

ORIGINAL VIDEO GAME

OPERATOR'S MANUAL

RACING JAMTM II CHAPTER II

© 1998 KONAMI ALL RIGHTS RESERVED.

CONVERSION KIT



- !
- Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
 - Keep this manual carefully so as to be ready for use when necessary.

About this product

Thank you for purchasing this KONAMI product. This manual explains how to operate your game machine correctly and safely.



- **Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.**
- **Before using this product, read the “RACING JAM™” Operator’s Manual too.**
- **Keep this manual carefully so as to be ready for use when necessary.**
- **If the machine remains in trouble or malfunctions, immediately turn OFF the machine’s power switch, unplug the power cord, and contact your nearest dealer.**

This manual covers the following models: _____

This kit can replace the following machine models. Any other conversions are not possible.

- **GN676-TB (RACING JAM™)**
- **GN676-HD (RACING JAM™)**
- **GN676-UC (RACING JAM™)**

- The specifications of this product are subject to change without notice for reasons such as improving the performance.
- The contents of this game, its main data and design are protected by copyright law and industrial property law.
- Unauthorized reproduction of this document or any of its contents is strictly forbidden.

© 1998 KONAMI ALL RIGHTS RESERVED.

Driver software used under license of 3Dfx interactive.



PORTIONS OF THIS PRODUCT MANUFACTURED UNDER A LICENSE FROM DESPER PRODUCTS, INC. SPATIALIZER® AND THE CIRCLE-IN-SQUARE DEVICE ARE TRADEMARKS OWNED BY DESPER PRODUCTS, INC. US Patent No 5412731

Contents

| | |
|---|----|
| ■ Precautions for use | 2 |
| 安全使用注意事項 | 6 |
| 1 Setting the kit in the machine | |
| 1-1 Removing the game PC board | 9 |
| 1-2 Replacing the ROMs | 15 |
| 2 PCB settings | |
| 2-1 PCB start-up check (self test) | 18 |
| 2-2 Correcting the positions of the steering wheel etc. | 19 |
| 2-3 Adjusting the game environment (manual test) | 20 |
| 2-4 Mode descriptions | 21 |
| 2-5 Measures to be taken when there is a network abnormality .. | 31 |
| 2-6 Troubleshooting | 34 |
| 3 Replacing the labels and others | 36 |
| 4 How to play | 37 |

Specifications

| | |
|----------------|---|
| Name | RACING JAM™ CHAPTER II |
| Kit's supplies | <ul style="list-style-type: none"> · Instruction manual This manual · Networking board 1 · ROM 1set · Title panel 1 · Label 1set |

- If any part is defective or not found, contact your nearest dealer.
- The specifications of this product are subject to change without notice for reasons such as improving the performance.

規 格

| | |
|---------|---|
| 名 稱 | RACING JAM™ CHAPTER II |
| 捆 包 內 容 | <ul style="list-style-type: none"> · 使用說明書..... 本書 · 通信板 1 · 存儲條 1套 · 名稱板 1 · 標籤..... 1套 |



- 萬一有不足零件或不良零件，請惠詢當地的經銷店。
- 本機的規格因性能改良等理由而變更時，恕不預告。

■ Precautions for use




In this manual, the precautions to be followed without fail in order to prevent damage to persons to install, use or maintain “RACING JAM™ CHAPTER II” or other persons or to properties are shown as follows.

Be sure to read the following

- The following suggestions show the degree of danger and damage caused when the product is used improperly with the suggestions disregarded.

| | |
|--|--|
|  WARNING | Indicates a situation where disregarding the suggestions could result in death or serious injury. |
|  CAUTION | Indicates a situation where disregarding the suggestions could result in injury or product damage. |

- The following graphic suggestions describe the types of precautions to be followed.

| | |
|---|--|
|  | Indicates a matter of which care should be taken. |
|  | Indicates a matter which is forbidden. |
|  | Indicates a matter which should be performed without fail. |

- Definitions of qualified in-shop maintenance persons and industry specialist who handle this product.

•In this instruction manual, some procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance persons and industry specialist are defined as follows.

Qualified in-shop maintenance persons

- A qualified in-shop maintenance person must have experiences in maintaining amusement machines, money changers and the like. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or shop.

Jobs handled by qualified in-shop maintenance persons

- Assembling, installing, inspecting and maintaining amusement machines and money changers, and replacing their component units and consumable parts.


Industry specialist

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

Jobs handled by industry specialist

- Assembling and installing amusement machines and money changers, and repairing and adjusting their electrical, electronic and mechanical component parts.

**WARNING**

- **Be sure to follow the installation instructions.** Wrong handling may cause a machine trouble or accident. Contact an industry specialist or your nearest dealer for installing this kit. (You will be charged.)
- **The projector unit has some internal parts with high voltage.** Only a qualified industry specialist is allowed to open the back door of the machine. With this back door open, be very careful not to touch unnecessary parts.
- **Handle this kit with due care when installing it.**
 - Wrong handling may cause kit trouble or accident.
 - Parts inside the game PC board get hot structurally. Do not touch them until completely cooled down.
 - The game PC board have some projections on them. Handle the game PC board carefully not to get injured.
- **Do not leave anything, such as a water- or chemical-containing container, on top of or close to the kit or the detached game PC board.** 
 - Electrical shock or damage could be caused by water or foreign matter entering the inside of the kit.
- **Before attaching or detaching the game PC board, be sure to turn OFF the machine's main power switch and unplug the power cord.**
 - Otherwise, a machine trouble or electric shock may result.
- **Before installing the kit or the game PC board, clean up the inside of the machine using a vacuum cleaner or the like.**
 - If the electrical components are left covered with dust, an electric shock or fire may result.
- **In installing the game PC board in the machine, connect the connectors securely.**
 - Otherwise, a machine trouble or fire may be caused.

Precautions for use



CAUTION

- **Before removing the game PC board or installing the kit on the game PC board, put on a wrist band to prevent static electricity. Do not do this job on a carpet or the like.**

·Static electricity may damage the electric parts on the game PC board.

- **Do not touch the kit or game PC board with wet hands.**

·Otherwise, a machine trouble or electric shock may result.



- **Never disassemble, repair or modify any section other than those specified in this manual.**

·Doing so could result in fire, malfunction or equipment failure.

·Ask your nearest dealer to perform repairing, etc..

·We do not assume any responsibility for any damages that would be caused by tampering with the kit.



- **If by any chance any of the connectors and cables to be connected to the machine or the game PC board is found defective, immediately stop using the machine and ask your nearest dealer to replace the damaged part.**

·Using a damaged connectors and cables could result in fire or electrical shock.

PRECAUTION IN HANDLING

- When setting up or handling this product, follow the procedures and instructions set forth in this manual and perform such work safely.

- Do not remove labels of "WARNING", "CAUTION", etc. attached to the product.

- Do not set up or handle this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.

- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

MEMO

安全使用注意事項

本書說明為防止危害“RACING JAM™ CHAPTER II”的設置、使用、維護等人員及他人和財產的安全注意事項，本書內容務請遵守。

務 請 閱 讀

●本書使用如下標注，區分無視表示內容、錯誤使用時產生的危險和損害程度。



警告

該項標注表示“有可能造成死亡或身負重傷”的內容。



注意

該項標注表示“有可能造成傷害或物品損壞”的內容。

●本書使用如下圖標，說明務請遵守的內容種類。



本圖標表示“提請注意”的內容。



本圖標表示“禁止”的內容。



本圖標表示“強制實行”的內容。

●經營本產品的店內維修人員和技術人員的定義

●本書中記載的說明中，凡指示為由“店內維修人員”或“技術人員”進行的操作，必須由具有專門知識和技術的人員進行。

- ▶否則，將造成觸電或故障等重大事故。
- ▶交換本產品零件、維修檢查、以及處置發生的異常情況時必須由“店內維修人員”或“技術人員”進行。本書中，特別是有關危險的操作規定由“技術人員”進行。有關“店內維修人員”和“技術人員”定義如下：

什麼是店內維修人員？

- 擁有娛樂機器、換錢機的維修經驗，在娛樂機器（本產品）的所有者和運營者的管理下，對娛樂設施或店內的機器進行日常的安裝、設置、檢查維修，交換裝置和消耗零部件等對機器整體進行維修管理的人員。

店內維修人員的工作內容

- 安裝、設置、檢查維修娛樂機器和換錢機，交換裝置和消耗零部件。

什麼是技術人員？

- 關機器設計、製造、檢查和維修工作的人員，以及具有，擁有電子、機械工學等專門技術知識，日常對娛樂機器進行維修管理和修理的人員。

技術人員的工作內容

- 安裝、設置娛樂機器和換錢機，對電子部件和結構部件進行修理和調整。

警告

- 本產品如安裝錯誤，則可造成故障或事故，因此在安裝前必須仔細閱讀本書。此外，安裝機體時必須由專門技術人員進行，或者與當地的經銷店商洽（收費）。
- 機體內部有高壓流動，非常危險。除技術人員以外，不可打開機體的背面門。
另外，在機體背面門打開時，不可隨意觸碰，請充分予以注意。
 - ▶ 否則可致事故或有觸電危險。
- 安裝本產品時，應充分進行處置。
 - ▶ 否則，可造成故障或事故。
 - ▶ 在結構上，機體使用的部件會發熱，到完全冷卻為止不可觸摸。
 - ▶ 在結構上，本產品有突起的部分。請注意不要受傷。
- 本產品以及拆卸下來的機板上面或周圍，不可放置裝有水或藥品的器物。
 - ▶ 水份或異物進入內部，可致觸電或故障。
- 在安裝或拆卸遊戲機板時，務請先關閉機體的電源開關，把電源插頭從插座上拔下後再進行。
 - ▶ 否則，可致觸電或故障。
- 安裝本產品以及遊戲機板時，務請先用吸塵器清掃機體內的灰塵。
 - ▶ 否則，電子零件等堆積灰塵過多，可致觸電或火災。
- 將遊戲機板安裝在機體上時，務請確切連接插頭。
 - ▶ 否則，可致機體故障或火災。



禁止

⚠ 注意

- 在拆卸遊戲機板或將本產品安裝遊戲機板上時，請用地線帶採取靜電防止措施。另外，請不要在地毯上進行操作。
 - ▶否則，發生靜電，遊戲機板上電子零件的破損。
- 請不要用濕手碰觸本產品或遊戲機板。
 - ▶否則，可致觸電或故障。
- 千萬不得拆卸、修理或改造本書未指示的部位。
 - ▶否則，可造成火災、異常工作或故障。
 - 需要修理等時，請委託當地的經銷店。
 - 因改造本產品而造成損害，本公司概不負責。
- 萬一連接在所使用的機體或遊戲機板上的接出的接頭、纜線等損傷時，應立即停止使用，委託當地的經銷店更換零件。
 - ▶在損傷狀態下使用，可造成火災或觸電。



禁止



禁止拆卸

請留意

- 本產品設置、操作，請遵照本書所載步驟及內容進行，確保安全。
- 不要揭下貼在本產品上的“警告”“注意”等標籤。
- 不要在相當於間接性警告或注意的狀態下，設置、操作。
- 因轉讓等，本產品的所有者發生變化時，務必將本書轉交給新的所有者。

1 Setting the kit in the machine

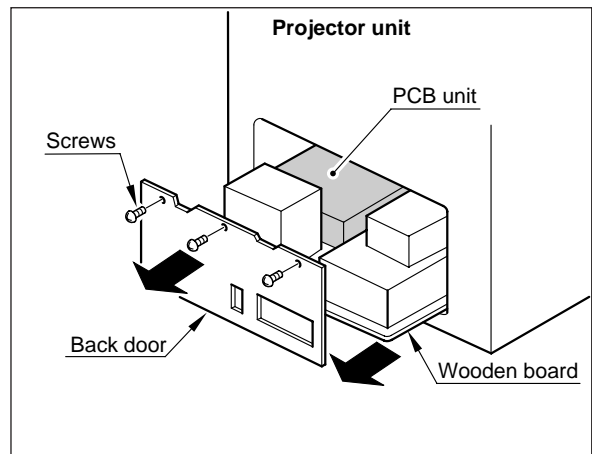
1-1 Removing the game PC board

■ Removing the game PC board



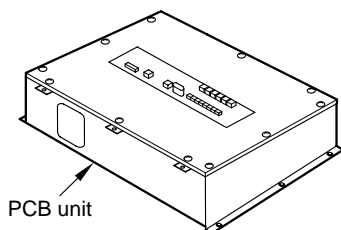
- Be sure to ask a qualified industry specialist or your nearest dealer to replace the ROMs. (You will be charged.)
- Before removing the game PC board, be sure to turn OFF the machine's power switch and unplug the power cord.
- Before installing the kit or the game PC board, clean up the inside of the machine using a vacuum cleaner or the like.
- The projector unit has some internal parts with high voltage. Only a qualified industry specialist is allowed to open the back door of the machine. With this back door open, be very careful not to touch unnecessary parts.

- 1 Be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.
- 2 Remove the 3 screws from the access door on the back of the projector unit. Remove the access door and pull out the wooden board on which the PCB unit is mounted.
- 3 Disconnect all the connectors from the PCB unit.
- 4 Remove the screws off the PCB unit. Detach the PCB unit from the wooden board.



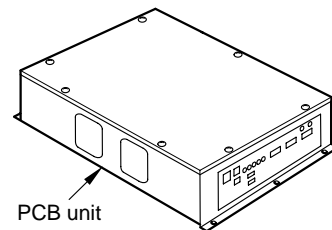
The U.S.A.. and Europe version

See page10.



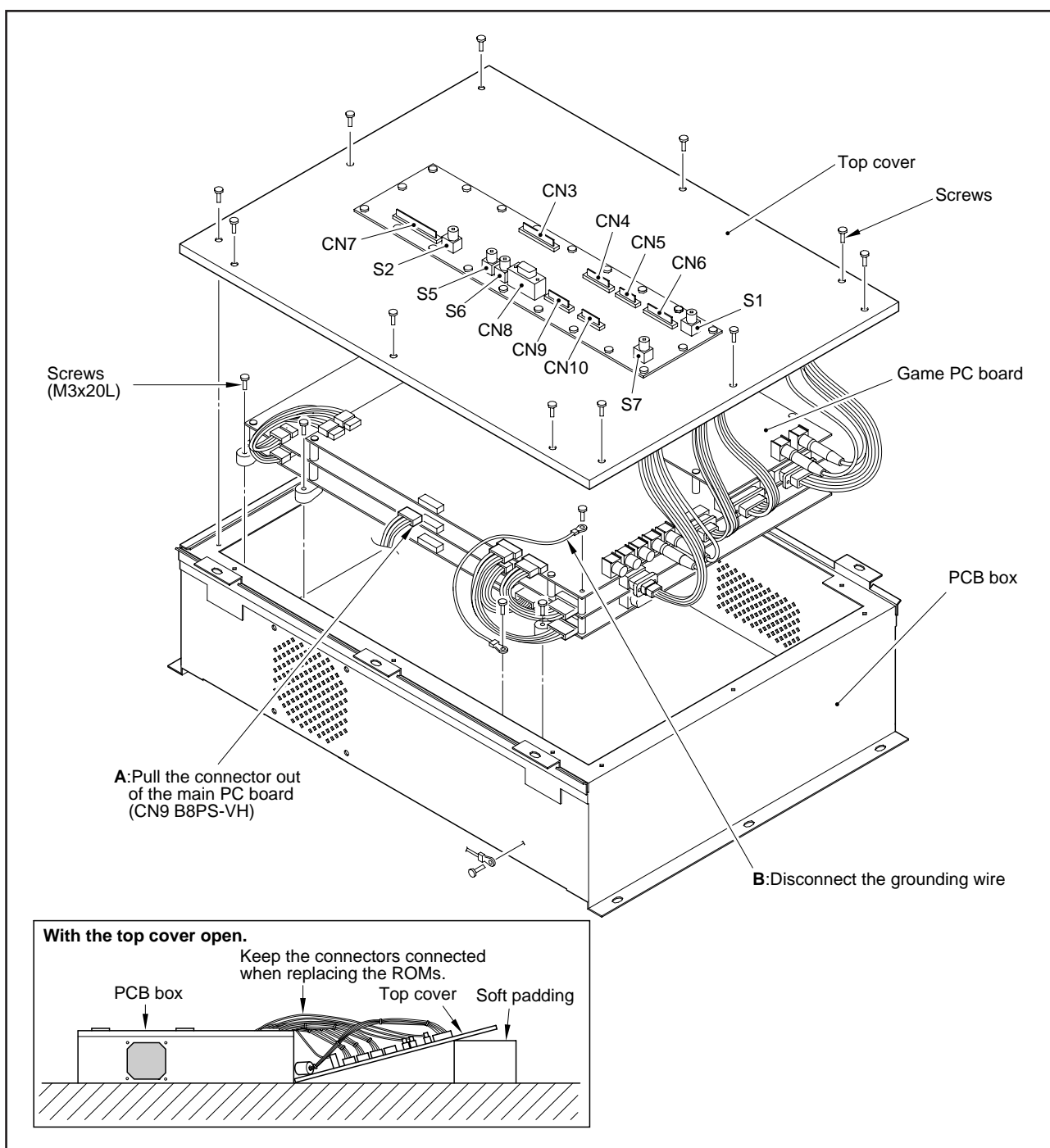
The Asia version

See page11.



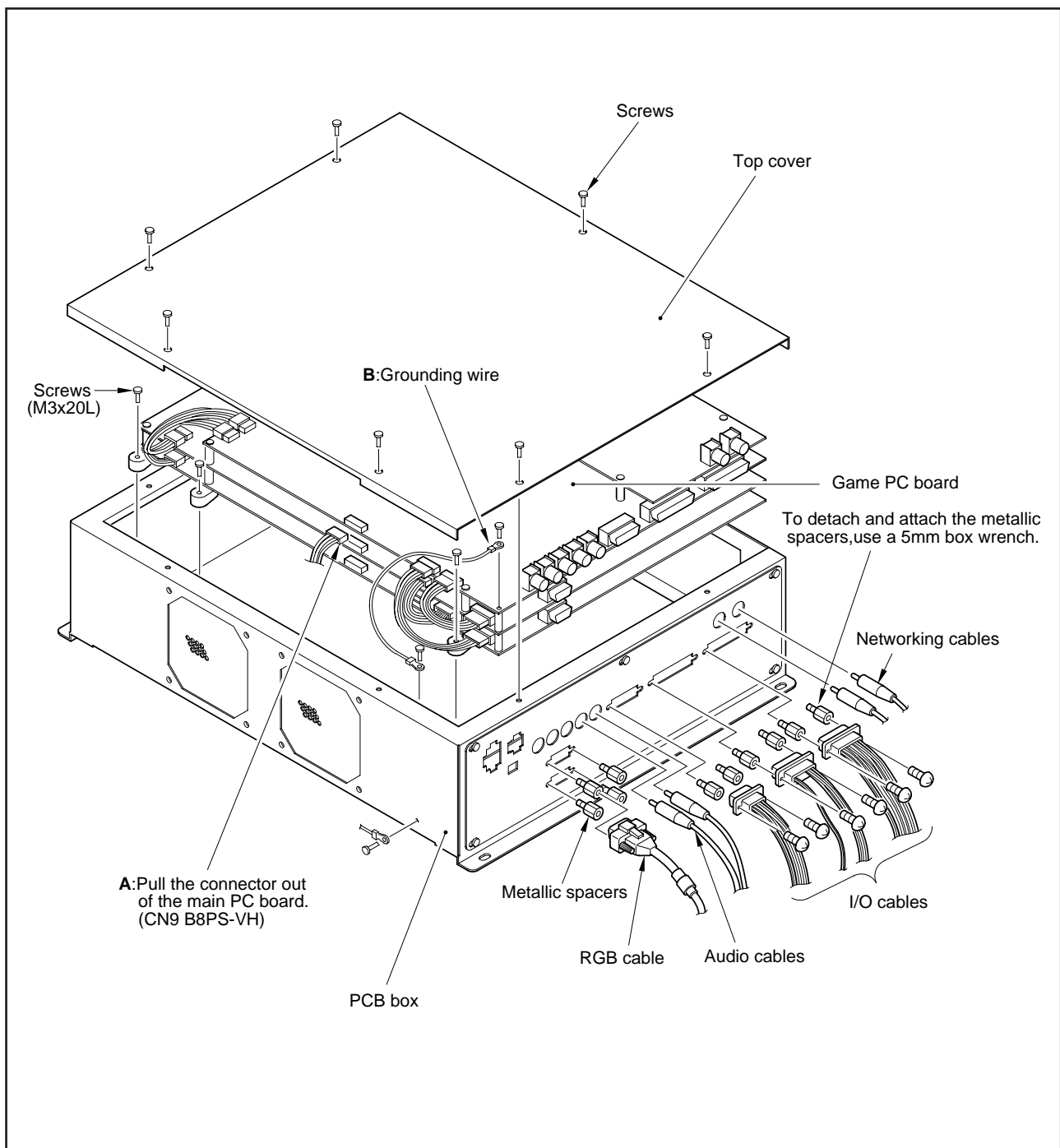
GE888-UB The U.S.A.. and Europe version

- 5** Remove the screws from the top cover of the PCB unit. Slide the top cover sideways and lift it half-open.
- 6** With the top cover half-open, disconnect the connector "A" as shown at right and fully open the top cover. Also disconnect the grounding wire "B" as shown at right.
- 7** Remove the screws from the game PC board and take the boards out of the PCB box. (Replace the ROMs with the connectors connected.)



GE888-AB The Asia version

- 5** | Remove the screws from the top cover of the PCB unit and the top cover.
- 6** | Disconnect the connectors and “A” from the PCB unit. Also disconnect the grounding wire “B” as shown at right.
- 7** | Remove the screws from the game PC board and take the boards out of the PCB box.



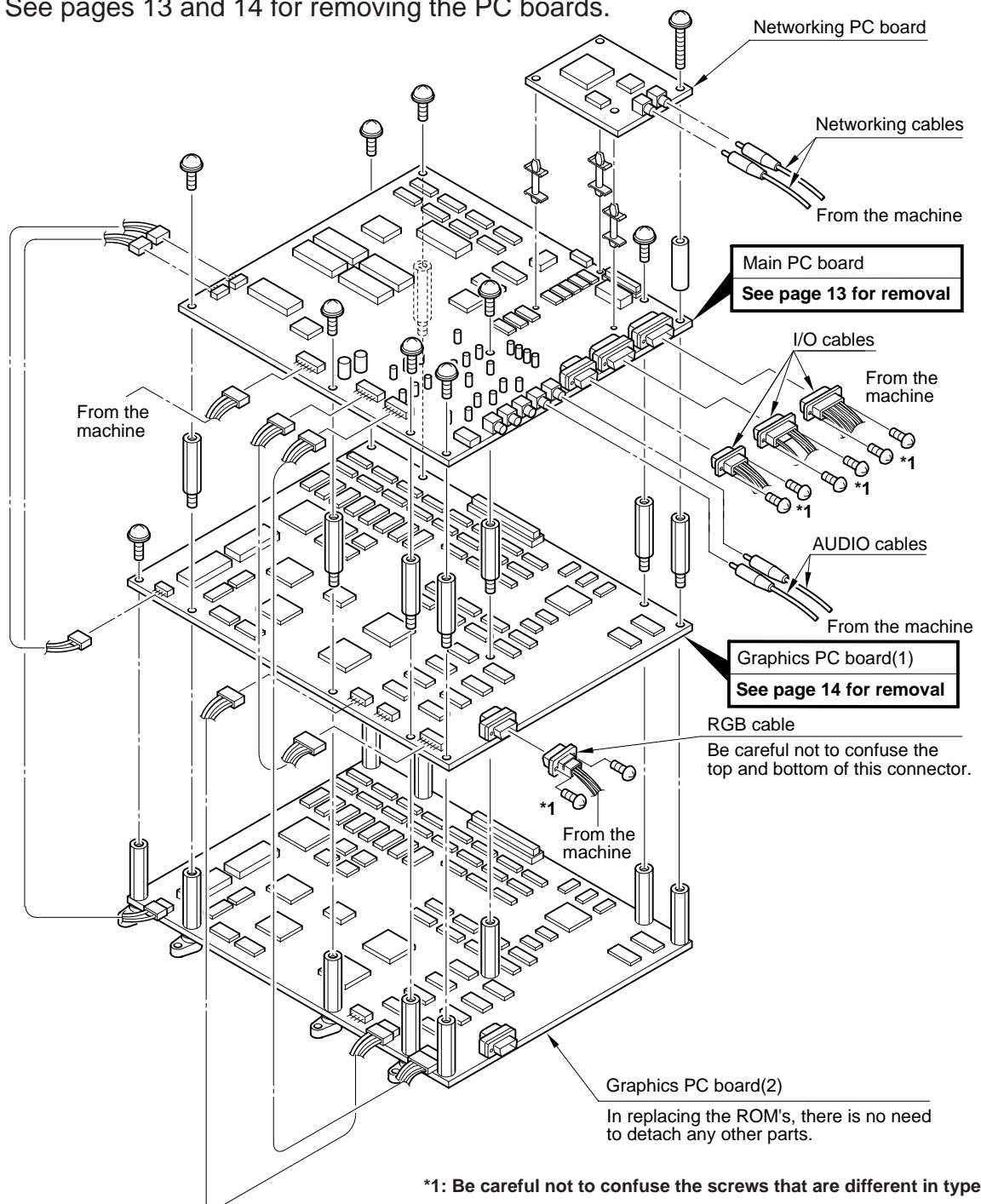
8 Take out the game PC board one by one from top. (See pages 13 and 14)



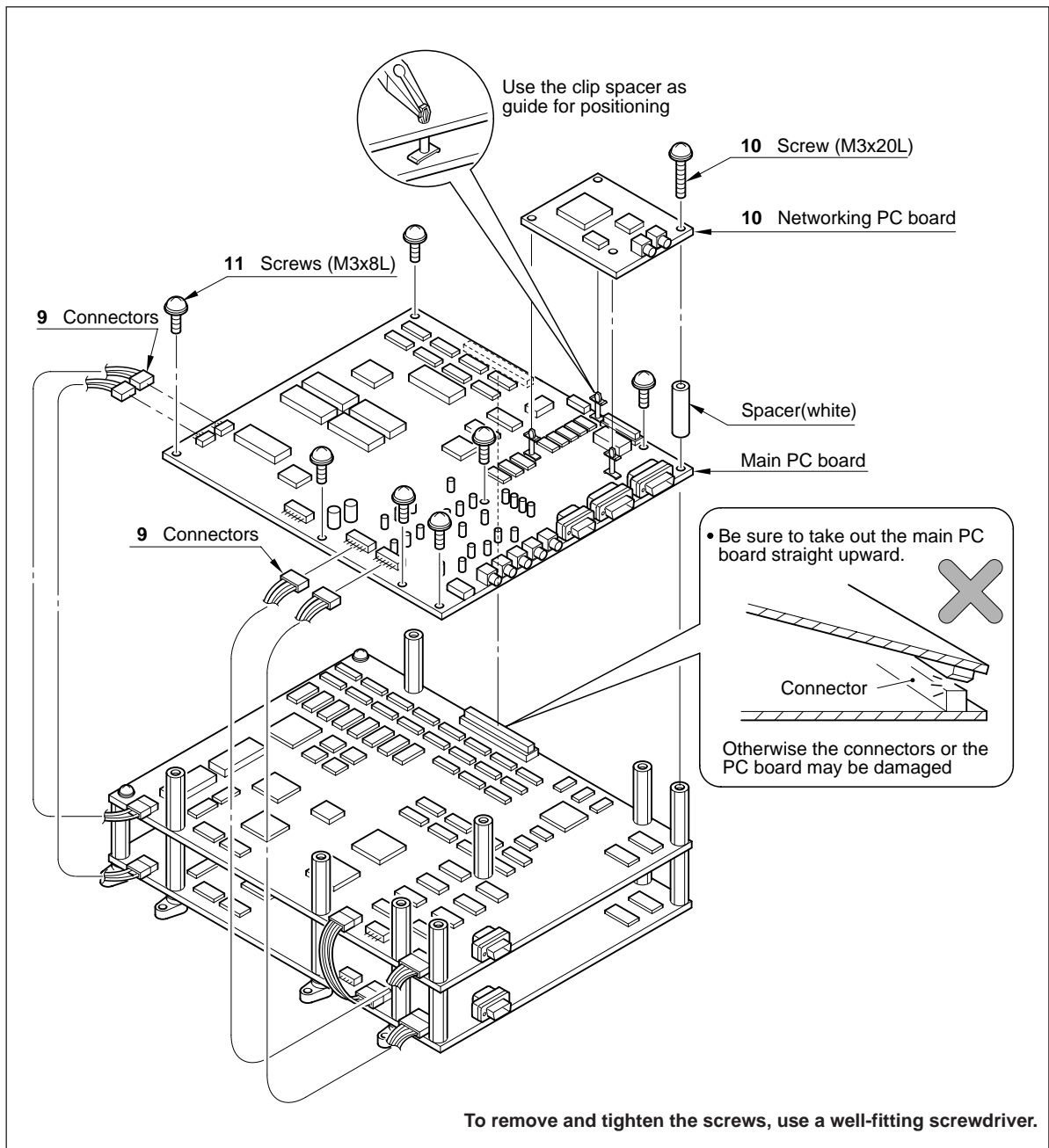
- Do not do this job on a carpet or the like. Static electricity may occur, resulting in damaged electronic parts on the game PC board.
- Be sure to take out the PC board straight upward. Forced removal may get the PC boards deformed, resulting in malfunction or damage.

•Exploded view of game PC boards

See pages 13 and 14 for removing the PC boards.



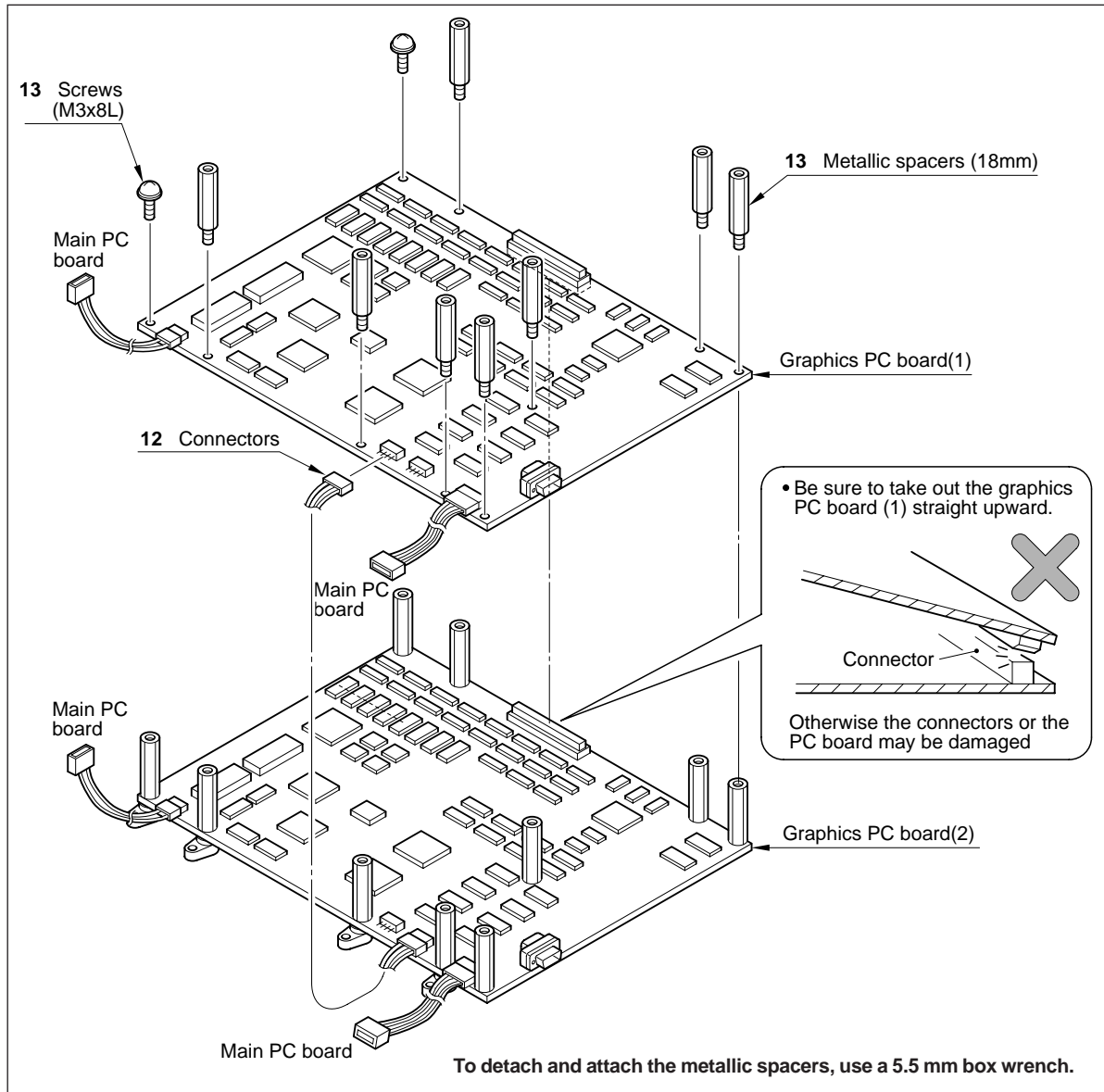
- 9** | **Removing the networking PC board and the main PC board.**
Pull the connectors out of the main PC board.
- 10** | Remove the screw to disconnect the networking PC board.
- 11** | Remove the 7 screws to disconnect the main PC board.



12 Removing the graphics PC board

Disconnect the connectors from the graphics PC board (1).

13 Remove the 2 screws and the 8 spacers, and take out the graphics PC board (1).



1-2 Replacing the ROMs

■ Precautions in replacing the ROMs

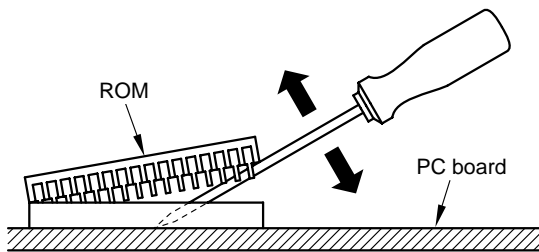


- Be sure to ask a qualified industry specialist or your nearest dealer to replace the ROMs. (You will be charged.)
- Replace all the specified ROMs at once, or add necessary ones.
- Before touching the ROMs and bending its terminals, be sure to put on a wrist band or the like to keep them from static electricity.
- When replacing or adding the ROMs, be very careful not to confuse their numbers and directions.

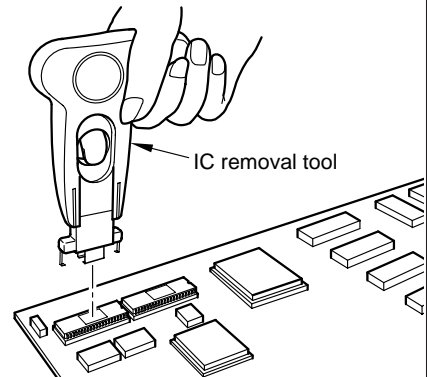
■ Precautions in removing the ROMs



Do not insert a screwdriver or the like and pry the ROM apart. The PC board or the ROM may get damaged.



Use a commercially available IC removal tool or the like.



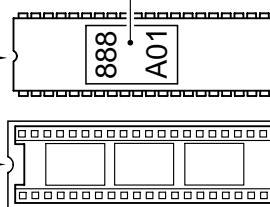
■ Precautions in identifying and positioning the replacement ROMs

• EP ROMs in use

888A01
888A06
888A08

Align with the ROM's notch, referring to the pattern printed on the PC board.

ROM number

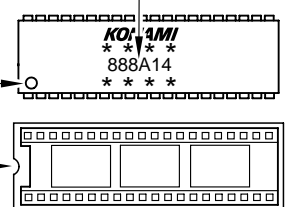


• MASK ROMs in use

888A09
888A10
888A13
888A14

Align with the ROM's circle (O) mark, referring to the pattern printed on the PC board.

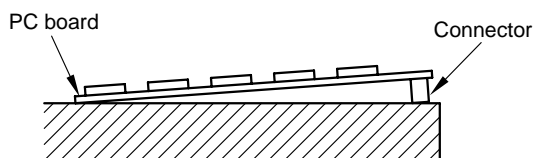
ROM number



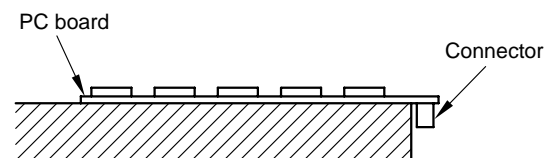
■ Precautions in mounting and dismounting the ROMs



Do not detach and attach the ROMs in this way. The PC board may get deformed or damaged.



Place the PC board flat with the connector out of the way to detach and attach the ROMs.

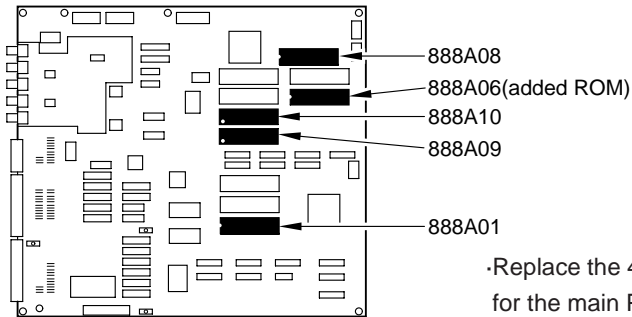


1 Setting the kit in the machine

■ Positioning and placing the replacement ROMs — — — — —

Remove the ROMs specified in the figure, and insert the new ones with care not to confuse their numbers and directions.

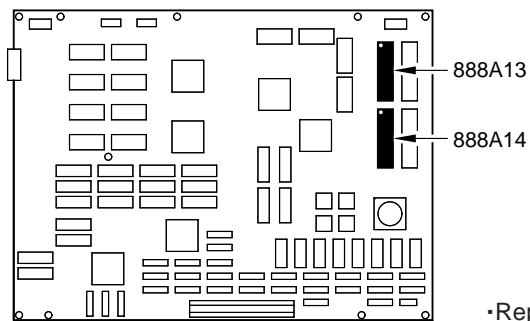
•Replacement ROMs for the main PC board



•Replace the 4 ROMs and add an ROM, as shown at left, for the main PC board.

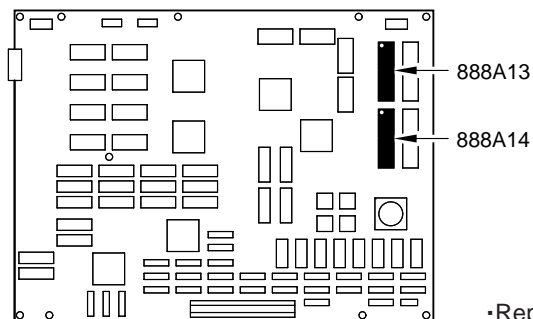
•Keep the 676A04 and 676A05 in place.

•Replacement ROMs for the graphics PC board (1)



•Replace the 2 ROMs, as shown at left, for the graphics PC board (1).

•Replacement ROMs for the graphics PC board (2)

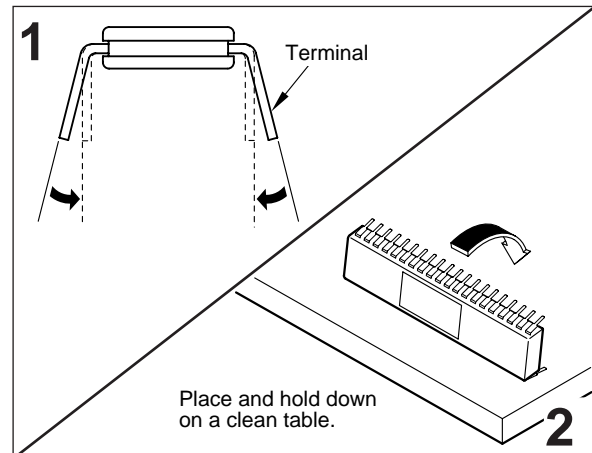


•Replace the 2 ROMs, as shown at left, for the graphics PC board (2).

- 1 Take the ROM out of the ROM mat.
- 2 The ROM terminals are kept stretched outward. Bend the terminals perpendicular to the ROM proper.

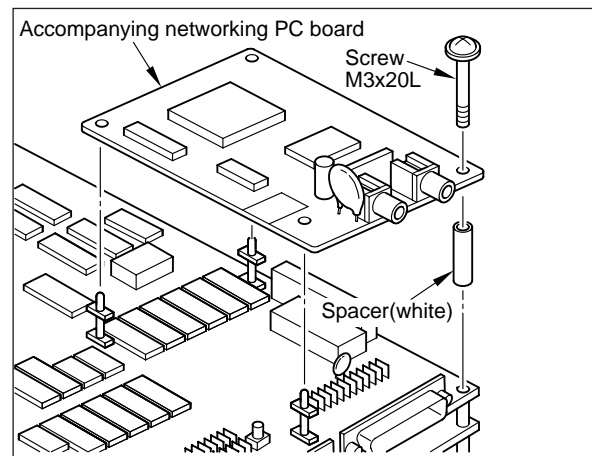


•Before touching the ROMs and bending its terminals, be sure to put on a wrist band or the like to keep them from static electricity.



- 3 Make sure the ROMs are in position. Mount the PC boards back into position in the reverse order. Be sure to replace the old networking PC board with the accompanying new one.

For the U.S.A. and Europe versions, disconnect the networking cable first and then replace the networking PC board.



- Before setting the PC boards back into place, make sure all the specified ROMs are tight in their respective positions.
- First temporarily tighten the PC board screws and spacers. After the final setting, tighten them up.
- Keep the detached old ROMs and networking PC board in a safe place.

MEMO

- 4 Reconnect the connectors between the PC boards. Be careful not to confuse the connections.
- 5 Set up the game PC board in place in the PCB box, and reconnect all the connectors.
- 6 Then place the PCB unit and reconnect their connectors.
- 7 Push the wooden board back into position in the projector unit. (Be careful not to get the wirings caught.) Finally close the back door of the projector unit.

2 PCB settings

2-1 PCB start-up check (self test)

When the power switch is turned ON after replacement of the ROMs, the performance of game Printed Circuit Boards (PCB) is checked automatically and the result is displayed on the screen.



- **For networking, be sure to connect with the same “RACING JAM™ CHAPTER II” machine.**
- **Be sure to check the PCB (self test) before using the machine.**
- **If an abnormality persists or the machine does not operate properly, immediately turn OFF the power switch, unplug the power cord from the receptacle and contact your nearest dealer.**

■ Result of test —————

If test is OK

- The steering wheel and other components are automatically repositioned. The machine then goes to the game mode and the demonstration game gets started.

If any abnormality is detected

- “BAD” appears on the screen, and the checking is repeated.

If “OPTION SETTINGS BACKUP DATA ERROR.” and “PRESS TEST SWITCH TO ALL FACTORY SETTINGS.” appear, press the test switch on the service panel. (The settings made in the manual test will be back to the factory settings.)

If “RECORD BACKUP DATA ERROR.” and “PRESS TEST SWITCH TO RECORD DATA CLEAR.” appear, press the test switch on the service panel. (The course record will be back to the factory setting.)

If “BOOKKEEPING BACKUP DATA ERROR.” and “PRESS TEST SWITCH TO DATA INITIALIZE.” appear, press the test switch on the service panel. (The bookkeeping data will be back to the factory setting.)

If “HARDWARE ERROR(***)” appears, check to see if the networking PC board has been correctly replaced. (See page 17)

If an abnormal display continues or the machine does not operate normally, immediately turn OFF the power switch and contact your nearest dealer.

2-2 Correcting the positions of the steering wheel etc.

- After the self-test, the positions of the steering wheel, hand brake, acceleration pedal, brake pedal and clutch pedal are corrected automatically.

At this time, the message "DO NOT TOUCH THE CONTROL DEVICE WHEN THE MACHINE IS BEING INITIALIZED." appears on the screen. Never touch the steering wheel, hand brake, acceleration pedal, brake pedal and clutch pedal as long as this message stays on the screen. The steering wheel makes a few turns itself clockwise and counterclockwise.

■ Result of position check —————

If test is OK

- When the position check is over, the operation mode returns automatically to the game mode.

If any abnormality is detected

The result of check is displayed as follows on the screen.

•Steering wheel abnormal

The message "DEVICE ERROR (STEERING WHEEL)" appears on the screen.
 What to do The steering wheel control exceeds the correctable range or the steering wheel reaction device is out of order. Make the adjustment by referring to "7-4 Replacing and adjusting the potentiometer" in pages 51 and 52 of the "RACING JAM™" Operator's Manual.

•Hand brake abnormal

The message "DEVICE ERROR (HAND BRAKE)" appears on the screen.
 What to do The hand brake control exceeds the correctable range. Make the adjustment by referring to "7-4 Replacing and adjusting the potentiometer" in pages 57 to 59 of the "RACING JAM™" Operator's Manual..

•Accelerator abnormal

The message "DEVICE ERROR (ACCEL)" appears on the screen.
 What to do The accelerator control exceeds the correctable range. Make the adjustment by referring to "7-4 Replacing and adjusting the potentiometer" in pages 53 and 54 of the "RACING JAM™" Operator's Manual..

•Brake abnormal

The message "DEVICE ERROR (BRAKE)" appears on the screen.
 What to do The brake control exceeds the correctable range. Make the adjustment by referring to "7-4 Replacing and adjusting the potentiometer" in pages 53 and 54 of the "RACING JAM™" Operator's Manual.

•Clutch abnormal

The message "DEVICE ERROR (CLUTCH)" appears on the screen.
 What to do The clutch control exceeds the correctable range. Make the adjustment by referring to "7-4 Replacing and adjusting the potentiometer" in pages 55 and 56 of the "RACING JAM™" Operator's Manual.

If any of the above signs is displayed, press the test switch on the service panel to go to the manual test mode. (The "MAIN MENU" screen shows up.) Then choose "I/O CHECK" to check the device which shows the error. If the "DEVICE ERROR (****)" is still displayed after the adjustment, the device itself may be in trouble. Immediately turn OFF the power switch, unplug the power cord and contact your nearest dealer. If the "GAME MODE" is selected on the "MAIN MENU" screen with some troubles of any devices, the game may not be played normally.

If an abnormality persists or the machine does not operate properly, immediately turn OFF the power switch, unplug the power cord from the receptacle and contact your nearest dealer.

2-3 Adjusting the game environment (manual test)

Manually check the settings for the screen displays and game contents and change them as required.

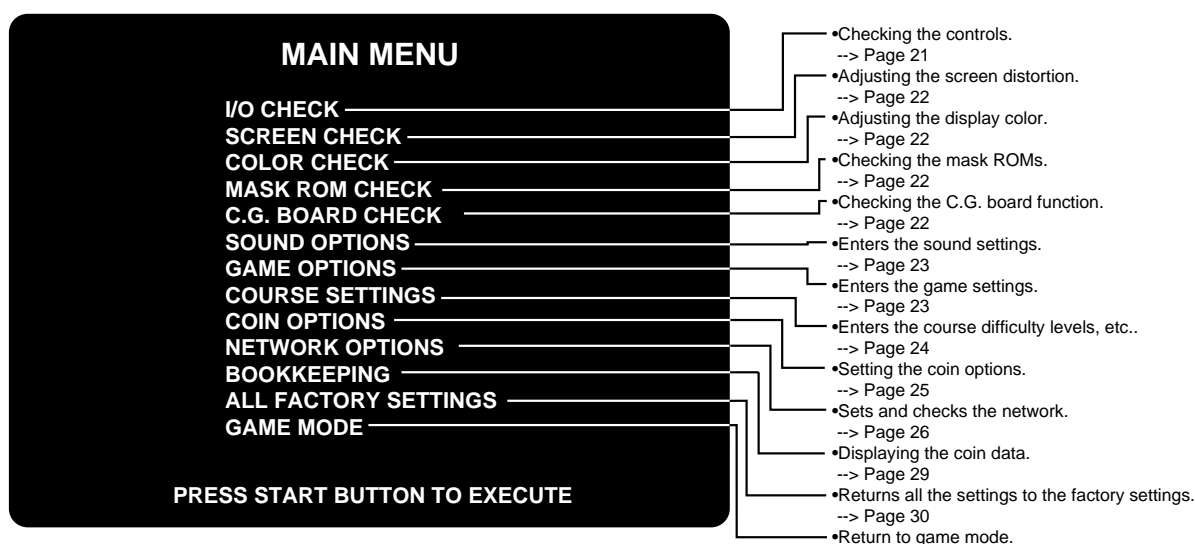
■ Starting the manual test mode

- 1 Turn ON the power switch.
- 2 Press the test switch on the service panel during the game mode demo (during the game mode demo of all the game machines in the case of networking) .
 - The unit is set in the manual test mode and the main menu is displayed on the screen.

■ Quit the manual test mode

- 1 Choose the "GAME MODE" from the main menu by the shift lever.
- 2 Press the START button.
 - Then, the screen returns to game mode.

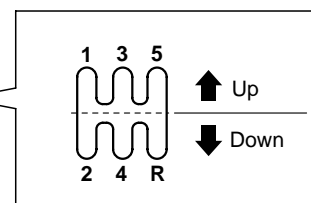
■ Main menu screen (basic items)



■ Selecting each mode

How to select each mode from the main menu

- SELECT --> Move the shift lever up (1, 3 or 5) or down (2, 4 or R).
- SET --> Press the START button.



After selecting a mode, refer to the page on which that mode is described in details.

2-4 Mode descriptions

- The original factory settings are displayed in green; the changed settings are displayed in red.
- To change the settings, move the shift lever up or down to select an item, and press the START button to enter it.
- After the setting change, select "SAVE AND EXIT" and press the START button. The settings are saved automatically and the screen returns to the main menu.
- If "EXIT" is selected after the modification of the settings, the following message will appear:
"YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES / NO" Select "YES" or "NO" by shift lever up or down and set it by pressing the START button.
- If "YES" is selected, the new settings will be saved with "NOW SAVING" displayed and the screen will return to the main menu.
- If "NO" is selected, the new settings will not be saved with "NO MODIFICATION" displayed.

- If "FACTORY SETTINGS" is selected and the START button is pressed, all the settings will be back to the factory ones.

MEMO

I/O CHECK

Checking the controls

- Mode for checking the performance each control.
- To return to the main menu screen, hold down the START button and move up the shift lever.

| I/O CHECK | | | |
|------------------|-------|------------------|---------------|
| GEAR SHIFT LEVER | 1 3 5 | UP | OFF DOWN OFF |
| ERROR | • • • | LEFT | OFF RIGHT OFF |
| | 2 4 R | | |
| START BUTTON | OFF | COIN MECH SWITCH | OFF |
| SERVICE SWITCH | OFF | TEST SWITCH | OFF |
| STEERING WHEEL | LEFT | CENTER | RIGHT |
| 0.0000 (0000) | + | + | + |
| ACCEL PEDAL | MIN | | MAX |
| 0.0000 (0000) | + | | + |
| FOOT BRAKE PEDAL | MIN | | MAX |
| 0.0000 (0000) | + | | + |
| HAND BRAKE LEVER | MIN | | MAX |
| 0.0000 (0000) | + | | + |
| CLUTCH PEDAL | MIN | | MAX |
| 0.0000 (0000) | + | | + |

HOLD START BUTTON AND GEAR SHIFT DOWN = ACTIVE STEERING TEST
HOLD GEAR SHIFT UP AND PRESS START BUTTON TO EXIT

- The marker position changes to show the input value.
- Shows the value for steering wheel in decimal (hexadecimal). The steering wheel is set properly when the steering wheel is fully turned clockwise and the red "I" mark comes to the "RIGHT" position as well as when the wheel is fully turned counterclockwise and the mark comes to the "LEFT" position.
- Shows the value for the accelerator pedal [decimal (hexadecimal)]. If the "I" mark moves to "MIN" when the accelerator pedal is released and to "MAX" when the accelerator pedal is fully pressed, the accelerator pedal is properly adjusted.
- Shows the value for the foot brake unit [decimal (hexadecimal)]. Make sure the "I" mark moves to "MIN" when the foot brake is released and to "MAX" when the foot brake is fully pressed.
- Shows the value for hand brake in decimal (hexadecimal). The hand brake is set properly when the hand brake is released and the "I" mark comes to the "MIN" position as well as when the hand brake is pulled up and the mark comes to the "MAX" position.
- Shows the value for the clutch pedal [decimal (hexadecimal)]. If the "I" mark moves to "MIN" when the clutch pedal is released and to "MAX" when the clutch pedal is fully pressed, the clutch pedal is properly adjusted.
- Check the steering wheel reaction device by putting down the shift lever while pressing the START button. The steering wheel turns automatically clockwise and counterclockwise by turns during checking. Then, make sure that the "I" mark moves accordingly to the right and left on the meter which shows the value for the steering wheel. Do not touch the steering wheel while this checking is conducted.

• This screen is just an example.

- If the steering wheel or the accelerator is not properly adjusted, make the necessary adjustments while referring to "7-4 Replacing and adjusting the potentiometer" on pages 51 to 59 of the "RACING JAM™" Operator's Manual.

MEMO

SCREEN CHECK

Adjusting the screen distortion

- Mode for checking the screen display.

Adjust the focus, distortion and size of the image on the screen while watching the crosshatch pattern according to "Adjusting the projector". (see page 64 of the "RACING JAM™" Operator's Manual)

To return to the main menu screen, press the START button.

COLOR CHECK

Adjusting the display color

- Mode for checking the display color.

Adjust the color of the image on the screen according to "Adjusting the projector" (see page 64 of the "RACING JAM™" Operator's Manual) so that the colors of the color bars appear in distinct gradation and the background becomes sufficiently dark. To return to the main menu screen, press the START button.

MASK ROM CHECK

Checking the mask ROMs

- The mask ROMs are checked one by one.

If the ROM is not in trouble, "OK" is displayed.

If anything unusual is found, "BAD" appears. Once in this mode, this checking gets started automatically. To return to the main menu screen, press the START button.

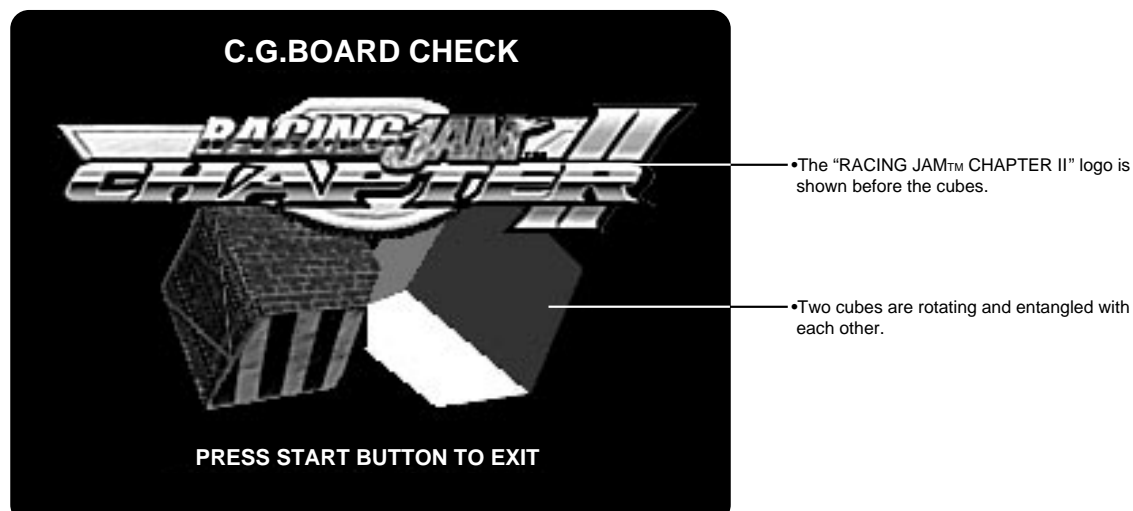
- If "BAD" appears, immediately turn OFF the power switch, unplug the power cord from the receptacle and contact your nearest dealer.

C.G. BOARD CHECK

Checking the C.G. board function

- Mode for checking the function of the C.G. board.

Observe the screen in this mode to make sure that the C.G. board is functioning well. To return to the main menu screen, press the START button.



SOUND OPTIONS

Enters the sound settings

- This screen is used to make sound settings and to check them. Move the shift lever up or down to select an item, and press the START button to enter it. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the START button.

SOUND OPTIONS

SOUND IN ATTRACT MODE _____
ALL THE TIME

VOLUME SETTING 20 _____

SCALE CHECK _____

B.G.M IN GAME MODE _____
ON

FACTORY SETTINGS _____

SAVE AND EXIT

EXIT

GEAR SHIFT UP/DOWN = SELECT OPTION
PRESS START BUTTON = MODIFY SETTING

- Turns on and off the demo play sound.
 -ALL THE TIME Sound always on.
 -ONCE EVERY 4 CYCLES Sound on every 4 cycles.
 -COMPLETE OFF Sound always off.
- Adjusts the sound effect and other volume settings in steps from 0 (mute) to 30 (maximum).
 -To raise the sound level, hold down the START button and move up the shift lever.
 -To lower the sound level, hold down the START button and move down the shift lever.
- You will hear a do-re-mi...do musical scale from the left speaker first and then from the right speaker, which is repeated twice. The second round is given acoustic echo.
- Sets to give background music while the game is being played.
 -ON.....Background music heard
 -OFF...Background music not heard
 Background music only during the race.
 Not effective for demo-game background music, sound and other sound effects.
- Returns all the settings to the factory settings.

•This screen is just an example.

GAME OPTIONS

Enters the game settings

- This screen is used to make game settings and to check them. Move the shift lever up or down to select an item, and press the START button to enter it. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the START button.



•When networking the machines, be sure to set all the machines to the same settings.

GAME OPTIONS

SPEED METER DISPLAY _____
km/h

MOTOR POWER LEVEL _____
MEDIUM

COURSE RECORD SAVING _____
ENABLE

BONUS CREDIT for WINNER _____
DISABLE

CLEAR RANKING DATA _____

FACTORY SETTINGS _____

SAVE AND EXIT

EXIT

GEAR SHIFT UP/DOWN = SELECT OPTION
PRESS START BUTTON = MODIFY SETTING

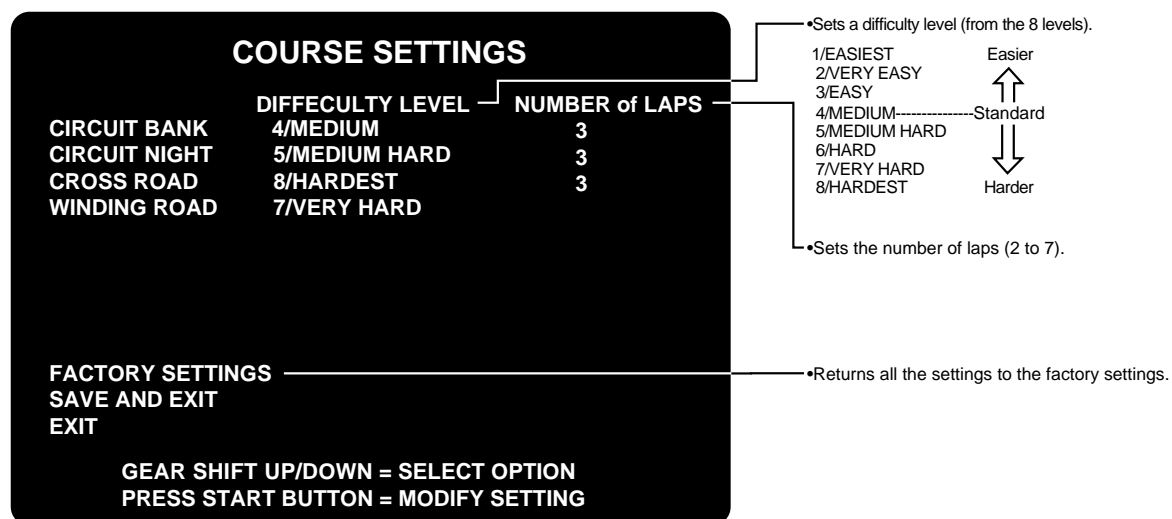
- Selects the speed meter display [km/h] or [MPH].
- Sets the return force of the steering wheel.
 -OFF No return force
 -POWERLESS..... Weak
 -MEDIUM Standard
 -POWERFULL Strong
- Saves a course record. Select "DISABLE" and the course record is not saved nor initialized.
- In a network play with 4 or more cars, the first-place winner gets one bonus credit added.
- Erases the ranking data.
- Returns all the settings to the factory settings.

•This screen is just an example.

COURSE SETTINGS

Enters the course difficulty levels, etc. settings

- This screen is used to make course settings and their difficulty levels. Move the shift lever up or down to select an item, and press the START button to enter it. To return to the main menu screen, select “SAVE AND EXIT” or “EXIT” and press the START button.



- This screen is just an example.

- When the number of laps for a course has been set and saved, the course record of that course will be initialized.

- MEMO

COIN OPTIONS

Setting the coin options

- This screen is used to make coin settings and to check them.
Move the shift lever up or down to select an item, and press the START button to enter it. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the START button.



•The coin setting options are not displayed when "FREE PLAY" is set to "YES". In such case, remember the game will be free.

COIN OPTIONS

FREE PLAY

COIN MECHANISM

COIN SLOTS

FACTORY SETTINGS

SAVE AND EXIT

EXIT

GEAR SHIFT UP/DOWN = SELECT OPTION
PRESS START BUTTON = MODIFY SETTING

NO

INDEPENDENT

2 COINS 1 CREDIT

- Selects a free play.
YES.....Available for free play.
NO.....Not available for free play.
- Always keep it set to INDEPENDENT.
- Sets the number of credits for the coin.
(Make the settings referring to the table below.)
- Returns all the settings to the factory settings.

•This screen is just an example.

■ The relationship between the number of coins and the number of credits. ■ ■ ■ ■

| SETTING | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|-----------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|
| COIN(S) | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 6 | 6 |
| CREDIT(S) | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 3 | 5 | 1 | 2 | 4 | 1 | 3 | 5 | 1 | 2 | 1 | 5 |

| SETTING | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 |
|-----------|----|----|----|----|----|----|----|----|----|----|----|----|
| COIN(S) | 7 | 7 | 8 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| CREDIT(S) | 1 | 2 | 1 | 3 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

NETWORK OPTIONS

Sets and checks the network

■ Sets and checks the network.

Move the shift lever up or down to select an item, and press the START button to enter it. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the START button.

NETWORK OPTIONS

NETWORK ID _____
2

GAME JOINING PERIOD _____
12 counts

COURSE SELECTION _____
decided by majority

TITLE DEMO CONFIGURATION _____
2 linked units

NETWORK CHECK _____

NETWORK CONFIGURATION _____

FACTORY SETTINGS _____

SAVE AND EXIT

EXIT


GEAR SHIFT UP/DOWN = SELECT OPTION
PRESS START BUTTON = MODIFY SETTING

- Sets a network ID.
Enters different numbers (machine numbers) to the machines that will be networked.
(Same numbers are not allowed.)
- Sets the communication wait time.
Choose from 4, 8, 12, 16, 20, 24, 28 and 32.
- Sets the communication-play course decision by majority or by individual.
-DECIDED by MAJORITY...Course decided by majority
-DECIDED INDIVIDUALLY...Course not decided by majority
- Sets the multi-screen display of the title demonstration on networked machines.
-4 linked units ... One demonstration displayed on 4 monitors.
-2 linked units ... One demonstration displayed on 2 monitors.
-Single unit One demonstration displayed on 1 monitor.
For the title demonstration to appear on more than two monitors, be sure to set the network IDs to 1, 2, ... from the leftmost monitor.
- This mode is used to check the network condition.
(See the figure below)
- This mode is used to automatically configure the settings of the networked machine.(See page 27)
- Returns all the settings to the factory settings.

•This screen is just an example.

NETWORK CHECK select the following screen appears.

■ When networking the machines, be sure to check their networking status on this screen. To return to the "NETWORK OPTIONS" screen, press the START button.

- 
- If any of the three items responds incorrectly, it indicates possible communication malfunction. Take measures while referring to "2-5 Measures to be taken when there is a network abnormality" on page 31.
 - If the machine still shows the same trouble or any troubles that are not discussed in this manual, immediately turn OFF the power switch, unplug the power cord and contact your nearest dealer.

NETWORK CHECK

THIS BOARD-ID IS 8

| ID | No. | ERROR | DOWN | STATUS |
|---------|-----|-------|------|--------|
| ID No.1 | | 0 | 0 | DNC |
| ID No.2 | | 0 | 0 | DNC |
| ID No.3 | | 0 | 0 | I |
| ID No.4 | | 0 | 0 | DNC |
| ID No.5 | | 0 | 0 | I |
| ID No.6 | | 0 | 0 | DNC |
| ID No.7 | | 0 | 0 | DNC |
| ID No.8 | | 0 | 0 | DNC |

PRESS START BUTTON = EXIT

- Shows "Network ID" of the connected machine. (Number from 1 to 8)
- The "I" mark is moving from left to right when the machine is networked.
- "DNC" (Did Not Connect) appears if the machine is not networked.

•This screen is just an example.

— Check items (Watch the screen for longer than 1 minute and make sure the following 3 conditions are met.)

- Check that the "I" mark in the STATUS column is moving from the left to the right at a fixed speed.
- Check that the value in the ERROR column is below "10" after one minute.
- Check that the value in the DOWN column does not change from "0".

■ Screen display when game machines are networked ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

•Two game machines are networked

Screen for player 1

| NETWORK CHECK | | | | |
|---------------------------|-------|------|--------|--|
| THIS BOARD-ID IS 1 | | | | |
| | ERROR | DOWN | STATUS | |
| ID No.1 | 0 | 0 | I | |
| ID No.2 | 0 | 0 | I | |
| ID No.3 | 0 | 0 | DNC | |
| ID No.4 | 0 | 0 | DNC | |
| ID No.5 | 0 | 0 | DNC | |
| ID No.6 | 0 | 0 | DNC | |
| ID No.7 | 0 | 0 | DNC | |
| ID No.8 | 0 | 0 | DNC | |
| PRESS START BUTTON = EXIT | | | | |

Screen for player 2

| NETWORK CHECK | | | | |
|---------------------------|-------|------|--------|--|
| THIS BOARD-ID IS 2 | | | | |
| | ERROR | DOWN | STATUS | |
| ID No.1 | 0 | 0 | I | |
| ID No.2 | 0 | 0 | I | |
| ID No.3 | 0 | 0 | DNC | |
| ID No.4 | 0 | 0 | DNC | |
| ID No.5 | 0 | 0 | DNC | |
| ID No.6 | 0 | 0 | DNC | |
| ID No.7 | 0 | 0 | DNC | |
| ID No.8 | 0 | 0 | DNC | |
| PRESS START BUTTON = EXIT | | | | |

•Four game machines are networked

Screen for player 1

| NETWORK CHECK | | | | |
|---------------------------|-------|------|--------|--|
| THIS BOARD-ID IS 1 | | | | |
| | ERROR | DOWN | STATUS | |
| ID No.1 | 0 | 0 | I | |
| ID No.2 | 0 | 0 | I | |
| ID No.3 | 0 | 0 | I | |
| ID No.4 | 0 | 0 | I | |
| ID No.5 | 0 | 0 | DNC | |
| ID No.6 | 0 | 0 | DNC | |
| ID No.7 | 0 | 0 | DNC | |
| ID No.8 | 0 | 0 | DNC | |
| PRESS START BUTTON = EXIT | | | | |

Screen for player 2

| NETWORK CHECK | | | | |
|---------------------------|-------|------|--------|--|
| THIS BOARD-ID IS 2 | | | | |
| | ERROR | DOWN | STATUS | |
| ID No.1 | 0 | 0 | I | |
| ID No.2 | 0 | 0 | I | |
| ID No.3 | 0 | 0 | I | |
| ID No.4 | 0 | 0 | I | |
| ID No.5 | 0 | 0 | DNC | |
| ID No.6 | 0 | 0 | DNC | |
| ID No.7 | 0 | 0 | DNC | |
| ID No.8 | 0 | 0 | DNC | |
| PRESS START BUTTON = EXIT | | | | |

Screen for player 3

| NETWORK CHECK | | | | |
|---------------------------|-------|------|--------|--|
| THIS BOARD-ID IS 3 | | | | |
| | ERROR | DOWN | STATUS | |
| ID No.1 | 0 | 0 | I | |
| ID No.2 | 0 | 0 | I | |
| ID No.3 | 0 | 0 | I | |
| ID No.4 | 0 | 0 | I | |
| ID No.5 | 0 | 0 | DNC | |
| ID No.6 | 0 | 0 | DNC | |
| ID No.7 | 0 | 0 | DNC | |
| ID No.8 | 0 | 0 | DNC | |
| PRESS START BUTTON = EXIT | | | | |

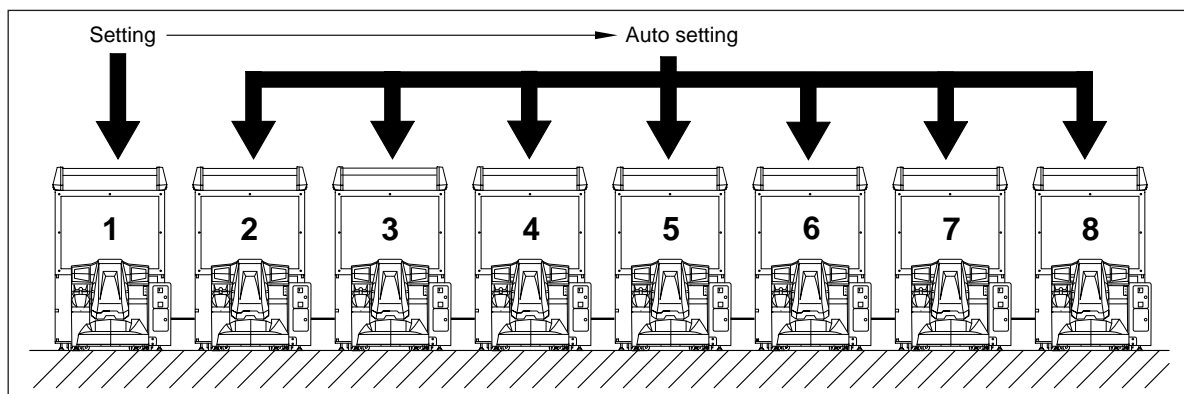
Screen for player 4

| NETWORK CHECK | | | | |
|---------------------------|-------|------|--------|--|
| THIS BOARD-ID IS 4 | | | | |
| | ERROR | DOWN | STATUS | |
| ID No.1 | 0 | 0 | I | |
| ID No.2 | 0 | 0 | I | |
| ID No.3 | 0 | 0 | I | |
| ID No.4 | 0 | 0 | I | |
| ID No.5 | 0 | 0 | DNC | |
| ID No.6 | 0 | 0 | DNC | |
| ID No.7 | 0 | 0 | DNC | |
| ID No.8 | 0 | 0 | DNC | |
| PRESS START BUTTON = EXIT | | | | |

•This screen is just an example.

NETWORK CONFIGURATION Configuring various settings

- This mode is to automatically configure a group of already networked machines to the settings of a machine that has been connected to the group.
To return to the “NETWORK OPTIONS” screen, press the START button.



Setting modes which can be unified are as follow:

- “SOUND OPTIONS” (See page 23)
- “GAME OPTIONS” (See page 23)
- “COURSE SETTINGS” (See page 24)
- “COIN OPTIONS” (See page 25)

■ Organizing the machine settings being networked. —————

- Take the following steps to configure the settings using the communication function.
1. Make sure the networking functions well in the “NETWORK CHECK” mode.
2. All the machines which are connected to the network are displayed on the “MAIN MENU” screen for the manual test.
3. Set “SOUND OPTIONS”, “GAME OPTIONS”, “COURSE SETTINGS” and “COIN OPTIONS” for only one set of machine among the others connected to the network. (Do not operate the other machines for setting.)
4. When the setting is finished, select the “NETWORK OPTIONS” from the “MAIN MENU” screen only for the machine for which the above setting 3 was made. Then select the “NETWORK CONFIGURATION” and press the START button. Make sure the message “PRESS TEST SWITCH TO START” appears on the screen. Press the test switch on the service panel of the machine. “CONFIGURATION START” appears on the screen instead.
5. Make sure all the other machines networked are automatically brought in the “NETWORK CONFIGURATION” mode. Then “COMPLETE” appears on the screen.
6. To return to the “NETWORK OPTIONS” screen, press the START button of the machine for which the above setting 3 was made. (For all the other machines, the “MAIN MENU” screen shows up.)

- If the network communication settings have not been made normally in the above steps 5 to 6, make the same settings for all the machines one by one.
If the network play still fails, refer to pages 31 and 32.

MEMO

BOOKKEEPING

Displaying the coin data

- In this mode, the total data on the number of coins put into the machine is displayed. If the time is preset in this mode, the total data on the number of coins put into the machine can be viewed by coin slot. To return to the main menu screen, move the shift lever downward and press the START button.

BOOKKEEPING

CLOCK SET UP

CURRENT 15:47:52
SET TO 0:47:52

GEAR SHIFT UP TO CURSOR MOVE
AND DOWN TO MODIFY VALUE
PRESS START BUTTON TO TIME SET
HOLD GEAR SHIFT UP AND PRESS START BUTTON TO EXIT

- Displays the current time in the 24-hour system.
(15 hours, 47 minutes, 52 seconds)
- Adjusts to a desired time setting.
Move the shift lever downward and select an item.
Move the shift lever upward to set to the time.
•Setting the time Press the START button.
•Canceling the time With the shift lever downward,
press the START button.

•This screen is just an example.

- The above setting, once made, is not displayed on the screen until the data is cleared. If the current time is not set, the coins that have been put in the machine will not be totaled nor displayed.

MEMO

- When the time has been set on the “CLOCK SET UP” screen, the following BOOKKEEPING screens show up. Move the shift lever upward and press the START button, and the total coin data is cleared. To return to the main menu screen, press the START button.

BOOKKEEPING

TOTAL COINS 1978

COIN DATA OF LAST 7DAYS

| | |
|--------------------|---|
| TODAY | 0 |
| YESTERDAY | 0 |
| -2DAY | 0 |
| -3DAY | 0 |
| -4DAY | 1 |
| -5DAY | 0 |
| -6DAY | 0 |
| LAST 7DAYS AVERAGE | 0 |

GEAR SHIFT UP TO COIN DATA OF 51 WEEKS
HOLD GEAR SHIFT DOWN AND PRESS START BUTTON TO DATA CLEAR
PRESS START BUTTON TO EXIT

- Total number of coins after the time being set.
- Number of coins of today.
- Number of coins of yesterday.
- Number of coins of 2 days ago.
- Number of coins of 3 days ago.
- Number of coins of 4 days ago.
- Number of coins of 5 days ago.
- Number of coins of 6 days ago.
- Average number of coins of last 7 days.

•This screen is just an example.

- When the shift lever is moved downward on the “COIN DATA OF LAST 7 DAYS” screen, shown on the preceding page, the past 51-week coin data is displayed in weekly totals. Move the shift lever upward and press the START button, and the total coin data is cleared. To return to the main menu screen, press the START button.

BOOKKEEPING

COIN DATA OF LAST 51 WEEKS

| | | | |
|----------|----------|----------|----------|
| -01:XXXX | -02:XXXX | -03:XXXX | -04:XXXX |
| -05:XXXX | -06:XXXX | -07:XXXX | -08:XXXX |
| -09:XXXX | -10:XXXX | -11:XXXX | -12:XXXX |
| -13:XXXX | -14:XXXX | -15:XXXX | -16:XXXX |
| . | . | . | . |
| . | . | . | . |
| . | . | . | . |
| -41:XXXX | -42:XXXX | -43:XXXX | -44:XXXX |
| -45:XXXX | -46:XXXX | -47:XXXX | -48:XXXX |
| -49:XXXX | -50:XXXX | -51:XXXX | |

GEAR SHIFT UP TO COIN DATA OF LAST WEEK
HOLD GEAR SHIFT DOWN AND PRESS START BUTTON TO DATA CLEAR
PRESS START BUTTON TO EXIT

•Displays the total data for the period of 51 weeks ago up to one week ago.

•This screen is just an example.

- When the data is cleared on this screen and then “BOOKKEEPING” is selected, the “CLOCK SETUP” screen shows up. Make the time setting to get the coin totalization started.

MEMO

ALL FACTORY SETTING

Returns all settings but the network settings to factory ones

- Mode for Returning all the settings to the factory settings.
In this mode, all the settings but the “BOOKKEEPING” settings on the main menu will be back to the factory ones. Now “DISABLE” is shown at the “COURSE RECORD SAVING” option in the “GAME OPTIONS” screen. Select “ENABLE” to initialize this setting. (See page 23.)

2-5 Measures to be taken when there is a network abnormality

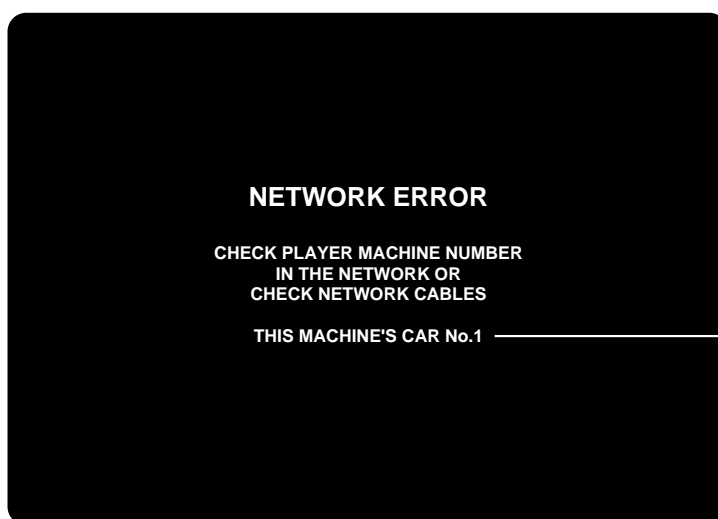
If the “NETWORK ERROR” message appears, if any item responds incorrectly in the network communication check described on pages 26 and 27, or if the projector displays differ from the specified ones, take the following measures.



- If the machine still shows the same trouble or any troubles that are not discussed in this manual, immediately turn OFF the main power switch, unplug the power cord and contact your nearest dealer.

Symptom 1

The “NETWORK ERROR” message appears on the screen after the power is turned ON.

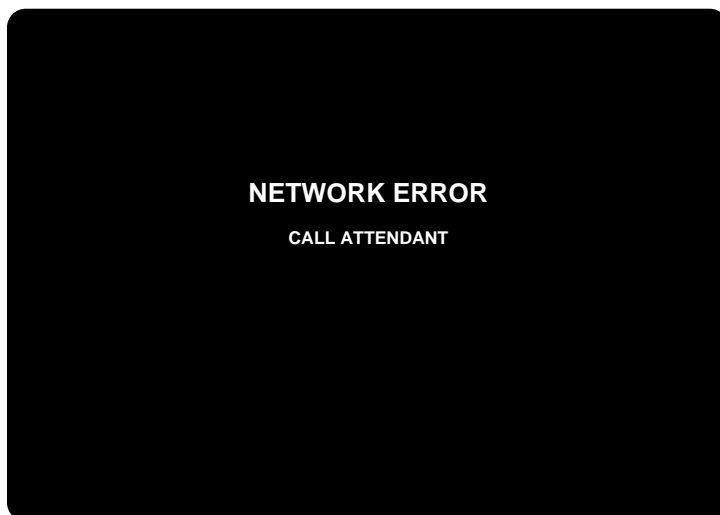


•Shows the “Network ID” of game machine.
(A number for 1 to 8)

■ Possible causes and measures to be taken — — — — —

| Possible causes | Measures |
|--|---|
| •The “Network ID” settings are improper. | •Readjust the “Network ID” settings on the “NETWORK OPTIONS” screen in the manual test mode. (See page 26) |
| •The networking cable is in trouble. | •Reconnect the networking cable properly between the machines. •Replace the networking cable with new one. |
| •An unnecessary networking cable is connected with the pin jacks of the first and last machines. | •Disconnect the network cable from those pin jacks. (see page 26 of the “RACING JAM™” Operator’s Manual.) |

Symptom 2 The “NETWORK ERROR” message appears on the screen during playing.



■ Possible causes and measures to be taken — — — — —

| Possible causes | Measures |
|--|--|
| <ul style="list-style-type: none"> •One of the networking cable has been disconnected from during play. | <ul style="list-style-type: none"> ·1.Turn OFF the power switch. 2.Connect the networking cable properly. 3.Turn ON the main power switch. |
| <ul style="list-style-type: none"> •One of the networking cable has been internally broken or broken. | <ul style="list-style-type: none"> ·Replace the networking cable with new one. (You can also use commercially-sold video cable (75Ω3C-FV) having a length of 2m(78.74in) or less. |
| <ul style="list-style-type: none"> •The test switch (on the service panel) of one of the networked game machines has been pressed. <div style="border: 1px solid black; padding: 10px; margin-top: 10px;"> <p style="text-align: center;">!</p> <p>•The test switch should pressed during the game demo of all the networked game machines.</p> </div> | <ul style="list-style-type: none"> ·1.Turn OFF the power switch of all the networked game machines. 2.Close the maintenance door. 3.Turn ON the main power switch. |
| <ul style="list-style-type: none"> •The settings of the manual test mode are different between the networked machines. | <ul style="list-style-type: none"> ·Configure the settings of all the machines referring to “NETWORK CONFIGURATION” (see page 28). |

MEMO

2-6 Troubleshooting

Let's suppose that the ROMs have been correctly replaced and the power switch turned ON but the machine does not get started. Check the points listed below. If the machine still fails, immediately turn OFF the machine's power switch, unplug the power cord and contact your nearest dealer.

| Trouble | Possible cause & check point | Measures |
|--|--|---|
| Nothing displayed on screen | <ul style="list-style-type: none"> •AC power cord •Connectors (wirings) •Game PC board | <ul style="list-style-type: none"> ◦Reconnect the power cord. ◦See if all the connectors of the game PC board are connected as specified. ◦See if the RGB cable is connected with the graphics PC board (1). (See page 12) ◦See if the wirings (connectors) between the graphics PC board (1) and (2) are connected as specified. (See pages 13 and 14) ◦See if the PC board-to-PC board connectors are all connected tightly enough. ◦See if the ROMs are correctly mounted on the main PC board. (See page 16) ◦Check the terminals of replacement ROMs for deformation. |
| Error displays ("BAD" in red) in device checking | <ul style="list-style-type: none"> •"BAD" appearing for 27P, 12T, 7S, 16P or 14P •"BAD" appearing for 8X or 16X •"BAD" appearing for 6F or 3C | <ul style="list-style-type: none"> ◦See if the ROMs are correctly mounted on the main PC board. (See page 16) ◦See if the ROMs are correctly mounted on the graphics PC boards. (See page 16) If "ID0" is displayed at the top of the screen, check the graphics PC board (1); If "ID1", check the graphics PC board (2). ◦See if the connector of the networking PC board are connected tightly enough. |

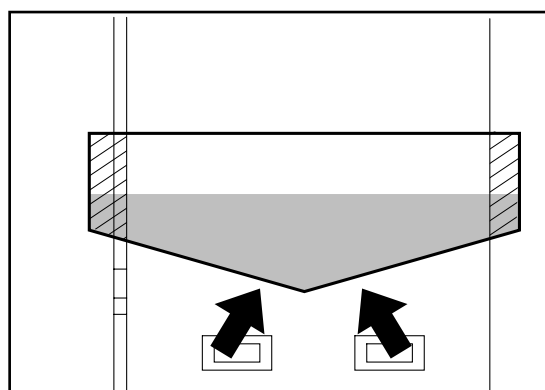
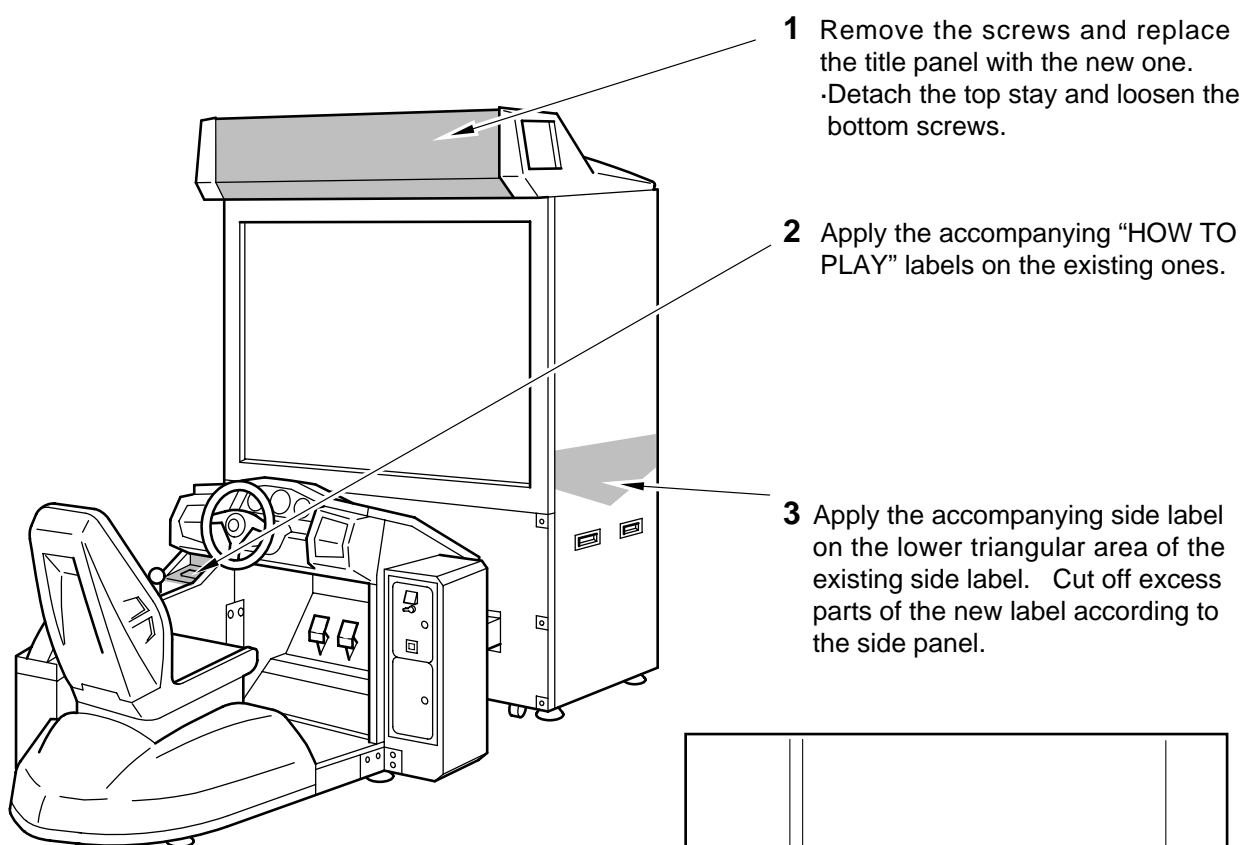
| Trouble | Possible cause & check point | Measures |
|---|---|--|
| "HARDWARE ERROR" displayed and machine reset | •Networking PC board | <ul style="list-style-type: none"> ◦See if the accompanying networking PC board is mounted in position. ◦See if the PC board-to-PC board connectors are connected tightly enough. |
| I/O signals (steering wheel, accelerator pedal, start button, etc.) not given | •Connectors (wirings) | <ul style="list-style-type: none"> ◦See if the connectors of the game PC board are connected tightly enough. |
| Networked play impossible | <ul style="list-style-type: none"> •Connectors (wirings) •Game PC board | <ul style="list-style-type: none"> ◦See if all the connectors of the game PC board are connected as specified. ◦See if the connector of the networking PC board are connected tightly enough. |
| No sound output | <ul style="list-style-type: none"> •Game PC board •Connectors (wirings) | <ul style="list-style-type: none"> ◦See if the ROMs are correctly mounted on the main PC board. (See page 16) ◦Check the terminals of replacement ROMs for deformation. ◦See if the connectors of the game PC board are connected tightly enough. |

3 Replacing the labels and others

■ Replacing the title panel and labels



•Before replacing the title panel, be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.



| No. | Part name | Part # | Quantity | Remarks |
|-----|--------------------|------------|----------|---|
| 1 | PANEL, TITLE | 0000050226 | 1 | Title panel |
| 2 | LABEL, PLAYING /AA | 0000050221 | 1 | How to play (common for right and left) |
| 3 | LABEL, SIDE | 0000050212 | 2 | How to play (common for right and left) |

4 How to play

The “RACING JAM™ CHAPTER II” virtual-reality racing game, with its high-quality graphics, provides for unprecedented realism and sense of speed.

The full-scale race driving game also gives you the thrill of car racing such as drifting, counter-steering, load center shift at cornering, spin turning and other actions.

■ How to play — — — — —

- 1 Put a coin in the slot.
The “COURSE SELECT” screen appears.
- 2 Select one out of the following courses using the steering wheel.
Step on the acceleration pedal to enter the selection.
 - Course selection
 - Beginners’ course
 - BANK High-speed circuit racecourse with huge bank corners one after another.
(Beginners’ circuit A)
 - NIGHT High-speed city road course in a nighttime setting partially provided with the opposite lane.
(Beginners’ circuit B)
 - Medium-level course
 - CROSS ROAD Circuit racecourse in a thrilling arrangement of crossroads, merging traffic and jumping blocks.
 - Advanced level course
 - Winding Circuit racecourse dotted with tight hairpin curves.
- 3 On the “CAR SELECT” screen, select one of the 18 different-performance machines in existence. Use the steering wheel to select a machine, and step on the acceleration pedal or press the start button to enter the choice.
- 4 On the “TRANSMISSION SELECT” screen, choose from the automatic and manual transmissions. Use the steering wheel to select a type of transmission, and step on the acceleration pedal or press the start button to enter the choice.
 - Transmission selection
 - Automatic operations No shifting is needed during the play.
 - Manual operations Shifting is needed.
- 5 When all the above selections are made, their results are displayed on the screen. If there are two or more other communication players, the course will be decided by majority.

■ Joining the game halfway — — — — —

You cannot join the “RACING JAM™ CHAPTER II” game halfway.

MEMO
