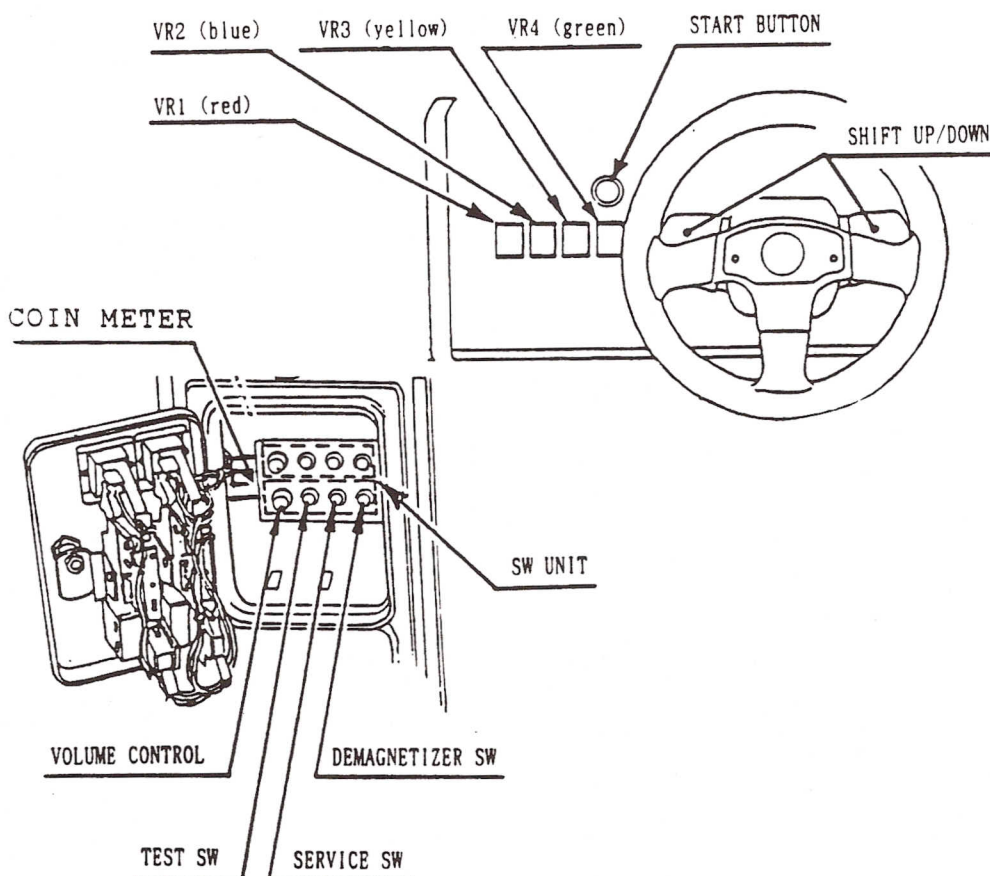


## SW Unit

Open the COIN CHUTE DOOR, and the SW UNIT shown will appear. The functioning of each SW is as follows:

- Volume Control:** Controls the speaker volume.
- Test SW:** This is used when entering the test mode. In the test mode, it is used when determining the desired item and also when exiting from each test.
- Service SW:** Gives credits without registering on the coin meter. In the test mode, it is used when selecting the item.
- Demagnetizer SW:** Eliminates the unevenness of color from the screen.

The SWs in the following Fig. are also used in the test mode.



## Test Mode

## Menu Mode

Pressing the TEST SW calls up the MENU MODE SCREEN shown below. Press either the SERVICE SW or VR1 (red) and move the "\*" mark. Bring the \* mark to the desired test item and press either the TEST SW or VR4 (green) to cause the selected item's test to start.

TEST MODE  
BOOKKEEPING  
GAME SYSTEM  
INPUT TEST  
OUTPUT TEST  
DRIVE BD TEST  
SOUND TEST  
TGP TEST  
MEMORY TEST  
BACKUP RAM CLEAR  
EXIT

== USE VR BUTTONS TO CONTROL MENU ==

RED            TO SELECT  
GREEN        ENTER TO EACH SUBMENU

Bring the \* mark to EXIT and press the TEST SW or VR4 (green) to return to the GAME MODE.

## Bookkeeping

Selecting the BOOKKEEPING in the menu mode causes the bookkeeping data up to the present to be displayed on 2 pages. To proceed in the pages other than these, press the SERVICE SW or VR1 (red).

On either page, pressing the TEST SW or VR4 (green) causes the menu mode to return on to the screen.

Coin Chute #1, Coin Chute #2: Number of coins put in each coin chute.

Coin Credits                      Number of credits input from the coin chute.

Service Credits                      Number of credits input by SERVICE SW

Total Time:                      Machine's total actuated time (excluding the test performance time)

Beginner Course                      Beginner course's game play frequency.

Medium Course                      Medium course's game play frequency

Expert Course                      Expert course's game play frequency.

CREDIT REPORT

Coin Chute #1      xxx  
Coin Chute 32      xxx

Coin Credits xxx  
Service Credits    xxx  
Total Credits xxx

TIME REPORT

Total Time    xx H xx M xx S

Total Game Time    xx H xx M xx S  
Average Game Time    x M xx S  
Longest Game Time    xx M xx S

Use VR Buttons to Control  
Red      To other page  
Green     To escape

GAME REPORT

Total Play Games    xx  
Beginner Course    xx Games  
Average Race Time x'xx"xx  
Fastest Race Time x'xx"xx  
Fastest Best Lap    x'xx"xx  
Medium Course      xx Games  
Average Race Time x'xx"xx  
Fastest Race Time x'xx"xx  
Fastest Best Lap    x'xx"xx  
Expert Course       xx Games  
Average Race Time x'xx"xx  
Fastest Race Time x'xx"xx  
Fastest Best Lap    x'xx"xx

Use VR Buttons to Control  
Red      To other page  
Green     To escape

## Game System

On this screen, the present game setting is displayed and also, the game setting changes can be made. Each item displays the following content: When changing the game setting, pay attention to the following. Although various settings are possible for the "communications" play, the following explanations refer to an independent upright type usage without linkage. For the setting as regards communications play, refer to Communications Play.

Start Credit	Number of credits required for starting game (1-5 credits are selected.)
Coin Setting	Number of coins equivalent to number of credits
Chute:	Coin setting of Coin Chute1 In this page, coin Chute 2 setting is displayed. However, this machine has one coin chute for each player. Therefore, disregard the Coin Chute 2 display.
Course Select	By changing the 1P side setting, one from among the following 4 can be selected for the course selection: <ul style="list-style-type: none"><li>• Majority Vote (if the selection by the 1P and 2P players differs, the one which is easier will be chosen)</li><li>• Beginner</li><li>• Medium</li><li>• Expert</li></ul>
Link ID	No link
Race Mode	Selects the number of race laps. Ther per game lap number is determined in accordance with the 1P side setting. <ul style="list-style-type: none"><li>• Normal (4 laps)</li><li>• Grand Prix (20 laps)</li></ul> Normally, set to Normal. In the case of Grand Prix, the per game play time required will be in excess of 20 minutes.
Country	Message language (select US for the USA, and EXPORT for other countries)
Monitor	Monitor setting 4:3 Normal

## TEST MODE

Start Credit	1 Credit Start
Coin Setting	12
Chute1	2 Coin 1 Credit
Chute 2	2 Coin 1 Credit
Car Color	Red
Course Select	Majority Vote
Link ID	No Link
Race Mode	Normal
Country	U.S.
Monitor	4:3 Normal
Cabinet	UR
Difficulty	Hard
Exit	

Use VR Buttons to Control  
Red      To other page  
Green     To escape

Upright game may be linked with other upright racers by purchasing an optional communications kit. Please see your local Sega distributor for more information.