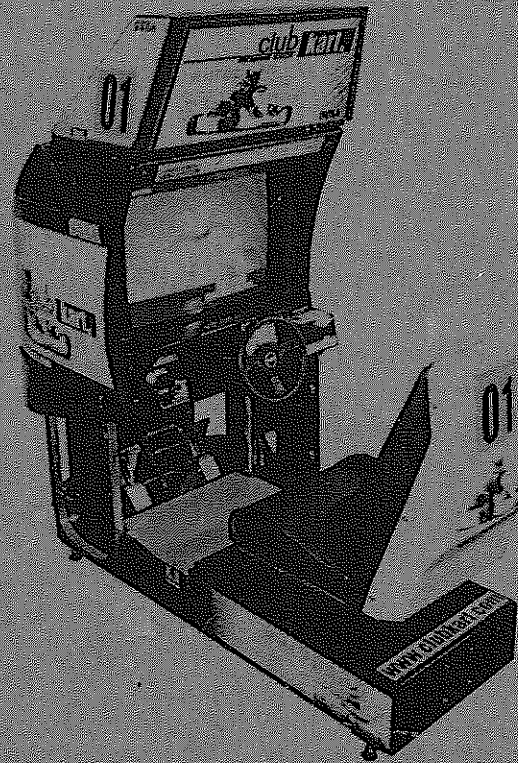


SERVICE MANUAL

MINI CLUB KART



IMPORTANT!

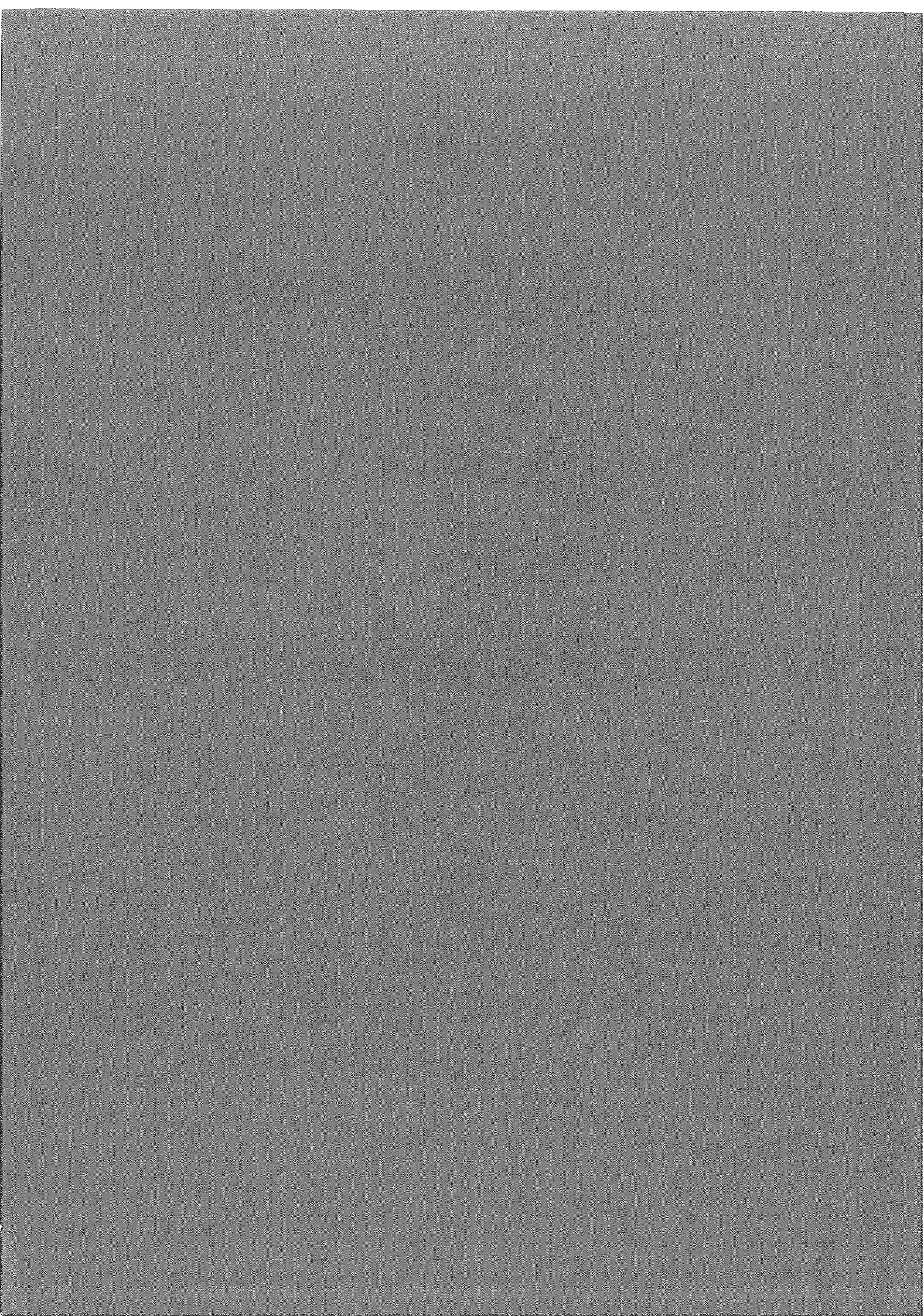
Before using this product, read this SERVICE MANUAL carefully to understand the contents stated herein. After reading this manual, be sure to keep it available nearby the product or somewhere convenient in order to be able to refer to it whenever necessary.

Manufactured in the UK by

SEGA



MANUFACTURING DIVISION (UK)



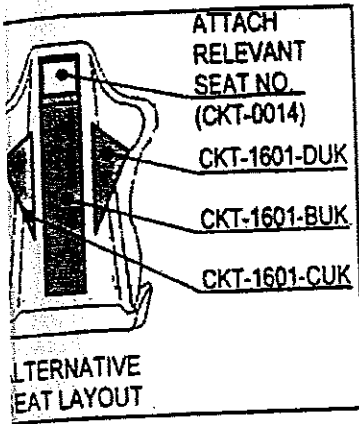
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MINI CLUB KART

DESIGN RELATED PARTS



ATTACH RELEVANT SEAT NO. (CKT-0014)

CKT-2451-A

CKT-1651-BUK

CKT-2503UK

CKT-0201UK

422-0864UK

CKT-1208UK

422-0870UK

CKT-1651-CUK
(BOTH SIDES)

CKT-2502
(CKT-2501
OTHER SIDE)

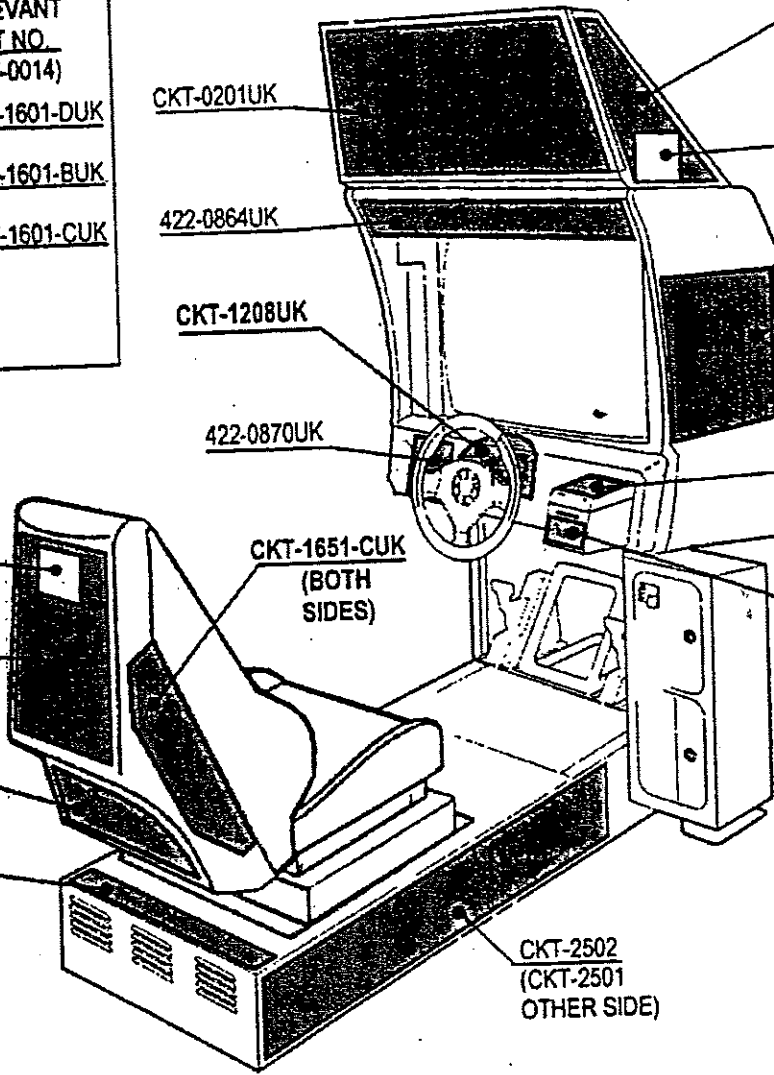
CKT-0203UK
(CKT-0202UK
OTHER SIDE)

ATTACH RELEVANT SEAT NO. (CKT-0014)
BOTH SIDES

CKT-1066-A
(CKT-1051-A
OTHER SIDE)

CKT-0016UK
CKT-0018UK
(ON INSIDE TOP FACE)

CKT-0017UK

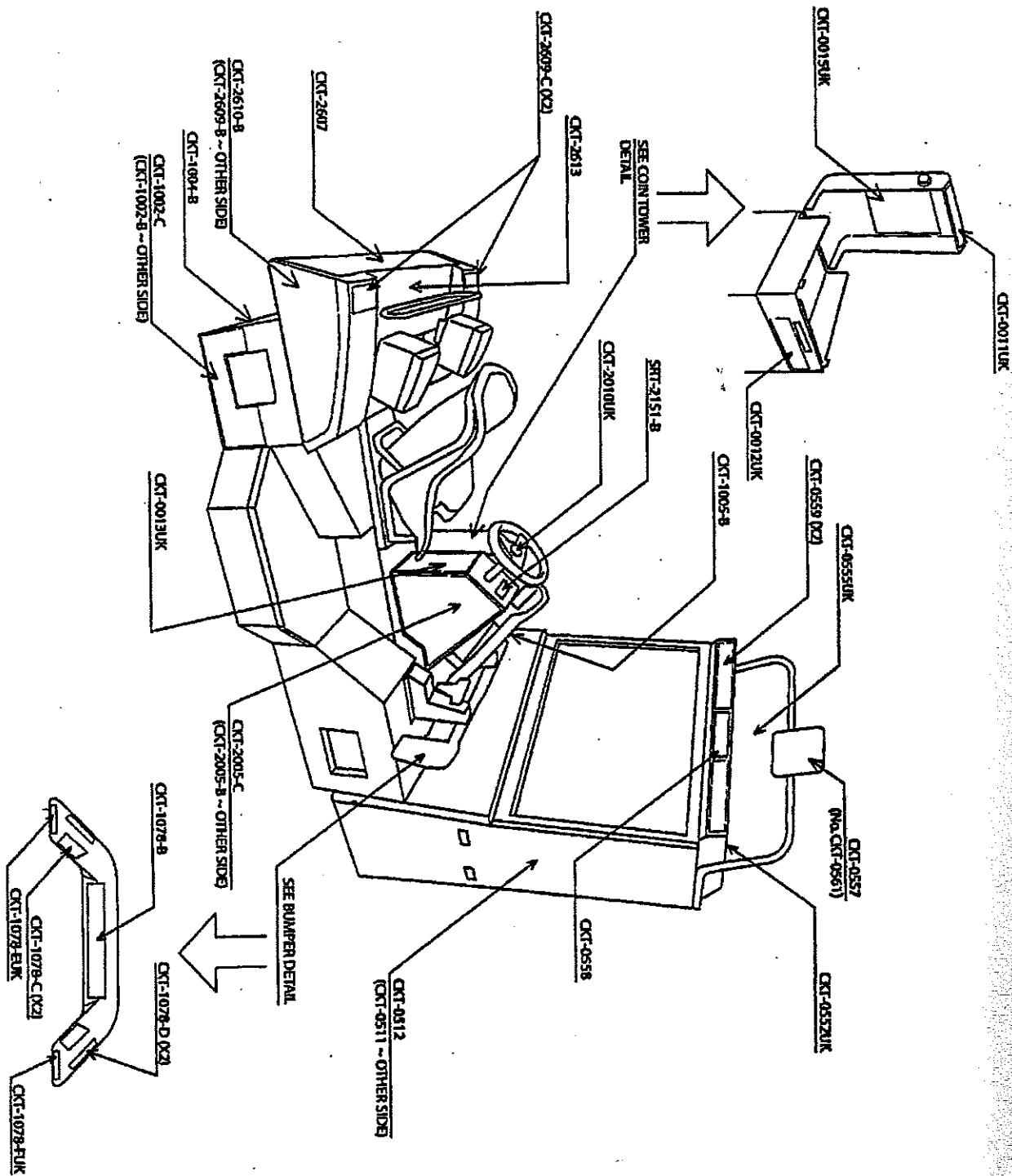




CLUB KART D/X

DESIGN RELATED PARTS

6.



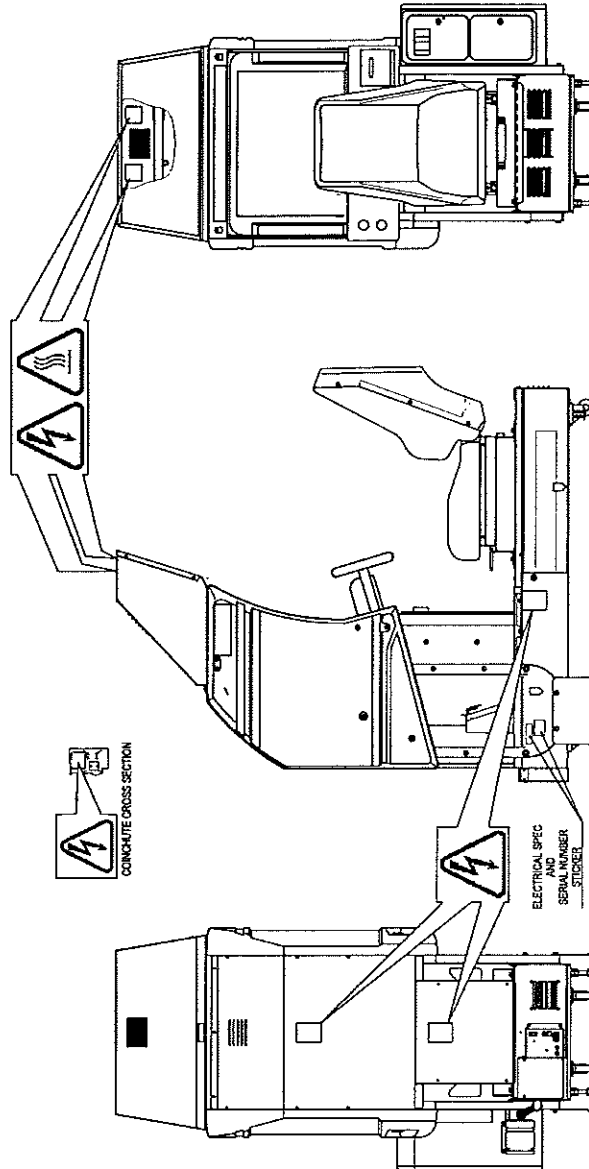


CONCERNING THE STICKER DISPLAY

SEGA product has stickers describing the product manufacture number (Serial Number) and electrical specification. If you require service assistance you will require the Serial Number. Identical machines may have different parts fitted internally. Only by quoting the Serial Number will the correct parts be identified.

CONCERNING WARNING STICKERS

SEGA product has warning displays on stickers, labels or printed instructions adhered/attached to or incorporated in the places where hazardous situations can arise. The warning displays are intended for the accident prevention of customers and service personnel.



SPECIFICATIONS

Installation Space (mm):	945 (W) x 1625(D)
Height (mm):	1873
Weight (kg):	Approx. 260
Power, Max: 430W	Rated Voltage (VAC): 230
	Rated Current (A): 1.8
Operating Temperature Range	5 - 40°C

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

2 INTRODUCTION TO THIS SERVICE MANUAL

SEGA ENTERPRISES LTD., supported by its experience in electronic high technology of VLSI's, microprocessors etc. and with a wealth of experience, have for more than 30 years been supplying various innovative and popular games to the world market. This Service Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanicals, servicing controls, spare parts, etc. as regards **MINI CLUB KART**, a new SEGA product. This manual is intended for those who have knowledge of electricity and technical expertise especially in IC's, CRT's, microprocessors etc. Carefully read this manual to acquire sufficient knowledge before working on the machine. Should there be any malfunction, non-technical personnel should under no circumstances touch the interior systems. Should such a situation arise contact the nearest branch listed below or our head office.

SEGA AMUSEMENTS EUROPE LTD./ SEGA SERVICE CENTRE

Unit 2 Industrial Estate,

Leigh Close,

New Malden,

Surrey,

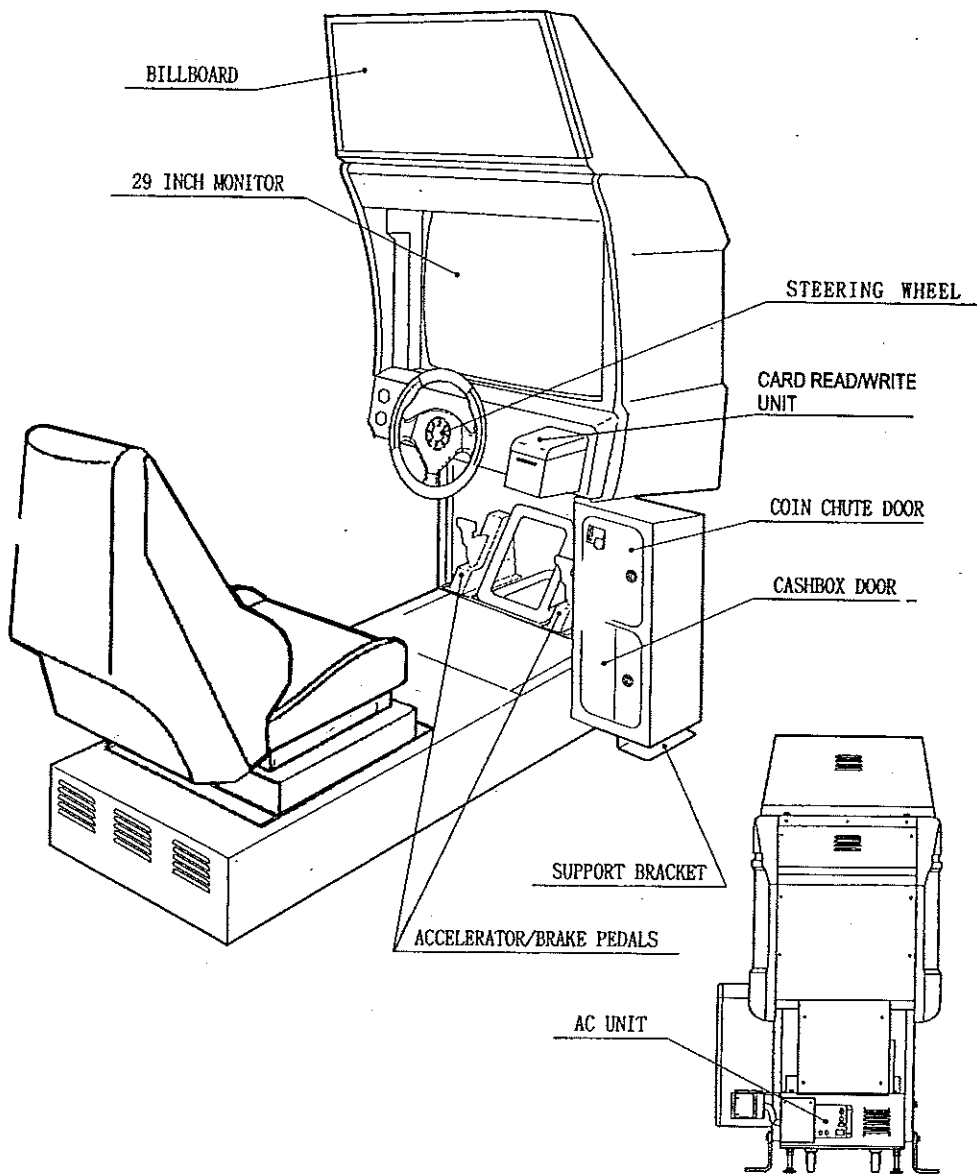
KT3 3NL,

England.

Telephone: +44(0) 208 336 1222

Fax: +44(0) 208 336 1715

3.3 NAME OF PARTS



	Width (mm)	Length (mm)	Height (mm)	Weight (kg)
COCKPIT	945	1625	1522	239
BILLBOARD	758	560	353	13
When Assembled	945	1625	1873	Approx. 260

3 INSTALLATION AND SERVICE INSTRUCTIONS



IMPORTANT!

- Installation and commissioning should only be carried out by **QUALIFIED SERVICE PERSONNEL**.

3.1 HANDLING AND INSTALLATION 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.

The game must NOT be installed under the following conditions:

- Outside, the game is designed for indoor use only.
- In areas directly exposed to sunlight, high humidity, dust, excessive heat or extreme cold.
- In locations that would present an obstacle in the case of an emergency i.e. near fire equipment or emergency exits.
- On unstable surfaces or surfaces subject to vibration.
- Where liquids, other than routine cleaning (do not use water jet), may come into contact with the game.

Important:

- This machine should only be installed by Qualified Service Personnel.
- Be sure to switch the supply power OFF and remove the mains supply plug from the machine before any work is carried out on the machine.
- Do not attempt to repair the PCB's (Printed Circuit Boards) yourself. This will void the warranty. The PCB's contain static sensitive devices that could be damaged.
- Always return a faulty part to your distributor with adequate packaging and protection.
- When removing the plug from the mains always grasp the plug not the cable.
- Do not use a fuse that does not meet the specified rating.
- Make sure all connections are secure before applying power.



IMPORTANT!

- Ensure that the mains lead is not damaged. If the mains lead is damaged in any way there could be a danger of electric shock or a fire hazard.
- Ensure that the power supply is fitted with circuit protection. Using the power supply without circuit protection is a fire hazard.

3.2 COIN HANDLING

Standard Sega machines are fitted with a C120 coin mechanism, however, as a service to our customers Sega machines can be supplied with no coin mechanism or door allowing the customer to fit a coin handling option from the approved list. Fit only the coin handling arrangements detailed below and follow the instructions provided. Failure to fit the coin handling options detailed or failure to follow the installation instructions will render the machine, under the CE marking directive, void.

Approved coin handling options:

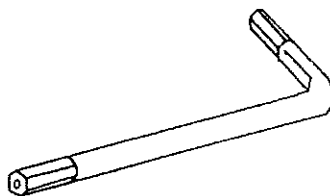
- Coin controls C120/C220
- Generic mechanical
- Mars (MS111B1 and ME115)
- SECI RM4-G20

3.4 ACCESSORIES

The machine is supplied with an installation kit. Please ensure the following parts are supplied:

3.4.1 INSTALLATION KIT

Indent #	Part No.	Description	Component Ref	Qty
1	422-0869UK	SUB INSTR SH CKT STD MULTI		1
2	422-0870UK	PLAY INSTR SH CKT STD MULTI		1
3	CKT-0016UK	STICKER CARD INSTR MULTI		1
4	CKT-0017UK	STICKER CARD SLOT MULTI		1
5	ECA-0001	SUPPORT BRKT		2
6	420-6634-02UK	SERVICE MANUAL CKT STD		1
8	540-0009-01	WRENCH M8 TMP PRF		1
9	540-0007-01	WRENCH M5 TMP PRF		1
10	CKT-0014	STICKER NUMBER FOR SEAT		3
11	540-0006-01	WRENCH M4 TMP PRF		1
12	220-5484	VOL CONT B-5K OHM		1
13	601-11051-01	CARD PACKAGE CKT ENG		3
14	601-11050	CLEANING KIT		1
15	OS1019	SELF SEAL BAG 9X12.3/4		2
22	220-5484-H	VOL 5-K-OHM HAPP 50-8026-00		1
23	SAECE-080	DECLARATION OF CONFORMITY CKTU		1
101	514-5078-5000	FUSE 5X20 CERAMIC SB 5000Ma		1
102	310-5287-21	RIGHT ANGLE ADAPTOR 25XPG21		2
103	310-5285-210120	FLEX TUBE 21 120CM (25mm size)		1
301	600-6275-0500	CABLE FIBER OPTIC 5mm x 0500CM		1

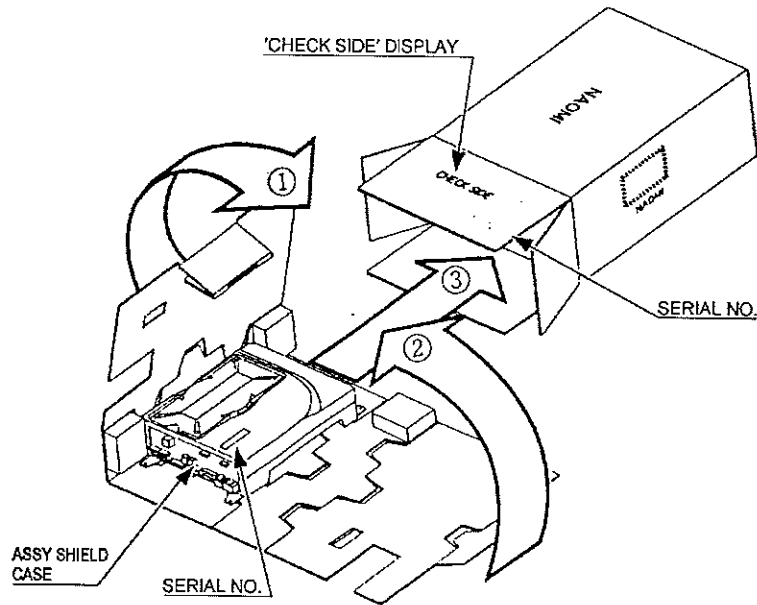


Part No. 540-0006-01, 540-0007-01, 540-0009-01 - Tamper-proof TORX wrench.

3.4.2 SHIPPING THE GAME BOARD

STOP
IMPORTANT!

- When returning the GAME BOARD for repair or replacement, be sure to package the entire ASSY SHIELD CASE in the original card transit box - THERE ARE NO USER-SERVICEABLE PARTS INSIDE.
- Failure to return the GAME BOARD in this manner may invalidate the warranty.



Pack the ASSY SHIELD CASE in the original transit box as shown. Putting it upside down or packing otherwise in the manner not shown can damage the GAME BOARD and other parts.

3.5 ASSEMBLY INSTRUCTIONS



WARNING!



IMPORTANT!

- Perform the assembly by following the procedure herein stated. Failure to comply with the instructions, for example, inserting the plug into an outlet at a stage not mentioned in this manual can cause an electric shock
- Assembling should be performed as per this manual. Since this is a complex machine, erroneous assembling can cause damage to the machine, or malfunction to occur.
- Do not attempt to complete this work alone, a minimum of 2 people are required.
- Assembly should only be carried out by **QUALIFIED SERVICE PERSONNEL.**

When carrying out the assembly work, follow the procedure in the following five item sequence

STEP 1: APPLYING THE PLAY INSTRUCTIONS

STEP 2: SECURING IN PLACE

STEP 3: COIN HANDLING INSTALLATION

STEP 4: CONNECTION TO THE POWER SUPPLY

STEP 5: ASSEMBLY CHECK

Note that the parts contained within the installation kit are required for the assembly work.

3.5.1 APPLYING THE PLAY INSTRUCTIONS

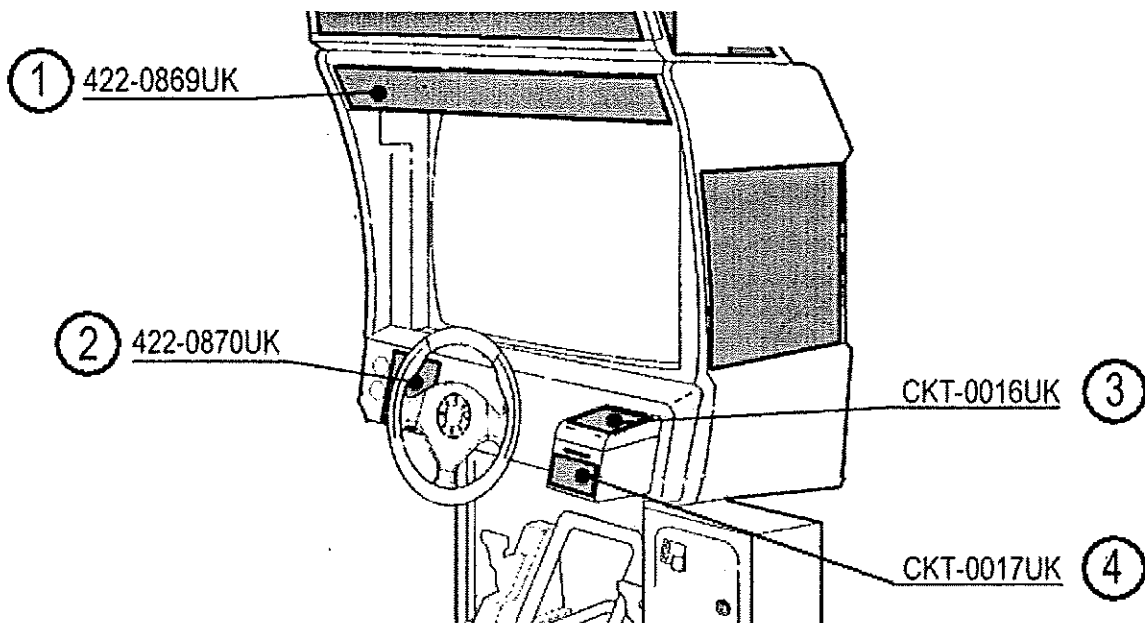


IMPORTANT!

- This operation should only be carried out by QUALIFIED SERVICE PERSONNEL.

Supplied in the installation kit are 4 sets of play instructions in 5 languages. Select the language of your choice and apply in the following areas:

1. 422-0869UK: Sub Instructions (on Monitor Mask)
2. 422-0870UK: Play Instructions (Control Panel)
3. CKT-0016UK: Card Instructions (on Card R/W Lid)
4. CKT-0017UK: Card Slot (on Card R/W Base, under slot)



3.5.2 SECURING IN PLACE (LEG ADJUSTER ADJUSTMENT)



CAUTION!



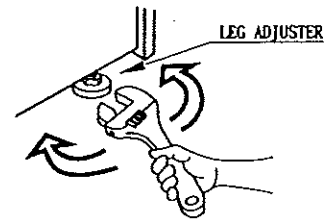
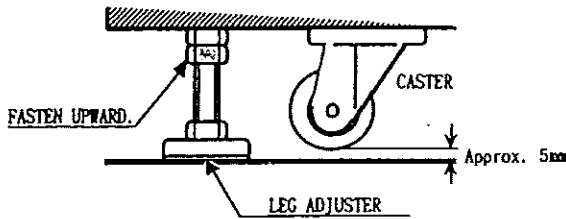
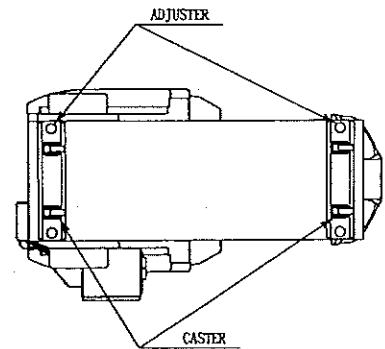
IMPORTANT!

- Make sure all of the leg adjusters are in contact with the floor. If they are not, the machine may move and cause injury. This operation requires 2 people.

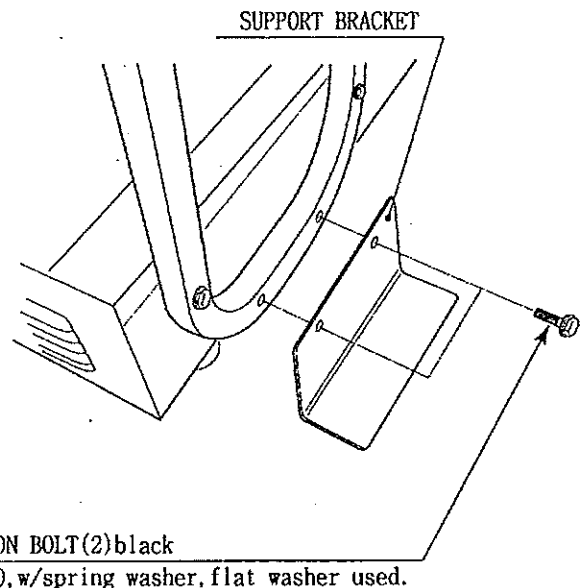
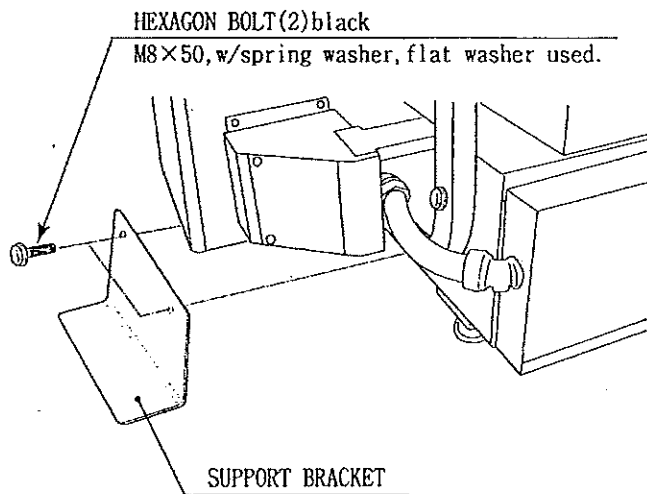
- This operation should only be carried out by QUALIFIED SERVICE PERSONNEL.

This machine has four castors and four leg adjusters. When the installation position is decided, unscrew the leg adjusters so that they raise each caster a minimum of 5mm from the floor. Make sure the machine is level.

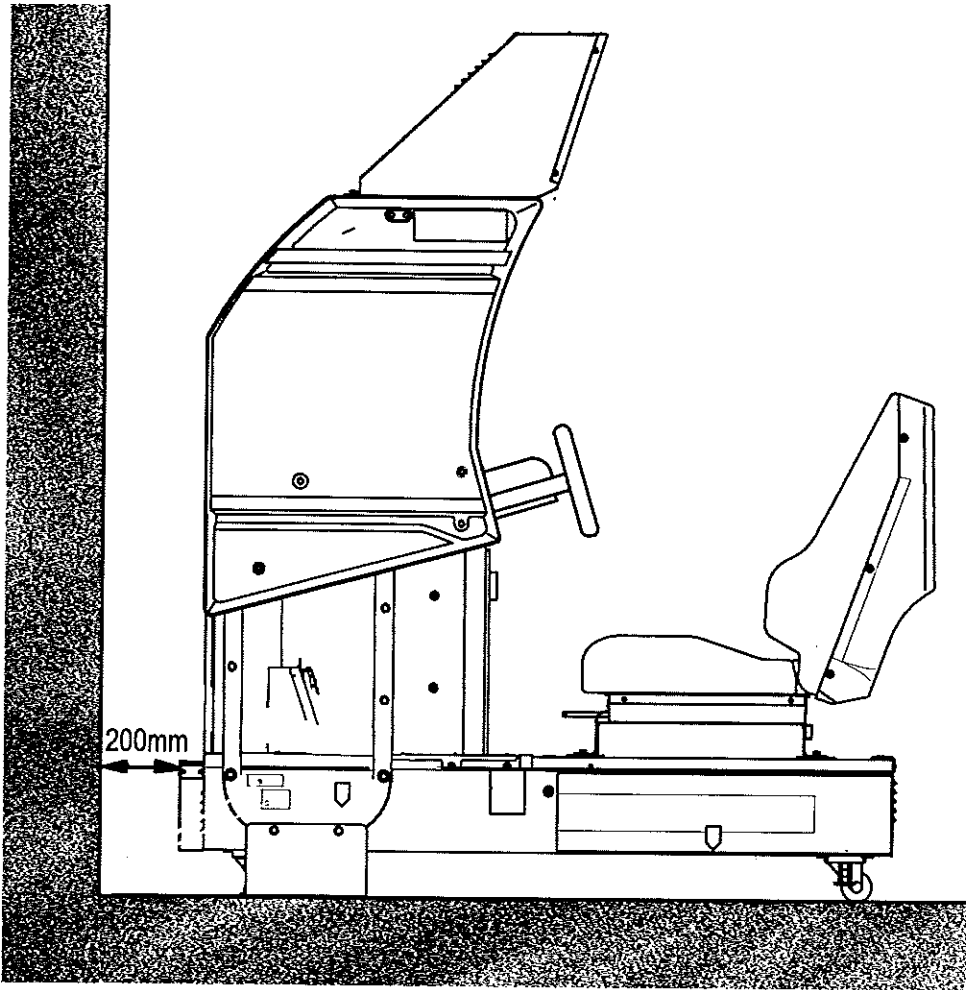
1. Move the machine to the installation position. When installing against or close to a wall, be sure to allow an adequate space to allow the player access to the machine.
2. Make the leg adjusters contact the floor. Adjust using a spanner as shown below so that a minimum of 5mm exists between the casters and the floor. Make additional adjustment so that the machine is level.
3. After making adjustments, fasten the lock nut upward on all four adjusters.



4. Install the SUPPORT BRACKETS on the left and right side of the frame. Remove the two M8 bolts shown below and replace them to secure the SUPPORT BRACKETS.



VENTILATION: Ensure adequate ventilation is maintained as detailed below:



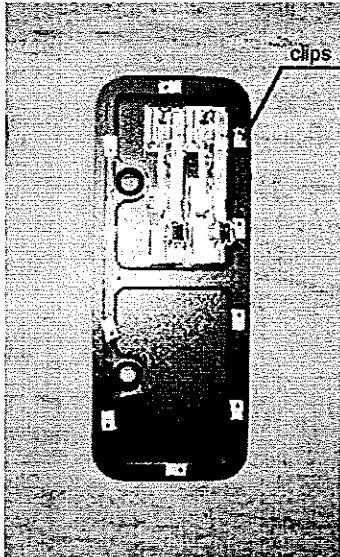
3.5.3 COIN HANDLING INSTALLATION.



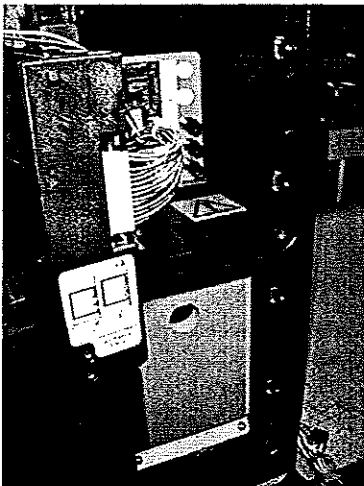
IMPORTANT!

- This operation should only be carried out by **QUALIFIED SERVICE PERSONNEL**.

When fitting the coin mechanism to the door please refer to the specific manufacturers installation instructions for that coin mechanism. To fit the door to the machine, follow the procedure below.



- Loosen all of the bolts on the frame which secure the clips.
- Turn all clips in towards the door.



- Position the door into the aperture in the machine.
- Turn the clips around so that they will hold the door in the machine.
- Tighten all of the bolts.

3.5.3.1 WIRING CONNECTIONS.

COIN MECH LOOM
 C220B LM1006IDC
 LM1006LAMP-0.1

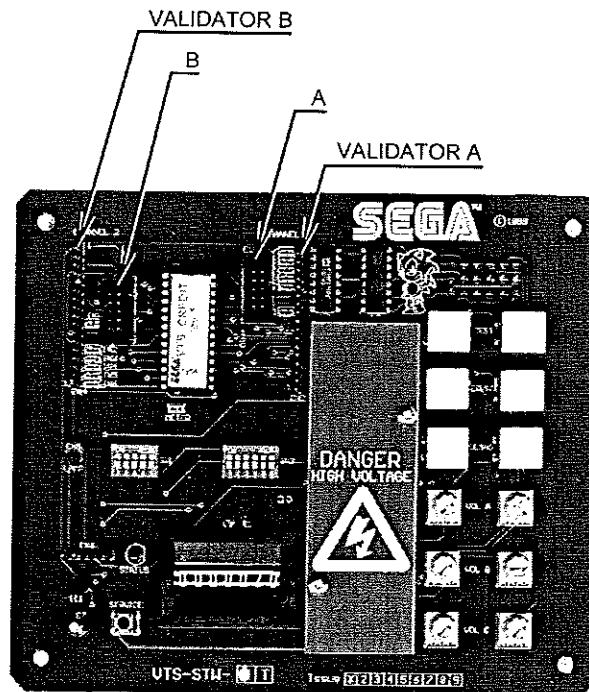
GENERIC
 MECHANICALS LM1008
 LM1008-LAMP

MARS MS111B1 LM1007
 MARS ME115 LM1008-LAMP

SECI, C120 OWN LOOM AND
 LM1006LAMP-0.1

INSTALLATION

- Attach the lamp holder to the bracket on the coin return button.
- Attach one 15-way connector to the C220 coin mech.
- Attach the other 15-way connector to Validator A on the credit board.
- Attach the 2-way connector to 'LAMP' on the VTS board.
- Fit the two lamp holders behind the coin return buttons.
- Attach the blue cable and orange cable to one mech's microswitch switch.
- Attach the blue/green cable and orange/green cable to the other mech's microswitch.
- Attach the 2-way mate and lok plug to the 2-way mate and lok cap provided.
- Attach one 15-way connector to Validator A and the other to Validator B on the credit board
- Fit the lamp holder to the bracket behind the coin return button.
- Fit one of the 13-way connectors to the coin mech.
- Fit the other 13-way connector to Validator A on the credit board. Note the 13-way connector is keyed and this key must coincide with the key on the credit board.
- Attach the lamp holder to the bracket on the coin return button.
- Attach the 2- connector to 'LAMP' on the VTS board.
- Attach the validator's own loom to position A on the credit board



VTS credit board assembly

3.5.4 CONNECTING THE POWER



CAUTION!

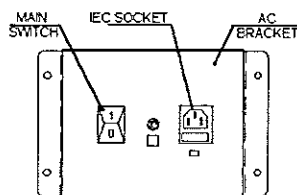


IMPORTANT!

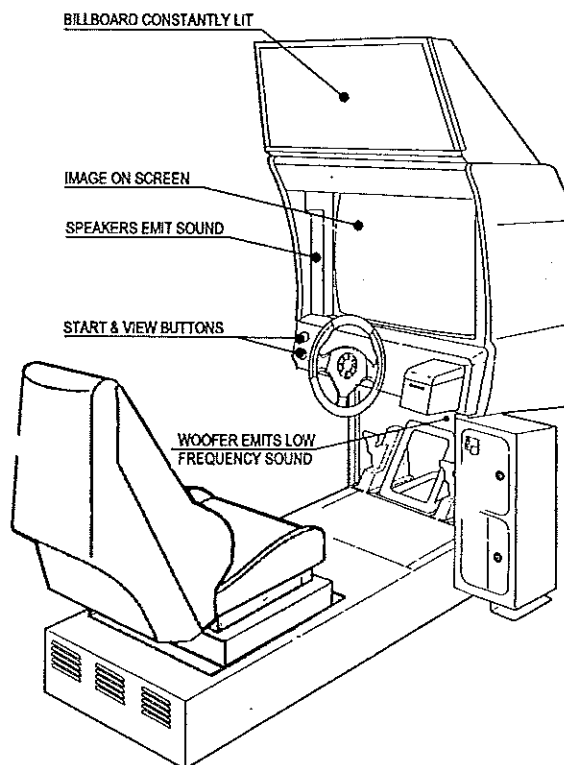
- Be sure that the machine is not already connected to the mains supply before attempting this operation

- This operation should only be carried out by QUALIFIED SERVICE PERSONNEL.

1. Insert the mains lead into the wall socket.
2. Insert the IEC plug into the IEC socket on the AC bracket.
3. Switch on the power supply at the wall.
4. Switch on the mains switch on the AC bracket.



5. Once power is turned on, the fluorescent lamps in the top and rear billboards light up. The Start System Screen displays after a lapse of several seconds. It is followed by the screen that indicates that the network is currently being checked if the communication mode has been set. If there is a bad or improper communication connection, each screen will not proceed to the next, remaining on the currently network-checked screen. If this occurs, resolve the error according to the instructions in this manual.
6. If the communication mode has not been set or the communication check ends normally, the Motor Check Screen returns. While the Motor Check Screen is on-screen, the steering wheel can move either clockwise or counterclockwise. If you touch the wheel, the motor check is hindered and the game will not operate normally. So, you must not touch it at this time. Failures are displayed, if found. Resolve the errors according to the instructions in this document. Pressing the Start button while a failure is on-screen allows you to go to the next screen and start the game without reaction.



7. Next the Check Card Reader/Writer Screen displays. If cleaning is required or a failure is found, this is indicated on the screen. In this case, resolve the error according to the instructions in this document. Once all the above steps have been completed, the Advertise Screen displays and voices are output through the left and right loudspeakers, unless you have set the machine so that no voices are output during the Advertise mode.

This product retains the number of credits and the ranking data even after the power is turned off. It does not retain data about the fractional number of coins (i.e. the number of coins not reaching one credit) or the bonus adder count.

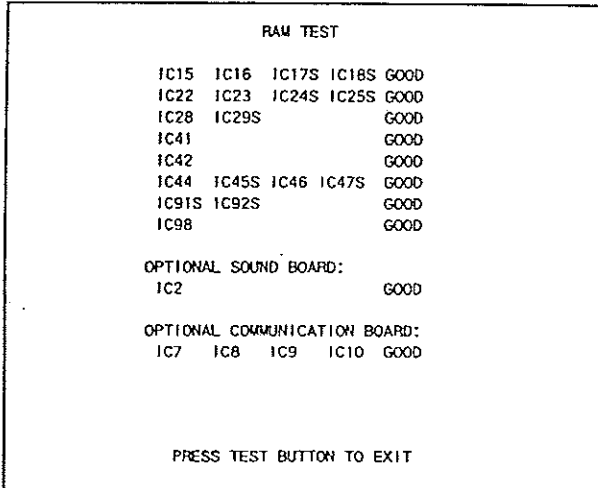
3.5.5 ASSEMBLY CHECK



IMPORTANT!

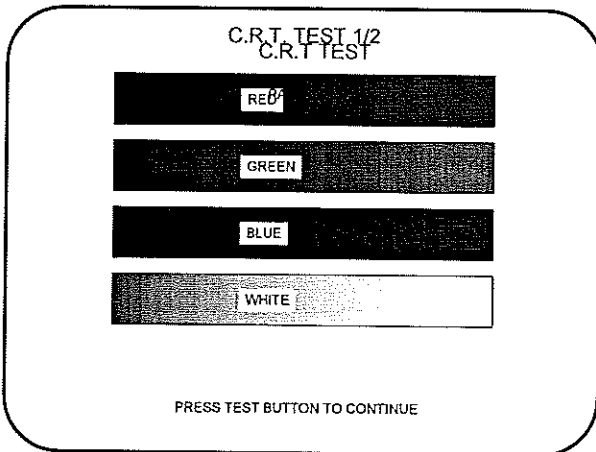
- This operation should only be carried out by **QUALIFIED SERVICE PERSONNEL**.

In the TEST mode ensure the assembly has been made correctly by performing the following checks.



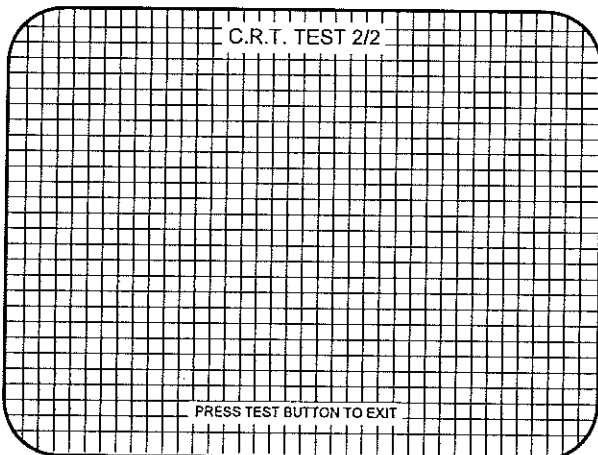
Selecting the RAM test on the test mode menu causes the on-board memory to be tested. The game board is satisfactory if the display beside each IC No. shows GOOD

(Illustration is example only).



In the TEST mode select CRT test to check the screen is satisfactory.

Although the projector has been set up before shipment at the factory check to see if the screen needs adjustment.



```

                SOUND TEST

    RIGHT SPEAKER OFF
    LEFT SPEAKER  OFF
    > EXIT

    SELECT WITH SERVICE BUTTON
      AND
    PRESS TEST BUTTON
  
```

Select SOUND test to test sound BD and wiring connections. Check that the sound is satisfactory from each speaker and the speaker volume is appropriate.

```

                INPUT TEST

    STEERING: ****
    ACCEL.   : ****
    BRAKE    : ****
    VIEW SW  : OFF
    START SW : OFF

    PRESS TEST BUTTON TO EXIT
  
```

INPUT TEST tests the input devices. Using this screen, check the input devices periodically. Operate each input device. If the display at the right of the appropriate device changes from OFF to ON, it is diagnosed as being normal.

Check that each of the indications at the right of STEERING, ACCEL, and BRAKE change smoothly in response to operations of each of the input devices.

Pressing the TEST button returns you to the Game Test Menu Screen.

For the coin switch test, insert a coin into the inlet while the cash door is open.

```

                JVS TEST
                > DISPLAY CONFIG
                EXIT

    NODE      1/1
    SWITCH
    SYSTEM    _____
    PLAYER1   _____
    PLAYER2   _____
    COIN
    SLOT1 0000  SLOT2 8000
    ANALOG
    CH1 6300 CH2 5A00 CH3 7D00 CH4 8100
    CH5 1F00 CH6 1D00 CH7 1F00 CH8 2000

    SELECT WITH SERVICE BUTTON
      AND
    PRESS TEST BUTTON
  
```

If the display beside each item shows ON as the input is made, the switches and wiring connections are satisfactory.

```

                OUTPUT TEST

    START LAMP    OFF
    VIEW LAMP     OFF

    EXIT

    SELECT WITH SERVICE BUTTON
      AND
    PRESS TEST BUTTON
  
```

- Pressing the SERVICE button moves the arrow. With the arrow aligned with the tested lamp item, press the TEST button.

- If the lamp lights up when the indication at the right of each name is ON and goes out when it is OFF, this lamp and wiring connections are normal.

- By selecting EXIT and pressing the TEST button, you return to the Game Test Menu Screen.

3.6 MOVING THE MACHINE



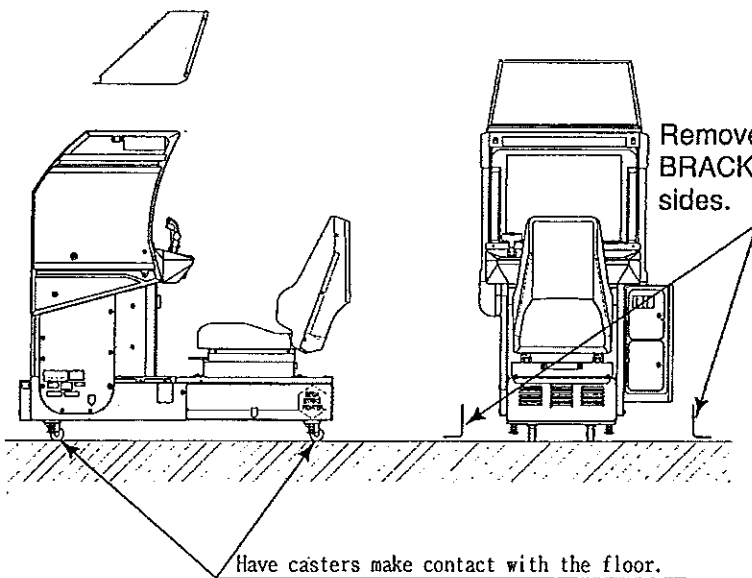
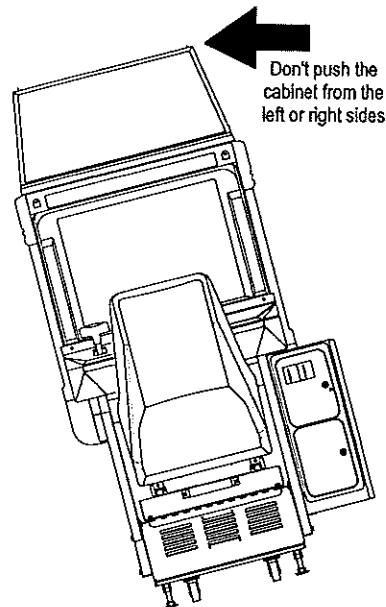
CAUTION!

- When moving the machine, be sure to remove the plug from the power supply. Moving the machine with the plug inserted can cause the power cord to be damaged, resulting in a fire or electric shock.
- When moving the machine, remove the Support Brackets, retract the leg adjusters fully and ensure the casters make contact with the floor. During movement pay careful attention so that the casters or leg adjusters do not damage any other cabling laid on the floor. Such damage could result in a fire or electric shock.



IMPORTANT!

- This operation should only be carried out by QUALIFIED SERVICE PERSONNEL.



When transporting the product up or down steps, etc, disassemble the machine as shown. Remove the Billboard if height is restricted (see following page for details).

3.6.1 REMOVING THE BILLBOARD



WARNING!

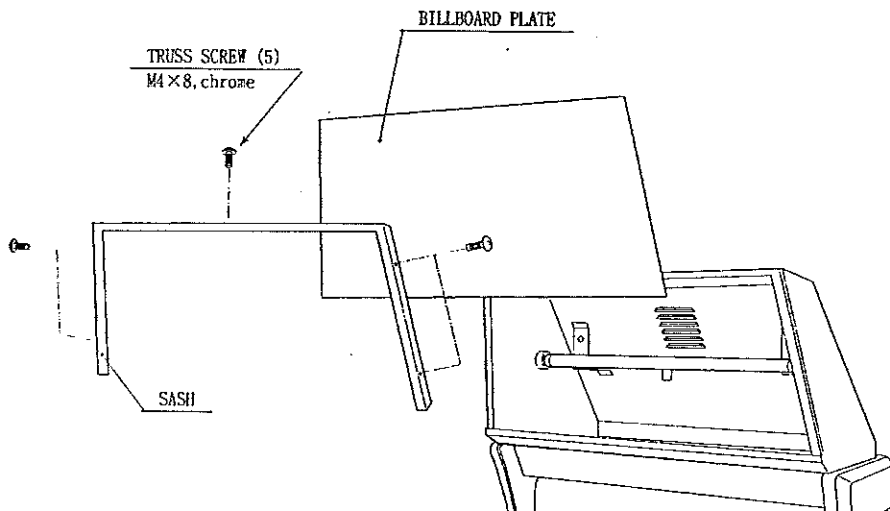
- Ensure that the mains power is switch OFF and disconnected before attempting any work.
- Use care to avoid damaging the wiring, and ensure that all connections are secure. Damaged wiring or faulty connections can cause electric shock and short circuit hazards.
- This operation requires more than one person to manoeuvre the Billboard. Attempting this operation with one person may result in accidents or damage to the machine.



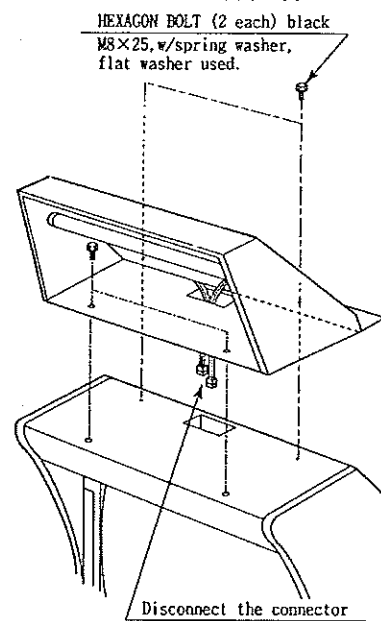
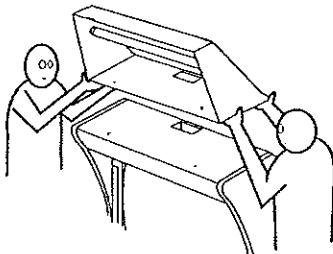
CAUTION!

- Use care when handling plastic parts to avoid damaging them.

1. Turn OFF power.
2. Remove the M4 Truss Screws from the Sash, and remove the Sash from the Billboard.
3. Remove the Billboard Plate from the Billboard Box.



4. Disconnect the wiring harnesses (including the Earth link) inside the Billboard Box.
5. Take out four Hexagon Bolts from the inside and rear of the Billboard Box.
6. USING TWO PEOPLE, remove the Billboard Box from the cabinet.



3.7 FUSES



WARNING!



IMPORTANT!

- Never touch places other than those specified. Touching places other than those specified can cause electric shock and short circuit. Disconnect the machine from the supply before attempting the replacement of any fuse.

- FUSES should only be replaced by QUALIFIED SERVICE PERSONNEL.

There are a number of fuses used on this machine to protect the user and the machine from damage. Only replace the fuse once you have removed the cause of its failure. Detailed below is a list of the fuses used, their location and if relevant PCB reference:

PART NUMBER	LOCATION	TYPE & DETAILS	QTY PER COCKPIT
514-5078-5000	IEC INLET (EP1302)	5x20 HRC SB 5000mA	1
514-5078-6300	838-11856CE-02	5x20 HRC SB 6300mA	1
514-5078-4000	400-5397-01 (F1)	5x20 HRC SB 4000mA	1
514-5078-3150	838-13616 (F1&F2)	5x20 HRC SB 3150mA	2
514-5078-6300	610-0609 (F1)	5x20 HRC SB 6300mA	1
514-5033-5000	400-5368-7512(F11)	5x20 glass T 125V 5A	1
514-5080-15000	838-14174(F1)	32x6.35 HRC SB 15000mA	1
514-5078-2500	838-14174(F2)	5x20 HRC SB 2500mA	1

There are also fuses located on the Monitor PCB. Refer to the relevant Monitor manual supplied to reference these fuses.

3.8 MAINTENANCE



CAUTION!



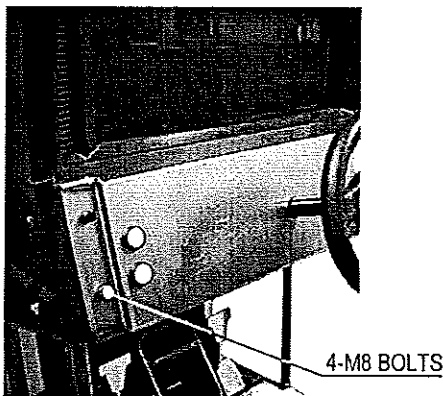
WARNING!

- Maintenance must only be carried out by Qualified Service Personnel.
- Ensure that the mains power is switch OFF and disconnected before attempting any work.

- The CONTROL PANEL ASSEMBLY is heavy and may cause injury or damage to the machine if dropped. Use an assistant when removing and replacing it.

3.8.1 HANDLE MECHA

The handle mecha unit is housed in the control panel assembly. Follow the procedure below to access the components.



REMOVAL

- Turn the POWER switch OFF
- Remove a total of four M8 tamperproof bolts from both sides of the Control Panel. Have your assistant support the Control Panel's weight while you remove the bolts.
- Wiring connectors are connected inside the Control Panel. Carefully withdraw the control panel in a manner so as not to damage the wiring.
- Disconnect the wiring connectors

3.8.1.1 REPLACING AND ADJUSTING THE HANDLE MECHA'S VR



WARNING!



IMPORTANT!

Never touch places other than those specified. Touching places other than those specified can cause electric shock and short circuit.

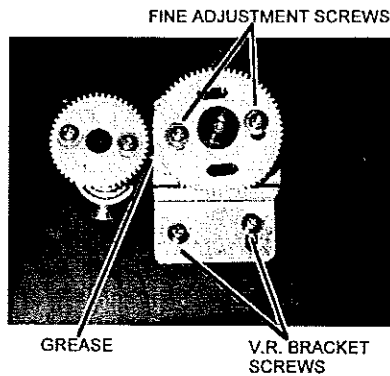
After the replacement or adjustment of the V.R. be sure to set the Centre of Steer in the DRIVE BOARD TEST.

In the TEST MODE, if the steering wheel VR variations are not within the allowable limit, the VR installation position may require adjustment or replacement. Also be sure to apply grease every 3 months.

3.8.1.1.1 ADJUSTING THE VR

Remove the CONTROL PANEL as detailed above. Locate the V.R. on the rear surface of the HANDLE MECHA.

- By using a screwdriver loosen the 2 machine screws which secure the V.R. Bracket. Move the V.R. Bracket so as to disengage the gears.
- Gently rotate the VR until its value is within the range of the centring position.
- Mesh the gears together. Make sure that a correct amount of backlash is maintained.
- If the VR value is still not correct make fine adjustments by loosening the 2 machine screws on the VR gear. Rotate the gear holder until the correct value is obtained.
- The value should be adjusted such that with the steering wheel in the centre position the value read during INPUT TEST shall be 2000H±5H.



3.8.1.1.2 REPLACING THE VR

- Remove the CONTROL PANEL as detailed above. Locate the VR on the rear surface of the HANDLE MECHA
- By using a screwdriver remove the 2 machine screws which secure the VR Bracket. Remove the VR Bracket so as to disengage the gears.
- Loosen the hexagon drive grub screws in the collar and gently slide off the VR
- Reassemble is the reverse procedure of steps 1 and 2 above.
- When complete you must readjust the VR in accordance with the paragraph above.

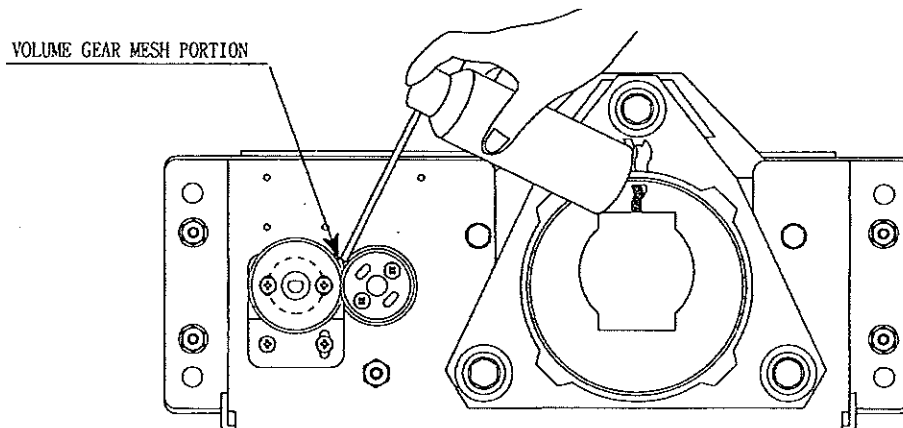
3.8.1.2 GREASING



IMPORTANT!

- Ensure proprietary SYNTHETIC grease is used. Different types of mineral-based grease may damage plastic parts.
- Apply grease only to specified locations.

Apply grease to meshing portion of gears once every THREE months. Use proprietary synthetic grease.



3.8.2 CARD R/W UNIT



- Take care if you work with the machine, without turning the power, in an attempt to return to the game. In the alive state, the machine may operate suddenly, causing your finger to be pinched or cut.

If a trouble such as card jamming occurs on the card reader/writer, you are notified of the trouble on the screen. You cannot proceed to a play unless you resolve the trouble at this time. First identify the trouble before you begin to take action.

When all cards are used up, you can no longer issue a new card, with the message "Now new Club Kart Card "cannot be created" on-screen, instead of a trouble indication.

To obtain the dedicated or cleaning cards, place an order to the contact point or the dealer from which you purchased the product. In the order form, write down the card name and the amount of cards. With each of the following part numbers, you can purchase 200 dedicated and 30 cleaning cards.

Dedicated Card

Part number: 601-11051

Name: CARD PACKAGE CKT

Cleaning Card

Part number: 601-11050

Name: CLEANING KIT

1) Action in Operation

The game board of this product backs up the data only when the card reader/writer detects a trouble DURING OPERATION and the Error Screen displays. However, no written data is backed up in the following case:

- An action deemed to be illegal was detected while the game or write was in operation.

If backed up data remains when the power is turned on, the Check Card Reader/Writer Screen will be replaced with the Save Data screen. The backed up data is cleared in the following cases:

- After an action was taken against a trouble, normal write ended.
- The backed up data was cleared in the Game Test Mode.
- Data save taking place at power-on time was cancelled, and the succeeding game ended.

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:

- When a trouble occurs during write operation, the retained data can be written for proceeding to the game by resolving the trouble without turning on the power. If you resolved the trouble with power off, write the data according to the instructions on the screen when you attempt to turn on the power.

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.

3.8.2.1 REPLACING CARDS

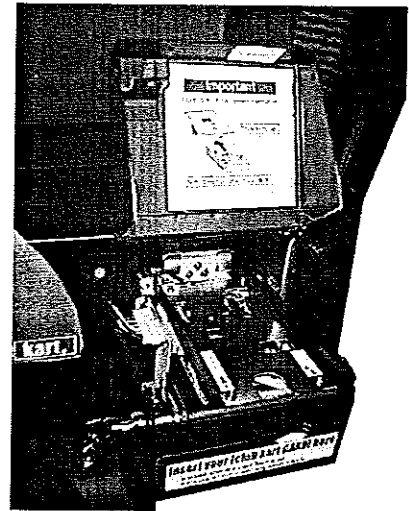
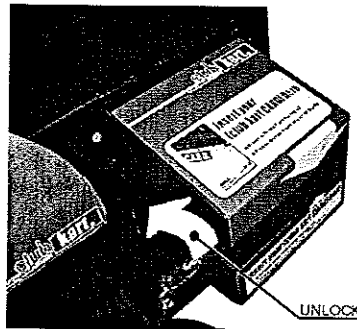


IMPORTANT!

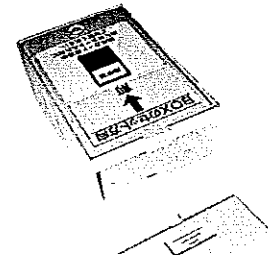
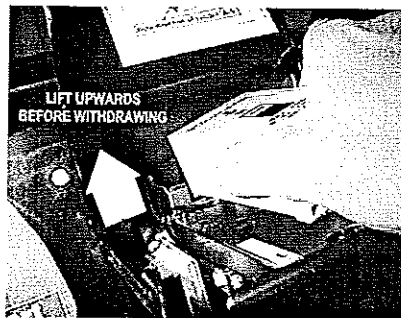
- Be sure to use dedicated cards available for this product (i.e. 601-11051).
- Use of ones other than such dedicated cards may cause a malfunction or failure of the machine.
- Be sure to insert the specified number of cards in the correct orientation by referring to the procedure. Incorrect setting of the cards may cause the machine to fail.
- This machine allows you to insert up to 100 cards at a time; do not insert over 100 cards at a time. Doing so may cause card jamming.
- Use only cards taken from a freshly opened package.
- Use of any deformed or deteriorated card may cause jamming, etc.
- Do not include a corrugated, bent, or used card in the card deck.

The card reader/writer is located to the right of the Steering Wheel. Place the cards in the card reader/writer dispenser as follows.

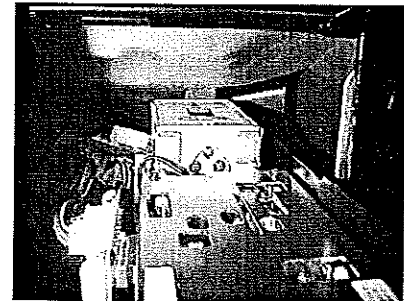
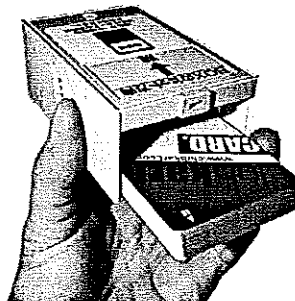
1. Unlock and open the cover to access the card reader/writer. The dispenser is located at the rear of the reader/writer.



2. Remove the dispenser from the card reader/writer by pulling upwards.
3. Remove the cover from the back of the dispenser.



4. Place the cards in the dispenser according to the instructions on the sticker next to the dispenser. Ensure correct orientation using the mark located at the corner of the cards. Do not confuse the top/bottom or direction.
5. Reinstall the dispenser cover.
6. Insert the dispenser into the card reader/writer. The dispenser can be inserted only in the correct orientation.
7. Close and lock the cover.



3.8.2.2 HEAD CLEANING



IMPORTANT!

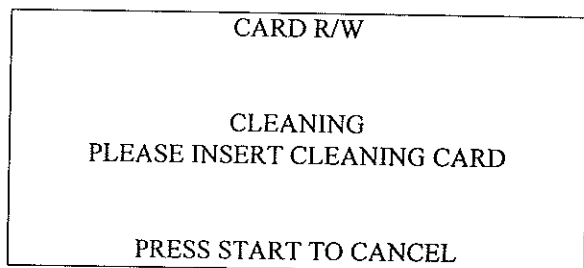
- If the head cleaning mode is entered while the power is on, use the head cleaning procedure according to the instructions on the screen. The head cleaning mode cannot be exited unless the head cleaning is completed.
- Be sure to use dedicated cleaning cards (i.e. 601-11050). Use of ones other than these can cause a malfunction or failure of the machine.
- Cleaning cards are disposable. They must not be used more than once.
- Use each cleaning card immediately after it is taken out from an unsealed package. Dried cards are ineffective for cleaning.
- Never use a cleaning procedure not described in this document. This may cause a malfunction or failure of the machine.

This product memorises the number of times the card reader/writer has been used. When the power is turned off and on after the count of use exceeds 100, the head cleaning mode is entered while the Check Card Reader/Writer Screen is on-screen after you turn on the power. At this time, use the cleaning card procedure according to the instructions on the screen. The head cleaning mode cannot be exited unless the head cleaning is completed. You can use the Test Mode to perform head cleaning. For details, see the "Test Mode" section in this document.

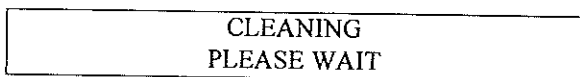
Starting the cleaning clears the memory of number of use data, as described above.

- ① Insert the cleaning card into the slot according to the instructions on the screen. The card is retracted automatically.
- ② A screen displays that shows that cleaning is in progress.
- ③ Once the cleaning is completed, the cleaning card is ejected from the slot. Take out the cleaning card.

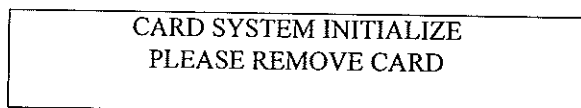
Cleaning Card Reader/Writer Screen



Insert the cleaning card into the slot.



Now cleaning. Wait for a minute.



Cleaning is complete. Take out the card. You cannot proceed to the next step until you take it out.

3.8.2.3 RECTIFYING CARD JAMS

If card jamming occurs, the error is shown on the screen. Use the procedure to take action against the trouble:

- ① Unlock and open the cover.
- ② Unlock the hatch by drawing the green shaft attached to the top cover on the card reader/writer. While drawing the shaft, open the cover up.
- ③ Remove the card jammed in the card reader/writer.
- ④ While drawing the shaft, close the cover. With the top cover closed, release the green shaft. Check that the top cover has been locked securely.

3.8.2.4 REWRITING DATA ONTO THE CARD

The game board of this product backs up the data only when the card reader/writer detects a trouble DURING OPERATION and the Error Screen displays. However, no written data is backed up in the following case:

- An action deemed to be illegal was detected while the game or write was in operation.

If backed up data remains when the power is turned on, the Check Card Reader/Writer Screen will be replaced with the Save Data screen. Once written onto the card, the backed up data is cleared before the mode ends.

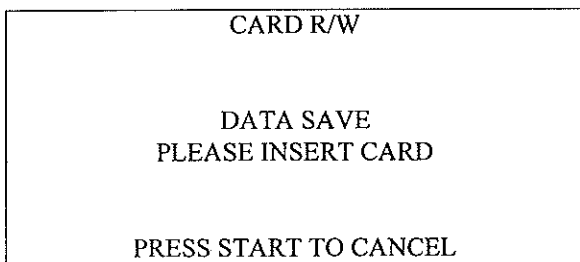
Write the data onto the desired card according to the instructions on the screen.

You can use the Start button to cancel the write.

The backed up data is cleared in the following cases:

- Normal write ended.
- The backed up data was cleared in the Game Test Mode.
- Data save taking place at power-on time was cancelled, and the succeeding game ended.

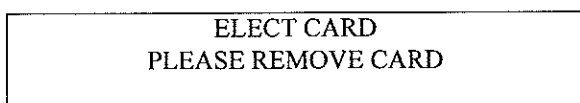
3.8.2.5 REWRITE DATA ONTO CARD SCREEN



Insert the cleaning card into the slot. The card is retracted automatically.



Now writing data. Wait for a minute.



Data write is complete. Take out the card. You cannot proceed to the next step until you take it out.

3.8.2.6 TROUBLESHOOTING (CARD READER/WRITER)

* Card Reader/Writer Trouble

When a card reader/writer failure is detected while the game is in progress, the error type is shown on the screen. Take the appropriate error according to the actions listed below.

The game board of this product backs up the data only when the card reader/writer detects a trouble DURING OPERATION and the Error Screen displays. However, no written data is backed up in the following case:

- An action deemed to be illegal was detected while the game or write was in operation.

If backed up data remains when the power is turned on, the Check Card Reader/Writer Screen will be replaced with the Save Data screen. The backed up data is cleared in the following cases:

- After an action was taken against a trouble, normal write ended.
- The backed up data was cleared in the Game Test Mode.
- Data save taking place at power-on time was cancelled, and the succeeding game ended.

Error	Error condition	Action
"CONNECTION ERROR"	Reader/Writer Communication Error	Check the connection cables and then turn on the power again.
"MECHANIC ERROR1"	DC Motor/Encoder Error	Check the connection cables and then turn on the power again.(Note 1)
"MECHANIC ERROR2"	Thermal Head Elevation Error	Check the connection cables and then turn on the power again.(Note 1)
"CARD STUFFED"	Card Jamming	Remove the card jam.(Note 2)
"MECHANIC ERROR3"	Abnormal Temperature of Thermal Head	Check the connection cables and then turn on the power again.(Note 1)
"CARD EMPTY"	Hopper Card Not Found	Supply cards to the hopper.(Note 2)
"DRAW CARD ERROR"	Error in Taking Out from the Hopper	Remove the card jam and check the hopper.(Note 2)
"CAN'T SAVE"	No Data Can Be Written onto the Card	(Note 3)
"UNKNOWN ERROR"	Error Other Than Above	Check the connection cables and then turn on the power again.
"SCIF ERROR"	SCIF Error	Check the connection cables.

Note 1: If this error reappears frequently, the card reader/writer body may be faulty.

Note 2: After the action has been taken, press the Start button before you follow the instructions on the error screen. Now you can return to the game.

Note 3: If the same error repeats again and again, clean the card reader/writer. If no data can still be written, the card reader/writer body may be faulty.

* Without entering the Test Mode, turn on the power, again, to the cabinet if the following is included in the "Action" column in the above table: "turn on the power again."

* If the error is not included in the "Error" column in the above table, merely turn on the power again.

If no improvements result from the appropriate action listed in this document, contact one of the contact points listed in this document or the dealer from which you purchased the product.

3.8.3 BRAKE & ACCELERATOR



IMPORTANT!

- Maintenance must only be carried out by Qualified Service Personnel. Ensure that the mains power is switch OFF and disconnected before attempting any work.

If the brake or accelerator operation becomes unsatisfactory, the VR installation position may require adjustment or the VR need replacing. Also be sure to apply grease to all moving parts every 3 months.

3.8.3.1 ADJUSTING THE VR



CAUTION!



IMPORTANT!

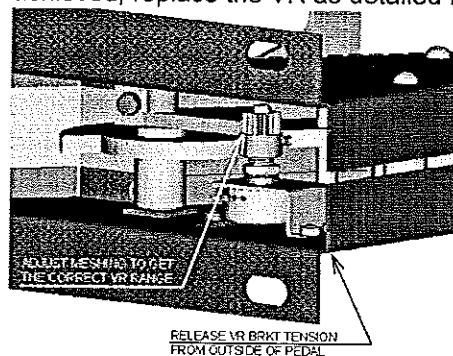
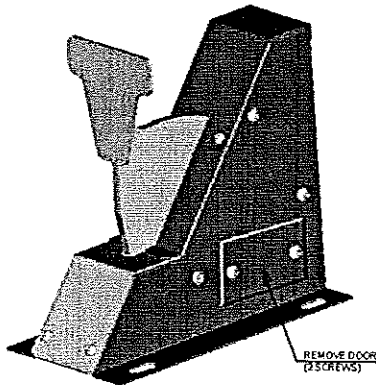
- Never touch places other than those specified. Touching places other than those specified can cause electric shock and short circuit.

- After the replacement or adjustment of the VR be sure to set the values in the INPUT TEST.

The Brake and Accelerator pedals are identical units, therefore these procedures apply to either pedal.



1. Remove the PEDAL BAR (CKT-1092UK) to allow access to each side of each of the pedals (4-M8 bolt).
2. Remove the Service Lid from the right hand side of the pedal (two M4 tamperproof screws).
3. Loosen the two M4 machine screws on the left hand side of the pedal to loosen the VR bracket.
4. Move the VR bracket away so as to disengage the VR
5. Gently rotate the VR until its value is within the range of the centering position.
6. Mesh the gears together. Make sure that a correct amount of backlash is maintained.
7. If the required values are achieved, retighten the two machine screws and replace the service lid. If these values cannot be achieved, replace the VR as detailed in the next section.



The required values are:

	PEDAL FULLY RELEASED		PEDAL FULLY DEPRESSED
ACC. PEDAL:	Under 30H	⇒	Over C0H
BRAKE PEDAL:	Under 30H	⇒	Over C0H

3.8.3.2 REPLACING THE VR

1. Ensure power to the machine is switched OFF.
2. Loosen the VR bracket as detailed previously. Remove the two screws.
3. Carefully pull the VR assembly through the service hole, to gain access to the VR terminals.
4. Using a hexagon key, loosen the grub screw holding the VR gear onto the VR.
5. Remove the VR gear.
6. Using a spanner, remove the nut holding the VR in position. Remove the VR from its bracket.
7. De-solder the leads from the VR, noting the colours of the wires attached to each terminal.
8. Solder the leads to the new VR in the same orientation as before.
9. Refit the VR to its bracket, and fix to the machine in reverse order of removal.
10. When complete, readjust the VR in accordance with the paragraph above.

3.8.3.3 GREASING

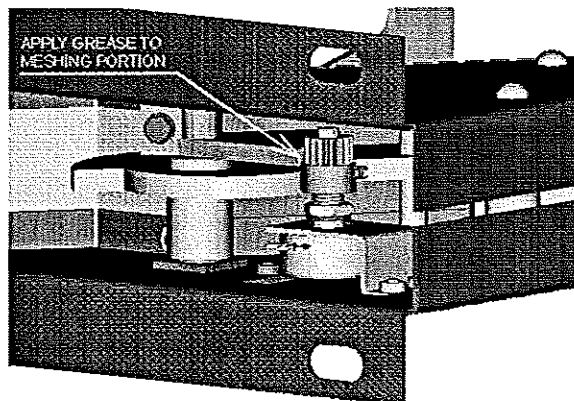


IMPORTANT!

- Be sure to use a good quality, synthetic lubricant. Using a mineral-based lubricant will cause damage to the plastic parts. An aerosol grease with a long tube nozzle will make access easier.
- Do not apply lubricant to parts other than those specified. Doing so may cause damage or deterioration of parts.

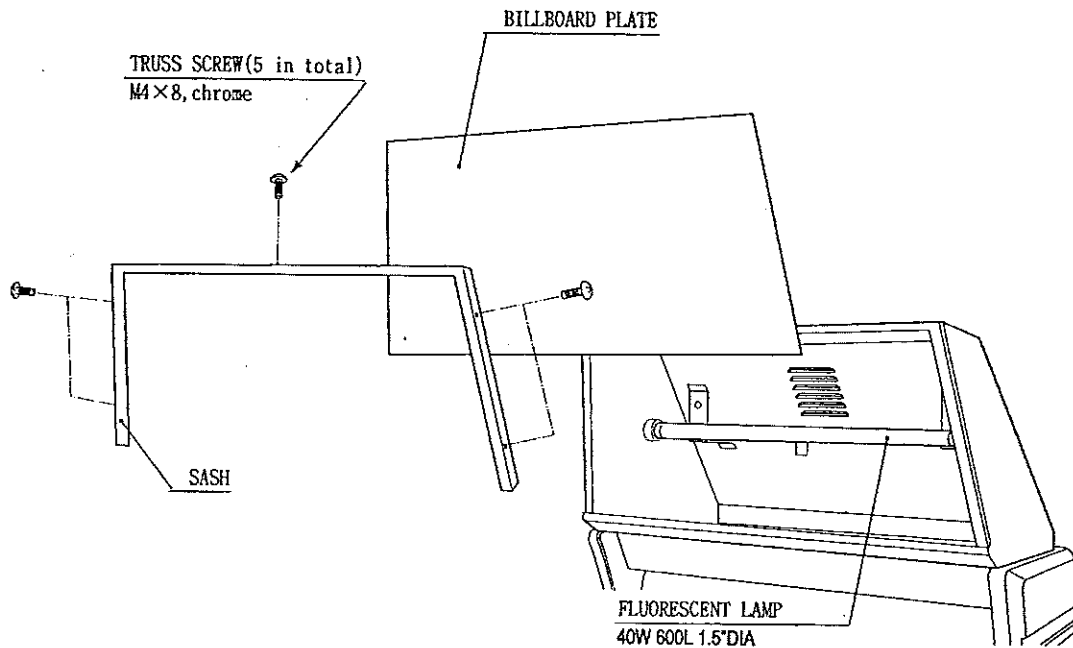
Apply lubricant to gear mesh portions once every 3 months.

1. Remove the Service Lid as detailed previously.
2. Apply grease to the gear teeth, and to the return spring on the pedal shaft.
3. Refit the PEDAL BAR if removed.



3.8.4 FLUORESCENT LAMP REPLACEMENT

1. Remove the M4 Truss Screws to remove the Sash.
2. To remove the Fluorescent Lamp, first remove both end connectors. Then withdraw the Lamp from the two clips, using care to avoid breakage.
3. Replacement of Lamp is in reverse order of removal.



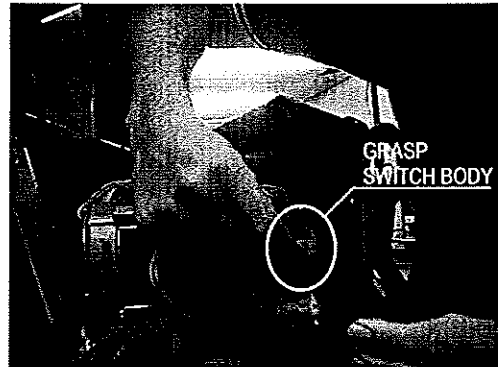
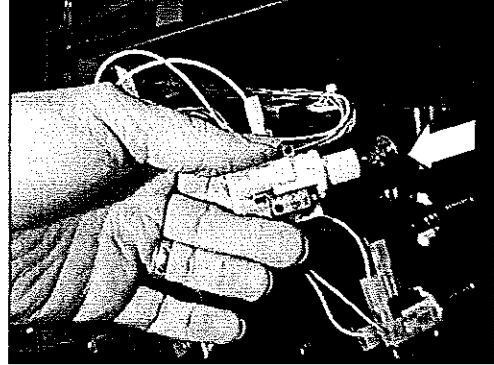
3.8.5 START/VIEW CHANGE BUTTON LAMP REPLACEMENT



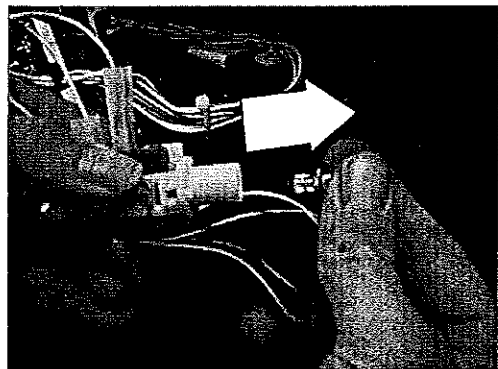
CAUTION!

- Never touch places other than those specified. Touching places other than those specified can cause electric shock and short circuit.

1. Turn off power.
2. Remove the Control Panel as per section 3.8.1.
3. Have your assistant support the weight of the Control Panel. Grasp the Switch Body and pull from its housing.



4. Remove the lamp (bulb) from the Switch Body and replace.
5. Refit the Switch Body and the Control Panel in reverse order, ensuring the wiring harnesses don't become trapped.



3.9 TROUBLESHOOTING



IMPORTANT!

- These procedures should only be carried out by **QUALIFIED SERVICE PERSONNEL.**

If a problem occurs, first check the wiring connections.

PROBLEMS	CAUSE	COUNTERMEASURES
When the main switch is turned ON, the machine is not activated.	The power is not ON.	Firmly insert the plug into the outlet.
	Incorrect power source/voltage.	Make sure that the power supply/voltage are correct.
	AC Unit CIRCUIT PROTECTION DEVICE (ie fuse) was activated due to an instantaneous over current.	First, remove the cause of over current and reinstate the circuit protection device to its original status. Then identify the cause of the fault on the item which caused the over current & fix.
The colour image on the screen is incorrect.	Incorrect monitor adjustment.	Make appropriate adjustments. See the monitor manual
The on-screen image of the monitor sways and/or shrinks.	The power source and voltage are not correct.	Make sure that the power supply and voltage are correct.
Sound is not emitted.	Sound volume adjustment is not correct.	Adjust the volume setting on the VTS assembly. 5.2
	Malfunctioning BD and Amp.	Perform Sound Test to check it. 5.2.1.4
	Connector connection is incorrect.	Check connector connection from Base to Speaker.
Operation of STEERING WHEEL is not satisfactory.	VR position deviated.	Adjust in the test mode. 5.2.3.4
	VR malfunctioning.	Replace the VR. 3.8.1
	GEAR engagement is not correct.	Adjust the engagement of GEAR. 3.8.1.1.1
Force Feedback of STEERING WHEEL is abnormal, or it is not centring.	Failure of power-on checking procedure.	Reconnect the power, and complete the checking procedure.
	The volume is not centred.	Adjust the value in the test mode. 5.2.3.4
	VR malfunctioning.	Replace the VR. 3.8.1
Force Feedback of STEERING WHEEL is weak.	Ageing of the Force Feedback mechanism.	Reset in test mode. 5.2.3.3
GAS and/or BRAKE PEDALS do not operate normally.	The volume is not centred.	Adjust the value in the test mode. 3.8.3.1
	VR malfunctioning.	Replace the VR. 3.8.3.2
Card Read/Write unit malfunction.	See Section 3.8.2	
The FLUORESCENT LAMP (Billboard) does not light up.	FLUORESCENT LAMP needs replacement.	Replace. 3.8.4
	The connector is disconnected.	Check connector connections in the billboard case.
Interactive play is not possible.	Communication cable is disconnected.	Connect the cable.
	Cable connections are not correct.	Connect the cable correctly. 3.11.2
	Settings for communication play are not correct.	Ensure that GAME ASSIGNMENTS settings are correct. 3.11.3.1

3.10 GAMEBOARD



WARNING!



IMPORTANT!

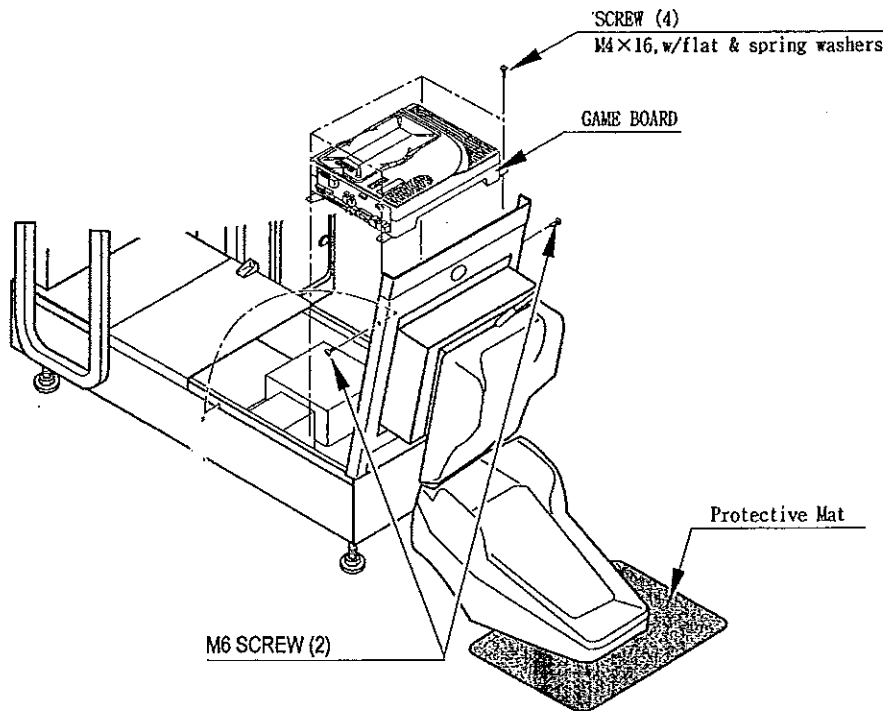
- Turn off the mains power and remove the power cord before opening the machine.

- The GAME BOARD should not require any work to be carried out upon it. All settings and tests can be achieved without access to the GAME BOARD.
- All work to be carried out by QUALIFIED SERVICE PERSONNEL

3.10.1 REMOVING THE BOARD

To return the game board for servicing, take out the board using the following procedure.

1. Turn the main switch OFF.
2. Unlock the base and remove the 2 M6 bolts.
3. Tip the seat carefully backwards as shown. Be careful not to damage the seat back when resting it on the floor. Use a protective mat under the seat back to protect it on hard floors.
4. Disconnect all connectors from the game board, remove the four screws securing the game board to the wooden base and lift it out. Do not attempt to service the game board. THERE ARE NO USER SERVICABLE PARTS INSIDE! Return the game board to the Service Department inside the special packaging provided.



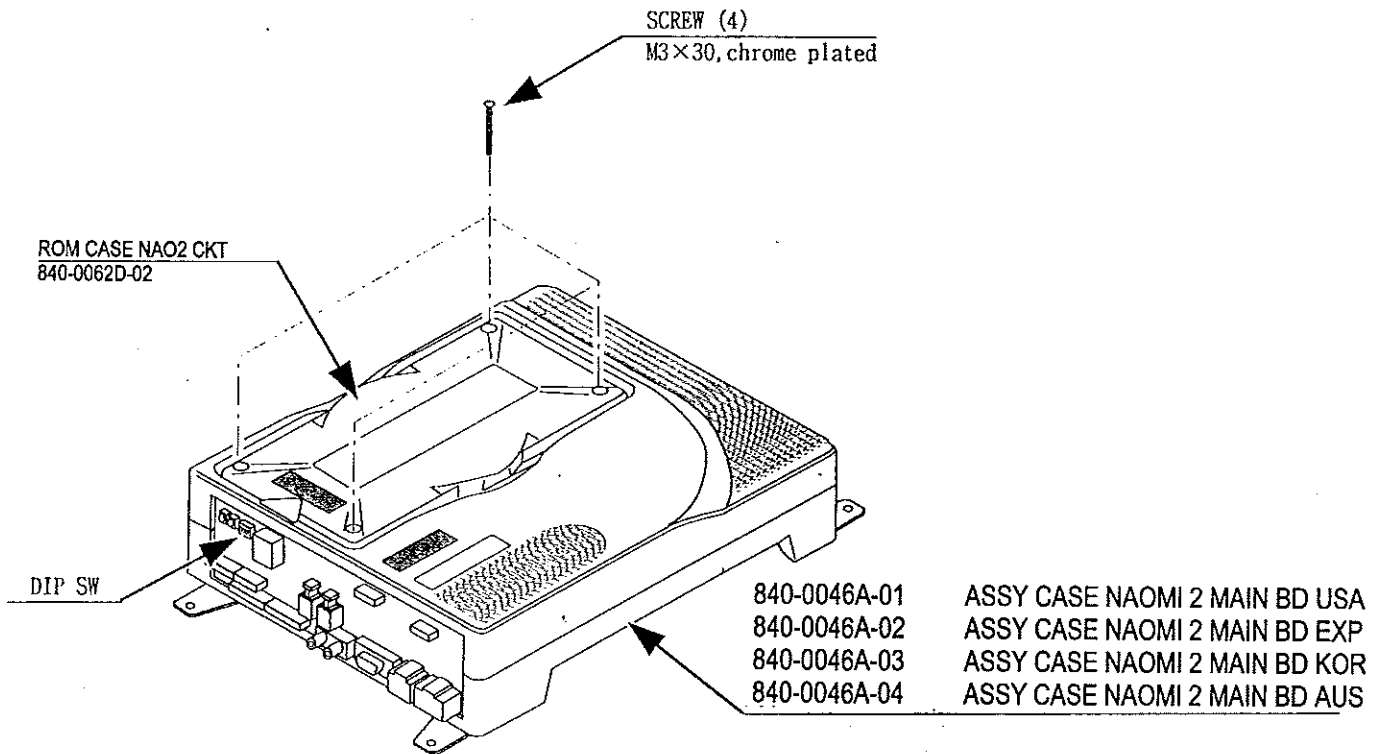
3.10.2 COMPOSITION OF GAME BOARD



WARNING!

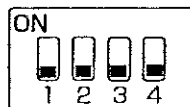
- Static electricity discharges can damage electronic parts on the IC Board. Take proper anti-static precautions before opening the Shield Case Lid and starting work. Be sure to touch grounded metallic surfaces to discharge any static electricity.
- Do not expose the Game Board so as to avoid causing an accident or malfunctioning.

840-0062D-01	ASSY CASE NAT CKT USA : USA
840-0062D-02	ASSY CASE NAT CKT EXP : OTHERS
840-0062D-03	ASSY CASE NAT CKT KOR : KOREA
840-0062D-04	ASSY CASE NAT CKT AUS : AUSTRALIA



DIP SW SETTING

In the product, set all of the DIP SWes to OFF.



3.11 COMMUNICATION PLAY



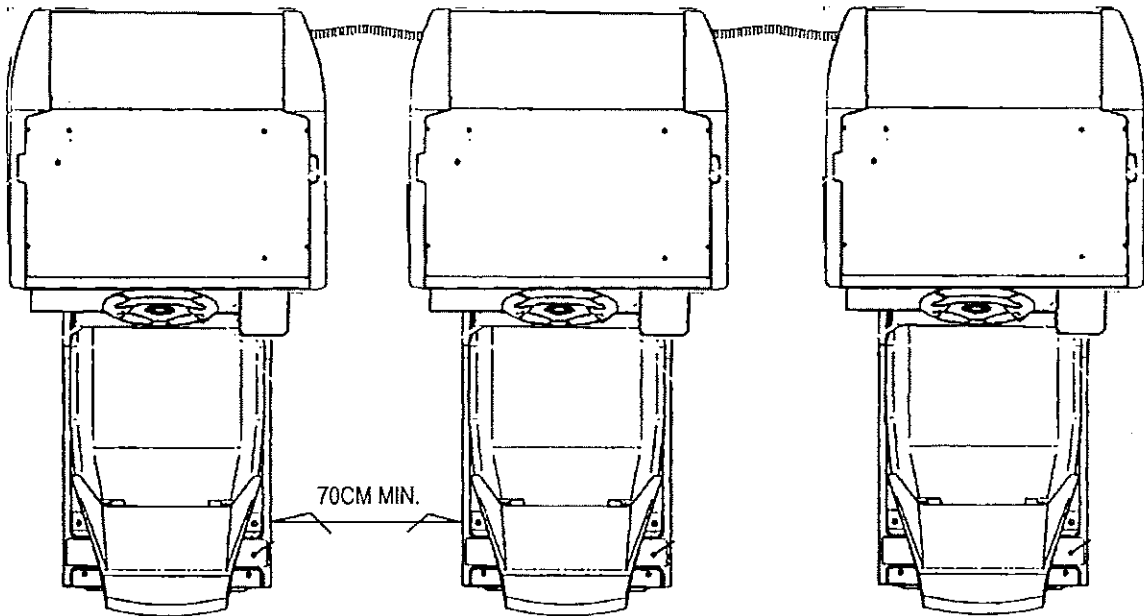
IMPORTANT!

- Linking machines should only be carried out by **QUALIFIED SERVICE PERSONNEL**.
- Use care to ensure wiring is not damaged.
- Do not stress/over-bend the fibre optic cables, as this will affect their performance.

Up to 8 machines can be linked together for interactive play, allowing up to 8 players to play simultaneously. Before linking be sure to check there is adequate power to supply 8 machines at once. Also ensure power is OFF to all machines being linked.

3.11.1 INSTALLATION PRECAUTIONS.

Ensure that the machines are installed with 70cm between them to allow players to get in and out of the machines.



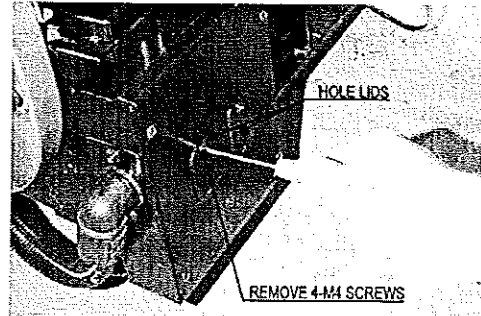
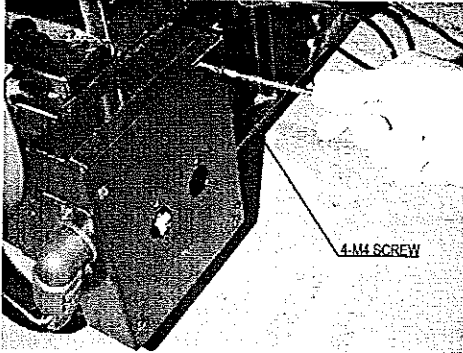
(Actual machines may differ slightly from the illustration).

3.11.2 CONNECTING THE COMMUNICATION CABLE

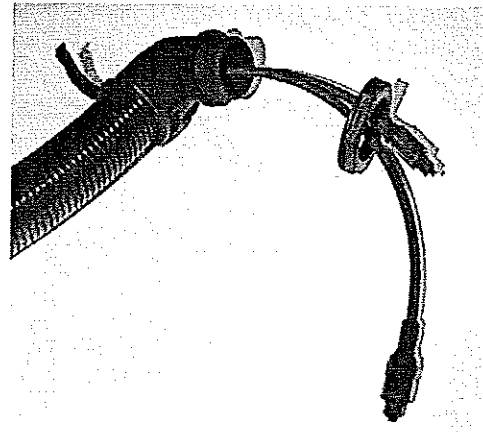
Link machines for communication play by connecting the Communication Cable to the game board of each linked machine, via the AC Lid. The wiring between the game board and AC Lid is already in place. The AC Lid is fitted with two Hole Lids, to blank off the connector holes if the linking option is not used.

The communication accessories from the Installation Kit should be prepared for use: Flex Tube, Straight Adapter (2 off), Communication Cable, and sequential Number Stickers to identify each machine.

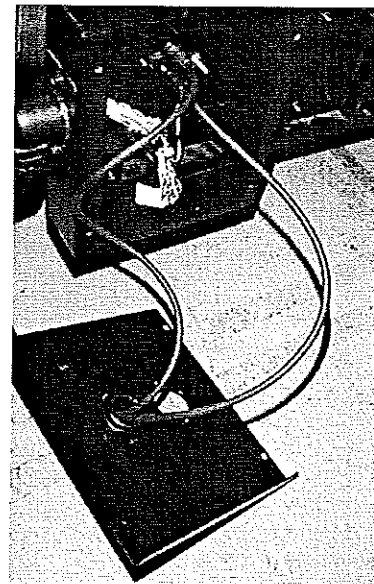
1. On each machine to be linked, turn off the power and disconnect the IEC lead
2. Remove the AC Lid by taking out the four M4 screws. Take out the two screws holding each Hole Lid in place.



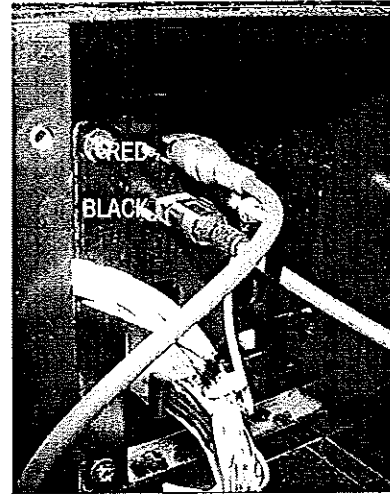
3. Attach a Straight Adaptor to both ends of the Flex Tube.
4. Pass the Communication Cable through the Flex Tube



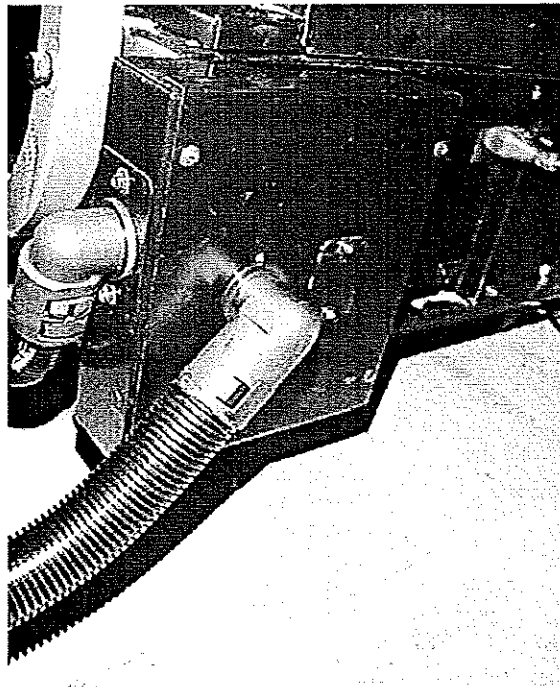
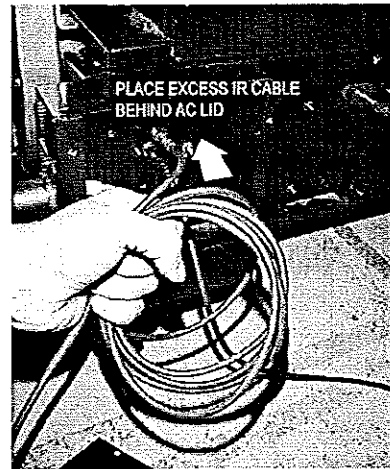
5. Remove the Lock Nut from the Right Angle Adapter.
6. Install Right Angle Adapter into the corresponding hole in the AC Lid and tighten the Lock Nut.



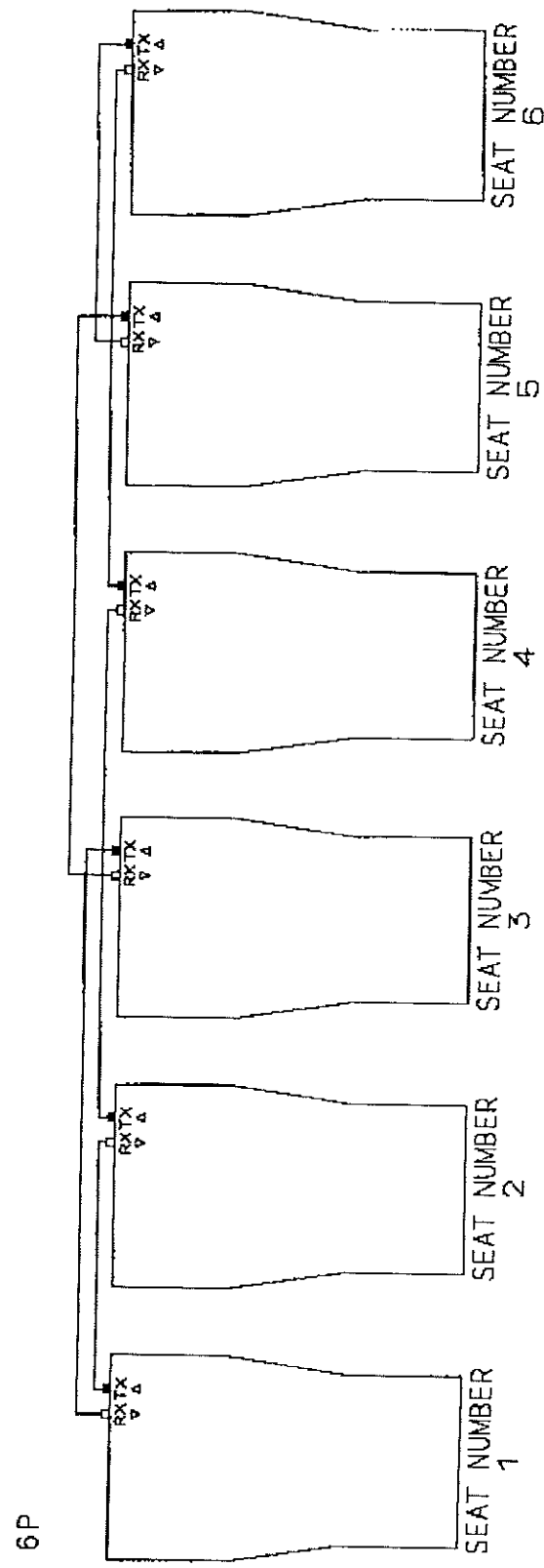
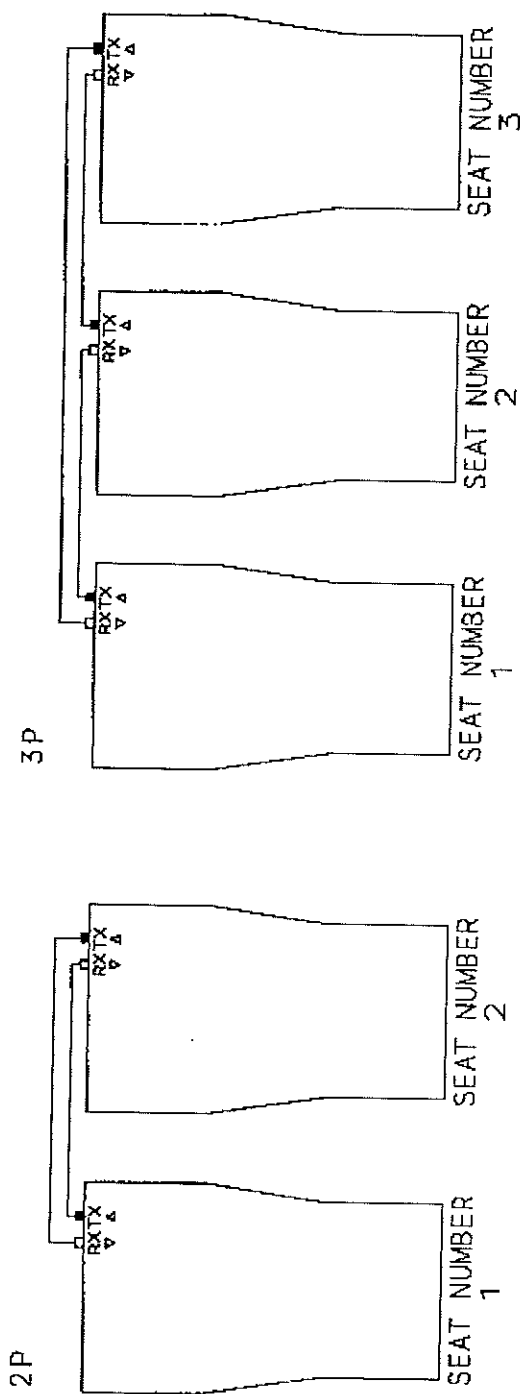
7. Connect the Communication Cable into the corresponding sockets as shown.



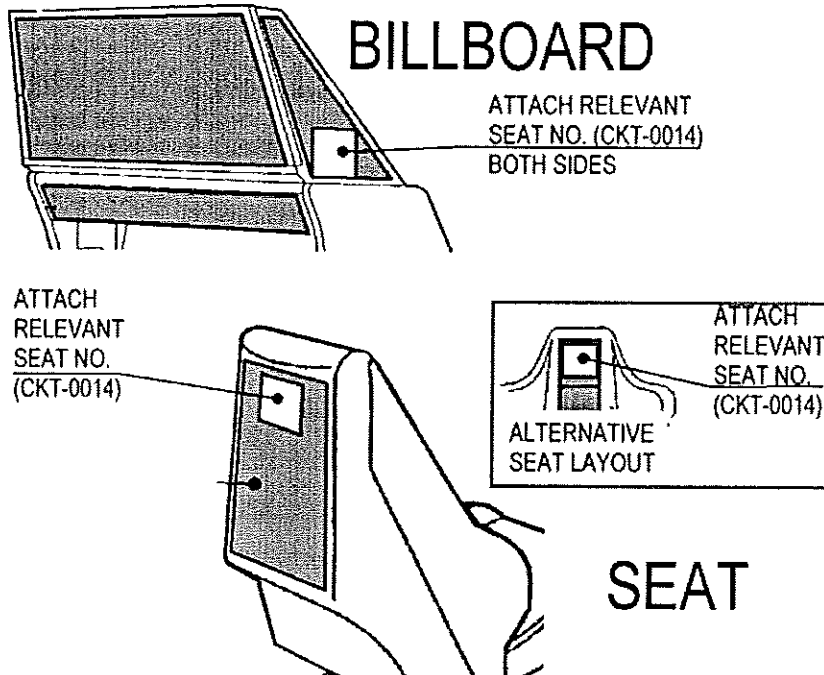
8. Coil any excess IR cable and position behind the AC Lid before replacing the lid and fixing with the screws previously removed.



9. Wire the Communication Cables. The wiring method will depend on the number of machines to be linked, so use one of the following illustrations. For numbers other than those shown, always connect the TX of one machine to the RX of the next, to finally make a loop of the Communication Cable.



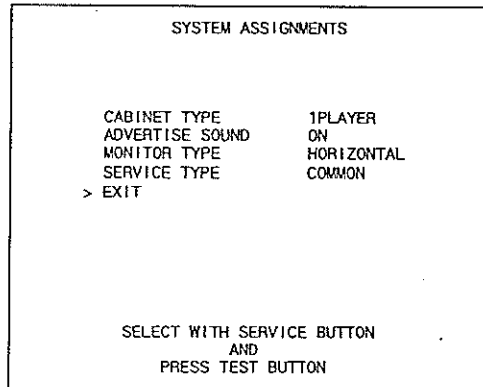
10. Fit the number stickers: the machines should be numbered from '1' upwards from left to right while viewing the screen. The number stickers are applied to either side of the Billboard, and the rear of the seat.



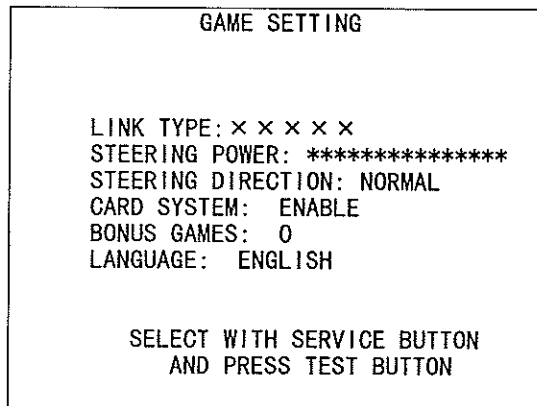
3.11.3 MACHINE SET UP

During linked play, if the test mode is not finished within three minutes on all linked machines, the NETWORK CHECK cannot be performed, causing a NETWORK ERROR.

First, set up each linked machine to meet the requirements of communication play. If the settings are incorrect, communication play is not possible.



3.11.3.1 SETTING FOR COMMUNICATION PLAY



1. Turn all the linked machines on.
2. Enter TEST MODE in all machines.
3. Select SYSTEM ASSIGNMENTS.
4. Perform the COMMUNICATION MODE setting in the SYSTEM ASSIGNMENTS SCREEN. Set one of the machines to MASTER and all others to SLAVE. If one machine is intended to be used as a live monitor, set this one to RELAY (although this happens automatically if that machine is not being used).
5. Exit TEST mode on all machines: the NETWORK CHECK screen should be displayed.
6. If the ADVERTISE screen is displayed on completion of the NETWORK, the communication setting is satisfactory. The NETWORK CHECK normally takes less than one minute. If this is not the case, then recheck settings, connections etc. to determine the cause.



IMPORTANT!

- Perform advertise sound settings on the MASTER seat; all SLAVE machines will adopt these settings.
- If, during communication play, the link is interrupted, the game is discontinued and the NETWORK CHECK is displayed.
- If one linked machine enters TEST mode, all others display NETWORK CHECK, hence be careful not to do this while a linked machine is being played.

Be aware that linked machines are different in operation to independent machines. As per the above, some Game Assignments are set by the MASTER unit. If these settings are changed on a SLAVE machine, the new settings will be ineffectual.

3.12 PERIODIC CHECK AND INSPECTION

The items listed below require periodic check and maintenance to retain the performance of the machine and ensure safe operation:



WARNING!



IMPORTANT!

- Be sure to check annually to see if the power cords are damaged. The plug is securely inserted and that there is no dust in the interior of the machine or between the socket and the power cord. Using the product in an unclean condition may cause a fire or electric shock.
- Periodic checks should only be carried out by **QUALIFIED SERVICE PERSONNEL**.

DESCRIPTION	WHAT TO CHECK	INTERVAL
STEERING WHEEL (HANDLE MECHA), ACCELERATOR/BRAKE PEDALS	Check the VR value	Monthly
	Check adjust gear engagement	Every 3 months
	Greasing of gears	Every 3 months
MONITOR / PROJECTOR	Clean screen	Weekly
	Check adjustment	Monthly
SEAT	Rail greasing	Monthly
GAME BD	Memory Test	Monthly
	Game Assignments	Monthly
INTERIOR	Clean	Annually
POWER SUPPLY CORD	Check condition	Annually
CABINET SURFACE	Clean	As required
CONTROL PANEL	Lamp operation	Monthly
	Check switch operation	Monthly
COIN MECHANISM	Check SW (If Fitted)	Monthly

4 HOW TO PLAY

In this game, the players make their karts and enter the race for competing with each other.

By achieving a good score in the Championship Race mode, you can step up from "Class Novice" (at start) to "Class B," "Class A," and "Class S."

When you step up to a higher class, you may get an extended course along which you can drive, or the performance of the kart with your character may vary. The goal is to win in the race in the environment that may vary in such a manner.

By selecting "Practice Race," you can select and run along the course for a series of races, if you desire.

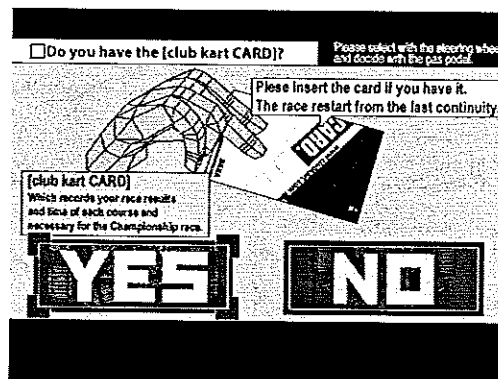
This game allows the data to be retained through the cards system.

In addition to the kart's name, frame, cowl, suits, helmet, etc., information such as the total time, achievements in a series of races, the highest rank by class can be recorded on the "Club Kart Card" (hereafter "CARD").

How to Play the Game --- If you play the Championship Race for the first time:

① Pop coins into the slot. At this time, the value converted for the number of credits is displayed at the bottom right corner of the screen.

When you pop into the slot the number of coins enabling operation of one play session, you go to the screen that asks whether you have a card.



- ② In response to the inquiry, "Do you want to create a new card?",
- If you answer with "NO," or you do not insert any card after you answer with "YES," Rental Kart is automatically selected as the type of the kart you can use. In this case, you go to selection of either the novice or the middle class.
 - If you answer with "YES," you go to Step ③ (creating a new card). One more credit is required in this case.
 - If you throw a card into the slot without making the selection, you will go to selection of the Race Mode.

Rental Kart Mode

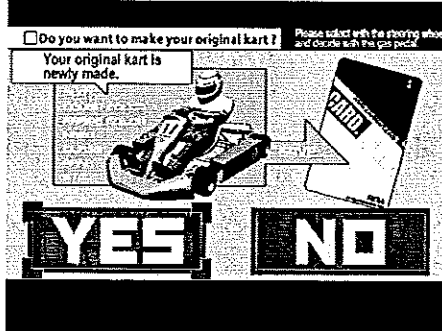
In the Rental Kart Mode, you select and run along the desired one of four courses for competition in lap time.

You choose either one of two types of karts: for the novice and middle classes. You are required to make the specified number of circuits of the course within the predetermined time-out time.

- Once you complete the first circuit, the remaining time of the time-out time for the first circuit is added to the time-out time for the second circuit.

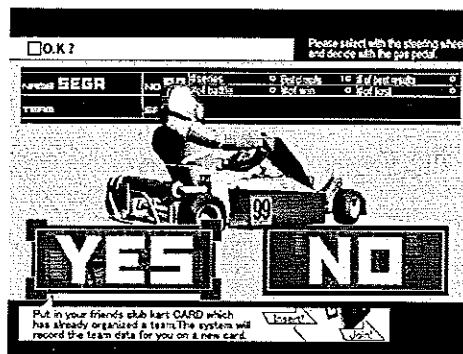
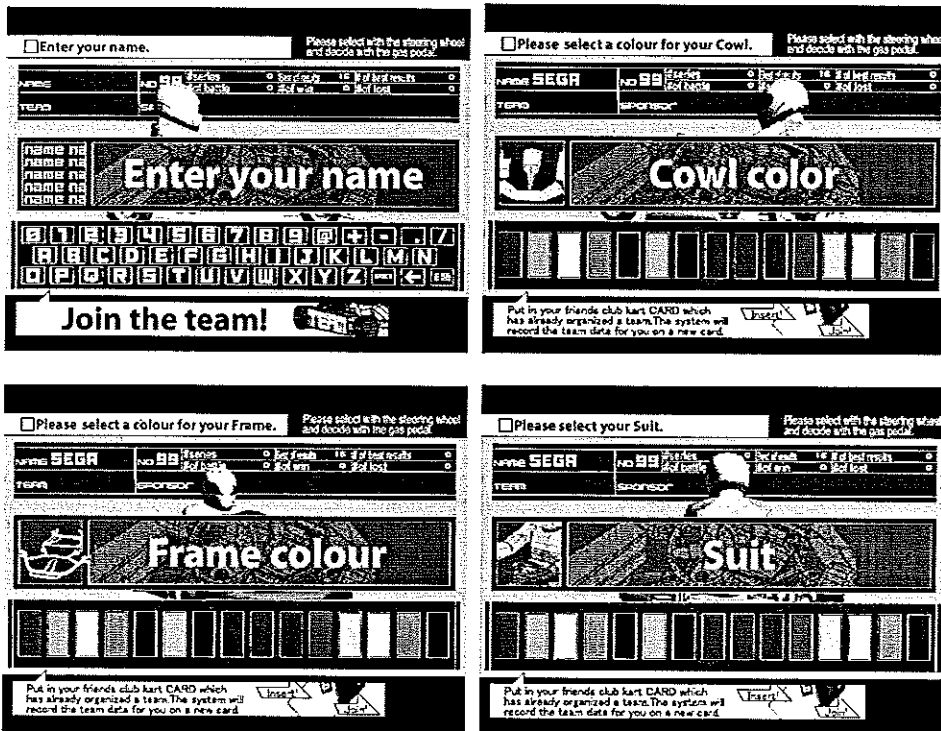
- When you complete the specified number of circuits of the course within the specified time, the finish takes place. When the time-out time reaches 0, Game Over takes place.

An example where "YES" was selected is described in this document.



③ Create a new card.

After entering your name, select the cowl, frame, and racing suite colors and the helmet design according to the instructions on the screen.

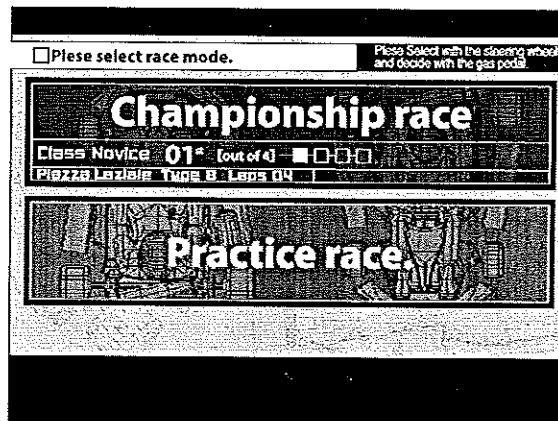


- ④ After you have entered all the information, you go to the confirmation screen and must make operations according to the instructions on the screen.



- ⑤ Select the Race Mode.

You can choose either Championship Race or Practice Race. ("Communicated Race" is additionally displayed when two or more machines are interconnected.) Turn the steering wheel clockwise or counterclockwise for selection. Then, determine the selection by pressing the accelerator pedal.



Championship Race

○ In this mode, you compete with the other players for the total achievement of a Series of Races that are done, depending on four classes (Novice, B, A, and S). The race in this mode begins after you have create the feature of creating your own original kart (one of distinctive features of this game) and the card to save the running record.

With the card, you can save the data before completion of the series of races; at the next play time, you can resume the game from the ending point in the previous session of the game.

Practice Race

You can select and run along the desired one of the courses along which you run in a Series of Races.

The number of courses from among which you can select depends on the number of races included in the series, which varies with the class to which you belong (4 for Novice, 6 for B, 8 for Class, and 10 for S).

- ⑥ Information about the player's kart (class, the number of times won and defeated, the top ranking, the best time, the number of races in the series, etc.) and the course map are displayed before the race starts.

When you created a card for the first time, the player's kart starts at the rearmost position.

You are required to make the specified number of circuits of the course within the predetermined time-out time. Once you complete the first circuit, the remaining time of the time-out time for the first circuit is added to the time-out time for the second circuit. When you complete the specified number of circuits of the course within the specified time, the finish takes place. When the time-out time reaches 0, Game Over takes place.

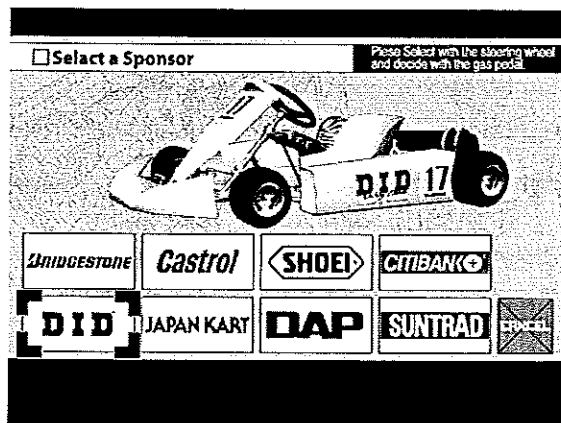
- If your kart touches the wall of the course or another kart or goes outside the course while the game is in progress, you feel a reaction through the steering wheel.

- While the game is in progress, pressing the Viewpoint Change button changes the viewpoint on the screen. The button is continually flashing while the game is in progress.

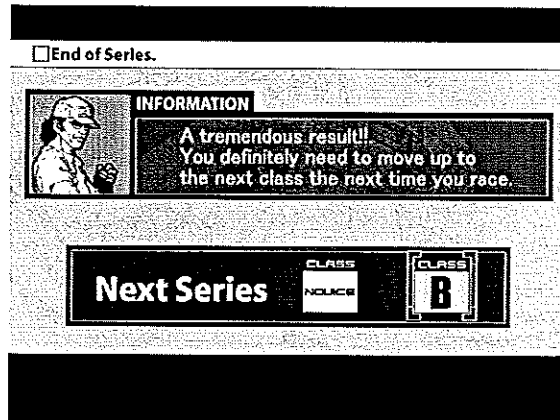
• While the game is in progress, pressing the Start button toggles between the map that shows the player kart's and the time display that indicates the other karts' positions and the best time in the class and that of your records.

⑦ After each race is completed, the Results Screen appears if you have run along the whole course. After the Results Screen appears, the Select Sponsor Screen may appear, depending on the results of the series of races. The number of sponsors, at random, increases or decreases, depending on the achievement. The logo of the sponsor you selected can be attached to the kart if you desire this.

When Select Sponsor Screen appears for the first time, you assign the team name to your kart.



⑧ For a Series of Races, the total achievements are listed when the predetermined number of races have been completed for each of the classes. If you have established good achievement, a screen appears that lets you select whether to step up the class. Select whether to try the next series of races at the current or upper class.



⑨ If the Practice Race Mode is entered or all the credits have been exhausted after the data is written onto the card after completion, Game Over takes place. If you are in the Championship Race Mode, you go to the Continue Screen.

If you have still credits for one or more play sessions at this time in the Championship Race Mode, you can go to the next course and enjoy one or more play sessions after jumping to the course map display in Step ⑥.

[Communicated Play]

Communicated Play differs slightly from Single Play regarding the game starting procedure and how to play the game.

- ① When coins you throw into the slot the coins with which you can enjoy a play session, the Entry Screen appears and, at the same time, the Start button begins to flash.
- ② If you desire a competitive play, throw the appropriate number of coins into the slot at another seat. If you desire the single play mode, press the Start button immediately after the Entry Screen appears.
- ③ Once the Entry Screen appears, a countdown starts. If a person who desires to compete with you does not appear before the count reaches 0 (zero), you have to enjoy the game in the Single Play Mode.
- ④ Once the count in the Entry Screen reaches 0, you are brought to the Select Rental Kart Screen. Turn the steering wheel clockwise or counterclockwise to choose either the novice or middle class., and then determine the selection by pressing the accelerator pedal and Start button. If you have a card, you will be subsequently able to use your own original kart by inserting the card into the slot.
The course assignments to the players are determined by majority of the players.
- ⑤ Once the course assignments are determined, information about the players' karts (class, the number of times won and defeated, the top ranking, the best time, the number of races in the series, etc.) and the course map are displayed before the race starts.
- ⑥ In the race, the players compete with each other for their ranks. Each time the first-rank player completes one circuit of the course, the time that remained is added to that of the next circuit of the course.

When you complete the specified number of circuits of the course within the specified time, the finish takes place. When the time-out time reaches 0, Game Over takes place.

5 MAINTENANCE INSTRUCTIONS

5.1 EXPLANATION OF TEST AND DATA DISPLAY

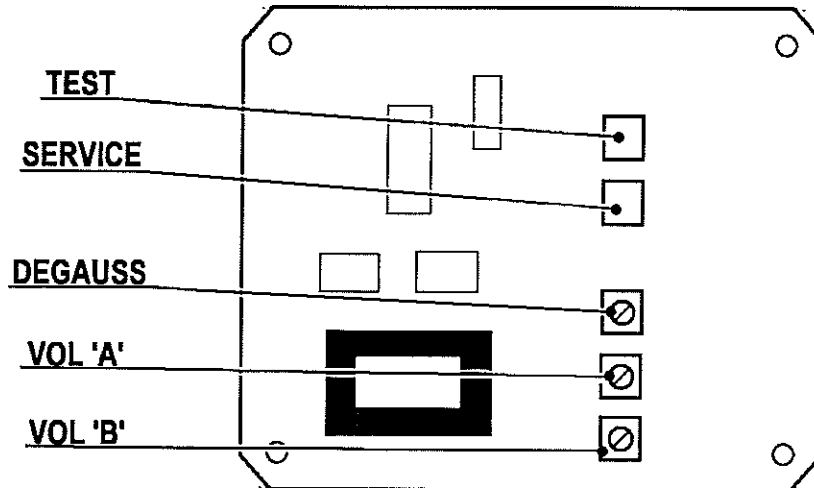
Use the switches on the VTS to enter the TEST MODE. This will allow you to carry out post installation and periodic checks and adjustments. The following section details the function of each of the tests:

ITEM	DESCRIPTION / REFERENCE	INTERVAL
INSTALLATION OF THE MACHINE	When the machine is installed perform the following checks: Check to see that each setting is as per the standard settings input at the time of shipment. 3.5.5 In the INPUT TEST mode, check each switch and VR. 5.2.3.1 In the OUTPUT TEST mode, check each of the lamps. 5.2.3.2 In the MEMORY TEST mode check all of the IC's on the IC BD. 5.2.1.2	Monthly
MEMORY	In the MEMORY TEST mode check all of the IC's on the IC BD. 5.2.2.8	Monthly
PERIODIC CHECKS	Periodically perform the following MEMORY TEST. 5.2.2.8 Ascertain each setting. In the INPUT TEST mode, test the control devices. 5.2.3.1 In the OUTPUT TEST mode, check each of the lamps. 5.2.3.2	Monthly
CONTROL SYSTEM	In the INPUT TEST mode, check each switch and VR. 5.2.3.1 Adjust or replace each switch and VR. 3.8	Monthly
MONITOR	In the CRT TEST mode, check to ensure the monitor is adjusted correctly. 5.2.1.5 Clean screen (switch off machine and remove the plug)	Monthly Weekly
IC BOARD	MEMORY TEST In the SOUND TEST mode, check the sound related ROMs. 5.2.1.4	Monthly
DATA CHECK	Check such data as held in the bookkeeping screens, relating to number and length of plays. 5.2.3.6	Monthly
EXTERIOR MAINTENANCE	Clean surfaces (do not use water jet). Lubricate seat sliders.	Monthly
COIN MECHANISM	Check switch operation (if fitted).	Monthly

5.2 VTS ASSEMBLY



- Do not touch places other than those specified. Touching places not specified could cause an electric shock or short circuit.



Opening the Coin Chute door will reveal the VTS Assembly shown above. The function of each switch is as follows.

TEST BUTTON
(TEST SW)

Used to enter TEST mode. Also has function during TEST mode. Refer to the later section detailing TEST mode.

SERVICE BUTTON
(SERVICE SW)

Gives credits without registering on the coin counter. Also used during TEST mode.

DEGAUSS

Eliminates colour unevenness from the monitor screen.

VOL 'A'

Adjusts the volume of the front speakers.

VOL 'B'

Adjusts the volume of the woofer.

5.2.1 SYSTEM TEST MODE

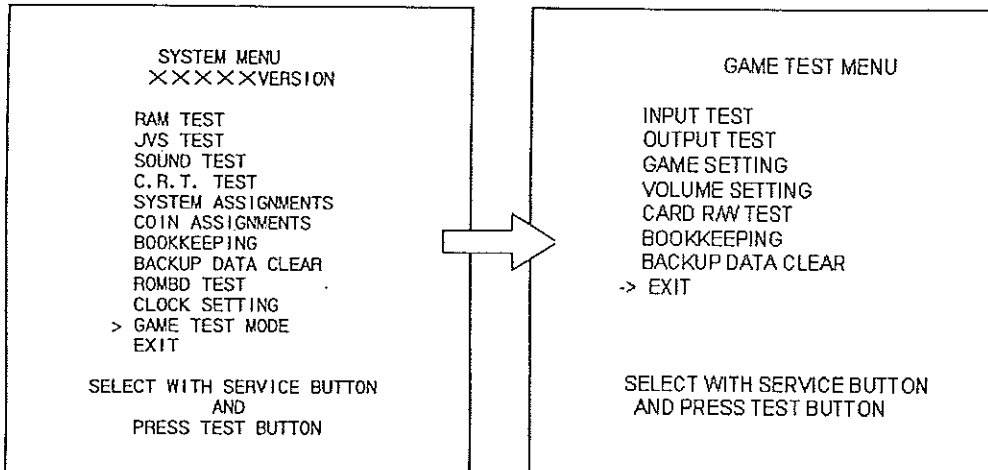
The TEST MODE allows the functioning of each part of the machine to be checked. In addition game configuration and coin configuration changes can be made within TEST MODE.



IMPORTANT!

- When setting changes are made within TEST MODE, be sure to exit from TEST MODE using the exit options. If you turn the power off and then on without having exited correctly the changes you made will not take effect.

5.2.1.1 SYSTEM TEST MODE MENU



Press the TEST BUTTON to bring up the screen shown to the left.

Press the SERVICE BUTTON to move downwards through the list. The current selection is shown by the arrow.

Press the TEST BUTTON to activate the selected test.

To finish TEST MODE, move the arrow to EXIT and press the TEST.

5.2.1.2 RAM TEST

RAM TEST				
IC15	IC16	IC17S	IC18S	GOOD
IC22	IC23	IC24S	IC25S	GOOD
IC28	IC29S			GOOD
IC41				GOOD
IC42				GOOD
IC44	IC45S	IC46	IC47S	GOOD
IC91S	IC92S			GOOD
IC98				GOOD
OPTIONAL SOUND BOARD:				
IC2				GOOD
OPTIONAL COMMUNICATION BOARD:				
IC7	IC8	IC9	IC10	GOOD
PRESS TEST BUTTON TO EXIT				

The memory test mode is for automatically checking the on-board memory IC functioning. "GOOD" is displayed for normal IC's and "BAD " for abnormal IC's

- When the test is completed, if the results are as shown on the left then the Game Board is satisfactory.
- The test should take approximately thirty seconds to complete. If the test exceeds this time the board may have malfunctioned.
- After finishing the test press the TEST BUTTON or START BUTTON to exit.

5.2.1.3 JVS TEST

```

                JVS TEST
                INPUT TEST
                > EXIT

NODE          1/1
NAME          SEGA ENTERPRISES, LTD. ;837-13741
              I/O CONTROL BD2;Ver0.15;99/06
CMD VER      1.1
JVS VER      2.0
COM VER      1.0
SWITCH       2PLAYERS 12BITS
COIN         2SLOTS
ANALOG       8CH
DRIVER OUT   22CH

                SELECT WITH SERVICE BUTTON
                AND
                PRESS TEST BUTTON
    
```

- In this test, functioning of the I/O Board connected to the Game Board is displayed, and INPUT TEST can be performed. Select EXIT to return to the MENU screen, or select INPUT TEST to display the second screen.

```

                JVS TEST
                > DISPLAY CONFIG
                EXIT

NODE          1/1
SWITCH       _____
SYSTEM       _____
PLAYER1      _____
PLAYER2      _____
COIN         _____
SLOT1 0000  SLOT2 8000
ANALOG       _____
CH1 0000 CH2 0000 CH3 0000 CH4 0000
CH5 0000 CH6 0000 CH7 0000 CH8 0000

                SELECT WITH SERVICE BUTTON
                AND
                PRESS TEST BUTTON
    
```

With a switch input from the control panel etc., this changes into 1.

With a coin switch input, this accumulates. And, the coin meter counts.

Analogue values are displayed between 0000 and FF00.

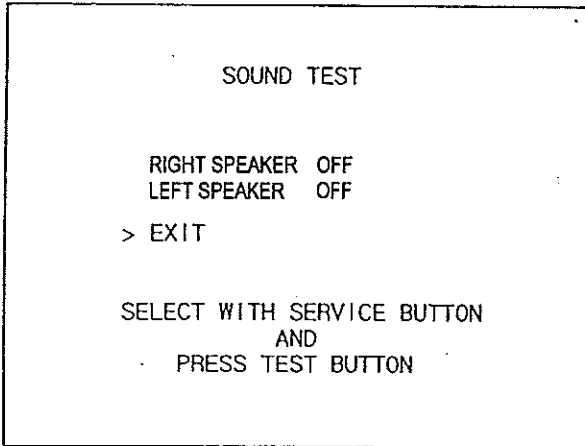
Select EXIT to return to the MENU screen.

5.2.1.4 SOUND TEST

Select the sound test to check the status of the amplifiers, sound boards and speakers.

Press the SERVICE button or view change button to move the arrow to the desired test item.

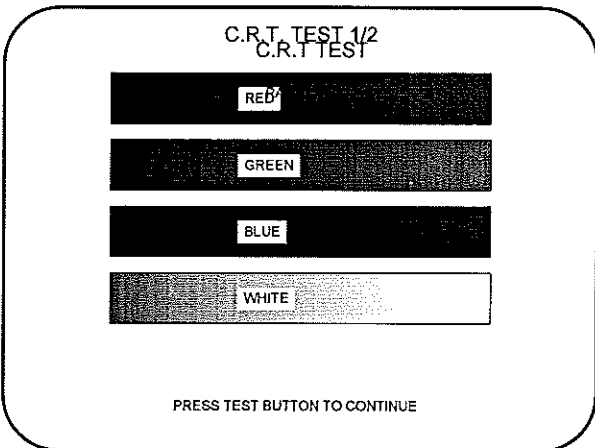
Press TEST button to output the sound.



- Select the sound source with SERVICE.
- On pressing TEST, the test sound is emitted from the selected source.

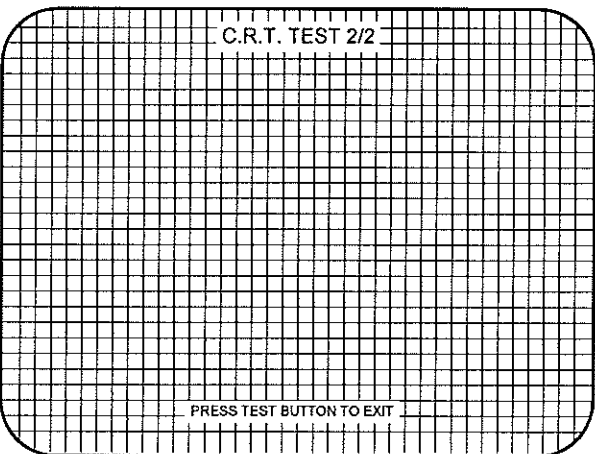
Select EXIT to return to MENU screen.

5.2.1.5 C.R.T TEST



Selecting CRT test allows the projector adjustment to be checked for colour and distortion.

Press the test or start button to have the second CRT test screen appear.



5.2.2 SYSTEM ASSIGNMENTS

Allows system options to be set. Select required setting with SERVICE button, confirm with TEST button. Default settings are indicated in parentheses.

SYSTEM ASSIGNMENTS	
CABINET TYPE	1PLAYER
ADVERTISE SOUND	ON
MONITOR TYPE	HORIZONTAL
SERVICE TYPE	COMMON
> EXIT	

SELECT WITH SERVICE BUTTON
AND
PRESS TEST BUTTON

- CABINET TYPE specifies Control Panel and number of Coin Chutes. The number of players displayed in BOOKKEEPING varies in accordance with the value displayed here. (**1PLAYER**)
- ADVERTISE SOUND allows the sound emission to be turned (**ON**) or OFF during ADVERTISE MODE.
- MONITOR TYPE changes the orientation of the image on the screen (**HORIZONTAL**)
- SERVICE TYPE sets the functioning of the SERVICE button, should several SERVICE buttons exist.
INDIVIDUAL: Service credit is applied to the machine on which the SERVICE button is pressed.
(**COMMON**): Service credit is applied to all machines when SERVICE button is pressed.

5.2.2.1 COIN ASSIGNMENTS

```
          COIN ASSIGNMENTS
COIN CHUTE TYPE      COMMON
COIN/CREDIT SETTING #1
COIN CHUTE #1
  1COIN 1CREDIT

COIN CHUTE #2
  1COIN 1CREDIT

· MANUAL SETTING
SEQUENCE SETTING
> EXIT

SELECT WITH SERVICE BUTTON
      AND
PRESS TEST BUTTON
```

Select the coin assignments mode to set the coin to credit ratios.

This can be any of the pre-set values or can be done manually.

5.2.2.2 COIN/CREDIT SETTING (COIN CHUTE COMMON TYPE)

SETTING	FUNCTIONING OF COIN CHUTE #1		FUNCTIONING OF COIN CHUTE #2	
SETTING #1	1 COIN	1 CREDIT	1 COIN	1 CREDIT
SETTING #2	1 COIN	2 CREDITS	1 COIN	1 CREDIT
SETTING #3	1 COIN	3 CREDIT	1 COIN	1 CREDIT
SETTING #4	1 COIN	4 CREDITS	1 COIN	1 CREDIT
SETTING #5	1 COIN	5 CREDITS	1 COIN	1 CREDIT
SETTING #6	1 COIN	2 CREDITS	1 COIN	2 CREDITS
SETTING #7	1 COIN	5 CREDITS	1 COIN	2 CREDITS
SETTING #8	1 COIN	3 CREDITS	1 COIN	3 CREDITS
SETTING #9	1 COIN	4 CREDITS	1 COIN	4 CREDITS
SETTING #10	1 COIN	5 CREDITS	1 COIN	5 CREDITS
SETTING #11	1 COIN	6 CREDITS	1 COIN	6 CREDITS
SETTING #12	2 COINS	1 CREDIT	2 COINS	1 CREDIT
SETTING #13	1 COIN	1 CREDIT	2 COINS	1 CREDIT
SETTING #14	1 COIN	2 CREDITS	2 COINS	1 CREDIT
SETTING #15	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	3 CREDITS	2 COINS	3 CREDITS
SETTING #16	1 COIN	3 CREDITS	1 COIN	1 CREDIT
			2 COINS	3 CREDITS
SETTING #17	3 COINS	1 CREDIT	3 COINS	1 CREDIT
SETTING #18	4 COINS	1 CREDIT	4 COINS	1 CREDIT
SETTING #19	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	2 CREDITS	2 COINS	2 CREDITS
	3 COINS	3 CREDITS	3 COINS	3 CREDITS
	4 COINS	5 CREDITS	4 COINS	5 CREDITS
SETTING #20	1 COIN	5 CREDITS	1 COIN	1 CREDIT
			2 COINS	2 CREDITS
			3 COINS	3 CREDITS
			4 COINS	5 CREDITS
SETTING #21	5 COINS	1 CREDIT	5 COINS	1 CREDIT
SETTING #22	1 COIN	2 CREDITS	3 COINS	1 CREDIT
			5 COINS	2 CREDITS
SETTING #23	2 COINS	1 CREDIT	2 COINS	1 CREDIT
	4 COINS	2 CREDITS	4 COINS	2 CREDITS
	5 COINS	3 CREDITS	5 COINS	3 CREDITS
SETTING #24	1 COIN	3 CREDITS	2 COINS	1 CREDIT
			4 COINS	2 CREDITS
			5 COINS	3 CREDITS
SETTING #25	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	2 CREDITS	2 COINS	2 CREDITS
	3 COINS	3 CREDITS	3 COINS	3 CREDITS
	4 COINS	4 CREDITS	4 COINS	4 CREDITS
	5 COINS	6 CREDITS	5 COINS	6 CREDITS
SETTING #26	1 COIN	6 CREDITS	1 COIN	1 CREDIT
			2 COINS	2 CREDITS
			3 COINS	3 CREDITS
			4 COINS	4 CREDITS
			5 COINS	6 CREDITS
SETTING #27	FREE PLAY		FREE PLAY	

5.2.2.3 COIN/CREDIT SETTING (COIN CHUTE INDIVIDUAL TYPE)

SETTING	FUNCTIONING OF COIN CHUTE #1	
SETTING #1	1 COIN	1 CREDIT
SETTING #6	1 COIN	2 CREDITS
SETTING #8	1 COIN	3 CREDITS
SETTING #9	1 COIN	4 CREDITS
SETTING #10	1 COIN	5 CREDITS
SETTING #11	1 COIN	6 CREDITS
SETTING #12	2 COINS	1 CREDIT
SETTING #15	1 COIN	1 CREDIT
	2 COINS	3 CREDITS
SETTING #17	3 COINS	1 CREDIT
SETTING #18	4 COINS	1 CREDIT
SETTING #19	1 COIN	1 CREDIT
	2 COINS	2 CREDITS
	3 COINS	3 CREDITS
	4 COINS	5 CREDITS
SETTING #21	5 COINS	1 CREDIT
SETTING #22	3 COINS	1 CREDITS
	5 COINS	2 CREDITS
SETTING #23	2 COINS	1 CREDIT
	4 COINS	2 CREDITS
	5 COINS	3 CREDITS
SETTING #25	1 COIN	1 CREDIT
	2 COINS	2 CREDITS
	3 COINS	3 CREDITS
	4 COINS	4 CREDITS
	5 COINS	6 CREDITS
SETTING #27	FREE PLAY	

5.2.2.4 MANUAL SETTING

COIN ASSIGNMENTS MANUAL SETTING										
COIN TO CREDIT										1
BONUS ADDER										0
COIN CHUTE #1 MULTIPLIER										
1 COINCOUNT AS										1COIN
COIN	1	2	3	4	5	6	7	8	9	
CREDIT	1	2	3	4	5	6	7	8	9	
COIN CHUTE #2 MULTIPLIER										
1 COINCOUNT AS										1COIN
COIN	1	2	3	4	5	6	7	8	9	
CREDIT	1	2	3	4	5	6	7	8	9	
SEQUENCE SETTING										
> EXIT										
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON										

Select manual setting to manually set the coin to credit ratios.

The available combinations are detailed below.

MANUAL SETTING

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

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

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

5.2.2.5 SEQUENCE SETTING

Selecting SEQUENCE SETTING allows the number of credits required to start the game to be set. Each sequence can be set between 1 and 5. Select EXIT to return to the first screen.

```
COIN ASSIGNMENTS
SEQUENCE SETTING

SEQUENCE1 *CREDIT
SEQUENCE2 *CREDIT
SEQUENCE3 *CREDIT
SEQUENCE4 *CREDIT
SEQUENCE5 *CREDIT
SEQUENCE6 *CREDIT
SEQUENCE7 *CREDIT
SEQUENCE8 *CREDIT
> EXIT

[XXXXXXXXXXXXXXXXXX]
[ SEGA ENTERPRISES, LTD. ]
DESCRIPTION OF SEQUENCE
SEQ1 TO START
SEQ2 TO CONTINUE
SEQ3 TO MAKE CARD
SEQ4 NOT USED
SEQ5 NOT USED
SEQ6 NOT USED
SEQ7 NOT USED
SEQ8 NOT USED

SELECT WITH SERVICE BUTTON
AND
PRESS TEST BUTTON
```

5.2.2.6 BOOKKEEPING

```

BOOKKEEPING PAGE#1

TOTAL TIME      55H27M13S
COIN1          16 SERVICE1      5
COIN2           4 SERVICE2      0
CREDIT         10

TOTAL COIN      20
COIN CREDIT     10
SERVICE CREDIT  5
TOTAL CREDIT    15

PRESS SERVICE BUTTON TO ANOTHER PAGE
PRESS TEST BUTTON TO EXIT
    
```

```

BOOKKEEPING PAGE#2

PLAYER1
SEQ1      1
SEQ2      0
SEQ3      1
SEQ4      0
SEQ5      0
SEQ6      0
SEQ7      0
SEQ8      0

PRESS SERVICE BUTTON TO ANOTHER PAGE
PRESS TEST BUTTON TO EXIT
    
```

This mode consists of 2 pages that allow the data relating to credit and game play time to be checked.

In page 1 mode press SERVICE to proceed to page 2, in page 2 mode press TEST to return to the test menu.

- Total time is displayed as XXH XXM XXS and no date will be displayed after exceeding 24 hours.
- The displays for number of coin and number of service vary depending on the CABINET TYPE set in SYSTEM ASSIGNMENTS. Number of credit displays 1 if COIN CHUTE TYPE is set to COMMON in COIN ASSIGNMENTS. If COIN CHUTE TYPE is set to INDIVIDUAL, the applicable number in CABINET TYPE setting will be displayed.
- On the second screen, each sequence displays the frequency of functioning.

5.2.2.7 BACKUP DATA CLEAR

```

BACKUP DATA CLEAR

YES (CLEAR)
> NO (CANCEL)

SELECT WITH SERVICE BUTTON
AND
PRESS TEST BUTTON
    
```

Clears the contents of bookkeeping. When clearing bring the arrow to "YES (CLEAR)" and press the test button. When the data has been cleared "COMPLETED" will be displayed. Bring the arrow to "NO (CANCEL)" and press the test button to return to the menu mode.

Note that this does not clear the contents of BOOKKEEPING in GAME TEST MODE. For this, use the BACKUP DATA CLEAR in GAME TEST MODE.

5.2.2.8 ROM BD TEST

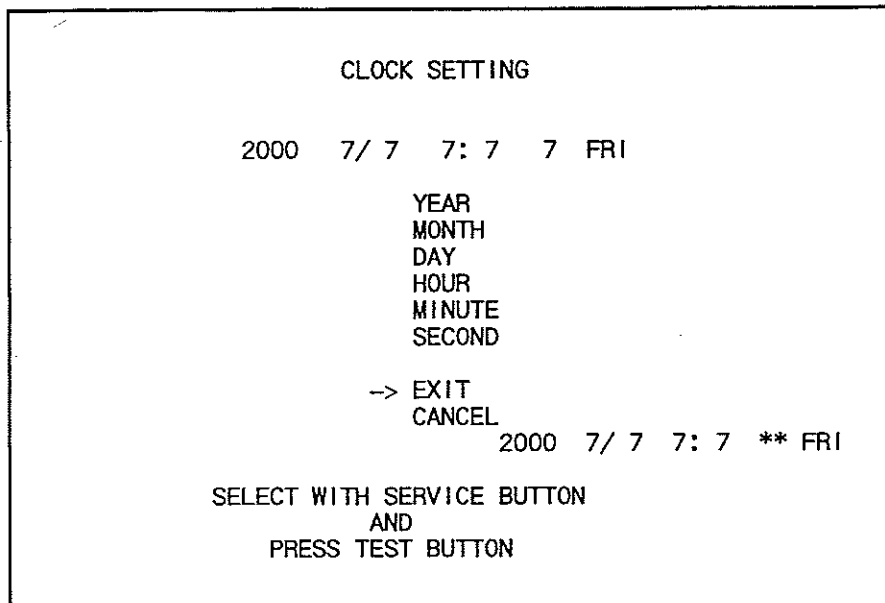
In this test, Game Board ROM is checked. If GOOD is displayed, it is satisfactory. The IC number, TYPE, BYTE and WORD refer to the checksum of each unit. Press TEST to exit.

ROMBD TEST				
[XXXXXXXXXXXXXXXXXXXX]				
[SEGA ENTERPRISES, LTD.]				
NO.	TYPE	RESULT	BYTE	WORD
IC35	32M	-----	XXXX	XXXX
IC36	32M	-----	XXXX	XXXX
IC19	128M	GOOD	XXXX	XXXX
IC20	128M	GOOD	XXXX	XXXX
.				
.				
.				
.				
.				
.				
.				
PRESS TEST BUTTON TO EXIT				

On above screen, IC35 and IC36 (program ROMs) do not display GOOD or BAD. Press TEST Button to EXIT.

5.2.2.9 CLOCK SETTING

YEAR, MONTH, DAY, HOUR and MINUTE are set for SEGA NAOMI BOARD. Select the desired item with SERVICE button and press TEST to increase the value. Select EXIT to return to MENU mode.



5.2.3 GAME TEST MODE



IMPORTANT!

- The new settings will not take effect until the Game Test Mode is exited. When you make change to the settings, exit the Game Test Mode by proper operation.
- You must not attempt to demonstrate this game (for the selling purpose) with any other settings other than those specified in this document. Use of such settings may cause malfunctions or bad operation on the machine.

By selecting GAME TEST MODE from the System Test Menu Screen, the Game Test Mode Menu Screen is displayed as follows

Game Test Menu Screen

```
GAME TEST MENU

INPUT TEST
OUTPUT TEST
GAME SETTING
VOLUME SETTING
CARD R/W TEST
BOOKKEEPING
BACKUP DATA CLEAR
-> EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON
```

- Pressing the SERVICE button moves the arrow on the screen. Move the arrow to select the item you want to run.
- Pressing the TEST button runs the currently selected item. The screen changes to the one for that item, and you can change or adjust the settings.
- Select EXIT and press the TEST button to return to the System Test Menu Screen.

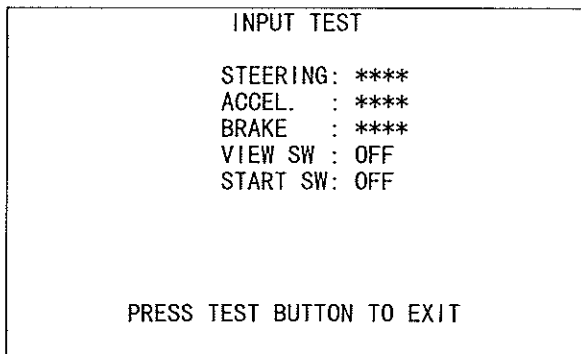
5.2.3.1 INPUT TEST



CAUTION!

- By selecting INPUT TEST on the Menu Screen and pressing the Test button, the steering wheel is centered automatically as done when the machine is started. To protect persons from accidents, make sure that nobody is in contact with the steering wheel, before pressing the TEST button.
- To prevent accidents, breakage of parts, and malfunctions, do not touch the steering wheel until centering of the steering wheel is completed.

INPUT TEST tests the input devices. Using this screen, check the input devices periodically. Operate each input device. If the display at the right of the appropriate device changes from OFF to ON, it is diagnosed as being normal. Check that each of the indications at the right of STEERING, ACCEL, and BRAKE change smoothly in response to operations of each of the input devices.



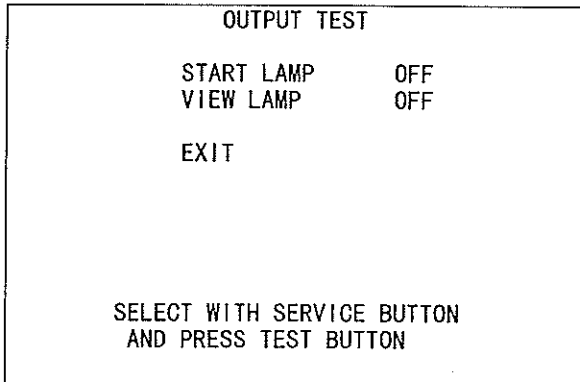
- Pressing the TEST button returns you to the Game Test Menu Screen.

VOLME CONTROL RECOMMENDED SETTINGS

- Steering wheel: Centered (when traveling in a straight line) 2000H
- Accelerator:
 - When the pedal is released 30H
 - When the pedal is pressed fully C0H
- Brake:
 - When the pedal is released 30H
 - When the pedal is pressed fully C0H

5.2.3.2 OUTPUT TEST

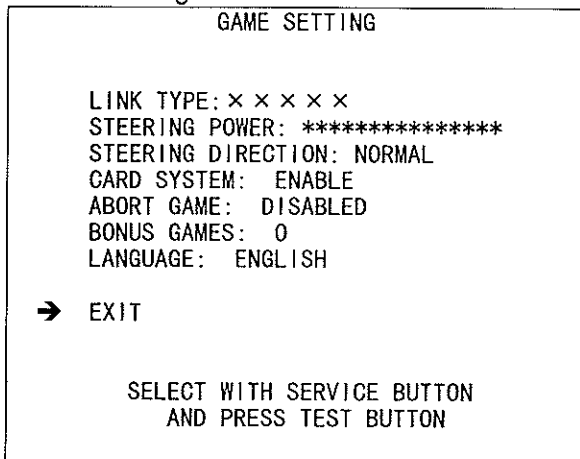
You can monitor the state of the lights.
Use this screen to check the lights periodically.



- Pressing the SERVICE button moves the arrow. With the arrow aligned with the tested lamp item, press the TEST button.
- If the lamp lights up when the indication at the right of each name is ON and goes out when it is OFF, this lamp and wiring connections are normal.
- By selecting EXIT and pressing the TEST button, you return to the Game Test Menu Screen.

5.2.3.3 GAME SETTING

You can make the settings about cabinet operations such as the communicated mode or the reaction force of the steering wheel.



- By pressing the SERVICE button, move the arrow (→) to the desired item to change.
- Pressing the Test button changes the display at the right of the currently selected item. Change the item to the desired display.
- Press the SERVICE button to select EXIT. Then press the TEST button. This returns you to the Game Test Menu Screen.

- LINK TYPE:
- Used for settings of communicated play. You have four options: MASTER, SLAVE, SATELLITE, and STAND-ALONE.
 - If you want to enjoy the game alone, set to STAND-ALONE.
 - Setting for communicated play, be sure to set MASTER for only one machine, or seat, and set SLAVE for all the remaining ones.
 - SATELLITE is a setting for a relay monitor.
- STEERING POWER:
- Sets reaction for the steering wheel.
 - Increase or decrease in the number of asterisks (*) is reflected to the reaction force. The more the asterisks, the larger the reaction force.
- STEERING DIRECTION:
- Select between NORMAL and REVERSE to change the operation of the steering. Not applicable to this version, select only NORMAL.
- CARD SYSTEM:
- Set to ENABLE to have the card system operate normally. Set to DISABLE to use only the Rental Kart mode.
- ABORT GAME
- Allows player to cancel race and start again. Set to DISABLE.
- BONUS GAMES:
- Free play (bonus game) can be given to the player upon making new card. Then the number of "bonus play" can be set up. Set between 0 and 3 bonus games. Not applicable to this version, set to 0.
- LANGUAGE:
- Select from ENGLISH, ESPAÑOL, DEUTSCH, ITALIANO, FRANÇAIS.

5.2.3.4 VOLUME SETTING



- By setting VOLUME SETTING on the Menu Screen and pressing the TEST button, the steering wheel is centered automatically as done when the machine is started. To protect persons from accidents, make sure that nobody is in contact with the steering wheel, before pressing the TEST button.
- To prevent accidents, breakage of parts, and malfunctions, do not touch the steering wheel until centering of the steering wheel is completed.



- No normal play is guaranteed unless the all the input devices are set properly.
- Be sure to make the proper settings before you begin demonstration for the selling purpose.
- Once you have completed change to the settings, select EXT and press the TEST button. The new settings will not take effect until this mode is exited.

By setting VOLUME SETTING on the Menu Screen and pressing the Test button, centering of the steering wheel is initiated automatically. After the centering is completed, you can use the screen below to set the steering wheel, accelerator, and brake.
If the operability of the steering wheel, accelerator, or brake is poor, use this screen to make the proper settings for the volume control.

VOLUME SETTING			
	MIN	MID	MAX
[2000] STEER:	*-----	2000	-----*
[2000] ACCEL:	3000	-----*	A000
[8100] BRAKE:	3000	-----*	A000
-> EXIT			
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON			

1. By moving the SERVICE button to move the arrow, select the input device for which you want to make settings.
2. For either the accelerator or brake, press START without pressing the pedal. This will set the minimum value. (this should be below 3000H)
3. With the pedal pressed fully, press START. This will set the maximum value.(this should be above A000H)
4. For the steering wheel, press START while supporting it in the centre position. This should be $2000H \pm 5$. The minimum should be $1E70 \pm 10$ and the maximum should be $2190H \pm 10$ above this. The range is therefore approx 320H around the centre position. Readings outside of these parameters should be investigated as they may indicate an assembly or setup problem.
5. Select EXIT and press the TEST button.
 - The setting changes are not updated until you select EXIT. After you make change to the settings, be sure to select EXIT.
 - By selecting EXIT and pressing the TEST button, you return to the Game Test Menu Screen.

5.2.3.5 CARD R/W TEST



IMPORTANT!

- Clean the card reader/writer periodically.

This screen lets you check operation of the card reader/writer (R/W) or clean it.

```

CARD R/W TEST

CARD R/W STATUS : *****
INFORMATION

INITIALIZE
CLEANING
CHECK R/W : ---
-> EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON
    
```

Check operation of the card reader/writer (R/W) and clean it periodically.

The arrow can move to the following items:

- INITIALIZE: Initialization
- CLEANING: Cleaning
- CHECK R/W: R/W Operation Check

Depending on the R/W running mode, one of the following is displayed in "*****" in "CARD R/W STATUS : *****":

READY	Now waiting (Clear to Send Command)
INITIAL	Now initializing (Not Clear to Send Command)
CLEAN	Now cleaning (Not Clear to Send Command)
GET	Cards are being taken out from the hopper (Not Clear to Send Command)
SAVE	Sample data is saved onto the card (Not Clear to Send Command)
LOAD	Load card data and compares it with sample data (Not Clear to Send Command)
OUT	Eject cards (Not Clear to Send Command)
ERROR	Error (Clear to Initialize Command Only)

While a status with a note of "Not Clear to Send Command" in parentheses is on-screen, no operations are accepted. If such a status has occurred, wait until the operation in that status stops automatically and the display comes to READY.

Should you need to cancel the operation forcibly, turn off the power. If you cancel it forcibly, be sure to select and run INITIALIZE after turning on the power.

Occasionally, the "INFORMATION" field on the screen outputs one of the instructions below, although it usually contains nothing.

While cleaning is in progress, waiting in the ready mode for inserting a cleaning card:

-- PLEASE INSERT CLEANING CARD --

After the operation check, waiting for the ready mode for ejecting the card:

-- PLEASE REMOVE CARD --

When an error occurs, its type are displayed in the "INFORMATION" field:

CONNECTION ERROR	Connection Error
MECHANIC ERROR 1	DC Motor / Encoder Error
MECHANIC ERROR 1	Thermal Head Elevation Error
CARD STUFFED	Card Jamming
MECHANIC ERROR 3	Abnormal Temperature of Thermal Head

CARD EMPTY	Hopper Card Empty
DRAW CARD ERROR	Error in Taking Card from Hopper
CAN'T SAVE	Data cannot be written onto the card.
UNKNOWN EROR	Unknown Error
SCIF ERROR	RC-232C Communication Error
NO ERROR	No Error

The "---" field in "CHECK R/W : ---" shows the result of the operation check.

---	Not Checked
OK	No Failure
NG	Failure

The operation check takes out each card from the hopper, and writes the sample data onto it. The check then loads and reads it, and checks whether the read data matches the sample data. Then, the check ejects the card. When you draw out the card at this time, the entire process of the check is completed.

CHECKING R/W OPERATION

1. Select "CHECK R/W" and press the TEST button.
R/W operates automatically as follows:
2. Takes out the card from the hopper: GET is displayed.
3. Saves the sample data onto the card: SAVE is displayed.
4. Loads the data on the card for comparison with the sample data: LOAD is displayed.
5. Ejects the card: OUT is displayed.
6. Draws out the card. Now the entire process of the check is completed.

If execution of the operation check results in display of NG, check the error condition. If you can take action against the error, execute the operation check again after you take the proper action.

If you cannot take action against the error, repeat the check several times. If the result of the check is still NG, clean the R/W.

If the subsequent execution of the operation check still results in NG, the R/W may be faulty.

If an error occurs, it is cleared by executing the INITIALIZE command.

Note that, when an error has occurred, the R/W only accepts this command (except EXIT).

CLEANING PROCEDURE

1. Select "CLEANING" and press the TEST button.
The following message appears to show that the R/W is ready for insertion of the cleaning card:
-- PLEASE INSERT CLEANING CARD --
2. Insert the cleaning card into the R/W.
On the screen, the status display is replaced with "CLEAN", and cleaning begins.
3. Once cleaning ends after a lapse of a certain time, the R/W automatically ejects the card.

The status display changes from "CLEAN" to "OUT."

5.2.3.6 BOOKKEEPING

In four pages, this screen lists the data about the operation status up to now. Pressing the TEST button brings you to the next page of the screen. When you press the TEST button on Page 4/4 of the screen, you return to the Game Test Menu.

BOOKKEEPING 1/4	
NUMBER OF GAMES	0
NUMBER OF CARD GAMES	0
NUMBER OF NEW CARDS	0
PLAY TIME	0D 0H 0M 0S
AVERAGE PLAY TIME	0H 0M 0S
LONGEST PLAY TIME	0H 0M 0S
SHORTEST PLAY TIME	0H 0M 0S
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	
BOOKKEEPING 2/4	
TIME HISTOGRAM	
0M00S - 0M29S	0
0M30S - 0M59S	0
1M00S - 1M29S	0
1M30S - 1M59S	0
2M00S - 2M29S	0
2M30S - 2M59S	0
3M00S - 3M29S	0
3M30S - 3M59S	0
4M00S - 4M29S	0
4M30S - 4M59S	0
OVER 5M00S	0
BOOKKEEPING 3/4	
PLAYS/CLASS	
RENTAL BEGINNER	*
RENTAL NORMAL	*
CLASS NOVICE	*
CLASS B	*
CLASS A	*
CLASS S	*
CLASS SS	*
CLASS SSS	*
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	
BOOKKEEPING 4/4	
PLAYS/COURSE	
1-A	*
1-B	*
1-C	*
2-A	*
2-B	*
2-C	*
3-A	*
3-B	*
3-C	*
4-A	*
4-B	*
4-C	*
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	

NUMBER OF GAMES Number of games played
 NUMBER OF CARD GAMES
 Number of games played with cards
 NUMBER OF NEW CARDS Number of games for which a new card is created
 PLAY TIME Time played

TIME HISTOGRAM lists the number of plays for each of the play times.

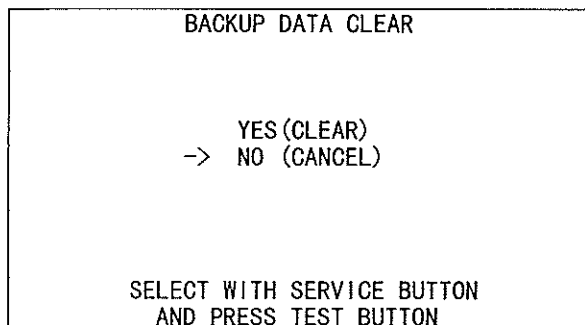
PLAY/CLASS shows the count of plays by class.

The PLAYS/COURSE Screen lists the count of plays by course.
 Pressing the TEST button returns you to the Game Test Menu Screen.

5.2.3.7 BACKUP DATA CLEAR

BACKUP DATA CLEAR deletes data on the Bookkeeping Screen. To delete data about the coins/credits, run BACKUP DATA CLEAR in the System Test Mode.

Clearing the data does not influence any data settings (except the data).



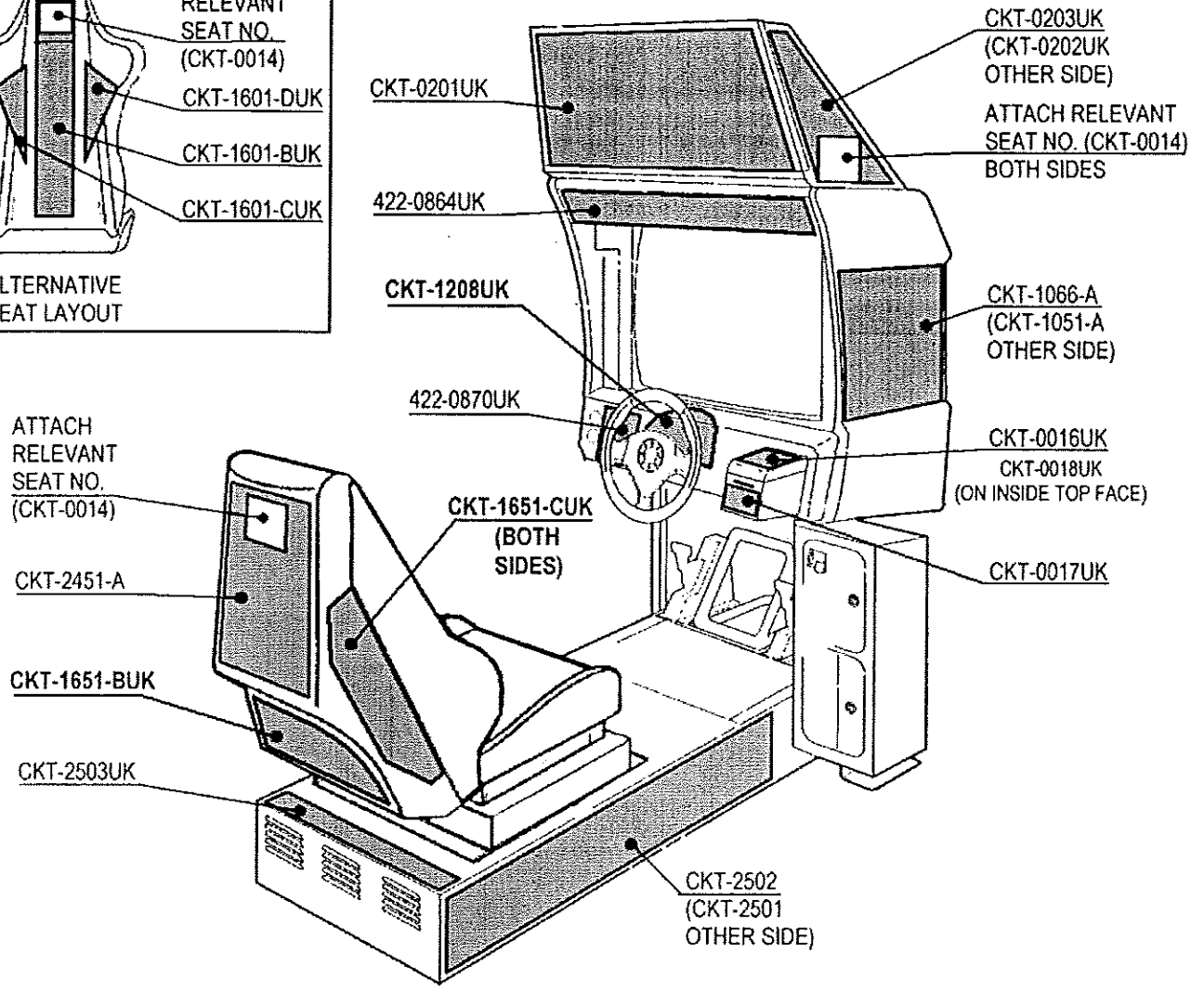
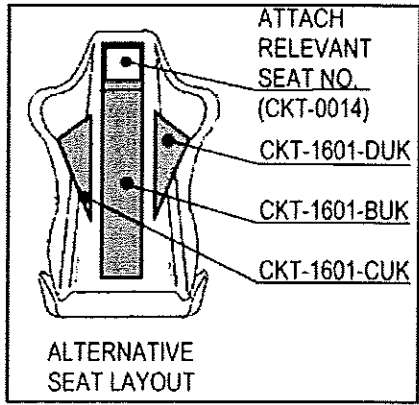
To delete the data, use the SERVICE button to align the arrow with CLEAR and press the TEST button. Once the data is deleted, this screen displays "COMPLETED."

Pressing the TEST button again returns you to the Menu Screen.

If you choose not to delete the data, press the TEST button with the arrow aligned with NO.

This returns you to the Menu Screen.

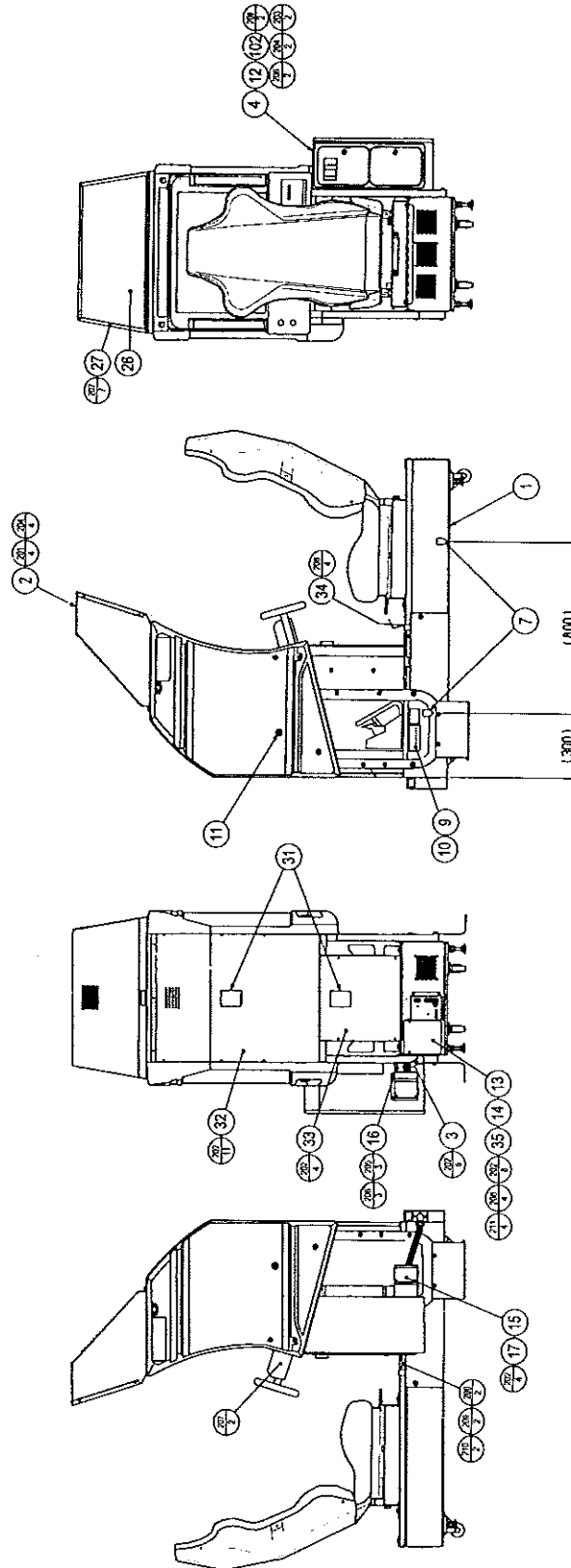
6 DESIGN RELATED PARTS



7 PARTS LIST

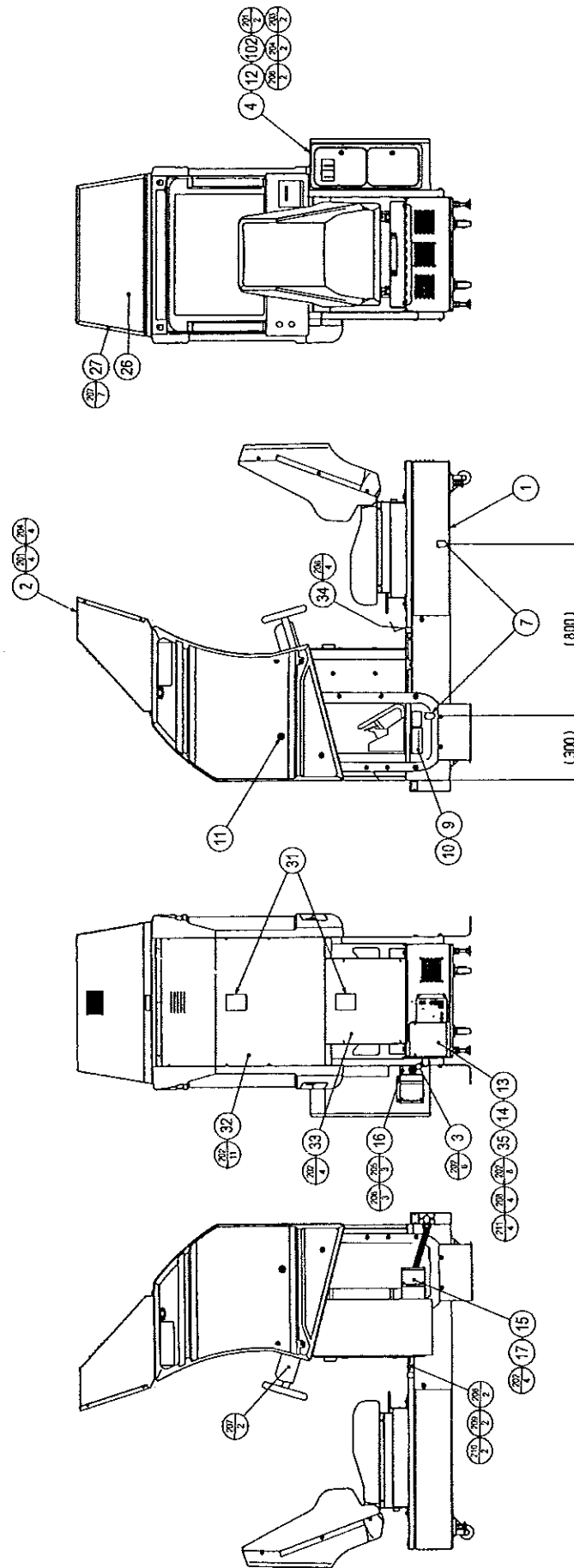
The CLUB KART STANDARD machines are either derived from MRF STRIKE FIGHTER STANDARD or POD (STAR WARS RACER ARCADE) TWIN machines; this can be ascertained by looking at the shape of the seat (see 0 and 7.2). Individual assemblies marked * are derived from POD TWIN assemblies. **If in any doubt, check with your dealer.**

7.1 CKT-00001UK TOP ASSY (MRF)



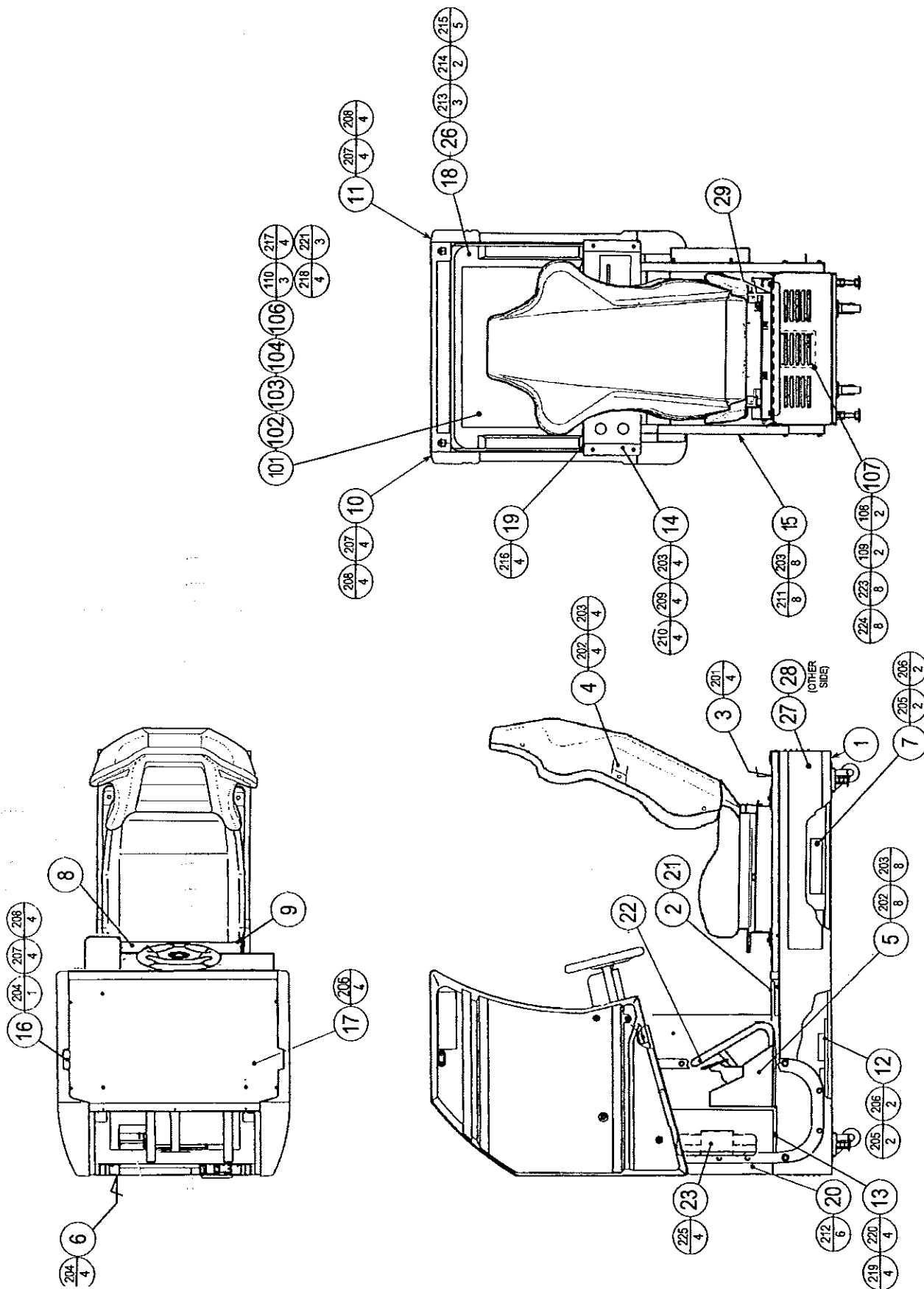
No	Part No.	Description	Component Ref	Qty
1	CKT-10001UK	ASSY COCKPIT STD (MRF)		1
2	CKT-0200UK	ASSY BILLBOARD STD		1
3	ECA-6001UK	ASSY FLEX TUBE		1
4	ECA-0300UK	ASSY COINCHUTE TOWER ECA		1
5	CKT-INST-STD	ASSY INST KIT CKT STD		1
7	421-7020UK	STICKER CAUTION FORK	(1)-2	2
9	421-7987-CKT-S	STICKER ELEC SPEC CKT ST		1
10	421-7988-91UK	STICKER SERIAL NUMBER UK	AC UNIT,BBD,INSIDE CCT	3
11	SDW-0001UK	BLIND CAP UK	(LHS)-6,(RHS)-6	12
12	ECA-0002UK	HOLE PLUG ECA	(4)-2	2
13	ECA-0003UK	AC COVER		1
14	CKT-0004UK	AC LID CKT		1
15	ECA-0005UK	WIRE COVER CC		1
16	ECA-0009UK	JOINT BRKT		1
17	ECA-0008	WIRE COVER LID		1
18	SGM-3863	POLY COVER 1800X950X1700		1
26	CKT-0201UK	BILLBOARD PLATE STD		1
27	CKT-0204UK	BILLBOARD SASH	FIT AFTER (2)	1
28	PK0223	PALLET ECA CVT		1
29	PK0293	CARTON CKT STD		1
30	LB1046	LABEL TESTED FOR ELEC. S		1
31	LB1102	STICKER DANGEROUS VOLTAG	(32,33,NEXT TO F.FLOOR)-1EA	3
32	INY-0004	BACK LID INY		1
33	DYN-0008XUK	BACK LID B UK		1
34	RAL-XXXX-13UK	LOCK COVER UK		1
35	DYN-0009UK	HOLE LID	(14)-2	2
102	253-5185UK	CAP SW 30PH	FIT TO RHS OF (4)-1	1
201	030-000825-SB	M8X25 BLT W/S BLK	(2)-4,(4)-2	6
202	000-P00408-WB	M4X8 MSCR PAN W/FS BLK	32-11	11
203	050-F00800	M8 NUT FLG SER PAS	(12)-2	2
204	068-852216	M8 WSHR 22OD FLT PAS	(2)-4,(4)-2	6
205	030-000616-SB	M6X16 BLT W/S BLK	(16)-3	3
206	060-F00600-0B	M6 WSHR FORM A FLT BLK	(16)-3,(R.FLOOR)-2	5
207	000-T00408-0B	M4X8 MSCR TH BLK	(27)-5,(CARD R/W COVER)-2	7
208	008-T00408-0C	M4X8 TMP PRF TH CRM	(34)-4,(F.FLOOR)-4	8
209	029-B00620-0B	M6X20 SKT BH BLK	(R.FLOOR)-2	2
210	060-S00600-0B	M6 WSHR SPR BLK	(R.FLOOR)-2	2
211	000-P00312-WB	M3X12 MSCR PAN W/FS BLK	(35)-4	4
212	000-P00412-WB	M4X12 MSCR PAN W/FS BLK	15,17-2 13,14,33-4 3-6	20

7.2 CKT-00002UK TOP ASSY (POD)*



No	Part No.	Description	Component Ref	Qty
1	CKT-10002UK	ASSY COCKPIT STD (POD)		1
2	CKT-0200UK	ASSY BILLBOARD STD		1
3	ECA-6001UK	ASSY FLEX TUBE		1
4	ECA-0300UK	ASSY COINCHUTE TOWER ECA		1
5	CKT-INST-STD	ASSY INST KIT CKT STD		1
7	421-7020UK	STICKER CAUTION FORK	(1)-2	2
9	421-7987-CKT-S	STICKER ELEC SPEC CKT ST		1
10	421-7988-91UK	STICKER SERIAL NUMBER UK	AC UNIT,BBD,INSIDE CCT	3
11	SDW-0001UK	BLIND CAP UK	(LHS)-6,(RHS)-6	12
12	ECA-0002UK	HOLE PLUG ECA	(4)-2	2
13	ECA-0003UK	AC COVER		1
14	CKT-0004UK	AC LID CKT		1
15	ECA-0005UK	WIRE COVER CC		1
16	ECA-0009UK	JOINT BRKT		1
17	ECA-0008	WIRE COVER LID		1
18	SGM-3863	POLY COVER 1800X950X1700		1
26	CKT-0201UK	BILLBOARD PLATE STD		1
27	CKT-0204UK	BILLBOARD SASH	FIT AFTER (2)	1
28	PK0223	PALLET ECA CVT		1
29	PK0293	CARTON CKT STD		1
30	LB1046	LABEL TESTED FOR ELEC. S		1
31	LB1102	STICKER DANGEROUS VOLTAG	(32,33,NEXT TO F.FLOOR)-1EA	3
32	INY-0004	BACK LID INY		1
33	DYN-0008XUK	BACK LID B UK		1
34	RAL-XXXX-13UK	LOCK COVER UK		1
35	DYN-0009UK	HOLE LID	(14)-2	2
102	253-5185UK	CAP SW 30PH	FIT TO RHS OF (4)-1	1
201	030-000825-SB	M8X25 BLT W/S BLK	(2)-4,(4)-2	6
202	000-P00408-WB	M4X8 MSCR PAN W/FS BLK	32-11	11
203	050-F00800	M8 NUT FLG SER PAS	(12)-2	2
204	068-852216	M8 WSHR 22OD FLT PAS	(2)-4,(4)-2	6
205	030-000616-SB	M6X16 BLT W/S BLK	(16)-3	3
206	060-F00600-0B	M6 WSHR FORM A FLT BLK	(16)-3,(R.FLOOR)-2	5
207	000-T00408-0B	M4X8 MSCR TH BLK	(27)-5,(CARD RW COVER)-2	7
208	008-T00408-0C	M4X8 TMP PRF TH CRM	(34)-4,(F.FLOOR)-4	8
209	029-B00620-0B	M6X20 SKT BH BLK	(R.FLOOR)-2	2
210	060-S00600-0B	M6 WSHR SPR BLK	(R.FLOOR)-2	2
211	000-P00312-WB	M3X12 MSCR PAN W/FS BLK	(35)-4	4
212	000-P00412-WB	M4X12 MSCR PAN W/FS BLK	15,17-2 13,14,33-4 3-6	20

7.3 CKT-10001UK ASSY COCKPIT STD (MRF)

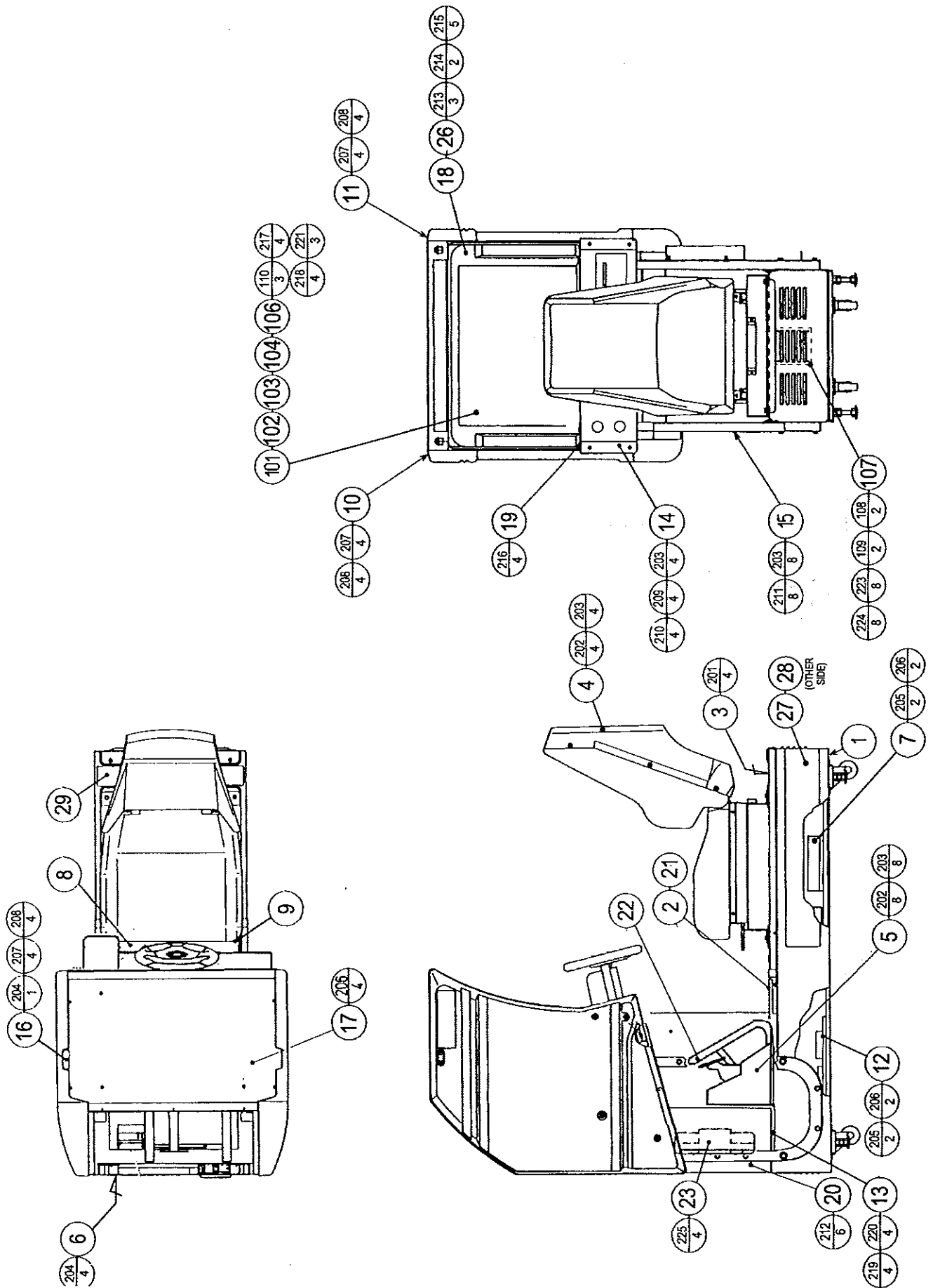


No	Part No.	Description	Component Ref	Qty
1	DUT-1120UK	ASSY SUB MAIN BASE	EARTHED	1

2	DUT-2031UK	FRONT FLOOR UK DUT	FIX DOWN AT NEXT LEVEL UP	1
3	FRI-1510UK	ASSY BASE LID R		1
4	CKT-1600UK	ASSY SEAT STD (MRF)		1
5	CKT-2100UK	ASSY PEDAL CKT		2
6	CKT-0400UK	ASSY AC BRKT STD		1
7	CKT-4350UK	ASSY MAIN BD STD		1
8	RAL-2007	RUBBER HOLDER R TWIN		1
9	RAL-2008	RUBBER HOLDER L TWIN		1
10	CKT-1550UK	ASSY MONITOR COVER L (MRF)		1
11	CKT-1555UK	ASSY MONITOR COVER R (MRF)		1
12	CKT-4450UK	ASSY ELEC BD STD		1
13	CKT-1091UK	PEDAL BASE CKT		1
14	CKT-1200UK	ASSY CONT PNL STD		1
15	POD-1023UK	MONITOR STAND	EARTHED	1
16	POD-1021UK	MONITOR SUPPORT	EARTHED	1
17	DUT-1008UK	ROOF LID DUT	EARTHED	1
18	POD-1022	MONITOR MASK		1
19	SPG-1005	MASK HOLDER		1
20	POD-1024UK	WIRE COVER BOX	EARTHED TOP & BOTTOM	1
21	SRT-2031UK	NEOPRENE RUBBER STRIP 10	(2)-0.5,(1)-4X0.1 UNDER (2)	0.9
22	CKT-1092UK	PEDAL BAR	FIX WITH (5)	1
23	POD-1300	ASSY WOOFER		1
25	SRT-1009UK	MONITOR SPASHGUARD SRT T		1
26	OS1004	DRAFT EXCLDR 4 X7MM BLK	(18)-705MM	0.705
27	CKT-2501	STICKER BASE CKT TWIN L		1
28	CKT-2502	STICKER BASE CKT TWIN R		1
29	CKT-2503UK	STICKER BASE LID		1
101	200-5950	ASSY CLR DSPL 29TYPE 31K		1
102	280-5112	BUSH FOR NANA0 MONITOR	(101)-4	4
103	280-5113	COLLAR FOR NANA0 MONITOR	(101)-4	4
104	POD-1026UK	CRT SPACER (POD)	(101)-4	4
105	601-6231-C100	EDGING NEW TYPE	MAIN BASE-2,WIRE COVER-2	4
106	601-6231-D100	EDGING NEW TYPE	MONITOR FLANGE	1
107	260-0011-02	AXIAL FLOW FAN AC100V 50		2
108	FN1012	MESH GUARD METAL 120mm F	(107)-2	2
109	OS1195	RIVET SNAP MOSS SR1811	(108)-8	8
110	280-L00716-OS	STANDOFF 7OD 4ID 16L	(101)-3 REMOTE BD	3
111	280-A01200-A	ROUTER TWIST D12 ADH	HOR(ISH) METAL PLANE	4
112	280-A00900-A	ROUTER TWIST D9 ADH	INNER CHEEKS FOR SPEAKERS WIRE	8
113	280-A02000-A	ROUTER TWIST D20 ADH	FRONT BASE LOOMS ROUTING	10
114	280-A00748-PM	ROUTER TWIST D7 SO4.8 PA	MONITOR STAND HORIZONTAL BAR	4
115	280-A02048-PM	ROUTER TWIST D20 SO4.8 P	WIRE COVER BOX 2x4 CORNER DROP	12
201	008-T00512-0B	M5X12 TMP PRF TH BLK	(3)-4	4
202	030-000820-SB	M8X20 BLT W/S BLK	(4)-4,(5)-8	12
203	068-852216-0B	M8 WSHR 22OD FLT BLK	(4,14)-4EA,(5,15)-8	24
204	000-P00412-WB	M4X12 MSCR PAN W/FS BLK	(6)-4,(16-EARTH)-1	5
205	032-000425	M4X25 W/BLT PAS	(7)-2,(12)-2	4
206	068-441616	M4 WSHR 16OD FLT PAS	(7)-2,(12)-2	4
207	030-000840-SB	M8X40 BLT W/S BLK	(10)-4,(11)-4,(16)-4	12
208	060-F00800-0B	M8 WSHR FORM A FLT BLK	(10)-4,(11)-4,(16)-4	12
209	008-B00830-0B	M8X30 TMP PRF BH BLK	(14)-4	4
210	060-S00800-0B	M8 WSHR SPR BLK	(14)-4	4

211	030-000850-SB	M8X50 BLT W/S BLK	(15)-8	8
212	000-P00408-WB	M4X8 MSCR PAN W/FS BLK	(17)-4,(20)-6	10
213	000-T00512-0B	M5X12 MSCR TH BLK	(18)-3	3
214	000-T00530-0B	M5X30 MSCR TH BLK	(18)-2	2
215	068-552016-0B	M5 WSHR 20OD FLT BLK	(18)-5	5
216	000-F00512	M5X12 MSCR CSK PAS	(19)-4	4
217	050-F00600	M6 NUT FLG SER PAS	(101)-4	4
218	068-652516	M6 WSHR 25OD FLT PAS	(101)-4	4
219	030-000616-SB	M6X16 BLT W/S BLK	(13)-4 NOT BACK RHS 2 FIXINGS!	4
220	060-F00600-0B	M6 WSHR FORM A FLT BLK	(13)-4 NOT BACK RHS 2 FIXINGS!	4
221	000-P00320	M3X20 MSCR PAN PAS	(101)-3	3
222	050-F00400	M4 NUT FLG SER PAS	EARTHS:1,14,15,17,20TOP&BOTTO M	7
223	012-HB0512	N10X1/2" S/TAP HEX B PAS	(107)-8	8
224	060-F00500	M5 WSHR FORM A FLT PAS	(107)-8	8
225	050-F00500	M5 NUT FLG SER PAS	(23)-4	4
301	CKT-62012UK	WIRE HARN MONITOR BILL/B		1
302	CKT-62016UK	WIRE HARN SERVO OUTPUT E		1
303	CKT-62017UK	WIRE HARN ENCODER EXT		1
304	CKT-62018UK	WIRE HARN CARD READER EX		1
305	CKT-62021UK	WIRE HARN START/VIEW EXT		1
306	CKT-62034UK	WIRE HARN HANDLE VOL EXT		1
311	600-9020-44K	WIRE HARN EARTH 200mm M4	SEE EXTENDED REF	2
312	600-9050-44K	WIRE HARN EARTH 500mm M4	MAIN BASE TO WIRE COVER BOX	1
313	600-9100-44K	WIRE HARN EARTH 1000mm M	MON STAND TO MON SUPP &C.PANEL	2
314	POD-61014	WIRE HARN SPEAKER		1
315	POD-61012UK	WIRE HARN 100V EXT COCKP		1
316	600-6275-0200	ASSY FIBER CABLE ϕ 5 0200		2

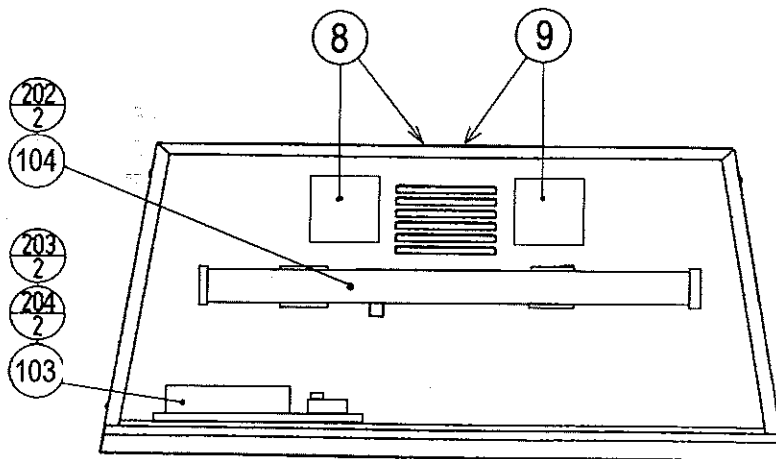
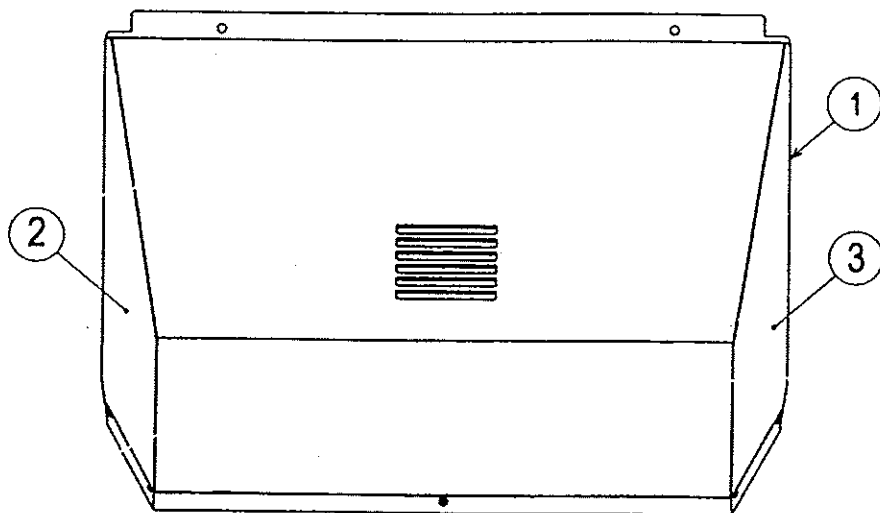
7.4 CKT-10002UK ASSY COCKPIT STD (POD)*



No	Part No.	Description	Component Ref	Qty
1	DUT-1120UK	ASSY SUB MAIN BASE	EARTHED	1
2	DUT-2031UK	FRONT FLOOR UK DUT	FIX DOWN AT NEXT LEVEL UP	1
3	FRI-1510UK	ASSY BASE LID R		1
4	CKT-1600UK	ASSY SEAT STD (POD)		1
5	CKT-2100UK	ASSY PEDAL CKT		2
6	CKT-0400UK	ASSY AC BRKT STD		1
7	CKT-4350UK	ASSY MAIN BD STD		1
8	RAL-2007	RUBBER HOLDER R TWIN		1
9	RAL-2008	RUBBER HOLDER L TWIN		1
10	CKT-1560UK	ASSY MONITOR COVER L (POD)		1
11	CKT-1565UK	ASSY MONITOR COVER R (POD)		1
12	CKT-4450UK	ASSY ELEC BD STD		1
13	CKT-1091UK	PEDAL BASE CKT		1
14	CKT-1200UK	ASSY CONT PNL STD		1
15	POD-1023UK	MONITOR STAND	EARTHED	1
16	POD-1021UK	MONITOR SUPPORT	EARTHED	1
17	DUT-1008UK	ROOF LID DUT	EARTHED	1
18	POD-1022	MONITOR MASK		1
19	SPG-1005	MASK HOLDER		1
20	POD-1024UK	WIRE COVER BOX	EARTHED TOP & BOTTOM	1
21	SRT-2031UK	NEOPRENE RUBBER STRIP 10	(2)-0.5,(1)-4X0.1 UNDER (2)	0.9
22	CKT-1092UK	PEDAL BAR	FIX WITH (5)	1
23	POD-1300	ASSY WOOFER		1
25	SRT-1009UK	MONITOR SPASHGUARD SRT T		1
26	OS1004	DRAFT EXCLDR 4 X7MM BLK	(18)-705MM	0.705
27	CKT-2501	STICKER BASE CKT TWIN L		1
28	CKT-2502	STICKER BASE CKT TWIN R		1
29	CKT-2503UK	STICKER BASE LID		1
101	200-5950	ASSY CLR DSPL 29TYPE 31K		1
102	280-5112	BUSH FOR NANA0 MONITOR	(101)-4	4
103	280-5113	COLLAR FOR NANA0 MONITOR	(101)-4	4
104	POD-1026UK	CRT SPACER (POD)	(101)-4	4
105	601-6231-C100	EDGING NEW TYPE	MAIN BASE-2,WIRE COVER-2	4
106	601-6231-D100	EDGING NEW TYPE	MONITOR FLANGE	1
107	260-0011-02	AXIAL FLOW FAN AC100V 50		2
108	FN1012	MESH GUARD METAL 120mm F	(107)-2	2
109	OS1195	RIVET SNAP MOSS SR1811	(108)-8	8
110	280-L00716-OS	STANDOFF 7OD 4ID 16L	(101)-3 REMOTE BD	3
111	280-A01200-A	ROUTER TWIST D12 ADH	HOR(ISH) METAL PLANE	4
112	280-A00900-A	ROUTER TWIST D9 ADH	INNER CHEEKS FOR SPEAKERS WIRE	8
113	280-A02000-A	ROUTER TWIST D20 ADH	FRONT BASE LOOMS ROUTING	10
114	280-A00748-PM	ROUTER TWIST D7 SO4.8 PA	MONITOR STAND HORIZONTAL BAR	4
115	280-A02048-PM	ROUTER TWIST D20 SO4.8 P	WIRE COVER BOX 2x4 CORNER DROP	12
201	008-T00512-0B	M5X12 TMP PRF TH BLK	(3)-4	4
202	030-000820-SB	M8X20 BLT W/S BLK	(4)-4,(5)-8	12
203	068-852216-0B	M8 WSHR 22OD FLT BLK	(4,14)-4EA,(5,15)-8	24
204	000-P00412-WB	M4X12 MSCR PAN W/FS BLK	(6)-4,(16-EARTH)-1	5
205	032-000425	M4X25 W/BLT PAS	(7)-2,(12)-2	4
206	068-441616	M4 WSHR 16OD FLT PAS	(7)-2,(12)-2	4
207	030-000840-SB	M8X40 BLT W/S BLK	(10)-4,(11)-4,(16)-4	12
208	060-F00800-0B	M8 WSHR FORM A FLT BLK	(10)-4,(11)-4,(16)-4	12

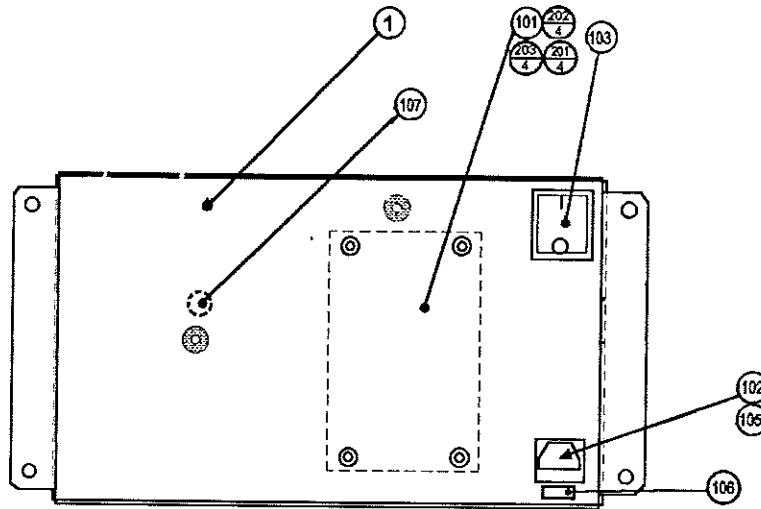
209	008-B00830-0B	M8X30 TMP PRF BH BLK	(14)-4	4
210	060-S00800-0B	M8 WSHR SPR BLK	(14)-4	4
211	030-000850-SB	M8X50 BLT W/S BLK	(15)-8	8
212	000-P00408-WB	M4X8 MSCR PAN W/FS BLK	(17)-4,(20)-6	10
213	000-T00512-0B	M5X12 MSCR TH BLK	(18)-3	3
214	000-T00530-0B	M5X30 MSCR TH BLK	(18)-2	2
215	068-552016-0B	M5 WSHR 20OD FLT BLK	(18)-5	5
216	000-F00512	M5X12 MSCR CSK PAS	(19)-4	4
217	050-F00600	M6 NUT FLG SER PAS	(101)-4	4
218	068-652516	M6 WSHR 25OD FLT PAS	(101)-4	4
219	030-000616-SB	M6X16 BLT W/S BLK	(13)-4 NOT BACK RHS 2 FIXINGS!	4
220	060-F00600-0B	M6 WSHR FORM A FLT BLK	(13)-4 NOT BACK RHS 2 FIXINGS!	4
221	000-P00320	M3X20 MSCR PAN PAS	(101)-3	3
222	050-F00400	M4 NUT FLG SER PAS	EARTH:1,14,15,17,20TOP&BOTTO M	7
223	012-HB0512	N10X1/2" S/TAP HEX B PAS	(107)-8	8
224	060-F00500	M5 WSHR FORM A FLT PAS	(107)-8	8
225	050-F00500	M5 NUT FLG SER PAS	(23)-4	4
301	CKT-62012UK	WIRE HARN MONITOR BILL/B		1
302	CKT-62016UK	WIRE HARN SERVO OUTPUT E		1
303	CKT-62017UK	WIRE HARN ENCODER EXT		1
304	CKT-62018UK	WIRE HARN CARD READER EX		1
305	CKT-62021UK	WIRE HARN START/VIEW EXT		1
306	CKT-62034UK	WIRE HARN HANDLE VOL EXT		1
311	600-9020-44K	WIRE HARN EARTH 200mm M4	SEE EXTENDED REF	2
312	600-9050-44K	WIRE HARN EARTH 500mm M4	MAIN BASE TO WIRE COVER BOX	1
313	600-9100-44K	WIRE HARN EARTH 1000mm M	MON STAND TO MON SUPP &C.PANEL	2
314	POD-61014	WIRE HARN SPEAKER		1
315	POD-61012UK	WIRE HARN 100V EXT COCKP		1

7.5 CKT-0200UK ASSY BILLBOARD STD



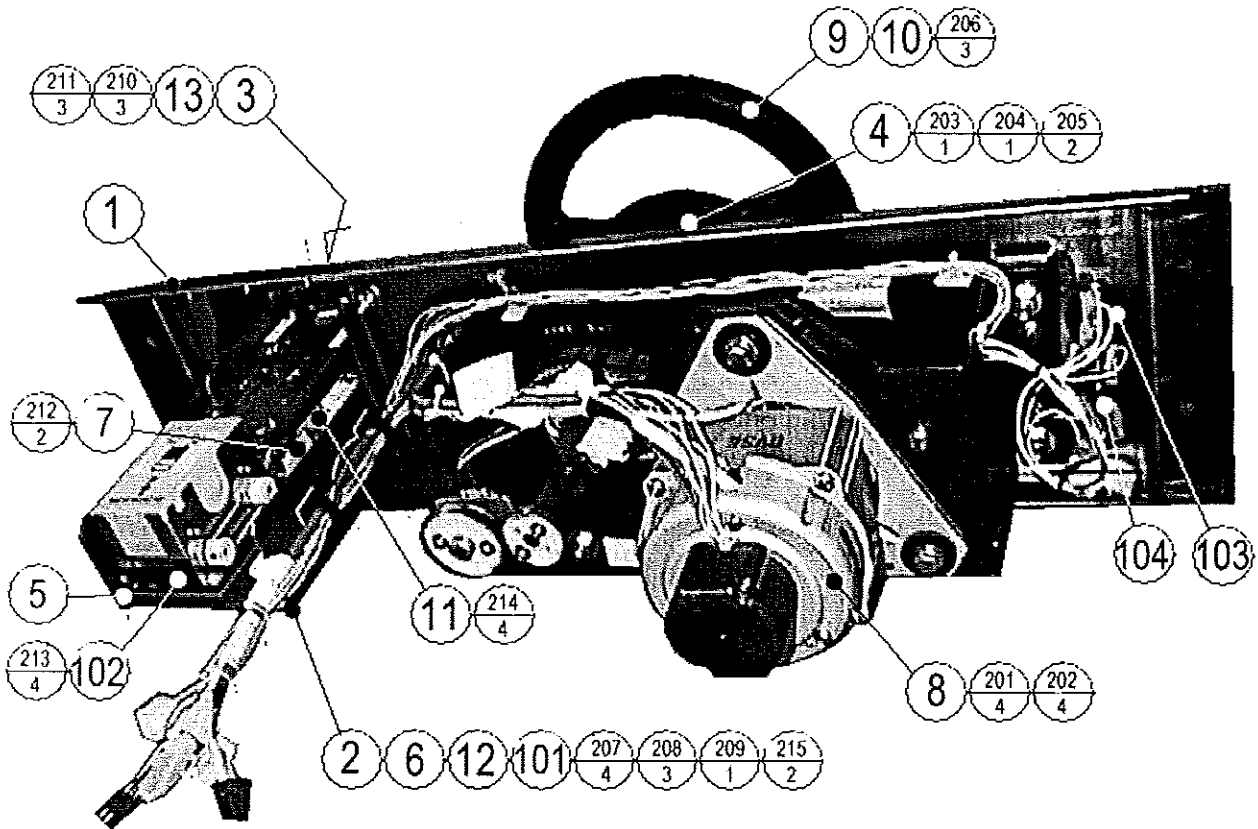
No	Part No.	Description	Component Ref	Qty
1	MRF-0201UK	BILLBOARD BOX		1
2	CKT-0202UK	STICKER BILLBOARD L STD		1
3	CKT-0203UK	STICKER BILLBOARD R STD		1
8	LB1102	STICKER DANGEROUS VOLTAGE	TOP OF BOX, INSIDE BOX @ BACK	2
9	LB1104	STICKER CAUTION, HOT SUR	TOP OF BOX, INSIDE BOX @ BACK	2
103	390-5695-40-CUK	FL TRAY 110V 40W (T12)		1
104	390-5695-40-DUK	FL TUBE 40W 600L 1.5"DIA		1
105	280-A00900-A	ROUTER TWIST D9 ADH		8
106	601-0460	CABLE TIE 100mm		3
202	000-P00412	M4X12 MSCR PAN PAS	(TUBE CLIPS)-2	2
203	068-441616	M4 WSHR 16OD FLT PAS	(103)-2	2
204	050-F00400	M4 NUT FLG SER PAS	(103)-2,(EARTH)-1	3
302	ECA-60065UK	WIRE HARN FL		1

7.6 CKT-0400UK ASSY AC BRKT STD



No	Part No.	Description	Component Ref	Qty
1	SRT-0401UK	AC BRKT UK		1
101	EP1379	FILTER EMI 10A ARCOTRONI		1
102	EP1302	EUROSOCKET FUSED 10A 250		1
103	EP1303	SWITCH ROCKER DPST 10A 2		1
104	514-5078-5000	FUSE 5X20 CERAMIC SB 500	IEC INLET	1
105	310-5029-D508	HEAT SHRINK SLEEVING 50.		0.05
106	421-6595-5000-T	STICKER FUSE 5000mA TYPE	IEC INLET, FUSE HOLDER	2
107	LB1096	STICKER PROTECTIVE EARTH	EARTH POINT INSIDE	1
108	211-5479-01	CONN OPT JOINT PNL-TOCA1		2
109	LB1087	STICKER FIBRE CABLE RX	@ BOTTOM	1
110	LB1088	STICKER FIBRE CABLE TX	@ TOP	1
201	060-S00300	M3 WSHR SPR PAS	(101)-4	4
202	060-F00300	M3 WSHR FORM A FLT PAS	(101)-4	4
203	000-P00310	M3X10 MSCR PAN PAS	(101)-4,(108)-4	8
204	050-F00400	M4 NUT FLG SER PAS	(INSIDE EARTH)-2,(OUTSIDE)-1	3
301	MRF-60001UK	WIRE HARN AC BRKT (MRF)		1
302	CKT-62004UK	WIRE HARN AC OUT(PRIMARY		1
303	600-9030-44K	WIRE HARN EARTH 300mm M4	AC BRKT TO MAIN BASE	1
304	600-9040-45K	WIRE HARN EARTH 400mm M4	AC BRKT - XFMR	1

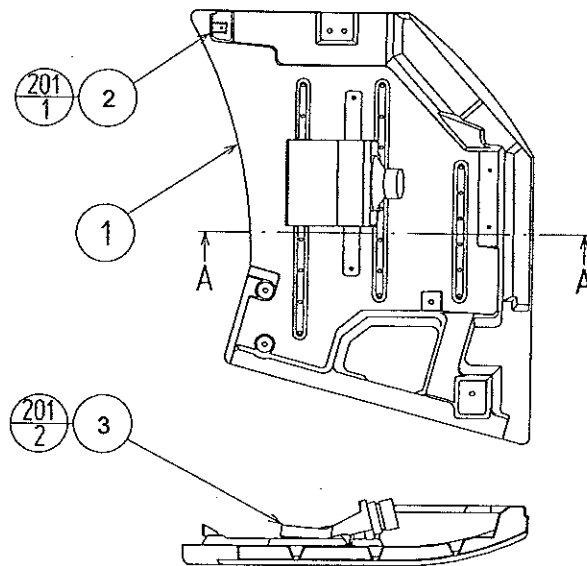
7.7 CKT-1200UK ASSY CONT PNL STD



No	Part No.	Description	Component Ref	Qty
1	CKT-1201UK	CTRL PANEL BASE STD		1
2	CKT-1202UK	CARD R/W BASE STD		1
3	CKT-1203UK	CARD R/W COVER STD	LID FIXED @ TOP ASSY	1
4	CKT-1204UK	HANDLE BOSS STD		1
5	CKT-1205UK	CARD R/W INSULATOR		1
6	CKT-1206UK	LOCK CAM	(101)-1	1
7	CKT-1207UK	CONN BD HOLDER STD		1
8	SPG-2500	ASSY HANDLE MECHA		1
9	DYN-1201UK	STEERING WHEEL ALBERICI		1
10	CKT-2010UK	STICKER STEERING WHEEL	(9)-1	1
11	839-1193	CARD R/W CONN BD		1
12	253-5512	INNER GUIDE		1
13	CKT-0012UK	STICKER CARD SLOT MULTI	INSIDE OF CARD R/W COVER	1
101	220-5575UK	LOCK		1
102	601-11039	CARD R/W UNIT CR-1231R		1
103	509-5610-01YE	SW PB 30M YELLOW W/L WH	START BUTTON @ TOP	1
104	509-5610-01BL	SW PB 30M BLUEW/L 1P 5V	VR BUTTON	1
105	280-A00900-A	ROUTER TWIST D9 ADH		3
106	280-A01248-PM	ROUTER TWIST D12 SO4.8 P		4
107	601-0460	CABLE TIE 100mm		5
201	060-F00800	M8 WSHR FORM A FLT PAS	(8)-4	4
202	050-U00800	M8 NUT NYLOK PAS	(8)-4	4
203	020-000820-OZ	M8X20 SKT CAP OZ	(4)-1	1
204	060-S00800	M8 WSHR SPR PAS	(4)-1	1

205	068-852216	M8 WSHR 22OD FLT PAS	(4)-2 (STACKED)	2
206	020-000620-0Z	M6X20 SKT CAP OZ	(9)-3	3
207	060-F00600-0B	M6 WSHR FORM A FLT BLK	(2)-3	3
208	050-U00600	M6 NUT NYLOK PAS	(2)-3	3
210	060-F00400	M4 WSHR FORM A FLT PAS	(3)-3	3
211	050-U00400	M4 NUT NYLOK PAS	(3)-3	3
212	050-F00400	M4 NUT FLG SER PAS	(7)-2,(EARTH)-1	3
213	000-P00312-PN	M3X12 MSCR PAN NYLON NAT	(102)-4	4
214	000-P00312-W	M3X12 MSCR PAN W/FS PAS	(11)-4	4
215	000-F02508	M2.5 X 8 MSCR CSK BZP	(12)-2	2
301	CKT-62020UK	WIRE HARN CARD READER IN		1
302	CKT-62035UK	WIRE HARN START/VIEW SWI		1
303	CKT-62036UK	WIRE HARN SERVO OUTPUT E		1
304	CKT-62037UK	WIRE HARN ENCODER EXT 2		1
305	CKT-62038UK	WIRE HARN HANDLE VOL EXT		1

7.8 CKT-1550UK ASSY MONITOR COVER L (MRF)

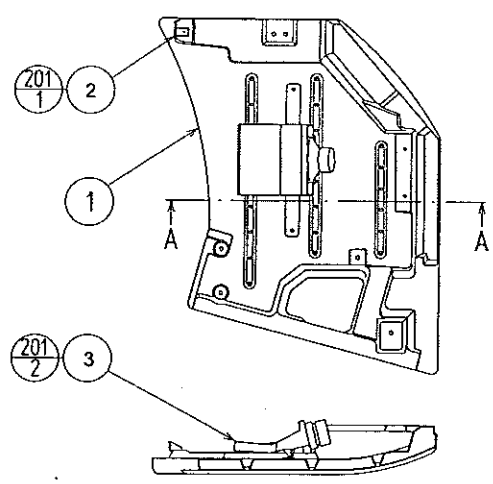


SECTION A-A

Item 4: Apply to outside face.

No	Part No.	Description	Component Ref	Qty
1	POD-1151-AUK	COVER PANEL L BLANK		1
2	SPG-1100	ASSY SPEAKER		1
3	DYN-1032UK	MASK BRKT		1
4	CKT-1051-A	STICKER SIDE L		1
201	000-P00408-W	M4X8 MSCR PAN W/FS PAS	(2)-2,(3)-1	3
301	CKT-62044UK	WIRE HARN SPEAKER INT		1

7.9 CKT-1555UK ASSY MONITOR COVER R (MRF)

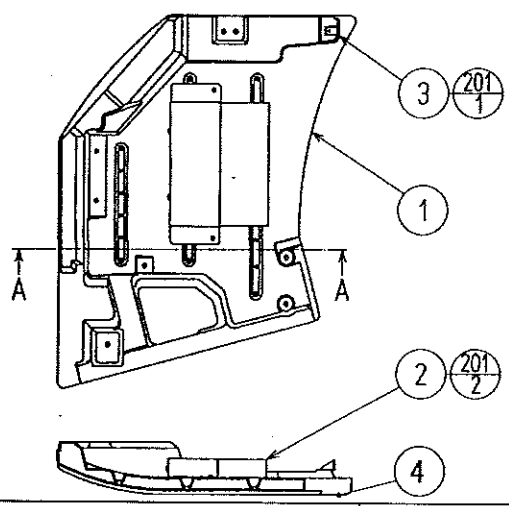


SECTION A-A

Item 4: Apply to outside face.

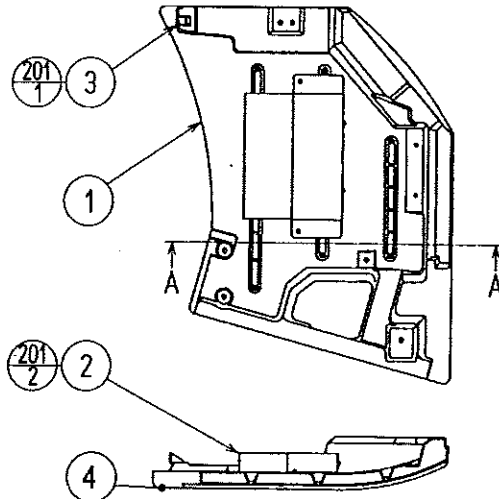
No	Part No.	Description	Component Ref	Qty
1	POD-1161-AUK	COVER PANEL R BLANK		1
2	SPG-1100	ASSY SPEAKER		1
3	DYN-1032UK	MASK BRKT		1
4	CKT-1066-A	STICKER SIDE R		1
201	000-P00408-W	M4X8 MSCR PAN W/FS PAS	(2)-2,(3)-1	3
301	CKT-62044UK	WIRE HARN SPEAKER INT		1

7.10 CKT-1560UK ASSY MONITOR COVER L (POD)*



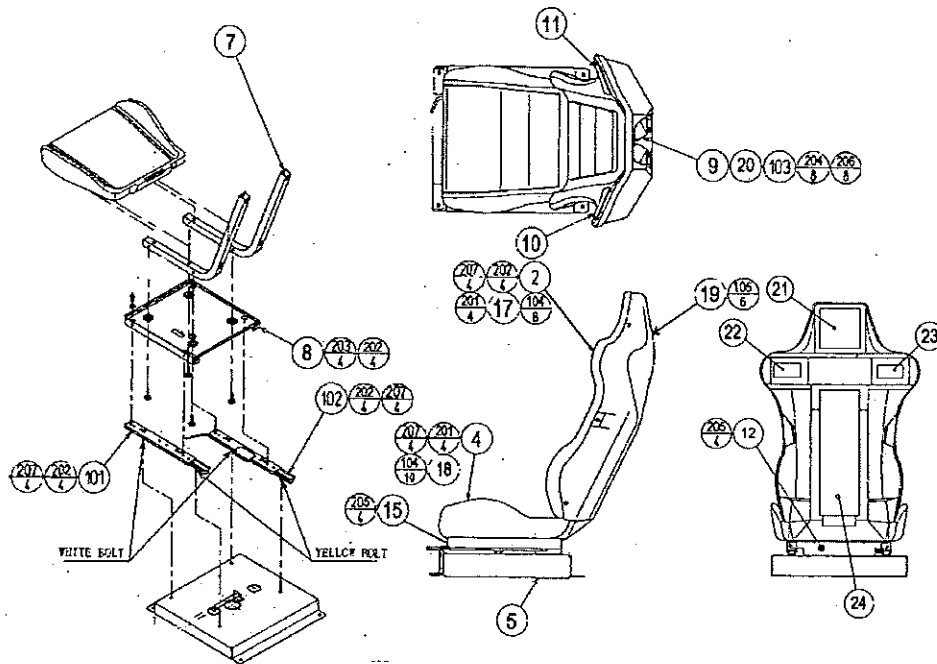
No	Part No.	Description	Component Ref	Qty
1	POD-1151-AUK	COVER PANEL L BLANK		1
2	APC-1560	ASSY SPEAKER L		1
3	DYN-1032UK	MASK BRKT		1
4	CKT-1051-A	STICKER SIDE L		1
201	000-P00408-W	M4X8 MSCR PAN W/FS PAS	(2)-2,(3)-1	3

7.11 CKT-1565UK ASSY MONITOR COVER R (POD)*



No	Part No.	Description	Component Ref	Qty
1	POD-1151-AUK	COVER PANEL R BLANK		1
2	APC-1560	ASSY SPEAKER R		1
3	DYN-1032UK	MASK BRKT		1
4	CKT-1051-A	STICKER SIDE R		1
201	000-P00408-W	M4X8 MSCR PAN W/FS PAS	(2)-2,(3)-1	3

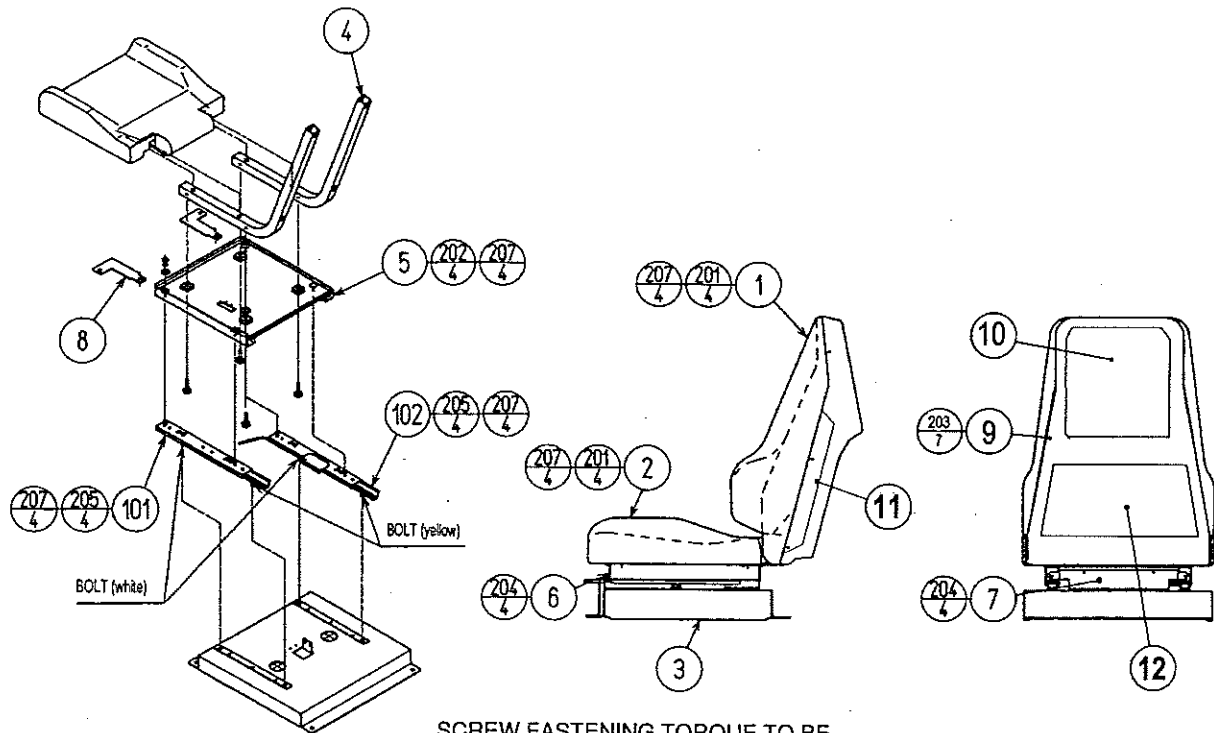
7.12 CKT-1600UK ASSY SEAT STD (MRF)



NOTE:
 20 Bolt for fastening the plastic:82kgf-cm
 20 Rivets:195kgf-cm
 24 Ssole Leg Portion:9kgf-cm

No	Part No.	Description	Component Ref	Qty
2	SPG-2401-A	UPPER SEAT BLANK		1
4	SPG-2402-A	LOWER SEAT BLANK		1
5	STC-1603	SEAT BASE		1
7	STC-1604	SEAT FRAME		2
8	STC-1606	SEAT MOUNT TRAY		1
9	STC-1607	SP MOUNT BRKT		2
10	STC-1608	SPEAKER NET L		1
11	STC-1609	SPEAKER NET R		1
12	STC-1610	SAFETY GUARD		1
14	STC-1612	PROTECT RUBBER		2
15	STC-1613	SAFETY GUARD F		1
16	OS1004	DRAFT EXCLDR 4 X7MM BLK	(103)-0.8M	0.8
17	SPG-2401-BUK	UPPER SEAT INSERT	(2)-1	1
18	SPG-2402-BUK	LOWER SEAT INSERT	(4)-1	1
19	CKT-1601-AUK	SEAT REAR COVER BLANK UK		1
20	SRT-2409	SHOULDER PAD	INBETWEEN SPKR NETS & SEAT	2
21	CKT-1601-BUK	STICKER SEAT BACK CKT ST		1
22	CKT-1601-CUK	STICKER SEAT SIDE CKT ST	LH TEARDROP	1
23	CKT-1601-DUK	STICKER SEAT SIDE CKT ST	RH TEARDROP	1
101	601-9059-91	SEAT RAIL L		1
102	601-9060-91	SEAT RAIL R		1
103	130-5186	DUMMY SPEAKER		2
104	280-K02529-WX	DRIVE FASTENER 25FH 24L	(17)-8,(18)-10	18
105	280-5297	SCRIVET 8 1K31	(19)-6	6
201	030-000850-S	M8X50 BLT W/S PAS	(2)-4,(4)-4	8
202	068-852216	M8 WSHR 22OD FLT PAS	(2,4,8,101,102)-4EA	20
203	030-000816-S	M8X16 BLT W/S PAS	(8)-4	4
204	000-P00410-W	M4X10 MSCR PAN W/F S PAS	(9)-8	8
205	000-T00408-0B	M4X8 MSCR TH BLK	(12)-4,(15)-4	8
206	012-P03512-F	N6X1/2" S/TAP FLG PAS	(103)-8	8
207	050-U00800	M8 NUT NYLOK PAS	(101)-4,(102)-4	8

7.13 CKT-1650UK ASSY SEAT STD (POD)*



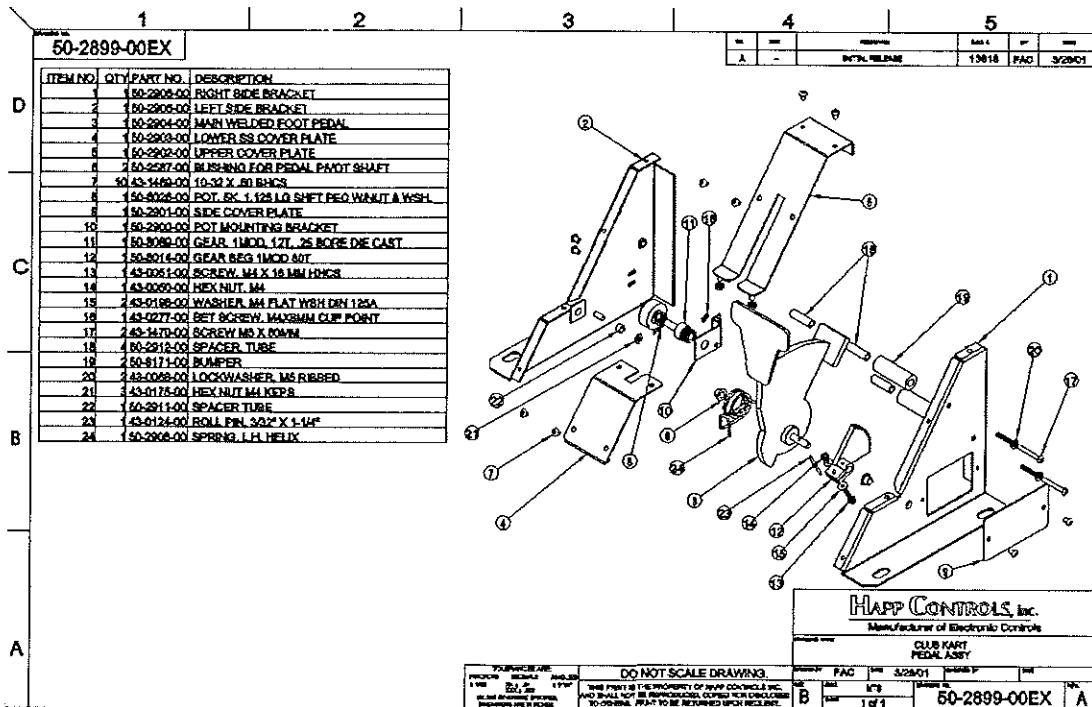
SCREW FASTENING TORQUE TO BE

M8 Bolt for fastening plastic: 8.2N·m

M8 Others: 19.5N·m

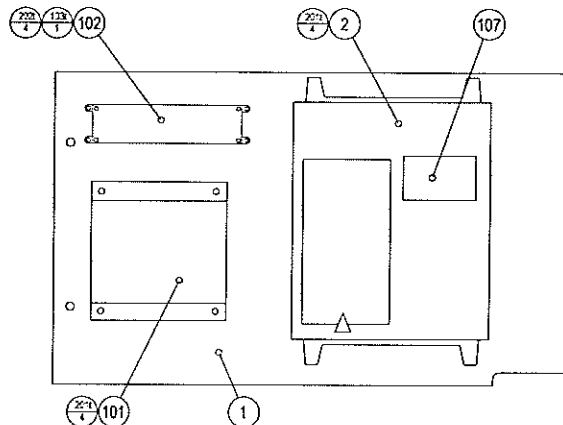
No	Part No.	Description	Component Ref	Qty
1	DYN-2131UK	UPPER SEAT, DAYTONA		1
2	DYN-2132UK	LOWER SEAT, DAYTONA		1
3	POD-1653UK	SEAT BASE		1
4	JBA-1603UK	SEAT FRAME		2
5	POD-1601	SEAT MOUNT TRAY		1
6	JBA-1605	SAFETY GUARD F		1
7	JBA-1606	SAFETY GUARD R		1
8	STC-1612	PROTECT RUBBER		2
9	CKT-1651-AUK	SEAT REAR COVER BLANK UK		1
10	CKT-2451-A	STICKER SEAT BACK	(9)-1	1
11	CKT-1651-CUK	STICKER SEAT SIDE	(9)-2 BOTH SIDES	2
12	CKT-1651-BUK	STICKER SEAT LOWER	(9)-1	1
101	601-9059-91	SEAT RAIL L		1
102	601-9060-91	SEAT RAIL R		1
201	030-000845-S	M8X45 BLT W/S PAS	(1)-4,(2)-4	8
202	030-000816-S	M8X16 BLT W/S PAS	(5)-4	4
203	008-T00412-0C	M4X12 TMP PRF TH CRM	(9)-7	7
204	000-T00408-0B	M4X8 MSCR TH BLK	(6)-4,(7)-4	8
205	050-U00800	M8 NUT NYLOK PAS	(101)-4,(102)-4	8
206	068-441616-0C	M4 WSHR 16OD FLT CRM	(9)-7	7
207	068-852216	M8 WSHR 22OD FLT PAS	(1,2,5,101,102)-4EA	20

7.14 CKT-2100UK ASSY PEDAL CKT



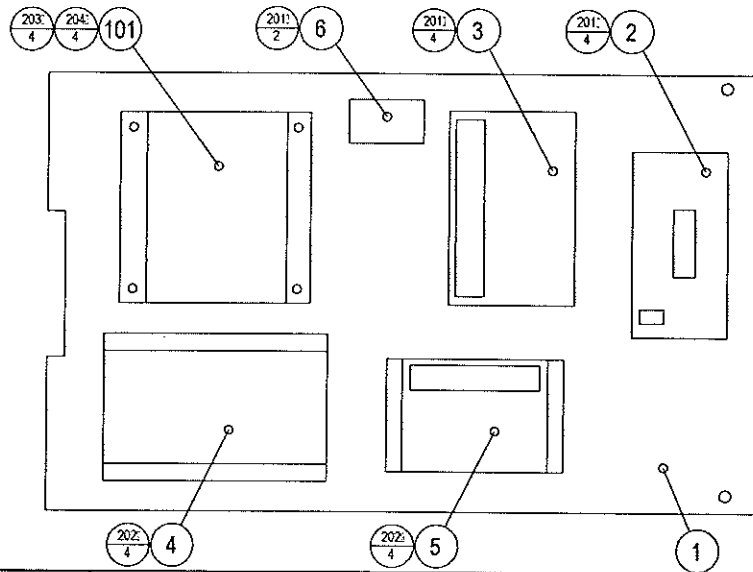
No	Part No.	Description	Component Ref	Qty
Contact your dealer for details of parts availability for this unit.				

7.15 CKT-4350UK ASSY MAIN BD STD



No	Part No.	Description	Component Ref	Qty
1	CKT-4351UK	MAIN BD BASE (POD)		1
2	840-0062D-02	ASSY CASE NAT CKT EXP		1
101	400-5397-01	SW REGU FOR JVS VA		1
102	400-5368-07512	SW REGU LCA75S-12		1
103	OS1071	FEET P.C.B PKT OF 4	(102)-4 FEET	1
104	280-A01264-WX	ROUTER TWIST D12 SO6.4 W		4
105	280-A02064-WX	ROUTER TWIST D20 SO6.4 W		4
106	280-A00964-WX	ROUTER TWIST D09 SO6.4 W		6
107	LB1101	STICKER WARNING BATTERY	GAME BD	1
201	000-P00416-W	M4X16 MSCR PAN W/FS PAS	(2)-4,(101)-4	8
202	012-P03516	N6X5/8" S/TAP PAN PAS	(102)-4	4
301	CKT-62011UK	WIRE HARN MAIN BOARD 100		1
302	CKT-62027UK	WIRE HARN CARD READ DATA		1
303	600-7159-070	WIRE HARN JVS PWR 070CM		1

7.16 CKT-4450UK ASSY ELEC BD STD

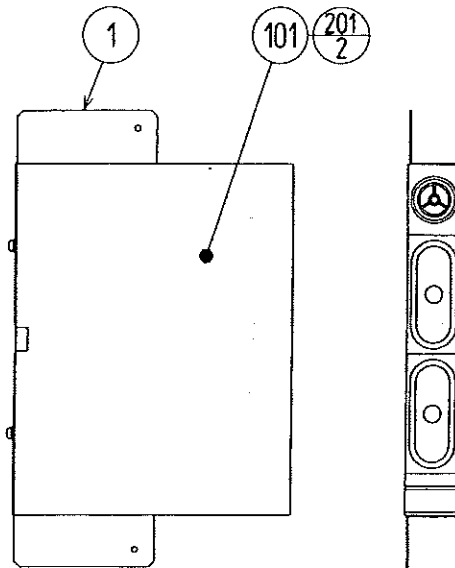


No	Part No.	Description	Component Ref	Qty
1	CKT-4451UK	PWR SPLY BASE (POD)		1
2	837-13551-92	I/O CONTROL BD FOR JVS		1
3	838-14174	SERVO MOTOR DRIVE BD MID		1
4	610-0609	LOWPASS AMP 4OHM 40W		1
5	838-13616	AUDIO POWER AMP 2CH		1
6	838-11856CE-02	CONN BD W/FUSE 6.3A CE		1
101	560-5422UK	XFMR NOB		1
102	280-A01264-WX	ROUTER TWIST D12 SO6.4 W		9
103	280-A02064-WX	ROUTER TWIST D20 SO6.4 W		10
104	280-A00964-WX	ROUTER TWIST D09 SO6.4 W		4
201	012-P00325	N4X1" S/TAP PAN PAS	(2)-4,(3)-4,(6)-2	10
202	012-P03512-F	N6X1/2" S/TAP FLG PAS	(4)-4,(5)-4	8
203	000-P00416-W	M4X16 MSCR PAN W/FS PAS	(101)-4	4
204	068-441616	M4 WSHR 16OD FLT PAS	(101)-4	4
301	CKT-62005UK	WIRE HARN SERVO OUTPUT		1
302	CKT-62006UK	WIRE HARN ENCODER		1
303	CKT-62007UK	WIRE HARN SERVO SIGNAL		1
304	CKT-62008UK	WIRE HARN ACCEL/BRAKE VO		1
305	CKT-62009UK	WIRE HARN RA60P		1
306	CKT-62014UK	WIRE HARN VTS EXT		1
307	CKT-62015UK	WIRE HARN START/VIEW EXT		1
308	CKT-62022UK	WIRE HARN I/O SUPPLY		1
309	CKT-62043UK	WIRE HARN ELEC BOARD 100		1
310	POD-61046UK	WIRE HARN SOUND VOLUMES		1
311	POD-61042UK	WIRE HARN 100V CONN BD		1
312	POD-61031UK	WIRE HARN AMP AC IN		1
313	600-7158-0100	CA AUDIO RCA TO RCA 2CH		1
314	600-7009-2500	ASSY RGB CA D-SUB 15P 25		1
315	POD-61034UK	WIRE HARN SPEAKER OUT		1
316	POD-61045	WIRE HARN WOOFER OUT		1
317	POD-61035UK	WIRE HARN AUDIO CENTER T		1
318	POD-61026UK	WIRE HARN EXT AC UNIT		1
319	600-7141-250	CABLE JVS TYPE A-B 250CM		1

7.17 CKT-INST-STD ASSY INST KIT CKT STD

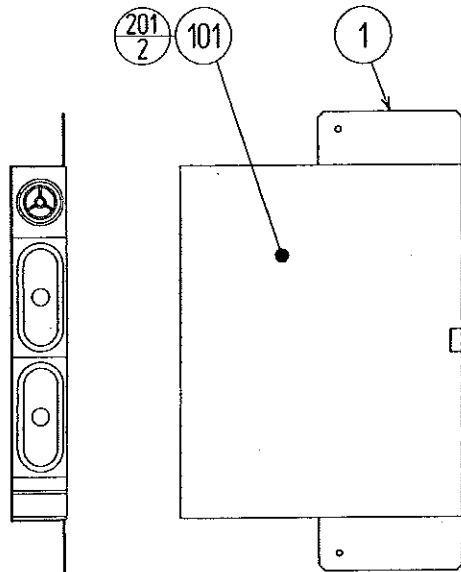
Indent #	Part No.	Description	Component Ref	Qty
1	422-0869UK	SUB INSTR SH CKT STD MULTI		1
2	422-0870UK	PLAY INSTR SH CKT STD MULTI		1
3	CKT-0016UK	STICKER CARD INSTR MULTI		1
4	CKT-0017UK	STICKER CARD SLOT MULTI		1
5	ECA-0001	SUPPORT BRKT		2
6	420-6634-02UK	SERVICE MANUAL CKT STD		1
8	540-0009-01	WRENCH M8 TMP PRF		1
9	540-0007-01	WRENCH M5 TMP PRF		1
10	CKT-0014	STICKER NUMBER FOR SEAT		3
11	540-0006-01	WRENCH M4 TMP PRF		1
12	220-5484	VOL CONT B-5K OHM		1
13	601-11051-01	CARD PACKAGE CKT ENG		3
14	601-11050	CLEANING KIT		1
15	OS1019	SELF SEAL BAG 9X12.3/4		2
22	220-5484-H	VOL 5-K-OHM HAPP 50-8026-00		1
23	SAECE-080	DECLARATION OF CONFORMITY CKTU		1
101	514-5078-5000	FUSE 5X20 CERAMIC SB 5000Ma		1
102	310-5287-21UK	RIGHT ANGLE ADAPTOR 25XM25		2
103	310-5285-210120	FLEX TUBE 21 120CM (25mm size)		1
301	600-6275-0500	CABLE FIBER OPTIC 5mm x 0500CM		1

7.18 APC-1560 ASSY SPEAKER L*



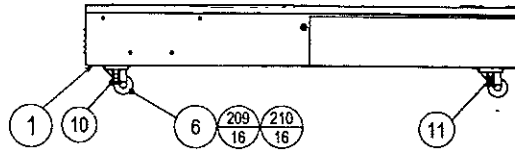
No	Part No.	Description	Component Ref	Qty
1	APC-1561	SPEAKER BRKT		1
101	130-5156	SPEAKER BOX 8 OHM 20W		1
201	000-P00512-W	M5X12 MSCR PAN W/FS PAS	(101)-2	2

7.19 APC-1565 ASSY SPEAKER R*



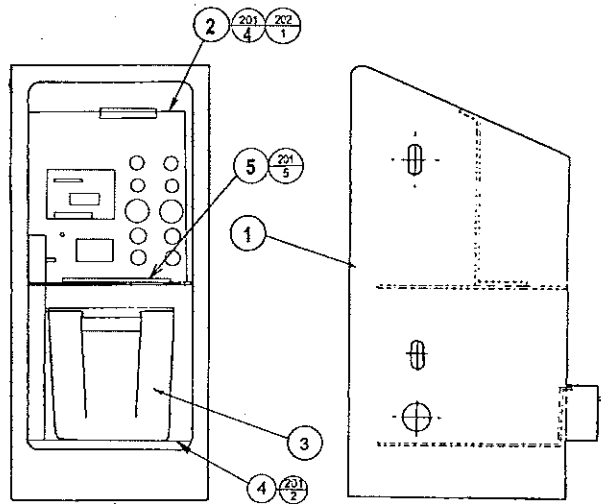
No	Part No.	Description	Component Ref	Qty
1	APC-1561	SPEAKER BRKT		1
101	130-5156	SPEAKER BOX 8 OHM 20W		1
201	000-P00512-W	M5X12 MSCR PAN W/FS PAS	(101)-2	2

7.20 DUT-1120UK ASSY SUB MAIN BASE



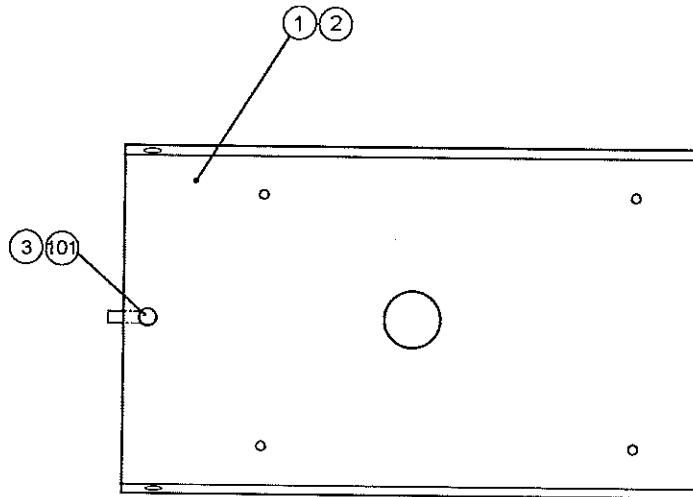
Indent	Part No.	Description	Component Ref	Qty
1	DUT-1121UK	MAIN BASE		1
6	MA1007	CASTOR SWIVEL 63mm NYLON		4
10	601-5699UK-01	LEG ADJ M16X100 1L/NUT		2
11	601-5699UK-03	LEG ADJ M16X100 3 L/NUT		2
209	FX0201	M8X16 SET BZP		16
210	FX0261	M8 WSHR SPR BZP		16

7.21 ECA-0300UK ASSY COINCHUTE TOWER ECA



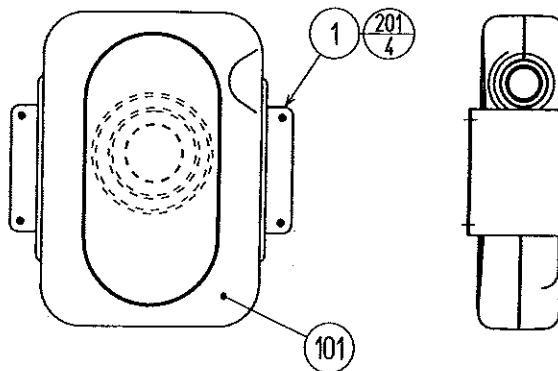
No	Part No.	Description	Component Ref	Qty
1	ECA-0301UK	COIN CHUTE TOWER ECA		1
2	VTS-STW-U	VTS BOARD UPRIGHT TYPE	OR SRT-0350UK	1
3	PP1087	BOX CASH FOR MINI DOOR		1
4	SRT-0302UK	CCT FLOOR TWIN		1
5	DUT-0302UK	COIN PATH PLATE		1
201	000-P00410-W	M4X10 MS CR POSI PAN W/FS	(2)-4,(4)-2,(5)-5	11
301	ECA-60052UK	WIRE HARN VTS/B		1

7.22 FRI-1510UK- ASSY BASE LID R



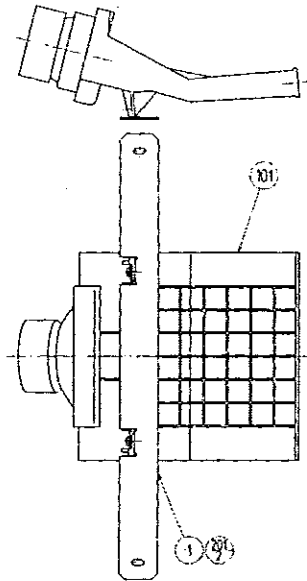
Indent #	Part No.	Description	Component Ref	Qty /assy
1	DUT-1511UK	BASE LID R		1
2	DUT-1511-CUK	GASKET STRIP	(1)-1	1
3	DUT-1511-DUK	LOCK TONGUE DUT	(101)-1	1
101	220-5575UK	LOCK		1
201	050-F00400	M4 NUT FLG	(301)-1	1
301	600-9020-44K	WIRE HARN EARTH 200mm M4/M4 K	R.FLOOR TO MAIN BASE	1

7.23 POD-1300 ASSY WOOFER



Indent #	Part No.	Description	Component Ref	Qty /assy
1	POD-1301	WOOFER BRKT		2
101	130-5218	SUB WOOFER 4OHM 40W		1
201	012-P00512	N10X1/2" S/TAP POSI PAN	(101)-4	4

7.24 SPG-1100 - ASSY SPEAKER



No	Part No.	Description	Component Ref	Qty
1	INY-1701	SPEAKER BRKT		1
101	130-5152	SPEAKER BOX MINI DOME 12W		1
201	000-P00412-W	M4X12 MSCR POSI PAN W/FS PAS	(101)-2	2

8 APPENDIX A - ELECTRICAL SCHEMATIC

8.1 WIRE COLOURS

THE WIRE COLOUR CODE IS AS FOLLOWS:

A	PINK
B	SKY BLUE
C	BROWN
D	PURPLE
E	LIGHT GREEN

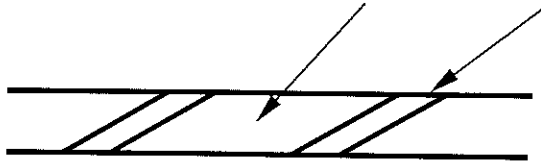
Wires other than those of any of the colours listed above will be displayed by 2 alphanumeric characters:

1	RED
2	BLUE
3	YELLOW
4	GREEN
5	WHITE
7	ORANGE
8	BLACK
9	GREY

If the right hand side numeral of the code is 0, then the wire will be of a single colour shown by the left hand side numeral (see the list above).

Note 1: If the right hand side alphanumeric is not 0, that particular wire has a spiral colour code. The left hand side character shows the base colour and the right hand side one, the spiral colour.

[Example] 51----- WHITE/RED = WHITE wire with RED stripes



Note 2: The character following the wire colour code indicates the size of the wire.

K:	AWG18, UL1015
L:	AWG20, UL1007
None	AWG22, UL1007

8.2 ELECTRICAL SCHEMATIC

The following pages contain the electrical schematic for this machine.

