

# namco®

## CYBER CYCLES DELUXE

### Operators Manual

IT IS THE RESPONSIBILITY OF THE OPERATOR TO MAINTAIN CUSTOMER SAFETY AT ALL TIMES, AND IT IS IMPERATIVE THAT THE DETAILS SET OUT IN THIS MANUAL ARE FOLLOWED PRECISELY.

# SAFETY WARNING

## In Order to Use This Machine Safely

In order to use this machine safely, be sure to read this Operators Manual carefully before installation and use of the machine.

Whenever the owner of this machine entrusts disassembly, installation, adjustment, routine maintenance or trouble shooting to another person, the owner should ensure that they read the appropriate precautions and relevant sections of this manual before starting work.

In order that no accidents occur when the machine is in operation, strictly follow the notes on safety described below. Also, carefully read section 3, "Precautions".

### Warnings for Operation

- NOTE:** Only operate this machine after checking that it has been installed correctly and in accordance with the manual.
- NOTE:** Parts of this machine move during game play, so there are places where the distance between the stationary section and moveable section changes. There is a warning sticker that the player must be able to reach the ground with their feet, however if the operator feels that a customer playing the game is in any danger, he should warn the customer accordingly.
- NOTE:** The warning sticker must always be kept in good condition and replaced if worn so that the customer can read it clearly.
- NOTE:** If there is an error or problem with this machine, operation must be stopped immediately.

### Warnings for Disassembly, Installation, Routine Maintenance and Troubleshooting

- DANGER:** Namco Ltd. bears absolutely no responsibility for accidents or injuries resulting from unauthorized changes to the machine.
- DANGER:** Ensure that the machine has been turned **OFF** before making adjustments or carrying out maintenance. Also ensure only qualified personnel carry out maintenance or turn the power **ON** to this machine.
- DANGER:** The power supply and inside the monitor will remain hot and have areas of high voltage even though the machine has been turned **OFF**, and there is a possibility of burns or electric shock. Be careful not to touch these areas.
- DANGER:** In order to avoid injuries due to mis-operation, be sure that the voltage of the power supply is within the prescribed limits. Also to prevent possible electric shocks due to failure, this machine **MUST** be fitted with a securely connected earthed plug.
- NOTE:** Do not turn the main power switch **ON** until the machine has been installed correctly.

# Contents

1.	SPECIFICATIONS .....	1
2.	MAJOR COMPONENTS .....	2
3.	PRECAUTIONS .....	3
3-1	Notes on Operation .....	3
3-2	Cautions When Transporting. ....	3
3-3	Cautions When Installing. ....	4
3-4	Cautions when Handling. ....	6
4.	INSTALLATION .....	7
4-1	Assembling the Monitor Cabinets .....	7
4-2	Assembling the Coin Box .....	7
4-3	Connecting the Bike Assemblies to the Cabinets .....	8
4-4	Fitting the Header Assembly .....	9
5.	ADJUSTMENTS .....	11
5-1	Turning on the Power .....	11
5-2	Adjustment Switches .....	11
5-3	Test Mode .....	12
5-3-1	Coin Options .....	13
5-3-2	Game Options .....	14
5-3-3	I/O Test .....	15
5-3-3-1	Switch Test .....	16
5-3-3-2	Motor Test .....	16
5-3-3-3	Lamp Test .....	16
5-3-4	Sound Test .....	17
5-3-5	Monitor Test .....	18
5-3-6	ADS Data .....	18
5-3-7	Others .....	19
5-4	Linking Two Machines. ....	20
5-4-1	Setting the Link Switches .....	21
6.	MAINTENANCE .....	21
6-1	Replacing the Fluorescent Tube, Position, and Leading Driver Lamps .....	21
6-2	Replacing the Signal Lamps .....	21
6-3	Handle Bar Assembly .....	21
6-3-1	Replacing the Throttle Control Pot .....	21
6-3-2	Replacing the Brake Control Pot .....	21
6-3-3	Replacing the Steering Control Pot .....	21
7.	PARTS .....	2



1. SPECIFICATIONS

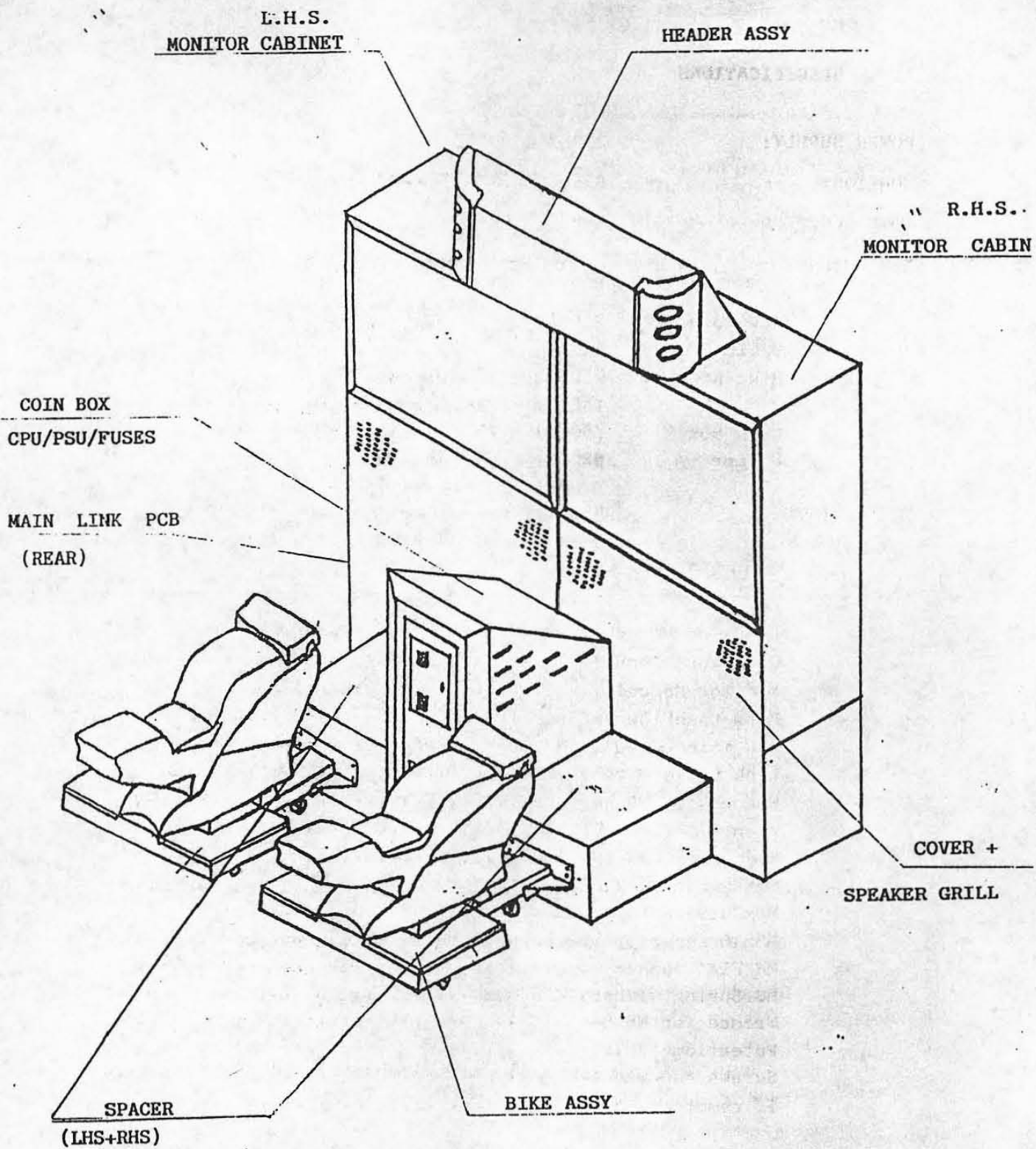
POWER SUPPLY: 220/240 volts AC  
MONITOR: Pioneer 50" rear projection  
COIN ACCEPTOR Mars CashFlow - 4 Channel  
DIMENSIONS:

Assembled 2180(w) x 1640(d) x 2530 (h)  
Cabinet 1090(w) x 1270(d) x 1930(h) ea.  
Bike Assy 910(w) x 1370(d) x 930(h) ea.  
Header 1450(w) x 230(d) x 600(h)  
Coin box 550(w) x 750(d) x 650(h)  
Spacer 630(w) x 650(d) x 240(h)

ACCESSORIES: Keys: (Cash Door).....2  
(Coin Door).....2

Biker number decal set -1-4 .....2  
Operators Manual .....1  
Monitor Manual .....1  
Mars CashFlow informations .....1  
IEC Mains Lead with Shenko plug .....1  
Link Cable 3 metres .....1  
Wrench for M8 screws .....1  
Wrench for M6 screws .....1  
Wrench for M5 screws .....1  
M8x40 Security button head screw - sus .....8  
M8x20 Security button head screw - sus .....4  
M8x16 Security button head screw - sus .....8  
M8 Flat washer - sus .....20  
M8 Spring washer - sus .....20  
Wrench for M5 Security screws .....1  
Potentiometer.....2  
Screws and washer for top flash assy (plastic bag)...1  
TV remote control.....1

2. MAJOR COMPONENTS



### 3. PRECAUTIONS

Be sure to read this section carefully.

#### 3-1 Notes on Operation

- NOTE:** Only operate this machine after checking that it has been installed correctly and in accordance with the manual.
- NOTE:** Parts of this machine move during game play, so there are places where the distance between the stationary section and moveable section changes. There is a warning sticker that the player must be able to reach the ground with their feet, however if the operator feels that a customer playing the game is in any danger, he should warn the customer accordingly.
- NOTE:** The warning sticker must always be kept in good condition and replaced if worn so that the customer can read it clearly.
- NOTE:** Ensure customers do not get hurt by leaning or climbing on the cycles. Be especially careful in the case of young children.
- NOTE:** If there is an error or problem with this machine, operation must be stopped immediately.

Parts of this machine lean to the left and right during the game. In order to maintain the customer's safety, the operator should strictly follow the appropriate precautions.

#### 3-2 Cautions When Transporting.

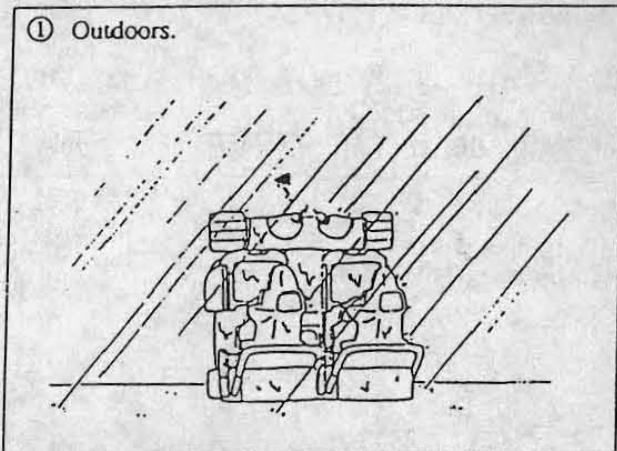
- a. Do not subject the game to physical shock when transporting or moving it.
- b. Always return the levellers to the UP position before moving the machine, even for short distances.
- c. The main cabinets, bike assemblies, coin assy and header assy must be separated before moving or shipping.
- d. Take care not to rope any moulded (plastic) parts when transporting.

**THIS MACHINE IS NOT DESIGNED TO BE MOVED BY FORK LIFT. DO NOT USE**

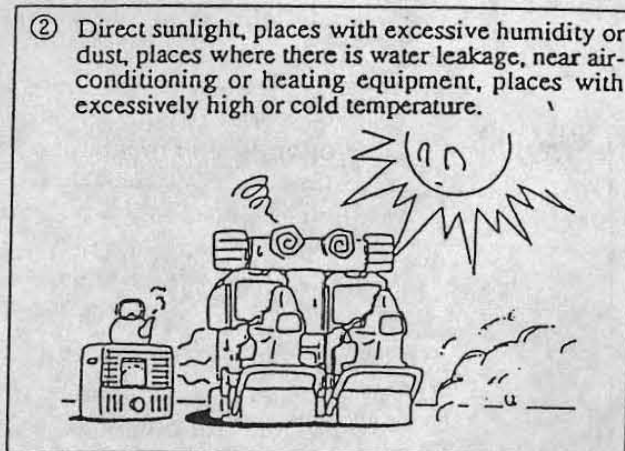
### 3-3 Cautions When Installing.

1. This machine is designed for indoor use only. **Do Not** install the machine in the following places

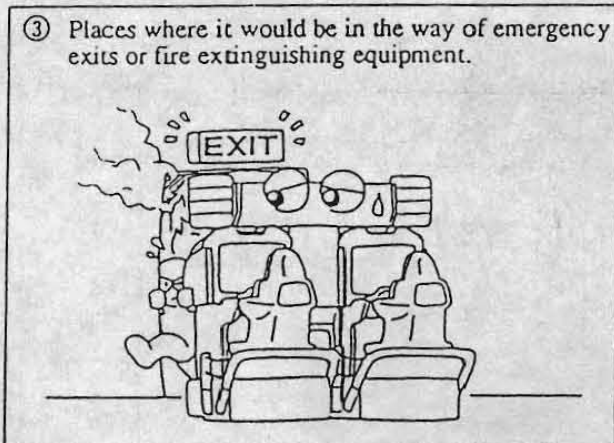
① Outdoors.



② Direct sunlight, places with excessive humidity or dust, places where there is water leakage, near air-conditioning or heating equipment, places with excessively high or cold temperature.



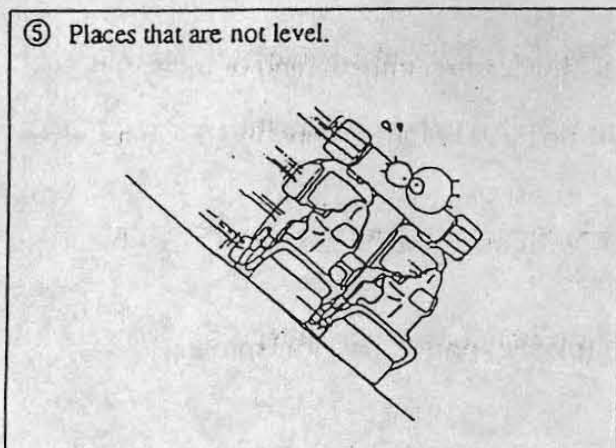
③ Places where it would be in the way of emergency exits or fire extinguishing equipment.



④ Unstable places or places with excessive vibration.



⑤ Places that are not level.

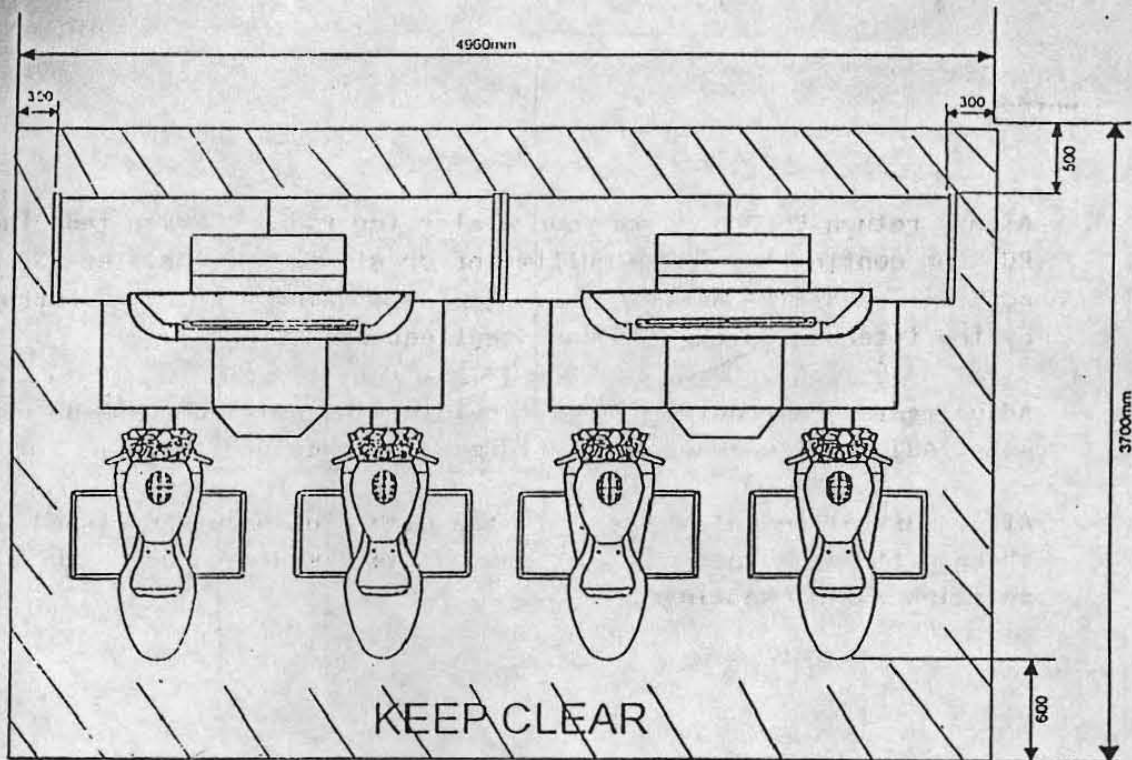


2. If this machine is installed next to walls or other machines, ensure that there is plenty of space between them.



**NOTE:** So that customers are not injured by the movement of the bikes, ensure that the machine is separated from walls or other machines by at least 300mm either side and 600mm from the rear of the bikes.

**NOTE:** In order to gain access to the mains-in connector, ON/OFF switch and link switches, make sure that the rear of the machine is separated from a wall or other machine by a distance of at least 500mm or more.



### 3-4 Cautions when Handling.

- DANGER The Mains Voltage to this machine must be within the range of 220v to 240v AC and the transformer input matched accordingly.
- DANGER Be sure that the power is turned OFF when replacing parts and connecting/disconnecting connectors.
- DANGER To prevent possible electric shocks due to failure, this machine **MUST** be fitted with a securely connected earthed plug.
- DANGER The monitor and power supply contain areas of very high voltage. Be extremely careful when inspecting or making adjustments.
- DANGER When unplugging the game from an electrical outlet, always grasp the plug, not the mains lead.

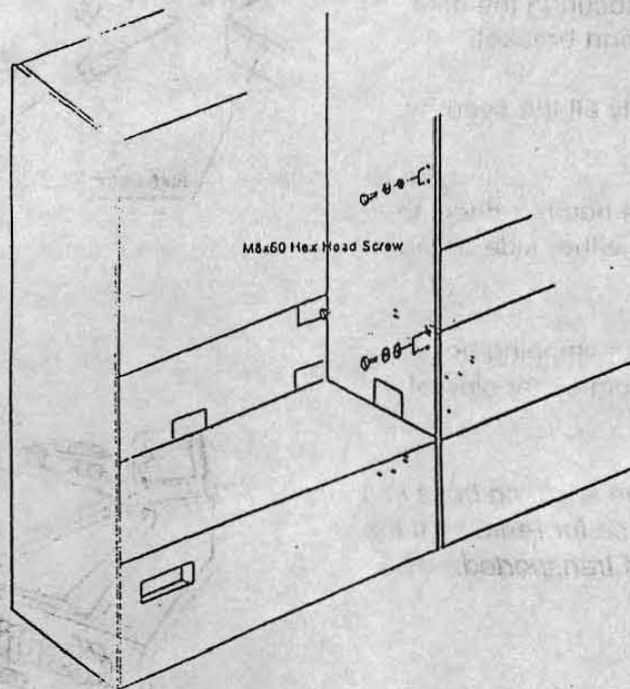
#### NOTES :

- Always return PC Boards to your dealer for repair. Never test the PCB for continuity with a multimeter or similar device. The PCB contains sensitive devices which could be damaged or even destroyed by the internal voltage of such test equipment.
- Adjustments are required after replacing the game PCB, ROM or control pots. Adjustments should be performed as described in.
- After initial installation or if the number of machines linked together changes, it may be necessary to use the test mode to change the settings and link switch settings.

#### 4. INSTALLATION

##### 4-land2 Assembling the Monitor (Main) cabinet and coin box.

1. Fix with supplied hex head screws, the 2 black spacer with the centre coin box (tight).
2. Fix this unit to the 2 main monitor cabinets with supplied hex head screws.

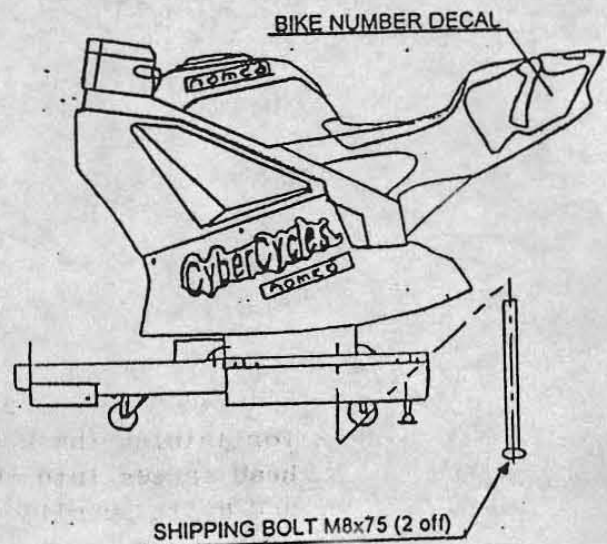
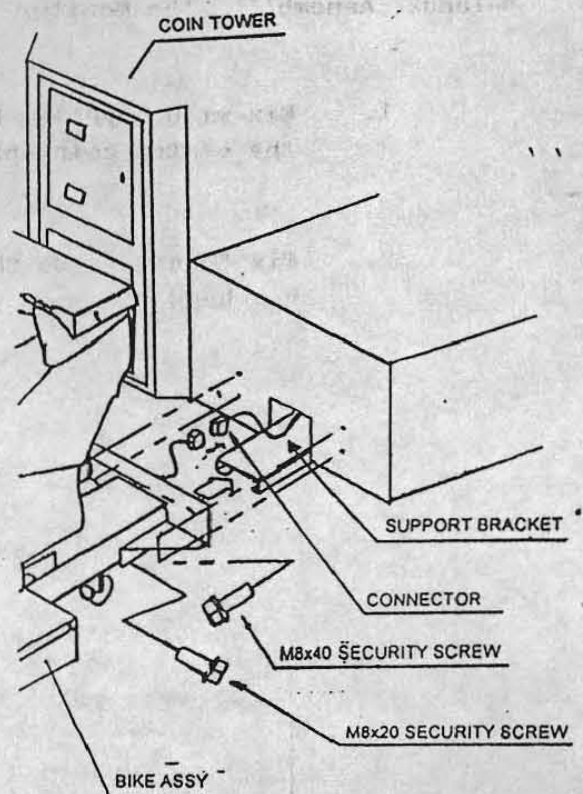


3. Open the 4 (2 upper+2 bottom) windows (remove 4x4 screws) for joining the 2 main cabinets together. Insert the 2 no head screws into the 2 holes, then fix them with washer and bolts supplied.
4. Tight fully the whole parts.

### 4-3 Connecting the Bike Assemblies to the Cabinets

1. Connect the connectors between the bike assembly and cabinet.
2. Place the bike assembly onto the support bracket and push the bike against the cabinet taking care not to trap any wires.
3. Fit, finger tight, the 4 off M8x40 security screws, spring washers and flat washers, securing the bike to the cabinet.
4. Fit, finger tight, the 2 off M8x20 security screws, spring washers and flat washers, securing the bike to the support bracket.
5. Tighten fully all the security screws.
6. Fit the bike number decal to the rear of either side of the bike.
7. Remove the shipping bolts (M8x75) from either side of the bike.

*Note:- Retain the shipping bolts in a secure place for re-fitting if the machine is transported.*



4-4 FITTING THE HEADER ASSY.

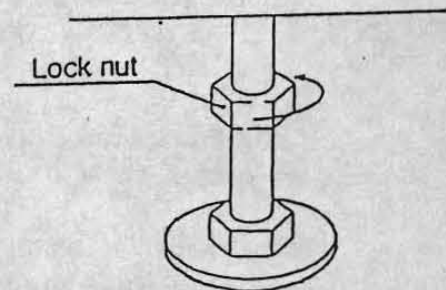
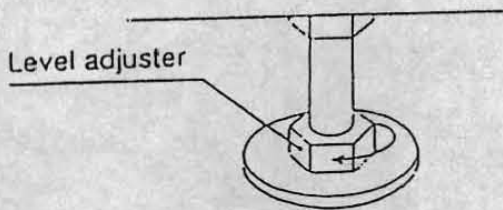
To prevent injury, two people should be used to fit the Header Assembly.

1. Fix the joint bar to secure the 2 main cabinet together.
2. Place the top acrylic header on the top of the cabinet and connect the loom connectors of the coin box with those of the main cabinets.
3. Fix the supplied hex head screws to secure the whole parts.

**NOTE:-**

When the machine is fully assembled and in its final position, lower the 12 level adjusters, (4 on each cabinet and 2 on each bike assy), with a spanner so that all castors are raised from the floor, and the machine is level.

Tighten the lock nuts with a spanner to ensure that the level adjusters do not move.





## 5. ADJUSTMENTS

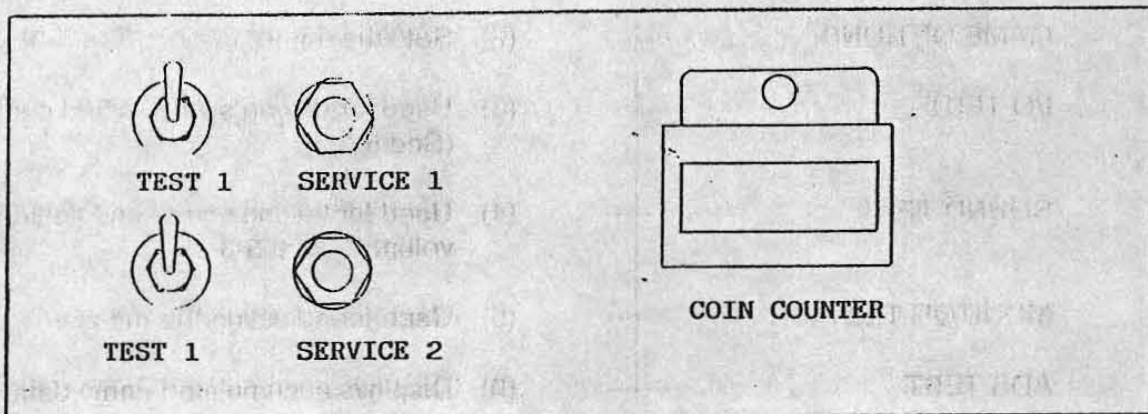
### 5-1 Turning on the Power

After the machine has been installed, turn ON the power. The power switch is located on the rear of the right hand cabinet.

### 5-2 Adjustment Switches

The Adjustment switches are located inside the coin door.

1. Service Switch.  
Press this switch to obtain game credits without incrementing the play meter.
2. Test Switch  
Slide the test switch ON to enter test mode.  
Test mode allows testing and the changing of game settings,



Service Bracket

### 5-3 Test Mode

1. Open the coin door and slide the test switch "ON". The menu screen will be displayed on the monitor.
2. Select the test required by leaning the bike left or right. The colour of the selected test will change.
3. Enter the selected test by pressing the 'View Change' push button. Select "EXIT" to return the "Menu Screen".
4. After testing is completed, ensure that the test switch is returned to the "OFF" position to return to normal game mode.

*The Test Switch must always be in the "OFF" position for normal game mode.*

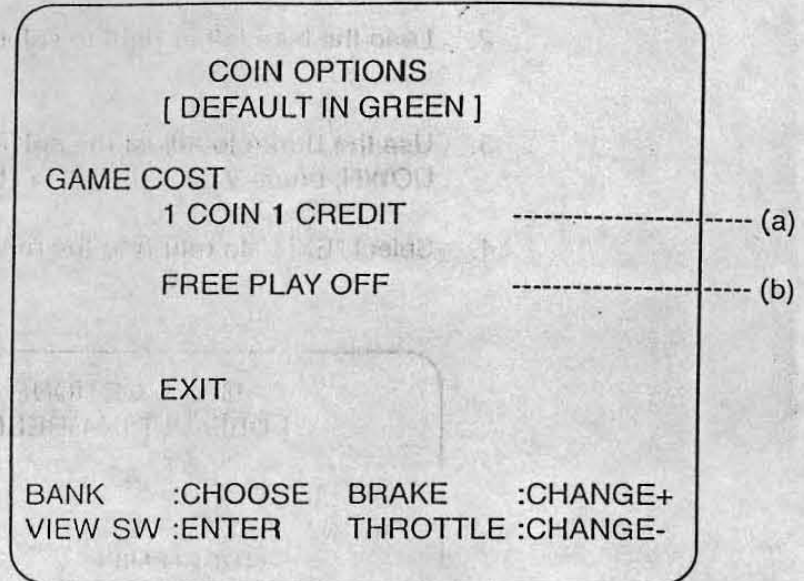
MENU	
COIN OPTIONS	(1) Sets the price of play (See 5-3-1)
GAME OPTIONS	(2) Sets the game options (See 5-3-2)
I/O TEST	(3) Used for testing switches and controls (See 5-3-3)
SOUND TEST	(4) Used for testing sound and setting volumes (See 5-3-4)
MONITOR TEST	(5) Used for adjusting the monitor
ADS TEST	(6) Displays accumulated game data
OTHERS	(7) Used for testing the PC Boards and for initializing all of the settings

BANK : CHOOSE  
VIEW SW : ENTER



5-3-1 Coin Options

1. Select item (1) "COIN OPTIONS" on the menu screen to set the game cost and related settings.
2. Lean the bike left or right to select the required item then press View Change.
3. Use the Brake to adjust the settings UP or the Throttle to adjust the settings DOWN, press View Change to store the new settings.
4. Select "EXIT" to return to the menu screen.



*Note :- The price of play on this machine is set within the Cashflow Coin Mech. Ensure that the Coin Options on the screen are set as shown in the following table.*

ITEM	CONTENTS	FACTORY SET
(a) Game Cost	Coins required for 1 credit - - - - - settable 1 - 9	1
(b) Free Play	Yes/No	NO

### 5-3-2 Game Options

1. Select item (1) "COIN OPTIONS" on the menu screen to set the game cost and related settings.
2. Lean the bike left or right to select the required item then press View Change.
3. Use the Brake to adjust the settings UP or the Throttle to adjust the settings DOWN, press View Change to store the new settings.
4. Select "EXIT" to return to the menu screen.

GAME OPTIONS [ DEFAULT IN GREEN ]			
GAME DIFFICULTY	B	-----	(a)
GAME LAPS			
GREEN HILL	3	-----	(b)
NEO YOKOHAMA	2	-----	(c)
ENTRY TIME	B	-----	(d)
ID NUMBER	1 LINK ON 1	-----	(e), (f)
SEAT COLOUR	RED	-----	(g)
LANGUAGE	ENGLISH	-----	(h)
SOUND IN ATTRACT	ON	-----	(i)
HI SCORE INITIALIZE	NO	-----	(j)
EXIT			
BANK	:CHOOSE	BRAKE	:CHANGE+
VIEW SW	:ENTER	THROTTLE	:CHANGE-

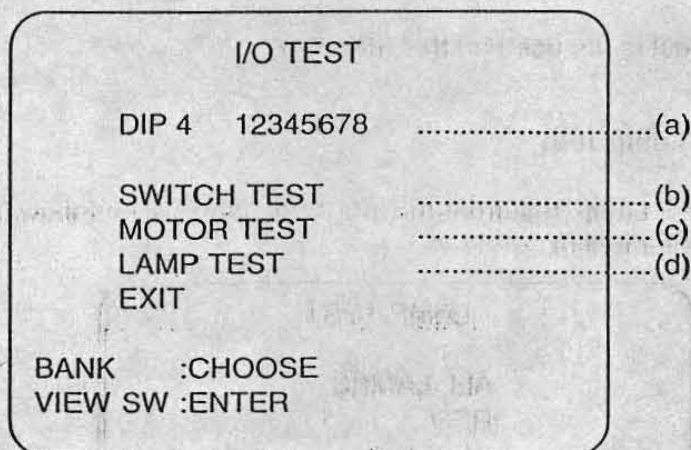
### NOTES

- The game difficulty and number of laps and entry time must be set the same on all positions that are linked.
- The ID number of the bike furthest left (when facing the front of the machine) should be set to 1, and the other bikes set to 2, 3, or 4 in order from left to right. The ID number of the farthest right position should equal the number of bikes linked.
- Settings other than those described will cause the machine to operate incorrectly.

ITEM	DESCRIPTION	FACTORY SET
(a) Game Difficulty	A (easy) to C (hard)	B
(b) Green Hill	Number of laps for Green Hill course - - - set 2 - 5	3
(c) Neo Yokohama	Number of laps for Neo Yokohama course - - - set 1 - 5	2
(d) Entry Time	A (longest) to C (shortest)	B
(e) ID Number	Sets bike identity for linked positions. Set so that no linked bikes have the same number	
(f) Displays Link Information	Machine Linked - Display will show - LINK ON + number of linked units	
	Faulty Link Cable - Display will show - LINK OFF	
	Only one machine - Display will show - ON 1	
	Faulty Link PCB - Display will show - NG	
(g) Seat Colour	Sets the bike colour. Set to match the colour of bike in use	
(h) Language	Japanese, English, None	English
(i) Sound in Attract	On / Off	On
(j) Hi Score Initialize	On / Off	Off

### 5-3-3 I/O Test

1. Select item (3) "I/O Test" on the menu screen to test the switches or lamps.
2. Lean the bike left or right to select the required item then press View Change.
3. Select "EXIT" to return to the menu screen.



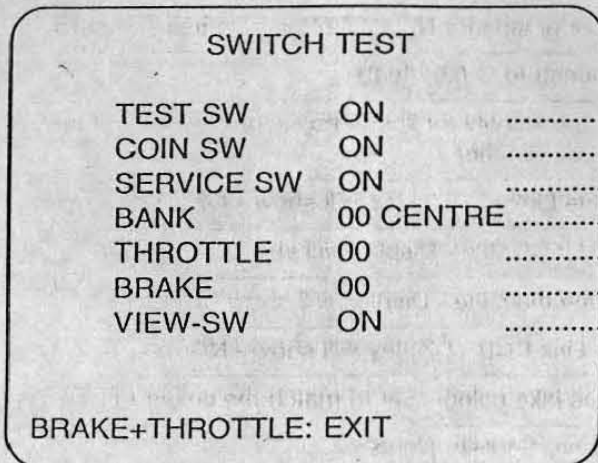
- (a) Shows condition of DIP SW 4 on the PCB. In normal operation all switches are OFF.

Switch 1 if ON will force the PCB in to Test Mode.

Switch 8 if ON will freeze the picture on the monitor.

5-3-3-1 Switch Test

1. Select Switch Test from the 'I/O Test' menu. The following screen will appear on the monitor.



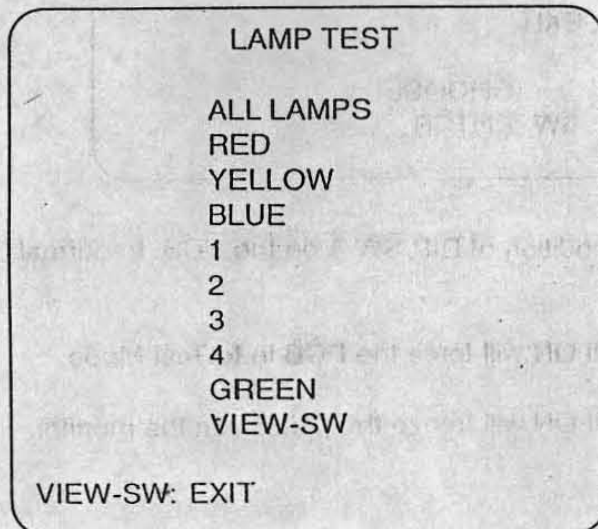
2. The word 'ON' will appear next to items a, b, c, and g each time the respective switch is operated.  
When the bike is pushed left, 'CENTRE' will go off and 'OK' appear just before it reaches the extreme left, '00' will decrease. When the bike is pushed right, 'CENTRE' will go off and 'OK' appear just before it reaches the extreme right, '00' will increase.  
When the THROTTLE or BRAKE are operated, 'OK' will appear just before they are fully on, and '00' will increase.
3. Operate the brake and throttle together to exit and return to the 'I/O Test' menu screen.

5-3-3-2 Motor Test

This test is not used on this machine

5-3-3-3 Lamp Test

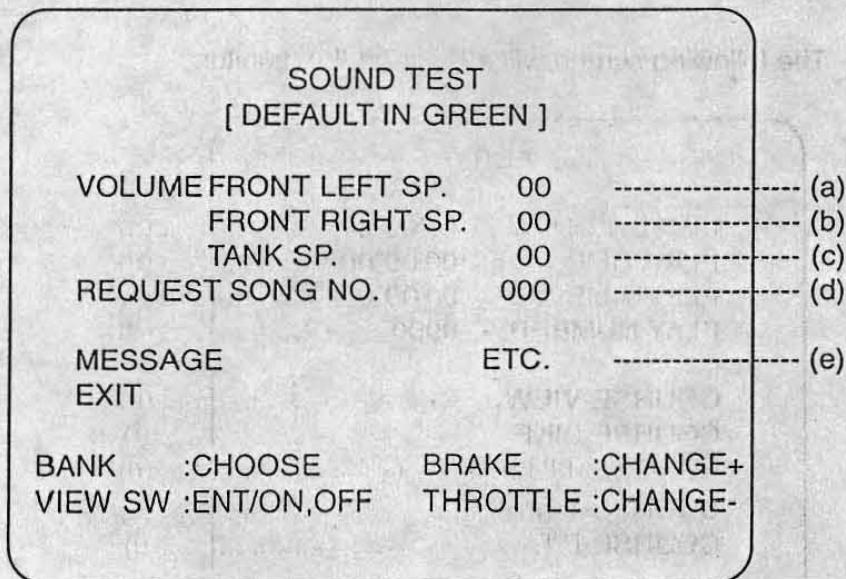
1. Select Lamp Test from the 'I/O Test' menu. The following screen will appear on the monitor



2. Operate the brake to select the required item. The selected lamp will illuminate.
3. Press 'View Change' to return to the 'I/O Test' menu screen.

#### 5-3-4 Sound Test

1. Select item (4) "Sound Test" on the menu screen to test the sound and speakers.
2. The following screen will appear on the monitor.



3. Lean the bike left or right to select the required item then press View Change.
4. Operating the brake will increase the value setting and operating the throttle will decrease the value setting.
4. Select "EXIT" to return to the menu screen.

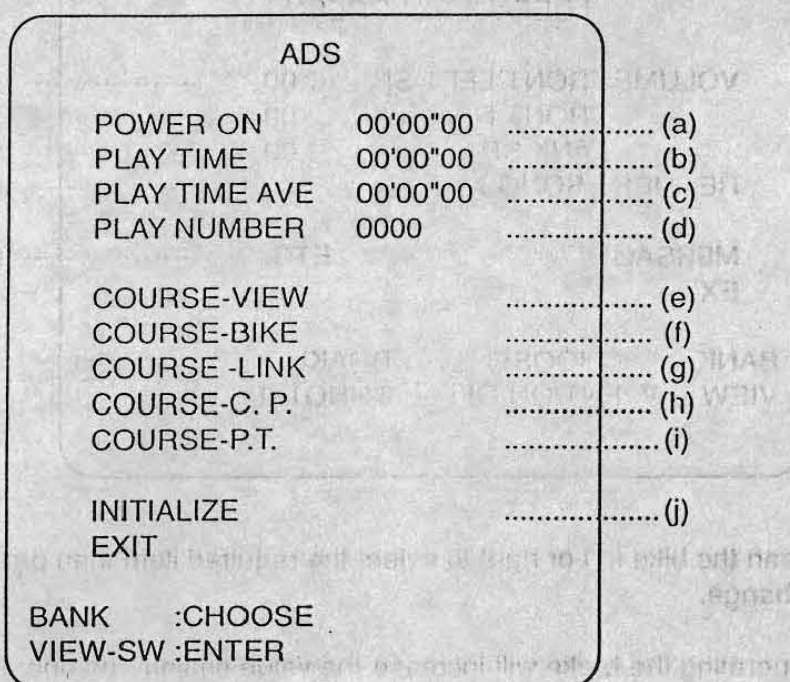
Item	Description	Factory Set
a	Set left speaker volume ----- 00 Quietest XX Loudest	XX
b	Set right speaker volume ----- 00 Quietest XX Loudest	XX
c	Set bike tank speaker volume ----- 00 Quietest XX Loudest	XX
d	Select sound for testing. Each number will produce a different sound. 000 will generate a stereo test.	---
e	Displays song name	---

### 5-3-5 Monitor Test

1. Select item (5) "Monitor Test" on the menu screen to set up and adjust the monitor.
2. On entering monitor test, vertical colour bars will be displayed on the monitor. Other patters can be selected by leaning the bike right or left.
3. Press View-Sw to exit.

### 5-3-6 ADS Data

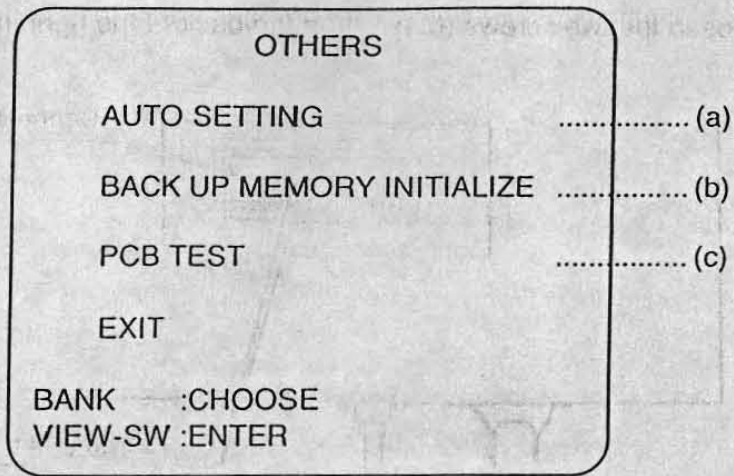
1. Select item (5) "ADS Data" on the menu screen to view machine history details.
2. The following screen will appear on the monitor.



Item	Description
(a) Power On	Total time in hours, minutes, seconds machine has been switched on.
(b) Play Time	Total time in hours, minutes, seconds that machine has been in play.
(c) Play Time Ave	Average time of game duration.
(d) Play Number	Total game plays.
(e) Course-View	Time for each view.
(f) Course-Bike	Number of times a bike has been selected.
(g) Course-Link	Number of linked games played.
(h) Course-C.P.	Position on the course at game over.
(i) Course-P.T.	Total time each course has been played.
(j) Initialize	Reset all data.

5-3-7 Others

1. Select item (6) "Others" on the menu screen.
2. On entering 'Others' the following screen will appear on the monitor.

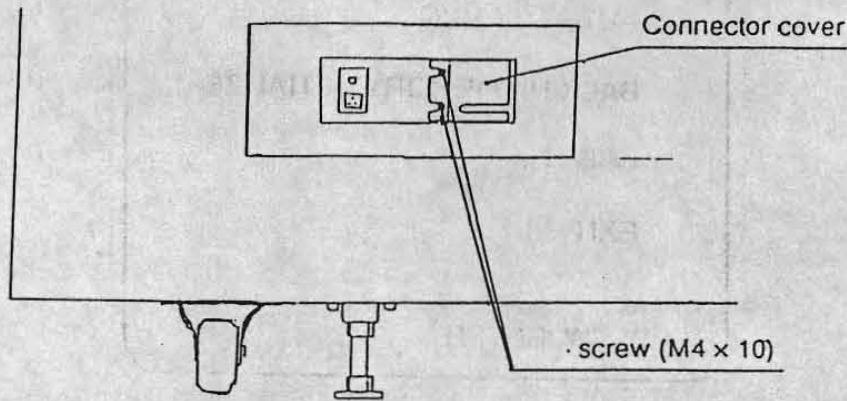


Item	Description
(a) Auto Setting	Will adjust all linked units to match automatically.
(b) Back Up Memory Initialize	Reset all ADS data
(c) PCB Test	For testing the Game PCB

## 5-4 Linking Two Machines.

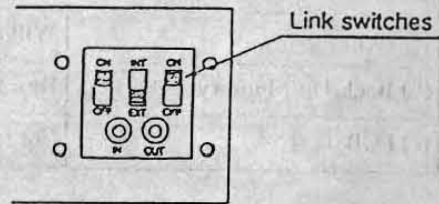
Up to two machines (4 bikes) can be linked together.  
The machines should be linked as described below.

- 1) Ensure that the power is "OFF".
- 2) Loosen the two screws (M4x10) on the back of the right monitor cabinet, and



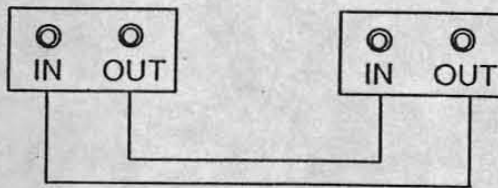
remove the connector cover.

- 3) Set the link switches to "ON", "EXT", and "ON". (See Diag.)
- 4) Use the supplied link cable and connect the machines between "IN" and "OUT" sockets (See Diag.)



### [Examples of Linked Machines]

- a) 2 Machines  
(2 Seats)



- 5) Turn the power to each machine "ON", and set the PCB ID using the test mode.

*Note: Settings other than those described will cause the machine to operate incorrectly.*



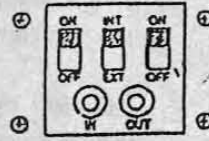
## 5-4-1 Setting the Link Switches

The link switches are used to set the connection between seats and machines.

### 1) Setting only one machine (2 bikes)

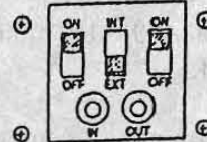
Set the link switches to "ON", "INT", and "ON".

*Note: Do not use a link cable.*

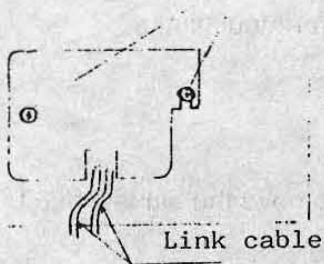


### 2) Setting two or more machines.

Set the link switches to "ON", "EXT", and "ON".



### SCREWS



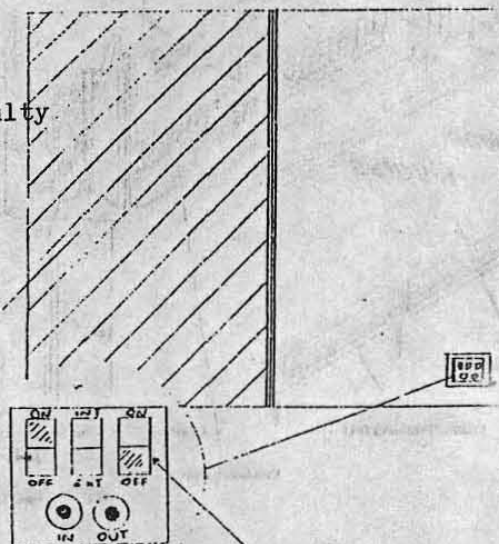
### 3) Install the connector cover using the 2 screws

THE LINK PROCEDURE IS NOW COMPLETE.

### 4) Setting the faulty PCB.

If the game PCB of only one side is faulty, set the link on that side to OFF

Example of setting for faulty right side



Seat with problem

## 6. MAINTENANCE

**DANGER:** In order to prevent injury or electric shock to service personnel, ensure that the MAIN POWER IS OFF before attempting any maintenance.

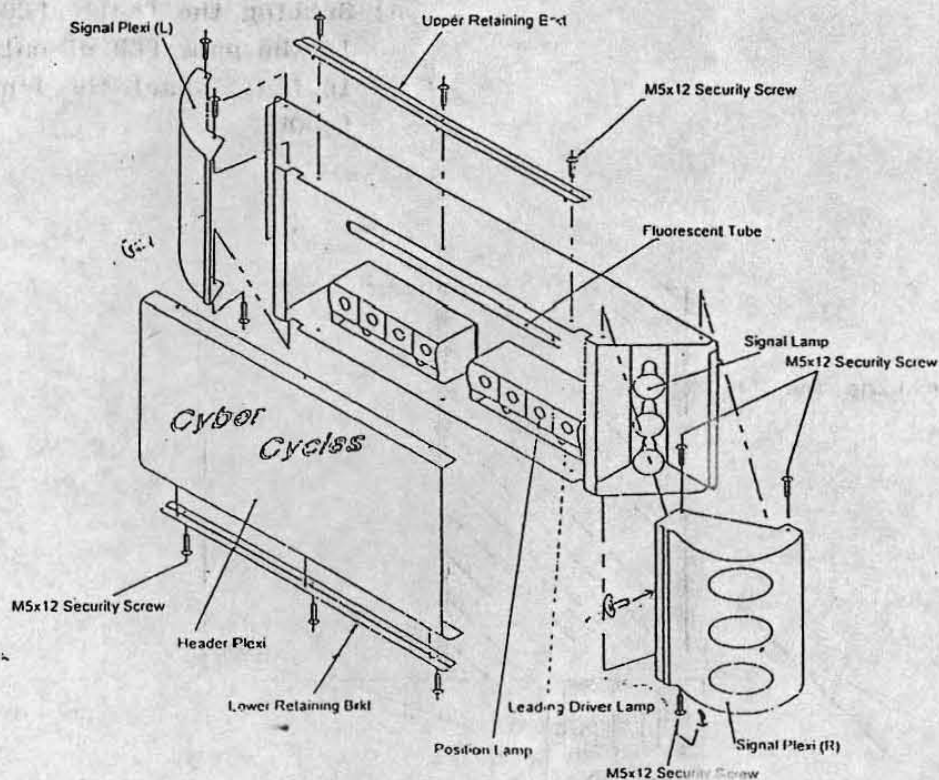
**DANGER:** Before performing any work not described in this manual, be sure to contact your distributor to receive instructions or answers to questions.

### 6-1 Replacing the Fluorescent Tube, Position, and Leading Driver Lamps

- 1) Remove the three security screws (M5x12), and remove the plexi upper retaining bracket.
- 2) Remove the three security screws (M5x12), and remove the plexi lower retaining bracket.
- 3) Remove the header plexi.
- 4) Unscrew the defective position lamp and replace.  
**Warning:-** Ensure that the lamp is not hot before touching it.

### 6-2 Replacing the Signal Lamps

- 1) Remove five security screws (M5x12), and remove the signal plexi L or R.
- 2) Unscrew the defective lamp and replace.  
**Warning:-** Ensure that the lamp is not hot before touching it.



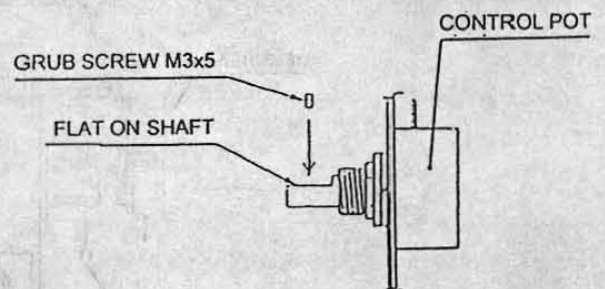
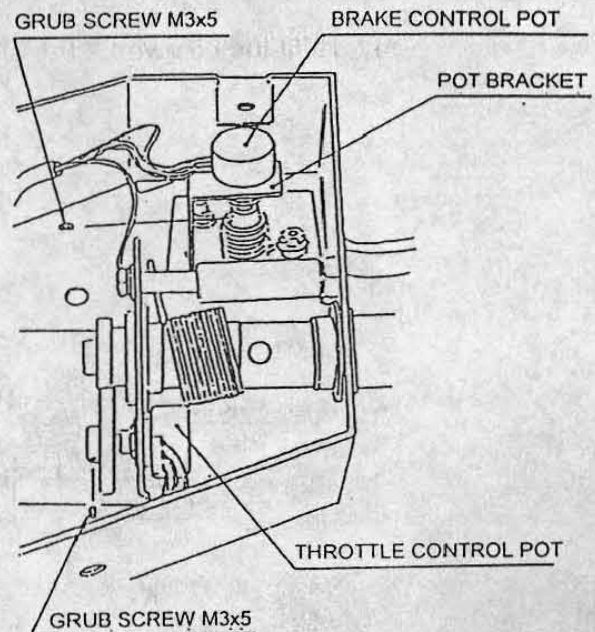
## 6-3 Handle Bar Assembly

Remove four M5X12 security screws; and remove handle bar assembly cover to gain access to the throttle and brake controls.

**NOTE:-** The game must be re-initialized whenever the PCB, ROMS, Throttle, Brake or Steering controls are replaced.

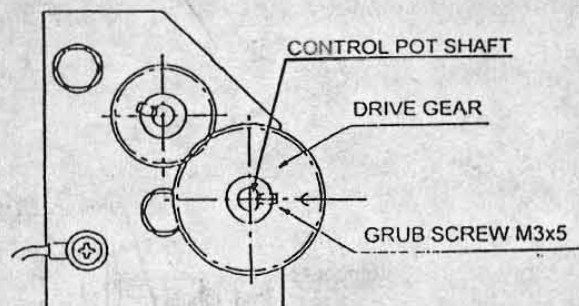
### 6-3-1 Replacing the Throttle Control Pot

- 1) Slacken the grub screw M3x5 securing the control pot shaft to the drive gear, and remove the gear.
- 2) Replace the control pot ensuring that the wires are replaced to the correct terminals.
- 3) Turn the control pot shaft until the flat is vertical and to the right, when looking at the shaft. Replace the drive gear ensuring that the control pot shaft does not turn and the grub screw in the drive gear is on the flat of the shaft
- 4) Re-tighten the grub screw M3x5



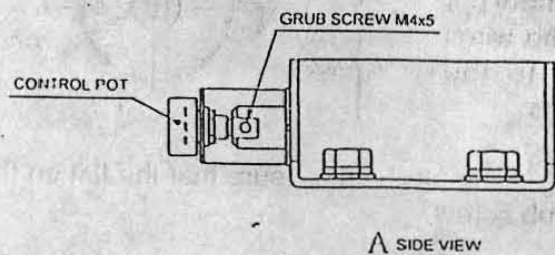
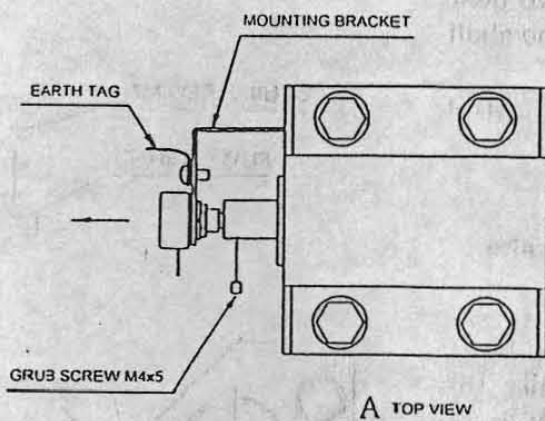
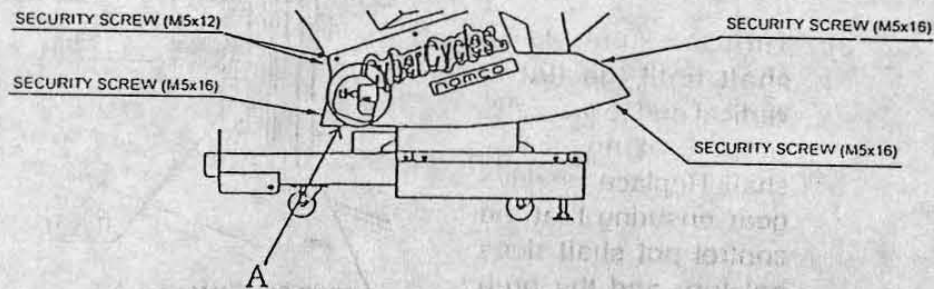
### 6-3-2 Replacing the Brake Control Pot

- 1) Slacken the grub screw M3x5 securing the control pot shaft to the brake assembly.
- 2) Replace the control pot ensuring that the wires are replaced to the correct terminals.
- 3) When replacing the control pot, ensure that the flat on the control shaft is in line with the grub screw.
- 4) Re-tighten the grub screw M3x5.



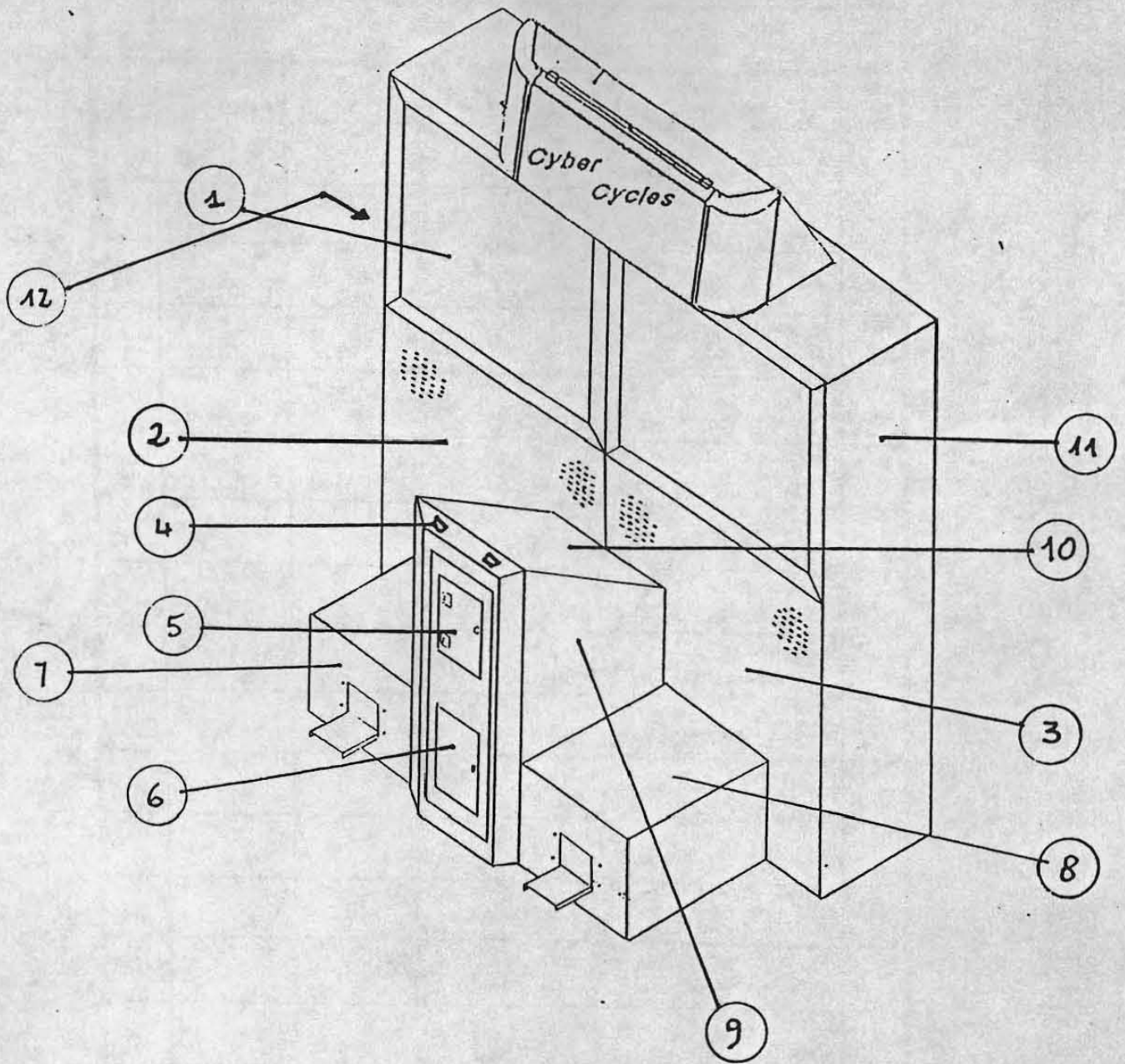
### 6-3-3 Replacing the Steering Control Pot

- 1) Remove three security screws (M5X16) and four security screws (M5x12) from the right hand bike vac-form, and remove the vac-form.
- 2) Slacken the grub screw (M4x5) to release the control pot shaft.
- 3) Replace the control pot, taking care that the wires are fitted to the correct terminals.
- 4) Re-tighten the grub screw (M4x5), ensuring that it engages the flat of the control pot shaft.
- 5) Refit the bike vac-form, and the security screws (M5x12) (M5x16).

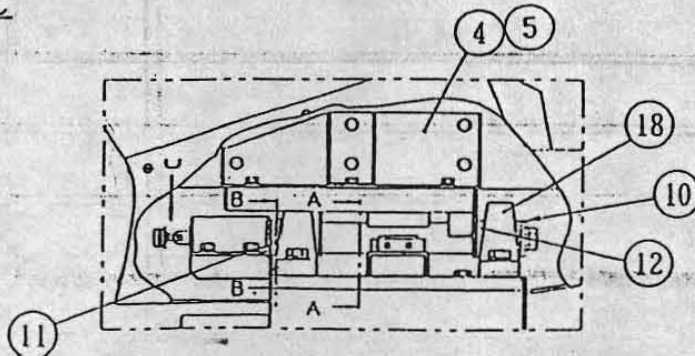
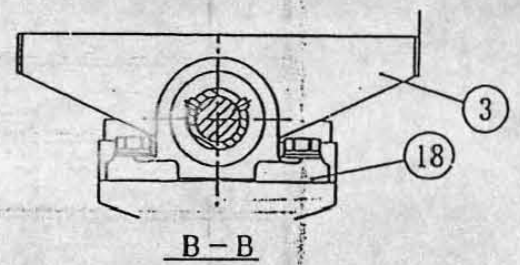
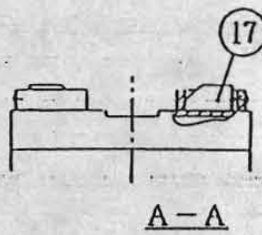
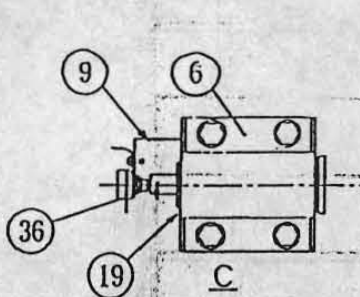
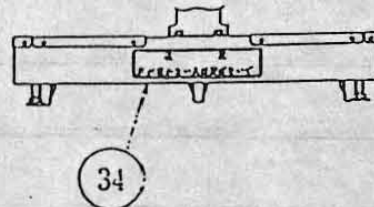
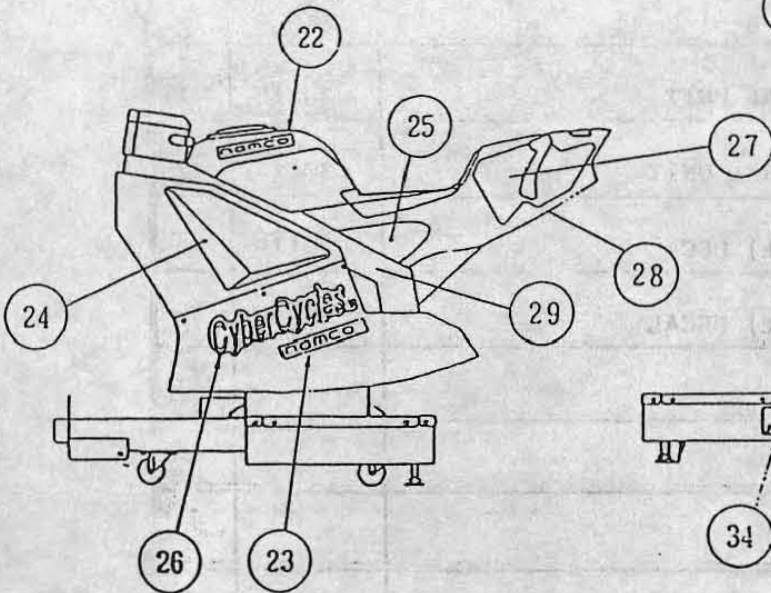
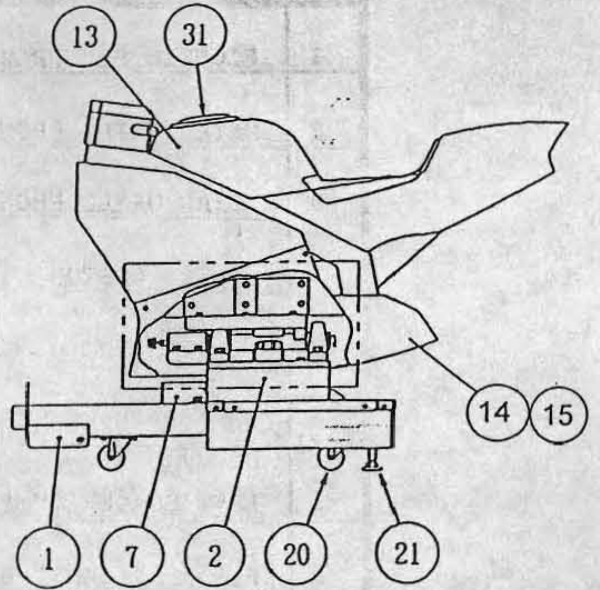
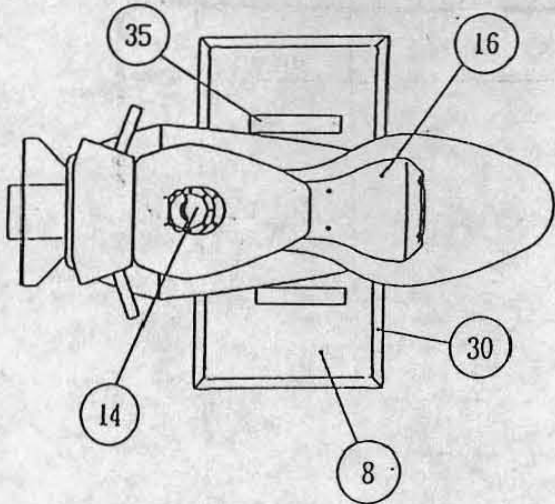




7. PARTS

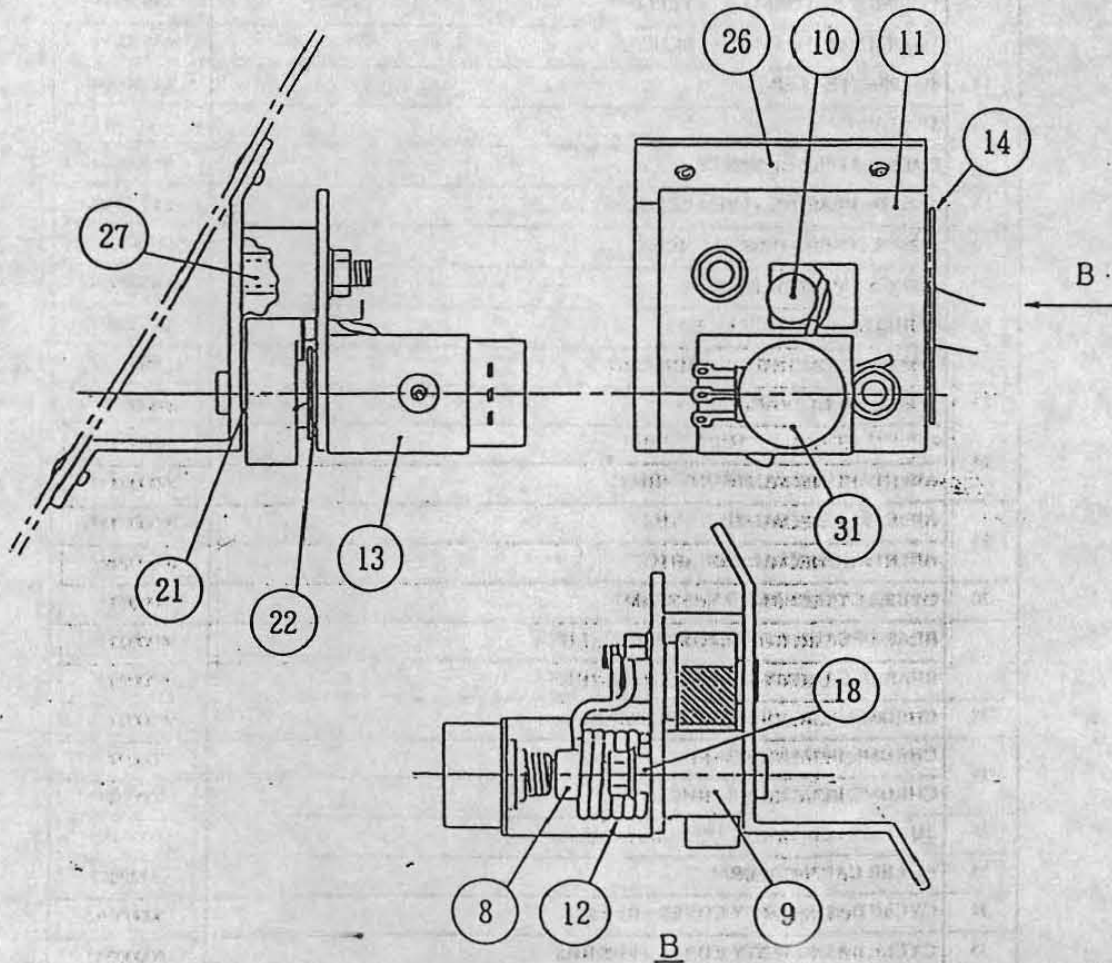
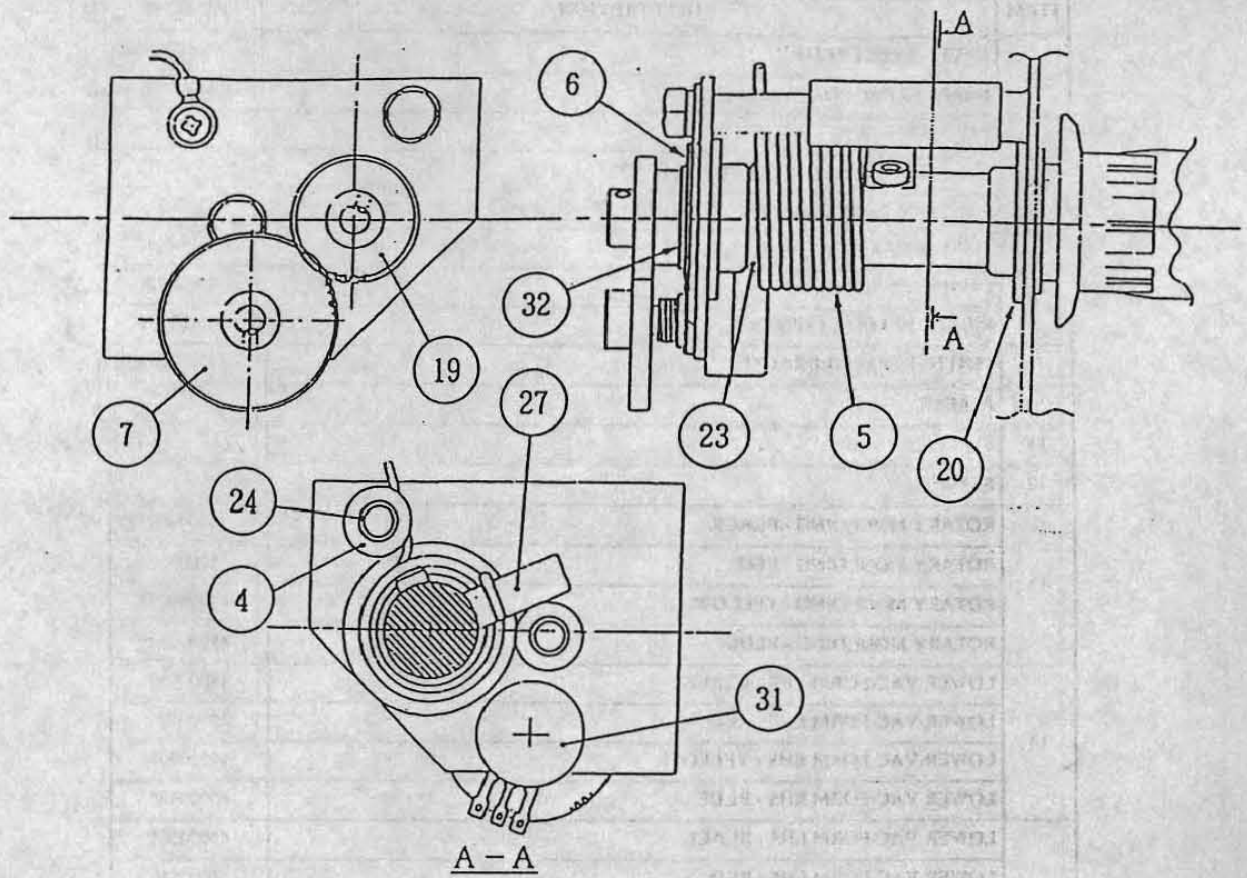


ITEM	DESCRIPTION	PART N°	N°
1	PIONEER 50" PROJ.MONITOR	30100	2
2	METAL GRILL FRONT PANEL-L	30103L	1
3	METAL GRILL FRONT PANEL-R	30103R	1
4	CREDIT BUTTON	30105	2
5	FRONT DOOR	30107	1
6	FRONT CASH BOX DOOR	30109	1
7	LEFT SPACER (Metal Box)	30111	1
8	RIGHT SPACER (Metal Box)	30113	1
9	COIN BOX CENTRAL UNIT	30115	1
10	COVER FOR CENTRAL UNIT	30117	1
11	SIDE (R Cabinet) DECAL	30119	1
12	SIDE (L Cabinet) DECAL	30121	1

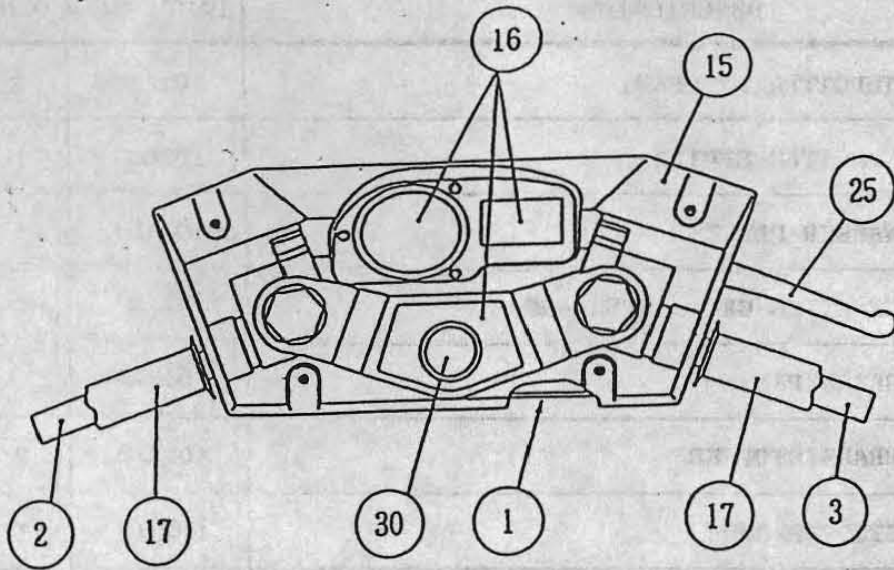




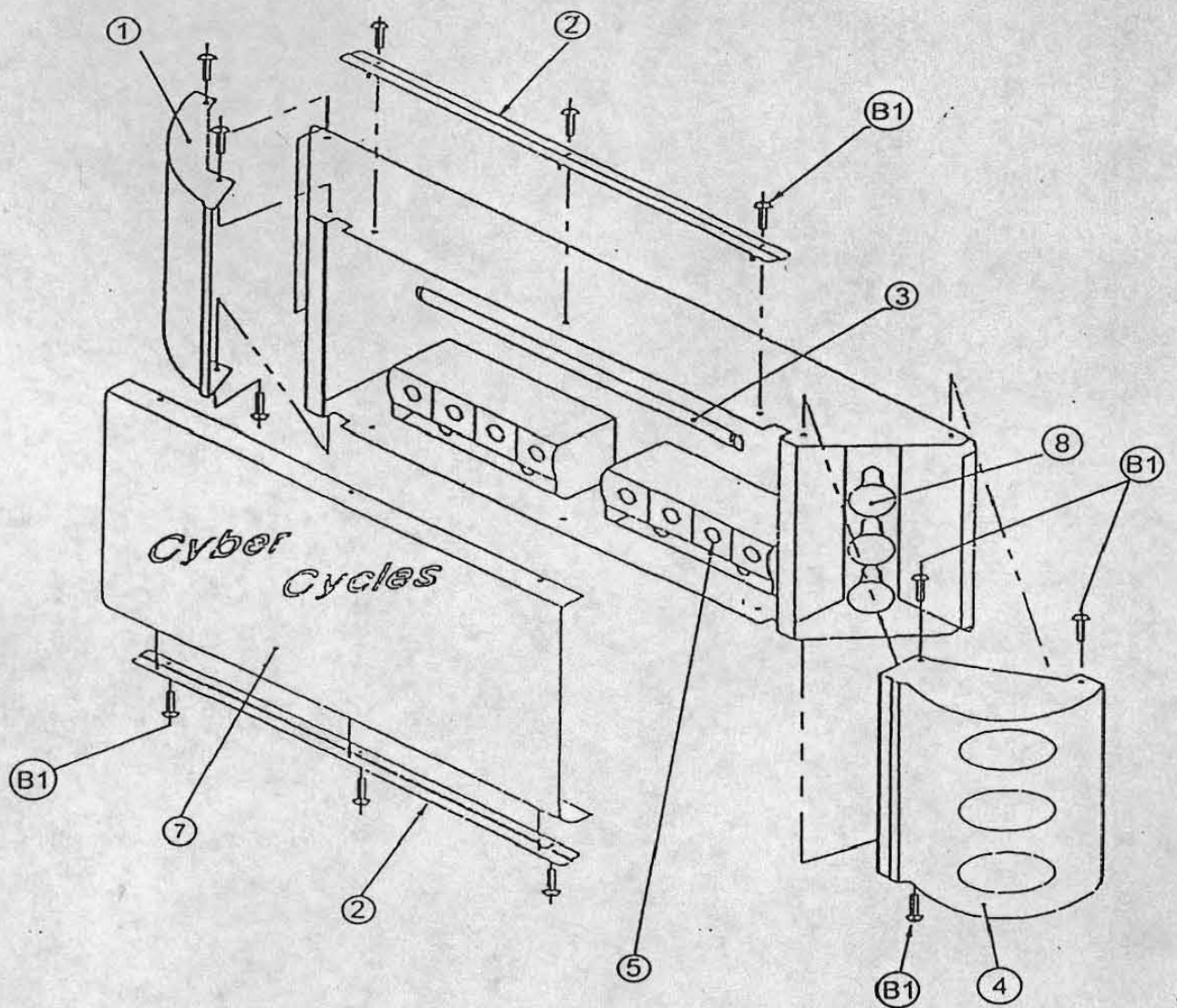
ITEM	DESCRIPTION	PART No.
1	CYCLE BASE FRAME	45000488
2	BEARING MOUNTING ASSEMBLY	45000492
3	ROCKER PLATE	45000494
4	ROTARY MOULDING SUPPORT BRACKET - LHS	45000515
5	ROTARY MOULDING SUPPORT BRACKET - RHS	45000516
6	ROSTA BRACKET	45000497
7	CONNECTOR COVER	45000491
8	EVA FLOOR MAT - GREY	45000489
9	POTENTIOMETER BRACKET	45000498
10	SPACER	45-400
11	SPACER	45-495
12	SPACER	45-406
13	ROTARY MOULDING - BLACK	45000501
	ROTARY MOULDING - RED	45000502
	ROTARY MOULDING - YELLOW	45000503
	ROTARY MOULDING - BLUE	45000504
14	LOWER VAC-FORM RHS - BLACK	45000505
	LOWER VAC-FORM RHS - RED	45000506
	LOWER VAC-FORM RHS - YELLOW	45000507
	LOWER VAC-FORM RHS - BLUE	45000508
15	LOWER VAC-FORM LHS - BLACK	45000509
	LOWER VAC-FORM LHS - RED	45000510
	LOWER VAC-FORM LHS - YELLOW	45000511
	LOWER VAC-FORM LHS - BLUE	45000512
14	4½" 20w SPEAKER	62000006
16	SEAT VAC-FORM	45000513
17	END OF STROKE BUMPER	88300634
18	PILLOW BEARING - FYH / UPC 207	88300633
19	ROSTA SPRING - DR-S27 X 100	XEH09-261-262
20	SWIVEL CASTOR 65mm	59000002
21	ADJUSTABLE FOOT M16x95	88300079
22	NAMCO LOGO - ROTARY MOULDING	40000238
23	NAMCO LOGO - VAC-FORM	40000236
24	AIR INTAKE DECAL FRONT - LHS	40000241
	AIR INTAKE DECAL FRONT - RHS	40000242
25	AIR INTAKE DECAL SIDE - LHS	40000243
	AIR INTAKE DECAL SIDE - RHS	40000244
26	CYBER CYCLES LOGO VAC FORM	40000237
27	REAR DECAL ROTARY MOULDING - LHS	40000239
	REAR DECAL ROTARY MOULDING - RHS	40000240
28	CHROME DECAL REAR UNDERSIDE	40000245
29	CHROME DECAL SIDE - LHS	40000246
	CHROME DECAL SIDE - RHS	40000247
30	SUS 430 FLOOR MAT COVER BRACKET	450000490
31	FILLER CAP VAC-FORM	X61700626
34	CYCLE BASE SAFETY COVER - REAR	40000262
35	CYCLE BASE SAFETY COVER - LHS/RHS	40000263
36	POTENTIOMETER	X00800023



ITEM	DESCRIPTION	PART. N.	Q.NT.
4	THROTTLE STOPPER	10206	2
5	THROTTLE SPRING	10208	1
6	WASHER PLATE	10210	1
7	THROTTLE GEAR 0,75 Z-50	10212	1
8	BRAKE PIN	10214	1
9	BRAKE STOPPER	10216	2
10	STOPPER ROD	10218	1
11	UPPER BRAKE PLATE	10220	1
12	BRAKE SPRING	10222	1
13	BRAKE CONTROL POT BRACKET	10224	1
14	SLIDE PLATE	10226	1
18	SPRING SPACER	10234	1
19	GRIP SHAFT GEAR 0,75 Z-35	10236	1
20	FLANGE BUSHING 20-23-30-11,5	10238	1
21	FLANGE BUSHING 6-8-12-7	10240	1
22	FLANGE BUSHING 10-19-18-17	10242	1
23	FLANGE BUSHING 20-23-30-21,5	10244	1
24	THROTTLE SPACER	10246	2
26	BRAKE BASE	10250	1
27	BRAKE SPACER	10252	1
29			
31	POTENTIOMETER	10260	2
32	'C' CLIP	10262	1



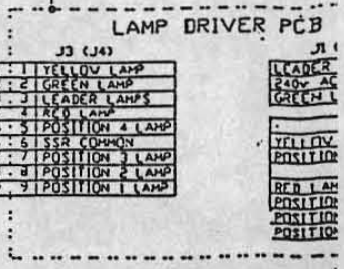
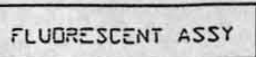
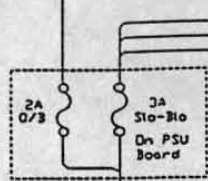
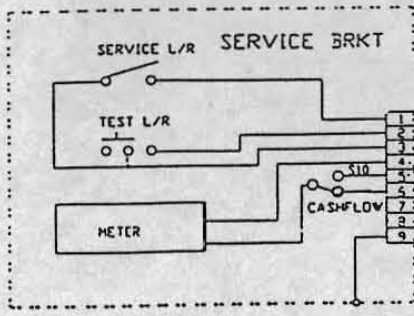
ITEM	DESCRIPTION	PART.N.	Q.TY
1	HANDLE BASE	10200	1
2	GRIP SHAFT (A)	10202	1
3	GRIP SHAFT (B)	10204	1
15	HANDLE COVER	10228	1
16	DECAL SET	10230	3
17	RUBBER GRIP	10232	2
25	BRAKE LEVER	10248	1
30	PUSHBUTTON ASSY	10258	1



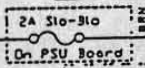
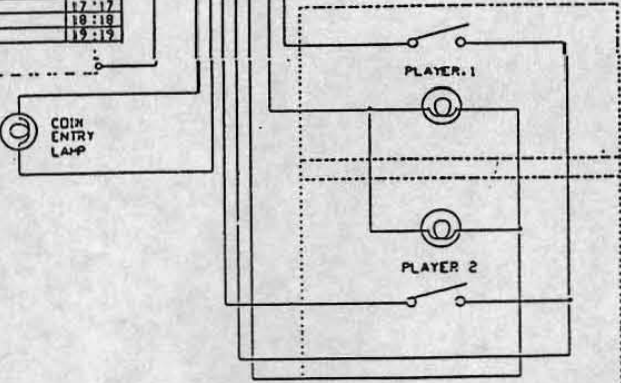
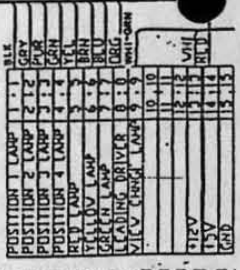
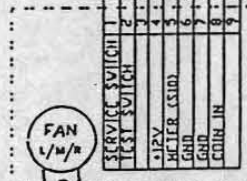
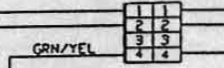
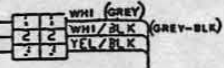
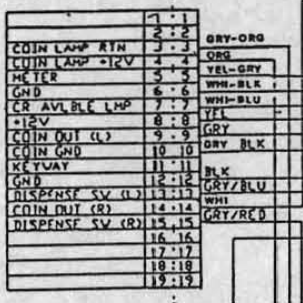
ITEM	DESCRIPTION	PART No.
1	RACE START VAC-FORM - LHS	45000452
2	TOP ACRYLIC RETAINING BRACKET	45000537
3	3ft FLOURESCENT TUBE	64500013
4	RACE START VAC-FORM - RHS	45000453
5	E14 25watt GOLF BALL LAMP	64000084
7	TOP ACRYLIC	30000040
8	E14 25watt REAR SILVERWED LAMP	64000083
B1	M5x16 SUS SECURITY BUTTON HEAD SCREW	26300032



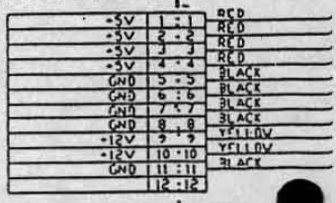
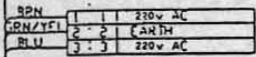
# CYBER CYCLES 50"



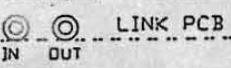
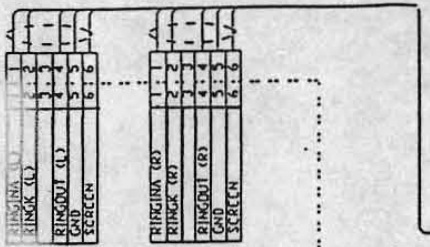
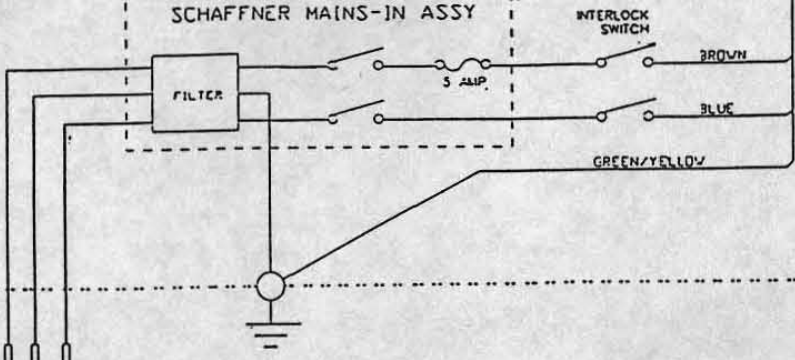
**MARS CASHFLOW**



**SWITCH MODE POWER SUPPLY**



**SCHAFFNER MAINS-IN ASSY**



240V AC MAINS IN

