

# HOT CHASE™

© KONAMI 1988

## OPERATOR'S MANUAL

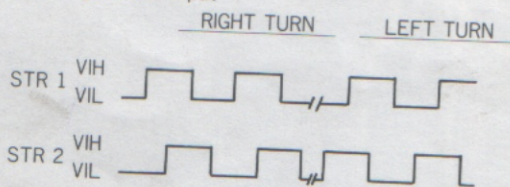
### WARNING

「HOT CHASE」 is an original game developed by KONAMI Industry Co., Ltd.. KONAMI Industry Co., Ltd. reserves all the copyrights, trademarks and other industrial property rights with respect to this game.

HOT CHASE™ and KONAMI® are trademarks of KONAMI Industry Co., Ltd.. © KONAMI 1988 All rights reserved.

## Technical information

- (1) Required Power Capacity  
GND-Vcc (+5V) PWB (A) 4A or more  
PWB (B) 4A or more  
GND-Vdd (+12V) See the "WIRING DIAGRAM"
- (2) Output
- |                    |           |   |
|--------------------|-----------|---|
| Video              | R (red)   | analog, positive  |
|                    | G (Green) | analog, positive  |
|                    | B (Blue)  | analog, positive  |
|                    | SYNC      | H-V complexed, negative   |
| Start Lamp         |           | 12V 0.1A  |
| Steering Vibration |           | (DC solenoid)<br>2A/unit max (5~30V DC)<br>See the "WIRING DIAGRAM" |
| Sound              |           | See the "WIRING DIAGRAM"  |
- (3) Steering Sensor Input



(VIH : 2.0V min VIL : 0.8V max)

- (4) Use the volume knob on the AMP PCB (PWB402079) to adjust sound level. Turn the knob clockwise and it becomes louder.

## Play instruction

There is a bomb in your car! It will explode soon!! Time is running out!!!

- \* Drive your car through the course and reach the checkpoint before the time runs out. The time bomb will be reset each time you pass through the checkpoint.
- \* Approach the ramp straight on to make a successful jump.
- \* Smash through the barricades.
- \* You can jump if you hit small rocks. Stay away from the large boulders.
- \* Apply opposite lock when the back of the car slips.
- \* You can achieve drifting by braking on corners.

## Cabinet information

This game applies to any of the cabinets below :  
WEC LE MANS 24 spin type  
WEC LE MANS 24 mini spin type  
WEC LE MANS 24 upright  
CHEQUERED FLAG and cabinets of the same spec.  
KONAMI GT and cabinets of the same spec.

### WEC LE MANS 24 CABINET (any type)

- (1) Just plug in the PCB using 56 pin edge connector.
- (2) Turn ON the SW 7 of the Dip Switch No. 2 settings.
- (3) For spin type, use the existing drive board for motor control. Turn ON the SW2 of the Dip Switch No.2 settings.

### KONAMI GT TYPE CABINET

- (1) Use an optical sensor steering wheel without steering stoppers, potentiometer-controlled gas and brake pedals, and a start switch.
- (2) Turn ON the SW7 of the Dip Switch No.2 settings.
- (3) Steering and seat vibration functions are also available. Turn ON the SW6 of the Dip Switch No.2 settings.
- (4) Refer to wiring diagram and technical information above.

### CHEQUERED FLAG TYPE CABINET

- (1) Use a potentiometer-controlled steering wheel, gas pedal, digital brake switch, and a start switch.
- (2) Turn OFF the SW7 of the Dip Switch No.2 settings.
- (3) Steering and seat vibration functions are also available. Turn ON the SW6 of the Dip Switch NO.2 settings.
- (4) Refer to wiring diagram and technical information above.

## DIP SWITCH No.1 SETTINGS

### 1. COIN SWITCH NO.1 SETTINGS

SW	1	2	3	4	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
	ON				FREE PLAY	

FREE PLAY : You can play games without coins.

### 2. COIN SWITCH NO.2 SETTINGS

SW	5	6	7	8	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
	ON				VOID	

## DIP SWITCH No.2 SETTINGS

### 1. SPEEDOMETER DISPLAY

SW	1	
○	OFF	km
	ON	M.P.H

### 2. MOTOR CONTROL

SW	2	
○	OFF	NO (WEC MINI SPIN, UPRIGHT)
	ON	YES (WEC SPIN TYPE)

### 3. DRIVING TECHNIQUE

SW	3	
○	OFF	NORMAL
	ON	HIGH TECHNIQUE REQUIRED

### 4. DIFFICULTY OF THE GAME

SW	4	5	DIFFICULTY
○	OFF	OFF	EASY
	ON		NORMAL
	OFF	ON	DIFFICULT
	ON		VERY DIFFICULT

### 5. STEERING AND SEAT - VIBRATION

SW	6	
○	OFF	OFF
	ON	ON

### 6. STEERING WHEEL SPECIFICATIONS

SW	7	
○	OFF	POTENTIOMETER (WEC, CHEQUERED FLAG TYPE)
	ON	OPTICAL SENSOR (KONAMI GT TYPE)

### 7. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
○	OFF	OFF
	ON	ON

○ shows the recommended settings.

## Manual test

### WEC LE MANS 24 and CHEQUERED FLAG TYPE (SW7 of the DIP Switch No.2 setting: OFF)

1. Turn the test switch ON while the game is playing.
2. Turn the brake pedal, shift lever, service switch and coin switch ON and OFF.
3. Step on the gas pedal to check for a high value , between 80H and 90H, and release to check for a low value of 2FH or less.
4. Turn the steering wheel fully clockwise to check for the increasing value. Turn counterclockwise to check for the decreasing value. Neutral position should show a value between 7EH and 82H.
5. Start switch should always be flashing.
6. Check the DIP switch settings.
7. Press the start switch to change the sound code.
8. Adjust monitor brightness so that the 11th colour bar from the left can be seen.
9. In the case of WEC spin type cabinet (when the DIP SW2 is ON), the motor will be operative when the steering wheel is turned.
10. When the steering and seat vibration is functional (when the DIP SW6 is ON), turn the shift lever ON to check if the steering is vibrating. Also check if the seat is vibrating, while the small values of sound are heard in the sound check.
11. Turn the test switch OFF after going through above tests, and the game mode will start again.

### KONAMI GT TYPE (SW7 of the DIP Switch No.2 settings: ON)

1. Turn the test switch ON while the game is playing.
2. Turn the shift lever, service switch and coin switch ON and OFF.
3. Step on the gas pedal to check for a high value , between 80H and 90H, and release to check for a low value of 2FH or less.
4. Turn the steering wheel fully clockwise to check for the decreasing value. Turn counterclockwise to check for the increasing value.
5. Step on the brake pedal for the increasing value and release to check for a low value of 1FH or less.
6. Check the DIP switch settings.
7. Press the gas pedal to change the sound code.
8. Adjust monitor brightness so that the 11th colour bar from the left can be seen.
9. Turn the test switch OFF after going through above tests, and the game mode will start again.

## Self test

- Normal: "OK" will be displayed, and then the game will start.
- Abnormal: "BAD" will be displayed and the screen will stop.

## INSTALLAZIONE DELLA MACCHINA HOT CHASE

- 1--Collegare sul connettore a 28 pin le alimentazioni GND, +5 Volt e +12 Volt. Collegare poi i segnali monitor (RGB + sync) e i segnali dei coin e di start.
- 2--**IMPORTANTE:** Collegare il connettore CN3 posizionato sulla piastra inferiore dell'HOT CHASE direttamente all'alimentatore o sul connettore a 28 pin tramite il cavetto rosso e nero (+5 Volt/GND). Questo serve ad alimentare la piastra inferiore.
- 3--Il collegamento del volante a sensori ottici viene effettuato tramite il piastrino siglato PWB 451381, collegando un cavo a quattro fili dal CN10 situato sulla piastra principale, al CN5 dello schedino. Sul connettore CN8 dello stesso schedino viene collegato il volante con la seguente piedinatura:  
1= +5 Volt            2= out left            3= out right            4= GND
- 4--Per il collegamento dei solenoidi non compresi nel kit vedere le istruzioni sul manuale originale.
- 5--Acceleratore e freno se utilizzati in versione a potenziometro possono essere collegati piu' velocemente sul connettore a 28 pin nel seguente modo: Collegare prima di tutto agli estremi dei potenziometri le alimentazioni + 5 Volt e GND, mentre i pin centrali dei potenziometri (cursori) andranno a collegarsi al freno (pin 24 lato saldature del connettore a 28) e l'acceleratore (pin 25 lato saldature sempre del connettore a 28). Nel caso i pedali lavorassero al contrario, bastera' girare i fili delle alimentazioni.
- 6--Il cambio e' un semplice switch che puo' essere collegato piu' facilmente al pin 18 lato componenti del connettore a 28.
- 7--La parte audio viene collegata tramite un cavo che unisce CN5 con CN1 posizionato sullo schedino amplificatore. Tramite CN4 collegare l'alimentazione a +12 Volt e tramite CN3 gli altoparlanti come da manuale originale.
- 8--Si ricorda che serve posizionare lo switch N.7 del dip sw.2 in posizione ON per utilizzare i volanti a sensori ottici.

