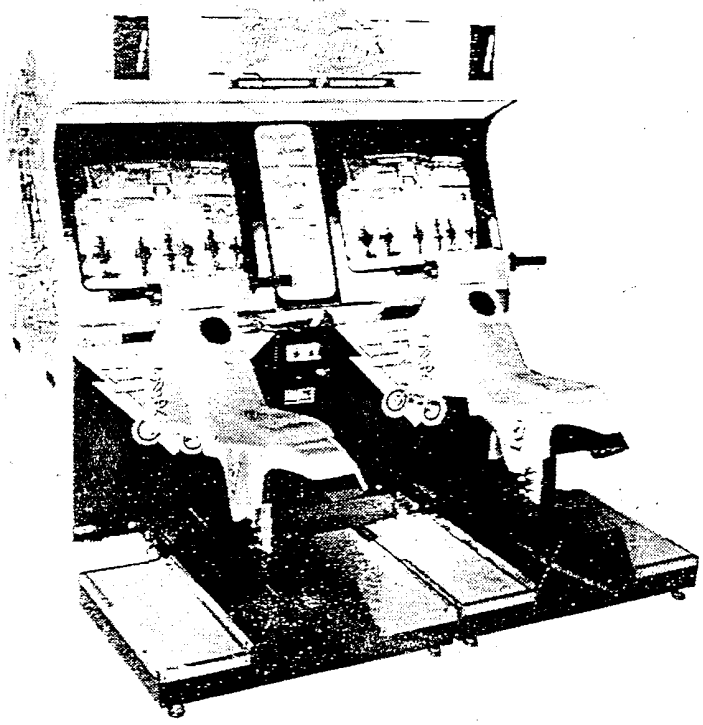
1ST PRINTING-JL

SEGA

Stadium CROSS

OWNER'S MANUAL



SEGA ENTERPRISES, LTD.

MANUAL NO. 420-6051-01

SEGA STADIUM CROSS

Built under license in the UK by Deith Leisure Manufacturing

INTRODUCTION

This SEGA STADIUM CROSS machine is in most aspects identical to the Japanese specification machine detailed in this manual. A few changes have been made to improve or adapt operation for the European market and some key components will be found to be different from those detailed in the original manual.

MAJOR MODIFICATIONS

Seat assembly	-	The bike frame has been improved both in visual appearance and mechanical strength
Monitors	-	Two Wells-Gardner 26" monitors are fitted. These units have automatic de-gauss, therefore eliminating the need for a manual demagnetization switch
Coin handling	-	Coin Controls Sentinel C220 (electronic) or 2 x Coin Controls S10 (mechanical) or 2 x G15 National Rejector (Germany)
	-	CREDY 2-player credit board (standard) 2 x Nova Creditboard B915 (Germany)
Coin meter	-	One meter per coin mech
Mains input	-	Deith multi-switch bracket, IEC plug with rfi filter and fuse (20mm 3.15A)
Power supply	-	Entron 15A switch-mode power supply
	-	Deith 24V linear supply (led displays)
Wiring Harness	-	Modified for European operation
Supply	-	220-240 VAC 50 Hz
Power	-	350 W

The operation of this machine remains as detailed in the owners manual.

DEITH LEISURE MANUFACTURING (September 1992)

TABLE OF CONTENTS

SPECIFICATIONS

Installation space	: 1,745mm (68.7in)(D)×1,780mm (70.1in)(W)
Height	: 1,775mm (69.9in)
Weight	: Approx. 360kg (794lbs.)
CRT	: Two 26″ color monitors
Power	: 340W (120V AREA), 350W (OTHER
Maximum current	: 4.0A (110V 60Hz AREA
	3.7A (120V AREA)
	2.1A (220V 50Hz AREA)
	2.0A (220V 60Hz AREA)
	2.0A (240V 50Hz AREA)

Note :

• Descriptions in this manual are subject to change without prior notice.

INTRODUCTION OF THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD. supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has been supplying various innovative and popular game machines to the world market. This Owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanical servicing controls, spare parts, etc. in regards to the new Sega product, STADIUM CROSS.

This manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read this manual to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system. Should such a case arise, contact our Main Office or the closest branch office listed as follows :

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1. HANDLING PRECAUTIONS

Pay close attention to the following points when installing or inspecting the game to ensure that the players can enjoy it safely.

- Be sure to turn off the power before working on the machine.

- It is dangerous to insert and pull out the plug quickly.

- It is necessary to make sure that the power cord or the ground wire is not exposed out in the open where it may be dangerous. Care should be taken so that grounding connections are made safely at locations specified.

- Do not use fuses which do not meet specified ratings.

- Make complete connections of the IC board and other connectors.
  Insufficient insertion is very dangerous.
  For inspection of IC board circuits, only the logic tester is allowed.
  Keep in mind that the usage of a tester is not permitted.

- The operating (ambient) temperature range is from 5℃ to 40℃.

  After confirming that there is no abnormality, turn on the power.

2. PREVENTION OF COUNTERFEITING AND CONVERSION

◆ Labelling

The following labels are affixed to all SEGA products to prevent counterfeits and conversions. When handling such products, be sure to confirm the labels. They are used to prevent illegal acts such as unauthorized duplication of products and printed circuit boards and carrying on businesses where similar merchandise is manufactured or the products are converted and sold.

Original seal

The following seal is put on all machines manufactured by SEGA.

License seal

The following seal is put on all SEGA kits, such as the printed circuit boards.

◆ Copyright notice

SEGA products have the following copyright notice.

3. PRECAUTIONS CONCERNING INSTALLATION LOCATION

STADIUM CROSS is an indoor game machine.
Under no circumstances should it be installed outdoors. Even indoors, avoid installing in areas mentioned below to ensure proper operation.

- Areas subject to rain, water leakage, or condensation due to humidity.
- In the proximity of an indoor swimming pool and/or showers.
- Areas subject to direct sunlight.
- Areas subject to direct heat from heating units or the like and/or hot air.
- Vicinity of highly flammable/volatile chemicals or hazardous matters.
- Slanted surfaces.
- Vicinity of fire prevention facilities such as emergency exits and fire extinguishers.
- Areas subject to any strong vibrations.
- Dusty areas.

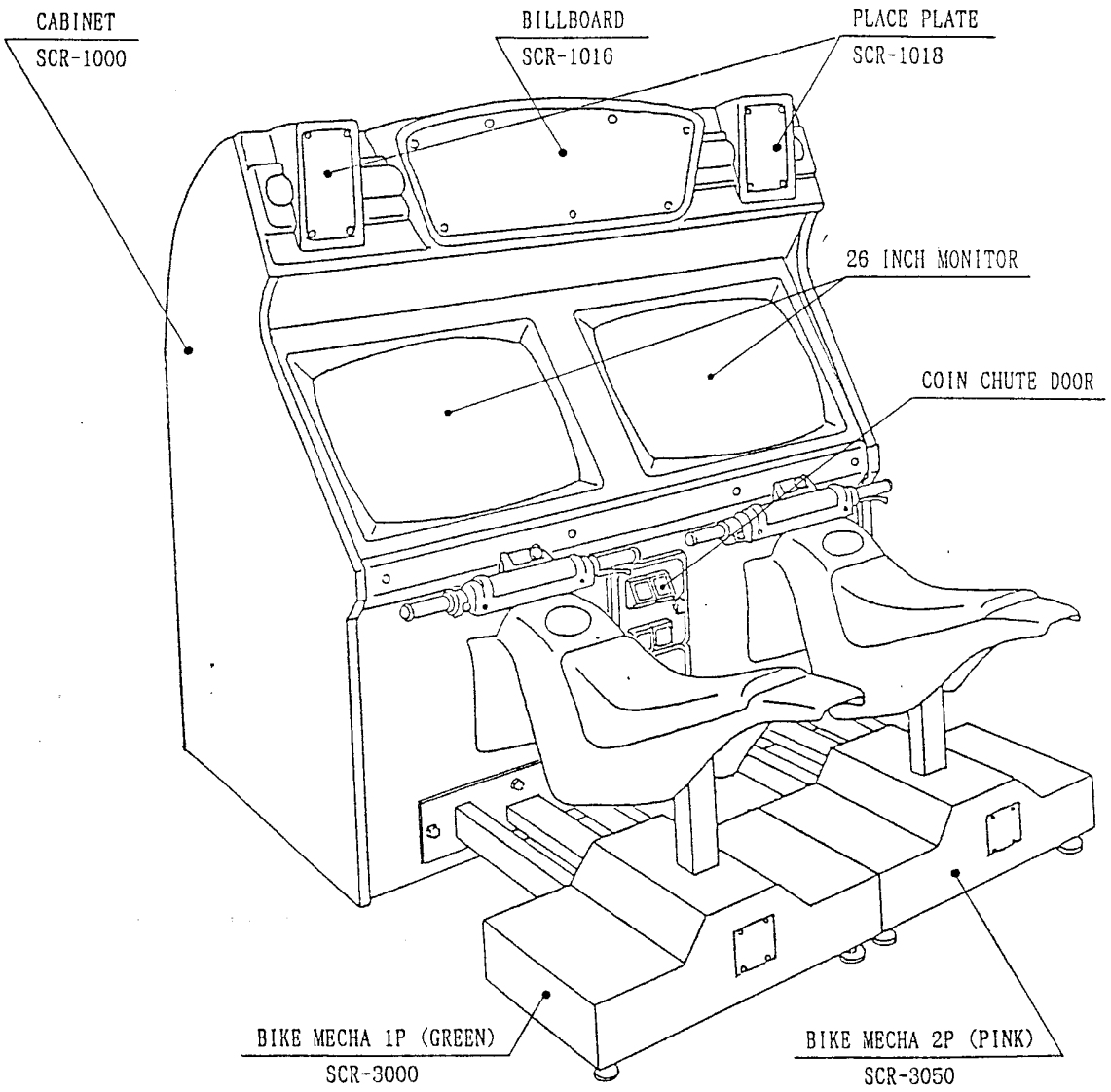
Cautions

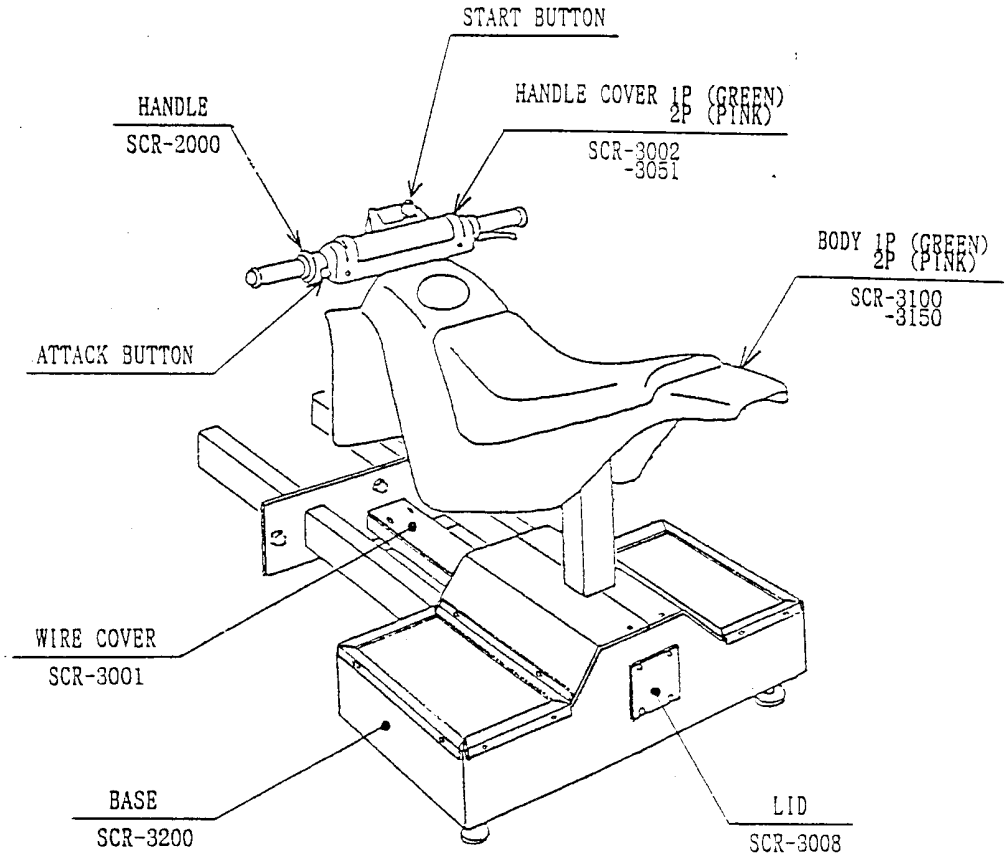
1. Do not share the power plug socket with any other electric appliances. (When power is being shared with other electric appliances, the breaker may shut off when the electric current consumption reaches its maximum.)
2. If an extension cord is to be used, use a cord of 10A or higher rating.

Electric current consumption

MAX. 4.0 A (AC 110V)
MAX. 3.7 A (AC 120V)
MAX. 2.1 A (AC 220V 50Hz)
MAX. 2.0 A (AC 220V 60Hz)
MAX. 2.0 A (AC 240V 50Hz)

4. NAME OF PARTS





Dimensions and weight

	Width × Depth × Height(mm)	Weight(kg)
CABINET	1,590×675×1,775	Approx. 200
BIKE MECHA & BASE (one side only)	880×1,310×978	Approx. 80
COMPLETE CABINET	1,780×1,745×1,775	Approx. 360

5. ACCESSORIES

Part No.	Quantity	Part name
420-6051-01	1	OWNERS MANUAL STADIUM CROSS ENG
421-5962 or 421-5963	1	MONITOR ADJUSTMENT GUIDE
540-0006-01	1	TAMPERPROOF WRENCH M4
540-0007-01	1	TAMPERPROOF WRENCH M5
GPD-2009	1	TORSION SPRING (For ACCELERATOR)
SCR-2005	2	RETURN SPRING (For BRAKE)
220-5179	1	VOL CONT B-5K OHM (For SOUND VOLUME ADJUSTMENT)
220-5373 or 5130	2	VOL CONT B-5K OHM (For CONTROL)
509-5003	1	PUSH BUTTON SW 1T 14.2□ GREEN (For ATTACK BUTTON)
509-5331	2	SW MICRO TYPE (For BRAKE)
514-5037～	1	Fuse φ6.4×30 ～mA
514-5036-5000	1	Fuse φ6.4×30 5000mA 125V
600-6047-07	1	ASSY FIBER CABLE 07MB (For COMMUNICATION)
SCR-0002 or 0004	1	SEAL SET

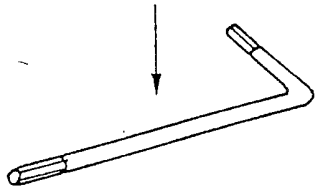
Note : The ACCELERATOR is hereinafter referred to as "ACCEL."

Tools

(TAMPERPROOF WRENCH)

M4 540-0006-01

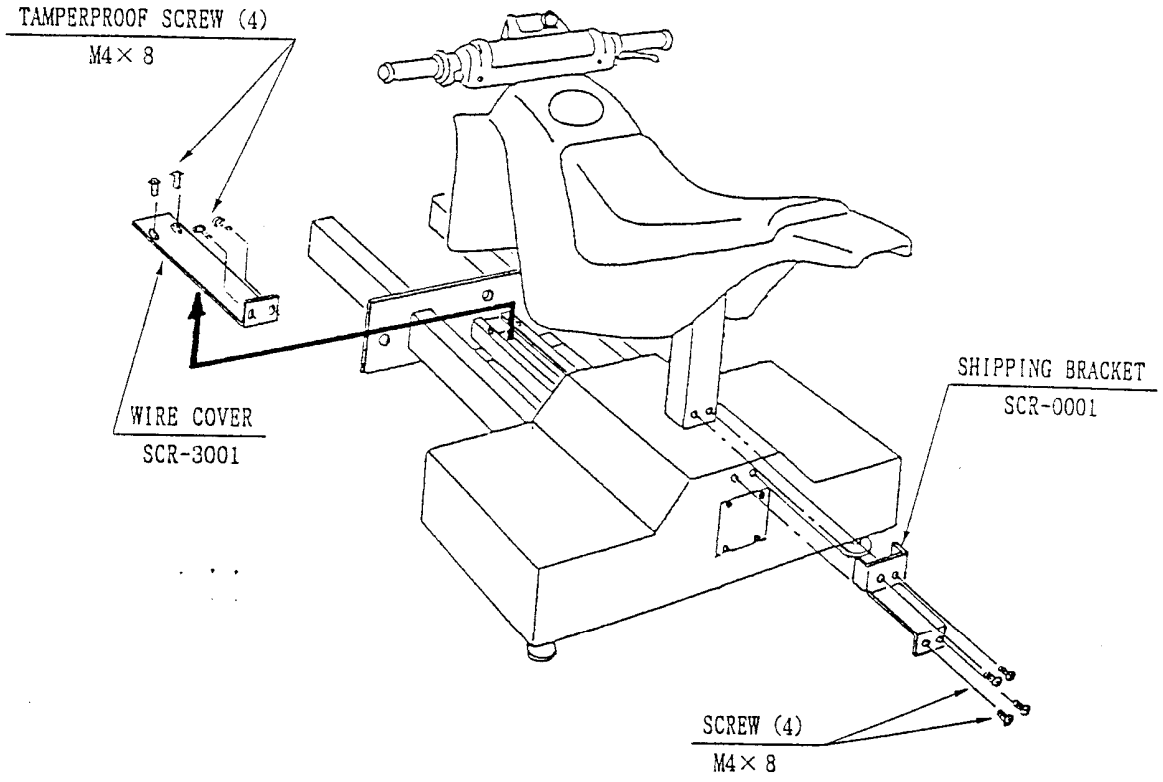
M5 540-0007-01



6. METHOD OF INSTALLATION AND ASSEMBLY

① Remove one each of Shipping Bracket (red) from Bike Mecha 1P and 2P by taking off the the 4 screws.

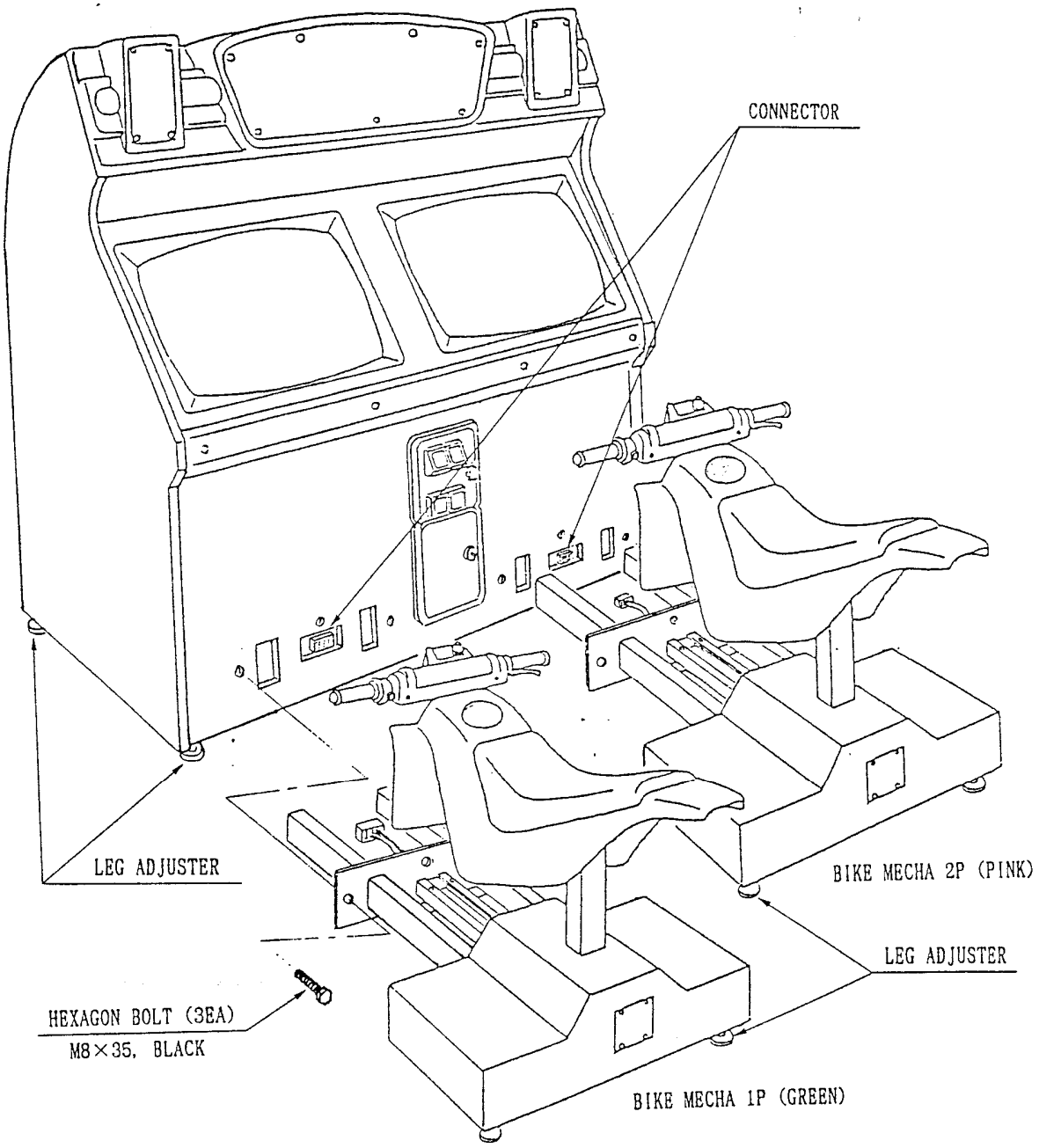
② Remove one each of Wire Cover from Bike Mecha 1P and 2P by taking off the Tamperproof screws.



③ Insert the Bike Mecha's square pipes into the Cabinet's square holes in the front. Bike Mecha 1P (body color : green) is on the left-hand side, and Bike Mecha 2P (body color : pink) is on the right-hand side.

④ Connect each Connector and then insert the Bike Mecha to the innermost part away from you, paying attention so that the wiring will not be damaged.

⑤ By using 3 each of the Hexagon Bolts (black), secure Bike Mecha 1P and 2P.

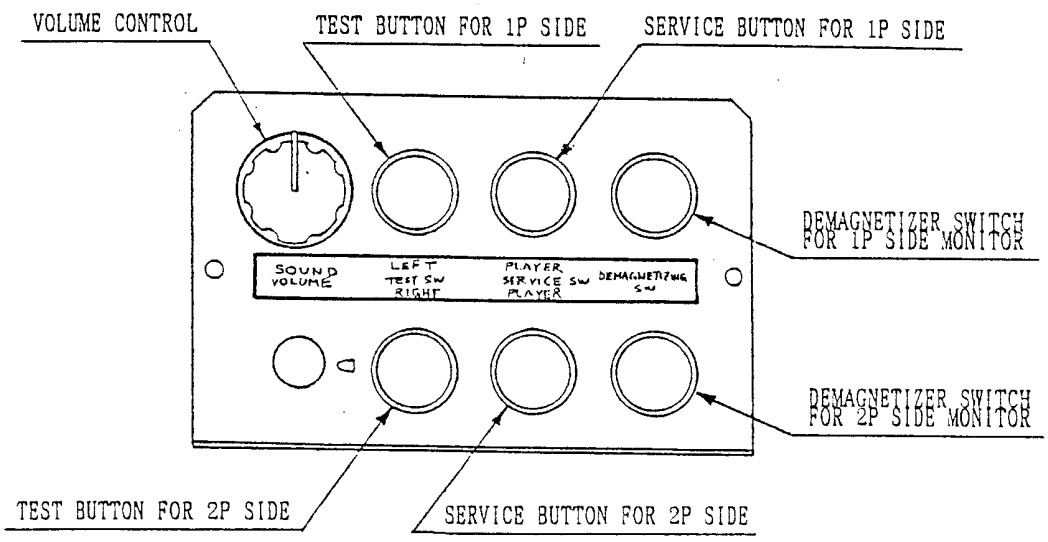


⑥ Lower the Leg Adjusters of the Cabinet and Bike Mechas to secure the entire machine unit in place. Make adjustments in the height of the Leg Adjusters in a manner so that the Casters will be raised approximately 5 mm. from the floor level, and secure the ADJUSTERs' height by fastening the Nuts.

⑦ Reinstall one each of the Wire Cover which was removed as per ② above (page-7).

7. TEST MODE

• SWITCH UNIT



Open the Coin Chute Door, and the SW unit shown will appear. The functioning of each SW is as follows :

VOLUME CONTROL : Controls the speaker volume.

TEST BUTTON : For the handling fo the Test Button, refer to the following pages.

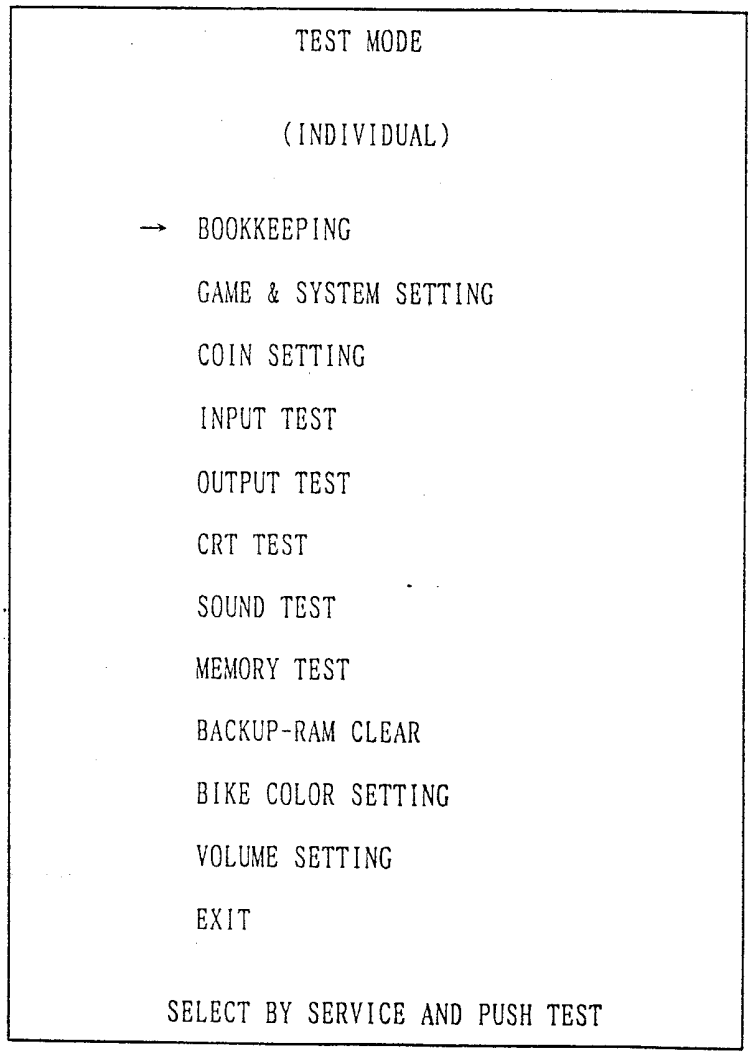
SERVICE BUTTON : Gives credits without increasing the coin meter.

DEMAGNETIZER SWITCH : Eliminates color shade from the screen.

Test Mode

The Test Mode allows the functioning of each part of the Cabinet to be checked, the monitor to be adjusted, and the coins and game related various settings to be performed.

Press the Test Button to cause the following Test Item Menu to be displayed on the 1P and 2P side monitors.



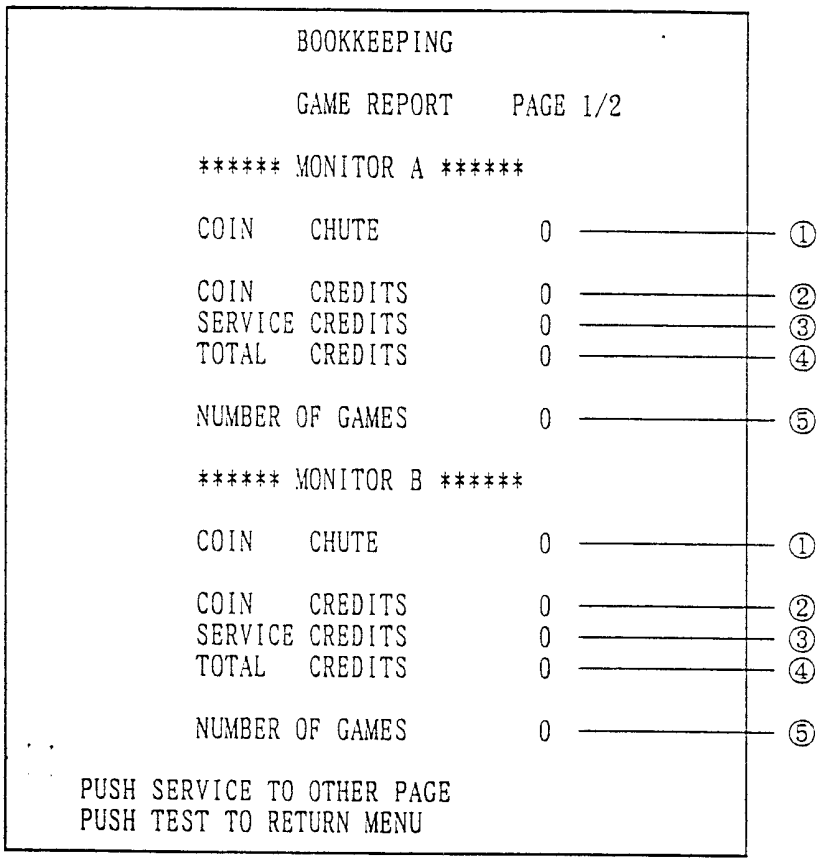
Press the Service Button until the pointer "→" is moved to the desired item. Then press the Test Button.

After the test is complete, move "→" to "Exit" and press the Test Button.

You may position the pointer to "INDIVIDUAL" and press the Test Button. The word "INDIVIDUAL" toggles to "CONTINUE". In the "CONTINUE" mode, each push of the Test Button causes transition to the next item. In the "INDIVIDUAL" mode, only the item indicated by the pointer is tested.

7-1 BOOKKEEPING

This mode allows the various data concerning credits and play time to be checked. Monitor A displays the 1P side player's data, and Monitor B, the 2P side player's data.



① Number of coins put in.

② Credits converted from the number of coins put in.

③ Credits registered by using the SERVICE Button.

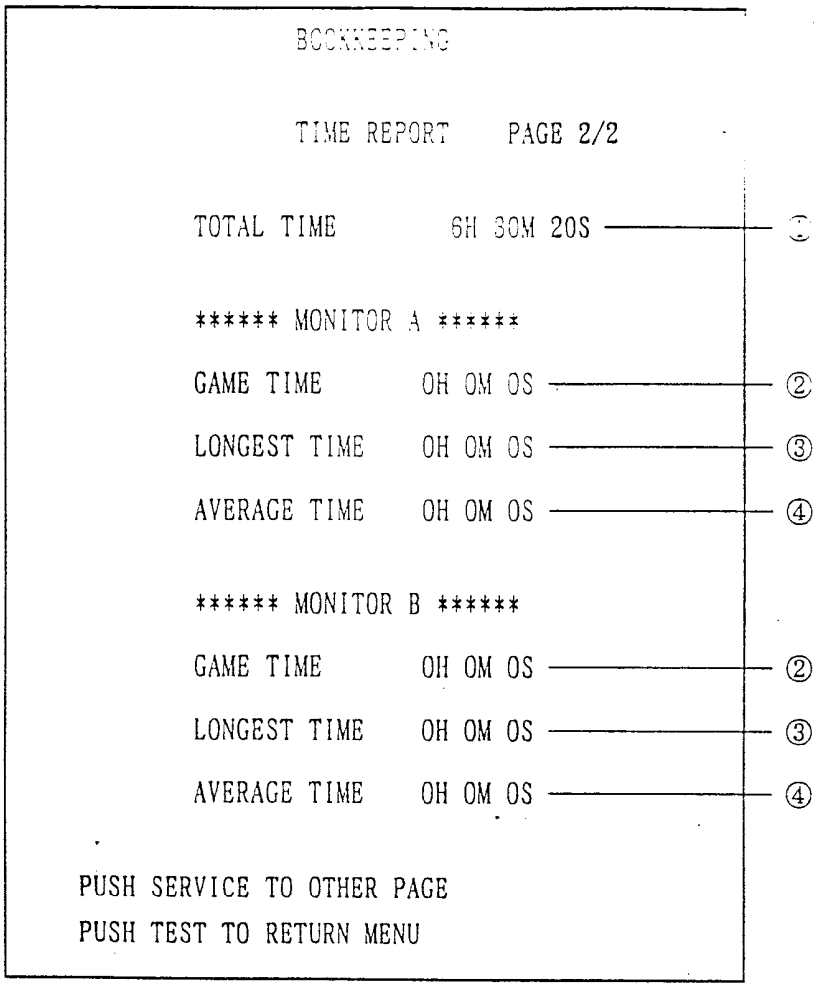
④ Total Credits (the sum of ② and ③)

⑤ Total games.

Press the Service Button to turn a page.

Press the Test Button to return to the menu.

Press the Service Button to display the following screen.

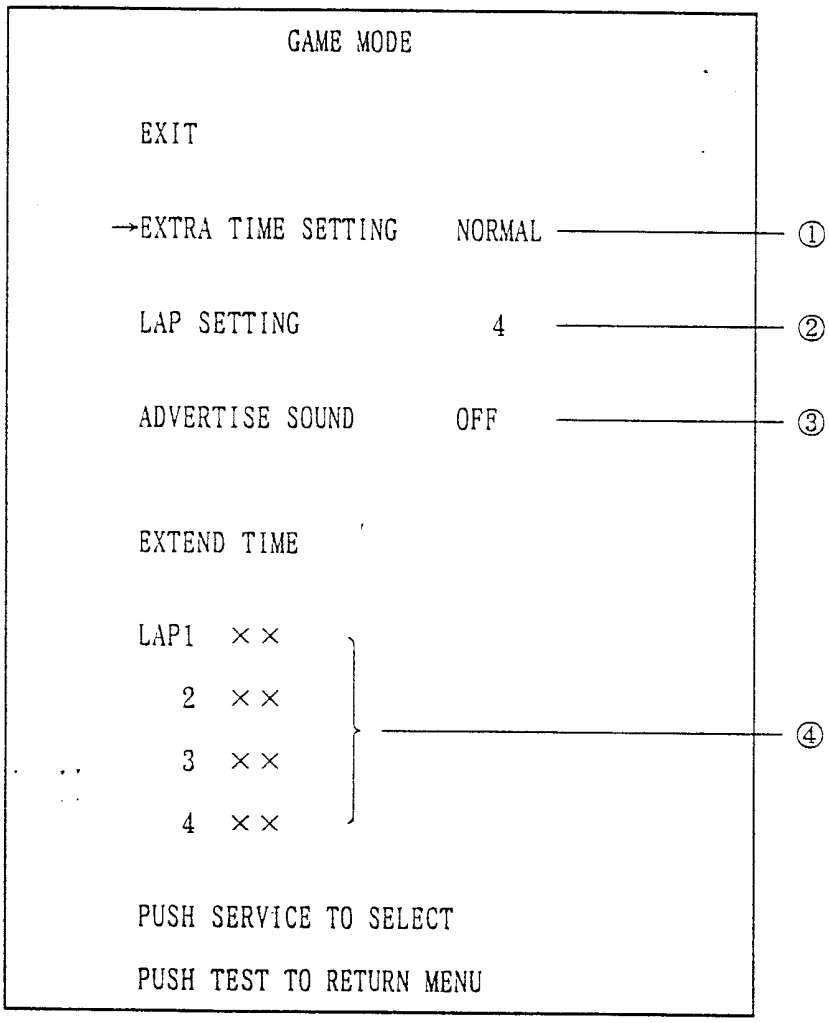


① Total time the machine was energized
② Each play's game time
③ Each player's longest game play time
④ Each player's average game play time

Press the Service Button to return to page 1/2.
Press the Test Button to return to the menu.

7-2 GAME & SYSTEM SETTING

The GAME & SYSTEM SETTING screen is for setting the game level, whether to turn on or off the sound in the DEMO MODE.



① Game level settting (8 levels : EASIEST− EASIER − EASY − NORMAL − HARD−HARDER− HARDEST− EXTRA HARDEST)

② Specified number of laps in one game (4 types : from 2 to 5)

③ Sound ON/OFF setting in the DEMO mode

④ Display of LAP time in each setting (when setting 1 is changed, the displayed value automatically changes.)

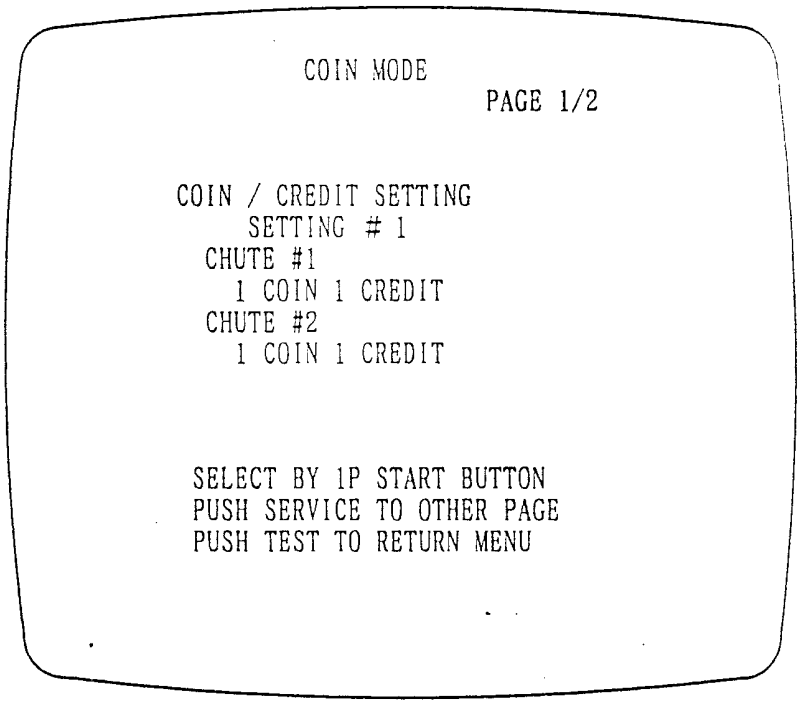
Select an item to be changed using the Service Button, then press the Test Button to make changes.

Bring the arrow mark to EXIT and press the Test Button to return to the menu.

7-3 COIN SETTING

The COIN SETTING mode is for setting the relationship between the number of coins and credits to start a game. "△ COIN □ CREDIT " shown on the screen means △ coins are counted as □ credits.

Press the 1P START Button to make changes.

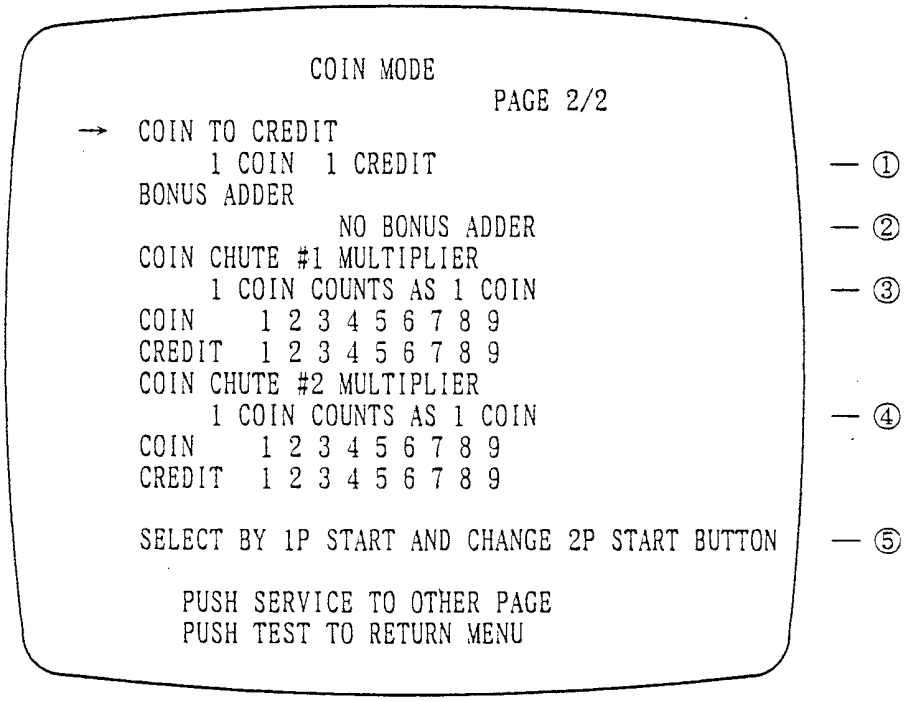


26 settings are available. Select #27 (CUSTOMIZE) to make further adjustment on page 2.

If #1 to #26 is selected, no changes can be made on page 2/2 ; only setting data can be checked.

Press the Service Button to turn a page.
Press the Test Button to return to the menu.

If SETTING #27 is selected, the second page screen looks as shown below. Select an item to be changed using the 1P START Button, then make changes using the 2P START Button.
(If #1 to #26 is selected, ⑤ the will not be displayed.)



① Number of coins counted as one credit
② Number of coins that must be inserted to earn a service coin
③ Count increased by one coin (coin chute #1)
④ Count increased by one coin (coin chute #2)
* For details, see the list on the next page.

Press the Service Button to return to page 1/2.
Press the Test Button to return to the menu.

① COIN TO CREDIT (Number of coins counted as one credit)

1 COIN	1 CREDIT
2 COINS	
3 COINS	
4 COINS	
5 COINS	
6 COINS	
7 COINS	
8 COINS	
9 COINS	

② BONUS ADDED (Number of coins that must be inserted to earn a service coin)

NO BONUS ADDER	NO EXTRA COIN
FREE PLAY	FREE PLAY
2 COINS GIVE	1 CREDIT
3 COINS GIVE	
4 COINS GIVE	
5 COINS GIVE	
6 COINS GIVE	
7 COINS GIVE	
8 COINS GIVE	
9 COINS GIVE	

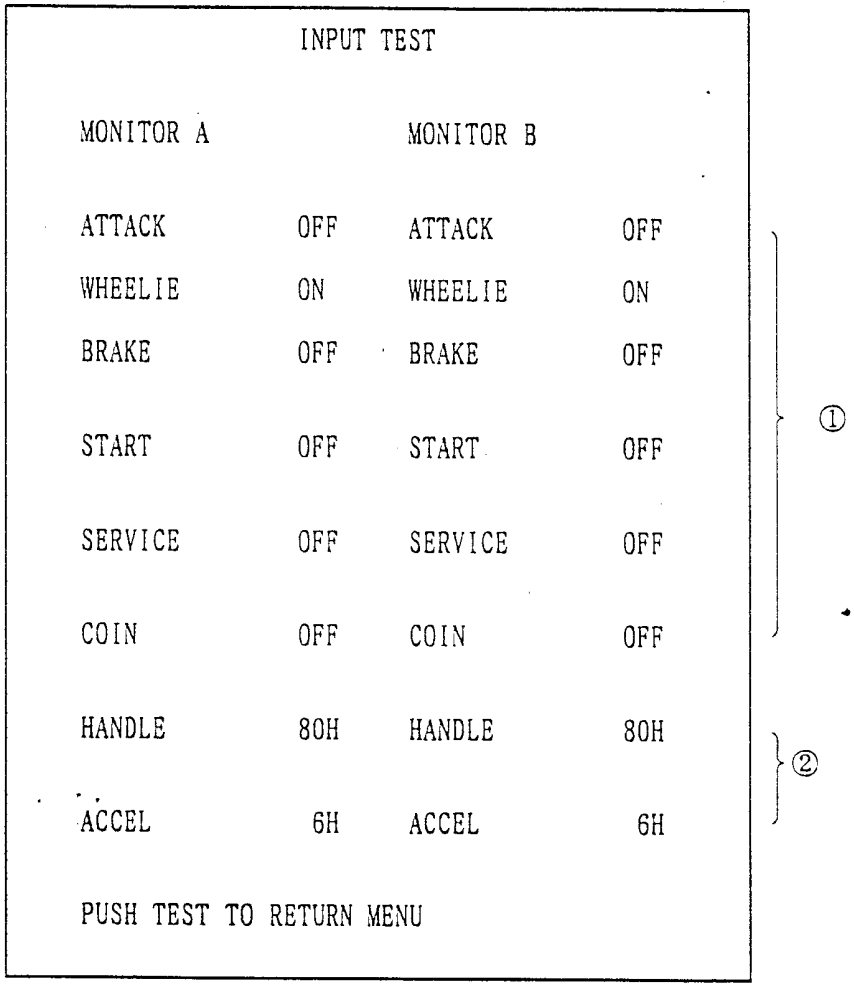
③ COIN CHUTE # 1 MULTIPLIER (Count increased by one coin)

1 COIN COUNTS AS	1 COIN 2 COINS 3 COINS 4 COINS 5 COINS 6 COINS 7 COINS 8 COINS 9 COINS

④ COIN CHUTE #2 MULTIPLIER
The same as ③.

7-4 INPUT TEST

Monitor A shows the 1P side player's data and Monitor B, the 2P side player's data.



① Status of each SW

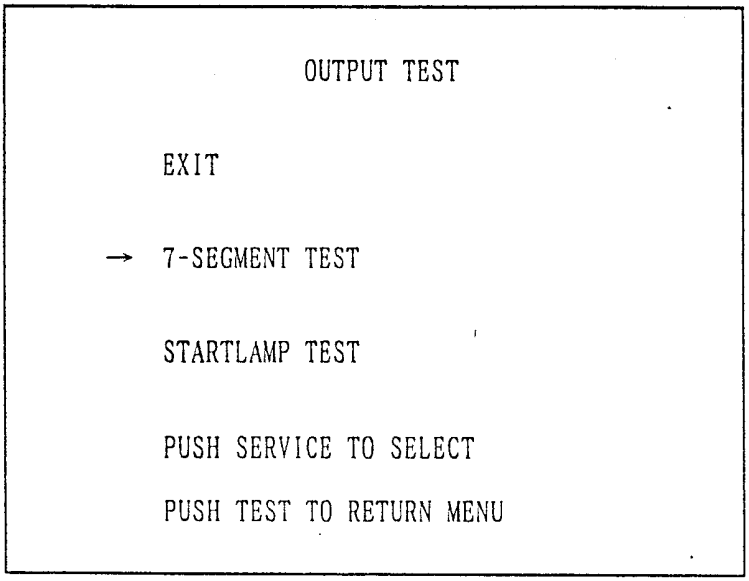
When your hand is off the Buttons and the Handle, only WHEELIE is ON, and others are OFF. Every time each SW is operated, if ON/OFF changes, it is satisfactory.

② Status of each VR

The status of the Handle and ACCEL. is shown. The Handle is satisfactory if the value shown is 80 (±4H) when your hand is off and B5H or higher when the Bike is inclined fully to the left, and 45H or lower when it is inclined fully to the right. The ACCEL. is satisfactory if the value shown is 9H or lower when your hand is off and E9H or higher when it is fully turned.

7-5 OUTPUT TEST

Checks the lighting up of the 7-SEG display which indicates place, and the START Lamp.



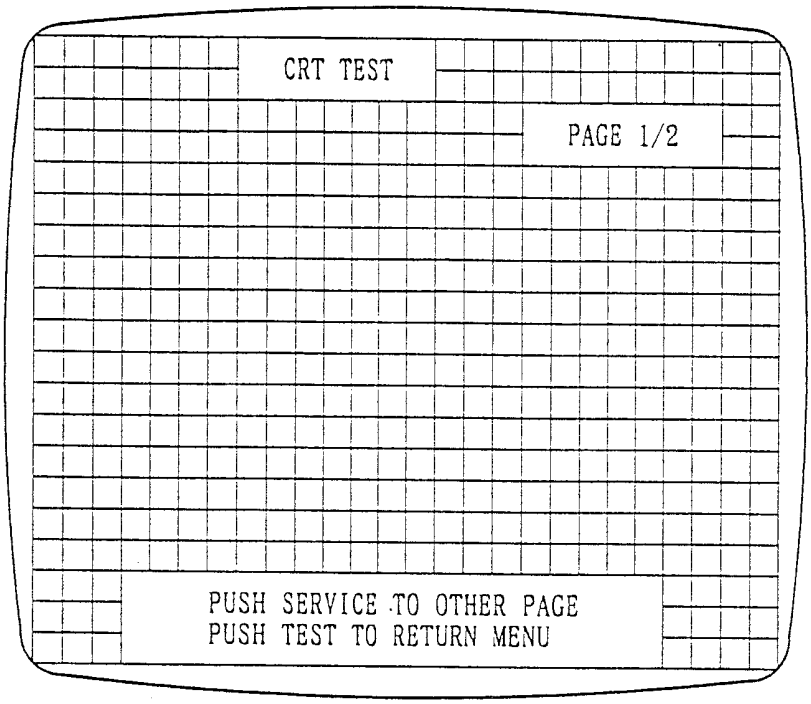
Select a lamp using the Service Button. Press the Test Buttton to see if the lamp goes on.

Bring the arrow mark to EXIT, then press the Test Button to return to the menu.

7-6 C.R.T. TEST

(1) Monitor size adjusting screen

This page is for checking the monitor size.

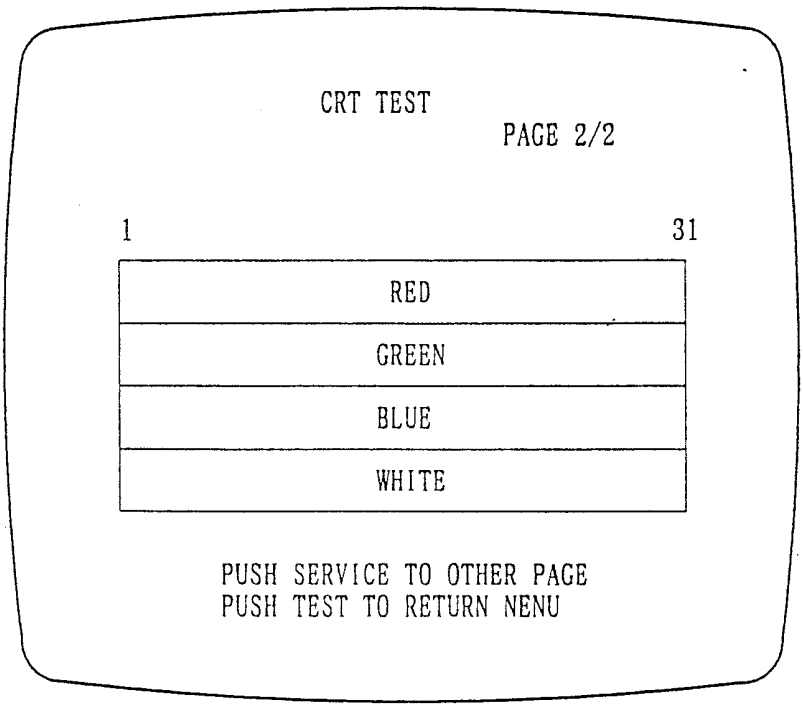


When adjusting the monitor size, be careful that grids do not go off of the screen.

Press the Test Button to return to the menu.
Press the Service Button to turn a page.

(2) RGB color adjusting screen

This page is adjusting the monitor color.



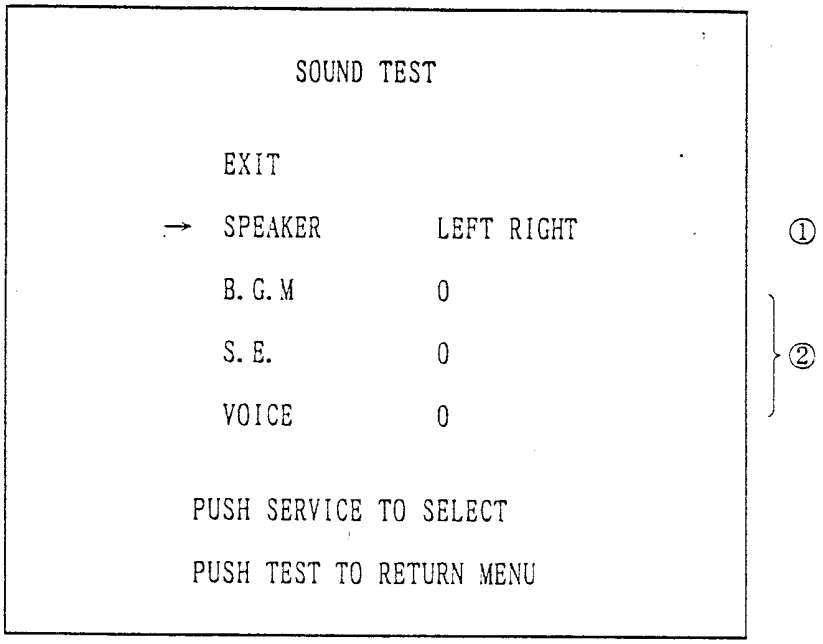
Red, green, and blue are darkest on the leftmost scale and get brighter by 31 gradations to the right.

The contrast of the monitor is normal, if the white color bar is black in the leftmost position and is white in the rightmost position.

Press the Service Button to return to page 1/2.
Press the Test Button to return to the menu.

7-7 SOUND TEST

This page is for checking the music and sound effects.



By using the Service Button, select the desired item and press the Test Button to allow sound to be emitted or the type of sound to be changed.

① The SPEAKER's output can be changed to one of the 3 types, i.e., the 1P side, 2P side and both (only to be effective in this mode, and when exiting from this mode, the ordinary status returns and the sound is emitted from both the left-hand side and right-hand side).

② Music and sound effect can be heard.

Bring the arrow mark to EXIT and press the Test Button to return to the menu.

7-8 MEMORY TEST

The MEMORY TEST mode is for checking the memory IC operations on the board.

"GOOD" is displayed for normal ICs and "BAD" is displayed for abnormal ICs.

MEMORY TEST

<ROM>

IC37 GOOD IC40 GOOD IC36 GOOD IC39 GOOD

<ROM>

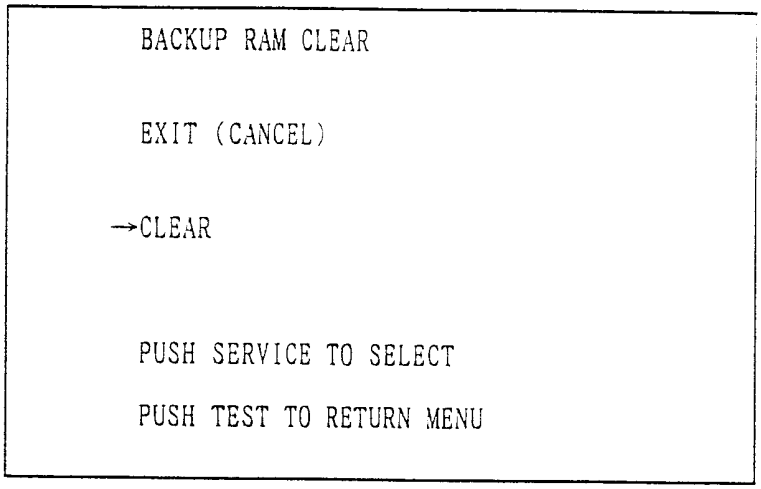
IC 1 GOOD	IC 2 GOOD	IC 3 GOOD
IC 4 GOOD	IC21 GOOD	IC54 GOOD
IC57 GOOD	IC58 GOOD	IC60 GOOD
IC61 GOOD	IC67 GOOD	IC68 GOOD
IC70 GOOD	IC115 GOOD	IC116 GOOD
IC117 GOOD	IC118 GOOD	IC120 GOOD
IC121 GOOD	IC122 GOOD	IC123 GOOD

PUSH TEST BUTTON TO EXIT

When the "PUSH TEST BUTTON TO EXIT" appears on the screen, press the Test Button to return to the MENU screen.

7-9 BACKUP-RAM CLEAR

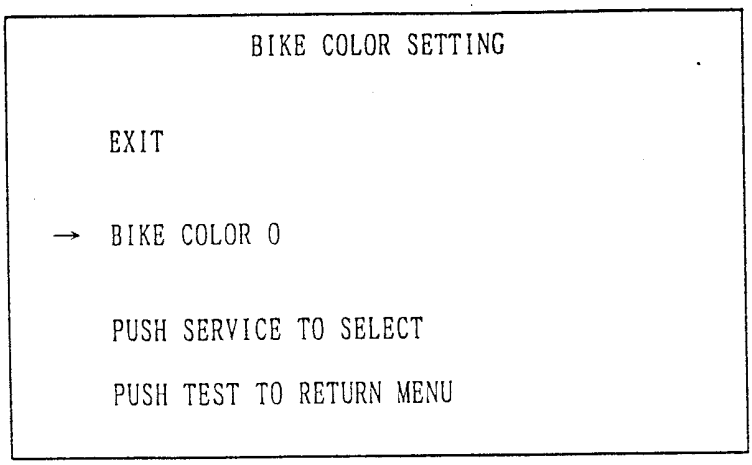
This screen is for erasing the contents of BOOKKEEPING.
When changing the specified number of laps to a greater number from a smaller one, be sure to perform BACKUP RAM CLEAR. Otherwise, the best time record as per the previous setting will continue to be displayed.



To erase the contents of BOOKKEEPING, bring "→" to "CLEAR" by using the Service Button. Then, press the Test Button. If the Test Button is pressed with "→" at "EXIT" the menu screen is redisplayed. After the contents of BOOKKEEPING are erased, "COMPLETED" appears on the screen.

7-10 BIKE COLOR SETTING

Allows for the setting of the coloring of the Bike which the player operates.



By using the Service Button, select the desired item and press the Test Button to make change. The relationship between the numbers and the on-screen colors are as follows :

	1P PLAYER	2P PLAYER
0	Green	White/pink
1	Yellow	Red
2	Green	White/pink
3	Yellow	Red

Note that 0 & 2 as well as 1 & 3 are not exactly tha same color.

7-11 VOLUME SETTING

Allows the on-screen player movements and actual movements of the Bike to be adjusted. Monitor A displays the 1P player's data, and Monitor B, the 2P player's data.

```
VOLUME SETTING

MONITOR-A PLAYER
        HANDLE
LEFT  B5      RIGHT  45
        ACCEL
MIN   6       MAX    E9

MONITOR-B PLAYER
        HANDLE
LEFT  B5      RIGHT  45
        ACCEL
MIN   6       MAX    E9

PUSH SERVICE TO SELECT
PUSH TEST TO RETURN MENU
```

A. When adjusting the on-screen Handle movements :

① Press the Service Button to cause the "LEFT" to flash.

② Press the Test Button to cause the value displayed in the B5 portion (located to the right-hand side of the above "LEFT") to flash, and then move the Bike fully to the left.

③ Press the Test Button to have the "RIGHT" flash, then press the Test Button again and move the Bike fully to the right.

④ Press the Test Button, and the adjustment will be finished.

⑤ Press the Service Button several times to cause the "PUSH TEST TO RETURN MENU" display to appear, and then press the Test Button to return to the MENU screen.

B. When adjusting the on-screen ACCEL. movements :

① Press the Service Button to cause the "MIN" to flash.

② Then, press the Test Button to cause the value to start flashing, and take your hand off the Bike's ACCEL.

③ Press the Test Button to cause the "MAX" to flash, then press the Test Button once again and fully turn the ACCEL.

④ Press the Test Button, and the adjustment will be finished.

⑤ Press the Service Button several times to cause the "PUSH TEST TO RETURN MENU" display to appear, and press the Test Button to return to the MENU screen.

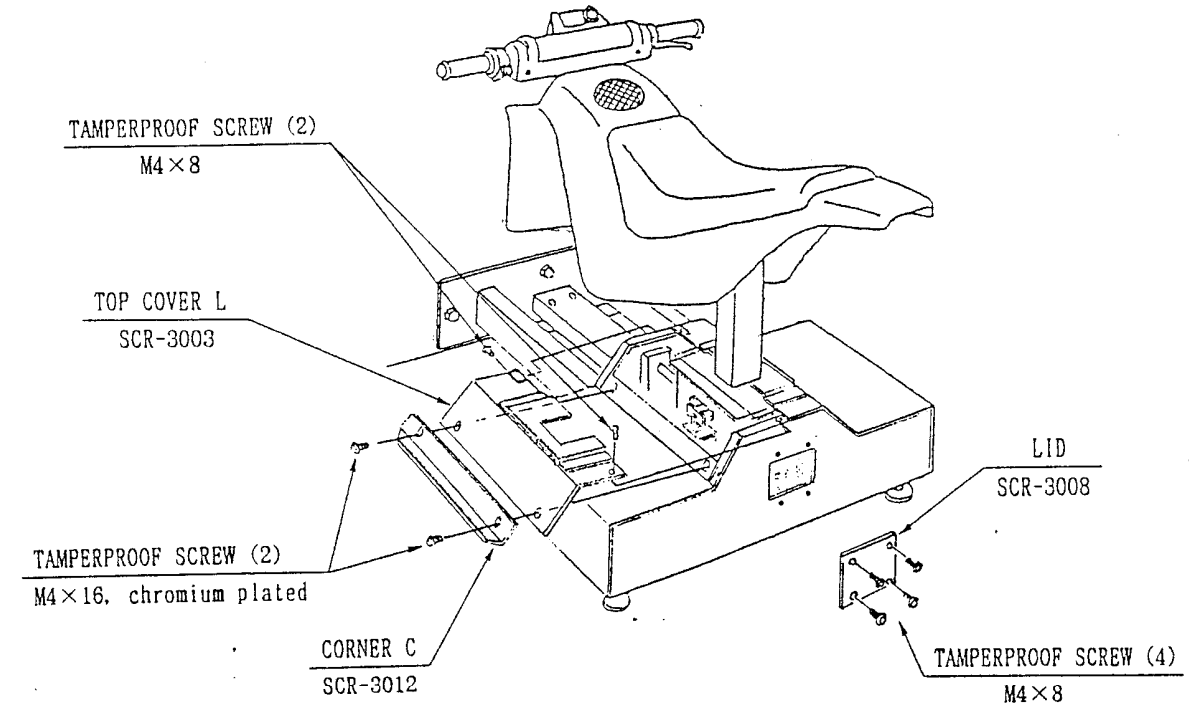
Note : The above mentioned B5, 45, 6, and E9 are the standard values.

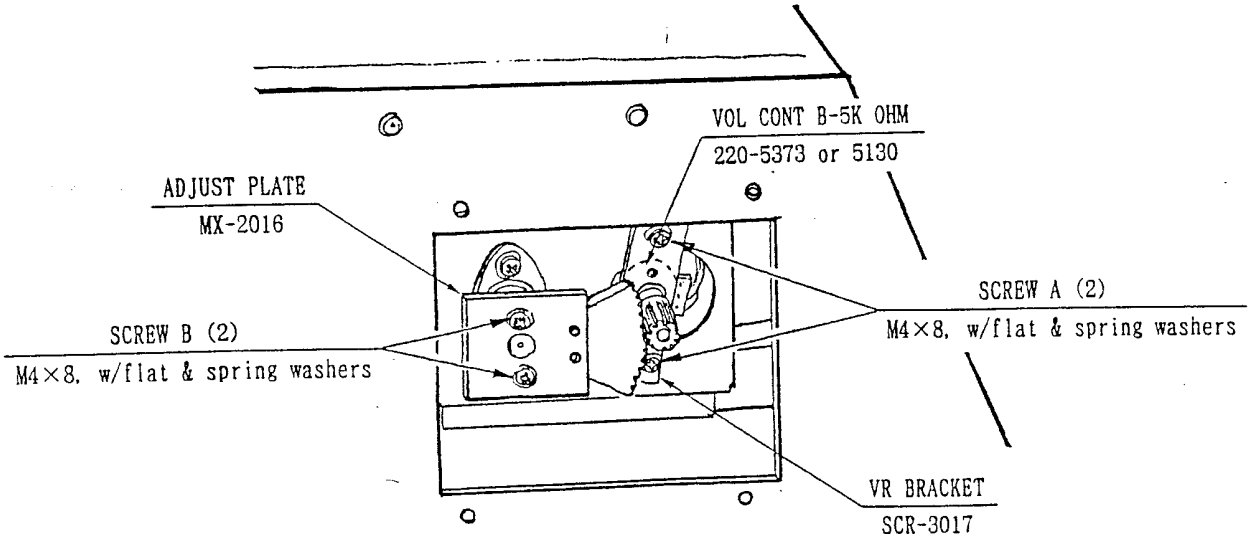
8. CENTERING AND WHEELIE ADJUSTMENTS

8-1 VR adjustment for Centering

① In the Test mode, select the "VOLUME SETTING" screen (shown on the previous page).

② Take off the 4 Tamperproof screws and remove the Lid from the rear of the Base.





* When the Bike is inclined to the right and left, if the VR is not turned in excess of the MAX. turning limit or the gears are not disengaged, then no adjustments are required.

③ Make adjustments of the distance in between gears, and backlash by loosening the 2 screws A.

④ In the case where the VR variation value displayed on the screen greatly deviates from 45 ~ 85, also make ADJUST PLATE adjustments by loosening the 2 screws B, in addition to the above ③ adjustment.

When replacing the VR, loosen the 2 screws A, and remove the VR together with the VR Bracket and Gear. By referring to the Wiring Diagram, reposition the wiring in its proper place by soldering. After VR replacement, make adjustments as per the above procedure.

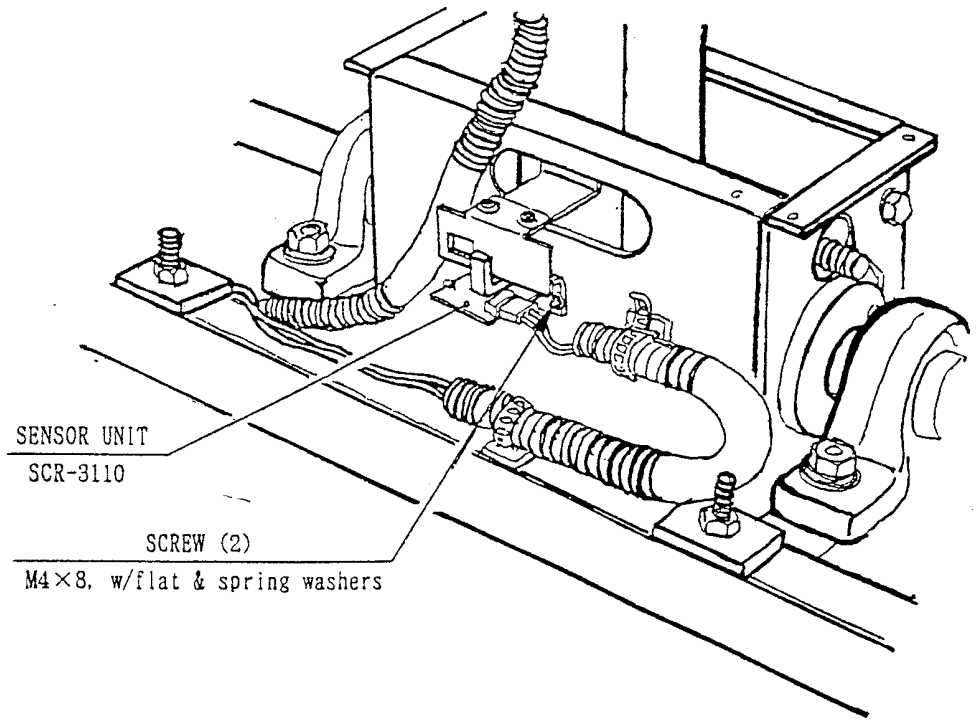
8-2 SENSOR ADJUSTMENT FOR WHEELE

① In the TEST mode, select the "INPUT TEST". (Refer to 7-4 INPUT TEST.)

② Take off the 2 Tamperproof screws and remove Corner C.

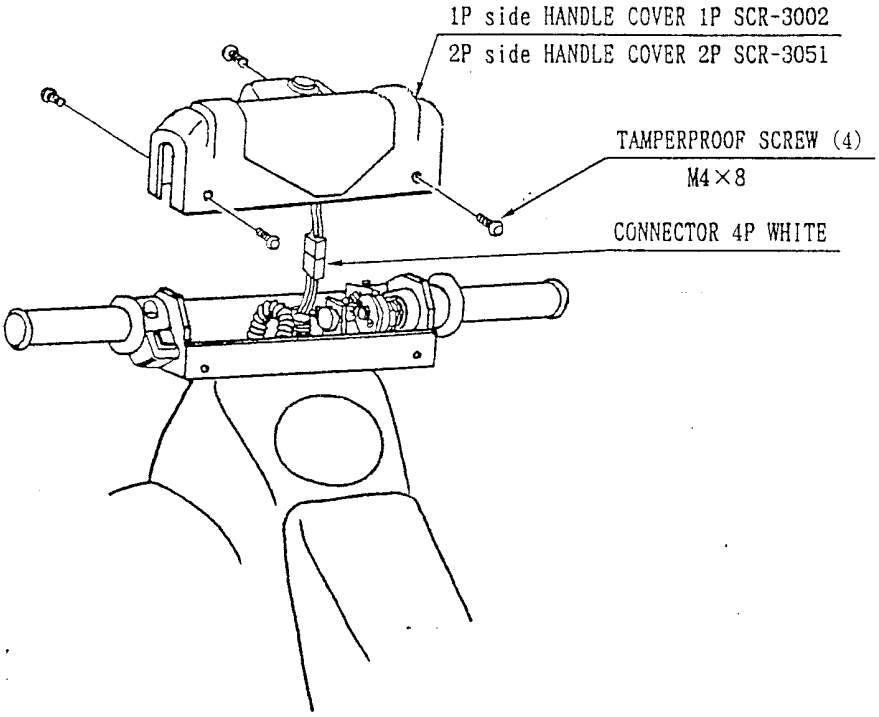
③ Take off the 2 Tamperproof screws and remove Top Cover L (left).

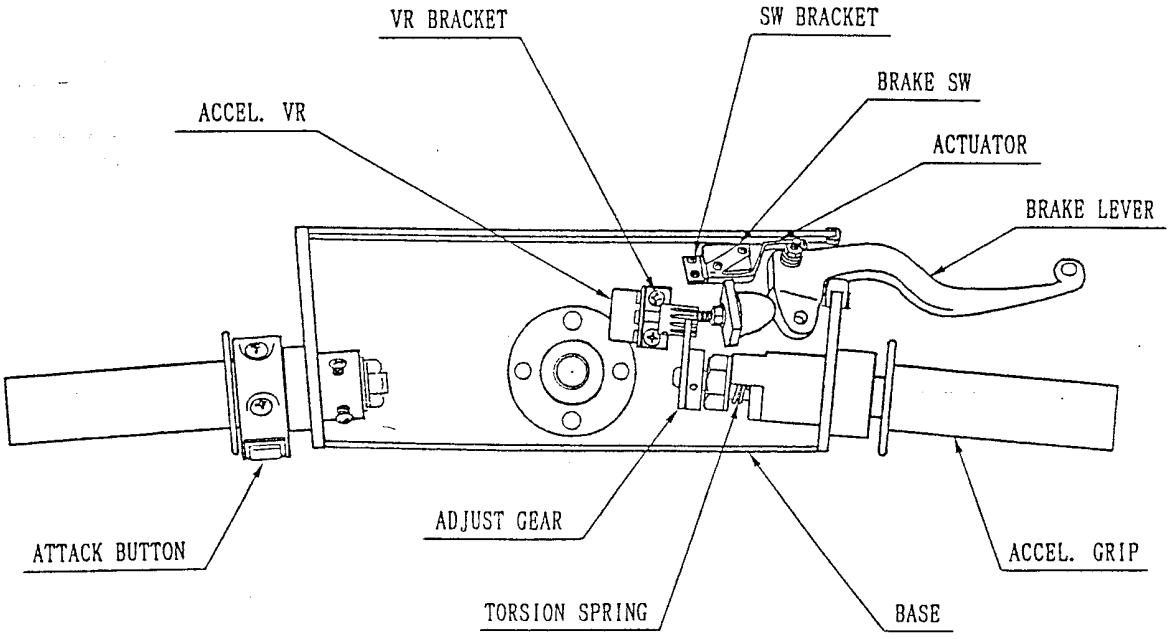
④ Loosen the 2 screws to allow the Sensor Unit to move back and forth. When the Bike is pulled backward (to a WHEELIE status), secure the Sensor Unit at the position where the on-screen "WHEELIE" display becomes "OFF".



9. HANDLE

Perform the ACCEL. and BRAKE related adjustments, etc., by taking off the Handle Cover. Take off the 4 Tamperproof screws and disconnect the Connector to remove the Handle Cover.





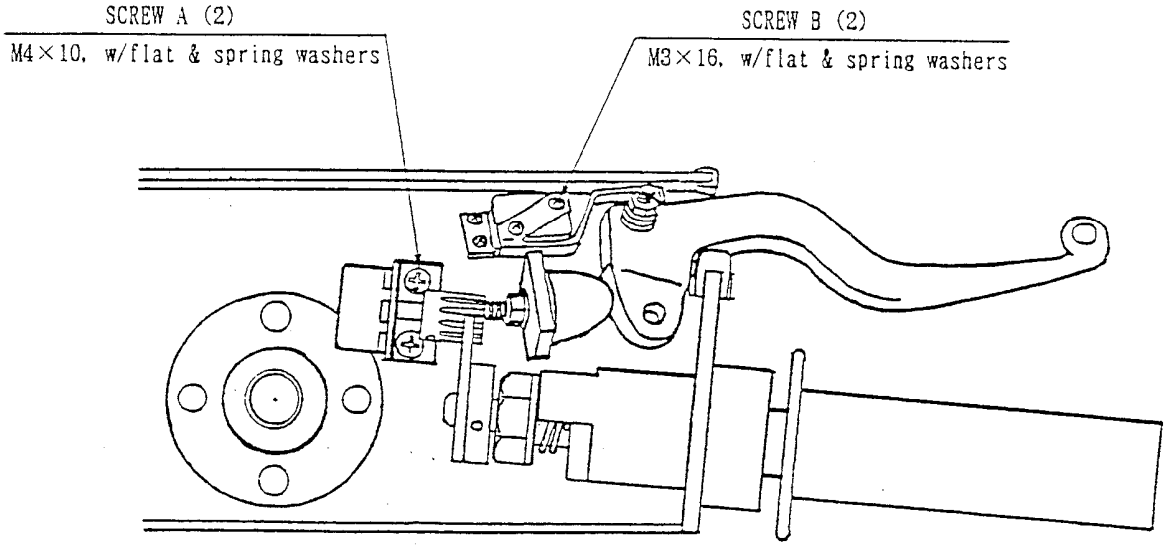
9-1 ACCELERATOR VR AND BRAKE SW ADJUSTMENTS

When adjusting the ACCEL. VR position, loosen the 2 Screws A and adjust the securing position of the VR Bracket.

Adjust the BRAKE SW position by loosening the 2 Screws B shown below and by adjusting the securing angle.

After the adjustments are made, fasten the loosened screws.

Strict adjustments are not required of the ACCEL. VR or the BRAKE SW. Make sure that the ACCEL. VR does not turn in excess of the MAX. turning limit, or the gears are not disengaged. By operating the BRAKE LEVER, secure the BRAKE SW in the position to ensure the correct ON/OFF actuation.



9-2 SPRING REPLACEMENT

Replacing the Torsion Spring

① By using the Hexagon wrench (subtense : 2 mm), loosen the set screws (with hexagon hole) and remove the Gear Holder and ADJUST GEAR.

② Take off the Hexagon Nut to replace the Torsion Spring.

③ Insert one end of the Torsion Spring into the Stopper Disk hole, installing the other end against the projecting part of the ACCEL. support (refer to the FIG. below).

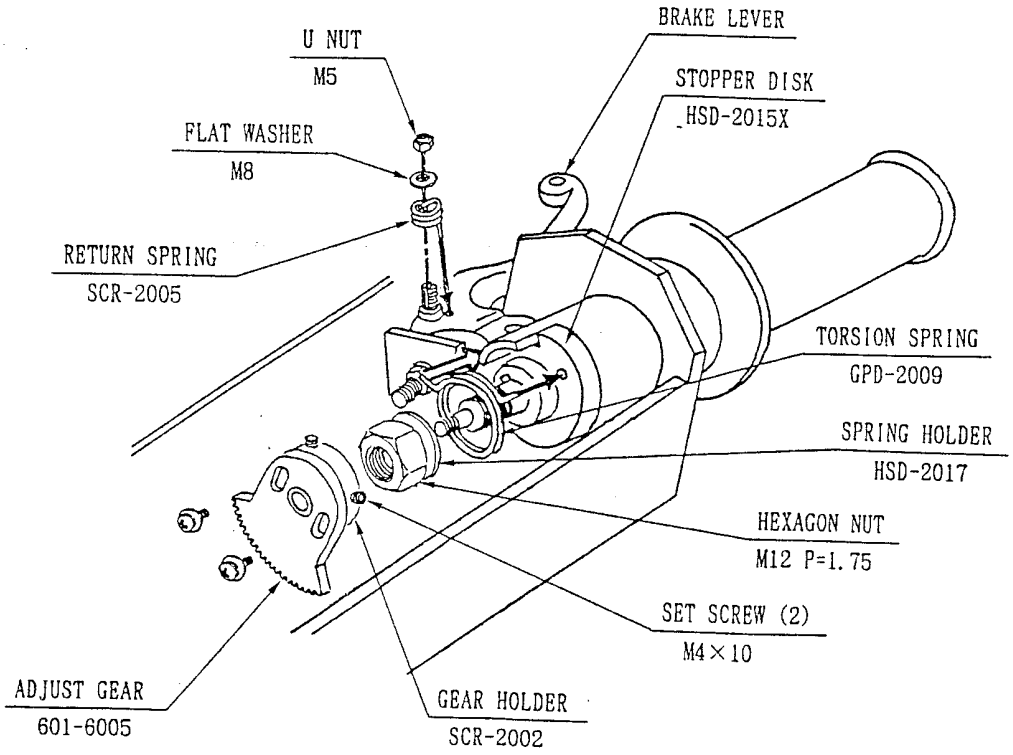
④ Install the Torsion Spring in its proper position, and carry out the assembly in the procedure opposite to the above.

Return Spring Replacement

① Take off the U Nut and the flat washer to replace the Return Spring.

② Insert one end of the Return Spring into the BRAKE LEVER hole and the other end in the goove of the Shaft to which the BRAKE LEVER is installed (refer to the FIG. below).

③ Install the Return Spring in its proper position and then install the flat washer and U nut.



9-3 SPAREPARTS REPLACEMENT

ACCEL. VR Replacement

① Take off the 2 screws and remove the ACCEL. VR together with the VR Bracket and Gear, from the Base.

② Loosen the 2 set screws and remove the Gear.

③ Take off the Nut and remove the VR Bracket.

④ By referring to the Wiring Diagram, reposition the wiring in its proper position, to the ACCEL. VR to be replaced.

⑤ Carry out the assembly in the procedure opposite to the above. Make adjustment between Gear and ADJUST GEAR. Also, adjust the turning angle of the ACCEL. VR, for the gear engagement in a manner so that when the ACCEL. Grip is turned, the ACCEL. VR does not turn in excess of the MAX. turning limit.

BRAKE SW Replacement

① Take off the 2 screws and remove the BRAKE SW together with the SW Bracket, from the Base.

② Take off the 2 screws which secure the SW, and remove the SW Bracket.

③ By referring the Wiring Diagram, connect the wiring to the SW to be replaced.

④ By using the 2 screws and the Nut Plate, assemble the Actuator, SW, and the SW Bracket.

⑤ By using the 2 screws, install the SW Bracket to the Base. Operate the BRAKE LEVER and secure the SW Bracket at a proper angle in a manner so that the BRAKE SW will smoothly go ON and OFF.

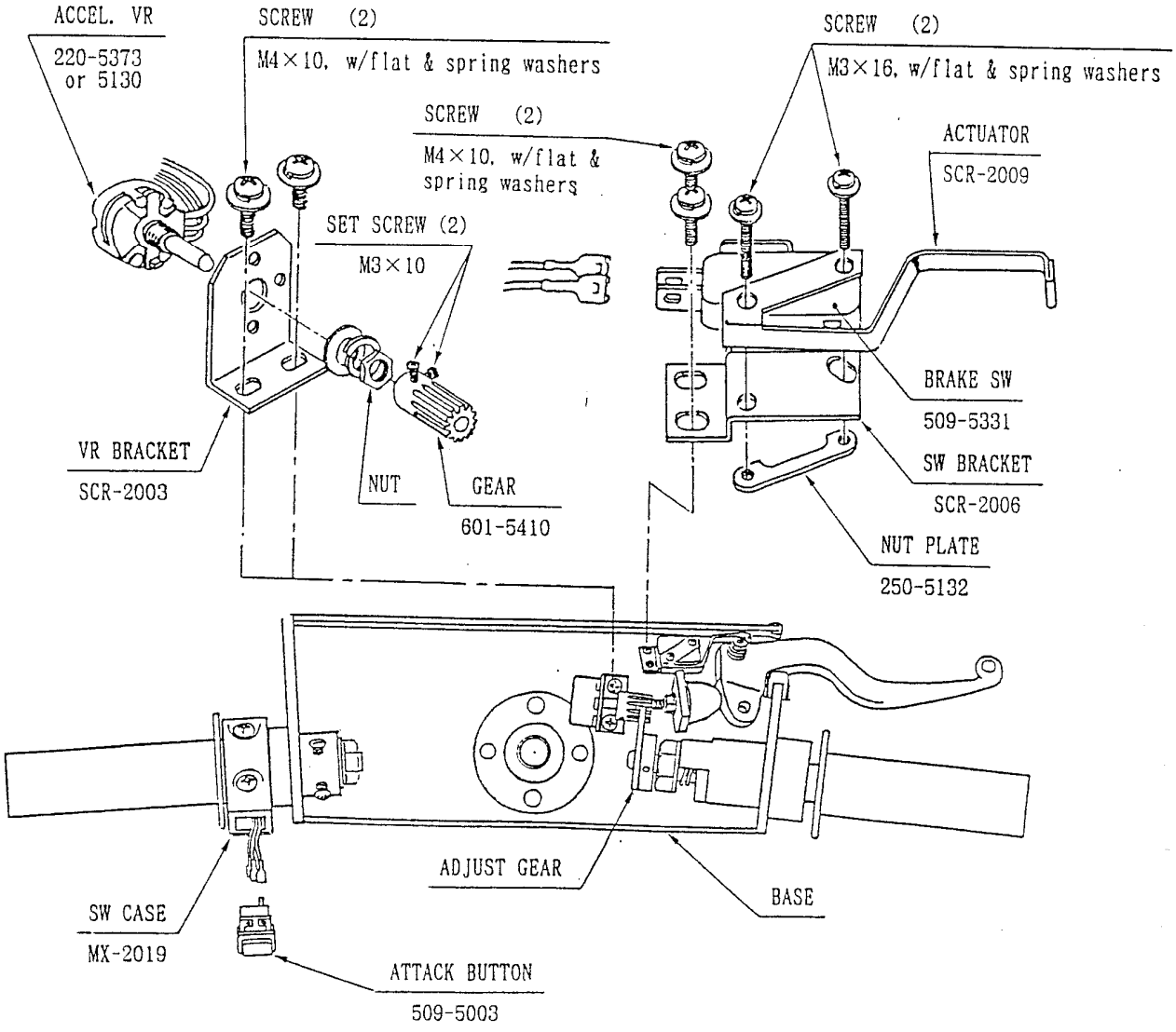
REPLACING THE ATTACK BUTTON

① Pull out the ATTACK Button, paying careful attention so that the wiring will not be damaged.

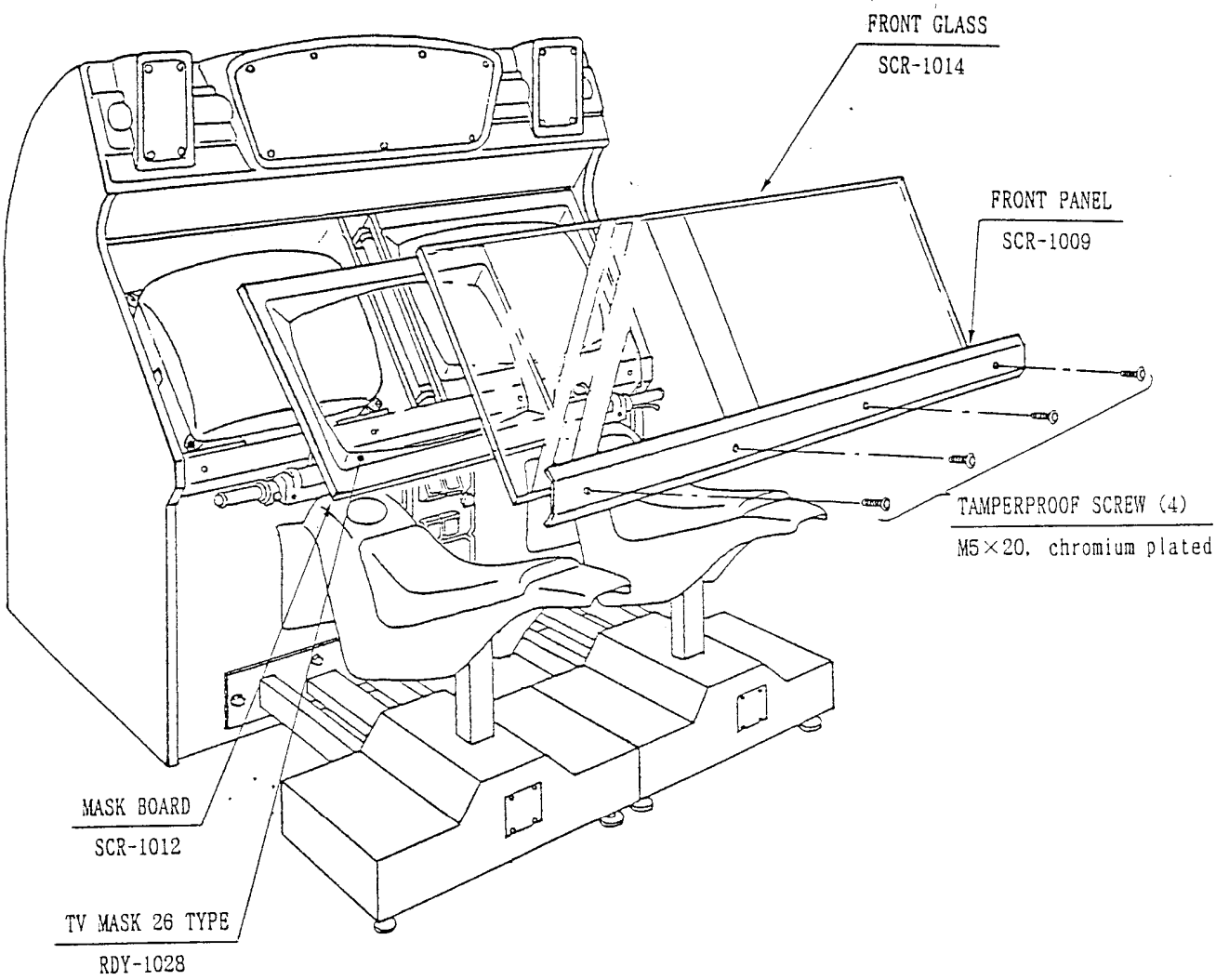
② By referring to the Wiring Diagram, connect the wiring to the Button to be replaced.

③ Put the Button to which the wiring was connected, in the SW Case, also paying attention so that the wiring will not be damaged.

From the viewpoint of the SW Case's material strength, if the ATTACK Button has been replaced several times, the Button may not be secured properly. Therefore, in such an event, replace the SW Case.



10. ADJUSTMENT of 26″ MONITOR



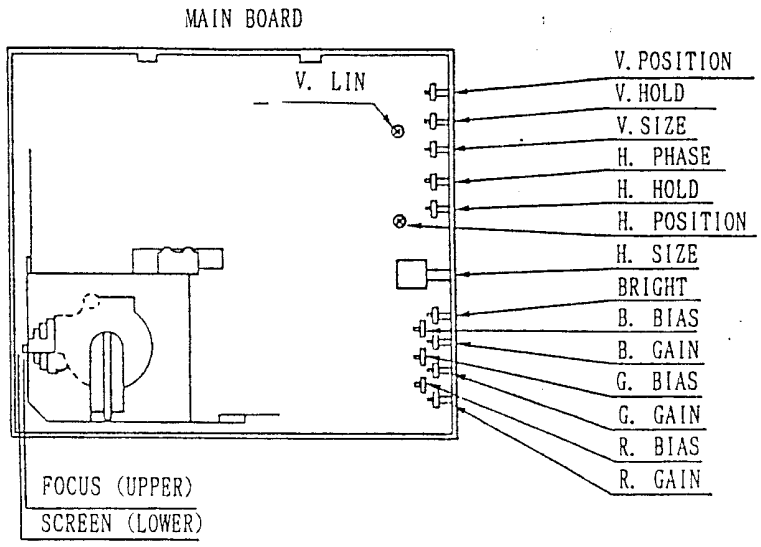
Do not operate the ADJUSTMENT KNOB without reason.

When the Monitor adjustment is required, remove the parts in a manner as shown above

① Take off the 4 Tamperproof screws and remove the Front Panel.

② Pull out the Front Glass downward and remove it from the Cabinet.

③ Remove the Mask Board and the TV Mask to allow the Monitor adjustment to be made.



(1) V. POSI (Vertical position control)
Controls the vertical display position of the image.

(2) V. HOLD (Vertical synchronization control)
Controls the image running from left to right.

(3) V. SIZE (Vertical size control)
Controls the length of the screen.

(4) H. PHASE (Horizontal position control)
Controls the horizontal display position of the image.

(5) H. HOLD (Horizontal synchronization control)
Controls the image running from left to right.

(6) H. SIZE (Horizontal size control)
Controls the width of the screen. For adjustments, utilize the Alignment Screwdriver.

(7) BRIGHT (Brightness control)
Controls the brightness of the screen.

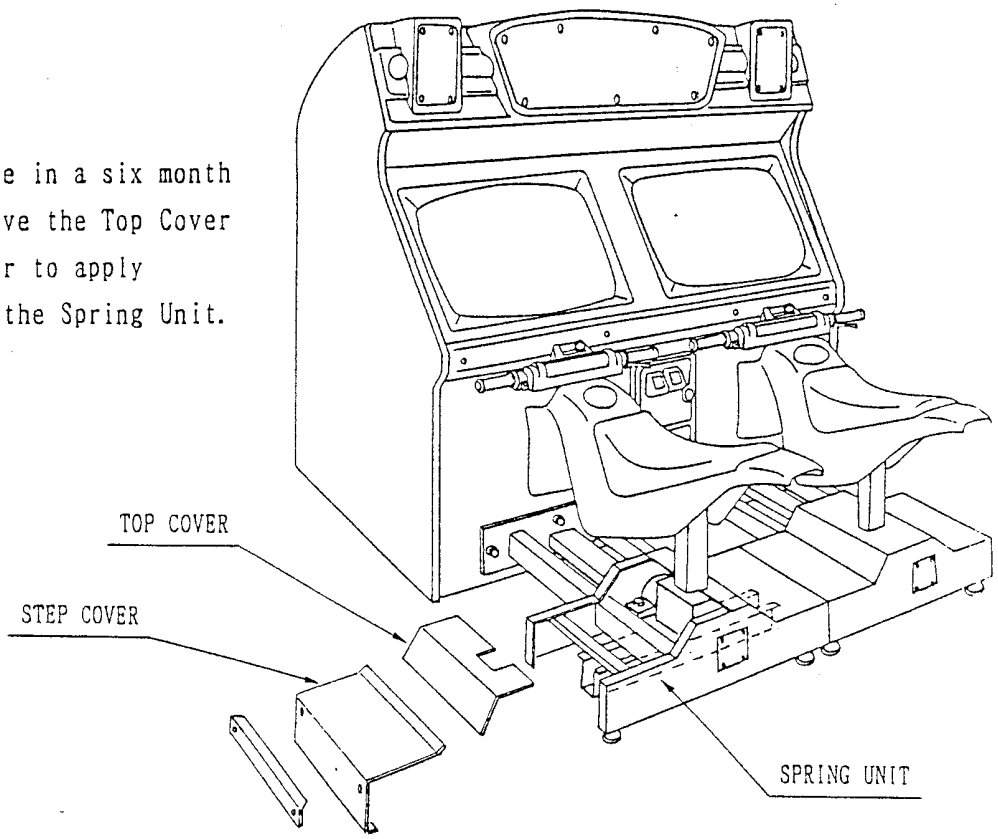
(8) B. GAIN, (9) G. GAIN, (10) R. GAIN
Controls colors.
* Ordinarily, B.G.R. BIAS should not be touched.

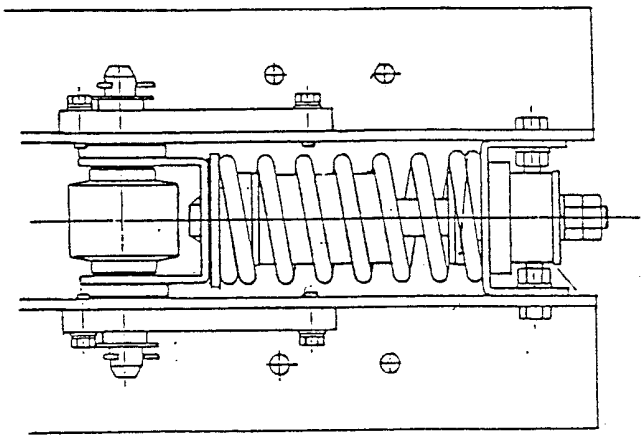
(11) FOCUS (Focus control)

(12) SCREEN
* Ordinarily, SCREEN should not be touched.

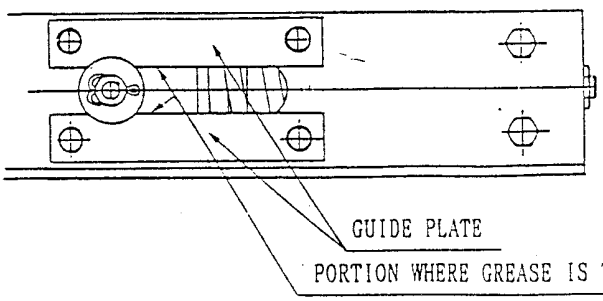
11. PERIODICAL INSPECTION

Grease up once in a six month period. Remove the Top Cover and Step Cover to apply grease-up to the Spring Unit.



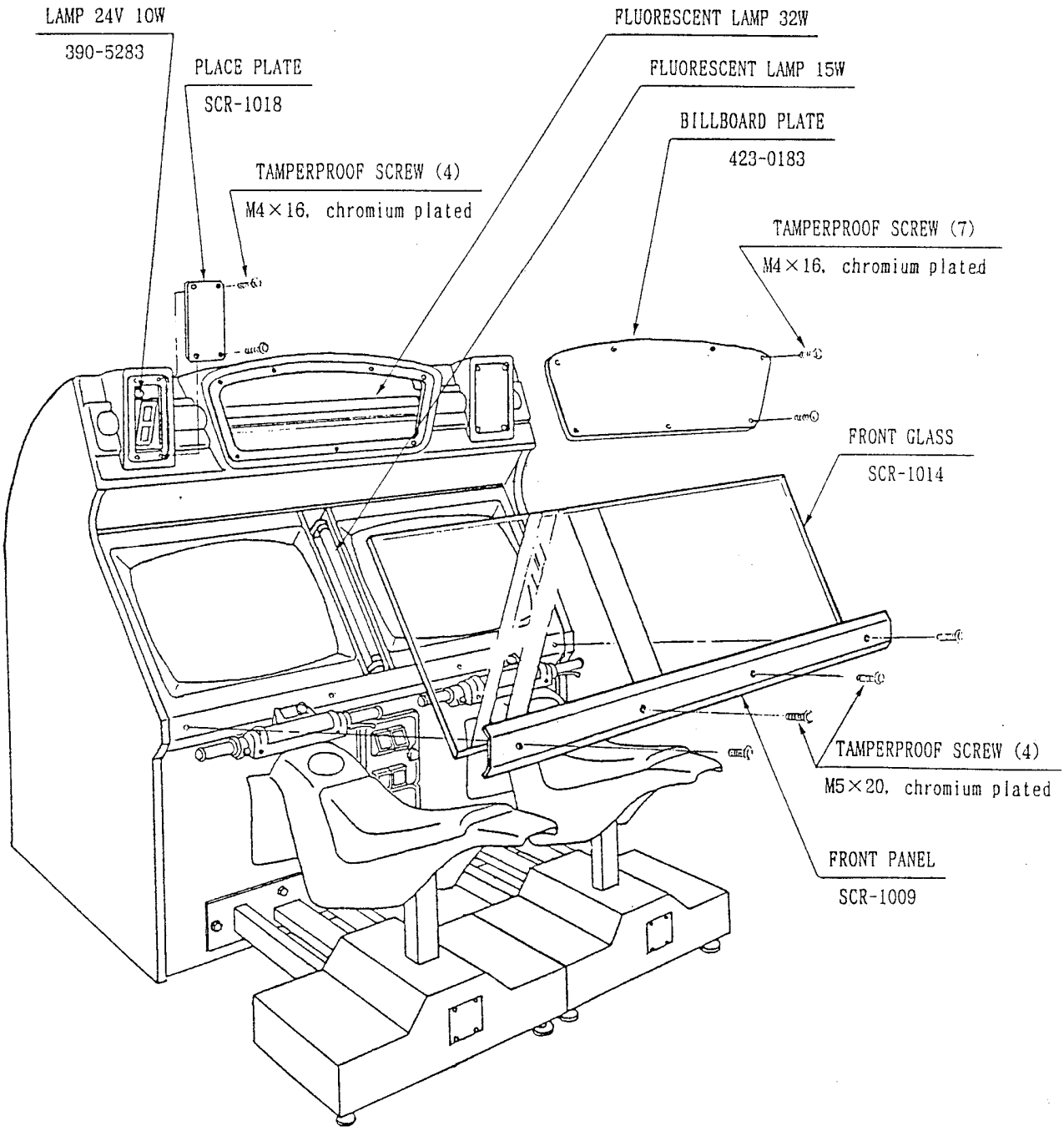


Take off the COVER, check the SPRING UNIT and thoroughly apply grease to the inside of the GUIDE PLATE (plastic).

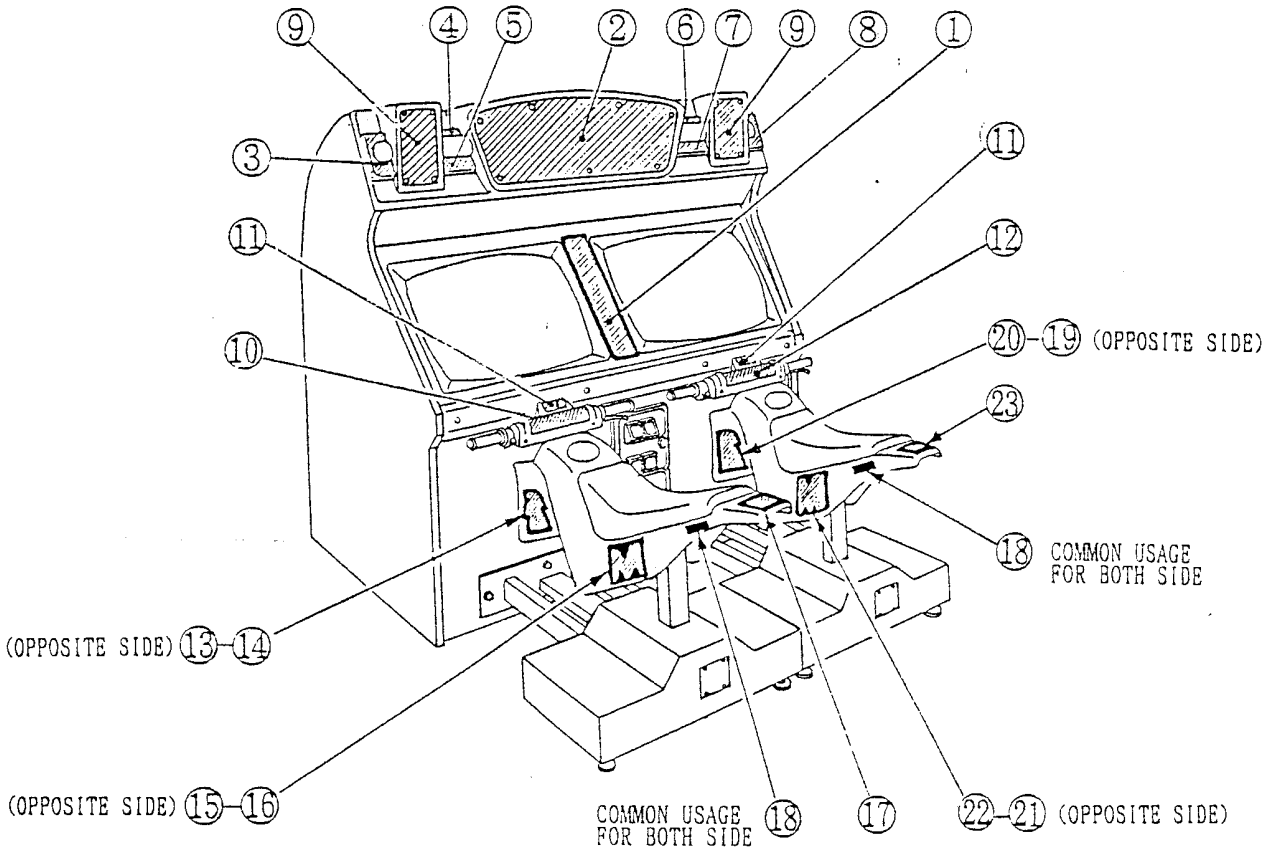


12. REPLACEMENT OF FLUORESCENT LAMP, AND LAMPS

In a manner as shown below, remove the parts and replace the Fluorescent lamp and Lamps.



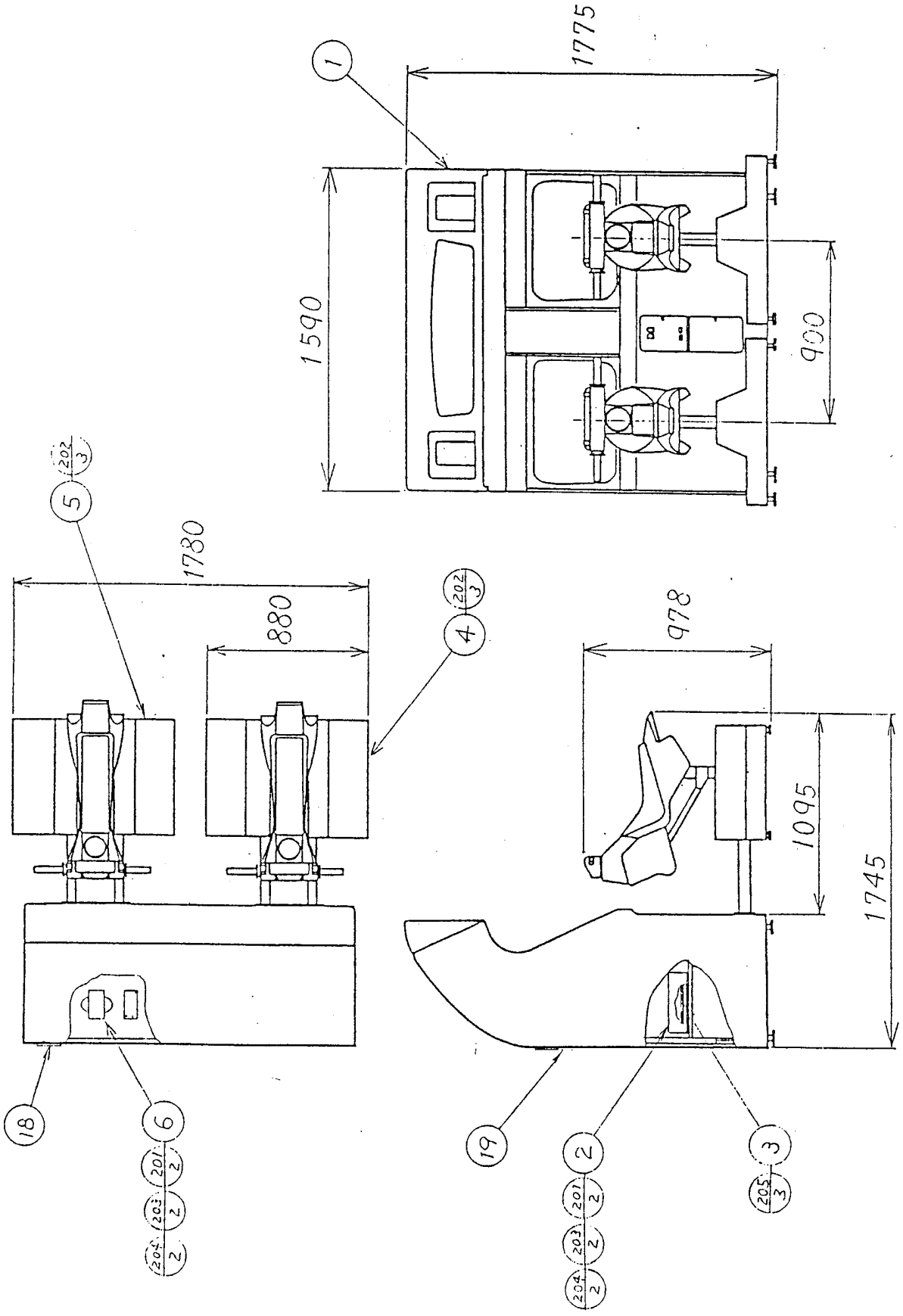
13. DESIGN RELATED PARTS



No.	PART No.	DESCRIPTION	No.	PART No.	DESCRIPTION
1	422-0423-01	PLAY INSTR SH SCR ENG	13	SCR-3102-C	SIDE COWL MARK FR GREEN
2	423-0183	BILLBOARD PLATE STADIUM CROSS	14	SCR-3102-D	SIDE COWL MARK FL GREEN
3	SCR-1004-B	STICKER B	15	SCR-3102-E	SIDE COWL MARK RR GREEN
4	SCR-1004-C	STICKER C	16	SCR-3102-F	SIDE COWL MARK RL GREEN
5	SCR-1004-D	STICKER D	17	SCR-3102-G	TAIL COWL MARK GREEN
6	SCR-1004-E	STICKER E	18	SCR-3102-H	STICKER V
7	SCR-1004-F	STICKER F	19	SCR-3151-B	SIDE COWL MARK FR PINK
8	SCR-1004-G	STICKER G	20	SCR-3151-C	SIDE COWL MARK FL PINK
9	SCR-1018	PLACE PLATE	21	SCR-3151-D	SIDE COWL MARK RR PINK
10	SCR-3002-B	HANDLE COVER STICKER GREEN	22	SCR-3151-E	SIDE COWL MARK RL PINK
11	SCR-3014	SW PLATE	23	SCR-3151-F	TAIL COWL MARK PINK
12	SCR-3051-A	HANDLE COVER STICKER PINK			

14. PARTS LIST

① TOP ASSY STADIUM CROSS (SCR-0000) (D-1/4)



① TOP ASSY STADIUM CROSS (SCR-0000) (D-2/4)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SCR-1000	ASSY CABINET	
2	SCR-0500	ASSY SHIELD CASE	
	SCR-0500-01	ASSY SHIELD CASE	USA
3	834-9013 ～	GAME BD STADIUM CROSS	
4	SCR-3000	ASSY BIKE MECHA 1P	
5	SCR-3050	ASSY BIKE MECHA 2P	
6	SCR-4000	ASSY PWR SPLY	
7	421-5800-188	ORIGINAL SEAL STADIUM CROSS	
8	421-6709	STICKER SERVICE INSTR ENG	
14	421-6594	STICKER SERIAL NO. INFO	
15	SGM-4111	KEY BAG	
16	SGM-3617	POLYETHYLENE COVER 1700×860×1920	
17	SGM-4179	POLYETHYLENE COVER 1000×1350×1000	
18	421-7987	STICKER ELEC SPEC	
19	421-7988	STICKER SERIAL NUMBER	
20	421-8203-01	ADJUST INSTR SH STADIUM CROSS ENG	
23	421-5563	STICKER ARROW	
24	421-8204-01	INSTAL INSTR SH STADIUM CROSS ENG	
25	SCR-0001	SHIPPING BRACKET	
26	421-6671	STICKER DANGER HIGH VOLTAGE	
27	421-6653	TAG. FOR SHIPPING BRACKET	
201	000-0550	M SCR PH M5×50	
202	039-0125	HEX BLT BLK W/FS M8×35	
203	069-0001	FLT WSHR 5.5－20×1.6	
204	061-0005	SPR WSHR M5	

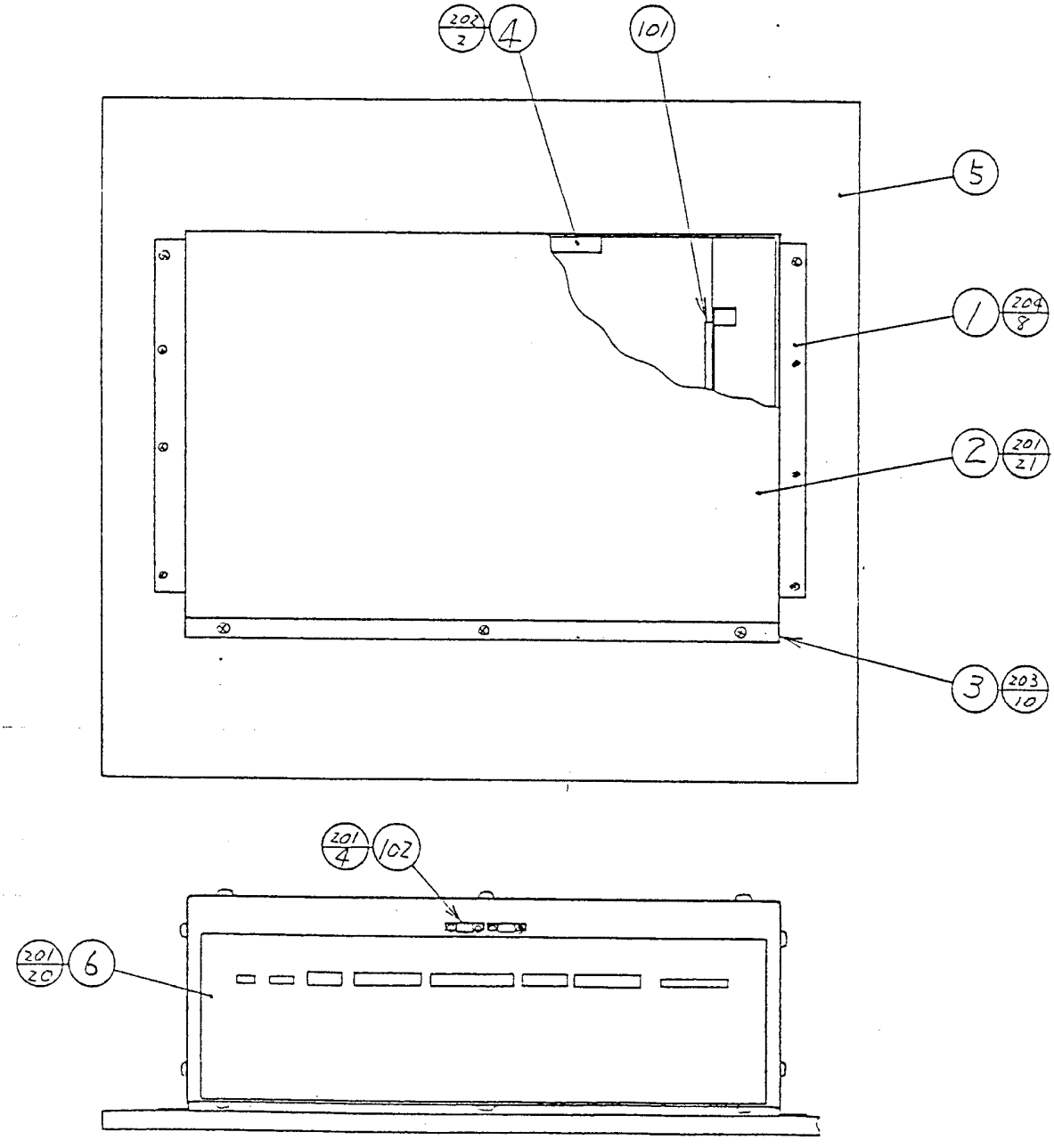
① TOP ASSY STADIUM CROSS (SCR-0000) (D-3/4)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
205	000-0308-FS	M SCR PH W/FS M3 ×8	
206	000-0408-FS	M SCR PH W/FS M4 ×8	
401	601-6605-01	CARTON BOX 450×580×160	
402	420-6051-01	OWNERS MANUAL STADIUM CROSS ENG	
403	SGM-2675	POLYETHYLENE BAG 240×370	
404	420-5962	DSPL MANUAL 26″ 200-5187 ENG	
	420-5963	DSPL MANUAL 26″ 200-5195 ENG	
405	540-0006-01	WRENCH FOR TAMP PRF SCR DUAL TYPE M4	
406	540-0007-01	WRENCH FOR TAMP PRF SCR DUAL TYPE M5	
408	514-5036-4000	FUSE φ6.4×30 4000mA 125V	USA
	514-5037 ～	FUSE φ6.4×30 ～ mA ～ V	OTHER
409	514-5036-5000	FUSE φ6.4×30 5000mA 125V	
410	220-5179	VOL CONT B-5K OHM	
411	220-5130	VOL CONT B-5K OHM	
	220-5373	VOL CONT B-5K OHM	
412	509-5003	PUSH BUTTON SW 1T 14.2° GREEN	
413	GPD-2009	TORSION SPRING	
414	SCR-2005	RETURN SPRING	
415	509-5331	SW MICRO TYPE (02MV-01-IC3)	
416	600-6047-07	ASSY FIBER CABLE 07MB(TOSHIBA TOCP 172Y-07MB)	
417	SCR-0002	SEAL SET FOR BIKE	
	SCR-0004	SEAL SET FOR BIKE EXPORT	
	SCR-0003	SHIPPING BRACKET	
	SCR-0006	SHIPPING BRKT	
	030-0630	HEX BLT M6×30	

① TOP ASSY STADIUM CROSS (SCR-0000) (D-4/4)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
	069-0002	FLT WSHR 6.5-19×1.2	
	050-0006	HEX NUT M6	

② ASSY SHIELD CASE (SCR-0500) (D-1/2)

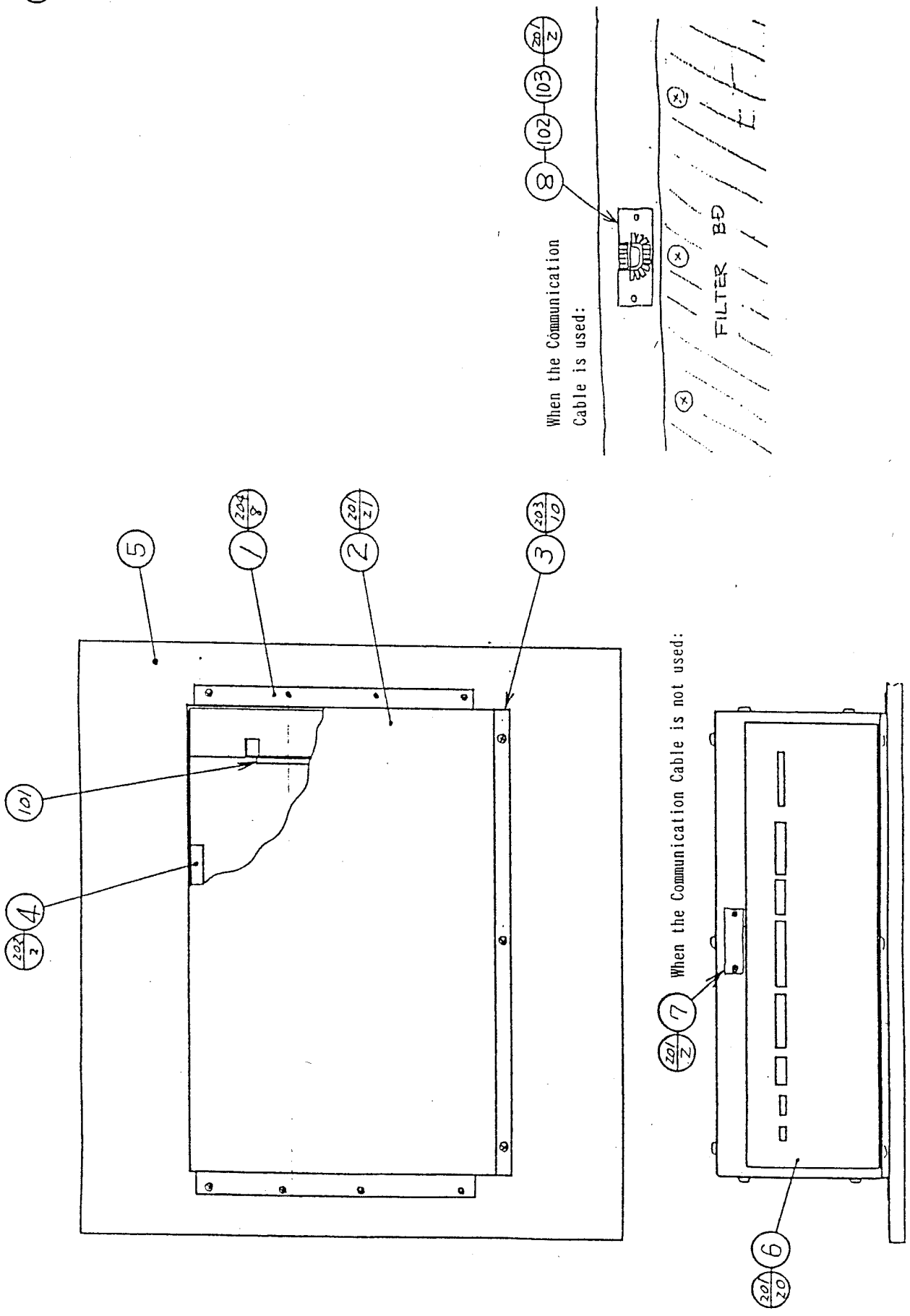


② ASSY SHIELD CASE (SCR-0500) (D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SCR-0501	SHIELD CASE	
2	SCR-0502	UPPER COVER	
3	SCR-0503	SHIELD COVER	
4	SCR-0504	HOLDER	
5	SCR-0505	BASE BOARD SHIELD CASE	
6	839-0538	SYSTEM MULTI FLT BD	
101	280-5232	GUIDE RAIL	
102	211-5479	CONN OPT JOINT	FOR COMMUNICATION
	NOT USED		OTHER
201	010-0308	S-TITE SCR PH W/F M3×8	
202	012-0310	TAP SCR PH 3×10	
203	000-0410-FS	M SCR PH W/FS M4×10	
204	005-3513-F	W SCR RH 3.5×13	
301	600-6180-47	WIRE HARN A/D SHIELD CASE	
303	600-6182-50	ASSY SINGLE CA P L=50CM	FOR COMMUNICATION
	NOT USED		OTHER
304	600-6180-70	WIRE HARN LINE OUT SHIELD	
	SCR-0506	COVER	FOR NO COMMUNICATION

③ ASSY SHIELD CASE (SCR-0500-01)

(D-1/2)



③ ASSY SHIELD CASE (SCR-0500-01) (D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SCR-0501	SHIELD CASE	
2	SCR-0502	UPPER COVER	
3	SCR-0507	SHIELD COVER	
4	SCR-0504	HOLDER	
5	SCR-0505	BASE BOARD SHIELD CASE	
6	839-0538	SYSTEM MULTI FLT BD	
7	SCR-0508	COVER	
8	SCR-0509	FIBER HOLDER	
101	280-5232	GUIDE RAIL	
102	601-5526-010	BUSH 1.6t	
103	601-5526-020	BUSH 1.6t	
201	010-0308	S-TITE SCR PH W/F M3×8	
202	012-0310	TAP SCR PH 3×10	
203	000-0410-FS	M SCR PH W/FS M4×10	
204	005-3513-F	W SCR RH W/F 3.5×13	
301	600-6180-47	WIRE HARN A/D SHIELD CASE	
302	600-6180-70	WIRE HARN LINE OUT SHIELD	

④ ASSY CABINET (SCR-1000)

(D-1/4)