



BLUE MOTION
— GAMES —

JOHN WICK Continental Pursuit

Software Installation Manual

Step-by-step installation instructions for the John Wick : Continental Pursuit arcade machines

Prerequisites

- Arcade cabinet powered on, Ubuntu desktop visible
- A **keyboard and mouse** connected (not included in shipment) to the cabinet
- User login password: 202500
- Active Wi-Fi network available
- Cabinet serial number label (on back of machine)

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Overview

The installation will install our in house updater, all the necessary dependencies, and the game build. It consists of three main steps, performed only once per arcade cabinet:

1. **Connect to Wi-Fi** — give the machine internet access.
2. **Download the setup package** — `arcade_setup.zip` from the BMG server.
3. **Run the setup script** — installs the game launcher, license agent, and systemd services; then reboots.

After reboot, the machine will prompt for its cabinet serial number, activate itself against the BMG server, download the latest game build, and start the game automatically.

Note: Total install time is typically 15–25 minutes depending on network speed, the game build (7 GB) is downloaded at the second reboot, and requires no manual intervention.

Note: If your internet connection is slow, you can predownload the game build on a separate machine and transfer it to the arcade cabinet via USB drive.

From any convenient computer, download the latest game build from the BMG server and transfer it to the arcade cabinet via USB drive: <https://www.bmg-support.org/build/JW/latest/Linux.7z>

Once transferred, place the `Linux.7z` file on the desktop.

Important: The game build is independant from the updater, so the full setup of the machine is still required **after** the `Linux.7z` file is placed on the desktop.



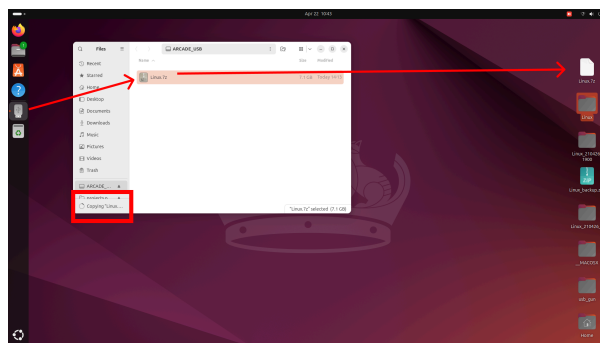
Slow internet procedure — Using a USB drive

If the venue's internet is too slow to pull the 7 GB game build on the cabinet itself, predownload **Linux.7z** on any convenient computer from the BMG server and transfer it via USB drive.

0.1 — Copy the game build onto the desktop

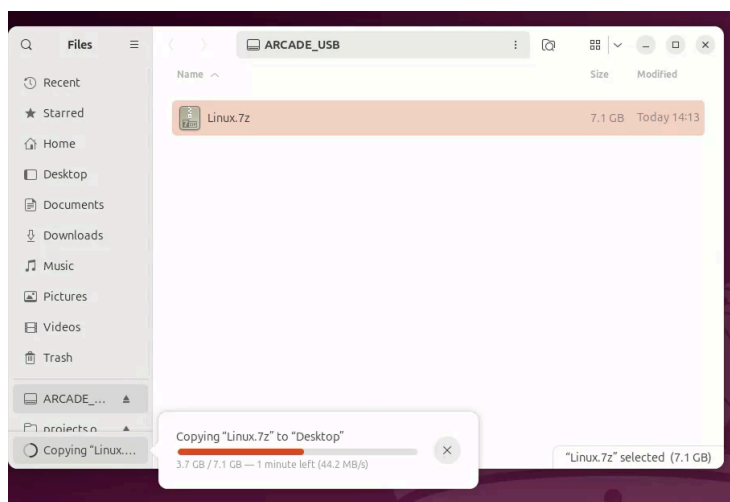
Insert your USB drive into the arcade cabinet. The computer is located on the left side of the cabinet, in front of the left seat. You will find a USB port on the front of the computer. (Blue ports are faster)

Clicking on your USB drive will open the file manager — **drag and drop** **Linux.7z** from the USB drive onto the **Desktop**.



0.2 — Wait for the copy to finish

A progress dialog shows the transfer speed and remaining time. Wait until it completes (roughly 1–3 minutes depending on the USB drive), then eject the USB drive, clicking on the ejection icon next to the USB drive in the file manager.



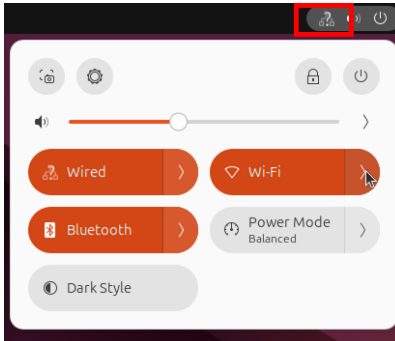
Important: The game build is independent from the updater, so the full cabinet setup (Steps 1–5 below) is still required **after** **Linux.7z** is placed on the desktop.



Step 1 — Connect to Wi-Fi

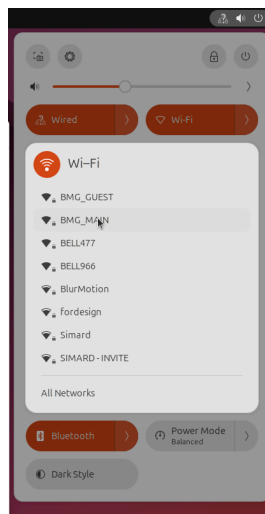
1.1 — Open the network menu

Click the **Wi-Fi icon** in the top-right corner of the Ubuntu desktop.



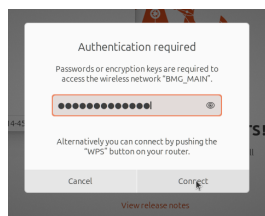
1.2 — Expand the network list

Click the **arrow** next to the Wi-Fi entry to open the list of available networks.



1.3 — Select your network and enter the password

Pick the venue's Wi-Fi network and enter the password when prompted.



Note: The machine needs internet access to reach the BMG server for activation, and game updates. It isn't required for the game to work on a daily basis.



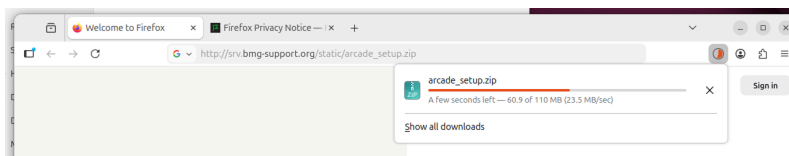
Step 2 — Download the setup package

2.1 — Open Firefox and start the download

Firefox icon is located on the top left of the screen. Click it and enter this URL in the address bar:

`https://srv.bmg-support.org/static/arcade_setup.zip`

The download of `arcade_setup.zip` will start automatically.



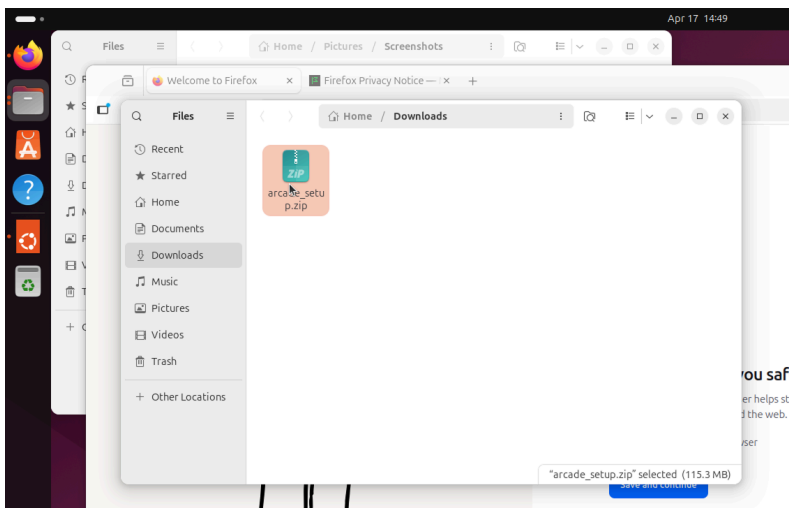
2.2 — Open the downloads folder

Click the **folder icon** in Firefox to open the file manager at the download location.



2.3 — Locate the downloaded zip

You should see `arcade_setup.zip` in the **Downloads** folder.



2.4 — Extract the archive

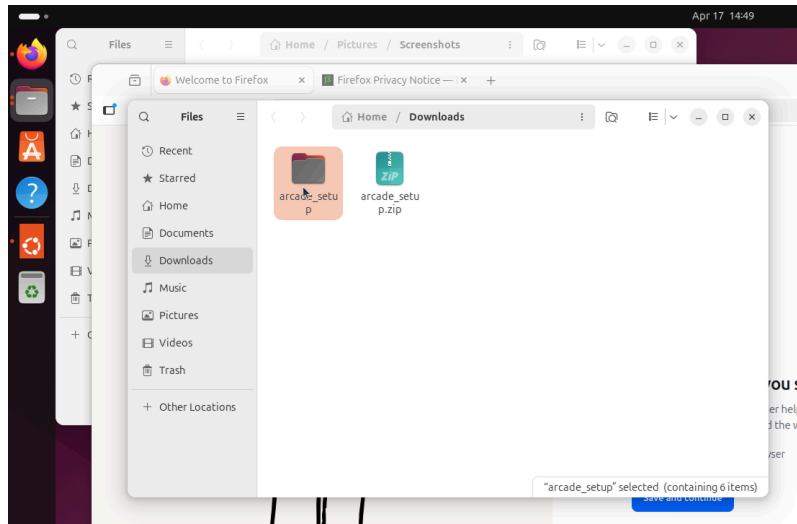
Double-click the zip to open the archive viewer, then extract it into the **Downloads** folder. This creates a new folder named `arcade_setup/`.



Step 3 — Run the setup script

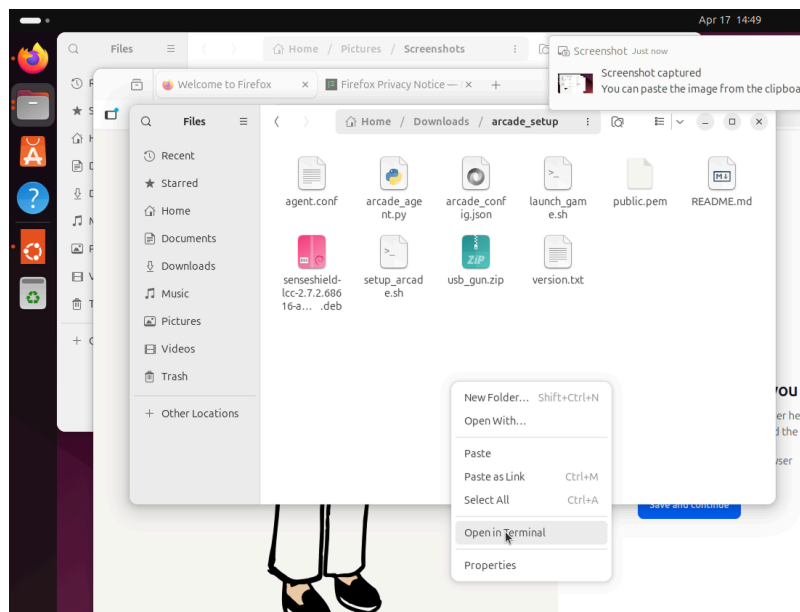
3.1 — Enter the extracted directory

Double-click the `arcade_setup` folder to open it.

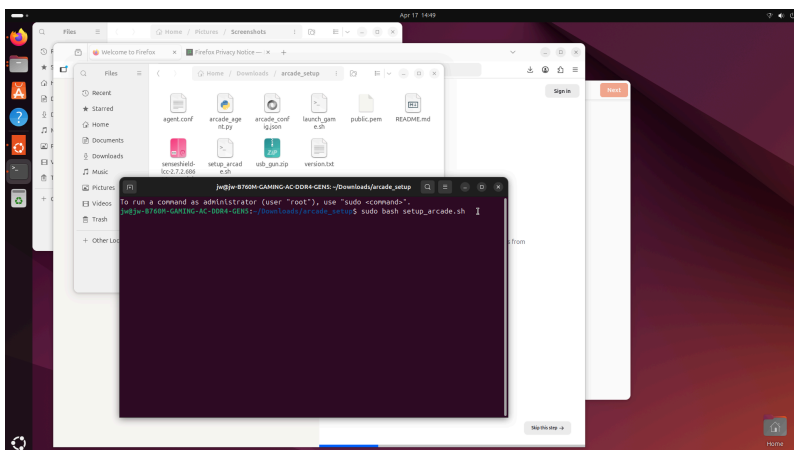


3.2 — Open a terminal in the directory

Right-click anywhere inside the folder and select **“Open in Terminal”** from the context menu.



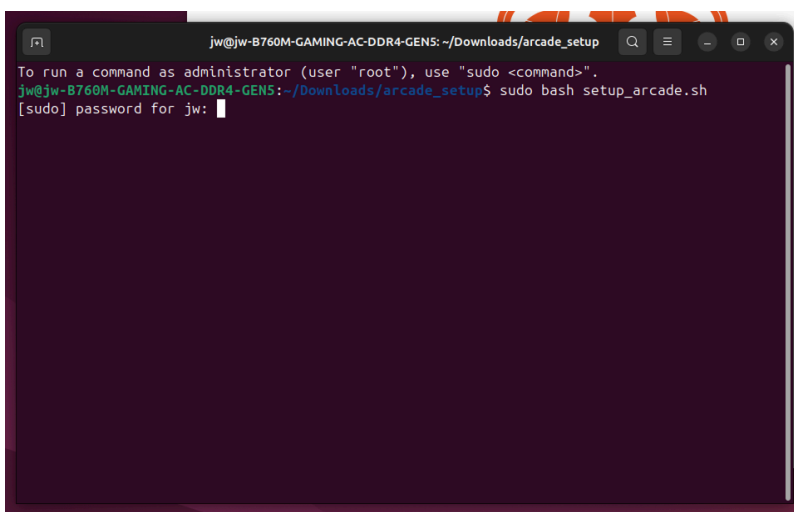
3.3 — Launch the setup script



In the terminal, type the following command and press **Enter**:

```
sudo bash setup_arcade.sh
```

When prompted for the password, type `202500` and press **Enter**.



Important: The password will **not** appear on screen as you type. This is normal — just type it and press Enter.

3.4 — Let the installation run

The script installs system dependencies, drivers, license keys, the game launcher, the agent service, and configures auto-start. This step takes several minutes. (usually around 5 minutes if your internet connection is correct)



```
jw@jw-B760M-GAMING-AC-DDR4-GEN5: ~/Downloads/arcade_setup
Get:47 http://archive.ubuntu.com/ubuntu noble-backports/restricted amd64 Components [216 B]
Get:48 http://archive.ubuntu.com/ubuntu noble-backports/restricted Icons (48x48) [29 B]
Get:49 http://archive.ubuntu.com/ubuntu noble-backports/restricted Icons (64x64) [29 B]
Get:50 http://archive.ubuntu.com/ubuntu noble-backports/restricted Icons (64x64@2) [29 B]
Get:51 http://archive.ubuntu.com/ubuntu noble-backports/restricted amd64 c-n-f Metadata [116 B]
Get:52 http://archive.ubuntu.com/ubuntu noble-backports/universe amd64 Packages [30.7 kB]
Get:53 http://archive.ubuntu.com/ubuntu noble-backports/universe Translation-en [18.2 kB]
Get:54 http://archive.ubuntu.com/ubuntu noble-backports/universe amd64 Components [10.5 kB]
Get:55 http://archive.ubuntu.com/ubuntu noble-backports/universe Icons (48x48) [23.3 kB]
Get:56 http://archive.ubuntu.com/ubuntu noble-backports/universe Icons (64x64) [32.3 kB]
Get:57 http://archive.ubuntu.com/ubuntu noble-backports/universe Icons (64x64@2) [29 B]
Get:58 http://archive.ubuntu.com/ubuntu noble-backports/universe amd64 c-n-f Metadata [1,484 B]
Get:59 http://archive.ubuntu.com/ubuntu noble-backports/multiverse amd64 Packages [780 B]
Get:60 http://archive.ubuntu.com/ubuntu noble-backports/multiverse Translation-en [372 B]
Get:61 http://archive.ubuntu.com/ubuntu noble-backports/multiverse amd64 Components [212 B]
Get:62 http://archive.ubuntu.com/ubuntu noble-backports/multiverse Icons (48x48) [29 B]
Get:63 http://archive.ubuntu.com/ubuntu noble-backports/multiverse Icons (64x64) [29 B]
Get:64 http://archive.ubuntu.com/ubuntu noble-backports/multiverse Icons (64x64@2) [29 B]
Get:65 http://archive.ubuntu.com/ubuntu noble-backports/multiverse amd64 c-n-f Metadata [116 B]
Get:66 http://security.ubuntu.com/ubuntu noble-security InRelease [126 kB]
0% [66 InRelease 76.5 kB/126 kB 61%] 7,783 kB/s 0s
```

3.5 — Reboot when prompted

When the script finishes, press **Enter** to reboot the machine.

Important: Before rebooting, if your internet connection is slow, you may want to download the game build first as explained in the overview section.

```
jw@jw-B760M-GAMING-AC-DDR4-GEN5: ~/Downloads/arcade_setup
AnyDesk installed successfully
AnyDesk ID not ready yet (will be picked up after reboot).

[10/10] Creating systemd background services...
Created symlink /etc/systemd/system/multi-user.target.wants/arcade-agent.service → /etc/systemd/system/arcade-agent.service.
Created symlink /etc/systemd/system/multi-user.target.wants/arcade-connector.service → /etc/systemd/system/arcade-connector.service.
Enabled arcade-agent.service (manages game lifecycle)
Enabled arcade-connector.service (persistent)
arcade-game.service will be started by the agent when ready

=====
SETUP COMPLETE
=====

Machine ID:    930070f7033b74952e30667728801acd3ecd5ec0c8c06697977173e4372d5d34
AnyDesk ID:    0

On reboot, the agent will prompt for the cabinet serial,
activate with the dashboard, download the game build,
and launch the game.

Press ENTER to reboot (or Ctrl+C to cancel)...
```



Step 4 — After Reboot

After the machine reboots, the arcade agent takes over:

1. **Serial number prompt** — enter the cabinet serial number from the label on the back of the machine. Make sure you enter it **exactly** as printed (case-sensitive).
2. **Automatic activation** — the agent contacts the BMG server and activates the machine.
3. **Game download** — if the game build is not already present, it is downloaded automatically (progress is shown on-screen).
4. **Game launches** — the game starts automatically, ready to play.

Note: Once activated, the machine will auto-start the game on every boot. No further manual intervention is required.



Troubleshooting

Fault	Resolution
“Activation rejected”	The cabinet serial is not registered in the BMG server whitelist. Contact BMG to register the serial before retrying.
“No network”	Ensure the machine has internet access and can reach the BMG server server. Re-check Wi-Fi credentials in Step 1.
Serial not accepted	Double-check the serial on the cabinet label — it is case-sensitive and must match exactly. No spaces.
Game does not launch	Wait a few minutes — the first download is 7 GB. Check that the machine has not been revoked in the server.
Setup script fails	Re-run <code>sudo bash setup_arcade.sh</code> . The script is idempotent and safe to run multiple times.

Support

For unresolved issues, contact BMG support.

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