OWNER'S MANUAL

INITIAL 頭文字 D4

32"STD CABINET

IMPORTANT

- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage.
The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual close to the product or in a convenient place for future reference.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of DANGER, WARNING, CAUTION, etc. are used. Be sure to understand the contents of the displays before reading the text.

DANGER
Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.

CAUTION
Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and/or material damage.

WARNING
Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.

For the safe usage of the product, the following pictographs are used:

Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the Owner's Manual, Serviceman Manual and/or Service Manual should be referred to.

Indicates a "Protective Earth Terminal." Before operating the equipment, be sure to connect it to the Ground.
(The step may be omitted for products in which a power cord with earth is used.)

❍ **Perform work in accordance with the instructions herein stated.**
Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work.

❍ **Be sure to turn off the power before working on the machine.**
To prevent an electric shock, be sure to turn off the power before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual herein always states to that effect.

❍ **Be sure to ground the Earth Terminal.**
(This is not required in the case where a power cord with earth is used.)
This product is equipped with the Earth Terminal. When installing the product, connect the Earth Terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the Earth Wire is firmly connected to the control equipment.

❍ **Ensure that the Power Supply used is equipped with an Earth Leakage Breaker.**
This product does not incorporate the Earth Leakage Breaker. Using a power supply which is not equipped with the Earth Leakage Breaker can cause a fire when earth leakage occurs.

❍ **Be sure to use fuses which meet the specified rating.**
(Only for the machines which use fuses.)
Using fuses exceeding the specified rating can cause a fire and an electric shock.

❍ **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**
The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.
SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.

❍ **Ensure that the product meets the requirements of appropriate Electrical Specifications.**
Before installing the product, check for Electrical Specifications. SEGA products have a nameplate on which Electrical Specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any Electrical Specifications different from the designated Specifications can cause a fire and an electric shock.

❍ **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**
To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.

❍ **When handling the monitor, be very careful.**
(Applies only to the product with a monitor.)
Some of the monitor (TV) parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.

❍ **Be sure to adjust the monitor/projector properly.**
(Applies only to the product with a monitor/projector.)
Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor/projector not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.

❍ **When transporting or reselling this product, be sure to attach this manual to the product.**

In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.

＊*Descriptions herein contained may be subject to improvement changes without notice.*
＊*The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.*

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on the power, check the following points to ensure that the product has been transported in a satisfactory status.

❒ Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
❒ Are Casters and Adjusters damaged?
❒ Do the power supply voltage and frequency requirements meet with those of the location?
❒ Are all wiring connectors correctly and securely connected? Unless connected in the correct way, connector connections can not be made accurately. Do not insert connectors forcibly.
❒ Do power cords have cuts and dents?
❒ Do the fuses used meet specified ratings? Is the Circuit Protector in an energized status?
❒ Are all accessories available?
❒ Can all Doors and Lids be opened with the Accessory Keys? Can Doors and Lids be firmly closed?

TABLE OF CONTENTS

INTRODUCTION

This manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electro-mechanicals, servicing control, spare parts, etc. for the product, **"INITIAL D 4."**

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions.

In the unlikely event that the product does not function correctly, DO NOT allow anyone other than a technician to touch the internal system. Turn off the power to the machine, making sure to unplug the electrical cord from the outlet, and contact the office listed below or the point-of-purchase for this product.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require special attention are indicated by bold text, the word "IMPORTANT" and the symbol below.

(STOP) IMPORTANT

> Indicates important information that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product.

Sega Amusements U.S.A., Inc.

800 Arthur Avenue, Elk Grove Village, IL 60007-5215, U.S.A.

TEL:	1-847-364-9787
TOLL FREE:	1-888-877-2669
FAX:	1-847-427-1065

── SPECIFICATIONS ──

Dimensions:	Assembled: 44.25" (W) x 63" (D) x 77" (H)
	Boxed: 46" (W) x 60" (D) x 71" (H)
Weight:	Assembled = 634 lbs, Boxed = 700 lbs.
Power, maximum current:	420 W, 3.5 A (AC 120 V, 60 Hz Area)
Monitor:	32" LCD HD Monitor (16:9)

NOTE: The contents herein described are subject to change without notice.

Definition of 'Site Maintenance Personnel or Other Qualified Individuals'

> ## ⚠ WARNING
>
> Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals' should not be carried out by personnel without the necessary skill or technology. Work carried out by unqualified persons may cause serious accidents, including electrocution.

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialized knowledge.

The site maintenance personnel or other qualified professionals mentioned in this manual are defined as follows:

Site maintenance personnel:
Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to be carried out by site maintenance personnel:
Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:
Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

Activities to be carried out by other qualified professionals:
Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

1 HANDLING PRECAUTIONS

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely. Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine.

⚠ WARNING

- Before performing work, be sure to turn the power off. Performing the work without turning the power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that effect.

- To avoid an electric shock or short circuit, do not plug in or unplug quickly.

- To avoid an electric shock, do not plug in or unplug with a wet hand.

- Do not expose power cords or earth wires on the surface, (floor, passage, etc.). If exposed, the power cords and earth wires are susceptible to damage. Damaged cords and wires can cause an electric shock or short circuit.

- To avoid causing a fire or an electric shock, do not put things on or damage the power cords.

- When or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or an electric shock.

- In case the power cord is damaged, ask for a replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, an electric shock or leakage.

- Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.

- Be sure to use fuses meeting the specified rating. Using fuses exceeding the specified rating can cause a fire or an electric shock.

- Be sure that connections such as IC BD are made properly. Insufficient insertion can cause an electric shock.

- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted.

  - Failure to observe this may cause a fire or an electric shock. Non-compliance with this instruction can have a bad influence upon physical conditions of the players or the onlookers, or result in injury during play.

  - SEGA shall not be held responsible for damage, compensation for damage to a third party, caused by specification changes not designated by SEGA.

- If work or parts replacement not indicated in this manual is carried out, an accident may occur. If it is necessary to carry out work not indicated in this manual, be sure to have it done by the office indicated in this manual or by the point of purchase. Also, please inquire regarding details of the work involved.

- Be sure to perform periodic maintenance inspections herein stated.

(STOP) IMPORTANT

- For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.

- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

- Some parts are not designed and manufactured specifically for this game machine. The manufacturers may discontinue, or change the specifications of such general-purpose parts. If this is the case, SEGA cannot repair or replace a failed game machine whether or not a warranty period has expired.

CONCERNING THE STICKER DISPLAY

This SEGA product has stickers attached describing the product manufacture No. (Serial No.) and Electrical Specifications. It also has a Sticker describing where to contact for repair and for purchasing parts.

When inquiring about or asking for repairs, mention the Serial No. and Name of Machine indicated on the Sticker. The Serial Number indicates the product register. Identical machines could have different parts depending on the date of production. Also, improvements and modifications might have been made after the publication of this manual. In order to ensure you order the correct parts, mention the Serial No. when contacting the applicable places.

CONCERNING WARNING DISPLAYS

This SEGA product has warning displays on stickers, labels and/or printed instructions adhered/attached to or incorporated in the places where a potentially hazardous situation could arise. The warning displays are intended for accident prevention for customers and for avoiding hazardous situations relating to maintenance and servicing work. Some portions of the cabinet contain high voltage and may cause accidents if touched. When performing maintenance, be very careful of the warning displays. It is especially important that any complex repair and replacement work not mentioned herein should be performed by those technical personnel who have knowledge of electricity and technical expertise.

In order to prevent accidents, caution any customer ignoring the warnings to cease and desist immediately.

440-CS0186-EG

⚠CAUTION

• If you or your child might have experienced a convulsive attack, loss of consciousness, etc. due to light stimulus or TV games, or might be feared to experience such symptoms, be very careful of using the machine.

• If you feel sick while playing the game, immediately discontinue use and take a rest.

440-WS0300-EG

⚠WARNING

High voltage can cause an electric shock. Turn off the power before servicing.

Hot light bulbs can cause burn. Be very careful when replacing them.

BACK SIDE

2 PRECAUTIONS REGARDING INSTALLATION LOCATION

⚠ WARNING

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

    - Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and/or shower, etc.

    - Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.

    - Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.

    - Dusty places. Sloped surfaces. Places subject to any type of violent impact.

    - Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.

    - Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade.

2-1 LIMITATIONS OF USAGE

⚠ WARNING

- Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage, and frequency requirements. A plate describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause a fire and electric shock.

- This product requires a breaker and earth mechanism as part of the location facilities. Using the product without these can cause a fire and electric shock.

- Ensure that the indoor wiring for the power supply is rated at 15 A or higher (AC single phase 100 V ~ 120 V area). Non-compliance with the Electrical Specifications can cause a fire and electric shock.

- Be sure to use an independent power supply equipped with an earth leakage breaker. Using a power supply without an earth leakage breaker can cause an outbreak of fire if a power surge occurs.

- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.

- When using an extension cord, ensure that the cord is rated at 15 A or higher (AC 100 V ~ 120 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

2-2 OPERATION AREA

⚠ WARNING

- For safe operation and management of this product, allow at least 70 cm of space between cabinets when allocating floor space and space for people to move through.

- Be sure to provide sufficient space specified in this manual. Do not allow objects to block the ventilation ports. It can cause generation of heat and a fire.

- SEGA shall not be held responsible for damage, compensation for damage to a third party, resulting from the failure to observe this instruction.

- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. If the machine still does not fit through the entryway after following the procedures in this manual, contact your retailer or the office listed in this manual.

(STOP) **IMPORTANT**   For transporting the machine into the location's building, the minimum necessary dimensions of the opening (of doors, etc.) are 52" (W) and 71" (H).

3 PRECAUTIONS REGARDING PRODUCT OPERATION

For safe operation of this product, comply with the following warnings.

3-1 BEFORE OPERATION

⚠ WARNING

- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers.

- Be sure to perform appropriate adjustment of the monitor (LCD). For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or the customers' physical conditions.

- It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest.

- Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident.

- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.

- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step ladder.

- To avoid electric shock, check to see if door & cover parts are damaged or omitted.

- To avoid electric shock, short circuit and/or parts damage, do not put the following items on or in the periphery of the product. Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water.

⚠ CAUTION

- During daily cleaning, be sure to check the surface of the steering wheel, gear shifter, and other parts that the player touches with his hands for damage, cracks, or loose screws. If a player uses the machine while it is damaged, cracked, or has a loose screw, the player may become injured.

- During daily cleaning, be sure to check the seat for any abnormality, wetness, etc. Failure to do this may result in deliberate tampering or negligence being left undetected.

- To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause making bodily contact with each other, hitting accidents, and/or trouble between customers.

(STOP) **IMPORTANT**

[Inspecting Initial D cards]

Refill cards before beginning operations. Paying out all cards will cause an error. Refer to "7-1 Setting Dedicated Cards" before operating. You can refill the cards even when power to the machine is on.

3-2 DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

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

⚠ WARNING

- For safety reasons, do not allow any of the following people to play the game.
  - Those who need assistance such as the use of an apparatus when walking.
  - Those who have high blood pressure or a heart problem.
  - Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
  - Those who have neck or spinal cord problems. Those who are intoxicated. Pregnant women.
  - Persons susceptible to motion sickness. Persons who disregard the product's warning displays.
- Even players who have never been adversely affected by light stimulus might experience dizziness or head-ache depending on their physical condition when playing the game. Especially, small children can be subject to those conditions. Caution guardians of small children to keep watch on their children during play.
- Instruct those who feel sick during play to have a medical examination. To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shocks and short circuits, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors. To avoid falls and resulting injury, im-mediately stop the customer from leaning against or climbing on the product, etc. To avoid electric shock and short circuit, do not allow customers to unplug the power plug without a justifiable reason.
- This product is intended for 1 Player only. Playing the game by 2 or more Players riding on the seat together can cause falling down and collision accidents by striking head, hand, or elbow. Persons other than the player should not be allowed to touch the controls during play. They may brush against or collide with the controls or the player, possibly resulting in accidents.
- Customers should be warned not to place children on their laps while they play the game. Doing so may cause the child to become trapped between the player and the control panel and/or cause the machine to tip over.

⚠ CAUTION

Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.

(STOP) IMPORTANT

PRECAUTIONS TO BE HEEDED BEFORE STARTING THE OPERATION (CARD SYSTEM)

- The product is capable of rewriting the printing on cards. However, be aware that it may not always do so com-pletely, and that in some cases the card may not be completely erased. Even where sufficient maintenance is performed, printing may be performed incorrectly under such conditions where there are scratches on the card, bends in the card, or the sudden insertion of a foreign objects into the card reader. This does not affect the data recorded on the card.
- The product will automatically stop play if it determines that cheating has occurred. The following are considered acts of cheating. Since the actions listed here may cause incorrect functioning or damage to parts, be sure to caution players against taking them.
  - Use of cards other than dedicated cards. Use of folded, bent, dirty, broken, damaged, or deformed cards. Use of cards with adhered seals or extraneous matter on them. Insertion of two cards together. Incorrect insertion of cards. When a card is extracted quickly. Removal of cards in contradiction to on-screen instructions

3-3 PRECAUTIONS WHEN MOVING THE MACHINE

⚠ WARNING

When moving the machine, be sure to unplug the power plug. Moving the machine with the plug as is inserted can damage the power cord and cause fire and electric shock hazards. Take care not to tread on or otherwise harm the power cord while moving the machine.

4 PART DESCRIPTION

POP

BILLBOARD PANEL

CARD READER/WRITER

LCD DISPLAY

CONTROL PANEL

SEAT ASSY

COIN DOOR

CASHBOX DOOR

ACCELERATOR AND BRAKE

SHIFT LEVER
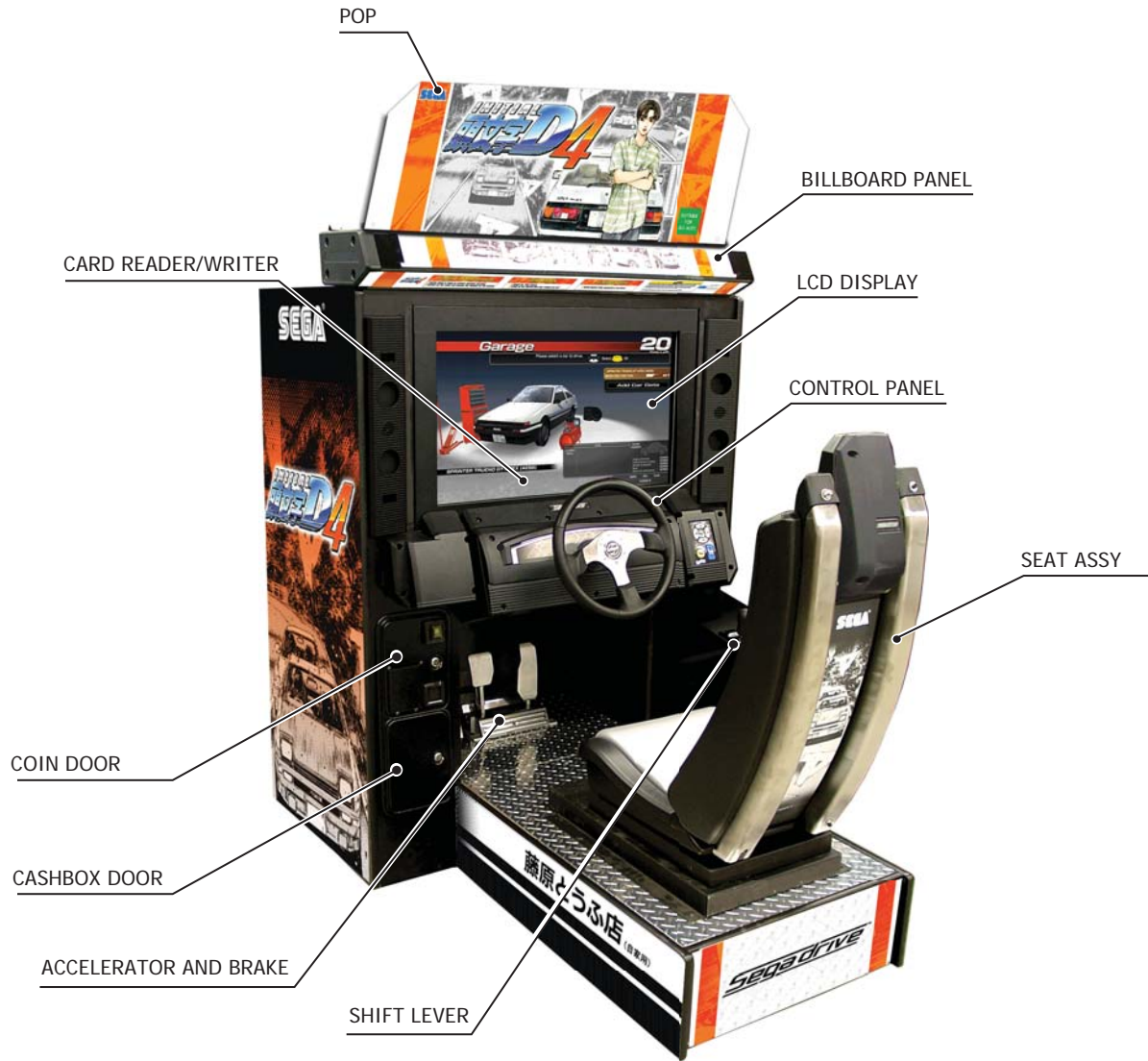
5 ACCESSORIES

Confirm that the accessories listed in the table below are present when setting up the product.
Accessories marked "Spare" in the note column are consumable items but included as spares.

**Initial D cards (Initial D driver's licenses) and Cleaning KIT are include when you purchase ID4 32"
STD with IC card RW unit.**
**To purchase cards and Cleaning KIT for future, refer below parts number and name then ask your
local Distributor.**

CARD PACKAGE INID4 ENG
601-11926-01(Box of 100 Initial D cards)

CLEANING KIT LUECO
(30SHT)
601-11949 (1)
1 set 30 sheet package

5 TABLE 01

OWNER'S MANUAL
539-30-300 (1)
This manual

NETWORK (LAN) CABLE (10 F)
600-7269-0300 (1)

REMOTE CONTROLLER FOR
32"LCD MONITOR (1)

5 TABLE 02
XKT-1604-D-EX2: DVD-ROM KIT TFF EXP

DVD SOFTWARE KIT (1)

KEY CHIP (1)

CUSHION SPONGE

601-11137 (1)
Protective material

DVD-ROM DISC (1)

DISC CASE

NOTE: When you order the DVD-ROM disc only,
specify the part number 610-0727-0030 (DVD SOFT TFF EXP).
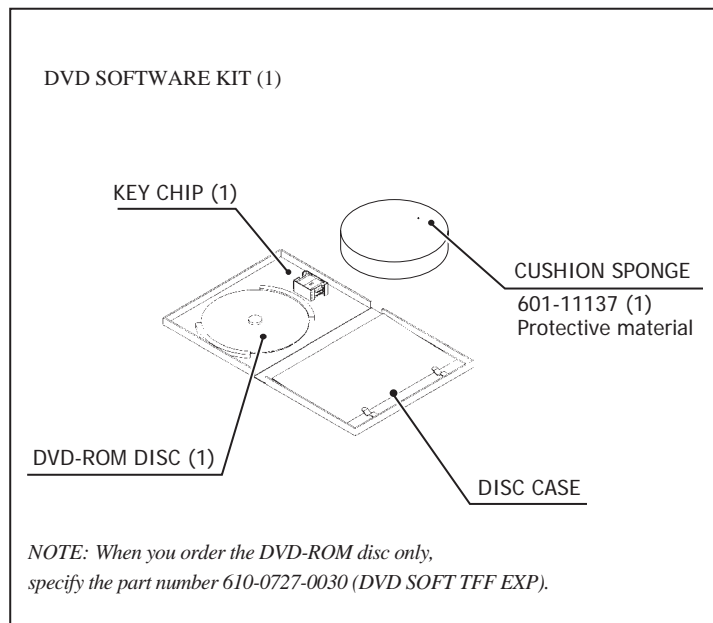
NOTE: We already installed game software in MAIN PCB.
(KEY CHIP also on MAIN PCB) You do not need install
DVD software to MAIN PCB. DVD drive, and DVD harness
(Power cable and USB MINI cable) are sold separately. (Only
you need when software update...etc) The DVD DRIVE and
DVD harness that come with SEGA's "The House of the Dead
4" are compatible with this product.

6 ASSEMBLY AND INSTALLATION

⚠ WARNING

- The work described below should be carried out by the site maintenance personnel or other qualified professional. If there are no personnel available with the necessary knowledge or skills, send a job request to the contact listed in this document.

- Be sure to install this product as indicated in this document. Improper installation may cause damage to the product, or accidents resulting in death or injury.

- Ensure that connectors are properly connected. Improper connections can cause electric shock.

- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.

- Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult.

- To perform work safely and avoid serious accident such as the cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.

- Do not leave power cords, ground wires, or network cables exposed in areas of heavy foot traffic. Doing so may cause them to become damaged, possibly resulting in electric shock and/or short circuits. Make all efforts to place cables away from aisles. Be sure to attach a protective cover when placing cables in an aisle.

⚠ CAUTION

To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Performing work without using the step can cause violent falling down accidents.

Tools necessary for work

- Philips screwdrivers
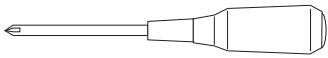
- Key

- Hexagonal screwdriver (for M4 hexagon bolts and nuts)
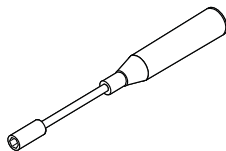
- Step
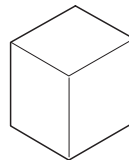
- Spanner with measuring distance of 24 mm (0.945") to opposite side

24mm
(0.945")
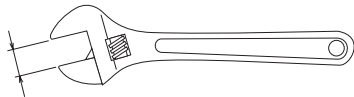
Network Cable Connection Overview   NOTE: ONLY 2 CABINETS LINKS!!!
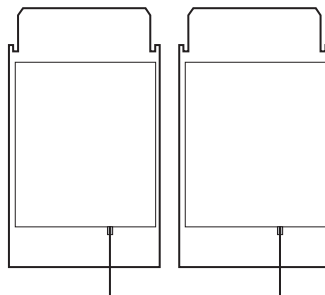
6 FIG. 01

6-1 INSTALLING THE CABINET

6-1-1 ATTACHING THE POP

Use three screws to fasten the POP to the cabinet. Use a step when carrying out this procedure.

POP

8-32 x1/2" Phillips Truss head
Black (7)
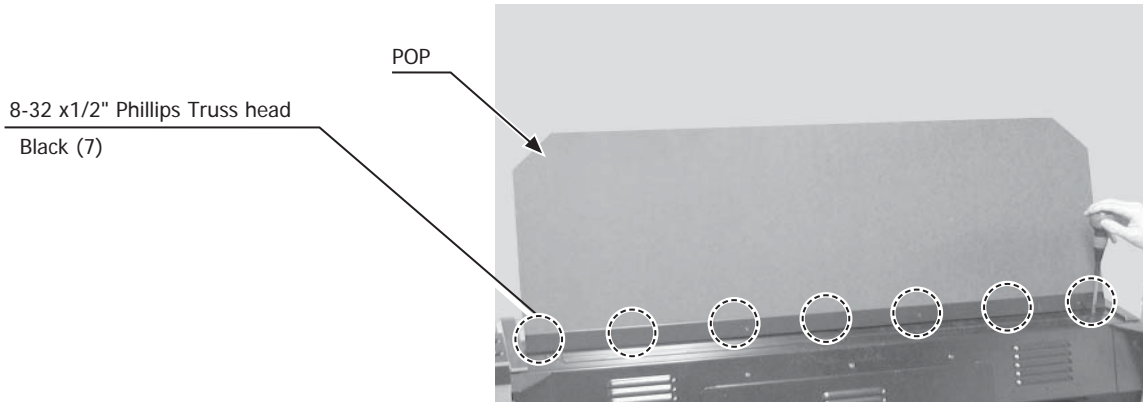
6-1-1 FIG. 01

6-1-2 SECURING IN PLACE

⚠ **WARNING**

Be sure to ground the adjusters, and secure the product firmly to the installation location. If the cabinet moves either during assembly work or during operation after the completion of assembly, a serious accident may occur.

1 Move the product to the installation site. See Chapter 2 for examples of installation.
Ensure that you leave enough aisle space for the player to sit in the seat. Additionally, leave at least 200 mm of space on the side of the cabinet with the exhaust vent (the rear surface of the cabinet) for ventilation.

2 Use a wrench to set adjuster heights so that the unit will stay level.

3 After setting, turn adjuster nuts upwards to tighten them and secure adjuster heights.

ADJUSTER

Tighten nut upwards.

ADJUSTER

CASTER

About 5 mm
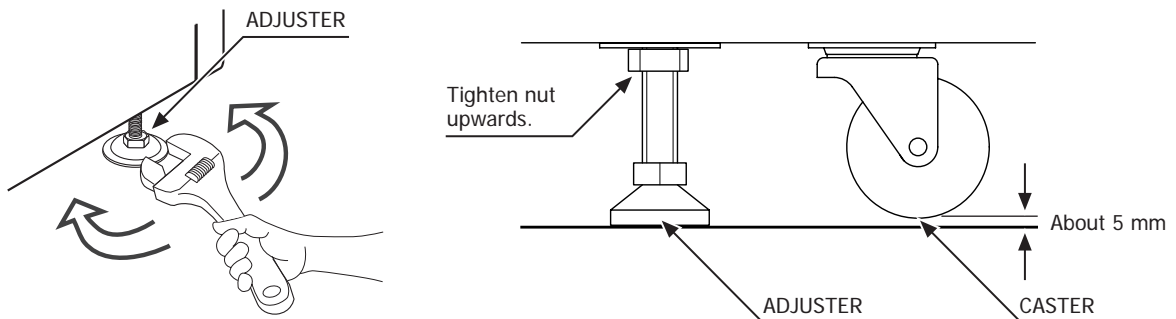
6-1-2 FIG. 02

6-1-3 REFILLING THE CARDS

1 Remove the screws. Use the key to unlock the Card door and remove it.

Truss Head screws (2), black
8-32 x 1/2" Phillips

6-1-3 FIG. 01

2 Lift the dispenser retainer as shown in the diagram.
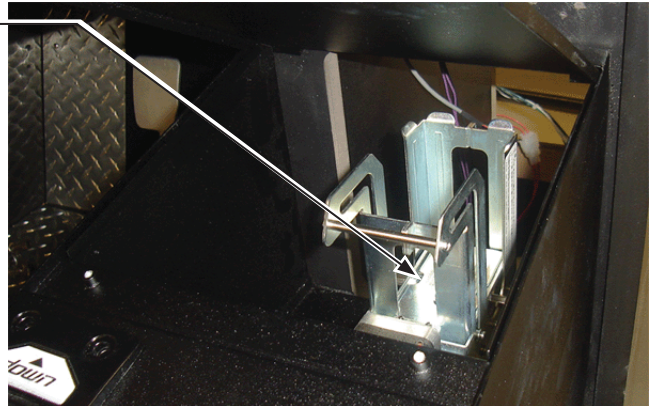
RETAINER

6-1-3 FIG. 02

3 Refill the Initial D4 IC cards. Place the cards in the orientation shown in the diagram, loosen them, and load 100 cards. Do not load more than 101 cards, as this may result in damage to the product or malfunctions.
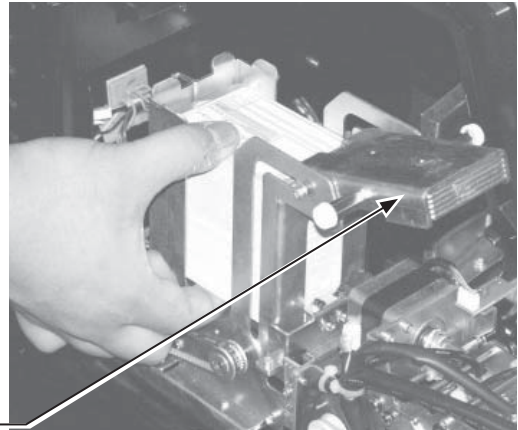
RETAINER

6-1-3 FIG. 03

4 Place the retainer over the refilled cards.

Ensure that the cards are loaded in the proper orientation.
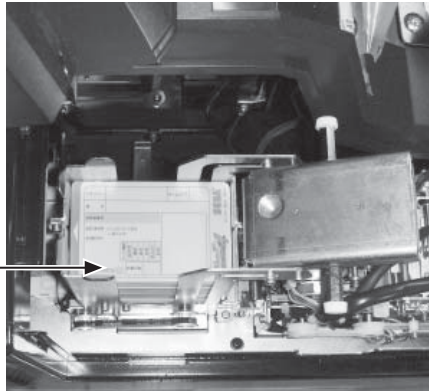
6-1-3 FIG. 04
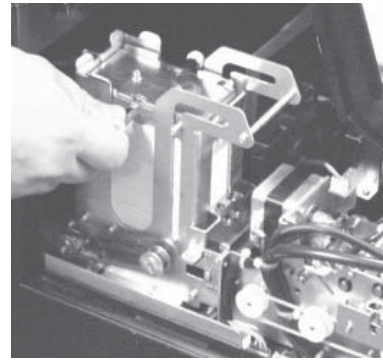
6-1-3 FIG. 05

5 Carry out steps 1 in reverse order and replace and lock the cover, then fix it in place with truss screws.

6-1-4 CONNECTING NETWORK CABLES

1 Use LAN cable in cash box to connect 2 games. Open the back door of cabinet. True LAN cable as bottom slit of cabinet.

PASS LAN CABLE Like this...

SLIT FOR LAN CABLE

Connect to the other Main PCB on other cabinet.
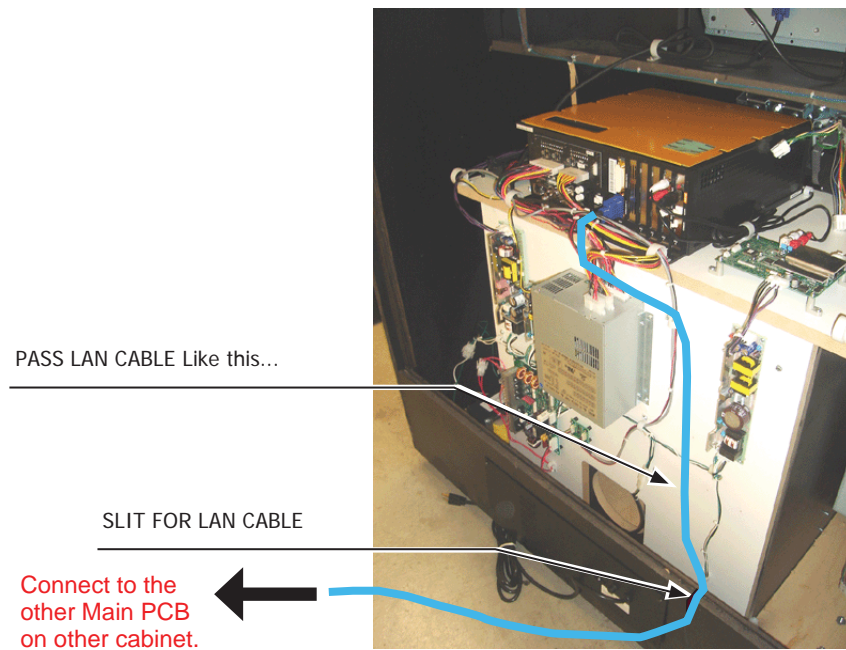
6-1-4 FIG. 01

2 Connect LAN cable connectors to the both LAN connectors (One near by USB MINI connectors) on both Left and Right cabinet of MAIN PCB. After that close back door of both cabinet.

LAN cable connector
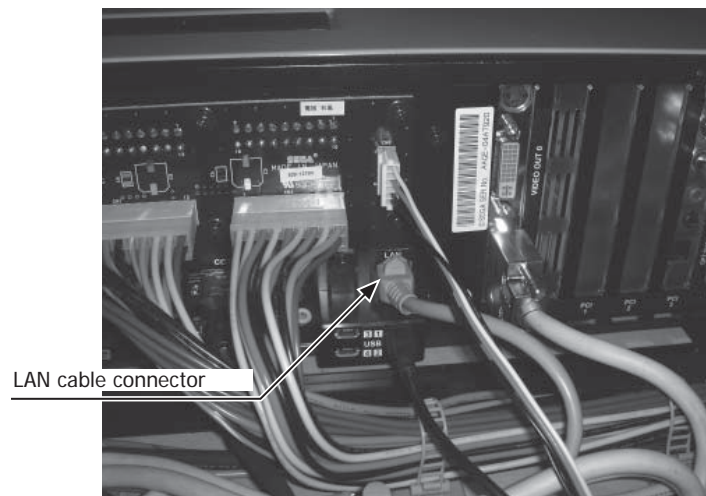
6-1-5 FIG. 02

6-2 TURNING ON THE POWER

YOU DO NOT NEED DVD DRIVE BECAUSE ID4 GAME IS INSTALLED GAME SOFTWARE ALREADY AT MANUAFACTURE. PLEASE REFER BELOW SECTION WHEN YOU NEED FOR MAINTENANCE OR FUTURE UPDATE.

⚠ WARNING

- When connecting the DVD wire connector, check the orientation carefully and connect securely. The connector must be connected in the proper direction. If it is connected in the wrong direction or indiscriminately at an incline so that a load is applied, the connector or its terminal pins could break, causing a short circuit or fire.

- Be careful not to damage the DVD wire by getting it caught between objects, etc. Doing so may cause a short circuit or fire.

- The following explanation assumes that the product has been assembled properly as explained above. If there is an error or if the product operates in a manner other than as indicated below, cut off the power supply immediately. Failure to do so may result in a fire or electrical shock.

- If you look directly at the laser beam in the DVD DRIVE, you could suffer vision impairment. Do not look inside the DVD DRIVE.

(STOP) IMPORTANT

- Do not use or store the DVD DRIVE or DVD wire in any of the following locations, as this may result in serious damage.

  [Do not use or store in these locations]

  - Anywhere which may vibrate or shock the equipment

  - In direct sunlight

  - In damp or dusty places

  - In places with a sharp change in temperature

  - Close to anything that gives off heat (a heater, etc.)

  - Close to anything with a strong magnetic field (magnets, monitor, speakers, radio, etc.)

  - Anywhere that is likely to get wet (kitchen, etc.)

  - Anywhere with a slope or incline

  - Anywhere with corrosive gas in the air (chlorine, hydrogen sulfide, ammonia, sulfur dioxide, etc.)

  - Anywhere with strong static electricity

  [Do not use in these locations]

  - Close to anything that is highly retentive of heat (carpet, sponge, cardboard, etc.)

  - Anywhere that blocks the DVD DRIVE air vent.

(STOP) **IMPORTANT**

- **The DVD DRIVE is a delicate piece of equipment. Avoid the following.**
  - **Dropping or shaking it violently.**
  - **Getting water or other liquids on it, or placing small items on top of it.**
  - **Placing large or heavy items on top of it.**
  - **Drinking or smoking close to the DVD DRIVE.**
- **Do not turn off the power to the DVD DRIVE when its access lamp is on or flashing, as this could cause damage to the device.**
- **Do not allow any foreign materials, such as liquids, metals or smoke inside the DVD DRIVE.**
- **Use a soft, dry cloth to wipe off any dirt or marks on the DVD DRIVE.**
  - **If you need to use a cleaning agent, always use a "neutral" agent diluted in water.**
  - **Never use products or cleaning agents containing benzene, alcohol, thinners, etc.**
- **Do not touch the lens inside the DVD DRIVE. Doing so may prevent it from reading accurately.**
- **The chip components on IC boards can be damaged by electrostatic discharge from the human body. Before handling an IC board, always neutralize any static charge in the body by touching a grounded metal surface.**
- **Some parts are not designed and manufactured specifically for the kit. The manufacturers may discontinue, or change the specifications of such general-purpose parts. If this is the case, SEGA cannot repair or replace a failed kit whether or not a warranty period has expired.**

Handling the DVD-ROM Disc

(STOP) **IMPORTANT**

- **Do not use a DVD-ROM with a damaged front. This may cause a malfunction.**
- **Insert the DVD-ROM into the DVD DRIVE with the label facing upwards.**
- **Do not get fingerprints or dust particles on the disc. Contaminated discs may lower audio and video quality, and may result in read malfunctions.**
- **When cleaning the disc, do not use volatile chemicals (benzene, thinner, etc.), cleaning sprays, or antistatic agents.**
- **Do not use a cracked, warped, or damaged disc. Do not attach papers or seals onto the disc to avoid scratching it. Do not use a disc with signs of peeled seals, tape, etc. If such a disc is placed in the DVD-ROM DRIVE, malfunctions, such as the inability to remove the disc from the drive, may result.**
- **When cleaning a heavily contaminated disc, use a clean cloth that has been soaked in water and squeezed. After wiping, remove any remaining moisture with a clean, dry cloth.**

How to Hold a Disc

When handling a disc, be careful not to contaminate it with your fingerprints.

With both hands:
Put your thumbs and forefingers on 4 opposite sides of the disc.

With one hand:
Insert your forefinger into the center hole, while placing your thumb and middle finger on opposite sides of the disc.
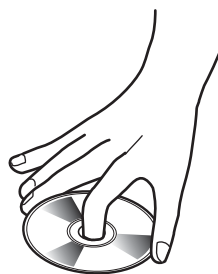
(STOP) **IMPORTANT**

- **The software is not installed on the game board (LINDBERGH) when the power supply is engaged, so the "Error 22" message is not a malfunction. However, if there is another error display, or if there is no video output at all, there might have been an error in product assembly, wiring connections might be faulty, or the LINDBERGH might not be functioning properly.**

- **After the power supply is engaged, wait for "Error 22" message to be displayed. If the product is indiscriminately operated in any way beforehand, there could be unexpected problems or malfunctions, as well as damage to parts.**

- **Once "Error 22" is displayed, set the DVD-ROM in the DVD DRIVE and re-engage the power supply. Installation takes place.**

- **After the power supply is engaged, the DVD DRIVE tray will not come out for about 30 seconds even if you press the switch. This is due to DVD DRIVE initialization.**

- **The DVD DRIVE tray can come out or return only while the power supply is engaged. The tray cannot be opened or closed while the power is off.**

- **Even after the software has been installed, store the DVD software kit, DVD DRIVE and DVD wire in a secure location.**

- **If for any reason installation cannot be completed, an error is displayed. Refer to the LINDBERGH service manual and take corrective action.**

Install the software in the LINDBERGH cabinet.
For safety and to prevent erroneous operation, connect the DVD drive and the LINDBERGH before connecting the power cord.
Have the DVD drive, DVD wire, and DVD software kit ready.

1   Connect the DVD wire to the connector on the rear of the DVD drive. Connect the 2 connectors on the side with the DVD tag. Confirm that the main switch of the AC unit is set to OFF.
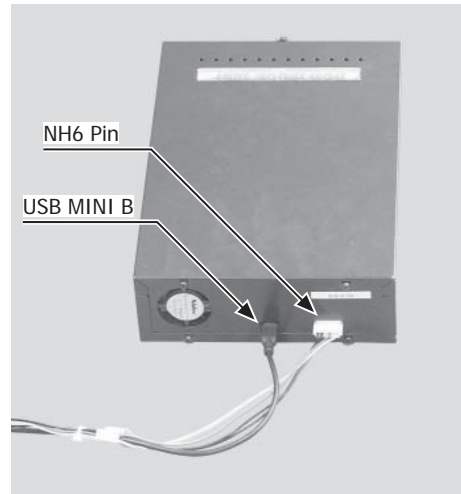
NH6 Pin

USB MINI B

6-2 FIG. 01

2   Open back door. Connect the DVD wire to the LINDBERG. Connect the NH6 pin to the connectors on the side with the "LINDBERGH" tag. You can connect the USB MINI A connector to any open port, but port 1 will be used for purposes of this document. Then turn main power switch on.

NH6 PIN

USB MINI A CONNECTOR
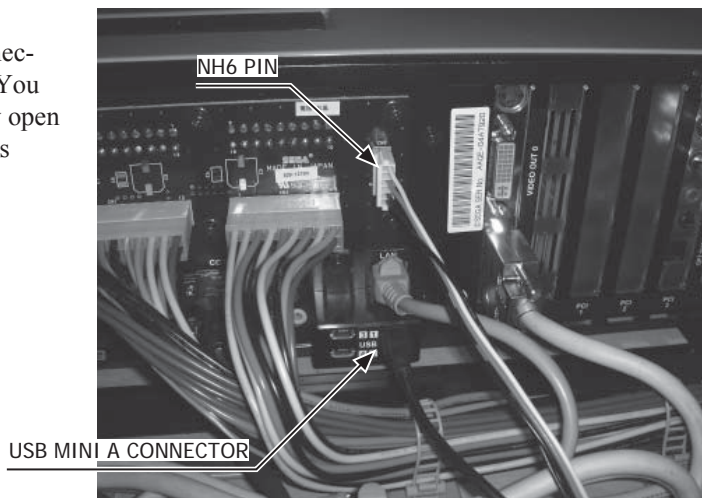
6-2 FIG. 07

3 The LINDBERGH startup screen will appear on the monitor. Wait for at least 1 minute. The product will read an error. Confirm that it is "Error 22."If this is correct, proceed to the next step. Refer to the this manual and take appropriate action if the product is not in "Error 22".

4 Take out 1 urea (resin-head) screw and remove the DVD DRIVE case lid.

CASE LID
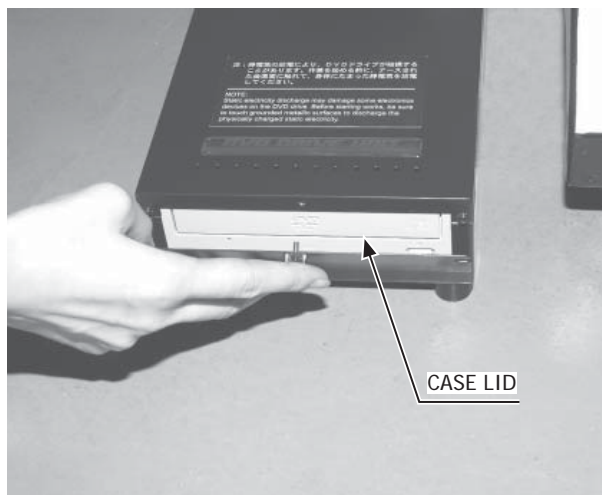
6-2 FIG. 08

5 Press the DVD DRIVE switch and the DVD DRIVE tray will come out. Set the DVD from the DVD kit into the tray. Always have the labeled side facing upward.

6-2 FIG. 09

6 Press the DVD DRIVE switch. The tray goes back into the drive. Turn the power back on. First turn the main switch off, wait for at least 10 seconds, and then turn it on again.

7 Software is installed automatically from the DVD to the LINDBERGH. In some cases, it may take about 10 minutes to install software to the LINDBERGH.

8 When installation is complete, the game will startup automatically. Confirm that the game starts. Press the DVD DRIVE switch so that the tray comes out. Remove the DVD.

9 Press the DVD DRIVE switch so that the tray goes back into the unit. If the power is cut off, the tray will not move.

10 Set the main switch to OFF. Remove the DVD wire from the DVD DRIVE.

6-3 INSTALLATION SETTINGS

STOP **IMPORTANT**

When installing 2 or more cabinets, carry out the settings for cabinet seat number and in-store competition during the game test mode. By setting different numbers but identical alphabet settings you can have competitions between cabinets. You cannot have competitions between cabinets with different alphabetic settings.

Set, adjust, and confirm the following settings in test mode. Refer to the LINDBERG service manual for information on system test mode, and the Initial D4 service manual for information on game test mode.

In system test mode, set COIN ASSIGNMENTS as follows.

COIN ASSIGNMENTS
- COIN CHUTE TYPE: COMMON
- SERVICE TYPE: COMMON

● Check whether or not the speakers are functioning correctly using SPEAKER TEST in system test mode. The speakers on this product are in the following configuration. Set RIGHT SPEAKER and LEFT SPEAKER to "ON" and check that they output sound.

SPEAKER	SETTING
RIGHT SPEAKER	USED
LEFT SPEAKER	USED
REAR RIGHT SPEAKER	UNUSED
REAR LEFT SPEAKER	UNUSED
CENTER SPEAKER	UNUSED
WOOFER SPEAKER	UNUSED

● Check whether or not the speakers are connected and functioning correctly using INPUT TEST in the game test mode.

● Check whether or not the speakers are connected and functioning correctly using OUTPUT TEST in the game test mode.

● Adjust STEEERING, GAS, and BRAKE in INPUT ASSIGNMENTS in game test mode.

● Seat numbers are assigned using SEAT NUMBER in the GAME ASSIGNMENTS section of game test mode. You can have the in-store competitions by connecting cabinets together and assigning them different seat numbers. The seat numbers are "SINGLE", "1", and "2".
To conduct in-store competitions, set one cabinet to "1" and the other one to "2". Set this field to "SINGLE" when installing only one cabinet, or if you do not want to conduct in-store competitions.

● Carry out a card check in IC CARD R/W & PRINTER TEST in game test mode, and check that the card read/write function is performing correctly. The check will print a test card, and you can also use ERASE PRINT in the same test mode to erase the printed characters. Although in some cases the printed characters may not be completely erased, this will not harm IC card's functionality.

● Check that the network is functioning correctly in NETWORK TEST in games test mode.

● Adjust the following settings to suit the operating environment.
- Volume adjustment
- Store closing time
- Time setting

Contact the point of purchase for this product if you are unable to adjust the volume using the procedures described in this document.

7 CARD READER/WRITER

7-1 SETTING DEDICATED CARDS

(STOP) IMPORTANT

- Be sure to use dedicated cards available for this product. Use of ones other than such dedicated cards may cause a malfunction or failure of the machine.

- Be sure to set the specified number of card in the specified orientation by using the specified procedure. Wrong setting of the cards may cause the machine to fail.

- Set virgin cards taken out from a container that was unpacked immediately before use. Do not include a corrugated, bent, or used card in the card deck.

- You can refill the cards while the product is operating. Take care not to touch anything other than the loading area.

When the product has run out of cards, a message will appear on screen. Carry out the following procedure to refill the cards.

1 Remove the truss screws then open IC card reader door. Lift the dispenser retainer as shown in the diagram.

RETAINER
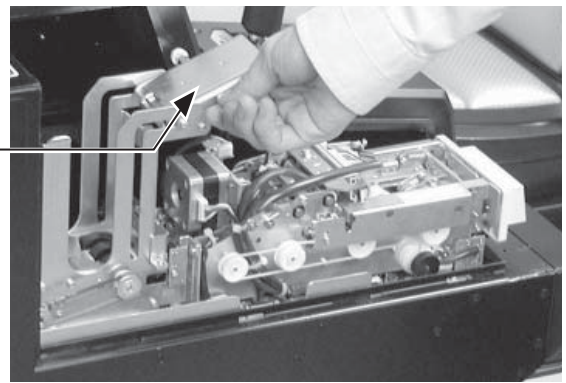
7-1 FIG. 01

2 Refill the Initial D 4 IC cards. Place the cards in the orientation shown in the diagram, loosen them, and load 100 cards. Do not load more than 101 cards, as this may result in damage to the product or malfunction.

7-1 FIG. 02

Ensure that the cards are loaded in the correct orientation.
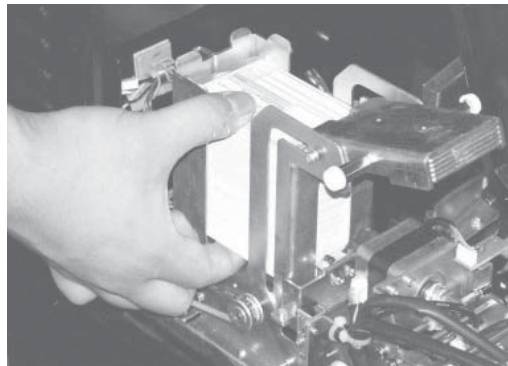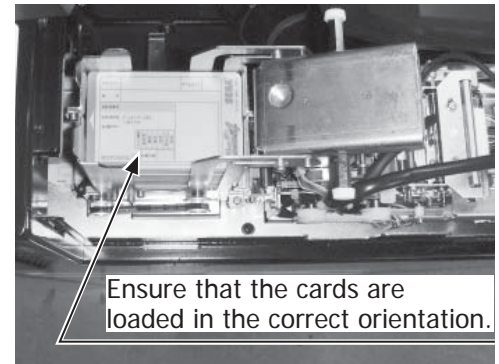
7-1 FIG. 03

3 Replace the retainer over the refilled cards. Carry out steps 1 in reverse order and replace and lock the cover, then fix it in place with the truss screws.
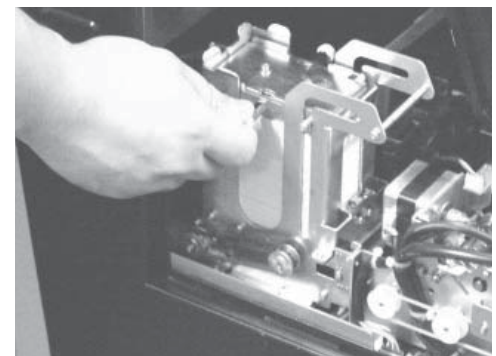
7-1 FIG. 04

7-2 CLEANING

(STOP) **IMPORTANT**

Always use the designated Cleaning Card. Using anything other than the designated card may cause faulty operation and/or unit failure.

The product counts the number of times the game is played and the number of new cards issued. When either the play count or the number of new cards issued exceeds 200, a cleaning reminder is displayed the next time the power is turned off and on again.
The above numbers will be cleared after cleaning takes place.
The cleaning process varies depending on whether the play count or the number of new cards issued has been reached.

When the Play Count Exceeds 200

1 When the play count exceeds 200, the screen in the diagram below appears the next time the power is turned off and on. Insert a cleaning card to IC card RW entry.

NOTE: Cleaning cards can be used up to 3 times. However, do not use a cleaning card if there is no longer alcohol on the surface, if the card feels dried out, if there is a large amount of dirt on the surface, or if the fabric has become fuzzy.

Require for Printer Cleaning
Insert a cleaning card from loading slot.

7-2 FIG. 01

When the Number of New Cards Issued Exceeds 200

1 When the number of new cards issued exceeds 200, the screen below appears the next time the power is turned off and on.
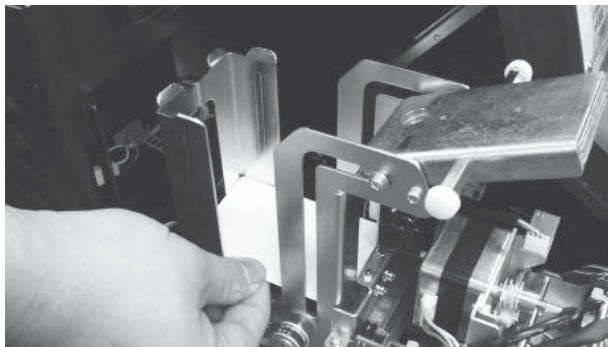
7-2 FIG. 02

2 Following the instructions on the screen, remove the cards from the stocker, insert a cleaning card into the stocker, and press the Start and TEST Buttons simultaneously.

CLEANING CARD
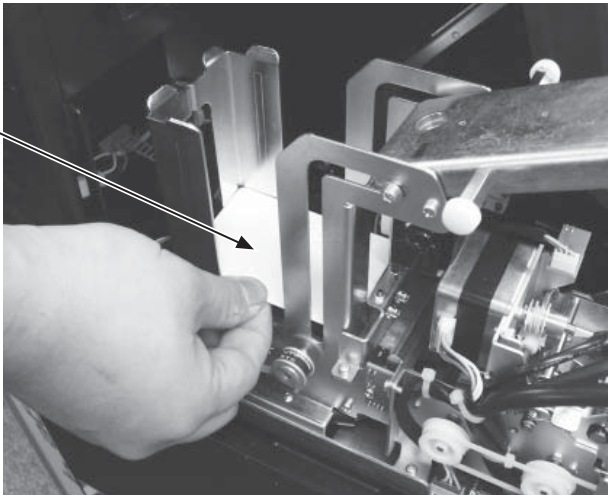
Caution!
Do not press the Start and TEST Buttons before inserting the cleaning card. Doing so may soil the cards inside and/or cause the reader/writer to break down.

NOTE: Be sure to use a new cleaning card when cleaning the stocker rollers.

7-2 FIG. 03

Cleaning the Stocker Rollers

Carry out the following procedure once every 10 days to clean the Stock Rollers. Further, check whether or not the rollers are dirty when refilling the cards, and clean them if they are dirty.

NOTE: Be sure to use a new cleaning card when cleaning the stocker rollers.

1 Enter GAME TEST MODE and select "IC CARD R/W & PRINTER TEST". Do not select or execute CLEAN STOCKER at this time.

```
             IC CARD R/W & PRINTER TEST

                RESET UNIT
                CHECK CARD
                CHECK PRINTER
                CHECK STOCKER
                CLEAN ROLLER
                CLEAN STOCKER
                ERASE PRINT

             ->EXIT

         UNIT STATUS : ---
         UNIT RESULT : ---

         SENSOR(PT1)            :OFF
         SENSOR(PT3)            :OFF
         SENSOR(PT4)            :OFF
         SENSOR(PT5)            :OFF
         SENSOR(PT6)            :OFF
         SENSOR(DISPENSER)      :OFF
         SENSOR(SHUTTER1)       :OFF
         SENSOR(SHUTTER2)       :OFF

            SELECT WITH SERVICE BUTTON
                      AND
               PRESS TEST BUTTON
```
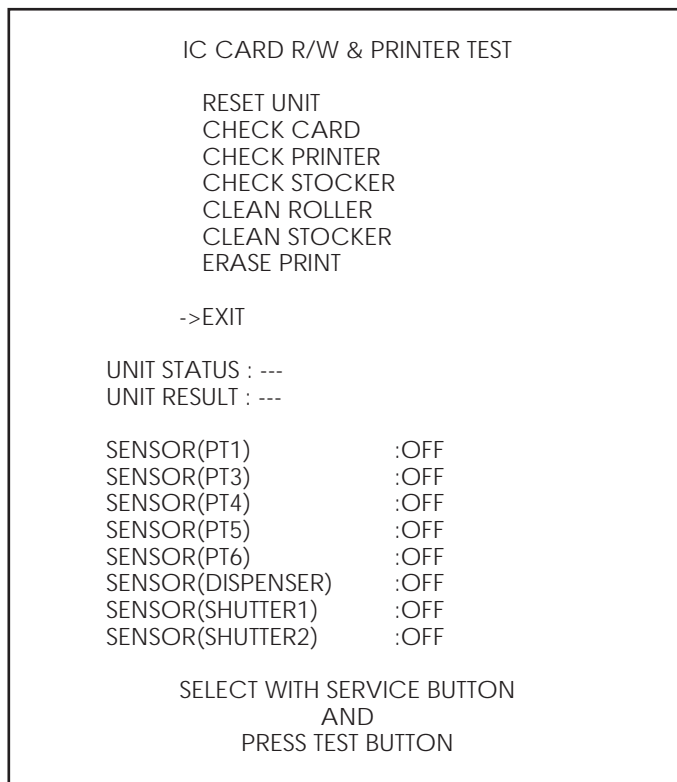
7-2 FIG. 04

2 Carry out steps 1 through 3 in "7-1 Setting Dedicated Cards" and remove the cover and raise the retainer.

3 Remove all of the Initial D cards.
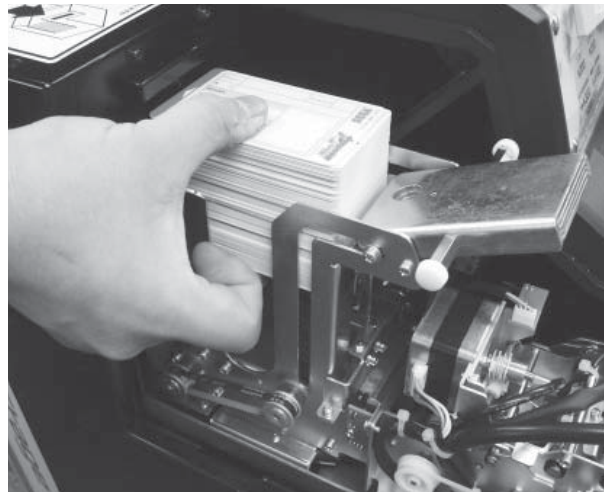
7-2 FIG. 05

4   Insert a new cleaning card. Place the retainer on top of the cleaning card.
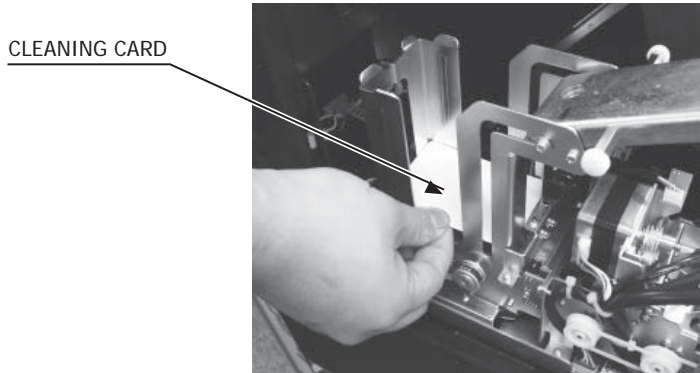
CLEANING CARD

7-2 FIG. 06
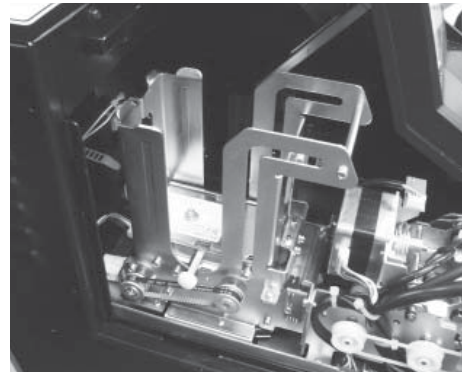
7-2 FIG. 07

5   Select CLEAN STOCKER and press the test button. Roller cleaning will commence. During cleaning "CLEAN-ING STOCKER ROLLER" will display in the UNIT STATUS area, and change to "DONE" when complete.

```
          IC CARD R/W & PRINTER TEST

              RESET UNIT
              CHECK CARD
              CHECK PRINTER
              CHECK STOCKER
              CLEAN ROLLER
           ->CLEAN STOCKER
              ERASE PRINT

              EXIT

          UNIT STATUS : CLEANING STOCKER ROLLER
          UNIT RESULT : ---

          SENSOR(PT1)              :OFF
          SENSOR(PT3)              :OFF
          SENSOR(PT4)              :OFF
          SENSOR(PT5)              :OFF
          SENSOR(PT6)              :OFF
          SENSOR(DISPENSER)        :OFF
          SENSOR(SHUTTER1)         :OFF
          SENSOR(SHUTTER2)         :OFF

            SELECT WITH SERVICE BUTTON
                      AND
              PRESS TEST BUTTON
```
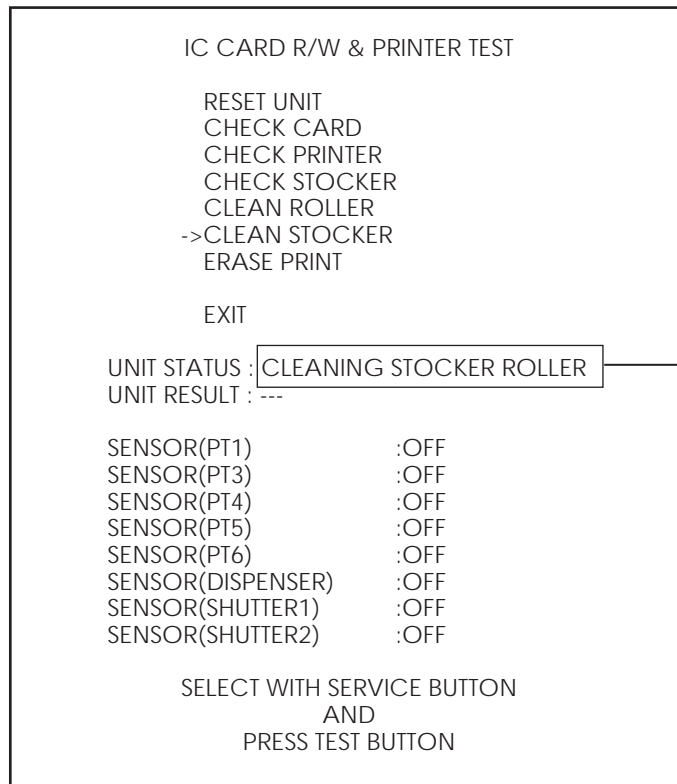
(Display during cleaning)

NOTE: Display changes to "DONE" when complete.

7-2 FIG. 08

7 Lift the retainer, and remove the cleaning card. Check that the rollers are no longer dirty.

 NOTE: If the rollers are still dirty, use a new cleaning card and repeat steps 4 through 6 to repeat the cleaning process.
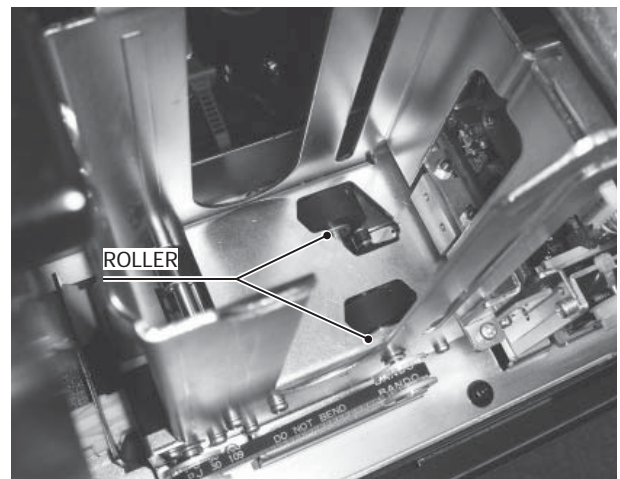
ROLLER

7-2 FIG. 09

8 Check that the rollers are dry, and then replace the Initial D cards.
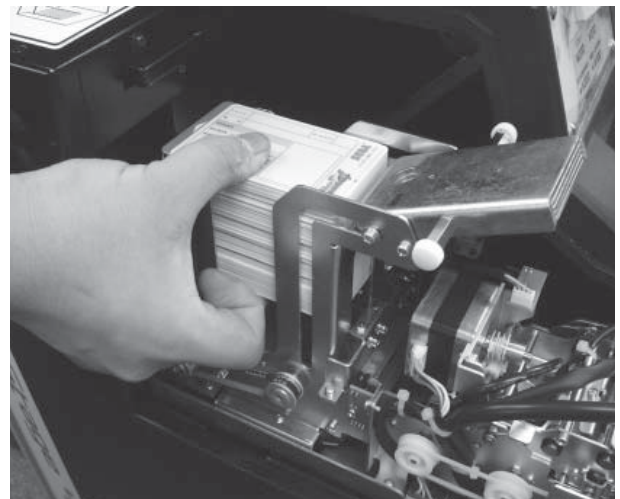
7-2 FIG. 10

9 Repeat steps 1 through 3 in "7-1 Setting Dedicated Cards" in reverse order and attach the cover.

Head Cleaning

This product counts the number of times the game is played. When the number of plays exceeds 200, a notice appears on screen the next time the product is turned on, requesting that a cleaning card be inserted into the card R/W. Follow the on-screen instructions to clean the heads. Cleaning the heads resets the number of plays recorded above.

NOTE: You can use the same cleaning card up to 3 times. However, do not use the card if the alcohol on its surface has evaporated, there is no moisture present, there is a lot of dirt on the cleaning card surface, or if the card has become extremely worn.

7-3 CLEARING CARD JAMS

> ### ⚠ CAUTION
>
> **When attempting to perform this operation without powering down so that game play can be restored, exercise extreme caution. Machine parts may move unexpectedly when the power is ON. This may result in fingers being caught or severed and other injuries.**

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. (Refer to the Service Manual)

1 Remove the truss screws. Use the key to unlock the cover and remove it.

2 Pulling on the green shaft attached to the card R/W unlocks the hatch lock. Remove the hatch while pulling the green shaft.
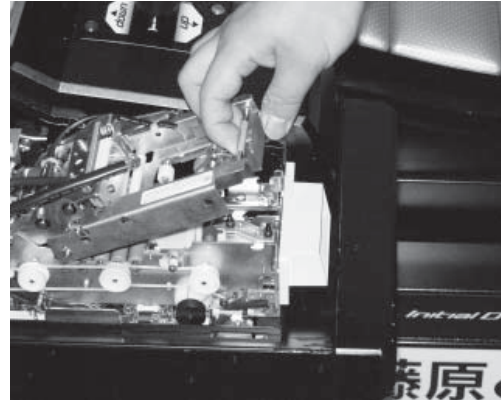
7-3 FIG. 01

3 Turn the knobs to remove the stuck card.

KNOB
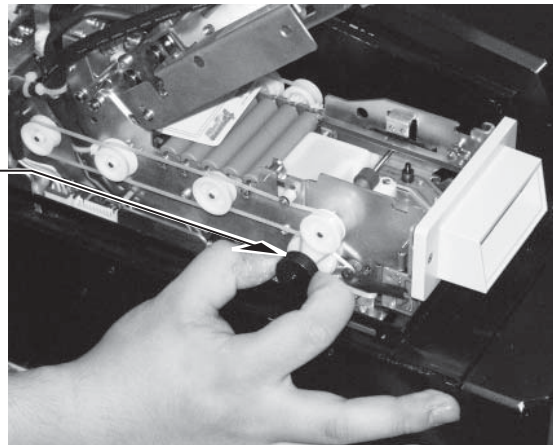
7-3 FIG. 02

4 Close the hatch while pulling the green shaft. With the hatch closed, let go of the green shaft. Check that the hatch is firmly in place. Carry out steps 1 in reverse order and attach and lock the cover, then fix it in place with the truss screw.

Remove the stuck card.
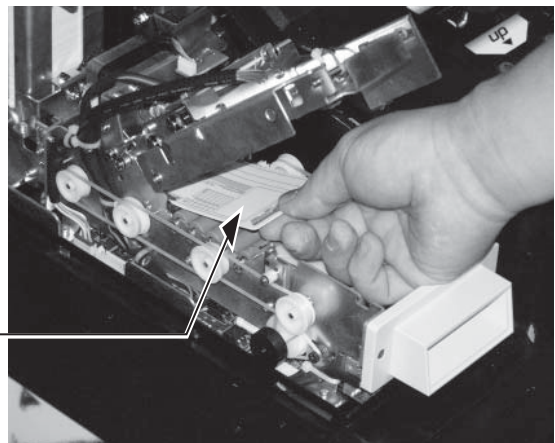
7-3 FIG. 03

7-4 EXCHANGING THE CARD R/W UNIT

1 Remove the truss screws. Use the key to unlock the cover and remove it. Then open back door to remove 6 Nuts to take off hole card reader & Shift box from cabinet.

NUTS (6)
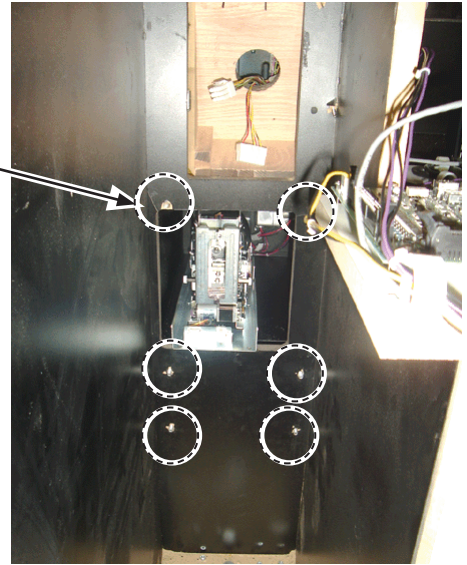
7-4 FIG. 01

2 Remove the 2 screws. Pull out the card R/W unit. Since the unit is still wired, take extra care as you remove the 2 connectors.

PHILLIPS SCREW (2)
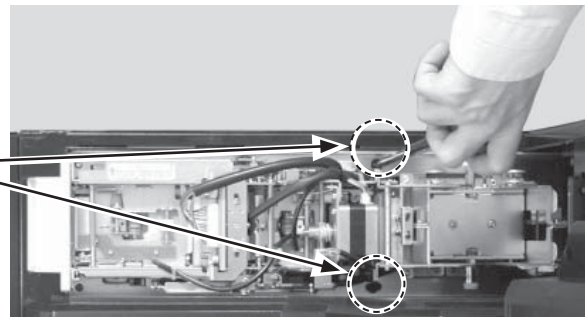
7-4 FIG. 02

3 After you remove the 2 flat head screws and the cap, you can exchange the card R/W unit.

FLAT HEAD SCREW (2), black
M2.6x12

CARD R/W UNIT

CAP
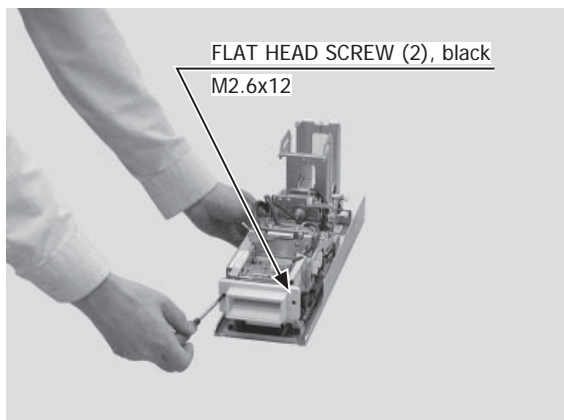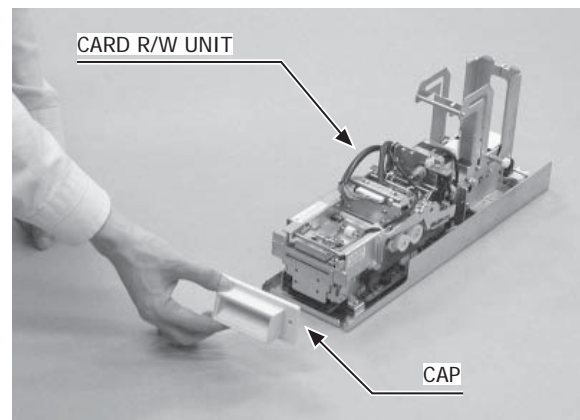
7-4 FIG. 03

7-4 FIG. 04

4 Carry out steps 1 and 2 in reverse order and attach the replacement card R/W unit.

7-5 INITIAL D LICENSE RESTORATION PROCEDURE

If the product fails to renew an Initial D License or an error occurs during the renewal process, you can attempt to restore the license. Refer to the Service Manual and follow the on-screen instructions when restoring a license through the game screen.

Restoring in Test Mode

1 Select IC CARD RESTORATION from the GAME TEST MODE screen in Test Mode.

2 Under SELECT ACCESS CODE, select the card to restore.
The ACCESS CODE is printed on the back of the card.
The ACCESS CODE is displayed on the screen when a problem occurs after ejecting an "Expired" Initial D License that has reached its limit. Two different types of ACCESS CODE may be displayed as follows:
(1) If the renewal process for a new Initial D License is halted by a freeze or other problem, the ACCESS CODE for the "Expired" Initial D License is displayed.
(2) If a problem occurs or the data write process is interrupted while creating the new Initial D License, the AC-CESS CODE for the new Initial D License is displayed.

3 Select RESTORE. STATUS will display "INSERT THE CARD REQUIRES RESTORING". Insert the card with the ACCESS CODE you selected in step 2 as shown in the diagram.

4 If restoration is successful, the restored state of the Initial D License depends on which type of ACCESS CODE was displayed in step 2.

(1) "Expired" Initial D License
The following screen appears the next time the game is played, enabling the player to renew the license again.

7-5 FIG. 01

(2) New Initial D License
The renewal process is complete. The new Initial D License may now be used to play the game as normal.

NOTE: If restoration is not successful, repeat the process beginning with step 2.

8 GAME DESCRIPTION

8-1 GAME OVERVIEW

The game is a car racing game with three different game modes: "Legend of the Streets", "Time Attack" and "In-store Battle". The card system allows players to store information such as the cars, wins/loss records and car tune-up status on an Initial D License (IC card).
NOTE: Credits (money) are required to purchase a License.

8-1 FIG. 01

Initial D License (IC Card)

Purchasing an Initial D License when you start the game creates your car. Each Initial D License can store data for 3 cars.
The Initial D License stores your name, Character (portrait), cars (up to 3), customizations, rivals defeated, Time Attack records, and battle results.
Your name, Character (photo-style portrait), areas cleared, and Key are printed on the face of your Initial D License.

NOTE: The Key is necessary when recording results on the Net-Rankings.
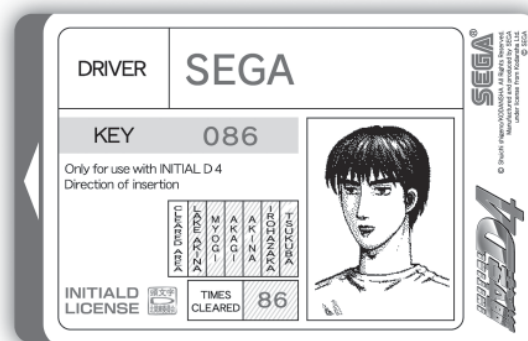
8-1 FIG. 02

Car Selections

TOYOTA
TRUENO GT-APEX [AE86]
LEVIN GT-APEX [AE86]
LEVIN SR [AE85]
MR2 G-Limited [SW20]
ALTEZZA RS200 [SXE10]

NISSAN
SKYLINE GT-R V·spec II [BNR32]
SKYLINE GT-R V·spec II Nur [BNR34]
SILVIA K's [S13]
SILVIA Q's [S14]
SILVIA spec-R [S15]
180SX TYPE II [RPS13]

HONDA
CIVIC SiR·II [EG6]
CIVIC TYPE R [EK9]
INTEGRA TYPE R [DC2]
S2000 [AP1]

MAZDA
RX-7 Type R [FD3S]
RX-7 ∞ III [FC3S]
RX-8 Type S [SE3P]
ROADSTER [NA6CE]

SUBARU
IMPREZA WRX type R STi Version V [GC8]
IMPREZA WRX STI [GDBF]

MITSUBISHI
LANCER GSR Evolution III [CE9A]
LANCER RS EVOLUTION IV [CN9A]
LANCER Evolution IX GSR [CT9A]

SUZUKI
CAPPUCCINO [EA11R]

INITIAL D
SILEIGHTY

Race Course

Class	Area	Course	Time of day, weather
Easy	Lake Akina	Circular Course/3 laps, Clockwise & Counterclockwise	Day/Night, Clear/Rain
Normal	Myogi	One Way, Uphill/Downhill	Day/Night, Clear/Rain
Hard	Akagi	One Way, Uphill/Downhill	Day/Night, Clear/Rain
Hard	Akina	One Way, Uphill/Downhill	Day/Night, Clear/Rain
Hard	Irohazaka	One Way, Downhill/Reverse	Day/Night, Clear/Rain
Expert	Tsukuba	One Way, Outbound/Inbound	Day/Night, Clear/Rain

Race Screen

8-1 FIG. 03

8-2 GAME FLOW

1 Advertise (Stand-by), Movie Screens

Insert coins until you have enough credits. The game will then start automatically.

8-2 FIG. 01

8-2 FIG. 02

2 Card Entry Screen

If you already have an Initial D License, insert it.
If you don't have an Initial D License, you may play
without one (your data will not be saved). You may
also purchase an Initial D License.
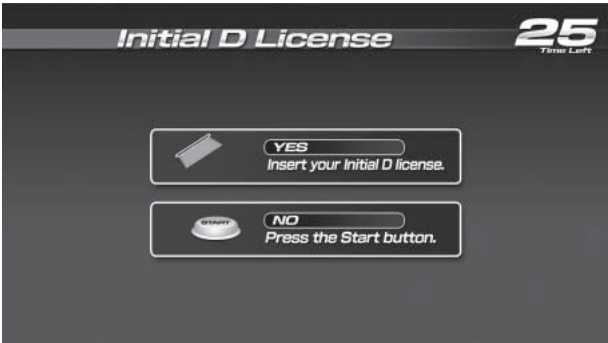
8-2 FIG. 03

3 **My Character Selection Screen**

If you're purchasing an Initial D License, you must first select a Character. As you play the game, you will collect Character Parts that you can use to customize your selected Character.
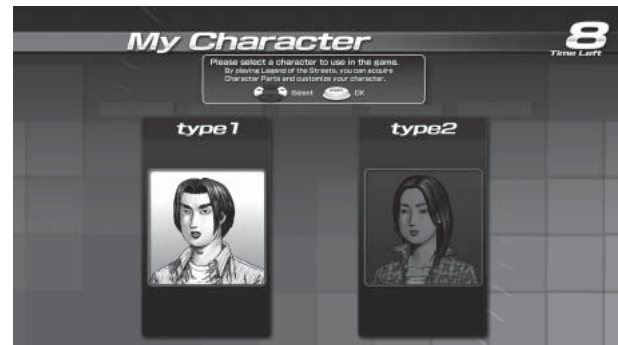
8-2 FIG. 04

4 **Name Entry Screen**

If you're purchasing an Initial D License, enter your name (driver's name) at the player name input screen.

NOTE: Your name can be up to 6 characters long,

8-2 FIG. 05

5 **Card Data Check Screen**

You can check the recorded data on this screen.

NOTE: After your first play, you can view your battle results, Time Attack records, and other data.

8-2 FIG. 06

6 **Configurations**

When a card is inserted, a number of options may be set.
Press the View Change Button at the Card Data Check Screen to go to the Configuration Screen.
Use the Up and Down Buttons on the Configuration Screen to choose menu items and the Left and Right Buttons to change settings.
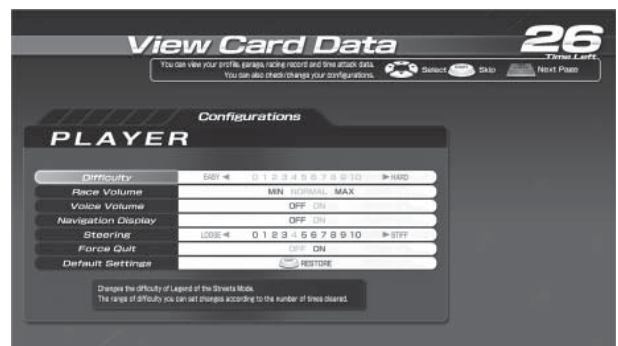
8-2 FIG. 07

Difficulty:	Change the difficulty level of "Legend of the Streets" mode. Different difficulty levels become available as you clear more races.
Race Volume:	Adjust the sound volume during races.
Voice Volume:	Turn rivals' voices during races on and off.
Navigation Display:	Turn the in-race navigation screen display on and off.
Steering:	Set steering wheel stiffness.
Force Quit:	Turn the Force Quit function on and off. This function allows you to forcibly end a race by pressing the Start and View Change Buttons at the same time. *NOTE: Only possible in " Legend of the Streets" and " Time Attack" modes.*
Default Settings:	Return all settings on the page to their default values.

7 **Car Selection Screen when playing without an Initial D License, adding a new car, or adding additional car data**

Select your car's maker, model, body color, and transmission.
Press Up and Down to make your selection and press the Start Button to confirm.
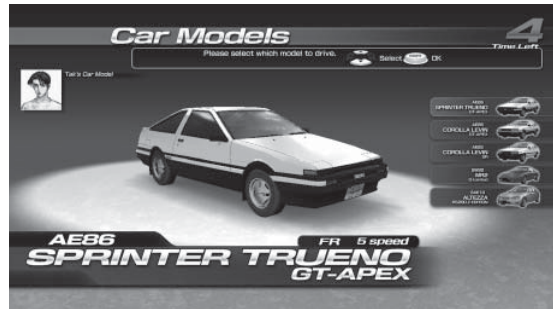
8-2 FIG. 08

8 **Garage Screen**

When playing with an Initial D License, you can have up to 3 cars by choosing "Add Car Data" and inserting the required number of credits.
NOTE: Credits (money) are required for " Add Car Data".

8-2 FIG. 09

8-2 FIG. 10

9 **Mode Select Screen**

Choose from 3 different modes of play.

8-2 FIG. 11

Legend of the Streets:	Engage in a Battle (race) against rival characters from Initial D.
Time Attack:	Race alone and try to beat the best time.
In-store Battle:	Play a Battle against other game machines in-store.

10 **Continue Screen**

 The Continue Screen appears after 1 Battle (race) in "Legend of the Streets" and "Time Attack" modes, and after the match (or at the end of the alternate mode if no opponent is found) in "In-store Battle" mode.
Choose YES and insert the required number of coins to continue playing in the selected mode.

8-2 FIG. 12
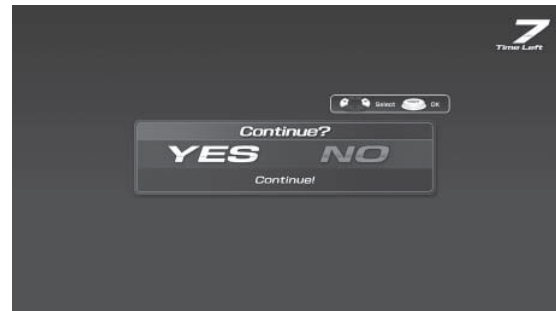
NOTES:
- If the Consecutive Wins setting for " In-store Battle" mode (found under IN-SHOP VS LIMIT OF WIN on the GAME ASSIGNMENTS screen) is set to
" 3" or " 5," you earn a Consecutive Win point bonus after defeating 3 or 5 opponents in a row and the game ends without the option of continuing. If
the Consecutive Wins setting is set to
" INFINITY," you can continue the game as long as you can find new opponents and beat them.
- The game ends without the option of continuing in all modes 20 minutes before the store closing time set under CLOSE SETTING, or if the CON-
TINUE setting on the GAME ASSIGNMENTS screen is set to " OFF."

11 **Customizing Shop**
When you play "Legend of the Streets," "Time Attack," or "In-store Battle" mode using an Initial D License, points are added to your card based on your race results. Once every few plays, the Customizing shop appears, allowing you to use your points to customize your cars.

8-2 FIG. 13 Shop Screen

8-2 FIG. 14

12 **My Character Screen**

When you play "Legend of the Streets," "Time Attack," or "In-store Battle" mode using an Initial D License, once every few plays the Character Parts Screen appears and you get a Character Part.

8-2 FIG. 15 My Character Screen

13 **Game Over**

In "Legend of the Streets," "Time Attack," and "In-store Battle" modes, the game is over at the end of the mode.
If you're playing with an Initial D License,
don't forget to take it with you when you go.

8-2 FIG. 16

8-3 MODE OVERVIEW

8-3-1 Legend of the Streets

Game Content & Rules

Battle head-to-head against rival characters on 6 different courses. Each checkpoint you pass adds time to the overall time limit. The first one across the finish line with the allotted time wins. If you run out of time or cross the finish line second, you lose.

Beat all 23 initially selectable rival characters and Secret Rival I will appear. Beat Secret Rival I and Secret Rival II will appear for the Final Race. Beat Secret Rival II and a third hidden character, Secret Rival III, will appear for a Special Race.

Finish the Special Race to view the game ending.

Select Rivals

For Easy, Normal, Hard, and Expert Courses, select rival characters to race against. Before and after each Battle, you can view a "Rival Cut Scene" starring the selected rival character(s).

8-3-1 FIG. 01

8-3-1 FIG. 02

Rival Characters

Easy	Lake Akina	Iggy / Tak / Two Guys from Tokyo
Normal	Myogi	Kenji / Shingo / Maya & Simone / Zack
Hard	Akagi	Kent / Kyle / K.T. / Ry
Hard	Akina	Cole / Kylie / Aki / Ry / Tak
Hard	Irohazaka	Hawk / Kyle / Kai
Expert	Tsukuba	Dice / Smiley / Toshiya Joshima / Kozo Hoshino

8-3-2 Time Attack

Game Content & Rules

This is a race against time. The goal is to cross the finish line as quickly as you can.
Route, Time of Day and Weather can be selected for each of the 6 courses.
Each checkpoint you pass adds time to the overall time limit.
If you're using an Initial D License, points are added to it.

Internet Rankings

8-3-2 FIG. 01

When you set a new personal best in Time Attack mode using an Initial D License, an Internet Rankings password is displayed on the screen.
Visit the Initial D Internet Rankings webpage (http://initiald.sega.com) and enter this password on to add your best time to the Internet Rakings.
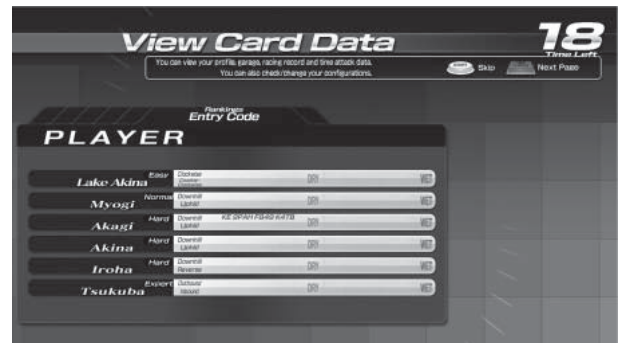
8-3-2 FIG. 02

Passwords are stored on your Initial D License for you to view again later.
You can see a list of passwords for Time Attack courses you've previously raced on the "View Card Data" screen, which appears after you insert your Initial D License.

8-3-3 In-store Battle

Game Content & Rules

Engage in battle against other game machines in the same store.
Whoever passes each checkpoint first gets time added to their overall time limit.
The first player to cross the finish line or the player in first place when time is up wins.
If no opponents can be found, the game switches modes and you will play in "Legend of the Streets" or "Time Attack" modes while waiting for an opponent.

8-4 INITIAL D LICENSE

8-4-1 Limit on Card Use

You can play up to 150 times using the same Initial D License. After that, you must create a new license through the "Initial D License Renewal" process. When you renew, the data from your old license will be transferred to your new one. You keep all the points you've collected. You cannot play using data on an expired Initial D License until you renew the license.

NOTE: Credits (money) are required to renew a license.

8-4-1 FIG. 01
Initial D License Renewal Instructions Screen
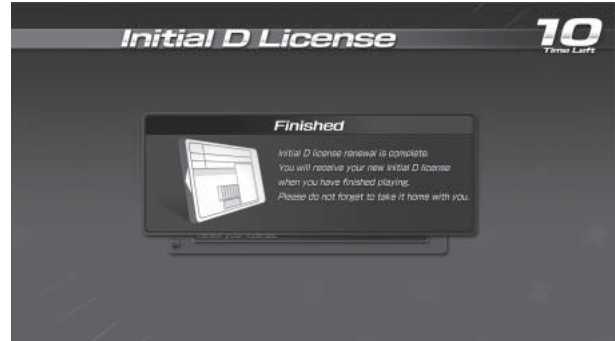
8-4-1 FIG. 02
Initial D License Renewal Screen

INITIAL D License

A new Initial D License is issued, allowing you to play using the new license.
You will no longer be able to play using the previous (old) license.
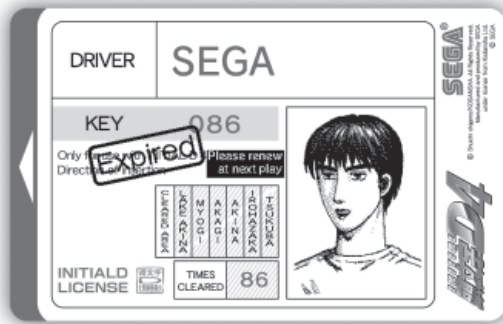
8-4-1 FIG. 03
Initial D License (old)
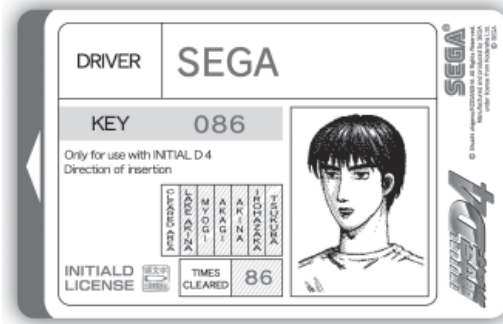
8-4-1 FIG. 04
Initial D License (new)

8-4-2 Recovery Procedures When an Initial D License Renewal Fails

If an error occurs during renewal, follow the procedures listed below the corresponding error message to restore. Should you be unable to restore even after following these steps, try restoring using the IC CARD RESTORATION option in GAME TEST mode.

Failed to eject the old Initial D License

The following message is displayed.

> <License Ejection Error>
> Failed to eject old Initial D license.
> Please press the Start and View Change buttons.
> If you cannot eject your license, please call an attendant. /403 or 404

Press the Start and View Change Buttons. If the license is successfully ejected, the renewal process will continue.

If the old Initial D License is not ejected after performing the above operation, hold down the Up and Start buttons and press the TEST Button.
The following message will be displayed:

> <Resume Process>
> Please remove the stuck Initial D license.
> The removed license is expired. Please give it to the customer.
> When finished, please close the lid and press the Start button.

Remove the stuck (old) Initial D License and make sure the lid is fully closed, then press the Start Button. The renewal process will continue.
The removed (old) Initial D License is expired. Return it to the customer.

The new license is stuck

The following message is displayed:

> <License Dispensing Error>
> Stocker failed to dispense new Initial D license.
> Please call an attendant for assistance. /403

Hold down the Up and Start buttons and press the TEST Button.
The following message will be displayed:

> <Resume Process #1>
> Please remove the stuck Initial D license.
> When finished, please close the lid and press the Start button.

Remove the stuck (new) license and make sure the lid is fully closed, then press the Start Button.
The following message will be displayed.

> <Resume Process #2>
> Please insert the removed Initial D license.

Insert the removed (new) license into the insertion slot.
The license renewal process will continue. When the process is complete, the player will be able to play the game.

An error occurs when inserting the new license

One of the following error messages is displayed.

● The inserted card is stuck

> <Card Error>
> An error occurred when authenticating an Initial D license.
> The card is stuck. /403

If the cabinet fails in ejecting the card automatically, the normal stuck card error message is displayed and the restoration process is aborted. (See Chapter 3.)

● A problem occurs with the shutter when inserting a card

> <A shutter error has occurred.>
> If your license is in the slot, please remove it and press the start button. / 404

Displayed when the card gets stuck in the shutter, etc.
Remove the card and press the Start Button to retry the renewal process.

● The inserted license is not a new license

> <Card Error>
> An error occurred when authenticating an Initial D license.
> This is not a new card. /407

Check the license and insert it again.
If the license fails to renew after 3 tries, the screen switches to the normal authentication failure error message and the restoration process is aborted. (See Chapter 3.)

● A read error occurs

> <Card Error>
> An error occurred when authenticating an Initial D license. /401 or 406 or 408 or 409 or 413

The license is ejected. Re-insert it and try the renewal process again.
If the license fails to renew after 3 tries, the screen switches to the normal read error message and the restoration process is aborted. (See Chapter 3.)

● A data write error occurs

> <Renewal Error>
> An error occurred when renewing an Initial D license.
> Please redo by pressing the Start and View Change buttons. /402 or 405

Press the Start and View Change Buttons to try writing to the card again.
If the license fails to renew after 3 tries, the screen switches to the normal read error message and the restoration process is aborted. (See Chapter 3.)

9 CONTROL PANEL

⚠ WARNING

- In order to prevent an electric shock and short circuit, be sure to turn power off before performing work by touching the interior parts of the product.

- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit.

- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.

- This work should be performed by the Location's Maintenance Man or Serviceman. Performing work by non-technical personnel can cause electric shock hazard.

- Do not perform work other than those specified in this Manual in order to prevent accidents during performing work and operation after performing work. If performing work other than those stated in this manual is required for repair, contact the offices herein stated in this manual.

- Be very careful when soldering. Handling a soldering iron carelessly may result in a fire or a burn.

- Be extremely careful when heating the heat-shrinkable tube. Failure to do so may result in a fire or burns.

- The motor parts will be very hot after shutting down the game. After shutdown, wait a few moments for the motor parts to cool before you begin working on the unit.

⚠ CAUTION

- Exercise extreme caution when handling the internal parts of the Control Panel. Watch out for damage, warping and loss. The loss of just one piece may result in damage to or lead to faulty operation of the entire unit.

- Be careful that your fingers do not get caught when opening and closing the control panel, adjusting the VR bracket, or performing other maintenance tasks.

- When securing the plastic-made parts, do not excessively fasten screws and nuts. Failure to observe this may damage the parts and cause injury due to fragments resulting from damage.

- Do not touch the steering wheel when switching on the unit. The steering wheel undergoes automatic initialization after the unit is switched on.

STOP **IMPORTANT** Be sure to perform volume's move value setting in the INPUT ASSIGNMENTS in the Game Test Mode after replacing or adjusting the Volume.

9-1 OPENING THE CONTROL PANEL

If the steering wheel is not functioning correctly, or if adjusting the volume has no effect in test mode, the volume may not be engaged correctly or it may be defective. Follow the steps below to adjust the gear engagement or replace the volume. In this unit, as long as the volume's maximum range of motion is not exceeded when the steering wheel is turned to the extreme left or right, the volume should not fail. Make sure that the steering wheel is centered (that is to say, positioned to drive directly forward), and install the volume so that its axis is aligned in the direction indicated by the diagram, with the gears engaged appropriately (see 9-2 FIG 01). To adjust or replace the volume, open the control panel according to the steps below. For this task, you will require a tamperproof wrench (for M4 screws).

1 Switch off the unit.

2 Using a tamperproof wrench, remove the four screws that secure the control panel upper cover, and then detach the cover.

CONTROL PANEL UPPER COVER

TAMPERPROOF SCREW (4), black
8-32 x 1/2" Torx TT-25
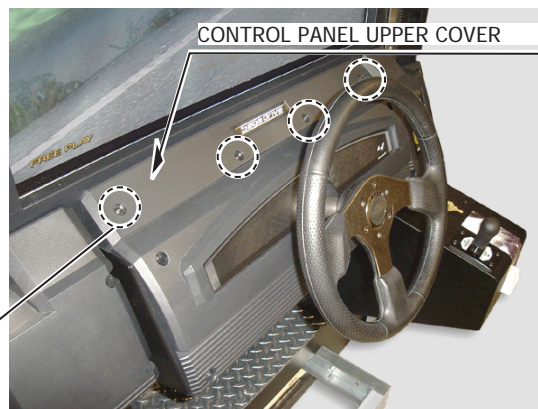
9-1 FIG. 01

3 Remove all four hexagonal bolts that secure the control panel. Do this carefully, as the control panel will open when the bolts are removed.

HEX BOLT (4)
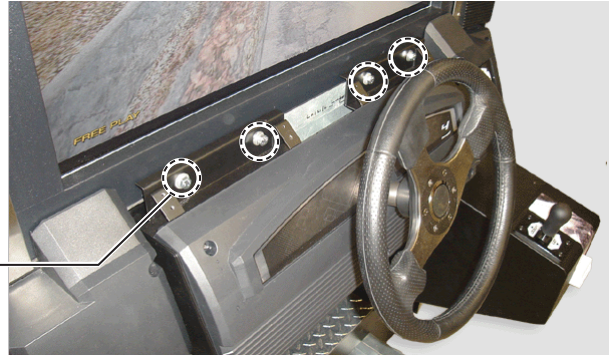
9-1 FIG. 02

4 Slowly open the control panel, making sure it is fully supported as you do so. Be careful that your hands or feet do not get caught between the panel and game unit. Also, do not support the steering wheel portion of the panel, as this may deform or damage the wheel.
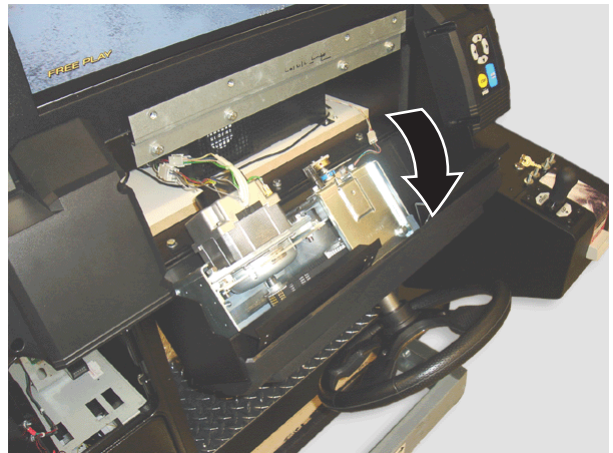
9-1 FIG. 03

9-2 ADJUSTING/REPLACING THE VOLUME

Adjustment Procedure

1 Loosen the two screws that secure the VR bracket, and adjust the gear and the angle of engagement by moving the VR bracket.

VR BRACKET

D-CUT FLAT EDGE

SCREW (2)
M4x10, w/flat & spring washers
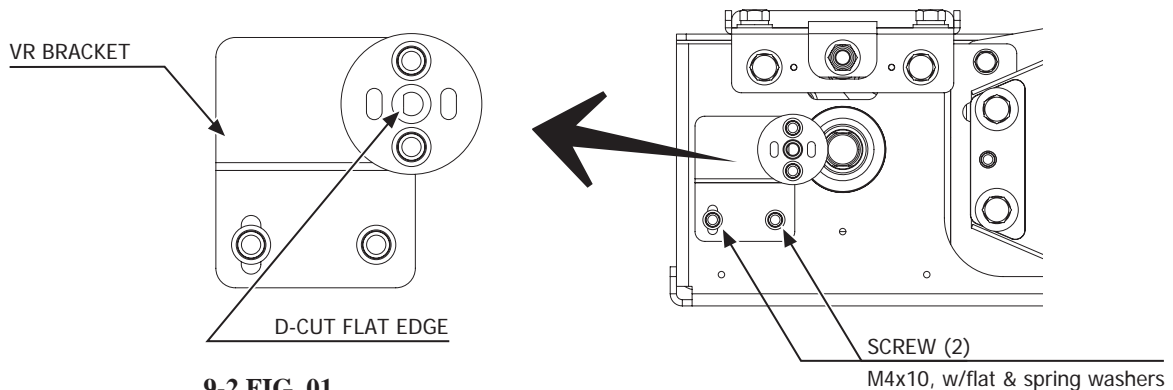
9-2 FIG. 01

2 Center the steering wheel, and engage the gear while making sure that the D-cut flat edge of the volume axis is aligned in the direction indicated (see 9-2 FIG. 01).

3 Tighten the two screws and secure the VR base. Turn the steering wheel and check that the gears move smoothly. Close and secure the control panel.

4 Switch on the unit. Be careful not to touch the steering wheel when doing so. After the unit is switched on, the steering wheel undergoes automatic initialization.

5 Configure the volume values on the INPUT ASSIGNMENTS screen in Game Test Mode.
It is recommended that the steering wheel volume be set to 80H±8H when the steering wheel is centered. Confirm that when the steering wheel is turned to the left the numbers decrease, and when it is turned to the right the numbers increase.

Replacement Procedure

When replacing the volume, you will also need to prepare three lengths of heat-shrinkable tubing (Part No.: 310-5029-F20), as well as use the wires that are already soldered onto the volume. For this task, you will need a Phillips-head screwdriver (for M4 screws), a 2 mm hexagon wrench, an 11 to 12 mm adjustable wrench, wire cutter, knife, wire stripper, soldering iron, and work dryer.

1 Detach the connector.

Detach the connector.
WHITE 3P

9-2 FIG. 02

2 Remove the two screws that secure the VR bracket and lift out the volume with the bracket.

SCREW (2)
M4x10, w/flat & spring washers

VR BRACKET
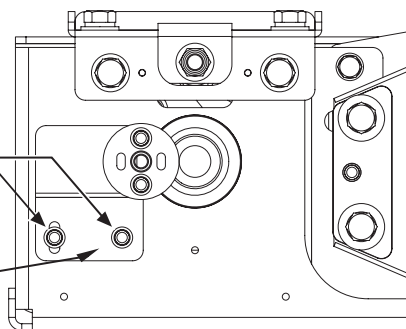
9-2 FIG. 03

3 Loosen the screws on the gear holder, and detach the gear holder.

NUT

GEAR HOLDER

HEXAGON SOCKET SCREW (2)
M4x8

FLAT WASHER

SPRING WASHER

220-5484
(Same as
220-5753)

WIRE COLOR
OF POT.
3 = PINK
2 = GREEN
1 = BROWN

3 2 1
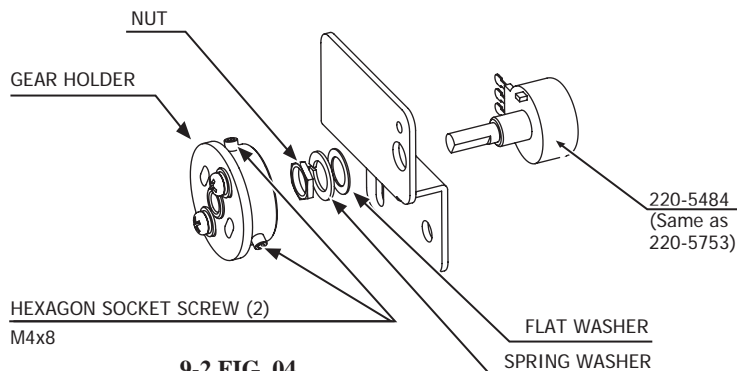
9-2 FIG. 04

4   Remove the nuts that secure the VR bracket, and detach the volume from the VR bracket (see 9-2 FIG. 04).

5   Using wire cutters or a knife, remove the heat-shrinkable tubing that covers the soldered parts. Melt the solder with a soldering gun, and detach the volume from the wires.

6   Cover each wire separately with the heat-shrinkable tubing. Solder the wires to each of the new volume's terminals. Carefully check the wiring schematic when connecting the wires to the volume.

7   Cover the soldered parts with heat shrinkable tubing, and use the dryer to apply heat until the tubing adheres to the soldered parts. Reattach the VR bracket and gear holder to the volume.

8   While the steering wheel is centered, engage the volume axis with the gear, making sure that the D-cut flat side is aligned as indicated in the diagram. Then secure the VR bracket with two screws (see 9-2 FIG 01).

9   Turn the steering wheel and check that the gear moves smoothly. Reattach the connector. Close the control panel and secure it.

10   Switch on the unit. Be careful not to touch the steering wheel when doing so. After the unit is switched on, the steering wheel undergoes automatic initialization.

11   Configure the volume values on the INPUT ASSIGNMENTS screen in Game Test Mode.
It is recommended that the steering wheel volume be set to 80H±8H when the steering wheel is centered. Confirm that when the steering wheel is turned to the left the numbers decrease, and when it is turned to the right the numbers increase (see Service Manual).

9-3 GREASING

STOP **IMPORTANT**

- **Use only the specified grease. Using any other kind of grease can result in damage to parts.**
- **Do not apply grease to locations other than as specified. Doing so may create a risk of operational problems and deterioration of parts.**
- **The period for greasing specified herein is a standard. Apply greasing to the specified portions as occasion arises.**

Once every three months, apply grease to the parts indicated. Use Grease Mate-brand spray grease (Part No.: 090-0066).

9-3 FIG. 01

Apply grease.
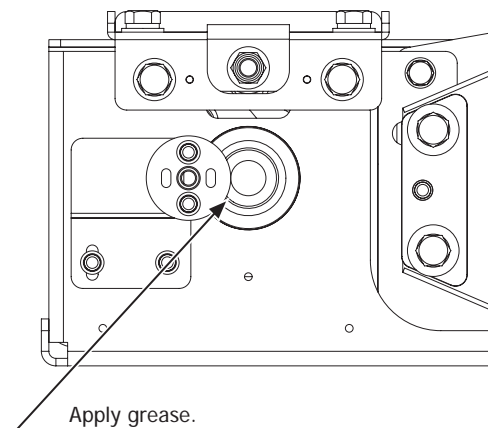
9-4 STOPPER RUBBER REPLACEMENT

Refer to the section "9-1 Opening the Control Panel", and open the control panel.

1   Remove the 4 bolts, then remove stopper holder (TFF-2511).

STOPPER HOLDER

TFF-2511

HEXAGON BOLT (4)

M8x40, w/flat washer

9-4 FIG. 01
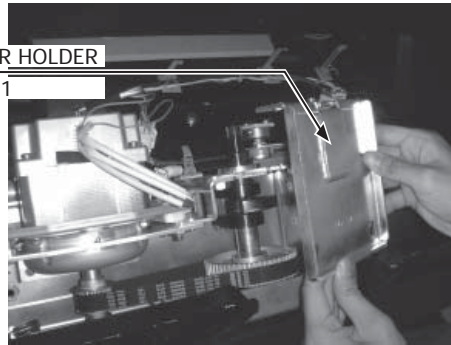
9-4 FIG. 02

2   Remove stopper bolt S (TFF-2507) and the hexagonal socket screw, then replace stopper rubber S (TFF-2508) with the stopper rubber S (TFF-2508-01) that is included in this kit. Reverse the process to finish the procedure.
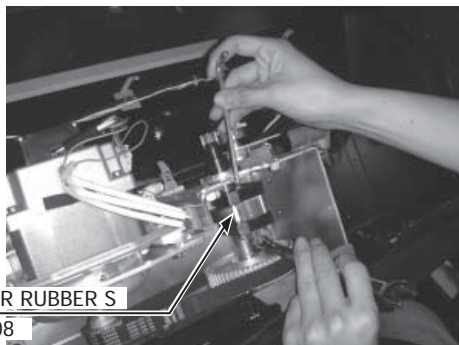
HEXAGON SOCKET SCREW (1), black

M6x12, w/spring washer

STOPPER RUBBER S

TFF-2508

STOPPER BOLT S

TFF-2507
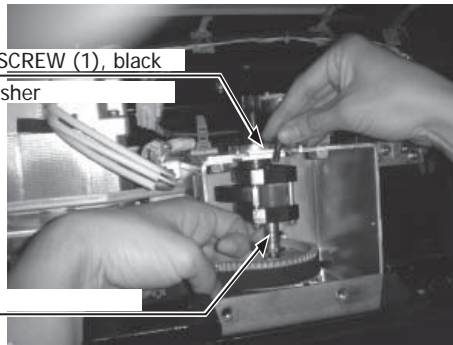
9-4 FIG. 03

9-4 FIG. 04

9-5 REPLACING THE INPUT SWITCH BOARD

If the start button, view change button, or the up/down/left/right directional buttons are not working correctly, it is possible that the switch board is malfunctioning. Follow the steps below to replace the input switch board.

1   Switch off the unit. Use a tamperproof wrench to remove the four tamperproof screws and lift off the input switch cover. The wires should still be connected.

TAMPERPROOF SCREW (4), black

M4x10
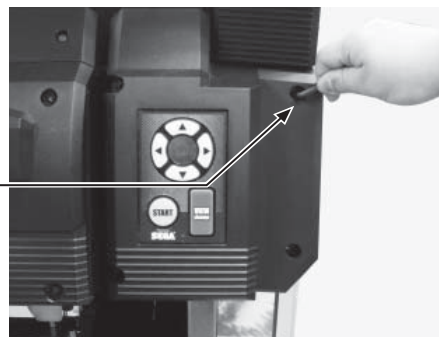
9-5 FIG. 01

2   Disconnect the two connectors, and remove the input switch cover.

Detach connectors.

INPUT SWITCH COVER

9-5 FIG. 02

3 Detach connector.
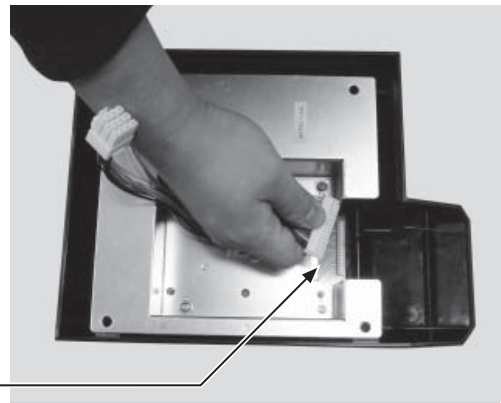
Detach connector.

9-5 FIG. 03

4 Remove the four screws and lift the input switch base.
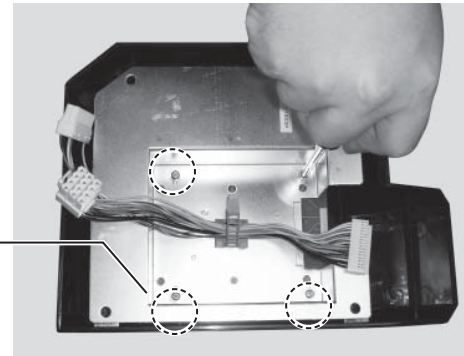
SCREW (4)
M4x10, w/flat & spring washers

9-5 FIG. 04

INPUT SWITCH BASE
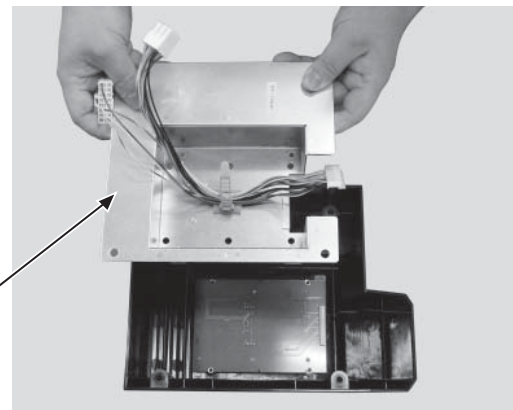
9-5 FIG. 05

5 Remove the input switch rubber and board.
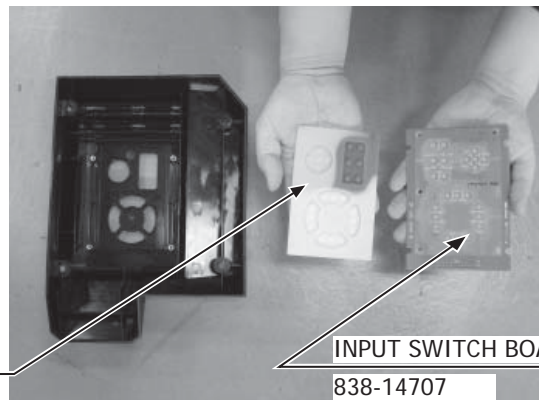
INPUT SWITCH RUBBER
TFF-1502

INPUT SWITCH BOARD
838-14707

9-5 FIG. 06

10 SHIFT LEVER

> ⚠ **WARNING**
>
> - **When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.**
>
> - **Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.**

If the shift lever switch input does not function correctly on the INPUT TEST screen, the switch may need to be replaced. Also, grease should be applied to the sliding parts of the mechanism once every three months. To carry out this maintenance, you must first remove the shift lever unit. For this task, you will need a tamperproof wrench (for M5 screws), a socket driver (for M4, M5 screws), and a Phillips-head screwdriver (for M4 screws).

10-1 REMOVING THE SHIFT LEVER

1 Switch off the unit.

2 Use the tamperproof wrench to remove the four screws, and then lift up the shift lever.

TAMPERPROOF SCREW (4)
Torx (TT-15) 10-32 x 3/4"
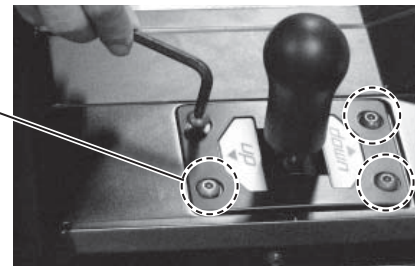
10-1 FIG. 01

3 Detach the connector and remove the shift lever.

Detach the connector.
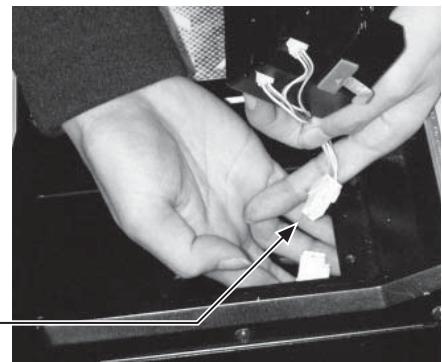
10-1 FIG. 02

4 To reattach the unit, reverse the steps described above. The unit must be installed in the correct direction. Be sure to check the UP/DOWN indicator and align the unit correctly (see 10-1 FIG. 01).
After reattaching the unit, use the INPUT TEST screen in Game Test Mode to check that it is operating normally (see Service Manual).

10-2 GREASING

Once every three months, apply grease to the indicated parts. We recommend Grease Mate-brand spray grease. (Part No.: 090-0066).

1 Using a socket driver (for M5 screws), remove the two stopper shafts and two flat washers. Remove the two screws.

2 Unscrew the hexagonal nut and remove the shifter base R, spring washer, bearings, crimped spring washer, and spacer. Remove the two rubber stoppers.

3 Remove the lever shaft, bearings, crimped spring washer, and spacer, and detach the shift lever.

4 Remove the two tapping screws, and detach the knock base.

5 Remove the boss. Apply grease to the spring parts on both sides of the boss.

SHIFT LEVER

SPACER

SHIFTER BASE L

CRIMPED SPRING WASHER

BOSS

SHIFTER BASE R

BEARING

RUBBER STOPPERS (2)

SPRING WASHER

SPACER

HEXAGON NUT
M4

LEVER SHAFT
M5

FLAT WASHER

BEARING

STOPPER SHAFT (2)
M5

CRIMPED SPRING WASHER

KNOCK BASE

SCREW (2)
M4x25, w/flat & spring washers

BOSS
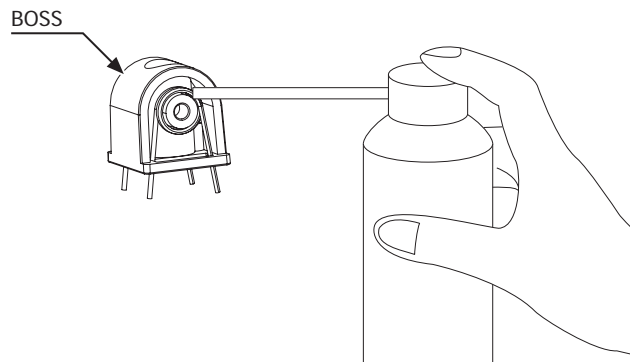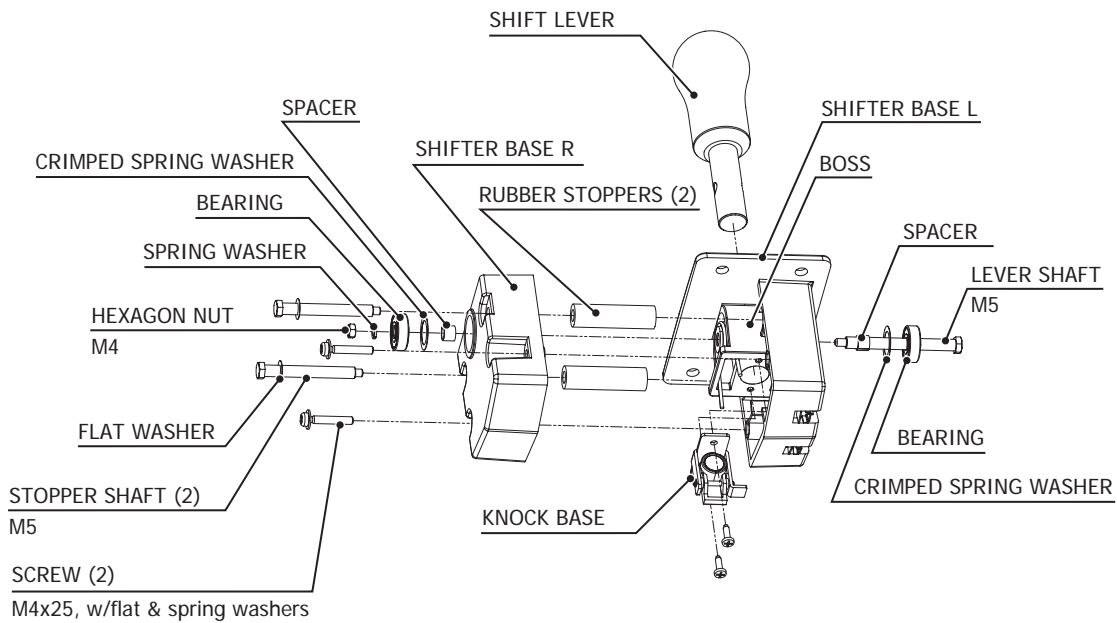
10-2 FIG. 01

11 ACCELERATOR & BRAKE

⚠ WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit. However, the unit must be switched on when using test mode. Do not touch any part of the unit except those areas indicated. Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.

- This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock.

- To prevent accidents while working or while operating the product after it has been installed, be sure not to conduct any procedures other than those given in this manual. There are cases in which procedures not covered in this manual require special tools and skills. If a procedure not given in this manual is required, request service from the office given in this manual or from the point of purchase.

⚠ CAUTION

Do not touch the steering wheel when switching the unit on. The steering wheel undergoes automatic initialization immediately after the unit is switched on.

(STOP) IMPORTANT | Be sure to perform volume's move value setting in the Input Test in the Game Test Mode after replacing or adjusting the Volume.

If the accelerator or brake pedals are not functioning correctly, you may need to adjust the positioning of the volume or replace it with a new one. In addition, you should apply grease to the gear contacts and spring parts once every three months.

11-1 ADJUSTING/REPLACING THE VOLUME

When the accelerator pedal is not being pressed, the accelerator volume should have a value of 30H or less. When the pedal is being pressed, the value should be C0H or greater. When the brake pedal is not being pressed, the value should be 35H or less. When the pedal is being pressed, it should be D0H or more. You can view these values in test mode. Note that the unit must be switched on to use test mode. Do not touch any part of the unit except those areas indicated when the unit is switch on, as there is a danger of electrical shock or short-circuit. For this task, you will need a Phillips-head screwdriver (for M4, M5 screws).

Adjusting Procedure

1 On the accelerator and brake pedal unit, remove the two truss screws and lift off the front cover.

TRUSS SCREW (2), chrome
M4x8

FRONT COVER
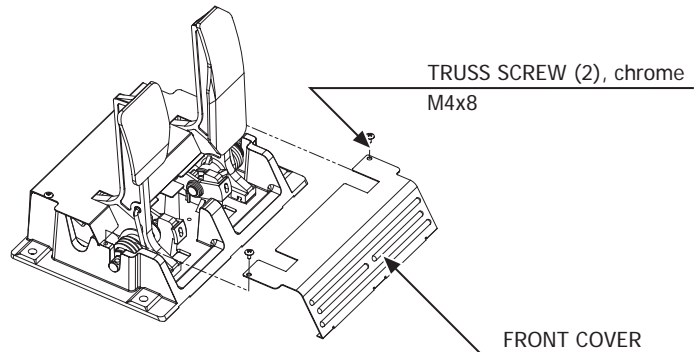
11-1 FIG. 01

2 Loosen the single screw that secures the potentiobase, and move the base to adjust the volume values.

WIRE COLOR OF POT. (ACCELERATOR)
3 = PINK
2 = BLUE
1 = BROWN

WIRE COLOR OF POT. (BRAKE)
3 = PINK
2 = BLACK
1 = BROWN

SCREW (1)
M5x12, w/flat & spring washers

VOLUME
220-5484
220-5753
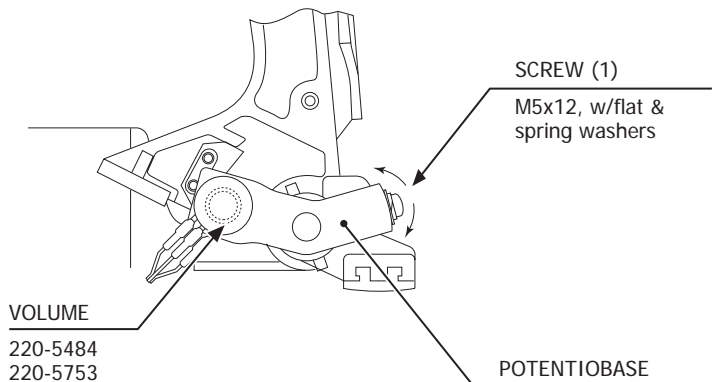
POTENTIOBASE

11-1 FIG. 02

3 Secure the potentiobase. Configure the volume values on the INPUT ASSIGNMENTS screen in Game Test Mode. Check that the values change smoothly in response to pedal input.

Replacing the Volume

---

1 Switch off the unit. Remove the two screws and lift off the potentio cover. Detach the connector from the volume to be replaced.

TRUSS SCREW (2), chrome
M4x8

POTENTIO COVER
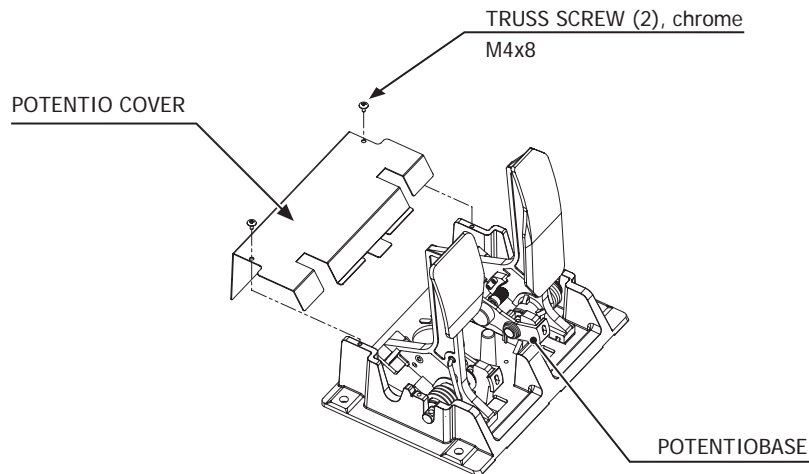
POTENTIOBASE

11-1 FIG. 03

---

2 Remove the single screw that secures the potentiobase (see 11-1 FIG. 02). Without detaching the volume, remove the potentiobase (see 11-1 FIG. 03).

---

3 Remove the base and gear from the volume, and replace it. After replacement, configure the volume as described above in "Adjusting Procedure" (see Service Manual).

---

4 When you have finished, check that the values change smoothly in response to pedal input.

11-2 GREASING

(STOP) IMPORTANT   **Use only the specified grease. Using any other kind of grease can result in damage to parts.**

Once every three months, you should apply grease to the gear contacts and spring parts. Use Grease Mate-brand spray grease (Part No.: 090-0066).

POTENTIOBASE
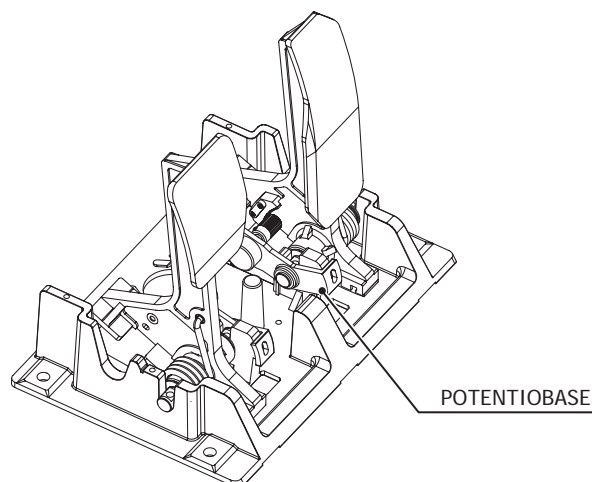
11-2 FIG. 01

12 TEST MODE

12-1 SWITCH UNIT

STOP **IMPORTANT** Be sure to move the seat to the rear position before opening the coin chute door.

Open the coin chute door, and the switch unit shown will appear.

TEST BUTTON   SOUND VOLUME SWITCH

12-1 FIG. 01

TEST   SERVICE   SOUND VOLUME
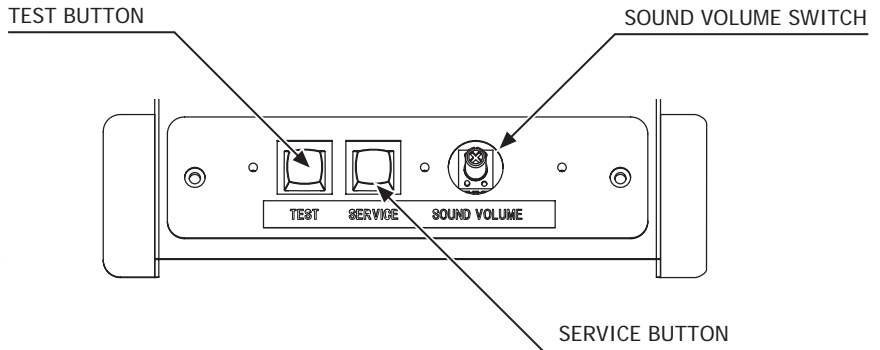
SERVICE BUTTON

TEST BUTTON: Used in TEST Mode.
                              Use this to select items and move to the next screen during TEST Mode.

SERVICE BUTTON: Gives credits without registering on the coin meter.
                              Use this to move the cursor during TEST Mode.

SOUND VOLUME SWITCH: Adjusts the sound volume of the speakers.

12-2 SYSTEM TEST MODE

STOP **IMPORTANT**
- Refer to BOOKKEEPING in GAME TEST MODE for data on this product.
- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.
- Removing the coin meter circuitry renders the game inoperable.
- Read the LINDBERGH Service Manual included with this product for details on SYSTEM TEST MODE. Be sure, however, to use the product settings outlined in this manual.

In the SYSTEM TEST MODE, LINDBERGH board functioning can be checked, the monitor adjusted, and the coin setting performed. Refer to LINDBERGH service manual for the details.
Note that the settings of the following items need to be performed in accordance with the instruction given.

| COIN ASSIGNMENTS | - COIN CHUTE TYPE: | COMMON |
| | - SERVICE TYPE: | COMMON |

| NETWORK SETTING | - DHCP: | ENABLE |

12-3 GAME TEST MODE

STOP **IMPORTANT**
- When changing the game configuration, changes will not take effect until the Game Test Mode properly after configuration changes. Be sure to exit the Game Test Mode properly after configuration changes.
- Do not configure the game in ways not described in this text. It is possible that the game will not function properly.

12-3-1 GAME TEST MODE Menu

Select GAME TEST MODE from the System Test Menu Screen as follows.

1   Use SERVICE Button to move the cursor to the desired test item. Press the TEST Button to enter the selected item.

2   After the test is complete, move the cursor to EXIT and press the TEST Button to return to the System Test Menu Screen.

INPUT TEST: Test each input
OUTPUT TEST: Test each output
FORCE FEEDBACK: Set the STEERING resistance
INPUT ASSIGNMENTS: Adjust input settings
GAME ASSIGINMENTS: Adjust game settings
PASSWORD CONFIRMATION:
Password entry screen
IC CARD R/W & PRINTER TEST:
Test card reader/writer functions (data reading/writing, stocking and printing cards)
IC CARD RESTORATION: IC card restoration mode
NETWORK TEST: Test the network
CLOSE SETTING: Adjust store closing settings
BOOKKEEPING: View game backup data
BACKUP DATA CLEAR: Clear game backup data
EXIT: Go back to the System Test Menu

```
            GAME TEST MODE


        INPUT TEST
        OUTPUT TEST
        FORCE FEEDBACK
        INPUT ASSIGNMENTS
        GAME ASSIGNMENTS
        PASSWORD CONFIRMATION
        IC CARD R/W & PRINTER TEST
        IC CARD RESTORATION
        NETWORK TEST
        CLOSE SETTING
        BOOKKEEPING
        BACKUP DATA CLEAR
    —>  EXIT


    SELECT WITH SERVICE BUTTON
              AND
      PRESS TEST BUTTON
```
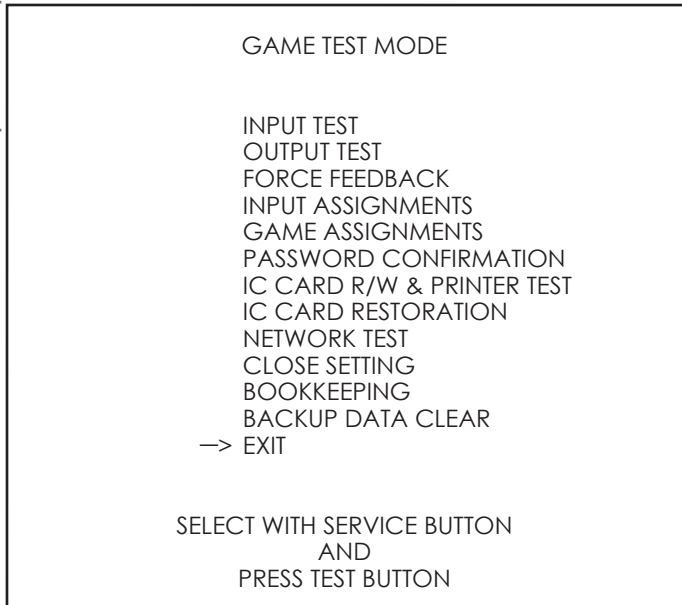
12-3-1 FIG. 01

12-3-2 INPUT TEST

Select INPUT TEST to display the following screen and check the status of input devices.
This test should be used periodically to check that each input device is functioning correctly.

Test the STEERING, GAS and BRAKE controls to ensure that they are functioning properly and that the parameters change smoothly as each input device is operated.

Display N, UP and DOWN using the GEAR POSITION. N should display there is no control input. Verify that both UP and DOWN display in sync with the position of the gear shifter.

Other controls are working properly if the OFF display changes to ON when operating the corresponding input device.

Press the SERVICE and TEST Buttons simultaneously to return to the Game Test Menu Screen.

```
    INPUT TEST

    STEERING              **H
    GAS                   **H
    BRAKE                 **H
    GEAR POSITION          N
    UP BUTTON             OFF
    DOWN BUTTON           OFF
    RIGHT BUTTON          OFF
    LEFT BUTTON           OFF
    START BUTTON          OFF
    VIEW CHANGE BUTTON    OFF
    TEST                  OFF
    SERVICE               OFF


    PRESS TEST AND SERVICE BUTTON
              TO
             EXIT
```
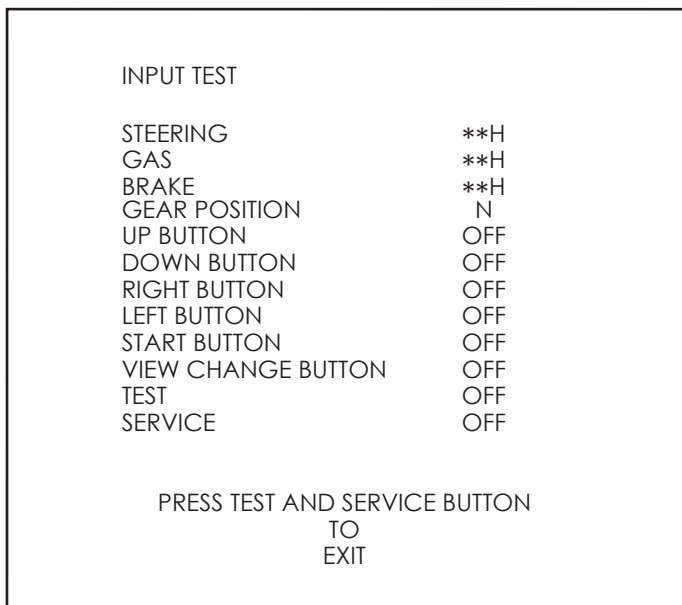
12-3-2 FIG. 01

TESTABLE INPUT DEVICES

Steering wheel, pedals (GAS, BRAKE), gear position, Start Button, View Change Button, Directional Buttons (UP, DOWN, RIGHT, LEFT), SERVICE Button, TEST Button.
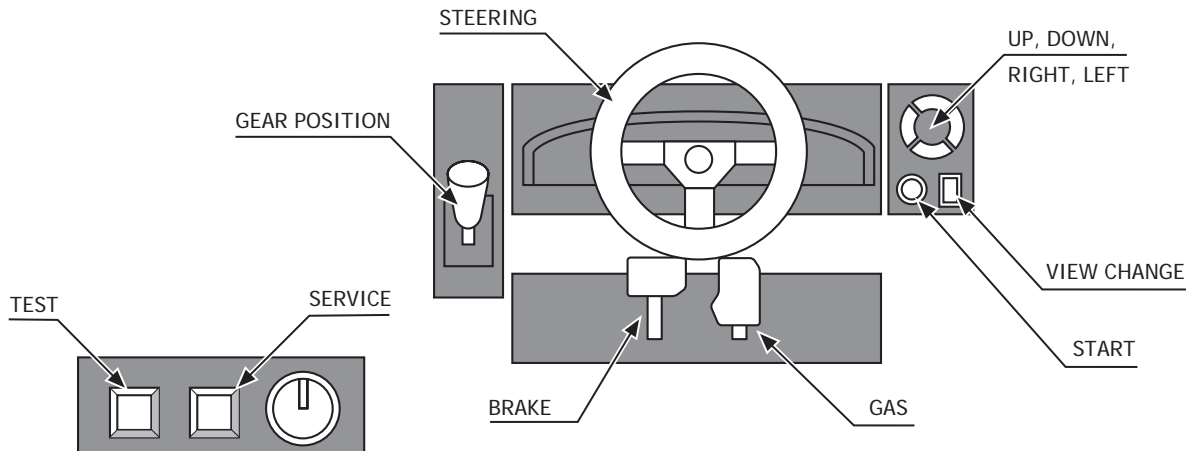
12-3-2 FIG. 02

12-3-3 OUTPUT TEST

Select OUTPUT TEST to display the following screen and check the status of each lamp.
This test should be used periodically to check that the lamps are functioning correctly.

```
OUTPUT TEST

    START BUTTON            OFF
    VIEW CHANGE BUTTON      OFF
    UP BUTTON               OFF
    DOWN BUTTON             OFF
    RIGHT BUTTON            OFF
    LEFT BUTTON             OFF

—> EXIT




        SELECT WITH SERVICE BUTTON
                   AND
            PRESS TEST BUTTON
```
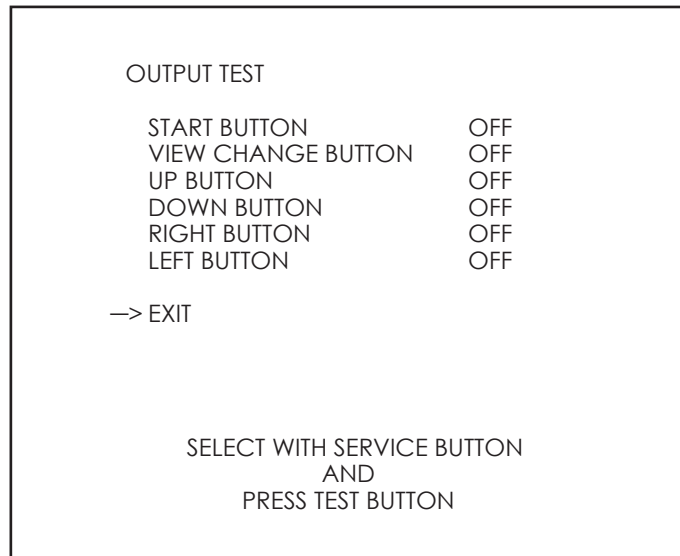
12-3-3 FIG. 01

Move the cursor with the SERVICE Button, and use the TEST Button to illuminate the lamp indicated by the cursor.

START BUTTON:	Lights up the ◎ button.
VIEW CHANGE BUTTON:	Lights up the ▯ button.
UP BUTTON:	Lights up the ⌣ button.
DOWN BUTTON:	Lights up the ⌢ button.
RIGHT BUTTON:	Lights up the ⟩ button.
LEFT BUTTON:	Lights up the button.

Move the cursor to EXIT and press the TEST button to return to the Game Test Menu Screen.

12-3-4 FORCE FEEDBACK

● FORCE:
Set the STEERING resistance. The ** indicates the current resistance setting.
The smaller the value, the weaker the resistance; the larger the value, the stronger the resistance.
(Minimum value is 0; the maximum value is 10. The default setting is 4.)
Move the cursor to UP or DOWN and press the TEST Button to change the value.

● FORCE TEST:
Verifies the STEERING motor is working properly.
Toggle between OFF and ON by aligning to CENTER and pressing the TEST Button.
The STEERING will rotate and stop in the center position. Pressing the SERVICE Button moves the cursor to the next menu item and CENTER changes to OFF. Control of the STEERING is then released.
When the RIGHT menu item is ON, the STEERING rotates to the right as far as possible and then stops. Press the SERVICE Button again to turn it OFF and release control of the STEERING.
When the LEFT menu item is ON, the STEERING rotates to the left as far as possible and then stops. Press the SERVICE Button again to turn it OFF and release control of the STEERING.

Move the cursor to EXIT and press the TEST Button to return to the Game Test Menu Screen.

```
        FORCE FEEDBACK


        (MIN 0 : MAX 10 : DEFAULT 4)

        FORCE =         **
             UP
             DOWN

        FORCE TEST (FORCE = **)
             CENTER          OFF
             RIGHT           OFF
             LEFT            OFF
    —> EXIT


        SELECT WITH SERVICE BUTTON
                  AND
            PRESS TEST BUTTON
```
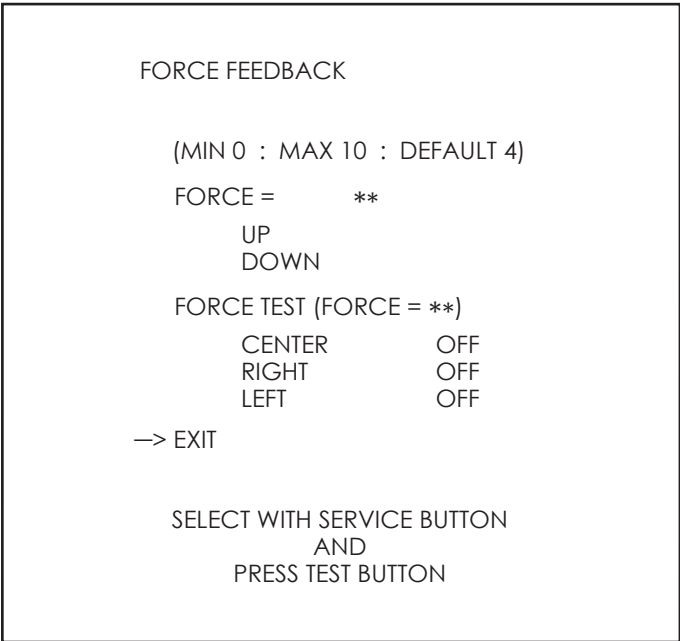
12-3-4 FIG. 01

12-3-5 INPUT ASSIGNMENTS

Select INPUT ASSIGNMENTS to display the following screen.

**H displays one of 256 different values for each input control from 00H to FFH.
    [0.1.2.3.4.5.6.7.8.9.A.B.C.D.E.F]

    STEERING:
    Adjust the centering of the STEERING control.

    GAS PEDAL, BRAKE PEDAL:
    Adjust the GAS and BRAKE pedals.

Move the cursor to EXIT and press the TEST Button to return to the Game Test Menu Screen.

```
        INPUT ASSIGNMENTS

        STEERING              **H

        GAS PEDAL             **H

        BRAKE PEDAL          **H

    —> EXIT


        SELECT WITH SERVICE BUTTON
                  AND
            PRESS TEST BUTTON
```
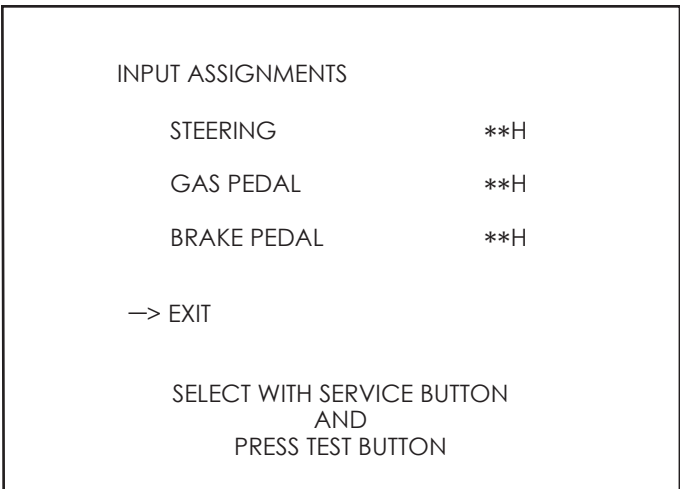
12-3-5 FIG. 01

STEER ADJUSTMENTS

Make adjustments to STEERING. Press the TEST Button to display the following screen.

Center the STEERING. When the "0" displayed is not exactly aligned with the "^" mark above CENTER, use the cursor to select RIGHT or LEFT and move the "0" until it is displayed directly above the "^" mark.

Move the cursor to RIGHT and press the TEST Button to move the "0" to the right. Each time you press the TEST Button, "0" moves slightly to the right.
Move the cursor to LEFT and press the TEST Button to move the "0" to the left. Each time you press the TEST Button, "0" moves slightly to the left.

Move the cursor to EXIT and press the TEST Button to return to the INPUT ASSIGNMENTS Screen.

```
STEER ADJUSTMENTS

(MIN -40 :  MAX  40 )
STEERING =  ***

        <------------  O  ------------>
                       ^
                    CENTER

     RIGHT
     LEFT

 —>  EXIT


        SELECT WITH SERVICE BUTTON
                  AND
           PRESS TEST BUTTON
```
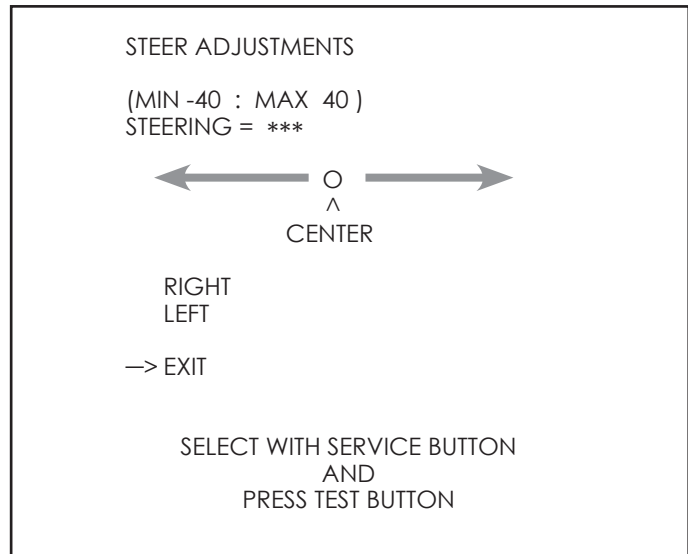
12-3-5 FIG. 02

GAS ADJUSTMENTS

Make adjustments to GAS.
Press the TEST Button to display the following screen.

Set the MAX position by stepping on the GAS pedal. The "MAX" display moves to the right depending on how hard the pedal is pressed.
Entering GAS ADJUSTMENTS without having the GAS pedal pressed down automatically sets the MIN position.

NOTE: If you enter GAS ADJUSTMENTS with the GAS pedal pressed down, set the MIN position by releasing the GAS pedal. The " MIN" display moves to the left depending on how much the pedal is released.

Move the cursor to RESET and press the TEST Button to reset MAX and MIN.

Move the cursor to EXIT and press the TEST Button to return to the INPUT ASSIGNMENTS Screen.

```
GAS ADJUSTMENTS

(MIN    **H :  MAX  ** H)
GAS =    **H
                              MAX
                              v
   0
   ^    ------------------------>
  MIN

   RESET

 —>  EXIT

 FIRST, STEP ON THE GAS PEDAL FULLY, AND RELEASE IT

       SELECT WITH SERVICE BUTTON
                 AND
          PRESS TEST BUTTON
```
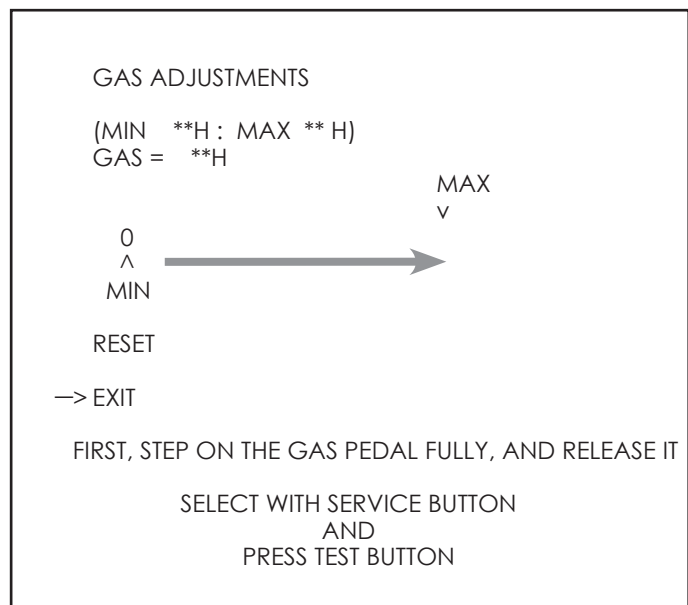
12-3-5 FIG. 03

<div style="border:1px solid;display:inline-block">**BRAKE ADJUSTMENTS**</div>

Make adjustments to BRAKE.
Press the TEST Button to display the following screen.

Set the MAX position by stepping on the BRAKE pedal.
The "MAX" display moves to the right depending on how hard the pedal is pressed.
Entering BRAKE ADJUSTMENTS without having the BRAKE pedal pressed down automatically sets the MIN position.

NOTE: If you enter BRAKE ADJUSTMENTS with the BRAKE pedal pressed down, set the MIN position by releasing the BRAKE pedal. The " MIN" display moves to the left depending on how much the pedal is released.

Move the cursor to RESET and press the TEST Button to reset MAX and MIN.

Move the cursor to EXIT and press the TEST Button to return to the INPUT ASSIGNMENTS Screen.

```
BRAKE ADJUSTMENTS
(MIN   **H :  MAX  ** H)
BRAKE =    **H
                                    MAX
                                     v
    0
    ^  ───────────────────────────►
   MIN

     RESET

 —> EXIT

FIRST, STEP ON THE BRAKE PEDAL FULLY, AND RELEASE IT

        SELECT WITH SERVICE BUTTON
                    AND
              PRESS TEST BUTTON
```
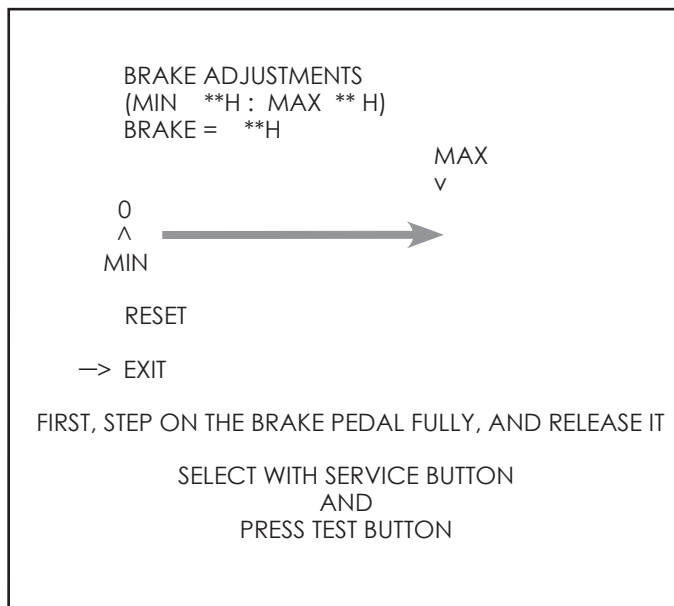
12-3-5 FIG. 04

12-3-6 GAME ASSIGNMENTS

Select GAME ASSIGNMENTS to display the following screen.

● ADVERTISE SOUND:
Turn sound on the Advertise Screen on and off.
ON: Sound is played on the Advertise Screen.
OFF: Sound is not played on the Advertise Screen (except when inserting coins).

● GAME DIFFICULTY:
Set the level of difficulty for the game. You may select one of 5 different levels of difficulty: VERY EASY, EASY, NORMAL, HARD, and EXPERT. This setting does not affect the speed of rivals in "Legend of the Streets" mode.

● DEFAULT VIEW:
Set the view perspective at the start of races. You may select one of the following 2 settings: DRIVER view or REAR view.

● SEAT NUMBER:
This setting assigns a seat number to the cabinet for use in "In-store Battle". You may select one of the following settings: SINGLE, 1P, or 2P.
When setting up cabinets for In-store battles, assign each cabinet the number "1P" or "2P" (make sure they are not assigned the same number).
Set to SINGLE if you do not need to set the cabinet up for In-store battles.

```
   GAME ASSIGNMENTS

   ADVERTISE SOUND      ON
   GAME DIFFICULTY      NORMAL
   DEFAULT VIEW         DRIVER
   SEAT NUMBER          1P
   CARD R/W USE         ON
   CONTINUE             ON

   IN-STORE  VS  LIMIT  OF  WIN   3 TIMES


 —> EXIT

      SELECT WITH SERVICE BUTTON
                  AND
            PRESS TEST BUTTON
```
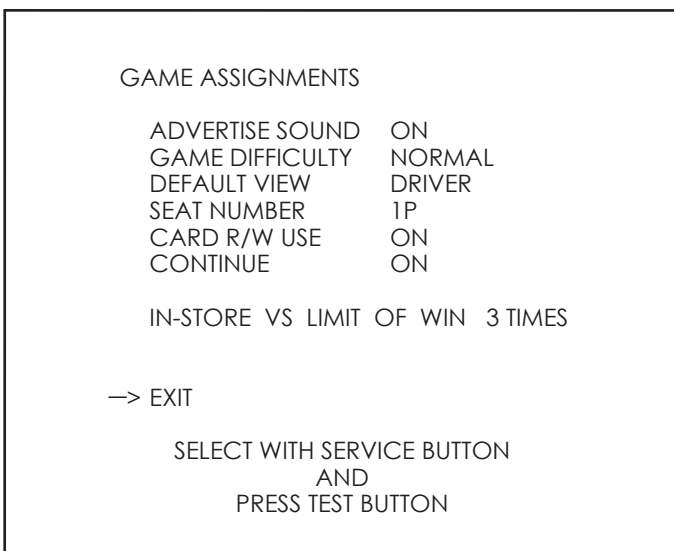
12-3-6 FIG.01

● CARD R/W USE:
Set the operating mode of the card reader/writer. Normally this should be set to ON.

● CONTINUE:
Enable/Disable Continue function.
      ON: Enables Continue for "Legend of the Streets", "Time Attack" and "In-store Battle" games.
      OFF: Disable Continue.
             IN-SHOP VS LIMIT OF WIN is automatically set to 1 and cannot be selected.

● IN-STORE VS LIMIT OF WIN:
Set the maximum number of consecutive wins for In-store battles.
      1, 3, 5:   The game automatically ends after the set number of consecutive wins.
      INFINITY: Players can continue playing without inserting credits as long as they keep winning.

Move the cursor to EXIT and press the TEST Button to return to the Game Test Menu Screen.

12-3-7 PASSWORD CONFIRMATION

Select PASSWARD CONFIRMATION to display the following screen.

When you receive a password notice from SEGA or a sales agent, enter the password here to update product specs.

Use the SERVICE Button to move the cursor to INPUT PASSWORD and press the TEST Button to enable password entry.

Press the SERVICE Button to select characters to input (A - Z, 3 - 9). Passwords are 8 characters in length.

After entering the password, use the SERVICE Button to move the cursor to CONFIRM and press the TEST Button. If the password is correct, the screen displays "RESULT: PASSWORD APPLIED" and you can update the software.

```
            PASSWORD CONFIRMATION


        INPUT PASSWORD: ********

        CONFIRM
   —>  EXIT

        RESULT: ---


       SELECT WITH SERVICE BUTTON
                   AND
           PRESS TEST BUTTON
```
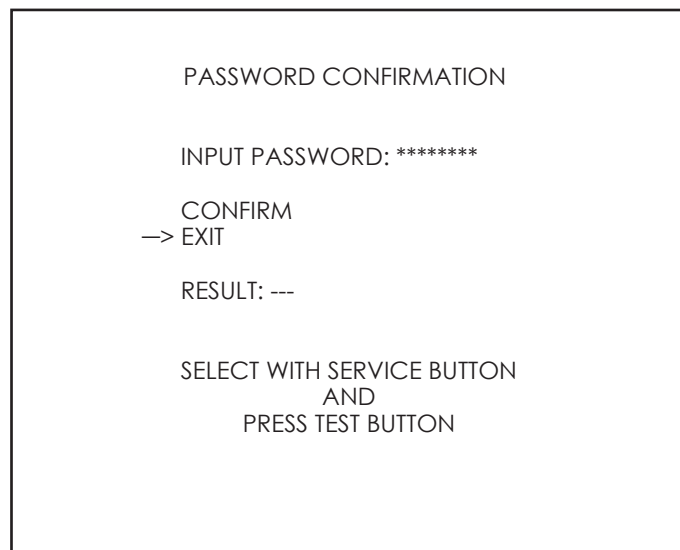
12-3-7 FIG. 01

12-3-8 IC CARD R/W & PRINTER TEST

Select IC CARD R/W & PRINTER TEST to display the following screen.

● Screen display
RESET UNIT: Reset the reader/writer
CHECK CARD: Check a card
CHECK PRINTER: Check the card printer
CHECK STOCKER: Check the card stocker
CLEAN ROLLER: Clean the card delivery roller
CLEAN STOCKER: Clean the card stocker roller
ERASE PRINT: Erase the printing created with the

CHECK PRINTER
UNIT STATUS: ---:
Check reader/writer operations
UNIT RESULT: ---:
The results of reader/writer operations

● RESET UNIT
Choose this option to reset (reinitialize) the reader/writer unit. UNIT STATUS will display "INITIALIZING," followed by "DONE," indicating the reset is complete.

```
            IC CARD R/W & PRINTER TEST

                    RESET UNIT
                    CHECK CARD
                    CHECK PRINTER
                    CHECK STOCKER
                    CLEAN ROLLER
                    CLEAN STOCKER
                    ERASE PRINT
                —> EXIT
                 UNIT STATUS : ---
                 UNIT RESULT : ---
                 SENSOR(PT1)              : OFF
                 SENSOR(PT3)              : OFF
                 SENSOR(PT4)              : OFF
                 SENSOR(PT5)              : OFF
                 SENSOR(PT6)              : OFF
                 SENSOR(DISPENSER)        : OFF
                 SENSOR(SHUTTER1)         : OFF
                 SENSOR(SHUTTER2)         : OFF

              SELECT WITH SERVICE BUTTON
                           AND
                  PRESS TEST BUTTON
```
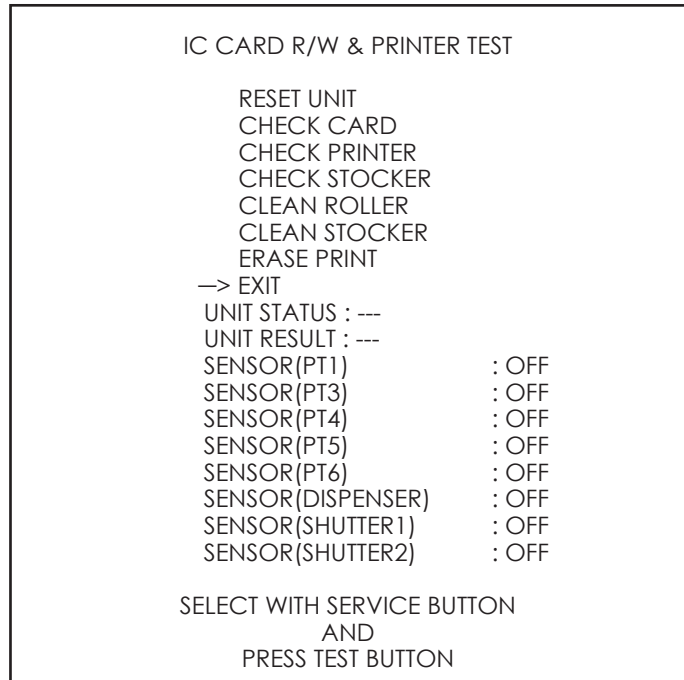
12-3-8 FIG. 01

● CHECK CARD
Choose this option and UNIT STATUS will display "INSERT THE CARD REQUIRES CHECKING". Insert the card you wish to check. UNIT RESULT will display one of the following depending on the results of the check.

NEW CARD:	The card is new
DEADLINE CARD:	The card is expired
NORMAL:	The card is normal and has no problems
INTERRUPTED CARD:	The card was interrupted while writing
UNKNOWN CARD:	The card status is unknown
DELETE CARD:	The card is used up
BROKEN CARD:	The card is broken
UNKNOWN ID:	The ID is unknown
UNKNOWN VERSION:	The version is unknown

When the check is complete, UNIT STATUS displays "EJECTED. REMOVE THE CARD". Remove the card.

● CHECK PRINTER
Choose this option and UNIT STATUS will display "INSERT THE DISPOSABLE CARD".
Insert a card. UNIT STATUS will display "MAKING IMAGE (WAIT MOMENTS ...)" and the printer will begin printing to the card. Printing is complete when UNIT STATUS displays "EJECTED. REMOVE THE CARD".
Remove the card and check the printing.
NOTE: This only tests the printer. It does not affect card data.

● CHECK STOCKER
Choose this option and UNIT STATUS will display "DRAWING OUT2". The stocker will dispense a card.
If the card exits properly through the dispenser slot, UNIT STATUS will display "EJECTED. REMOVE THE CARD AND PLACE BACK INTO STOCK".
NOTE: This tests the stocker. It does not affect card data. If the card is new, return it to the stocker.

● CLEAN ROLLER
Clean each type of roller used to deliver cards.
Choose this option and UNIT STATUS will display "CLEANING UNIT ROLLER".
Insert a cleaning card to clean each type of roller.
When the operation is complete, the cleaning card is ejected. Remove the card to finish the cleaning.

● CLEAN STOCKER
Clean the stocker's card dispenser rollers.
Empty the stocker before cleaning. Place a cleaning card in the stocker and close the lid.
Choose this option and UNIT STATUS will display "CLEANING STOCKER ROLLER". The roller cleaning will then begin. Cleaning is complete when UNIT STATUS displays "DONE".
Remove the cleaning card from the stocker and replace the card stock.

● ERASE PRINT
Choose this option and UNIT STATUS will display "INSERT CARD".
Insert a printed card. UNIT STATUS will display "ERASING..." and the print erase process will begin. Erasing is complete when UNIT STATUS displays "EJECTED. REMOVE THE CARD". Remove the card.
NOTE: This only tests the print erase function. It does not affect card data.
If an error occurs during a check, UNIT RESULT may display one of the following messages.

CARD JAM:	The card is stuck
SHUTTER ERROR:	Shutter error
PRINTER ERROR:	Printer error
UNIT ERROR:	Unit error
UNKNOWN ERROR:	Unknown error
READ ERROR:	Read error
CARD EMPTY:	There are no cards in the stocker

SENSOR (***) indicates the status of the sensors.
It displays the status of the card sensors on the card reader/writer and printer.

12-3-9 IC CARD RESTORATION

Select IC CARD RESTORATION to attempt to restore IC card data using backup data saved on the cabinet.
The cabinet will save up to 10 data files that were not properly transferred to IC cards due to accidental power outages during play, card write failures, or card data transfer failures.

NOTES:
- Each new file beyond the 10th will overwrite the oldest existing file.
- IC card restoration is only possible if backup data is saved on the cabinet. It is not possible to restore IC cards containing data that was damaged while playing on other cabinets.

Restoring IC cards after renewal failure

An old IC card is ejected as "EXPIRED", but the game freezes or the power fails before the new IC card renewal process begins.
The old card's access code is displayed under SELECT ACCESS CODE (marked with a "*" on the right side). Insert the card with "EXPIRED" printed on it to restore the card to its pre-renewal status and start the renewal process over on the game cabinet.

A problem occurs while creating the new IC card and the write process is interrupted.
The new IC card's access code is displayed under SELECT ACCESS CODE. Insert the new IC card and try to restore it.

```
IC CARD RESTORATION


     SELECT ACCESS CODE : [****-****-****-**** (*/*)]
     RESTORE
     EXIT

 STATUS : ---
 RESULT : ---


          SELECT WITH SERVICE BUTTON
                     AND
             PRESS TEST BUTTON
```

● Screen Display

SELECT ACCESS CODE:	Select the access code of the card you wish to restore.
RESTORE:	Restore the IC card.
STATUS:	Displays the restoration status.
RESULT:	Displays the results of restoration.

● SELECT ACCESS CODE
Use the SERVICE Button to move the cursor to this item and press the TEST Button to select an access code.
NOTE: " NO DATA" is displayed if there are no saved data files.

● RESTORE
Use the SERVICE Button to move the cursor to this item and press the TEST Button. STATUS will display "INSERT THE CARD REQUIRES RESTORING".
Insert the IC card printed with the access code selected under SELECT ACCESS CODE.
RESULT will display one of the following messages depending on the results:

FINISHED NORMALLY:	Restoration was successful.
WRITE ERROR:	Failed to write.
READ ERROR:	Failed to read.
CARD R/W UNIT NO RESPONSES:	The unit is not responding.
DIFFERENT ACCESS CODE:	The card inserted does not match the access code.

When the operation is complete STATUS displays "EJECT". Remove the card.

NOTE: If restoration is successful and RESULT displays " FINISHED NORMALLY", the saved play data is cleared from the cabinet.

12-3-10 NETWORK TEST

Select NETWORK TEST to display the below NETWORK TEST Screen.

After the NETWORK TEST Screen appears, the test will begin automatically.

● CURRENT SEAT NUMBER
Displays the current seat number assigned in GAME ASSIGNMENTS.

● PAIR LINK
Displays the link status with the other cabinet. ***** will display one of the following according to the communication status.

GOOD:
The seat number on the other cabinet is properly assigned and the cabinets are communicating normally.
BAD:
The other cabinet's seat number is set to SINGLE, or the two cabinets are assigned to the same seat number. If this message appears even though the seat numbers are assigned correctly, check the cable connection, etc.
N/A:
Displayed if the CURRENT SEAT NUMBER is set to SINGLE.
CHECKING... : Check in progress.

Press the TEST Button when the check is finished to go back to the menu screen.

```
NETWORK TEST

CURRENT  SEAT NUMBER          1P
PAIR LINK                   *****



          PRESS TEST BUTTON TO EXIT
```
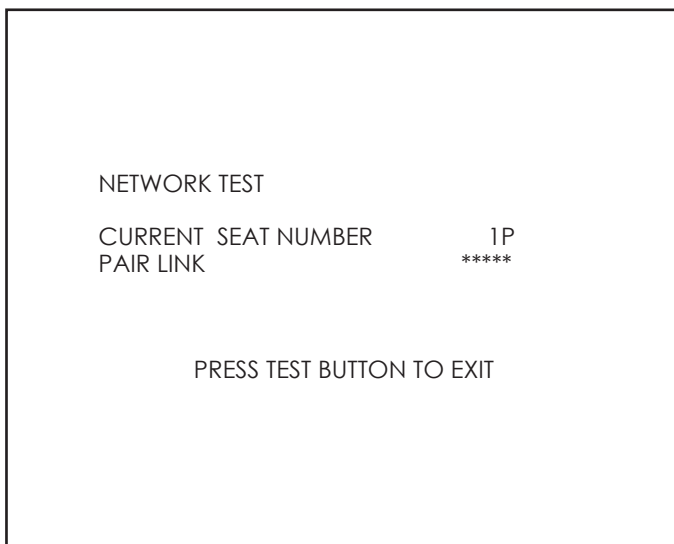
12-3-10 FIG. 01

12-3-11 CLOSE SETTING

(STOP) **IMPORTANT**

> **CLOSE SETTING disables card play from 20 minutes prior to the designated time until 7:00 AM. The screen displays store closing information on the Advertise Screen beginning 30 minutes prior to the designated time.**
>
> **Card play is disabled 20 minutes before the designated time even if the current player is on a winning streak.**

Select CLOSE SETTING to display the following screen.
The game will be unusable for card play starting 20 minutes before the time you set until 7:00 AM the next morning.

CLOSE SETTING is set to OFF on the above screen. Move the cursor to SCHEDULE TYPE and press the TEST Button to change the setting. The time setting screen will appear for the selected item.

Times can be set in 15 minute increments from 19:00 to 30:45 (6:45 AM).

OFF: Do not set a closing time.
SCHEDULE TYPE EVERY DAY:
Set a daily closing time.
SCHEDULE TYPE WEEK:
Set closing times for each day of the week.

Move the cursor to EXIT and press the TEST Button to return to the Game Test Menu Screen.

```
CLOSE SETTING

    SCHEDULE TYPE    OFF


 —> EXIT



    SELECT WITH SERVICE BUTTON
              AND
       PRESS TEST BUTTON
```
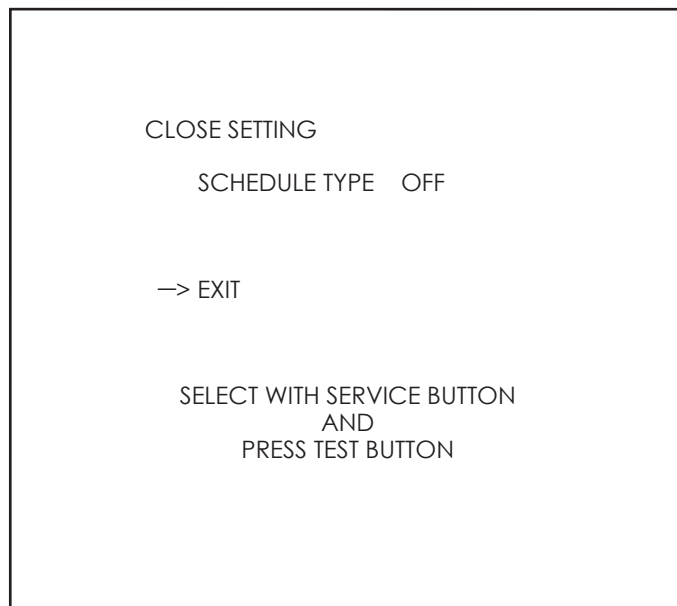
12-3-11 FIG.01

SCHEDULE TYPE EVERY DAY

Set the daily store closing time. This time setting will be used everyday.

Move the cursor to "24:00" and press the TEST Button to change it. The time changes each time the button is pressed.
The hour can be set between 19 and 30, and the minutes can be set to 00, 15, 30, or 45.

Move the cursor to EXIT and press the TEST Button to return to the Game Test Menu Screen.

```
CLOSE SETTING

  SCHEDULE TYPE  EVERY DAY

           CLOSE
           24: 00
 —> EXIT



    SELECT WITH SERVICE BUTTON
              AND
       PRESS TEST BUTTON
```

12-3-11 FIG. 02

SCHEDULE TYPE WEEK

Set a different store close time for each day of the week.

Set a closing time for each day of the week.

Move the cursor to each item and press the TEST Button to change it. The time changes each time the button is pressed.
The hour can be set between 19 and 30, and the minutes can be set to 00, 15, 30, or 45.

SUN: Set the closing time for Sunday.
MON: Set the closing time for Monday.
TUE: Set the closing time for Tuesday.
WED: Set the closing time for Wednesday.
THU: Set the closing time for Thursday.
FRI: Set the closing time for Friday.
SAT: Set the closing time for Saturday.

Move the cursor to EXIT and press the TEST Button to return to the Game Test Menu Screen.

```
              CLOSE SETTING

          SCHEDULE TYPE     WEEK

                       CLOSE
          SUN      24: 00
          MON      24: 00
          TUE      24: 00
          WED      24: 00
          THU      24: 00
          FRI      24: 00
          SAT      24: 00

        —> EXIT

          SELECT WITH SERVICE BUTTON
                      AND
             PRESS TEST BUTTON
```
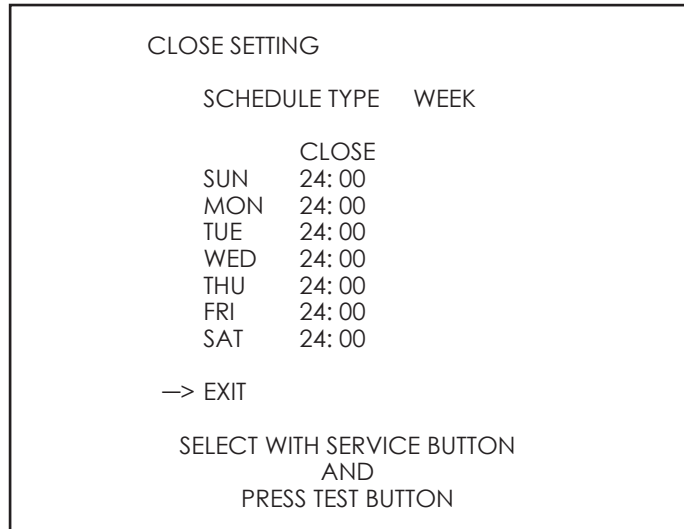
12-3-11 FIG. 03

12-3-12 BOOKKEEPING

Select BOOKKEEPING to display the following screens of operating status data.

BOOKKEEPING 1/3

View the number of credits inserted.

COIN 1:
The number of coins inserted in COIN CHUTE 1
COIN 2:
The number of coins inserted in COIN CHUTE 2
TOTAL COINS:
The total number of coins inserted
COIN CREDITS:
The number of credits purchased with the inserted coins
SERVICE CREDITS:
The number of credits added by the SERVICE Button
TOTAL CREDITS:
The total number of credits

Press the TEST Button to move to the screen 2/3 of BOOKKEEPING.

```
          BOOKKEEPING 1/3

       COIN 1                    0
       COIN 2                    0
       TOTAL COINS               0

       COIN CREDITS              0
       SERVICE CREDITS           0
       TOTAL CREDITS             0




       PRESS TEST BUTTON TO CONTINUE
```
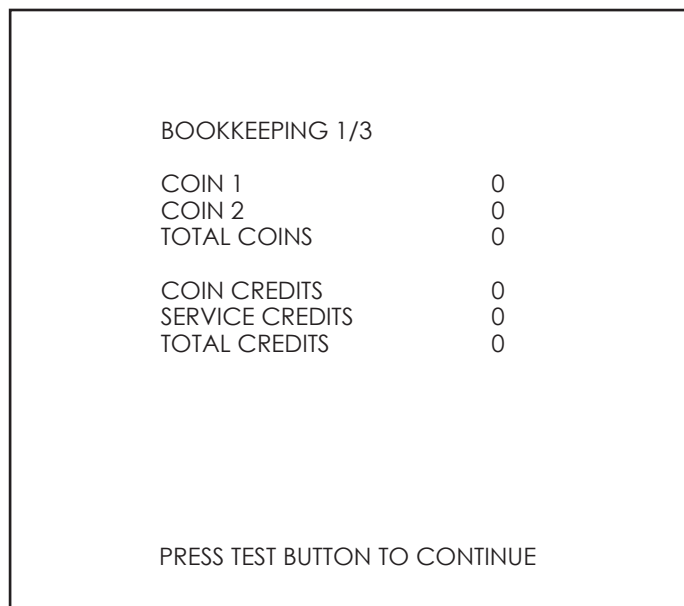
12-3-12 FIG. 01

BOOKKEEPING 2/3

View the number of times the game has been played.

NUMBER OF GAMES:
The total number of games played
NUMBER OF KOUDOU:
The number of "Legend of the Streets" plays
NUMBER OF TIME ATTACK:
The number of "Time Attack" plays
NUMBER OF INSHOP VS:
The number of "In-store Battle" plays
NUMBER OF CARD SELL:
The number of cards sold
NUMBER OF CARD PLAY:
The number of games played using cards
NUMBER OF CAR ADDITION:
The number of additional cars purchased using cards

NOTE: If no opponent is found for " In-store Battle"
mode and the game is finished in " Legend of
the Streets" or" Time Attack" mode, the game is
counted as an " In-store Battle" play.
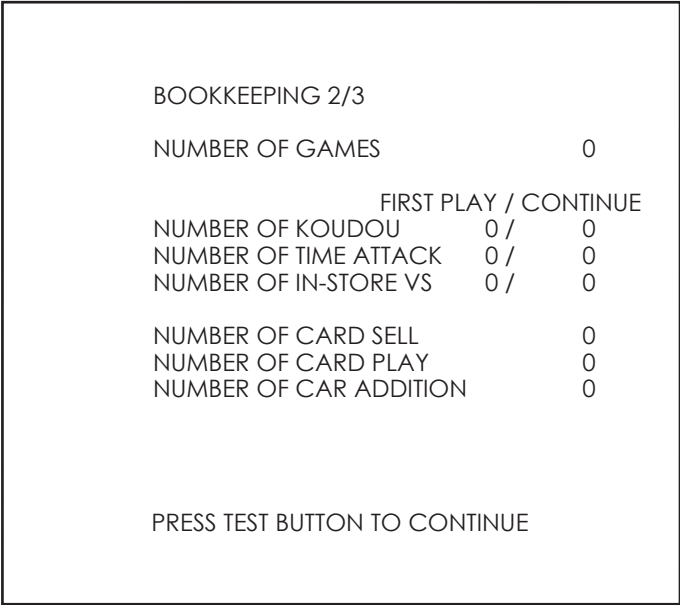
Press the TEST Button to move to screen 3/3 of BOOK-
KEEPING.

```
        BOOKKEEPING 2/3

        NUMBER OF GAMES                    0

                         FIRST PLAY / CONTINUE
        NUMBER OF KOUDOU         0 /       0
        NUMBER OF TIME ATTACK    0 /       0
        NUMBER OF IN-STORE VS    0 /       0

        NUMBER OF CARD SELL               0
        NUMBER OF CARD PLAY               0
        NUMBER OF CAR ADDITION            0



        PRESS TEST BUTTON TO CONTINUE
```

12-3-12 FIG. 02

BOOKKEEPING 3/3

View gameplay times.

TOTAL TIME: The total play time
PLAY TIME: The total play time
AVERAGE PLAY TIME: The average play time
LONGEST PLAY TIME: The longest play time
SHORTEST PLAY TIME: The shortest play time

Display the number of plays by time length category.

PLAY TIME HISTOGRAM: List of play times

Press the TEST Button to return to the Game Test Menu
Screen.

```
    BOOKKEEPING   3/3

    TOTAL TIME          0D 0H 0M 0S
    PLAY TIME           0D 0H 0M 0S
       AVERAGE PLAY TIME      0M 0S
       LONGEST PLAY TIME      0M 0S
       SHORTEST PLAY TIME     0M 0S

    PLAY TIME HISTOGRAM

      0M00S ~ 0M59S           0
      1M00S ~ 1M59S           0
      2M00S ~ 2M29S           0
      2M30S ~ 2M59S           0
      3M00S ~ 3M29S           0
      3M30S ~ 3M59S           0
      4M00S ~ 4M29S           0
      4M30S ~ 4M59S           0
      5M00S ~ 5M29S           0
      5M30S ~ 5M59S           0
      6M00S ~ 6M29S           0
      6M30S ~ 6M59S           0
      7M00S ~ 7M29S           0
      7M30S ~ 7M59S           0
      8M00S ~ 8M29S           0
      8M30S ~ 8M59S           0
      9M00S ~ 9M29S           0
      9M30S ~ 9M59S           0
     10M00S~10M29S            0
      OVER   10M30S           0

        PRESS TEST BUTTON TO EXIT
```

12-3-12 FIG. 03

12-3-13 BACKUP DATA CLEAR

Select BACKUP DATA CLEAR to display the following screen.

This screen allows you to clear backup data. Use the cursor to select YES or NO.

YES: Clear all data in BOOKKEEPING.
NO: Go back to the menu screen without clearing data.

```
┌─────────────────────────────────────┐
│                                       │
│   BACKUP DATA CLEAR                   │
│                                       │
│          YES (CLEAR)                  │
│      ─> NO (CANCEL)                   │
│                                       │
│                                       │
│                                       │
│     SELECT WITH SERVICE BUTTON        │
│              AND                      │
│         PRESS TEST BUTTON             │
│                                       │
│                                       │
└─────────────────────────────────────┘
```
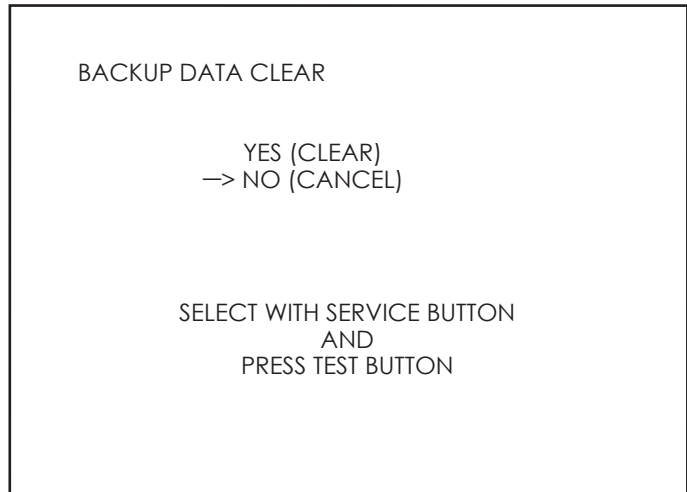
12-3-13 FIG. 01

Select YES and press the TEST Button to clear all data in BOOKKEEPING. Clearing data does not affect other game settings. When the data has been cleared, the screen displays "COMPLETED".

Be sure to clean the card reader/writer head after clearing backup data.
Press the TEST Button again to return to the Game Test Menu Screen.

```
┌─────────────────────────────────────┐
│                                       │
│   BACKUP DATA CLEAR                   │
│                                       │
│       ─>  YES (CLEAR)                 │
│           COMPLETED                   │
│                                       │
│                                       │
│                                       │
│     SELECT WITH SERVICE BUTTON        │
│              AND                      │
│         PRESS TEST BUTTON             │
│                                       │
│                                       │
└─────────────────────────────────────┘
```
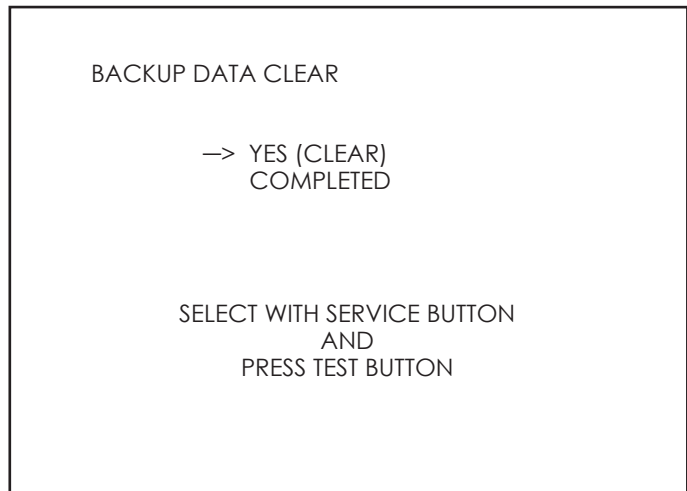
12-3-13 FIG. 02

⓭ MONITOR (32"LCD DISPLAY, CHILIN, ST-HB32A2X)

13-1 SAFETY PRECAUTIONS WHEN HANDLING THE MONITOR

⚠ WARNING

Responding to breakdown or abnormality

- If smoke or a strange odor appears, immediately unplug the power cable from the power source. Continuing to use the product may cause a fire or an electric shock. Ensure that smoke is no longer emitted, and contact the point of purchase.

- If nothing displays on the screen, immediately unplug the power cable from the power source. Continuing to use the product may cause a fire or an electric shock. Contact the point of purchase and request an inspection.

- If water or a foreign object enters the monitor's interior, immediately unplug the power cable from the power source. Continuing to use the product may cause a fire or an electric shock. Contact the point of purchase and request an inspection.

- If the monitor is dropped or the cabinet is damaged, immediately unplug the power cable from the power source. Continuing to use the product may cause a fire or an electric shock. Contact the point of purchase and request an inspection.

During operation

- Do not repair, reconstruct, or disassemble the monitor. The monitor's interior contains high voltage parts. A fire or an electric shock could result. For inspections, adjustments, and repair of the monitor's interior, request work from the point of purchase.

- Do not insert foreign objects. If metal objects or flammable materials such as paper are inserted into the interior through ventilation openings or other apertures, an electric shock could result.

- In the event of a thunder storm, do not touch the product or the power cable. An electric shock could result.

- Make sure to perform appropriate adjustments. Do not operate the product when the screen is flickering, distorted, or experiencing other abnormalities. Images from an improperly adjusted screen could cause players and other customers to experience dizziness, headaches, and other ailments.

13-2 CLEANING THE SCREEN SURFACE

⚠ CAUTION

- Use a soft, dry cloth (flannel-type) to wipe away dirt. Do not use materials such as coarse mesh gauze.

- Alcohol (ethanol) is the recommended solvent for removing dirt. When using a cleaning agent, follow the precautions below.

  - Dilute neutral cleaning agents for home use with water. Soak a soft cloth in the solution, and wring it thoroughly before wiping the screen.

  - Do not use abrasive cleaning agents or powders, or cleaning agents containing bleach.

  - Do not use alkaline cleaning agents such as glass cleaners, or solvents such as thinners.

- Do not scrub or scratch the screen surface with abrasive materials such as brushes or scrub brushes.

Clean the screen surface once a week.

13-3 ADJUSTMENT METHOD

🛑 **IMPORTANT** | All adjustment values are set accurately at the time of shipping from the factory. Do not readjust these values needlessly or apply adjustments not specified in this manual. The display may not appear properly if the values are incorrect.

Controls – Adjustment Procedures

This section explains basic control procedures for making adjustments using the remote controller.

Remote Controller

One level up
OSD control Menu button

Power on / off

Volume Up — Volume Down

Input source selection — Auto adjustment

Picture in picture function on — PIP picture switch

Menu Left — Menu Right

Menu Up — Menu Down
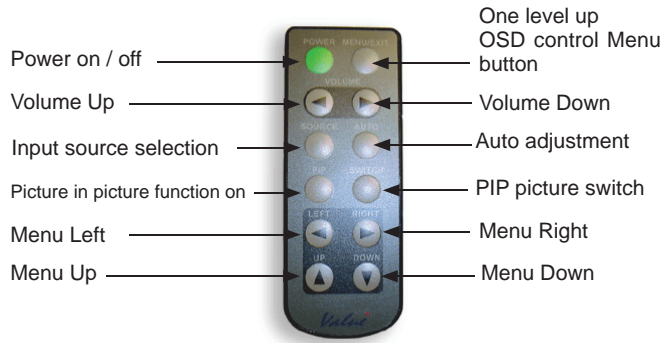
Factory Default Setting

Item	Default
Power switch	Off
Brightness	100
Contrast	50
Color temp.	User
Red	255
Green	255
Blue	255
Language	English
Auto Config	On

OSD Functions

MAIN MENU	SUB-MENU	DESCRIPTION	SETTING
PICTURE (Video mode)	Contrast	Adjust the contrast of the screen	0, 100
	Brightness	Adjust the brightness of the screen	0, 100
	Hue	Adjust the picture hue of the screen	0, 100
	Saturation	Adjust the picture saturation og the screen	0, 100
	Color-Tone	Adjust the picture tone of the screen	6500K, 5400K, 9300K
	Scale	Select the picture ratio	Full, Zoom 1, Zoom 2, Normal
	Picture Mode	Select the picture display mode	Standard, Movie, vivid, user
Sound	Volume	Adjust the Volume of the audio	0, 100
	Bass	Adjust the bass of the audio	0, 100
	Treble	Adjust the treble of the audio	0, 100
	Balance	Adjust the balance of the audio	0, 100
Function	Set Display ID	Set ID number of Display	00, 255 (didn't see it)
	Multi-Picture H-Position	Adjust the H-Position of PIP	0, 100
	V-Position	Adjust the V-position of PIP	0, 100
	Border Color	Adjust the PIP border color	Blue, Black
	Swap	Swap main & PIP signal	Select (can't in PC mode)
PC (VGA mode)	Contrast	Adjust the contrast of screen	0, 100
	Brightness	Adjust the brightness of the screen	0, 100
	H-Position	Move the picture left/right on the screen	0, 100
	V-Position	Move the picture up/down on the screen	0, 100
	Clock	Adjust the display clock	0, 255
	Phase	Adjust the display phase	0, 255
	Color Mode-	Select the color temperature setting	sRGB, User,6500K, 5400K,9300K
	Red	Adjust red color	0, 100
	Green	Adjust green color	0, 100
	Blue	Adjust blue color	0, 100
	AUTO	Auto adjustment	Select
OSD	Language	Language setting (No need, because no other language to choose from)	English
	H-Position	Adjust the OSD menu H-Position	0, 100\ (can't tell)
	V-Position	Adust the OSD menu V-Position	0, 100 (can't tell)
	Duration	Adjust the OSD menu duration	0, 60
	Half tone	Adjust the OSD menu tone	0, 100
	Information	Display resolution & F/W check sum	Select
	Memory	Reset to the factory default setting	Select

🔢14 FLUORESCENT LIGHT REPLACEMENT

<div style="border:1px solid">

⚠ WARNING

- **When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.**

- **There is danger that hot lamps can cause burns. Exercise due caution when replacing lamps.**

- **Use lamps of the specified ratings. Using lamps with different ratings may cause fires or damage.**

- **Due to wear over time and other causes, insulation degradation and other problems in the lighting units may occur. These can cause the light units to emit smoke or short circuit. Check for anomalies such as burning odors, color changes around the sockets, necessity for frequent bulb changes, and slow response or flickering in the fluorescent lights.**

</div>

<div style="border:1px solid">

⚠ CAUTION

- **To safely and reliably perform this work, be sure to use a stable stepladder. Use of an unstable stepladder can result in a worker falling over or falling down.**

- **Be careful when handling parts made of plastic. If such parts are damaged, injuries could be caused by fragments, cracks, etc.**

</div>

1 Switch off the unit. Remove the Marquee POP then remoce four truss screws to detach the panel side cap L. Remove 7 screws to remove the Marquee Cabinet Mounting Bracket.

PANEL SIDE CAP L
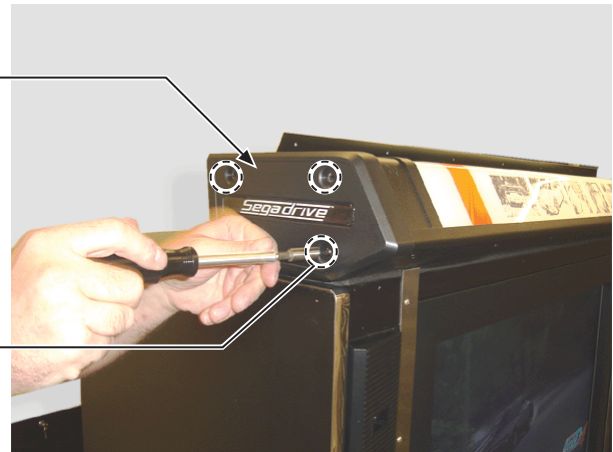
TAMPER PROOF SCREW (4), black
10 x 1" TT-25
> Both Left and Right side.

14 FIG. 01

8-32 X 1/2" Tamper Proof, Torx (7)

PANEL SIDE CAP L was removed.
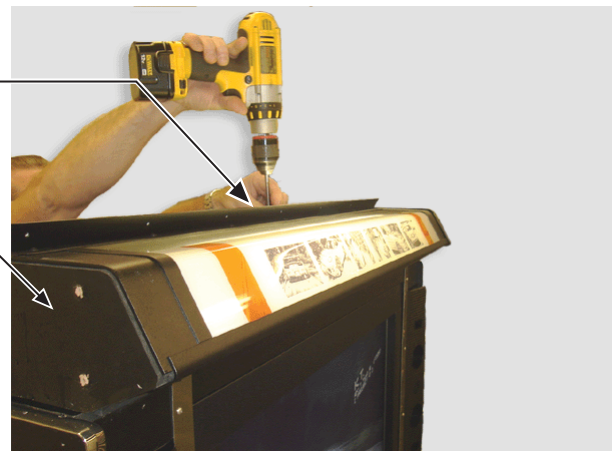
14 FIG. 02

2   Remove the billboard panel to change the fluorescent bulb.

BILLBOARD PANEL
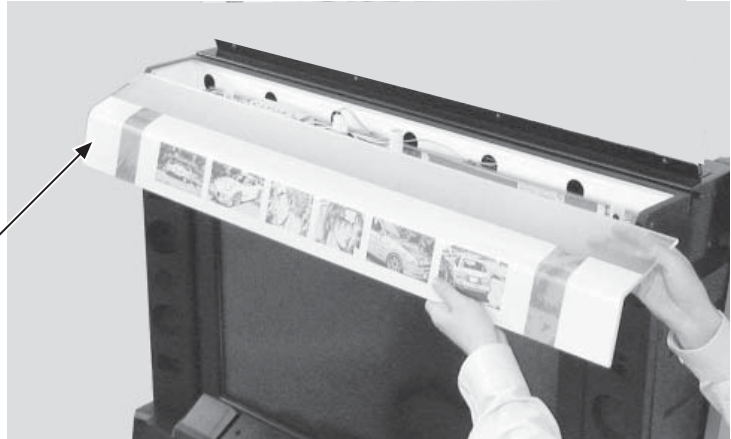
14 FIG. 03

FLUORESCENT BULB 30 W, 18"
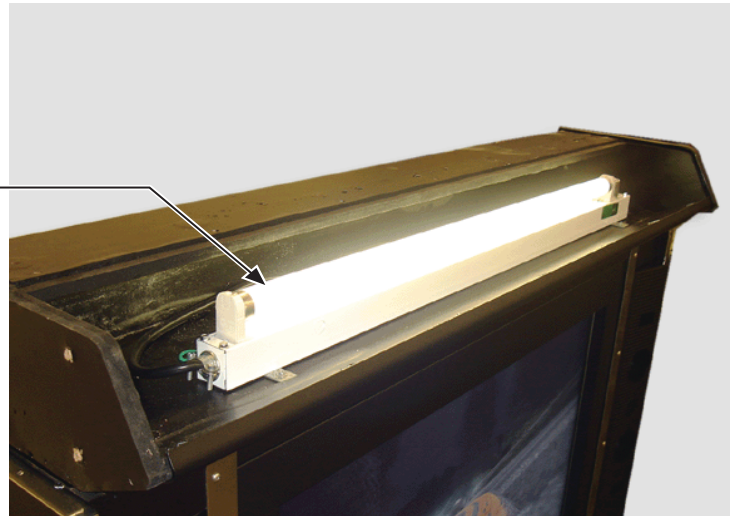
14 FIG. 04

15 PERIODIC INSPECTION

The items listed below require periodic checks and maintenance to guarantee the performance of this machine and to ensure safe operation.

⚠ WARNING

- Be sure to check once a year to see if Power Cords are damaged, the plug is securely inserted, dust is accumulated between the Socket Outlet and the Power Plug, etc. Using the product with dust as is accumulated can cause fire and electric shock hazards.

- Never use a water jet, etc. to clean inside and outside the cabinet. If the machine gets wet for any reason, do not use it until it has completely dried.

- Periodically once a year, request the place of contact herein stated or the Distributor, etc. where the product was purchased from, as regards the internal cleaning. Using the product with dust as is accumulated in the interior without cleaning can cause a fire or accident. Note that cleaning the interior parts can be performed on a pay-basis.

- There is the danger of accidents involving electrical shorts circuits or fire caused by factors such as the deterioration of insulation in electrical and electronic equipment over time. Check that there are no abnormalities such as odors from burning.

---

15 TABLE 01

ITEMS	DESCRIPTION	PERIOD	REFERENCE
CABINET	Check that the stoppers and adjusters are secured	Daily	3
CARD R/W	Clean stocker section rollers	Every 10 days	7-2
	Head cleaning	See "Note" below	
CONTROL PANEL	Volume inspection	Monthly	9
	Inspect engagement of adjust gears	Every 3 months	9-2
	Apply grease	Every 3 months	9-3
	Inspect input switches	Monthly	9-4
SHIFT LEVER	Apply grease	Every 3 months	10
ACCELERATOR & BRAKE	Volume inspection	Monthly	11
	Apply grease to gear and spring parts	Every 3 months	11-2
MONITOR	Clean screen	Weekly	13-2
	Check adjustments	Monthly, or when moved	13-3
COINCHUTE DOOR	Inspect coin switch	Monthly	12
	Coin insert test	Monthly	12
	Clean coin selector	Every 3 months	12
SEAT	Apply grease to seat rail section	Every 3 months	Next page
GAME BOARD	Confirm setting	Monthly	16
ELECTRONIC/ELECTRICAL PARTS	Inspection, Cleaning	1 year	
POWER PLUG	Inspection, Cleaning	1 year	3
CABINET INTERIOR	Cleaning	1 year	
CABINET SURFACES	Cleaning	As appropriate	Next page

NOTE: When switching the unit ON/OFF after 200 plays.

Cleaning the Cabinet Surfaces

When the cabinet surfaces become dirty, remove stains with a soft cloth soaked in water or diluted (with water) chemical detergent and then wrung dry. To avoid damaging the finish, do not use such solvents such as thinner, benzene, etc. (other than ethyl alcohol) or abrasives (bleaching agent and chemical dust-cloth).

Some general-purpose household, kitchen, and furniture cleaning products may contain strong solvents that degrade plastic parts, coatings, and print. Before using any cleaning product, read the product's cautionary notes carefully and test the product first on a small area that is not highly visible.

Seat (Greasing to Seat Rail Portion)

Remove 6 bolts to remove seat slider. Apply spray grease to the rails once every three months (use NOK KLUBER L60 or GREASE MATE: SEGA Part No. 090-0066). After greasing, move the seat a few times forward and backward so as to allow the grease to be applied all over uniformly.

16 TROUBLESHOOTING

> ## ⚠ WARNING
>
> - If an error message is displayed, have the problem looked at by a store maintenance person or a technician. Unless the problem is addressed by someone with specialized knowledge or skills, there could be electrical shock, short circuits or fire. If there are no store maintenance people or technicians, or moving mechanisms are involved, cut off the power immediately and contact the office shown in this manual or the dealer from whom the product was originally purchased.
>
> - If problems other than those covered in this manual arise, or if no improvements can be noted after measures given in this manual have been taken, do not take measures indiscriminately. Cut off the power immediately and contact the office shown in this manual or the dealer from whom the product was originally purchased. Indiscriminate countermeasures could lead to unforeseeable accidents. They could also result in permanent damages.
>
> - When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
>
> - Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.
>
> - After the cause of circuit protector activation has been removed, have the circuit protector re-engaged. If the unit is used continuously as is, there could be heat generation or fire, depending on the cause of the activation.

If a problem has occurred, first inspect the connection of the wiring connector.

16 TABLE 01

PROBLEMS	CAUSE	COUNTERMEASURES
When the main SW is turned ON, the machine is not activated.	The power is not ON.	Firmly insert the plug into the outlet. (See chapter 6.)
	Incorrect power source/voltage.	Make sure that the power supply/voltage are correct.
FL box fluorescent lamp does not glow.	Faulty connection of connectors	Join connectors securely between cabinet and FL unit.
	Fluorescent lamp and glow lamp need replacement.	Replace the fluorescent lamp and the glow lamp. (See chapter 14.)
Sound is not emitted.	Sound volume adjustment is not correct.	Adjust the switch unit's sound adjustment volume.
	Faulty connections for various connectors.	Check the connections for the game board, amp, speakers and volume connectors.
	Malfunctioning board, amplifier and speaker.	Conduct sound test to confirm.
Sound comes from the speakers and the fluorescent lights are working normally, but the monitor remains blank and no images appear.	Faulty connection in the video connectors or monitor power connector.	Check that the connectors are inserted correctly in the monitor and game board.
	Monitor is broken.	Contact the dealer where the unit was purchased.

PROBLEMS	CAUSE	COUNTERMEASURES
Colors on the monitor screen are strange.	Faulty connection for the visual signal connector.	Check the visual signal connector connection and make sure it is secured properly.
	Screen adjustment is not appropriate.	Make adjustment appropriately. (See chapter 13.)
Does not accept input from any switch or volume.	Faulty connector connections.	Check the connection for the I/O board and cabinet connector. Check the power for the I/O board.
The steering (servomotor) does not respond correctly or accurately.	An error occurred during the power-on check.	Switch the power off and on again, and confirm that the power-on check is performed correctly.
	Steering volume is not configured correctly.	Configure the volume in test mode.
	Volume not installed correctly/ Adjust gears not engaged correctly.	Adjust the installation, and confirm in test mode (See chapter 9).
	Volume is broken.	Replace volume (See chapter 9).
	A wire has been severed/disconnected.	Check that the wires running close to any moving parts are connected properly. When replacing wires, route them so that they do not come into contact with any moving parts.
The steering (servomotor) does not respond at all.	An error occurred during the power-on check.	Switch the power off and on again, and confirm that the power-on check is performed correctly.
	Faulty connection.	Check all the connectors leading from the game board to the servo driver and from the servo driver to the servomotor.
	The thermal element in the servo driver has activated.	The thermal element kicks in when the internal temperature reaches approximately 70 ℃. When the temperature cools sufficiently, the unit will automatically start up again.
	The servo driver fuse has blown due to a momentary overloading.	Contact the dealer where the unit was purchased.
The steering (servomotor) is weak.	The recoil mechanism has come out of adjustment with use.	Reconfigure settings in test mode.
Accelerator and brake inputs do not work correctly.	Volume is not configured correctly.	Configure the volume in test mode.
	Volume not installed correctly/ Adjust gears not engaged correctly.	Adjust the installation, and confirm in test mode (See chapter 11).
	Faulty connection.	Check all the connections inside the accelerator and brake units, and check the connections leading from the game cabinet to the accelerator and brake.
	Volume is broken.	Replace volume (See chapter 11).
Pressing the start, view change, or directional buttons has no effect. The buttons do not flash.	Faulty connection.	Check all the connections between the I/O board, the cabinet, and the switch unit.
	Rubber section is torn.	Check to see if the rubber section inside the switch unit is torn.
	Switch unit is broken.	Contact the dealer where the unit was purchased.
Cannot perform DVD setup. The display stays at the LINDBERGH logo and does not advance to the advertising screen (Error 6).	DVD drive is broken. Connecting cable is broken.	Check the manual that came with the DVD drive kit.
	DVD disc is broken.	Contact the dealer where the unit was purchased.
The display stays at the LINDBERGH logo and does not advance to the advertising screen (other error).	LINDBERGH configured incorrectly or malfunctioning.	Refer chapter 16-3 "ERROR CODE FOR LINDBERGH."

PROBLEMS	CAUSE	COUNTERMEASURES
The in-store competition racing function does not work.	Transmission cables are disconnected. Transmission cables are not connected correctly.	Check that the transmission cable connections are connected inside the cabinet and between the cabinets. Check the LAN connection LED on the LINDBERGH. Reconnect the transmission cables correctly.
	Error in the cabinet seat settings (Error Code 6018).	In test mode, confirm that the cabinet seat settings are correctly configured.
	Transmission cable is broken.	Replace transmission cable. Contact the dealer where the unit was purchased.
Player cannot use IC card.	Incompatible card.	In test mode, check the compatibility of the card.
	Error in the card usage settings.	In test mode, check the card usage settings.
	Data saved to the card is corrupted.	Use card recovery mode and try to restore the card.
	Faulty serial connector.	Check the connector in test mode. Check the connections to the connector.
	IC card unit is broken.	Contact the dealer where the unit was purchased.

This product displays the following messages when it detects an error. Read the error description and follow the steps indicated. Refer to the LINDBERGH Service Manual for details on error messages displayed with the LINDBERGH logo.

16-1 NETWORK MESSAGES

Startup power on test

● The pair cabinet in the group designated in Game Test Mode cannot be found

> Pair-Machine Recognition Error
> Cannot confirm connection to pair-machine.
> Resuming operation in single setting mode.
> 6002

After the error message is displayed, the cabinet will boot as a SINGLE machine.
In-store battles will become available again after booting once the pair cabinet is found.
If the pair still does not link up even after rebooting both cabinets, the cause may be one of the following.
Check the cabinet settings.
- NETWORK SETTING is set to DISABLE on the LINDBERGH System Test Menu, and the SEAT SETTING does not function properly.
- Both cabinets are set to the same SEAT NUMBER in GAME TEST MODE.

● The cabinet power supply or LAN cable functions irregularly during startup.

> A network error has occurred.
> Please call an attendant.
> 599

Displayed when something irregular happens during startup, such as accidentally unplugging the LAN cable or a power outage.
Make sure the cabinet is properly plugged in and reboot the cabinet.

Advertise

The following message may be displayed on the Advertise Screen depending on the network status and game settings.

● The cabinet is not set up for In-store battles, or it is set up but the In-store battle network is not functioning

> In-store Battle Mode is currently unavailable.

In-store Battle mode

● Problem connecting to the pair cabinet

> A network error has occurred.
> Returning to Single Player Mode.
> 6018

Displayed when the above network problem occurs between selecting the mode and finishing the race.
After the message is displayed, the game returns to the Mode Select Screen and the player can select "Legend of the Streets" or "Time Attack" mode to continue the game.

16-2 IC CARD MESSAGES

Error codes are displayed along with these messages when there is a major problem with the data on a license (IC card) or when a problem occurs with the reader/writer mechanism.

Advertise

● There are no licenses in the card stocker

> Creating or renewing an Initial D license is currently unavailable.
> Please call an attendant to restock licenses.

Displayed at all times at the top of the Advertise Screen.
Refill the reader/writer stocker with licenses. The message will disappear automatically, and licenses can be issued and renewed as normal.

● There is no hardware response from the card reader/writer

> The card reader/writer is not responding.
> Your Initial D license cannot be used at the moment.
> Please call an attendant for assistance.

Displayed at all times at the top of the Advertise Screen.
The game can be played without a license (in "Legend of the Streets" and "Time Attack").

● The card reader/writer is set to unavailable in Test Mode

> Your Initial D license cannot be used at the moment.

Displayed at all times at the top of the Advertise Screen.
The game can be played without a license (in "Legend of the Streets" and "Time Attack").

License insertion and authentication

● A license gets stuck in the insertion slot or inside the card reader/writer during insertion

> Your Initial D license is jammed. Please press the Start and View Change buttons.
> If you cannot eject your license, please call an attendant for assistance.
> 403

A license is stuck inside the reader/writer.
Press the Start and View Change Buttons to attempt to eject the card.
If ejection fails, open the lid of the reader/writer and remove the jammed license.

● A license gets trapped in the shutter during insertion

> A shutter error has occurred. If your license is in the slot, please remove it and press the Start and \
> View Change buttons.
> If you cannot remove your license, please call an attendant for assistance.
> 404

A license is stuck in the shutter of the reader/writer insertion slot.
Remove the license and press the Start and View Change Buttons.
If ejection fails, open the lid of the reader/writer and remove the jammed license.

● A license cannot be read during insertion
　The inserted license is damaged (including inappropriate cards)
　After reissuing a license, the original license is inserted

> Is the license positioned correctly?
> Please confirm that your Initial D license has been inserted correctly.
> If inserted correctly, data is damaged.
> 406 or 409 or 412

Displayed when an Initial D License that cannot be used for normal play is inserted.
After displaying the above message, the cabinet ejects the license and returns to the game (the license insertion screen).

● The game attempts to read license data and the data is damaged

> The data on this license is damaged.
> Please call an attendant.

Displayed when data on the inserted Initial D License is damaged, but may be restored.

● A license inserted by hand is still in its initial unformatted state

> Your Initial D license was not recognized.
> Please check your license.
> 414

Displayed when a brand new license without any data written on it is inserted.
After displaying the above message, the cabinet ejects the license and returns to the game (the license insertion screen).

● A license inserted by hand is expired

> This Initial D license can no longer be used.
> 408

Displayed when an expired license that has already been through the renewed process is inserted.
After displaying the above message, the cabinet ejects the license and returns to the game (the license insertion screen).

License access (read and write)

● When accessing a license, no license is found in the reader/writer
   When the inserted IC card is not an Initial D License

> An error has occurred while accessing license.
> Please call an attendant.
> 400 or 419

Displayed when unable to read or write license data properly because either no license is found in the reader/writer or the inserted card is not a license (the game is halted).
Check the reader/writer and reboot the cabinet.

● There is no hardware response from the card reader/writer

> The card reader/writer is not responding.
> Please call an attendant for assistance.
> 417 or 423

Displayed when a hardware problem occurs in the reader/writer when reading or writing license data (the game is halted).
The reader/writer may be damaged.

Dispensing cards from the stocker to the reader/writer

● The card becomes physically stuck while being dispensed from the stocker

> Failed to issue a new Initial D license.
> Please call an attendant for assistance.
> 403

The license is stuck inside the reader/writer.
Open the lid of the reader/writer and remove the card.

● The stocker dispenses an Initial D License that is facing the wrong way, or dispenses a card that is not an Initial D License

> Failed to issue a new Initial D license.
> Please call an attendant for assistance.
> 419

Displayed when the card is not a valid new Initial D License or the Initial D License is facing the wrong way.

Writing license data

● Could not write to the license (including verify)

> Failed to load data from your Initial D license.
> Current play data cannot be recorded to your license.
> 402 or 405

Displayed when a problem occurs while writing to the license.
The license will be ejected as normal, but the data may be damaged.
NOTE: If the data is damaged, it can be restored during any following online play.

● When writing to a license, the license in the card reader/writer is different from the one present when the game started

> An error has occurred while writing license.
> Please call an attendant.
> 415

The game is halted.
Remove the license and reboot the cabinet.

● The stocker dispenses a defective license (faulty initialization, etc.)

> Failed to issue a new Initial D license.
> Please call an attendant for assistance.
> 407

The game is halted.
Remove the license and reboot the cabinet.

● The stocker dispenses an Initial D License that is facing the wrong way, or dispenses a card that is not an Initial D License

> Failed to issue a new Initial D license.
> Please call an attendant for assistance.
> 419

The game is halted.
The above message is displayed if a card was stocked facing the wrong way, even if it is a valid license.
Check to make sure the stocker is properly filled with licenses.

Printing

● A card becomes physically stuck during printing

> Your Initial D license is jammed.
> Please press the Start and View Change buttons.
> If you cannot eject your license, please call an attendant for assistance.
> 403

A license is stuck inside the reader/writer.
Press the Start and View Change Buttons to attempt to eject the card.
If ejection fails, open the lid of the reader/writer and remove the stuck license.

● An irrecoverable printing error occurs due to heat or hardware issues

> A print error has occurred.
> Please call an attendant for assistance.
> 416

The game is halted.
The reader/writer may be damaged.

Ejection

● A license becomes physically stuck during ejection

> Your Initial D license is jammed.
> Please press the Start and View Change buttons.
> If you cannot eject your license,
> please call an attendant for assistance.
> 403

A license is stuck inside the reader/writer.
Press the Start and View Change Buttons to attempt to eject the card.
If ejection fails, open the lid of the reader/writer and remove the stuck license.

● A license gets trapped in the shutter during ejection

> A shutter error has occurred.
> If your license is in the slot, please remove it and
> press the Start and View Change buttons.
> If you cannot remove your license, please call an attendant for assistance.
> 404

A license is stuck in the shutter of the reader/writer insertion slot.
Remove the license and press the Start and View Change Buttons.
If ejection fails, open the lid of the reader/writer and remove the stuck license.

16-3 ERROR CODES FOR LINDBERGH (MAIN PCB)

⚠ WARNING

- If an error code is displayed, have a Location's Maintenance Man or Serviceman resolve it. If someone without specialized or technical knowledge attempts to rectify the problem, electric shock, short circuits or fire may result. If there is no store maintenance person or technician available, turn the power OFF immediately, and contact your retailer or the office listed in this manual.
- If problems other than those noted in this manual occur, or the countermeasures suggested result in no improvement, do not try to rectify the problem by other means. Turn the power OFF immediately, and contact your retailer or the office listed in this manual. Careless countermeasures can result in unexpected accidents.

STOP IMPORTANT

- If error No. 20 is generated, the power must be turned OFF and ON again in order to clear it.
- When requesting replacement or repair of the Game Board or Media Board, put the board in the special purpose packing box specified in this manual for transportation.

LINDBERGH displays error messages on the screen to indicate various problems.
If an error message is displayed, the game cannot be started. In this case, refer to the following section on causes and countermeasures.

Error 01
DISPLAY — Game Program Not Found.
CAUSE — The key chip is not connected.
COUNTERMEASURES — Check that the key chip is connected correctly. Check that the keychip is not inserted the wrong way or that the key chip from a different system is not inserted.

Error 02
DISPLAY — Game Program Not Available.
CAUSE — The key chip is not supported.
COUNTERMEASURES — Send the LINDBERGH board in for repair with the key chip still in place.

Error 05
DISPLAY — Wrong Region.
CAUSE — The game is for a foreign region.
COUNTERMEASURES — Use a domestic game.

Error 06
DISPLAY — I/O Device Not Found.
CAUSE — The LINDBERGH board's I/O board cannot be found.
COUNTERMEASURES — Send the LINDBERGH board in for repair with the key chip still in place.

Error 07
DISPLAY — Graphic Card Not Found.
CAUSE — The LINDBERGH board's graphics card cannot be found.
COUNTERMEASURES — Send the LINDBERGH board in for repair with the key chip still in place.

Error 08
DISPLAY — Sound Card Not Found.
CAUSE — The LINDBERGH board's sound card cannot be found.
COUNTERMEASURES — Send the LINDBERGH board in for repair with the key chip still in place.

Error 09
DISPLAY — System Memory Not Enough.
CAUSE — The LINDBERGH board does not have enough memory.
COUNTERMEASURES — Send the LINDBERGH board in for repair with the key chip still in place.

Error 10
DISPLAY — Unexpected Game Program Failure.
CAUSE — The game program crashed due to an unexpected error.
COUNTERMEASURES — Turn the power off and then restart.

Error 11
DISPLAY   JVS I/O board is not connected to main board.
CAUSE   (1) The I/O board is not connected.
                            (2) Unreliable connection between the main board and the I/O board.
COUNTERMEASURES   (1) Connect the I/O board to the main board. Verify that the power cable is
                            connected to I/O board.
                            (2) Reconnect or replace the JVS cable that connects the I/O board to the
                            main board.

Error 12
DISPLAY   JVS I/O board does not fulfill the game spec.
CAUSE   The correct I/O board is not connected.
COUNTERMEASURES   Use an I/O board that provides the proper input/output for the game.

Error 14
DISPLAY   Network firmware version does not fulfill the game spec.
                            Required version XX.XX.
CAUSE   The firmware version installed on either the network board or the DIMM
                            Media board is older than the required version.
COUNTERMEASURES   Use a network board or DIMM Media board with firmware that meets or
                            exceeds the required version.

Error 15
DISPLAY   Game Program Not Found.
CAUSE   The key chip is not connected.
 COUNTERMEASURES   Check that the key chip is connected correctly. Check that the key chip is
                            not inserted the wrong way or that the key chip from a different system is not
                            inserted.

Error 21
DISPLAY   Game Program Not Found on Game Disk.
CAUSE   There is no program image on the game disk.
COUNTERMEASURES   Check that a game disk corresponding to the key chip is inserted into the
                            drive.

Error 22
DISPLAY   Game Program Not Found on Device.
CAUSE   There is no game image on the game installer device.
COUNTERMEASURES   Perform a reinstall from the game disk.

Error 24
DISPLAY   DVD Drive Not Found.
CAUSE   The DVD drive cannot be found.
COUNTERMEASURES   Connect the DVD drive.

Error 25
DISPLAY   Game Disk Not Found.
CAUSE   The game disk cannot be found.
COUNTERMEASURES   Insert the game disk.

Error 26
DISPLAY   Storage Device Not Found.
CAUSE   The program installer device cannot be found.
COUNTERMEASURES   Send the LINDBERGH board in for repair with the key chip still in place.

Error 27
DISPLAY   Storage Device is Not Acceptable.
CAUSE   The program installer device does not have enough space.
COUNTERMEASURES   Send the LINDBERGH board in for repair with the key chip still in place.

Error 28
DISPLAY   This Game Disk is Not Acceptable.
CAUSE   The game disk cannot be read correctly.
COUNTERMEASURES   Exchange the game disk for a proper game disk. Check that the game disk
                      is not scratched, damaged or dirty.

Error 29
DISPLAY   Cannot Control DVD Drive.
CAUSE   The DVD drive cannot be controlled.
COUNTERMEASURES   The DVD drive may be damaged.

Error 31
DISPLAY   Storage Device Not Enough.
CAUSE   The program installer device does not have enough space.
COUNTERMEASURES   Send the LINDBERGH board in for repair with the key chip still in place.

Error 32
DISPLAY   Installing Game Program Failed.
CAUSE   Transfer of the program failed.
COUNTERMEASURES   Check that the DVD drive is connected correctly. Check that the game disk
                      is not scratched, damaged or dirty.

Error 33
DISPLAY   Storage Device is Not Acceptable.
CAUSE   The program installer device cannot be found.
COUNTERMEASURES   Send the LINDBERGH board in for repair with the key chip still in place.

Error 34
DISPLAY   Storage Device Not Found.
CAUSE   The program installer device cannot be found.
COUNTERMEASURES   Send the LINDBERGH board in for repair with the key chip still in place.

Error 35
DISPLAY   Storage Device is Not Acceptable.
CAUSE   The program installer device does not have enough space.
COUNTERMEASURES   Send the LINDBERGH board in for repair with the key chip still in place.

Error 36
DISPLAY   Storage Device May be Broken.
CAUSE   The program installer device is broken.
COUNTERMEASURES   Send the LINDBERGH board in for repair with the key chip still in place.

Error 37
DISPLAY   Verifying Game Program Failed.
CAUSE   The program image is unverified due to the program image not existing on
                               the game disk or server.
COUNTERMEASURES   Check that the correct game disk is inserted.

Error 41
DISPLAY   Server Not Respond.
CAUSE   The server is not responding.
COUNTERMEASURES   Check the network settings.
                               Set IP Address and other settings.
                               Check that the network cable has not been pulled out.

Error 42
DISPLAY   Server Mount Failed
CAUSE   The server directory is could not be reached.
COUNTERMEASURES   Check the network settings. Set IP Address and other settings.
                               Check that the network cable has not been pulled out.

Error 43
DISPLAY   IP Address Not Assigned.
CAUSE   An IP Address could not be obtained from the DHCP server.
COUNTERMEASURES   Check the network settings. Set IP Address and other settings.
                               Check that the network cable has not been pulled out.

Error 44
DISPLAY   Game Program Not Found on Server.
CAUSE   No program image on the network server.
COUNTERMEASURES   Check that the game title, place on the network server, and the key chip
                               correspond to each other.

Caution 51
DISPLAY   Wrong Resolution Setting.
CAUSE   The game does not support the current resolution settings.
COUNTERMEASURES   Change the DIP SW to the correct settings and restart.

Caution 52
DISPLAY   Wrong Horizontal/Vertical Setting.
CAUSE   The monitor horizontal/vertical settings are incorrect.
COUNTERMEASURES   Change the DIP SW to the correct settings and restart.

🔢17 GAME BOARD

⚠ WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.

- Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.

- Do not use this product with connectors other than those that were connected and used with the game board at the time of shipping. Do not carelessly connect wires to connectors that were not used at the time of shipping, as this may cause overheating, smoke or fire damage.

⚠ CAUTION

In this product, setting changes are made during the test mode. The game board need not be operated. Use the game board, etc. as is with the same setting made at the time of shipment so as not to cause electric shock and malfunctioning.

STOP **IMPORTANT**   Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

17-1 REMOVING THE GAME BOARD

⚠ WARNING

- When returning the game board after making repairs or replacements, make sure that there are no errors in the connection of connectors. Erroneous connections can lead to electrical shock, short circuits or fires.

- When connecting a connector, check the direction carefully. Connectors must be connected in only one direction. If indiscriminate loads are applied in making connections, the connector or its terminal fixtures could be damaged, resulting in electrical shock, short circuits or fires.

---

1 Switch off the main unit and open back door. Remove the two screws from base wood then slide it. Remove 4 screws and all connectoers to take MAIN PCB (LINDBERGH) off from base wood.

WOOD SCREW (2)
> Holding base wood.
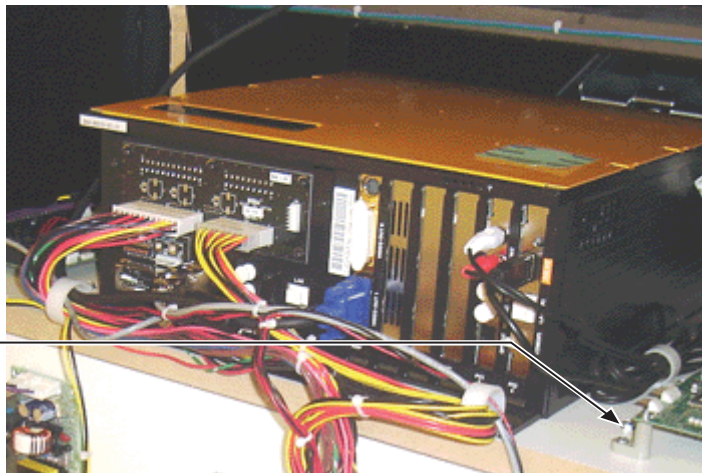
17-1 FIG. 01

17-2 COMPOSITION OF GAME BOARD

STOP IMPORTANT

- With the key chip inserted into it, this board serves as a special-purpose game board for the product.

- Use with the dip switches (DIP SW) on the board at the prescribed settings. If settings do not match the product, an error message will be displayed. In some cases, the game cannot be started.

ASSY CASE LBG L 1GB TFF EXP (844-0014D-12)

KEY CHIP

BOARD NUMBER STICKER   DIP SW
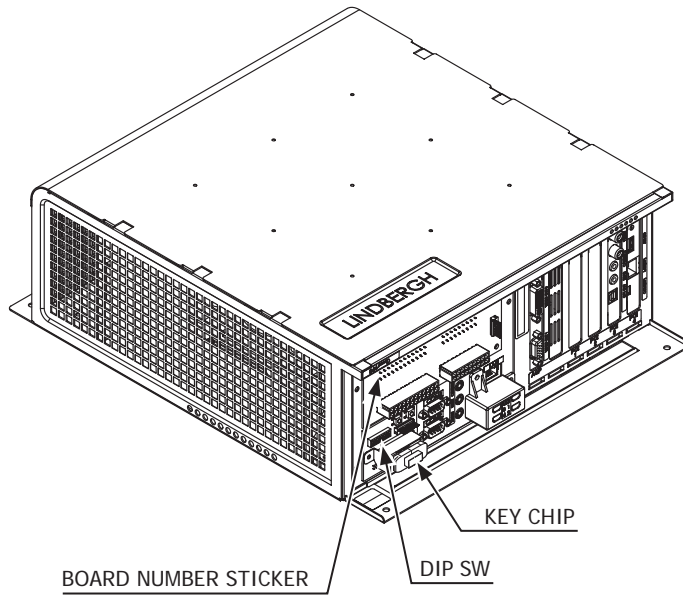
17-2 FIG. 01

DIP SW Setting

Use this product with the DIP SW settings shown in the figure below.

17-2 FIG. 02

18 DESIGN-RELATED PARTS

For the warning display stickers, refer to Section 1.

POP ID4/ 539-30-100

STICKER JASRAC V TFF
421-11409-16

INSTRUCTION ID4 / 539-30-210

STICKER SIDE CAP / TFF-0712
> Both side. (2)

STICKER CTRL PANEL UPPER
TFF-1002-B

CTRL PANEL PLATE ENG
TFF-1001-C

STEERING EMBLEM / TFF-2002-B

SIDE DECAL R ID4 / 539-30-200 (2)
> Use for both Left & Right

COCKPIT BASE L ID4 / 539-30-203

COCKPIT BASE R ID4 / 539-30-202
> OTHER SIDE

BILLBOARD PANEL / TFF-0704

STICKER INPUT SW COVER / TFF-1504

LOGO PLATE HEADREST COVER
TFF-1609-B

STICKER UPPER SEAT ENG
539-30-204

STICKER TAIL LID ID4 / 539-30-204

DIRECTION OF CARD STICKER / 539-30-206

> Inside of thid door.
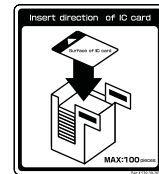
CARD INSERT STICKER / 539-30-206

19 PARTS LIST

CABINET PARTS

FRAME ASSY / 99-30-777

PANEL SIDE CAP L / TFF-0705
PANEL SIDE CAP R / TFF-0706
(the other side)

STEERING WHEEL / TFF-2001
SPCL WSHR M12 / TFF-2003

32"LCD MONITOR
CHILIN, ST-HB32A2X)
99-60-712

STEERING CAP / TFF-2002

ASSY INPUT SW RUBBER / TFF-1500

CTRL PANEL UPPER COVER BLANK
TFF-1002

SEAT FRAME COVER CAP
TFF-1611 (2)

CTRL PANEL COVER L
TFF-1003

HEADREST BACK COVER
TFF-1609

CTRL PANEL COVER ENG
TFF-1001-01

SEAT FRAME COVER
TFF-1620 (2)

ASSY ACCEL & BRAKE / TFF-2200

UPPER SEAT ENG / TFF-1603-01

LOWER SEAT / TFF-1605
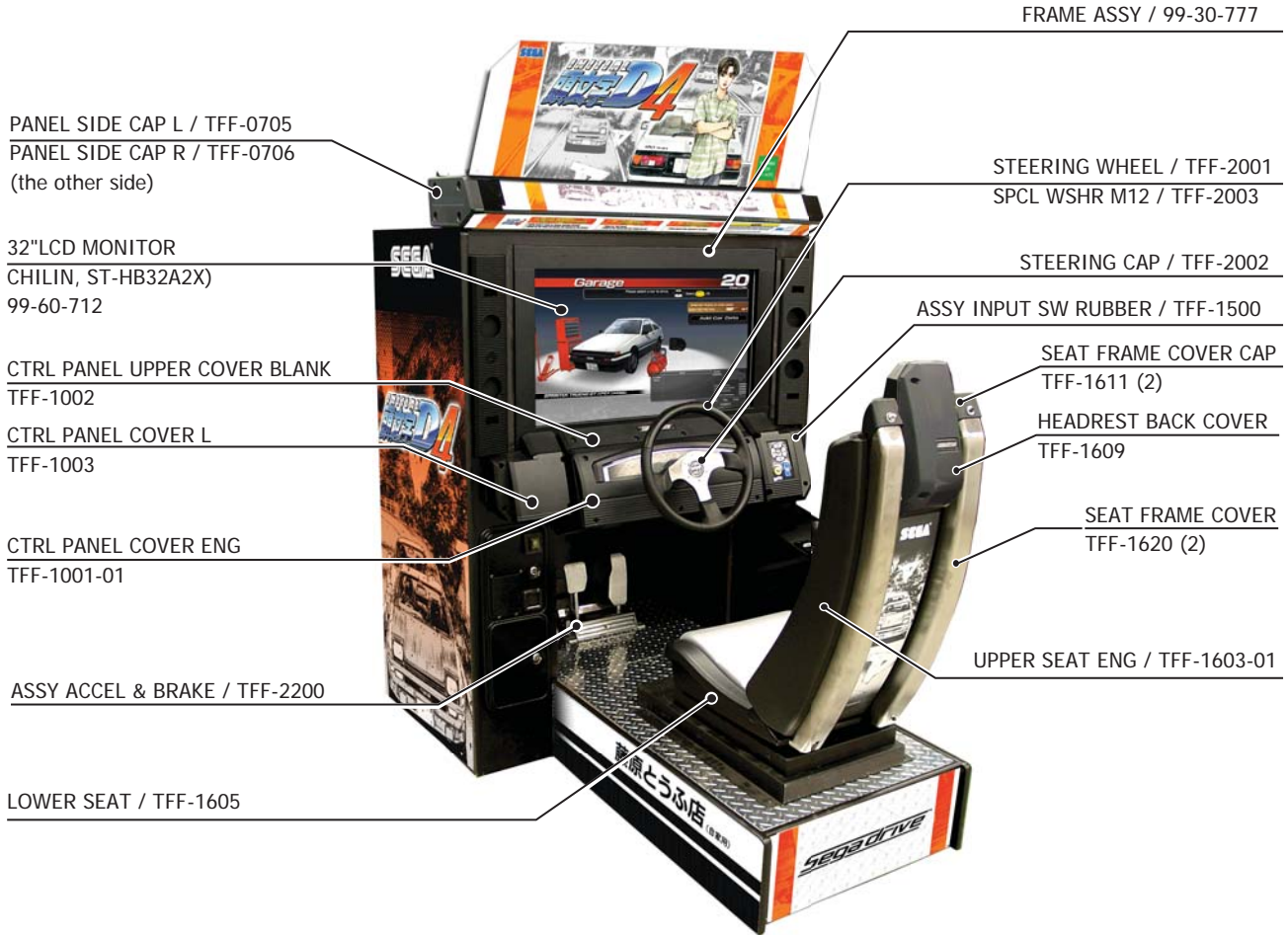
IC CARD RW W/WATER GUARD V
610-0791-01
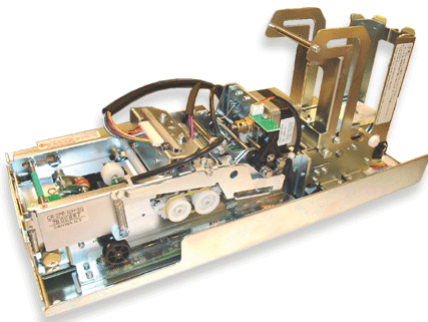
IC CARD R/W CAP
TFF-1808

ASSY UP/DOWN SHIFTER
TFF-2400

INSIDE VIEW OF COIN DOOR & MARQUEE
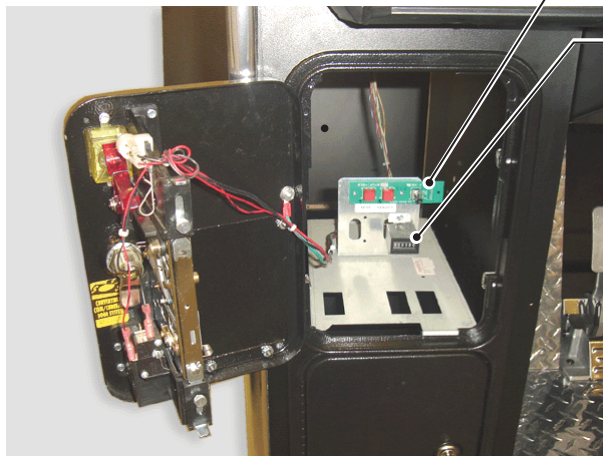
SW & VOL BD
838-14548-01

COIN COUNTER METER
5VDC

FL LAMP FOR MARQUEE
30W 18"

BACK OF MONITOR & POWER SWITCH
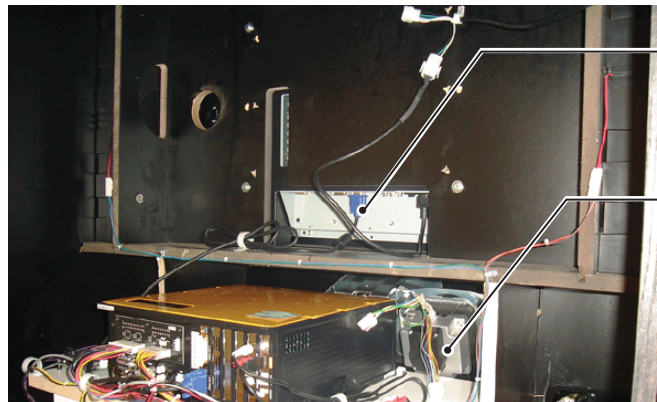
VGA CABLE

STEERING MOTOR
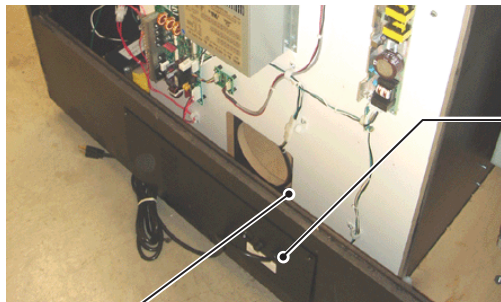
MAIN POWER SW
MAIN FUSE 10 AMP

FAN 110V / 99-60-900
> Near by AC Power cord.

MAIN PCB AND OTHERS

ASSY CASE LBG 1GB 7800 USA
844-0001D-92-11

I/O CONTROL BD 3
FOR JVS COM
838-14572

24V POWER SUPPLY
100S-24-H
400-5421-10024H

12V POWER SUPPLY
998-0247

SW REGU ATX/JVS
400-5457-91

TRANSFORMER
120V-100V 8 AMP
99-60-215

SERVO MOTOR
DRIVE BD SER EMI
838-14592-01

JVS CABLE
515-60-682
RCA
515-60-680

SOUND AMP ANALOG IN
838-14515-A0191

POWERSUPPLY DC24V
LCA75S-24
400-5421-07524

CONVERT BD RS232C/RS422
838-14578
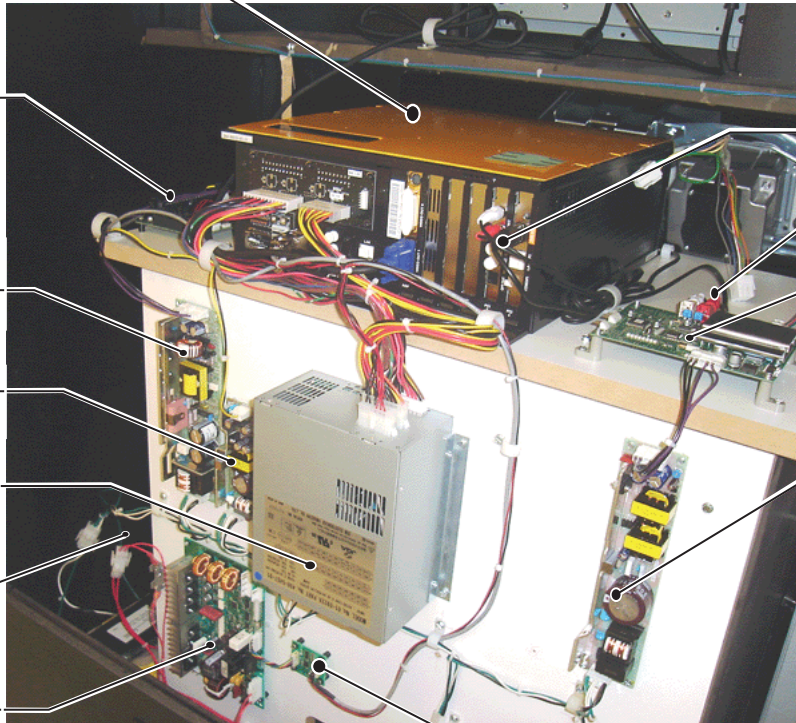
IC CARD RW W/WATER GUARD V
610-0791-01
> Back view

I/O CONTROL BD 3
FOR JVS COM
838-14572

ASSY SPKR L (TFF-0650)
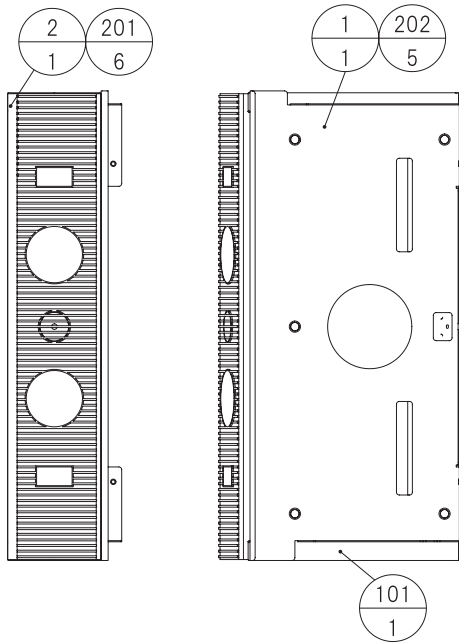
ITEM NO.	PART NO.	DESCRIPTION
1	TFF-0651	SPKR BRKT L
2	TFF-0652	SPEAKER COVER
101	130-5265	SPEAKER BOX W/WOOFER
102	280-5275-SR10	CORD CLAMP SR10
103	601-6231-B010	EDGING NEW TYPE (L=10MM)
201	000-F00408-0B	M SCR FH BLK M4×8
202	000-P00508-WB	M SCR PH W/FS BLK M5×8

ASSY SPKR R (TFF-0660)
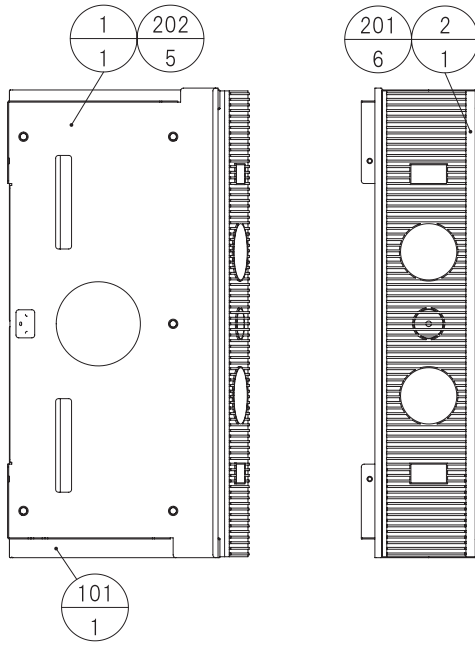
ITEM NO.	PART NO.	DESCRIPTION
1	TFF-0661	SPKR BRKT R
2	TFF-0652	SPEAKER COVER
101	130-5265	SPEAKER BOX W/WOOFER
102	280-5275-SR10	CORD CLAMP SR10
103	601-6231-B010	EDGING NEW TYPE (L=10MM)
201	000-F00408-0B	M SCR FH BLK M4×8
202	000-P00508-WB	M SCR PH W/FS BLK M5×8

ASSY ACCEL&BRAKE (TFF-2200)
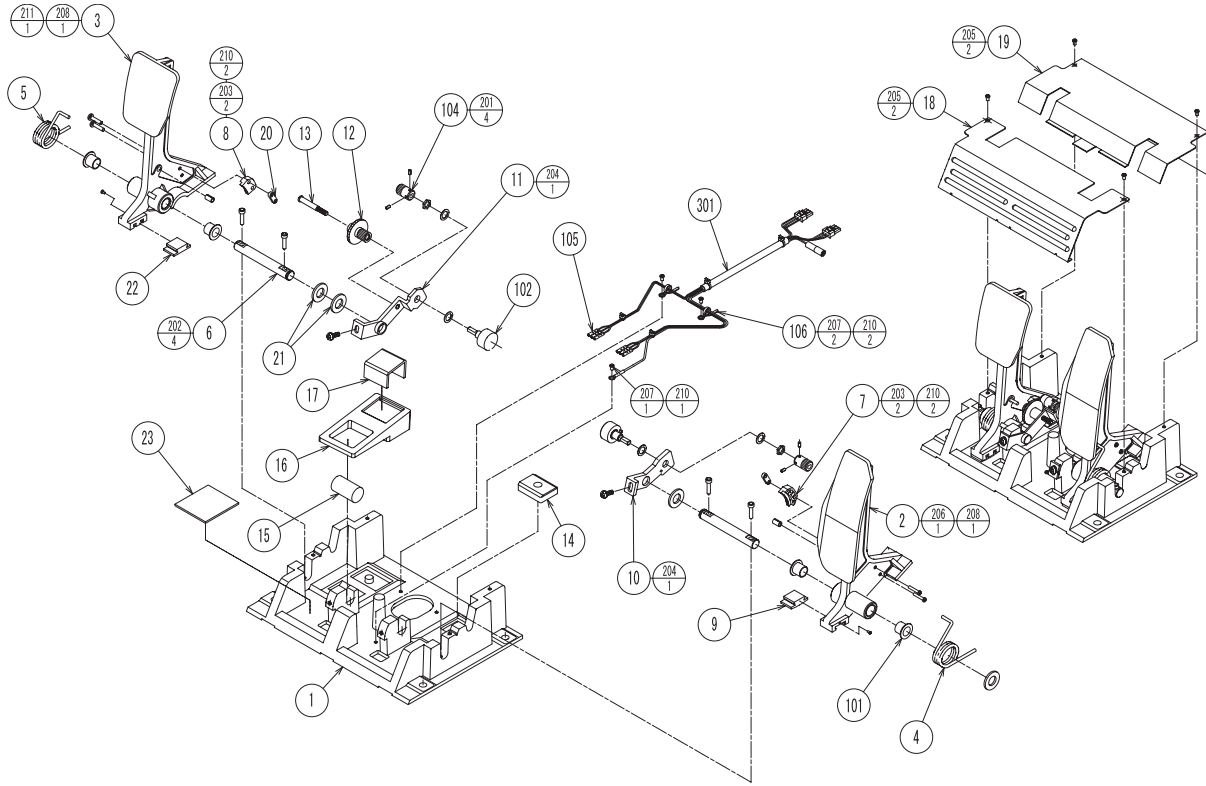
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-2201	BASE	
2	SPG-2202	ACCEL PEDAL	
3	TFF-2203	BRAKE PEDAL	
4	SPG-2204	ACCEL SPRING	
5	TFF-2205	BRAKE SPRING	
6	SPG-2206	SHAFT	
7	SPG-2207	ACCEL GEAR	
8	TFF-2208	BRAKE GEAR	
9	SPG-2209	NEUTRAL STOPPER	
10	SPG-2210	VR PLATE ACCEL	
11	TFF-2211	VR PLATE BRAKE	
12	TFF-2212	AMPL GEAR	
13	SPG-2213X	GEAR SHAFT	
14	SPG-2214	STOPPER	
15	TFF-2223	BRAKE CUSHION	
16	TFF-2222	BRAKE STOPPER	
17	TFF-2224	STOPPER ANGLE	
18	SPG-2216	COVER	
19	AFT-2804	VR COVER AFT	
20	SPG-2219	GEAR STAY	
21	SPG-2220	WSHR	
22	SPG-2221	NEUTRAL STOPPER D	
23	TFF-2225	NEUTRAL SPACER B	
101	100-5263	BEARING 12(OILES 80F-1212)	
102	220-5484	VOL CONT B-5K OHM	
102	220-5753	VOL CONT B-5K OHM (TOCOS)	
104	601-7944	GEAR 15	
105	310-5029-F15	SUMITUBE F F 15MM	
106	280-0419	HARNESS LUG	
201	028-A00304-P	SET SCR HEX SKT CUP P M3X4	
202	020-000520-0Z	HEX SKT H CAP SCR BLK M5X20	
203	000-P00420	M SCR PH M4X20	
204	000-P00512-W	M SCR PH W/FS M5X12	
205	000-T00408-0C	M SCR TH CRM M4X8	
206	FAS-450005	SPR PIN BLK OZ 6X10	
207	000-P00405	M SCR PH M4X5	
208	FAS-000001	M SCR TH CRM M3X6	
210	060-F00400	FLT WSHR M4	
211	FAS-450025	SPR PIN BLK OZ 8X10	
301	600-6840-01	WIRE HARN ACCEL&BRAKE YL	

ASSY INPUT SW RUBBER (TFF-1500)
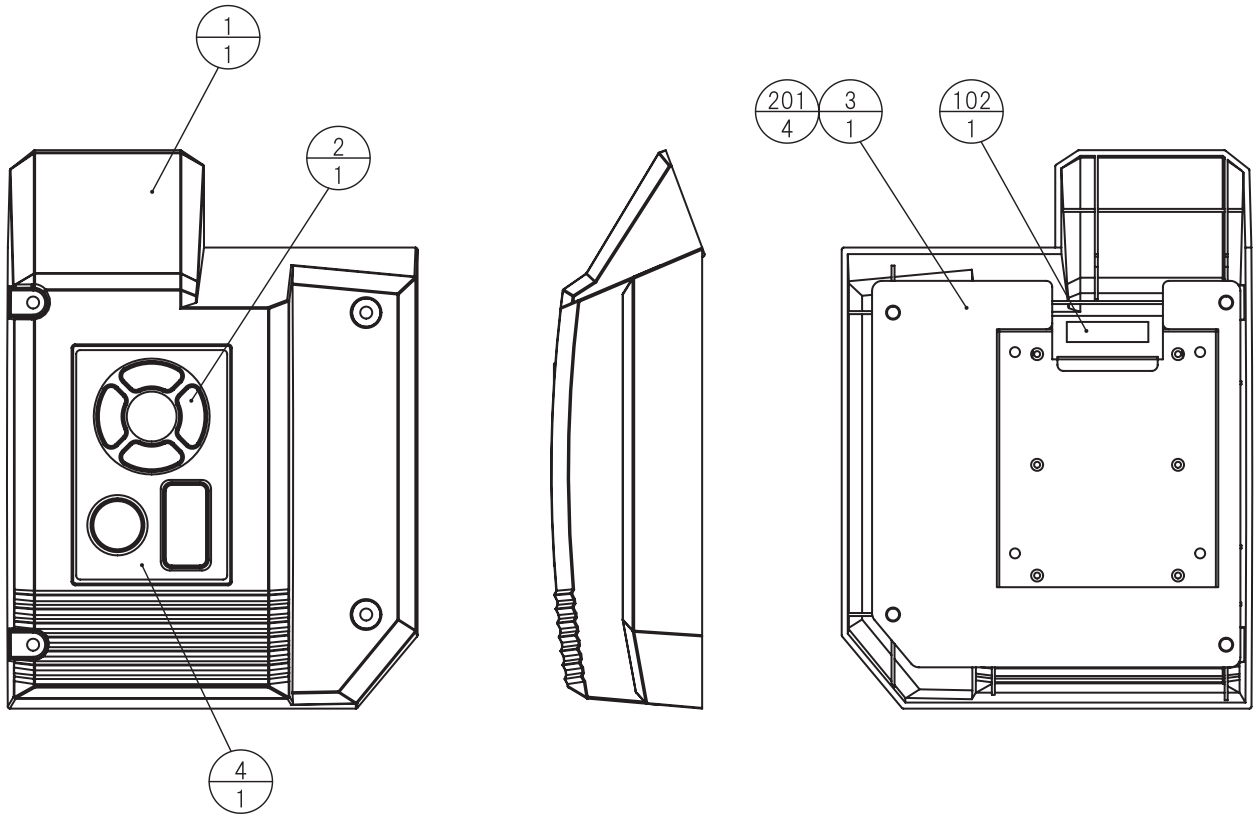
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	TFF-1501	INPUT SW COVER	
2	TFF-1502	INPUT SW RUBBER CONTACT	
3	TFF-1503	INPUT SW BASE	
4	TFF-1504	STICKER INPUT SW COVER	
101	280-5277	CORD CLAMP 18	
102	838-14707	RUBBER SW BD TFF	
201	FAS-000097	M SCR PH W/SMALL FS M4×8	
301	TFF-60039	WH INPUT SW	

ASSY HANDLE MECHA (TFF-2500-01)

Apply grease.

"A"

[After (7) attached]

(Details of part "A")

PINK
GREEN
BROWN
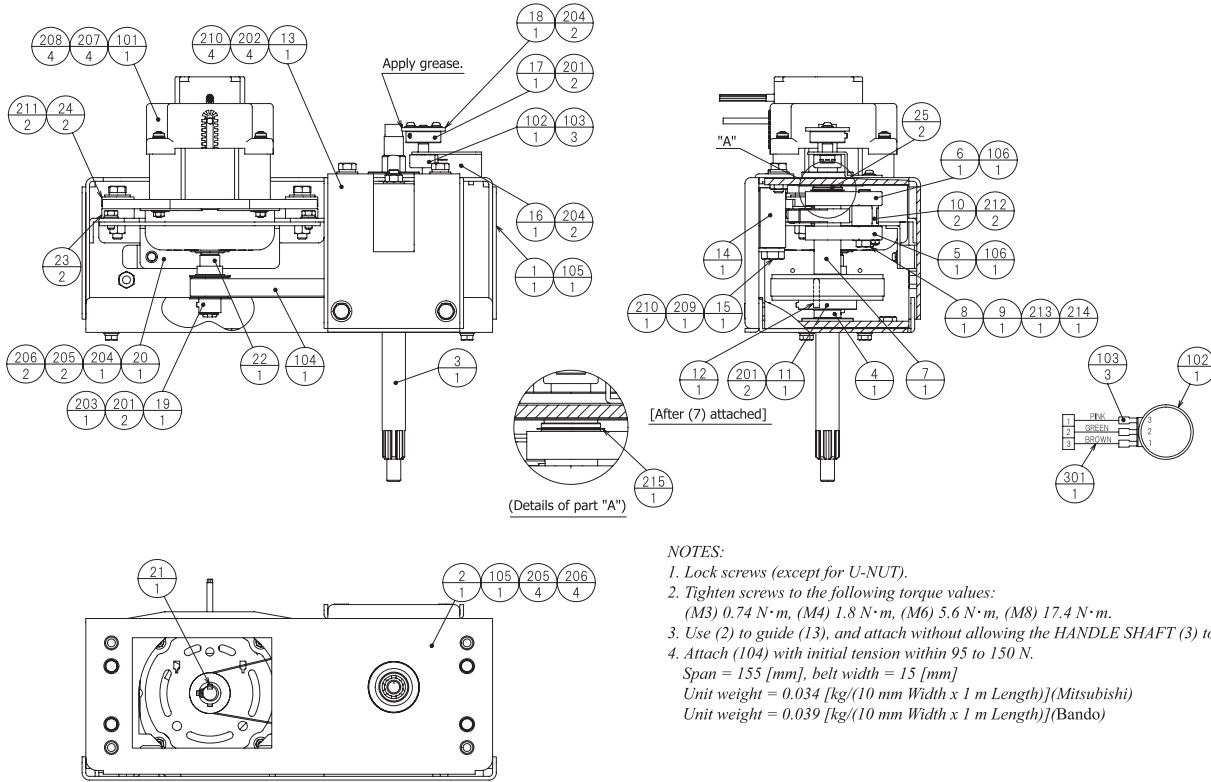
NOTES:
1. Lock screws (except for U-NUT).
2. Tighten screws to the following torque values:
   (M3) 0.74 N·m, (M4) 1.8 N·m, (M6) 5.6 N·m, (M8) 17.4 N·m.
3. Use (2) to guide (13), and attach without allowing the HANDLE SHAFT (3) to tilt.
4. Attach (104) with initial tension within 95 to 150 N.
   Span = 155 [mm], belt width = 15 [mm]
   Unit weight = 0.034 [kg/(10 mm Width x 1 m Length)](Mitsubishi)
   Unit weight = 0.039 [kg/(10 mm Width x 1 m Length)](Bando)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	TFF-2501	MECHA BASE	
2	TOF-2502	MECHA BASE LID	
3	TFF-2502	HANDLE SHAFT	
4	TFF-2503	SPACER COLLAR A	
5	TFF-2504	STOPPER BLOCK A	
6	TFF-2505	STOPPER BLOCK B	
7	TFF-2506	SPACER COLLAR B	
8	TFF-2507	STOPPER BOLT S	
9	TFF-2508-01	STOPPER RUBBER S	
10	TFF-2509	STOPPER BLOCK SHAFT	
11	SPG-2505	PULLEY 60 S5M	
12	DYN-1270	STOPPER KEY	
13	TFF-2511	STOPPER HOLDER	
14	TFF-2512	STOPPER RUBBER	
15	TFF-2513	STOPPER BOLT	
16	TFF-2514	VR BRKT	
17	TOF-2515	GEAR HOLDER	
18	601-6172	GEAR 48	
19	SPG-2504	PULLEY 20 S5M	
20	ORA-2503	MOTOR BRKT	
21	SPG-2453	KEY 4×4×40	
22	ORA-2507	MOTOR SHAFT COLLAR	
23	253-5592	MOTOR INSULATOR A	
24	253-5593	MOTOR INSULATOR B	
25	TFF-2515	SPACER COLLAR C	
101	350-5805-01	SERVO MOTOR Y21C-5010S	
102	220-5484	VOL CONT B-5K OHM	
102	220-5753	VOL CONT B-5K OHM (TOCOS)	
103	310-5029-F20	SUMITUBE F F 20MM	
104	601-11089	TIMING BELT (150 S5M 520)	
105	100-5168	BEARING 20 (NSK 6904ZZ)	
106	100-5285	BEARING 20(6804ZZ)	
107	280-5275-SR10	CORD CLAMP SR10	
201	028-A00408-P	SET SCR HEX SKT CUP P M4×8	
202	030-000820-S	HEX BLT W/S M8×20	
203	065-S012S0-Z	STP RING BLK OZ S12	
204	000-P00410-W	M SCR PH W/FS M4×10	
205	030-000612-S	HEX BLT W/S M6×12	
206	060-F00600	FLT WSHR M6	
207	030-000840-S	HEX BLT W/S M8×40	
208	068-852216	FLT WSHR 8.5-22×1.6	
209	050-U00800	U NUT M8	
210	060-F00800	FLT WSHR M8	
211	012-P00412	TAP SCR #2 PH 4×12	
212	050-U00400	U NUT M4	
213	020-000612-0Z	HEX SKT H CAP SCR BLK 0Z M6×12	
214	060-S00600	SPR WSHR M6	
215	FAS-650021	WAVE WSHR WW-20	
301	600-6866-01	WIRE HARN ASSY HANDLE MECHA VR	

ASSY UP/DOWN SHIFTER (TFF-2400)
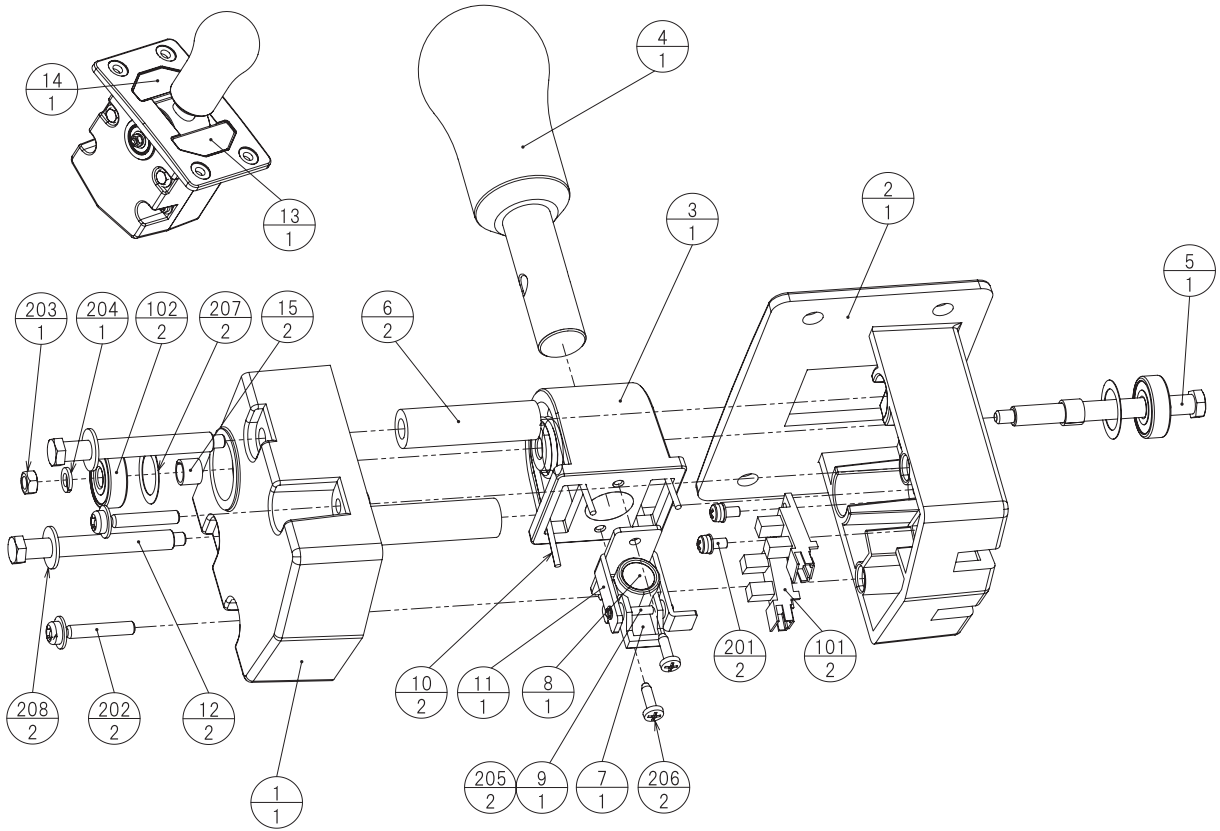
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	TFF-2401	SHIFTER BASE R	
2	TFF-2402	SHIFTER BASE L	
3	TFF-2403	BOSS	
4	TFF-2404	SHIFT LEVER	
5	TFF-2405	LEVER SHAFT	
6	TFF-2406	STOPPER RUBBER	
7	TFF-2407	MAGNET HOLDER	
8	TFF-2408	MAGNET	
9	TFF-2409	KNOCK SHAFT	
10	TFF-2410	CENTERING SPRING	
11	TFF-2411	KNOCK BASE	
12	TFF-2412	STOPPER SHAFT	
13	TFF-2413	DESIGN PLT SHIFT UP	
14	TFF-2414	DESIGN PLT SHIFT DOWN	
15	TFF-2415	SPACER	
101	370-5297	PHOTO INTERRUPTER GP1A75EJ000F	
102	100-5301	BEARING 6 (626ZZ)	
201	FAS-000142	M SCR PH W/SMALL FS M3×6	
202	000-P00420-W	M SCR PH W/FS M4×20	
203	050-H00400	HEX NUT M4	
204	060-S00400	SPR WSHR M4	
205	065-E00150	E RING 1.5MM	
206	FAS-120037	TAP SCR P-TITE BI H 3×10	
207	FAS-650020	WAVE WSHR BWW-626	
208	FAS-680030	FLT WSHR 6-13×1	

🔢 WIRE COLOR CODE TABLE

⚠ WARNING
The DC power wire color for this product is different from previous SEGA titles. Working from the previous wire colors will create a high risk of fire.

The color codes for the wires used in the diagrams in the following chapter are as follows.

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

Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

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

If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see the above).
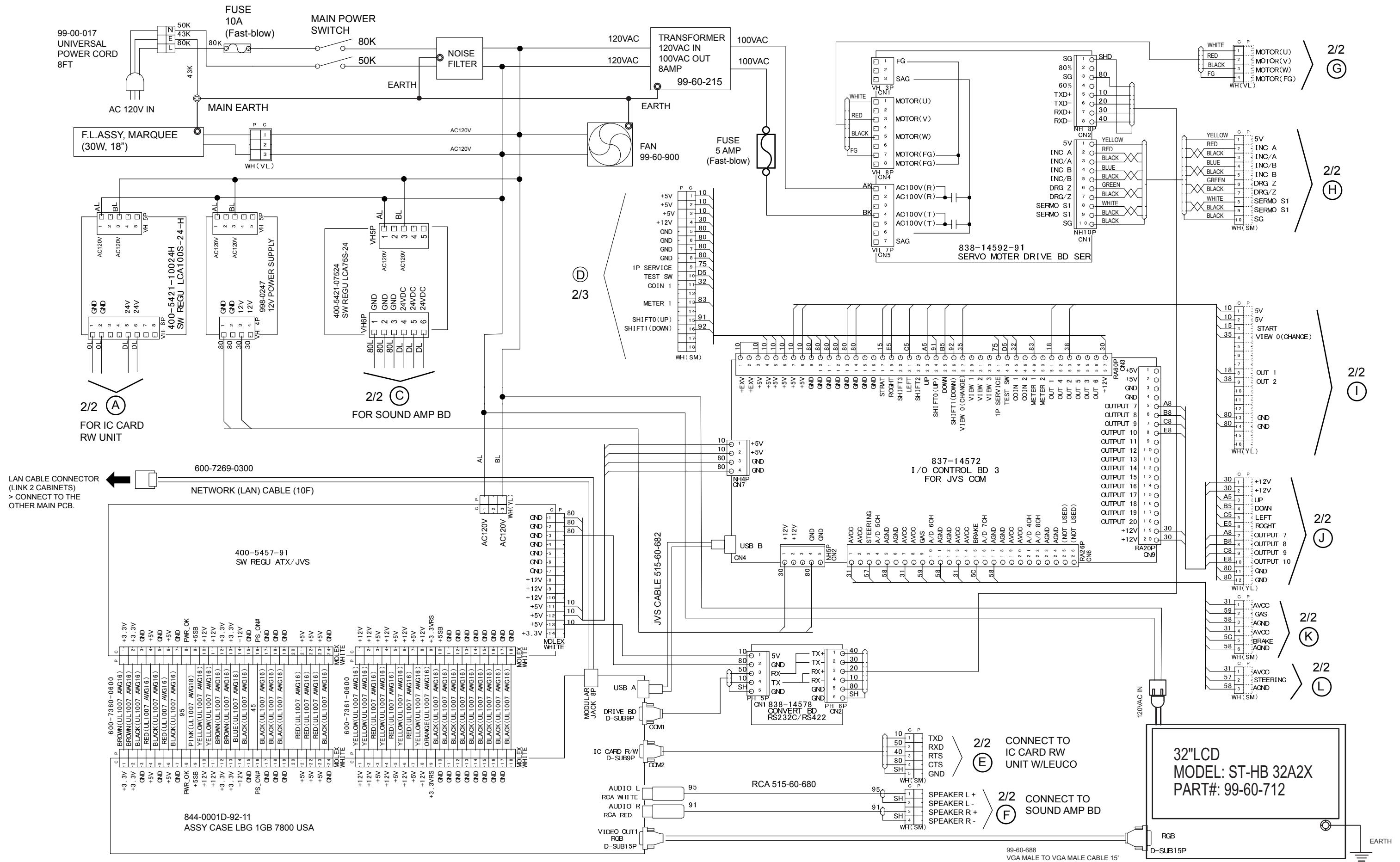
Note 1: If the right-hand side numeral is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.
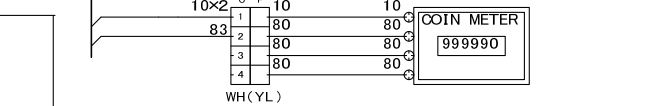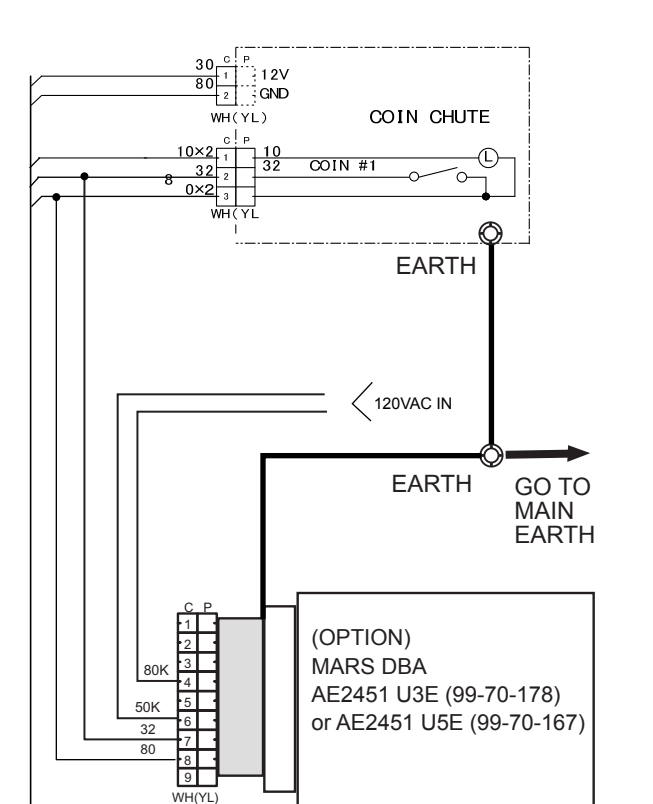
<Example> 51………WHITE/RED

RED / WHITE

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

U:	AWG16
K:	AWG18
L:	AWG20
None:	AWG22

FUSE 10A (Fast-blow)
MAIN POWER SWITCH

99-00-017 UNIVERSAL POWER CORD 8FT

50K 43K 80K
N E L
80K
43K
50K

AC 120V IN
MAIN EARTH

NOISE FILTER

EARTH

120VAC
120VAC

TRANSFORMER 120VAC IN 100VAC OUT 8AMP
99-60-215

100VAC
100VAC

EARTH

WHITE
RED
BLACK
FG
MOTOR(U)
MOTOR(V)
MOTOR(W)
MOTOR(FG)
WH (VL)
2/2 G

F.L.ASSY, MARQUEE (30W, 18")
P C
WH (VL)

AC120V
AC120V

FAN 99-60-900

FUSE 5 AMP (Fast-blow)

WHITE
RED
BLACK
FG
FG
CN1 VH 3P
FG
SAG
MOTOR(U)
MOTOR(V)
MOTOR(W)
MOTOR(FG)
MOTOR(FG)
CN4 VH 8P

AK
AC100V(R)
AC100V(R)
AC100V(T)
AC100V(T)
SAG
CN5 VH 7P
BK

SHD
SG
80%
SG
60%
TXD+
TXD-
RXD+
RXD-
CN2 NH 8P

5V
INC A
INC /A
INC B
INC /B
DRG Z
DRG /Z
SERMO S1
SERMO S1
SG
CN1 NH10P

838-14592-91 SERVO MOTER DRIVE BD SER

YELLOW
RED
BLACK
BLUE
BLACK
GREEN
BLACK
WHITE
BLACK
BLACK
BLACK

YELLOW
RED
BLUE
GREEN
WHITE
BLACK
5V
INC A
INC/A
INC B
INC/B
DRG Z
DRG/Z
SERMO S1
SERMO S1
SG
WH (SM)
2/2 H

400-5421-10024H SW REGU LCA100S-24-H
VH 5P
AC120V AC120V
GND GND 24V 24V
VH 8P
2/2 A
FOR IC CARD RW UNIT

998-0247 12V POWER SUPPLY
VH 5P
AC120V AC120V
GND GND 12V 12V
VH 4P

400-5421-07524 SW REGU LCA75S-24
VH 5P VH6P
AC120V AC120V
GND GND GND 24VDC 24VDC 24VDC
2/2 C
FOR SOUND AMP BD

D 2/3

P C
+5V
+5V
+5V
+12V
GND
GND
GND
GND
1P SERVICE
TEST SW
COIN 1
METER 1
SHIFT0(UP)
SHIFT1(DOWN)
WH (SM)

CN3 RA40P
CN7 NH4P
+5V
+5V
GND
GND

837-14572 I/O CONTROL BD 3 FOR JVS COM

+EXV
+EXV
+5V
+5V
+5V
+5V
+5V
GND
GND
GND
GND
GND
GND
GND
STRAT
ROGHT
LEFT
UP
SHIFT3
SHIFT2
SHIFT1(DOWN)
SHIFT0(UP)
VIEW 0(CHANGE)
VIEW 3
VIEW 1
1P SERVICE
TEST SW
COIN 1
COIN 1
METER 1
METER 2
OUT 4
OUT 5
OUT 6
+12V
+12V

OUTPUT 7
OUTPUT 8
OUTPUT 10
OUTPUT 11
OUTPUT 12
OUTPUT 14
OUTPUT 15
OUTPUT 16
OUTPUT 17
OUTPUT 18
OUTPUT 20
+12V
+12V
RA26P CN6
RA20P CN9

A8
B8
C8
E8

10 5V
10 5V
15 START
35 VIEW 0(CHANGE)
18 OUT 1
38 OUT 2
80 GND
80 GND
WH (YL)
2/2 I

LAN CABLE CONNECTOR (LINK 2 CABINETS) > CONNECT TO THE OTHER MAIN PCB.

600-7269-0300 NETWORK (LAN) CABLE (10F)

400-5457-91 SW REGU ATX/JVS

AC120V AC120V WH (YL)
AL BL
P C
80 GND
80 GND
80 GND
GND
GND
GND
GND
+12V
+12V
+12V
+5V
+5V
+5V
+3.3V
MOLEX WHITE

CN4 USB B
+5V
+5V
GND
GND
NH4P

CN2 NH5P
+12V
+12V
GND
GND

JVS CABLE 515-60-682

AVCC
AVCC
STEERING
A/D 5CH
AGND
AVCC
GAS
AGND
AVCC
A/D 6CH
AGND
AVCC
BRAKE
A/D 7CH
AGND
AVCC
A/D 4CH
AGND
(NOT USED)
(NOT USED)

30 +12V
30 +12V
A5 UP
B5 DOWN
C5 LEFT
E5 ROGHT
A8 OUTPUT 7
B8 OUTPUT 8
C8 OUTPUT 9
E8 OUTPUT 10
80 GND
80 GND
WH (YL)
2/2 J

31 AVCC
59 GAS
58 AGND
31 AVCC
5C BRAKE
58 AGND
WH (SM)
2/2 K

31 AVCC
57 STEERING
58 AGND
WH (SM)
2/2 L

MODULAR JACK 8PI

USB A

5V TX+
GND TX-
RX RX+
TX RX-
GND SH
PH 5P CN1

TX+
TX-
RX+
RX-
SH
PH 6P CN2

838-14578 CONVERT BD RS232C/RS422

DRIVE BD D-SUB9P
COM1

IC CARD R/W D-SUB9P
COM2

TXD
RXD
RTS
CTS
GND
WH (SM)
2/2 E CONNECT TO IC CARD RW UNIT W/LEUCO

AUDIO L RCA WHITE
AUDIO R RCA RED
RCA 515-60-680
SPEAKER L +
SPEAKER L -
SPEAKER R +
SPEAKER R -
WH (SM)
2/2 F CONNECT TO SOUND AMP BD

VIDEO OUT1 RGB D-SUB15P

99-60-688 VGA MALE TO VGA MALE CABLE 15'

32"LCD MODEL: ST-HB 32A2X PART#: 99-60-712

RGB D-SUB15P
EARTH

120/VAC IN

844-0001D-92-11 ASSY CASE LBG 1GB 7800 USA

600-7360-0600
600-7361-0600

8	BLACK		
7	ORANGE	E	LIGHT GREEN	43	EARTH WIRE
6	WHITE	D	PURPLE		
5	GREEN	C	BROWN		
4	YELLOW	B	SKY BLUE	U	AWG16 UL1015
3				K	AWG18 UL1015
2	BLUE	A	PINK	L	AWG20 UL1007
1	RED	9	GRAY		AWG22 UL1007

SEGA AMUSEMENTS U.S.A., INC.

INITIAL D4, 32"LCD STD   (1/2)

1/2 G MOTOR(U) WHITE / RED / BLACK / FG WHITE / RED / BLACK / FG M 100VAC
WH(VL)

350-5805
SERVO
MOTOR
Y21C-5010S

1/2 H 5V YELLOW / INC A RED / INC/A BLACK / INC/B BLUE / INC B BLACK / DRG Z GREEN / DRG/Z BLACK / SERMO S1 WHITE / SERMO S1 BLACK / SG BLACK ENCODER
WH(SM)

1/2 L AVCC / STEERING / AGND 600-6866-01 5K POT. (Steering Wheel)
WH(SM) WH(YL)

1/2 J +12V / +12V / UP / DOWN / LEFT / RIGHT / OUTPUT 7 / OUTPUT 8 / OUTPUT 9 / OUTPUT 10 / GND / GND TFF-60039
+12V / +12V / UP / DOWN / LEFT / RIGHT / START / VIEW 0(CHANGE) / OUTPUT 7 / OUTPUT 9 / OUTPUT 10 / OUT 1 / OUT 2 / +12V / +12V
WH(YL)
838-14707
RUBBER SW BD TFF

1/2 I TFF-60035 5V / 5V / START / VIEW 0(CHANGE) / OUT 1 / OUT 2 / GND / GND
TFF-1500
ASSY INPUT SW RUBBER
WH(YL)

1/2 K AVCC / GAS / AGND / AVCC / BRAKE / AGND TFF-60040
5K POT. (ACCEL)
600-6840-01
5K POT. (BRAKE)
WH(SM) WH(SM) WH(YL)
TFF-2200
ASSY ACCEL&BRAKE
EARTH
GO TO MAIN EARTH

1/2 D +5V / +5V / +5V / +12V / GND / GND / GND / GND / 1P SERVICE / TEST SW / COIN 1 / METER 1 / SHIFT0(UP) / SHIFT1(DOWN)
WH(SM)
838-14548-01
SW & C VOL BD
TEST / SERVICE / GND / VOL1 / VOL2 / VOL3
NH 6P CN1
TEST SERVICE VOL

TFF-60043
5V / SHIFT0(UP) / GND AMP CT 370-5297
5V / SHIFT1(DOWN) / GND AMP CT 370-5297
WH(YL) PLUG
TFF-2400
ASSY UP/DOWN SHIFTER

1/2 E TXD / RXD / RTS / CTS / SH TXD / RXD / RTS / CTS / GND
WH(SM) WH(XA)

1/2 A OL / OL / DL / DL OL / OL / GND / GND / DL / DL / 24V / 24V
WH(YL)
610-0791-01
IC CARD RW UNIT W/LEUCO
VH 8P

1/2 C DL / DL / DL / 80L / 80L / 80L 24V / 24V / GND / GND
838-14515-A0191
SOUND AMP ANALOG IN
VH 6P
3.3V / GND / VOL
NH 3P

1/2 F SPEAKER L+ / SPEAKER L- / SPEAKER R+ / SPEAKER R- SHD / SHD / SHD / SHD
WH(SM) WH(YL)
SPEAKER L+ / SPEAKER L- / SPEAKER R+ / SPEAKER R-
VH 4P
AUDIO L RCA WHITE
AUDIO R RCA RED

70L / 90L SPEAKER L+ / SPEAKER L-
WH(YL) 130-5265
TFF-0650
ASSY SPKR L

20L / 40L SPEAKER R+ / SPEAKER R-
WH(YL) 130-5265
TFF-0660
ASSY SPKR R

30 / 80 12V / GND
COIN CHUTE
10×2 COIN #1
EARTH
120VAC IN
EARTH EARTH
GO TO MAIN EARTH

(OPTION)
MARS DBA
AE2451 U3E (99-70-178)
or AE2451 U5E (99-70-167)
WH(YL)

10×2 COIN METER
999990
WH(YL)

8	BLACK				
7	ORANGE	E	LIGHT GREEN	43	EARTH WIRE
5	WHITE	D	PURPLE		
4	GREEN	C	BROWN	U	AWG16 UL1015
3	YELLOW	B	SKY BLUE	K	AWG18 UL1015
2	BLUE	A	PINK		AWG20 UL1007
1	RED	9	GRAY		AWG22 UL1007

SEGA AMUSEMENTS U.S.A.,INC.

INITIAL D4, 32"LCD STD   (2/2)

SEGA®

SEGA AMUSEMENTS U.S.A., INC.
800 ARTHUR AVENUE
ELK GROVE VILLAGE, IL 60007-5215
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