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# Gamify your track and increase revenue with...



**SHIELD  
ACTIVATED!**

**SPEED  
ACQUIRED!**



# Power Up Karting ... How the game works

The Power Up Karting game makes a go karting experience more interactive and fun for the racers. In Power Up Karting, it is the combination of strategy and driving skills that will win the race! Like Nintendo's Mario Karting video game, Power Up Karting from Amusement Products lets racers in real go karts win Power Ups by driving over spots in the track. Some spots give you Power Ups and some spots slow you down. Racers must learn which spots to go after and which ones they need to avoid. The location of the Power Up tags are painted icons on the track that require no power to operate. The Power Up spots marked around the track are used by racers to win powers, lose powers, or affect racing performance. When the race starts, the karts start slower than their maximum speed for that race. Racers collect COINS ( \$ ) to get additional speed until they achieve their TOP SPEED. The standard starting and top speeds (without BOOST) for each SPEED Setting are shown below:

Speed setting	BASE Speed	Max Coins Top Speed	Power Up Boost Speed
SPEED 1	6 mph	8 mph	10 mph for 15 seconds
SPEED 2	11 mph	14 mph	16 mph for 15 seconds
SPEED 3	15 mph	18 mph	20 mph for 15 seconds
SPEED 4*	20 mph	23 mph	27 mph for 15 seconds

\*Must wear helmets for this speed race.

## POWER UP SPOTS



**POWER UP SPOT:** Drivers will earn the Power Up that is displayed on a LED TV located next the spot. (See next page for animated Power Up graphics.)



**COINS = SPEED!** When racers drive over a coin, they earn incremental speed increases for each coin. For instance, at SPEED 3, each coin is worth a 1/2 MPH increase! All racers start at 15 MPH and can win up to 18 MPH by collecting six coins for maximum speed. Once reached, the racer will keep this speed unless an opponent hits them with a HOT ZONE, TURTLE MODE, or other speed reducing POWER UP (explained on next page).

### POWER UP SPOTS THAT SLOW RACERS DOWN IN AREAS THEY SHOULD AVOID:

MUD BOGS, SPEED BUMPS, and other spots that slow racers down are placed in areas of the track that racers should avoid. Strategically placed by the Amusement Products design team, these POWER UP spots will make racers drive better and help reduce the number of spin outs or wrecks by forcing racers to choose a better racing line.

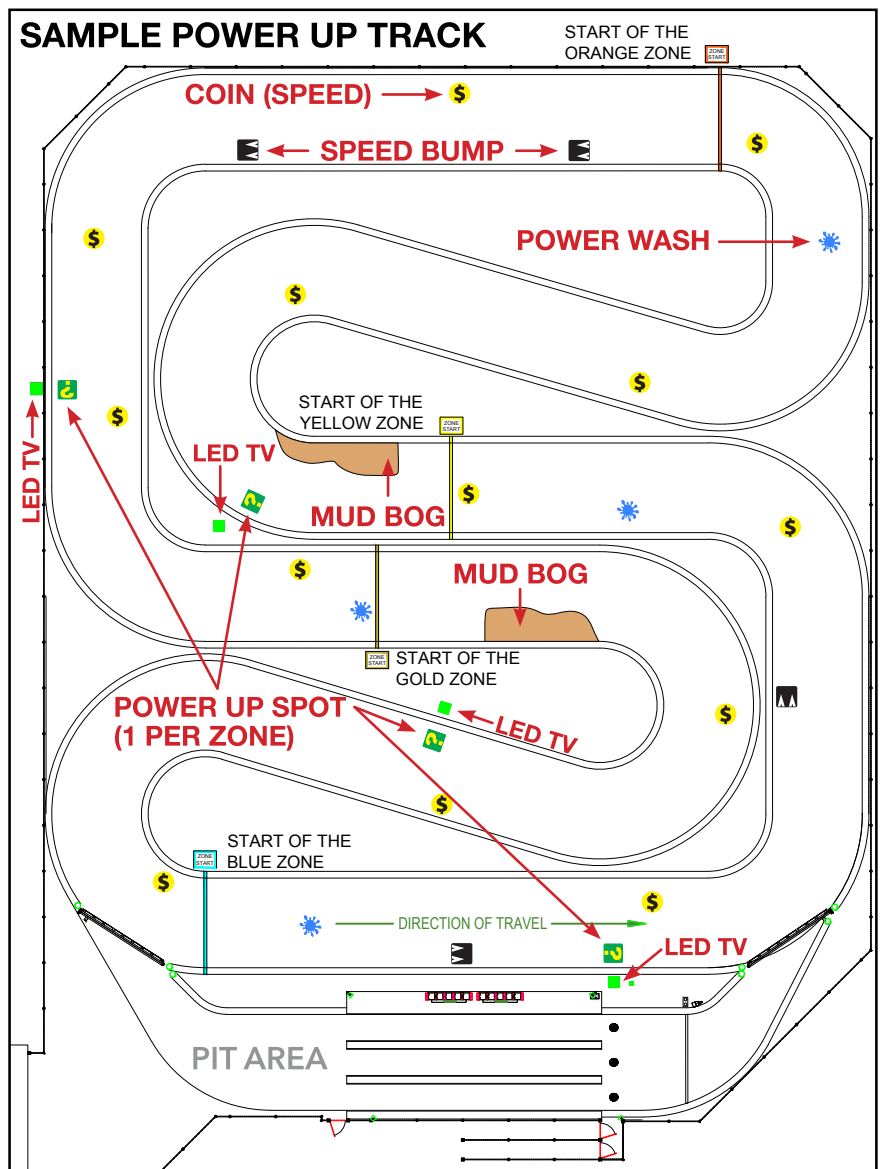


**MUD BOG:** Driving through this painted brown graphic will slow drivers down by 5 MPH for 2-15 seconds (programmable by technician to match track needs). This is used in tight turns where bad drivers hug the inside rail and won't make the turn from that position at RACE SPEED. The MUD BOG slows the karts down to enable racers to make the turn. If the racer swings wide to avoid the MUD BOG, they move into the correct RACE PATH to make the turn.



**SPEED BUMP:** This painted graphic will slow a kart by 1-5 MPH for 1-5 seconds. The SPEED BUMP is used to make racers choose a different route through an area (like a straight track section).

## SAMPLE POWER UP TRACK



**POWER WASH:** This painted graphic removes powers when run over. If you have a BOOST, you should avoid driving over the POWER WASH. If you have been hit by a speed reducing power like MUD BOG, you want to drive over the POWER WASH to lose it faster so you can start winning speed again.

Once a Power Up power is won, each driver has buttons on their kart's steering wheel they can use to activate the power. The buttons light up when there is a POWER available or an explanation available for that POWER. When they drive over a Power Up spot, a built-in audio system tells the racers which power they won. The red HELP button will explain more about the power they currently have and how to use it. When a power is activated that affects other racers, each kart that is affected will play a message letting that racer know they have been attacked and slowed down. By using the audio system in each kart, the racers stay constantly informed of the status of their kart and the game.

Pressing the RED button will play a message that explains more about the power they currently have and how to use it.

Pressing the GREEN button will activate the Power Up.

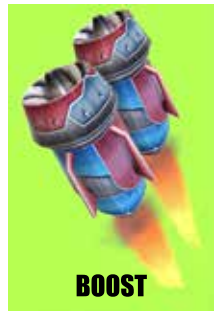


**POWER UP POWERS:** Each time a racer gains a power, they must decide when to use it to get the best advantage over their opponents. Racers can only have one POWER at a time and will keep it until they use it, or the race is over. It can also be taken from them by their opponents if not used strategically. Once used, the racer can gain a new POWER by crossing a POWER UP spot again.



**POWER UP SPOTS:** Each POWER UP spot has a LED TV located next to it that displays which power you can win by driving over it. The POWERS are only displayed for a few seconds before switching to a different power. After a driver wins the POWER UP, any racer that tries to go over the same spot will see the CHERRY BOMB which will slow his kart and not give him a POWER UP. The powers are displayed as animated graphics for a more exciting presentation of the POWER UP you can win.

**HERE ARE A FEW OF THE POWER UPS:**



**BOOST:** This power allows the racer to speed up their kart by as much as 20% to pass their opponents more easily. The BOOST lasts for 15 seconds when activated. The amount of boost is adjustable by the track owner.

**SHIELD:** This power prevents a RED LIGHT, POWER WASH, SPEED BUMP, HOT ZONE or TURLE MODE from slowing down their kart. When the SHIELD is activated, the racer can still win new POWER UPS and not lose their SHIELD.

**HOT ZONE:** Each track is divided into ZONES. Depending on the length of the track, there may be more or less ZONES. The standard 800-foot track has four ZONES (Blue, Gold, Orange, & Yellow). Each ZONE has one POWER UP spot. When a racer activates the HOT ZONE, any racer in the same ZONE as the kart that fires the HOT ZONE will slow down for several seconds below their BASE SPEED. The "hit" racers will also lose their COINS and must re-win them.

**TURTLE MODE:** This nasty power slows down all karts on the track to less than the BASE SPEED for 15 seconds. Only the racer that activates the TURTLE MODE power or a racer who activates a SHIELD are unaffected. When activated all karts will hear the message, "TURTLE MODE activated in 5-4-3-2-1... Activate!" to give racers time to engage the SHIELD power if they have one.

**NOT SHOWN:**

**MAX COINS:** Wins all 6 COIN speed increases in one Power Up Spot crossing!

**ZONE FLIP:** This Power Up gives the racer the power to change whatever POWER UP is displayed to a CHERRY BOMB just before an opponent crosses the POWER UP SPOT, OR it will change a CHERRY BOMB to a POWER UP power before they cross it.



PowerUp Race Results		
1	Red Coca-Cola 22	MAX COINS 31900
2	Yellow Full Throttle 8	30730
3	Black Monster 6	23640
4	Yellow Mello Yello 10	MAX COINS 21320
5	Orange Fanta 7	MAX COINS 19770
6	Green Sprite 2	19760
7	Blue SmartWater 5	MAX COINS 15860
8	Blue Powerade 9	MAX COINS 6510
9	Gray Monster 3	6260
10	Yellow Mello Yello 13	6200
11	Red Powerade 4	MAX COINS 4450
12	Gray Full Throttle 1	2010

Two TVs are located in the pit area of the track. One of the TVs displays the previous race results. The second TV displays real-time race status of the current race. Multiple scenarios are in play around the track throughout the race – maneuvering for position on approach to the key Power Up spots, activating the right power at the right time, avoiding Power Washes and Mud Bogs – it all adds up to the most fun and interactive go-kart track! The “gamification” of the go-kart experience is resulting in more repeat rides and the ability of track owners to charge more per race which makes Power Up Karting a win-win proposition!

By “GAMIFYING” the go kart race, the Power Up system increases the interaction and fun among participants. The game is designed to allow for changes in each feature and additional features to be added easily later. For the initial operation, we want the game features to be less complicated to help racers more intuitively understand how to “play the game.”

By adding new POWER UP spots or additional POWER UP powers, the game can be modified in the future to keep the game fresh. Internet connectivity is included in the Ride Controller so it can be connected by cable to the internet for future game updates. It also allows the Amusement Products techs to access individual karts remotely to help your staff diagnose issues with the karts should they occur. Lastly, the internet connection will automatically update all POWER UP operators to receive game updates when they are developed.

Online tech support and program updates are free for the first year and part of an annual fee for the second year and beyond.

***Thank you for considering Power Up Karting!  
Please let us know if you have any questions!***



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