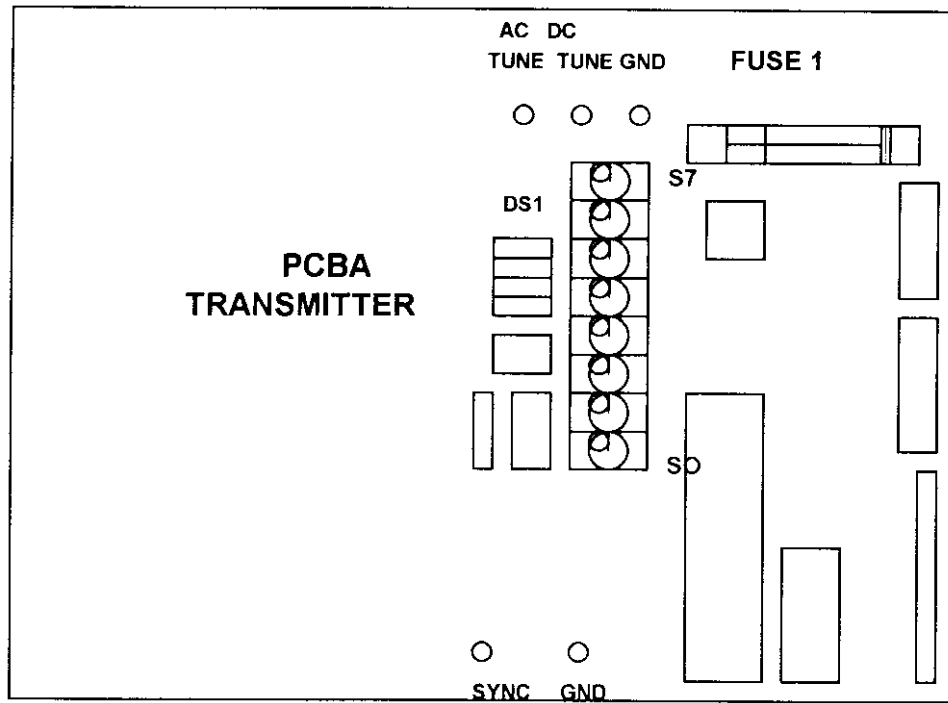
Open S3. If the output increases, leave the S3 open. If the reading decreases or remains the same, close S3 and try S2, etc.

At the end of this procedure, there will be a combination of opened and closed switches that will provide the best tuning for this system. Note for future reference, the switch combination that provides the best output.

It is suggested that this procedure be started with S4 instead of S7, due to the possibility of tuning the system to a harmonic of 78 kHz when S5, S6 or S7 is "OPENED". These switches have been found to be closed after properly tuning the system in previous tests. It may be necessary to open one of these switches if tuning has not been achieved when starting with S4. If this is the case, follow the general procedure above, working towards S0. Each individual switch should be left in the position which gives the greater output level.

An oscilloscope can be synchronized with the "SYNC" test point, and the RF output observed on the "AC TUNE" test point. The "AC TUNE" test point provides a waveform at a low level and should be safe for any oscilloscope. If available, an oscilloscope is the best tuning indicator, since it will provide an indication that the loop is tuned to 78 kHz and not a higher harmonic.

TRANSMITTER PCBA TEST POINT LOCATOR



FINAL OPERATIONAL TESTING

Upon installing all of the components of the system, the following steps should be taken to insure that it is operating properly.

1. Check that the Master Transmitter is powered up. If the Master Transmitter has not be tuned, do not proceed any further and refer to the *Transmitter PCBA Setup and Tuning section of this manual*. Failure to properly tune the Transmitter will result in unsatisfactory system operation.
2. Make sure that all R/C vehicles receiver identification numbers are correct and that the receiver is functioning. *Refer to the Receiver Setup section of this manual for further information.*
3. Check that all consoles have the coin light lit. This indicates that DC power is applied to all consoles.
4. Test vehicle #1 for proper operation and directional control. If console or vehicle does not operate properly, please refer to the Troubleshooting section of this manual.
5. Maneuver the vehicle to the center of the play area and insure that it does not experience any signal loss or "dead spots".
6. If no signal loss is noticed, transmitter is operating properly. If signal loss is present, the transmitter may require an increase in power output. *Please refer to the Transmitter PCBA Setup and Tuning section of this manual.*
7. Test remaining consoles and vehicles to insure proper operation.

DIAGNOSTIC INDICATORS

Diagnostic Indicators - There are diagnostic LEDs located on both the Game Control and Receiver PCBAs.

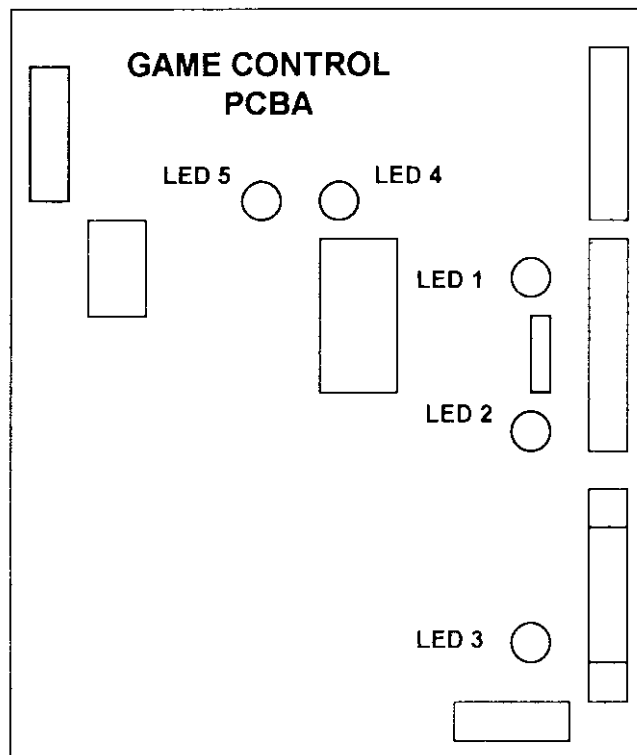
GAME CONTROL PCBA

LED 1- GREEN - Lit when forward direction is selected and vehicle is moving.

LED 2 - RED - Lit when reverse direction is selected and vehicle is moving.

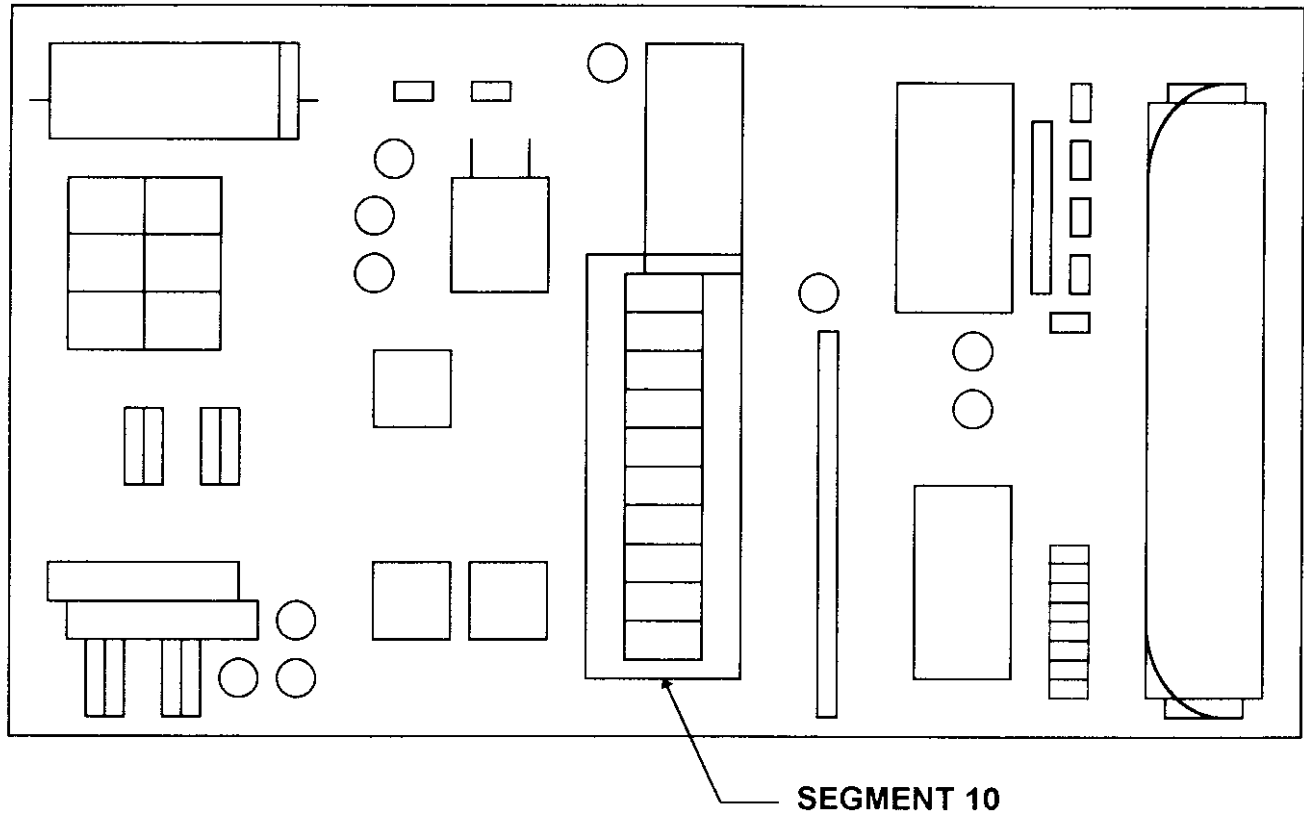
LED 3 - CLEAR - Indicates that opto decoding is functioning. Changing steering direction will cause LED to change from GREEN to RED and visa versa.

LED 4,5 - RED - Indicates that the optical sensors on the steering board are functional. With the steering wheel in an idle position, any lit combination of these two LEDs is possible. Moving the wheel to either left or right will cause the LEDs to blink.



NOTE: These LEDs when lit indicate the presence of input signals only. The presence of these signals indicate that the Forward/Reverse micro switch and steering optical sensors are functioning properly.

RECEIVER - The receiver contains a 10 segment Bargraph LED. Segment 10 will "flicker" when the transmitter is operating and the receiver is picking up its signal.



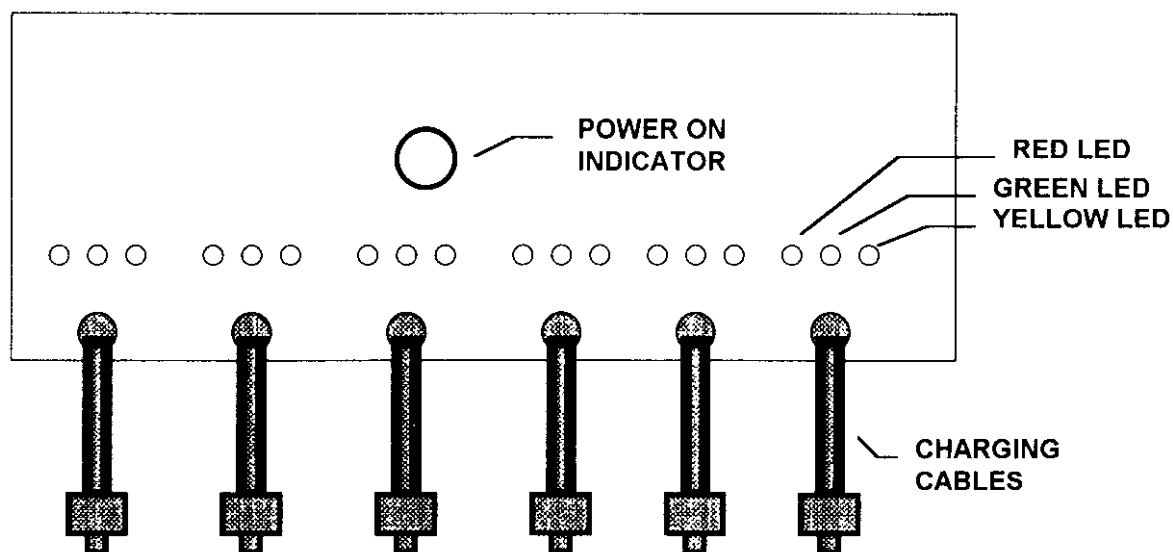
TROUBLESHOOTING SYSTEM

Should you experience problems during the installation and final testing of the MONDUCE Remote Control System, please refer to this section of the user's manual.

SYMPTOM	POSSIBLE CAUSE /SOLUTION
Console coin light not lit	<ol style="list-style-type: none"> 1. Lamp may be defective. 2. Insure that I/O cabling wiring is correct. 3. Check I/O cabling connections at console terminal block.
All Console coin lamps not lit.	<ol style="list-style-type: none"> 1. Check I/O cabling connections at 1st console terminal block. 2. Check 12 VDC Supply in Master Transmitter.
Console does not function.	<ol style="list-style-type: none"> 1. Insure that I/O cabling wiring is correct. 2. Check I/O cabling connections at console terminal block. 3. Confirm that console is set to correct number. 4. Check all internal wiring harness in console. 5. Check Fuse on Game Control PCBA. 6. Game Control PCBA may be defective.
Vehicles no longer function in certain parts of play area. (Signal loss or "dead spots".	<ol style="list-style-type: none"> 1. Transmitter needs to have power output level increased. See Transmitter PCBA Setup and Tuning section.
Vehicle does not operate	<ol style="list-style-type: none"> 1. Check if segment 10 is "flickering" on receiver, indicating signal presence. 2. Check receiver cable connection. 3. Check fuse. 4. Check that battery is properly charged. 5. Possible defective Receiver PCBA.
All consoles not functioning	<ol style="list-style-type: none"> 1. Check 12VDC in Master Transmitter. 2. Check that all consoles are set to correct number. <i>Refer to Console Number Selection Chart.</i> 3. Insure that I/O cabling is correct. 4. Possible defective Game Control PCBA in chain. Starting at first console, disconnect J1 until system operates, identifying defective console.

BOAT BATTERY CHARGER OPERATION

The battery charger system is designed to insure maximum battery charge while maximizing battery life. The battery charger can simultaneously charge 6 boats. A complete charge cycle take 8 hours. Charging should take place once the play area has been closed for the day or evening.



LED INDICATORS -

RED LED - Lit when battery charging cable is not connected to boat or signals that battery is not charging.

YELLOW LED - Lit when battery is in the charging cycle.

GREEN LED - Lit when battery charging cycle is completed.

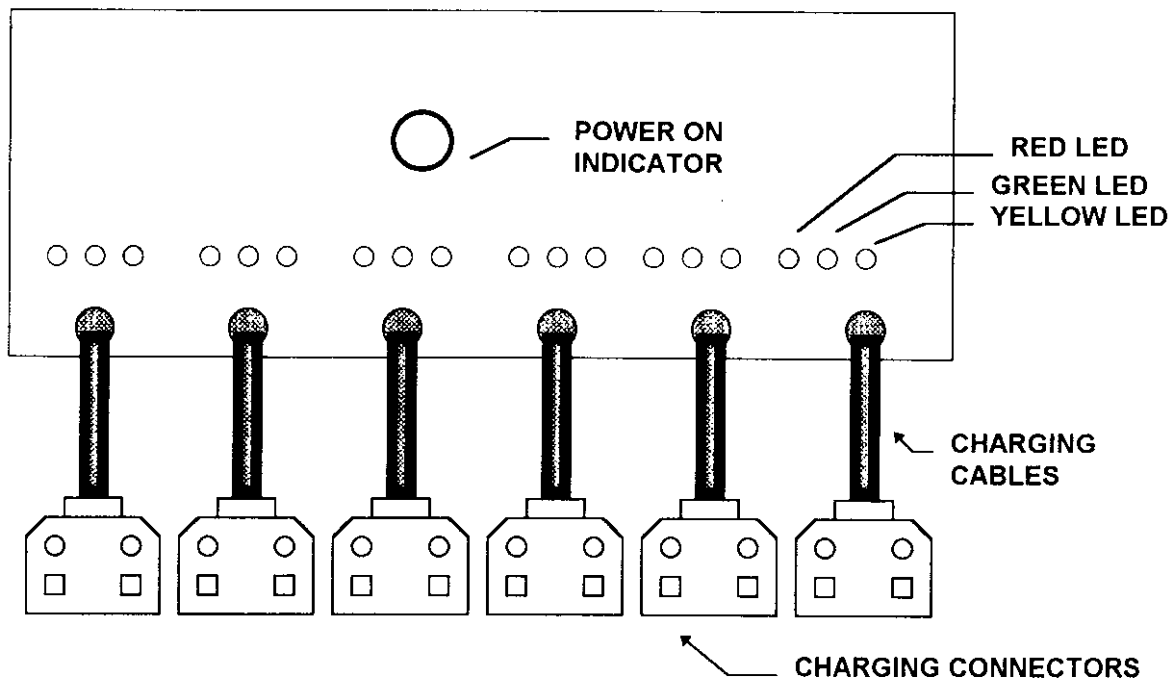
Charging Procedure

1. Plug the battery charger unit into an AC receptacle.
1. Disconnect the operating plug on each boat to be charged.

2. Connect the battery charging cable connector to the operating connector on each boat to be charged.
3. Once the battery charging cable is connected, the red LED indicator will turn "OFF" and the yellow LED indicator will be lit. The battery is now in the charge cycle. If the red LED indicator remains lit, make sure that the charging cable connector is making good contact with the connector.
4. When the green LED indicator is lit, the battery is completely charged.
5. Disconnect the battery charging cable from the boat and reconnect the operating plug on the boat. Boat is ready for play.

TRUCK BATTERY CHARGER OPERATION

The battery charger system is designed to insure maximum battery charge while maximizing battery life. The battery charger can simultaneously charge 6 truck batteries. A complete charge cycle take 8 hours. Charging should take place once the play area has been closed for the day or evening.



LED INDICATORS -

RED LED - Lit when battery charging cable is not connected to boat or signals that battery is not charging.

YELLOW LED - Lit when battery is in the charging cycle.

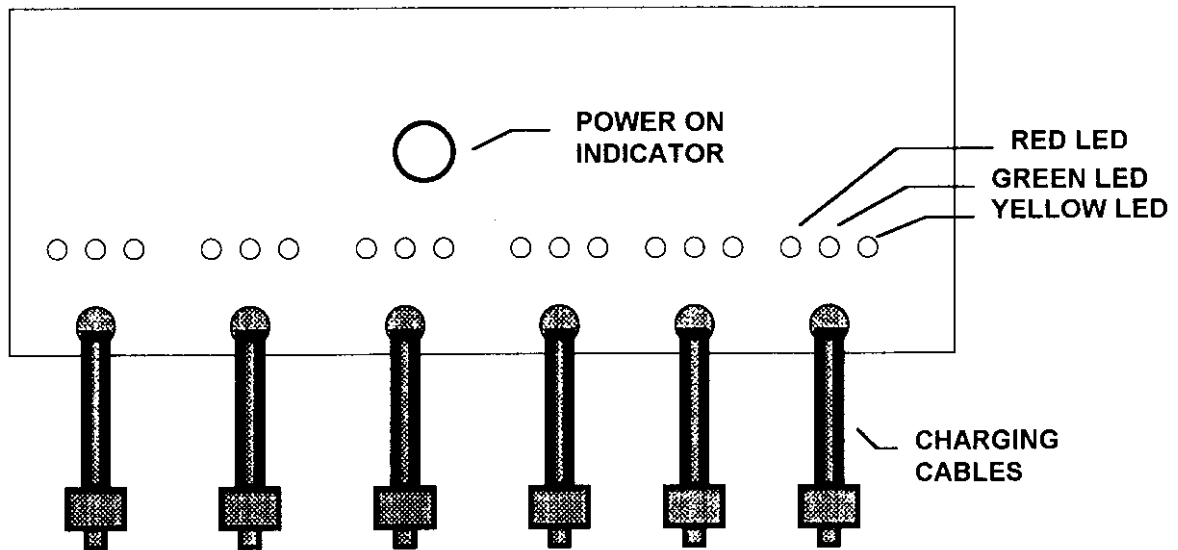
GREEN LED - Lit when battery charging cycle is completed.

Charging Procedure

1. Plug the battery charger unit into an AC receptacle.
2. Remove battery from truck. Press the battery release button (square button) and pull the battery out. The battery connector is located at the front end of the truck under the body.
3. Slide the battery into the battery charging rack until it locks into the charging connectors.
4. Once the battery is properly seated, the red LED indicator will turn "OFF" and the yellow LED indicator will be lit. The battery is now in the charge cycle. If the red LED indicator remains lit, make sure that the charging cable connector is making good contact with the connector.
5. When the green LED indicator is lit, the battery is completely charged.
6. Remove battery from charging rack by pressing the battery release button on the battery charging connector.
7. Return the battery to the truck. Push the battery into the truck until it locks in place. Truck is now ready for play.

STOCK CAR BATTERY CHARGER OPERATION

The battery charger system is designed to insure maximum battery charge while maximizing battery life. The battery charger can simultaneously charge 6 stock cars. A complete charge cycle take 8 hours. Charging should take place once the play area has been closed for the day or evening.



LED INDICATORS -

RED LED - Lit when battery charging cable is not connected to boat or signals that battery is not charging.

YELLOW LED - Lit when battery is in the charging cycle.

GREEN LED - Lit when battery charging cycle is completed.

Charging Procedure

1. Plug the battery charger unit into an AC receptacle.
1. Disconnect the operating plug on each stock car to be charged.
2. Connect the battery charging cable connector to the operating connector on each stock car to be charged.

3. Once the battery charging cable is connected, the red LED indicator will turn "OFF" and the yellow LED indicator will be lit. The battery is now in the charge cycle. If the red LED indicator remains lit, make sure that the charging cable connector is making good contact with the connector.
4. When the green LED indicator is lit, the battery is completely charged.
5. Disconnect the battery charging cable from the stock car and reconnect the operating plug on the stock car. Car is ready for play.