

SEGA®



(INITIAL D VERSION 3 for CYCRAFT)

## SERVICE MANUAL

SEGA®

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- Before using this product, read this MANUAL carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it available nearby the product or elsewhere convenient for referring to it anytime when necessary.

SEGA CORPORATION

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## TABLE OF CONTENTS

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

TABLE OF CONTENTS

1. HANDLING PRECAUTIONS .....	1
2. THE SCREEN DISPLAYED WHEN THE POWER IS TURNED ON .....	3
3. GAME DESCRIPTION .....	5
4. SYSTEM TEST MODE .....	16
5. GAME TEST MODE .....	17
A. GAME TEST MENU MODE .....	17
B. INPUT TEST .....	18
C. OUTPUT TEST .....	19
D. FORCE FEEDBACK .....	20
E. INPUT ASSIGNMENTS .....	21
F. GAME ASSIGNMENTS .....	23
G. SMCP IP/PORT SET .....	25
H. BOOKKEEPING .....	26
I. BACKUP DATA CLEAR .....	31
6. TROUBLESHOOTING .....	32
6-1 ERROR MESSAGE .....	32
6-2 PROBLEMS OTHER THAN ERROR MESSAGE .....	33
7. GAME BOARD .....	35
8. COMMUNICATION PLAY .....	37
8-1 INSTALLATION PRECAUTIONS .....	37
8-2 CONNECTING THE COMMUNICATION CABLE .....	38
8-3 SETTING FOR COMMUNICATION PLAY .....	39
8-4 NETWORK PLAY PRECAUTIONS .....	40
9. CONTROL PANEL (STEERING MOTOR UNIT) .....	41
9-1 ADJUSTING OR REPLACING THE V. R. ....	42
9-2 GREASING .....	43
10. ACCELERATOR & BRAKE .....	44
10-1 ADJUSTING OR REPLACING THE V. R. ....	44
10-2 GREASING .....	45
11. PARTS LIST .....	46

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



**IMPORTANT**

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

## Definition of 'Site Maintenance Personnel or Other Qualified Individuals'



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.



- Make sure that the power to the Cycraft is off by turning the breaker OFF in the interior power connector (distribution board) , then check that there is no power supply to the Cycraft before beginning any work. 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 and 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.
- Completely make connector connections for IC BD and others. 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 lookers-on, 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.
- Be sure to perform periodic maintenance inspections herein stated.



- 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 the ones designed and manufactured not 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.

## 2. THE SCREEN DISPLAYED WHEN THE POWER IS TURNED ON



When the power is turned on, this product performs an initialization procedure (power-on check). After the initialization procedure is finished, wait until the cabin and handle stops and also wait until the game (waiting for customers) screen is displayed on the monitor. Do not carelessly approach the machine during the initialization. Doing so can cause serious injuries.



If the initialization procedure does not finish normally, the handle (steering) might not operate as expected or there may be other malfunctions. Turn the power off then on again and wait for the initialization procedure to finish completely.

### Messages Displayed on the Screen During Startup

When the power is turned on, this product performs an initialization procedure (power-on check). During this time the cabin and handle will move automatically. Do not approach the unit until initialization has finished and the unit has stopped moving.

Touching the unit may cause an accident and the initialization procedure may not finish normally.

If the initialization procedure does not finish normally, the handle might not operate correctly, the motors may not respond or there may be other malfunctions.

If an error is detected during initialization, one of the following startup screens will be displayed indefinitely or an error message will be displayed.

NAOMI2 Logo



"SMCP INITIALIZE..."

Displayed during initialization of communication with the Cycraft cabinet.



"SMCP OK"

Displayed when communication has been established with the Cycraft cabinet.



"checking network now"

Displayed while checking communication with partner cabinets.

This is only displayed if the cabinet is configured for network play.



kickback initialize...

Displayed during initialization of the handle kickback. The handle turns to the left and right. The game starts after the above messages.

## Cycraft Initialization Error Messages

- **Dimm Flag Error Occured**  
DIMM library initialization failed.
- **nlaSocketInit Failure**  
NAOMI socket library initialization failed.
- **SMCP: BROKEN CONNECTION**  
Communication could not be established with the Cycraft cabinet because the communication cable is not connected or some other reason.  
The game waits until communication can be established with the Cycraft cabinet.
- **SMCP: VERSION MISMATCH**  
If the game ID match test between the game board (NAOMI 2) and Cycraft cabinet fails, the game will not start.

### 3. GAME DESCRIPTION

The following explanations apply to the case where the product is functioning satisfactorily. Should there be any moves different from the following contents, some sort of faults may have occurred. Immediately look into the cause of the fault and eliminate the cause thereof to ensure satisfactory operation.

When in an advertising state, the screen displays the demonstration pictures and ranking data. Sounds are heard from the speakers on the right and left of the monitor and from the speakers built in the seat.

The advertising sounds are not heard if you have set this function to off (disabled).

The start button and the change view button on the control panel are integrated with a lamp. Insert enough coins for one play and the game will start when the seatbelt is confirmed to have been fastened.

#### Stop Button

There is a STOP BUTTON on the right side of the monitor.

If the unit is not configured for network play and the STOP BUTTON is pressed, the message "STOP BUTTON ACTIVATED!" is displayed and the game is forcibly ended.

If the unit is configured for network play, the message "STOP BUTTON ACTIVATED!" is displayed and the cabin returns to the original position (advertise position), but the game does not end.

#### Game Overview

The game is a car racing game with two different game modes: "Legend of the Street" and "Time Attack".

By connecting two units, you can also enjoy "Network Battle Game" play.

#### Legend of the Street

##### ● Game Content & Rules

Battle rival characters man to man on 9 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.

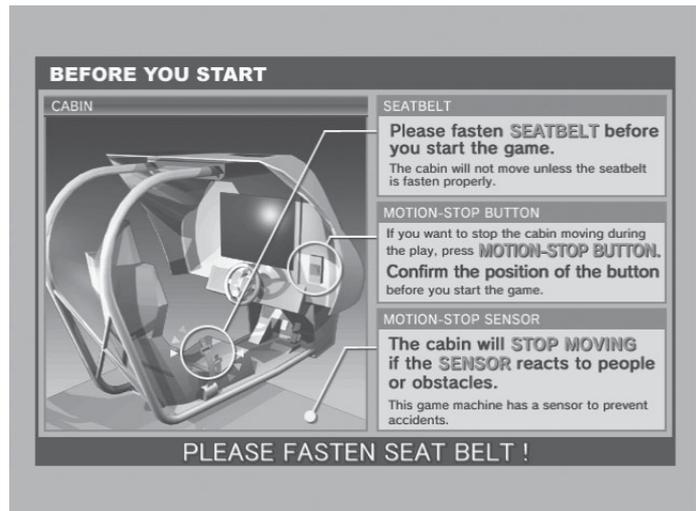
- \* *There are 31 different types of battles depending on the course and rival character selections. You can battle with your favorite character.*
- \* *You cannot continue in a battle with HARD - Akina, BUNTA. It is the end of the game once the race is over regardless of who wins and loses. This is the only battle where the game ends without being able to continue.*

## ● Game Flow

### ① Seatbelt Fastening Screen

Fasten the seatbelt for safety reasons.

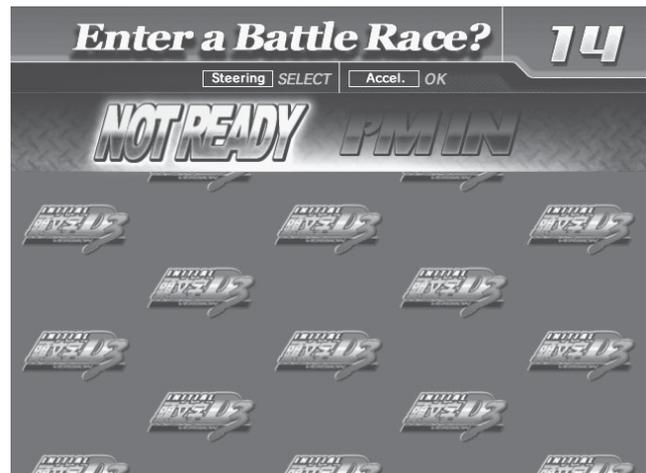
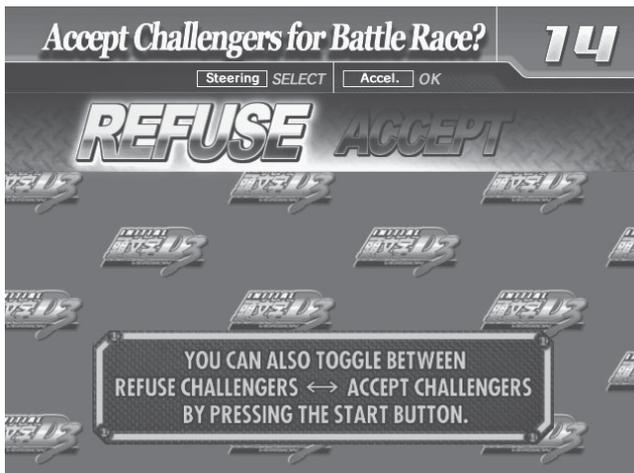
If you do not fasten the seatbelt, the game cannot start.



### ② Accept Challenger Screen, Battle Race Select Screen

When network play is disabled, this screen will not appear.

For a 1-player game only, select REFUSE (Refuse Challengers) or NOT READY (Not enter a Battle Race).



### ③ Car Selection Screen

Select the make and model of the car.



- ④ Parts Selection Screen  
 Select the set of parts to attach.  
 You play using these parts in the selected car.



- ⑤ Mode Select Screen  
 Select "Legend of the Street" at the Select Game Mode screen.  
 If you select "Time Attack", the mode changes to one car racing against the clock.



- ⑥ Course and Rival Character Selection Screen  
 Select the rival to battle.



⑦ Rival Character Screen



⑧ Battle (Race)

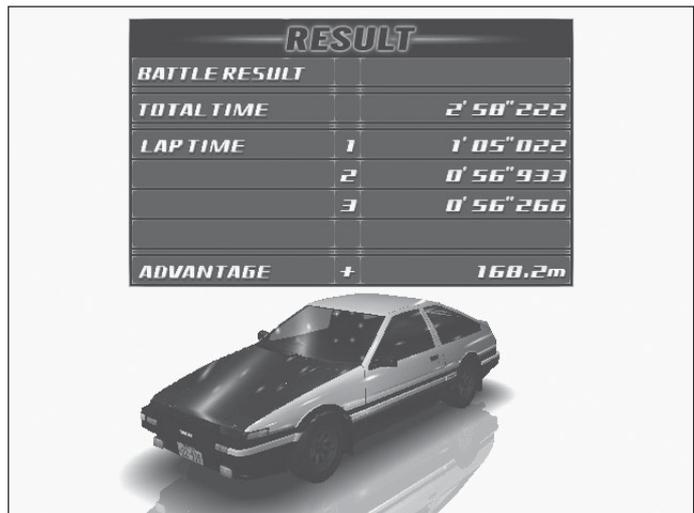


⑨ Warning Screen

For safety reasons, do not undo the seatbelt until the cabinet has stopped moving.



⑩ Result Screen



⑪ Continue Screen

After the rival scene, you can choose to continue.  
If you select YES, you return to steps (6) or (7).  
If you select NO, the game ends.

\* *You cannot continue when you battle with BUNTA.*



## Time Attack

### ● Game Content & Rules

This is a race against time.

Direction, Time of Day and Weather can be selected for each of the nine courses - note that Happogahara and Akina (Snow) can only be set to Night.

Each checkpoint you pass adds time to the overall time limit.

The goal is to reach the finish within the time limit and to get a fast time.

## Network Battle Race

### ● Game Content & Rules

Two vehicles race for victory.

When either car passes a checkpoint, remaining race time will be increased.

The winner is the car that crosses the finish line first or is occupying first place when time runs out.

Challengers may challenge at any point during the champion side race.

Challengers cannot join the game after the champion's race has finished.

### Before the Race

#### [Champion Side]

#### ① Battle Entry Challenge Request Screen

When a challenge occurs before the start of the race (during selection phase):

If the challenge occurs before the mode selection phase (during Car Selection etc), the Network Battle Race Information Screen is displayed directly before the selection phase.

If the challenge occurs after the selection phase, selection is interrupted and the Network Battle Race Information Screen is displayed.



When a challenge occurs during the race:  
The race is interrupted and the Network Battle Race Information Screen is displayed.



## ② Network Battle Race Information Screen

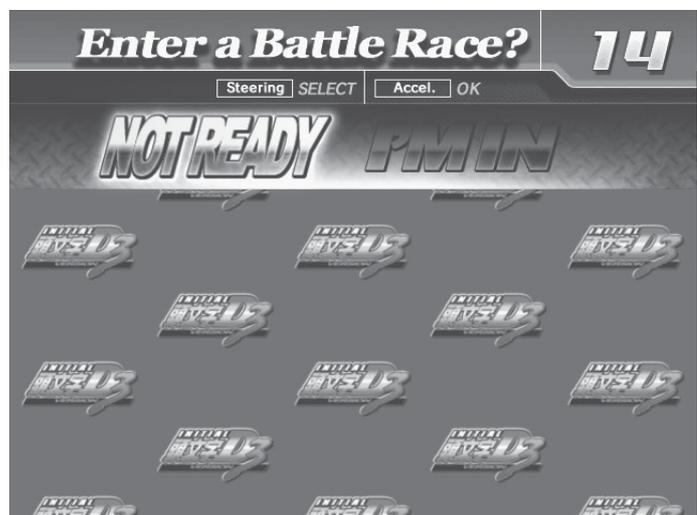
The challenger selects the course while the champion waits at the Network Battle Race Information Screen.



[Challenger Side]

## ① Network Battle Race Select Screen

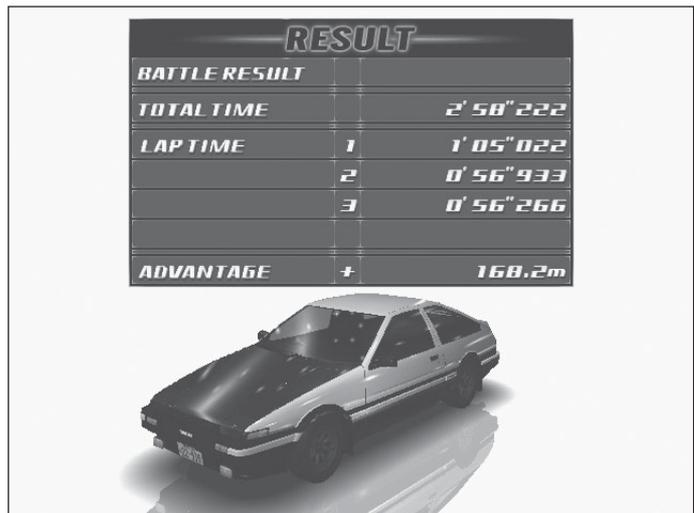
This screen asks if a new player wishes to enter a Battle Race. It only appears when a new player inserts coins and the current player has opted to accept Battle Race challengers.



## After the Race

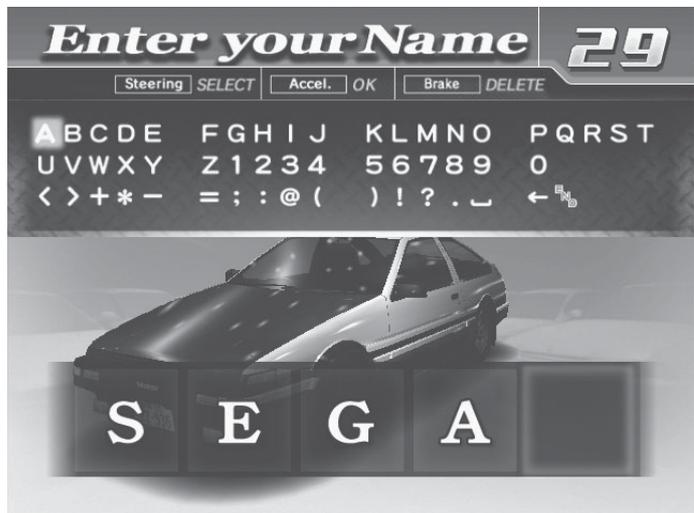
### ① Results Screen

After a battle, the Results Screen appears.  
Depending on the results, the Battle Level will change.



### ② Name Entry Screen

If the player makes it into the rankings (top ten places) on the cabinet they played on, they can enter their name on the Name Entry Screen.



### ③ Continue Screen

If the player wins, they can continue to play, so the Continue Screen is not displayed.  
If the player loses, they can choose whether or not to continue.

When the number of victories exceeds the set limit:  
When a player's total number of victories exceeds the set limit, the player will be taken to the Continue Screen even if they win.



## Game Over

With "Legend of the Street" and "Time Attack" play, the Continue Screen appears after each race.

If the player does not continue, the game is over.

*\* In the Network Battle Race, the winner can keep playing and so the Continue Screen is not displayed.*

## Car Selections

### TOYOTA

TRUENO GT-APEX [AE86]  
LEVIN GT-APEX [AE86]  
LEVIN SR [AE85]  
MR2 G-Limited [SW20]  
MR-S S EDITION [ZZW30]  
ALTEZZA RS-200 [SXE10]  
CELICA GT-FOUR [ST205]

### NISSAN

SKYLINE GT-R V-spec II [BNR32]  
SKYLINE GT-R V-spec II [BNR34]  
SKYLINE 25GT TURBO [ER34]  
SILVIA K's [S13]  
SILVIA Q's [S14]  
SILVIA K's AERO [S14]  
SILVIA spec-R [S15]  
180SX TYPE X [RPS13]  
SILEIGHTY [RPS13]

### HONDA

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

### MITSUBISHI

LANCER GSR EVOLUTION III [CE9A]  
LANCER RS EVOLUTION IV [CN9A]  
LANCER RS EVOLUTION V [CP9A]  
LANCER GSR EVOLUITON VI T.M.EDITION [CP9A]  
LANCER GSR EVOLUITON VII [CT9A]

### MAZDA

RX-7 Type R [FD3S]  
RX-7 SPIRIT R Type A [FD3S]  
RX-7 ∞ III [FC3S]  
RX-8 Type S [SE3P]  
ROADSTER S Special [NA6CE]  
ROADSTER RS [NB8C]

### SUBARU

IMPREZA WRX STi Version VI [GC8]  
IMPREZA WRX STi [GDB]  
IMPREZA WRX type R STi Version V [GC8]

### SUZUKI

CAPPUCCINO [EA11R]

## Race Course

- Easy: Myogi, Circular Course/3 laps, Clockwise & Counter-clockwise, Day & Night, Fine & Rainy
- Normal: Usui, Circular Course/2 laps, Clockwise & Counter-clockwise, Day & Night, Fine & Rainy
- Hard: Akagi, Single road, Uphill & Downhill, Day & Night, Fine & Rainy
- Hard: Akina, Single road, Uphill & Downhill, Day & Night, Fine & Rainy
- Expert: Irohazaka, Single road, Downhill/Reverse, Day & Night, Fine & Rainy
- Expert: Akina (Snow), Single road, Uphill & Downhill, Night
- Expert: Happogahara, Single road, Outbound & Inbound, Night, Fine & Rainy
- Expert: Shomaru, Single road, Outbound & Inbound, Day & Night, Fine & Rainy
- Expert: Tsuchisaka, Single road, Outbound & Inbound, Day & Night, Fine & Rainy

## "Legend of the Street" Rival Characters

### <EASY - Myogi>

IGGY	LEVIN SR [AE85]
KENJI	180SX TYPE X [RPS13]
SHINGO	CIVIC SiR II [EG6]

### <NORMAL - Usui>

TORU	ROADSTER S Special [NA6CE]
KAWAI	SKYLINE 25GT TURBO [ER34]
MAYA&SIMONE	SILEIGHTY [RPS13]

### <HARD - Akagi>

TWO GUYS FROM TOKYO	SILVIA spec-R [S15]
DANNY	SILVIA Q's [S14]
K. T.	RX-7 Type R [FD3S]

### <HARD - Akina>

COLE	SILVIA K's [S13]
ZACK	SKYLINE GT-R V-spec II [BNR32]
KYLE	LANCER GSR EVOLUTION III [CE9A]
RY	RX-7 ∞ III [FC3S]
TAK	TRUENO GT-APEX [AE86]
BUNTA	IMPREZA WRX type R STi Version V [GC8]

### <EXPERT - Irohazaka>

HAWK	LANCER RS EVOLUTION IV [CN9A]
KYLE	LANCER GSR EVOLUTION III [CE9A]
CAINE	MR2 G-Limited [SW20]

### <EXPERT - Akina (Snow)>

MIKI	CELICA GT-FOUR [ST205]
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### <EXPERT - Happogahara>

DICE	CIVIC TYPE R [EK9]
SMILEY	INTEGRA TYPE R [DC2]
TOUCH	CIVIC TYPE R [EK9]

<EXPERT - Shomaru>

NOBU	ALTEZZA RS-200 [SXE10]
SID	CAPPUCCINO [EA11R]
AKI	LEVIN GT-APEX [AE86]

<EXPERT - Tsuchisaka>

KYLIE	RX-7 Type R [FD3S]
RY	RX-7 ∞ III [FC3S]
Man in Evo V	LANCER RS EVOLUTION V [CP9A]
Man in Evo VI	LANCER GSR EVOLUTION VI T.M.EDITION [CP9A]
K. T.	RX-7 Type R [FD3S]
TAK	TRUENO GT-APEX [AE86]

Messages Displayed on the Screen During the Game

For the safety of the player, this product may display the following messages on the screen.

<PLEASE FASTEN SEATBELT TO CONTINUE>

Displayed when the game starts without the seatbelt being fastened.

<MOTION STOPPED>

During a game, the cabinet may stop operating temporarily in response to the safety devices, etc. If this happens, this message is displayed in combination with one or more of the following messages.

<MOTION STOP BUTTON PRESSED>

Displayed when the emergency stop button has been pressed.  
This button is mechanically difficult to turn OFF.  
(→ Rotate the button to release.)

<PLEASE FASTEN SEATBELT>

Displayed when the seatbelt has been removed.  
If the player removes the seatbelt while playing, the cabinet automatically stops moving.

<SAFETY SENSOR ACTIVATED>

Displayed if the safety devices (floor switch and optical switch) are activated.

<STOP BUTTON ACTIVATED>

When the STOP button is pressed during a game, this message is displayed and the game stops.

<!! WARNING !! PLEASE DO NOT EXIT THE SIMULATOR NOW>

Displayed after the game is finished, before the cabinet has stopped moving.

<YOU MAY EXIT THE SIMULATOR NOW>

Displayed on the game over screen.

<SYSTEM ERROR OCCURRED... PLEASE CALL OPERATOR>

Displayed when a system error occurs.

## 4. SYSTEM TEST MODE



- The contents of settings changed in the TEST mode are stored when the test mode is finished from EXIT in the menu mode. If the power is turned off before the TEST mode is finished, the contents of setting change become ineffective.
- Executing BACKUP DATA CLEAR in the SYSTEM TEST MODE does not clear the BOOKKEEPING data in the GAME TEST mode.
- Entering the TEST mode clears fractional number of coins less than one credit and BONUS ADDER data.
- Perform setting as per specified in this manual for operation. If setting not specified is performed for operation, proper function of this product may not be obtained.

In the SYSTEM TEST MODE, IC BD functioning can be checked, the monitor adjusted, and the coin setting performed.

Refer to NAOMI NETWORK SYSTEM SERVICE MANUAL for the details. Note that the setting of the following items need to be performed in accordance with the instruction given.

- CABINET TYPE: 1 PLAYER(S)
- MONITOR TYPE: HORIZONTAL
- SERVICE TYPE: COMMON
- COIN CHUTE TYPE: COMMON
- NETWORK TYPE: ETHER
  - REMOTE: DISABLE
  - IP ADDRESS: 192.168.1.2
  - NET MASK: 255.255.255.0

The SEQUENCE SETTING items of COIN/CREDIT SETTING are as follows.

- SEQUENCE SETTING
  - SEQUENCE 1: Number of credits required for starting the game. (Default setting: 2)
  - SEQUENCE 2: Number of credits required for continuing the play. (Default setting: 2)
  - SEQUENCE 3 ~ 8: NOT USED

## 5. GAME TEST MODE

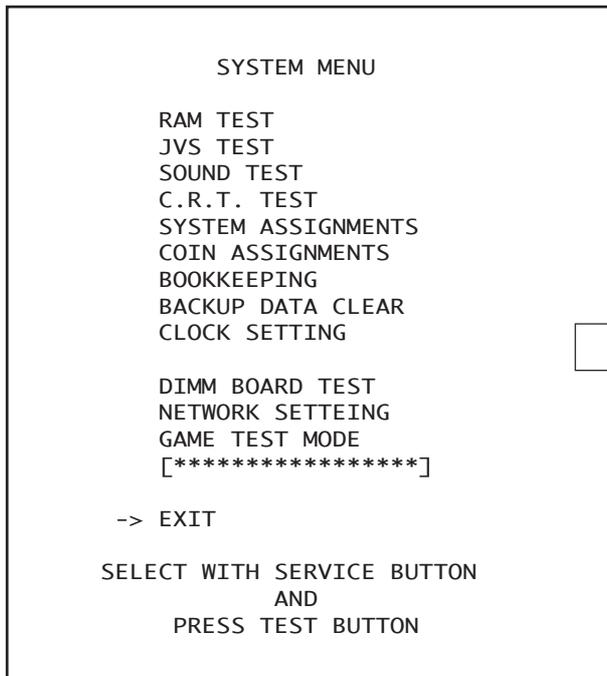


- When changing the game configuration, changes will not take effect until the Game Test Mode has been completed. Be sure to exit the Game Test Mode properly after configuration changes.
- Do not configure the game in ways not described in this text. It is possible that the game will not function properly.

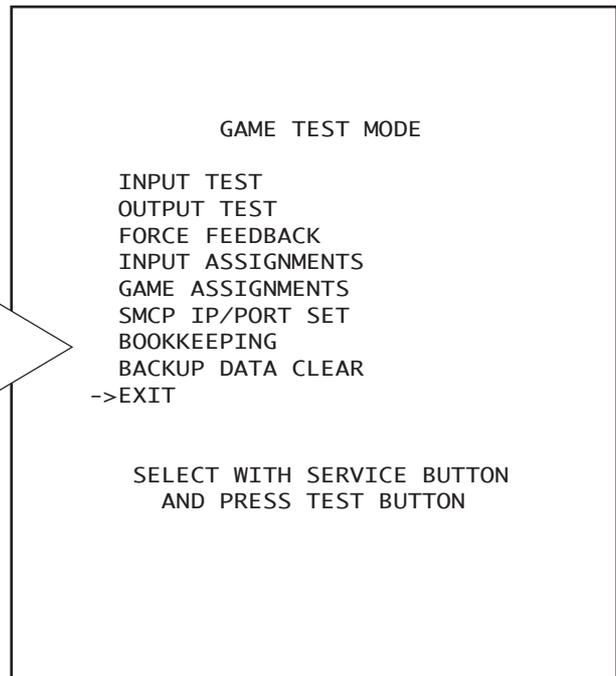
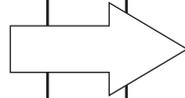
### A. GAME TEST MENU MODE

Select GAME TEST MODE from the System Menu screen to display the Game Test Menu screen.

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



SYSTEM TEST MODE MENU Screen



GAME TEST MENU Screen

After making changes, be sure to select EXIT and press the TEST Button in order to enable the new settings.

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## B. 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.

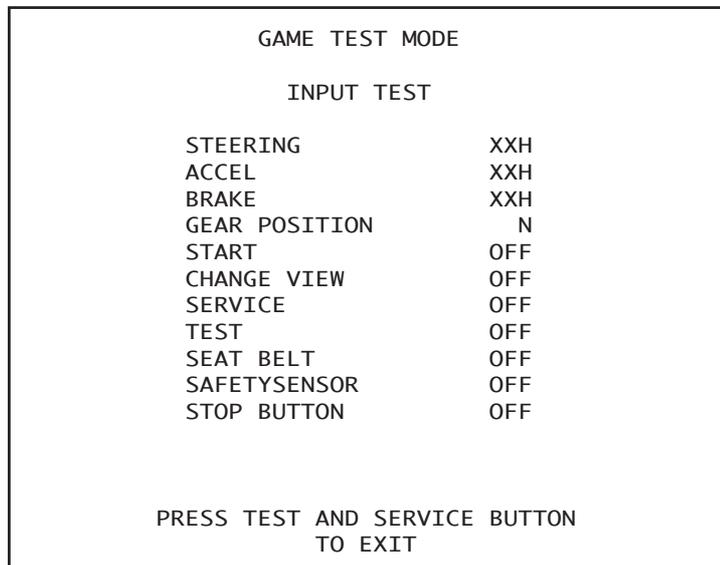
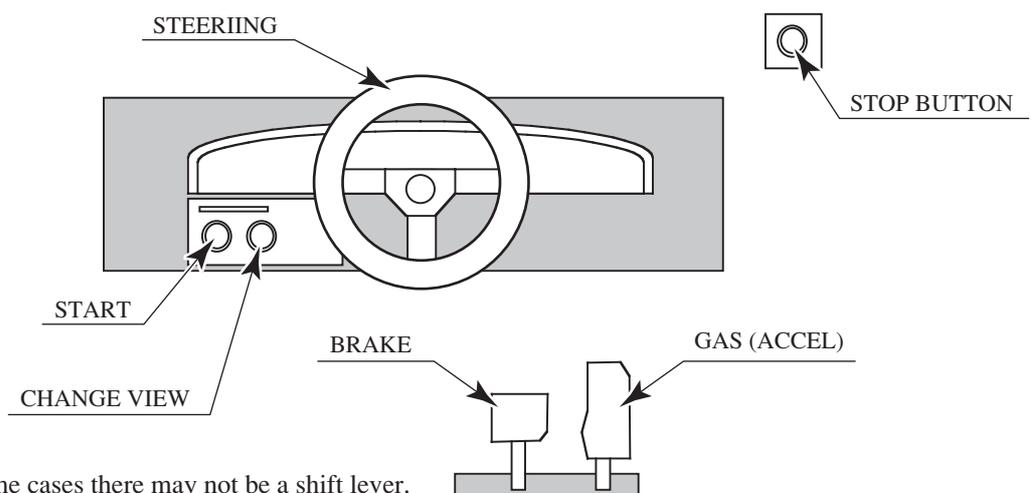


FIG. 5 b INPUT TEST Screen

Test the STEERING, ACCEL 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 shift knob.

Press the other input devices. If functioning correctly, each indicator will switch from OFF to ON.



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

## C. 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.

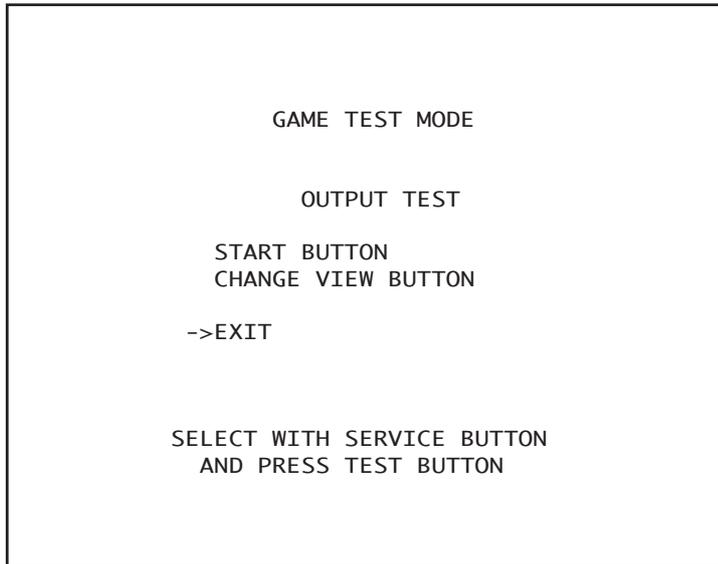


FIG. 5 c OUTPUT TEST Screen

Press the SERVICE Button to move the cursor to the lamp item to be checked.

- SART BUTTON: Lights up the START button.
- CHANGE VIEW BUTTON: Lights up the Change View button.

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

## D. FORCE FEEDBACK



If you select FORCE FEEDBACK, the STEERING will rotate automatically when you press the TEST Button. The STEERING will also rotate automatically during FORCE TEST. Make sure that no one is touching the STEERING before running these tests as contact may cause injury.

When you select FORCE FEEDBACK, a connection test runs and the STEERING rotates. When the connection check completes, a screen similar to the one below is displayed, and you may adjust the STEERING resistance.

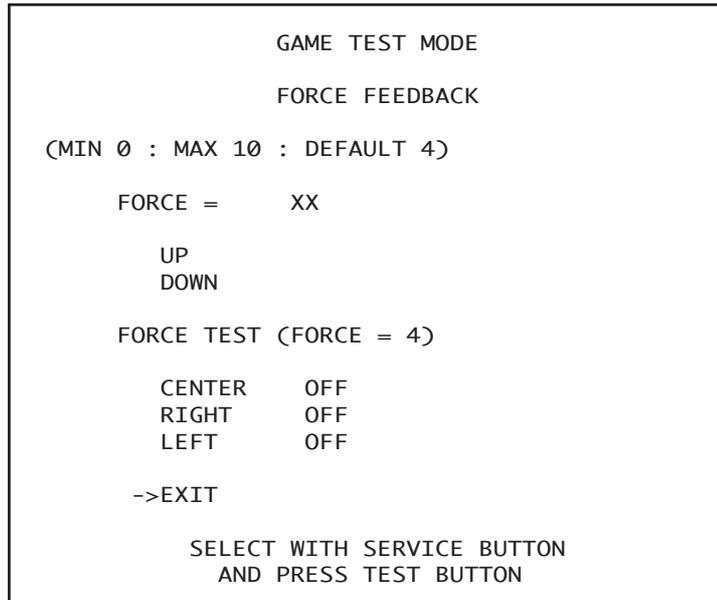


FIG. 5 d FORCE FEEDBACK Screen

- **FORCE:** Set the STEERING resistance  
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  
Conducted when the STEERING resistance is set at 4.  
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.

## E . INPUT ASSIGNMENTS

Select INPUT ASSIGNMENTS to display the following screen.

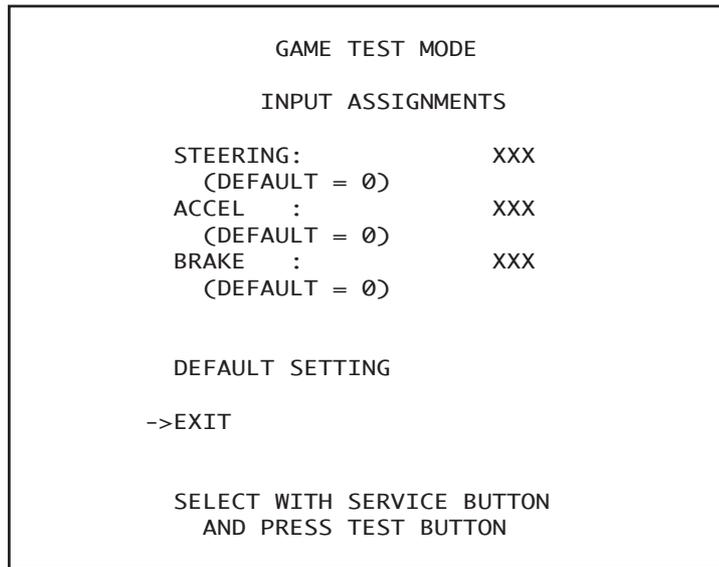


FIG. 5 ea INPUT ASSIGNMENTS Screen

You can adjust each of the menu items by moving the cursor to the menu item and pressing the TEST Button.

Return all settings to the default settings with DEFAULT SETTING.

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

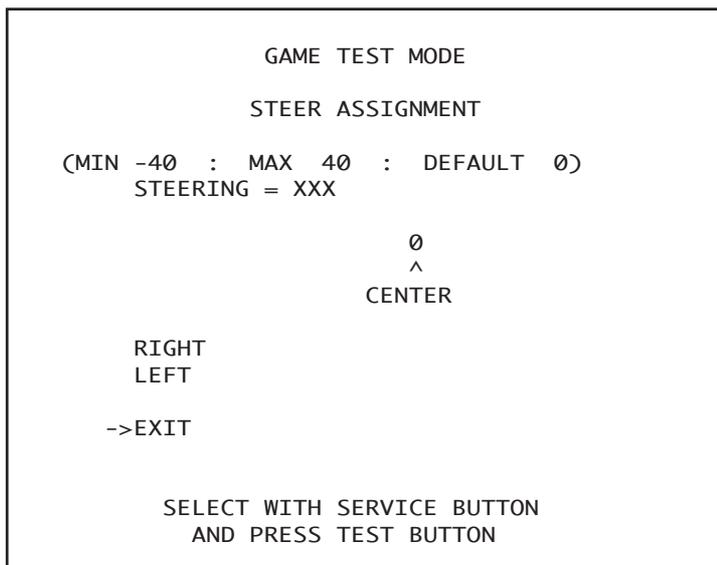


FIG. 5 eb STEER ASSIGNMENTS Screen

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.

- **ACCEL:** Make adjustments to GAS  
Press the TEST Button to display the following screen.

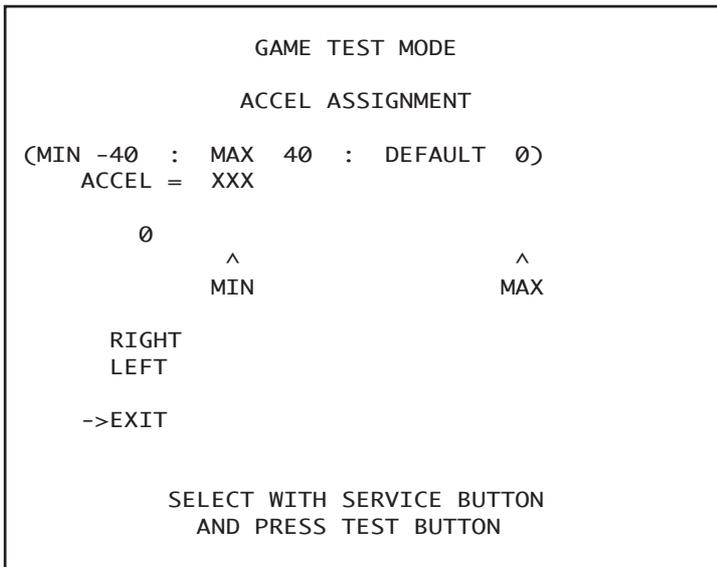


FIG. 5 ec ACCEL ASSIGNMENTS Screen

Adjust the distance between "0" displayed and the "^" mark equally so that when your foot is off the ACCEL pedal, the "0" on the left is aligns with the "^" above MIN and when you press the ACCEL pedal down all the way, the "0" on the right is aligns with the "^" mark above MAX.

Move the cursor to RIGHT and press the TEST Button to move "0" to the right. Each press of the TEST Button moves "0" slightly to the right.

Move the cursor to LEFT and press the TEST Button to move "0" to the left. Each press of the TEST Button moves "0" slightly to the left.

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

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

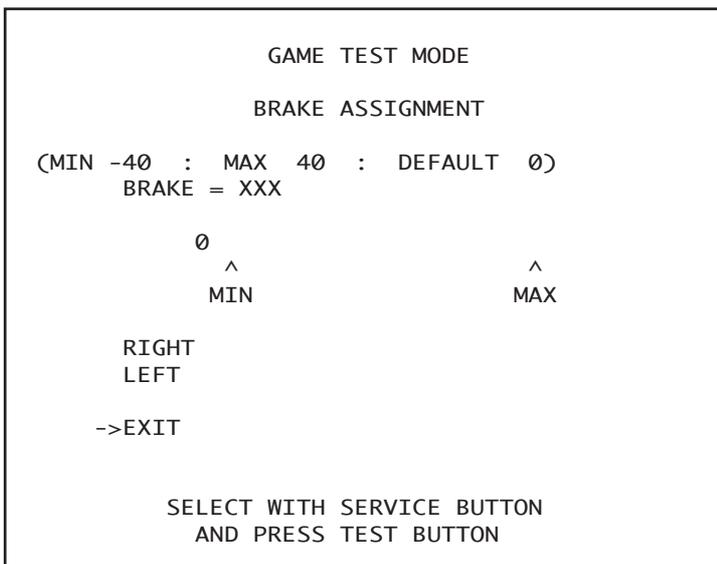


FIG. 5 ed BRAKE ASSIGNMENTS Screen

Adjust the distance between "0" displayed and the "^" mark equally so that when your foot is off the BRAKE pedal, the "0" on the left is aligns with the "^" above MIN and when you press the BRAKE pedal down all the way, the "0" on the right is aligns with the "^" mark above MAX.

Move the cursor to RIGHT and press the TEST Button to move "0" to the right. Each press of the TEST Button moves "0" slightly to the right.

Move the cursor to LEFT and press the TEST Button to move "0" to the left. Each press of the TEST Button moves "0" slightly to the left.

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

## F . GAME ASSIGNMENTS

Select GAME ASSIGNMENTS to display the current game settings and make changes.

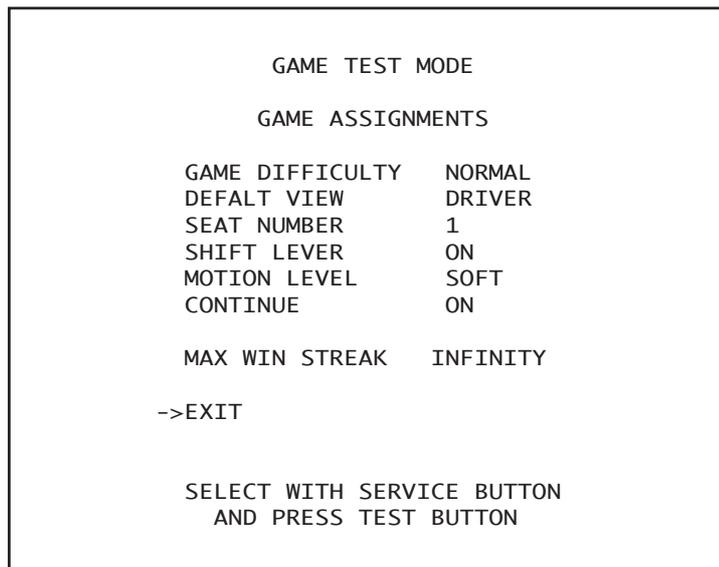


FIG. 5 f GAME ASSIGNMENTS Screen

The GAME DIFFICULTY and CONTINUE menu items can be set only when the SEAT NUMBER is set to either 1 or NO DEFINED. The MAX WIN STREAK menu item can be set only when the SEAT NUMBER is set to 1.

- **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 or VERY HARD.  
This setting does not affect the speed of rivals in "Legend of the Street" 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:** Assign seat numbers to seats in each arcade unit for network play  
If you have two arcade units side by side, make sure you assign different seat numbers; the seat on the left would be 1 and the one on the right would be 2. If the unit will not be used for network play, set the SEAT NUMBER to NO DEFINED.  
You may select one of the following 3 settings: 1, 2 or NO DEFINED.
- **SHIFT LEVER:** Sets whether there is a shift lever or not. Set this to ON for a cabinet with a shift lever and OFF for a cabinet with no shift lever.  
(Default setting: OFF)
- **MOTION LEVEL:** Sets the level of motion of the Cycraft cabinet.  
There are two possible settings: SOFT or NORMAL.
- **CONTINUE:** Enable/Disable Continue function.  
ON: Enables Continue for Legend of the Street, Time Attack and Network Battle Race games.  
OFF: Disable Continue.

- **MAX WIN STREAK:** Set maximum possible wins in the Battle Race game
  - 1/3/5/10/20/30: Causes the continue screen to appear when the number of wins exceeds the indicated limit.
  - INFINITY: Play continues without inserting new coins as long as the player continues to win.

Changes to settings are not enabled until Test Mode is exited. After changing settings, be sure to exit Test Mode.

After changing the settings, select EXIT and press the TEST Button to return to the Game Test Menu screen.

## G. SMCP IP/PORT SET

Select SMCP IP/PORT SET to display the following screen.

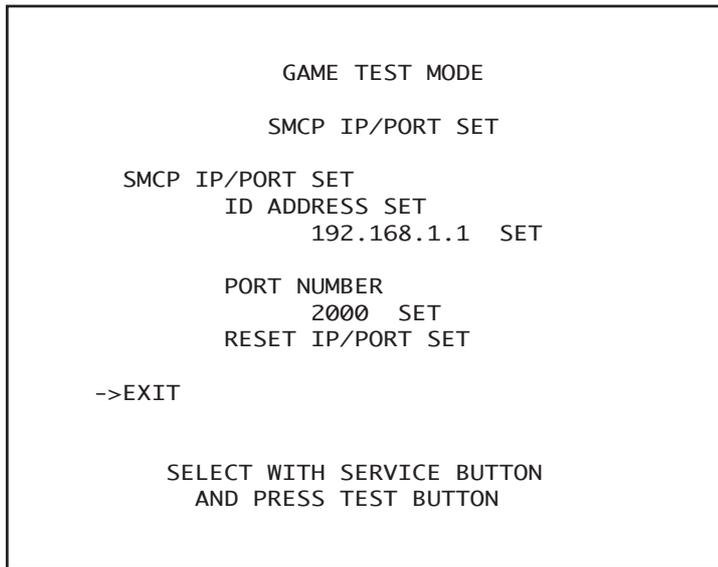


FIG. 5 g SMCP IP/PORT SET Screen

This screen allows you to change the IP ADDRESS and other settings of the SMCP (Cycraft Motion Control Program).

Use the default settings with this game cabinet. There is no need to change the settings.

Use an IP ADDRESS of "192.168.1.1" and a PORT NUMBER of "2000".

In the event that this is accidentally changed, move the cursor to select RESET IP/PORT SET to restore the default settings.

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

## H. BOOKKEEPING

Select BOOKKEEPING to display the following screens of operating status data. Each time the TEST Button is pressed, the ensuing page appears. Pressing the TEST Button while the 8/8 page is displayed causes the Game Test Menu to return on the screen.

GAME TEST MODE	
BOOKKEEPING 1/8	
NUMBER OF GAMES	0
NUMBER OF NETWORK PLAY	0
PLAY TIME	0D 0H 0M 0S
AVERAGE PLAY TIME	0M 0S
LONGEST PLAY TIME	0M 0S
SHORTEST PLAY TIME	0M 0S
PLAY TIME HISTOGRAM	
0M 0S ~ 0M59S	0
1M 0S ~ 1M59S	0
2M 0S ~ 2M29S	0
2M30S ~ 2M59S	0
3M 0S ~ 3M29S	0
3M30S ~ 3M59S	0
4M 0S ~ 4M29S	0
4M30S ~ 4M59S	0
5M 0S ~ 5M29S	0
5M30S ~ 5M59S	0
6M 0S ~ 6M29S	0
OVER 6M30S	0
PRESS TEST BUTTON TO CONTINUE	

FIG. 5 ha BOOKKEEPING (1/8) Screen

- NUMBER OF GAMES: total number of games played
- NUMBER OF NETWORK PLAY: total number of network games played
- PLAY TIME: total amount of game play time
- AVERAGE PLAY TIME: average game play time
- LONGEST PLAY TIME: longest game play time
- SHORTEST PLAY TIME: shortest game play time
- PLAY TIME HISTOGRAM: table of play times

Press the TEST Button to move to screen 2/8 of BOOKKEEPING.

GAME TEST MODE	
BOOKKEEPING 2/8	
GAME / LEGEND OF THE STREET	
MYOGI-1	0
MYOGI-2	0
MYOGI-3	0
USUI-1	0
USUI-2	0
USUI-3	0
AKAGI-1	0
AKAGI-2	0
AKAGI-3	0
AKINA-1	0
AKINA-2	0
AKINA-3	0
AKINA-4	0
AKINA-5	0

PRESS TEST BUTTON TO CONTINUE

FIG. 5 hb BOOKKEEPING (2/8) Screen

Press the TEST Button to move to screen 3/8 of BOOKKEEPING.

GAME TEST MODE	
BOOKKEEPING 3/8	
GAME / LEGEND OF THE STREET	
IROHAZAKA-1	0
IROHAZAKA-2	0
IROHAZAKA-3	0
AKINA SNOW-1	0
HAPPOGAHARA-1	0
HAPPOGAHARA-2	0
HAPPOGAHARA-3	0
SHOMARU-1	0
SHOMARU-2	0
SHOMARU-3	0
TSUCHISAKA-1	0
TSUCHISAKA-2	0
TSUCHISAKA-3	0
TSUCHISAKA-4	0
TSUCHISAKA-5	0
TSUCHISAKA-6	0
SPECIAL	0

PRESS TEST BUTTON TO CONTINUE

FIG. 5 hc BOOKKEEPING (3/8) Screen

- **GAME/ LEGEND OF THE STREET:** Displays the number of times each rival character was selected in "Legend of the Street" mode. "MYOGI-1" refers to the first rival in MYOGI which is "IGGY"

Press the TEST Button to move to screen 4/8 of BOOKKEEPING.

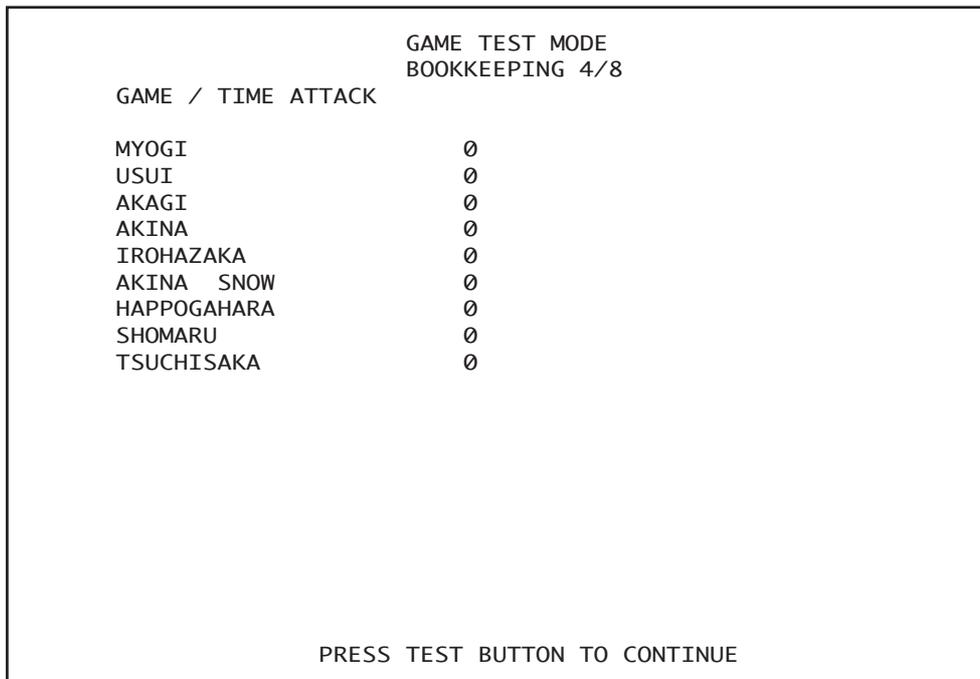


FIG. 5 hd BOOKKEEPING (4/8) Screen

- **GAME/TIME ATTACK:** Displays the number of times each course was selected in TIME ATTACK mode

Press the TEST Button to move to screen 5/8 of BOOKKEEPING.

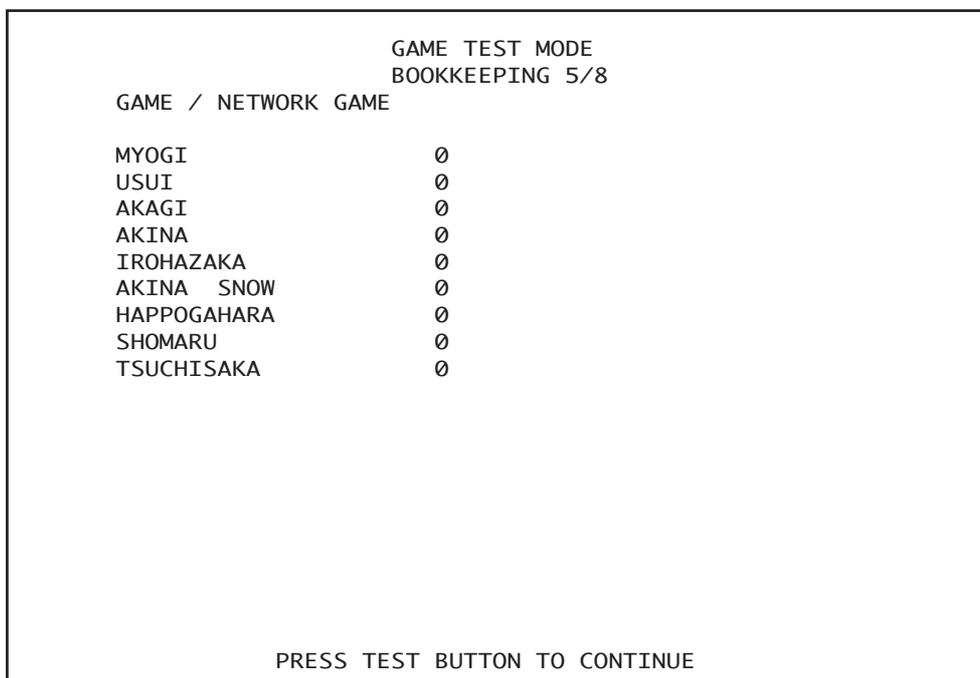


FIG. 5 he BOOKKEEPING (5/8) Screen

- **GAME/NETWORK GAME:** Displays the number of times each course was selected in NETWORK GAME (VERSUS) mode

Press the TEST Button to move to screen 6/8 of BOOKKEEPING.

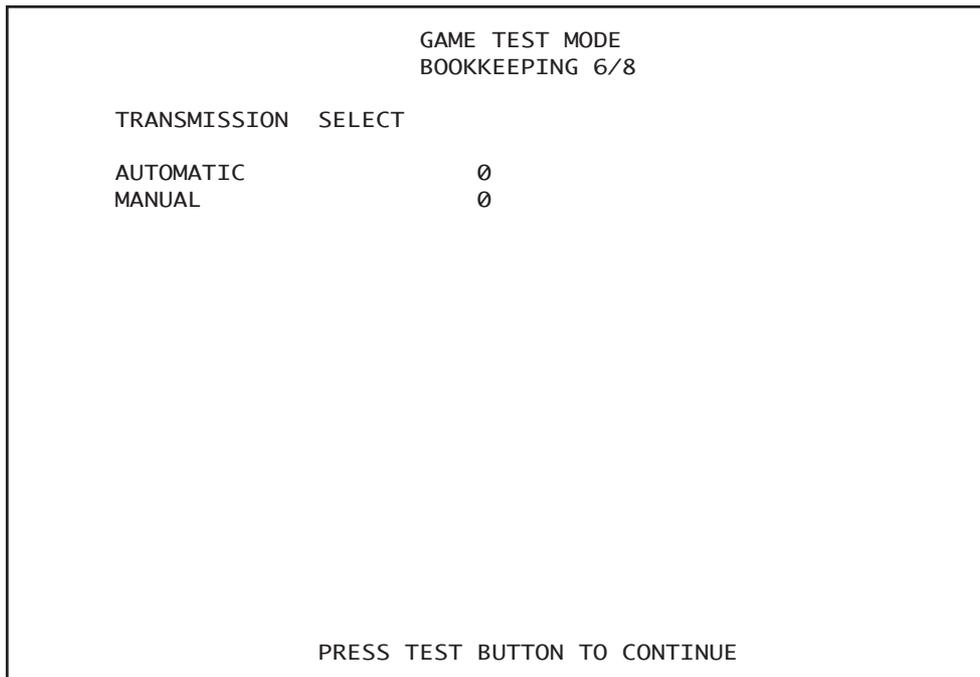


FIG. 5 hf BOOKKEEPING (6/8) Screen

- **TRANSMISSION SELECT:** Displays the number of times each TRANSMISSION was selected in all game modes.

Press the TEST Button to move to screen 7/8 of BOOKKEEPING.

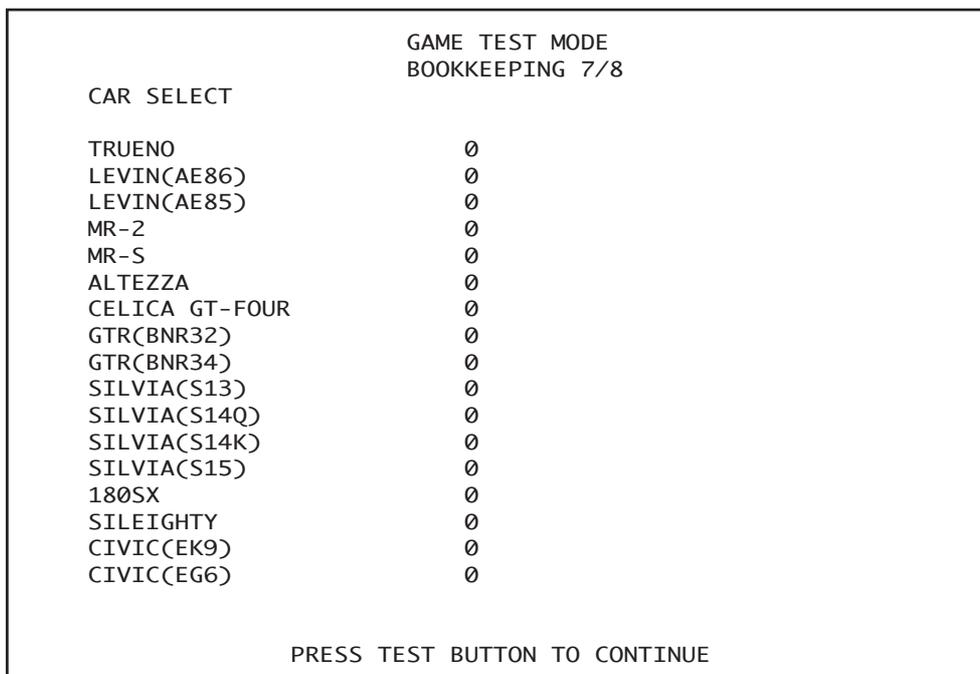


FIG. 5 hg BOOKKEEPING (7/8) Screen

Press the TEST Button to move to screen 8/8 of BOOKKEEPING.

GAME TEST MODE	
BOOKKEEPING 8/8	
CAR SELECT	
INTEGRA	0
S2000	0
LANCER EV03	0
LANCER EV04	0
LANCER EV07	0
RX-7(FD3S1)	0
RX-7(FD3S6)	0
RX-7(FC3S)	0
ROADSTER(NA6C)	0
ROADSTER(NB8C)	0
IMPREZA(GC8S6)	0
IMPREZA(GDB)	0
IMPREZA(GC8S5)	0
CAPPUCCINO	0
SKYLINE 25GT(ER34)	0
LANCER EV05	0
LANCER EV06	0
RX-8(SE3P)	0
PRESS TEST BUTTON TO EXIT	

FIG. 5 hh BOOKKEEPING (8/8) Screen

● **CAR SELECT:** Displays the number of times each car was selected

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

## I . BACKUP DATA CLEAR

Delete all BOOKKEEPING screen data.

Use BACKUP DATA CLEAR in the SYSTEM TEST MODE to delete data about coin/credit collection.

Deleting this data does not affect the game settings or other data stored by the game.

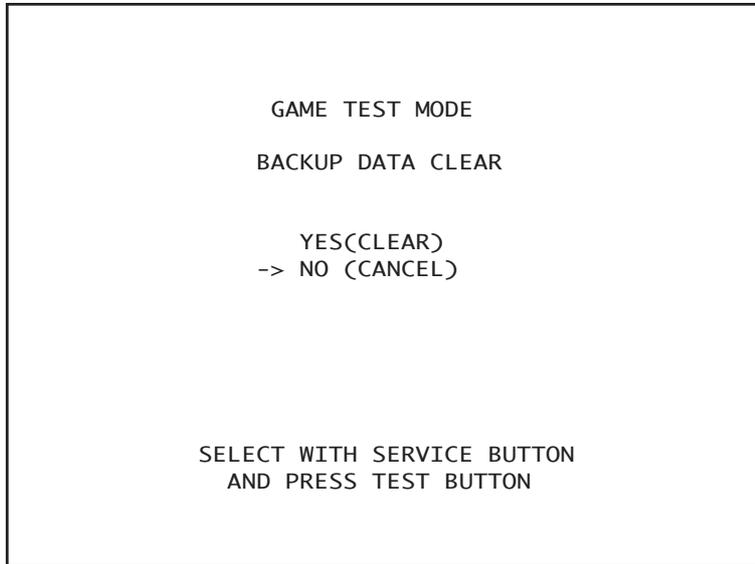


FIG. 5 i BACKUP DATA CLEAR Screen

To clear data, use the SERVICE Button to move the cursor to YES (CLEAR) and then press the TEST Button. When the data has been cleared, the message "COMPLETED" will be displayed.

Press the TEST Button again to return to the Game Test Menu screen.

Move the cursor to NO (CANCEL) and press the TEST Button to return to the Game Test Menu screen without clearing the data.

## 6. TROUBLESHOOTING

### 6 — 1 ERROR MESSAGE

If an error is detected during the initialization procedure (power-on check) when the power is turned on, the screen displayed during initialization will continue indefinitely or an error will be displayed. (See Section 2.)

If a screen like the following appears in play or during operation, turn the power off, wait approximately five seconds, and turn the machine back on.



If the problem does not go away, please call the phone number in this manual or the vendor of this machine.



- Make sure that the power to the Cycraft is off by turning the breaker OFF in the interior power connector (distribution board) , then check that there is no power supply to the Cycraft before beginning any work. Conducting work with the power left on may cause an electrical shock or a short circuit.
- If the interior power connector (distribution board) is not fitted with a manual breaker, disconnect the power connector. However, this operation requires qualifications as an electrician within the country it is to be used in. Have this work performed by an electrician or similarly qualified engineer, or by someone who has the necessary technical skills. If there is no one qualified to perform this work, make a request for work to the supplier of the product or kit. For safety reasons, do not allow an unqualified person to carry out this work under any circumstances.
- Be careful so as not to damage the wiring. Damaged wiring can cause an electric shock or short circuit.
- In the event that a problem cannot be resolved by employing the procedures listed in this Manual, be sure to request service from the office shown on this Manual or the dealer from whom the product was originally purchased. Attempts to employ procedures other than those specified in this Manual can cause an electrical shock, shorting, or fire.
- In the event of a problem that is not described here, be sure to contact the office shown on this Manual or the dealer from whom the product was originally purchased. Careless attempts at repair can result in an electrical shock, shorting, or fire.

In case a problem occurs, first check the wiring connector connections.

TABLE 6-2

PROBLEMS	CAUSE	COUNTERMEASURES
Operability of the Steering Wheel is poor.	Deviation of the volume value.	Adjust the volume value in the test mode. (See Sec. 5)
	Volume gear engagement fault.	Adjust the engagement of the gear. (See Sec. 9)
	Volume malfunctioning.	Replace the Volume. (See Sec. 9)
Steering Wheel is abnormal in its force feedback. It is not centered.	Failure of power-on checking procedure.	Reconnect the power, and complete a power-on checking procedure.
	The volume is not centered.	Adjust the volume value in the test mode. (See Sec. 5)
	Failure of the volume.	Replace the volume. (See Sec. 9)
Steering Wheel is weak in its force feedback.	Aging of the force feedback mechanism.	Reset in the test mode. (See Sec. 5)
Gas pedal (accelerator) and/or brake pedal do not operate normally.	The volume is not centered.	Adjust the volume value in the test mode. (See Sec. 5)
	Failure of the volume.	Replace the volume. (See Sec. 11)
Failure of the communication play.	Communication cables are disconnected.	Reconnect the cables. (See 8-2)
	Communication cables are wrongly connected.	Reconnect the cables correctly. (See 8-2)
	Communication play is wrongly set.	Reset correctly. (See 8-3)
The Start Button and Change View Button inputs have no effect and do not flash.	The connectors are not connected properly.	Check that the connectors inside the control panel and between the I/O board, cabinet and control panel are securely connected.
The Start Button and Change View Button inputs work but they do not flash.	The settings and operation are uncertain.	The Start Button only flashes when the free play setting is set. Check this using Test Mode. (See Sec. 5)
	The lamp has expired.	Replace the lamp.

## 7. GAME BOARD



- Make sure that the power to the Cycraft is off by turning the breaker OFF in the interior power connector (distribution board) , then check that there is no power supply to the Cycraft before beginning any work. Conducting work with the power left on may cause an electrical shock or a short circuit.
- Be careful so as not to damage wirings. Damaged wiring can cause fire, electric shock and short circuit hazards.
- Do not expose the Game BD, etc. without a good reason. Failure to observe this can cause electric shock hazard or malfunctioning.
- To perform work safely and securely, be sure to use 2 or more workers.



The electronic parts on the IC Board could be damaged due to human body's static electricity. Before performing IC Board related work, be sure to discharge physically accumulated statics by touching grounded metallic surfaces, etc.



Put the Game Board in the Carton Box (an accessory) together with the Shield Case when requesting for the replacement or repair. Transporting the Game Board in an undesignated status for replacement/repair is unacceptable.

In this manual, how to remove the Game Board is explained for convenience. However, this work should be performed by SEGA SERVICEMAN.

## COMPOSITION OF GAME BOARD

ASSY CASE NAT RT DIMM & COM USA (840-0091D-01): USA  
ASSY CASE NAT RT DIMM & COM EXP (840-0091D-02): OTHERS  
ASSY CASE NAT RT DIMM & COM KOR (840-0091D-03): KOREA  
ASSY CASE NAT RT DIMM & COM AUS (840-0091D-04): AUSTRALIA

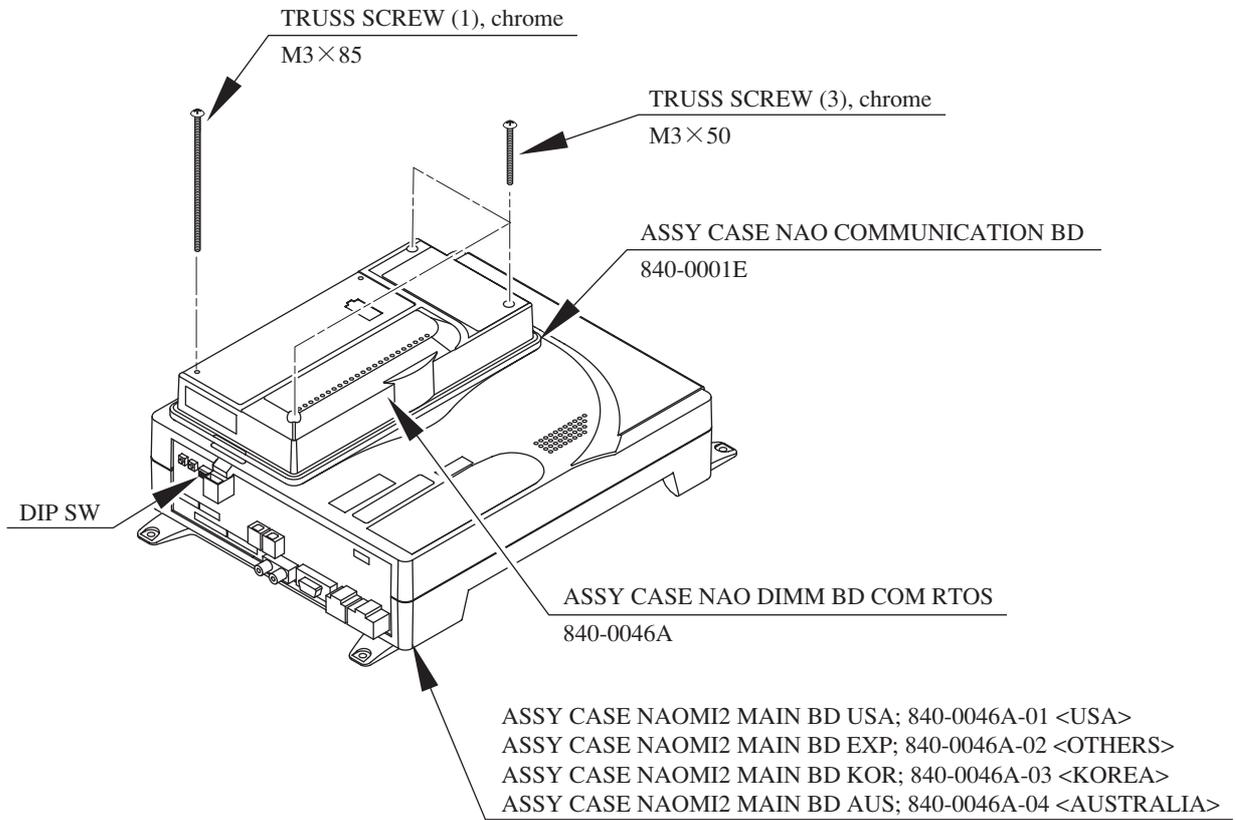


FIG. 7 a

## DIP SW SETTING

In this product, set all the DIP SW to OFF.

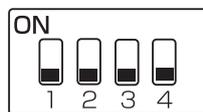


FIG. 7 b

## 8. COMMUNICATION PLAY

In this instance, connecting the communication cable and setting for the communication play are required.

### 8 – 1 INSTALLATION PRECAUTIONS



- Make sure that the power to the Cycraft is off by turning the breaker OFF in the interior power connector (distribution board) , then check that there is no power supply to the Cycraft before beginning any work. Conducting work with the power left on may cause an electrical shock or a short circuit.
- Use care so as not to damage wirings. Damaged wiring can 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 site maintenance individual or other skilled professional. Performing work by non-technical personnel can cause electric shock hazard.
- To perform work safely and avoid serious accident such as the cabinet's falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.



To perform work safely, be sure to secure the space corresponding to number of machines to be linked. Failure to observe this can cause accident.



The optic fiber cable is used for the communication linkage. Excessive bending may damage the communication cable. Be very careful in this regard.

## 8 — 2 CONNECTING THE COMMUNICATION CABLE

To enable the game machines to serve in a communication play, you must interconnect their game boards with the communication cables (optical fiber cables).

- ① Turn off the power of Cycraft cabinet. From the viewpoint of protecting, disconnect the power cord.
- ② Wire the communication cables exactly according to the illustration below. Always connect the TX of one game board to the RX of the other, and thereby make a loop of the communication cable. (Fig. 8. 2)

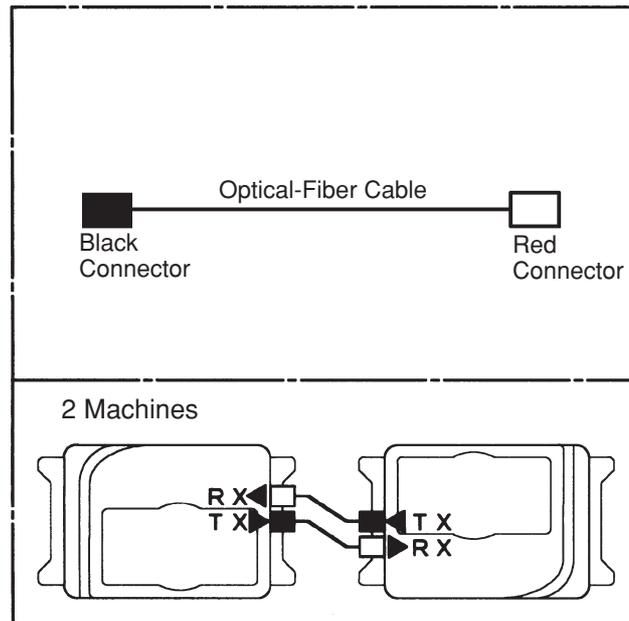


FIG. 8.2 Communication Cable Connection Diagram

### 8 — 3 SETTING FOR COMMUNICATION PLAY

Change the game setting for each seat in a manner so as to meet communication play. If the setting is not correct, communication play cannot be played.

#### SETTING FOR COMMUNICATION PLAY

- ① Turn the linked machines' power on.
- ② Cause all of the machines to enter the test mode. (See Section 5)
- ③ Select the GAME ASSIGNMENTS.
- ④ Perform the SEAT NUMBER setting in the GAME ASSIGNMENTS screen. Set one of the machines to "1" and the other to "2".

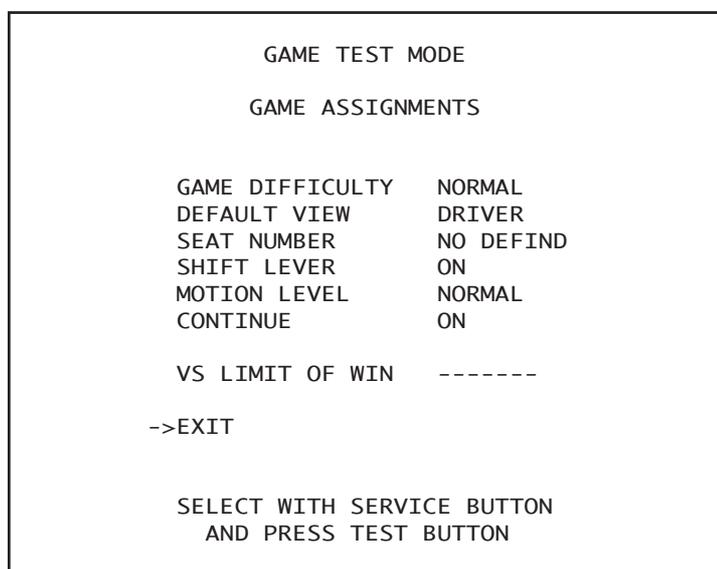


FIG. 8. 3

- ⑤ Cause all of the machines to exit from the test mode. After the test mode, the screens proceed to and display the Network Check.
- ⑥ When network checking is finished, the system displays Advertise Screen. This indicates successful completion of setting. If SEAT NUMBER setting is wrong, Network Check Screen appears, but it does not change to Advertise Screen. Normally the Network Check takes several 10 seconds. If the screen does not proceed from the Network Check screen, some sorts of errors such as incorrect setting, incorrect connection, damage of communication board or malfunctioning of the communication cable can be considered.



- In network play, difficulty level and other settings are made from Seat Number 1. Changing the settings at Seat Number 1 also changes the settings for Seat Number 2. Settings for Seat Number 2 cannot be changed from Seat Number 2 and so will not appear in the list of settings.
- Should a network connection fail during network play, gameplay will be suspended and the Network Check Screen will be displayed.
- If one of the units attached for network play enters Test Mode, the other unit will display the Network Check Screen.
- Even when units are connected for network play, each seat, each game may be given different cost settings. Incorrect cost settings may cause budget balancing problems.

The operation of a unit when connected to another for network play is different than that of a stand-alone unit. Administration of network units should be handled carefully. Entering Test Mode will cause any other machines set up for network play to display the Network Check Screen. When customers are playing the game, do not enter Test Mode on any network play-enabled machine.

## 9. CONTROL PANEL (STEERING MOTOR UNIT)



- Make sure you turn the system off and turn off the CABIN ON/OFF Switch before starting any work. Failure to do so may cause an electrical shock and a short circuit.
- Use care so as not to damage wirings. Damaged wiring can 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 site maintenance individual or other skilled professional. Performing work by non-technical personnel can cause electric shock hazard.
- Immediately after the game is finished, the motor may still be very hot. When performing the removal work, wait until the motor cools off.

In this product, the encoder annexed to the motor is usually used for detection of the steering wheel position.

If a failure is detected on the motor, a spare Volume will be available.

When using the Volume, in cases the Steering operability is poor or the adjustment of Volume Setting in the Test Mode is ineffective, the causes may be the Volume gear's mesh failure and/or Volume malfunctioning.

By using the following procedure, adjust Volume gear mesh, or replace the Volume. In this product, when the Steering Wheel is moved fully left/right, if the Volume shaft is rotating within the movable range, the Volume is not feared to be damaged. Secure the Volume in the manner the Volume shaft is oriented as shown and the gears are appropriately engaged when the steering wheel is in the centering position allowing the car to go straight forward.

## 9 — 1 ADJUSTING OR REPLACING THE V. R.

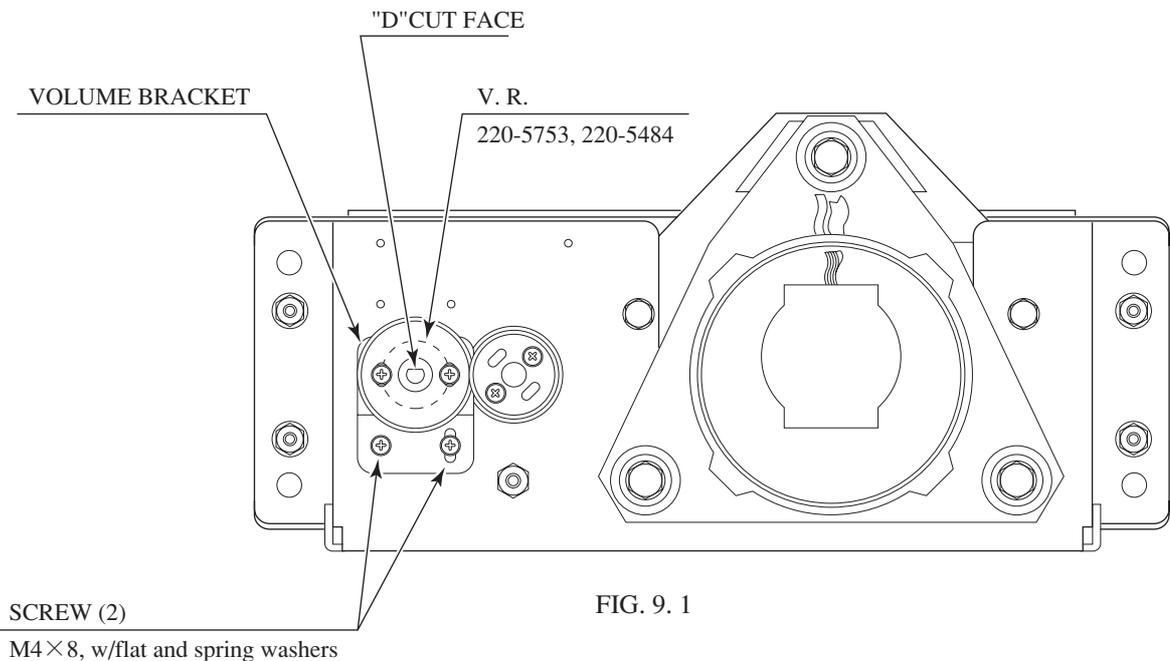


**IMPORTANT**

After the replacement or adjustment of Volume (V. R.), be sure to set the centering value of Steering Wheel's V. R. in the Test Mode.

### ADJUSTING THE VOLUME

- ① Loosen the 2 screws which secure the Volume Bracket to disengage gear mesh.
- ② With the Steering Wheel in the centering position, cause gears to be engaged in the manner so that the Volume Shaft is in the status shown as per FIG. 9.1.
- ③ Fasten the screws which secure the Volume Bracket.
- ④ Perform Volume setting as per the Volume Setting mode.



### REPLACING THE VOLUME

- ① Take out the 2 screws which secure the VOLUME BRACKET and remove the VOLUME BRACKET.
- ② Take out the 2 screws to remove the volume gear and replace the volume.
- ③ After replacing the volume, perform volume setting in the volume setting mode.

9 – 2 GREASING



- Be sure to use the designated grease. Using undesignated grease can cause parts damage.
- Do not apply greasing to undesignated places. Failure to observe this can cause malfunctioning or quality deterioration of parts.

Apply greasing to gear mesh portions once every 3 months.  
Use GREASE MATE (SEGA PART NO. 090-0066).

VOLUME GEAR MESH PORTION

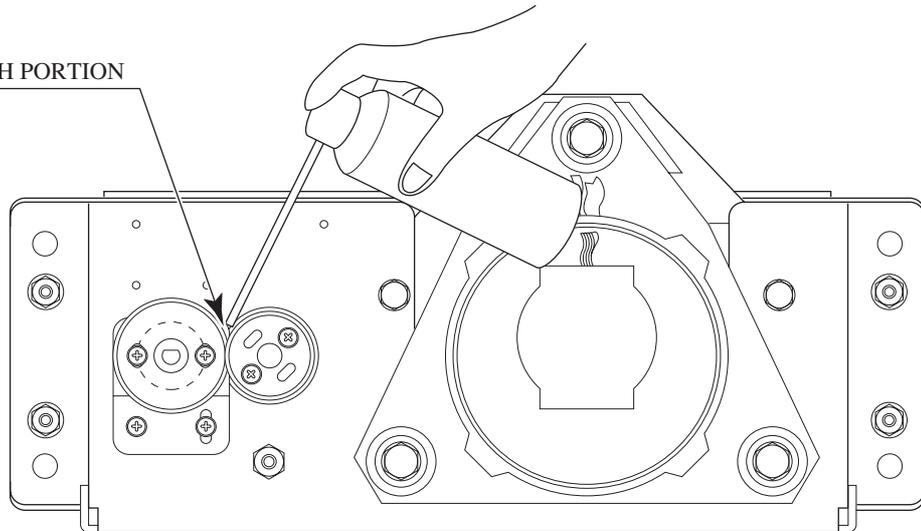


FIG. 9. 2

## 10. ACCELERATOR & BRAKE



- Make sure you turn the system off and turn off the CABIN ON/OFF Switch before starting any work. Failure to do so may cause an electrical shock and a short circuit.
- Use care so as not to damage wirings. Damaged wiring can 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.
- When performing work such as parts replacement other than those specified in this manual, be sure to contact where you purchased the product from. Confirm the work procedures and obtain precautions from where you purchased the product prior to performing work. Inappropriate parts replacement and/or installation with erroneous adjustment can cause an overload or the parts to come into contact, resulting in an electric shock, a short circuit, and a fire.



Be sure to perform volume's move value setting in the Volume Setting in the Test Mode after replacing or adjusting the Volume.

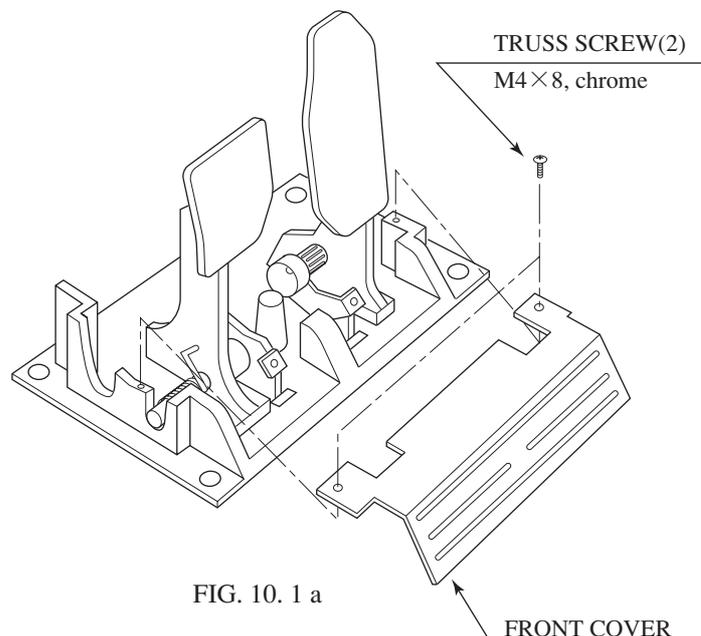
If Accel. and Brake operation is not satisfactory, adjustment of volume installation position or volume replacement is needed. Also, be sure to apply greasing to the spring and the gear mesh portion once every 3 months.

### 10 - 1 ADJUSTING OR REPLACING THE V. R.

The appropriate value for both ACCEL. Volume and Brake Volume is under 30H when released and over COH when stepped on. Check Volume values in the TEST mode. Since work is performed inside the energized cabinet, be very careful so as not to touch undesignated places. Touching places not specified can cause electric shock or short circuit.

#### ADJUSTING THE VOLUME

- ① Take out the 2 truss screws and remove the Front Cover from the Accel. & Brake Unit (FIG. 10. 1 a).



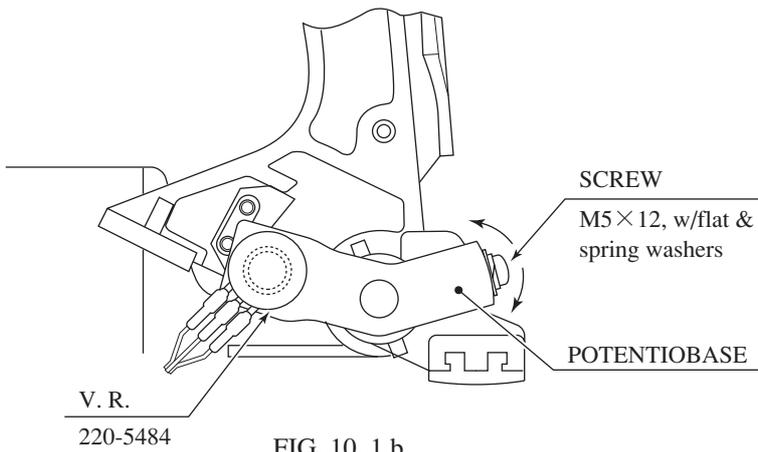


FIG. 10. 1 b

- ② Loosen the screw which secure the Potentiobase, and adjust the Volume value by moving the Base. (FIG. 10. 1 b)
- ③ Secure the Potentiobase.
- ④ Perform volume setting in the volume setting mode.

**REPLACING THE VOLUME**

- ① Turn the power off.
- ② Take out the 2 truss screws and remove the Potentiocover (FIG. 10. 1 c).
- ③ Disconnect the connector of the volume to be replaced.
- ④ Remove the screw which secures the Potentiobase (FIG. 10. 1 b).
- ⑤ Remove the Potentiobase together with the volume as is attached. (FIG. 10. 1 c)
- ⑥ Remove the base and the gear to replace the volume.
- ⑦ Adjust the volume as per the previous page after replacing.

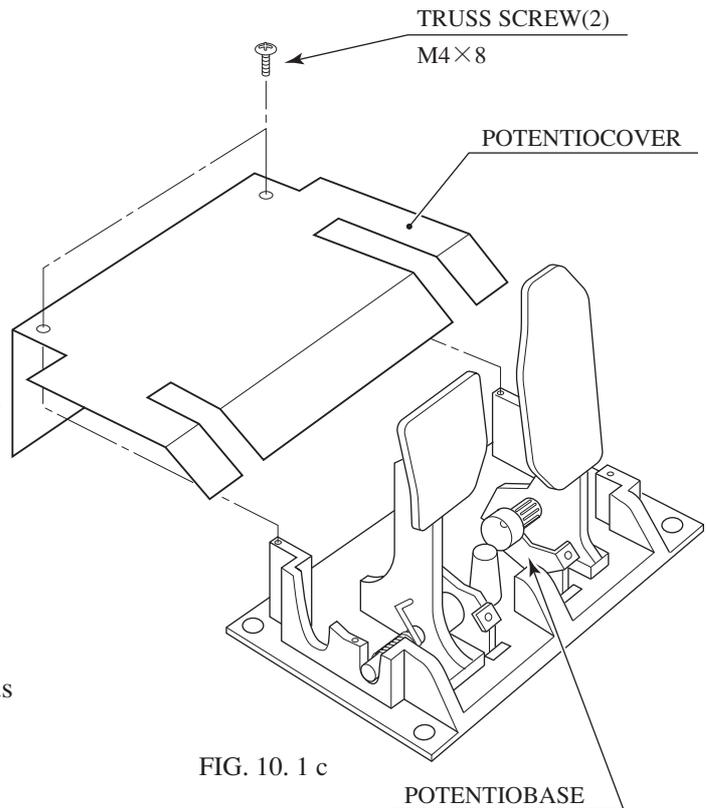


FIG. 10. 1 c

10 – 2 GREASING



Be sure to use the designated grease. Using undesignated grease can cause parts damage.

Once every 3 months, apply greasing to the Spring and gear mesh portion. For spray greasing, use GREASE MATE (PART No. 090-0066).

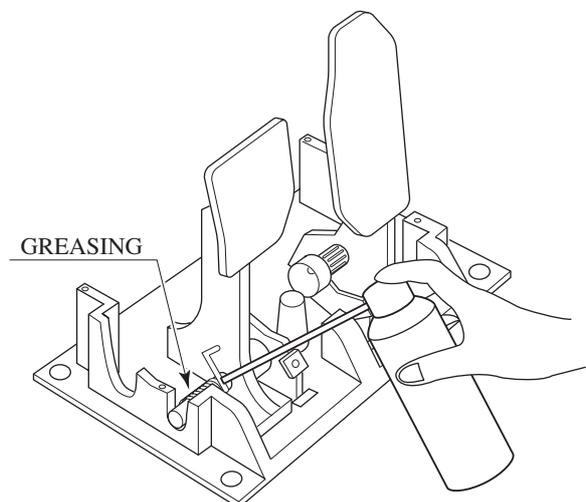


FIG. 10. 2

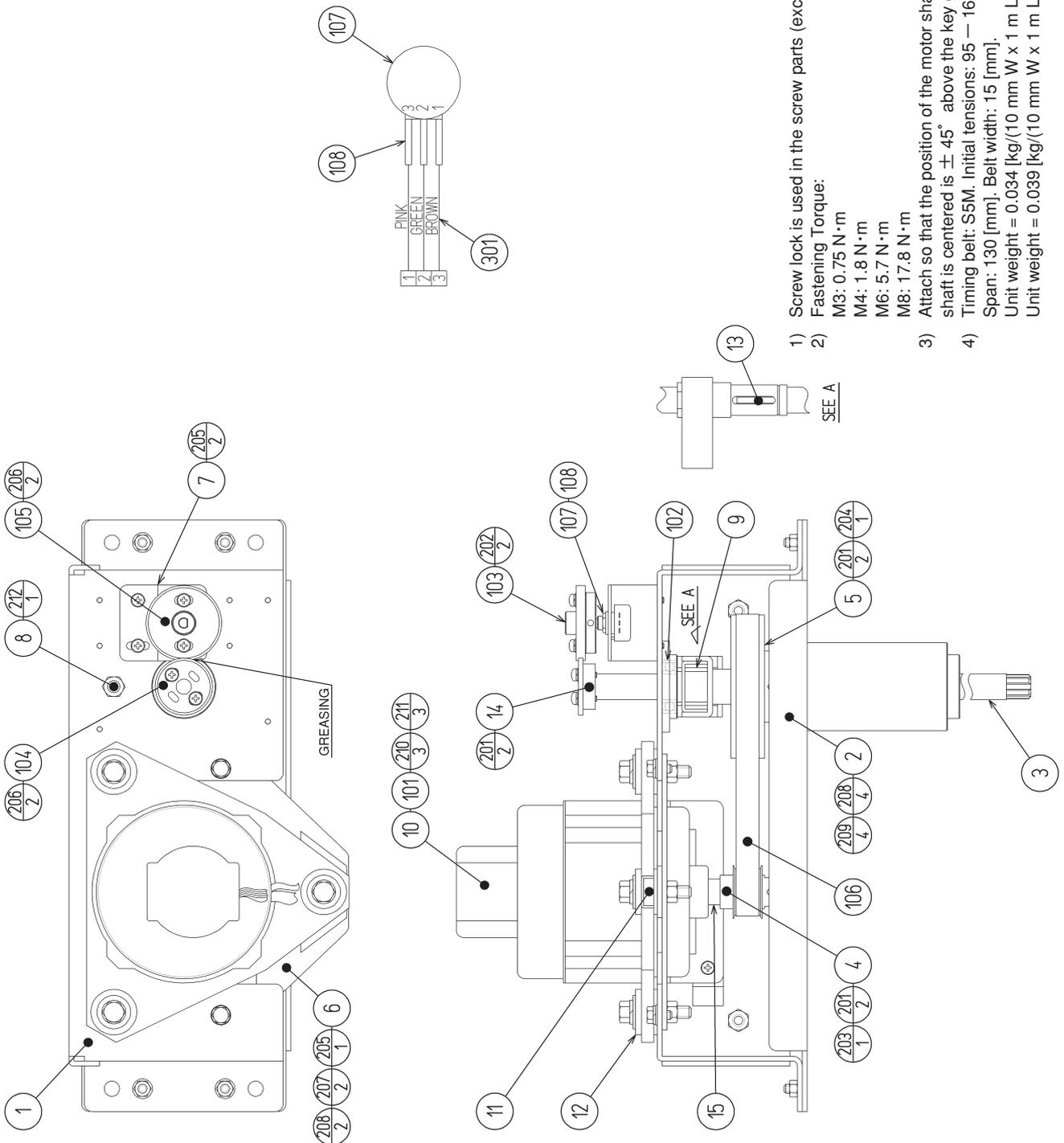
# 11. PARTS LIST

The handle mechanism described in this manual is used to modify from "F-ZERO" specifications to "Initial D Ver.3" specifications, or used when the "Initial D Ver.3" is purchased as a complete product.

In other cases, the parts vary depending on when the unit was manufactured, so you should contact a product or kit supplier.

## ① ASSY HANDLE MECHA (CFT-2600)

(D-1/2)



- 1) Screw lock is used in the screw parts (excluding the U NUT).
- 2) Fastening Torque:  
 M3: 0.75 N·m  
 M4: 1.8 N·m  
 M6: 5.7 N·m  
 M8: 17.8 N·m
- 3) Attach so that the position of the motor shaft when the handle shaft is centered is  $\pm 45^\circ$  above the key groove.  
 Timing belt: S5M. Initial tensions: 95 — 165 [N].  
 Span: 130 [mm]. Belt width: 15 [mm].  
 Unit weight = 0.034 [kg]/(10 mm W x 1 m L) (Mitsuboshi)  
 Unit weight = 0.039 [kg]/(10 mm W x 1 m L) (Bando)
- 4)

① ASSY HANDLE MECHA (CFT-2600)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-2501X	HANDLE BASE	
2	CFT-2501	BASE LID	
3	CFT-2601	HANDLE SHAFT	
4	SPG-2504	PULLEY 20 S5M	
5	SPG-2505	PULLEY 60 S5M	
6	SPG-2506	MOTOR BRKT	
7	SPG-2507	VR BRKT	
8	SPG-2108	STOPPER BOLT	
9	SPG-2109	STOPPER RUBBER	
10	SPG-2453	KEY 4 × 4 × 40	
11	ASK-3502	MOTOR SPACER	
12	ASK-3503	MOTOR COLLAR	
13	DYN-1270	STOPPER KEY	
14	SLC-1130	ADJUST RING	
15	SPG-2454	MOTOR SHAFT COLLAR	
101	350-5448-01	SERVO MOTOR 500W NEW	
102	100-5112	BEARING 17	
103	601-8966	GEAR HOLDER	
104	601-6172	GEAR 48	
105	601-6959	GEAR 64	
106	601-9173	TIMING BELT	
107	220-5484	VOL CONT B-5K OHM	
	220-5753	VOL CONT B-5K OHM	
108	310-5029-F20	SUMITUBE F F 20MM	
201	028-A00408-P	SET SCR HEX SKT CUP P M4 × 8	
202	028-A00308-P	SET SCR HEX SKT CUP P M3 × 8	
203	065-S012S0-Z	STP RING BLK OZ S12	
204	065-S020S0-Z	STP RING BLK OZ S20	
205	000-P00408-W	M SCR PH W/FS M4 × 8	
206	000-P00412-W	M SCR PH W/FS M4 × 12	
207	030-000612-S	HEX BLT W/S M6 × 12	
208	060-F00600	FLT WSHR M6	
209	050-U00600	U NUT M6	
210	030-000840-S	HEX BLT W/S M8 × 40	
211	068-852216	FLT WSHR 8.5-22 × 1.6	
212	050-U00800	U NUT M8	
301	600-6866	WIRE HARN ASSY HANDLE MECHA VR	



② ASSY ACCEL&BRAKE (SPG-2200)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-2201	BASE	
2	SPG-2202	ACCEL PEDAL	
3	SPG-2203	BRAKE PEDAL	
4	SPG-2204	ACCEL SPRING	
5	SPG-2205	BRAKE SPRING	
6	SPG-2206	SHAFT	
7	SPG-2207	ACCEL GEAR	
8	SPG-2208	BRAKE GEAR	
9	SPG-2209	NEUTRAL STOPPER	
10	SPG-2210	VR PLATE ACCEL	
11	SPG-2211	VR PLATE BRAKE	
12	SPG-2212	AMPL GEAR	
13	SPG-2213X	GEAR SHAFT	
14	SPG-2214	STOPPER	
15	SPG-2215	RUBBER CUSHION	
16	SPG-2216	COVER	
17	SPG-2217	VR COVER	
19	SPG-2219	GEAR STAY	
20	SPG-2220	WSHR	
21	SPG-2221	NEUTRAL STOPPER D	
101	100-5263	BEARING 12(OILES 80F-1212)	
102	220-5484	VOL CONT B-5K OHM	
	220-5753	VOL CONT B-5K OHM	
104	601-7944	GEAR 15	
105	310-5029-F15	SUMITUBE F F15MM	
106	280-0419	HARNES LUG	
201	028-A00304-P	SET SCR HEX SKT CUP P M3 × 4	
202	020-000520-OZ	HEX SKT H CAP SCR BLK M5 × 20	
203	000-P00420	M SCR PH M4 × 20	
204	000-P00508-W	M SCR PH W/FS M5 × 8	
205	000-T00408-0C	M SCR TH CRM M4 × 8	
206	FAS-450005	SPR PIN BLK OZ 6 × 10	
207	000-P00405	M SCR PH M4 × 5	
208	FAS-000001	M SCR TH CRM M3 × 6	
209	050-H00500	HEX NUT M5	
210	060-F00400	FLT WSHR M4	
301	600-6840	WIRE HARN ACCEL&BRAKE	