

# SEGA<sup>®</sup>

## *Super Monaco GP*

COMMUNICATION MANUAL

UPRIGHT TYPE



## SEGA ENTERPRISES, LTD.







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### INTRODUCTION

When linking together the SUPER MONACO GP machines, be sure to carefully read the OWNER'S manual which is supplied with the machine.

In order to avoid danger, be certain to turn the power OFF before performing work as per Item 1 to 5.

#### NOTE :

Descriptions herein contained may be subject to improvement changes without notice.



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## INTRODUCTION

When linking together the SUPER HORNED OF machines, be sure to read the OWNER'S MANUAL which is supplied with the machine.

In order to avoid damage, be careful to turn the power OFF before performing work as described in 2.



## 1. OUTLINE OF COMMUNICATIONS (LINKAGE) FUNCTION

By adding COMMUNICATIONS BOARDS used exclusively for the SUPER MONACO GP, communications for 2P, 3P, 4P, 6P, and 8P are possible.

There are two different communications kits available as follows. Purchase them as required.

- ① Kit which allows for communications by two units (with Instruction Manual supplied).
- ② Kit for adding one more unit.

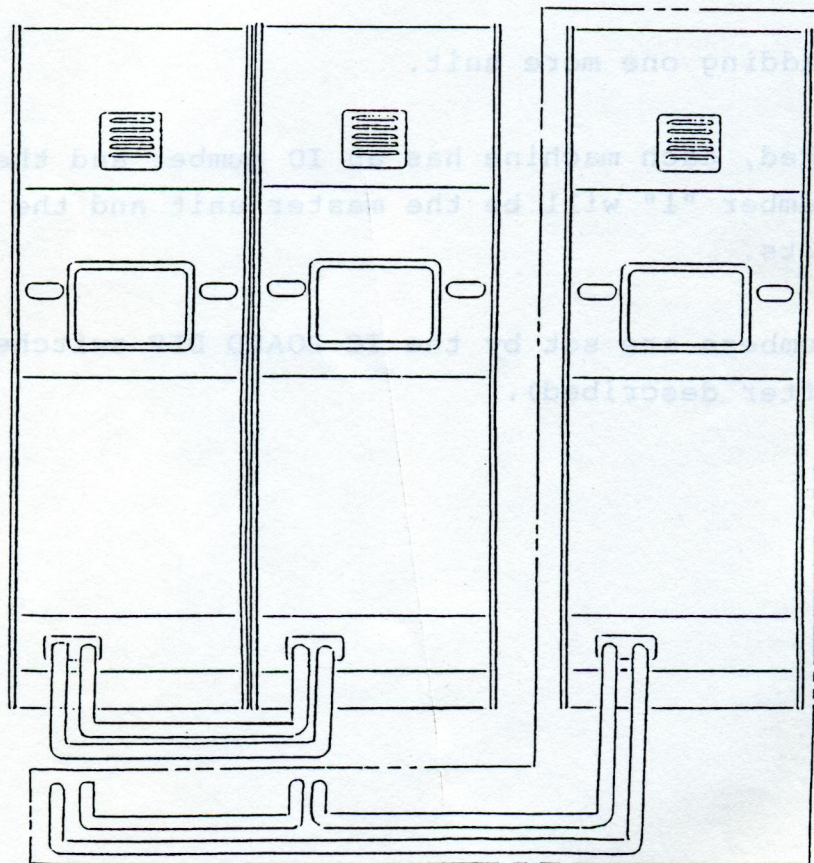
When linked, each machine has an ID number and the one with the ID number "1" will be the master unit and the others, slave units.

The ID numbers are set by the IC BOARD DIP switches (hereinafter described).



## 2. INSTALLATION PRECAUTIONS

Install the machines by referring to the following illustrations.

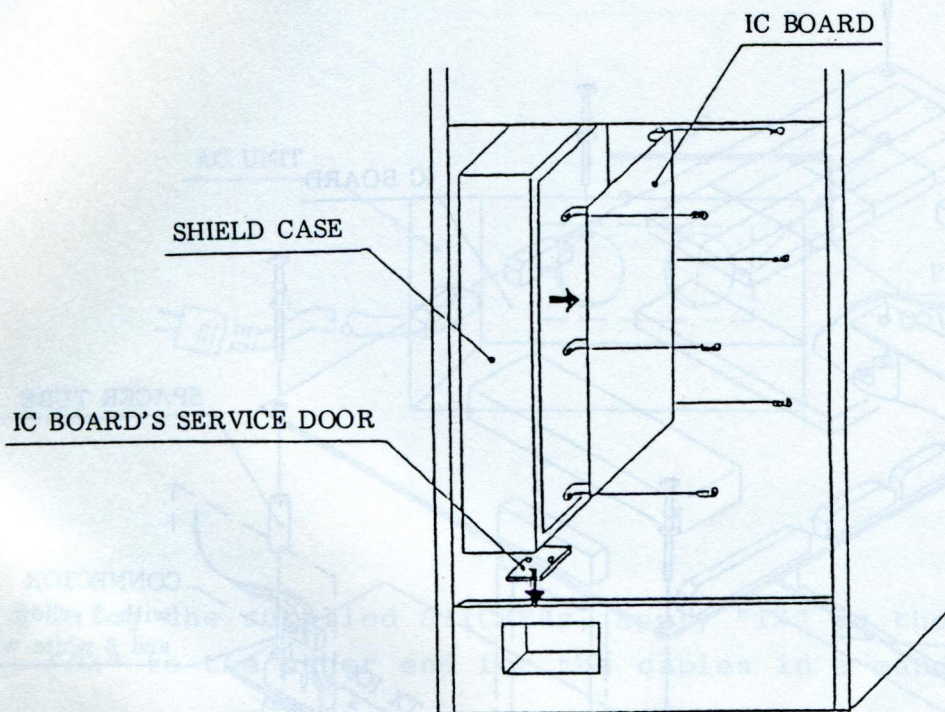




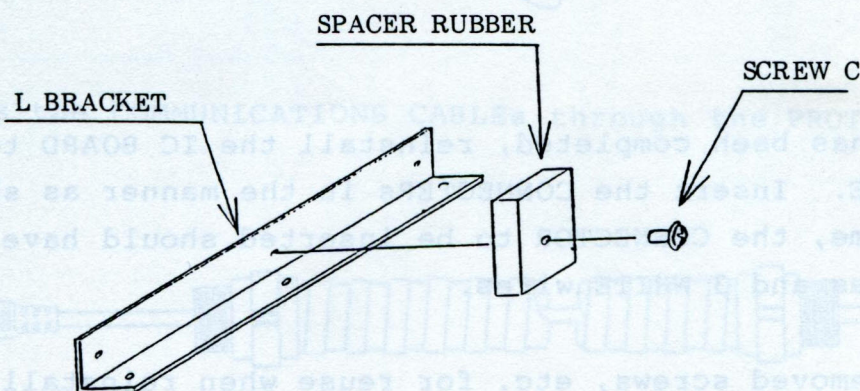
### 3. ASSEMBLING THE IC BOARD

Install the COMMUNICATIONS BOARD in the following procedure:

- ① Take out the IC BOARD from the SHIELD CASE by referring to the illustrations below.
- ② At this time, remove the COMMUNICATIONS CONNECTOR COVER attached to the SHIELD CASE.

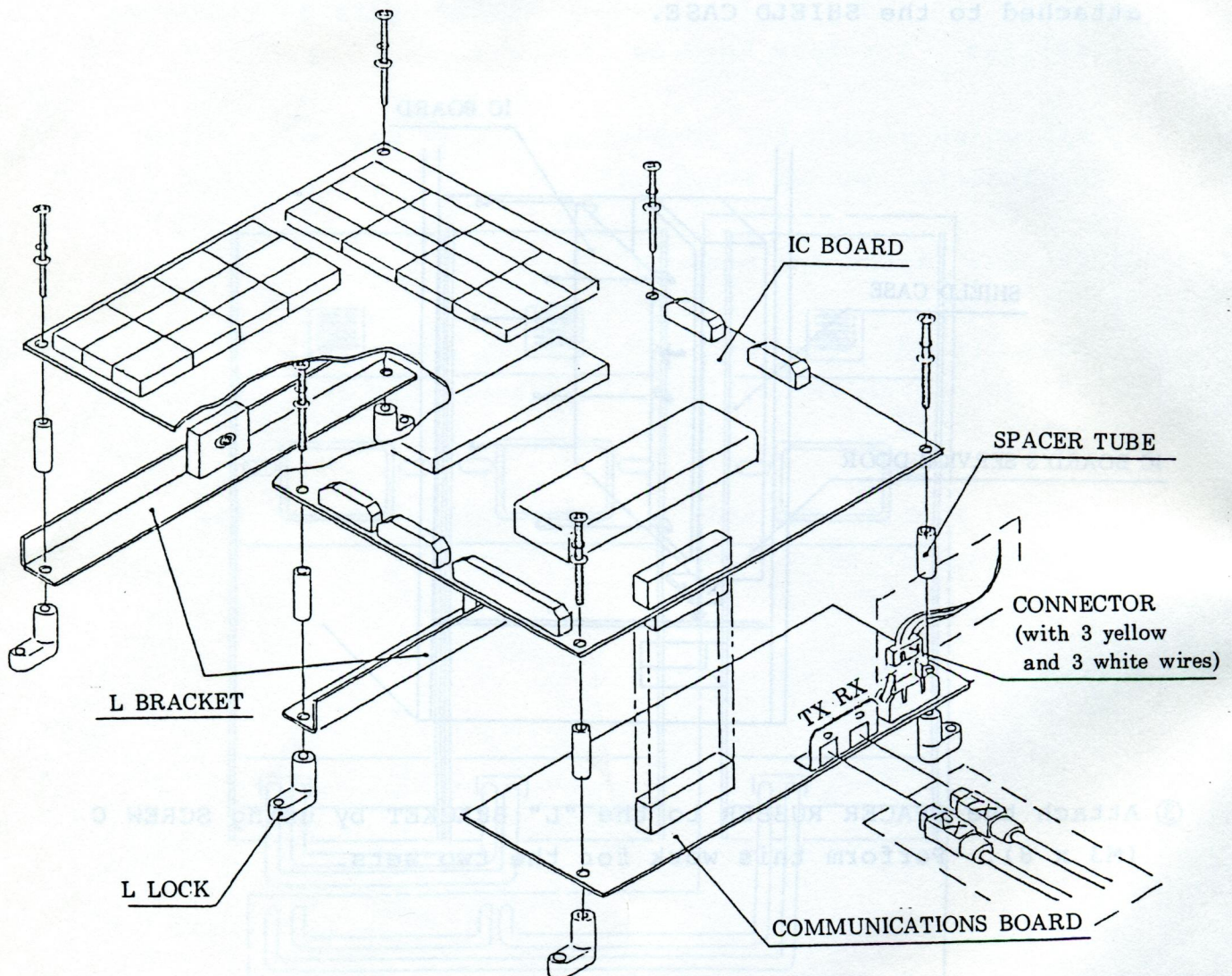


- ③ Attach the SPACER RUBBER to the "L" BRACKET by using SCREW C (M3 x 8). Perform this work for the two sets.





- ④ Finally, assemble the IC BOARD as per the procedure illustrated below by using the supplied SCREWS (M3 x 50), SPACER TUBES, L LOCKs, and the L BRACKETs which were assembled as per 3 above. When using the SCREW, attach the SPRING WASHER and FLAT WASHER to it.



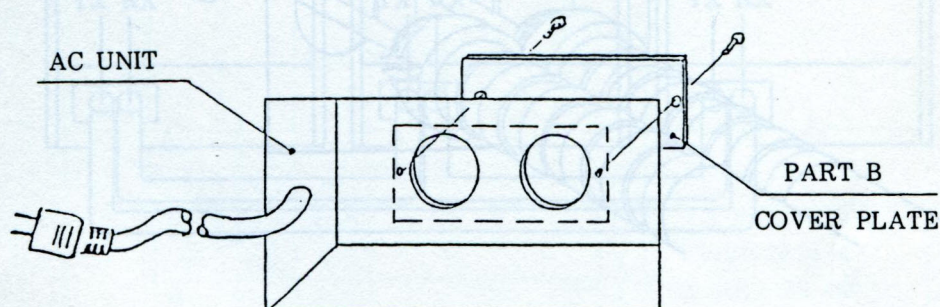
- ⑤ When work has been completed, reinstall the IC BOARD to the SHIELD CASE. Insert the CONNECTERS in the manner as shown. At this time, the CONNECTOR to be inserted should have 3 YELLOW wires and 3 WHITE wires.
- ⑥ Keep the removed screws, etc. for reuse when reinstalling the COMMUNICATIONS BOARD.



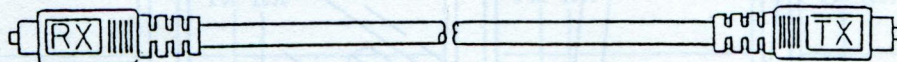
#### 4. INSTALLING THE COMMUNICATIONS CABLE

The COMMUNICATIONS CABLE connects the machine's AC unit.

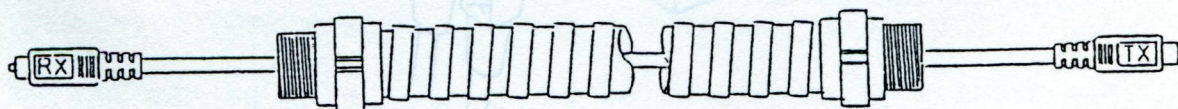
- ① Remove Part B of the AC Unit from the CABINET interior by removing the FRONT DOOR of Machine Unit I in a manner as shown.



- ② Using the supplied STICKERS, apply "TX" to the one end and "RX" to the other end for the cables in a manner as shown.

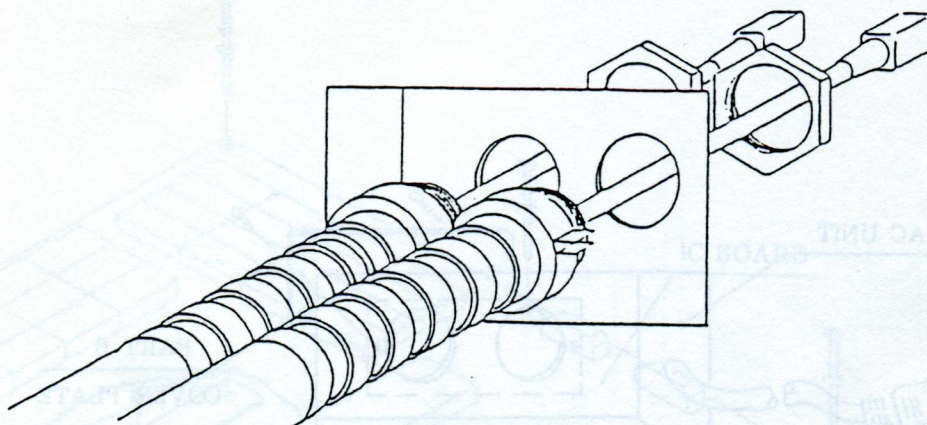


- ③ Pass the COMMUNICATIONS CABLES through the PROTECTION TUBE.

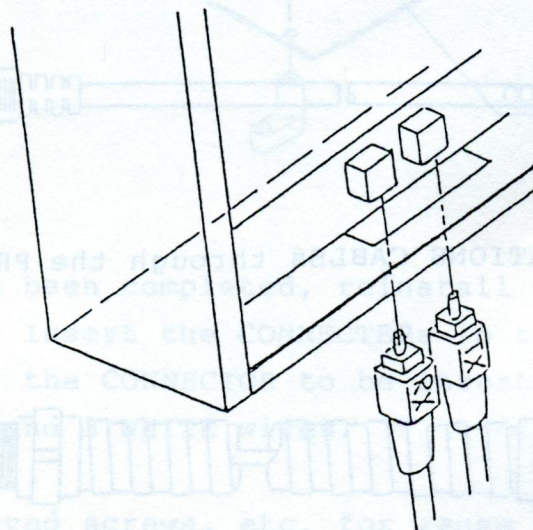




- ④ By referring to the following illustration, install the COMMUNICATIONS CABLE's PROTECTION TUBE for AC UNIT.

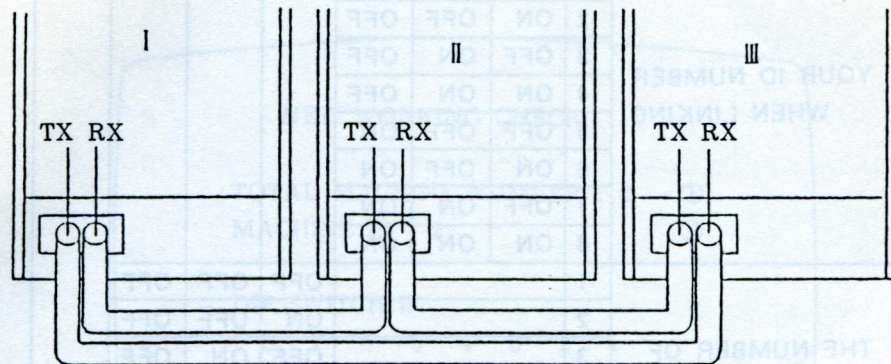


- ⑤ Insert the COMMUNICATIONS CABLE into the COMMUNICATIONS BOARD's CONNECTOR. There are two CONNECTORS. As seen from the outside of the SHIELD CASE, the interior side is "RX" and this side, "TX."

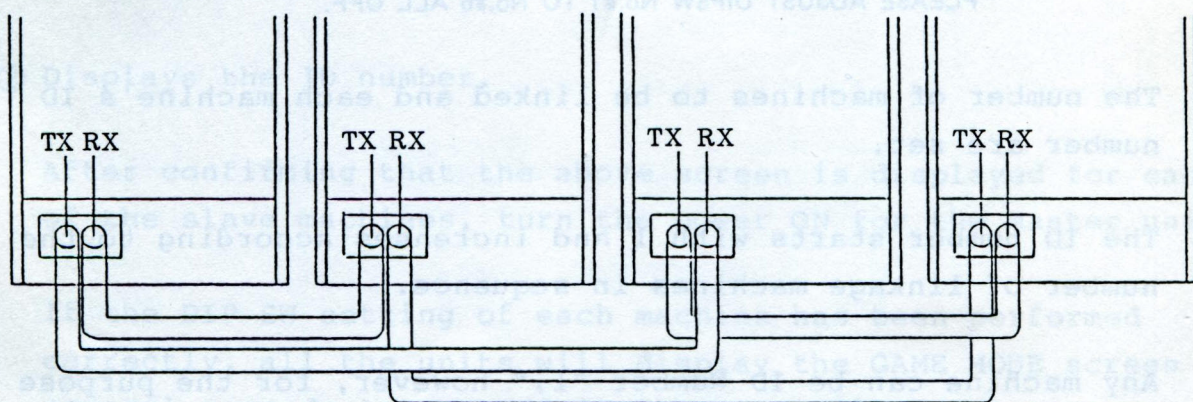




- ⑥ Connect the COMMUNICATIONS CABLE from the TX of the Machine I COMMUNICATIONS BOARD to the RX of the Machine III COMMUNICATIONS BOARD, and from the TX of Machine II to the RX of Machine II.



When linking 4 or more machines, linkage is performed as shown below.





## 5. DIP SWITCH SETTING

Performs the setting of the IC BOARD's DIP SWITCHes. (Refer to DIP SWITCH SETTING, OWNER'S MANUAL.)

GAME OPTION SWITCH SETTING						DIP SW B			
OPTION		1	2	3	4	5	6	7	8
YOUR ID NUMBER WHEN LINKING	1	OFF	OFF	OFF					
	2	ON	OFF	OFF					
	3	OFF	ON	OFF					
	4	ON	ON	OFF					
	5	OFF	OFF	ON					
	6	ON	OFF	ON					
	7	OFF	ON	ON					
	8	ON	ON	ON					
THE NUMBER OF THE MACHINES TO BE LINKED	1				OFF	OFF	OFF		
	2				ON	OFF	OFF		
	3				OFF	ON	OFF		
	4				ON	ON	OFF		
	5				OFF	OFF	ON		
	6				ON	OFF	ON		
	7				OFF	ON	ON		
	8				ON	ON	ON		
CABINET TYPE	DX							OFF	OFF
	COCKPIT							ON	OFF
	UP RIGHT							OFF	ON
	DX							ON	ON

IN CASE OF YOU DON'T LINK THE MACHINES  
PLEASE ADJUST DIPSW No.#1 TO No.#6 ALL OFF.

The number of machines to be linked and each machine's ID number are set.

The ID number starts with 1 and increases according to the number of linkage machines in sequence.

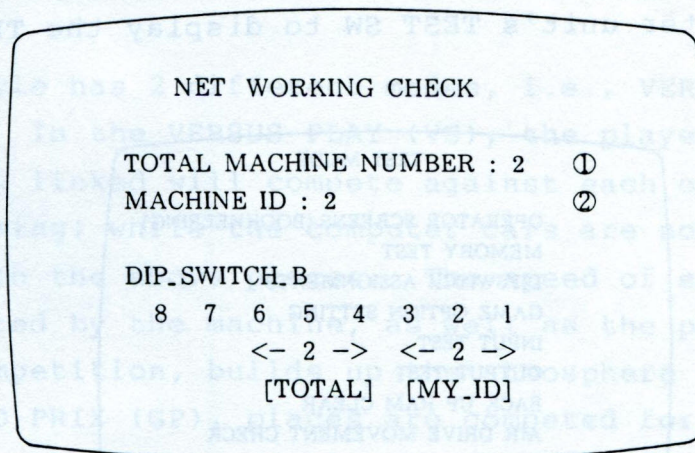
Any machine can be ID Number "1," however, for the purpose of explanations, Machine 1 in the respective illustrations is herein called ID No. "1."

The machine which is set as ID No. "1" will be the MASTER machine and the others, slave ones. After the setting is finished, secure the SHIELD CASE and install each door.



## 6. TURNING THE POWER ON

After all the machines' linkage and DIP SWITCH settings have been finished, turn the power ON. At this time, be sure to turn the power ON starting from the ones which were set as slave machines by the DIP SWITCHes.



The following will be displayed for the SLAVE machines for which the power was turned ON.

① Displays the number of machines linked.

② Displays the ID number.

After confirming that the above screen is displayed for each of the slave machines, turn the power ON for the master unit.

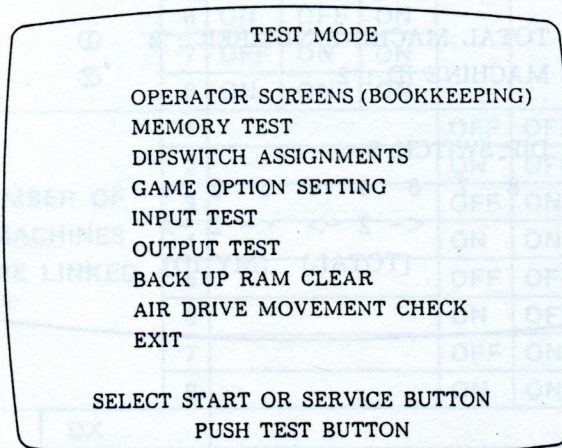
If the DIP SW setting of each machine has been performed correctly, all the units will display the GAME MODE screen several seconds later. If it is not displayed, turn each unit's power OFF and check the connection again of the COMMUNICATIONS CABLEs and the DIP SW setting.



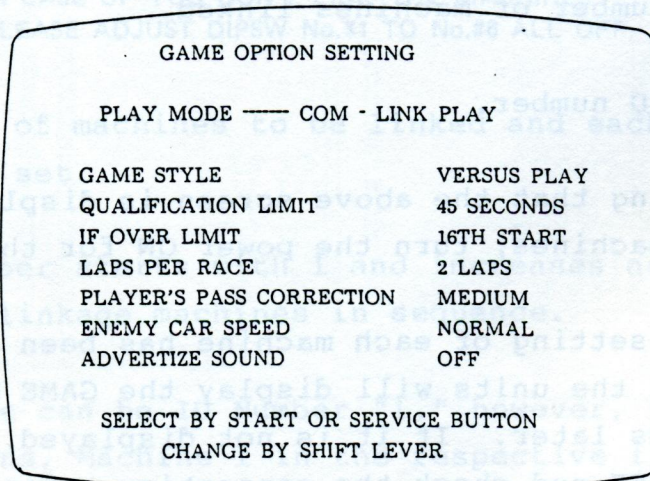
## 7. SETTING THE CONTENTS OF GAME

When plural machines are linked, game contents different from those used in a single unit can be set (refer to TEST MODE of the OWNER'S MANUAL.) However, the master unit is the only machine for which the game contents can be set and as such, the slave machines must comply with the setting for the master unit.

Press the master unit's TEST SW to display the TEST MODE screen.



When the GAME OPTION SETTING is selected, the following screen will be displayed.



The above is the standard setting.

When changing the setting, choose the desired item by using the START BUTTON and then pushing the SHIFT SW.



The following shows the contents of the setting:

① PLAY MODE ..... COM-LINK PLAY

Signifies that a plural units' communications linkage is made.

② GAME STYLE

The game style has 2 different modes, i.e., VERSUS PLAY and GRAND PRIX. In the VERSUS PLAY (VS), the players whose machines are linked will compete against each other for places (ranking) while the computer cars are not directly involved with the above places. The speed of each player car being adjusted by the machine, as well as the players' neck and neck competition, builds up the atmosphere of the game. In the GRAND PRIX (GP), places are competed for by 24 cars including all the players' linked cars. The GP, differs from the above VS, in that each player car's speed is not adjusted, therefore, the race condition will be nearly natural.

\* Judging from the game features, VS is for the ordinary customers whereas GP, for the EXPERT players.

③ QUALIFICATION LIMIT

The QUALIFYING LAP time should be set between 40 and 55 seconds.

④ IF OVER LIMIT

When the QUALIFYING LAP TIME is exceeded, either GAME OVER or START from the 16th PLACE can be selected.

⑤ LAPS PER RACE

To be set from between 2 ~ 4 laps.



## ⑥ PLAYER'S PASS CORRECTION

The player car's steering adjustment can be set to EASY<<</EASY<</  
EASY</EASY/NORMAL/HARD/>HARD/>>HARD.

## ⑦ ENEMY CAR SPEED

For the players other than the ones whose machines are linked, speed can  
be set to STRONG<<</STRONG<</STRONG</STRONG/MEDIUM/  
LIGHT/>LIGHT/>>LIGHT.

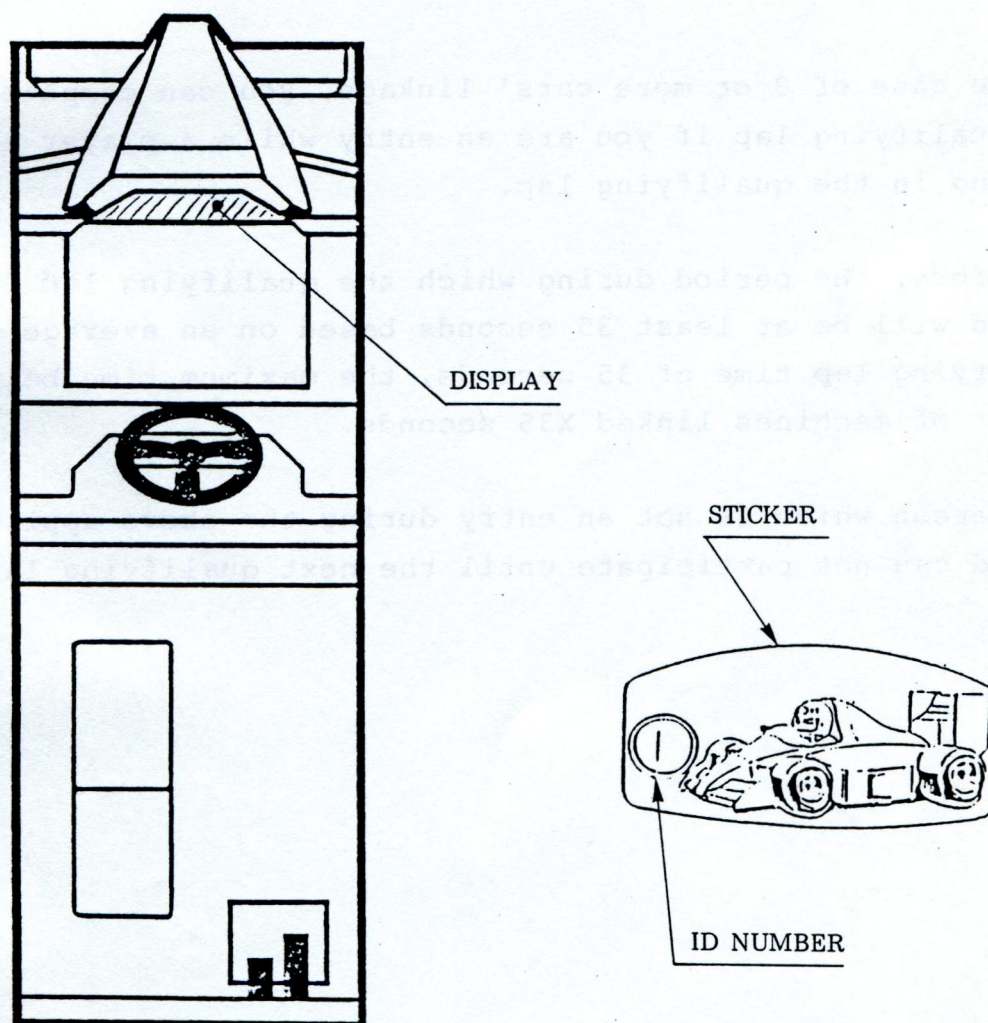
## ⑧ ADVERTISE SOUND

When the game is not played, the sound effects can be turned  
ON and OFF.



## 8. INSTALLING THE SIGNBOARD, ETC.

By referring to the following illustration, install the SIGNBOARD for each machine. Next, attach to the SIGNBOARD, the car picture sticker which corresponds with each machine's ID number.





## 9. GAME MOVEMENT AT THE TIME MACHINES ARE LINKED

Game movement at the time machines are linked will be as follows:

The SUPER MONACO GP has a QUALIFYING LAP and the actual race. When two machines are linked, if the second player enters before the player who started the game first finishes the qualifying lap, he can also participate in the qualifying lap.

In the case of 3 or more cars' linkage, you can compete in the qualifying lap if you are an entry while a player is driving in the qualifying lap.

Therefore, the period during which the qualifying lap is played will be at least 35 seconds based on an average qualifying lap time of 35 seconds, the maximum time being the number of machines linked X35 seconds.

Any person which is not an entry during the above applicable period can not participate until the next qualifying lap.







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