

## WANGAN MIDNIGHT MAXIMUM TUNE 3

# OPERATION MANUAL

The actual product you have received may differ slightly from the illustration.

### **WARNING**

- To ensure safe operation of the game machine, be sure to read this Operation Manual before use.
- Keep this Operation Manual in a safe place for quick access whenever needed.

# INTRODUCTION

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Thank you for purchasing the “WANGAN MIDNIGHT MAXIMUM TUNE 3” game machine (hereafter referred to as the “machine”).

This operation manual describes:

- How to install, operate, relocate, transport, maintain and discard the machine safely and properly
- How to operate the machine correctly and make full use of its features
- How to ensure safety of players and bystanders

In the case the Conversion Kit is used, the following manual is also provided.

- Wangan Midnight Maximum Tune 3 Conversion Procedure Manual

Inquiries concerning the machine and repairs

- For further information about the machine and repairs, please contact your distributor.

The software used in the game machine is protected by copyright laws.

It is prohibited to copy, adapt, distribute publicly, or use the software for purposes other than the operation of this machine.

Infringement of the copyright laws may subject persons to criminal penalties.

Do not use the recording media containing the software in a machine other than the specified game machine. Doing so can result in equipment malfunction.

Parts of the software used in this game machine are protected by GNU General Public License (“GPL”) and GNU Lesser General Public License (“LGPL”). Customers are allowed to obtain, modify and redistribute the source codes of those parts of the software. However, this does not imply that the source codes of the entire software can be obtained, modified or redistributed, although they constitute portions of the product.

Regarding GPL and LGPL, visit the following Web sites.

<http://www.fsf.org/licenses/gpl.html>

<http://www.fsf.org/licenses/lgpl.html>

If you wish to obtain GPL/LGPL source codes used in this machine, please contact our company.

# 1. SAFETY PRECAUTIONS - Be sure to read these instructions to ensure safety -

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## Instructions to the owner


- If you entrust another party to perform installation, operation, relocation, transportation, maintenance or discarding of the machine, instruct the concerned party to read and observe all the instructions and precautions in this operation manual regarding the particular action to be taken.

## 1-1 Magnitudes of risk


On the labels attached to the machine and in this operation manual, precautions regarding safety and property damage are classified as shown below in accordance with the magnitude of the particular risk.

 **DANGER** : Failure to avoid the risk most certainly result in death or serious injury.

 **WARNING** : Failure to avoid the indicated risk may result in death or serious injury.

 **CAUTION** : Failure to avoid the indicated risk may result in minor injury or property damage.

Notes related to machine functions but not to safety are marked with the following label.

 **NOTICE** : Notes related to product functions or protection.

## 1-2 Definition of the term “technician”

This operation manual is written for arcade personnel. However, the sections marked “To be conducted by a technician only” in the table of contents are written for technicians. These tasks should be conducted by technicians only.

**Technician:** A person engaged in machine design, manufacture, inspection or maintenance service for a manufacturer of amusement equipment, or a person who has technical knowledge related to electricity, electronics or mechanical engineering at a level equal to or higher than that of a technical high school graduate and is engaged routinely in the maintenance (repair) of amusement machines.

## 1-3 Top-priority safety precautions

### **WARNING**


- Should any problem occur, turn off the power switch immediately to stop operating the machine. Then, unplug the power cord plug from the AC outlet. Operating the machine without correcting a problem may cause a fire or accident.
- The monitor remains hot and charged with high voltage even after the power switch is turned off. To avoid electric shock and burns, be careful not to touch the monitor parts accidentally.
- Dust accumulated on the power cord plug may cause a fire. Check the power cord plug regularly and remove dust.
- Insert the power cord plug firmly into the AC outlet. Poor contact may cause overheating that can lead to a fire or burns.
- A damaged power cord can cause a fire, electric shock or electrical leakage. Observe the following cautions.
  - Keep the power cord away from heating devices.
  - Do not twist the power cord.
  - Do not bend the power cord forcibly.
  - Do not alter the power cord.
  - Do not bundle the power cord.
  - Do not pull the power cord. (Always unplug by holding the power cord plug, and avoid pulling the power cord.)
  - Do not place anything on the power cord.
  - Do not get the power cord caught by the machine, other products or wall.
  - Do not do anything else that might damage the power cord.
- Do not wet the power cord or power cord plug with water. Water can cause an electric shock or leakage.
- Do not touch the power cord with a wet hand. Doing so can result in an electric shock.
- The power rating for the machine is 230 VAC, 3.0 A. To prevent fire and electric shock, always use indoor wiring that conforms to the machine's power specifications.
- Operate the machine with a power supply voltage in the range of 220 to 240 VAC. Using the machine with a supply voltage outside this range may cause a fire or electric shock. To ensure that the machine operates in optimum condition, maintain the power supply at 230 VAC.
- Use only specified parts to replace consumables and service parts (including fasteners). To order parts, contact your distributor.
- Do not convert the machine without permission. Do not perform any work that is not described in this operation manual. Unauthorized conversion of the machine may create unforeseen hazards.
- When transferring the ownership of the machine, be sure to provide this operation manual together with the machine. If the Wangan Midnight Maximum Tune 3 Conversion Kit has been installed, also provide the Modification Procedure Manual supplied with the Conversion Kit.

## 1-4 Description of warning labels attached to the machine

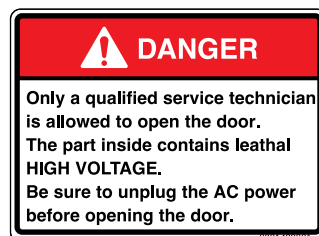
### WARNING

- The warning labels describe important safety precautions. Observe the following:
  - To make sure that the warning labels attached to the machine are easily legible, install the machine at a proper location with ample illumination and keep the labels clean at all times. Also, make sure that the labels are not hidden behind another game machine or other objects.
  - Do not remove or alter the warning labels.
  - If the warning labels become dirty or damaged, replace them with new labels. To order warning labels, contact your distributor.

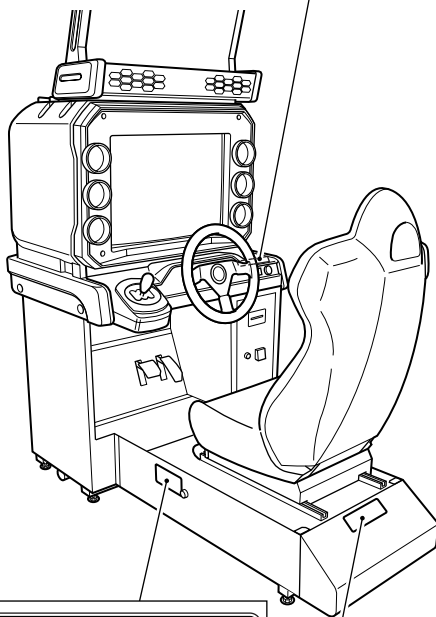

\* The labels indicated by dotted lines are affixed on the inside surfaces of covers.



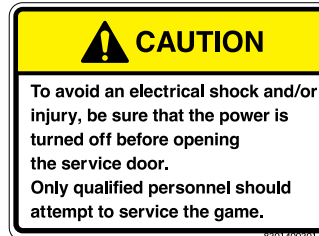
\* Caution sticker for hypersensitivity to light (H) EXP  
Part No.: 461-512



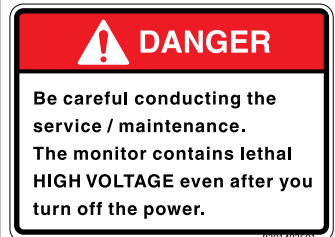
\* High-voltage parts refer to specific internal parts located on the back side of the monitor device. (See P. 142 "8-4-1 Replacing the monitor.")  
○ Warning sticker (High voltage) EXP  
Part No.: 461-371

\* Caution sticker for base lid EXP  
Part No.: 461-509



\* Internal parts refers to the Steering PC Board and other components.  
○ Warning sticker Maintenance (B) EXP  
Part No.: 461-539



\* High-voltage parts refer to specific internal parts located on the back side of the monitor device. (Read P. 142 "8-4-1 Replacing the monitor" or P. 146 "8-4-2 Adjusting the monitor" before conducting any work.)  
○ Warning sticker (Inside) EXP  
Part No.: 461-376  
\* The location at which this sticker is attached varies depending on the product shipment time.



\* Caution sticker for seat slide EXP  
Part No.: 461-510



No part of this publication may be reproduced by any mechanical, photographic or electronic process, or in the form of phonographic recording, nor may it be stored in a retrieval system, transmitted or otherwise copied for private use, without permission from **NAMCO EUROPE LIMITED**.

While the information contained in this manual is given in good faith and was accurate at the time of printing, NAMCO EUROPE LIMITED reserve the right to make changes and alterations without notice.

This equipment has been manufactured in accordance with European Directives, and has been tested and complies with the directives 2004/108/EC and 2006/95/EC by the application of EN55014-1, EN55014-2 and EN60335-2-82 standards and as such bears the CE marking. Any changes or modifications to this equipment must be in accordance with the European Directives. Any unauthorised changes to this equipment may contravene such directives.

Under some conditions of extreme external interference, e.g. radio transmissions, electrostatic discharge or mains born transients, some degradation of performance may occur. However the equipment will recover normal performance once the source of interference has ceased or been removed.

Following abnormally high surges on the mains supply, the video monitor may need to be manually reset by turning the equipment OFF and back ON.

If the game processor resets due to an interruption of the mains voltage, any credits established will be lost.

This equipment is not a machine as defined by the machinery directive 89/392/EEC.

## SAFETY WARNING

In order to use this equipment safely, be sure to read this Operators Manual carefully before installation, adjustment or use of this equipment.

Whenever the owner of this equipment entrusts dis-assembly, installation, adjustment or routine maintenance to another person, the owner should ensure that that person read the appropriate precautions and relevant sections of this manual before starting work.

**In order that no accidents occur when the equipment is in operation, strictly follow the notes on safety as described below.**


This manual along with the Installation Manual (where applicable) form an integral part of the equipment and must be available to the operating or service personnel at all times.


This equipment is for indoor use only and should only be used for the purpose intended.

Namco Europe Ltd. bears no responsibility for accidents, injury or damage resulting from unauthorized changes to, or improper use of this equipment.










## SAFETY NOTES

The following safety notes are used throughout this manual. Familiarize yourself with each of these notes and its meaning before installing, servicing or making adjustments to this equipment.

**WARNING**  Warning denotes a hazard that could result in injury or death. Do not proceed beyond a warning note until the indicated conditions are fully understood and met.

**CAUTION**  Caution denotes a hazard that could result in damage to the equipment. Do not proceed beyond a caution note until the indicated conditions are fully understood and met.

## GENERAL SAFETY CONSIDERATIONS

-  **Only operate this equipment after checking that it has been installed correctly and in accordance with this manual.**
-  **The warning notices must always be kept in good condition and replaced if worn, so that customers can read them clearly.**
-  **Installation, service, adjustment or routine maintenance should be carried out by suitably qualified persons only.**
-  **For continued protection against fire hazard, replace fuses with the same type and rating. The use of other fuses or material is prohibited.**
-  **The power supply inside the monitor will remain hot and have areas of high voltage even though the equipment has been tuned OFF, and there is the possibility of burns or electric shock. Be careful not to touch these areas.**
-  **To prevent possible electric shock due to failure, this equipment MUST be fitted with a securely connected EARTHED plug.**
-  **If at any time the mains lead becomes damaged, it must be replaced immediately.**
-  **Do not turn the power switch ON until the equipment has been installed correctly.**
-  **Before connecting the machine to the mains supply, ensure that the equipment is set for the correct voltage and that the correct fuses are fitted.**

## NOTES ON INSTALLATION



**NEVER** turn the power to the machine **ON** until installation has been completed.



In order to prevent possible electric shocks, be sure that the equipment is connected to the mains with a securely connected earthed plug.



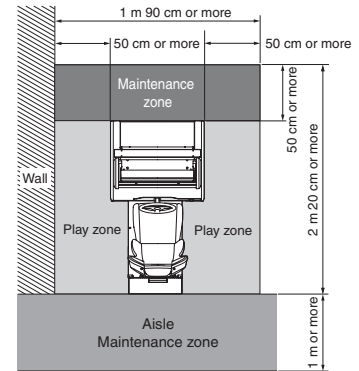
So that customers are not injured by the movement of the equipment, ensure that there is at least 500mm separation between other equipment or walls.



In order to avoid damage to the equipment due to mis-operation, ensure that the voltage of the mains supply is 230volts AC.

Note: If the location of this equipment has a polished floor, it is recommended that rubber pads are fitted under the level adjusters to prevent the equipment sliding on the floor when in use.

Note: In order to gain access to the Power Supply and CPU assemblies, ensure that the rear of the equipment is separated from a wall or other equipment by at least 500mm



## MOVING THE EQUIPMENT



This equipment is fitted with castors to make it easier to move. Take care when moving the equipment on an inclined surface.



The Header Assembly has a forward centre of gravity, so it is important that at least two people are used to fit or remove the Header Assembly.



The fitting position of the Header Assembly is high, and it is important that a means of reaching the height safely, without stretching, is available. (e.g. Steps, Step Stool etc.)



The overall height of the equipment, with the Header Assembly fitted, is 2050mm. Take care of any overhead obstructions. (e.g. Light Fittings, Electric Cables etc.)

## REMOVING AND REPLACING PARTS



Adjustments or maintenance on this equipment should be carried out by suitably qualified personnel only.



Do not make any alteration to this equipment without prior approval. Doing so could cause unforeseeable danger.



Only parts specified by Namco Europe Ltd. should be used when replacing parts, (Including screws)



Ensure that the power to the equipment is turned OFF before commencing any maintenance work. (Trouble shooting, repairs etc.)



If performing work not described in this manual, contact your distributor for instructions, as no responsibility will be accepted for damage or injury.



Parts of the Power Supply and Monitor remain hot and carry high voltage even after switching OFF and could cause burns or electric shock. Take care not to touch these parts accidentally.



Make sure that the equipment is switched OFF before connecting or disconnecting any plugs or connectors.



When moving the mains connector from the equipment, or the mains plug from the wall outlet, always grasp the plug and not the cable.



Dieses Dokument darf in keiner Weise vervielfältigt werden. Jegliche Tonaufnahmen sowie die Speicherung auf Datenträger (Suchsysteme), die Weitergabe oder sonstiges Kopieren für den gewerblichen und privaten Gebrauch sind untersagt und bedürfen der vorherigen Genehmigung durch NAMCO EUROPE LIMITED.

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Dieses Gerät trägt das CE-Zeichen und wurde gemäß den EU-Richtlinien produziert. Es erfüllt die Richtlinien 2004/108/EC und 2006/95/EC und Standards EN 55014-1, EN55014-2 und EN60335-2-82 (s. Deckblatt des Handbuches). Alle Veränderungen an diesem Gerät müssen in Übereinstimmung mit den EU-Richtlinien erfolgen. Nicht genehmigte Veränderungen an diesem Gerät verstoßen gegen diese Richtlinien.

Extreme äußere Störungen, wie z.B. durch Radiobetrieb, elektrostatische Entladung oder zeitweilige Netzschwankungen können zu einer Leistungsminderung führen. Sobald diese Faktoren jedoch ausgeschaltet oder beseitigt wurden, erreicht das Gerät seine normale Leistung.

Achtung! Falls der Spielprozessor auf Grund von Netzunterbrechungen oder Abnahme der Netzspannung aussetzt, kann es zum Verlust von Spielkrediten kommen.

Dieses Gerät fällt nicht unter die Maschinen-Richtlinie 89/392/EEC

### SICHERHEITSHINWEISE

Um einen ordnungsgemäßen Betrieb dieses Gerätes zu gewährleisten, muß vor Aufstellung, Inbetriebnahme und Gebrauch das Handbuch sorgfältig gelesen werden.

Sobald der Besitzer dieses Gerätes die Demontage, Aufstellung, Inbetriebnahme oder den Service einer anderen Person überträgt, muß er sicherstellen, daß diese Person vor Arbeitsbeginn die nötigen Sicherheitshinweise und die dazugehörigen Kapitel des Handbuches liest und versteht.

Um jegliche Unfälle während des Betriebes zu vermeiden, müssen obige Hinweise strikt befolgt werden.

Dieses Handbuch sowie das spezielle Geräte-Handbuch (wenn vorhanden) gehören zum Gerät und müssen dem Betreiber und Wartungspersonal stets zugänglich sein


Dieses Gerät ist ausschließlich für den gewerblichen Gebrauch in geschlossenen Räumen bestimmt und darf nur dort betrieben werden.

NAMCO EUROPE Ltd. übernimmt keinerlei Haftung für Unfälle, Verletzungen oder Beschädigungen, die auf nicht genehmigte Veränderungen oder unsachgemäßen Betrieb des Gerätes zurückzuführen sind.


### SICHERHEITSHINWEISE


Folgende Sicherheitsbegriffe werden im gesamten Handbuch benutzt. Machen Sie sich daher bitte vor Inbetriebnahme, Wartung und Durchführung von Einstellungen am Gerät mit diesen Warnhinweisen vertraut.


**WARNUNG**  **WARNUNG bezeichnet eine Gefahrenquelle für Leib und Leben. Erscheint dieser Warnhinweis, darf erst weitergearbeitet werden, wenn die entsprechenden Erklärungen vollständig verstanden und befolgt wurden.**

**VORSICHT**  **VORSICHT bezeichnet eine Gefahrenquelle für die Beschädigung des Gerätes. Erscheint dieser Warnhinweis, darf erst weitergearbeitet werden, wenn die entsprechenden Erklärungen vollständig verstanden und befolgt wurden.**

### ALLGEMEINE SICHERHEITSHINWEISE

 **Das Gerät darf nur betrieben werden, nachdem es vorschriftsmäßig und in Übereinstimmung mit dem Handbuch aufgestellt wurde.**

 **Die Warnschilder müssen in gutem Zustand sein und ersetzt werden, wenn sie nicht mehr gut lesbar sind.**

 **Aufstellung, Service, Einstellungen und Wartung dürfen nur von dafür qualifiziertem Fachpersonal durchgeführt werden.**

 **Zur Vermeidung von Feuer, defekte Sicherungen nur durch vorgeschriebene Sicherungen ersetzen. Die Verwendung von andersartigen Sicherungen oder unterschiedlichem Material ist untersagt.**

 **Das Netzteil im Monitor bleibt nach Ausschalten des Gerätes noch heiß und führt weiterhin Hochspannung. Daher besteht die Gefahr von Verbrennungen und Elektroschlägen. Diese Bereiche dürfen nicht berührt werden.**

 **Zur Vermeidung von Elektroschlägen muß dieses Gerät mit einem ordnungsgemäß geerdeten Netzstecker versehen sein.**

 **Bei Beschädigungen des Netzteiles muß dieses umgehend ersetzt werden.**

 **Gerät erst nach abgeschlossener Aufstellung einschalten.**

 **Vor Einstecken des Netzsteckers bitte sicherstellen, daß Netzspannung und Gerätespannung übereinstimmen, und die vorgeschriebenen Sicherungen verwendet wurden.**



## HINWEISE ZUR AUFSTELLUNG



**NIEMALS** das Gerät einschalten bevor die Aufstellung völlig abgeschlossen ist.



Zur Vermeidung von Elektroschlägen muß das Gerät mit einem ordnungsgemäß geerdetem Netzstecker an die Stromversorgung angeschlossen werden.



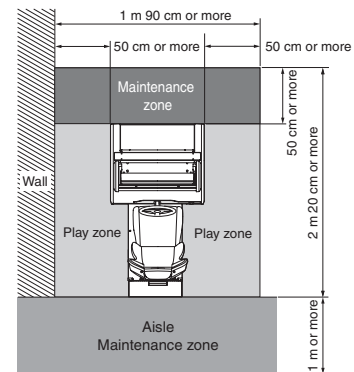
Um zu vermeiden, daß Kunden durch die Gerätebewegungen verletzt werden, muß ein Sicherheitsabstand zu anderen Geräten und Wänden von mindestens 50cm eingehalten werden.



Zur Vermeidung von Beschädigungen durch Fehlbetrieb am Gerät sicherstellen, daß die Netzspannung 230 Volt beträgt.

Hinweis: Ist das Gerät für einen Aufstellplatz mit glattem Fußboden bestimmt, müssen die Standbeine mit Gummiplättchen unterlegt werden, damit das Gerät fest steht und nicht auf dem Boden hin- und herrscht.

Hinweis: Zu Reparaturzwecken am Netzteil und den CPU-Komponenten muß die Rückseite des Gerätes mindestens 50cm von anderen Geräten und der Wand entfernt sein.



Zum leichteren Transport ist das Gerät mit Rollen ausgerüstet. Daher besondere Vorsicht auf abschüssigem Boden



Der Schwerpunkt des Aufsatzes liegt sehr weit vorn. Daher werden für den Ab- und Aufbau des Aufsatzes mindestens 2 Personen benötigt.



Der Aufsatz wird in großer Höhe montiert. Daher muß aus Sicherheitsgründen eine Steighilfe, wie z. B. eine Leiter, ein Tritt oder ähnliches, verwendet werden.



Die Gesamthöhe des Gerätes beträgt 2.05m. Daher Vorsicht bei tiefer hängenden Beleuchtungskörpern.

## AUS- UND EINBAU VON KOMPONENTEN UND TEILEN



Aufstellung, Service, Einstellung und Wartung dürfen nur von dafür qualifiziertem Fachpersonal durchgeführt werden.



Es dürfen keinerlei Veränderungen ohne vorherige Genehmigung am Gerät vorgenommen werden. Zuwiderhandlungen stellen eine Gefahrenquelle dar.



Für die Reparatur dürfen nur Originalersatzteile (incl. Schrauben) von NAMCO EUROPE LTD. verwendet werden.



Vor Beginn aller Wartungsarbeiten (Fehlersuche, Reparaturen etc.) muß der Netzstecker gezogen werden.



Bei Arbeiten, die nicht in diesem Handbuch beschrieben werden, muß vorher der Händler zu Rate gezogen werden, da sonst keinerlei Haftung bei Beschädigungen und Verletzungen übernommen wird.



Teile des Netzteiles und Bildschirms bleiben nach Abschalten noch heiß und führen Hochspannung. Dies kann zu Verbrennungen oder einem Elektroschlag führen. Diese Teile dürfen nicht berührt werden.



Vor der Montage oder dem Entfernen von Steckverbindungen und Steckern muß das Gerät ausgeschaltet werden.



Bei Ziehen des Gerätesteckers oder des Netzsteckers aus der Wandsteckdose stets den Stecker greifen und nicht das Kabel.



Denne udgivelse må ikke reproducere af nogen som helst mekanisk, fotografisk eller elektrisk proces eller i form af indspilning, den må heller ikke lagres i et eftersøgningssystem transmitteres eller kopieres til nogen form for offentlig benyttelse uden tilladelse fra **Namco Europe Limited**.

Da informationerne i denne manual er givet med god tro og var korrekt på udskivningstidspunktet, forbeholder Namco Europe Limited sig retten til, at foretage ændringer og forandringer uden varsel.

Denne maskine er fremstillet i overensstemmelse med Det Europæiske fællesskabs direktiver og er blevet testet og fuldstændt med direktiverne 2004/108/EC og 2006/95/EC standarder (se manualens forside) og som sådan bærer CE mærket. Enhver form for ændring eller modifikation af denne maskine skal være i overensstemmelse med Det Europæiske fællesskabs direktiver.

I tilfælde af forbigående ekstreme eksterne forstyrrelser, så som radio udsendelser, elektronisk afgivelse eller forstyrrelser på ledningsnettet, kan nedbrydning forekomme. Maskinen vil dog køre normalt så snart forstyrrelsen ophører eller bliver fjernet.

Bemærk:- Hvis spilleprocessoren resetter p.g.a. en forstyrrelse eller reduktion af hovedstrømmen kan de etablerede kreditter gå tabt.

Dette spil er ikke en maskine defineret af maskin direktivet 89/392/EEC -

## SIKKERHEDS ADVARSEL

For at betjene denne maskine sikkert, læs da denne brugemanual grundigt før installation, justering eller brug af maskinen.

Når som helst ejeren af denne maskine overlader demontering, installation, justeringer eller daglig vedligehold til en anden person, skal ejeren sikre sig at denne person læser de sikkerhedsregler og relevante punkter i denne manual før arbejdet begynder.

For at undgå ulykker når maskinen er i gang, følg nøje de sikkerhedsregler der er beskrevet herunder.

Denne manual sammen med installations manualen er en uløselig del af udstyret og skal altid være til rådighed for det arbejdende og servicerende personale.


Denne maskine er kun til indendørs brug og bør kun bruges til det beregnede formål.

Namco Ltd. bærer intet ansvar for ulykker eller skader som er et resultat af uautoriserede ændringer eller fejlagtig brug af denne maskine.

## SIKKERHEDSREGLER

De følgende sikkerhedsregler er brugt helt igennem denne manual. Gør dig bekendt med hver enkelt af dem og meningen heraf før installering, servicering eller justering af denne maskine.

**ADVARSEL**  Advarsel betegner en episode der kan resultere i skader eller død. Begiv dig ikke forbi et advarselsskilt før de indikerede betingelser er fuldstændig forstået.

**FORSIGTIG**  Forsigtig betegner en episode der kan resultere i ødelæggelse af maskinen. Begiv dig ikke forbi et advarselsskilt før de indikerede betingelser er fuldstændig forstået.

## GENERELLE SIKKERHEDSOVERVEJELSER



**Betjen kun maskinen efter at have tjekket, at den er korrekt installeret og er i overensstemmelse med manualen.**



**Advarselsskiltene skal altid være i god stand og erstattes hvis de er slidt, så kunden tydeligt kan læse dem.**



**Installations service, justeringer eller daglig vedligehold bør kun udføres af en kvalificeret person.**



**For fortsat beskyttelse mod brandfare, sikres at hoved sikringerne kun erstattes med samme type kapacitet. Brug af anden kapacitet eller materiale er forbudt.**



**Strømforsyningen inde i monitoren vil forblive varm og have områder med høj spænding selvom maskinen har været slukket og der er fare for brandskader eller elektrisk stød. Pas på med at røre disse områder.**



**For at undgå elektrisk stød p.g.a. en fejl skal denne maskine være forbundet med et sikkert jordstik.**



**Hvis hoved ledningerne på noget tidspunkt bliver beskadiget skal de strakt erstattes.**



**Tænd ikke for strømmen før maskinen er korrekt installeret.**



**Før tilslutning af maskinen til hovedstrømmen sikres, at maskinen er indstillet til den rette spænding.**

## PUNKTER OM INSTALLATION



**Tænd aldrig for strømmen til maskinen før installation er fuldført.**



For at undgå mulige elektriske stød sikres, at maskinen er forbundet til hovedstrømmen med sikkert monterede jordstik.



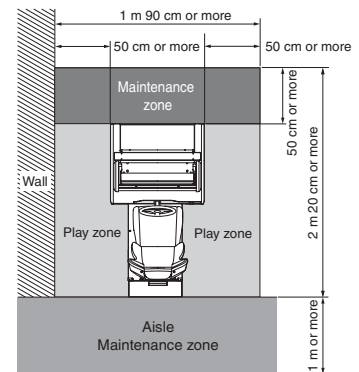
For at kunder ikke kommer til skade ved spillets bevægelser sikres, at der er mindst 50cm afstand til andre maskiner og vægge.



For at undgå skader på maskinen p.g.a. fejlbetjening sikres, at spændingen på hovedstrømmen er 230 volt AC.

**BEMÆRK :** Hvis denne maskine placeres på et poleret gulv, anbefales det at ligge gummimåtter under justeringsfødderne for at undgå at maskinen glider på gulvet.

**BEMÆRK :** For at få adgang til strømforsyningen og CPU justeringer sikres, at bagsiden af hoved kabinettet står adskilt fra andre maskiner eller væggen med mindst 50cm.



**Maskinen er smurt med olie for at gøre den lettere bevægelig. Pas på når maskinen flyttes på en skrå overflade.**



**Hoved sektionens forreste center er meget tung, det er derfor vigtigt, at mindst 2 personer benyttes til at montere el. flytte hoved sektionen.**



**Monterins højden af hoved sektionen er meget høj og det er vigtigt, at have hjælpemidler til at nå sikkert uden at skulle strække sig. (fek.s. trapper, trappestole el. lign.).**



**Den fulde højde af hoved sektionen er 2.05m. Pas på øvre forhindringer f.eks. lys inventar**

## AT FJERNE OG UDSKIFTE SEKTIONER OG DELE.



**Justeringer eller vedligehold af denne maskine bør kun udføres af kvalificeret personale.**



**Skift ikke noget på maskinen uden godkendelse, det kan føre til uforudset fare.**



**Der bør kun bruges dele specificeret af Namco Europe Limited når der skiftes eller repareres dele (inklusiv skruer).**



**Sørg for, at strømmen til maskinen er slukket før der foretages nogen form for arbejde (fejlfinding, reparation etc.)**



**Hvis der foretages arbejde der ikke er beskrevet i denne manual, kontakt da din leverandør for at få kyndig vejledning, da intet ansvar vil blive accepteret ved skader.**



**Dele af strømforsyningen og monitoren forbliver varme eller bærer høj spænding selv efter maskinen er slukket, det kan føre til forbrændinger eller elektriske stød. Pas på ikke at røre disse dele ved et uheld.**



**Læg mærke til at maskinen er slukket før samlinger eller stik tages ud eller sættes i.**



**Når hovedsamlingen fjernes fra maskinen eller hovedstikket fjernes fra væggen, tag da altid ved stikket, ikke ledningen.**



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Si bien la información contenida en este manual se da de buena fe y es correcta en el momento de su impresión, NAMCO EUROPE LIMITED se reserva el derecho de hacer cambios y alteraciones sin previo aviso.

Esta máquina ha sido fabricada según las directrices de la Comunidad Europea, ha sido probada, y se ajusta a las directrices 2004/108/EC y 2006/95/EC, mediante la aplicación de los estándares EN55014-1, EN55014-2 y EN60335-2-82 (véase cubierta del manual) y por ende lleva el sello de la C.E. Cualquier cambio o modificación que se haga a esta máquina ha de ajustarse a las directrices de la Comunidad Europea. Cualquier cambio no autorizado hecho al producto pudiera contravenir estas directrices.

Bajo ciertas condiciones de extrema interferencia externa, p. ej. transmisiones de radio, descargas electrostáticas u oscilaciones de la red eléctrica puede tener lugar un descenso del rendimiento. No obstante, la máquina recuperará su rendimiento normal una vez que la fuente de interferencias sea retirada o cese de producirlas.

Nota: Si el procesador de juegos se reinicializa a causa de caídas o interrupciones en la alimentación eléctrica, se perderán todos los créditos.

Este juego no se ajusta a la definición de máquina de la Normativa de Maquinaria 89/392/EEC

## AVISOS DE SEGURIDAD.

Para utilizar esta máquina con seguridad, lea cuidadosamente este Manual de Operador antes de proceder a la instalación, ajuste o uso de esta máquina.

Cada vez que el propietario de esta máquina confíe a terceros su desmontaje, instalación, ajuste o mantenimiento rutinario deberá asegurarse de que tales personas lean las precauciones adecuadas y las secciones relevantes de este manual antes de comenzar su trabajo.

Para que no ocurra accidente alguno mientras la máquina se encuentre en funcionamiento, siga estrictamente las notas de seguridad tal como más adelante se describen.

Este manual, junto con el Manual de Instalación (cuando proceda), forma parte integral del equipo y debe estar a disposición del personal de mantenimiento y operación en todo momento.


Esta máquina es únicamente para ser usada en interiores, y sólo debe usarse para aquello para lo que ha sido creada.

Namco Ltd. queda exenta de cualquier responsabilidad por accidentes, heridas o daños causados por cambios no autorizados o uso indebido de esta máquina.










### NOTAS DE SEGURIDAD.

En este manual se usan las notas siguientes. Familiarícese con cada una de ellas y su significado antes de instalar, revisar, o hacer ajustes en esta máquina.

**AVISO.**  **Aviso señala un riesgo que puede ocasionar lesiones o la muerte. Tras ver esta nota, no continúe hasta entender completamente y cumplir las condiciones exigidas.**

**PRECAUCIÓN.**  **Precaución señala un riesgo que puede ocasionar daños a la máquina. Tras ver esta nota, no continúe hasta entender completamente y cumplir las condiciones exigidas.**

### CONSIDERACIONES GENERALES DE SEGURIDAD.

-  **Opere sólo con esta máquina tras comprobar que ha sido instalada correctamente y de acuerdo con este manual.**
-  **Las notas de aviso deben mantenerse siempre en buen estado y reemplazarse si estuvieran desgastadas para que los usuarios puedan leerlas con claridad.**
-  **Las revisiones de instalación, los ajustes, y el mantenimiento rutinario deberán llevarse a cabo sólo por personal cualificado.**
-  **Para asegurar una continua protección contra riesgo de incendios, asegúrese de que los fusibles eléctricos sean reemplazados solamente por otros del mismo tipo y especificaciones. El uso de otros fusibles o material está prohibido.**
-  **La fuente de alimentación del monitor se mantiene caliente, y tiene zonas de alto voltaje incluso cuando la máquina ha sido desconectada, existiendo el riesgo de quemaduras y descargas eléctricas. Tenga cuidado de no tocar estas zonas.**
-  **Para evitar posibles descargas eléctricas por cortes, esta máquina debe estar provista de un enchufe debidamente conectado, con TOMA DE TIERRA.**
-  **Si en cualquier momento el cable de alimentación se dañara, deberá ser reemplazado inmediatamente.**
-  **No encienda el interruptor de la máquina hasta que ésta haya sido correctamente instalada.**
-  **Antes de enchufar la máquina a la red eléctrica, asegúrese de que la máquina está preparada para el voltaje correcto, y de que se usan los fusibles adecuados.**

## NOTAS DE INSTALACIÓN.



**JAMÁS ENCIENDA** la máquina antes de haber completado la instalación.



**Para evitar posibles descargas eléctricas, asegúrese de que la máquina está conectada a la red con un enchufe provisto de toma de tierra.**



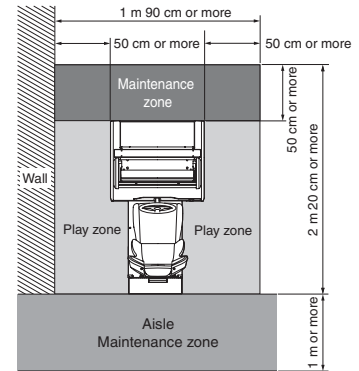
Para que los usuarios no sufran lesiones debido al movimiento del juego, asegúrese de que hay al menos 500 mm de separación entre éste y otras máquinas o las paredes.



Para evitar daños a la máquina causados por operación incorrecta, asegúrese de que el voltaje de la red es de 230 voltios, corriente alterna.

Notas : Si el lugar donde se instalará la máquina tiene un piso pulido, se recomienda colocar tacos de goma bajo los ajustadores de nivel para evitar que la máquina se deslice por el suelo.

Notas : Para acceder a las unidades de Fuente de Alimentación y CPU, asegúrese de que la parte trasera del mueble principal está separada de muros u otras máquinas al menos 500 mm.



**El juego tiene ruedecitas para hacer más fácil su traslado. Tenga cuidado al mover la máquina en una superficie inclinada.**



**La Unidad de Igualación tiene el centro de gravedad desplazado hacia adelante. Es importante que su montaje y desmontaje se haga por al menos dos personas.**



**La posición de la Unidad de Igualación es bastante alta, y es importante que haya un medio de alcanzar su altura con seguridad, sin estirarse (p. ej. una escalera, un taburete, etc.)**



**La altura total de la Unidad principal es de 2.05m. Tenga cuidado de que no haya obstáculos p. ej. luces.**

## RETIRAR Y REEMPLAZAR PARTES Y UNIDADES.



Las revisiones de instalación, los ajustes, y el mantenimiento rutinario deberán llevarse a cabo sólo por personal cualificado.



No realice alteraciones en esta máquina sin aprobación previa. De hacerlo así, pueden causar peligros imprevisibles.



Sólo deben usarse las partes especificadas por Namco Europe Ltd. para reparaciones o reemplazos (incluidos los tornillos).



Asegúrese de que la máquina está desconectada antes de comenzar cualquier trabajo de mantenimiento (reparaciones, resolución de problemas, etc.)



Al realizar trabajos no descritos en este manual, póngase en contacto con su distribuidor para recibir instrucciones. Se declina cualquier responsabilidad por daños o lesiones.



Hay partes de la fuente de alimentación y del monitor que se mantienen calientes o almacenan alto voltaje incluso tras desconectar la máquina, y pueden producir quemaduras o descargas eléctricas. Tenga cuidado de no tocar accidentalmente estas partes.



Asegúrese de que la máquina está apagada antes de conectar o desconectar cualquier enchufe o conector.



Al retirar el conector principal de la máquina, o la clavija de alimentación del enchufe de la red, agarre siempre la clavija y no el cable.



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Malgré le fait que les informations contenues dans ce manuel soient données de bonne foi et étaient actualisées au moment de leur impression, NAMCO EUROPE LIMITED se réserve le droit de procéder à des changements ou à des modifications sans avis préliminaire.

Ce jeu a été fabriqué en respect des normes de la Communauté Européenne, après avoir été testé il répond aux normes 2004/108/EC et 2006/95/EC, en application des standards EN55014-1, EN55014-2 et EN60335-2-82 (voir la couverture du manuel), et comme tel il comporte l'autocollant de conformité avec les normes de la Communauté Européenne. Tout changement non autorisé sur ce produit pourrait contrevenir à ces normes.

Sous certaines conditions extrêmes d'interférence externe, par exemple des transmissions radio, des décharges électrostatiques ou bien de interférences passagères sur le réseau, certaines dégradations ou anomalies peuvent se produire. Le jeu retrouvera cependant son état normal de fonctionnement lorsque la cause de ces anomalies aura cessé ou se trouvera déplacée.

Note:-

Si le processeur du jeu se reprogramme suite à une interruption ou une réduction de l'alimentation, les crédits qu'il aurait pu contenir peuvent se trouver perdus.

Ce jeu n'est pas une machine, telle que définie par la norme sur les machines 89/392/EEC

## MESURES DE SECURITE

Afin d'utiliser ce jeu en toute sécurité, bien lire ce manuel d'utilisation avant de procéder à son installation, son réglage ou son exploitation.

Si le propriétaire de ce jeu en confie la démontage, l'installation, le réglage ou la maintenance habituelle à une autre personne, il devra s'assurer que cette personne ait lu les conseils d'utilisation et les passages du manuel se rapportant à ce thème, avant qu'elle ne commence son travail.

Afin d'éviter tout accident pendant la durée d'exploitation de ce jeu, se conformer strictment aux conseils de sécurité décrits à la suite.

Ce manuel ainsi que le manuel d'installation du jeu (là où nécessaire) font partie des éléments nécessaires à l'installation de la machine et doivent être mis à la disposition de l'utilisateur et du personnel de maintenance à tout moment.

Ce jeu est uniquement destiné à un usage intérieur et devra être utilisé comme tel.

Namco Ltd. ne sera aucunement tenu responsable en cas d'accidents, de blessure ou de dommage quelconque résultant de modifications non autorisées ou d'usage impropre du jeu.

### REMARQUES SUR LA SECURITE

Les termes de sécurité détaillés à la suite seront utilisés tout au long de la lecture de ce manuel. Il convient de vous familiariser avec chacun de ces termes ainsi que leur signification avant de procéder à l'installation, à la maintenance ou au réglage du jeu.

#### AVERTISSEMENT



Ce terme annonce un danger qui pourrait éventuellement avoir des conséquences dommageables ou mortelles. Ne pas passer outre ce signal jusqu'à ce que les conditions indiquées soient entièrement comprises et effectuées.

#### ATTENTION







Ce terme indique qu'un danger menace la machine. Ne pas passer outre ce signal jusqu'à ce que les conditions indiquées soient entièrement comprises et effectuées.

## CONSIGNES GENERALES DE SECURITE

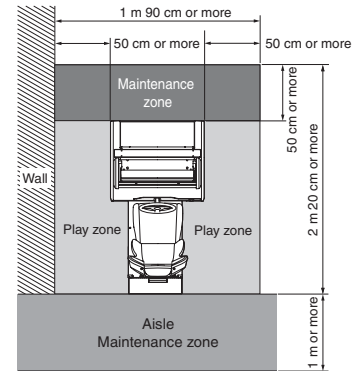
- Allumer l'appareil seulement après avoir vérifié qu'il a été correctement installé, et que les instructions du manuel ont été respectées.**
- Les notes de mise en garde doivent constamment demeurer en bon état et être remplacées en cas de disparition, afin que le client puisse les lire clairement.**
- L'installation, le service, le réglage, ou la maintenance doivent être effectués uniquement par les personnes qualifiées.**
- Afin d'éviter un éventuel incendie, s'assurer que les fusibles soient remplacés par le même type de fusibles et au bon voltage. L'utilisation d'autres sortes de fusibles ou autres matériels est interdite.**
- L'alimentation à l'intérieur du moniteur reste chaude et comporte des zones de haute tension même si la machine est éteinte. Il existe donc un risque de brûlure ou d'électrocution. Attention à ne pas toucher ces endroits.**
- Pour prévenir une éventuelle électrocution due à un défaut matériel, ce jeu DOIT être muni d'une prise de TERRE connectée en toute sécurité**
- Si à tout moment les fils électriques sont endommagés, il faut les remplacer immédiatement**
- Ne pas mettre le jeu en mode de fonctionnement avant qu'il n'ait été correctement installé.**
- Avant de connecter la machine au réseau, s'assurer que la machine est installée sous la bonne tension et que les fusibles correspondent.**





## NOTES D'INSTALLATION

-  **NE JAMAIS** mettre le jeu en marche avant que l'installation ne soit complètement effectuée.
-  **Afin de prévenir une éventuelle électrocution, s'assurer que la machine est connectée au réseau avec une prise de terre reliée selon les normes de sécurité.**
-  **Afin que les clients ne soient pas blessés par les mouvements du jeu, s'assurer qu'il existe au moins 500 mm de séparation avec les autres jeux ou les murs.**
-  **Afin d'éviter que la machine ne soit abimée suite à une mauvaise opération, s'assurer que la tension sur le réseau principal soit de 230 volts AC.**









Note: Si l'endroit où doit être installée la machine à un sol pöli, il est recommandé de poser des tampons feutrés sous les vérins pour éviter que le jeu ne glisse sur le sol

Note: Afin de faciliter l'accès aux CPU et à l'alimentation, s'assurer qu'il y a un espace d'au moins 500 mm entre l'arrière du meuble et le mur ou tout autre jeu.



-  **Le jeu est fourni avec des roulettes pour une meilleure mobilité. Prendre garde quand la machine est déplacée sur une surface inclinée.**
-  **Le centre de gravité de la partie supérieure du jeu est situé sur l'avant, il est donc indispensable que deux personnes au moins soient employées pour installer ou déplacer la partie supérieure.**
-  **L'installation de la partie supérieure du jeu s'effectue en hauteur, il est donc important d'utiliser un élévateur quelconque pour en effectuer le montage.**
-  **La hauteur totale de l'assemblage principal est de 2050 mm, prendre garde aux encombrements de la partie supérieure (ex : illuminations du bandeau).**

## DEPLACER ET REMPLACER LES UNITES ET LES PIECES DETACHEES.

-  **L'installation, le service, le réglage, ou la maintenance doivent être effectués uniquement par les personnes qualifiées.**
-  **Ne pas apporter de modifications sur cette machine sans autorisation préalable, faute de quoi cela pourrait entraîner un danger.**
-  **Seules les pièces détachées Namco Europe Ltd. doivent être utilisées pour le remplacement ou la réparation de pièces (y compris les vis)**
-  **S'assurer que l'interrupteur soit sur OFF avant de commencer tout travail de maintenance (localisation d'une panne, réparations, etc.)**
-  **Si dans ce manuel il manque une information pour réaliser un quelconque travail, contacter votre distributeur, car aucune responsabilité ne sera acceptée en cas de dommage ou de blessure.**
-  **Les pièces de l'alimentation et du moniteur restent chaudes, à tension élevée même lorsque la machine est hors tension, elle pourrait occasionner des brûlures ou des électrocutions. Attention de ne pas toucher ces endroits accidentellement.**
-  **S'assurer que la machine soit hors tension avant de brancher ou débrancher toute prise ou connecteur.**
-  **Lorsque l'on manipule la prise au réseau de la machine, ou lorsque les prises principales doivent être débranchées, saisir toujours la prise, et non le câble.**



Κανένα μέρος αυτής της έκδοσης δεν μπορεί να αναπαραχθεί με οποιοδήποτε μηχανικό, φωτογραφικό ή ηλεκτρονικό μέσο, ή με μορφή φωνητικής ηχογράφησης και ούτε να αποθηκευτεί με επανορθωτικό σύστημα, να μεταδοθεί ή να αντιγραφεί για δημόσια ή ιδιωτική χρήση, χωρίς την άδεια της NAMCO EUROPE LIMITED.

Καθώς αυτές οι πληροφορίες σε αυτό το εγχειρίδιο έχουν δοθεί με καλή πίστη και ακριβώς την ώρα της τύπωσης, η εταιρεία NAMCO EUROPE LIMITED κρατάει το δικαίωμα να κάνει οποιεσδήποτε αλλαγές χωρίς ειδοποίηση.

Τα μηχανήματα έχουν κατασκευαστεί σύμφωνα με τους όρους της Ευρωπαϊκής Κοινότητας, και έχουν ελεγχθεί σύμφωνα με τους νόμους 89/336/ΕΟΚ και 72/23/ΕΟΚ με την αίτηση των EN55014-1, EN55014-2 και EN60335-2-82 στάνταρτς (δες μπροστά στο εγχειρίδιο) και όλα έχουν το CE σήμα. Οποιαδήποτε αλλαγή ή μετατροπή σε αυτό το μηχάνημα πρέπει να είναι σύμφωνα με τους όρους της Ευρωπαϊκής Κοινότητας. Οποιοσδήποτε αλλαγές χωρίς άδεια σε αυτό το προϊόν μπορεί να παραβεί αυτούς τους όρους.

Σε κάποιες περιπτώσεις υπερβολικής εξωτερικής παρεμβολής, π.χ. ραδιοφωνικές μεταδόσεις, ηλεκτροστατικές μεταβολές ή παροδικές εμβολές, μπορεί να παρουσιαστούν κάποιες αθλιότητες στην παρουσίαση. Πάντως το μηχάνημα θα επανέλθει στην φυσιολογική παρουσίαση εφ' όσον η πηγή της παρεμβολής σταματήσει ή απομακρυνθεί.

Σημείωση: Εάν γίνει reset στον processor του μηχανήματος κατά τη διάρκεια της κύριας παροχής, πόντοι που έχουν κερδηθεί μπορεί να χαθούν.

Αυτό το παιχνίδι δεν είναι μηχάνημα όπως προσδιορίζεται από τους όρους Μηχανημάτων 89/392/ΕΟΚ.

## ΟΔΗΓΙΕΣ ΑΣΦΑΛΕΙΑΣ

Για την ασφαλή χρήση του μηχανήματος, πρέπει να διαβάσεις το εγχειρίδιο χρήσης προσεκτικά πριν την εγκατάσταση, τοποθέτηση ή χρήση του μηχανήματος.

Οποιοδήποτε ο ιδιοκτήτης αυτού του μηχανήματος ζητάει από κάποιο πρόσωπο να εγκαταστήσει, να κάνει οποιαδήποτε αλλαγή ή έλεγχο ρουτίνας στο μηχάνημα, πρέπει να είναι σίγουρος ότι έχει διαβάσει τις οδηγίες αυτού του εγχειριδίου πριν να αρχίσει να δουλεύει.

Προς αποφυγήν οποιουδήποτε ατυχήματος κατά την λειτουργία του μηχανήματος, αυστηρώς ακολουθούνται οι οδηγίες ασφάλειας όπως δίνονται παρακάτω.

Αυτό το εγχειρίδιο σε συνδυασμό με το εγχειρίδιο εγκατάστασης (όπου διατίθεται) αποτελεί ένα ολοκληρωμένο μέρος των παροχών και πρέπει να είναι διαθέσιμο για την λειτουργία και το service οποιαδήποτε στιγμή.

Αυτό το μηχάνημα είναι για χρήση μόνο σε εσωτερικό χώρο και θα πρέπει να χρησιμοποιείται μόνο για τους λόγους για τους οποίους κατασκευάστηκε.

Η εταιρεία NAMCO Ltd δεν φέρει καμία ευθύνη για ατυχήματα, πληγές ή καταστροφές που μπορεί να προκληθούν από αλλαγές χωρίς άδεια σε ή εισαγωγείς αυτού του μηχανήματος.

## ΣΗΜΕΙΩΣΕΙΣ ΑΣΦΑΛΕΙΑΣ

Οι ακόλουθες σημειώσεις ασφάλειας χρησιμοποιούνται μέσω αυτού του εγχειριδίου. Διάβασε αυτές προσεκτικά για να γίνει κατανοητό το νόημά τους πριν την εγκατάσταση, σέρβις ή οποιαδήποτε αλλαγή γίνει στο μηχάνημα.

### ΠΡΟΕΙΔΟΠΟΙΗΣΗ



Η προειδοποίηση αφορά κίνδυνο ο οποίος μπορεί να είναι λόγος θανάτου. Να μην προχωρήσεις σε οποιαδήποτε κίνηση μέχρι αυτοί οι όροι γίνουν κατανοητοί.

### ΠΡΟΣΟΧΗ



Η προσοχή αφορά κίνδυνο ο οποίος μπορεί να προκαλέσει πρόβλημα στο μηχάνημα. Να μην προχωρήσεις σε οποιαδήποτε κίνηση μέχρι αυτοί οι όροι γίνουν κατανοητοί.

## ΕΞΕΤΑΣΗ ΓΕΝΙΚΗΣ ΑΣΦΑΛΕΙΑΣ

Αφού έχει κατανοηθεί αυτό το εγχειρίδιο, μόνο τότε να λειτουργήσει το μηχάνημα ή να γίνει έλεγχος εφ' όσον έχει γίνει η εγκατάσταση.

Οι προειδοποιήσεις πρέπει να μένουν καθαρές και σε καλή κατάσταση ώστε ο πελάτης να τις διαβάζει καθαρά.

Εγκατάσταση, μετατροπή ή έλεγχος ρουτίνας μπορεί να γίνεται μόνο από εξουσιοδοτημένα άτομα.

Για συνεχή προστασία από φωτιά, πρέπει οι ασφάλειες να αντικαθιστούνται με ίδιου τύπου. Η χρήση άλλων ασφαλειών ή αντικειμένων απαγορεύεται.

Το τροφοδοτικό στο εσωτερικό του μηχανήματος θα παραμείνει ζεστό και υπάρχουν περιοχές με υψηλή τάση παρ'όλο που το μηχάνημα δεν δουλεύει, και υπάρχει η πιθανότητα ηλεκτρικού σοκ. Προσοχή να μην ακουμπήσεις αυτές τις περιοχές.

Για την αποφυγή ηλεκτρικών σοκ λόγω βλάβης, το μηχάνημα ΠΡΕΠΕΙ να έχει πρώτα ενωθεί με γείωση.





Εάν κάποια στιγμή καταστραφεί η κύρια παροχή, πρέπει να αντικατασταθεί αμέσως.

Να μην ανάψει το μηχάνημα (switch ON) μέχρι να έχει εγκατασταθεί σωστά και πλήρως.

Πριν την παροχή ρεύματος στο μηχάνημα, να είσαι σίγουρος ότι τα voltage και όλες οι ασφάλειες είναι σωστά ενωμένα και τοποθετημένα.

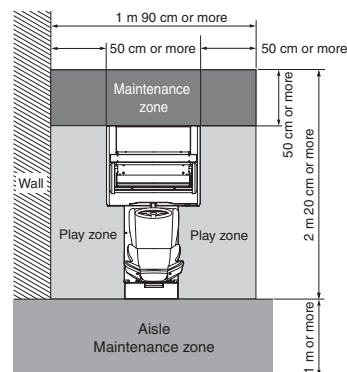






### ΣΗΜΕΙΩΣΕΙΣ ΓΙΑ ΤΗΝ ΕΓΚΑΤΑΣΤΑΣΗ

-  **ΠΟΤΕ να μην ανάβει το μηχάνημα εάν δεν έχει ολοκληρωθεί η εγκατάσταση.**
-  **Για την αποφυγή ηλεκτρικών σοκ πρέπει το μηχάνημα να έχει γειωθεί.**
-  **Για την αποφυγή κινδύνου σε κάποιον παίκτη , πρέπει το μηχάνημα να έχει απόσταση τουλάχιστον 500mm από άλλο μηχάνημα ή τοίχο.**
-  **Για την αποφυγή βλάβης στο μηχάνημα λόγω λάθος λειτουργίας , πρέπει η παροχή να είναι 230volt AC..**









**ΣΗΜΕΙΩΣΗ:** Εάν το πάτωμα στο οποίο είναι τοποθετημένο το μηχάνημα γλιστράει, είναι καλό να μπει ένα κομμάτι μοκέτας για αποφυγή μετακίνησης του μηχανήματος εν ώρα λειτουργίας του.

**ΣΗΜΕΙΩΣΗ:** Για την εύκολη πρόσβαση στην κυρίως παροχή ή το CPU πρέπει η πίσω πόρτα του μηχανήματος να απέχει τουλάχιστον 500mm από τον τοίχο ή άλλο μηχάνημα.



-  **Το μηχάνημα είναι εφοδιασμένο με καρούλια για την εύκολη μετακίνησή του.**
-  **Το επάνω μέρος του μηχανήματος έχει επιπλέον βάρος γιατί χρειάζονται δύο για την μεταφορά.**
-  **Η κεφαλή (καπάκι) του μηχανήματος είναι πολύ ψηλό και γιαυτό χρειάζεται προσοχή στην τοποθέτησή του , να μην χτυπήσει ή καταστραφεί.**
-  **Το συνολικό ύψος της κεφαλής είναι 2050mm . Φρόντισε να μην χτυπήσει σε λάμπες κ.λ.π.**

### ΑΠΟΜΑΚΡΥΝΣΗ ΚΑΙ ΑΝΤΙΚΑΤΑΣΤΑΣΗ ΜΕΡΩΝ - ΑΝΤΑΛΛΑΚΤΙΚΩΝ

-  **Εγκατάσταση , μετατροπή ή έλεγχος ρουτίνας μπορεί να γίνεται μόνο από εξουσιοδοτημένα άτομα .**
-  **Δεν πρέπει να γίνονται μετατροπές στα μηχανήματα χωρίς έγκριση . Μπορεί να προκληθεί απρόβλεπτος κίνδυνος.**
-  **Μόνο μέρη που διευκρινίζονται από την εταιρεία NAMCO EUROPE Ltd μπορούν να χρησιμοποιηθούν για αντικατάσταση ή επιδιόρθωση. (συμπεριλαμβάνονται και οι βίδες)**
-  **Να είναι σίγουρα κλειστό το ρεύμα πριν οποιαδήποτε δουλειά στο μηχάνημα.**
-  **Εάν γίνει κάποια δουλειά στο μηχάνημα χωρίς να διευκρινίζεται στο εγχειρίδιο , να επικοινωνήσεις με τον αντιπρόσωπο για οδηγίες γιατί καμία ευθύνη δεν φέρουμε για καταστροφές ή βλάβες.**
-  **Μέρη του τροφοδοτικού ή του μόνιτορ παραμένουν ζεστά ή έχουν υψηλή τάση ακόμα και όταν σβήσει το μηχάνημα και μπορούν να προκαλέσουν κάψιμο ή λεκτροσόκ.Γιαυτό δεν πρέπει να έρχονται σε επαφή με χέρια .**
-  **Το μηχάνημα πρέπει να είναι σβηστό κατά την σύνδεση ή αποσύνδεση πρίζας ή κονέκτορα.**
-  **Κατά την απομάκρυνση των κεντρικών κονέκτορ από το μηχάνημα ή της κυρίας πρίζας , πρέπει να πιάνουμε το πλαστικό μέρος και όχι το καλώδιο.**



Nessuna parte di questa pubblicazione può essere riprodotta con processo meccanico, fotografico o elettronico, nè sotto forma di registrazione fonografica, nè può essere memorizzata in un sistema di salvataggio, trasmessa o in altro modo copiata per uso pubblico o privato, senza l'autorizzazione di **NAMCO EUROPE LIMITED**.

Le informazioni contenute in questo manuale sono state date in buona fede ed erano accurate al momento della pubblicazione. Tuttavia NAMCO EUROPE LIMITED, si riserva il diritto di apporre cambiamenti e variazioni senza alcun preavviso.

Questo apparecchio è stato costruito in conformità alle Direttive della Comunità Europea, ed è stato provato e soddisfa le Direttive 2004/108/EC e 2006/95/EC per l'applicazione degli standards delle norme EN55014-1, EN55014-2 e EN60335-2-82 (vedi fronte del manuale), e per questo porta il marchio CE. Qualsiasi cambiamento o modifica di questo apparecchio deve essere in conformità con le Direttive della Comunità Europea.

In caso di condizioni di estrema interferenza dall'esterno, per esempio trasmissioni radio, scariche elettrostatiche o transistori sulla linea, può verificarsi un decadimento delle prestazioni. Comunque l'apparecchio ritornerà al rendimento normale quando la sorgente dell'interferenza avrà cessato di emettere o sarà stata rimossa.

Nota bene: se il processore del gioco "resetta" a causa di una interruzione o diminuzione del voltaggio di linea, un eventuale credito, già concesso, può essere annullato.

Questo gioco non è una macchina così come viene definita dalla Direttiva Macchine 89/392/EEC.

## AVVERTENZE PER LA SICUREZZA

Allo scopo di usare questo apparecchio in sicurezza, leggere questo Manuale dell'operatore attentamente prima dell'installazione, regolazione o uso di questa macchina.

Tutte le volte che il proprietario di questo apparecchio affida lo smontaggio, l'installazione, la regolazione o la manutenzione ordinaria ad un'altra persona, il proprietario stesso deve assicurarsi che quella persona legga le precauzioni necessarie e i paragrafi importanti di questo manuale prima di iniziare a lavorare.

**Perché non succeda alcun incidente quando la macchina è operante, seguire rigorosamente le note sulla sicurezza come specificato più avanti.**


Questo manuale insieme con il manuale di installazione (dove si può applicare) forma una parte integrante dell'apparecchio e deve essere disponibile sempre al personale operante e di servizio.

Questa macchina deve essere usata solo in interni e deve essere usata solo per gli scopi per cui è progettata.

Namco Europe Ltd non si assume responsabilità per incidenti, ferite o danni risultanti da cambiamenti non autorizzati o da uso improprio della macchina.










### NOTE PER LA SICUREZZA

Le seguenti note sulla sicurezza sono usate dal principio alla fine di questo manuale. Valutare attentamente ciascuna di queste note ed il loro significato prima di installare, fare assistenza o regolazioni su questa macchina.

**WARNING**  "Warning" evidenzia un rischio di ferita o di morte. Non procedere oltre una nota "Warning" finché le avvertenze specificate non siano completamente capite e conosciute.

**CAUTION**  "Caution" evidenzia un rischio di danneggiare la macchina. Non procedere oltre una nota "Caution" finché le avvertenze specificate non siano completamente capite e conosciute.

### CONSIDERAZIONI GENERALI SULLA SICUREZZA

-  **Mettere in funzione l'apparecchio solo dopo aver controllato che l'installazione sia stata effettuata correttamente ed in conformità alle istruzioni del manuale.**
-  **Gli avvisi "Warning" devono sempre essere conservati in buone condizioni e sostituiti se consumati, cosicché il cliente li possa leggere chiaramente.**
-  **L'installazione, l'assistenza, le regolazioni e la manutenzione ordinaria devono essere eseguite solo da persone idonee e qualificate.**
-  **Per una protezione costante contro il rischio di fuoco, assicurarsi che i fusibili sulle alimentazioni siano solo sostituiti con lo stesso tipo e caratteristiche. L'uso di altri fusibili o materiali è proibito.**
-  **L'alimentatore all'interno del monitor rimane caldo ed ha zone di alto voltaggio anche se la macchina è stata spenta, c'è quindi la possibilità di bruciature o scosse elettriche. Fare attenzione a non toccare queste zone.**
-  **Per prevenire possibili scosse elettriche dovute a difetti, questa macchina DEVE essere installata con un connettore sicuramente MESSO A TERRA.**
-  **In caso il cavo di alimentazione di rete risultasse danneggiato deve essere sostituito immediatamente.**
-  **Non accendere la macchina finché la stessa non è stata installata completamente e correttamente.**
-  **Prima di collegare la macchina alla rete, assicurarsi che la macchina sia preparata per il voltaggio corretto e che siano inseriti i fusibili adatti.**

## NOTES D'INSTALLATION



**NON ACCENDERE MAI** la macchina finchè l'installazione non è stata completata.



Allo scopo di prevenire possibili scosse elettriche, la macchina deve essere obbligatoriamente collegata alla rete con un connettore messo a terra con connessioni sicure.



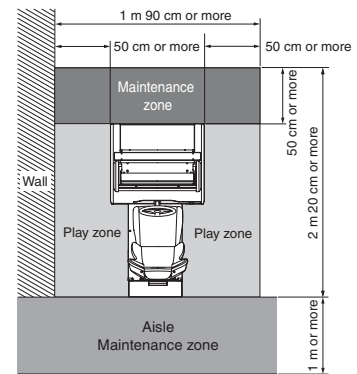
Perchè i clienti non siano feriti dal movimento del gioco, assicurarsi che ci siano almeno 500mm di distanza rispetto alle altre macchine o rispetto al muro.



Per evitare danni alla macchina durante la messa in opera, assicurarsi che il voltaggio della rete sia 230 volts AC.

Note: Il luogo di destinazione della macchina deve avere il pavimento liscio e si raccomanda di sistemare dei cuscinetti di gomma sotto i piedini di livellamento per prevenire lo scivolamento della macchina sul pavimento.

Note: Per garantire l'accesso all'alimentatore e alla scheda madre, assicurarsi che il retro del mobile principale sia separato dalla parete o da altre macchine di almeno 500mm.



Il gioco è fornito di ruote per rendere più facile il suo spostamento. Fare attenzione quando si muove la macchina su una superficie inclinata.



La testata ha il baricentro spostato in avanti, è perciò importante che ci siano almeno 2 persone per montare o smontare la testata stessa.



La posizione di fissaggio della testata è molto alta, ed è importante che ci sia un mezzo disponibile per raggiungere tale altezza in sicurezza e senza allungamenti. (Ad esempio scalini, scale portatili etc.)



L'altezza totale della parte principale è 2050mm, fare attenzione ad eventuali ostacoli sopra la testata ovvero ad eventuali installazioni di luci.

## RIMOZIONE E SOSTITUZIONE DI GRUPPI E PARTI STACCATE



L'installazione, l'assistenza, le regolazioni e la manutenzione ordinaria devono essere eseguite solo da persone idonee e qualificate.



Non apporre alcuna modifica alla macchina senza autorizzazione preventiva. Il fare questo può causare un pericolo non prevedibile.



Quando si rimpiazza o si riparano delle parti (incluse le viti) si possono usare solo parti approvate dalla Namco Europe Ltd.



Assicurarsi che la macchina sia SPENTA prima di incominciare qualsiasi lavoro di manutenzione (guasti, riparazioni etc.)



Se state per iniziare un lavoro non descritto in questo manuale, contattate il vostro distributore per istruzioni poichè non si accetta alcuna responsabilità per danni o ferite.



Parti dell'alimentatore e del monitor rimangono caldi o portano alta tensione anche dopo aver spento l'apparecchiatura e possono causare bruciate o scosse elettriche. Attenzione a non toccare queste parti accidentalmente.



Assicurarsi che la macchina abbia l'interruttore nella posizione OFF prima di inserire o disinserire qualsiasi connettore o spina.



Quando vengono rimossi i connettori principali dalla macchina oppure la spina dell'alimentazione dalla parete bisogna sempre afferrare il connettore e non il cavo.



Ingen del av denne utgivelsen må reproduseres av noen mekaniske, fotografiske eller elektroniske prosesser, eller i form av fotografiske opptak, og ikke kan det lagres i et gjenvinnbart system, sendt eller kopiert for offentlig eller privat bruk, uten tillatelse fra NAMCO EUROPE LIMITED.

Da informasjonen i denne manualen er gitt i god tru og var korrekt da den ble utgitt, tillegger NAMCO EUROPE LIMITED seg retten til å lage forandringer uten varsel.

Denne maskinen er produsert i samsvar med direktiver framsatt av det Europeiske samfunn. Maskinen er testet og samsvarer med direktivene 2004/108/EC og 2006/95/EC med anvendelse av EN55014-1, EN55014-2 og EN60335-2-82 standarder (se i begynnelsen av manualen), og derfor bærer CE merket. Hvilken som helst forandring eller modifisering må skje etter direktivene satt av det Europeiske samfunn. Uautoriserte forandringer på dette produktet, kan motstride disse direktivene.

Under noen forhold av ekstreme ytre forstyrrelser, f.eks radio sendere, elektronisk utladning eller transiente spenninger, kan man regne med noe senket ytelse. Men maskinen vil oppnå normal ytelse når kilden til forstyrrelsene opphører eller er fysisk fjernet.

Merk:- Hvis spilllets prosessor resettes p.g.a et kutt eller reduksjon av hovedspenningen kan oppsparte kreditt på spillet forsvinne.

Dette spillet er ikke en maskin som er definert ved Maskin direktivet 89/392/EEC.

### Sikkerhets advarsel.

For å bruke denne maskinen uten noe form for fare, sørg for å lese denne manualen nøye før installasjon, justeringer eller bruk av maskinen.

Når eieren av denne maskinen overlater avmontering, installasjon, justering eller rutine vedlikehold til en annen person, skal eieren forsikre seg om at denne personen leser de passende forsiktighetsreglene og relevante deler av manualen før han starter på arbeidet.

For å forhindre at ulykker inntreffer når maskinen er i drift, følg strengt teksten om sikkerhet som beskrevet nedenfor.

Denne manualen sammen med installasjons manualen (hvor det er anvendelig) er en intrigert del av utstyret og må være tilgjengelig for drift- og servispersonell til alle tider.

Denne maskinen er bare for innendørs bruk og skal bare benyttes etter mente hensikter.

Namco Ltd. bærer intet ansvar ved ulykker, kvestelse eller skade som følge av uautoriserte forandringer, eller for uriktig bruk av maskinen.










### Sikkerhets beskjeder.

Følgende sikkerhets punkter er brukt ut denne manualen. Gjør deg kjent med disse punktene og deres mening før installasjon, service eller du utfører noen innstillinger på denne maskinen.

**ADVARSEL**  Advarsel innebærer en risiko som kan føre til kvestelse eller død. Ikke fortsett utover advarslen før den er ordentlig forstått og motiltak er igangsatt.

**FORSIKTIG**  Forsiktig innebærer en risiko som kan medføre skade på maskinen. Ikke fortsett utover advarslen før den er ordentlig forstått og motiltak er igangsatt.

### VANLIGE SIKKERHETSTILTAK

-  **Bruk bare denne maskinen etter å ha kontrollert at den er korrekt installert ifølge manualen.**
-  **Advarsel skiltene må bestandig holdes i skikket stand og eventuelt byttes ut hvis det oppstår skade på dem, slik at kunden uten vanskelighet kan lese dem.**
-  **Installasjon, service, justering eller rutine vedlikehold skal bare utføres av kvalifiserte personer.**
-  **For fortsatt beskyttelse mot brann, forsikre deg at hoved sikringen bare byttes ut med en av samme type og verdi. Bruk av andre sikringer eller materiale er forbudt.**
-  **Strømforsyningen inne i monitoren vill være varm og ha områder med høy spenning selv om maskinen har blitt slått av. og det er muligheter for skader og elektriske sjokk. Vær forsiktig så du ikke berører disse områdene.**
-  **For å forhindre mulige elektriske sjokk grunnet funksjonsfeil, må denne maskinen være ordentlig jordet.**
-  **Hvis ledningen til hoved strømforsyningen skades må den straks byttes ut.**
-  **Ikke slå på maskinen før den er korrekt installert.**
-  **Før du kopler maskinen til strømmettet, forsikre deg om at maskinen innstilt for den korrekte spenningen og de riktige sikringene benyttes.**

## MERKNADER VED INSTALLASJON



Slå ALDRI på maskinens strømforsyning før installasjonen er fullført.



For å forhindre eventuelle elektriske sjokk, forsikre deg om at maskinen er koplet til et strømnett med ordentlig jording.



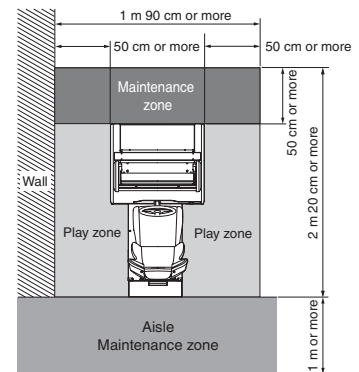
**For å forhindre at kundene blir skadet av spillets bevegelige deler, forsikre deg om at det er minst 500mm avstand mellom andre maskiner eller vegger.**



For å forhindre skade på maskinen p.g.a. feil bruk, sørg for at spenningen til hoved strømforsyningen er 230Volt AC.

MERKNADER: Hvis plassen hvor spillet skal plasseres har polerte gulv anbefales det at du benytter gummi sko under nivå justeringene, for å forhindre at maskinen kan flytte på seg.

MERKNADER: For å få adgang til strømforsyningen og CPU-kort, forsikre deg om at bakparten av hoved kabinettet er skilt fra vegger eller andre maskiner med minst 500mm.



Spillet har montert hjul for å gjøre det lettere å flytte på. Hver forsiktig når det skal flyttes på en hellende overflate.



Hoved enheten i spillet har tyngdepunktet i fronten, så det er viktig at minst 2 personer blir brukt til å montere eller flytte denne enheten.



Monterings posisjonen til hoved enheten er veldig høy, og det er viktig at denne høyden nås sikkert, uten at man må strekke seg. Benytt deg av hjelpemiddel. (f.eks sto, krakk, gardintrapp osv)



Den totale høyden på hoved enheten er 2050mm. vær forsiktig med høye hindringer som f.eks lysrør.



Installasjon, service, justering eller rutine skal bare utføres av kvalifiserte personer



Ikke lag noen forandringer på denne maskinen uten godkjenning. Dette kan medføre uforutsette farer.



Bare deler spesifisert av Namco Europe Ltd. skal benyttes ved utskifting eller reparasjon av deler (dette reparasjon osv.)



Forsikre deg om at strømmen er slått av før du påbegynner noe som heist vedlikeholdsarbeid (feilsøking, reparasjon osv.)



Hvis du utfører arbeid som ikke er beskrevet i denne manualen, ta kontakt med din distributor for instruksjon da ikke noeansver vill bli akseptert for skade på maskin eller på personer.



Deler av strømforsyningen og monioren er fortsatt varm eller bærer høye spenninger selv etter strømmen er slått av og kan forårsake skader eller elektriske sjokk. Forsikre deg om at du ikke berører disse delene.



Forsikre deg om at maskinen er slått av før du kople sammen eller tar fra hverandre pluggen eller kablinger.



Når du fjerner hoved kablingene fra maskinen, eller hoved pluggen fra støpselet, ta bestandig tak i pluggen og ikke ledningen.



Niets uit deze publikatie mag worden gereproduceerd door enig mechanisch, fotografisch of elektronisch proces, of in de vorm van een fonografische opname, noch mag het opgeslagen worden in een retrieval systeem, doorgezonden of anderszins gekopieerd voor publiek of privégebruik, zonder toestemming van Namco Europe Limited.

Ofschoon de informatie in deze handleiding in goed vertrouwen is gegeven en nauwkeurig was ten tijde van het drukken, houdt Namco zich het recht voor om veranderingen en aanpassingen te maken zonder bericht.

Deze machine is geproduceerd volgens Richtlijnen van de Europese Gemeenschap, en is getest en is in overeenstemming met de Richtlijnen 2004/108/EC en 2006/95/EC door de toepassing van de standaards EN55014-1, EN55014-2 en EN60335-2-82 (zie voorin de handleiding) en draagt als zodanig het CE-merk. Enige veranderingen of aanpassingen aan deze machine dienen in overeenstemming te zijn met de Richtlijnen van de Europese Gemeenschap. Enige ongeauthoriseerde veranderingen aan dit produkt kunnen in strijd zijn met deze Richtlijnen.

Onder sommige omstandigheden van extreme externe storingen, bijv. radiotransmissies, electrostatische ontladingen of pieken op het net, kan prestatieruggang optreden. De machine zal echter normaal presteren zodra de storingsbron gestopt of verwijderd is.

Let op: - als de spelprocessor reset a.g.v. een onderbreking of vermindering van de netstroom, dan kunnen opgebouwde credits verloren gaan.

Dit spel is niet een machine zoals omschreven in de Machinery Directive 89/392/EEC.

### Veiligheidsopmerkingen

Om deze machine veilig te kunnen gebruiken, dient vóór installatie, aanpassing of gebruik van deze machine, de Bedieningshandleiding zorgvuldig gelezen te worden.

Telkens wanneer de eigenaar van deze machine de demontage, installatie, aanpassing of routine-onderhoud toevertrouwd aan een andere persoon, dient de eigenaar er voor te zorgen dat deze persoon de juiste voorzorgsmaatregelen en relevante gedeeltes uit de handleiding leest voordat hij begint.

Om er voor te zorgen dat geen ongelukken gebeuren als de machine gebruikt wordt, dienen onderstaande veiligheidsaanwijzingen zorgvuldig opgevolgd te worden.

Deze handleiding maakt samen met de installatiehandleiding (waar van toepassing) een integraal deel uit van de apparatuur en moet te allen tijde ter beschikking staan van exploitatie- en onderhoudspersoneel.

Deze machine is alleen bedoeld voor gebruik binnenshuis en dient alleen gebruikt te worden voor bedoelde doeleinden.


Namco Ltd. is niet verantwoordelijk voor ongelukken, letsel of schade die voortkomt uit ongeoorloofde veranderingen aan of onjuist gebruik van deze machine.

### Veiligheidsopmerkingen

De volgende veiligheidsopmerkingen worden overal in deze handleiding gebruikt. Maak uzelf vertrouwd met deze opmerkingen en hun betekenis vóór installatie, het plegen van onderhoud of het aanbrengen van aanpassingen aan deze machine.


**WAARSCHUWING** 

**Waarschuwing geeft een gevaar aan dat zou kunnen resulteren in letsel of de dood. Ga niet verder dan een waarschuwingsopmerking totdat de aangegeven omstandigheden volledig begrepen zijn en hieraan voldaan is.**


**VOORZICHTIG** 

Voorzichtig geeft een gevaar aan dat zou kunnen resulteren in schade aan de machine. Ga niet verder dan een voorzichtigheidsopmerking totdat de aangegeven omstandigheden volledig begrepen zijn en hieraan voldaan is

### ALGEMENE VEILIGHEIDSOVERWEGINGEN

 **Stel deze machine alleen in gebruik nadat gecontroleerd is of de machine correct en overeenkomstig de handleiding is geïnstalleerd.**

 **Als zich een fout of probleem voordoet met de machine, dan dient de machine onmiddellijk stopgezet en het probleem verholpen te worden voordat de machine verder gebruikt wordt.**

 **Installatie, service, aanpassingen of routine-onderhoud dient alleen uitgevoerd te worden door hierin bekwame personen.**

 **Om blijvende bescherming tegen brandgevaar te garanderen, dient ervoor gezorgd te worden dat de netzekeringen alleen vervangen worden door zekeringen van hetzelfde type en dezelfde sterkte. het gebruik van andere zekeringen of ander materiaal is verboden.**

 **De voeding in de monitor blijft warm en er kunnen componenten electrisch geladen blijven ondanks dat de machine UITgeschakeld is, waardoor er brandwonden of electrischee schokken kunnen worden opgelopen. Ben voorzichtig en raak deze delen niet aan.**

 **Om mogelijke electrische schokken a.g.v. storingen te voorkomen, MOET deze machine voorzien zijn van een goed vastzittende aardstekker.**

 **Mocht het netsnoer op enig moment beschadigd worden, dan moet deze onmiddellijk vervangen worden.**

 **Zet de machine niet AAN totdat deze correct is geïnstalleerd.**

 **Voordat de machine op het lichtnet wordt aangesloten, dient gecontroleerd te worden of de machine op het correcte voltage staat afgesteld en of de correcte zekeringen zijn aangebracht.**

## Opmerkingen aangaande Installatie



**Sluit de machine nooit aan op de stroomtoevoer totdat de installatie is voltooid.**



Om mogelijke elektrische schokken te voorkomen, dient ervoor gezorgd te worden dat de machine middels een goed vastzittende aardstekker op het lichtnet is aangesloten.



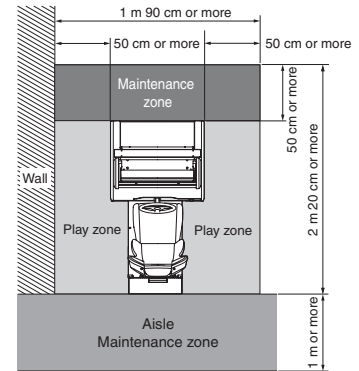
**Om ervoor te zorgen dat klanten niet gewond raken door de beweging van het spel, dient ervoor gezorgd te worden dat er minimaal 500mm ruimte is tussen andere machines of muren.**



Om schade aan de machine door verkeerd gebruik te voorkomen, dient ervoor gezorgd te worden dat het voltage van het lichtnet 230volts AC bedraagt.

OPMERKING: Als de machine op een gladde ondergrond wordt gebruikt, is het raadzaam rubber matjes onder de stelvoetjes te bevestigen om te voorkomen dat de machine over de vloer gaat glijden.

OPMERKING: Om toegang te krijgen tot de voeding- en de CPU-assemblies, dient ervoor gezorgd te worden dat de achterkant van het kabinet minimaal 500mm verwijderd is van de muur of andere machines.



**Het spel is voorzien van wieltjes, waardoor het gemakkelijker is om te verplaatsen. Wees voorzichtig als de machine op een hellend vlak gereden wordt.**



**Het zwaartepunt van de Header Assembly ligt aan diens voorkant, waardoor het belangrijk is dat minimaal 2 personen de Header Assembly aanbrengen of verwijderen.**



**De Header Assembly moet op een hoge positie geplaatst worden en het is dus belangrijk dat deze hoogte veilig kan worden bereikt zonder veel te strekken. (bijv. middels een trap of een kruk)**



**De hoogte van het hoofdgedeelte is 2050mm: kijk dus uit voor obstakels zoals lampen.**

## Verwijderen en vervangen van Assemblies en onderdelen



**Installatie, service, aanpassingen of routine-onderhoud dient alleen uitgevoerd te worden door hierin bekwame personen.**



**Maak geen veranderingen aan deze machine zonder goedkeuring vooraf. Dit kan onvoorzien gevaar opleveren.**



**Alleen onderdelen die door Namco Europe Ltd. zijn gespecificeerd dienen gebruikt te worden bij het vervangen of repareren van onderdelen (incl. schroeven).**



**Zorg ervoor dat de machine UITgeschakeld is voordat er enig onderhoudswerk wordt verricht (troubleshooting, reparaties etc.)**



**Bij het verrichten van werkzaamheden die niet in deze handleiding staan beschreven, dient voor instructies altijd contact opgenomen te worden met de verdeler aangezien geen verantwoording wordt genomen voor schade of letsel.**



**Delen van de voeding en de monitor blijven warm of behouden hoogspanning zelfs nadat de machine UITgeschakeld is en zouden verbrandingen of elektrische schokken kunnen veroorzaken. Ben voorzichtig en raak deze delen niet per ongeluk aan.**



**Zorg ervoor dat de machine is UITgeschakeld voordat pluggen of connectors ingestoken of uitgetrokken worden.**



**Als het netsnoer uit de machine of uit het stopcontact verwijderd wordt, dient altijd de stekker vastgepakt te worden en niet het snoer.**



Nenhuma parte desta publicação poderá ser reproduzida por processos mecanográficos, fotográficos, electrónicos ou ainda sob a forma de gravação sonora nem tão pouco poderá ser gravada através de sistemas informáticos transmissíveis ou de outra forma copiados para uso publico ou privado sem autorização expressa da NAMCO EUROPA LIMITADA.

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Esta maquina foi fabricada de acordo com as Directivas Comunitárias Europeias e tem sido testada em conformidade com as seguintes Directivas: 2004/108/EC e 2006/95/EC através dos requerimentos normativos, EN55014-1, EN55014-2 e EN60335-2-82 (ver capa frontal do manual) e como tal sustenta o certificado de marca de CE. Quaisquier alterações ou modificações efectuadas nesta maquina deverão ser em conformidade com as Directivas da Comunidade Europeia. Quaisquier alterações não autorizadas a este equipamento poderão infringir tais Directivas.

O funcionamento normal desta maquina, poderá ser afectado debaixo de algumas condições extremas de interferências externas tais como; transmissões via radio, descargas electroestáticas e passagens de corrente na rede de alimentação. Contudo o seu funcionamento normal será restabelecido logo que a fonte de interferências tenha cessado ou tenha sido neutralizada.

Nota :- Se o processador de jogo for inicializado devido a uma interrupção ou quebra da corrente principal, quaisquer creditos obtidos poderão desaparecer.


Este jogo por si só não constitui uma maquina tal como defenido pelas Directivas de Maquinaria de 89/392/EEC8.


### AVISOS DE SEGURANÇA

Afim de usar esta maquina com segurança, certifique-se que lê este manual de operador atentamente antes de proceder à montagem e afinação ou uso da mesma. Sempre que o proprietário desta maquina confiar a desmontagem, instalação, afinação ou manutenção preventiva da mesma a outra pessoa, deverá este assegurar - se que a pessoa em questão lê as precauções apropriadas e capitulos relevantes deste manual antes de iniciar o trabalho. Afim de evitar qualquer tipo de acidente quando a maquina estiver em funcionamento, deverá seguir rigorosamente os procedimentos de segurança descritos abaixo. Este manual juntamente com o manual de instalação (aonde aplicavel), contiuem parte integrante do equipamento e deverão estar sempre disponiveis ao operador e pessoal tecnico de assistência. Esta maquina destina-se a ser operada em espaços interiores apenas e a sua utilização deve circunscrever-se somente aos fins previstos. A Namco Ltd. declina qualquer responsabilidade por acidentes, ferimentos ou danos resultantes de modificações não autorizadas ou uso indevido desta maquina.










### AVISOS DE SEGURANÇA

Os seguintes avisos de segurança são usados através de todo o manual. Familiarize-se com cada um destes avisos e respectivos significados antes de instalar, assistir ou efectuar qualquer afinação nesta maquina.

**PERIGO**  **Perigo revela uma situação anormal que poderá resultar em ferimentos ou morte. Não avance para além de um aviso de Perigo sem que todas as condições indicadas estejam completamente esclarecidas e resolvidas.**





**CAUTELA**  **Cautela revela uma situação anormal que poderá resultar em danos materiais para a maquina. Não avance para além de um aviso de Cautela sem que todas as condições indicadas estejam completamente esclarecidas e resolvidas.**

### AVISOS DE PERIGO

-  Esta maquina só deverá ser colocada em funcionamento após ter sido verificado que se encontra instalada correctamente e de acordo com o manual de instruções.
-  Os avisos de perigo devem ser sempre mantidos em boas condições de leitura de forma a permitir uma leitura clara por parte do utilizador, caso se encontrem danificados deverão ser substituidos.
-  A montagem, assistência e afinações ou manutenção de rotina desta maquina, deverão ser somente executadas por tecnicos ou pessoas devidamente qualificadas para o efeito.
-  Afim de garantir uma protecção anti - fogo permanente nesta maquina, certifique-se que os fusíveis de protecção são sempre substituidos por fusíveis de igual valor ou calibre aos de origem. O uso de outro tipo de fusíveis ou material é proibido.
-  A fonte de alimentação do monitor encontrar-se-à quente, tendo zonas de alta voltagem, mesmo após a maquina ter sido desligada. Deste facto poderá resultar a ocorrência de queimaduras ou choques electricos. Seja cuidadoso para evitar contacto com estas zonas.
-  Esta maquina deve estar sempre equipada com uma ficha com circuito de protecção à Terra, afim de evitar possiveis choques electricos, caso surja uma falha no sistema.
-  Se a qualquer altura o cabo de alimentação principal ficar danificado, deverá ser imediatamente substituido.
-  Não ligar a maquina sem que esta tenha sido correctamente instalada.
-  Antes de ligar a maquina à tomada da rede de alimentação principal, certifique-se de que a maquina está preparada para a voltagem correspondente e de que também se encontra protegida com os fusíveis apropriados.

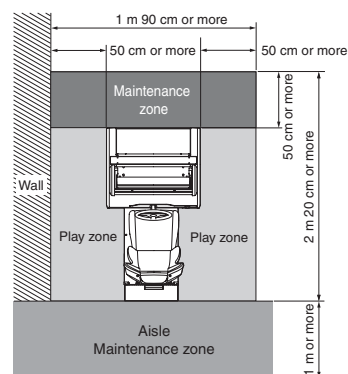






## NOTAS SOBRE A INSTALAÇÃO

-  **NUNCA** ligar a máquina sem que a instalação esteja completamente finalizada.
-  Afim de evitar possíveis choques eléctricos, certifique-se que a máquina está ligada à rede de alimentação com uma ficha protegida com circuito de terra.
-  Afim de evitar ferimentos pessoais nos clientes, provocados pelo movimento da máquina, certifique-se que existe pelo menos 500mm de separação entre outras máquinas ou paredes.
-  Afim de evitar danos na máquina causados por falhas de operação, certifique-se que a voltagem da rede de alimentação principal é de 230volt AC.









NOTAS : Se esta máquina estiver colocada sobre um chão polido, recomenda-se a utilização de tapetes de borracha debaixo dos pés niveladores, afim de prevenir a máquina de deslizar no chão.

NOTAS : Quando precisar de aceder à fonte de alimentação e às placas (CPU), certifique-se que a parte trazeira do móvel central está separada da parede ou de outras máquinas pelo menos 500mm afim de ganhar espaço de manobra.



-  Esta máquina está equipada com rodas afim de facilitar a sua deslocação tenha cuidado ao mover a máquina num plano inclinado.
-  O bloco Superior (Cabeça) tem o centro de gravidade para a frente, por conseguinte é importante que pelo menos sejam utilizadas duas pessoas para montar ou desmontar este Bloco Superior.
-  A posição do bloco superior quando montado na máquina é muito alta. Torna-se importante ter meios seguros de alcance, tais como; escadotes ou escadas afim de evitar riscos desnecessários.
-  A altura total do bloco principal, é de 2050mm, tenha cuidado com qualquer tipo de obstruções existentes em altura como por exemplo; calhas eléctricas ou candeiros.

## SUBSTITUIÇÃO E MONTAGEM DE PEÇAS

-  A montagem, assistência e afinações ou manutenção de rotina desta máquina, deverão ser somente executadas por técnicos ou pessoas devidamente qualificadas para o efeito.
-  Não faça qualquer tipo de alteração prévia nesta máquina sem aprovação prévia. Se tal acontecer poderá provocar danos e perigos imprevisíveis.
-  A substituição ou reparação de peças deverá ser feita apenas com peças de origem ou especificadas pela "Namco Europa Ltd." (incluindo parafusos)
-  Certifique-se que a máquina se encontra desligada sempre que iniciar qualquer tipo de trabalho de manutenção. (identificação de avarias, reparação etc.)
-  Caso esteja a efectuar um trabalho não descrito neste manual, certifique-se que contacta o seu distribuidor para obter instruções, caso contrário não serão aceites responsabilidades por danos causados ou ferimentos.
-  Algumas zonas da fonte de alimentação e do monitor ficam quentes e transportam correntes de alta voltagem, mesmo depois de a máquina ter sido desligada, podendo causar queimaduras e choques eléctricos. Tome cuidado para não tocar acidentalmente estas zonas.
-  Certifique-se que a máquina está desligada antes de ligar ou desligar qualquer tipo de fichas ou junções.
-  Quando desligar a ficha principal da máquina ou a ficha do cabo de alimentação das tomadas da parede, deverá sempre agarrar na ficha e nunca puxar pelo cabo da mesma.



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Eftersom informationen i denna manual lämnas ut i god tro och var korrekt när den trycktes, reserverar sig NAMCO EUROPE LIMITED för ändringar.

Denna maskin har tillverkats enligt direktiv från europeiska unionen, är testad och uppfyller direktiven enligt 89/336EEC och 2006/95/EC med tillämpning av EN55014-1, EN55014-2 och EN60335-2-82 standard (se manualens framsida) och bär därmed också CE-märket. Varje förändring eller modifiering av denna maskin måste ske i överensstämmelse med EU-direktiven.

En förändring i denna produkt, som inte är auktoriserad, kan strida mot dessa direktiv.

Under vissa omständigheter när det gäller extrema externa störningar, t ex radiosändningar, elektrostatiske urladdningar eller nätburna strömstörningar, kan resultera i en något nedsatt funktion. Maskinen kommer dock att återgå till normal funktion, så snart störningen har upphört eller avlägsnats

OBS! Om spelprocessorn startar om till följd av ett avbrott eller reducering av strömmen kan registrerade krediter gå förlorade.

Detta spel är inte en maskin enligt definitionen i Maskindirektivet 89/392/EEC

## SÄKERHETS VARNING

För att maskinen ska kunna användas på ett säkert sätt, ska manualen läsas noggrant före installation, användning eller justering.

Om ägaren till maskinen anförtror någon annan person att montera isär, installera, justera maskinen eller utföra rutinunderhåll, ska ägaren försäkra sig om att denna person läser om försiktighetsåtgärder och tillämpliga delar av denna manual innan arbetet påbörjas.

För att förhindra att någon olycka händer när maskinen är igång, måste säkerhetspunkterna beskrivna nedan följas strikt.


Denna manual tillsammans med installationsmanualen (när tillämpligt) utgör en integrerad del av utrustningen och måste vara ständigt tillgänglig för operatörer och service personal.


Maskinen är avsedd för inomhusbruk och ska endast användas för detta ändamål.

Namco Ltd. bär inget ansvar för olyckor eller skador som orsakats av icke auktoriserade ändringar i maskinen eller felaktigt användande av densamma.


## SÄKERHETSANVISNINGAR

Säkerhetsanvisningarna nedan används genomgående i manualen. Gör dig förtrogen med varje anvisning och dess innebörd innan installation, service eller justeringar görs på denna maskin.

**VARNING**  "Varning" anger en fara som skulle kunna skada eller förorsaka dödsfall. Fortsätt inte vid en sådan varningsanvisning innan de påvisade förhållandena är förstådda och åtgärdade i sin helhet.

**OBSERVERA**  "OBSERVERA" anger en fara som skulle kunna förorsaka skada på maskinen. Fortsätt inte vid en sådan varningsanvisning innan de påvisade förhållandena är förstådda och åtgärdade i sin helhet.


## ALLMÄNNA SÄKERHETSBEAKTANDEN

 Sätt inte igång maskinen utan att ha kontrollerat att den är korrekt installerad och i överensstämmelse med manualen.

 Varningsanvisningarna måste alltid hållas i gott skick och ersättas när de blir slitna, så att kunderna kan läsa dem tydligt.

 Installation, service, justeringar eller rutinunderhåll ska endast utföras av en för ändamålet kvalificerad person.


 För kontinuerligt skydd mot brandfara, ska man försäkra sig om att huvudsäkringarna endast ersätts med samma typ och specifikationer. Användandet av andra säkringar eller material är förbjuden.

 Strömförsörjningen inne i monitorn håller sig varm och har områden med hög spänning, även när maskinen stängts av och det finns risk för brännskada eller elektriska stötar. Var försiktig och vidrör aldrig sådana områden.





 För att förhindra en eventuell elektrisk stöt förorsakad av fel, MÅSTE maskinen vara försedd med säkert ansluten JORDAD kontakt.

 Om strömförsörjningskabeln på något sätt skadas, måste den bytas ut omedelbart.

 Vrid inte strömbrytaren till ON innan maskinen är korrekt installerad.

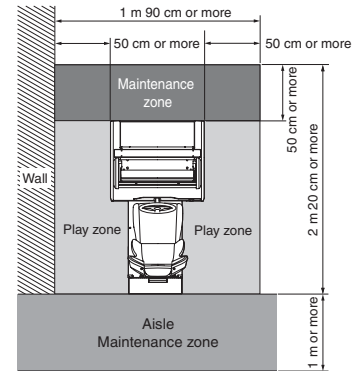
 Innan strömmen sätts på till maskinen, måste man försäkra sig om att den är inställd på rätt spänning och att rätt säkringar är isatta.





#### ATT BEAKTA VID INSTALLATION

-  Sätt aldrig på strömmen på maskinen innan installationen är klar.
-  För att förhindra elektriska chocker, försäkra dig om att maskinen kopplas till strömförsörjning med jordad kontakt
-  För att undvika skador av spelets rörelser, försäkra dig om att det finns ett avstånd på minst 500 mm till annan maskin eller vägg.
-  För att undvika skador på maskinen p g a felaktigt handhavande, försäkra dig om att strömstyrkan är 230 volt AC.









OBSERVERA: Om maskinen är placerad på ett polerat golv, rekommenderas att placera gummbrickor under nivåjusteringen för att förhindra att maskinen glider på golvet.

OBSERVERA: För att kunna komma åt strömförsörjningen och CPU, se till att baksidan av huvudkabinettet är placerat minst 500 mm från vägg eller annan maskin.



-  Spellet är fördett med hjul för att underlätta förflyttningar. Var ärsiktig om spelet ska flyttas på en sluttande yta.
-  Toppskylten har tyngdpunkten framtill, därför är det viktigt att minst 2 personer sätter dit eller tar bort den.
-  Toppskyltens placering är mycket högt upp och det är viktig att sådana hjälpmedel används så att man når upp utan att sträcka sig t ex trappstege, pall osv).
-  Den totala h'jden är 2050mm, tänk på eventuella h'gt placerade hinder, t ex lampor.

#### ATT TA BORT ELLER BYTA UT ENHETER OCH DELAR

-  Justeringar och underhåll på denna maskin skall endast utföras av kvalificerad personal.
-  Gör inga ändringar på denna maskin utan ett godkännande i förväg. Detta kan förorsaka oförutsägbar fara.
-  Endast delar som är specificerade av Namco Europe Ltd. ska användas vid utbyten eller reparation av delar (inklusive skruvar).
-  Försäkra dig om att strömmen är avstängd innan underhållsarbete påbörjas (felsökning, reparationer etc.)
-  Om arbete ska utföras som inte är beskrivet i denna manual, är det viktigt att kontakta återförsäljaren för instruktioner eftersom inget ansvar accepteras för åverkan eller personskador.
-  Delar av strömförsörjningen och monitorn är varma och strömbärande även efter strömmen stängts av och kan orsaka brännskador eller elektriska stötar.
-  Försäkra dig om att maskinen är avstängd innan kontakter sätts i eller tas ur.
-  När kontakten tas ur maskinen eller ur väggen, ta alltid tag i kontakten och inte i sladden.



Tästä julkaisusta ei saa ottaa missään muodossa kopioita yksityis- tai julkiseen käyttöön ilman **NAMCO EUROPE LIMITED**:in lupaa.

Tässä ohjekirjassa olevat tiedot pitävät julkaisuhetkellä paikkansa. NAMCO EUROPE LIMITED:illä on kuitenkin oikeus muutoksiin ilman erillistä ilmoitusta.

Tämä laite on valmistettu EC direktiivien mukaisesti. Se on testattu ja todettu noudattavan seuraavia direktiivejä: 2004/108/EC ja 2006/95/EC (EN55014-1, EN55014-2 ja EN 60335-2-82 standardit). Näin ollen tämä laite on varustettu CE-merkinnällä. Kaikki tähän laitteeseen kohdistetut muutokset on tehtävä EC-direktiivien mukaisesti. Mikä tahansa valtuuttamattoman huoltomiehen tekemä muutos voi olla direktiivien vastainen.

Laitteen toiminta voi häiriintyä määrättyissä olosuhteissa, jotka johtuvat äärimmäisistä ulkoisista sähköhäiriöistä, kuten radiolähetys, elektrostaattinen purkaus tai vahvavirrasta syntynyt häiriö. Toiminta normalisoituu kuitenkin heti, kun ulkoinen sähköhäiriö on poistettu.

Huom:- Jos peliprosessori resetoituu sähkökatkoksen tai vastaavan johdosta, voivat kaikki pelivaraukset hävitä.

## Turvallisuusvaroitukset

Tämän laitteen turvallinen käyttö edellyttää käyttöohjekirjan huolellista lukemista ennen laitteen asennusta, säätöä tai käyttöä.

Jos tämän laitteen omistaja antaa jollekin toiselle osapuolelle tehtäväksi purkaa, asentaa, säätää tai muuten huoltaa laitetta, on omistajan varmistuttava siitä, että toinen osapuoli on lukenut ja ymmärtänyt käyttöohjekirjan oleelliset osat ennen työhön ryhtymistä.

**Turvallisuusohjeita on seurattava tarkoin vahinkojen välttämiseksi laitteen ollessa käytössä .**

Tämä ohje sekä mahdollinen asennusohje muodostavat laitteiston oleellisen osan ja on siksi aina oltava huolto- ja käyttöhenkilökunnan käytettävissä.

Tämä laite on tarkoitettu vain sisätilakäyttöön. Sitä ei saa käyttää muihin tarkoituksiin.

Namco Ltd ei vastaa niistä onnettomuuksista, loukaantumisista tai vahingoista, jotka johtuvat laitteeseen ilman Namco Ltd:n lupaa tehdyistä muutoksista laitteen väärästä käytöstä.










## Turvallisuusohjeet

Tässä käyttöohjekirjassa on käytetty seuraavia turvallisuuteen liittyviä huomautuksia. Tutustu jokaiseen näistä. Älä asenna, huolla tai säädä laitteistoa, ennen kuin olet täysin ymmärtänyt mitä ne tarkoittavat.

**VAARA**  "Vaara" tarkoittaa uhkaa, joka voi johtaa loukkantumiseen tai kuolemaan, Älä koskaan ohita Vaara-merkintää, ennenkuin ohjeissa esitetyt olosuhteet on ymmärretty täysin.

**VAROITUS**  "Varoitus" tarkoittaa uhkaa, joka voi johtaa laitteen vioittumiseen. Älä koskaan ohita Vaara-merkintää, ennenkuin ohjeissa esitetyt olosuhteet on ymmärretty täysin.

## YLEISET TURVALLISUUNÄKÖKODAT

-  Varmista, että laite on asennettu oikein ja ohjekirjan mukaisesti ennen käyttöönottoa.
-  Varoitustaulut on pidettävä hyvässä kunnossa. Jos ne ovat kuluneet, ne on ehdottomasti vaihdettava, jotta asiakkaalla olisi mahdollisuus lukea niitä selvästi.
-  Vain riittävän ammattipätevyyden omaava henkilö saa suorittaa asennus-, huolto-, säätö- tai muita laitteeseen kohdistuvia rutiinitoimenpiteitä.
-  Jotta palovaaraa ei syntyisi, saa pääsulakkeita vaihtaa vain samankokoisiin sulakkeisiin. Muiden sulakkeiden tai materiaalin käyttö on ehdottomasti kielletty.
-  Monitorin sisällä oleva virtalähde pysyy kuumana ja siinä on alueita, joissa on korkeajännite vaikka laite on kytketty pois päältä. Palovammojen tai sähköiskun saaminen on mahdollista. Älä koske näihin alueisiin.
-  Sähköiskujen välttämiseksi vikatapauksissa, laite on ehdottomasti kytkettävä maadoitetulla johdolla maadoitettuun pistorasiaan.
-  Vioittunut verkkojohto on välittömästi vaihdettava.
-  Älä kytke laitetta päälle, ennen kuin se on oikein asennettu.
-  Varmista ennen verkkoon kytkemistä, että virtalähteen jännitteen asetus on asetettu oikealle jännitteelle ja että siinä on oikeat sulakkeet.

## ASENNUSHUOMIOITA



Älä koskaan kytke laitetta päälle ennen kuin asennus on suoritettu loppuun.



Tämän laitteen virtalähde on kytkettävä maadoitetulla johdolla maadoitettuun pistorasiaan, jotta sähköiskun vaaraa ei olisi.



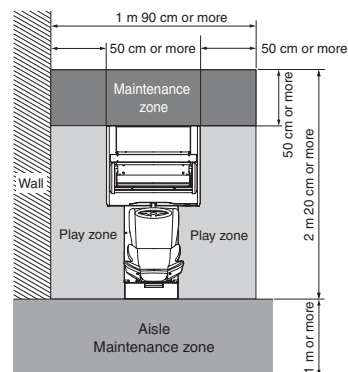
Varmista, että laitteen ja seinän tai toisen laitteen välissä on vähintään 500 mm, jotta asiakkaat eivät loukkaannu laitteen liikkumisesta johtuen.



Varmista, että virtalähteen jännite on 230 V AC, jotta ei laite vioitu.

Huomio: Jos tämä laite sijoitetaan liukkaalle esim. vahatulle lattialle, suositellaan laitettavaksi kumityynynt säätöjalkoihin liikkumisen estämiseksi.

Huomio: Varmista, että takaosan taakse jää vähintään 500 mm tilaa, jotta virtalähteeseen ja CPU-korttiin pääsee käsiksi.



Laite on varustettu kääntyvillä pyörillä. Tämä on pidettävä mielessä, kun laitetta siirretään kaltevilla alustalla.



Yläosan painopiste on yläosan etuosassa. Tästä syystä on yläosaa asennettaessa tai poistettaessa oltava vähintään kaksi henkilöä.



Yläosan asennusasento on erittäin korkealla. On tärkeää, että tarvittavalle korkeudelle päästään vaivattomasti ilman venyttämistä. (esim. käytä tukevia tuoleja tai tikkaita)



Laitteen kokonaiskorkeus on yli 2050mm. Varmista, ettei katossa ole esteitä. esim. valaisimia.



Vain riittävän ammattipätevyden omaava henkilö saa suorittaa asennus-, huolto-, säätö- tai muita laitteeseen kohdistuvia rutiinitoimenpiteitä.



Tälle laitteelle ei saa tehdä mitään hyväksymättömiä muutoksia. Se voi aiheuttaa ennalta-arvaamattomia vaaroja.



Vain Namco Europe Ltd:n määrittelemiä varaosia saa käyttää vaihtaessasi tai korjatessasi osia. (sisältäen ruuvit).



Varmista, että laite on kytketty POIS PÄÄLTÄ ennen työn aloittamista.



Ota yhteyttä maahantuojaan ohjeita varten, jos joudut tekemään työtehtäviä, joita ei ole esitelty huoltokirjassa, muuten vastuuta vioista tai loukkaantumisista ei ole.



Virtalähde ja monitori pysyvät kuumina ja niissä on alueita, joissa on korkeajännite vaikka laite on kytketty pois päältä. Palovammojen tai sähköiskun saaminen on mahdollista. Älä koske näihin laitteisiin.



Varmista, että laite on kytketty POIS PÄÄLTÄ ennen johtojen kytkemistä tai irrottamista.



Irrottaessasi verkkojohdon seinästä tai laitteesta, ota kiinni itse pistokkeesta, ei johdosta.

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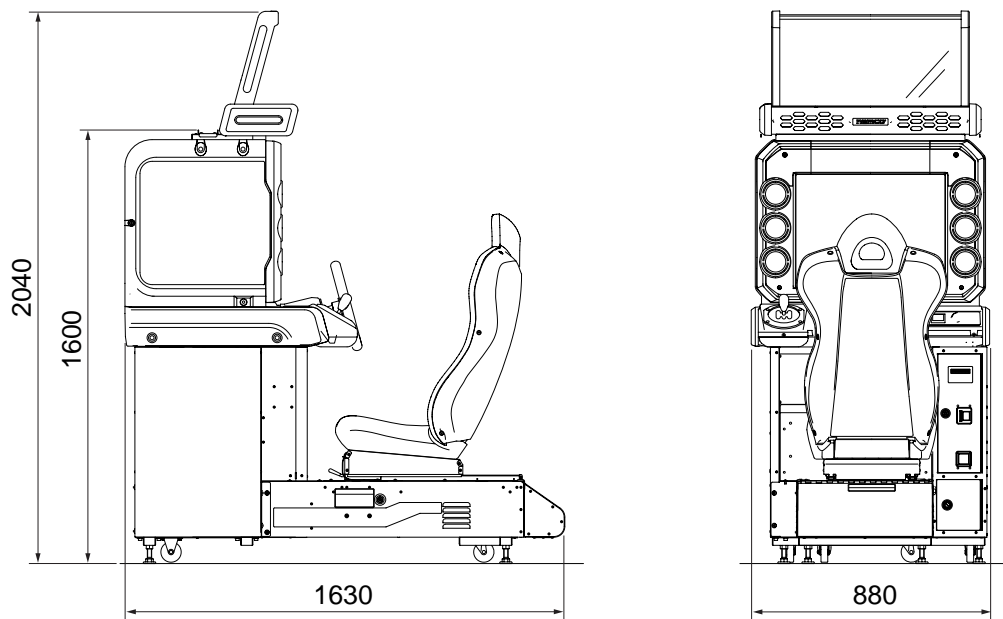
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## 2. SPECIFICATIONS

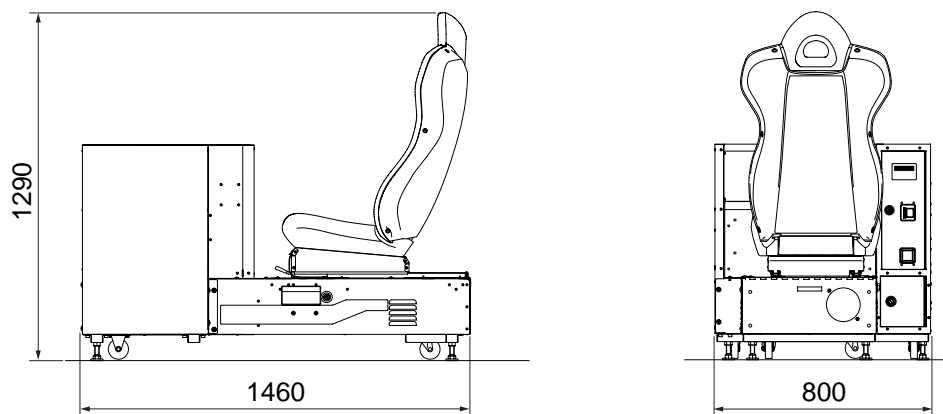
- |                                 |                                      |
|---------------------------------|--------------------------------------|
| (1) Rated power supply          | 230 ± 10 VAC (50/60 Hz)              |
| (2) Maximum power consumption   | 440 W                                |
| (3) Maximum current consumption | 3.0 A                                |
| (4) Capacity of coin box        | Approx. 3,000 coins                  |
| (5) Monitor                     | 29-inch color CRT                    |
| (6) Dimensions                  |                                      |
| ① As installed                  | 880 (W) x 1,630 (D) x 2,040 (H) [mm] |

② When divided

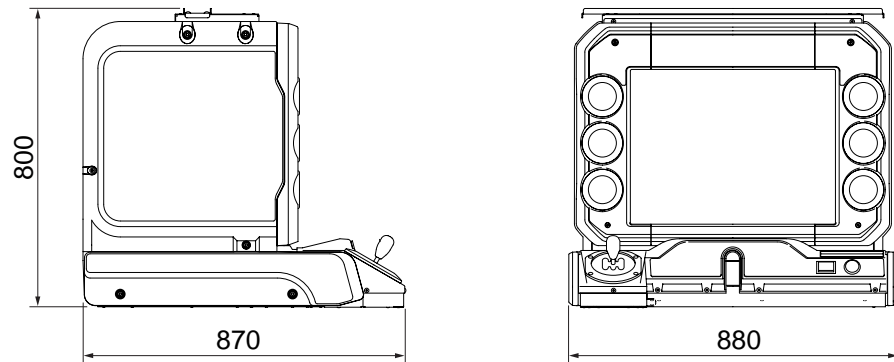


Bottom base: 880 (W) x 1,460 (D) x 1,290 (H) [mm]

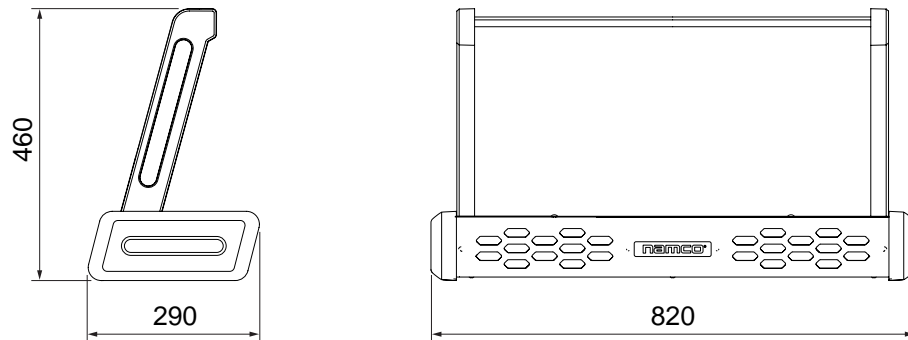
Monitor Assy: 880 (W) x 870 (D) x 800 (H) [mm]



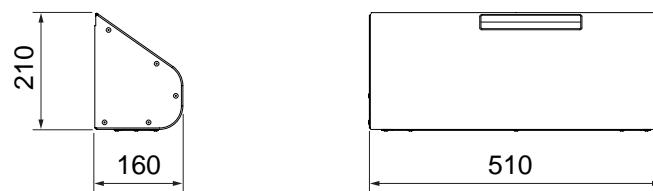
Signboard box: 820 (W) x 290 (D) x 460 (H) [mm]



Rear cover: 510 (W) x 160 (D) x 210 (H) [mm]



(7) Weight



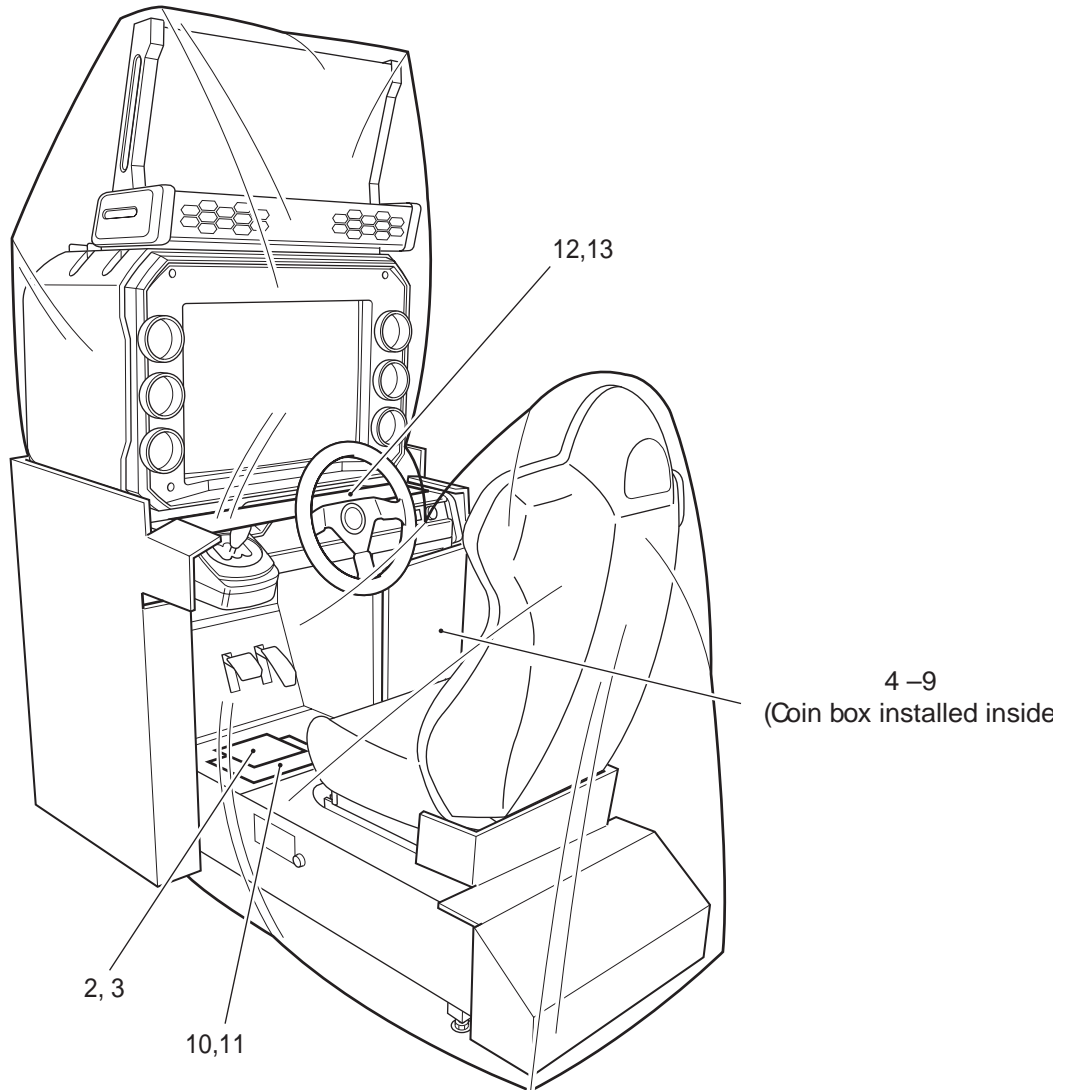
① As installed	260 kg
② When divided	
Bottom base	150 kg
Monitor Assy	95 kg
Signboard box	8 kg
Rear cover	4 kg

# 3. CHECKING THE PACKAGE CONTENTS

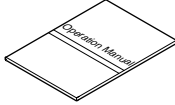



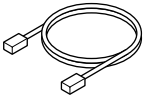
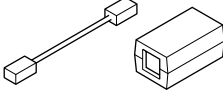
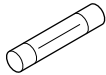



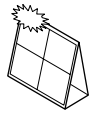
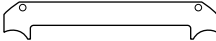

The product package contains the following parts.



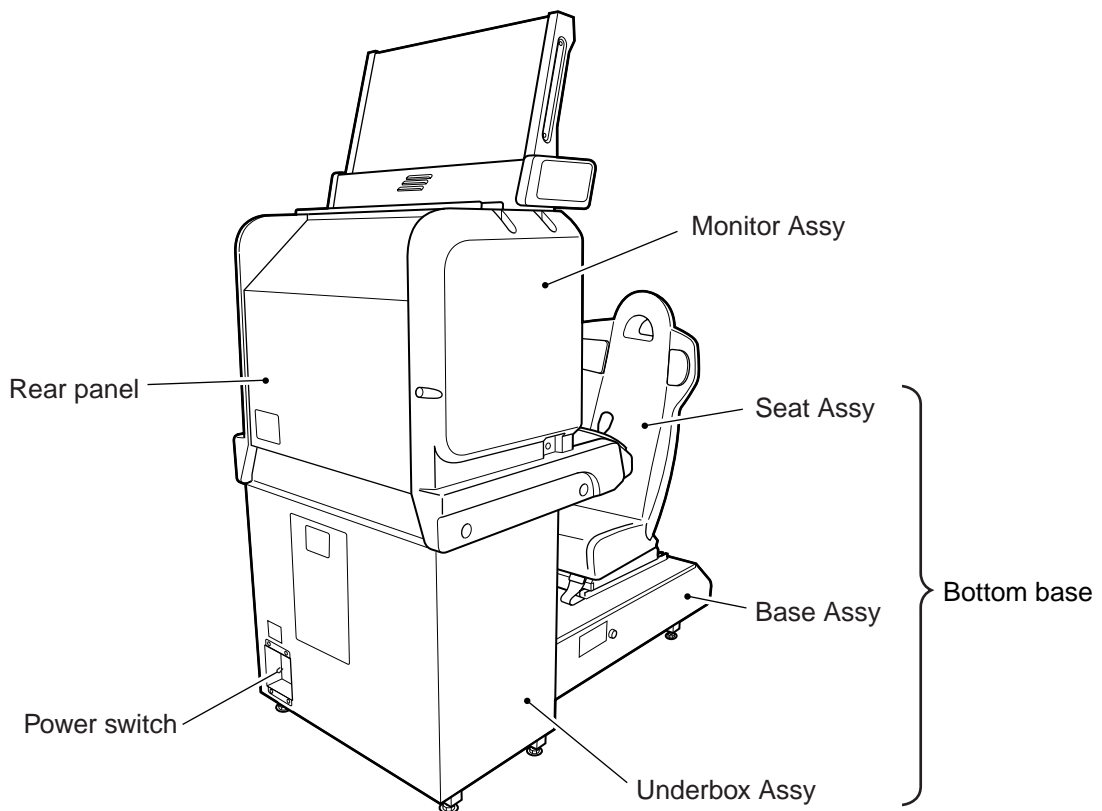
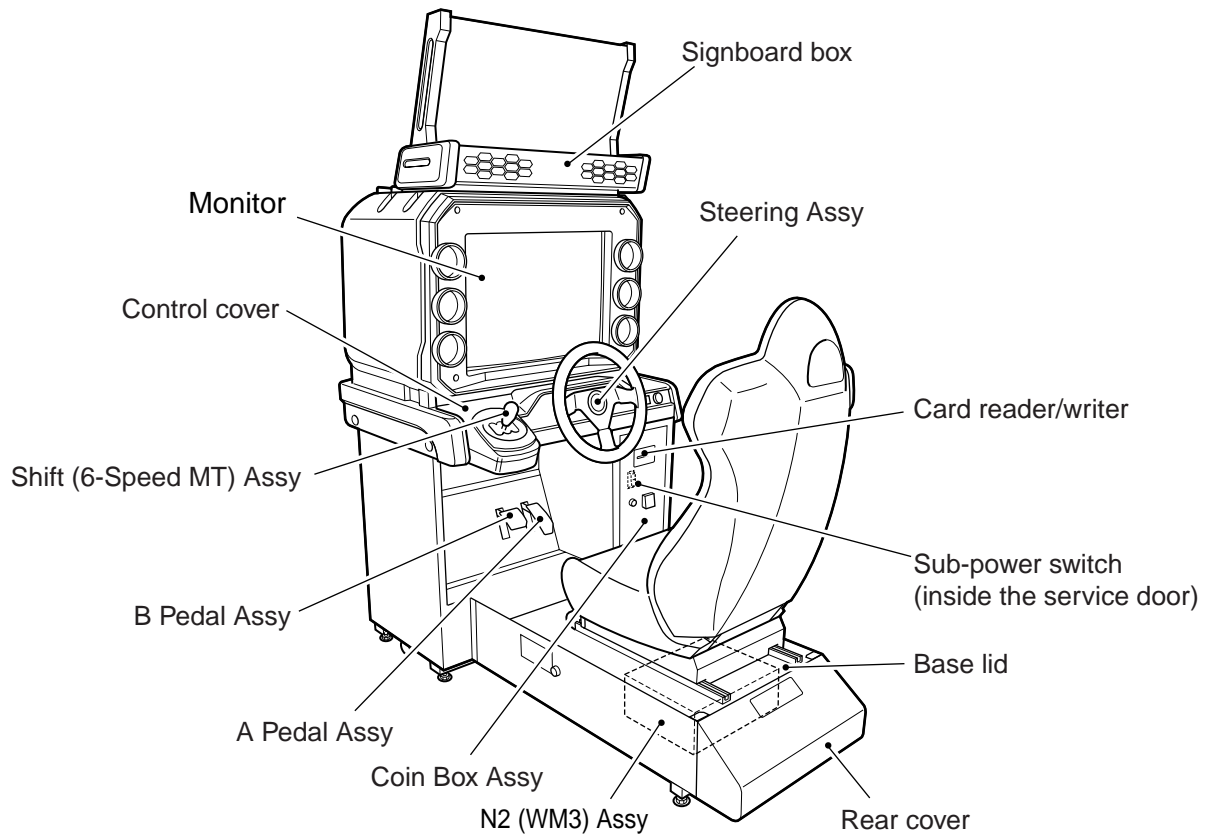
- Make sure all the parts shown below are contained in the product package.
- If parts are missing, contact your distributor.



## • Accessory list

No.	Name	Specification		Qty
1	Operation Manual (this manual)			1
2	Maintenance key			2
3	Coin box key			2
4	Torx wrench	M5: 5 mm across flats		1
5	Communication cable	5 m		1
6	Cross conversion kit			1
7	Glass-tube fuse	AC 250 V, 5A		1
8	Wedge lamp	14 V, 3.8A		1
9	Cable clamp			3
10	Card POP			1
11	Rule POP			1
12	Versus game sticker			1
13	"Number of players" sticker			1

# 4. OVERALL CONSTRUCTION (Components and Their Names)



## 5. INSTALLATION

---

### WARNING

- Install the machine according to the instructions and procedures in this operation manual. Failure to follow the specified procedures may result in a fire, electric shock, injury, or machine malfunction.
- Insert the power cord plug firmly into the AC outlet. Poor contact may cause overheating that can lead to a fire or burns.
- Be sure to connect the ground lead. Using the machine without proper grounding can result in an electric shock if electric leakage occurs. (See P. 32 "5-6 Connecting the power cord.")
- Install the machine securely to the floor by using the level adjusters. Unstable machine installation can result in an accident or injury. (See P. 22 "5-3-1 Adjusting the level adjusters.")

### 5-1 Installation conditions

#### WARNING

- Do not block the air vent holes on the back side of the machine with items or a wall. If the air vent holes are blocked, the inside of the machine becomes hot, and a fire or machine malfunction can result.

#### 5-1-1 Locations to avoid

##### WARNING

- The machine is designed for indoor use. Never install the machine outdoors or at any of the following locations:
  - Place in direct sunlight
  - Place exposed to rain or water leakage
  - Damp place
  - Dusty place
  - Close to heating devices
  - Hot place
  - Extremely cold place
  - Place where dew condensation may occur due to temperature differences
  - Place where the machine may become an obstruction in emergencies (such as near emergency exit) and place where fire extinguisher or similar equipment is installed
  - Unstable place or location where vibrations are produced



**GB**

**This machine is designed for INDOOR USE ONLY.  
Do not install in the following places.**

1. **Outdoors**
2. **Direct Sunlight, places with excessive humidity or dust, places where there is water leakage, near air-conditioning or heating equipment, places with excessive heat or cold temperature.**
3. **Places where it would be in the way of emergency exits or fire extinguishing equipment.**
4. **Unstable places or places with excessive vibration.**
5. **Places that are not level.**
6. **This machine must not be cleaned with a water jet, or installed in an area where a water jet could be used.**

**D**

**DIESES GERÄT IST NUR FÜR DIE GEWERBLICHE AUFSTELLUNG IN  
GESCHLOSSENEN RÄUMEN BESTIMMT. DAS GERÄT DARF AN FOLGENDEN  
PLÄTZEN NICHT AUFGESTELLT WERDEN**

1. **Im Freien.**
2. **In direktem Sonnenschein, an extrem feuchten und staubigen Plätzen, an Plätzen mit Wasseranschlüssen und möglichen Leckagen, nahe Klima- und Heizungsanlagen, an Plätzen mit extrem hohen oder niedrigen Temperaturen.**
3. **In der Nähe von Notausgängen oder Feuerlöschgeräten.**
4. **An unstablen Plätzen oder Plätzen mit übermäßiger Vibration.**
5. **An Plätzen, die nicht eben sind.**
6. **Diese Maschine darf nicht mit einem Wasserstrahl gereinigt oder in einem Bereich installiert werden, in dem Wasserstrahlen verwendet werden.**

**DK**

**DENNE MASKINE ER KUN DESIGNET TIL INDENDØRSBRUG  
INSTALLER IKKE MASKINEN PÅ FØLGENDE STEDER**

1. **Udendørs**
2. **Direkte sollys, steder med høj fugtighed el. støv, steder med vand udslip, i nærheden af air-condition eller varme udstyr, steder med usædvanlig høj el. kold temperatur.**
3. **Steder hvor den vil stå i vejen for nødudgange eller brandslukningsudstyr.**
4. **Ustabile steder eller steder med for store vibrationer.**
5. **Steder der ikke er plane.**
6. **Maskinen må ikke renses med en vandstråle eller monteres et sted hvor det er muligt at bruge en vandstråle.**

**E**

**ESTA MÁQUINA ESTA DISEÑADA ÚNICAMENTE PARA USO EN INTERIORES. NO  
INSTALE LA MÁQUINA EN LOS SIGUIENTES LUGARES.**

1. **Exteriores.**
2. **Bajo luz solar directa, en lugares con polvo o humedad excesiva, lugares donde hay filtraciones de agua, cerca de aparatos de calefacción o de aire acondicionado, lugares con temperatura ambiente muy alta o muy baja.**
3. **Lugares donde la máquina obstruya salidas de emergencia o equipos de extinción de incendios.**
4. **Suelos inestables o lugares con vibraciones excesivas.**
5. **Lugares con suelos no nivelados.**
6. **Esta máquina no deberá ser lavada con agua a presión. Tampoco deberá instalarse en áreas donde puedan haber chorros de agua.**





**CETTE MACHINE EST DESTINEE UNIQUEMENT A UN USAGE INTERIEUR  
NE PAS INSTALLER LA MACHINE DANS LES ENDROITS SUIVANTS**

1. A l'extérieur.
2. Directement exposée au soleil, aux endroits excessivement humides ou poussiéreux, aux endroits où il y a des risques de fuite d'eau, près de ventilateurs ou source de chaleur, aux endroits très chauds ou froids.
3. Dans des zones de proximité des sorties de secours ou d'accès aux équipements d'extinction du feu.
4. Dans des emplacements instables ou soumis à de fortes vibrations.
5. Dans des endroits dénivelés.
6. Ne nettoyez pas cette machine sous un jet d'eau et ne l'installez pas à un endroit où l'on risque d'employer des jets d'eau.



**ΤΟ ΜΗΧΑΝΗΜΑ ΕΙΝΑΙ ΣΧΕΔΙΑΣΜΕΝΟ ΓΙΑ ΧΡΗΣΗ ΣΕ ΕΣΩΤΕΡΙΚΟ ΧΩΡΟ ΜΟΝΟ  
ΜΗΝ ΤΟΠΟΘΕΤΗΣΕΤΕ ΤΟ ΜΗΧΑΝΗΜΑ ΣΤΟΥΣ ΑΚΟΛΟΥΘΟΥΣ ΧΩΡΟΥΣ**

1. Εξωτερικά
2. Απευθείας στον ήλιο, σε μέρη όπου υπάρχει υγρασία ή σκόνη, μέρη όπου υπάρχει άφθονο νερό, κοντά σε air-condition ή άλλου είδους θέρμανση, μέρη με υπερβολική υψηλή ή χαμηλή θερμοκρασία.
3. Σε μέρη όπου εμποδίζουν μέσα ανάγκης π.χ. πυροσβεστήρες ή άλλα.
4. Μη σταθερά μέρη ή μέρη με πολλούς κραδασμούς.
5. Μέρη που δεν είναι επίπεδα.



**QUESTA MACCHINA E' PROGETTATA PER ESSERE USATA ESCLUSIVAMENTE IN  
AMBIENTI INTERNI. NON INSTALLARE LA MACCHINA NEI SEGUENTI LUOGHI.**

1. In ambienti esterni.
2. Alla luce diretta del sole, in posti con eccessiva umidità o polvere, in luoghi dove ci siano infiltrazioni d'acqua, vicino ad apparecchi di condizionamento d'aria oppure riscaldamento, in posti eccessivamente caldi o freddi.
3. In luoghi dove potrebbe esserci un'uscita di emergenza o un'attrezzatura per lo spegnimento del fuoco.
4. In posti non stabili o con eccessive vibrazioni.
5. In luoghi non piani.
6. La macchina non deve essere pulita con un getto d'acqua, né installata in un'area in cui si utilizza un getto d'acqua.



**DENNE MASKINEN ER BARE KONSTRUERT FOR INNENDØRS BRUK  
IKKE INSTALLER MASKINEN PÅ FØLGENDE PLASSER.**

1. Utendørs
2. Konstant sollys, plasser med mye fuktighet og støv, plasser hvor det er vannlekasje, nære luft kjølere eller varme elementer, plasser med overdreven høy eller lav temperatur.
3. Plasser hvor det vill stå i veien for nødutganger eller brannslukking utstyr.
4. Ustabile plasser eller plasser med overdreven vibrasjon.
5. Plasser som ikke er i vater.
6. La macchina non deve essere pulita con un getto d'acqua, né installata in un'area in cui si utilizza un getto d'acqua.



**DEZE MACHINE IS ALLEEN VOOR GEBRUIK BINNENSHUIS ONTWERPEN  
INSTALLEER DE MACHINE NIET OP DE VOLGENDE PLAATSEN**

1. Buiten
2. In direct zonlicht, op plaatsen met een zeer hoge vochtigheidsgraad of met veel stof, op plaatsen waar een waterlek is, dichtbij airco's of verwarmingsapparatuur, op plaatsen met een zeer hoge of koude temperatuur.
3. Op plaatsen waar nooduitgangen of blusapparatuur worden geblokkeerd.
4. Op onstabiele plaatsen of plaatsen waar grote trillingen voorkomen.
5. Op plaatsen die niet vlak zijn.
6. Deze machine mag niet gereinigd worden met een waterstraal of geïnstalleerd worden op een plaats waar een waterstraal gebruikt kan worden.



**ESTA MAQUINA FOI CONCEBIDA PARA UTILIZAÇÃO EM ESPACOS  
INTERIORES APENAS NÃO INSTALAR A MAQUINAS NOS SEGUINTE LOCAIS:-**

1. Exteriores.
2. Luz solar directa, locais com humidade excessiva ou pó, locais aonde existam fugas de água perto de ar condicionados ou equipamentos caloríficos e locais com temperaturas excessivamente quentes ou frias.
3. Locais aonde ficaria colocada no caminho de saidas de emergência ou equipamentos extintores de fogo.
4. Locais estruturalmente instáveis ou locais com vibrações excessivas.
5. Locais não nivelados.
6. Esta máquina não deve ser limpa com jato de água, ou instalada em área na qual possam ser usados jatos de água.



**DENNA MASKIN ÄR AVSEDD ENBART FÖR INOMHUSBRUK  
INSTALLERA EJ MASKINEN PÅ FÖLJANDE STÄLLEN**

1. Utomhus
2. I direkt solsken, platser med extremt hög luftfuktighet eller damm, platser där det förekommer vattenläckage, nära luftkonditionering eller värmeelement, i extremt hög eller låg temperatur.
3. Platser där den skulle kunna vara i vägen för nödutgångar och brandsläckningsutrustning.
4. Instabila ställen eller där stark vibration förekommer.
5. Platser med nivåskillnad.
6. Denna maskin får inte rengöras med en vatten stråle, eller monterad inom ett område där en vatten stråle kan användas.



**TÄMÄ LAITE ON SUUNNITELTU VAIN SISÄKÄYTTÖÖN  
ÄLÄ ASENNA LAITETTA SEURAAVIIN PAIKKOIHIN:**

1. Ulkotilaan
2. Suoraan aurinkovaloon, kosteisiin tai pölyisiin paikkoihin, vesivuotopaikkojen läheisyyteen, ilmanvaihto- tai lämmityslaitteen lähistölle tai paikkoihin, jossa on erittäin kuumaa tai kylmää.
3. Varauloskäytävien, muiden pakoteiden tai tulensammutusvälineiden eteen.
4. Epävakaisiin tai täriseviin paikkoihin.
5. Kaltevalle alustalle.
6. Tätä laitetta ei saa pestä suihkuttamalla sille vettä eikä sijoittaa sellaiseen paikkaan, missä se voi joutua alttiiksi vesisuihkuille.

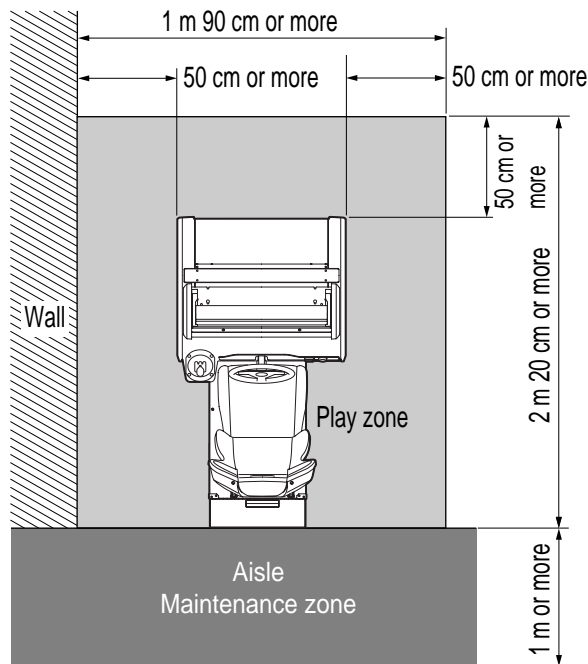
5-1-2 Play zone of installed machine

**CAUTION**

- Set a play zone so that players can move away from the machine without bumping into observers or passersby.

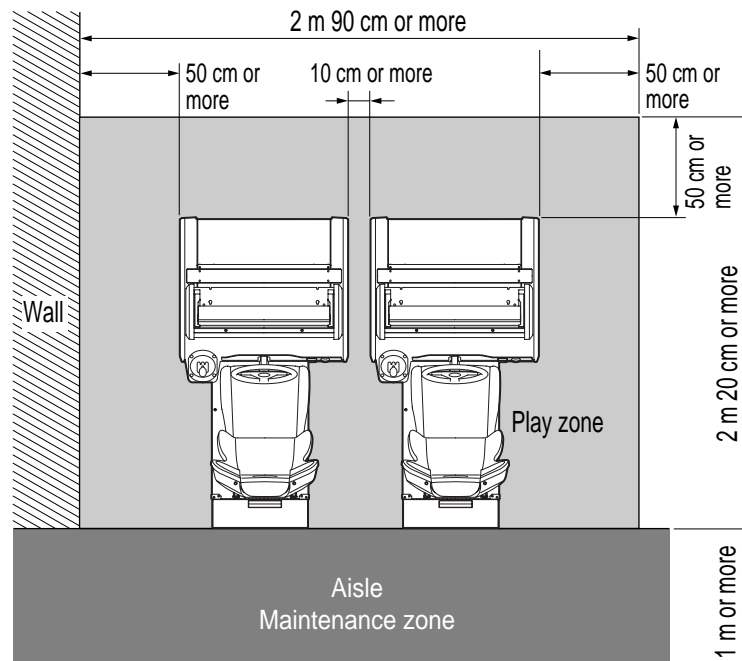
**NOTICE**

- Provide a space of at least 50 cm between the back side of the machine and the wall or adjacent machine so that the rear panel can be easily removed for maintenance.
- A ceiling height of at least 2 m 10 cm is required.
- To allow the base lid to open for maintenance after installation, the aisle behind the rear cover must be more than 1 m wide.



- When two or more machines are installed, provide a space of at least 10 cm between the units.

[Example] Installation of two units



---

## 5-2 Required dimensions of carry-in passage (such as doors and corridors)

The doors and passages must be larger than the dimensions indicated below so that the machine can be carried to the installation site.

If the doors and passages are larger than the indicated dimensions, the machine does not need to be divided. In that case, proceed to [“5-3 Assembly” on page 22](#).

880 (W) x 1,630 (D) x 2,040 (H) [mm]

Weight: 260 kg

The machine can be divided into the following components if the carry-in passage is small.

- **Bottom base**  
800 (W) x 1,460 (D) x 1,290 (H) [mm]  
Weight: 150 kg
- **Monitor Assy**  
880 (W) x 870 (D) x 800 (H) [mm]  
Weight: 95 kg
- **Signboard Assy**  
820 (W) x 290 (D) x 460 (H) [mm]  
Weight: 8 kg
- **Rear cover**  
510 (W) x 160 (D) x 210 (H) [mm]  
Weight: 4 kg

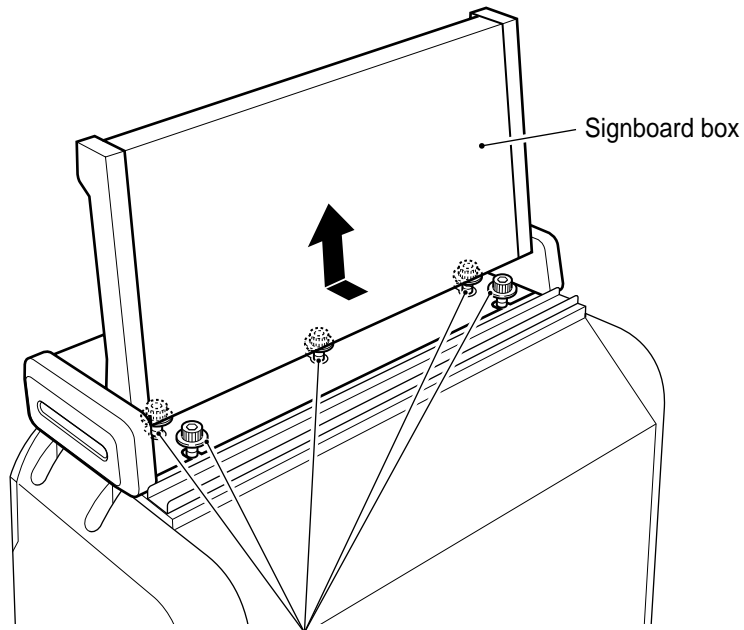
Regarding the method of separating the components, refer to the sections from [“5-2-1 Separating the signboard box from the Monitor Assy”](#) on page 16 to [“5-2-3 Separating the Monitor Assy from the underbase”](#) on page 18.

5-2-1 Separating the signboard box from the Monitor Assy (when required due to passage conditions) - To be conducted by a technician only -

**! CAUTION**

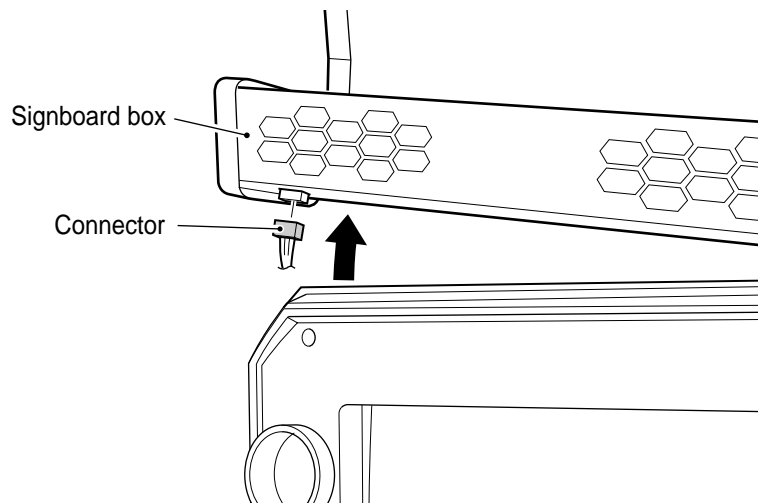
- The signboard box weighs approximately 8 kg. The dismantling work should be performed by two or more persons in a large work area to prevent accidents.

- 1** Loosen the five flange socket bolts (M6 x 16) that hold the signboard box in place.
- 2** Move the signboard box toward the front, and then lift the front side of the signboard box.



Flange socket bolt (M6 x 16) (Only loosen these bolts.)

- 3** Disconnect the connector, and dismount the signboard box.



- 4** To reinstall, follow the removal sequence in reverse.  
Disconnect the five connectors that can be found after the rear panel is removed.

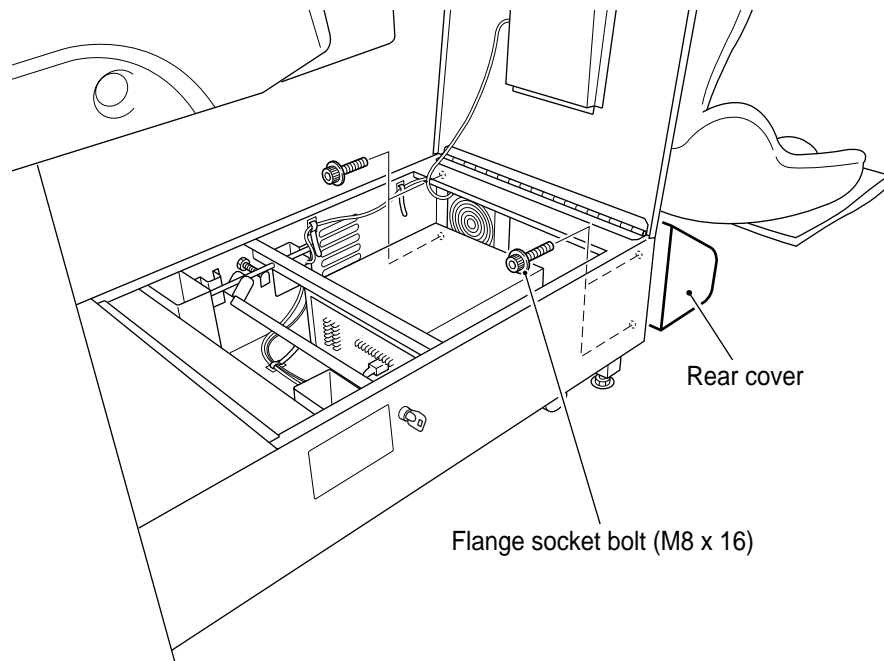
## 5-2-2 Removing the rear cover (when required due to passage conditions)

- To be conducted by a technician only -

### WARNING

- To prevent pinching of hands or other body parts, hold the seatback securely when opening or closing the base lid.
- To prevent pinching of hands or other body parts, check to make sure that there is nobody in the area when opening or closing the base lid. The lid and seat weigh approximately 27 kg.

- 1** Open the base lid. (See P. 22 "5-4 Opening and closing the base lid.")
- 2** Remove the four flange socket bolts (M8 x 16), and detach the rear cover.



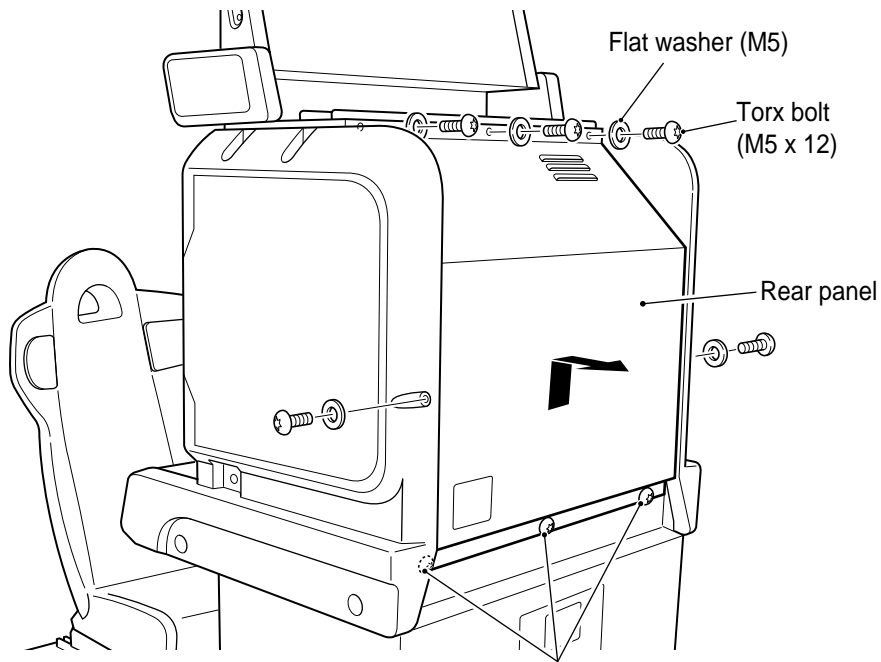
- 3** To reinstall, follow the removal sequence in reverse.
- 4** Close the base lid. (See P. 22 "5-4 Opening and closing the base lid.")

5-2-3 Separating the Monitor Assy from the underbase (when required due to passage conditions) - To be conducted by a technician only -

**! CAUTION**

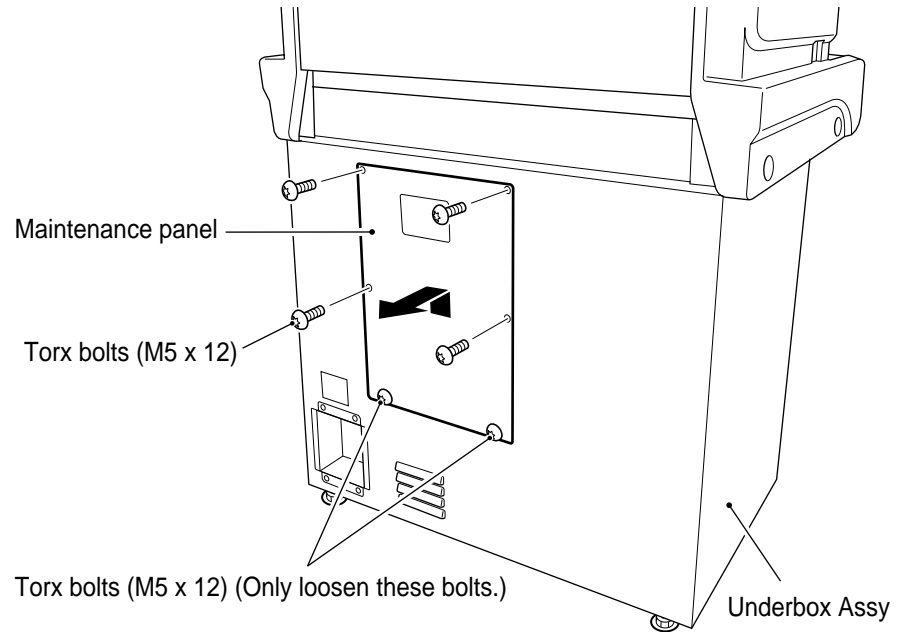
- The Monitor Assy weighs approximately 95 kg. The dismantling task should be performed by four or more persons in a large work area to prevent accidents.

- 1** Remove the control cover. (See P. 111 "8-3-1 (2) Removing and reinstalling the control cover.")
- 2** Remove the Steering Assy. (See P. 119 "8-3-3 (1) Removing and reinstalling the Steering Assy.")
- 3** Remove the five Torx bolts (M5 x 12) and five flat washers (M5) from the back side of the machine, and loosen the three Torx bolts (M5 x 12) located at the bottom of the rear panel.
- 4** Remove the rear panel by lifting.

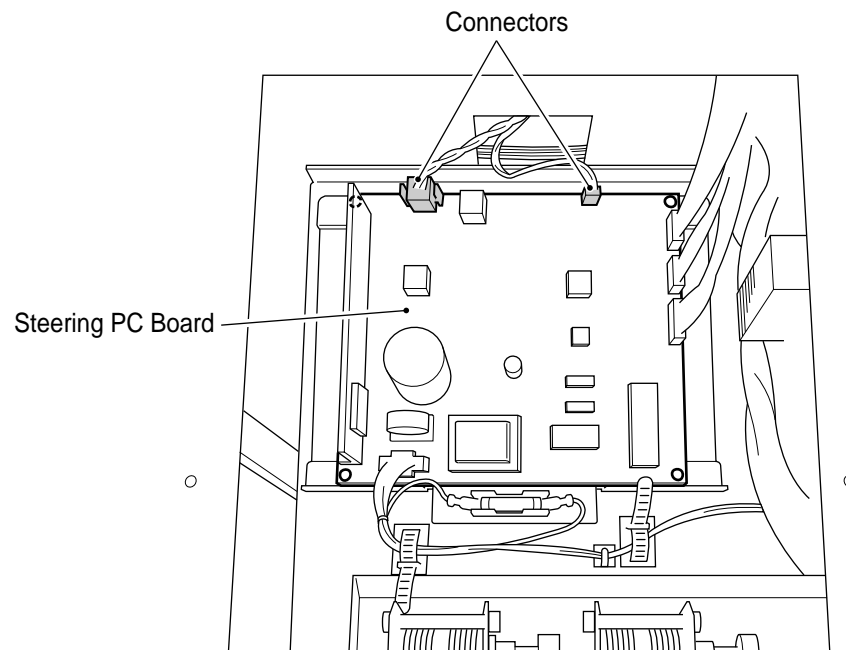


Torx bolts (M5 x 12) (Only loosen these bolts.)

- 5** Remove the four Torx bolts (M5 x 12), and loosen the two Torx bolts (M5 x 12) located at the bottom of the maintenance panel.
- 6** Remove the maintenance panel by lifting.

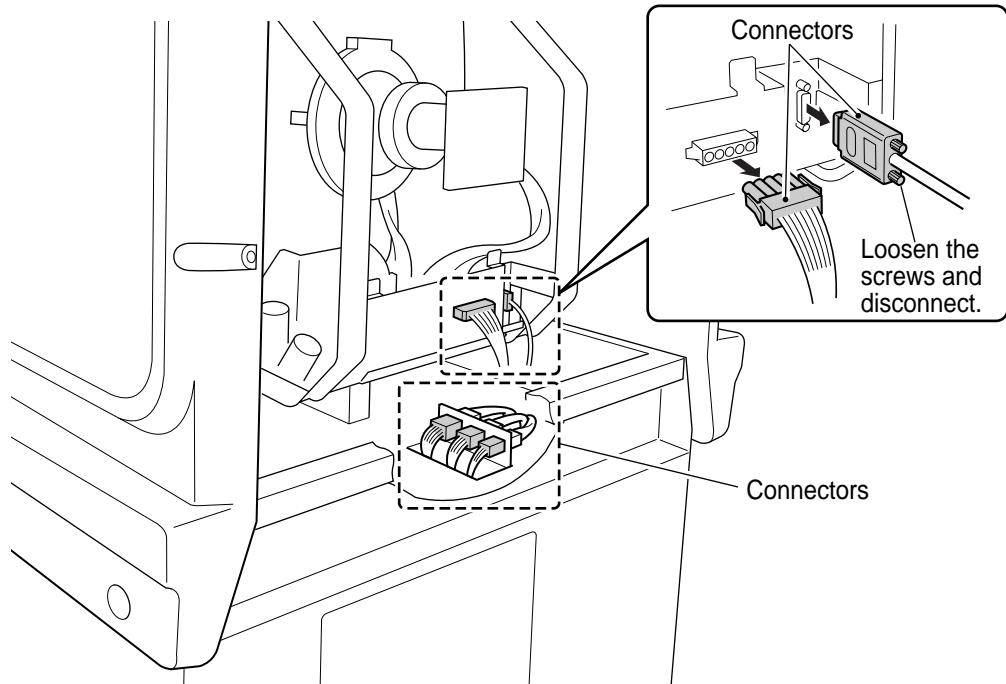


- 7** Disconnect the two connectors from the Steering PC Board located inside the maintenance compartment.  
\* Place the disconnected connectors in the Monitor Assy section.



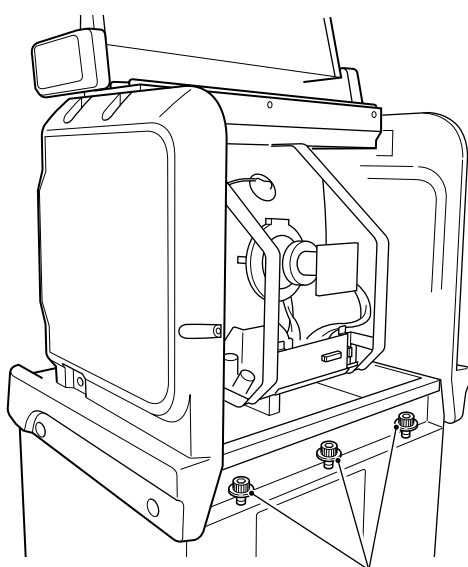


- 8** Disconnect the five connectors that can be found after the rear panel is removed.

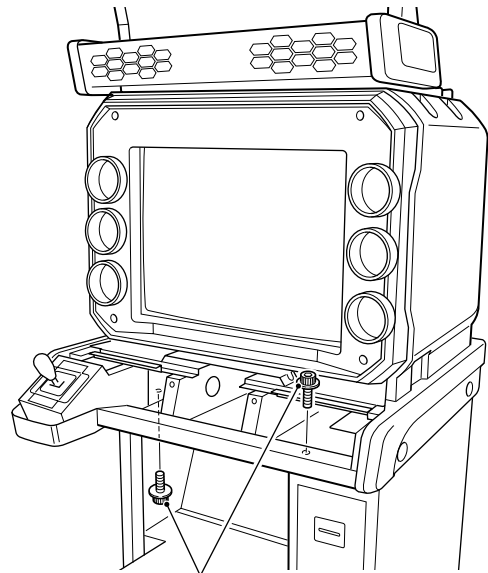


- 9** Loosen the flange socket bolts (M8 x 20) located on the back side.

- 10** Remove the two flange socket bolts (M8 x 20) located on the front side.

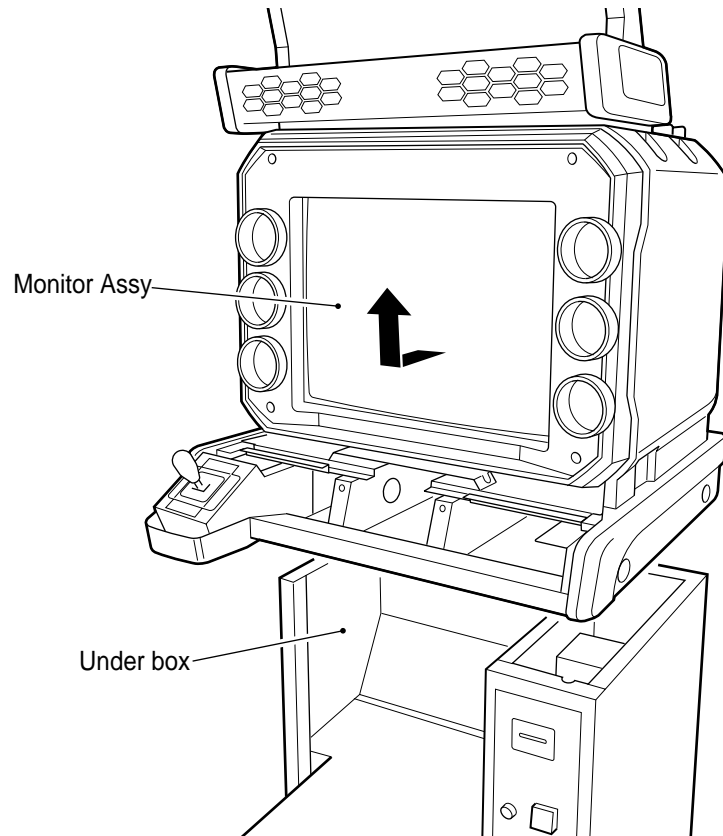


Flange socket bolts (M8 x 20) (Only loosen these bolts.)



Flange socket bolts (M8 x 20)

- 
- 11** Dismount the Monitor Assy from the underbase by sliding toward the front.

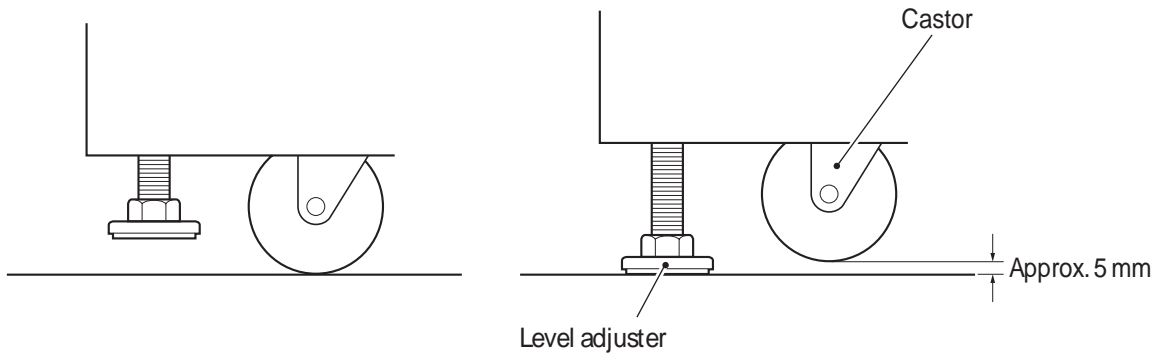


- 12** To reassemble, follow the disassembly sequence in reverse.

## 5-3 Assembly

### 5-3-1 Adjusting the level adjusters

Lower the level adjusters until the castors are lifted about 5 mm from the floor.  
 (Two level adjusters on the underbox and two level adjusters on the Base Assy: total of four)

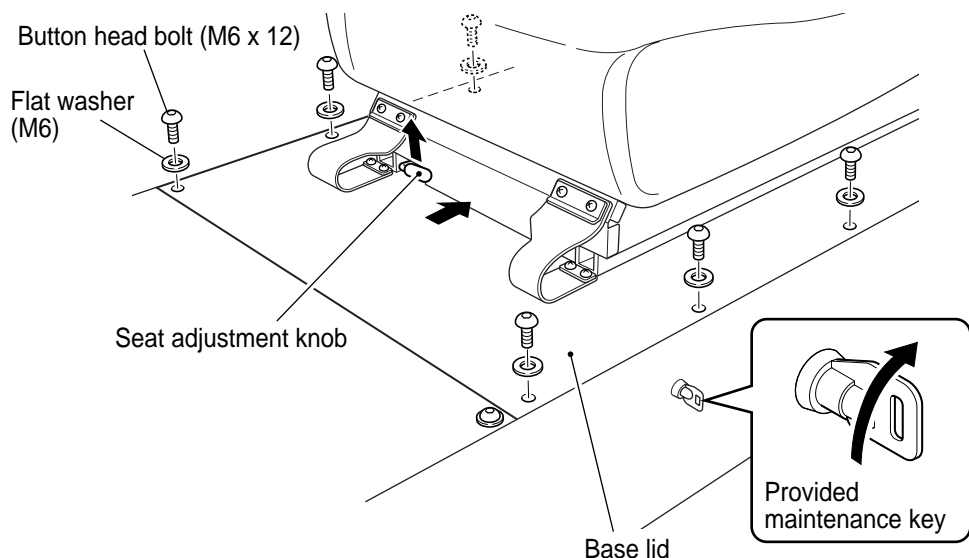


### 5-4 Opening and closing the base lid - To be conducted by a technician only -

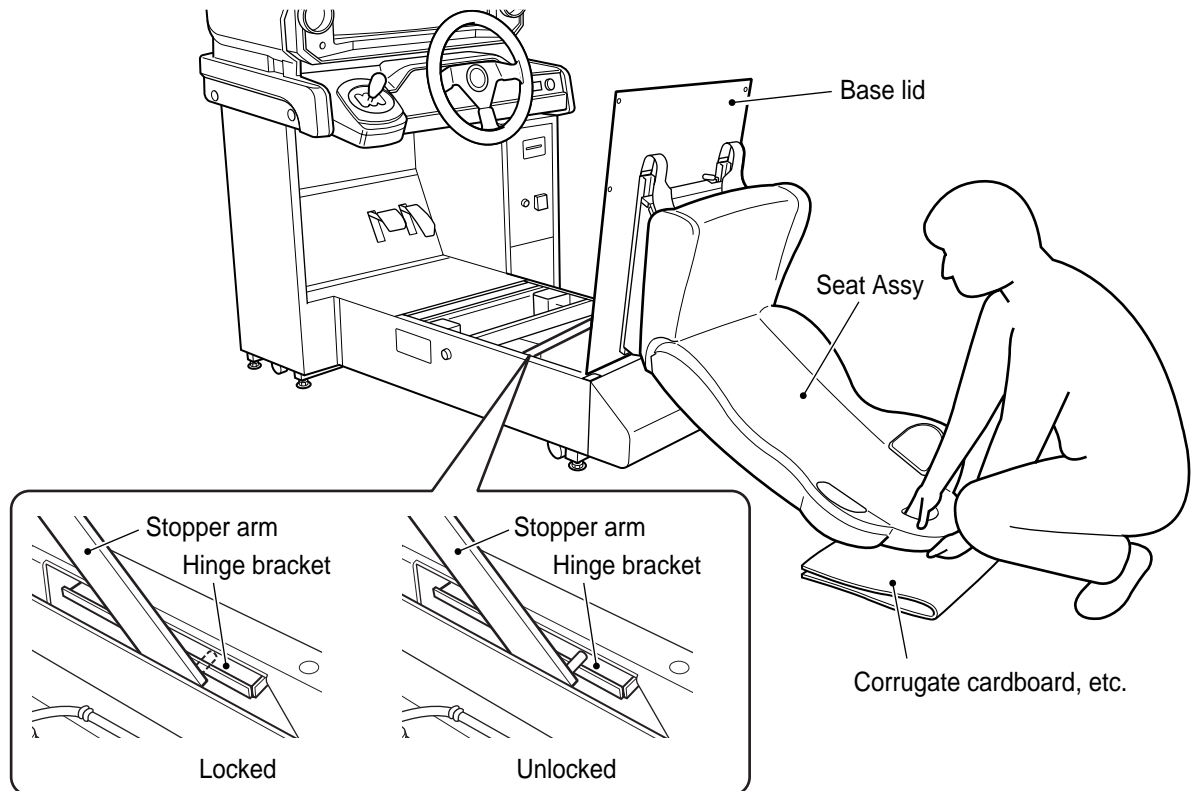
#### **! WARNING**

- To prevent pinching of hands or other body parts, hold the seatback securely when opening or closing the base lid.
- To prevent pinching of hands or other body parts, check to make sure that there is nobody in the area when opening or closing the base lid. The lid and seat weigh approximately 27 kg.

- 1** Raise the seat adjustment knob and slide the seat to the backmost position. Make sure that the seat locks in that position.
- 2** Remove the six button head bolts (M6 x 12) and six flat washers (M6).
- 3** Using the provided maintenance key, unlock the lock of the base lid.



- 4** To protect the seatback of the Seat Assy, place corrugated cardboard or similar material on the floor.
- 5** By holding the seatback, slowly tilt the Seat Assy backward, and make sure that the Seat Assy locks in position.



- 6** To close the base lid, lift the pin at the tip of the stopper arm to a location above the hinge bracket. (See the above illustration showing the unlocked condition.)
- 7** By holding the seatback, slowly close the base lid.
- 8** Reinstall the six button head bolts (M6 x 12) and six flat washers (M6) that were removed in step **2**, and secure the base lid in position.

## 5-5 Connecting the communication cable

Two to four units of this game machine can be connected for communication-linked operation.

\* The following procedure is not necessary when the machine is used for standalone operation. In that case, [proceed to "5-6 Connecting the power cord." on page 32.](#)

### WARNING

- To prevent pinching of hands or other body parts, hold the seatback securely when opening or closing the base lid.
- To prevent pinching of hands or other body parts, check to make sure that there is nobody in the area when opening or closing the base lid. The lid and seat weigh approximately 27 kg.

### CAUTION

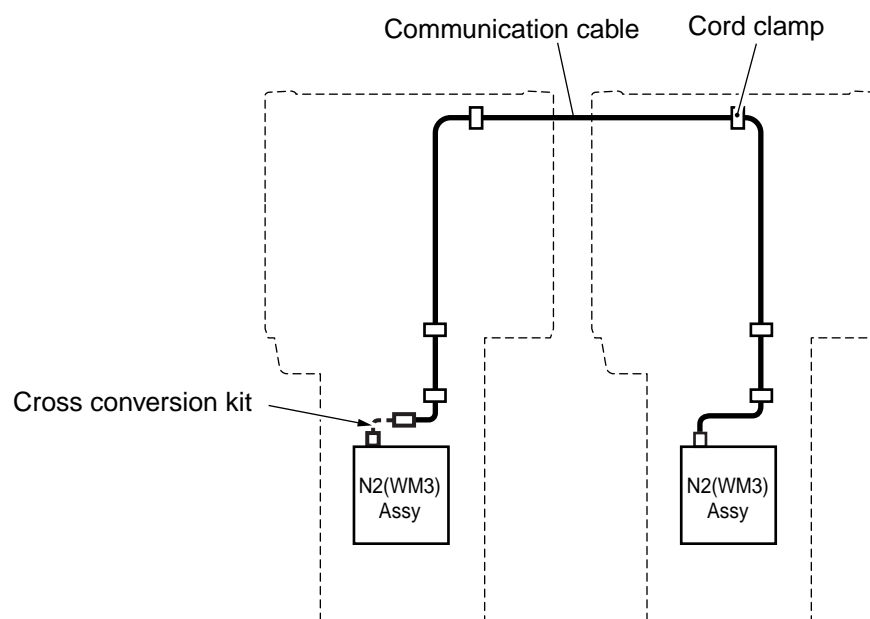
- Route the communication cables out of the way so that players and observers do not trip over the cables.

#### 5-5-1 When installing two units - To be conducted by a technician only -

Regarding the method of connecting three or four units, refer to ["5-5-2 When installing three or four units" on page 28.](#)

##### (1) Connection diagram

Using one communication cable and one cross conversion kit provided with the product, connect the game machine units as shown below.

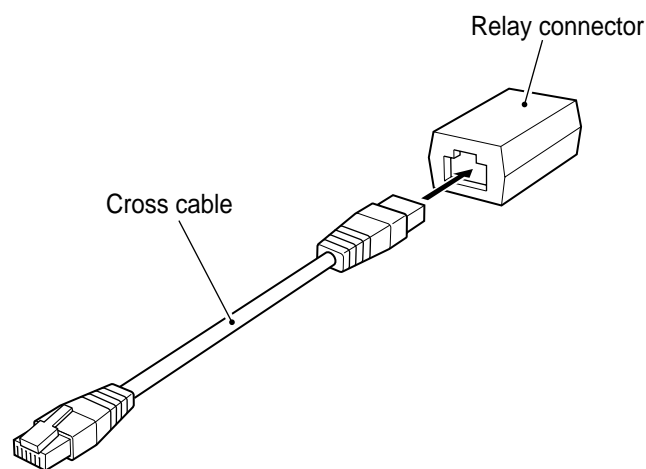


## (2) Connection method

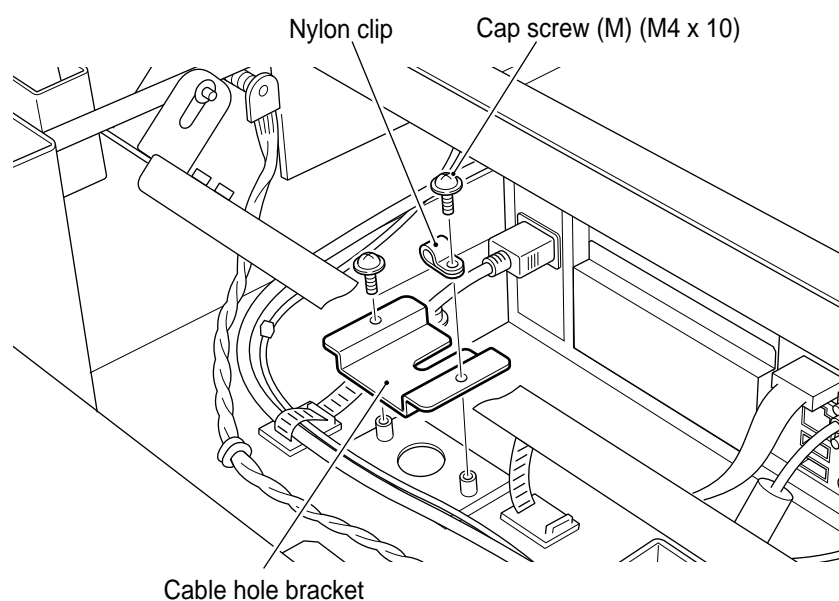
**! WARNING**

- To prevent pinching of hands or other body parts, hold the seatback securely when opening or closing the base lid.
- To prevent pinching of hands or other body parts, check to make sure that there is nobody in the area when opening or closing the base lid. The lid and seat weigh approximately 27 kg.

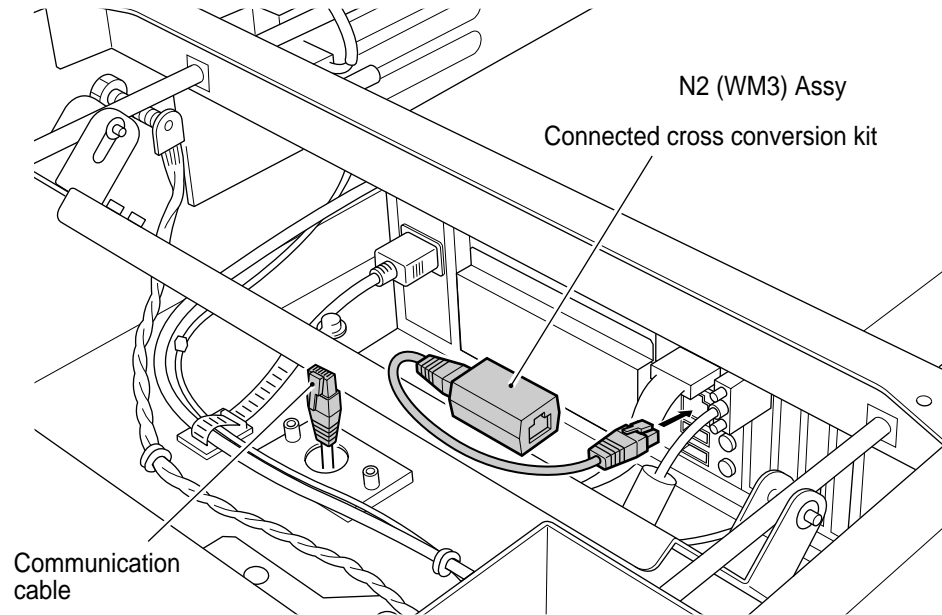
- 1** Open the base lid. (See P. 22 "5-4 Opening and closing the base lid.")
- 2** Connect the cross cable to the relay connector of the cross conversion kit provided with the product.



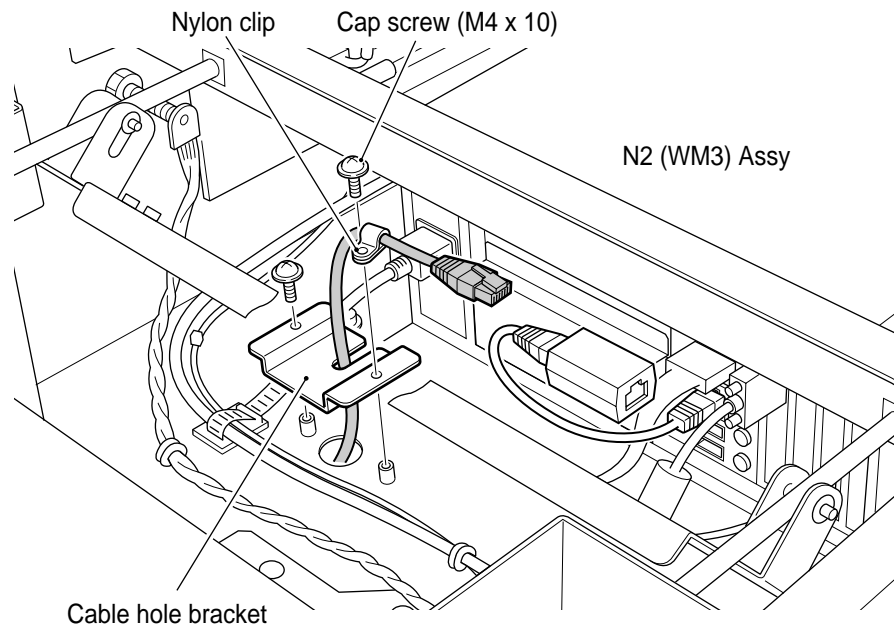
- 3** Remove the two cap screws (M) (M4 x 10), and remove the cable hole bracket and nylon clip.



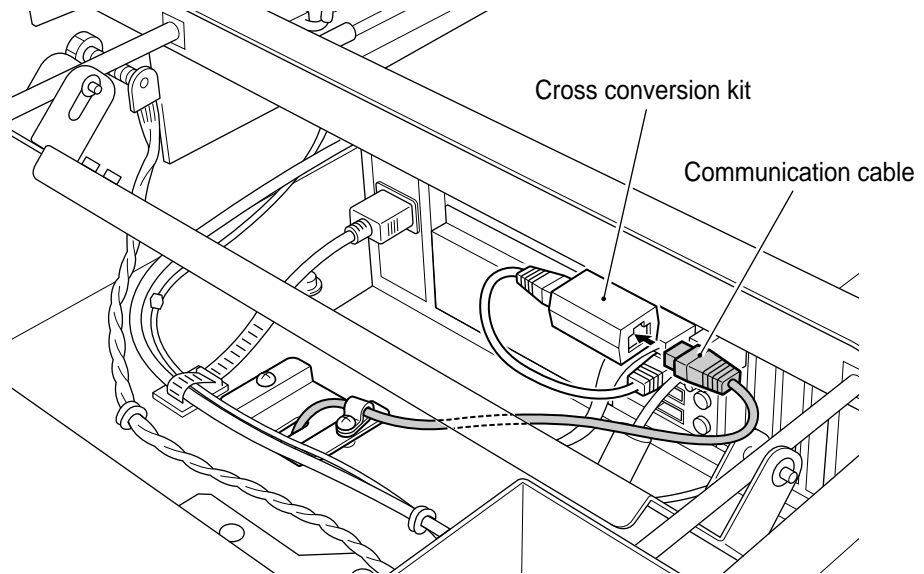
- 4** Pull out the provided communication cable through the hole in the bottom surface of the Base Assy.
- 5** Connect one end of the cross conversion connector to the N2 (WM3) Assy in the unit located on the left side as viewed from the front of the machine.



- 6** Put the communication cable through the nylon clip that was removed in step **3**, and reinstall the nylon clip and cable hole bracket.

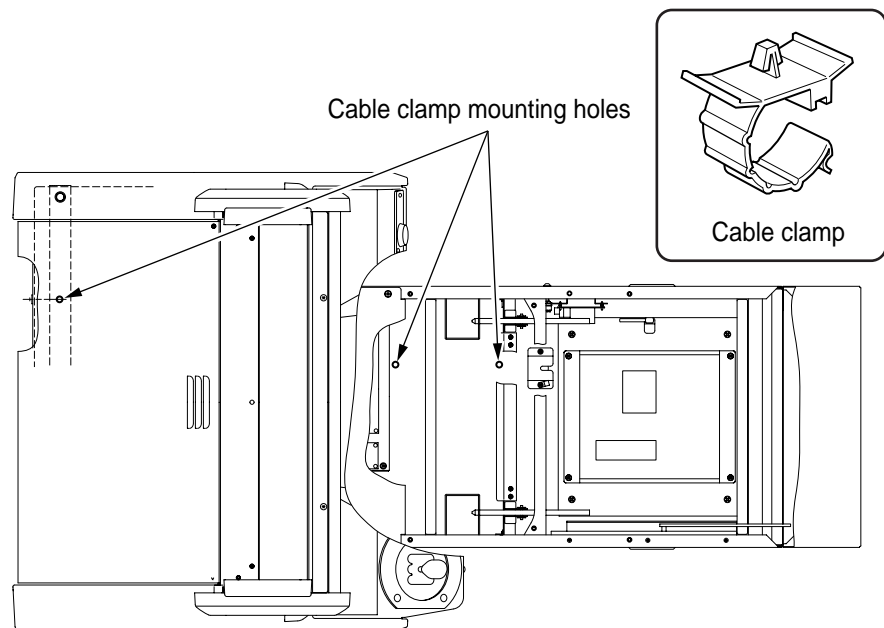


- 7** Connect the communication cable to the cross conversion kit.



- 8** Install cable clamps to the three locations on the bottom surface of the Base Assy.

- 9** Secure the communication cable in place using the cable clamps.



- 10** Follow the same procedure to install the communication cable in the other machine.

Install the cross conversion kit only in the unit on the left side as viewed from the front. For the unit on the right, connect the communication cable directly to the N2 (WM3) Assy. (Refer to P. 25 “5-5-1 (1) Connection diagram.”)

Keep the cross conversion kit provided with the machine on the right side in a safe place with other accessory parts. If two cross conversion kits are used, proper communication cannot be achieved.

After the connection is completed, proceed to “5-6 Connecting the power cord on page 32.



5-5-2 When installing three or four units - To be conducted by a technician only -

Regarding the method of connecting two units, refer to “5-5-1 When installing two units” on page 24.

(1) Connection diagram

Using three (or four) provided communication cables and one hub (sold separately), connect the game machine units as shown below. The provided cross conversion kit is not used.

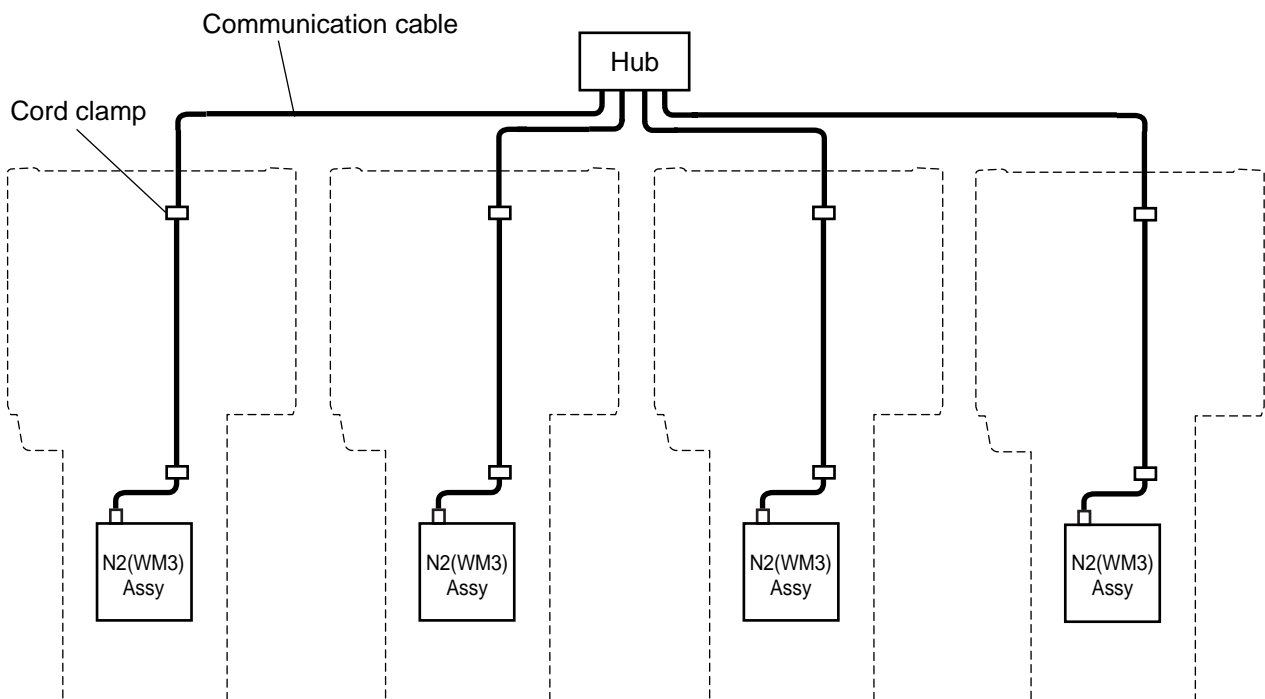
Before conducting the installation and setup work, purchase the specified hub model at a personal computer store.

(The hub is not necessary when the machine is used for standalone operation or when only two units are connected for communication-linked versus games.)

We cannot guarantee proper linked game play operation if a hub other than the one specified below is used

[SPEC]

Access Method	10/100Mbps(CSMA/CD)
Supported Standards	IEEE802.3u(100Mbps, Auto negotiation) IEEE802.3x(Flow control)
Transfer Mode	Store-and-forward
Packet Buffer Memory	256KB or higher recommended
MAC Address	more than 1024 entries
other	Auto MDI/MDI-X recommended

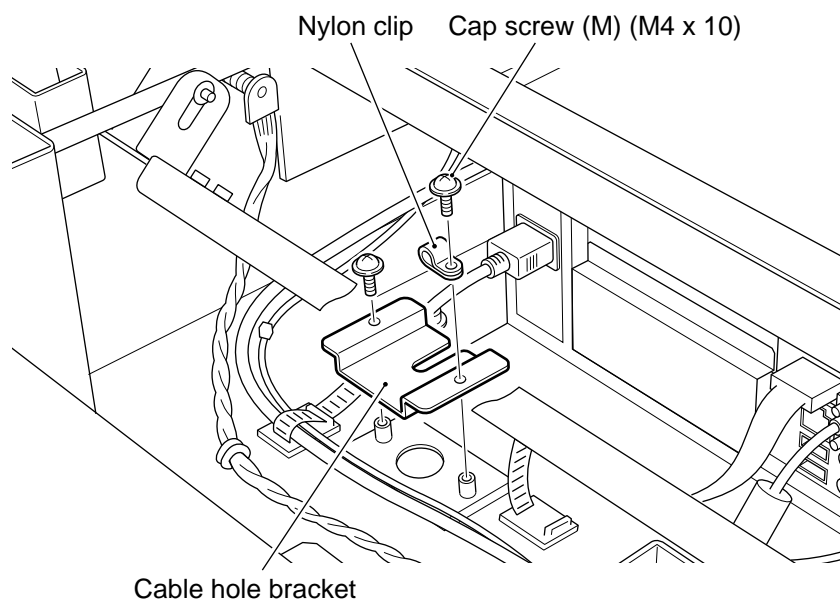


## (2) Connection method

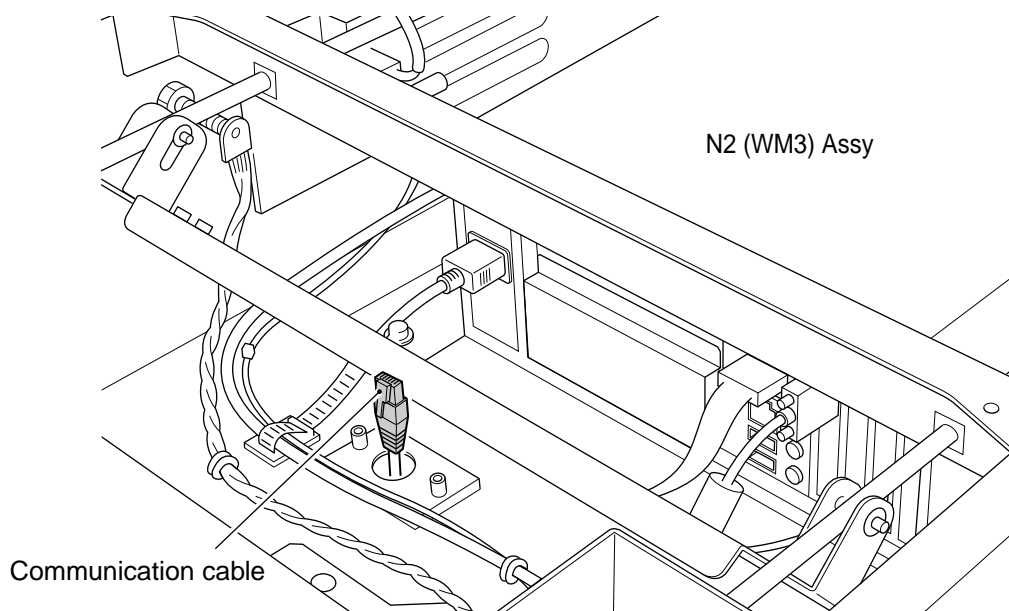
**! WARNING**

- To prevent pinching of hands or other body parts, hold the seatback securely when opening or closing the base lid.
- To prevent pinching of hands or other body parts, check to make sure that there is nobody in the area when opening or closing the base lid. The lid and seat weigh approximately 27 kg.

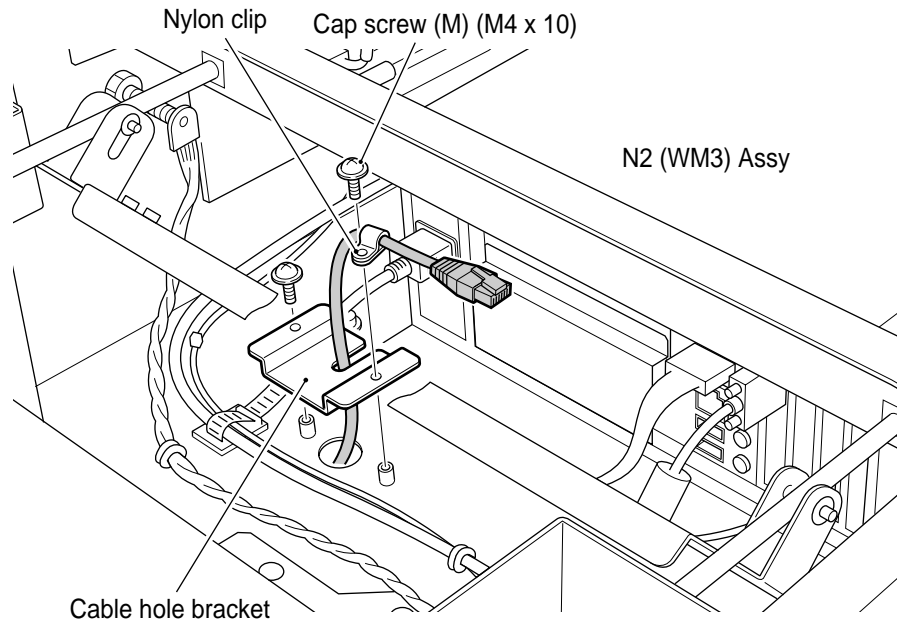
- 1** Open the base lid. (See P. 22 "5-4 Opening and closing the base lid.")
- 2** Remove the two cap screws (M) (M4 x 10), and remove the cable hole bracket and nylon clip.



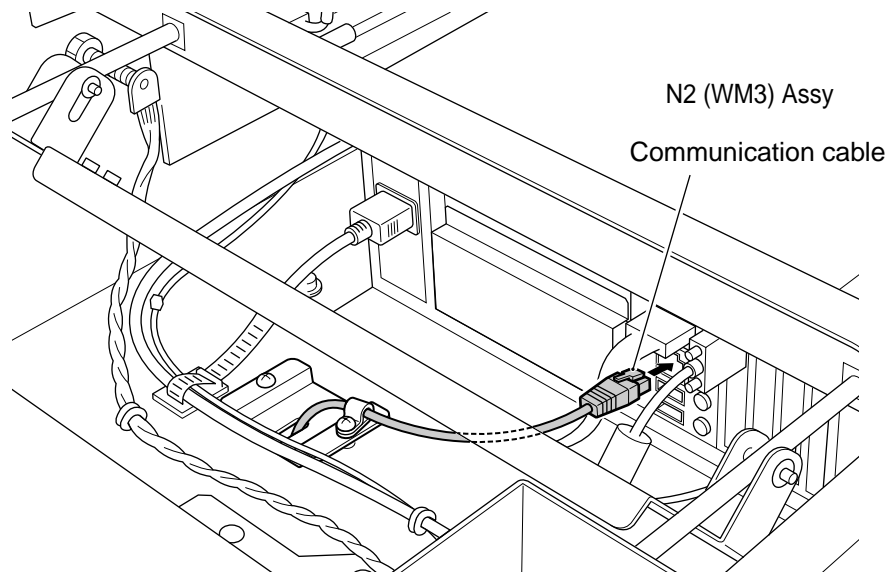
- 3** Pull out the provided communication cable through the hole in the bottom surface of the Base Assy.



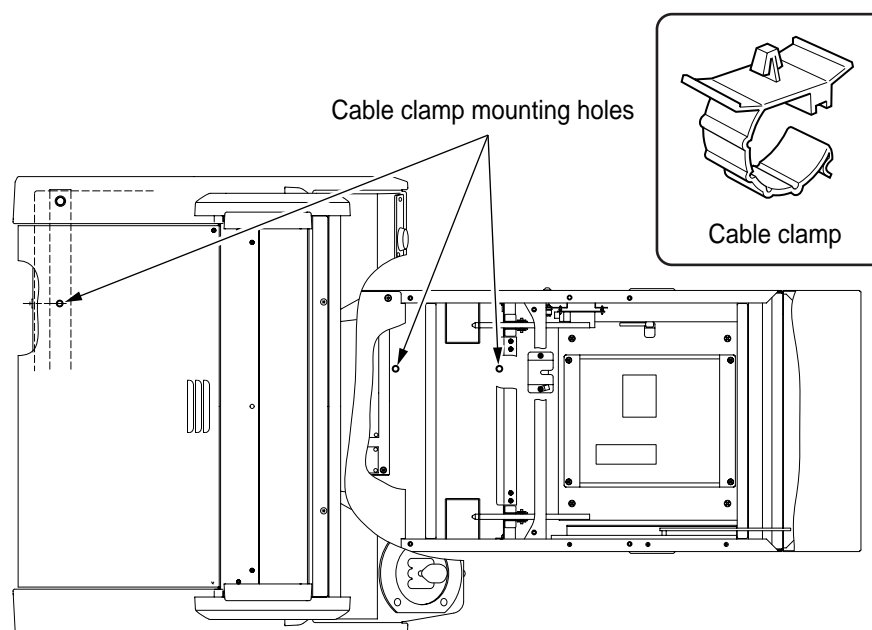
- 4** Put the communication cable through the nylon clip that was removed in step **3**, and reinstall the clip and cable hole bracket.



- 5** Connect the communication cable to the N2 (WM3) Assy.



- 6 Install cable clamps to the three locations on the bottom surface of the Base Assy.
- 7 Secure the communication cable in place using the cable clamps.



- 8 Follow the same procedure to connect the communication cables in other units (one to three units), and connect the other ends of all these communication cables to the hub (sold separately). (Refer to P. 28 "5-5-2 (1) Connection diagram.")  
The provided cross conversion kit is not used. Keep the unused cross conversion kits in a safe place with other accessory parts
- 9 Connect the AC adaptor provided with the hub between the hub and an AC outlet, and make sure that the Power indicator lamp turns on.

**NOTICE**

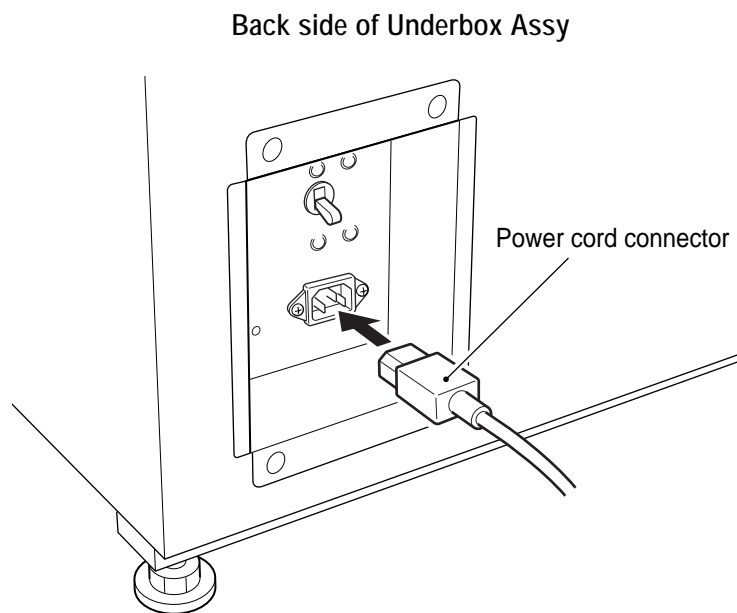
- Regarding the handling of the hub, refer to the user's manual provided with the hub.
- Do not place the hub on the floor to prevent it from being splashing with water, wax, etc. Install the hub to the rear side or bottom surface of the machine by using the magnet or other mounting fixture provided with the hub.
- Supply power to the hub at the same time or before supplying power to the game machine units. If power is not supplied to the hub at the time of the completion of the self test (See P. 97 "Self test"), proper communication cannot be achieved. In that case, turn off the power switches of the game machine units, make sure that the Power indicator lamp on the hub is lit, and turn the power switches of the game machine units again.

## 5-6 Connecting the power cord

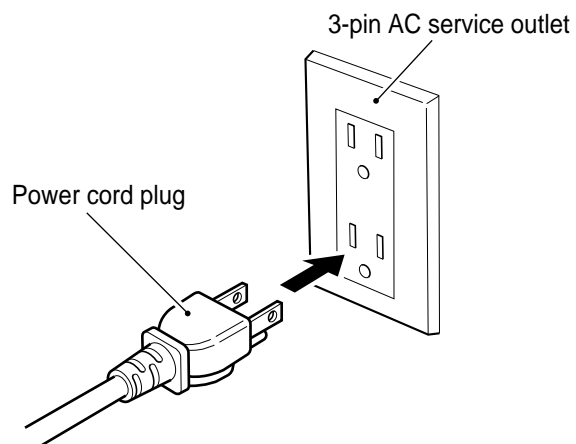
### **WARNING**

- Use the 3-pin plug for grounding the machine. Failure to ground the machine may cause an electric shock in the event of electric leakage.

- 1** Insert the connector of the power cord into the power supply input socket located on the back side of the Underbox Assy.

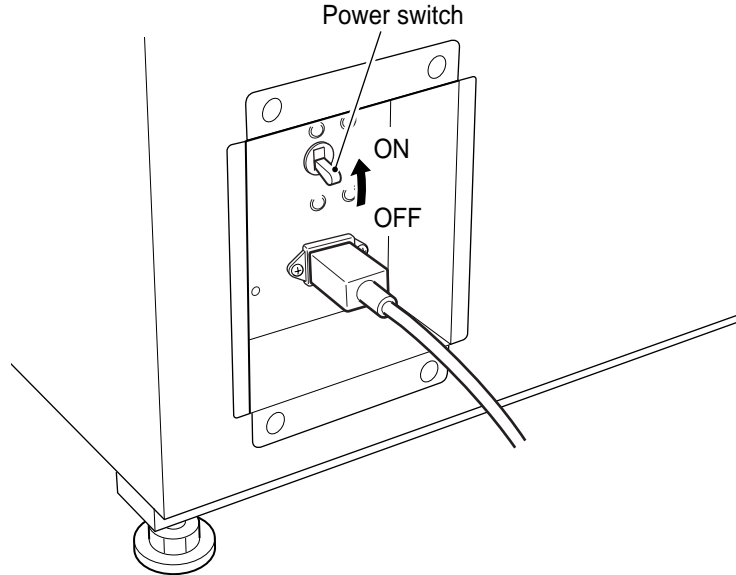


- 2** Insert the power cord plug into an AC outlet.

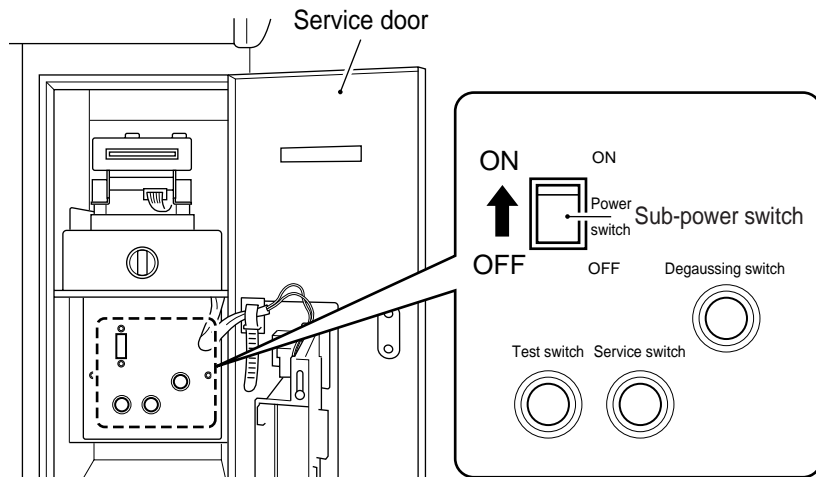


## 5-7 Switching on the power

- 1 Turn on the power switch located at the lower section on the back side of the Underbox Assy.



- 2 Using the provided maintenance key, open the service door and turn on the sub-power switch located inside.



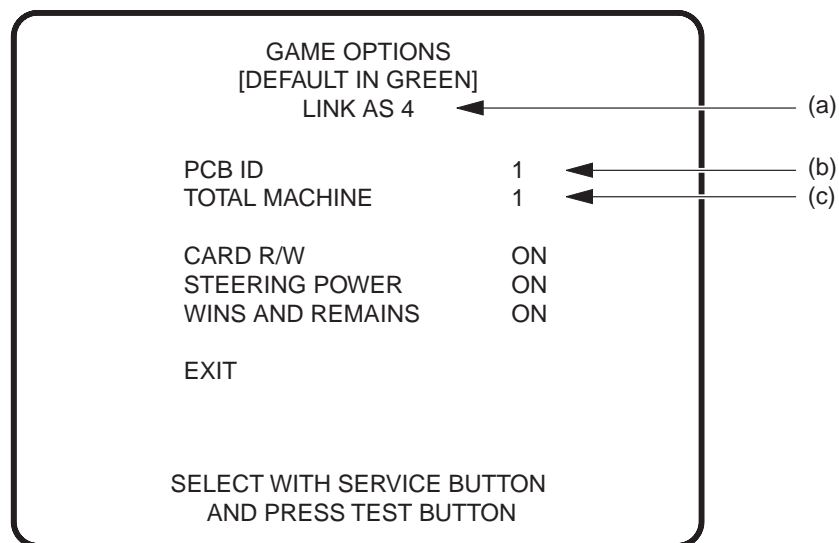
- When turning on the power switch, be sure to turn on the power switches of all communication-linked units within 5 minutes. Failure to do so may disallow proper communication. The communication condition can be checked with the indication "Maximum number of communicable units: X" (X indicates the number of communicating units) that appears at the upper right corner of the title screen.

## 5-8 Setting the communication parameters

When two to four units of this game machine are connected, communication-linked versus game can be played.

\* Even when the machine is used for standalone operation, be sure to set the parameter described in step **5**.

- 1** Turn on the power switch. (See P. 34 “5-7 Switching on the power.”)
- 2** Press the Test switch to display the MENU screen. (See P. 51 “7-4-1 Description of the MENU screen.”)
- 3** Press the Service switch and select “GAME OPTIONS.” Then, press the Test switch to display the GAME OPTIONS screen.



GAME OPTIONS screen Standard settings (factory settings) are indicated in green, and others are in red.

- 4** Set the PCB ID (b) to “1,” “2,” “3” and “4” in the units in that order from the left.
- 5** Set the number of connected units in “TOTAL MACHINE” (c).
- 6** Make sure that the communication status (a) shows the following.
  - When two units are connected: “LINK AS 2”
  - When three units are connected: “LINK AS 3”
  - When four units are connected: “LINK AS 4”
- 7** Select “Exit” to return to the game screen.



- When returning to the game screen, be sure to display the game screen on all communication-linked units within 5 minutes. Failure to display the game screen on all units within 5 minutes disallows proper communication. The communication condition can be checked with the indication “Maximum number of communicable units: X” (X indicates the number of communicating units) that appears at the upper left corner of the title screen.
- When turning off the power switch, wait until the game play ends in all other communication-linked units. Failure to observe this can cause an adverse effect on the game being played on other units.
- When turning on the power switch, be sure to turn on the power switches of all communication-linked units within 5 minutes. Failure to turn on all units within 5 minutes disallows proper communication. The communication condition can be checked with the indication “Maximum number of communicable units: X” (X indicates the number of communicating units) that appears at the upper left corner of the title screen.

## 5-9 Adding cards

- Remove the packing material from the card stacker of the card reader/writer, and add cards.  
(See P. 89 “7-6 Adding cards.”)

## 5-10 Confirmation after machine installation

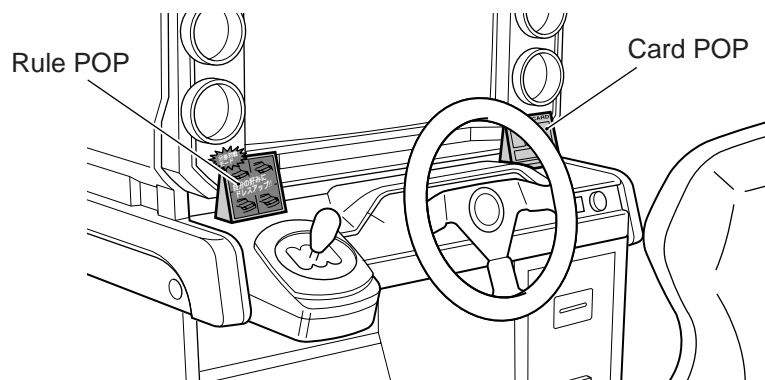
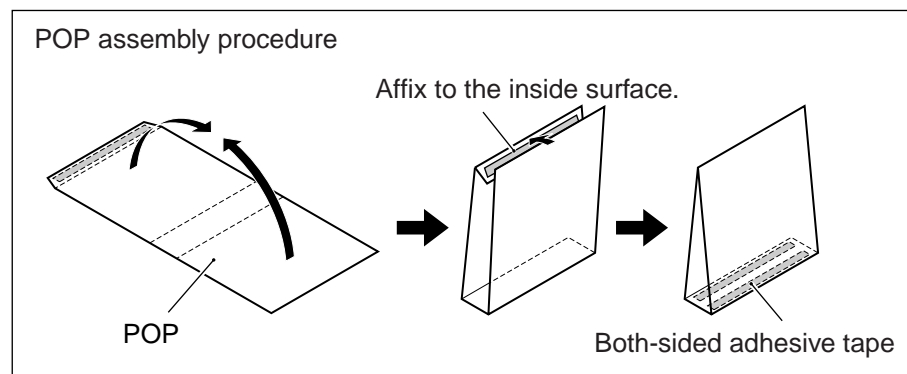
After the machine has been installed and connected, perform the pre-service check (see P. 49 “7-1 Pre-service check”).

Also, set the game pricing and sound level as needed. (See P. 48 “7-3 Adjustment” and P. 51 “7-4 Test mode.”)

## 5-11 Assembly of Card POP and Rule POP

Assemble and attach the Card POP explaining the method to transfer data from a card for Wangan Midnight Maximum Tune 2 to a new card and the Rule POP describing the new rules of the Wangan Midnight Maximum Tune 3 game.

- 1** Fold the provided Card POP and Rule POP along the three folding lines each, as shown in the diagram.
- 2** For each POP, peel the backing paper from the double-sided adhesive tape located at the edge, and assemble the POP into a triangular shape.
- 3** Peel the backing paper from the both-sided adhesive tape on the bottom surface, and attach each POP at an end of the control cover.



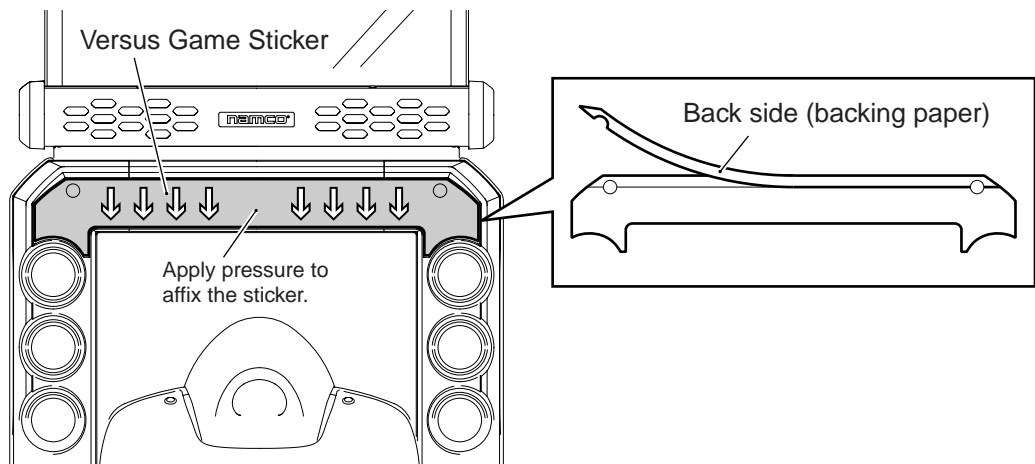


## 5-12 Attachment of versus game sticker and “number of players” sticker

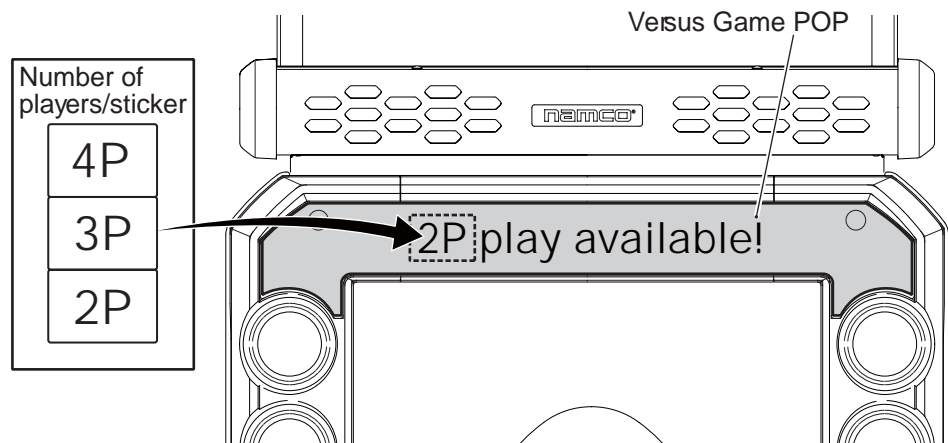
When two to four units of this game machine are connected for communication-linked operation, attach the versus game sticker to indicate the maximum number of players that can play the versus game simultaneously.

\* The following procedure is not necessary when the machine is used for standalone operation.

- 1** Peel the backing paper on the back side from the center, align the sticker with the monitor mask position and affix it.
- 2** Remove the right and left backing paper and securely attach the sticker by pressing the sticker from the center toward the right and left sides in order to push out trapped air.



- 3** When two or three units are installed, attach the appropriate “number of players” sticker.



## 6. MOVING AND TRANSPORTING

---

### WARNING

- Do not leave the machine on a slope; otherwise, the machine may tip over or cause an unforeseen accident.

### 6-1 Moving (on the floor)



- Move the machine carefully to prevent damage.
  - The overall machine height is 2 m 10 cm (with the signboard box attached). Check the height of doors and other openings. If necessary, dismantle the signboard box. (See P. 16 "5-2-1 Separating the signboard box from the Monitor Assy.")
  - Do not apply excessive force to plastic parts since they can break easily.
  - Always fully retract all level adjusters when moving the machine even for a short distance.
  - Be sure to turn off the power before performing the task.
  - Handle the communication cable and power cord carefully. Be especially careful when disconnecting or reconnecting the connectors of the communication cable. (See P. 24 "5-5 Connecting the communication cable.")
- 1 Fully retract all four level adjusters on the machine. (See P. 22 "5-3-1 Adjusting the level adjusters.")
  - 2 After moving the machine, set up the machine in accordance with the directions in "5. INSTALLATION" on page 13.

### 6-2 Transporting

### WARNING

- When manually carrying the machine, separate the Monitor Assy and signboard box from the underbase to facilitate transportation. If the machine is not divided, an unexpected accident may occur when loading on or unloading from a truck or carrying it on stairs.



- Do not apply excessive force to plastic parts since they can break easily.
- Do not apply impact to the machine when carrying the machine over a ridge.

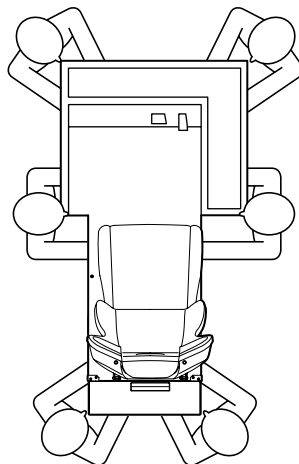
### 6-2-1 Division - To be conducted by a technician only -

- 1** Separate the signboard box from the Monitor Assy, and separate the Monitor Assy from the underbox, as necessary. (See P. 16 “5-2-1 Separating the signboard box from the Monitor Assy” and P. 18 “5-2-3 Separating the Monitor Assy from the underbase.”)
- 2** Fully retract all four level adjusters on the Base Assy. (See P. 22 “5-3-1 Adjusting the level adjusters.”)

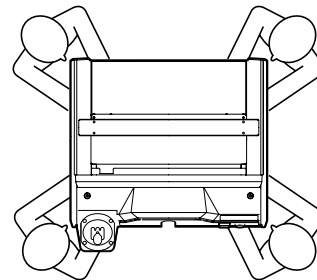
### 6-2-2 Manual transport (carrying up or down the stairs, etc.)

## ! WARNING

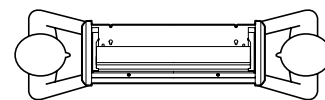
- When manually carrying the machine, be sure to divide the machine into the underbase, Monitor Assy and signboard box. (See the sections from “5-2-1 Separating the signboard box from the Monitor Assy” on page 16 to “5-2-3 Separating the Monitor Assy from the underbase” on page 18). If the assembled machine is manually carried (on stairs, etc.), an unexpected accident can occur.
- Manual carrying must be conducted by the appropriate number of people specified below. An attempt to carry the machine by an insufficient number of people may result in accidents or injury.
  - Underbase (150 kg): 6 persons or more
  - Monitor Assy (95 kg): 4 persons or more
  - Signboard box (8 kg): 2 persons or more



Underbase



Monitor Assy



Signboard box

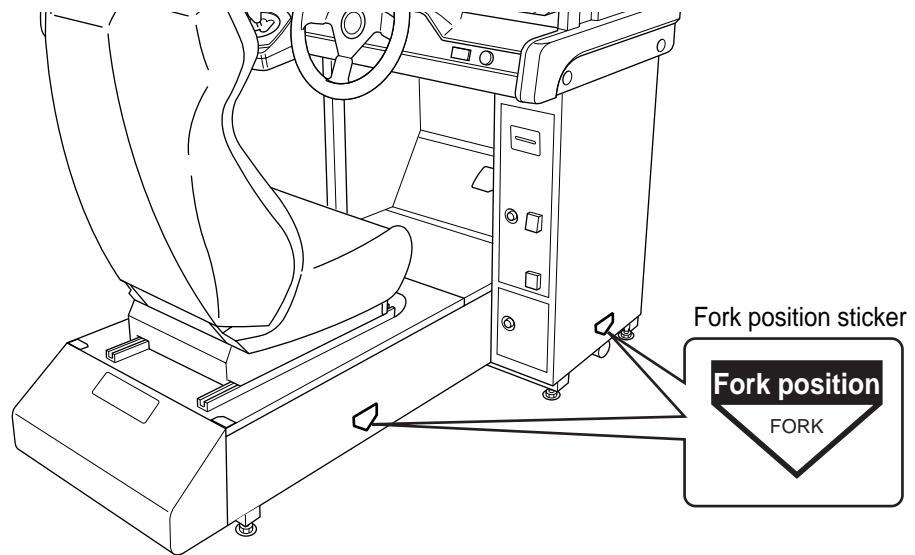


- Do not apply impact to the machine when lowering the machine.

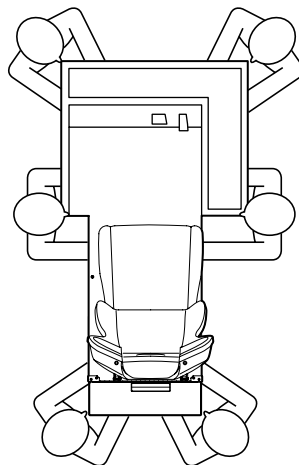
6-2-3 Loading on or unloading from a vehicle

**! WARNING**

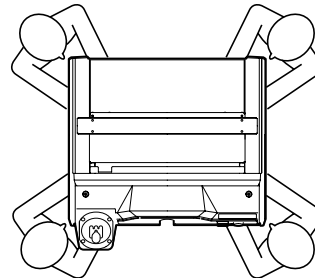
- When manually carrying the machine, be sure to divide the machine into the underbase, Monitor Assy and signboard box. (See the sections from “5-2-1 Separating the signboard box from the Monitor Assy” on page 16 to “5-2-3 Separating the Monitor Assy from the underbase” on page 18). If the assembled machine is manually carried (on stairs, etc.), an unexpected accident can occur.
- When using a forklift, always insert the forks at the positions marked with the fork position stickers. Positioning forks at other locations can cause the unit to tip over and cause unexpected accidents.



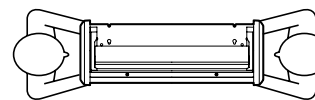
- Manual carrying must be conducted by the appropriate number of people specified below. An attempt to carry the machine by an insufficient number of people may result in accidents or injury.
  - Underbase (150 kg): 6 persons or more
  - Monitor Assy (95 kg): 4 persons or more
  - Signboard box (8 kg): 2 persons or more



Underbase



Monitor Assy



Signboard box

**NOTICE**

- Do not apply impact to the machine when unloading the machine from the forklift.

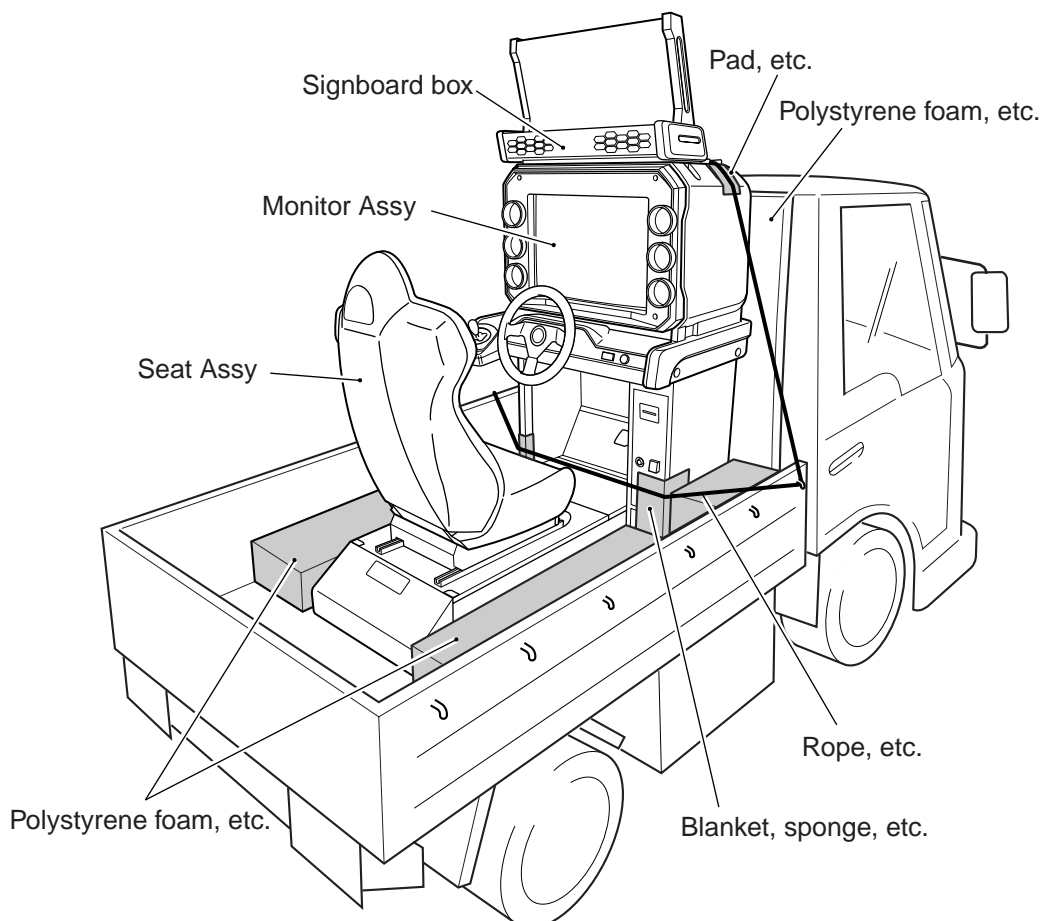
## 6-2-4 Trucking

## ! WARNING

- When transporting the machine on a vehicle, secure the machine to the vehicle in order to prevent it from moving due to acceleration or deceleration of the vehicle. Failure to tie the machine to the vehicle may result in accidents.

### NOTICE

- When roping the machine, observe the following:
  - Be sure to position ropes at the locations indicated in the diagram below.
  - Place cushioning materials such as blankets between the machine and ropes for the protection of machine surfaces.
- Insert pads made of polystyrene foam or other cushion materials between the machine and cargo bed and between the machine and adjacent equipment for the protection of machine surfaces.
- Strong wind pressure during the transportation can damage the signboard box. If the vehicle is not equipped with a cargo cover, dismount the signboard box. (See P. 16 "5-2-1 Separating the signboard box from the Monitor Assy.")
- When transporting the machine on a rainy day, use a vehicle equipped with a cargo cover or container truck to protect the machine from rain.



## 7. OPERATION

### WARNING

- Should any problem occur, turn off the power switch immediately to stop operating the machine. Then, unplug the power cord from the AC outlet. Operating the machine without correcting a problem may cause a fire or accident.
- Dust accumulated on the power cord plug may cause a fire. Check the power cord plug regularly and remove dust.
- Insert the power cord plug firmly into the AC outlet. Poor contact may cause overheating that can lead to a fire or burns.
- Before operating the machine, check to make sure that the machine has been installed according to the instructions in this operation manual. (See P. 13 "5. INSTALLATION.") If the machine is installed improperly, a fire, electric shock, injury or malfunction may result.
- The warning labels describe important precautions. Observe the following.
  - To make sure that the warning labels attached to the machine are easily legible, install the machine at a proper location with ample illumination and keep the labels clean at all times. Also, make sure that the labels are not hidden behind another game machine or other objects.
  - Do not remove or alter the warning labels.
  - If warning labels become dirty or damaged, replace them with new labels. To order warning labels, contact your distributor.
- To ensure safe operation of the machine, inspection to conduct the pre-service check (see P. 42 "7-1 Pre-service check") and maintenance (see P. 99 "8 SERVICE"). Failure to perform the specified inspection and maintenance can result in unexpected accidents.



- Do not turn off the power while the game is being played. Doing so can damage the setting data entered in the Test mode.
- When turning on the power switch, be sure to turn on the power switches of all communication-linked units within 5 minutes. Failure to do so may disallow proper communication.  
The communication condition can be checked with the indication "Maximum number of communicable units: X" (X indicates the number of communicating units) that appears at the upper left corner of the title screen.
- When turning off the power switch, wait until the game play ends in all other communication-linked units. Failure to observe this can cause an adverse effect on the game being played on other units.

### 7-1 Pre-service check

Check the items described below before commencing operation.

If any problem is found, take corrective measures by referring to "8-2 Troubleshooting" on page 102.

### WARNING

- To prevent accidents and injury, be sure to check the following items before commencing operation.
- Operating the machine with damaged, broken or deteriorated parts, or with incorrectly installed parts can cause injury to players and people near the machine. If an abnormality is found, replace defective parts immediately.  
To order parts, contact your distributor.

### 7-1-1 Safety check (before power on)

- (1) Are all warning indications in place? (See P. 3 “1-4 Description of warning labels attached to the machine.”)
- (2) Are the warning indications legible? (See P. 3 “1-4 Description of warning labels attached to the machine.”)
- (3) Are all level adjusters adjusted properly? (See P. 22 “5-3-1 Adjusting the level adjusters.”)
- (4) Is the specified play zone area provided? (See P. 14 “5-1-2 Play zone of installed machine.”)
- (5) Are the power cord and communication cable routed so that players and customers do not trip over the cables accidentally?
- (6) Are the six fastening screws on the base lid firmly tightened?
- (7) Are the seat slide rails (front-to-back slide) securely locked in position?

Check the following items after turning on the power switch. If an abnormality is found, turn off the power switch immediately and stop operating the machine. Then, unplug the power cord from the AC outlet and contact your distributor.

- (8) Is any part of the power cord or plug abnormally hot?
- (9) Does touching the machine give a slight electric shock?
- (10) Is there a burning smell, abnormal noise or vibration?
- (11) Is there any other sign of abnormality or malfunction?

### 7-1-2 Operation check (after power on)

- (1) Check the sound. (Is sound produced by each speaker?)  
(See P. 60 “7-4-6 Sound test (SOUND SETTING).”)
  - (2) Check the lamps. (Are the fluorescent lamp, view change switch, and intrusion selection switch illuminated?)  
(See P. 58 “7-4-4 Input/output test of switches (I/O TEST) (d) LAMP TEST.”)
  - (3) Check the displayed image. (Does the monitor show images properly?)  
(See P. 59 “7-4-5 Monitor test (MONITOR TEST).”)
- To check the following items, press the Service switch and play the game.  
(See P. 49 “7-3-1 Adjustment switches.”)
- (4) Check the steering wheel operation. (Does turning of the steering wheel change the direction of the player’s car? Does it provide feedback action?)
  - (5) Check the pedal operations. (Does depressing of the acceleration pedal and brake pedal vary the vehicle speed?)
  - (6) Check the shift lever operation. (Does shifting change the gears properly?)
  - (7) Check the switch operations. (Does pressing the view change switch change the viewpoint?) (Does pressing the intrusion selection switch change the intrusion mode?)
  - (8) Check the card reader/writer. (Does the card reader/writer read data and dispense cards?)
  - (9) Check the communication condition. (In the case two to four units are installed, can they operate in the communication-linked play mode?)

## 7-2 How to play

### CAUTION

- If people are conducting any of the following actions, warn them of potential danger.
  - Two people are in the seat and playing the game.
  - A person other than the player is touching the control section (steering wheel, shift lever).
- If a player becomes sick due to game images or light stimulation, have the person stop playing the game immediately and let him/her rest.
- In rare cases, stimulation by lights or video images can cause convulsions or a loss of consciousness. If this happens, advise the player to consult a doctor as soon as possible. When pre-school children play, request their parents or guardians to observe the children.

This racing game is based on the motif adopted from a comic book story, "Wangan Midnight." The game machine offers four single-player modes — Story Mode, Player's Double Versus Game Mode, 10-Rival Elimination Mode and Time Attack Mode — and one multiple-player mode (up to 4 players) called Intruder Versus Game Mode.

By using a "tuning card," a player can save game results and vehicle tuning/dress-up data so that he/she can continue playing the game from the end of the previous game play any time.

In the Story Mode, a player competes against the characters in the comic book story. A player can tune his/her car to achieve higher performance.

In the Player's Double Versus Game Mode, a player can call out his/her double to compete in a versus game. A player can add various dress-up items to the car.

By playing games in the 10-Rival Elimination Mode, Time Attack Mode or Intruder Versus Game Mode, a player can increase the level, obtain a new title, or accumulate star.

### Outline of the game

#### ■ About tuning cards

This machine can save game play information on a magnetic card.

If a player produces a card in his/her first game play, a card containing the information of the player's car is dispensed after the game ends. In the subsequent game play, the player can insert the card into the machine to continue the game from the end of the previous game play.

The front side of the card is printed with the following information.

Driver's name: Name entered by player at the time of card production

Card no.: Number assigned at the time of card production

Vehicle model: Vehicle model selected at the time of card production

Level: Indication of level based on the game progress

Class: Title given according to the progress of game play

Horsepower: Horsepower rating according to the vehicle tuning

Clear: The mark indicates the stage cleared in the Story Mode.

Mileage: Cumulative driving distance.

Password: Password for travel distance or for the Time Attack game can be selected and printed.



The printed information is updated according to the progress of game play. Each card can be used for 60 times of game play. When a card reaches its 60th use, the data can be transferred to a new card by updating, so that the data can be continued to be used in subsequent game play. (The Update screen appears automatically when a card reaching its usage limit is inserted.)

#### ■ Discarded Vehicle card and 600HP card

When a card is updated after it is used 60 times, if the 20th or later episode has been cleared in the Story Mode, the card is discharged as a Discarded Vehicle card. (The updated card is dispensed after the game ends.)

A Discarded Vehicle card can be used to make two “600HP” cards of the same vehicle model in the same body color and the tuning level of “10-level power and 10-level handling.”

The details of a 600HP card produced based on a Discarded Vehicle card are as follows:

- Player’s name: Any name can be entered.
- Vehicle model: Same as the vehicle model in Discarded Vehicle card
- Body color: Any color can be selected.
- Tuning level: 10-level power, 10-level handling
- Stage cleared in Story Mode: Starts from the 21st episode.
- Class: Initial title given by the game machine

Other settings return to defaults.

A 600HP card can be obtained by inserting a Discarded Vehicle card when the game machine screen prompts for the insertion of a card.

After two 600HP cards are made, the Discarded Vehicle card becomes an “invalid card” and cannot be used anymore.

#### ■ Transfer of data from the previous Wangan Midnight Maximum Tune and Wangan Midnight Maximum Tune 2 cards

Tuning cards for the Wangan Midnight Maximum Tune game cannot be used. Data on a card for Wangan Midnight Maximum Tune 2 (hereafter referred to as the “last version”) can be transferred to a tuning card for this game machine and used in subsequent game play.

Data to be transferred are as follows:

- Player’s name
- Vehicle model
- Transmission type
- Body color
- Results of intrusion versus games
- Mileage
- Retire setting

Data of the following items changes during the transfer, depending on conditions.

- Level
- Tuning level
- Stage cleared in Story Mode

To transfer data to a new card, insert a tuning card of the last version when the display screen of the game machine prompts for the insertion of a card.

**■ Starting the game**

- When the required number of coins are inserted and the accelerator pedal (gas pedal) is depressed, the screen asks if the player has a card. When the player has a card, he/she can insert the card at this point. If the card is valid, the card data confirmation screen appears.
- If the player chooses “No card,” the screen asks if the player wants to purchase a card. To purchase a card, the player must insert the required number of coins. If the player does not wish to buy a card, he/she selects “No card purchase.”
- Regardless of whether a card is purchased or not, the screen proceeds to the next screen, and asks the player to select an auto maker. When the cursor is positioned on the icon of an auto maker, the screen displays the selected maker’s vehicle models available for selection.
- When an auto maker is selected, the next screen asks the player to select a vehicle model. The player selects a desired vehicle model on this screen. The player can return to the previous screen for the selection of auto maker by depressing the brake pedal. The player can change the maker and model as many times as desired within the time limit.
- When a vehicle model is selected, the screen asks the player to select a body color. The desired body color is selected on this screen. The player can return to the previous screen for the selection of vehicle model by depressing the brake pedal. The player can change the maker, model and color as many times as desired within the time limit.
- After the selection of a body color, the screen prompts for the selection of transmission type. If a card is being used, the type of transmission can be changed at a later time.
- If the player has purchased a card, the screen prompts for the input of player’s name. The player enters a desired name at this point.
- When the machine is set up for communication-linked game play, the screen asks for the selection of intruder mode. The player can select an intrusion mode. The intrusion mode can be changed during the play by pressing the intrusion selection button. If the other communication-linked units are being played in the “Accepting intruder” mode at this point, the screen asks if the player wishes to “intrude.” If the player chooses to intrude, the player plays the intruder versus game.
- If the intruder versus mode is not activated, the screen asks for the selection of game mode. The player can select Story Mode, Ghost Versus Battle Mode, 10Out Run Mode or Time Attack Mode.

**■ Story Mode**

- In the Story Mode, a player races against characters of the Wangan Midnight comic book along the comic book story. The purpose of the game in this mode is to win all races.
- The player selects the level of the opponent first. When the level is selected, the player can choose the opponent from the characters in the selected level. The level and opponent must be selected within the time limit.
- To win a race, the player must cross the finish line before the comic book character. If the comic book character crosses the finish line first or the remaining time reaches 0 (Time Up), the player loses the race.
- The player may race against one character or against a multiple number of characters.
- A player must clear the first four episodes (4 episodes from the left) in each class to play the fifth episode (rightmost episode shown on the screen) until reaching the 20th episode. The 20th episode cannot be played until the 1st to 19th episodes are all cleared.
- From the 21st episode, a player must clear each episode before proceeding to the next.
- When the 80th episode is cleared, the ending scene plays.

**■ About car tuning**

- In the Story Mode, when a player defeats the comic book character or meets certain

conditions, the player can tune his/her car.

- A player can choose to improve either power output or handling. A player can modify the car to achieve desired performance.
- Tuning opportunities are provided 20 times before clearing the 20th episode in the Story Mode, and 13 times between the 20th episode and the 80th episode (total of 33 tuning opportunities).
- If tuning is performed in the 21st or later episode, the tuning gauge obtained in the 21st or later episode can be moved to either "Power" or "Handling" on the setting screen that appears before the race starts. This allows a player to adjust the setting to achieve desired performance.

#### ■ Ghost Versus Battle Mode

- In the Ghost Versus Battle Mode, a player plays against ghost a player who actually played the game.
- This mode cannot be activated without a tuning card.
- Up to 2,000 player's ghost can be stored in the machine. Player's doubles are shared by the communication-linked units (up to 4 units).
- Ghost can be called out any time by following the procedure described below.

It is possible to select the opponent from the "friends list."

Selecting the opponent to avenge: Player can select the opponent from those who defeated the player's double.

Selecting based on level: Player can specify the competence level of the opponent. "Challenging the strongest player" can be selected.

Searching based on card name: Player can search for an opponent using card name. Card number can be used as a search key.

- Since ghost is not a "ghost player" but it is a double of an actual player, the double's car can be hit during the race. Furthermore, because an actual player's driving skills and techniques are reflected in the double's racing performance, the player can enjoy tactical racing as if competing against a human racer.
- The player wins if he/she crosses the finishing line before the ghost. If the ghost crosses the finishing line before the player, the player loses. When the remaining time reaches "0," the game ends.
- When a player chooses "Challenging the strongest player," the player plays against the strongest ghost registered in the game machine. By defeating this double, the player can captured the title of "strongest player" from the double.

#### ■ About car dress-up

- By defeating ghost in the Ghost Versus Battle Mode or satisfying certain conditions, a player obtains a dress-up item.
- There are 46 dress-up levels in total, and player can select and install a desired part in each of these dress-up levels.
- The following types of dress-up parts are available for selection.  
Aero parts set: 3 types   Wing : 3 types   Aero mirror: 1 type   Hood : 3 types  
Wheel: 26 types   Sticker: 7 types   Neon tube: 3 types
- Dress-up parts do not affect the driving performance of the vehicle.
- When all 46 stages of dress-up are completed, parts can be changed at regular intervals, so that a player can modify the appearance of the car.

#### ■ 10 Out Run Mode

- In the 10 Out Run Mode, a player competes against rival cars that appear one after another. When a player defeats ten rivals in succession, he/she clears the stage. When a player clears the stage within a set time, it is considered as a "special clear."
- There are eight courses in total, each set with rivals ranging from 1 to 10 in level.
- The purpose of the game in the 10 Out Run Mode is to achieve a "special clear" in all

courses and all levels.

#### ■ Time Attack Mode

- In the Time Attack Mode, a player races on a course alone, without any rival cars, to compete against time.
- A player can choose a course from 13 options.
- In the Time Attack Mode, a player can select either “Time attack with my car” to use his/her own car or “Time attack with official machine” (selectable only when using a card) to use a pre-tuned vehicle.
- In the “Time attack with official machine,” a player uses a fully tuned racing version of the player’s vehicle model. The settings of the official machine can be also adjusted.
- In the “Time attack with my car,” a player uses his/her own car in a time attack race.
- In the time attack race, the clock starts as soon as the car passes the starting line. When a player crosses the finishing line within a specified time, the lap time is displayed on the result screen. If a card is used, the lap time is also recorded on the card. If a player does not reach the finishing line before the time limit, the game ends due to “time over.”

#### ■ Intruder Versus Game

- During the game play in the Story Mode, Ghost Versus Battle Mode, 10 Out Run Mode or Time Attack Mode, a player can intrude into the game play from an unoccupied communication-linked unit if the intrusion mode is set to “accept intruders.”
- In an intruder versus game, players compete against one another.
- To win, a player must cross the finishing line before other players.
- When the remaining time reaches “0,” the game ends due to “time over.” When this happens, the player in the leading position becomes the winner.
- The winning player receives stars according to the race results, and he/she can play another game. (The display returns to the game mode selection screen.)
- Whether or not the winner remains and plays another game can be selected in the Test mode.
- The players in second or following places can also receive stars according to the race results.
- When two or three players play the intruder versus game, if they all press the intrusion selection button on the course introduction screen that appears before the race starts, no more intruder is accepted. (This is convenient when a group of friends want to play the game together.)
- Direction selection panels appear before a branch point on the course. When the player in the leading position passes one of these panels, the direction specified by that panel becomes the direction of the race.

#### ■ Title

- A player can obtain one of the various titles available based on the result of play in each game mode and other conditions.

#### ■ Others

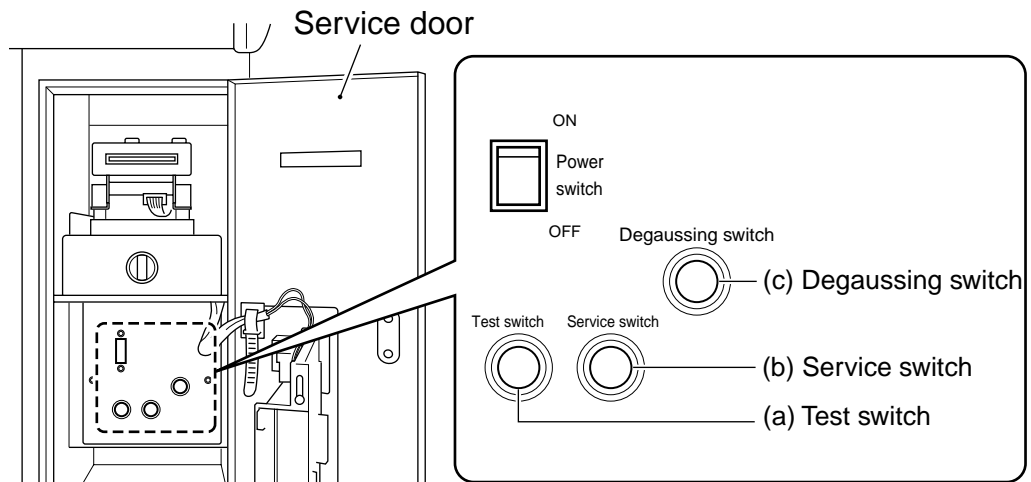
- The card data confirmation screen (8/9 - 9/9) enables a player to change various settings.
 

Transmission:	AT, MT
Retire:	No (default), Yes (Driving in the opposite direction for more than 3 seconds forcibly terminates the game. This setting is effective in modes other than the Intruder Versus Game Mode.)
Sound level of background music:	None, Low, Normal (default), High, Very High
Designation of printed password:	Password printed on the tuning card can be specified.
- When a card is updated after 60 game plays, a player obtains a custom body color. This allows the player to apply any body color from those he/she has to his/her car.

## 7-3 Adjustment

### 7-3-1 Adjustment switches

Open the service door to locate the adjustment switches.



The Test switch and Service switch shown above are used to perform various tasks in the Test mode.

	Function in Attract mode/game play	Function in Test mode
Test SW	<ul style="list-style-type: none"> <li>Activates the Test mode.</li> </ul>	<ul style="list-style-type: none"> <li>Activates the item selected by the cursor.</li> <li>Applies the selection.</li> </ul>
Service SW	<ul style="list-style-type: none"> <li>Increases the credit count without activating the coin counter.</li> </ul>	<ul style="list-style-type: none"> <li>Moves the cursor.</li> <li>Increases the parameter value.</li> </ul>

#### (a) Test switch

Press this switch to activate the Test mode.

The Test mode is used to activate or execute the selected item.

#### (b) Service switch

Press this switch to increase the credit count without activating the coin counter. In the Test mode, this switch is used to select an item.

#### (c) Degauss switch

Press this switch for degaussing when color irregularities occur on the monitor display, due to the earth magnetism, at the installation location or building conditions.

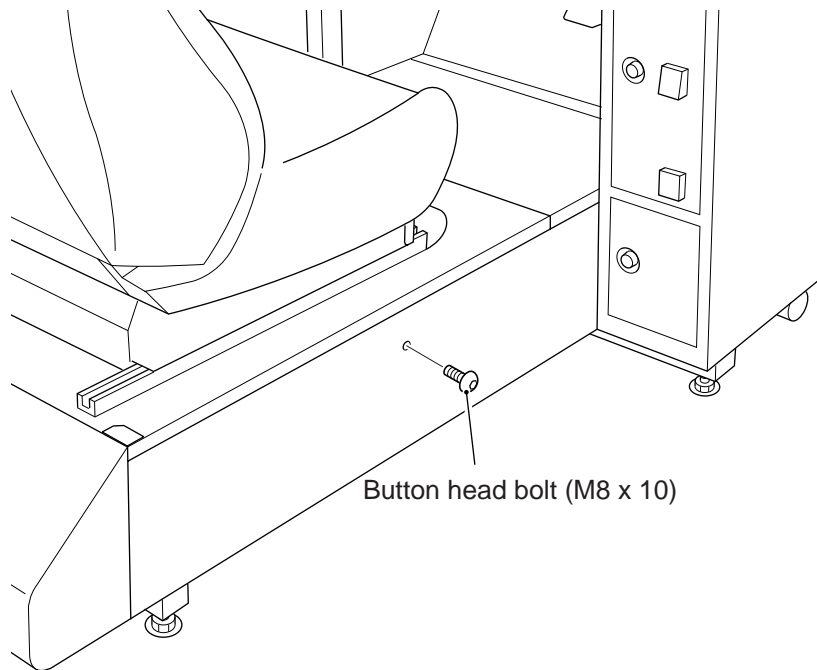


- Press the Service switch slowly and firmly. It may not operate properly if it is pressed quickly.

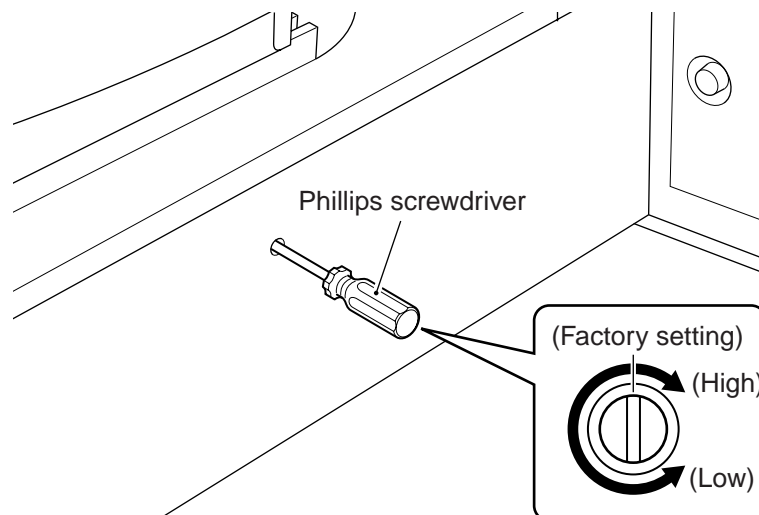
### 7-3-2 Adjustment of the seat speaker sound level

The sound level of the seat speakers has been set to optimum level at the factory, but it can be readjusted according to installation conditions. For the adjustment of the overall sound level, use the Test mode. (See P. 60 “7-4-6 Sound test (SOUND SETTING).”)

- 1** Remove the button head bolt (M8 x 10) from the side panel of the Base Assy.



- 2** Using a Phillips screwdriver, turn the volume dial located inside and adjust the sound level.



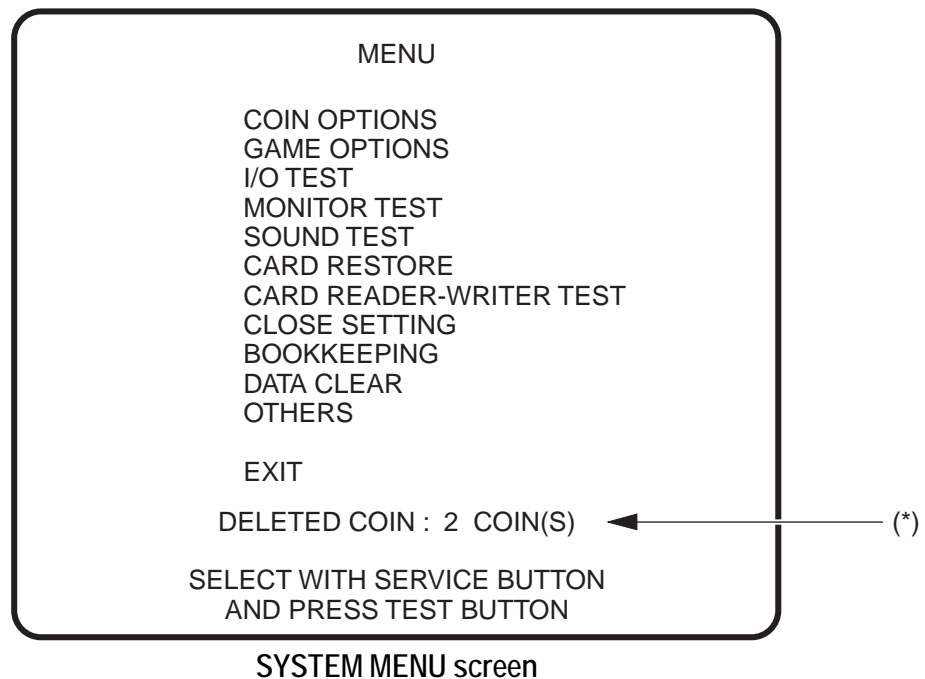
- Do not push or turn the Phillips screwdriver with excessive force. Excessive force can damage the volume dial.

- 3** After the adjustment, reinstall the button head bolt (M8 x 10) that was removed in step **1**.

## 7-4 Test mode

### 7-4-1 Description of the MENU screen

- 1** Unlock the coin box door with the provided key, and press the Test switch. The MENU screen appears on the monitor.
- 2** Press the Service switch and select an item. The selected item blinks.
- 3** Press the Test switch to enter the selection. When the selection is entered, the screen shows the applicable setting items.
- 4** After all adjustments have been completed, select "EXIT" and press the Test switch. The display returns to the game screen.



**\* DELETE COIN (Indication of deleted credits)**

When the Test mode is activated, the number of inserted coins (credits) will be deleted.

If there are any credits prior to the activation of the Test mode, this section indicates the credits as shown below.

DELETED COIN: X COIN(S)

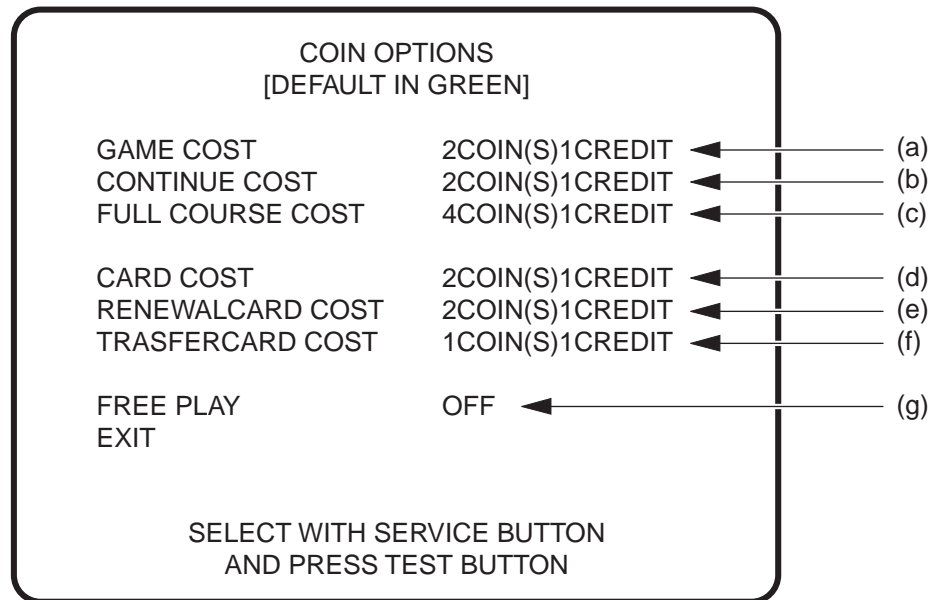
**NOTICE**

- When activating the Test mode, wait until the game play ends in all other communication-linked units. Failure to observe this can cause an adverse effect on the game being played on other units.
- When returning to the game screen, be sure to display the game screen on all communication-linked units within 5 minutes. Failure to display the game screen on all units within 5 minutes disallows proper communication. The communication condition can be checked with the indication "Maximum number of communicable units: X" (X indicates the number of communicating units) that appears at the upper left corner of the title screen.

### 7-4-2 Setting the game pricing and free play (COIN OPTIONS)

This screen is used to enter game price settings.

- 1** When "COIN OPTIONS" is selected on the MENU screen, the following screen appears.
- 2** Press the Service switch and select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch. This allows the change of the setting of the selected item.
- 4** Press the Service switch to change the setting as desired. After selecting a desired setting, press the Test switch to apply the setting.
- 5** After all adjustments have been completed, select "EXIT" to return to the MENU screen.



**SYSTEM MENU COIN OPTIONS screen**

	Item	Description	Default
(a)	GAME COST	Number of coins required to start a new game Setting range: 0 to 19	2
(b)	CONTINUE COST *1	Number of coins required for a Continue game Setting range: 0 to 19	2
(c)	FULL COURSE COST	Number of additional coins required for driving one full lap on the Metropolitan Expressway Setting range: 0 to 19	4
(d)	CARD COST	Number of coins required for the purchase of a new card (including production of a 600HP card) Setting range: 0 to 19	2
(e)	RENEWAL CARD COST	Number of coins required for updating a card Setting range: 0 to 19	2
(f)	TRANSFER CARD COST	Number of coins required for transfer of data to a new card Setting range: 0 to 19	1
(g)	FREE PLAY *2	Free play setting OFF: Ordinary coin-operated game ON: Free play operation	OFF

\*1 The CONTINUE COST setting value cannot be higher than the GAME COST setting value.

\*2 When the FREE PLAY item is enabled (ON), all other items appear in gray and cannot be selected.

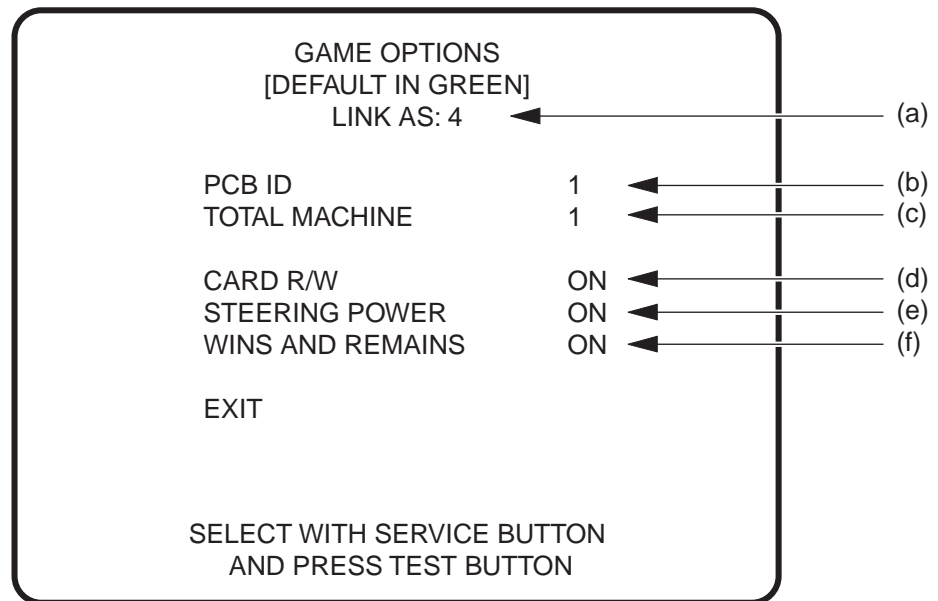
When the FREE PLAY item is disabled (OFF), other items are reset to the previous settings stored in the memory.



### 7-4-3 Setting the game options (GAME OPTIONS)

This screen is used to enter game settings.

- 1** When "GAME OPTIONS" is selected on the MENU screen, the following screen appears.
- 2** Press the Service switch and select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch to enter the selection.
- 4** After all adjustments have been completed, select "EXIT" to return to the MENU screen.



GAME OPTIONS screen

Standard settings (factory settings) are indicated in green, and others are in red.

## 7. OPERATION

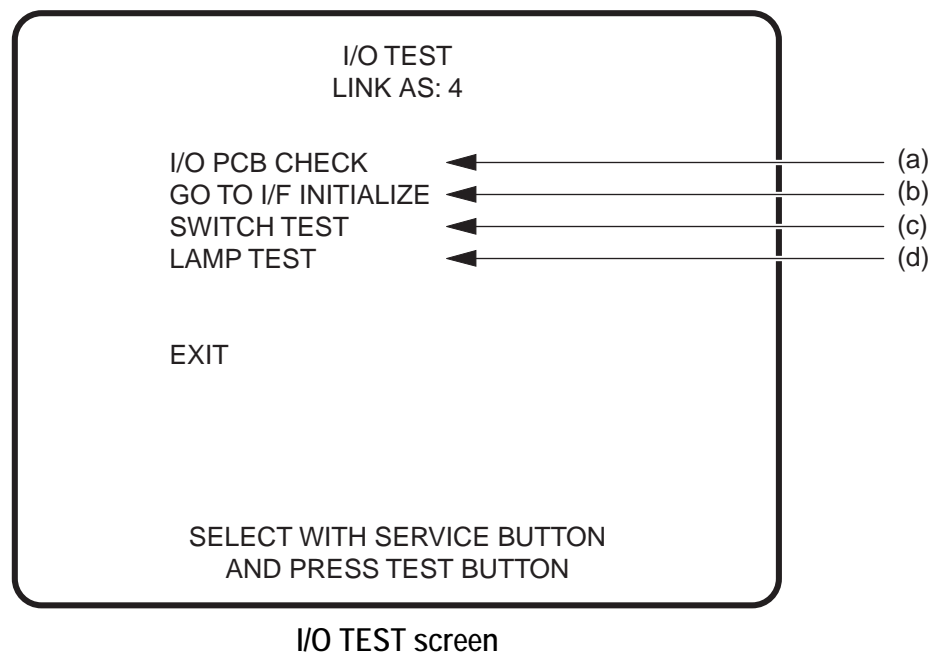
	Item	Description	Default
(a)	LINK AS: X	Indicates the communication status. LINK AS: 4 Proper communication by four units LINK AS: 3 Proper communication by three units LINK AS: 2 Proper communication by two units LINK AS: 1 Proper communication by one unit LINK: OFF Machine in standalone operation, or no communication with other units	
(b)	PCB ID	Set the ID of the PCB. Set "1," "2," "3" and "4" in the units in order from left to right as viewed from the front Setting range: 1 → 2 → 3 → 4 → 1 → ...	1
(c)	TOTAL MACHINE	Set the number of units to be connected for communication. Setting range: 1 → 2 → 3 → 4 → 1 → ...	1
(d)	CARD R/W	Enables or disables the use of the card reader/writer. ON: Uses the card reader/writer. OFF: Does not use the card reader/writer. The title screen displays a message informing that the machine does not accept a card for game play. ALL OFF: Does not use the card reader/writer. The title screen displays a message informing that the machine does not accept a card for game play.	ON
(e)	STEERING POWER	Enables or disables the steering wheel reactive force feature. ON: Provides reactive force to the steering wheel. OFF: Does not provide reactive force to the steering wheel.	ON
(f)	WINS AND REMAINS *	Enables or disables the "remaining as winner" feature for intruder versus game. ON: Enables first place player in intruder versus game to remain as a winner in the game. (First place player continues playing the game alone.) OFF: No player remains as a winner to continue playing. (Game over for all players)	ON

\* In the case the machine units are enabled for communication-linked versus game, the setting of the WINS and REMAINS (f) item entered in the unit whose PCB ID (b) is set to "1" applies to all other connected units.

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### 7-4-4 Input/output test of switches (I/O TEST)

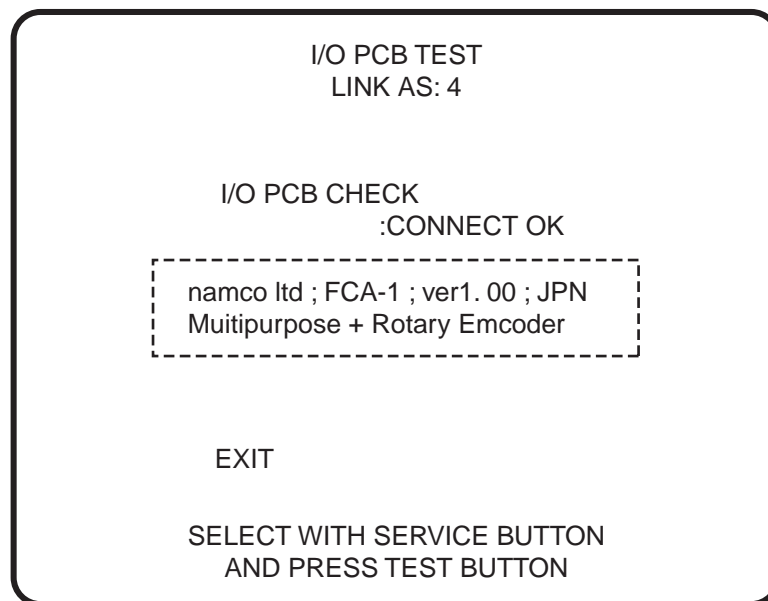
- 1** When "I/O TEST" is selected on the GAME TEST MENU screen, the following screen appears.
- 2** Press the Service switch and select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch to enter the selection.
- 4** After all adjustments have been completed, select "EXIT" to return to the GAME TEST MENU screen.



(a) I/O PCB TEST

This screen is used to check the FCA PCB connection.

- 1** When "I/O PCB TEST" is selected on the I/O TEST screen, the following screen appears.
- 2** Press the Service switch and select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch to execute a check.
- 4** After all operations have been completed, select "EXIT" to return to the I/O TEST screen.



I/O PCB TEST screen

- Indication of communication status  
 CONNECT OK (flashing in green): Communication in normal condition  
 CONNECT NG (flashing in red): Communication failure  
 Other (flashing in white): Error message is displayed.

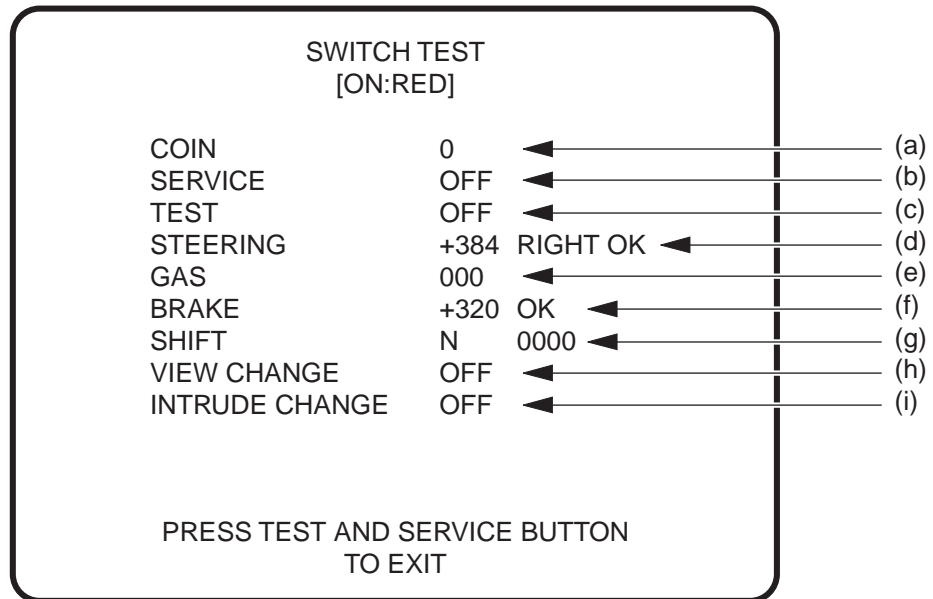
(b) GO TO [I/F] INITIALIZE

This item is used to initialize the operation section (interface).

When this item is selected, the screen for initializing the volume of the steering wheel, accelerator pedal and brake pedal appears. Use this screen to execute the initialization. (See P. 88 "7-5-1 Initializing the volume.")

(c) SWITCH TEST

This screen is used to test the switches.



SWITCH TEST screen

Switches are indicated in red when they are not set to OFF.

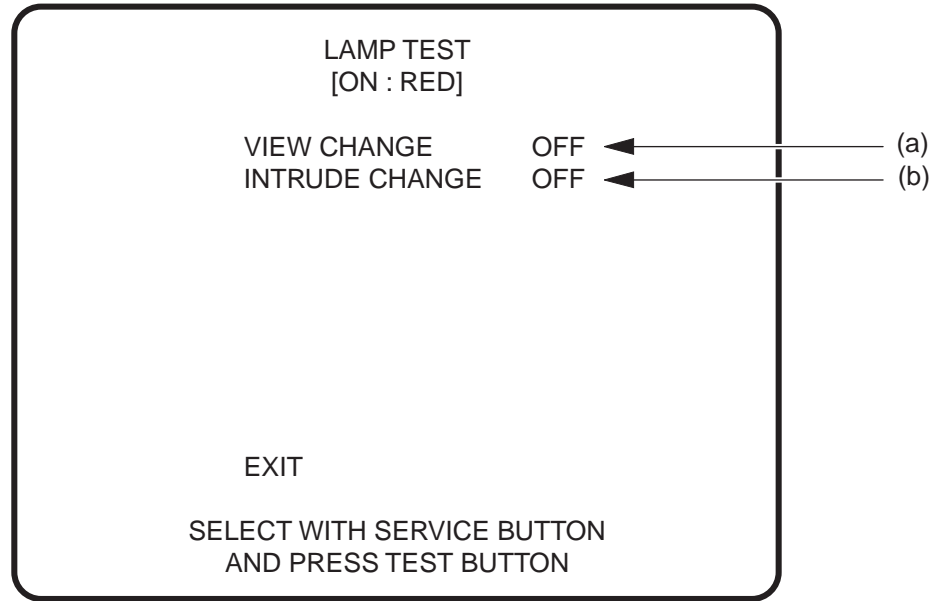
	Item	Description
(a)	COIN Status of coin switch	Each time sufficient coins for 1 credit are passed through the CashFlow Coin Mechanism, the counter increments by one. 0 to 999 (The counter returns to 0 after 999)
(b)	SERVICE Status of service switch	OFF: Normal ON (red): Pressed in
(c)	TEST Status of test switch	OFF: Normal ON (red): Pressed in
(d)	STEERING Status of steering wheel	Turning the steering wheel to the right changes the numerical value in the positive direction, and turning the steering wheel to the left changes the numerical value in the negative direction. "RIGHT (LEFT) OK" (in green) appears on the screen near the right (left) limit. (* Note)
(e)	GAS Status of accelerator pedal (gas pedal)	Depressing the pedal changes the numerical value in the positive direction. "OK" (in green) appears on the screen near the setting limit. (* Note)
(f)	BRAKE Status of brake pedal	Depressing the pedal changes the numerical value in the positive direction. "OK" (in green) appears on the screen near the setting limit. (* Note)
(g)	SHIFT Status of 6-Speed gear shift	N: Normal 1 to 6 (red): Displays a numerical value according to the shift position.
(h)	VIEW CHANGE Status of view change switch	OFF: Normal ON (red): Pressed in
(i)	INTRUDE CHANGE Status of intrusion selection switch	OFF: Normal ON (red): Pressed in

\* If "OK" is not displayed when the steering wheel/pedal is turned/depressed fully, it is necessary to initialize the steering or pedal. (See P. 88 "7-5-1 Initializing the volume.")

- To return to the I/O TEST screen, hold down the Service switch and press the Test switch at the same time.

(d) LAMP TEST

This screen is used to test the lamps.



LAMP TEST screen

Switches are indicated in red when they are not set to OFF.

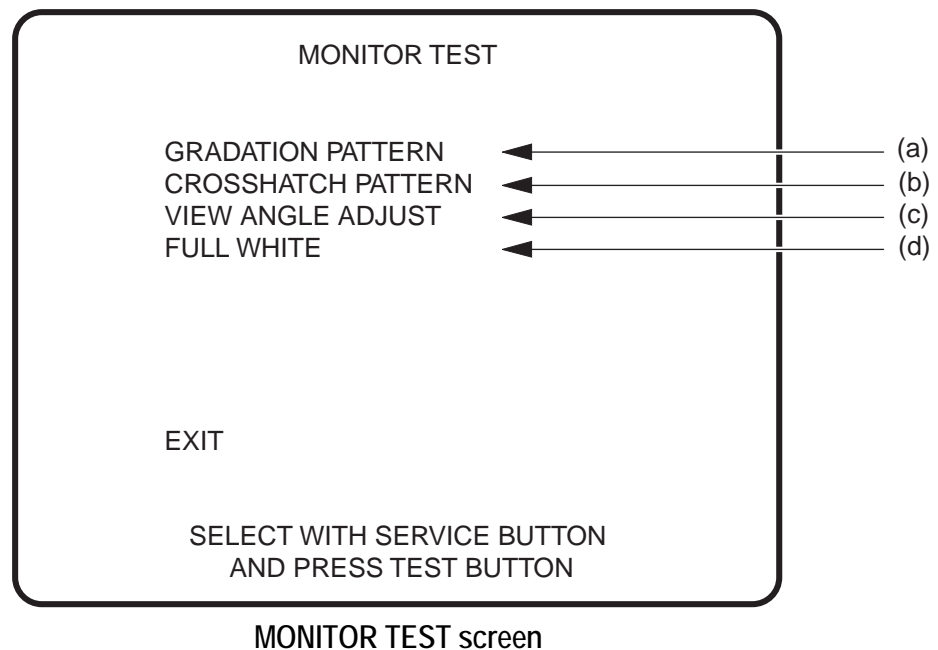
	Item	Description
(a)	VIEW CHANGE	When "ON" is selected, the built-in lamp of the view change switch lights.
(b)	INTRUDE CHANGE	When "ON" is selected, the built-in lamp of the intrusion selection switch lights.

■ To return to the I/O TEST screen, select "EXIT" and apply.

### 7-4-5 Monitor test (MONITOR TEST)

This screen is used to make various monitor adjustments.

- 1** When "MONITOR TEST" is selected on the GAME TEST MENU screen, the following screen appears.
- 2** Press the Service switch and select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch to display the pattern screen. To exit the pattern screen, press the Test switch.
- 4** After all adjustments have been completed, select "EXIT" to return to the MENU screen.

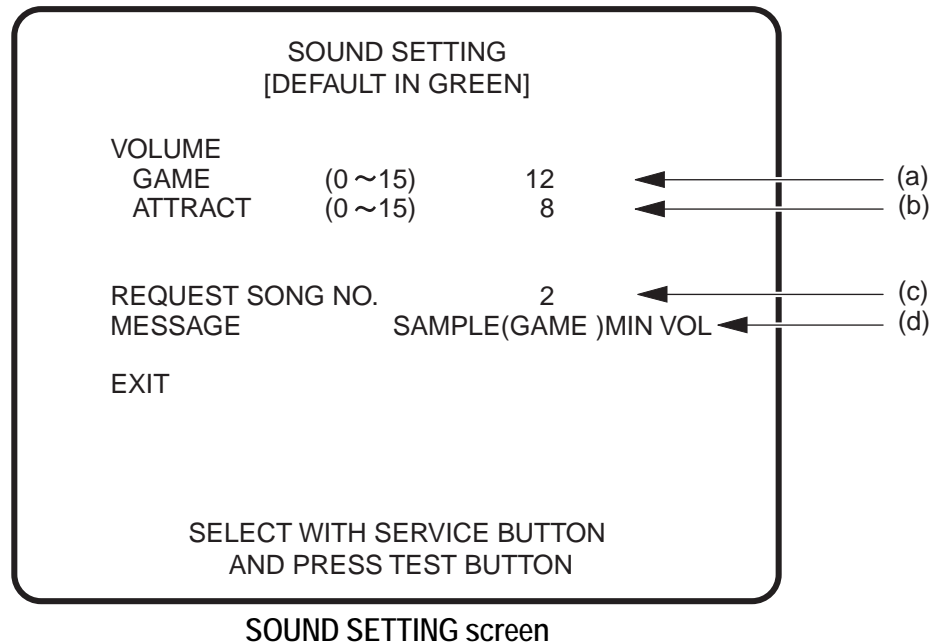


	Item	Description
(a)	GRADATION PATTERN	Displays a gradation pattern.
(b)	CROSSHATCH PATTERN	Displays a cross-hatch pattern.
(c)	VIEWANGLEADJUST	Displays a view angle adjustment screen.
(d)	FULL WHITE	Displays a white screen.

### 7-4-6 Sound test (SOUND SETTING)

This screen is used to adjust the sound level and conduct a stereo check.

- 1** When "SOUND SETTING" is selected on the MENU screen, the following screen appears.
- 2** Press the Service switch and select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch to display the pattern screen. To exit the pattern screen, press the Test switch.
- 4** After all adjustments have been completed, select "EXIT" to return to the MENU screen.



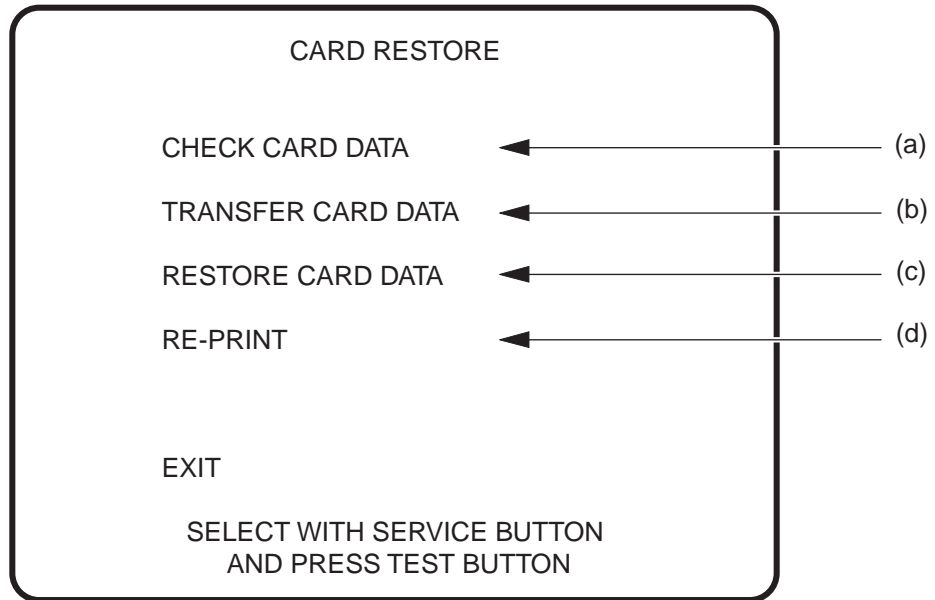


	Item	Description	Default
(a)	VOLUME GAME	Setting of sound level in game mode Setting range: 0 (min.) to 15 (max.) Each pressing of the Service switch increments the numerical value. If the Service switch is pressed when the setting is at 15 (max.), the setting returns to 0.	12
(b)	VOLUME ATTRACT	Setting of sound level in Attract mode Setting range: 0 (min.) to 15 (max.) Each pressing of the Service switch increments the numerical value. If the Service switch is pressed when the setting is at 15 (max.), the setting returns to 0.	8
(c)	REQUEST SONG NO.	0: No sound 1: Stereo test 2: Sample music in game mode Reproduces sound at the level set for game mode 3: Sample music in Attract mode Reproduces sound at the level set for Attract mode	0
(d)	MESSAGE	Displays the name of music selected by REQUEST. 0: NO SONG 1: LEFT RIGHT LEFT + RIGHT 2: SAMPLE (GAME) MIN VOL Level of sound when background sound level in game mode set at LOW SAMPLE (GAME) STD VOL Level of sound when background sound level in game mode set at STANDARD SAMPLE (GAME) MAX VOL Level of sound when background sound level in game mode set at HIGH * The sound level increases every five seconds. 3: SAMPLE (ATTRACT)	

### 7-4-7 Card restoration (CARD RESTORE)

This screen is used mainly to restore data recorded on a card.

- 1** When "CARD RESTORE" is selected on the MENU screen, the following screen appears.
- 2** Press the Service switch and select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch to enter the selection.
- 4** After all adjustments have been completed, select "EXIT" to return to the MENU screen.



CARD RESTORE screen

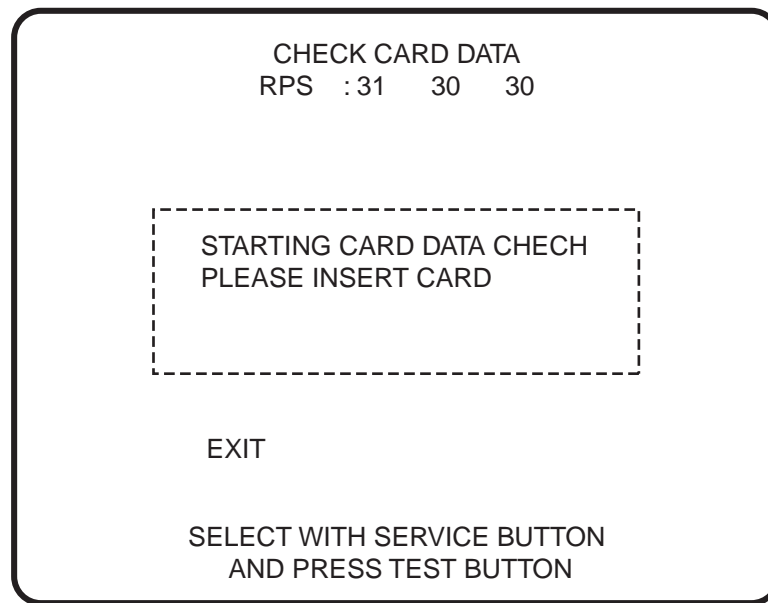
	Item	Description
(a)	CHECK CARD DATA	Checks whether the data on a card is damaged or not.
(b)	TRANSFER CARD DATA	Transfers the data on a card to a new card, and reprints all the information on the new card. Also deletes data from the old card.
(c)	RESTORE CARD DATA	Writes the data stored in the backup memory to a card, and reprints all the information on the card.
(d)	RE-PRINT	Reads the data from a card and reprints all the information on the card.

## a) Card data check (CHECK CARD DATA)

This screen is used to check the data on a card.

If an error occurs during the operation, refer to “8-2-8 (2) Errors related to the card reader/writer” on page 108.

- 1** Follow the instructions displayed on the screen.  
While the card reader/writer is operating, the display cannot be changed to another screen.
- 2** To return to the CARD RESTORE screen, select “EXIT” and press the Test switch.



CHECK CARD DATA screen

The section bordered with a dotted line shows one of the messages shown on the next page or an error message in the case of error generation.



- Do not open the card reader/writer while card data is being checked. Opening the card reader/writer during a card data check can cause irreversible damage to the card data to disallow data restoration.

7. OPERATION

Message on screen		Procedure
1	STARTING CARD DATA CHECK PLEASE INSERT CARD	Insert the card to be checked into the card slot. The card data check operation starts automatically.
2	NOW CHECKING PLEASE WAIT A MOMENT	The card data check operation is in process. Wait until the check operation is completed.
3 - 1	THIS CARD IS A MAXI 3 GAME CARD PLEASE TAKE CARD	The card is for this game machine. Remove the card.
3 - 2	THIS CARD IS A MAXI 2 GAME CARD PLEASE TAKE CARD	The card is for Wangan Midnight Maximum Tune 2, and the data is transferable. Remove the card.
3 - 3	THIS CARD IS A USED GAME CARD PLEASE TAKE CARD	The card is a used card and no longer valid. Remove the card.
3 - 4	THIS CARD IS A DISCARDED VEHICLE DATA CARD PLEASE TAKE CARD	The card is a Discarded Vehicle card and still valid. Remove the card.
3 - 5	THIS CARD CAN NOT BE USED PLEASE TAKE CARD	The card data is damaged, or the card is not for this game machine (including nontransferable card of old game version).
4	(Display of error message) PLEASE TAKE CARD	In the case of error generation, error description is displayed. Remove the card.

**(b) Card data transfer (TRANSFER CARD DATA)**

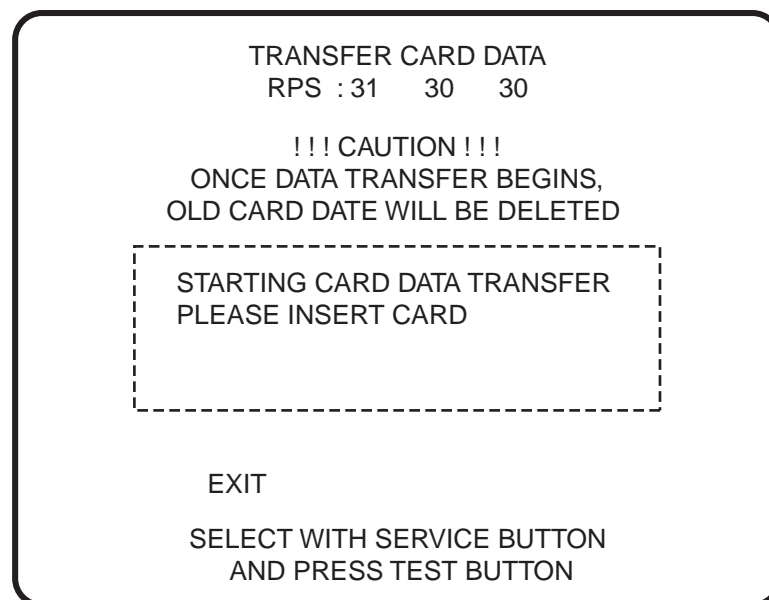
This screen is used to transfer the data on a card to a new card and also to reprint all the information on the new card. Use of this function also deletes the data from the old card and invalidates the card.

Data can be transferred from the following types of cards.

- Card used for Wangan Midnight Maximum Tune 3
- Valid Discarded Vehicle card for Wangan Midnight Maximum Tune 3

If an error occurs during the operation, refer to [“8-2-8 \(2\) Errors related to the card reader/writer”](#) on page 108.

- 1** Follow the instructions displayed on the screen.  
While the card reader/writer is operating, the display cannot be changed to another screen.
- 2** To return to the CARD RESTORE screen, select “EXIT” and press the Test switch.



TRANSFER CARD DATA screen

The section bordered with a dotted line shows one of the messages shown on the next page or an error message in the case of error generation.



- Do not open the card reader/writer while card data is being checked. Opening the card reader/writer during a card data check can cause irreversible damage to the card data to disallow data restoration.

7. OPERATION

Message on screen		Procedure
1	STARTING CARD DATA TRANSFER PLEASE INSERT CARD	Insert a card from which data is to be transferred. The card data transfer operation starts automatically.
2 - 1	CARD R/W CARD EMPTY PLEASE TAKE CARD	There is no card in the card stacker. Remove the card.
2 - 2	NOW LOADING CARD DATA PLEASE WAIT A MOMENT	When the card check result indicates that the card can be used for this game machine, card data is read. The old card becomes a used card, and "USED" will be printed on the card. Wait until the data reading is completed. If the card is removed before the data reading ends, an error will be generated.
2 - 3	THIS CARD CAN NOT BE USED PLEASE TAKE CARD	If the card check result indicates that the card cannot be used for this game machine, the card data transfer operation will be aborted. Remove the card.
3	THIS CARD LOAD COMPLETED PLEASE TAKE CARD	The card data has been read successfully. Remove the card.
4	NOW WRITING DATA PLEASE WAIT A MOMENT	A new card is taken out of the card stacker and data is being written. Information will be also printed on the card. Wait until the data writing is completed.
5	DATA TRANSFER COMPLETED PLEASE TAKE CARD	The card data transfer operation has been completed. Remove the Card.
6	(Display of error message) PLEASE TAKE CARD	In the case of error generation, error description is displayed. Remove the card.

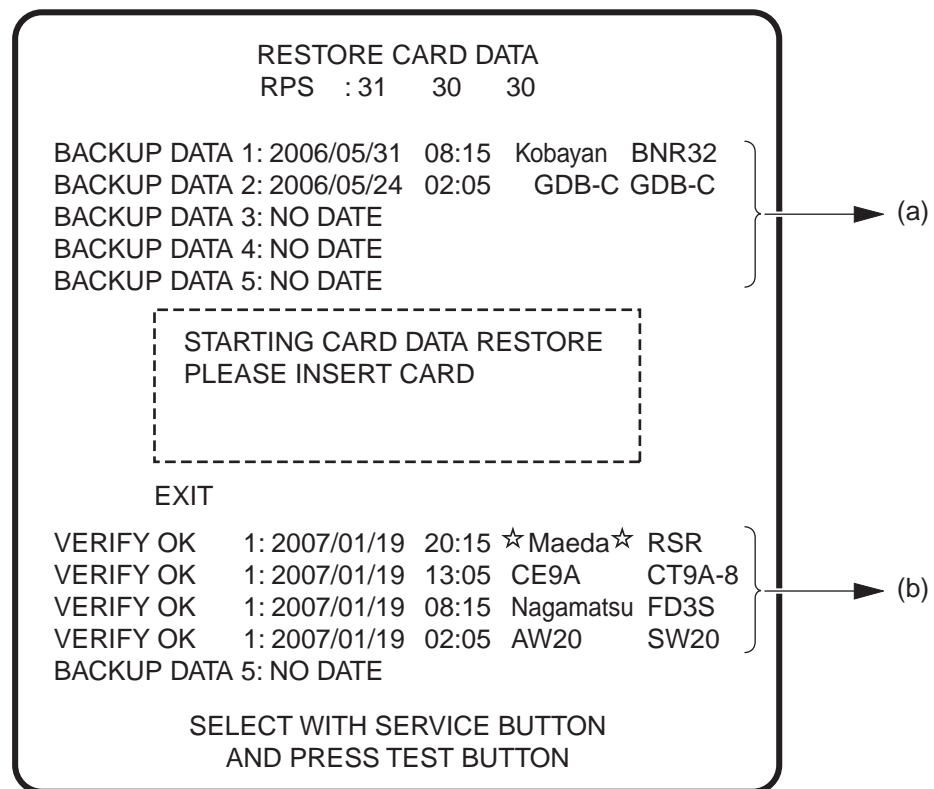
**(c) Card data restoration (RESTORE CARD DATA)**

This screen is used to restore card data.

The backup memory of the machine holds the data of five cards that resulted in data write failure. Be sure to use the machine in which the card data was damaged. Note that, if the required data is not saved in the backup memory, the card data cannot be restored.

If an error occurs during the operation, refer to “8-2-8 (2) Errors related to the card reader/writer” on page 108.

- 1** Using the Service switch, select the data of the card to be restored, and press the Test switch.
- 2** Follow the instructions displayed on the screen.  
While the card reader/writer is operating, the display cannot be changed to another screen.
- 3** To return to the CARD RESTORE screen, select “EXIT” and press the Test switch.



RESTORE CARD DATA screen

- (a) This section lists the card names and vehicle models of five cards which resulted in data write failure.
- (b) This section lists the card names and vehicle models of the most recent five cards which resulted in successful data write.



- Do not open the card reader/writer while card data is being checked. Opening the card reader/writer during a card data check can cause irreversible damage to the card data to disallow data restoration.

The section bordered with a dotted line shows one of the messages shown on the next page or an error message in the case of error generation.

7. OPERATION

Message on screen		Procedure
2 - 1	BACKUP DATA IS NOT AVAILABLE CARD DATA CAN NOT RESTOR	The card data restoration operation stops when "NO DATA" is selected.
2 - 2	STARTING CARD DATA RESTORE PLEASE INSERT CARD	The card data restoration operation starts when backup data is available. Insert the card.
3 - 1	THIS CARD CAN NOT BE WRITTEN PLEASE TAKE CARD	If the card check result indicates that the card ID of the inserted card is different from the card ID of the data to be written, the above message appears and the card data restoration operation will be aborted. Remove the card.
3 - 2	NOW WRITING DATA PLEASE TAKE CARD	When the card check result indicates that the card ID of inserted card is the same as the card ID of the data to be written or the card is a new card, data is written to the card and information is printed on the card.
4	CARD DATA RESTORE COMPLETED PLEASE TAKE CARD	The card data restoration operation has been completed. Remove the card.
5	(Display of error message) PLEASE TAKE CARD	In the case of error generation, description error is displayed. Remove the card.



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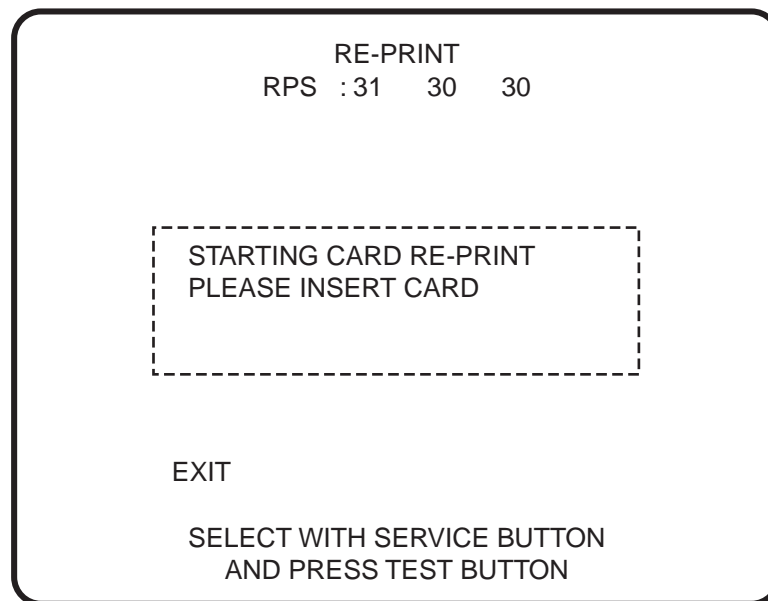
(d) Card data reprint (RE-PRINT)

This screen is used to reprint information on a card.

Note that information cannot be reprinted if the card data is damaged.

If an error occurs during the operation, refer to “8-2-8 (2) Errors related to the card reader/writer” on page 108.

- 1** Follow the instructions displayed on the screen.  
While the card reader/writer is operating, the display cannot be changed to another screen.
- 2** To return to the CARD RESTORE screen, select “EXIT” and press the Test switch.



RE-PRINT screen.

The section bordered with a dotted line shows one of the messages shown on the next page or an error message in the case of error generation.



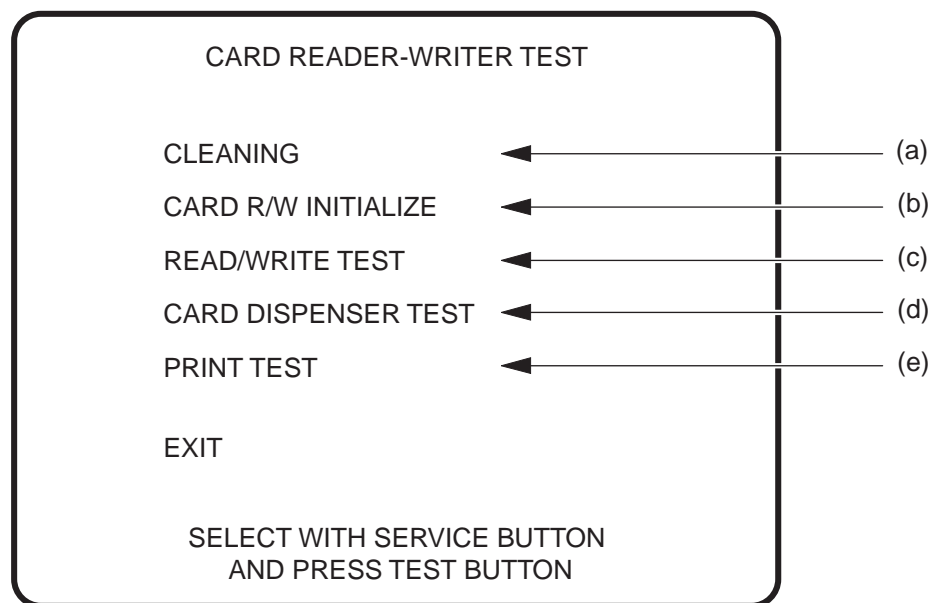
- Do not open the card reader/writer while card data is being checked. Opening the card reader/writer during a card data check can cause irreversible damage to the card data to disallow data restoration.

## 7. OPERATION

Message on screen		Procedure
1	STARTING CARD RE-PRINT PLEASE INSERT CARD	Insert the card to be reprinted.
2 - 1	THIS CARD CAN NOT BE WRITTEN PLEASE TAKE CARD	If the card check result indicates that the card cannot be used for this game machine, the re-print operation will be aborted. Remove the card.
2 - 2	NOW PRINTING PLEASE WAIT A MOMENT	If there is no problem in the card data, printed information is deleted, then information will be reprinted according to the card data.
3	CARD DATA RE-PRINT COMPLETED PLEASE TAKE CARD PLEASE CHECK CARD PRINTING	The card data reprint operation has been completed. Remove the card, and make sure that information is printed correctly.
4	(Display of error message) PLEASE TAKE CARD	If an error occurs during reprinting, error description is displayed. Remove the card.

### 7-4-8 Card reader/writer test (CARD READER-WRITER TEST)

- 1** When “READER-WRITER TEST” is selected on the MENU screen, the following screen appears.
- 2** Press the Service switch and select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch to enter the selection.
- 4** After all adjustments have been completed, select “EXIT” to return to the MENU screen.



CARD READER-WRITER TEST screen.

	Item	Description
(a)	CLEANING	Cleans the card reader/writer.
(b)	CARD R/W INITIALIZE	Initializes the card reader/writer.
(c)	READ/WRITE TEST	Performs the read/write test of the card reader/writer.
(d)	CARD DISPENSER TEST	Performs the dispenser test of the card reader/writer.
(e)	PRINT TEST	Performs the print test of the card reader/writer.

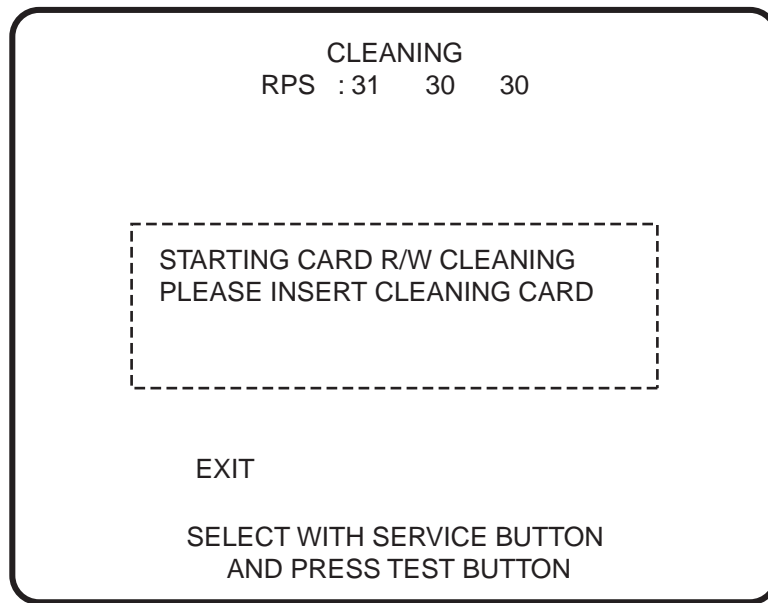
(a) Cleaning (CLEANING)

This screen is used to clean the heads and rollers in the card reader/writer.

Prepare a fresh cleaning card.

If an error occurs during the operation, refer to “8-2-8 (2) Errors related to the card reader/writer” on page 108.

- 1** Follow the instructions displayed on the screen.  
While the card reader/writer is operating, the display cannot be changed to another screen.
- 2** To return to the CARD READER-WRITER TEST screen, select “EXIT” and press the TEST switch.



CLEANING screen

The section bordered with a dotted line shows one of the messages shown on the next page or an error message in the case of error generation.

Message on screen		Procedure
1	STARTING CARD R/W CLEANING PLEASE INSERT CARD	The card reader/writer cleaning operation starts automatically. Insert a fresh cleaning card.
2	NOW CLEANING PLEASE WAIT A MOMENT	The cleaning operation is in process. Wait until the cleaning operation is completed.
3	CLEANING COMPLETED PLEASE REMOVE CLEANING CARD	The cleaning operation has been completed. Remove the cleaning card.
4	(Display of error message) PLEASE TAKE CARD	If an error occurs during cleaning, error description is displayed. Remove the cleaning card.

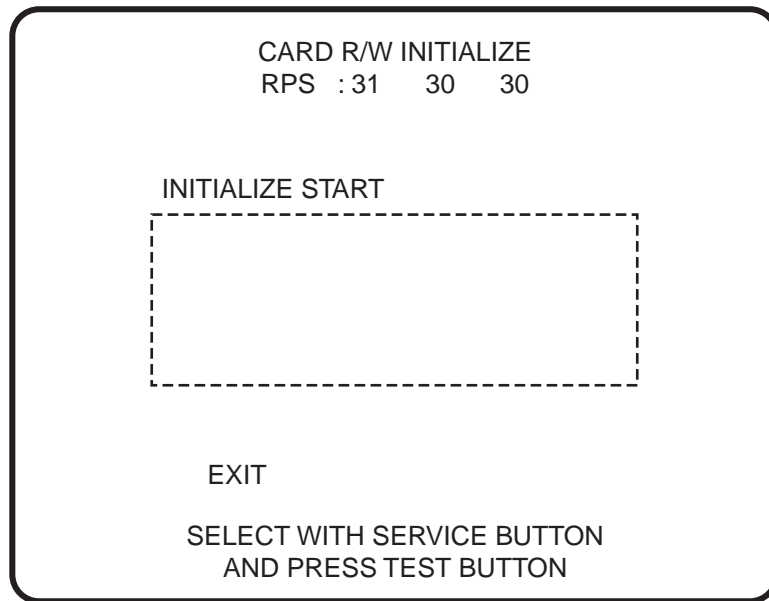


- Once the bag is opened, use the cleaning card as soon as possible.
- Do not reuse a cleaning card.
- Do not bring cleaning cards close to flames.
- Do not leave or store cleaning cards in a high-temperature place or in direct sunlight.
- Do not clean the heads immediately a second time.  
Repeated cleaning can cause the card reader/writer to generate an error.
- To order cleaning cards, contact your distributor.

(b) Card reader/writer initialization (CARD R/W INITIALIZE)

This screen is used to initialize the card reader/writer.

- 1** Using the Service switch, select "INITIALIZE START" and press the Test switch.
- 2** Follow the instructions displayed on the screen.  
While the card reader/writer is operating, the display cannot be changed to another screen.
- 3** To return to the CARD READER-WRITER TEST screen, select "EXIT" and press the TEST switch.



CARD R/W INITIALIZE screen

The section bordered with a dotted line shows one of the messages shown below or an error message in the case of error generation.

	Message on screen	Procedure
2	NOW INITIALIZING PLEASE WAIT A MOMENT	The card reader/writer initialization is in process. Wait until the initialization is completed.
3 - 1	INITIALIZATION COMPLETED	The initialization has been completed.
3 - 2	INITIALIZATION FAILED	The initialization has failed. Perform the initialization again.

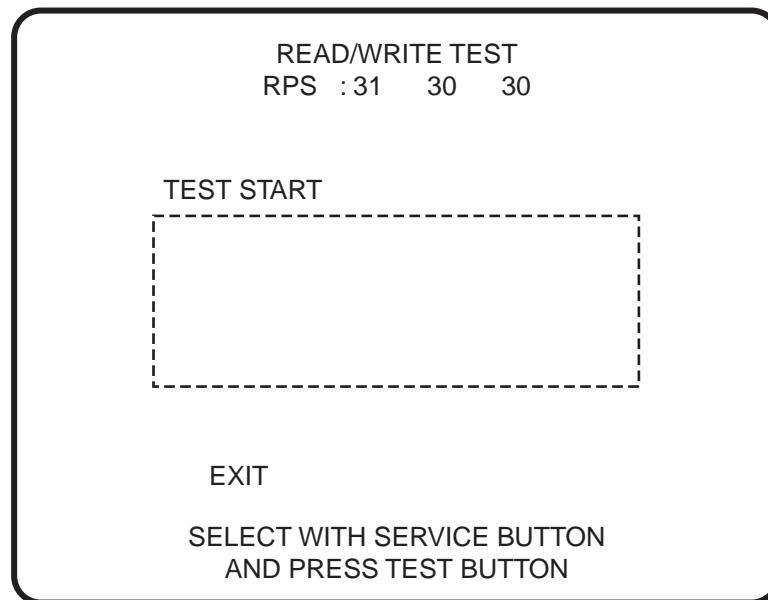
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(c) Read/write test (READ/WRITE TEST)

This screen is used to conduct the data read and write test for the card reader/writer. If an error occurs during the operation, refer to “8-2-8 (2) Errors related to the card reader/writer” on page 108.

This test uses a new card in the card stacker. The card dispensed after the test is written with dummy data. This card cannot be used to play the game.

- 1** Using the Service switch, select “TEST START” and press the Test switch.
- 2** Follow the instructions displayed on the screen.  
While the card reader/writer is operating, the display cannot be changed to another screen.
- 3** To return to the CARD READER-WRITER TEST screen, select “EXIT” and press the TEST switch.



READ/WRITE TEST screen

The section bordered with a dotted line shows one of the messages shown on the next page or an error message in the case of error generation.

7. OPERATION

Message on screen		Procedure
2 - 1	STARTING CARD R/W EMPTY	If there is no card in the card stacker, the test stops. Fill the card stacker with cards, and select "TEST START" again.
2 - 2	STARTING CARD READ-WRITE TEST NOW EJECTING CARD	The test starts. A card is taken out of the card stacker.
3	NOW WRITING AND LOADING DATA PLEASE WAIT A MOMENT	After dummy data is written to the card, the data is read and checked. Wait until the data check is completed.
4 - 1	READ-WRITE TEST COMPLETED PLEASE TAKE CARD	The read/write test has been completed successfully. Remove the card.
4 - 2	(Display of error message) PLEASE TAKE CARD	If an error occurs during the operation, error description is displayed. Remove the card.



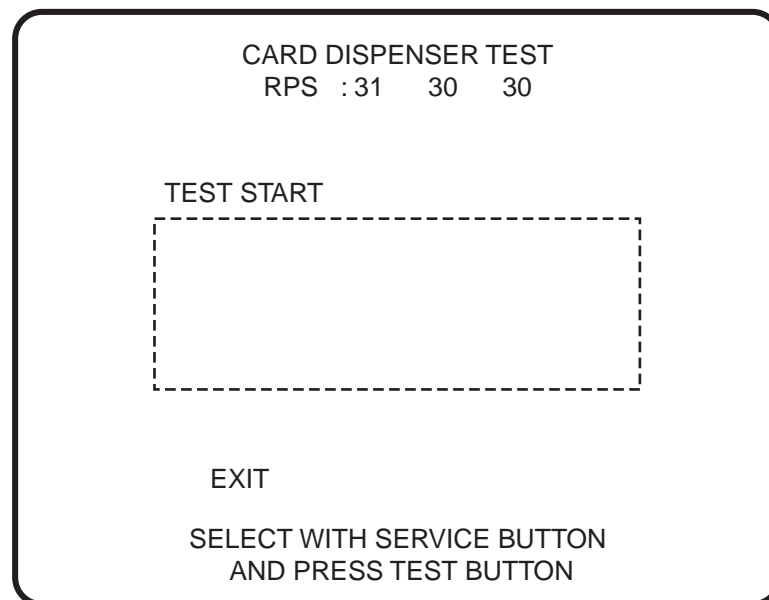
**(d) Card dispenser test (CARD DISPENSER TEST)**

This screen is used to test the card dispensing operation of the card dispenser.

If an error occurs during the operation, refer to “8-2-8 (2) Errors related to the card reader/writer” on page 108.

The card dispensed after the test is not written with data or printed so it can be reused.

- 1** Using the Service switch, select “TEST START” and press the Test switch.
- 2** Follow the instructions displayed on the screen.  
While the card reader/writer is operating, the display cannot be changed to another screen.
- 3** To return to the CARD READER-WRITER TEST screen, select “EXIT” and press the TEST switch.



CARD DISPENSER TEST screen

The section bordered with a dotted line shows one of the messages shown below or an error message in the case of error generation.

	Message on screen	Procedure
2 - 1	STARTING CARD R/W EMPTY	If there is no card in the card stacker, the test stops. Fill the card stacker with cards, and select “TEST START” again.
2 - 2	STARTING CARD DISPENSER TEST NOW EJECTING CARD	The card dispenser test starts. A card is taken out of the card dispenser.
3	CARD DISPENSER TEST COMPLETED PLEASE TAKE CARD	The card dispensing test has been completed successfully. Remove the card.
4 - 1	(Display of error message) PLEASE TAKE CARD	If an error occurs during the operation, error description is displayed. Remove the card.

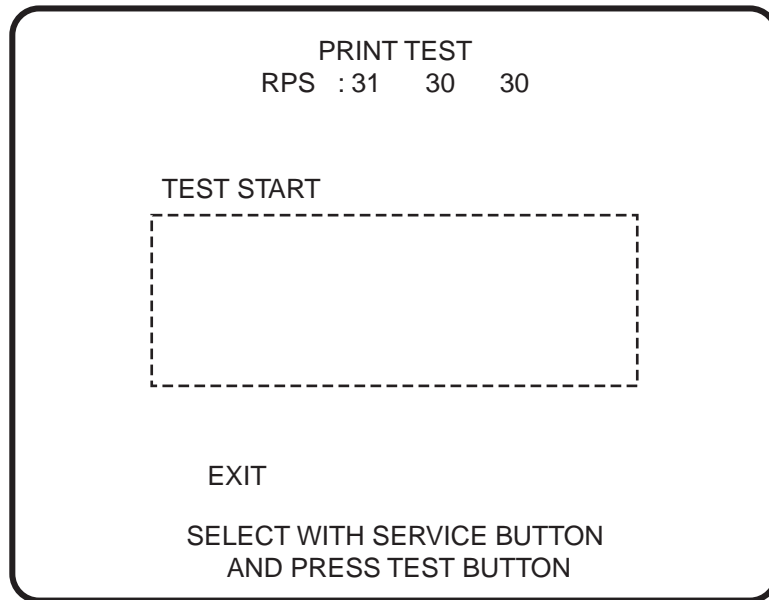
(e) Print test (PRINT TEST)

This screen is used to conduct the print test for the card reader/writer.

If an error occurs during the operation, refer to “8-2-8 (2) Errors related to the card reader/writer” on page 108.

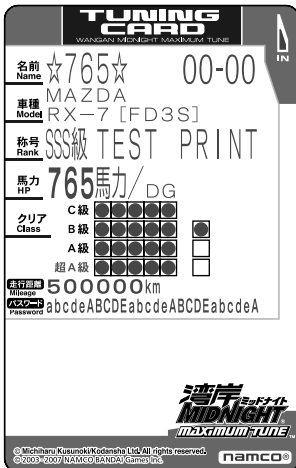
This test uses a new card in the card stacker. The card dispensed after the test is written with dummy data. This card cannot be used to play the game.

- 1** Using the Service switch, select “PRINT START” and press the Test switch. A message appears on the screen to inform the start of the print test.
- 2** Follow the instructions displayed on the screen. While the card reader/writer is operating, the display cannot be changed to another screen.
- 3** To return to the CARD RESTORE screen, select “EXIT” and press the Test switch.



PRINT TEST screen

The section bordered with a dotted line shows one of the messages shown on the next page or an error message in the case of error generation.



Print sample

- ① Name section: 765
- ② Card no.: (randomly selected)
- ③ Vehicle model: (randomly selected)
- ④ Title: (randomly selected rank) and TEST PRINT
- ⑤ Horsepower: 765 HP/DG
- ⑥ Stage cleared in Story Mode: All marks. Number of completed laps is randomly printed.
- ⑦ Travel distance: (Random number) km
- ⑧ Password: Randomly selected 26 characters that can be used in password

Message on screen		Procedure
2 - 1	CARD R/W CARD EMPTY	If there is no card in the card stacker, the test stops. Fill the card stacker with cards, and select "TEST START" again.
2 - 2	STARTING CARD R/W PRINT TEST NOW EJECTING CARD	The print test starts. A card is taken out of the dispenser and information is printed.
3	NOW PRINTING PLEASE WAIT A MOMENT	The printing operation is in process. Wait until the printing is completed.
4	PRINTING TEST COMPLETED PLEASE TAKE CARD	The print test has been completed successfully. Remove the card.
5	(Display of error message) PLEASE TAKE CARD	If an error occurs during the operation, error description is displayed. Remove the card.

### 7-4-9 Setting the business closing time (CLOSE SETTING)

- This screen is used to set the arcade closing time for each day of the week.
- If the power turns off while the game is being played, the card will not be discharged. According to the settings entered on this screen, the message notifying that the machine does not accept a card appears on the Attract screen for 45 minutes from 15 minutes before the set time to 30 minutes after the set time, and the machine disallows the use of a card during this period.



- If a player has been playing using a card before the close setting time, after the close setting time is reached, he/she cannot continue playing by selecting "Continue" or by winning in the versus game.

- 1** When "CLOSE SETTING" is selected on the MENU screen, the following screen appears.
- 2** Using the Service switch, select a day of the week and press the Test switch. The hours indication for that day of the week blinks. Using the Service switch, set hours (24-hour system, 1-hour step). After setting hours, press the Test switch. The minutes indication blinks. Using the Service switch, set minutes (15-minute step).
- 3** After entering all the settings, select "EXIT" to return to the GAME TEST MENU screen.

CLOSE SETTING  
[DEFAULT IN GREEN]

CLOCK	2007/07/20	FRI	12:34:56
SUN	:	OFF	
MON	:	23:00	22:45 ~ 23:30
TUE	:	23:00	22:45 ~ 23:30
WED	:	23:00	22:45 ~ 23:30
THU	:	23:00	22:45 ~ 23:30
FRI	:	0:00	23:45 ~ 0:30
SAT	:	OFF	
EXIT			

SELECT WITH SERVICE BUTTON  
AND PRESS TEST BUTTON

Time at which CLOSE SETTING becomes effective.

Set closing time

CLOSE SETTING screen

---

## 7-4-10 Displaying game data (BOOKKEEPING)

This screen displays various game data.

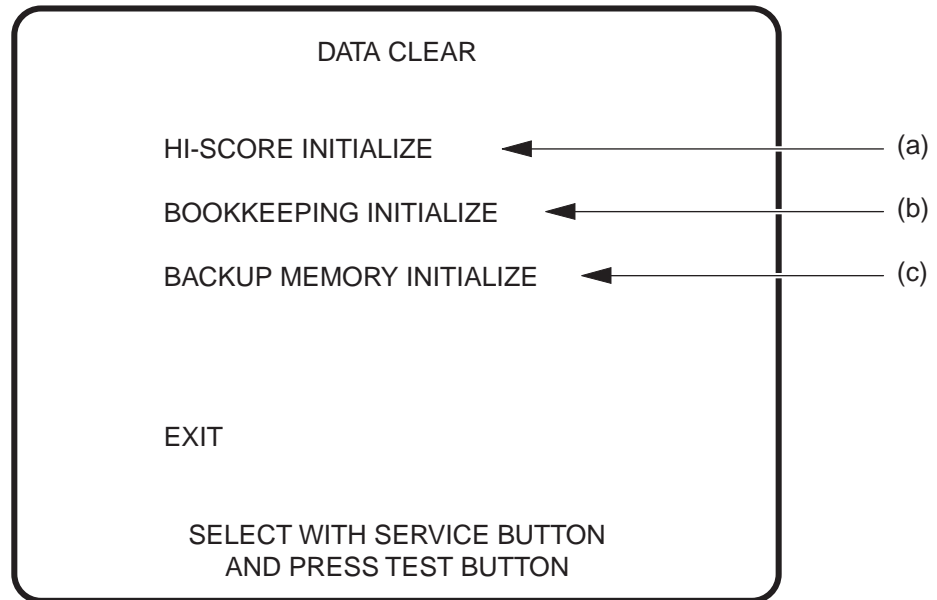
- 1** Select "BOOKKEEPING" on the MENU screen, and press the Test switch. The BOOKKEEPING screen appears.
- 2** Game data will not be erased even when the power switch is turned off. To delete data, execute "BOOKKEEPING INITIALIZE" or "BACKUP MEMORY INITIALIZE" on the DATA CLEAR screen.  
When "BOOKKEEPING INITIALIZE" is executed, only the bookkeeping data is initialized.
- 3** To return to the MENU screen, select "EXIT" and press the TEST switch.

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### 7-4-11 Clearing data (DATA CLEAR)

This screen is used to clear individual backup data.

- 1** When "DATA CLEAR" is selected on the MENU screen, the following screen appears.
- 2** Using the Service switch, select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch. The screen shows "NO" and YES." When "YES" is selected and the Test switch is pressed, the selected data is cleared and the default setting is restored.
- 4** After the data initialization has been completed, select "EXIT" to return to the GAME TEST MENU screen.



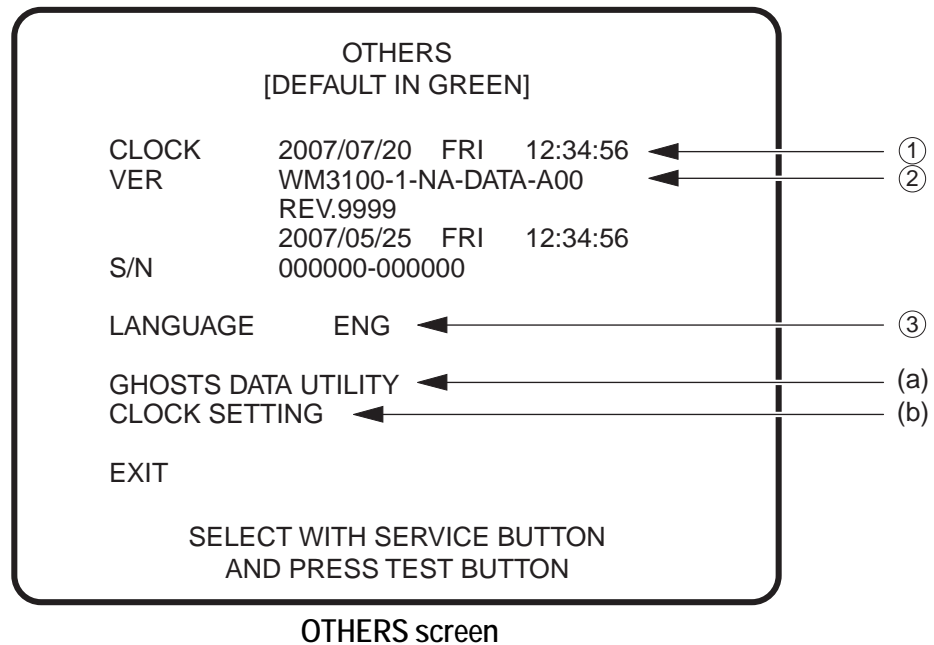
DATA CLEAR screen

	Item	Description
(a)	HI-SCORE INITIALIZE	Initializes the following data stored in the backup memory: <ul style="list-style-type: none"> <li>• Time attack results rankings in individual unit</li> <li>• Information of leg time of the highest-score player in Time Attack game</li> </ul> NO (Does not initialize) YES (Initializes)
(b)	BOOKKEEPING INITIALIZE	Initializes the following data stored in the backup memory: <ul style="list-style-type: none"> <li>• Game play data</li> </ul> NO (Does not initialize) YES (Initializes)
(c)	BACKUP MEMORY INITIALIZE	Initializes the above two types of data and the following data stored in the machine: <ul style="list-style-type: none"> <li>• Number of card uses (for cleaning)</li> <li>• Coin Options settings</li> <li>• Game Options settings</li> <li>• I/O Initialize settings</li> <li>* Sound settings</li> <li>• Card backup data (for data restoration)</li> </ul> NO (Does not initialize) YES (Initializes)

### 7-4-12 Others (OTHERS)

This screen displays the game software version.

- 1** When "OTHERS" is selected on the MENU screen, the following screen appears.
- 2** Press the Service switch and select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch to enter the selection.
- 4** After all adjustments have been completed, select "EXIT" to return to the MENU screen.



	Item	Description
①	CLOCK	Displays the current time and the day of the week set in the internal clock.
②	VER	Displays the software version.
③	LANGUAGE	Sets the language.
(a)	GHOSTS DATA UTILITY	Exchanges the data of doubles in the Player's Double Versus Game Mode via USB memory stick.
(b)	CLOCK SETTING	Used to adjust the internal clock.



(a) GHOSTS DATA UTILITY

This screen is used to operate the drive data file for the Player’s Double Versus Game Mode.

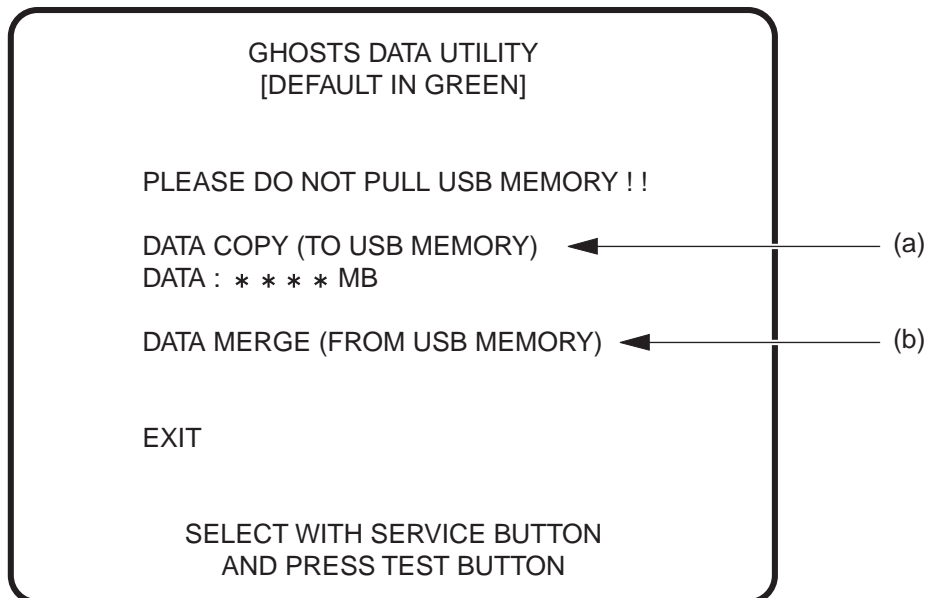
Drive data for the Player’s Double Versus Game Mode can be transferred to game units not connected by communication cable or to game units installed in different locations. (up to data of 2,000 persons)

To transfer data requires a USB memory stick (sold separately) with a capacity of more than the size of the drive data to be transferred. A USB memory stick can be purchased at a personal computer store.

- 1** When “GHOSTS DATA UTILITY” is selected on the OTHERS screen, the following screen appears.
- 2** Using the Service switch, select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch. The screen shows “NO” and YES.” When “YES” is selected and the Test switch is pressed, the selected item will be executed.  
The progress status is displayed during the execution of the process. When the process is being executed, other operations cannot be entered. Wait until the process is completed.
- 4** After all operations have been completed, select “EXIT” to return to the OTHERS screen.



- While drive data is being copied, do not turn off the power switch or disconnect the USB memory stick. Doing so can cause irreversible damage to the drive data.



GHOSTS DATA UTILITY screen

	Item	Description
(a)	DATA COPY (TO USB MEMORY) DATA: * * * * MB “**** MB” indicates the size of the drive data file stored on the HDD.	Copies the drive data file for Player’s Double Versus Game Mode to a USB memory stick. NO (Does not copy data) YES (Copies data)
(b)	DATA MERGE (FROM USB MEMORY)	Merges the drive data file for Player’s Double Versus Game Mode in the USB memory stick with that in the HDD. If the data exceeds the maximum allowed capacity (data of 2,000 persons), the oldest data will be deleted to accommodate new data. NO (Does not merge data) YES (Merges data)

## 7. OPERATION

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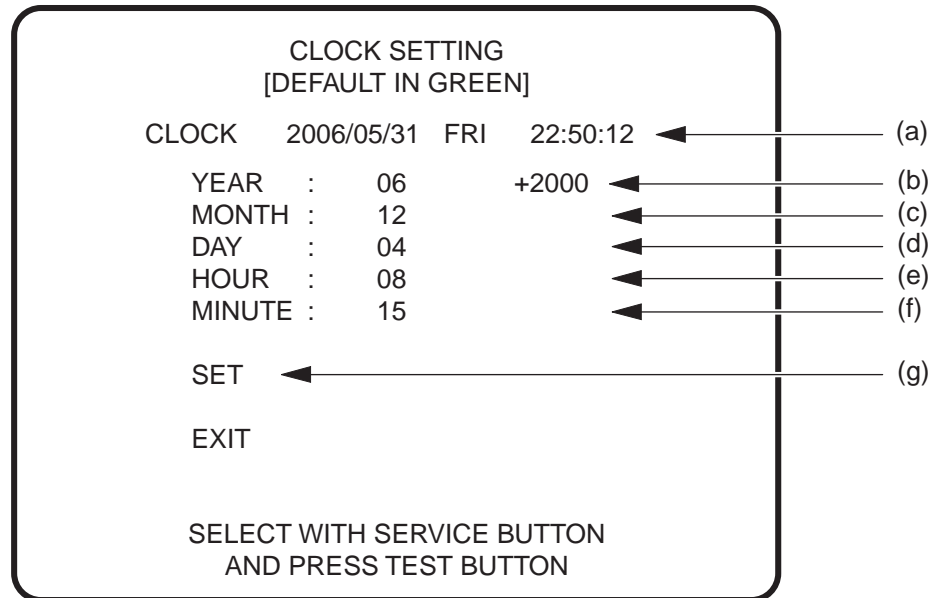
If an error is generated, the operation in process will be aborted and one of the following messages will appear.

	Item	Description
(a)	USB MEMORY IS FULL	The copy destination USB memory stick is full and cannot store any more data.
(b)	USB MEMORY IS NOT FOUND	The USB port is not connected with a valid USB memory stick.
(c)	IT IS NO TO DATA IN THIS GAME	The data stored in the USB memory stick is not for this game.
(d)	AN UNKNOWN ERROR OCCURRED	An error of unknown cause has occurred.

**(b) CLOCK SETTING**

This screen is used to set the internal clock.

- 1** When "CLOCK SETTING" is selected on the OTHERS screen, the following screen appears.
- 2** Press the Service switch and select an item. The selected item blinks.
- 3** Select a desired item and press the Test switch. This allows the change of the setting of the selected item.
- 4** After all settings have been entered, select "SET" to save the settings.
- 5** After the settings have been stored, select "EXIT" to return to the OTHERS screen.



CLOCK SETTING screen

	Item	Description
(a)	CLOCK	Displays the current time and the day of the week set in the internal clock. (non-selectable)
(b)	YEAR	Used to set the "year" indication of the internal clock. Setting range of "year": 00 to 99
(c)	MONTH	Used to set the "month" indication of the internal clock. Setting range of "month": 01 to 12
(d)	DAY	Used to set the "date" indication of the internal clock. Setting range of "date": 01 to 31
(e)	HOUR	Used to set the "hours" indication of the internal clock. Setting range of "hours": 00 to 23
(f)	MINUTE	Used to set the "minutes" indication of the internal clock. Setting range of "minutes": 00 to 59
(g)	SET	Applies the clock settings. Enters the "year" to "minutes" setting values to the internal clock.

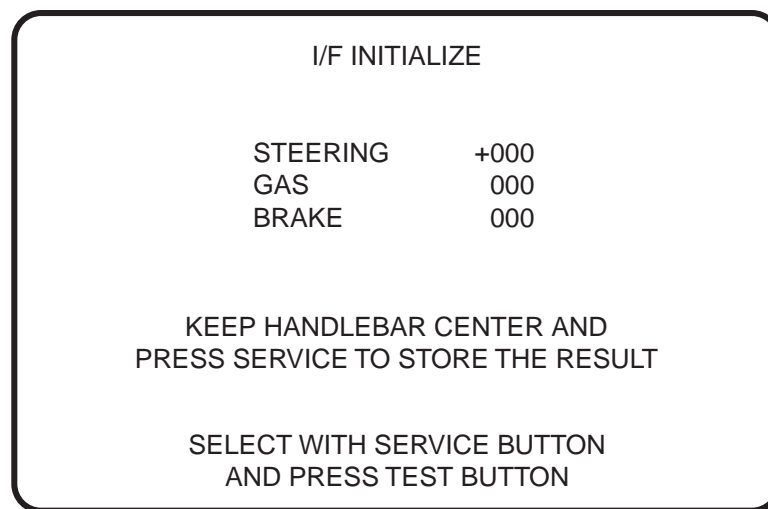
## 7-5 Adjustments after parts replacement (INITIALIZE)



- Be sure to perform the following initialization process after replacing the Game PC Board, Steering Assy volume, or A Pedal Assy/B Pedal Assy volumes, or after initializing the backup data. The game will not play properly without executing the initialization.
- After initializing volumes, conduct the switch test (see P. 55 “7-4-4 Input/output test of switches (I/O TEST)”) to make sure that “OK” is shown when the steering wheel, accelerator pedal, and brake pedal are operated.

### 7-5-1 Initializing the volumes

#### (1) I/F INITIALIZE



Example of I/F INITIALIZE screen

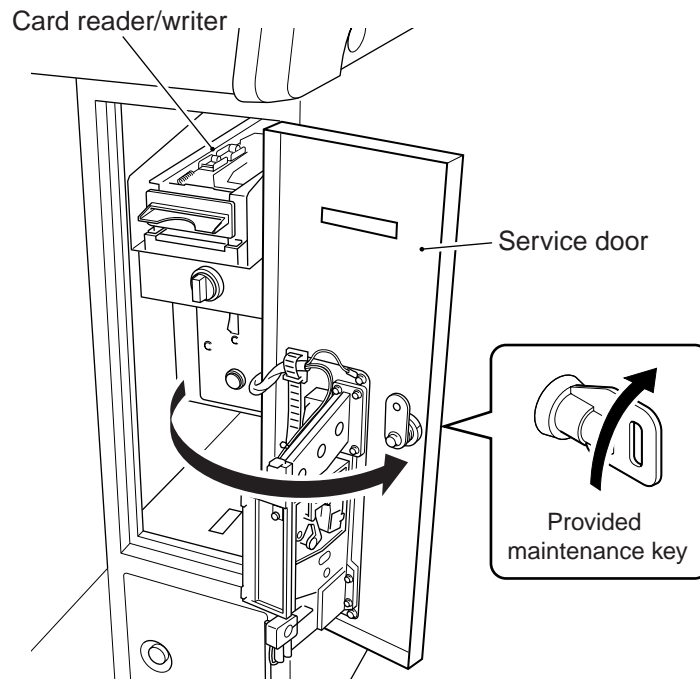
- 1** While holding down the Service switch, press the Test switch.  
(\* The I/F INITIALIZE screen can be displayed from the Test mode. See P. 55 “7-4-4 Input/output test of switches (I/O TEST).”)
- 2** Set the steering wheel to the center position, release your hands from the steering wheel, and also release your feet from the accelerator and brake pedals.  
(\* Initialization will not be completed successfully if the steering wheel or accelerator/brake pedal is moved or operated.)
- 3** In this condition, press the Service switch.  
The volumes will be initialized.
- 4** After the initialization is completed, the screen for the switch test (see P. 55 “7-4-4 Input/output test of switches (I/O TEST)”) appears. Turn the steering wheel fully to the right and then to the left, and make sure “RIGHT OK” and “LEFT OK” are displayed on the screen.
- 5** Fully depress the accelerator pedal, then the brake pedal. Make sure that “OK” is displayed each time.
- 6** While holding down the Service switch, press the Test switch to return to the I/O TEST screen.

## 7-6 Adding cards

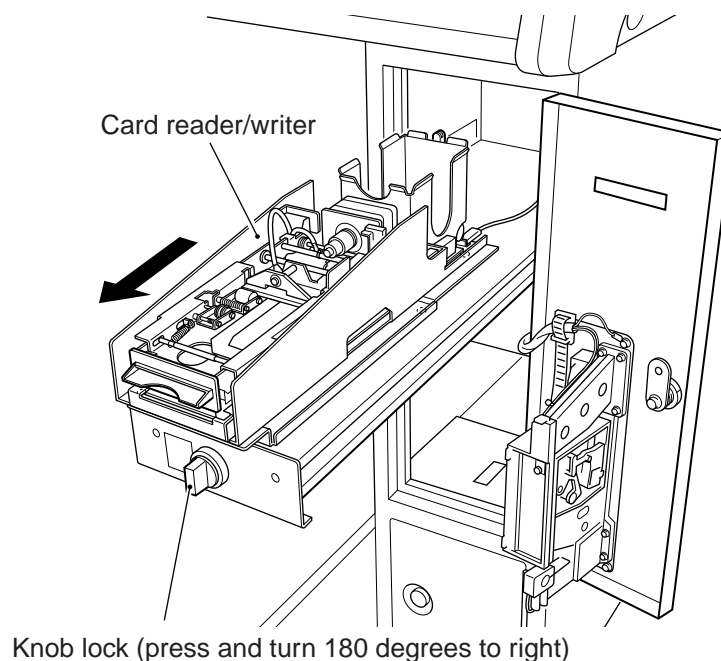


- When adding cards, make sure that the card reader/writer is not in operation.
- Do not add cards if the game is being played, or the test mode is being operated. In those modes, the card reader/writer may operate unexpectedly.

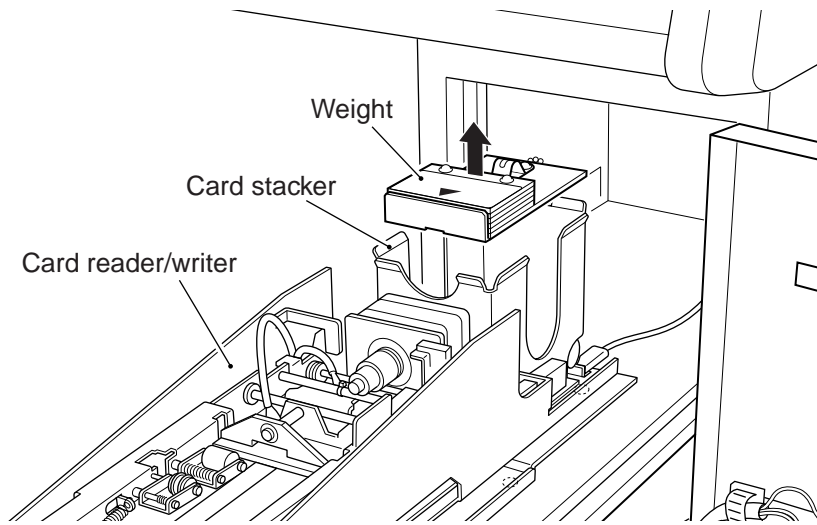
- 1** Using the provided maintenance key, open the service door.



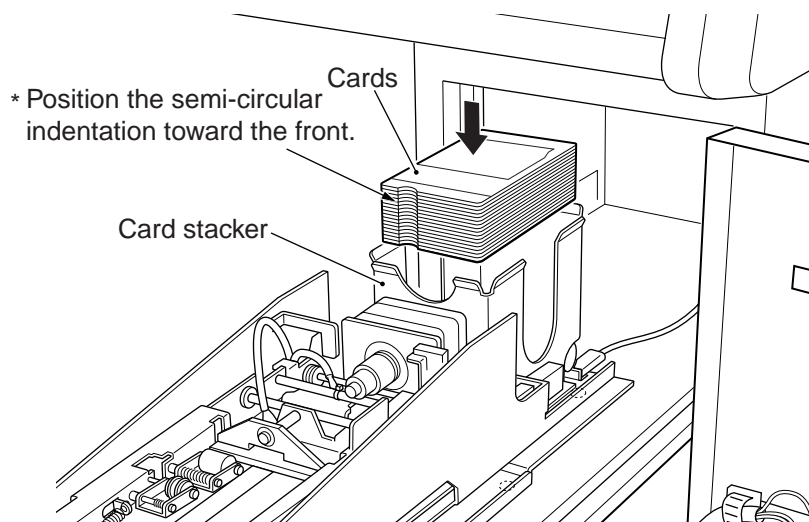
- 2** Press and turn the knob lock 180 degrees to the right to unlock, and then slowly pull out the card reader/writer.



- 3** Take out the weight from the card stacker.



- 4** Position cards correctly in the card stacker by checking the direction of the arrows printed on cards.



- Position cards correctly by checking the direction of the arrow. If cards are placed in the wrong direction, game data will not be recorded on the cards.
- The card stacker can hold maximum of 100 cards. Overfilling the card stacker will cause cards to jam.

- 5** Place the weight back on the card stacker.



- Check the direction of the weight when placing it back on the card stacker. If the weight is placed in the wrong direction, cards will not be dispensed properly.

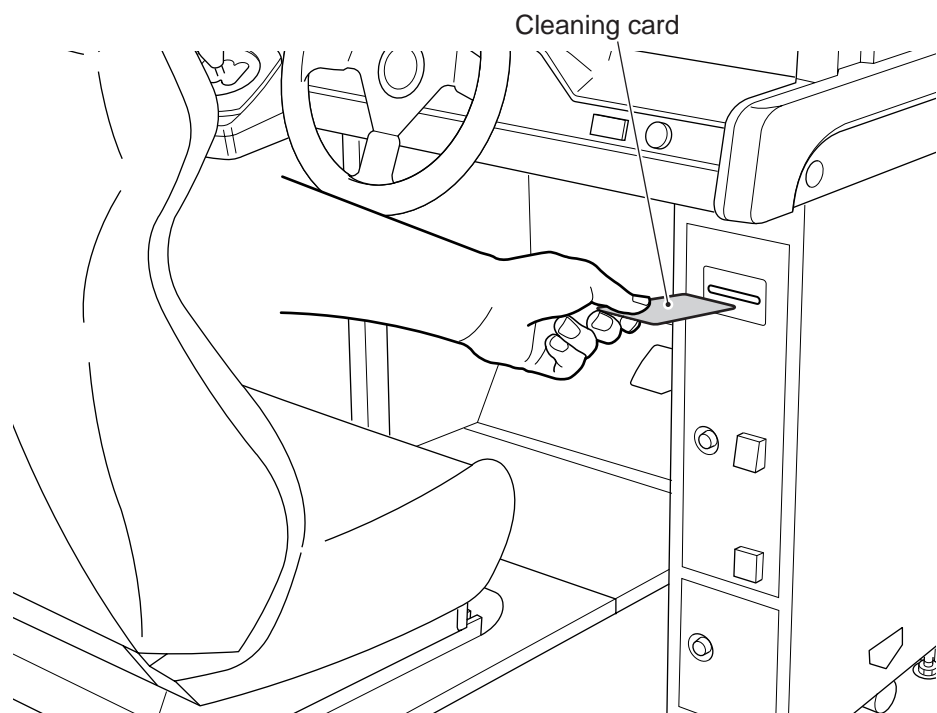
- 6** Push in the card reader/writer and turn the knob lock 180 degrees to the left.

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## 7-7 Maintenance of card reader/writer

### 7-7-1 Cleaning the heads with cleaning card

- 1** Activate the Card Test in the Test mode. (See P. 63 “7-4-7 (a) Card data check (CHECK CARD DATA).”)
- 2** Insert a cleaning card into the card slot. (See P. 72 “7-4-8 (a) Cleaning (CLEANING).”)
- 3** After the automatic cleaning has been completed, take out the discharged cleaning card.

**NOTICE**

- Once the bag is opened, use the cleaning card as soon as possible.
- Do not reuse a cleaning card.
- Do not bring cleaning cards close to flames.
- Do not leave or store cleaning cards in a high-temperature place or in direct sunlight.
- Do not clean the heads two continuous times. Otherwise the card reader/writer may generate an error.
- To order cleaning cards, contact your distributor.

### 7-7-2 Cleaning the heads with cleaning solution or cleaning pen (sold separately)

If the heads are excessively dirty and do not print clearly even after they are cleaned with a cleaning card, follow the head cleaning procedure described below.

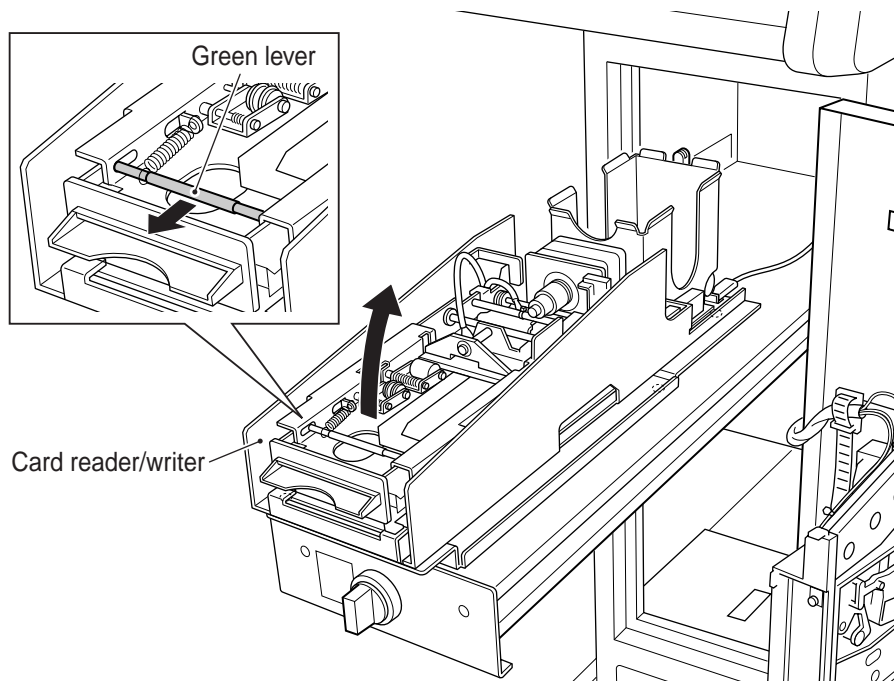
#### **WARNING**

- The cleaning solution and cleaning pen contain alcohol. Since alcohol can cause fire, do not use the cleaning solution or cleaning pen near flames.

#### **CAUTION**

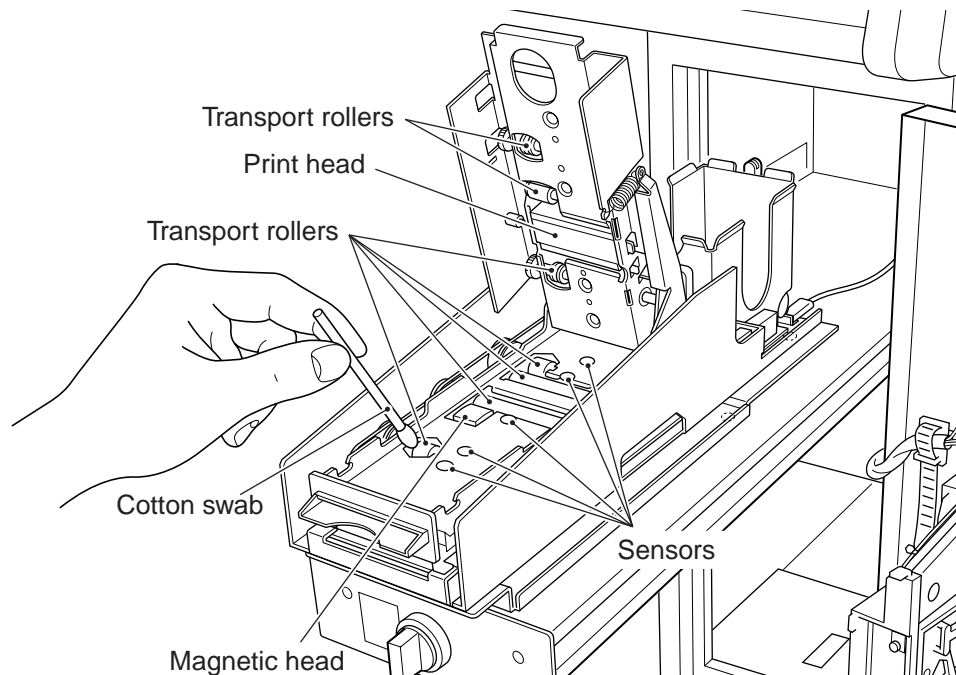
- To prevent injury, make sure that the machine is not operating when opening the card reader/writer.
- When opening or closing the card reader/writer, be careful not to pinch hands or other body parts.
- When opening or closing the card reader/writer, be careful not to touch edges or motor drive section.

- 1** Open the service door. (See P. 89 “7-6 Adding cards” **1**.)
- 2** Turn off the sub-power switch. (See P. 34 “5-7 Switching on the power.”)
- 3** Pull out the card reader/writer slowly. (See P. 89 “7-6 Adding cards” **2**.)
- 4** Pull the green lever forward and open the card reader/writer.





- 5** If there is dust or a foreign item, remove it.  
Clean the transport rollers, print head, magnetic head and sensors with a cotton swab dampened with the cleaning solution or alcohol.



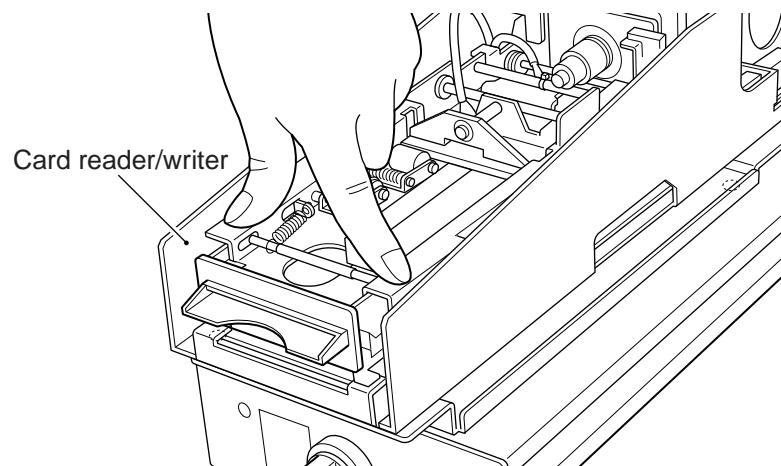
After cleaning, wait for about one minute to let the alcohol content evaporate before using the card reader/writer.

In place of the cleaning solution and cotton swab, the cleaning pen (sold separately) can be used. Regarding the use of the cleaning pen, refer to the user's manual provided with the cleaning pen.

To purchase the cleaning pen, order the following part No.

Part name	Cleaning pen
Part No.	306-916

- 6** Pull the green lever forward and close the card reader/writer.
- 7** With fingers, press the sections indicated in the diagram to lock the card reader/writer in position.



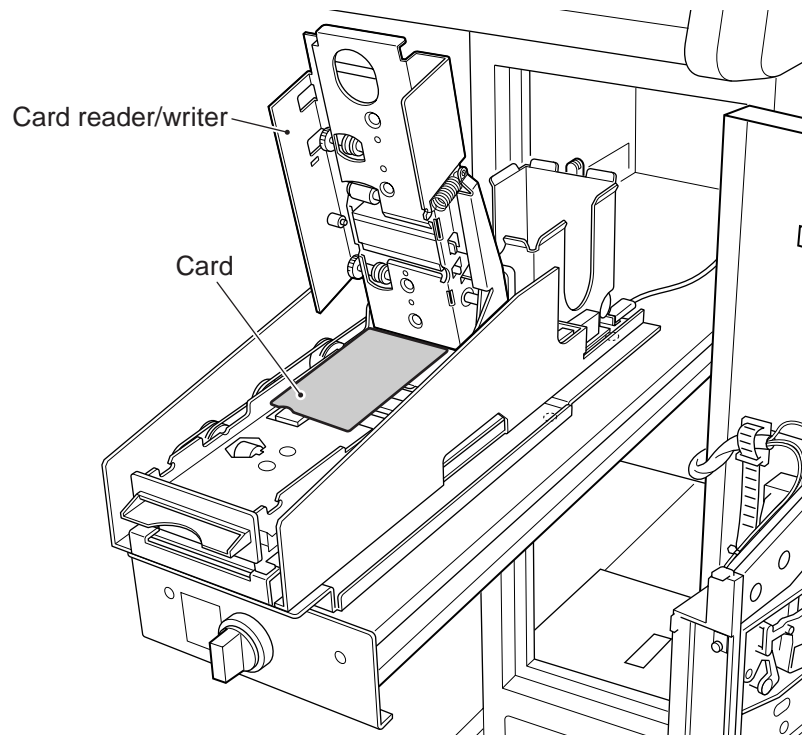
- 8** Push in the card reader/writer and turn the the knob lock 180 degrees to the left.

### 7-7-3 Removing jammed card



- Before removing a jammed card, make sure that the card reader/writer is not operating.

- 1** Open the service door. (See P. 89 “7-6 Adding cards” **1**.)
- 2** Pull out the card reader/writer slowly. (See P. 89 “7-6 Adding cards” **2**.)
- 3** Open the card reader/writer. (See P. 92 “7-7-2 Cleaning the heads with cleaning solution or cleaning pen (sold separately).”)
- 4** Removed the jammed card.



- If dust or a foreign item other than card is stuck, remove it thoroughly and clean the heads. (See P. 91 “7-7-1 Cleaning the head.”) (See P. 92 “7-7-2 Cleaning the heads with cleaning solution or cleaning pen (sold separately).”)

- 5** Close the card reader/writer. (See P. 92 “7-7-2 Cleaning the heads with the cleaning solution or cleaning pen (sold separately)” **5** **6** .)
- 6** Push in the card reader/writer and turn the the knob lock 180 degrees to the left.

## 7-7-4 Response to card-related problems

If a card-related error is generated, check and restore the card data by following the procedure described below.

- Card error message appeared and the game stopped. Card remained in the card reader/writer. → To (1)
- Card error message appeared and the game stopped. Card did not remain in the card reader/writer. → To (2)
- New card was not dispensed when issuing new card, transferring data to new card or updating card data. → To (3)
- Printed information is upside down on dispensed card. ? To (4)



- Do not open the card reader/writer while card data is being restored or written in the Test mode.  
Opening the card reader/writer can cause damage to card data and disallow data restoration.

- (1) Card error message appeared and the game stopped. Card remained in the card reader/writer.
  1. Check to see if the data stored on the card is valid.  
Even if there is no printed information, the card may have data.  
Display the screen for card data check (CHECK CARD DATA) in the Test mode. (See P. 63 “7-4-7 (a) Card data check (CHECK CARD DATA).”)
  2. Insert the card that was remaining in the card reader/writer.
  - 3-a. When the card contains valid data  
→ The card can be used.  
If there is no printed information, information will be printed next time the card is used to play the game.  
To print information, follow the procedure for reprint. (See P. 69 “7-4-7 (d) Card data reprint (RE-PRINT).”)
  - 3-b. When the card does not contain valid data  
→ The card data is damaged. Restore the card data by following the procedure described below.
    - ① Display the screen for card restoration (CARD RESTORE) in the Test mode. (See P. 67 “7-4-7 (c) Card data restoration (RESTORE CARD DATA).”)
    - ② Make sure that the card in use is shown in the “BACKUP DATA 1 - 5” list on the upper section of screen.  
If the card in use is shown in the “VERIFY OK” list on the lower section of the screen, the data was saved successfully. The card can be used normally.
    - ③ If the card in use is shown in the “BACKUP DATA 1 - 5” list on the upper section of screen, select the data by using the Service switch, and press the Test switch.  
When a message appears and prompts for the insertion of a card, insert the card that was remaining in the card reader/writer.
    - ④ The backup data will be written to the card. When it is written successfully, the backup data will be deleted.

(2) Card error message appeared and the game stopped. Card did not remain in the card reader/writer.

1-a. When the message "E56 Card was removed improperly" appeared

→ The card may have been removed improperly.

Check to see if the player received the card.

1-b. When the error is other than E56

→ The card dispensed from the card stacker may be jammed. Restore the card data by following the procedure described below.

① Display the screen for card restoration (CARD RESTORE) in the Test mode. (See P. 67 "7-4-7 (c) Card data restoration (RESTORE CARD DATA).")

② Make sure that the card in use is shown in the "BACKUP DATA 1 - 5" list on the upper section of screen.

If the card in use is shown in the "VERIFY OK" list on the lower section of the screen, the data was saved successfully.

In this case, the card data cannot be restored.

③ If the card in use is shown in the "BACKUP DATA 1 - 5" list on the upper section of screen, select the data by using the Service switch, and press the Test switch.

When a message appears and prompts for the insertion of a card, insert the card that was remaining in the card reader/writer.

④ The backup data will be written to the card. When it is written successfully, the backup data will be deleted.

(3) New card was not dispensed when issuing new card, transferring data to new card or updating card data.

→ The card dispensed from the card stacker may be jammed. Restore the card data by following the procedure described below.

① Display the screen for card restoration (CARD RESTORE) in the Test mode. (See P. 67 "7-4-7 (c) Card data restoration (RESTORE CARD DATA).")

② Make sure that the card in use is shown in the "BACKUP DATA 1 - 5" list on the upper section of screen.

If the card in use is shown in the "VERIFY OK" list on the lower section of the screen, the data was saved successfully.

In this case, the card data cannot be restored.

③ If the card in use is shown in the "BACKUP DATA 1 - 5" list on the upper section of screen, select the data by using the Service switch, and press the Test switch.

When a message appears and prompts for the insertion of a card, insert the card that was remaining in the card reader/writer.

④ The backup data will be written to the card. When it is written successfully, the backup data will be deleted.

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(4) Printed information is upside down on dispensed card.

→ Cards in the card stacker are set in the opposite direction.

Take out the cards from the card stacker, check the card direction, and put back the cards in the correct direction. (See P. 89 “7-6 Adding cards.”)

After setting cards correctly, transfer data to a new card by following the procedure described below.

- ① Display the screen for transfer of card data (TRANSFER CARD DATA) in the Test mode. (See P. 65 “7-4-7 (b) Card data transfer (TRANSFER CARD DATA).”)
- ② According to the instructions displayed on the screen, transfer the data of the card with inverted print to a new card.

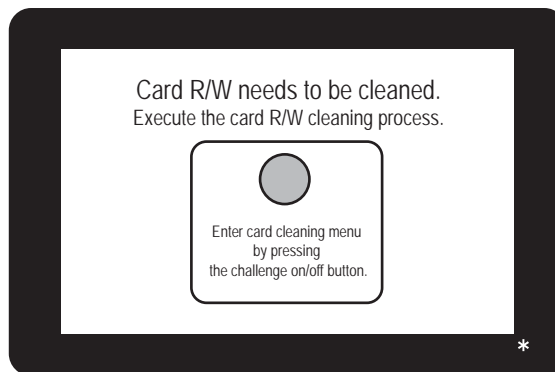
## 7-8 Self-test

The machine automatically executes a self-test immediately after the power is turned on. When the self-test finds no problem, the startup screen appears on the monitor after a short while. If there is an abnormality, an error buzzer is produced or an error message is displayed on the monitor, and the machine stops operating. (See P. 102 “8-2 Troubleshooting.”)



- Do not touch the steering wheel while the self-test is in process. If the steering wheel is moved, the machine may display an error message and stops operating.

The heads of the card reader/writer must be cleaned once every 100 game plays. If a message appears on the monitor to notify the need for cleaning the heads, press the intrusion selection switch to activate the head cleaning operation. (See P. 91 “7-7 Maintenance of card reader/writer.”)



Card cleaning message

## 8. SERVICE

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### WARNING

- Before conducting service (troubleshooting, repair, etc.), turn off the power switch to protect the service staff and other people from electric shock, accidents and injury.
- The monitor remains hot and charged with high voltage even after the power switch is turned off. Be careful not to touch those parts accidentally to avoid electric shock and burns.
- To prevent pinching of hands or other body parts, hold the seatback securely when opening or closing the base lid.
- To prevent pinching of hands or other body parts, check to make sure that there is nobody in the area when opening or closing the base lid. The lid and seat weigh approximately 27 kg.

### 8-1 Service and inspection

#### WARNING

- Conduct service regularly. Failure to do so can lead to unexpected accidents.
- Conduct a pre-service check everyday. Pre-service check is important for the prevention of accidents. ([See P. 42 "7-1 Pre-service check."](#))

#### 8-1-1 Inspection items - To be conducted by a technician only -

Check the following regularly.

##### (1) Inspection of the level adjusters

- Make sure that the machine is installed stably. ([See P. 22 "5-3-1 Adjusting the level adjusters."](#))

##### (2) Inspection of the power cord plug

- Make sure that the power cord is connected firmly to the cord box section of the machine and the AC outlet.
- If the connecting section is covered with dust, clean.
- Check the power cord sheath for cracks and dirtiness. If there is any abnormality in the power cord, be sure to replace it with a new cord.

##### (3) Inspection of screws and bolts for tightness

Check the following screws and bolts for tightness. If they are loose, tighten them firmly.

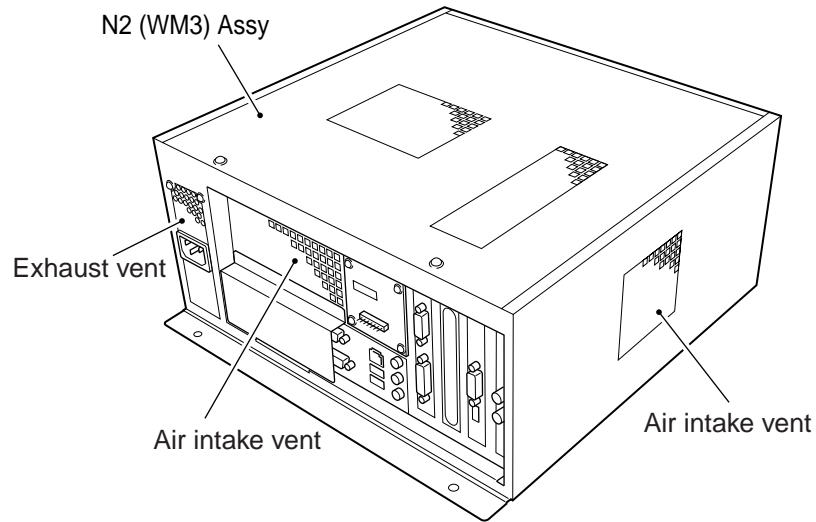
- Base lid fastening bolts  
([See P. 22 "5-4 Opening and closing the base lid."](#))
- Steering Assy fastening bolts  
([See P. 119 "8-3-3 \(1\) Removing and reinstalling the Steering Assy."](#))
- Steering wheel C fastening bolts  
([See P. 122 "8-3-3 \(3\) Removing and reinstalling the steering wheel C."](#))
- Shift (6-Speed MT) Assy fastening bolts  
([See P. 123 "8-3-4 \(1\) Removing and reinstalling the Shift \(6-Speed MT\) Assy."](#))
- Others

(4) Inspection of the card reader/writer

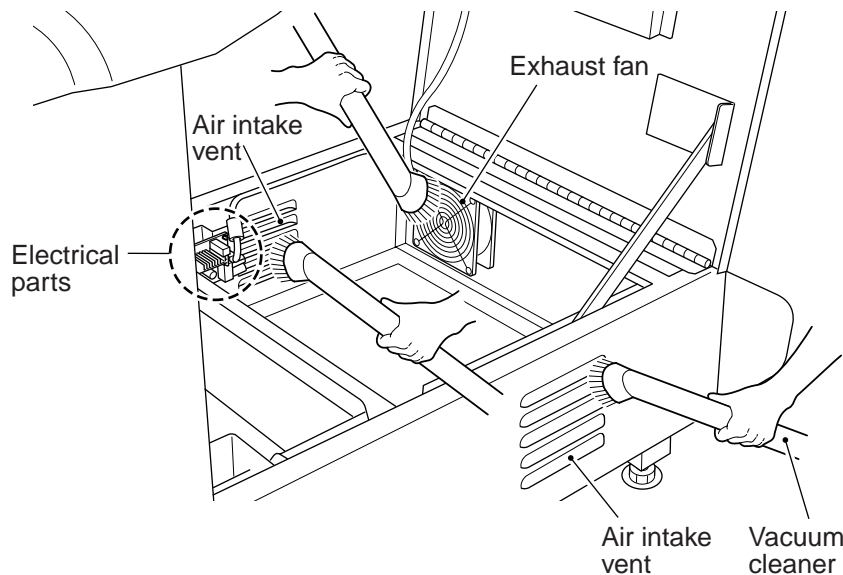
- Open the card reader/writer, and clean the card slot section.  
(See P. 94 “7-7-3 Removing jammed card.”)
- Clean the card reader/writer heads after every 100 game plays.  
(See P. 91 “7-7-1 Cleaning the heads with cleaning card” and “7-7-2 Cleaning the heads with cleaning solution or cleaning pen (sold separately).”)

(5) Inspection of the N2 (WM3) Assy

- If dust has accumulated near the air intake vent section of the N2 (WM3) Assy, clean.



- When using a vacuum cleaner, be careful not to damage the internal electrical parts.
- If dust has accumulated near the air intake vent section and exhaust fan of the Seat Base Assy, clean.



(6) Inspection of the communication cable

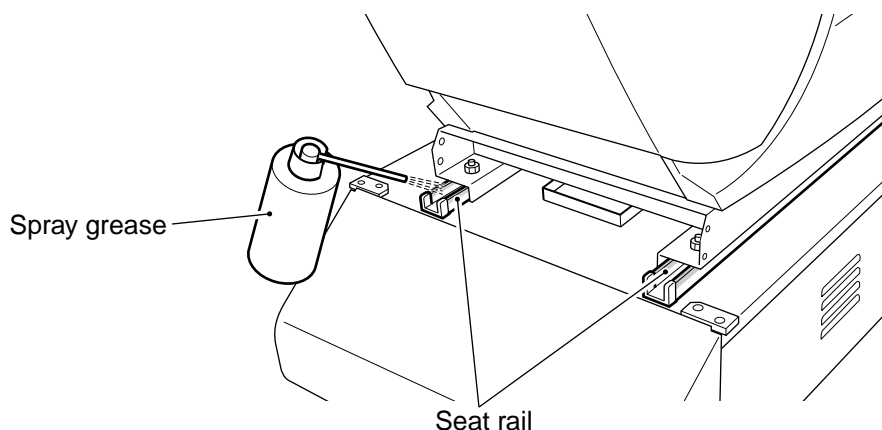
- Check the communication cable connectors for secure connection. Also, check the cable for damage or other abnormalities.



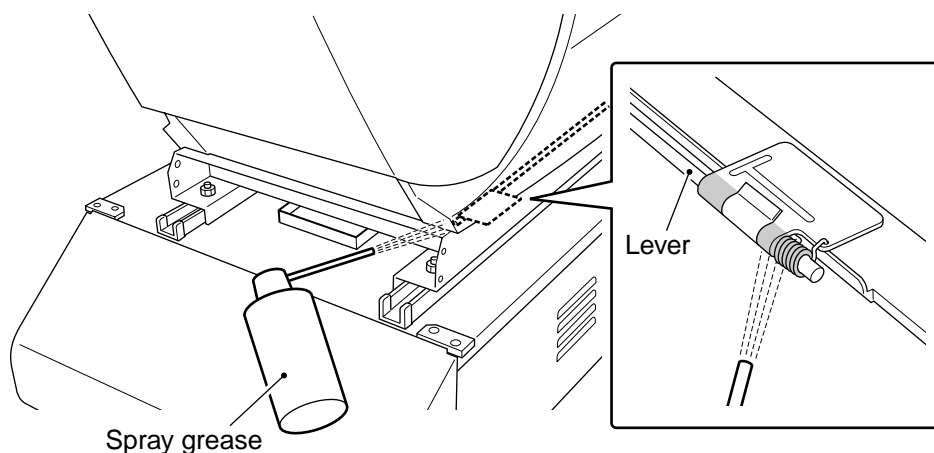
## 8-1-2 Service - To be conducted by a technician only -

### (1) Greasing the seat rails

- 1** Raise the seat adjustment knob and slide the seat all the way back. Make sure that the seat is locked in that position. (See P. 136 "8-3-6 (4) Replacing the seat rails" **1**.)
- 2** Remove the four Phillips truss screws (M4 x 10), and remove the seat tray cover R. (See P. 136 "8-3-6 (4) Replacing the seat rails" **2**.)
- 3** Spray grease (KLUBER L60 (NOK KLUBER) or equivalent) on the sliding surfaces of the seat rails.



- 4** From under the seat, spray grease on the rotating section of the lever on each seat rail.



- 5** After spraying grease, slide the seat back and forth two or three times to spread the grease over the entire sliding surfaces.
- 6** Reinstall the seat tray cover R by following the removal sequence in step **2** in reverse.



- Be sure to wipe off excess grease.
- Do not use an anti-rust lubricant spray since it will remove grease from the surfaces.

## 8. SERVICE



- (GB)** Adjustment or maintenance on this machine should be carried out by qualified personnel only.  
Ensure that the POWER to the machine is turned OFF before commencing any maintenance work. (Trouble shooting, service or repairs etc.)
- (D)** Einstellungen und Wartung des Gerätes dürfen nur von dafür qualifiziertem Fachpersonal vorgenommen werden.  
Vor Beginn aller Wartungsarbeiten (Fehlersuche, Reparaturen etc.) muß der Netzstecker gezogen werden.
- (DK)** Justeringer eller vedligehold af denne maskine bør kun udføres af kvalificeret personale.  
Sørg for, at strømmen til maskinen er slukket før der foretages nogen form for arbejde (fejlfinding, reparation etc.)
- (E)** Los ajustes y el mantenimiento de esta máquina deben ser realizados sólo por personal cualificado.  
Asegúrese de que la máquina está desconectada antes de comenzar cualquier trabajo de mantenimiento (reparaciones, resolución de problemas, etc.)
- (F)** L'installation, le service, le réglage, ou la maintenance doivent être effectués uniquement par les personnes qualifiées.  
S'assurer que l'interrupteur soit sur OFF avant de commencer tout travail de maintenance (localisation d'une panne, réparations, etc.)
- (GR)** Μετατροπές ή επιδιορθώσεις στα μηχανήματα πρέπει να γίνονται μόνο από εξουσιοδοτημένα άτομα.  
Να είναι σίγουρα κλειστό το ρεύμα πριν οποιαδήποτε δουλειά στο μηχάνημα.
- (I)** Regolazioni e manutenzione su questa macchina devono essere fatti solo da personale specializzato.  
Assicurarsi che la macchina sia SPENTA prima di incominciare qualsiasi lavoro di manutenzione (guasti, riparazioni etc.)
- (N)** Justering eller vedlikehold på denne maskinen skall bare utføres av kvalifiserte personell.  
Forsikre deg om at strømmen er slått av før du påbegynner noe som helst vedlikeholdsarbeid (feilsøking, reparasjon osv.)

- (NL)** Aanpassingen of onderhoud aan deze machine dient alleen uitgevoerd te worden door bekwaam personeel.  
Zorg ervoor dat de machine UITgeschakeld is voordat er enig onderhoudswerk wordt verricht (troubleshooting, reparaties etc.)
- (P)** Afições ou manutenção nesta máquina, deverão ser efectuadas sómente por pessoal qualificado.  
Certifique-se que a máquina se encontra desligada sempre que iniciar qualquer tipo de trabalho de manutenção. (identificação de avarias, reparação etc.)
- (S)** Justeringar och underhåll på denna maskin skall endast utföras av kvalificerad personal.  
Försäkra dig om att strömmen är avstängd innan underhållsarbete påbörjas (felsökning, reparationer etc.)
- (SF)** Tätä laitetta saa säätää tai huoltaa vain siihen ammattipätevyyden omaava henkilökunta.  
Varmista, että laite on kytketty POIS PÄÄLTÄ ennen työn aloittamista.

## 8-2 Troubleshooting

### **WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.
- If any of the symptoms described in 8-2-1 to 8-2-8 applies or if the corrective action does not result in an improvement, turn off the power immediately and stop operating the machine, then contact your distributor. Operating the machine without correcting a problem may cause a fire or accident.

### **NOTICE**

- In the event of a malfunction, first check to make sure that all connectors are firmly connected.
- If there is a problem in the N2 (WM3) Assy, Steering PC Board, or Amp PC Board, it will be repaired by our company. Never use a tester to conduct a continuity test. Internal voltage of a tester can damage ICs.
- When sending parts for a repair, pack them carefully. When sending the N2 (WM3) Assy, Steering PC Board, or Amp PC Board, wrap it with sponge or bubble wrap, and pack it in a corrugated cardboard box to protect against external impact.

## 8-2-1 General - To be conducted by a technician only -



- Before conducting troubleshooting, check to make sure that all connectors are firmly connected.

Symptom	Main cause	Action	Page
Machine does not start up.	The USB dongle is not inserted.	Insert the USB dongle.	133
	The connector is disconnected.	Connect the connector securely.	133
	The N2 (WM3) Assy is faulty.	Contact your distributor.	133
	The USB dongle is faulty.		
Communication-linked game cannot be played.	The communication cable is not connected.	Check the communication cable for secure connection.	24, 28
	There is an open-circuit in the communication cable.	Replace the communication cable.	24, 28
	The cross conversion kit is connected incorrectly.	Check the cross conversion kit for proper connection. * One cross conversion kit is <u>used only</u> when two units are connected for communication-linked operation.	24
	The hub is not supplied with power.	Connect power supply to the hub.	28
Machine operates unstably or generates malfunctions.	The PCB ID is incorrectly set.	Set the PCB ID correctly.	35
	The power supply voltage is not at the correct value.	Disconnect large power consuming equipment (air conditioners, large ride attractions, etc.) from the same AC power supply line to ensure that the machine receives the specified power supply voltage. Turn on the power switch again.	---
Power shuts off in the middle of operation.	The circuit protector has activated and set the power switch to OFF. * The circuit protector is designed to cut off the power supply when an abnormal current flows.	If the circuit protector is activated frequently, there is a problem in the machine. Contact your distributor.	34
Machine resets itself during startup process.	The internal battery of N2 (WM3) Assy has run down.	Contact your distributor.	133

8. SERVICE

**8-2-2 Monitor Assy - To be conducted by a technician only -**

Symptom	Main cause	Action	Page
There is no sound from the speakers.	The sound level is set too low.	Adjust the sound level.	60
	The connector or Faston terminal is disconnected.	Connect the connector or Faston terminal securely.	19
	The p-bus Amp PC Board is faulty.	Replace the p-bus Amp PC Board.	116
The monitor does not display image.	The connector is disconnected.	Connect the connector securely.	133,143
	The monitor is faulty.	Replace the monitor.	142
The fluorescent lamp does not light.	The connector is disconnected.	Connect the connector securely.	16
	The fluorescent lamp is burned out	Replace the fluorescent lamp.	110
	The starter is burned out.	Replace the starter.	110
The view change switch/ intrusion selection switch does not function.	The connector is disconnected.	Connect the connector securely.	111
	The switch is faulty.	Replace the switch.	113
The built-in lamp of the view change switch/ intrusion selection switch does not light.	The connector is disconnected.	Connect the connector securely.	111
	The wedge lamp is burned out.	Replace the wedge lamp.	113

**8-2-3 Underbox Assy - To be conducted by a technician only -**

Symptom	Main cause	Action	Page
There is no sound from the woofer speaker.	The sound level is set too low.	Adjust the sound level.	61
	The connector or Faston terminal is disconnected.	Connect the connector or Faston terminal securely.	116
The machine does not dispense cards.	The p-bus Amp PC Board is faulty.	Replace the p-bus Amp PC Board.	116
	There are no cards in the card dispenser.	Add cards.	89
The printed information is too light or blurry.	Card is jammed.	Remove jammed card.	94
	The card reader/writer heads are dirty.	Clean the heads of the card reader/writer.	91,92

**8-2-4 Steering Assy - To be conducted by a technician only -**

Symptom	Main cause	Action	Page
The steering wheel does not function.	The volume has not been initialized.	Execute the initialization.	88
	The connector is disconnected.	Connect the connector securely.	119
	The fuse is burned out.	Replace the fuse.	114
	The volume is installed incorrectly.	Install the volume correctly.	120
	The volume is faulty.	Replace the volume.	120
	The motor is faulty.	Replace the motor.	119

**8-2-5 Shift (6-Speed MT) Assy - To be conducted by a technician only -**

Symptom	Main cause	Action	Page
The shift lever does not function.	The connector is disconnected.	Connect the connector securely.	123
The machine does not respond to the lever motion in the right/left direction.	The photosensor is faulty.	Replace the photosensor.	124
The machine does not respond to the lever motion in the up/down direction.	The microswitch is faulty.	Replace the microswitch.	125

**8-2-6 A Pedal Assy, B Pedal Assy - To be conducted by a technician only -**

Symptom	Main cause	Action	Page
The accelerator/brake pedal does not function.	The volume has not been initialized.	Execute the initialization.	88
	The connector is disconnected.	Connect the connector securely.	128
	The volume is installed incorrectly.	Install the volume correctly.	130
	The volume is defective.	Replace the volume.	130

8. SERVICE

**8-2-7 Seat Assy - To be conducted by a technician only -**

Symptom	Main cause	Action	Page
There is no sound from the speakers.	The sound level is set too low.	Readjust the sound level.	60, 50
	The connector or Faston terminal is disconnected.	Connect the connector or Faston terminal securely.	135
	The IS Amp PC Board is faulty.	Replace the IS Amp PC Board.	135

**8-2-8 Error display**

**(1) Errors related to the Steering Assy**

Symptom	Main cause	Action	Page
The self-test after power ON results in the display of error E10 "An error was generated in the steering wheel" on the monitor, and the machine does not start up. (There is a rotation abnormality in the motor of the Steering Assy.)	The connector is disconnected.	Connect the connector securely.	119
	The volume is defective.	Replace the volume.	120
	The fuse is burned.	Replace the fuse.	114
	The Steering PC Board is faulty.	Replace the Steering PC Board.	115
	The motor is defective.	Replace the motor.	119
The self-test after power ON results in the display of error E11 "An error was generated in the steering wheel" on the monitor, and the machine does not start up. (There is a rotation abnormality in the motor of the Steering Assy.)	The volume is defective.	Replace the volume.	120
The self-test after power ON results in the display of error E12 "An error was generated in the steering wheel" on the monitor, and the machine does not start up. (There is a rotation abnormality in the motor of the Steering Assy.)	The Steering PC Board is faulty.	Replace the Steering PC Board.	115
	The motor is defective.	Replace the motor.	119



Symptom	Main cause	Action	Page
The self-test after power ON results in the display of error E20 "An error was generated in the steering wheel" on the monitor, and the machine does not start up. (There is a rotation abnormality in the motor of the Steering Assy.)	The connector is disconnected.	Connect the connector securely.	115,134
The self-test after power ON results in the display of error E** "An error was generated in the steering wheel" on the monitor, and the machine does not start up. (** indicates a number other than 10, 11, 12 or 20.)	The Steering PC Board is faulty.	Replace the Steering PC Board.	115
Error E07 "An error was generated in the steering wheel" is displayed in the middle of game play, and the machine stops operating.	The volume is defective.	Replace the volume.	120
Error E08 "An error was generated in the steering wheel" is displayed in the middle of game play, and the machine stops operating.	The Steering PC Board is faulty.	Replace the Steering PC Board.	115
Error E** "An error was generated in the steering wheel" is displayed in the middle of game play, and the machine does not start up. (** indicates a number other than 7 or 8.)	The Steering PC Board is faulty.	Replace the Steering PC Board.	115

## (2) Errors related to the card reader/writer

Symptom	Main cause	Action	Page
The monitor displays one of the following: error E51 "Check the card reader/writer connection," error E52 "Data could not be saved," error E53 "Card is jammed" and error E54 "Data could not be printed correctly."	The connector is disconnected.	Connect the connector securely.	118
	Card is jammed.	Remove jammed card, and check if the data is valid by using CHECK CARD DATA in the Test mode.	94
	The card reader/writer is faulty.	Contact your distributor.	95
	The N2 (WM3) Assy is faulty.	Contact your distributor.	133
The monitor displays error E56 "Card was removed improperly."	Card was removed improperly during the game.	The card data may be damaged. Check if the data is valid by using CHECK CARD DATA in the Test mode.	63
	The card reader/writer was opened during operation.		
	The card reader/writer is faulty.	Contact your distributor.	95
The monitor displays error E58 "Part of card data could not be read."	Data was damaged due to bent card or magnetism.	The card data may be damaged. Check if the data is valid by using CHECK CARD DATA in the Test mode.	63
	The card reader/writer is faulty.	Contact your distributor.	95

Symptom	Main cause	Action	Page
The self-test after power ON results in the display of a message "The card reader/writer must be cleaned. Execute the card cleaning operation in Card Test." on the monitor.	The card reader/writer needs periodic cleaning.	Clean the heads of the card reader/writer.	91, 92
The Attract screen displays a message "New card cannot be issued at the present."	There is no card in the card dispenser.	Add cards.	89
	Card is jammed inside the card dispenser.	Remove all the cards from the card dispenser, and place cards correctly.	94
	The closing time settings are enabled.		
The Attract screen displays a message "Card cannot be used at the present."	The card reader/writer is turned Off.	This does not denote a malfunction.	80
		Set the parameter to ON in the Test mode.	54

## (3) Other errors

Symptom	Main cause	Action	Page
The Attract screen displays "USB dongle error."	The USB dongle is not inserted.	Insert the USB dongle.	133
The Attract screen displays "USB dongle battery error."	The internal battery of N2 (WM3) Assy has run down.	Contact your distributor.	133

## 8-3 Disassembling, reassembling and replacing Assys and parts

### 8-3-1 Monitor Assy - To be conducted by a technician only -

#### (1) Replacing the fluorescent lamp/starter

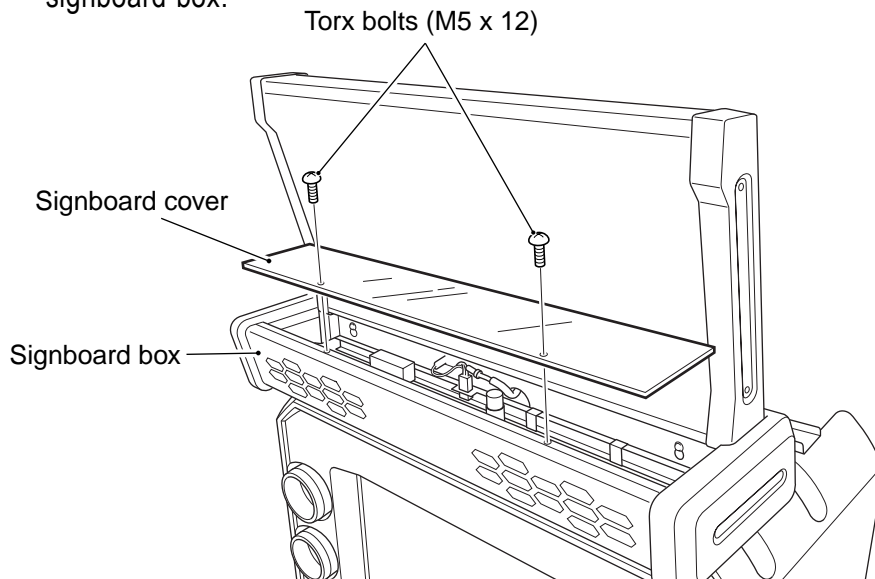
### WARNING

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

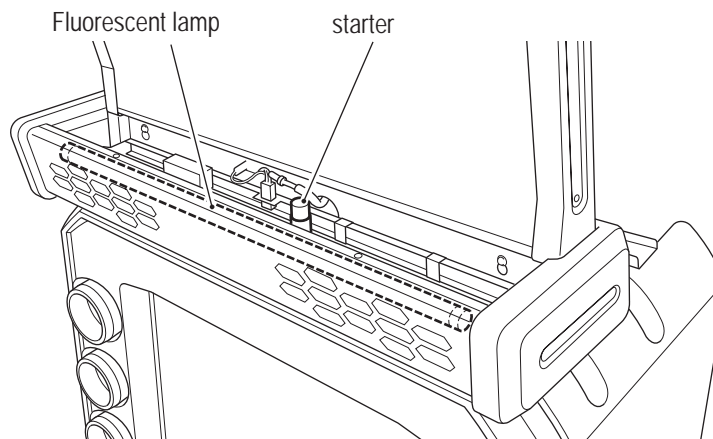
### CAUTION

- The fluorescent lamp becomes very hot. Be careful of burns when removing the fluorescent lamp.
- Exercise caution when replacing the fluorescent lamp or starter, since the replacement work must be conducted at a height.

- 1** Remove the two Torx bolts (M5 x 12), and remove the signboard cover from the signboard box.



- 2** Replace the fluorescent lamp (30 W) or starter.

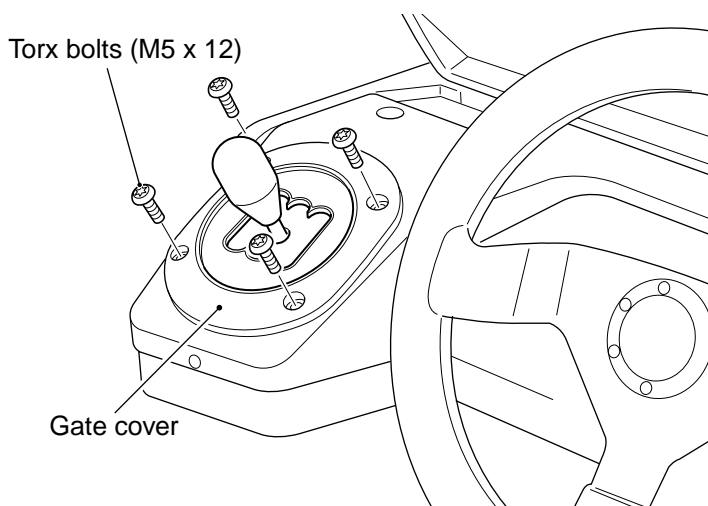


## (2) Removing and reinstalling the control cover

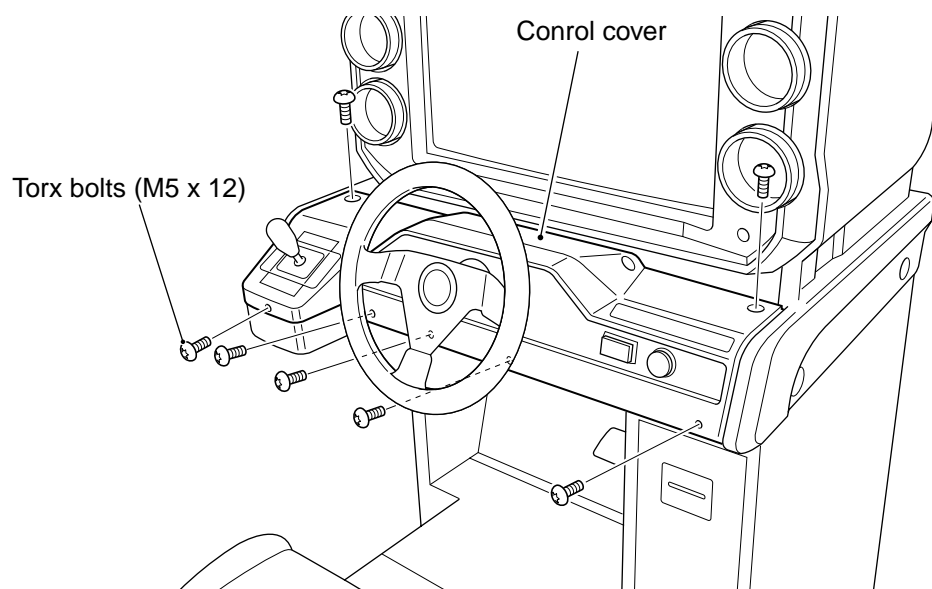
**⚠ WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

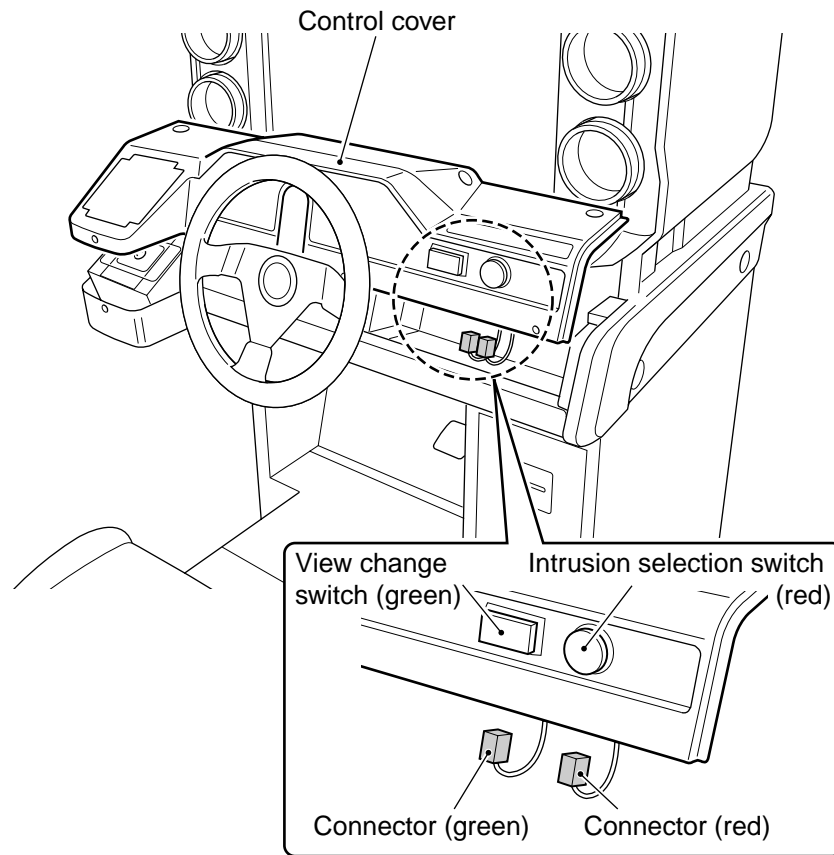
- 1** Remove the four Torx bolts (M5 x 12), and remove the gate cover.



- 2** Remove the seven Torx bolts (M5 x 12).



- 3** Disconnect the two connectors from the switches located on the back side of the control cover, and remove the control cover.



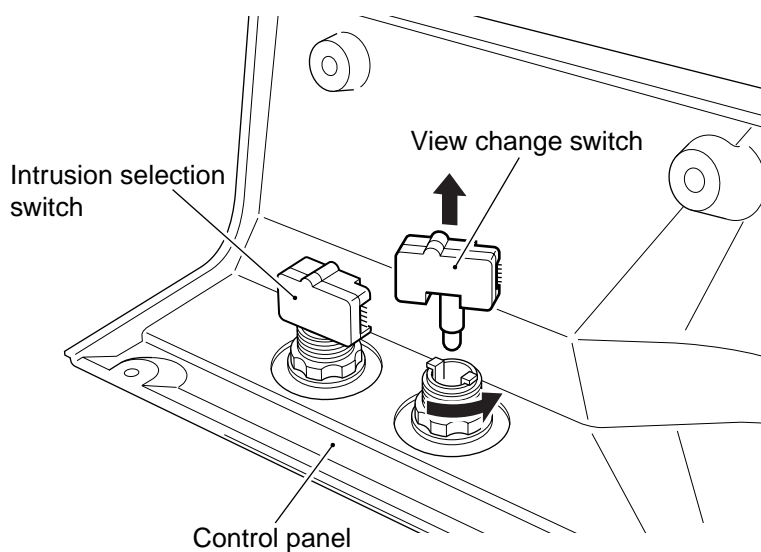
- 4** To reinstall, follow the removal sequence in reverse.

## (3) Replacing the view change switch, intrusion selection switch, and lamps

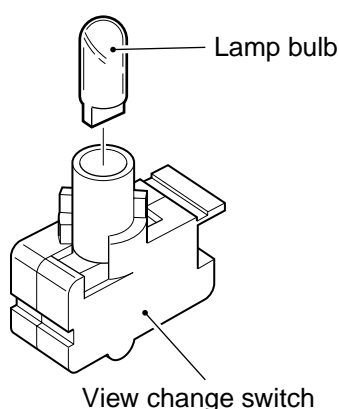
**⚠ WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

- 1** Remove the control cover. (See P. 111 "8-3-1 (2) Removing and reinstalling the control cover.")
- 2** Turn the view change switch to the left to unlock and remove the switch.



- 3** Pull out the lamp bulb.



- 4** Replace the view change switch and lamp bulb.  
\* Follow the same procedure for the replacement of the intrusion selection switch and its lamp bulb.
- 5** To reinstall, follow the removal sequence in reverse.



- After the replacement, be sure to check the operation and settings. (See P. 57 "7-4-4 (c) SWITCH TEST.")

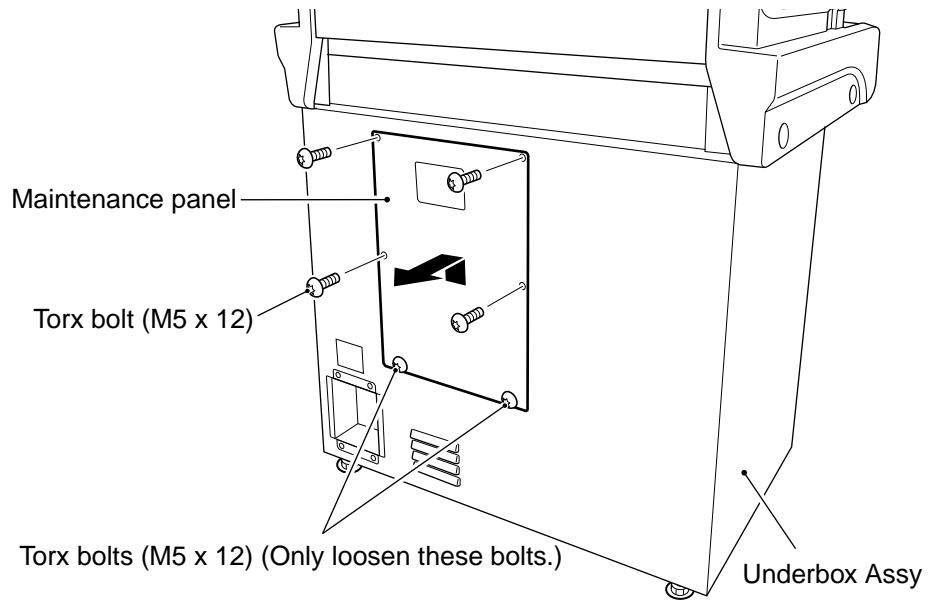
8-3-2 Underbox Assy - To be conducted by a technician only -

(1) Replacing the fuse for the Steering PC Board

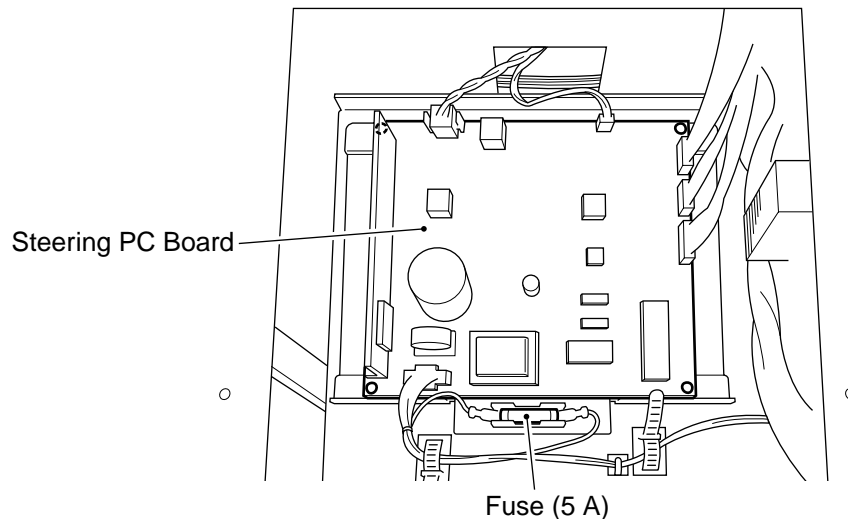
**⚠ WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.
- Never use a fuse other than the specified type (250 V, 5 A). Use of a different fuse can result in a fire. The fuse must be installed to prevent fire and accidents. To order a fuse, contact your distributor.

- 1** Remove the four Torx bolts (M5 x 12), and loosen the two Torx bolts (M5 x 12) located at the bottom of the maintenance panel.
- 2** Remove the maintenance panel by lifting.



- 3** Replace the fuse (5 A).



- 4** To reinstall, follow the removal sequence in reverse.

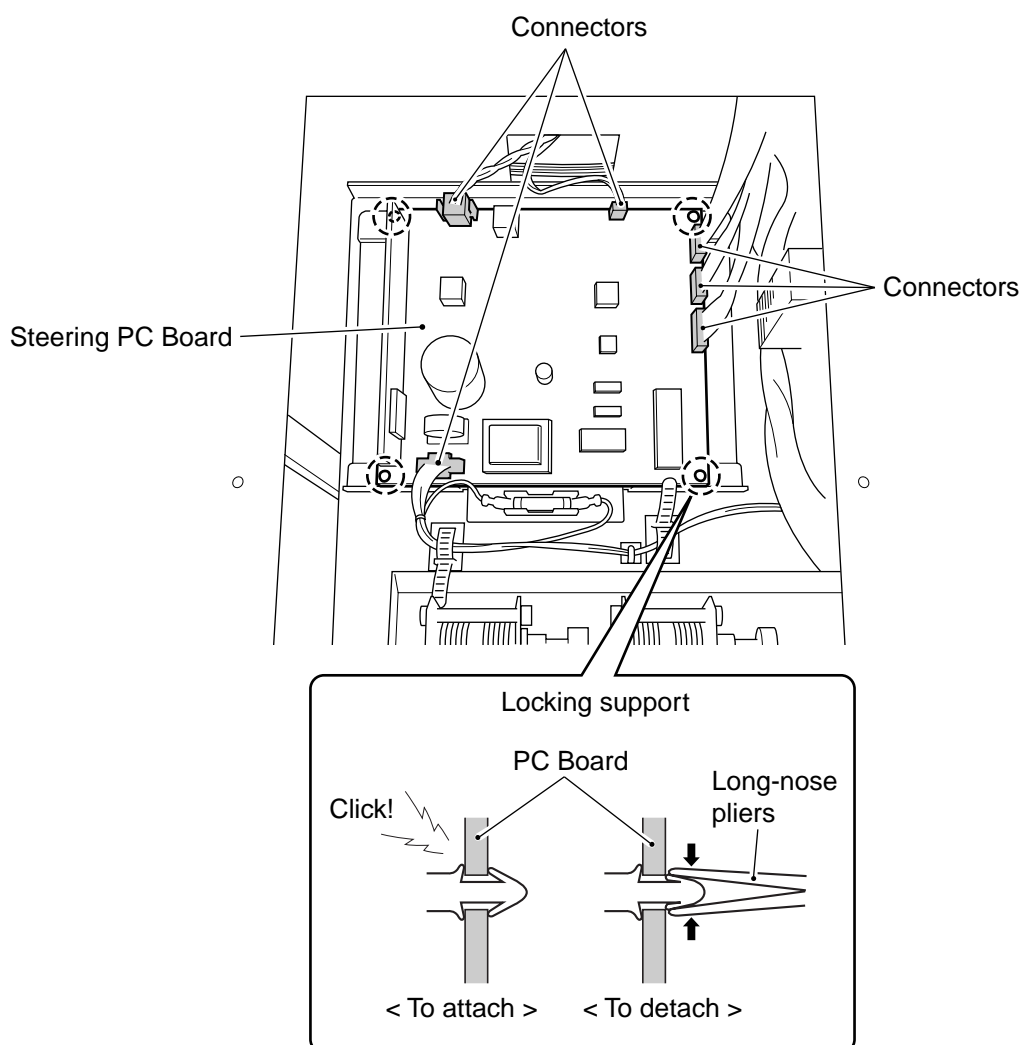


## (2) Replacing the Steering PC Board

**! WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

- 1** Remove the maintenance panel. (See P. 114 "8-3-2 (1) Replacing the fuse for the Steering PC Board.")
- 2** Disconnect the six connectors shown in the diagram.
- 3** Release the four locking supports, and replace the Steering PC Board.



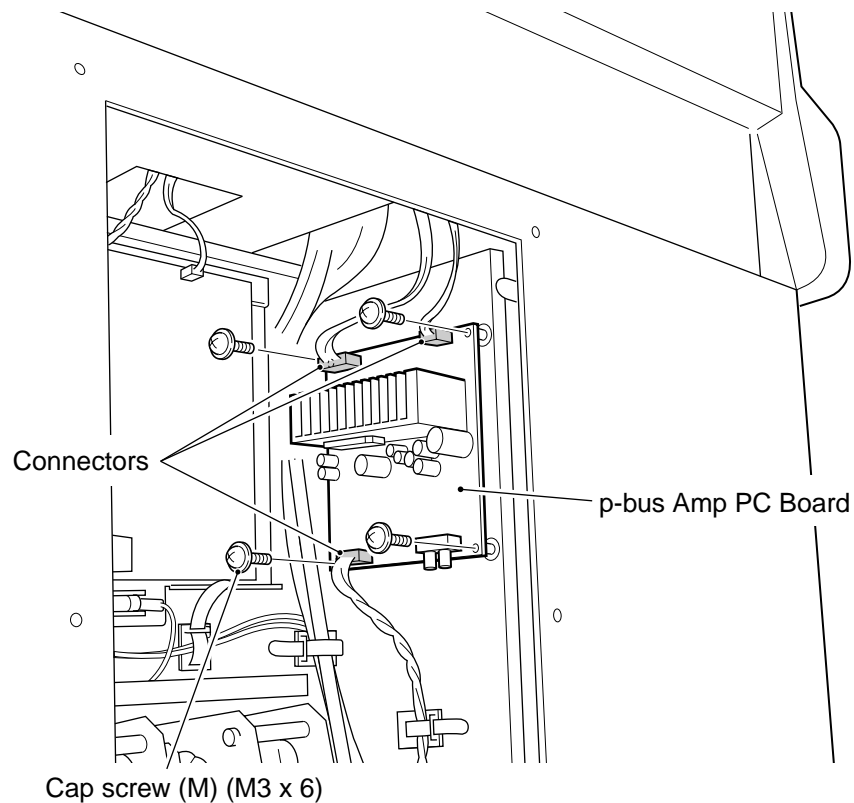
- 4** To reinstall, follow the removal sequence in reverse.

(3) Replacing the p-bus Amp PC Board

**! WARNING**

● To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

- 1** Remove the maintenance panel. (See P. 114 "8-3-2 (1) Replacing the fuse for the Steering PC Board.")
- 2** Disconnect the three connectors shown in the diagram.
- 3** Remove the four cap screws (M) (M3 x 6), and replace the p-bus Amp PC Board.



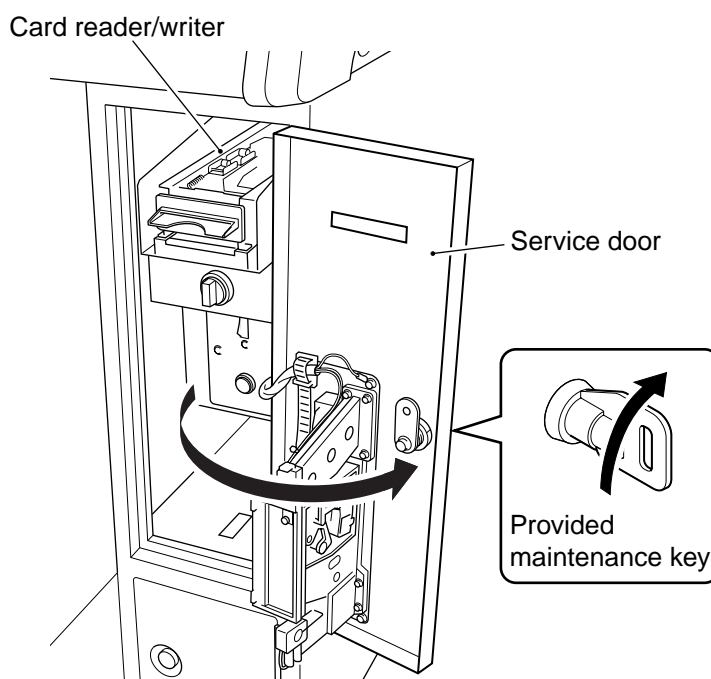
- 4** To reinstall, follow the removal sequence in reverse.

## (4) Replacing the card reader/writer

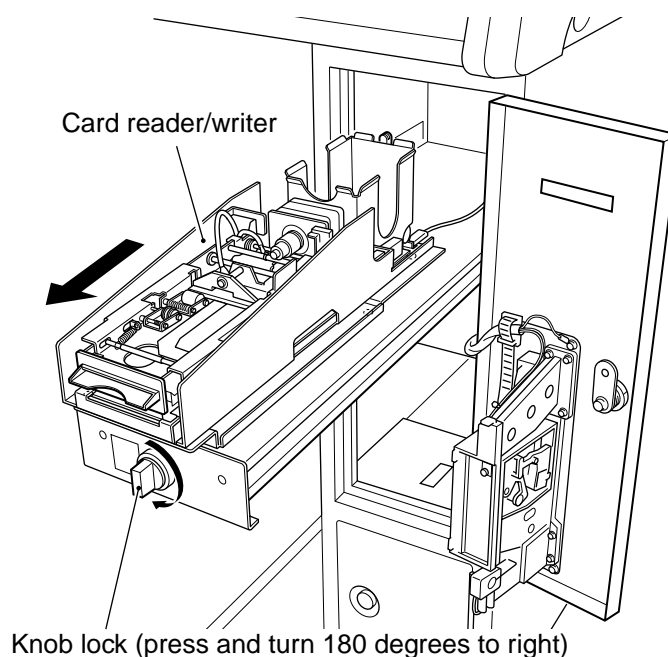
**! WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

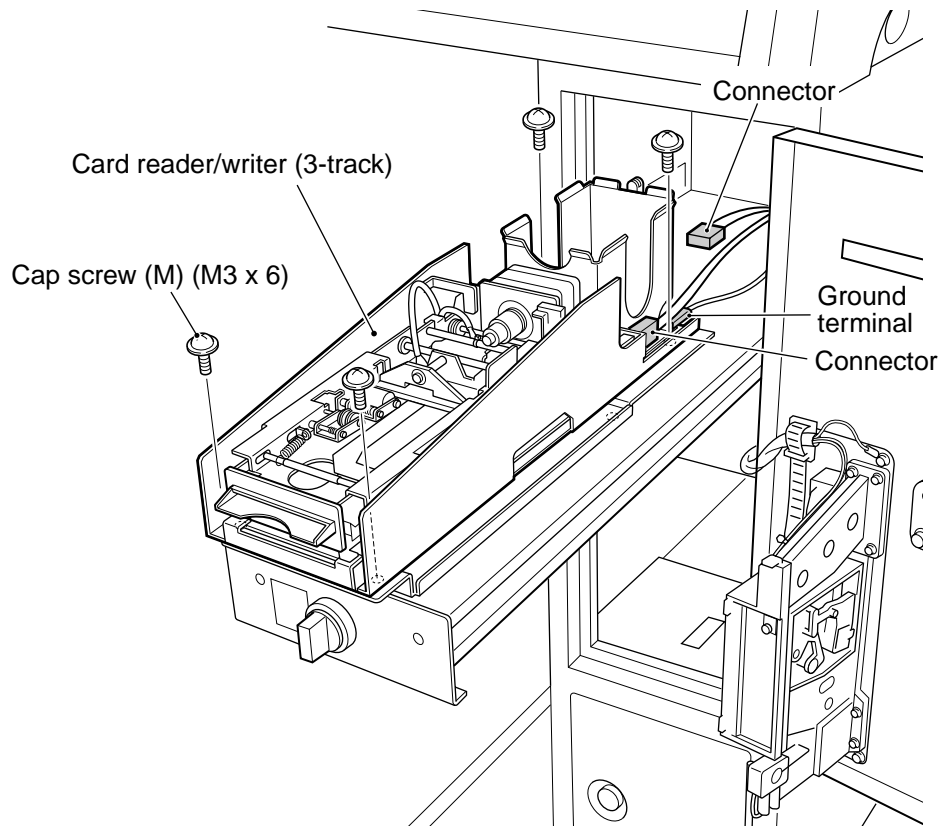
- 1** Turn off the main power switch or sub-power switch.  
(See P. 34 "5-7 Switching on the power.")
- 2** Using the provided maintenance key, unlock and open the service door.



- 3** Press and turn the knob lock 180 degrees to the right to unlock, and then slowly pull out the card reader/writer.



- 4** Disconnect the two connectors and ground lead located in the back.
- 5** Remove the four cap screws (M) (M3 x 6), and replace the card reader/writer.



- 6** To reinstall, follow the removal sequence in reverse.



- After the replacement, be sure to initialize the card reader/writer.  
(See P. 74 "7-4-8 (b) Card reader/writer initialization (CARD RW INITIALIZE).")

### 8-3-3 Steering Assy - To be conducted by a technician only -

#### (1) Removing and reinstalling the Steering Assy

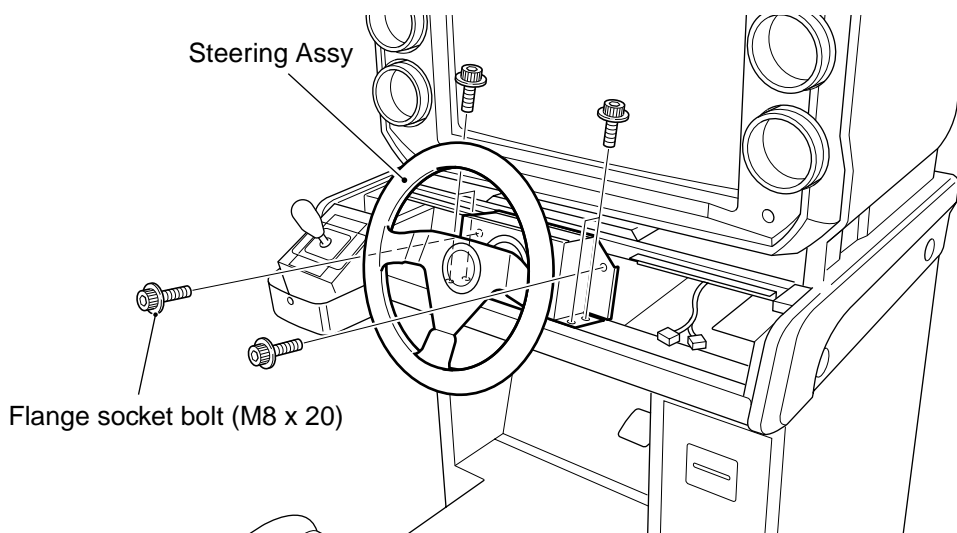
## **!** WARNING

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

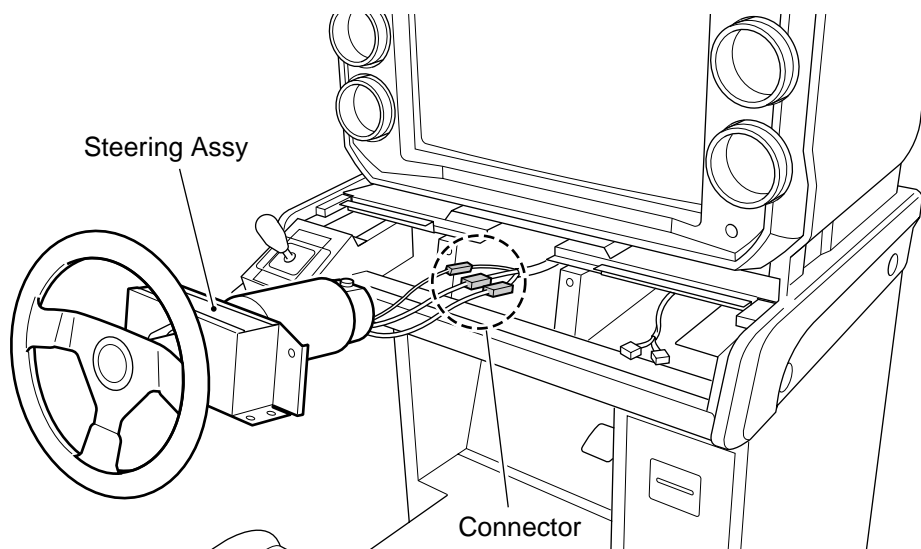
## **!** CAUTION

- The Steering Assy weighs approximately 12 kg. Conduct the following task carefully since dropping the Steering Assy can cause injury.

- 1** Remove the control cover. (See P. 111 "8-3-1 (2) Removing and reinstalling the control cover.")
- 2** Remove the six flange socket bolts (M8 x 20), and dismount the Steering Assy by pulling it toward the front.



- 3** Disconnect the three connectors.

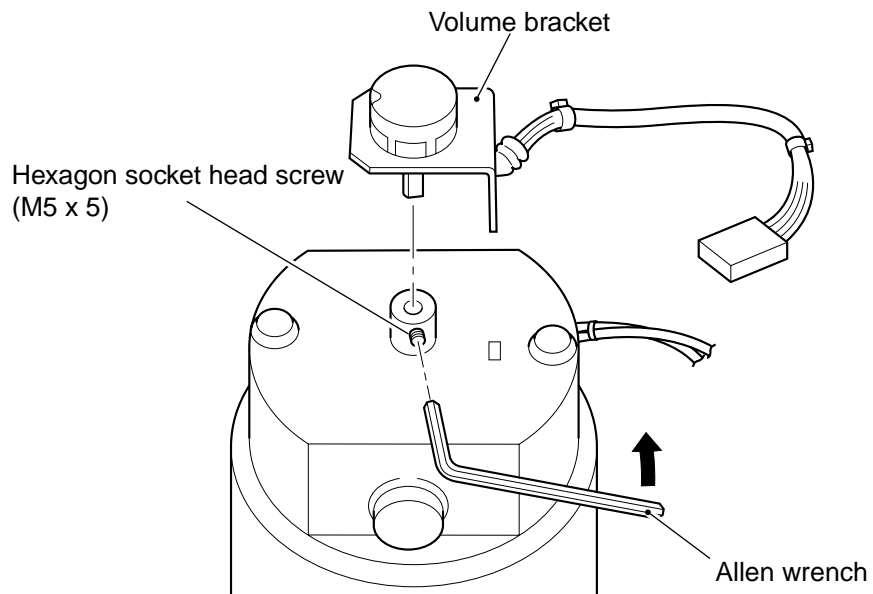


(2) Replacing the volume

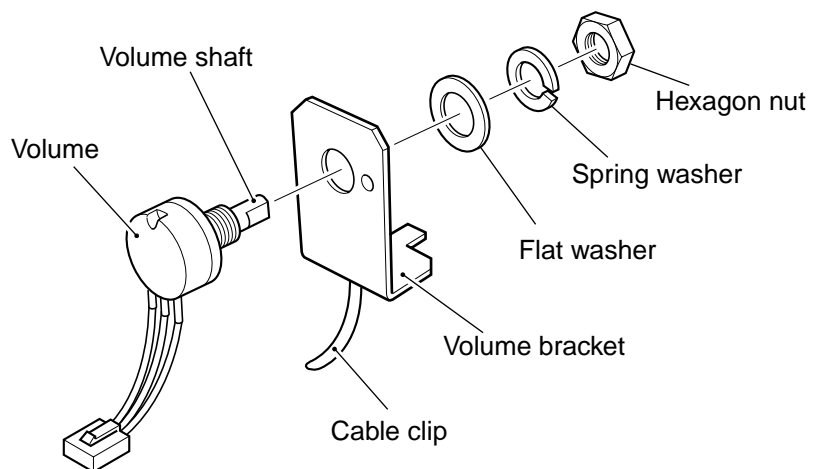
**! WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

- 1** Remove the Steering Assy. (See P. 119 “8-3-3 (1) Removing and reinstalling the Steering Assy.”)
- 2** Loosen the one hexagon socket head screw (M5 x 5), and remove the volume together with the volume bracket.



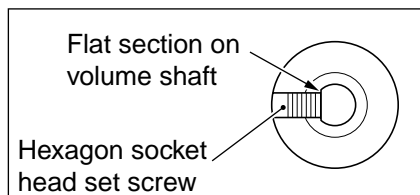
- 3** Detach the cable tie from the harness, and remove the volume from the volume bracket.



- 4** Replace the volume.
- 5** To reinstall, follow the removal sequence in reverse.



- When replacing the volume, align the flat section on the volume shaft with the position of the hexagon socket head set screw.



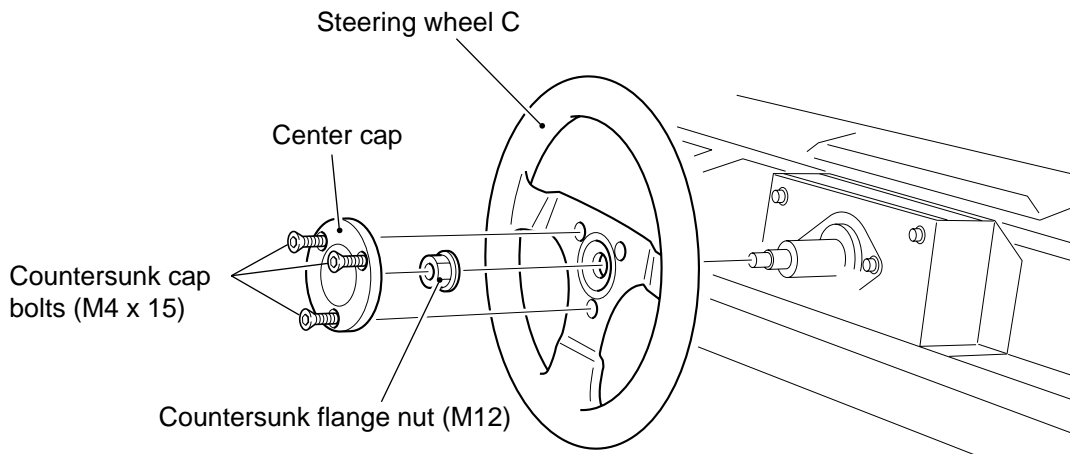
- After the replacement, be sure to execute the initialization. (See P. 88 "7-5-1 Initializing the volumes.")

(3) Removing and reinstalling the steering wheel C

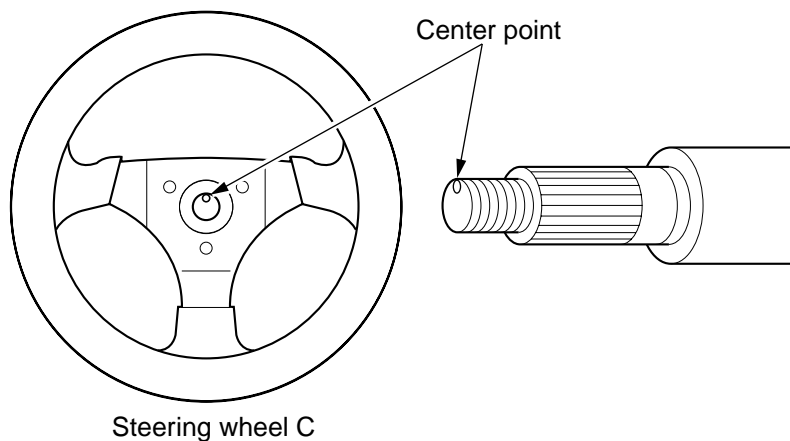
**! WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

- 1** Remove the three countersunk cap bolts (M4 x 15), and remove the center cap.
- 2** Remove the countersunk flange nut (M12), and remove steering wheel C.



- 3** To reinstall, follow the removal sequence in reverse. Make sure that the center point on the steering wheel C and the center point on the shaft are positioned at the top as shown in the diagram during the reassembly.





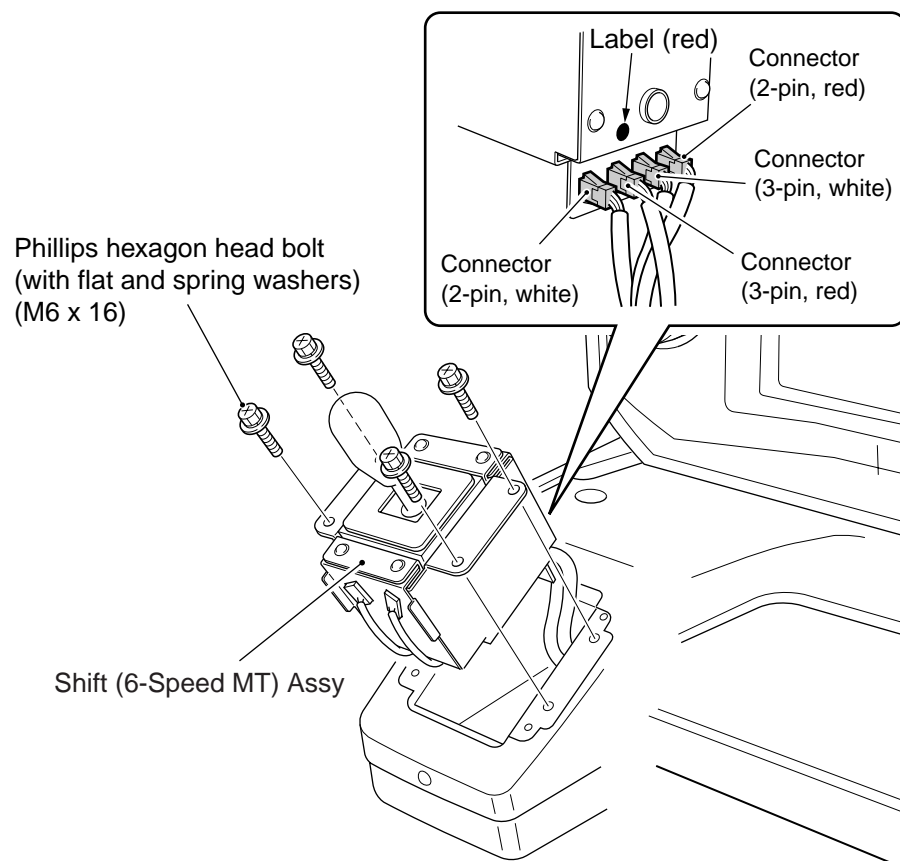
### 8-3-4 Shift (6-Speed MT) Assy - To be conducted by a technician only -

#### (1) Removing and reinstalling the Shift (6-Speed MT) Assy

## WARNING

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

- 1** Remove the control cover. (See P. 111 "8-3-1 (2) Removing and reinstalling the control cover.")
- 2** Remove the four Phillips hexagon head bolts (with flat and spring washers) (M6 x 16), and remove the Shift (6-Speed MT) Assy.
- 3** Disconnect the four connectors from the back side.



- 4** To reinstall, follow the removal sequence in reverse. Be sure to connect the connectors to the original positions by referring to the diagram.



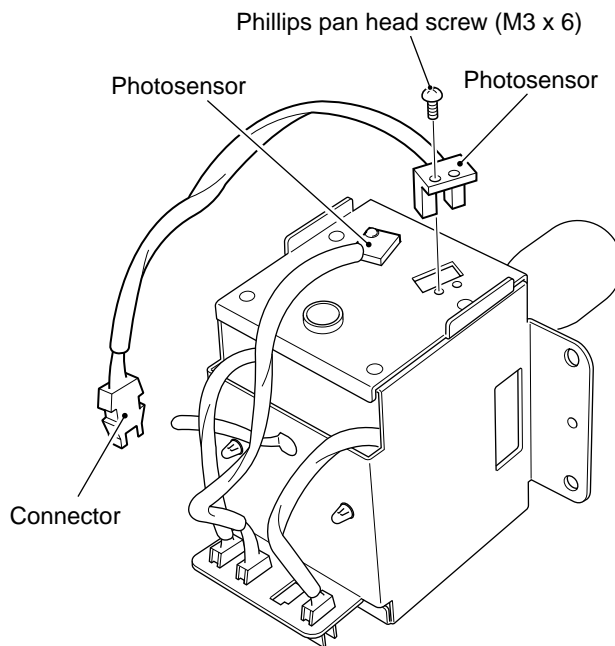
- After the replacement, be sure to check the operation and settings. (See P. 57 "7-4-4 (c) SWITCH TEST.")

(2) Replacing the photosensor

**! WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

- 1** Remove the control cover. (See P. 111 "8-3-1 (2) Removing and reinstalling the control cover.")
- 2** Remove the Shift (6-Speed MT) Assy. (See P. 123 "8-3-4 (1) Removing and reinstalling the Shift (6-Speed MT) Assy.")
- 3** Disconnect the connector of the photosensor to be replaced.
- 4** Remove the one Phillips pan head screw (M3 x 6), and replace the photosensor.



- 5** To reinstall, follow the removal sequence in reverse.

**NOTICE**

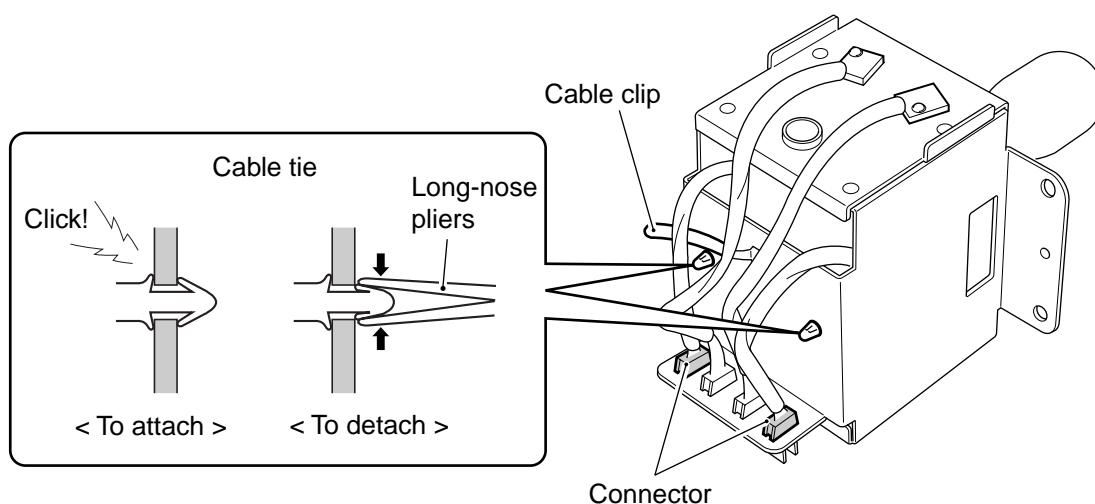
- After the replacement, be sure to check the operation and settings. (See P. 57 "7-4-4 (c) SWITCH TEST.")

## (3) Replacing the microswitch

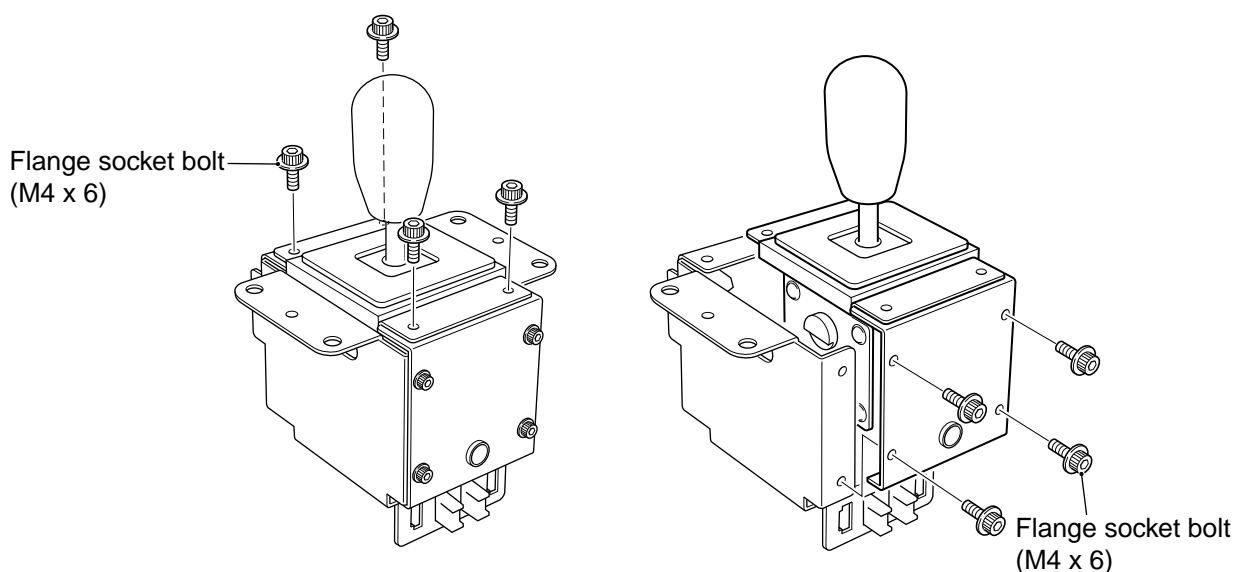
**⚠ WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

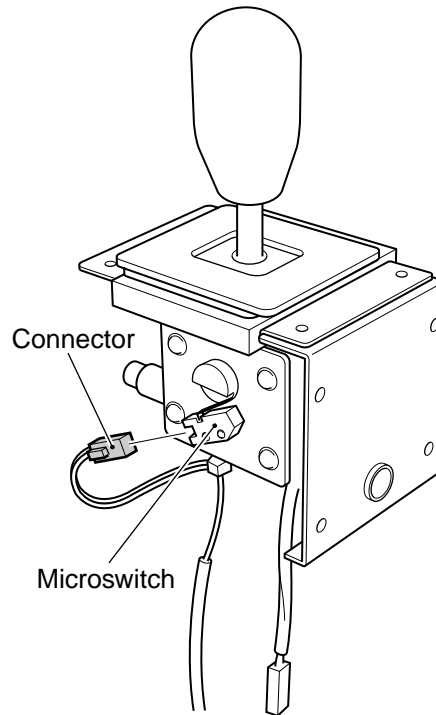
- 1** Remove the control cover. (See P. 111 "8-3-1 (2) Removing and reinstalling the control cover.")
- 2** Remove the Shift (6-Speed MT) Assy. (See P. 123 "8-3-4 (1) Removing and reinstalling the Shift (6-Speed MT) Assy.")
- 3** Disconnect the two connectors shown in the diagram.
- 4** Detach the one cable tie and release the two snap-in fasteners.



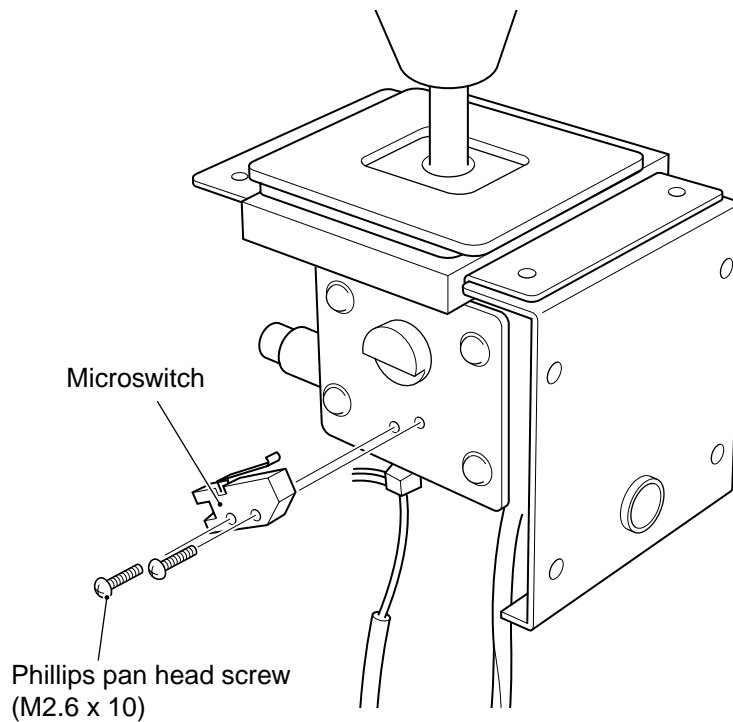
- 5** Remove the eight flange socket bolts (M4 x 6).



- 6** Disconnect the connector.



- 7** Remove the two Phillips pan head screws (M2.6 x 10), and replace the microswitch.



- 8** To reinstall, follow the removal sequence in reverse.



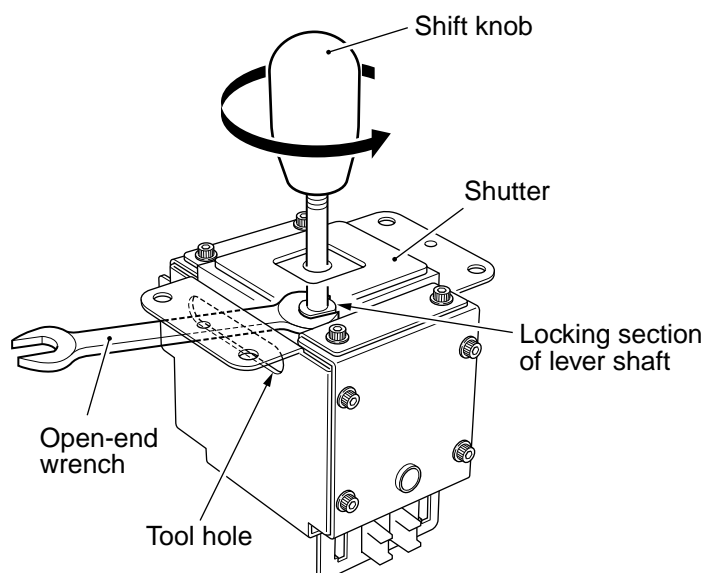
- After the replacement, be sure to check the operation and settings. (See P. 57 "7-4-4 (c) SWITCH TEST.")

## (4) Replacing the shutter

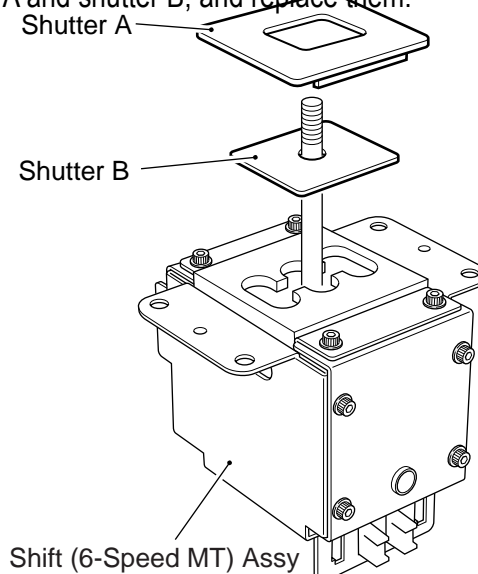
**! WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

- 1** Remove the control cover. (See P. 111 "8-3-1 (2) Removing and reinstalling the control cover.")
- 2** Remove the Shift (6-Speed MT) Assy. (See P. 123 "8-3-4 (1) Removing and reinstalling the Shift (6-Speed MT) Assy.")
- 3** Insert an open-end wrench (14 mm across flats) through the tool hole, and engage it with the locking section (flat section) of the lever shaft. With the wrench held in this condition, turn the shift knob to the left to remove. If the shift knob is too slippery to turn, wrap adhesive fabric tape or rubber bands around the shift knob.



- 4** Pull out shutter A and shutter B, and replace them.



- 5** To reinstall, follow the removal sequence in reverse. Refer to the above diagram and check the direction of the shutter carefully during the reassembly.

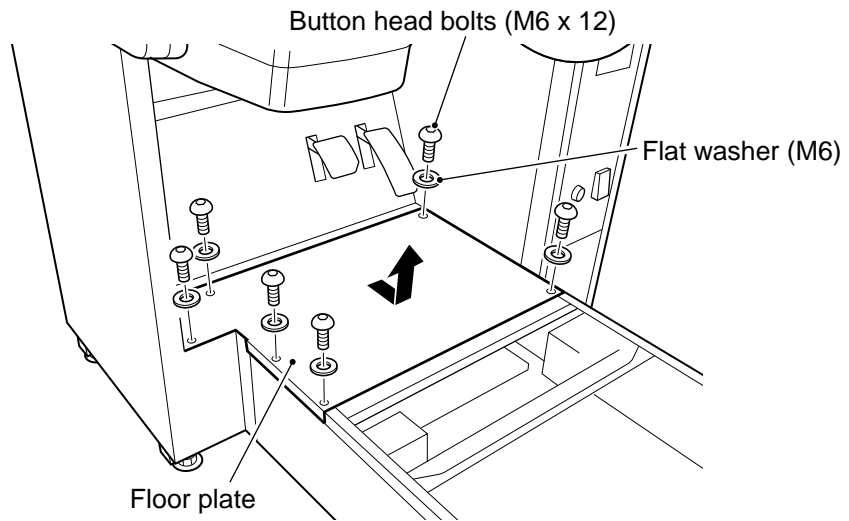
### 8-3-5 A Pedal Assy, B Pedal Assy - To be conducted by a technician only -

#### (1) Removing and reinstalling the A Pedal Assy, B Pedal Assy



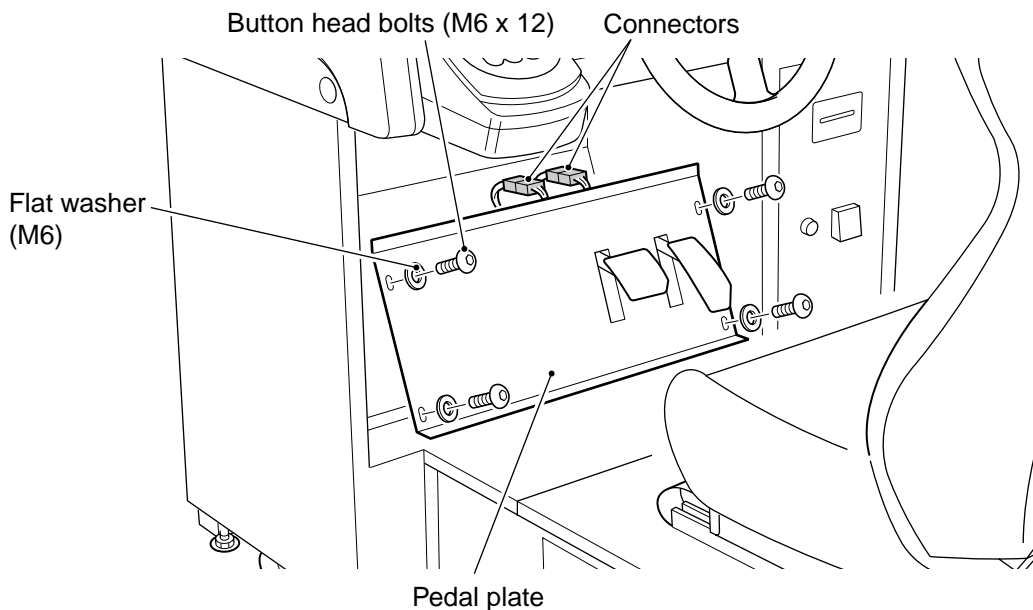
- To prevent damage to the electrical circuitry of the machine, be sure to turn off the power switch before initiating the described task.

- 1** Remove the four button head bolts (M6 x 12) and four flat washers (M6), and remove the floor plate.

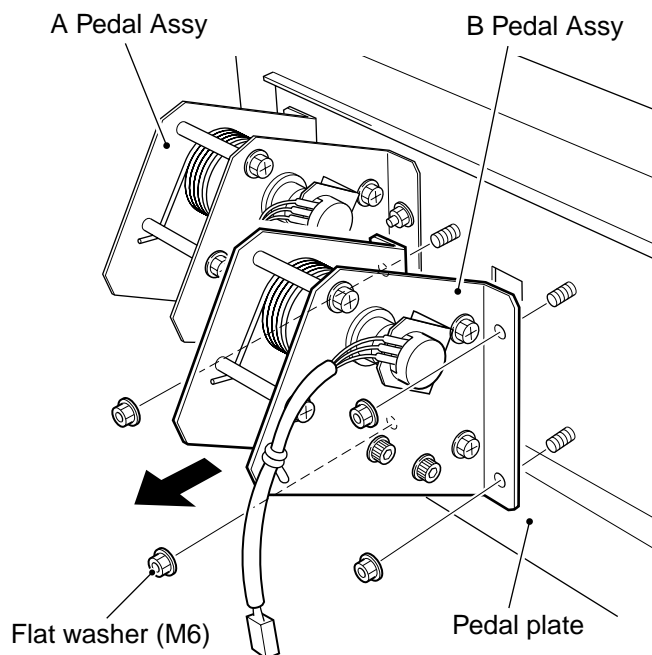


- 2** Remove the four button head bolts (M6 x 12) and four flat washers (M6), and remove the A Pedal Assy and B Pedal Assy together with the pedal plate.

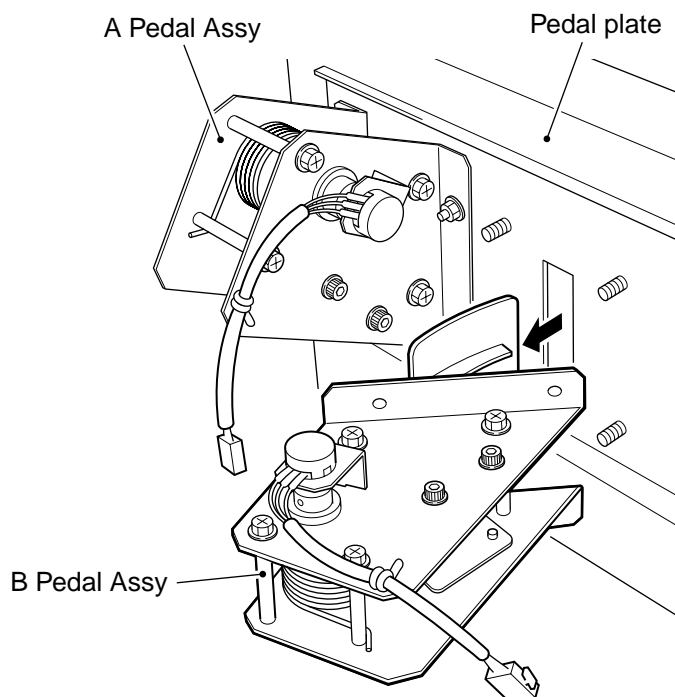
- 3** Disconnect the two connectors.



- 4** Remove the four flange nuts (M6), and remove the B Pedal Assy.



- 5** Tilt the B Pedal Assy horizontally, and remove it from the pedal plate.



\* The A Pedal Assy can be removed in the same way.

- 6** To reinstall, follow the removal sequence in reverse.



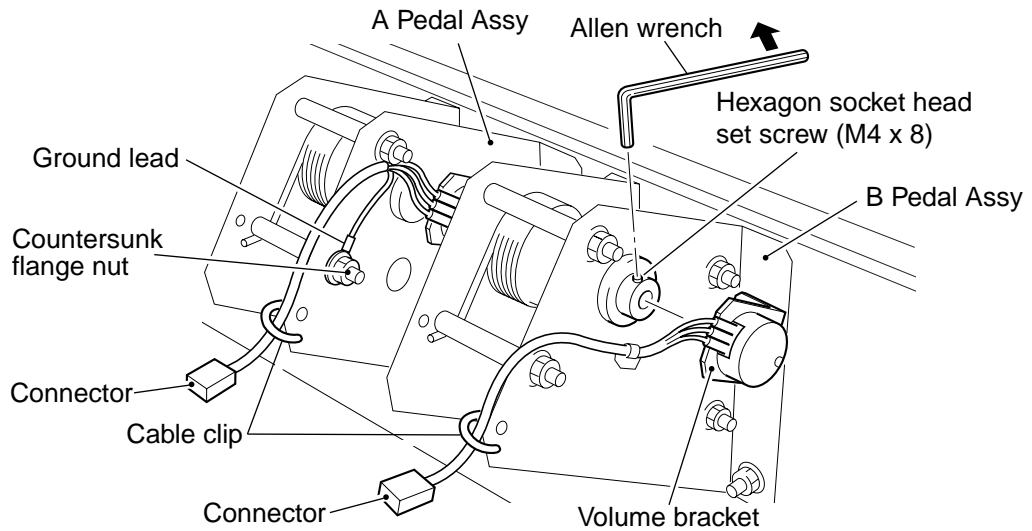
- When removing or reinstalling the A Pedal Assy and B Pedal Assy, be careful not to hit the volumes.

(2) Replacing the volumes of the A Pedal Assy, B Pedal Assy

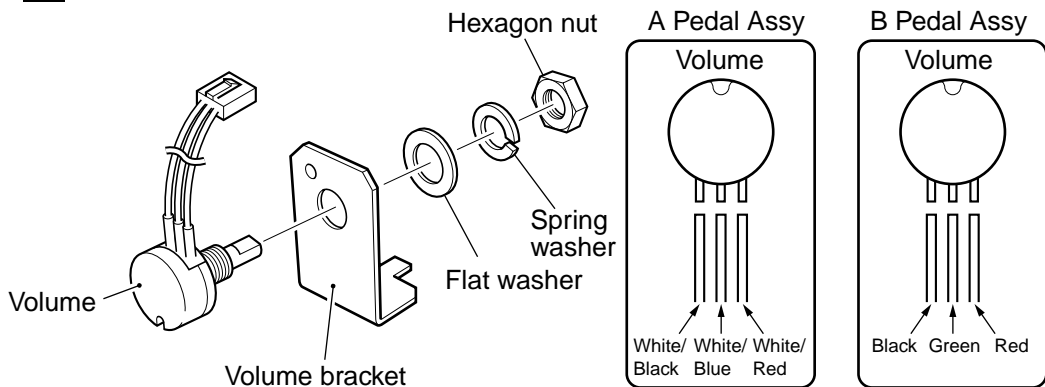


- To prevent damage to the electrical circuitry of the machine, be sure to turn off the power switch before initiating the described task.

- 1** Remove the maintenance panel. (See P. 114 "8-3-2 (1) Replacing the fuse for the Steering PC Board.")
- 2** Detach the cable tie from the harness, and disconnect the connector of the volume to be replaced.  
(In the case of A Pedal Assy) Remove the countersunk flange nut, and disconnect the ground lead.
- 3** Using an Allen wrench, loosen the hexagon socket head set screw (M4 x 8), and remove the volume together with the bracket.



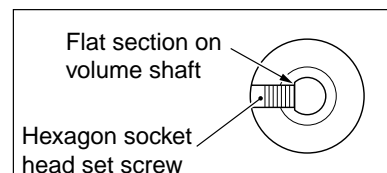
- 4** Remove the volume from the volume bracket.



- 5** Replace the volume.
- 6** To reinstall, follow the removal sequence in reverse.



- When replacing the volume, align the flat section on the volume shaft with the position of the hexagon socket head set screw.



- After the replacement, be sure to execute the initialization. (See P. 88 "7-5-1 Initializing the volumes.")

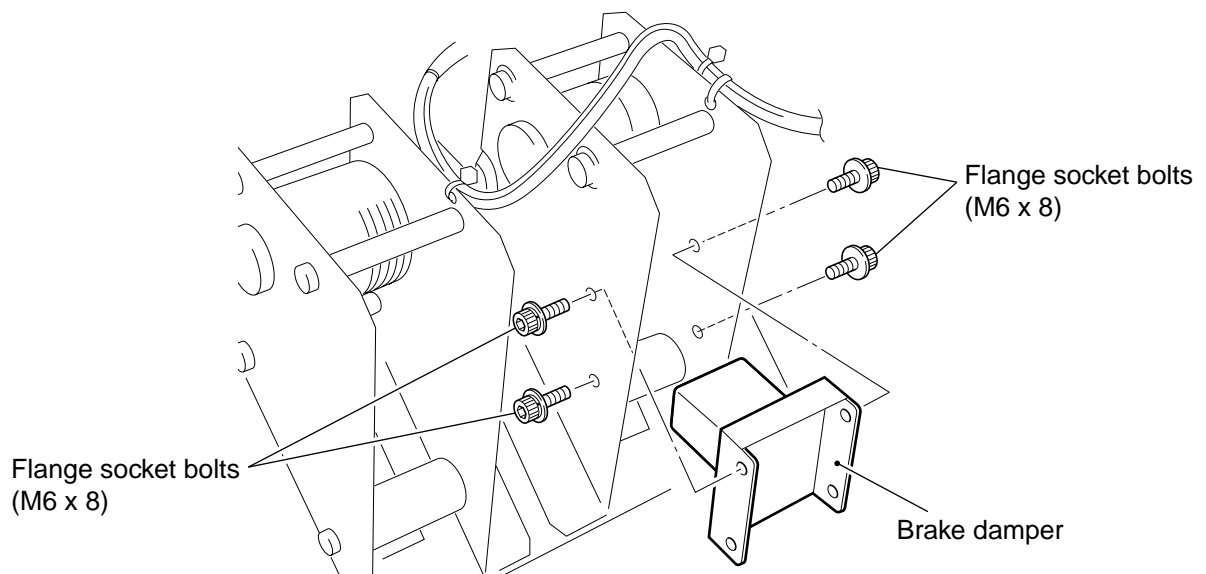


### (3) Replacing the brake damper



- To prevent damage to the electrical circuitry of the machine, be sure to turn off the power switch before initiating the described task.

- 1** Remove the B Pedal Assy. (See P. 128 "8-3-5 (1) Removing and reinstalling the A Pedal Assy, B Pedal Assy.")
- 2** Remove the four flange socket bolts (M6 x 8), and replace the brake damper.



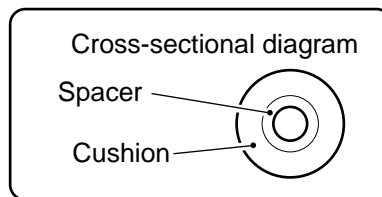
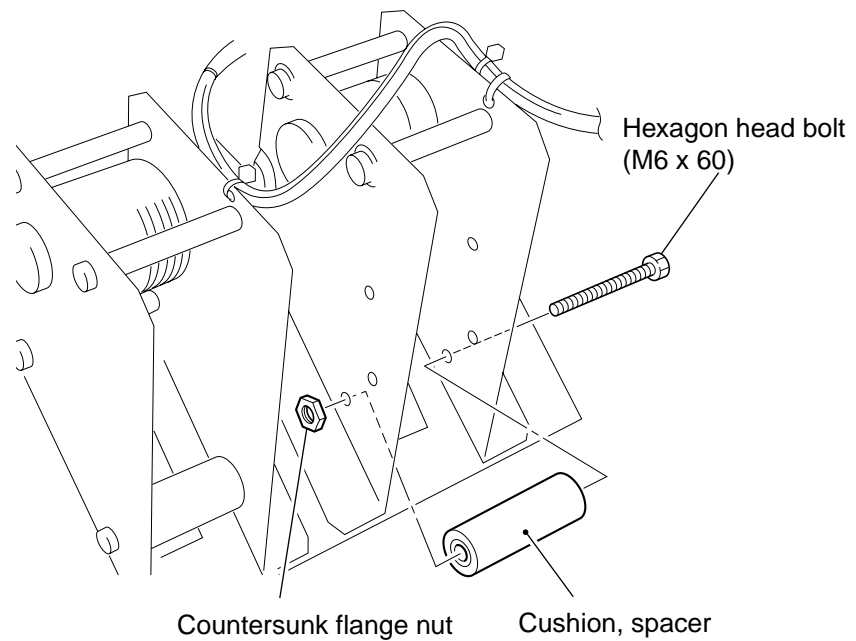
- 3** To reinstall, follow the removal sequence in reverse.

(4) Replacing the cushion



- To prevent damage to the electrical circuitry of the machine, be sure to turn off the power switch before initiating the described task.

- 1** Remove the A Pedal Assy and B Pedal Assy. (See P. 128 “8-3-5 (1) Removing and reinstalling the A Pedal Assy, B Pedal Assy.”)
- 2** (When replacing the cushion for B Pedal Assy) Remove the brake damper. (See P. 131 “8-3-5 (3) Replacing the brake damper.”)
- 3** Remove the hexagon head bolt (M6 x 60) and countersunk flange nut, and remove the cushion and spacer.



- 4** Replace the cushion.
- 5** To reinstall, follow the removal sequence in reverse.

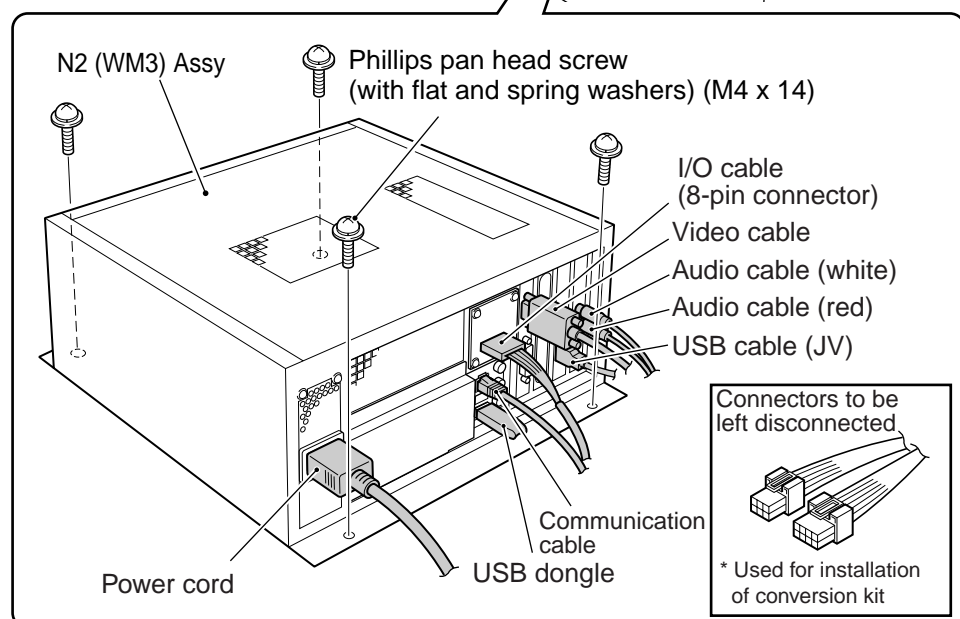
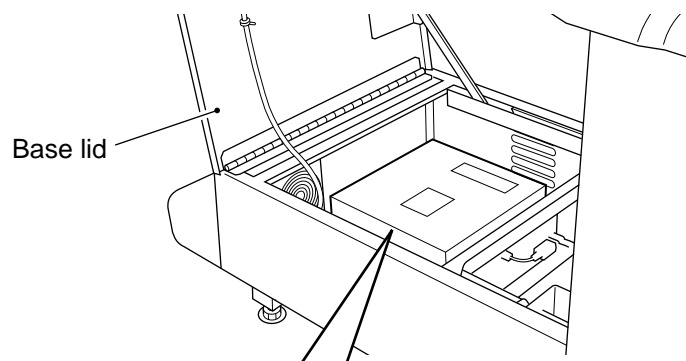
### 8-3-6 Seat Assy - To be conducted by a technician only -

#### (1) Replacing the N2 (WM3) Assy

## ⚠ WARNING

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.
- To prevent pinching of hands or other body parts, hold the seatback securely when opening or closing the base lid.
- To prevent pinching of hands or other body parts, check to make sure that there is nobody in the area when opening or closing the base lid. The lid and seat weigh approximately 27 kg.

- 1** Open the base lid. (See P. 22 "5-4 Opening and closing the base lid.")
- 2** Disconnect the seven connectors and remove the USB dongle shown in the diagram.
- 3** Remove the four Phillips pan head screws (with flat and spring washers) (M4 x 14), and then remove and replace the N2 (WM3) Assy.



- 4** To reinstall, follow the removal sequence in reverse.



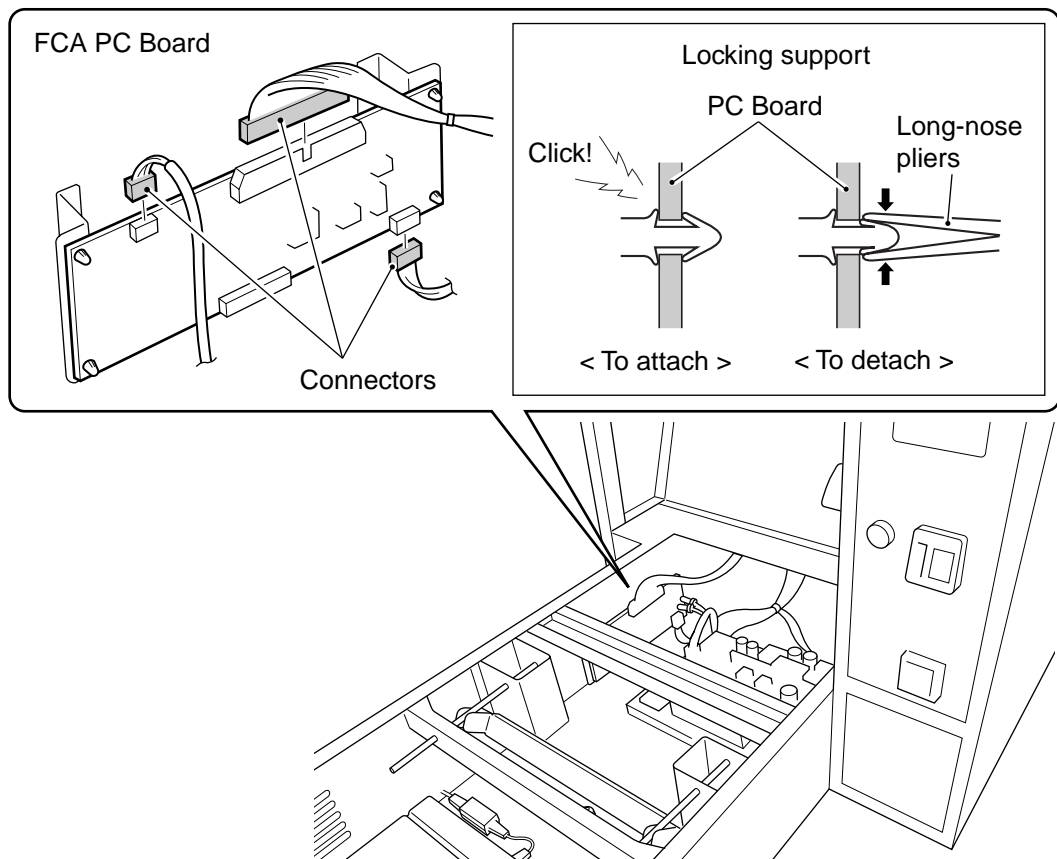
- When sending a part (N2 (WM3) Assy) for a repair, wrap it with sponge or bubble wrap, and pack it in a corrugated cardboard box to protect against impact from the outside.

## (2) Replacing the FCA FC Board

**⚠ WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.
- To prevent pinching of hands or other body parts, hold the seatback securely when opening or closing the base lid.
- To prevent pinching of hands or other body parts, check to make sure that there is nobody in the area when opening or closing the base lid. The lid and seat weigh approximately 27 kg.

- 1** Open the base lid. (See P. 22 "5-4 Opening and closing the base lid.")
- 2** Remove the floor plate. (See P. 128 "8-3-5 (1) A Pedal Assy, B Pedal Assy.")
- 3** Disconnect the three connectors shown in the diagram.
- 4** Release the four locking supports, and replace the FCA PC Board.



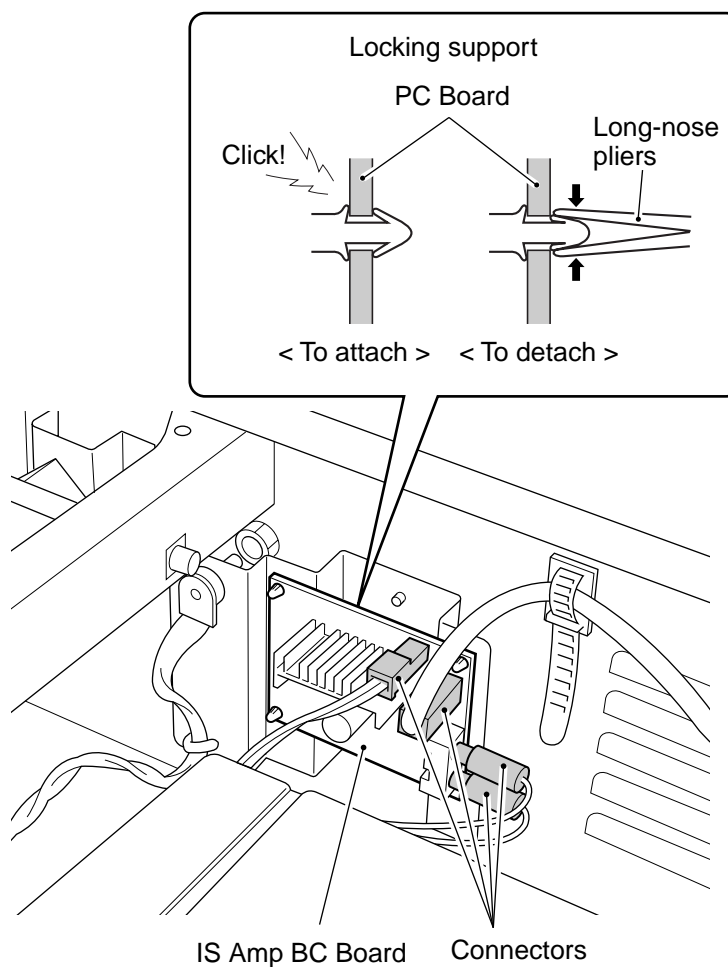
- 5** To reinstall, follow the removal sequence in reverse.

## (4) Replacing the IS Amp PC Board

**⚠ WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.
- To prevent pinching of hands or other body parts, hold the seatback securely when opening or closing the base lid.
- To prevent pinching of hands or other body parts, check to make sure that there is nobody in the area when opening or closing the base lid. The lid and seat weigh approximately 27 kg.

- 1** Open the base lid. (See P. 22 "5-4 Opening and closing the base lid.")
- 2** Disconnect the four connectors shown in the diagram.
- 3** Release the four locking supports, and replace the IS Amp PC Board.



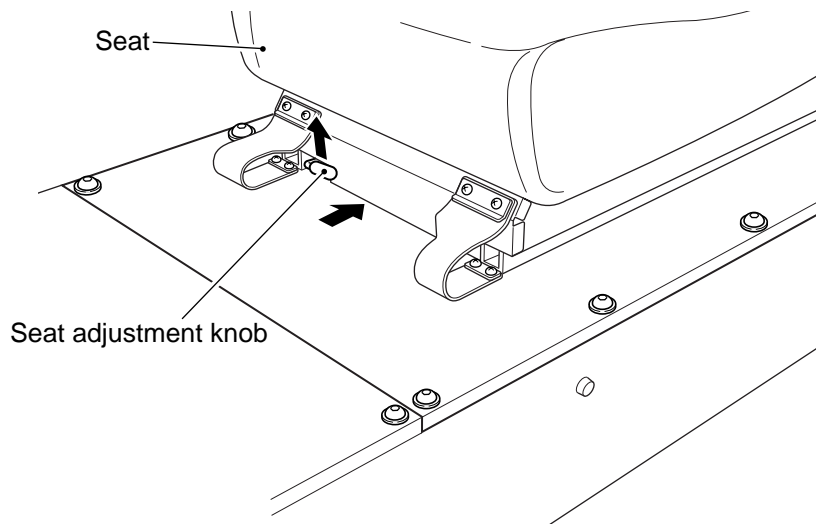
- 4** To reinstall, follow the removal sequence in reverse.

(5) Replacing the seat rails

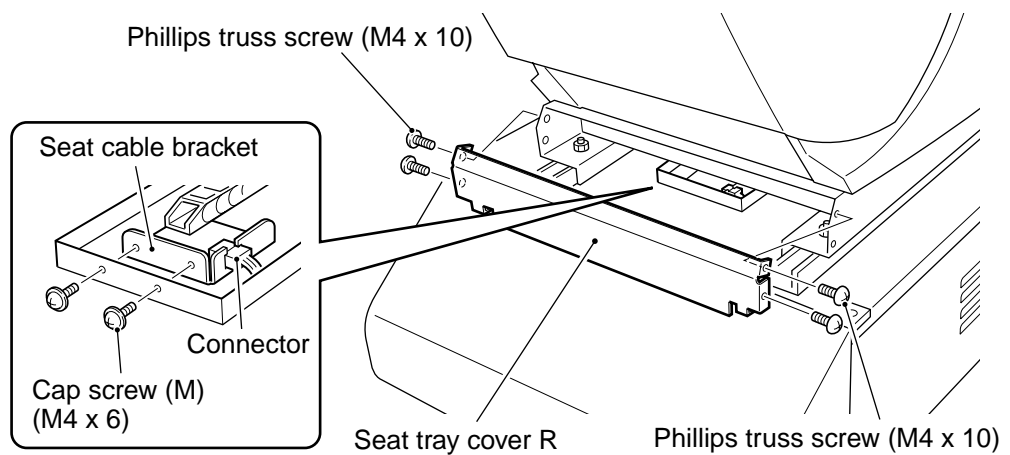
**! WARNING**

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

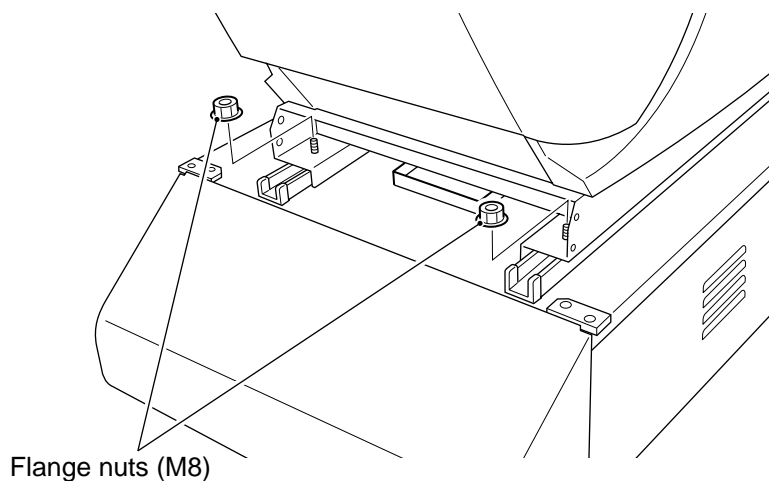
- 1 Raise the seat adjustment knob and slide the seat to the backmost position. Make sure that the seat locks in that position.



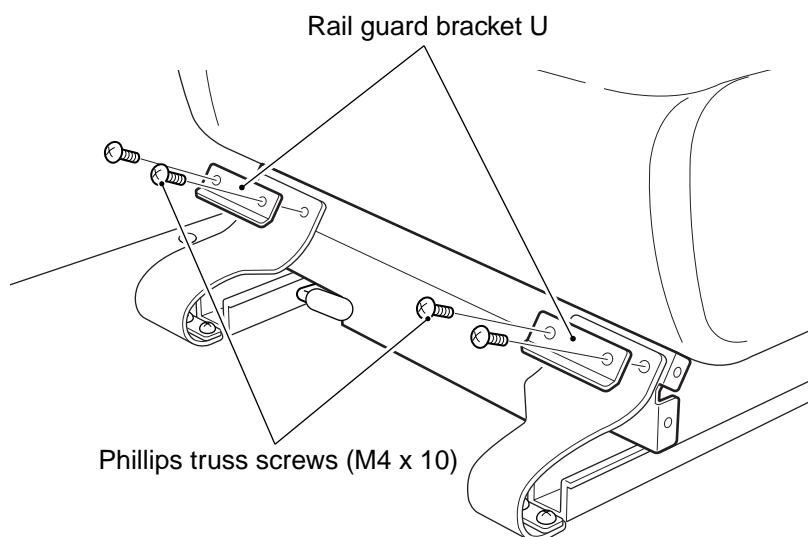
- 2 Remove the four Phillips truss screws (M4 x 10), and remove the seat tray cover R.
- 3 Disconnect the one connector.
- 4 Remove the two cap screws (M) (M4 x 6), and remove the seat cable bracket.



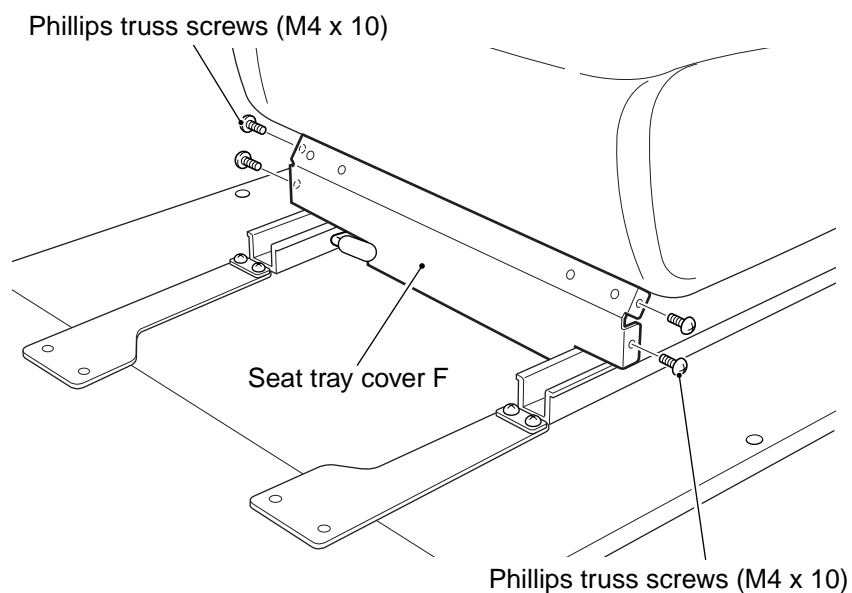
- 5** Remove the two flange nuts (M8).



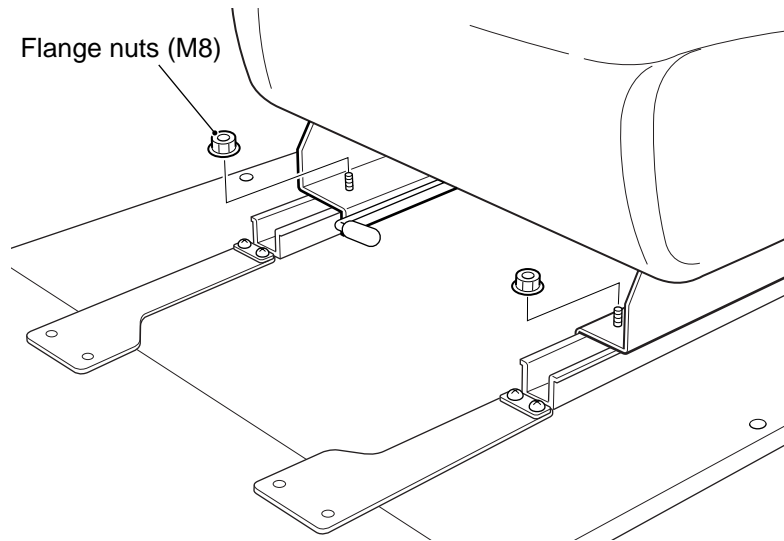
- 6** Remove the two Phillips truss screws (M4 x 10) from each rail guard bracket U.



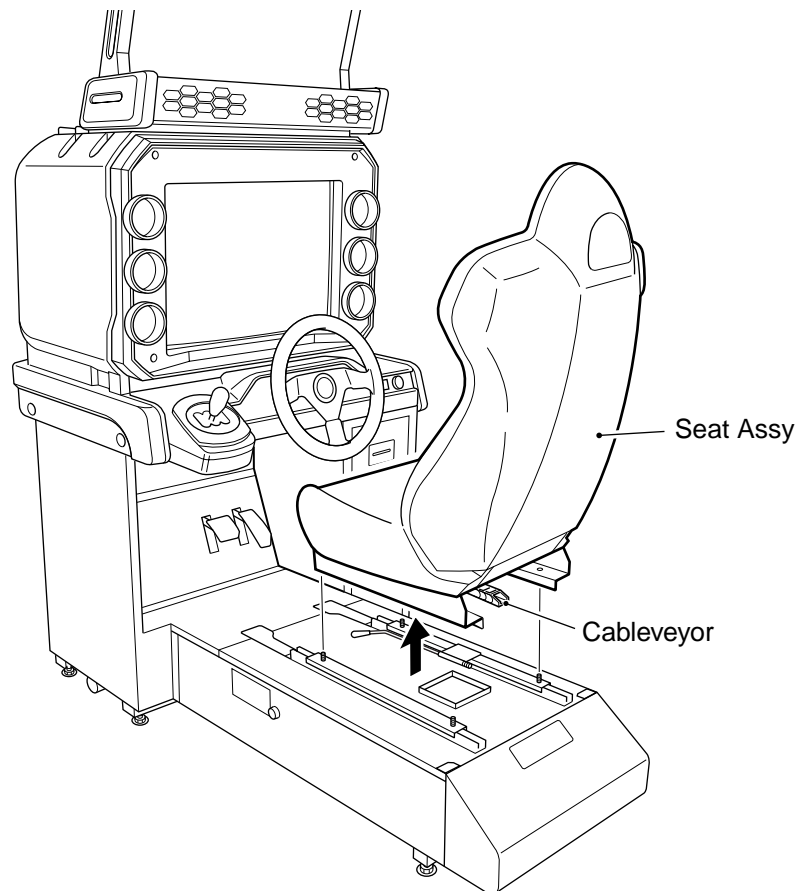
- 7** Remove the four Phillips truss screws (M4 x 10), and remove the seat tray cover F.



- 8** Remove the two flange nuts (M8).



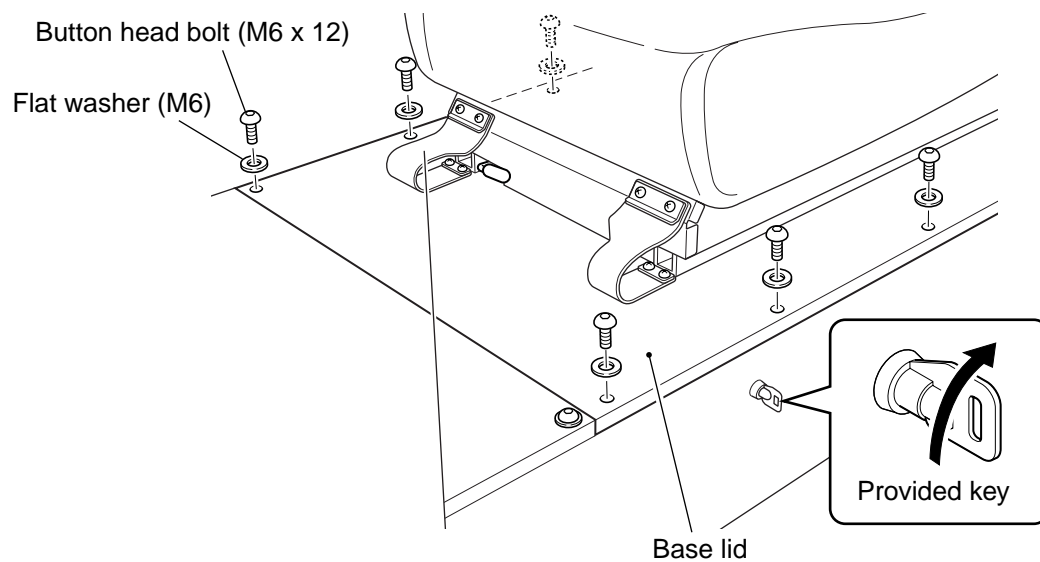
- 9** Dismount the Seat Assy by lifting.  
\* Be careful of the cableveyor.





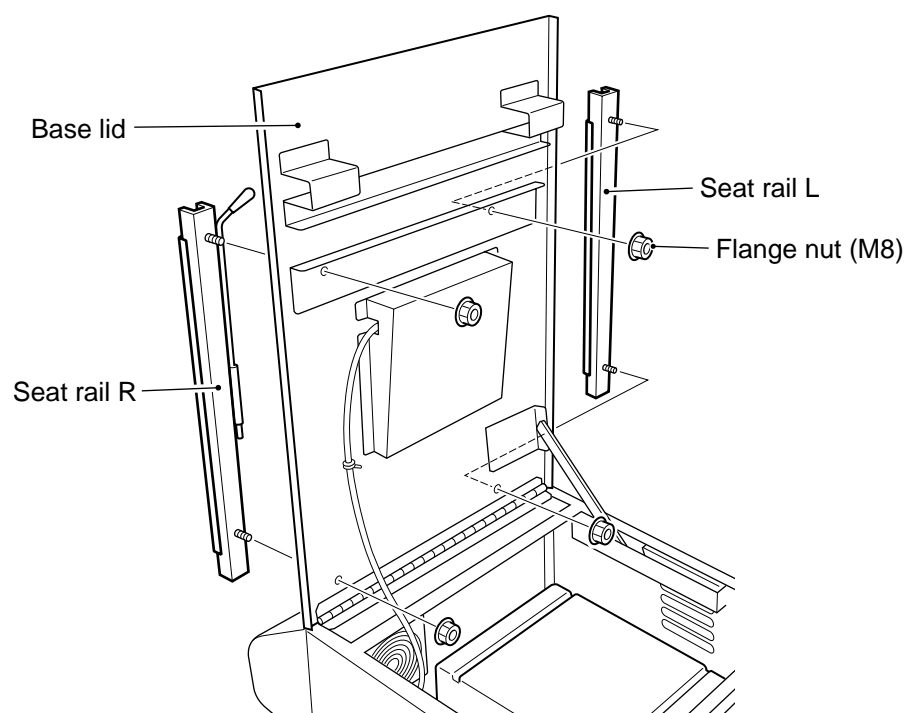
**10** Remove the six button head bolts (M6 x 12) and six flat washers (M6).

**11** Using the provided key, unlock the lock of the base lid.

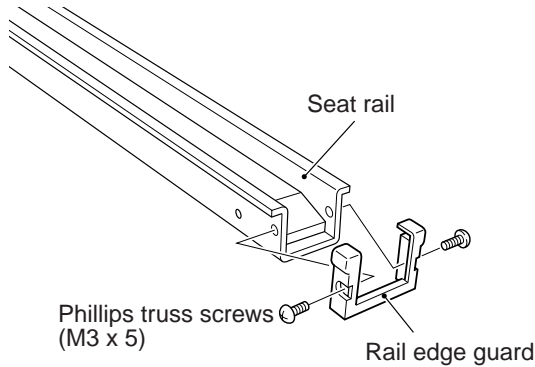


**12** Open the base lid.

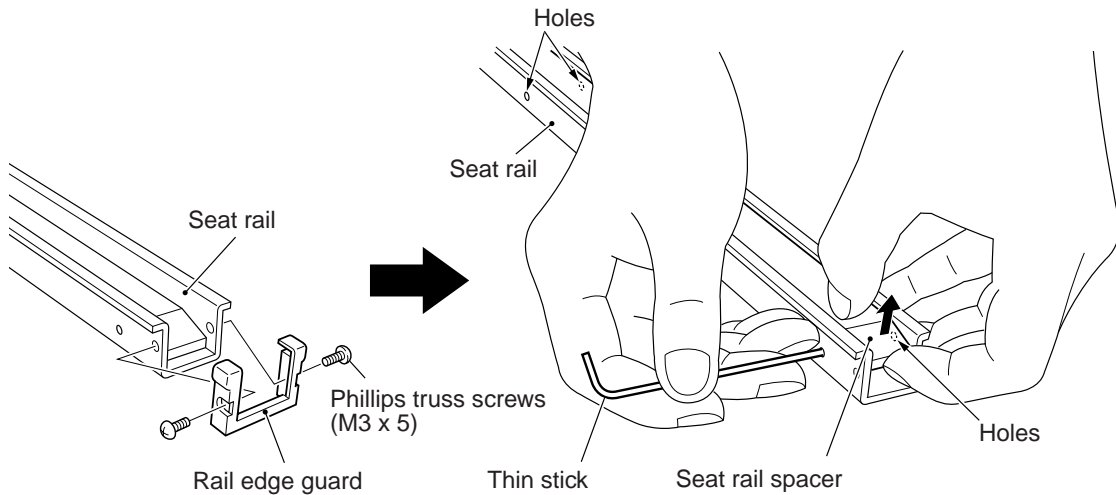
**13** Remove the two flange nuts (M8) from each seat rail, and remove the seat rail L and seat rail R.



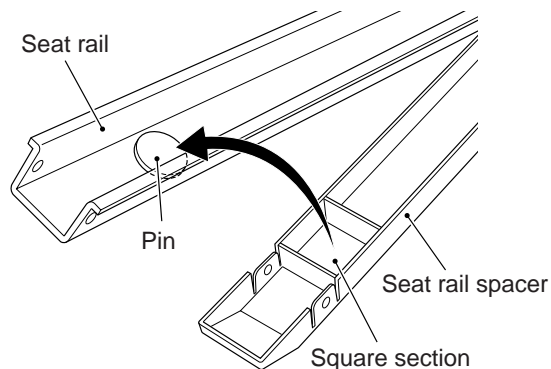
- 14** Remove the two Phillips truss screws (M3 x 5), and remove the rail edge guard from the end of the seat rail.



- 15** As shown in the diagram, insert a thin stick into each of the four holes located on the side of the seat rail to remove the seat rail spacer.



- 16** Install the seat rail spacer and rail edge guard to a new seat rail, and install the new seat rail by following the removal sequence in reverse (**13** - **1**).



**! WARNING**

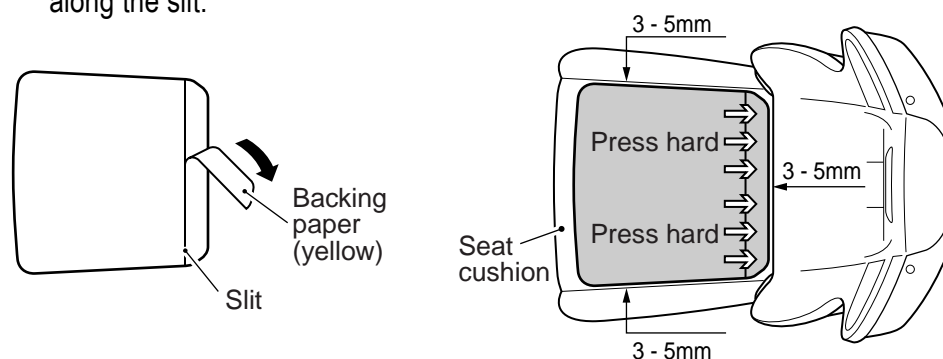
- To prevent pinching of hands or other body parts, hold the seatback securely when opening or closing the base lid.
- To prevent pinching of hands or other body parts, check to make sure that there is nobody in the area when opening or closing the base lid. The lid and seat weigh approximately 27 kg.

**NOTICE**

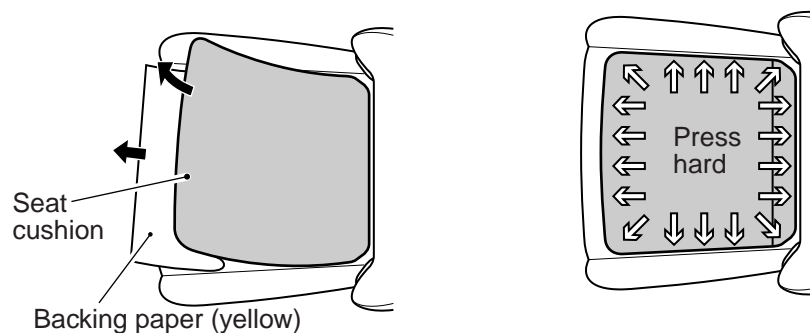
- When installing the seat rail spacer to the seat rail, align the square section of the seat rail spacer with the pin position on the seat rail.

## (5) Replacing the seat cushion

- 1** Remove the old seat cushion.  
If the adhesive remains on the seat, remove it thoroughly by using a neutral detergent.  
If the adhesive is not removed thoroughly, the new seat cushion can detach easily or cause unexpected problems such as blemishes on the clothes of players.
- 2** Remove the small backing paper (on the back side) from the new seat cushion along the slit.




- 3** Position the seat cushion so that there is a space of 3 to 5 mm all around the seat (seating surface), and press the adhesive section of the seat cushion.
- 4** Lift the seat cushion, and remove the remaining backing paper to bond the seat cushion.



- 5** Press hard on the whole surface of the seat cushion, working from the back to the front and outwards, to expel any air.  
Press hard on the periphery to ensure that the edges are securely attached; otherwise, the seat cushion may detach.

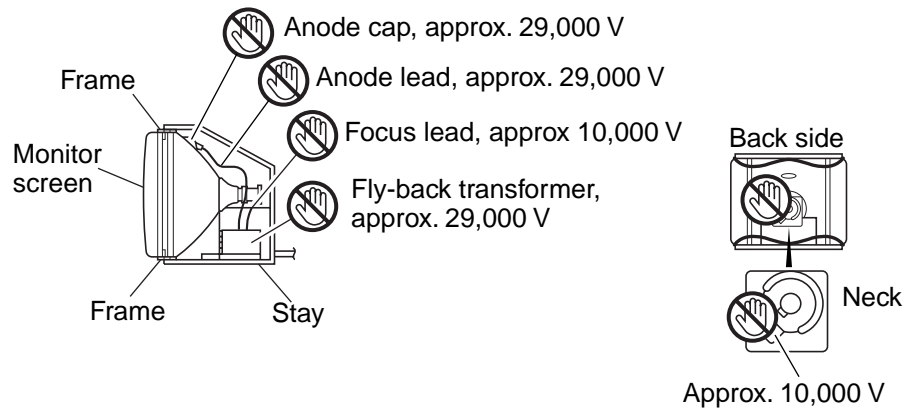
## 8-4 Replacement and adjustment of the monitor

### 8-4-1 Replacing the monitor - To be conducted by a technician only -

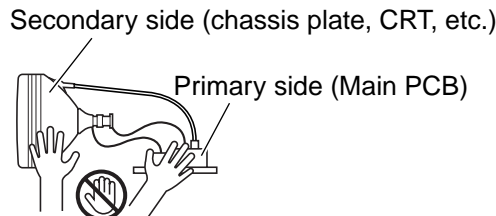
: Do not touch the part indicated with this mark.

## ! DANGER

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.
- Some internal parts of the monitor are charged with a voltage of 20,000 V or higher. To prevent an electric shock, do not touch any internal parts of the monitor.
- The anode cap, anode lead, and fly-back transformer retain high voltage even after the power switch is turned off. Never touch these parts to avoid an electric shock.
- When replacing the monitor, do not touch any parts other than the stay, frame and monitor screen surface.

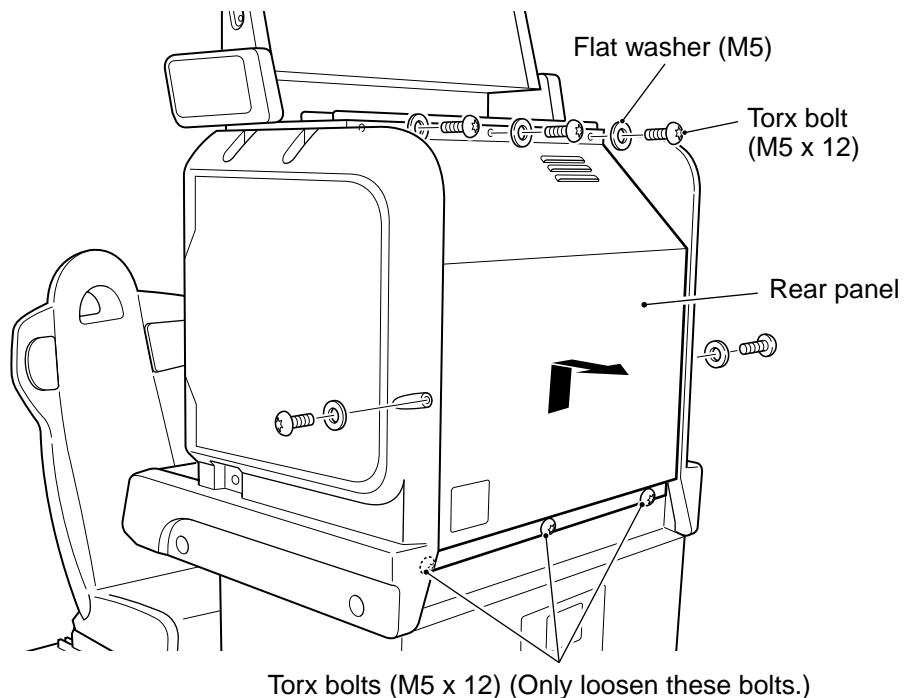


- The monitor circuitry consists of the primary side and secondary side, and they are electrically insulated from each other. Do not touch the primary side, or touch (short-circuit) the primary side and secondary side simultaneously. It is very dangerous to touch these parts, since it can cause an electric shock or equipment malfunction.

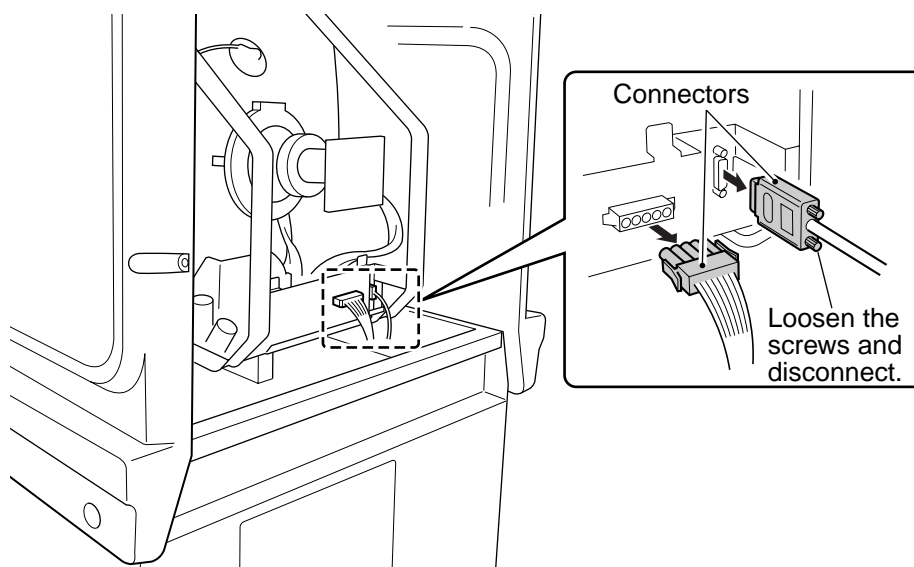


- If solder chips, paper or other foreign items enter the monitor, turn off the power switch to prevent fire and equipment malfunction, and then contact your distributor.
- If the monitor generates an abnormality, turn off the power switch immediately and contact your distributor.
- The monitor weighs approximately 40 kg. It should be handled by at least two persons to prevent accidents.

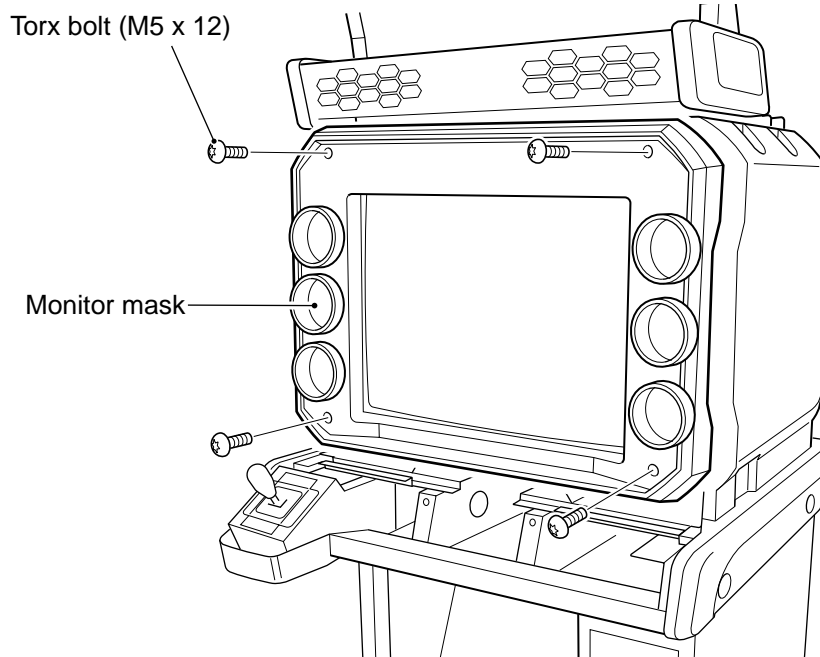
- 1** Remove the five Torx bolts (M5 x 12) and five flat washers (M5), and loosen the three Torx bolts (M5 x 12) located at the bottom of the rear panel.
- 2** Remove the rear panel by lifting.



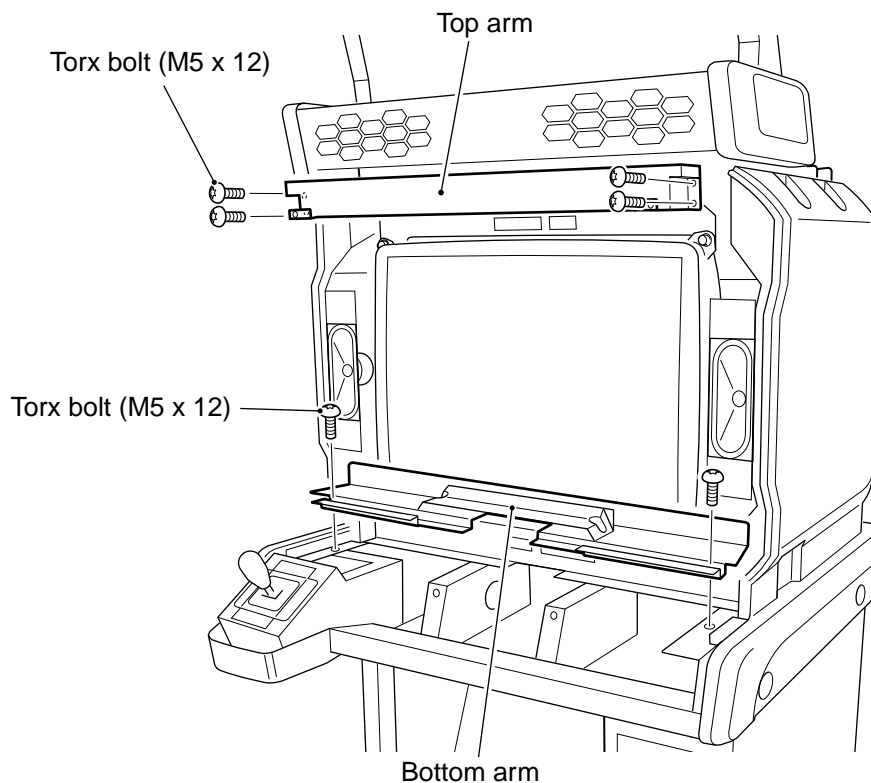
- 3** Disconnect the two connectors from the monitor.



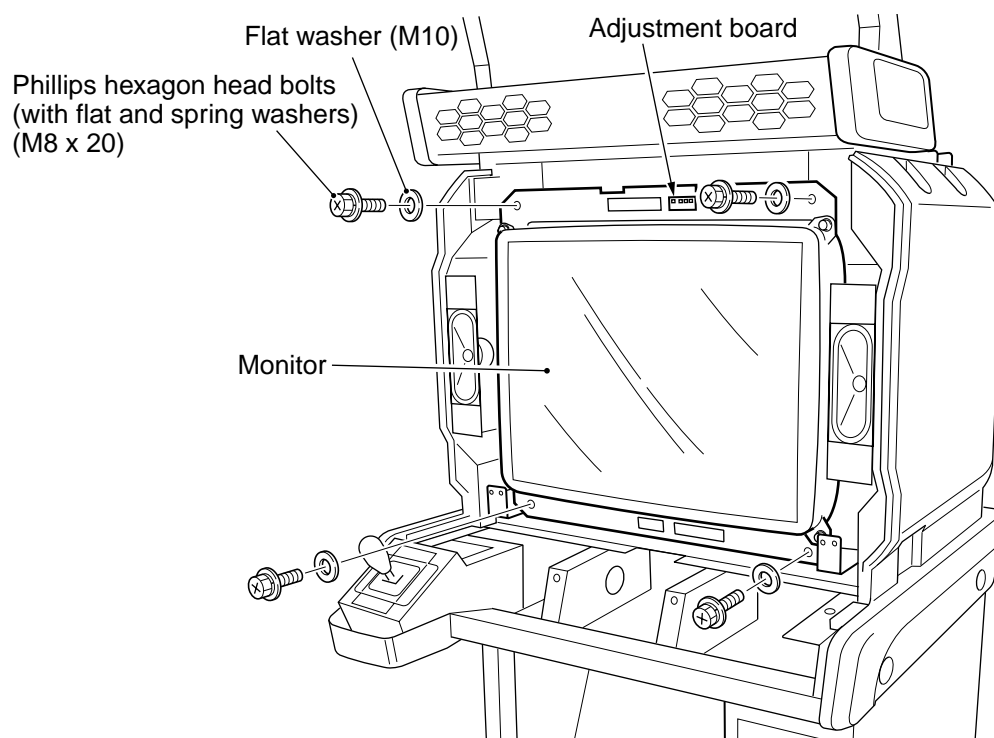
- 4** Remove the Control Cover Assy. (See P. 111 “8-3-1 (2) Removing and reinstalling the control cover.”)
- 5** Remove the Steering Assy. (See P. 119 “8-3-3 (1) Removing and reinstalling the Steering Assy.”)
- 6** Remove the four Torx bolts (M5 x 12), and dismount the monitor mask.



- 7** Remove the four Torx bolts (M5 x 12), and dismount the top arm.
- 8** Remove the two Torx bolts (M5 x 12), and dismount the bottom arm.

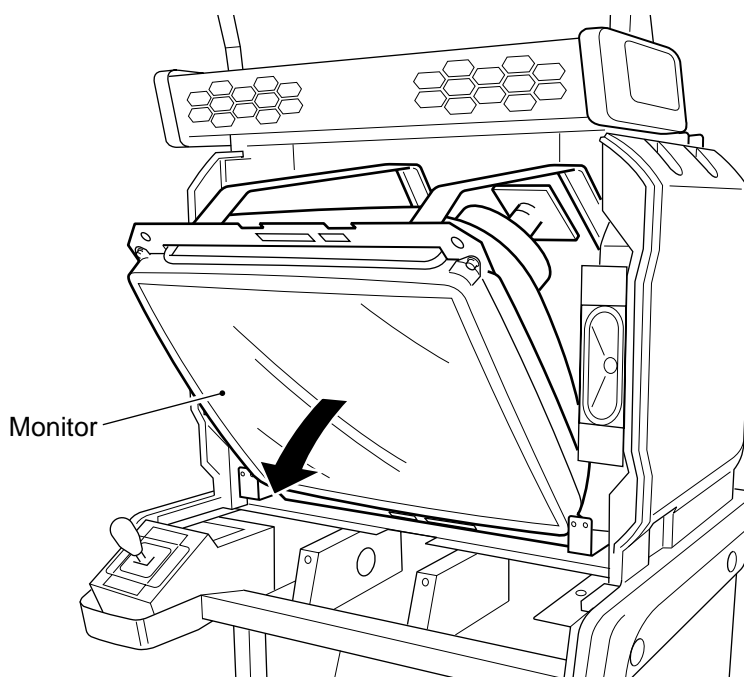


- 9** Remove the four Phillips hexagon head bolts (with flat and spring washers) (M8 x 20) and four flat washers (M10) that are holding the monitor in place.




- Do not hold the monitor by the adjustment board mounted on the frame.

- 10** Slowly tilt the monitor forward first, and then remove the monitor.



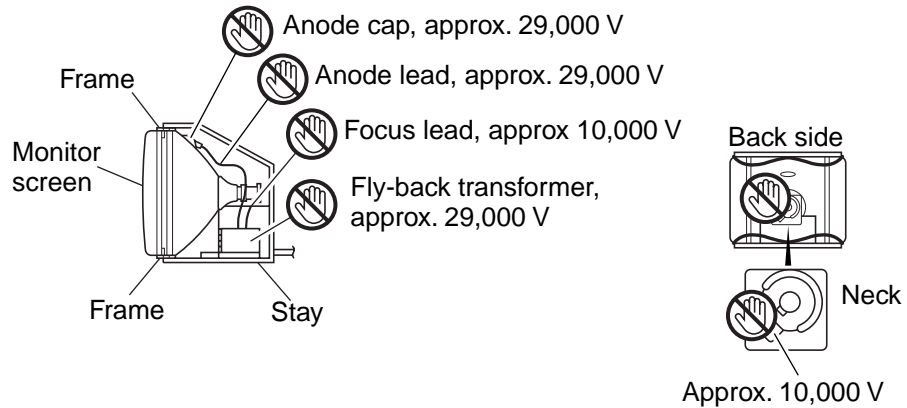
- 11** Install a new monitor.
- 12** To reinstall, follow the removal sequence in reverse.

8-4-2 Adjusting the monitor - To be conducted by a technician only -

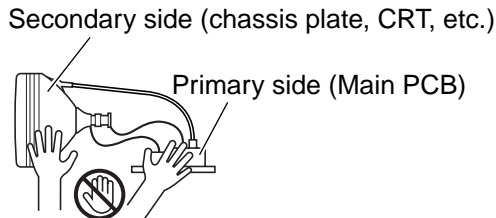
: Do not touch the part indicated with this mark.

** DANGER**

- The monitor must be adjusted with the power switch turned on. To prevent electric shock, accident, and injury, do not touch any sections other than those specified in the work procedures.
- Some internal parts of the monitor are charged with a voltage of 20,000 V or higher. To prevent an electric shock, do not touch any internal parts of the monitor.



- The monitor circuitry consists of the primary side and secondary side, and they are electrically insulated from each other. Do not touch the primary side, or touch (short-circuit) the primary side and secondary side simultaneously. It is very dangerous to touch these parts, since it can cause an electric shock or equipment malfunction.



- If solder chips, paper or other foreign items enter the monitor, turn off the power switch to prevent fire and equipment malfunction, and then contact your distributor.
- If the monitor generates an abnormality, turn off the power switch immediately and contact your distributor.
- The monitor weighs approximately 40 kg. It should be handled by at least two persons to prevent accidents.



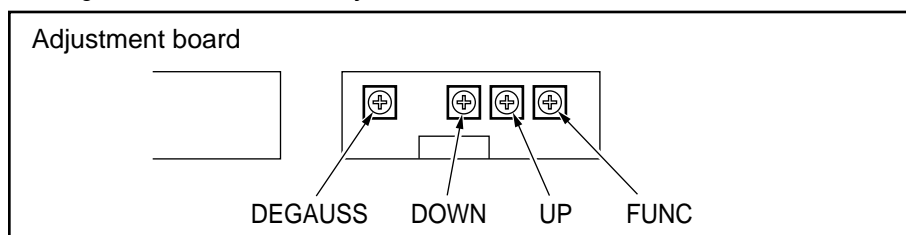


- The monitor has been adjusted to optimum condition before shipment. Normally, it does not need to be readjusted.

- 1** Remove the control cover. (See P. 111 “8-3-1 (2) Removing and reinstalling the control cover.”)
- 2** Remove the monitor mask. (See P. 142 “8-4-1 Replacing the monitor.”)
- 3** Remove the top arm. (See P. 142 “8-4-1 Replacing the monitor.”)

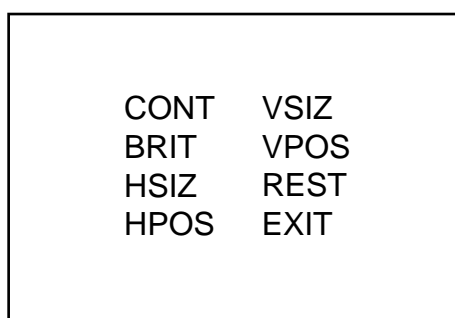
(a) Adjustment function

The following shows the monitor adjustment board.



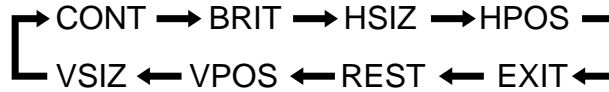
When the FUNC key is pressed, the following menu appears. The selected item is indicated in red, and others are in green.

\* If no key input is made for six seconds, the adjustment mode is cancelled and the menu items disappear from the screen.

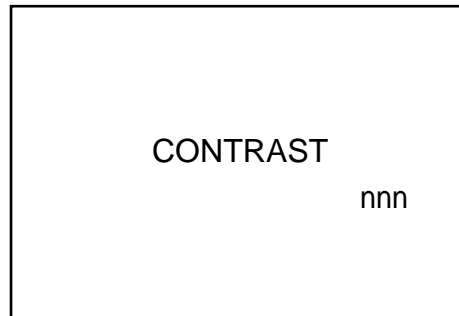


- (1) CONTRAST (CONT): Used to adjust the ratio of light areas to dark areas on the displayed image.
  - Pressing the [UP] key increases the color density of the displayed image.
  - Pressing the [DOWN] key decreases the color density of the displayed image.
- (2) BRIGHT (BRIT): Used to adjust the brightness level of the displayed image.
  - Pressing the [UP] key increases the brightness of the displayed image.
  - Pressing the [DOWN] key decreases the brightness of the displayed image.
- (3) H.SIZE (HSIZ): Horizontal size adjustment — Used to adjust the horizontal size of the displayed image.
  - Pressing the [UP] key increases the width of the displayed image in the horizontal direction.
  - Pressing the [DOWN] key decreases the width of the displayed image in the horizontal direction.
- (4) H.POSI (HPOS): Horizontal position adjustment — Used to adjust the position of the displayed image in the horizontal direction.
  - Pressing the [UP] key moves the displayed image to the left.
  - Pressing the [DOWN] key moves the displayed image to the right.
- (5) V.SIZE (VSIZ): Vertical size adjustment — Used to adjust the vertical size of the displayed image.
  - Pressing the [UP] key moves the displayed image to the left.
  - Pressing the [DOWN] key moves the displayed image to the right.
- (6) V.POSI (VPOS): Vertical position adjustment — Used to adjust the position of the displayed image in the vertical direction.
  - Pressing the [UP] key moves up the displayed image.
  - Pressing the [DOWN] key moves down the displayed image.

When the FUNC key is pressed successively, the selected item (in red) changes in the following order.



When an adjustment item (in red) is selected and the UP/DOWN key is pressed once, the following screen appears. (“nnn” indicates the current adjustment value of the selected item.)



The adjustment value can be changed by pressing the UP or DOWN key.

\* The adjustment value is automatically stored in the memory when there is no UP/DOWN key input for six seconds or the FUNC key is pressed to select the next adjustment item.

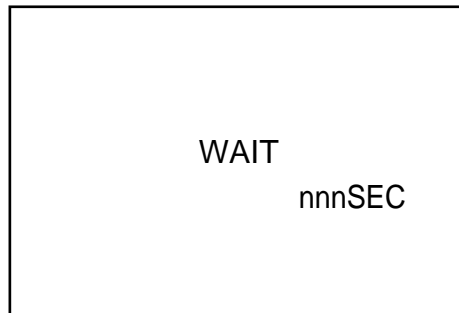
If the UP or DOWN key is pressed while the “EXIT” indication is in red, the adjustment mode is canceled.

RSET (Reset)

If the UP and DOWN keys are pressed simultaneously while the “RESET” indication is in red, “RSET” is displayed for three seconds and all adjustment items change back to the factory settings.

About the DEGAUSS key

- (1) When the DEGAUSS key is pressed, the monitor is demagnetized and “DEGAUSS” is displayed on the screen for five seconds.
- (2) If the DEGAUSS key is pressed again within five minutes from the previous degaussing operation, the following screen appears and shows the remaining time before the degaussing operation is activated.



- (3) If the FUNC key is pressed while the remaining time is indicated, the MENU screen appears to allow adjustment.
- (4) Even if the menu mode is entered as described in above step (3), the degauss standby status is effective and the degaussing operation is activated when the remaining time reaches zero.

## 9. DISCARDING THE MACHINE

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### **WARNING**

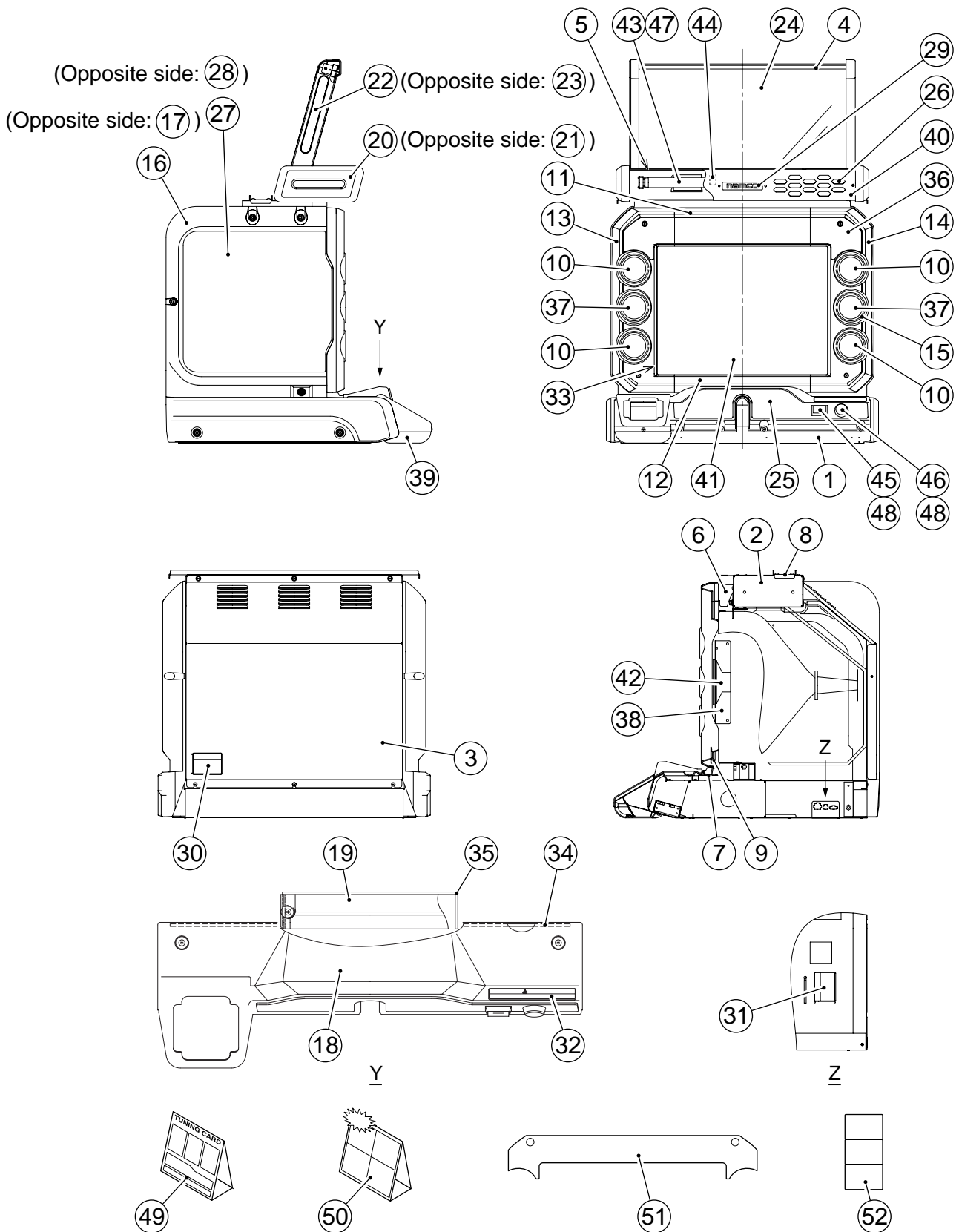
- The machine must be collected, transported and discarded in accordance with the local laws and regulations.
- When entrusting a third party to collect, transport and discard the machine, be sure to use specialist companies to perform each task.



- Compliance with WEEE regulations.  
The machine must be collected, transported and discarded in accordance with the local laws and regulations.  
When entrusting a third party to collect, transport and discard the machine, ensure that they are authorised to do so.
- The software used in the game machine is protected by copyright laws.  
It is prohibited to copy, adapt, distribute publicly, or use the software for purposes other than the operation of this machine.  
Infringement of the copyright laws may subject persons to criminal penalties.  
Do not use the recording media containing the software in a machine other than the specified game machine. Doing so can result in equipment malfunction.

# 10. PARTS LIST

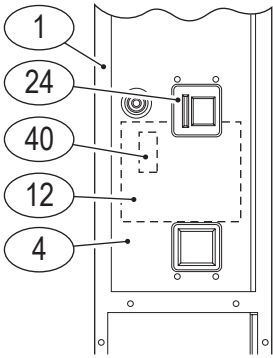
## 10-1 Monitor Assy



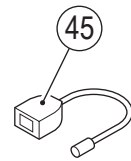
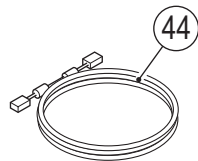
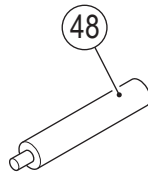
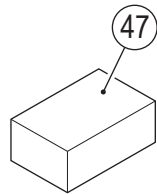
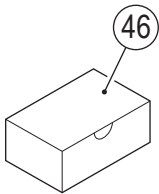
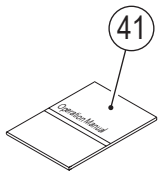
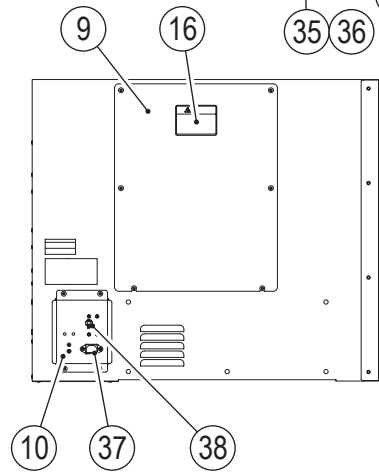
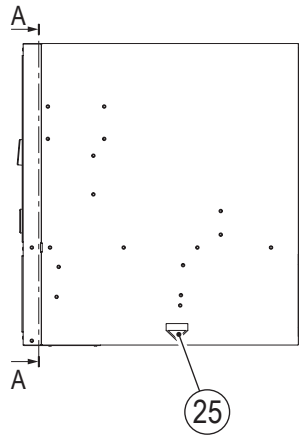
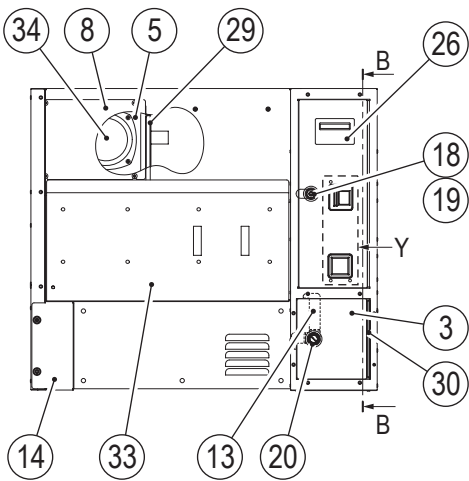
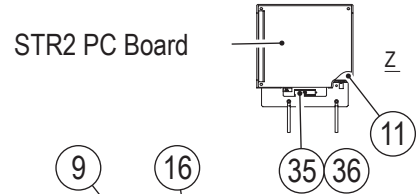
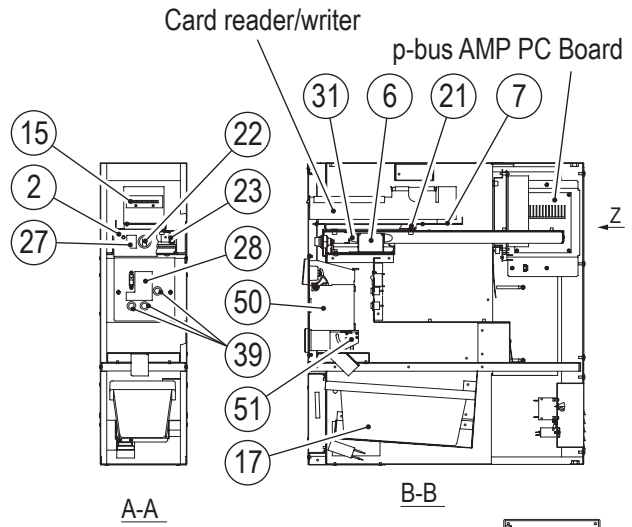
No.	Name	Qty	Type and rating	Parts No.
1	Middle box	1		710-850
2	Signboard base	1		710-851
3	Rear panel	1		710-852
4	POP frame	1		710-853
5	Signboard cover	1	Clear acrylic board	710-854
6	Top arm	1		710-855
7	Bottom arm	1		710-856
8	Rope hook	1		710-857
9	Monitor mask bracket	2		710-858
10	Speaker mask	4		710-859
11	Monitor mask A	1		710-860
12	Monitor mask B	1		710-861
13	Monitor mask L	1		710-862
14	Monitor mask R	1		710-863
15	Speaker ring	6		710-864
16	Side panel L	1		710-865
17	Side panel R	1		710-866
18	Control cover	1		710-867
19	Control cover (S)	1		710-868
20	Signboard sign cover L	1		710-869
21	Signboard sign cover R	1		710-870
22	POP side cover L	1		710-871
23	POP side cover R	1		710-872
24	POP panel	1		719-204
25	Meter panel	1		710-874
26	Filter	2		710-875
27	Side panel sticker (L)	1		719-205
28	Side panel sticker (R)	1		719-206
29	Logo sticker	1		710-878
30	Warning sticker (High Voltage) Exp	1		461-371
31	Warning sticker (Inside) Exp	1		461-376
32	Caution sticker for hypersensitivity to light (H) EXP	1		461-512
33	EPT sealer	2	w5 x t5 x L 1000	106-163
34	EPT sealer	1	w5 x t5 x L 780	106-164
35	EPT sealer	1	w5 x t5 x L500	106-165
36	Monitor sticker	1		710-879
37	Speaker mask 2	2		710-880
38	Speaker bracket	2		710-881
39	Shift bottom cover	1		710-882
40	Signboard box	1		710-883
41	Monitor	1	D29C356	598-355 <sup>*1</sup>
42	Speaker	2	A142CU55-52D	006-168
43	Fluorescent light fixture (with fluorescent lamp)	1	FLG-30AGL-NMV-2KD	002-528
44	Glow lamp	1	FG-1P	002-107
45	Illuminated switch (green)	1	OBSA-45KG-1F	000-621
46	Illuminated switch (red)	1	OBSA-45MR-1F	000-622
47	Fluorescent lamp	1	FL30SEX-KD (Three-band, daylight color lamp)	002-398
48	Wedge lamp	2	14V 3.8W	002-529
49	Card POP	1		719-190
50	Rule POP	1		719-191
51	Versus game sticker	1		719-192
52	"Number of players" sticker	1		719-193

\*1: Part No. 41 is repairable. Contact our service base if this part requires a repair.

# 10-2 Underbox Assy



Detailed view from direction Y  
 (The part number varies depending on the shape of the front plate No. 24.)

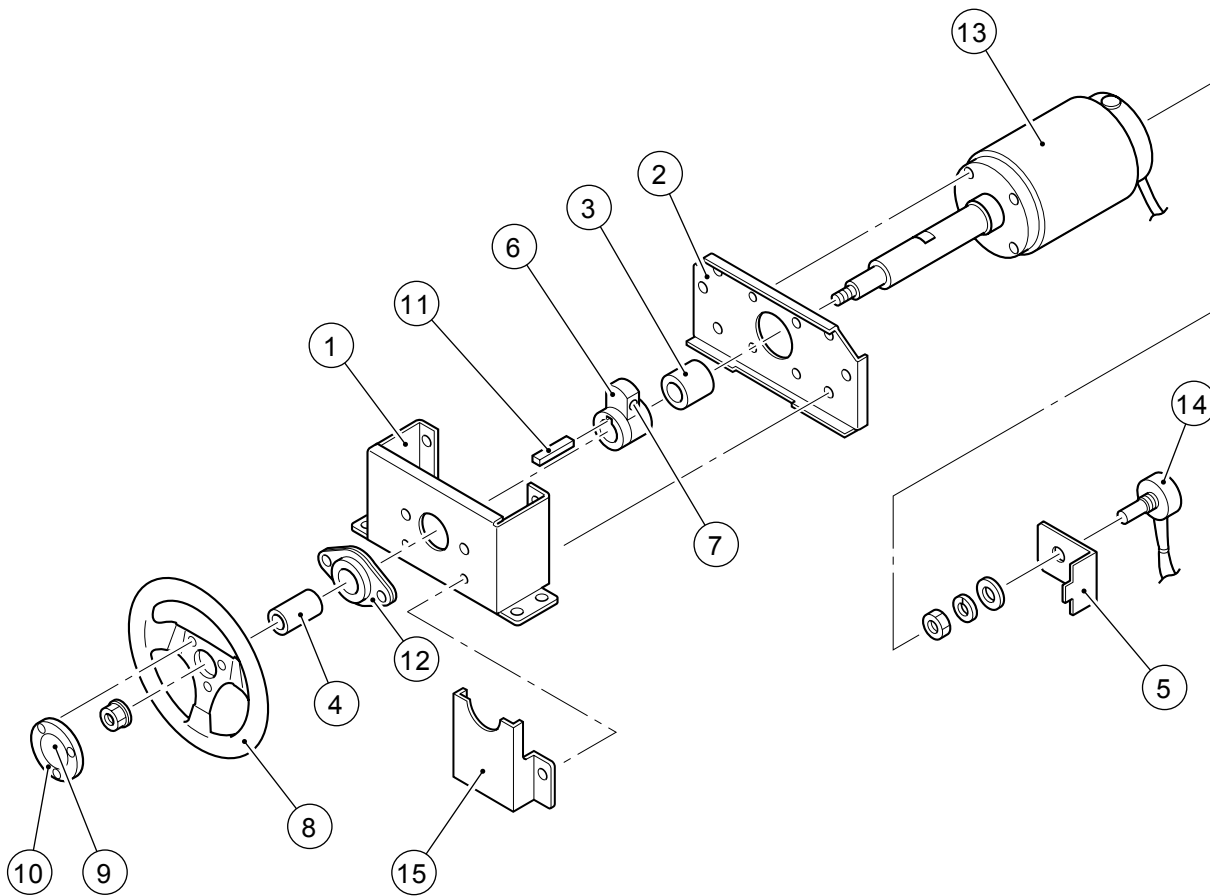


No.	Name	Qty	Type and rating	Parts No.
1	Underbase	1		710-810
2	Slide rail	1		710-823
3	Coin box door	1		710-824
4	Service door	1		710-825
5	Woofers box	1		710-826
6	Stopper bracket	1		710-827
7	CRW base (3TR)	1		719-200
8	Woofers net	1		710-829
9	Maintenance panel	1		710-830
10	Cord box	1		719-202
11	Steering PCB bracket	1		710-832
12	Service plate	1		719-203
13	Stopper plate	1		710-834
14	Side cover	1		710-835
15	Card slot (orange)	1		713-302
16	Caution sticker - Maintenance (B) EXP	1		461-539
17	Cash box (K)	1		461-040
18	Coin box lock	1	F750-MSDS8	101-206*1
19	Clasp (Thin)	1	ϕ2.3	101-176
20	Cam lock	1	N92-L10	101-142
21	KURA Tight	8	KT-4	106-182
22	Knob lock	1	TL-284	101-177
23	Delrin bearing	4	IDS-26-B6-9-JH	103-172
24	Front Plate Assy	1	without selector	710-825
25	Fork position sticker	1		229-441
26	Card sticker	1		710-837
27	Lock sticker	1		710-838
28	Service sticker	1		710-839
29	Amp bracket	1		710-840
30	Hinge S	1		710-841
31	Rubber stopper CD	2		710-843
33	Pedal sticker	1		710-930
34	Woofers speaker	1	B13LR90-51F	006-167
35	Fuse holder	1	F3321-F-1P	001-095
36	Fuse	1	250V 5A PSE/CE-compatible	001-099
37	Noise filter	1	10GEEG3E-R	007-205
38	Circuit protector (circuit breaker)	1	CP32-EM/10	004-507
39	Pushbutton switch (Test, Service, Degauss switches)	3	SDP-103C-22RB (red)	000-336
40	Rocker switch (sub-power switch)	1	A8A-201-1	000-695
41	Wangan Midnight Maximum Tune 3 Operation Manual	1	This manual	
44	Communication cable	1	5 m	007-251
45	Cross conversion kit	1		007-248
46	Card	1	200 cards per pack	306-901
47	Cleaning card	1	1 x 30 packs	306-800
48	Cleaning pen	1		306-916
50	Coin selector	1		
51	Coin microswitch	1		000-352

\*1: If you desire a non-random number for Part No. 18, consult your distributor when ordering.

## 10. PARTS LIST

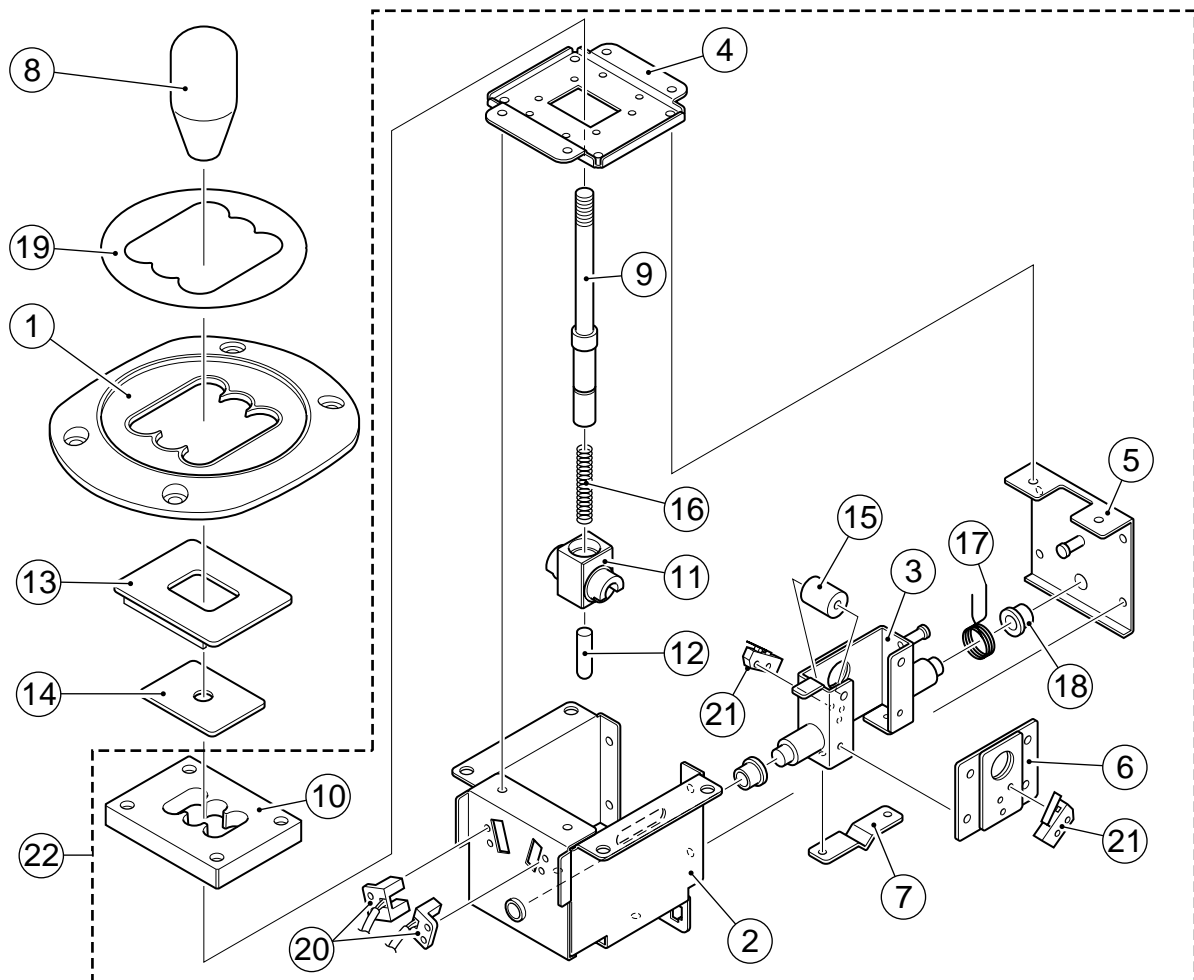
### 10-3 Steering Assy



No	Name	Qty	Type and Rating	Part No
1	Main Frame	1		710-890
2	Sub Frame	1		710-891
3	Spacer	1		463-031
4	Collar	1		463-032
5	Steering Volume Bracket	1		463-033
6	Stopper Arm - B	1		464-011
7	Stopper Rubber	2		455-017
8	Steering Wheel	1		452-020
9	Emblem	1		463-720
10	Centre Cap	1		463-721
11	Key	1	8x7x45 (both-sided)	107-028
12	Steel Plate Rhomboid Flange	1	SBPFL205	103-095
13	DC Motor	1	DTM-7060	005-226
14	Volume Potentiometer	1	EWSUGBF20E (270° without stopper)	X-008-022
15	Blind Bracket	1		710-892

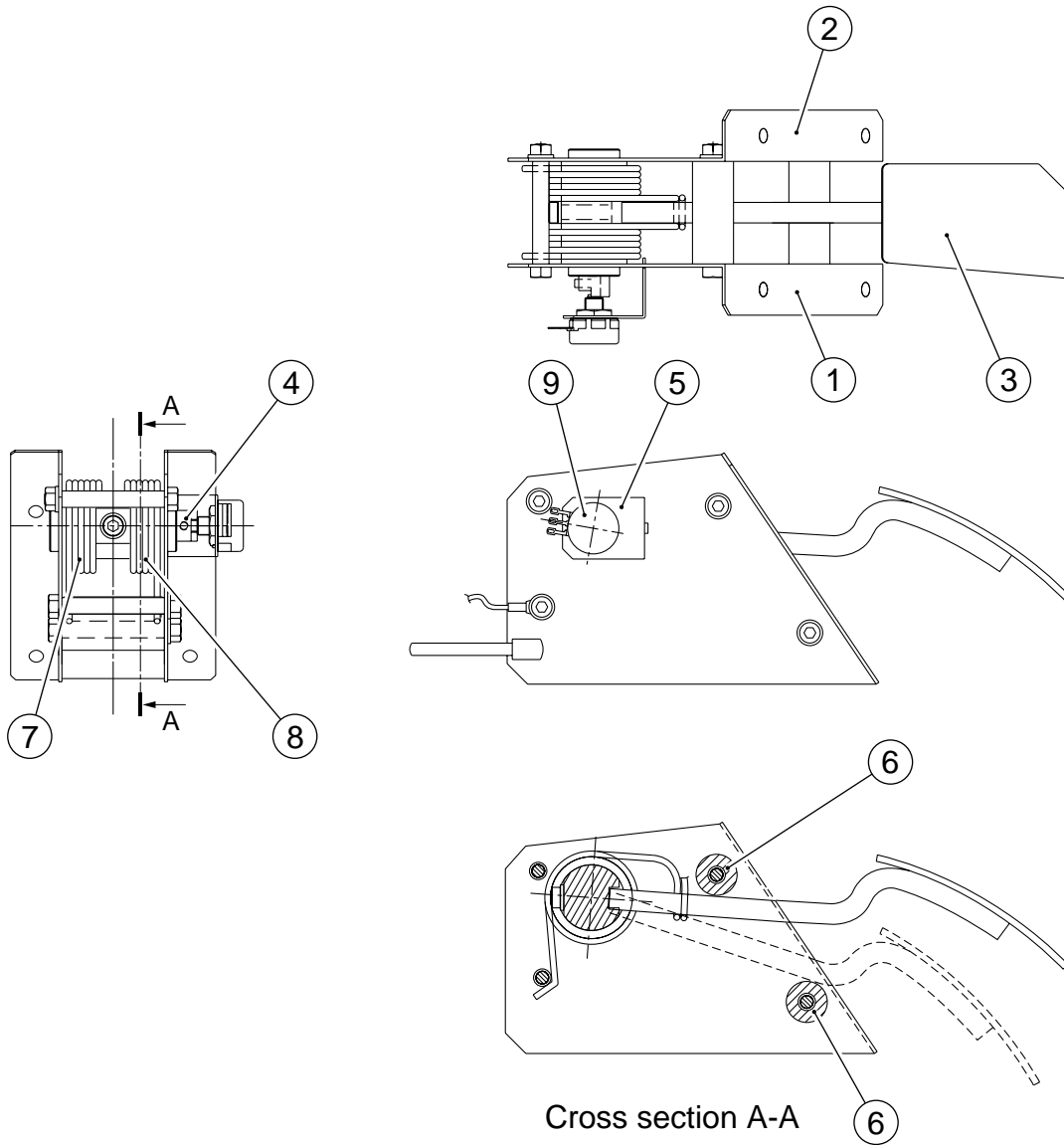


## 10-4 Shift (6-Speed MT) Assy



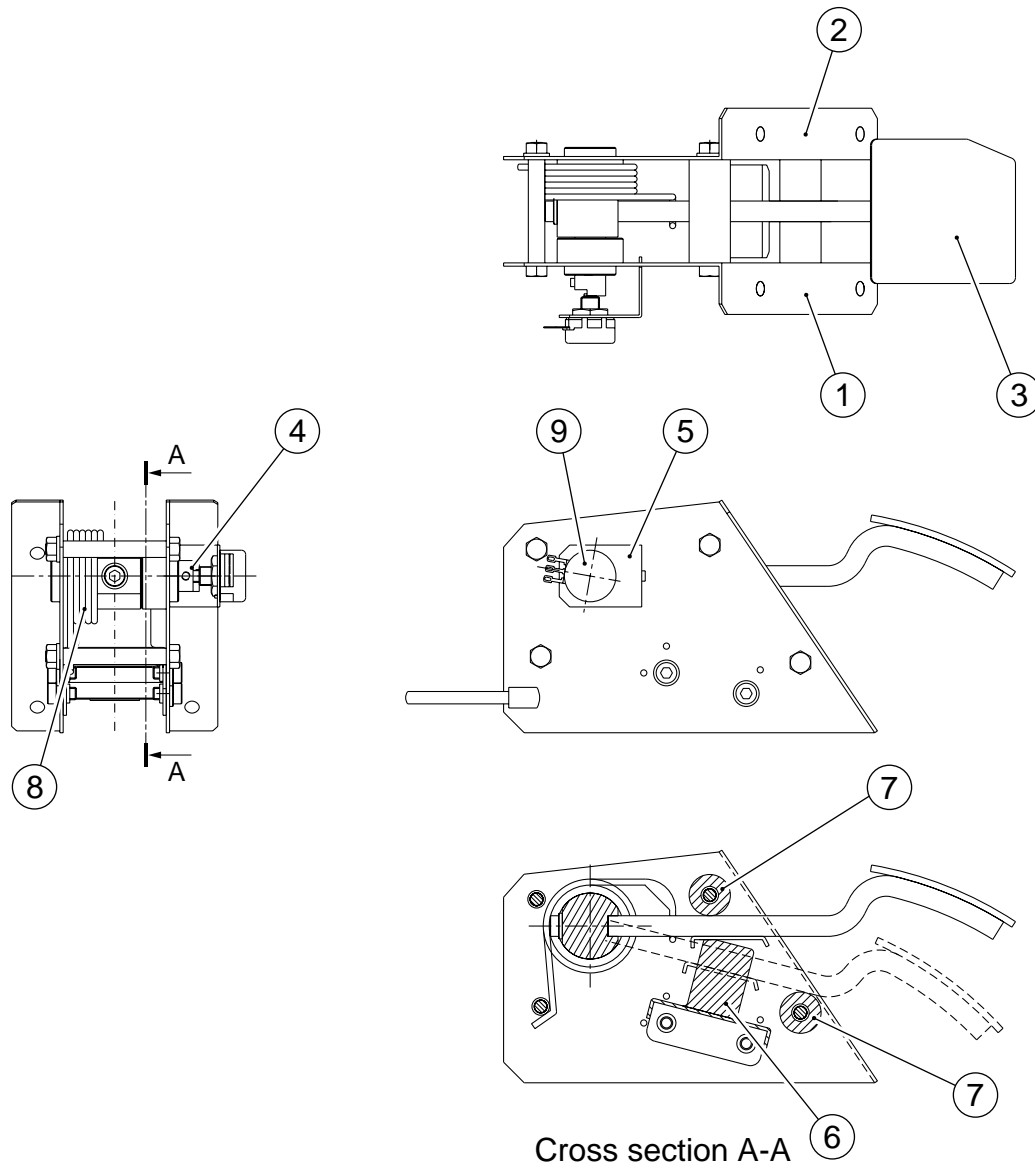
No.	Name	Qty	Type and rating	Parts No.
1	Gate cover	1		719-218
2	Outer case	1		710-911
3	Inner case	1		710-912
4	Top bracket	1		710-913
5	Outer cover	1		710-914
6	Inner cover	1		710-915
7	V-plate	1		710-916
8	Shift knob	1		719-217
9	Lever shaft	1		710-918
10	Shift gate	1		710-919
11	Center boss	1		710-920
12	Slider	1		710-921
13	Shutter A	1		710-922
14	Shutter B	1		710-923
15	Cushion rubber	2		710-924
16	Slider spring	1		710-925
17	Neutral spring	1		710-926
18	Flange bushing	2	LFF-1006	104-004
19	Shift pattern sticker	1		710-927
20	Photo interrupter (with connector)	2	KI1520-NM	000-623
21	Microswitch	2	D3M-01L3-3	000-624
22	Shift Assy	1	Excludes Parts Nos. 1, 8, 13, 14, and 19.	710-805

## 10-5 A Pedal Assy



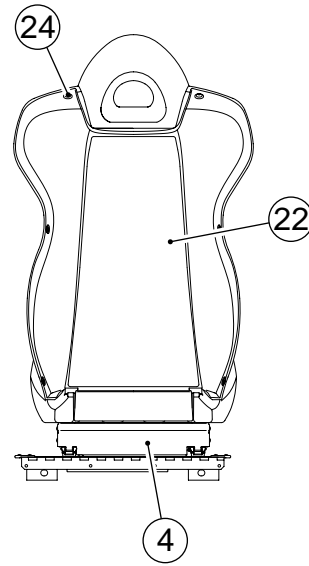
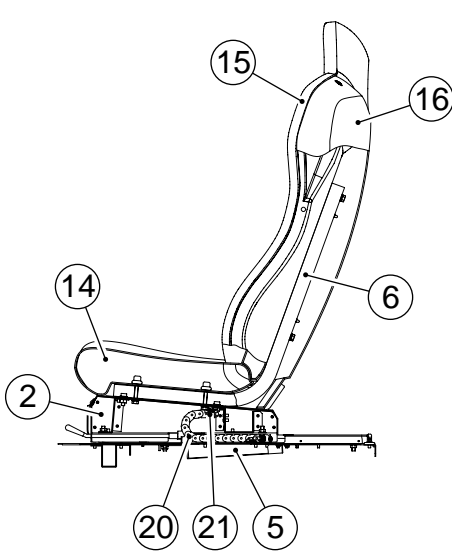
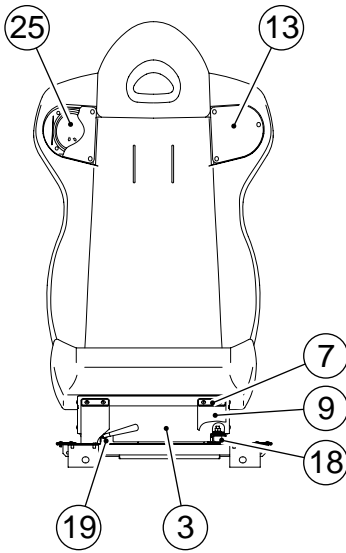
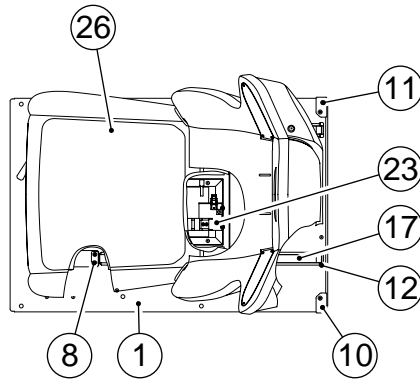
No.	Name	Qty	Type and rating	Parts No.
1	Angle AL	1		463-019
2	Angle AR	1		463-020
3	A pedal	1		463-023
4	Shaft	1		463-025
5	Volume bracket	1		463-026
6	Cushion	2		462-007
7	Spring A	1		462-009
8	Spring B	1		462-010
9	Volume	1	EWSV7BF20E 13 (40°)	008-021

## 10-6 B Pedal Assy



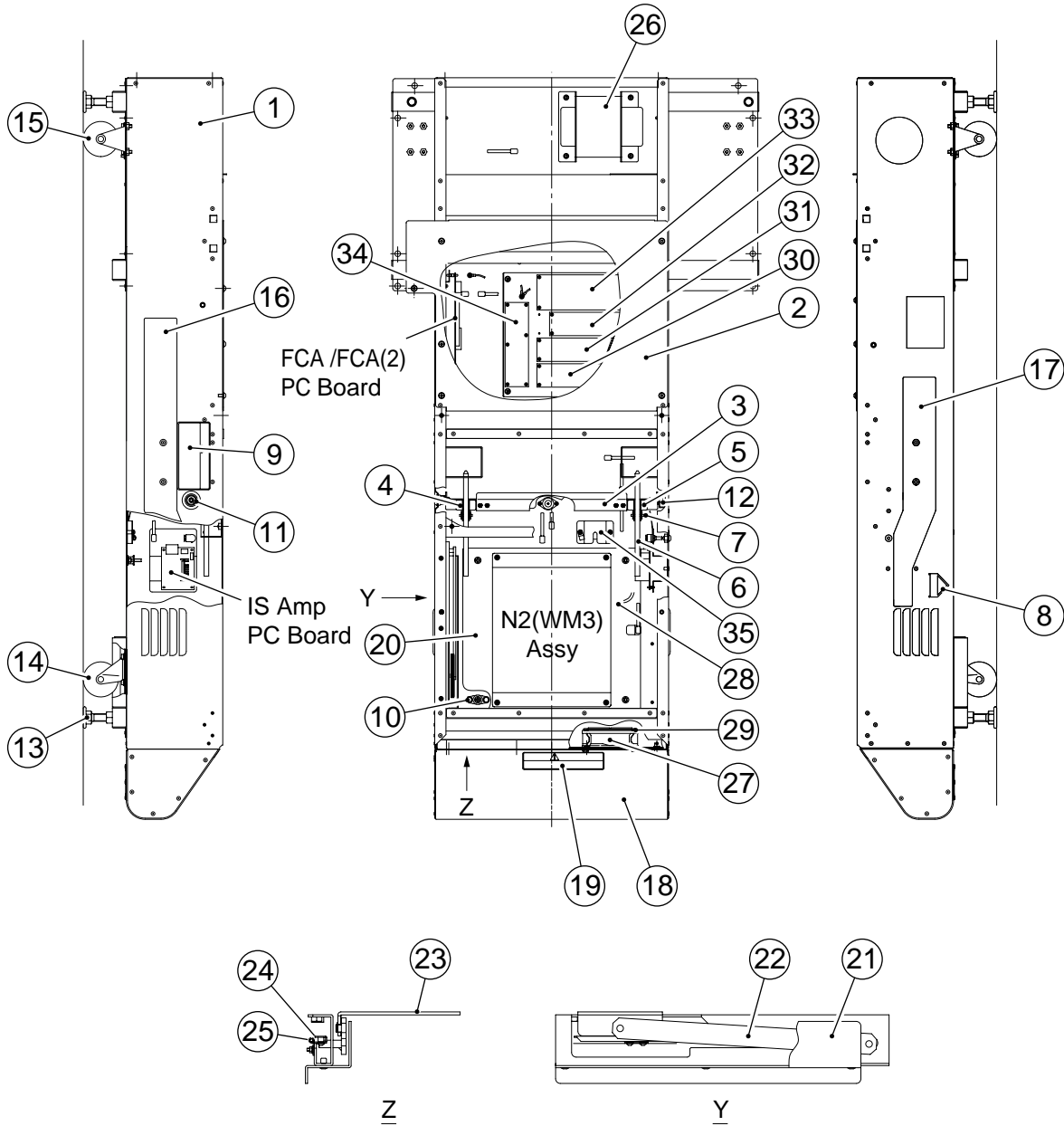
No.	Name	Qty	Type and rating	Parts No.
1	Angle BL	1		463-021
2	Angle BR	1		463-022
3	B pedal	1		463-024
4	Shaft	1		463-025
5	Volume bracket	1		463-026
6	Brake damper	1		463-028
7	Cushion	2		462-007
8	Spring A	1		462-009
9	Volume	1	EWSV7BF20E 13 (40°)	008-021

# 10-7 Seat Assy



No.	Name	Qty	Type and rating	Parts No.
1	Base lid	1		710-950
2	Seat tray	1		710-951
3	Seat tray cover F	1		710-952
4	Seat tray cover R	1		710-953
5	Cable tray	1		710-954
6	Seat pipe	2		710-955
7	Rail guard bracket U	2		710-956
8	Rail guard bracket L	2		710-957
9	Rail guard	2		710-958
10	Lid edge guard L	1		710-959
11	Lid edge guard R	1		710-960
12	Rail edge guard	2		710-961
13	Seat speaker cover	2		710-962
14	Seat surface	1		710-963
15	Seatback	1		710-964
16	Seat cover	1		710-965
17	Seat rail spacer	2		710-966
18	Seat rail L	1	G54981 1L	710-967
19	Seat rail R	1	G54981 1R	710-968
20	Cableveyor body	1	TKP0 180-20B-R28-13L	108-050
21	Cableveyor fixture	2	TKP0 180-20B-PA-1K	108-049
22	Seat sticker	1		719-207
23	Seat cable bracket	1		710-970
24	Scrivet	6	21Z2	102-232
25	Speaker	2	F00210D1	006-157
26	Seat cushion	1		714-053

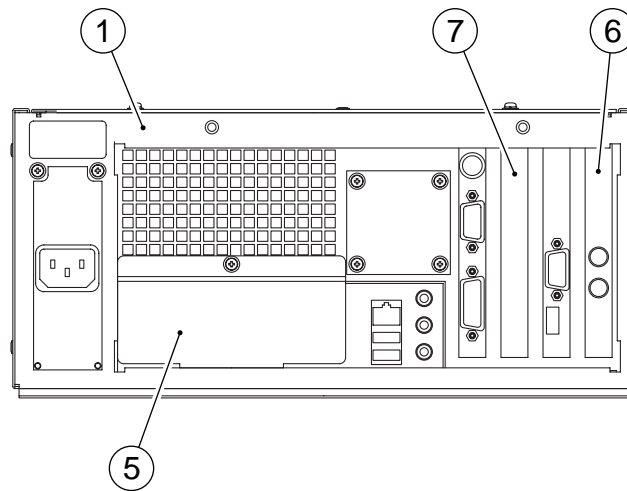
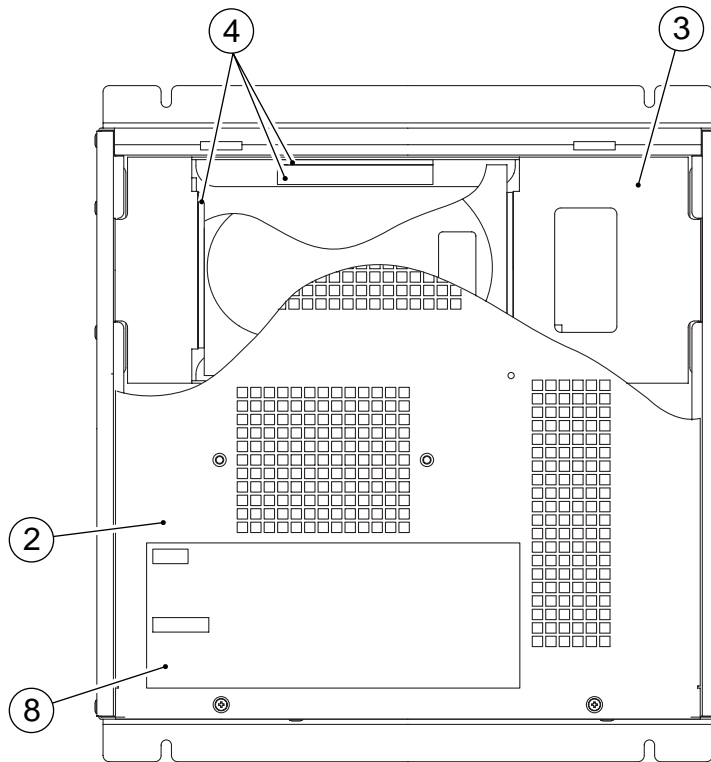
# 10-8 Seat Base Assy



No.	Name	Qty	Type and rating	Parts No.
1	Seat base	1		719-208
2	Floor plate	1		710-981
3	Clasp joint	1		710-982
4	Seat clasp A	1		710-983
5	Seat clasp B	1		710-984
6	Locking rod	2		710-986
7	Locking rod pin	2		710-987
8	Fork position sticker	1		229-441
9	Caution sticker for base lid EXP	1		461-509
10	Round vibration-insulation rubber	4	RB-20	106-166
11	Coin box lock	1	F750-MSDS8	101-206*
12	Flange bushing	1	80F1005	104-053
13	Adjustment bolt	4	M16 x 75	102-166
14	Caster (swivel type)	2	STC-75NM	102-199
15	Caster (stationary type)	2	SKC-75NM	102-201
16	Lower side sticker (L)	1		710-990
17	Lower side sticker (R)	1		710-991
16	Rear cover	1		710-940
19	Caution sticker for seat slide EXP	1		461-510
20	Rack base	1		719-209
21	Stopper rail	1		711-010
22	Stopper arm	1		711-011
23	Stopper bracket	1		711-012
24	Hinge bracket	1		711-013
25	Spring hinge	1	B-1046-3	101-178
26	Transformer	1	ST-11161	004-613
27	Fan motor	1	UT120CH	005-429
28	Video cable	1	2.5 m	007-247
29	Fan guard	1	F120UL guard	005-391
31	Switching regulator	1	LDA75-5	009-201
32	Switching regulator	1	LDA75-12	009-202
33	Switching regulator	1	LDA75-24	009-203
34	Connector Conversion PC Board	1		306-918
35	Cable hole bracket	1		710-992

\*1: If you desire a non-random number for Part No. 11, consult your distributor when ordering.

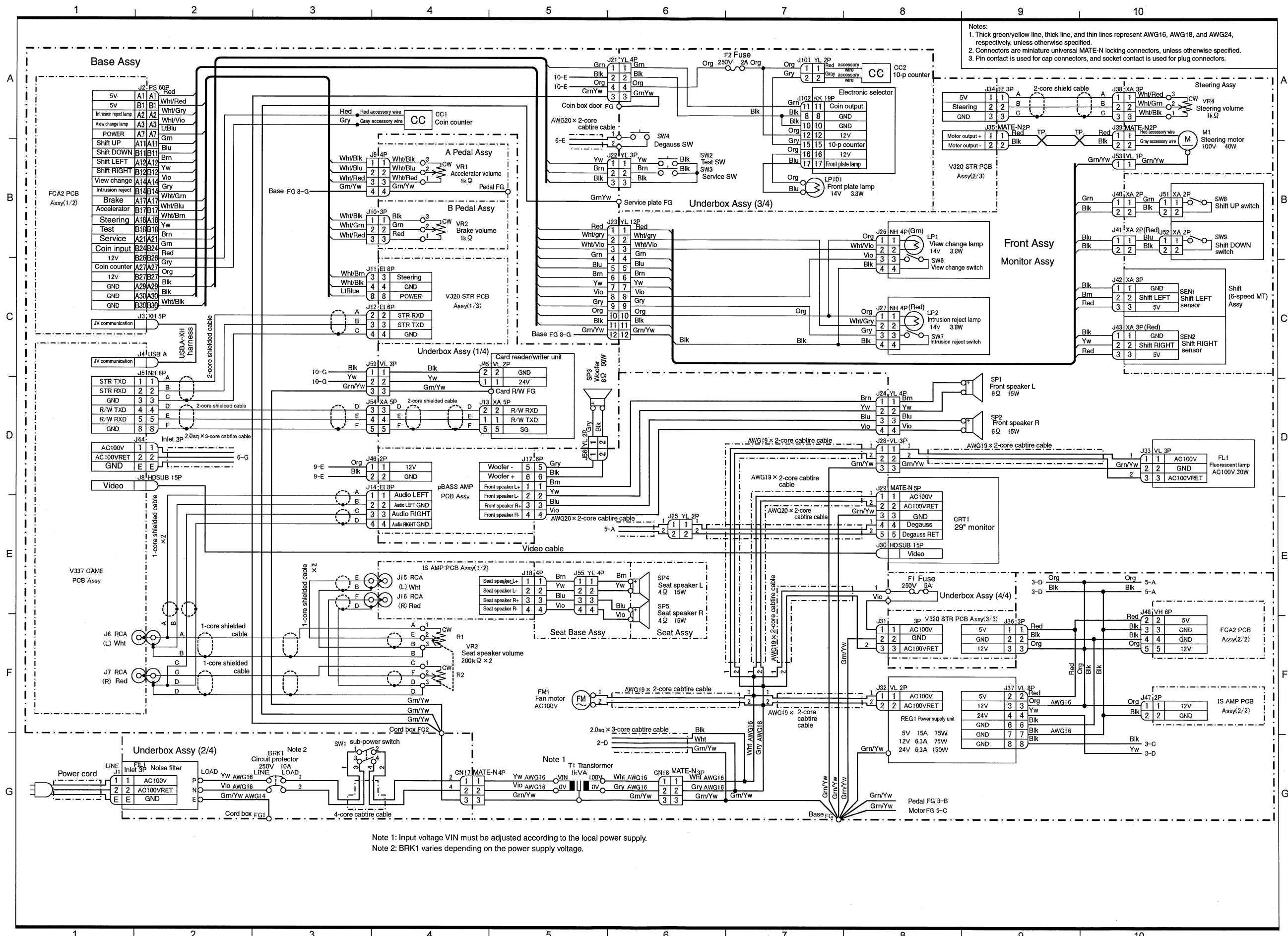
### 10-9 N2 (WM3) Assy



No.	Name	Qty	Type and rating	Parts No.
1	Chassis	1		719-210
2	Cover	1		719-211
3	HDD mounter	1		719-212
4	HDD cushion	6		719-213
5	Connector cover	1		719-214
6	PCI-RCA bracket	1		719-215
7	PCI standard BK	1		463-108
8	Connector sticker	1		719-216



# 11. WIRING DIAGRAMS





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The specifications of the machine and the contents of this operation manual are subject to change without prior notice due to product improvements.