

*Top Spin* **FRESH**

**VIRTUAL  
KIRMES**



**USER MANUAL**



# CONTROLS

## RIDE

<b>Bars</b>	ENTER, BACKSPACE – (close and open the bars)
<b>Arms</b>	Q,A,Z - Speed up, slow down and stop
<b>Brake</b>	B/N - (B: brake On   N: brake Off)

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## LIGHTS

<b>Ride Lights</b>	R,T,Y,U,I,O,P
<b>Flood lights</b>	D,F,G,H,J,K,L - (F - L: Color lights   D: Lights Off)
<b>Strobe</b>	Space Key

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## CAMERAS

<b>Cameras</b>	1,2,3,4,5,6,7,8,9- (1-7: Cams   8: OnrRide   9: Free)
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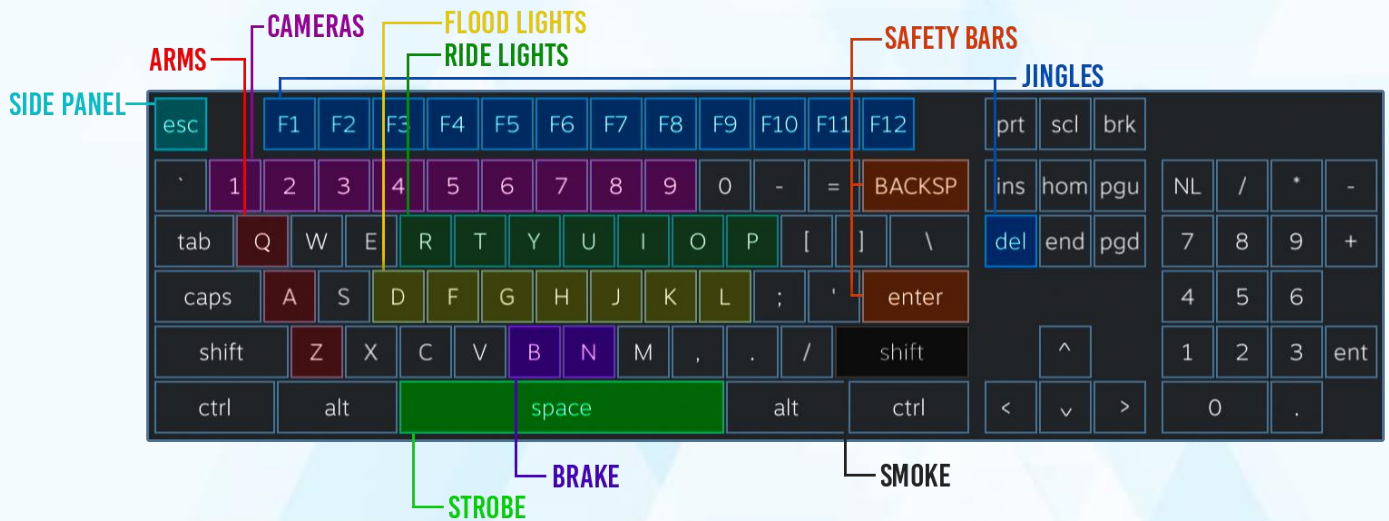
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## EFFECTS

<b>Jingles</b>	F1-F12,DEL - (F1 -F2, jingles   delete key: mute jingles)
<b>Smoke</b>	Shift Key



# CONTROLS LAYOUT



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## HOW TO CONTROL A TOP SPIN?

The operation of a HUSS Top Spin is something complex but easy.

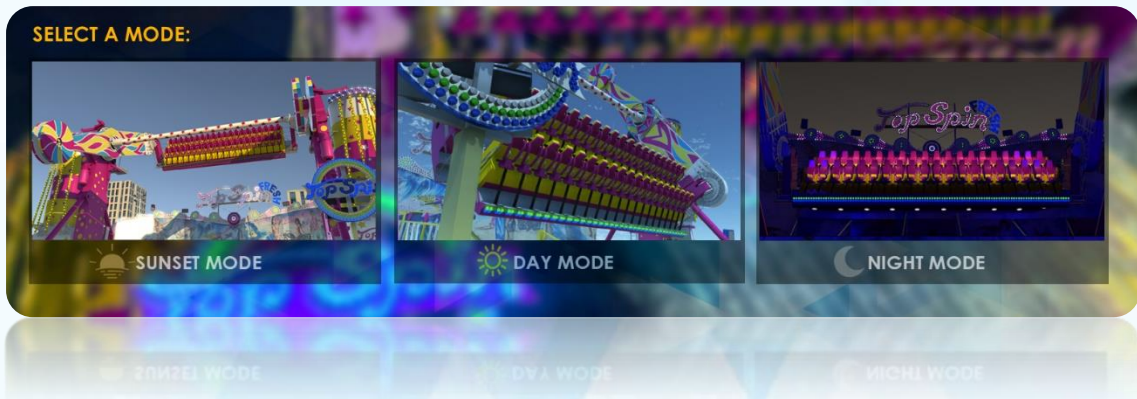
In general, the maximum speed is **NOT** used during the cycle, because it could become dangerous due to its great power.

The manual cycles consist in turning the arms during several turns and returning to the initial position, and ending with loopings.

At the time of performing the loopings it is not recommended to use the maximum speed, it is recommended to make gentle rocking at a **medium** speed.



# INTERFACE



**SELECT A MODE:** In the main menu you can choose a total of three game modes, sunset, day and night mode.

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**MAINMENU:** Pressing this button returns to the main menu that will allow you to change the game mode.



**FAIRGROUND:** This option allows you to deactivate the fairground.

*(Recommended in case the game runs slowly).*



**CONTROLS:** If you press this button a controls layout appears on the screen.



**EXIT:** Game exit.

# VIRTUAL --- KIRMES

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