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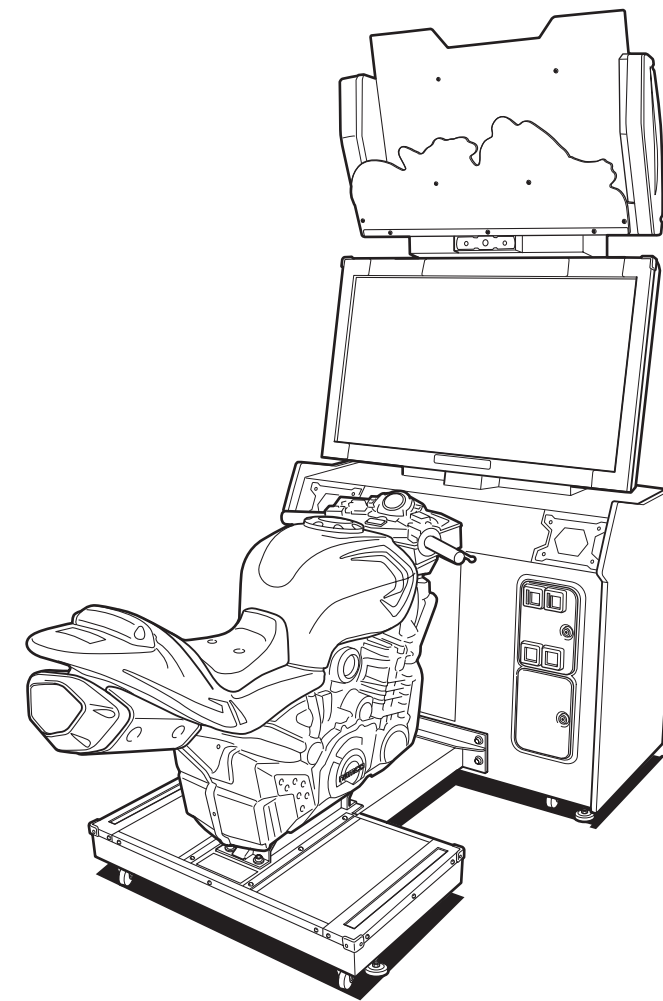
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DEAD HEAT RIDERS

Operation Manual



DEAD HEAT RIDERS

Operation Manual

The actual product may differ slightly from the illustrations in this manual.

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⚠ DANGER

- To ensure safe operation of the machine, be sure to read this Operation Manual before use.
- Keep this Operation Manual in a safe place for quick access whenever needed.

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2706101101

The machine specifications or the information in this Operation Manual may be changed without prior notice.

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Introduction

Thank you very much for purchasing DEAD HEAT RIDERS (referred to as the “machine” in this manual).

This Operation Manual describes:

- How to safely install, move, transport, operate, service and dispose of the machine.
- How to make full use of the machine’s functions and operate it correctly.
- How to ensure the safety of players and bystanders.

Contact for machine and machine repair inquiries

- For inquiries regarding the machine or machine repairs, contact your distributor.


1. Safety Precautions -Be sure to read to ensure safe operation-


Instructions to the Owner

- If you delegate the work for installing, moving, transporting, operating, servicing or disposing the machine to other people, ensure that these people read the relevant sections of this operation manual carefully before starting work and observe the corresponding precautions.


1-1 Levels of Risk

The safety and property damage precautions on the machine warning labels and in this Operation Manual are classified according to their risk level, as follows.

 **WARNING** : Failure to avoid these risks may result in serious injury or death

 **CAUTION** : Failure to avoid these risks may result in light injury or damage to other property

Notes about functionality that are not linked to safety are indicated with the following symbol.

 **NOTICE** : Information about product functions or protection

1-2 Definition of “Technician”

This Operation Manual is designed for arcade personnel. However, the sections marked “Must be performed by a technician” in the Table of Contents are written for technicians. These tasks must be performed by technicians only.

Technician: A person involved in the design, manufacture, inspection, maintenance or service at an amusement device manufacturer, or a person involved routinely in the maintenance or management (such as repair) of amusement devices and has specialist knowledge of electricity, electronics or mechanical engineering equivalent to or higher than a technical high school graduate.

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Safety Precautions -Be sure to read to ensure safe operation-

Test Mode

Troubleshooting

1

1-3 Critical Safety Precautions

WARNING

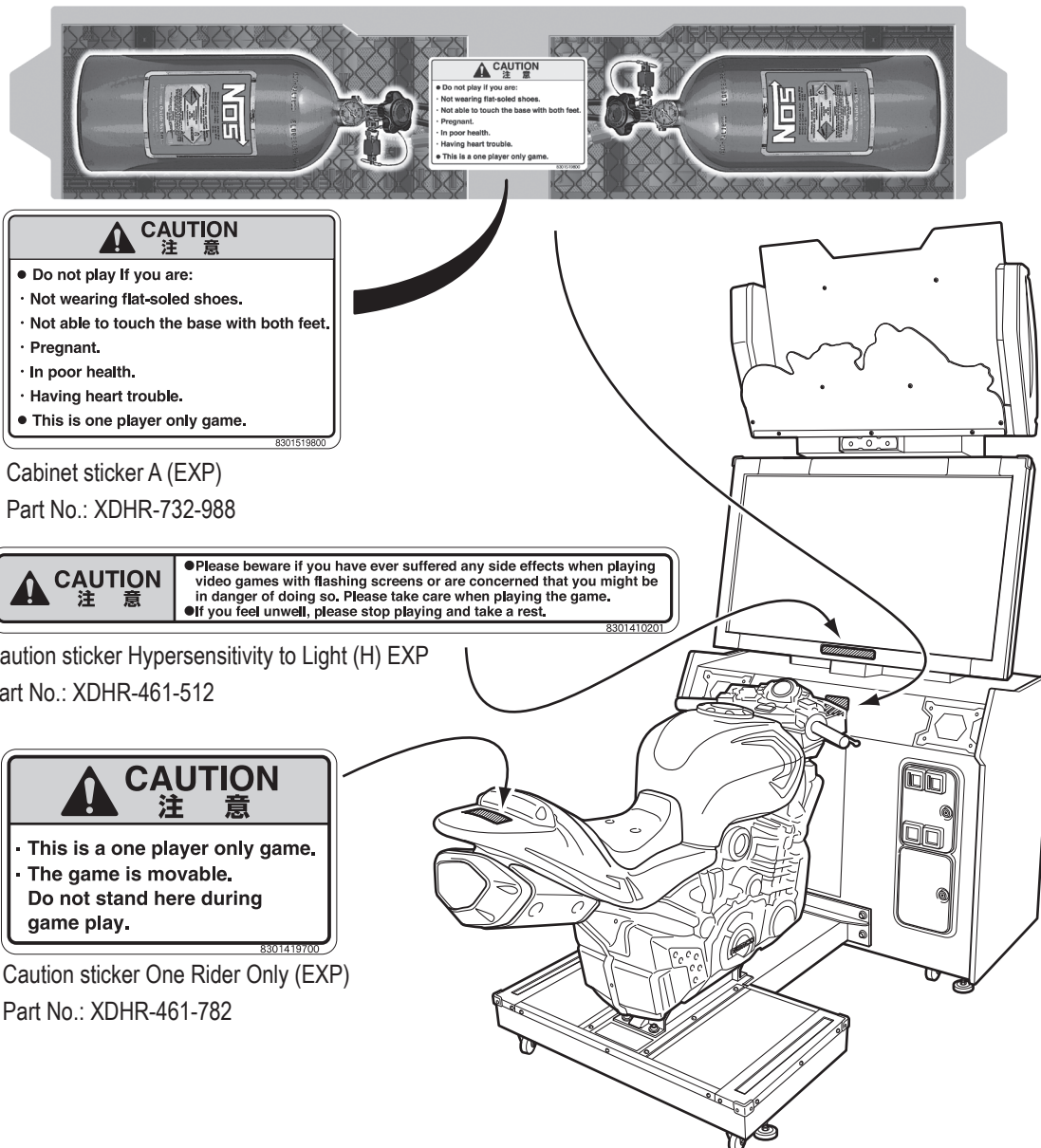
- Should an abnormality occur, turn off the power switch immediately to stop operations. Then, be sure to disconnect the power cord plug from the outlet. Operating the machine while the abnormality persists may result in fire or accident.
- Sections of the monitor remain at a high temperature and high voltage even after the power switch is turned off.
To avoid electric shock or burns, be careful not to accidentally touch these sections.
- Dust accumulating on the power cord plug may cause fire. Inspect the plug regularly and remove any dust.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and cause fire or burns.
- Damage to the power cord may result in fire, electric shock or electrical leakage. Be sure to observe the following.
 - Keep the power cord away from heaters.
 - Do not twist the power cord.
 - Do not forcibly bend the power cord.
 - Do not alter the power cord.
 - Do not bundle the power cord.
 - Do not pull the power cord. (Always unplug by holding the plug and not the power cord.)
 - Do not place objects on the power cord.
 - Do not allow the power cord to be caught between the machine and other devices or the wall.
 - Do not do anything else that might damage the power cord.
- Do not expose the power cord and power cord plug to water. It may result in electric shock or electrical leakage.
- Do not touch the power cord plug with wet hands. It may result in electric shock.
- The power capacity of the machine is maximum current consumption 1.8 A in case of AC 230 V specifications, or maximum current consumption 3 A in case of AC 120 V specifications. To prevent fire and electric shock, use indoor wiring that conforms to these power supply specifications.
- Use a power supply voltage range of AC 230 V \pm 10 V (in case of AC 230 V specifications) or AC 120 V \pm 10 V (in case of AC 120 V specifications). Using a voltage outside this range may result in fire or electric shock. However, to ensure that the machine operates in the optimum condition, keep the voltage at AC 230 V in case of AC230 specifications or at AC 120 V in case of AC120 V specifications as much as possible.
- Use the consumables and service parts (including screws) that are specified by our company. Use of non-specified consumables and parts may result in unforeseen hazards. To order parts, contact your distributor.
- Do not modify the machine without permission. Do not perform any operations that are not described in this Operation Manual. Modifying the machine may create unforeseen hazards.
- If you decide to transfer the ownership of this machine, be sure to provide this Operation Manual with the machine.

1-4 Machine Warning Labels

⚠ WARNING

- The warning labels contain important information for ensuring safety. Be sure to observe the following.
 - ~~order to~~ ensure that the warning labels attached to the machine are always clearly visible, install the machine in an appropriate location with ample illumination and keep the labels clean at all times. Make sure that the labels are not hidden by other game machines or objects.
 - not ~~Remove~~ or alter the warning labels.
 - a warning label becomes excessively dirty or damaged, replace it with a new one. To order warning labels, contact your distributor.

Front



CAUTION
注意

- Do not play if you are:
 - Not wearing flat-soled shoes.
 - Not able to touch the base with both feet.
 - Pregnant.
 - In poor health.
 - Having heart trouble.
- This is one player only game.

8301519800

Cabinet sticker A (EXP)
Part No.: XDHR-732-988

CAUTION
注意

- Please beware if you have ever suffered any side effects when playing video games with flashing screens or are concerned that you might be in danger of doing so. Please take care when playing the game.
- If you feel unwell, please stop playing and take a rest.

8301410201

Caution sticker Hypersensitivity to Light (H) EXP
Part No.: XDHR-461-512

CAUTION
注意

- This is a one player only game.
- The game is movable. Do not stand here during game play.

8301419700

Caution sticker One Rider Only (EXP)
Part No.: XDHR-461-782

1. Safety Precautions -Be sure to read to ensure safe operation-

Rear



Warning sticker Service (B) P (EXP)
Part No.: XDHR-461-663

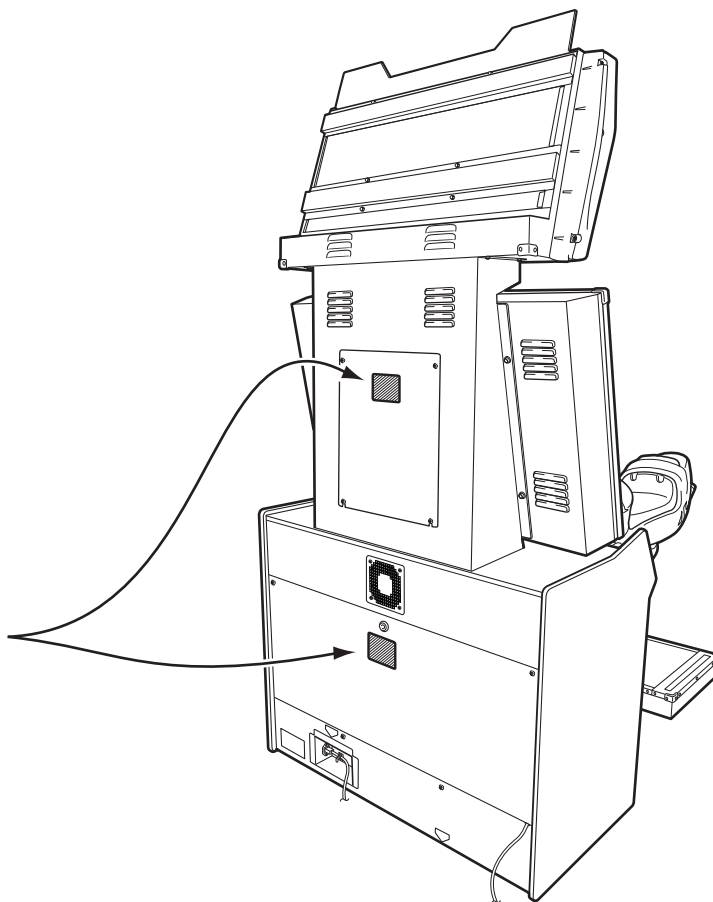


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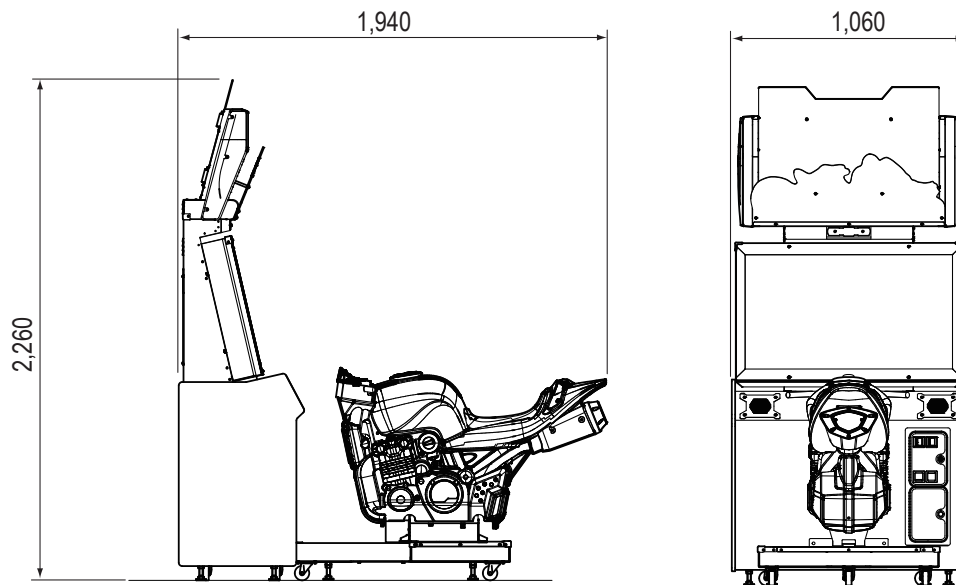
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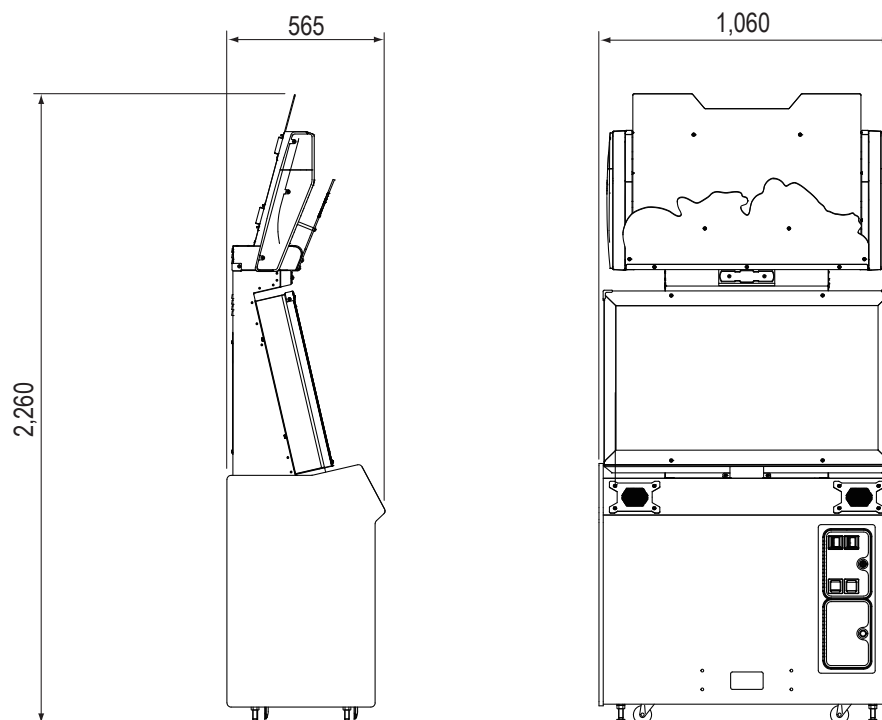
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2. Specification

(1) Rated power supply	AC 230 V specifications: AC 230 V \pm 10 V AC 120 V specifications: AC 120 V \pm 10 V
(2) Rated power consumption	330 W
(3) Maximum current consumption	AC 230 V specifications: 1.8 A AC 120 V specifications: 3 A
(4) Monitor	LCD monitor (42-inch)
(5) Dimensions	
1) When installed	Width (W) 1,060 x Depth (D) 1,940 x Height (H) 2,260 [mm]



2) When disassembled	
Front cabinet assembly	Width (W) 1,060 x Depth (D) 565 x Height (H) 2,260 [mm]



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Specification

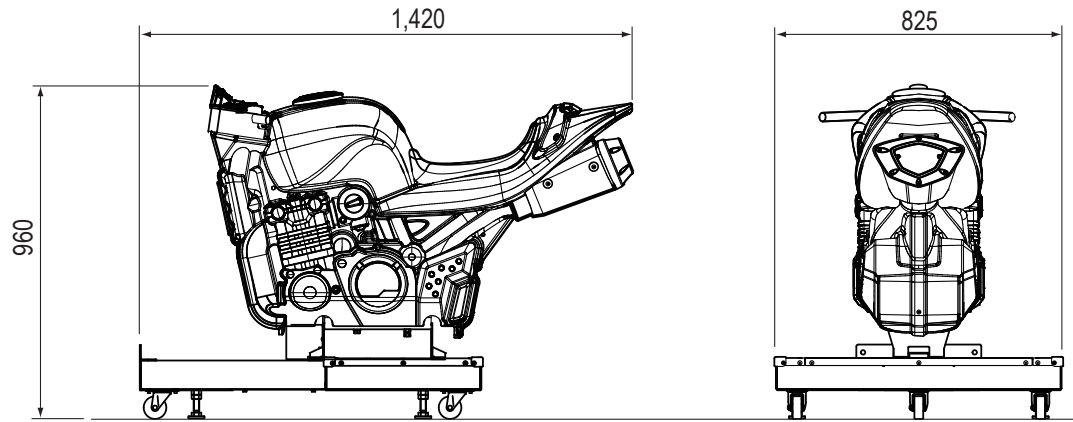
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Troubleshooting

2. Specification

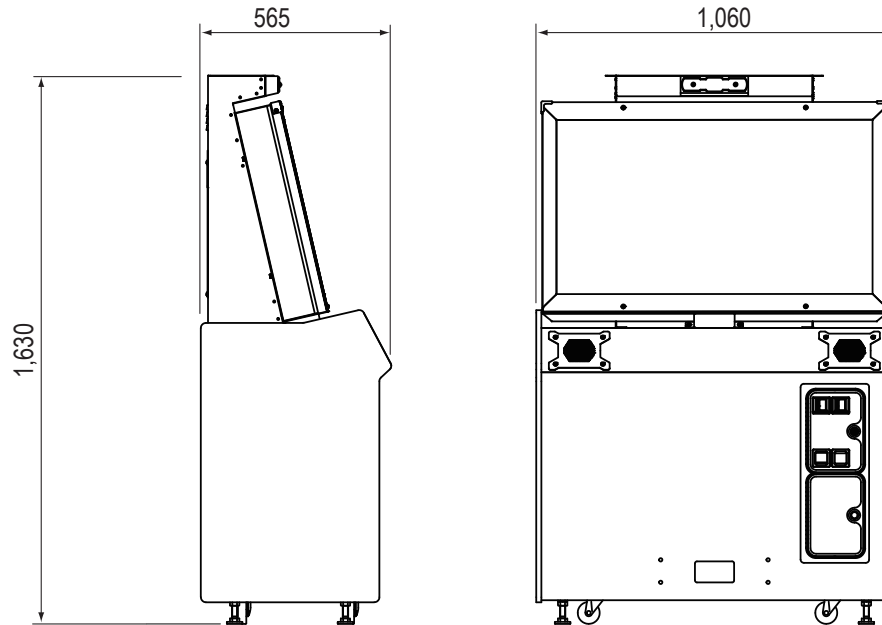
Ride assembly

Width (W) 825 x Depth (D) 1,420 x Height (H) 960 [mm]



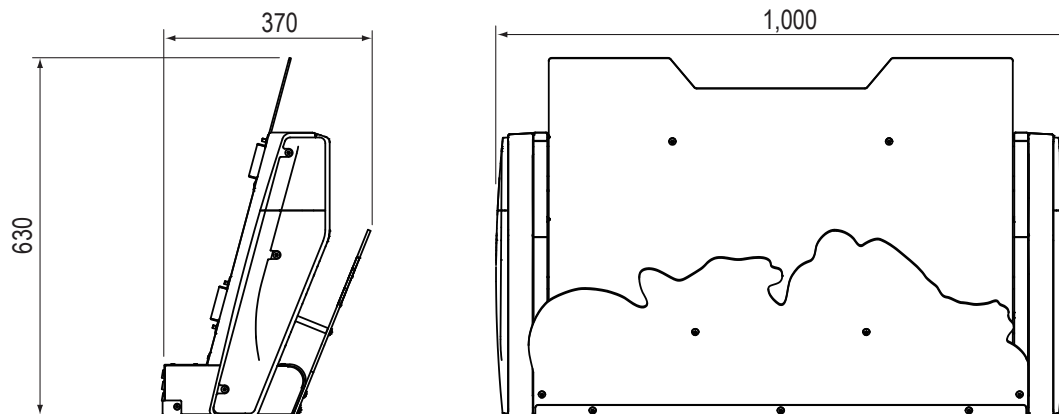
Cabinet assembly

Width (W) 1,060 x Depth (D) 565 x Height (H) 1,630 [mm]



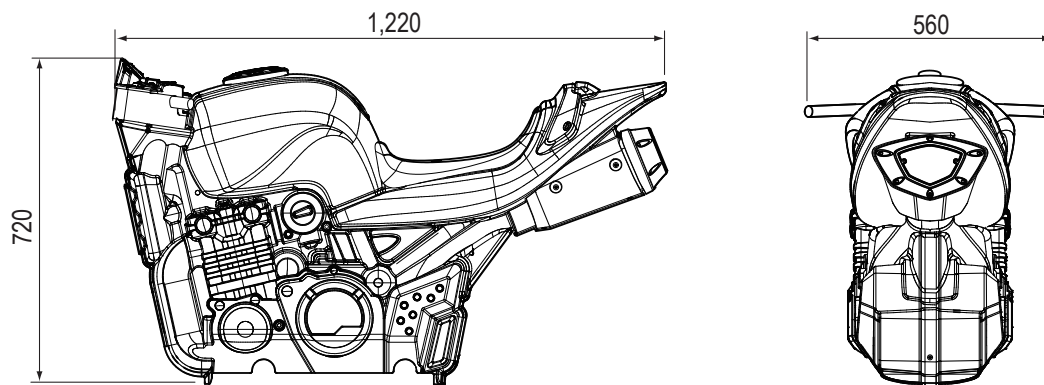
Signboard assembly

Width (W) 1,000 x Depth (D) 370 x Height (H) 630 [mm]



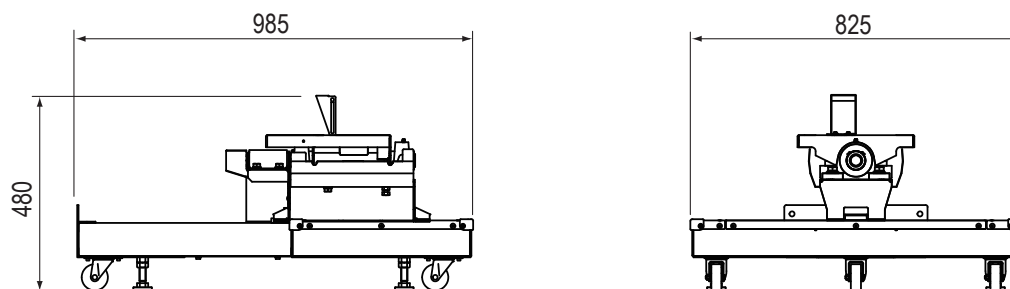
Motorbike assembly

Width (W) 560 x Depth (D) 1,220 x Height (H) 720 [mm]



Base frame assembly

Width (W) 825 x Depth (D) 985 x Height (H) 480 [mm]



(6) Weight

1) When installed	230 kg
2) When disassembled	
Front cabinet assembly	146 kg
Cabinet assembly	130 kg
Signboard assembly	16 kg
Ride assembly	84 kg
Motorbike assembly	16 kg
Base frame assembly	68 kg

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Specification

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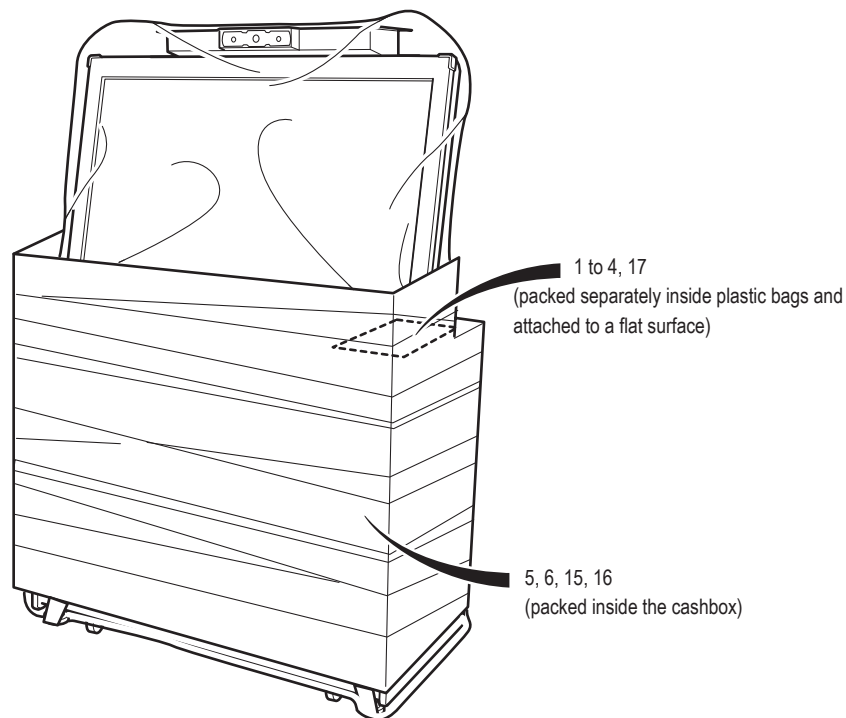
3. Package Contents

The following items are included when this machine is shipped.

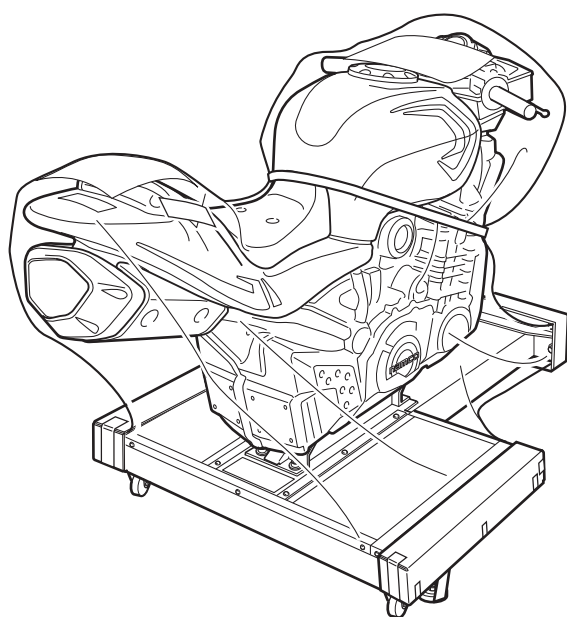


- Make sure that all the items below are contained in the product package.
- If any items are missing, contact your distributor.

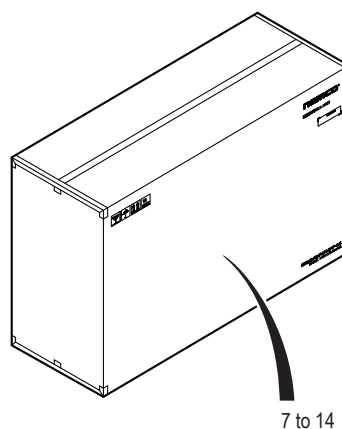
- Front cabinet assembly









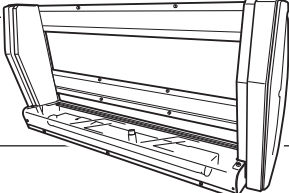
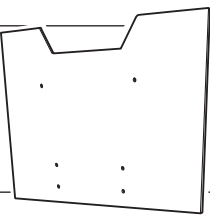






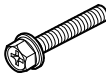


- Ride assembly



- Signboard assembly



• Supplied Item List

No.	Name	Specification	Qty.
1	Operation Manual (this manual)		1
2	Service key (FRONT)		2
3	Service key (BACK)		2
4	Cashbox key		2
5	Torx wrench	M5-T25 	1
6	Communication cable	LAN cable (5 m) 	1
7	Signboard assembly		1
8	Back board		1
9	Motorbike signboard A		1
10	POP bracket bottom (L)	For signboard assembly 	1
11	POP bracket bottom (R)	For signboard assembly 	1
12	Torx bolt (M5 x 12)	For signboard assembly 	10
13	Hexagon cap nut (M5)	For signboard assembly 	6
14	Phillips hexagon socket head bolt (with flat and spring washers) (M6 x 20)	For signboard assembly 	4
15	Phillips hexagon socket head bolt (with flat and spring washers) (M8 x 35)	For connecting the front cabinet assembly and ride assembly 	4
16	Phillips hexagon socket head bolt (with flat and spring washers) (M10 x 20)	For fixing the foot guard 	2
17	USB dongle		1

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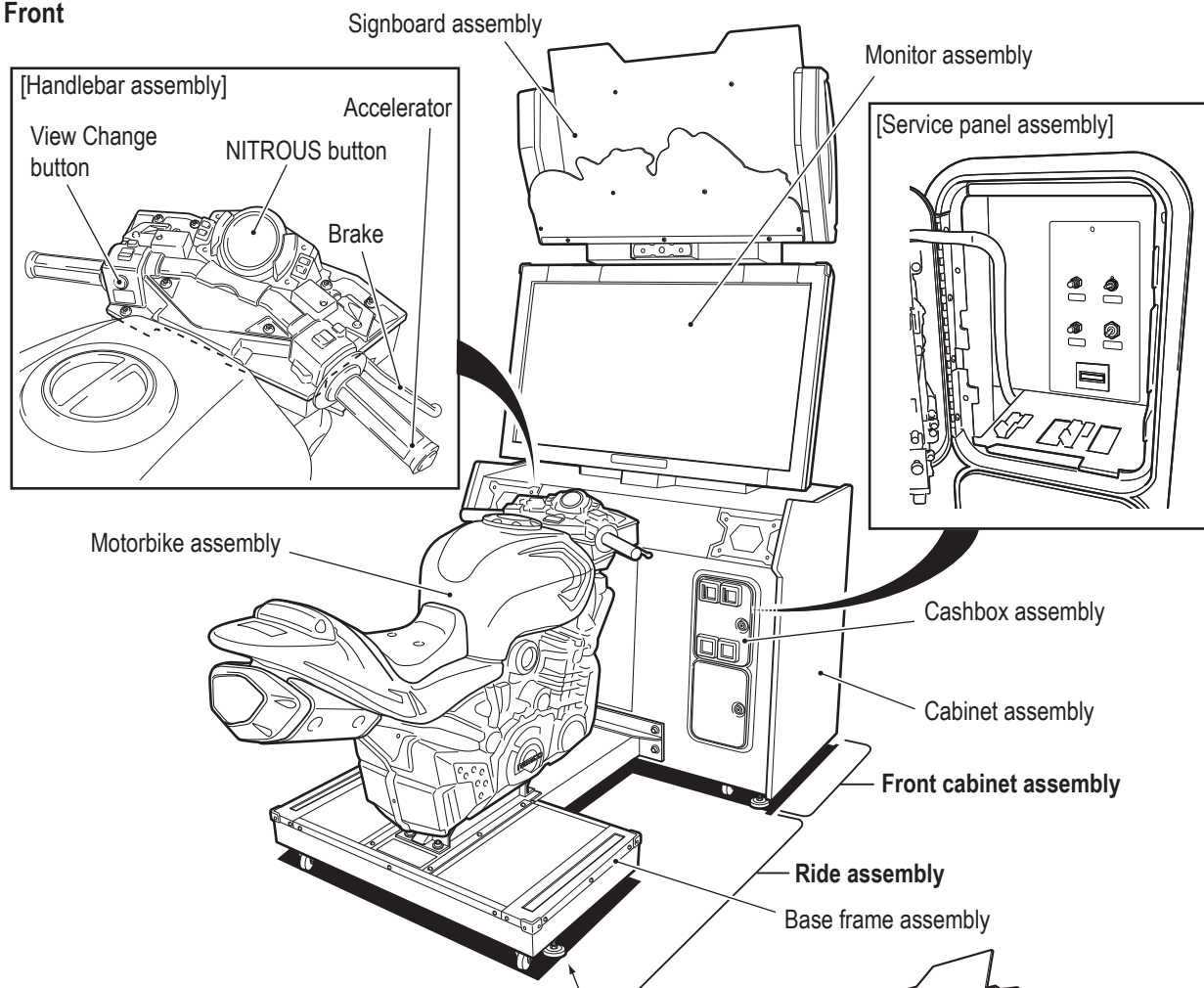
Package Contents

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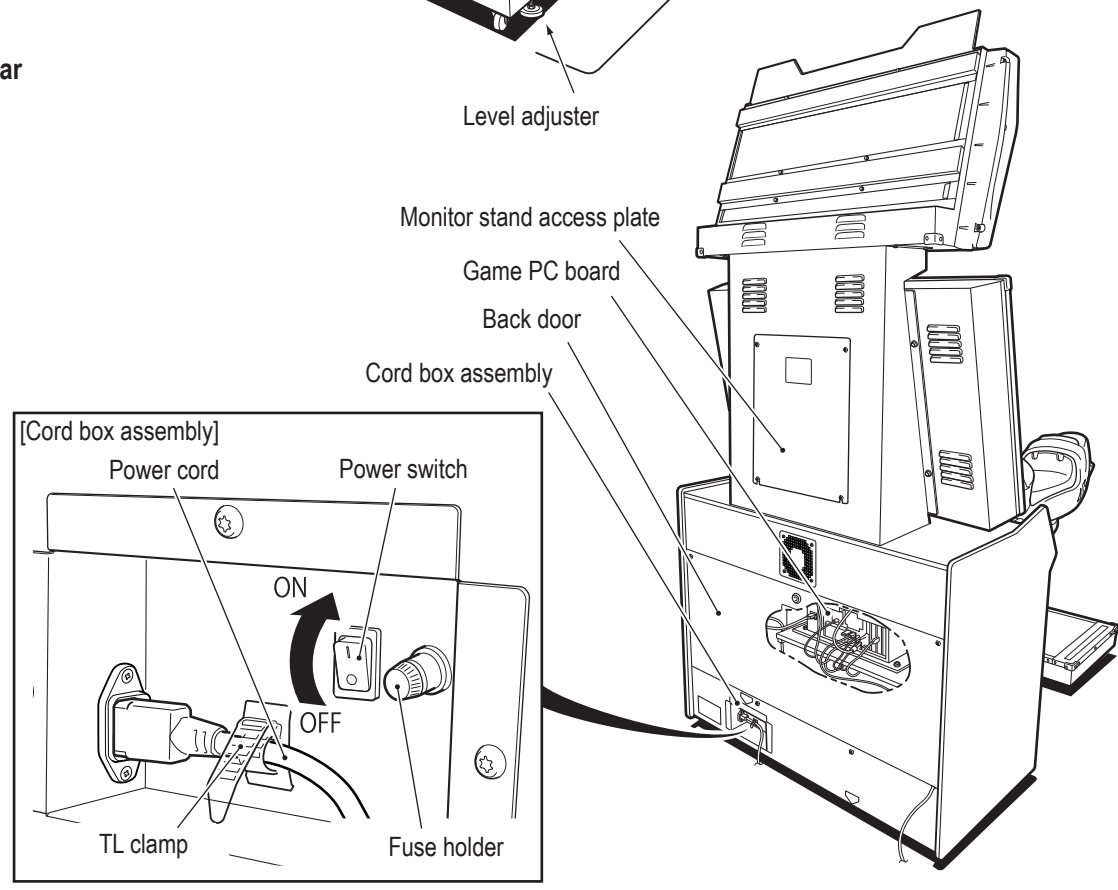
Troubleshooting

4. Overall Structure (Part Names)

Front



Rear



5. Delivery and Installation Conditions

! WARNING

- Install the machine according to the instructions in this Operation Manual. If you do not follow these instructions, it may result in fire, electric shock, injury or malfunction.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and cause fire or burns.
- Be sure to install the ground wire. Failure to install the ground wire may result in electric shock in the event of electrical leakage. (See “8A-4 Connecting the Power Cord and Ground” on page 73.)
- Install the machine securely by using the level adjusters. Unstable machine installation may result in accident or injury. (See “8A-2 (5) Level Adjuster Adjustment” on page 66.)

5-1 Installation Conditions

! WARNING

- Do not block the air intake and exhaust vents on the back and sides of the machine with any objects or a wall, etc. If the air intake and exhaust vents are blocked, the inside of the machine may become hot and result in fire or malfunction.

5-1-1 Unsuitable Installation Locations

! WARNING

- The machine is designed for indoor use. Never install the machine outside or in the following locations.
 - A location exposed to direct sunlight
 - A location exposed to rain or water leaks
 - A damp location
 - A dusty location
 - A location close to heaters
 - A hot location
 - An extremely cold location
 - A location exposed to condensation caused by temperature differences
 - A location that obstructs an emergency exit or fire extinguishing equipment
 - An unstable location or a location exposed to vibration

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Overall Structure (Part Names) / Delivery and Installation Conditions

Test Mode

Troubleshooting

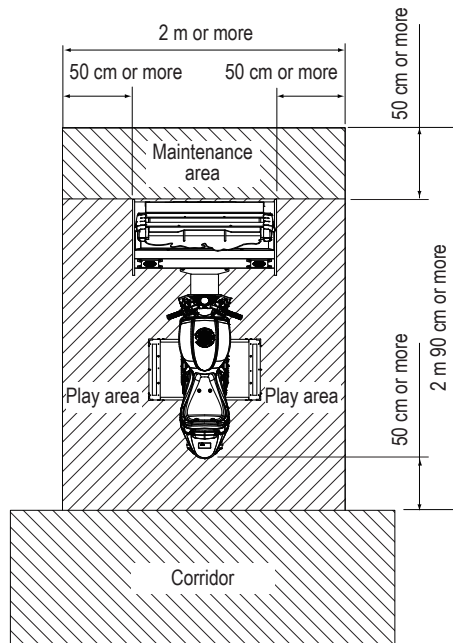
5-1-2 Play Area for the Installed Machine

⚠ CAUTION

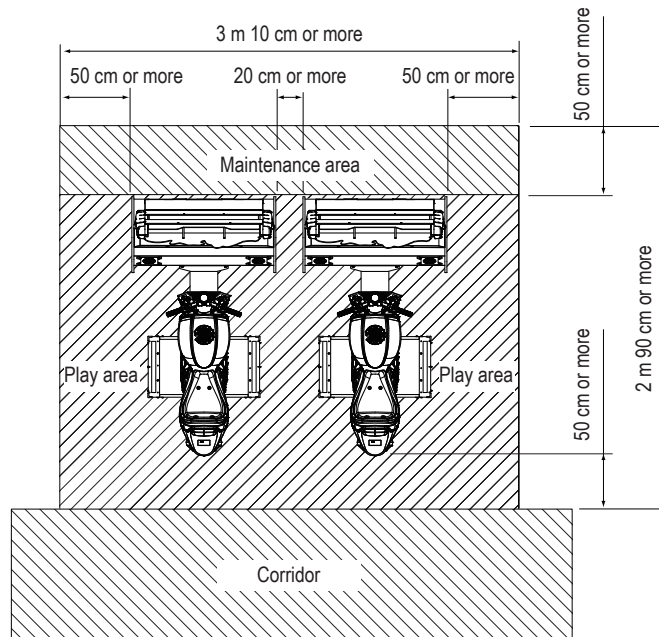
- Create a play area around the machine so that players leaving the machine do not bump into bystanders or passersby.

NOTICE

- Leave space of 50 cm or more between the back side of the machine and the wall or other machines to enable the back door to be removed for service.
- A ceiling height of 2 m 30 cm or more is required.



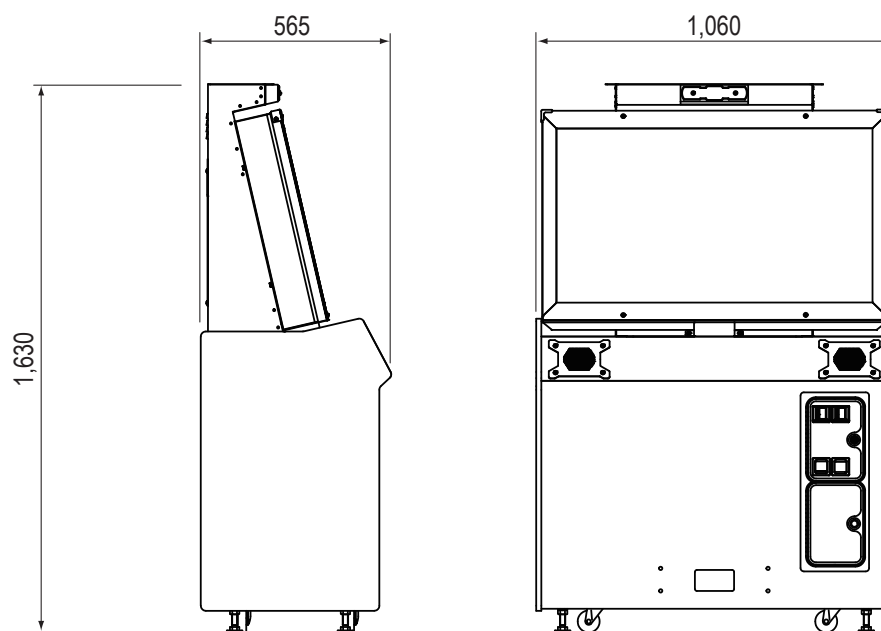
- When installing two or more machines



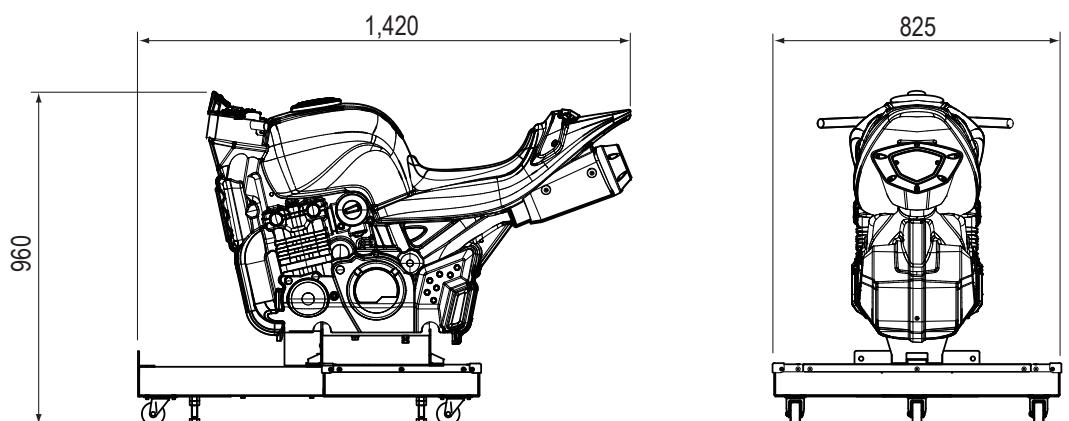
5-2 Required Dimensions for the Delivery Route (Such as Doors and Corridors)

Entryways and corridors must be larger than the dimensions noted below.
The machine is disassembled at the time of shipment. The dimensions of the main units are as follows.

- Cabinet assembly
Width (W) 1,060 x Depth (D) 565 x Height (H) 1,630 [mm]
Weight 130 kg



- Ride assembly
Width (W) 825 x Depth (D) 1,420 x Height (H) 960 [mm]
Weight 84 kg



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Delivery and Installation Conditions

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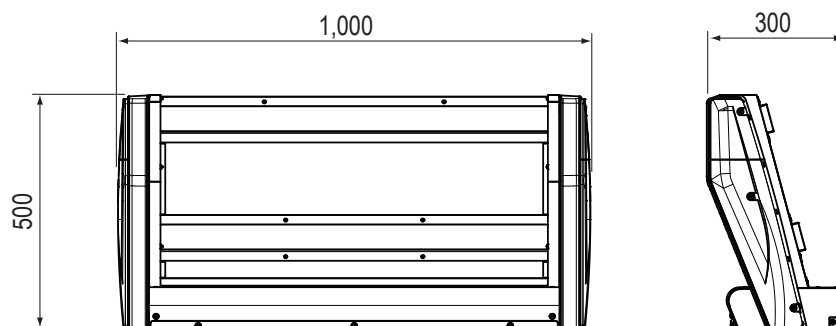
Troubleshooting

5. Installation

- Signboard assembly

Width (W) 1,000 x Depth (D) 300 x Height (H) 500 [mm]

Weight 16 kg



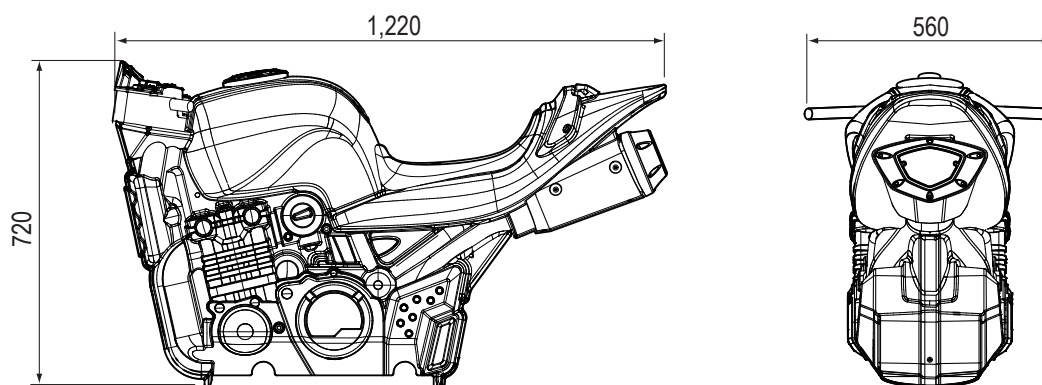
Refer to the above dimensions and check beforehand that the machine can be carried in without problem. In addition, the machine can be disassembled as follows in accordance with the delivery route conditions.

* When disassembly is not necessary, go to "8A-2 Assembly" on page 59.

- Motorbike assembly

Width (W) 560 x Depth (D) 1,220 x Height (H) 720 [mm]

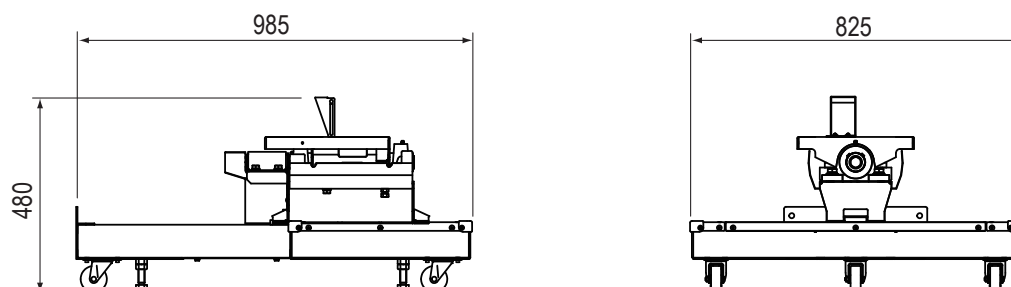
Weight 16 kg



- Base frame assembly

Width (W) 825 x Depth (D) 985 x Height (H) 480 [mm]

Weight 68 kg



For the disassembly method, see "8A-1 Disassembly (in Accordance with the Delivery Conditions)" on page 55.

6. Moving and Transportation

⚠ WARNING

- Do not leave the machine on a slope. It may fall over or cause accident.

6-1 Moving (Within the Same Floor)

NOTICE

- Even when moving the machine only a short distance, be sure to raise the level adjusters of the front cabinet assembly and ride assembly to their highest level. (See “8A-2 (4) Level Adjuster Adjustment” on page 66.)
- The plastic parts are weak. Do not apply strong force to these parts.
- Move the machine carefully to avoid damaging it.
- Be sure to turn off the power switch before starting work.
- Be sure to disconnect the communication cable and power cord from the machine and handle them carefully. Be especially careful when connecting and disconnecting the communication cable connectors. (See “8A-3 Connecting the Communication Cables” on page 69.)

- 1** Turn off the power switch of the machine. (See “8A-5 Turning the Power Switch On” on page 74.) Disconnect the power cord and communication cable.
- 2** Raise the level adjusters of the machine to their highest level. (seven locations total) (See “8A-2 (5) Level Adjuster Adjustment” on page 66.)
- 3** Disassemble and move the machine in accordance with the delivery route conditions.
- 4** After moving the machine, refer to “5-1 Delivery and Installation Conditions” on page 15 and install the machine.

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Moving and Transportation

Test Mode

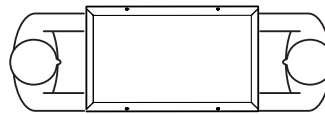
Troubleshooting

6-2 Transportation

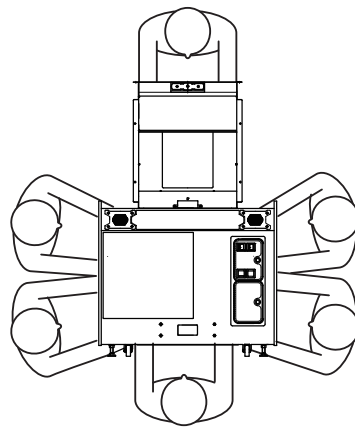
6-2-1 Manual Transportation (Such as Carrying on Stairs)

⚠ WARNING

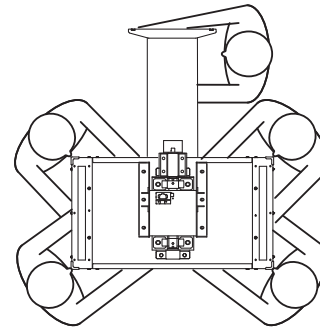
- Before transporting the machine manually, be sure to disassemble it into the cabinet assembly, monitor assembly, signboard assembly, base frame assembly and motorbike assembly. Transporting the assembled machine manually may result in accident or injury. (See “8A-1 Disassembly (in Accordance with the Delivery Conditions)” on page 55 and “8A-2 Assembly” on page 59.)
- When transporting the machine manually, be sure to use the following number of people. Overburdening yourself may result in accident or injury.
 - Cabinet assembly : 6 people or more
 - Signboard assembly : 1 person or more
 - Base frame assembly : 5 people or more
 - Motorbike assembly : 2 people or more
 - Monitor assembly : 2 people or more



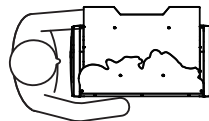
Monitor assembly



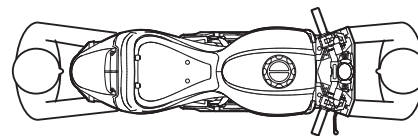
Cabinet assembly



Base frame assembly



Signboard assembly



Motorbike assembly



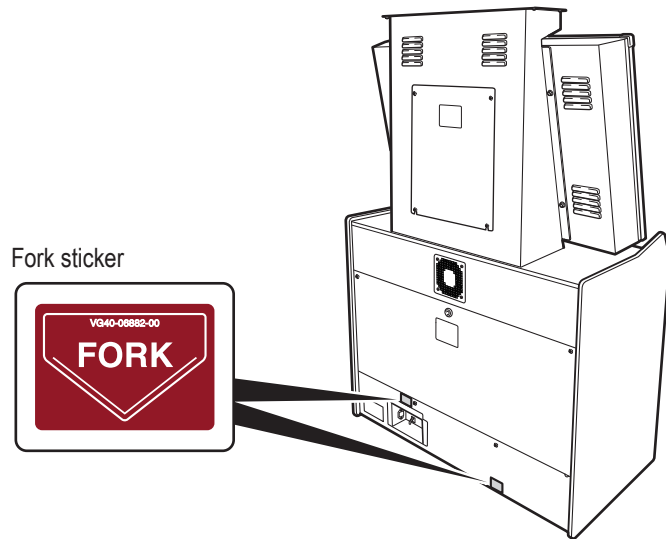
- Do not subject the machine to impact while lowering it.

6-2-2 Loading to and Unloading from a Vehicle

⚠ WARNING

- Before transporting the machine manually, be sure to disassemble it into the cabinet assembly, monitor assembly, signboard assembly, base frame assembly and motorbike assembly. Transporting the assembled machine manually may result in accident or injury. (See “8A-1 Disassembly (in Accordance with the Delivery Conditions)” on page 55 and “8A-2 Assembly” on page 59.)
- When using a forklift to transport the front cabinet assembly, observe the following. Failure to observe the following may result in accident, such as the front cabinet assembly falling over.
 - Be sure to insert the forks into the specified positions.
 - Make sure that the front cabinet assembly is balanced properly during transportation.

Back side of front cabinet assembly



NOTICE

- Do not subject the front cabinet assembly to impact while raising or lowering it with the forklift.

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Moving and Transportation

Test Mode

Troubleshooting

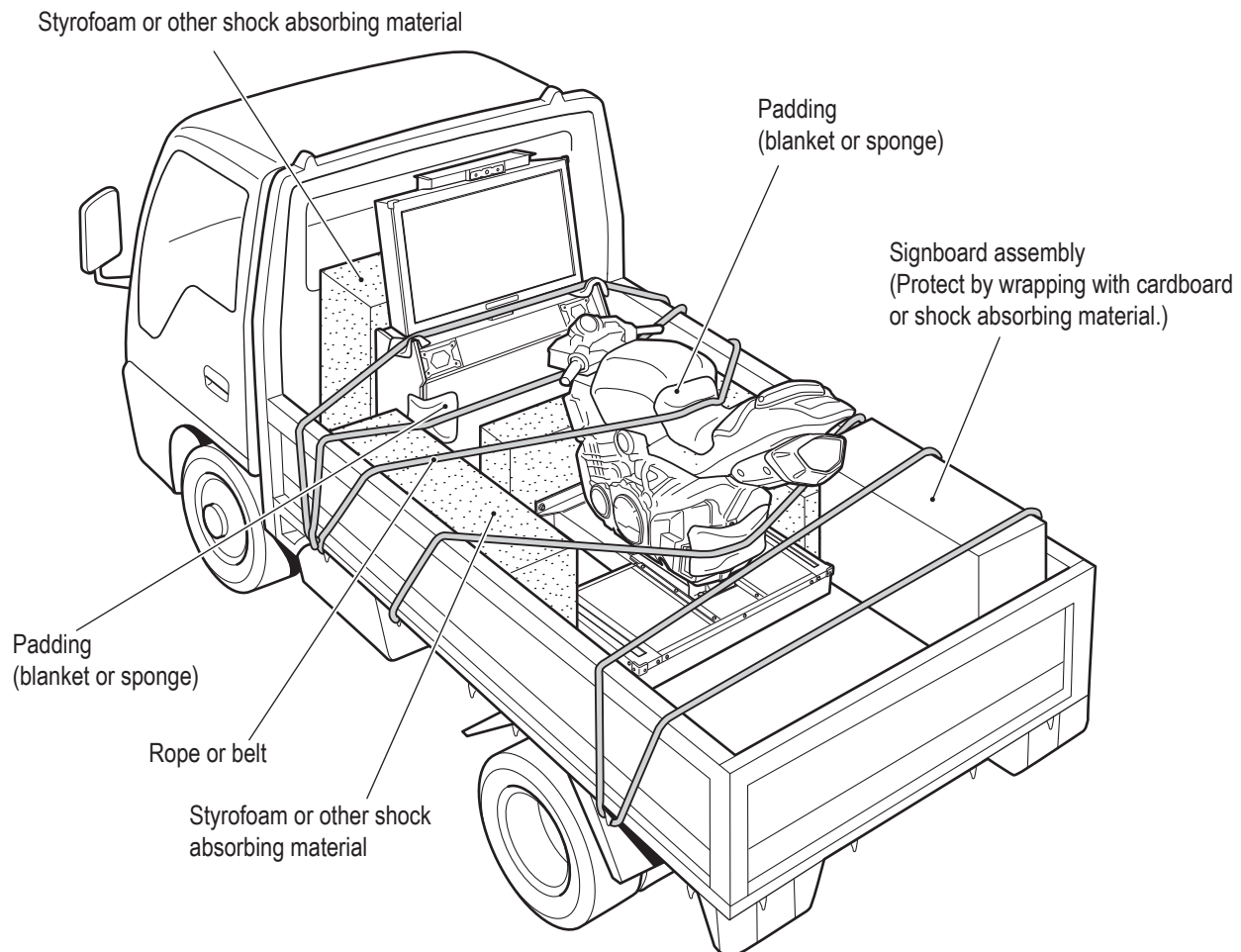
6-2-3 Manual Transportation by Vehicle

WARNING

- When transporting the machine on a vehicle, secure the machine firmly so that it does not move during vehicle transport. Failure to secure the machine may result in accident.

NOTICE

- Do not subject the machine to impact while lowering it.
- Be sure to attach the transport fixing bolts. (See “8A-2 (2) Removing the Transport Fixing Bolts” on page 60)
- When securing the machine with a rope, observe the following.
 - Be sure to secure the machine with the rope in the positions shown in the figure below.
 - Place blankets or other shock absorbing material between the machine and the rope to protect the machine surfaces.
- Place styrofoam or other shock absorbing material between the machine and the truck bed and any other equipment or items to protect the machine surfaces.
- Be sure to disassemble the signboard assembly from the cabinet assembly, and remove the back board and motorbike signboard. Transporting the assembled machine manually may result in accident or injury. (See “8A-2 (4) Assembling and Attaching the Signboard Assembly” on page 62)
- When transporting the machine in rainy weather, use a vehicle with a cargo cover, a container truck, or similar vehicle to protect the machine from direct exposure to rain.



7. Operation

⚠ WARNING

- The motorbike part of the machine moves to the right and left, so if bystanders or passersby, especially small children, carelessly approach the machine, they may get bumped by the machine and be injured. Post signs or take other measures to caution bystanders or passersby not to approach the machine too closely, and guide them to safe positions.
- Should an abnormality occur, turn off the power switch immediately to stop operation. Then, be sure to disconnect the power cord plug from the outlet. Operating the machine while the abnormality persists may result in fire or accident.
- Dust accumulating on the power cord plug may cause fire. Inspect the plug regularly and remove any dust.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and cause fire or burns.
- Before operating the machine, be sure to check that installation has been performed according to the instructions and specified procedures in this Operation Manual (see “5. Delivery and Installation Conditions” on page 15). Failure to install the machine correctly may result in fire, electric shock, injury or malfunction.
- The warning labels contain important information for ensuring safety. Be sure to observe the following.
 - In order to ensure that the warning labels attached to the machine are always clearly visible, install the machine in an appropriate location with ample illumination and keep the labels clean at all times. Make sure that the labels are not hidden by other game machines or objects.
 - Do not remove or alter the warning labels.
 - If a warning label becomes excessively dirty or damaged, replace it with a new one. To order warning labels, contact your distributor.
- To ensure safe use of the machine, be sure to perform the pre-operation inspection (see “7-4 Pre-operation Inspection” on page 26) and service (see “8B. Service” on page 77) described in this Operation Manual. Omitting these inspections or service may result in accident.

NOTICE

- Do not turn off the power switch during game play. It may corrupt the Test mode settings.
- When turning on the power switch, make sure to turn on the power switches of all communication-linked machines within 5 minutes or the machines may not be able to communicate properly. The communication status can be assessed by checking the “UP TO × PLAYERS CAN RACE!” message (where × is the number of communicating machines) that is displayed in the center of the title screen.
- Make sure that games being played on other communication-linked cabinets have finished before turning off the power switch. Otherwise, the games being played may be affected.

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Operation

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Troubleshooting

7-1 People Who Should Avoid Playing

CAUTION

- The machine is designed for one player (one rider) only. If two or more people attempt to ride at the same time, they may fall from the motorbike, resulting in injury.
- To ensure the safety of players, be careful not to let the following types of people play. Otherwise, this may result in accident.
 - People wearing slippery shoes or shoes with high heels, etc
 - People whose feet cannot reach the steps when sitting on the seat
 - People who are pregnant
 - People with heart conditions
 - People under the influence of alcohol
 - People with other ailments

7-2 Safety Precautions for Playing

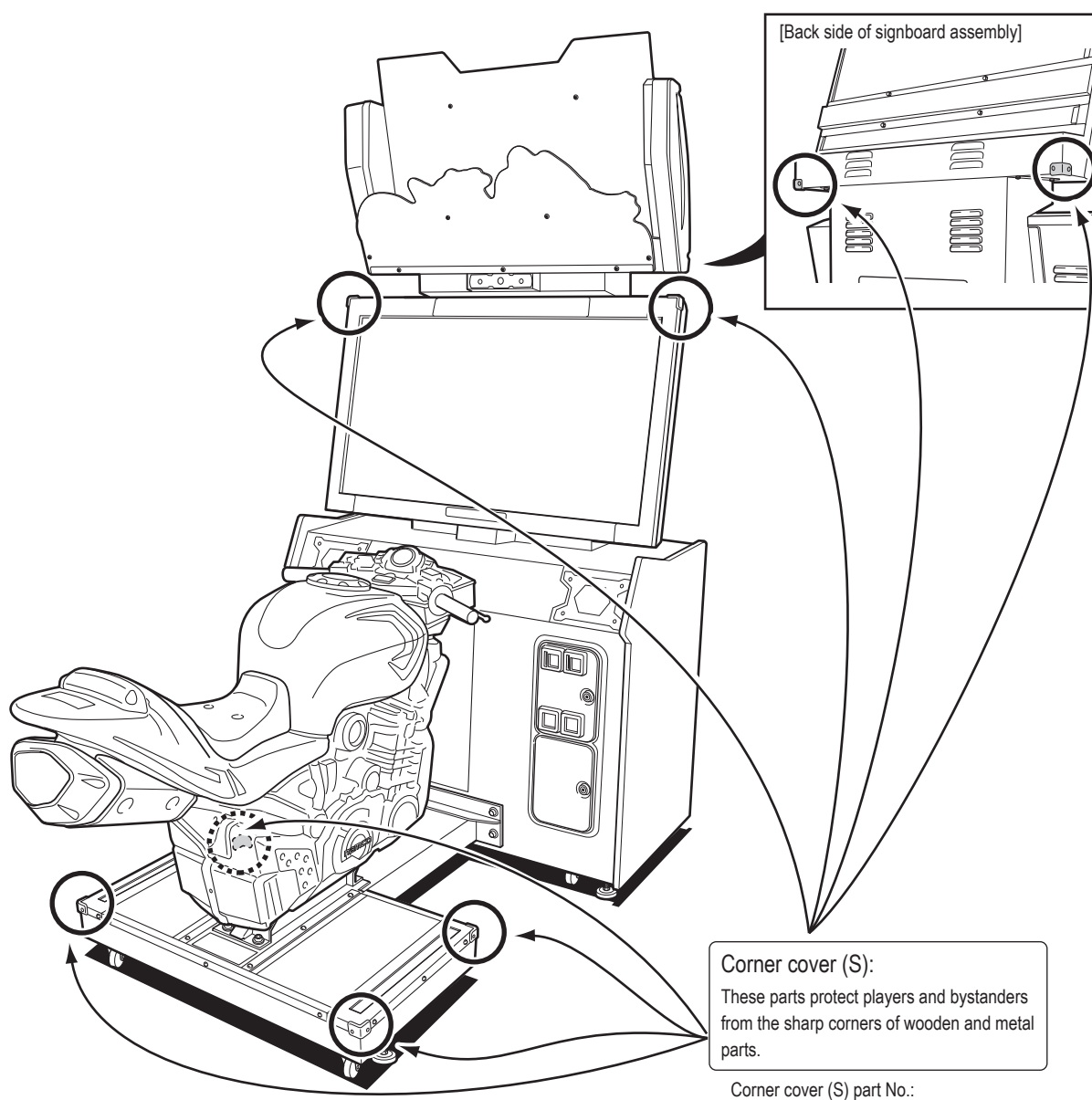
CAUTION

- If a player starts feeling ill because of the game images or light stimulation, they must stop playing and take a break immediately.
- In rare cases, stimulation by lights or video images may cause the player to have a seizure or lose consciousness. If this happens, advise the player to consult a doctor as soon as possible. When pre-school children play, instruct their parents or guardians to observe them.

7-3 Important Parts for Ensuring Player and Bystander Safety

⚠ WARNING

- This machine includes important parts used to ensure the safety of players and bystanders. Operating the machine while these “important parts for ensuring player and bystander safety” are broken, damaged or deteriorated, or with defective installation may result in injury to the players or bystanders. If you discover an abnormality, replace the affected part immediately. To order parts, contact your distributor.



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Operation

Test Mode

Troubleshooting

7-4 Pre-operation Inspection

Check the items below before operating the machine.

If there is an abnormality, resolve it referring to "8B-2 Troubleshooting" on page 78.

7-4-1 Safety Inspection (Before Power On)

WARNING

- Before operating the machine, check the following locations. This is required to prevent accident or injury.
- Operating the machine while parts are broken, damaged or deteriorated, or while the installation is defective, may result in injury to the player or a bystander. If you discover an abnormality, replace the affected part immediately.
To order parts, contact your distributor.

- (1) Are all warning labels legible?
(See "1-4 Machine Warning Labels" on page 3.)
- (2) Are all level adjusters adjusted properly so that the machine is stable? (Front cabinet assembly and ride assembly)
(See "8A-2 (5) Level Adjuster Adjustment" on page 66.)
- (3) Is the specified play area provided? (See "5-1-2 Play Area for the Installed Machine" on page 16.)
- (4) Are the power cord and communication cables laid out safely so that they will not cause players or other customers to trip over them?
- (5) Have the transport fixing bolts been removed? (Ride assembly) (See "8A-2 (2) Removing the Transport Fixing Bolts" on page 60.)
- (6) Are the front cabinet assembly and the ride assembly fixed securely to each other?
- (7) Are the monitor assembly and the cabinet assembly fixed securely to each other?
- (8) Are the signboard assembly and the cabinet assembly fixed securely to each other?
- (9) Are the motorbike assembly and the base frame assembly fixed securely to each other?
- (10) Are the corner covers (S) damaged, broken or deteriorated?

Inspect the following items after turning on the power switch. If you discover an abnormality, turn off the power switch immediately to stop operation. Then, disconnect the power cord plug from the outlet and contact your distributor.

7-4-2 Safety Inspection (After Power On)

- (1) Is any part of the power cord or plug abnormally hot?
- (2) Does touching the machine give a tingling electric shock?
- (3) Is there a burning smell, abnormal noise or vibration?
- (4) Is there any other abnormality or malfunction?

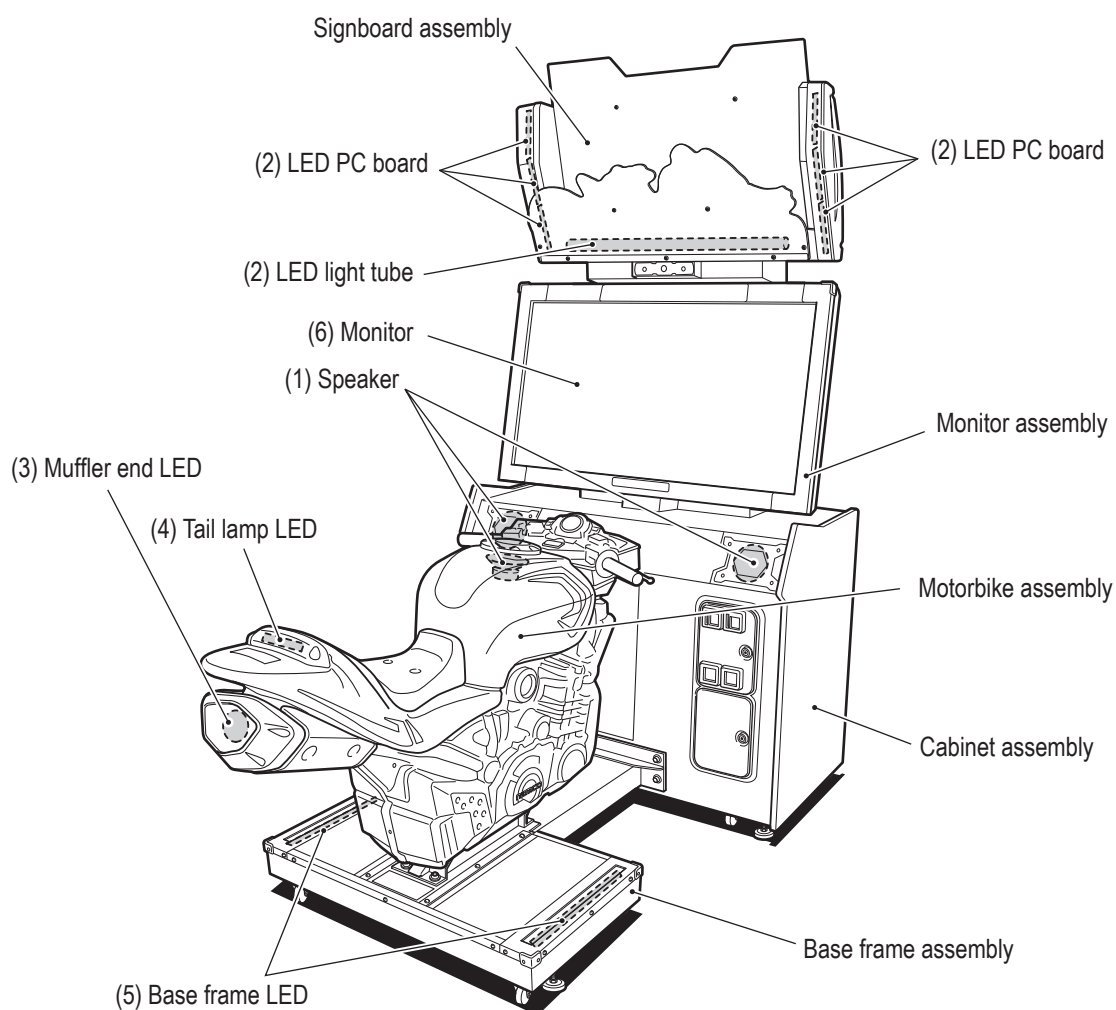
7-4-3 Function Inspection (After Power On)

Check the following items after turning on the power switch. (See "7-6 Turning the Power Switch On" on page 30.)

- (1) Check the audio. (Is sound produced by each speaker?) (See "7-8-6 SOUND TEST" on page 45.)
- (2) Check the LED light tube and LEDs of the signboard assembly. (Do the LED light tube and LEDs light up?)
- (3) Check the muffler end LED. (Does the LED light up?)
- (4) Check the tail lamp LED. (Does the LED light up?)
- (5) Check the base frame LEDs. (Do the LEDs light up?)
- (6) Check the monitor display. (Does the monitor operate properly?) (See "7-8-5 MONITOR TEST" on page 43.)

To check the following inspection items, test play the actual game, and perform the SWITCH TEST to check operation. (See "7-8-4 (3) SWITCH TEST" on page 39.)

- (7) Check the handlebar assembly operation.
- (8) Check the bank angle potentiometer operation.
- (9) Check the operation of each switch and button.



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Operation

Test Mode

Troubleshooting

7-5 Playing the Game

CAUTION

- If you discover anyone behaving as follows, tell them to stop immediately. Such behavior may cause accident.
 - Two people sitting on the machine at the same time.
 - A person other than the player touching the motorbike assembly.
- If a player starts feeling ill because the game images or light stimulation, they must stop playing and take a break immediately.
- In rare cases, stimulation by lights or video images may cause the player to have a seizure or lose consciousness. If this happens, advise the player to consult a doctor as soon as possible. When pre-school children play, instruct their parents or guardians to observe them.

This machine is a communication-linked racing game where players ride simulations of motorbikes on closed public road courses to compete for rankings.

Up to four players can race against each other using the communication function, and photos of opponents appear during the race.

[Controls during Game Play]

- Tilt the motorbike
The motorbike turns in the tilted direction.
- Rotate the accelerator
The motorbike accelerates in accordance with the rotation amount.
- Pull the brake lever
The motorbike decelerates.
- Press the NITROUS button
The motorbike accelerates rapidly.
- Press the View Change button
The view on the display switches between third-person viewpoint and first-person viewpoint.

[Game Flow]

When coins equal to the credits required for game play are inserted, the player selects the course and motorbike type, the camera takes the player's photo, and then game play starts.

[Game Settings]

(1) Communication linked racing

When coins equal to the credits required for game play are inserted, the displays of other cabinets connected by communication cables change to the VS challenger entry screen. When coins equal to the credits required for game play are inserted into any of the linked cabinets within the time limit, a VS player mode game is established. When a VS player mode game is not established, operation switches to single-player mode.

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(2) Course selection

Tilt the motorbike to the right or left to select the race course from the four cities of NEW YORK, SAN FRANCISCO, CHICAGO and LONDON, and press the NITROUS button to enter the selection.

If a selection is not entered within the time limit, the city selected when the time runs out is automatically selected as the course.

* The first player to insert coins equal to the credits required for game play selects the course.

(3) Motorbike selection

Tilt the motorbike to the right or left to select the motorbike from the five types of MX TYPE, STREET TYPE, SPORTS TYPE, SCOOTER TYPE and AMERICAN TYPE, and press the NITROUS button to enter the selection.

If a selection is not entered within the time limit, the motorbike type selected when the time runs out is automatically selected.

(4) Photo shooting

The image viewed through the camera is displayed on the monitor.

Press the NITROUS button to take a photo. If the NITROUS button is not pressed within the time limit, a photo is automatically taken when the time runs out.

The taken photo is registered to the game.

(5) Accepting the photo

The player confirms whether to save the taken photo and register it in other player's games.

If YES is selected, the photo is saved in the cabinet and registered as a rival motorbike in other player's games.

If NO is selected, the photo is not saved and not registered as a rival motorbike in other player's games.

Up to 250 saved photos are stored between the communication-linked cabinets. Saved photos are automatically deleted 6 hours after they are taken or when the number of photos exceeds 250, whichever comes first. In the latter case, photos are deleted in order from oldest to newest.

In addition, the photo data can be initialized using PHOTO DATA INITIALIZE as described in "7-8-8 DATA INITIALIZE" on page 47.

Players can use these photos to distinguish between their opponents during races.

[Races]

Races start when the screen display changes from READY to GO.

Race play is possible until the timer showing the time limit at the upper right of the screen reaches "0".

When the specified distance is driven along the course within the time limit, the race finishes.

The NITROUS button can be used while racing to rapidly accelerate the motorbike.

The NITROUS button can be used up to three times per race.

The viewpoint displayed by the machine can be changed while racing.

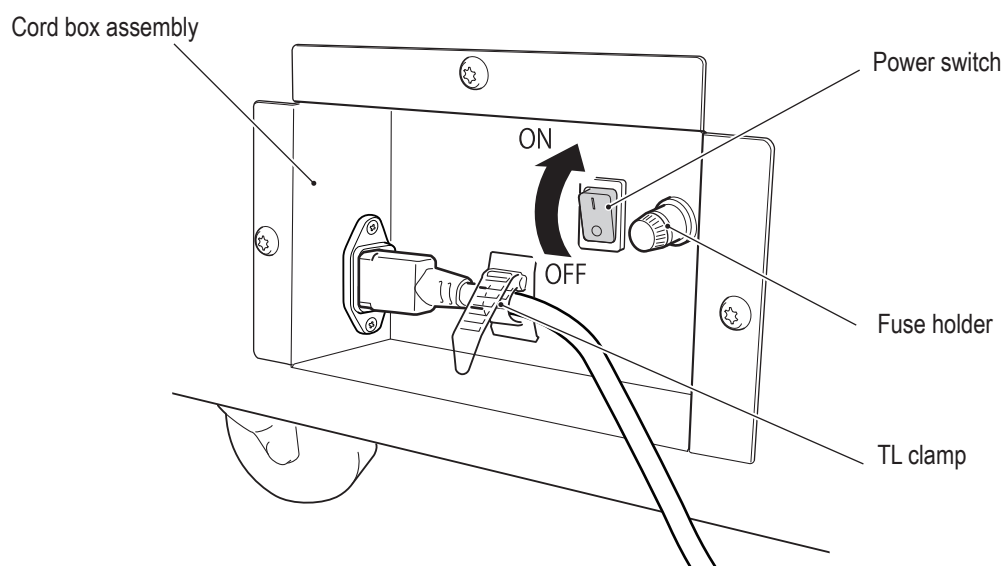
Each time the View Change button is pressed, the display switches between first-person viewpoint and third-person viewpoint.

Test Mode

Troubleshooting

7-6 Turning the Power Switch On

- 1 Turn on the power switch located in the cord box assembly on the back side of the front cabinet assembly.

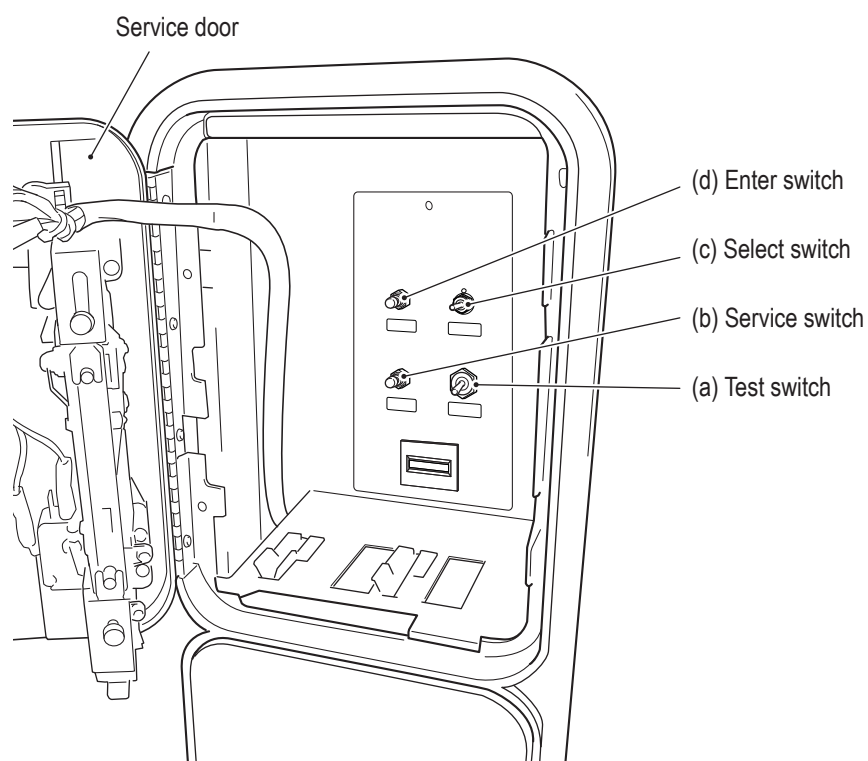


- Do not turn the power switch on and off repeatedly. Doing so may result in a machine malfunction. When turning the power switch off and on in succession (OFF→ON→OFF, ON→OFF→ON), wait 30 seconds or more between operations to protect the machine.

7-7 Adjustment

7-7-1 Adjustment Switches

Open the service door for access to the adjustment switches.



(a) Test switch

Set this switch to ON to enter Test mode.

(b) Service switch

Press this button to increase the credit count without operating the coin counter.

(c) Select switch

In Test mode, flip this switch up and down to select an item or setting (numerical value).

(d) Enter switch

After selecting an item or setting (numerical value) with the Select switch, press this button to enter or execute the selection.



- Press the buttons slowly and firmly.
If pressed too fast, the buttons may not operate.

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Operation

Test Mode

Troubleshooting

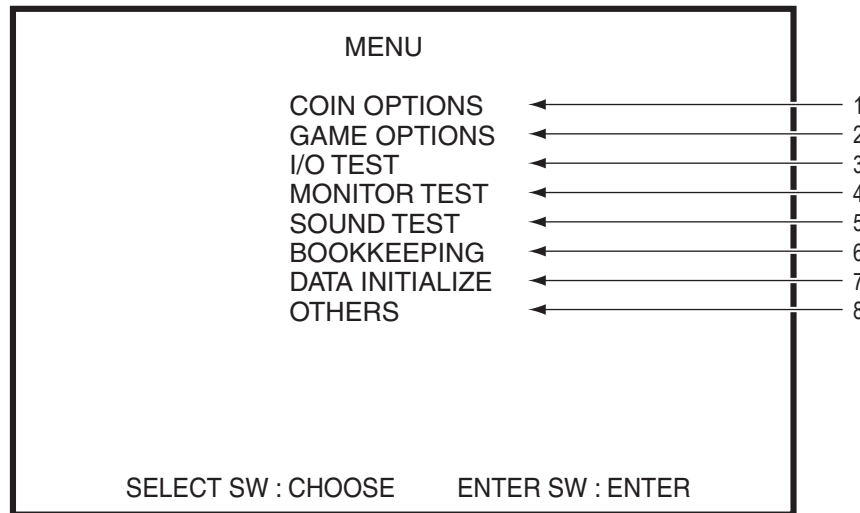
7-8 Test Mode



- Make sure that games being played on other communication-linked cabinets have finished before entering Test mode. Otherwise, the games being played may be affected.
- The number of communication-linked machines can be checked by referring to the “UP TO × PLAYERS CAN RACE!” message that is displayed in the center of the title screen or “LINKED=×” that is displayed in the GAME OPTIONS screen (see “7-8-3 GAME OPTIONS” on page 34). (× refers to the number of communicating machines.)

7-8-1 MENU

- 1** Use the supplied key to open the service door and set the Test switch to ON. The MENU screen appears.



MENU screen

- 2** Flip the Select switch up and down to select an item. The selected item blinks.
- 3** Press the Enter switch to enter the selected item. When the selection is entered, the screen displays the detailed information for the selected item.

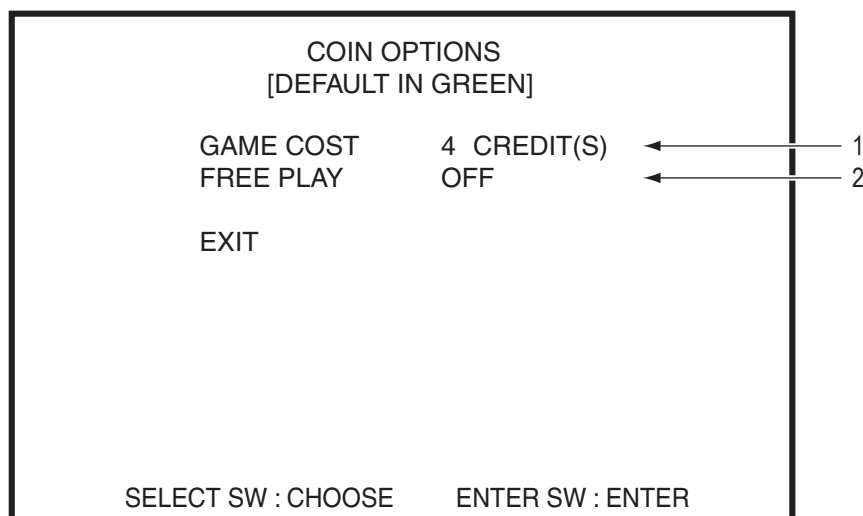
	Item	Description	Reference section
1	COIN OPTIONS	Game cost and other settings.	See 7-8-2.
2	GAME OPTIONS	Settings for communication between cabinets.	See 7-8-3.
3	I/O TEST	Switch and light tests.	See 7-8-4.
4	MONITOR TEST	Monitor adjustment. Pattern display.	See 7-8-5.
5	SOUND TEST	Volume adjustment, etc.	See 7-8-6.
6	BOOKKEEPING	Displays operating time, play count and other data.	See 7-8-7.
7	DATA INITIALIZE	Individual initialization of each backup data.	See 7-8-8.
8	OTHERS	Time, displayed distance unit, and camera OFF mode settings.	See 7-8-9.

- 4** After finishing all the adjustments, set the Test switch to OFF. The display returns to the game screen.

7-8-2 COIN OPTIONS

This screen is used to adjust the game cost and free play settings.

- 1 In the MENU screen, select COIN OPTIONS and press the Enter switch. The following screen appears.



COIN OPTIONS screen

- 2 Use the Select switch to select an item. The selected item blinks.
- 3 Select the desired item and press the Enter switch. When the selection is entered, the setting for that item can be changed.
- 4 Use the Select switch to change to the desired setting, then press the Enter switch to enter the setting.

	Item	Description	Default
1	GAME COST	Setting for the number of coins required for a game. 1 to 19	4
2	FREE PLAY	Free play setting. Two settings: ON/OFF OFF: Normal coin-operated play ON: Free play operation	OFF

* The maximum number of coins that the cash box can hold is 255.

- 5 After finishing all the adjustments, select EXIT and press the Enter switch to return to the MENU screen.

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Operation

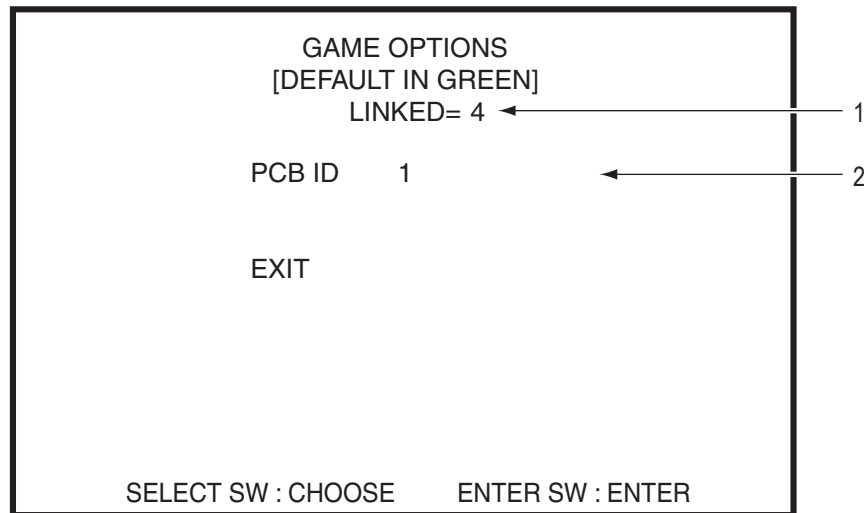
Test Mode

Troubleshooting

7-8-3 GAME OPTIONS

This screen is used to adjust the communication settings.

- 1 In the MENU screen, select GAME OPTIONS and press the Enter switch. The following screen appears.



GAME OPTIONS screen

- 2 Use the Select switch to select an item. The selected item blinks.
- 3 Select the desired item and press the Enter switch. When the selection is entered, the setting for that item can be changed.
- 4 Use the Select switch to change to the desired setting, then press the Enter switch to enter the setting.

	Item	Description	Default	
1	LINKED	Displays the communication status		
		LINKED= X	When receiving data from another PCB When the PCB ID is set correctly ("X" is the number of communicating cabinets) X = 2 to 4	Communicating
		LINKED= 1	When data cannot be received (The cable is not connected, etc.)	Not communicating
2	PCB ID	Sets the PCB ID. *1 After installing the machine, set this value to 1 to 4 in order from the cabinet on the left end. Setting range: 1 to 4	1	

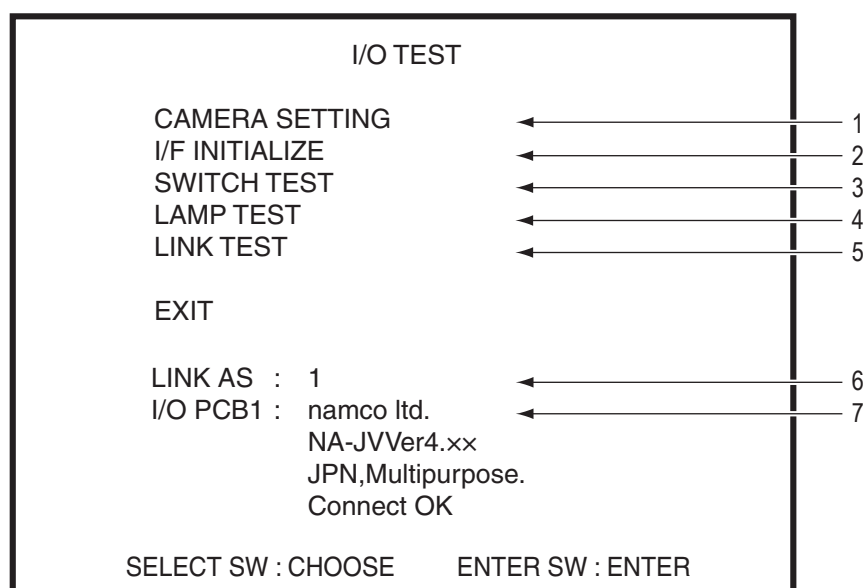
*1 Assign a value to each cabinet for communication-linked play. Make sure there are no duplicate or the cabinets will not be able to communicate with each other. In addition, the game will not start correctly.

- 5 After finishing all the adjustments, select EXIT and press the Enter switch to return to the MENU screen.

7-8-4 I/O TEST

This screen is used to test the switches and other components.

- 1 In the MENU screen, select I/O TEST and press the Enter switch. The following screen appears.



I/O TEST screen

- 2 Use the Select switch to select an item. The selected item blinks.
- 3 Select the desired item and press the Enter switch. When the selection is entered, the setting for that item can be changed.
- 4 Use the Select switch to change to the desired setting, then press the Enter switch to enter the setting.

	Item	Description
1	CAMERA SETTING	This screen is used to adjust the shooting position of the camera.
2	I/F INITIALIZE	This screen is used to initialize the control parts (motorbike tilt, accelerator).
3	SWITCH TEST	This screen is used to test each switch and button.
4	LAMP TEST	This screen is used to test the lighting.
5	LINK TEST	This screen is used to check the communication status.
6	LINK AS	Displays the PCB ID of this cabinet.
7	I/O PCB1	Displays the I/O PCB connection status. Normal: "Connect OK" (green) is displayed in the lowermost line. Abnormal: "Connect NG!" (red) is displayed in the lowermost line.

- 5 After finishing all the adjustments, select EXIT and press the Enter switch to return to the MENU screen.

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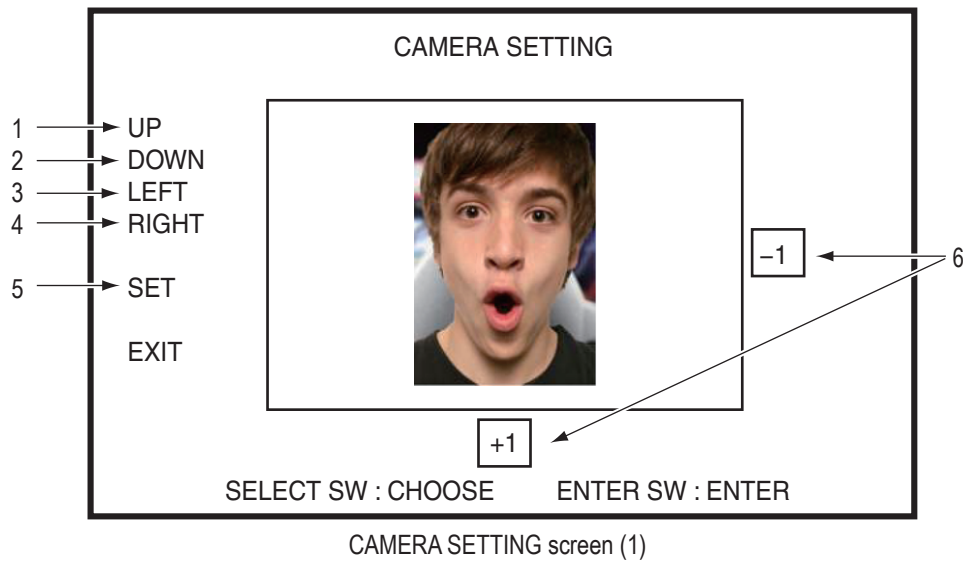
Test Mode

Troubleshooting

(1) CAMERA SETTING

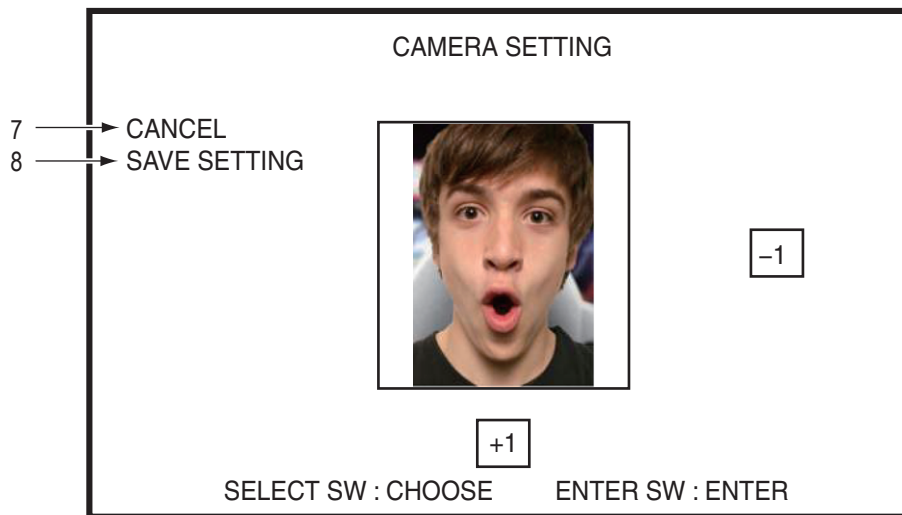
This screen is used to adjust the shooting position of the camera.

- 1** In the I/O TEST screen, select CAMERA SETTING and press the Enter switch. The following screen appears.
- 2** Use the Select switch to select an item. (movement direction) The selected item blinks.
- 3** Select the desired item and press the Enter switch to move the camera in that direction.



	Item	Description
1	UP	Moves the camera shooting position up.
2	DOWN	Moves the camera shooting position down.
3	LEFT	Moves the camera shooting position to the left.
4	RIGHT	Moves the camera shooting position to the right.
5	SET	Shoots a still image and temporarily saves the shooting position.
6	Shooting position	Displays values indicating the offset from the default.

- 4** To save the changes, select SET and press the Enter switch, and then select SAVE SETTING and press the Enter switch again.



CAMERA SETTING screen (2)

	Item	Description
7	CANCEL	Cancels the set shooting position and returns to step 1 .
8	SAVE SETTING	Saves the set shooting position and returns to step 1 .

- 5** Select CANCEL or SAVE SETTING and press the Enter switch to return to the CAMERA SETTING screen (1). Select EXIT and press the Enter switch to return to the I/O TEST screen.

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Operation

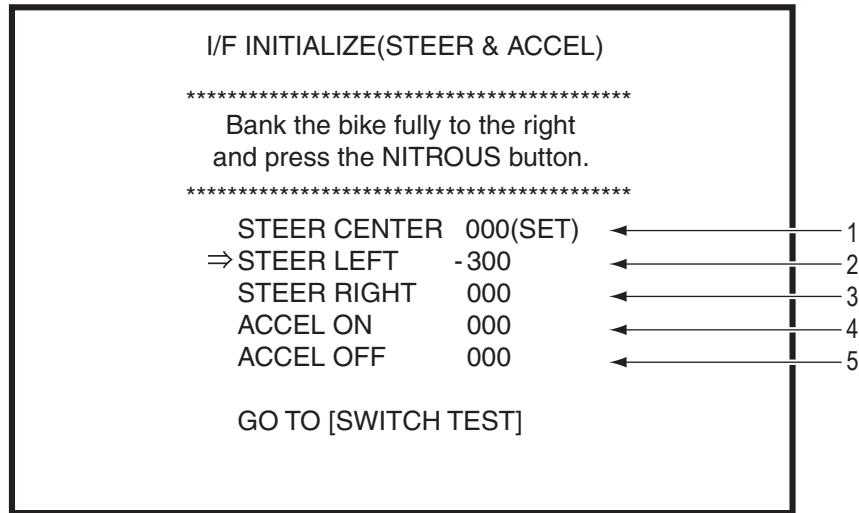
Test Mode

Troubleshooting

(2) I/F INITIALIZE

This screen is used to check the initialization of the control parts (potentiometer).

- 1** In the I/O TEST screen, select I/F INITIALIZE and press the Enter switch. The following screen appears.



I/F INITIALIZE screen

- 2** Perform initialization in order starting with the STEER CENTER item. “=>” is displayed in front of the selected item, and the selected item blinks.

	Selection item	Description
1	STEER CENTER	Keep the bike fully upright and press the NITROUS button.
2	STEER LEFT	Bank the bike fully to the left and press the NITROUS button.
3	STEER RIGHT	Bank the bike fully to the right and press the NITROUS button.
4	ACCEL ON	Turn the accel fully and press the NITROUS button.
5	ACCEL OFF	Release the accel and press the NITROUS button.

- 3** After initializing each item, select GO TO [SWITCH TEST] and press the Enter switch. The screen changes to display the “(3) SWITCH TEST” items on page 39. Check that each item is normal.
- 4** Select EXIT and press the Enter switch to return to the MENU screen.

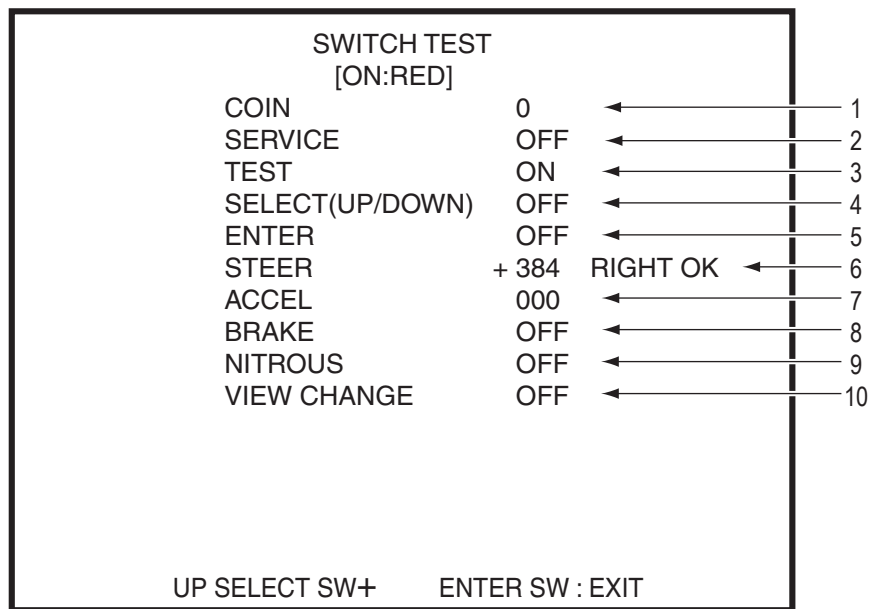
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Operation

(3) SWITCH TEST

This screen is used to test each switch and button.

1 In the I/O TEST screen, select SWITCH TEST and press the Enter switch. The following screen appears.



SWITCH TEST screen

2 This screen displays the input status of each switch and control in real time.



● If OK is not displayed for STEER and ACCEL, perform initialization as described in “(2) I/F INITIALIZE” on page 38, then check these items again.

3 Flip and hold the Select switch up and press the Enter switch to return to the I/O TEST screen.

Test Mode

Troubleshooting

7. Operation

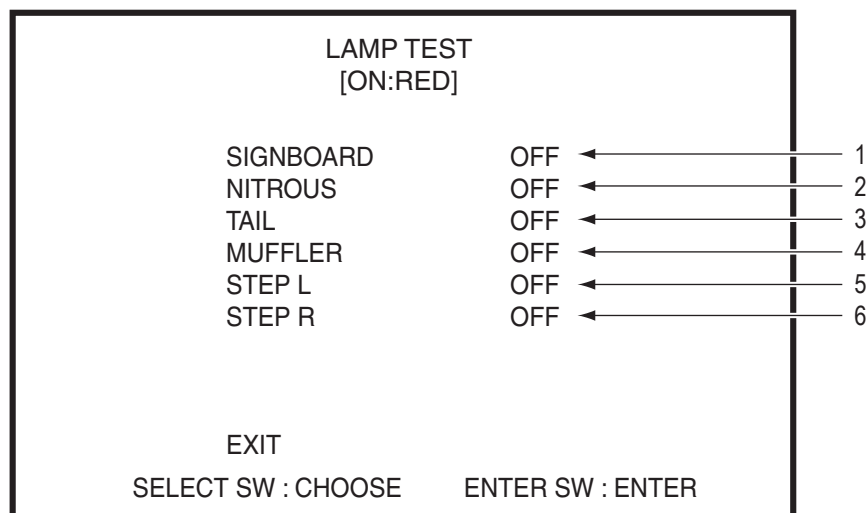
	Item	Description
1	COIN	Each time there is input to the coin switch, the counter increments by +1. The coin counter is also triggered. When the count is incremented by +1 from 999, the value on the screen returns to 0.
2	SERVICE	OFF: Normal ON (red): Pressed in
3	TEST	As the machine is currently set to the mode, ON is normal. When the Test switch is set to OFF, the display returns to the game screen. ON (red): Normal
4	SELECT (UP/DOWN)	UP: Flipped up DOWN: Flipped down
5	ENTER	OFF: Normal ON (red): Pressed in
6	STEER	Operate the motorbike assembly and check that the following are displayed. Upright: CENTER Tilted to the right stopper: RIGHT OK Tilted to the left stopper: LEFT OK
7	ACCEL	Rotating the accelerator changes the value. Rotating the accelerator toward you increases the value. When the maximum value (1,000) is reached, OK is displayed.
8	BRAKE	OFF: Normal ON (red): Lever squeezed
9	NITROUS	OFF: Normal ON (red): Pressed in
10	VIEW CHANGE	OFF: Normal ON (red): Pressed in

(4) LAMP TEST

This screen is used to test the lighting.

See "7-4-3 Function Inspection (After Power On)" on page 27 for the lighting positions.

- 1** In the I/O TEST screen, select LAMP TEST and press the Enter switch. The following screen appears.
- 2** This screen is used to test the functionality of the lights and illuminated switches. Use the Select switch to select an item. The selected item blinks.



LAMP TEST screen

- 3** Select the desired item and press the Enter switch. When the selection is entered, the test for that item can be performed. Use the Select switch to set the desired lighting status. Press the Enter switch to return to the item selection status.

	Item	Description	Default
1	SIGNBOARD	Lighting status of signboard LED PC board OFF: Off ON: Lit	OFF
2	NITROUS	Lighting status of NITROUS button light OFF: Off ON: Lit	OFF
3	TAIL	Lighting status of tail lamp LED OFF: Off ON: Lit	OFF
4	MUFFLER	Lighting status of muffler end LED OFF: Off ON: Lit	OFF
5	STEP L	Lighting status of base frame LED (L side) OFF: Off ON: Lit	OFF
6	STEP R	Lighting status of base frame LED (R side) OFF: Off ON: Lit	OFF

- 4** After finishing all adjustments, select EXIT and press the Enter switch to return to the I/O TEST screen.

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Operation

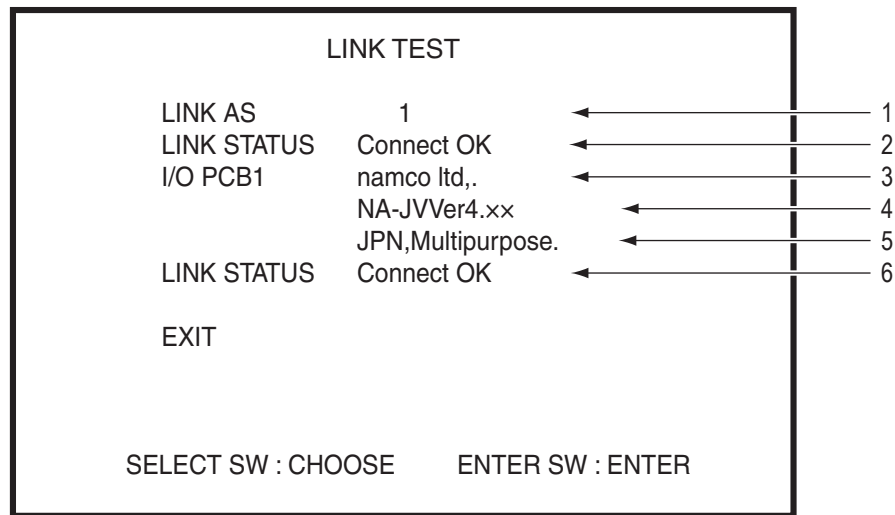
Test Mode

Troubleshooting

(5) LINK TEST

This screen is used to check the communication status between cabinets connected by communication cables.

1 In the I/O TEST screen, select LINK TEST and press the Enter switch. The following screen appears.



LINK TEST screen

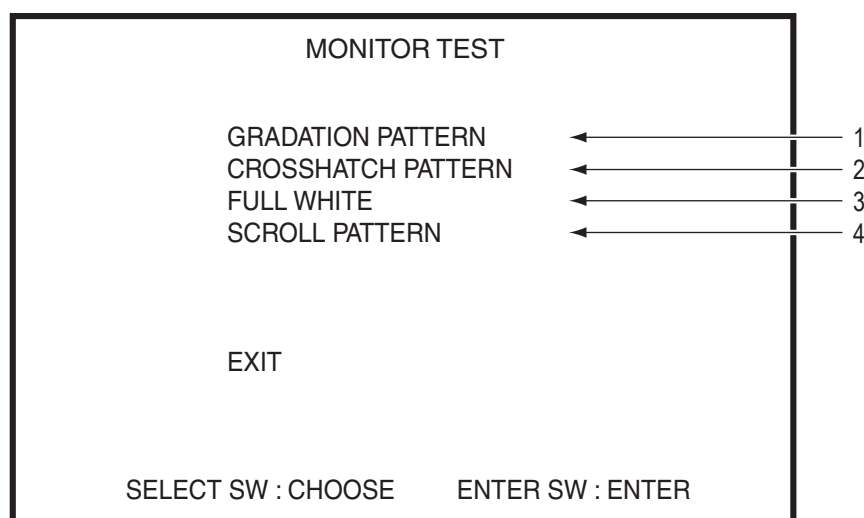
	Item	Description
1	LINK AS	Displays the PCB ID of this cabinet.
2	LINK STATUS	Displays the connection status between this cabinet and connected cabinets.
3	I/O PCB1: namco ltd.	Displays the I/O PCB status of this cabinet.
4	NA-JVVer4.xx	Same as above
5	JPN, Multipurpose.	Same as above
6	LINK STATUS	Displays the communication status between this cabinet and the I/O PCB. Connect OK (green): Communicating normally Connect NG (red): Not communicating normally

2 After finishing all adjustments, select EXIT and press the Enter switch to return to the I/O TEST screen.

7-8-5 MONITOR TEST

This screen is used to display pattern screens for adjusting the monitor.

- 1** In the MENU screen, select MONITOR TEST and press the Enter switch. The following screen appears.
- 2** Press the Enter button to display the GRADATION PATTERN.
The displayed pattern changes in the order shown below each time the Enter switch is pressed.
- 3** Press the Enter switch again while a pattern is displayed to return to the MONITOR TEST screen.



MONITOR TEST screen

	Item	Description
1	GRADATION PATTERN	Displays a gradation pattern (16 gradations).
2	CROSSHATCH PATTERN	Displays a crosshatch pattern for checking the screen position.
3	FULL WHITE	Displays a white screen.
4	SCROLL PATTERN	Displays a scrolling pattern.

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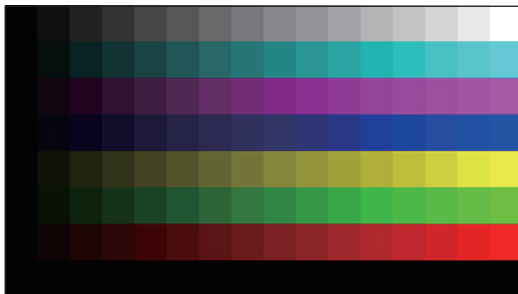
Operation

Test Mode

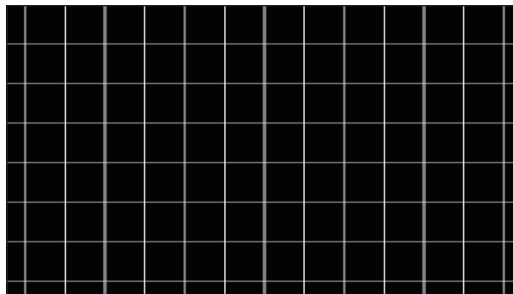
Troubleshooting

7. Operation

(1) GRADATION PATTERN



(2) CROSSHATCH PATTERN



(3) FULL WHITE



(4) SCROLL PATTERN

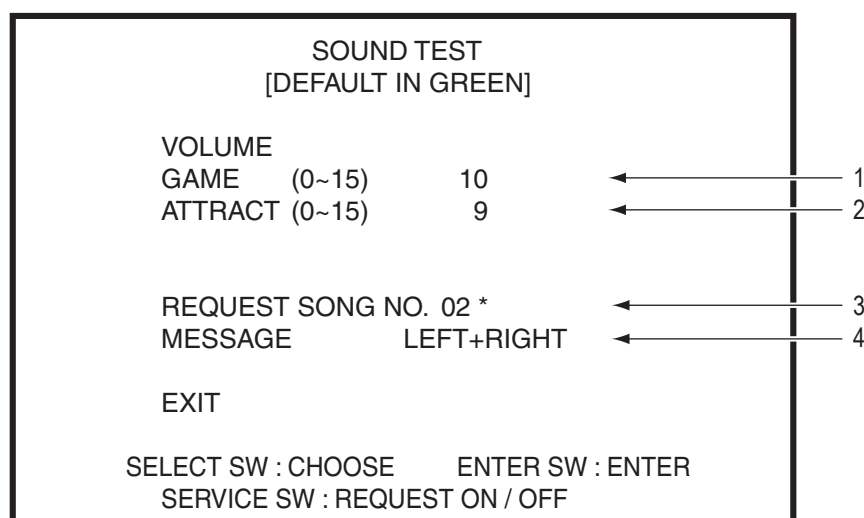


- 4** After finishing all adjustments, select EXIT and press the Enter switch to return to the MENU screen.

7-8-6 SOUND TEST

This screen is used to set the sound volume in Game mode and Attract mode.

- 1** In the MENU screen, select SOUND TEST and press the Enter switch. The following screen appears.
- 2** Use the Select switch to select an item. The selected item blinks.
- 3** Select the desired item and press the Enter switch. When the selection is entered, the setting for that item can be changed.



SOUND TEST screen

	Set items	Description	Default
1	GAME	Sets the volume during game play. Setting range: 0 (min.) to 15 (max.)	10
2	ATTRACT	Sets the volume in Attract mode. Setting range: 0 (min.) to 15 (max.)	9
3	REQUEST SONG NO.	Use the Enter switch and Select switch to set the track number, and press the Service switch to play the music. 00: No sound 01: Stereo test Plays the music in order from the LEFT speaker, RIGHT speaker, and LEFT+RIGHT speakers. 02: Sample music for Game mode 03: Sample music for Attract mode	00
4	MESSAGE	Displays which speaker is producing the test sound during the stereo test.	

- 4** After finishing all adjustments, select EXIT and press the Enter switch to return to the MENU screen.

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Operation

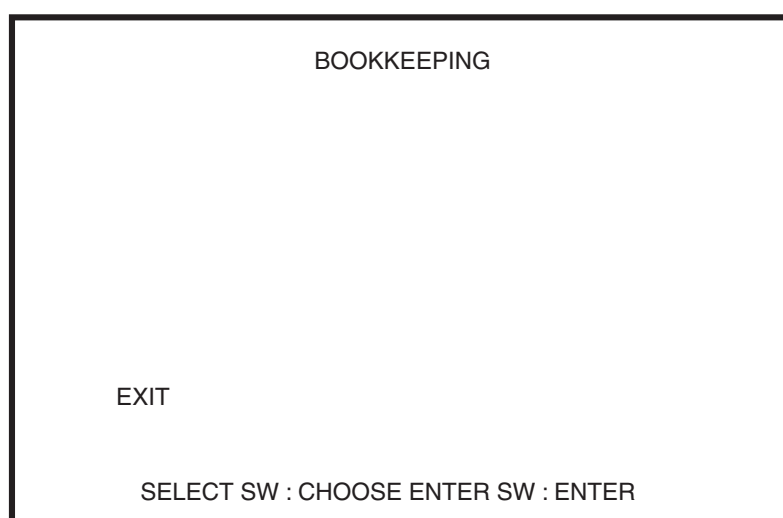
Test Mode

Troubleshooting

7-8-7 BOOKKEEPING

This screen displays various game related data.

- 1** In the MENU screen, select BOOKKEEPING and press the Enter switch. The BOOKKEEPING screen appears.



BOOKKEEPING screen

- 2** As long as BOOKKEEPING INITIALIZE or ALL DATA INITIALIZE are not executed (see “7-8-8 DATA INITIALIZE” on page 47), the various data is not lost even if the power switch is turned off.
- 3** After checking the items, select EXIT and press the Enter switch to return to the MENU screen.

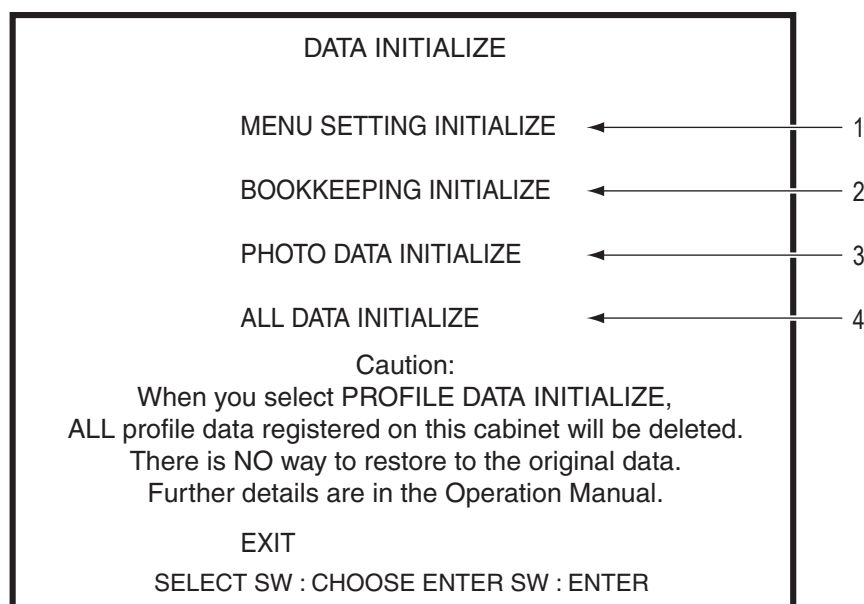
7-8-8 DATA INITIALIZE

This screen is used to initialize individual backup data items.



- Initialized data cannot be restored.
- Do not turn off the power switch while BOOKKEEPING INITIALIZE is underway. All game data may be reset.

- 1** In the MENU screen, select DATA INITIALIZE and press the Enter switch. The following screen appears.



DATA INITIALIZE screen

- 2** Use the Select switch to select an item. The selected item blinks.
- 3** Select the desired item and press the Enter switch. A question mark appears at the end of the selected item, followed by NO/YES.
Use the Select switch to select YES and press the Enter switch to initialize the corresponding data and return to the default settings.
After initialization is complete, the "COMPLETED!" message is displayed.

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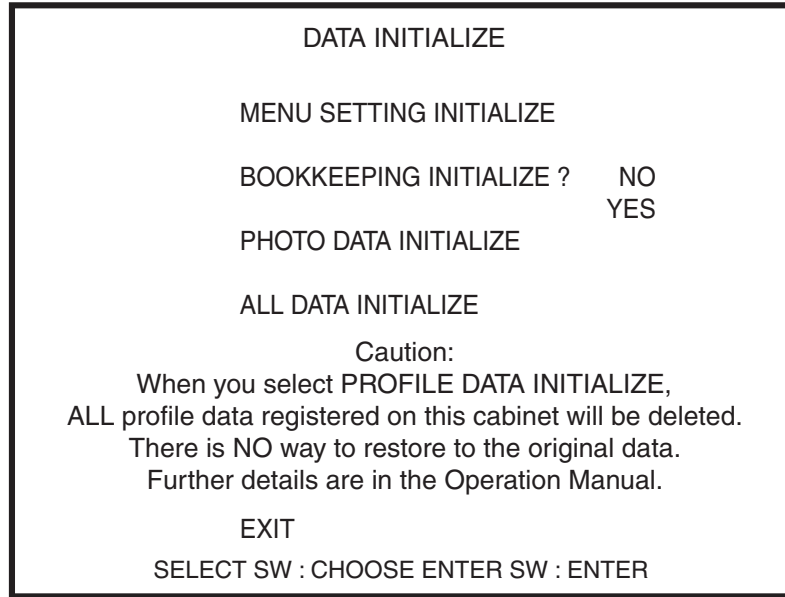
11

Operation

Test Mode

Troubleshooting

[When BOOKKEEPING INITIALIZE is entered]



“DATA INITIALIZE” BOOKKEEPING INITIALIZE select screen

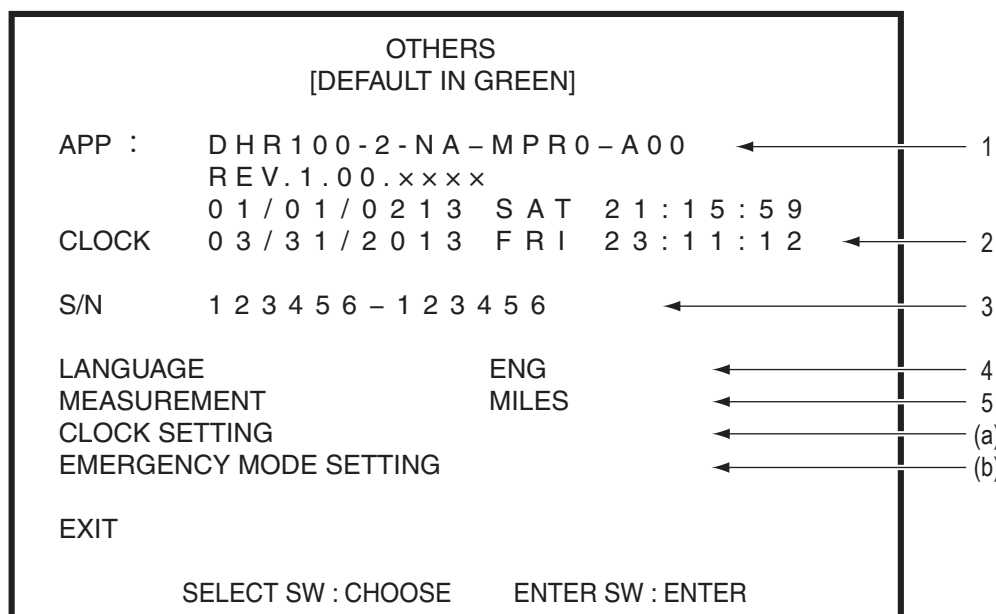
	Item	Description
1	MENU SETTING INITIALIZE	Initializes the following settings that are stored in the cabinet <ul style="list-style-type: none"> • COIN OPTIONS settings • I/F INITIALIZE settings • SOUND settings • OTHERS settings * GAME OPTIONS settings cannot be initialized. Change these settings manually. NO: (Do not initialize) YES: (Initialize)
2	BOOKKEEPING INITIALIZE	Initializes the bookkeeping data that is stored in the cabinet. NO: (Do not initialize) YES: (Initialize)
3	PHOTO DATA INITIALIZE	Initializes all the player data (including photo data) that is stored in the cabinet. NO: (Do not initialize) YES: (Initialize)
4	ALL DATA INITIALIZE	Initializes all the data. Initializes the following settings that are stored in the cabinet <ul style="list-style-type: none"> • MENU SETTING • BOOKKEEPING • PHOTO DATA NO: (Do not initialize) YES: (Initialize)

4 After finishing initialization work, select EXIT and press the Enter switch to return to the MENU screen.

7-8-9 OTHERS

This screen is used to display and set other items.

- 1** In the MENU screen, select OTHERS and press the Enter switch. The following screen appears.
- 2** Use the Select switch to select an item. The selected item blinks.
- 3** Select the desired item and press the Enter switch. When the selection is entered, the setting for that item can be changed.



OTHERS screen

	Item	Description
1	APP	Displays the version of the program on the SSD.
2	CLOCK	Displays the internal clock's current time and day of the week.
3	S/N	Displays the software serial number.
4	LANGUAGE	Displays the language of the text appearing on the screen.
5	MEASUREMENT	<ul style="list-style-type: none"> • Selects the displayed distance unit. MILES ↔ km The default is MILES.
(a)	CLOCK SETTING	Sets the time of the internal clock. This setting can be made only using the cabinet with the PCB ID set to "1".
(b)	EMERGENCY MODE SETTING	This screen is used to stop camera use and enable temporary operation when CAMERA ERROR E190 is displayed.

- 4** After finishing all adjustments, select EXIT and press the Enter switch to return to the MENU screen.

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Operation

Test Mode

Troubleshooting

(a) CLOCK SETTING

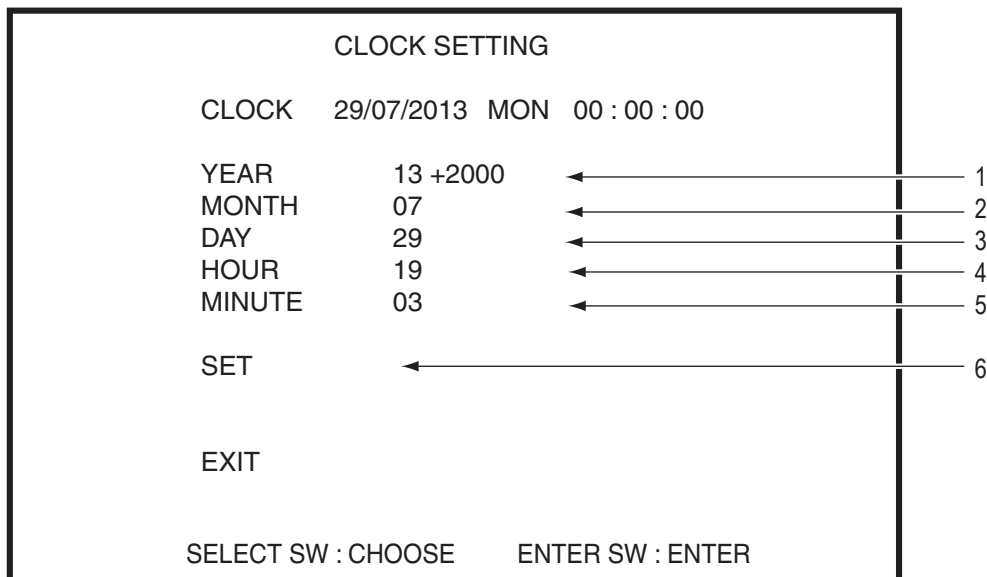
This screen is used to set the time of the internal clock.

When multiple cabinets are connected by communication cables, the clock can be set only using the cabinet with the PCB ID set to "1". All connected cabinets will have identical clock settings to cabinet "1".



- Before adjusting any settings, check the number of communication-linked machines with the "UP TO × PLAYERS CAN RACE!" message (where × is the number of communicating machines) that is displayed in the center of the title screen in Attract mode.

- 1 In the OTHERS screen, select CLOCK SETTING and press the Enter switch. The following screen appears.
- 2 Use the Select switch to select an item. The selected item blinks.
- 3 Select the desired item and press the Enter switch. When the selection is entered, the setting for that item can be changed.



CLOCK SETTING screen

	Item	Description	Default
1	YEAR	Year setting. 10 to 99	Year of the internal clock
2	MONTH	Month setting. 01 to 12	Month of the internal clock
3	DAY	Day setting. 01 to 31	Day of the internal clock
4	HOUR	Hour setting. 00 to 23	Hour of the internal clock
5	MINUTE	Minute setting. 00 to 59	Minute of the internal clock
6	SET	Sets the time. Sends the YEAR to MINUTE values to the internal clock. After the values are sent, the display changes to the MENU screen.	—

- 4 Select EXIT and press the Enter switch to return to the OTHERS screen.

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Operation

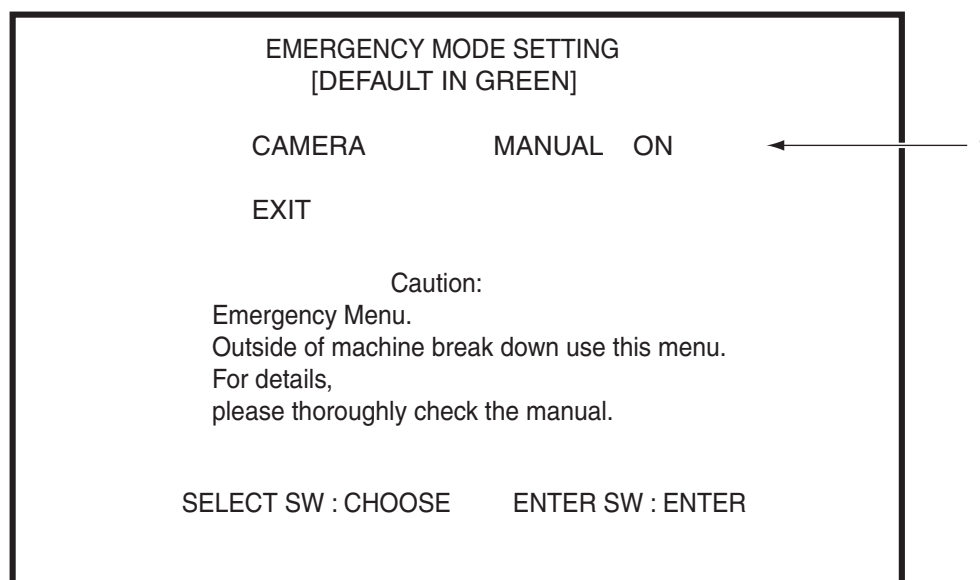
(b) EMERGENCY MODE SETTING

This screen is used to stop camera use and enable temporary operation when CAMERA ERROR E190 is displayed.



● This error affects game appeal, so the cause of the error should be resolved as quickly as possible.

- 1** In the OTHERS screen, select EMERGENCY MODE SETTING and press the Enter switch. The following screen appears.
- 2** Use the Select switch to select an item. The selected item blinks.
- 3** Select the desired item and press the Enter switch. When the selection is entered, the setting for that item can be changed.



EMERGENCY MODE SETTING screen

	Item	Description
1	CAMERA	<p>When CAMERA ERROR E190 is displayed, the game can be temporarily operated by setting this to MANUAL OFF.</p> <p>AUTO: Default The operation setting is changed automatically according to whether a camera is connected.</p> <p>MANUAL ON: Game operation uses the camera. When the camera cannot be used, CAMERA ERROR E190 is displayed.</p> <p>MANUAL OFF: Game operation does not use the camera.</p>

- 4** After finishing all adjustments, select EXIT and press the Enter switch to return to the OTHERS screen.

Test Mode

Troubleshooting

7-9 Communication Setting

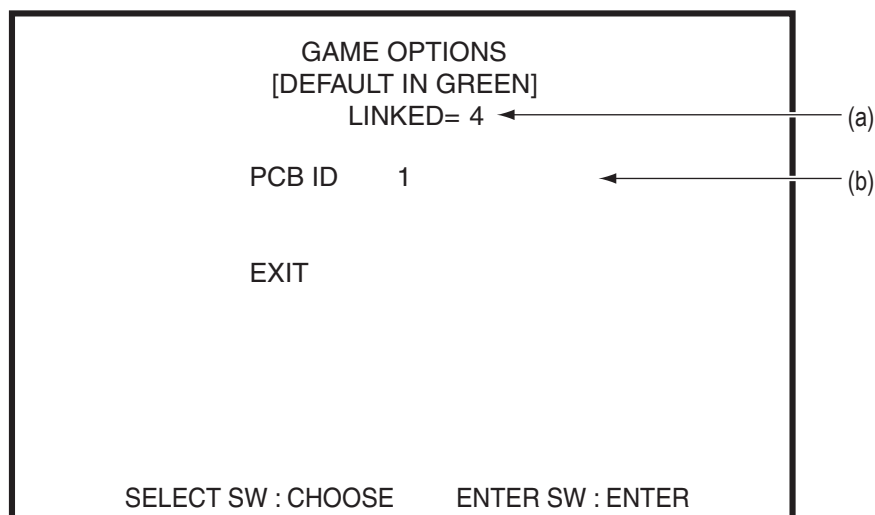
Two to four machines can be connected for communication-linked VS player game play.

* Adjust the following settings even when operating only one machine.



- The communication status can also be checked with the “UP TO × PLAYERS CAN RACE!” message (where × is the number of communicating machines) that is displayed in the center of the title screen in Attract mode.

- 1 Turn on the power switches of all connected cabinets. (See “7-6 Turning the Power Switch On” on page 30.)
- 2 Turn on the Test switch to display the MENU screen. (See “7-7-1 Adjustment Switches” on page 31 and “7-8-1 MENU” on page 32.)
- 3 Select GAME OPTIONS and press the Enter switch to display the GAME OPTIONS screen.



GAME OPTIONS screen

- 4 Set the (b) PCB ID of the cabinets from 1 to 4 in order from left to right as you face them.
- 5 Check that the (a) communication status is as follows.
 - When not communicating: LINKED=1
 - When 2 machines are linked by communication: LINKED=2
 - When 3 machines are linked by communication: LINKED=3
 - When 4 machines are linked by communication: LINKED=4
- 6 Select EXIT and press the Enter switch to return to the MENU screen.
- 7 Set the time of the internal clock on the cabinet with the PCB ID set to “1”. (See “7-8-9 (a) CLOCK SETTING” on page 50.)

7-10 Error Display (For Operators)

When an error is detected, the error number and error description are displayed near the center of the screen.
When multiple errors occur simultaneously, the error that was detected first is displayed.

Symptom	Cause	Solution
• "COIN ERROR E11" is displayed on the screen.	• The coin selector is jammed.	• Check the coin selector and resolve the problem.
	• A coin selector malfunction.	• Replace the coin selector.
	• An abnormality in the harness around the coin selector.	• Contact your distributor.
	• A NA-JV(S) PC board malfunction.	• Replace the NA-JV(S) PC board
• "COIN ERROR E12" is displayed on the screen.	• A Service switch malfunction.	• Replace the Service switch.
	• An abnormality in the harness around the Service switch.	• Contact your distributor.
	• A NA-JV(S) PC board malfunction.	• Replace the NA-JV(S) PC board
• "I/O PCB ERROR E30" is displayed on the screen.	• A NA-JV(S) PC board malfunction.	• Replace the NA-JV(S) PC board
	• The JV IO cable is not connected.	• Connect the JV IO cable correctly.
• "CAMERA ERROR E190" is displayed on the screen.	• A USB camera malfunction.	• Replace the USB camera.
	• The USB camera cable is not connected.	• Insert the USB camera cable connector securely.
• "Notice: Currently, the Camera is unavailable." is displayed on the screen.	• A USB camera malfunction.	• Replace the USB camera.
	• The USB camera cable is not connected.	• Insert the USB camera cable connector securely.
	• The USB camera setting is MANUAL OFF.	• Refer to "7-8-9 OTHERS (b) EMERGENCY MODE SETTING" and check the settings.
• "REGION ERROR E210" is displayed on the screen.	• The regions of the game PC boards of the communication-linked cabinets differ.	• Contact your distributor.
• "DONGLE ERROR E193" is displayed on the screen.	• The USB dongle is not inserted correctly to the game PC board.	• Insert the USB dongle securely.
	• A USB dongle malfunction.	• Contact your distributor.
	• A game PC board malfunction.	• Replace the game PC board.
• "DONGLE ERROR 2 E194" is displayed on the screen.	• An abnormality in the game PC board software.	• Contact your distributor.
• "DONGLE ERROR 3 E195" is displayed on the screen.	• Multiple USB dongles are inserted to the game PC board.	• Remove the unnecessary dongles, and restart the machine.

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Operation

Test Mode

Troubleshooting

7-11 Ride Assembly Adjustment (Initialization)



- Be sure to initialize the ride assembly after installing or reinstalling the machine or replacing the accelerator potentiometer or bank angle potentiometer. If the ride assembly is not initialized, the game cannot be played properly.
- After initializing the potentiometers, perform the STEER and ACCEL operations in the switch test (see "7-8-4 (3) SWITCH TEST" on page 39) and check that STEER and ACCEL indicate OK.

7-11-1 Initializing the Potentiometers

- 1 In the MENU screen (see page 32), select I/O TEST and press the Enter switch, then select I/F INITIALIZE and press the Enter switch again. (See "7-8-4 (2) I/F INITIALIZE" on page 38.)

7-12 Self-test

The machine automatically executes a self-test after the power switch is turned on. If no problems are found, the monitor display switches to the startup screen after a short time. If an abnormality is found, the error sound is produced or an error message is displayed on the monitor, and the machine stops operating. (See "8B-2 Troubleshooting" on page 78.)

8. Technician's Manual - Must be performed by a technician -

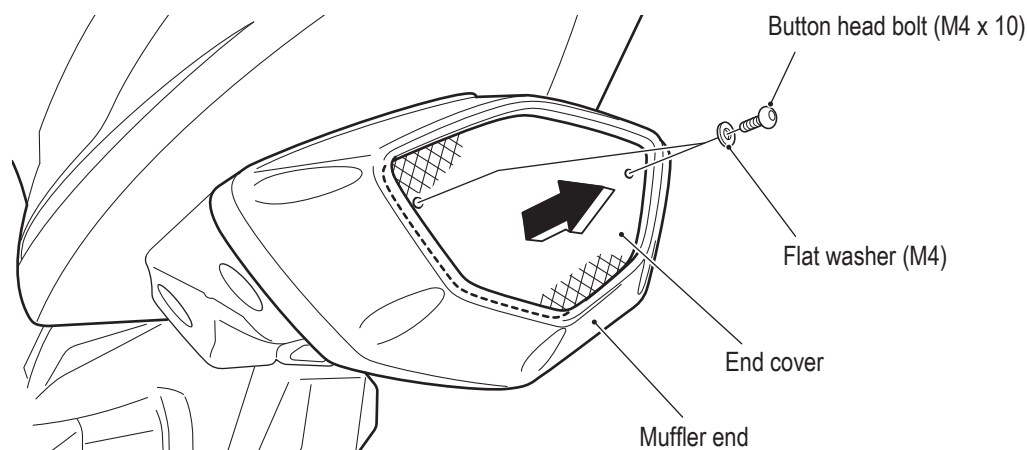
8A. Installation and Assembly

8A-1 Disassembly (In Accordance with the Delivery Conditions)

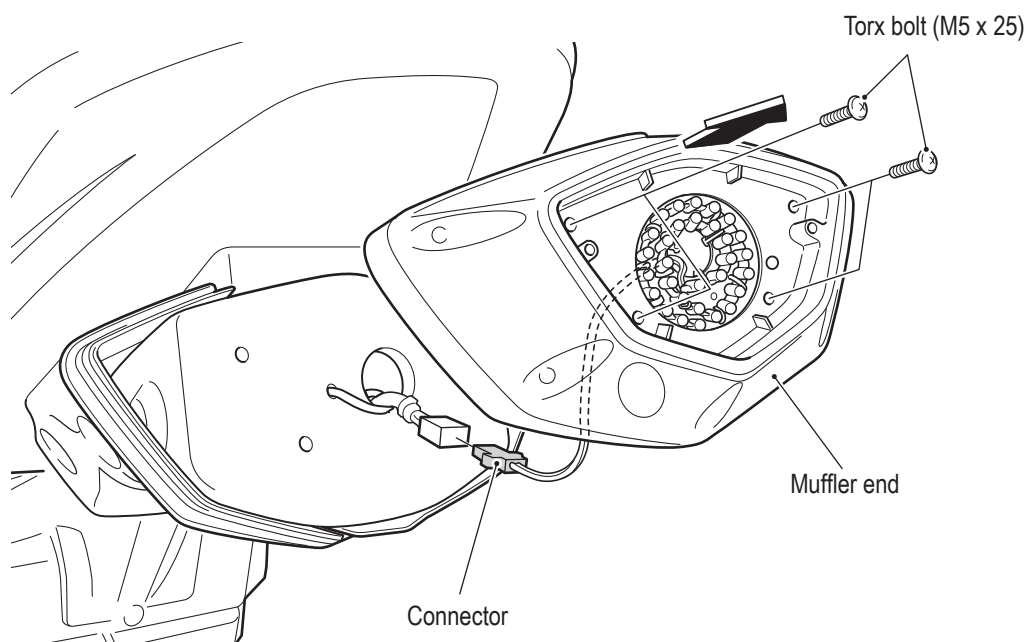
(1) Removing the Motorbike Assembly

* When removal is not necessary, go to "8A-2 Assembly" on page 59.

- 1** Remove the two button head bolts (M4 x 10) and two flat washers (M4), and remove the end cover.



- 2** Remove the four torx bolts (M5 x 25), shift the muffler end, disconnect the connector, and remove the muffler end.



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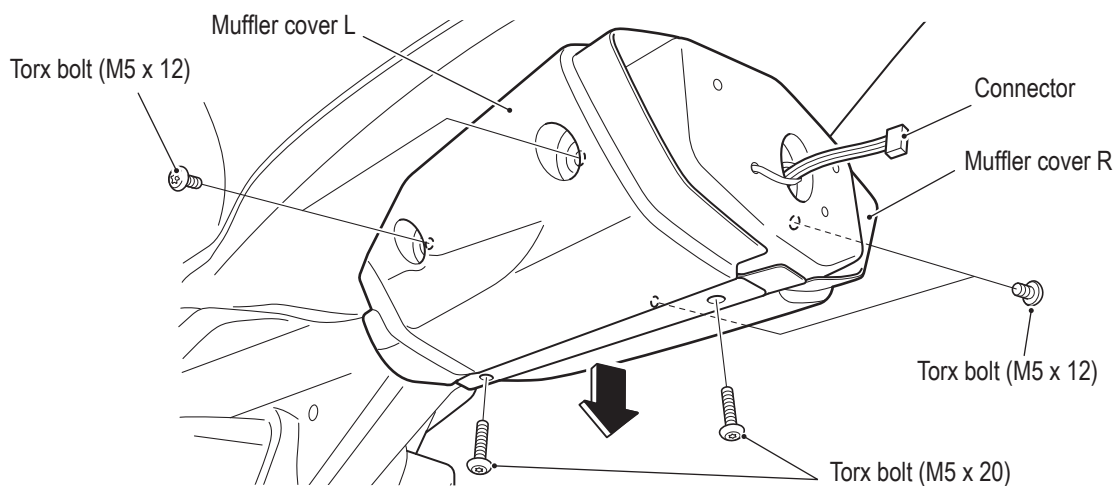
Installation and Assembly/Technician's Manual

Test Mode

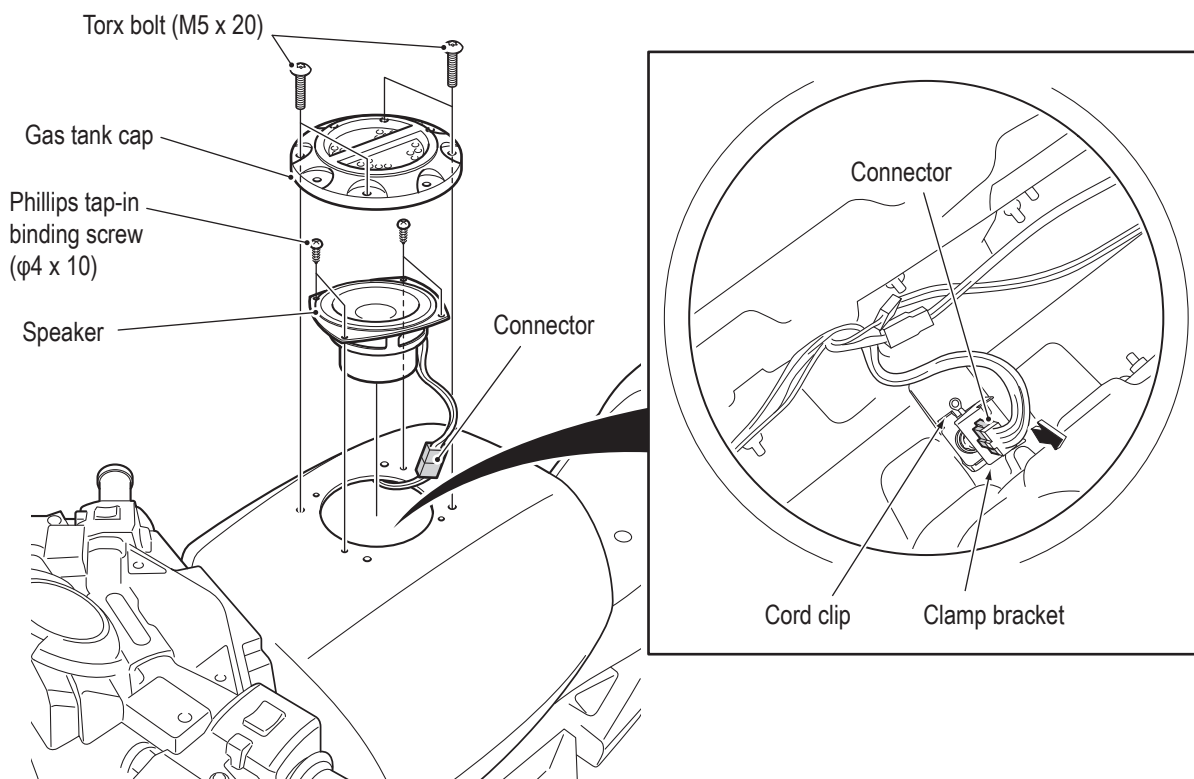
Troubleshooting

- Must be performed by a technician -

- 3** Remove the four torx bolts (M5 x 12) on the right and left, remove the two torx bolts (M5 x 20) on the bottom, and remove muffler cover L and muffler cover R.

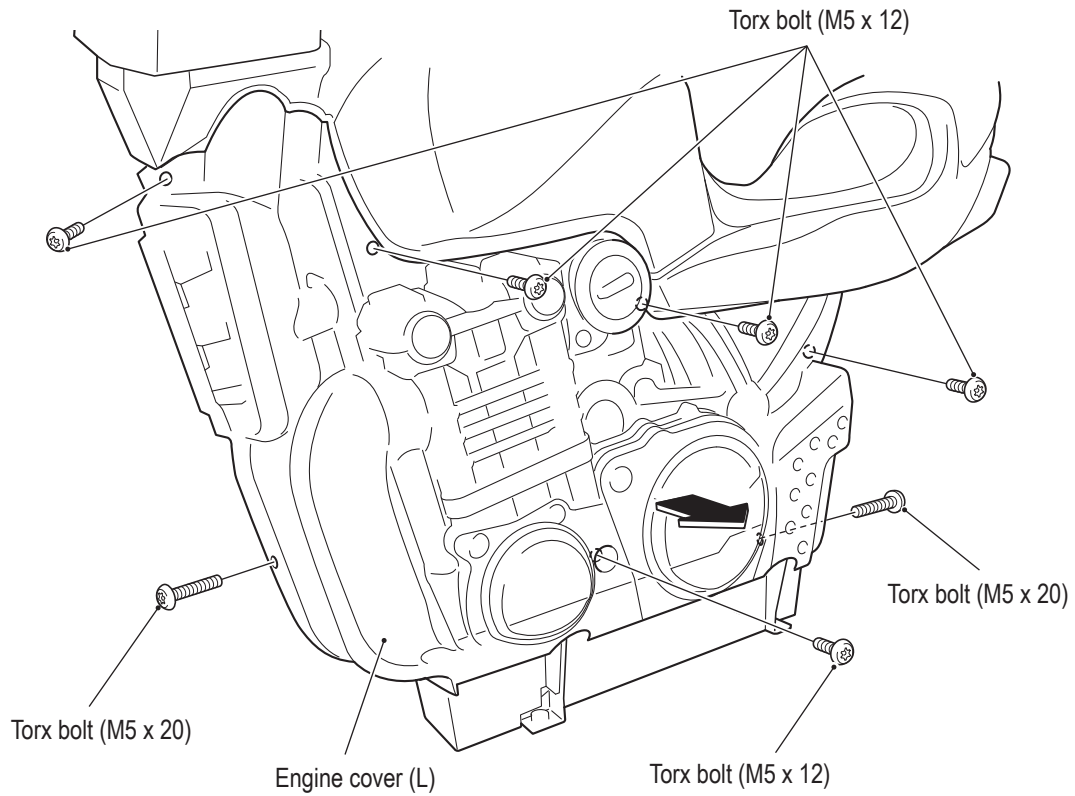


- 4** Remove the four torx bolts (M5 x 20), and remove the gas tank cap.
- 5** Remove the four Phillips tap-in binding screws ($\varnothing 4 \times 10$), and pull out the speaker. Disconnect the speaker connector, and remove the speaker.
- 6** Disconnect the connector from the clamp bracket at bottom of the hole from where the gas tank speaker was removed, and remove the harness from the cord clip.



- Must be performed by a technician -

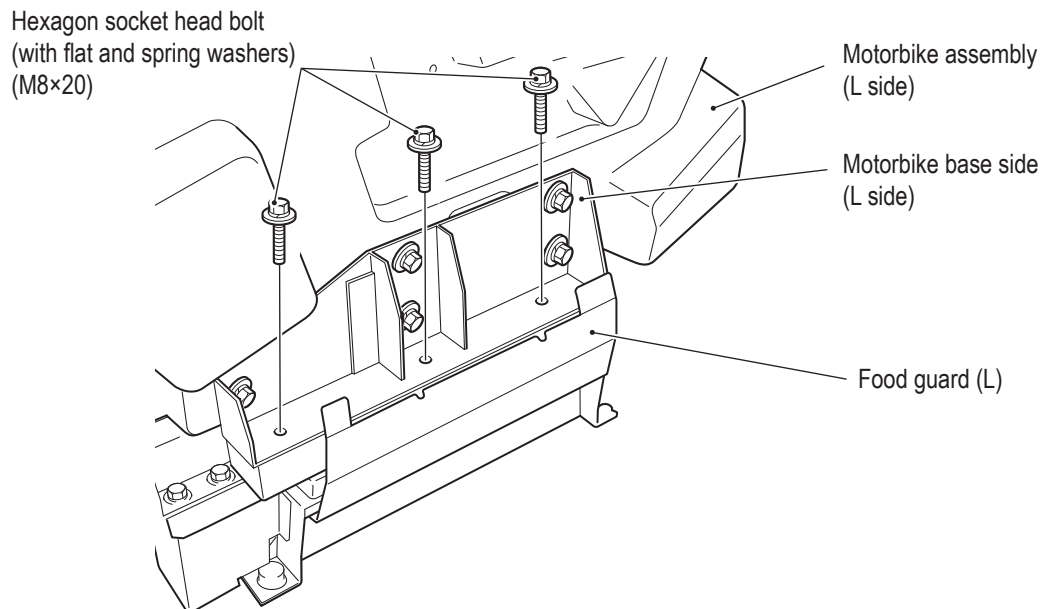
- 7** Remove the five torx bolts (M5 x 12), remove the two torx bolts (M5 x 20) at the joints, and remove the engine cover (L).



- 8** In the same manner as step **7**, remove the five torx bolts (M5 x 12), and remove the engine cover (R).

- 9** Remove the three hexagon socket head bolts (with flat and spring washers) (M8 x 20) from the top of the motorbike base side (L).

- 10** In the same manner as step **9**, remove the three hexagon socket head bolts (with flat and spring washers) (M8 x 20) from the top of the motorbike base side (R).



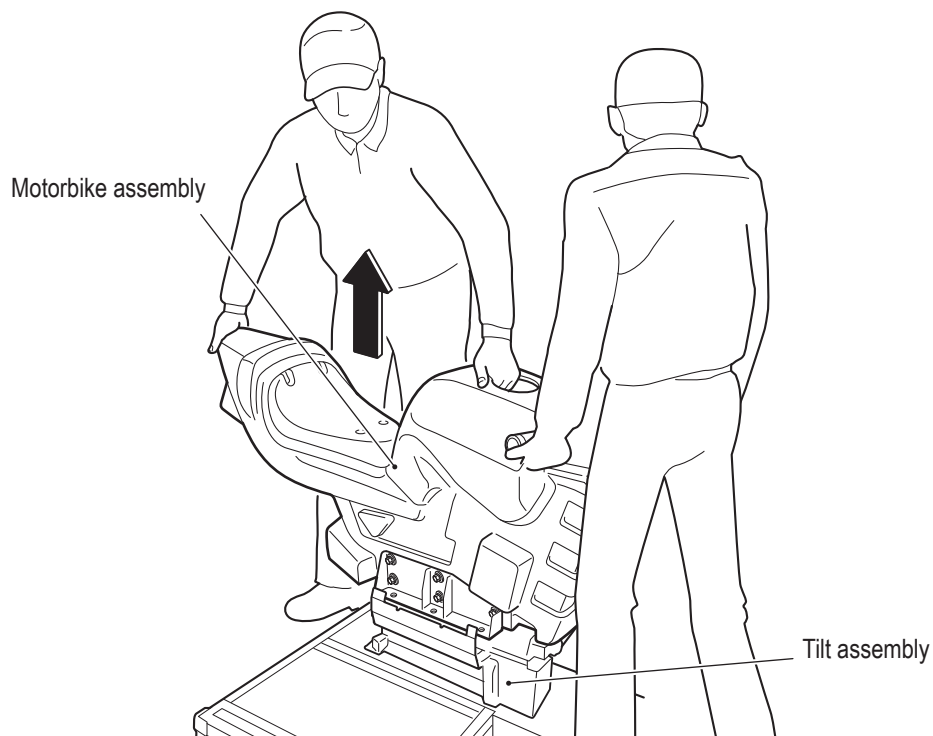
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Test Mode

Troubleshooting

- Must be performed by a technician -

- 11** Being careful of the surroundings, lift the motorbike assembly straight up approximately 150 mm from the tilt assembly and remove it.



- 12** To install, perform the procedure in reverse. (Step **11** → Step **1**)
When reinstalling the bolts removed in steps **9** and **10**, apply threadlocker (recommended: LOCTITE 243).

NOTICE

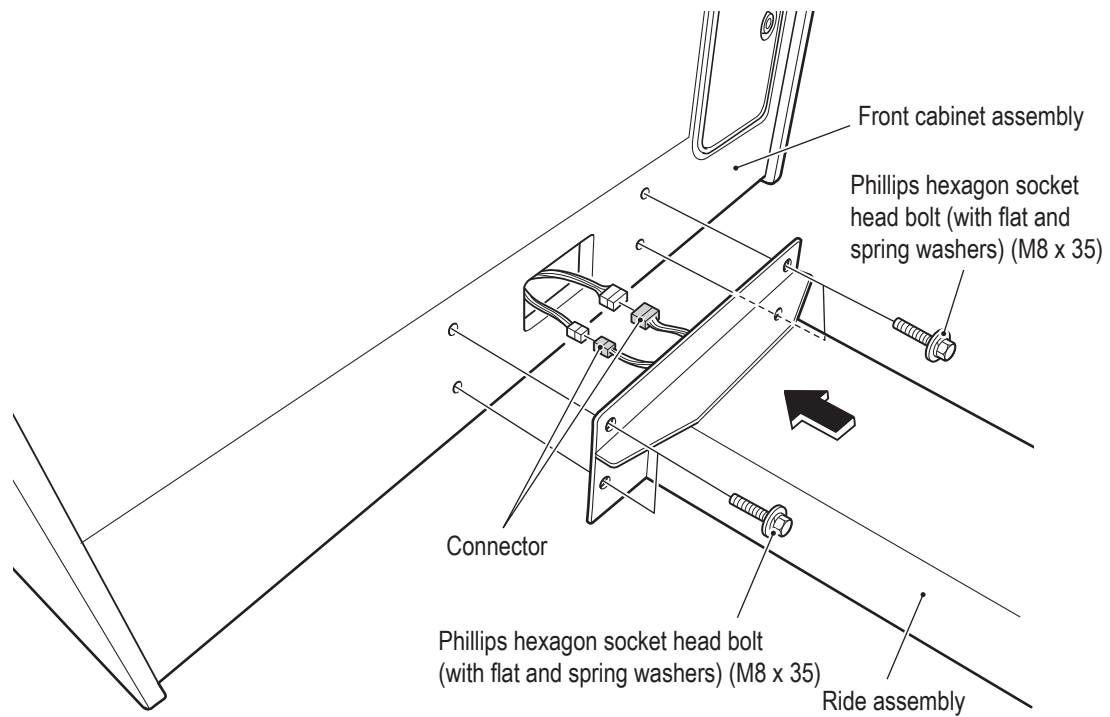
- When installing, be careful not to pinch the connectors and harness.
- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- When installing, lock the connectors securely.

- Must be performed by a technician -

8A-2 Assembly

(1) Joining the Front Cabinet Assembly and Ride Assembly

- 1** Align the front cabinet assembly and ride assembly with each other.
Pull out the connectors from inside the ride assembly and front cabinet assembly.
- 2** Connect the two sets of connectors.
- 3** Gently join the ride assembly to the front cabinet assembly, and secure the assemblies together with the four supplied Phillips hexagon socket head bolts (with flat and spring washers) (M8 x 35).



- 4** To separate, perform the procedure in reverse. (Step **3** → Step **2**)



- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- When installing, lock the connectors securely.
- When installing, be careful not to pinch the connectors and harness.

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Installation and Assembly/Technician's Manual

Test Mode

Troubleshooting

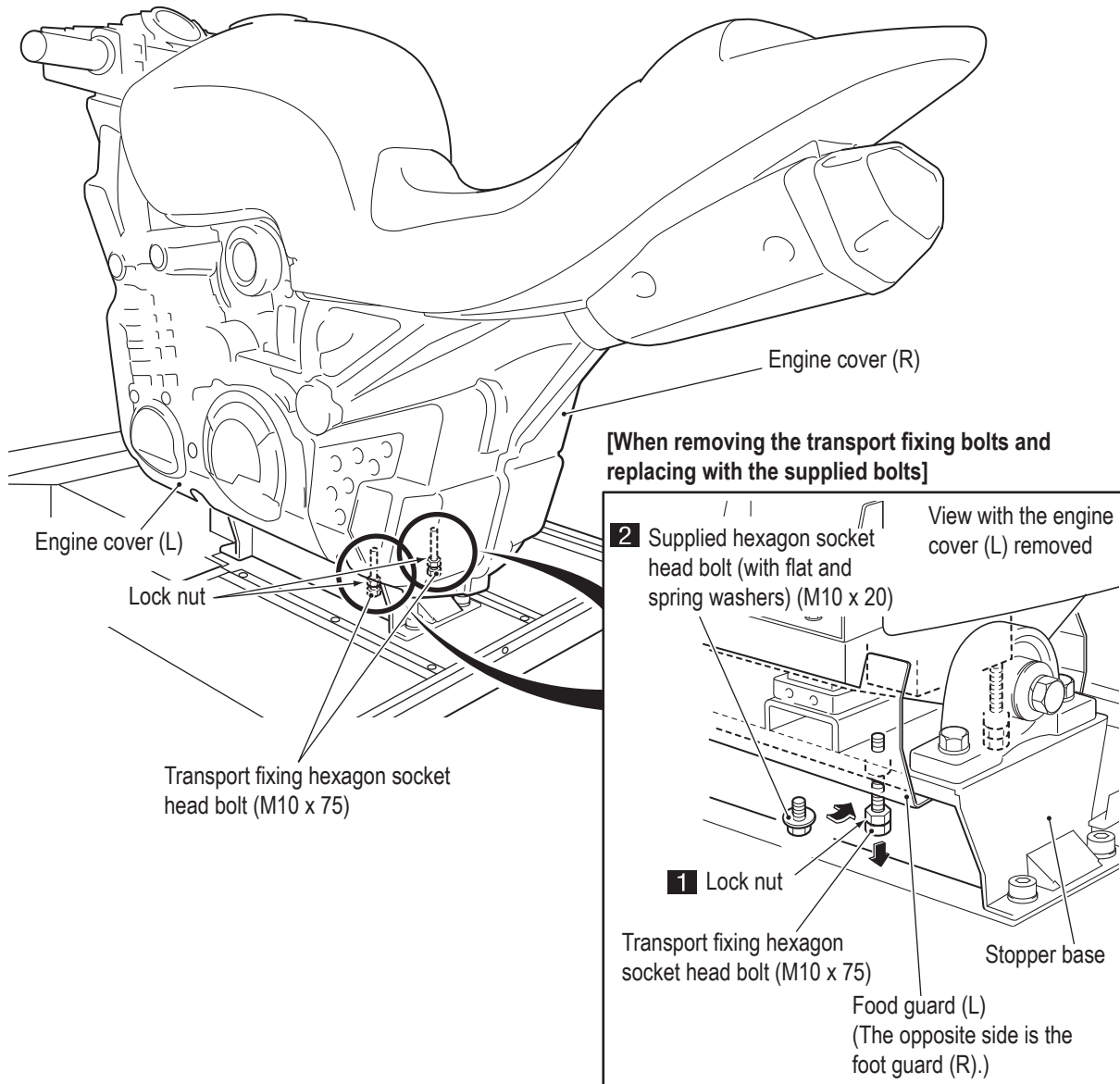
- Must be performed by a technician -

(2) Removing the Transport Fixing Bolts



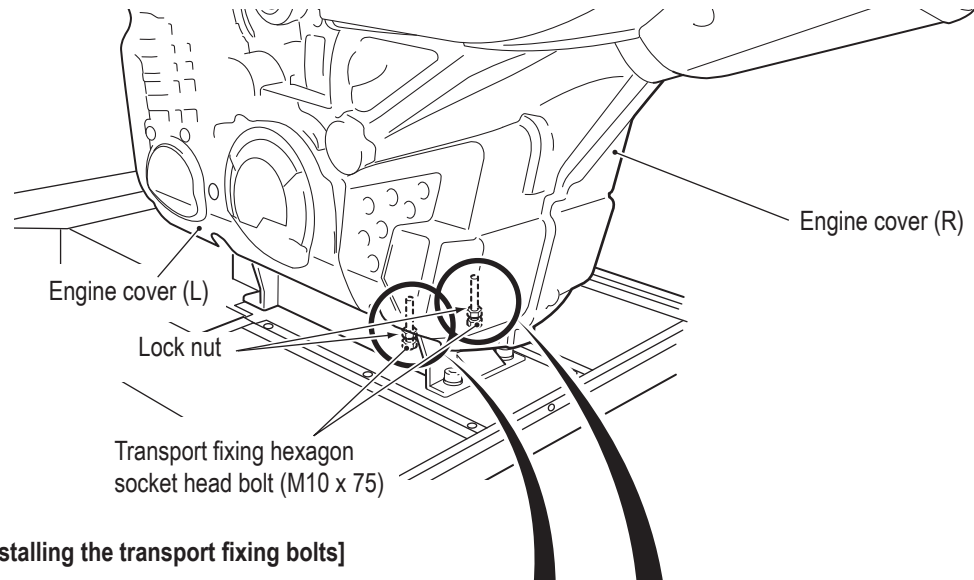
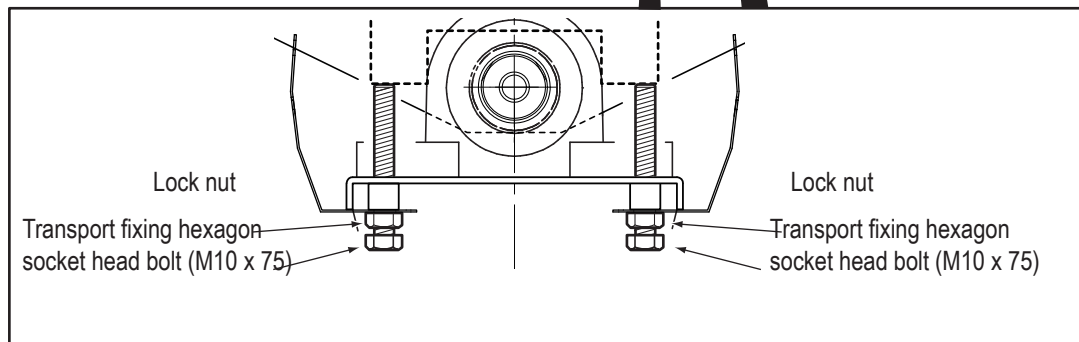
- The motorbike assembly has been secured so that it is stable during transport. After installation, remove the transport fixing bolts prior to operation.
- The removed lock nuts and transport fixing bolts (total two bolts) are required during transport, so be sure to keep them in a safe place to prevent loss.
In addition, be sure to secure the motorbike assembly with these transport fixing bolts when transporting the machine.

- 1** Loosen the two lock nuts on the bottom of the engine covers (L) and (R), and then remove the two transport fixing bolts (hexagon socket head bolts (M10 x 75) and the two lock nuts from bottom of the stopper base.
- 2** Fix the foot guards (L) and (R) with the two supplied hexagon socket head bolts (with flat and spring washers) (M10 x 20) in the locations where the transport fixing bolts were removed in step **1**.



- Must be performed by a technician -**(3) Installing the Transport Fixing Bolts**

- 1** When installing the transport fixing bolts (for transport), remove the two hexagon socket head bolts (with flat and spring washers) (M10 x 20), and perform the removal procedure in reverse.
- 2** Tighten the transport fixing hexagon socket head bolts so that the motorbike assembly is positioned upright, and secure the two transport fixing hexagon socket head bolts (M10 x 75) with lock nuts.

**[When installing the transport fixing bolts]**

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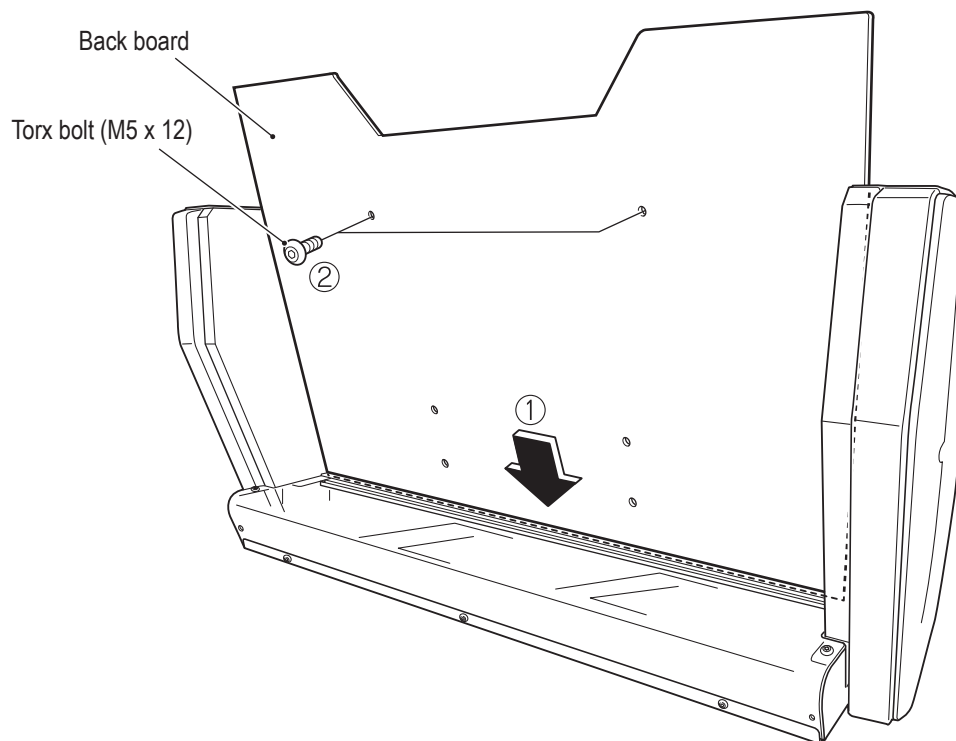
Test Mode

Troubleshooting

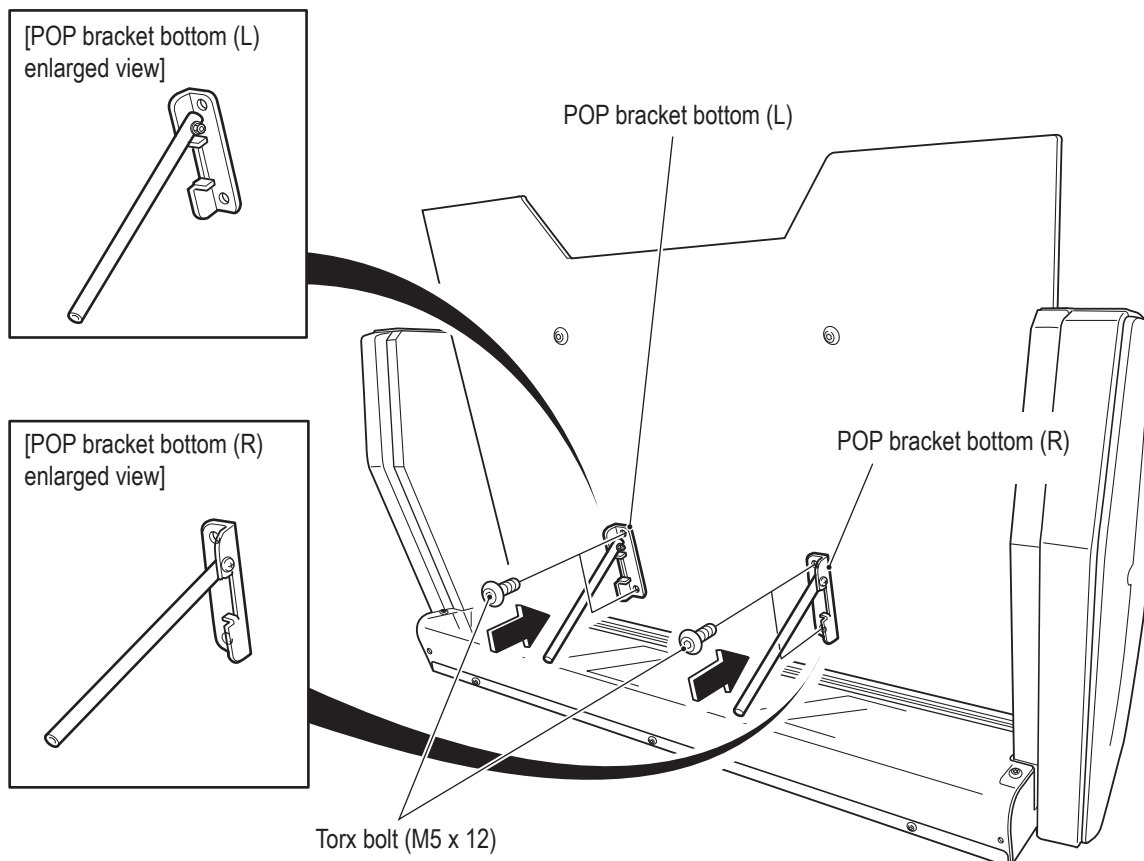
- Must be performed by a technician -

(4) Assembling and Attaching the Signboard Assembly

- 1** Insert the bottom edge of the back board into the groove (①), and secure it with two torx bolts (M5 x 12) (②).

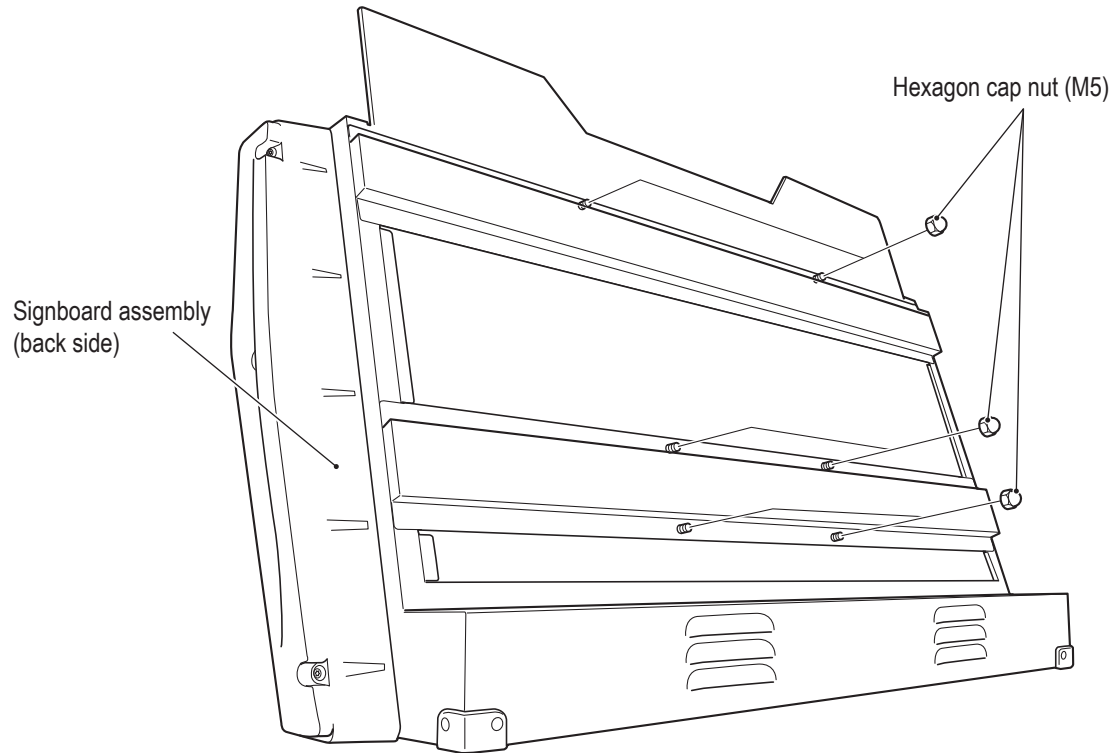


- 2** Attach the POP bracket bottom (L) and POP bracket bottom (R) with two torx bolts (M5 x 12) each.

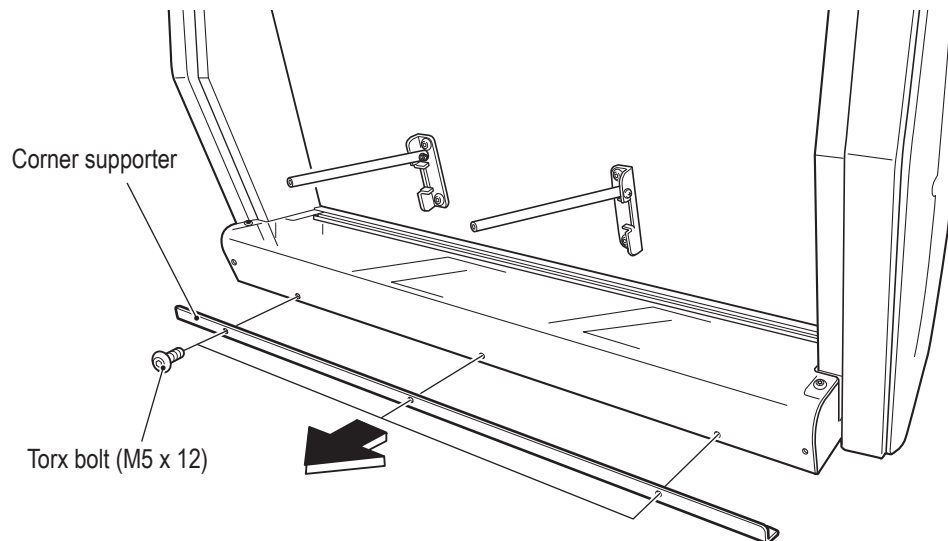


- Must be performed by a technician -

- 3** Attach six hexagon cap nuts (M5) onto the threads of the torx bolts (M5 x 12) protruding from the back side of the signboard assembly.



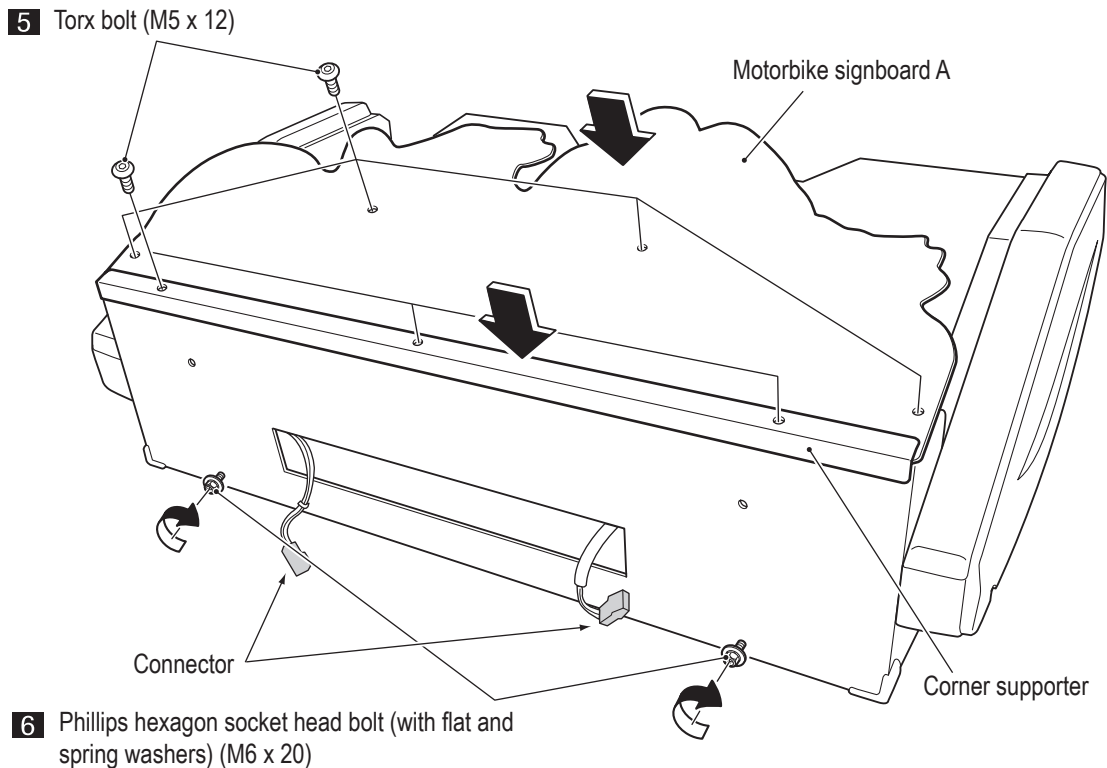
- 4** Remove the three torx bolts (M5 x 12), and remove the corner supporter.



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- Must be performed by a technician -

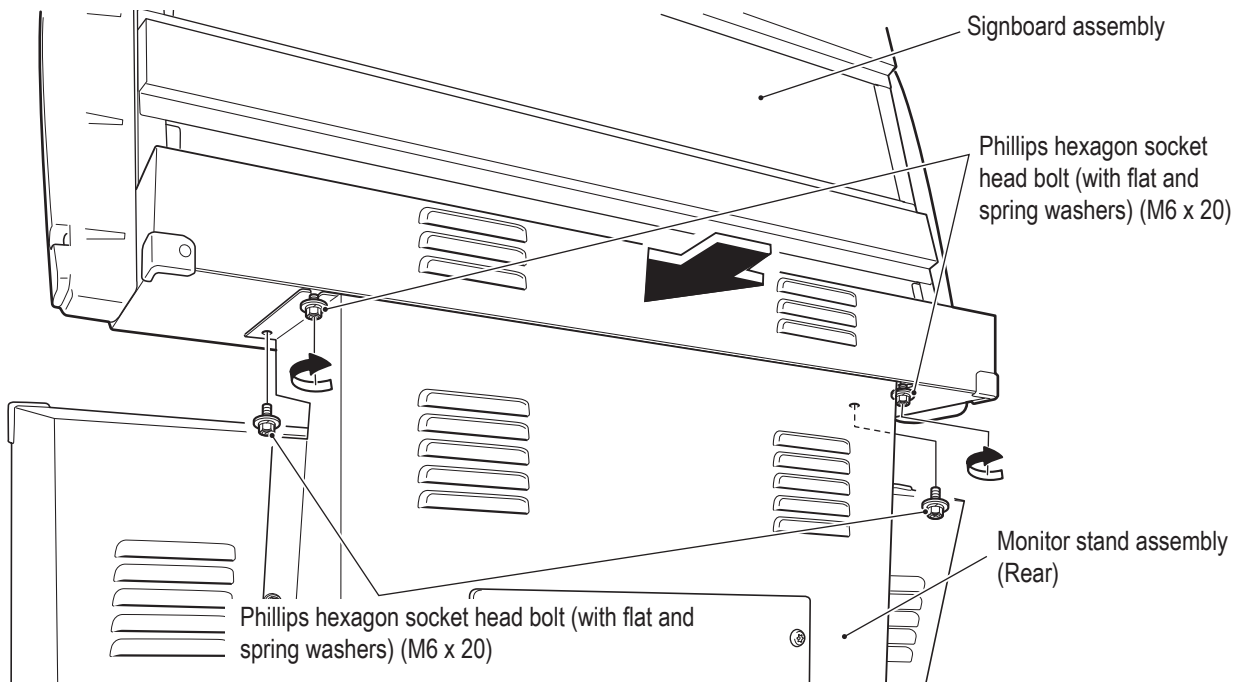
- 5** Attach the motorbike signboard A and the corner supporter with seven torx bolts (M5 x 12).
- 6** Temporarily attach two Phillips hexagon socket head bolts (with flat and spring washers) (M6 x 20) to the rear of the bottom surface of the signboard assembly so that approximately 5 mm of the threads remain visible.



- 7** Place the signboard assembly on top of the monitor stand assembly from the back so that the temporarily attached bolts enter the slots, attach the two Phillips hexagon socket head bolts (with flat and spring washers) (M6 x 20), then fully tighten the two temporarily attached bolts.

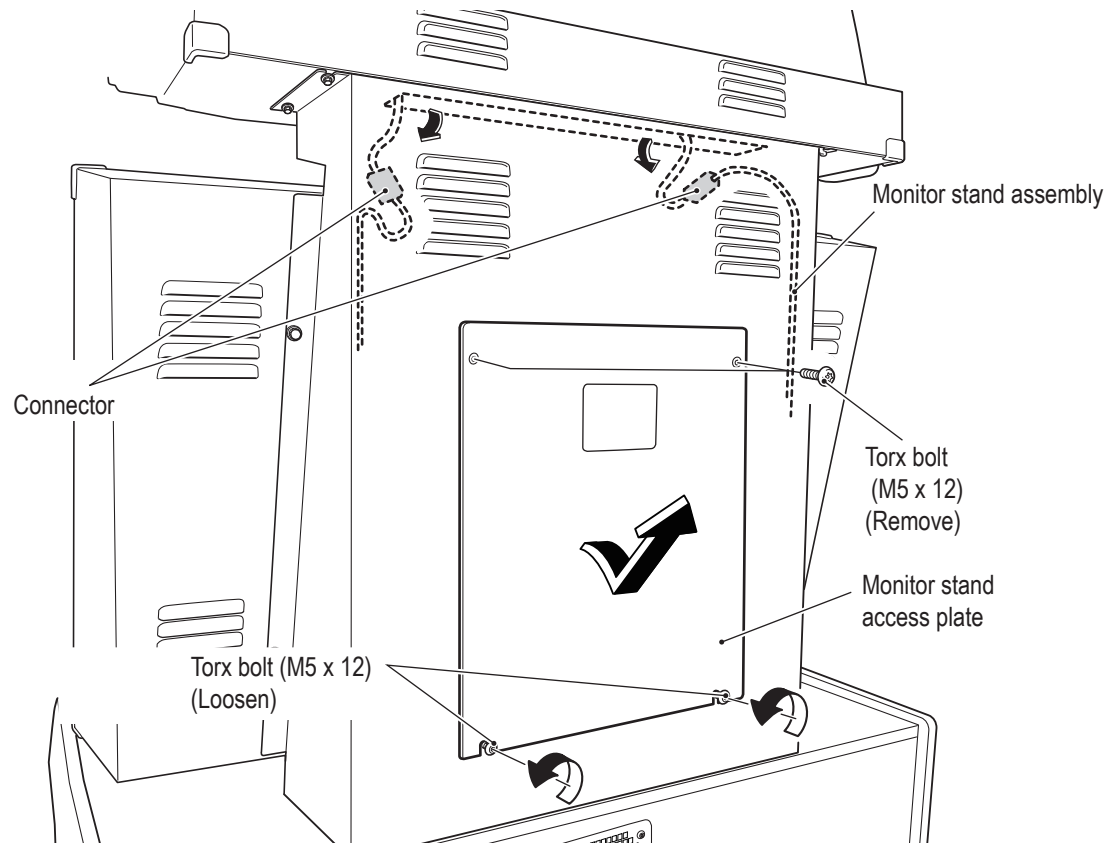


● When placing the signboard assembly on top of the monitor assembly, be careful not to pinch the connectors or harnesses.



- Must be performed by a technician -

- 8** Remove the two torx bolts (M5 x 12) from the top of the monitor stand access plate, loosen the two torx bolts (M5 x 12) at the bottom of the monitor stand access plate, and remove the monitor stand access plate.
- 9** Pull out and connect the two connectors from the bottom of the signboard assembly.



- 10** Reattach the monitor stand access plate.
- 11** To separate, perform the procedure in reverse. (Step **10** → Step **1**)

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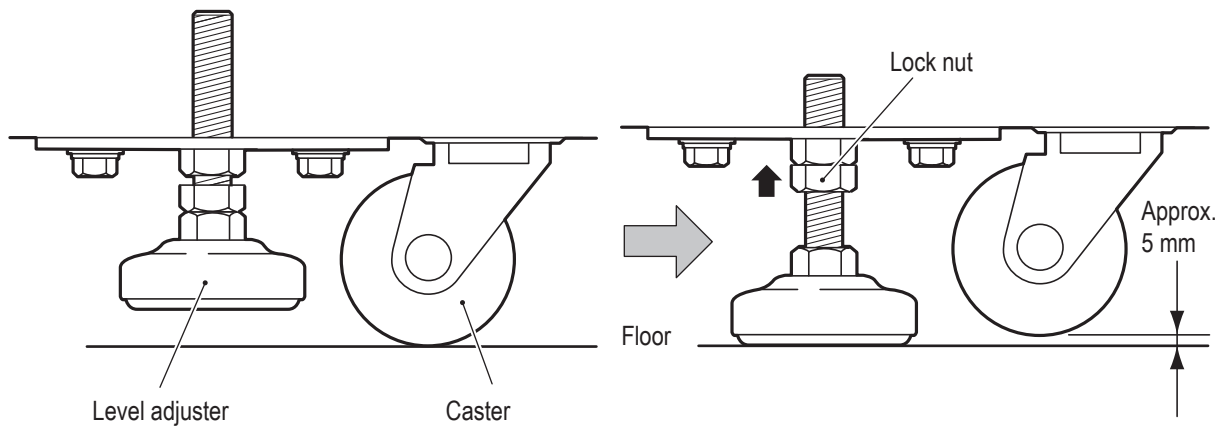
Test Mode

Troubleshooting

- Must be performed by a technician -

(5) Level Adjuster Adjustment

- 1** After the machine is installed in accordance with "5-1 Installation Conditions" on page 15, lower the level adjusters (4 locations on the front cabinet assembly and 3 locations on the base frame assembly) until the casters are at a height of approximately 5 mm from the floor. (The casters should be able to turn freely.)
Then, secure the level adjusters of the base frame assembly with the lock nuts.



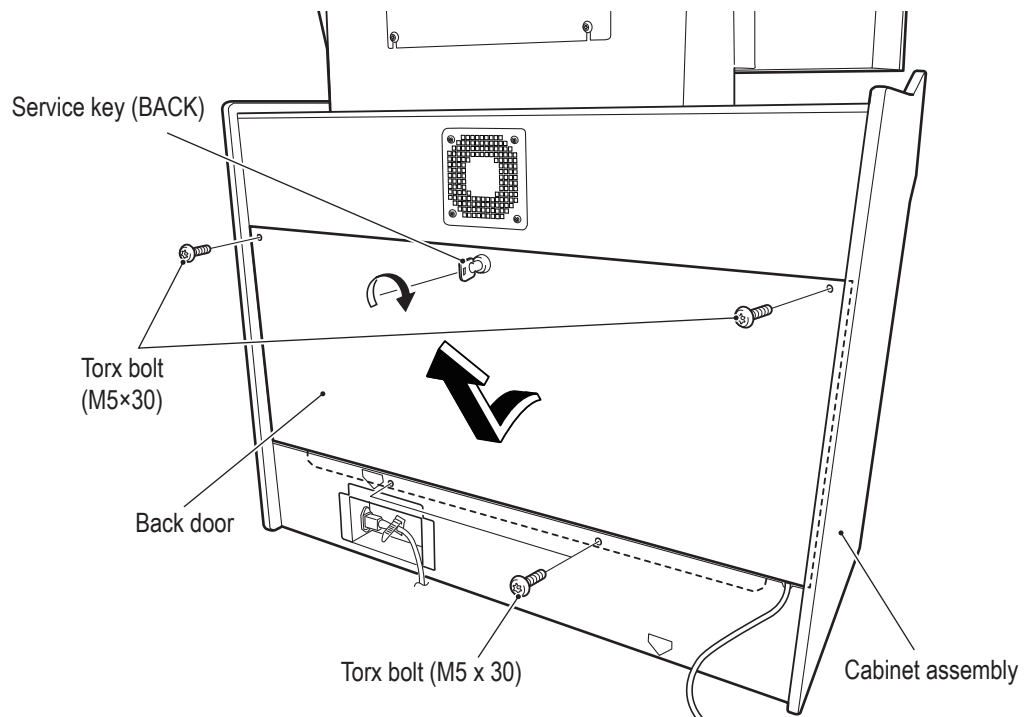
- Must be performed by a technician -**(6) Inserting the USB Dongle****! WARNING**

● To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

● The USB dongle is for use exclusively with this machine. Do not use it with other equipment. Do not insert other USB dongles into this machine. Doing so may cause the machine to malfunction.

● Be sure to turn off the power switch before inserting the USB dongle.

1 Remove the four torx bolts (M5 x 30) from the back side of the cabinet assembly, unlock the lock with the service key (BACK), and remove the back door.



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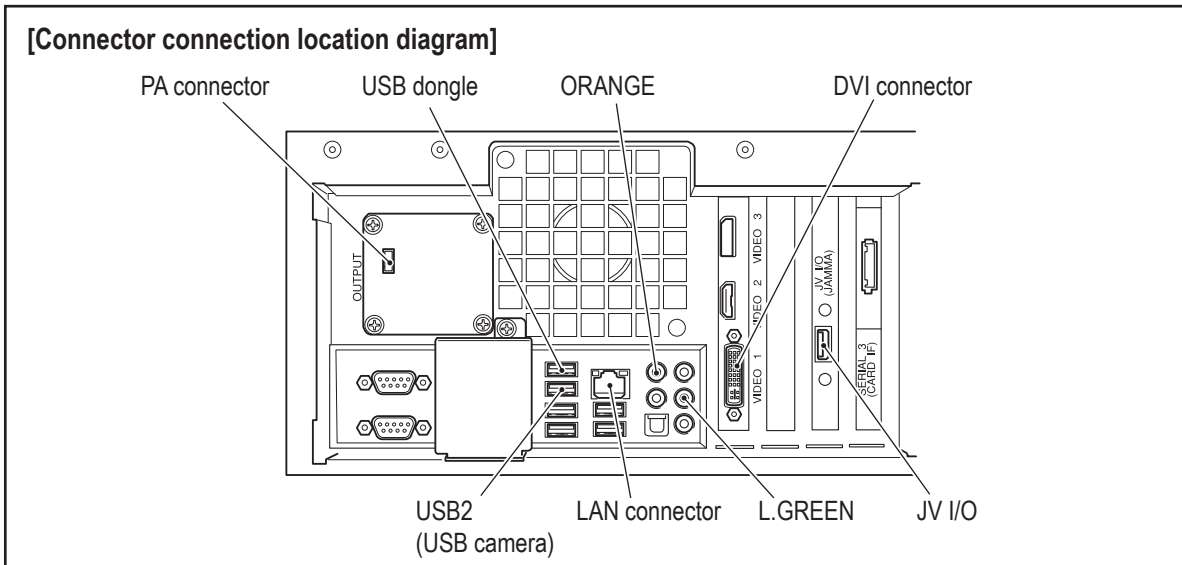
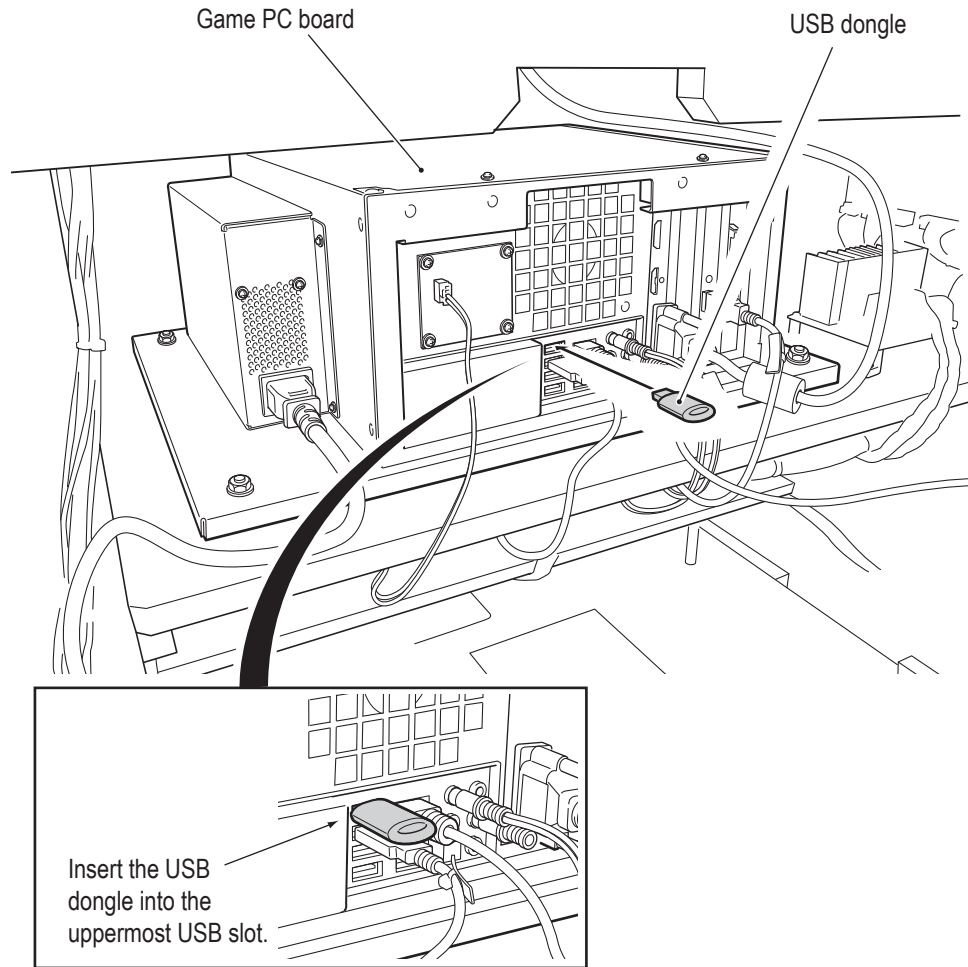
Installation and Assembly/Technician's Manual

Test Mode

Troubleshooting

- Must be performed by a technician -

- 2** Insert the USB dongle into the uppermost USB slot of the game PC board (see the figure below).



- 3** Reattach the back door.

- Must be performed by a technician -

8A-3 Connecting the Communication Cables

⚠ CAUTION

- Lay out the communication cables safely so that they will not cause players, bystanders or passersby to trip over them.

Up to four machines can be connected for communication-linked play.

When operating only one machine without communication, this procedure is not required.

When connecting two machines for communication, operation is possible using the supplied communication cable.

When connecting three or four machines for communication, a hub (sold separately) is necessary.

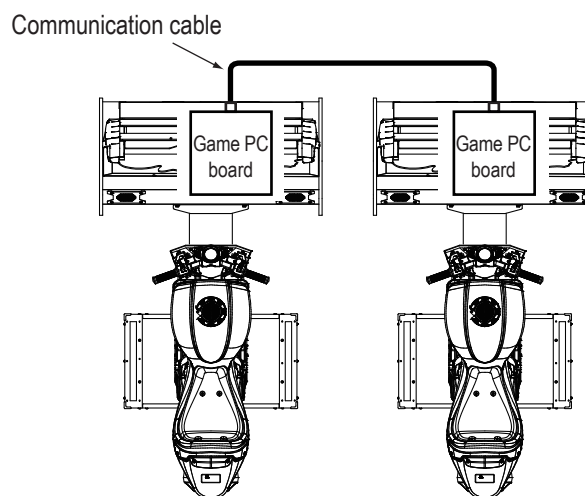
NOTICE

- After connecting the communication cables, be sure to check that the machines are connected correctly with "7-8-3 GAME OPTIONS" on page 34 and "7-8-4 (5) LINK TEST" on page 42.
- Provide a hub that meets the necessary specifications.

(1) Connection Diagram

• Connecting Two Machines for Communication

Connect using one of the supplied communication cables as shown in the figure below.



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Test Mode

Troubleshooting

- Must be performed by a technician -

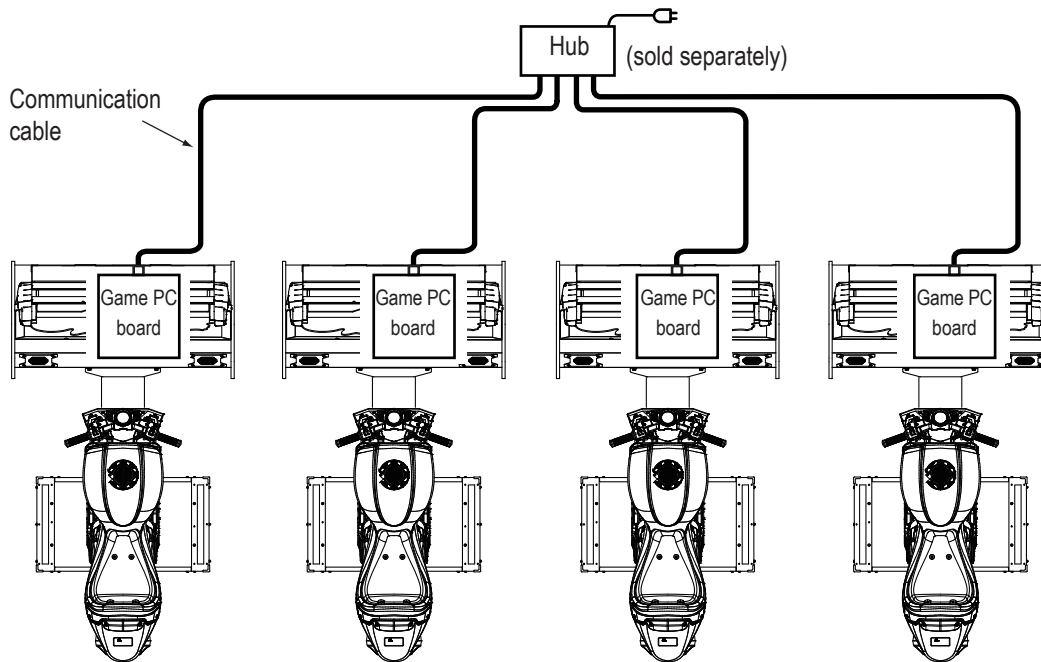
• Connecting Three or Four Machines for Communication

Connect using the supplied communication cables and a hub (sold separately) as shown in the figure below. Purchase the hub at a PC shop or other distributor before starting installation.

[Recommended specifications]

100BASE-TX/10BASE-T(RJ-45), 4 ports or more

All ports support AUTO MDI/MDI-X

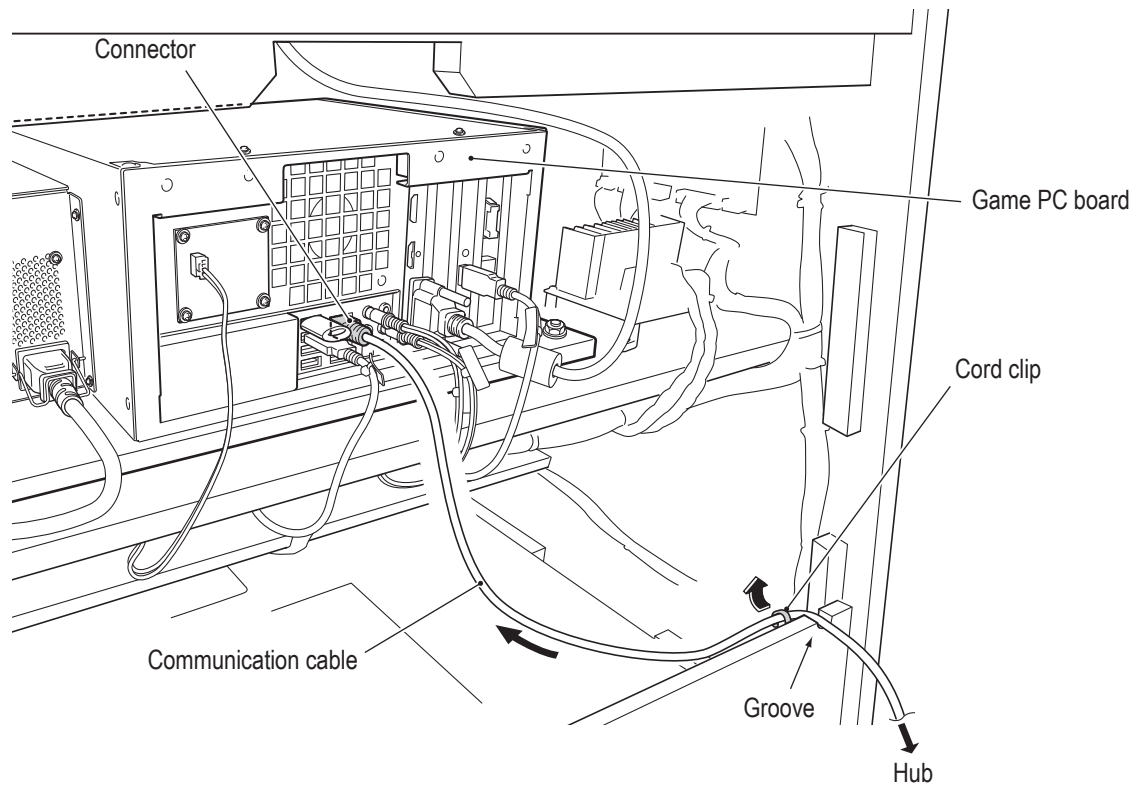


NOTICE

- See the hub instructions for details on handling the hub.
- To ensure that the hub is not exposed to water, wax or other substances, use the magnets supplied with the hub or other means and attach it to the rear or bottom panel of the machine. Do not place the hub on the floor.
- Turn on the power to the hub before or at the same time as the power to the machines.
If power is not supplied to the hub at the time the self-test (see “7-12 Self-test” on page 54) finishes, communication cannot be performed correctly. If communication cannot be performed correctly, turn off the power switch of the machines, make sure that the POWER lamp of the hub is lit, then turn on the power switches again.

- Must be performed by a technician -**(2) Connection Method**

- 1** Remove the back door from each cabinet to be connected. (See step **1** of "8A-2 (6) Inserting the USB Dongle" on page 67.)
- 2** Lead the supplied communication cable into one of the cabinet assemblies via the groove in the cabinet assembly. Connect the communication cable to the game PC board and secure it with the cord clip.

**• Connecting Two Machines for Communication**

- 3** Follow the same procedure as step **2** and connect the other end of the communication cable to the game PC board of the other machine.
- 4** Reattach the removed back doors.

• Connecting Three or Four Machines for Communication

- 3** Follow the same procedure as step **2** to connect communication cables to the game PC boards of all the other machines, and connect the other end of the communication cables to the hub (sold separately). (See "8A-3-1 (1) Connection Diagram" on page 69.)
- 4** Insert the power cord plug of the hub into an outlet and confirm that the POWER lamp lights up.
- 5** Reattach the removed back doors.



- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- When installing, lock the connectors securely.
- Secure the communication cables firmly with cord clips to prevent the game PC board connector from becoming damaged in the event the communication cable is pulled.
- When installing, be careful not to pinch the connectors and harness.

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Test Mode

Troubleshooting

- Must be performed by a technician -

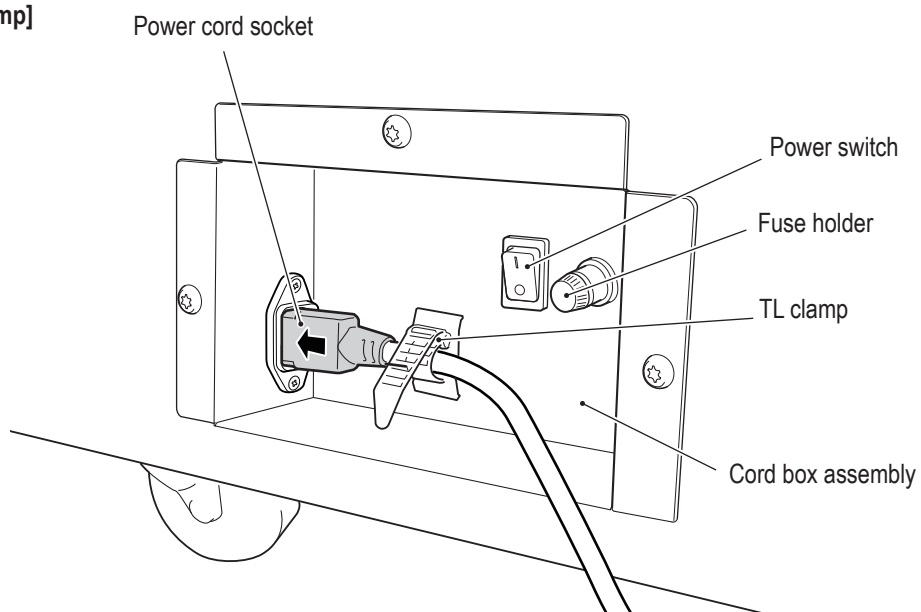
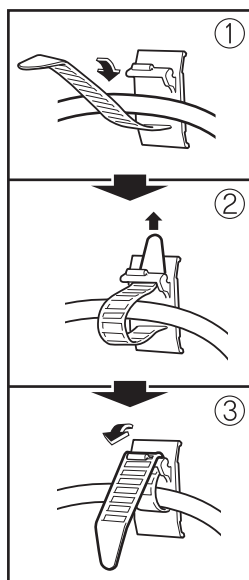
8A-4 Connecting the Power Cord and Ground

⚠ WARNING

- Connect the ground lead. If the machine is not grounded properly, electric shock can occur in case of electrical leakage.
- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

- 1** Insert the socket side of the power cord into the power supply input socket in the cord box assembly on the back side of the cabinet assembly.
- 2** Secure the power cord with the TL clamp.
- 3** Insert the power cord plug into the outlet.

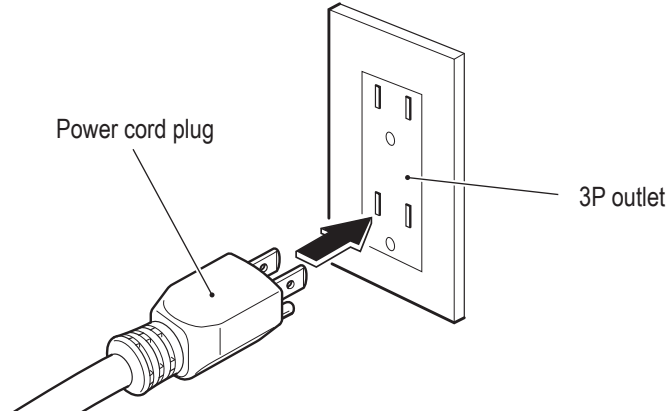
[How to close the TL clamp]



- Must be performed by a technician -

(1) In case of a 3P outlet

Insert the power cord plug directly into the outlet.



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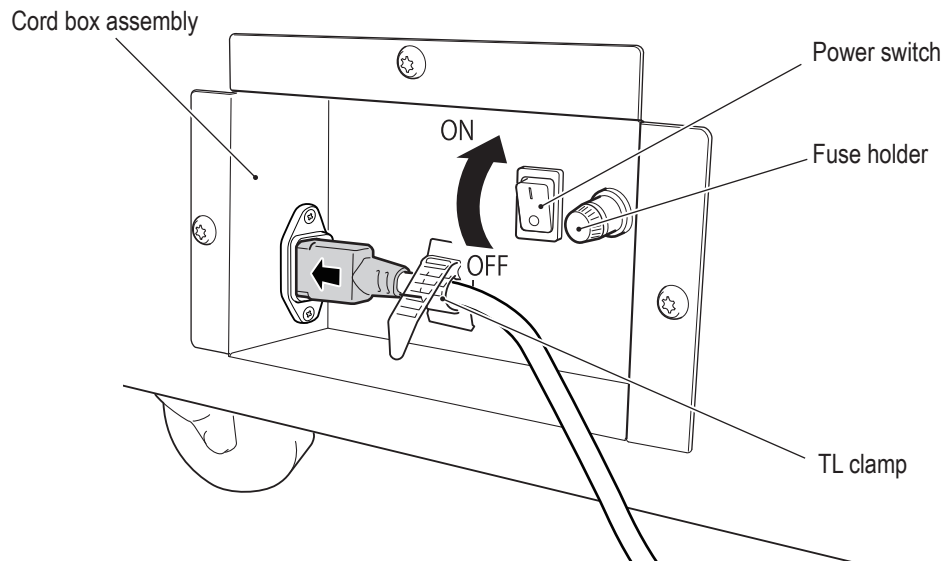
Test Mode

Troubleshooting

- Must be performed by a technician -

8A-5 Turning the Power Switch On

- 1 Turn on the power switch located in the cord box assembly.



NOTICE

- Do not turn the power switch on and off repeatedly. Doing so may result in a machine malfunction.
When turning the power switch off and on in succession (OFF→ON→OFF, ON→OFF→ON), wait 30 seconds or more between operations to protect the machine.
- Make sure that games being played on other communication-linked cabinets have finished before turning off the power switch.
Otherwise, the games being played may be affected.

- Must be performed by a technician -

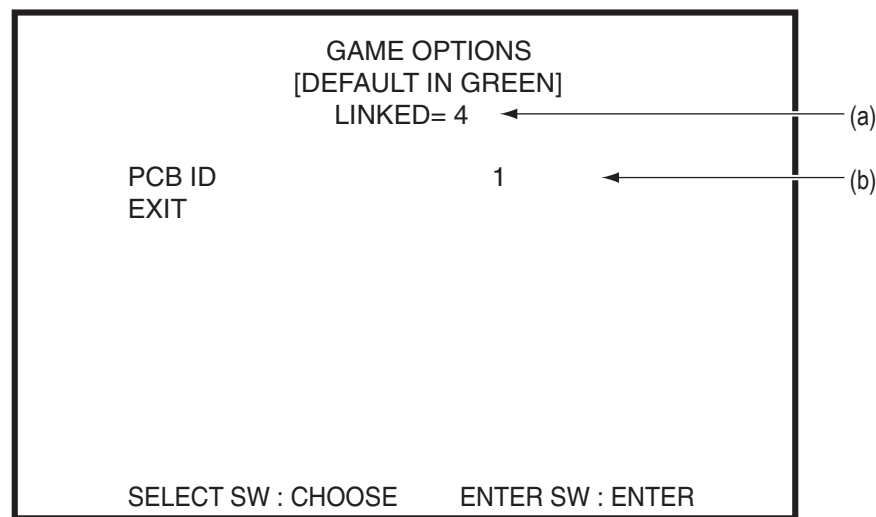
8A-6 Communication Settings

Two to four machines can be connected for communication-linked VS player game play.

* Adjust the following settings even when operating only one machine.

Refer to page 52 and adjust the communication settings.

- 1** Turn on the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Set the Test switch to ON. The MENU screen appears. (See "7-7-1 Adjustment Switches" on page 31 and the description of the "7-8-1 MENU" screen on page 32.)
- 3** Select GAME OPTIONS and press the Enter switch to display the GAME OPTIONS screen.



GAME OPTIONS screen

- 4** Set the (b) PCB ID of the cabinets from 1 to 4 in order from left to right as you face them.
- 5** Check that the (a) communication status is as follows.
 - When not communicating: LINKED=1
 - When 2 machines are linked by communication: LINKED=2
 - When 3 machines are linked by communication: LINKED=3
 - When 4 machines are linked by communication: LINKED=4
- 6** Select EXIT and press the Enter switch to return to the game screen.



- The communication status can also be checked with the "UP TO × PLAYERS CAN RACE!" message (where × is the number of communicating machines) that is displayed in the center of the title screen in Attract mode.

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Test Mode

Troubleshooting

- Must be performed by a technician -

8A-7 Post Installation Checks

After finishing all installation work, perform pre-operation inspection (see "7-4 Pre-operation Inspection" on page 26) and initialization (see "7-8-4 (2) I/F INITIALIZE" on page 38).

In addition, adjust the game cost, volume and other settings as necessary. (See "7-8-2 COIN OPTIONS" on page 33 and "7-8-6 SOUND TEST" on page 45.)



- Be sure to perform initialization after installation. If the ride assembly is not initialized, the game cannot be played properly.

8B. Service

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Test Mode

Troubleshooting

⚠ WARNING

- To avoid electric shock, accidents or injury to yourself or others, be sure to turn off the power switch before performing service work (such as repairs or correcting malfunctions).

8B-1 Inspection and Service

⚠ WARNING

- Perform periodic service. Failure to perform service may result in accident or injury.
- Perform the inspections every day before starting operations. These are required to prevent accidents. (See "7-4 Pre-operation Inspection" on page 26.)

8B-1-1 Points for Inspection

After performing "7-4 Pre-operation Inspection" on page 26, check the following points for inspection for any abnormalities.

(1) Level Adjuster Inspection

1. Check that the level adjusters are set securely. (See "8A-2 (5) Level Adjuster Adjustment" on page 66.)

(2) Power Cord Plug Inspection

1. Check that both ends of the power cord plug are firmly inserted into the power supply input socket in the cord box assembly and an outlet respectively.
2. Clean any dust or other dirt from all parts of the power cord plug.
3. Check for any cracks or dirt on the power cord covering. If any abnormalities are found, the power cord must be replaced.

(3) Screw Looseness Inspection

Check the following parts for loose screws. Fully retighten any loose screws.

1. Front cabinet assembly and ride assembly fixing screws (See "8A-2 (1) Joining the Front Cabinet Assembly and Ride Assembly" on page 59.)
2. Signboard assembly fixing screws (See "8A-2 (4) Assembling and Attaching the Signboard Assembly" on page 62.)

(4) Cable Inspection

1. Check that the cable connectors are inserted firmly, and that there are no abnormalities on the cables.

- Must be performed by a technician -

8B-2 Troubleshooting

WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.
- If the problem is not described in “8B-2 Troubleshooting” or the problem persists despite taking the appropriate action, turn off the power switch immediately to stop operations, and contact your distributor. Continuing operations may result in accident.

NOTICE

- When searching for the cause of a malfunction, first make sure that all the connectors are connected securely.
- When sending parts for repair, be sure to pack them properly. Particularly when sending the game PC board, other PC boards, or the LCD monitor, wrap the part in sponge or air bubble wrapping before packing it in a cardboard box to make sure that the part is not exposed to external force.

8B-2-1 Overall

Symptom	Cause	Solution	Reference page
• The machine does not start.	• The game PC board connector is disconnected.	• Insert the connector securely.	Page 86
	• The power supply fuse is burned out.	• Replace the power supply fuse.	Page 96
• Communication-linked play is not possible.	• The hub power supply is not on.	• Connect the hub power supply.	Page 69
	• The communication cable is not connected.	• Check the communication cable connection.	Page 69
	• There is an open circuit in the communication cable.	• Replace the communication cable.	Page 71
• Operation is not stable or the machine operates incorrectly.	• The PCB ID setting is incorrect.	• Set the correct PCB ID.	Page 75
	• The power supply voltage is not within the specified range.	• Disconnect any high-capacity devices (such as an air conditioner or other large game machine) if connected to the same line to secure the specified power supply voltage.	-

- Must be performed by a technician -**8B-2-2 Cabinet Assembly**

Symptom	Cause	Solution	Reference page
• There is no sound coming from the speakers.	• The volume setting is low.	• Set the appropriate volume.	Page 45
	• A connector is disconnected.	• Insert the connector securely.	Page 86, 88
	• A 4CH AMP PC board malfunction.	• Replace the 4CH AMP PC board.	Page 88
	• A speaker malfunction.	• Replace the speaker.	-

8B-2-3 Ride Assembly

Symptom	Cause	Solution	Reference page
• There is no sound coming from the speakers.	• The volume setting is low.	• Set the appropriate volume.	Page 45
	• A connector is disconnected.	• Connect the connector securely.	Page 88
	• A 4CH AMP PC board malfunction.	• Replace the 4CH AMP PC board.	Page 88
	• A speaker malfunction.	• Replace the speaker.	-
• The muffler end LED does not light up.	• A connector is disconnected.	• Connect the connector securely.	Page 106
	• A muffler end LED malfunction.	• Replace the muffler end LED.	Page 106
• The tail lamp LED does not light up.	• A connector is disconnected.	• Connect the connector.	Page 108
	• A tail lamp LED malfunction	• Replace the tail lamp LED.	Page 108

8B-2-4 Monitor Assembly

Symptom	Cause	Solution	Reference page
• There is no picture on the monitor	• The LCD monitor power is off.	• Turn on the LCD monitor power.	Page 97
	• A connector is disconnected.	• Insert the connector securely.	Page 97
	• A LCD monitor malfunction.	• Replace the LCD monitor.	Page 97

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Test Mode

Troubleshooting

- Must be performed by a technician -

8B-2-5 Signboard Assembly

Symptom	Cause	Solution	Reference page
• The LED light tube does not light up.	• A connector is disconnected.	• Connect the connector.	Page 62
	• The LED light tube is burned out.	• Replace the LED light tube.	Page 82
• The LEDs on the LED PC board do not light up.	• A connector is disconnected.	• Connect the connector.	Page 84
	• A LED PC board malfunction.	• Replace the LED PC board.	Page 84

8B-2-6 Base Frame Assembly

Symptom	Cause	Solution	Reference page
• The motorbike displayed on the screen does not turn even when the motorbike is tilted.	• The potentiometer has not been initialized.	• Initialize the potentiometer.	Page 38
	• A connector is disconnected.	• Connect the connector.	Page 109
	• A potentiometer malfunction.	• Replace the potentiometer.	Page 109
• The base frame LEDs do not light up.	• A connector is disconnected.	• Connect the connector.	Page 111
	• A base frame LED malfunction.	• Replace the base frame LEDs.	Page 111

8B-2-7 Handlebar Assembly

Symptom	Cause	Solution	Reference page
• The brake does not function.	• A connector is disconnected.	• Connect the connector.	Page 104
	• The Brake switch is damaged.	• Replace the Brake switch.	Page 104
• The accelerator does not function.	• The potentiometer has not been initialized.	• Initialize the potentiometer.	Page 38
	• A connector is disconnected.	• Connect the connector.	Page 102
	• A potentiometer malfunction.	• Replace the potentiometer.	Page 102
• The View Change button does not function.	• A connector is disconnected.	• Connect the connector.	Page 100
	• A View Change Button malfunction.	• Replace the View Change Button.	Page 100
• The NITROUS button does not function.	• A connector is disconnected.	• Connect the connector.	Page 105
	• A NITROUS switch malfunction.	• Replace the NITROUS switch.	Page 105

- Must be performed by a technician -

8B-2-8 Error Display

Symptom	Cause	Solution
• "COIN ERROR E11" is displayed on the screen.	• The coin selector is jammed.	• Check the coin selector and resolve the problem.
	• A coin selector malfunction.	• Replace the coin selector.
	• An abnormality in the harness around the coin selector.	• Contact your distributor.
	• A NA-JV(S) PC board malfunction.	• Replace the NA-JV(S) PC board.
• "COIN ERROR E12" is displayed on the screen.	• A Service switch malfunction.	• Replace the Service switch.
	• An abnormality in the harness around the Service switch.	• Contact your distributor.
	• A NA-JV(S) PC board malfunction.	• Replace the NA-JV(S) PC board.
• "I/O PCB ERROR E30" is displayed on the screen.	• A NA-JV(S) PC board malfunction.	• Replace the NA-JV(S) PC board.
	• The USB cable is not connected.	• Connect the USB cable correctly.
• "CAMERA ERROR E190" is displayed on the screen.	• A USB camera malfunction.	• Replace the USB camera.
	• The USB camera cable is not connected.	• Insert the USB camera cable connector securely.
• "Notice: Currently, the Camera is unavailable." is displayed on the screen.	• A USB camera malfunction.	• Replace the USB camera.
	• The USB camera cable is not connected.	• Insert the USB camera cable connector securely.
	• The USB camera setting is MANUAL OFF.	• Refer to "7-8-9 OTHERS (b) EMERGENCY MODE SETTING" and check the settings.
• "REGION ERROR E210" is displayed on the screen.	• The game PC board regions of communication-linked cabinets differ.	• Contact your distributor.
• "DONGLE ERROR E193" is displayed on the screen.	• The USB dongle is not inserted correctly to the game PC board.	• Insert the USB dongle securely.
	• A USB dongle malfunction.	• Contact your distributor.
	• A game PC board malfunction.	• Replace the game PC board.
• "DONGLE ERROR 2 E194" is displayed on the screen.	• An abnormality in the game PC board software.	• Contact your distributor.
• "DONGLE ERROR 3 E195" is displayed on the screen.	• Multiple USB dongles are inserted to the game PC board.	• Remove the unnecessary dongles, and restart the machine.

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Troubleshooting

- Must be performed by a technician -

8B-3 Removing, Installing and Replacing Assemblies and Parts

8B-3-1 Signboard Assembly

(1) Replacing the LED Light Tube

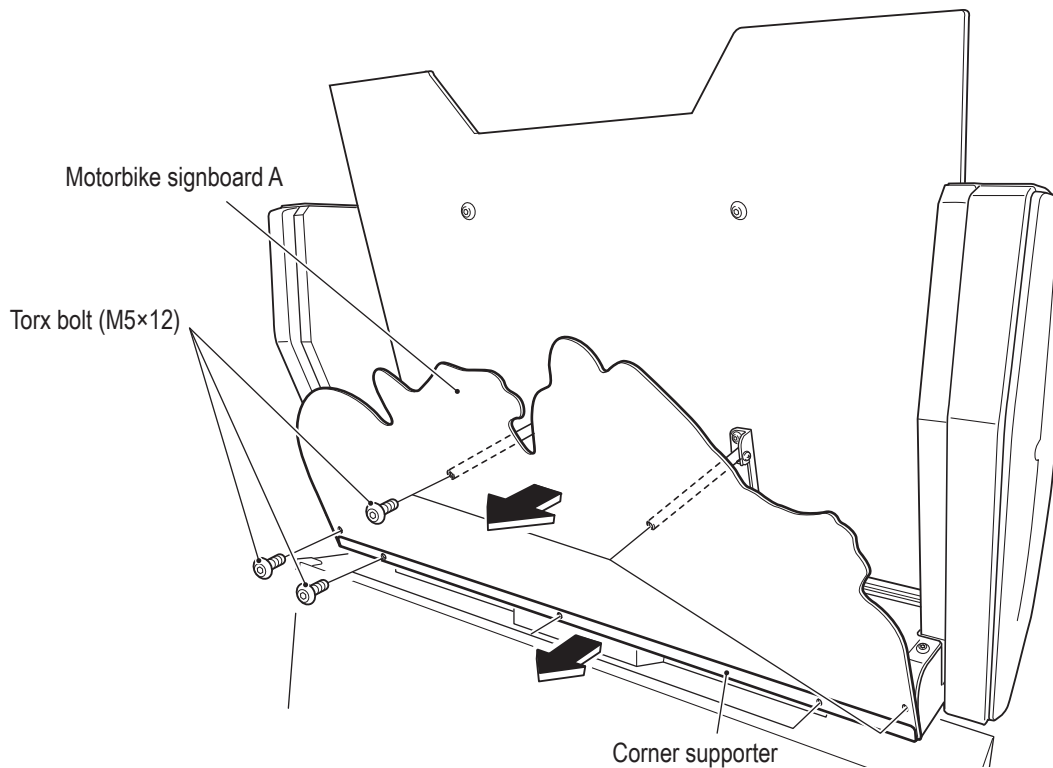
⚠ WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

⚠ CAUTION

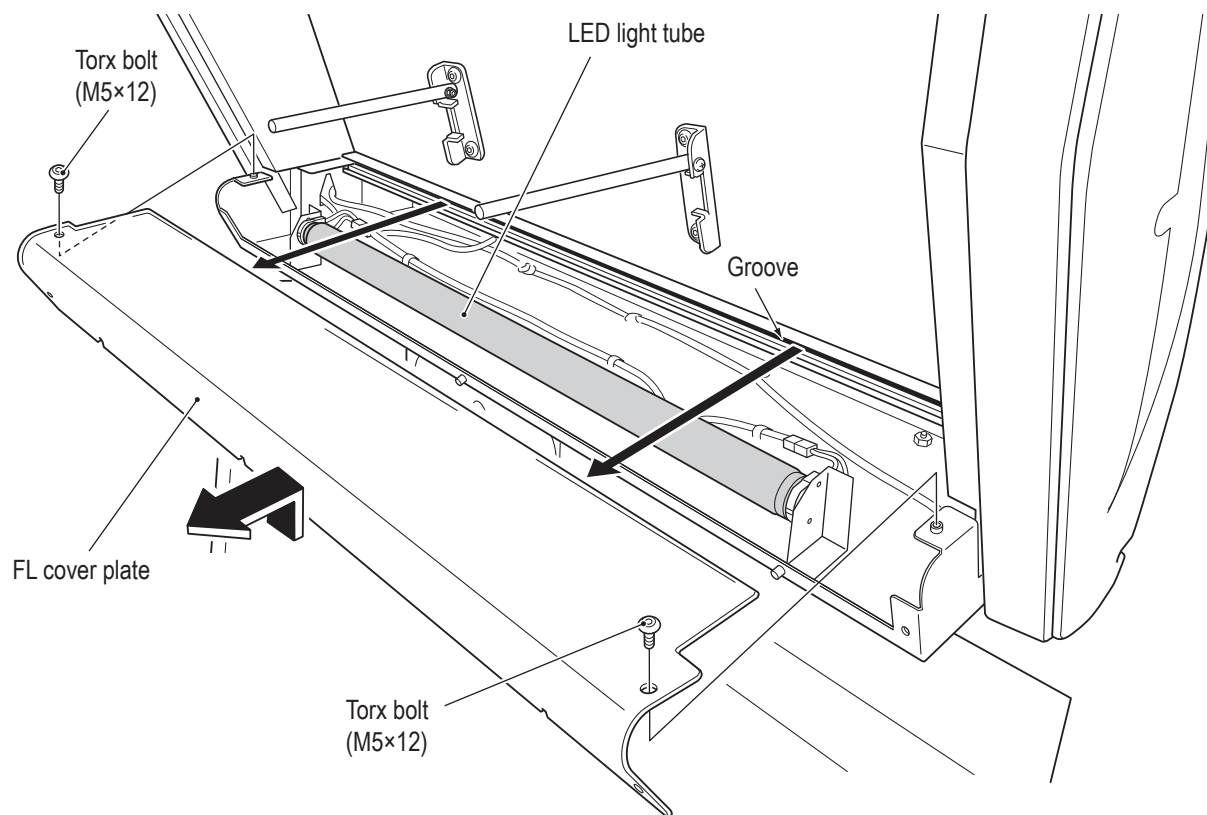
- The LED light tube becomes very hot during operation. Be very careful when removing it.
- Replacing the LED light tube requires standing at an elevated height. Be very careful while working.

- 1** Turn off the power switch of the machine. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Remove the seven torx bolts (M5 x 12), and remove the corner supporter and motorbike signboard A.



- Must be performed by a technician -

- 3** Remove the two torx bolts (M5 x 12), lift up the FL cover plate slightly and pull it towards you to remove it, and replace the LED light tube.



- Use only the LED light tube.
- Do not replace with other than the LED light tube.
- Do not use the LED light tube with other equipment.

- 4** To install, perform the procedure in reverse. Insert the FL cover plate into the groove at the back, and then lower it on the signboard assembly and secure it with two torx bolts (M5 x 12).

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Service/Technician's Manual

Test Mode

Troubleshooting

- Must be performed by a technician -

(2) Replacing the LED PC Board

The description below explains how to replace the LED PC board on the (R) side. Follow the same procedure to replace the (L) side.

⚠ WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

⚠ CAUTION

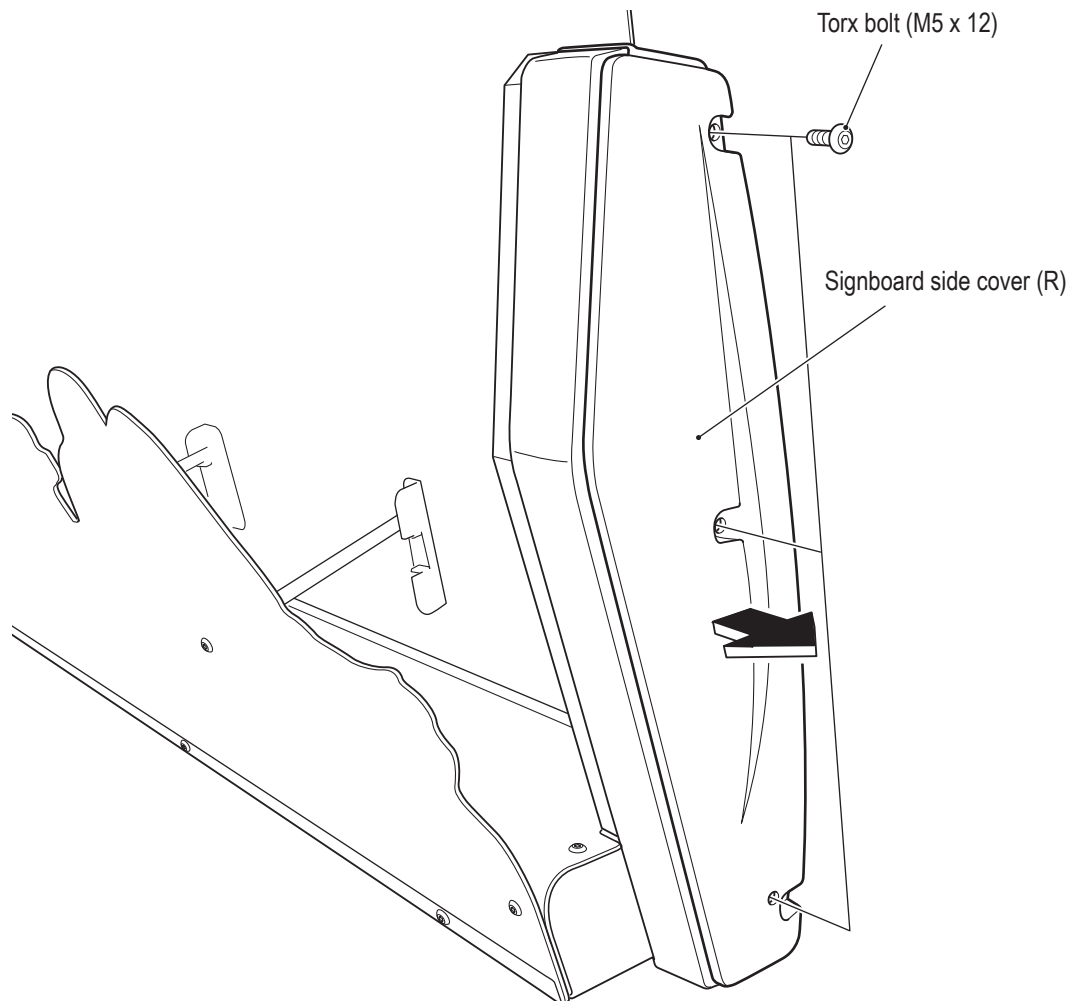
- Replacing the LED PC boards requires standing at an elevated height. Be very careful while working.

NOTICE

- PC boards are sensitive to static electricity. If a person handles a PC board while charged with static electricity, the parts on the PC board may be damaged.

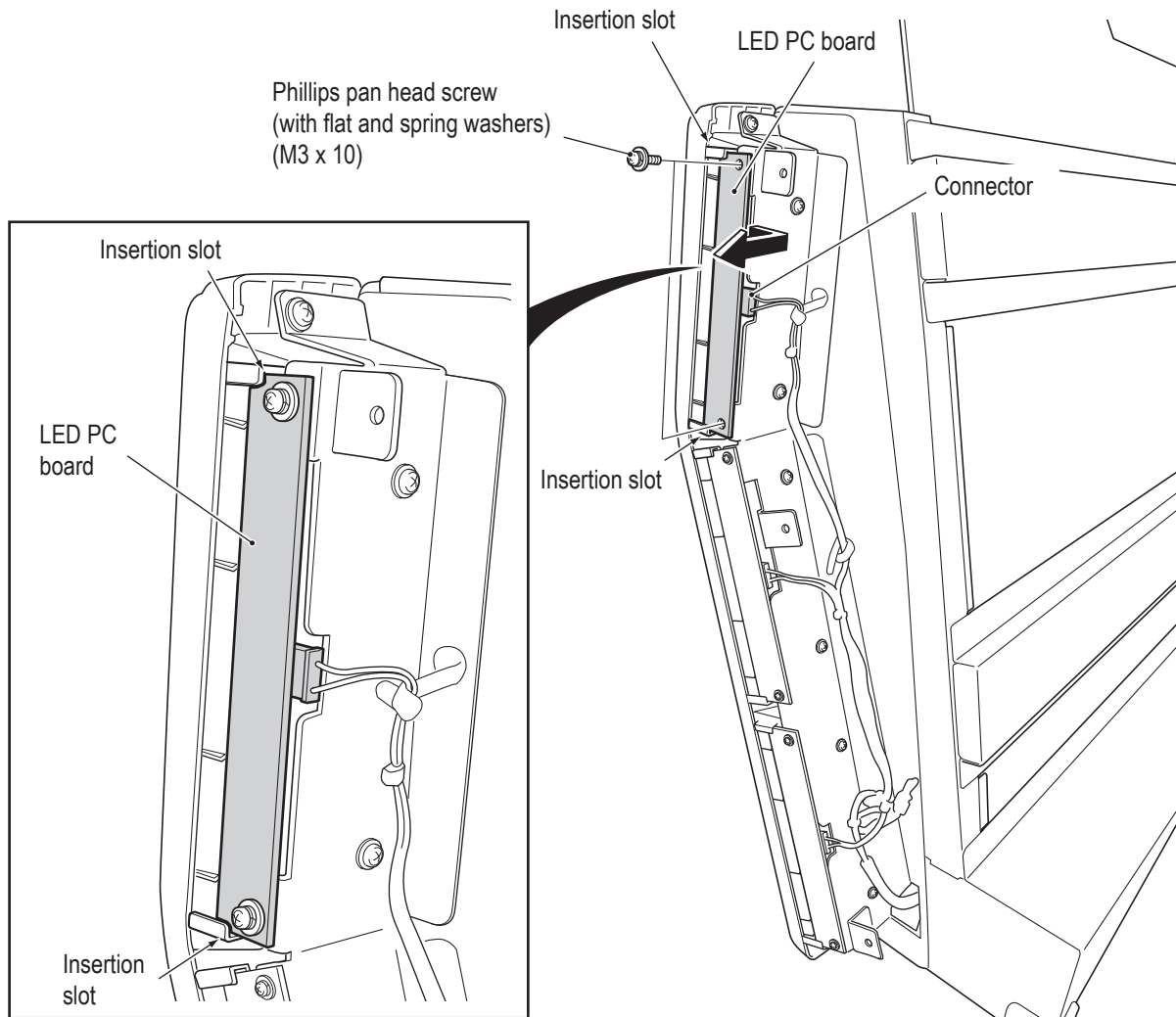
Before handling a PC board, discharge the static electricity from your body. (Example method : Touching the surface of grounded metal.)

- 1 Turn off the power switch of the machine. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2 Remove the three torx bolts (M5 x 12), and remove the signboard side cover (R).



- Must be performed by a technician -

- 3** Disconnect the connector from the LED PC board to be replaced, remove the two Phillips pan head screws (with flat and spring washers) (M3 x 10), and remove the LED PC board.



- 4** To install, perform the procedure in reverse.

NOTICE

- When installing, be sure to insert the LED PC board into both of the insertion slots.

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Service/Technician's Manual

Test Mode

Troubleshooting

- Must be performed by a technician -

8B-3-2 Cabinet Assembly

(1) Replacing the Game PC Board

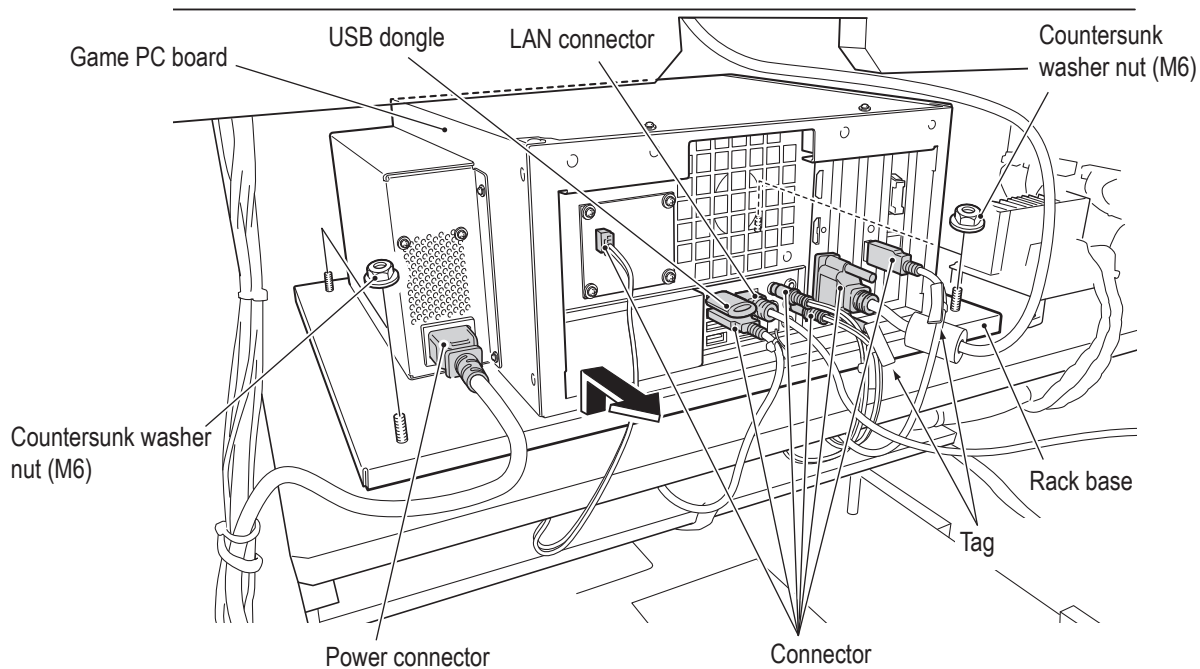
! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

NOTICE

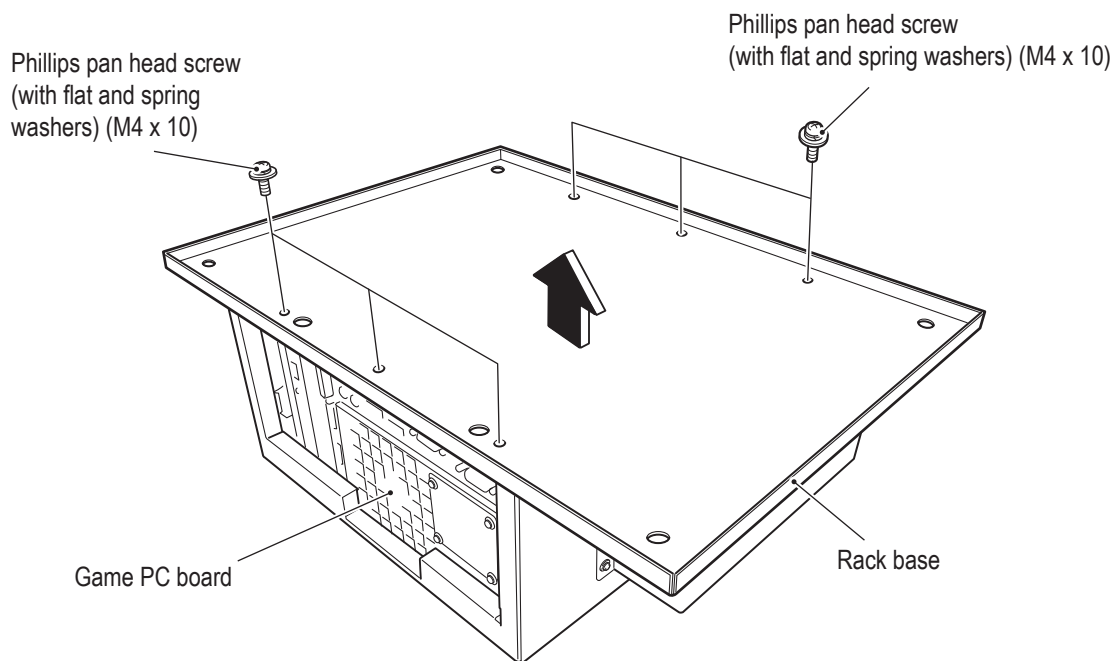
- PC boards are sensitive to static electricity. If a person handles a PC board while charged with static electricity, the parts on the PC board may be damaged.
Before handling a PC board, discharge the static electricity from your body. (Example method : Touching the surface of grounded metal.)

- 1** Turn off the power switch. (See “8A-5 Turning the Power Switch On” on page 74.)
- 2** Remove the back door. (See step **1** of “8A-2 (6) Inserting the USB Dongle” on page 67.)
- 3** Disconnect the six connectors, the LAN connector and the power connector, remove the USB dongle and the four countersunk washer nuts (M6), and remove the game PC board together with the rack base.

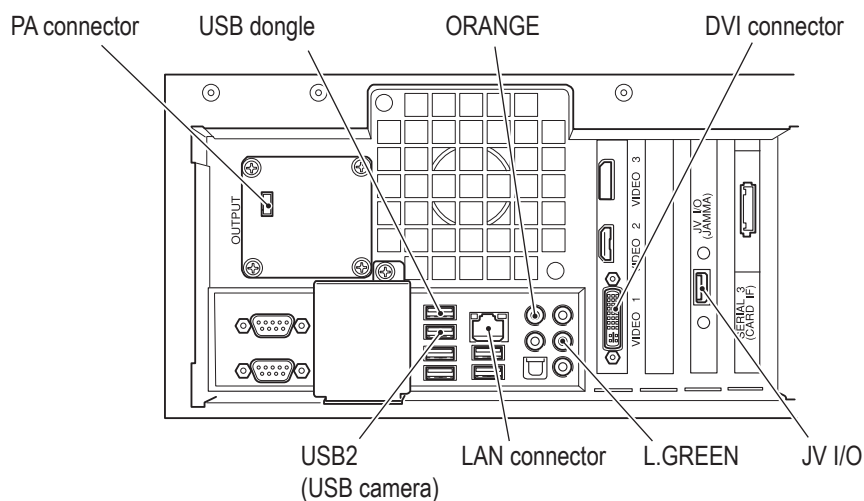


- Must be performed by a technician -

- 4** Turn over the game PC board together with the rack base, remove the six Phillips pan head screws (with flat and spring washers) (M4 x 10), and remove the game PC board.



- 5** Replace the game PC board.
- 6** To install, perform the procedure in reverse. See the figure below for the connector connections.



NOTICE

- When installing, be careful not to pinch the connectors and harness.
- When connecting the connectors, check the connector alignments and tags carefully to avoid damaging the electronic circuitry.
- When installing, lock the connectors securely.
- After replacement, be sure to confirm that it operates correctly and check the settings. (See “7-8 TEST MODE” on page 32.)

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Test Mode

Troubleshooting

- Must be performed by a technician -

(2) Replacing the 4CH AMP PC Board

⚠ WARNING

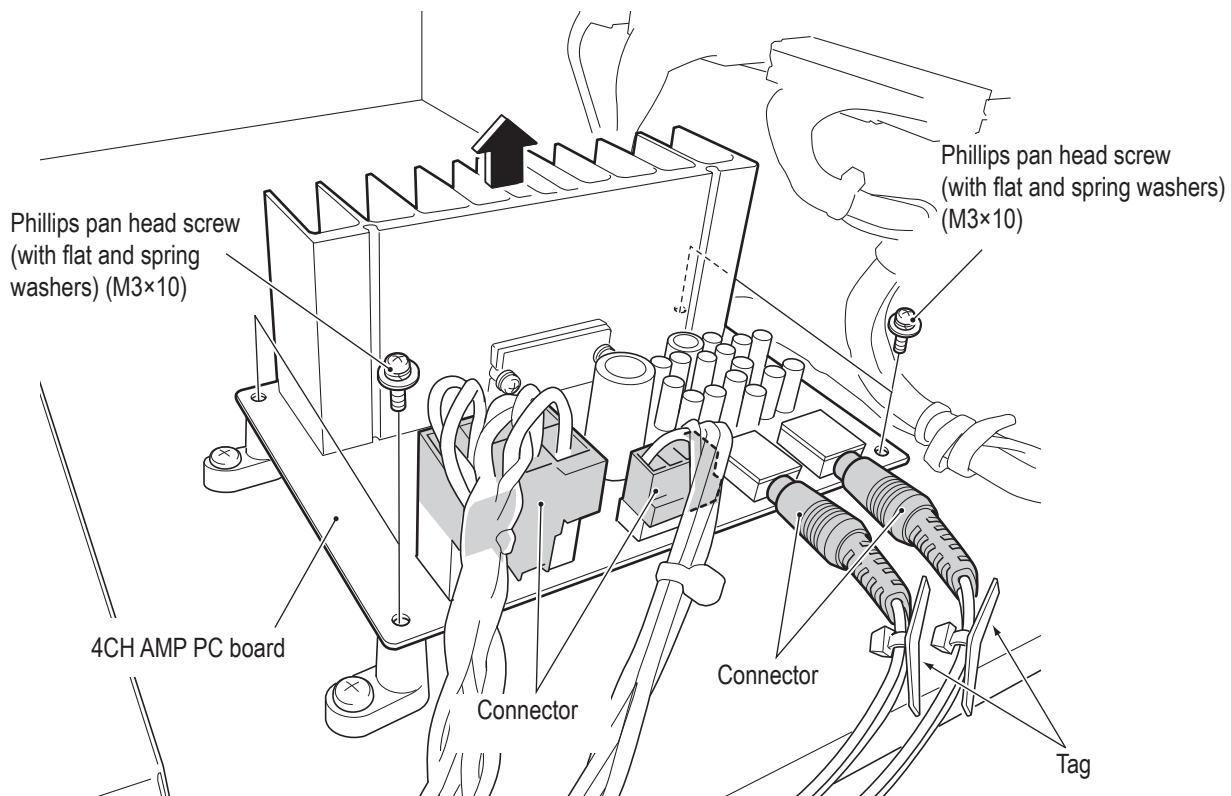
- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

NOTICE

- PC boards are sensitive to static electricity. If a person handles a PC board while charged with static electricity, the parts on the PC board may be damaged.

Before handling a PC board, discharge the static electricity from your body. (Example method : Touching the surface of grounded metal.)

- 1 Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2 Remove the back door. (See step 1 of "8A-2 (6) Inserting the USB Dongle" on page 67.)
- 3 Disconnect the four connectors, remove the four Phillips pan head screws (with flat and spring washers) (M3 x 10), and replace the 4CH AMP PC board.



- 4 To install, perform the procedure in reverse.

NOTICE

- When installing, lock the connectors securely.
- When installing, be careful not to pinch the connectors and harness.
- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- After replacement, be sure to confirm that it operates correctly and check the settings. (See "7-8-6 SOUND TEST" on page 45.)

- Must be performed by a technician -

(3) Replacing the NA-JV (S) PC Board

! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

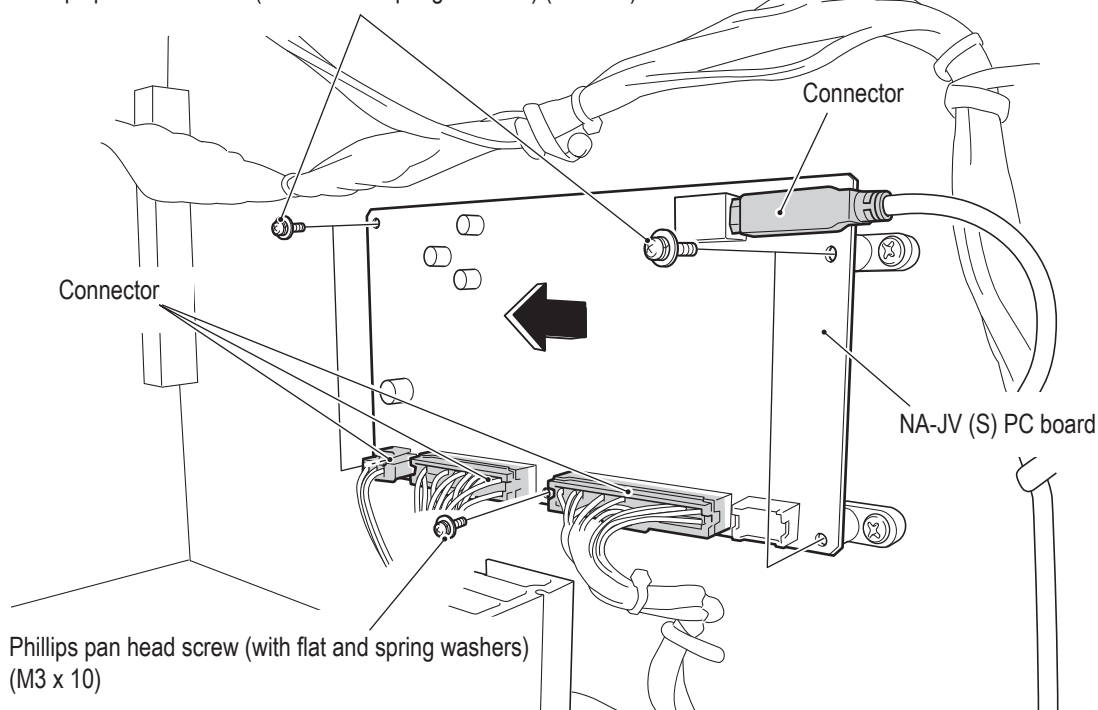
NOTICE

- PC boards are sensitive to static electricity. If a person handles a PC board while charged with static electricity, the parts on the PC board may be damaged.

Before handling a PC board, discharge the static electricity from your body. (Example method : Touching the surface of grounded metal.)

- 1 Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2 Remove the back door. (See step 1 of "8A-2 (6) Inserting the USB Dongle" on page 67.)
- 3 Disconnect the four connectors, remove the five Phillips pan head screws (with flat and spring washers (M3 x 10), and replace the NA-JV (S) PC board.

Phillips pan head screw (with flat and spring washers) (M3 x 10)



- 4 To install, perform the procedure in reverse.

NOTICE

- When installing, lock the connectors securely.
- When installing, be careful not to pinch the connectors and harness.
- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- After replacement, be sure to confirm that it operates correctly and check the settings. (See "7-8-4 (3) SWITCH TEST" on page 39.)

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Service/Technician's Manual

Test Mode

Troubleshooting

- Must be performed by a technician -

(4) Replacing the Switching Regulator (12 V)

! WARNING

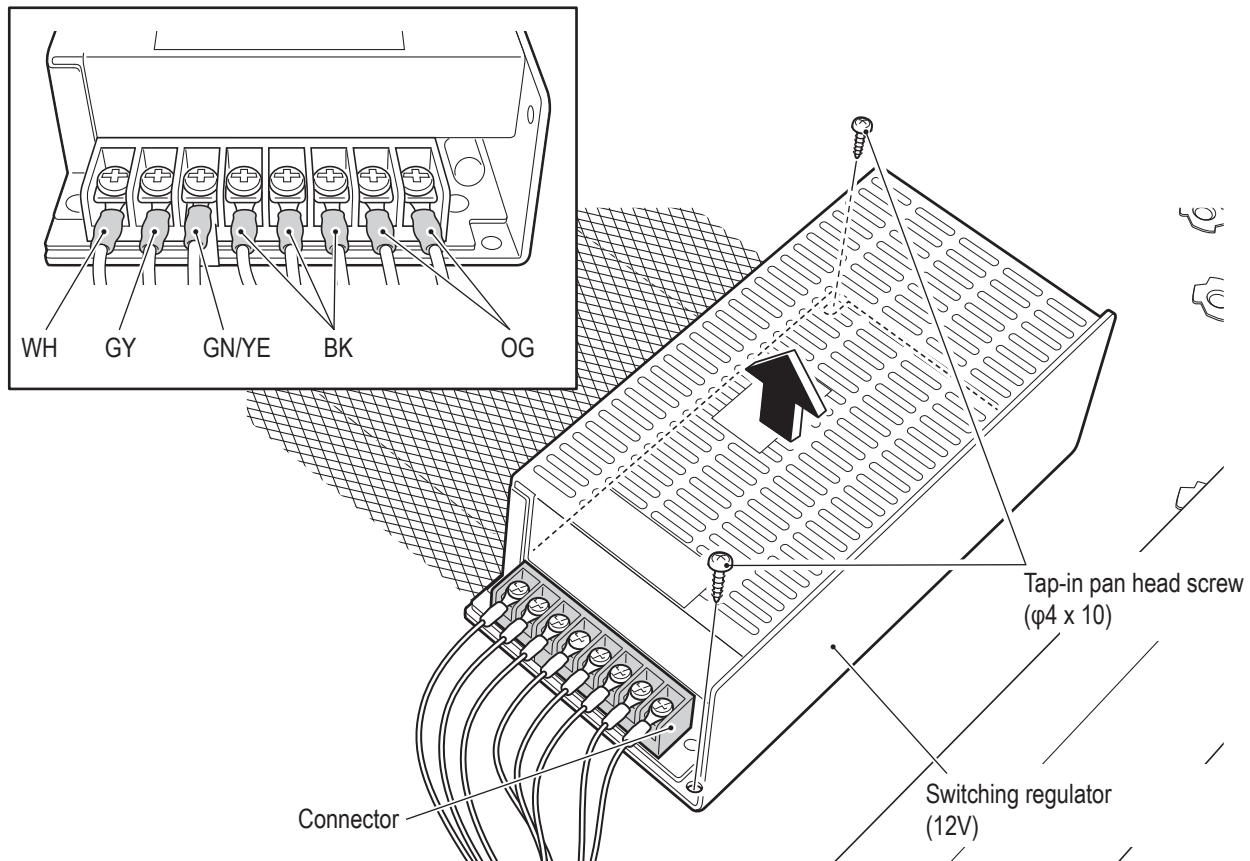
- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

NOTICE

- PC boards are sensitive to static electricity. If a person handles a PC board while charged with static electricity, the parts on the PC board may be damaged.

Before handling a PC board, discharge the static electricity from your body. (Example method : Touching the surface of grounded metal.)

- 1** Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Remove the back door. (See step **1** of "8A-2 (6) Inserting the USB Dongle" on page 67.)
- 3** Remove the eight screws, disconnect the ring terminals from the regulator, remove the two tap-in pan head screws ($\varnothing 4 \times 10$), and replace the switching regulator (12 V).



- 4** To install, perform the procedure in reverse. Refer to the figure above for the ring terminal connection locations.

NOTICE

- When connecting the ring terminals, check the harness colors and contact conditions carefully to avoid damaging the electronic circuits.

- Must be performed by a technician -

(5) Replacing the USB Camera

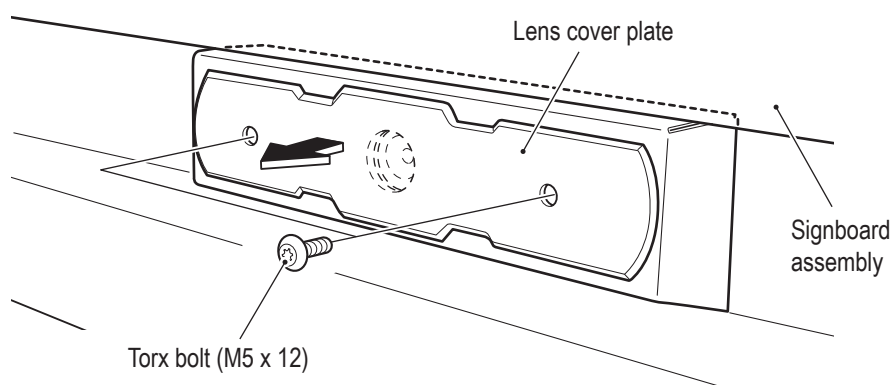
! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

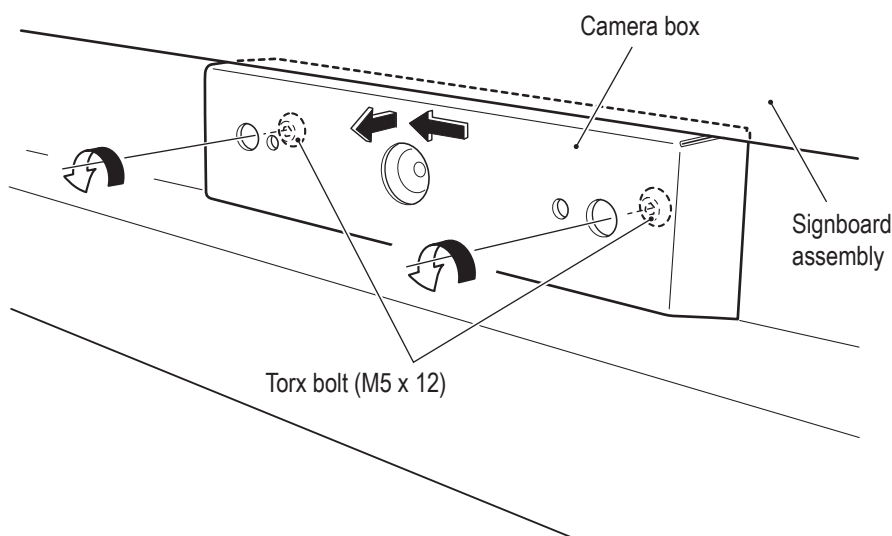
NOTICE

- PC boards are sensitive to static electricity. If a person handles a PC board while charged with static electricity, the parts on the PC board may be damaged.
Before handling a PC board, discharge the static electricity from your body. (Example method : Touching the surface of grounded metal.)

- 1** Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Remove the two torx bolts (M5 x 12) and remove the lens cover plate.



- 3** Loosen the two torx bolts (M5 x 12) at the back of the round holes, slide the camera box to the left and then pull the camera box forward you to remove it.



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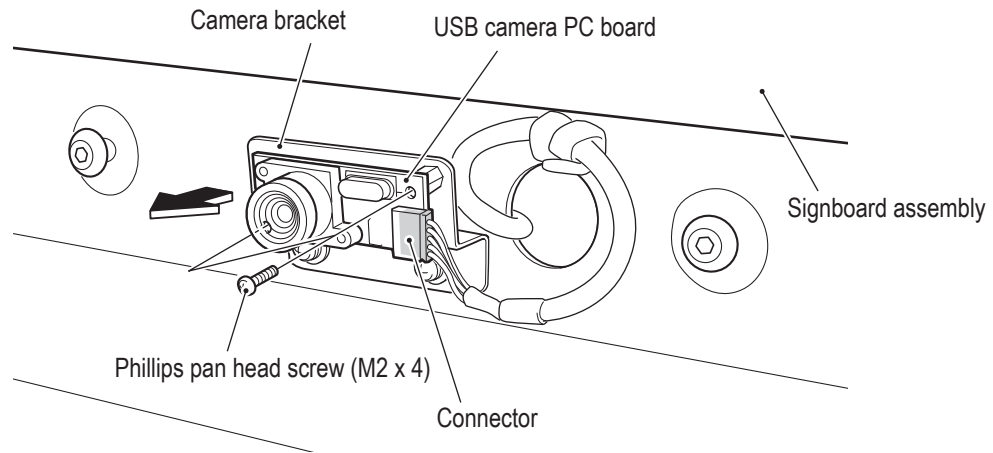
Service/Technician's Manual

Test Mode

Troubleshooting

- Must be performed by a technician -

- 4** Disconnect the connector, remove the two Phillips pan head screws (M2 x 4), then remove and replace the USB camera PC board.



- 5** To install, perform the procedure in reverse.

NOTICE

- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- When installing, lock the connectors securely.
- When installing, be careful not to pinch the connectors and harness.
- After replacement, be sure to confirm that it operates correctly and check the settings. (See “7-8-4 (1) CAMERA SETTING” on page 36.)

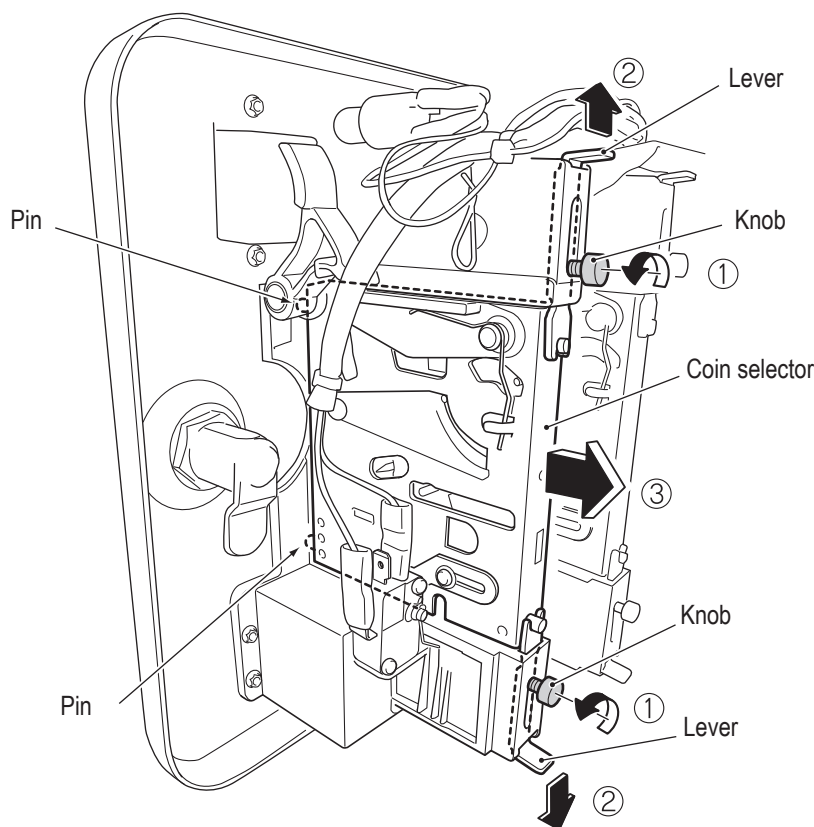
- Must be performed by a technician -

(6) Replacing the Coin Selector

! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

- 1** Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Unlock the lock with the service key (FRONT) and open the service door.
- 3** Loosen the two knobs on the coin selector ①, then pull the upper lever up and the lower lever down to unlock ②.
- 4** Grasp the coin selector, pull it out ③, and replace it.



- 5** To install, perform the procedure in reverse.

NOTICE

- After replacing the coin selector, enter Test mode, insert a coin and check that the coin counter operates properly. (See "7-8-2 COIN OPTIONS" on page 33.)

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Service/Technician's Manual

Test Mode

Troubleshooting

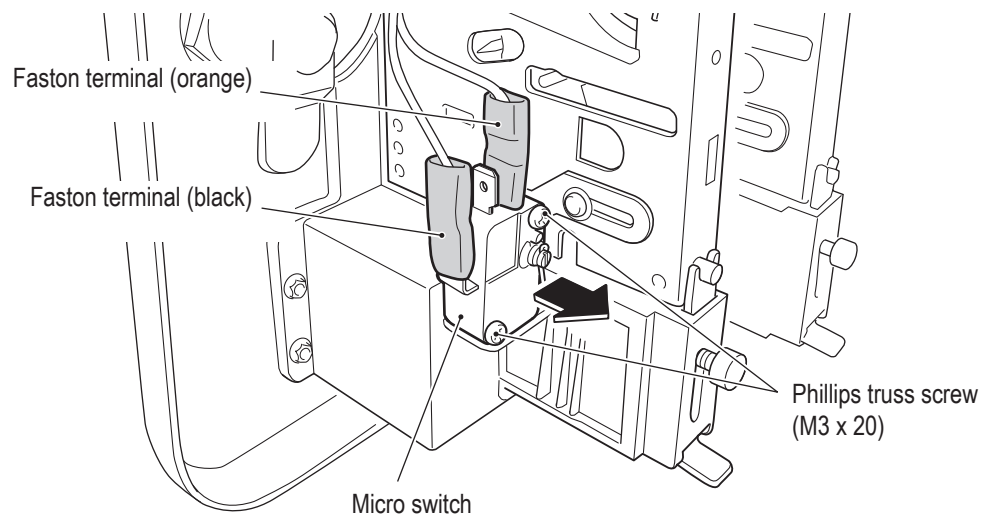
- Must be performed by a technician -

• Replacing the Micro Switch

⚠ WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

- 1** Turn off the power switch. (See “8A-5 Turning the Power Switch On” on page 74.)
- 2** Open the service door. (See step **2** of “8B-3-2 (6) Replacing the Coin Selector” on page 93.)
- 3** Disconnect the two Faston terminals, remove the two Phillips truss screws (M3 x 20) and replace the micro switch.



- 4** To install, perform the procedure in reverse.

NOTICE

- After replacing the micro switch, enter Test mode, insert a coin and check that the coin counter operates properly. (See “7-8-4 (3) SWITCH TEST” on page 39.)

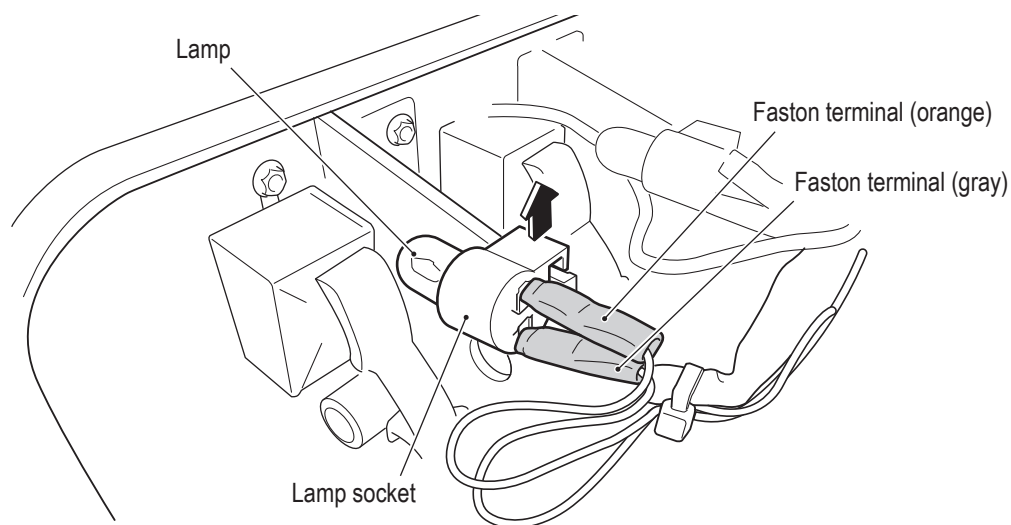
- Must be performed by a technician -

• Replacing the Lamp

! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

- 1** Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Open the service door. (See step **2** of "8B-3-2 (6) Replacing the Coin Selector" on page 93.)
- 3** Remove the lamp bracket and replace the lamp.



- 4** To install, perform the procedure in reverse.

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Service/Technician's Manual

Test Mode

Troubleshooting

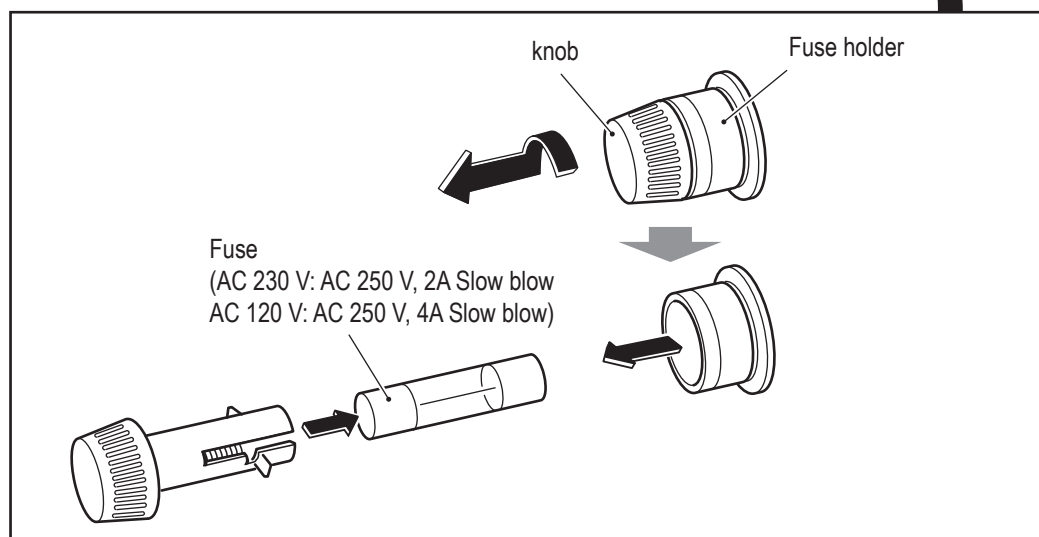
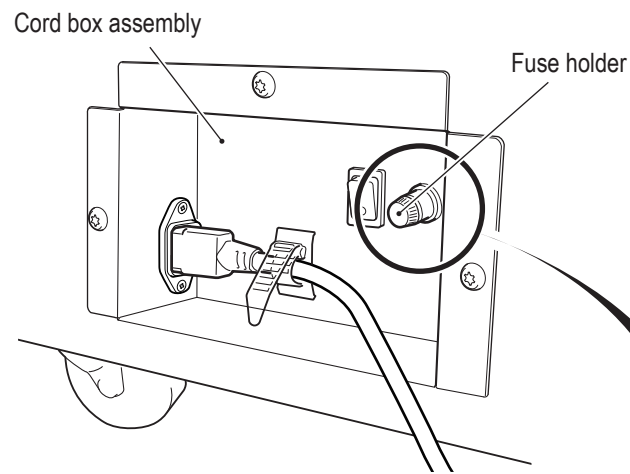
- Must be performed by a technician -

(7) Replacing the Fuse

! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.
- Never use a fuse other than the specified type. Use of a different fuse may result in fire or accident.

- 1** Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Rotate the fuse holder knob and pull out the fuse holder.
- 3** Replace the fuse mounted in the fuse holder.



- 4** To install, perform the procedure in reverse.

NOTICE

- If the fuse burns out again soon after replacement, it is a sign that there may be some other cause for the abnormality. Turn off the power switch immediately, disconnect the power cord plug from the outlet, and contact your distributor.

- Must be performed by a technician -

8B-3-3 Monitor Assembly

(1) Replacing the LCD Monitor

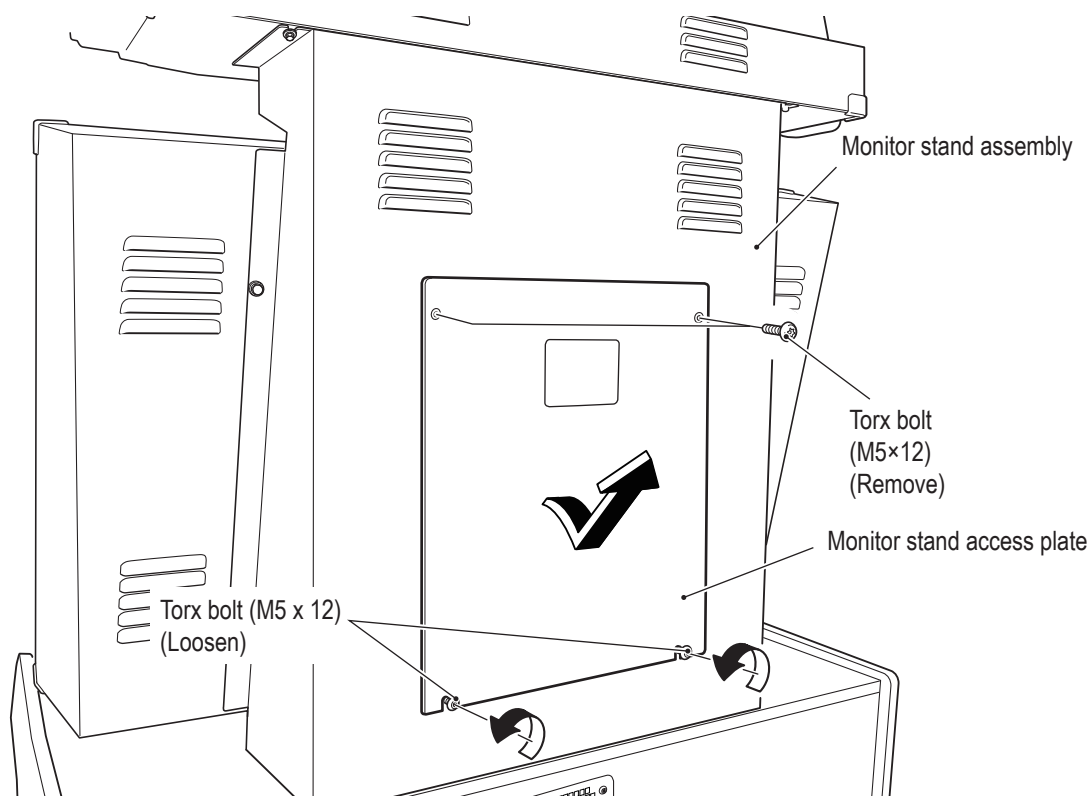
! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

! CAUTION

- The LCD monitor weighs approximately 9.5 kg. Be very careful when handling it.

- 1 Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2 Remove the two upper torx bolts (M5 x 12) and loosen the two lower torx bolts (M5 x 12) on the back side of the monitor stand assembly, then remove the monitor stand access plate.



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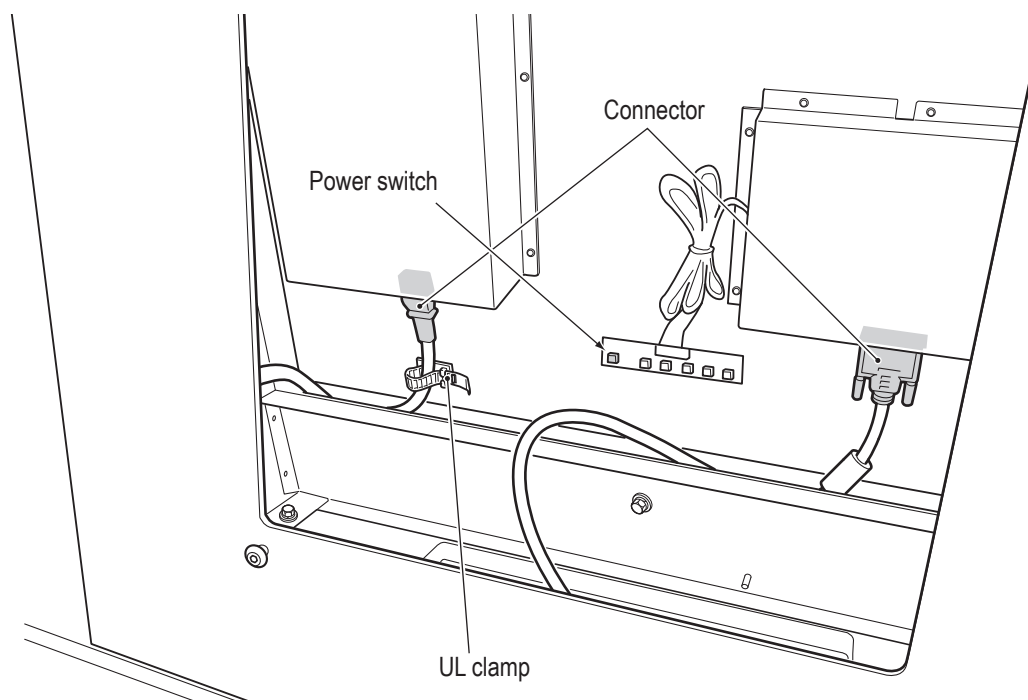
Service/Technician's Manual

Test Mode

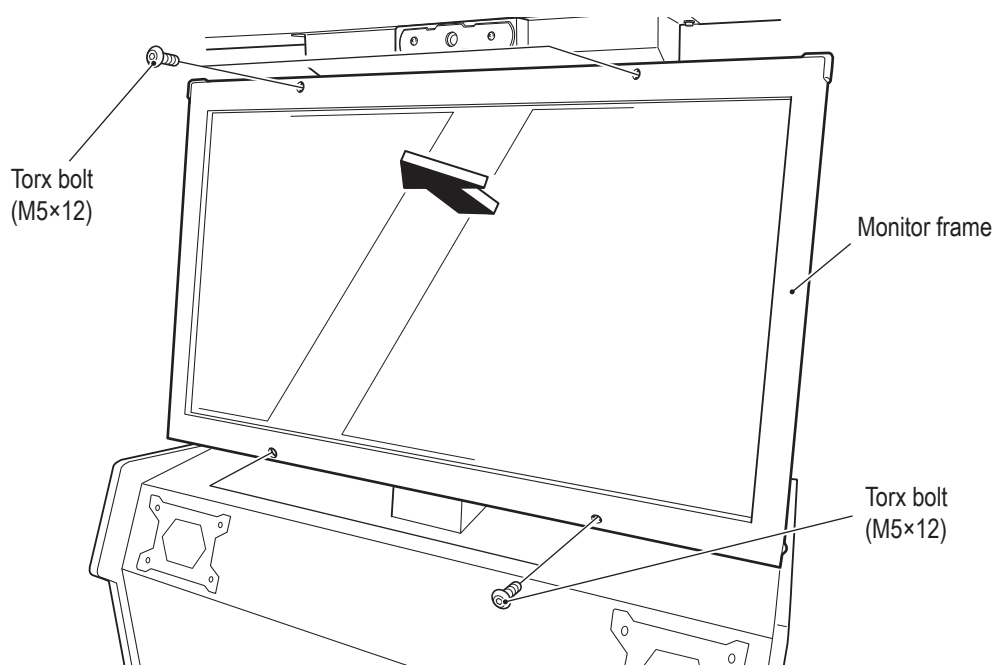
Troubleshooting

- Must be performed by a technician -

- 3** Open the UL clamp and disconnect the two connectors.

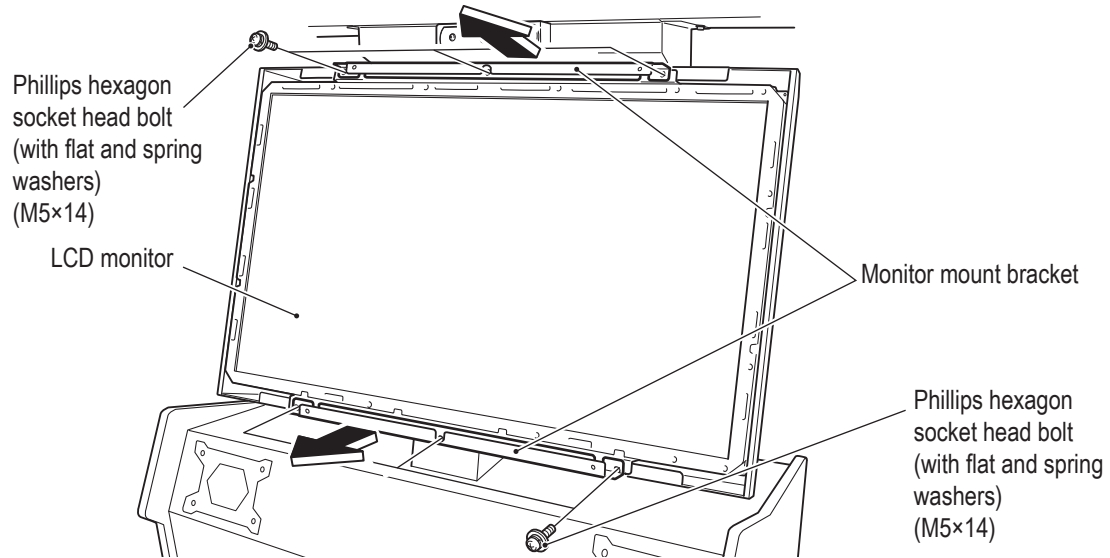


- 4** Remove the four torx bolts (M5 x 12) on the front of the monitor assembly and remove the monitor frame.

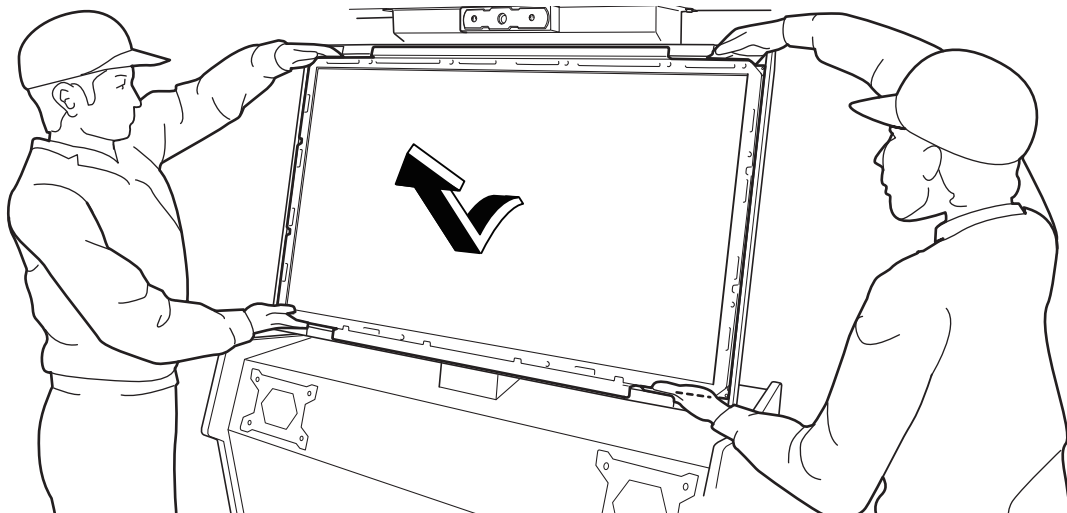


- Must be performed by a technician -

- 5** Remove the six Phillips hexagon socket head bolts (with flat and spring washers) (M5 x 14) and remove the two monitor mount brackets.



- 6** Insert your fingers into the gaps at the top and bottom of the LCD monitor, then lift up slowly to remove the LCD monitor.



- 7** To install, perform the procedure in reverse.

NOTICE

- Be sure to use two or more people when replacing the LCD monitor.
- When installing, lock the connectors securely.
- When installing, be careful not to pinch the connectors and harness.
- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- After replacement, be sure to confirm that it operates correctly and check the settings. (See "7-8-5 MONITOR TEST" on page 43.)
If there is no picture on the LCD monitor, press the power switch on the back side of the LCD monitor and check if the green lamp lights up. (See step **3**.)

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Service/Technician's Manual

Test Mode

Troubleshooting

- Must be performed by a technician -

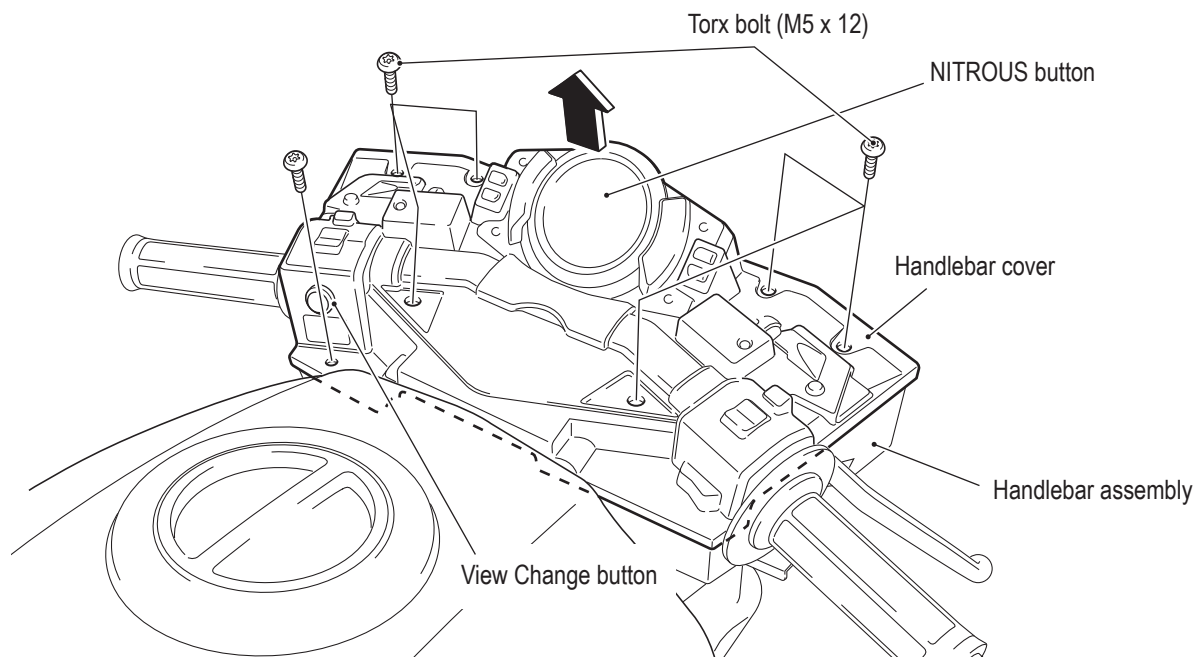
8B-3-4 Handlebar Assembly

(1) Replacing the View Change Button

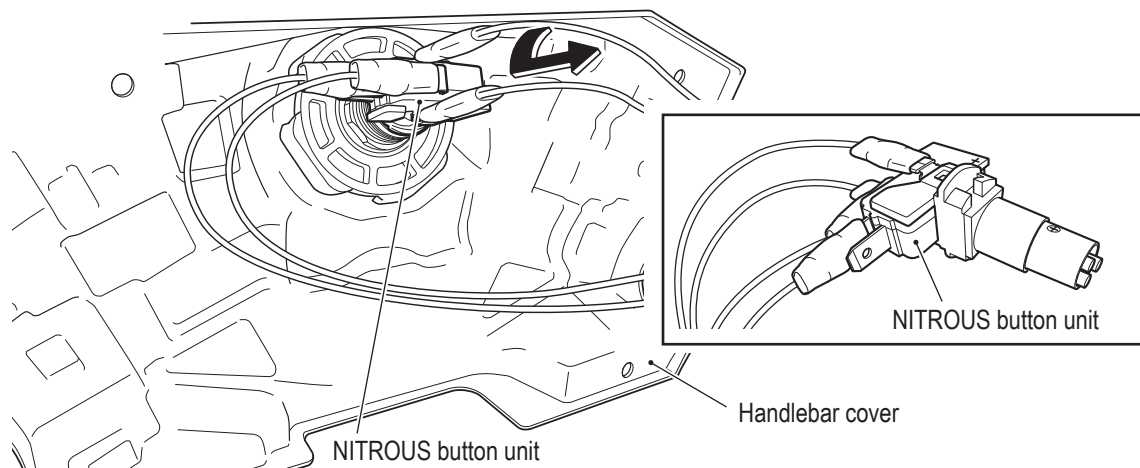
! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

- 1 Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2 Remove the seven torx bolts (M5 x 12) and remove the handlebar cover.

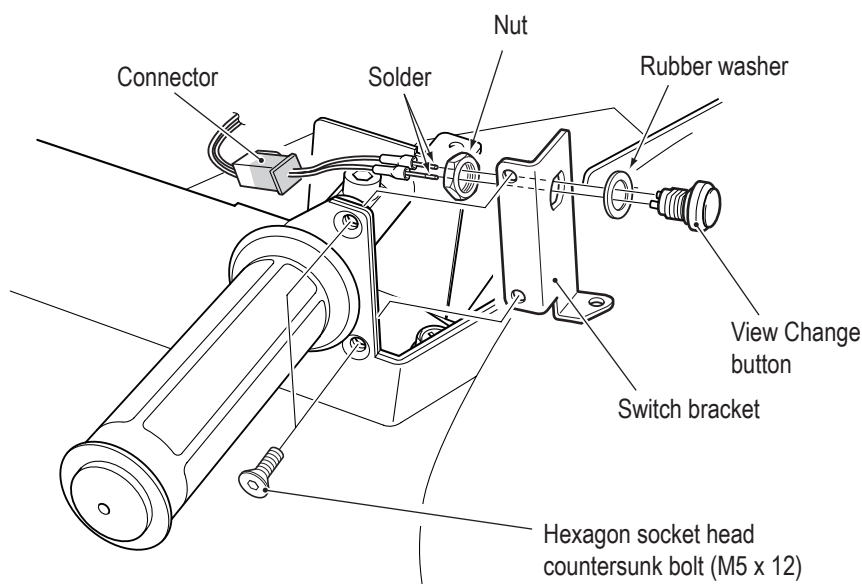


- 3 Turn over the handlebar cover, rotate the NITROUS button unit counterclockwise in the condition with the harness connected to unlock, then remove the NITROUS button unit.



- Must be performed by a technician -

- 4** Disconnect the View Change button connector, remove the two hexagon socket head countersunk bolts (M5 x 12) and remove the switch bracket.
- 5** Remove the nut and rubber washer, remove the View Change button from the switch bracket, and replace it.



- 6** To install, perform the procedure in reverse.

NOTICE

- When installing, lock the connectors securely.
- When installing, be careful not to pinch the connectors and harness.
- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- After replacement, be sure to confirm that it operates correctly and check the settings.
(See "7-8-4 (3) SWITCH TEST" on page 39.)

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Service/Technician's Manual

Test Mode

Troubleshooting

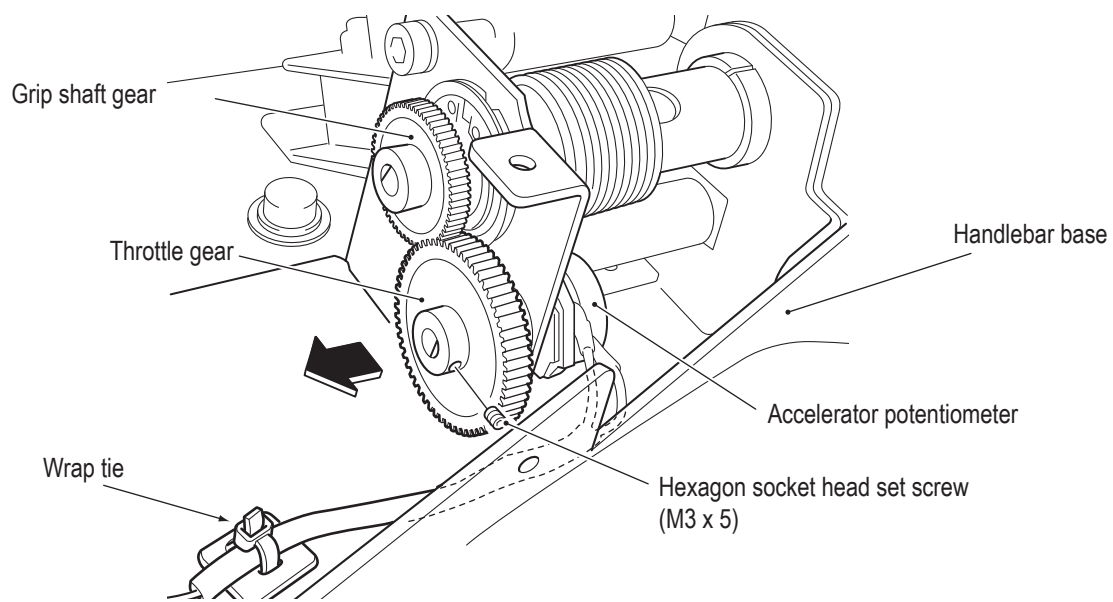
- Must be performed by a technician -

(2) Replacing the Accelerator Potentiometer

! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

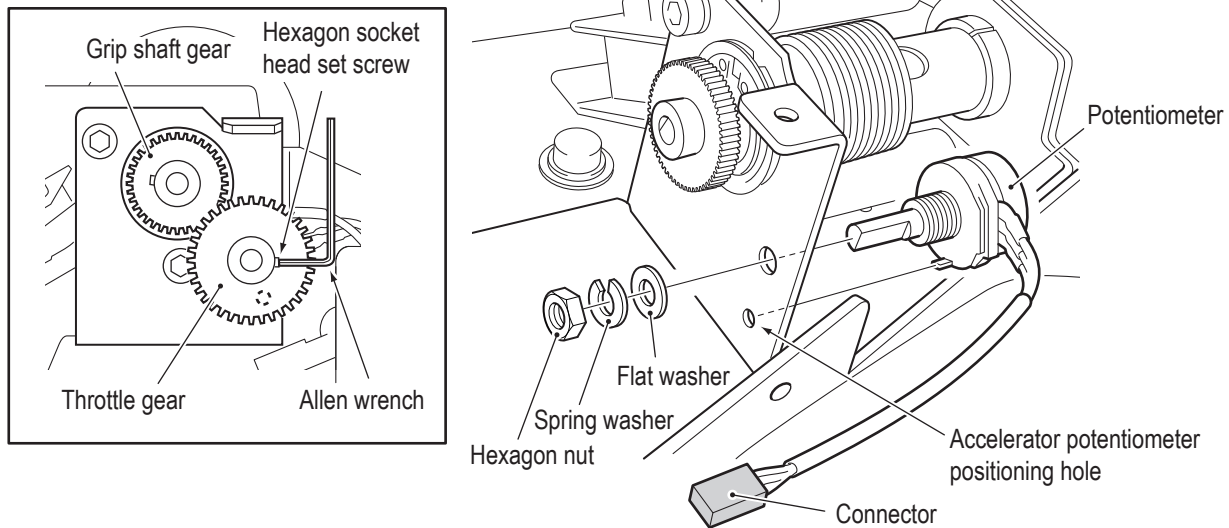
- 1** Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Remove the handlebar cover. (See "8B-3-4 (1) Replacing the View Change Button" on page 100.)
- 3** Loosen the hexagon socket head set screw (M3 x 5) and remove the throttle gear from the handlebar base.



- 4** Cut the wrap tie, and remove the cord.

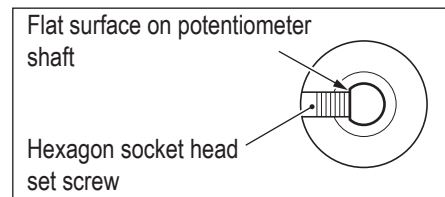
- Must be performed by a technician -

- 5** Disconnect the connector, remove the flat washer, spring washer and hexagon nut fixing the potentiometer, and remove the potentiometer from the handlebar base.



- 6** Replace the potentiometer. Install the potentiometer so that the protrusion is aligned with the accelerator potentiometer positioning hole.

- 7** To install, perform the procedure in reverse.
 When installing the throttle gear, engage it with the grip shaft gear so that the hexagon socket head set screw is positioned as shown in the figure above when the accelerator is returned to the unrotated position.
 When installing the potentiometer, align the flat surface of the potentiometer shaft with the position of the hexagon socket head set screw.



NOTICE

- When installing, lock the connectors securely.
- When installing, be careful not to pinch the connectors and harness.
- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- After replacement, be sure to initialize the potentiometer. (See “7-8-4 (2) I/F INITIALIZE” on page 38.)

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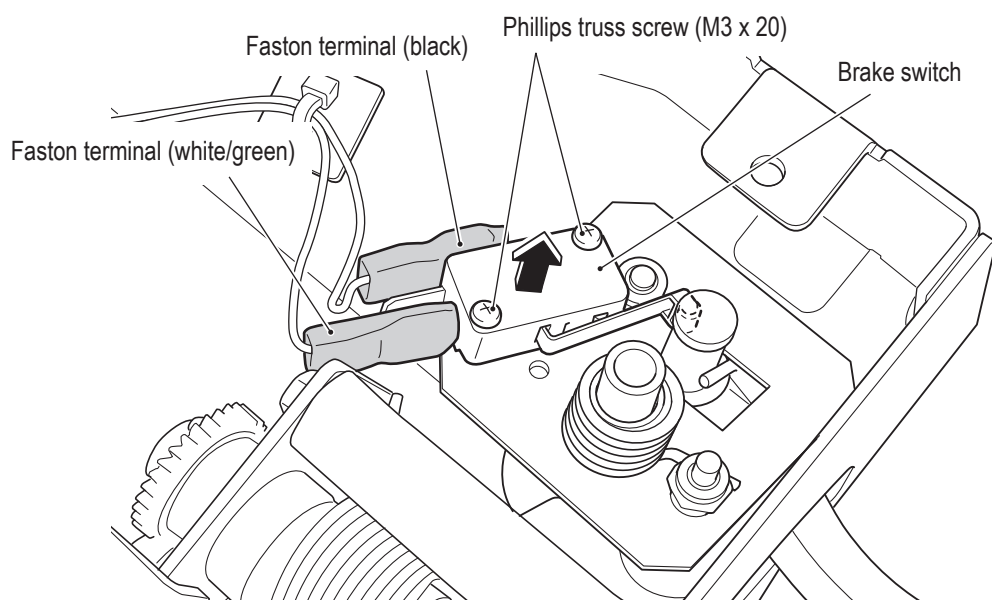
Test Mode

Troubleshooting

- Must be performed by a technician -**(3) Replacing the Brake Switch****! WARNING**

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

- 1** Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Remove the handlebar cover. (See "8B-3-4 (1) Replacing the View Change Button" on page 100.)
- 3** Remove the two Phillips truss screws (M3 x 20).
- 4** Disconnect the two Faston terminal and remove the brake switch.



- 5** To install, perform the procedure in reverse.

NOTICE

- When connecting the Faston terminals, check the Faston terminal harness colors carefully to avoid damaging the electronic circuitry.
- When installing, lock the Faston terminals securely.
- When installing, be careful not to pinch the connectors and harness.
- After replacement, be sure to confirm that it operates correctly and check the settings. (See "7-8-4 (3) SWITCH TEST" on page 39.)

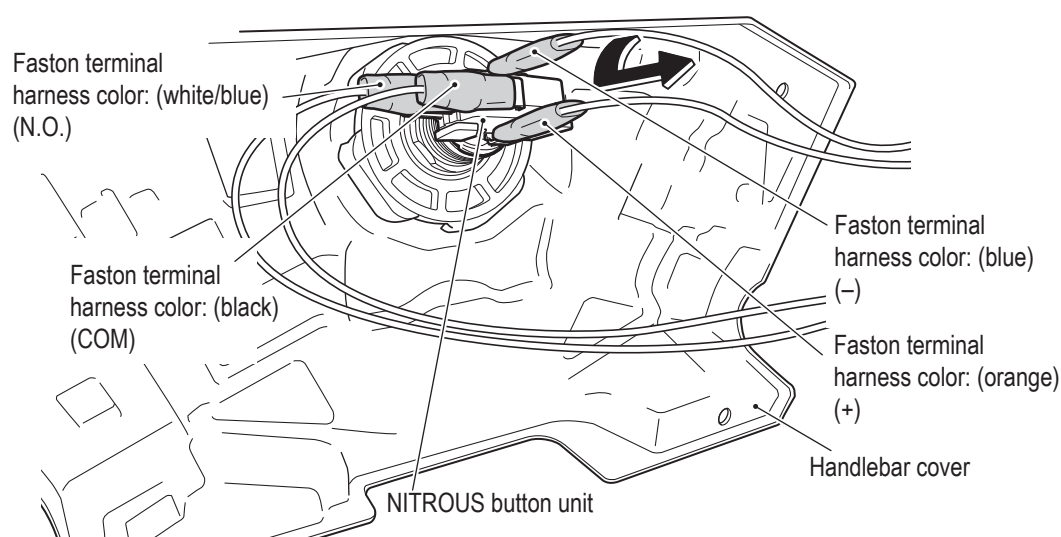
- Must be performed by a technician -

(4) Replacing the NITROUS Button Unit and LED Light

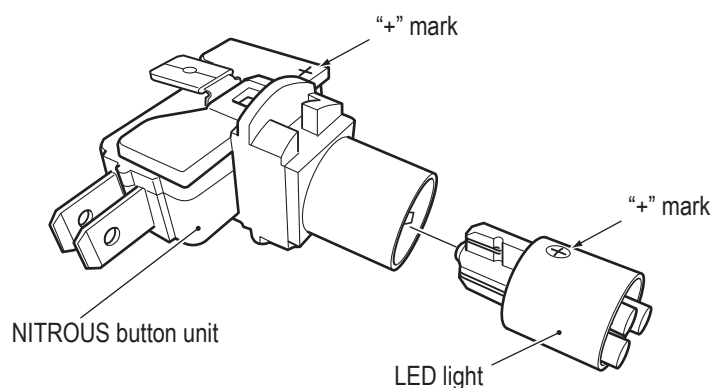
⚠ WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

- 1 Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2 Remove the handlebar cover. (See "8B-3-4 (1) Replacing the View Change Button" on page 100.)
- 3 Rotate the NITROUS button unit counterclockwise to unlock, then remove the NITROUS button unit and disconnect the four Faston terminals.



- 4 Pull out the LED light from the NITROUS button unit.



- 5 Replace the NITROUS button unit and / or the LED light.
When replacing the LED light, align the + marks on the LED light and the NITROUS switch.

NOTICE

- When connecting the Faston terminals, make sure not to mistake the harness colors to avoid damaging the electronic circuitry.
- When installing, be careful of the wiring colors, and lock the connectors securely.
- When installing, be careful not to pinch the connectors and harness.
- After replacement, be sure to confirm that it operates correctly and check the settings. (See "7-8-4 (3) SWITCH TEST" on page 39.)

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Service/Technician's Manual

Test Mode

Troubleshooting

- Must be performed by a technician -

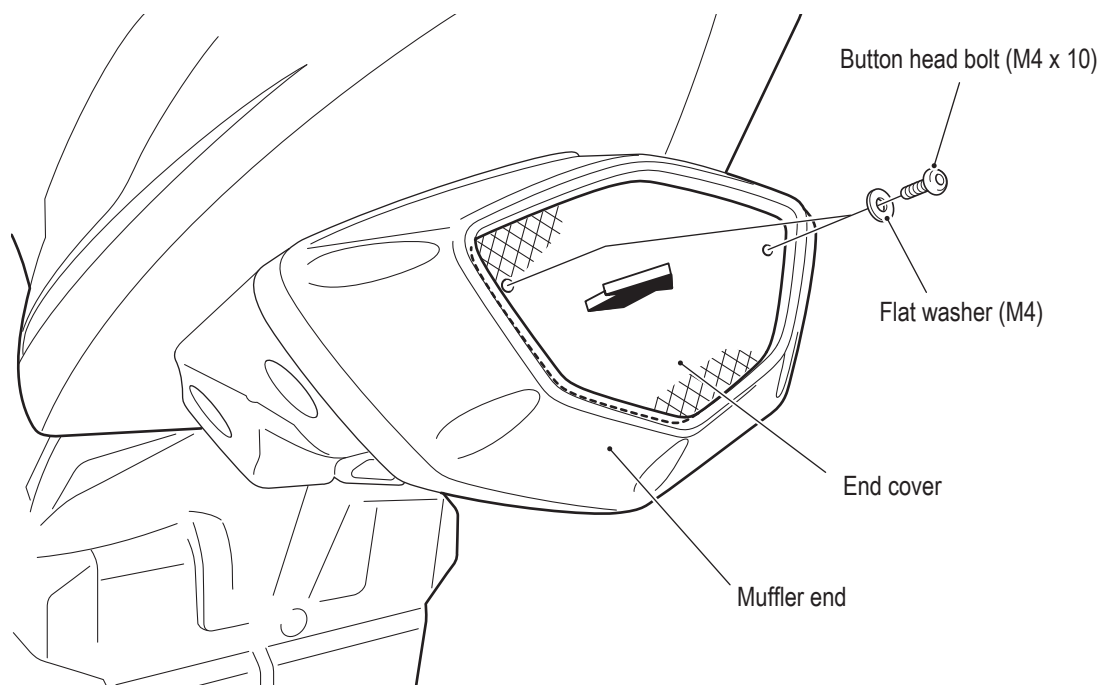
8B-3-5 Ride Assembly

(1) Replacing the Muffler End LED

! WARNING

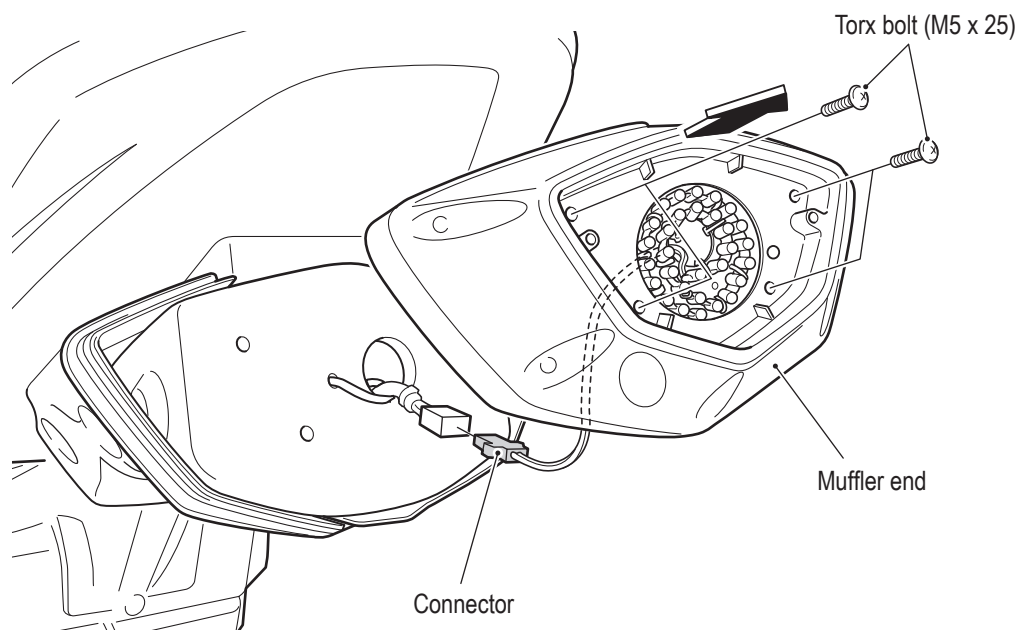
- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

- 1** Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Remove the two button head bolts (M4 x 10) and two flat washers (M4), then remove the end cover.

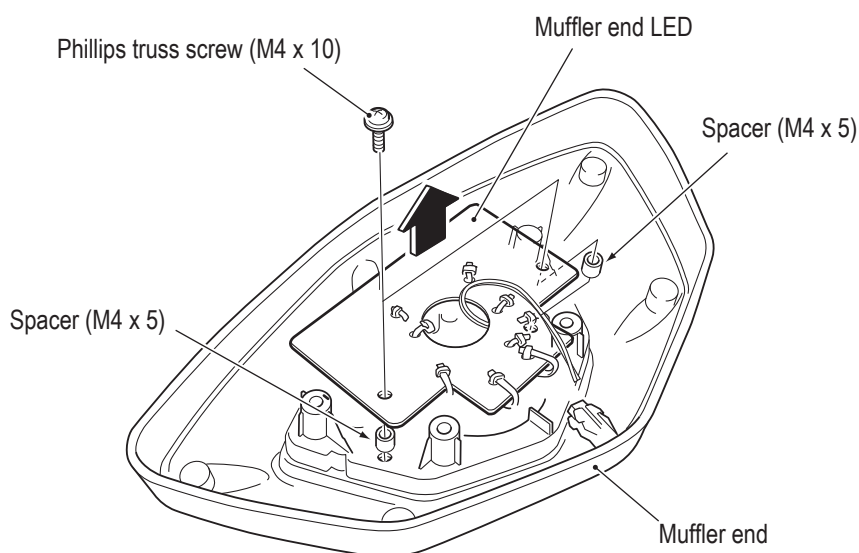


- Must be performed by a technician -

- 3** Remove the four torx bolts (M5 x 25), shift the muffler end, disconnect the connector, and remove the muffler end.



- 4** Remove the two Phillips truss screws (M4 x 10) and two spacers (M4 x 5), and remove and replace the muffler end LED.



- 5** To install, perform the procedure in reverse.



- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- When installing, lock the connectors securely.
- When installing, be careful not to pinch the connectors and harness.
- When installing, make sure that the flat surface of the end cover is facing outward.
- After replacement, be sure to confirm that it operates correctly and check the settings.
(See "7-8-4 (4) LAMP TEST" on page 41.)

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Service/Technician's Manual

Test Mode

Troubleshooting

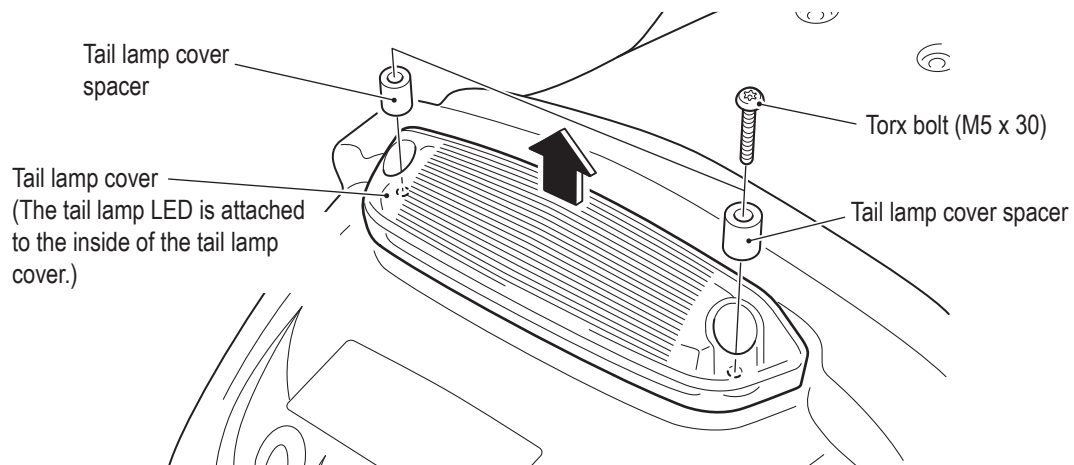
- Must be performed by a technician -

(2) Replacing the Tail Lamp LED

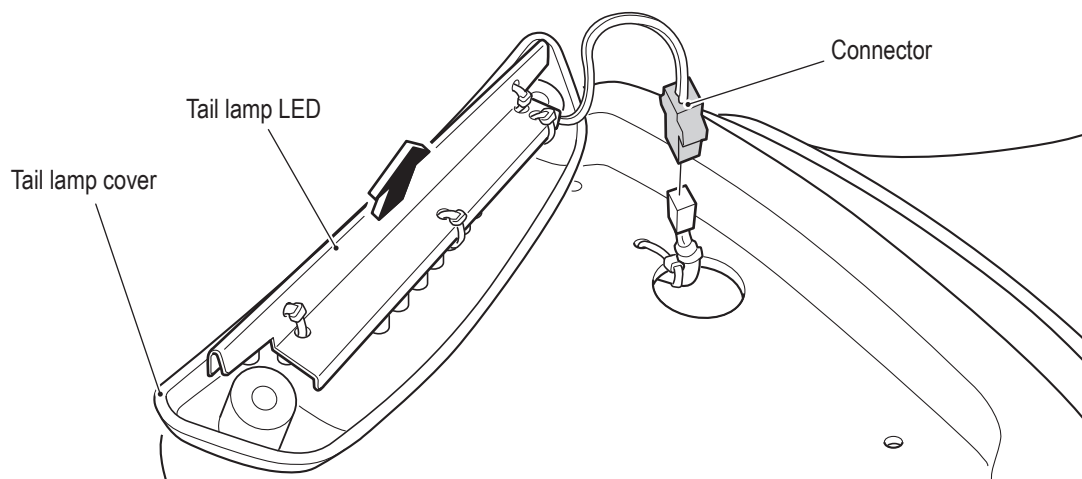
! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

- 1 Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2 Remove the two torx bolts (M5 x 30) and two tail lamp cover spacers, then remove the tail lamp cover.



- 3 Disconnect the connector and replace the tail lamp LED.
- 4 To install, perform the procedure in reverse.



NOTICE

- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- When installing, lock the connectors securely.
- When installing, be careful not to pinch the connectors and harness.
- After replacement, be sure to confirm that it operates correctly and check the settings. (See "7-8-4 (4) LAMP TEST" on page 41.)

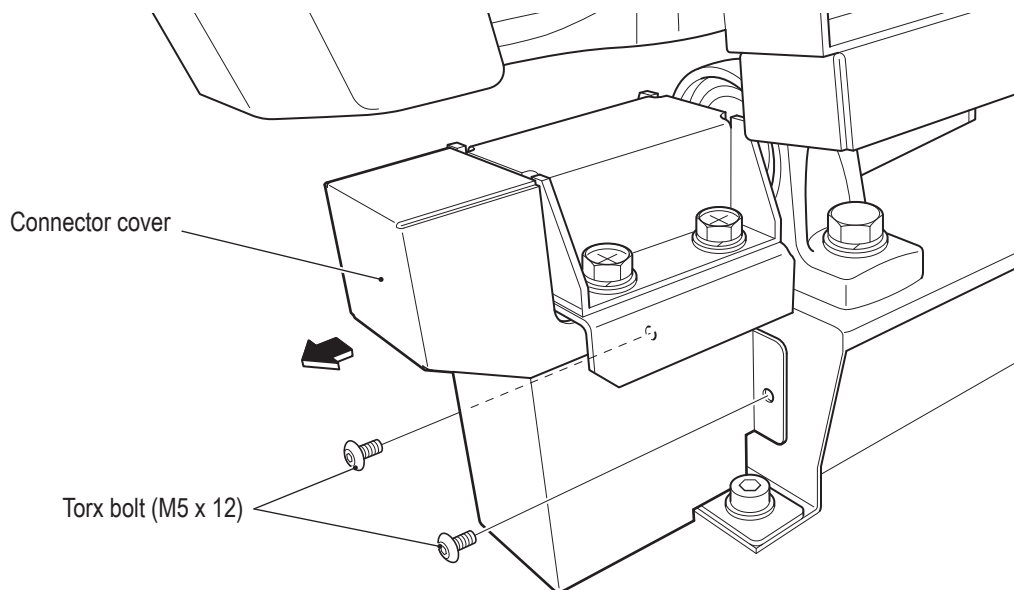
- Must be performed by a technician -

(3) Replacing the Bank Angle Potentiometer

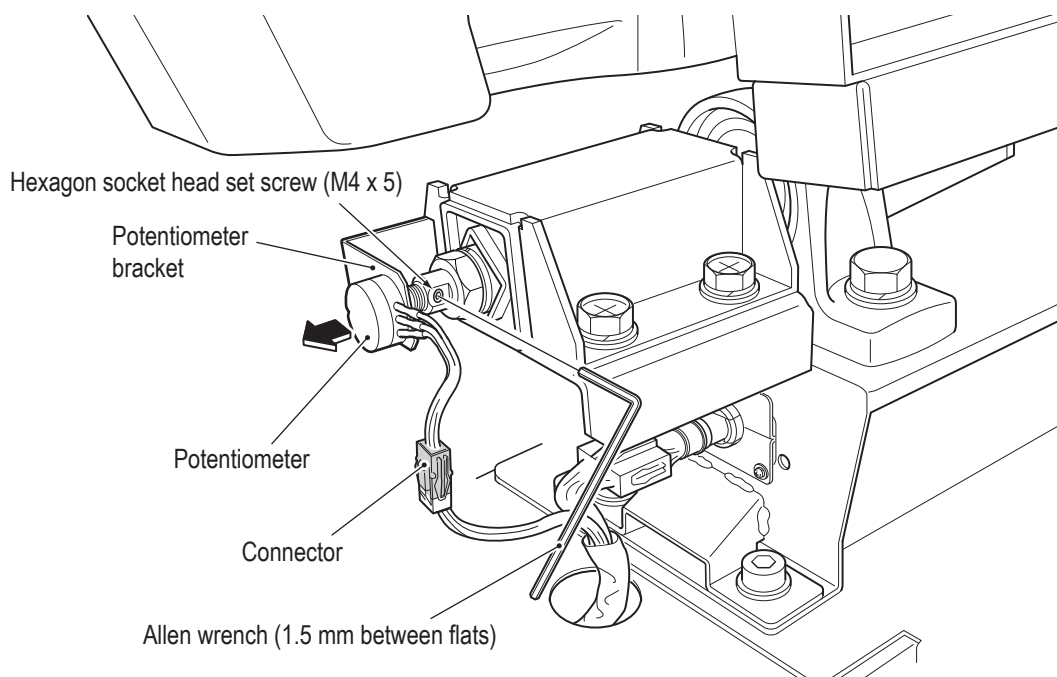
! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

- 1** Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Remove the engine covers (L) and (R). (See steps **1** to **5** of "8A-1 (1) Removing the Motorbike Assembly" on page 55.)
- 3** Remove the two torx bolts (M5 x 12) and slide the connector cover toward you to remove it.



- 4** Disconnect the connector, loosen the hexagon socket head set screw (M4 x 5) and remove the potentiometer together with the potentiometer bracket.



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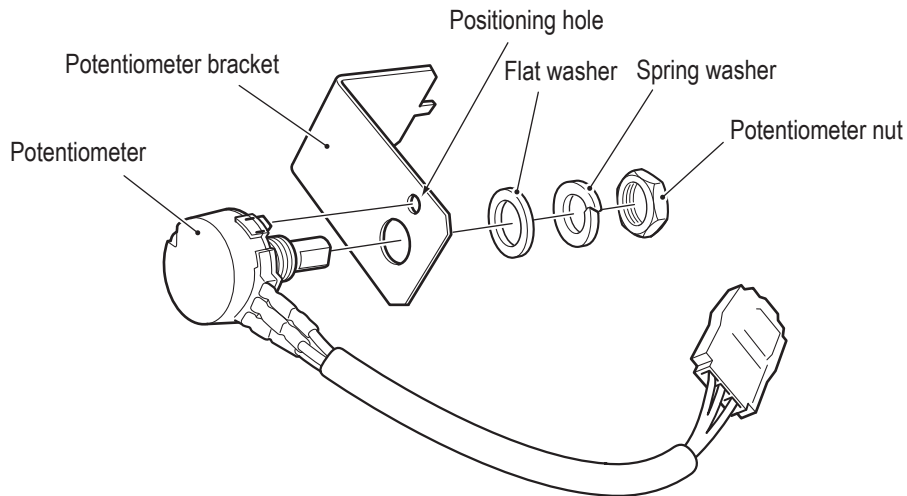
Service/Technician's Manual

Test Mode

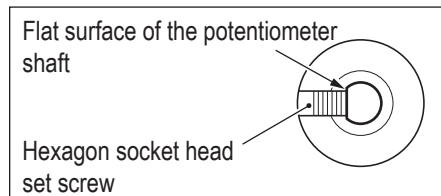
Troubleshooting

- Must be performed by a technician -

- 5** Remove the flat washer, spring washer and potentiometer nut, and remove the potentiometer from the potentiometer bracket.



- 6** Replace the potentiometer.
 Install the potentiometer so that the protrusion is aligned with the potentiometer positioning hole.
 When installing the potentiometer, align the flat surface of the potentiometer shaft with the position of the hexagon socket head set screw.



NOTICE

- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- When installing, lock the connectors securely.
- When installing, be careful not to pinch the connectors and harness.
- After replacement, be sure to initialize the potentiometer. (See "7-8-4 (2) I/F INITIALIZE" on page 38.)

- Must be performed by a technician -

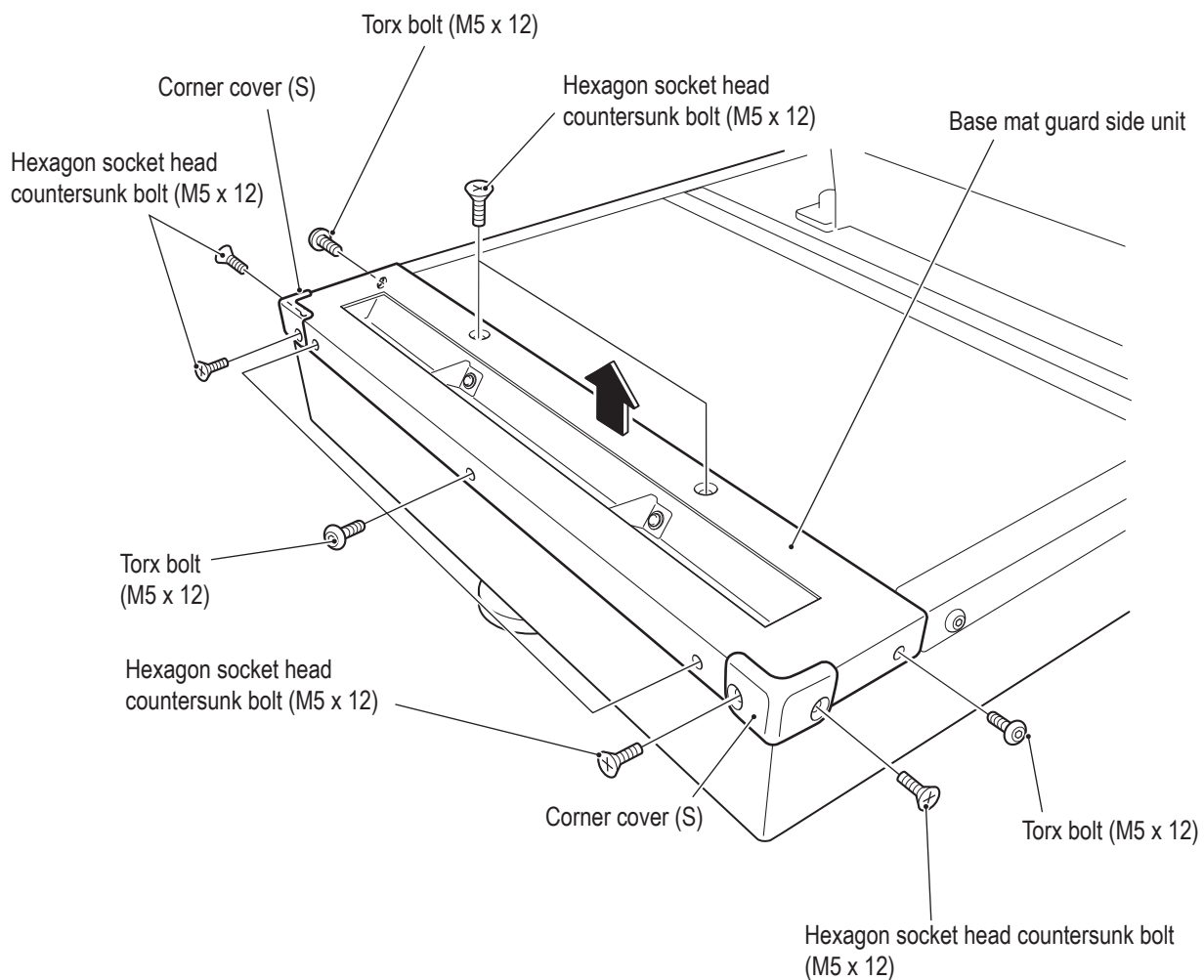
(4) Replacing the Base Frame LEDs

The description below explains how to replace the base frame LED on the (R) side. Follow the same procedure to replace the (L) side.

! WARNING

- To avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuitry, be sure to turn off the power switch before starting this task.

- 1** Turn off the power switch. (See "8A-5 Turning the Power Switch On" on page 74.)
- 2** Remove the five torx bolts (M5 x 12) and six hexagon socket head countersunk bolts (M5 x 12) and remove the base mat guard side unit and the two corner covers (S).



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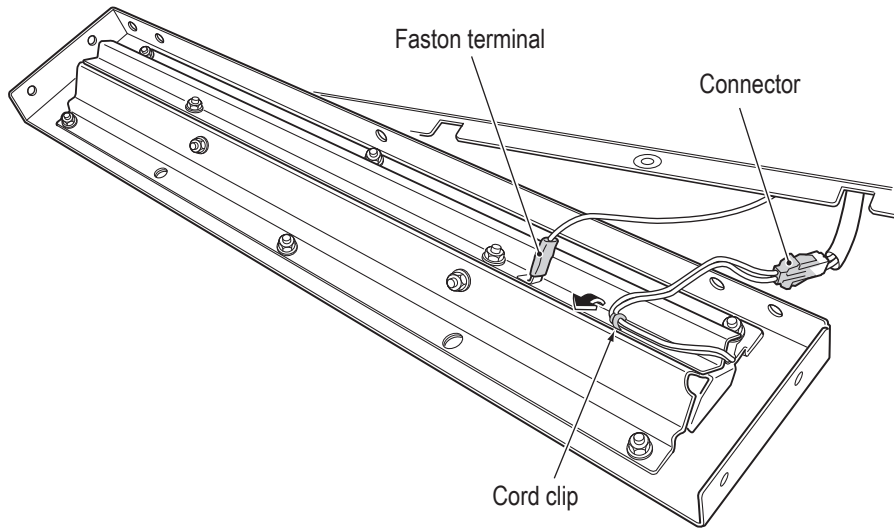
Service/Technician's Manual

Test Mode

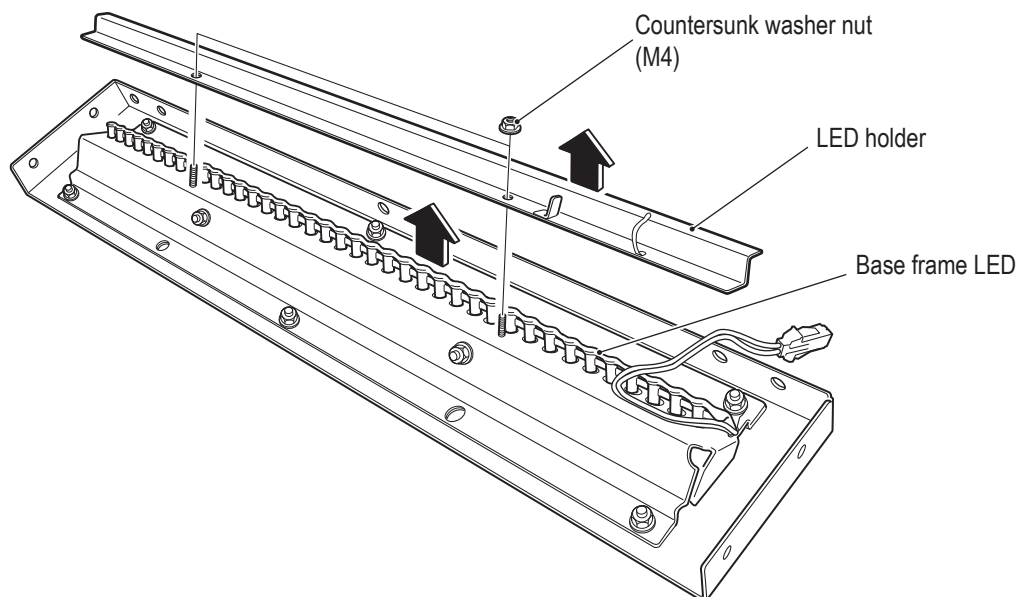
Troubleshooting

- Must be performed by a technician -

- 3** Turn over the base mat guard side unit and disconnect the Faston terminal and the connector.
- 4** Remove the harness from the cord clip.



- 5** Remove the two countersunk washer nuts (M4) and remove the LED holder.
- 6** Remove the base frame LED from the base mat guard side unit and replace it.



- 7** To install, perform the procedure in reverse.



- When connecting the connectors, check the connector alignments carefully to avoid damaging the electronic circuitry.
- When installing, be careful not to pinch the cable, and lock the connectors securely.
- After replacement, be sure to confirm that it operates correctly and check the settings.
(See "7-8-4 (4) LAMP TEST" on page 41.)

9. Disposal

WARNING

- When disposing of the machine, follow the applicable regulations for collection, transportation and disposal.
- When delegating the collection, transportation and disposal of the machine, be sure to delegate each operation to specialists in each field.

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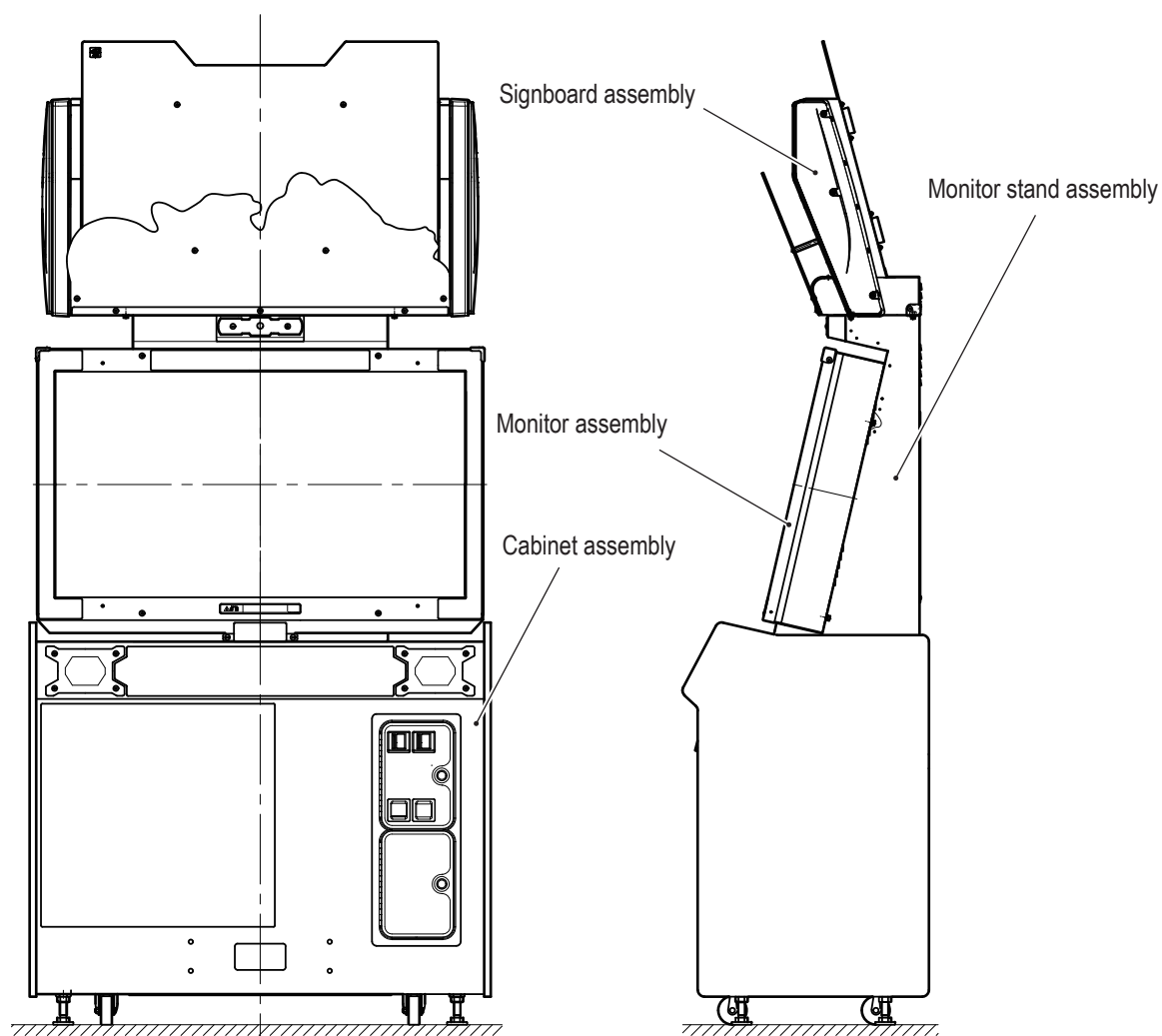
Disposal

Test Mode

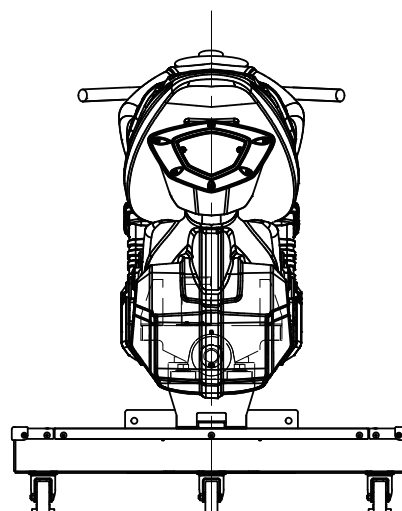
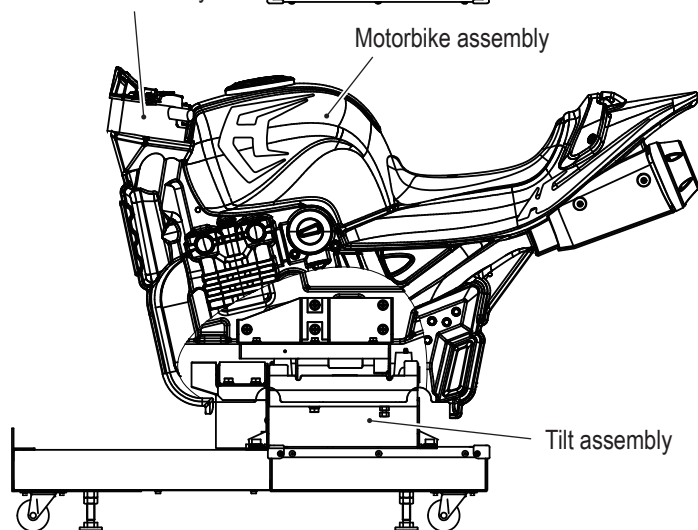
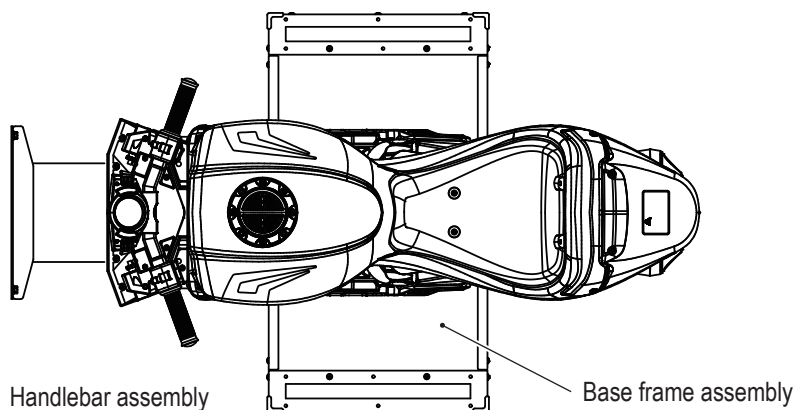
Troubleshooting

10. Parts List

10-1 Front Cabinet Assembly



10-2 Ride Assembly



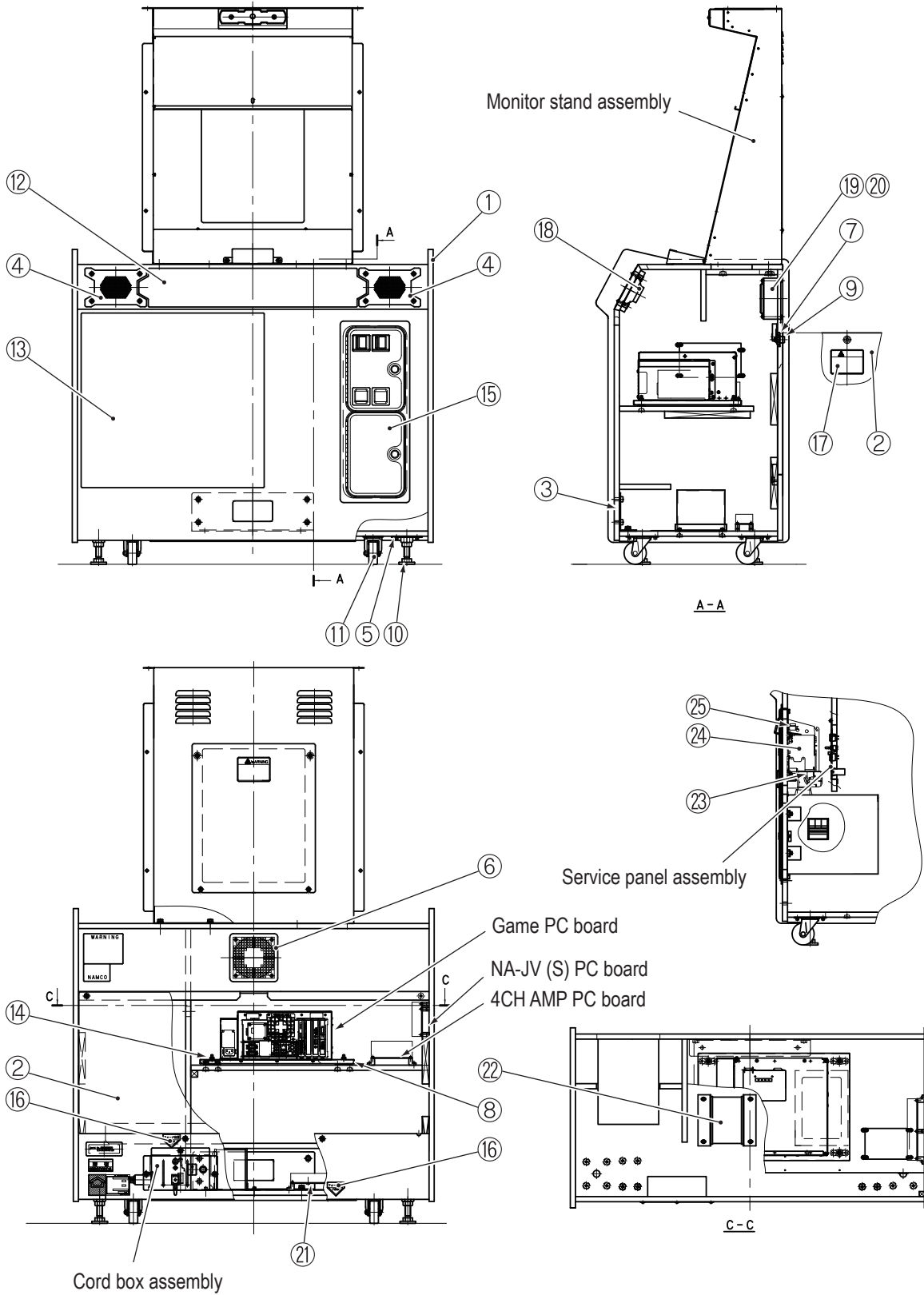
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Parts List

Test Mode

Troubleshooting

10-3 Cabinet Assembly



No.	Name	Qty.	Type and rating	Part No.
1	Cabinet	1		XDHR-N01-001
2	Back door	1		XDHR-N01-002
3	Base inter plate	1		XDHR-N01-003
4	Speaker cover plate	2		XDHR-N01-004
5	Adjuster furniture	4		XDHR-N01-005
6	Fan cover plate	1		XDHR-N01-006
7	Key washer	1		XDHR-N01-007
8	Rack base	1		XDHR-N01-008
9	Coin lock	1	HB25-01B	XDHR-N01-009
10	Level adjuster	4	D-B3 16X100	XDHR-102-171
11	Caster (swivel type)	4	412050S	XDHR-N01-010
12	Cabinet sticker A (EXP)	1		XDHR-732-988
13	Cabinet sticker B	1		XDHR-N01-011
14	Anti-vibration rubber	4	KB-20	XDHR-106-181
15	Over/under door	1	40-6000-12NM	XDHR-N01-012
16	Fork sticker	2		XDHR-N01-013
17	Warning sticker Service (B) P (EXP)	1		XDHR-461-663
18	Speaker	2	PS4-124A-HB ϕ 100 mm 4 Ω 20W	XDHR-N01-014
19	Fan	1	AFB1212SHE	XDHR-N01-015
20	Finger guard	1	8130-TR	XDHR-005-413
21	Switching regulator	1	80-0215-00	XDHR-N01-017
22	Transformer	1	B660-1328-GAF	XDHR-N01-018
23	Micro switch	2		XDHR-N01-019
24	Coin selector	2	42-3079-100	XDHR-N01-020
25	Lamp	2		XDHR-N01-021

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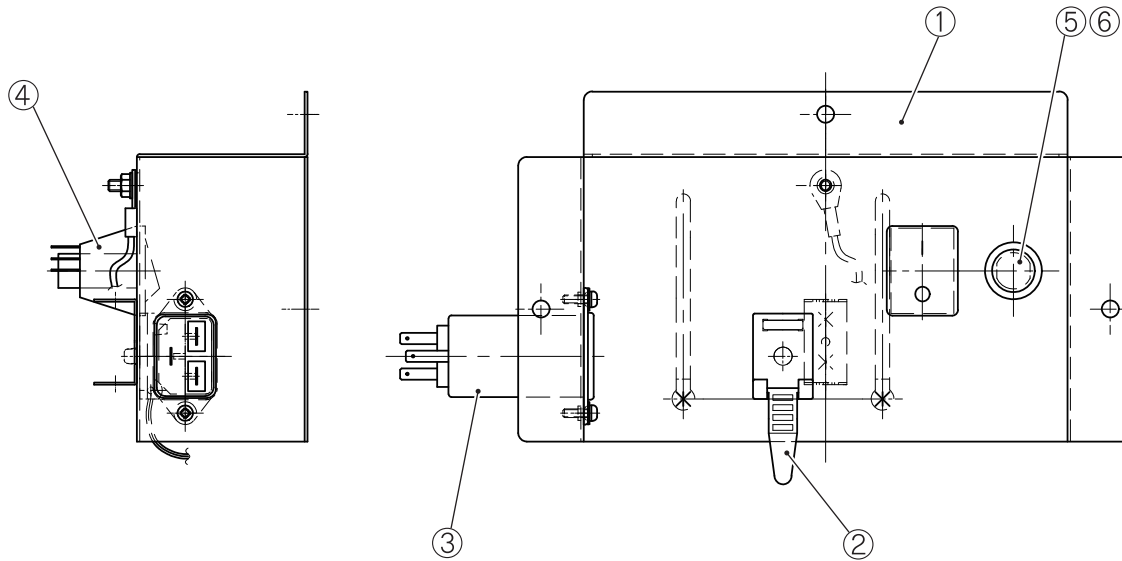
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Parts List

Test Mode

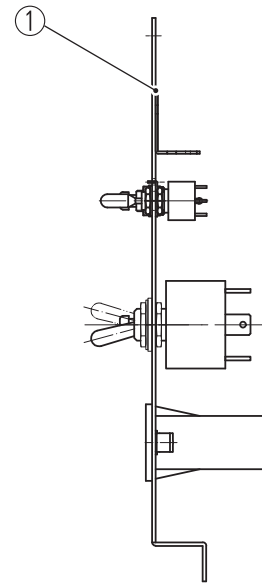
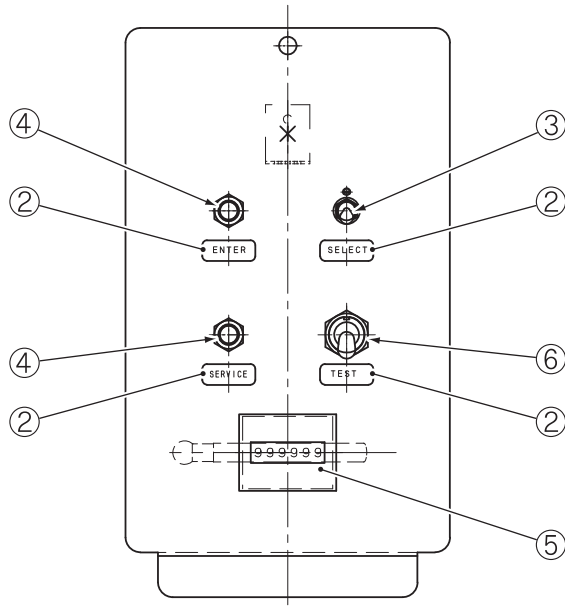
Troubleshooting

10-4 Cord Box Assembly



No.	Name	Qty.	Type and rating	Part No.
1	Cord box	1		XDHR-N01-022
2	TL clamp	1	TL-18S	XDHR-N01-023
3	Noise filter	1	10EJT1	XDHR-N01-024
4	Rocker switch	1	KCD4-201/C	XDHR-N01-025
5	Fuse holder	1	PTF/70	XDHR-N01-026
6	Fuse	1	AC 230 V: AC 250 V, 2A Slow blow AC 120 V: AC 250 V, 4A Slow blow	XDHR-N01-027

10-5 Service Panel Assembly

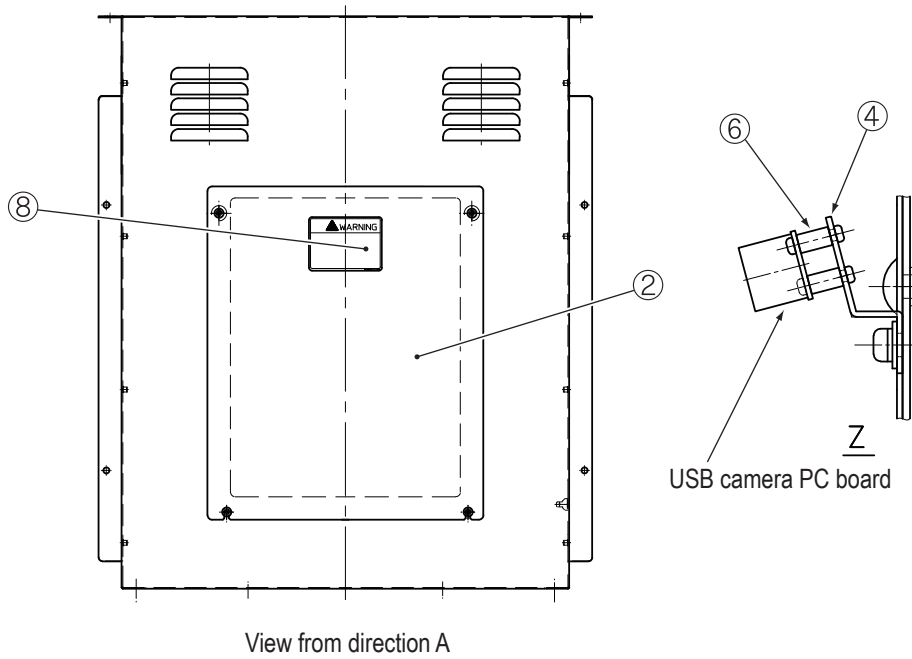
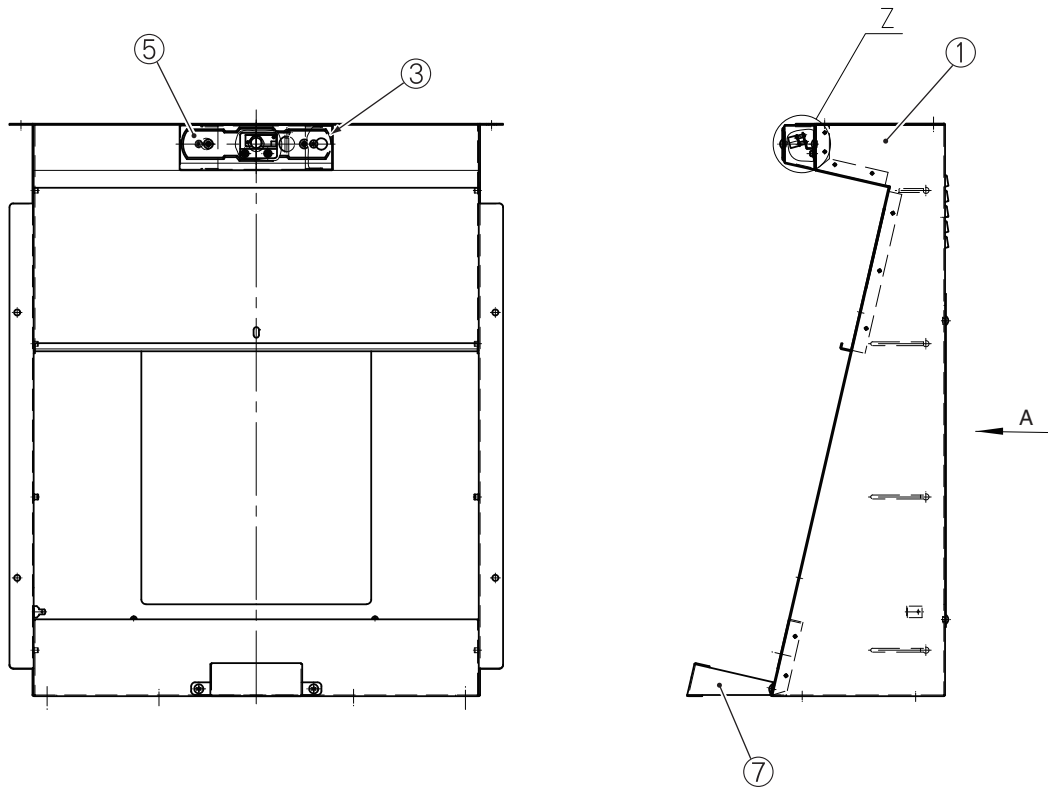


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- Parts List

No.	Name	Qty.	Type and rating	Part No.
1	Service panel	1		XDHR-N01-028
2	Service panel sticker	1		XDHR-N01-029
3	Toggle switch	1	MTS-123	XDHR-N01-030
4	Push button	2	PBS-10B	XDHR-N01-031
5	Coin counter	1	FX-06PD52	XDHR-N01-032
6	Toggle switch	1	KN3(B)-2-202AAP	XDHR-N01-033

- Test Mode
- Troubleshooting

10-6 Monitor Stand Assembly



No.	Name	Qty.	Type and rating	Part No.
1	Monitor stand base	1		XDHR-N01-034
2	Monitor stand access plate	1		XDHR-N01-035
3	Camera box	1		XDHR-N01-036
4	Camera bracket	1		XDHR-N01-037
5	Lens cover plate	1		XDHR-N01-038
6	Spacer	2	2MP-7	XDHR-N01-039
7	Monitor supporter	1		XDHR-N01-040
8	Warning sticker Service (B) P (EXP)	1		XDHR-461-663

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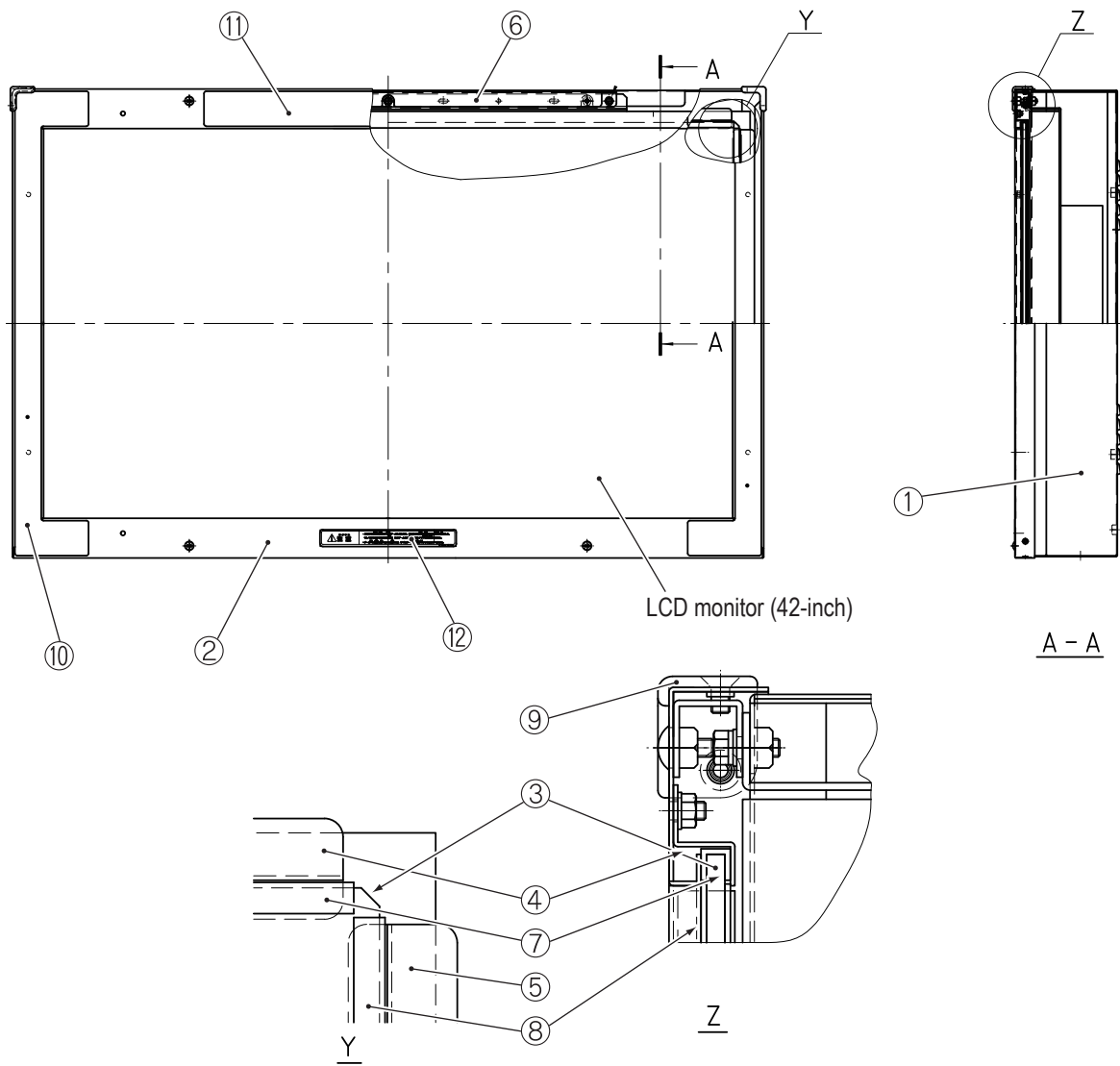
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Parts List

Test Mode

Troubleshooting

10-7 Monitor Assembly



No.	Name	Qty.	Type and rating	Part No.
1	Monitor back	1		XDHR-N01-041
2	Monitor frame	1		XDHR-N01-042
3	Glass	1		XDHR-N01-043
4	Glass support top/bottom	2		XDHR-N01-044
5	Glass support left/right	2		XDHR-N01-045
6	Monitor mount bracket	2		XDHR-N01-046
7	Rubber groove top/bottom	2		XDHR-N01-047
8	Rubber groove left/right	2		XDHR-N01-048
9	Corner cover (S)	2		XDHR-450-416
10	Monitor sticker A	2		XDHR-N01-049
11	Monitor sticker B	1		XDHR-N01-050
12	Caution sticker Hypersensitivity to Light (H) EXP	1		XDHR-461-512

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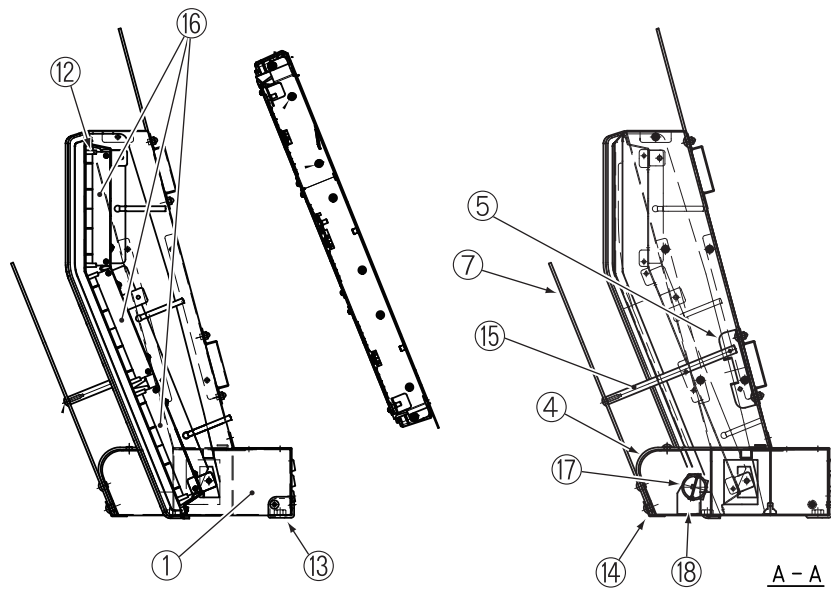
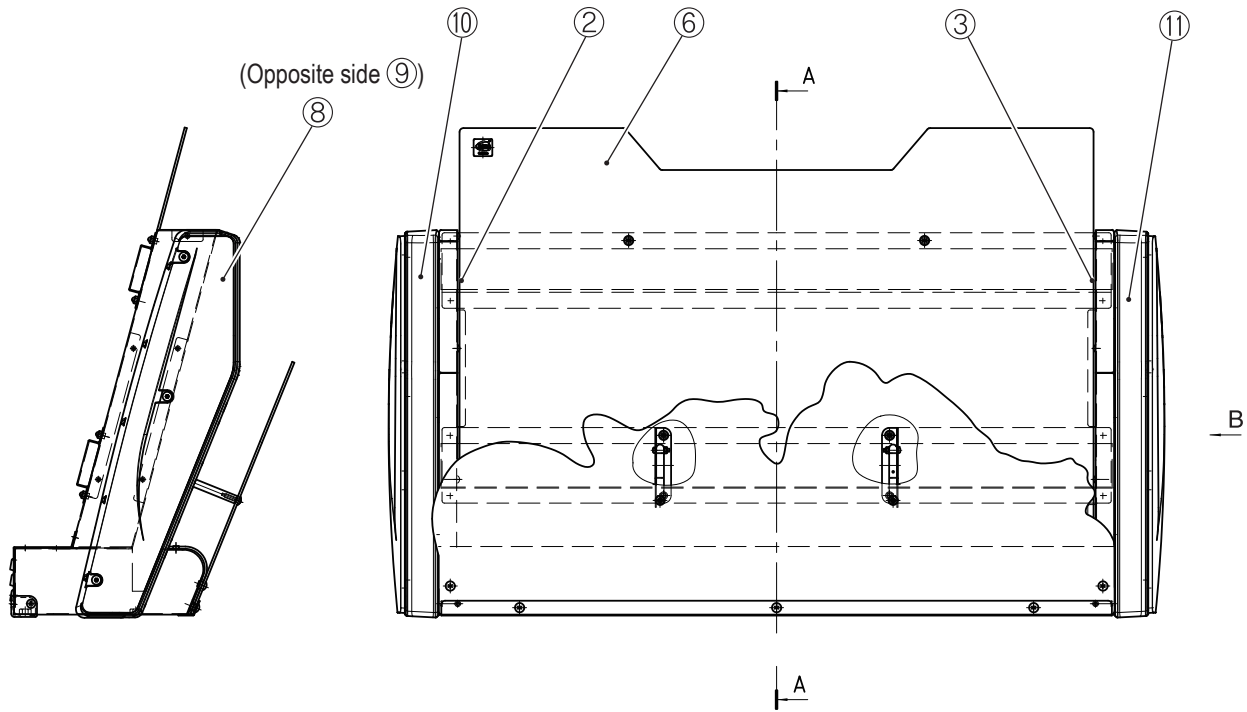
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Parts List

Test Mode

Troubleshooting

10-8 Signboard Assembly



View from direction B

No.	Name	Qty.	Type and rating	Part No.
1	Mark base	1		XDHR-N01-051
2	Side cover L	1		XDHR-N01-052
3	Side cover R	1		XDHR-N01-053
4	FL cover plate	1		XDHR-N01-054
5	POP bracket bottom	2		XDHR-N01-055
6	Back board	1		XDHR-N01-056
7	Motorbike signboard A	1		XDHR-N01-057
8	Signboard side cover L	1		XDHR-729-347
9	Signboard side cover R	1		XDHR-729-348
10	LED cover L	1		XDHR-729-349
11	LED cover R	1		XDHR-729-350
12	LED reflector	6		XDHR-729-351
13	Corner cover (S)	2		XDHR-450-416
14	Corner supporter	1		XDHR-N01-058
15	Support rod	2		XDHR-N01-059
16	LED module	6	LMRGB12-9-14622-C	XDHR-002-617
17	LED light tube	1	CC-T8-60-9W-2835(6500K)	XDHR-N01-060
18	LED light tube socket	2		XDHR-N01-061

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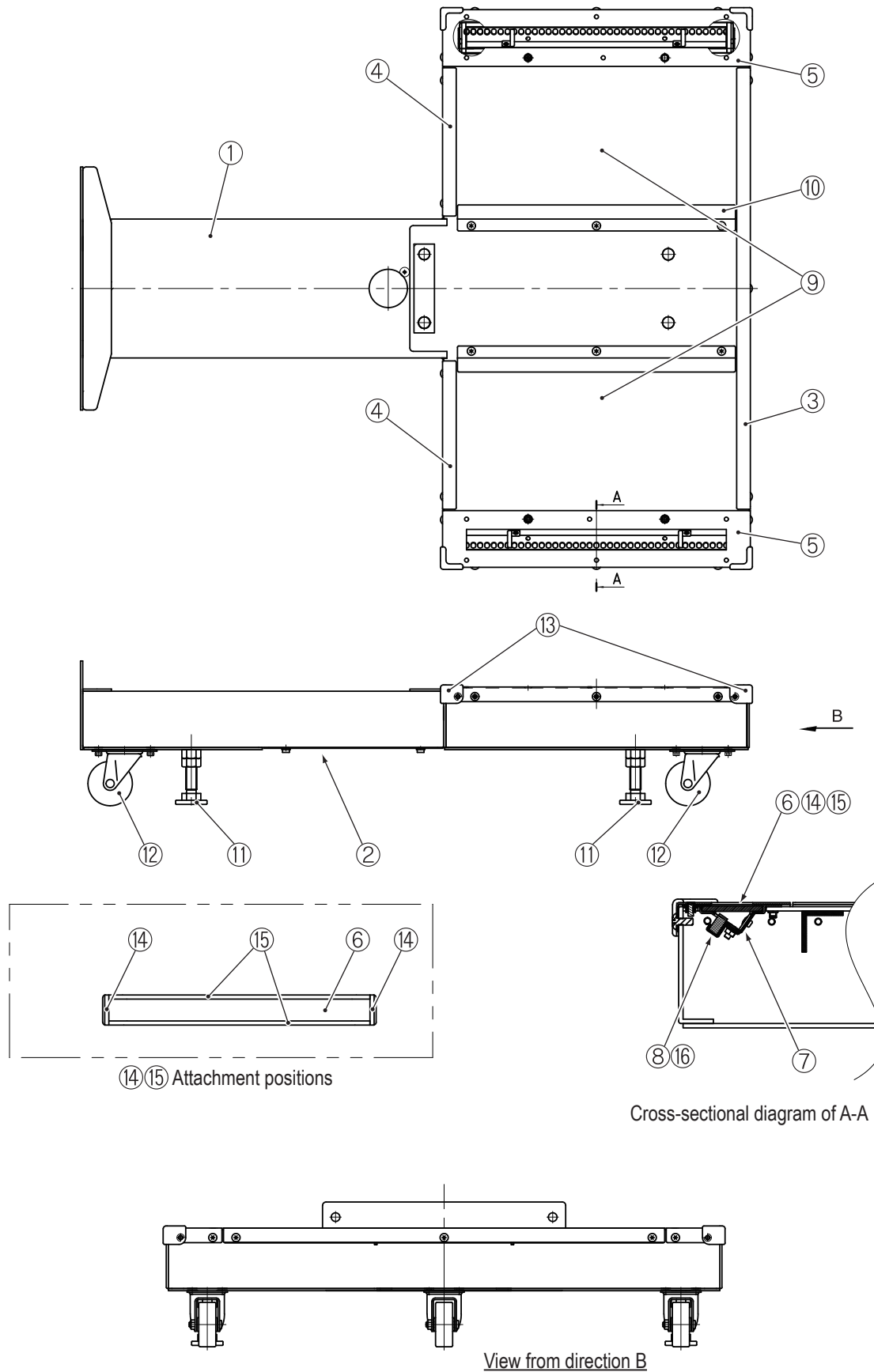
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Parts List

Test Mode

Troubleshooting

10-9 Base Frame Assembly



No.	Name	Qty.	Type and rating	Part No.
1	Base frame	1		XDHR-N01-062
2	Base service plate	1		XDHR-N01-063
3	Base mat guard back unit	1		XDHR-N01-064
4	Base mat guard front unit	2		XDHR-N01-065
5	Base mat guard side unit	2		XDHR-N01-066
6	Reflector acrylic plate	2		XDHR-N01-067
7	Base reflector	2		XDHR-N01-068
8	LED holder	2		XDHR-N01-069
9	Base mat	2		XDHR-N01-070
10	Base mat guard offset	2		XDHR-N01-071
11	Adjuster bolt	3	D-B3 16X100	XDHR-102-171
12	Caster (swivel type)	3	412050S	XDHR-N01-072
13	Corner cover (S)	4		XDHR-450-416
14	EPT sealer (S)	4	L=44 mm	XDHR-N01-073
15	EPT sealer (L)	4	L=382 mm	XDHR-N01-074
16	Base frame LED	2	LED silicon tube blue 39	XDHR-N01-075

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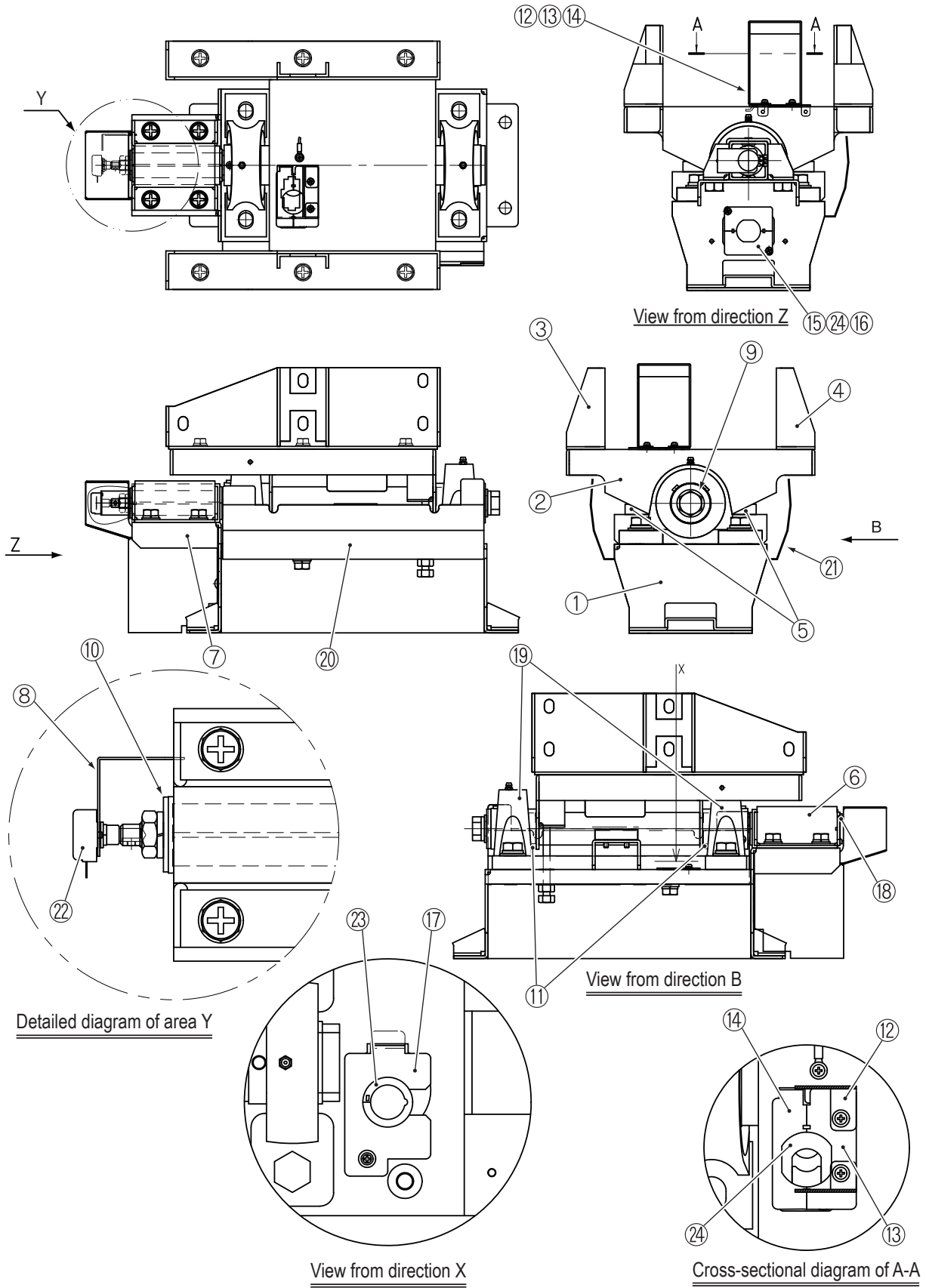
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Parts List

Test Mode

Troubleshooting

10-10 Tilt Assembly



No.	Name	Qty.	Type and rating	Part No.
1	Stopper base	1		XDHR-N01-076
2	Motorbike base	1		XDHR-N01-077
3	Motorbike base side (L)	1		XDHR-N01-078
4	Motorbike base side (R)	1		XDHR-N01-079
5	Stopper rubber	2		XDHR-N01-080
6	ROSTA (rubber spring) bracket	1		XDHR-N01-081
7	Connector cover	1		XDHR-N01-082
8	Potentiometer bracket	1		XDHR-N01-083
9	Washer (A)	1		XDHR-N01-084
10	Washer (B)	1		XDHR-N01-085
11	Washer (C)	2		XDHR-N01-086
12	Clamp bracket	1		XDHR-N01-087
13	Cord bush bracket (A)	1		XDHR-N01-088
14	Cord bush bracket (B)	1		XDHR-N01-089
15	Cord bush bracket (C)	1		XDHR-N01-090
16	Cord bush bracket (D)	1		XDHR-N01-091
17	Lock bush bracket	1		XDHR-N01-092
18	Rubber spring	1	ROSTA (rubber spring) DR-S27X100	XDHR-106-200
19	Pillow unit	2	UCP207H	XDHR-261-261
20	Foot guard (L)	1		XDHR-N01-093
21	Foot guard (R)	1		XDHR-N01-094
22	Potentiometer	1	RVQ24YN04-06 20F B102	XDHR-008-079
23	Open lock bush	1	OLBT-26	XDHR-N01-095
24	Strain relief bushing	2	SB10R2-7	XDHR-N01-096

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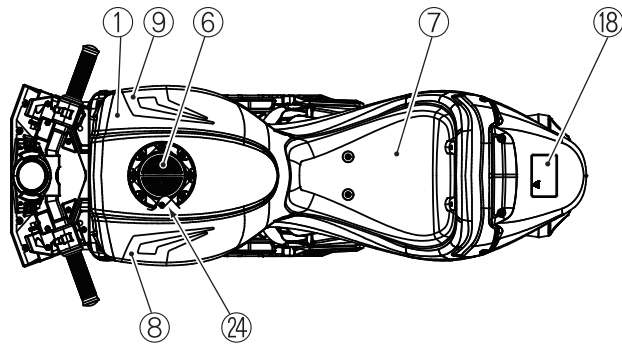
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Parts List

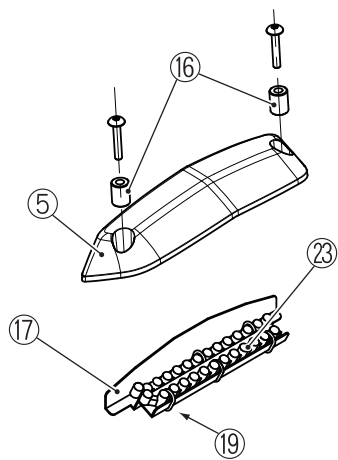
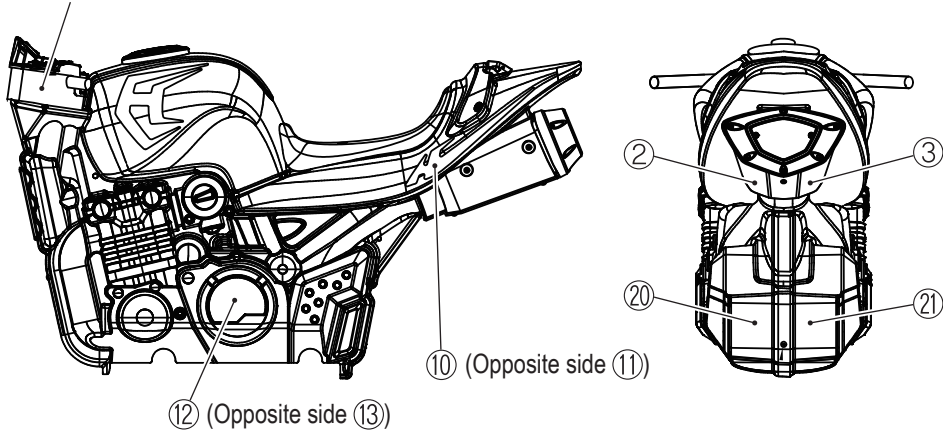
Test Mode

Troubleshooting

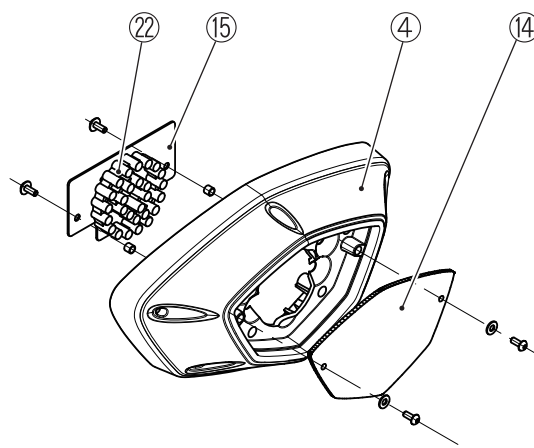
10-11 Motorbike Assembly



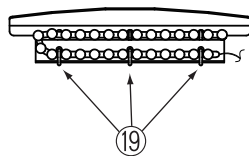
Handlebar assembly



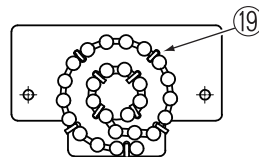
Tail lamp unit



Muffler end unit



LED attachment position [tail lamp]



LED attachment position [muffler bracket]

No.	Name	Qty.	Type and rating	Part No.
1	Motorbike main unit	1		XDHR-N01-097
2	Muffler cover L	1		XDHR-N01-098
3	Muffler cover R	1		XDHR-N01-099
4	Muffler end	1		XDHR-732-975
5	Tail lamp cover	1		XDHR-722-888
6	Gas tank cap	1		XDHR-722-889
7	Seat	1		XDHR-N01-100
8	Gas tank sticker L	1		XDHR-N01-101
9	Gas tank sticker R	1		XDHR-N01-102
10	Cowl sticker L	1		XDHR-N01-103
11	Cowl sticker R	1		XDHR-N01-104
12	Engine sticker L	1		XDHR-N01-105
13	Engine sticker R	1		XDHR-N01-106
14	End cover	1		XDHR-N01-107
15	Muffler end bracket	1		XDHR-N01-108
16	Tail lamp cover spacer	2		XDHR-N01-109
17	Tail lamp bracket	1		XDHR-N01-110
18	Caution sticker One Rider Only (EXP)	1		XDHR-461-782
19	Wrap tie	14		XDHR-N01-111
20	Engine cover L	1		XDHR-N01-112
21	Engine cover R	1		XDHR-N01-113
22	LED module	1	LED silicon tube blue 27	XDHR-N01-114
23	LED module	1	LED silicon tube blue 27	XDHR-N01-115
24	Speaker	1	PS4-124A-HB φ100 mm 4Ω 20W	XDHR-N01-116

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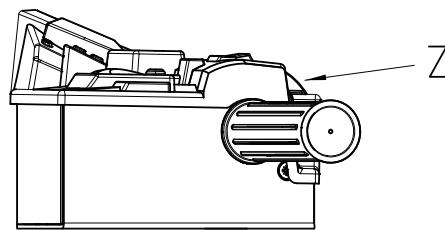
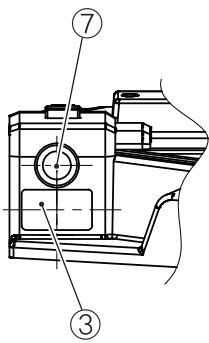
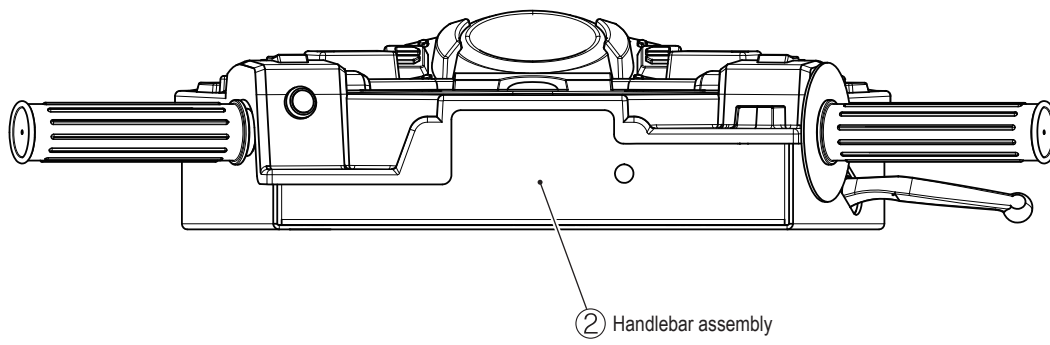
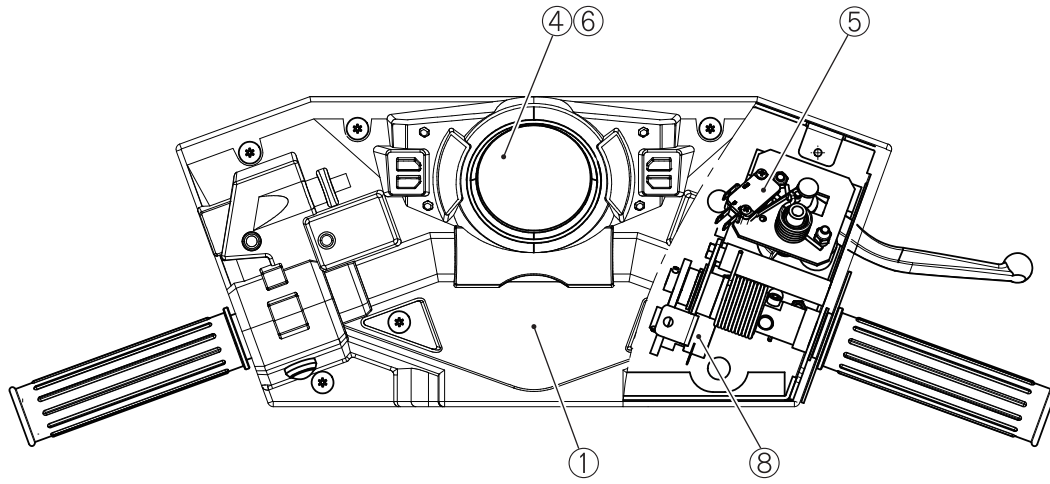
11

Parts List

Test Mode

Troubleshooting

10-12 Handlebar Assembly



Z (3) Attachment position

No.	Name	Qty.	Type and rating	Part No.
1	Handlebar cover	1		XDHR-N01-117
2	Handlebar assembly	1	50-2663-20S	XDHR-N01-118
3	View Change sticker	1		XDHR-N01-119
4	Illuminated push button switch	1	75-L012-600	XDHR-N01-120
5	Brake switch	1	42-7087-00	XDHR-N01-121
6	LED lamp	1	91-10WB-123W	XDHR-N01-122
7	View Change button	1	48-1RRNRDB	XDHR-N01-123
8	Potentiometer	1	RVQ24YN04-06 20F B102	XDHR-008-079

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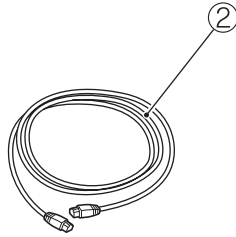
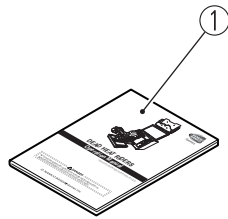
11

Parts List

Test Mode

Troubleshooting

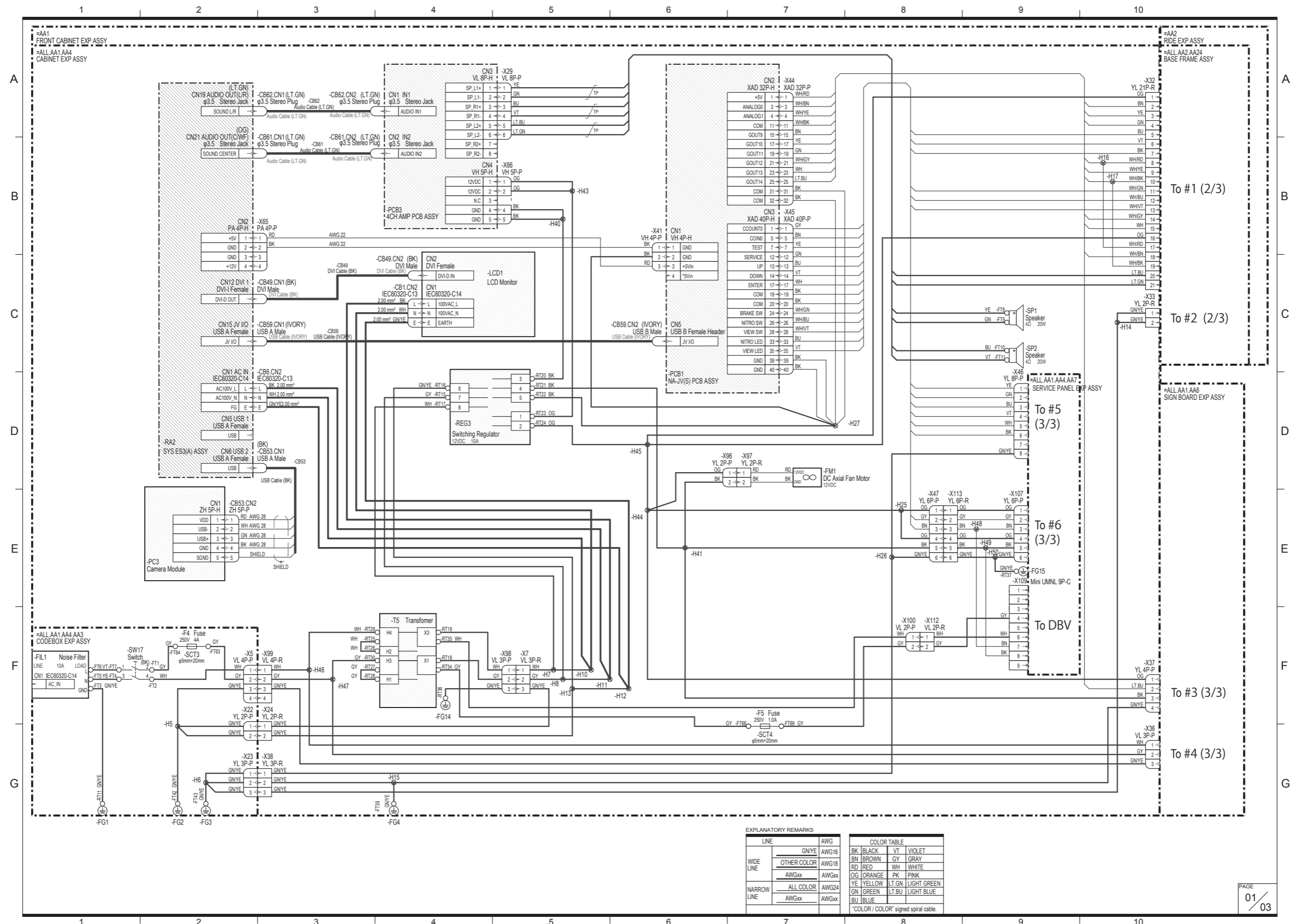
10-13 Other Repair Parts



No.	Name	Qty.	Type and rating	Part No.
1	Operation Manual	1		XDHR-N01-124
2	LAN cable	1	CAT5S-S-L5000	XDHR-N01-125

11. Wiring Diagrams

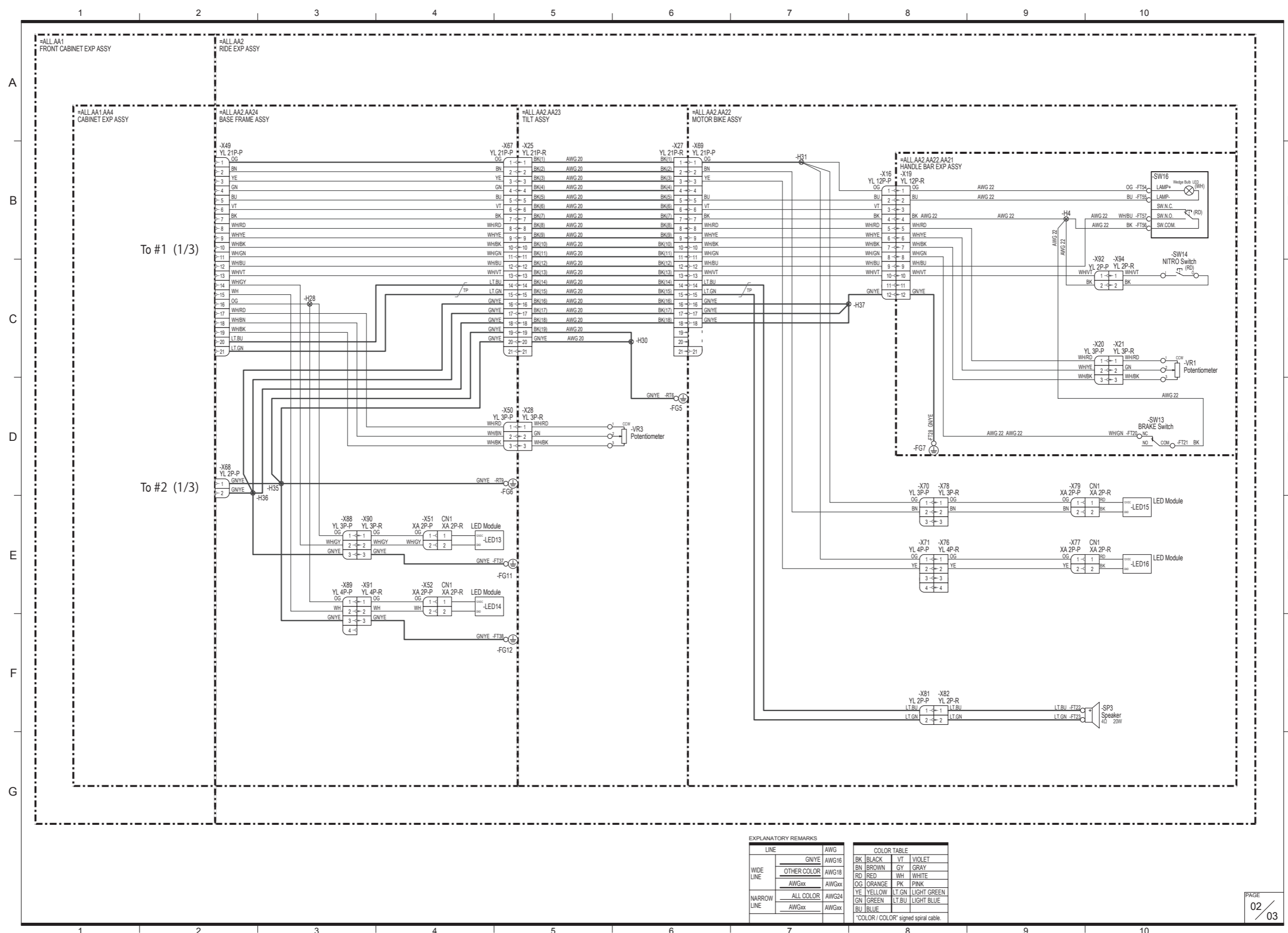
11-1 Overall Wiring Diagram (120 V) 1/3



- 1
 - 2
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 - 8A
 - 8B
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 - 10
 - 11
- Wiring Diagrams

- Test Mode
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11-2 Overall Wiring Diagram (120 V) 2/3



EXPLANATORY REMARKS

LINE	AWG	COLOR TABLE
WIDE LINE	GNVE AWG16	BK BLACK VT VIOLET
	OTHER COLOR AWG18	BN BROWN GY GRAY
	AWGxx AWGxx	RD RED WH WHITE
NARROW LINE	ALL COLOR AWG24	OG ORANGE PK PINK
	AWGxx AWGxx	YE YELLOW LTGN LIGHT GREEN
		GN GREEN LTBU LIGHT BLUE
		BU BLUE

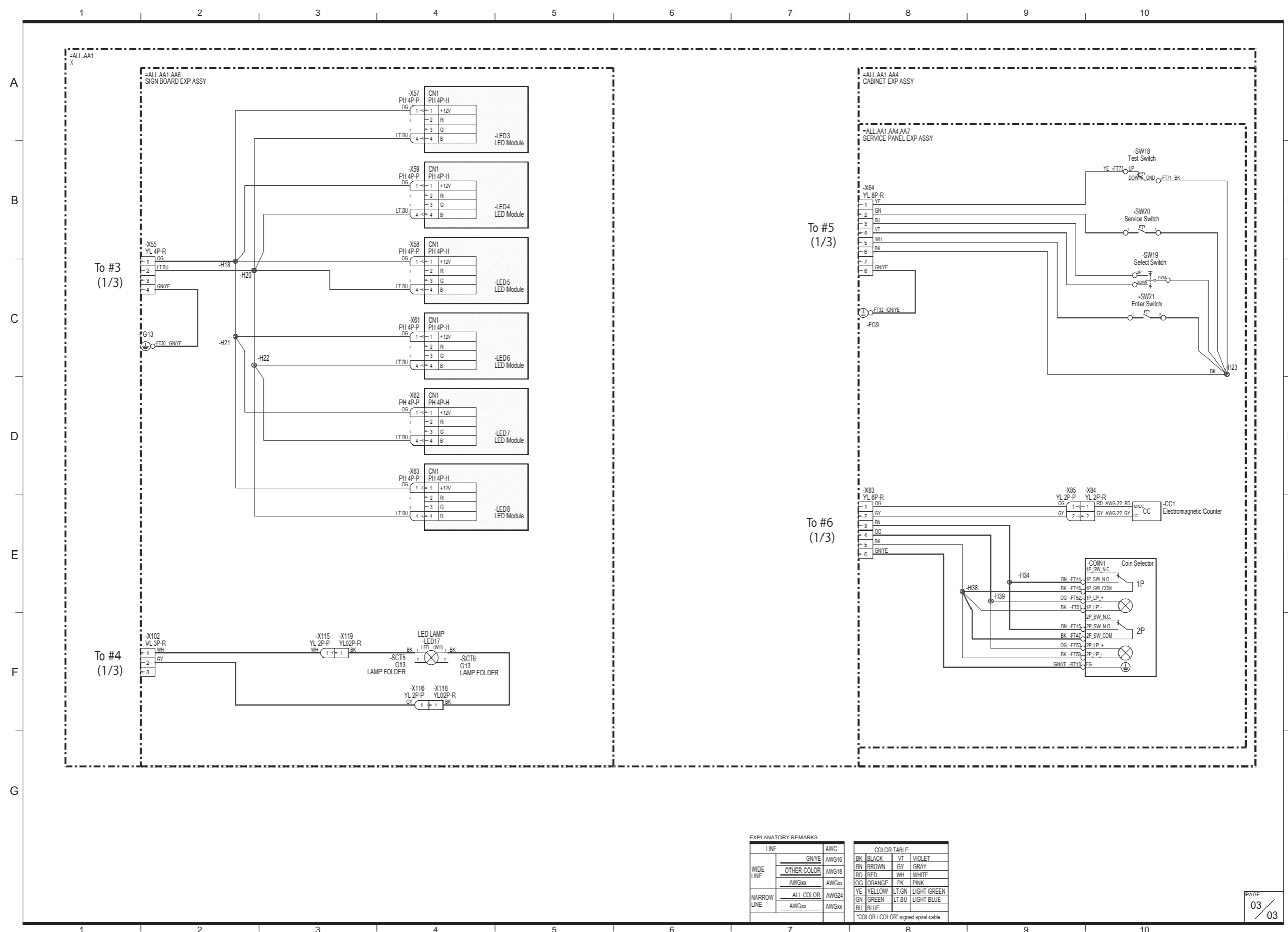
COLOR / COLOR signed spiral cable.

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- 8A
- 8B
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Wiring Diagrams

Test Mode
Troubleshooting

11-3 Overall Wiring Diagram (120 V) 3/3



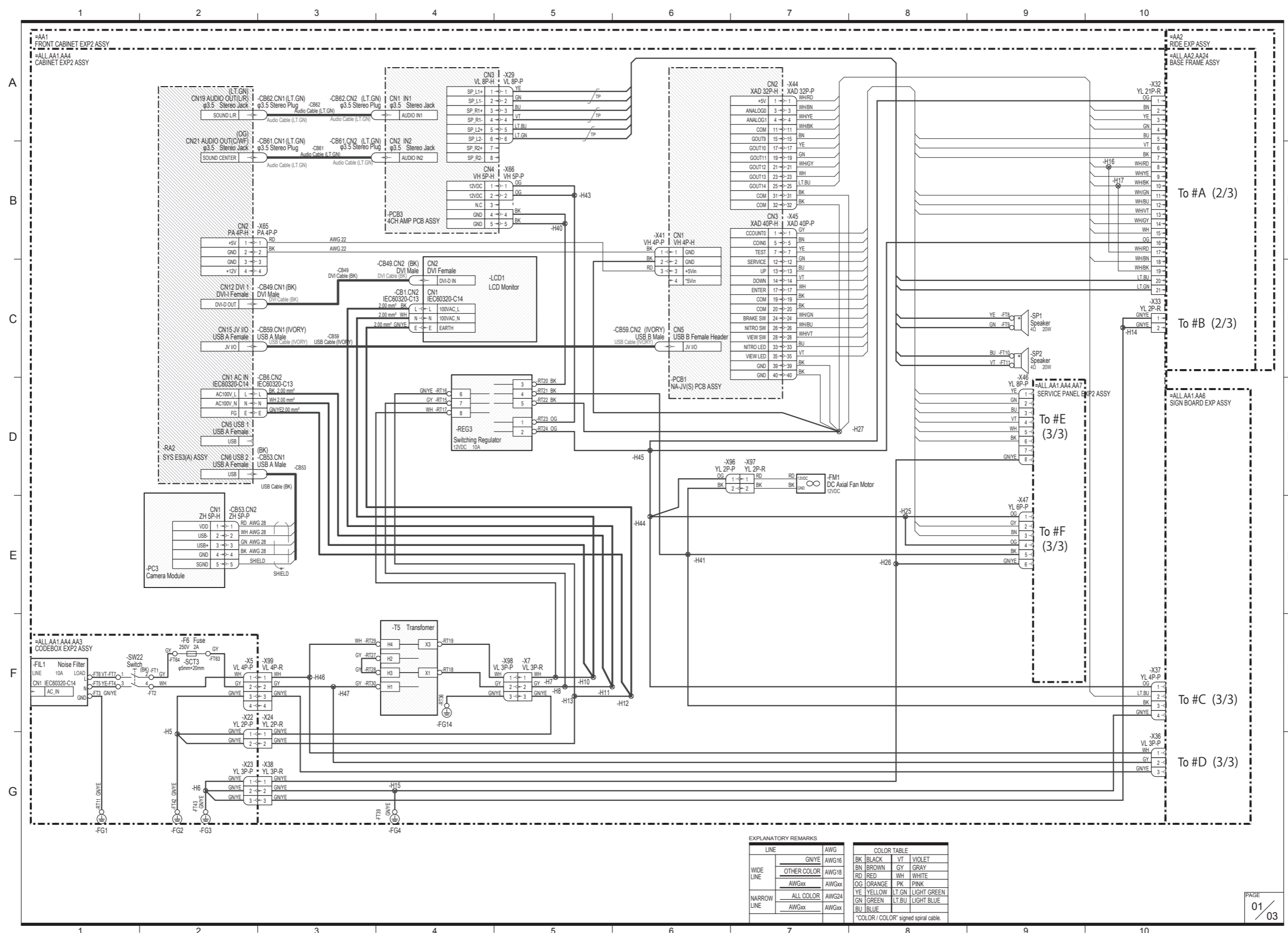
EXPLANATORY REMARKS

LINE	AWG	COLOR TABLE
WIDE LINE	AWG16	BK BLACK VT VIOLET
	AWG18	BN BROWN GY GRAY
	AWGxx	RD RED WH WHITE
	AWGxx	OG ORANGE PK PINK
NARROW LINE	AWG24	YE YELLOW LT GN LIGHT GREEN
	AWGxx	GN GREEN LT BU LIGHT BLUE
	AWGxx	BU BLUE
*COLOR / COLOR' signed spiral cable.		

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 - 3
 - 4
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 - 6
 - 7
 - 8A
 - 8B
 - 9
 - 10
 - 11
- Wiring Diagrams

- Test Mode
- Troubleshooting

11-4 Overall Wiring Diagram (230 V) 1/3

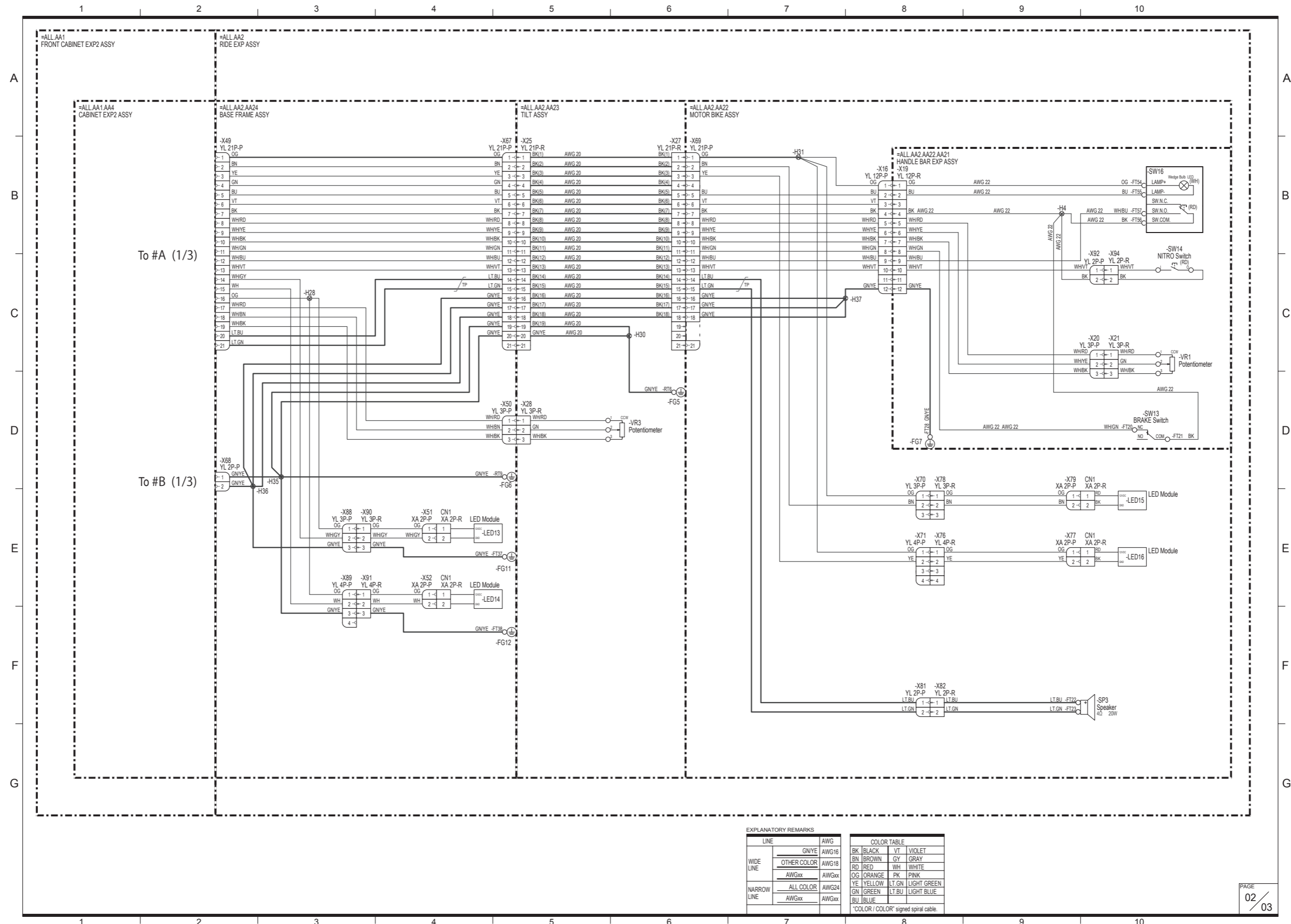


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- 8A
- 8B
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- 10
- 11

Wiring Diagrams

Test Mode
Troubleshooting

11-5 Overall Wiring Diagram (230 V) 2/3



EXPLANATORY REMARKS

LINE	AWG	COLOR TABLE
WIDE LINE	GNYE AWG16	BK BLACK VT VIOLET
	OTHER COLOR AWG18	BN BROWN GY GRAY
	AWGxx AWGxx	RD RED WH WHITE
NARROW LINE	ALL COLOR AWG24	OG ORANGE PK PINK
	AWGxx AWGxx	YE YELLOW LT.GN LIGHT GREEN
		GN GREEN LT.BU LIGHT BLUE
		BU BLUE

*COLOR / COLOR' signed spiral cable.

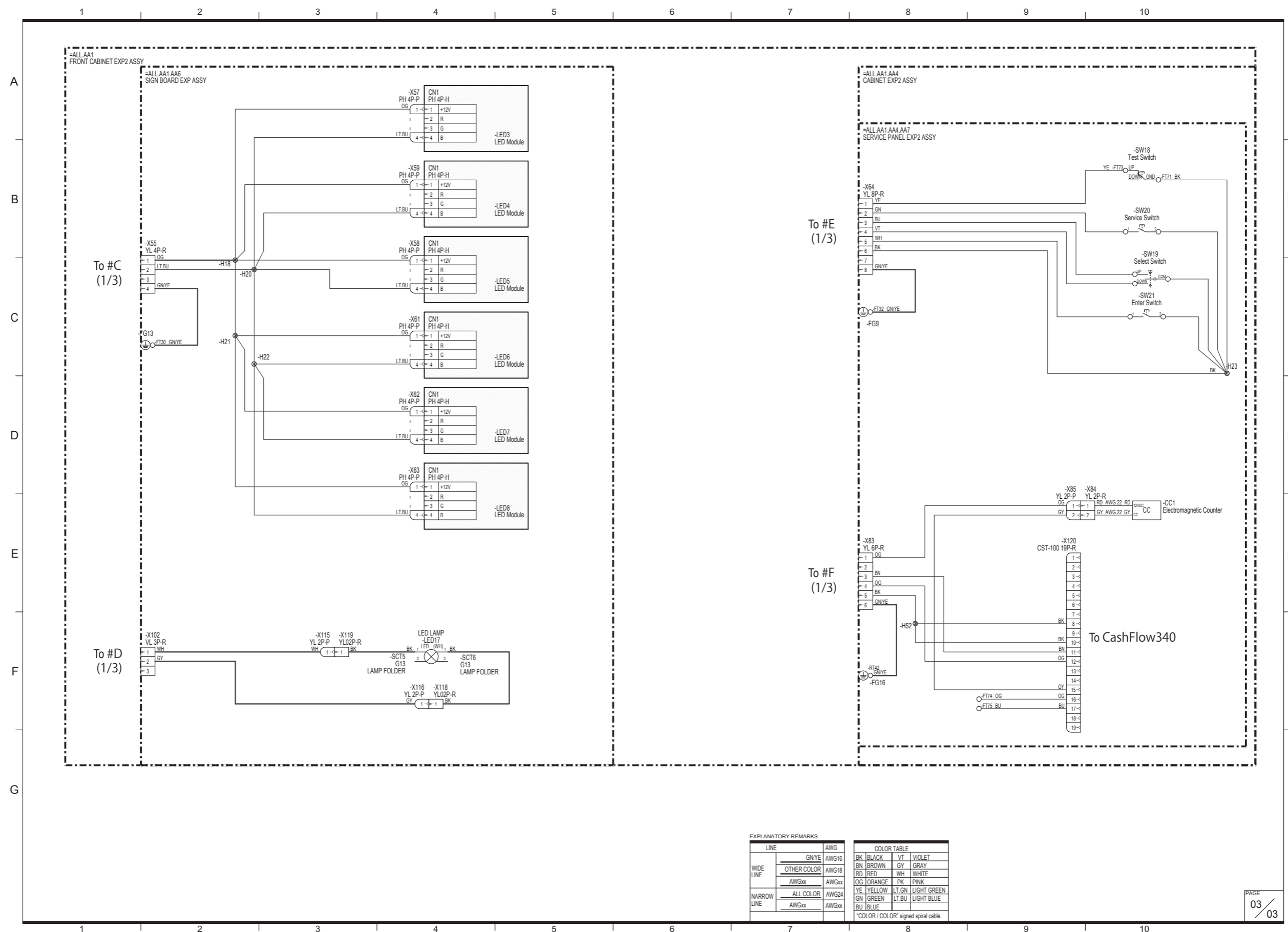
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- 5
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- 7
- 8A
- 8B
- 9
- 10
- 11

Wiring Diagrams

Test Mode

Troubleshooting

11-6 Overall Wiring Diagram (230 V) 3/3



EXPLANATORY REMARKS

LINE	AWG	COLOR TABLE
WIDE LINE	GNVE	AWG16 BK BLACK VT VIOLET
	OTHER COLOR	AWG18 BN BROWN GY GRAY
NARROW LINE	AWGxx	AWGxx RD RED WH WHITE
	ALL COLOR	AWG24 OG ORANGE PK PINK
	AWGxx	AWGxx YE YELLOW LT GN LIGHT GREEN
		AWGxx GN GREEN LT BU LIGHT BLUE
		BU BLUE

*COLOR / COLOR' signed spiral cable.

- 1
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 - 6
 - 7
 - 8A
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- Wiring Diagrams

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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Version 3.1, 31 March 2009

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