BUMPER CARS'S GAMING

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FROM CLASSIC TO SMART BUMPER CARS

	CLASSIC	SMART
OPERATION	TICKET-TOKENS	DIGITAL
INTERACTIVITY	BUMP	"BUMP" "GAMING" "WIN"
AWARD	-	TICKET-PRIZE

INTERACTIVE LEVEL

	BUMPER CARS INTERACTIVE LEVEL												
								GAMING			MULTIMEDIA		FULLY IMMERSIVE
	FPU	OHS	Type	Ticket	Token	Digital	Driving interactive bump	Car & car	Car to floor (mapping)	Car to multimedia	Audio	Screen	VR
CLASSIC	V	V	Standard	V	V		V						
CLASSIC EVOLUTED	V	V	Drift	V	V		V	V					
SMART - MULTIMEDIA			Standard /Drift			V		V	V	V	V	V	
SMART - VR	V	V	Standard /Drift			V	V	V	V	V	V	V	V

Traditional bumper cars system (Adult - Mid-size - Junior)

Traditional bumper cars system with various option - laser game , drift, etc

Smart bumper cars with option of gaming and multimedia - Social , Partially immersive

Smart bumper cars with option of gaming and VR - Social , Fully immersive

CARS MODELS: DISPLAY INSTALLATION

Description of the type of compartment for the display for each vehicle model.

ADULT MODELS

1	NK 01	COMPATIBLE
2	SPORT 1	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
3	CHARLIE	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
4	1950	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
5	1936	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
6	GRAND PRIX	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
7	BUDGI	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
8	PROXIMA – PROXIMA ADV	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
9	XIXA 2000	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
10	XIXA	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM

MID SIZE MODELS

1	NK MID SIZE	COMPATIBLE
2	VM5	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
3	SPHERA	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
4	SPORT 1	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
5	CHARLIE	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM
6	HYPNOS	COMPATIBLE IF PLACED IN THE TOKEN MECHANISM

JUNIOR MODELS

1	SPHERA	TO BE DEFINED THE COMPARTMENT
2	SPORT 1	TO BE DEFINED THE COMPARTMENT
3	PROXIMA	TO BE DEFINED THE COMPARTMENT
4	XIXA	TO BE DEFINED THE COMPARTMENT
5	CLASSIC	TO BE DEFINED THE COMPARTMENT

ACCESS CODE FUNCTIONS : OPERATOR ACTIVITIES

1

SERVER PC
NK SERVER in
OPERATOR BOOTH

2

TICKET CREATION
WITH SOFTWARE NK SERVER

3

TICKET PRINT.

THE OPERATOR GIVE S THE TICKET
TO EACH PLAYERDARE

4

SOLI BUMPER-CAR TICKET

Code: 51046

courses: 1

release Date: 2019-09-19 19:32

expiration Date: 2019-09-20 19:32

antonio

ID Ticket: 11

TICKET SAMPLE

(SAMPLE CODE)

The operator creates the ticket for the players.

The ticket is valid for 1-99 cycles with maximum 1 year expiring date.

The ticket can be personalized adding the name of the player

ACCESS CODE FUNCTIONS : PLAYER ACTIVITY

1

SOLI BUMPER-CAR TICKET

Code: 51046

courses: 1

release Date: 2019-09-19 19:32

expiration Date: 2019-09-20 19:32

antonio

ID Ticket: 11

TICKET SAMPLE RECEIVED BY THE OPERATOR

(SAMPLE CODE)

2

ON THE DISPLAY IS SHOWED A REQUEST OF INSERT CODE

3

DIGIT THE CODE

INDICATED IN THE TICKET

4

ONCE DIGITED THE CODE,

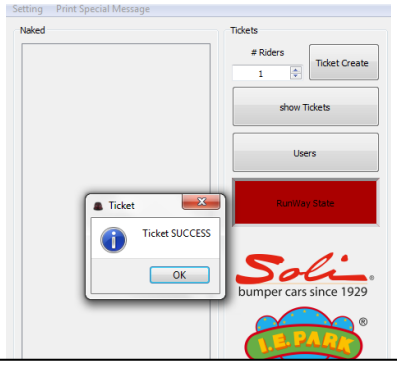
THE CAR WILL BE READY

ACCESS CODE FUNCTIONING

ACCESS CODE

PARK OPERATOR
OR
RIDE OPERATOR

TICKET PRINTING
with NK SERVER

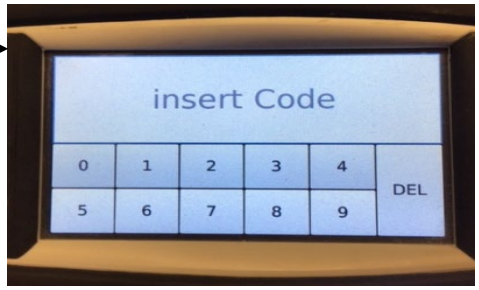


If the bumper cars' floor is off for more than 3-4 minutes, it is necessary turn on the floor for 1 minute, in order to ensure that the master board is working

- Username
- Start code for the car
- User Player or not

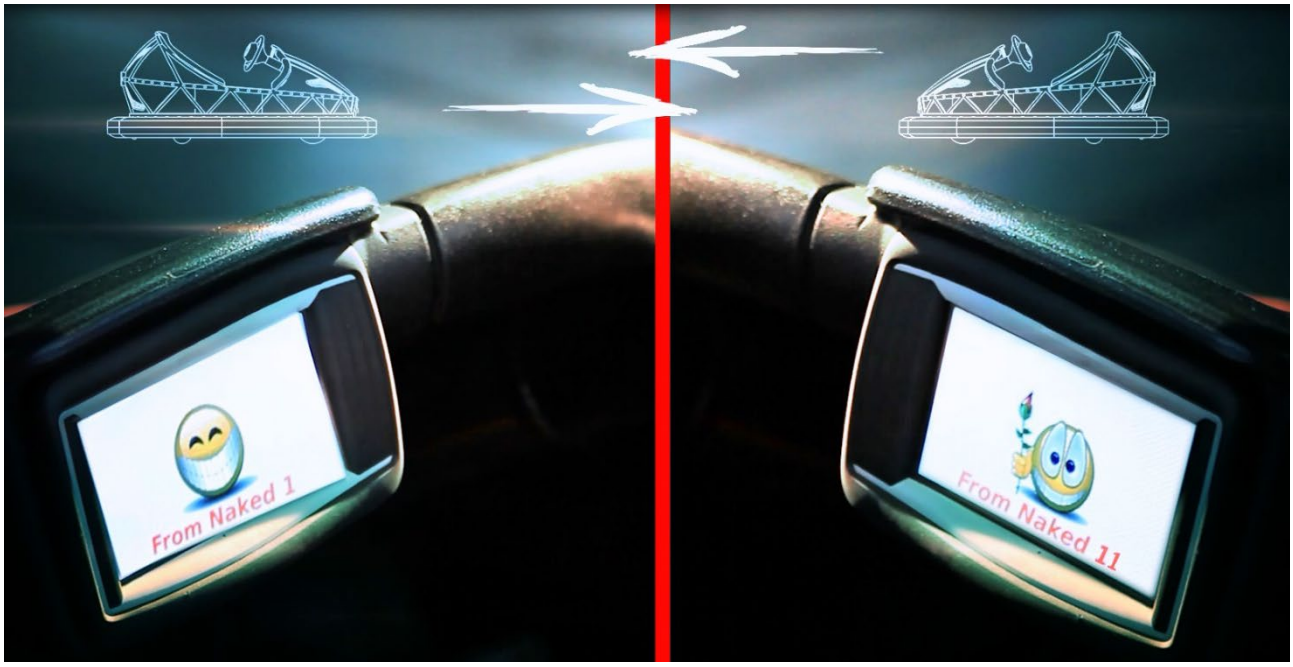
It is possible to play only if the user is provided by a code that will be introduced on the car. If the code will not introduce it will not possible to play.

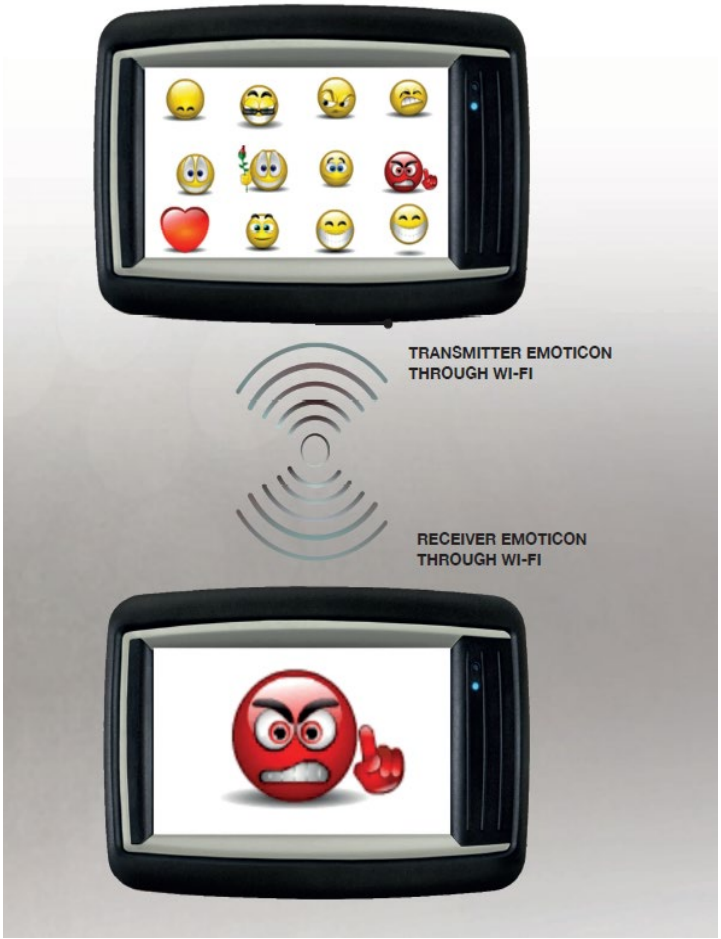
Get on board of the vehicle and digit the code



GAME START

EMOTICONS


From Naked 1
From Naked 11


TRANSMITTER EMOTICON
THROUGH WI-FI
RECEIVER EMOTICON
THROUGH WI-FI

ARENA
NOT ONLY
BUMPER...
BUT WIN!!!
ANNIVERSARY

"ARENA" BUMPER CAR'S

PLANET EARTH, YEAR 2120

In a dystopic future, the human race is concentrated in large metropolises where every citizen has the opportunity to rise to a higher rank by conquering the top step of the podium, in an interactive fight at the last blow.

The bests are destined to become the undisputed champions of ARENA, thus entering the legend.

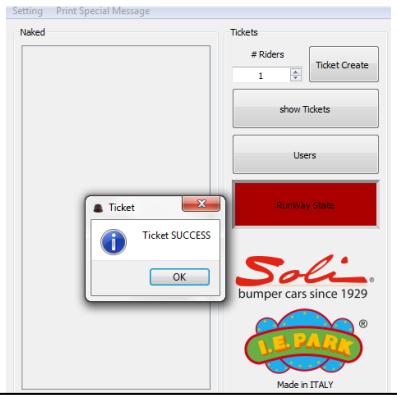
Introduction:

1. **The main objective of the players is to hit the opponents, trying to accumulate more possible points within the time limit**
2. **Every impact generates a proportional score based on the strength of the collision**
3. **Players can obtain a bonus points to add to their score by hitting the opponents with their car.**
4. **During the entire game, the monitor will show the updated ranking in real time**
5. **The classified winners are 1! P 2! P 3! Who can collect the prize: A redemption ticket at the machine with code (as per company's policy), to be defined.**

ACCESS CODE

PARK OPERATOR OR RIDE OPERATOR

TICKET PRINTING with NK SERVER



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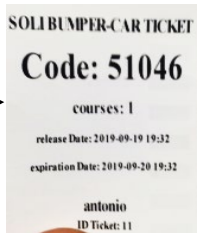

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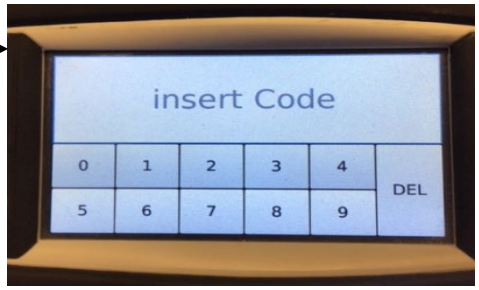


GAME START

The display shows different avatars. It is necessary choose the preferred one.

./.

The display shows the game dashboard

At the end of the game there will be two different types of cars:The WINNERS CARS (1^{st} , 2^{nd} , 3^{rd}) and the LOSERS

The WINNERS cars will be illuminated and the display will show the image of the winner (TIF) and lights

Le LOSERS cars will be turned off and the display will show an image of the loser (TIF)

The monitor above the floor, once introduced one code on the car, show the updated list of participants.

-AVATAR
-Car Number
-USERNAME

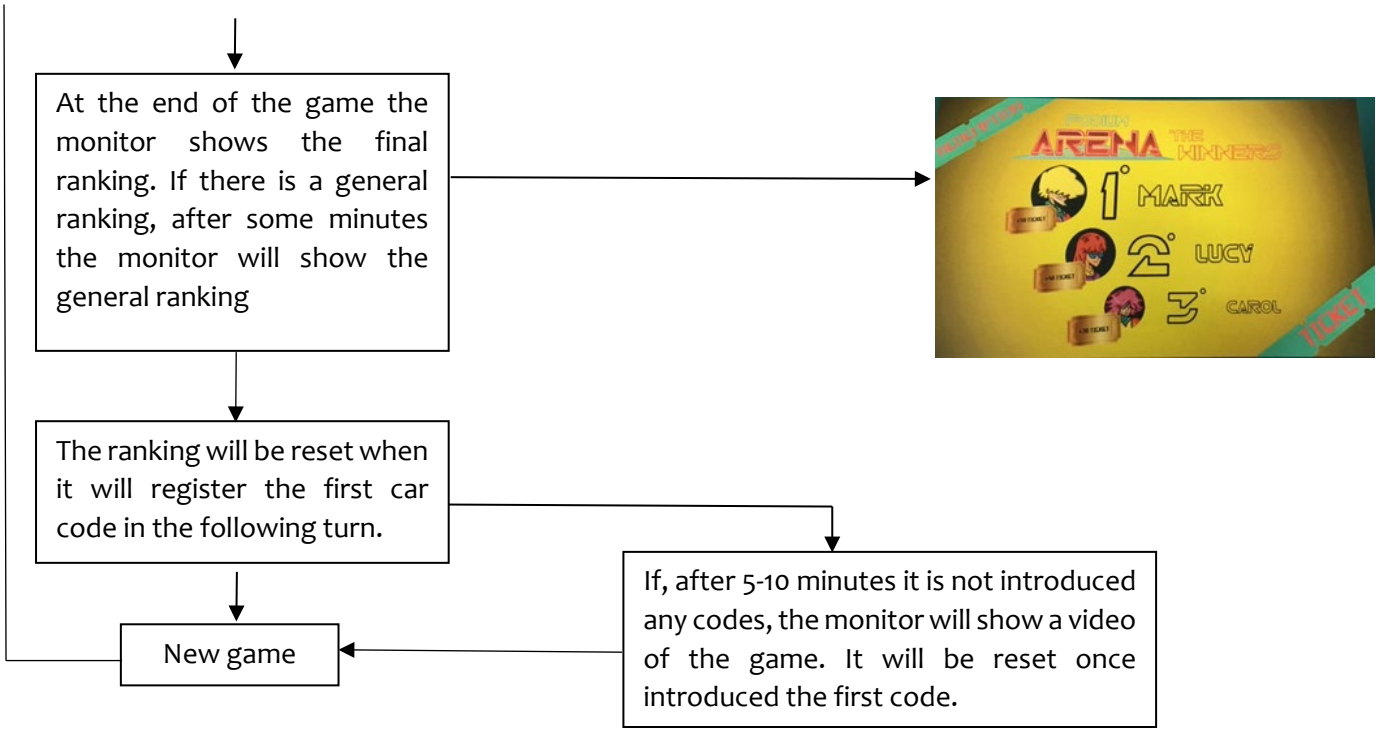
Once players are all registered on the car, the operator turns on the ride and starts the game.

There will be a music from the start to the end of the game, with different sounds depending on the visualisation

During the game, the monitor above the floor, show the score and ranking of the players.

END OF GAME

./.



FAQ:

1. **Where is possible use the "Arena" game?**
   All New and old NK.01 (adult model) and NK.M (Mid size model) bumper cars equipped with PDM (Patent) can upgrade the system with "Arena" or other game

HARDWARE FOR ARENA GAMES

LAPTOP HP PROBOOK 640 G1

INTEL CORE I5 4° GENERAZIONE

- Processor INTEL QUAD CORE I5-4300M 3,3GHZ TURBO MAX
- Mobile Intel HM87 or QM87
- RAM 8GB DDR3
- **SSD 130GB**
- Scheda di rete Gigabit integrata
- Wireless 802.11a/b/g/n
- Monitor 14" HD
- Resolution 1366 x 768
- Webcam 720p
- Keyboard HP
- Battery & power supply included

PORTE/CONNETTORI:

3 X USB 3.0
1 X HDMI
1 X Card Reader
1 X VGA (Video)
1 X Display Port (Video)
1 X uscita audio cuffie/casse
1 X AC power supply
1 X RJ-45 (ETHERNET 10/100/1000)
1 X connector docking station
1 X Express Card/54

ANTENNA 2.4GHZ
No. 1 for car

1 USB DIGITAL INPUT MODULE

USB DIO DEVICE – 4 CHANNELS 24V

THERMIC PRINTER EPSON TM-T20II-002

INTERFACCIA SERIALE ED USB, ALIMENTATORE PS 180 INCLUSO.**TAGLIERINA AUTOMATICA.** COLORE EPSON DARK GRAY. GARANZIA 2 ANNI ON-CENTER

November 15th 2019

THERMIC PAPER FOR EPSON PRINTER

1 BOX CONTAINING no. 30 **ROTOLI CARTA TERMICA** PER STAMPANTE FISCALE TM-T20

DEFINITIONS

INTERACTIVE / INTERATTIVO

Which is mutually active, of two or more elements that exert reciprocal activity on each other. In an interactive game, each player exercises an activity on other players, who in turn will act consequently to the action taken. Interactivity can be achieved through various gaming technologies such as "SMART GAME", "VIRTUAL REALITY GAME" and "MAPPING GAME"

GAMING

Gaming refers to playing electronic games, whether through consoles, computers, mobile phones or another medium altogether.

SMART GAME

Is an advanced technology where it is possible to play, collect points and win. This technology uses specific software, hardware and components.

VIRTUAL REALITY / VR

Virtual reality is the technological experience that allows a full immersion in virtual spaces with which you can interact via specific wearable devices (headsets)

MAPPING

Multimedia technology that allows you to project light or videos on real surfaces, so as to obtain images and unusual movements on the surfaces concerned. The mapping is a particular form of augmented reality that plays on the optical illusion between the real and virtual surface. Through the use of specific software and hardware, it is possible to project several videos simultaneously, combining one or more projectors together, depending on the size of the surface to be "mapped". The reproduction of the videos plays on three main geometric transformations that allow the virtual model to coincide with the real plane.

SOFTWARE

Term used in electronic technology to indicate, as opposed to hardware, the set of programs that can be used on a data processing system: s. system, that relating to the operating system of the computer; basic software, the set of general utility programs and procedures that can be retrieved from application programs or programs developed by the user; software. application, that related to application programs, developed for a particular function (game, data management).

HARDWARE

A term used in electronic technology to indicate, in contrast to software, the basic, non-modifiable components of a device or system (power supplies, fixed circuit components, logical units, etc.).

INTERFACE

User Interface is the part of the program which permit the user to interact; in relation to the visualization, the interface can be textual, if it is foreseen the typing of the commands by means of the keyboard, or graphic, if the commands and the information are visualized through menus and icons, in which case it is frequent to resort to a special medium pointing, for example a mouse.

MASTER MPD1

Electronic control unit (Hardware) for vehicle management. By means of it, it is possible to manage the front lights, rear lights, circular neonflex, circular RGB, the viewer, the WEB-CAM, the pedal and communicate via WIFI. The control unit can be programmed using the NK Interface software.

LIGHTS ON PACKAGE

Package that allows you to keep the car on even when the track is off. The system consists of 4 6V 3.7Vh batteries (replacing the existing ones), a F00209-0000-32V power supply (replacing the standard one F00209-0000-24V) and a car adaptation wiring.

ACCESS POINT

Indicated more extensively as Wireless Access Point (often identified with the acronyms AP and WAP), it is an electronic telecommunications device which, connected to a wired network, or even, for example, to a router, allows the mobile user to access it in wireless mode directly through its terminal, if equipped with a wireless card. If it is physically connected to a wired network (or via radio to another access point), it can receive and send a radio signal to the user thanks to antennas and transceiver devices, thus allowing connection in the form of radio access. The Access Point functionality is also normally integrated in the most modern routers.

MULTIMEDIA SYSTEM

Machines that allow users to control and manipulate sound, video, text and graphics

SOUND SYSTEM

Integrated equipment for producing amplified sound, as in a hi-fi or a mobile disco, or as a public-address system on stage

VIDEO SYSTEM

Integrated equipment for producing images and videos. It can be a monitor, Led-wall, circular led LCD panel or others

I.E.PARK LED LIGHTS

It is a led lamp made up of 6 RGB LEDs with brightness from 8.2lm / 30lm / 14lm / 25lm and intensity in candles 3000mcd | 10400mcd | 4500mcd | 8200mcd.
It does not need the power cable because it is powered directly from the track with the same fixing screws. The lamp can be programmed individually or it is possible to connect it with a network cable and drive it directly from a PC, thus becoming interactive

GAMES LIST

1	EMOTICONS	
2	ARENA GAME	
3	VIRTUAL REALITY	STEAMPUNK THEME