SEGA®

OWNER'S MANUAL

SEGA®

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 THIS PRODUCT

To ensure the safe usage, be sure to read the following before using the product. The following instructions are intended for the use of <u>QUALIFIED SERVICE PERSONNEL ONLY</u>.

If any activity is carried out on the product, this should be done only after carefully reading and sufficiently understanding the instructions.

Only qualified service personnel should carry out maintenance on the product.

Depending on the potential risk, terms such as" **WARNING!**" "**CAUTION**" and "**IMPORTANT!**" are used where an explanation is given that requires special attention. SEGA is not responsible for injury or damage caused by use in a manner contrary to the instructions given in this document.

In order to prevent accidents warning stickers and printed instructions are applied in the places where a potentially hazardous situation relating to the product could arise. Be sure to comply with these warnings.

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

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

STOP IMPORTANT — This is cautionary information that should be complied with when handling the product. Indicates that mishandling the product by disregarding this will cause a potentially hazardous situation that may not result in personal injury but could damage the product.

Be sure to turn off the power and disconnect from the mains supply before working on the machine.

Ensure that the correct fuses are fitted to the machine. Details of these are enclosed in the Service Manual.

Ensure that only qualified Service Engineers perform any maintenance work on the machine.

Specification changes, removal of equipment, conversion and/or additions not designated by SEGA <u>are not permitted</u> and will invalidate this product's CE conformity.

Warning labels or safety covers for personal protection etc, are component parts of the product. A potential hazard will be created if the machine is operated while any parts have been removed. Do not operate the product if any doors, lids or protective covers become damaged or lost. SEGA is not liable in any whatsoever for any injury and/or damage caused by specification changes not designated by SEGA.

Before installing the product, check for the Electrical Specification Sticker, SEGA products have a sticker on which the electrical specifications are detailed. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location in which the machine is to be installed.

Install and operate the machine only in places where appropriate lighting is available, allowing warning stickers to be clearly read.

To ensure maximum safety for customers and operators, stickers and printed instructions describing potentially hazardous situations are applied to potentially hazardous locations. Ensure that the product's operating location has sufficient lighting to allow any warnings to be read. If any sticker or printed warning is removed or defaced, do not operate the machine until an identical item has replaced it.

Exercise great care when handling the monitor (applies only to product with monitor). Some of the monitor (TV) parts are subject to high-tension voltage. Even after turning the power off some components are liable to high-tension voltage. Only qualified service engineers should perform monitor repair and replacement.

In cases where commercially available monitors and printers are used, only the items relating to this product are contained in this manual. Some commercially available equipment will have functions and reactions not referred to in this manual. This manual should be read in conjunction with the specific manufacturer's manual for such equipment.

Descriptions contained herein may be subject to change without prior notification.

The contents described herein are fully prepared with due care. However, should any question arise or errors be found please contact **SEGA AMUSEMENTS EUROPE LTD**.

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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 - RALLY DELUXE

 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 machine, making sure to unplug the electrical cord from the outlet, and contact the office listed below 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.

(STOP) IMPORTANT

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

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SPECIFICATIONS

MACHINE DETAILS

Width :	2008 mm	(79 inches)
Depth :	1492 mm	(59 inches)
Height ：	1907 mm	(75 inches)
Weight ：	**525 kg**	**(1158 lbs)**
Power, Current ：	850 W.	3.5 Amps
Voltage ：	220 - 230 Vac	50Hz
Monitor Type ：	**32" LCD Colour Display**.	

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

Definition of 'Site Maintenence Personnel or Other Qualified Individuals

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

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

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

Activities to be carried out by site maintenance personnel:
Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:
Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

Activities to be carried out by other qualified professionals:
Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

1 HANDLING PRECAUTIONS

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.
Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine.

⚠ 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 cords or earth wires on the surface, (floor, passage, etc.). If exposed, the power cords and earth wires are susceptible to damage. Damaged cords and wires can cause an electric shock or short circuit.

- To avoid causing a fire or an electric shock, do not put things on or damage the power cords.

- When or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or an electric shock.

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

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

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

- Be sure that connections such as IC BD 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.

- If work or parts replacement not indicated in this manual is carried out, an accident may occur. If it is necessary to carry out work not indicated in this manual, be sure to have it done by the office indicated in this manual or by the point of purchase. Also, please inquire regarding details of the work involved.

- Be sure to perform periodic maintenance inspections herein stated.

• For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.

• When cleaning the CRT surfaces, use a soft and dry cloth. Do not apply chemicals such as thinners, benzene, etc.

• 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 the power on and off continuously. Repeatedly turning the power on and off may cause product malfunction or parts damage.

• 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.

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 THE WARNING LABELS

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

STICKER DISPLAY AND WARNING LABEL INFORMATION

	Number	Description	LOCATION
1	LB1102	DANGEROUS VOLTAGE	Lower Panel Wire Cover
1	LB1102	DANGEROUS VOLTAGE	LCD Display Back Cover
1	LB1102	DANGEROUS VOLTAGE	Top of Billboard at Back
2	LB1103	CAUTION STICKER	Inside Coin Tower - Coin Door
3	LB1104	CAUTION HOT SURFACE	Inside Billboard 'FL' Lamp Box
4	421-7501-10	FL 40W	Inside Billboard 'FL' Lamp Box
5	LB1111	PLEASE RECYCLE	Inside Base
6	LB1101	WARNING BATTERY	Inside Base on Game board
7	440-WS0220UK	WARNING - TRAP HAZZARD	Inside Control Panel by Steering Gears
8	LB1096	PROTECTIVE EARTH	On AC Units
9	LB1126-5-250	FUSE LABEL 5A 250V	On AC Units
10	LB1126-10-250	FUSE LABEL 10A 250V	On AC Units
11	421-7988-91UK	SERIAL NUMBER STICKER UK	Lower Left Side of Cabinet
12	421-8543UK	STICKER CABINET L UK	Rear of Cabinet - (P1)
13	421-8544UK	STICKER CABINET R UK	Rear of Cabinet - (P2)
14	LB1046	TESTED FOR ELEC SAFETY	Back of Cabinet alongside the AC Unit (P1)
15	LB1130	WEEE WHEELIE BIN	Lower Left Side of Cabinet
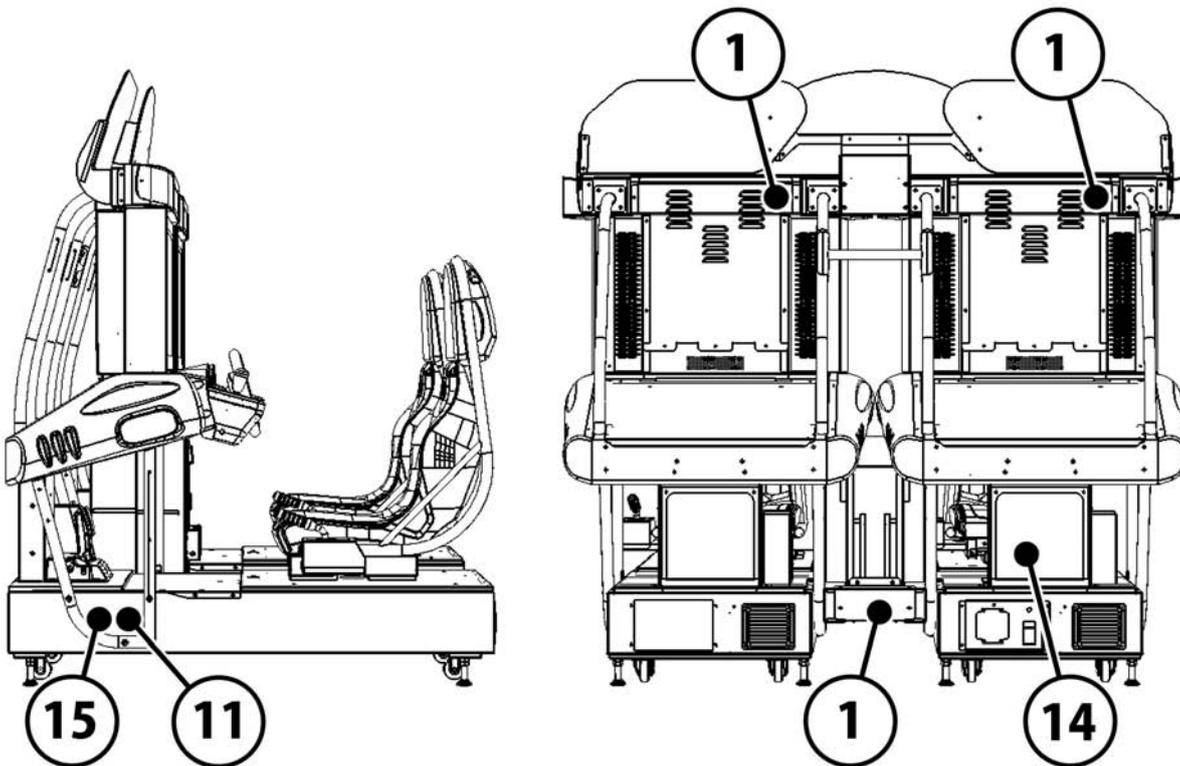
2 PRECAUTIONS REGARDING INSTALLATION LOCATION

⚠ 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.
- Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.
- Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Dusty places.
- Sloped surfaces.
- Places subject to any type of violent impact.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade.

2-1 LIMITATAION OF USE

⚠ 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.

Ensure that the indoor wiring for the power supply is rated at 15 A or higher (AC single phase 100V ~ 120V area), and 7 A or higher (AC 220V ~ 240V area). Non-compliance with the Electrical Specifications 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.

When using an extension cord, ensure that the cord is rated at 15 A or higher (AC 100V ~ 120V area) and 7A or higher (AC 220V ~ 240V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

ELECTRICITY CONSUMPTION
MAX : 3.5A (AC 230V ~ 50HZ)

⚠ **WARNING**

• For the operation of this machine, secure a minimum area of 3.4m [W] x 2.2m [D].
The dimensions of the base periphery are established in consideration of ventilation, maintenance and customer passage. And if they fall and hit their head, there could be a very serious injury. Be sure to always secure enough space as prescribed in this manual.

• 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.

INSTALLATION SPACE
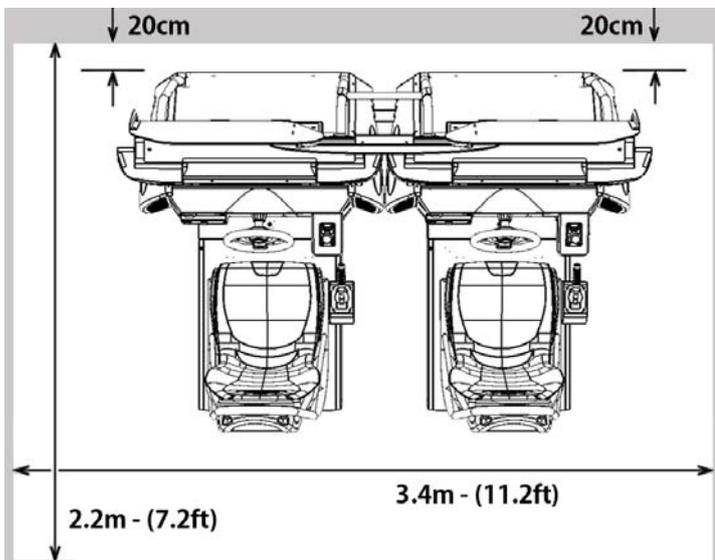
STOP IMPORTANT

2-2 Fig 01

In order to transport the machine into a building, the minimum necessary dimensions of the opening (of doors, etc,) are

1.2m, (W) and 1.7m, (H).
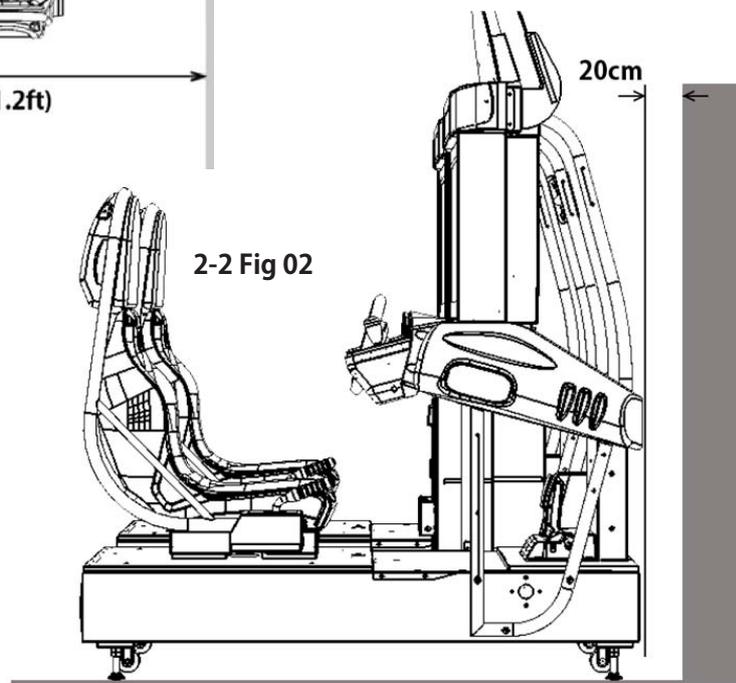
2-2 Fig 02

Before leaving the machine after Installation, make sure that the Castor Lift Adjusters are firmly positioned on the ground and that the machine is totaly stable.

3 PRECAUTIONS REGARDING PRODUCT OPERATION

3.1 BEFORE OPERATION

⚠ 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.

Be sure to perform appropriate adjustment of the monitor (projector). 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.

It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest.

Check if all of the adjusters are in contact with the surface. If they are not, the cabinet can move and cause an accident.

Do not put any heavy items 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 a falling down accident. To check the top portion of the product, use a step ladder.

To avoid electric shock, short circuit and / or parts damage, do not put the following items on or in the periphery of the product.

Flower vases, flower pots, cups, water tanks, cosmetics, receptacles or vessels containing chemicals or water.

3-1 Fig 01
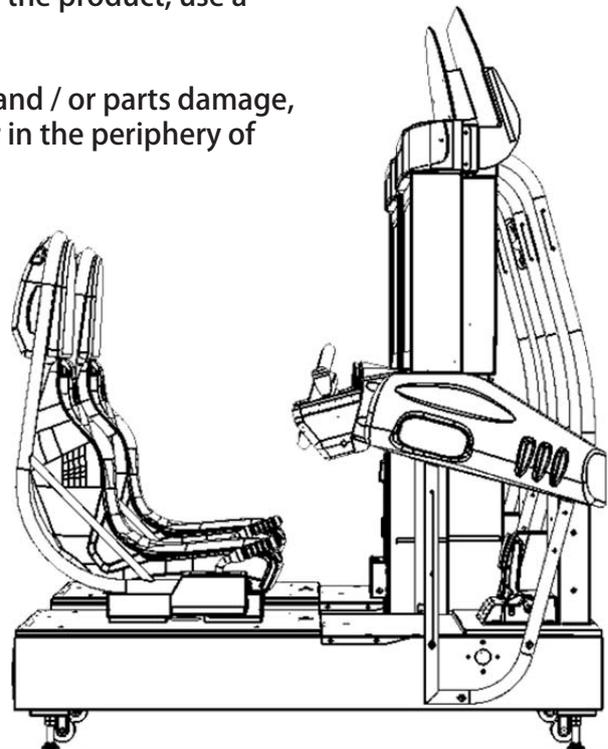
Ensure that all adjusters are in contact with the floor.

⚠ CAUTION

● 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.

● 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.

● 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.

● Do not attempt to clean this product using pressurised equipment such as a jet wash or hose. If for any reason this product becomes wet, do not use until it has completely dried.

(STOP) IMPORTANT

Players hold the controller with their bare hands so it is recommended that wet towels (paper towels) be provided.

3.2 PAYING ATTENTION TO CUSTOMERS DURING OPERATION

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 when walking.
  ・Those who have high blood pressure or heart problems.
  ・Those who have a neck or spinal cord problem.
  ・Those who have experienced muscle convulsion or loss of consciousness while playing video games, etc.
  ・Those who are intoxicated or under the influence of drugs.
  ・Pregnant women.
  ・Those who are not in good health.
  ・Those who do not follow the attendants instructions.
  ・Those who cannot grasp the controller unit securely because of immobility in fingers, hands or arms.
  ・Persons who disregard the products warning labels.

● Even players who have never been adversely affected by light stimulus might experience dizziness or headaches 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 pay to seek medical advice or examination.

● To avoid injury from falling objects or electric shock hazard from spilt drinks, instruct the player not to place drinks or heavy items on the product.

● To avoid electric shock hazard and short circuit hazard, do not allow customers to put hand or fingers or any other extraneous matter in to the openings of the product or small openings on or around the doors.

● To avoid falls resulting in injury, immediately stop the customer from leaning against or climbing on the product.

● To avoid electric shock and/or short circuit hazard, do not allow customers to unplug the power plug without a justifiable reason.

● This product is intended for 1 Player only. Playing the game by 2 or more Players riding on the seat together can cause falling down and collision accidents by striking heads, hands or elbows.

● 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 accident.
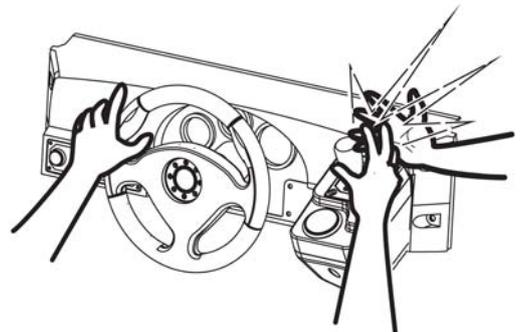
3.2 PAYING ATTENTION TO CUSTOMERS DURING OPERATION

⚠ WARNING

● Customer should be warned not to place children on their laps while they play the game. Doing so may cause the child to become trapped between the player and the control panel and/or cause the machine to tip over.

⚠CAUTION

Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or cause the cabinet to fall over, resulting in injury.

4 PART DESCRIPTIONS

MASTER COCKPIT Player 1

POP

BILL BOARD ASSEMBLY

32" TYPE L.C.D. MONITOR

CONTROL PANEL ASSEMBLY

SHIFT LEVER

COIN MECH

PEDAL ASSEMBLY

SLAVE COCKPIT - Player 2

AIR VENT
SEAT ASSEMBLY
EXTRACTOR FAN
CASH DOOR
HAND BRAKE

LCD DISPLAY REAR COVER
Player 1

CONTROL PANEL SERVICE COVER
Player 1

NETWORK CONNECTION PANEL
COIN TOWER (REAR)
CABLE COVER
AC UNIT (POWER IN)
Player 1 - EXTRACTOR FAN

ITEM	WIDTH (mm)	DEPTH (mm)	HEIGHT (mm)	WEIGHT (kg)
MASTER COCKPIT	1004	1492	1603	250
COIN TOWER	318	370	566	20
SLAVE COCKPIT	1004	1492	1603	250
POP ASSEMBLY	1874	200	304	5
WHEN ASSEMBLED	2008	1492	1907	525

5 ACCESSORIES

Confirm that the accessories list 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.

TABLE 5A - ACCESSORIES

DESCRIPTION   OWNERS MANUAL
PT NUMBER (QTY)   420-0006-02UK
NOTE   This Manual
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 as separate items.
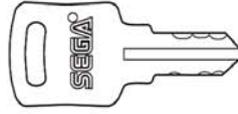
KEY MASTER
220-5793-2-A001 (2)
For opening/closing the doors
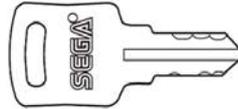
KEY (2)
CASHBOX DOOR

SEQ	NUMBER	DESCRIPTION	QUANTITY	NOTE
2	SRS-0300UK	ASSY - COINCHUTE TOWER SRS TW	1	
3	SRS-0022UK	WIRE COVER SRS TW	1	
4	SRS-0023UK	JOINT PIPE	1	
5	EP 1391	COUPLER - INLINE LAN RJ45	1	
13	PK0449	INST KIT BOX SRS TWIN	1	SPARE
21	SRS-0013UK	POP CENTRE SRS TWIN	1	
22	SRS-0014UK	POP L SRS TWIN	1	
23	SRS-0015UK	POP R SRS TWIN	1	
24	SRS-0016UK	BRKT STRADDLE CENTRE POP	1	
25	SRS-0017UK	BRACE REAR CENTRE POP	1	
26	SRS-0018UK	BRKT SUPPORT L POP	1	
27	SRS-0019UK	BRKT SUPPORT R POP	1	
28	SRS-0028UK	PLATE BACKING INFILL	1	
29	SRS-0030UK	STICKER INFILL	1	
30	SRS-0032UK	STICKER SEAT NUMBERS	1	
101	440-CS0186UK	STICKER C - EPILEPSY MULTI	1	
104	LM1227	UK MAINS LEAD 10A WITH PLUG	1	
105	LM1246	EUROLEAD 10A EUROPEAN SOCKET	1	
106	600-7269-0500UK	CA LAN CATS 500CM	1	
201	030-000825-SB	M8X25 BLT W/S BLK	12	
202	O68-852216-OB	M8 WSHR 22OD FLT BLK	12	
203	000-P00412-W	M4X12 MSCR PAN W/FS PAS	4	
204	000-P00612-W	M6X12 MSCR PAN W/FS PAS	2	
205	000-T00416-OB	M4X16 MSCR TH BLK	8	
206	068-441616-OB	M4 WSHR 16OD FLT BLK	4	
207	068-441616	M4 WSHR 16OD FLT PAS	4	
208	050-F00400	M4 NUT FLT SER PAS	6	
209	030-000616-SB	M6X16 BLT W/S BLK	8	
210	060-F00600-OB	M6 WSHR FORM A FLT BLK	8	
211	008-T00412-OC	M4X12 TMP PRF TH CRM	4	
212	068-441616-OC	M4 WASHER 10OD FLT CRM	4	
301	SRS-60028UK	WH POWER SLAVE	1	
302	600-7269-0100UK	CA LAN CATS 100CM	2	
402	420-0006-02UK	SERVICE MANUAL - SRS TWIN	1	
403	OS1019	SELF SEAL BAG 9 x12. 3/4	2	SPARE
408	SAECE-xxx	DECLARATION OF CONFORMITY	1	

MAINS LEADS
LM1227   (1xUK)
LM1246   (1xEURO)

104

105

4

2

3
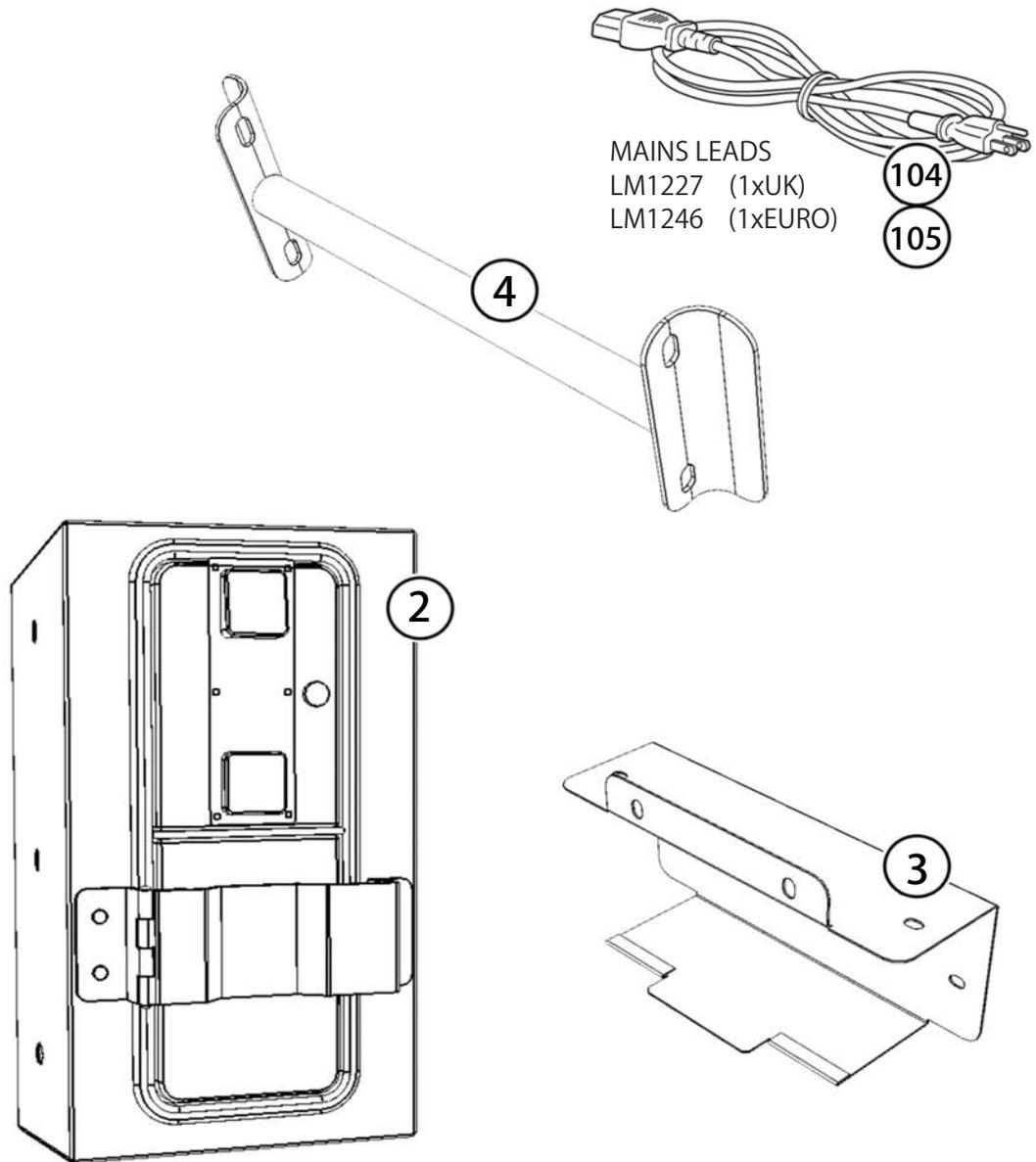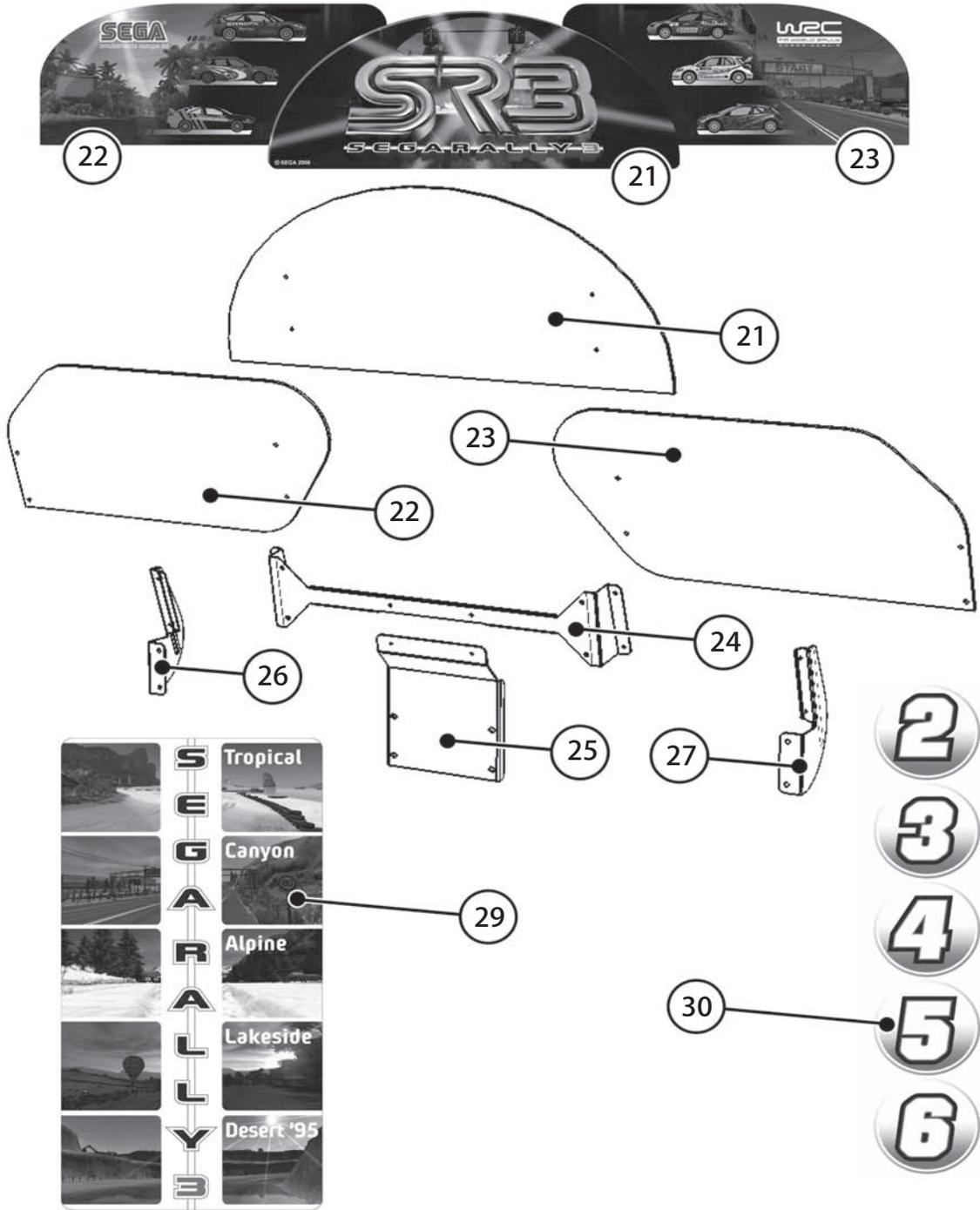
6 ASSEMBLY & INSTALLATION

⚠ WARNING

- This work should be carried out by 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.

- 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.

- When assembling, more than one person is required. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.

- Ensure that connectors are properly connected. Improper connections can cause electric shock.

- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.

- 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.

- Do not leave power cords, ground wires or network cables in areas of heavy foot traffic. Doing so may cause them to become damaged, possibly resulting in electric shock and/or short circuits. When leaving wiring across a floor, always use a safety covers to protect the wires. (Wiring diameter : Power Cables - approx 0.8, Network Cable approx 0.5)

- The power cord for this product has a ground terminal. Make sure to use this ground termination when plugging it into an indoor outlet. Failure to ground the product could lead to electrocution. It can also cause malfunction.

- Do not use connectors other than those connected to and used by the game board at the time of shipment. Do not connect wires to unused connectors. This could cause the generation of heat or smoke, or a burnout.

⚠ CAUTION

- 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.

- When opening/closing, attaching/removing doors or lids, be careful that your hands or fingers etc, does not get caught in the apparatus.

Installation and assembly of this product should take place in the following sequence.

6-1   GENERAL ASSEMBLY INFORMATION

6-2   FIXING THE MASTER AND SLAVE COCKPITS TOGETHER

6-3   ASSEMBLING THE POP TO THE MACHINE

6-4   INSTALLATION AND SECURING IN PLACE

6-5   CONNECTING POWER CABLE AND GROUND

6-6   CHECKING ASSEMBLY (SET UP)

TOOLS NECESSARY FOR WORK

6-0 Flg 01

MASTER KEY
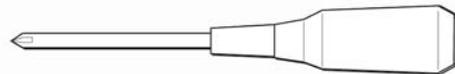
PHILLIPS SCREWDRIVER for M4

TAMPERPROOF WRENCH
for **M4** & **M5**
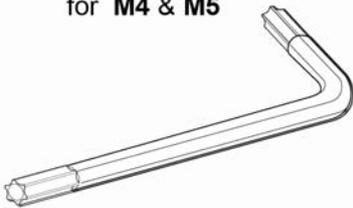
SOCKET HANDLE
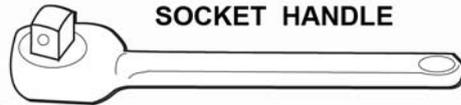
M8 SOCKET

WRENCH with **24mm** OPENING JAW

24mm
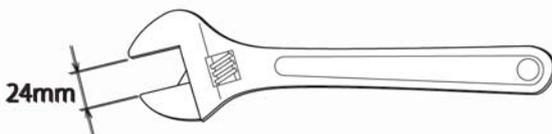
STEP to STAND ON
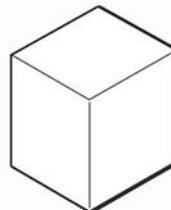
6-1   GENERAL ASSEMBLY INFORMATION

There is 1 Kit (A), 3 MAIN Assemblies (B-C-D) and 4 separate parts (E-H) supplied, that have to be fitted together in order to complete the built of this machine :

A - POP Assembly Kit
B - Master Cockpit
C - Slave Cockpit
D - Coin Tower
E - Joint Pipe
F - Wire Cover
G - Power Loom (Not Shown)
H - LAN Coupler (Not Shown)
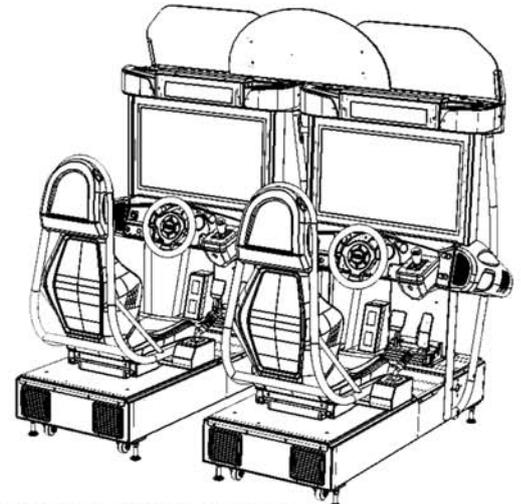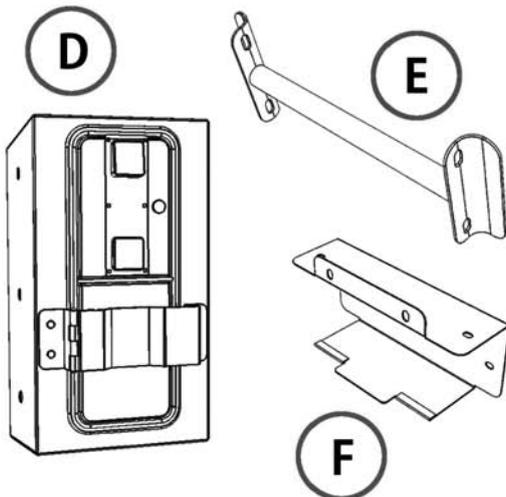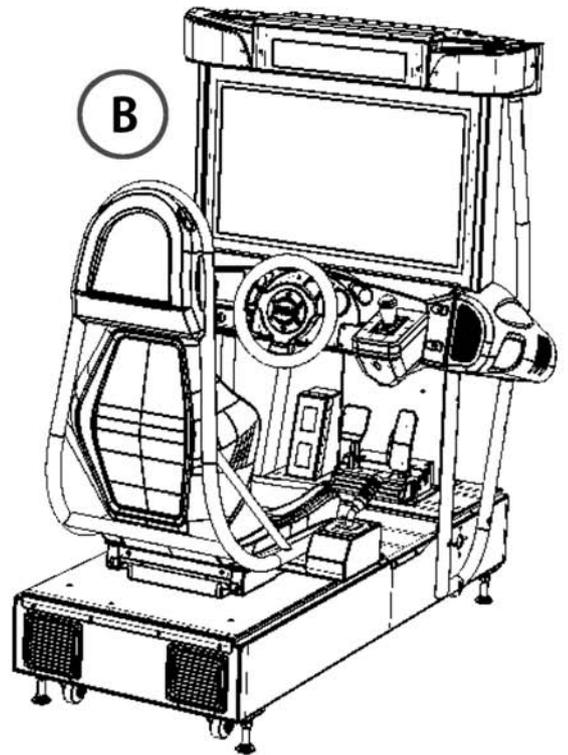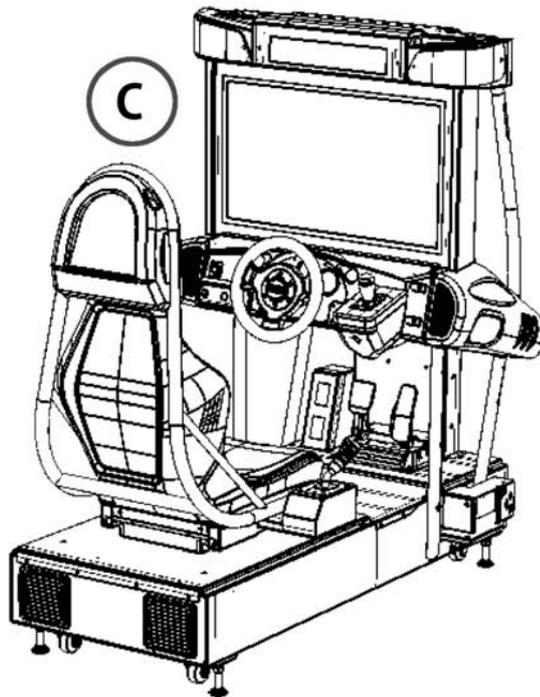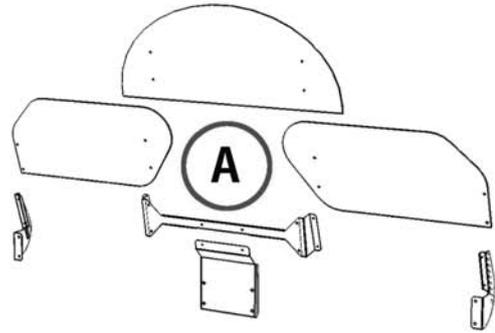
COMPLETE UNIT WHEN ASSEMBLED

1

Place the 'Player 1' Cockpit (Master) in the approximate area of operation, leaving enough space behind the unit to work.

Remove the fixings from position 'X' the Joint Pipe Fixing position.

Remove the fixings from position 'Y' the Coin Tower fixing position.

X

Y
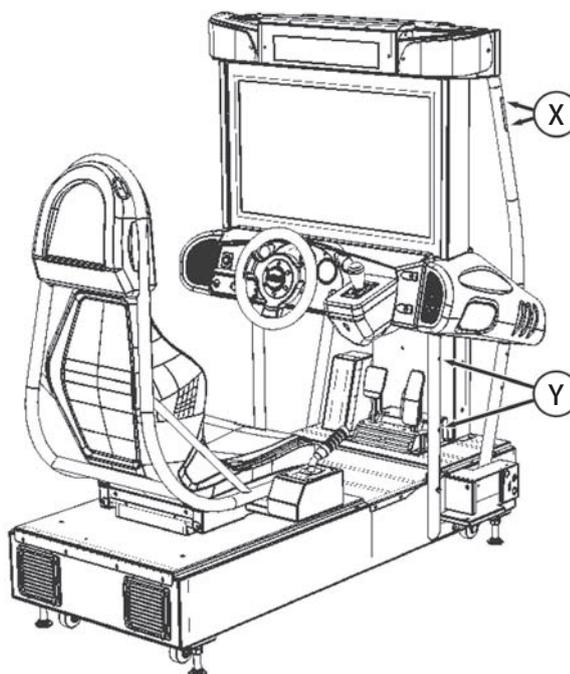
2

Take the Joint Pipe 'E' and attach it at position 'X' using the fixings earlier re-moved.

Take the Coin Tower 'D' remove the Cash Door and open the Coin Mech Door.

Position the Coin Tower in place at 'Y' and re-fit the fixings earlier removed. The fixing are achieve from inside the Coin Tower, one location from within the Coin Mech compartment and the other from within the Cash Box area.

Due to the weight of the Coin Tower, it should be fitted by two persons, one to support and the second to fix.

E

D

6

ASSEMBLY & INSTALLATION
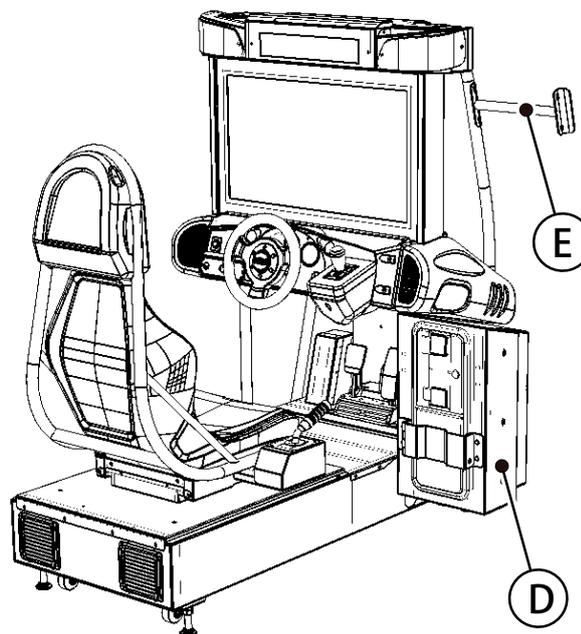
6-2   FIXING THE MASTER AND SLAVE COCKPITS TOGETHER

3

Take the 'Player 2' Cockpit (Slave) and again remove the fixings from both positions 'X' and 'Y' (This time the 'X' and 'Y' locations are on the oposite side of the machine).

4

Place the 'Player 2' Cockpit in-line alongside the 'Player 1' Cockpit and slide the two units together until the Pipe Joint and Coin Tower on 'Player 1' Cockpit lines up with the fixing positions on the 'Player 2' Cockpit.

Replace the fixings earlier removed from the 'Player 2' Cockpit.

MASTER COCKPIT   SLAVE COCKPIT

5
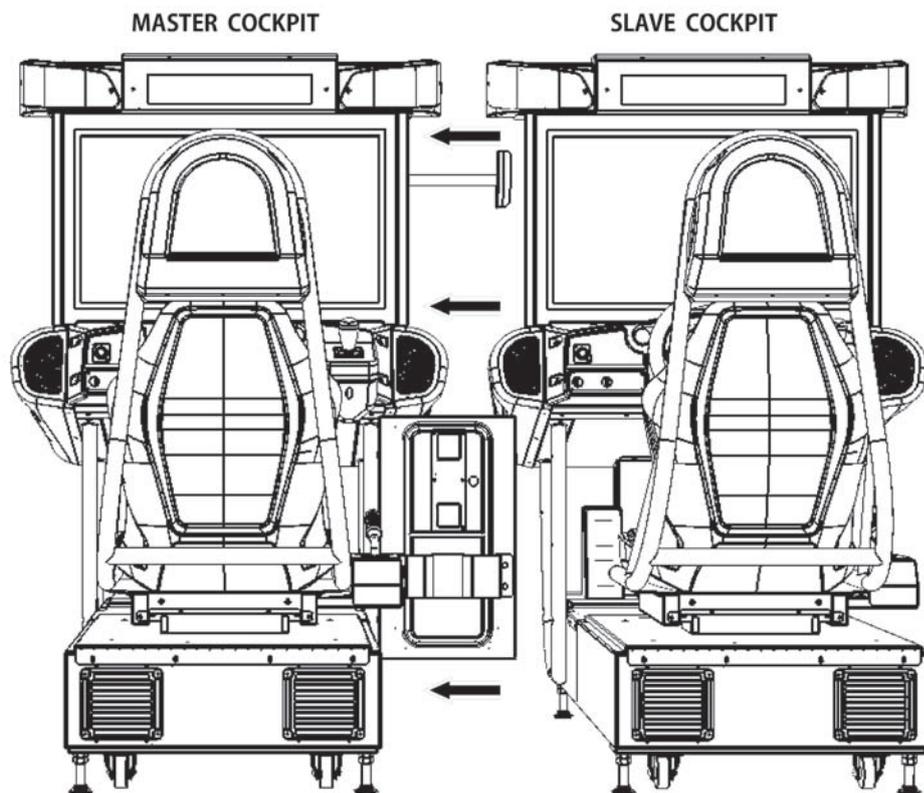
Once all he fixings have been tightened, replace the Cash Box Door and lock the Coin Mech Door.

6

The Cockpit Units connect together between two Connection Boxes and the Coin Tower, which are all located the back of the machine behind the Coin Tower .

'B' - Player 2 : Connection Box
'D' - Coin Tower : Loom Connections
'C' - Player 1 : Connection Box

PLAYER 2   PLAYER 1

C   D   B
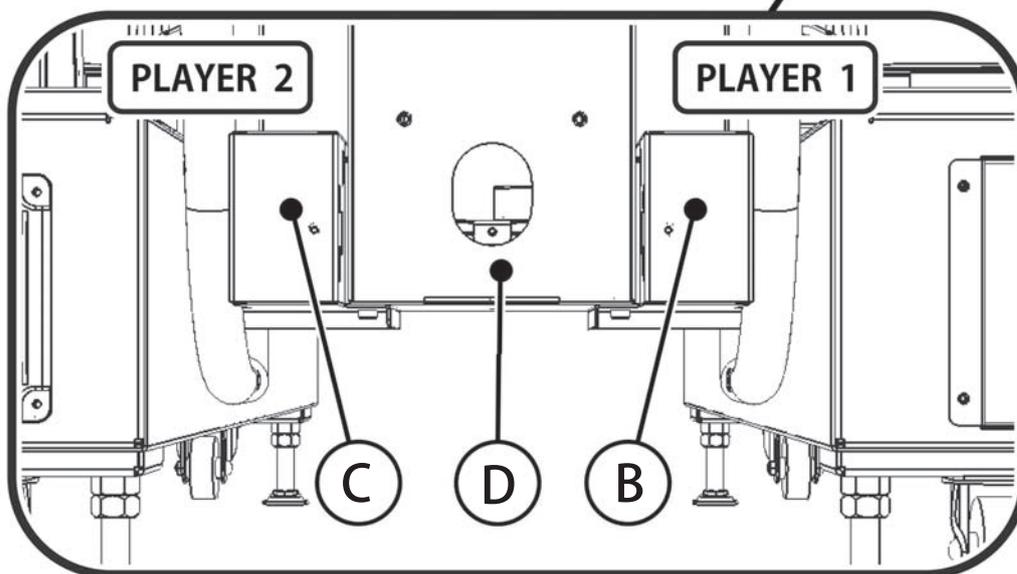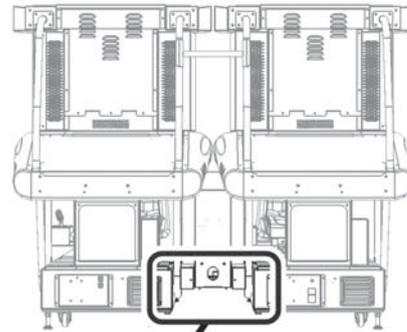
The Drawing below shows this area of the machine after the Protective Wiring Cover is fitted, once the installation wiring is complete.

'X' – Indicates the four fixing positions.

'X'   'X'

'X'   'X'

F
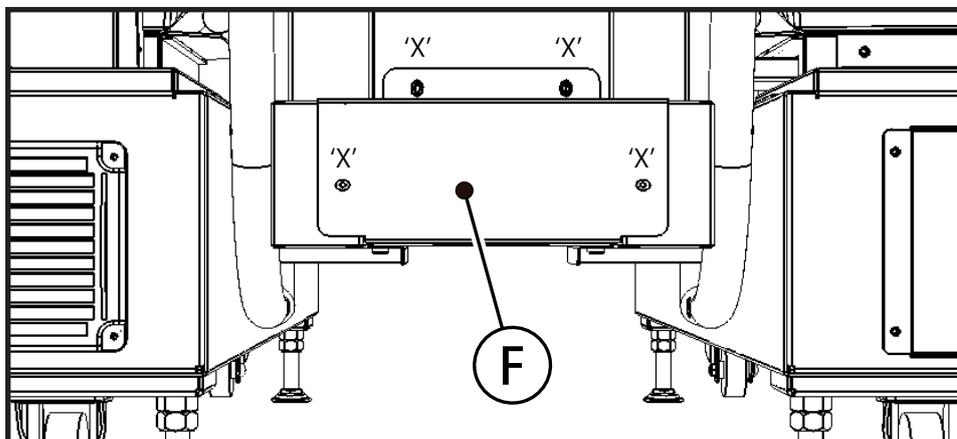
7

IDENTIFICATION OF CONNECTORS

PLAYER 2 (SLAVE)

PLAYER 1 (MASTER)
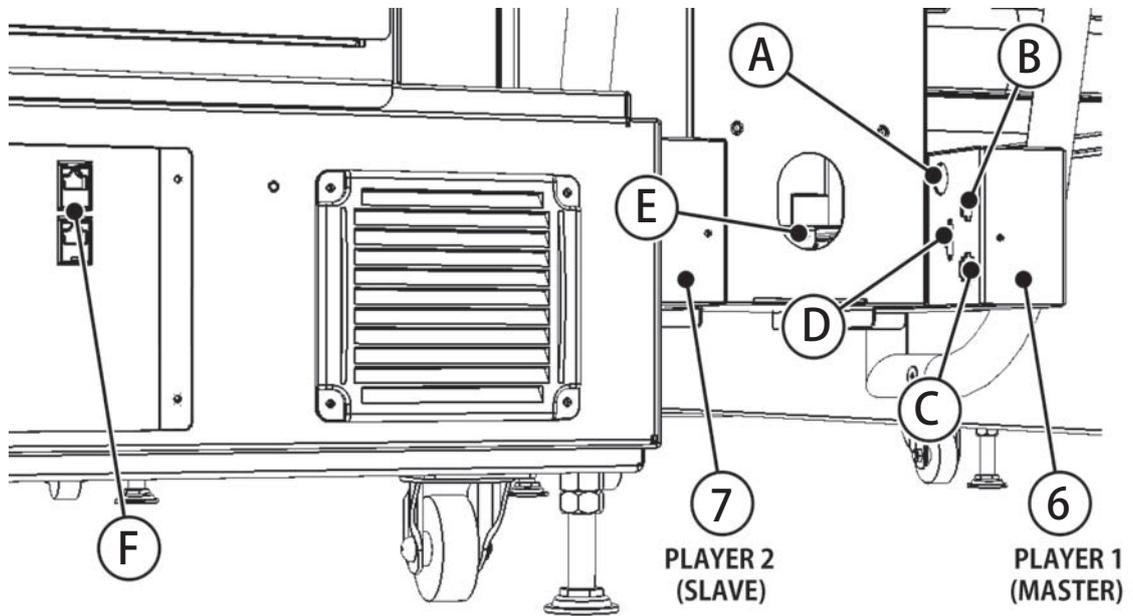
A - EXIT POINT FOR LAN CABLE AND EARTH LEAD
B - COIN TOWER CONNECTOR 1
C - COIN TOWER CONNECTOR 2
D - POWER LINK
E - EARTH CONNECTION POINT
F - EXTERNAL LAN CONNECTORS

8

EARTH CONNECTION

E1 - Player 1 Earth Lead
E2 - Player 2 Earth Lead
E - Coin Tower Earth Point

Both E1 & E2 Earth Wires must be securely bolted to the Earth Point on the Coin Tower.
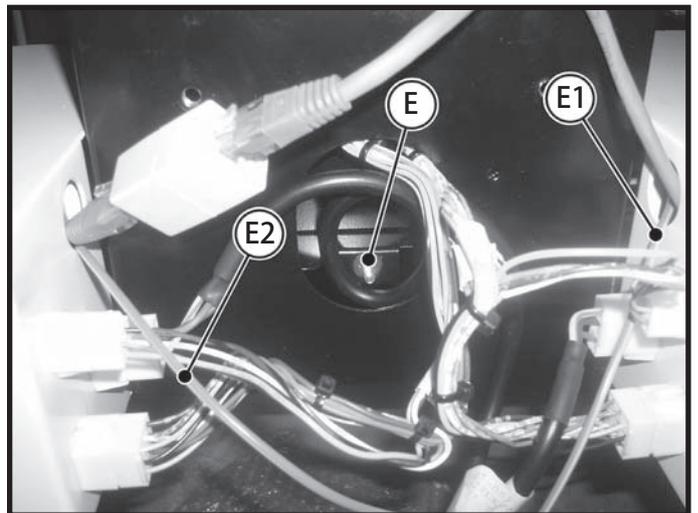
9

COCKPIT CONNECTI0NS
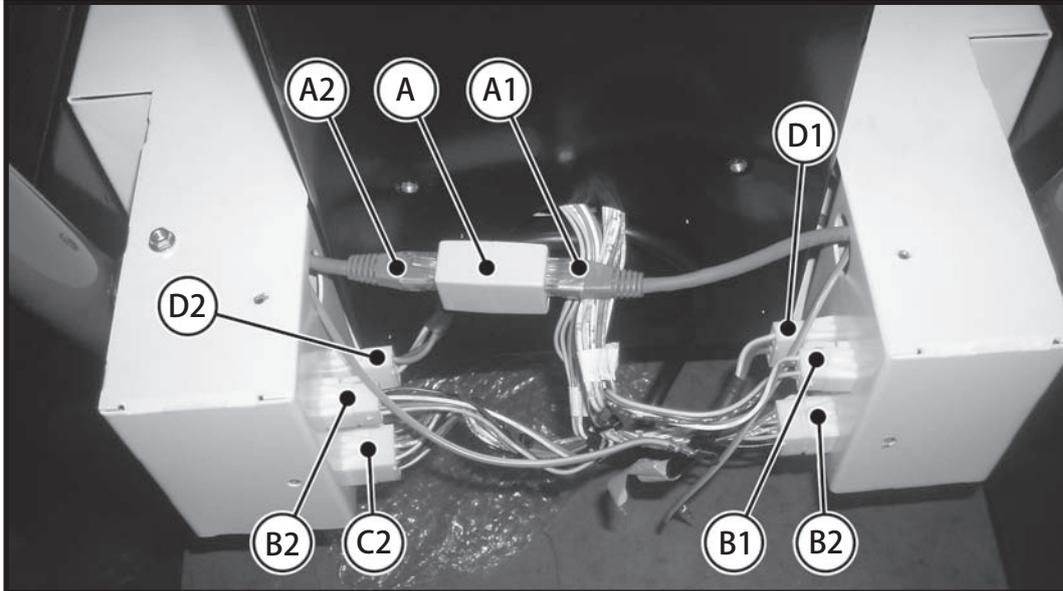
When connecting cables between the two Cockpit Units and Coin Tower the following reference will apply :

'1' Wiring associated with Cockpit 1,   (MASTER Cockpit)
'2' Wiring associated with Cockpit 2,   (SLAVE Cockpit)

LINKING DIRECT - COCKPIT TO COCKPIT

'A' - LAN Cable : Take the LAN Coupler supplied with the accessories pack 'A' and connect between the two LAN Cables 'A1 - A2'

'D' - POWER   : Take the POWER Cable supplied with the accessories pack and connect it between both cockpits in positions 'D1 - D2'

CONNECTING - COIN TOWER TO COCKPITS

The Coin Tower has two Identical Flying Lead Harnesses coming out of the back on the unit. Each harness will have two connectors and identification indicating either 'Player 1' or 'Player 2'

Connect the harness marked 'Player 1' to connectors marked 'B1 - C1'
Connect the harness marked 'Player 2' to connectors marked 'B2 - C2'

ONCE ALL CONNECTIONS HAVE BEEN COMPLETED, TAKE THE 'WIRE COVER' 'F' SUPPLIED WITH THE ACCESSORIES PACK AND FIX IN PLACE AROUND THE CONNECTION BOXES TO PROTECT THE WIRING

6

ASSEMBLY & INSTALLATION

10

Fitting the artwork Infill between the displays.

Remove the four fixing Bolts and Washers from the front edge of the LCD Display frames.

Place the Infill Artwork panel to bridge both of the Displays and replace the fixing Bolts and Washers
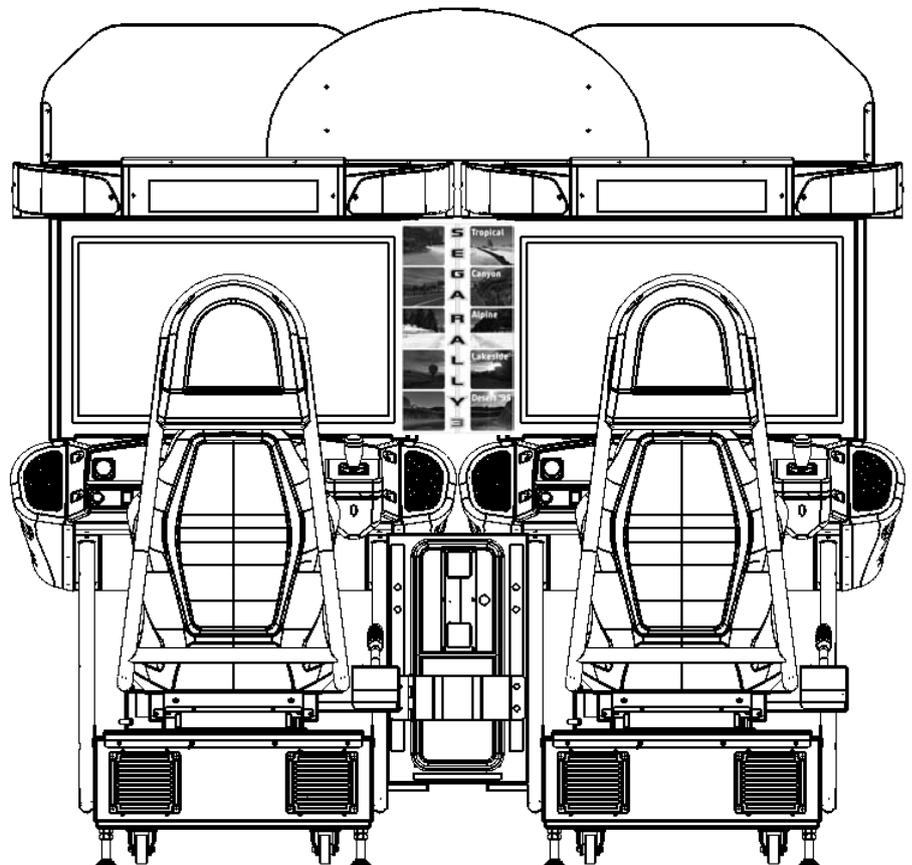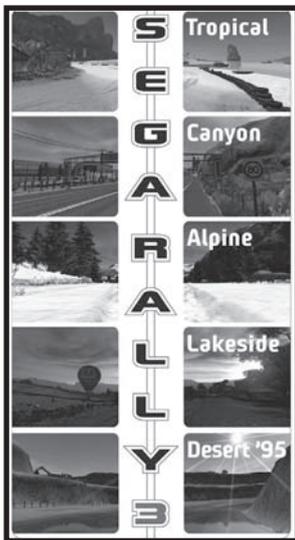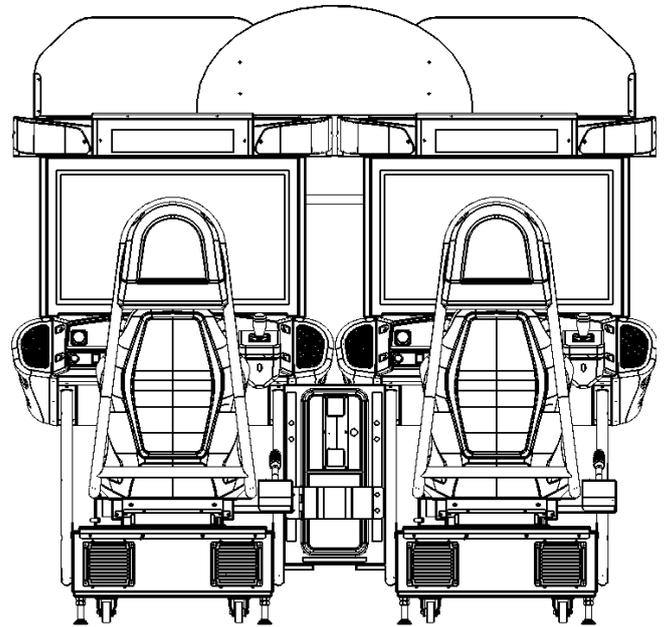
POP COMPONENTS - IDENTIFICATION
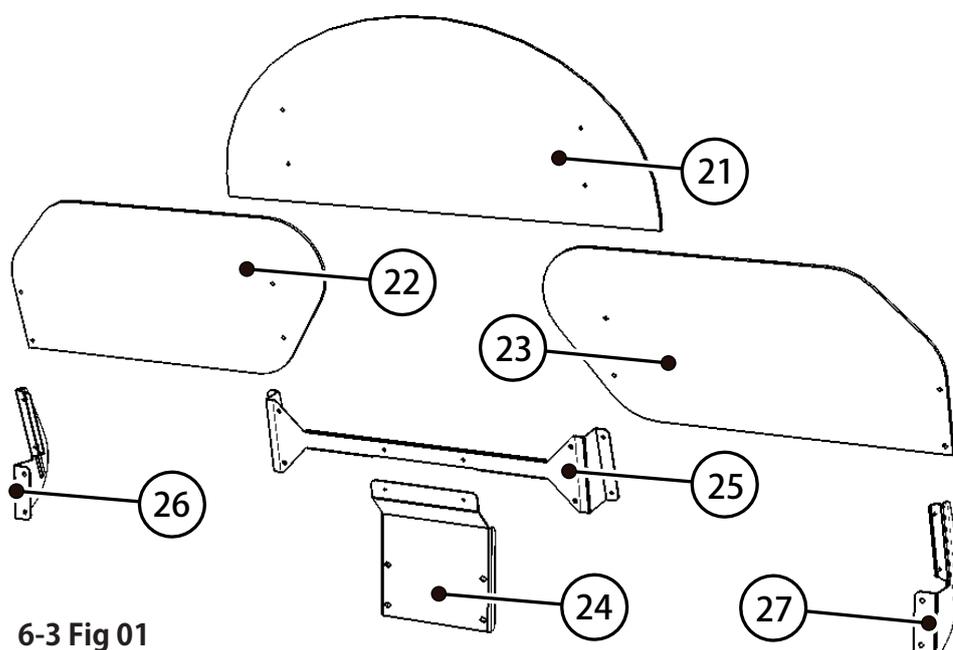
6-3 Fig 01

The above diagram is viewed from the Front.
Note that the Assembly drawings are all viewed from the Rear

SEQ	NUMBER	DESCRIPTION	QUANTITY	REF
21	SRS 0013 UK	POP CENTRE SRS TW	1	
22	SRS 0014 UK	POP L SRS TW	1	
23	SRS 0015 UK	POP R SRS TW	1	
24	SRS 0016 UK	BRKT STRADDLE CENTRE POP	1	
25	SRS 0017 UK	BRACE REAR CENTRE POP	1	
26	SRS 0018 UK	BRKT SUPPORT L POP	1	
27	SRS 0019 UK	BRKT SUPPORT R POP	1	
205	000-TOO415-OB	**M4X16 MSCR TH BLK**	8	Y
206	068-441616-OB	**M4 WSHR 16OD FLT BLK**	4	Y
207	068-441616	**M4 WSHR 16OD FLT PAS**	4	X
208	050-F00400	**M4 NUT FLT SER PAS**	6	X
209	030-000616-SB	**M6X16 BLT W/S BLK**	8	Z
210	060-F00600-OB	**M6 WSHR FORM A FLT BLK**	8	Z

⚠ WARNING

THIS WORK ON TOP OF THE CABINET, SHOULD NOT BE UNDERTAKEN WITHOUT THE USE OF A SUITABLE STEP OR FOOTSTOOL.

6-3   ASSEMBLING THE POP TO THE MACHINE

A Components required, '24' & '25'

Take '25' and remove the two M4 Nuts (208) from locations marked 'X'   (If fitted)

Position the fixing holes in '24' over the studs 'X' attached to '25' as shown in 6-3 Fig 02.

Replace and tightening the M4 Nuts.
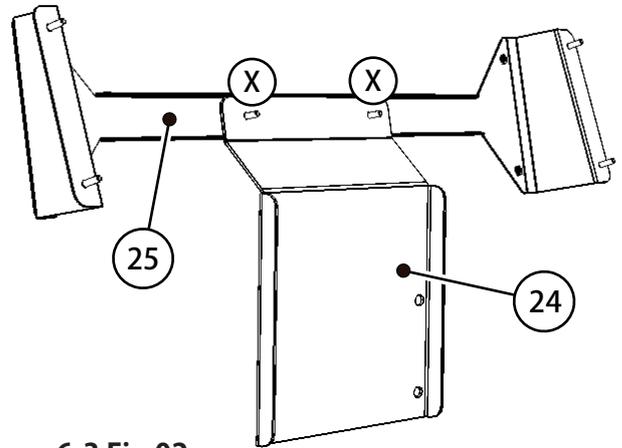
6-3 Fig 02

B Components required, 'A' & '21'

If fitted, remove the 4 M4 Screws and Washers (205, 206) located on the front side of 'A'

Take the Center POP and line up the 4 fixing holes with the 4 screw position (Printed side out) and replace the 4 Screws and Washers earlier removed, and tighten.
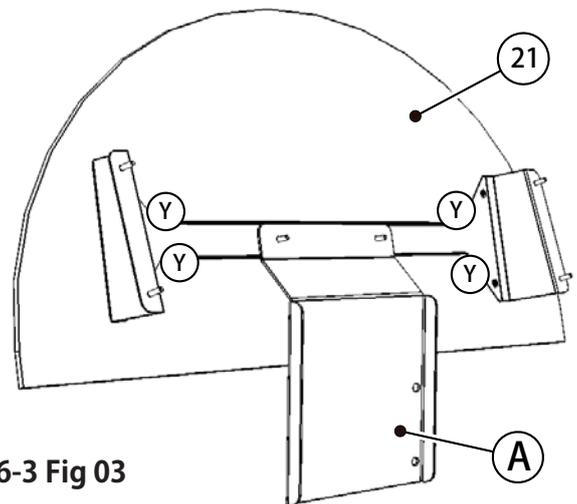
6-3 Fig 03

C Components required 'B' & Both Cockpit Assemblies.

Remove 2 M6 Bolts and Washers (209, 210) from each Cockpit, marked 'Z' in 6-3 Fig 04.

Position 'B' against the back of the units, lining the 4 holes in the panel with those on both cock-pits, replace and tighten the M6 Bolts and Washers

COCKPIT 2   COCKPIT 1
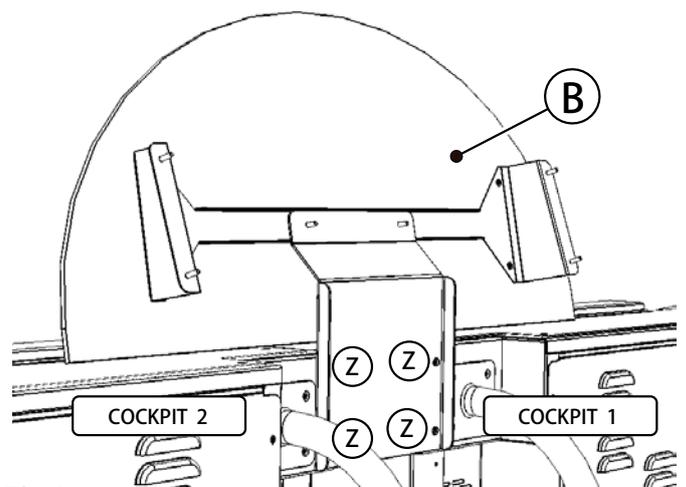
6-3 Fig 04

D **Components required, '22' & '26'**

Take Bracket '26' and remove the 2x M4 Screws (205) marked 'Y' from the channel section of the bracket.
See 6-3 Fig 05

With the printed side to the front, position the Left POP '22' into the channel in the bracket '26' lining up the hole positions 'Y' and replace and tighten the M4 Screws.
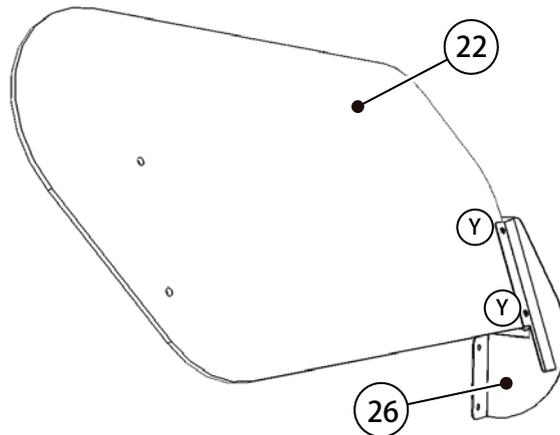
6-3 Fig 05

E **Components required 'D' & Both Cockpit Assemblies with 'B' fitted.**

Remove the 2 M4 Nuts and Washers (205, 207) from 'X' and the 2 M6 Bolts and Washers (209, 210) from 'Z'

Position 'D' so that the two remaining holes locate over the M4 studs 'X', and Lining up the 2 holes 'Z' fit and tighten the M6 Bolts and Washers, then replace and tighten the M4 nuts and Washers at 'X'

6-3 Fig 06

COCKPIT 1
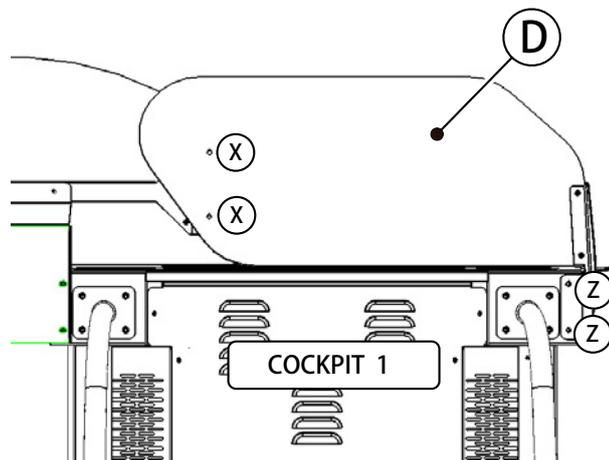
F **Components required, '23' & '27'**

Take Bracket '27' and remove the 2x M4 Screws (205) marked 'Y' from the channel section of the bracket.
See 6-3 Fig 07

With the printed side to the front, position the Left POP '23' into the channel in the bracket '27' lining up the hole positions 'Y' and replace and tighten the M4 Screws.
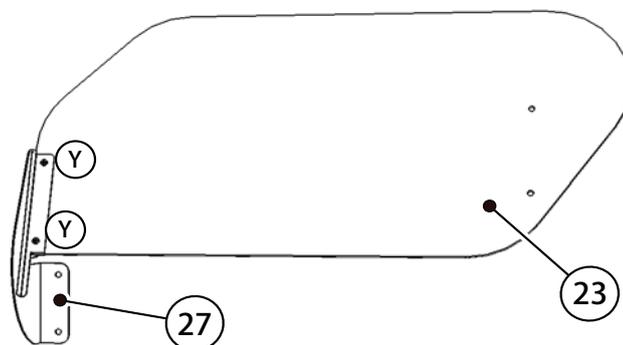
6-3 Fig 07

G Components required 'F' & Both Cockpit Assemblies with 'B' fitted.

Remove the 2 M4 Nuts and Washers (205, 207) from 'X' and the 2 M6 Bolts and Washers (209, 210) from 'Z'

Position 'F' so that the two remaining holes locate over the M4 studs 'X' , and Lining up the 2 holes 'Z' fit and tighten the M6 Bolts and Washers, then replace and tighten the M4 nuts and Washers at 'X'
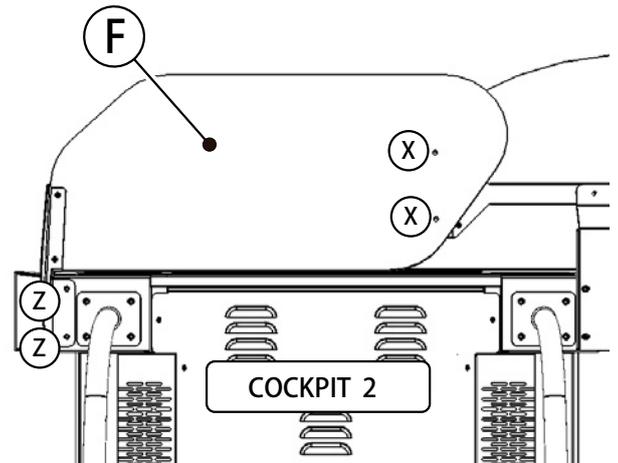
6-3 Fig 08

H

POP ASSEMBLY FULLY ASSEMBLED ONTO MACHINE
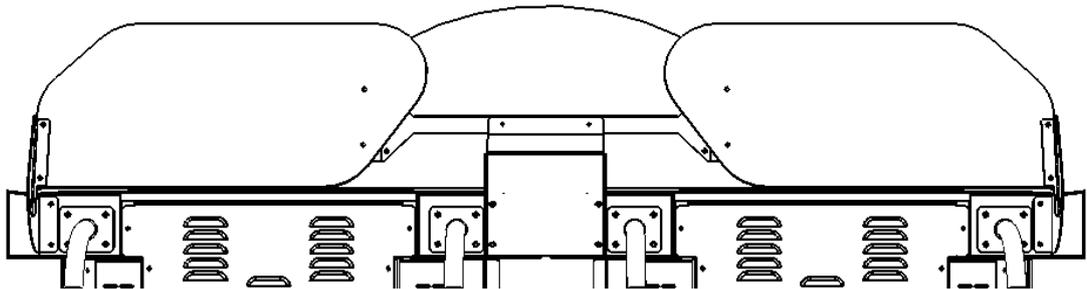
6-3 Fig 09

I When moving the machine, due to height restrictions it may be necessary to remove the POP Assembly.

In some cases enough space may be gained by only removing the printed foamex panels leaving the POP fixing brackets fitted to the machine.

If this in not the case remove the POP Assembly by reverse engineering sections 'G' 'E' and 'C'

Never remove the POP Assembly in 1 piece by only removing the 8 fixing screws shown 'Z' because the Foamex printed panels become unsupported and can easily get damaged or broken.

6-4 INSTALLATION AND SECURING IN PLACE

> **⚠ WARNING**
>
> During Installation, make sure that all the adjusters are in contact the floor.
> Otherwise the cabinet could move, causing an accident.

6-4 Fig 01

A = Adjustor Locations
C = Castor Positions

PLAYER - 2
SLAVE COCKPIT

PLAYER - 1
MASTER COCKPIT
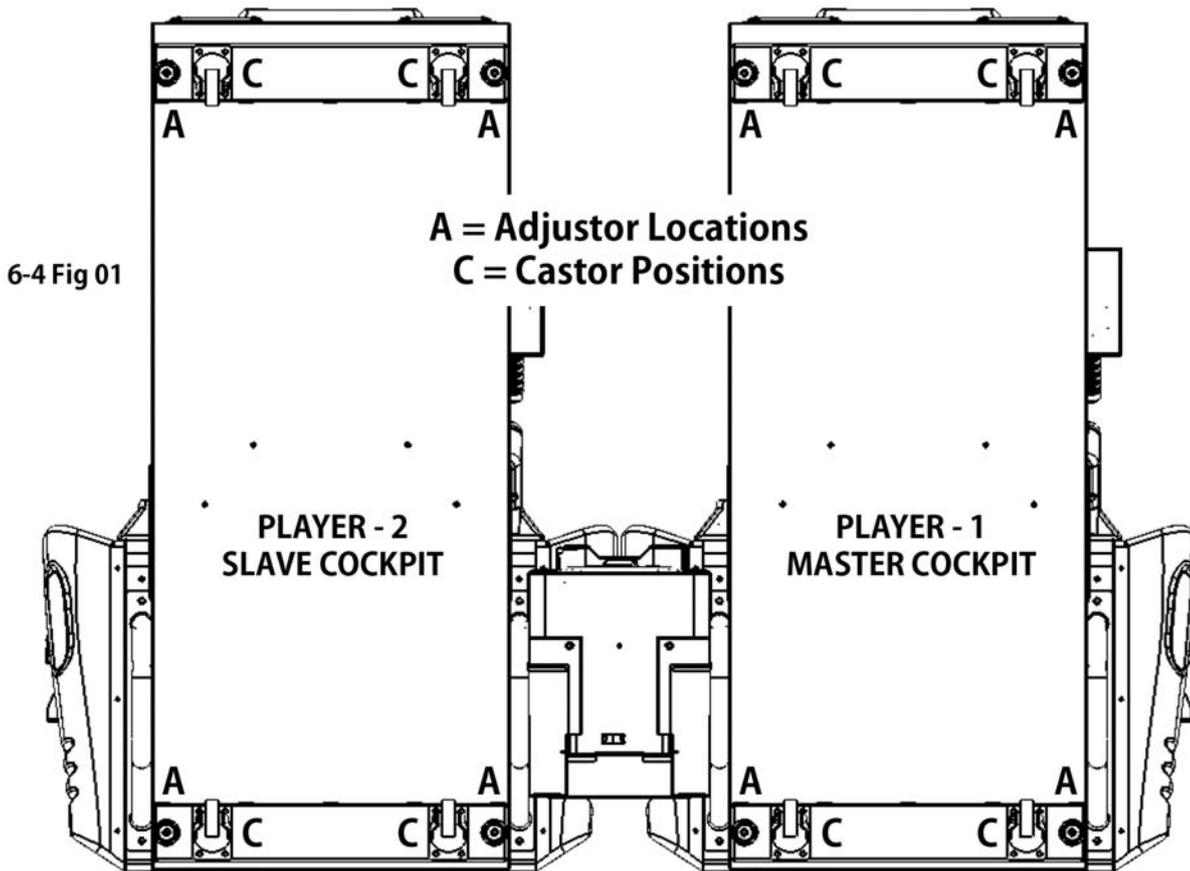
'SEGA RALLY 3 Twin' consists of two Base Units : MASTER and SLAVE Cockpits.
6-4 Fig 01 - Shows the location of the Castors (C) and Fixing Adjusters (A).
During the installation of the units, the Fixing Adjustment should be performed to ensure that the units are stable.

6-4- Fig 02 - Showing the correct details for Adjustment.

ADJUSTER

TIGHTEN NUT
UPWARDS

6-4 Fig 02

Approx
5mm

ADJUSTER
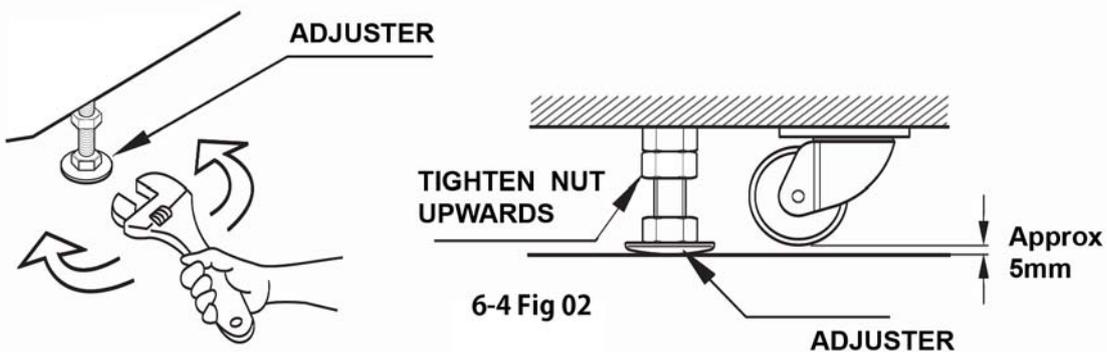
⚠ WARNING

• 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.

• This product MUST be EARTHED. Ensure that the unit is properly connected to the INDOOR GROUND. Without proper grounding, customers could be electrocuted, product operation may not always be stable, and also introducing a risk of fire.

• Do not expose the power cords. 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 cord on the floor, be sure to always protect it. If the power cord is left exposed, it can easily be damaged, resulting in electrical shock.

• This product comes complete with POWER CORDS for the UK and EUROPEAN destinations, be sure to use the power cords supplied. If a power cord is to be replaced, be sure to replace it with the same specification as the one provided.

⬡STOP IMPORTANT

Before switching Power ON, make sure that the 'Machine Grounding' has been established with a ground wire inside the 'Power Cable' and that the 'Mains Outlet' supplying the machine is fitted with a suitable 'Earth Point' ,

1 Confirm that the MAIN SWITCH is set to OFF, and before switching ON complete the next section.

2 Connect the 'Power Cable' supplied, into the IEC Inlet and Switch Unit located on the back of the machine (see 6-5 Fig 01) and a suitably 'Grounded 240v AC Outlet Socket' making sure that the 'Power Cable' is suitably protected and does not cause a hazard to players or other personnel that may be present.

ON - OFF
MAIN SWITCH

6 AMP
FUSE HOUSING

(Master Cockpit Supply - 5 Amp Fuse)

240V AC
POWER CONNECTION POINT
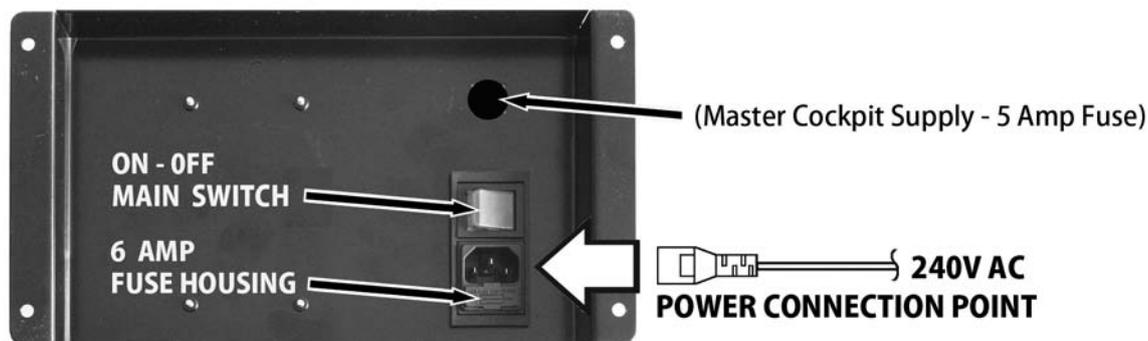
6-5 Fig01

When he machine has been switched ON for the first time after installation, open the Coin Door and Press the 'TEST' Button which is located on the VTS board at the back the compartment. This will give entry to the 'TEST MENU'

VTS Switch and Coin Board
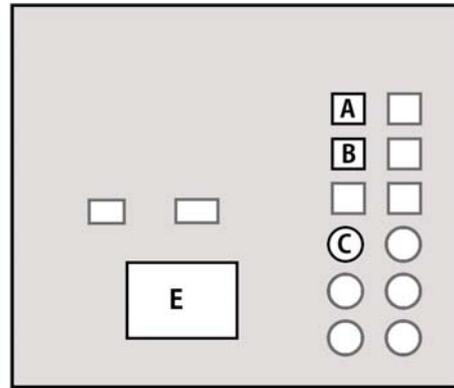
Switch Identification Mask

A = TEST;   B = SERVICE;   C = VOLUME CONTROL;

GAME TEST MODE

The following options are available from the System Menu Test
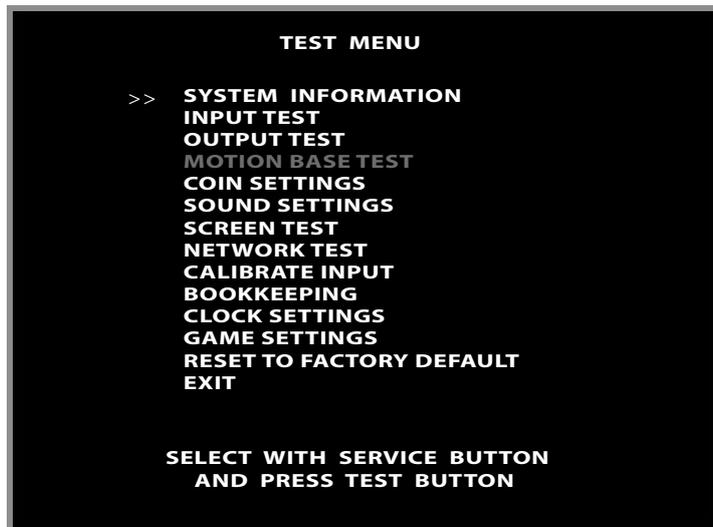

```
                    TEST  MENU


        >>    SYSTEM  INFORMATION
              INPUT TEST
              OUTPUT TEST
              MOTION BASE TEST
              COIN SETTINGS
              SOUND SETTINGS
              SCREEN TEST
              NETWORK TEST
              CALIBRATE INPUT
              BOOKKEEPING
              CLOCK SETTINGS
              GAME SETTINGS
              RESET TO FACTORY DEFAULT
              EXIT


        SELECT  WITH  SERVICE  BUTTON
          AND  PRESS  TEST  BUTTON
```

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

The following 4 TEST should be selected and checked individually to prove the functionality of all peripheral components.   For full information on all the Test and Set Up Procedures, go to Chapter 9 - EXPLANATION OF TEST AND DATA DISPLAY

INPUT TEST	Test routine for the INPUT peripherals.
OUTPUT TEST	Test routine for the OUTPUT peripherals.
SOUND SETTINGS	Test routine for the AUDIO OUTPUTS.
SCREEN TEST	Test routine for the DISPLAY SCREEN.
EXIT	To EXIT the Routine

6

ASSEMBLY & INSTALLATION

INPUT TEST

Select 'INPUT TEST' from the 'Game Test Mode' Menu to display 'Input Test' Menu.

```
                    INPUT  TEST

          STEERING                  : 0000
          BRAKE                     : 0000
          ACCELERATOR               : 0000
          START BUTTON              : OFF
          VIEW BUTTON               : OFF
          HANDBRAKE                 : OFF
          GEARSHIFT UP              : OFF
          GEARSHIFT DOWN            : OFF
          MOTION STOP               : OFF
          MOTION LIMIT L TOP        : OFF
          MOTION LIMIT L BOTTOM     : OFF
          MOTION LIMIT R TOP        : OFF
          MOTION LIMIT R BOTTOM     : OFF
          TEST BUTTON               : OFF
          SERVICE BUTTON            : OFF
          COIN INPUT                : OFF
      >>  EXIT

          PRESS TEST AND  SERVICE  BUTTON
                    TO EXIT
```

This TEST is used to Test the 'SYSTEM INPUTS' such as Steering, Pedals and Switches.
To implement the test, Operate each device listed and check the results on Screen.

STEERING	00H = FULLY LEFT; 80H = CENTRE FFH = FULLY RIGHT.
BRAKE	00H = PEDAL FULLY UP; FFH = PEDAL FULLY DOWN .
ACCELERATOR	00H = PEDAL FULLY UP; FFH = PEDAL FULLY DOWN.
START BUTTON	ON = Pressed, OFF = Not Pressed .
VIEW BUTTON	ON = Pressed, OFF = Not Pressed.
HANDBRAKE	ON = Pressed, OFF = Not Pressed.
GEAR SHIFT UP	ON = Pressed, OFF = Not Pressed.
GEAR SHIFT DOWN	ON = Pressed, OFF = Not Pressed.

TEST	ON = Pressed, OFF = Not Pressed.
SERVICE	ON = Pressed, OFF = Not Pressed.
COIN INPUT	ON = Coin Signal from VTS; OFF = No Coin Signal from VTS.
EXIT	Press the TEST and SERVICE Buttons Simultaneously to EXIT.

OUTPUT TEST

Select 'OUTPUT TEST' from the 'Game Test Mode' Menu to display 'Output Test' Menu..

```
                    OUTPUT  TEST

          START LAMP                    OFF
          VIEW LAMP                     OFF
          RACE LEADER LAMP              OFF
          HEADLIGHTS OUTER LAMPS        OFF
          HEADLIGHTS INNER LAMPS        OFF
          REAR LIGHTS OUTER LAMPS       OFF
          REAR LIGHTS INNER LAMPS       OFF
          MOTION STOP LAMP             OFF
          RED LINE LAMP                 OFF
          BLUE LINE LAMP                OFF
     >>   EXIT




          SELECT WITH  SERVICE  BUTTON
            AND PRESS TEST BUTTON
```

This Test is used to check System Output such as Lamps and Actuators

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

START LAMP	ON = Lamp ON,	OFF = Lamp OFF
VIEW LAMP	ON = Lamp ON,	OFF = Lamp OFF
RACE LEADER LAMP	ON = Lamp ON,	OFF = Lamp OFF
HEADLIGHTS OUTER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
HEADLIGHTS INNER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
REAR LIGHTS OUTER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
REAR LIGHTS INNER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
REDLINE LAMP	ON = Lamp ON,	OFF = Lamp OFF
BLUELINE LAMP	ON = Lamp ON,	OFF = Lamp OFF
EXIT	Exit this test and return to System Menu	

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

6

ASSEMBLY & INSTALLATION

SOUND SETTINGS

Select 'SOUND SETTINGS' from the 'Game Test Mode' Menu to display Sound Setting' Menu..

```
                    SOUND  SETTINGS


              ATTRACT SOUND              OFF
              MUSIC VOLUME               85
              EFFECT VOLUME              75
        >>    VOICE VOLUME               60
              TEST MUSIC                 OFF
              TEST EFFECT                OFF
              TEST VOICE                 OFF
              TEST FRONT SPEAKERS        OFF
              TESR REAR SPEAKERS         OFF
              TEST WOOFER                OFF
              EXIT




           SELECT WITH  SERVICE  BUTTON
              AND PRESS TEST BUTTON
```

This Test is used to set Audio Levels for the Game and Test the function of the Speakers

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

ATTRACT SOUND	ON = Sound will be played in Attract mode,
	OFF = No sound in Attract
MUSIC VOLUME	Game Music level 00 to 99 (Default 85)
EFFECT VOLUME	Game Sound Effect level 00 to 99 (Default 75)
VOICE VOLUME	Game Voice level 00 to 99 (Default 65)
TEST MUSIC	Plays looping music audio
TEST EFFECT	Plays test sound effect audio
TEST VOICE	Plays test vocal audio
TEST REAR SPEAKERS	Plays music audio with emphasis on rear speakers
EXIT	Exit to System Menu

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

SCREEN TEST

Select 'SCREEN TEST' from the 'Game Test Mode' Menu to display 'Screen Test' Menu..

SCREEN TEST

COLOUR BARS
BRIGHTNESS
GRID ALIGNMENT
>>   EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

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

COLOUR BARS   Selecting this test will display the following

| WHITE | YELLOW | CYAN | GREEN | PURPLE | RED | BLUE | BLACK |

SCREEN TEST   (Continued)

BRIGHTNESS   Selecting this test will display the following

GRID ALIGNMENT   Selecting this test will display the following

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

NOTES ON MACHINE ASSEMBLY

❼ 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 adjustors and have the casters contact the floor. While moving the unit, be careful that the casters do not roll over the power cord or the ground wire. If cord or wire is damaged, there could be electrical shocks and/or short circuits.

- When lifting the cabinet up steps, you must hold it by the designated handles or by the bottom surface. Lifting it by any other area may lead to damage or dis-figuration to that part or surrounding parts due to the weight of the cabinet and could also lead to injury of personnel.

- When tilting the cabinet to move it across a sloped or stepped area, always use at least two people. Attempting such an operation alone can lead to accident or injury.

- When detached always keep the cabinet on a level surface and make sure that it does not to lean in either direction whilst working on it. Danger of the Cabinet falling over and causing Unit Damage and possible injury of personnel.

(STOP) IMPORTANT

- When moving the cabinet, do not hold, push or pull the Control Units, the Driving Seat or the LCD Monitor display. This may disfigure or damage them.

- If you need to move components through a narrow or low door and the only way to get the separated components through is to turn them on their side, or if a separation method other than those described in this manual is required, either make a request to the office listed in this document or the place of purchase to perform the operation or contact them regarding how to perform it. Carelessly turning the components onto their side or separating them in ways other than those depicted in this manual may lead to unrepairable damage.

- Do not use the Controller Holders to move the cabinet, in doing so may damage or disfigure them.

⚠CAUTION

Great care should be taken when moving this machine.
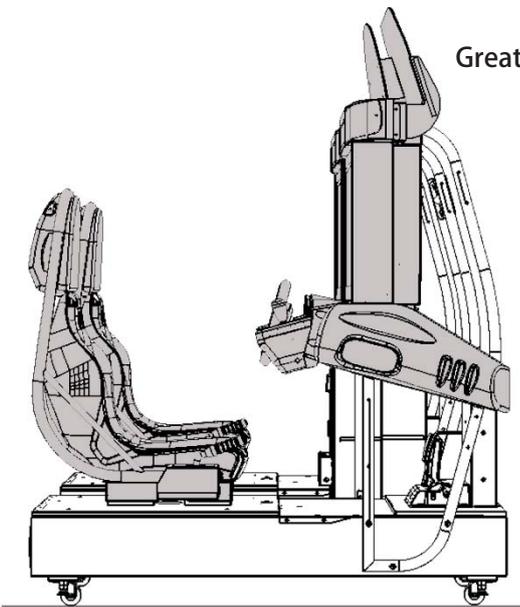
Do Not move the machine by pushing and pulling any of the components shown in the shaded in areas, as this may disfigure or damage them and cause possible personal injury at that time or in the future.

In operational areas with low ceilings, remove the POP before moving the machine.

● Before attempting to move the machine, make sure that the MAIN VOLTAGE Supply is removed.

● Always raise the Adjusters up as high as they will go.

● Never attempt to move a machine unaided.

● Be aware of the Space you are working in, it may be necessary to remove some of the Assemblies in order to complete the move.

● HEIGHT PROBLEM

To remove the POP, go to Chapter 6-3 and work Section 'I'

● WIDTH PROBLEM

To split the Cockpits go to Chapter 6-2 and work Sections - 9 > 2.
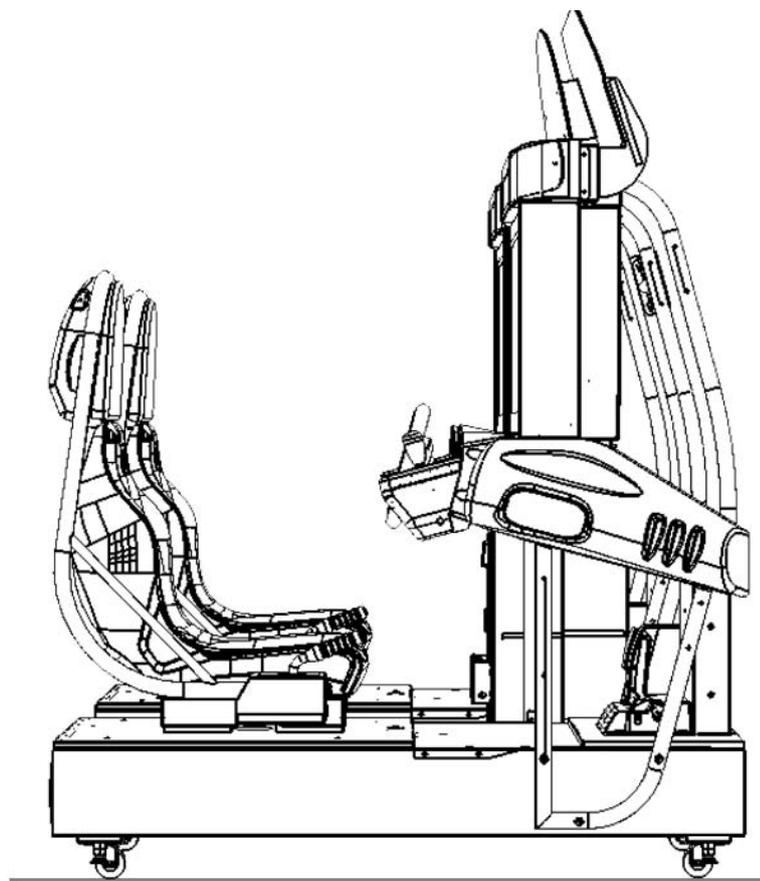
'RAISE THE ADJUSTERS AS HIGH AS POSSIBLE'

8 GAME DESCRIPTION

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

8-1   GAME OVERVIEW

Like in the original SEGA Rally game, Races in 'SEGA Rally 3' are against the CLOCK and
OTHER OPPONENTS CARS. Each game mode features a RACE TIMER continually counting
down remaining play time which can be increased by crossing the checkpoints around each
track.

The players choices have also increased, in addition to the 'Multiplayer' or 'Single Player'
Game selection, they now have 3 different Game Types to choose from

Championship Mode	–	**1 player**
Quick Race	–	**1 to 6 players**
Classic Mode	–	**1 to 6 players**

Plus, the player sits in a Motivated Seat, with a new Hand Brake Control being added..

WHEN THE MACHINE IS IN CREDIT AND THE START BUTTON IS PRESSED THE FOLLOWING GAME SCREEN IS DISPLAYED, INDICATING THE GAME PLAY AVAILABLE

The first action of the player is to select which game of the three available to play. The default selection is CHAMPIONSHIP Mode and turning the 'Steering Wheel' left and right will change the Screen display to QUICK RACE and CLASSIC Mode in turn.

When the desired Game Mode is displayed, the selection is made by pressing the Accelerator pedal or Start button to confirm the choice.

During this selection sequence, a COUNTDOWN is being displayed in the top right hand corner of the screen. If there is no or little intervention shown by the player during this time, whatever Game Mode is being displayed on the screen on TIME OUT will automatically be selected and the game will advance to the next Stage, SELECT CAR.

1 CHAMPIONSHIP MODE – 1 player

Championship game is a single player race against AI opponents over a sequence of different tracks. This mode will essentially be a time trial mode over a variety of environments, with overall victory being attained by completing all of the tracks in the allotted time, while also beating all AI competitors to achieve a 1st place.

Progress will be maintained by hitting checkpoints before a timer elapses with the amount of time handed out at each of these checks becoming smaller in a harder difficulty setting.

If the player runs out of time while racing on Tropical, Canyon or Alpine; they will be offered the option of inserting a credit and continuing from the start of that stage. The time allocation gained for this will be specified and will not be the time carried over from their previous attempt.

For any players that complete the championship (not necessarily in 1st position), they will be rewarded with a replay type credit sequence although not their exact race replay. They will have achieved an overall championship time. This is the overall time for completing all of the stages in that championship. If this time is among the top 30 times previously recorded on the cabinet or series of linked cabinets then they will be prompted to enter a 3 letter name to be entered in the HST. Due to the fact that there will be no lap variations or that the effect of varying the difficulty operator setting will not affect the speed at which the individual championships can be completed, giving the option that the same HST can be used across all the settings for each championship.

In completing all the championship tracks and finishing first, the player will be rewarded with a head-to-head race on the secret Lakeside track. The opponent will be the players' rival who will be driving the same vehicle as the player.

A further victory here will reward the player with a completion sequence, before displaying the credit sequence. They will then be prompted to input their high score name if a top 30 time was achieved in the championship. NOTE: There will be check points in the lakeside track in order to spur the player on BUT the time achieved is not recorded and is not part of their championship total time.

If the timer reaches 0, the race stops and a Time Over screen is displayed.

If the operator has enabled continues, the player can insert another coin to continue play before the 10 second countdown expires. On continuing, the player is reset back to the start of the stage they were racing on at that point and are reassigned their position which they had previously achieved. The time allocation given to the player on their restart will be specific to the track.

2   QUICK RACE – 1 to 6 players

Quick Race mode features a race over multiple laps of a single track against a grid of 5 opponent cars. When cabinets are configured for link play, players can race against players on the other cabinets. If less than 6 players join the remaining grid slots will be filled by AI cars.

The secret Rally Raid cars are accessible in this mode. These can be chosen by performing the following action:

If the player holds down the brake pedal on the car select screen for one second, the WRC cars are replaced by the bonus ones and the time available to select a car resets.
If the brake is released, the WRC car selections return but the timer continues unchanged.
Subsequent triggering of the bonus cars does not reset the timer.

In single player games, if the player chooses a WRC car then the opponent AI cars will be driving the other 5 WRC cars.
If a secret car is chosen, then one of the AI opponents will be driving the other secret car, with the remaining 4 slots filled with unique randomly selected WRC cars.

In Multiplayer games, the behavior is similar but if more than 1 human player has chosen a secret car, the AI should not.
The overall goal is to provide a varied grid of cars with as little duplication as possible.
There is no scoreboard name entry in multiplayer races.

The race timer is added to whenever the player (or leading player in the case of link play) crosses a checkpoint.

In the case of Time Over, there are no continues.

3   Classic Mode - 1 to 6 players

The Classic mode is of similar structure to Quick Race, but takes place on a specific track and only the Classic cars are available to choose from in this mode.

In single player mode, the race is against one opponent CPU controlled car. In the case of a multiplayer game over linked cabinets, the grid will be populated with a car for each human player and no CPU cars.

The NEXT CHOICE of the player is to select which CAR to Drive, There are 10 different CARS in all but not all Cars are available every Game Mode. Turning the 'Steering Wheel' left and right will change the Screen display to show in turn each of the Cars that are available during that Race,
When the desired Car is displayed, the selection is made by pressing the Accelerator pedal or Start button to confirm the choice.

During this selection sequence, a COUNTDOWN is being displayed in the top right hand corner of the screen. If there is no or little intervention shown by the player during this time, whatever Game Mode is being displayed on the screen on TIME OUT will automatically be selected and the game will advance to the next Stage, TYPE OF TRANSMISSION.

The core set of cars available to the player are a selection of six WRC derived vehicles

Citroën C4 WRC

Ford Focus RS WRC 07

Suzuki SX4 WRC

Mitsubishi Lancer Evolution X

Subaru Impreza WRC2008

Peugeot 207 Super 2000

Cars carry number boards that are used to display the cabinet number (1 to 6) of human players. AI controlled cars carry no number. In classic mode, cars of the same type carry the same number.

In order to maintain balanced play, cars that race together will be set up for similar performance relative to each other. The WRC and Rally Raid cars will both have 6 forward gears; The Classic cars are both 5 speed.

There are two additional hidden bonus Rally Raid cars that become available for selection in Quick Race mode only by performing a particular action during the car selection sequence – see the Quick Race section for details.

Car Availability by Game Mode

Car	Championship	Quick Race	Classic
Citroën C4 WRC08	O	O	X
Ford Focus RS WRC08	O	O	X
Suzuki SX4 WRC08	O	O	X
Mitsubishi Lancer Evolution X	O	O	X
Subaru Impreza WRC08	O	O	X
Peugeot 207 PWRC08	O	O	X
McRae Enduro	X	Secret	X
Bowler Nemesis	X	Secret	X
Toyota Celica ST205	X	X	O
Lancia Super Delta HF Integrale	X	X	O

There is only two choices available to choose from, AUTOMATIC TRANSMISSION (Shown above) or MANUAL TRANSMISSION. Turn the Steering Wheel Left and Right to select between the two and press the Accelerator or Start Button to confirm the choice,

Again the countdown system is in operation so if a selection is not confirmed the machine will select whichever transmission type is displayed on the screen when the Time Out occurs

SEGA Rally 3 features a total of 5 tracks – one from a selection of featured environments from the console game, plus an additional track that only appears in Classic Mode.

TRACK SELECTION

The 'Track Selection' is handled in the same manner as the pervious selection, using the Steering Wheel to Select the Track and the Accelerator or Start Button to confirm the choice.

The table below shows what Tracks are available to select from for each of the Race Types.

Note 1.   If you have selected to play the 'Classic Race' the only track available to play is the Desert 95 (Classic SEGA Rally) therefore the machine will automatically select the track and take you to the next stage.

Note 2.   The 'LAKESIDE' Track is a Special Stage where you have to qualify to Race during the CHAMPIONSHIP RACE in order to gain ENTRY. Therefore this option is not included in the Initial Track Selection.

Track/Mode	Championship	Quick Race	Classic
Tropical	O	O	X
Canyon	O	O	X
Alpine	O	O	X
Lakeside	O	X	X
Desert 95 (Classic SEGA Rally)	X	X	O

Tracks are constructed with a number of gantries placed around the track – one that represents the Start / Finish line and a number of other checkpoint gates that are used to award extra race time to players. The number and location may vary according to track difficulty but typically they might be placed at 1/2 or 1/3 and 2/3 lap distance.

The amount of time awarded for passing a checkpoint is dependent on the game difficulty setting.

8-6   ON SCREEN DISPLAY

ELEMENT	DESCRIPTION
Total Time	Time racing - Over all stages in Championship or all laps in Quick Race
Lap Time	Current lap time
Progress Bar	Shows progress through the championship or current race with checkpoint markers
Time Remaining	Time remaining to reach next checkpoint
Position	Players position in the race
Pace Notes	Pace note display
Speedo & Tacho	Speed, Gear and RPM display.
Proximity Indicator	Represents position and distance of opponents approaching from the rear.
Player Label	Two digit label using cabinet numbers to identify human players 1P >>> 6P
(Link Play only)	**Appears when checkpoints are crossed -**
Rival Times	Time difference between player and rivals.

SEGA Rally 3, features three different in-game camera views that are cycled between when the "Change View" button is pressed.

BUMPER CAMERA

BONNET CAMERA

CHASE CAMERA

HIGH SCORE TABLES

Each of the single player game modes will record separate high score data in which the top times will be saved. These times are based on the total time the player spent racing in that mode.

In QUICK RACE and CLASSIC MODES, this would be the normal race time over a number of laps. In CHAMPIONSHIP, it would be the total time over all the tracks raced.

Data recorded:	•	Rank
	•	Name (3 characters)
	•	Car
	•	Transmission
	•	Time

Each of the Score Tables will hold the "TOP 30" entries recorded

TO ENTER A NEW RECORD

1   Turn the STEERING WHEEL Left and Right to scroll to the required Letter.
2.   Press the ACCELERATOR PEDDLE to Enter the Letter.
3.   Pressing the BRAKE PEDAL will Erase the Letter.

9 TEST MODE

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

> ⚠ **CAUTION**
>
> Be careful that a finger or hand does not get caught when opening/closing the coin chute door.

STOP IMPORTANT

- When you enter the Test Mode, fractional coin and bonus adder data is erased.
- 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.

9-1 SWITCH UNIT AND COIN METER

The VTS Switch Board (See 9-1 Fig 01) is located behind the Coin Mech Door.
The Switch Identification Mask (See 9-1 Fig 02) indicates the function of the
control components that are operational on this model.

A TEST BUTTON : Allows access to the machines 'TEST MODE' routine.
Refer to the following pages for addition uses within the TEST MODE

B SERVICE BUTTON : Gives credits without registering on the coin meter.
Refer to the following pages for addition uses within the TEST MODE

C MAIN VOLUME : Overall VOLUME Control and adjusts sound volume of all Speakers.

VTS Switch and Coin Board
9-1 Fig 01
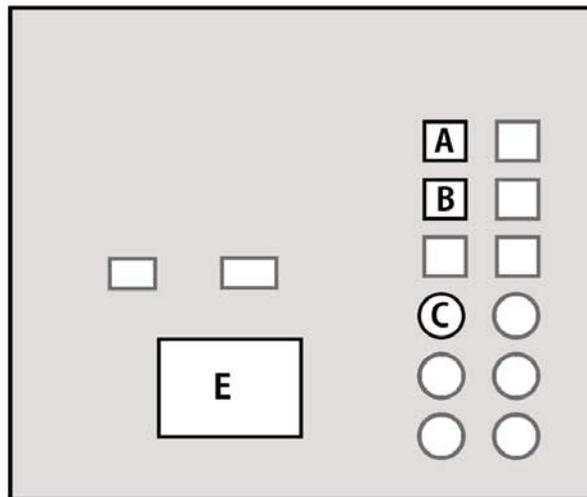
Switch Identification Mask
9-1 Fig 02

E COIN METER : Records the Total Number of Games Played resulting from Coins
being Inserted for Play.

STOP **IMPORTANT**

- **Refer to BOOKKEEPING in GAME TEST MODE for this products data.**
- **Adjust for an appropriate sound volume in consideration of the installation site.**
- **If the coin meter circuit is removed, play cannot be executed.**

STOP **IMPORTANT**

- **When changing the Game Configuration, any changes actioned will not take effect unless the Game Test Mode completes the exit cycle correctly.**
- **Do not configure the game in ways not described in this text. It is possible that the game will not function properly.**

9-2 GAME TEST MODE

STOP IMPORTANT

- **Always be sure to exit the Game Test Mode properly after configuration changes otherwise any changes made will not take effect.**

- **Do not configure the game in ways not described in this text. It is possible that the game will not function properly.**

TEST MODE

9-2 GAME TEST MODE

The following options are available from the System Menu Test

```
                    TEST  MENU

        >>    SYSTEM  INFORMATION
              INPUT TEST
              OUTPUT TEST
              MOTION BASE TEST
              COIN SETTINGS
              SOUND SETTINGS
              SCREEN TEST
              NETWORK TEST
              CALIBRATE INPUT
              BOOKKEEPING
              CLOCK SETTINGS
              GAME SETTINGS
              RESET TO FACTORY DEFAULT
              EXIT


            SELECT  WITH  SERVICE  BUTTON
               AND  PRESS  TEST  BUTTON
```

9-2 FIG. 01

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

9-2-1	SYSTEM INFORMATION	General information on Software & Hardware.
9-2-2	INPUT TEST	Test routine for the INPUT peripherals.
9-2-3	OUTPUT TEST	Test routine for the OUTPUT peripherals.
9-2-5	COIN TEST	Test routine for the COIN HANDLING.
0-2-6	SOUND SETTINGS	Test routine for the AUDIO OUTPUTS.
9-2-7	SCREEN TEST	Test routine for the DISPLAY SCREEN.
9-2-8	NETWORK TEST	Test routine for the ETHERNET LINK
9-2-9	CALIBRATE INPUTS	Calibration routine for INPUT peripherals.
9-2-10	BOOKKEEPING	System METERS and BOOKKEEPING.
9-2-11	CLOCK SETTINGS	System CLOCK Setting.
9-2-12	GAME TEST	GAME SPECIFIC Test routines
9-2-13	GAME SETTINGS	Test routine for INPUT peripherals
9-2-14	RESET TO FACTORY DEFAULTS	Resets all Settings to Factory Default
9-2-15	EXIT:	Go back to the System Test Menu

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

9-2 GAME TEST MODE

9-2-1 SYSTEM INFORMATION

Select 'SYSTEM INFORMATION' from the 'Game Test Mode Menu' to display 'System Information' Menu

```
                        SYSTEM  INFORMATION


            DISK IMAGE VERSION          UNKNOWN
            LAUNCHER VERSION            UNKNOWN
            GAMESHELL VERSION           0.2.3
            GAME NAME                   NOT INSTALLED
            GAME VERSION                NOT INSTALLED
            CABINET TYPE                UNKNOWN
            SECURITY KEY STATUS         NOT DETECTED
            IO BOARD STATUS             NOT DETECTED
            MOTION BASE STATUS          NOT PRESENT
            NETWORK STATUS              ENABLED
       >>   EXIT




                    PRESS  TEST  BUTTON
                         TO EXIT
```

This test displays GENERAL SYSTEM INFORMATION regarding the Hardware Configuration and Software Installed

DISK IMAGE VERSION	Version number for Master Disk Image in XX YY ZZ format.
LAUNCHER VERSION	Version number for System Launcher in XX YY ZZ format.
GAME SHELL VERSION	Version number for Shell in XX YY ZZ format.
GAME NAME	Name of Installed Game.
GAME VERSION	Version Number of Installed Game in XX YY ZZ format.
CABINET TYPE	Cabinet, as defined by type of Security Key being used, current Cabinet types are 'DLX' and 'TWIN'
SECURITY STATUS	Displays 'OK' if a valid Security Key is fitted, otherwise 'FAILED'
IO BOARD STATUS	Displays 'OK' and Revision Number if a valid IO Board is fitted otherwise displays 'FAILED'
MOTION BASE STATUS	Displays 'OK' if Motion Base if fitted, otherwise displays 'FAILED'
NETWORK STATUS	Displays 'ENABLED' if Network is OK, otherwise 'DISABLED' if Network Fails.
EXIT	Go back to the System Test Menu

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

9-2-2 INPUT TEST

Select 'INPUT TEST' from the 'Game Test Mode' Menu to display 'Input Test' Menu.

```
              INPUT  TEST
        STEERING                : 0000
        BRAKE                   : 0000
        ACCELERATOR             : 0000
        START BUTTON            : OFF
        VIEW BUTTON             : OFF
        HANDBRAKE               : OFF
        GEARSHIFT UP            : OFF
        GEARSHIFT DOWN          : OFF
        MOTION STOP             : OFF
        MOTION LIMIT L TOP      : OFF
        MOTION LIMIT L BOTTOM   : OFF
        MOTION LIMIT R TOP      : OFF
        MOTION LIMIT R BOTTOM   : OFF
        TEST BUTTON             : OFF
        SERVICE BUTTON          : OFF
        COIN INPUT              : OFF
   >>   EXIT

      PRESS TEST AND  SERVICE  BUTTON
               TO EXIT
```

This TEST is used to Test the 'SYSTEM INPUTS' such as Steering, Pedals and Switches.
To implement the test, Operate each device listed and check the results on Screen.

STEERING	00H = FULLY LEFT; 80H = CENTRE FFH = FULLY RIGHT.
BRAKE	00H = PEDAL FULLY UP; FFH = PEDAL FULLY DOWN .
ACCELERATOR	00H = PEDAL FULLY UP; FFH = PEDAL FULLY DOWN.
START BUTTON	ON = Pressed, OFF = Not Pressed .
VIEW BUTTON	ON = Pressed, OFF = Not Pressed.
HANDBRAKE	ON = Pressed, OFF = Not Pressed.
GEAR SHIFT UP	ON = Pressed, OFF = Not Pressed.
GEAR SHIFT DOWN	ON = Pressed, OFF = Not Pressed.

TEST	ON = Pressed, OFF = Not Pressed.
SERVICE	ON = Pressed, OFF = Not Pressed.
COIN INPUT	ON = Coin Signal from VTS; OFF = No Coin Signal from VTS.
EXIT	Press the TEST and SERVICE Buttons Simultaneously to EXIT.

9-2-3 OUTPUT TEST

Select 'OUTPUT TEST' from the 'Game Test Mode' Menu to display 'Output Test' Menu..

```
                    OUTPUT  TEST

            START LAMP                  OFF
            VIEW LAMP                   OFF
            RACE LEADER LAMP            OFF
            HEADLIGHTS OUTER LAMPS      OFF
            HEADLIGHTS INNER LAMPS      OFF
            REAR LIGHTS OUTER LAMPS     OFF
            REAR LIGHTS INNER LAMPS     OFF
            MOTION STOP LAMP            OFF
            RED LINE LAMP              OFF
            BLUE LINE LAMP             OFF
       >>   EXIT




            SELECT WITH  SERVICE  BUTTON
              AND PRESS TEST BUTTON
```

This Test is used to check System Output such as Lamps and Actuators

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

START LAMP	ON = Lamp ON,	OFF = Lamp OFF
VIEW LAMP	ON = Lamp ON,	OFF = Lamp OFF
RACE LEADER LAMP	ON = Lamp ON,	OFF = Lamp OFF
HEADLIGHTS OUTER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
HEADLIGHTS INNER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
REAR LIGHTS OUTER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
REAR LIGHTS INNER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
REDLINE LAMP	ON = Lamp ON,	OFF = Lamp OFF
BLUELINE LAMP	ON = Lamp ON,	OFF = Lamp OFF
EXIT	Exit this test and return to System Menu	

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

9-2-4 COIN SETTINGS

Select 'COIN SETTING' from the 'Game Test Mode' Menu to display 'Coin Settings' Menu..

```
                    COIN  SETTINGS

            COIN COUNT        0000
            CREDITS           0000
            SERVICE CREDITS   0000
            CREDIT SETTING    SETTING #1
                              1 COIN  1 CREDIT

      >>    EXIT




            SELECT WITH  SERVICE  BUTTON
               AND PRESS TEST BUTTON
```

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

COIN COUNT	Coin Count value from IO board (cannot be reset)
CREDITS	Total number of Coin credits added to system
SERVICE CREDITS	Total number of Service Coin credits added to system
COIN SETTING	The Coin Settings available are listed below.:
EXIT	Exit to System Menu

1	1 COIN - 1 CREDIT	**11**	1 COIN - 1 CREDIT 2 COINS - 2 CREDITS 3 COINS - 3 CREDITS 4 COINS - 5 CREDITS	
2	1 COIN - 2 CREDITS			
3	1 COIN - 3 CREDITS			
4	1 COIN - 4 CREDITS	**12**	5 COINS - 1 CREDIT	
5	1 COIN - 5 CREDITS	**13**	3 COINS - 1 CREDIT 5 COINS - 2 CREDITS	
6	1 COIN - 6 CREDITS	**14**	2 COINS - 1 CREDIT 4 COINS - 2 CREDITS 5 COINS - 3 CREDITS	
7	2 COINS - 1 CREDIT			
8	1 COIN - 1 CREDIT 2 COINS - 3 CREDITS	**15**	1 COIN - 1 CREDIT 2 COINS - 2 CREDITS 3 COINS - 3 CREDITS 4 COINS - 4 CREDITS 5 COINS - 6 CREDITS	
9	3 COINS - 1 CREDIT			
10	4 COINS - 1 CREDIT			
		16	FREEPLAY	

The user can select FREEPLAY or 1 credit per play.

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

9-2 GAME TEST MODE

9-2-5 SOUND SETTINGS

Select 'SOUND SETTINGS' from the 'Game Test Mode' Menu to display Sound Setting' Menu..

```
                    SOUND  SETTINGS


             ATTRACT SOUND          OFF
             MUSIC VOLUME           85
             EFFECT VOLUME          75
       >>    VOICE VOLUME           60
             TEST MUSIC             OFF
             TEST EFFECT            OFF
             TEST VOICE             OFF
             TEST FRONT SPEAKERS    OFF
             TESR REAR SPEAKERS     OFF
             TEST WOOFER            OFF
             EXIT




          SELECT WITH  SERVICE  BUTTON
            AND PRESS TEST BUTTON
```

This Test is used to set Audio Levels for the Game and Test the function of the Speakers

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

ATTRACT SOUND   ON = Sound will be played in Attract mode,
                           OFF = No sound in Attract
MUSIC VOLUME   Game Music level 00 to 99 (Default 85)
EFFECT VOLUME   Game Sound Effect level 00 to 99 (Default 75)
VOICE VOLUME   Game Voice level 00 to 99 (Default 65)
TEST MUSIC   Plays looping music audio
TEST EFFECT   Plays test sound effect audio
TEST VOICE   Plays test vocal audio

TEST REAR SPEAKERS   Plays music audio with emphasis on rear speakers
EXIT   Exit to System Menu

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

9-2 GAME TEST MODE

9-2-6 SCREEN TEST
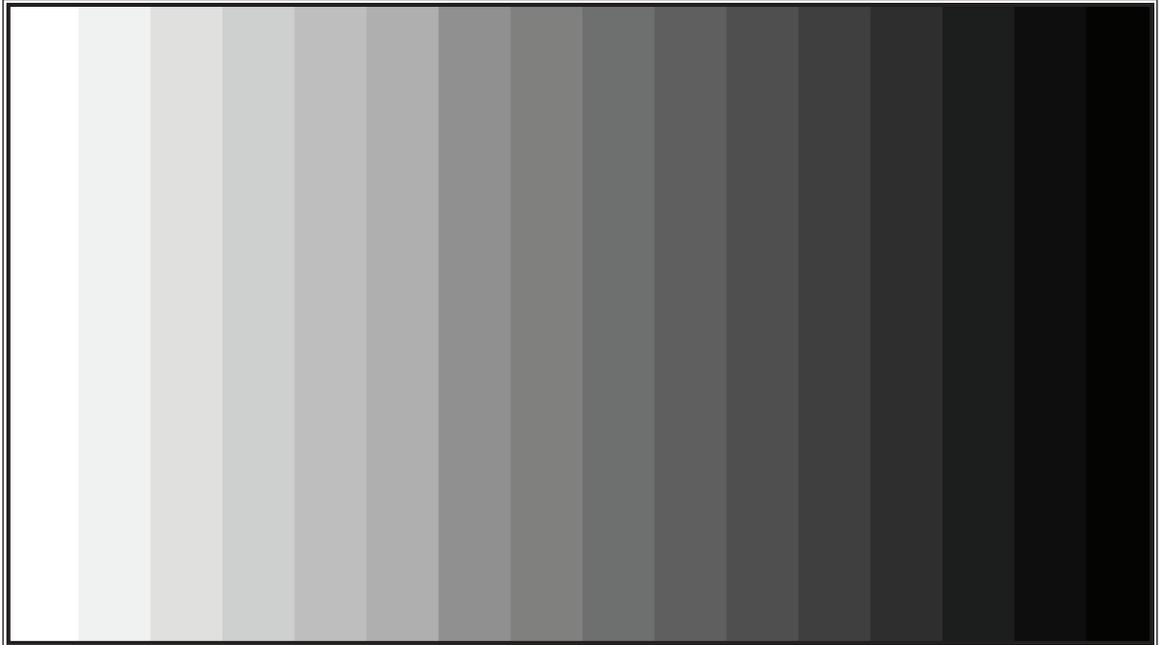
Select 'SCREEN TEST' from the 'Game Test Mode' Menu to display 'Screen Test' Menu..

```
                    SCREEN  TEST

                COLOUR BARS
                BRIGHTNESS
                GRID ALIGNMENT
      >>        EXIT




            SELECT WITH  SERVICE  BUTTON
              AND PRESS TEST BUTTON
```

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

COLOUR BARS   Selecting this test will display the following

WHITE	YELLOW	CYAN	GREEN	PURPLE	RED	BLUE	BLACK

9-2-6 SCREEN TEST   (Continued)

BRIGHTNESS   Selecting this test will display the following

GRID ALIGNMENT   Selecting this test will display the following
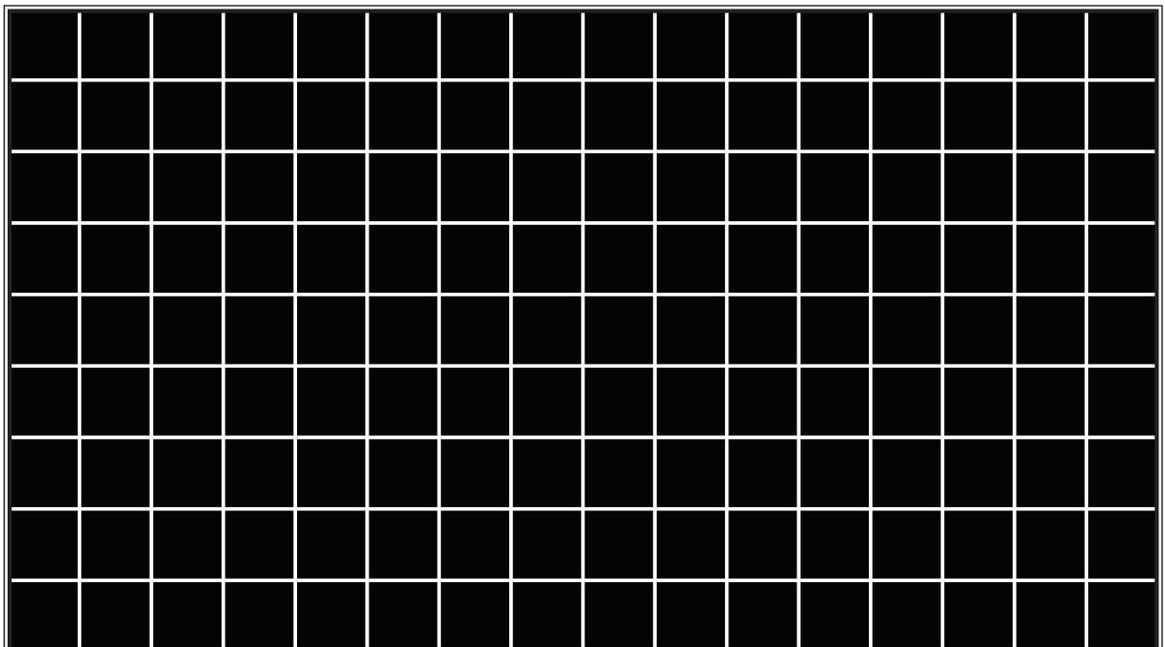
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

9-2-7 NETWORK TEST

Select 'NETWORK TEST' from the 'Game Test Mode' Menu to display the 'Network Test' Menu..

```
                    NETWORK  SETTINGS

               NETWORK STATUS          ON
               CABINET CONNECTED       0
               NETWORK ENABLED         YES
               CABINET ID              1
               CONFIRM CHANGES
          >>   EXIT




               SELECT WITH  SERVICE  BUTTON
                 AND PRESS TEST BUTTON
```
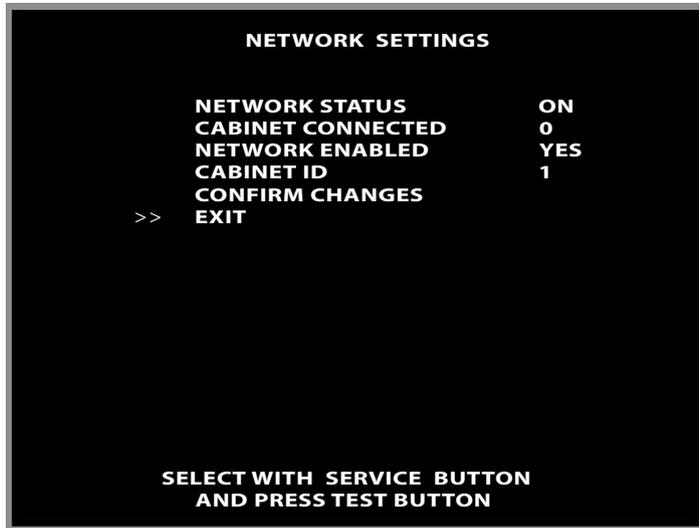
This Test is used to check the Network Link between Cabinets (If Connected)

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

NETWORK STATUS	ON if network hardware is OK, FAILED if network hardware is faulty
CABINETS CONNECTED	The number of cabinets connected EXCLUDING the current one (So if two cabinets are linked, this will show 1 cabinet connected)
NETWORK ENABLED	YES If network is being used, NO if network is switched OFF
CABINET ID	ID of cabinet from 1 to 8. If this value is changed, the user must use CONFIRM CHANGES below in order to confirm the new ID.
CONFIRM CHANGES	The user will be prompted to press TEST again to confirm. If the user presses TEST again, the action is confirmed and the PC will reset. If the user presses SERVICE the action is aborted and settings discarded.
EXIT	Exit to System Menu

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

9

TEST MODE

9-2-8 CALIBRATE INPUTS   1/2

Select 'CALIBRATE INPUTS' from the 'Game Test Mode' Menu to display the 'Calibrate Inputs' Menu..

```
                        CALIBRATION  TEST


            STEERING LEFT              0
            STEERING RIGHT             255
            BRAKE UP                   0
            BRAKE DOWN                 255
            ACCELERATOR UP             0
            ACCELERATOR DOWN           255
            STEERING OUTPUT            OFF
            STEERING STRENGHT          STRONG
            SEAT MOTION STRENGHT       STRONG
            CALIBRATE STEERING
            CALIBRATE BRAKE
            CALIBRATE ACCELERATOR
     >>     EXIT



             SELECT WITH  SERVICE  BUTTON
               AND PRESS TEST BUTTON
```
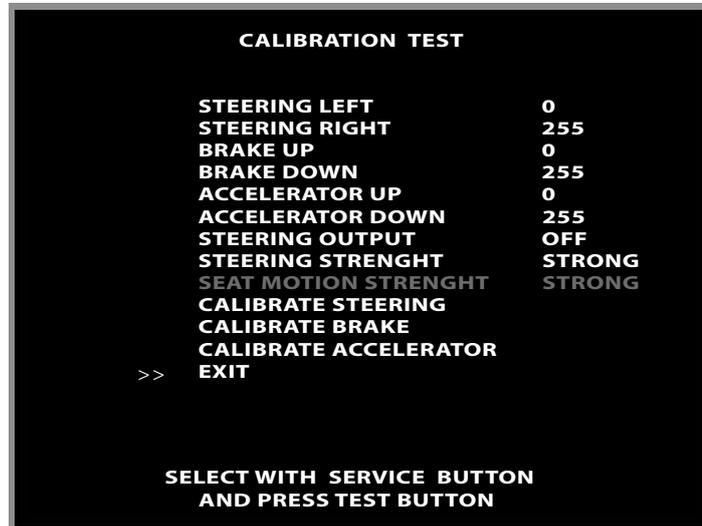
This Test is used to Calibrate Devices such as Steering and Pedals

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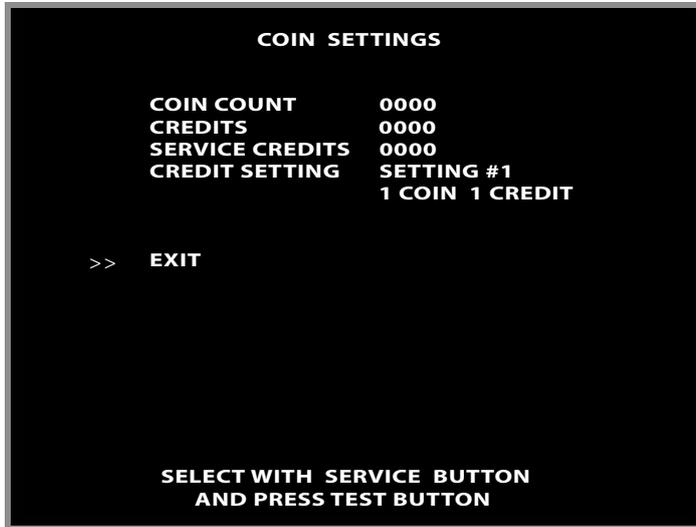Press the TEST Button to enter the selected item.

STEERING LEFT	Extreme Left steering calibration value
STEERING RIGHT	Extreme Right steering calibration value
BRAKE UP	Brake Pedal fully up calibration value
BRAKE DOWN	Brake Pedal fully down calibration value
ACCELERATOR UP	Accelerator Pedal fully up calibration value
ACCELERATOR DOWN	Accelerator Pedal fully down calibration value
STEERING OUTPUT	FULL LEFT – Current steering feedback strength applied LEFT
	FULL RIGHT – Current steering feedback strength applied RIGHT
	OFF – No force applied to steering
STEERING STRENGTH	OFF – No steering force will be used
	WEAK – Minimal steering force will be used
	NORMAL– Normal steering force will be used (Recommended)
	STRONG – Maximum steering force will be used

CALIBRATION SET PROCEDURE CONTINUED ON NEXT PAGE

9-2-8   CALIBRATE INPUTS   (Continued)   2/2

Select 'CALIBRATE INPUTS' from the 'Game Test Mode' Menu to display the 'Calibrate Inputs' Menu..

```
                    CALIBRATION  TEST

          STEERING LEFT              0
          STEERING RIGHT             255
          BRAKE UP                   0
          BRAKE DOWN                 255
          ACCELERATOR UP             0
          ACCELERATOR DOWN           255
          STEERING OUTPUT            OFF
          STEERING STRENGHT          STRONG
          SEAT MOTION STRENGHT       STRONG
          CALIBRATE STEERING
          CALIBRATE BRAKE
          CALIBRATE ACCELERATOR
    >>    EXIT



          SELECT WITH  SERVICE  BUTTON
            AND PRESS TEST BUTTON
```
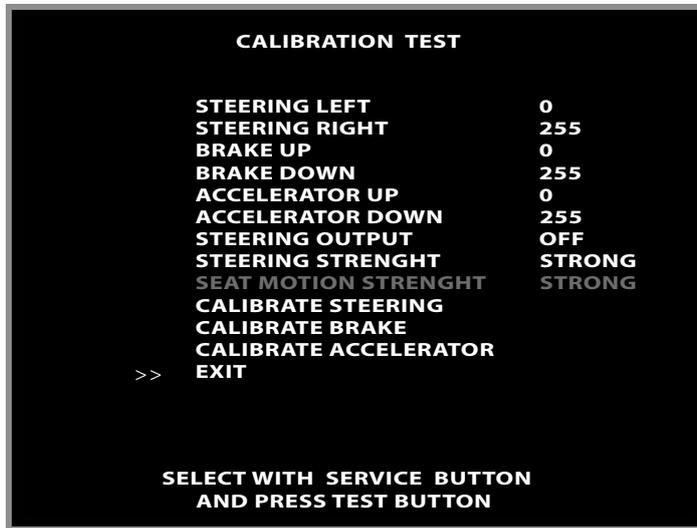
This Test is used to Calibrate Devices such as Steering and Pedals

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

CALIBRATE STEERING	Starts the steering calibration routine. The user must follow the on screen prompts to turn the wheel full left and then full right for 5 seconds.
CALIBRATE BRAKE	Starts the brake calibration routine. The user must follow the on screen prompts to fully depress and then release the brake pedal for 5 seconds.
CALIBRATE ACCELERATOR	Starts the Accelerator calibration routine. The user must follow the on screen prompts to fully depress and then release the Accelerator pedal for 5 seconds.
EXIT	Exit to System Menu

Once the user has selected the required motor power, he can test the setting by using the FULL LEFT or FULL RIGHT test. All motor power will be removed when the user exits from the test.

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

9-2-9 BOOK KEEPING   1/7

Select 'BOOKKEEPING' from the 'Game Test Mode' Menu to display 'Bookkeeping' Menu..

```
              BOOKKEEPING  PAGE  1/7  SUMMARY

          TOTAL TIME ON                    0:56'36'
          TOTAL CREDITS IN                 0
          TOTAL CREDIT CONTINUES           0
          TOTAL SERVICE CREDITS            0
          TOTAL SERVICE CREDIT CONTINUES   0
          TOTAL PLAYS                      121
          TOTAL AVERAGE GAME TIME          00'00"
          TRANSMISSION MANUAL              17
          TRANSMISSION AUTO                99
          BOOKKEEPING LAST CLEARED    00/00/0000  00.00
          HIGH SCORED LAST CLEARED    00/00/0000  00.00
          CLEAR HIGH SCORE
          CLEAR BOOKKEEPING
       >> NEXT PAGE
          EXIT

              SELECT WITH  SERVICE  BUTTON
              AND PRESS TEST BUTTON
```

Bookkeeping – Screen 1

This test is used to review statistical data from the system. It consists of 7screens of data. Screen 1 contains an overview of game play data.

TOTAL TIME ON	The total time the cabinet has been switched on, in HH:MM:SS
TOTAL CREDITS IN	The total number of coin credits entered
TOTAL CREDIT CONTINUES	The total number of coin credits used for continue games
TOTAL SERVICE CREDITS IN	The total number of service credits entered
TOTAL SERVICE CONTINUES	The total number of service credits used for continue games
TOTAL PLAYS	The total number of games played
TOTAL AVERAGE GAME TIME	The average game time for all games
TRANSMISSION MANUAL	The total number games played using Manual Transmission
TRANSMISSION AUTOMATIC	The total number games played using Automatic Transmission
BOOKKEEPING LAST CLEARED	The time the bookkeeping meters were last cleared
HIGH SCORES LAST CLEARED	The time the High Score tables were last cleared
CLEAR HISCORES	When selected, the user will be prompted to confirm. If the user confirms, the hiscore table is reset. If the user presses SERVICE, then no action is taken.
CLEAR BOOKKEEPING	When selected, the user will be prompted to confirm. If the user confirms, the bookkeeping meters are reset to zero. If the user presses SERVICE, then no action is taken.
NEXT SCREEN	Proceed to bookkeeping screen #2
EXIT	Exit to System Menu

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

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

9-2-9 BOOK KEEPING   (Continued)   2-3 / 7

```
            BOOKKEEPING  PAGE  2/7  PLAYS


     TOTAL PLAYS                      0
     TOTAL PLAYS CHAMPIONSHIP         0   (0%)
     TOTAL PLAYS QUICK RACE SP        0   (0%)
     TOTAL PLAYS CLASSIC SP           0   (0%)
     TOTAL PLAYS QUICK RACE MP        0   (0%)
     TOTAL PLAYS CLASSIC MP           0   (0%)




  >>  NEXT PAGE
      EXIT


           SELECT WITH  SERVICE  BUTTON
            AND PRESS TEST BUTTON
```

Bookkeeping – Screen 2   DATA ON 'TOTAL PLAYS'

Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #3
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

```
           BOOKKEEPING  PAGE  3/7  GAME TIMES


     TOTAL AVERAGE GAMR TIME              0'00"
     AVERAGE GAME TIME SINGLE PLAYER      0'00"
     AVERAGE GAME TIME MULTIPLAYER        0'00"
     AVERAGE GAME TIME CHAMPIONSHIP       0'00"
     AVERAGE GAME TIME QUICK RACE SP      0'00"
     AVERAGE GAME TIME CLASSIC SP         0'00"
     AVERAGE GAME TIME QUICK RACE MP      0'00"
     AVERAGE GAME TIME CLASSIC MP         0'00"



  >>  NEXT PAGE
      EXIT


           SELECT WITH  SERVICE  BUTTON
            AND PRESS TEST BUTTON
```

Bookkeeping – Screen 3   DATA ON 'AVERAGE GAME TIMES'

Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #4
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen

9-2-9 BOOK KEEPING   (Continued)

```
              BOOKKEEPING  PAGE  4/7  PLAYS BY DAY


              PLAYS ON SUNDAY           0
              PLAYS ON MONDAY           0
              PLAYS ON TUESDAY          0
              PLAYS ON WEDNESDAY        0
              PLAYS ON THURSDAY         0
              PLAYS ON FRIDAY           0
              PLAYS ON SATURDAY         0




          >>  NEXT PAGE
              EXIT


              SELECT WITH  SERVICE  BUTTON
                AND PRESS TEST BUTTON
```

Bookkeeping – Screen 4   DATA ON 'DAYS OF PLAY'

Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #5
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

```
              BOOKKEEPING  PAGE  5/7  PLAYS BY TIME


              00-01    0         12-13    0
              01-02    0         13-14    0
              02-03    0         14-15    0
              03-04    0         15-16    0
              04-05    0         16-17    0
              05-06    0         17-18    0
              06-07    0         18-19    0
              07-08    0         19-20    0
              08-09    0         20-21    0
              09-10    0         21-22    0
              10-11    0         22-23    0
              11-12    0         23-24    0

          >>  NEXT PAGE
              EXIT


              SELECT WITH  SERVICE  BUTTON
                AND PRESS TEST BUTTON
```
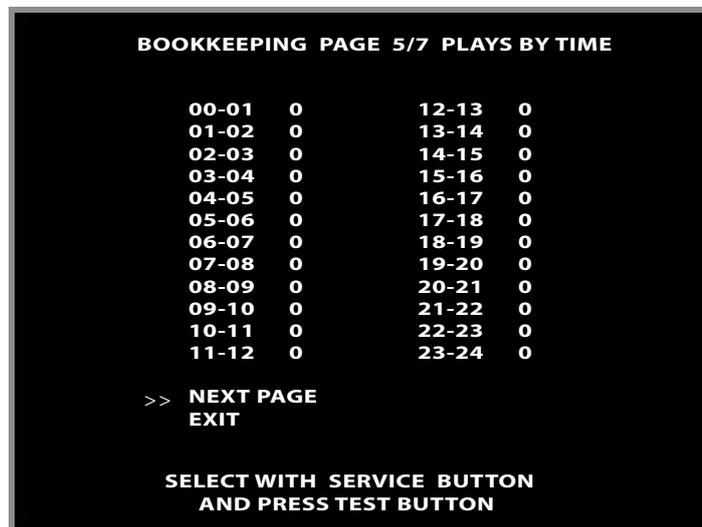
Bookkeeping – Screen 5   DATA ON 'TIMES OF PLAY'

Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #6
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen

9

TEST MODE

9-2-9 BOOK KEEPING   (Continued)   6-7 / 7

```
        BOOKKEEPING  PAGE 6/7  TRACKS


    TROPICAL            0
    CANYON              0
    ALPINE              0
    DESERT 95           0






 >>   NEXT PAGE
      EXIT


      SELECT WITH  SERVICE  BUTTON
        AND PRESS TEST BUTTON
```
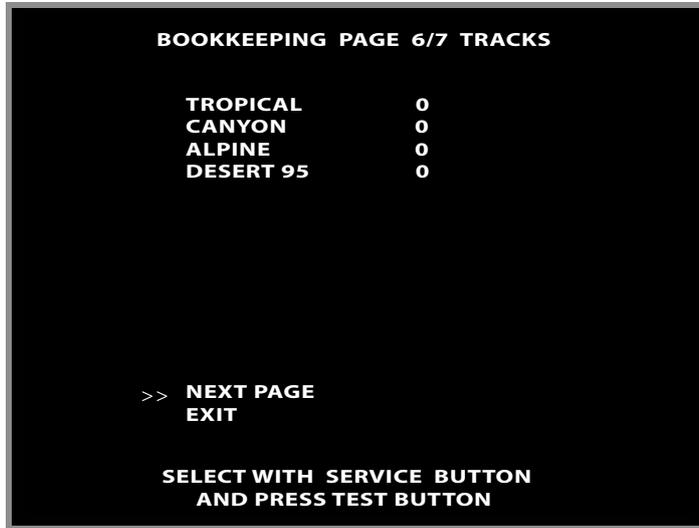
Bookkeeping – Screen 6   DATA ON 'RACE TRACKS'

Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #7
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

```
        BOOKKEEPING  PAGE 7/7  CARS


    Citroen  C4 WRC                      0
    Ford  Focus RS WRC 07                0
    Subaru Impreza WRC2008               0
    Suzuki SX4 WRC                       0
    Mitsubishi Lancer Evolution X        0
    Peugeot 207 Super 2000               0
    Toyota Celica ST205                  0
    Lancia Super Delta HF integrale      0
    Bowler Nemesis                       0
    McRae Enduro                         0


 >>  NEXT PAGE
     EXIT


      SELECT WITH  SERVICE  BUTTON
        AND PRESS TEST BUTTON
```
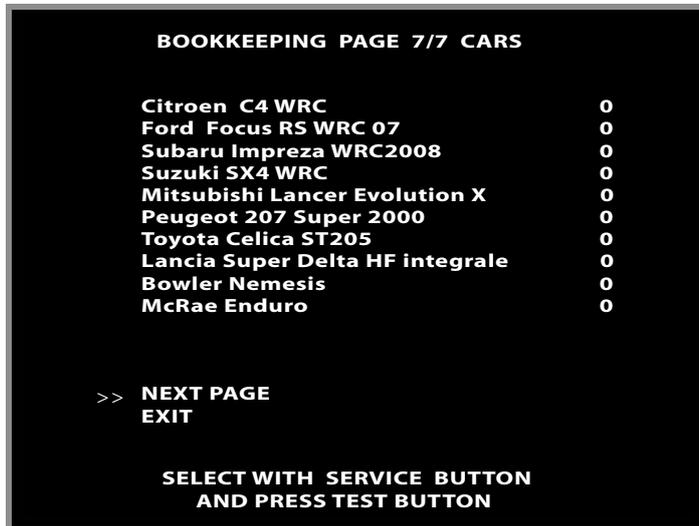
Bookkeeping – Screen 7   'DATA ON CARS'

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

9-2-10   CLOCK SETTINGS

Select 'CLOCK SETTINGS ' from the 'Game Test Mode' Menu to display 'Clock Settings' Menu..

```
                    CLOCK  SETTINGS


          CURRENT TIME      09:54:37
          CURRENT DATE      30/04/2008
          YEAR              2008
          MONTH             04
          DATE              30
          HOURS             09
          MINUTES           54
          SECONDS           37
       >> EXIT




              SELECT WITH  SERVICE  BUTTON
                AND PRESS TEST BUTTON
```

This test is used to set the current time and date of the computer system.

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

YEAR   Variable from 2000 to 2050
MONTH   Variable from 01 to 12
DATE   Variable from 1 to 28, 29, 30 or 31 (dependant on MONTH & YEAR)
HOURS   Variable from 0 to 23
MINUTES   Variable from 0 to 59
SECONDS   Variable from 0 to 59
EXIT   Exit to System Menu after adjusting clock to new value

When selected, the screen will show fields for YEAR, MONTH, DATE, HOURS, MINUTES
 and SECONDS. The SERVICE button is used to select the desired option and the TEST button
will increment the value of that option between specified parameters.

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

9-2-11   GAME SETTINGS

Select 'GAME SETTINGS' from the 'Game Test Mode' Menu to display 'Game Settings' Menu..

```
                    GAME  SETTINGS

            SPEEDO            MPH
            VIEW              BONNET
            LANGUAGE          ENGLISH
            DIFFICULTY        MEDIUM
            CONTINUES         ON
            RACE LENGTH       3




        >>  EXIT


            SELECT WITH  SERVICE  BUTTON
              AND PRESS TEST BUTTON
```
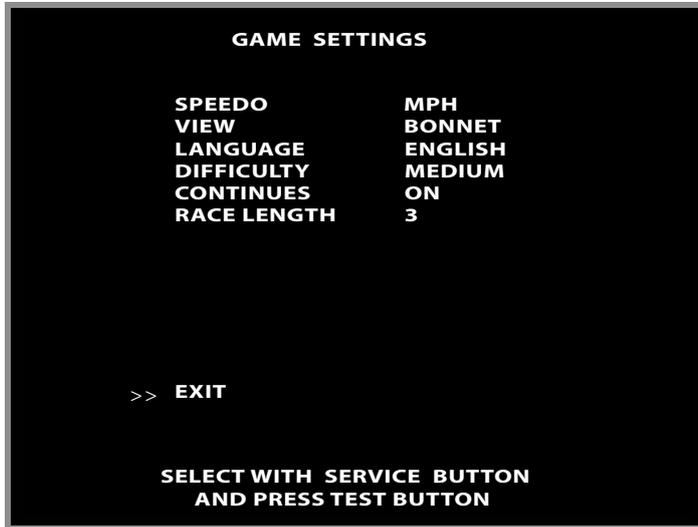
This Test is used to set up the various Game Options that are available

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

SPEEDO	Option A = MPH	Option B = Km/H	
VIEW	Option A = BUMPER	Option B = BONNET	Option C = CHASE
LANGUAGE	Option A = ENGLISH	Option B = FRENCH	Option C = ITALIAN
	Option D = GERMAN	Option E = SPANISH	
DIFFICULTY	Option A = EASY	Option B = MEDIUM	Option C = HARD
CONTINUES	Option A = ON	Option B = OFF	
RACE LENGTH	Option A = '2'	Option B = '3'	Option C = '4'
EXIT	Exit to System Menu		

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

🔟 CONTROLLER UNIT

⚠️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.

- Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.

- Exercise due caution in performing soldering work. If soldering iron is handled carelessly, there could be fires or burns.

⚠️CAUTION

- When fastening plastic parts, be careful not to tighten screws or nuts excessively. If these are tightened to excess, parts could be damaged, resulting in injuries from fragments, etc.

- After the unit has been disassembled and reassembled again, check carefully to be sure that there are no gaps or rattling at the junctions and that the trigger can be operated smoothly. If there are gaps or rattling, or if operation is not satisfactory, the players could get fingers or hands caught, resulting in injury.

- Be sure to inspect gun surfaces for cracks and damage. Players could be injured if they play when the unit is cracked or damaged.

- Assemble so that there is no gap between the L and R covers. If there is a gap or rattling, the players could get fingers or hands caught, resulting in injury.

(STOP) IMPORTANT

- Once the product has been disassembled, use slack preventive agent (product No. : 090-0012-N). Coat screws with suitable amounts of this agent and then tighten them. If this agent is not used, the product might start rattling or come apart.

- Use the slack preventive agent prescribed in these instructions. If any other agent is used, there could be chemical changes that inhibit the use of screws and part surfaces could be damaged.

- Be careful not to damage or lose small parts or screws.

- When a part has been replaced, be sure to always make adjustments and check conditions in Test Mode.

STEERING WHEEL ASSEMBLY

50-4018-00
43-0184-00
50-4032-00
43-0995-00
50-2670-00
50-4042-10
43-0735-00
50-4043-00
43-0232-00
43-0065-00
50-2511-00
42-0093-00
43-0014-00
43-0018-00
50-8455-00
50-4040-PL
50-4041-00
50-4045-PL
43-1170-00
50-2092-00
43-0576-00
90-1208-00
43-0117-00
43-0978-00
43-0305-00
50-4014-00
43-0188-00
50-2545-00
50-8145-00
50-1035-00
50-2525-00
43-0340-00
50-2659-00
50-8130-00
50-8129-00
43-0341-00
43-0232-00
43-0035-00
43-0034-00
43-0328-00
50-2715-00
43-0284-00
50-4016-00

10.2 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.
>
> ● Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.

If the shift lever switch input does not function correctly on the INPUT TEST screen, the switch may need to be replaced. To carry out this maintenance, you must first remove the shift lever unit.
For this task, you will need a tamper proof wrench (for M5 screws), /and a Phillips-head screwdriver (for M4 screws).

10-21 REMOVING THE SHIFT LEVER

1 Turn the power OFF

2 Using the M5 tamper proof wrench remove the four tamper proof screws, 1 located in each of the corner of the Shift Lever.

3 Gently lift out the Shift Lever to reveal the wiring harness, locate the plug connecting it to the Control panel and remove the connection. The Shift Lever can now be extracted.

4 When re-installing the Shift Lever follow the above instructions in the reverse order. At this time ensure that the 'DOWN' display appears on the upper part of the Shift Lever as shown.

5 After the Re-installation of the Shift Lever, be sure to check the INPUT TEST in the Game Test mode to determine it's correct operation.

10.22   SWITCH REPLACEMENT

Follow the instructions below to change the microswitch.

1   **Unscrew and remove the M3x16 Self Tapping Screws which secure the microswitch to the Gear Shift base.**

2   **Remove the microswitch.**

3   **Remove the wiring harness from the old miscoswitch and re-attach it to the replacement switch in the same manner**

4   **Using the M3x10 self tapping screws, refit the replacement microswitch to the Gear Shift base.**

5   **The unit is now ready to be refitted into the control panel, to do this follow in the reverse order 11-1 Removing the Shift Level.**
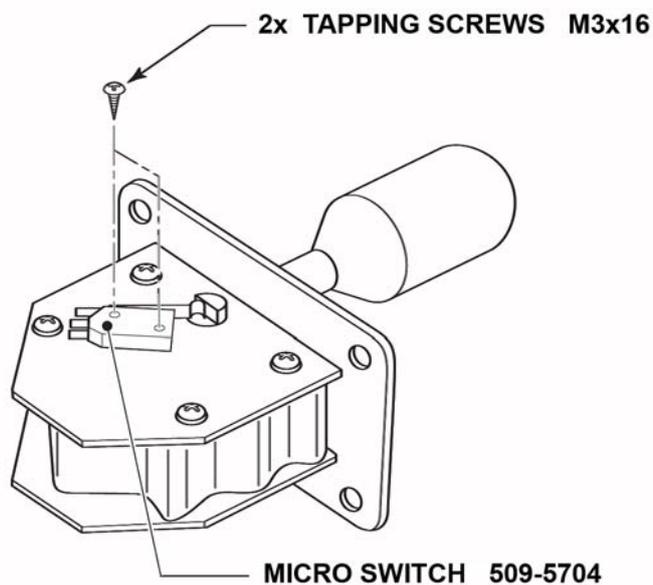
2x TAPPING SCREWS   M3x16
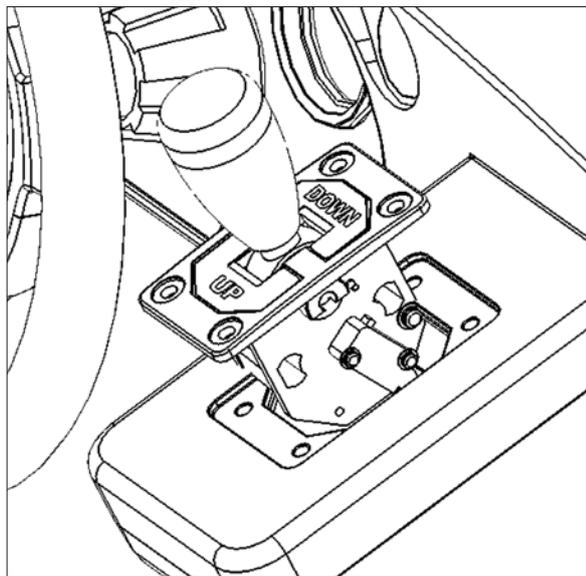
MICRO SWITCH   509-5704

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 an electric shock, short circuit or present a risk of fire.**

● **This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an 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.**

(STOP) IMPORTANT

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

If the accelerator or brake pedals are not functioning correctly, you may need to adjust the positioning of the volume or replace it with a new one. In addition, you should apply grease to the gear contacts and spring parts once every three months.

10-31   ADJUSTING/REPLACING THE VOLUME

When the accelerator pedal is not being pressed, the accelerator volume should have a value of 30H or less. When the pedal is being pressed, the value should be C0H or greater.

When the brake pedal is not being pressed, the value should be 35H or less. When the pedal is being pressed, it should be D0H or more. You can view these values in test mode. Note that the unit must be switched on to use test mode. Do not touch any part of the unit except those areas indicated when the unit is switch on, as there is a danger of electrical shock or short-circuit.

For this task, you will need a Phillips-head screwdriver (for M4, M5 screws).

Adjusting Procedure

1 On the accelerator and brake pedal unit, remove the two truss screws and lift off the front cover.

TRUSS SCREW (2), chrome
M4x8

FRONT COVER
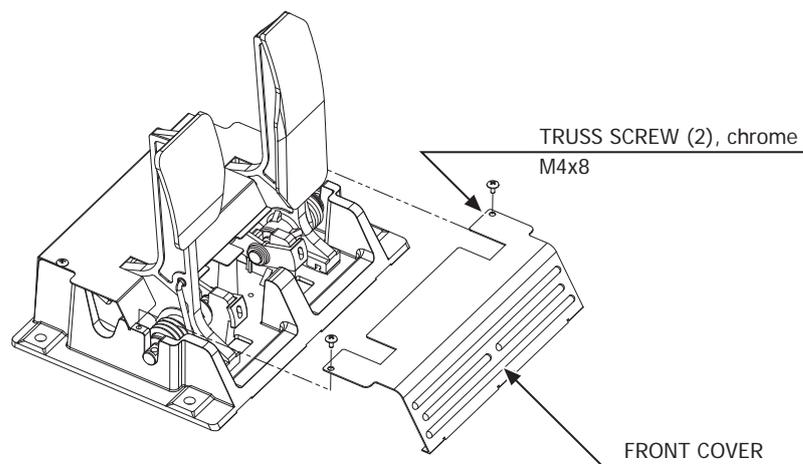
10-31 FIG. 01

2 Loosen the single screw that secures the potentiobase, and move the base to adjust the volume values.

SCREW (1)

M5x12, w/flat & spring washers

VOLUME

220-5484
220-5753
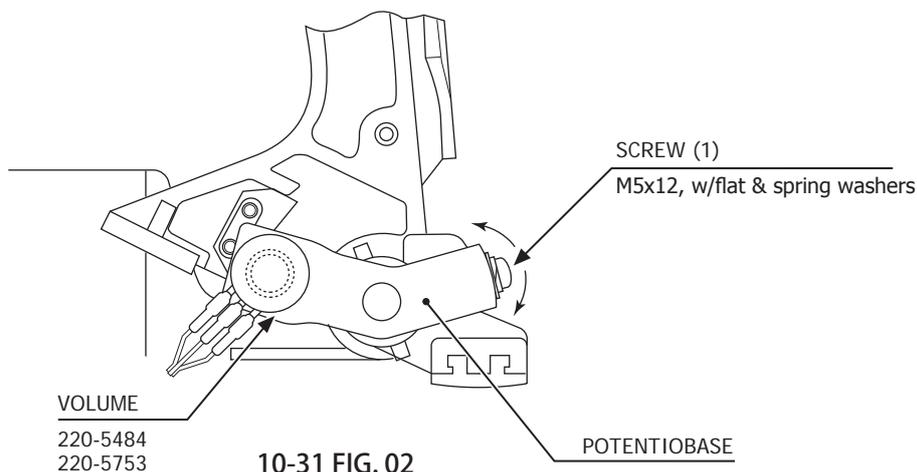
10-31 FIG. 02

POTENTIOBASE

3 Secure the potentiobase.

4 Configure the volume values on the INPUT ASSIGNMENTS screen in Game Test Mode (see Service Manual).

5 Check that the values change smoothly in response to pedal input.

Replacing the Volume

1 Switch off the unit.

2 Remove the two screws and lift off the potentio cover.

TRUSS SCREW (2), chrome
M4x8

POTENTIO COVER
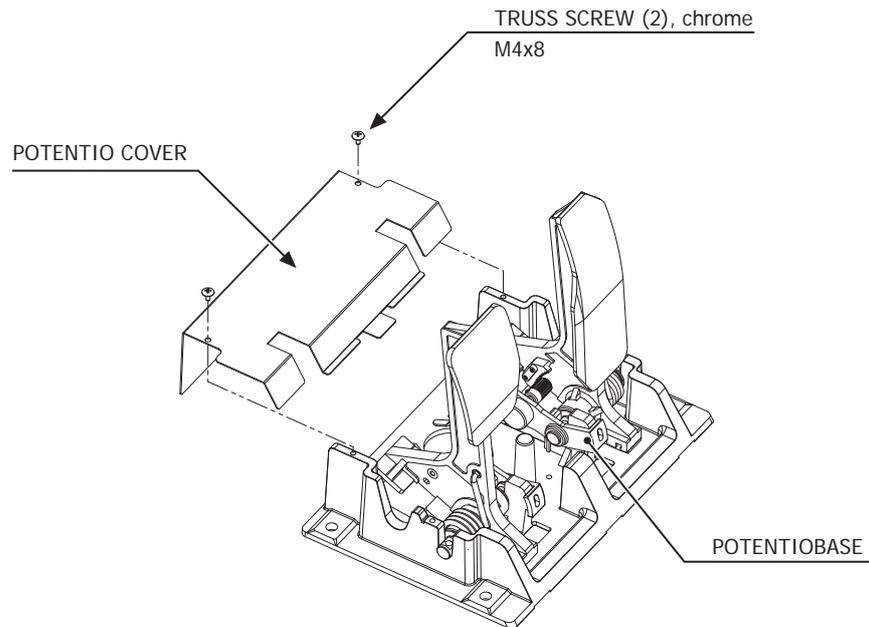
POTENTIOBASE

10-31 FIG. 03

3 Detach the connector from the volume to be replaced.

4 Remove the single screw that secures the potentiobase. (see 10-31 FIG. 02).

5 Without detaching the volume, remove the potentiobase. (see 10-31 FIG. 03).

6 Remove the base and gear from the volume, and replace it.

7 After replacement, configure the volume as described above in "Adjusting Procedure"

8 When you have finished, check that the values change smoothly in response to pedal input.

(STOP) **IMPORTANT**

> **Use only the specified grease. Using any other kind of grease can result in damage to parts.**

Once every three months, you should apply grease to the gear contacts and spring parts.
Use Grease Mate-brand spray grease (Part No.: 090-0066).

POTENTIOBASE
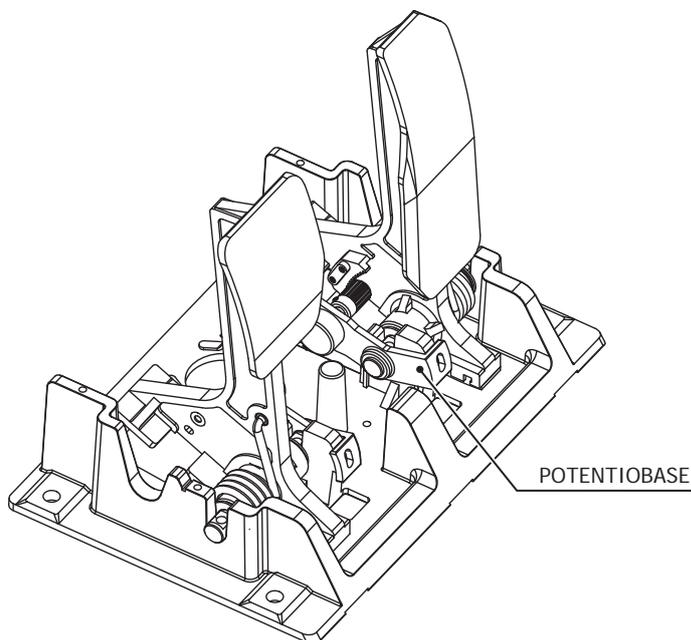
10.32 FIG. 01

10.4 HAND BRAKE ASSEMBLY

If the Hand Brake lever switch input does not function correctly on the INPUT TEST screen, the switch may need to be replaced. To carry out this maintenance, you must first remove the Hand brake lever unit. For this task, you will need a tamper proof wrench (for M5 screws), /and a Phillips-head screwdriver (for M4 screws).

10-41   REMOVING HAND BRAKE

1 Turn the power OFF

2 Using the M5 tamper proof wrench remove the four tamper proof screws, 1 located in each of the corner of the Hand Brake Lever Plate. Marked 'A'

3 Gently lift out the Hand Brake Lever to reveal the wiring harness, locate the plug connecting it to the Control panel and remove the connection. The Hand Brake can now be extracted.

4 When re-installing the Hand Brake Lever follow the above instructions in the reverse order. At this time ensure that the 'DOWN' display appears on the upper part of the Shift Lever as shown.

5 After the Re-installation of the Shift Lever, be sure to check the INPUT TEST in the Game Test mode to determine it's correct operation.
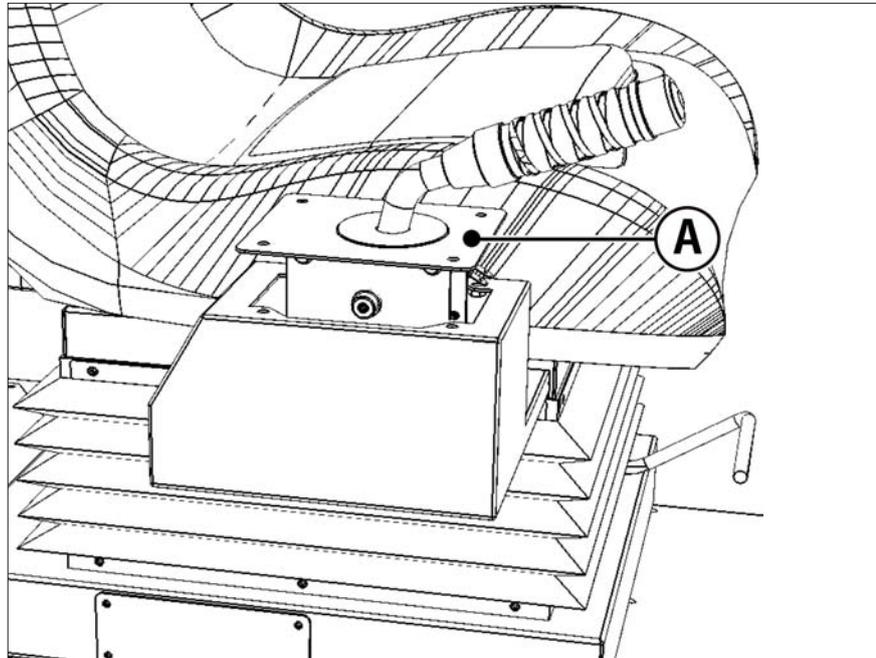
10.42   SWITCH REPLACEMENT

Follow the instructions below to change the microswitch.

1 **Unscrew and remove the M3x16 Self Tapping Screws which secure the microswitch to the Gear Shift base.**

2 **Remove the microswitch.**

3 **Remove the wiring harness from the old miscoswitch and re-attach it to the replacement switch in the same manner**

4 **Using the M3x10 self tapping screws, refit the replacement microswitch to the Hand Brake base.**

5 **The unit is now ready to be refitted into the control panel, to do this follow in the reverse order 10-41 Removing the Hand Brake Lever.**

SWITCH FIXING
SCREWS
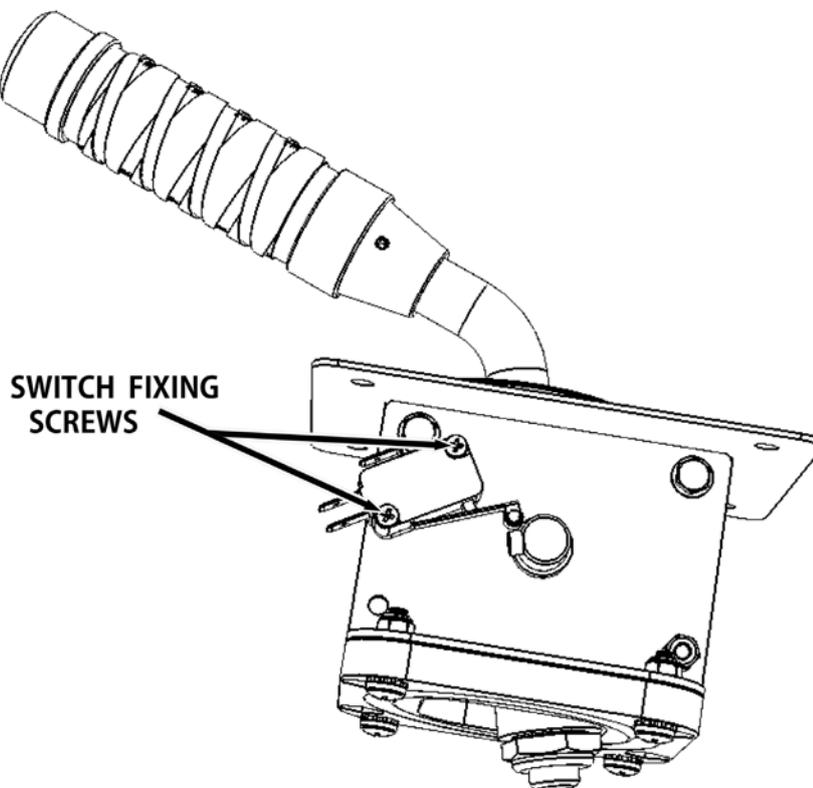
NOTES ON CONTROL UNITS

11 MONITOR (32" LCD)

11-1 SAFETY PRECAUTIONS WHEN HANDLING THE MONITOR

⚠ WARNING

Responding to breakdown or abnormality

● **If smoke or a strange odor appears, immediately unplug the power cable from the power source.**

   Continuing to use the product may cause a fire or an electric shock. Ensure that smoke is no longer emitted, and contact the point of purchase.

● **If nothing displays on the screen, immediately unplug the power cable from the power source.**

   Continuing to use the product may cause a fire or an electric shock. Contact the point of purchase and request an inspection.

● **If water or a foreign object enters the monitor's interior, immediately unplug the power cable from the power source.**

   Continuing to use the product may cause a fire or an electric shock. Contact the point of purchase and request an inspection.

● **If the monitor is dropped or the cabinet is damaged, immediately unplug the power cable from the power source.**

   Continuing to use the product may cause a fire or an electric shock. Contact the point of purchase and request an inspection.

   During operation

● **Do not repair, reconstruct, or disassemble the monitor.**

   The monitors interior contains high voltage parts. A fire or an electric shock could result.

   For inspections, adjustments, and repair of the monitors interior, request work from the point of purchase.

● **Do not insert foreign objects.**

   If metal objects or flammable materials such as paper are inserted into the interior through ventilation openings or other apertures, an electric shock could result.

● **In the event of a thunder storm, do not touch the product or the power cable. An electric shock could result.**

● **Make sure to perform appropriate adjustments. 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.**

11-2 CLEANING THE SCREEN SURFACE

⚠CAUTION

- **Use a soft, dry cloth (flannel-type) to wipe away dirt. Do not use materials such as coarse mesh gauze.**

- **Alcohol (ethanol) is the recommended solvent for removing dirt. When using a cleaning agent, follow the precautions below.**

  - **Dilute neutral cleaning agents for home use with water. Soak a soft cloth in the solution, and wring it thoroughly before wiping the screen.**

  - **Do not use abrasive cleaning agents or powders, or cleaning agents containing bleach.**

  - **Do not use alkaline cleaning agents such as glass cleaners, or solvents such as thinners.**

- **Do not scrub or scratch the screen surface with abrasive materials such as brushes or scrub brushes.**

CLEAN THE SCREEN SURFACE ONCE A WEEK.

(STOP) **IMPORTANT**

All adjustment values are set accurately at the time of shipping from the factory. Do not readjust these values needlessly or apply adjustments not specified in this manual. The display may not appear properly if the values are incorrect.

CONTROL - ADJUSTMENT PROCEDURE

This sections explains basic control procedures for making adjustments using the buttons on the 'Monitor Adjustment Board'

11-3 Fig. 01

This Adjustment Board, and the Monitor Power Supply are located behind the LCD Display rear cover.

11-3 Fig 01 shows the 9 screws marked X that have to be removed in order to gain access to the control.

MENU SELECT DOWN   UP   LED   POWER

MONITOR ADJUSTMENT BOARD

32" LCD MONITOR POWER SUPPLY
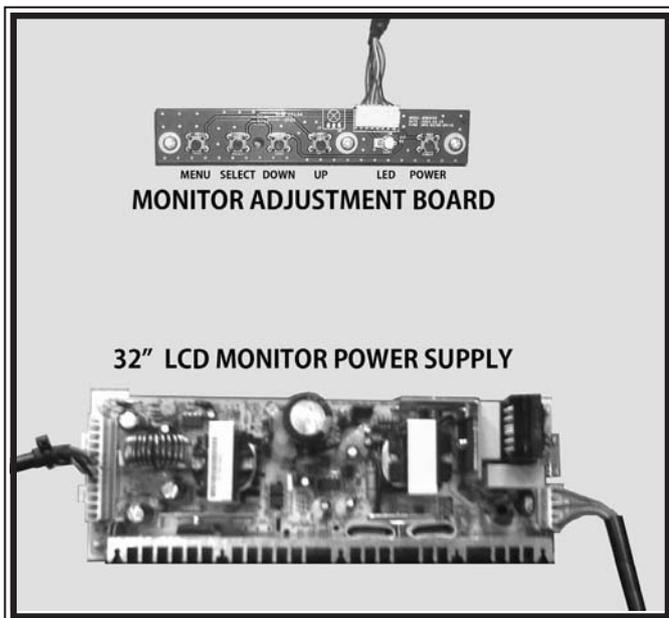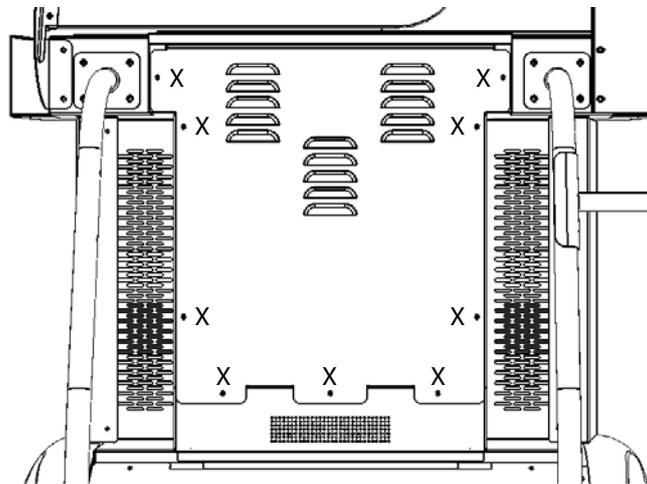
11-3 Fig 03   Identifies the components
 located behind the cover.

11-3 Fig. 02

Button Names and Functions
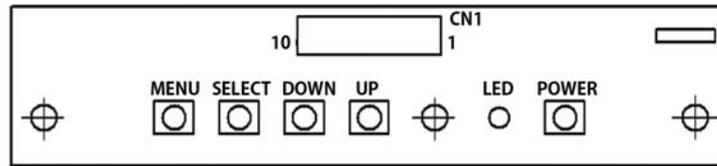
11-3 Fig. 03

MENU:
Turn the Picture Menu display ON and OFF.

SELECT:
Gains entry to the Item selected in the menu. (Highlights in Yellow when selected)
Exits the Item adustment. Any changes made during this operation are actioned.

DOWN:
Moves the cursor (Black Bar) down to select a menu item.
Decrease the value of, or change, a selected menu item.

UP:
Move the cursor (Black Bar) up to select a menu item.
Increase the value of, or change, a selected menu item.

LED:
LED illuminates green: Monitor is operating.
LED flashes red: Power is off.

POWER:
Turns the LCD Display ON and OFF. (Usually, it's not necessary to operate.)

11-3 ADJUSTMENT METHOD

On-Screen Display (OSD)

Press the MENU Button while the OSD is not displayed to bring up the Picture Menu.
On the Picture Menu, it is possible to perform various screen adjustments.

PICTURE

CSM
Brightness
Contrast
Red
Green
Blue
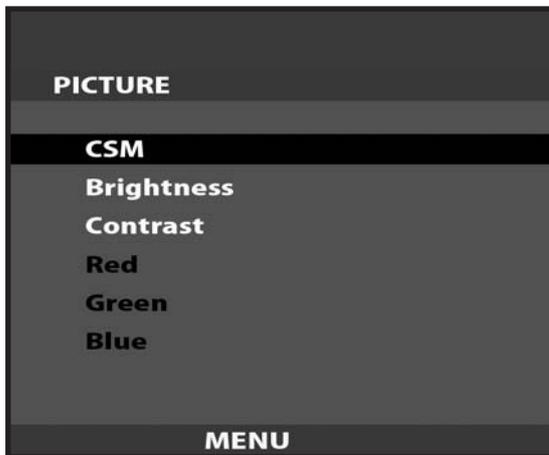
MENU

11-3 Fig. 04

Use the UP and DOWN Buttons to move the 'Black Bar' to the item you want to adjust.
After selecting the desired item, pressing the SELECT Button will extend the MENU Screen and allow adjustments to be changed.

Within each item, press the SELECT Button to exit the adjustment screen. The adjustment values at this time will be saved simultaneously.

PICTURE

CSM   6500K
Brightness   100
Contrast   50
Red   50
Green   50
Blue   50

MENU
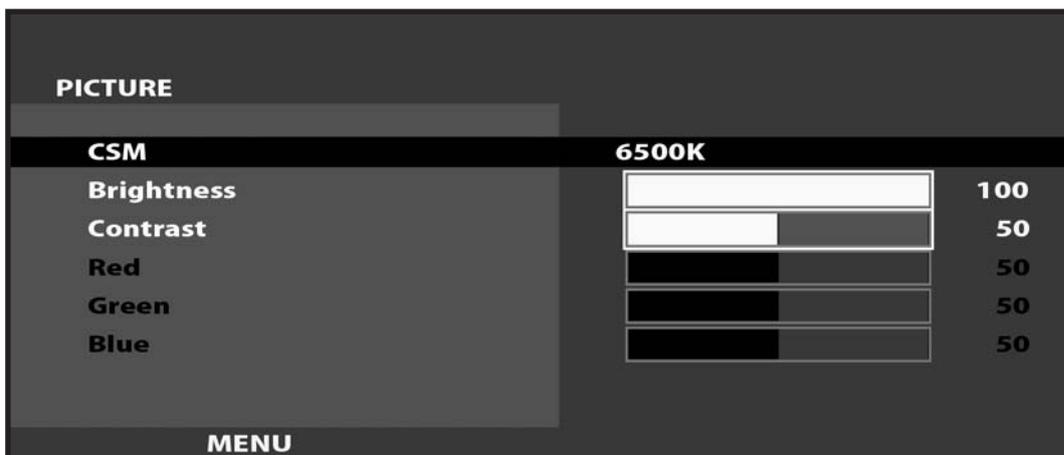
11-3 Fig. 05

The current options are set at   :   CSM   -   6500K
                                            Brightness   -   100
                                            Contrast   -   50

11-3 ADJUSTMENT METHOD

On-Screen Display (OSD)

PICTURE

CSM	6500K
Brightness	100
Contrast	50
Red	50
Green	50
Blue	50

MENU

11-3 Fig. 06

Available Settings

● CSM   (Selects Operation Mode))
Selection availble -   6500K - 9300K - USER

● BRIGHTNESS   (Adjust Brightness)
Adjust screen Brightness. - Values: 0 - 100
(0" being the darkest setting, and "100" being the brightest)

● CONTRAST   (Adjust Contrast)
Adjust Contrast level. - Values: 0 - 100
(0" having the least amount of difference between light and dark, and "100" having the most)

NOTE :   The Red, Green, and Blue adjustments are unavailable in the Mode of Operation
selected on the Screen shown in 11-3 Fig. 06. These adjustments can only be made is the
CSM option is set to 'User' .

12 COIN HANDLING

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.

12-1   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 the power for the machine OFF. Open the coin chute door.

2   Remove the Coin Selector from the coin chute door.

3   Open the gate and dust off by using a soft brush (made of wool, etc.).

GATE
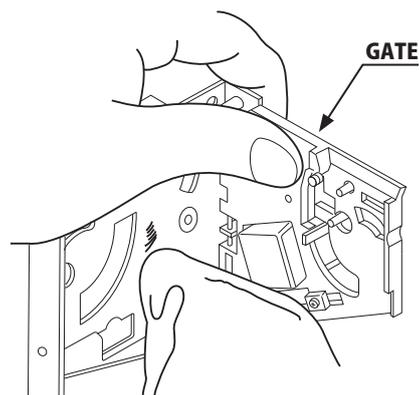
FIG. 12 a

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

5 Remove the CRADLE.
When removing the retaining ring (E ring), be very careful so as not to bend the rotary shaft.

CRADLE
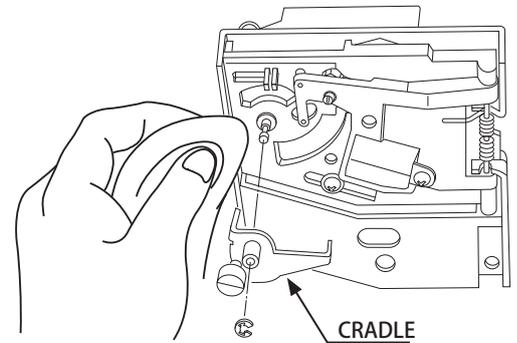
FIG. 12b

6 Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth, etc.

7 After wiping off as per previous step, further apply a dry cloth, etc. to cause the Coin Selector to dry completely.

Coin Insertion Test

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

Does the Coin Meter count satisfactorily?

Does the coin drop into the cashbox correctly?

Is the coin rejected when inserted while keeping the REJECT Button pressed down?

Insert a coin while keeping the REJECT Button pressed down and check if it is rejected.
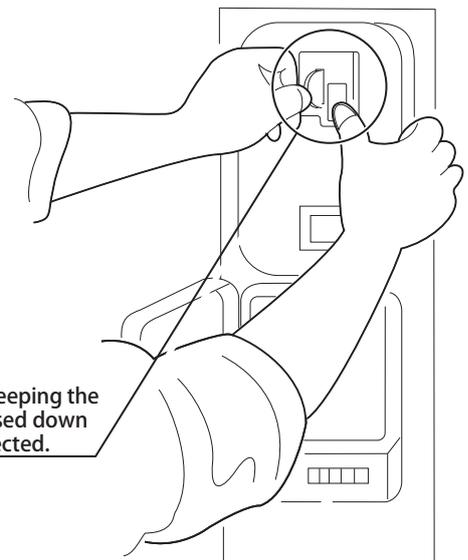
FIG. 12 c

This product comes equipped with a Money Controls SR3 Coin Acceptor. To adjust the price of play ALL credit setting are adjusted via the EXCEL CREDIT BOARD.

IMPORTANT!

The CREDIT SETTINGS within the SYSTEM TEST MODE must be set to 1 coin 1 credit to allow the CREDIT BOARD to function correctly.

The VTS BD has a built in Credit Board. This is controlled by 2 DIL Switches. These allow the operator to select the price of play, type of coin acceptor and region.

VTS Board
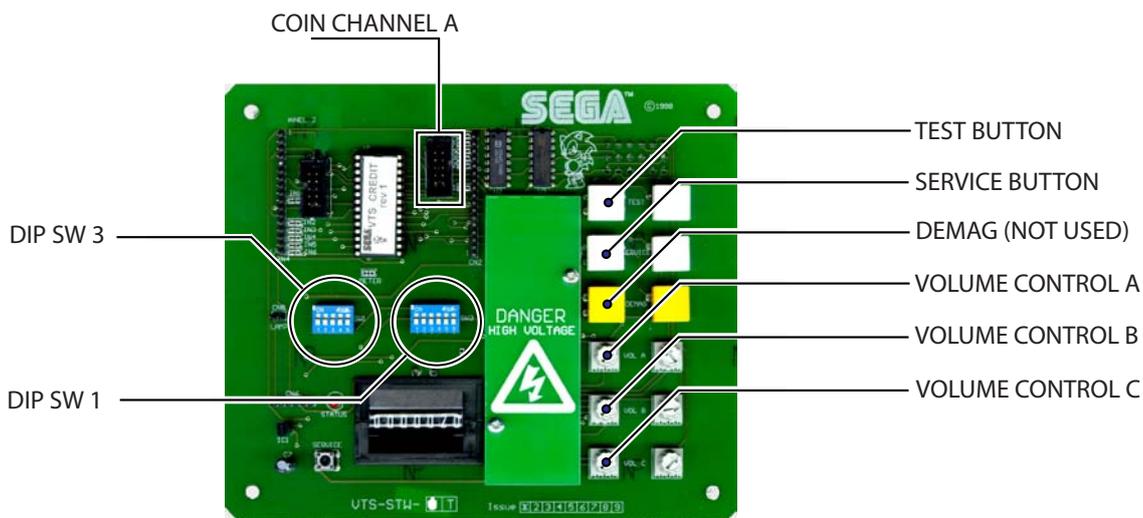
DIL SW3 (Regional Settings)	Adjust these switches to specify the type of Coin Acceptor used and currency. Default = SW1&SW2 ON - SR3 in parallel made, Sterling.
TEST BUTTON	Provides access to the TEST MENU when pressed.
SERVICE BUTTON	Provides a SERVICE CREDIT when pressed
Status LED	Flashes when functioning.
CHANNEL 1	To Coin Acceptor (SR3 TYPE.)
DIL SW1 (credit settings)	Adjust to required price of pay.
DEMAG	NOT USED
VOL CONTROL A	MAIN VOLUME ADJUSTMENT (FRONT SPEAKERS)
VOL CONTROL B	SECONDARY VOL ADJUSTMENT (GUN SPEAKERS)
VOL CONTROL C	NOT USED

REGIONAL AND ACCEPTOR SETTINGS (SW3)

| | | Credit Board Mode Settings Switch 3 | | | | | | | | | | | | | | | | | |
| | | Switch 3 Setting | | | | | | Coin Validator Programming | | | | | | | | C120/SR3 Only | | | |
Country	Setting	SW1	SW2	SW3	SW4	SW5	SW6	COIN1	COIN2	COIN3	COIN4	COIN5	COIN6	COIN7	COIN8	COIN9	COIN10	COIN11	COIN12
UK	Coin Controls C220 Parallel	OFF	OFF	OFF	OFF			£1	50p new	20p	10p	-	50p old	-	-				
UK	Coin Controls C220 Binary	ON	OFF	OFF	OFF			£1	50p new	20p	10p	-	50p old	-	£2				
UK	Coin Controls C220 Binary	OFF	ON	OFF	OFF			£1	50p new	20p	10p	-	£2	-	50p old				
UK	Coin Controls SR3 Parallel	ON	ON	OFF	OFF			£1	50p new	20p	10p	-	£2	-	50p old	-	-	-	-
UK Euro	Coin Controls SR3 Parallel	OFF	OFF	ON	OFF			£2 €2	£1 €1	50p new 50¢	20p 20¢	10p 10¢	-	-	-	50p old	-	-	-
UK	Mars ME/MS 111 Parallel	ON	OFF	ON	OFF			£1	£2	20p	10p	50p new	50p old						
UK	NRI Parallel	OFF	ON	ON	OFF			10p	20p	50p	£1	£2	-						
Belgium	Parallel	ON	ON	ON	OFF			-	50BFr	20BFr	5BFr								
Holland	Parallel	OFF	OFF	OFF	ON			-	5NLG	2.5NLG	1NLG								
Austria	SR3 Parallel	ON	OFF	OFF	ON			20Sch	10Sch	5Sch	1Sch								
Spain	Coin Controls C220 Binary	OFF	ON	OFF	ON			500Pta	200Pta	100Pta	50Pta	25Pta	200Pt old	50Pta old	25Pta old				
Spain	SR3/NRI Parallel	ON	ON	OFF	ON			500Pta	200Pta	100Pta	50Pta	25Pta	-	-	200Pta	-	50Pta old	25Pta old	-
Spain	Coin Controls C220 Parallel	OFF	OFF	ON	ON			100Pta	50Pta new	-	25Pta new	-	50Pta old	-	25Pta old				
Portugal Euro	Parallel	ON	OFF	ON	ON			200Es €1	100Es 50¢	50Es	-	-	-	-	-				
	TBA					OFF		TBA											
	TBA					ON		TBA											
	Channels						OFF	Direct Mode											
							ON	2 channel Mode											

Please Note

The credit board automatically sets the validator for parallel and binary operation through an output on pin 8 of the 17 way pinstrip. For the feature to work it is necessary for the validator interconnecting cable to include at wire at this position

Note: These switch settings are under constant review and may change due to world currency updates.

- Set SW 1 according to the option settings found in the relevant Price of Play Settings Table on the following pages.
- For Germany (DM), France (Fr) & Switzerland (SFr), use the appropriate existing setting shown above (from another country) that matches the coin ratios programmed into your coin mech.
- Set SW 3 on the VTS /Excel board as shown in the table above corresponding to the country required.

STERLING PRICE OF PLAY SETTINGS (SW1)

#	Price	Bonus			DIL Switch 1				
					1	2	3	4	5
1	10p	50p = 5 plays	£1 = 10 plays	£2 = 20 plays	OFF	OFF	OFF	OFF	OFF
2	10p	50p = 6 plays @ 8.33p per play	£1 = 12 plays @ 8.33p per play	£2 = 24 plays @ 8.33p per play	ON	OFF	OFF	OFF	OFF
3	20p	50p = 2.5 plays	£1= 5 plays	£2 = 10 plays	OFF	ON	OFF	OFF	OFF
4	20p	50p = 3 plays @ 16.66p per play	£1 = 6 plays @ 16.66p per play	£2 = 12 plays @ 16.66p per play	ON	ON	OFF	OFF	OFF
5	30p	50p = 1.66 plays	£1 = 3.33 plays	£2 = 6.66 plays	OFF	OFF	ON	OFF	OFF
6	30p	50p = 1.66 plays	£1 = 4 plays @ 25p per play	£2 = 8 plays @ 25p per play	ON	OFF	ON	OFF	OFF
7	30p	50p = 2 plays @ 25p per play	£1 = 4 plays @ 25p per play	£2 = 8 plays @ 25p per play	OFF	ON	ON	OFF	OFF
8	30p	50p = 2 plays @ 25p per play	£1 = 3 plays @ 33.33p per play	£2 = 6 plays @ 33.33p per play	ON	ON	ON	OFF	OFF
9	40p	50p = 1.25 plays	£1 = 2.5 plays	£2 = 5 plays	OFF	OFF	OFF	ON	OFF
10	40p	50p = 1.25 plays	£1 = 3 plays @ 33.3p per play	£2 = 6 plays & 33.3p per play	ON	OFF	OFF	ON	OFF
11	50p	50p = 1 play	£1 = 2 plays	£2 = 4 plays	OFF	ON	OFF	ON	OFF
12	50p	50p = 1 play	£1 = 3 plays @ 33.3p per play	£2 = 6 plays @ 33.3p per play	ON	ON	OFF	ON	OFF
13	50p	50p = 1 play	£1 = 2 plays	£2 = 5 plays @ 40p per play	OFF	OFF	ON	ON	OFF
14	60p	50p = 0.83 play	£1 = 1.66 plays	£2 = 3.33 plays	ON	OFF	ON	ON	OFF
15	60p	50p = 0.83 play	£1 = 2 plays @ 50p per play	£2 = 4 plays @ 50p per play	OFF	ON	ON	ON	OFF
16	80p	50p = 0.62 play	£1 = 1.25 plays	£2 = 2.5 plays	ON	ON	ON	ON	OFF
17	80p	£1 = 1.25 plays	£1.50 = 2 plays @ 75p per play	£2 = 2.5 plays	OFF	OFF	OFF	OFF	ON
18	£1	2x50p = 1 play	£1 = 1 play	£2 = 2 plays	ON	OFF	OFF	OFF	ON
19	£1	2x50p = 1 play	£1 = 1 play	£2 = 3 plays @ 66.6p per play	OFF	ON	OFF	OFF	ON
20	£1	2x50p = 1 play	£2 = 2 plays	£4 = 5 plays @ 80p per play	ON	ON	OFF	OFF	ON
21	£1.50	3x50p = 1 play	£1 = 0.66 plays	£3 = 2 plays	OFF	OFF	ON	OFF	ON
22	£1.50	3x 50p = 1 play	£1 = 0.66 plays	£2 = 2 plays @ £1 per play	ON	OFF	ON	OFF	ON
23	£2	4x 50p = 1 play	£1 = 0.5 play	£2 = 1 play	OFF	ON	ON	OFF	ON
24	£2	4x 50p = 1 play	£1 = 0.5 play	£5 = 3 plays @ £1.66 per play	ON	ON	ON	OFF	ON
25	£3	6x50p = 1 play	£1.50 = 0.5 play	£3 = 1 play	OFF	OFF	OFF	ON	ON
26	£3	6x50p = 1 play	£1.50 = 0.5 play	£5 = 2 plays @ £2.50 per play	ON	OFF	OFF	ON	ON
27	£5	£1 = 0.2 play	£5 = 1 play	£10 = 2 plays	OFF	ON	OFF	ON	ON
28	£5	£1 = 0.2 play	£5 = 1 play	£10 = 3 plays @ £3.33p per play	ON	ON	OFF	ON	ON
29	£7.50	£5 = 0.66 play	£10 = 1.33 plays	£15 = 2 plays	OFF	OFF	ON	ON	ON
30	£7.50	£5 = 0.66 play	£10 = 1.33 plays	£10 = 2 plays @ £5 per play	ON	OFF	ON	ON	ON
31	£10	£10 = 1 play	£20 = 2 play	£30 = 3 play	OFF	ON	ON	ON	ON
32			Free Play		ON	ON	ON	ON	ON

EURO PRICE OF PLAY SETTINGS (SW1)

	Price	Bonus			DIL Switch 1				
					1	2	3	4	5
1	10¢	50¢ = 5 plays	€1 = 10 plays	€2 = 20 plays	OFF	OFF	OFF	OFF	OFF
2	10¢	50¢ = 6 plays @ 8.33p per play	€1 = 12 plays @ 8.33¢ per play	€2 = 24 plays @ 8.33¢ per play	ON	OFF	OFF	OFF	OFF
3	20¢	50¢ = 2.5 plays	€1= 5 plays	€2 = 10 plays	OFF	ON	OFF	OFF	OFF
4	20¢	50¢ = 3 plays @ 16.66¢ per play	€1 = 6 plays @ 16.66¢ per play	€2 = 12 plays @ 16.66¢ per play	ON	ON	OFF	OFF	OFF
5	30¢	50¢ = 1.66 plays	€1 = 3.33 plays	€2 = 6.66 plays	OFF	OFF	ON	OFF	OFF
6	30¢	50¢ = 1.66 plays	€1 = 4 plays @ 25¢ per play	€2 = 8 plays @ 25¢ per play	ON	OFF	ON	OFF	OFF
7	30¢	50¢ = 2 plays @ 25¢ per play	€1 = 4 plays @ 25¢ per play	€2 = 8 plays @ 25¢ per play	OFF	ON	ON	OFF	OFF
8	30¢	50¢ = 2 plays @ 25¢ per play	€1 = 3 plays @ 33.33¢ per play	€2 = 6 plays @ 33.33¢ per play	ON	ON	ON	OFF	OFF
9	40¢	50¢ = 1.25 plays	€1 = 2.5 plays	€2 = 5 plays	OFF	OFF	OFF	ON	OFF
10	40¢	50¢ = 1.25 plays	€1 = 3 plays @ 33.33¢ per play	€2 = 6 plays @ 33.33¢ per play	ON	OFF	OFF	ON	OFF
11	50¢	50¢ = 1 play	€1 = 2 plays	€2 = 4 plays	OFF	ON	OFF	ON	OFF
12	50¢	50¢ = 1 play	€1 = 3 plays @ 33.33¢ per play	€2 = 6 plays @ 33.33¢ per play	ON	ON	OFF	ON	OFF
13	50¢	50¢ = 1 play	€1 = 2 plays	€2 = 5 plays @ 40¢ per play	OFF	OFF	ON	ON	OFF
14	60¢	50¢ = 0.83 play	€1 = 1.66 plays	€2 = 3.33 plays	ON	OFF	ON	ON	OFF
15	60¢	50¢ = 0.83 play	€1 = 2 plays @ 50¢ per play	€2 = 4 plays @ 50¢ per play	OFF	ON	ON	ON	OFF
16	80¢	50¢ = 0.62 play	€1 = 1.25 plays	€2 = 2.5 plays	ON	ON	ON	ON	OFF
17	80¢	£1 = 1.25 plays	€1.50 = 2 plays @ 75¢ per play	€2 = 2.5 plays	OFF	OFF	OFF	OFF	ON
18	€1	2x50¢ = 1 play	€1 = 1 play	€2 = 2 plays	ON	OFF	OFF	OFF	ON
19	€1	2x50¢ = 1 play	€1 = 1 play	€2 = 3 plays @ 66.6¢ per play	OFF	ON	OFF	OFF	ON
20	€1	2x50¢ = 1 play	€2 = 2 plays	€4 = 5 plays @ 80¢ per play	ON	ON	OFF	OFF	ON
21	€1.50	3x50¢ = 1 play	€1 = 0.66 plays	€3 = 2 plays	OFF	OFF	ON	OFF	ON
22	€1.50	3x 50¢ = 1 play	€1 = 0.66 plays	€2 = 2 plays @ €1 per play	ON	OFF	ON	OFF	ON
23	€2	4x 50¢ = 1 play	€1 = 0.5 play	€2 = 1 play	OFF	ON	ON	OFF	ON
24	€2	4x 50¢ = 1 play	€1 = 0.5 play	€5 = 3 plays @ €1.66 per play	ON	ON	ON	OFF	ON
25	€3	6x50¢ = 1 play	€1.50 = 0.5 play	€3 = 1 play	OFF	OFF	OFF	ON	ON
26	€3	6x50¢ = 1 play	€1.50 = 0.5 play	€5 = 2 plays @ €2.50 per play	ON	OFF	OFF	ON	ON
27	€5	€1 = 0.2 play	€5 = 1 play	€10 = 2 plays	OFF	ON	OFF	ON	ON
28	€5	€1 = 0.2 play	€5 = 1 play	€10 = 3 plays @ 3.33¢ per play	ON	ON	OFF	ON	ON
29	€7.50	€5 = 0.66 play	€10 = 1.33 plays	€15 = 2 plays	OFF	OFF	ON	ON	ON
30	€7.50	€5 = 0.66 play	€10 = 1.33 plays	€10 = 2 plays @ €5 per play	ON	OFF	ON	ON	ON
31	€10	€10 = 1 play	€20 = 2 play	€30 = 3 play	OFF	ON	ON	ON	ON
32				Free Play	ON	ON	ON	ON	ON

12-3 SR3 OPTIONS - TEACH AND RUN PROGRAMMING

SELECTING STERLING / EURO OPTION

The SR3 coin acceptor (supplied) is programmed to accept UK Sterling and the Euro. Factory setting is for the UK Sterling. If the configuration needs to change to the Euro, then please follow the instructions below for changing over to the Euro and visa versa.

BANK SELECT

This function allows you to enable both or individual select banks of coins via switches 7 and 8 on the 8 way DIL switch.
This enables the selection of 2 different currencies, one in each bank, or 12 coins/tokens in both banks from the same country.

To enable/disable the banks set the switches as show below.
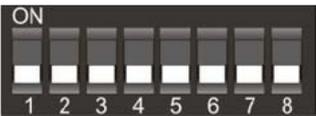
Both Banks ON (enabled) - Sterling and Euro's
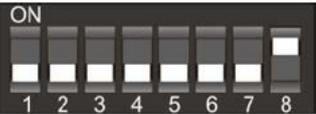
Bank 1 ON (enabled) and Bank 2 OFF (disabled) - Sterling ONLY
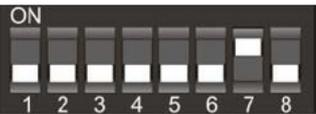
Bank 1 OFF (disabled) and Bank 2 ON (enabled) - Euro's ONLY

Please remove power from the SR3 before changing the status on the DIP SW.

TEACH AND RUN PROGRAMMING (SR3)

If the machine is positioned in location where only tokens are used, then the SR3 Coin Acceptor can be programmed to accept and credit special coins/tokens.

Please follow the instructions below to enable and program the TEACH & RUN facility.

Table 1: Teach & Run Programming Bank 1.

Coin Number	SW1	SW2	SW3	SW4	SW5	SW6
1	off	off	off	ON	ON	off
2	off	off	ON	off	ON	off
3	off	off	ON	ON	ON	off
4	off	ON	off	off	ON	off
5	off	ON	off	ON	ON	off
6	off	ON	ON	off	ON	off

Bank 2

Table 2: Teach & Run Programming Bank 2

Coin Number	SW1	SW2	SW3	SW4	SW5	SW6
7	off	ON	ON	ON	ON	off
8	ON	off	off	off	ON	off
9	ON	off	off	ON	ON	off
10	ON	off	ON	off	ON	off
11	ON	off	ON	ON	ON	off
12	ON	ON	off	off	ON	off

Teach and Run EXAMPLE. (To teach coin channel 12 for £1)

Switch off the power to the SR3 and set the Program DIL switches to:-

MSB SW1	SW2	SW3	LSB SW4	TOTAL	SW5	SW6
ON	ON	OFF	OFF	12	ON	OFF

Switch on the power to the SR3.
Press the reject lever within 20 seconds. The LED will turn RED.
Start entering £1 coins until the LED flashes GREEN, typically after 8 to 10 insertions.

NOTE: If the LED turns GREEN after the 1st coin, then the Teach & Run is DISABLED.

Press the reject lever and the LED will turn GREEN. The coin channel has now been programmed.

SET ALL SWITCHES TO THE OFF POSITION.

13 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.
> - Be sure to use lamps of the designated rating. Using lamps of undesignated rating can cause a fire or malfunctioning.
> - 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.
> - Do not attempt to replace billboard fluorescent lamps while standing on the base. If you should misstep while working, you could stumble or fall down.

13.1   FLUORESCENT TUBES - BILLBOARD

13.2   RACE LEADER LAMPS - BILLBOARD

13.3   SIDE LIGHTS - LED CLUSTER - BILLBOARD

13.4   BUTTON LAMPS - CONTROL PANEL

13.1 FLUORESCENT TUBES - BILLBOARD

> ⚠ **WARNING**
>
> **THIS WORK ON TOP OF THE CABINET, SHOULD NOT BE UNDERTAKEN WITHOUT THE USE OF A SUITABLE STEP OR FOOTSTOOL.**

> ⚠ **WARNING**
>
> **MAKE SURE THAT THE MAIN SUPPLY VOLTAGE TO THE MACHINE IS SWITCHED OFF BEFORE ATTEMPTING TO CARRY OUT THIS WORK**

1 The Billboard Fluorescent Tube is located inside the back section of the Billboard Base, before attempting to change the Tube, TURN THE POWER OFF..

2 To gain access to the Fluorescent Tube, extract the four fixing screws marked 'X' which hold the clear Perspex lamp cover '6' in place and remove the cover.
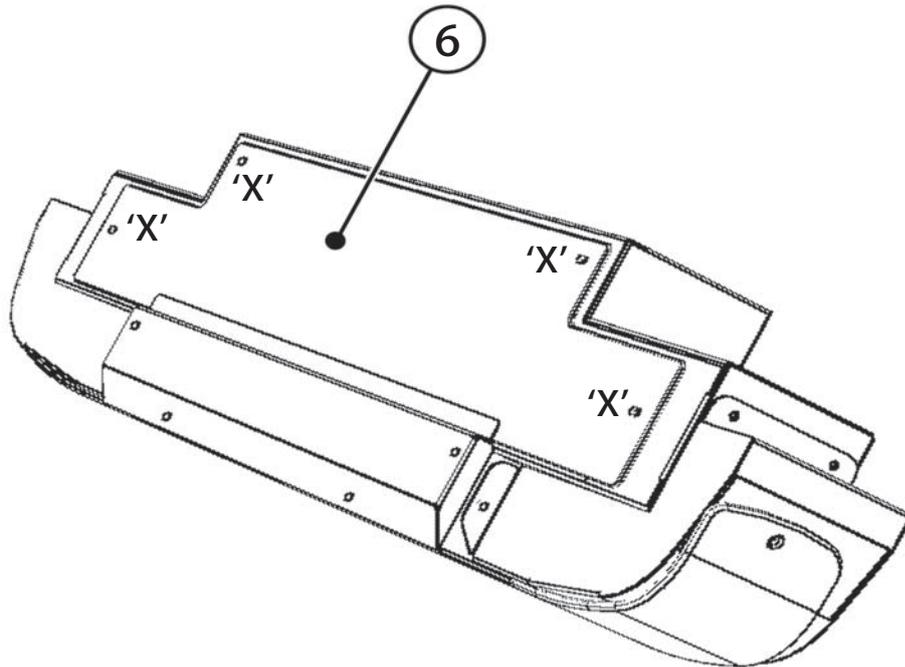
NOTE : In order to extract all of the fixings marked 'X' it may be necessary to remove part of the POP display, if this is the case action one of the following options.

'Player 1' Cockpit - Go to CH6.3 'E' and reverse engineer.
'Player 2' Cockpit - Go to CH6.3 'G' and reverse engineer.

3 Once the cover is removed, disconnect the fly-lead connectors from either end of the Fluorescent Tube '102' and carefully un-clip it from the Terry Clips removing it from the machine.

Due to the possible risk of broken Glass during this procedure, protective clothing should be worn.
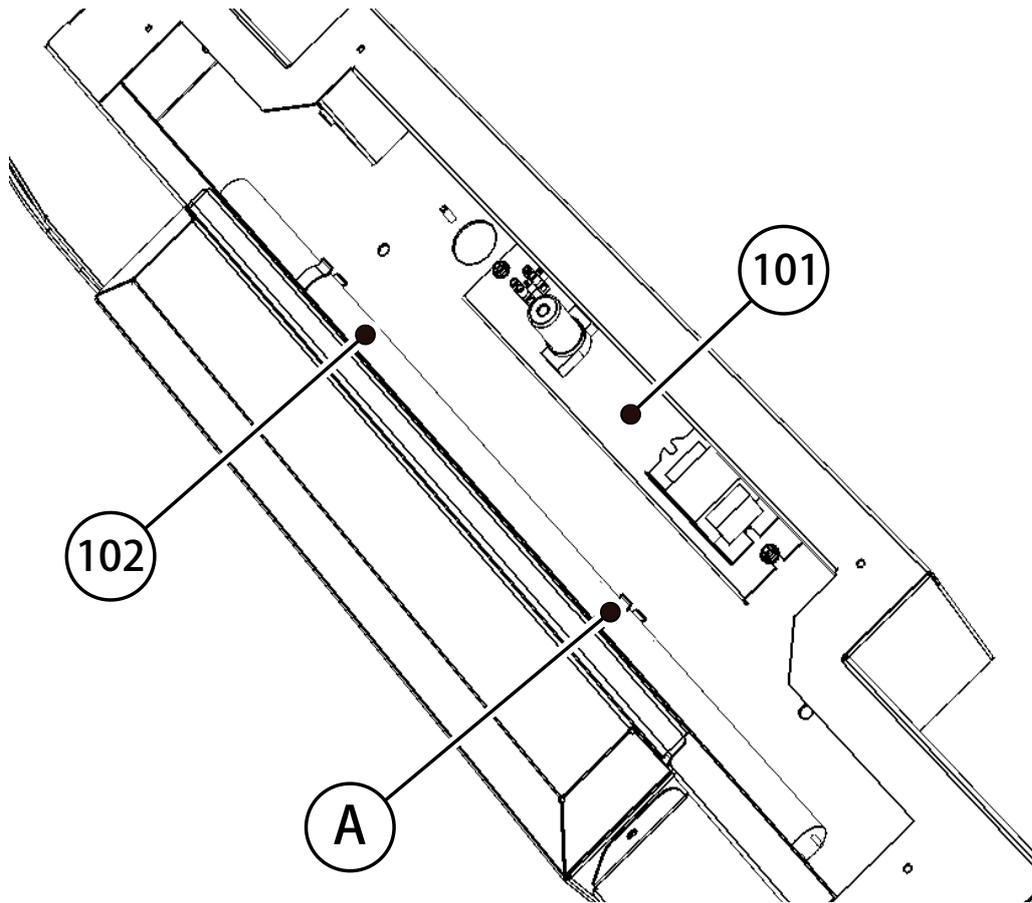
4 Replace the Fluorescent Tube with a new one of the same type and re-assemble the Billboard in the reverse order.

COMPONENTS IDENTIFIED

6	SRS-1303UK	COVER FL COMPARTMENT	1
101	390-0240-40UK	FL TRAY 240V 40W	1
102	390-5695-40-DUK	FL TUBE 40W 600L 1.5	1
A		TERRY CLIP	2

13.2   RACE LEADER LAMPS - BILLBOARD

1 The RACE LEADER Lamps are a series of 6 lamps wired in parallel and are located inside the front section of the Billboard Base, before attempting to change the Lamps, TURN THE POWER OFF..

2 To gain access to the RACE LEADER Lamps, extract the four fixing screws marked 'Y' which hold the Lamp Cover '5' in place and remove the cover
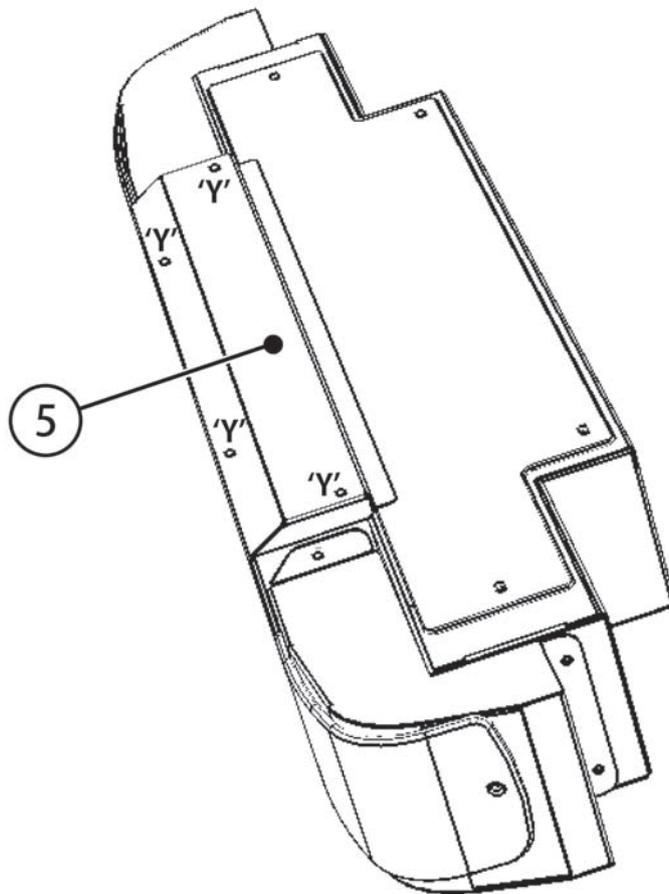
13.2   RACE LEADER LAMPS - BILLBOARD

3 Once the cover is removed, Six RACE LEADER Lamp holders are revealed, which are clipped into a lamp housing. To extract the holder, gently squeeze the sides of the holder together and lift the holder clear of the housing. The bulb can now be extracted from the holder by simply pulling it out.

1 of 6 Lamp Holders

4
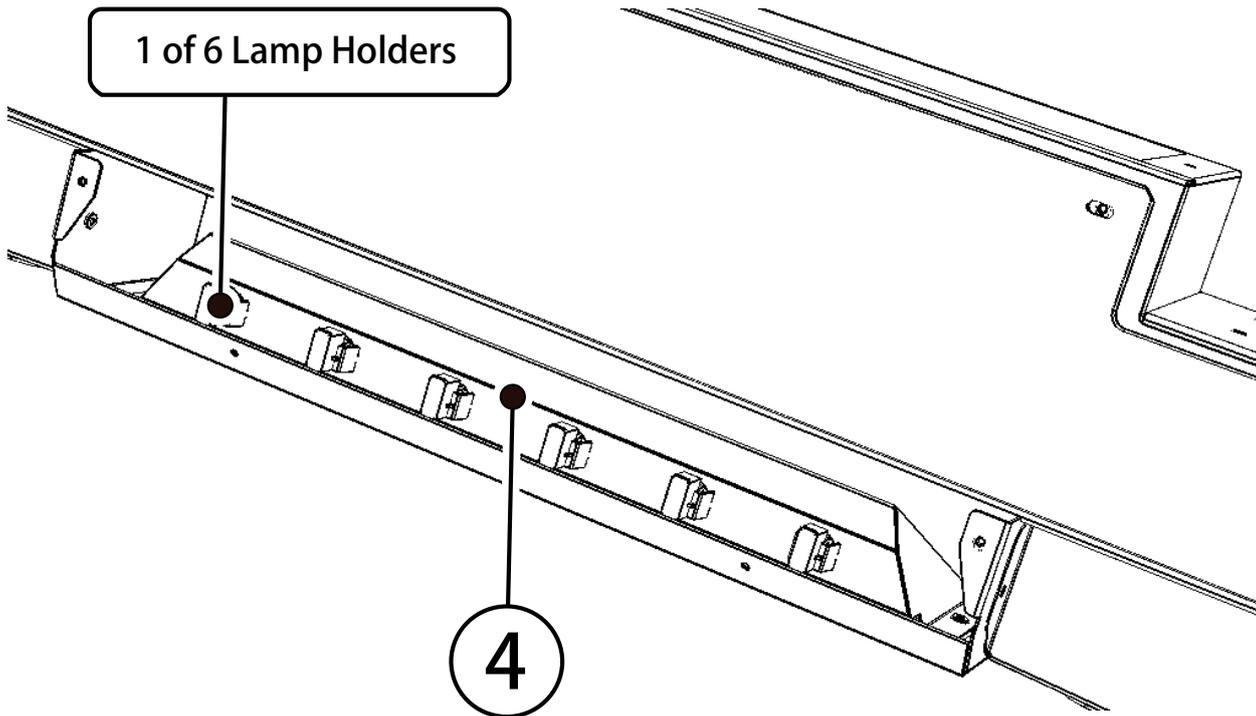
4 Replace the Bulb with a new one of the same type and re-assemble the Billboard in the reverse order.

COMPONENTS IDENTIFIED

4	SRS-5050UK	ASSY TRAY BULB R LEADER DX	1
5	SRS-1302UK	COVER CCFL COMPARTMENT	1
		12v **W WEDGE LAMP	6

## 13.3 SIDE LIGHTS - LED CLUSTER - BILLBOARD

⚠ WARNING

THIS WORK ON TOP OF THE CABINET, SHOULD NOT BE UNDERTAKEN WITHOUT THE USE OF A SUITABLE STEP OR FOOTSTOOL.

⚠ WARNING

MAKE SURE THAT THE MAIN SUPPLY VOLTAGE TO THE MACHINE IS SWITCHED OFF BEFORE ATTEMPTING TO CARRY OUT THIS WORK

1 The SIDE LIGHTS LED Clusters are located each end of the front section of the Billboard , behind the Light Assemblies, before attempting to change the Lamps, TURN THE POWER OFF..

2 To gain access to the LED Clusters, extract the three fixing screws marked 'Z' which hold the Light Unit '3' in place and remove the assembly
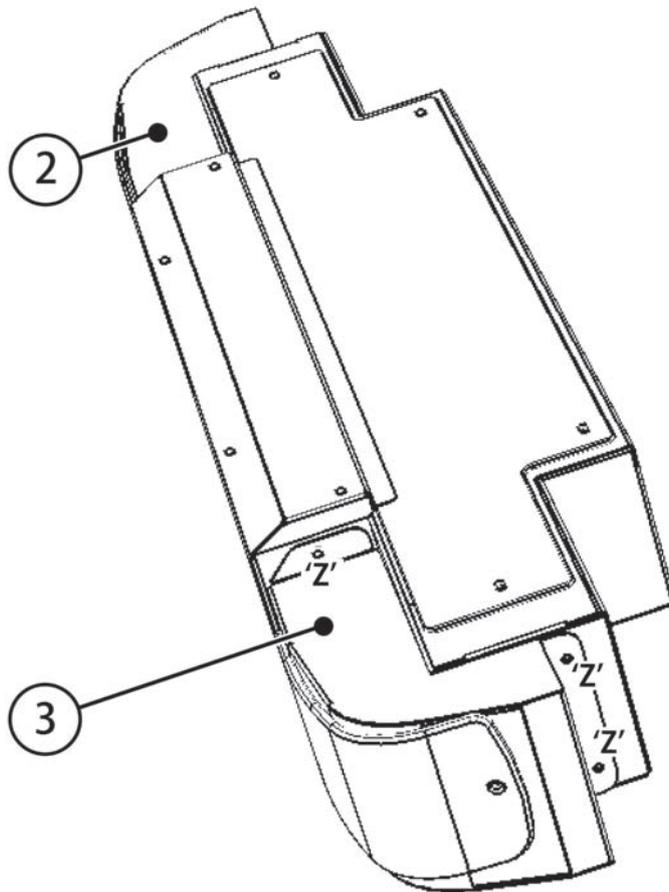
13.3 SIDE LIGHTS - LED CLUSTER - BILLBOARD

3 Once the Light Assembly as been removed, The LED Cluster can been seen attached to the Billboard Base by four screws. To exchange the board, remove the screws and lift the board off the Billboard enough to be able to disconnect the connector on the back of the board.

(103)
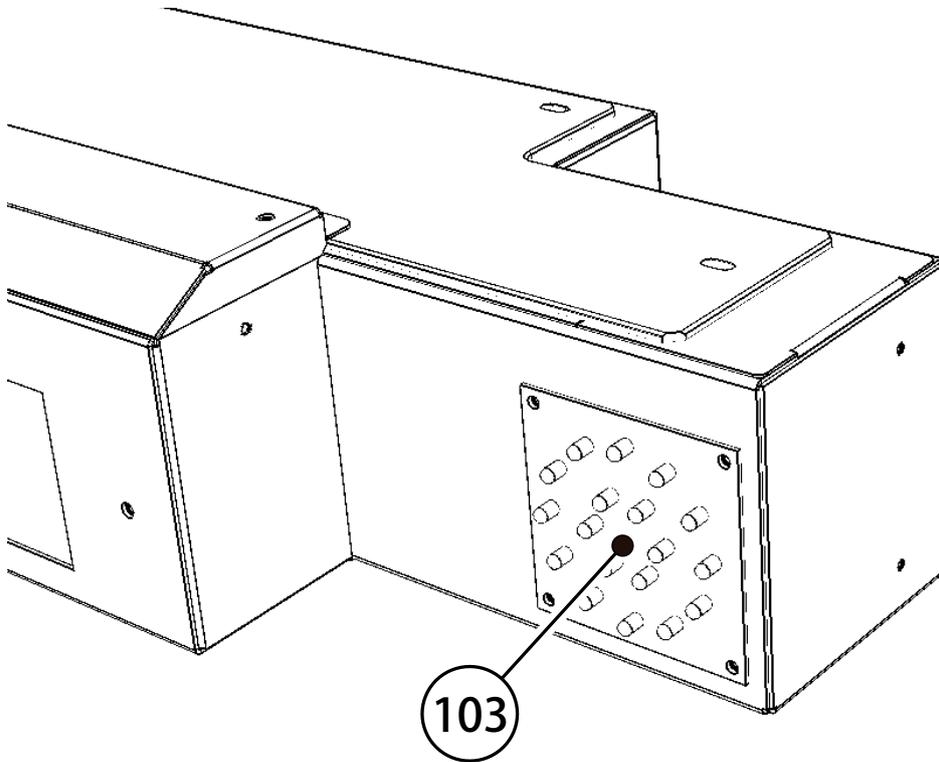
4 Replace the LED Cluster Board and re-assemble the Billboard in the reverse order.

COMPONENTS IDENTIFIED

2	SRS-1320UK	ASSY LIGHT UNIT L	1
3	SRS-1330UK	ASSY LIGHT UNIT R	1
103	838-0011UK	LED HEADLAMP BD	2

13.4   BUTTON LAMPS - CONTROL PANEL

| Start Button Lamp, View Change Button Lamp |

1 Turn off the power

2 Remove the 4 tamper proof screws.

TAMPERPROOF SCREW (4), chrome
M4x16
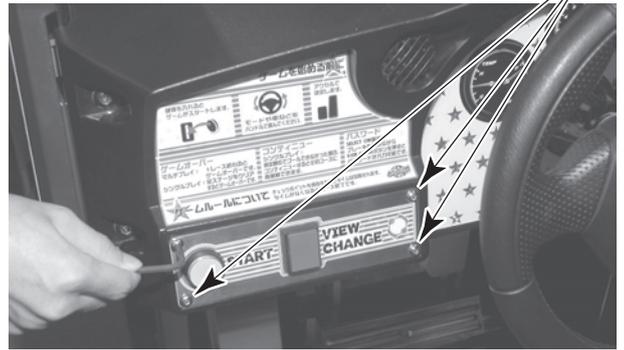
3 Remove the Switch Plate. The Switch Plate contains wiring connections. Disconnect the connector, taking care not to damage the wiring.

Disconnect the connector.

SWITCH PLATE
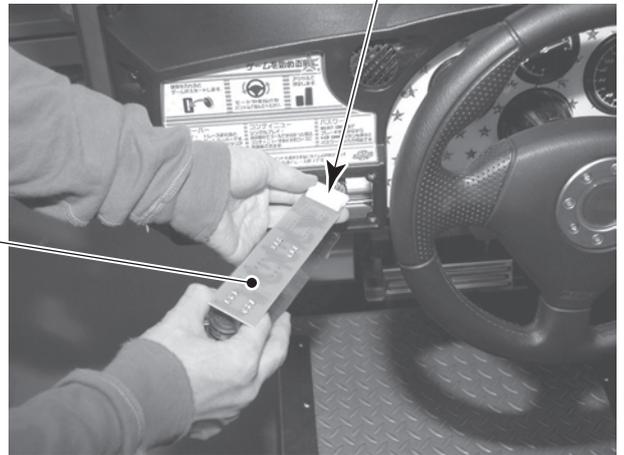
4 There is a metal fitting at the base of the buttons on the Button Plate. Rotate this metal fitting to unlock it, then remove the printed circuit board from the Button Plate.

BUTTON PLATE

Unlock.

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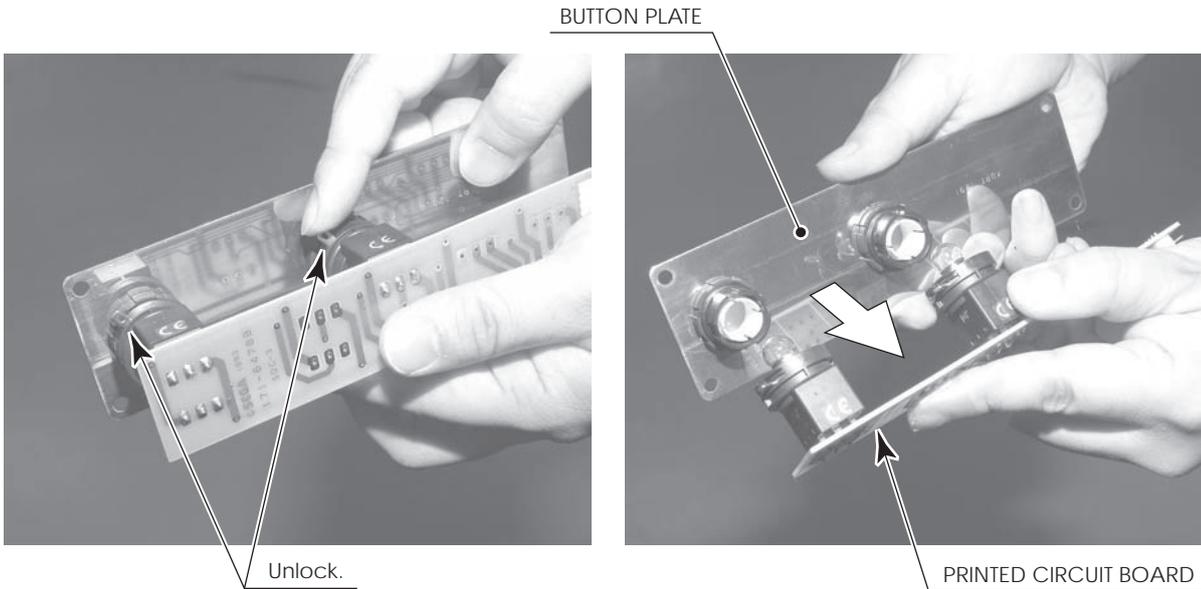
5 Press and turn the lamp counter-clockwise to remove it.

LAMP 6.3V 1W
390-5445-01
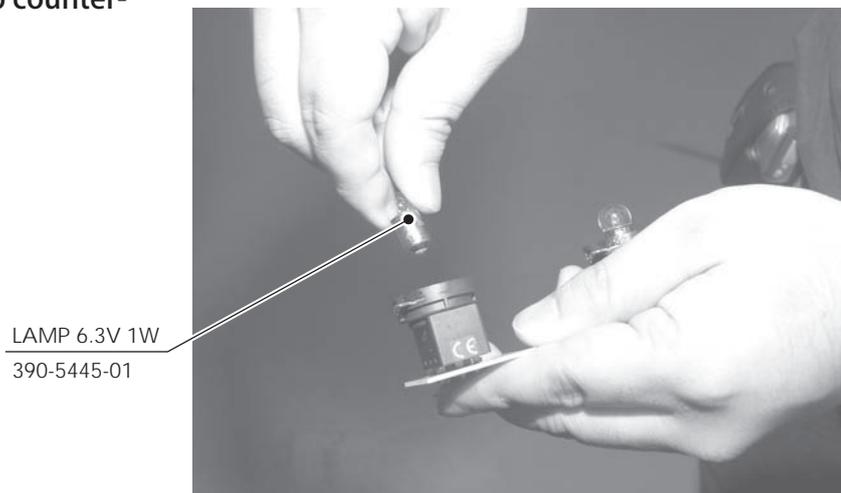
6 Replace the bulb with one matching the specification stated , then reassemble the Unit in the reverse order and refit the Button Unit to the control Panel.

14 PERIODIC INSPECTION

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

When handling the controller, the player will be in direct contact with it. In order to always allow the player to enjoy the game, be sure to clean it regularly. Also, it is advisable to provide wet tissue, etc. available for player use.

⚠ WARNING

- Once a year, check to see if power cords are damaged, the plug is securely inserted, dust is accumulated between the socket outlet and the power plug, etc. Using the product with accumulated dust in the interior may cause fire or electric shock.

- Never use a water jet, etc. to clean the inside and outside of the cabinet. If wetness occurs for any reason, do not use the product until it has completely dried.

- Once a year, request the office shown on this manual or the dealer from whom the product was originally purchased to perform the internal cleaning. Using the product with accumulated dust in the interior may cause fire or other accidents. Note that you are liable for the cost of cleaning the interior parts.

- 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.

---

14 TABLE 01 PERIODIC INSPECTION TABLE

ITEMS	DESCRIPTION	PERIOD	REFERENCE
CABINET	Confirm that adjusters contact floor	Daily	3
CONTROL PANEL STEERING WHEEL	Volume inspection	Monthly	9.22, 10.1
	Gear alignment inspection	Every 3 months	10.1
	Greasing	Every 3 months	10.1
SHIFT LEVER	Switch inspection	Monthly	9.22, 10.2
	Greasing	Every 3 months	10.2
HAND BRAKE	Switch inspection	Every 3 months	9.22, 10.4
ACCELERATOR & BRAKE	Volume inspection	Monthly	9.22, 10.3
	Gear and spring potion greasing	Every 3 months	10.3
MONITOR	Screen cleaning	Weekly	11.2
	Confirm settings	Monthly or when moving	9.26, 11.3
COIN CHUTE DOOR	Coin switch inspection	Monthly	12
	Coin insertion test	Monthly	9.22
	Selector cleaning	Every 3 months	12.1
SEAT	Greasing to the seat rail	Every 3 months	Next page
GAME BOARD	Confirm settings	Monthly	9
POWER CABLES	Inspection, Cleaning	1 year	As above
INTERIOR	Cleaning	1 year	As above
CABINET SURFACES	Cleaning	As appropriate	Next page

Cleaning the Cabinet Surfaces

When the cabinet surfaces are badly soiled, remove stains with a soft cloth dipped in water or diluted (with water) chemical detergent and squeezed dry. To avoid damaging surface finish, do not use such solvents as thinner, benzine, etc. other than ethyl alcohol, or abrasives, bleaching agent and chemical dustcloth.
Some general-purpose household, kitchen and furniture cleaning products may contain strong solvents that degrade plastic components, 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 rear most position and apply spray greasing to the portion shown at the right once every 3 months 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.
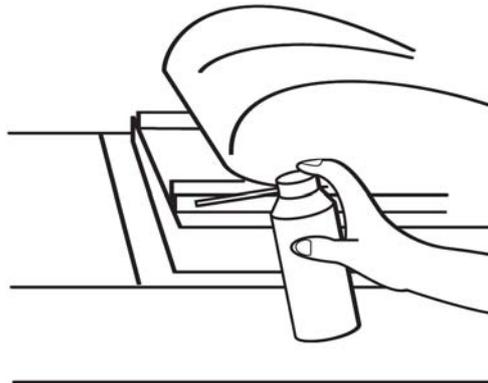
14-0 FIG. 01

15 TROUBLESHOOTING

15-1 TROUBLESHOOTING (WHEN NO ERROR MESSAGE IS SHOWN)

⚠ WARNING

- **In order to prevent electric shock and short circuit, be sure to turn power off before performing work.**

- **Be careful so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.**

- **After removing the cause of the functioning of the Circuit Protector, reinstate the Circuit Protector. Depending on the cause of the functioning, using the Circuit Protector as is without removing the cause can cause generation of heat and fire hazard.**

- **In the event that a problem cannot be resolved by employing the procedures listed in this Manual, be sure to request service from the office shown on this Manual or the dealer from whom the product was originally purchased. Attempts to employ procedures other than those specified in this Manual can cause electrical shock, shorting, or fire.**

- **In the event of a problem that is not described here, be sure to contact the office shown on this Manual or the dealer from whom the product was originally purchased. Careless attempts at repair can result in electrical shock, shorting, or fire.**

If a problem occurs, first check to make sure that the wiring connectors are properly connected.

15 TABLE 01

PROBLEM	CAUSE	COUNTERMEASURES
When the main SW is turned ON, the machine is not activated.	The power is not ON.	Firmly insert the plug into the outlet.
	Incorrect power source/voltage.	Make sure that the power supply/voltage are correct.
	The Fuse on the AC Unit has blown due to momentary over current.	After eliminating the cause of overload, replace the specified rating fuse.
	The fuse of the connect board has blown due to momentary over current.	After eliminating the cause of overload, replace the specified rating fuse.
Fluorescent lamp inside Billboard Unit not lighting	Connector connection fault.	Check connections to the Billboard Unit.
	Fluorescent lamp and glow lamp need replacement.	Replace the fluorescent lamp and the glow lamp.

Sound is not emitted.	. Sound volume adjustment is not correct	Adjust the Switch Unit's sound adjustment volume.
	. Faulty connections for various connectors	Check the connections for the game board, amp, speakers and Volume connectors
	Malfunctioning BD, amp and speaker	Perform Sound Test.
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.
	Faulty LCD Display	See Chapter 11
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.
The on-screen image sways and/or shrinks.	The power source and voltage are no correct.	Make sure that the power supply and voltage are correct.
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. <Microswitch 509-5704>
Steering (Servomotor) response is incorrect.	Incomplete power on check.	Power on and verify that the power on check completes properly.
	Deviation of the volume value.	Adjust the volume value in the Test Mode.
	Volume gear engagement fault.	Adjust the engagement of the gear.
	Volume malfunctioning.	Replace the volume.
	Detached wires.	Check for faulty wire connections around moving parts. When replacing wires, secure them so that they do not touch any moving parts.
No response from Steering (Servomotor).	Failure of power-on checking procedure.	Reconnect the power and complete a power-on checking procedure.
	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.
	Momentary overload caused a fuse on the Servodriver to blow.	Contact the company from whom the unit was purchased.

Steering (Servomotor) is weak in its force feedback	Ageing of the force feedback mechanism	Reset in the Test Mode.
Does not accept input in from the Handbrake unit.	Faulty connector or connections.	Check the connections between the I/O Board, the Cabinet and the Handbrake Assembly
	Faulty Microswitch	Replace Microswitch
The accelerator or brake does not perform appropriately.	Incorrect volume setting.	Adjust the volume value in the Test Mode.
	Faulty Volume attachment or adjust gear alignment.	Adjust the volume attachment and verify in Test Mode.
	Faulty connector or connections.	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.
Start button and View Change button input does not work and they do not flash.	Faulty connector or 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.
	The lamp is blown.	Replace the lamp.
Failure of the network play.	Network play is wrongly set.	Reset correctly.
	Communication cables are disconnected. Communication cables are wrongly connected.	Reconnect the cables.
	Damage of communication cables.	Replace the cables. Contact the company from whom the unit was purchased.

Replacing Fuses

⚠ WARNING

- **In case fuse replacements other than those stated in this manual are necessary, contact where you purchased the product from for inquiries regarding this matter.**

- **In order to prevent an electric shock, be sure to turn power off and unplug from the socket outlet before performing work by touching the internal parts of the product.**

- **Be careful so as not to damage wirings. Damaged wiring can cause electric shock and short circuit accidents.**

- **Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause fire and electric shock accidents.**

- **After eliminating the cause of the blowing of fuse, replace the fuse. Depending on the cause of fuse blowing, continued use with the fuse as is blown can cause generation of heat and fire hazard.**

Fuses are located on the following assemblies:

SRS-0400UK	ASSY- AC UNIT MAIN	Back Panel Cockpit 1
SRS-0700UK	ASSY- AC UNIT SUB	Back Panel Cockpit 2
SRS-4500UK	ASSY- MAIN BOARD	Inside each Cockpit Base Assembly
SRS-4600UK	ASSY- ELEC BOARD	Inside each Cockpit Base Assembly
SRS-4700UK	ASSY- PSU LCD BOARD	Behind each LCD Display Back Cover

16 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.

- Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.

- Do not use this product with connectors other than those that were connected and used with the game board at the time of shipping. Do not carelessly connect wires to connectors that were not used at the time of shipping, as this may cause overheating, smoke or fire damage.

⚠ CAUTION

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.

(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.

⚠ WARNING

- **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.**

The machine is fitted with EUROPA Game Units and several other Ancilliary Boards which are mainly fitted inside the Machine Cockpit Bases.

Each Cockpit contains the its own Europa Game Unit and set of Boards allowing them to run independantly of each other.

CONTROL AND GAME BOARDS INSIDE
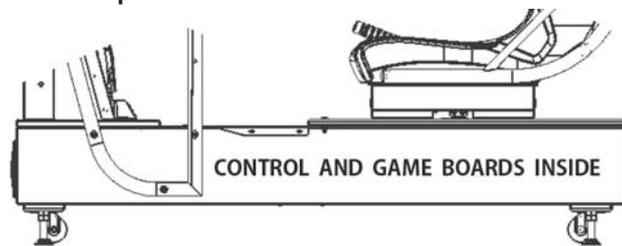
Only qualified Personnel should attempt to Service these Units and before gaining access to the machine, it should be isolated from the mains supply.

---

1 The EUROPA Game Unit is located under the Player Seat, and to gain access the following procedure should be carried out.

Unlock the Seat Lid and then remove the Security Bolt located on each edge of the Lid.

SECURITY BOLTS

LOCK
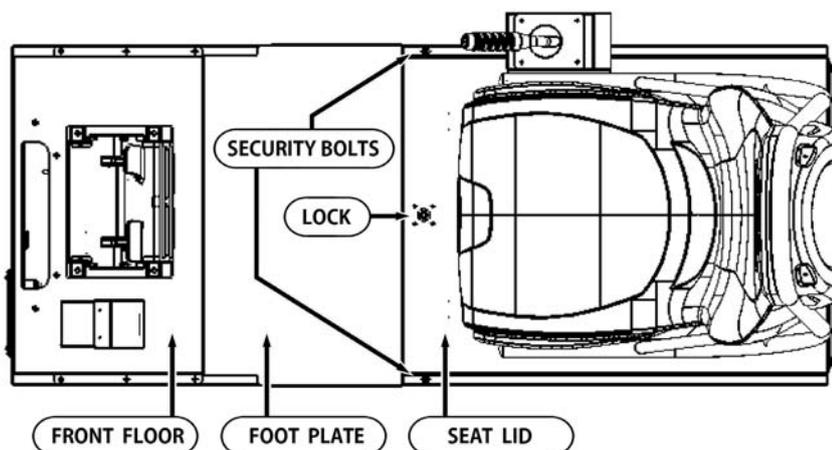
FRONT FLOOR   FOOT PLATE   SEAT LID

2

Once released, the Seat Lid may be opened by tilting it backwards.

Due to the weight of the unit, great care should be taken when opening the Seat Lid, if dropped Impact Damage is likely to occur.

Before opening the unit, a protective cushion or padding should be placed on the ground in the approximate position where the seat back will touch the floor. This is to help prevent the back of the seat from getting scrathed and marked and when opening, the back of the seat should be carfully lowered to the floor, placing it on the protective cushion.

TILT

PROTECTIVE CUSHION
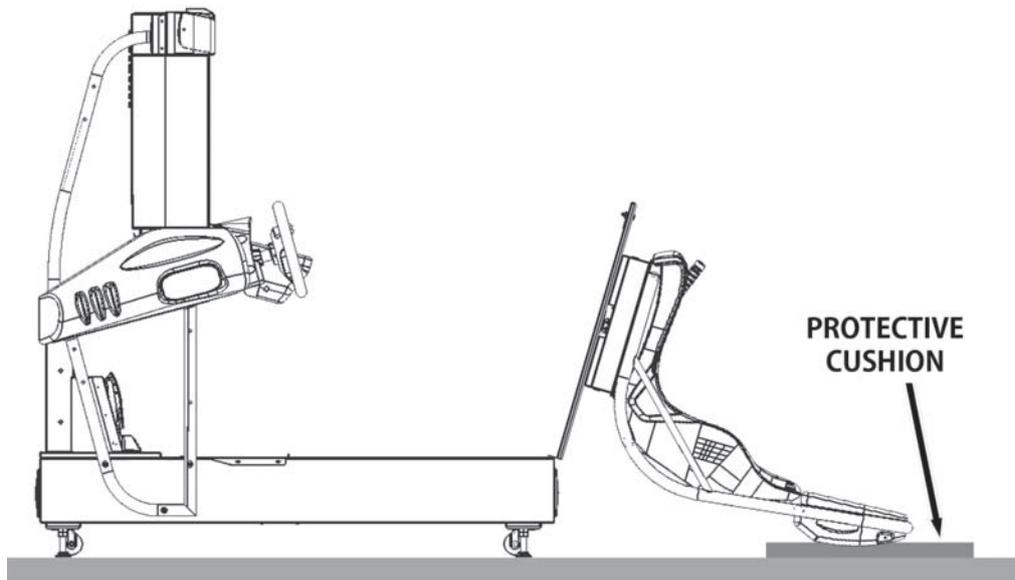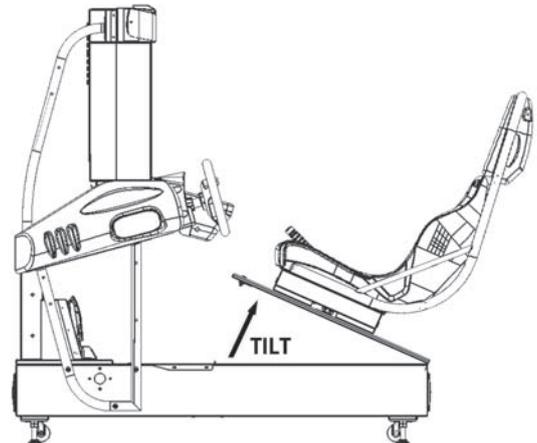
⚠ CAUTION

GREAT CARE SHOULD BE TAKEN WHEN OPENING AND CLOSING THIS UNIT.

LIKELY CHANCE OF MACHINE DAMAGE OR PERSONNEL INJURY IF UNIT IS DROPPED DURING OPENING, WITH A CHANCE OF FOREIGN BODIES GETTING TRAPPED WHEN CLOSING THE UNIT, CAUSING PERSONNEL INJURY.

3

The Control Boards are located under the front floor section of the base.

To gain access, remove the four screws marked 'X'
(2 each side of the footplate)
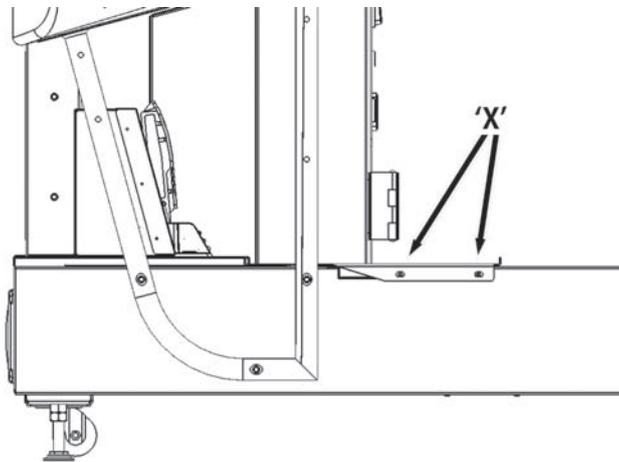
4

When screws have been removed, TILT the footplate in an upwards direction until the LIP on the backside of the footplate is clear of the front section of floor and REMOVE the plate.
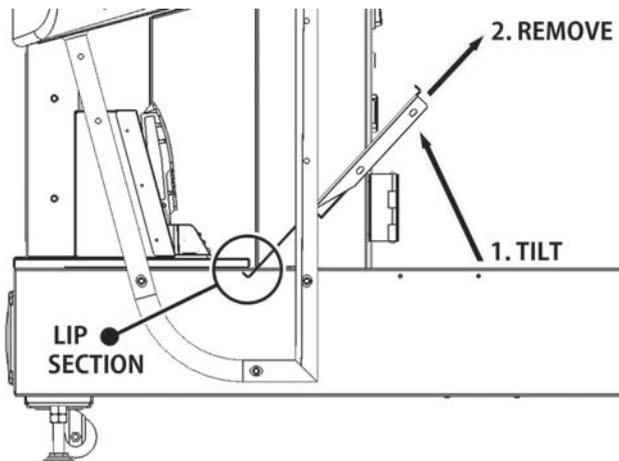
5

The Game Unit and Control Boards located inside the Cockpit Base are laid out in the following manner.

When replacing a board, make sure that any connectors being removed should be handled correctly with any location fastener if any being released before disconnecting the connector.

Always disconnect a plug by holding the housing and never tug on the wiring as this may damage the terminations inside the connecter and lead to electrical failure.

**VIEW OF THE GAME UNIT AND POWER SUPPLY
LOCATED UNDERNEATH THE PLAYER SEAT**
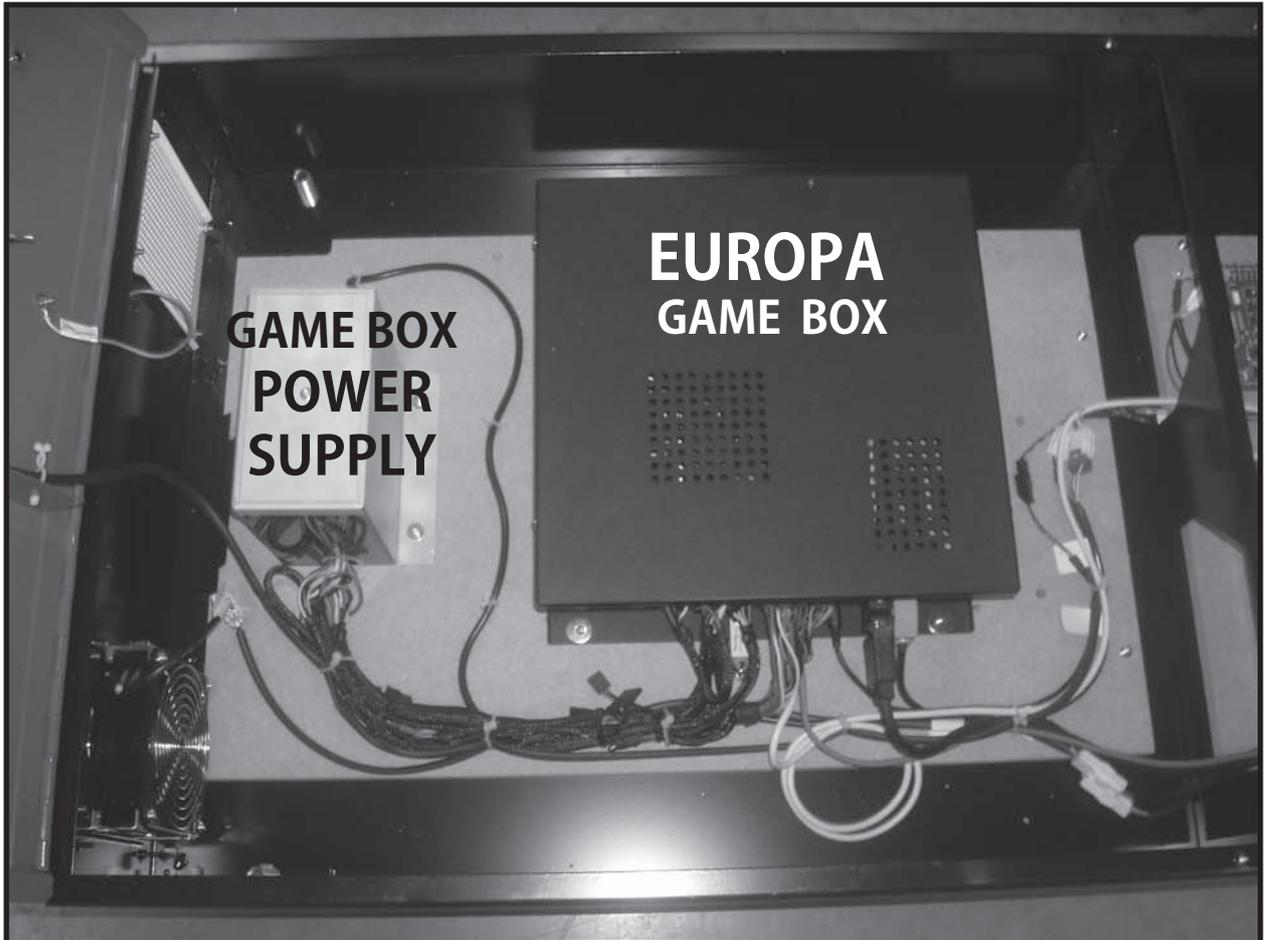
VIEW OF THE ELECTRICAL BOARD ASSEMBLY LOCATED UNDERNEATH THE FRONT FLOOR SECTION OF THE BASE
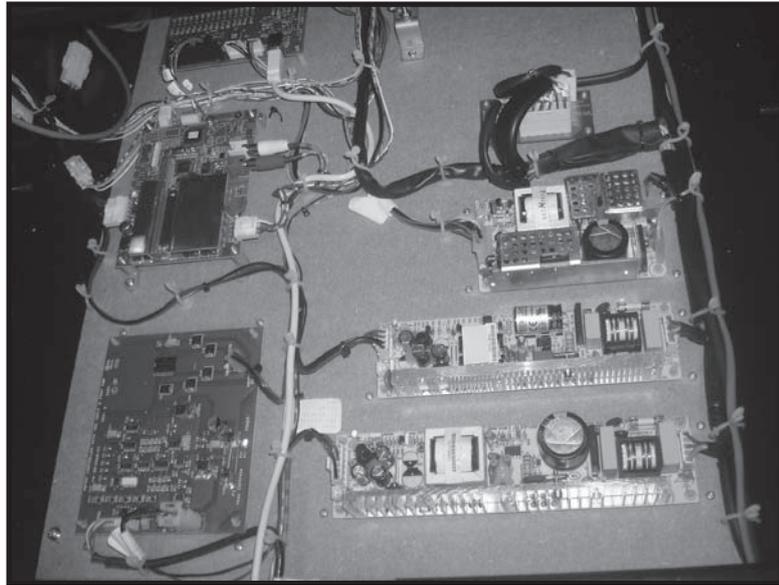
DETAILS ON THE FUNCTION OF EACH OF THE CONTROL BOARDS

.

LOCATION AREA FOR LAMP DRIVER BOARD

INPUT - OUTPUT BOARD

COMMON EARTH POINT

240V AC DISTRUBUTION BOARD

PSU - I/O BOARD

SOUND BOARD

STEERING WHEEL INTERFACE BOARD

PSU - SOUND BOARD
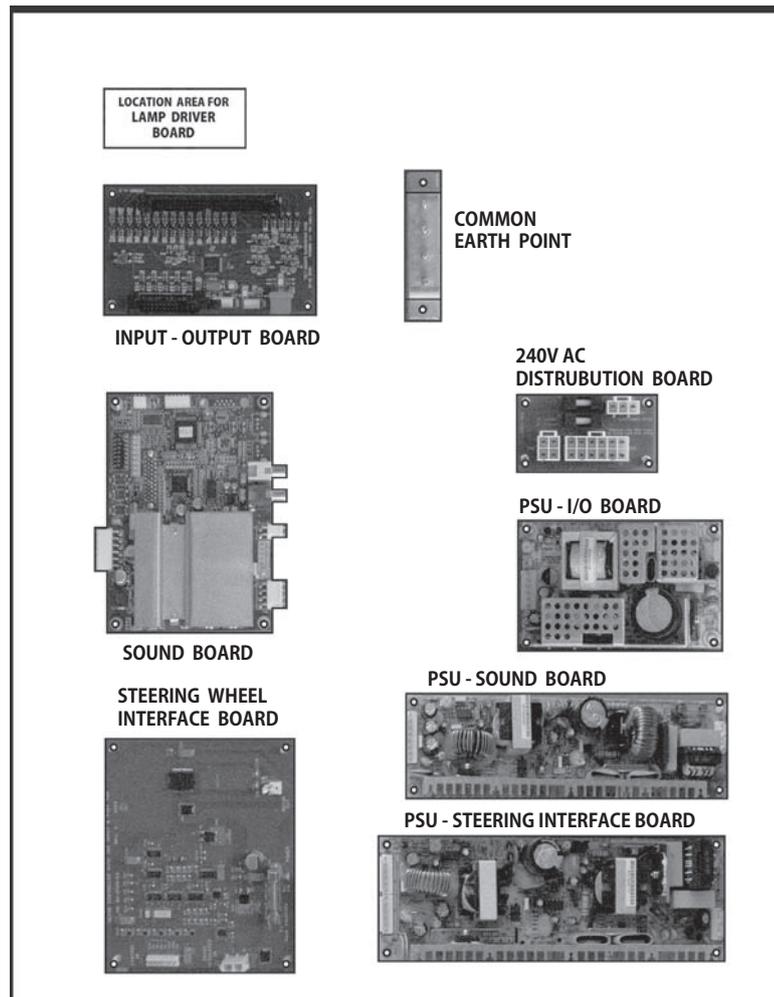
PSU - STEERING INTERFACE BOARD

17 COMMUNICATION PLAY

For this game, up to 6 machines can be networked together allowing up to 6 players to play simultaneously. In this instance, connecting the communication cable and adjustment to the settings for communication play will be required.

17-1 INSTALLATION PRECAUTIONS

⚠ WARNING

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

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

- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.

- 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.

- 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. 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.

⚠ CAUTION

- 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 patrons 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 strongest cover possible.

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 be14A for the 100-120V area, and 6A for the 220-240V area.

17-1 INSTALLATION PRECAUTIONS

Distance between Machines

The maximum distance between the game machines depends on the length of the cables connecting them, but make sure the units are separated from each other by at least 70 cm (27.6 in) so that players can pass between them.
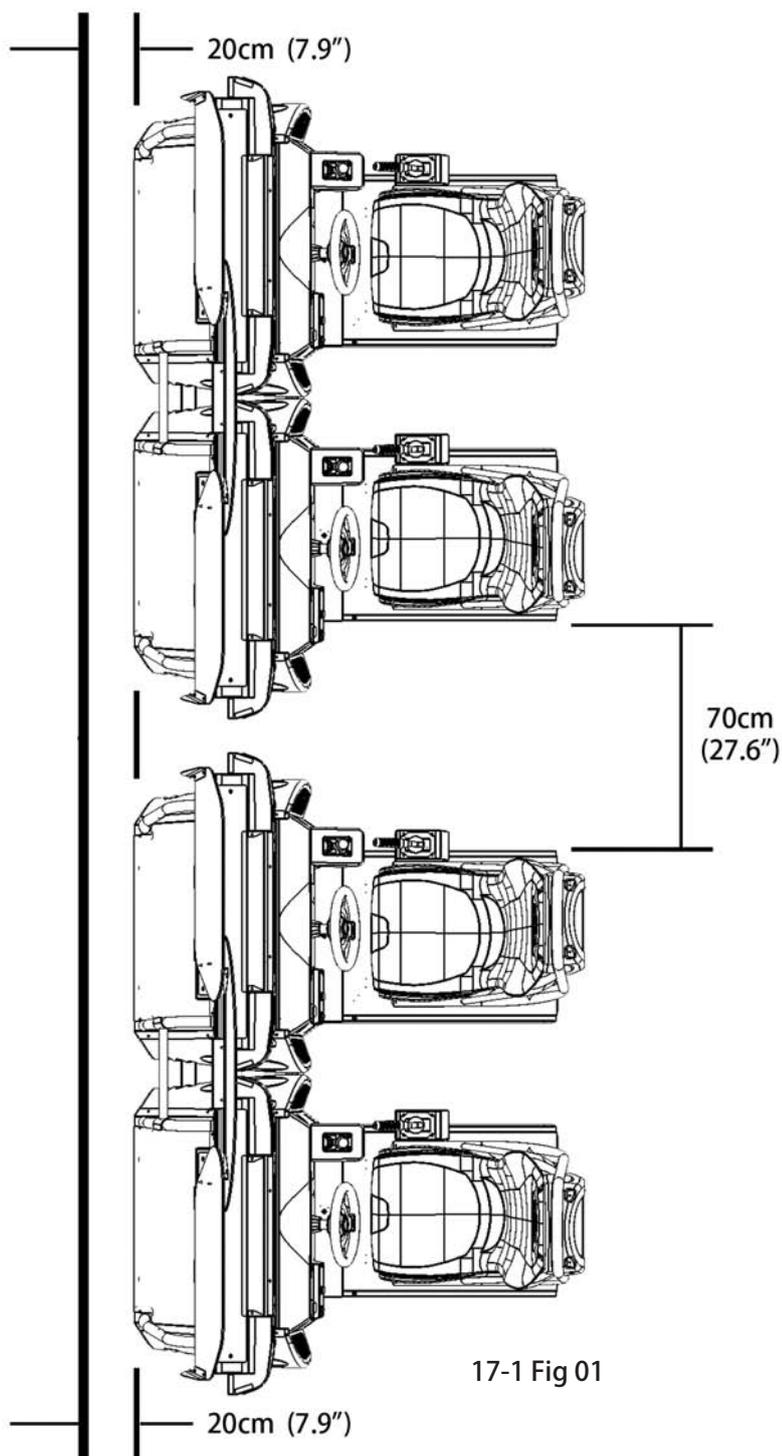
17-1 Fig 01

17-2 CONNECTING THE COMMUNICATION CABLE

To enable network play, the Hubs inside each of the game machines involved must be connected with network (LAN) cables. Up to a maximum of 3 machines (6 Players) can be Networked together, all thats required is to link between the Hubs of each of the machines that are to complete the 'Network'. Do not connect LAN cables to game machines when they are not used for network play.

1 Turn off the power and unplug the power cord from the outlet.

2 Using Chapter 6 of this manual as reference, move the machines so that they are lined up.
Leave enough space behind each Unit to allow access to the Network HUB which is located in the Slave Cockpit of each Machine.

3 With this Network System, the two Cockpits in each machine are already configured and connected into the network, leaving only the machines to be to be connected to complete the network system.

4 For a 4 Player network system, using the LAN cable link machines A and B together.

For a 6 Player network system, using 2 LAN Cables first Link Machines A and B followed by linking Machines A and C.

5 Once the desired Network System is set up, take the '2 to 6 Seat Number' Stickers from the Accessories Pack and attach a new number to the back of each seat in the network.
(See 17-2 fig 01 for reference)

17-2 Fig 01

5 Each machine is fitted with a 5 port Communication HUB, each using either 3 or 4 ports depending on the position of the machine in the Network.

Machine A - will use the four Ports.
Machine B - will only use three of the Ports
Machine C - will only use three of the Ports.

6 The Ports are identified as follows :

Port 1 - 'M' This Port connects the Machines Master Cockpit. and should already be connected.
Port 2 - ''S' This Port connects the Machines Slave Cockpit. and again already be connected.
Port 3 - 'E1' This Port is connected to the Second Machine in the Network.
Port 4 - 'E2' This Port is connected to the Third Machine in the Network.

NOTE :   The 'E1' and 'E2' Ports are brought out to external LAN Connectors located at the back of the 'Player 2' Cockpit base.

(17-2 Fig 02)

M = Serial Connection to this Machine's Master Cockpit
S = Serial Connection to this Machine's Slave Cockpit
E = Serial Connection to Other Machine's in the Network

17-3　NETWORK PLAY SETTINGS

Each of the linked machines must be set up for network play. If the machines are not set up correctly, network play will not be possible.

For this game, up to 4 machines can be connected to allow up to 4 players to play simultaneously.

1 Turn on the power on each machine to be used in network play.

2 Cause all of the machines to enter the Test Mode.

3 Select the GAME TEST MODE and press the Test button to display the GAME TEST MENU screen.

4 Select the NETWORK SETTINGS in the GAME TEST MENU screen and press the Test button.

```
                    NETWORK  SETTINGS


            NETWORK STATUS              ON
            CABINET CONNECTED           0
            NETWORK ENABLED             YES
            CABINET ID                  1
            CONFIRM CHANGES
     >>     EXIT





            SELECT WITH  SERVICE  BUTTON
               AND PRESS TEST BUTTON
```
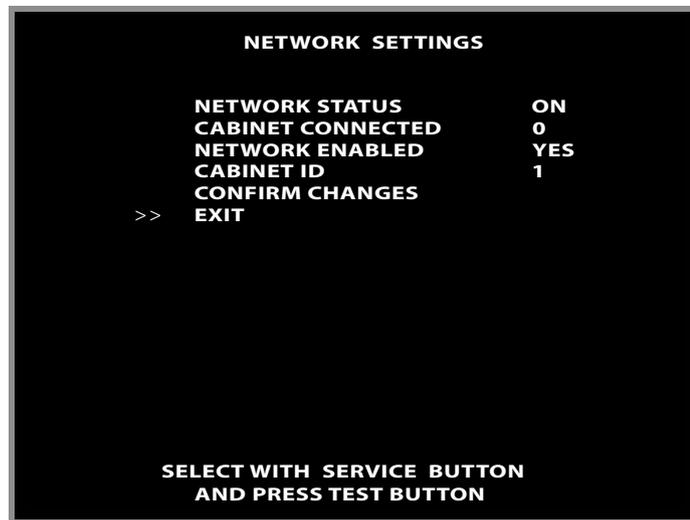
5 Perform the CABINET ID setting. Set the different ID number to each machine. Be sure to assign one of them with the ID number of "1"

6 Cause all of the machines to exit from the TEST MODE. Always select EXIT in the SYSTEM TEST MENU screen.

17-4 NETWORK PLAY PRECAUTIONS

(STOP) **IMPORTANT**

- **In network play, difficulty level and other settings are made from CABINET ID Number 1. Changing the settings at CABINET ID Number 1 also changes the settings for other units.**

- **If one of the units attached for network play enters Test Mode, the other unit will display the Error screen.**

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

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

NOTES ON NETWORKING

18 DESIGN-RELATED PARTS

For the warning display stickers, refer to Section 1.

No.	Number	Description	Quantity	Assembly
1	SRS-0013UK	POP CENTRE SRS TW	1	SRS-INST-TW / 21
2	SRS-0014UK	POP L SRS TW	1	SRS-INST-TW / 22
3	SRS-0015UK	POP R SRS TW	1	SRS-INST-TW / 23
4	SRS-0030UK	STICKER INFILL	1	SRS-INST-TW / 29
5	SRS-0031UK	STICKER CONTROL PANEL	2	SRS-2000UK / 14
6	SRS-0032UK	STICKER SEAT NUMBERS	1	SRS-INST-TW / 30
9	SRS-1501UK	STICKER BASE	4	SRS-10001UK / 20
11	SRS-1503UK	STICKER BASE LID REAR	2	SRS-10001UK / 22
12	SRS-1504UK	STICKER BASE REAR	2	SRS-10001UK / 23
13	SRS-1602BUK	STICKER HEADREST REAR	2	SRS-1600UK / 22
14	SRS-1603UK	STICKER SEAT BACK	2	SRS-1600UK / 23
15	SRS-0252UK	RACE LEADER	2	SRS-1300UK / 22
16	SRS-1152UK	STICKER SIDE POD	2	SRS-1050UK / 2
16	SRS-1152UK	STICKER SIDE POD	2	SRS-1060UK / 2
17	SRS-1153UK	STICKER SIDE POD PIRELLI	2	SRS-1050UK / 3
17	SRS-1153UK	STICKER SIDE POD PIRELLI	2	SRS-1060UK / 3

18-1   DESIGN RELATED PARTS
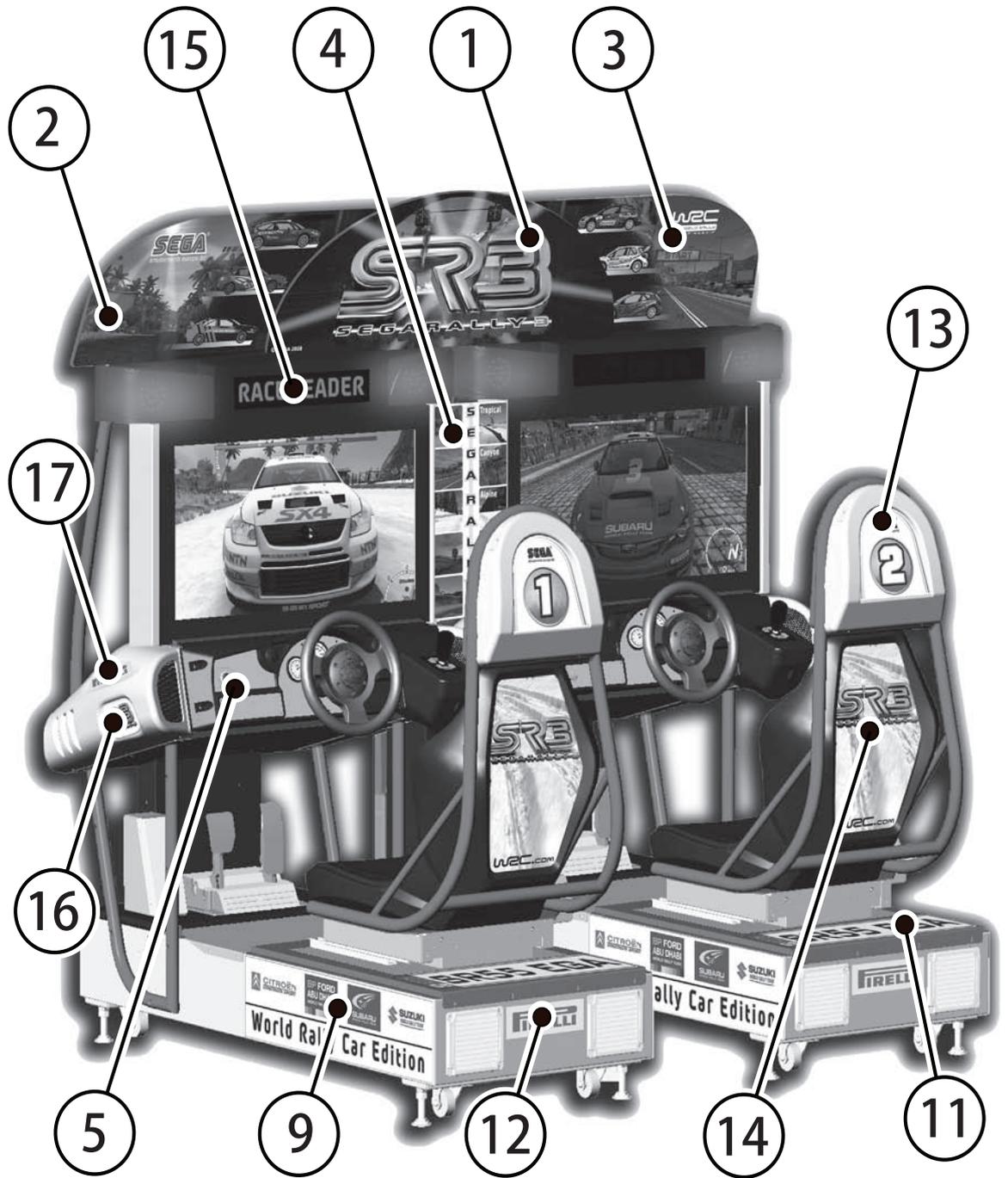
SEGA RALLY 3 TWIN - ASSY STRUCTURE

1	SRS-0001UK
	TOP ASSY SEGA RALLY 3 Twin

1	SRS-10001UK
	ASSY - COCKPIT 1P

2	SRS-4800UK
	ASSY - HUB

4	SRS-0400UK
	ASSY - AC BRKT MAIN

5	SRS-0700UK
	ASSY - AC BRKT SUB

X2

1	SRS-1120UK
	ASSY - SUB MAIN BASE

2	SRS-1130UK
	ASSY - 240V FAN

2	SRS-1550UK
	ASSY - SPEAKER L

3	SRS-1560UK
	ASSY - SPEAKER R

4	SRS-2000UK
	ASSY - CONTROL PANEL TWIN

4	SRS-2001UK
	ASSY - CONTROL PANEL COVER

12	SRS-2100UK
	ASSY - SW PLATE

6	SRS-1200UK
	ASSY - PEDAL BASE SRS

7	SRS-1150UK
	ASSY - SIDE POD L

8	SRS-1160UK
	ASSY - SIDE POD R

11	SRS-1300UK
	ASSY - BILLBOARD

2	SRS 1320UK
	ASSY - LIGHT UNIT L

3	SRS 1330UK
	ASSY - LIGHT UNIT R

4	SRS 5050UK
	ASSY - TRAY BULB RACE LEADER

13	SRS-1600UK
	ASSY - SEAT TWIN 1P

14	SRS-4500UK
	ASSY - MAIN BOARD

15	SRS-4600UK
	ASSY - ELEC BD

16	SRS-4700UK
	ASSY - PSU LCD BD

17	SRS-1510UK
	ASSY - BASE LID R

3	SRS-INST-TW
	INSTALLATION KIT SRS TWIN

2	SRS-0300UK
	ASSY - COIN CHUTE TOWER

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1			

TOP ASSEMBLY (SRS-0001UK)

No.	Component Part	Description	Quantity	
1	SRS-10001UK	ASSY COCKPIT 1P	2	
2	SRS-4800UK	ASSY HUB BD	1	*
3	SRS-INST-TW	ASSY INSTALLATION KIT SRS TWIN	1	*
4	SRS-0400UK	ASSY AC BRKT MAIN	1	
5	SRS-0700UK	ASSY AC BRKT SUB	1	
6	SRS-0025UK	BRKT CCT L	1	
7	SRS-0026UK	BRKT CCT R	1	
8	421-7020UK	STICKER CAUTION FORK	4	*
9	LB1102	STICKER DANGEROUS VOLTAGE	6	*
14	421-7988-91UK	STICKER SERIAL NUMBER UK	3	*
15	421-8543UK	STICKER CABINET L UK	1	*
16	421-8544UK	STICKER CABINET R UK	1	*
21	SRS-0028UK	LCD REAR LID	2	
22	SRS-0024UK	BONNET LID TWIN	2	
23	SRS-0021UK	LID WIRE COVER	2	
27	LB1046	LABEL TESTED FOR ELEC. SAFETY	1	*
28	RAL-XXXX-13UK	LOCK COVER UK	2	*
34	LB1130	LABEL WEEE WHEELIE BIN	1	*
201	000-P00412-WB	M4X12 MSCR PAN W/FS BLK	10	*
202	000-P00408-WB	M4X8 MSCR PAN W/FS BLK	26	*
203	010-P00412	M4X12 S-TITE PAN PAS	4	*
204	008-T00408-0C	M4X8 TMP PRF TH CRM	16	*
205	029-B00620-0B	M6X20 SKT BH BLK	4	*
206	060-S00600-0B	M6 WSHR SPR BLK	4	*
207	060-F00600-0B	M6 WSHR FORM A FLT BLK	4	*
212	050-F00400	M4 NUT FLG SER PAS	4	*
213	068-441616	M4 WSHR 16OD FLT PAS	4	*
214	030-000620-S	M6X20 BLT W/S PAS	4	*
215	060-F00600	M6 WSHR FORM A FLT PAS	4	*
301	SRS-60003UK	WH AC SLAVE	2	*
302	600-7269-0500UK	CA LAN CAT5 500CM	1	*
303	600-7269-0200UK	CA LAN CAT5 200CM	1	*
401	PK0447	PALLET SRS TWIN	2	*
402	PK0448	SHRINK BAG SRS TWIN	2	*

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| 1 | | | |

TOP ASSEMBLY

(SRS-0001UK)

(1) COCKPIT SLAVE

(1) COCKPIT MASTER

21 22 23 5 7 6 4 21 22 23
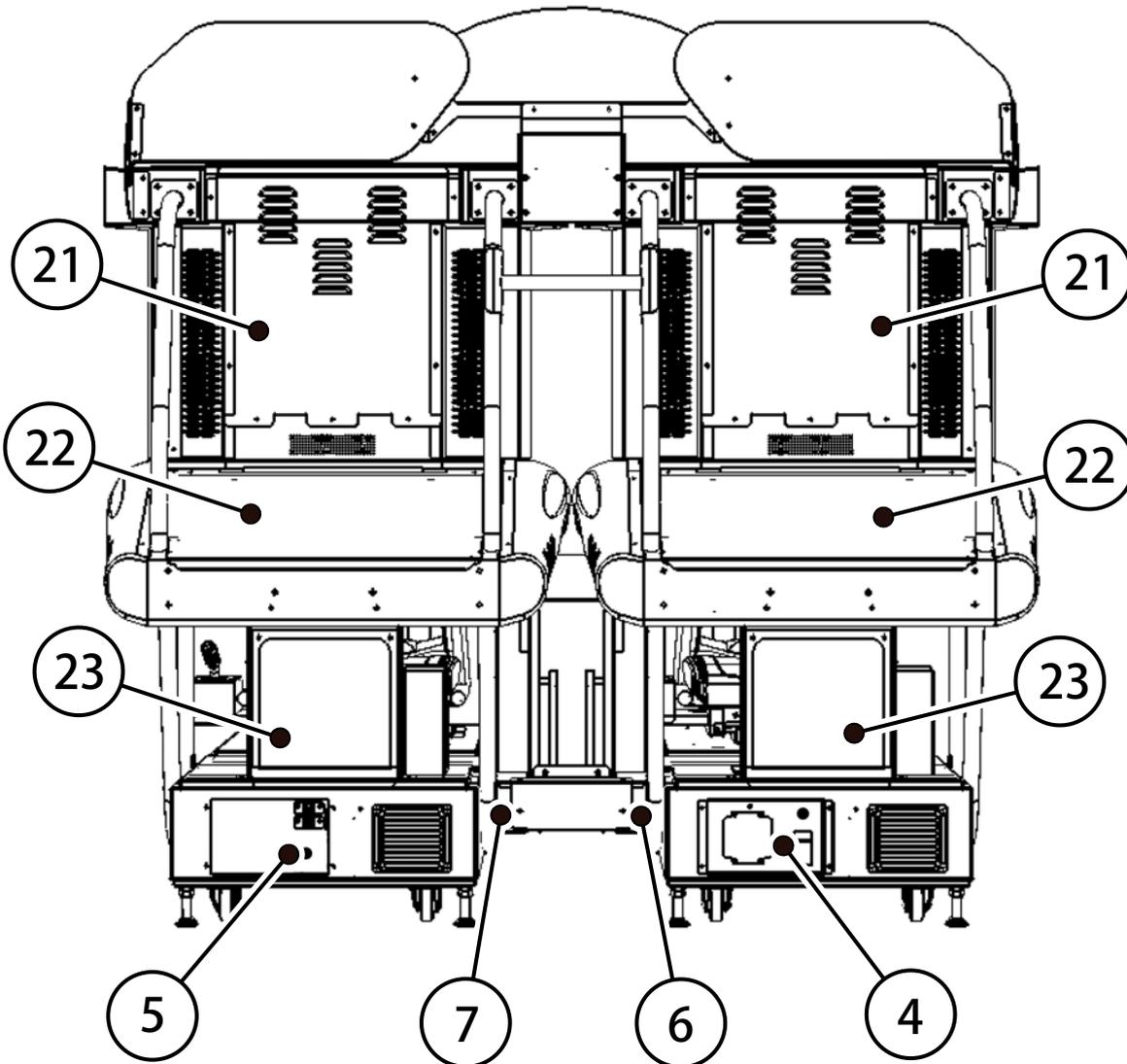
A	B	C	D
1	1		

ASSY - COCKPIT 1P   (SRS-10001UK)

No.	Component Part	Description	Quantity	
1	SRS-1120UK	ASSY SUB MAIN BASE	1	
2	SRS-1550UK	ASSY SPEAKER L	1	*
3	SRS-1560UK	ASSY SPEAKER R	1	*
4	SRS-2000UK	ASSY CONTROL PANEL TWIN	1	
5	SRS-1021UK	COCKPIT BASE	1	*
6	SRS-1200UK	ASSY PEDAL BASE SRS	1	
7	SRS-1150UK	ASSY SIDE POD L	1	
8	SRS-1160UK	ASSY SIDE POD R	1	
9	SRS-1023XUK	MONITOR STAND L	1	
10	SRS-1024XUK	MONITOR STAND R	1	
11	SRS-1300UK	ASSY BILLBOARD	1	
13	SRS-1600UK	ASSY SEAT TWIN 1P	1	
14	SRS-4500UK	ASSY MAIN BD	1	*
15	SRS-4600UK	ASSY ELEC BD	1	*
16	SRS-4700UK	ASSY ELEC BD LCD	1	*
17	SRS-1510UK	ASSY BASE LID R	1	
18	RAL-2007X	RUBBER HOLDER R TWIN	1	*
19	RAL-2008X	RUBBER HOLDER L TWIN	1	*
20	SRS-1501UK	STICKER BASE L	1	*
22	SRS-1503UK	STICKER BASE LID	1	*
23	SRS-1504UK	STICKER BASE REAR	1	*
24	SRS-2031UK	FRONT FLOOR SRS	1	
26	SRT-2031UK	NEOPRENE RUBBER STRIP 10X3mm	0.9	*
27	OS1004	DRAFT EXCLDR 4 X7MM BLK x 10M	0.8	*
28	SRS-0027UK	PLATE BLANK CCT HOLE	1	*
30	440-WS0220UK	WARNING STICKER TRAP HAZARD	1	*
31	SRS-1025UK	COCKPIT SIDE L	1	*
32	SRS-1026UK	COCKPIT SIDE R	1	*
33	SRS-1027UK	BRKT CLOSING CTRL PNL BTM	1	*
34	SRS-1028UK	FRAME REAR	2	
40	SRS-1401UK	BASE LCD MTG	1	*
41	SRS-1402UK	BRKT RETAINER PILLAR	2	*
42	SRS-1403UK	PILLAR LCD L	1	
43	SRS-1404UK	PILLAR LCD R	1	
44	SRS-1405UK	BRKT CLOSING CTRL PNL LCD TOP	1	*
45	123-5123	STUD BOLT M6 FOR LCD	6	*
101	200-6032-SMSNG	ASSY LCD 32 SMSNG LTA320WT-L16	1	
105	253-5569	BUSH FOR LCD	6	*
106	280-5113	COLLAR FOR TV	6	*
110	601-6231-D100	EDGING NEW TYPE	2	*
115	280-A00964-WX	ROUTER TWIST D09 SO6.4 WOOD X	4	*
116	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	7	*
117	280-A02064-WX	ROUTER TWIST D20 SO6.4 WOOD X	3	*
201	000-P00412-W	M4X12 MSCR PAN W/FS PAS	12	*
202	FAS-290040	HEX SKT SCR BH BLK M8X25	4	*
203	060-S00800-0B	M8 WSHR SPR BLK	4	*

A	B	C	D
1	1		

ASSY - COCKPIT 1P   (SRS-10001UK)

No.	Component Part	Description	Quantity	
204	060-F00800-0B	M8 WSHR FORM A FLT BLK	4	*
205	020-000830-0Z	M8X30 SKT CAP OZ	6	*
206	030-000625-SB	M6X25 BLT W/S BLK	2	*
207	031-000625-0B	M6X25 CRG BLT BLK	2	*
208	050-F00600	M6 NUT FLG SER PAS	12	*
209	068-651616-0B	M6 WSHR 16OD FLT BLK	16	*
210	068-651616	M6 WSHR 16OD FLT PAS	8	*
211	030-000616-SB	M6X16 BLT W/S BLK	14	*
212	000-T00512-0C	M5X12 MSCR POSI TH CRM	12	*
213	020-F00850-0Z	M8X50 SKT CSK OZ	10	*
214	068-852216-0B	M8 WSHR 22OD FLT BLK	4	*
215	030-000820-SB	M8X20 BLT W/S BLK	4	*
216	032-000425	M4X25 W/BLT PAS	4	*
217	068-441616	M4 WSHR 16OD FLT PAS	6	*
218	000-P00425-W	M4X25 MSCR PAN W/FS PAS	2	*
219	008-T00512-0B	M5X12 TMP PRF TH BLK	4	*
220	000-T00416-0C	M4X16 MSCR TH CRM	4	*
221	050-F00400	M4 NUT FLG SER PAS	10	*
222	068-852216-0B	M8 WSHR 22OD FLT BLK	4	*
223	060-F00800	M8 WSHR FORM A FLT PAS	8	*
224	030-000825-S	M8X25 BLT W/S PAS	8	*
225	050-F00800	M8 NUT FLG SER PAS	4	*
226	030-000816-S	M8X16 BLT W/S PAS	4	*
227	000-P00408-W	M4X8 MSCR PAN W/FS PAS	4	*
228	030-000816-S	M8X16 BLT W/S PAS	4	*
229	000-P00412-WB	M4X12 MSCR PAN W/FS BLK	2	*
230	000-T00412-0B	M4X12 MSCR TH BLK	2	*
231	068-652516	M6 WSHR 25OD FLT PAS	6	*
301	SRS-60023UK	WH PEDALS EXTN	1	*
302	SRS-60029UK	WH POWER BILLBOARD	1	*
303	600-7917-200UK	CA RGB D-SUB TO DVI 200CM	1	*
304	600-9010-44K	WIRE HARN EARTH 100mm M4/M4 K	1	*
305	600-9020-44K	WIRE HARN EARTH 200mm M4/M4 K	3	*
306	600-9030-44K	WIRE HARN EARTH 300mm M4/M4 K	1	*
307	600-9050-44K	WIRE HARN EARTH 500mm M4/M4 K	2	*
308	600-9120-44K	WIRE HARN EARTH 1200mm M4/M4 K	3	*

*   NOT SHOWN

19

PARTS LIST

A B C D
| 1 | 1 | | | **ASSY - COCKPIT 1P**   **(SRS-10001UK)**
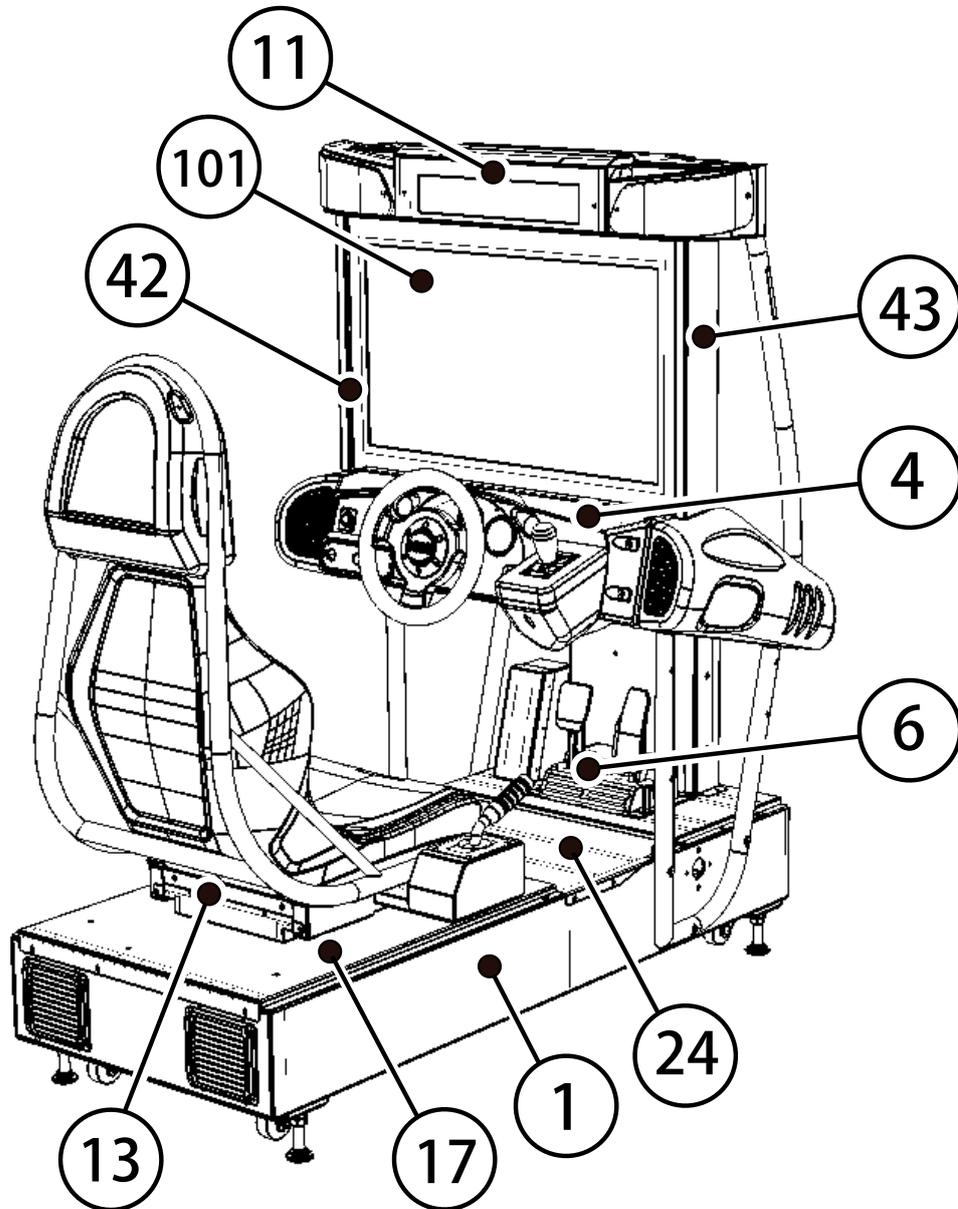
COMPONENTS IDENTIFIED ON THIS DRAWING

1	SRS-1120UK	ASSY SUB MAIN BASE	1
4	SRS-2000UK	ASSY CONTROL PANEL TWIN	1
6	SRS-1200UK	ASSY PEDAL BASE SRS	1
11	SRS-1300UK	ASSY BILLBOARD	1
13	SRS-1600UK	ASSY SEAT TWIN 1P	1
17	SRS-1510UK	ASSY BASE LID R	1
24	SRS-2031UK	FRONT FLOOR SRS	1
42	SRS-1403UK	PILLAR LCD L	1
43	SRS-1404UK	PILLAR LCD R	1
101	200-6032-SMSNG	ASSY LCD 32 SMSNG LTA320WT-L16	1

A	B	C	D
1	1		

ASSY - COCKPIT 1P   (SRS-10001UK)
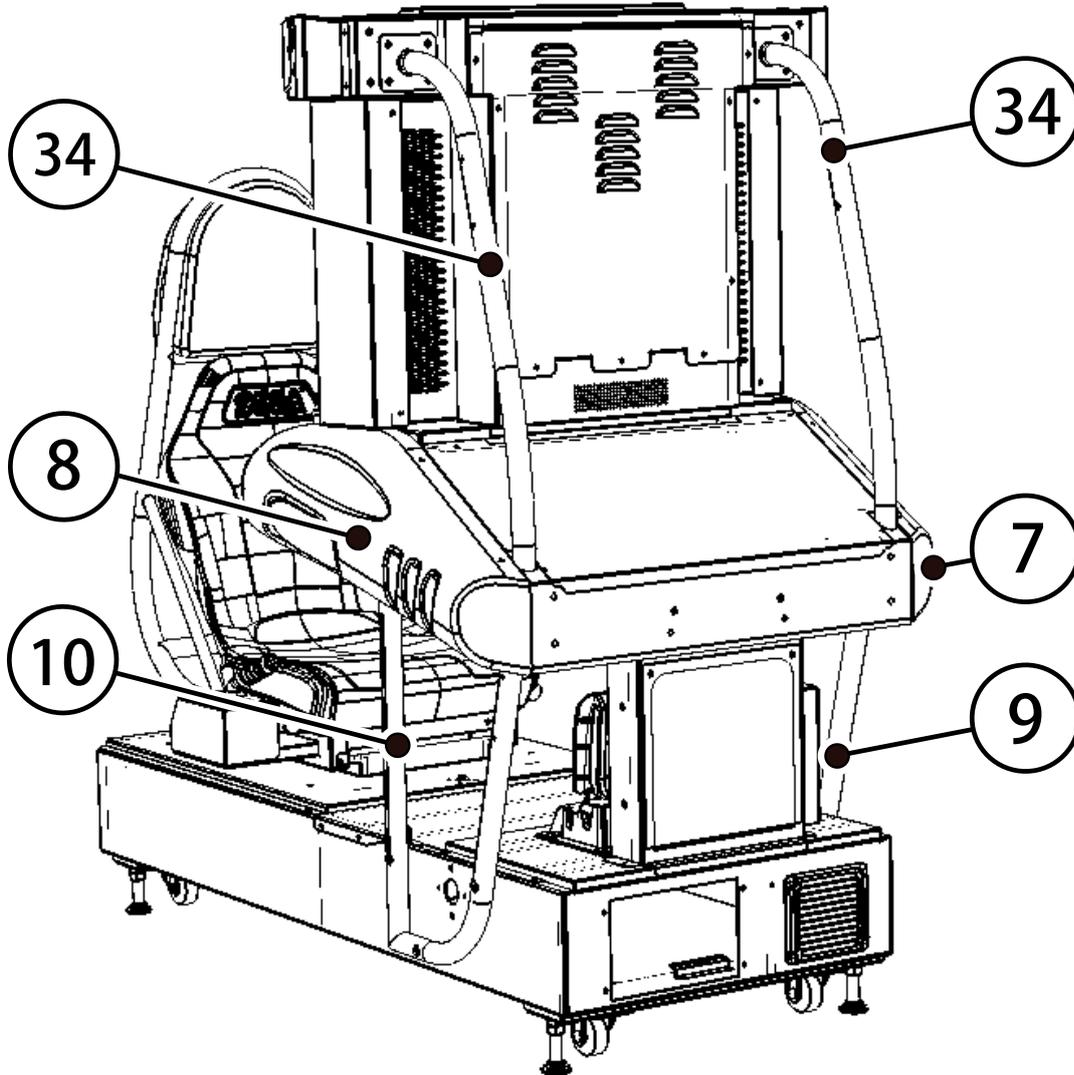
COMPONENTS IDENTIFIED ON THIS DRAWING

7	SRS-1150UK	ASSY SIDE POD L	1
8	SRS-1160UK	ASSY SIDE POD R	1
9	SRS-1023XUK	MONITOR STAND L	1
10	SRS-1024XUK	MONITOR STAND R	1
31	SRS-1025UK	COCKPIT SIDE L	1
32	SRS-1026UK	COCKPIT SIDE R	1
33	SRS-1027UK	BRKT CLOSING CTRL PNL BTM	1
34	SRS-1028UK	FRAME REAR	2

A B C D

1 1 1   **ASSY - SUB MAIN BASE   (SRS-1120UK)**

No.	Component Part	Description	Quantity	
1	SRS-1121UK	MAIN BASE	1	
2	SRS-1130UK	ASSY 240V FAN	2	
3	SRS-1122UK	PLATE AIR VENT SUPPORT	1	*
6	MA1007	CASTOR SWIVEL 63mm NYLON	4	
10	601-5699UK-01	LEG ADJ M16X100 1L/NUT	4	
101	253-5460-02	AIR VENT WHITE	3	
105	280-A02048-PM	ROUTER TWIST D20 SO4.8PA	2	*
201	000-T00416-0C	M4X16 MSCR TH CRM	12	*
202	050-F00400	M4 NUT FLG SER PAS	4	*
209	030-000816	M8X16 BLT PAS	16	*
210	060-S00800	M8 WSHR SPR PAS	16	*

*   NOT SHOWN
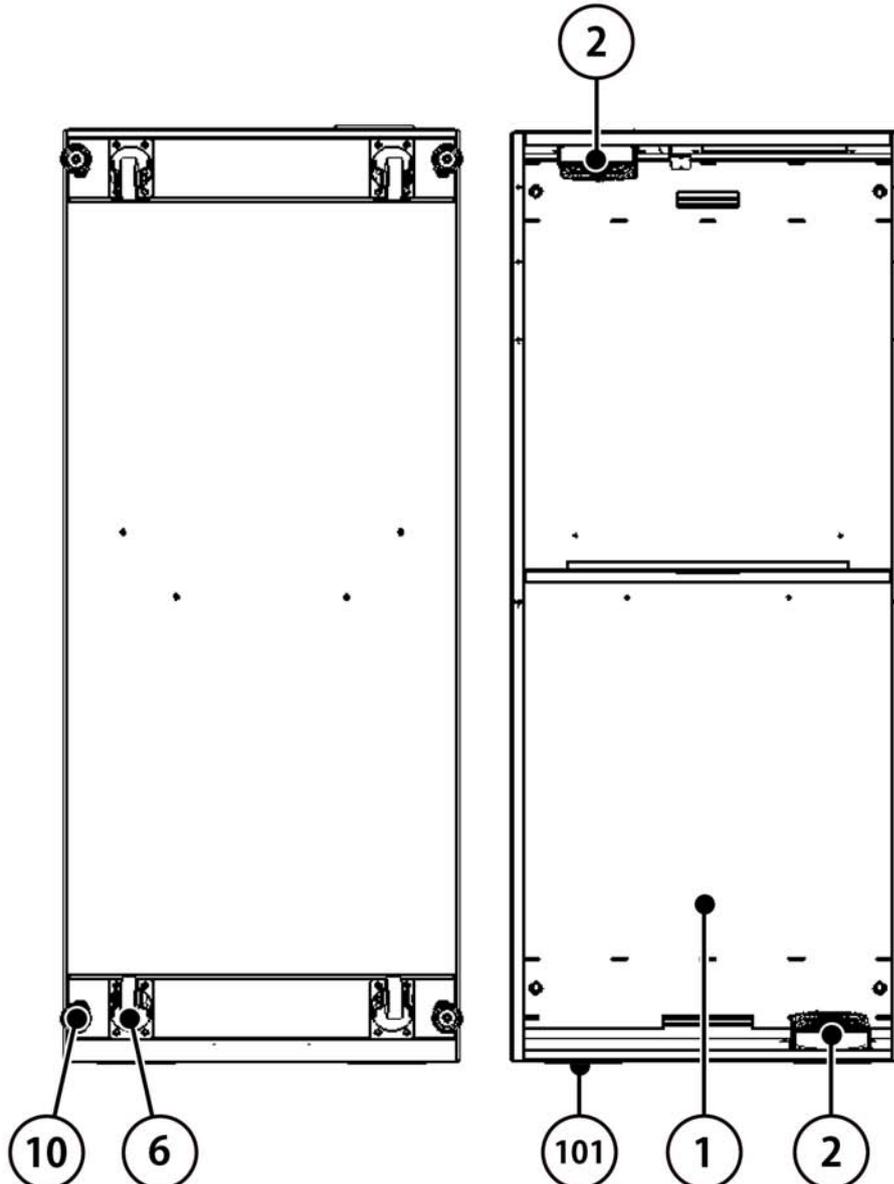
A	B	C	D
1	1	1	2

ASSY - 240V FAN   (SRS-1130UK)

No.	Component Part	Description	Quantity	
1	105-5340-02UK	FAN BRKT DUAL GUARD	2	
101	260-0024-01UK	FAN AC AXIAL DP200A	1	
102	FN1012	FAN GUARD METAL 120MM (FG-12)	2	
201	000-P00312-W	M3X12 MSCR PAN W/FS PAS	8	*
301	ST-60026UK	WH 240V FAN	1	*

*   NOT SHOWN
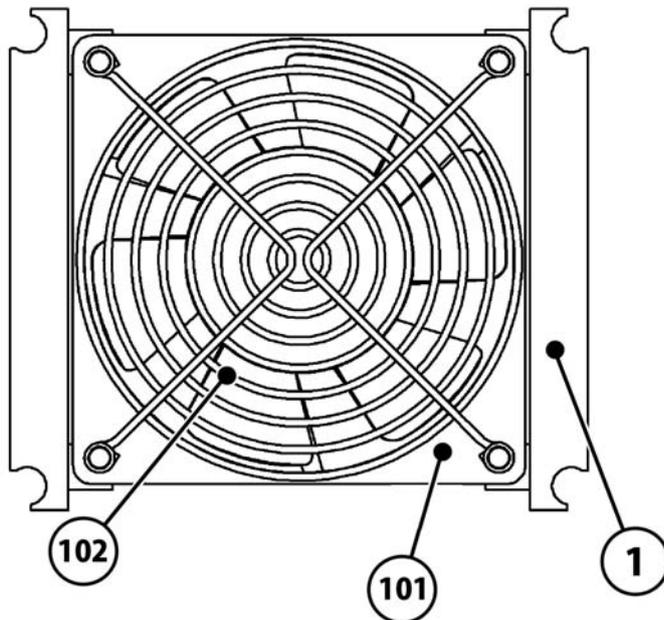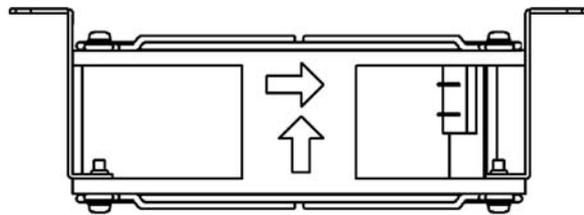
A B C D

| 1 | 1 | 2 | |

ASSY - SPEAKER L   (SRS-1550UK)

No.	Component Part	Description	Quantity	
1	SRS-1551UK	SPEAKER BRKT	1	
2	SRS-1552UK	BLOCK SPACER SPEAKER	1	
101	130-04030-E	SPKR ELIP 4OHM 30W VIS DX4x6P	0.5	
201	000-P00425-W	M4X25 MSCR PAN W/FS PAS	4	*
202	012-P03512-F	N6X1/2" S/TAP FLG PAS	2	*

*   NOT SHOWN
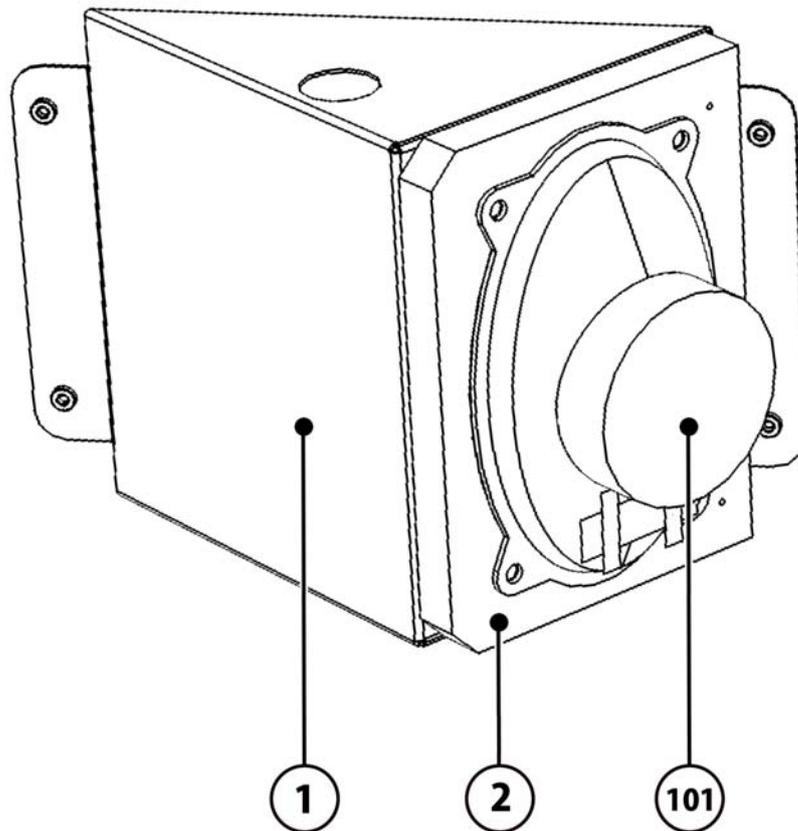
NOTE THAT THE COMPONENTS USED FOR BOTH SRS-1550UK AND SRS-1560UK ARE
THE SAME, AND THE ONLY DIFFERENCE BETWEEN THE TWO ASSEMBLIES IS IN THAT
THE LOUDSPEAKER IS FITTED IN THE OPOSITE DIRRECTION.

A	B	C	D
1	1	3	

ASSY - SPEAKER R   (SRS-1560UK)

No.	Component Part	Description	Quantity	
1	SRS-1551UK	SPEAKER BRKT	1	
2	SRS-1552UK	BLOCK SPACER SPEAKER	1	
101	130-04030-E	SPKR ELIP 4OHM 30W VIS DX4x6P	0.5	
201	000-P00425-W	M4X25 MSCR PAN W/FS PAS	4	*
202	012-P03512-F	N6X1/2" S/TAP FLG PAS	2	*

*   NOT SHOWN
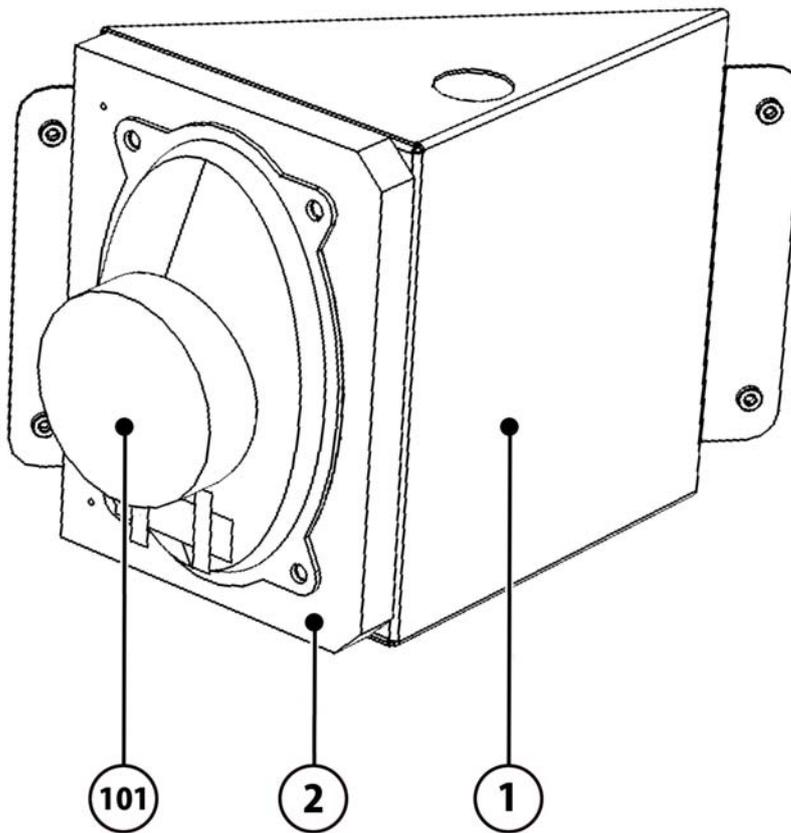
NOTE THAT THE COMPONENTS USED FOR BOTH SRS-1550UK AND SRS-1560UK ARE
THE SAME, AND THE ONLY DIFFERENCE BETWEEN THE TWO ASSEMBLIES IS IN THAT
THE LOUDSPEAKER IS FITTED IN THE OPOSITE DIRRECTION.

A   B   C   D

1 1 4   # ASSY - CONTROL PANEL TWIN   (SRS-2000UK)

No.	Component Part	Description	Quantity	
2	SRS-2003UK	HANDLE COLLAR	1	
4	SRS-2001UK	CONTROL PANEL COVER	1	
5	SRS-2002UK	CONTROL PANEL BRKT	1	*
6	INY-1204	SHIFT COVER INY	1	
7	DYN-1223X	SHIFT COVER B	1	
9	LMN-1202	SHIFT BASE	1	*
11	610-0408-01	UP/DOWN SHIFTER AL YL	1	
12	SRS-2100UK	ASSY SW PLATE	1	
14	SRS-0031UK	STICKER CONTROL PANEL L	1	*
15	117-5164UK	PLATE START 37x42 UK	1	
16	DYN-0010UK	DENOMI PLATE	1	*
17	SRS-2004UK	CONTROL PANEL BACK	1	
101	FR-2500-01UK	MECHA 50-0102-08 W/SEGA CAP	1	
102	280-A01200-A	ROUTER TWIST D12 ADH	4	*
103	280-A02000-A	ROUTER TWIST D20 ADH	1	*
108	509-5440	PUSH BTN SW IT GRN W/L DC 14V	1	
202	060-F00800	M8 WSHR FORM A FLT PAS	4	*
204	050-U00800	M8 NUT NYLOK PAS	4	*
205	FAS-200013	M4X16 SKT CAP CRM	6	*
206	000-T00416-0B	M4X16 MSCR TH BLK	3	*
207	000-P00412-W	M4X12 MSCR PAN W/FS PAS	3	*
208	008-T00516-0B	M5X16 TMP PRF TH BLK	4	*
210	030-000820-S	M8X20 BLT W/S PAS	4	*
211	050-F00300	M3 NUT FLG SER PAS	2	*
212	000-T00412-0C	M4X12 MSCR TH CRM	4	*
215	050-F00400	M4 NUT FLG SER PAS	2	*
216	000-T00416-0B	M4X16 MSCR TH BLK	4	*
217	060-F00400-0B	M4 WSHR FORM A FLT BLK	6	*
218	068-652016	M6 WSHR 20OD FLT PAS	4	*
219	050-U00600	M6 NUT NYLOK PAS	4	*
302	SRS-60021UK	WH BTN PLATE	1	*
303	SRS-60017UK	WH CNTL PNL EXTN	1	*
304	SRS-60018UK	WH CREDIT BNTN EXTN	1	*
305	SRS-60019UK	WH CREDIT BTN	1	*
306	SRS-60020UK	WH SPEAKER B	2	*
309	SRS-60022UK	WH SHIFTER EXTN	1	*

*   **NOT SHOWN**

A B C D

1 | 1 | 4 | ASSY - CONTROL PANEL TWIN   (SRS-2000UK)
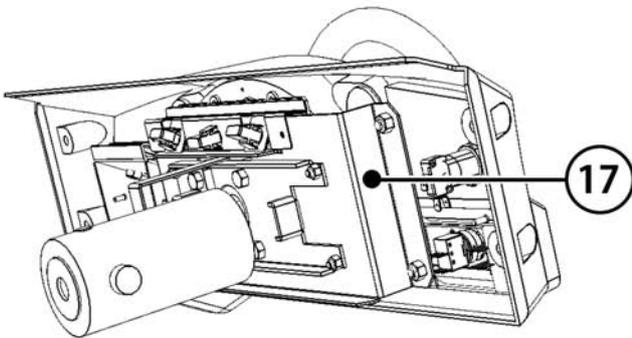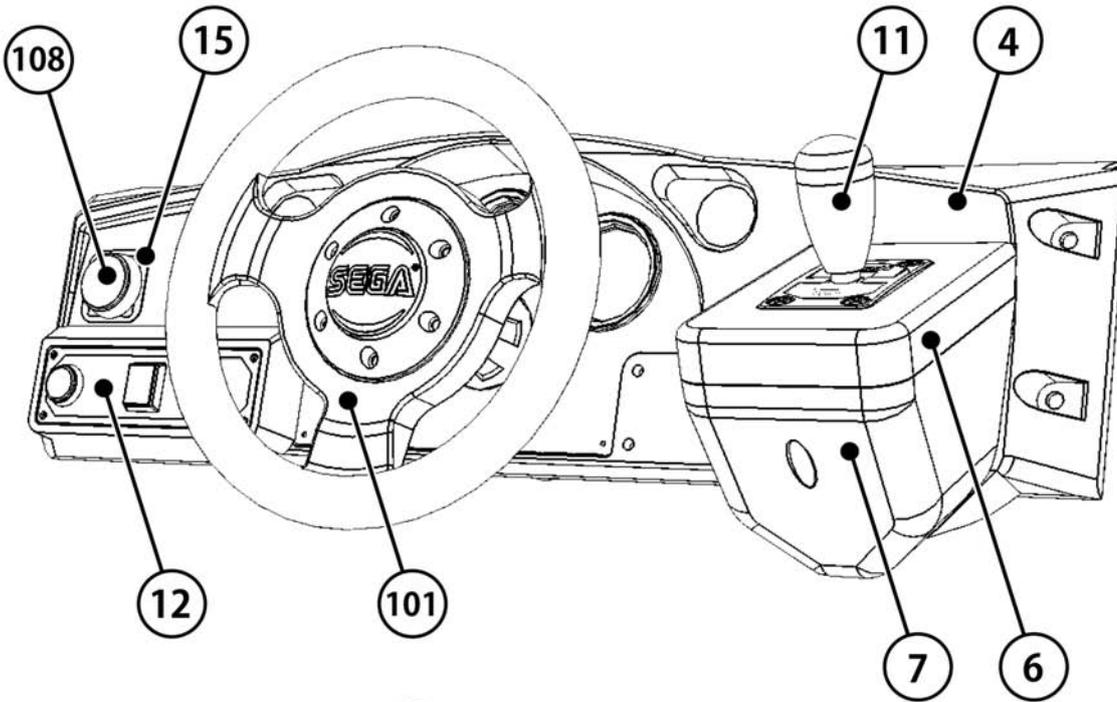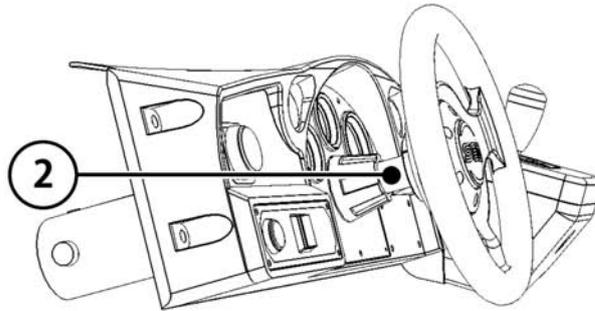
A	B	C	D
1	1	4	4

ASSY - CONTROL PANEL COVER DX

No.	Component Part	Description	Quantity	
1	SRG-1201X-D	PANEL COVER MACHINED	1	
2	SRS-2001-BUK	METER PANEL	1	
3	SRS-2001-CUK	DESIGN PLATE L TWIN	1	*
4	SRS-2001-DUK	DESIGN PLATE M TWIN	1	*
5	SRS-2001-EUK	DESIGN PLATE R TWIN	1	*
201	047-PA3207-6	DIA 3.2X7.6 RVT OPEN AL	4	*
202	060-F00300	M3 WSHR FORM A FLT PAS	4	*

*   NOT SHOWN

19

PARTS LIST
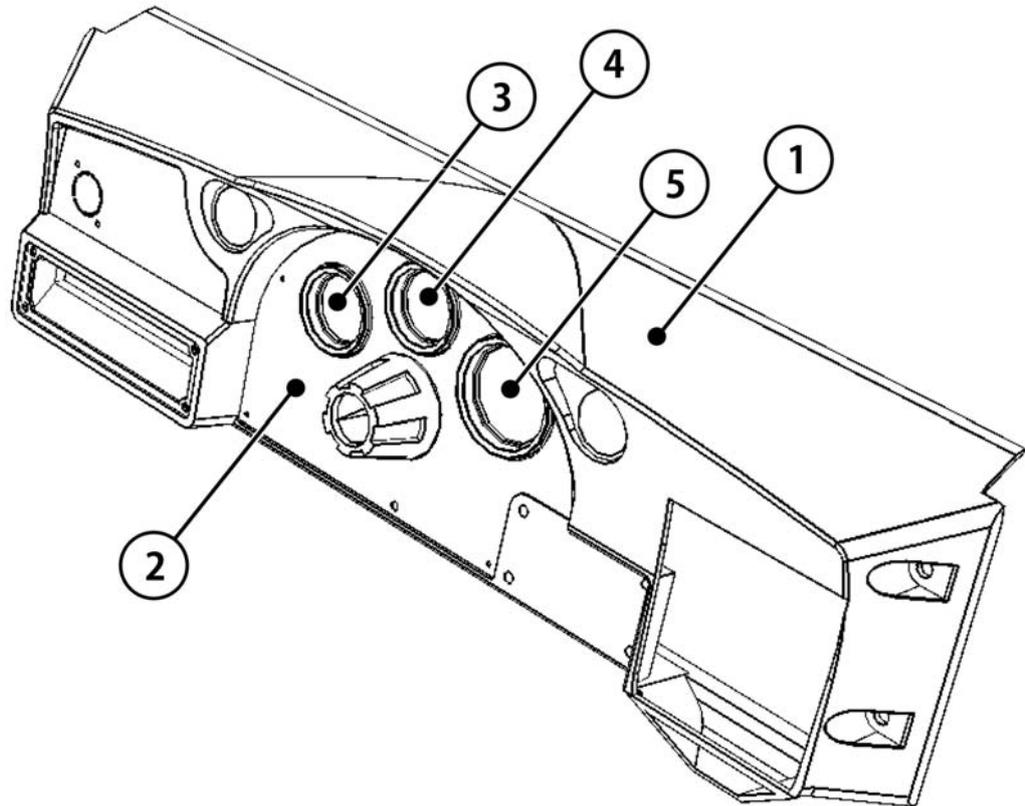
A	B	C	D
1	1	4	12

ASSY - CONTROL PANEL SW PLATE

No.	Component Part	Description	Quantity	
1	SRS-2101UK	STICKER START/VIEW	1	*
2	ORT-2101	BUTTON PLATE	1	
3	171-6478B	PC BD LIGHTING SWX5	1	*
101	212-5205-12	CONN JST M 12P RTA	1	*
102	509-5560-Y	PB SW W/L 6V 1L Y LW1L-15VY	1	
103	509-5561-S	PB SW W/L 6V 5L R LW5L-15VS	1	

*   NOT SHOWN

VIEW FROM FRONT
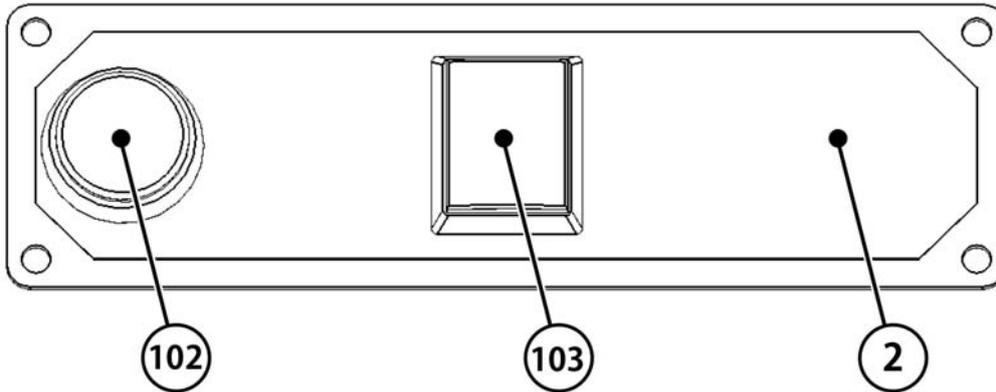
A B C D
1 1 6   ASSY - PEDAL BASE SRS   (SRS-1200UK)

No.	Component Part	Description	Quantity	
1	SPG-2200-01	ASSY BRAKE & ACCELL	1	
2	SRS-1201UK	PEDAL BASE	1	
3	TFF-1202UK	FOOTREST BASE	1	
4	SPG-2222UK	ANTI FINGER TRAP PLATE LEFT	1	*
5	SPG-2223UK	ANTI FINGER TRAP PLATE RIGHT	1	
6	SPG-2224UK	PEDAL GASKET	1	*
7	SRT-2031UK	NEOPRENE RUBBER STRIP 10	0.52	*
8	SRS-1203XUK	WIRE COVER BOX	1	
101	280-A01200-A	ROUTER TWIST D12 ADH	6	*
201	068-852216-0B	M8 WSHR 22OD FLT BLK	4	*
202	030-000820-SB	M8X20 BLT W/S BLK	4	*
203	030-000616-SB	M6X16 BLT W/S BLK	4	*
204	050-F00400	M4 NUT FLG SER PAS	3	*
205	030-000816-S	M8X16 BLT W/S PAS	4	*
206	060-F00800	M8 WSHR FORM A FLT PAS	4	*
207	060-F00600-0B	M6 WSHR FORM A FLT BLK	4	*
301			1	*

* NOT SHOWN

19

PARTS LIST

1 1 6 ☐ **ASSY - PEDAL BASE SRS   (SRS-1200UK)**
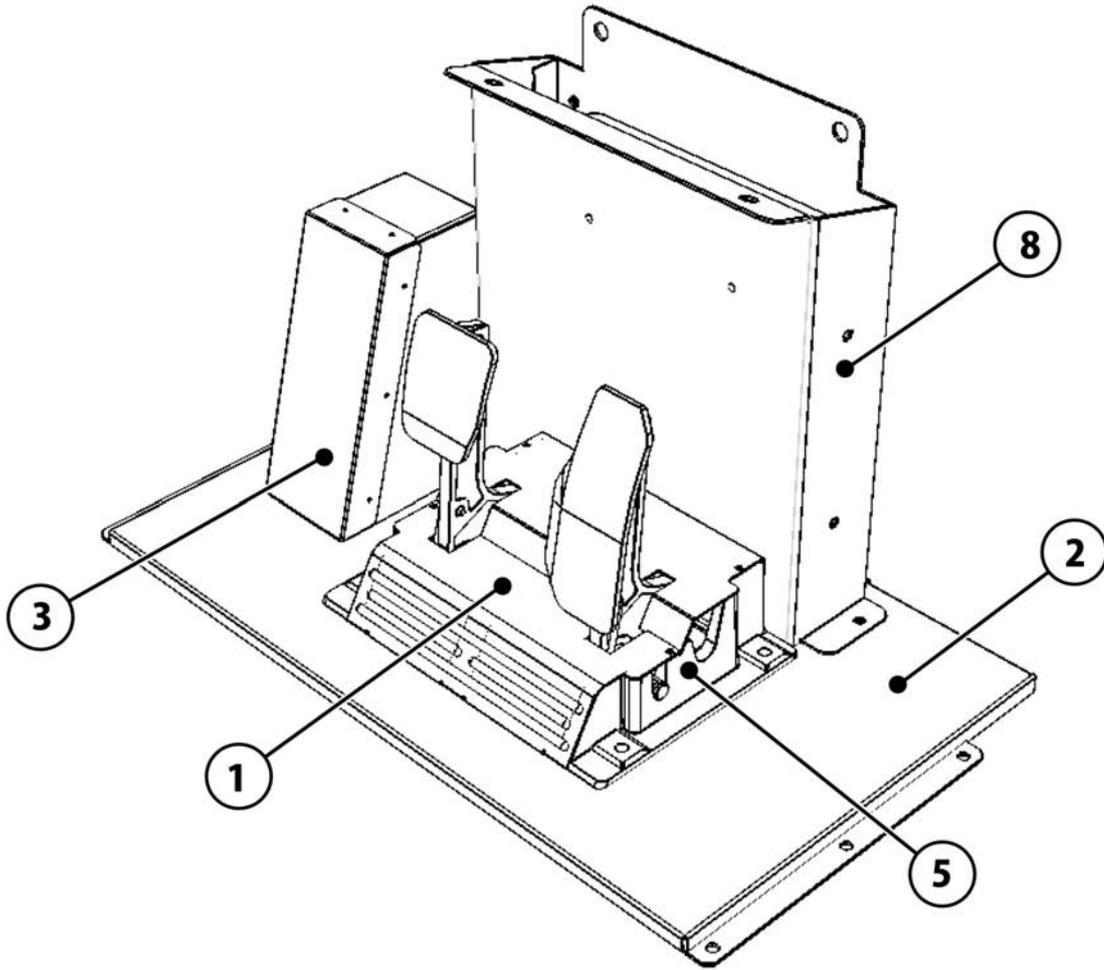
A B C D

A B C D
1 1 7   **ASSY - SIDE POD L   (SRS-1150UK)**

No.	Component Part	Description	Quantity
1	SRS-1151UK	SIDE POD L	1
2	SRS-1152UK	STICKER SIDE POD	1
3	SRS-1153UK	STICKER SIDE POD PIRELLI	1 *
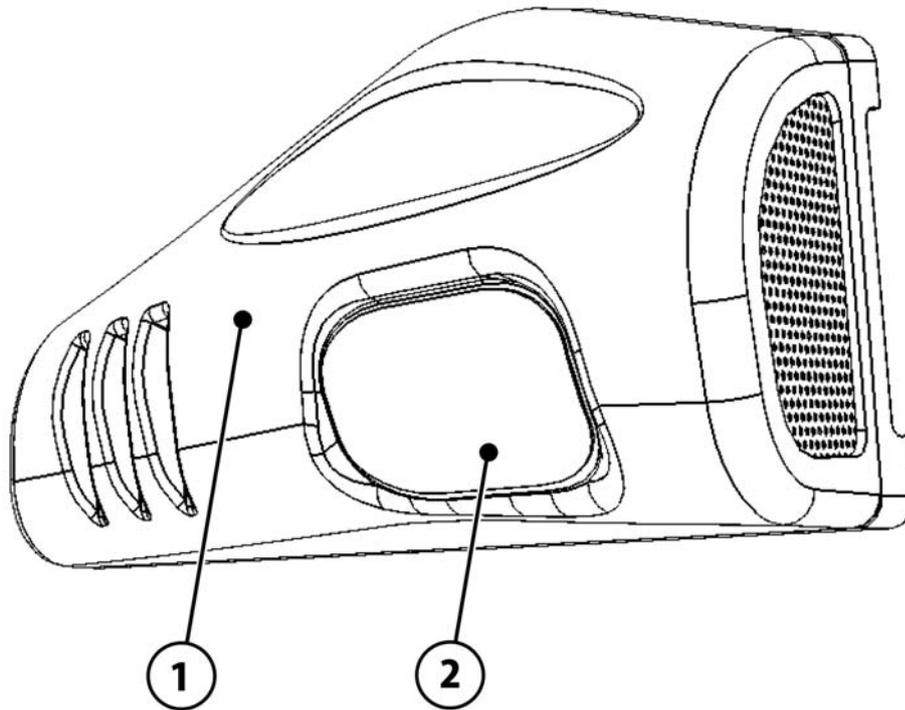
*   NOT SHOWN

A B C D

1 1 8 □   ASSY - SIDE POD R   (SRS-1160UK)

No.	Component Part	Description	Quantity	
1	SRS-1161UK	SIDE POD R	1	
2	SRS-1152UK	STICKER SIDE POD	1	
3	SRS-1153UK	STICKER SIDE POD PIRELLI	1	*

*   NOT SHOWN
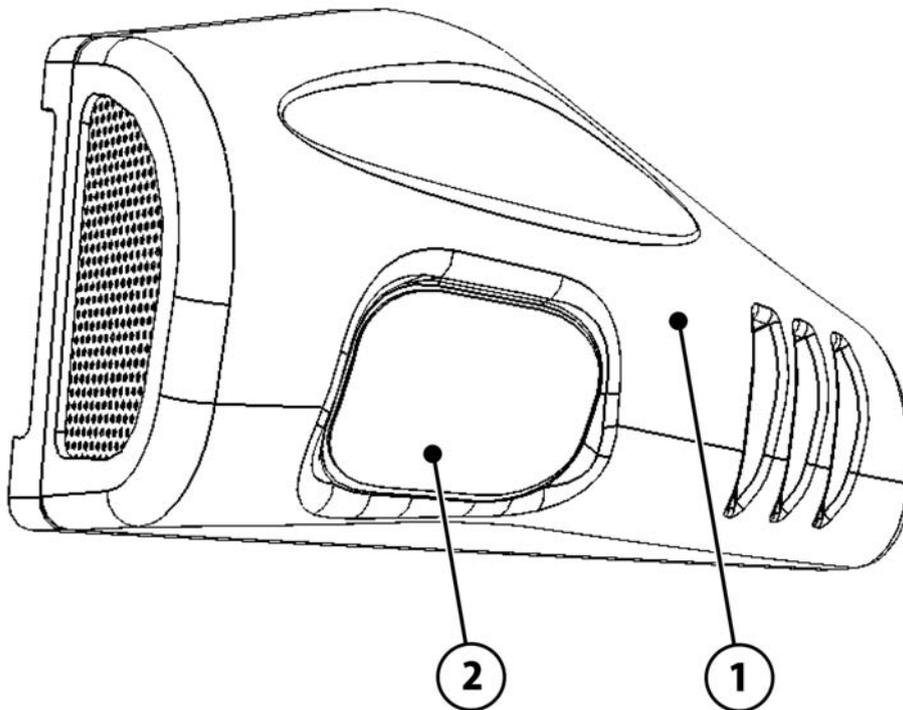
1 1 11   ASSY - BILLBOARD   (SRS-1300UK)

A B C D

No.	Component Part	Description	Quantity	
1	SRS-1301UK	BASE LIGHT UNIT	1	
2	SRS-1320UK	ASSY LIGHT UNIT L	1	
3	SRS-1330UK	ASSY LIGHT UNIT R	1	
4	SRS-5050UK	ASSY TRAY BULB R LEADER DX	1	
5	SRS-1302UK	COVER CCFL COMPARTMENT	1	
6	SRS-1303UK	COVER FL COMPARTMENT	1	
18	LB1102	STICKER DANGEROUS VOLTAGE	1	*
19	LB1104	STICKER CAUTION, HOT SURFACE	1	*
20	421-7501-10	STICKER FL 40W	2	*
21	SRS-0253UK	RETAINER RACE LEADER	1	*
22	SRS-0252UK	RACE LEADER	1	
101	390-0240-40UK	FL TRAY 240V 40W	1	
102	390-5695-40-DUK	FL TUBE 40W 600L 1.5	1	
103	838-0011UK	LED HEADLAMP BD	2	
201	050-F00400	M4 NUT FLG SER PAS	5	*
202	060-F00400	M4 WSHR FORM A FLT PAS	6	*
203	000-P00410-W	M4X10 MSCR PAN W/FS PAS	12	*
204	000-T00412-0B	M4X12 MSCR TH BLK	16	*
205	060-F00800	M8 WSHR FORM A FLT PAS	2	*
206	050-W00400	M4 NUT WING TYPE 2 PAS	2	*
301	SRS-60031UK	WH FL UNIT	1	*
302	SRS-60032UK	WH HEAD LAMPS	1	*

*   NOT SHOWN

19

PARTS LIST

A	B	C	D
1	1	11	

ASSY - BILLBOARD   (SRS-1300UK)
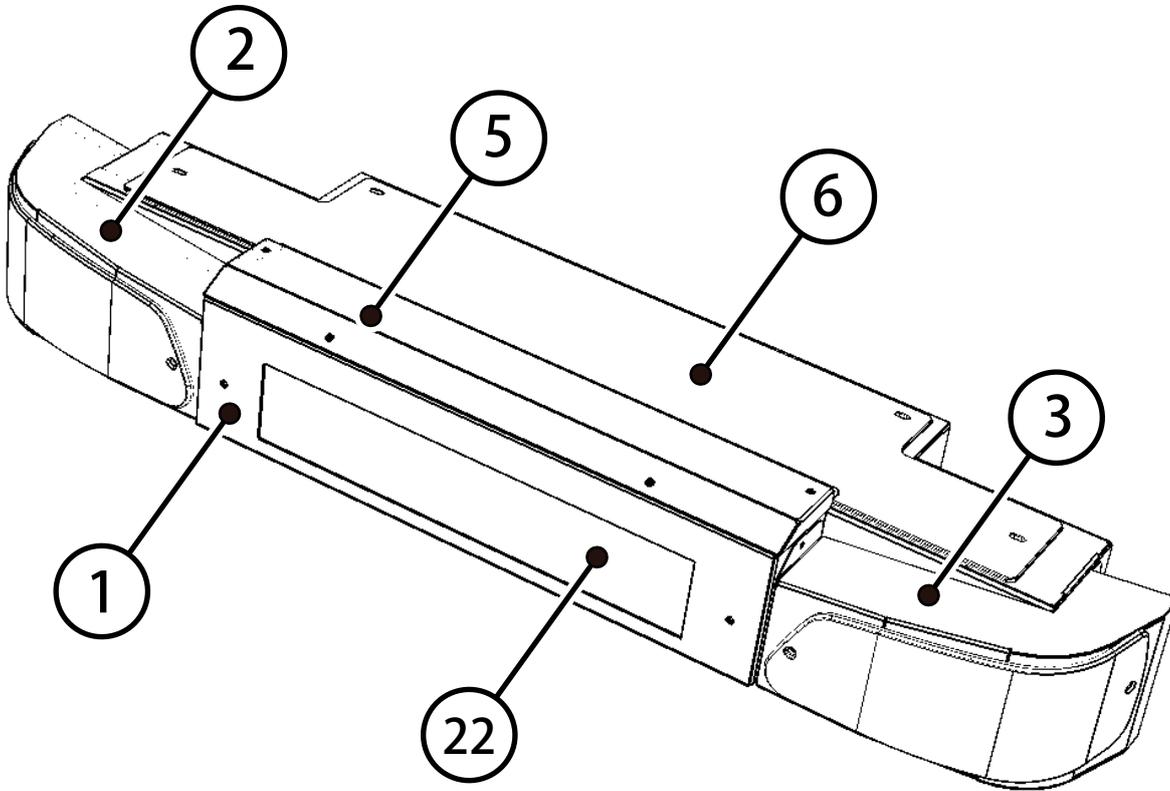
COMPONENTS IDENTIFIED ON THIS DRAWING

1	SRS-1301UK	BASE LIGHT UNIT	1
2	SRS-1320UK	ASSY LIGHT UNIT L	1
3	SRS-1330UK	ASSY LIGHT UNIT R	1
5	SRS-1302UK	COVER CCFL COMPARTMENT	1
6	SRS-1303UK	COVER FL COMPARTMENT	1
22	SRS-0252UK	RACE LEADER	1

A   B   C   D
| 1 | 1 | 11 | | **ASSY - BILLBOARD**   **(SRS-1300UK)**
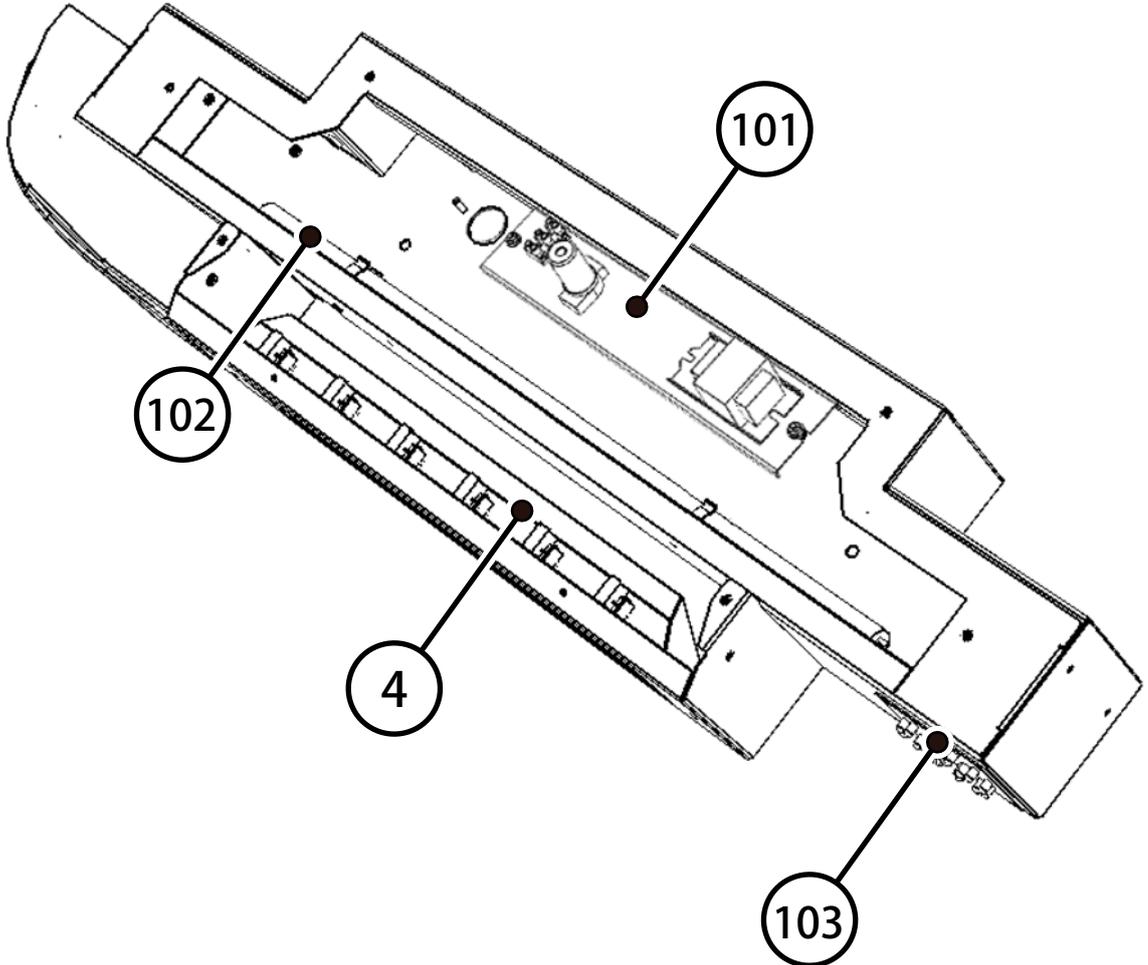
COMPONENTS IDENTIFIED ON THIS DRAWING

4	SRS-5050UK	ASSY TRAY BULB R LEADER DX	1
101	390-0240-40UK	FL TRAY 240V 40W	1
102	390-5695-40-DUK	FL TUBE 40W 600L 1.5	1
103	838-0011UK	LED HEADLAMP BD	2

A	B	C	D
1	1	11	2

ASSY - LIGHT UNIT L (SRS-1320UK)

No.	Component Part	Description	Quantity	
1	SRS-1321UK	LIGHT UNIT L	1	*
2	SRS-3508UK	TAIL LIGHT LENS OUTER L	1	*
3	SRS-3552UK	PRSIM LENS TAIL LIGHT	1	*
201	008-T00412-0B	M4X12 TMP PRF TH BLK	2	*
202	050-F00400	M4 NUT FLG SER PAS	2	*
203	060-F00400	M4 WSHR FORM A FLT PAS	2	*

* NOT SHOWN
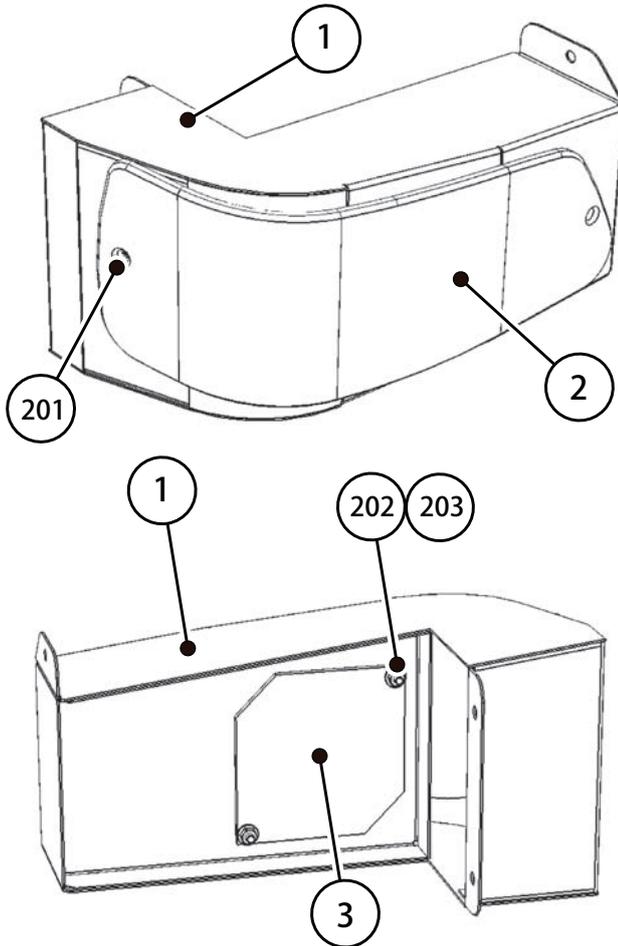
A   B   C   D

| 1 | 1 | 11 | 3 | ASSY - LIGHT UNIT R   (SRS-1330UK) |

No.	Component Part	Description	Quantity	
1	SRS-1331UK	LIGHT UNIT R	1	*
2	SRS-3509UK	TAIL LIGHT LENS OUTER R	1	*
3	SRS-3552UK	PRSIM LENS TAIL LIGHT	1	*
201	008-T00412-0B	M4X12 TMP PRF TH BLK	2	*
202	050-F00400	M4 NUT FLG SER PAS	2	*
203	060-F00400	M4 WSHR FORM A FLT PAS	2	*

*   NOT SHOWN
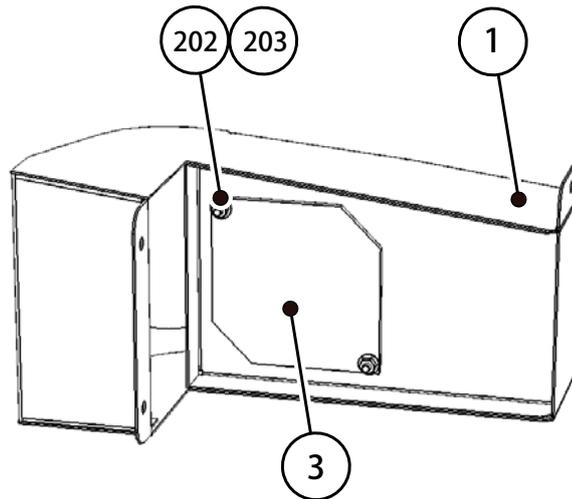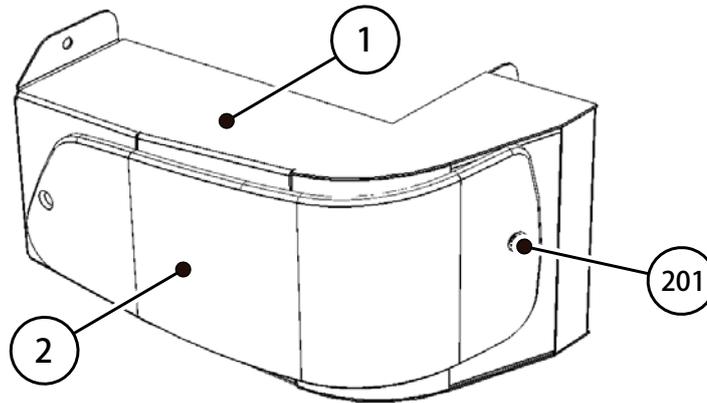
A	B	C	D
1	1	11	4

ASSY - TRAY BULB Race Leader (SRS-5050UK)

No.	Component Part	Description	Quantity	
1	SRS-5051UK	TRAY BULB R LEADER DX	1	
301	SRS-65074UK	WH RACE LEADER	1	*

* NOTE　　'301' Consists of all 6 Bulb Holders, Bulbs and Wiring Harness.
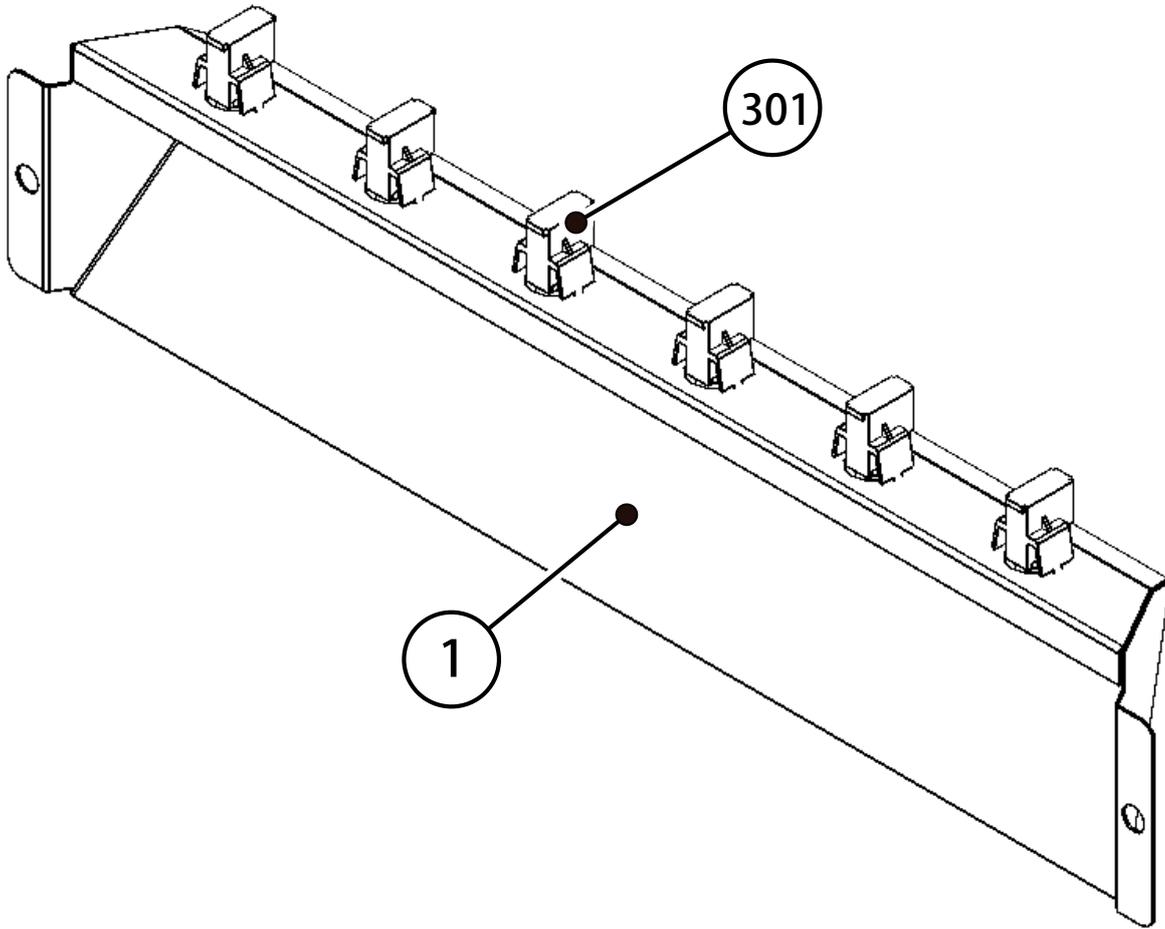
A   B   C   D

| 1 | 1 | 13 | | **ASSY - SEAT TWIN 1P** | **(SRS-1600UK)** |

No.	Component Part	Description	Quantity	
4	253-5550UK-21B	PAN SEAT W LOGO SEGA BLACK	1	
5	ABX-2403UK	SEAT BASE	1	
7	SRS-1604UK	SEAT FRAME	1	
8	SRS-1606UK	SEAT MOUNT TRAY	1	
12	ABX-2410UK	SAFETY GUARD	1	*
13	SRS-1611UK	CABLE BEAR BRKT	1	*
14	STC-1612	PROTECT RUBBER	2	*
15	ABX-2413UK	SAFETY GUARD F	1	
16	OS1004	DRAFT EXCLDR 4 X7MM BLK x 10M	1	*
17	SRS-1601UK	HEADREST CUSHION	1	
19	SRS-1602UK	HEADREST REAR	1	
22	SRS-1602-BUK	STICKER HEADREST REAR	1	*
23	SRS-1603UK	STICKER SEAT BACK	1	*
31	SRS-2500UK	ASSY HAND BRAKE	1	*
32	SRS-1651UK	HANDBRAKE ENCLOSURE	1	
33	SRS-2501UK	SRS HANDBRAKE HANDLE	1	
34	SRS-1618UK	END PLUG	2	*
35	SRS-1608UK	BRKT HEADREST REAR BTM	1	*
36	SRS-1609UK	BRKT HEADREST REAR TOP	2	*
101	601-9059-91	SEAT RAIL L	1	
102	601-9060-91	SEAT RAIL R	1	
108	601-6981-009	CABLE BEAR L=009	1	*
202	068-852216	M8 WSHR 22OD FLT PAS	14	*
203	030-000820-S	M8X20 BLT W/S PAS	6	*
204	000-P00410-W	M4X10 MSCR PAN W/FS PAS	2	*
205	000-T00408-0B	M4X8 MSCR TH BLK	8	*
207	050-U00800	M8 NUT NYLOK PAS	8	*
209	000-T00616-0B	M6X16 MSCR TH BLK	4	*
210	030-000620-S	M6X20 BLT W/S PAS	8	*
211	068-652516	M6 WSHR 25OD FLT PAS	4	*
212	000-T00512-0C	M5X12 MSCR POSI TH CRM	5	*
213	000-P00512-W	M5X12 MSCR PAN W/FS PAS	4	*
214	050-F00400	M4 NUT FLG SER PAS	4	*
215	028-00405-B	M4X5 GSCR SKT CUP BLK	1	*
216	050-F00600	M6 NUT FLG SER PAS	6	*
218	068-852216-0B	M8 WSHR 22OD FLT BLK	4	*
219	030-000820-SB	M8X20 BLT W/S BLK	4	*
301	SRS-60024UK	WH HANDBRAKE A	1	*
302	SRS-60025UK	WH CABLE BEAR	1	*

*   **NOT SHOWN**

19 PARTS LIST

A	B	C	D
1	1	13	

ASSY - SEAT TWIN 1P   (SRS-1600UK)

No.	Component Part	Description	Quantity
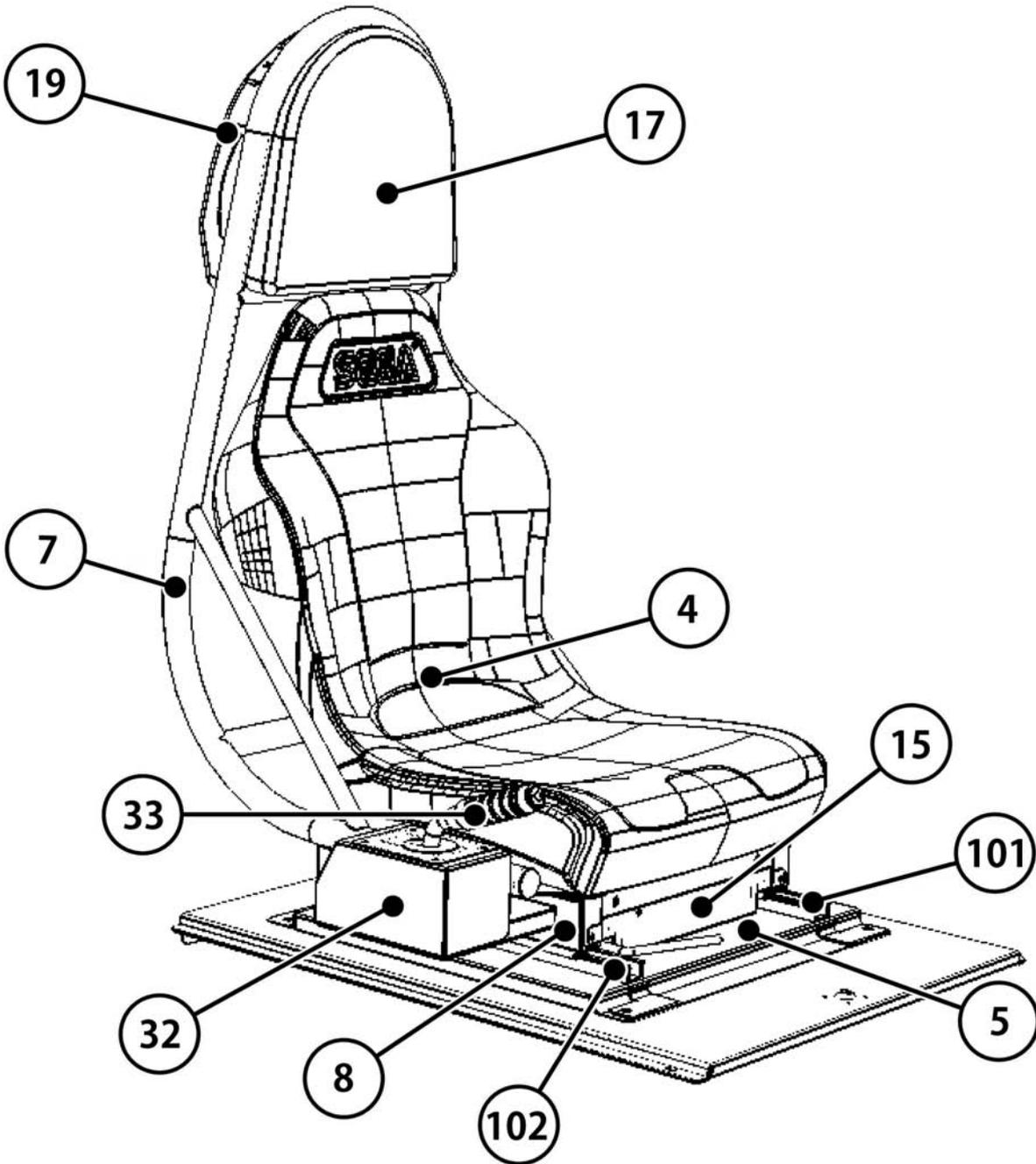
A B C D

| 1 | 1 | 14 | | **ASSY - MAIN BOARD** | **(SRS-4500UK)** |

No.	Component Part	Description	Quantity	
1	SRS-4501UK	MAIN BD BASE	1	
2	SRS-4204UK	BRKT MTG SUPPLY BFG	1	
5	LB1111	STICKER PLEASE RECYCLE	1	*
101	400-5457-500UK	FSP ATX PSU	1	
102	610-0003-01UK	ASSY CASE EUROPA SRS	1	
106	280-A02064-WX	ROUTER TWIST D20 SO6.4 WOOD X	16	*
107	LB1101	STICKER WARNING BATTERY	1	*
112	EP2001-01BL	DK SRSTW EU BLUE	1	*
201	000-P00416-W	M4X16 MSCR PAN W/FS PAS	6	*
301	SRS-60014UK	WH P PORT B	1	*
302	SRS-60015UK	WH AUDIO B	1	*
303	SRS-60016UK	WH AC GAMEBOARD	1	*
304	SRS-60026UK	WH HANDBRAKE B	1	*
305	SRS-60033UK	WH FAN EXT 240V	1	*
306	SRS-60034UK	WH EUROPA POWER	1	*

*   NOT SHOWN
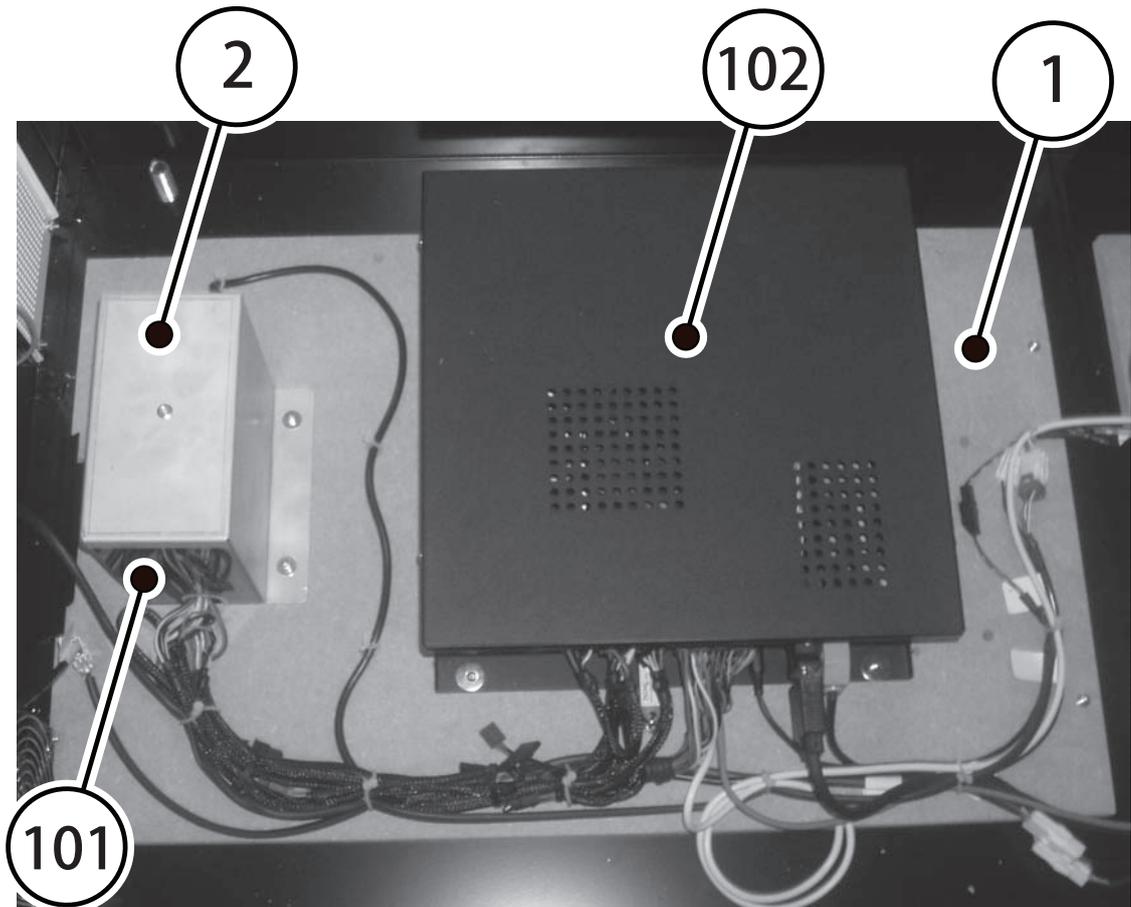
A	B	C	D
1	1	15	

ASSY - ELEC BD   (SRS-4600UK)

No.	Component Part	Description	Quantity	
1	SRS-4601UK	WOODEN BASE ELEC	1	
2	CFB-4003-01UK	EARTH TERMINAL PLATE	1	
201	012-P03512-F	N6X1/2" S/TAP FLG PAS	2	*
103	838-0005UK	I/O BOARD SAE	1	
104	838-14515-A03	SOUND AMP ANALOG IN W/EXP BD	1	
105	FR-838-001UK	MOTOR CONT HAPP 50-2000-03	1	
106	400-065-0512-01	PSU 5V/12V DC 65W MW RPD-65C	1	
107	400-075-024-01	PSU 24VDC 75W MW LPS-75-24	1	
108	400-050-024-01	PSU 24VDC 50W MW LPS-50-24	1	
109	838-14551-02UK	AC DISTRIBUTION BD	1	
110	838-0012UK	LAMP DRV BOARD	1	
111	OS1011	PCB FEET RICHCO LCBS-L-5-01	16	*
115	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	14	*
116	280-A02064-WX	ROUTER TWIST D20 SO6.4 WOOD X	10	*
201	012-P03512-F	N6X1/2" S/TAP FLG PAS	2	*
202	012-P00325	N4X1" S/TAP FLG PAS	16	*
203	012-P03506-F	N6X1/4" S/TAP FLG PAS	16	*
301	SRS-60004UK	WH AC ELEC BRD	1	*
302	SRS-60005UK	WH AC EXT ELEC BASE	1	*
303	SRS-60006UK	WH DC I/O	1	*
304	SRS-60007UK	WH DC AMP	1	*
305	SRS-60008UK	WH DC MOTOR CONTROL	1	*
306	SRS-60009UK	WH DC MOTOR OUT	1	*
307	SRS-60010UK	WH SPEAKER A	1	*
308	SRS-60011UK	WH AUDIO A	1	*
309	SRS-60012UK	WH P PORT A	1	*
310	SRS-60013UK	WH I/O	1	*
311	600-7141-100UK	CABLE JVS TYPE A-B 100cm	1	*

*   NOT SHOWN

19

PARTS LIST

A	B	C	D	
1	1	15		**ASSY - ELEC BD (SRS-4600UK)**

COMPONENTS IDENTIFIED ON THIS DRAWING

1	SRS-4601UK	WOODEN BASE ELEC	1
2	CFB-4003-01UK	EARTH TERMINAL PLATE	1
103	838-0005UK	I/O BOARD SAE	1
104	838-14515-A03	SOUND AMP ANALOG IN W/EXP BD	1
105	FR-838-001UK	MOTOR CONT HAPP 50-2000-03	1
106	400-065-0512-01	PSU 5V/12V DC 65W MW RPD-65C	1
107	400-075-024-01	PSU 24VDC 75W MW LPS-75-24	1
108	400-050-024-01	PSU 24VDC 50W MW LPS-50-24	1
109	838-14551-02UK	AC DISTRIBUTION BD	1
110	838-0012UK	LAMP DRV BOARD	1

A	B	C	D
1	1	16	

ASSY - PSU LCD BD   (SRS-4700UK)

No.	Component Part	Description	Quantity	
1	SRS-4701UK	LCD ELEC BD	1	
101	280-I00709-OS	STANDOFF 70OD 41D 9L	3	*
105	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	6	*
201	012-P00320	N4X3/4" S/TAP PAN PAS	3	*
202	012-P03512-F	N6X1/2" S/TAP FLG PAS	4	*
301	SRS-60030UK	WH LCD PSU	1	*
A		PSU 24VDC 150W MW LPS-150-24	1	
B		SATALITE ADJUSTMENT BOARD	1	

*   NOT SHOWN
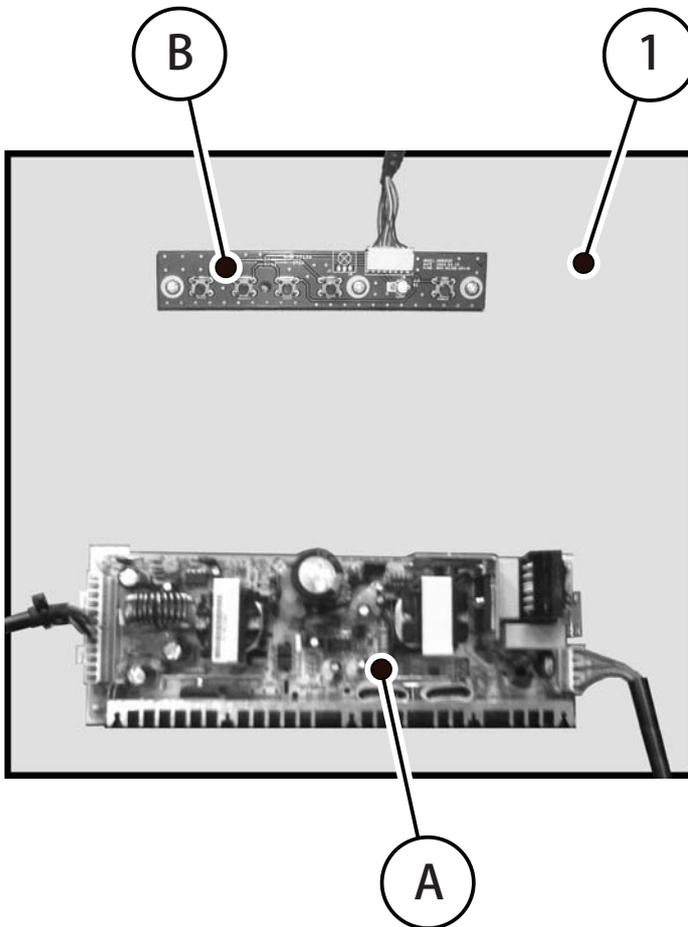
A B C D

1 | 1 | 17 | | ASSY - BASE LID R   (SRS-1510UK)

No.	Component Part	Description	Quantity	
1	SRS-1511UK	BASE LID R	1	
2	DUT-1511-CUK	GASKET STRIP	1	*
3	DUT-1511-DUK	LOCK TONGUE DUT	1	
101	220-5575UK	LOCK	1	
104	280-A00748-PM	ROUTER TWIST D7 SO4.8 PANEL M	4	*
201	050-F00400	M4 NUT FLG SER PAS	1	*
301	600-9020-44K	WIRE HARN EARTH 200mm M4/M4 K	1	*

*   NOT SHOWN
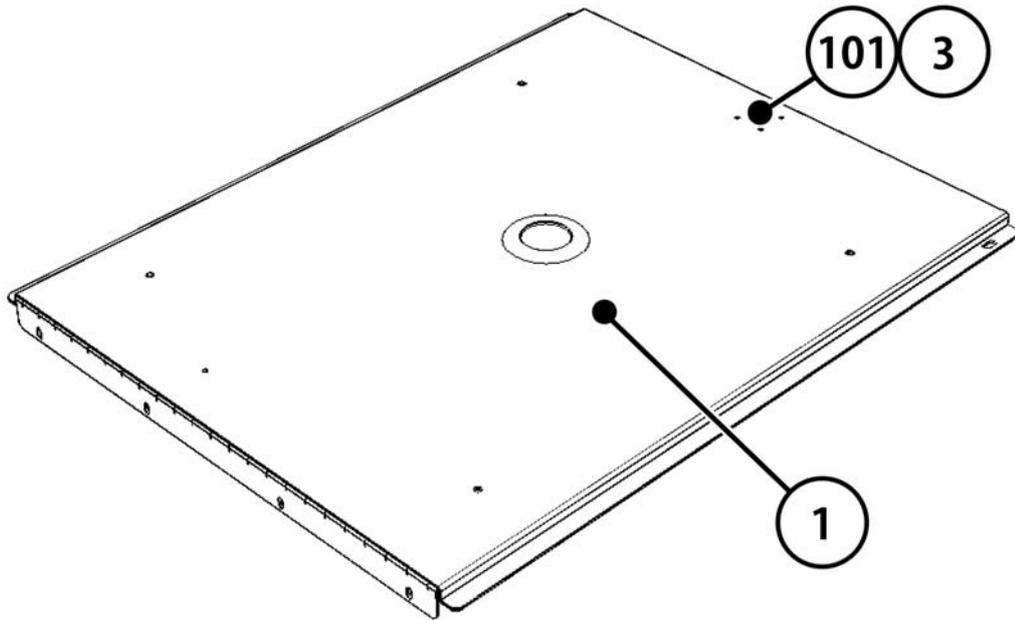
A B C D
| 1 | 2 | | | ASSY - HUB BD   (SRS-4800UK)

No.	Component Part	Description	Quantity
1	SRS-4801UK	WOODEN BASE HUB	1	*
2	SRS-4402UK	BRKT HUB MTG	1	*
3	SRS-4801UK	BRKT HUB PSU MTG	1	*
101	601-FS605	HUB ETHERNET	1	*
102	600-7269-0050UK	LAN CABLE 50CM PALFB05BL	2	*
105	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	6	*
201	000-P004 12-W	M4X12 MSCR PAN W/FS PAS	4	*
301	SRS-65069UK	WH HUB POWER	1	*

*   NOT SHOWN
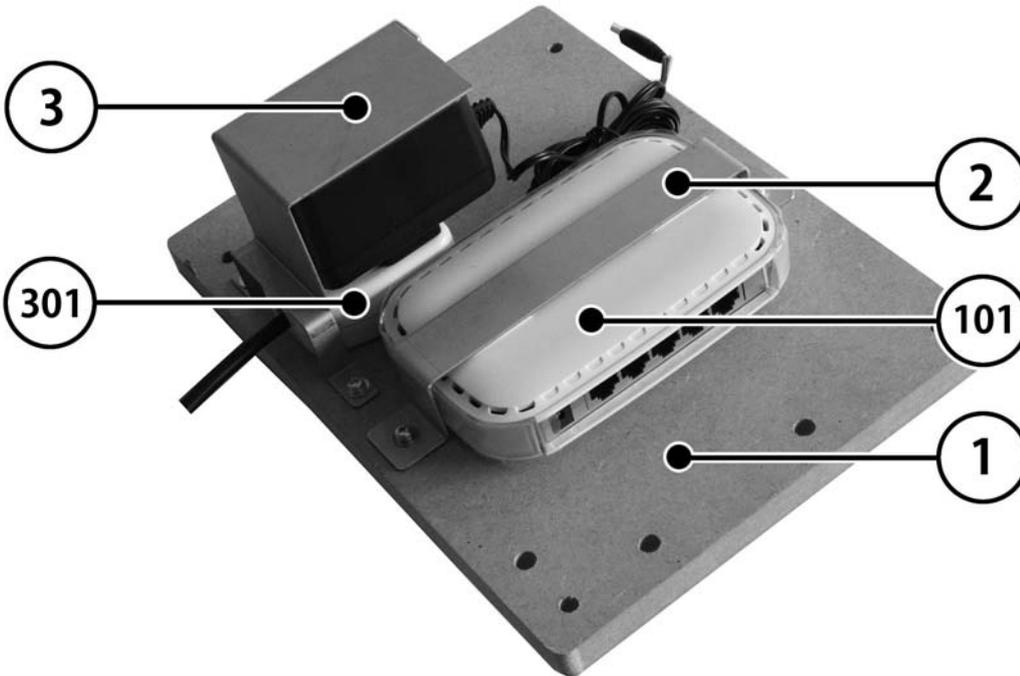
A B C D

1 4 **ASSY - AC BRKT MAIN** **(SRS-0400UK)**

No.	Component Part	Description	Quantity	
1	SRS-0401UK	AC BRKT MAIN	1	
3	LB1096	STICKER PROTECTIVE EARTH	1	
101	EP1382	FILTER SCHAFFNER FN682-10/06	1	
102	EP1387	IEC INLET & SW BZV01/Z0000/70	1	
104	514-5078-10000	FUSE 5X20 CERAMIC SB 10000mA	1	
105	421-6595-10000T	STICKER FUSE 10000mA TYPE T	1	*
106	421-6595-5000-T	STICKER FUSE 5000mA TYPE T	1	*
108	310-5029-D508	HEAT SHRINK SLEEVING 50.8DIA	4	*
111	EP1334	FUSE HOLDER 20mm 10A 240Vac	1	
112	514-5078-5000	FUSE 5X20 CERAMIC SB 5000mA	1	
113	LB1126-5-250	FUSE LABEL 5A 250V	1	
114	LB1126-10-250	FUSE LABEL 10A 250V	1	
201	000-P00308-W	M3X8 MSCR PAN W/FS PAS	4	*
202	050-F00400	M4 NUT FLG SER PAS	5	*
301	SRS-60001UK	WH AC IN A	1	*
302	SRS-60002UK	WH AC IN B	1	*

* **NOT SHOWN**

A	B	C	D
1	4		

ASSY - AC BRKT MAIN   (SRS-0400UK)

VIEW FROM OUTSIDE
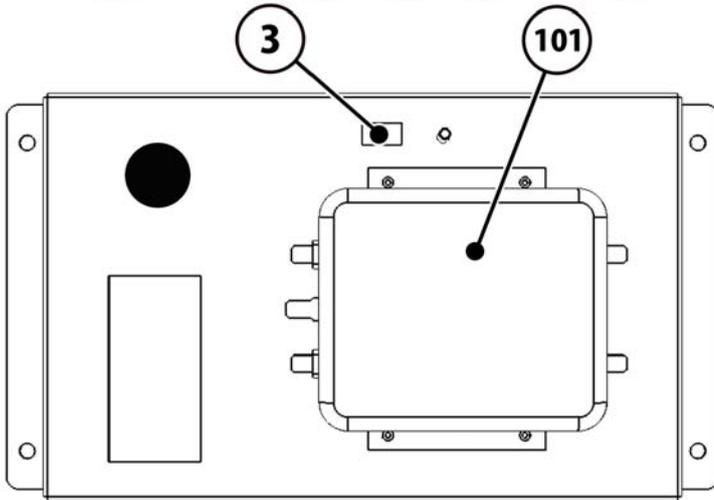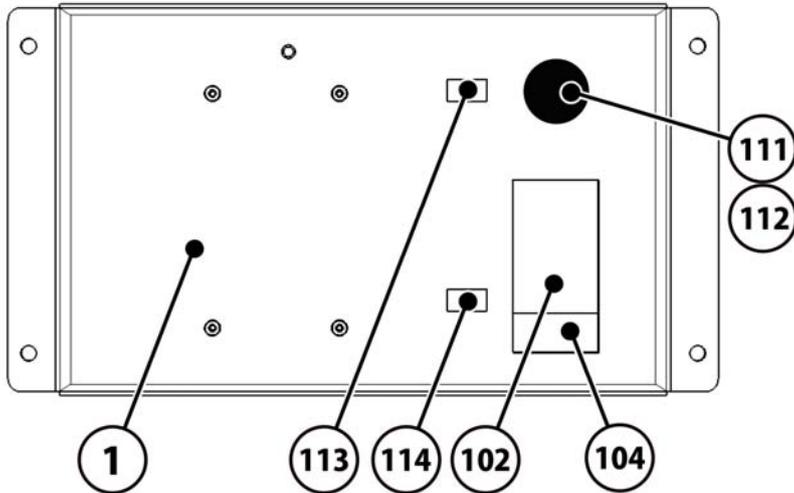
VIEW FROM INSIDE

A	B	C	D
1	5		

ASSY - AC BRKT SUB   (SRS-0700UK)

No.	Component Part	Description	Quantity	
1	SRS-0701UK	AC BRKT SUB	1	
2	TFF-0402UK	CONN COVER	2	*
3	LB1096	STICKER PROTECTIVE EARTH	1	*
101	EP1391	COUPLER INLINE LAN RJ45 UTP CODE	1	
106	421-6595-5000-T	STICKER FUSE 5000mA TYPE T	1	*
111	EP1334	FUSE HOLDER 20mm 10A 240Vac	1	
112	514-5078-5000	FUSE 5X20 CERAMIC SB 5000mA	1	
113	LB1126-5-250	FUSE LABEL 5A 250V	1	
202	050-F00400	M4 NUT FLG SER PAS	7	*
203	000-P00408-WB	M4X8 MSCR PAN W/FS BLK	4	*

*   NOT SHOWN

A   B   C   D

| 1 | 3 | | |
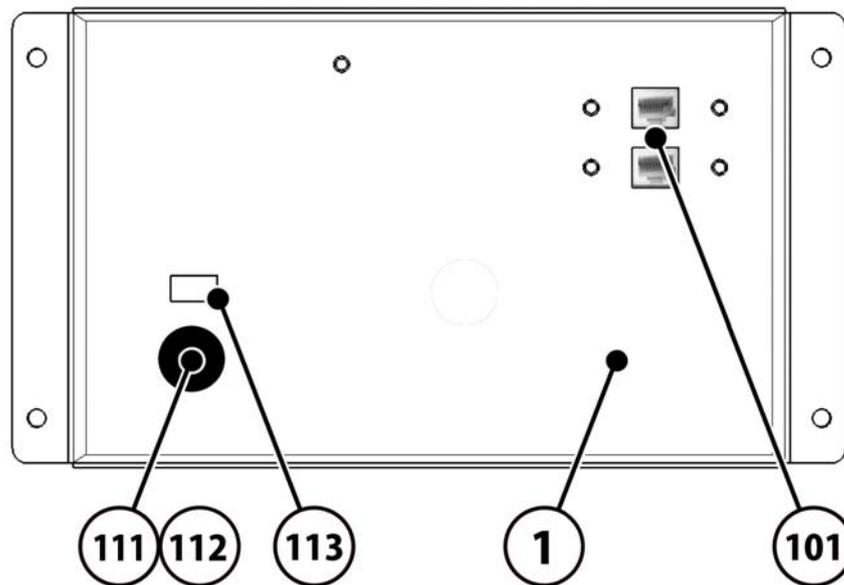
INSTALLATION KIT SRS TWIN   (SRS-INST-KIT)

No.	Component Part	Description	Quantity	
2	SRS-0300UK	ASSY COINCHUTE TOWER SRS TW	1	
3	SRS-0022UK	WIRE COVER SRS TWIN	1	
4	SRS-0023UK	JOINT PIPE	1	
5	EP1391	COUPLER INLINE LAN RJ45	1	*
13	PK0449	INST KIT BOX SRS TWIN	1	*
21	SRS-0013UK	POP CENTRE SRS TW	1	
22	SRS-0014UK	POP L SRS TW	1	
23	SRS-0015UK	POP R SRS TW	1	
24	SRS-0016UK	BRKT STRADDLE CENTRE POP	1	
25	SRS-0017UK	BRACE REAR CENTRE POP	1	
26	SRS-0018UK	BRKT SUPPORT L POP	1	
27	SRS-0019UK	BRKT SUPPORT R POP	1	
28	SRS-0029UK	PLATE BACKING INFILL	1	*
29	SRS-0030UK	STICKER INFILL	1	*
30	SRS-0032UK	STICKER SEAT NUMBERS	1	*
101	440-CS0186UK	STICKER C EPILEPSY MULTI	2	*
104	LM1227	UK MAINS LEAD 10A WITH PLUG	1	*
105	LM1246	EUROLEAD 10A EUROPEAN SOCKET	1	*
106	600-7269-0500UK	CA LAN CAT5 500CM	1	*
201	030-000825-SB	M8X25 BLT W/S BLK	12	*
202	O68-852216-OB	M8 WSHR 22OD FLT BLK	12	*
203	000-P00412-W	M4X12 MSCR PAN W/FS PAS	4	*
204	000-P00612-W	M6X12 MSCR PAN W/FS PAS	2	*
205	000-T00416-OB	M4X16 MSCR TH BLK	8	*
205	068-441616-OB	M4 WSHR 16OD FLT BLK	4	*
207	068-441616	M4 WSHR 16OD FLT PAS	4	*
208	050-F00400	M4 NUT FLT SER PAS	6	*
209	030-000616-SB	M6X16 BLT W/S BLK	8	*
210	060-F00600-OB	M6 WSHR FORM A FLT BLK	8	*
211	008-T00412-0C	M4X12 TMP PRF TH CRM	4	*
212	068-441616-0C	ME WASHER 16OD FLT CRM	4	*
301	SRS-60028UK	WH POWER SLAVE	1	*
302	600-7269-0100UK	CA LAN CAT5 100CM	2	*
402	420-0005-02UK	SERVICE MANUAL SRS TW	1	*
403	OS1019	SELF SEAL BAG 9X12.3/4	2	*
408	SAECE-xxx	DECLARATION OF CONFORMITY	1	*

* NOT SHOWN

A   B   C   D

| 1 | 3 | | | **INSTALLATION KIT SRS TWIN   (SRS-INST-KIT)** |

COMPONENTS IDENTIFIED ON THIS DRAWING

2	SRS-0300UK	ASSY COINCHUTE TOWER SRS TW	1
3	SRS-0022UK	WIRE COVER SRS TWIN	1
4	SRS-0023UK	JOINT PIPE	1

1 3 ☐ ☐   INSTALLATION KIT SRS TWIN   (SRS-INST-KIT)

A   B   C   D

COMPONENTS IDENTIFIED ON THIS DRAWING

21	SRS-0013UK	POP CENTRE SRS TW	1
22	SRS-0014UK	POP L SRS TW	1
23	SRS-0015UK	POP R SRS TW	1
24	SRS-0016UK	BRKT STRADDLE CENTRE POP	1
25	SRS-0017UK	BRACE REAR CENTRE POP	1
26	SRS-0018UK	BRKT SUPPORT L POP	1
27	SRS-0019UK	BRKT SUPPORT R POP	1
28	SRS-0029UK	PLATE BACKING INFILL	1

19

PARTS LIST
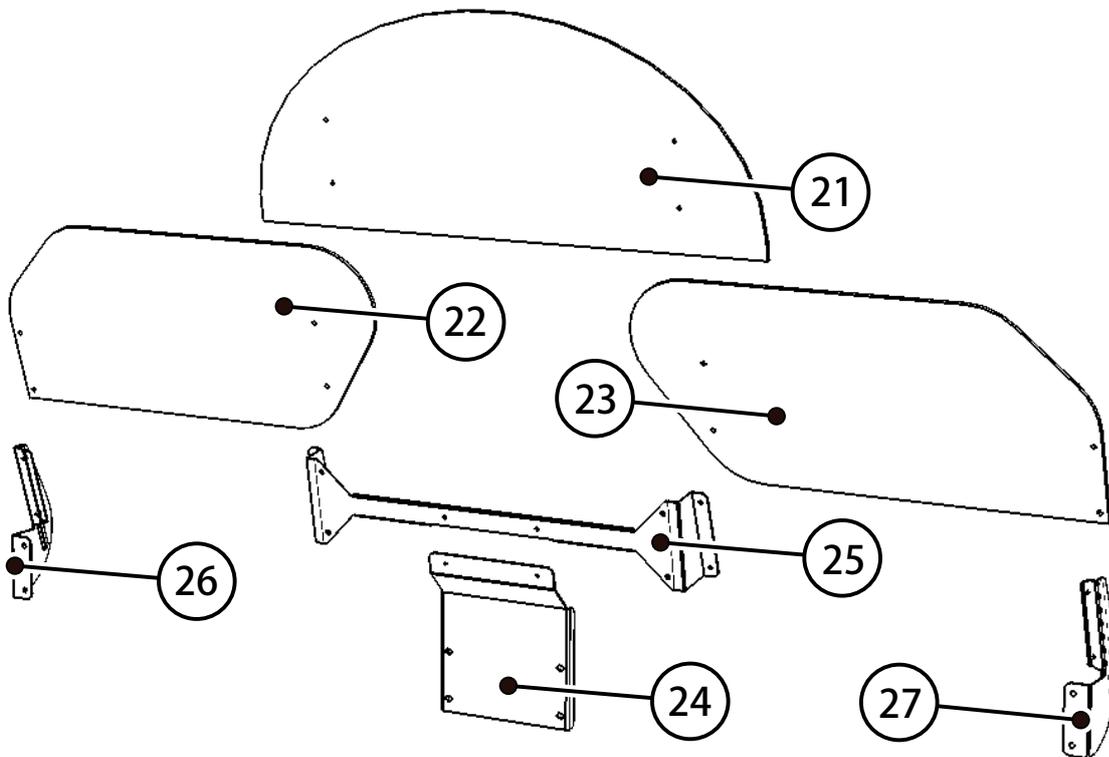
A B C D

1 3 2   **ASSY - COIN CHUTE TOWER (SRS-0300UK)**

No.	Component Part	Description	Quantity	
1	SRS-0301UK	COIN CHUTE TOWER SRS	1	
2	VTS-FRI-T-R	VTS BOARD FRI TWIN	1	
3	PP1087	BOX CASH FOR MINI DOOR	1	*
6	DUT-0302UK	COIN PATH PLATE	1	
10	SRS-0302UK	CCT FLOOR	1	*
11	LB1103	STICKER CAUTION	2	*
12	SRS-0304UK	LOCKING HASP	1	
13	SRS-0305UK	BRKT PADLOCK	1	
102	220-5374-01	DOOR DFMD W/FR&LOCK C120 UNIV	1	
103	220-5574UK	LOCK KEYED DIFFERENT 7087-10	1	
105	220-5610-01	SR3 STD BODYBSR3INGB	1	
106	220-5727-01B	DOOR CASH H.S. STS	1	
201	000-P00410-W	M4X10 MSCR PAN W/FS PAS	11	*
202	050-F00400	M4 NUT FLG SER PAS	2	*
204	050-U00800	M8 NUT NYLOK PAS	4	*
205	068-852216	M8 WSHR 22OD FLT PAS	4	*
301	SRS-60027UK	WH VTS TWN	1	*
302	LM1006LOR	LOOM COIN MECH LAMP	1	*

* NOT SHOWN
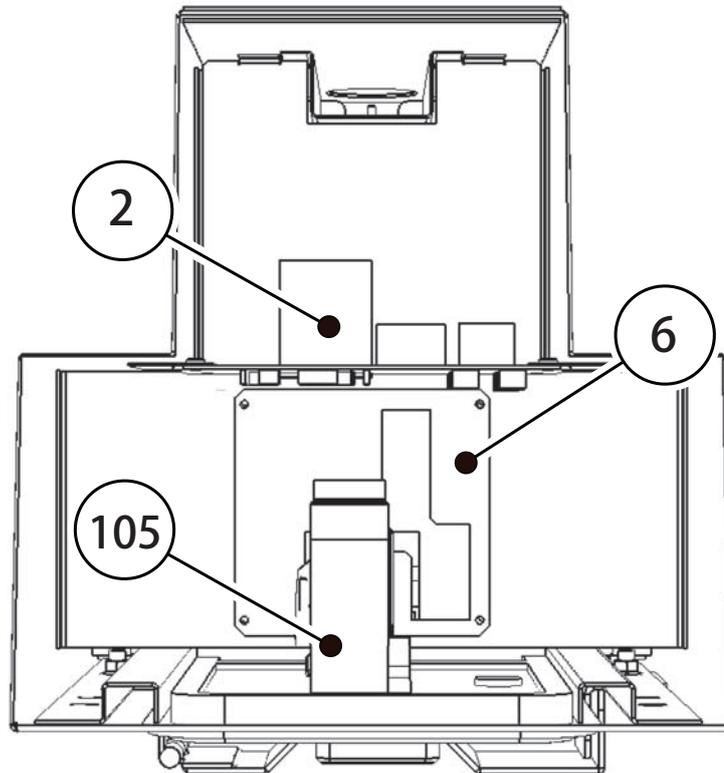
A   B   C   D

| 1 | 3 | 2 | | ASSY - COIN CHUTE TOWER   (SRS-0300UK) |
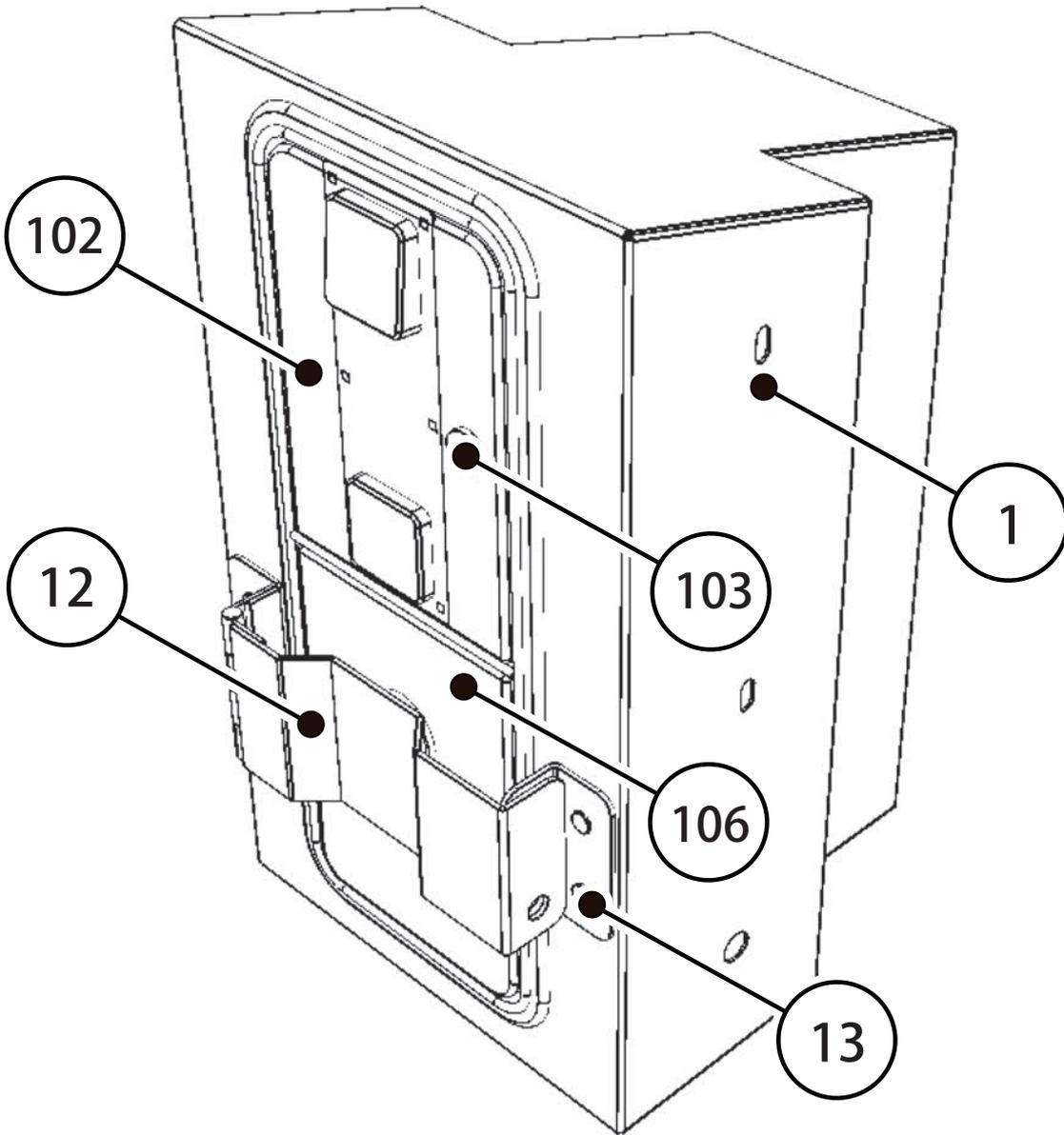
NOTES ON PARTS LIST

20   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).

Note 1:   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

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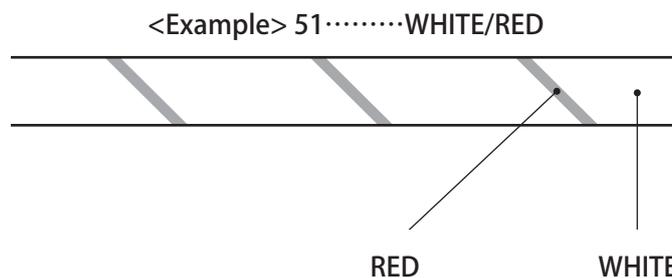
Note 2:   The character following the wire color code indicates the size of the wire.

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

EP1387 IEC INLET & SW

5A CERAMIC FUSE 514-5078-5000
(F250)

MASTER
LEFT(FRONT)

SLAVE CABINET
RIGHT(FRONT)

SRS-60001UK

SRS-60002UK
(F187)

20L
COL
5A
514-5078-10000

SWITCH

20K
COK

20K
43K
COK

20K
COK

EP1334

P C
1
2
3
M&L

A C1
2/3

NOISE FILTER
EP 1382

10A CERAMIC FUSE
514-5078-10000

43K 43K 43K

ORT-0400UK
ASSY AC UNIT MASTER

SRS-0300UK ASSY
COINCHUTE TOWER

P C
20K
COK
43K
M&L

A C1
1/3

SRS-60003UK

(F187)

5A CERAMIC
FUSE
514-5078-5000

20K
COK
43K

C P
1
2
3
V L

20K
COK
43K

SRS-60028UK

20K
COK
43K

P C
1
2
3
V L

20K
COK
43K

R B5
1/3

EP1391
LAN COUPLER

VTS CREDIT BRD

SRS-60027UK

SRS-60005UK

PLAYER 1

PLAYER 2

EARTH MAP

SRS-4400UK
ASSY HUB

HUB
PSU

601-FS605
ETHERNET HUB

EARTH PLATE

CONTROL
PANEL

AC BRKT

FOOT PLATE
BASE

REAR WIRE
COVER

MONITOR
STAND

BILLBOARD

BASE BOX

BASE LID

SEAT BASE

CABLE BARE

SRS-2500UK
HANDBRAKE

WIRE COVER

CCT

WIRE COVER

BASE BOX

PLAYER 2
SLAVE

E H1
2/3

C P
1
2
3

20L
43K
COL

SRS-65069UK

R A2
1/3

O A4
2/3

600-7269-0100UK

						DRAWN	CHKD		TOP LEVEL

1	RED	8	BLACK	E	LIGHT GREEN
2	BLUE	9	GREY		
3	YELLOW	A	PINK		
4	GREEN	B	SKY BLUE		
5	WHITE	C	BROWN		
7	ORANGE	D	PURPLE		

U	AWG 16 UL1015
K	AWG 18 UL1015
L	AWG 20 UL1007
D	AWG 22 UL1007

COLOUR CODE

WIRE TYPE

CW

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SEGA RALLY 3 TWIN

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ORIGINAL SIZE
A3

SRS TWN 1_3

DESCRIPTION

PART NO.

ALTERATIONS

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SEGA RALLY 3 TWIN

ORIGINAL SIZE A3

SRS TWN 2_3

SRS-60029UK

H3 2/3
C-P
30
52
58
51
WH(YL)

H1 2/3
C-P
20L
20L
COL
COL
WH(YL)

Q A4 2/3
VGA

600-7009-2500UK

200-6032-SMSNG
ASSY LCD DSPL 32 TYPE

SRS-60030UK
P C
20L
20L
COL
COL
43L
43L
WH(YL)

COL
20L
20L
43L
VH 5P

AC230V L
AC230V N
400-150-024-01
SW REGU LPP-150-24

GND GND GND GND GND GND
+24V +24V +24V +24V +24V +24V
VH 6Px2

RND-60049

P C
20L
20L
COL
43LX2
V L

M4
43L

SRS-60031UK

390-0240-40CUK
ASSY FL TRAY

390-5695-40-DUK

SRS-1300UK
ASSY BILLBOARD

SRS-65074UK
30 30 30 30 30 30
58 58 58 58 58 58
C823 BULB HOLDER WITH 12V, 2.2W
WEDGE BASE BULB (x6 OFF)

P C
30x2
52
58
51
WH(YL)

30
58
C P
58
Y L

SRS-60032UK

30x2
HEAD LAMP L
838-0011UK
HEADLAMP BD

30
52
HEAD LAMP R
838-0011UK
HEADLAMP BD

SRS-1120UK
ASSY SUB MAIN BASE

(SRS-60013UK)

P C
25
53
74
30
Y L

N D5 2/3
P C
91L
98L
51L
58L
WH(YL)

C C4 1/3

SRS-60017UK

SRS-60017UK

F H2 2/3
C P
D0K
80K
Y L

MLX REC
03-09-1022
TER 02-09-1102

C P
10K
80K

K G5 2/3
P C
10
40
80
18
28
90
80
WH(YL)

C P
10
40
80
AMP
HTA
100

1 80
40
20
CST

5K Ohm POT

SRS-2000UK
ASSY CONTROL PANEL TWIN

P C
25
74
30
YL(WH)
PMNT

SRS-60021UK

C P
10
25
28
15
18
90
YL(WH)

1 2 3 4 5 6 7 8 9 10 11 12

START VIEW START VIEW
L L

SRS-2100UK
ASSY SW PLATE

SRS-60018UK
P C
25
53
74
30
YL(WH)

NO
COM
L-
L+
0.11"

SWITCH
L
LAMP

CREDIT BTN

SRS-60017UK
SRS-60022UK
P C
90
20
80
YL(WH)

UP DOWN

610-0408-01
UP/DOWN SHIFTER

L F5 2/3
P C
10
20
21
80
WH(YL)

SRS-60023UK

C P
10
20
80

BRAKE

C P
10
20
80

ACCEL

SPG-2200-01 ASSY
BRAKE & ACCELL

M E5 2/3
P C
13
80
Y L
BLU

SRS-60026UK

SRS-60025UK
P C
13
80
Y L
BLU

CABLE BEAR

250
250
250

SRS-60024UK

HANDBRAKE

SRS-60020UK
C P
91L
98L
Y L

C P
51L
58L
Y L

91L
98L
L

51L
98L
R

130-04030-E
4 Ohm 40W

MOTOR
M

FR-2500UK ASSY
HANDLE MECHA (HAPP)

1	RED	8	BLACK	E	LIGHT GREEN
2	BLUE	9	GREY		
3	YELLOW	A	PINK		
4	GREEN	B	SKY BLUE		
5	WHITE	C	BROWN		
7	ORANGE	D	PURPLE		

COLOUR CODE

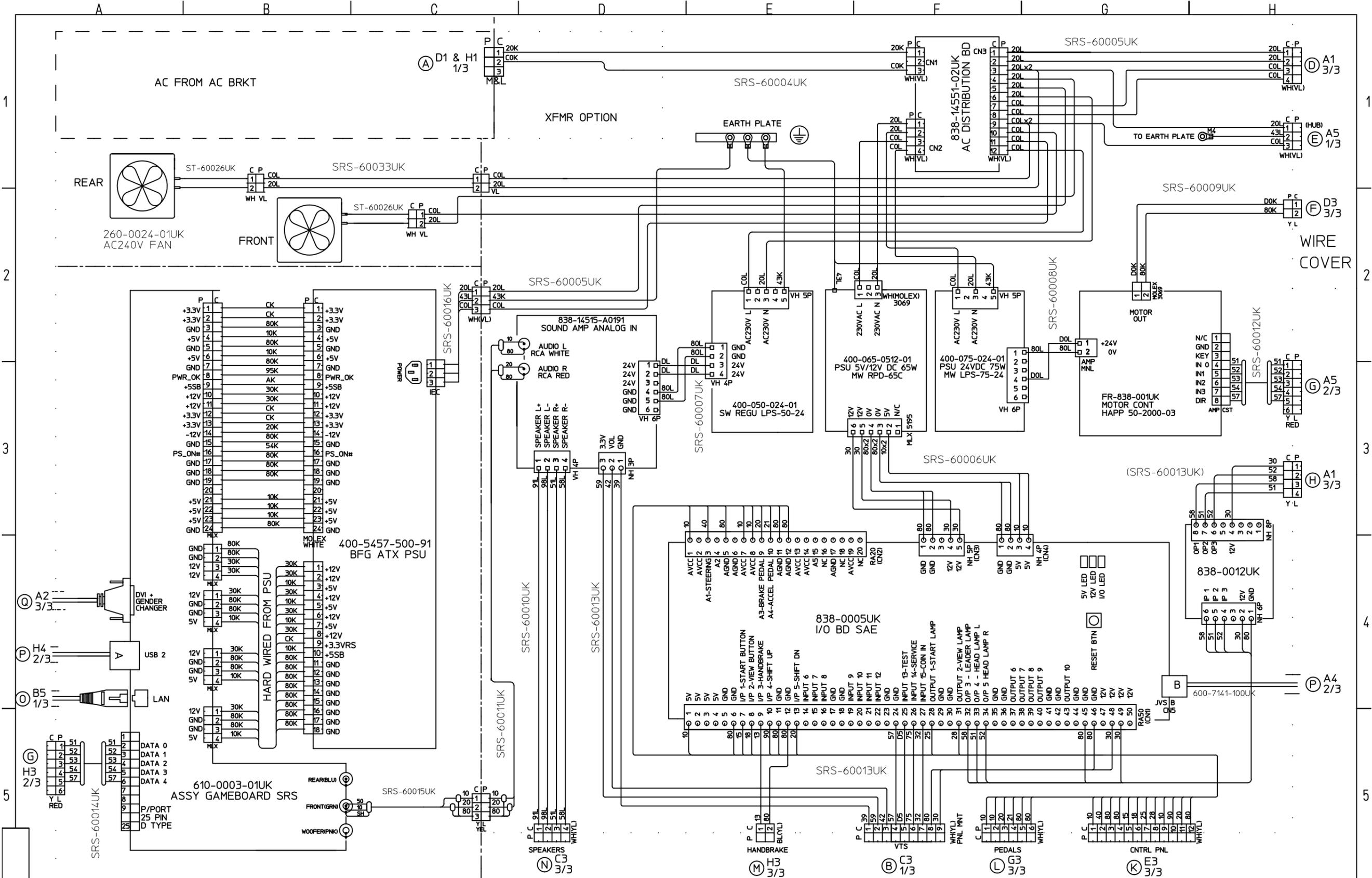| U	AWG 16	UL1015
K	AWG 18	UL1015
L	AWG 20	UL1007
	AWG 22	UL1007

WIRE TYPE

DRAWN CHKD TOP LEVEL

CW

19/10/07

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SEGA RALLY 3 TWIN

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ORIGINAL SIZE
A3

SRS TWN 3_3

DESCRIPTION
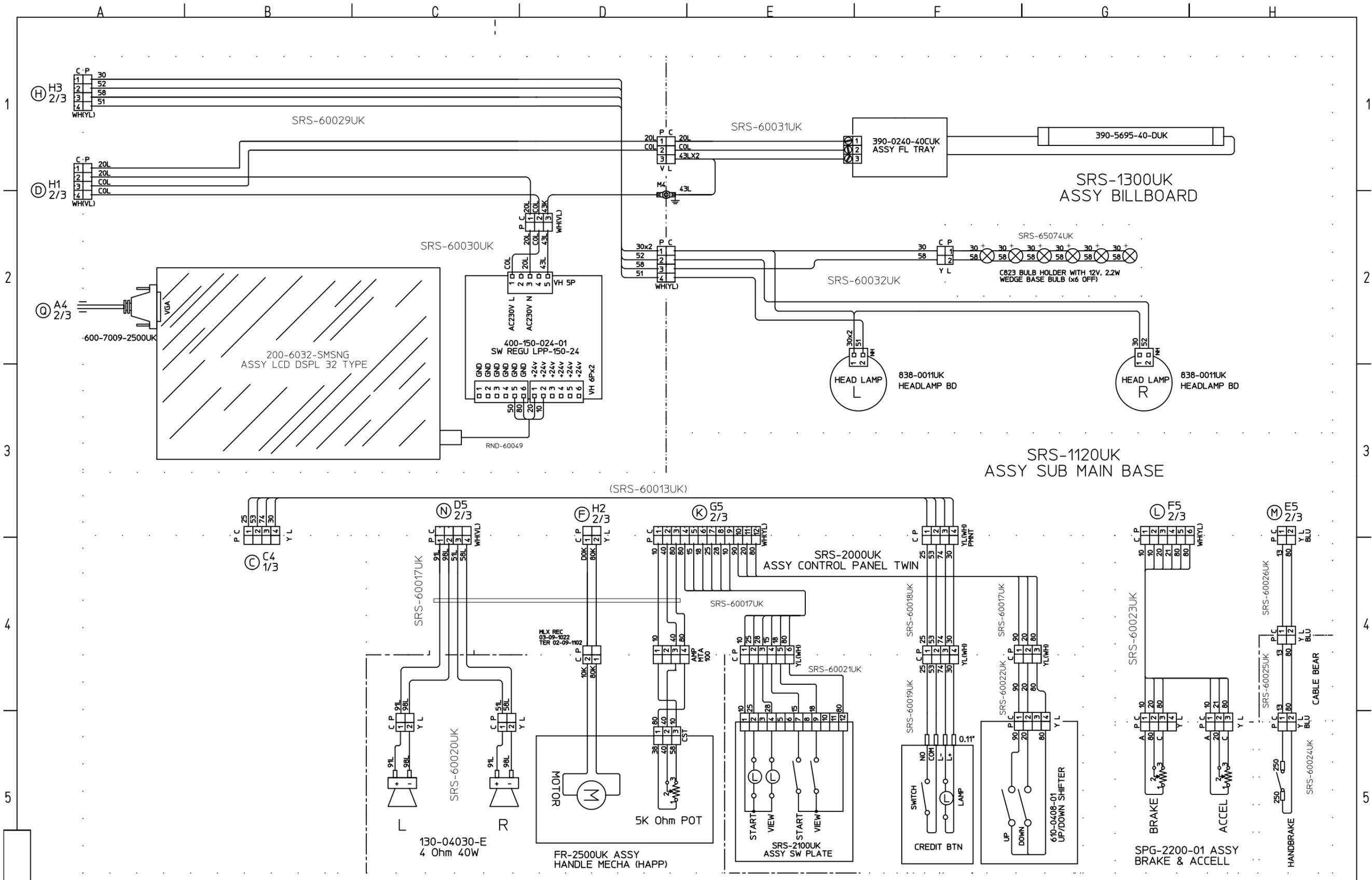
PART NO.

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