

1st PRINTING FEB 02

SEGA



STANDARD VERSION OWNER'S MANUAL



SEGA ENTERPRISES, INC. USA

MANUAL NO. 999-1384



VISIT OUR WEBSITE!

The screenshot shows a web browser window titled "SegaService.com". The address bar contains "http://www.seu.segasevice.com/". The browser's navigation bar includes buttons for Back, Forward, Refresh, Stop, Home, Sherlock, Preferences, Larger, Smaller, and Stop. Below the address bar, there are several tabs: Apple, Central.Sega.com, Sega.com, SegaService.com, Yahoo!, and Yahoo! Maps and Driving Directions. The website content is displayed in a frame. On the left side of the frame, there is a vertical navigation menu with the following items: Favorites, History, Search, Scrapbook, and Page Holder. The main content area features the "SEGA SERVICE" logo in large, stylized blue letters. To the left of the logo is a portrait of a man with a goatee, labeled "Ask Dave!". Below the logo is a list of menu items: • Bulletins, • Darl's Office, • Game Manuals, • Search, and • What's New. Below this list, a black box contains the text "5564 people have visited this page since 3/16/01". Underneath, a message reads: "If you have any questions or comments about this site please E-Mail to Darl.Davidson@seu.sega.com". At the bottom of the main content area, there is a banner for "WebSTAR 4.3" with the Mac OS logo. Below the banner is a list of links: [\[what's new\]](#), [\[manuals\]](#), [\[bulletins\]](#), [\[assemblies\]](#), [\[Search\]](#), [\[staff\]](#), [\[Darl's office\]](#), [\[technical service\]](#), [\[customer service\]](#), [\[corporate info\]](#), [\[plugins\]](#), and [\[Non-framed page\]](#). At the very bottom of the page, a message states: "You will need the following items to view this page in its entirety." Below this message are three icons: "Get Acrobat Reader" (All Platforms), "Get Microsoft Internet Explorer" (Windows), and "Get Microsoft Internet Explorer" (Macintosh). The browser's status bar at the bottom left shows "Internet zone".

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

To maintain the safety:

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual nearby the product or elsewhere convenient for referring to it when necessary.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of WARNING, CAUTION, etc. are used. Be sure to understand the contents of the displays before reading the text.



WARNING!

Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.



CAUTION!

Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and or material damage.

For the safe usage of the product, the following pictographs are used:



Indicates “HANDLE WITH CARE.” In order to protect the human body and equipment, this display is attached to places where the Owner’s Manual and or Service Manual should be referred to.

- **Perform work in accordance with the instructions herein stated.**
Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the serviceman should perform such work.
- **Be sure to turn off power before working on the machine.**
To prevent electric shock, be sure to turn off power before starting the work in which the worker touches the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual herein always states to that effect.
- **Be sure to ground the Earth Terminal** (this, however, is not required in the case where a power cord with earth is used).
This product is equipped with the Earth Terminal. When installing the product, Connect the Earth Terminal to the “accurately grounded indoor earth terminal” by using an earth wire. Unless the product is grounded appropriately, the user can be subject to electric shock. After performing repair, etc. for the Control equipment, ensure that the Earth Wire is firmly connected to the Control equipment.
- **Ensure that the Power Supply used is equipped with an Earth Leakage Breaker.**
This product does not incorporate the Earth Leakage Breaker. Using a power supply which is not equipped with the Earth Leakage Breaker can cause a fire when earth leakage occurs.
- **Be sure to use fuses which meet the specified rating.** (only for the machines which use fuses).
Using fuses exceeding the specified rating can cause a fire and electric shock.

- **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**
The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated. SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.
 - **Ensure that the product meets the requirements of appropriate Electrical Specifications.**
Before installing the product, check for Electrical Specifications. SEGA products have a nameplate on which Electrical Specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any Electrical Specifications different from the designated Specifications can cause a fire and electric shock.
 - **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**
To ensure safety for the customers, labels and printed instructions describing potentially hazardous situation are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.
 - **When handling the Monitor, be very careful. (Applies only to the product w/monitor.)**
Some of the monitor (TV) parts are subject to high tension voltage. Even after running off power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.
 - **Be sure to adjust the monitor (projector) properly. (Applies only to the product w/monitor.)**
Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.
 - **When transporting or reselling this product, be sure to attach this manual to the product.**
In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.
- Descriptions herein contained may be subject to improvement changes without notice.
 - The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION.

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on power, check the following points to ensure that the product has been transported in a satisfactory status.

- Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are Casters and Adjusters, damaged?
- Do the power supply voltage and frequency requirements meet with those of the location?
- Are all wiring connectors correctly and securely connected? Unless connected in the correct direction, connector connections can not be made accurately. Do not insert connectors forcibly.
- Do power cords have cuts and dents?
- Do the fuses used meet specified rating? Is the Circuit Protector in an energized status?
- Are all accessories available?
- Can all Doors and Lids be opened with the Accessory keys? Can Doors and Lids be firmly closed?

TABLE OF CONTENTS

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

TABLE OF CONTENTS

INTRODUCTION OF THE OWNER'S MANUAL	1
1. HANDLING PRECAUTIONS.....	1
2. PRECAUTIONS CONCERNING INSTALLATION LOCATION	2 ~ 3
3. OPERATION	4 ~ 6
4. NAME OF PARTS.....	7
5. ACCESSORIES	8 ~ 10
6. ASSEMBLING AND INSTALLATION	11 ~ 29
7. PRECAUTIONS TO BE HEEDED WHEN MOVING THE MACHINE.....	30 ~ 31
8. CONTENTS OF GAME.....	32 ~ 37
9. EXPLANATION OF TEST AND DATA DISPLAY	38 ~ 48
9 - 1 SWITCH UNIT AND COIN METER.....	39
9 - 2 SYSTEM TEST MODE	40
9 - 3 GAME TEST MODE	41 ~ 48
10. CONTROL PANEL(HANDLE MECHA).....	49 ~ 56
10 - 1 REMOVING THE HANDLE MECHA	49 ~ 54
10 - 2 VOLUME ADJUSTMENT/REPLACEMENT	55 ~ 56
11. SHIFT LEVER.....	57 ~ 58
11 - 1 REMOVING THE SHIFT LEVER	57
11 - 2 SWITCH REPLACEMENT	58
12. ACCELERATOR & BRAKE	59 ~ 61
12 - 1 REMOVING THE ACCELERATOR AND THE BRAKE.....	59
12 - 2 ADJUSTING OR REPLACING THE VOLUME.....	60 ~ 61
12 - 3 GREASING	61
13. COIN SELECTOR.....	62 ~ 65
14. PROJECTOR	66 ~ 79
14 - 1 CLEANING THE SCREEN.....	66
14 - 2 ADJUSTMENT OF TOSHIBA PROJECTOR.....	67 ~ 76
14 - 3 ADJUSTMENT OF MITSUBISHI PROJECTOR.....	77 ~ 79
15. REPLACING THE FLUORESCENT LAMP,AND LAMPS.....	80 ~ 83
16. PERIODIC INSPECTION TABLE	84
17. TROUBLESHOOTING.....	85 ~ 87
18. GAME BOARD.....	88 ~ 92
18 - 1 REMOVING THE BOARD.....	88 ~ 89
18 - 2 COMPOSITION OF GAME BOARD.....	90
18 - 3 ERROR DISPLAY(DRIVE CONTROL BOARD).....	91 ~ 92
19. DESIGN RELATED PARTS	93
20. PARTS LIST	94 ~138
21. WIRE COLOR CODE TABLE	139
22. WIRING DIAGRAM.....	XXX

SPECIFICATIONS

Installation space:	40 in.(W) x 75 in.(D)
Height:	85 in.
Weight:	Approx. 650 lbs.
Power maximum current:	5 Amp AC 120V 60 Hz
MONITOR:	29" SANWA COLOR MONITOR

INTRODUCTION OF THE OWNERS MANUAL

SEGA ENTERPRISES, LTD., has for more than 30 years been supplying various innovative and popular amusement products to the world market. This Owners Manual is intended to provide detailed descriptions together with all the necessary installation, game settings and parts ordering information related to **THE KING OF ROUTE 66 STANDARD**, a new SEGA product.

This manual is intended for those who have knowledge of electricity and technical expertise, especially in ICs, CRTs, microprocessors, and circuit boards. Read this manual carefully to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system. Should the need arise, contact our main office, or the closest branch office listed below.

SEGA ENTERPRISES, INC. (USA)

Customer Service

45133 Industrial Drive

Fremont, CA 94538

Phone 415-701-6580

Fax 415-701-6594

7:30 am - 4:00 pm, Pacific Standard Time

Monday thru Friday

General Precautions

Follow Instructions: All operating and use instructions should be followed.

Attachments: Do not use attachments not recommended by the product manufacturer as they may cause hazards.

Accessories: Do not place this product on an unstable cart, stand, tripod, bracket, or table. The product may fall, causing serious injury to a child or adult, and serious damage to the product. Use only with a cart, stand, tripod, bracket, or table recommended by the manufacturer, or sold with the product. Any mounting of the product should follow the manufacturer's instructions, and should use only mounting accessories recommended by the manufacturer.

Moving the Product: This product should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the product to overturn.

Ventilation: Slots and openings in the cabinet are provided for ventilation, to ensure reliable operation of the product and to protect it from overheating; these openings must not be blocked or covered. The openings should never be blocked by placing the product in a built-in installation such as a bookcase or rack unless proper ventilation is provided or the manufacturer's instructions have been adhered to.

Power Sources: This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your location, consult your local power company. For products intended to operate from battery power or other sources, refer to the operating instructions.

Grounding or Polarization: This product is equipped with a three-wire grounding-type plug, a plug having a third (grounding) pin. This plug will only fit into a grounding-type power outlet. This is a safety feature. If you are unable to insert the plug into the outlet, contact your electrician to replace your obsolete outlet. Do not defeat the safety purpose of the grounding-type plug.

Power Cord Protection: Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the product.

Overloading: Do not overload wall outlets, extension cords, or integral convenience receptacles as this can result in a risk of fire or electric shock.

Object and Liquid Entry: Never push objects of any kind into this product through openings as they may touch dangerous voltage points or short-out parts that could result in a fire or electric shock. Never spill liquid of any kind on the product.

Servicing: Do not attempt to service this product yourself as opening or removing covers may expose you to dangerous voltage or other hazards. Refer all servicing to qualified service personnel.

Damage Requiring Service: Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

- a) If the power cord or plug is damaged;
- b) If liquid has been spilled, or objects have fallen into the product;
- c) If the product has been exposed to rain or water;
- d) If the product does not operate normally when following the operating instructions. Adjust only those controls that are explained in the operating instructions. An improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to its normal operation;
- e) If the product has been dropped or damaged in any way;
- f) When the product exhibits a distinct change in performance; this indicates a need for service.

Replacement Parts: When replacement parts are required, be sure the service technician has used replacements parts specified by the manufacturer or that have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or other hazards.

Safety Check: Upon completion of any service or repairs to this product, ask the service technician to perform safety checks to determine that the product is in proper operating condition.

Heat: The product should be situated away from heat sources such as radiators, heat registers, stoves, or other products (including amplifiers) that produce heat.

Lithium Battery- Dispose of batteries only in accordance with the battery manufacturer's recommendations. Do not dispose in an open flame condition, since the battery may explode.

Cleaning: When cleaning the monitor glass, use water or glass cleaner and a soft cloth. Do not apply chemicals such as benzene, thinner, etc.

Location: This is an indoor game machine, DO NOT install it outside. To ensure proper usage, avoid installing indoors in the places mentioned below:

- Places subject to rain/water leakage, or condensation due to humidity;
- In close proximity to a potential wet area;
- Locations receiving direct sunlight;
- Places close to heating units or hot air;
- In the vicinity of highly inflammable/volatile chemicals or hazardous matter;
- On sloped surfaces;
- In the vicinity of emergency response facilities such as fire exits and fire extinguishers;
- Places subject to any type of violent impact;
- Dusty places.

INSTALLATION PRECAUTIONS

- Verify the amperage of the branch circuit outlet before plugging in the power plug. Do not overload the circuit.
- Avoid using an extension cord. If one is required, use an extension cord of type SJT, 16/3 AWG rated min. 120 VAC, 7A.
- Moving this unit requires a minimum clearance (of doors, etc.) of 36" (W) by 77" (H).
- For the operation of this machine, secure a minimum area of 36" (W) by 75" (D).

REGULATORY APPROVALS

This game has been tested and found to comply with the Federal Communications Commission Rules.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This game has been tested and listed by Underwriters Laboratories, Inc., to ANSI/UL22.



AMUSEMENT MACHINE

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.



WARNING!

Before performing work, be sure to turn power off. Performing the work without turning power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that effect.

To avoid electric shock or short circuit, do not plug in or unplug quickly.

To avoid 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 electric shock or short circuit.

To avoid causing a fire or electric shock, do not put things on or damage 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 electric shock.

In case the power cord is damaged, ask for replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, electric shock or leakage.

Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.

Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause a fire or 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.

The Monitor is employed for this machine. The Monitor's screen is susceptible to damage, therefore, be very careful when cleaning the screen. For details, refer to MONITOR.

SUITABLE
FOR ALL
AGES

AAMA RATING

2. PRECAUTIONS CONCERNING INSTALLATION

LOCATION



This product is an indoor game machine. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and or malfunctioning.

- Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and or shower, etc.
- Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.
- Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Dusty places.
- Sloped surfaces.
- Places subject to any type of violent impact.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- The operating (ambient) temperature range is from 5° C to 40° C.
- Only in the case a projector is employed, the temperature range is from 5° C to 30° C.

LIMITATIONS OF USAGE REQUIREMENTS



- Be sure to check the Electrical Specifications.
- Ensure that this product is compatible with the location's power supply, voltage and frequency requirements.
- A plate describing Electrical Specifications is attached to the product.
- Non-compliance with the Electrical Specifications can cause a fire and electric shock.
- This product requires the Breaker and Earth Mechanisms as part of the location facilities. Using them in a manner not independent can cause a fire and electric shock.
- Ensure that the indoor wiring for the power supply is rated at 15A or higher (AC single phase 100 ~ 120V area), and 7A or higher (AC 220 ~ 240V area).
- Non-compliance with the Electrical Specifications can cause a fire and electric shock.
- Be sure to independently use the power supply equipped with the Earth Leakage Breaker. Using a power supply without the Earth Leakage Breaker can cause an outbreak of fire when earth leakage occurs.
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.
- When using an extension cord, ensure that the cord is rated at 15A or higher (AC 100 ~ 120V area) and 7A or higher (AC 220 ~ 240V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

OPERATION AREA



For the operation of this machine, secure a minimum area of 42 inches (W) X 75 inches (D). In order to prevent injury resulting from the falling down accident during game play, be sure to secure the minimum area for operation. Be sure to provide sufficient space so as to allow this product's ventilation fan to function efficiently. To avoid machine malfunctioning and a fire, do not place any obstacles near the ventilation opening. SEGA shall not be held responsible for damage, compensation for damage to a third party, resulting from the failure to observe this instruction.



For transporting the machine into the location's building, the minimum necessary dimensions of the opening (of doors, etc.) are 42 inches(W) and 84 inches(H).

Electric current consumption

- MAX. 7.63 A (AC 110V 50 Hz)
- MAX. 7.39 A (AC 110V 60 Hz)
- MAX. 6.79 A (AC 120V 60 Hz)
- MAX. 3.90 A (AC 220V 50 Hz)
- MAX. 3.89 A (AC 220V 60 Hz)
- MAX. 3.94 A (AC 230V 50 Hz)
- MAX. 3.80 A (AC 230V 60 Hz)
- MAX. 3.61 A (AC 240V 50 Hz)
- MAX. 3.44 A (AC 240V 60 Hz)
- MAX. 8.00 A (AC 120 V 60Hz)

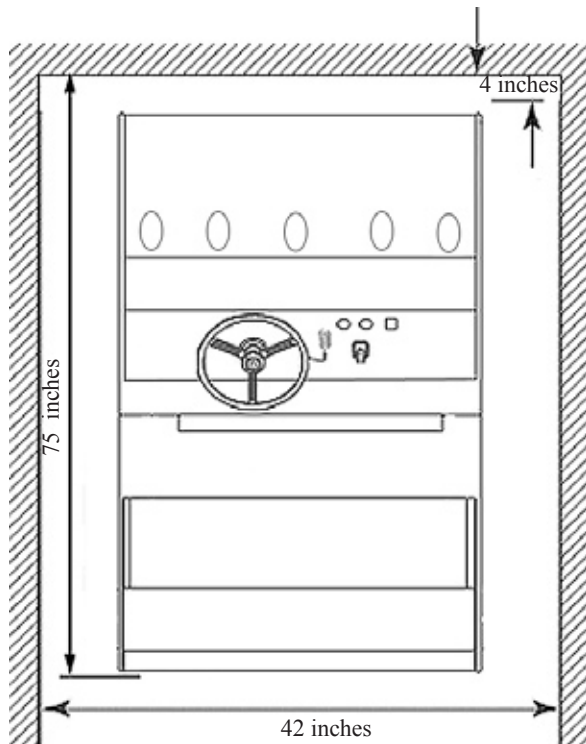


FIG. 2

4 . PRECAUTIONS TO BE HEDED FOR OPERATION

In order to prevent accidents, be sure to comply with the following points before and during operation.

PRECAUTIONS TO BE HEDED FOR OPERATION BEFORE STARTING THE OPERATION



- In order to avoid accidents, check the following before starting the operation:
Check if all of the adjusters are in contact with the surface. If they are not, the cabinet can move and cause an accident.



- Do not climb on the product. Climbing on the product can cause falling accidents. To check the top portion of the product, use a step.
- To avoid electric shock, check to see if door & cover parts are closed.
- To avoid electric shock, short circuit and or parts damage, do not put the following items on or in the periphery of the product:
-



To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause the player to come into contact with or hit others and result in injury or trouble.

PRECAUTIONS TO BE HEHEDED DURING OPERATION



CAUTION!

To avoid injury and accidents, those who fall under the following categories are not allowed to play the game:

- * Intoxicated persons
- * Those who have high blood pressure or heart problems.
- * Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
- * Persons susceptible to motion sickness.
- * Persons whose acts runs counter to the products warning displays.

* Instruct those who wear high-heeled shoes to refrain from playing the game by explaining that playing the game with high-heeled shoes is very dangerous and likely to cause a potentially hazardous situation.



CAUTION!

- To avoid electric shock and short circuit, do not allow customers to put hands and fingers or extraneous matter in openings of the product or small openings in or around doors.
- To avoid electric shock and short circuit, do not allow the customers to unplug the power plug without a justifiable reason.
- Although this product has the accident preventive covering attached to potentially hazardous places where hand and fingers could be caught, small children are unable to perceive hazards. Use care so that small children do not come close to the product when in play.
- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage and/or falling down, resulting in injury due to fragments and falling down.

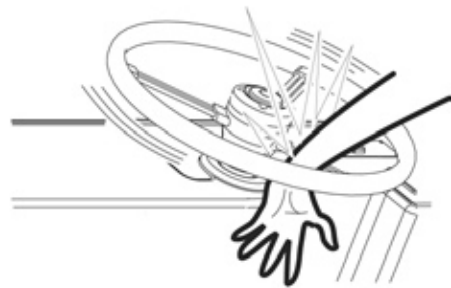


Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.

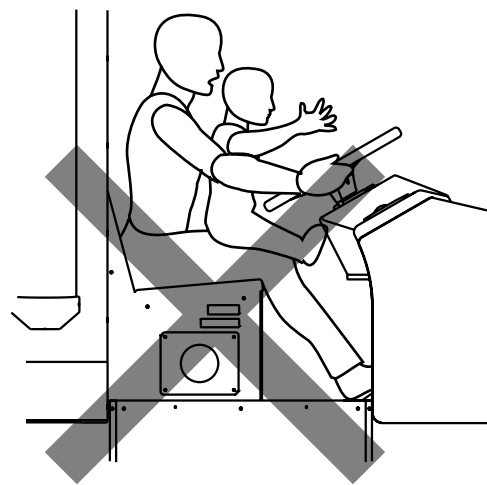
Children should be accompanied by their guardians for playing the game.



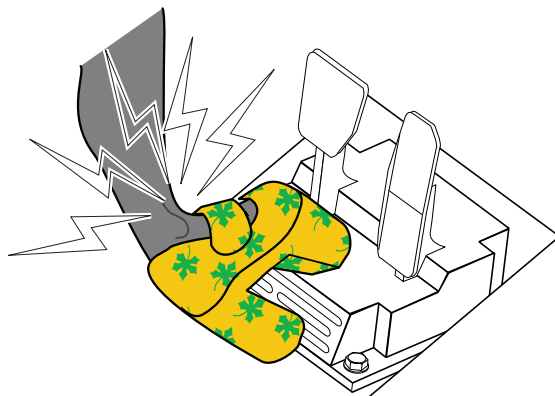
The steering wheel has reaction mechanism. Caution the guardians of children so as not to insert hands or arms in between the spokes. Failure to observe this can cause injury due to a sudden move of the steering wheel.



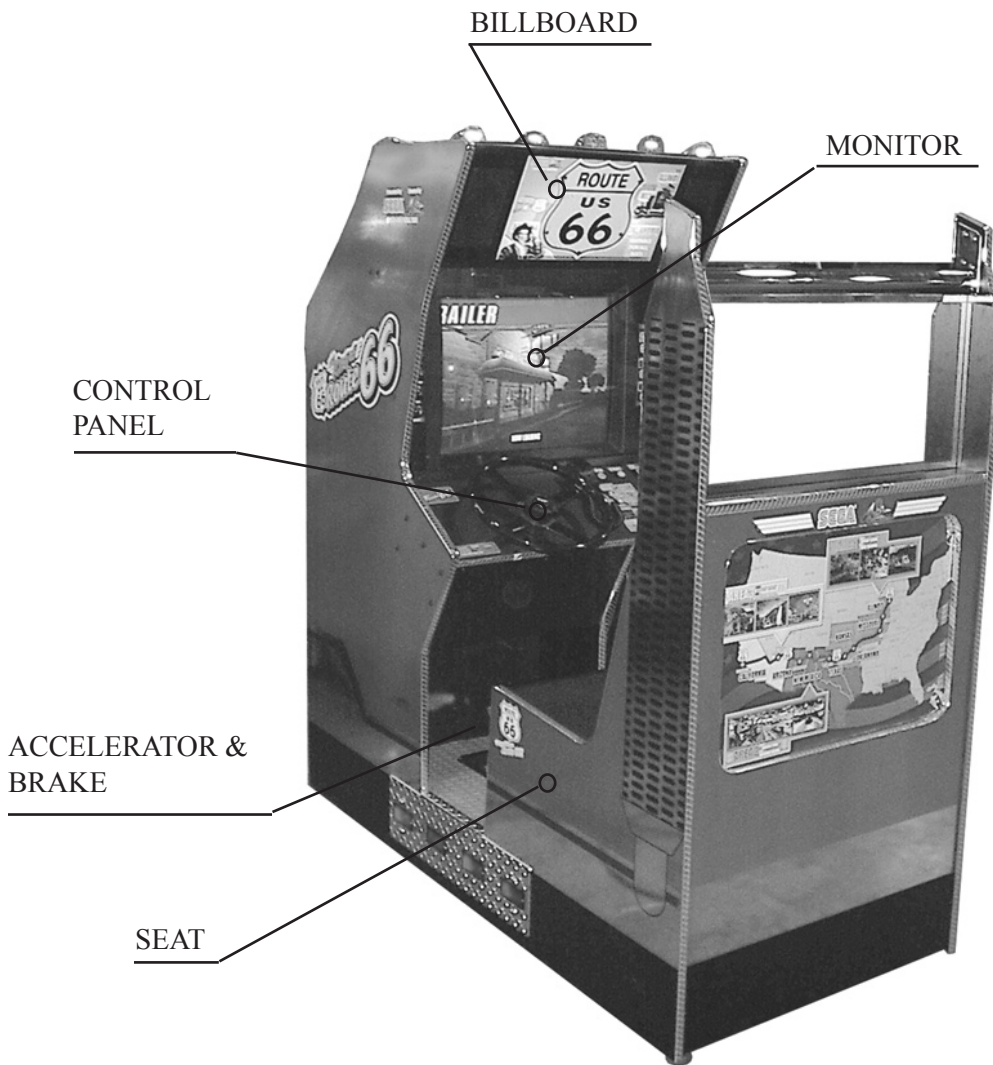
Caution the player so as not to hold a child in his/her lap to play. Failure to observe this may cause injuries resulting from a falling accident.



Instruct those who wear high-heel or thick-sole shoes to refrain from playing the game. Failure to observe this can cause a sprain.



5 . NAME OF PARTS




GAME SPECIFICATIONS	WIDTH	LENGTH	HEIGHT	WEIGHT
	All measurements are rounded UP			
DURING SHIPPING	40" X	77" X	84"	700 LBS
WHEN ASSEMBLED	33.75" X	70" X	78"	650 LBS

6. ACCESSORIES

When transporting the machine, make sure that the following parts are supplied.

TABLE 5 ACCESSORIES

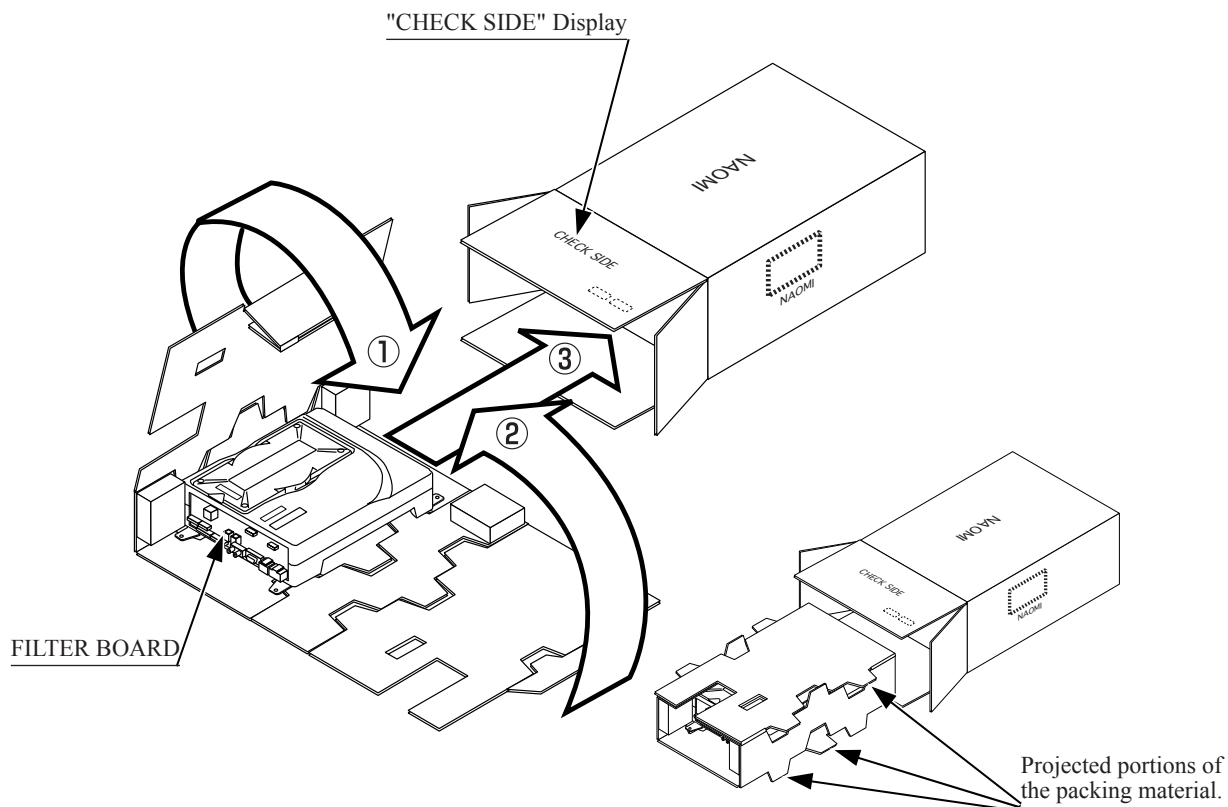
<p>DESCRIPTION Part No. (Qty.) Note</p>	<p>OWNERS MANUAL 999-1384 (1 Qty)</p>	<p>KEY MASTER 9301A (2) For opening/closing the doors</p>	<p>KEY (2) For the CASHBOX DOOR The Keys are inside the Coin Chute Door at the time of ship- ment from the factory.</p>
<p>SERVICE MANUAL NAOMI ENG 420-6455-01 (1) INSTRUCTION MANUAL FOR THE GAME BOARD</p>		<p>CARTON BOX 601-10532 (1) Used for transporting the Game Board. Refer to Next Page.</p>	
<p>WRENCH HEX 1/8" WRENCH T-15 TORX 8-32 WRENCH T-27 TORX 1/4-20 WRENCH T-40 TORX 5/16-18 WRENCH HEX 06-32 SET SCREW</p>			

HOW TO USE THE CARTON BOX

STOP

When requesting for the replacement/repair of this product's Game Board (NAOMI BOARD), follow the instructions below. Transporting the Game Board in an undesignated status is unacceptable. An erroneous handling can cause parts damage.

- Put the Game Board in the Carton Box together with the Shield Case. Do not unnecessarily disassemble nor remove parts.
- By paying careful attention to the following Figure and the direction shown by on-Carton-Box printing, put the Shield Case in the Carton Box.
- When putting the Shield Case in the Carton Box, do not remove Leg Brackets.
- The projected portions of the packing material is intended for cushioning. Therefore, do not bend the projected portions.



Fold the packing material in the sequential order of the numbers shown in the Figure, enfold the Shield Case and put it in the Carton Box. Positioning the Shield Case upside down or packing in the manner different from what is shown in this Figure can cause the Game Board and other parts to be damaged.

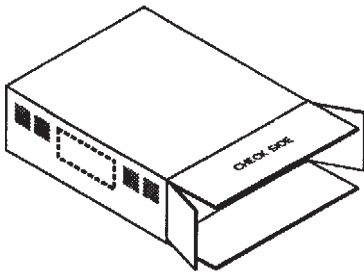


CAUTION!

THE SHIPMENT METHOD DESCRIBED BELOW ONLY APPLIES TO 'MODEL 3' BOARDS CONTAINED IN THE FOLLOWING GAMES:

LOST WORLD, VIRTUA FIGHTER 3, SUPER GT, SEGA BASS FISHING, STRIKER 2 HARLEY DAVIDSON, RALLY 2, DAYTONA 2, DIRT DEVILS, HOUSE OF THE DEAD 2, OCEAN HUNTER, STAR WARS TRILOGY, ZOMBIE REVENGE, CRAZY TAXI, AIRLINE PILOTS, 18 WHEELER

!!NEVER SHIP MODEL 3 / NAOMI GAME BOARDS OUTSIDE OF CAGE!!



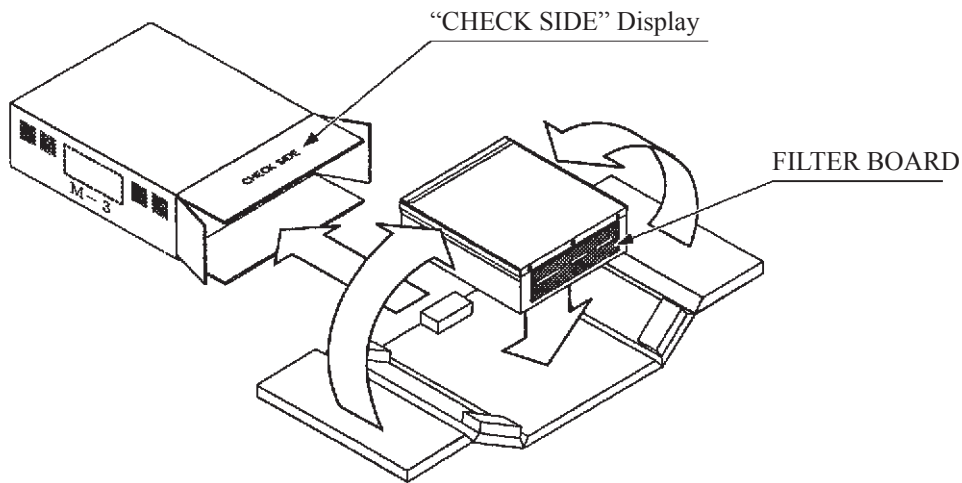
CARTON BOX

601-8928 (1)

Used for transporting the GAME BOARD.

{SUPPLIED WITH YOUR GAME}

DO NOT SHIP GAME BOARD WITHOUT THIS BOX AS IT MAY DAMAGE THE GAME BOARD AND VOID YOUR WARRANTY.



WARNING!

NO OTHER GAMES BOARDS ARE TO BE SHIPPED IN THE CAGE AS THEY MAY BE DAMAGED BEYOND REPAIR. PLEASE SHIP THEM WITHOUT CAGE PROPERLY PROTECTED DURING SHIPPING.

7 . ASSEMBLING AND INSTALLATION



CAUTION!

- Assembling should be performed as per this manual. Since this is a complex machine, erroneous assembling may cause damage to the machine, or malfunctioning to occur.
- When assembling, be sure to perform work by plural persons. Depending on the assembly work, there are some cases in which a single person performing the work can cause personal injury or parts damage.
- Be careful so as not to damage wirings. Damaged wiring can cause electric shock and short circuit hazards.

When carrying out the assembly work, follow the procedure in the following 5-item sequence:

- 1 ASSEMBLY OF THE CABINET
- 2 SECURING IN PLACE (ADJUSTER ADJUSTMENTS)
- 3 POWER SUPPLY
- 4 TURNING POWER ON
- 5 ASSEMBLING CHECK

Note that the tools such as a phillips screwdriver and wrench for M16 hexagon bolt w/24 mm width across flats are required for the assembly work.

- 1 ASSEMBLY OF CABINET



CAUTION!

Permanently tightening the hex bolts should not be completed until the leg levelers are adjusted properly.

NOTE: Game is shipped fully assembled. No assembly required.

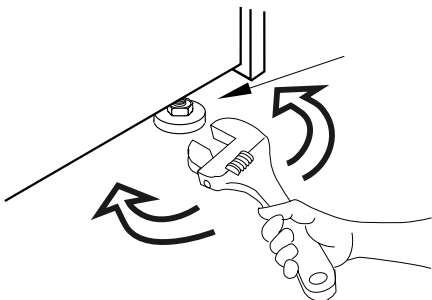
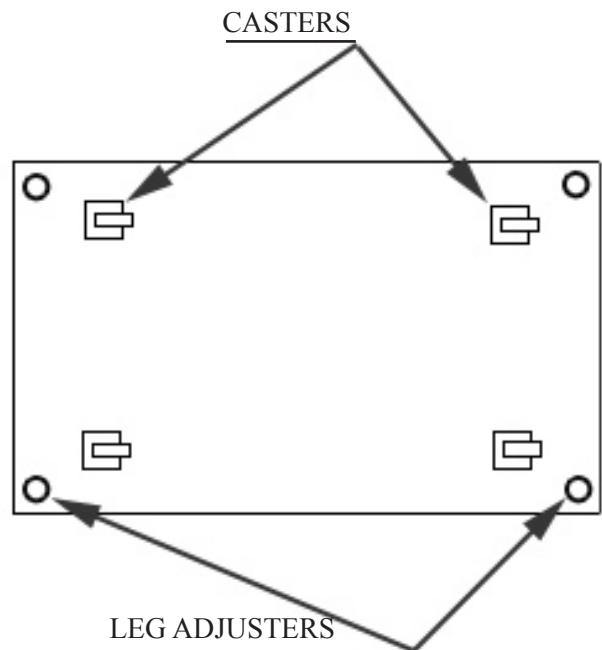
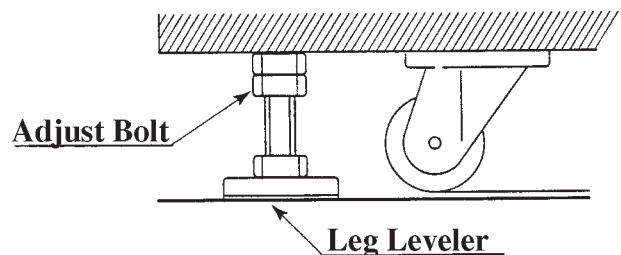
2 SECURING IN PLACE (ADJUSTER ADJUSTMENT)



Be sure to have all the Adjusters make contact with the floor surface. Unless the Adjusters come into contact with the floor surface, the Cabinet can move of itself, causing an accident.

This machine has 4 each of casters and adjusters (shown below). When the installation position is determined, cause the adjusters to come into contact with the floor directly, make adjustments in a manner so that the casters will be raised approximately 5mm. from the floor and make sure that the machine position is level.

- 1 Move the machine to the installation position. Be sure to provide adequate space allowing the player to get on and off.
- 2 Have all of the Leg Adjusters make contact with the floor. Adjust the height of the Leg Adjusters by using a wrench so that the machine's position is kept level.
- 3 After making adjustments, fasten the leg Adjuster Nut upward and secure the height of the Leg Adjuster.



3

POWER SUPPLY

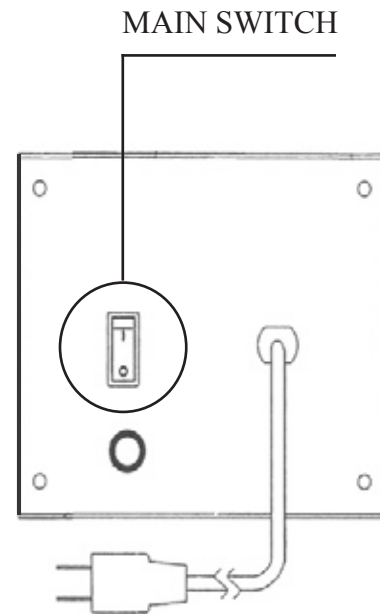


- Ensure that the power cord is not exposed on the surface (passage, etc.). If exposed, they can be caught and are susceptible to damage. If damaged, the cord can cause an electric shock or short circuit.
- Ensure that the wiring position is not in the customer's passage way or the wiring has protective covering.

Connect the game to the power supply and turn on power to the game. Before connecting power supply be sure that power switch is off

- ① Turning the AC unit's MAIN SWITCH on will cause the machine to start the power check and network check automatically.
- ② In the Power On check, the steering wheel turns left and right, and then returns to the centering position and stops. In this check, the values of the VR inside the control panel are corrected.
- ③ Until this check is finished, and the steering wheel stops, do not touch the steering wheel or play the game.

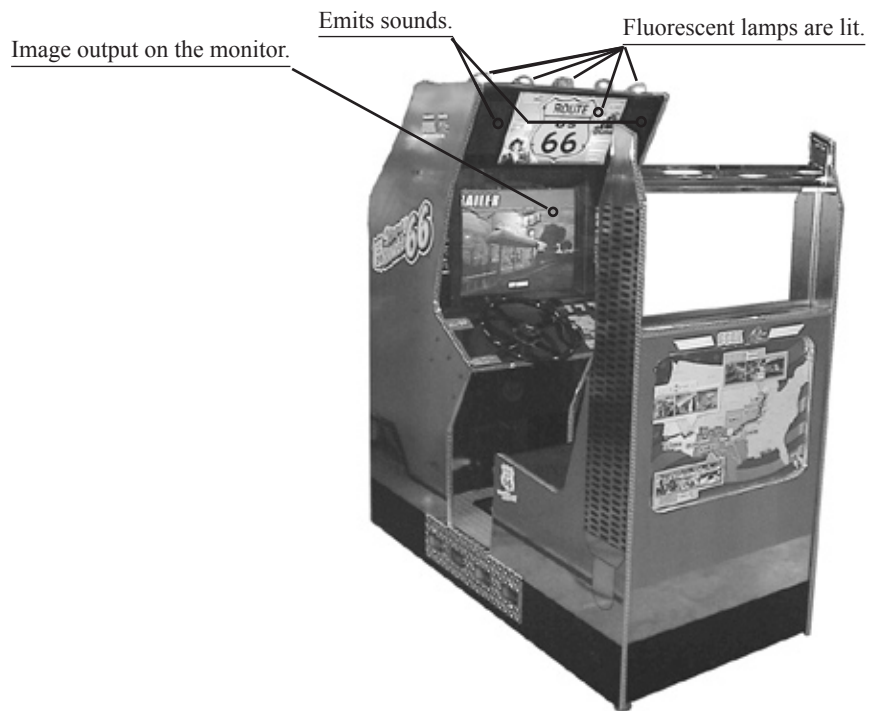
If you do, the steering reaction during the game (reaction at the time of course-out or crash) can not be obtained correctly. In the case of an abnormal reaction during the game, turn power on again from the beginning and complete the power on check.



4 TURNING POWER ON

Turn the AC Unit's main switch on to supply power. When power is turned on, the fluorescent lamp inside the MAIN BILLBOARD lights up. The monitor displays NAOMI SYSTEM boot up and then proceeds to the advertise mode. During this time, the initialization setting is automatically performed. Do not touch the machine until the advertise mode is displayed on the monitor after finishing the initialization setting. While initializing, the steering wheel turns left & right and stops at the centering position. In the initialization setting, the values of V.R. inside the control panel are corrected. Until the initialization is finished (the steering wheel stops automatically), do not touch the steering wheel or play the game. If you do, the steering wheel reaction during the game (reaction at the time of a course-out or crashing) can not be obtained correctly. In case of an abnormal reaction during the game, turn the power on again from the beginning and complete the initialization setting.

In this product, once the power is turned off, the data of inserted coins less than one credit and BONUS ADDER is cleared. In the advertise mode, sound is emitted from the 2 speakers. Sound is not emitted if set to NO SOUND OUTPUT in the test mode.

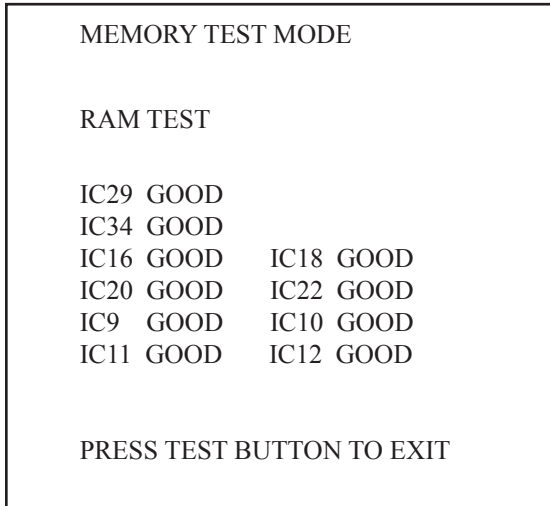


5

ASSEMBLING CHECK

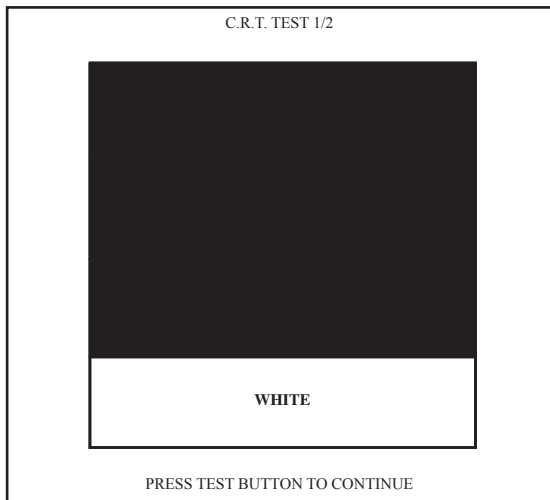
In the TEST MODE, ascertain that the assembly has been made correctly and that the IC BOARD is satisfactory. In the test mode, perform the following test:

(1) MEMORY TEST

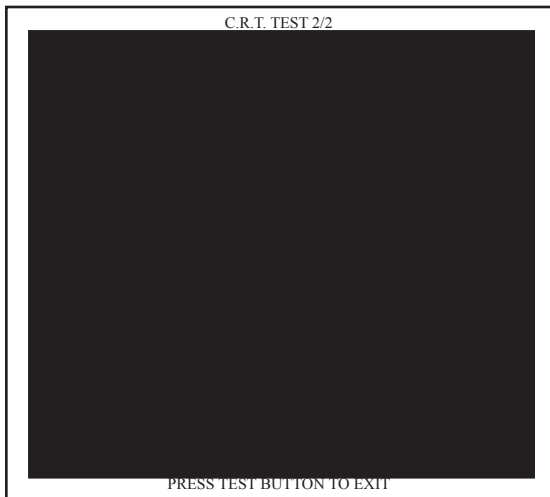


① Selecting the RAM TEST item on the test mode menu screen causes the on-board memory to be tested automatically. The game board is satisfactory if the display beside each IC No. shows GOOD.

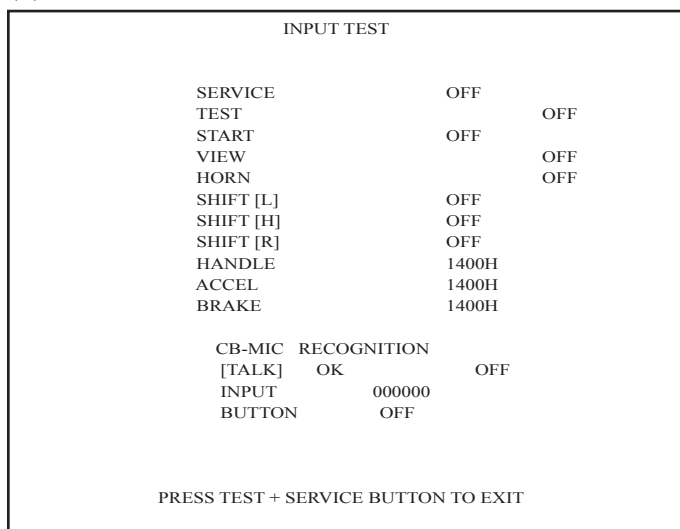
(2) C.R.T. TEST



② In the TEST mode menu, selecting C.R.T. TEST allows the screen (on which the monitor is tested) to be displayed. Although the monitor adjustments have been made at the time of shipment from the factory, color deviation, etc., may occur due to the effects of geomagnetism, the location of the building's steel frames and other game machines in the periphery. By watching the test mode screen, make judgement as to whether an adjustment is needed. If it is necessary, adjust the monitor by referring to Chapter 12.

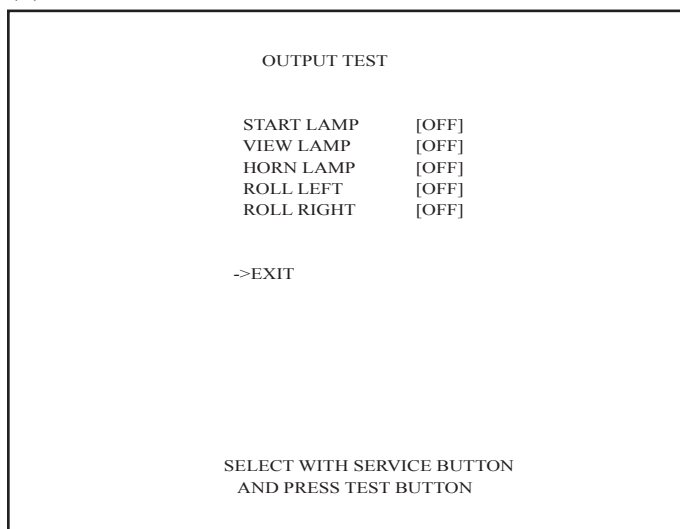


(3) INPUT TEST



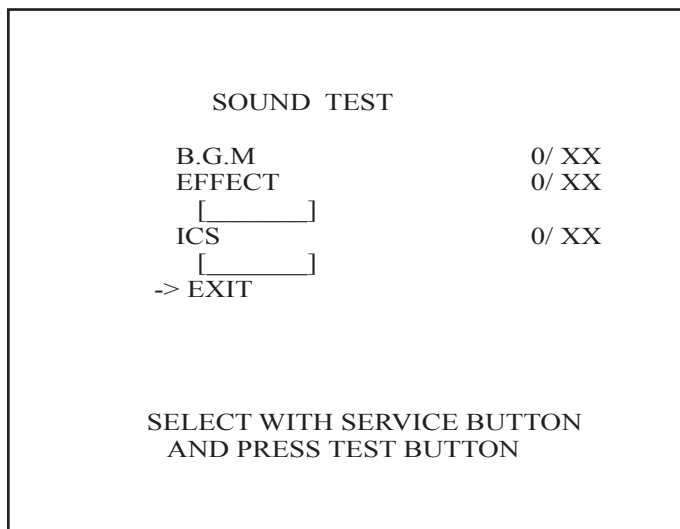
- ③ Selecting the INPUT TEST on the test mode menu screen causes the screen (on which each switch is tested) to be displayed. Press each switch. For the coin switch test, insert a coin from the coin inlet with the coin chute door open. If the display beside each switch indicates "ON," the switch and wiring connections are satisfactory.

(4) OUTPUT TEST



- ④ Select OUTPUT TEST from the menu in the test mode to cause the screen (on which each lamp and wiring connections are tested) to appear. Ensure that lamp light up satisfactorily.

(5) SOUND TEST



- ⑤ In the TEST mode, selecting SOUND TEST causes the screen (on which sound related BD and wiring connections are tested) to be displayed. Check if the sound is satisfactorily emitted from each speaker and the sound volume is appropriate.

Perform the above inspections also at the time of monthly inspection.

8 . PRECAUTIONS TO BE HEEDED WHEN MOVING THE MACHINE



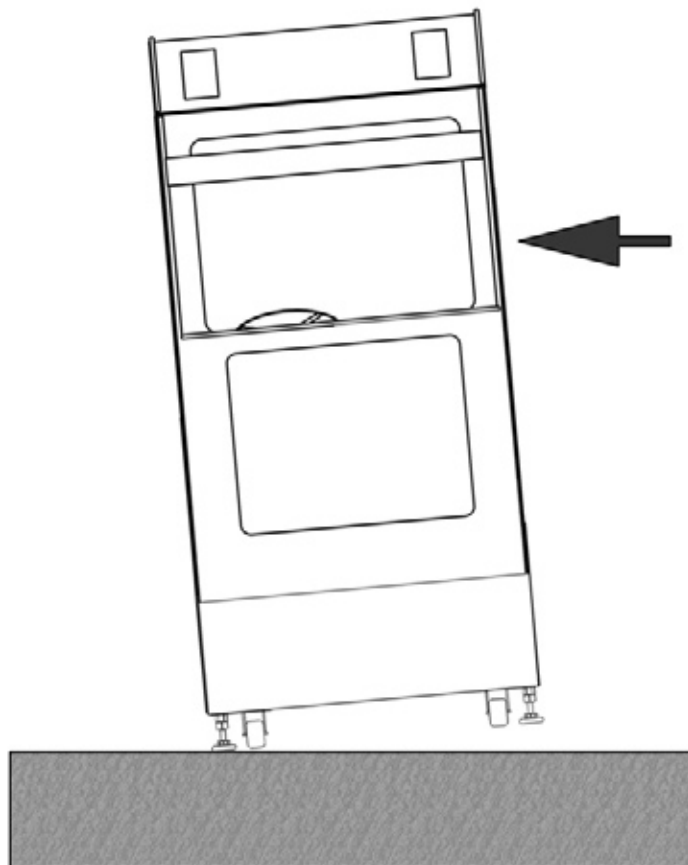
WARNING!

- When moving the machine, be sure to pull out the plug from the power supply. Moving the machine with the plug inserted can damage the power cord and cause a fire or electric shock.
- When moving the machine on the floor, retract the Adjusters and ensure that Casters make contact with the floor. During transportation, pay careful attention so that Casters do not tread power cords. Damaging the power cords can cause an electric shock and/or short circuit.
When lifting the cabinet, be sure to hold the catch portions or bottom part.
- Lifting the cabinet by holding other portions can damage parts and installation portions, due to the empty weight of the cabinet, and cause personal injury.



CAUTION!

Do not push on the plastic parts. Doing so may damage the parts and cause injury due to fragments resulting from damage.



DO NOT PUSH THE
CABINET FROM
THE LEFT/RIGHT
DIRECTION

9. GAME DESCRIPTION

OVERVIEW

- An action-packed trailer-truck race that runs along America’s famed “Route 66”
- Voice-recognition CB-style device enables real oral communication between rival players.
- 3 area types and a “mini-stage” during which the trailer is appended to the cab. 3 freight transport sections per area.
- Maximum of 2 components may compete in a given race. First to the goal wins.
- “Continue” command take the Player back to the beginning of the last section played prior to reaching GAME OVER.

OBJECTIVE

- Reach the destination and clear the section within the allotted time limit. When all sections have been cleared, the Player has conquered the area.
- Players clear the game by clearing all 3 areas.

GAME OVER

GAME OVER occurs when the Player fails to arrive at the destination within the time limit.

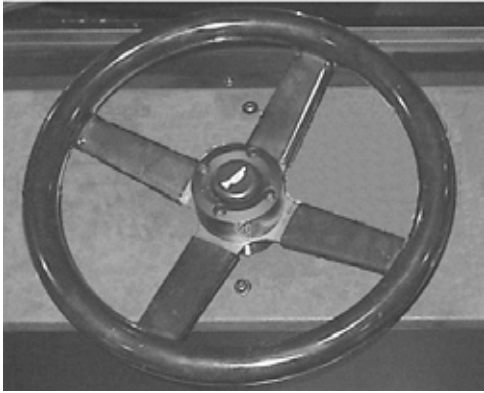
Note: Failing to connect a trailer does not lead to GAME OVER.

TERMINOLOGY

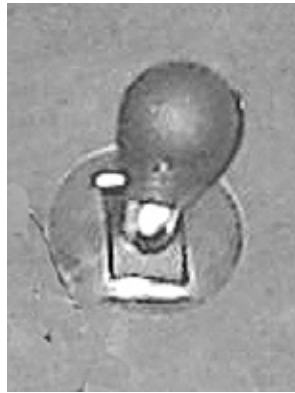
- **NITRO** Saying “NITRO” into the MIC allows the truck to accelerate exponentially for a limited period of time.
- **MIC** Wireless, CB-style communication device.
- **CB-RADIO** Communications come through the CB-RADIO from fellow truckers. Using the MIC, Players respond to questions phrased in multiple-choice format.
- **CONVOY COMBO** Refers to a tactic in which a fellow trucker tails the Player’s truck, as a result of the Player’s response to a CB-RADIO question. Increases MAX speed.
- **SLIPSTREAM** The Act of following directly behind a truck running in front, eliminating wind resistance and thereby increasing speed.

OPERATION

STEERING WHEEL



GEAR



MIC



<Large Wheel>

Select Screen: Select by turning right or left.
In Game: Directs the truck.

<Driver Side Horn>

Select Screen: Enter selection.
In Game: Forces cars preceding Players truck to change lanes or speed up.

<MIC>

Voice Recognition: Engage NITRO command. Respond to CB calls for CONVOY COMBO.

<Gas Pedal>

Select Screen: Enter selection.
In Game: Acceleration.

<Brakes>

Select Screen: N/A
In Game: Deceleration.

<Gears>

Select Screen: N/A
In Game: D Move Forward. R Move backward.

<POV>

Select Screen: N/A
In Game: Set Point Of View to Driver's or Bird's Eye.

<WINDOW WIPERS>

Select Screen: N/A
In Game: Rid windshield of raindrops and debris.
Stops automatically after a certain amount of time.

MIC [NOT IN USE] Select CONVOY COMBO option.

<START BUTTON>

Main Operation: Start Game.
Select Screen: Enter selection.
MIC [NOT IN USE]: Enable NITRO command.

MIC OPERATION



- Press MIC button. This puts the device in Standby, either for voice recognition or communication.
- While pressing the MIC button, speak into the receiver of the MIC.
(Note: Speaking too loudly, or with the mouth too close to the component may prevent the device from working optimally.)
- Release MIC button.
- Voice recognition is executed, and the Player's actions are reflected within the game.

Supplementary Information

- Holding down the MIC button for approximately 2 seconds enables the voice recognition feature; after the system is switched on, the system will be on standby until a command is verbalized.
- The voice recognition device is sensitive to background noise and individual differences in speech patterns. Therefore, please note that accuracy may at times be compromised.

MIC USAGE AND ITS EFFECTS

NITRO



May be enabled when "NITRO" is displayed on the screen. By using the NITRO feature, it is possible to accelerate at an unbelievable rate for a set amount of time. To engage the feature, say "NITRO" into the CB-MIC.

CONVOY COMBO

<To be changed on Convoy Combo ver.>



Figure A



Figure B

During the game, the Player may receive radio communications from other truckers(Figure A). The incoming message will be phrased as a question, to which the Player must respond by selecting an answer out of 2 choices, and entering the selection through the CB feature.

As in the above illustration, the CONVOY COMBO is executed when the Player selects YES, and the truckers who transmitted the communication will drive closely behind the Player's vehicle shortly thereafter.

The advantage of the CONVOY COMBO is that it helps the Player to speed up by eliminating air resistance on the moving vehicle.

The CONVOY COMBO strategy utilizes a maximum of 2 vehicles (3 including the Player's truck).

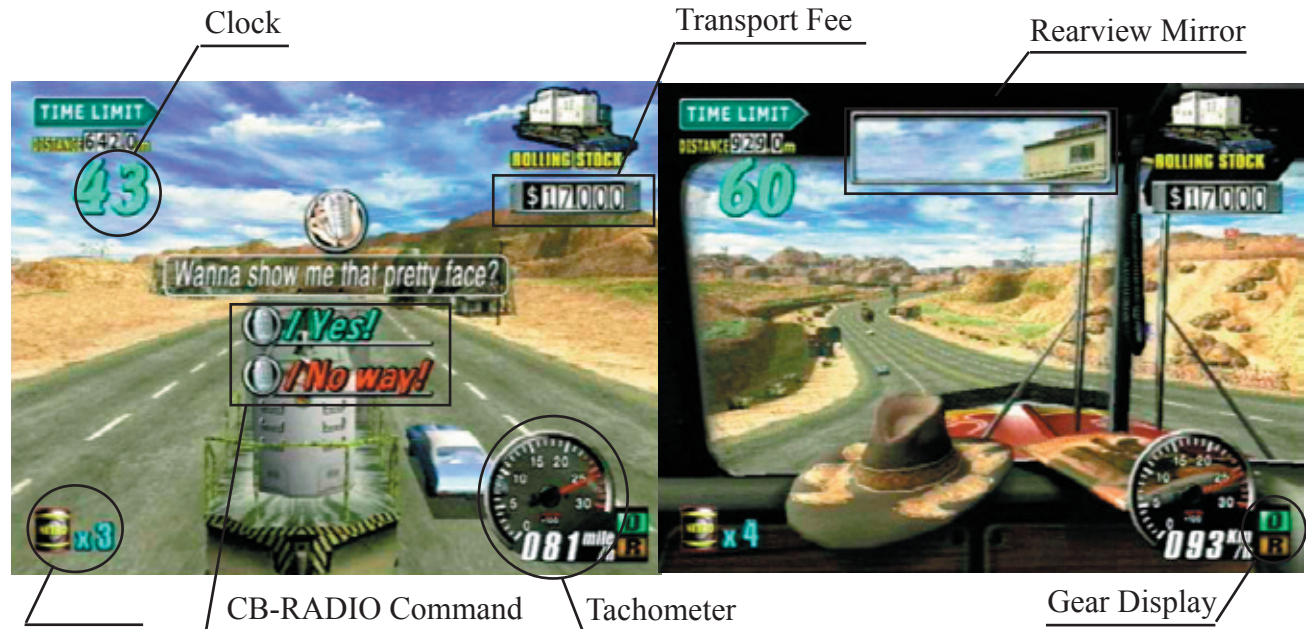
Vocal Communication

Adding another facet to the game is the Vocal Communication feature, with which opposing players may speak to each other via "CB radio", trucker-style.

The Player's altered, CB-like voice is heard from the speakers on the opponent's vehicle; the output is not heard on the side of the player making the transmission (to avoid MIC interference). Other sound effects throughout the game will be heard on both sides.

There is a time limit per vocal transmission. The exact amount of time is incumbent upon numerous factors, and cannot be determined here.

SCREEN DISPLAY



Clock: The Clock displays the time remaining for the Player. Once a destination is reached and the goods are delivered, a certain amount of time is added onto the Clock.

Rearview Mirror: When the POV is set to Driver's, the Player may see the rear view.

Transport Fee: Displays the amount of money earned upon reaching the goal. The amount decreases with events such as scraping the trailer against another vehicle, etc.

Tachometer: Displays vehicle travel speed.

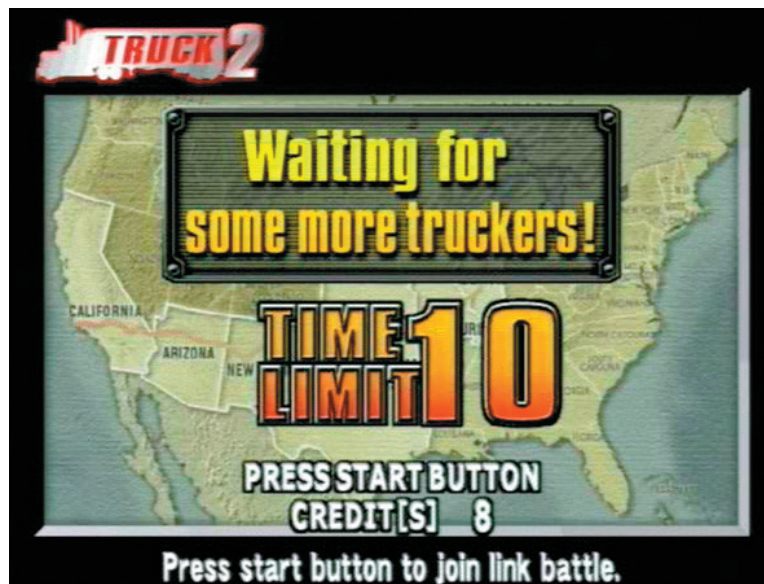
Gear Display: Indicates current gear. There are 2 gears: D (DRIVE) and R (REVERSE).

Nitro: Found at the bottom left corner of the screen is the NITRO display, which indicates the amount of NITRO left, the supply is augmented by successfully connecting to the trailer, or by picking Nitro items up along the way at various points on the course. In dual-Player setting, it can be gained by ramming the rear of the opponent's trailer strongly, or repeatedly.

CB - Radio Command: Shows important CB-Radio communications from fellow truckers.

CONVOY COMBO: Display appears when a CONVOY COMBO (acceleration strategy in which other truckers drive closely behind the Player's vehicle) is taking place.

DUAL PLAYER MODE



Operation

- Insert credits and press START to arrive at the Entry Registration screen. If Single Player Mode is desired, simply press start again to begin the game.
- Those wishing to compete with a human opponent in Dual Player Mode must insert coins into the opponent's cabinet. When opponent credits have been inserted, press START to begin the Dual Player Mode sequence.
- There is a time limit on the Entry Registration screen. If nothing is entered within the Time Limit, the Single Player Mode sequence is activated.
- Once Dual Player Mode has been set up, the next screen to appear will be the Truck Select screen. Both Players may not select the same vehicle; the opponent's choice is indicated by a cursor labeled "RIVAL".
- When the vehicles have been selected, the Area Select screen will follow. Both Players may select Area, but in the case that different Areas are selected, an easier level is entered as the default.
- The 2 Players race each other, and the one to reach the goal first within the allotted time wins. When the winning Player passes a checkpoint, time is added onto the clock. When the clock counts down to 0, both Players reach GAME OVER.

Notes

- ① NITRO is available in Dual Player Mode. Players may obtain more Nitro by ramming the rear hatch of the opponent's vehicle, and collecting the Nitro that comes tumbling out. This increases the Player's Nitro by 1. NITRO is also available to be picked up at various points along the course.
- ② In Dual Player Mode, in addition to the Voice Recognition system, vocal transmissions are possible between players. As with Single Player Mode, the MIC is operated by speaking into the Receiver while holding down the MIC button. The speaker's voice is altered, producing a radio-like voice quality with realistic interference, and can be heard from the opponent's cabinet. The Vocal Communications feature differs from the average CB-Radio transmission in that both parties use the radio communications device; both Players may make transmissions and hear the other through their respective vehicle cabinets.

SELECT SCREEN

Truck Select

<Single Player>



<Dual Player>



<To be changed on overseas ver.>

Select a vehicle from 5 options: TEXAS HAWK, HIGHWAY CAT, IRON BULL, SOUL MAN and ICHIBAN. All vehicles are rated based on SPEED, TORQUE AND TOUGHNESS.

Area Select



<Single Player:>

There are 2 Areas from which to select: Area 1 and Area 2.
 Select Area 1 → Area → Area 3 (All Areas Cleared)
 Select Area 2 → Area → (All Areas Cleared)

<Dual Player:>

There are 3 Areas from which to select: Area 1, Area 2, and Area 3.
 GAME OVER is reached once the winner has been determined following clearance of all Areas.

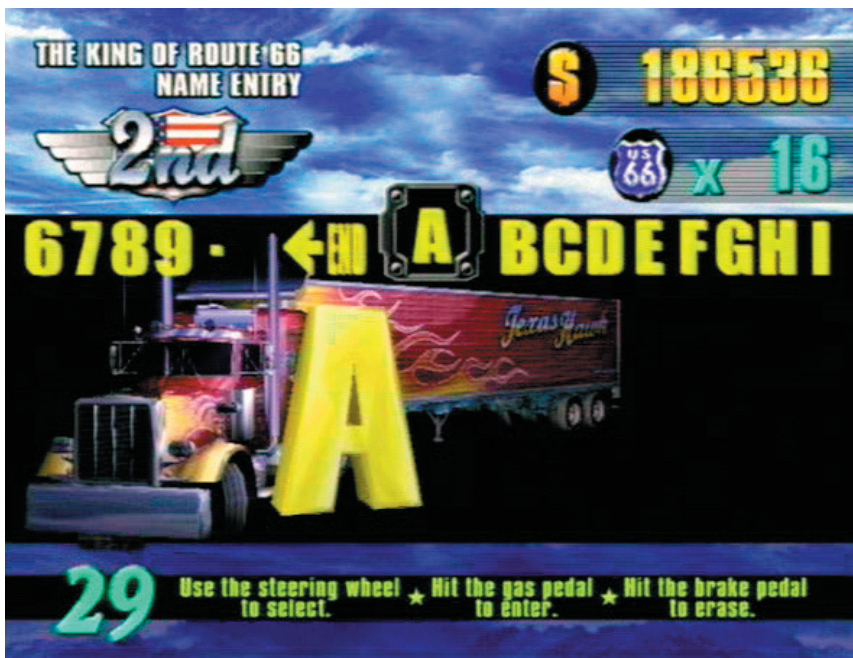
Trailer Select

<Single Player>



Depending on the section being played, the Player must select 1 trailer from a choice of 2 - 3. The destinations, and therefore courses, differ depending on the goods being transported. These are divided into classes of EASY, NORMAL and HARD.

NAME ENTRY



The top 10 scores are recorded along with the names of the Players. Select letters by moving the wheel left or right, and enter selections with the gas pedal or the START button.

10. EXPLANATION OF TEST AND DATA DISPLAY

By operating the switch unit, periodically perform the tests and data check. When installing the machine initially or collecting cash, or when the machine does not function correctly, perform checking in accordance with the explanations given in this section. The following shows test and modes that should be utilized as applicable. NAOMI GAME BOARD is used for the product. The system of this game board allows another game to be played by replacing the ROM Board Case mounted on the NAOMI CASE. As such, the Test Mode of this system consists of the System Test Mode for the system to execute SELF-TEST, COIN ASSIGNMENTS, etc. used in common for the machines employing the NAOMI BOARD, and the Game Test Mode for the specific product to execute Input/Output test for the operation equipment, difficulty setting, etc. In this manual, explanations regarding the System Test Mode cover the settings for this product only. For the details of the System Test Mode, refer to NAOMI SERVICE MANUAL, an accessory.

TABLE 10 EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION	REFERENCE SECTIONS
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to ensure each is the standard setting at shipment. 2. Check each Input equipment in the INPUT TEST mode. 3. Check each Output equipment in the OUTPUT TEST mode.	SERVICE MANUAL 9-4 9-5 SERVICE MAN-
MEMORY	This test is automatically executed by selecting RAM TEST, or ROM BOARD TEST in the Menu mode.	UAL SERVICE MAN-
PERIODIC SERVICING	Periodically perform the following: 1. MEMORY TEST 2. Ascertain each setting. 3. To test each Input equipment in the INPUT TEST mode. 4. To test each Output equipment in the OUTPUT TEST mode.	UAL SERVICE MAN-
CONTROL SYSTEM	1. To check each Input equipment in the INPUT TEST mode. 2. Adjust or replace each Input equipment. 3. If the problem still remains unsolved, check each equipment's mechanism movements.	UAL SERVICE MAN-
MONITOR	In the Monitor Adjustment mode, check to see if Monitor adjustments are appropriate.	UAL SERVICE MAN-
IC BOARD	1. MEMORY TEST 2. In the SOUND TEST mode, check the sound related ROMs.	UAL SERVICE MAN-
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc.	UAL

10 - 1 SWITCH UNIT AND COIN METER



WARNING!

Never touch places other than those specified. Touching places not specified can cause electric shock and short circuit accidents.

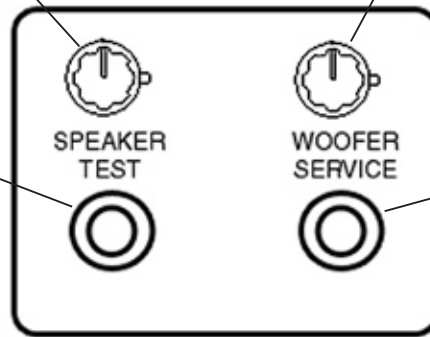


Adjust to the optimum sound volume by considering the environmental requirements of the installation location.
If the COIN METER and the game board are electrically disconnected, game play is not possible.

SPEAKER VOLUME For SPEAKERS
at the CONTROL PANEL left & right.

SPEAKER VOLUME
For WOOFER

TEST BUTTON



SERVICE BUTTON

SWITCH UNIT

Open the coin chute door, and the switch unit shown will appear. The function of each SW is as follows:

FIG. 10. 1 a SWITCH UNIT

SPEAKER VOLUME: SPEAKER Sound volume can be adjusted for the CONTROL PANEL left & right speakers.

SPEAKER VOLUME: WOOFER Sound volume can be adjusted for the WOOFER and the under the seat.

TEST BUTTON: TEST Enters to the test mode.

SERVICE BUTTON: SERVICE Gives credits without registering on the coin meter.

COIN METER

Open the Cashbox Door by using the key to have the Coin Meter appear underneath the Cashbox.

COIN METER



FIG. 10. 1 b COIN METER

10 - 2 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.

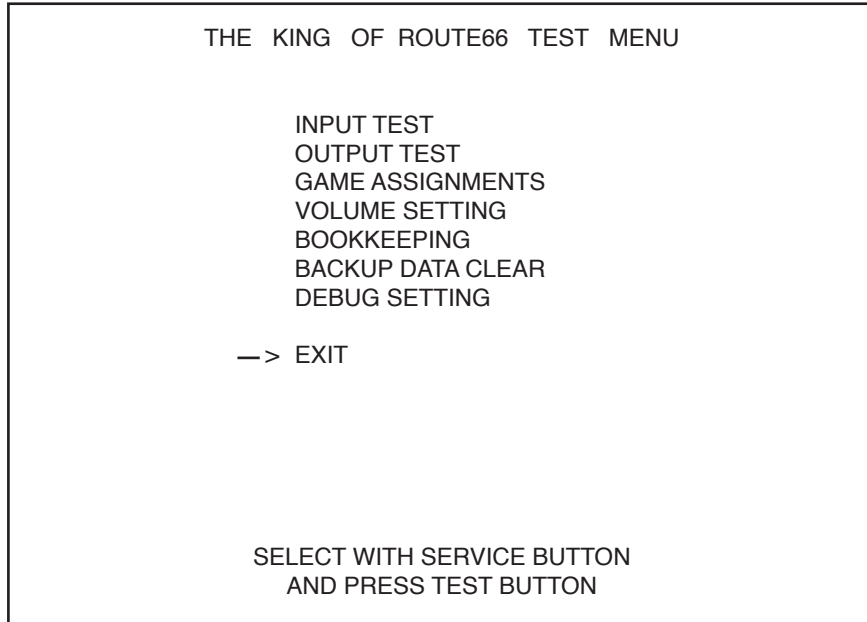
Refer to NAOMI SERVICE MANUAL for the details. Note that the setting of the following items need to be performed in accordance with the instruction given.

CABINET TYPE :	1 PLAYER(S)
MONITOR TYPE :	HORIZONTAL
SERVICE TYPE :	COMMON
COIN CHUTE TYPE :	COMMON

GAME TEST MODE

10 - 3 TEST MENU SCREEN

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



Press the SERVICE Button until the pointer is pointing to the desired item. Move the pointer to the desired item and press the TEST Button to enter the selected item's test. this method works for all operations within Game Test Mode.

After the test is complete, move the pointer to EXIT and press the TEST Button to return to the System Menu Screen.

10- 4 INPUT TEST

Selecting INPUT TEST displays the following screen and allows the status of each input device to be checked.

In this mode, periodically check the status of each input devices.

INPUT TEST	
SERVICE	OFF
TEST	OFF
START	OFF
VIEW	OFF
HORN	OFF
WIPER	OFF
SHIFT [D]	OFF
SHIFT [R]	OFF
HANDLE	1400H
ACCEL	1400H
BRAKE	1400H
CB-MIC RECOGNITION	
[TALK] OK	OFF
INPUT	000000
BUTTON	OFF
PRESS TEST + SERVICE BUTTON TO EXIT	

The Test Mode ensures that all mechanisms are functioning optimally.

- When pressing each switch, if the display next to the item changes to ON or OFF, the switch and the wiring connection are satisfactory.
- For the Steering Wheel, the Accelerator (Gas Pedal) and the Brake, operate each input device and check to see if the value changes in accordance with operation.

Items to be checked:

Each switch [SERVICE, TEST, START, VIEW CHANGE, HORN, WIPER, SHIFT (D & R)]
Each volume [STEERING WHEEL (HANDLE), ACCELERATOR, BRAKE, CB-MIC]

About the CB-MIC

CB-MIC RECOGNITION shows the status of the voice recognition feature. Say “OK” into the MIC while pressing the MIC Button. If the reading is accurate, the indicator will display OK; if recognition was not successful, the BAD display will be shown. When there is no recognition enabled at all, the display will read OFF.

Press button__ Say “OK” once__ Release button__ Test Results displayed

If the result is BAD, recognition may have failed due to a few different factors. Continue the test keeping in mind the volume of background noise, intonation of input, and reconfirm that the button is held down at the time of input.

CB-MIC INPUT confirms connectivity between the microphone and other components. After speaking “OK” into the MIC, if the input reading reaches above 1000, the MIC is functioning optimally.

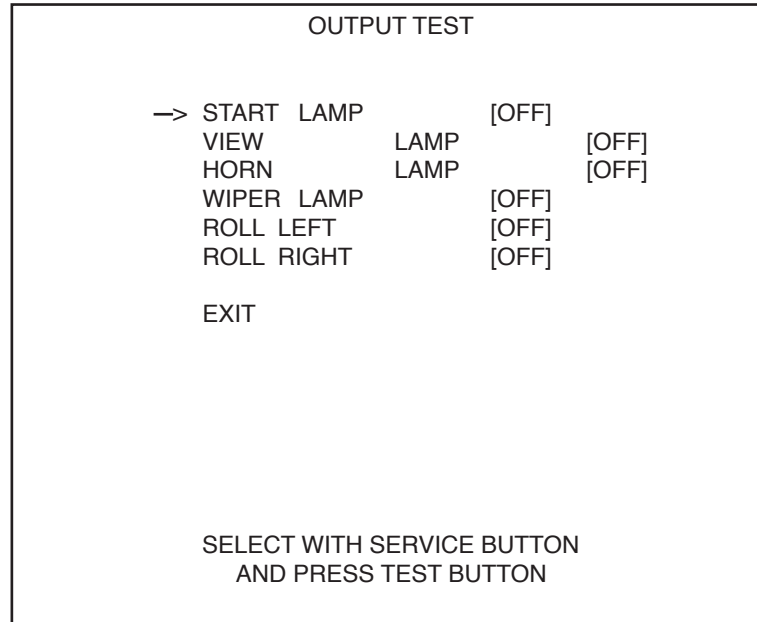
The CB-MIC Button is specifically for microphone use. It will turn ON when the main switch is on.

Note: Repeating the test command while pressing the button (i.e. “OK, OK, OK....”) will prevent the test from running successfully.

Simultaneously pressing the SERVICE Button and the TEST Button returns the display to the Game Test Menu screen.

10 - 5 OUTPUT TEST

Selecting OUTPUT TEST displays the following screen and allows the status of each lamp and motor to be checked.



Press the SERVICE Button to move the pointer to the desired item and press the TEST Button. The display next to the item changes to ON from OFF, the lamp lights up, and the motor functions.

LAMP ITEM: If the lamp lights up, operation is satisfactory.

ROLL LEFT: If the motor moves so as to turn the steering wheel counterclockwise, operation is satisfactory.

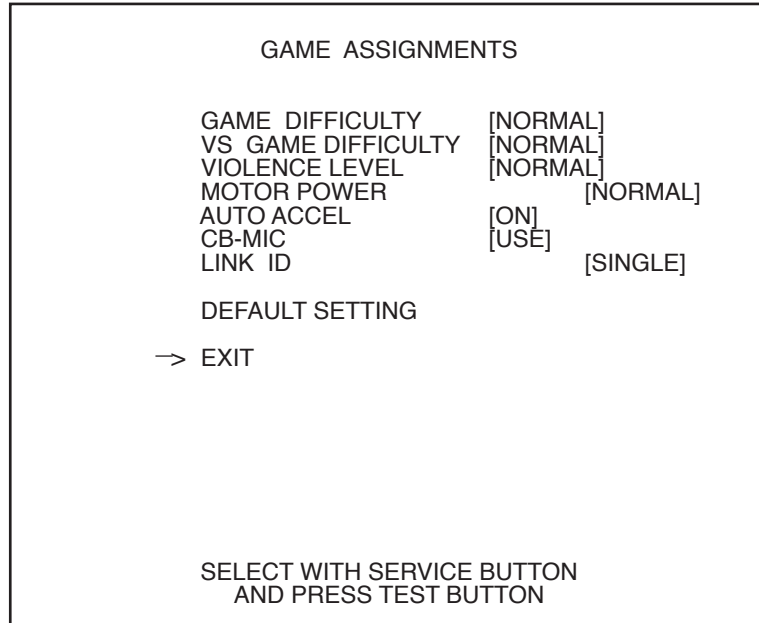
ROLL RIGHT: If the motor moves so as to turn the steering wheel clockwise, operation is satisfactory.

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

10 - 6 GAME ASSIGNMENTS

Selecting GAME ASSIGNMENTS causes the present game setting to be displayed, allowing you to change game settings.

Setting changes are not effected until Test Mode is exited. After changing settings, be sure to exit Test Mode.



GAME DIFFICULTY: Sets difficulty level in Single Player Mode. There are 5 levels of difficulty; VERY EASY / EASY / NORMAL / HARD / VERY HARD.

VS GAME DIFFICULTY: Sets difficulty level in Dual Player Mode. There are 5 levels of difficulty; VERY EASY / EASY / NORMAL / HARD / VERY HARD.

VIOLENCE LEVEL: Sets the level of violence in the game. There are 2 violence levels; NORMAL and LOW. LOW is a “milder” version of the game, in which less violence is depicted than in the NORMAL version.

MOTOR POWER: Sets the steering weight. There are 3 levels; NO USE / LIGHT / NORMAL / HARD. In the case of components without the wheel kickback feature, the default setting is NO USE. This mode does not display the “Motor-Related Error” screen.

AUTO ACCEL: Feature enabling even small children, who cannot reach the Gas Pedal, to play. When there is no action utilizing the Gas Pedal or the Brakes in the first few seconds after the game begins, the game will automatically go into AUTO ACCEL MODE, in which the vehicle will move forward on its own and needs only to be steered in the right direction. If AUTO ACCEL is ON, and there is action involving the Gas Pedal or the Brakes during the game, AUTO ACCEL may also be turned ON or OFF.

Note: As this is an auxiliary feature, it is impossible to clear the game using this feature.

CB-MIC: Set the CB-MIC to USE or NO USE. In the case of microphone dysfunction, setting the CB-MIC to NO USE allows the Player to Play the game using the START button, Window Wipers, and Passenger Side Horn button.

LINK ID: SINGLE.

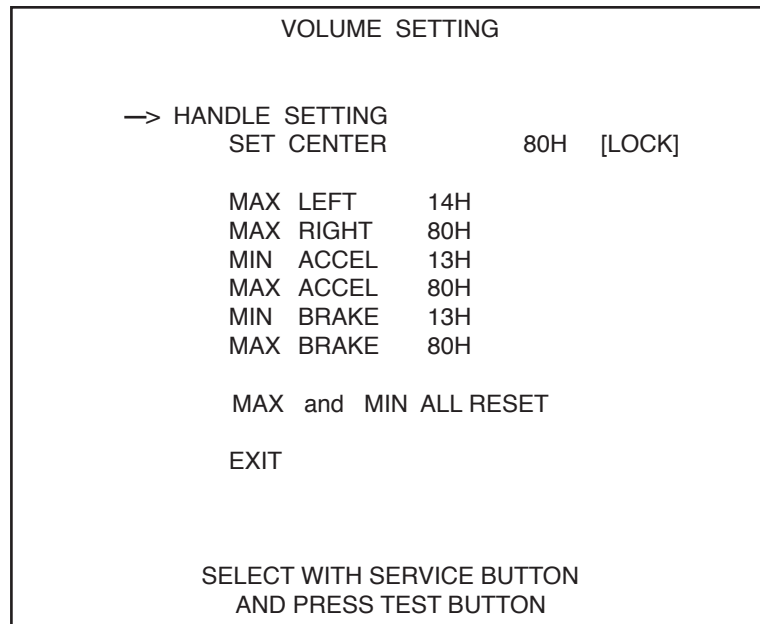
SINGLE is used only in Single Player Mode. **MASTER** and **SLAVE** may be used in Dual Player Mode.

DEFAULT SETTING: Returns all settings to their original positions.

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

10 - 7 VOLUME SETTING

Selecting VOLUME SETTING displays the following screen on the monitor.



The volume of the detection for the Steering Wheel/Accelerator/Brake operation can be manually set. The value can be stored when exiting from the item.

HANDLE SETTING: Sets the minimum and maximum volumes for the wheel. Turn the wheel in both directions until it locks. The value will be recorded.

SET CENTER: Sets the center position of the wheel.

Setup: Move the pointer with the SERVICE Button and press the TEST Button to enter.

The SET CENTER [LOCK] display switches to the SET CENTER [SET] display.

Adjust the center manually and press the TEST Button again.

The placement is then recorded, and the display again returns to SET CENTER [LOCK].

MAX ACCEL: Sets the Gas Pedal.

Step on the Gas Pedal as far as it will go. The placement is recorded.

MAX BRAKE: Sets the Brakes.

Step on the Brakes as far as it will go. The placement recorded.

MAX and MIN ALL RESET: All values are reset.

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

10 - 8 BOOKKEEPING

Selecting BOOKKEEPING displays operating status data in 2 Pages. Press the TEST Button to proceed to the next screen.

Pressing the TEST Button while the 2/2 Page is displayed causes the Game Test Menu to return on the screen.

BOOK KEEPING 1/2	
NUMBER OF GAMES	0
NUMBER OF CONTINUE	0
AVERAGE PLAY TIME	00M00S
NUMBER OF VS GAME	0
AVERAGE VS PLAY TIME	00M00S
TOTAL PLAY TIME	00H00M00S
PRESS TEST BUTTON TO CONTINUE	

Page 1/2 displays operation status data.

NUMBER OF GAMES:	Total number of plays.
NUMBER OF CONTINUES:	Total number of continue.
AVERAGE PLAY TIME:	Average amount of time being played.
NUMBER OF VS GAMES:	Total number of games played in Dual Player Mode.
AVERAGE VS PLAY TIME:	Average amount of time being played in Dual Player Mode.
TOTAL PLAY TIME:	Total amount of time played.

Press the TEST Button again to display the following screen.

BOOK KEEPING 2/2	
TIME HISTOGRAM	
00M00S - 00M59S -----	0
01M00S - 01M59S -----	0
02M00S - 02M29S -----	0
02M30S - 02M59S -----	0
03M00S - 03M29S -----	0
03M30S - 03M59S -----	0
04M00S - 04M29S -----	0
04M30S - 04M59S -----	0
05M00S - 05M59S -----	0
06M00S - 06M59S -----	0
07M00S - 07M59S -----	0
08M00S - 09M59S -----	0
10M00S - 14M59S -----	0
15M00S - 21M59S -----	0
21M59S - OVER -----	0
PRESS TEST BUTTON TO CONTINUE	

Page 2/2 displays PLAY TIME HISTOGRAM that shows the number of plays associated with the respective play times.

10 - 9 BACKUP DATA CLEAR

Selecting BACKUP DATA CLEAR allows the contents of BOOKKEEPING and the Ranking Data to be cleared.

Note that this operation does not affect the settings of the GAME ASSIGNMENTS and the VOLUME SETTING.

BACKUP DATA CLEAR

→ YES (CLEAR)
NO (CANCEL)

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

When clearing data, use the SERVICE Button to move the pointer to YES(CLEAR) and press the TEST Button. When the data has been cleared, "COMPLETED" will be displayed.

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

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



11. CONTROL PANEL (HANDLE MECHA)



Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock or 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.

Do not insert hand into the mechanism so as not to cause hand and fingers pinched in. Failure to observe this can cause a serious injury such as a fracture.

When performing work such as parts replacement other than those specified in this manual, be sure to contact where you purchased the product from and confirm the work procedures and obtain precautions prior to performing work. Inappropriate parts replacement and/or installing 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.

Use care when removing the HANDLE MECHA so as not to hurt the back. Dropping the HANDLE MECHA on your foot can cause a fracture. Be very careful of this point.



When putting the HANDLE MECHA, do not make the gear or the sensor portion face down. Failure to observe this may damage the parts due to its own weight.



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

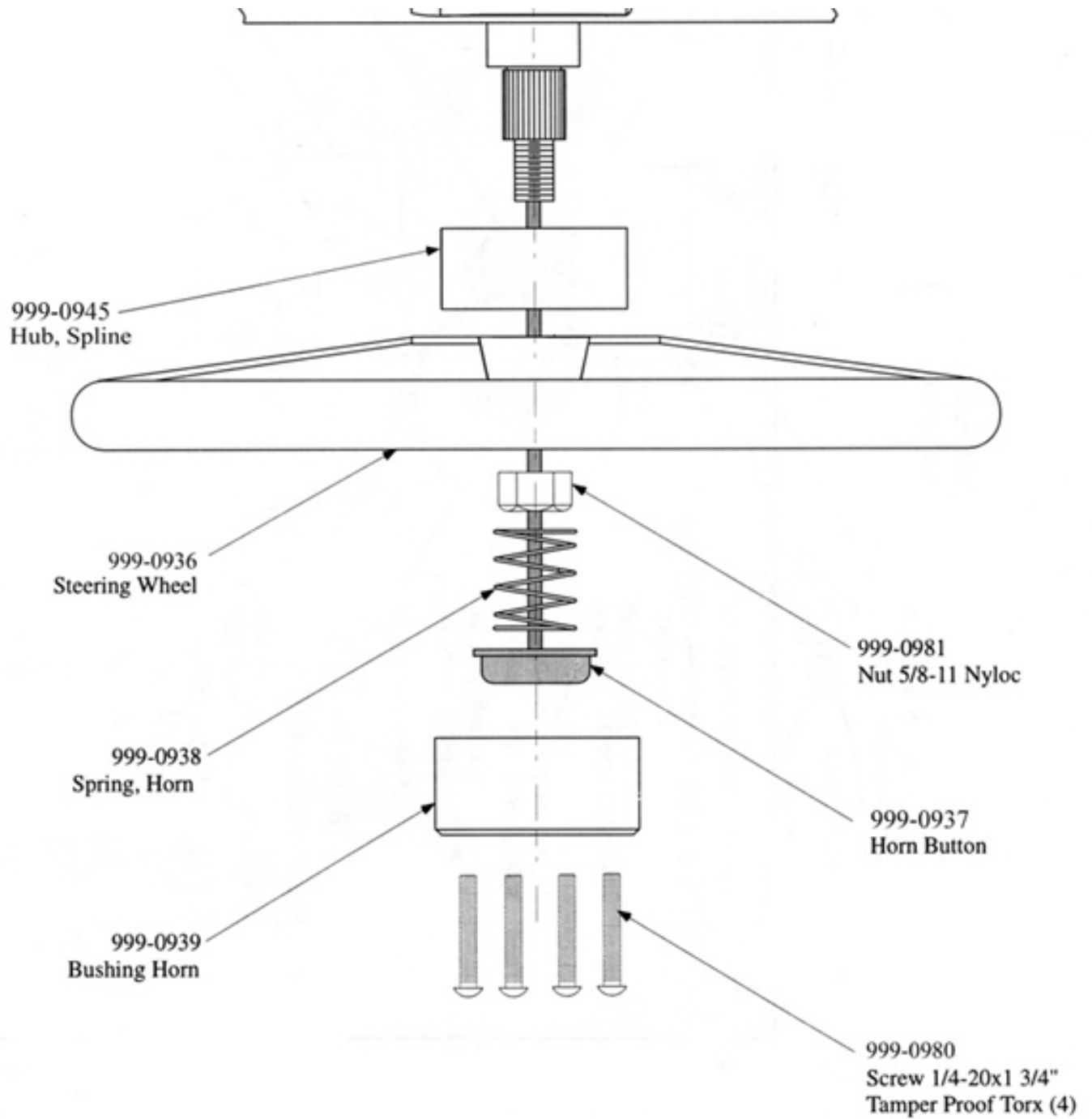
11 - 1 REMOVING THE HANDLE MECHA

In cases the Steering operability is poor and 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.

In order to perform V.R. adjustment or replacement, remove the HANDLE MECHA as per the following procedure.

- ① Turn power off.

- ② Take out the 4 Tamper proof screws at the center of the steering wheel to remove the HORN BUSHING and the HORN BUTTON & SPRING.
- ③ Remove 5/8 -11 NYLOC NUT
- ④ Pull off the STEERING WHEEL.
- ⑤ Remove the HUB SPLINE



- ⑥ Take out the screws to remove the CONTROL PANEL COVER. Wiring connection is inside the CONTROL PANEL COVER. Use care so as not to damage wiring.
- ⑦ Disconnect the 2 connectors inside the CONTROL PANEL COVER, and remove the CONTROL PANEL COVER.

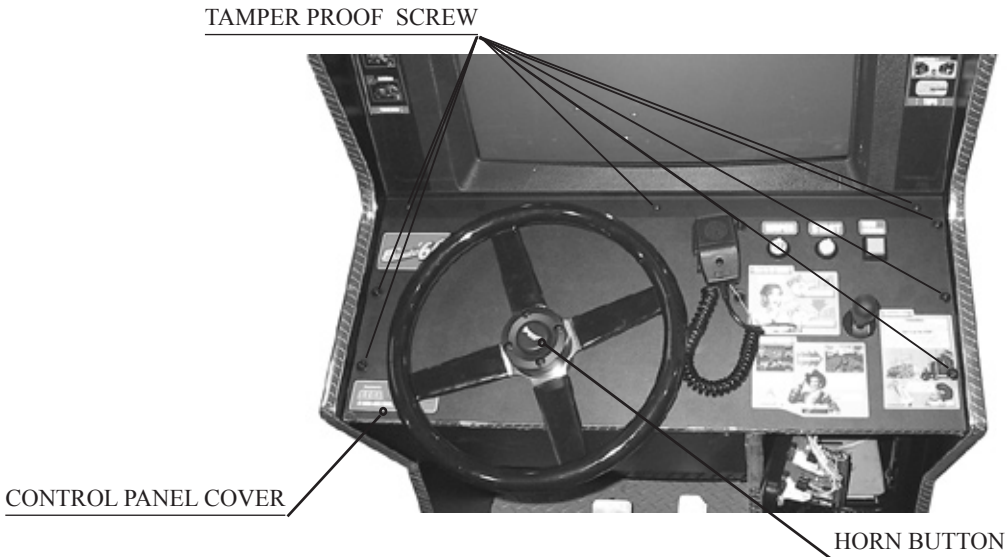


PHOTO 11. 1 a

- ⑧ Disconnect the HANDLE MECHA's 2 wire connectors.
- ⑨ Take out a screw to remove the earth wire.
- ⑩ Remove the HANDLE MECHA. Use **CAUTION** when performing this task.
- ⑪ When setting down the HANDLE MECHA, be sure to have the gear and sensor portions face up.

12. SHIFT LEVER



Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock or short circuit.

Use care so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.

If the Shift Lever operation is not satisfactory, remove the Shift Lever in the following procedure and replace the microswitch.

12 - 1 REMOVING THE SHIFT LEVER

① By following "11 - 1 REMOVING THE HANDLE MECHA", turn power off, remove the STEERING HANDLE, and remove the CONTROL PANEL COVER.

② Take out the 4 Hexagon Bolts.

HEXAGON BOLT (4)

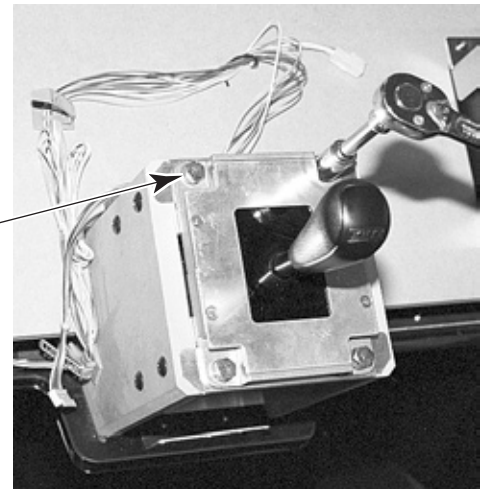


PHOTO 12. 1 a *

③ Remove the SHIFT LEVER. The SHIFT LEVER has wiring connector. Pull up the SHIFT LEVER slowly until the 2 connectors can be seen.

④ Disconnect the 2 connectors.

Disconnect the connector.

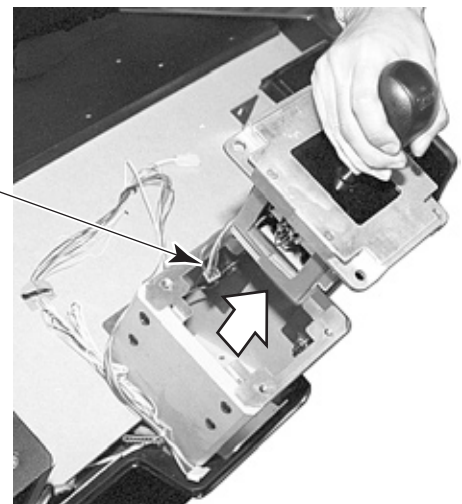
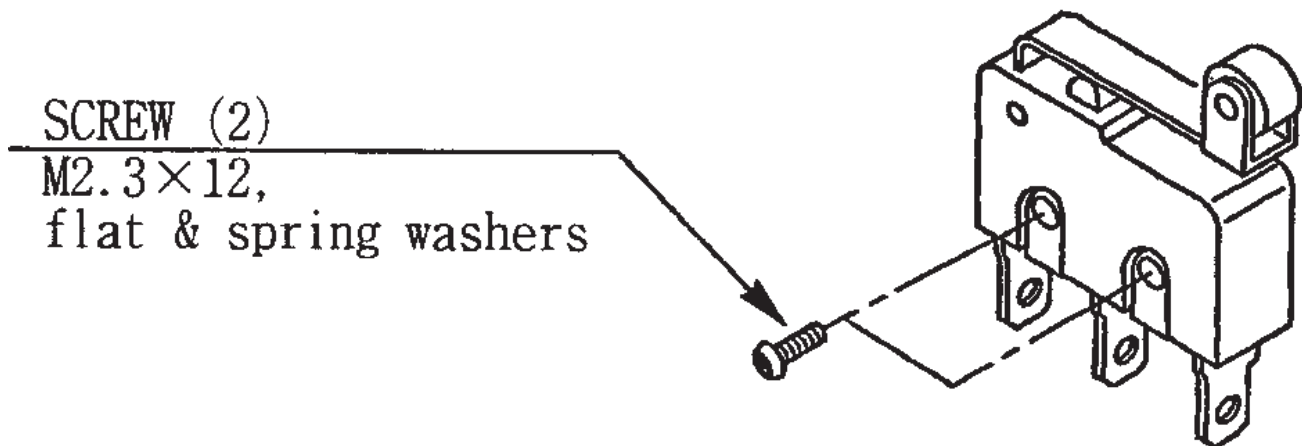


PHOTO 12. 1 b *

* Actual item may differ from photos

12 - 2 SWITCH REPLACEMENT

Each Microswitch is secured with 2 screws. Remove the 2 screws and replace the Microswitch.



After replacing the Switch, check its status in the Test Mode.

13. ACCELERATOR & BRAKE



Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock or 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.



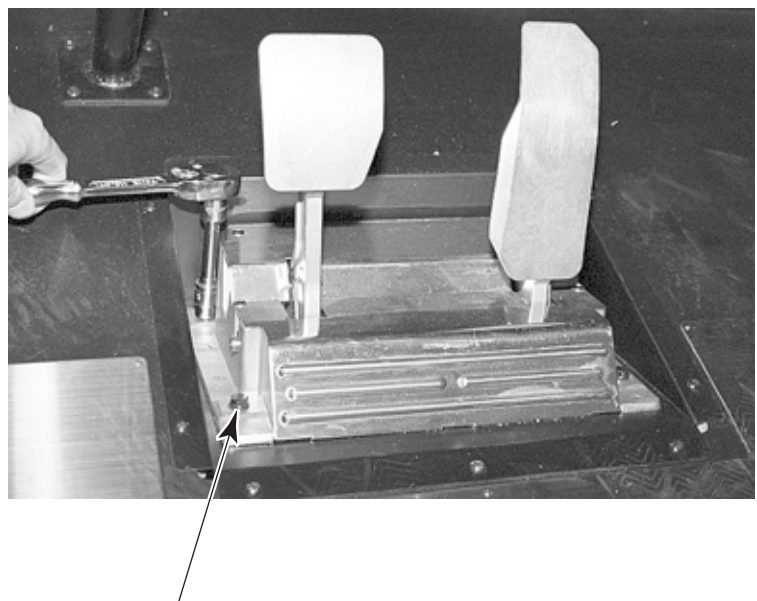
After having performed adjustment or replacement of the volume, be sure to check the variation of the volume value in the INPUT TEST in the test mode.

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 gear mesh portion once every 3 months.

13 - 1 REMOVING THE ACCELERATOR AND THE BRAKE

Remove the accelerator and the brake to perform maintenance. To remove the accelerator and the brake, a socket wrench for M6 Hexagon bolts and an extension tool are necessary. The wiring connector is inside the accelerator and the brake. When removing, use care so as not to damage wiring.

- ① Turn power off.
- ② Apply the extension tool to the socket wrench. Remove the 4 Hexagon bolts which secure the accelerator and the brake.
- ③ The 2 wire connectors are connected to the accelerator and the brake. Disconnect the connectors, and the accelerator and the brake can be removed. Since work is performed inside the energized cabinet, be very careful so as not to touch undesignated portions.

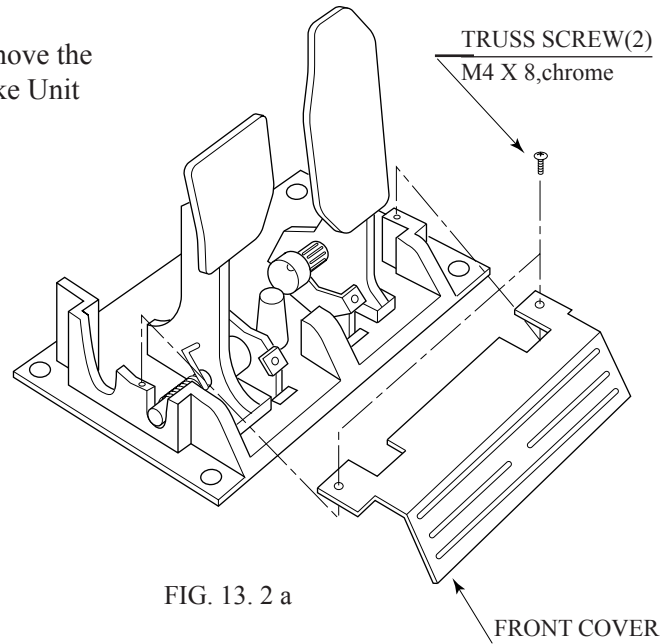


13 - 2 ADJUSTING OR REPLACING THE VOLUME

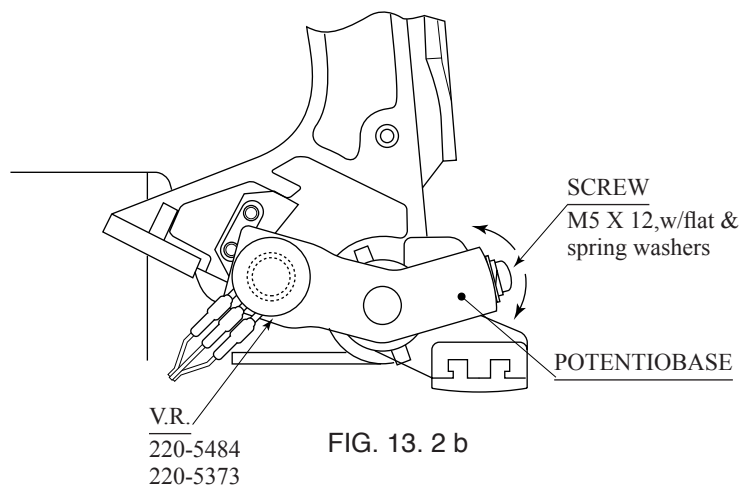
The appropriate value for both ACCEL. Volume and Brake Volume is under 30H when released and over C0H when stepped on. Check Volume values in the TEST mode. Since work is performed inside the energized cabinet, be very careful so as not to touch undesig-nated places. Touching places not specified can cause electric shock or short circuit.

ADJUSTMENT

- 1 Take out the 2 truss screws and remove the Front Cover from the Accel. & Brake Unit (FIG. 13. 2 a).



- 2 Loosen the screw which secure the Potentiobase, and adjust the Volume value by moving the Base. (FIG. 13. 2 b)
- 3 Secure the Potentiobase.
- 4 In the INPUT TEST screen, check to see if the volume value varies in accordance with operation of the pedal.



REPLACEMENT

- ① Turn the power off.
- ② Take out the 2 screws and remove the Potentiocover (FIG. 13. 2 c).
- ③ Disconnect the connector of the volume to be replaced.
- ④ Remove the screw which secures the Potentiobase (FIG. 13. 2 b).
- ⑤ Remove the Potentiobase together with the volume as is attached. (FIG. 13. 2 c)
- ⑥ Remove the base and the gear to replace the volume.
- ⑦ After replacing, check to see if the volume values varies in accordance with operation of the pedal.

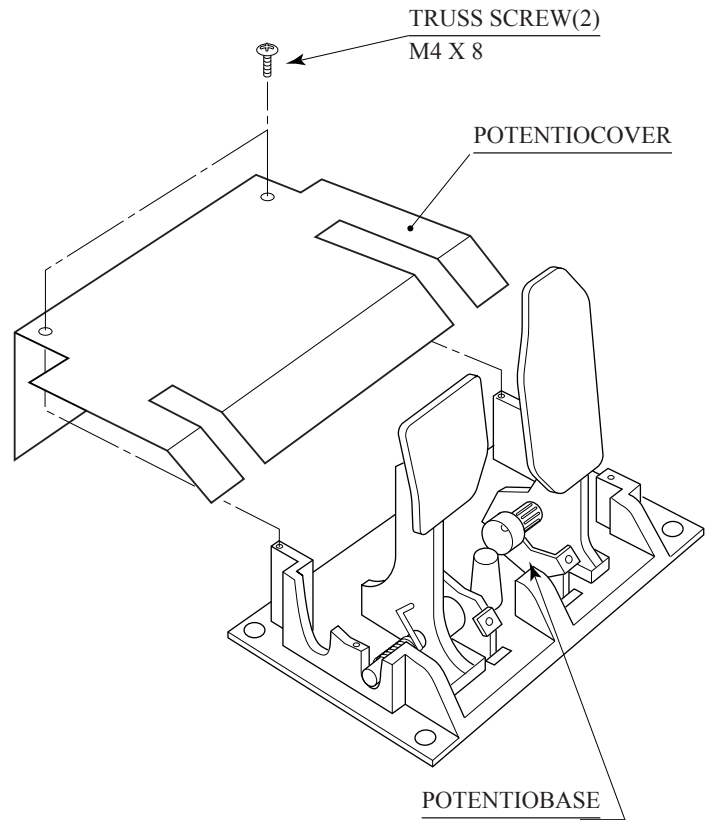


FIG. 13. 2 c

13 - 3 GREASING



Be sure to use the designated grease. Using undesignted 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).

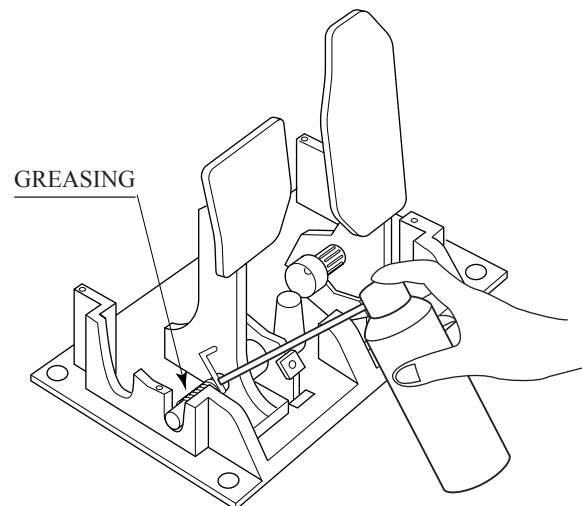


FIG. 13. 3

14. COIN SELECTOR

HANDLING THE COIN JAM

If the coin is not rejected when the REJECT button is pressed, open the coin chute door and open the selector gate. After removing the jammed coin, put a normal coin in and check to see that the selector correctly functions.

CLEANING THE COIN SELECTOR

STOP

Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.

Never apply machine oil, etc. to the Coin Selector.

After cleaning the Coin Selector, insert a regular coin in the normal working status and ensure that the Selector correctly functions.

The coin selector should be cleaned once every 3 months. When cleaning, follow the procedure below:

- ① Turn the power for the machine OFF. Open the coin chute door.
- ② Open the gate and dust off by using a soft brush (made of wool, etc.).
- ③ Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
- ④ Remove the CRADLE.
When removing the retaining ring (E ring), be very careful so as not to bend the rotary shaft.
- ⑤ Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth, etc.
- ⑥ After wiping off as per áD above, further apply a dry cloth, etc. to cause the coin selector to dry completely.

COIN INSERTION TEST

Once every month, when performing the Coin SW Test, simultaneously check the following:

- ┌ Does the Coin Meter count satisfactorily?
- └ Does the coin drop into the Cashbox correctly?
- ┌ Is the coin rejected when inserted while keeping the Reject Button pressed down?

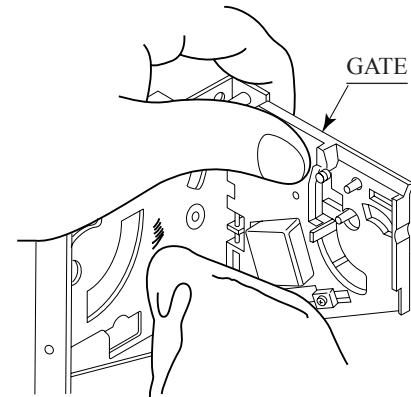


FIG .

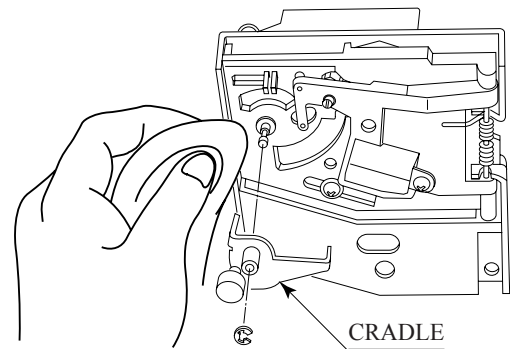
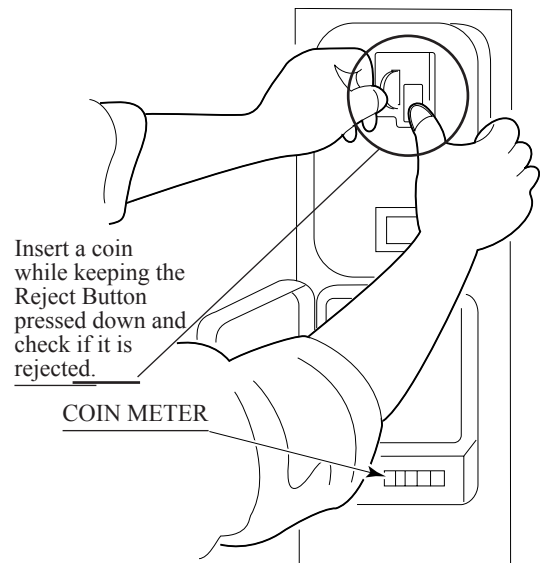


FIG. 14 b



Insert a coin while keeping the Reject Button pressed down and check if it is rejected.

FIG. 14 c

OPTIONAL DOLLAR BILL ACCEPTOR

- THE COIN DOOR ASSEMBLY USED ON **THE KING OF ROUTE 66 STANDARD** COMES EQUIPPED TO ACCEPT A DOLLAR BILL ACCEPTOR. ALL NEEDED WIRING CONNECTIONS ARE CONVENIENTLY LOCATED INSIDE THE GAME FOR THIS APPLICATION.
- THE COIN DOOR CAN ACCCOMMODATE THE FOLLOWING VALIDATOR(S):

FORWARD-MOST
HOLE POSITION

Mars 2000 series

**42-1155-00 MARS VALIDATOR \$1, 2, 5 300 CAP

The frame and cashbox enclosure on this coindoor has been modified to accomodate a Mars 2000 series upstacker. A 2000 series stacker can be added by simply removing the cut-out plate. This one entry door can be ordered through Happ Controls or one of Happ Controls authorized distributors. The part number is 40-6000-10EX. The Mars stacker can be obtained through an authorized Mars distributor.

Note: Your game may have either Happ Controls Coin Door Assembly or the Wells Gardner Coin Door Assembly.

**Happ part number

Security Locking Bar/Bracket Set Part No.# 999-0966 (included)

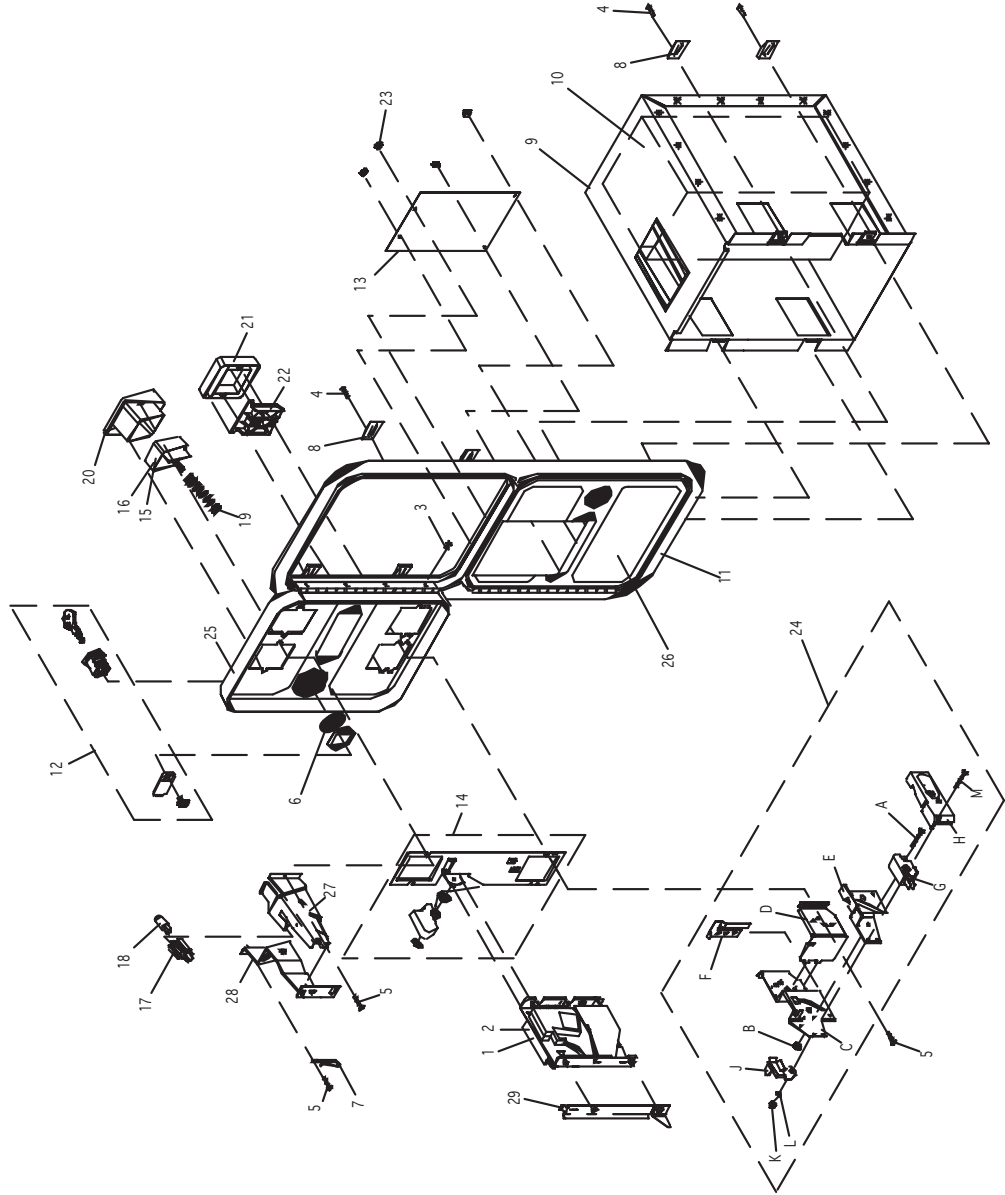
Modified Cash Box (For use when DBA installed) Part No. # 999-1106 (included)

Plastic Cash Box - Full Size Part No. # 999-1177 (included)

WGD15-2110-01
 OVER/UNDER MINI DOOR
 2 ENTRIES WITH BILL
 VALIDATOR BOTTOM DOOR
 & SPECIAL ENCLOSURE

WELLS-GARDNER
 ELECTRONICS CORPORATION
 2701 N. KILDARE CHICAGO, IL 60639
 1-800-336-6630
 WWW.WGEC.COM

#	WG PART #	DESCRIPTION
1	812-4150-011	S-7 US 25c COIN MECH LEFT
2	812-4050-011	S-10 US \$1 COINMECH RIGHT
3	890-1002-00	HINGE SCREW
4	890-1003-00	CLAMP SCREW
5	890-1017-00	SCREW TRILOBULAR
6	890-1019-00	WASHER INTERNAL TOOTH 3/4"
7	890-1300-00	KEYHOOK
8	891-0514-00	CLAMP UK 5/8" CABINET
9	025X3711-001	ENCLOSURE W/CHUTE
10	025X3712-001	METAL CASHBOX
11	891-0509-162	DOUBLE FRAME
12	891-0547-00	LOCK SINGLE BIT
13	891-0100-4016	COVER PLATE
14	891-1008-107	BASE PLATE ASSEMBLY
15	891-1113-03	E/R BUTTON US 4225c/\$1 LEFT
16	891-1113-011	E/R BUTTON US \$1 COIN RIGHT
17	891-1117-00	LAMPHOLDER
18	891-1118-00	LAMP WEDGE BASE 6 VOLT
19	891-1121-00	SPRING E/R BUTTON
20	891-1311-16	BUTTON BEZEL NYLON
21	891-1312-16	REJECT BEZEL NYLON
22	891-1094-16	REJECT FLAP
23	020X1877-005	NUT/KEYS #6-32 X 3/16 HEX
24	891-2216-16	MICROSWITCH ASSEMBLY
24A	890-1007-00	SCREW FLAT HEAD W/S
24B	890-1206-02	KEEP NUT
24C	891-1105-01	REJECT CUP SIDE PLATE
24D	891-1106-00	REJECT CUP BASE PLATE
24E	891-1107-00	BRACKET MICROSWITCH
24F	891-1110-00	ADJUSTER COIN
24G	891-1116-16	MICROSWITCH BLACK - MED.
24H	891-1125-00	COVER PLASTIC
24J	892-1002-07	CLIP SNAP-ON
24K	892-1002-08	ELASTIC SNAP NUT
24L	892-1002-09	SLEEVE SNAP-ON
24M	892-1002-11	SCREW PAN HEAD
25	891-0604-16	MINI DOOR 2 ENTRIES
26	891-0614-16	MINI DOOR W/DRV C/O
27	892-1002-01	BRACKET LAMP SIDE
28	892-1002-02	BRACKET COVERSIDE
29	892-1002-10	BRACKET HOLD DOWN



SPECIFICATIONS

Installation space	: 62.2 in. X 96.9 in
Height	: 1045.0 in.
Weight	: 743.0 lbs.
Power, maximum current	: 680 W 7.63 A (AC 110V 50 Hz AREA) 660 W 7.39 A (AC 110V 60 Hz AREA) 650 W 6.79 A (AC 120V 60 Hz AREA) 700 W 3.90 A (AC 220V 50 Hz AREA) 690 W 3.89 A (AC 220V 60 Hz AREA) 720 W 3.94 A (AC 230V 50 Hz AREA) 700 W 3.80 A (AC 230V 60 Hz AREA) 690 W 3.61 A (AC 240V 50 Hz AREA) 660 W 3.44 A (AC 240V 60 Hz AREA)
MONITOR	: 29" SANWA MONITOR

INTRODUCTION OF THE OWNER'S MANUAL

This Owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regards the product, **THE KING OF ROUTE 66 STANDARD.**

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should under no circumstances touch the internal system. Please contact where the product was purchased from.

Use of this product is unlikely to cause physical injuries or damages to property. However, where special attention is required this is indicated by a thick line, the word "IMPORTANT" and its sign in this manual.



Indicates that mishandling the product by disregarding this display can cause the product's intrinsic performance not to be obtained, resulting in malfunctioning.

SEGA ENTERPRISES, INC. (U.S.A.)/CUSTOMER SERVICE
45133 Industrial Drive, Fremont, California 94538, U.S.A.
Phone : (415) 701-6580
Fax : (415) 701-6594

DEFINITION OF LOCATION MAINTENANCE MAN AND SERVICEMAN



WARNING!

Non-technical personnel who do not have technical knowledge and expertise should refrain from performing such work that this manual requires the location's maintenance man or a serviceman to carry out, or work which is not explained in this manual. Failing to comply with this instruction can cause a severe accident such as electric shock.

Ensure that parts replacement, servicing & inspections, and troubleshooting are performed by the location's maintenance man or the serviceman. It is instructed herein that particularly hazardous work should be performed by the serviceman who has technical expertise and knowledge.

The location's maintenance man and serviceman are herein defined as follows:

"Location's Maintenance Man" :

Those who have experience in the maintenance of amusement equipment and vending machines, etc., and also participate in the servicing and control of the equipment through such routine work as equipment assembly and installation, servicing and inspections, replacement of units and consumables, etc. within the Amusement Facilities and or locations under the management of the Owner and Owner's Operators of the product.

Activities of Location's Maintenance Man :

Assembly & installation, servicing & inspections, and replacement of units & consumables as regards amusement equipment, vending machines, etc.

Serviceman :

Those who participate in the designing, manufacturing, inspections and maintenance service of the equipment at an amusement equipment manufacturer.

Those who have technical expertise equivalent to that of technical high school graduates as regards electricity, electronics and or mechanical engineering, and daily take part in the servicing & control and repair of amusement equipment.

Serviceman's Activities :

Assembly & installation and repair & adjustments of electrical, electronic and mechanical parts of amusement equipment and vending machines.

General Precautions

Follow Instructions: All operating and use instructions should be followed.

Attachments: Do not use attachments not recommended by the product manufacturer as they may cause hazards.

Accessories: Do not place this product on an unstable cart, stand, tripod, bracket, or table. The product may fall, causing serious injury to a child or adult, and serious damage to the product. Use only with a cart, stand, tripod, bracket, or table recommended by the manufacturer, or sold with the product. Any mounting of the product should follow the manufacturer's instructions, and should use only mounting accessories recommended by the manufacturer.

Moving the Product: This product should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the product to overturn.

Ventilation: Slots and openings in the cabinet are provided for ventilation, to ensure reliable operation of the product and to protect it from overheating; these openings must not be blocked or covered. The openings should never be blocked by placing the product in a built-in installation such as a bookcase or rack unless proper ventilation is provided or the manufacturer's instructions have been adhered to.

Power Sources: This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your location, consult your local power company. For products intended to operate from battery power or other sources, refer to the operating instructions.

Grounding or Polarization: This product is equipped with a three-wire grounding-type plug, a plug having a third (grounding) pin. This plug will only fit into a grounding-type power outlet. This is a safety feature. If you are unable to insert the plug into the outlet, contact your electrician to replace your obsolete outlet. Do not defeat the safety purpose of the grounding-type plug.

Power Cord Protection: Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the product.

Overloading: Do not overload wall outlets, extension cords, or integral convenience receptacles as this can result in a risk of fire or electric shock.

Object and Liquid Entry: Never push objects of any kind into this product through openings as they may touch dangerous voltage points or short-out parts that could result in a fire or electric shock. Never spill liquid of any kind on the product.

Servicing: Do not attempt to service this product yourself as opening or removing covers may expose you to dangerous voltage or other hazards. Refer all servicing to qualified service personnel.

Damage Requiring Service: Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

- a) If the power cord or plug is damaged;
- b) If liquid has been spilled, or objects have fallen into the product;
- c) If the product has been exposed to rain or water;
- d) If the product does not operate normally when following the operating instructions. Adjust only those controls that are explained in the operating instructions. An improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to its normal operation;
- e) If the product has been dropped or damaged in any way;
- f) When the product exhibits a distinct change in performance; this indicates a need for service.

Replacement Parts: When replacement parts are required, be sure the service technician has used replacements parts specified by the manufacturer or that have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or other hazards.

Safety Check: Upon completion of any service or repairs to this product, ask the service technician to perform safety checks to determine that the product is in proper operating condition.

Heat: The product should be situated away from heat sources such as radiators, heat registers, stoves, or other products (including amplifiers) that produce heat.

Lithium Battery- Dispose of batteries only in accordance with the battery manufacturer's recommendations. Do not dispose in an open flame condition, since the battery may explode.

Cleaning: When cleaning the monitor glass, use water or glass cleaner and a soft cloth. Do not apply chemicals such as benzene, thinner, etc.

Location: This is an indoor game machine, DO NOT install it outside. To ensure proper usage, avoid installing indoors in the places mentioned below:

- Places subject to rain/water leakage, or condensation due to humidity;
- In close proximity to a potential wet area;
- Locations receiving direct sunlight;
- Places close to heating units or hot air;
- In the vicinity of highly inflammable/volatile chemicals or hazardous matter;
- On sloped surfaces;
- In the vicinity of emergency response facilities such as fire exits and fire extinguishers;
- Places subject to any type of violent impact;
- Dusty places.

INSTALLATION PRECAUTIONS

- Verify the amperage of the branch circuit outlet before plugging in the power plug. Do not overload the circuit.
- Avoid using an extension cord. If one is required, use an extension cord of type SJT, 16/3 AWG rated min. 120 VAC, 7A.
- Moving this unit requires a minimum clearance (of doors, etc.) of 32" (W) by 77" (H).
- For the operation of this machine, secure a minimum area of 64" (W) by 97" (D).

REGULATORY APPROVALS

This game has been tested and found to comply with the Federal Communications Commission Rules.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This game has been tested and listed by Underwriters Laboratories, Inc., to ANSI/UL22.



Tom Happ
 tom.happ@happcontrols.com
 Happ Controls
 106 Garlich Drive
 Elk Grove, IL, 60007
 Ph. 847-593-6161 ext. 107
 Fx. 847-956-2091

Visit our website <http://www.happcontrols.com>

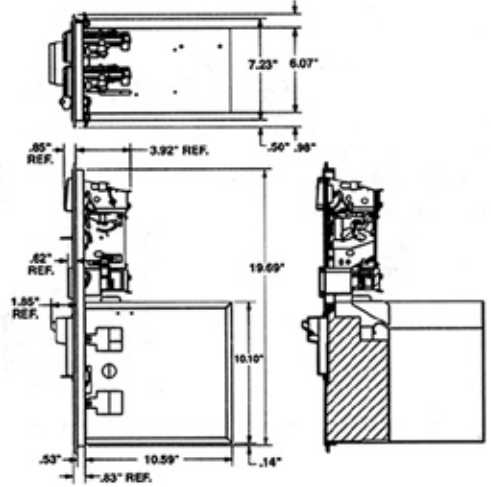
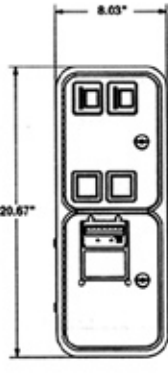
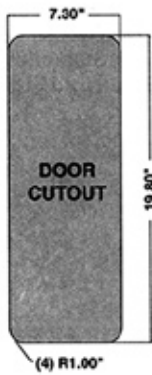
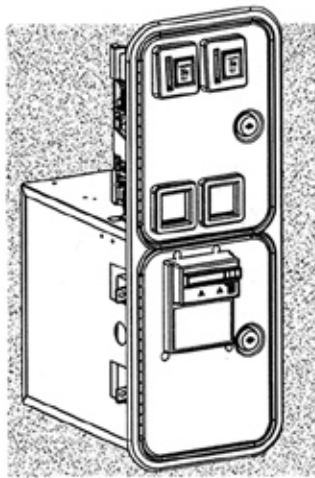
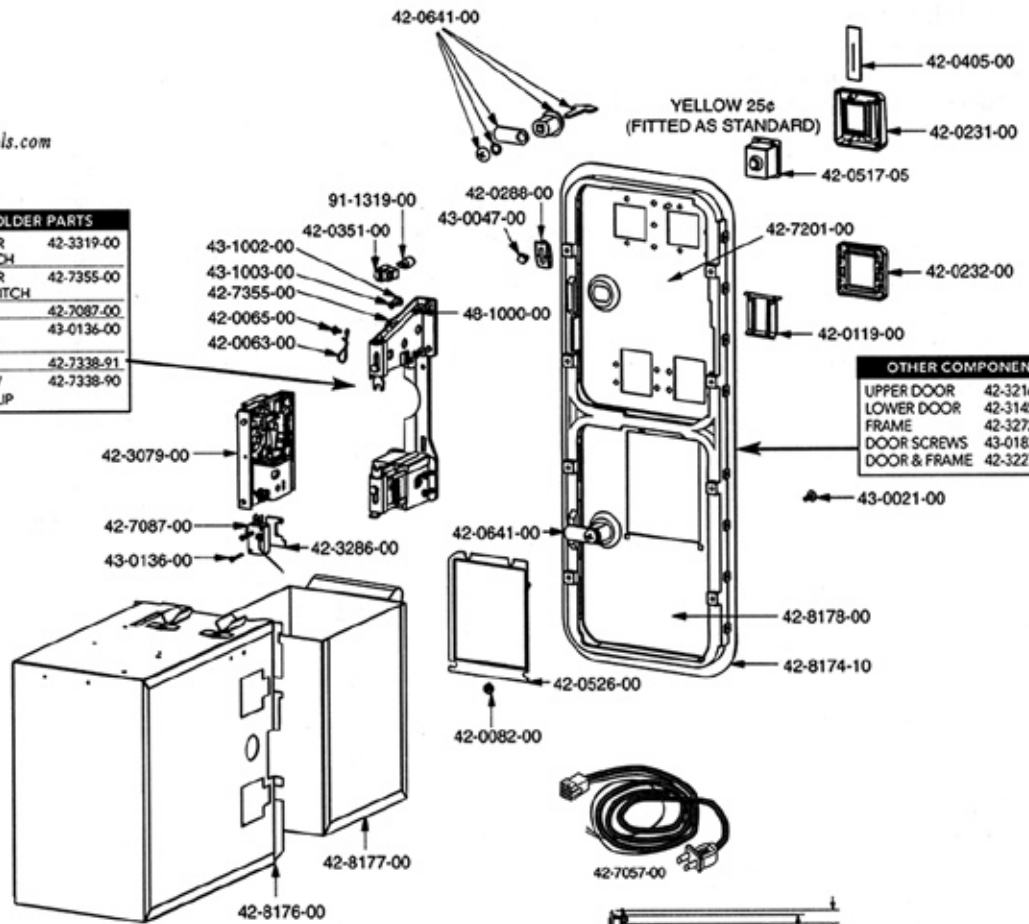
EXCLUSIVE!

Custom
 "Guardian"
 Security Hasp
 available
 to protect your
 dollars,

GUARDIAN

MECH HOLDER PARTS	
MECH HOLDER	42-3319-00
W/O COIN SWITCH	
MECH HOLDER	42-7355-00
W/O COIN SWITCH	
COIN SWITCH	42-7087-00
SCREW FOR COIN SWITCH	43-0136-00
METAL CLIP	42-7338-91
THUMBSCREW FOR METAL CLIP	42-7338-90

OTHER COMPONENTS	
UPPER DOOR	42-3216-00
LOWER DOOR	42-3145-16
FRAME	42-3272-00
DOOR SCREWS	43-0183-00
DOOR & FRAME	42-3227-00



15. MONITOR



CAUTION!

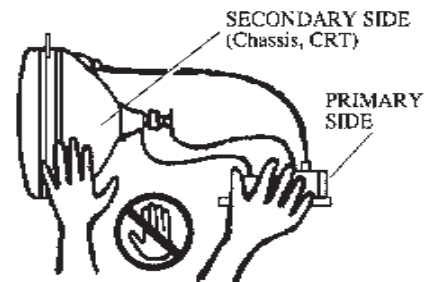
When performing such work as installing and removing the monitor, inserting and disconnecting the external connectors to and from monitor, be sure to disconnect the power connector (plug) before starting work. Proceeding the work without following this instruction can cause electric shock or malfunctioning. Using the monitor by converting it without obtaining a prior permission is not allowed. SEGA shall not be liable for any malfunctioning and accident caused by said conversion.



WARNING!

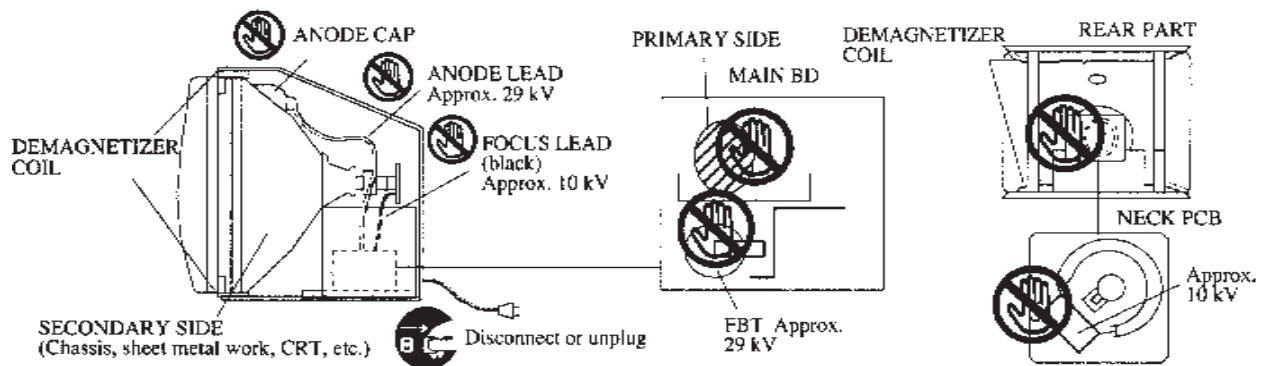
Primary side and secondary side

The monitor's circuit which is divided into the Primary side and secondary side, is electrically isolated. Do not touch the primary side and the secondary side simultaneously. Failing to observe the instruction can cause electric shock, and this is very dangerous. When making monitor adjustments, use a non-conductive driver and make adjustment without touching any other part other than the Adjustment V.R. and Knob. Also, be sure not to cause a short-circuit to the Primary side and the Secondary side. If short-circuited, it can cause electric shock or malfunctioning, which is very dangerous.



High tension Voltage

Some of the parts inside the monitor are subject to high-tension voltage in excess of 20,000 volts and very dangerous. Therefore, do not touch the monitor interior. Should soldering & paper wastes, etc. be mixed in the monitor, turn the power off so as not to cause malfunctioning or fire hazard.



Connecting the CRT and PCB

For combining the CRT and PCB, use the specified part No. to maintain the status of adjustments made at the factory. The anode of the CRT itself will be accumulatively charged as time elapses, generating high tension voltage which is very dangerous. The monitor should be used with the Chassis, CRT and PCB assembled. When repair, etc. is required at the time of malfunctioning, be sure to send it in an "as assembled" condition. If these are disassembled, what's charged to said high tension voltage can be discharged, causing a very hazardous situation. Therefore, under no circumstances should it be disassembled.



CAUTION!

Static Electricity

Touching the CRT surface sometimes causes you to slightly feel electricity. This is because the CRT surfaces are subject to static and will not adversely affect the human body.

Installation and removal

Ensure that the Magnetizer Coil, FBT (Fly-Back Transformer), Anode Lead and Focus Lead are not positioned close to the sheet metal work's sharp edges, etc. and avoid damaging the insulated portions so as not to cause an electric shock and malfunctioning. (For the name of parts, refer to the above figures.)

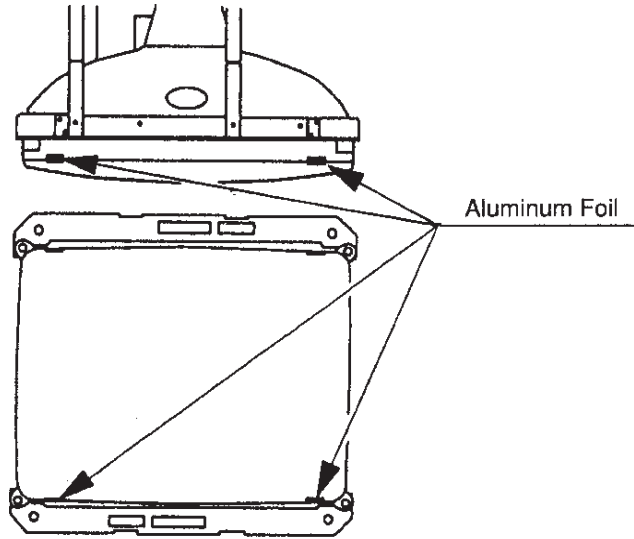


CAUTION!

For the purpose of static prevention, special coating is applied to the CRT face of this product. To protect the coating, pay attention to the following points. Damaging the coating film can cause electric shock to the customers. For the caution to be heeded when clearing, refer to the Section of Periodic inspection Table.

Do not apply or rub with a hard item (a rod with pointed edge, pen, etc.) to or on C.R.T. surfaces. Avoid applying stickers, seals, etc. on the C.R.T. face.

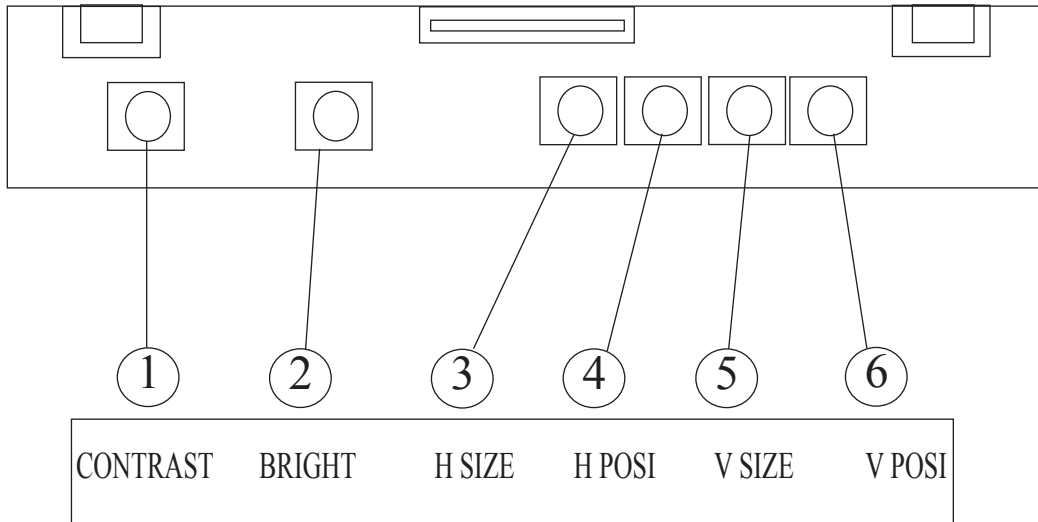
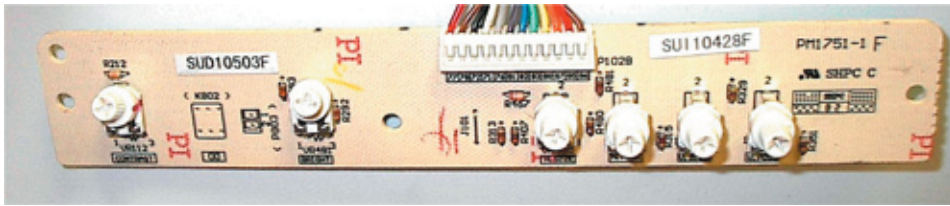
Do not remove aluminum foils from the C.R.T. corners. Removing the aluminum foils can cause static prevention effects to be lowered.



CAUTION!

Monitor adjustments have been made at the time of shipment. Therefore do not make further adjustment without a justifiable reason. Adjusting the monitor which contains high tension parts is dangerous work. Also, an erroneous adjustment can cause deviated synchronization and image fault, resulting in malfunctioning.

When making adjustment, utilize a resinous Alignment Rod. Servicing with bare hands or using conductive tools can cause electric shock.



- ① **CONTRAST**..... Adjust image contrast.
- ② **BRIGHT**..... Controls screen brightness.
- ③ **H. SIZE**.....Controls horizontal screen size.
- ④ **H. POSI**.....Controls horizontal display position on screen.
- ⑤ **V. SIZE**.....Controls vertical screen size.
- ⑥ **V. POSI**.....Controls vertical display position on screen.

16. REPLACING THE FLUORESCENT LAMP



When performing work, be sure to turn power off. Working with power on can cause electric shock and short circuit hazards.

The Fluorescent Lamp, when it gets hot, can cause burn. Be very careful when replacing the Fluorescent Lamp.

Be sure to use lamps of the designated rating. Using lamps of undesignated rating can cause a fire or malfunctioning.



To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Performing work without using the step can cause violent falling down accidents.

Be careful when handling the plastic made parts. Failure to observe this may cause injury due to damage or fragments resulting from damage.

THE FLUORESCENT LAMP INSIDE THE MAIN BILLBOARD

- ① Turn off power.
- ② Take out the 4 Tamper Proof screws to remove the SASH.

PHOTO 16 b

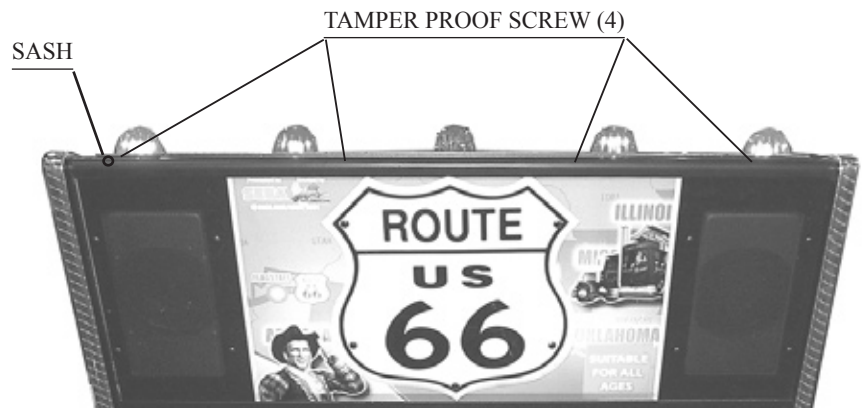


PHOTO 16 a

When performing work, be sure to use a step.

- ③ Remove the MARQUEE PLATE.



PHOTO 16 c

MARQUEE PLATE

- ④ Replace the fluorescent lamp inside the BILLBOARD.

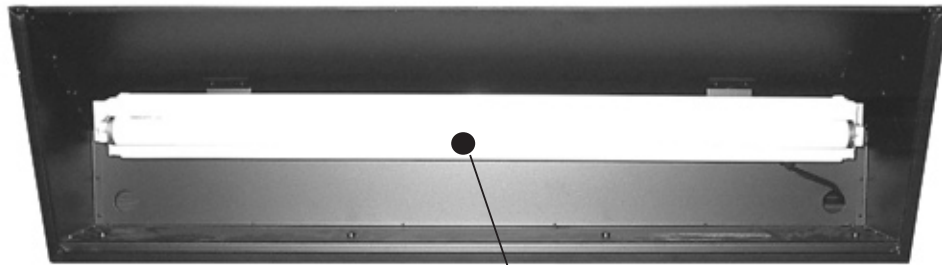


PHOTO 16 d

FLUORESCENT LAMP 18" F15T8CW
Local Purchase

17. PERIODIC INSPECTION TABLE

The items listed below require periodic check and maintenance to retain the performance of this machine and to ensure safe business operation.



Be sure to check once a year to see if Power Cords are damaged, the plug is securely inserted, dust is accumulated between the Socket Outlet and the Power Plug, etc. Using the product with dust as is accumulated can cause fire and electric shock hazards.

Periodically once a year, request the place of contact herein stated or the Distributor, etc. where the product was purchased from, as regards the internal cleaning. Using the product with dust as is accumulated in the interior without cleaning can cause a fire or accident. Note that cleaning the interior parts can be performed on a pay-basis.

TABLE 17

	Item	Interval
CABINET	Check Adjusters'contact with surface.	Daily
HANDLE MECHA	Check lamp.	Monthly
	Check VOLUME VALUE.	Monthly
	Check ADJUST GEAR engagement.	Trimonthly
ACCEL. & BRAKE	Check VOLUME value.	Monthly
	Check ADJUST GEAR engagement.	Trimonthly
	Gear and Spring portion greasing.	Trimonthly
SHIFT LEVER	Check SW.	Monthly
COIN CHUTE	Check COIN SW.	Monthly
	Coin insertion test.	Monthly
	Cleaning of COIN SELECTOR.	Trimonthly
MONITOR	SCREEN cleaning.	Weekly
	Check adjustments.	Monthly
GAME BD	MEMORY TEST.	Monthly
	Check settings.	Monthly
Cabinet surfaces	Cleaning	As necessary.
INTERIOR	Cleaning	Annually
POWER SUPPLY PLUG	Inspection and cleaning	

CLEANING THE CABINET SURFACES

When the cabinet surfaces are badly soiled, remove stains with a soft cloth dipped in water or diluted (with water) chemical detergent and squeezed dry. To avoid damaging surface finish, do not use such solvents as thinner, benzine, etc. other than ethyl alcohol, or abrasives, bleaching agent and chemical dustcloth.

18. TROUBLESHOOTING



In order to prevent electric shock and short circuit, be sure to turn power off before performing work.
 Be careful so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.
 After removing the cause of the functioning of the Circuit Protector, reinstate the Circuit Protector. Depending on the cause of the functioning, using the Circuit Protector as is without removing the cause can cause generation of heat and fire hazard.

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

TABLE 18 a

PROBLEMS	CAUSE	COUNTERMEASURES
With Main SW ON, no activation.	Power is not supplied. Power supply/voltage is not correct. The Circuit Protector functioned due to the momentary overload.	Securely insert the power plug into the plug socket. Make sure that power supply/voltage is correct. After eliminating the cause of overload, reinstate the AC Unit's Circuit Protector (see 4 , Section 4, Refer to the following).
The color on screen is incorrect.	Image adjustment is inappropriate.	
Color deviation on screen.	Affected by peripheral machines or the building's steel frames.	Change installation direction or position. Move the machine which causes the problem.

CIRCUIT PROTECTOR

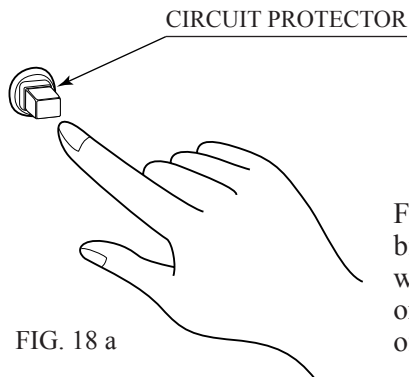


FIG. 18 a

Functions due to the activation of bimetal. To restore the function, wait for approximately one minute or longer until the bimetal cools off. (Press the Button.)

19. GAME BOARD



IMPORTANT!

Ensure that the DIP SW setting is performed as designated. Failure to observe this may cause functioning not suitable for the actual operation, or malfunctioning.

16 - 1 COMPOSITION OF GAME BOARD

GAME BOARD ASSY NAT RTS USA(840-0087D-01):USA

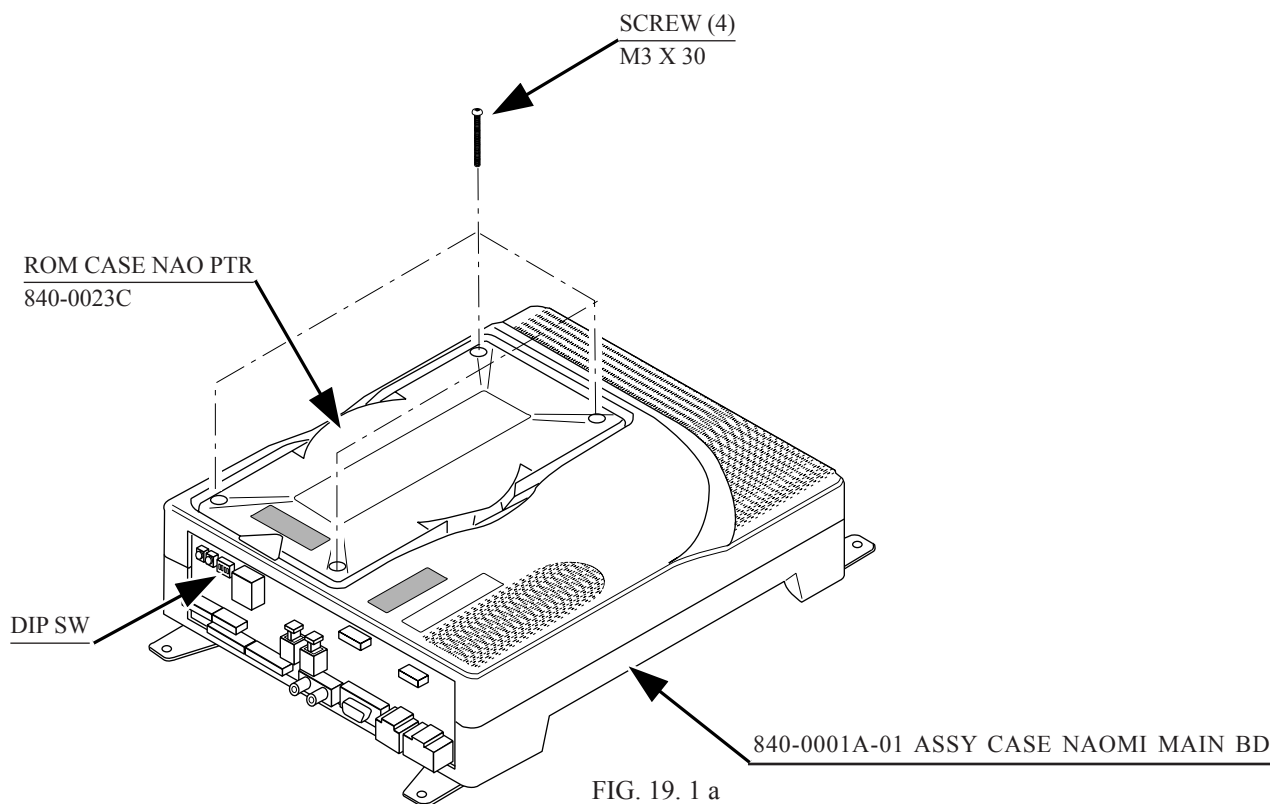


FIG. 19. 1 a



In this product, set the DIP SW to OFF. There is another DIP SW on the IC BOARD (other than NAOMI GAME BOARD). Set this DIP SW to OFF as well.

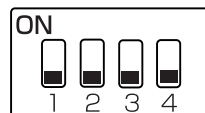
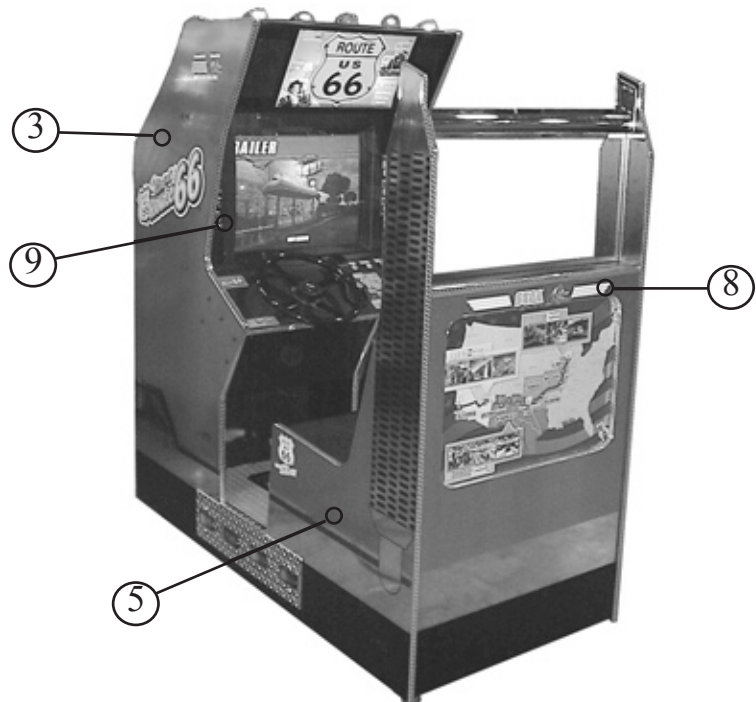


FIG. 19. 1 b

20. DESIGN RELATED PARTS

(D-1/2)

For the Warning Display stickers, refer to Section 1.



20. DESIGN RELATED PARTS

(D-2/2)

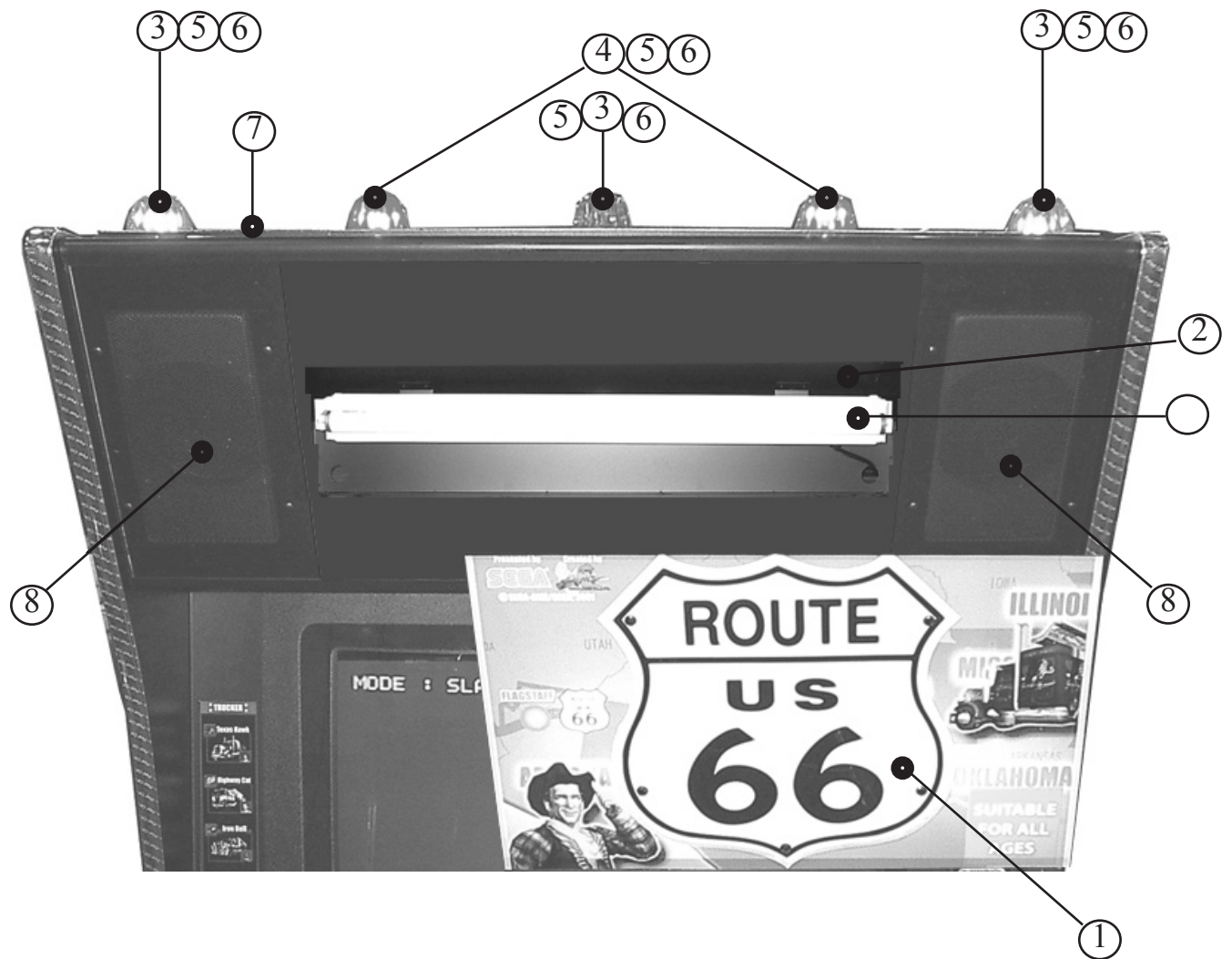
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	999-1404	MARQUEE RTE 66 MACHINED	
2	999-1405	OVERLAY CNTRL PNL RTE66 STD	
3	999-1406	DECAL SIDE CAB Left RTE66 STD	
4	999-1407	DECAL SIDE CAB Right RTE66 STD	
5	999-1408	DECAL SEAT Left RTE66 STD	
6	999-1409	DECAL SEAT Right RTE66 STD	
7	999-1410	DECAL SEAT BK MAP RTE66 STD	
8	999-1411	DECAL SEAT BK UPPER RTE66 STD	
9	999-1412	BEZEL PICS Left RTE66 STD	
10	999-1413	BEZEL TIPS Right RTE66 STD	
11	999-1414	POP PANEL RTE66 STD (NOT PICTURED)	

21. PARTS LIST



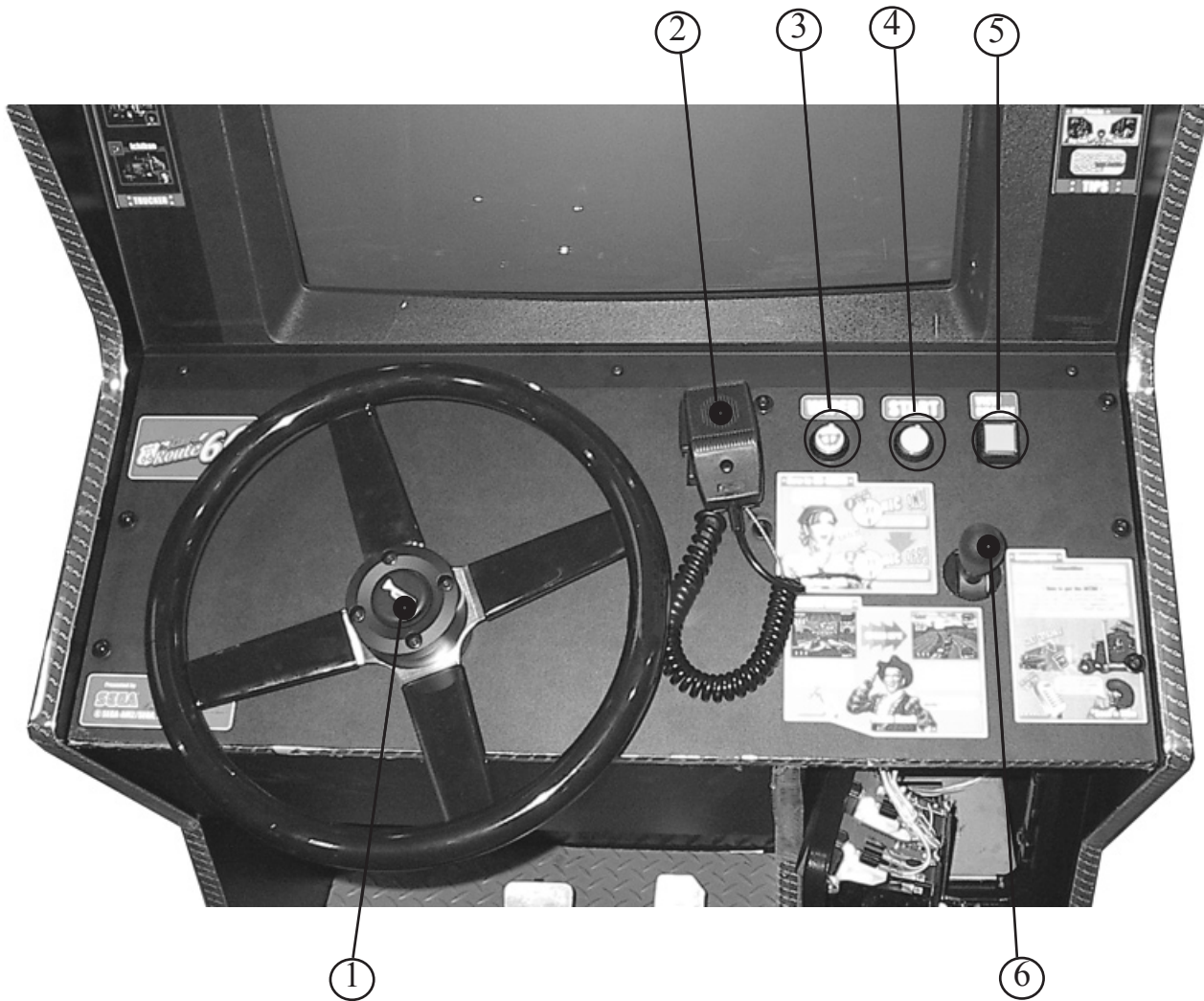
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1		ASSY BILLBOARD	
2	998-0156	29" SANWA MONITOR	
3		ASSY CONTROL PANEL	
4		COIN CHUTE REFER TO PAGE 48-51	
5	SPG-2200	ACCELERATOR & BRAKE	
6	LOCAL PURCHASE	DIAMOND FLOOR PLATE LEFT GP#S182-100-000	
7	LOCAL PURCHASE	DIAMOND FLOOR PLATE RIGHT GP#S182-100-001	
8	999-1419	PLEXIGLASS CLR RTE66 STD	
101	999-1400	S/A LATCH BAR	
102	999-1401	LATCH	

ASSY BILLBOARD



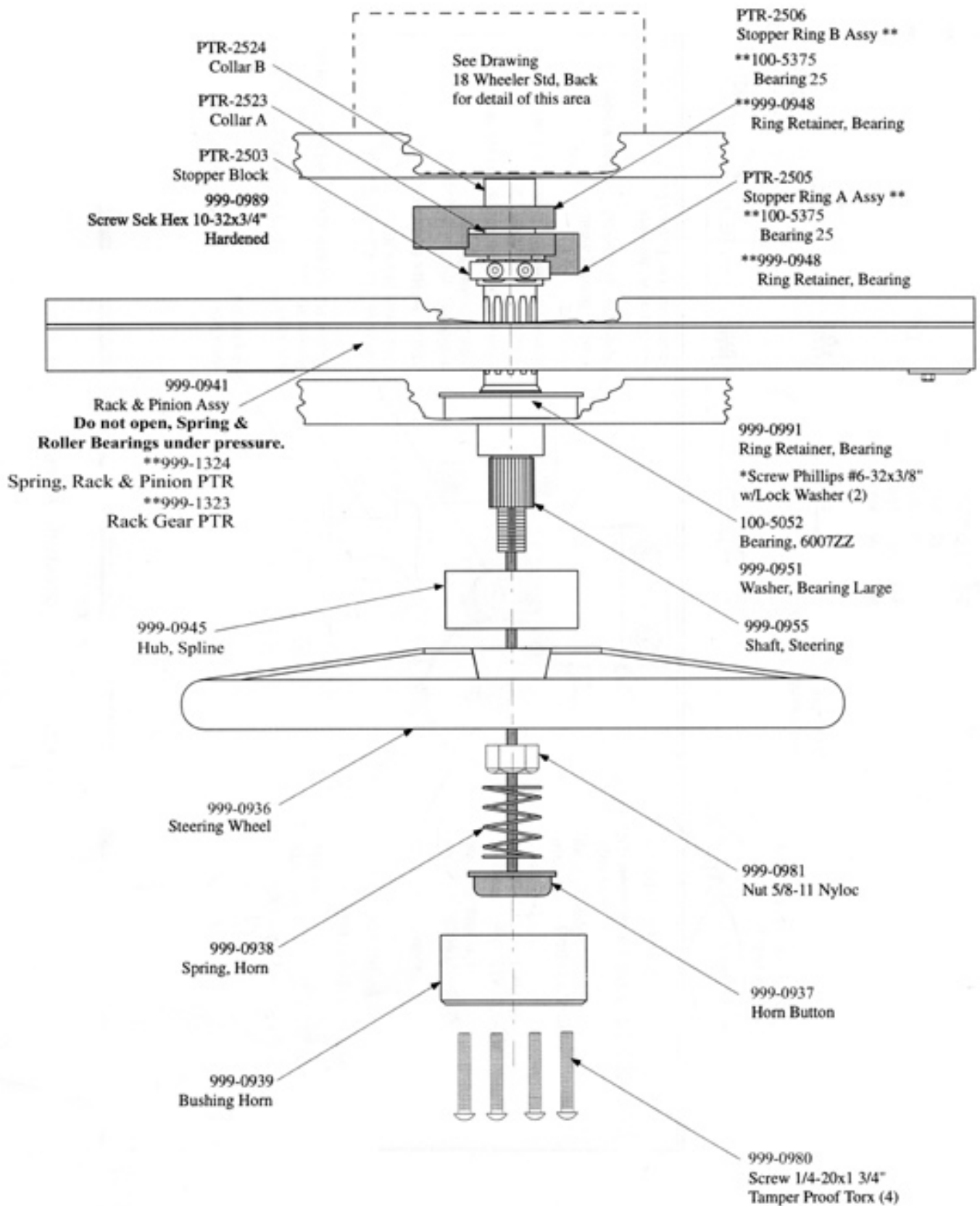
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	999-1404	MARQUEE RTE66 STD MACHINED	
2	LOCAL PURCHASE	ASSY FLOURESCENT FIXTURE	
3	999-0926	LENS COVER YELLOW	
4	999-0925	LENS COVER RED	
5	LOCAL PURCHASE	14 V LAMP BULB (#293 IMPERIAL)	
6	999-0928	14 V SOCKET FOR LAMP BULB	
7	999-0927	LIGHT STRIP PLATE	
8	999-0963	SPEAKER 25W 4OHM	
101	LOCAL PURCHASE	LAMP FLOURESCENT 18" F15T 8CW	

ASSY CONTROL PANEL

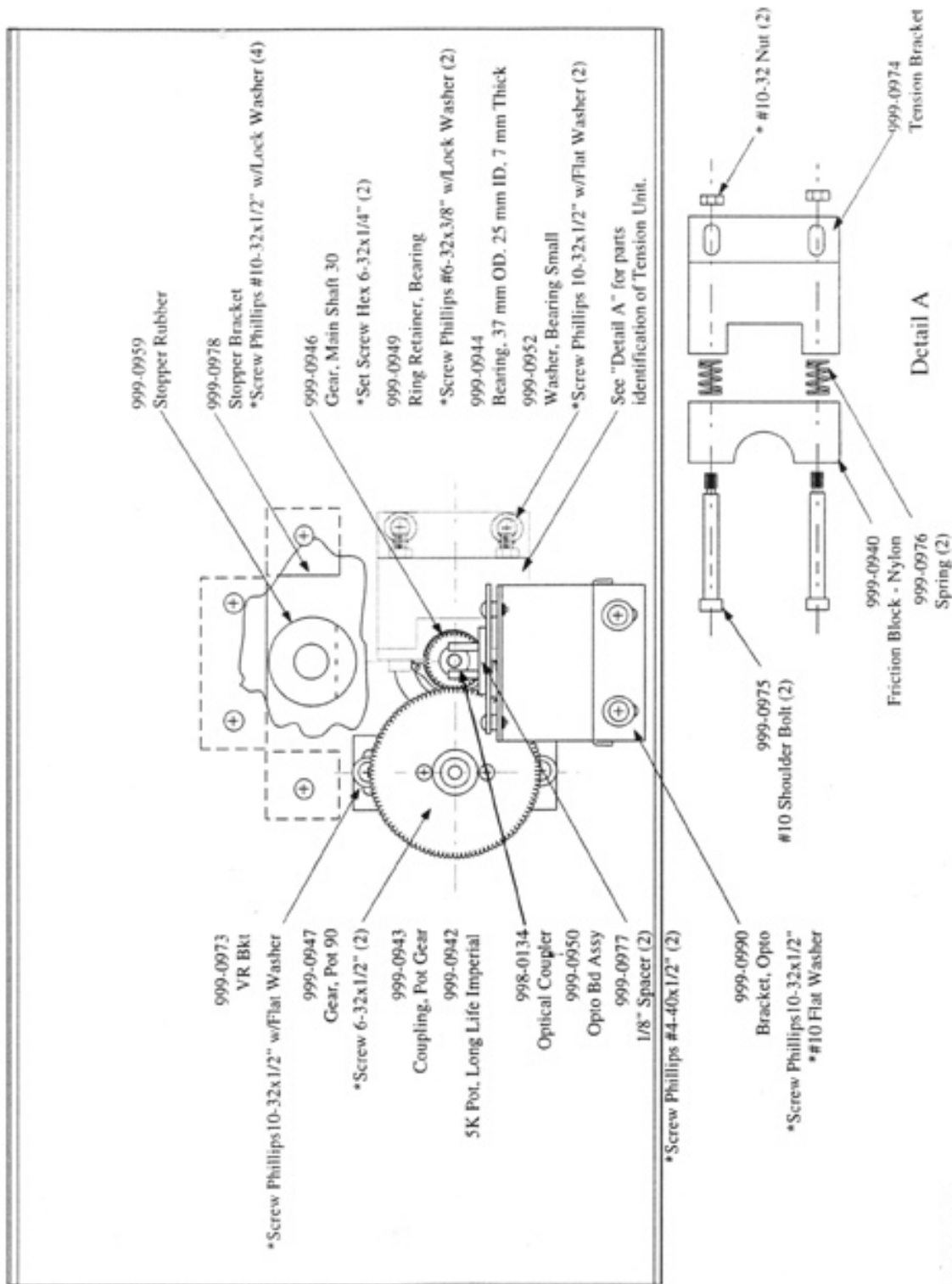


ITEM NO.	PART NO.	DESCRIPTION	NOTE
1		ASSY STEERING WHEEL	
2	999-1382	ASSY CB-MIC	
3	LOCAL PURCHASE	WINDSHIELD WIPER BUTTON - HAPP #54-0006-21	
4	LOCAL PURCHASE	START BUTTON - HAPP #54-0006-25	
5	LOCAL PURCHASE	VIEW BUTTON - HAPP #54-0006-42	
6	LOCAL PURCHASE	SHIFTER - HAPP #50-8110-16 EX	

ASSY STEERING WHEEL

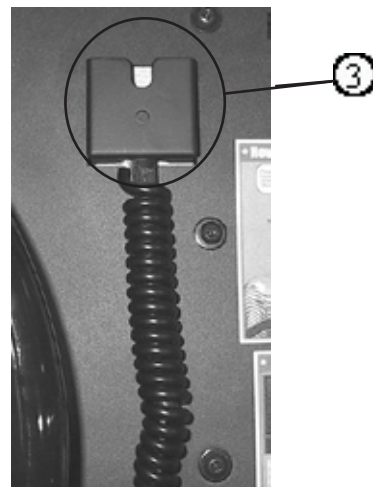
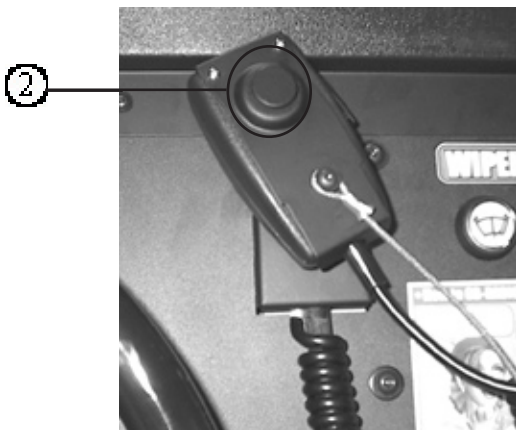


18 Wheeler Standard Steering Assembly Back



* LOCAL PURCHASE

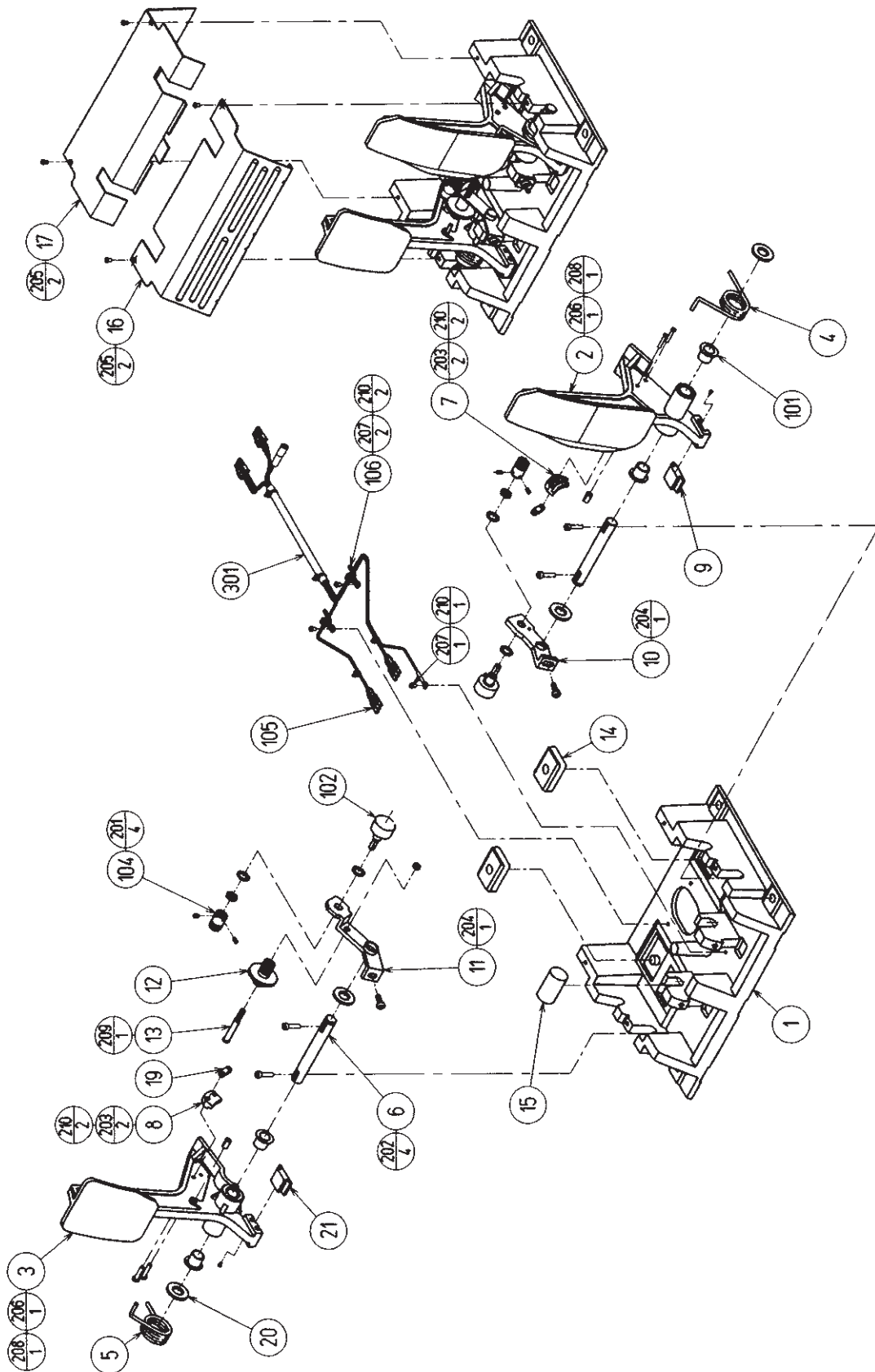
ASSY MIC & CABLE



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	999-1382	ASSY MICROPHONE & CABLE	
2	999-1402	S/A:MIC RETAINER	
3	999-1403	BRACKET HOLDER MIC	

ASSY SHIFTER - HAPP CONTROLS

1	2	3	4	5																																																																																
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>ITEM NO.</th> <th>QTY.</th> <th>PART NO.</th> <th>DESCRIPTION</th> </tr> </thead> <tbody> <tr><td>1</td><td>1</td><td>50-8272-00</td><td>TOP/RIGHT SIDE FOR SHIFTER</td></tr> <tr><td>2</td><td>1</td><td>50-8346-00</td><td>TRUINION FOR I.L. STD SHIFTER</td></tr> <tr><td>3</td><td>1</td><td>50-8189-00</td><td>SPRING F/SHIFTER STD. H.L. TURBO</td></tr> <tr><td>4</td><td>1</td><td>50-8118-00</td><td>E-RING FOR GEAR SHIFTER M/L</td></tr> <tr><td>5</td><td>1</td><td>50-8018-16</td><td>KNOB & SHAFT F/GEAR SHIFTER</td></tr> <tr><td>6</td><td>1</td><td>50-8392-00</td><td>PIN UP/DOWN SHIFTER DEL RIN</td></tr> <tr><td>7</td><td>1</td><td>50-8339-00</td><td>PLATE, HIGH/LOW, FOR I.L. SHIFTER</td></tr> <tr><td>8</td><td>2</td><td>50-8406-00</td><td>BUSHING, NYLONER, F/028 THK. MAT.</td></tr> <tr><td>9</td><td>2</td><td>50-8401-00</td><td>BUMPER F/SHIFTER, RUBBER</td></tr> <tr><td>10</td><td>1</td><td>50-8233-00</td><td>LEFT SIDE F/UP-DOWN SHIFTER, PLATED</td></tr> <tr><td>11</td><td>2</td><td>49-0154-00</td><td>SPACER PLASTIC 1/4-20 X 1-5/8" ID. 1 INCH</td></tr> <tr><td>12</td><td>2</td><td>49-0155-00</td><td>SCREW HHCS 1/4-20 X 1-5/8" GRD. 5</td></tr> <tr><td>13</td><td>2</td><td>49-0156-00</td><td>SCREW 1/4-20 X 1/2 HHCS</td></tr> <tr><td>14</td><td>4</td><td>49-0121-00</td><td>NUT, 1/4-20 NYLOCK</td></tr> <tr><td>15</td><td>2</td><td>95-4276-00</td><td>SWITCH ASSY. F/UP-DN SHIFTER</td></tr> <tr><td>16</td><td>2</td><td>80-3001-00</td><td>FISH PAPER F/DA 3 SWITCH</td></tr> <tr><td>17</td><td>4</td><td>49-0867-00</td><td>NUT M2 HEX ZINC PLATE</td></tr> <tr><td>18</td><td>4</td><td>49-0868-00</td><td>SCR M2X12MM PH PN HD</td></tr> <tr><td>19</td><td>1</td><td>50-5800-00</td><td>BRACKET, RETURN TO CENTER SHIFTER</td></tr> </tbody> </table>					ITEM NO.	QTY.	PART NO.	DESCRIPTION	1	1	50-8272-00	TOP/RIGHT SIDE FOR SHIFTER	2	1	50-8346-00	TRUINION FOR I.L. STD SHIFTER	3	1	50-8189-00	SPRING F/SHIFTER STD. H.L. TURBO	4	1	50-8118-00	E-RING FOR GEAR SHIFTER M/L	5	1	50-8018-16	KNOB & SHAFT F/GEAR SHIFTER	6	1	50-8392-00	PIN UP/DOWN SHIFTER DEL RIN	7	1	50-8339-00	PLATE, HIGH/LOW, FOR I.L. SHIFTER	8	2	50-8406-00	BUSHING, NYLONER, F/028 THK. MAT.	9	2	50-8401-00	BUMPER F/SHIFTER, RUBBER	10	1	50-8233-00	LEFT SIDE F/UP-DOWN SHIFTER, PLATED	11	2	49-0154-00	SPACER PLASTIC 1/4-20 X 1-5/8" ID. 1 INCH	12	2	49-0155-00	SCREW HHCS 1/4-20 X 1-5/8" GRD. 5	13	2	49-0156-00	SCREW 1/4-20 X 1/2 HHCS	14	4	49-0121-00	NUT, 1/4-20 NYLOCK	15	2	95-4276-00	SWITCH ASSY. F/UP-DN SHIFTER	16	2	80-3001-00	FISH PAPER F/DA 3 SWITCH	17	4	49-0867-00	NUT M2 HEX ZINC PLATE	18	4	49-0868-00	SCR M2X12MM PH PN HD	19	1	50-5800-00	BRACKET, RETURN TO CENTER SHIFTER
ITEM NO.	QTY.	PART NO.	DESCRIPTION																																																																																	
1	1	50-8272-00	TOP/RIGHT SIDE FOR SHIFTER																																																																																	
2	1	50-8346-00	TRUINION FOR I.L. STD SHIFTER																																																																																	
3	1	50-8189-00	SPRING F/SHIFTER STD. H.L. TURBO																																																																																	
4	1	50-8118-00	E-RING FOR GEAR SHIFTER M/L																																																																																	
5	1	50-8018-16	KNOB & SHAFT F/GEAR SHIFTER																																																																																	
6	1	50-8392-00	PIN UP/DOWN SHIFTER DEL RIN																																																																																	
7	1	50-8339-00	PLATE, HIGH/LOW, FOR I.L. SHIFTER																																																																																	
8	2	50-8406-00	BUSHING, NYLONER, F/028 THK. MAT.																																																																																	
9	2	50-8401-00	BUMPER F/SHIFTER, RUBBER																																																																																	
10	1	50-8233-00	LEFT SIDE F/UP-DOWN SHIFTER, PLATED																																																																																	
11	2	49-0154-00	SPACER PLASTIC 1/4-20 X 1-5/8" ID. 1 INCH																																																																																	
12	2	49-0155-00	SCREW HHCS 1/4-20 X 1-5/8" GRD. 5																																																																																	
13	2	49-0156-00	SCREW 1/4-20 X 1/2 HHCS																																																																																	
14	4	49-0121-00	NUT, 1/4-20 NYLOCK																																																																																	
15	2	95-4276-00	SWITCH ASSY. F/UP-DN SHIFTER																																																																																	
16	2	80-3001-00	FISH PAPER F/DA 3 SWITCH																																																																																	
17	4	49-0867-00	NUT M2 HEX ZINC PLATE																																																																																	
18	4	49-0868-00	SCR M2X12MM PH PN HD																																																																																	
19	1	50-5800-00	BRACKET, RETURN TO CENTER SHIFTER																																																																																	
<p>DO NOT SCALE DRAWING. THIS PRINT IS THE PROPERTY OF HAPP CONTROLS INC. AND SHALL NOT BE REPRODUCED, COPIED, NOT DISCLOSED TO OTHERS. PRINT TO BE RETURNED UPON REQUEST.</p>																																																																																				
<p>PARTS NOT SHOWN: 90-1013-00 TIE WRAP 4" LENGTH QTY. (2)</p>																																																																																				
<p>Manufacturer of Electronic Controls HAPP CONTROLS, Inc.</p>																																																																																				
<p>REV. A ZONE - DESCRIPTION INITIAL RELEASE E.C.N. # 5702 BY FAC DATE 2/16/02</p>																																																																																				

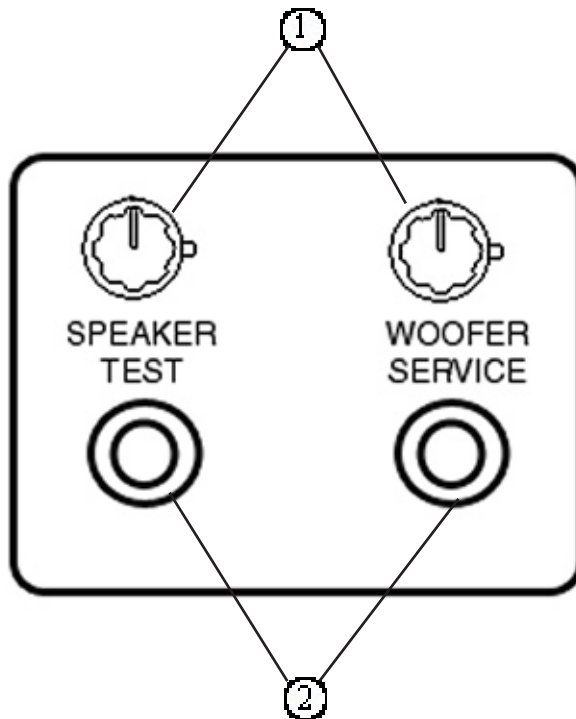


ASSY ACCEL&BRAKE (SPG-2200)

(D-2/2)

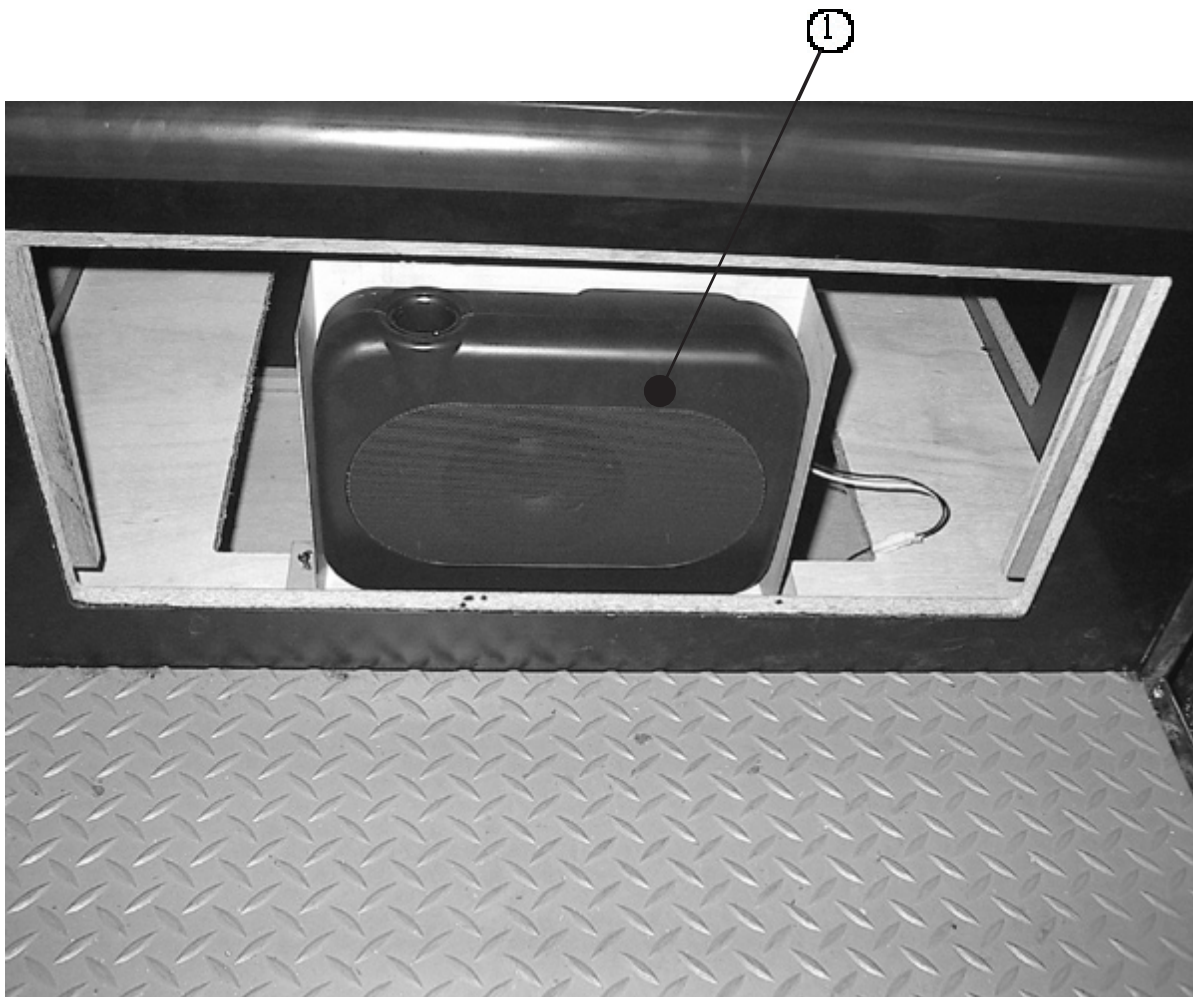
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-2201	BASE	
2	SPG-2202	ACCEL PEDAL	
3	SPG-2203	BRAKE PEDAL	
4	SPG-2204	ACCEL SPRING	
5	SPG-2205	BRAKE SPRING	
6	SPG-2206	SHAFT	
7	SPG-2207	ACCEL GEAR	
8	SPG-2208	BRAKE GEAR	
9	SPG-2209	NEUTRAL STOPPER	
10	SPG-2210	VR PLATE ACCEL	
11	SPG-2211	VR PLATE BRAKE	
12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

SW UNIT



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	LOCAL PURCHASE	VOLUME KNOB - MOUSER #45KN015	
2	LOCAL PURCHASE	SWITCH TEST/SVC.5 AMP - MOUSER #104-0015	
3	999-1222	VOL CONT B-5K OHM (CONNECTED TO VOLUME KNOB)	

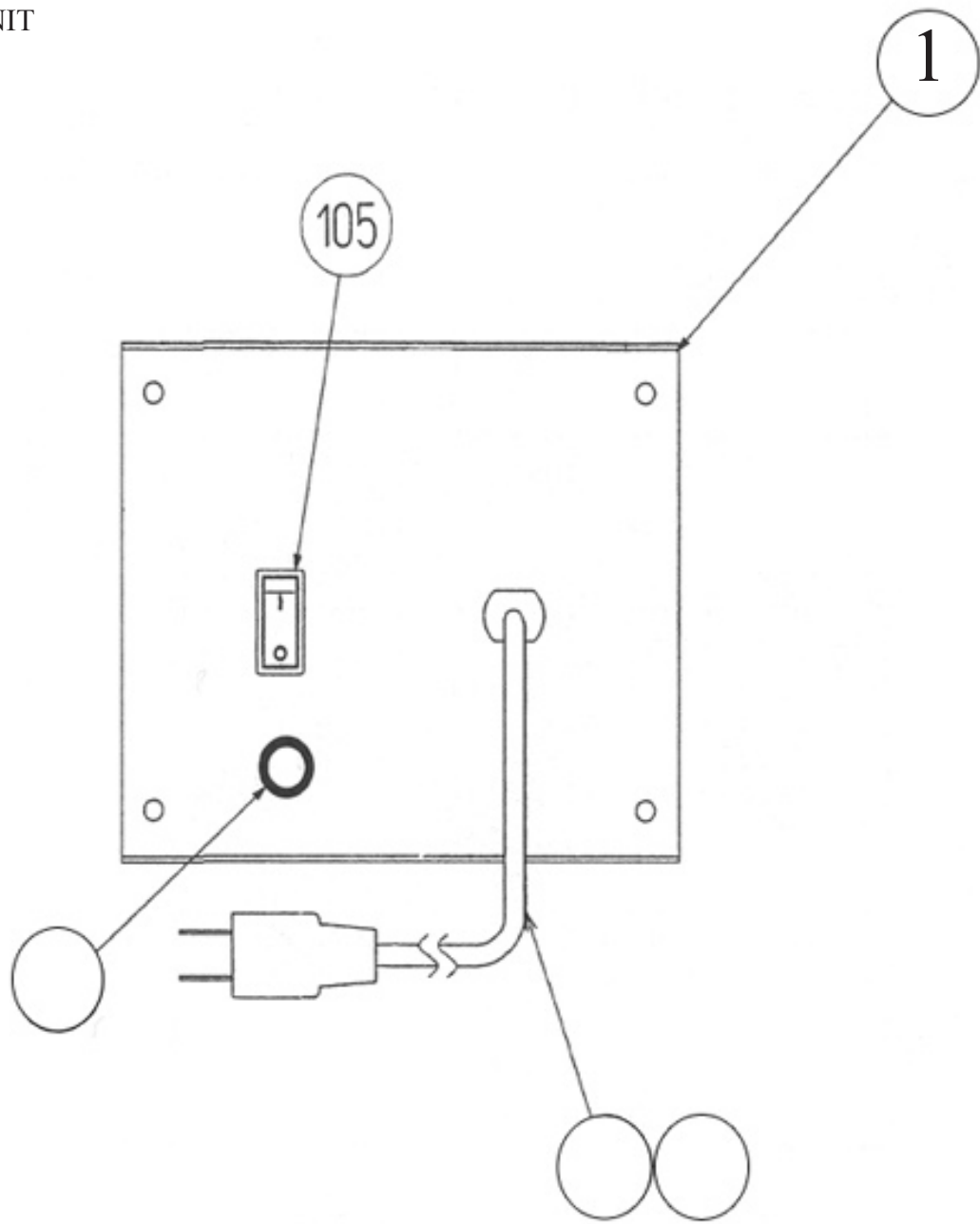
SUB WOOFER



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	999-0929	SUB WOOFER 8" 4OHM 25W *	

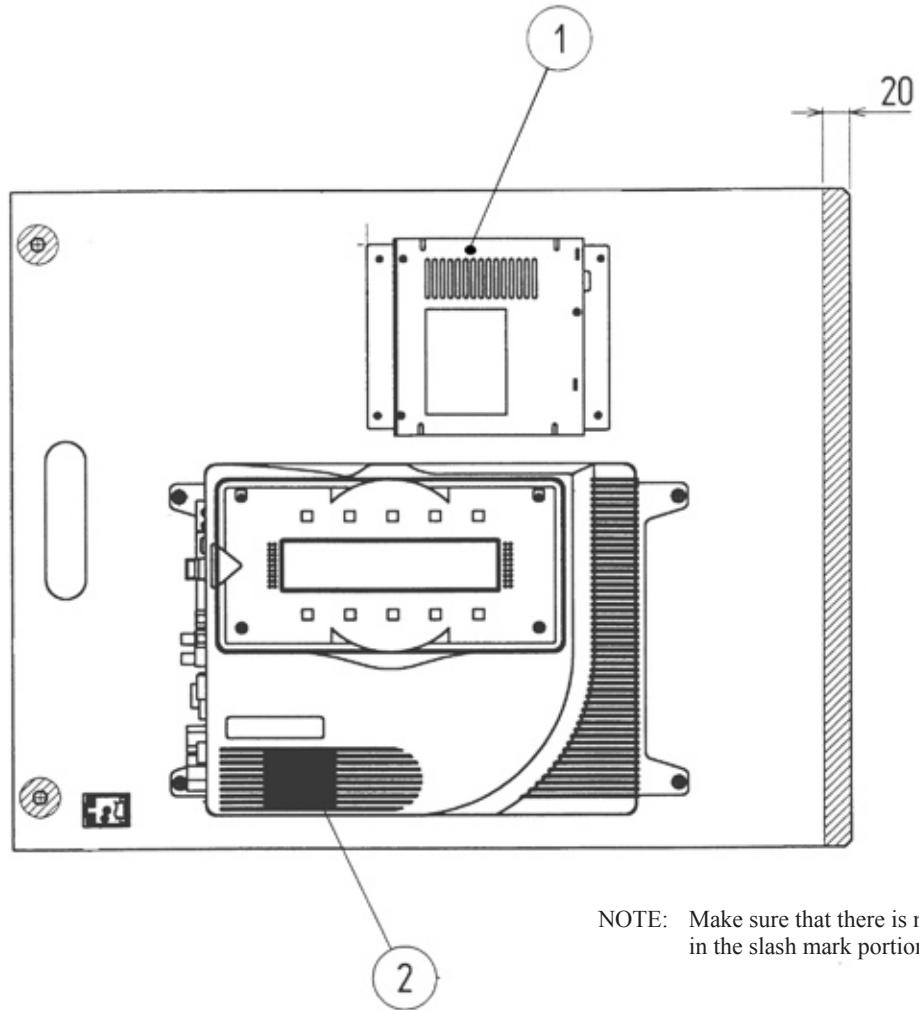
* PICTURE MAY DIFFER FROM ACTUAL ITEM

ASSY AC UNIT



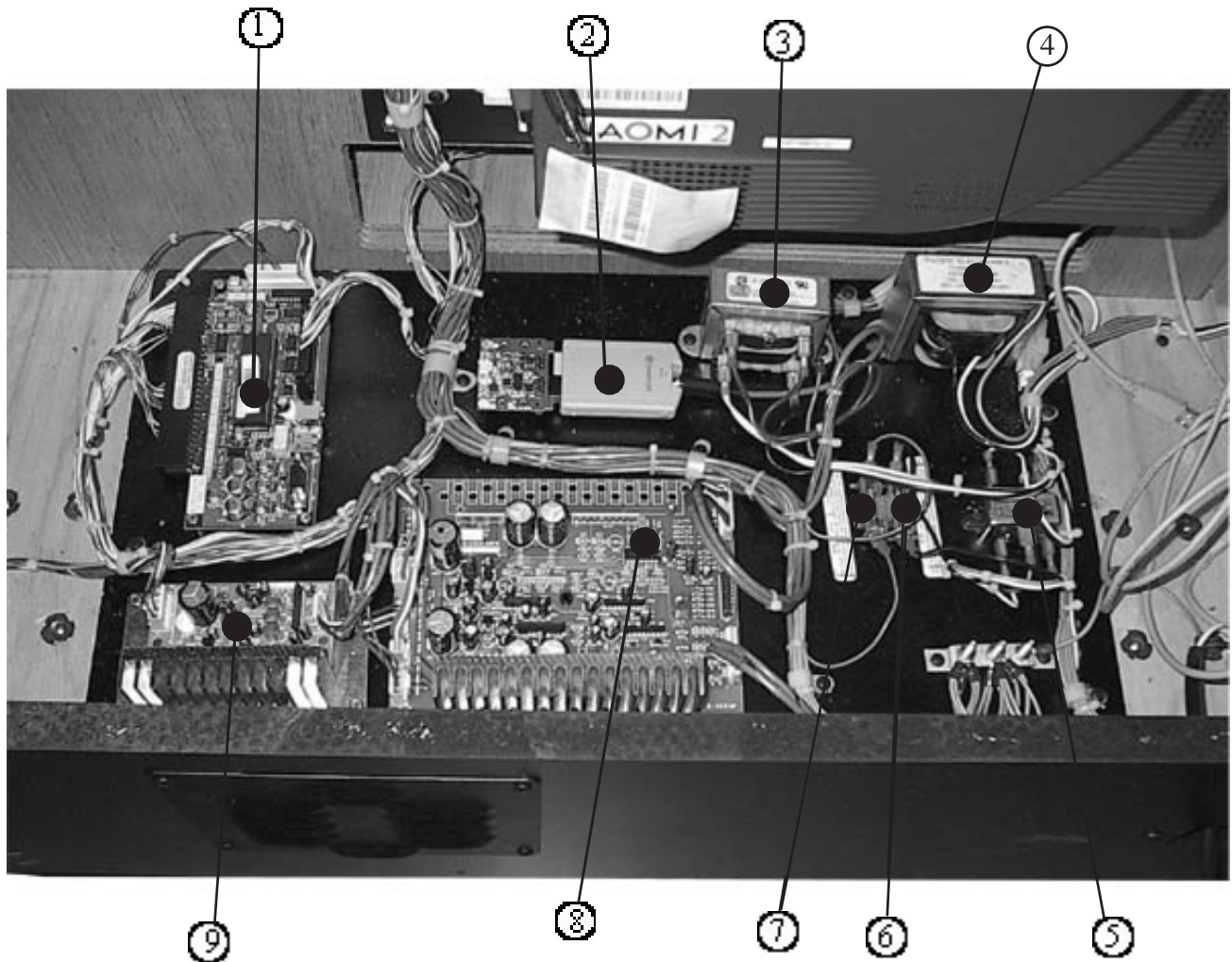
ITEM NO.	PART NO.	DESCRIPTION
1	SPG5-0401	AC BRKT
102	Local Purchase	BUSHING STRAIN RELIEF 6N34
103	Local Purchase	FUSE 5000 MA UL
105	Local Purchase	SW ROCKER J8 V-B

ASSY MAIN BD



ITEM NO.	PART NO.	DESCRIPTION
1	400-5397-01	POWER SUPPLY
2	840-0087D-01	ASSY CASE NAT RTS USA

ASSY AMP BD



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	838-13683-01	I/O BOARD JAMMA	
2	839-1132-01	MAPLE /LM CONVERT BD W/VM SKT LG	
3	998-0147	TRANSFORMER 12VAC 4A MCI-4-06-7012	
4	998-0158	TRANSFORMER 120VAC 60HZ 14V 6.3 PNP-1488	
5	998-0159	FILTER LINE 10 AMP YK10TI	
6	LOCAL PURCHASE	FUSES	
7	LOCAL PURCHASE	FUSE HOLDERS	
8	838-13578	POWER AMP 2 CH & MIXER	
9	838-11651-01	LOW PASS AMP W LARGE HEAT SINK	

21. WIRE COLOR CODE TABLE

THE WIRE COLOR CODE is as follow:

- A PINK
- B SKY BLUE
- C BROWN
- D PURPLE
- E LIGHT GREEN

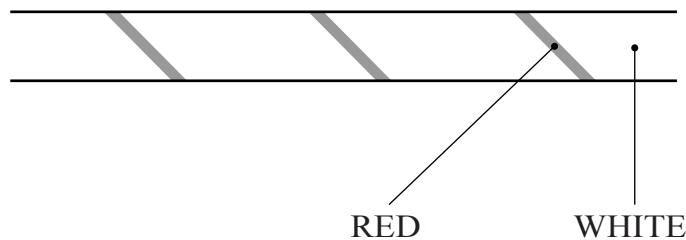
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

- 1 RED
- 2 BLUE
- 3 YELLOW
- 4 GREEN
- 5 WHITE
- 7 ORANGE
- 8 BLACK
- 9 GRAY

If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see the above).

Note 1: If the right-hand side alphanumeric is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.

<Example> 51 WHITE / RED



Note 2: The character following the wire color code indicates the size of the wire.

- U: AWG16
- K: AWG18
- L: AWG20
- None: AWG22

Warranty

Your new Sega Product is covered for a period of 90 days from the date of shipment. This certifies that the Printed Circuit Boards, Power Supplies and Monitor are to be free of defects in workmanship or materials under normal operating conditions. This also certifies that all Interactive Control Assemblies are to be free from defects in workmanship and materials under normal operating conditions. No other product in this machine is hereby covered.

Sellers sole liability in the event a warranted part described above fails shall be, at its option, to replace or repair the defective part during the warranty period. For Warranty claims, contact your Sega Distributor.

Should the Seller determine, by inspection that the product was caused by Accident, Misuse, Neglect, Alteration, Improper Repair, Installation or Testing, the warranty offered will be null and void.

Under no circumstances is the Seller responsible for any loss of profits, loss of use, or other damages.

This shall be the exclusive written Warranty of the original purchaser expressed in lieu of all other warranties expressed or implied. Under no circumstance shall it extend beyond the period of time listed above.



SEGA ENTERPRISES, INC. (USA)

45133 Industrial Drive
Fremont, CA 94538
(650) 632-7580 phone
(650) 632-7594 fax