

SEGA®



SERVICE MANUAL



SEGA®

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- Before using this product, read this MANUAL carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it available nearby the product or elsewhere convenient for referring to it anytime when necessary.

SEGA CORPORATION

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

To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual close to the product or in a convenient place for future reference.

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



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



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



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

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



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



Indicates a "Protective Earth Terminal." Before operating the equipment, be sure to connect it to the Ground.
(The step may be omitted for products in which a power cord with earth is used.)

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

- **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**

The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.

SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.

- **Ensure that the product meets the requirements of appropriate Electrical Specifications.**

Before installing the product, check for Electrical Specifications. SEGA products have a nameplate on which Electrical Specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any Electrical Specifications different from the designated Specifications can cause a fire and an electric shock.

- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**

To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.

- **When handling the monitor, be very careful. (Applies only to the product with a monitor.)**

Some of the monitor (TV) parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.

- **Be sure to adjust the monitor/projector properly. (Applies only to the product with a monitor/projector.)**

Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor/projector not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.

- **When transporting or reselling this product, be sure to attach this manual to the product.**

In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.

**Descriptions herein contained may be subject to improvement changes without notice.*

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

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

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

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

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

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INTRODUCTION OF THE SERVICE MANUAL

This manual provides information concerning the software operation of the product **DERBY OWNERS CLUB WORLD EDITION** (hereafter referred to as "DOC WE".)

The manual is intended for the use of owners, administrators, and operators of this product. Please read this manual and the Naomi Service Manual (No. 420-6455-01) thoroughly to fully understand their contents before operating the product.

This product employs a Naomi Game Board. The Naomi Game Board system is designed to allow other games to be operated by exchanging the installed ROM Board Case. For this reason, the system's test mode is comprised of an automatic self-test for devices that employ the same Naomi Game Board standard, a system test mode for item such as coin settings, and a game test mode to test input and output for each product's particular operation device and to set the level of difficulty.

This manual explains settings particular to the system test mode of this product. For more information about the system test mode, please consult the Naomi Service Manual. For details concerning mechanical and hardware maintenance, please read the DOC WE Owner's Manual (No. 420-6679).

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

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



IMPORTANT

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

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DEFINITION OF LOCATION'S MAINTENANCE MAN AND SERVICEMAN



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

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

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

"Location's Maintenance Man" :

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

Activities of Location's Maintenance Man :

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

Serviceman :

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

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

Serviceman's Activities :

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

1. GAME INFORMATION

The following explanation describes the normal functions of this product. Any number of problems may arise from actions other than those described below. If a problem arises, be sure to make every effort to investigate the cause, eliminate it, and operate the product under normal conditions.

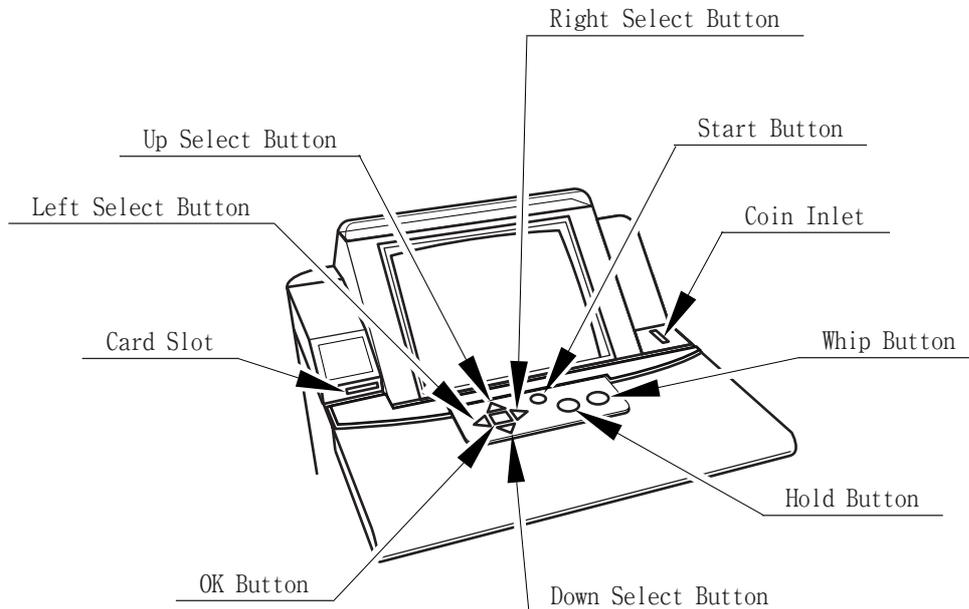


FIG. 1

This product is a game where players raise horses and then compete against each other by participating in races with the horses they have raised. Each player becomes the owner, trainer, and jockey of his or her horse in hopes of winning the G1 (Grade 1) race. Each horse's name, abilities, personality, reliability, and prize money obtained are saved on a horse data magnetic card (hereafter referred to as "card".)

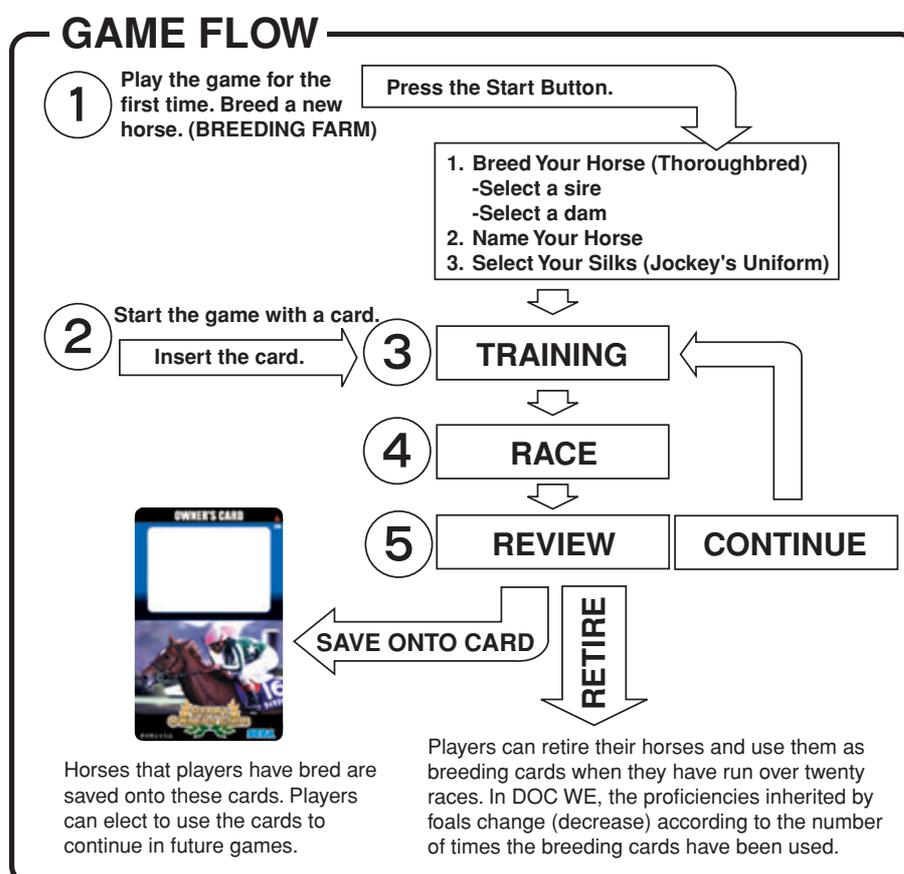
Horses saved on cards can run in a prescribed number of races. Horses can also retire after running in twenty races, after which they can be used for breeding. However, the proficiencies inherited by foals gradually decrease each time the horse mates.

The number of races held varies according to game settings.

For details, refer to "GAME ASSIGNMENTS" in Chapter 3 "MAIN PROJECTION UNIT TEST MODE".

- ① Insert coins. This product can count up to 24 credits and does not count coins inserted beyond 24 credits. Moreover, the coins cannot be returned. However, they are counted on the satellite's coin meter.
- ② Follow the instructions on the screen display, press the Start Button or insert a card, make selections, and start the game.
- ③ For "Breed a New Horse", players decide their horses' names, choose their silks, and race. For "Starting the Game with a Card", players insert their cards and race. Players cannot choose whether to race or not. Players must carefully consider the best time to insert their cards.
- ④ Training is held before each race. Each session is tailored to the type of race to be run.
- ⑤ The Hold Button and Whip Button should be employed carefully to control the horse during the race. Players can bring out the natural talents of the horses by controlling them according to their personalities and abilities.

- ⑥ Total Earnings are awarded according to the order in which the horses arrive at the finish line. A horse can run in the G1 Race if the amount of earnings it has obtained reaches one million (1,000,000).
- ⑦ When the race has ended, players return to the racing stables and care for their horses. The reliability of the horses increases by handling them according to their personalities.
- ⑧ The game ends when players have finished caring for their horses after the race. Players can run in the next race by inserting a coin and pressing the Start Button.
- ⑨ If a player does not continue the game before the timer counts down to zero, the card is ejected from the card reader/writer and the game ends. Data for the horse raised is recorded on the card. Players can use their cards to play again with the horses they have raised.
- ⑩ Before the G1 race commences, players whose horses are not eligible to run in the race will have display betting screens, displayed on their monitors. Players receive winnings if the horse they bet on wins. These winnings are then added to the winnings of the horse in their possession. The betting screen is not displayed, however, if none of the players can participate in the G1 race.
- ⑪ Players can retire their horses and use them for breeding after the horses have run twenty times. By skillfully matching sires and dams, players can raise horses of even high abilities.
- ⑫ Horses that have run in sixty-three races are forced into retirement. Such horses can be used as sires or dams after retirement, but they may not run in any more races.
- ⑬ Total earnings rankings (the top 50 of all time) are displayed for even-numbered races. Monthly total earnings rankings (the top 15) are displayed for odd-numbered races. Note that monthly total earnings rankings are erased when thirty days have elapsed since their last update.

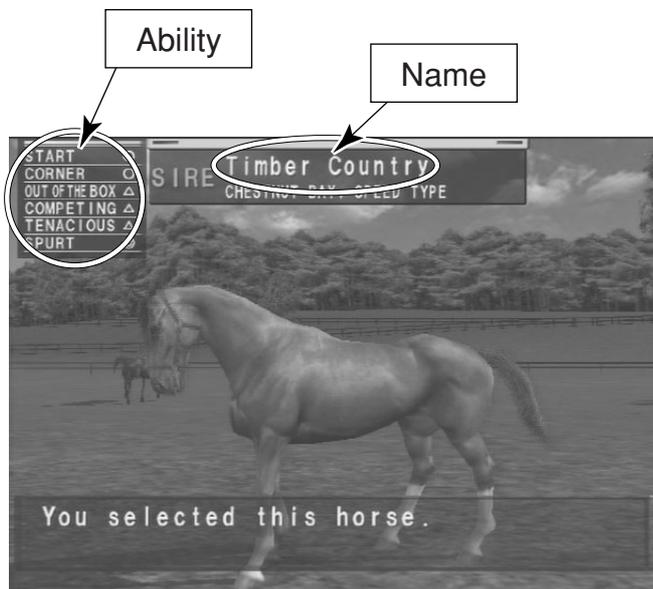


1

PLAYING THE GAME FOR THE FIRST TIME. BREEDING A NEW HORSE. (BREEDING FARM)



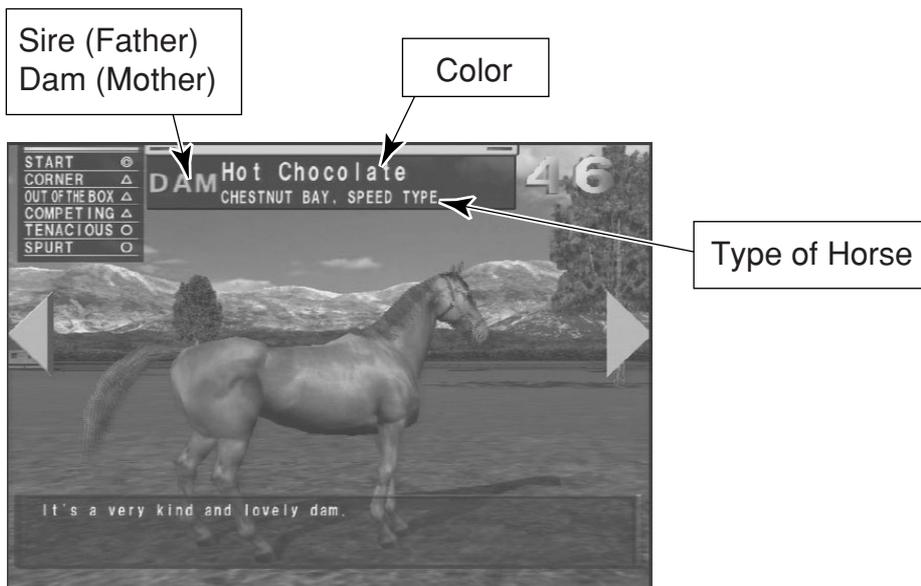
If you don't have a Derby Owners Club Card, you will start at the Farm.

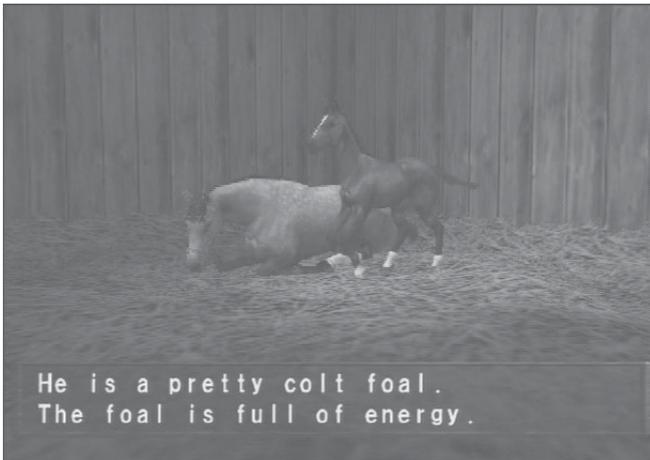


1. Breed Your Horse (Thoroughbred)

Select a Sire (Father) and a Dam (Mother) using . Press the OK Button to enter your selection.

You can use your retired racehorse as a Sire or a Dam. Enter the card into the card reader/writer when necessary.





2. Name Your Horse

Name your horse using  .

You cannot change the name once it has been entered.

You can use up to 18 letters to name your horse.

After entering the horse's name, press the Start Button and the cursor will automatically move to the End position.

If a name is not entered within the time limit, a name will be assigned automatically.

It is your horse, so be sure to choose a name carefully.





3. Select Your Silks (Jockey's Uniform)

Select the pattern and the color of your silk using    . Press the OK Button to confirm the silk design.

Silks are the clothes that the jockeys wear when the players' horses run a race.

Silks are a visual cue used to recognize one's own horse during a race.



At this point, players are ready to enter a race.
After this, the game procedure is the same as when "starting the game with a card".

2

STARTING THE GAME WITH A CARD.

(When a player has started from BREEDING FARM and developed a horse.)



Relationship
The more hearts,
the better the
relationship.

Mask
Choose your
favorite mask.

Jewel
Affects the number
of Hearts.

FARM

Players can enjoy these screens when there is time before a race starts.

Use  to play with your horse.

Different kinds of masks are spread across the field. When you get a jewel, your relationship with your horse will either improve or deteriorate.



Just before a race, the screen shown at left appears and players wait for all of the jockeys to line up.

You have been registered for the next race. Wait until the race starts.

3

TRAINING

Check your horse's abilities before you choose the training.

Training effect.
(See how much it changes.)



After race registration comes training.

There are 10 different types of training. Select the training using **◀ OK ▶**.

Press the OK Button to enter your selection.

Note: Make sure to check your horse's weaknesses before you make a decision.

When a player chooses a training category, the word "UP" next to the ability display in the upper left-hand corner flashes and displays the result if that training category were to be chosen.

When training has ended, results are displayed along with **▶▶▶▶▶** according to the amount. Occasionally, horses may resist training and run away.



POOL TRAINING

Train your horse by using either the Whip Button or the Hold Button.

Press the buttons with the right timing to stop the moving markers at the indicated positions.

Miss three times and your horse drowns.



SINGLE TRAINING/COOPERATE TRAINING

Use the Whip Button and the Hold Button to control your horse.

When race training alone, players control the speed of their horses to guide them to the finish line in the specified time.

In combined training, players control the speed of their horses to guide them to the finish line at the same time as the computer's horse.

REST

Select this item and your horse will refresh itself by ambling down a horse trail in the forest.



FEEDING YOUR HORSE

Feed your tired horse after training.

Select with the Left and Right Buttons, and enter your selection with the OK Button.

Each feed has a different effect on your horse's abilities.

When your horse has eaten, it will be transported to the track in a horse trailer.

Horses have foods they like and dislike, just like people. They sometimes will not eat food they do not like. Be careful when interacting with your horse.

4

RACE

Use the whip/hold buttons to win the race!

Whip Button: Your horse will run fast, but uses a lot of energy.

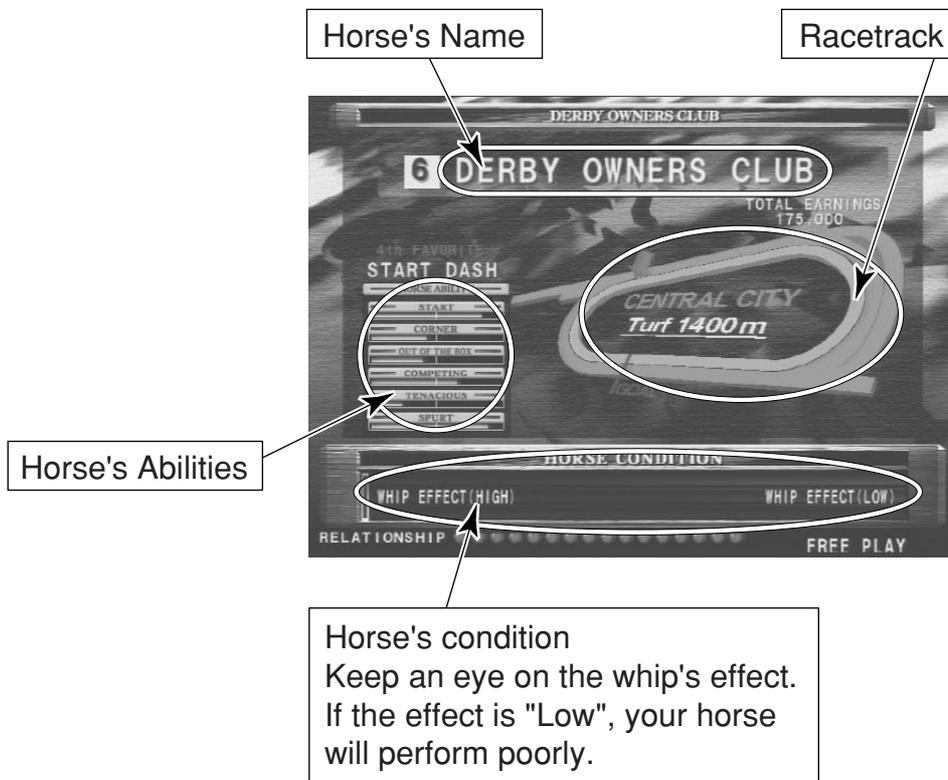
Hold Button: Your horse will slow down, but picks up energy.

Radar Display: Displays where a player's horse is located in the pack.

Identify your jockey by hat and silk colors.



This mark (3) is displayed above a player's horse. Use it to identify your jockey by color and number.



5

REVIEW & CONTINUE



When your horse has returned to the farm, you must review its race performance. Your horse may be strong-willed or very lazy.

Make sure you understand your horse's condition and treat it correspondingly.

If your horse has raced 20 times or more, you may retire it and use it to breed.



You have just finished one game (Training, Racing and Reviewing). Insert more credit(s) to continue.

If you decide to end the game, wait until your card comes out.

Information about the horse you have raised (used) has been recorded onto this card. You can use this card in the future to enjoy continued play with the same horse.

DON'T FORGET TO TAKE YOUR CARD WITH YOU!!

2. TEST MODE PRECAUTIONS



Never touch any areas of the machine other than those specified when using the Test/Check Mode of the satellite. Touching such areas can cause electric shock and short circuit accidents.



Since the service door of the satellite closes due to its own weight, be careful not to pinch/injure hands or fingers.



- When any one of the communicating satellites enters Test Mode, game play is locked out at all of the other satellites. When the main projection unit enters Test Mode, game play is locked out at all of the satellites. Game play in progress is discontinued, and fractional coin and bonus adder data is erased. For this reason, do not enter Test Mode when other seats are being used for play. This product is equipped with a Check Mode for cases where input/output tests and card reader/writer checks must be performed while other seats are being used for play. (Chapter 5)
- After using Test Mode, turn the power off and on again for the main projection unit and all satellites.
- After the network check is complete and before the advertising screen displays, do not operate any buttons or switches or insert coins. These actions may lead to malfunctions.
- When settings have been changed in Test Mode, select EXIT from the menu screen to exit Test Mode. Setting changes will not take effect unless Test Mode has been exited properly.
- The left and right speakers on the main projection unit will always output sound during the advertising sequence. Sound output during the advertising sequence when sound has been turned OFF in Test Mode does not indicate a malfunction. Note that satellites do not output sound during the advertising sequence.
- This product cannot be used if coin settings and the number of connected satellite seats has not been properly set.
- To enter Check Mode, press the CHECK Button during the advertising sequence any time the ability level explanation screen is not being displayed. The machine will not enter Check Mode if the CHECK Button is pressed while the ability level explanation screen is being displayed.

3. MAIN PROJECTION UNIT TEST MODE

3-1 SWITCH UNIT



Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.

Unlock and open the main projection unit service door to access the switch unit. The functions of each button are listed below.

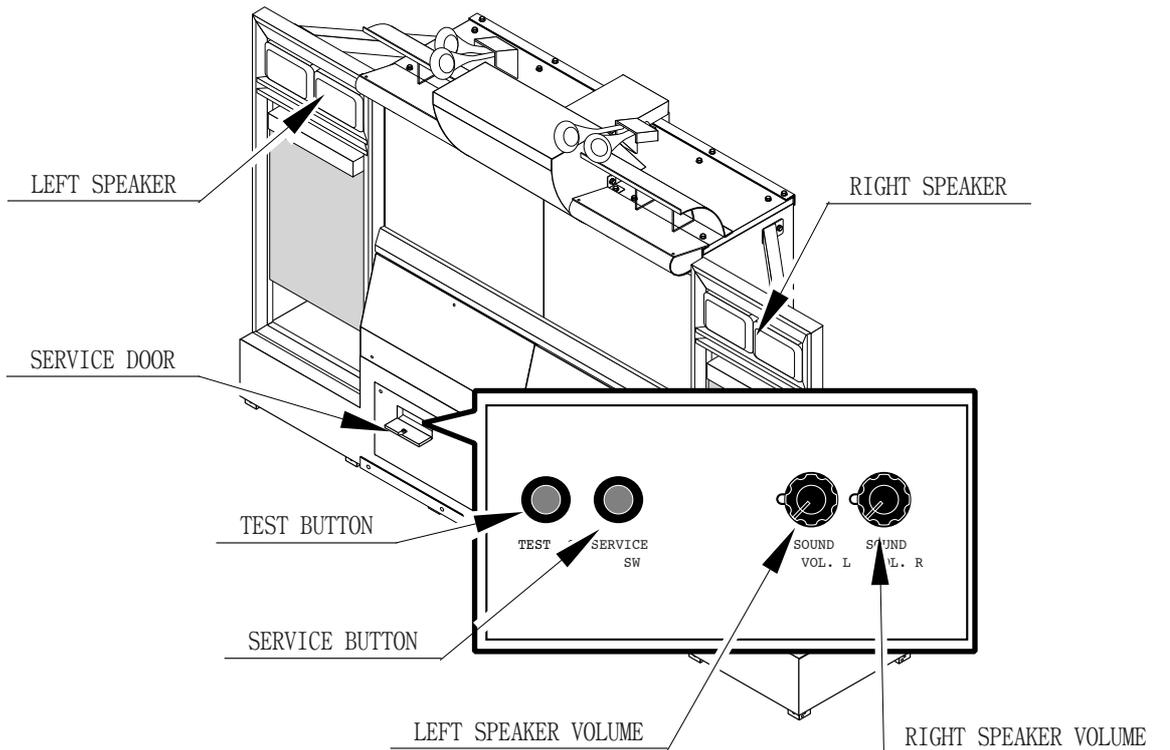


FIG. 3. 1

- **TEST BUTTON (TEST SW) :**
used when entering Test Mode and for selections within Test Mode.
- **SERVICE BUTTON (SERVICE SW) :**
used to move the pointer in Test Mode.
- **LEFT SPEAKER VOLUME (SOUND VOL. L) :**
used to adjust the volume of the two left side frame speakers.
- **RIGHT SPEAKER VOLUME (SOUND VOL. R) :**
used to adjust the volume of the two right side frame speakers.

3-2 SYSTEM TEST MODE



The BOOKKEEPING area of the System Test Mode displays no game-related data. For product data, refer to the BOOKKEEPING area of each satellite.

System Test Mode can be used to check IC Board functioning, adjust the monitor, and change coin settings.

Refer to the Naomi Service Manual for details. However, be sure to employ the settings outlined below for this product.

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

Coin settings are set at the factory in the same way as satellites, but the coin settings for the main projection unit have no effect on the game no matter what the setting. (See 4-2)

For the ADVERTISE SOUND item, fanfare and other sound will be output whether the item is set to ON or OFF.

3-3 GAME TEST MODE

A . TEST MENU SCREEN

Select GAME TEST MODE from the System Menu screen to display the Game Test Menu screen (shown below).

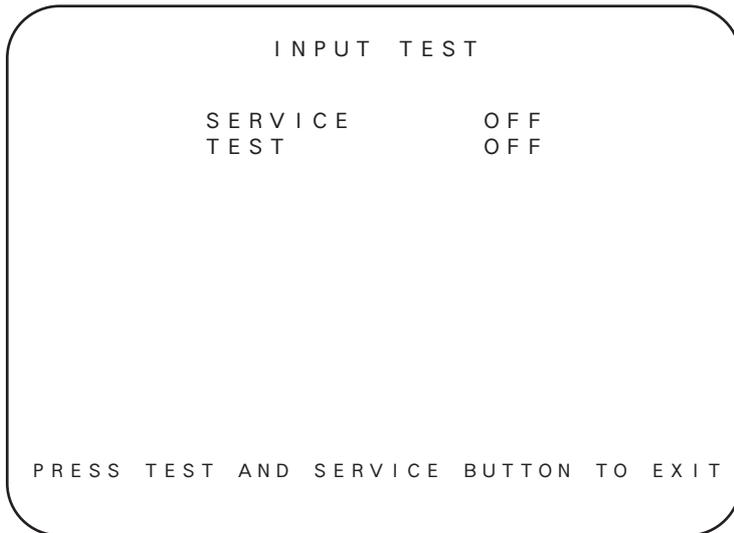
Press the SERVICE Button until the pointer is pointing to the desired item, then press the TEST Button to enter the test for the selected item.



FIG. 3.3 a TEST MENU Screen

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

B . INPUT TEST



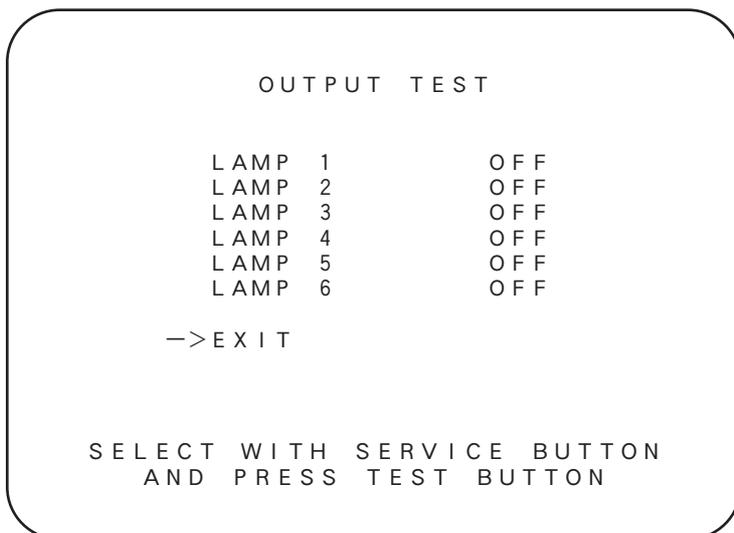
Selecting INPUT TEST displays the following screen and allows the status of each input device to be checked.

Make sure that the indicator for each of the input devices can be changed from OFF to ON as you operate the corresponding device.

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

FIG. 3.3 b INPUT TEST Screen

C . OUTPUT TEST



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

Press the SERVICE Button to move the pointer to the lamp item to be checked. Pressing the TEST Button causes "ON" to be displayed and the corresponding lamp to light up.

Pressing the TEST Button again causes "OFF" to be displayed and the corresponding lamp to turn off.

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

FIG. 3.3 c 1 OUTPUT TEST Screen

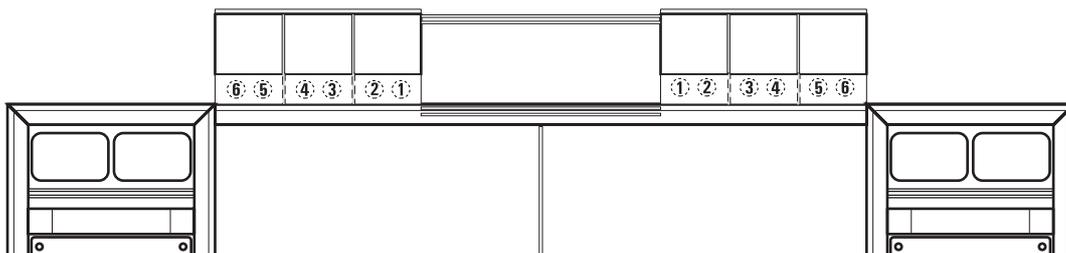


FIG. 3.3 c 2

D . GAME ASSIGNMENTS



Set NUMBER OF SATELLITES to the same setting on all of the satellites. If the settings differ, the product displays an error screen and the game cannot be played.

Selecting GAME ASSIGNMENTS causes the present game settings to be displayed, allowing you to change game settings. Setting changes are not effected until the Test Mode is exited. After changing settings, be sure to exit Test Mode.

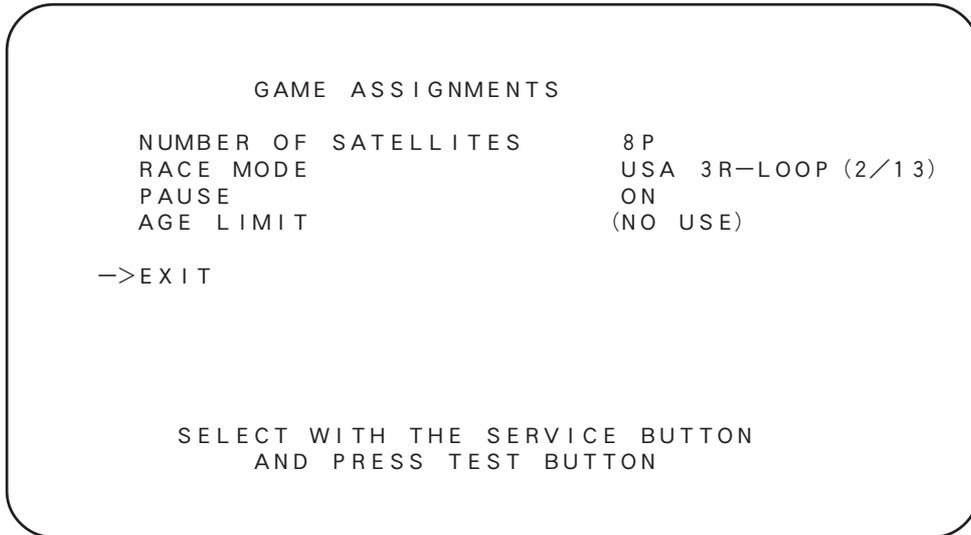


FIG. 3. 3 d 1 GAME ASSIGNMENTS Screen

● **NUMBER OF SATELLITES:** sets the number of satellites.

Move the pointer to this item and press the TEST Button. Settings for four to eight players can be selected from the display to the right of the item. Make sure that this setting matches the number of satellites connected to the system.

- Example:
- If there are four satellites connected to the main projection unit → 4P
 - If there are six satellites connected to the main projection unit → 6P
 - If there are eight satellites connected to the main projection unit → 8P

Caution: The settings for all satellites must be the same. The game will not start up if the settings differ.

● **RACE MODE:** Select the race configuration to be used in the event from among the following. When the TEST button is pressed, the system will advance to the next item. (From 13/13 it returns to 1/13.)

1/13: USA-6R	(→ Standard setting)
2/13: USA-3R LOOP	
3/13: USA-4R LOOP	
4/13: USA-5R LOOP	
5/13: G1-16R	
6/13: G1-3R 1	
7/13: G1-3R 2	
8/13: G1-3R 3	
9/13: G1-3R D	
10/13: G1-4R 1	
11/13: G1-4R 2	
12/13: G1-6R 1	
13/13: G1-6R 2	(→ Return to USA-6R)

FIG. 3. 3 d 2

- 1/13: The USA-6R is a standard race system. It features a G1 race every 6 races, and a total of 96 races in a loop. (Data is saved on the horse cards.)
- 2/13 - 4/13 (USA-3R, USA-4R, and USA-5R) are 3 to 5 race loops without a G1 race. (Data is saved on the horse cards.)
- 5/13: The G1-16R is a G1-only 16 race loop configuration, from the previous version.
- The 6/13-13/13 (G1-3R to G1-6R) are G1-only, 3 to 6 race loop configurations, with each race configuration as follows. (Data is not saved on the horse cards.)

< Event (Race Configuration) Table >

				Distance	Course	Remarks
2	USA-3R LOOP 1	Handicap		1200	Central	Dirt
3	USA-4R LOOP 2			2500	Northern	
4	USA-5R LOOP 3	Special		2200	Central	
	4			1800	Northern	
	5			3000	Central	
5	G1-16R					
6	G1-3R 1	1	DOC 2000 GUINEAS	2000	Northern	
		2	AMERICAN DERBY	2400	Eastern	
		3	DERBY OWNERS CLUB GRAND PRIX	2400	SEGA	
7	G1-3R 2	1	SPRINTERS STAKES	1200	Northern	
		2	WINTER STAKES	1600	Eastern	Dirt
		3	STAYERS STAKES	3000	Central	
8	G1-3R 3	1	WINTER STAKES	1600	Eastern	Dirt
		2	SUPER DIRT GRAND PRIX	2000	SEGA	Dirt
		3	JAPAN CUP DIRT	2100	Eastern	Dirt
9	G1-3R D	1	DOC 1000 GUINEAS	1600	Western	Mares
		2	AMERICAN OAKS	2400	Eastern	Mares
		3	QUEEN ELIZABETH II CUP	2200	Central	Mares
10	G1-4R 1	1	WINTER STAKES	1600	Eastern	Dirt
		2	AMERICAN DERBY	2400	Eastern	
		3	JAPAN CUP DIRT	2100	Eastern	Dirt
		4	JAPAN CUP	2400	Eastern	
11	G1-4R 2	1	SPRING CLASSIC	3200	Central	
		2	AMERICAN DERBY	2400	Eastern	
		3	STAYERS STAKES	3000	Central	
		4	DERBY OWNERS CLUB GRAND PRIX	2400	SEGA	
12	G1-6R 1	1	SPRINTERS TROPHY	1200	Southern	
		2	DOC 2000 GUINEAS	2000	Northern	
		3	SPRING CLASSIC	3200	Central	
		4	SPRINTERS STAKES	1200	Northern	
		5	STAYERS STAKES	3000	Central	
		6	JAPAN CUP	2400	Eastern	
13	G1-6R 2	1	DOC 1000 GUINEAS	1600	Western	Mares
		2	DOC 2000 GUINEAS	2000	Northern	
		3	AMERICAN OAKS	2400	Eastern	Mares
		4	AMERICAN DERBY	2400	Eastern	
		5	QUEEN ELIZABETH II CUP	2200	Central	Mares
		6	DERBY OWNERS CLUB GRAND PRIX	2400	SEGA	

- **PAUSE:** Set whether game pauses or not before the race starts.
 - If it is ON, the game stops before each race starts and restarts when the attendant pushes the service button.
 - If it is OFF, the race continues as is without stopping, in the same manner as conventional games.

NOTE: In USA-6R, the pause function cannot be used. For systems other than the USA-6R, the standard setting is ON.

- **AGE LIMIT:** Set the conditions of the horses that can take part in the races.
 - For NO LIMIT (standard setting), all horses can participate without conditions. (There is no G1 prize limit, either.)
 - For UNDER 10 RACES, only horses that have competed in 10 or fewer races can participate.
 - For UNDER 20 RACES, only horses that have competed in 20 or fewer races can participate.

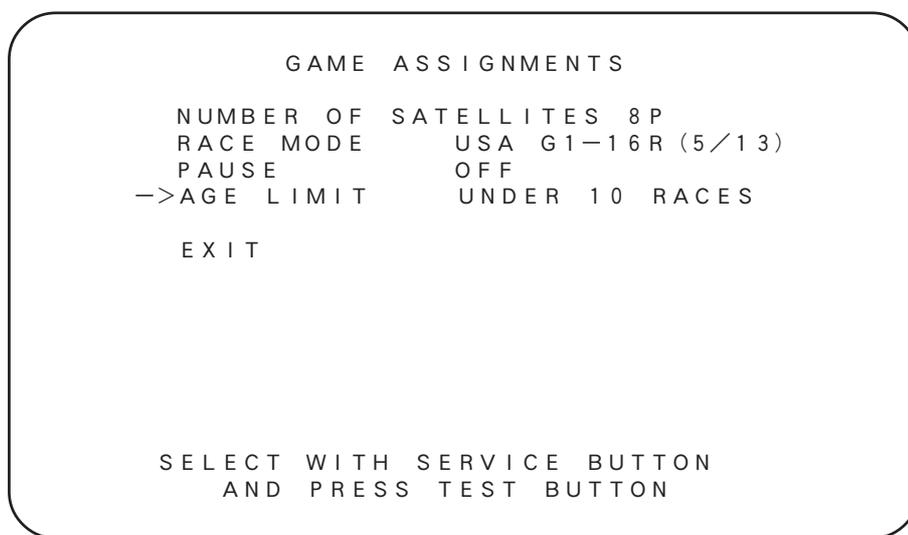


FIG. 3.3 d 3 GAME ASSIGNMENTS Screen

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

E .BOOKKEEPING

When BOOKKEEPING is selected the following 8 screens are displayed, and current course records can be checked.

Pressing the TEST Button will bring up the following screen.

BOOKKEEPING 1/8			
RECORD TIME OF G1 1/2			
WINTER STAKES	1M	39S	0
DOC 1000 GUINEAS	1M	35S	23
DOC 2000 GUINEAS	2M	0S	14
SPRING CLASSIC	3M	17S	33
AMERICAN DERBY	1M	36S	86
HONG KONG OAKS	2M	26S	67
HONG KONG DERBY	2M	26S	67
AMERICAN OAKS	1M	36S	86
SUMMER GRAND PRIX	2M	12S	4
SUMMER DIRT GRAND PRIX	2M	3S	23

PERSS TEST BUTTON TO CONTINUE

FIG. 3. 3 e BOOKKEEPING Screen

- 1/8: G1-1
- 2/8: G1-2
- 3/8: EASTERN CITY
- 4/8: WESTERN HILL
- 5/8: NOTHERN PARK
- 6/8: CENTRAL CITY
- 7/8: SEGA
- 8/8: SOUTHERN PARK

Press the TEST Button to cycle through each screen from 1/8 to 8/8.
Pressing the TEST Button while the 8/8 screen is displayed cycles back to the Game Test Menu screen.

F .COURSE RECORD CLEAR

When COURSE RECORD CLEAR is selected the following screen is displayed, and only the current course record can be cleared.

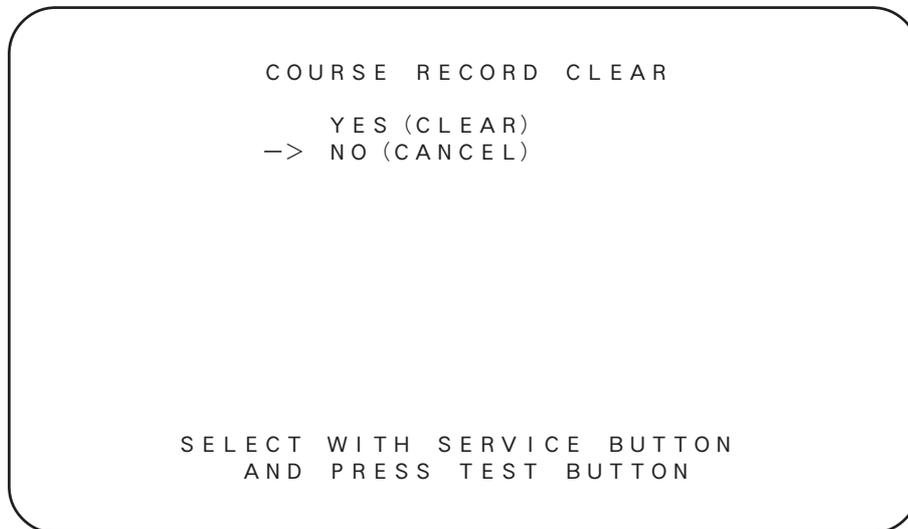


FIG. 3. 3 f COURSE RECORD CLEAR Screen

To clear data, use the SERVICE Button to move the cursor to YES (CLEAR) and then press the TEST Button.

When the data has been cleared, the message "COMPLETED" will be displayed. Press the TEST Button again to return to the Game Test Menu screen.

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

G . BACKUP DATA CLEAR

Select BACKUP DATA CLEAR and the display will switch to the screen shown below. Here, rankings and record data can be reset to the factory settings. In addition, this returns the races to be held for the game to the beginning.

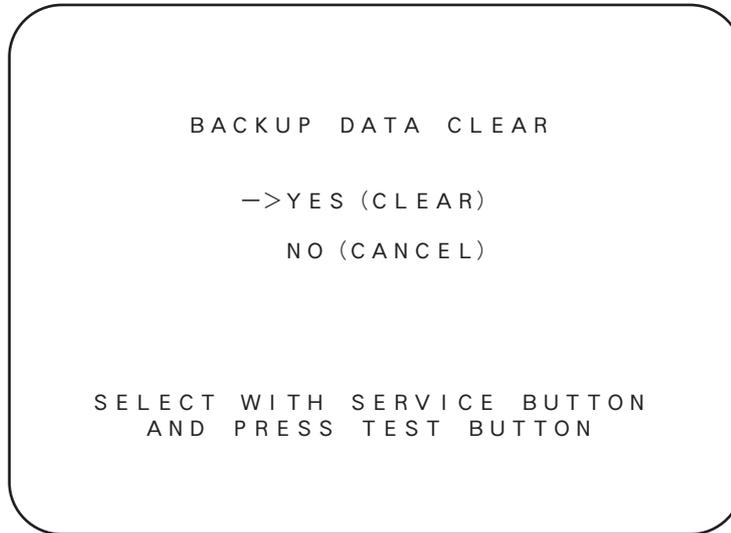


FIG. 3.3 g BACKUP DATA CLEAR Screen

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

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

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

4. SATELLITE TEST MODE

4 - 1 SWITCH UNIT AND COIN METER

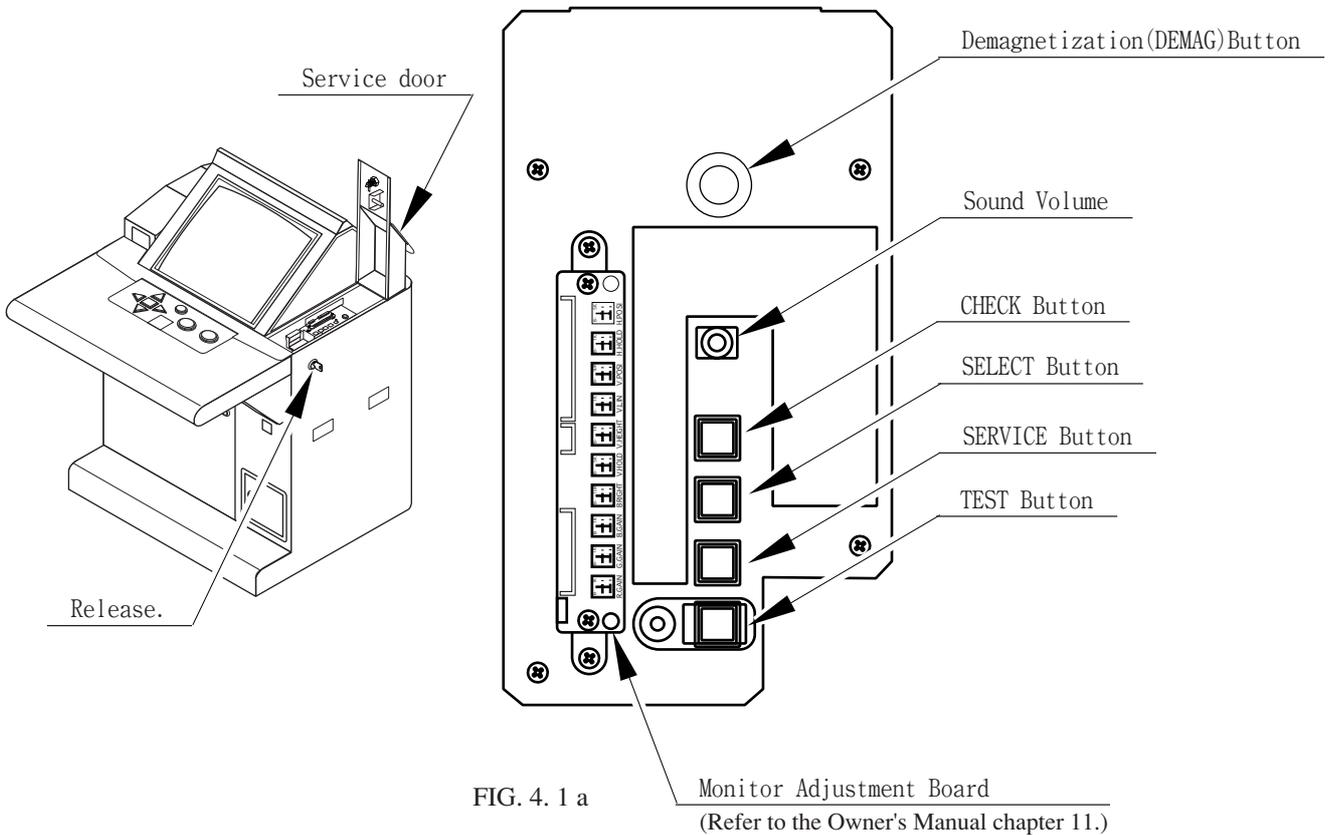


Never touch any areas of the machine other than those specified. Touching such areas can cause electric shock and short circuit accidents.



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

Release and open the satellite service doors to access the service switch unit located therein.



- **TEST Button:** used when entering Test Mode and for selections within Test Mode.
- **SERVICE Button:** used when entering service credits. Credits are added, but the coin meter does not count them. Also used to move the pointer in Test Mode.
- **SELECT Button:** used to select items in Check Mode.
- **CHECK Button:** used when entering Check Mode. Used within Check Mode to enter selections.
- **SOUND VOLUME:** used to adjust the sound volume of the two satellite speakers.
- **Demagnetization (DEMAG) Button:** removes color distortions by demagnetizing the cathode ray tube. Use this switch before performing monitor color adjustments.

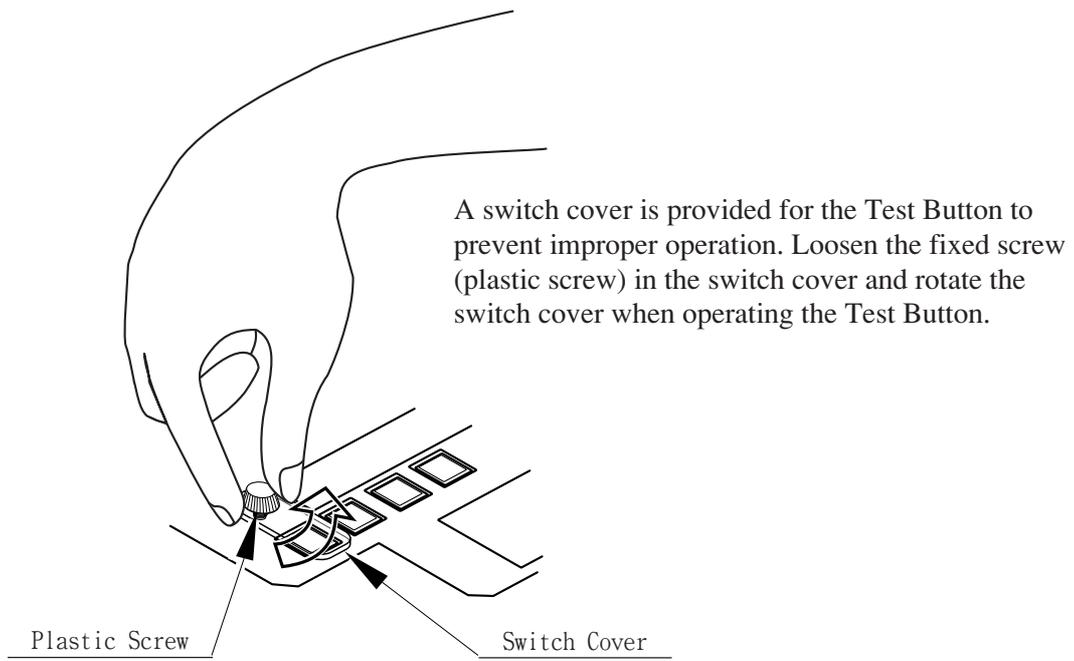


FIG. 4. 1 b



- BOOKKEEPING data within the Game Test Mode will not be erased even if BACKUP DATA CLEAR in the System Test Mode is employed.
- When Test Mode is entered, fractional coin and bonus adder data is erased

System Test Mode can be used to check IC Board functioning, adjust the monitor, and change coin settings.

Refer to the Naomi Service Manual for details. However, be sure to employ the settings outlined below for this product. Each of the settings is the same for the main projector unit.

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

For the ADVERTISE SOUND item, there will be no change whether it is set to ON or OFF. There is no sound output for the satellites during the advertising sequence.

SEQUENCE SETTINGS

- SEQUENCE 1: 3 CREDITS (For New Game start)
- SEQUENCE 2: 1 CREDIT (For Card Game start)
- SEQUENCE 3: 1 CREDIT (To continue)
- SEQUENCE 4 – 8: 1 CREDIT (Not used)

Adjust the settings so that "SEQUENCE 1 \geq SEQUENCE 2 \geq SEQUENCE 3".

4 — 3 GAME TEST MODE

A . TEST MENU SCREEN

Select GAME TEST MODE from the System Menu screen to display the Game Test Menu screen (shown below).

Press the SERVICE Button until the pointer is pointing to the desired item, then press the TEST Button to enter the test for the selected item.

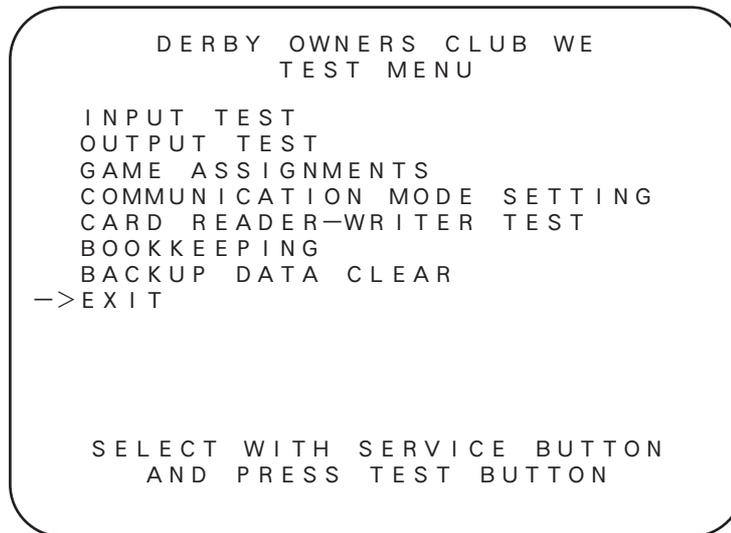


FIG. 4. 3 a TEST MENU Screen

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

B . INPUT TEST

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

Make sure that the indicator for each of the input devices can be changed from OFF to ON as you operate the corresponding device.

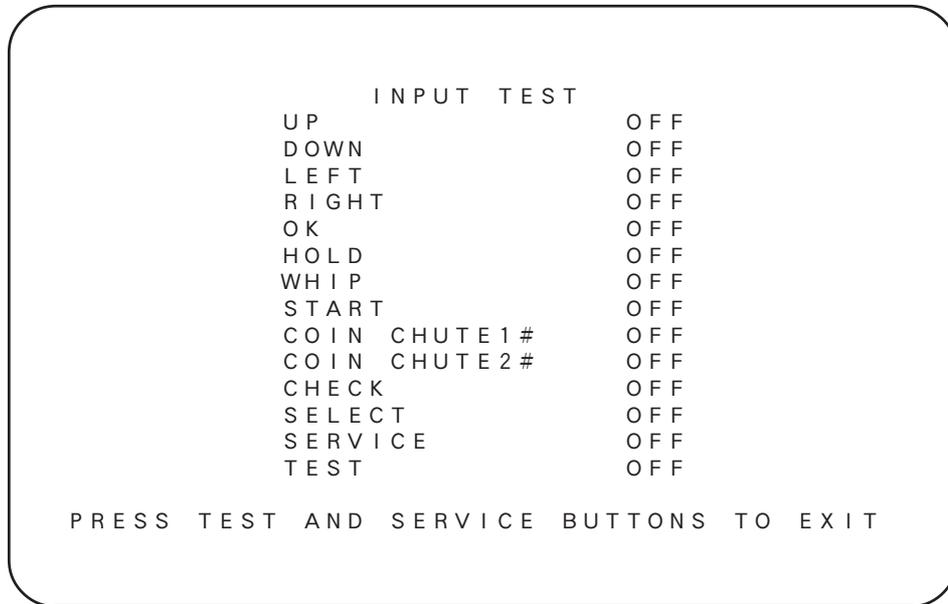


FIG. 4. 3 b 1 INPUT TEST Screen

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

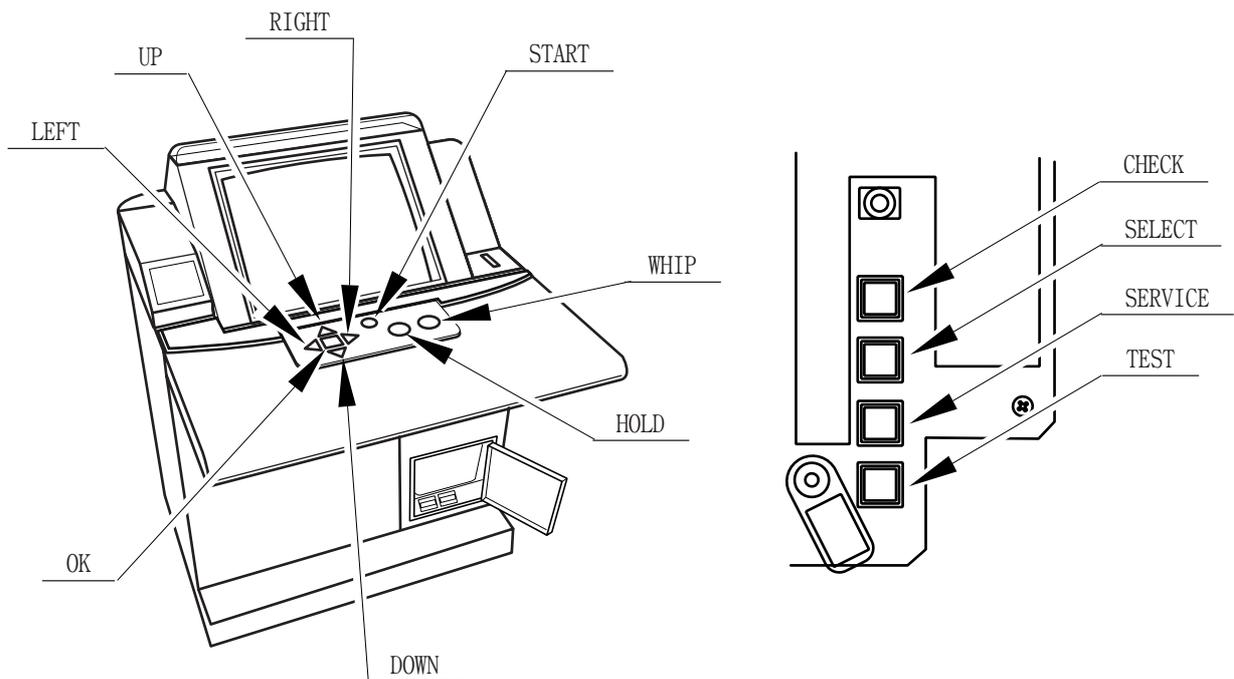


FIG. 4. 3 b 2

C . OUTPUT TEST

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

Press the SERVICE Button to move the pointer to the lamp item to be checked. Pressing the TEST Button causes "ON" to be displayed and the corresponding lamp to light up. Pressing the TEST Button again causes "OFF" to be displayed and the corresponding lamp to turn off.

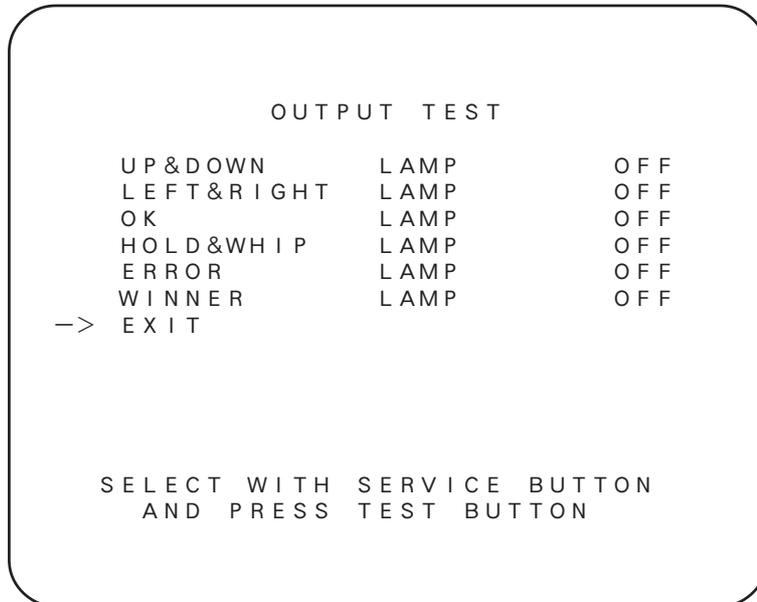


FIG. 4. 3 c 1 OUTPUT TEST Screen

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

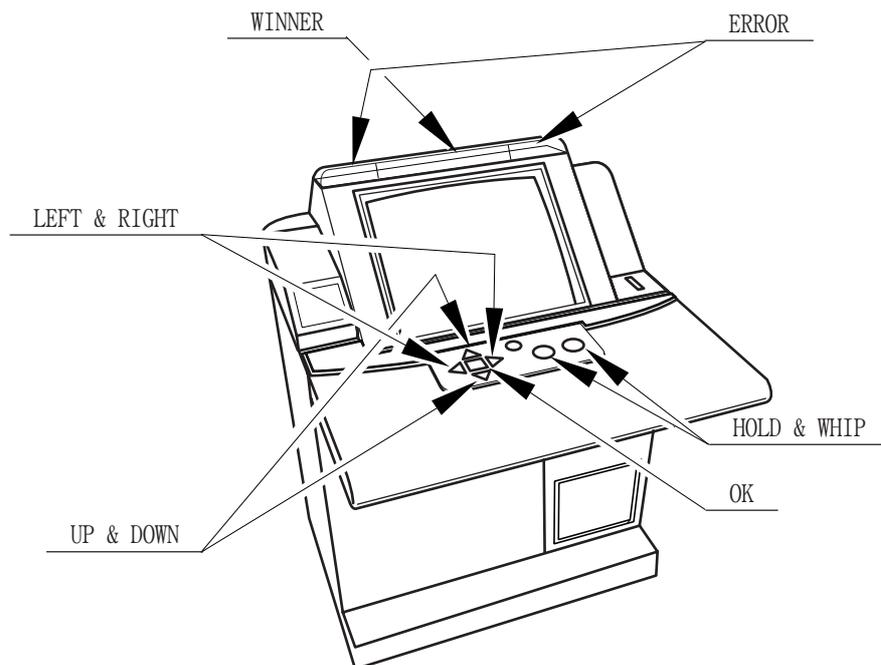
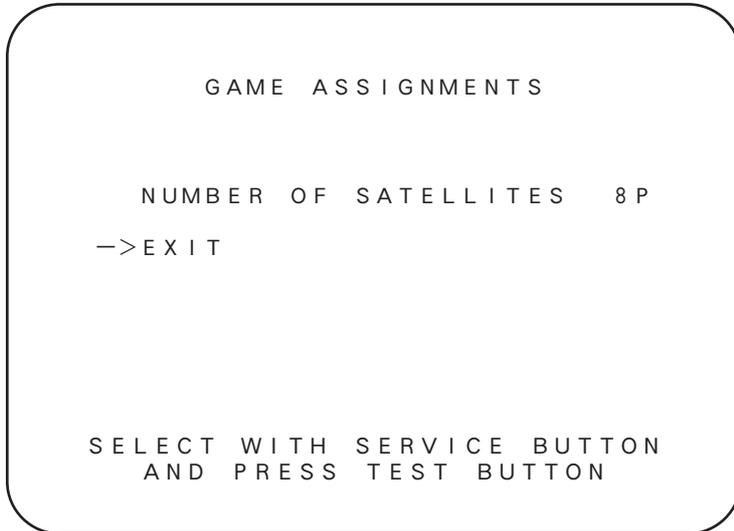


FIG. 4. 3 c 2

D . GAME ASSIGNMENTS



Be sure to set NUMBER OF SATELLITES to the same setting on all of the satellites. If the settings differ, the product displays an error screen and the game cannot be played.



Select GAME ASSIGNMENTS and the monitor will switch to the screen shown in the figure to the left. Here, the number of satellites can be set.

FIG. 4. 3 d GAME ASSIGNMENTS Screen

Press the SERVICE Button to move the pointer.

Move the pointer to this item and press the TEST Button. Settings for four to eight players can be selected from the display to the right of the item. Make sure that this setting matches the number of satellites connected to the system.

- Example:
- If there are four satellites connected to the main projection unit → 4P
 - If there are six satellites connected to the main projection unit → 6P
 - If there are eight satellites connected to the main projection unit → 8P

E . COMMUNICATION MODE SETTINGS

Select COMMUNICATION MODE SETTING and the display will switch to the screen shown in the figure below. Here, communication status can be set.

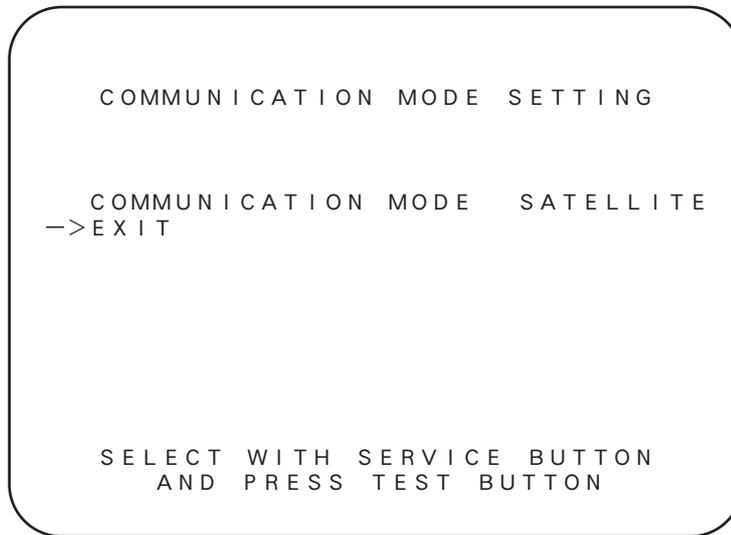


FIG. 4. 3 e COMMUNICATION MODE SETTING Screen

Press the SERVICE Button to move the pointer. Move the pointer to COMMUNICATION MODE and press the TEST Button to switch between SATELLITE and NO LINK settings.

- **SATELLITE:** select this to use the satellite for ordinary play.
- **NO LINK:** select this when you want to check the board. The unit can be started up by itself, but the game cannot be played.

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

F . CARD READER/WRITER TEST



Make sure that there are cards in the card reader/writer dispenser when performing head cleaning. If there are no cards in the dispenser, the part that holds the card down in the dispenser may touch the rotating parts, causing noise.

Select the CARD READER-WRITER TEST and the display will switch to the screen below. Here, cleaning and print tests can be performed.

Press the SERVICE Button to move the pointer. Move the pointer to the item to be selected and press the TEST Button. The selected item will then be executed.

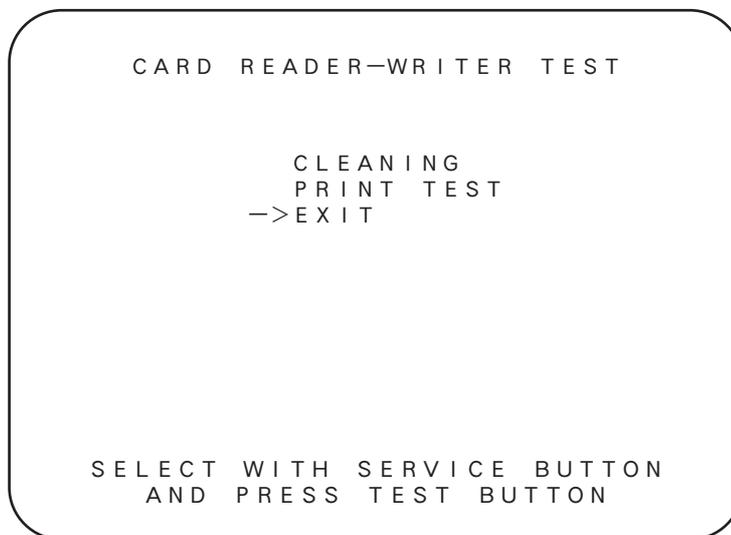


FIG. 4. 3 f 1 CARD READER-WRITER TEST Menu Screen

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

CLEANING

When even one satellite unit enters forced cleaning mode (Chapter 6), it is recommended that this item be selected on the other units as well to perform cleaning on all satellites at once.



FIG. 4. 3 f 2 CARD READER/WRITER CLEANING Screen

Select this item to clean the head of the card reader/writer. Follow the instructions on the screen to perform cleaning.

INSERT CLEANING CARD.

Put cleaning solution on the cleaning card, then insert the card in the card slot.
To interrupt the operation, press the CHECK Button.

CLEANING NOW. PLEASE WAIT.

The machine is now cleaning. Wait a moment.

REMOVE CLEANING CARD.

Remove the cleaning card.

TURN CLEANING CARD
OVER AND RE-INSERT.

Turn the card over and insert it into the card slot again.
To interrupt the operation, press the CHECK Button.

CLEANING NOW. PLEASE WAIT.

The machine is now cleaning. Wait a moment.

REMOVE CLEANING CARD.

Remove the cleaning card.

Cleaning has now ended. Do not forget to remove the cleaning card.
The machine will return to the menu when the cleaning card has been removed.

PRINT TEST

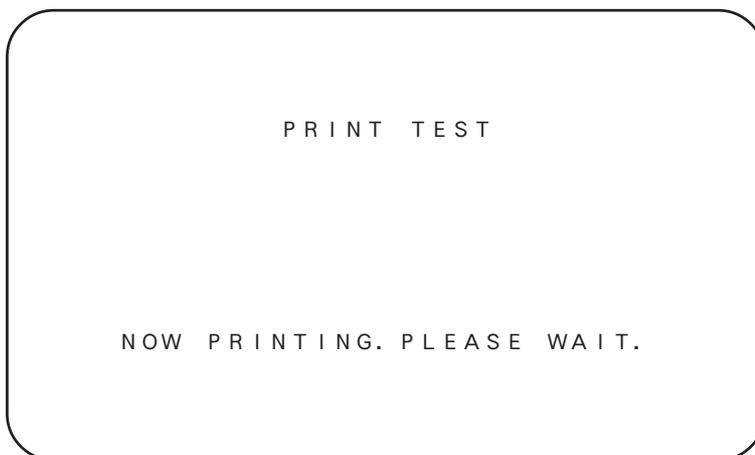


FIG. 4.3 f 3 PRINT TEST Screen

Select this item to check the state of the print head.
When this item is executed, a new card will be drawn in from the dispenser and the message shown below will be printed. Perform a head cleaning if the type is misaligned or broken.

—DERBY OWNERS CLUB WE—

This is test print.
No horse data is saved.

PRINT SAMPLE

NOW PRINTING. PLEASE WAIT.

The machine is now printing. Wait a moment.



REMOVE THE CARD.

Remove the card.



The print test has now ended. Do not forget to remove the card.
The machine will return to the menu when the card has been removed.

EMPTY DISPENSER ERROR DISPLAY DURING THE PRINT TEST

If there are no cards in the card dispenser or there is no card dispenser when CARD PRINTING TEST is selected, the following message will be displayed.

CARD DISPENSER IS EMPTY.
CONTACT ARCADE STAFF.
PLEASE REFILL CARDS THERE.

Place cards in the card dispenser. The print test will commence when the card dispenser has been reset in the card reader/writer.
Additionally, if this error occurs after the test ends, place fresh cards in the card dispenser. The machine will return to the menu when the card dispenser has been reset in the card reader/writer.

G . BOOKKEEPING

Select BOOKKEEPING and the display will switch to the following screen, displaying all operation status data up to the present. This data is particular to each satellite. The BOOKKEEPING area within System Test Mode displays data such as the number of coins inserted.

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

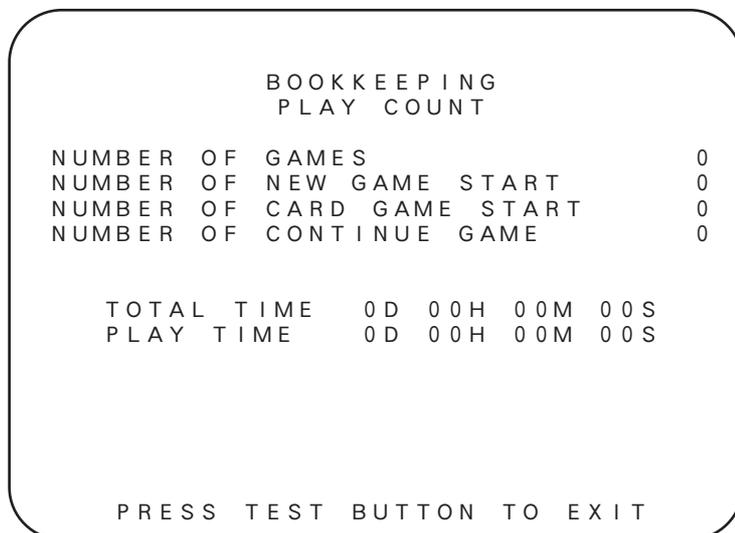


FIG. 4. 3 g BOOKKEEPING Screen

- **NUMBER OF GAMES:**
The overall number of games played.
- **NUMBER OF NEW GAME START:**
The number of times the game has started with the creation of a new horse.
(The number of cards issued.)
- **NUMBER OF CARD GAME START:**
The number of times a new game has been started with an existing card.
- **NUMBER OF CONTINUE GAME:**
The overall number of continued games.
- **TOTAL TIME:**
The total amount of time that the machine's power has been turned on since the last time BACKUP DATA CLEAR within the Game Test Mode was performed.
- **PLAY TIME:**
The total amount of time that the game has been played since the last time BACKUP DATA CLEAR within the Game Test Mode was performed.

H . BACKUP DATA CLEAR

Selecting BACKUP DATA CLEAR allows the contents of BOOKKEEPING to be cleared. Note that even if a clear is performed at this screen, the BOOKKEEPING data within System Test Mode will not be cleared. To clear this data, select BACKUP DATA CLEAR within System Test Mode.

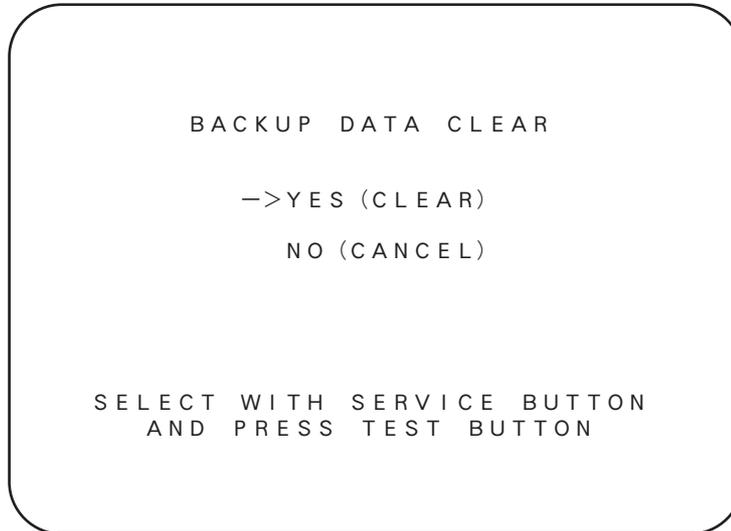


FIG. 4. 3 h BACKUP DATA CLEAR Screen

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

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

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

5. CHECK MODE



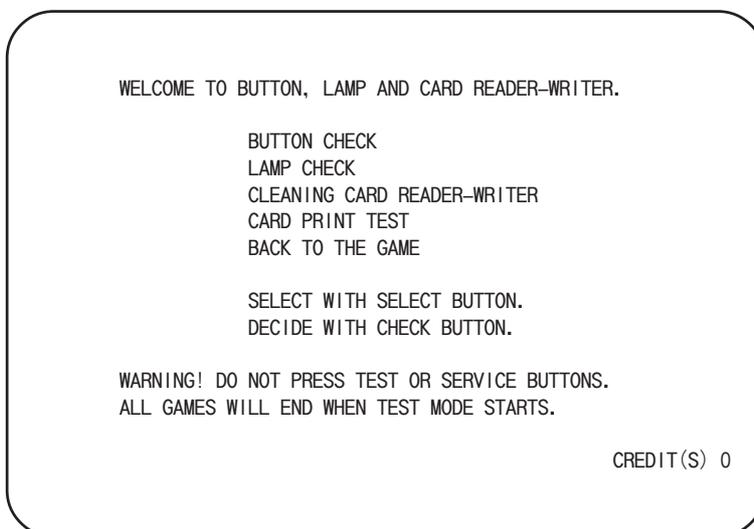
Never touch any areas of the machine other than those specified.
Touching such areas can cause electric shock and short circuit accidents.



- To enter Check Mode, press the CHECK Button during the advertising sequence when the ability level explanation screen is not being displayed.
- Do not press the TEST Button or SERVICE Button while using Check Mode. Entering Test Mode will interrupt all games.

When any one of the communicating satellites enters Test Mode, game play is locked out at all of the other satellite seats. Check Mode exists so that such a situation can be avoided. Unlike Test Mode, this mode allows the cartridge reader/writer test, the input test, and the output test to be performed without interrupting any games. Use this mode to check the operation of the card reader, buttons, and lamps during game play. However, there are some operations that cannot be performed outside of Test Mode. To perform operations that cannot be performed in Check Mode, enter Test Mode outside of operating hours or remove the problem satellite from the communications link. (Owner's Manual chapter 14)

A . CHECK MODE MENU



Press the CHECK Button during the advertising sequence when the ability explanation screen is not being displayed and the display will switch to the screen shown in the figure to the left.

FIG. 5 a CHECK MODE MENU Screen

Press the SELECT Button to move the item color. Move it to the desired item and press the CHECK Button to execute the item.

Select BACK TO THE GAME and press the CHECK Button to exit the mode and return to the game screen.

B . BUTTON CHECK

Select **BUTTON CHECK** and the display will switch the screen in the figure below. The status of each switch can be checked here.

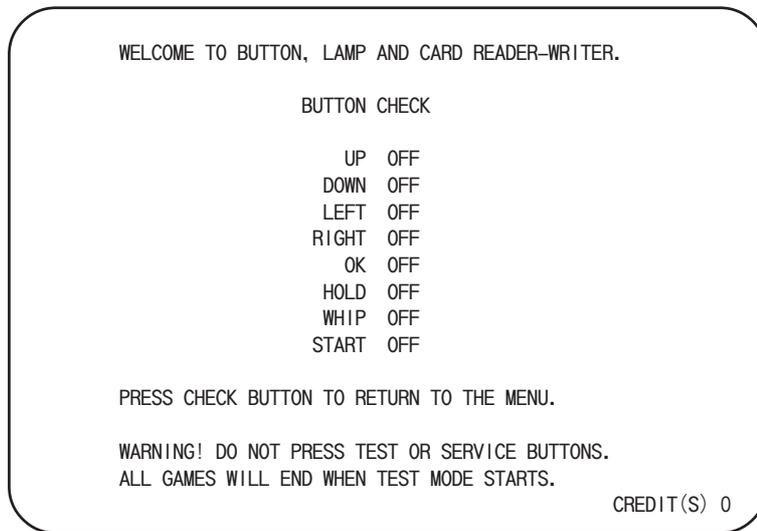


FIG. 5 b 1 BUTTON CHECK Screen

Press each switch. If the display to the right of a switch changes from OFF to ON, the switch's wiring connections are functioning properly.

Press the **CHECK** Button to return to the **CHECK MODE MENU** screen.

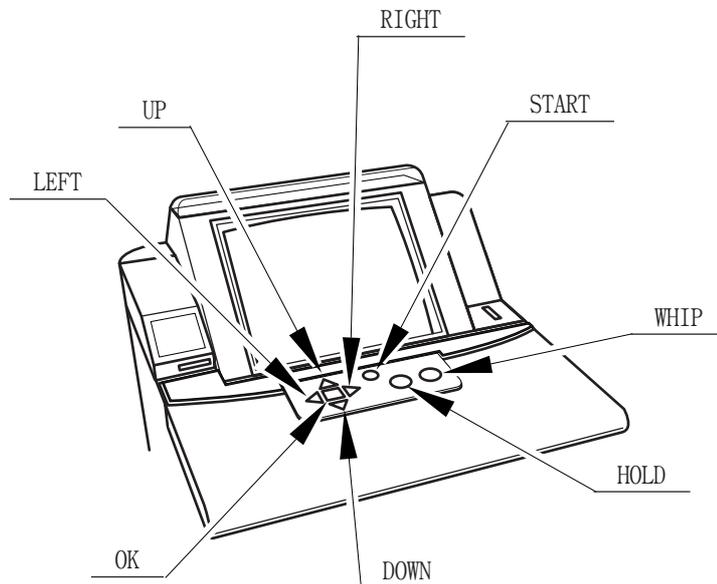


FIG. 5 b 2

C . LAMP CHECK

Selecting LAMP CHECK displays the following screen and allows the status of each lamp to be checked.

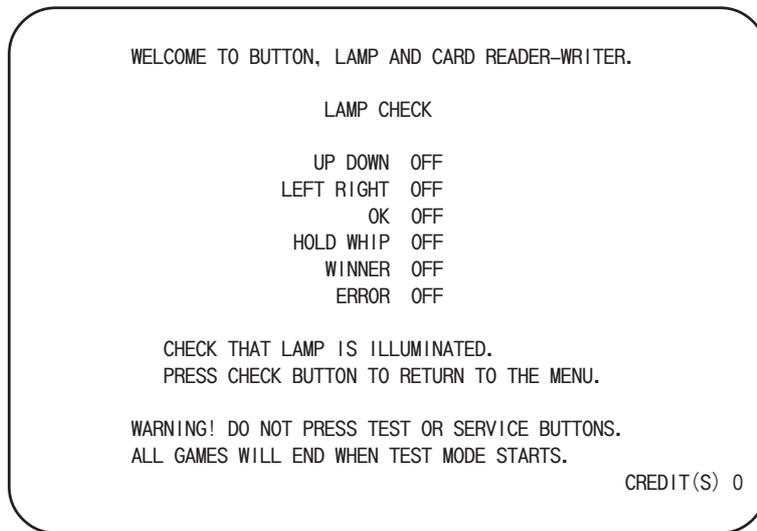


FIG. 5 c 1 LAMP CHECK Screen

Each lamp will automatically turn "ON" in order from the top lamp. If a lamp flashes when the display to the right of the lamp's name turns from "OFF" to "ON", that lamp and its wiring connections are functioning properly.

Press the CHECK Button to exit this mode and return to the CHECK MODE MENU screen.

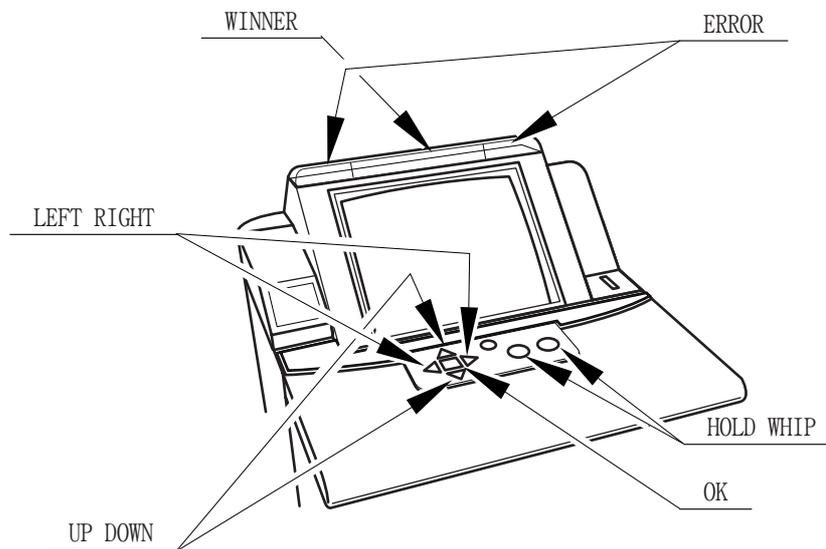
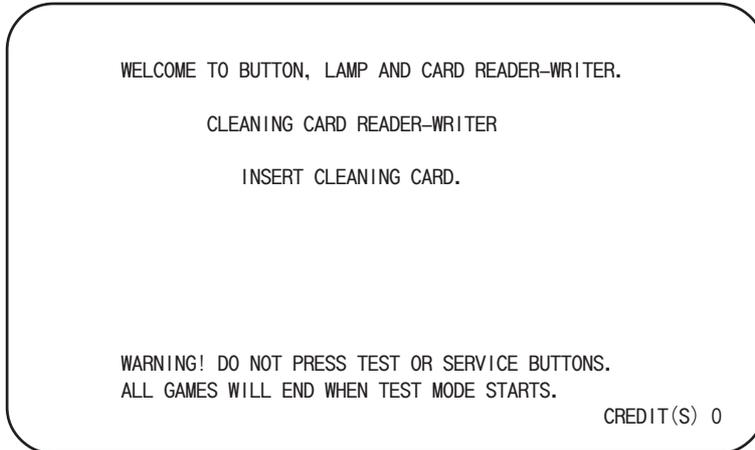


FIG. 5 c 2

D . CLEANING CARD READER-WRITER



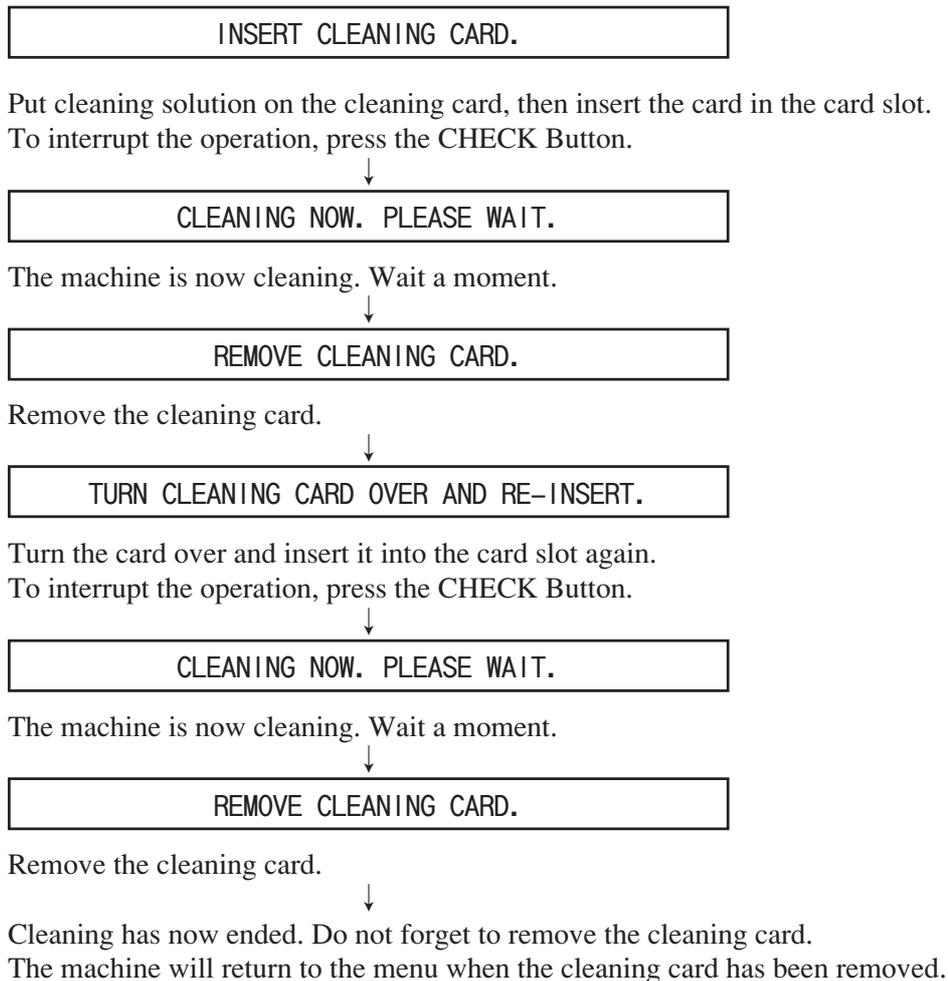
Make sure that there are cards in the card reader/writer dispenser when performing head cleaning. If there are no cards in the dispenser, the part that holds the card down in the dispenser may touch the rotating parts, causing noise.



Select **CLEANING CARD READER-WRITER** and the display will switch to the following screen, allowing you to clean the head of the card reader/writer.

Follow the instructions on the screen to perform cleaning.

FIG. 5 d CLEANING CARD READER-WRITER Screen



E . CARD PRINT TEST

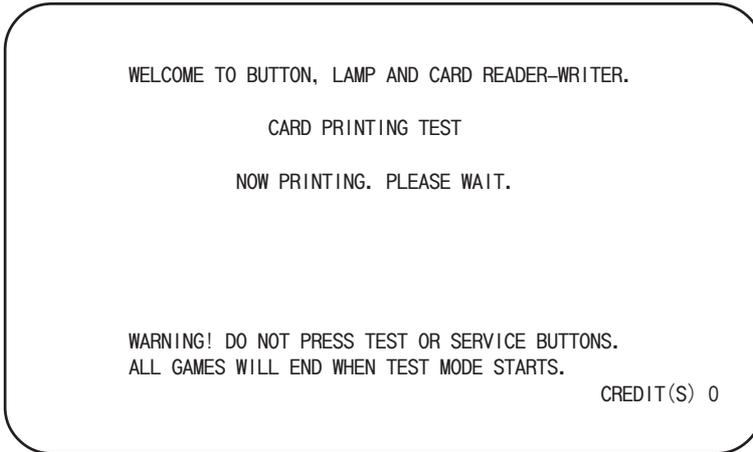
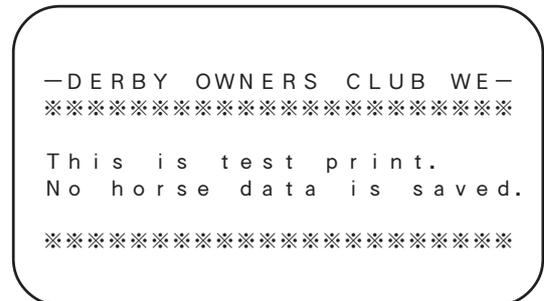


FIG. 5 e CARD PRINTING TEST Screen

Select CARD PRINTING TEST and the card reader/writer will begin to operate. The monitor will switch to the following screen when the card is drawn in from the dispenser.

When this item is executed, a new card will be drawn in from the dispenser to and the message shown below will be printed. Perform a head cleaning if the type is misaligned or broken.

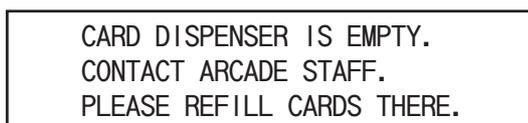


PRINT SAMPLE

When the print test has ended, the following message will be displayed. Remove the card.



EMPTY DISPENSER ERROR DISPLAY DURING THE PRINT TEST



If there are no cards in the card dispenser or there is no card dispenser when CARD PRINTING TEST is selected, the following message will be displayed.

Place cards in the card dispenser. The print test will commence when the card dispenser has been reset in the card reader/writer.

6. FORCED CLEANING MODE



Make sure that there are cards in the card reader/writer dispenser when performing head cleaning. If there are no cards in the dispenser, the part that holds the card down in the dispenser may touch the rotating parts, causing noise.



FIG. 6 FORCED CLEANING Screen

This product counts the number of times the card reader/writer has been operated. When the machine is switched on after having operated the card reader/writer over one hundred times, it enters Forced Cleaning Mode and the game cannot be played.

The machine will exit this mode when the card reader/writer head cleaning is complete. Follow the instructions on the screen to perform cleaning.

Note that performing cleaning in Test Mode or Check Mode clears the operation counter.

INSERT CLEANING CARD.

Put cleaning solution on the cleaning card, then insert the card in the card slot.
To interrupt the operation, press the CHECK Button.

CLEANING NOW. PLEASE WAIT.

The machine is now cleaning. Wait a moment.

REMOVE CLEANING CARD.

Remove the cleaning card.

TURN CLEANING CARD OVER AND RE-INSERT.

Turn the card over and insert it into the card slot again.
To interrupt the operation, press the CHECK Button.

CLEANING NOW. PLEASE WAIT.

The machine is now cleaning. Wait a moment.

REMOVE CLEANING CARD.

Remove the cleaning card.

Cleaning has ended. Do not forget to remove the cleaning card.
The machine will return to the game screen when the cleaning card has been removed.

7. ERROR MESSAGES



- Inspections of the machine while the power is turned on should always be performed by the Location's Maintenance Man or Serviceman. Never allow the machine to be inspected by someone who does not possess the appropriate technical expertise, as it may lead to a short circuit or electric shock.
- Be sure to have the Location's Maintenance Man or Serviceman perform operations such as the replacement of parts that do not appear in this document or the Owner's Manual. In the unlikely event that such procedures are necessary, be sure to contact one of the offices listed in this manual or verify the correct procedure before performing them. Failure to observe these precautions may result in a short circuit or electric shock.



Do not flip the power switch ON and OFF when repowering the machine as it may cause an accident or damage parts.

ERROR DISPLAY WHEN MACHINE IS TURNED ON

This product will automatically run a network check when it is powered up.

If the network connections demonstrate any defect or abnormality, the main projection unit and all of the satellite screens will repeatedly display the network check screen and NAOMI logo screen without switching to the advertising screen.

If the display fails to switch to the advertising screen, first turn off the main projection unit and then all of the satellites. Wait a few seconds and then turn them on again.

Perform the following inspection if the advertising screen does not appear after powering up again.

If the following inspection fails to identify the problem and it is not possible to enter Test Mode, contact one of the offices listed in this manual or the point of purchase.

- Is the communications cable connected properly?
- Has the communications cable come loose from the connector?
- Is the communications cable curved too much or bent?
- Is the NUMBER OF SATELLITES setting for each seat correct?
- Is the COMMUNICATION MODE setting for each seat correct?

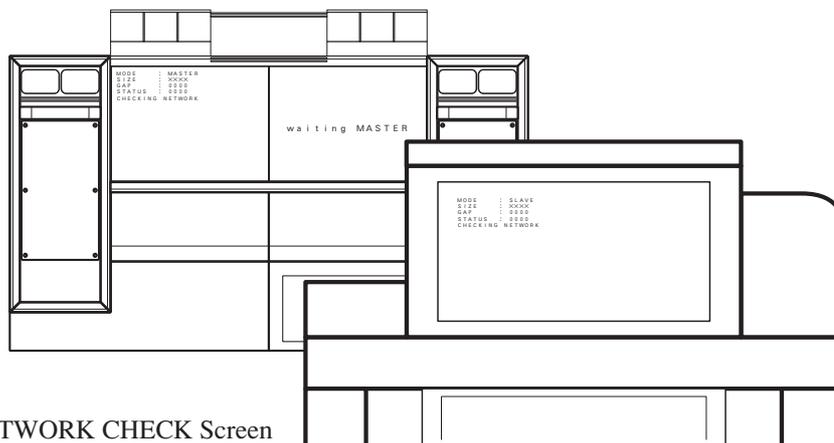


FIG. 7 a NETWORK CHECK Screen

This product displays error messages on screen whenever an abnormality is detected. The winner lamps on both sides of the satellite that caused the error will simultaneously flash, indicating an error. However, the error lights will not flash in the case of an UNREMOVED CARD ERROR. Respond to and resolve each error.

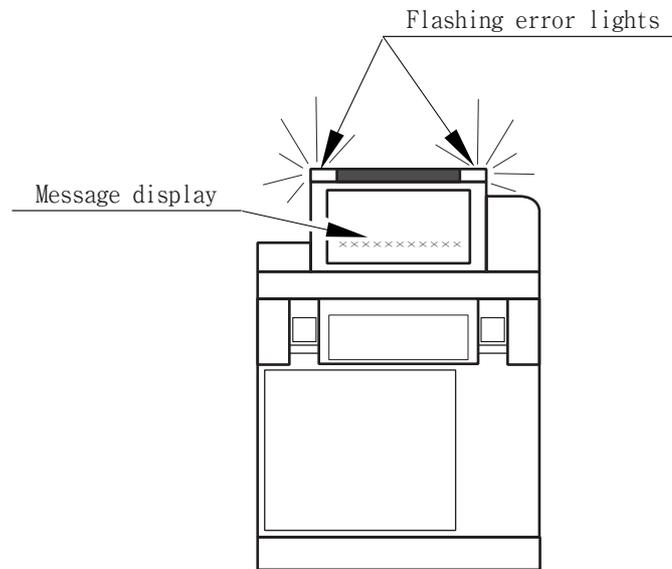


FIG. 7 b

COIN ASSIGNMENTS ERROR

In this version, the message below will be displayed on the satellite advertising screens and the game will not operate if the coin settings are set as follows.

- If the value for SEQUENCE 2 is set to be higher than the value for SEQUENCE 1.
- If the value for SEQUENCE 3 is set to be higher than the value for SEQUENCE 2.
- If the COIN CHUTE TYPE is set to INDIVIDUAL in the System Test Mode. (See 3-2)

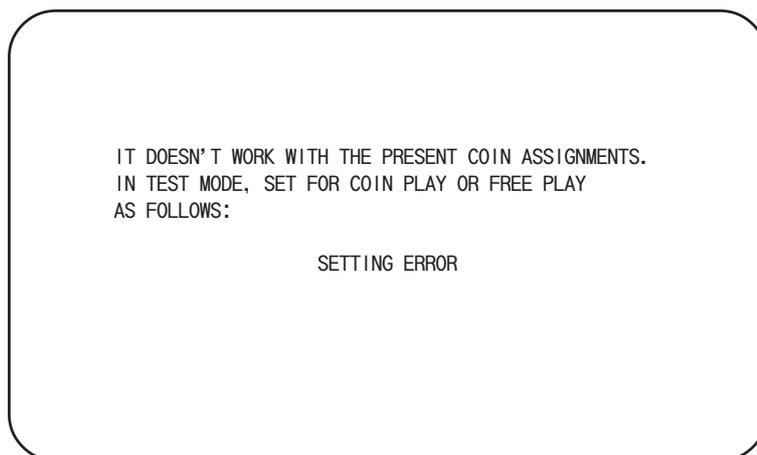


FIG. 7 c COIN ASSIGNMENTS ERROR Screen

Reset the coin settings and restart the machine.
Free play operates as usual.



- If a network error occurs before a race has ended, the players will lose their credits and the game will not end properly because the error has occurred during a race. Explain the circumstances to the players involved in the game and restore their credits with the SERVICE Button.
- If a network error occurs when raising a new horse, resolve it as outlined below.
- If an error occurs before the players have chosen their silks, the registered horses' names and other information records will be erased due to the error. It will be necessary to have the players re-input the names of their horses. In addition, they will lose their credits when the game starts, so be sure to restore their credits with the SERVICE Button.
- If an error occurs after the race has started, players will lose their credits and the game will not end properly, as described above. Explain the circumstances to the players involved in the game and restore their credits with the SERVICE Button.
- When main projection unit or any one of the satellites enters the Test Mode, the seats that are not in Test Mode will display this screen. This does not indicate a malfunction.

The message shown below will be displayed if a connection encounters one of the following problems during operation of the game. The message will be displayed on screen in red type.

- When the communications cable has been disconnected.
- When the communications cable has been bent or damaged.
- When the communications board has been removed, etc.

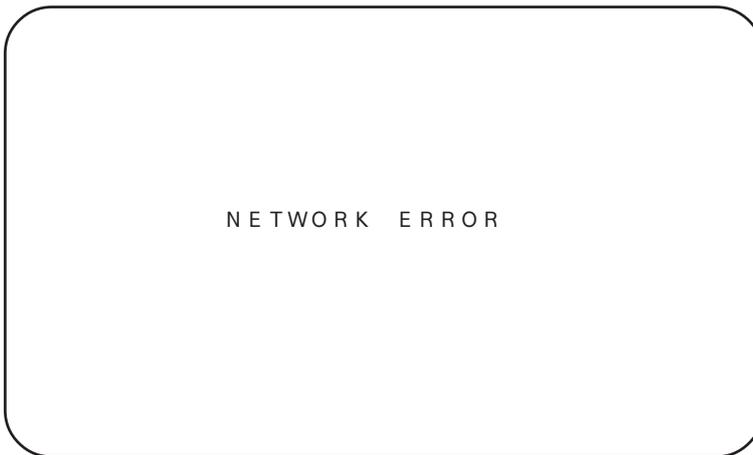


FIG. 7 d NETWORK ERROR Screen

In the event of a network error, check both the communications cable and the communications board, and restart the machine.

If a satellite or the main projection unit has entered Test Mode, this display may appear. Note that this does not indicate any abnormality with the communications devices.

CARD READER/WRITER CONNECTION ERROR

The following message will be displayed on the advertising screen in the position of that in the figure below if the card reader/writer is not properly connected when the machine is turned on, or if there is no response due to damage.

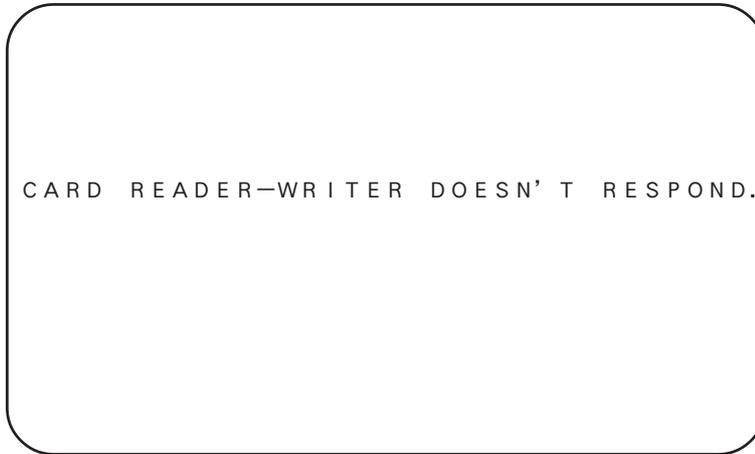


FIG. 7 e CARD READER/WRITER CONNECTION ERROR Screen

Verify that the card reader/writer is connected properly.

UNREMOVED CARD ERROR

If a card is left in the card reader/writer when the machine powers down, the card will be discharged from inside of the card reader/writer the next time the machine is powered up.

If this card is not removed and left as it is, the following message will be displayed on the screen.

Remove the card from the card reader/writer.



FIG. 7 f UNREMOVED CARD ERROR Screen

EMPTY CARD DISPENSER ERROR

The following error will be displayed if there is no dispenser or there are no cards in the dispenser when the card reader/writer is trying to draw in a card from the dispenser.



FIG. 7 g CARD DISPENSER EMPTY Screen

The game will be restored when cards are placed in the dispenser or the dispenser is reset in the card reader/writer.

CARD READER JAM

The following error will be displayed if a card is jammed when the card reader/writer is trying to draw in a card, when it is trying to read or write, or when some other kind of card problem has occurred.

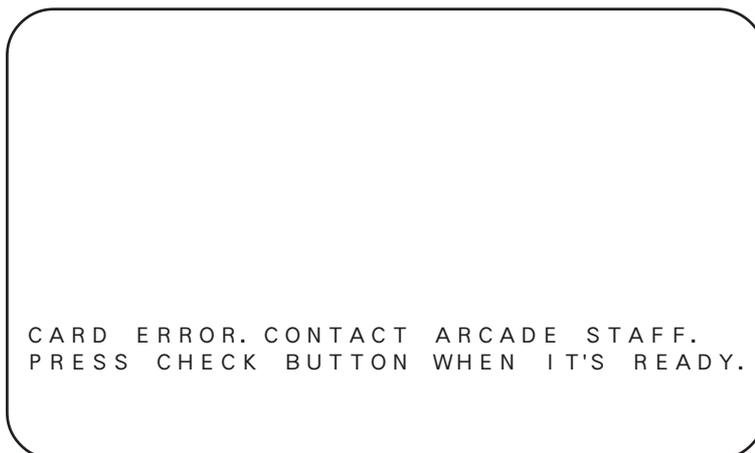


FIG. 7 h CARD READER JAM Screen.

Press the CHECK Button after resolving the problem and the game will be restored.

The following message will be displayed if some kind of abnormality has occurred with the card reader/writer. If this error is displayed, power down the machine and then restart it.

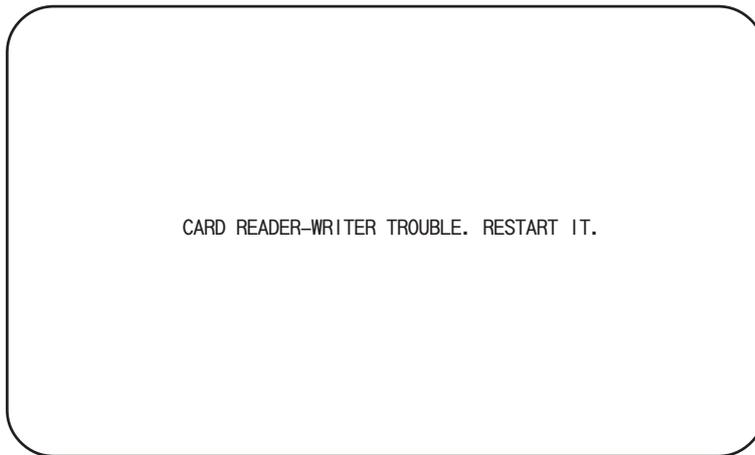


FIG. 7 i

If restarting the machine does not resolve the problem, replace the card reader/writer.

THERE IS A CARD ON THE SHUTTER

The following message will be displayed if the shutter is trying to close but it cannot because a card or some other object remains on the shutter. Remove the object from the shutter and the game will be restored.

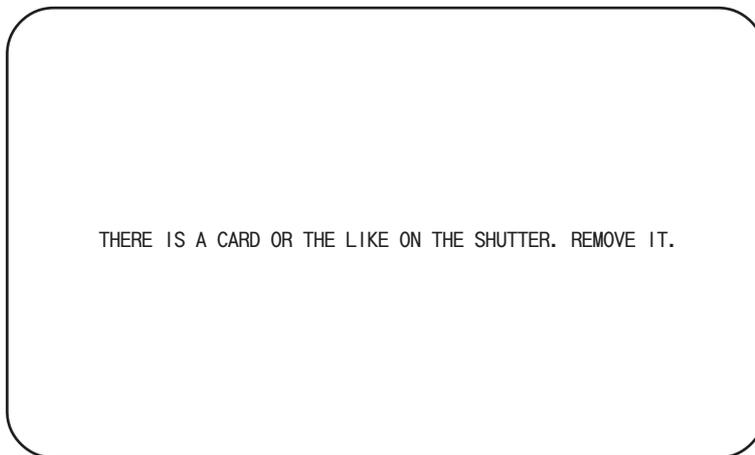


FIG. 7 j

CARD DRAW-IN ERROR MESSAGE

If the card being drawn in is unusable for DOC WE, the following displays will appear on the screen depending on the type of card.

The game will be restored after the card is discharged without further action.

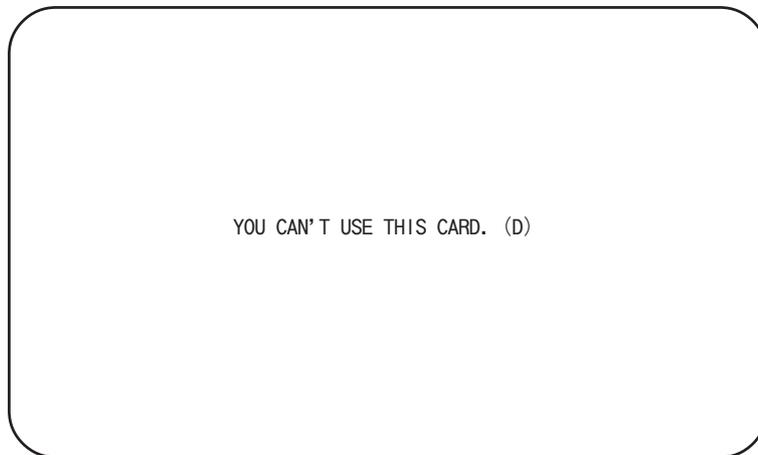


FIG. 7 k CARD DRAW-IN ERROR MESSAGE Screen

YOU CAN'T USE THIS CARD. (D)

→ A card other than a DOC WE card has been inserted.

If the card is a valid DOC WE card, then the data contained on the card may be corrupted.

YOU CAN'T USE THIS CARD. (C)

→ The data may have been rewritten or there may have been an attempt to copy the card.

THIS IS ACTIVE RACEHORSE CARD.

→ A card for a horse that has not been retired has been inserted instead of a sire or dam card.

THIS IS SIRE CARD.

→ A sire card has been inserted outside of sire select mode.

THIS IS DAM CARD.

→ A dam card has been inserted outside of dam select mode.

THIS CARD IS WRONG VERSION.

→ A card for a different version has been inserted.