

1. HANDLING PRECAUTIONS

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine.



- Before performing work, be sure to turn power off. Performing the work without turning power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that effect.
- To avoid electric shock or short circuit, do not plug in or unplug quickly.
- To avoid electric shock, do not plug in or unplug with a wet hand.
- Do not expose Power Cords and Earth Wires on the surface, (floor, passage, etc.). If exposed, the Power Cords and Earth Wires are susceptible to damage. Damaged cords and wires can cause electric shock or short circuit.
- To avoid causing a fire or electric shock, do not put things on or damage Power Cords.
- When or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or electric shock.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, electric shock or leakage.
- Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.
- Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause a fire or electric shock.
- Completely make connector connections for IC BD and others. Insufficient insertion can cause an electric shock.
- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted.
 - Failure to observe this may cause a fire or an electric shock. Non-compliance with this instruction can have a bad influence upon physical conditions of the players or the lookers-on, or result in injury during play.
 - SEGA shall not be held responsible for damage, compensation for damage to a third party, caused by specification changes not designated by SEGA.
- Be sure to perform periodic maintenance inspections herein stated.



- For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.
- The Projector is employed for this machine. The Projector's screen is susceptible to damage, therefore, be very careful when cleaning the screen. For details, refer to PROJECTOR.
- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
- Some parts are the ones designed and manufactured not specifically for this game machine. The manufacturers may discontinue, or change the specifications of, such general-purpose parts. If this is the case, Sega cannot repair or replace a failed game machine whether or not a warranty period has expired.

2. PRECAUTIONS REGARDING INSTALLATION LOCATION



WARNING

This product is an indoor game machine. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and or malfunctioning.

- Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and or shower, etc.
- Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.
- Places filled with inflammable gas or vicinity of highly inflammable/ volatile chemicals or hazardous matter.
- Dusty places.
- Sloped surfaces.
- Places subject to any type of violent impact.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- The operating (ambient) temperature range is from 5°C to 30°C.

LIMITATIONS OF USAGE REQUIREMENTS



WARNING

- Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage and frequency requirements. A plate describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause a fire and electric shock.
- This product requires the Breaker and Earth Mechanisms as part of the location facilities. Using them in a manner not independent can cause a fire and electric shock.
- Ensure that the indoor wiring for the power supply is rated at 7 A or higher (AC single phase 100 ~ 120 V area), and 4 A or higher (AC 220 ~ 240 V area). Non-compliance with the Electrical Specifications can cause a fire and electric shock.
- Be sure to independently use the power supply equipped with the Earth Leakage Breaker. Using a power supply without the Earth Leakage Breaker can cause an outbreak of fire when earth leakage occurs.
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.
- When using an extension cord, ensure that the cord is rated at 7 A or higher (AC 100 ~ 120 V area) and 4 A or higher (AC 220 ~ 240 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

OPERATION AREA



WARNING

- For the operation of this machine, secure a minimum area of 2.35 m (W) × 3.5 m (D). In order to prevent injury resulting from the falling down accident during game play, be sure to secure the minimum area for operation.
- Be sure to provide sufficient space so as to allow this product's ventilation fan to function efficiently. To avoid machine malfunctioning and a fire, do not place any obstacles near the ventilation opening.
- SEGA shall not be held responsible for damage, compensation for damage to a third party, resulting from the failure to observe this instruction.
- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. The machine should only be disassembled in accordance with the instructions listed in this manual; do not attempt to disassemble it in any other way. Specific tools and adjustment procedures are required to assemble and disassemble the mechanical parts. Attempting to assemble or disassemble the machine without consulting the instructions may result in accidents during assembly/disassembly and electric shock, short circuits, and/or personal injury during operation. If the machine still does not fit through the entryway after following the procedures in this manual, contact your retailer or the office listed in this manual.
- If the machine is still too large to fit through the entryway after following the procedures listed in this manual, do not tip the machine on its side. Attempting to transport the machine while it is tipped on its side may cause accidents. It may also damage or warp parts of the machine, resulting in accidents during operation.



IMPORTANT

For transporting the machine into the location's building, the minimum necessary dimensions of the opening (of doors, etc.) are 1.3 m (W) and 2.1 m (H).

Electric current consumption

MAX. 4.02 A (AC 120 V 60 Hz)
MAX. 2.22 A (AC 220 V 50 Hz)
MAX. 2.24 A (AC 220 V 60 Hz)
MAX. 2.2 A (AC 230 V 50 Hz)
MAX. 2.16 A (AC 240 V 50 Hz)
MAX. 4.8 A (For TAIWAN)

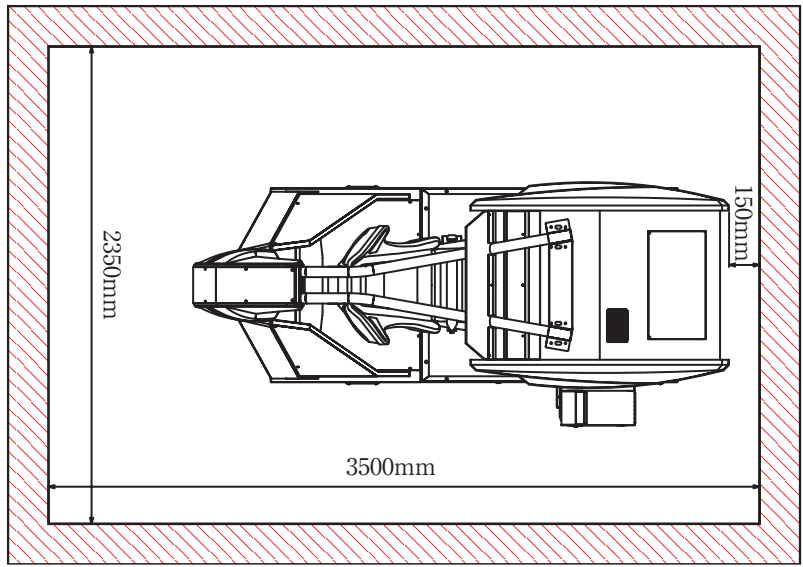


FIG. 2 a

If the entryway to the installation location is too narrow or too low, follow the steps listed in this manual to disassemble the machine. (See Section 8-2.)

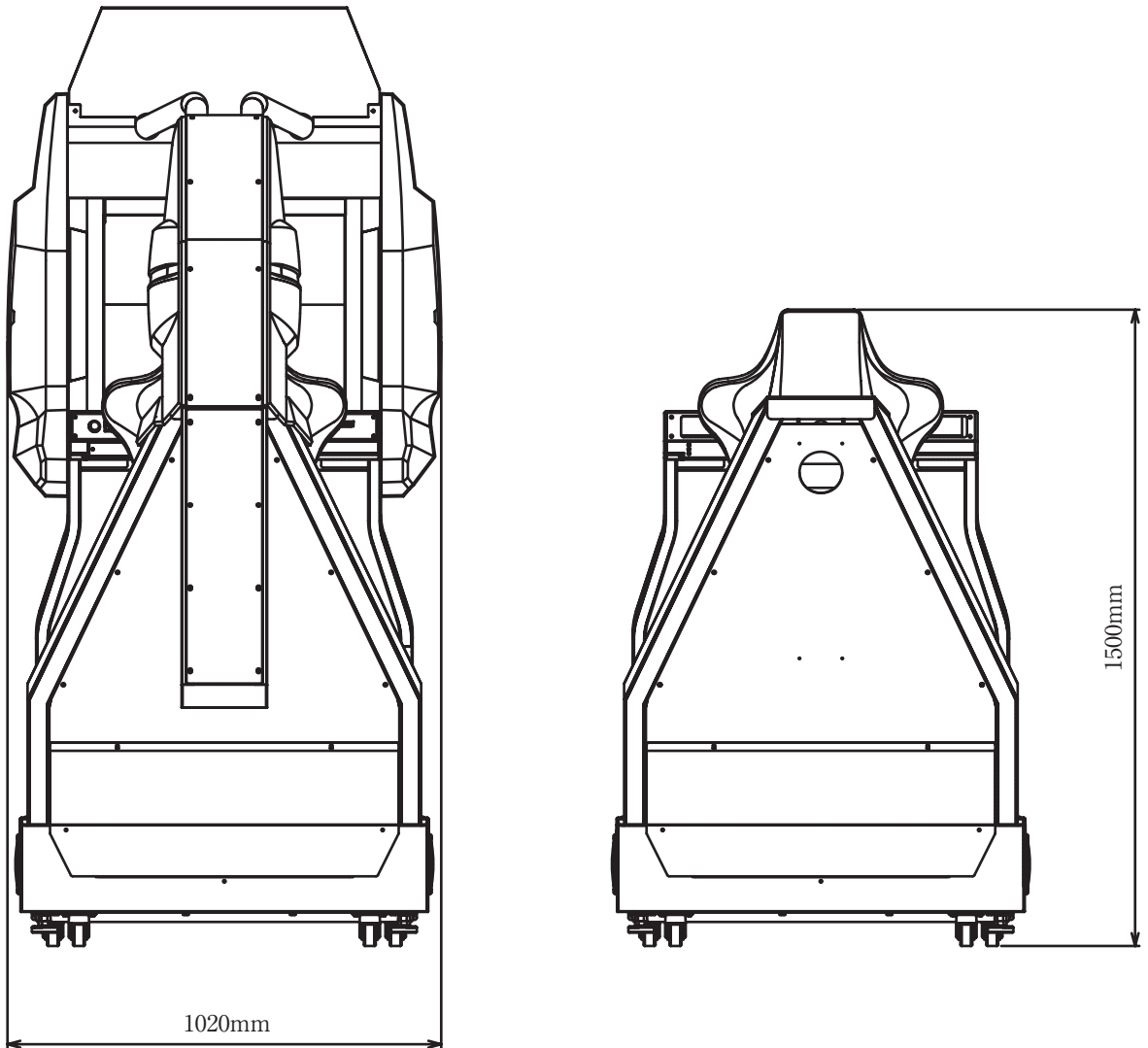


FIG. 2 b DIMENSIONS OF THE MACHINE DISASSEMBLED

3. PRECAUTIONS REGARDING PRODUCT OPERATION

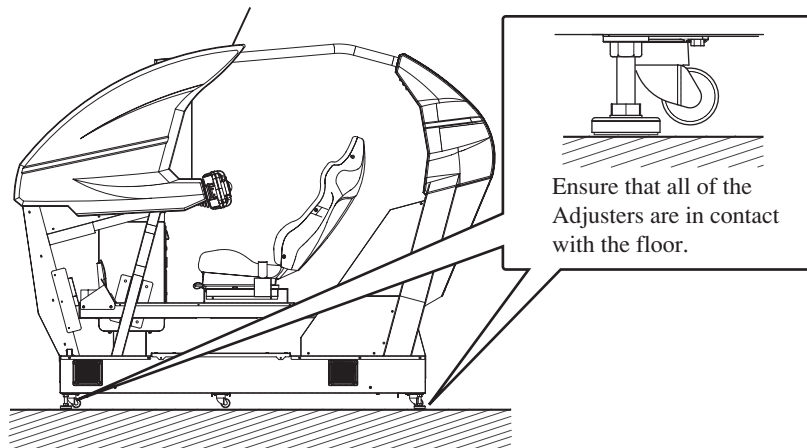
BEFORE OPERATING

To avoid injury and trouble, be sure to constantly give careful attention to the behavior and manner of the visitors and players.



In order to avoid accidents, check the following before starting the operation:

- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and or trouble between customers.
- Be sure to perform appropriate adjustment of the monitor (projector). For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or the customers' physical conditions.
- It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest.
- Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident.



- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step.
- To avoid electric shock, check to see if door & cover parts are damaged or omitted.
- To avoid electric shock, short circuit and or parts damage, do not put the following items on or in the periphery of the product. Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water.



- Make sure the surrounding area is secure before turning the power on. The machine will automatically go through an initialization process after being turned on. The seat will move left and right, and persons standing in the vicinity of the machine may be struck or knocked down.
- Be sure to perform a test run of the machine and inspect its safety devices before putting it into operation. Because the machine's seat swerves to the left and right, it is equipped with safety devices. In order to ensure that these safety devices are functioning properly, it is imperative that the following checks be performed on a regular basis:
 - When the safety belt is released, does the seat stop moving?
 - Does the safety belt hold the player's body firmly in place?
 - Are there any damaged or frayed spots on the safety belt?
 - Are any of the seat parts loose or wobbly?
 - When the "Motion Stop" button is pressed, does the seat stop moving?
 - When the safety sensor detects a foreign object, does the seat stop moving?
 - Are the yellow-and-black-striped parts on the front and rear of the cockpit frame torn or missing?
- When performing the above safety checks, verify also that the seat is moving properly. Accidents may occur if the seat is moving abnormally. For this reason, do not operate the machine in such cases until the problem is resolved.
 - Does the seat move in the direction that the controls are pressed?
 - Does the seat move smoothly?
 - Does the seat shake or rattle?
 - Are any unusual sounds produced during seat motion?
 - Does the seat experience unusual vibration while moving?
 - When the game is over, does the seat come to rest in a level position?
- If the yellow-and-black-striped parts at the front and rear of the cockpit become damaged or fall off, replace them immediately. Hands and fingers may be broken and/or severed if inserted into these areas during gameplay.
- If the seat motion mechanism begins to malfunction, immediately cease operation, turn off the power, unplug the power cord, and contact the office listed in this manual or your retailer. Continuing to operate the machine without resolving the problem may result in serious accidents such as electric shock, short circuits, or fire, and/or cause the machine to tip over.
- Requests for maintenance of the seat motion mechanism should be directed to the office listed in this manual or your retailer. Attempts to perform maintenance by persons other than specially trained technicians may result in injury to the party performing the maintenance and/or to players during product operation.
- The seat will continue to move even if it comes into contact with persons other than the player. In order to ensure a safe operating environment, place the machine so that one side is adjacent to the back of another game machine or to the wall.



- To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause making bodily contact with each other, hitting accidents, and or trouble between customers.
- Check the control devices to make sure that there are no scratches or cracks on parts touched by players, as such defects can cause injury to hands and fingers.



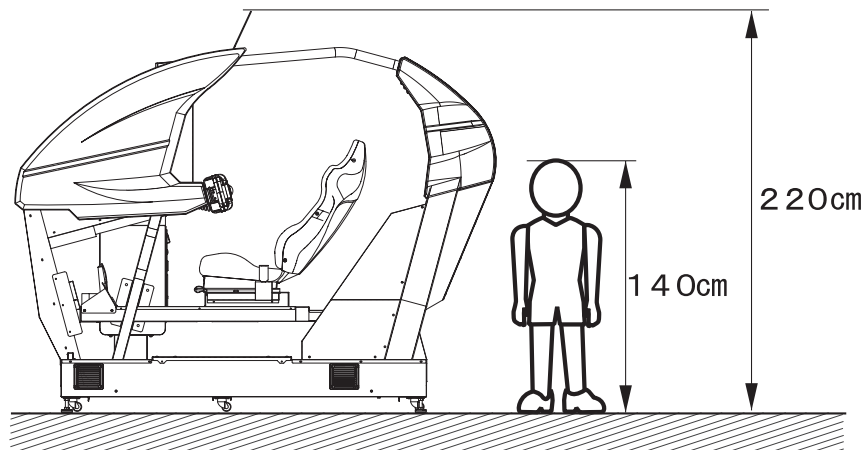
This product features a license card slot and a memory card slot. Check to make sure that these parts have not been tampered with (e.g. by inserting foreign objects.)

DURING OPERATION (PATRON CONDUCT)

To avoid injury and trouble, be sure to constantly give careful attention to the behavior and manner of the visitors and players.

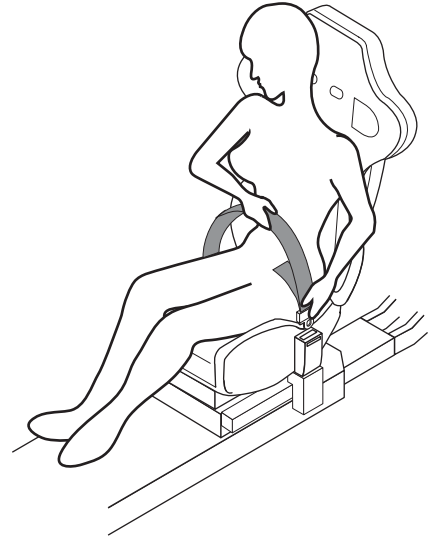


- To avoid injury and accidents, those who fall under the following categories are not allowed to play the game.
 - Those who need assistance such as the use of an apparatus when walking.
 - Those who have high blood pressure or a heart problem.
 - Those who have experienced muscle convulsion or loss of consciousness when playing video game, etc.
 - Those who have a trouble in the neck and or spinal cord.
 - Intoxicated persons.
 - Pregnant women or those who are in the likelihood of pregnancy.
 - Persons susceptible to motion sickness.
 - Persons whose act runs counter to the product's warning displays.
- A player who has never been adversely affected by light stimulus might experience dizziness or headache depending on his physical condition when playing the game.
- Instruct those who feel sick during play to have a medical examination.
- To avoid injury resulting from falling down and electric shock due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shock and short circuit, do not allow patrons to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
- To avoid falling down and injury resulting from falling down, immediately stop patron's leaning against or climbing on the product, etc.
- To avoid electric shock and short circuit, do not allow patrons to unplug the power plug without a justifiable reason.
- For safety reasons, this game must not be played by persons less than 140 cm in height. Patrons should be told that this is because the safety belt cannot secure such persons in place.





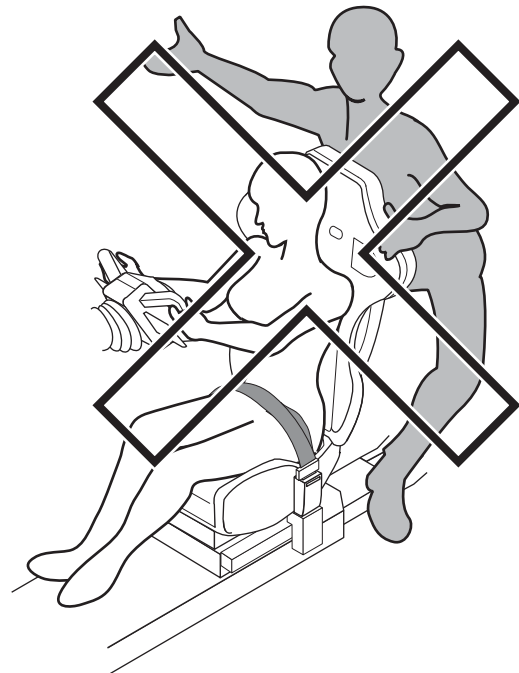
- Playing the game without first securing the safety belt may cause players to fall out. Patrons should be instructed always to secure themselves with the safety belt before playing the game.



- Prevent patrons from sitting two at a time in the seat. This game is for one player only. If two or more patrons attempt to sit in the seat and play at the same time, they may hit their heads, hands, or elbows, possibly resulting in serious injury.

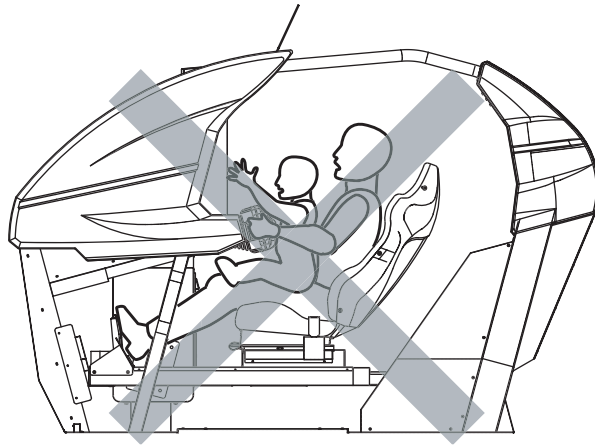


- Patrons should not be allowed to climb onto the back of the seat. Such behavior may cause players to fall out and/or cause the machine to tip over. If a patron is riding on the back of the seat, have him or her get off immediately.

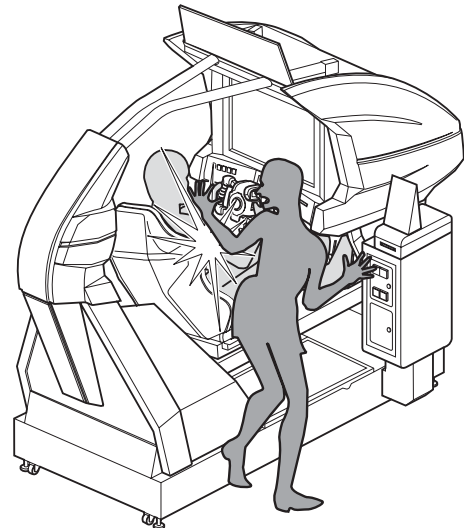




- Patrons should be warned not to place children on their laps while they play the game. Doing so may cause the child to become trapped between the player and the control panel and/or cause the machine to tip over.



- Persons other than the player should not be allowed to approach the machine while the seat is in motion. Such actions may result in sideswiping and/or collision accidents. The safety sensor is only able to detect foreign objects on top of the base. Young children are especially susceptible to this danger; for this reason, patrons should be instructed to watch their children closely.

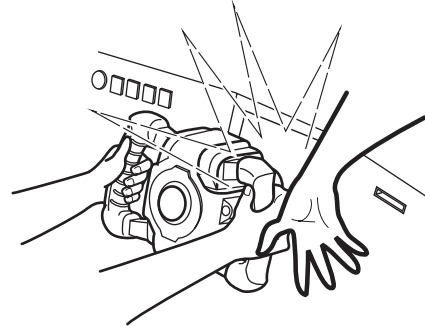


- Patrons should be advised to place their feet upon the pedals during play. If patrons move their legs around without due attention, they may become trapped or snagged, possibly resulting in broken bones and/or sprains.
- Prevent patrons from playing the game with bag straps or scarves wrapped around their necks or while holding on to drinks, as this can lead to accidents.
- If a player appears to be in distress, stop the seat motion immediately by pressing the "Motion Stop" button.



- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.
- When entering or exiting the machine, players may trip over the base or hit their heads on the pipes. Be sure to warn players who do not appear to be exercising proper caution.

- Persons other than the player should not be allowed to touch the controls during play. They may brush against or collide with the controls or the player, possibly resulting in accidents.



- Players should be warned not to place personal effects or other objects on the base of the machine. If the safety sensor fails to detect these items, the motion of the machine may cause them to fly out and strike other patrons.
- Players should be instructed to adjust the seat by moving it forward or backward to fit their body size before playing the game. Playing the game in an unnatural position can lead to unforeseen accidents.



- When an unjust act is performed, no written data is backed up mechanically.
The following acts may be judged to be unjust acts.
Since it also becomes a defect of operation and the cause of parts damage, caution the player not to perform the following acts.
 - Use of cards bent or deformed
 - Use of cards adhered seals or extraneous matter on
 - Use of a card mixed two sheets
 - Use of cards other than dedicated cards
 - When a card is extracted quickly
- Since the order in which cards are dispensed is random, note that there may be cases in which the same card comes out several times in a row or a certain card fails to come out at all.

If the card reader/writer has not been set as being unused, you will be unable to select any game mode with use of cards while the game will be in progress.

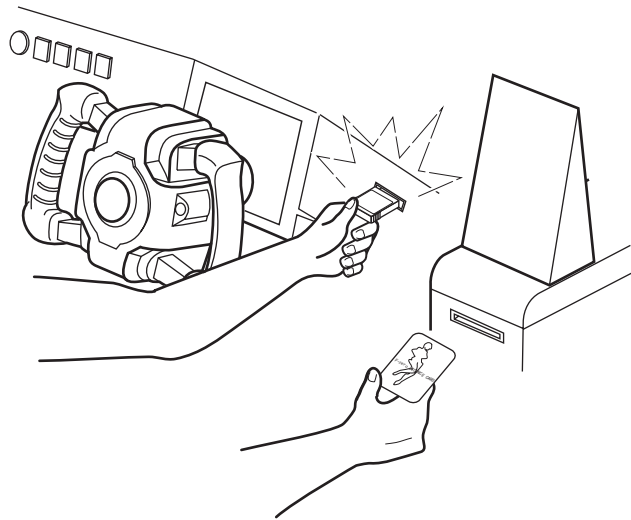
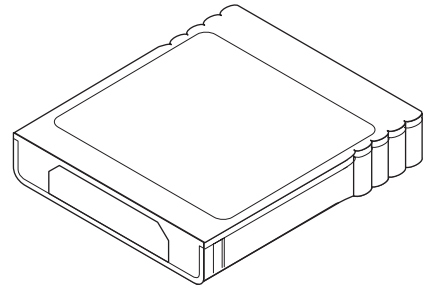
Thus, for the card reader/writer, deal with the player, paying attention to the following points:

Even if the player request the system for use of cards when you have set the machine so that the card reader/writer is not used, the request is rejected because of the nature of the system.

USING MEMORY CARDS

Players who use memory cards should be advised of the following precautions. Data that is damaged or lost cannot be recovered.

- Before inserting a memory card, check to make sure there are no problems with the slot.
- When using a memory card and a license card at the same time, insert the memory card first. Player data will not be used in the game if the cards are inserted in the wrong order.



- Be sure to use a memory card containing "F-ZERO GX" game data.
- Never attempt to remove/insert a card during play. Doing so may damage the data.
- Do not use memory cards other than authorized Nintendo products or official licensed products.