

420-7253-01

SEGA®

TRC Haneda Building, 2-13-1, Higashikojiya, Ohta-ku, Tokyo 144-0033, Japan  
Telephone: +81-3-6863-8401 Facsimile: +81-3-6863-8407

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SEGA RACING CLASSIC

OWNER'S MANUAL

420-7253-01

SEGA®

## OWNER'S MANUAL

**SR**  
SEGA RACING  
CLASSIC™



### IMPORTANT


- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.


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


## To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage. 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 close to the product or in a convenient place for future reference.

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

 **DANGER** Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.

 **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 instruction manual should be referred to.



Indicates a "protective earth terminal." Before operating the equipment, be sure to connect it to the ground.  
(The step may be omitted for products in which a power cable with earth is used.)

- **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 site maintenance personnel should perform such work.
- **Be sure to turn off the power before working on the machine.**  
To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with 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 is not required in the case where a power cable 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 an 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.**  
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 an 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 an 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 situations 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 products with monitors.)**

Some of the monitor parts are subject to high tension voltage. Even after turning off the 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 properly. (Applies only to products with monitors.)**

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 the 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 way, connector connections can not be made accurately. Do not insert connectors forcibly.
- Do power cables have cuts and dents?
- Are all accessories available?
- Can all doors and lids be opened with the accessory keys? Can doors and lids be firmly closed?

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# INTRODUCTION

This manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electro-mechanicals, servicing control, spare parts, etc. for the product, “SEGA RACING CLASSIC.”

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.

In the unlikely event that the product does not function correctly, DO NOT allow anyone other than a technician to touch the internal system. Turn off the power to the product, making sure to unplug the electrical cord from the outlet, and contact the office listed in this manual or the point-of-purchase for this product.

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



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

## SPECIFICATIONS

Installation space	1,010 mm (39.8 in) [Width] x 1,510 mm (59.4 in) – 1,620 mm (63.8 in) [Depth]
Height	2,100 mm (82.7 in)
Weight	250 kg (551.2 lb)
Power, maximum current	570 W, 5.3 A (AC 120 V, 60 Hz Area)
	600 W, 2.9 A (AC 220 V, 50 Hz Area)
	610 W, 2.9 A (AC 220 V, 60 Hz Area)
	620 W, 2.9 A (AC 230 V, 50 Hz Area)
	600 W, 2.7 A (AC 240 V, 50 Hz Area)
Power, current	560 W, 5.6 A, (Max.) (AC 110 V, 60 Hz; Taiwan)
	240 W, 2.3 A, (Min.) (AC 110 V, 60 Hz; Taiwan)

*NOTE: The contents herein described are subject to change without notice.*

**Definition of 'Site Maintenance Personnel or Other Qualified Individuals'** **WARNING**

**Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals' should not be carried out by personnel without the necessary skill or technology. Work carried out by unqualified persons may cause serious accidents, including electrocution.**

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions that potentially dangerous procedures should only be carried out by professionals with the appropriate specialized knowledge.

The site maintenance personnel or other qualified professionals' mentioned in this manual are defined as follows:

**Site maintenance personnel:**

Persons with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

**Activities to be carried out by site maintenance personnel:**

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

**Other qualified professionals:**

Persons employed by amusement equipment manufacturers, involved in design, production, testing or maintenance of amusement equipment. Should have graduated from technical school or hold similar qualifications in electrician/electronics/mechanical engineering.

**Activities to be carried out by other qualified professionals:**

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.





# 1 HANDLING PRECAUTIONS

When installing or inspecting the product, 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 product.

## WARNING

- **Before performing work, be sure to turn the power off. Performing the work without turning the 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 an electric shock or short circuit, do not plug in or unplug quickly.**
- **To avoid an electric shock, do not plug in or unplug with a wet hand.**
- **Do not expose power cables or earth (ground) wires on the surface, (floor, passage, etc.). If exposed, the power cables and earth (ground) wires are susceptible to damage. Damaged cables and wires can cause an electric shock or short circuit.**
- **To avoid causing a fire or an electric shock, do not put things on or damage the power cables.**
- **When or after installing the product, do not unnecessarily pull the power cable. If damaged, the power cable can cause a fire or an electric shock.**
- **In case the power cable is damaged, ask for a replacement through where the product was purchased from or the office listed in this manual. Using the cable as is damaged can cause fire, an electric shock or leakage.**
- **Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.**
- **Be sure that connections such as IC board are made properly. 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 onlookers, 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.**

**STOP** **IMPORTANT**

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- Do not perform circuit checks on the IC board. The board could be damaged if the specified measuring devices and tools are not used.
- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
- Some parts are not designed and manufactured specifically for this game machine. The manufacturers may discontinue, or change the specifications of such general-purpose parts. If this is the case, SEGA cannot repair or replace a failed game machine whether or not a warranty period has expired.
- When cleaning the monitor surfaces, use a soft and dry cloth. Do not apply chemicals such as thinner, benzene, etc.
- Do not turn the power on and off continuously. Repeatedly turning the power on and off may cause product malfunction or parts damage.

### CONCERNING THE STICKER DISPLAY

This SEGA product has stickers attached describing the product manufacture No. (Serial No.) and Electrical Specifications. It also has a Sticker describing where to contact for repair and for purchasing parts.

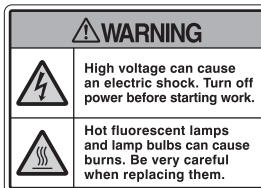
When inquiring about or asking for repairs, mention the Serial No. and Name of Machine indicated on the Sticker. The Serial Number indicates the product register. Identical machines could have different parts depending on the date of production. Also, improvements and modifications might have been made after the publication of this manual. In order to ensure you order the correct parts, mention the Serial No. when contacting the applicable places.

### CONCERNING WARNING DISPLAYS

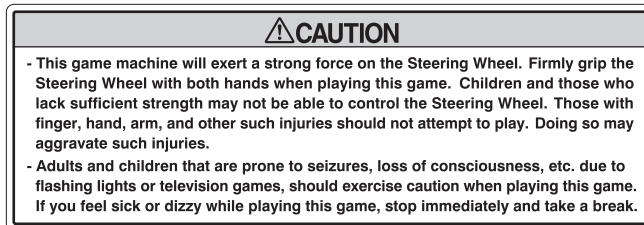
This SEGA product has warning displays on stickers, labels and/or printed instructions adhered/attached to or incorporated in the places where a potentially hazardous situation could arise. The warning displays are intended for accident prevention for customers and for avoiding hazardous situations relating to maintenance and servicing work. Some portions of the cabinet contain high voltage and may cause accidents if touched. When performing maintenance, be very careful of the warning displays. It is especially important that any complex repair and replacement work not mentioned herein should be performed by those technical personnel who have knowledge of electricity and technical expertise.

In order to prevent accidents, caution any customer ignoring the warnings to cease and desist immediately.

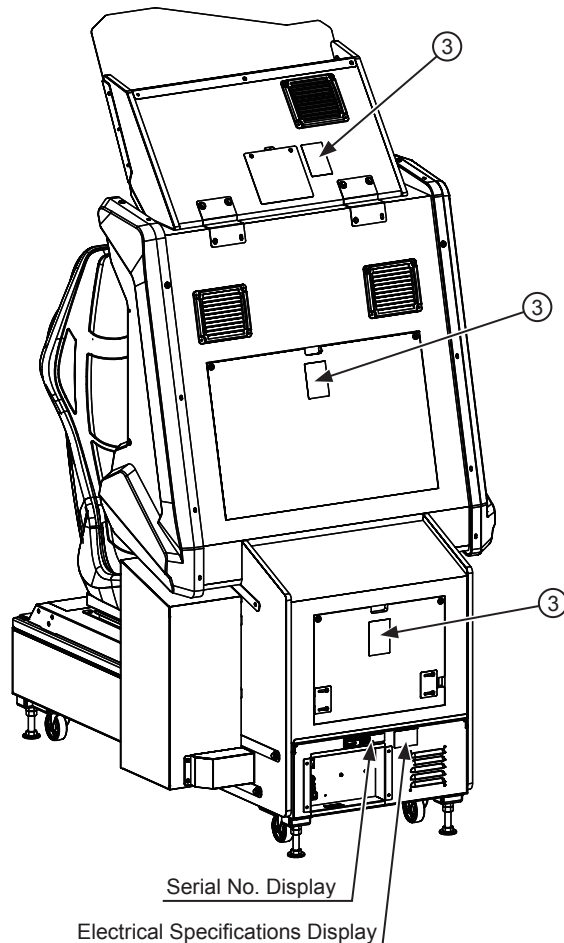
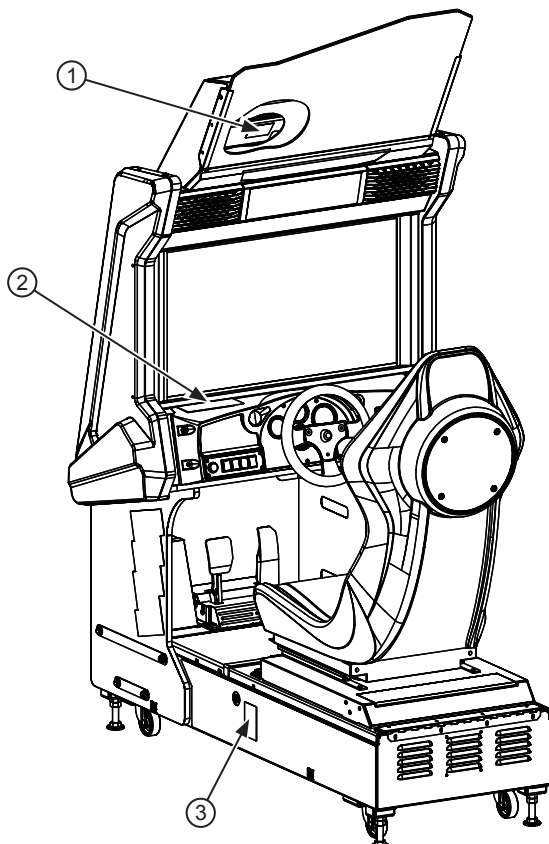
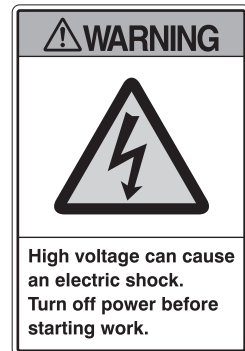
#### ① 440-WS0300XEG



#### ② 440-CS0368-EG



#### ③ 440-WS0002YEG





## 2 PRECAUTIONS REGARDING INSTALLATION LOCATION

### WARNING

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 malfunction.

- 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., or places where a water jet (high pressure washing device) could be used.
- 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 or unstable surfaces.
- Places subject to any type of violent impact.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade.

**2-1 LIMITATIONS OF USAGE**

**⚠ WARNING**

- 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 a breaker and earth mechanism as part of the location facilities. Using the product without these can cause a fire and electric shock.
- Be sure to use an independent power supply equipped with an earth leakage breaker. Using a power supply without an earth leakage breaker can cause an outbreak of fire if a power surge occurs.
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.
- Ensure that the indoor wiring for the power supply is rated at 15 A or higher (AC single phase 100 V ~ 120 V area), and 7 A or higher (AC 220 V ~ 240 V area). Non-compliance with the electrical specifications can cause a fire and electric shock.
- When using an extension cord, ensure that the cord is rated at 15 A or higher (AC 100 V ~ 120 V area) and 7 A or higher (AC 220 V ~ 240 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

**Electricity Consumption**

MAX. 5.3 A	Single phase AC 120 V, 60 Hz Area
MAX. 2.9 A	Single phase AC 220 V, 50 Hz Area
MAX. 2.9 A	Single phase AC 220 V, 60 Hz Area
MAX. 2.9 A	Single phase AC 230 V, 50 Hz Area
MAX. 2.7 A	Single phase AC 240 V, 50 Hz Area
MAX. 5.6 A	Single phase AC 110 V, 60 Hz Area <TAIWAN>

## 2-2 OPERATION AREA

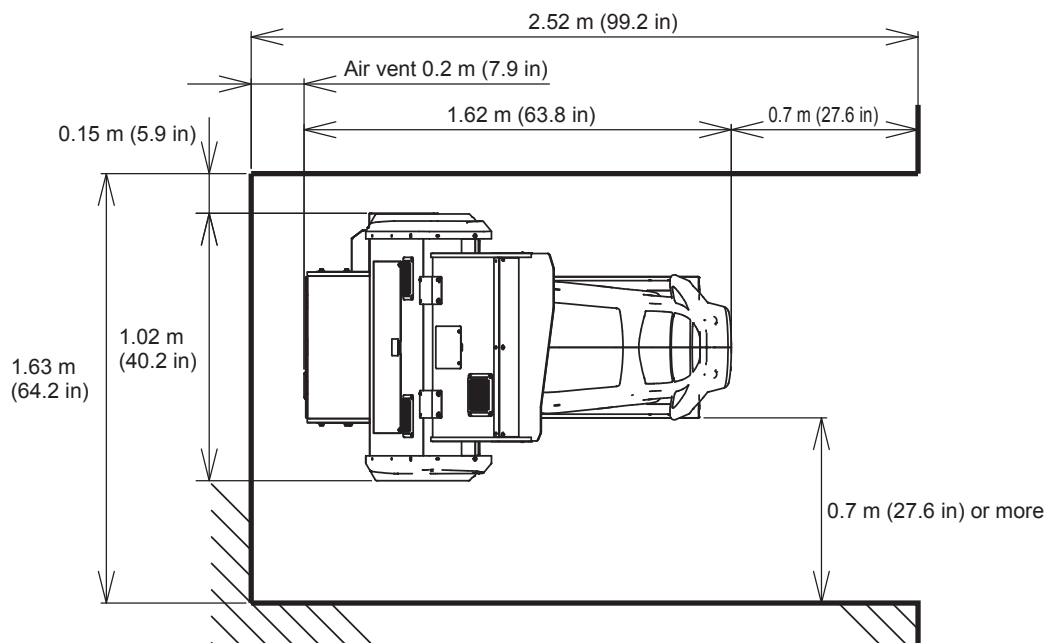
### ⚠ WARNING

- For safe operation, use and operate this product in an area measuring at least 1.63 m (64.2 in) in width and 2.52 m (99.2 in) in depth. The area prescribed in this manual is absolutely necessary, for if one should fall over and hit their head against something, there could be a serious accident.
- Be sure to provide sufficient space specified in this manual. Do not allow objects to block the ventilation ports. It can cause generation of heat and a fire.
- SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction.
- For the sake of safety and workability, the ceiling where this product is installed must be at least 2.4 m (94.5 in) high. If the ceiling is not at least 2.4 m (94.5 in) high, exercise due caution to avoid hitting the ceiling and lights.

STOP

### IMPORTANT

- The entryway for this product should be 1.02 m (40.2 in) wide and 1.97 m (77.6 in) high. This product is separated into its main units when shipped. They contain moving parts, so avoid tilting them as much as possible. Tilting the units could result in damage or deformation to the parts, or misalignment of the parts, and malfunction may occur.
- If the machine does not fit through the entryway to the installation location, do not disassemble it indiscriminately. Do not disassemble the machine in any way. There could be electric shock, damage to parts, or faulty operation. Request work from the office indicated in this manual or the point-of-purchase, or inquire for details.



### 3 PRECAUTIONS REGARDING PRODUCT OPERATION

To avoid injury and trouble, be sure to pay attention to the behavior of visitors and players.

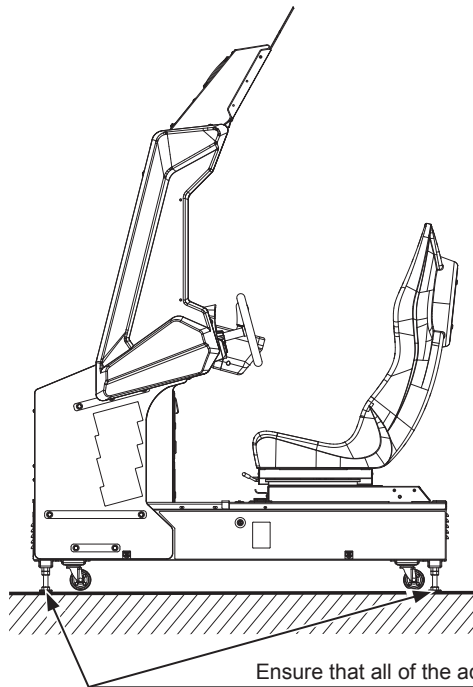
#### 3-1 BEFORE OPERATION

3

#### WARNING

In order to avoid accidents, check the following before starting the operation:

- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers.
- Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident.



Ensure that all of the adjusters are in contact with the floor.

- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step/stepladder.
- To avoid electric shock, check to see if door & cover parts are damaged or omitted.
- Do not place the following items on top of the product, on the seat, nearby the product or hang them from the ceiling. Doing so could result in electric shock, short circuits and/or damage to the parts.

Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water.



 **CAUTION**

- **Make sure to perform appropriate adjustment of the monitor. Do not operate the product when the screen is flickering, distorted, or experiencing other abnormalities. Images from an improperly adjusted screen could cause players and other customers to experience dizziness, headaches, and other ailments.**
- **It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest.**
- **To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause contact, collisions, and/or trouble between customers.**
- **During daily cleaning, be sure to check the surface of the steering wheel, gear shifter, and other parts that the player touches with his hands for damage, cracks, or loose screws. If a player uses the machine while it is damaged, cracked, or has a loose screw, the player may become injured.**
- **Make sure that all doors can be locked securely and that they are not loose. If the doors are not locked completely, loose, or there are openings where they close, players could get their fingers or hands caught in them, or leave the product susceptible to vandalism.**
- **If there are openings around the doors or spaces between the cabinet joints, customers could get their fingers caught in or cut on them. During daily cleaning, be sure to check that the doors are firmly shut and that the joints are in place.**
- **When cleaning the control panel, inspect the control panel and make sure that there are no scratches or cracks in the surface, and that the fastening screws are not loose. If the game is played with scratches, cracks or loose screws, it can cause injuries to the player or to people nearby.**
- **During daily cleaning, be sure to check the seat for any abnormality, wetness, etc. Failure to do this may result in deliberate tampering or negligence being left undetected.**

**STOP****IMPORTANT**

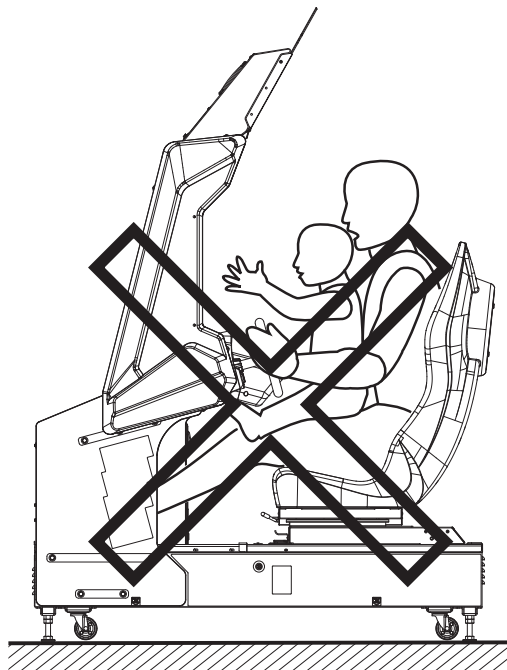
**Clean the steering wheel, shift lever and seat regularly so that players can play the game in comfort.**

**3-2 DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)**

To avoid injury and trouble, be sure to pay attention to the behavior of visitors and players.

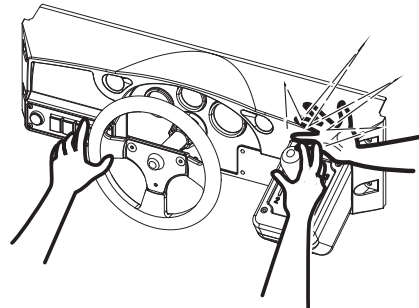
**⚠ WARNING**

- For safety reasons, do not allow any of the following people to play the game.
  - Those who need assistance such as the use of apparatus when walking.
  - Those who are intoxicated or under the influence of drugs.
  - Persons who disregard the product's warning displays.
- To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shock and short circuits, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
- To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing on the product, etc.
- To avoid electric shock and short circuit, do not allow customers to unplug the power plug without a justifiable reason.
- This game is for one player only. If two or more customers attempt to sit in the seat and play at the same time, it may result in players falling over, falling off, or catching body parts in the ride.
- Be sure to instruct the adult responsible for their children to watch them. Children cannot sense danger. Approaching the player during play may result in accidental contact, collisions or falls.
- Instruct customers not to play a game with a child on their knees. This may cause an accident such as the child becoming caught between the control panel and the player or the child falling off the ride.

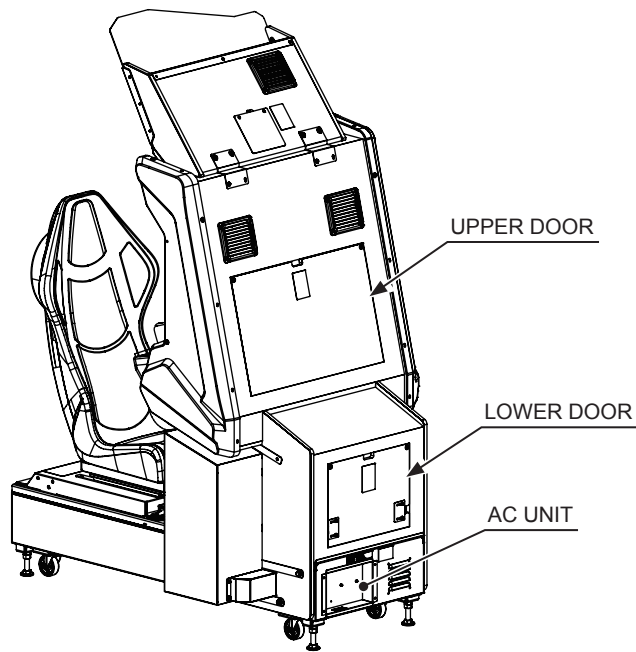
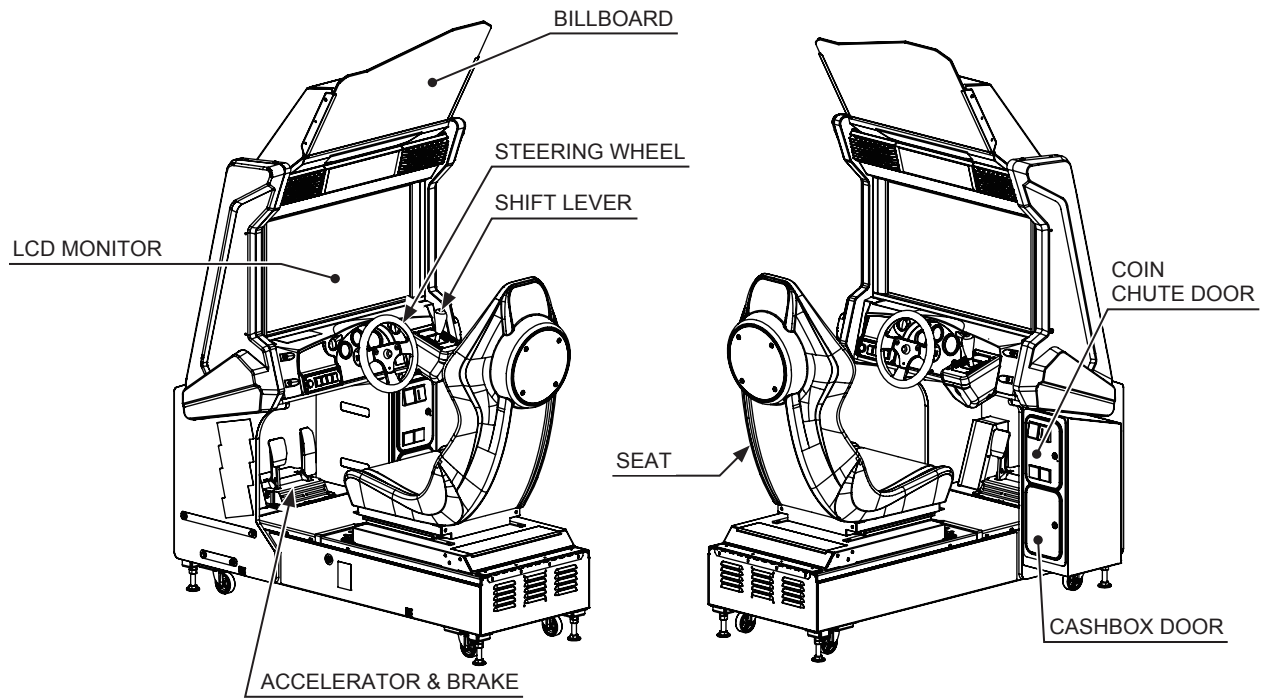


**⚠ CAUTION**

- For safety reasons, do not allow any of the following people to play the game.
  - Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
  - Those who are not in good health.
  - Those who have high blood pressure or a heart problem.
  - Those who have neck or spinal cord problems.
  - Pregnant women.
  - Persons susceptible to motion sickness.
- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game. Small children are especially likely to experience these symptoms. Caution guardians of small children to keep watch on their children during play.
- Instruct those who feel sick during play to have a medical examination.
- 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.
- Persons other than the player should not be allowed to touch the controls during play. They may brush against or collide with the controls or the player, possibly resulting in accidents.
- Instruct the player to adjust the seat in the front-rear direction to match his or her body size. If a player plays a game in an unreasonable posture, he or she may sustain an injury or incur discomfort.



## 4 PART DESCRIPTIONS



### Cabinet's Dimensions before Installation

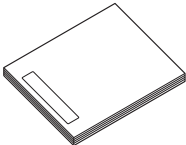
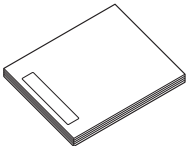
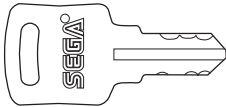
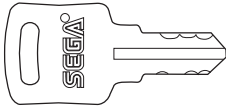
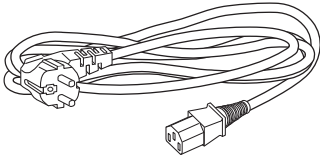
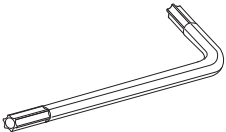

ITEMS	Width	Depth	Height
CABINET	1,015 mm (40.0 in)	1,510 mm (59.4 in) - 1,620 mm (63.8 in)	1,965 mm (77.4 in)


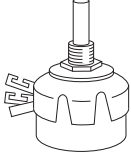
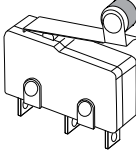

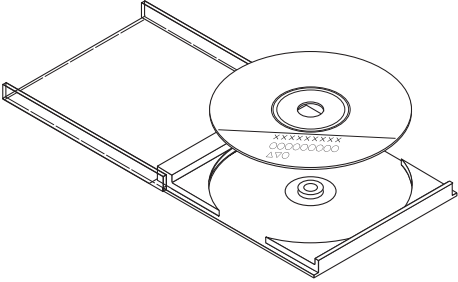
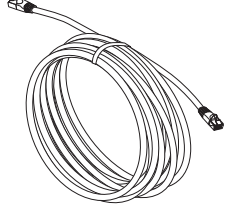


## 5 ACCESSORIES

Confirm that the accessories listed in the table below are present when setting up the product. Accessories marked Spare in the note column are consumable items but included as spares.

Parts not labeled with part numbers are as yet unregistered or cannot be registered. Be sure to handle all parts with care, as some parts are not available for purchase separately.

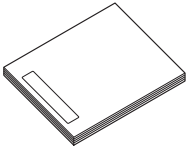
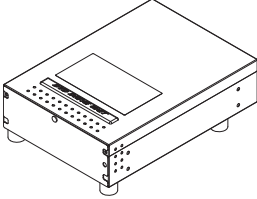
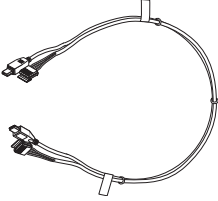
Part name/Part no.	Diagram/Use etc.	Quantity
OWNER'S MANUAL 420-7253-01	 This manual	1
RINGWIDE SERVICE MANUAL 420-7210-01	 Explanation of built-in game board	1
KEY MASTER 220-5793-2-A001	 Open and Close the door The keys are shipped with the manual packed together with the accessories.	2
KEY	 For cash box The keys are placed inside the coin chute door for shipping.	2
POWER CABLE 600-6619-02 <Hong Kong, Singapore & UK> 600-6729-01 <Taiwan> 600-7326 <USA> 600-6618-01 <Others>		1 ea.
TAMPERPROOF WRENCH (for M4 screws) 540-0006-01 TAMPERPROOF WRENCH (for M5 screws) 540-0007-01	 Tool	1 ea.
USB WIRE 600-7920-200	 For software installation	1

Part name/Part no.	Diagram/Use etc.	Quantity
DC POWER SUPPLY WIRE 600-8026-200	 <p data-bbox="639 450 862 472">For software installation</p>	1
VOLUME 220-5753	 <p data-bbox="639 645 699 668">Spare</p>	1
MICROSWITCH 509-5636	 <p data-bbox="639 840 699 863">Spare</p>	1
LAMP, 6.3 V, 1 W 390-5445-01	 <p data-bbox="639 1035 699 1058">Spare</p>	1
DVD SOFTWARE KIT 610-0816-0009	 <p data-bbox="639 1384 1260 1430">When you order the DVD-ROM disc only, specify the part number DVR-0009 (RGW DVDROM SRC).</p>	1
LAN CABLE 5 m 600-7269-0500	 <p data-bbox="639 1648 797 1671">For network play</p>	1

The DVD DRIVE is sold separately. If software installation becomes necessary, contact the point-of-purchase for this product. You can also order the parts using the kit numbers below.

<XKT-1515-01: DVD DRIVE KIT FOR LBG ENG>

5

Part name/Part no.	Diagram/Use etc.	Quantity
DVD DRIVE SERVICE MANUAL 420-6923-01		1
DVD DRIVE 610-0719-01-91	 <p data-bbox="646 812 971 840">Explanation of built-in game board</p>	1
DVD WIRE 605-0094	 <p data-bbox="646 1088 1000 1115"><i>NOTE: Do not use with this product.</i></p>	1

## 6 ASSEMBLY AND INSTALLATION

### WARNING

- Perform assembly work by following the procedure herein stated. Failure to comply with the instructions can cause electric shock.
- Perform assembling as per this manual. Since this is a complex machine, incorrect assembling can cause an electric shock, machine damage and/or improper functioning as per specified performance.
- Ensure that connectors are properly connected. Improper connections can cause electric shock.
- This work should be carried out by the site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation. If no one with proper technological expertise is available, request service from the office indicated in this document or the point-of-purchase so as to ensure safety.
- Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult.
- To perform work safely and avoid serious accident such as the cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.
- When inserting or removing a connector, always hold it by its main part. If you hold it by anything else while doing so, the connections between wire and connector terminal fixtures could be damaged; and there could be a short circuit or fire.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- When connecting wires inside the cabinet, there may be instances in which the indoor lighting does not reach that location. Have a flashlight or other auxiliary lighting equipment on hand. If wires are connected carelessly, there could be an accidental short circuit, fire, etc.
- Do not leave power cable or earth lines exposed over passageways. Exposure could lead to damage, electric shock or short circuit. Wherever wiring has been laid out on a floor surface, use a wiring protection cover.
- Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.

**⚠ CAUTION**

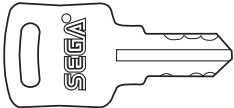
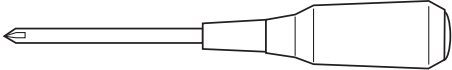
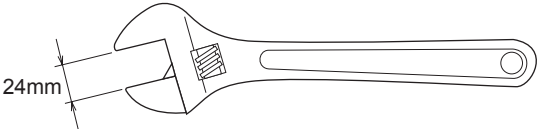
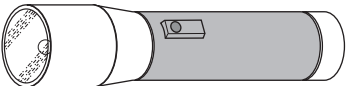
- When opening/closing, attaching/removing doors or lids, be careful that your hand or finger does not get caught in anything.
- Support and hold parts in place securely and fasten them with screws and/or bolts. Use two workers, one to support the part and another to fasten it in place. If a part is not supported securely, it might fall down, resulting in an accident.
- Wear appropriate work clothing so that work can be performed safely. Use gloves and safety shoes to prevent accidents or injuries.
- When installing a wire protection cover over a floor, use a material shaped so that no one passing by will stumble over it. Using a material that could be stumbled over might lead to an accidental fall.
- Handle plastic parts with care. Excessive weight or pressure may cause them to break and the broken pieces may cause injury.

6

**STOP IMPORTANT**

Since the LCD monitor is susceptible to damage, pay careful attention to its handling. Be careful in handling the LCD monitor. Their surface can easily be damaged, and if they are damaged, it might not be possible to service or repair them.

**Tools necessary for work**

Master key	
Phillips screwdriver (for M4)	
Spanner with measuring distance of 24 mm to opposite side (for M16 hexagon bolts)	
Flashlight or other supplementary lighting	

## 6-1 ATTACHING THE BILLBOARD

- 1 Attach the billboard (acrylic board) to the ASSY billboard. Insert it diagonally forward from above.



6

- 2 Affix the billboard with 2 truss screws.



TRUSS SCREW (2), black  
M3 x 6

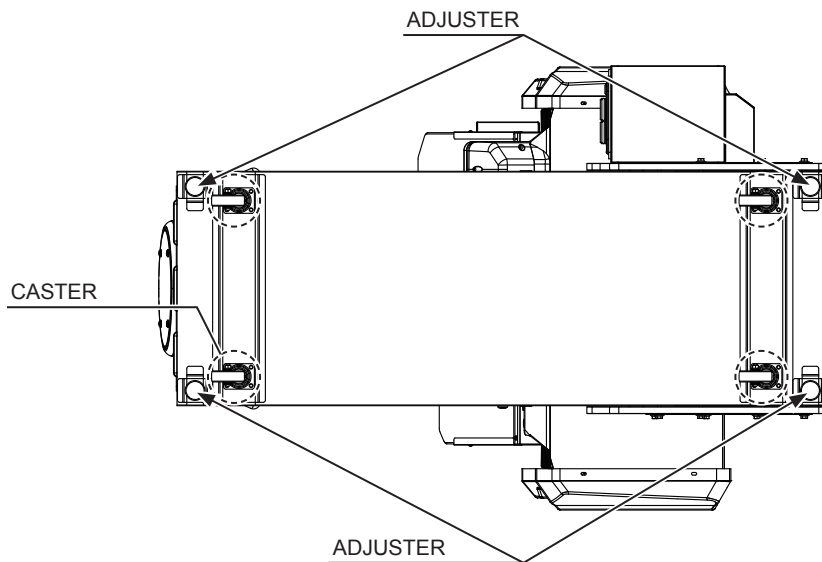
## 6-2 SECURING IN PLACE

### ⚠ WARNING

- Make sure that all the adjusters are resting on the floor. The cabinet may move and cause an accident if the adjusters are not laid out properly.
- Be sure to provide sufficient space for customers to pass and for ventilation as specified in this manual. If the cabinet is installed in a space that is narrower than specified, ventilation will be reduced and dust will accumulate quicker, and may cause overheating or fire.

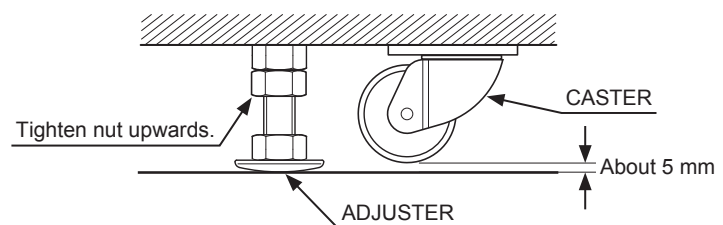
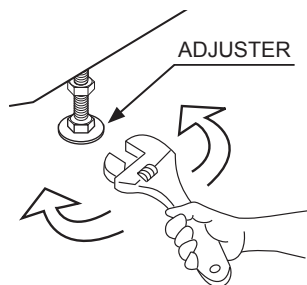
6

This product has 4 casters and adjusters each.

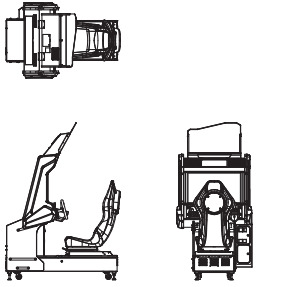


Up to 4 cabinets can be connected for network play. See Chapter 19 for details on installing multiple machines.

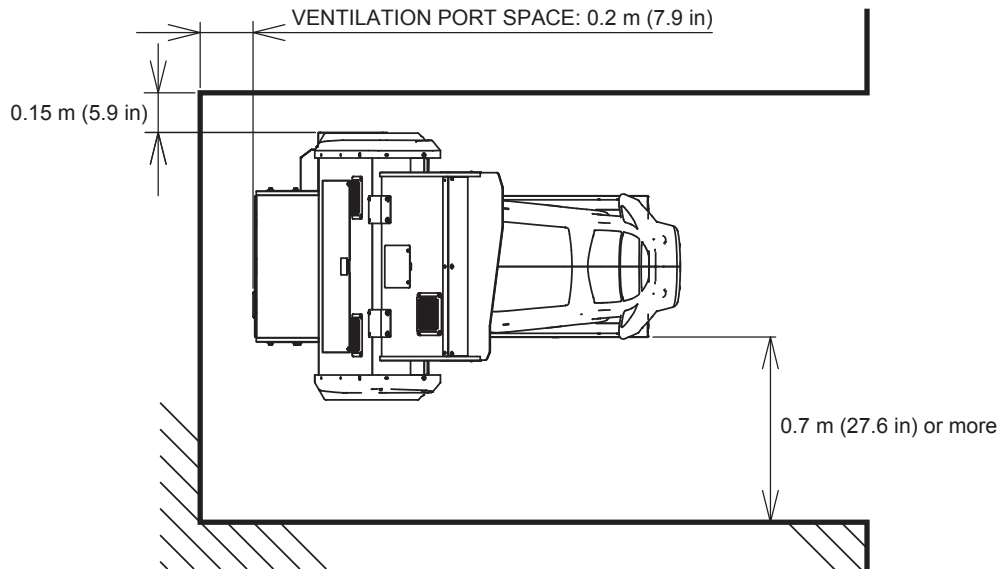
- 1 Move the product to the installation site. Provide sufficient space for the player to get into the seat, and sufficient space on the AC unit side for later work.
- 2 Bring the adjusters into direct contact with the floor. Use a wrench to align the height of the adjusters until the cabinet is perfectly level.
- 3 After setting, turn adjuster nuts upwards to tighten them and secure adjuster heights.







Views are reduced to 1/100. Use them for reference in installation site layout.



Provide sufficient space for ventilation on the side with the vent. Leave at least 0.7 m (27.6 in) on the side that customers will pass by.

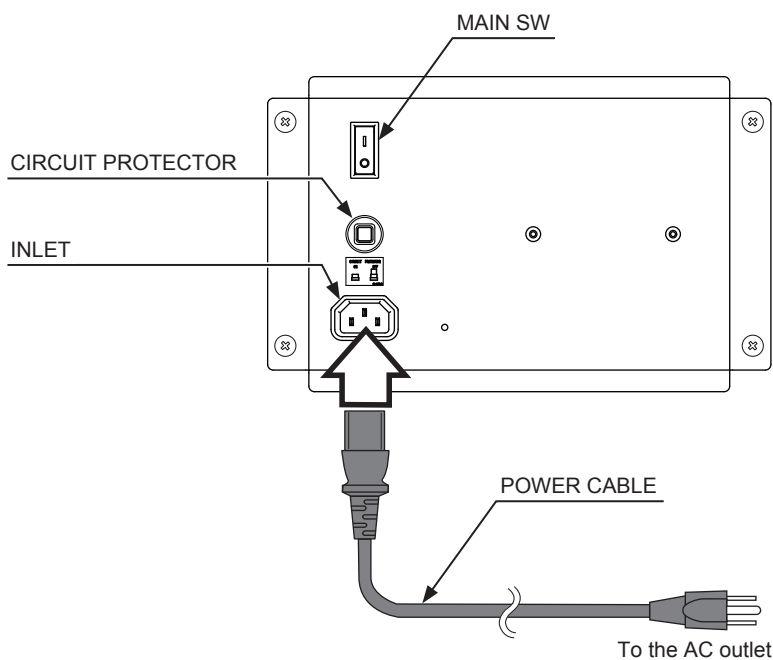
## 6-3 CONNECTING THE POWER CABLE AND EARTH

### ⚠ WARNING

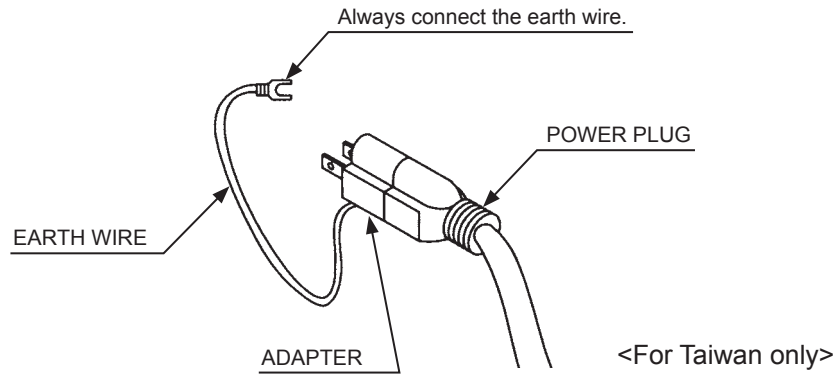
- Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage.
- Have available a securely grounded indoor earth terminal. Without proper grounding, customers could be electrocuted and product operations might not always be stable.
- Do not expose the power cable or earth wire. If these are exposed, customers could stumble over them, for instance, and easily damage them. Additionally, if these lines are damaged, there could be a risk of electrical shock or short circuit. Set these lines at locations where they will not interfere with customer traffic, or attach covers to them.
- After laying out the power cable on the floor, be sure to always protect it. If the power cable is left exposed, it can easily be damaged, resulting in electrical shock.
- The power cable for this product has an earth terminal. Make sure to use this earth terminal when plugging it in to an indoor outlet. Failure to properly ground the product could lead to electrocution. It can also lead to malfunction.

The AC unit has Main SW, Circuit Protector and the inlet which connects the power cable.

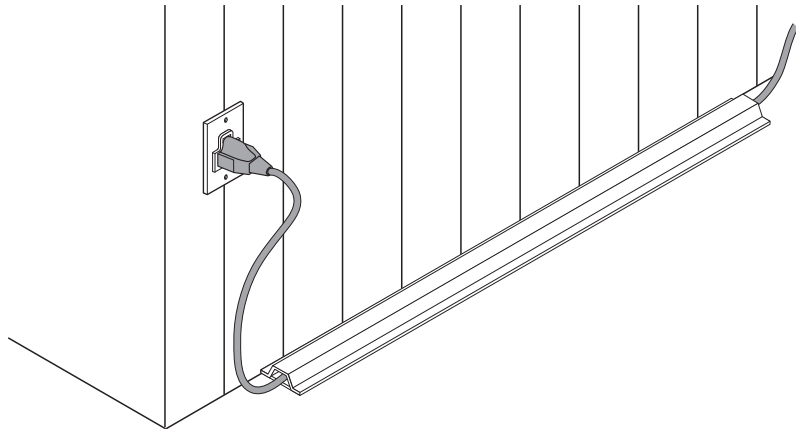
- 1 Confirm that the main switch is at OFF.



- 2** Connect one end of the earth wire to the AC earth terminal, and the other end to the indoor earth terminal. The accessory power cable contains earth wire. Connect power cable to AC unit inlet, and then insert power plug into “power outlet with earth terminal.” If there is no “power outlet with earth terminal,” be sure to always establish grounding by some means; for example, by connecting the AC unit earth terminal to the earth system with an earth wire set aside for that purpose. When using a conversion adapter sold on the market to provide power, connect the adaptor’s earth wire terminal to an “earth terminal that is securely grounded.”



- 3** The power cable is laid out indoors. Protect the power cable by attaching wire cover to it.



## 6-4 ASSEMBLING CHECK

### Initialization Operation

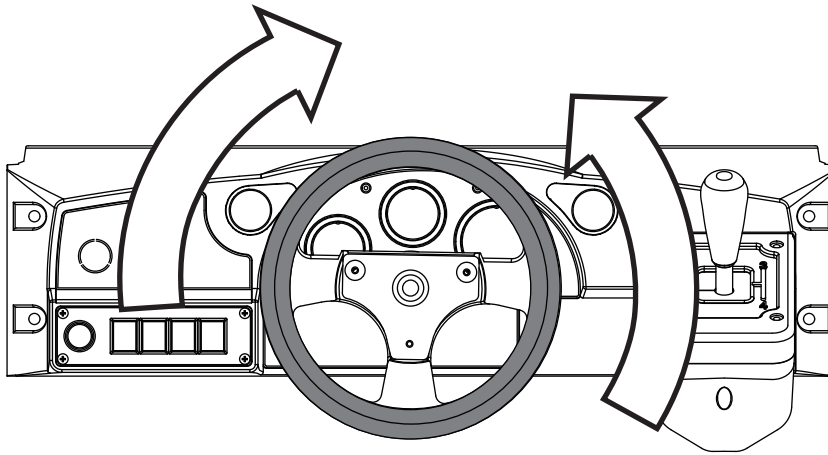
Turn on the main power switch on the AC unit.

Initialization will begin after the fluorescent lamp on the billboard lights up and the RINGWIDE startup screen displays on the monitor. The steering wheel will rotate left and right, then return to the middle.

Once the initialization is complete for RINGWIDE and the internal system, the advertising (standby) screen will display on the monitor.

Do not turn the steering wheel or touch the buttons until the initialization operation has successfully completed. Doing so could affect the handling of the steering wheel and cause problems.

6



Use TEST MODE to check whether everything has been assembled correctly and the IC board is functioning normally.

See the RINGWIDE Service Manual for details on SYSTEM TEST MODE and “9-3 GAME TEST MODE” for details on GAME TEST MODE.

### (1) MONITOR TEST

In the SYSTEM TEST MODE menu, selecting MONITOR 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, make needed by watching the TEST MODE screen. If it is necessary, adjust the monitor by referring to Chapter 14.

### (2) INPUT TEST

Selecting the INPUT TEST on the GAME TEST MODE menu screen (on which each switch is tested) to be displayed. Press each switch. If the display beside each switch indicates "ON," the switch and wiring connections are satisfactory.

Turn the steering wheel and press the pedals. If the volume value changes smoothly, the volume and wiring connections are satisfactory.

### (3) OUTPUT TEST

Selecting the OUTPUT TEST on the GAME TEST MODE menu screen (on which each lamp is tested) to be displayed. Make sure that the lamp lights up properly.

Select DRIVE BD TEST to display the screen for testing the steering wheel recoil mechanism. Check whether the steering wheel recoil mechanism is working properly.

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

## 7 PRECAUTIONS WHEN MOVING THE MACHINE

### WARNING

- Always disconnect the power cable before moving the product. If it is moved with the power cable connected, the cable could be damaged, causing fire or electric shock.
- To move the unit over the floor, pull in the adjusters and have the casters contact the floor. While moving the unit, be careful that the casters do not roll over the power cable or the earth wire. If cable or wire is damaged, there could be electrical shocks and/or short circuits.
- Do not push the cabinet from the left/right when attempting to move the cabinet. Pushing from the sides may cause the unit to tip and result in injury and damage to parts.
- Do not place the cabinet on inclines or uneven surfaces. This could result in the unit falling over. It could also move on its own and hit other objects or people.
- Never disassemble the unit in ways other than those described in this manual. Doing so can cause accidents such as electric shocks, short circuits, and fires. If the product must be disassembled in a manner not described in this manual, contact the point-of-purchase for this product.

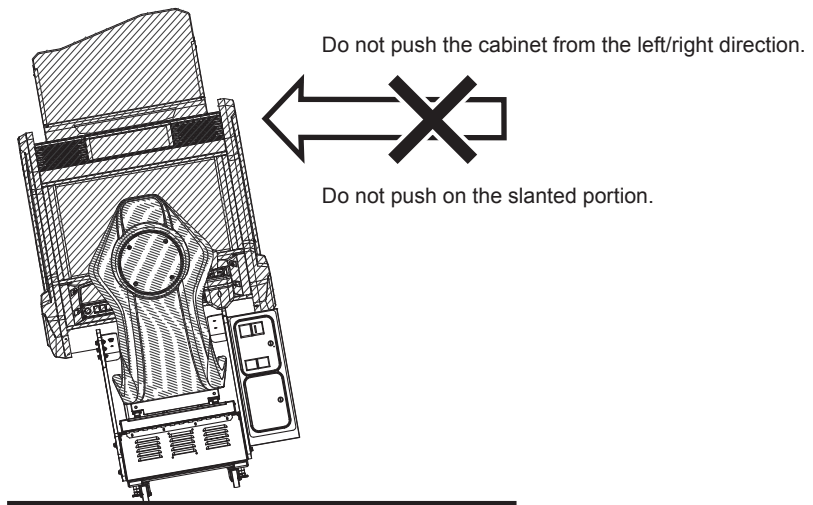
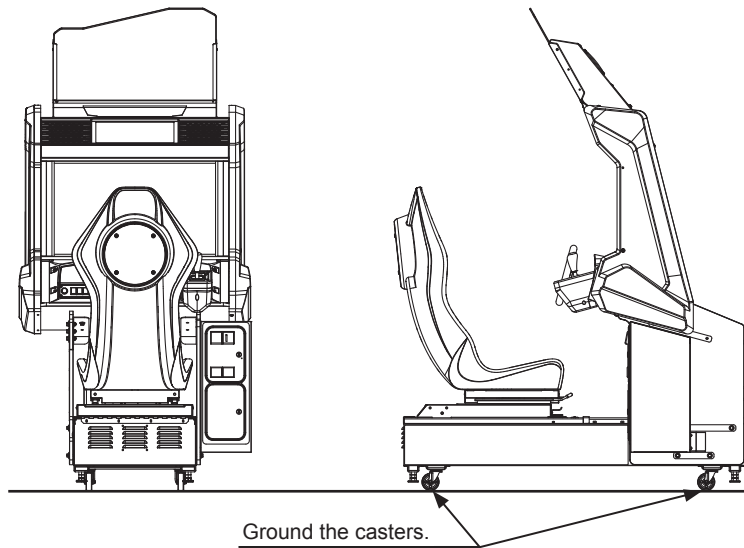
### CAUTION

- Hold on to the grips or the bottom of the cabinet when moving it. Do not push or pull the machine by the steering wheel, shift lever, or seat. Doing so could result in damage or deformation to the parts, and may cause player injury.
- Do not push on any parts made of plastic, as these parts may break and result in bodily injury.

**STOP**

### IMPORTANT

- Be careful in handling the LCD monitor. Their surface can easily be damaged, and if they are damaged, it might not be possible to service or repair them.
- In locations with low ceilings, remove the billboard before moving the machine. (See 6-1.)
- Movement by casters can damage the floor, depending on the floor material. Have a mat or thin plate available for moving casters. If rugs, for instance, have been laid out, remove them before moving.



## 8 PLAYING THE GAME

### 8-1 GAME OUTLINE

Speeds in excess of 300 km/h (186 mph)! Exhilarating head-to-head racing! The roar of powerful V8 engines and fiery exhaust! Experience the high-octane thrills of stock car racing on a world stage!

This game is equipped with a network function, enabling up to 4 players to play simultaneously when the cabinets are connected.

#### BASIC CONTROLS

- **STEERING WHEEL**

Changes the direction the car is going.

- **GAS PEDAL**

The car accelerates.

- **BRAKE PEDAL**

The car decelerates and will stop if you continue to press the brake.

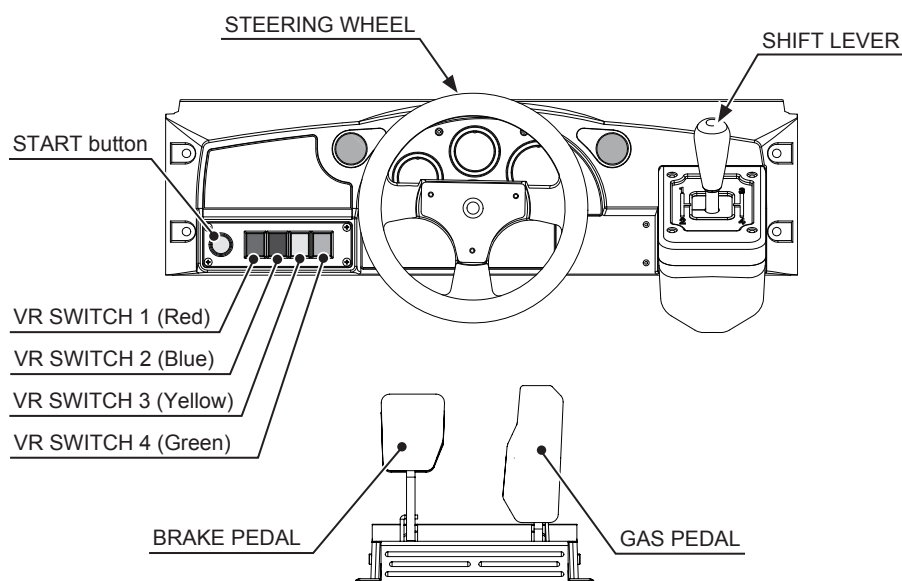
- **VR SWITCH**

Changes the view. Select between the 4 views below as desired:

VR SWITCH 1 (Red)	A view that emphasizes the sensation of speed
VR SWITCH 2 (Blue)	An exciting virtual view
VR SWITCH 3 (Yellow)	An easier view for beginners
VR SWITCH 4 (Green)	A wide view that makes it easier to see your surroundings

- **SHIFT LEVER**

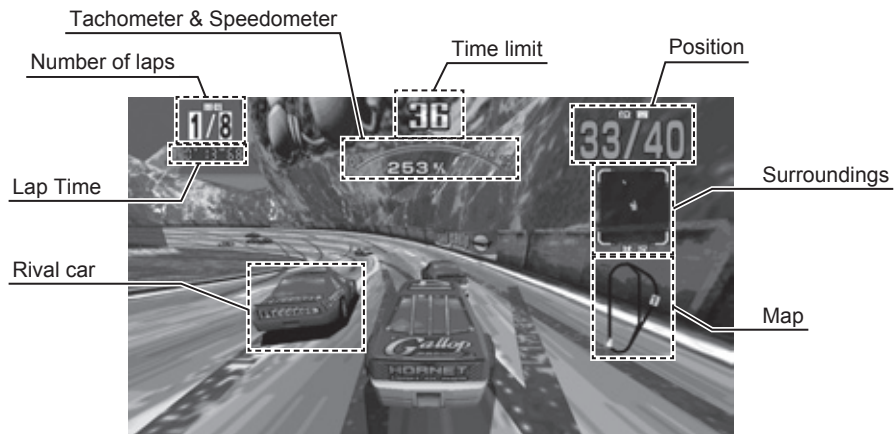
Change gears when using manual transmission.



Game Controls



## 8-2 GAME SCREENS



## 8-3 GAME RULES

The point of the game is to drive as fast as possible and take 1st place in the race. The time limit will begin running down as soon as the game starts.

Time is added when you pass check points on the course. The game ends when you complete the last lap or the time runs out.



Check point



Time extension

## 8-4 HOW TO PLAY

### 1 Start the game

Insert coins. The game will start automatically when you have met the required amount of credits.

### 2 Wait for opponents

When multiple cabinets are connected and network play is enabled, cabinets without players will accept new players.

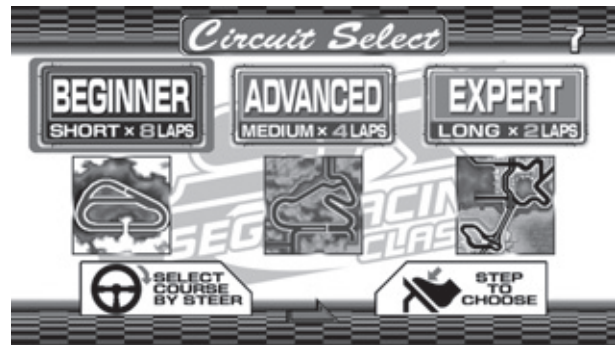
You will not be taken to the waiting for opponents screen if there is only a single machine or the machine has not been set up for Versus Mode.

### 3 Course selection (Circuit Select)

Use the steering wheel to select the course (BEGINNER COURSE/ADVANCED COURSE/EXPERT COURSE) and press the gas pedal to confirm the selection.

There are 3 courses in all.

BEGINNER	777 SPEEDWAY	Oval course for beginners
ADVANCED	DINOSAUR CANYON	Canyon course for advanced players
EXPERT	SEASIDE STREET GALAXY	City course for expert players



Course Selection

### 4 Transmission selection (Mission select)

Use the steering wheel to select between automatic or 4-speed manual transmission, and press the gas pedal to confirm the selection.

If you hold the START button down on this screen when finalizing the selection with the gas pedal, it will go to Time Attack Mode. During network play, it will go to Player Only Mode, and only the players' cars will be on the course.



Transmission Selection

## 5 Playing the game

If the Beginner Course is selected, the cars will already be moving when the game starts (rolling start).

*NOTE: If you selected the 4-speed manual transmission, you should start out in 4th gear.*

On the Advanced and Expert courses, the cars will be sitting still when the game starts.



BEGINNER COURSE

8



ADVANCED COURSE/EXPERT COURSE

## 6 Name entry

Players that finish the race with a high score will be able to enter their names. Use the steering wheel to select the letter and confirm with the Accelerator.



Name Entry

## 8-5 HINTS FOR PLAYING THE GAME

### Drift

When turning sharp curves, drifting allows you to run the shortest path with minimal slowdown. The key to playing the game better is to drift skillfully using the brake and steering wheel.



Drift

### Pit Stop

You can keep your car in good condition by entering the pit on the course. However, pit stops result in a significant time loss, so be sure to check that you have enough time left.



Pit Stop

## 9 EXPLANATION OF TEST AND DATA DISPLAY

### WARNING

Do not touch any parts that are not specified in these directions. Touching unspecified locations may lead to electric shock or cause short circuits.

### CAUTION

When exit the TEST MODE, the steering wheel moves automatically for initializing. Do not touch the steering wheel until the steering wheel has completely stopped moving to prevent accidents or injuries. If you touch the steering wheel before initialization is finished, there could be problems with operability.

### IMPORTANT

- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.
- Removing the Coin Meter circuitry renders the game inoperable.

Perform tests and data checks periodically by manipulating the TEST Button and SERVICE Button in the cabinet. Follow the instructions in this chapter to conduct checks when the game machine is first installed, when money is being collected, or when the game machine does not operate properly. Shown below are the tests and screens to be used for different problems.

This product uses a RINGWIDE game board and a DVD DRIVE. In the system, a different game can be played by putting a different DVD ROM in the DVD DRIVE.

For this reason, the product's TEST MODE consists of two modes: a SYSTEM TEST MODE for systems in which coin settings, for instance, are made for products that use the same system, and a GAME TEST MODE for setting of difficulty level, etc., and for input/output test of operational units used exclusively with this product.

*NOTE: "S/M" in the table denotes RINGWIDE Service Manual, which is provided separately.*

ITEMS	DESCRIPTION	REFERENCE SECTIONS
Game machine installation	1. Confirm that the information display screen appears in normal fashion.	"S/M" Chapter 4
	2. Investigate each input device on the input test screen.	9-3-3, "S/M" Chapter 4
	3. Investigate each output device on the output test screen.	9-3-4, "S/M" Chapter 4
Periodic maintenance	1. Check settings.	9-3, "S/M" Chapter 4
	2. Test each input device on the input test screen.	9-3-3, "S/M" Chapter 4
	3. Test each output device on the output test screen.	9-3-4, "S/M" Chapter 4
Control problem	1. Investigate each input device on the input test screen.	9-3-3, "S/M" Chapter 4
	2. Adjust or replace each input device.	Chapter 9, 11, 12, 13
	3. If the problem persists, examine the mechanical components of each input device.	Chapter 9, 11, 12, 13
Monitor problem	On the monitor adjustment check screen, check to be sure the monitor has been adjusted properly.	"S/M" 4-5 Chapter 10
IC board problem	1. Information Display Screen	"S/M" Chapter 4
	2. Speaker test	9-1, "S/M" 4-6
Data Check	Check data on game play times, histograms, etc.	9-3-2

## 9-1 SWITCH UNIT

### CAUTION

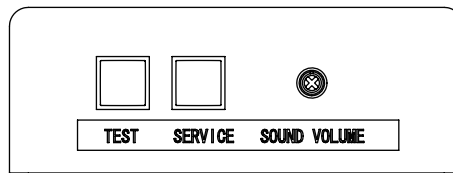
Be careful that a finger or hand does not get caught when opening/closing the door.

### IMPORTANT

- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.
- Removing the coin meter circuitry renders the game inoperable.

9

Unlock and open the coin chute door. Inside is a switch unit.



Switch Unit

TEST Button (TEST)	Establishes TEST MODE. Becomes the button to confirm selections in TEST MODE.
SERVICE Button (SERVICE)	Makes it possible to enter credits for service without increasing the coin meter. Becomes the button to select items in TEST MODE.
Sound Volume Knob (SOUND VOLUME)	This is the volume knob for speakers at the left and right of the control panel. Turn the knob to the right to increase speaker volume.

## 9-2 SYSTEM TEST MODE

### **STOP** IMPORTANT

- The details of changes to TEST MODE settings are saved when you exit from TEST MODE by selecting EXIT from the SYSTEM TEST MODE menu. Be careful because if the power is turned off before that point, changes to the settings will be lost.
- Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.

In the SYSTEM TEST MODE, the main activities include checking RINGWIDE information and actions and the setting of coin/credit. Also, a screen appears for checking screen adjustments. For details, see the RINGWIDE Service Manual, which is provided separately.

Use the following settings with this product. If the settings are not as specified, error messages might appear and operations might not be normal.

#### COIN ASSIGNMENTS

COIN CHUTE	COMMON
SERVICE TYPE	INDIVIDUAL
GAME COST SETTING	CREDIT(S) TO START

#### NETWORK SETTING

NETWORK TYPE	MAIN
MAIN NETWORK	DHCP ENABLE



## 9-3 GAME TEST MODE

### 9-3-1 GAME TEST MODE

#### STOP IMPORTANT

- To change settings in the GAME TEST MODE, simply making changes on the setting screen will not be effective. Complete the TEST MODE in normal fashion.
- Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.

1 Select GAME TEST MODE from the SYSTEM TEST MENU screen to display the GAME TEST MODE screen as follows.

```

SEGA RACING CLASSIC
GAME TEST MODE
  BOOKKEEPING

  INPUT TEST
  OUTPUT TEST
  DRIVE BD TEST
  GAME ASSIGNMENTS
  GAME SYSTEM INFORMATION

  BACKUP DATA CLEAR

->EXIT

```

SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

2 For each following item, a test or setting is implemented, or data is displayed.

9-3-2	BOOKKEEPING	Displays all recorded game data.
9-3-3	INPUT TEST	Tests each input device used for game.
9-3-4	OUTPUT TEST	Tests each output device used for game.
9-3-5	DRIVE BD TEST	Used to check the steering wheel recoil mechanism and its condition.
9-3-6	GAME ASSIGNMENTS	Adjusts all game settings.
9-3-7	GAME SYSTEM INFORMATION	View information about the game.
9-3-8	BACKUP DATA CLEAR	Erases all types of game records.



- 
- 3** Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to select the test item.  
The various input devices can be used to perform operations in TEST MODE.

SHIFT LEVER cursor	UP/DOWN
START button	CONFIRM
VIEW CHANGE button 1 (red)	UP
VIEW CHANGE button 2 (blue)	DOWN
VIEW CHANGE button 3 (yellow)	LEFT
VIEW CHANGE button 4 (green)	RIGHT

- 
- 4** After changing the settings, select EXIT and press the TEST Button to return to the GAME TEST MODE screen.

- 
- 5** On the GAME TEST MODE screen, select EXIT and press the TEST Button. The SYSTEM TEST MENU screen reappears.

- 
- 6** On the SYSTEM TEST MENU screen, select EXIT and press the TEST Button. The game screen reappears.

### 9-3-2 BOOKKEEPING

Each game record can be viewed.

- 1 On the GAME TEST MODE screen, select BOOKKEEPING and press the TEST Button. The BOOKKEEPING 1/2 screen appears.

BOOKKEEPING 1/2	CREDIT
COIN 1	*
COIN 2	*
COIN 3	*
COIN 4	*
TOTAL COINS	*
COIN CREDITS	*
SERVICE CREDITS	*
TOTAL CREDITS	*

PRESS TEST BUTTON TO CONTINUE

- 2 Each item is explained below.

COIN 1	Number of coins inserted in coin chute 1.
COIN 2	Number of coins inserted in coin chute 2. (Not used)
COIN 3	Number of coins inserted in coin chute 3. (Not used)
COIN 4	Number of coins inserted in coin chute 4. (Not used)
TOTAL COINS	Total Number of coins inserted in coin chute.
COIN CREDITS	Number of credits for coins inserted.
SERVICE CREDITS	Number of credits entered with the SERVICE Button.
TOTAL CREDITS	Total number of all credits.

### 3 Press the TEST Button to move to the BOOKKEEPING 2/2 screen.

BOOKKEEPING 2/2	OPERATION
NUMBER OF GAMES	**
TOTAL TIME	** : ** : **
TOTAL PLAY TIME	** : ** : **
AVERAGE PLAY TIME	** : **
LONGEST PLAY TIME	** : **
SHORTEST PLAY TIME	** : **
BEGINNER COURSE	
NUMBER OF GAMES	**
NUMBER OF GOALS	**
AVERAGE PLAY TIME	** : **
FASTEST GOAL TIME	** : **
ADVANCED COURSE	
NUMBER OF GAMES	**
NUMBER OF GOALS	**
AVERAGE PLAY TIME	** : **
FASTEST GOAL TIME	** : **
EXPERT COUSE	
NUMBER OF GAMES	**
NUMBER OF GOALS	**
AVERAGE PLAY TIME	** : **
FASTEST GOAL TIME	** : **
PRESS TEST BUTTON TO EXIT	

9

### 4 Each item is explained below.

NUMBER OF GAMES	Total number of games played.
TOTAL TIME	Amount of time the cabinet has been in operation.
TOTAL PLAY TIME	Total play time.
AVERAGE PLAY TIME	Average play time.
LONGEST PLAY TIME	Longest amount of time game has been played.
SHORTEST PLAY TIME	Shortest amount of time game has been played.

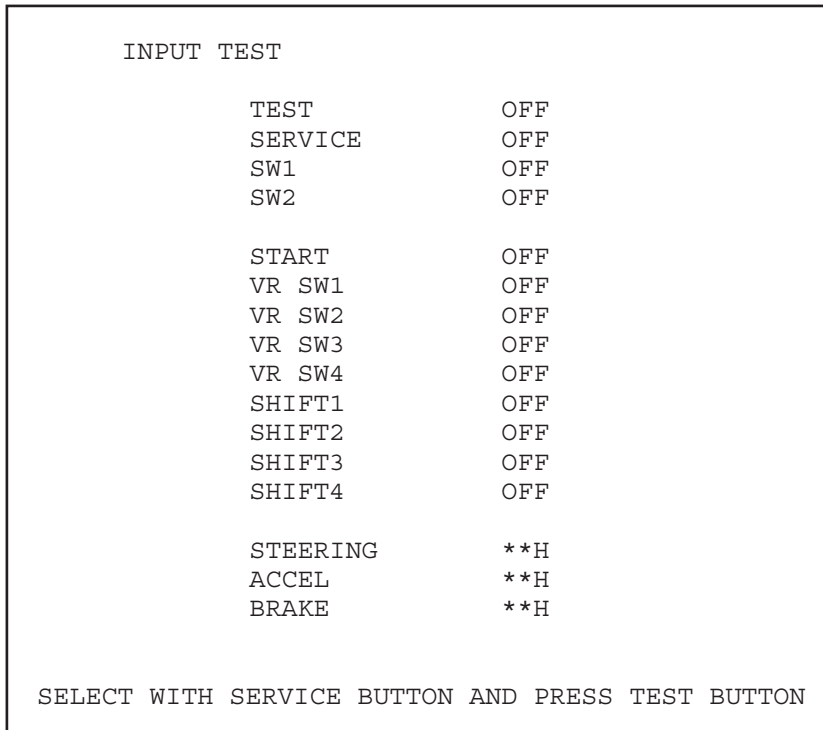
The records above can be checked for each of the courses (BEGINNER COURSE/ADVANCED COURSE/EXPERT COURSE).

### 5 When all checks are completed, press the TEST Button on the BOOKKEEPING 2/2 screen. The GAME TEST MODE screen reappears.

### 9-3-3 INPUT TEST

Select INPUT TEST to display the following screen and check the status of input devices. This test should be used periodically to check that each input device is functioning correctly.

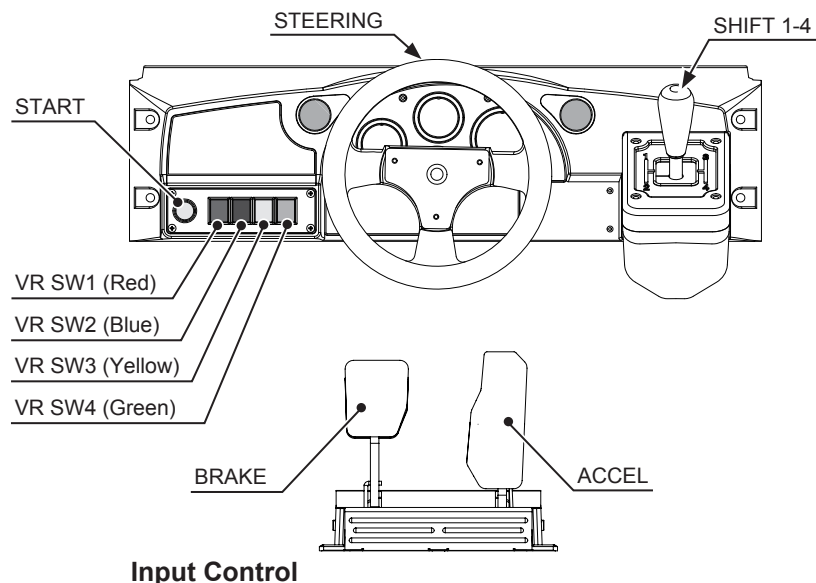
- 1 On the GAME TEST MODE screen, select INPUT TEST and press the TEST Button. The INPUT TEST screen appears.



- 2 Manipulate each switch, etc., to check screen display.

Test the STEERING, GAS and BRAKE controls to ensure that they are functioning properly and that the parameters change smoothly as each input device is operated. The STEERING value will decrease when the steering wheel is turned to the left and increase when turned to the right.

If the buttons turn ON when pressed and OFF when released, they are working normally.

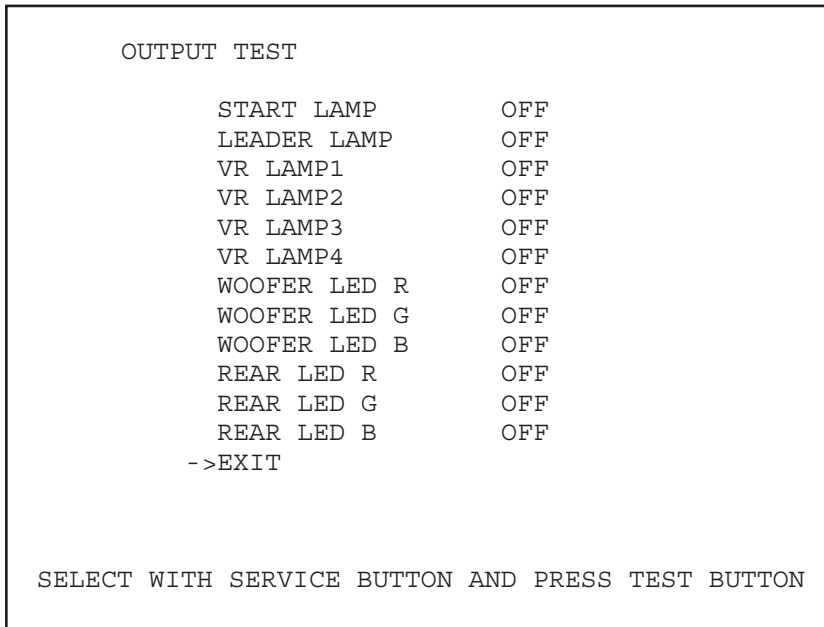


- 3 When all checks are completed, press the TEST Button and the SERVICE Button simultaneously. The GAME TEST MODE screen reappears.

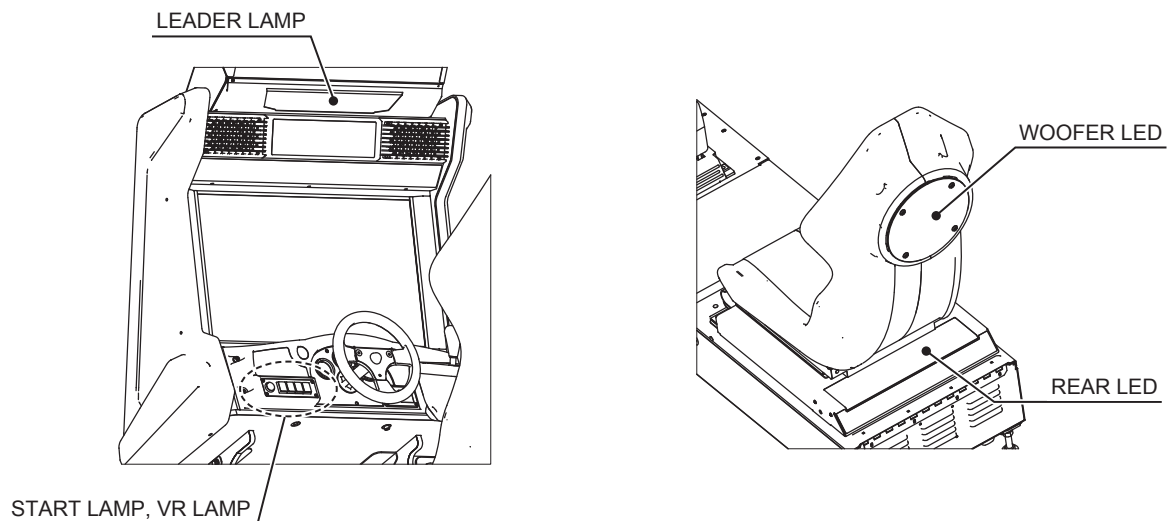
### 9-3-4 OUTPUT TEST

This screen is for confirming the proper operation of each output device used by the game. Periodically use this screen to check the status of each output device.

- 1 On the GAME TEST MODE screen, select OUTPUT TEST and press the TEST Button. The OUTPUT TEST screen appears.



- 2 Each item is explained below.  
Press the TEST Button on an item to change the condition to ON, turning on its indicator light. Press the TEST Button again to change the condition to OFF, turning off the light.



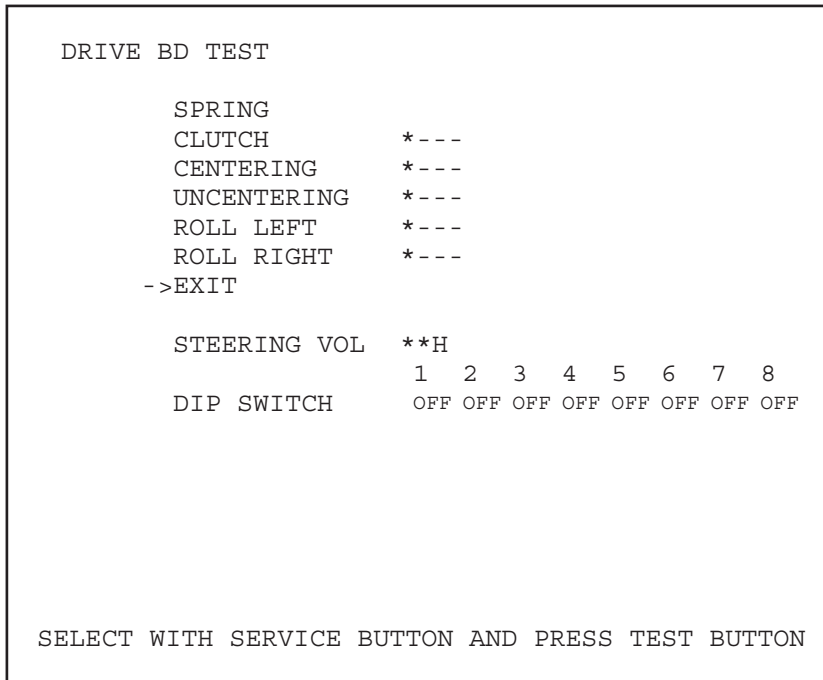
- 3 Press the SERVICE Button and move the cursor to select the item (output device).
- 4 When all checks are completed, select EXIT and press the TEST Button. The GAME TEST MODE screen reappears.

### 9-3-5 DRIVE BD TEST

This screen is for checking the steering wheel's force feedback.

Periodically use this screen to check that the steering wheel's force feedback is operating normally.

- 1 On the GAME TEST MODE screen, select DRIVE BD TEST and press the TEST Button. The DRIVE BD TEST screen appears.



Move the cursor up and down with the SERVICE Button or the VR1 (red) and VR2 (blue) buttons. The steering wheel will move to the setting selected with the cursor. The VR3 (yellow) and VR4 (green) buttons can be used to increase or decrease the force transmitted to the steering wheel.

- 2 Each item is explained below.

SPRING	Disables the motor and clutch in the recoil mechanism. The steering wheel will be centered only by the internal spring.
CLUTCH	Activates the clutch in the recoil mechanism. The steering wheel will be immobilized.
CENTERING	Center the steering wheel.
UNCENTERING	Disables centering of the steering wheel.
ROLL LEFT	Turn the steering wheel left.
ROLL RIGHT	Turn the steering wheel right.
STEERING VOL	Displays the steering wheel volume value. Check to make sure the values are as follows: Appropriate volume values: 2DH or lower ← 7D - 83H → D3H or higher (Left) (Center) (Right)
DIP SW	Display the setting status of DIP SW on the DRIVE BD.

## 3

## &lt;DIP SW Settings Chart&gt;

The DIP SW settings on the drive board can be used to set the steering wheel resistance, select whether to perform the power on check, etc. Leave DIP SW 5-8 OFF.

The drive board is mounted on the sub electric unit (ASSY ELEC). Refer to “19-2” when changing the settings.

**DIP SW Settings: The grayed out settings are the defaults**

1	2	3	Function
OFF	OFF	OFF	Light ↑
ON	OFF	OFF	
OFF	ON	OFF	
ON	ON	OFF	↓ Heavy
OFF	OFF	ON	
ON	OFF	ON	
ON	ON	ON	

4	Function
OFF	Perform power on check.
ON	Do not perform power on check.

Always recycle the power after making changes to the DIP SW settings. Operations are not performed for the new settings.

The steering wheel recoil mechanism will wear out with age. If the recoil becomes weak, change the DIP SW settings.

## 4

## &lt;Drive Board Error Display&gt;

If a problem occurs on the drive board, the test will not work when selecting DRIVE BD TEST on the GAME TEST MODE screen. If this happens, an error number will be displayed on the 7-segment display on the drive board. If a power on check error occurs, the 7-segment display will flash continuously.

First, check to make sure there is nothing wrong with the volume, motor, clutch, etc. in the steering wheel mechanism.

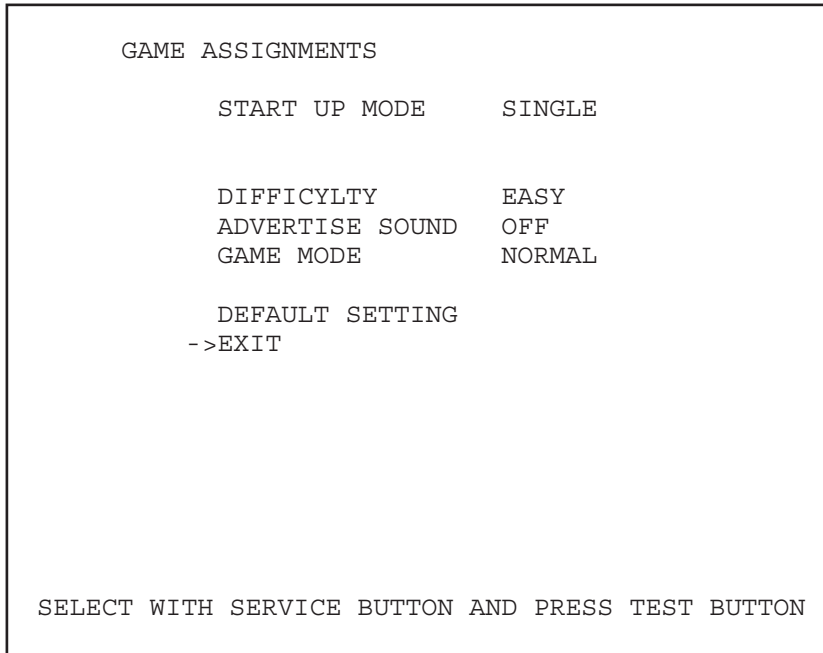
## 5

When all setting adjustments are completed, select EXIT and press the TEST Button. The GAME TEST MODE screen reappears.

### 9-3-6 GAME ASSIGNMENTS

All settings such as level of game difficulty or mode of the game are adjusted.

- 1 On the GAME TEST MODE screen, select GAME ASSIGNMENTS and press the TEST Button. The GAME ASSIGNMENTS screen appears.



- 2 Each item is explained below.

START UP MODE	Set the mode in which to operate. (SINGLE / MAIN / SUB) Choose "SINGLE" when using 1 cabinet. When using 2 or more cabinets for network play, set 1 to "MAIN" and the other(s) to "SUB."  <i>NOTE: The items that can be set vary depending on the mode.</i>
---------------	--

#### <Common Setting Items for SINGLE and MAIN>

DIFFICULTY	Set level of difficulty to one of 4 levels; EASY/NORMAL/HARD/HARDEST.	
ADVERTISE SOUND	Set sound on the advertising screen; ON or OFF.	
GAME MODE	Select between 3 different modes; (NORMAL/ENDURANCE/GRANDPRIX).	
	NORMAL	Beginner: 8 laps, Advanced: 4 laps, Expert: 2 laps
	ENDURANCE	Beginner: 20 laps, Advanced: 10 laps, Expert: 5 laps
	GRANDPRIX	Beginner: 80 laps, Advanced: 40 laps, Expert: 20 laps

#### <MAIN and SUB Setting>

TOTAL NODES	Set the number of cabinets to use in network play. Includes the cabinet you are working on.
-------------	---

#### <SUB Setting>

CAR NUMBER	Set the number for network play. If the same number is used on more than 1 cabinet, the game will not function properly. When enabling network play, make sure that the number of each of the cabinets is different.
DEFAULT SETTING	Set all settings back to the default.

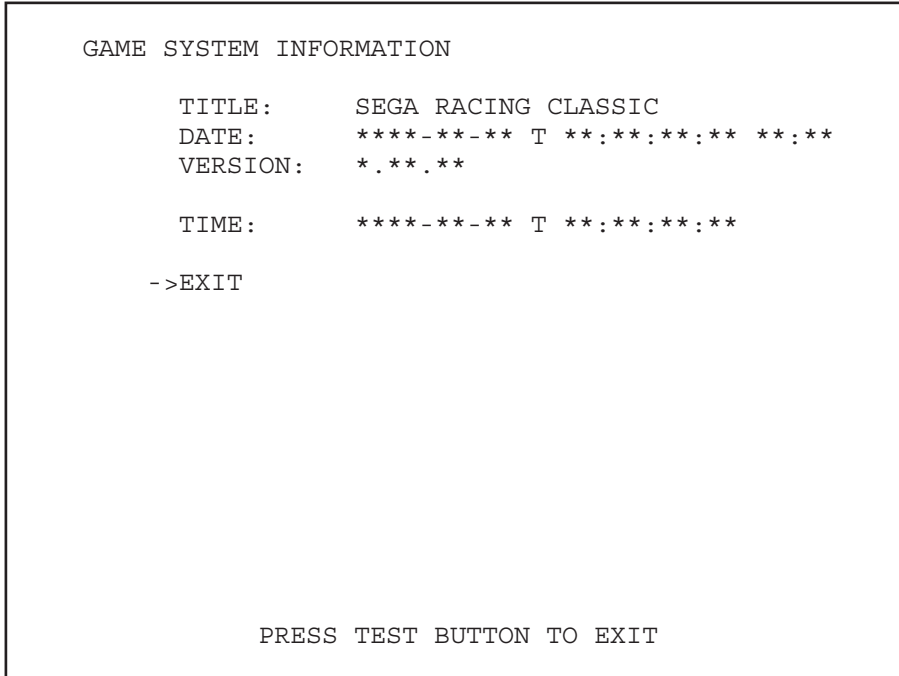


- 
- 3 Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to select the test item.
- 
- 4 When all setting adjustments are completed, select EXIT and press the TEST Button. The GAME TEST MODE screen reappears.

### 9-3-7 GAME SYSTEM INFORMATION

View information about the game.

- 1 On the GAME TEST MODE screen, select GAME SYSTEM INFORMATION and press the TEST Button. The GAME SYSTEM INFORMATION screen appears.



9

- 2 Each item is explained below.

TITLE	Display the title of the game.
DATE	Display the release date of the game.
VERSION	Display the version of the game.
TIME	Display the time set in SYSTEM TEST MODE.

- 3 Press the TEST Button again to return to the GAME TEST MODE screen.

### 9-3-8 BACKUP DATA CLEAR

Delete all game records (game scores and GAME TEST MODE BOOKEEPING data).

- 1 On the GAME TEST MODE screen, select BACKUP DATA CLEAR and press the TEST Button. The BACKUP DATA CLEAR screen appears.

BACKUP DATA CLEAR

YES (CLEAR)

->NO (CANCEL)

SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

- 2 Select item to either clear data or to cancel the function, and then confirm with the TEST Button.

YES (CLEAR)	All game records are cleared. After clearing, "COMPLETED" is displayed.
NO (CANCEL)	All game records are not cleared.

- 3 When YES (CLEAR) has been selected and the TEST Button pressed, all data is cleared. Then "COMPLETED" is displayed and press the TEST Button to return to the GAME TEST MODE screen. Move the cursor to NO (CANCEL) and press the TEST Button to return to the GAME TEST MODE screen without clearing the data.

## 10 LCD MONITOR

**STOP**

### IMPORTANT

Do not make careless adjustments. Making the wrong adjustment to the settings could lead to problems that are not easily fixed. If you are unable to make the adjustments you desire, contact the office listed in this manual or the point-of-purchase for this product.

### 10-1 CLEANING THE LCD MONITOR SCREEN

**STOP**

### IMPORTANT

- The LCD monitor screen is easily scratched, so be careful when cleaning it.
  - Do not contact the antistatic sheet on the screen surface, or rub it, with a hard implement (pointed bar or pen, etc.).
  - Do not affix stickers or anything else that might damage the antistatic sheet on the screen surface, or cause the sheet to peel off.
- Remove smears by using a dry, soft cloth (flannels, etc.). Do not use a coarse gauze, etc.
- For smear removing solvent, alcohol (ethanol) is recommended. When using chemical detergent, be sure to follow instructions below:
  - Dilute chemical detergent with water and dip a soft cloth in and then thoroughly wring it to wipe smears off.
  - Do not use a chemical detergent containing an abradant, powder or bleaching agent.
  - Do not use alkaline chemical detergents or solvents such as thinner, etc.
- Do not rub or scratch the LCD monitor screen with hard items such as brushes, scrub brush, etc.
- Do not stick tape, stickers or anything else onto the screen. Any kind of adhesive may damage the surface of the screen.

Clean the LCD monitor screen once a week.

## 10-2 ADJUSTING THE LCD MONITOR

### WARNING

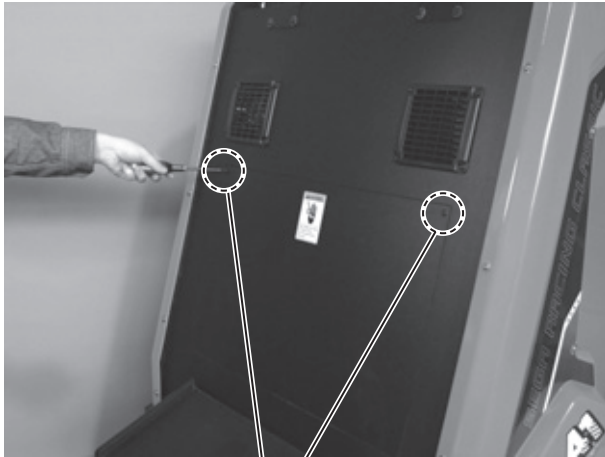
- Avoid any unnecessary adjustment. Adjusting the monitor may lead to electric shock or cause short circuits. If a mistake is made while performing adjustments, the game may stop operating.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- Do not touch any parts that are not specified in these directions. Touching unspecified locations may lead to electric shock or cause short circuits.

### CAUTION

- Be sure to perform appropriate adjustment of the monitor (LCD). For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or the customers' physical conditions.
- When attaching or removing doors, be careful that your hand or finger does not get caught in anything.

### How to Access the Adjustment Board

- 1 Turn off the power switch of the cabinet.
- 2 Remove the 2 truss screws and take off the upper door on the back side of the cabinet.



TRUSS SCREW (2), black  
M4 x 30, w/flat & spring washers, large flat washer used

10

- 3 There is an adjustment board on the bottom of the LCD monitor. A long wire is connected to the adjustment board.

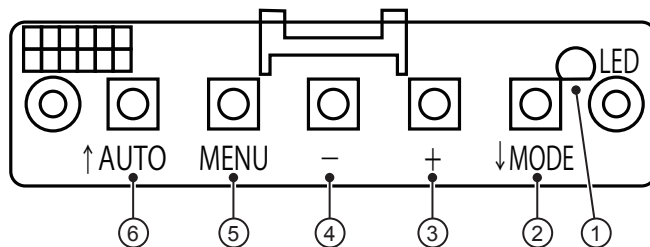


AJUSTMENT BOARD

- 4 Take the adjustment board out from underneath the LCD, pull it in front of the monitor, and make adjustments while watching the screen. When taking out and replacing the adjustment board, be careful not to get the wires caught on anything, pinch them, or otherwise damage them.



**Description of Functions**



①	Power LED	Green Light is with the signal; Red Light is signal out of range or no signal.
②	↓MODE	Enter selected item/move down.
③	“+”	Press the button to adjust the increasing value of selected OSD control item.
④	“-”	Press the button to adjust the decreasing value of selected OSD control item.
⑤	MENU/ENTER (EXIT)	Call the Menu. Enter or exit the item.
⑥	↑AUTO	Adjust the display to the best position/move up.

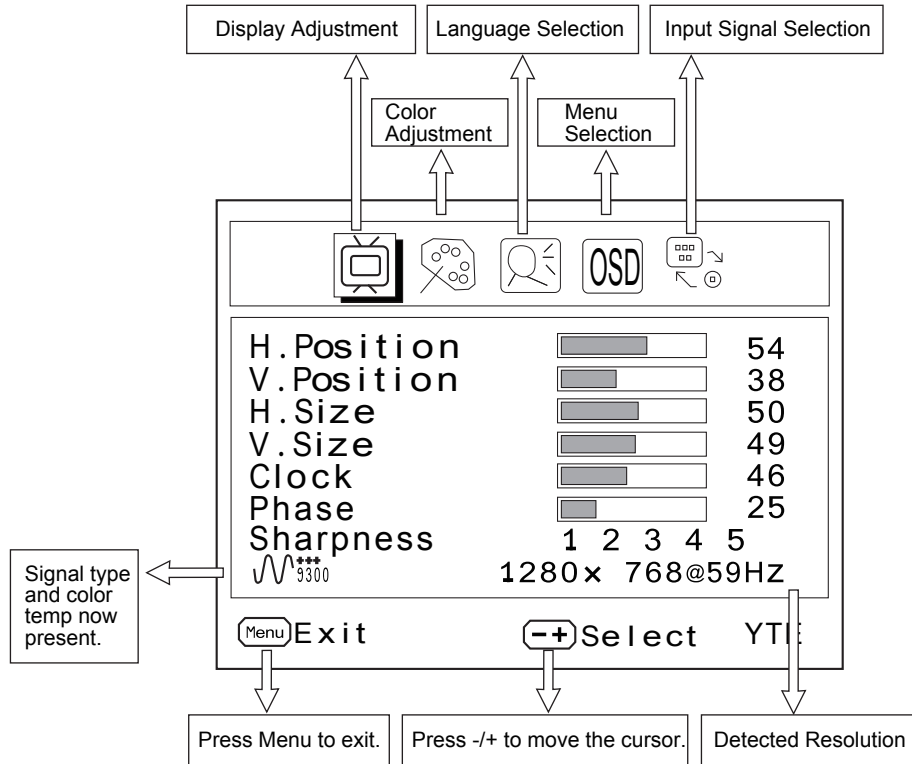
**Swift Keys**

“+”	Press this key can switch Brightness directly without selecting the menu.
“-”	Press this key can switch Contrast directly without selecting the menu.

- 1 Select “+” to turn up the volume.
- 2 Select “-” to turn down the volume.
- 3 Press MENU to leave Swift Keys function.

## OSD Operation Appearance

Press MENU and the screen will appear the following OSD Menu.



### <Making Adjustments>

- 1 Press "+" or "-" to move up or move down to the control you want to adjust.
- 2 Press "↓MODE" to select the item. Then, the selected bar will turn red.
- 3 Press "+" or "-" to increase or decrease the item and press "↓MODE" or "↑AUTO" when done changing the item.
- 4 Press "MENU" to exit; and it will return to the last page. Press "MENU" again to exit OSD menu.



## Content Explanations

### <Display Adjustment>

H.Position	Display Horizontal Position.
V.Position	Display Vertical Position.
H.Size	Display Horizontal Size.
V.Size	Display Vertical Size.
Clock	Adjust the size of horizontal image (left and right sides).
Phase	Adjust the image distortion appearing as horizontal “noise” on the screen.
Sharpness	Adjust display sharpness.

### <Color Adjustment>

9300K	Asian Area.
7500K	Asian Area.
6500K	Europe and North American Area.
USER	User’s setting.
Red	Red adjustment. User’s setting.
Green	Green adjustment. User’s setting.
Blue	Blue adjustment. User’s setting.

NOTE: When moving the selected item (turn red), press “+” or “-” to adjust the value.

Color Temperature	
Gamma	2.2 W/B X=0.285±0.0.02, Y=0.295±0.0.02 (Measured by Minolta CA-210)

### <Language Selection>

English	Français	Deutsch	Español	Italiano	日本語	Русский	繁體中文	簡體中文
---------	----------	---------	---------	----------	-----	---------	------	------

## Menu Adjustment

OSD Time Out	Display time duration of OSD Menu.	
OSD Position	Display the location of OSD Menu.	
OSD Transparency	Adjust the transparency of OSD Menu.	
Auto Setting	Adjust Auto Setting function ON/OFF.	
Recall	Recall Setting Value Yes/No.	
OSD Rotated	Rotate OSD Menu.	
Set Mode	Set Display Mode.	
	W mode	Enter 4:3, 5:4 or 16:9, 16:10 the display image will stretch to full screen. (Used for Sega Racing Classic.)
	N1 Mode	Enter 4:3, 5:4, or 16:10, the image will display in the middle and settle the vertical rate, but in order to adjust only horizon display image to 1:1. Both right and left side will display black shadow and when enter 16:9, the image will become full screen.

**Input Signal Selection**

Analog	Input Analog signal (Used for Sega Racing Classic.)
Digital	Input Digital signal

*NOTE: If it can't find the input signal or input signal is cut off, the display will start stand-by mode in 5 seconds.*

## 11 CONTROL PANEL (STEERING WHEEL MECHANISM)

### WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit. However, the unit must be switched on when using TEST MODE. Do not touch any part of the unit except those areas indicated.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- This work should be performed by the site maintenance individual or other skilled professional. Performing work with non-technical personnel can cause electric shock.
- The motor parts may be hot immediately after a game has been completed, so allow some time to pass before beginning work on the parts.
- Carefully read the “Usage Precautions” that come with the grease used in periodic maintenance work and make sure that you understand them. Improper use can lead to accidents.

### CAUTION

- Do not touch the steering wheel when switching on the unit. The steering wheel undergoes automatic initialization after the unit is switched on. Touching the steering wheel could lead to injuries.
- When removing or attaching the door, be careful that your hands or fingers do not get caught in anything.

### IMPORTANT

After adjusting or replacing the volume, always go to the DRIVE BD TEST or INPUT TEST screen in GAME TEST MODE and set the mobility value.

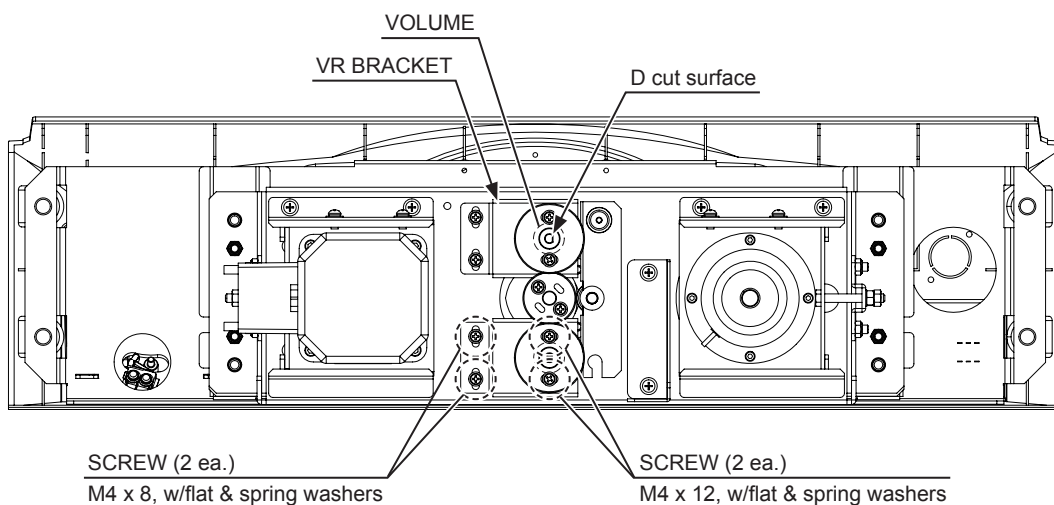
## 11-1 VOLUME ADJUSTMENT

Check the volume value of the steering wheel once a month and adjust it if necessary. At the same time, check the handling of the steering wheel.

The steering wheel has two volumes. The upper side is for the drive board, and the lower side is for the game board. Check the volume value of the drive board volume on the DRIVE BD TEST screen, and check the volume value of the game board volume on the INPUT TEST screen. The drive board volume can also be checked on the 7-segment display of the drive board. (See 19-2, Step 8.)

The recommended volume value when the steering wheel is straight is “80H +/- 4”.

- 1 The DRIVE BD TEST screen or the INPUT TEST screen on GAME TEST MODE is displayed.
- 2 Remove the 2 screws and take off the upper door on the back of the cabinet. (See 10-2.)
- 3 Fix the steering wheel in a straight position.
- 4 Loosen the 2 screws and adjust the angle at which the gears meet by moving the VR bracket. Set the gears so that the D cut surface of the volume's axis of rotation is in the direction of the figure. Applies to both up and down.
- 5 Tighten the 2 loosened screws and fasten the VR bracket in place.
- 6 Check the volume value on the DRIVE BD TEST screen or the INPUT TEST screen.
- 7 Confirm that the volume value changes smoothly by operating the steering wheel.
- 8 If you are unable to set the volume value in the recommended range using the above procedure, loosen the 2 screws fastening each of the 3 gears, and adjust the meshing of the gears.



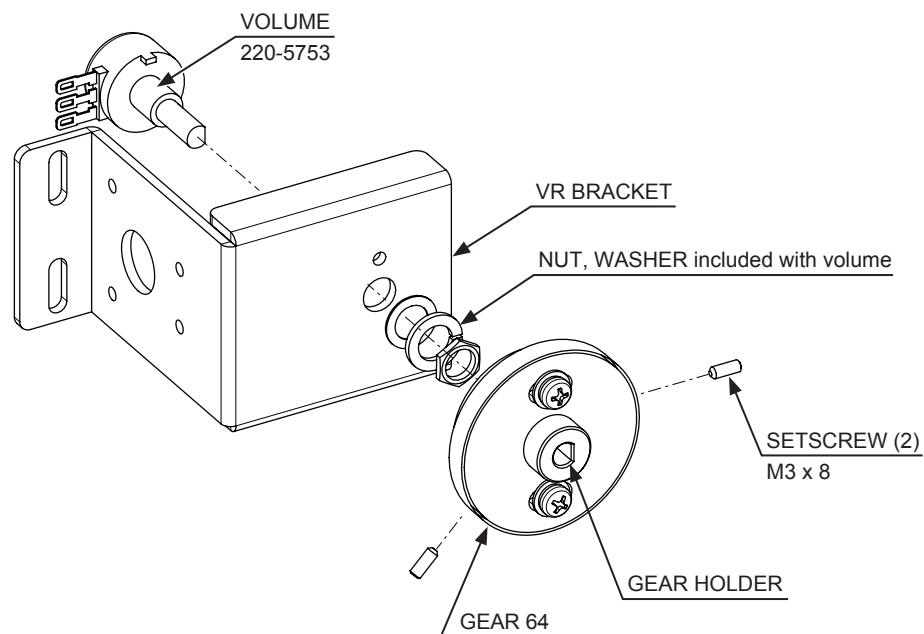
## 11-2 VOLUME REPLACEMENT

- 1 Turn the power off.
- 2 Remove the 2 screws and take off the upper door on the back of the cabinet. (See 10-2.)
- 3 Remove the wire connector coming out from the volume. The wire for the upper drive board volume has an "UP" tag, and the wire for the lower game board volume has a "DOWN" tag.

Disconnect the connector.



- 4 Remove the 2 screws that fasten the VR bracket, and remove the VR bracket together with the volume.
- 5 Remove the 2 fastening screws from the gear holder, and pull out the gear holder from the volume axis.
- 6 Remove the volume from the VR bracket and replace it.
- 7 Refer to "11-1 VOLUME ADJUSTMENT" to install the replacement volume and check it after installation.



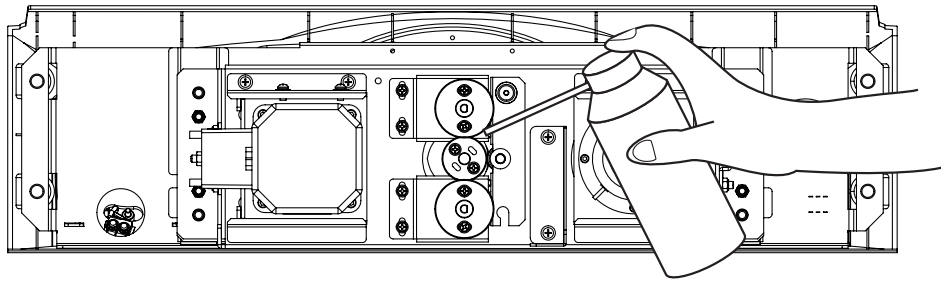
## 11-3 GREASING

### STOP IMPORTANT

- Be sure to use the designated grease. Using undesignated grease can cause parts damage.
- Do not apply grease to locations other than as specified. Doing so may create a risk of operational problems and deterioration of parts.
- The designated periods for greasing serve only as a guide. Whenever there are squeaks or other anomalies, apply grease at designated locations.

Grease the parts listed below once every 3 months.  
Use GREASE MATE (PART No. 090-0066) as spray grease.

Remove the upper door on the back of the cabinet, and apply grease to the teeth of the gears that turn the volume axis.



## 12 SHIFT LEVER

### WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit. However, the unit must be switched on when using TEST MODE. Do not touch any part of the unit except those areas indicated.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- This work should be performed by the site maintenance individual or other skilled professional. Performing work with non-technical personnel can cause electric shock.

### CAUTION

- Do not touch the steering wheel when switching on the unit. The steering wheel undergoes automatic initialization after the unit is switched on. Touching the steering wheel could lead to injuries.
- When removing or attaching the parts, be careful that your hands or fingers do not get caught in anything.

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### IMPORTANT

After replacing the switch, always go to the INPUT TEST screen in GAME TEST MODE and check whether the switch is ON or OFF.

## 12-1 CHECKING THE MICROSWITCHES

Check the microswitches on the shift lever once a month. At the same time, check the handling of the shift lever.

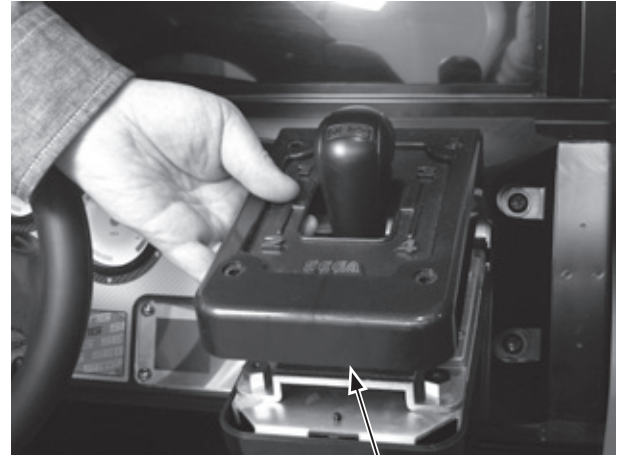
- 1 Display the INPUT TEST screen in the GAME TEST MODE.
- 2 Operate the shift lever and check that “ON” and “OFF” display properly (to the right of each shift) from “SHIFT1” to “SHIFT4”. The shift lever has 3 microswitches. Different combinations of “ON” and “OFF” will change the display for each shift.

## 12-2 REPLACING MICROSWITCHES

- 1 Turn off the power switch of the cabinet.
- 2 Remove the 4 tamperproof screws, and remove the shift cover.



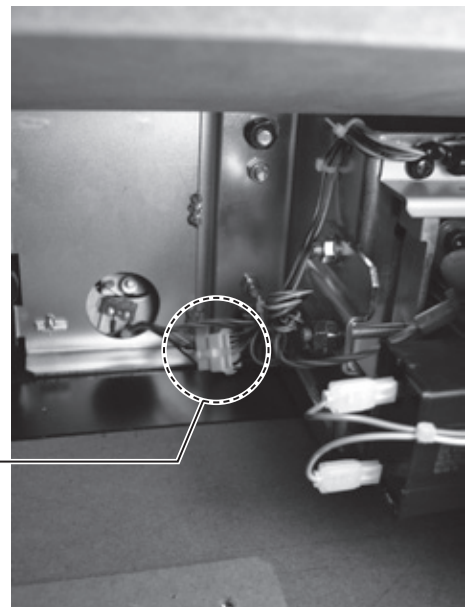
TAMPERPROOF SCREW (4), black  
M4 x 12



SHIFT COVER

12

- 3 Remove the 2 screws and take off the upper door on the back of the cabinet. (See 10-2.)
- 4 Disconnect the connector farthest to the left when facing the inside of the upper door. This is the shift lever connector.



Disconnect the connector.

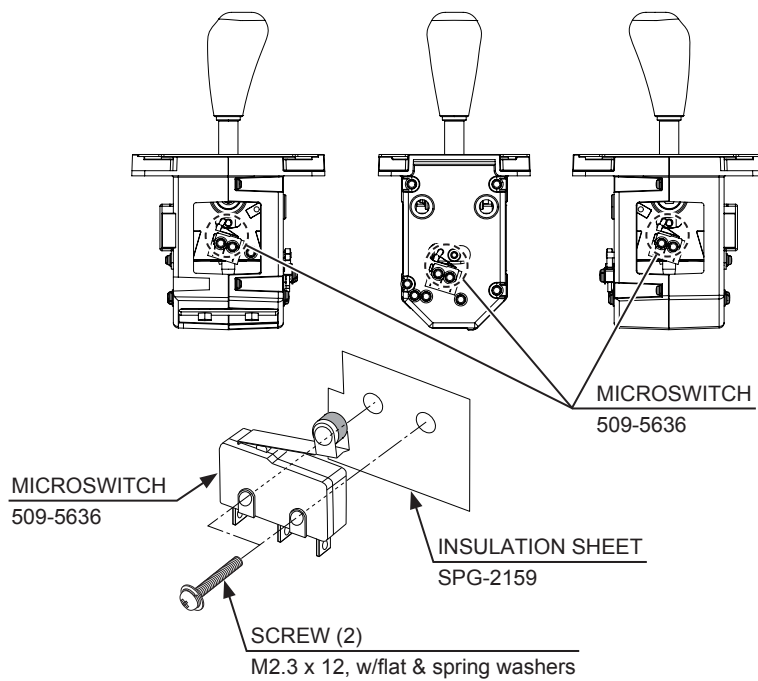


- 5 Remove the 4 special bolts, and remove the shift lever. Be sure not to damage the wiring.



SPECIAL BOLT (4)  
DYN-1224X

- 6 Each microswitch is fastened in place with 2 screws. Remove each set of screws and replace the microswitches. Microswitches are bundled with insulation sheets. Install the new switches along with the insulation sheets.



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- 7 On the INPUT TEST screen, check that the switch operates according to shift lever controls.

## 13 ACCELERATOR & BRAKE

### WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit. However, the unit must be switched on when using TEST MODE. Do not touch any part of the unit except those areas indicated.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- This work should be performed by the site maintenance individual or other skilled professional. Performing work with non-technical personnel can cause electric shock.
- To prevent accidents while working or while operating the product after it has been installed, be sure not to conduct any procedures other than those given in this manual. There are cases in which procedures not covered in this manual require special tools and skills. If a procedure not given in this manual is required, request service from the office given in this manual or from the point of purchase.
- Carefully read the “Usage Precautions” that come with the grease used in periodic maintenance work and make sure that you understand them. Improper use can lead to accidents.

13

### CAUTION

Do not touch the steering wheel when switching the unit on. The steering wheel undergoes automatic initialization immediately after the unit is switched on.

### STOP IMPORTANT

After adjusting or replacing the volume, always go to the DRIVE BD TEST or INPUT TEST screen in GAME TEST MODE and set the mobility value.

When the accelerator and brake pedal do not operate properly, either the volume attachment position must be adjusted, or the volume must be replaced. Also, the gear alignment position and spring should be greased once every 3 months.

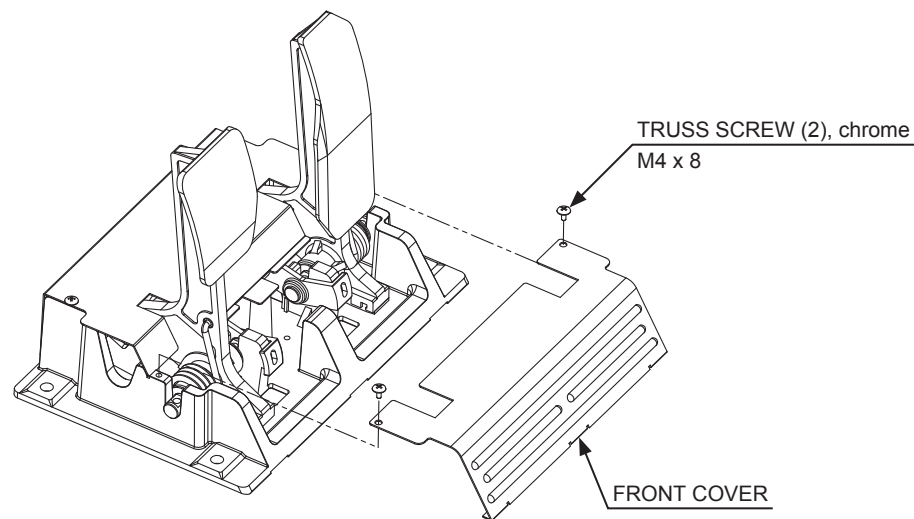
## 13-1 VOLUME ADJUSTMENT AND REPLACEMENT

The appropriate value for acceleration volume is under 30H when released and over C0H when stepped on.  
The appropriate value for brake volume is under 35H when released and over D0H when stepped on.  
Check Volume values in the TEST mode.

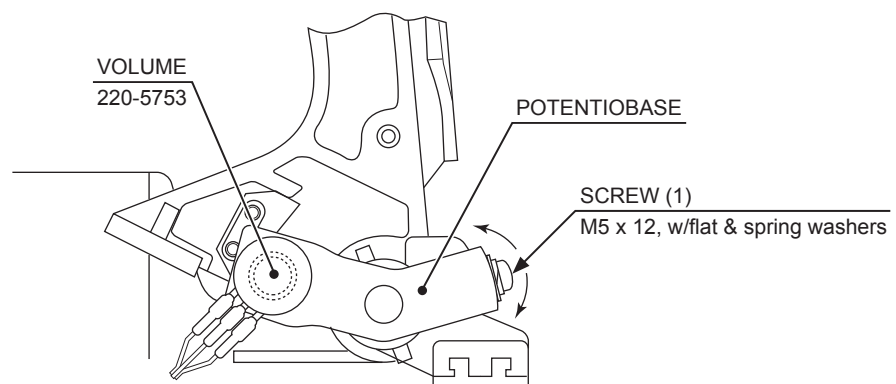
Since work is performed inside the energized cabinet, be very careful so as not to touch undesignated places.  
Touching places not specified can cause electric shock or short circuit.  
The following tools are required for the operations below: Phillips screwdrivers for M4 and M5.

### Adjustment Method

- 1 Remove 2 truss screws, and remove the front cover of the accelerator and brake.



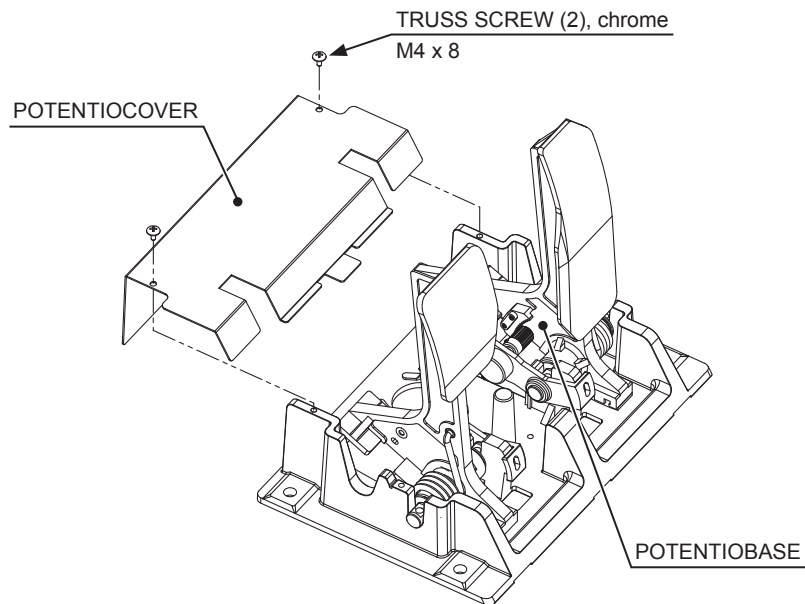
- 2 Loosen the screw that secures the potentiobase, and adjust the volume values by moving the base.



- 3 Fasten the potentiobase.
- 4 On the INPUT TEST screen in the GAME TEST MODE, check the volume values.
- 5 Confirm that the values change smoothly by operating the pedal.

## Replacement Method

- 1 Turn off the power switch of the cabinet.
- 2 Remove 2 screws, and remove the potentiocover.



13

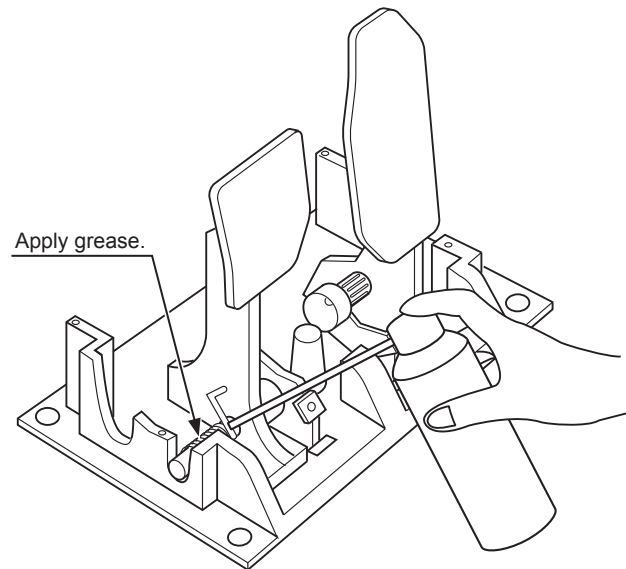
- 3 Undo the connector of the volume to be replaced.
- 4 Remove the screw that fastens the potentiobase. (See the figure above.)
- 5 With the volume still attached, remove the potentiobase.
- 6 Remove the base and the gears, and replace the volume.
- 7 After turning on the power switch, check the volume as described in the “Adjustment Method” section above.
- 8 Return removed parts to their original locations.

## 13-2 GREASING

### **STOP** IMPORTANT

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

Grease the spring and gear alignment area once every 3 months.  
Use GREASE MATE (PART No. 090-0066) as spray grease.

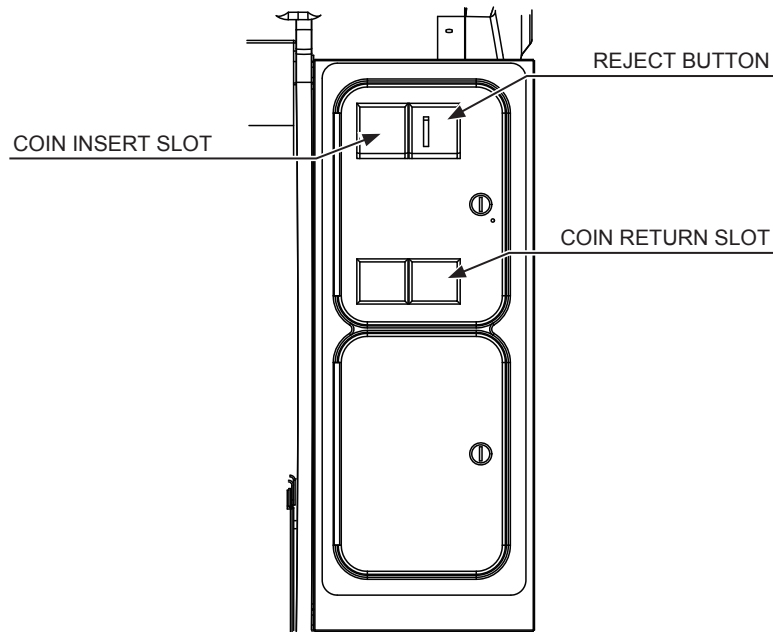


## 14 COIN SELECTOR

### 14-1 COIN INSERTION TEST

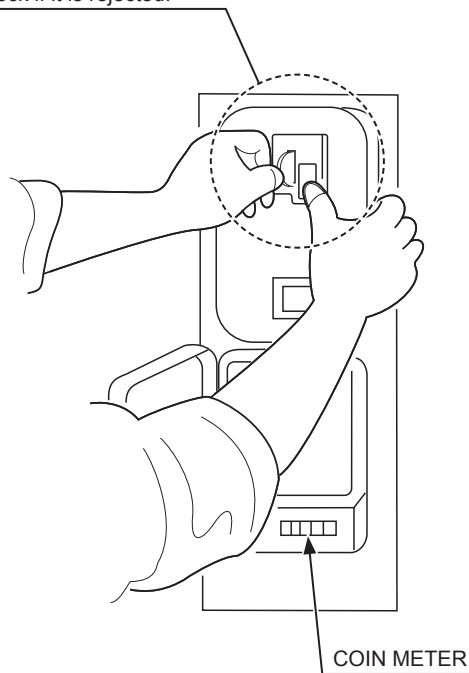
Once every month, when performing the coin switch test, simultaneously check the following:

- 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?



14

Insert a coin while keeping the reject button pressed down and check if it is rejected.



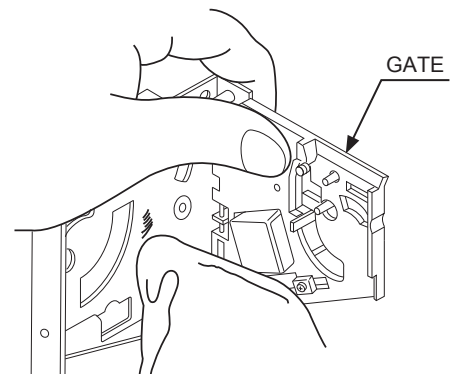
## 14-2 CLEANING THE COIN SELECTOR

### STOP IMPORTANT

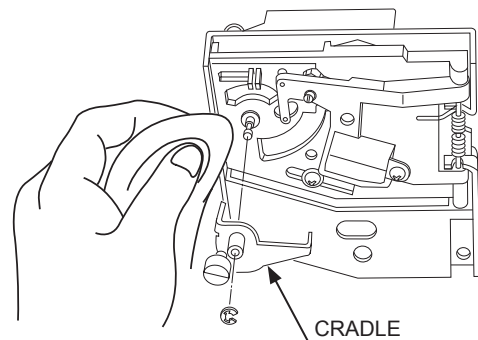
- Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
- Never apply machine oil, etc. to the coin selector.
- After cleaning the coin selector, insert a regular coin in the normal working status and ensure that the selector correctly functions.

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

- 1 Turn off the power switch of the cabinet.
- 2 Unlock the coin chute door with the master key, and open it.
- 3 Remove the coin selector from the coin chute door.
- 4 Open the gate and dust off by using a soft brush (made of wool, etc.).



- 5 Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
- 6 Remove the cradle. When removing the retaining ring (E ring), be very careful so as not to bend the rotary shaft.
- 7 Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth, etc.



- 8 After wiping off as per previous step, further apply a dry cloth, etc. to cause the coin selector to dry completely.

### 14-3 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.



## 15 RINGWIDE (GAME BOARD)

### WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Have work pertaining to electric circuitry such as with the game board done by the site maintenance personnel or other qualified professionals. Otherwise there could be an electric shock or other serious accident. If no one with proper knowledge and skills is available, request work from the point of purchase or the office indicated in these instructions.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
- Do not expose the game board, etc. without a good reason. Failure to observe this can cause electric shock hazard or malfunctioning.
- This product does not use any connectors other than those connected to and used by the game board when it leaves the factory. Do not needlessly connect wires to unused connectors. This could lead to overheating, generation of smoke and burn related injuries.
- When returning the game board after making repairs or replacements, make sure that there are no errors in the connection of connectors. Erroneous connections can lead to electrical shock, short circuits or fires.
- When connecting a connector, check the direction carefully. Connectors must be connected in only one direction. If indiscriminate loads are applied in making connections, the connector or its terminal fixtures could be damaged, resulting in electrical shock, short circuits or fires.
- In this product, setting changes are made during the TEST MODE. The game board need not be operated. Use the game board, etc. as is with the same setting made at the time of shipment so as not to cause electric shock and malfunctioning.

### CAUTION

- Be careful not to get fingers or hands caught when removing or attaching doors or other parts.
- The control panel and steering wheel open towards you. Be careful not to hit your head.

**STOP IMPORTANT**

- **Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.**
- **For replacement or repair, pack the game board and send it without disassembling it. Order for servicing might not be accepted if any part of the game board has been removed. If any part is removed, a service fee will be charged even if the warranty period has not yet expired.**
- **For replacement or repair, remove the key chip from the game board and send for servicing.**
- **Lower the seat towards and open the base lid. Put a drop cloth on the floor to prevent damaging the surface of the seat part.**

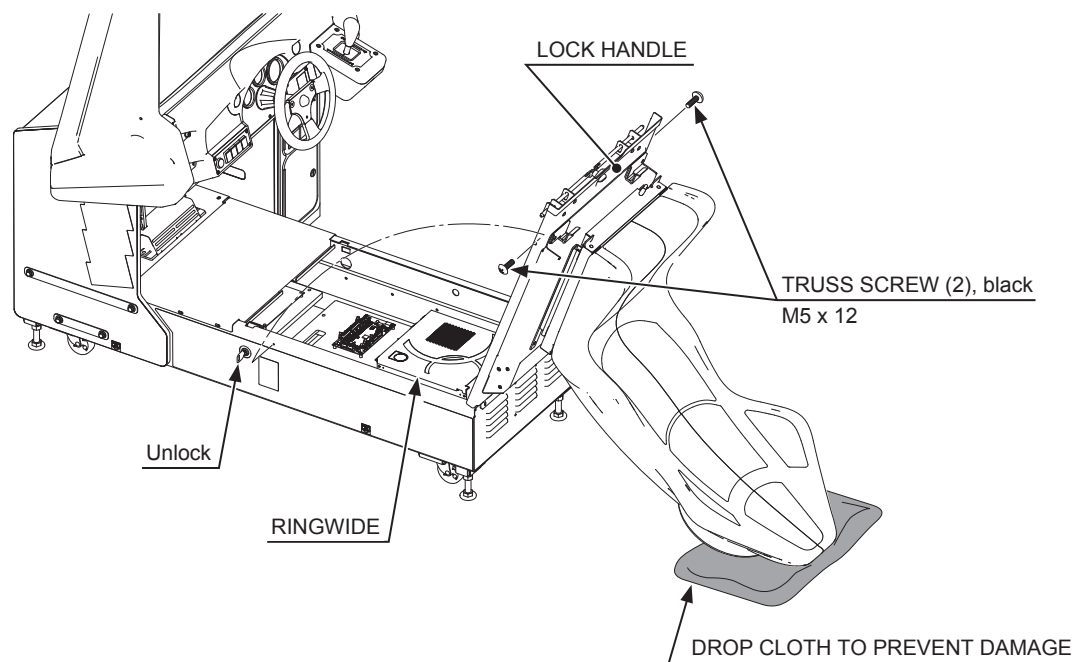
## 15-1 CLEANING THE GAME BOARD AND SURROUNDING PARTS

### **STOP** IMPORTANT

Clean the game board and surrounding parts once a year, or when an “Error 0090” or “Error 0091” appears.

Clean the game board exhaust vent area and surrounding parts once a year with a vacuum cleaner.

- 1 Turn off the power switch of the cabinet.
- 2 Remove 1 truss screw each from left and right sides of Base Lid.
- 3 Unlock the base with the master key.
- 4 Turn the lock handle on Base Lid R to unlock the lid.
- 5 Lower the seat towards. Slowly lower the backrest until it touches the floor to prevent damage to the seat part. Put a drop cloth on the floor to prevent damaging the surface of the seat part.



- 6 The game board (RINGWIDE) is inside the base. Clean it with a vacuum cleaner. Clear the RINGWIDE exhaust vent and other surrounding RINGWIDE parts of dust. (See RINGWIDE Service Manual, Chapter 7.)

## 15-2 REMOVING THE GAME BOARD

### STOP IMPORTANT

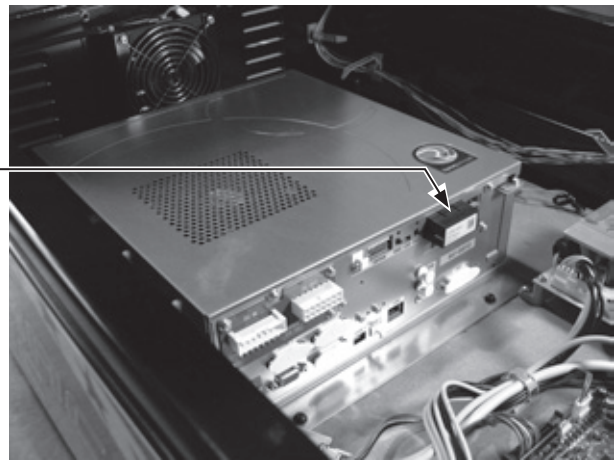
Components, software and settings vary by game board. Return the game board to the cabinet it was removed from. Returning it to the wrong cabinet may lead to malfunctions or failure.

1 Turn the power off.

2 Lower the seat towards. (See 15-1.)

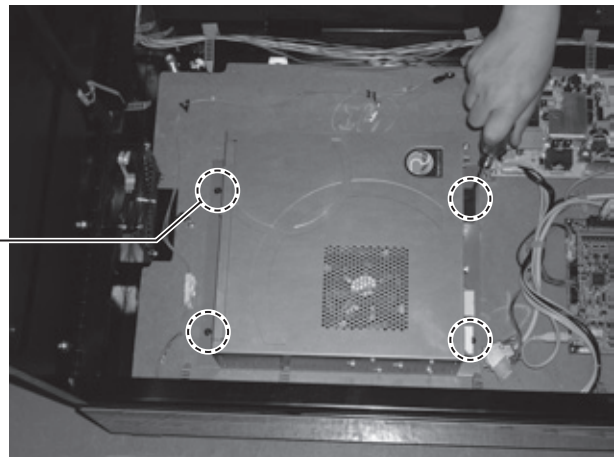
3 Remove all connectors connecting to RINGWIDE.  
For replacement, remove the key chip from the game board.

KEY CHIP



4 Remove 4 screws, and remove RINGWIDE.

SCREW (4)  
M4 x 16, w/flat & spring washers



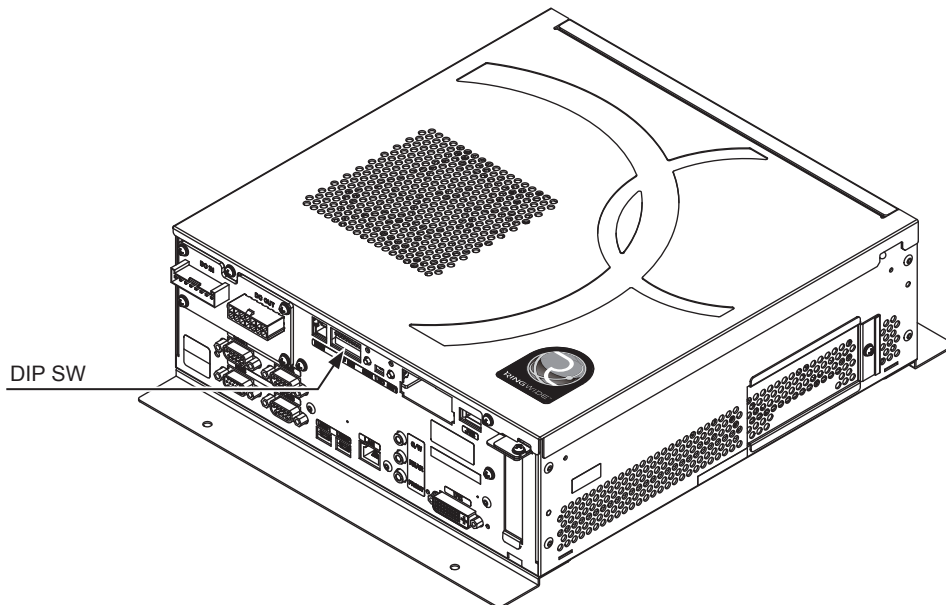
## 15-3 COMPOSITION OF RINGWIDE

### STOP IMPORTANT

- With the key chip inserted into it, this board serves as a special-purpose game board for the product.
- The DIP SW (dip switches) on the board must be set as specified below. If set incorrectly for this product, an error will be displayed and the game will not run.
- Do not connect the DVI terminal. Accidentally connecting it could lead to damage or malfunction.

ASSY CASE WDE W 1GB EXP (847-0001D-02): Others

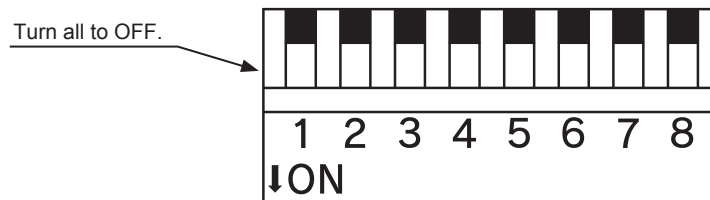
ASSY CASE WDE W 1GB USA (847-0001D-01): USA



RINGWIDE External View

### DIP SW Setting

Use this product with the DIP SW settings shown in the figure below.



## 16 FLUORESCENT LIGHT/OTHER LAMPS REPLACEMENT

### WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- You may get burned by a hot fluorescent lamp or other lamps. Pay full attention to the lamps when performing the work.
- Use lamps of the specified ratings. Using lamps with different ratings may cause fires or damage.
- There is the danger of short circuits or smoke generation due to deterioration of insulation in lighting fixtures resulting from age deterioration. Check for anomalies such as the following: Does it smell like something is burning? Is there socket discoloration? Are any lamps being replaced frequently? Do lamps not go on properly?

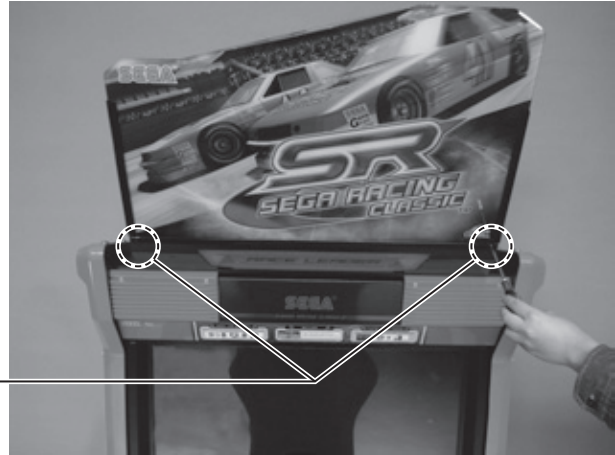
### CAUTION

- Be careful when handling the plastic parts. Failure to observe this may cause injury or damage due to fragments, etc.
- When fastening plastic parts, be careful not to tighten screws and nuts excessively. Failure to observe this instruction may result in breakage, and broken pieces and cracks or chips in these parts may cause personal injury.
- Fluorescent lights and lamps are made of glass. They are designed so that they cannot be easily dislodged. Remove them carefully to prevent damage. Removing them carelessly could lead to damage or injuries.
- Be careful not to get fingers or hands caught when removing or attaching parts.

**16-1 BILLBOARD FLUORESCENT LIGHT**

**1** Turn the power off.

**2** Fasten the billboard (acrylic board) in place with 2 truss screws.



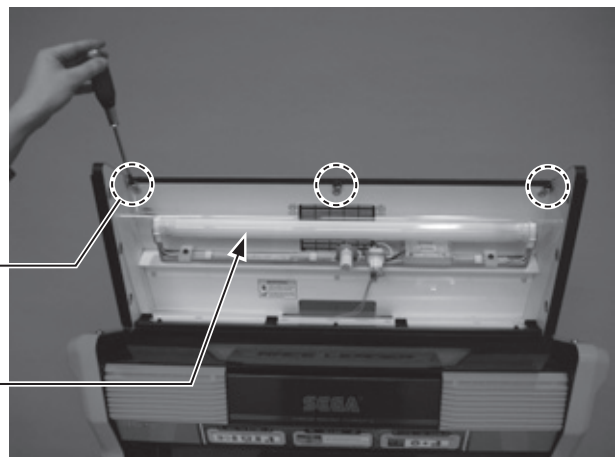
TRUSS SCREW (2), black  
M3 x 6

**3** Remove the billboard so that it comes out diagonally upward.



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**4** Remove the 3 truss screws, take off the transparent acrylic backboard, and replace the fluorescent lights.



TRUSS SCREW (3), chrome  
M4 x 12, large flat washer used

FLUORESCENT LIGHT 20 W

**16-2 START BUTTON LAMP, VIEW CHANGE BUTTON LAMP**

1 Turn the power off.

2 Remove the 4 tamperproof screws.

TAMPERPROOF SCREW (4), black  
M4 x 16



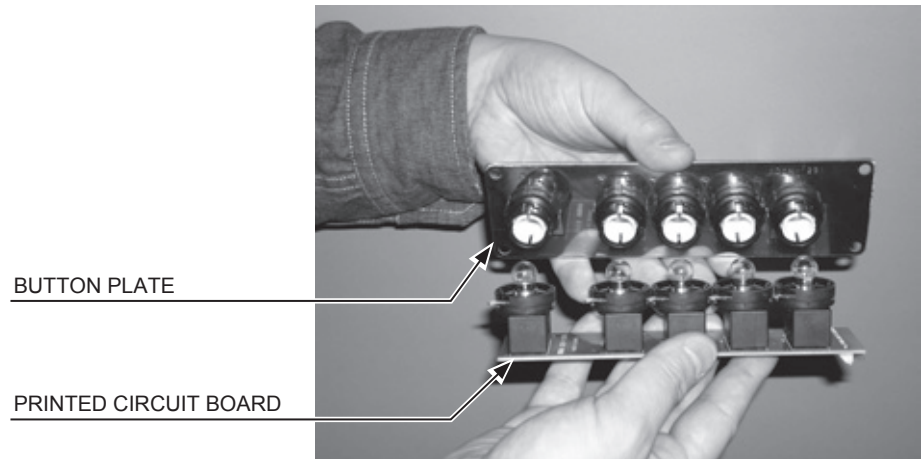
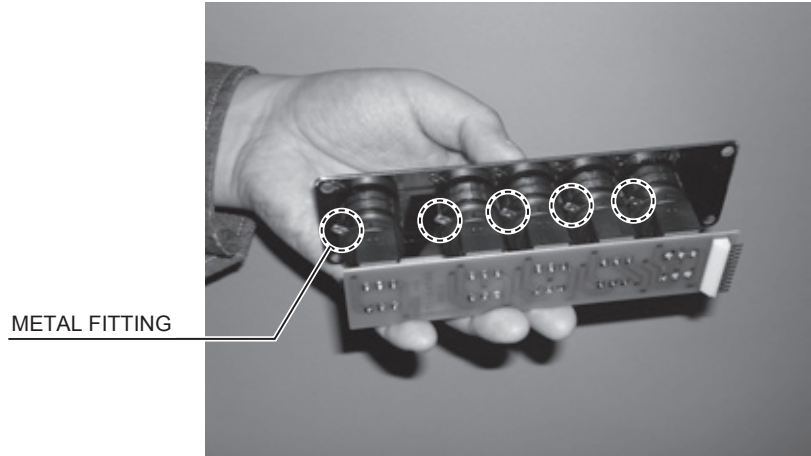
3 Remove the switch plate. The switch plate contains wiring connections on backside. Disconnect the connector, taking care not to damage the wiring.



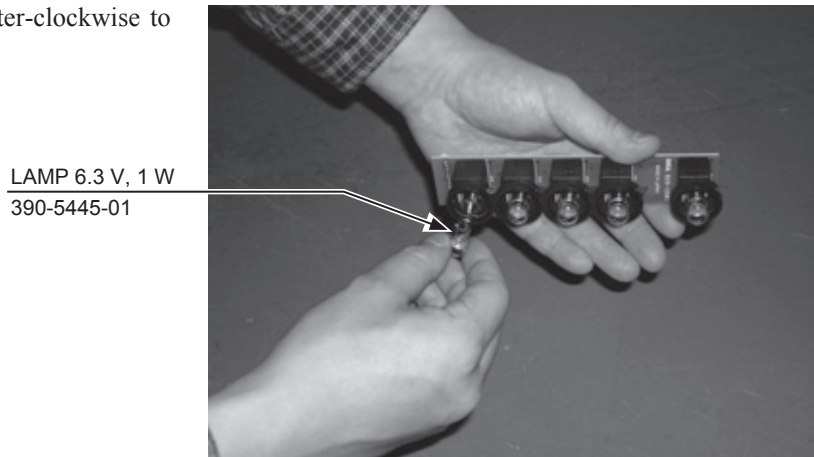
Disconnect the connector.



- 4 There is a metal fitting at the base of the buttons on the button plate backside. Rotate this metal fitting to unlock it, then remove the printed circuit board from the button plate.



- 5 Press and turn the lamp counter-clockwise to remove it.



## 17 PERIODIC INSPECTION

### WARNING

- The site maintenance personnel or other qualified professionals should perform work that involves touching the inside of this product. Otherwise, it could lead to electrocution or other serious accidents.
- Be sure to check once a year to see whether power cables are damaged, the plug is securely inserted, dust has accumulated between the socket outlet and the power plug, etc. Using the product with accumulated dust can cause fire and electric shock.
- Periodically, around once a year, get in touch with the office herein stated or the distributor, etc. where the product was purchased from, regarding internal cleaning. Using the product with accumulated dust in the interior can cause a fire or accident. Note that professional cleaning will require a fee.
- There is the danger of accidents involving electrical shorts circuits or fire caused by factors such as the deterioration of insulation in electrical and electronic equipment over time. Check that there are no abnormalities such as odors from burning.
- For all normal maintenance procedures, always turn off the power before beginning. Starting the procedures with the power still on can result in electric shocks or short circuits.
- Never use a water jet, etc. to clean this product. It was not designed to be cleaned by a water jet. Water could get inside and cause electrocution or short circuits. The product could also be damaged in such a way that it is difficult to repair.

The items listed below require periodic checks and maintenance to guarantee the performance of this product and to ensure safe operation.

Regularly clean all points of direct player contact such as the steering wheel and seat. Make regular inspections to ensure there is no damage to the surfaces and there are no foreign objects on the parts.

<b>PERIODIC INSPECTION TABLE</b>
----------------------------------

PERIOD	ITEMS	DESCRIPTION	REFERENCE
As appropriate	ELECTRONIC/ELECTRICAL PARTS	Inspection	As above
	CABINET SURFACES	Cleaning	Next page
Daily	CABINET	Confirm that adjusters contact floor	3
	CABINET JOINTS	Inspection	
	DOOR, CONTROL PANEL, SEAT		
Weekly	LCD MONITOR	Monitor screen cleaning	10-1
Monthly	CONTROL PANEL	Volume inspection, Gear alignment inspection	9, 11-1
	SHIFT LEVER	Switch inspection	9, 12-1
	ACCELERATOR & BRAKE	Volume inspection	9, 13-1
	COIN SELECTOR	Coin switch inspection	9
		Coin Insertion Test	14-1
	GAME BOARD	Confirm settings	9, "S/M"
LCD MONITOR	Check monitor adjustments	6, 9, 10	
Every 3 months	CONTROL PANEL	Greasing	11-3
	ACCELERATOR & BRAKE	Gear and spring portion greasing	13-2
	COIN SELECTOR	Selector cleaning	14-2
	SEAT	Seat rail portion greasing	Next page
1 year	GAME BOARD & PERIPHERALS	Cleaning	15-1, "S/M"
	POWER CABLES & PLUGS	Inspection, Cleaning	As above
	CABINET INTERIOR	Cleaning	As above

NOTE: The "S/M" referenced in the table denotes RINGWIDE Service Manual, which is provided separately.

### Cleaning the Cabinet Surfaces

When the cabinet surfaces become dirty, remove stains with a soft cloth soaked in water or diluted (with water) chemical detergent and then wrung dry. To avoid damaging the finish, do not use such solvents such as thinner, benzene, etc. (other than ethyl alcohol) or abrasives (bleaching agent and chemical dust-cloth).

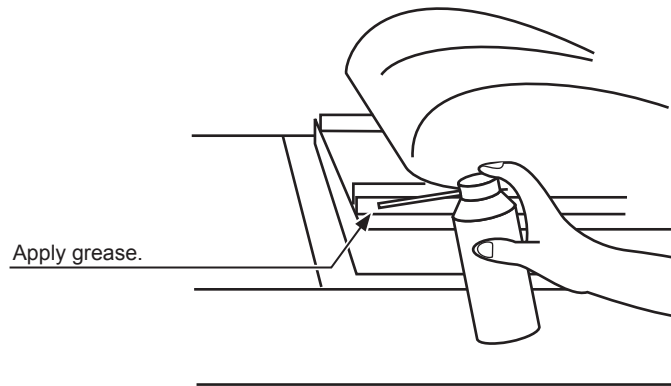
Some general-purpose household, kitchen, and furniture cleaning products may contain strong solvents that degrade plastic parts, coatings, and print. Before using any cleaning product, read the product's cautionary notes carefully and test the product first on a small area that is not highly visible.

### Seat (Greasing to Seat Rail Portion)

Move the seat to the rearmost position and apply spray greasing to the portion shown at the right once every 3 months by using NOK KLUBER L60 or GREASE MATE SEGA PART No. 090-0066.

After greasing, move the seat a few times forward and backward so as to allow the grease to be applied all over uniformly.

Be sure to wipe grease which attaches to the surfaces of the protect rubber on the seat rail, or any excess grease.



## 18 TROUBLESHOOTING

### 18-1 PROBLEMS OTHER THAN ERROR MESSAGES

#### WARNING

- This work should be carried out by the site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock.
- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- Once the reason that the circuit protector activated has been removed, restore the circuit protector to its original condition. If the product is used while the reason for activation has not yet been removed, heat and/or fire could be generated.
- If no improvements can be noted even after the following measures have been taken, disengage the power and contact the point-of-purchase or the office listed in this manual. If the power is left on while there is an abnormality, a fire, electric shock or other serious accident can occur.
- In the event of problems not mentioned in this manual occurring or when performing work that is not described herein, turn the power off and contact the office listed in this manual. Carelessly performing work could lead to fires, electrocution, or other serious accidents.

#### IMPORTANT

If a problem occurs, first inspect the connection of any wiring connectors.

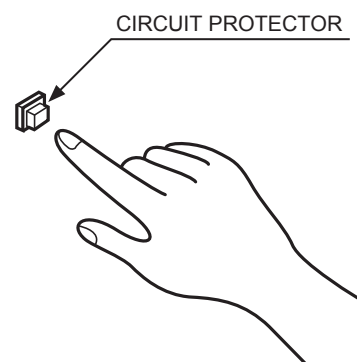
<b>TROUBLESHOOTING TABLE</b>
------------------------------

PROBLEMS	CAUSE	COUNTERMEASURES
With main switch ON, no activation.	Power is not supplied.	Securely insert the power plug into the plug socket.
	Power supply/voltage is not correct.	Make sure that power supply/voltage is correct.
	The circuit protector functioned due to the momentary overload.	After eliminating the cause of overload, reinstate the AC unit's circuit protector. (Wait at least 1 minute and then press the button.) (See "Circuit Protector" on the next page.)
Billboard does not light up.	The wiring is not connected correctly.	Check the connections of the wiring between the cabinet and billboard.
	Fluorescent lamp and glow lamp need replacement.	Replace the fluorescent lamp and the glow lamp. (See Chapter 16.)
Sound does not output from speakers.	Volume is not adjusted properly.	Adjust the volume on the switch unit. (See Chapter 9.)
	Faulty connections for various connectors.	Check the connections for the game board, amp, speakers and volume connectors.
	Malfunctioning BD, amp and speaker.	Perform SPEAKER TEST. (See SYSTEM TEST MODE in RINGWIDE Service Manual.)
Sounds are emitted and the lamps are lit, but the screen is black.	Faulty connections for the visual signal connector or the monitor power connector.	Check the connections for the monitor and game board connectors.
	Broken monitor.	Contact the point-of-purchase for this product.
Colors on the monitor screen are strange.	Faulty connection for the visual signal connector.	Check the visual signal connector connection and make sure it is secured properly.
	Screen adjustment is not appropriate.	Make adjustment appropriately. (See Chapter 10.)
Does not accept input from any switch or volume.	Faulty connector connections.	Check the connection for the I/O board and cabinet connector.
		Check the power for the I/O board.
Does not accept input from the shift lever.	Faulty connector connections.	Check the connections for the connectors in the control panel and between the control panel and the cabinet.
	Broken Microswitch.	Replace the Microswitch. (See 12-2, Microswitch: 509-5704)
Steering (Servomotor) response is incorrect.	Failure of power-on checking procedure.	Power on and verify that the power on check completes properly. (See 6-4.)
	Faulty volume attachment or adjust gear alignment.	Adjust the volume attachment and verify in TEST MODE. (See Chapter 9, 11.)
	Volume malfunctioning.	Replace the volume. (See 11-2, Volume: 220-5753.)
	Detached wires.	Check for faulty wire connections around moving parts. When replacing wires, fasten them in place so that they do not come in contact with moving parts.

PROBLEMS	CAUSE	COUNTERMEASURES
No response from Steering (Servomotor).	Failure of power-on checking procedure.	Reconnect the power and complete a power-on checking procedure. (See Section 6-4.)
	Faulty connector connections.	Check the connections for the connectors between the game board and servodriver and between the servodriver and the servomotor.
	Thermal element in the Servodriver is operating.	Occurs when the internal temperature reaches 70°C (158°F) and corrects automatically when the unit cools.
Steering (Servomotor) is weak in its force feedback.	Aging of the force feedback mechanism.	Reset in the TEST MODE. (See Chapter 9.)
The accelerator or brake does not perform appropriately.	Faulty volume attachment or adjust gear alignment.	Adjust the volume attachment and verify in TEST MODE. (See Chapter 9, 13.)
	Faulty connector connection.	Check the connections for the accelerator and brake connectors and the connectors between the accelerator, brake and cabinet.
	Failure of the volume.	Replace the volume. (See 13-1, Volume: 220-5753).
START button and VIEW CHANGE button input does not work and they do not flash.	Faulty connector connections.	Check the connections for the connectors between the I/O Board, the cabinet and the control panel and those inside the control panel.
START button and VIEW CHANGE button input works but they do not flash.	Unverified settings or operation.	The START button only flashes when Free Play is set. Check the operation in TEST MODE. (See Chapter 9.)
	The lamp is burnt out.	Replace the lamp. (See Chapter 16.)
Network play does not work.	Network play is wrongly set.	Reset correctly. (See Chapter 9, 19.)
	The LAN cable is not connected correctly.	Check to make sure the LAN cable is connected. (See Chapter 19.)
	Damage of the LAN cable.	Replace the cables. Contact the point-of-purchase for this product.

## CIRCUIT PROTECTOR

Functions due to the activation of bimetal. To restore the function, wait for approximately 1 minute or longer until the bimetal cools off. (Press the button.)



## 18-2 ERROR MESSAGES

When this product detects an abnormality, the following messages will be displayed. Note the information about the error when managing the problem. For error messages displayed at the RINGWIDE logo screen, consult the “RINGWIDE Service Manual.”

MESSAGE	GAME ASSIGNMENTS ERROR Duplicative CAR NUMBER
CAUSE	There are two cabinets on the network with the same CAR NUMBER or there is more than one cabinet set as MAIN.
COUNTERMEASURES	Set a different CAR NUMBER for each cabinet on the GAME ASSIGNMENTS screen in GAME TEST MODE. In START UP MODE, only one cabinet should be set to “MAIN,” and the rest should be set to “SUB.”
MESSAGE	CONNECTION TIMEOUT
CAUSE	A timeout occurred during network play.
COUNTERMEASURES	Check the LAN cable connection and recycle the power.
MESSAGE	Invalid CAR NUMBER
CAUSE	There is an error in the TOTAL NODES setting on the MAIN cabinet.
COUNTERMEASURES	Set the number of cars to the number of cabinets connected for network play.
MESSAGE	GAME ID is not coherent
CAUSE	A cabinet loaded with RINGWIDE set to a different REGION is connected to the MAIN cabinet for network play.
COUNTERMEASURES	When connecting cabinets for network play, make sure RINGWIDE is set to the same REGION.



## 18-3 SOFTWARE INSTALLATION

### WARNING

- Looking directly at the laser of the DVD DRIVE may cause eye injuries. Do not look inside the DVD DRIVE.
- When connecting the connectors, be sure to attach them correctly. There is only one correct way in which they must be connected. Attempting to connect them incorrectly may cause damage to the pins on the connectors, and cause electric shock, short circuit or fire.

### IMPORTANT

- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
- Do not turn off the power to the DVD DRIVE when its access lamp is on or flashing, as this could cause damage to the device.
- After the power supply is engaged, the DVD DRIVE tray will not come out for about 30 seconds even if you press the switch. This is due to DVD DRIVE initialization.
- The DVD DRIVE tray can come out or return only while the power supply is engaged. The tray cannot be opened or closed while the power is off.
- Do not touch the lens inside the DVD DRIVE. Doing so may prevent it from reading accurately.
- Even after the software has been installed, store the DVD software kit, DVD DRIVE and DVD wire (for installation) in a secure location.
- If for any reason installation cannot be completed, an error is displayed. Refer to the service manual and take corrective action.
- Store the DVD DRIVE, USB wire for installation and DVD DRIVE kit in a location free of dust and cigarette smoke. The DVD DRIVE may not be able to read data due to its condition.

If the software is uninstalled or deleted from the game board (RINGWIDE) for some reason, follow the procedures below to reinstall it.

If several cabinets are connected for network play, the settings will need to be reconfigured for network play, because the software will have the default settings when installed.

---

**1** Turn off the power switch of the cabinet that loaded with RINGWIDE.

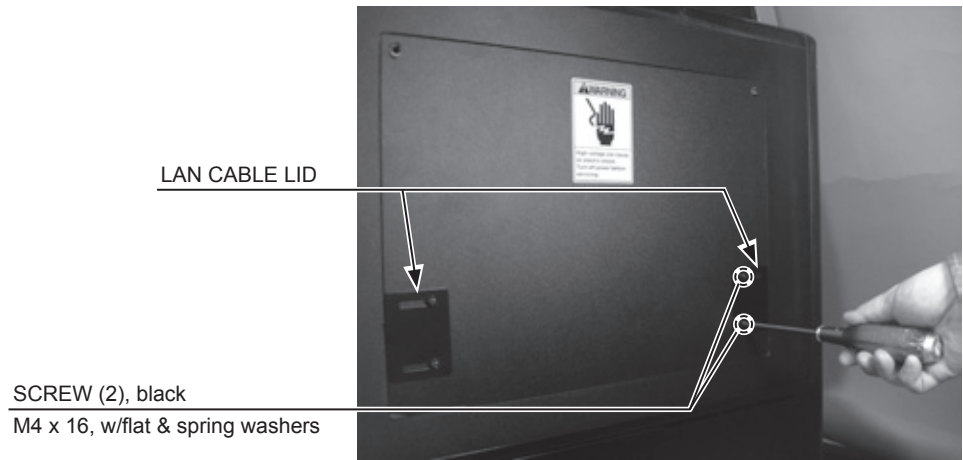
---

**2** Prepare the DVD DRIVE and the following accessories. (See Chapter 5.)

- USB wire
- DC power supply wire
- DVD software kit

3 Recline the seat back. (See 15-1.)

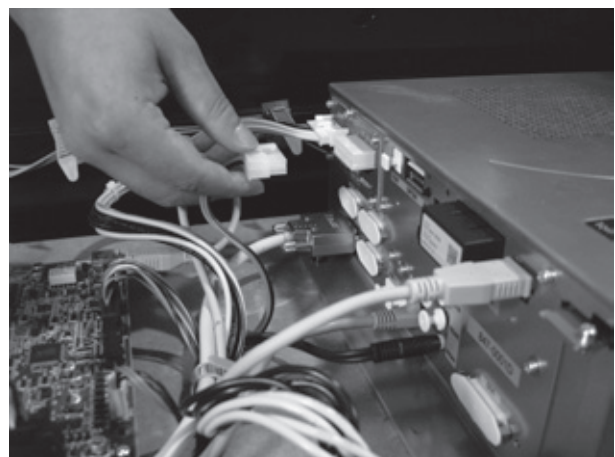
4 Loosen the 2 screws on one of the LAN cable lids on the left and right of the lower door that holds it in place. It does not matter which one.



5 Slide the LAN cable lid towards the center of the cabinet and tighten the 2 screws.



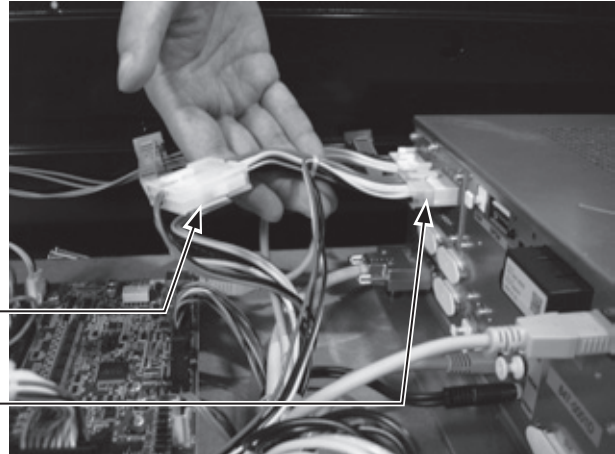
6 Disconnect the 14P connector of RINGWIDE.



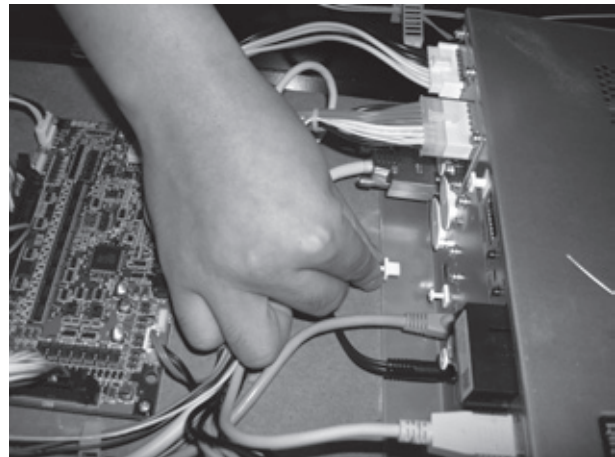
- 
- 7 Connect the plug-side connector on the DC power supply wire used for installation to RINGWIDE, and connect the cap-side connector to the connector unplugged from RINGWIDE.

CAP-SIDE CONNECTOR

PLUG-SIDE CONNECTOR

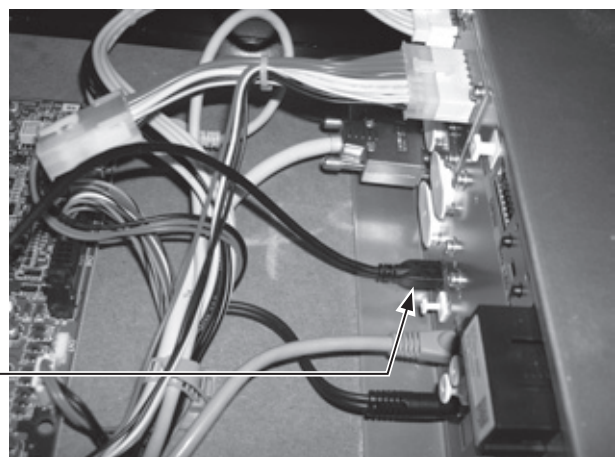


- 
- 8 Remove the USB port 1 cap of RINGWIDE.



- 
- 9 Connect the connector on the USB wire used for installation to USB port 1. The connectors on either side of the USB wire are not the same. Note that only one of the connectors can be connected.

Connect to the USB port.



**10** Put the connectors on the opposite ends of the DC power supply wire and USB wire through the space opened by sliding the LAN cable lid.



**11** Connect 2 connectors passed through the hole to DVD DRIVE.

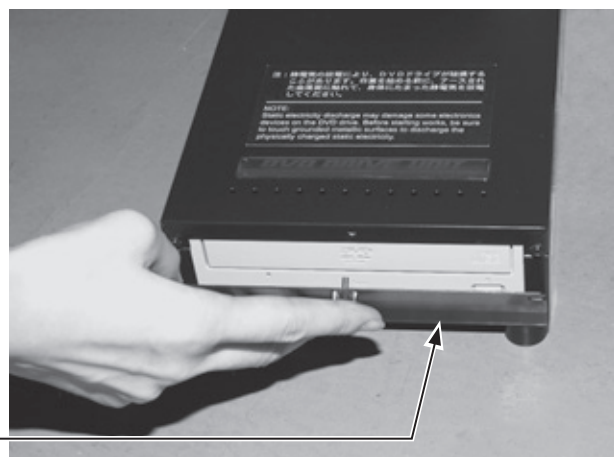


**12** Turn on the power switch of the cabinet.

**13** RINGWIDE start-up screen is displayed on the monitor screen.

**14** Wait for at least 1 minute. "Please Insert Disc" is displayed on the monitor screen.

**15** Remove 1 thumbscrew, and then remove DVD DRIVE case lid.



Case lid

- 
- 16** Press the DVD DRIVE switch. The DVD DRIVE tray comes out. Set the DVD from the DVD software kit into the tray. Always have the DVD label side facing upward.



- 
- 17** Press the DVD DRIVE switch and the tray returns to its original position. Software installs automatically from the DVD.

- 
- 18** When installation is finished, the initialization operation will be performed automatically.

- 
- 19** If other cabinets are connected for network play, configure network play using GAME TEST MODE. Otherwise the cabinet will operate independently.

- 
- 20** Press the DVD DRIVE switch to have the tray come out, and then remove the DVD.

- 
- 21** Press the DVD DRIVE switch to have the tray return. When the power is cut off the tray will not move.

- 
- 22** Turn off the power switch of the cabinet.

- 
- 23** Disconnect the 2 connectors on the wires used for installation from the DVD DRIVE.

- 
- 24** Attach DVD DRIVE case lid and fasten it with 1 thumbscrew.

- 
- 25** Recline the seat back.

- 
- 26** Disconnect the 2 connectors on the wires used for installation from RINGWIDE.

- 
- 27** Insert connector 14P which was disconnected from RINGWIDE.

- 
- 28** Close the seat and return it to its original position.

- 
- 29** Store the DVD DRIVE, USB wire for installation, and DVD software kit in a location free from dust and cigarette smoke.

## 19 NETWORK PLAY

For this game, up to 4 machines can be connected to allow up to 4 players to play simultaneously. In this instance, connecting the network cable and setting for the network play are required.

### 19-1 INSTALLATION PRECAUTIONS

#### WARNING

- The work described below should be carried out by the site maintenance personnel or other qualified professional. Work carried out by personnel without the necessary skill or technology can cause accident.
- In order to prevent electric shock and short circuit hazards, be sure to turn power off before performing work.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.
- To perform work safely and avoid serious accident such as the cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.
- To prevent accidents while working or while operating the product after it has been installed, be sure not to conduct any procedures other than those given in this manual. If a procedure not given in this manual is required, request service from the office given in this manual or from the point-of-purchase.
- To ensure safe operation, leave enough space between cabinets when installing them as specified by this manual. The specified distance has been established to prevent unnecessary trouble such as customers bumping into each other.

#### CAUTION

- Be careful when handling the plastic parts. Failure to observe this may cause injury or damage due to fragments, etc.
- To perform work safely, be sure to secure the space corresponding to number of machines to be linked. Failure to observe this can cause accident.
- To avoid accidents, use a cable cover that will not cause customers to trip when laying network cables in areas of heavy foot traffic.
- To prevent accidents and acts of vandalism, cover the network cables with the cover possible.
- When attaching/removing parts, be careful that your hand or finger does not get caught in anything.

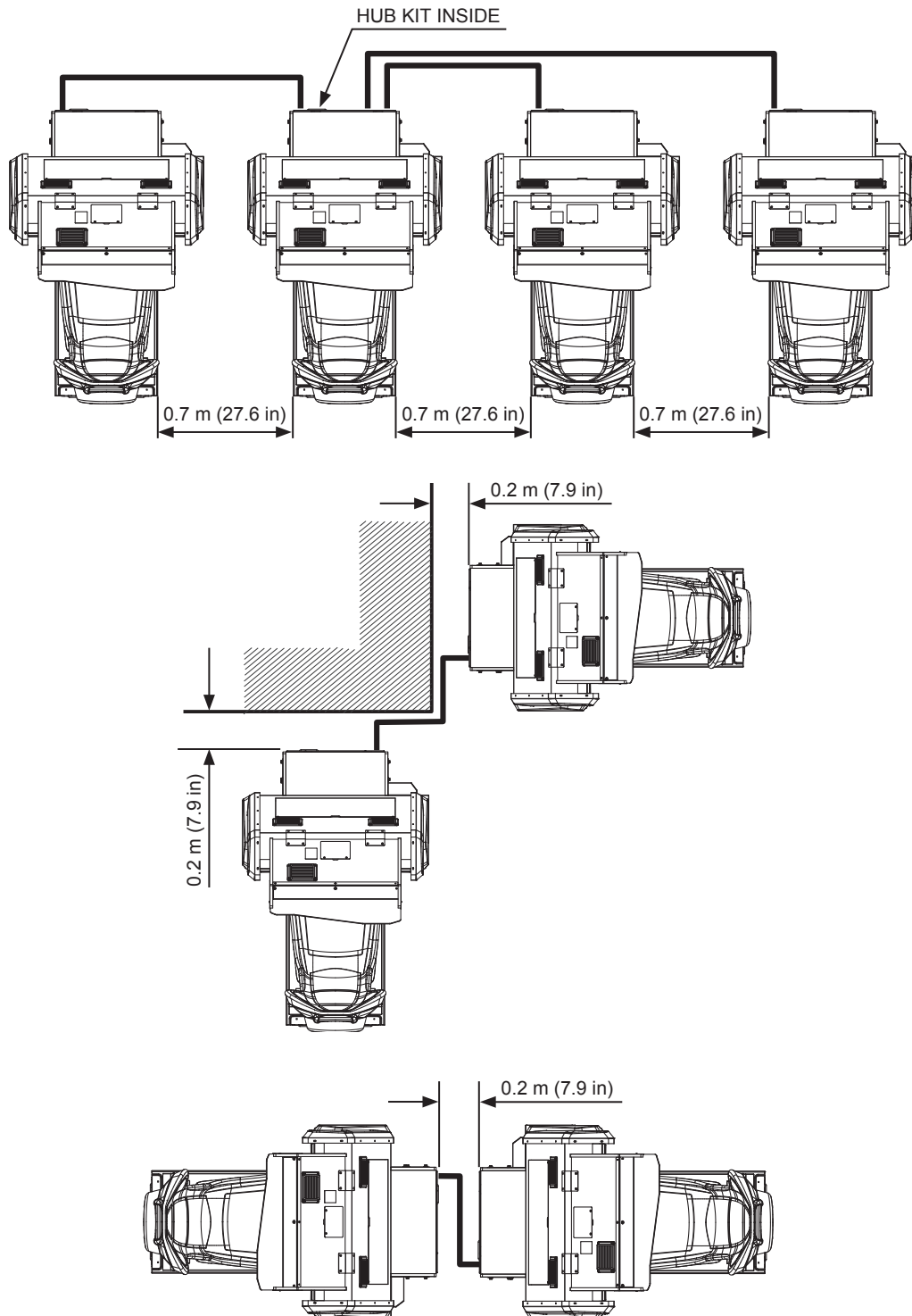


Since 2 or more machines are to be linked, sufficient power corresponding to the number of machines used need to be supplied. Note that as a standard, the per machine capacity should be 15 A for the 100 V - 120 V area, and 7 A for the 220 V - 240 V area.

The LAN cable for network play is connected to the game board inside the cabinet. The seat will be folded back, and work will be performed behind the cabinet, so make sure there is enough space for that work in front of and behind the cabinet.

**Distance between Machines**

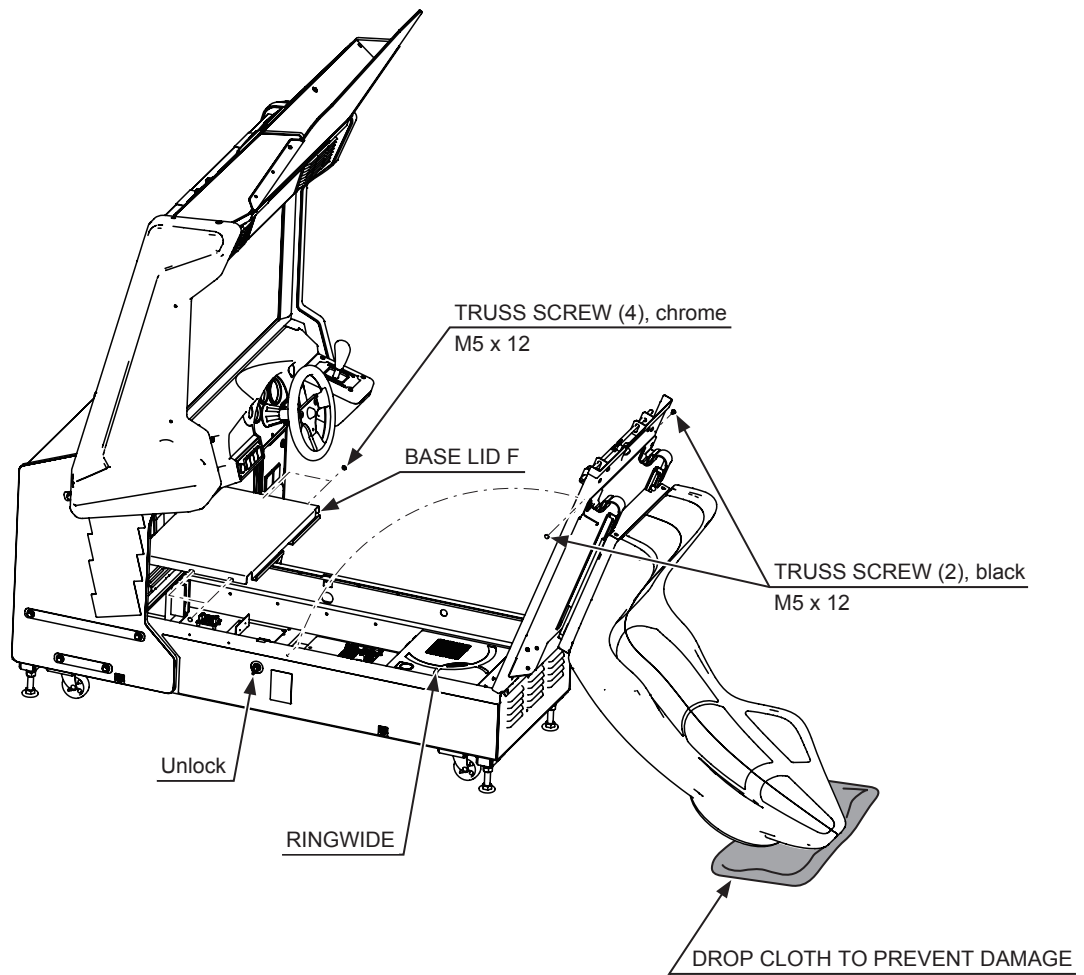
The maximum distance between the game machines depends on the length of the cables connecting them, but make sure the cabinets are separated from each other by at least 0.7 m (27.6 in) so that players can pass between them. Also, when installing the cabinets, make sure they are at least as far apart as the specified distance in each of the layout drawings.



## 19-2 HOW TO CONNECT 2 CABINETS

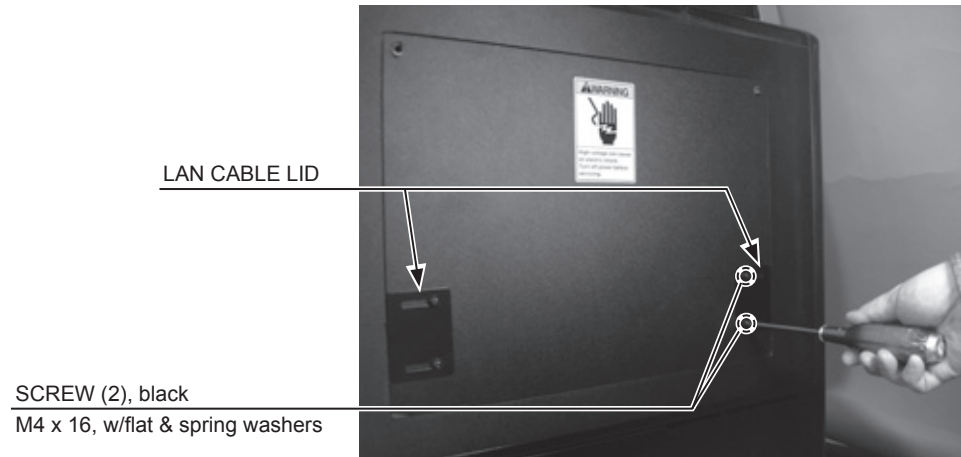
The following instructions are for connecting 2 cabinets for network play.  
Prepare one of the 5 m LAN cables supplied with the 2 cabinets.

- 1 Move the 2 cabinets and line them up with the specified distance between them.
- 2 Recline the seat back. (See 15-1.) The following work is the same for both cabinets.
- 3 Remove 4 truss screws, and remove the base lid F.





- 4 Loosen the 2 screws on one of the LAN cable lids on the left and right of the lower door that hold it in place. It does not matter which one, but you should try to use the one that will keep the length of the LAN cable coming out from the cabinet to a minimum.

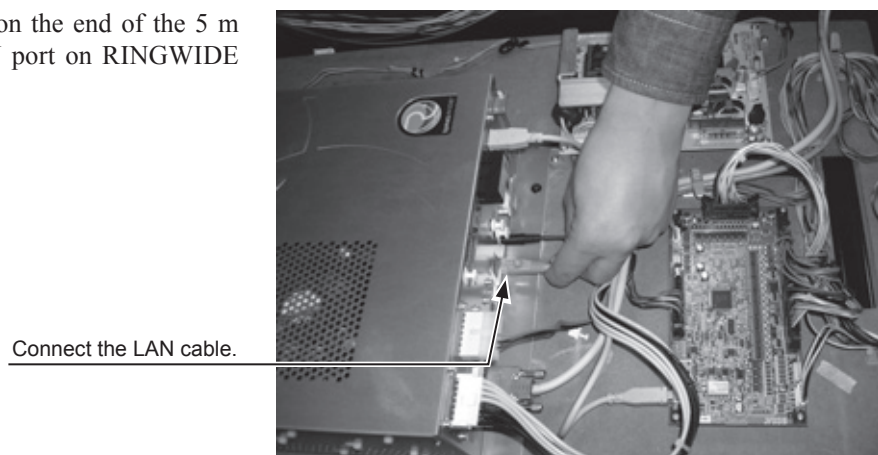


- 5 Slide the LAN cable lid towards the center of the cabinet and tighten the 2 screws.



- 6 Put the connector on the end of the 5 m LAN cable through the space opened by sliding the LAN cable lid and into the cabinet.

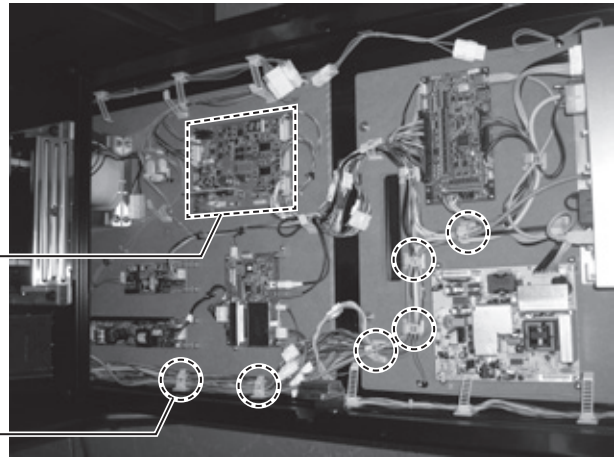
- 7 Connect the connector on the end of the 5 m LAN cable to the LAN port on RINGWIDE inside the cabinet.



- 
- 8 Use the cord clamp fastening the wires in place inside the cabinet to fasten the 5 m LAN cable in place.

DRIVE BOARD

Affix the LAN cable.



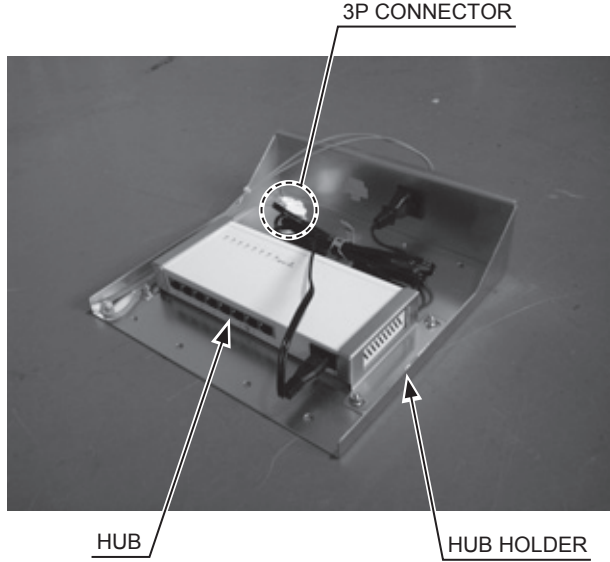


- 
- 9 Attach base lid F and put the seat back up.

- 
- 10 Wire the power cable and LAN cable and attach the protective cover.

- 
- 11 Turn the cabinets on and configure each of them for network play in TEST MODE. (See 9-3-6)

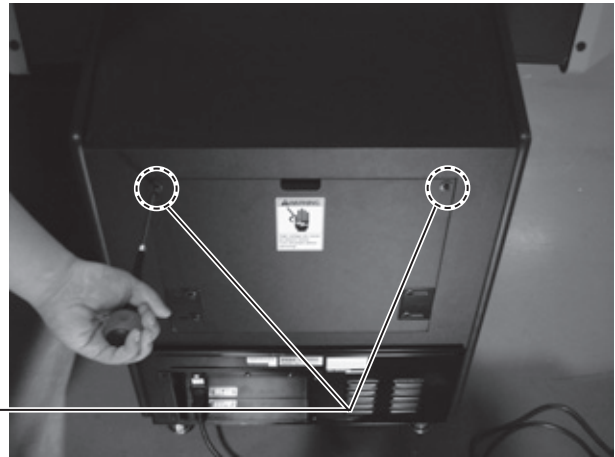
## 19-3 HOW TO CONNECT 3 OR 4 CABINETS

To set up 3 or 4 cabinets for network play you will need the separate HUB KIT (XKT-1848-01). The HUB KIT includes the parts listed below. Before assembling it, make sure you have all the parts. The part names below are the ones used in the assembly procedure.

Part name/Part no.	Diagram/Use etc.	Quantity
ASSY HUB SRC-4700-01	 <p style="text-align: center;"><b>Assembled</b></p>	1
SCREW M4 x 16 000-P00416-W		4
FLANGE NUT 050-F00400	 <p style="text-align: center;"><i>NOTE: Do not use with this product.</i></p>	4

Attach the ASSY hub to the cabinet for which START UP MODE is set to “MAIN.” This work is not necessary for the other cabinets.  
 If using 3 or more cabinets for network play, each of the 5 m LAN cables supplied with the cabinets will be used.

- 1 Remove the 2 screws, and take off the lower door.

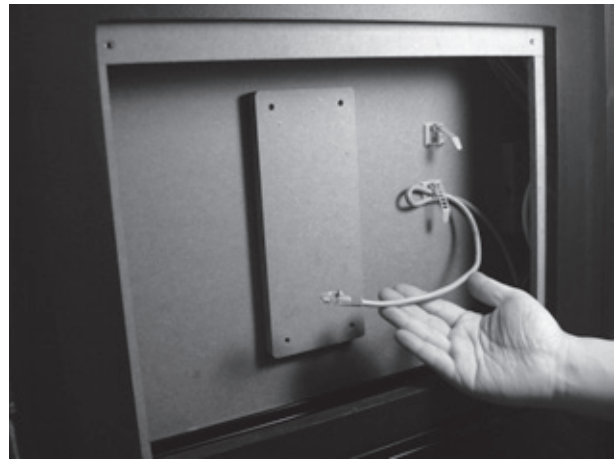


SCREW (2), black  
M4 x 30, w/flat & spring washers, large flat washer used

- 2 Slide the LAN cable lid on the lower door towards the center and fasten it in place. (See 19-2.)

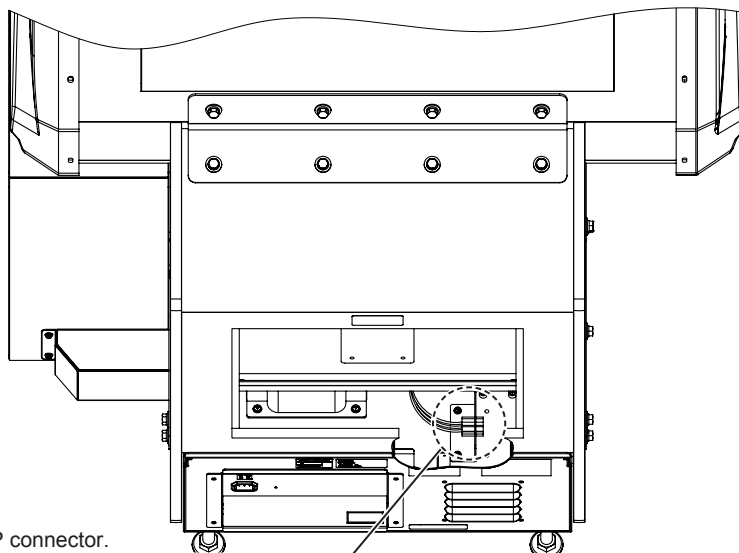
- 3 Connect the 5 m LAN cable to RINGWIDE inside the cabinet. (See 19-2.)

- 4 Temporarily fasten the opposite end of the 5 m LAN cable connected to RINGWIDE to the inside of the lower door using the cord clamp.



- 5 Use the cord clamp that fastens the wires in place inside the cabinet to fasten in place the part of the 5 m LAN cable going from RINGWIDE to the lower door. This work is the same for the other cabinets. (See 19-2, Step 8.)

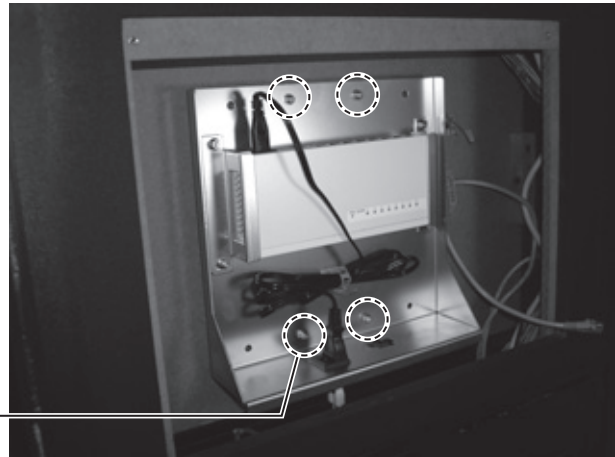
- 6 Connect the 3P connector of ASSY hub included with the kit to the 3P connector inside the cabinet. This connector is for the power supply. Each of the cabinets is equipped for the ASSY hub.



Connect the 3P connector.

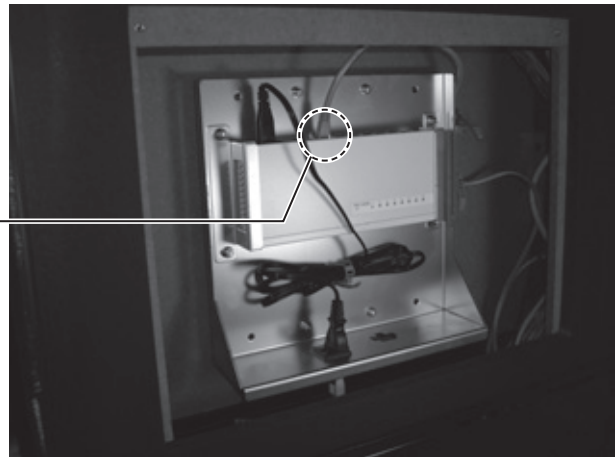
- 7 Mount the ASSY hub using the 4 screws included with the kit. Be careful not to pinch the wires.

SCREW (4)  
M4 x 16, w/flat & spring washers



- 8 Connect the connector on the temporarily fastened 5 m LAN cable to a LAN port on the ASSY hub. Use the first port on the left when facing it.

Connect the LAN cable.



- 9 Take the connector on the 5 m LAN cable that was temporarily fastened to the other cabinet and connect it to a LAN port on the ASSY hub.



- 10 Attach the lower door. Pass the LAN cable through the space opened by sliding the LAN cable lid.

---

**11** Affix the lower door with the 2 screws.



Pass through the LAN cable.

---

**12** Attach the lower doors to the other cabinets in the same way.

---

**13** Wire the power cable and LAN cable and attach the protective cover.

---

**14** Turn the cabinets on and configure each of them for network play in TEST MODE. (See 9-3-6)

## 19-4 NETWORK PLAY PRECAUTIONS

### **STOP** IMPORTANT

- If any of the cabinets connected for network play enters TEST MODE, the other cabinets will:

<During the advertisements (standby)>

Go to the screen that follows startup and will be in standby mode until the other cabinet recovers and re-establishes a connection to the network.

<During game play>

Regular game play will continue until the game is over. After the game ends, it will do the same thing as if it were on the advertisements screen.

- Even when cabinets are connected for network play, each seat, each game may be given different cost settings. Incorrect cost settings may cause budget balancing problems.

The operation of a cabinet when connected to other cabinets for network play is different than that of a stand-alone cabinet. Administration of network cabinets should be handled carefully.

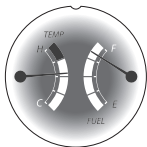
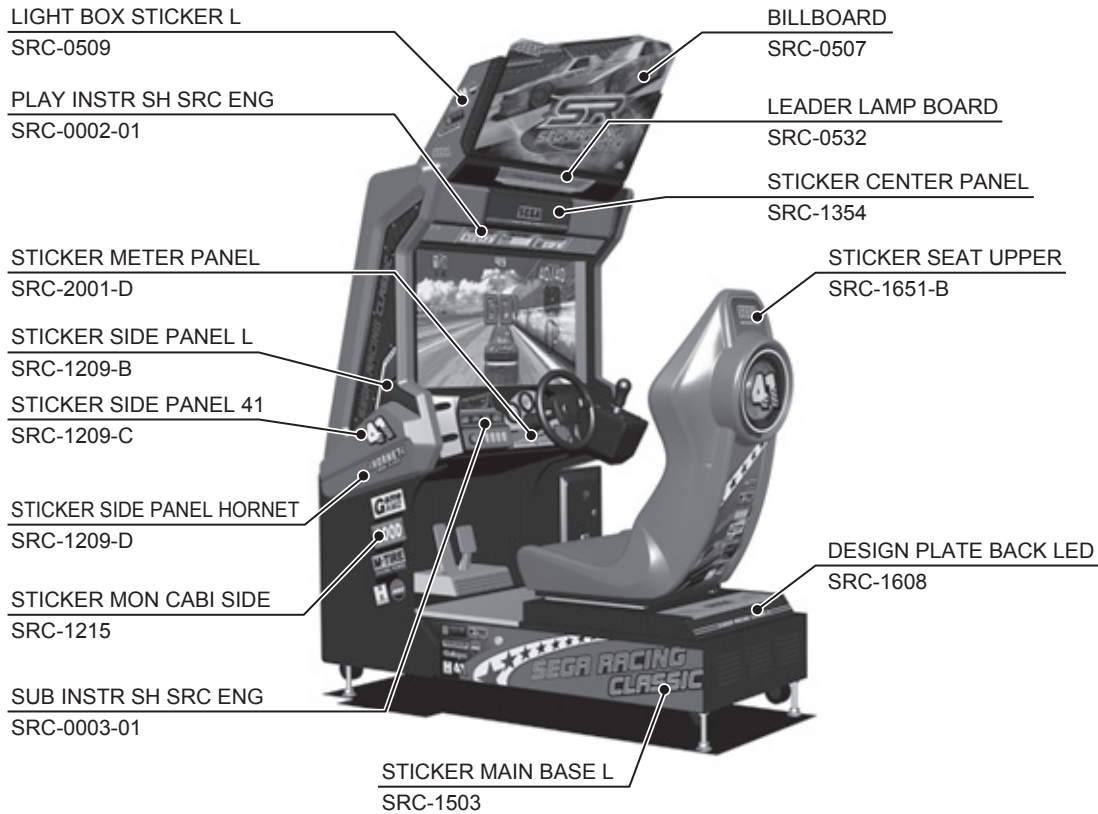
If any of the cabinets connected for network play enters TEST MODE, the screen that follows startup will come up on the other cabinets, and they will be in standby mode. They cannot continue to be played.

When customers are playing the game, do not enter TEST MODE on any network play-enabled machine.

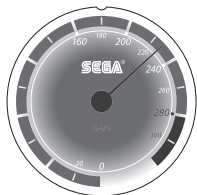


## 20 DESIGN-RELATED PARTS

For the warning display stickers, refer to Chapter 1.



STICKER OIL METER  
SRC-2001-A



STICKER SPEED METER  
SRC-2001-C



STICKER TACO METER  
SRC-2001-B

BILLBOARD SIDE STICKER R  
SRC-0510

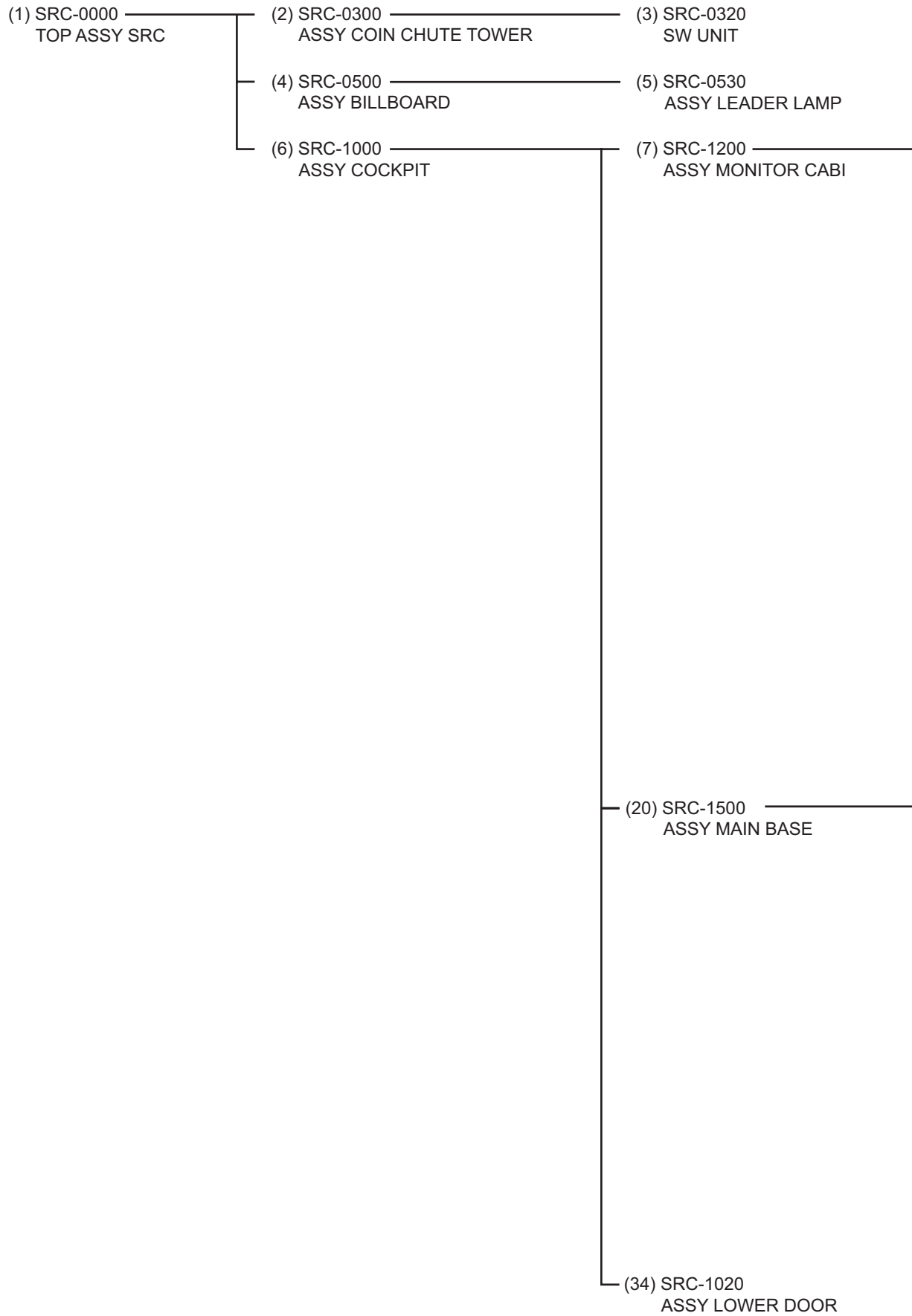
STICKER SIDE PANEL R  
SRC-1210-B

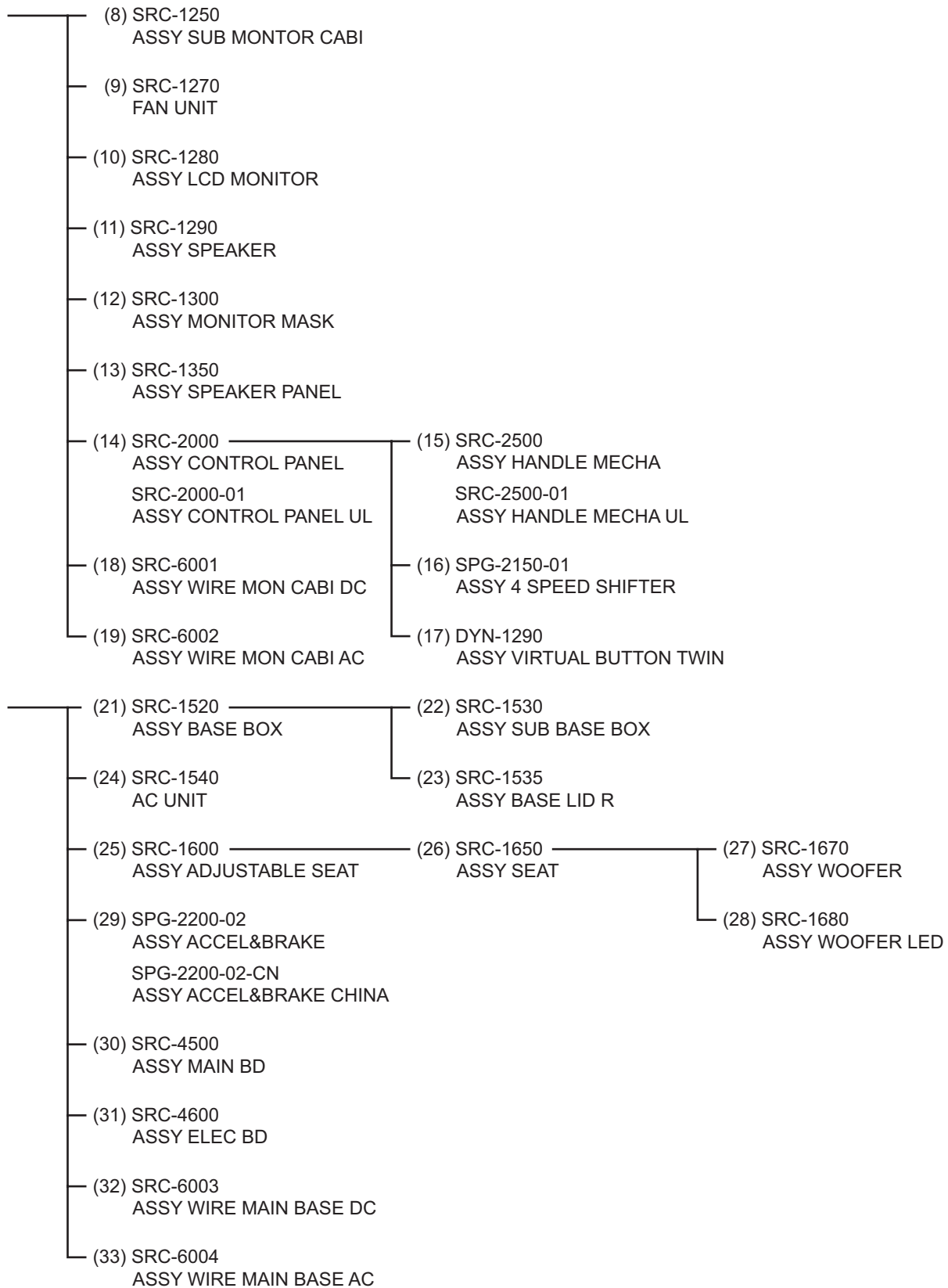
STICKER SEAT LOWER  
SRC-1651-C



STICKER MAIN BASE R  
SRC-1504

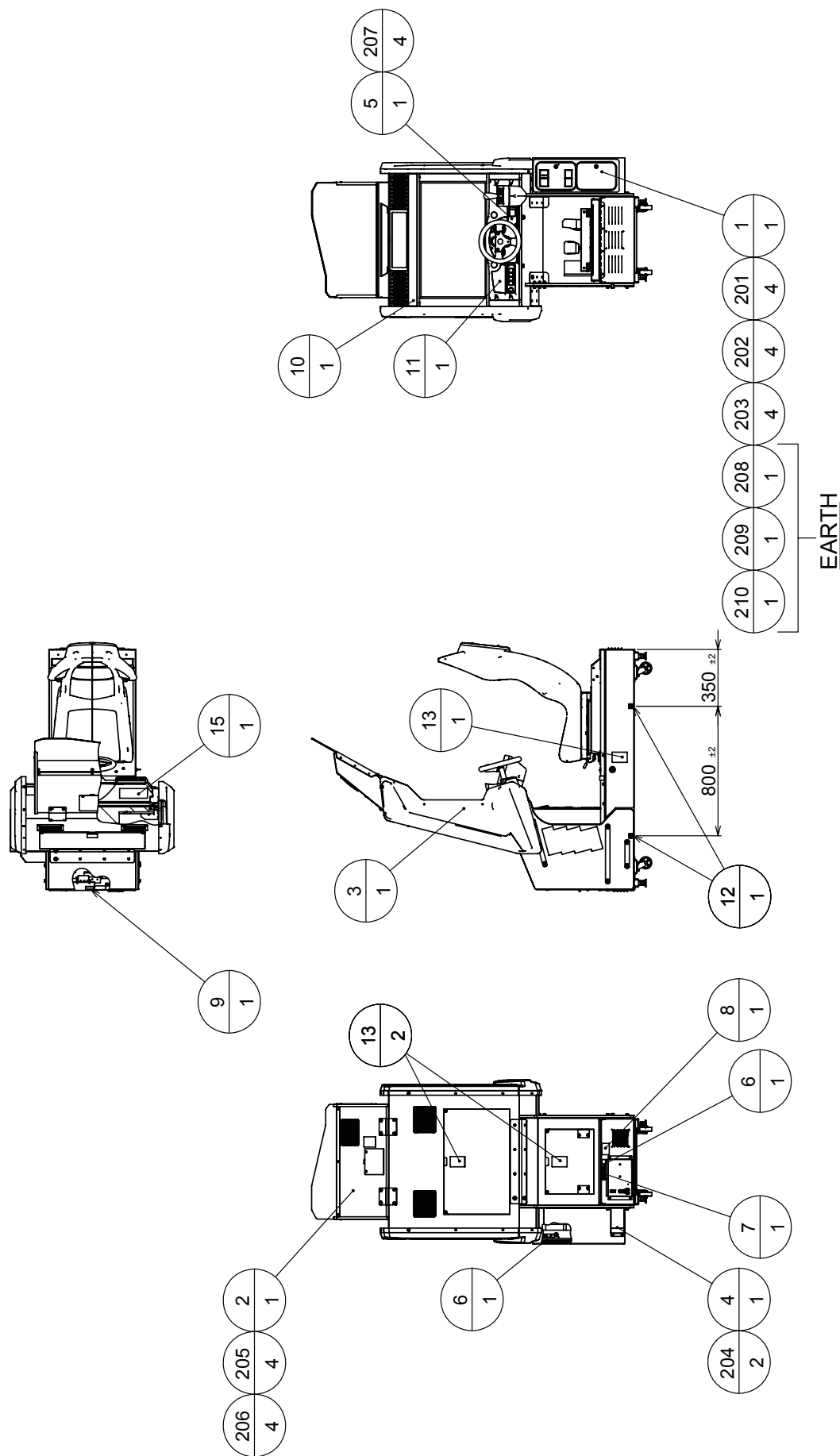


**21 PARTS LIST****Plan Formation Chart**



(1) SRC-0000  
TOP ASSY SRC

(D-1/2)



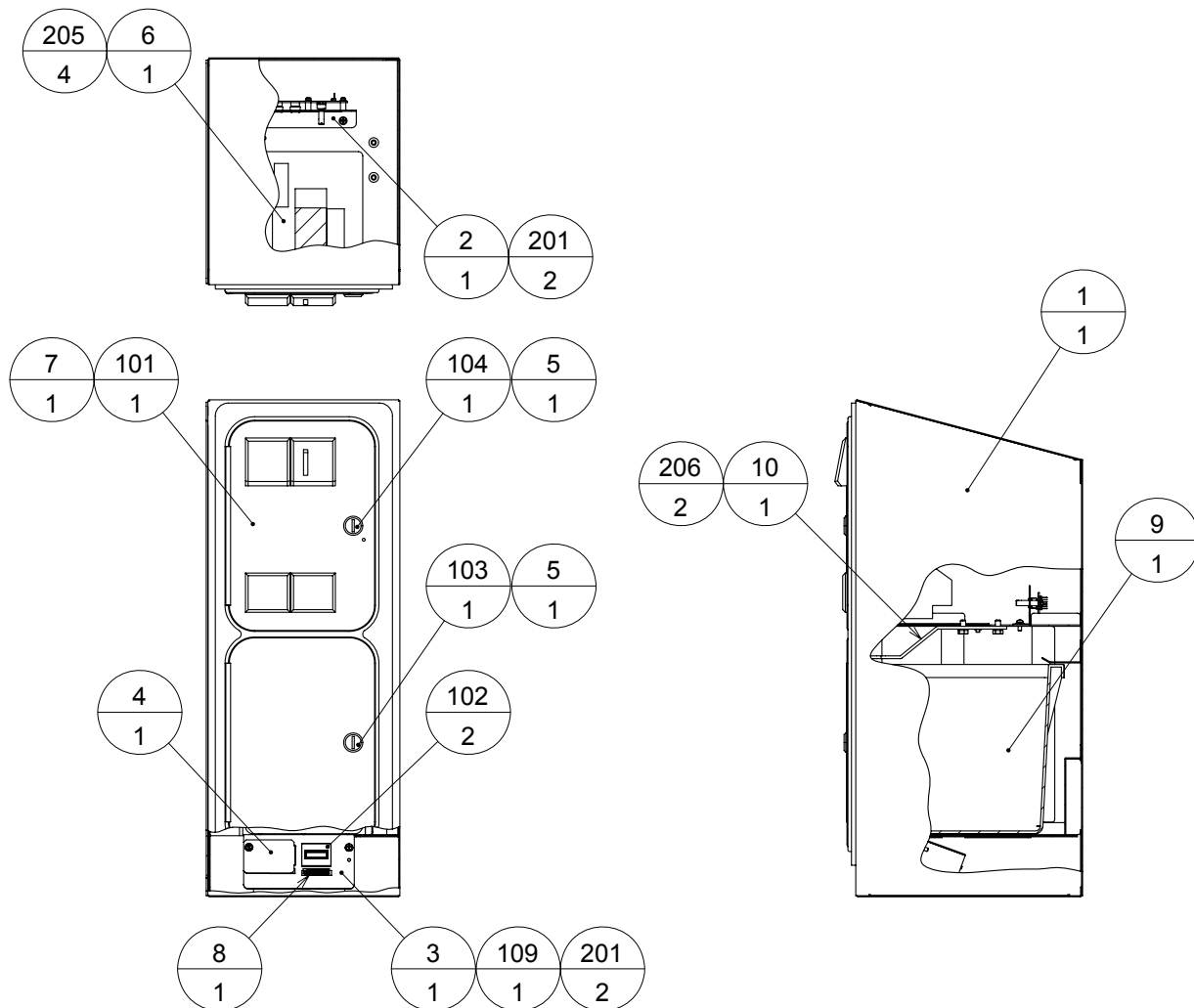
**(1) SRC-0000  
TOP ASSY SRC**

**(D-2/2)**

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-0300	ASSY COIN CHUTE TOWER	
2	SRC-0500	ASSY BILLBOARD	
3	SRC-1000	ASSY COCKPIT	
4	SRC-0001	WIRE COVER	
5	DYN-0011	DENOMI PLATE W/O ORIGINAL	
10	SRC-0002-01	PLAY INSTR SH SRC ENG	
11	SRC-0003-01	SUB INSTR SH SRC ENG	
12	421-11416	STICKER CAUTION FORK	
13	440-WS0002XEG	STICKER W POWER OFF ENG	
15	440-CS0368-EG	STICKER C EPILEPSY&REACTION EG	
201	050-H00800	HEX NUT M8	
202	060-S00800	SPR WSHR M8	
203	068-852216	FLT WSHR 8.5-22x1.6	
204	000-P00408-WB	M SCR PH W/FS BLK M4x8	
205	030-000625-SB	HEX BLT W/S BLK M6x25	
206	068-652016	FLT WSHR 6.5-20 x1.6	
207	008-T00416-0B	TMP PRF SCR TH BLK M4x16	
208	FAS-300073	HEX BLT GREEN HEAD M4x8	
209	060-S00400	SPR WSHR M4	
210	060-F00400	FLT WSHR M4	
301	600-6619-02	AC CABLE CONNECT TYPE FOR UK	<Hong Kong,Singapore>
	600-6729-01	AC CABLE CONNECT TYPE 15A W/E	<Taiwan>
401	220-5793-2-A001	KEY MASTER A001	
402	SGM-4111Y	KEY BAG	
403	540-0006-01	WRENCH M4 TMP SCR	
404	540-0007-01	WRENCH M5 TMP SCR	
405	420-7210-01	SERVICE MANUAL RINGWIDE ENG	
406	600-7920-200	ASSY USB CA TYPE MINI AB 200CM	
407	600-8026-200	WH DC PWR RNG TO DVD 200CM	
408	220-5753	VOL CONT B-5K OHM (TOCOS)	
409	509-5636	SW MICRO TYPE SS-5GL2T	
410	390-5445-01	LAMP LW 6.3V 1W	
411	610-0816-0009	DVD SOFT KIT SRC	
412	420-7253-01	OWNERS MANUAL SRC ENG	
413	600-7269-0500	ASSY LAN CABLE 0500CM	

(2) SRC-0300  
ASSY COIN CHUTE TOWER

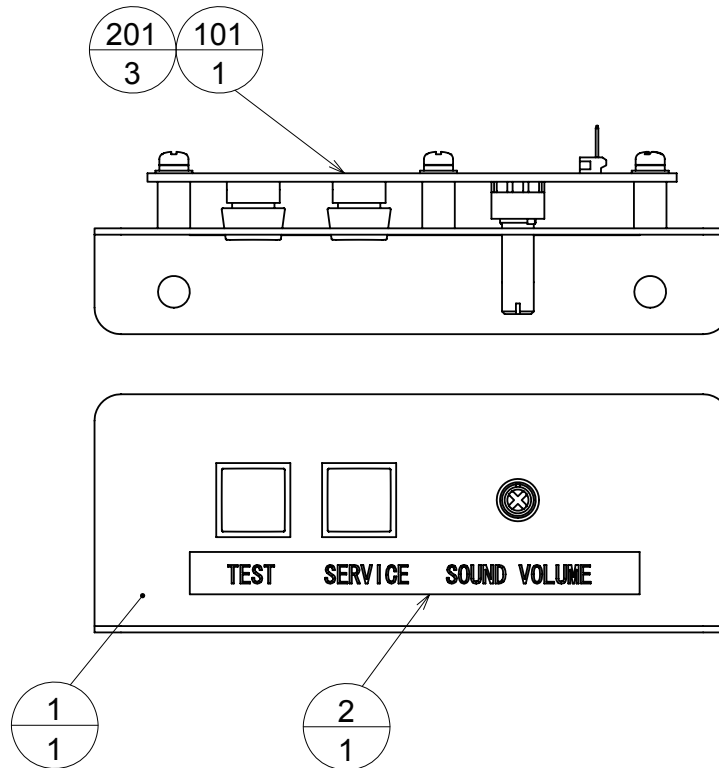
(D-1/2)



**(2) SRC-0300  
ASSY COIN CHUTE TOWER**

**(D-2/2)**

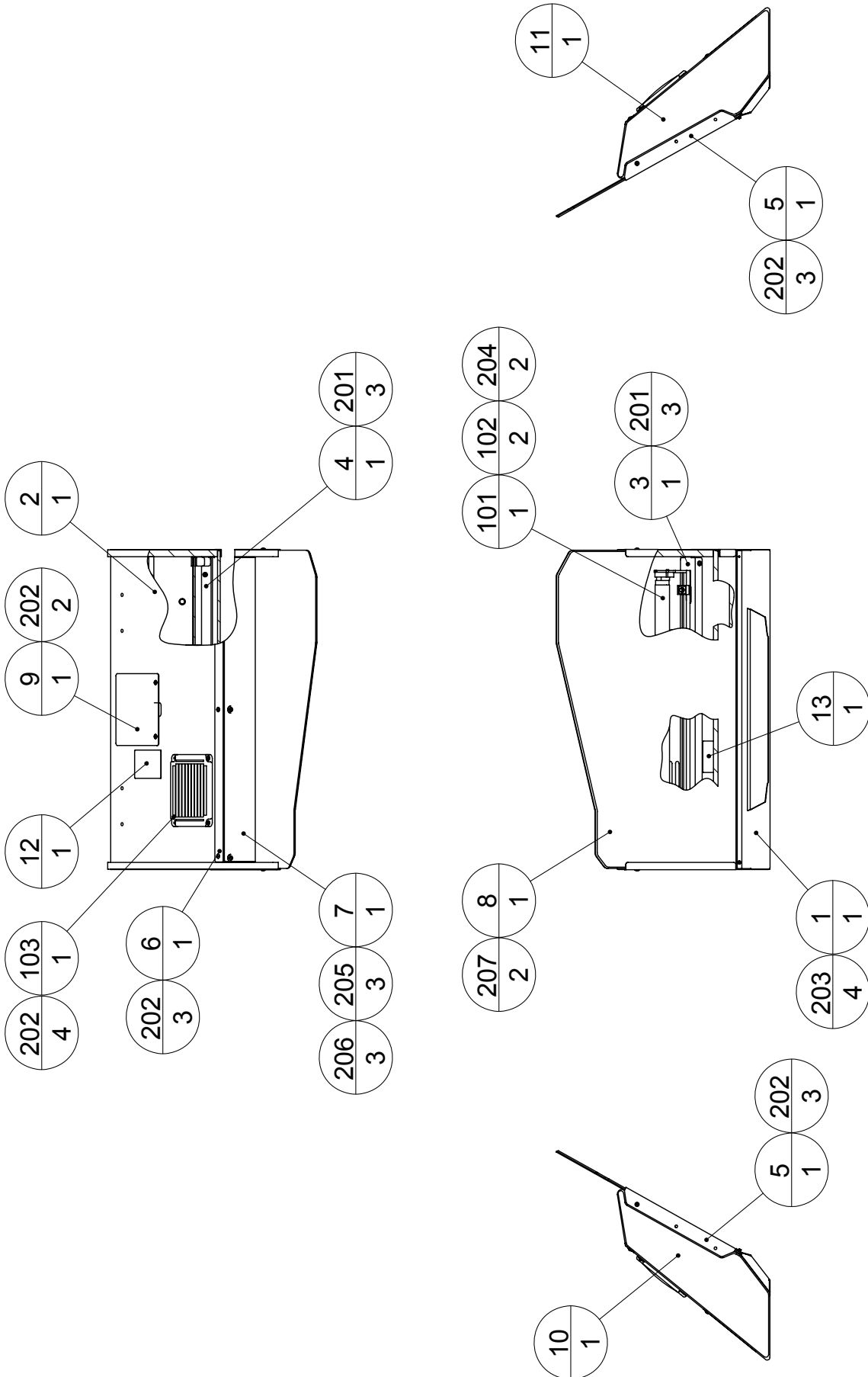
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-0301X	COIN CHUTE TOWER	
2	SRC-0320	SW UNIT	
3	TOF-0302X	METER BRKT	
4	APC-0302X	METER HOLE LID	
5	DP-1167	TNG LKG	
6	105-5592	CHUTE PLATE SINGLE	OR
	105-5592-CN	CHUTE PLATE SINGLE	
7	421-7501-02	STICKER 6.3V 0.15A	
8	421-6591-01	STICKER COIN METER	
9	253-5366	CASH BOX	
10	SRC-0303	CASH BOX HOLDER	
101	220-5237-93-05	ASSY C.C 2DR HONG KONG \$1	<Hong Kong>
	220-5237-93-04	ASSY C.C 2DR TAIWAN NT\$10	<Taiwan>
	220-5237-93-37	ASSY C.C 2DR SINGAPORE \$1	<Singapore>
102	220-5798-01	MAG CNTR 4P MZ674-DC5V-D41 JC	
103	220-5794	CLY LOCK W/KEYS	
104	220-5793-1-A001	CLY LOCK MASTER W/O KEY A001	
105	601-0460	PLASTIC TIE BELT 100 M/M	
106	280-7881	CORD CLAMP SR10 CN	
107	280-5009-02	CORD CLAMP 21 CN	
108	310-5029-F20	SUMITUBE F F 20MM	
109	601-5525-027	BUSH 1.2T	
201	000-P00408-W	M SCR PH W/FS M4x8	
205	050-F00400	FLG NUT M4	
206	030-000612-SB	HEX BLT W/S BLK M6x12	
301	SRC-60001	WH COIN CHUTE TOWER	
302	600-7344-02	WH C.C. SINGLE YL	
304	SRC-60008	WH COIN CHUTE TOWER 12V	

**(3) SRC-0320  
SW UNIT**

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-0321	SW BRKT	
2	421-12136	STICKER SW PANEL LCA	
101	838-14548-01	SW & C VOL BD	
201	000-P00308-W	M SCR PH W/FS M3x8	

(4) SRC-0500  
ASSY BILLBOARD

(D-1/2)

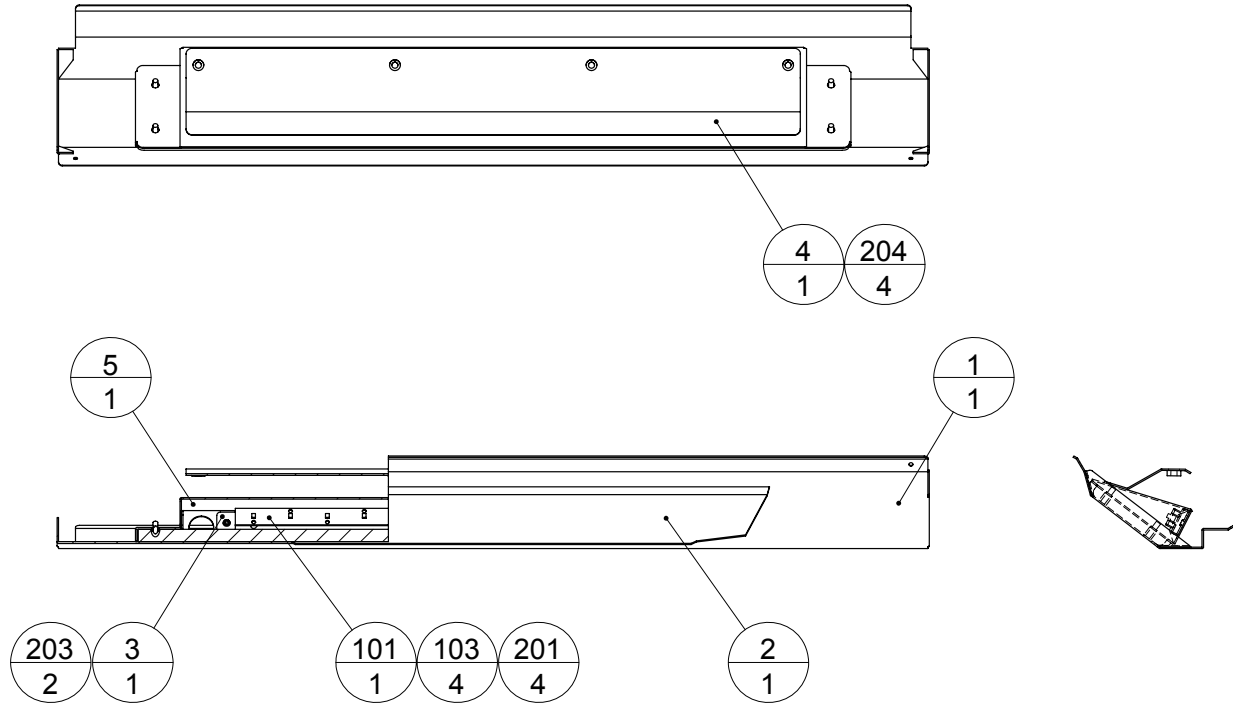




**(4) SRC-0500  
ASSY BILLBOARD****(D-2/2)**

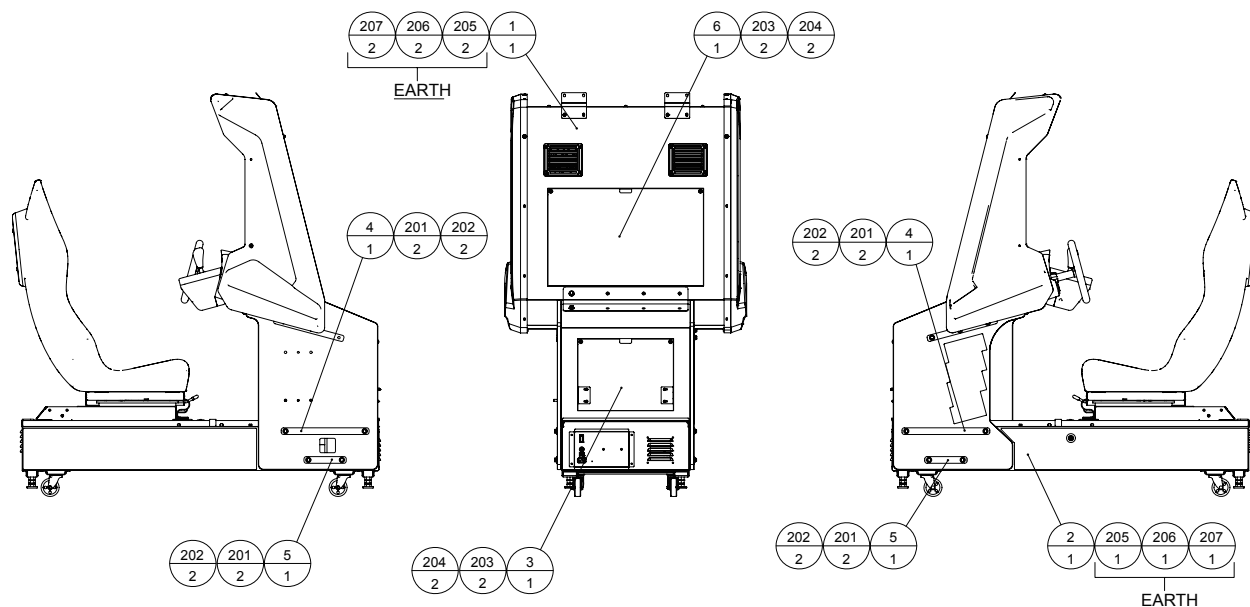
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-0530	ASSY LEADER LAMP	
2	SRC-0501	BILLBOARD BOX	
3	SRC-0502X	FL BRKT	
4	SRC-0503	BILLBOARD BRKT UNDER	
5	SRC-0504	BILLBOARD SIDE BRKT	
6	SRC-0505	BACK BOARD BRKT	
7	SRC-0506	BACK BOARD	
8	SRC-0507	BILLBOARD	
9	SRC-0508	BACK LID	
10	SRC-0509	BILLBOARD SIDE STICKER L	
11	SRC-0510	BILLBOARD SIDE STICKER R	
12	440-WS0002XEG	STICKER W POWER OFF ENG	
13	440-WS0300-EG	STICKER W POW OFF & HI TEMP EG	
101	390-6822-20EX	ASSY FL20W EX W/CONN HIGH	
102	253-5457	FL HOLDER	
103	253-5460-01	AIR VENT BLACK	
104	280-7881	CORD CLAMP SR10 CN	
201	000-P00416-W	M SCR PH W/FS M4x16	
202	000-T00416-0B	M SCR TH BLK M4x16	
203	030-000625-W	HEX BLT W/FS M6x25	
204	000-P00430-W	M SCR PH W/FS M4x30	
205	000-T00412-0C	M SCR TH CRM M4x12	
206	068-441616-0C	FLT WSHR CRM 4.4-16x1.6	
207	000-P00306-WB	M SCR PH W/FS BLK M3x6	
301	SRC-60002	WH AC FL IN BILLBOARD	

**(5) SRC-0530  
ASSY LEADER LAMP**



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-0531X	LEADER LAMP FRONT MASK	
2	SRC-0532	LEADER LAMP BOARD	
3	SRC-0533	LED BAR BRKT	
4	SRC-0534	LED CASE	
5	SRC-0535	STICKER MIRROR	
101	838-14972-07	LED BD WHITE 3x7BLOCK	
102	280-7881	CORD CLAMP SR10 CN	
103	280-5185-5	SPACER TUBE L=5	
201	FAS-000126	M SCR PH POLYCARBONATE M3x12	
203	000-P00408-W	M SCR PH W/FS M4x8	
204	050-F00400	FLG NUT M4	
301	SRC-60003	WH LEADER LED BILLBOARD	

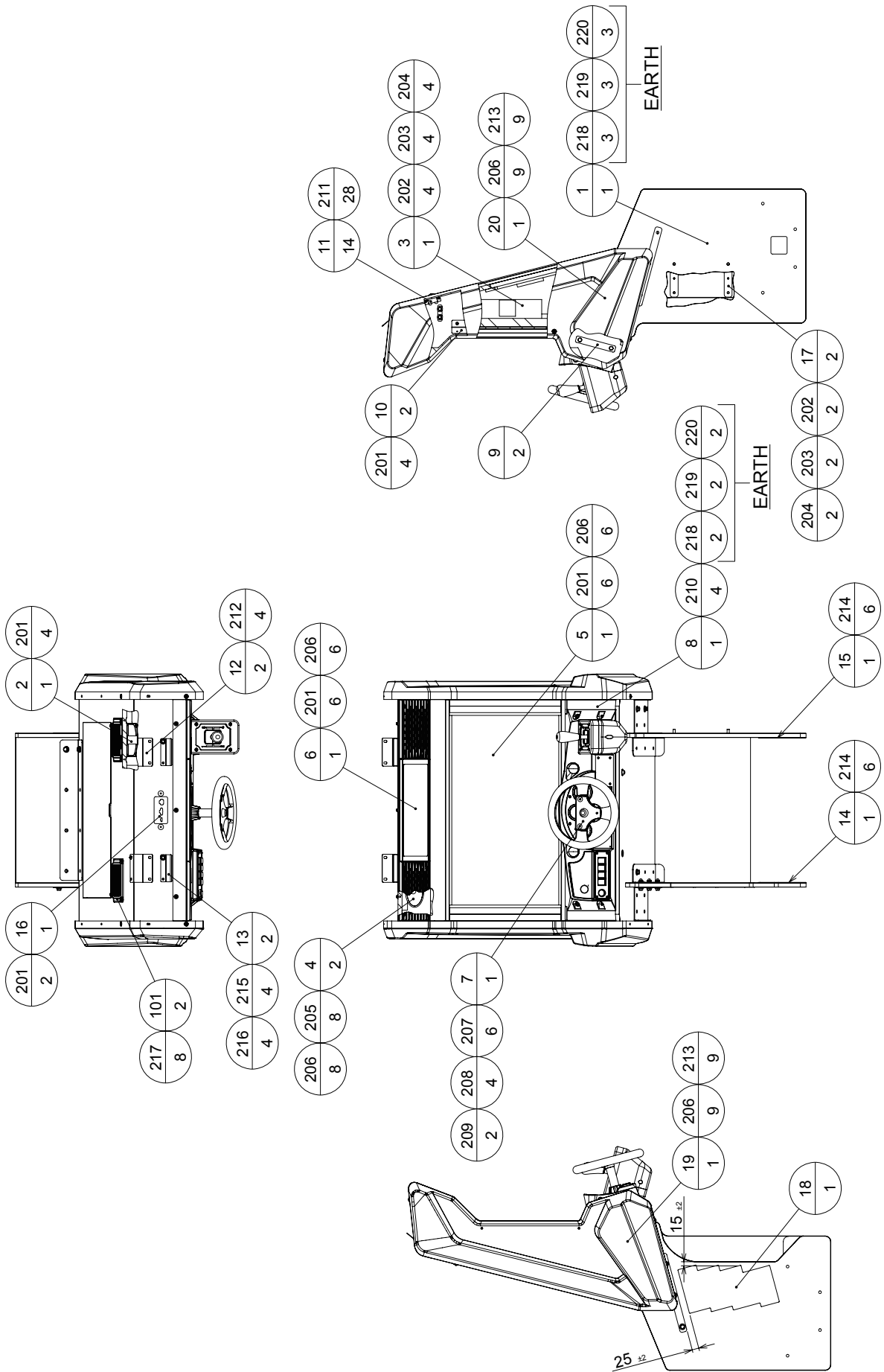
## (6) SRC-1000 ASSY COCKPIT



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1200	ASSY MONITOR CABI	
2	SRC-1500	ASSY MAIN BASE	
3	SRC-1020	ASSY LOWER DOOR	
4	SRC-1001	MON CABI PLATE UPPER	
5	SRC-1002	MON CABI PLATE LOWER	
6	SRC-1003	UPPER DOOR	
201	030-000830-S	HEX BLT W/S M8x30	
202	068-852216-0B	FLT WSHR BLK 8.5-22x1.6	
203	000-P00430-WB	M SCR PH W/FS BLK M4x30	
204	068-441616-0B	FLT WSHR BLK 4.4-16x1.6	
205	050-H00400	HEX NUT M4	
206	060-S00400	SPR WSHR M4	
207	060-F00400	FLT WSHR M4	

(7) SRC-1200  
ASSY MONITOR CABI

(D-1/2)

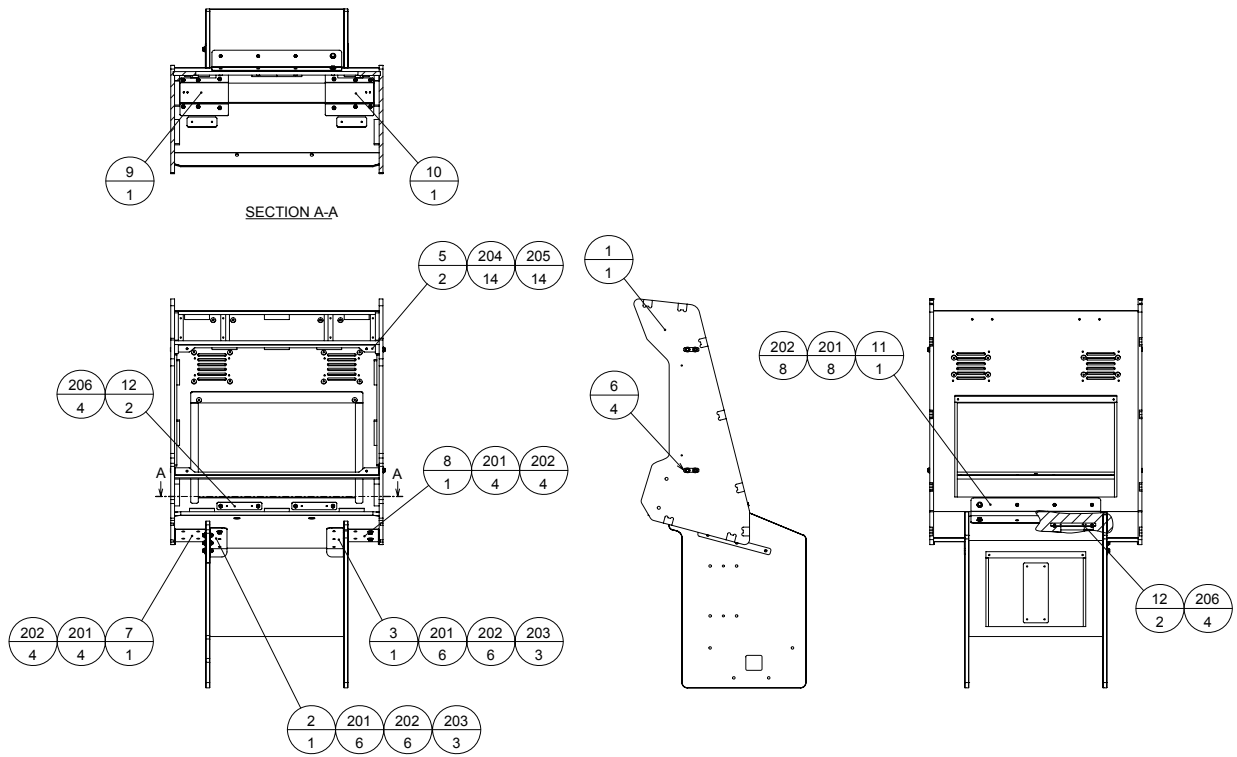


**(7) SRC-1200**  
**ASSY MONITOR CABI**

(D-2/2)

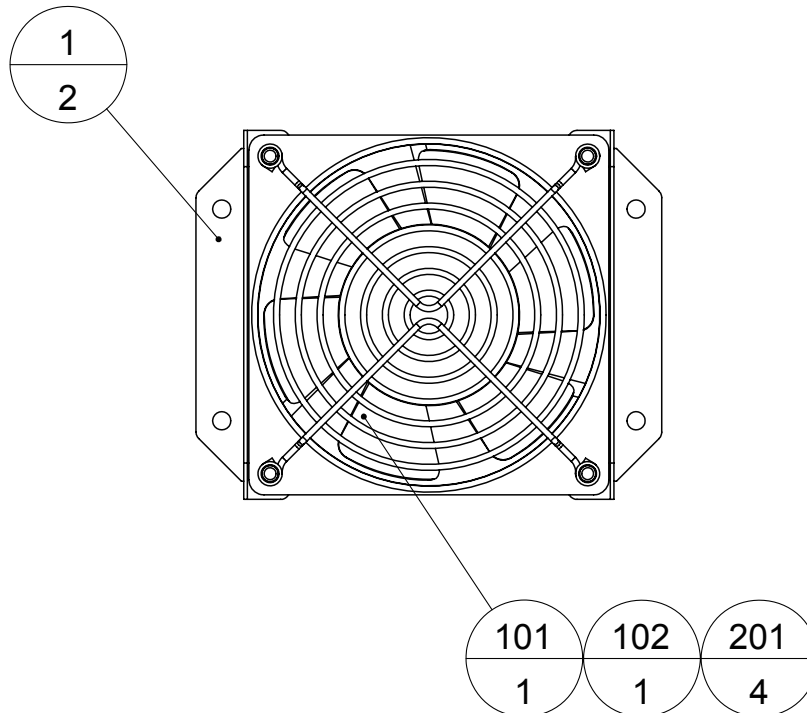
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1250	ASSY SUB MONITOR CABI	
2	SRC-1270	FAN UNIT	
3	SRC-1280	ASSY LCD MONITOR	
4	SRC-1290	ASSY SPEAKER	
5	SRC-1300	ASSY MONITOR MASK	
6	SRC-1350	ASSY SPEAKER PANEL	
7	SRC-2000	ASSY CONTROL PANEL	
	SRC-2000-01	ASSY CONTROL PANEL UL	
8	SRC-1201X	CTRL PNL SUPPORT	
9	SRC-1202	CTRL PNL PLATE	
10	SRC-1203	SIDE PANEL HOLDER	
11	SRC-1204	SIDE PANEL BRKT	
12	SRC-1205	BILLBOARD SUPPORT	
13	SRC-1206	BILLBOARD HOLDER	
14	SRC-1207	MONITOR CABI SPACER L	
15	SRC-1208	MONITOR CABI SPACER R	
16	SRC-1212	CONN PNL BILLBOARD	
17	SRC-1214	CHUTE TOWER HOLDER	
18	SRC-1215	STICKER MON CABI SIDE	
19	SRC-1209	SIDE PANEL L	
20	SRC-1210	SIDE PANEL R	
101	253-5460-01	AIR VENT BLACK	
102	280-5009-02	CORD CLAMP 21 CN	
103	280-0419	HARNESS LUG	
201	000-P00416-WB	M SCR PH W/FS BLK M4x16	
202	050-H00600	HEX NUT M6	
203	060-S00600	SPR WSHR M6	
204	068-652016	FLT WSHR 6.5-20 x1.6	
205	000-P00440-WB	M SCR PH W/FS BLK M4x40	
206	068-441616-0B	FLT WSHR BLK 4.4-16x1.6	
207	FAS-290017	HEX SKT SCR BH BLK M8x30	
208	060-F00800-0B	FLT WSHR BLK M8	
209	068-852216-0B	FLT WSHR BLK 8.5-22x1.6	
210	030-000825-S	HEX BLT W/S M8x25	
211	011-T03512	TAP SCR TH 3.5x12	
212	000-P00520-WB	M SCR PH W/FS BLK M5x20	
213	000-T00412-0B	M SCR TH BLK M4x12	
214	011-F00312	TAP SCR #1 FH 3x12	
215	030-000620-SB	HEX BLT W/S BLK M6x20	
216	068-652016-0B	FLT WSHR BLK 6.5-20x1.6	
217	000-T00412-0B	M SCR TH BLK M4x12	
218	050-H00400	HEX NUT M4	
219	060-S00400	SPR WSHR M4	
220	060-F00400	FLT WSHR M4	
301	SRC-6001	ASSY WIRE MON CABI DC	
302	SRC-6002	ASSY WIRE MON CABI AC	
303	600-6972-0730	WIRE HARN EARTH ID5 0730MM	
304	600-6972-1000	WIRE HARN EARTH ID5 1000MM	

**(8) SRC-1250  
ASSY SUB MONTOR CABI**



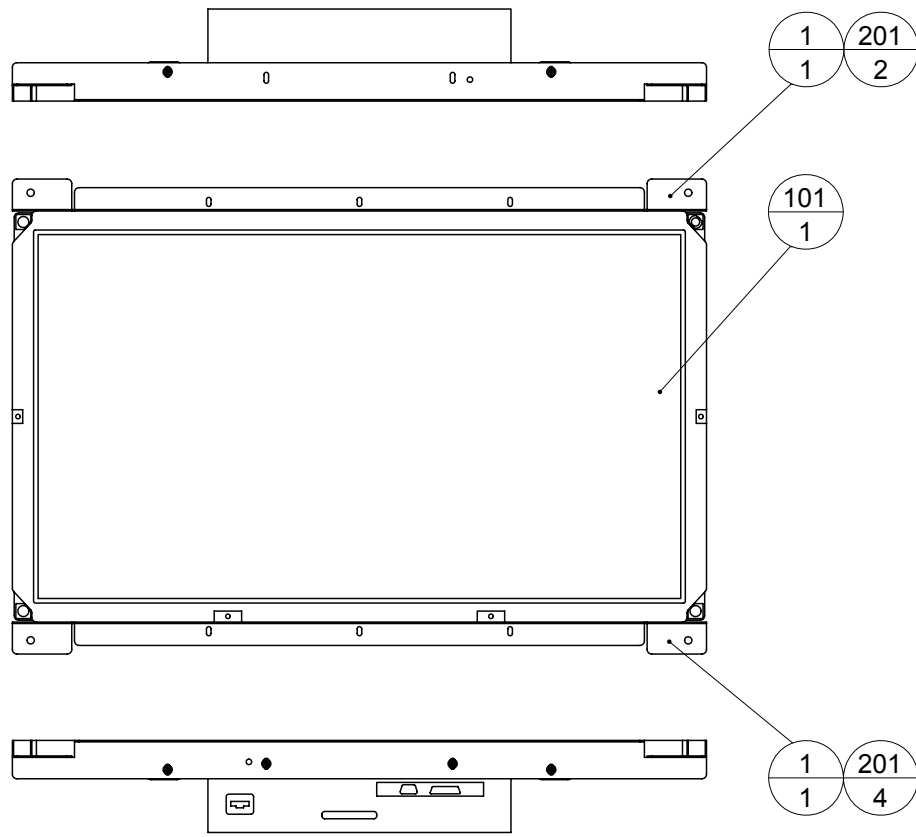
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1251X	MONITOR CABINET	
2	SRC-1252	CONNECT BRKT L	
3	SRC-1253	CONNECT BRKT R	
5	SRC-1255	MONITOR SUPPORT	
6	SRC-1256	MONITOR SUPPORT PLATE	
7	SRC-1257	CONNECT BRKT OUTER L	
8	SRC-1258	CONNECT BRKT OUTER R	
9	SRC-1259	NUT PLATE L	
10	SRC-1260	NUT PLATE R	
11	SRC-1261	CONNECT BRKT REAR	
12	SRC-1262	NUT PLATE 150	
201	030-000830-SB	HEX BLT W/S BLK M8x30	
202	060-F00800-0B	FLT WSHR BLK M8	
203	050-C00800-0B	CAP NUT BLK M8	
204	030-000625-SB	HEX BLT W/S BLK M6x25	
205	068-652016	FLT WSHR 6.5-20x1.6	
206	011-T03512	TAP SCR TH 3.5x12	

(9) SRC-1270  
FAN UNIT



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	105-5636	FAN BRKT	
101	260-0116	FAN AC115V A1123-HBT-GN	
102	601-8543	FAN GUARD	
201	000-P00312-W	M SCR PH W/FS M3x12	

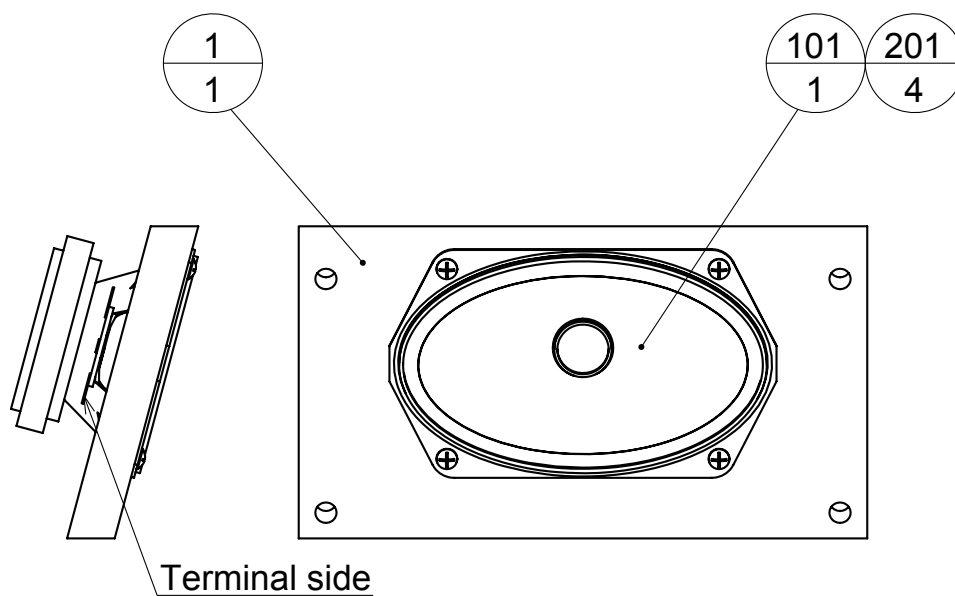
**(10) SRC-1280  
ASSY LCD MONITOR**



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1281	LCD BRKT	
101	200-6163-92	ASSY LCD DSPL 32TYPE Y	
201	000-P00416-W	M SCR PH W/FS M4x16	

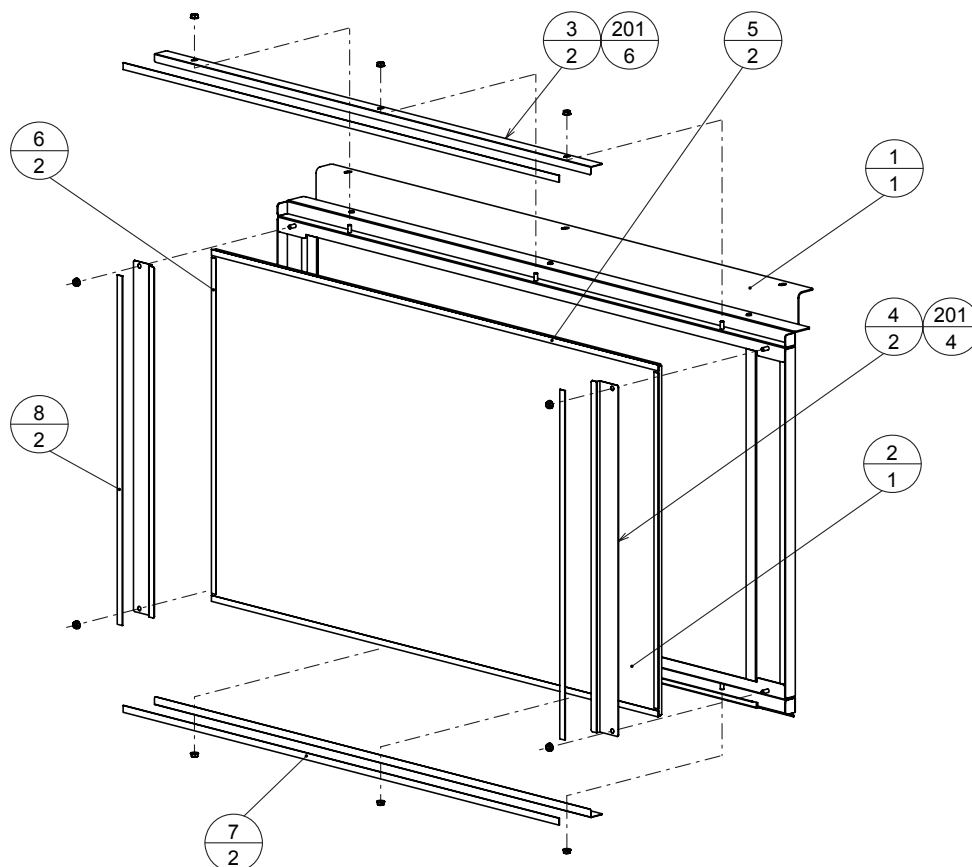


**(11) SRC-1290  
ASSY SPEAKER**



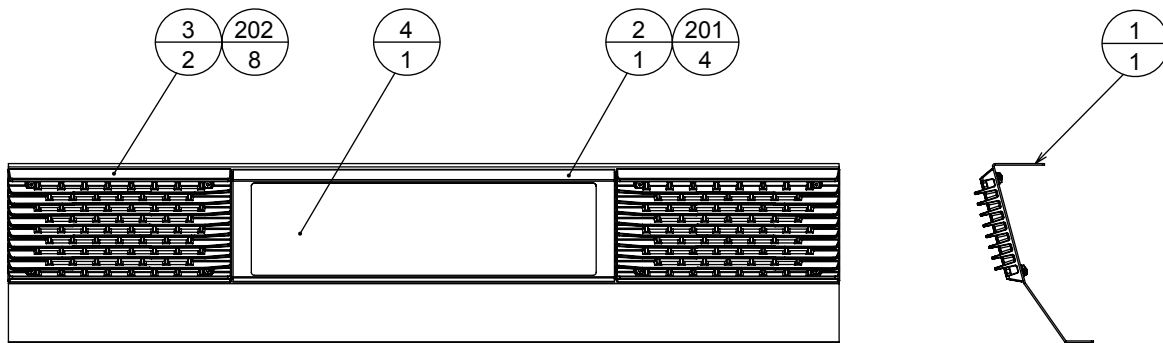
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1291	WOODEN SPEAKER BOARD	
101	130-5284	SPEAKER 8OHM F01612HO NJS	
201	FAS-110030	TAP SCR TH #1 BLK 4x12	
301	SRC-60005	WH SPEAKER PANEL	

**(12) SRC-1300  
ASSY MONITOR MASK**



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1301X	MONITOR MASK	
2	275-0146	PROTECTIVE GLASS LCD 32V	
3	SRC-1302	GLASS HOLDER UL	
4	SRC-1303	GLASS HOLDER LR	
5	SRC-1304	GLASS CUSHION UL	
6	SRC-1305	GLASS CUSHION LR	
7	SRC-1306	MASK SPACER UL	
8	SRC-1307	MASK SPACER LR	
201	050-F00400	FLG NUT M4	

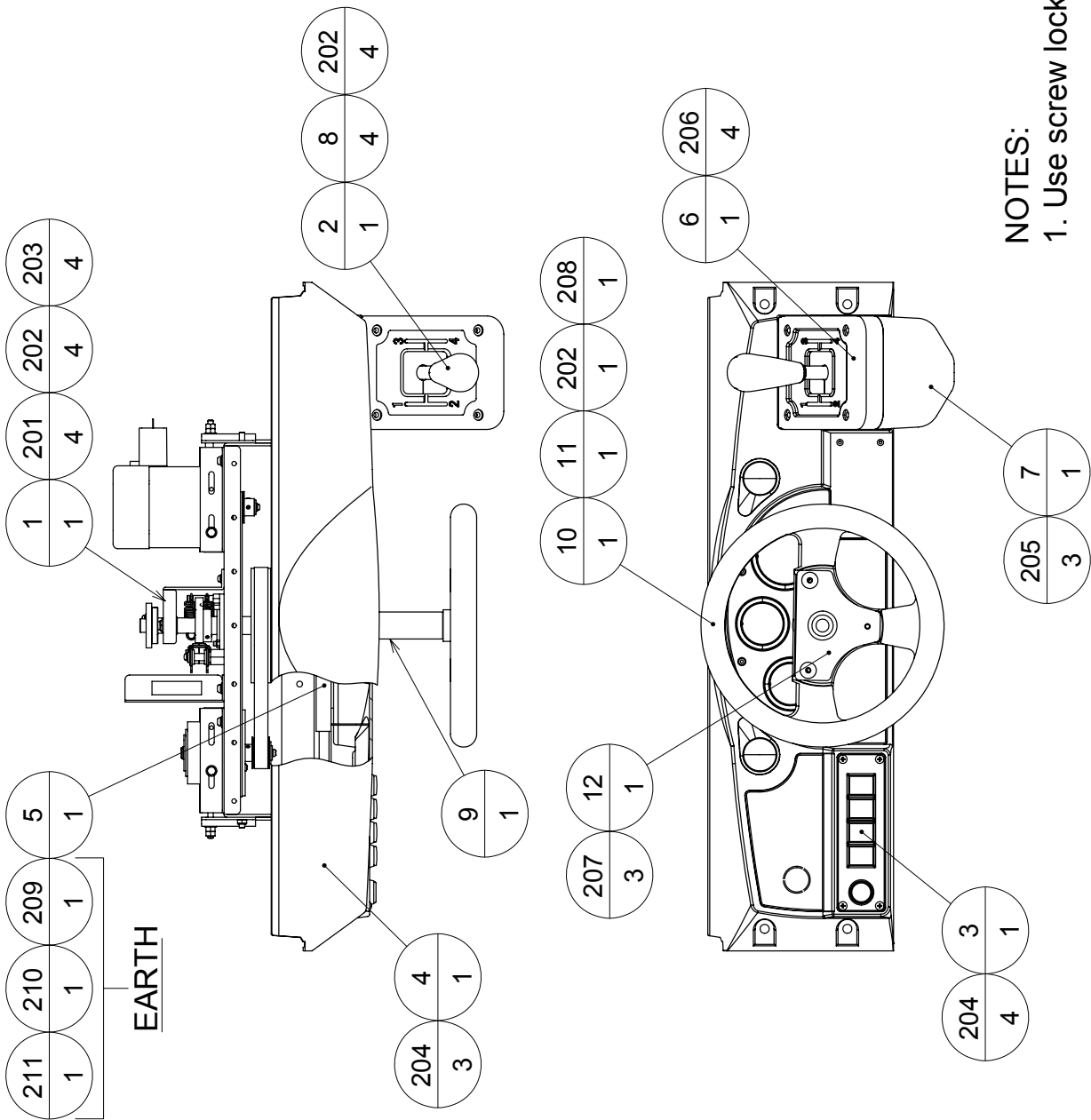
(13) SRC-1350  
ASSY SPEAKER PANEL



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1351X	SPEAKER PANEL	
2	SRC-1352	CENTER PANEL	
3	SRC-1353	SPEAKER COVER	
4	SRC-1354	STICKER CENTER PANEL	
201	000-P00408-W	M SCR PH W/FS M4x8	
202	FAS-290042	HEX SKT LH CAP SCR STN M4x12	

(14) SRC-2000  
ASSY CONTROL PANEL

(D-1/2)



NOTES:  
1. Use screw locks on the screws.

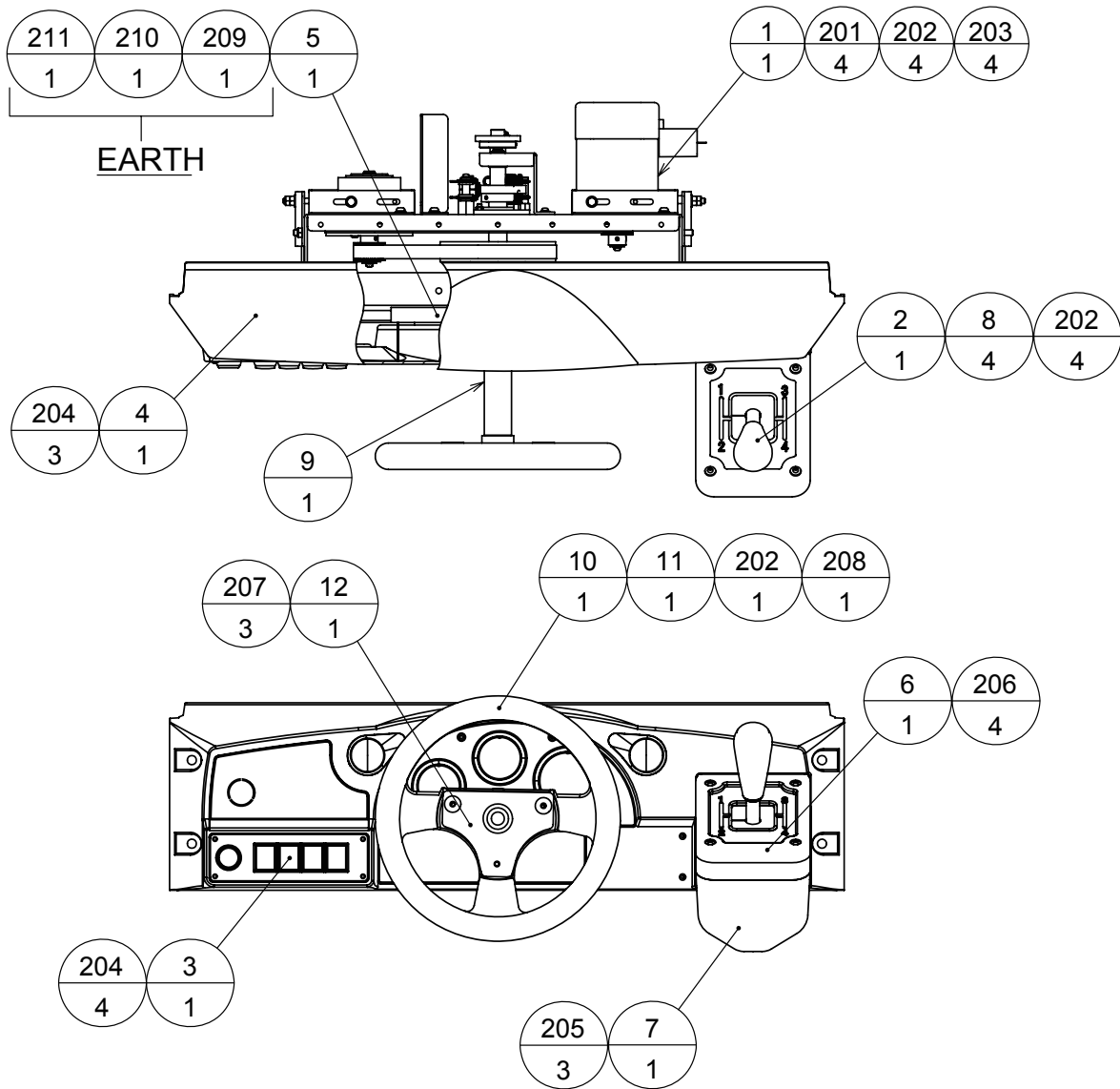
**(14) SRC-2000  
ASSY CONTROL PANEL**

**(D-2/2)**

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-2500	ASSY HANDLE MECHA	
2	SPG-2150-01	ASSY 4 SPEED SHIFTER	
3	DYN-1290	ASSY VIRTUAL BUTTON TWIN	
4	SRC-2001	CONTROL PANEL COVER	
5	SRC-2002X	CONTROL PANEL BRKT	
6	DYN-1222	SHIFT COVER A	
7	DYN-1223X	SHIFT COVER B	
8	DYN-1224X	SPL BLT M8	
9	DYN-1209X	HANDLE COLLAR	
10	DYN-1201	STEERING WHEEL	
11	OUT-2026X	SPACER	
12	RAL-1201	STEERING EMBLEM	
101	601-0460	PLASTIC TIE BELT 100 M/M	
102	280-5009-02	CORD CLAMP 21 CN	
201	060-F00800	FLT WSHR M8	
202	060-S00800	SPR WSHR M8	
203	050-H00800	HEX NUT M8	
204	008-T00416-0B	TMP PRF SCR TH BLK M4x16	
205	000-P00412-WB	M SCR PH W/FS BLK M4x12	
206	008-T00412-0B	TMP PRF SCR TH BLK M4x12	
207	008-T00508-0C	TMP PRF SCR TH CRM M5x8	
208	020-000816-HZ	HEX SKT H CAP SCR BLK OZ M8x16	
209	050-H00400	HEX NUT M4	
210	060-S00400	SPR WSHR M4	
211	060-F00400	FLT WSHR M4	
301	SRC-60006	WH VR BUTTON CONTROL PANEL	
302	600-6972-0200	WIRE HARN EARTH ID5 0200MM	

(14) SRC-2000-01  
 ASSY CONTROL PANEL UL

(D-1/2)



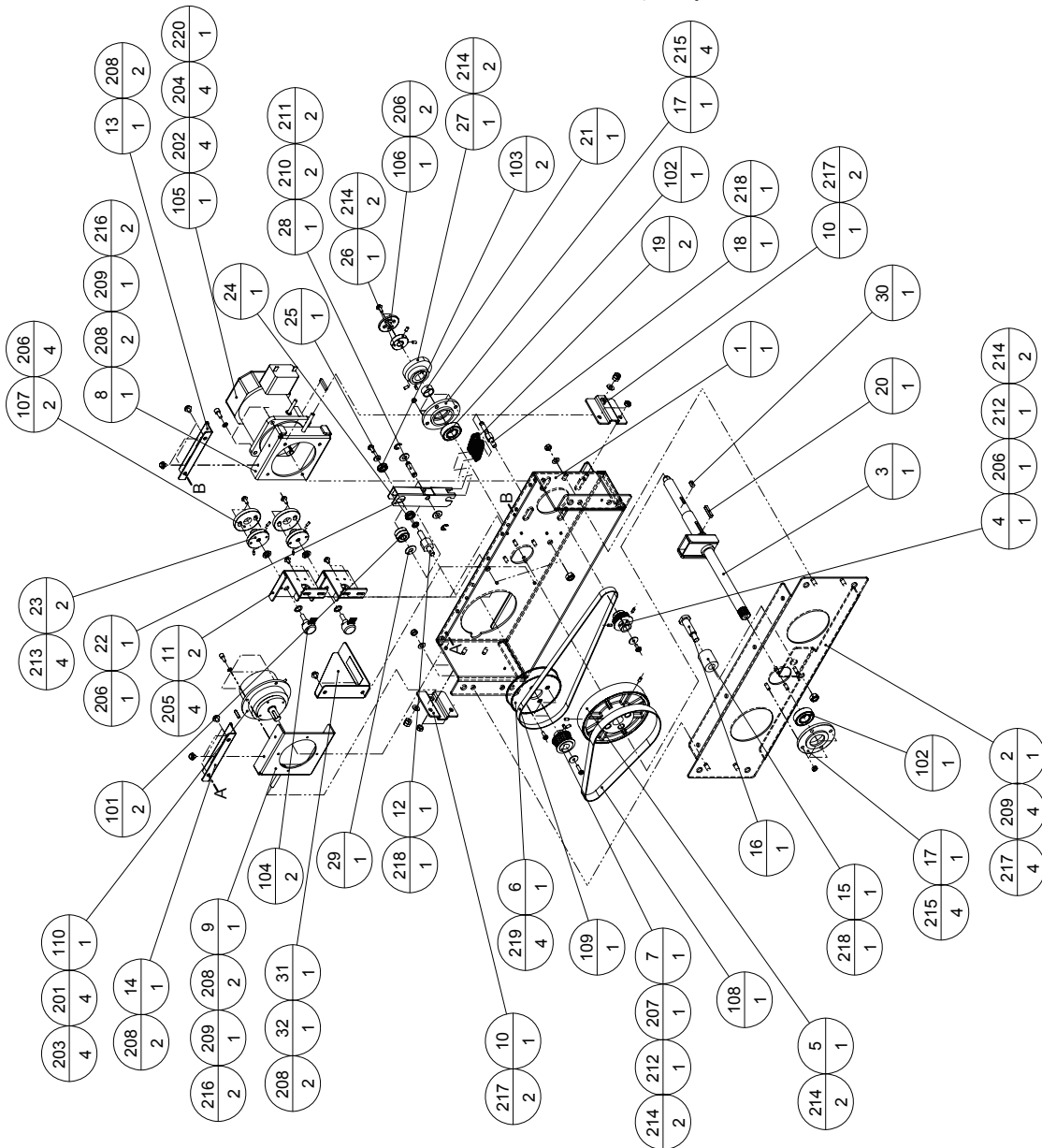
**(14) SRC-2000-01**  
**ASSY CONTROL PANEL UL**

**(D-2/2)**

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-2500-01	ASSY HANDLE MECHA	
2	SPG-2150-01	ASSY 4 SPEED SHIFTER	
3	DYN-1290	ASSY VIRTUAL BUTTON TWIN	
4	SRC-2001	CONTROL PANEL COVER	
5	SRC-2002X	CONTROL PANEL BRKT	
6	DYN-1222	SHIFT COVER A	
7	DYN-1223X	SHIFT COVER B	
8	DYN-1224X	SPL BLT M8	
9	DYN-1209X	HANDLE COLLAR	
10	DYN-1201	STEERING WHEEL	
11	OUT-2026X	SPACER	
12	RAL-1201	STEERING EMBLEM	
101	601-0460	PLASTIC TIE BELT 100 M/M	
102	280-5009-02-91	CORD CLAMP 21 CN	
201	060-F00800	FLT WSHR M8	
202	060-S00800	SPR WSHR M8	
203	050-H00800	HEX NUT M8	
204	008-T00416-0B	TMP PRF SCR TH BLK M4x16	
205	000-P00412-WB	M SCR PH W/FS BLK M4x12	
206	008-T00412-0B	TMP PRF SCR TH BLK M4x12	
207	008-T00508-0C	TMP PRF SCR TH CRM M5x8	
208	020-000816-HZ	HEX SKT H CAP SCR BLK OZ M8x16	
209	050-H00400	HEX NUT M4	
210	060-S00400	SPR WSHR M4	
211	060-F00400	FLT WSHR M4	
301	SRC-60006	WH VR BUTTON CONTROL PANEL	
302	600-6972-0200	WIRE HARN EARTH ID5 0200MM	

(15) SRC-2500  
ASSY HANDLE MECHA

(D-1/3)



NOTES:

1. Use screw locks (Three Bond1401C) on the screws.  
(Except for the U NUT)
2. Apply grease (SOLVEST248) to (19), (27), (106) and (107).
3. Consult about the WIRING.
4. The tightening torque for the screws is as follows:
  - (201) 2.90±0.20N•m
  - (202) 5.90±0.50N•m
  - (213) 1.25±0.10N•m
  - (214) 2.90±0.20N•m
  - M3 0.65±0.05N•m
  - M4 1.50±0.10N•m
  - M6 5.50±0.50N•m
  - M8 12.5±0.50N•m
5. The initial tension of the belt is as follows:
  - (108) 93~124N
  - (109) 57~78N



**(15) SRC-2500**  
**ASSY HANDLE MECHA**

(D-2/3)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-2501	HANDLE BASE	
2	DYN-1252X	BASE LID	
3	SRC-2502	HANDLE SHAFT	
4	SRC-2504	DRIVE PULLEY	
5	DYN-1255	HANDLE PULLEY	
6	DYN-1256	CLUTCH PULLEY A	
7	DYN-1257	CLUTCH PULLEY B	
8	DYN-1258X	MOTOR BRACKET	
9	DYN-1259X	CLUTCH BRACKET	
10	DYN-1260X	TENSIONER BRACKET	
11	SRC-2503X	VR BRACKET	
12	DYN-1262X	SWING ARM SHAFT	
13	DYN-1263X	GUIDE HOLDER A	
14	DYN-1264X	GUIDE HOLDER B	
15	DYN-1265	STOPPER RUBBER	
16	DYN-1266X	STOPPER BOLT	
17	DYN-1267X	HOUSING	
18	DYN-1268X	SPRING HOOK	
19	DYN-1269	EXT SPRING	
20	DYN-1270	STOPPER KEY	
21	DYN-1272X	SPACER RING	
22	DYN-1273X	SWING ARM	
23	601-8966	GEAR HOLDER	
24	BVG-1340X	FLT WSHR 8.1-12x2	
25	BVG-1341X	FLT WSHR 4.1-12x 2	
26	SLC-1130X	ADJUST RING	
27	SLC-1141X	WHITE CAM	
28	SOR-2112X	BEARING SHAFT	
29	SOR-2113X	SPACER	
30	SOR-2115	KEY 5 x 10	
31	DYN-1274X	GUARD BRKT	
32	SRC-2505	STICKER SRC-2500	
101	100-5018	BEARING BALL 8	
102	100-5112	BEARING 17 (NSK 6003ZZ)	
103	100-5041	BEARING NSK F688 ZZ	
104	220-5753	VOL CONT B-5K OHM (TOCOS)	
105	350-5294-01	MOTOR AC100V 60W YOKOGAWA	
106	601-6172	GEAR 48	
107	601-6959	GEAR 64	
108	601-7487	TIMING BELT 150 S5M 550	
109	601-7488	TIMING BELT 100 S5M 750	
110	601-7489-01	PARTICLE CLUTCH BRAKE ROHS	
111	310-5029-F20	SUMITUBE F F 20MM	
112	601-0460	PLASTIC TIE BELT 100 M/M	
113	209-0023-91	CONN CLOSED END	
114	280-7881	CORD CLAMP SR10 CN	

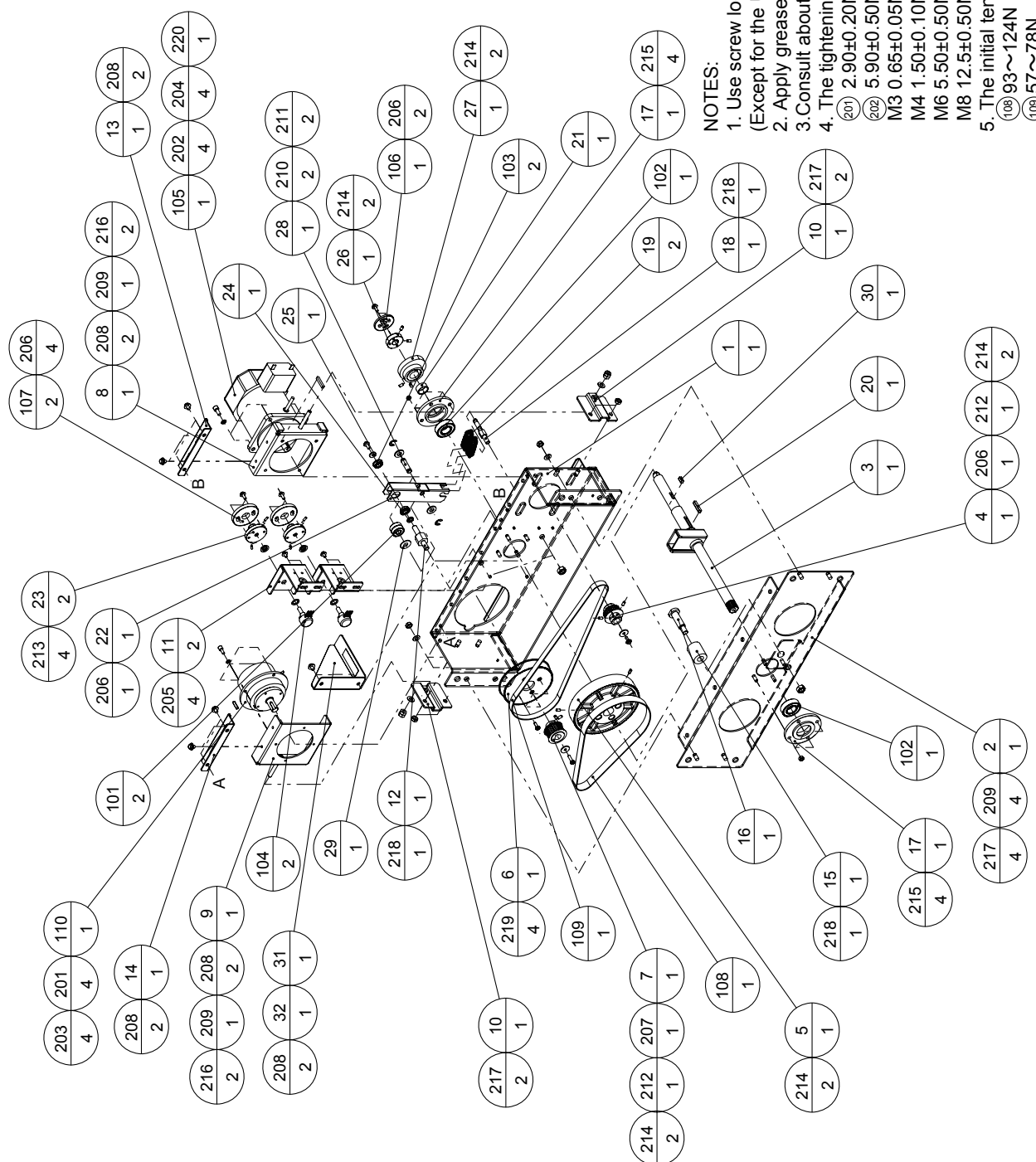
**(15) SRC-2500  
ASSY HANDLE MECHA**

**(D-3/3)**

ITEM NO.	PART NO.	DESCRIPTION	NOTE
201	020-000410-HZ	HEX SKT CAP SCR BLK OZ M4x10	
202	020-000512-HZ	HEX SKT CAP SCR BLK OZ M5x12	
203	060-S00400	SPR WSHR M4	
204	060-S00500	SPR WSHR M5	
205	000-P00408-W	M SCR PH W/FS M4x8	
206	000-P00412-W	M SCR PH W/FS M4x12	
207	000-P00416-S	M SCR PH W/S M4x16	
208	000-P00508-W	M SCR PH W/FS M5x8	
209	060-F00600	FLT WSHR M6	
210	060-F00800	FLT WSHR M8	
211	065-E00700	E RING 7MM	
212	068-441616	FLT WSHR 4.4-16x1.6	
213	028-A00308-P	SET SCR HEX SKT CUP P M3x8	
214	028-A00408-P	SET SCR HEX SKT CUP P M4x8	
215	050-U00500	U NUT M5	
216	050-H00600	HEX NUT M6	
217	050-U00600	U NUT M6	
218	050-U00800	U NUT M8	
219	000-P00408-S	M SCR PH W/S M4x8	
220	000-P00310-W	M SCR PH W/FS M3x10	
301	SRC-60007X	WH DRIVE BD CLUTCH HANDLE M	
302	SRC-60009X	WH STEERING HANDLE M	
303	SRC-60010X	WH STEERING VOL UP	
304	SRC-60011	WH STEERING VOL DOWN	
305	SRC-60012	WH 4SHIFT CONTROL PANEL	

(15) SRC-2500-01  
ASSY HANDLE MECHA UL

(D-1/3)



## NOTES:

1. Use screw locks (Three Bond1401C) on the screws.  
(Except for the U NUT)
2. Apply grease (SOLVEST48) to (19), (27), (106) and (107).
3. Consult about the WIRING.
4. The tightening torque for the screws is as follows:  
 (20)  $2.90 \pm 0.20 \text{N} \cdot \text{m}$   
 (202)  $5.90 \pm 0.50 \text{N} \cdot \text{m}$   
 M3  $0.65 \pm 0.05 \text{N} \cdot \text{m}$   
 M4  $1.50 \pm 0.10 \text{N} \cdot \text{m}$   
 M6  $5.50 \pm 0.50 \text{N} \cdot \text{m}$   
 M8  $12.5 \pm 0.50 \text{N} \cdot \text{m}$
5. The initial tension of the belt is as follows:  
 (108)  $93 \sim 124 \text{N}$   
 (109)  $57 \sim 78 \text{N}$

**(15) SRC-2500-01  
ASSY HANDLE MECHA UL**

(D-2/3)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-2501	HANDLE BASE	
2	DYN-1252X	BASE LID	
3	SRC-2502	HANDLE SHAFT	
4	SRC-2504	DRIVE PULLEY	
5	DYN-1255	HANDLE PULLEY	
6	DYN-1256	CLUTCH PULLEY A	
7	DYN-1257	CLUTCH PULLEY B	
8	DYN-1258X	MOTOR BRACKET	
9	DYN-1259X	CLUTCH BRACKET	
10	DYN-1260X	TENSIONER BRACKET	
11	SRC-2503X	VR BRACKET	
12	DYN-1262X	SWING ARM SHAFT	
13	DYN-1263X	GUIDE HOLDER A	
14	DYN-1264X	GUIDE HOLDER B	
15	DYN-1265	STOPPER RUBBER	
16	DYN-1266X	STOPPER BOLT	
17	DYN-1267X	HOUSING	
18	DYN-1268X	SPRING HOOK	
19	DYN-1269	EXT SPRING	
20	DYN-1270	STOPPER KEY	
21	DYN-1272X	SPACER RING	
22	DYN-1273X	SWING ARM	
23	601-8966	GEAR HOLDER	
24	BVG-1340X	FLT WSHR 8.1-12x2	
25	BVG-1341X	FLT WSHR 4.1-12x 2	
26	SLC-1130X	ADJUST RING	
27	SLC-1141X	WHITE CAM	
28	SOR-2112X	BEARING SHAFT	
29	SOR-2113X	SPACER	
30	SOR-2115	KEY 5 x 10	
31	DYN-1274X	GUARD BRKT	
32	SRC-2505-01	STICKER SRC-2500-01	
101	100-5018	BEARING BALL 8	
102	100-5112	BEARING 17 (NSK 6003ZZ)	
103	100-5041	BEARING NSK F688 ZZ	
104	220-5753	VOL CONT B-5K OHM (TOCOS)	
105	350-5961	MOTOR AC100V 60W	
106	601-6172	GEAR 48	
107	601-6959	GEAR 64	
108	601-7487	TIMING BELT 150 S5M 550	
109	601-7488	TIMING BELT 100 S5M 750	
110	601-7489-01	PARTICLE CLUTCH BRAKE ROHS	
111	310-5029-F20	SUMITUBE F F 20MM	
112	601-0460	PLASTIC TIE BELT 100 M/M	
113	209-0023-91	CONN CLOSED END	
114	280-7881	CORD CLAMP SR10 CN	

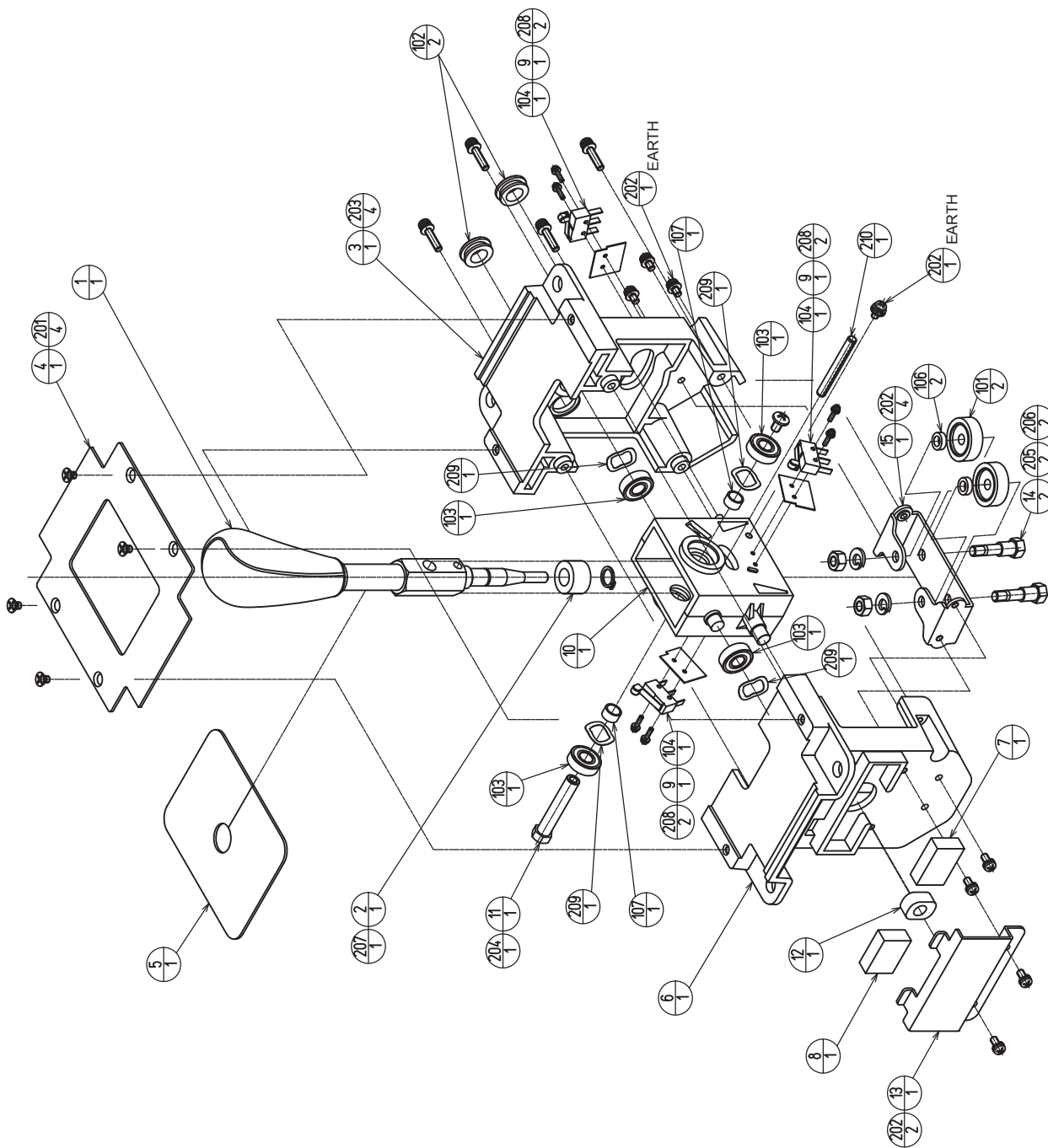
**(15) SRC-2500-01  
ASSY HANDLE MECHA UL**

**(D-3/3)**

ITEM NO.	PART NO.	DESCRIPTION	NOTE
201	020-000410-HZ	HEX SKT CAP SCR BLK OZ M4x10	
202	020-000512-HZ	HEX SKT CAP SCR BLK OZ M5x12	
203	060-S00400	SPR WSHR M4	
204	060-S00500	SPR WSHR M5	
205	000-P00408-W	M SCR PH W/FS M4x8	
206	000-P00412-W	M SCR PH W/FS M4x12	
207	000-P00416-S	M SCR PH W/S M4x16	
208	000-P00508-W	M SCR PH W/FS M5x8	
209	060-F00600	FLT WSHR M6	
210	060-F00800	FLT WSHR M8	
211	065-E00700	E RING 7MM	
212	068-441616	FLT WSHR 4.4-16x1.6	
213	028-A00308-P	SET SCR HEX SKT CUP P M3x8	
214	028-A00408-P	SET SCR HEX SKT CUP P M4x8	
215	050-U00500	U NUT M5	
216	050-H00600	HEX NUT M6	
217	050-U00600	U NUT M6	
218	050-U00800	U NUT M8	
219	000-P00408-S	M SCR PH W/S M4x8	
220	000-P00310-W	M SCR PH W/FS M3x10	
301	SRC-60007X	WH DRIVE BD CLUTCH HANDLE M	
302	SRC-60009X	WH STEERING HANDLE M	
303	SRC-60010X	WH STEERING VOL UP	
304	SRC-60011	WH STEERING VOL DOWN	
305	SRC-60012	WH 4SHIFT CONTROL PANEL	

(16) SPG-2150-01  
ASSY 4 SPEED SHIFTER

(D-1/2)

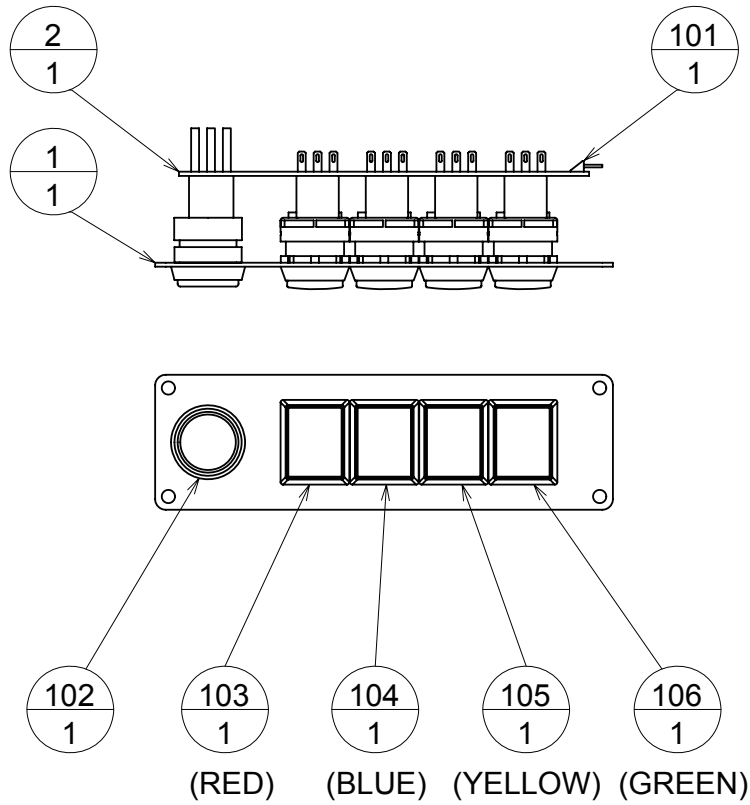


**(16) SPG-2150-01  
ASSY 4 SPEED SHIFTER**

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-2151	SHIFT KNOB	
2	SPG-2152	STOPPER RUBBER	
3	SPG-2153	FRONT BASE	
4	SPG-2154	SLIDE COVER	
5	SPG-2155	SLIDE PLATE	
6	SPG-2156	REAR BASE	
7	SPG-2157	RUBBER BLOCK 45	
8	SPG-2158	RUBBER BLOCK 65	
9	SPG-2159	INSULATOR SHEET	
10	SPG-2160X	SHAFT CASE	
11	SPG-2161	SHAFT BOLT	
12	SPG-2162	CENTERING BLOCK	
13	SPG-2163	RUBBER CASE	
14	SPG-2164	ROLLER BOLT	
15	SPG-2165	ROLLER SUPPORT	
101	100-5252	BEARING ROLLER 25	
102	100-5193	GROMMET 11	
103	100-5242	BEARING FAI 8 (NSK 698ZZ)	
104	509-5636	SW MICRO TYPE SS-5GL2T	
105	601-0460	PLASTIC TIE BELT 100 M/M	
106	280-5306	SPACER FAI 6x30	
107	280-5307	SPACER FAI 8x55	
201	000-F00406	M SCR FH M4x6	
202	000-P00410-W	M SCR PH W/FS M4x10	
203	000-P00420-W	M SCR PH W/FS M4x20	
204	000-P00510-W	M SCR PH W/FS M5x10	
205	050-H00600	HEX NUT M6	
206	060-S00600	SPR WSHR M6	
207	065-S010S0-Z	STP RING BLK OZ S10	
208	FAS-000033	M SCR PH W/FS M2.3x12	
209	FAS-650008	WAVE WSHR 12.7-18.1x2.5	
210	FAS-450006	SPR PIN WAVE STN 5x45	
301	600-8049	WH 4 SPEED SHIFT MECHA	
302	600-6972-0090	WIRE HARN EARTH ID5 0090MM	

**(17) DYN-1290  
ASSY VIRTUAL BUTTON TWIN**



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DYN-1291	VR BUTTON BRKT	
2	171-6478B	PC BD LIGHTING SWX5	
101	212-5205-12	CONN JST M 12P RTA	
102	509-5560-Y-91	PB SW W/L 6V 1L Y	
103	509-5561-R-91	PB SW W/L 6V 5L R	
104	509-5561-S	PB SW W/L 6V 5L S	
105	509-5561-Y	PB SW W/L 6V 5L Y	
106	509-5561-G	PB SW W/L 6V 5L G	



**(18) SRC-6001  
ASSY WIRE MON CABI DC**

This is comprised of the following wire harnesses. ASSY drawing is not available.

<b>ITEM NO.</b>	<b>PART NO.</b>	<b>DESCRIPTION</b>	<b>NOTE</b>
101	601-0460	PLASTIC TIE BELT 100 M/M	
301	SRC-60013X	WH STEERING MON CABI	
302	SRC-60014	WH 4SPEED SHIFTER MON CABI	
303	SRC-60015	WH VR BUTTON MON CABI	
304	SRC-60016X	WH SPEAKER MON CABI	
305	SRC-60017X	WH LEADER LED MON CABI	

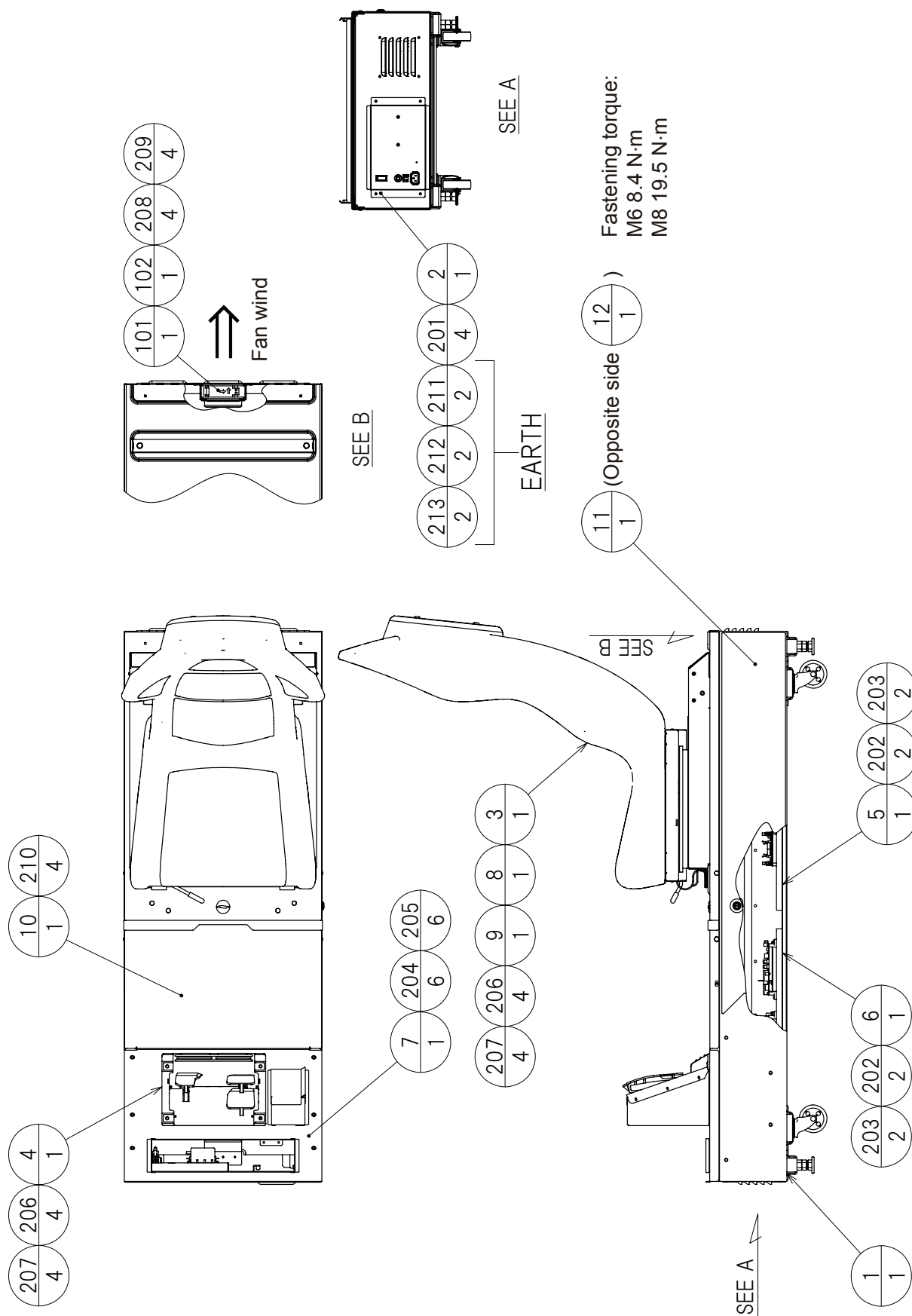
**(19) SRC-6002**  
**ASSY WIRE MON CABI AC**

This is comprised of the following wire harnesses. ASSY drawing is not available.

ITEM NO.	PART NO.	DESCRIPTION	NOTE
101	601-0460	PLASTIC TIE BELT 100 M/M	
301	SRC-60018X	WH AC FL & FAN IN MON CABI	
302	SRC-60019X	WH DRIVE BD CLUTCH PANEL IN	
303	600-6972-1650	WIRE HARN EARTH ID5 1650MM	

(20) SRC-1500  
ASSY MAIN BASE

(D-1/2)

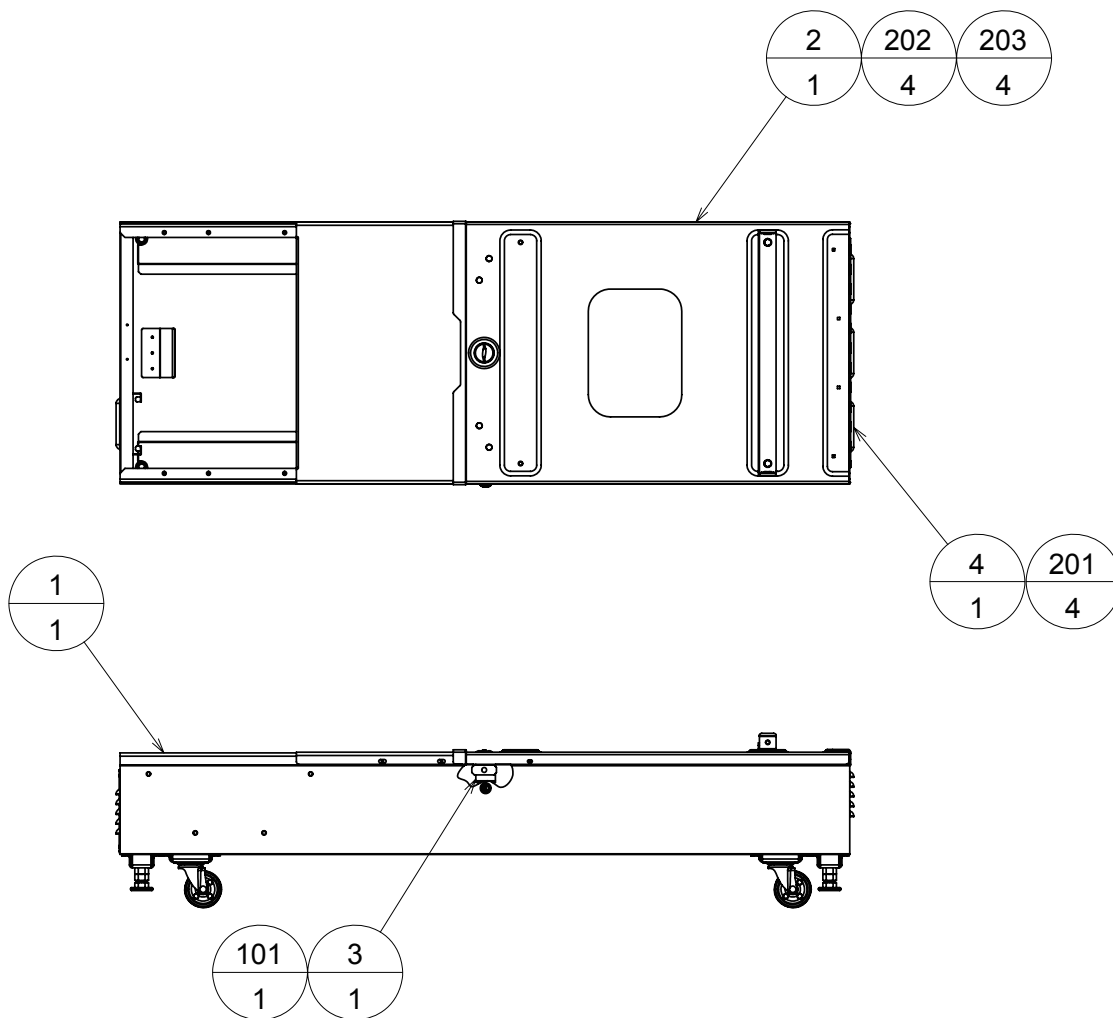


**(20) SRC-1500  
ASSY MAIN BASE**

(D-2/2)

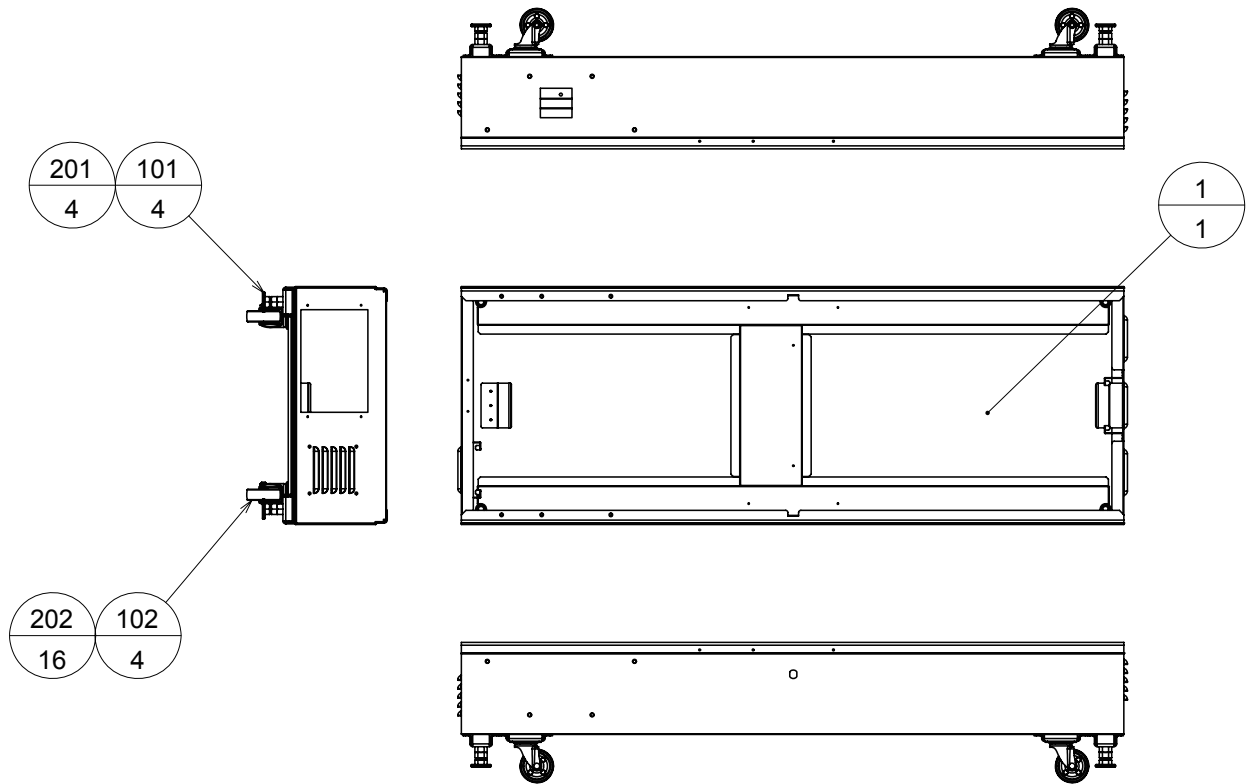
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1520	ASSY BASE BOX	
2	SRC-1540	AC UNIT	
3	SRC-1600	ASSY ADJUSTABLE SEAT	
4	SPG-2200-02	ASSY ACCEL&BRAKE	OR
	SPG-2200-02-CN	ASSY ACCEL&BRAKE CHINA	
5	SRC-4500	ASSY MAIN BD	
6	SRC-4600	ASSY ELEC BD	
7	SRC-1501	PEDAL BASE	
8	RAL-2007X	RUBBER HOLDER R TWIN	
9	RAL-2008X	RUBBER HOLDER L TWIN	
10	SRC-1502X	BASE LID F	
11	SRC-1503	STICKER MAIN BASE L	
12	SRC-1504	STICKER MAIN BASE R	
101	260-0116	FAN AC115V A1123-HBT-GN	
102	601-8543	FAN GUARD	
103	280-5009-02	CORD CLAMP 21 CN	
104	280-7881	CORD CLAMP SR10 CN	
201	000-P00408-WB	M SCR PH W/FS BLK M4x8	
202	000-P00425-W	M SCR PH W/FS M4x25	
203	068-441616	FLT WSHR 4.4-16x1.6	
204	030-000616-SB	HEX BLT W/S BLK M6x16	
205	060-F00600-0B	FLT WSHR BLK M6	
206	030-000825-SB	HEX BLT W/S BLK M8x25	
207	060-F00800-0B	FLT WSHR BLK M8	
208	000-P00350-WB	M SCR PH W/FS BLK M3x50	
209	050-F00300	FLG NUT M3	
210	000-T00512-0C	M SCR TH CRM M5x12	
211	050-H00400	HEX NUT M4	
212	060-S00400	SPR WSHR M4	
213	060-F00400	FLT WSHR M4	
301	600-7009-3000	ASSY RGB CA D-SUB 15P 3000MM	
302	SRC-6003	ASSY WIRE MAIN BASE DC	
303	SRC-6004	ASSY WIRE MAIN BASE AC	
304	SRC-60004X	WH SEAT & WOOFER MAIN BASE	
305	SRC-60054	WH AC WDE SW & FAN IN	

**(21) SRC-1520  
ASSY BASE BOX**



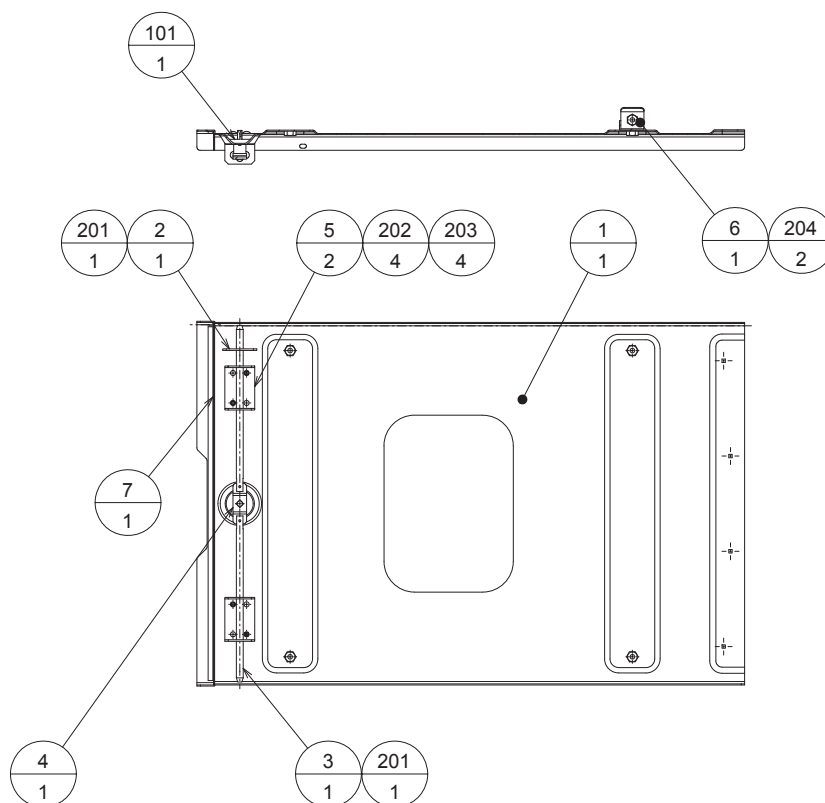
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1530	ASSY SUB BASE BOX	
2	SRC-1535	ASSY BASE LID R	
3	DYN-2004	LOCK TNG	
4	DYN-2006X	HINGE 480	
101	220-5793-1-A001	CLY LOCK MASTER W/O KEY A001	
201	000-T00512-0B	M SCR TH BLK M5x12	
202	031-000514-0B	CRG BLT BLK M5x14	
203	050-F00500	FLG NUT M5	

**(22) SRC-1530  
ASSY SUB BASE BOX**



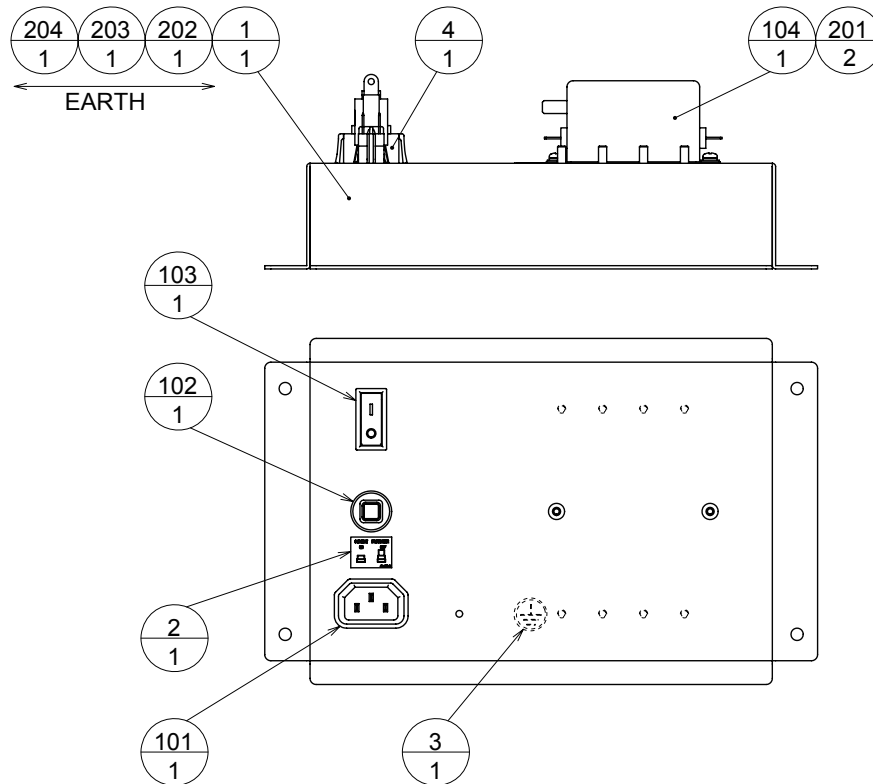
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1531	MAIN BASE BLANK	
101	601-11101	LEG ADJUSTER BOLT M16 L100	
102	601-11223	CASTER 75 PAU	
201	050-H01600-0B	HEX NUT BLK M16	
202	030-000816-S	HEX BLT W/S M8x16	

**(23) SRC-1535  
ASSY BASE LID R**



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1538	BASE LID R	
2	DYN-2011	LOCK ROD A	
3	DYN-2012	LOCK ROD B	
4	DYN-2013	LOCK ARM	
5	DYN-2014X	ROD HOLDER	
6	SRC-1536	SEAT HOLDER	
7	SRC-1537	PACKING BASE LID	
101	601-7551	LOCK HANDLE (TAKIGEN A-88)	
102	280-5009-02	CORD CLAMP 21 CN	
201	045-C02520	COT PIN 2.5x20	
202	031-000510-0B	CRG BLT BLK M5x10	
203	050-F00500	FLG NUT M5	
204	030-000816-S	HEX BLT W/S M8x16	

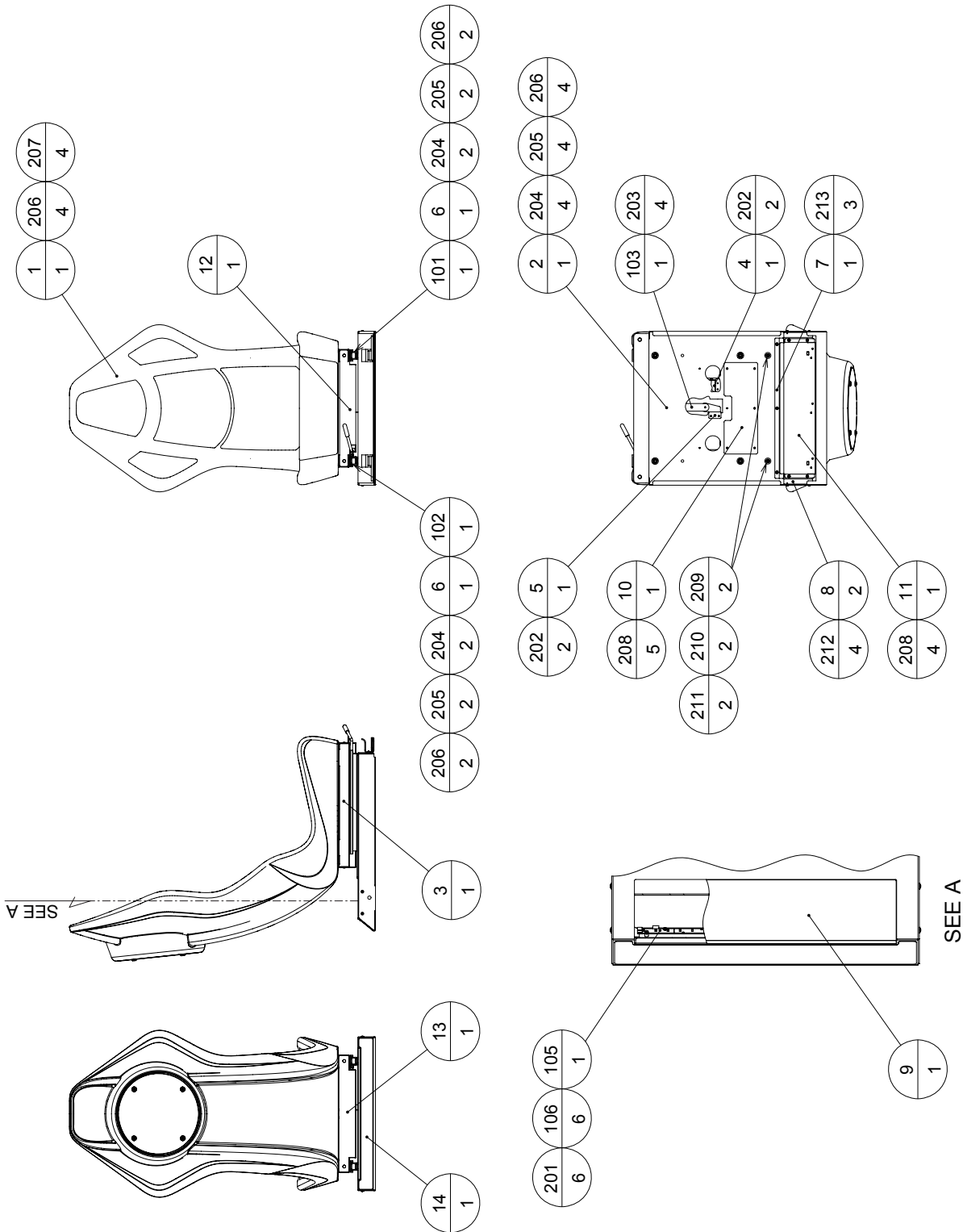
## (24) SRC-1540 AC UNIT



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1541	AC BRKT	
2	421-7468-01	STICKER C.P W/PIC	
3	421-8202	STICKER EARTH MARK	
4	SRC-1542	INLET SUPPORT	
101	214-0202	AC INLET PANEL TYPE	
102	512-5046-91-05	C.P 5A CE UL NRW10-5A-TK2421	<Hong Kong,Singapore>
	512-5046-91-08	C.P 8A CE UL NRW10-8A-TK2421	<Taiwan>
103	509-6102-V-B	SW ROCKER J8 V-B AJ8202BF	
104	270-5167	NOISE FILTER 16A FN2060-16-06	
105	601-0460	PLASTIC TIE BELT 100 M/M	
106	280-7881	CORD CLAMP SR10 CN	
201	000-P00406-W	M SCR PH W/FS M4x6	
202	050-H00400	HEX NUT M4	
203	060-F00400	FLT WSHR M4	
204	060-S00400	SPR WSHR M4	
301	SRC-60020	WH AC INLET L	
302	SRC-60021	WH AC INLET N	
303	SRC-60022	WH AC C.P	
304	SRC-60023	WH AC MAIN SW	
305	SRC-60024-04	WH NOISE FILTER 220V OUT	<Hong Kong>
	SRC-60024-05	WH NOISE FILTER 230V OUT	<Singapore>
	SRC-60024-02	WH NOISE FILTER 110V OUT	<Taiwan>
306	SRC-60025	WH AC INLET EARTH	



**(25) SRC-1600  
ASSY ADJUSTABLE SEAT**

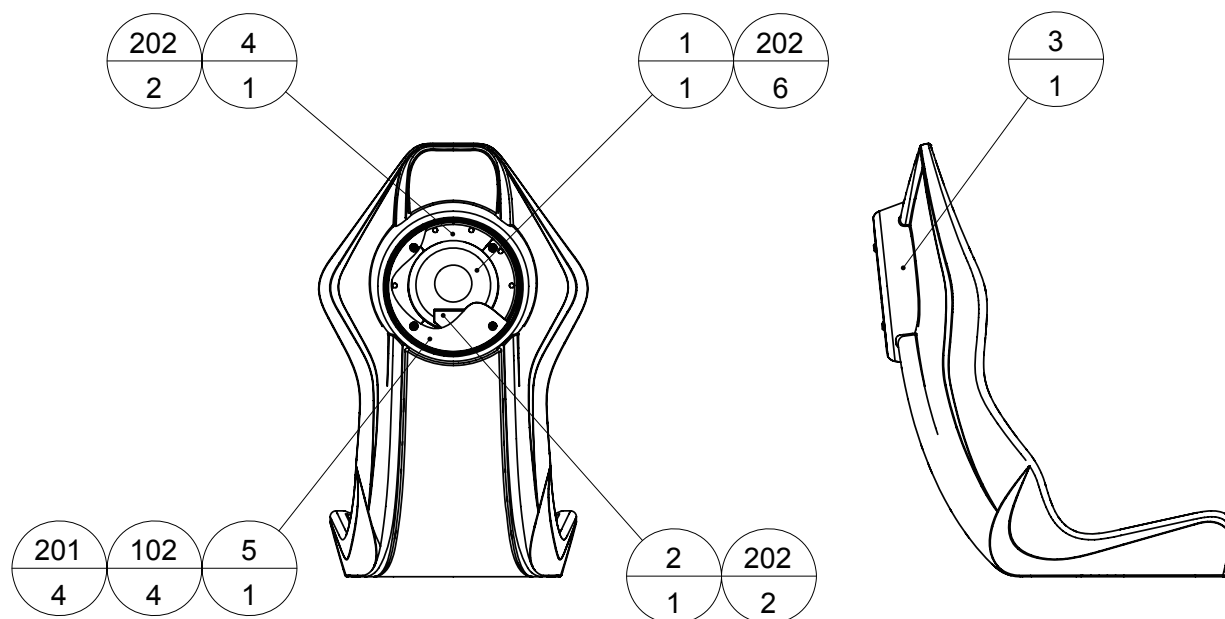


**(25) SRC-1600**  
**ASSY ADJUSTABLE SEAT**

(D-2/2)

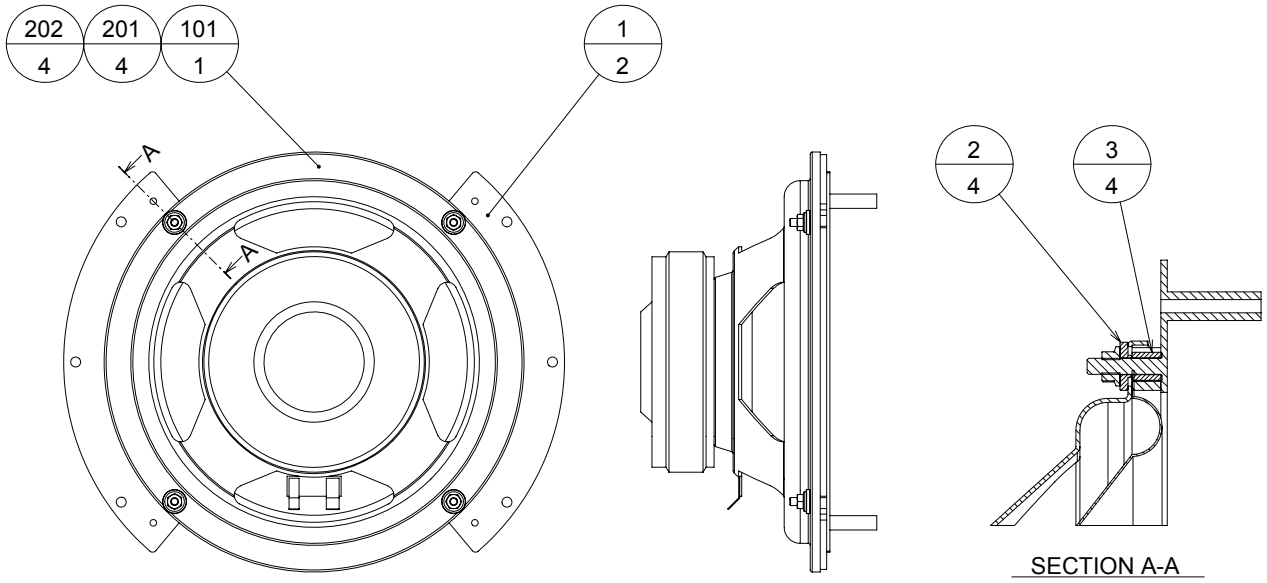
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1650	ASSY SEAT	
2	SRC-1601	SEAT BASE	
3	SRC-1602	SEAT TRAY	
4	SRC-1603	CABLE BEAR BRKT UPPER	
5	SRC-1604	CABLE BEAR BRKT LOWER	
6	SRC-1605	PROTECT RUBBER	
7	SRC-1606	PLATE HOLDER A	
8	SRC-1607	PLATE HOLDER B	
9	SRC-1608	DESIGN PLATE BACK LED	
10	SRC-1609	SEAT BASE HOLE LID	
11	SRC-1610	BACK LED CASE	
12	SRC-1611	TRAY COVER FRONT	
13	SRC-1612	TRAY COVER REAR	
14	SRC-1613	STICKER SEAT BASE REAR	
101	601-9059-91	SEAT RAIL L	
102	601-9060-91	SEAT RAIL R	
103	601-6981-009	CABLE BEAR L=009	
104	280-5009-02	CORD CLAMP 21 CN	
105	838-14973-07	LED BD RGB 3x7BLOCK	
106	280-5185-5	SPACER TUBE L=5	
201	FAS-000126	M SCR PH POLYCARBONATE M3x12	
202	000-P00408-W	M SCR PH W/FS M4x8	
203	000-P00512-W	M SCR PH W/FS M5x12	
204	050-H00800	HEX NUT M8	
205	060-S00800	SPR WSHR M8	
206	068-852216	FLT WSHR 8.5-22x1.6	
207	030-000816-S	HEX BLT W/S M8x16	
208	050-F00400	FLG NUT M4	
209	FAS-290043	HEX SKT LH CAP SCR BLK M6x12	
210	060-F00600-0B	FLT WSHR BLK M6	
211	050-F00600	FLG NUT M6	
212	000-T00508-0B	M SCR TH BLK M5x8	
213	050-F00500	FLG NUT M5	
301	SRC-60026	WH WOOFER & LED SEAT	
302	SRC-60027	WH WOOFER REAR LED RGB	

**(26) SRC-1650  
ASSY SEAT**



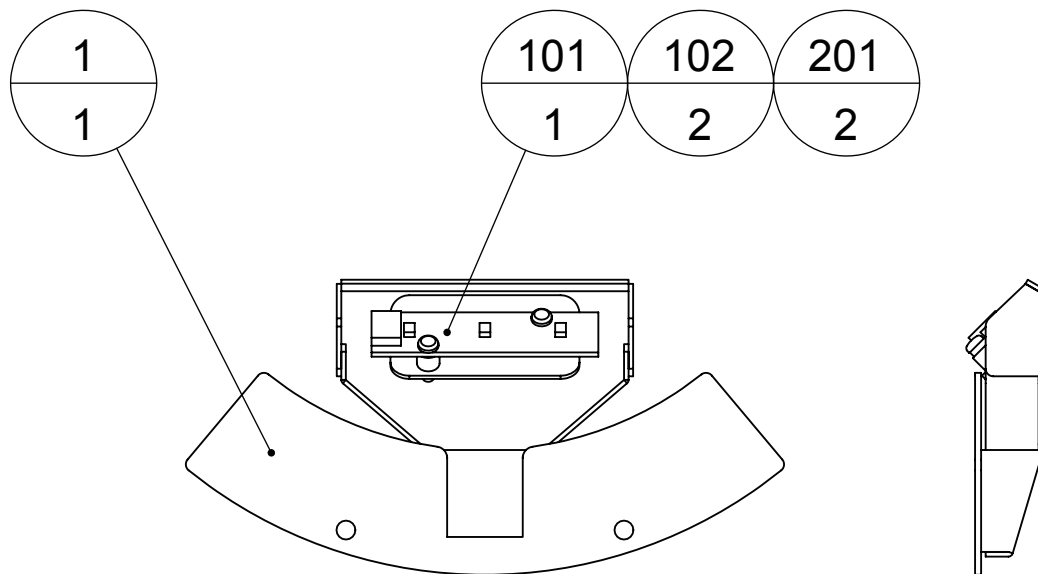
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1670	ASSY WOOFER	
2	SRC-1680	ASSY WOOFER LED	
3	SRC-1651	SEAT SRC	
4	SRC-1652	WOOFER BRKT B	
5	SRC-1654	WOOFER DESIGN PLATE	
101	280-5009-02	CORD CLAMP 21 CN	
102	280-6686-01	SP WSHR 4.5x16x4	
201	FAS-290042	HEX SKT LH CAP SCR STN M4x12	
202	FAS-110030	TAP SCR TH #1 BLK 4x12	
301	SRC-60028	WH WOOFER & LED SEAT WOOFER	

**(27) SRC-1670  
ASSY WOOFER**



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1671	WOOFER BRKT A	
2	SRC-1672	WOOFER SPACER A	
3	SRC-1673	WOOFER SPACER B	
101	130-5280	WOOFER 4OHM 80W SILVER RNE	
201	060-F00400	FLT WSHR M4	
202	050-U00400	U NUT M4	

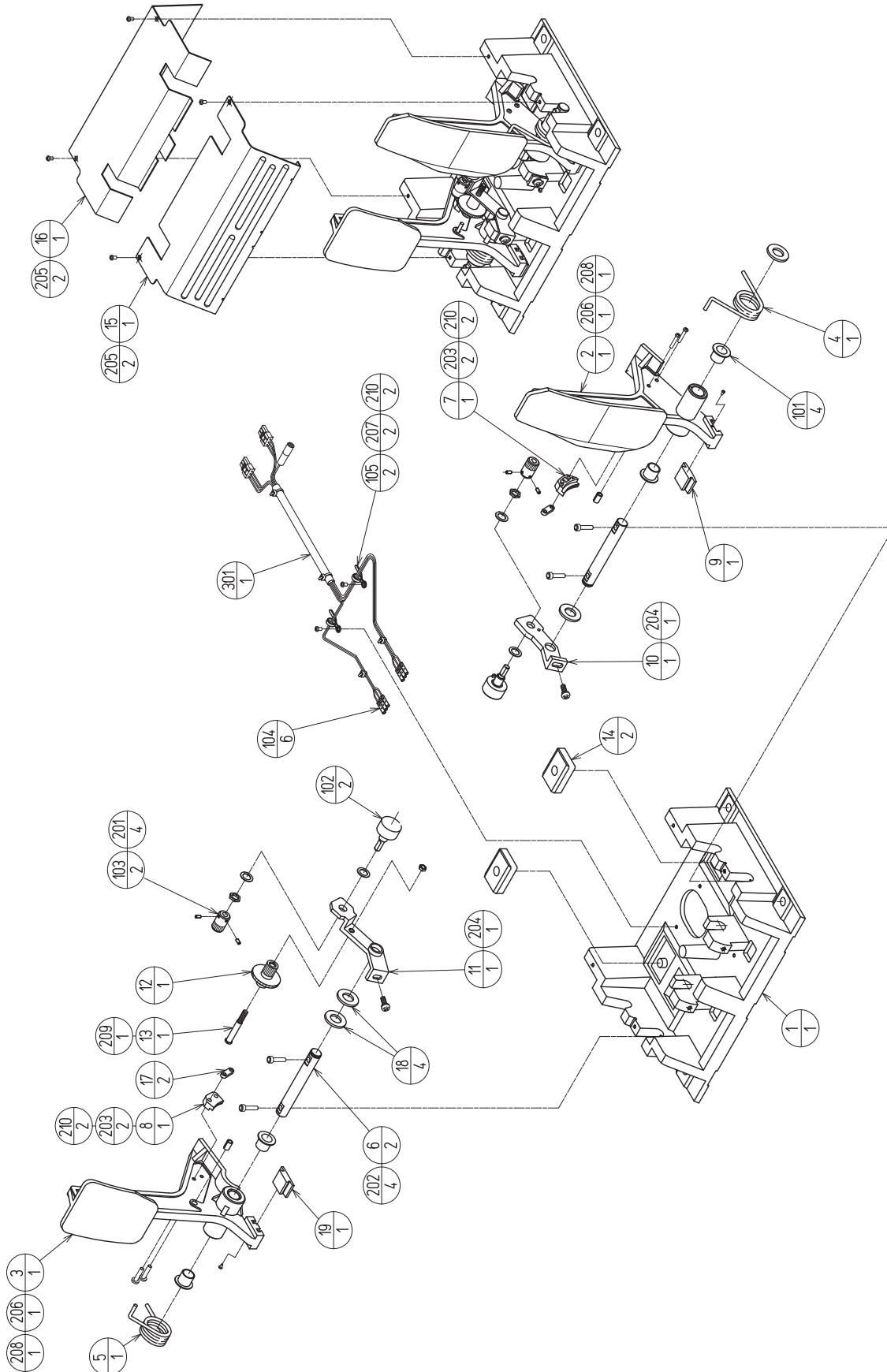
**(28) SRC-1680  
ASSY WOOFER LED**



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1681	WOOFER BRKT C	
101	838-14973-01	LED BD RGB 3X1BLOCK	
102	280-5185-5	SPACER TUBE L=5	
103	280-7881	CORD CLAMP SR10 CN	
201	FAS-000126	M SCR PH POLYCARBONATE M3x12	
301	SRC-60029	WH WOOFER LED RGB	

(29) SPG-2200-02  
ASSY ACCEL&BRAKE  
SPG-2200-02-CN  
ASSY ACCEL&BRAKE CHINA

(D-1/2)

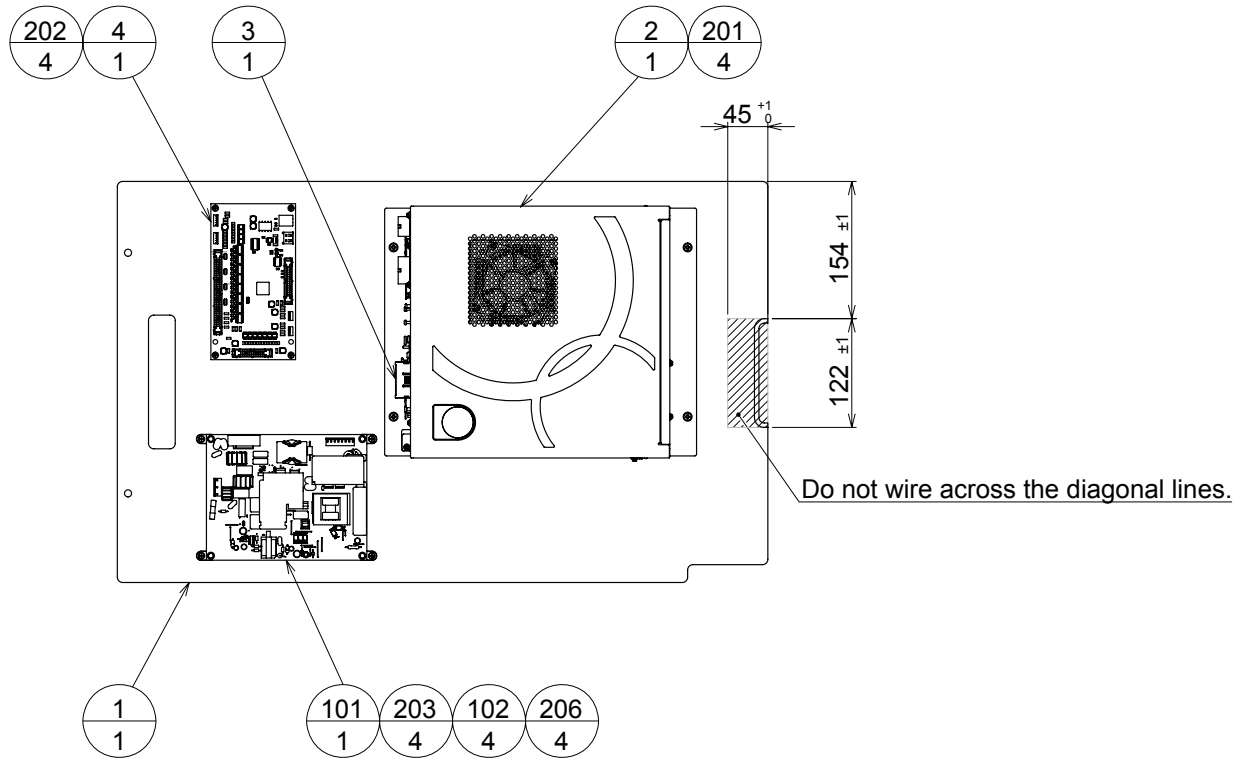


**(29) SPG-2200-02**  
**ASSY ACCEL&BRAKE**  
**SPG-2200-02-CN**  
**ASSY ACCEL&BRAKE CHINA**

(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-2205-01	BRAKE SPRING HARD	
6	SPG-2206	SHAFT	
7	SPG-2207	ACCEL GEAR	
8	SPG-2208	BRAKE GEAR	
9	SPG-2209	NEUTRAL STOPPER	
10	SPG-2210	VR PLATE ACCEL	
11	SPG-2211	VR PLATE BRAKE	
12	SPG-2212	AMPL GEAR	
13	SPG-2213X	GEAR SHAFT	
14	SPG-2214	STOPPER	
15	SPG-2216	COVER	
16	SPG-2217	VR COVER	
17	SPG-2219	GEAR STAY	
18	SPG-2220	WSHR	
19	SPG-2221	NEUTRAL STOPPER D	
101	100-5263	BEARING 12(OILES 80F-1212)	
102	220-5753	VOL CONT B-5K OHM (TOCOS)	
103	601-7944	GEAR 15	
104	310-5029-F15	SUMITUBE F F 15MM	
105	280-0419	HARNES LUG	
201	028-A00304-P	SET SCR HEX SKT CUP P M3x4	
202	020-000520-0Z	HEX SKT H CAP SCR BLK M5x20	
203	000-P00420	M SCR PH M4x20	
204	000-P00512-W	M SCR PH W/FS M5x12	
205	000-T00408-0C	M SCR TH CRM M4x8	
206	FAS-450005	SPR PIN BLK OZ 6x10	
207	000-P00405	M SCR PH M4x5	
208	FAS-000001	M SCR TH CRM M3X6	
209	050-H00500	HEX NUT M5	
210	060-F00400	FLT WSHR M4	
301	600-6840-02	WIRE HARN ACCEL&BRAKE YL NE	

**(30) SRC-4500  
ASSY MAIN BD**

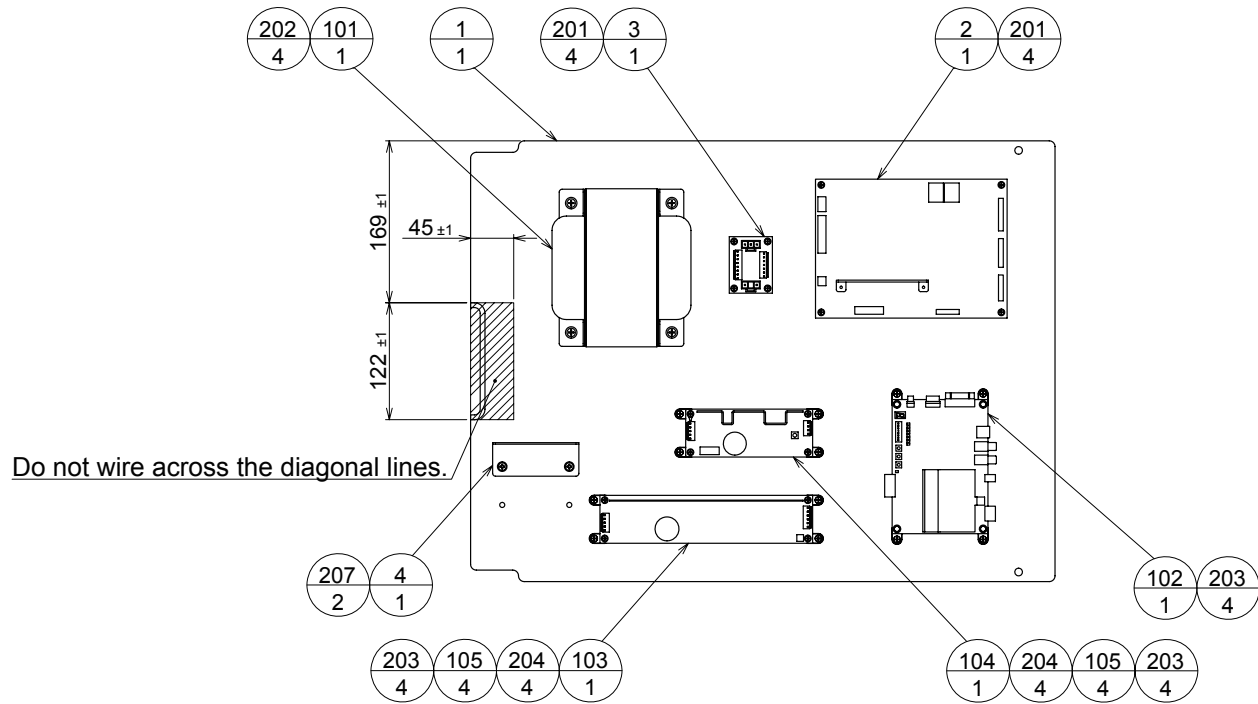


ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-4501	WOODEN BASE MAIN BD	
2	847-0001D-02	ASSY CASE WDE W 1GB EXP	
3	253-5644-005BG	KEY CHIP RGW SRC	
4	837-14572	I/O CONTROL BD 3 FOR JVS COM	
101	400-5483	SW REGU EADP-130CF A DELTA	
102	280-6681	L-LOCK LT-320PCG	
103	280-0419	HARNESS LUG	
104	280-5009-02	CORD CLAMP 21 CN	
201	000-P00416-W	M SCR PH W/FS M4x16	
202	011-P00325	TAP SCR PH 3x25	
203	000-P00308-W	M SCR PH W/FS M3x8	
204	011-T03512	TAP SCR TH 3.5x12	
205	011-F00312	TAP SCR #1 FH 3x12	
206	011-T03516	TAP SCR TH 3.5x16	
301	600-7141-91-050	CABLE JVS TYPE A-B 050CM	
302	600-8030-0500	WH WDE PWR VH8P TO VH8P 500MM	
303	600-7919-100	CBL AUD RCA TO MINI PLUG 100CM	
304	SRC-60030	WH WDE SW REGU	
305	SRC-60031	WH DC 12V I/O BD IN	
306	SRC-60032	WH WDE POWER OUT	
307	SRC-60033	WH I/O RA20P	
308	SRC-60034	WH I/O RA60P	
309	SRC-60035X	WH GAS & BRAKE & STEERING	



(31) SRC-4600  
ASSY ELEC BD

(D-1/2)



**(31) SRC-4600  
ASSY ELEC BD**

**(D-2/2)**

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-4601	WOODEN BASE ELEC BD	
2	839-1391	MOTOR DRIVE BD CLASSIC	
3	839-1160R91	TERMINAL BD	
4	SRC-4603	CONN BRKT	
101	560-5576-01	XFMR 220-240V 100V 19V 800VA	<Hong Kong,Singapore>
	560-5576	XFMR 100-120V 100V 19V 800VA	<Taiwan>
102	838-14515-A09	SOUND AMP ANALOG IN	
103	400-5464-07524	SW REGU VS75B-24	
104	400-5464-03012	SW REGU VS30C-12	
105	280-6681	L-LOCK LT-320PCG	
106	280-5009-02	CORD CLAMP 21 CN	
107	280-0419	HARNESS LUG	
108	270-5117	FERRITE CORE TDK ZCAT3035-1330	
109	601-0460	PLASTIC TIE BELT 100 M/M	
201	011-P00325	TAP SCR PH 3x25	
202	000-P00516-W	M SCR PH W/FS M5x16	
203	011-T03516	TAP SCR TH 3.5x16	
204	000-P00308-W	M SCR PH W/FS M3x8	
205	011-F00312	TAP SCR #1 FH 3x12	
206	011-T03512	TAP SCR TH 3.5x12	
207	000-P00416-W	M SCR PH W/FS M4x16	
301	SRC-60036	WH AC CONN IN	
302	SRC-60037	WH AC CONN OUT	
303	SRC-60038	WH AC DRIVE BD IN	
304	SRC-60039X	WH DRIVE BD CLUTCH	
305	SRC-60040X	WH AC19V DRIVE BD IN	
306	SRC-60041	WH DC 24V	
307	SRC-60042X	WH DC 12V	
308	SRC-60043	WH SOUND VOL	
309	SRC-60044	WH DRIVE BD TX	
310	SRC-60045	WH DRIVE BD RX	
311	SRC-60046	WH DRIVE BD STEERING	

**(32) SRC-6003  
ASSY WIRE MAIN BASE DC**

This is comprised of the following wire harnesses. ASSY drawing is not available.

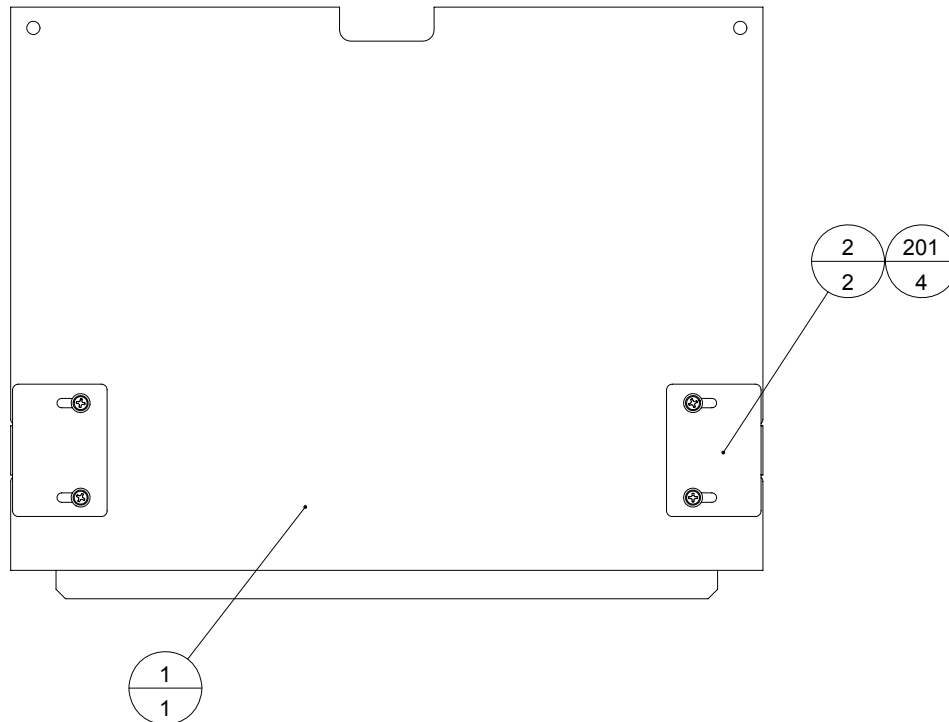
<b>ITEM NO.</b>	<b>PART NO.</b>	<b>DESCRIPTION</b>	<b>NOTE</b>
101	601-0460	PLASTIC TIE BELT 100 M/M	
301	SRC-60047	WH GAS & BRAKE	
302	SRC-60048X	WH STEERING MAIN BASE	
303	SRC-60049	WH 4SPEED SHIFTER MAIN BASE	
304	SRC-60050	WH VR BUTTON MAIN BASE	
305	SRC-60051	WH SPEAKER MAIN BASE	
306	SRC-60052	WH LEADER LED MAIN BASE	
307	SRC-60053	WH TEST SW & COIN	
308	SRC-60057	WH DC 12V MAIN BASE	
309	600-6972-0550	WIRE HARN EARTH ID5 0550MM	

**(33) SRC-6004**  
**ASSY WIRE MAIN BASE AC**

This is comprised of the following wire harnesses. ASSY drawing is not available.

ITEM NO.	PART NO.	DESCRIPTION	NOTE
101	601-0460	PLASTIC TIE BELT 100 M/M	
302	SRC-60055	WH AC FL & FAN IN MAIN BASE	
303	SRC-60056X	WH DRIVE BD CLUTCH MAIN BASE	

**(34) SRC-1020**  
**ASSY LOWER DOOR**



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SRC-1021	WOODEN LOWER DOOR	
2	SRC-1022X	LAN CABLE LID	
201	000-P00416-WB	M SCR PH W/FS BLK M4x16	

## 22 WIRE COLOR CODE TABLE

### ⚠ WARNING

The DC power wire color for this product is different from previous SEGA titles. Working from the previous wire colors will create a high risk of fire.

The color codes for the wires used in the diagrams in the following chapter are as follows.

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

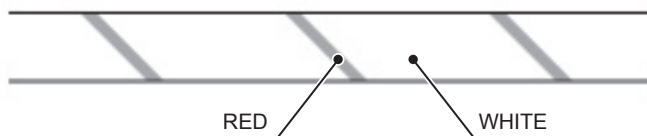
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

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).

If the right-hand side numeral 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

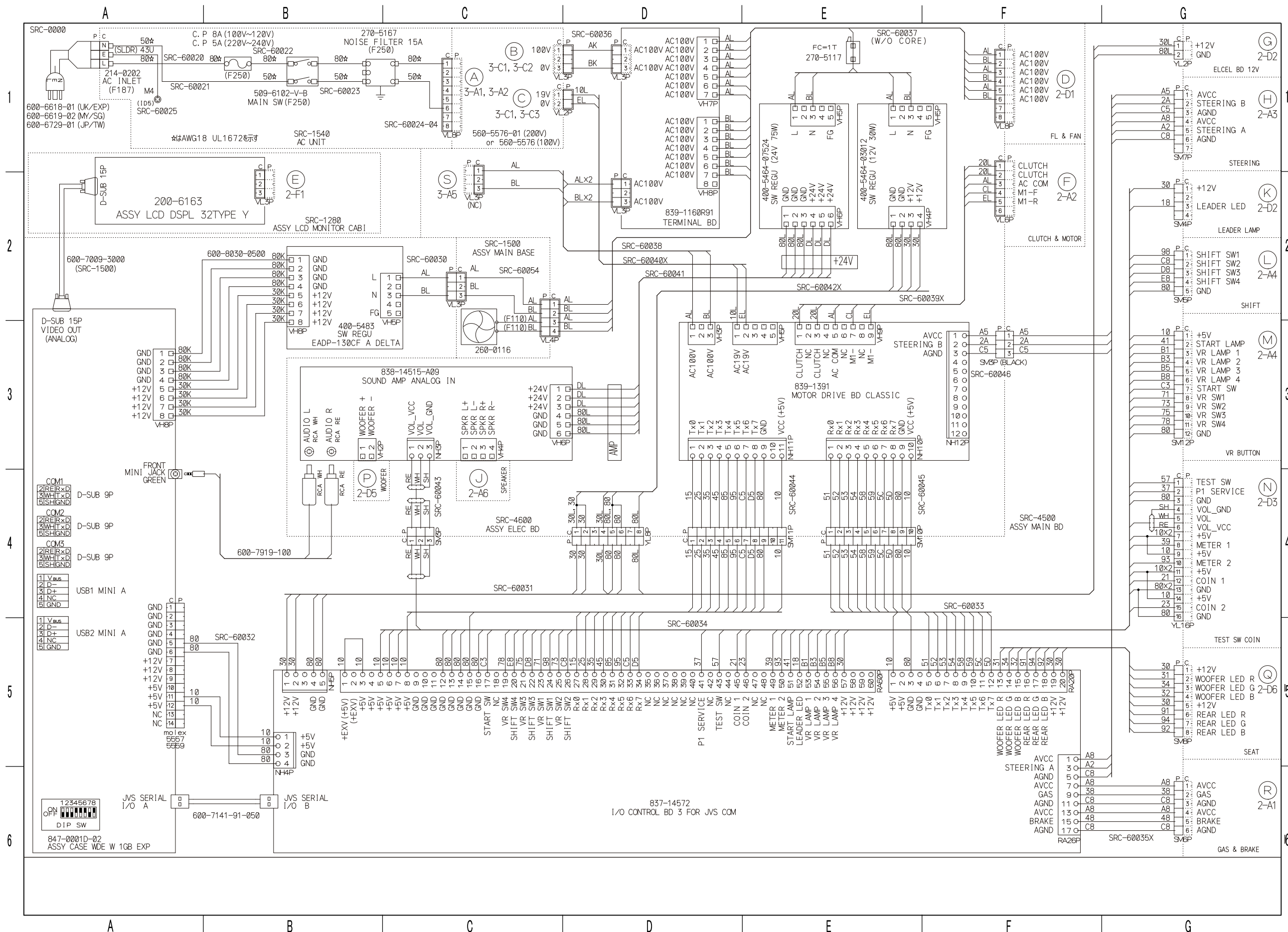


The character following the wire color code indicates the size of the wire.

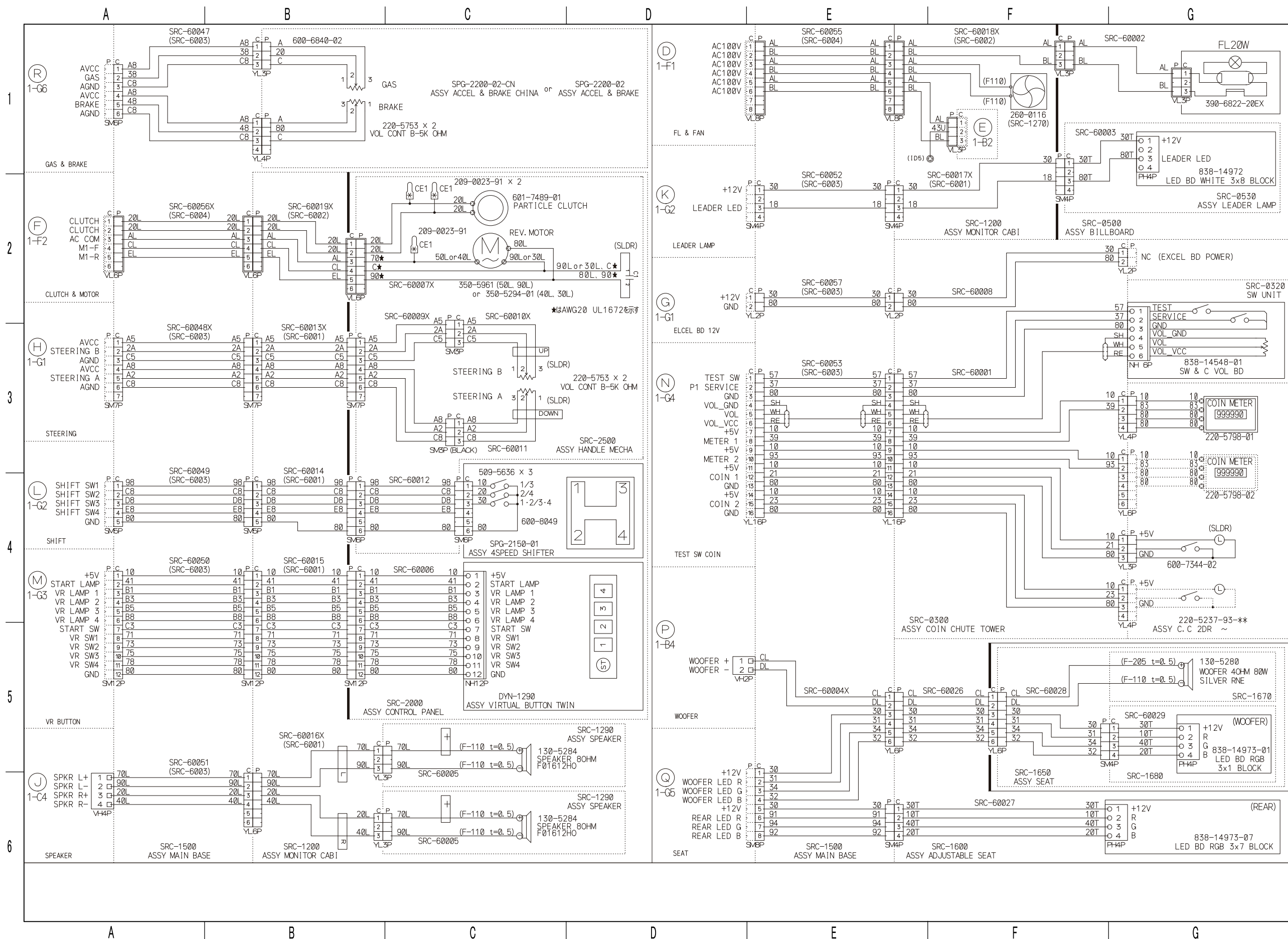
U:	AWG16
K:	AWG18
L:	AWG20
None:	AWG22
T:	AWG24

# 23 WIRING DIAGRAM

(D-1/3)

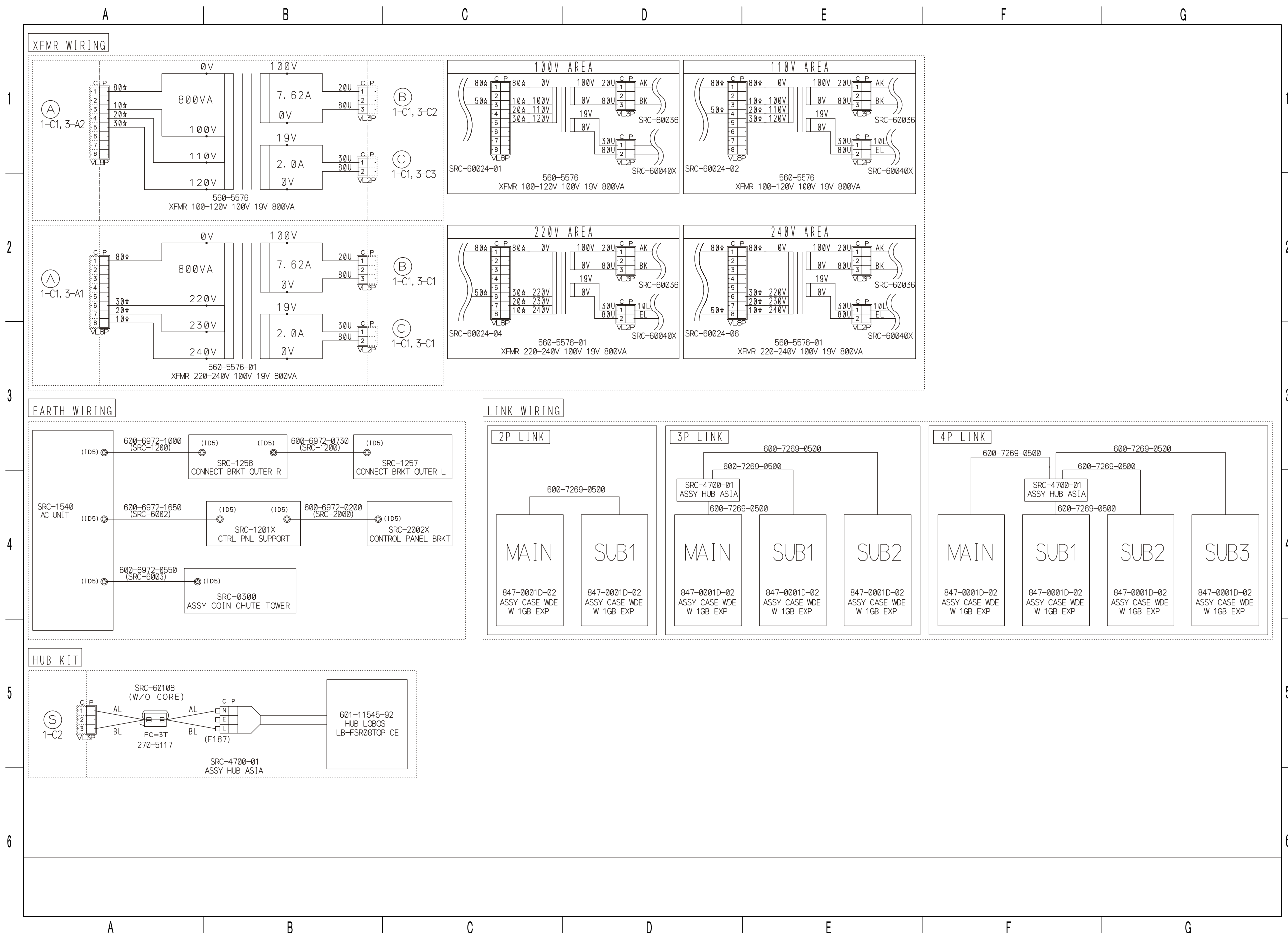


(D-2/3)





(D-3/3)



# SEGA AMUSEMENTS OFFICES

## **SEGA AMUSEMENTS U.S.A., INC.**

800 Arthur Avenue, Elk Grove Village, IL 60007-5215, U.S.A.

Telephone: +1-847-364-9787  
Toll free: +1-888-877-2669  
Facsimile: +1-847-427-1065

## **SEGA AMUSEMENTS EUROPE, LTD.**

42, Barwell Business Park, Leatherhead Road, Chessington, Surrey, KT9 2NY United Kingdom

Telephone: +44 (0) 208 391 8090  
Facsimile: +44 (0) 208 391 8099

e-mail: [mailbox@sega.co.uk](mailto:mailbox@sega.co.uk)  
<http://www.sega-amusements.co.uk>

## **SEGA CORPORATION**

TRC Haneda Building, 2-13-1, Higashikojiya, Ohta-ku, Tokyo 144-0033, Japan

Telephone: +81-3-6863-8401  
Facsimile: +81-3-6863-8407

